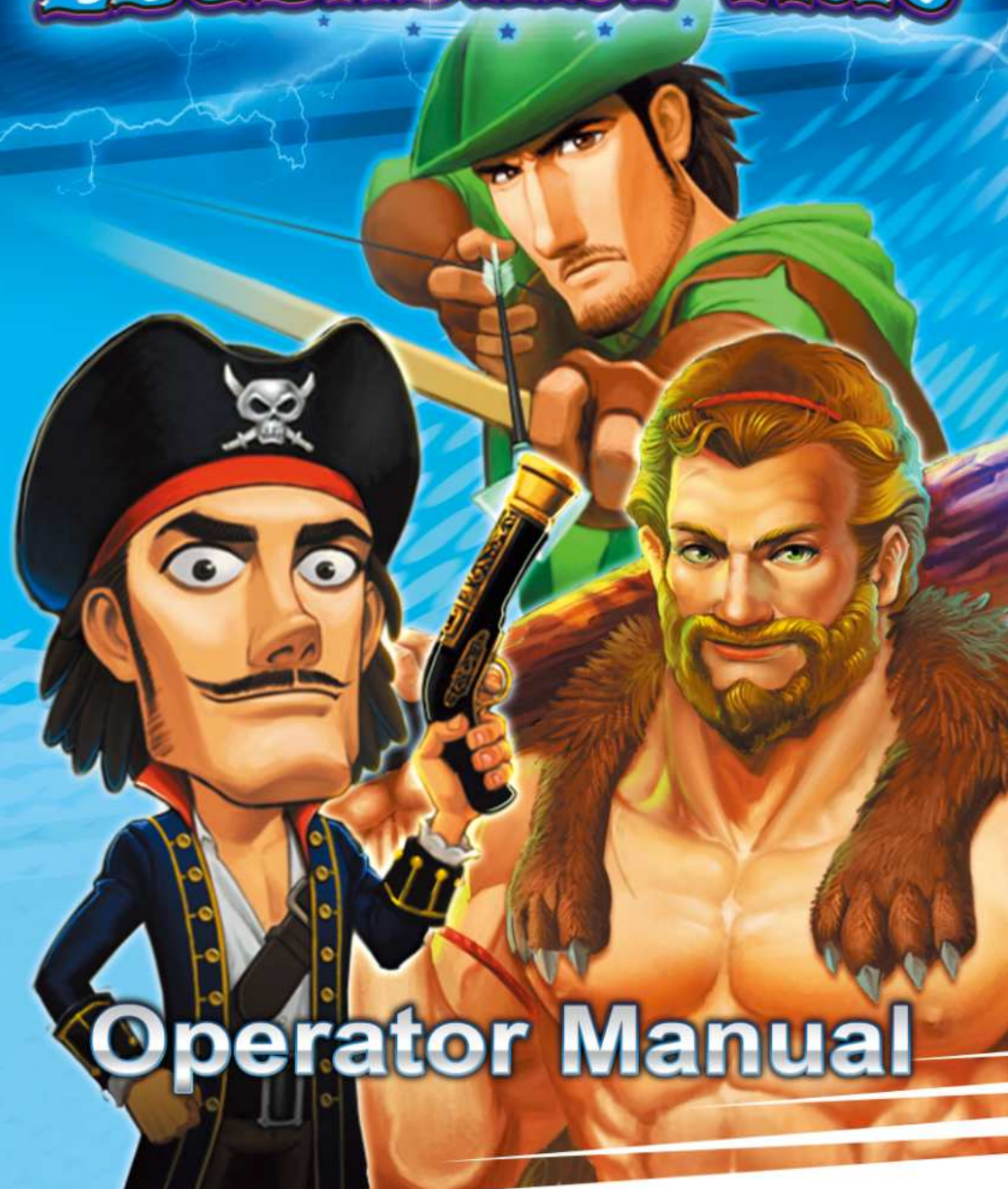


IGS[®]

