

IGS[®]

GONE, FISHIN'



Operator Manual



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1. Hardware

Hardware Connection



COM 1. RS-232

Connects to optional Citizen printer/ticket dispenser.

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



Connecting Touch Panel (Optional)

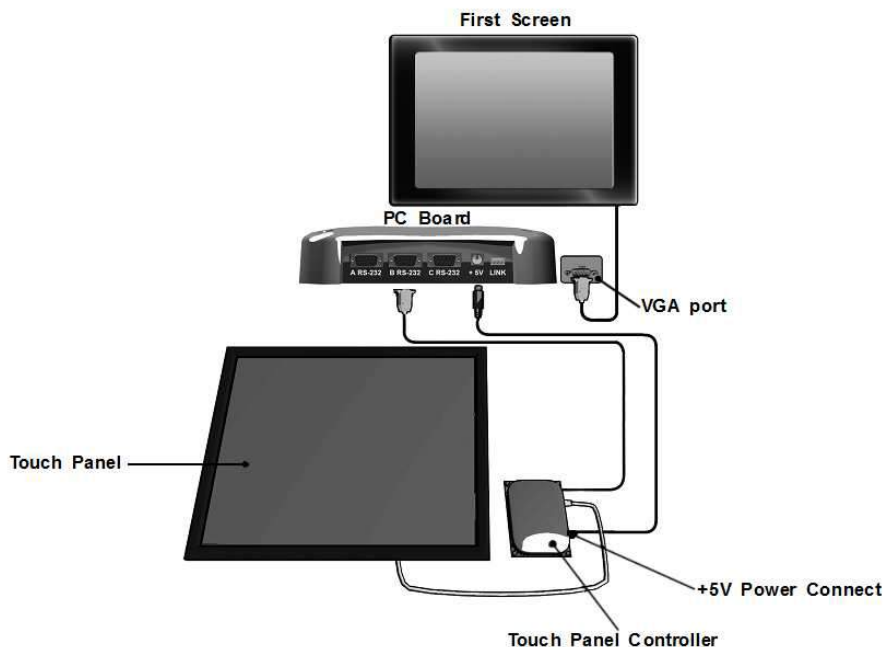
Type A



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/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 2		1	2	3	4	5	6	7	8
TOUCH	NO	OFF							
	YES	ON							
BILL ACCEPTOR MODE	PLUSE		OFF						
	RS232		ON						
BILL ACCEPTOR BRAND	ICT			OFF	OFF				
	MEI			OFF	ON				
	MEI			ON	OFF				
	JCM			ON	ON				

36 & 10 PIN Button Layout

6 Buttons

TAKE
STOP1

BIG
STOP 2
(HOLD)

DOUBLE
STOP 3
(SELECT
LINE)

SMALL
STOP 4
(HELP)

PLAY
STOP 5

START
ALL STOP
TAKE

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		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.



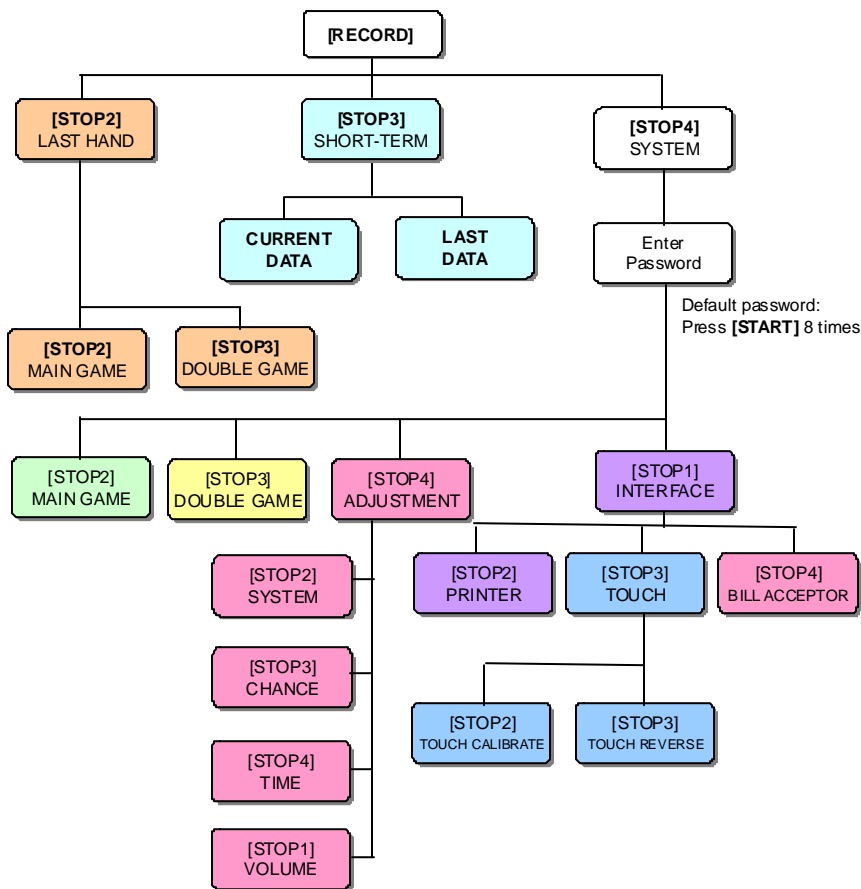
7. Press the **【PLAY】** button again to confirm **RESET** or press **ANY** button to EXIT.



