

IGS®

CHAMPION

Skill



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/hull modem) for Citizen printer.



B. RS-232

Connects to Micro Touch compatible touch screen

Connecting Touch Panel (Optional)

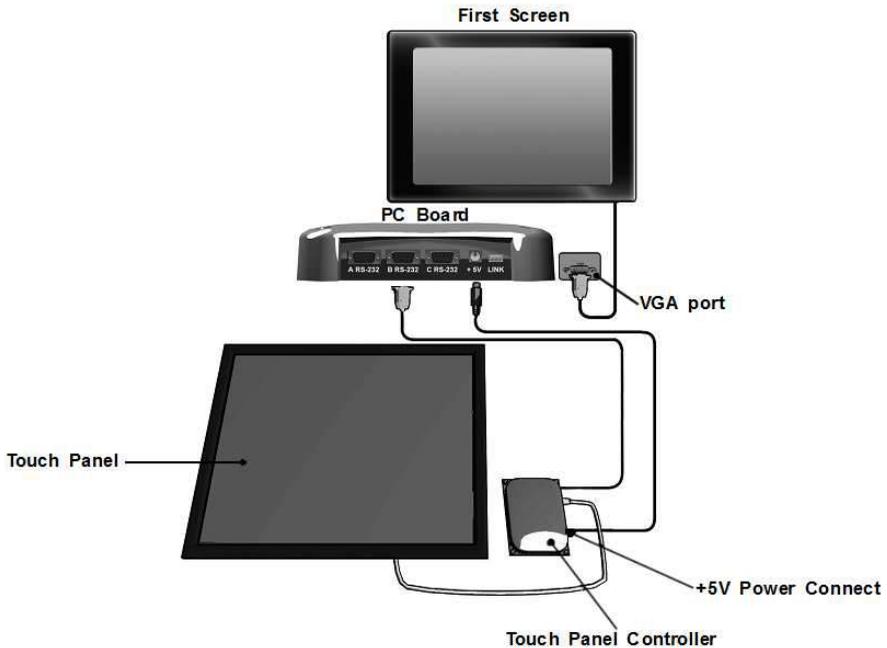
Type A



Power +5V Connector
(Female)

Monitor Connector
(15PIN Female)

- Refer to the diagram below to connect the touch screen.
- Alpha Skill II supports only touch screen interface. Please make sure that the touch screen is well-connected before operating



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	
SMALL/HELP	10	
PLAY	11	
STOP1/TAKE/ MENU	12	
STOP3/DOUBLE	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: SMALL/HELP	30	
LAMP:PLAY	31	LAMP: COUNT
LAMP: STOP1/TAKE/MENU	32	
LAMP: STOP3/DOUBLE	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

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		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.



