

IGS®

CHEERS



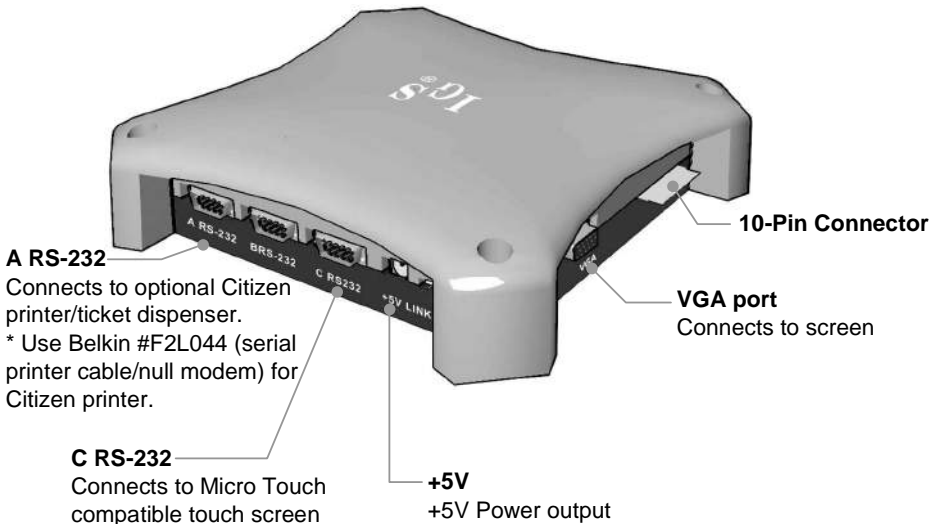
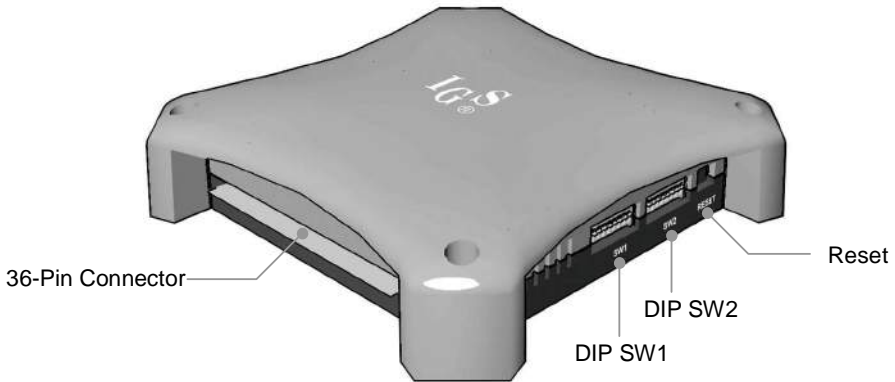
Operator Manual

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1. Hardware

Connectors Descriptions



Notes:

1. Printer only can be driven when connecting to the RS-232 port.
2. The interface board of ticket dispenser can be driven by connecting to the 7th pin on the Part Side of 10 pins (on 36 & 10 pins diagram).

Connection Diagram

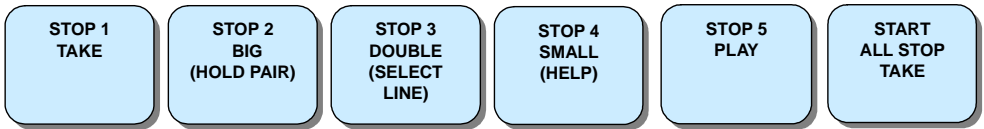
36 Pins		
PARTS SIDE		SOLDER SIDE
	1	
	2	
SPEAKER	3	GND
	4	
	5	
	6	
TICKET OUT	7	
TICKET SWITCH	8	
START/ALL STOP	9	
STOP4/SMALL/HELP	10	
STOP5/PLAY	11	
STOP1/TAKE	12	
STOP3/DOUBLE/SELECT LINE	13	
	14	
	15	
STOP2/HOLD PAIR/BIG	16	
	17	
COIN A	18	KEY IN
	19	COIN C
RECORD	20	TEST
	21	KEY OUT/PRINTER OUT
	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/HOLD PAIR/BIG	34	
	35	
GND	36	GND

10 Pins		
PARTS SIDE		SOLDER SIDE
GND	1	GND
GND	2	GND
+5V	3	+5V
+5V	4	+5V
+12V	5	+12V
	6	
TICKET SSR	7	
	8	
	9	
GND	10	GND

DIP Switch Settings

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

36 & 10 PIN Button Layout

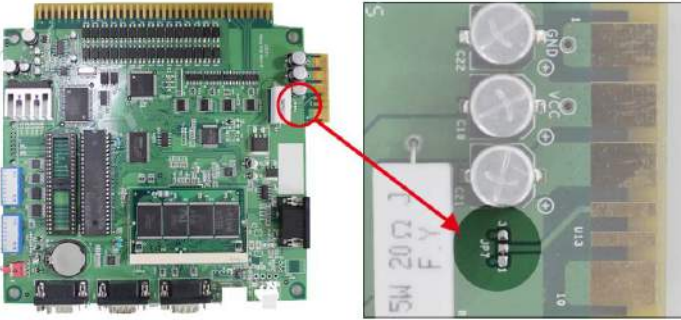


Solving Hopper SSR Error

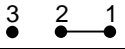
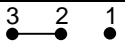
After powering on the machine, if the hopper keeps working and can't be stopped, it could be that the hopper SSR's jump setting is incorrect.

