IGS®

FIESTA DE MUERTOS

Operator Manual

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DIP Sw 1

B. RS-232
Connects to Micro Touch
compatible touch screen

VGA port
Connects to screen

+5V
+5V Power output
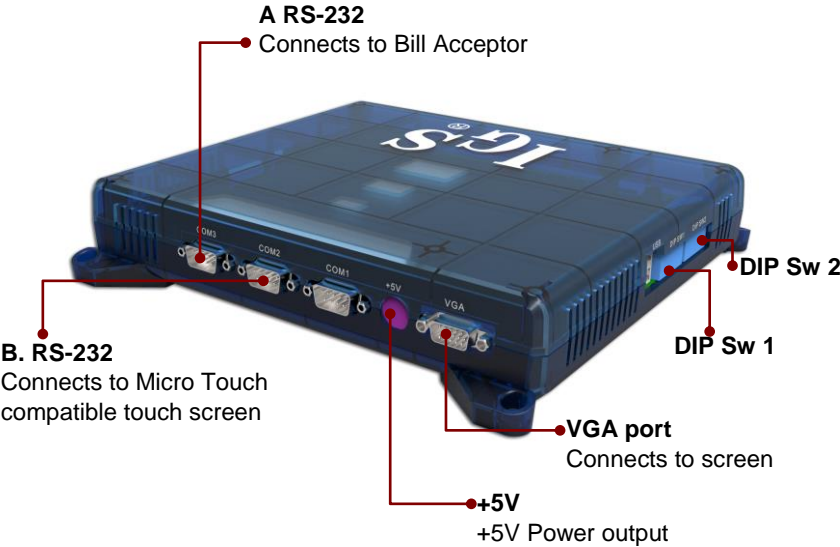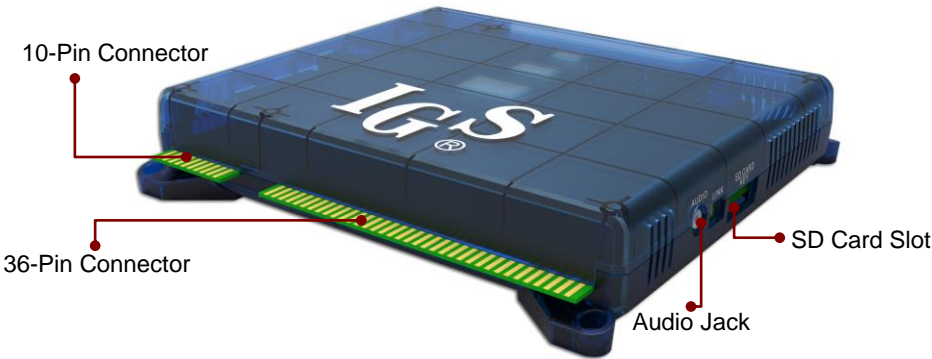
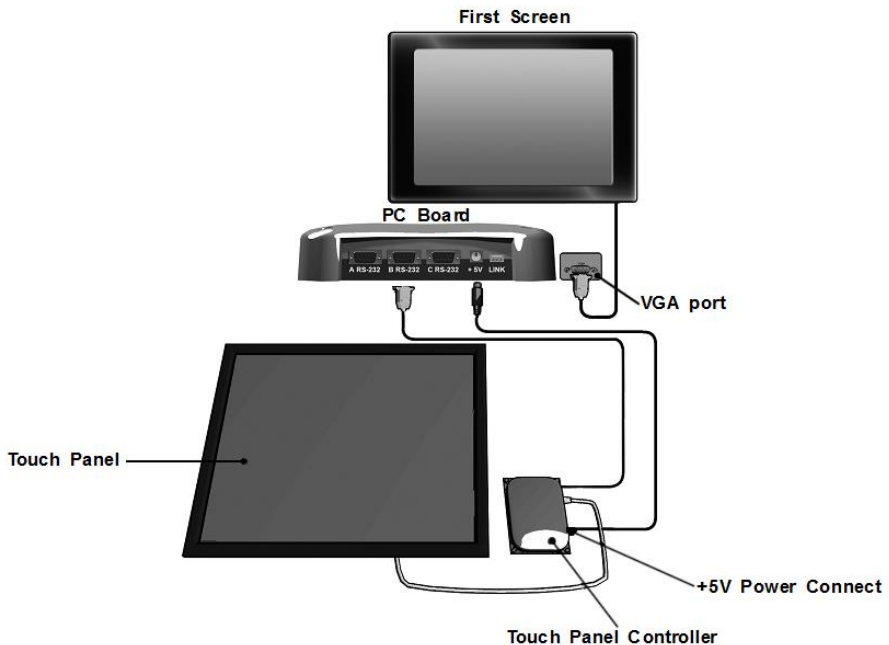# Connecting Touch Panel (Optional)

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.