LEGENDARY TRIO



Operator Manual

Table of Contents

1. Hardware.....	3
Hardware Connection.....	3
Connecting Touch Panel (Optional).....	4
Connection Diagram.....	5
DIP Switch Settings.....	6
36 & 10 PIN Button Layout.....	6
Solving Ticket SSR Error.....	6
Reset.....	7
2. Bookkeeping & Adjustment.....	10
Access Flow Chart.....	10
System Settings.....	11
Chance Settings.....	12
Touch Screen Calibration.....	12
3. Introduction.....	13
Common Features.....	13
Lobby.....	13
4. (Game 1) Sherwood Forest.....	14
Main Game.....	14
Feature.....	15
Bonus Game.....	16
Free Game.....	17
Double Game.....	18
Win Rules.....	19
Encouraging Higher Play.....	19
Odds Table.....	19
Line Chart.....	20
5. (Game 2) Hercules.....	21
Main Game.....	21
Feature.....	22
Scatter Game.....	23
Bonus Game.....	24
Mission : Lernaean Hydra.....	24

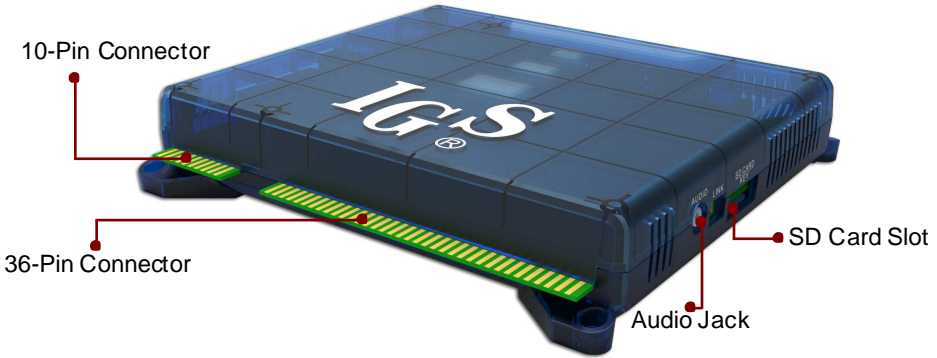
Free Game.....	25
Venus Help.....	25
Double Game.....	26
Win Rules.....	27
Encouraging Higher Play.....	27
OddsTable.....	27
Line Chart.....	28

6. (Game 3) Captain Jack2..... 29

Main Game.....	29
Golden Cannon Feature.....	30
Wild Wave Feature.....	31
Scatter Game.....	32
Bonus Game Stage 1.....	33
Bonus Game Stage 2.....	34
Free Game.....	35
Double Game.....	36
Win Rules.....	37
Encouraging Higher Play.....	37
OddsTable.....	37
Line Chart.....	38

1. Hardware

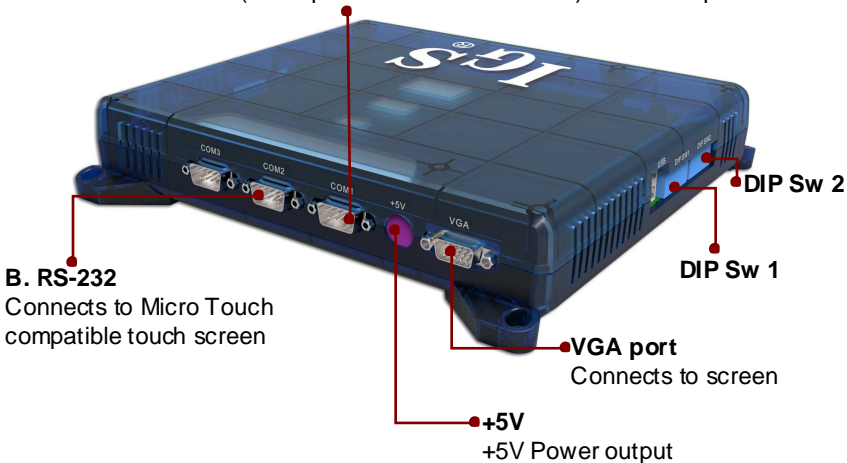
Hardware Connection



A. RS-232

Connects to optional Citizen printer/ticket dispenser.

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



B. RS-232

Connects to Micro Touch compatible touch screen

Connecting Touch Panel (Optional)

