

IGS[®]

MAHAN TREASURES



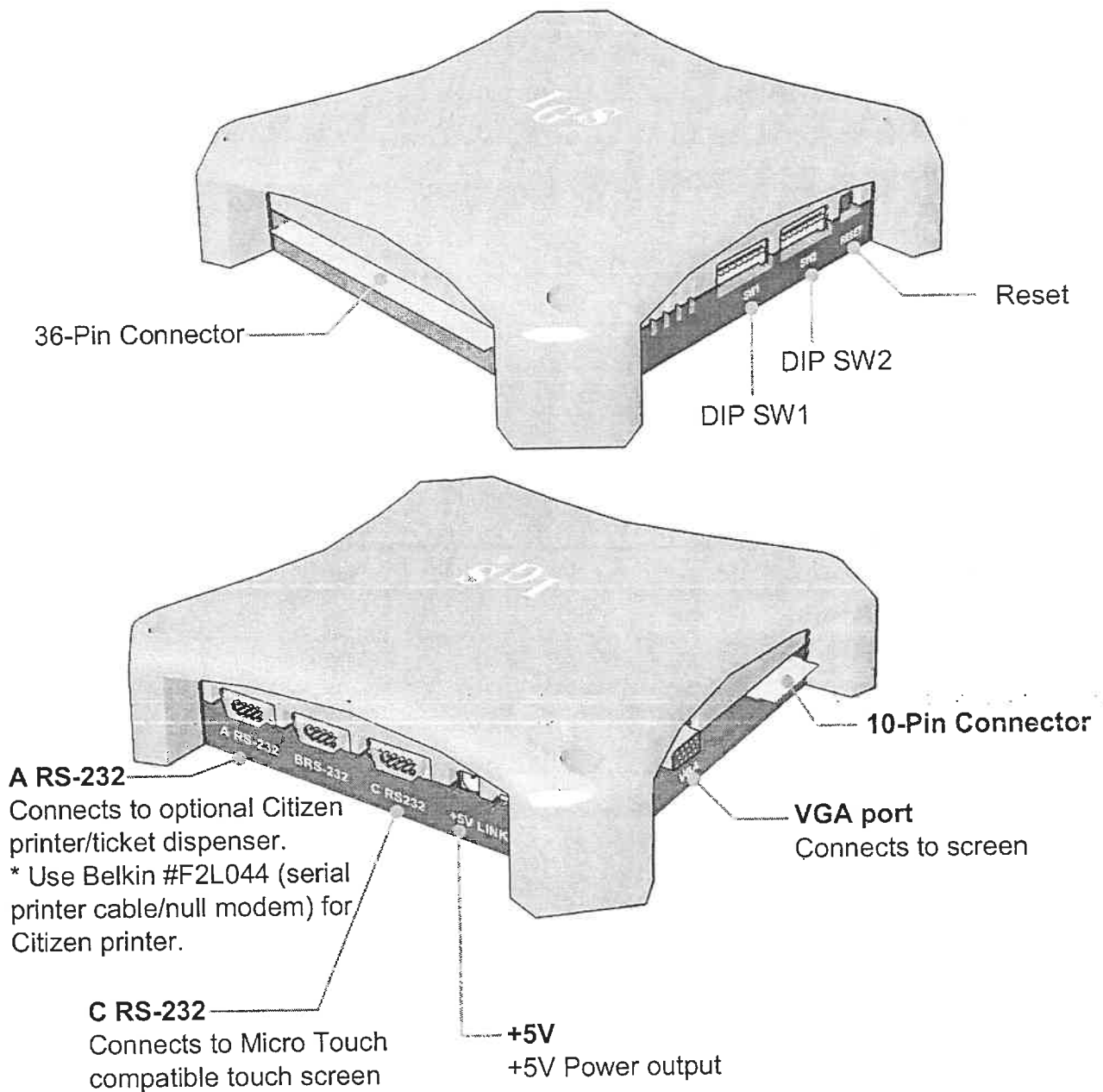
Operator Manual

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1. Hardware

Connectors Descriptions



Notes:

1. Printer only can be driven when connecting to the RS-232 port.
2. The interface board of ticket dispenser can be driven by connecting to the 7th pin on the Part Side of 10 pins (on 36 & 10 pins diagram).