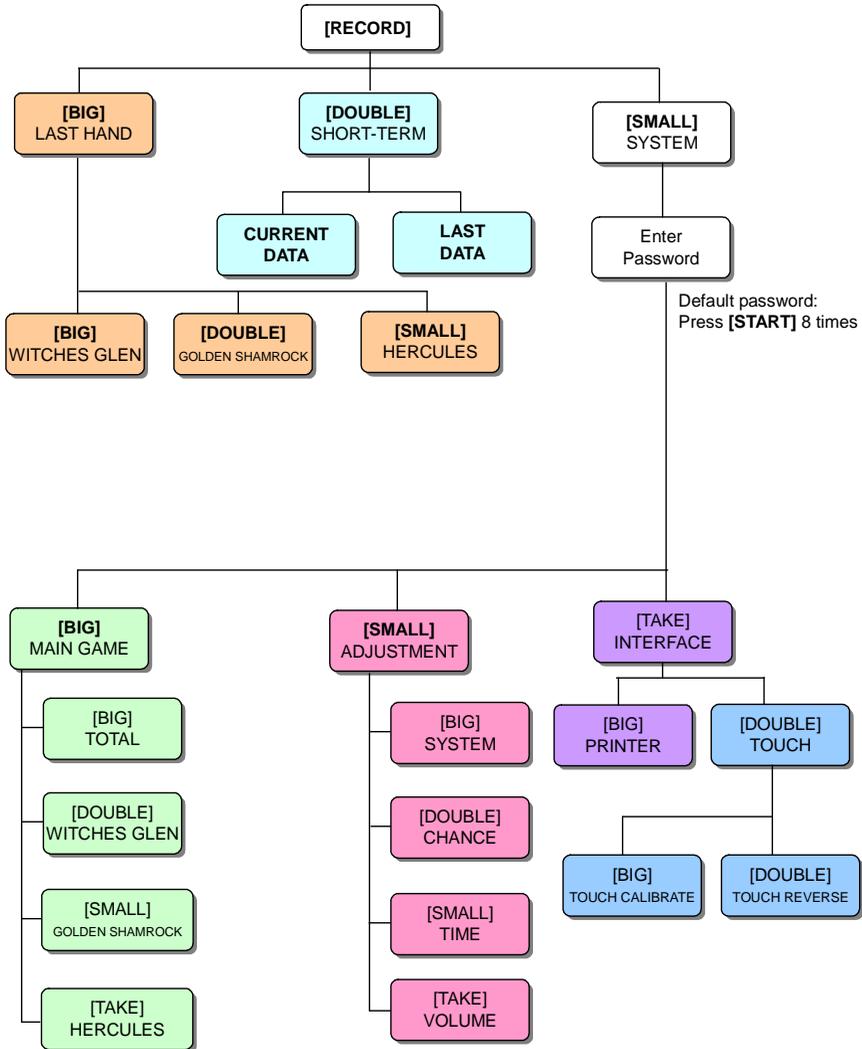
7. Press the **【PLAY】** button again to confirm **RESET** or press **ANY** button to **EXIT**.



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



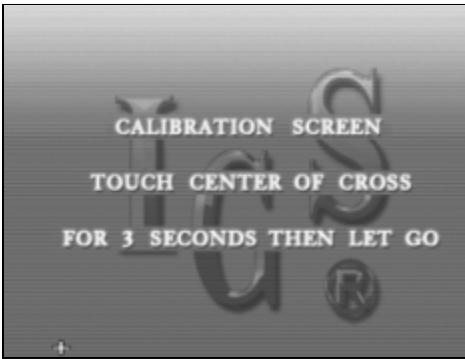
System Settings

ITEMS	SETTING SELECTION	DEFAULT
MAX. PLAY(TOTAL)	200, 250, 300, 400, 500	500
MIN. PLAY(TOTAL)	25, 50, 100, 150, 200	25
MIN. PLAY FOR JACKPOT	25, 50, 100, 150, 200	100
JACKPOT MIN	10000, 15000, 20000, 50000	20000
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	CREDIT
SYSTEM LIMIT	NO, YES	NO
AUTO TICKET	NO, YES	NO
DEMO MUSIC	NO, YES	YES
PASSWORD	NO, YES	NO
SCORE BOX	NO, YES, 10X	NO
PLAY SCORE	NO, YES	YES
HAND COUNT	NO, YES	NO
PENNY FEATURE	NO , YES	NO
TIME OUT	NO, 15s , 20s ,30s, 60s	NO
PLAY MODE	SPIN , SHUTTER	SPIN
PRIZE VIEWER	YES, NO	NO

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.

