

IGS®

# SHEENA



## Operator Manual



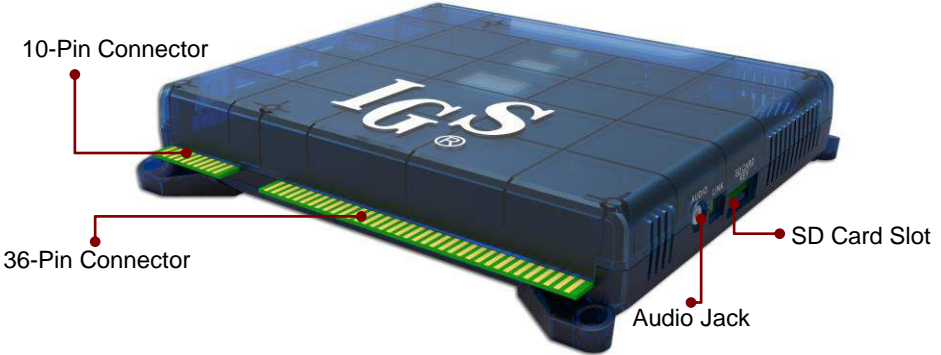


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# 1. Hardware

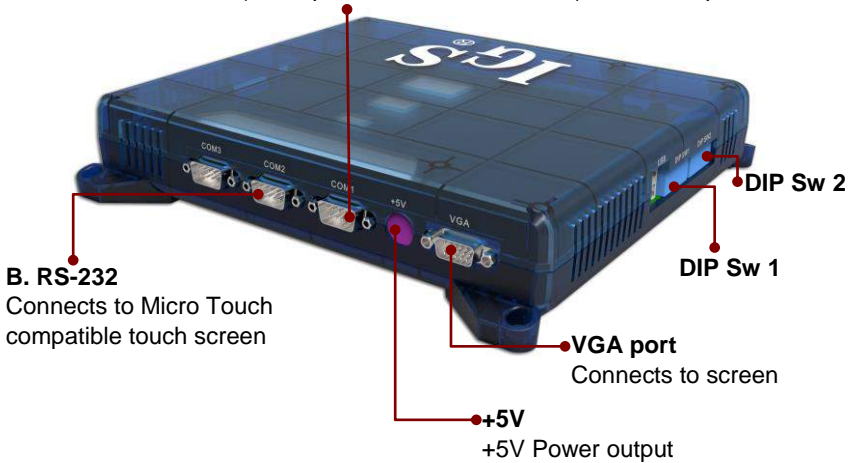
## Hardware Connection



### A. RS-232

Connects to optional Citizen printer/ticket dispenser.

\* Use Belkin #F2L044 (serial printer cable/null modem) for Citizen printer.



### B. RS-232

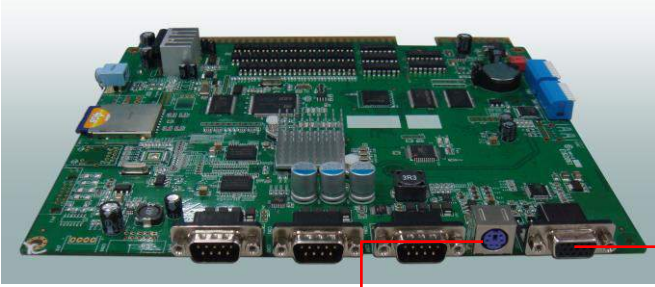
Connects to Micro Touch compatible touch screen