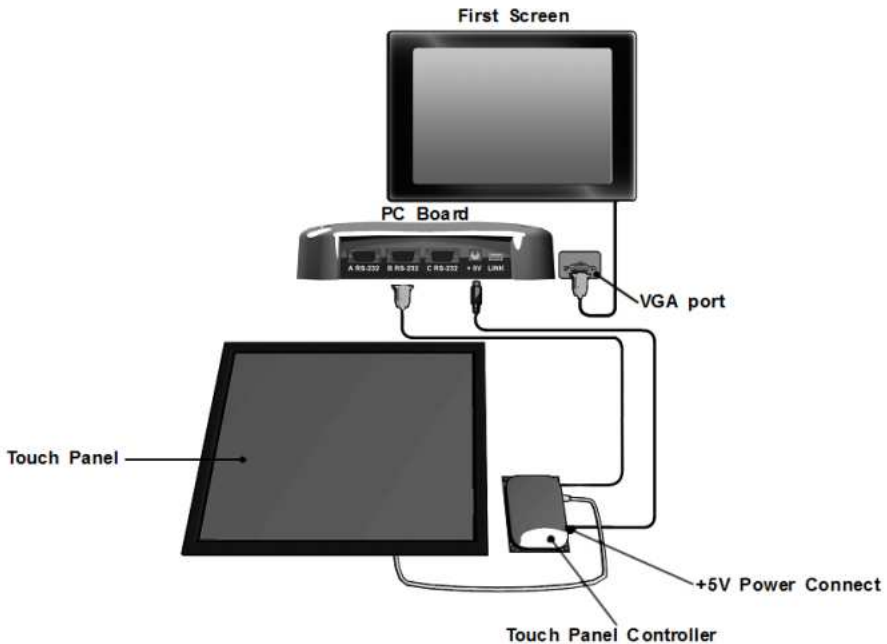
Type A



Power +5V Connector
(Female)

Monitor Connector
(15PIN Female)

- Refer to the diagram below to connect the touch screen.
- After the connection, remember to adjust the Pin 1 of **DIP SW2** to **ON** to enable touch mode.



Connection Diagram

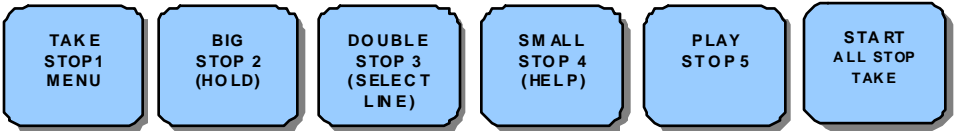
36 Pins (6 Buttons)			10 Pins (6 Buttons)		
PARTS SIDE		SOLDER SIDE	PARTS SIDE		SOLDER SIDE
	1		GND	1	GND
SPEAKER_R	2		GND	2	GND
SPEAKER_L	3	GND	+5V	3	+5V
	4		+5V	4	+5V
	5		+12V	5	+12V
	6		HOP-VCC	6	
TICKET OUT	7		TICKET SSR	7	
TICKET SWITCH	8			8	
START / ALL STOP	9		GND	9	GND
STOP4/SMALL/HELP	10		GND	10	GND
STOP5/PLAY	11				
STOP1/TAKE/ MENU	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				
OUT METER	27				
	28				
LAMP: START/ALL STOP	29				
LAMP: STOP4/SMALL/HELP	30				
LAMP: STOP5/PLAY	31	LAMP: COUNT			
LAMP: STOP1/TAKE/MENU	32				
LAMP: STOP3/DOUBLE/SELECT LINE	33				
LAMP: STOP2/BIG/HOLD PAIR	34				
	35				
GND	36	GND			

DIP Switch Settings

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	3 2—1	Short pins 1-2
	High Active (Default)	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 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.



