

IGS®

CAPTAIN JACK 2

V67



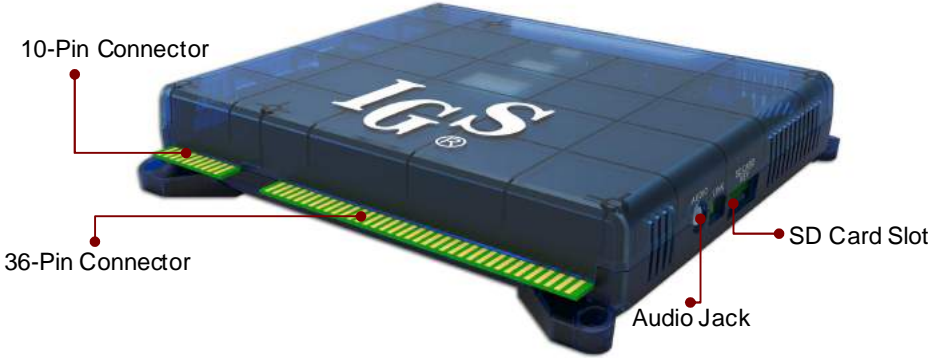
Operator Manual

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1. Hardware

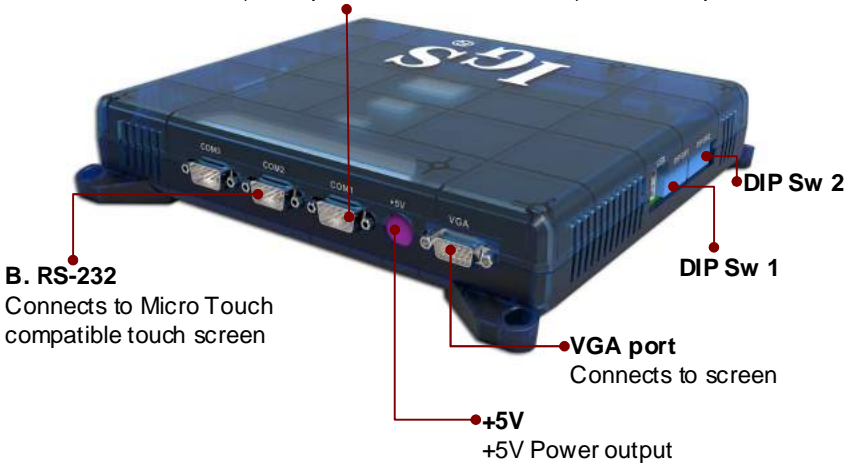
Hardware Connection



A. RS-232

Connects to optional Citizen printer/ticket dispenser.

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



Connecting Touch Panel (Optional)