VGA port  
Connects to screen

+5V  
+5V Power output

## Connecting Touch Panel (Optional)

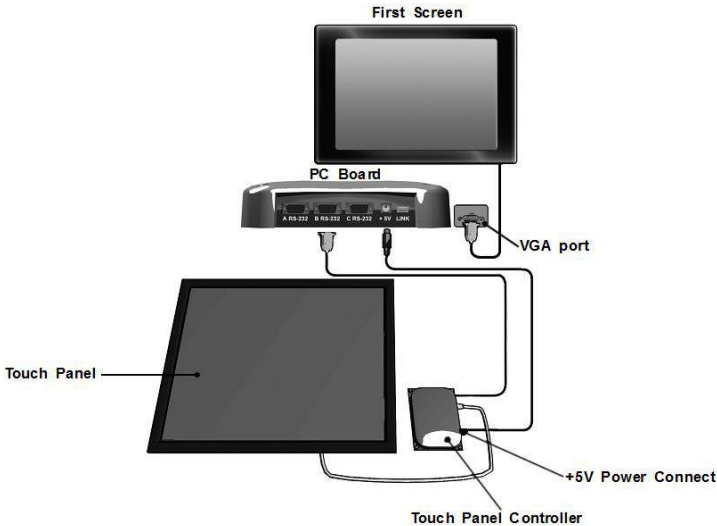
### Type A



Power +5V Connector  
(Female)

Monitor Connector  
(15PIN Female)

- Refer to the diagram below to connect the touch screen.
- After the connection, remember to adjust the **Pin 1** of **DIP SW2** to **ON** to enable touch mode.



# Connection Diagram

36 Pins (6 Buttons)		
PARTS SIDE		SOLDER SIDE
	1	
SPEAKER_R	2	
SPEAKER_L	3	GND
	4	
	5	
	6	
TICKET OUT	7	
TICKET SWITCH	8	
START / ALL STOP	9	
STOP4/SMALL/HELP	10	
STOP5/PLAY	11	
STOP1/TAKE	12	
STOP3/DOUBLE/SELECT LINE	13	
	14	
	15	
STOP2/BIG/HOLD PAIR	16	
	17	
COIN A	18	KEY IN
	19	COIN C
RECORD	20	TEST
	21	KEY OUT/PRINTER OUT
	22	
COIN A METER	23	
KEY IN METER	24	
	25	
COIN C METER	26	
OUT METER	27	
	28	
LAMP: START/ALL STOP	29	
LAMP: STOP4/SMALL/HELP	30	
LAMP: STOP5/PLAY	31	LAMP: COUNT
LAMP: STOP1/TAKE	32	
LAMP: STOP3/DOUBLE/SELECT LINE	33	
LAMP: STOP2/BIG/HOLD PAIR	34	
	35	
GND	36	GND

10 Pins (6 Buttons)		
PARTS SIDE		SOLDER SIDE
GND	1	GND
GND	2	GND
+5V	3	+5V
+5V	4	+5V
+12V	5	+12V
HOP-VCC	6	
TICKET SSR	7	
	8	
GND	9	GND
GND	10	GND

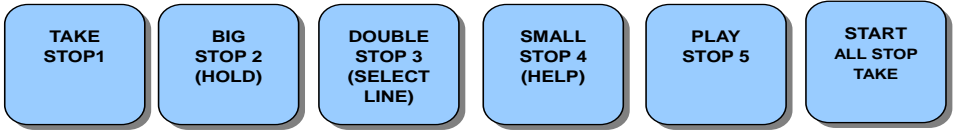
## DIP Switch Settings

DIP SWITCH 1		1	2	3	4	5	6	7	8
SLAVE ID	1	OFF	OFF	OFF	OFF	OFF			
	2	ON	OFF	OFF	OFF	OFF			
	3	OFF	ON	OFF	OFF	OFF			
	4	ON	ON	OFF	OFF	OFF			
	5	OFF	OFF	ON	OFF	OFF			
	6	ON	OFF	ON	OFF	OFF			
	7	OFF	ON	ON	OFF	OFF			
	8	ON	ON	ON	OFF	OFF			
	9	OFF	OFF	OFF	ON	OFF			
	10	ON	OFF	OFF	ON	OFF			
	11	OFF	ON	OFF	ON	OFF			
	12	ON	ON	OFF	ON	OFF			
	13	OFF	OFF	ON	ON	OFF			
	14	ON	OFF	ON	ON	OFF			
	15	OFF	ON	ON	ON	OFF			
	16	ON	ON	ON	ON	OFF			
	17	OFF	OFF	OFF	OFF	ON			
	18	ON	OFF	OFF	OFF	ON			
	19	OFF	ON	OFF	OFF	ON			
	20	ON	ON	OFF	OFF	ON			
	21	OFF	OFF	ON	OFF	ON			
	22	ON	OFF	ON	OFF	ON			
	23	OFF	ON	ON	OFF	ON			
24	ON	ON	ON	OFF	ON				
	OFF	OFF	OFF	ON	ON				
	ON	OFF	OFF	ON	ON				
	OFF	ON	OFF	ON	ON				
	ON	ON	OFF	ON	ON				
	OFF	OFF	ON	ON	ON				
	ON	OFF	ON	ON	ON				
	OFF	ON	ON	ON	ON				
ON	ON	ON	ON	ON					
LINK MODE	SINGLE								OFF
	LINK								ON