First Screen

PC Board

A RS-232 B RS-232 C RS-232 +5V LINK

VGA port

Touch Panel

+5V Power Connect

Touch Panel Controller

Connection Diagram

36 Pins (10 Buttons)		
PARTS SIDE		SOLDER SIDE
	1	
SPEAKER_R	2	
SPEAKER_L	3	SPEAKER GND
STOP 1 / LINE 1 / TAKE	4	
STOP 2 / LINE 5 / BIG	5	SHORT TERM
STOP 3 / LINE 10 / DOUBLE	6	
STOP 4 / LINE 15 / SMALL	7	
	8	
START / ALL STOP	9	
STOP 5 / LINE 25	10	
BET	11	
MAX.BET	12	
HELP	13	
DOOR ALARM(SW)	14	
ALARM PIN	15	
CALL ATTENDANT	16	
	17	
COIN	18	KEY IN
REFILL BUTTON	19	BILL
LONG TERM	20	TEST
PAYOUT	21	KEY OUT
	22	HOPPER SW.(TICKET SW)
REFILL METER	23	
TOTAL IN METER	24	
	25	LAMP:ATTENDANT
TOTAL BET METER	26	
HOPPER METER	27	
KEYOUT METER	28	
LAMP: START/ALL STOP	29	LAMP:STOP 1 / LINE 1 / TAKE
LAMP: STOP 5 / LINE 25	30	LAMP:STOP 2 /LINE 5 / BIG
LAMP: BET	31	LAMP: STOP 3 / LINE 10 / DOUBLE
LAMP: MAX. BET	32	LAMP:STOP 4 / LINE 15 / SMALL
LAMP:HELP	33	
INHIBIT	34	WINNER LAMP(YELLOW) – TOP LAMP
	35	WARNING LAMP(RED) – TOP LAMP
GND	36	GND

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

36 Pins (6 Buttons)		
PARTS SIDE		SOLDER SIDE
	1	
SPEAKER_R	2	
SPEAKER_L	3	GND
	4	
	5	SHORT TERM
	6	
	7	
CALL ATTENDANT	8	
START / ALL STOP	9	
HELP / SMALL / STOP 4	10	
BET / STOP 5	11	
TAKE / STOP 1	12	
BET LINES / DOUBLE / STOP 3	13	
DOOR ALARM(SW)	14	
ALARM PIN	15	
BIG / STOP 2	16	
	17	
COIN	18	KEY IN
REFILL BUTTON	19	BILL
LONG TERM	20	TEST
PAYOUT	21	KEY OUT
	22	HOPPER SW.(TICKET SW)
REFILL METER	23	
TOTAL IN METER	24	
	25	LAMP:ATTENDANT
TOTAL BET METER	26	
PAYOUT METER	27	
KEYOUT METER	28	
LAMP: START/ALL STOP	29	
LAMP: HELP / SMALL	30	
LAMP: BET	31	
LAMP: TAKE	32	
LAMP:BET LINES / DOUBLE	33	
LAMP:BIG	34	WINNER LAMP(YELLOW) – TOP LAMP
	35	WRNING LAMP(RED) – TOP LAMP
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 / HOPPER 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							
BILL ACCEPTOR	PULSE		OFF						
	RS232		ON						
BUTTONS	6 Button			OFF					
	10 Button			ON					
COIN RATE DEFAULT 1	NO								OFF
	YES								ON