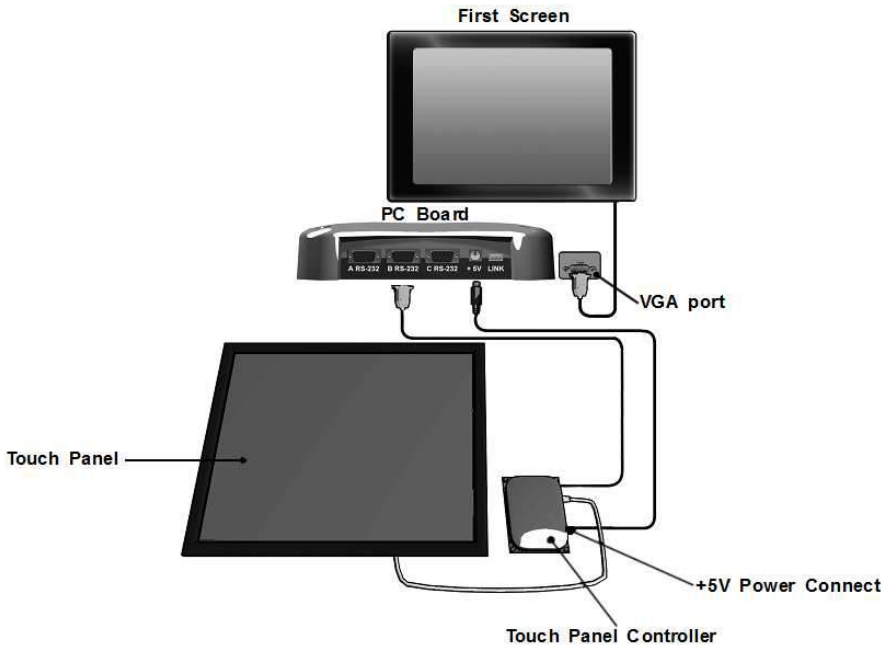
Type A



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/SELECT LINE	13	
	14	
	15	
STOP2/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	
	27	
OUT METER	28	
LAMP: START/ALL STOP	29	
LAMP: STOP4/SMALL/HELP	30	
LAMP: STOP5/PLAY	31	LAMP: COUNT
LAMP: STOP1/TAKE	32	
LAMP: STOP3/SELECT LINE	33	
LAMP: STOP2/BIG	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 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 (JP5) on the PC board. Then identify current **TICKET SSR** is at **HIGH ACTIVE** or **LOW ACTIVE**.



2. Change to use the alternative JP5 setting.

JP5	Low Active	3 ● 2 ● 1 ●	Short pins 1-2
	High Active (Default)	3 ● 2 ● 1 ●	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.



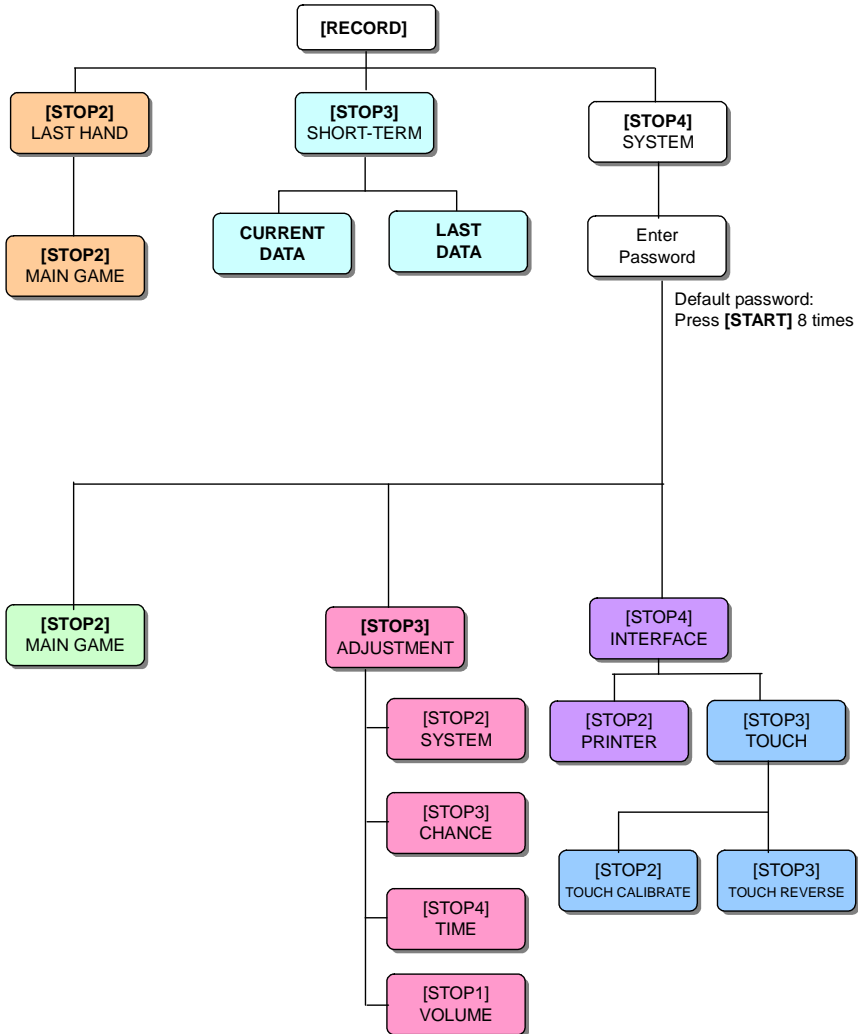
7. Press the **【PLAY】** button again to confirm **RESET** or press **ANY** button to **EXIT**.