DIP SWITCH 2		1	2	3	4	5	6	7	8
TOUCH	NO	OFF							
	YES	ON							

## 36 & 10 PIN Button Layout

### 6 Buttons

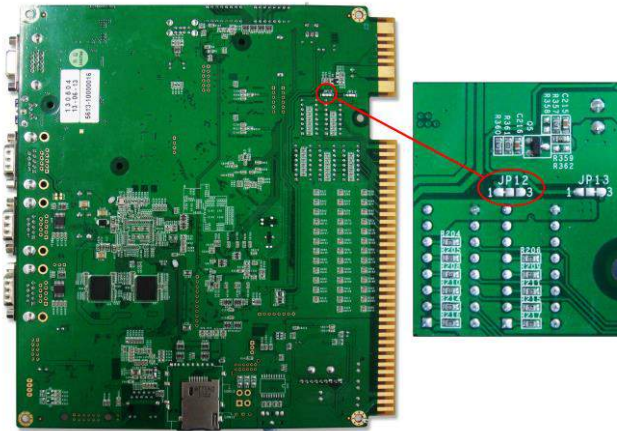


## Solving Ticket SSR Error

After powering on the machine, if the ticket dispenser keeps working and can't be stopped, it could be that the Ticket SSR's jump setting is incorrect.

### How to solve:

1. Locate the Ticket SSR jump (JP12) on the PC board. Then identify current TICKET SSR is at HIGH ACTIVE or LOW ACTIVE.



2. Change to use the alternative JP12 setting.

JP12	Low Active		Short pins 1-2
	High Active (Default)		Short pins 2-3



## Reset

1. Power off the machine and then power on.
2. Press and hold the **【TEST】** button until the game enters the CHECKING SYSTEM page.
3. Enter the 「TEST」 page.



