IGS
SUPER BUGS
BONUS
Operator Manual

Table of Contents

1. Hardware 2

Connectors Descriptions 2
Connection Diagram 3
DIP Switch Settings 4
36 & 10 PIN Button Layout 5
Solving Hopper SSR Error 6

2. Bookkeeping & Adjustment 7

Access Flow Chart 7
System Adjustment 8
Chance Adjustment 9
Touch Screen Calibration 9

3. Game Introduction 10

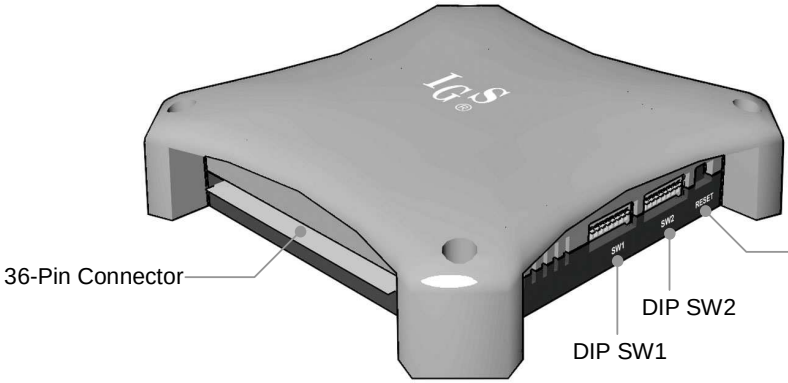
Features 10
9-Reel, 8-Liner Game 10
Bonus game 11
Features 11
15-Reel, 25-Liner Game 12
Fever Game 12
Frog Feature 13
Bonus Game 14
Double Game 14

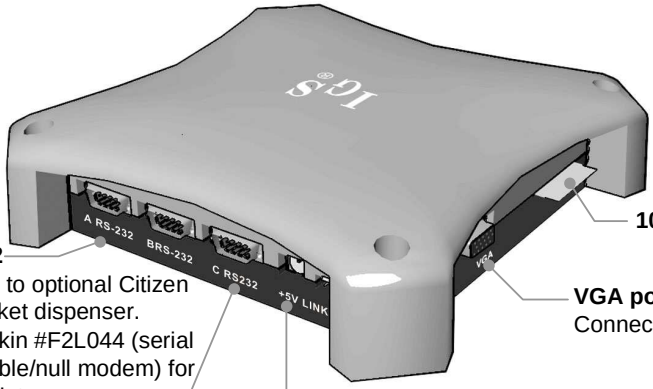
4. Wins Rules 15

Encouraging Higher Play 15
Odds Table 15
Line Chart 16

1. Hardware

Connectors Descriptions





A RS-232
Connects to optional Citizen printer/ticket dispenser.
* Use Belkin #F2L044 (serial printer cable/null modem) for Citizen printer.

C RS-232
Connects to Micro Touch compatible touch screen

+5V
+5V Power output

10-Pin Connector

VGA port
Connects to screen

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/MENU	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/MENU	32	
LAMP: STOP3/DOUBLE/SELECT LINE	33	
LAMP: STOP2/HOLD PAIR/BIG	34	
	35	
GND	36	GND

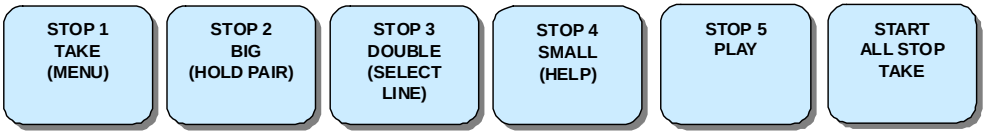
10 Pins		
PARTS SIDE		SOLDER SIDE
GND	1	GND
GND	2	GND
+5V	3	+5V
+5V	4	+5V
+12V	5	+12V
	6	
TICKET SSR	7	
	8	
	9	
GND	10	GND

DIP Switch Settings

DIP SWITCH 1		1	2	3	4	5	6	7	8
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	OFF	OFF							
	ON	ON							
KEYOUT MODE	FAST								OFF
	NORMAL								ON

36 & 10 PIN Button Layout

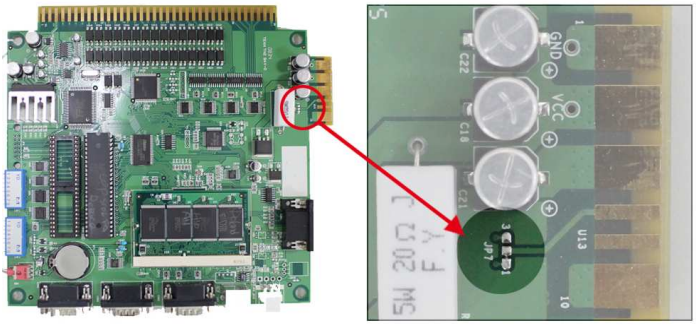


Solving Hopper SSR Error

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:

