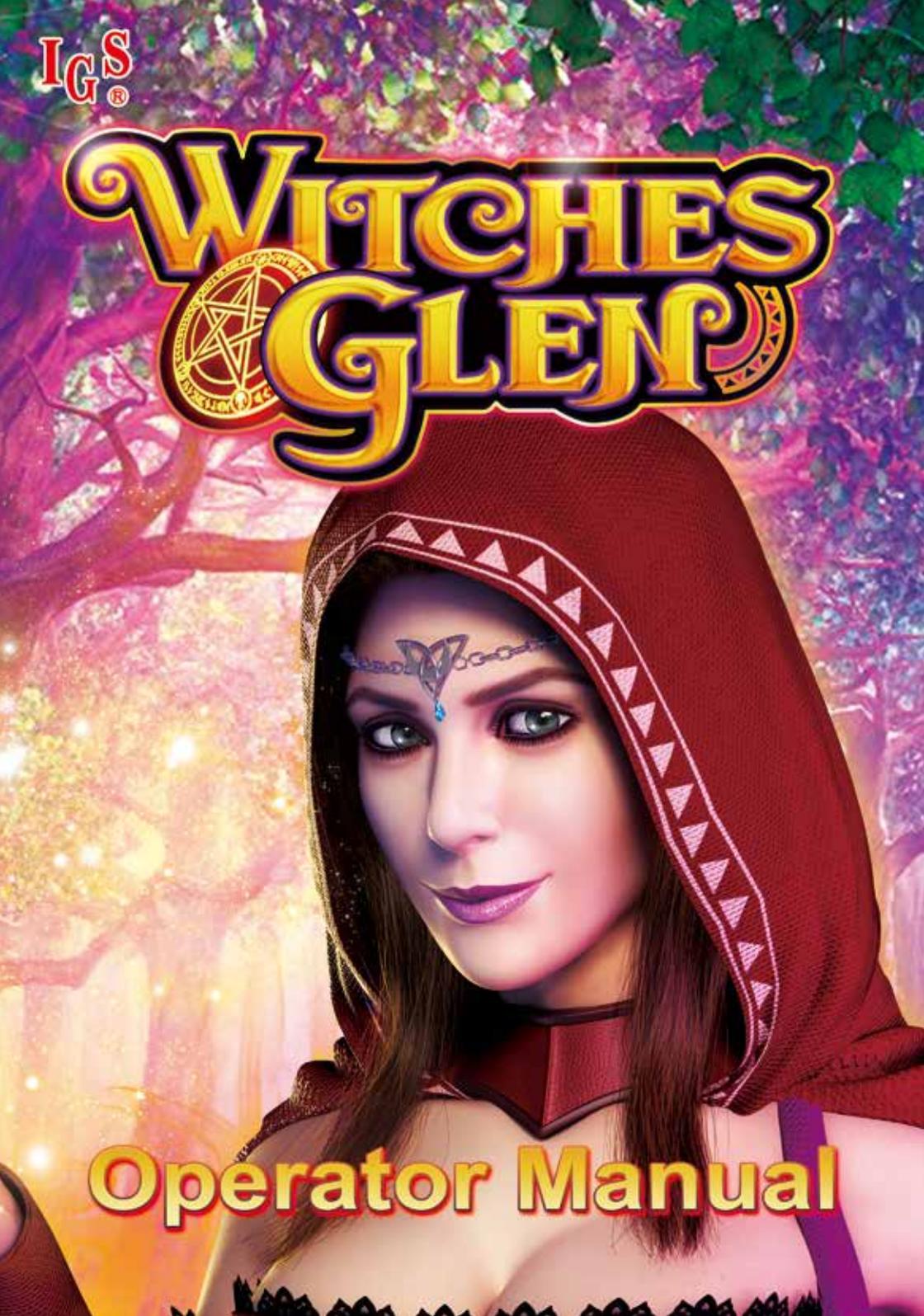


IGS®

WITCHES GLEN



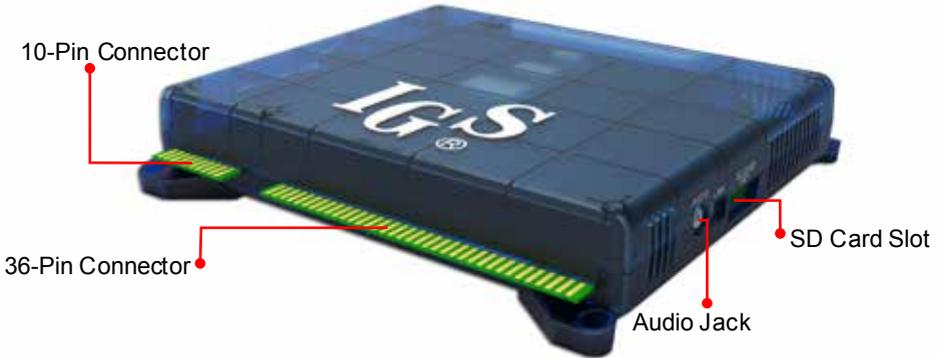
Operator Manual

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1. Hardware

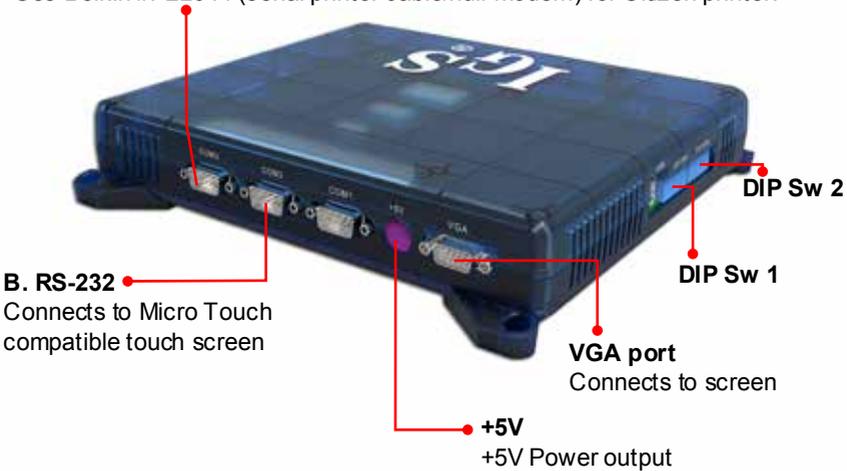
Hardware Connection



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)

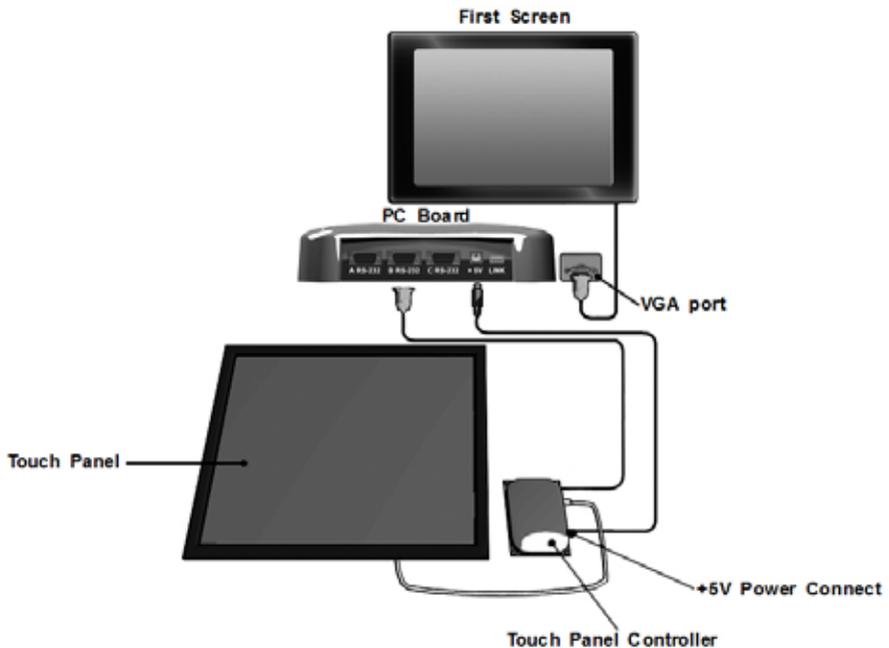
Type A



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)			10 Pins (6 Buttons)		
PARTS SIDE		SOLDER SIDE	PARTS SIDE		SOLDER SIDE
	1		GND	1	GND
SPEAKER_R	2		GND	2	GND
SPEAKER_L	3	GND	+5V	3	+5V
	4		+5V	4	+5V
	5		+12V	5	+12V
	6		HOP-VCC	6	
TICKET OUT	7		TICKET SSR	7	
TICKET SWITCH	8			8	
START / ALL STOP	9		GND	9	GND
STOP4/SMALL/HELP	10		GND	10	GND
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				
	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/DOUBLE/SELECT LINE	33				
LAMP: STOP2/BIG/HOLD PAIR	34				
	35				
GND	36	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			
LINK MODE	SINGLE							OFF
	LINK							ON

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		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.