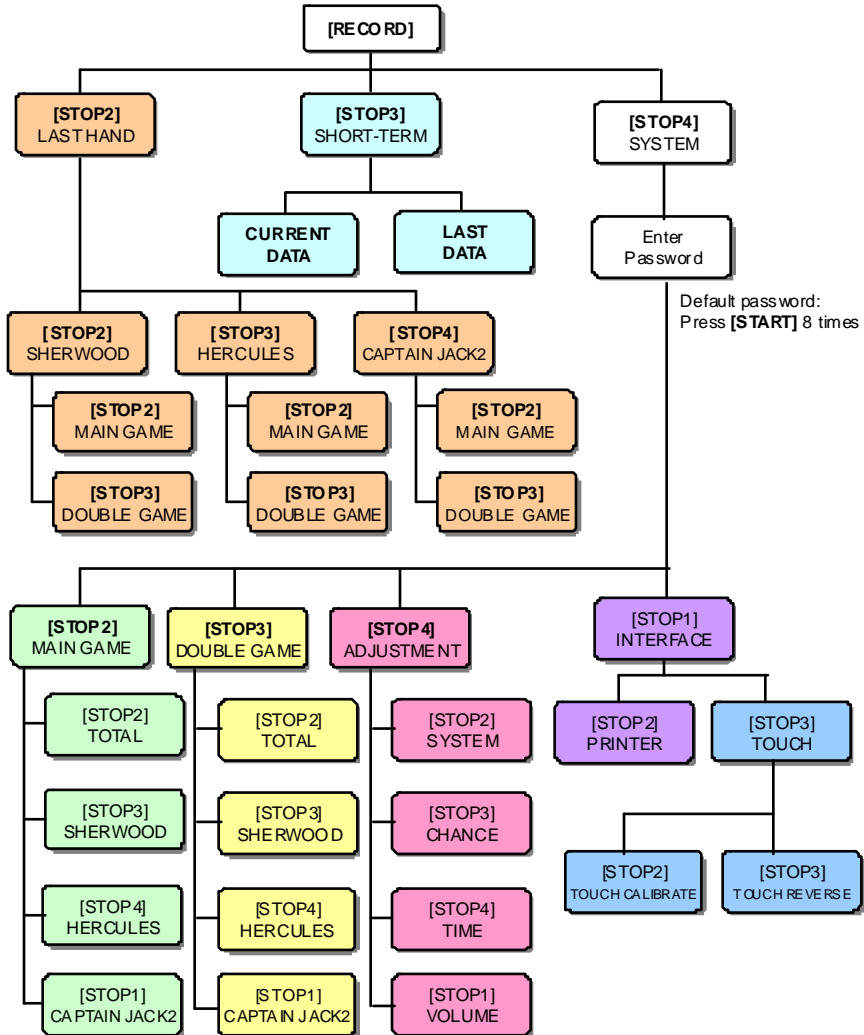
7. Press the **【PLAY】** button again to confirm **RESET** or press **ANY** button to **EXIT**.



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



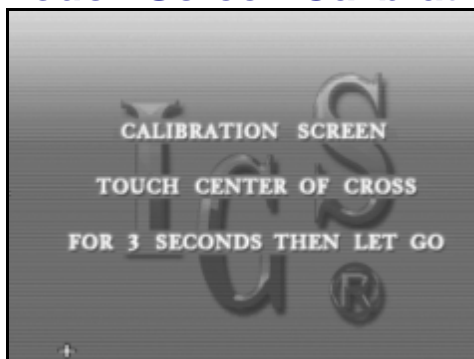
System Settings

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, 5, 10, 20, 25, 50, 75, 100, 200, 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, 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.

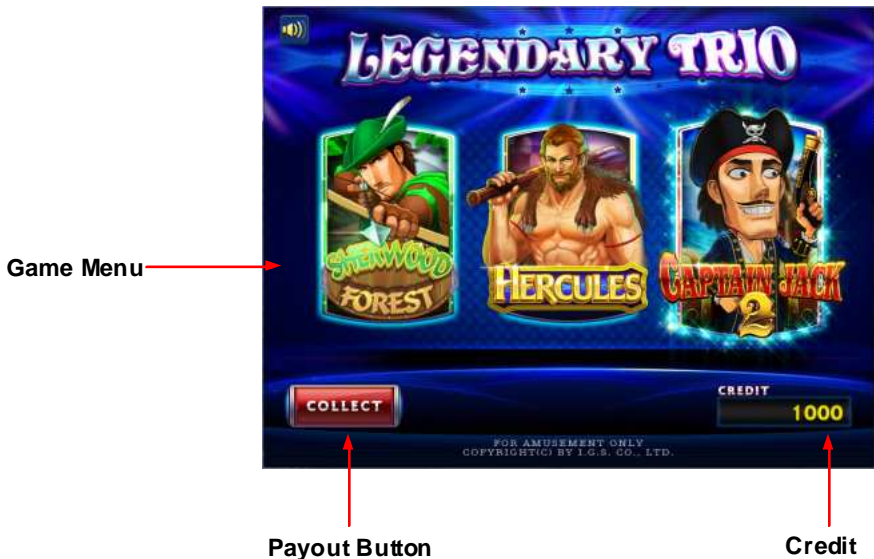
3. Introduction

Common Features

- Max. Win up to 500,000.
- Touch screen / Auto play support.

Lobby

Legendary Trio is a 3 in 1 multigame .



4. (Game 1) Sherwood Forest



Main Game

- **Sherwood Forest** is a 5 Reels & 25 Liners game.
- After collecting winning values, the winning symbols will be cleared with new symbols dropped above to fill all empty spaces, and then re-collect again if there is a win. A game repeats this feature until there is no winning combination.