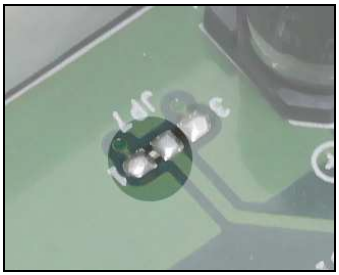
1. Locate the Hopper SSR jump (JP7) on the PC board. Then identify current HOPPER SSR is at HIGH ACTIVE or LOW ACTIVE.



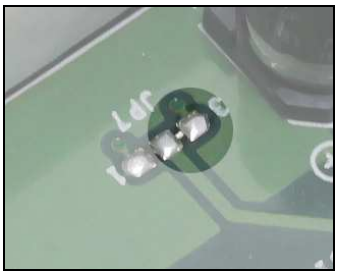
2. Change to use the alternative JP7 setting.

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

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



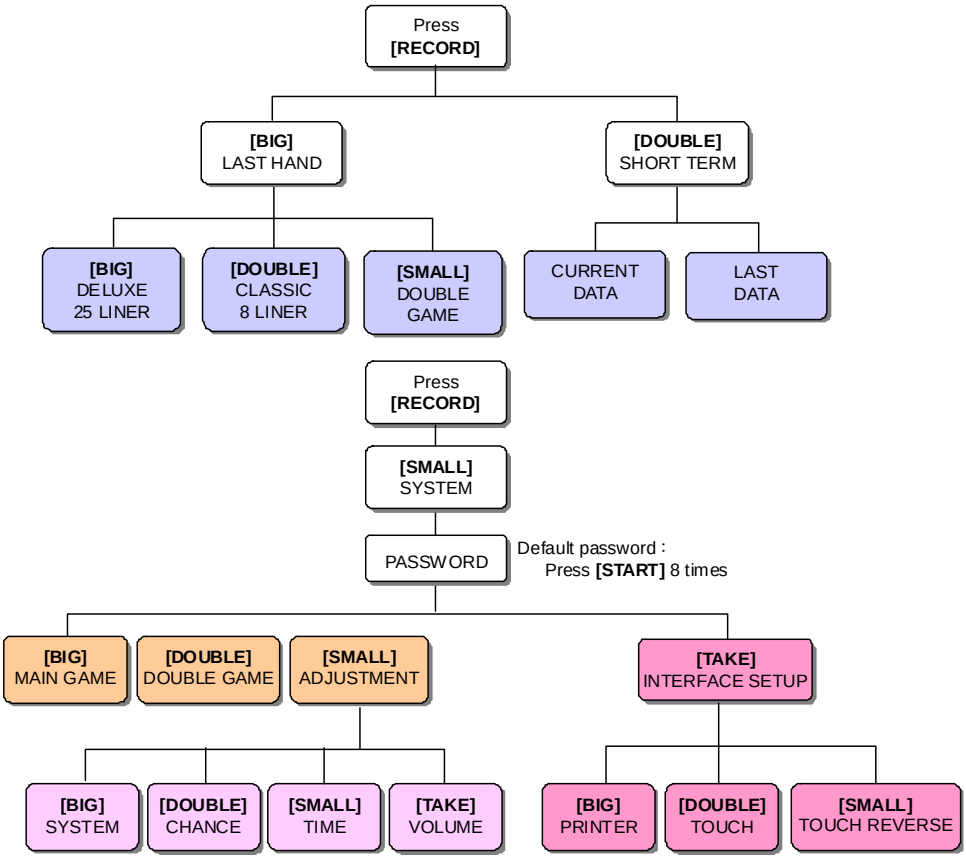
Open pins 1 and 2
Remove the solder bridge between pins 1-2.



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
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
DOUBLE GAME	NO, YES	YES
HOLD PAIR	NO, YES	YES

8 LINER

ITEMS	SETTING SELECTIONS	DEFAULT
MAX. PLAY/TOTAL	8, 10, 16, 32, 64, 128	128
MIN. PLAY/TOTAL	1, 8, 10, 16, 24, 32	8
MAX BONUS	1000, 2000, 3000, 5000, 8000, 10000	5000
SYMBOL TYPE	BUG, FRUIT, BOTH	BUG