36 & 10 PIN Button Layout

10 Buttons

COLLECT	HELP		BET	MAX BET	

LINE 1 TAKE STOP 1	LINE 5 BIG STOP 2	LINE 10 DOUBLE STOP 3	LINE 15 SMALL STOP 4	LINE 25 STOP 5	START ALL STOP
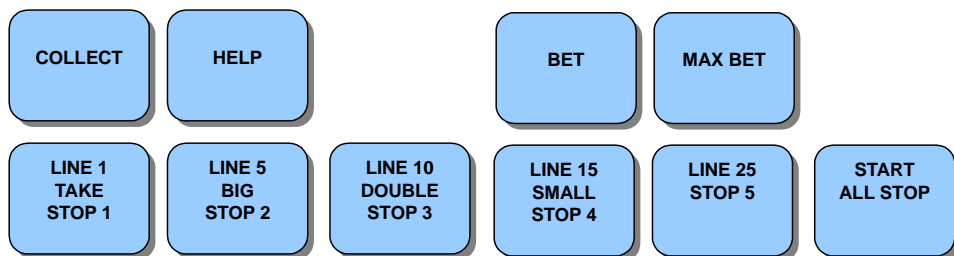
Note: If hopper rate is set as "0", the collect button would not have any function.

6 Buttons

TAKE STOP1	BIG STOP2	DOUBLE STOP 3 (SELECT LINE)	SMALL STOP 4 (HELP)	PLAY STOP 5	START ALL STOP TAKE
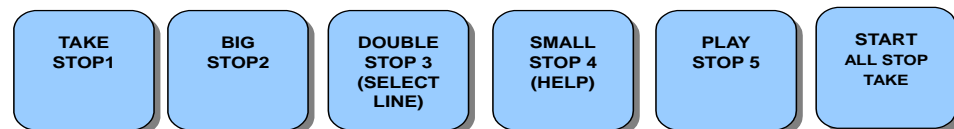
Solving Hopper SSR Error

After powering on the machine, if the hopper dispenser 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 (JP5) on the PC board. Then identify current **HOPPER SSR** is at **HIGH ACTIVE** or **LOW ACTIVE**.
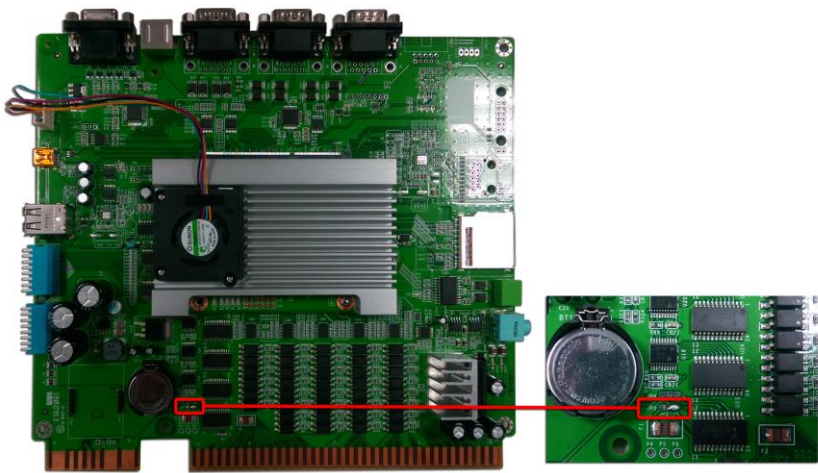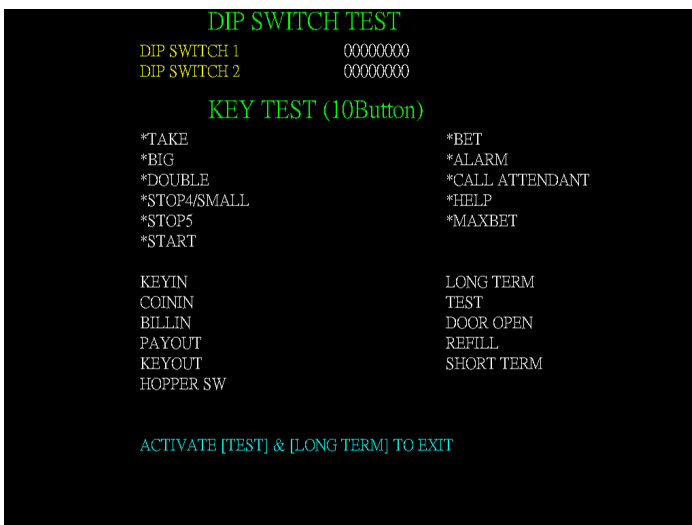