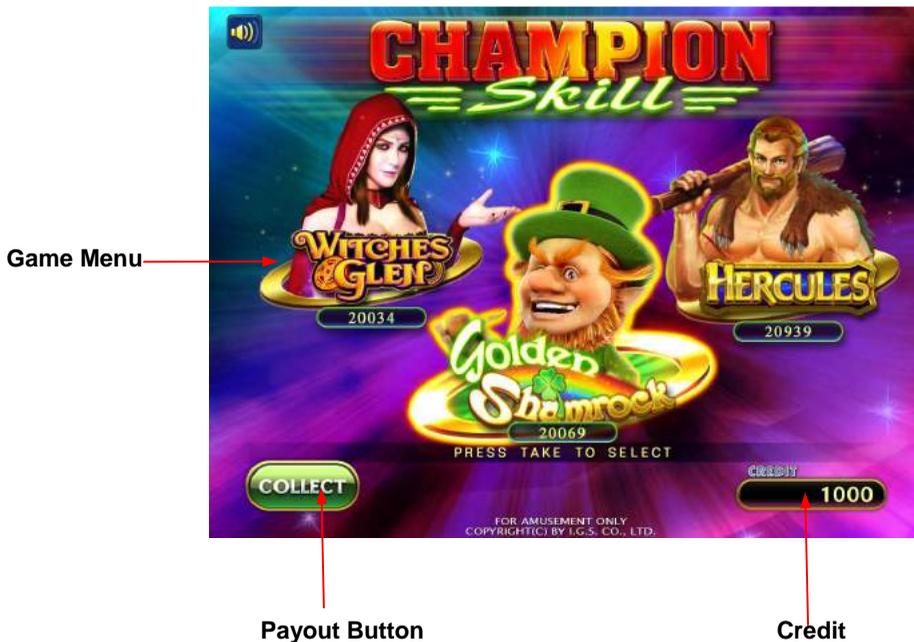
3. Introduction

Common Features

- Champion Skill is a 3 in 1 Skilled multigame included 3 Nudge games.
- Free Spins Feature.
- Configurable Jackpot
- Touch screen support.

Lobby

Champion Skill is a 3 in 1 Skilled multigame.



4. (Game 1) Witches Glen



Main Game

- Witches Glen is a Single Line Nudge game
- Press + or - to adjust your play.
- Press **START** to start a new game.
- Press **RAISE** or **LOWER** to move one symbol **UP** or **DOWN**. Only one move is allowed.
- Match the Winning Combination on the pay line and win the prize accordingly.
- A game ends if players move wrong symbol.
-  can substitute for all symbols except 

Game Rule



- Timer (TIME OUT=YES) can be activated at the System Settings
- A player has to complete a game by using **RAISE** or **LOWER** to move icon before the timer countdown to zero.
- A game ends when the timer count down to zero. Press **START** to start a new game.

Penny Play



- Penny Feature (PENNY FEATURE =YES) can be activated at the System Settings
- In each game, players can press either  or  /  to play a game.
- Press  to get 1 cent and end the game.

Multiplier Feature



- The little witch will randomly show up and multiply the odds

Bonus Game



- 3  symbols on a pay line to trigger the Scatter Game.
- The magic ball displays the option to enter **FREE GAME** or **BONUS GAME**.
- Select **BONUS GAME** to enter the **BONUS GAME**.
- A player can choose any vial and win prizes.
- Open a vial to reveal the color and each color will be accumulated.
- When any color is accumulated 3 times, a player wins extra bonus.

Free Game



-  3 symbols on a pay line to trigger the Scatter Game.
- The magic ball displays the option to enter **FREE GAME** or **BONUS GAME**.
- Select **FREE GAME** and 5 free games will be awarded.
- There are 5 pay lines in the **FREE GAME** to increase the winning possibility.
- 5 free games will be auto-played and players do not need to nudge in the **FREE GAME**.

Jackpot



- The JP is active when the Minimum Play for JP ≥ 100 .
- If 3  symbols on the pay line and the play ≥ 100 , players win the JP.
- If the winning value (Play x Odds) is bigger than JP, players win the JP.

Line Chart



5. (Game 2) Golden Shamrock



Main Game

- Golden Shamrock is a Single Line Nudge game.
- Press + or - to adjust your play.
- Press **START** to start a new game.
- Press **RAISE** or **LOWER** to move one symbol UP or DOWN. Only one move is allowed.
- Match the Winning Combination on the pay line and win the prize accordingly.
- A game ends if players move wrong symbol.



can substitute for all symbols except



Game Rule



- Timer (TIME OUT=YES) can be activated at the System Settings
- A player has to complete a game by using **RAISE** or **LOWER** to move icon before the timer countdown to zero.
- A game ends when the timer count down to zero. Press **START** to start a new game.

Penny Play



- Penny Feature (PENNY FEATURE =YES) can be activated at the System Settings
- In each game, players can press either  or  /  to play a game.
- Press  to get 1 cent and end the game.

