

IGS<sup>®</sup>

# POWER FORCE



## Operator Manual



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# 1. Hardware

## Hardware Connection



### COM 1. RS-232

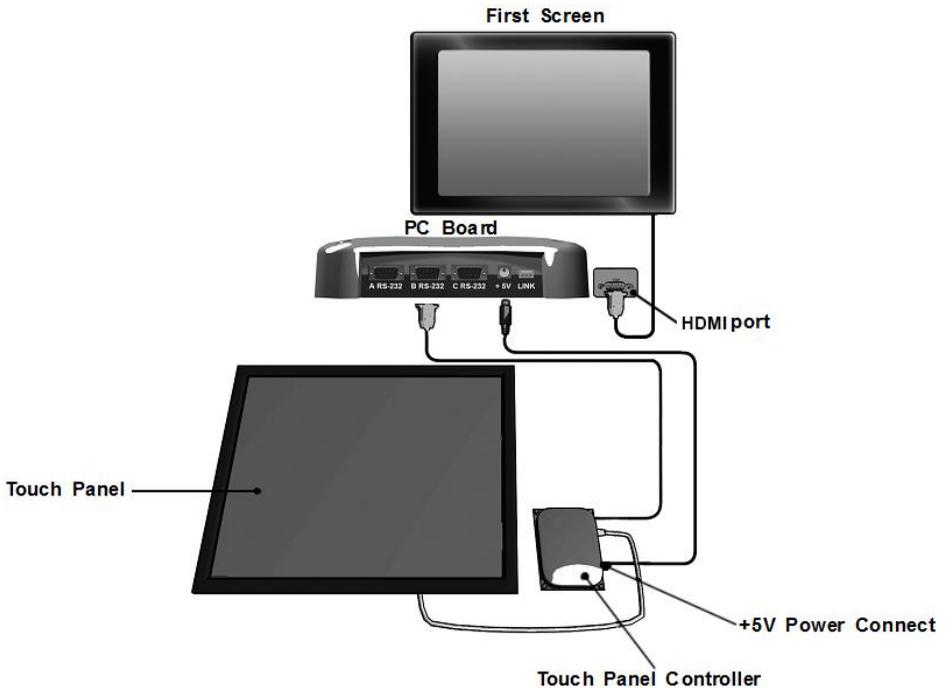
Connects to optional Citizen printer/ticket dispenser.

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



## Connecting Touch Panel

- Refer to the diagram below to connect the touch screen.
- High Roller Club supports only touch screen interface. Please make sure that the touch screen is well-connected before operating
- The resolution of this game is Full HD. Please confirm that a monitor supports Full HD resolution.
- The interface of a monitor can only use HDMI connector.



# 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	10	START / ALL STOP
PLAY	11	
STOP1/TAKE	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	
OUT METER	27	
	28	
LAMP: START/ALL STOP	29	
LAMP: SMALL	30	
LAMP:PLAY	31	LAMP: COUNT
LAMP: STOP1/TAKE	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

## DIP Switch Settings

DIP SWITCH 2		1	2	3	4	5	6	7	8
BILL ACCEPTOR MODE	PLUSE		OFF						
	RS232		ON						

# 36 & 10 PIN Button Layout

## 2 Buttons



## Solving Ticket SSR Error

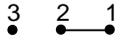
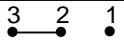
After powering on the machine, if the ticket dispenser keeps working and can't be stopped, it could be that the Ticket SSR's jump setting is incorrect.