2. Change to use the alternative JP5 setting.
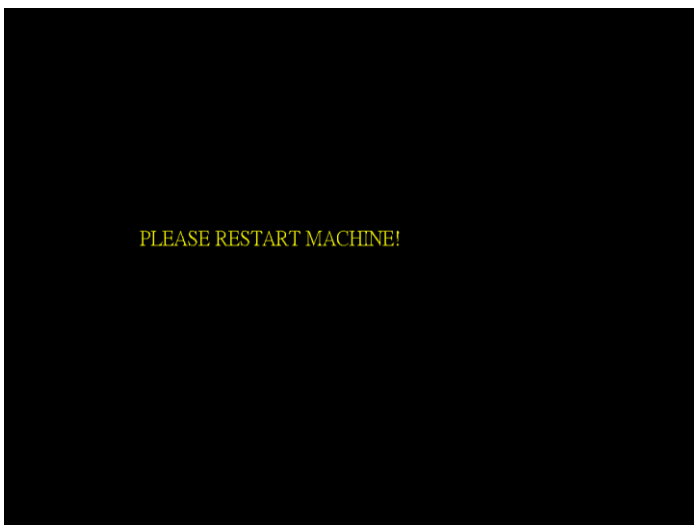
JP5	Low Active (Default)	3 2 1	Short pins 1-2
	High Active	3 2 1	Short pins 2-3

Reset

1. Power off the machine and then power on.

2. Press and hold the【TEST】button until it enters the「TEST」page.

3. Press the【TEST】button to enter the「KEY TEST」page.

4. Press and hold the【LONG TERM】button until you see the screen below.

PLEASE RESTART MACHINE!

5. Please reboot the machine to complete the RESET procedure.

2. Bookkeeping & Adjustment

Access Flow Chart

```
                        [LONG TERM]
                             |
                      Enter            Default password:
                      Password         Press [START] 8 times
                             |
            ┌────────────────┴────────────────┐
        [BET]                              [START]
        To set password                    To Next
            |                                 |
   ┌────────┴──────────┐              ┌───────┴───────┐
[BIG]              [DOUBLE]       [SMALL]
LONG TERM         ADJUSTMENT      HOPPER
DATA                             DISCHARGE
   |
┌──┴────────┐
[BIG]      [DOUBLE]
MAIN GAME  DOUBLE GAME
```

[BIG] SYSTEM   [DOUBLE] GAME   [SMALL] TIME   [TAKE] VOLUME   [BET] DEVICE

```
                   [SHORT TERM]
                        |
         ┌──────────────┼──────────────┐
      [BIG]         [DOUBLE]        [SMALL]
      LAST          SHORT TERM      ERROR
      HAND          DATA            RECORD
        |
   ┌────┴─────┐
 [BIG]      [DOUBLE]
 MAIN GAME  DOUBLE GAME
```

Legend:
- Long Term Bookkeeping
- System Adjustment
- Short Term Bookkeeping

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System Settings

ITEMS	SETTING SELECTION	DEFAULT
COIN RATE	0, 1, 2, 4, 5, 10, 20, 25, 50, 100, 200, 300, 500, 1000	100
BILL RATE (PULSE)		10
KEY IN RATE		100
KEY OUT RATE	1, 2, 4, 5, 10, 20, 25, 50, 100, 200, 300, 500, 1000	1
HOPPER RATE	0, 1, 2, 4, 5, 10, 20, 25, 50, 100, 200, 300, 500,1000	10
TICKET RATE		10
METER RATE	0, 1, 10, 50,100, 200, 500	10
HOPPER CAPACITY	0, 50, 70, 100, 300, 500, 700, 1000	500
HOPPER TIME OUT	10, 15, 20, 25, 30	30
DEMO MUSIC	NO, YES	NO
DOUBLE GAME	NO, YES	YES
INHIBIT	LOW, HIGH	LOW
DOOR OPEN	N.C., N.O.	N.O.
AMUSEMENT	NO, YES	NO
NON STOP	NO, YES	NO
AUTO PLAY	NO, YES	YES
PAYOUT SELECT	TICKET, HOPPER	HOPPER
LANGUAGE	SPANISH, ENGLISH	ENGLISH
CHANNEL	MONO, STEREO	MONO

Chance Settings

ITEMS	SETTING SELECTION	DEFAULT
MAX. LINE BET	2, 4, 8, 10, 15, 20	20
MIN. BET	1, 5, 7, 9, 10, 15, 18, 20, 25, 27, 36, 45, 50, 72, 75, 90, 100, 144, 150	25
MIN. BET FOR JACKPOT	1, 9, 18, 25, 36, 45, 60, 75, 90, 100, 150, 180, 200, 250, 270, 450	25
JACKPOT MAX	15000, 20000, 30000, 50000, 100000, 150000, 200000	50000
JACKPOT MODE	PROGRESS, RANDOM	PROGRESS
MAIN GAME RATE	91%, 92%, 93%, 94%, 95%, 96%, 97%, 98%	94%
DOUBLE GAME RATE	70%, 80%, 90%	80%

Notes:

1. The Meter rate setting will be applied for Meter of Total in, Total out, Total bet and Total refill.

2. **Max. Line Bet** setting should fit the local average bet for best program status.