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



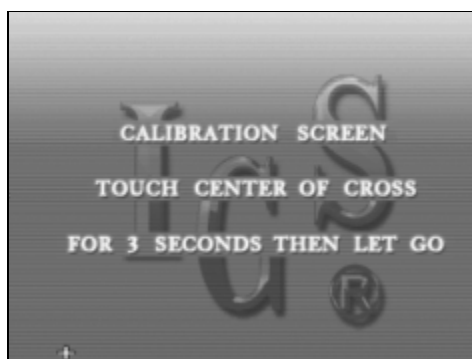
System Settings

ITEMS	SETTING SELECTION	DEFAULT
MAX. PLAY(TOTAL)	100, 200, 300, 400, 500	500
MIN. PLAY(TOTAL)	25, 50, 100, 150, 200	25
MIN. PLAY FOR JACKPOT	25, 50, 100, 150, 200	50
JACKPOT MAX	15000, 20000, 50000, 70000, 100000, 150000, 200000	50000
COIN RATE	1,4,5,10,15,20,25,50,75,100,200,375,500,1000	25
KEY IN RATE		100
KEY OUT RATE		100
TICKET RATE		500
GAME TICKET	1,2,3,4,5,8,10, CONTINUOUS	CONTINUOUS
INTERFACE	DISPENSER , PRINTER ,ATTENDANT	PRINTER
PRINTER COMMAND	CBM1 , ESC/POS , ESC/POS2 , 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	NO
PLAY SCORE	NO, YES	YES
HAND COUNT	NO, YES	NO
JACKPOT MODE	PROGRESSIVE, RANDOM	PROGRESSIVE
PLAY MODE	SPIN, SHUTTER	SPIN

Chance Settings

ITEMS	SETTING SELECTION	DEFAULT
MAIN GAME LEVEL	LEVEL1(Easiest), LEVEL2,LEVEL3, LEVEL4,LEVEL5,LEVEL6(Hardest)	LEVEL 6

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.
- Touch screen.
- Each game result is displayed on screen before playing.

Main Game

Captain Jack2 is a 5 Reels & 25 Lines game




Disclaimer

- THE RESULT OF EACH GAME IS DISPLAYED ON SCREEN BEFORE HAND WITHOUT REQUIRING ANYTHING OF VALUE.
- PLAY BUTTON WILL NOT APPEAR UNTIL PREVIEW HAS BEEN PRESSED.
- THIS REMOVES THE CHANCE ELEMENT OF ALL GAMES.
- PLEASE TOUCH SCREEN TO PLAY FOR FUN.


Golden Cannon Feature



- Golden Cannon feature will be triggered when  symbol appears in a game.
- The main game symbols hit by the pirate ship will be replaced by the displayed symbol on the pirate ship.


Wild Wave Feature



- Wild Wave Feature will be randomly triggered in a game and the symbols flushed by sea wave will be replaced by  .



Scatter Game



- 3  symbols in a game trigger the **Scatter Game**.
- In the Scatter Game, players can select either **Bonus Game** or **Free Game**.

Bonus Game Stage 1



- Players can pick any item on the screen and win prizes.
- Get  to enter the next stage.
- The game ends when  is picked.


Bonus Game Stage 2



- Select one of doors and win prizes.
- Rescue Anne and win the biggest prize in the **Bonus Game**.
- Players can select either **TAKE** or **RETRY** in the Bonus Game and there is only one chance to **RETRY**.

Free Game



- Select **FREE GAME** to enter the **FREE GAME** and 10 free spins will be awarded
- When the helm is rotating left or right, the symbols dropped in the sea will be replaced by .
- There is a chance to trigger **WILD WAVE** feature in the **FREE GAME**.

Win Rules

Encouraging Higher Play

MIN. PLAY	JACKPOT
25	100%

Odds Table

JP1 26360
JP2 11181
JP3 2434
 MIN. PLAY 25 FOR JP

 can substitute for all symbols except ,  and .

3  symbols in a game trigger the Scatter Game.

 x5 25000 x4 2500 x3 250	 x5 10000 x4 1000 x3 100	 x5 8000 x4 800 x3 75	 x5 4000 x4 400 x3 50	 x5 3000 x4 300 x3 35
 x5 2000 x4 250 x3 25	 x5 1000 x4 150 x3 15	 x5 750 x4 75 x3 10	 x5 500 x4 50 x3 5	 x5 250 x4 20 x3 2

Line Chart





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