How to solve:

1. Locate the Hopper SSR jump (JP7) on the PC board. Then identify current HOPPER SSR is at HIGH ACTIVE or LOW ACTIVE.



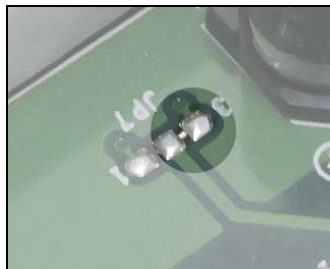
2. Change to use the alternative JP7 setting.

JP7	Low Active (Default)		Short pins 1-2
	High Active		Short pins 2-3

The following example shows how to change from **LOW ACTIVE** to **HIGH ACTIVE**.



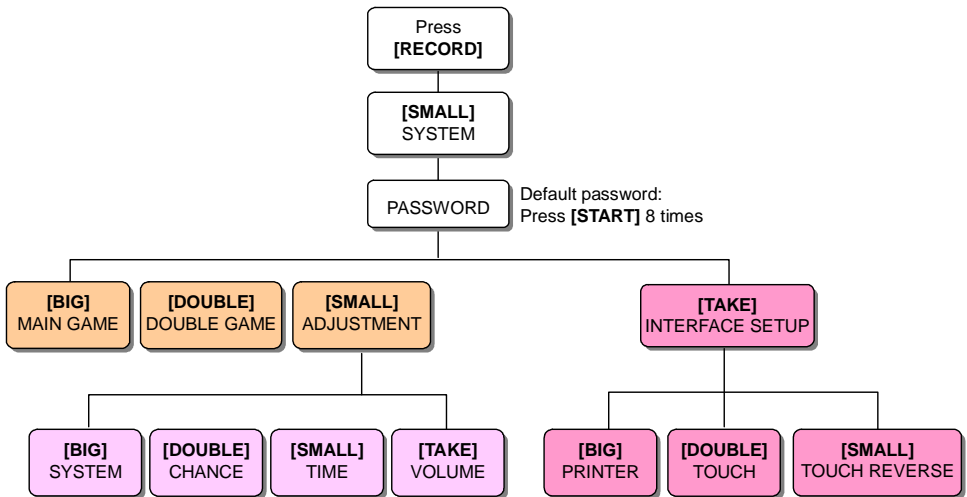
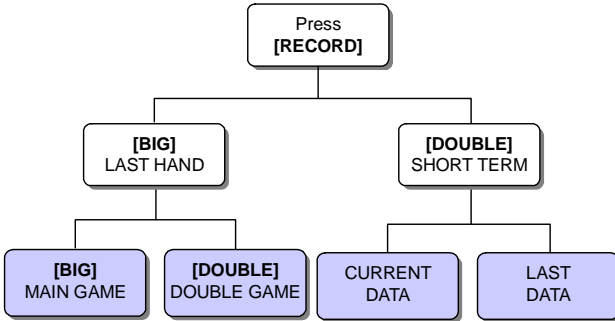
Open pins 1 and 2
Remove the solder bridge between pins 1-2.



Short pins 2 and 3.
Then apply solder to bridge pins 2-3.

2. Bookkeeping & Adjustment

Access Flow Chart



System Adjustment

ITEMS	SETTING SELECTIONS	DEFAULT
MAX. PLAY/LINE	2, 5, 10, 15, 18, 25	25
MIN. PLAY/TOTAL	1, 5, 7, 9, 10, 15, 18, 20, 25, 27, 36, 45, 50, 72, 75, 90, 100, 144, 150	20
MIN.PLAY FOR JACKPOT	1, 3, 5, 9, 10, 15, 18, 20	20
JACKPOT MAX	15000, 20000, 50000, 70000, 100000, 150000, 200000	50000
COIN RATE	1, 2, 4, 5, 10, 15, 20, 25, 30, 40, 50, 60, 75, 80, 100, 200, 250, 400,500, 1000	25
KEY IN RATE		100
KEY OUT RATE		1
TICKET RATE		500
GAME TICKET	1, 2, 3, 4, 5, 8, 10, CONTINUOUS	CONTINUOUS
INTERFACE	DISPENSER, PRINTER, ATTENDANT	PRINTER
PRINTER COMMAND	CBM1, ESC/POS, STAR	CBM1
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 PAIR	NO, YES	YES
AUTO PLAY	NO, YES	YES
DOUBLE GAME	NO, YES	YES
JACKPOT MODE	PROGRESSIVE, RANDOM	RANDOM

Chance Adjustment

ITEMS	SETTING SELECTIONS	DEFAULT
MAIN GAME LEVEL	LEVEL 1 (easiest), LEVEL 2, LEVEL 3, LEVEL 4, LEVEL 5, LEVEL 6 (hardest)	LEVEL 6
DOUBLE GAME LEVEL	95%, 90%, 85%	95%

Touch Screen Calibration



1. Press **[RECORD]** and follow the on-screen prompts to enter the calibration screen.
2. Touch center of the cross on the screen for 3 seconds.
3. Follows the cross when it moves till the calibration is completed.