### 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.

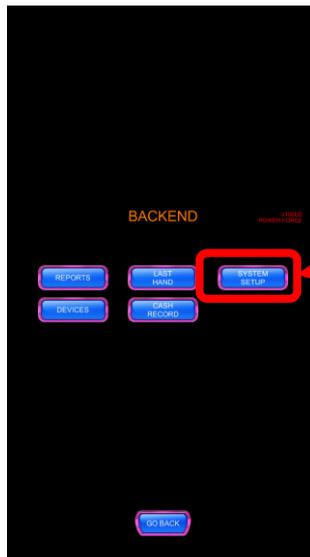
JP5	Low Active		Short pins 1-2
	High Active (Default)		Short pins 2-3

## Reset

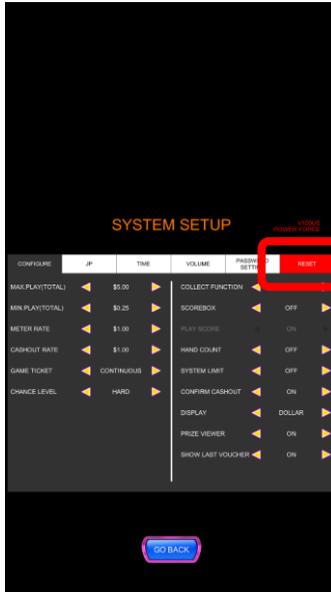
1. Press the **【RECORD】** button to enter the 「BACKEND」 page.



2. Enter the 「SYSTEM SETUP」 page.



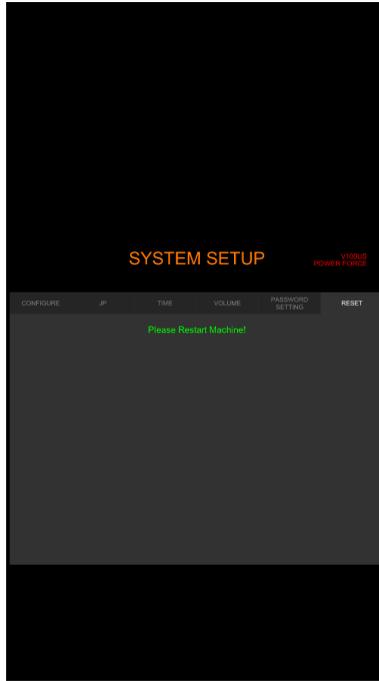
3. Enter the 「RESET」 page.