4. Press the **【PLAY】** button to enter the 「TEST 2」 PAGE (PAGE 2).



5. Press the **【STOP3】** button to enter the 「RESET」 page.



6. Press the **【PLAY】** button to RESET the game to default value.



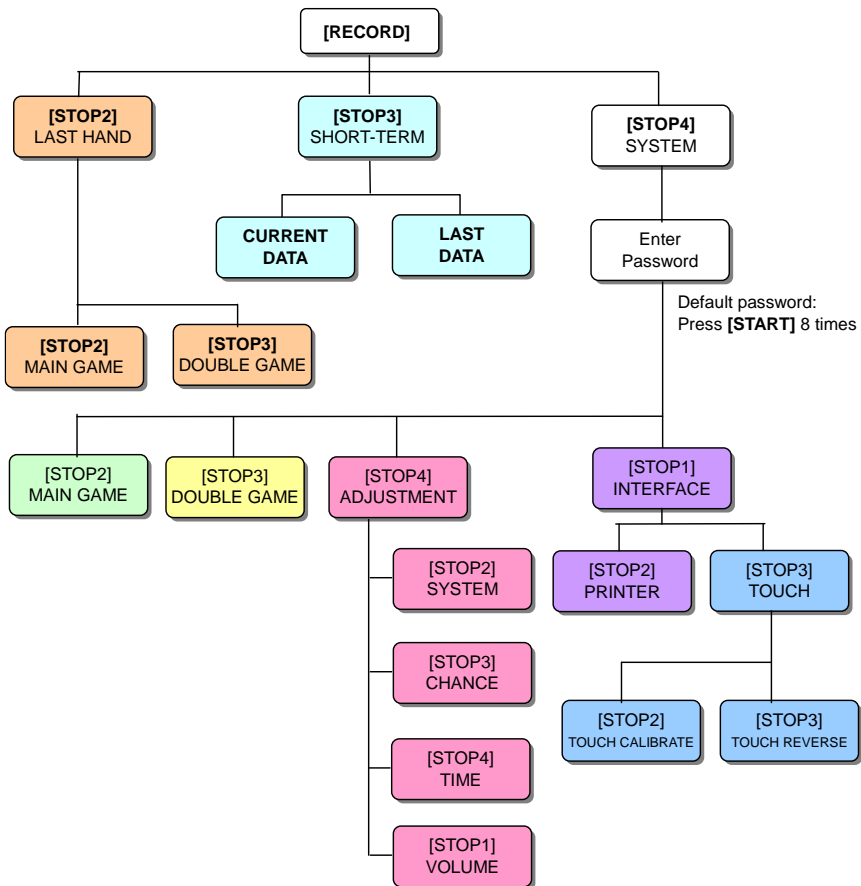
7. Press the **【PLAY】** button again to confirm RESET or press ANY button to EXIT.



8. After RESET is completed, it displays SYSTEM RESET COMPLETED on the screen.
9. Power off the machine and then power on to complete the Reset procedure.

# 2. Bookkeeping & Adjustment

## Access Flow Chart



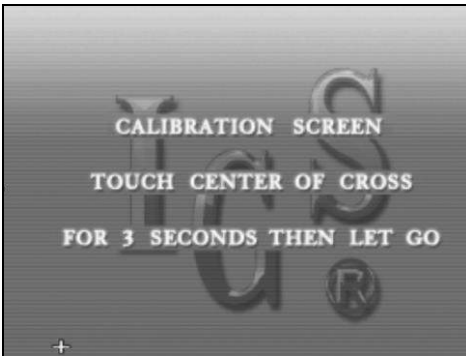
## System Settings

ITEMS	SETTING SELECTION	DEFAULT
MAX. LINE PLAY	2, 4, 8, 10, 15, 20	20
MIN. PLAY(TOTAL)	1, 5, 10, 15, 25, 50, 75, 100, 125, 150	25
MIN. PLAY FOR JACKPOT	1, 5, 10, 15, 25	25
JACKPOT MAX	15000, 20000, 50000, 70000, 100000, 150000, 200000	50000
COIN RATE	1,5,10,20,25,50,75,100,200,500,1000	25
KEY IN RATE		100
KEY OUT RATE		100
TICKET RATE		500
GAME TICKET	1,2,3,4,5,8,10,CONTINUES	CONTINUES
INTERFACE	DISPENSER , PRINTER ,ATTENDANT	PRINTER
PRINTER COMMAND	CBM1 , ESC/POS , ESC/POS2 , STAR	CBM1
DISPLAY	CREDIT, 1C, 5C, 10C, 20C, 25C, 50C, \$1	CREDIT
SYSTEM LIMIT	NO, YES	NO
AUTO TICKET	NO, YES	NO
DEMO MUSIC	NO, YES	YES
NON-STOP	NO, YES	NO
PASSWORD	NO, YES	NO
ODDS TABLE	NO, YES	YES
SCORE BOX	NO, YES, 10X	NO
PLAY SCORE	NO, YES	YES
HAND COUNT	NO, YES	NO
HOLD PLAY	NO, YES	YES
AUTO PLAY	NO, YES	YES
DOUBLE GAME	NO, YES	YES
JACKPOT MODE	PROGRESSIVE, RANDOM	PROGRESSIVE

## Chance Settings

ITEMS	SETTING SELECTION	DEFAULT
MAIN GAME LEVEL	LEVEL1(Easiest), LEVEL2,LEVEL3, LEVEL4,LEVEL5,LEVEL6(Hardest)	LEVEL 6
DOUBLE GAME LEVEL	85%, 90%, 95%	95%

## Touch Screen Calibration



1. If a touch screen is connected, press **[RECORD]>**  
**[SYSTEM]>[INTERFACE]>**  
**[TOUCH]** and follow the on-screen prompts to enter the calibration screen.
2. Touch center of the cross on the screen for 3 seconds.
3. Follow the cross when it moves till the calibration is completed.