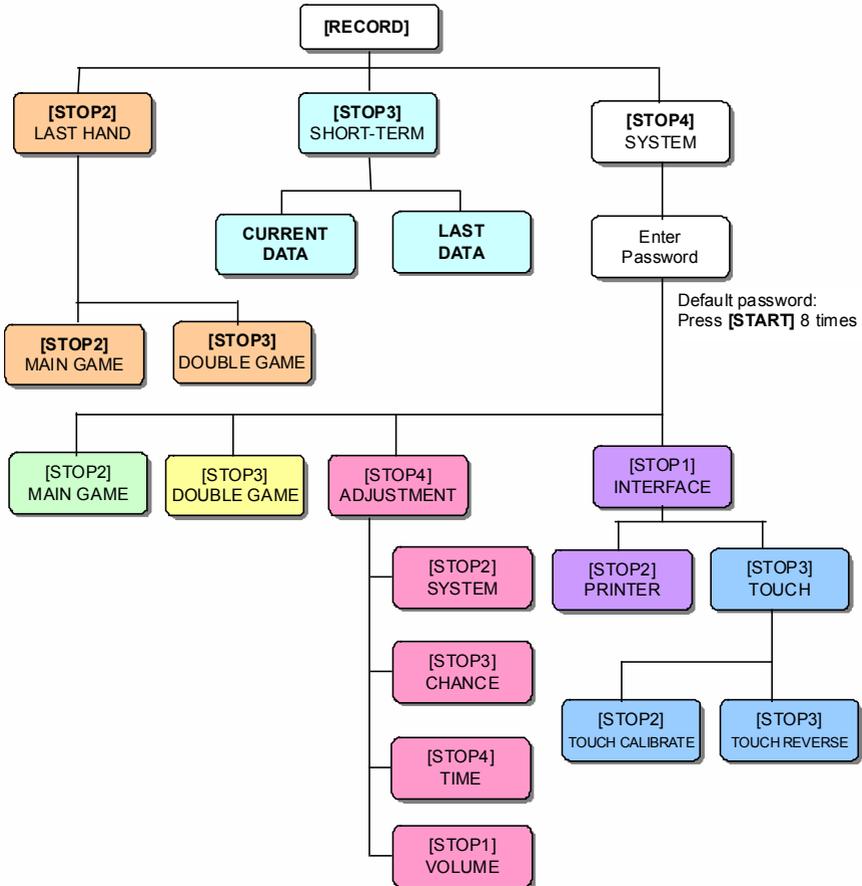
7. Press the **【PLAY】** button again to confirm **RESET** or press **ANY** button to **EXIT**.



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



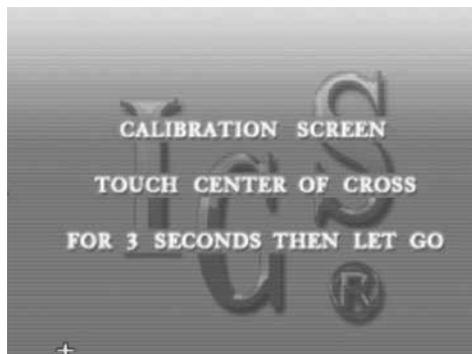
System Settings

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,CONTINUES	CONTINUES
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. Game Introduction

Features

- 25 Lines.
- Win paid from left to right and right to left to increase the winning possibility.
- Max. Win up to 400,000.
- Touch screen / Auto play support.

Main Game

WITCHES GLEN is a 5 Reels & 25 Lines game

3 sets of Jackpots



Credit

Symbol Zone

25 Lines

Broomstick Feature



- When  symbol appears in a game, Broomstick feature will be triggered.
- There are 2 Scenarios in the Broomstick feature and the game will randomly decide a scenario when the feature is triggered

Scenario A



- The Witch rides the broomstick and randomly turns symbols into **WILD** symbols

Scenario B



- A player selects one of 3 paths to enter the witch forest.
- The witch will fly through in the forest and get gold coins to win prizes.
- A player may have a chance to enter the **BONUS GAME**

Respin Feature



- When 2  symbols appear in a game, **RESPIN** feature will be randomly triggered.
- The Little Witch will help respin the reel and turn out  symbol to trigger **FREE GAME**.

Multiplier Feature



- The little witch will randomly show up and multiply the total win.

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.
- When the Bonus Game ends, a player can either TAKE or RETRY in the Bonus Game.

Free Game



- The symbol(s) revealed by the Magic Ball will become WILD in the Free Game.
- When the Magic Ball reveals  , the Free Game will be started.