4. Enter the following PIN to confirm **RESET**.

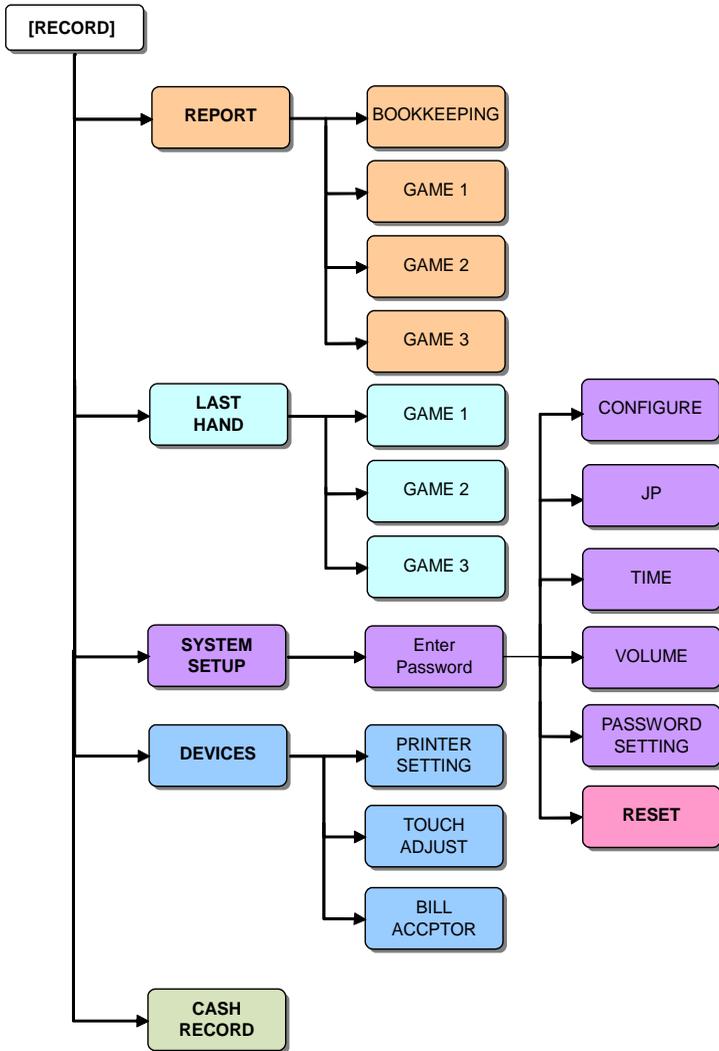


5. Please reboot the machine after **RESET** is completed.



# 2. Bookkeeping & Adjustment

## Access Flow Chart



## System Settings

ITEMS	SETTING SELECTION	DEFAULT
MAX. PLAY(TOTAL)	\$2.00, \$2.50, \$3.00, \$4.00, \$5.00	\$5.00
MIN. PLAY(TOTAL)	\$0.25, \$0.50, \$1.00, \$1.50, \$2.00	\$0.25
METER RATE	\$0.00, \$0.01, \$0.04, \$0.05, \$0.10, \$0.15, \$0.20, \$0.25, \$0.50, \$0.75, \$1.00, \$2.00, \$3.75, \$5.00, \$10.00	\$1.00
CASHOUT RATE	\$0.01, \$0.04, \$0.05, \$0.10, \$0.15, \$0.20, \$0.25, \$0.50, \$0.75, \$1.00, \$2.00, \$3.75, \$5.00, \$10.00	\$1.00
GAME TICKET	1,2,3,4,5,8,10, CONTINUOUS	CONTINUOUS
CHANCE LEVEL	HARD, MIDDLE, EASY	HARD
COLLECT FUNCTION	DISPENSER , PRINTER ,ATTENDANT	PRINTER
SCORE BOX	OFF,ON	OFF
PLAY SCORE	OFF,ON	ON
HAND COUNT	OFF,ON	OFF
SYSTEM LIMIT	OFF,ON	OFF
CONFIRM CASHOUT	OFF,ON	ON
DISPLAY	DOLLAR, CREDIT	DOLLAR
PRIZE VIEWER	OFF,ON	ON
SHOW LAST VOUCHER	OFF,ON	ON
JACKPOT RANGE	\$1000.00~\$2500.00 , \$1250.00~\$3500.00 , \$1250.00~\$5000.00 , \$2500.00~\$6250.00 , \$3000.00~\$7500.00 , \$4000.00~\$10000.00	\$1000.00~\$2500.00
MIN. PLAY FOR JACKPOT	\$0.25, \$0.50, \$1.00, \$1.50, \$2.00	\$1.00
PASSWORD	OFF,ON	OFF
PRINTER COMMAND	PYRAMID(ESC/POS),CITIZEN_IDP3551, CUSTOM_TG558,CUSTOM_TG1260II, ITHACA_EPIC950,OTHER(CBM1), OTHER(ESC/POS),OTHER(ESC/POS2), OTHER(STAR),ICT_GP58CR(POG)	PYRAMID(ESC/P OS)

## 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

- Free Game/ Bonus Game /Feature.
- Configurable Jackpot.
- Touch screen / Auto play support.

### Lobby

POWER FORCE is a 5 in 1 Multigame.



Game Menu

Payout Button

Credit

# 4. (Game 1) Golden Buffalo Game Rule



- Press + or - to adjust your play.
- Press **START** to start a new game.
- Match the Winning Combination on the pay line and win the prize accordingly.

-  can substitute for all symbols except



## Wild Feature



- Will randomly occur while playing. The "BUFFALO WILD" symbol will only appear on 2nd-4th reel.

## Bonus Game



- When 3  appear in a game will trigger **BONUS GAME**.
- **BONUS GAME** contains a GRAND WHEEL. Players can win prizes or enter FREE GAME by spinning the wheel.
- Players can also enter the next level if the wheel stops at “NEXT”.
- In the next level of the wheel, the player can win a higher prize.

## Free Game



- When entering **FREE GAME**, the player will choose one of three buffalos. Different buffalo has a different spin times and odds.