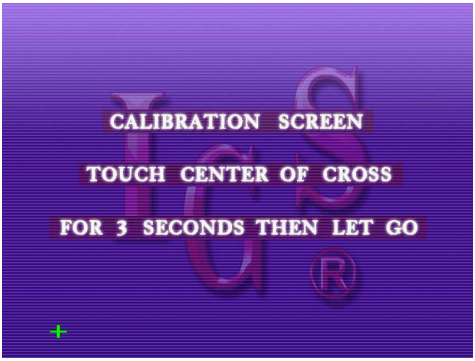
25 LINER

ITEMS	SETTING SELECTIONS	DEFAULT
MAX. PLAY/LINE	2, 4, 8, 10, 15, 20, 30	30
MIN. PLAY/TOTAL	1, 5, 7, 9, 10, 15, 18, 20, 25, 27, 36, 45, 50, 72, 75, 90, 100, 144, 150	25
MIN.PLAY FOR JACKPOT	1, 3, 5, 9, 10, 15, 18, 25	25
JACKPOT MAX	15000, 20000, 50000, 70000, 100000, 150000, 200000	50000
JACKPOT MODE	PROGRESSIVE, RANDOM	RANDOM
AUTO PLAY	NO, YES	YES

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

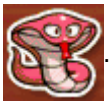
- 2 in 1game choice of 8 and 25 liner.
- Max. Win up to 750,000 (in 25-liner setting).
- 3 Jackpots (Progressive/Random adjustable). If 5 / 4 / 3 Jackpot symbols appear, players can get Jackpot 1 / 2 / 3 depending on the JP symbols.(in 25-liner setting).
- Hold Pair Feature: Select the desired Hold Symbol and Re-spin the symbols you don't want. Press Hold-Pair button to swap the Symbols.
- Touch screen support.
- Auto Play support (25-liner only).

9-Reel, 8-Liner Game

This game is a 9-reel & 8-liner game with **one bonus game and two features**.

Bonus game

- When collecting 3

symbols in line, player enters the bonus game.
- Player gets to pick one of the five trees to win:
  - Tree bonus
  - Collect bonus by collecting 5 specific symbols listed in the center of the game screen.
- Game ends when choosing  .

Features

- **MAGIC DOOR**:
  - With 2 or more

on the screen triggers the

to start spinning. The symbol appears in the

will replace

in the main game.
- **WILD FEVER**:
  - When the

symbol appears in the main game, the rest of the symbols will respin until the player wins a liner prize.

15-Reel, 25-Liner Game

This game has **one bonus game, one fever game and one feature**.

3 sets of Jackpots

25 liner

Symbol Zone

Fever Game

- 6 kind of symbol categories in the left column including all bugs, all fruits, all leaves, all red, all blue and all yellow .
- When the 10 light bulbs in one of the left column are all turned on, player wins a respin in the main game.
- Symbols not belongs to the same category will be respined including

and

.

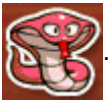
- Player enters the fever game if all the 15 main game symbols are either all bugs, or all fruits, or all leaves, or all red, or all blue, or all yellow.

Frog Feature

- Frog will occasionally appear while the main game or the fever game reels are spinning.
- Frog will randomly switch the spinning symbols to make them wild symbol in the main game or regular symbol in the fever game.

Bonus Game

- When collecting 3

symbols in the main game, player enters the bonus game.
- Player gets to pick one of the five trees to win:
  - Tree bonus
  - Collect bonus by collecting 5 specific symbols listed in the center of the game screen.
- Game ends when choosing  .

Double Game

- After winning the Main game or Bonus game, player can press [DOUBLE UP] button to play Double Game.
- Choose red ladybug or blue beetle to play double game.
- The winnings will be doubled when choosing the right bug.

4. Wins Rules

Encouraging Higher Play

25-Liner

Jackpot

MIN.TOTAL PLAY	JACKPOT 1	JACKPOT 2	JACKPOT 3
25	12912	3707	2393
50	25825	7415	4786

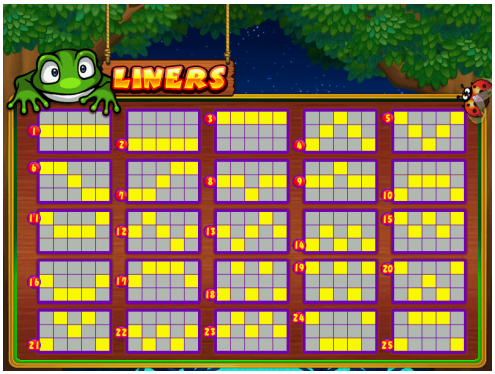
Odds Table

8-Liner

25-Liner

Line Chart

25-Liner



IGS INTERNATIONAL GAMES SYSTEM CO.,LTD.
TEL:886-2-2299 4692 FAX:886-2-2299 4687 http://sales.igs.com.tw

S100US