

IGS[®]

FRONTIER



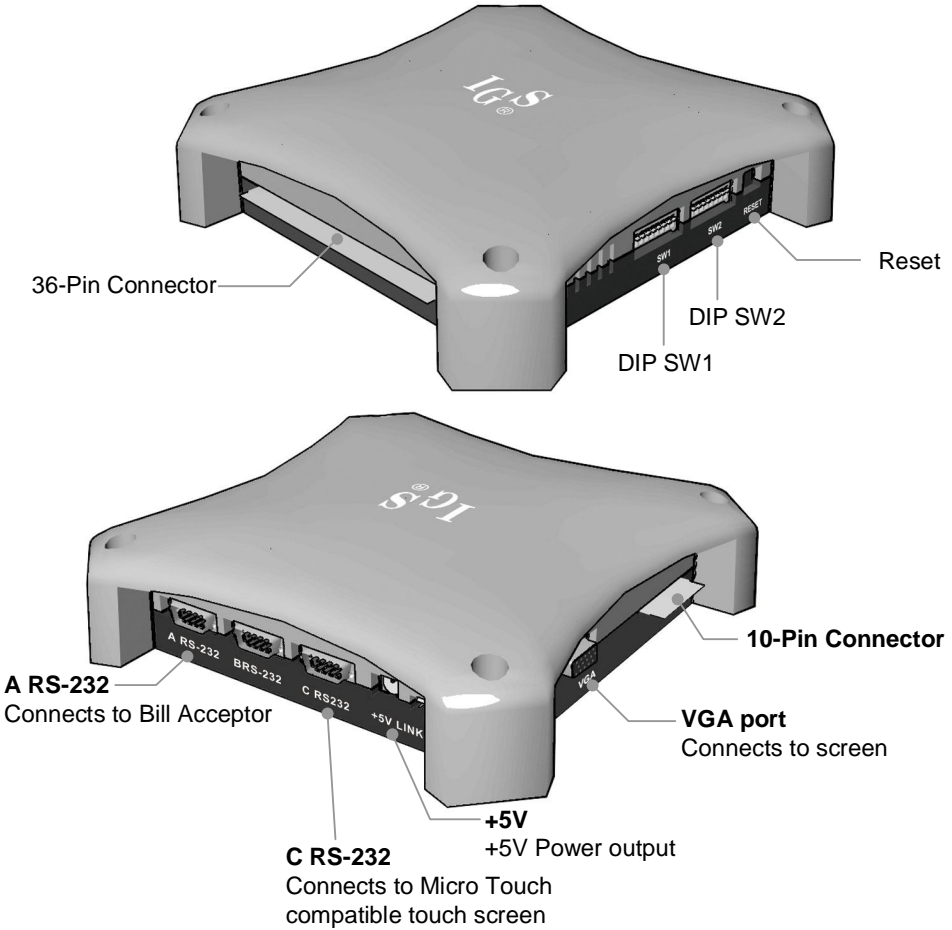
Operator Manual

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1. Hardware

Hardware Connection



Connection Diagram

36 Pins		
PARTS SIDE		SOLDER SIDE
	1	
	2	
SPEAKER	3	GND
	4	
	5	
	6	
TICKET OUT	7	
TICKET SWITCH	8	
START/ALL STOP	9	
STOP4/BLACK/HELP	10	
STOP5/PLAY	11	
STOP1/TAKE	12	
STOP3/DOUBLE/SELECT LINE	13	
	14	
	15	
STOP2/HOLD PAIR/RED	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/HOLD PAIR/BIG	34	
	35	
GND	36	GND

10 Pins		
PARTS SIDE		SOLDER SIDE
GND	1	GND
GND	2	GND
+5V	3	+5V
+5V	4	+5V
+12V	5	+12V
	6	
TICKET SSR	7	
	8	
	9	
GND	10	GND
GND	1	GND



DIP Switch Settings

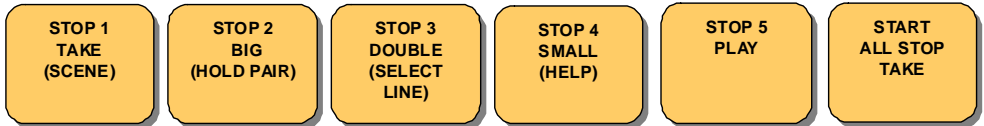
DIP SWITCH 1		1	2	3	4	5	6	7	8
SLAVE ID	1	OFF	OFF	OFF	OFF	OFF			
	2	ON	OFF	OFF	OFF	OFF			
	3	OFF	ON	OFF	OFF	OFF			
	4	ON	ON	OFF	OFF	OFF			
	5	OFF	OFF	ON	OFF	OFF			
	6	ON	OFF	ON	OFF	OFF			
	7	OFF	ON	ON	OFF	OFF			
	8	ON	ON	ON	OFF	OFF			
	9	OFF	OFF	OFF	ON	OFF			
	10	ON	OFF	OFF	ON	OFF			
	11	OFF	ON	OFF	ON	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	OFF	OFF							
	ON	ON							
Liner Select	9		OFF						
	25		ON						
KEYOUT MODE	FAST								OFF
	NORMAL								ON

Remark: Please reset after adjusting **LINER SELECT**.