3. To change **MAIN GAME RATE** and **MAX LINE BET**, you need to reset the system.

Touch Screen Calibration
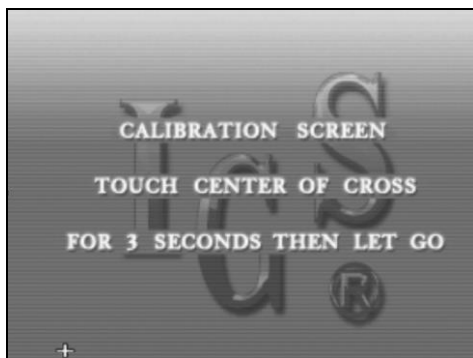
1. If a touch screen is connected, press **[RECORD]>[SYSTEM]>[INTERFACE]>[TOUCH]** and follow the on-screen prompts to enter the calibration screen.

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 / Auto play support.

Main Game

FIESTA DE MUERTOS is a 5 Reels & 25 Lines game.

3 sets of Jackpots

25 Lines

Credit

Symbol Zone

Shuffle Feature

- Shuffle feature is randomly triggered.

- Once triggered, various combinations appear and a new one will replace the current result to give bigger price.
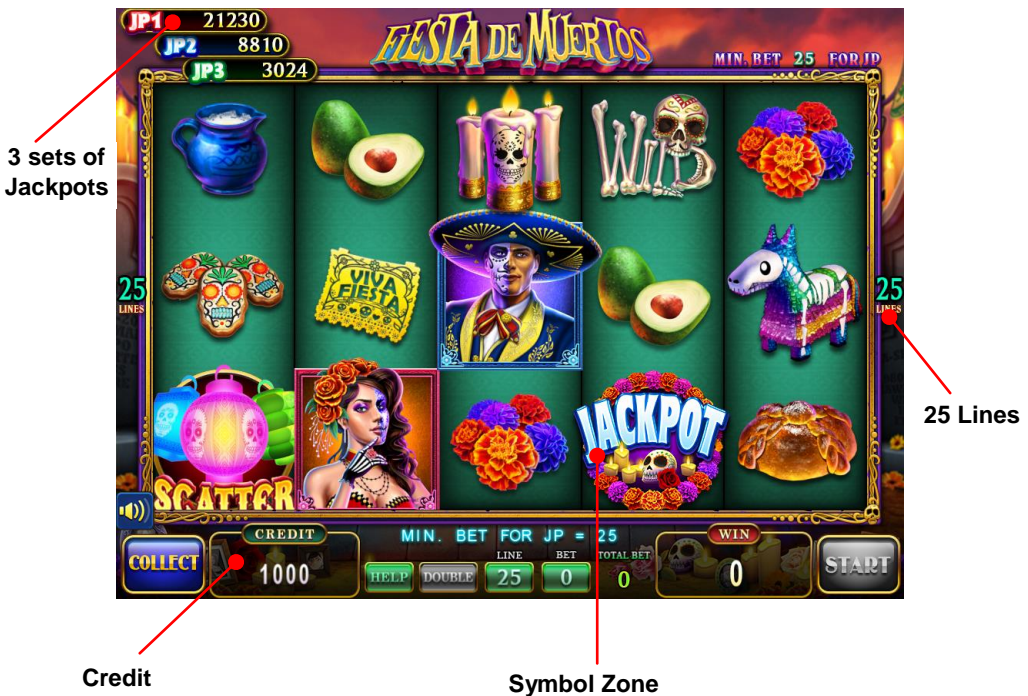
Catrina Feature

- Catrina Feature will be triggered when ![Catrina] appears in a game.

- When it triggers, ![Catrina] and the selected symbols will respin which may have a chance to turn them into WILDs.

- After respin, the Catrina feature will be triggered again when ![Catrina] appears again.

- The Catrina feature ends when ![Catrina] turns into WILD.