3. Game Introduction

Features

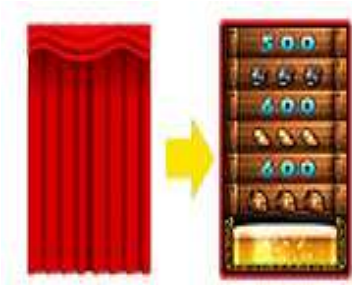
- 20-liner.
- Max. Win up to 500,000.
- 3 set of progressive Jackpot. If 5 / 4 / 3 Jackpot symbols appear, players can get Jackpot 1 / 2 / 3 depending on the JP symbols.
- Hold Pair Feature: Select the desired Hold Symbol and Re-spin the symbols you don't want. Press Hold-Pair button to swap the Symbols.
- Crate feature.
- Bonus game.
- Touch screen / Auto play support.

Main Game

CHEERS is a 15-reel & 20-liner game with 1 bonus games.



Features



- Player plays 20 total plays to open left side crates.



- Signs of SYMBOL, SCORE and BONUS GAME are placed in the crates on the left side of the screen.
- When player wins a liner prize in the main game and if the number of the winning symbols equals or is more than the number of any one of the same SYMBOL crate, the crate will be eliminated.
- Player wins extra credits by eliminating the SYMBOL crates to make the SCORE or BONUS GAME crate fall into the beer mug.
- Player wins credits when SCORE crate falls into the beer mug.
- Player enters the BONUS GAME when BONUS GAME crate falls into the beer mug.

Features



- Signs of SYMBOL, SCORE and BONUS GAME are placed in the crates on the left side of the screen.
- When player wins a liner prize in the main game and if the number of the winning symbols equals or is more than the number of any one of the same SYMBOL crate, the crate will be eliminated.
- Player wins extra credits by eliminating the SYMBOL crates to make the SCORE or BONUS GAME crate fall into the beer mug.
- Player wins credits when SCORE crate falls into the beer mug.
- Player enters the BONUS GAME when BONUS GAME crate falls into the beer mug.



- When the drunk guy symbol appears in the main game, drunk guy himself will show up and throw a bottle at either SYMBOL or BONUS GAME crates.
- If the bottle hits SYMBOL crate, the crate vanishes and the crate above will fall to take its place. If the SCORE crate falls into the beer mug, player wins extra credits.
- Player enters BONUS GAME if the bottle hits the BONUS GAME crate.

Bonus Game



With 3X symbols or more on the screen, player enters Bonus Game.

Bonus Game



- Player can choose one character from the right side of the screen to start the beer sliding game.
- By pushing the beer mug, player wins credits based on the scores showed on the table where the beer mug stops.
- Other customers might throw money bags onto the table, player wins extra credits depends on how much the money bags are worth.
- Player gets no credit if the beer mug stops at the MISS zone or falls out of the table.

Double Game






After winning the Main game or Bonus game, player can press **[DOUBLE UP]** button to play Double Game.

- Choose RED or BLACK to play DOUBLE GAME.
- The winnings will be doubled when choosing the right color.

4. Wins Rules

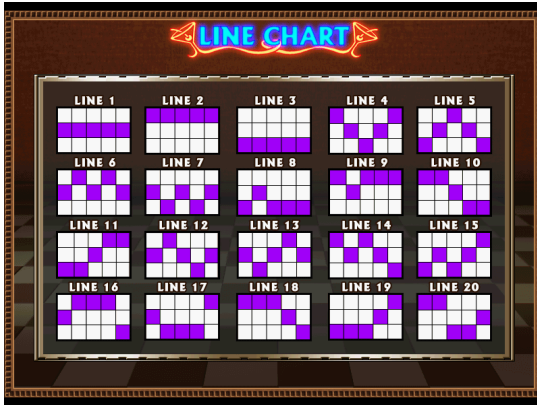
Jackpot

	JACKPOT 1	Get 5 Jackpot Symbols win JACKPOT1.
	JACKPOT 2	Get 4 Jackpot Symbols win JACKPOT2.
	JACKPOT 3	Get 3 Jackpot Symbols win JACKPOT3.

Encouraging Higher Wagers

MIN. TOTAL BET	JACKPOT 1	JACKPOT 2	JACKPOT 3
20	15000	4000	1500
40	30000	8000	3000

Pay Chart



Line-up pattern: 20-liner

Odds Table



Line-up pattern: 20-liner



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