36 & 10 PIN Button Layout

6 Buttons

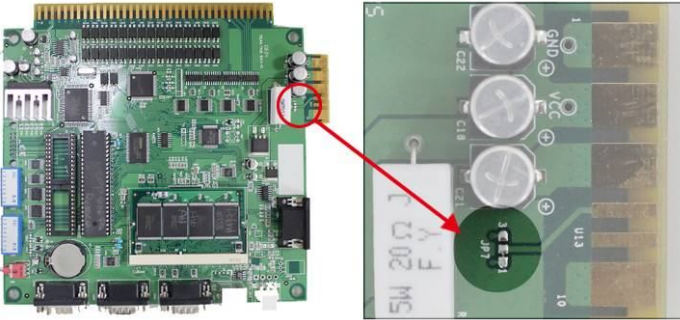


Solving Hopper SSR Error

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

How to solve:

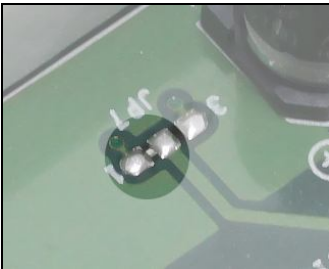
1. Locate the Hopper SSR jump (JP7) on the PC board. Then identify current HOPPER SSR is at HIGH ACTIVE or LOW ACTIVE.



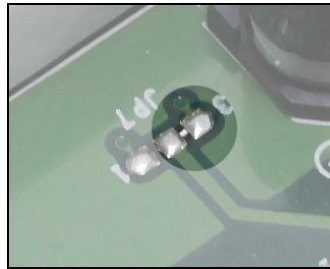
2. Change to use the alternative JP7 setting.

JP7	Low Active (Default)		Short pins 1-2
	High Active		Short pins 2-3

The following example shows how to change from **LOW ACTIVE** to **HIGH ACTIVE**.



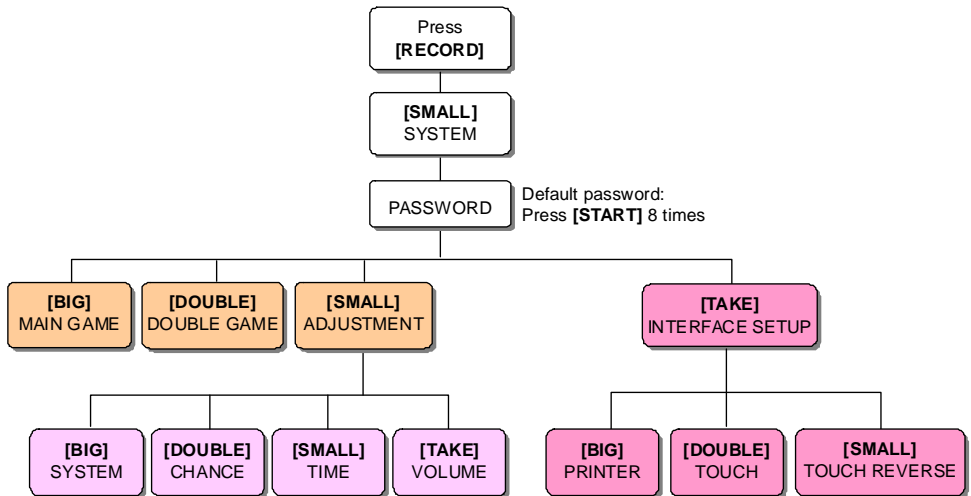
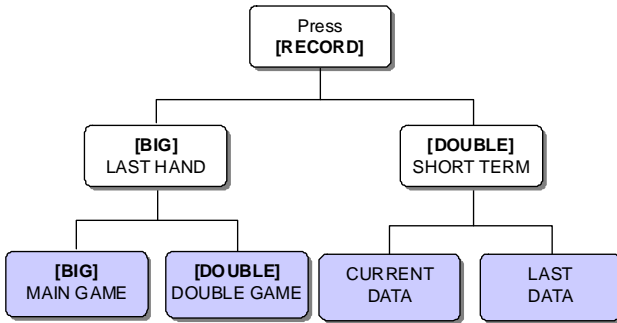
Open pins 1 and 2
Remove the solder bridge between pins 1-2.



Short pins 2 and 3.
Then apply solder to bridge pins 2-3.