Scatter Game
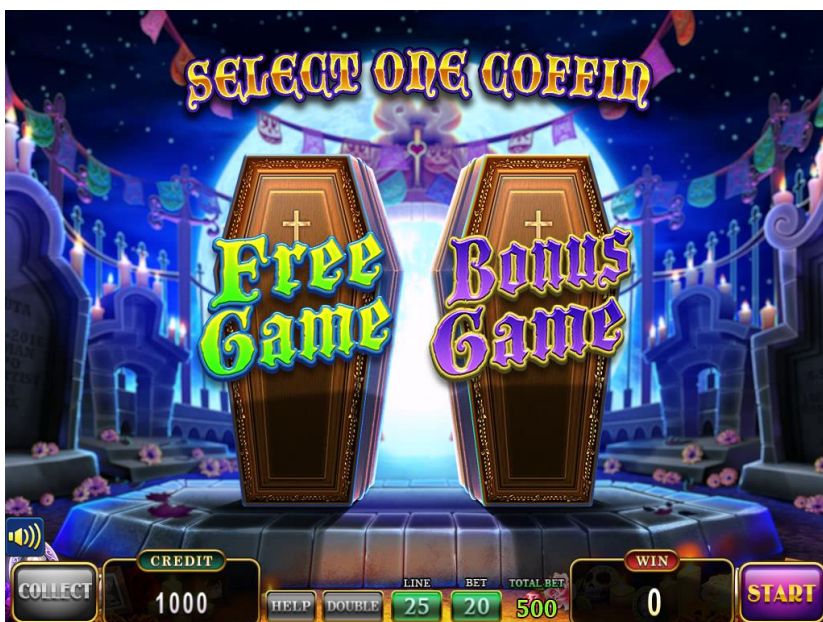
- 3 or more symbols can trigger Scatter Game.

- Players can select to play **Bonus Game** or **Free Game**.

Bonus Game

- 3 ![scatter] award 3 spin times in the Bonus Game.

- 4 ![scatter] award 4 spin times in the Bonus Game.

- 5 ![scatter] award 5 spin times in the Bonus Game.

- Each spin players win the prize pointed by the indicator.

- After each spin, winning grid and the grids next to winning grid will be added the winning points before next spin.

- The Bonus Game ends after running out the spin times

Free Game

- 3 award 5 free games.

- 4 award 7 free games.

- 5 award 10 free games.

- During the Free Games, Catrina Feature may trigger more frequently.

Double Game

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

■ Press **[START]** button to select or .

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

4. Win Rules
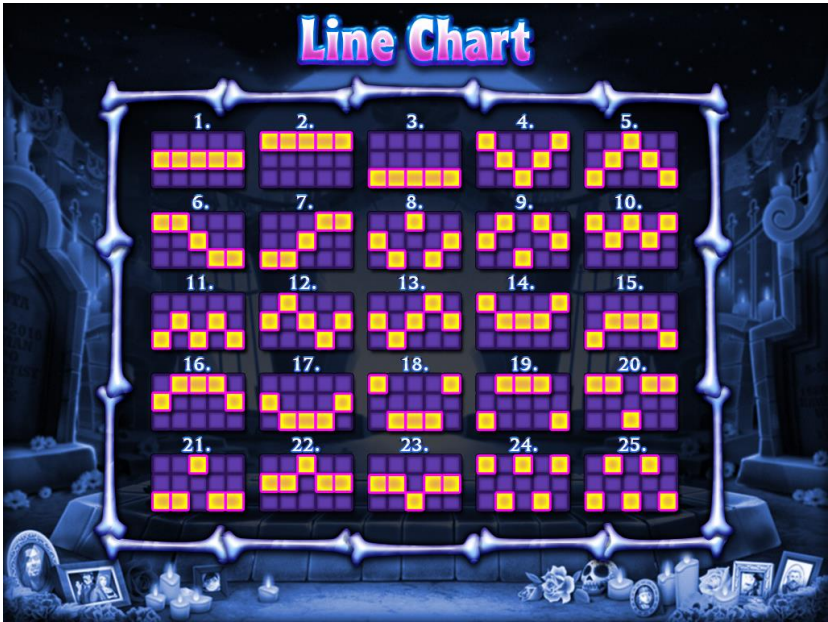
Encouraging Higher Bet

MIN. BET	JACKPOT
25	100%

Odds Table

Line Chart