## Free Game



- During the **FREE GAME**, the reels will be divided into two zones: the zone below will be the spinning reels and the above one will be the collecting zone.
- If the Buffalo chosen by the player appears during FREE GAME, will be collected to the same spot on the zone above.
- When FREE GAME ends, will place all the buffalos collected above to the spinning reels to match the winning payline and win an extra BUFFALO BONUS.

## Jackpot



- When 3  symbols appear, will win JACKPOT prize.

# Line Chart

**GOLDEN BUFFALO**

**LINE CHART**

1. 2. 3. 4. 5.

6. 7. 8. 9. 10.

11. 12. 13. 14. 15.

16. 17. 18. 19. 20.

21. 22. 23. 24. 25.

PRIZE VIEWER

HELP CREDITS \$0.00 TOTAL BET \$2.00 PLAY MAX START

MENU WIN \$0.00 START OR PLAY

Detailed description: The image shows a slot machine interface for 'Golden Buffalo'. At the top, the title 'GOLDEN BUFFALO' is displayed in large, stylized, metallic letters. Below it, 'LINE CHART' is written in a similar font. The main area contains a 5x5 grid of 25 numbered patterns (1-25). Each pattern is represented by yellow squares on a dark blue grid, indicating which positions on the grid are active for that line. At the bottom, there is a control panel with buttons for 'PRIZE VIEWER', 'HELP', 'MENU', 'CREDITS', 'TOTAL BET', and 'START'. The 'CREDITS' display shows '\$0.00' and the 'TOTAL BET' display shows '\$2.00'. A 'PLAY MAX' button is also visible.

## 5. (Game 2) Fire 7's

### Game Rule



- Press + or - to adjust your play.
- Press **START** to start a new game.
- Match the Winning Combination on the pay line and win the prize accordingly.
- If the symbol matches the winning combination on the pay line, the player will then decide to take the winnings or keep accumulating the symbol's odds.
- While accumulating the symbol's odds to the top, will trigger the **Grand Wheel** to win an extra prize.
- The player is able to **TAKE** the accumulated prize after every play.

# All Up Feature



- When 3  land on the pay line, will trigger the ALL UP feature.
- When the ALL UP feature is triggered, the **ODDS** for all 3

**SYMBOLS**  ,  ,  will go up 1 level.

## Devil Symbol



- The symbol  no need to land on the pay line.
- While appearing during the game, the **Odds** for all 3 **Symbols**



will drop down 2 levels. If the **Odds** are only accumulated 2 or 1 level, then they will be returned to 0.

# Wild Feature



- The symbol  contains a **LEVEL UP** function.
- If the symbols land on the payline along with , its **Symbol Odds** will go up 2 levels.

## Grand Wheel Bonus



- When one symbol accumulated up to the top, will trigger the **Grand Wheel Bonus Game**.
- At this point, the players can choose to take the amount of prize on the top level or to risk playing with it in the **Grand Wheel** to multiply the prize.
- The Grand Wheel contains different “**multipliers**” and “**Exit**”.
- If the Wheel stops at a “**Multiplier**”, the prize which the player took risk to play will then be multiplied by that number. And player will be able to **choose keep playing the Grand Wheel** or **take the multiplied prize**.
- If the Wheel stops at “**Exit**”, the Risk amount will **halve** and the Grand Wheel Feature will end. After leaving the Grand Wheel Bonus, the player’s originally accumulated prize levels will still remain at the same level.

# Jackpot



- When 3  appear on the pay line will win Jackpot Prize.

## Line Chart



## 6. (Game 3) Golden Fortune



- Press + or - to adjust your play.
- Press **START** to start a new game.
- Match the Winning Combination on the pay line and win the prize accordingly.



can substitute for all symbols except



## Respin Feature



- If only appear 2  with no prize awarded, will have a chance to activate **RESPIN FEATURE** with 1-3 respin times awarded.

## Wild Feature



- There's a chance to trigger the **GOLDEN LION WILD FEATURE** while playing.
- The **GOLDEN LION** will convert all symbols on 1st or 3rd reel into **WILD**.

## Choose A Game



- When 3  appear on the pay line, will activate BONUS GAME.
- Players can choose either **FREE GAME** or **STEP BY STEP**.