2. Bookkeeping & Adjustment

Access Flow Chart





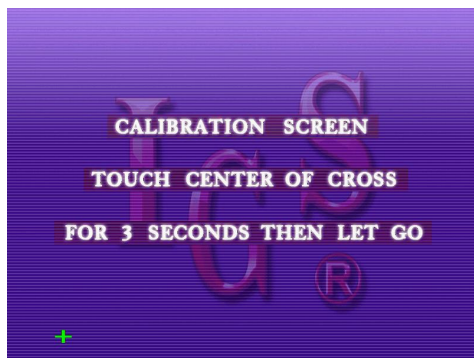
System Setup Content

ITEMS	SETTING SELECTIONS	DEFAULT
MAX. PLAY/LINE (25)	2, 4, 8, 10, 15, 20, 30	20
MAX. PLAY/LINE (9)	5, 10, 20, 30, 40, 50, 80	50
MIN. PLAY/TOTAL	1,5,7,9,10,15,18,20,25 ,27 ,36 ,45 ,50 ,72 ,75,90 ,100 ,144 ,150	25
MIN.PLAY FOR JACKPOT	1, 3, 5, 9, 10, 15, 18, 25	25
JACKPOT MAX	15000,20000,30000,50000,100000,150000,200000	50000
COIN RATE	1, 2, 4, 5, 10, 15, 20, 25, 30, 40, 50, 60, 75, 80, 100, 200, 250, 400,500, 1000	25
KEY IN RATE		100
KEY OUT RATE		1
TICKET RATE		500
GAME TICKET	1, 2, 3, 4, 5, 8, 10, CONTINUOUS	CONTINUOUS
INTERFACE	DISPENSER, PRINTER, ATTENDANT	PRINTER
PRINTER COMMAND	CBM1, ESC/POS, STAR	CBM1
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 PAIR	NO, YES	YES
AUTO PLAY	NO, YES	YES
DOUBLE GAME	NO, YES	YES
JACKPOT MODE	PROGRESSIVE, RANDOM	RANDOM

Chance Adjustment

ITEMS	SETTING SELECTIONS	DEFAULT
MAIN GAME LEVEL	LEVEL 1 (easiest), LEVEL 2, LEVEL 3, LEVEL 4, LEVEL 5, LEVEL 6 (hardest)	LEVEL 6
DOUBLE GAME LEVEL	95%, 90%, 85%	95%

Touch Screen Calibration



1. Press **[LONG TERM]** and follow the on-screen prompts to enter the calibration screen.
2. Touch center of the cross on the screen for 3 seconds.
3. Follows the cross when it moves till the calibration is completed.

3. Game Introduction

Features

- 9 / 25-liner adjustable.
- Max. Win up to 500,000 (in 25-liner setting).
- 3 sets of random Jackpots. If 5/4/3 Jackpot symbols are in line, players can get Jackpots 1/2/3.
- Free Game : Get 5/4/3 Free Game symbol on screen can play Free Game.
- Touch screen / Auto play support.

Main Game

FRONTIER is a 5-reel & 9/25 liner game with 1 bonus game.




Free Game




- Get 3 symbol on screen can play 5 free games.
- Get 4 symbol on screen can play 10 free games.
- Get 5 symbol on screen can play 15 free games.

Bonus Game

- Three  symbols to trigger Bonus Game.
- There are 3 stages in the Bonus Game. Select one of 8 targets to shoot for prizes.



-  WANTED Criminal: Shoot the WANTED Criminals to win the bigger prizes. Lose one life if you are hit by them.

-  Enter next stage.

Bonus Game Level-1



■ WANTED Criminal:



■ Prizes.



■



Enter next stage.

Bonus Game Level-2



■ WANTED Criminal:



■ Prizes.



■



Enter next stage.

Bonus Game Level-3



- WANTED Criminal:



- Prizes.



- Find the Beautiful Lady



the game will be end.

Double Game



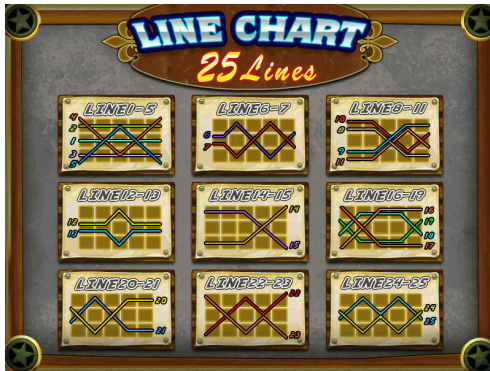
- After winning the Main game or Bonus game, Free game, player can press **[DOUBLE UP]** button to play Double Game.
- Select **RED** or **BLACK** to play a double game. If win, the winnings can be doubled.

4. Game Introduction

Jackpot

	JACKPOT 1	5-in-line wins Jackpot 1.
	JACKPOT 2	4-in-line wins Jackpot 2.
	JACKPOT 3	3-in-line wins Jackpot 3.

Line Chart



Line-up pattern

Odds Table

The image shows a 'Western Rush' odds table with various symbols and their corresponding payouts for 3, 4, and 5 hits. The symbols include a cowboy, a woman, a sheriff's star, a bull, crossed pistols, and a cactus. The game title 'WESTERN RUSH' is prominently displayed in the center.

Symbol	x5	x4	x3
Cowboy (Male)	10000	500	50
Woman	2500	250	30
Cowboy (Female)	1500	150	20
Woman (Female)	900	100	15
Sheriff's Star	400	60	9
Bull	200	40	6
Crossed Pistols	90	20	4
Cactus	30	9	2

Odds Table