Bonus Game



-  3 symbols on a pay line to trigger the Scatter Game.
- Players can select either **BONUS GAME** or **FREE GAME**.
- Select **POT OF GOLD BONUS GAME** to enter the **BONUS GAME**.
- **GOLD COINS** will spill out from pots of gold.
- Wait the best moment and press the **START** button to collect all of coins on the screen.
- If player does not press **START** button within 20 seconds, the coins will be auto-collected.

Free Game



- 3  symbols can trigger **BONUS GAME** or **FREE GAME**.
- Select **FREE GAME** to enter the **FREE GAME** and 5 free games will be awarded.
- There are 5 pay lines in the **FREE GAME** to increase the winning possibility.
- 5 free games will be auto-played and players do not need to nudge in the **FREE GAME**.

Jackpot



- The JP is active when the Minimum Play for JP ≥ 100 .
- If 3  symbols on the pay line and the play ≥ 100 , players win the JP.
- If the winning value (Play x Odds) is bigger than JP, players win the JP.

Line Chart



6. (Game 3) Hercules



Main Game

- Hercules is a Single Line Nudge game.
- Press + or - to adjust your play.
- Press **START** to start a new game.
- Press **RAISE** or **LOWER** to move one symbol UP or DOWN. Only one move is allowed.
- Match the Winning Combination on the pay line and win the prize accordingly.
- A game ends if players move wrong symbol.
-  can substitute for all symbols except , ,  and .

Game Rule



- Timer (TIME OUT=YES) can be activated at the System Settings
- A player has to complete a game by using **RAISE** or **LOWER** to move icon before the timer countdown to zero.
- A game ends when the timer count down to zero. Press **START** to start a new game.

Penny Play



- Penny Feature (PENNY FEATURE =YES) can be activated at the System Settings
- In each game, players can press either  or  /  to play a game.
- Press  to get 1 cent and end the game.

Labours of Hercules Feature



- When  ,  , and  display on a pay line in order, Labours of Hercules Feature will be triggered and 1 spin will be awarded.
- Players may have a chance to hit the Scatter Game or big surprises!

Bonus Game



- 3  symbols on a pay line to trigger the Scatter Game.
- Players can select either **BONUS GAME** or **FREE GAME**.
- Select **BONUS GAME** to enter the **BONUS GAME**.
- Hit & Win the score directly.
- Hit Hydra to double your win and enter to the next stage!
- The **BONUS GAME** ends when **EXIT** is hit.

Free Game



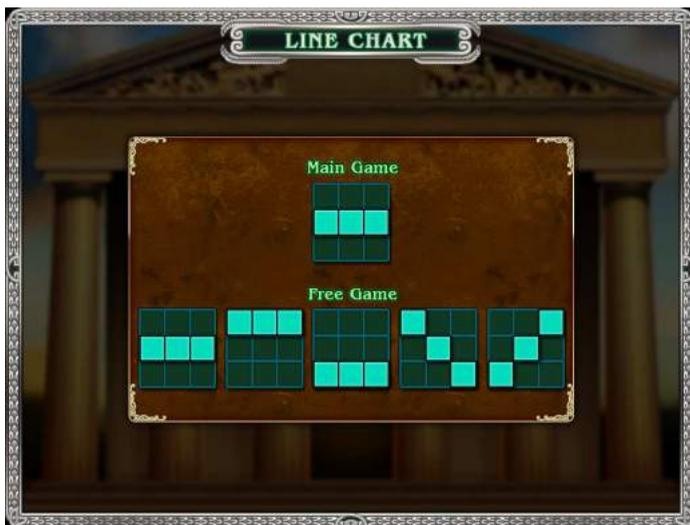
- 3  symbols on a pay line to trigger the Scatter Game.
- Players can select either **BONUS GAME** or **FREE GAME**.
- Select **FREE GAME** and 5 free games will be awarded.
-
- In each free spin, it must include one whole reel **WILD**  in a game.
- There are 5 pay lines in the **FREE GAME** to increase the winning possibility.
- 5 free games will be auto-played and players do not need to nudge in the **FREE GAME**.

Jackpot



- The JP is active when the Minimum Play for JP ≥ 100 .
- If 3  symbols on the pay line and the play ≥ 100 , players win the JP.
- If the winning value (Play x Odds) is bigger than JP, players win the JP.

Line Chart





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