Feature

Golden Arrow



- When the Golden Arrow appears on the 5th reel, the symbols shot by Robin Hood will be replaced with **WILD** symbols to increase the winning possibility.



Bonus Game



- 3 SCATTER symbols appear in a game to trigger 「 Archery Bonus Game 」
- Pick a money bag to shoot and win either prizes or multiplier
- The Bonus Game ends when “Exit” has been picked

Free Game



- **3 SCATTER** symbols appear in a game to trigger Free Game and 10 free games will be awarded.
- The winning times will be accumulated in each free game. When the accumulated times reach the following terms, the designated symbols will become **WILD** symbols in a game to increase the winning possibility.



- The first winning time will turn the Robin Hood symbols in a game into **WILD** symbols.
- 3 consecutive winning times will turn the Little John symbols in a game into **WILD** symbols.
- 6 consecutive winning times will turn the Friar Tuck symbols in a game into **WILD** symbols.



Double Game



- After winning in a game, a player can press **[DOUBLE]** button to play Double Game.
- Press **[START]** button to select Robin Hood or Noble.
- Double your wins if your guess is correct. The game ends if your guess is wrong

LEGENDARY TRIO

Win Rules

Encouraging Higher Play

MIN. PLAY	JACKPOT
25	100%

Odds Table

SHERWOOD FOREST		JACKPOT 1	JACKPOT 2	JACKPOT 3
		27184	11201	2383
MIN. PLAY 25 FOR JP				
				
x5 1500	x5 750	x5 500	x5 1000	
x4 250	x4 150	x4 100	x4 200	
x3 100	x3 50	x3 25	x3 75	
		 symbols appear in a game to trigger 'Archery Bonus Game' or 'Free Game'.		
x5 300		 can substitute for all symbols except		
x4 75		 and 		
x3 15				x5 200
				x4 50
				x3 10

Line Chart



5. (Game 2) Hercules



Main Game

- Hercules is a 5 Reels & 25 Liners game.

-  can substitute for all symbols except  ,  ,  ,  ,  , and  symbols.

Feature

Labours of Hercules



- 3 or more feature symbols in a game will trigger **Labours of Hercules** feature and there is a chance to win the **Jackpot 1**.


The strength of Hercules



- When a player misses the 3rd Scatter symbol in a game, there is a chance to trigger “**The strength of Hercules**” feature to replace the 5th reel with the Scatter symbol.

Scatter Game



- 3  symbols in a game will trigger The Choice of Hercules
- A player can select either **BONUS GAME** or **FREE GAME** in The Choice of Hercules

Bonus Game

Mission : Lernaean Hydra



- There are 3 stages in 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

Venus Help



- Select **FREE GAME** to enter the FREE GAME and 5 free spins will be awarded

- In each free spin, it must include

one whole reel WILD  in a

game. If there is another whole reel WILD appears in a game, 2 whole reels WILD will be

combined to  in the next

free spin. If one more whole reel WILD appears in a game, 3 whole reels WILD will be

combined to  in the

next free spin

- The whole reel WILD will move randomly in each free spin.

Double Game



- After winning in a game, a player can press **[DOUBLE]** button to play Double Game.
- Press **[START]** button to select Hercules or Hydra.
- Double the wins if guess right. The game ends if guess wrong

LEGENDARY TRIO

Win Rules

Encouraging Higher Play

MIN. PLAY	JACKPOT
25	100%

Odds Table

ODDS TABLE

3  symbols in a game will trigger **BONUS GAME** or **FREE GAME** (The Choice of Hercules).

MIN. PLAY 25 FOR JP

JACKPOT 1
15160

JACKPOT 2
5112

JACKPOT 3
1849

WILD can substitute for all symbols except      and  symbols.