# Free Game



- **FREE GAME** will award 7 free spins and will convert the reels into 5X3 with total 5 pay lines.



- When entering Free Game,  value is the sum of all  value.



- During Free Game, when appear 1  will award the value on it and accumulate the required amount for doubling up its value.
- The **FREE GAME** ends when there are no spin times left.

## Step By Step



- **STEP BY STEP** will award 5 spin times and will convert the reels into 5X3.
- There are only 3 symbols that will appear in **STEP BY STEP**:



- The  ,  will be locked on the reels once appear.

■ The value of  will be the sum of total .

■ The value of  is the total sum of all ,  and .

■ If the entire reels are full of , , , all SCATTER SYMBOLS value will double.

■ The BONUS GAME ends when no spin times are left or the entire reels are full of , , .

## Jackpot



- 3  meets the **PAY LINE** will win JP Prize.

# Line Chart



## 7. (Game 4) Crazy Fishin' Game Rule



- Press + or - to adjust your play.
- Press **START** to start a new game.
- Match the Winning Combination on the pay line and win the prize accordingly.

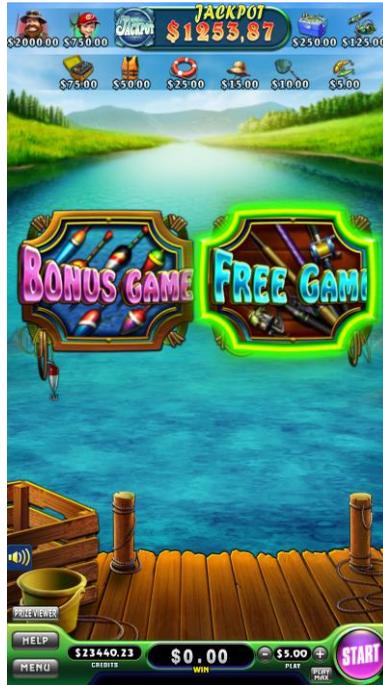
-  can substitute for all symbols except , , and .

## Collective 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



- 3 symbols on a pay line to trigger the Scatter Game.
- Player can select to play either **Bonus Game** or **Free Game**.

## Bonus Game Stage 1



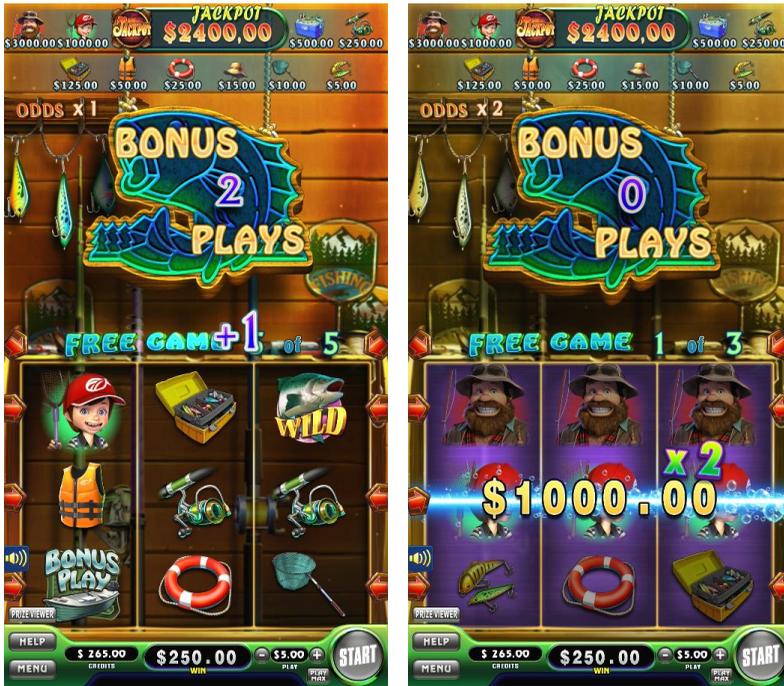
- Select Bonus Game to enter the Bonus Game.
- There is only one chance to spin the reel in the Bonus Game and a player may win prizes or get fishing buoys to enter the next stage.