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





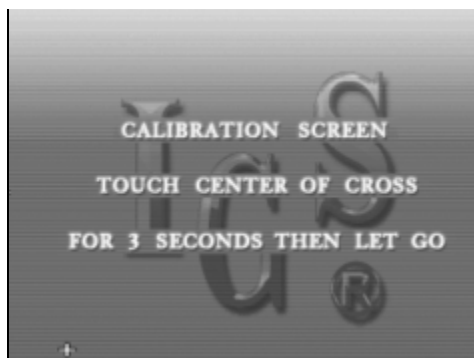
System Settings

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, 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
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. 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 / Auto play support.
- Hold Pair Feature: When there is no win in a game, a player can press Hold Pair button to keep the desired symbol and then re-spin again with the same played amount

Main Game

GONE FISHIN' is a 5 Reels & 25 Lines game



3 sets of Jackpots



25 Lines

Credit

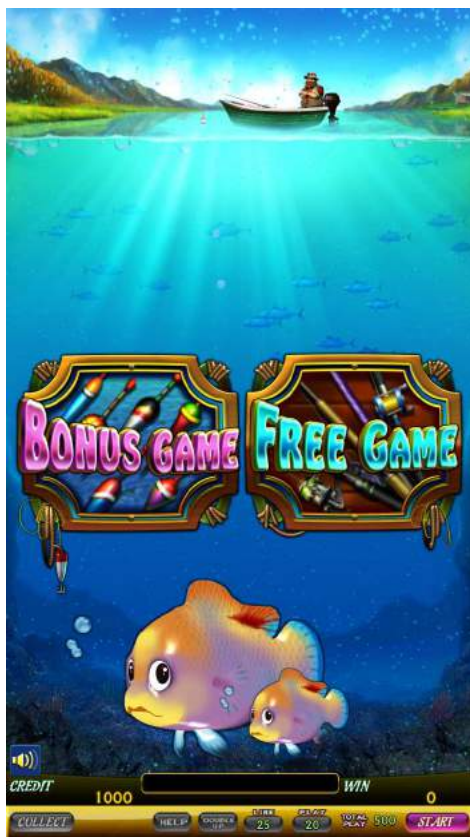
Symbol Zone

Collective Wild Feature



- Meet the Max. Line Play can trigger WILD Feature.
- When  appears in a game, it will be auto-collected on the top of each reel.
- Collective Wild feature is triggered after collecting 4  on each reel.
- When Collective Wild feature is triggered, the whole reel becomes WILD and will be kept on the screen for the next 3 game plays.

Scatter Game



-  only appears on the 1st, 3rd, and 5th reel.

- When 3  appear in a game, a player can select to play either **Bonus Game** or **Free Game**.

Bonus Game

STAGE 1



- Select Bonus Game to enter the Bonus Game.
- There is only one chance to spin the reel in the Bonus Game and a player may win prizes or get fishing buoys to enter the next stage.

STAGE 2




- Select the number of fishing buoys according to the numbers of fishing buoys won in the first stage.
- A player can select any fishing buoy on the screen and win the prizes.
- The Bonus Game ends when a player runs out of fishing buoys.



Free Game



- During the **FREE GAME**, one  in a game will accumulate 1 time of Bonus Play.

- When the **FREE GAME** ends, the accumulated times will be played in the Bonus Plays.

- In the first round of Bonus Plays, ALL WIN x 2 and any  in a game will accumulate more times of Bonus Play in the next round.

- In the second round of Bonus Plays, ALL WIN x 3 and any  in a game will accumulate more times of Bonus Play in the next round.
- The more rounds you play, the higher multiplier you may win!
- Bonus Plays ends when there is no more  to accumulate more plays.

Double Game



- After winning in a game, a player can press **[DOUBLE]** button to play Double Game.

- Press **[START]** button to select



- Double the wins if guess right.
The game ends if guess wrong

4. Win Rules

Encouraging Higher Play

MIN. PLAY	JACKPOT
25	100%

Odds Table

JP1 23076

JP2 9334 JP3 3024

MIN PLAY 25 FOR JP

ODDS TABLE

X5 1000	X5 1500	X5 1000	X5 750	X5 500
X4 335	X4 180	X4 150	X4 100	X4 80
X3 40	X3 35	X3 25	X3 20	X3 15
X5 550	X5 525	X5 500	X5 275	X5 250
X4 70	X4 65	X4 60	X4 50	X4 45
X3 10	X3 10	X3 10	X3 5	X3 5

CREDIT 1000 WIN 0

COLLECT HELP HOLD PAIR BET 25 PAYOFF 0 TOTAL PLAY 0 START

Line Chart





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