	x5	500
	x4	100
	x3	25

	x5	200
	x4	50
	x3	15

	x5	125
	x4	30
	x3	10

	x5	75
	x4	25
	x3	5

	x5	1000
	x4	150
	x3	50

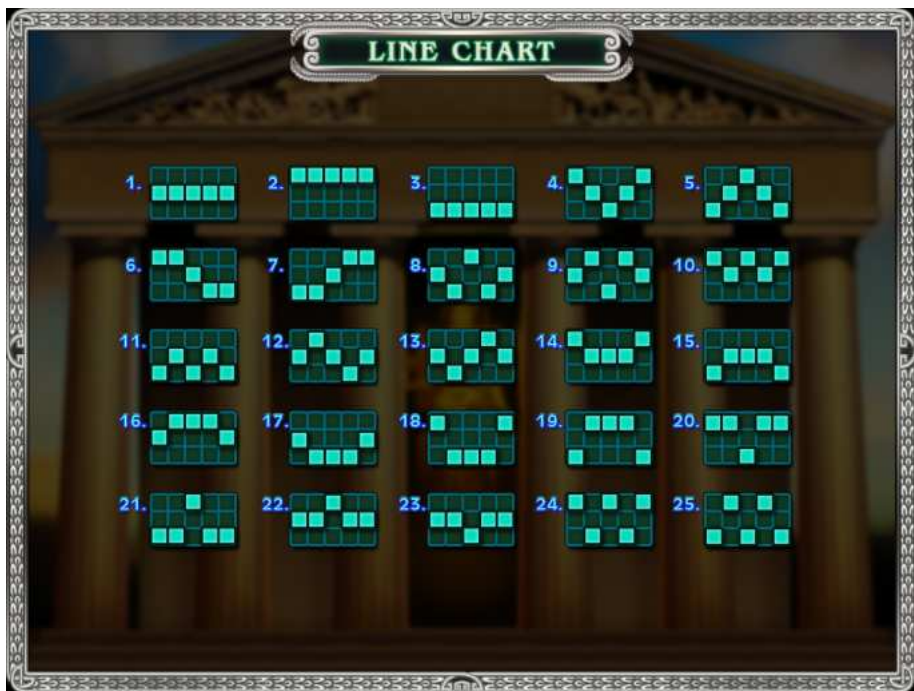
	x5	250
	x4	75
	x3	20

	x5	150
	x4	40
	x3	15

	x5	100
	x4	30
	x3	10

	x5	50
	x4	25
	x3	5

Line Chart







6. (Game 3) Captain Jack2




Main Game

- Captain Jack2 is a 5 Reels & 25 Liners game.
- Win paid from left to right to increase the winning possibility

-  can substitute for all symbols except ,  and 


Golden Cannon Feature



- Golden Cannon feature will be triggered when  symbol appears in a game.
- The main game symbols hit by the pirate ship will be replaced by the displayed symbol on the pirate ship.


Wild Wave Feature



- Wild Wave Feature will be randomly triggered in a game and the symbols flushed by sea wave will be replaced by  .



Scatter Game



- 3  symbols in a game trigger the Scatter Game.
- In the Scatter Game, players can select either Bonus Game or Free Game.

Bonus Game Stage 1



- Players can pick any item on the screen and win prizes.
- Get  to enter the next stage.
- The game ends when  is picked.


Bonus Game Stage 2



- Select one of doors and win prizes.
- Rescue **Anne** and win the biggest prize in the Bonus Game.
- Players can select either **TAKE** or **RETRY** in the Bonus Game and there is only one chance to **RETRY**.



Free Game



- Select FREE GAME to enter the FREE GAME and 10 free spins will be awarded
- When the helm is rotating left or right, the symbols dropped in the sea will be replaced by  .
- There is a chance to trigger WILD WAVE feature in the FREE GAME

Double Game



- After winning in a game, a player can press **[DOUBLE]** button to play Double Game.
- Press **[START]** button to select  or .
- Double your wins if your guess is correct. The game ends if your guess is wrong.

LEGENDARY TRIO

Win Rules

Encouraging Higher Play

MIN. PLAY	JACKPOT
25	100%

Odds Table

JP1 26360
JP2 11181
JP3 2434
 MIN. PLAY 25 FOR JP

 can substitute for all symbols except ,  and .

3  symbols in a game trigger the Scatter Game.

 x5 25000 x4 2500 x3 250	 x5 10000 x4 1000 x3 100	 x5 8000 x4 800 x3 75	 x5 4000 x4 400 x3 50	 x5 3000 x4 300 x3 35
 x5 2000 x4 250 x3 25	 x5 1000 x4 150 x3 15	 x5 750 x4 75 x3 10	 x5 500 x4 50 x3 5	 x5 250 x4 20 x3 2

Line Chart





IGS INTERNATIONAL GAMES SYSTEM CO.,LTD.
TEL:886-2-2299 4692 FAX:886-2-2299 4687 <http://sales.igs.com.tw>