## Bonus Game 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



- 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.



- 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 get!



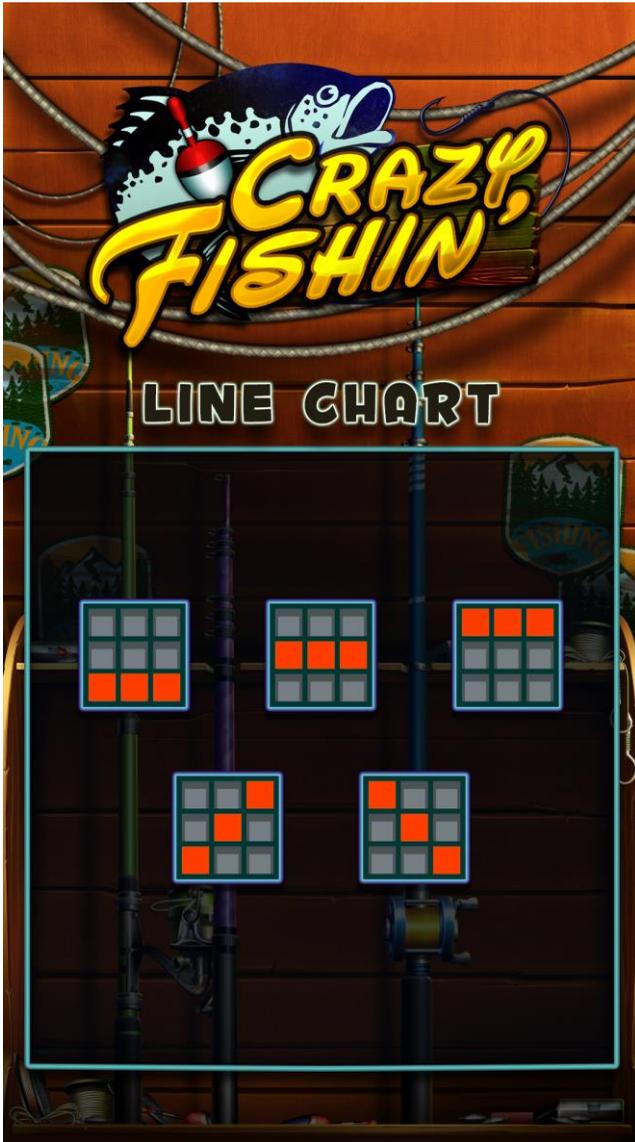
- Bonus Plays ends when there is no more  to accumulate more plays.

# Jackpot



- 3 appear on the **PAY LINE** will win JP Prize.

## Line Chart



# (Game 5) Lucky Shamrock

## Game Rule



- Press + or - to adjust your play.
- Press **START** to start a new game.
- Match the Winning Combination on the pay line and win the prize accordingly.
- If the symbol matches the winning combination on the pay line, the player will then decide to take the winnings or keep accumulating the symbol's odds.
- While accumulating the symbol's odds to the top, will trigger the Lucky Wheel to win an extra prize; at the same time, the player has a chance to win Jackpot.
- The player is able to **TAKE** the accumulated prize after every play.

## All Up Feature



- While 3 appear on the pay line, the **ODDS** for all 3

**SYMBOLS**  ,  ,  will go up 1 level.

# Naughty Devil Feature



■ The symbol  no appear on the pay line.

■ While appearing during the game, the **Odds** for all 3 **Symbols**



, , will drop down 2 levels. If the **Odds** are only accumulated 2 or 1 level, then they will be returned to 0.

## Wild Feature



- The symbol  contains a **LEVEL UP** function.

- If the symbols appear along with , its **Symbol Odds** will go up 2 levels.

# Jackpot



- If hit the Jackpot showed on the Lucky Wheel of prize. , will win the JP prize.

Line Chart





**IGS** INTERNATIONAL GAMES SYSTEM CO.,LTD.

TEL:886-2-2299 4692

FAX:886-2-2299 4687

<http://www.sales-igs.com/>