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 Play

MIN. PLAY	JACKPOT
25	100%

Odds Table

ODDS TABLE
MIN. PLAY 25 FOR JP

JACKPOT 1 21678		JACKPOT 2 9313		JACKPOT 3 3025	
	x5 2000 x4 250 x3 50		x5 1500 x4 200 x3 35		x5 1000 x4 150 x3 25
	x5 750 x4 100 x3 20		x5 500 x4 75 x3 15		x5 350 x4 60 x3 10
	x5 1500 x4 200 x3 35		x5 350 x4 60 x3 10		x5 250 x4 50 x3 5
	x5 1500 x4 200 x3 35		x5 350 x4 60 x3 10		x5 250 x4 50 x3 5

Can substitute for all symbols except and

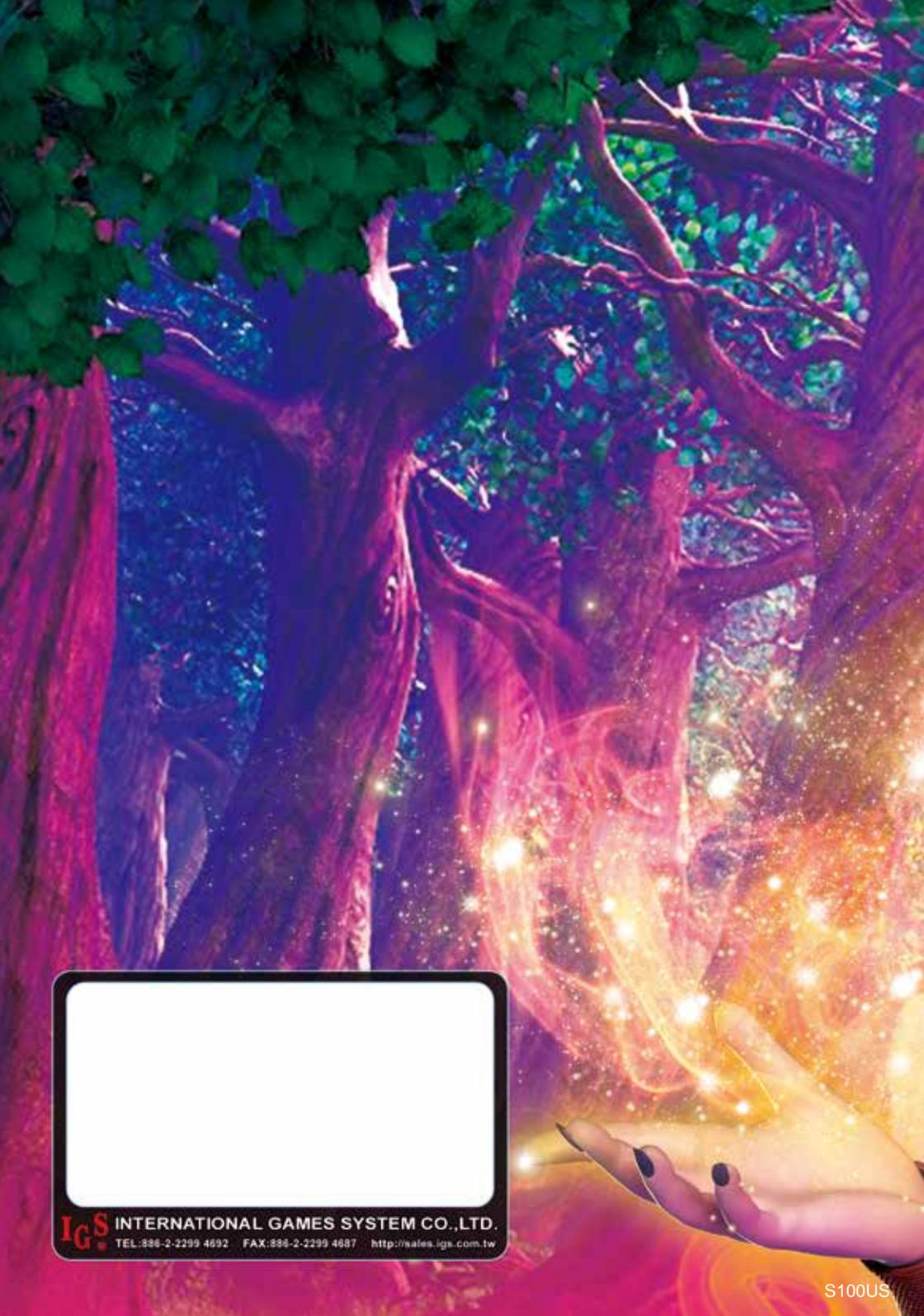
3 symbols in a game trigger the Scatter Game.

Line Chart



NOTES:

A large white rectangular area with rounded corners, containing 25 horizontal dashed lines for writing notes.



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