# 3. Game Introduction

## Features

- 25 Lines.
- Win paid from left to right and right to left to increase the winning possibility.
- Max. Win up to 500,000.
- When collecting 5/4/3 Jackpot symbols in the main game reel, players win the Jackpot 1/2/3.
- Touch screen / Auto play support.

## Main Game

Sheena is a 5 Reels & 25 Lines game.

3 sets of Jackpots



25 Lines

Credit

Symbol Zone

# Jackpot

-  in a game win

Jackpot 1.

-  in a game win Jackpot 2.

-  in a game win Jackpot 3.



## Favorable Win Line

- Win paid from left to right and right to left to increase the winning possibility.
- Take the Liner 1 for example :
  - 3 same symbols in the win line :



- 4 same symbols in the win line :



- 5 same symbols in the win line :



## Wild Sheena Feature



- Wild Sheena feature is randomly triggered in a game and gives symbols to increase the wins.



## All The Same Feature



- Whole- Reel symbol only appears on the 1st & 5th reel
- **ALL THE SAME** feature is triggered when the whole-reel symbol on the 1<sup>st</sup> and 5<sup>th</sup> reels is the same. The same symbol & Wild symbol will be held on the screen, and the different symbols will re-spin twice to increase the winning chance.

## Victory



- When 2 different whole- reel symbols appear on the 1st and 5th reels, the **Victory** Feature will be triggered and a player may choose one side to support. Guess right to make all opponent symbols be replaced by the winning symbols to increase the winning chance.

## Bonus Game\_1



-  will trigger **Bonus Game**.

- Stage 1 :

Choose a lotus leaf to move forward and win the prizes. The Bonus Game ends when the **EXIT** is chosen.

## Bonus Game\_2



- Stage 2 :  
Choose one of vines to climb up and win the prizes. The Bonus Game ends when the **EXIT** is chosen.
- Stage 3 :  
Choose one of eggs to multiply the wins in the Bonus Game.

## Double Game



- Choose **Tiger** or **Gorilla** to double the winning.

# 4. Wins Rules

## Encouraging Higher Play

MIN. PLAY	JACKPOT
25	100%

## Odds Table

JACKPOT 1 27084		JACKPOT 2 10784		JACKPOT 3 2691	
 x5 750 x4 250 x3 40	<b>SHEENA</b> MIN. PLAY 25 FOR JP		600 x5 200 x4 30 x3		
 x5 500 x4 150 x3 25	 only appears on the 1st, 3rd & 5th reel. 3 symbols in a game will activate Bonus Game.	400 x5 100 x4 20 x3			
A x5 300 x4 75 x3 15	 can substitute for all symbols, except Bonus & Wild.	200 x5 50 x4 10 x3	K		
Q x5 200 x4 50 x3 10	J x5 100 x4 25 x3 10	100 x5 25 x4 10 x3	10		



## Line Chart

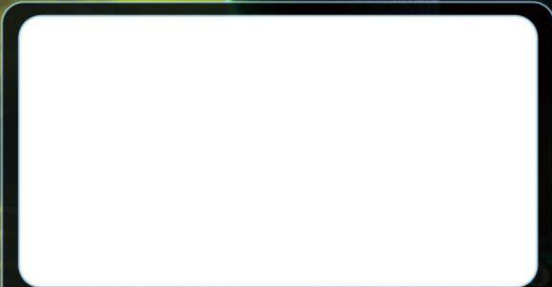


**LINE CHART**

Line 1	Line 2	Line 3	Line 4	Line 5

● Win paid is calculated from left to right, and from right to left.

● Win paid is equal to symbol Odds multiplied by LINE PLAY.



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