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/SMALL/HELP	10	
STOP5/PLAY	11	
STOP1/TAKE	12	
STOP3/DOUBLE/SELECT LINE	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: STOP4/SMALL/HELP	30	
LAMP: STOP5/PLAY	31	LAMP: COUNT
LAMP: STOP1/TAKE	32	
LAMP: STOP3/DOUBLE/SELECT LINE	33	
LAMP: STOP2/BIG	34	
	35	
GND	36	GND

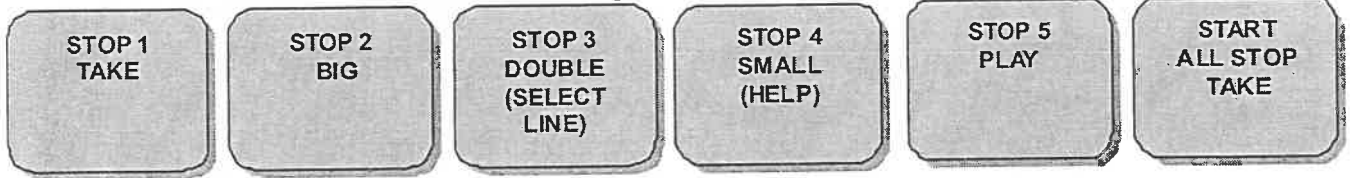
10 Pins		
PARTS SIDE		SOLDER SIDE
GND	1	GND
GND	2	GND
+5V	3	+5V
+5V	4	+5V
+12V	5	+12V
	6	
TICKET SSR	7	
	8	
	9	
GND	10	GND

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				
ON	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							
KEYOUT MODE	FAST								OFF
	NORMAL								ON

36 & 10 PIN Button Layout

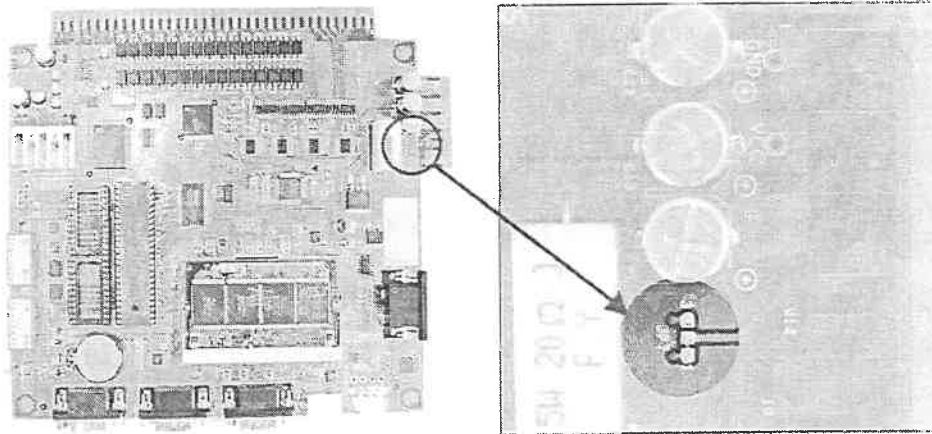


Solving Hopper SSR Error

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:

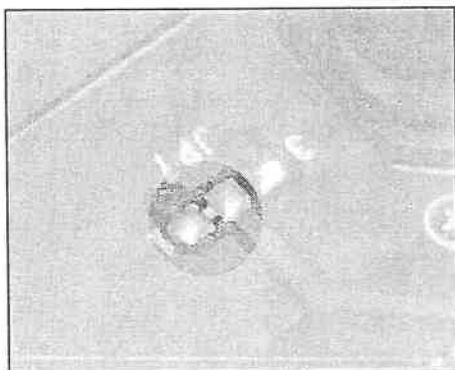
1. Locate the Hopper SSR jump (JP7) on the PC board. Then identify current HOPPER SSR is at HIGH ACTIVE or LOW ACTIVE.



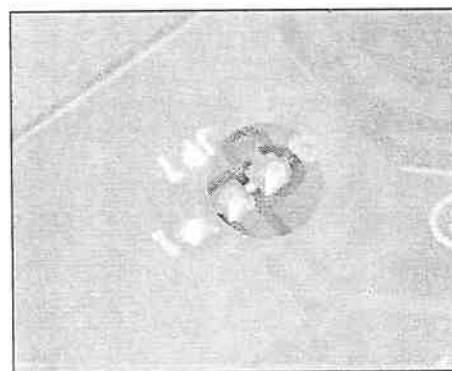
2. Change to use the alternative JP7 setting.

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**.



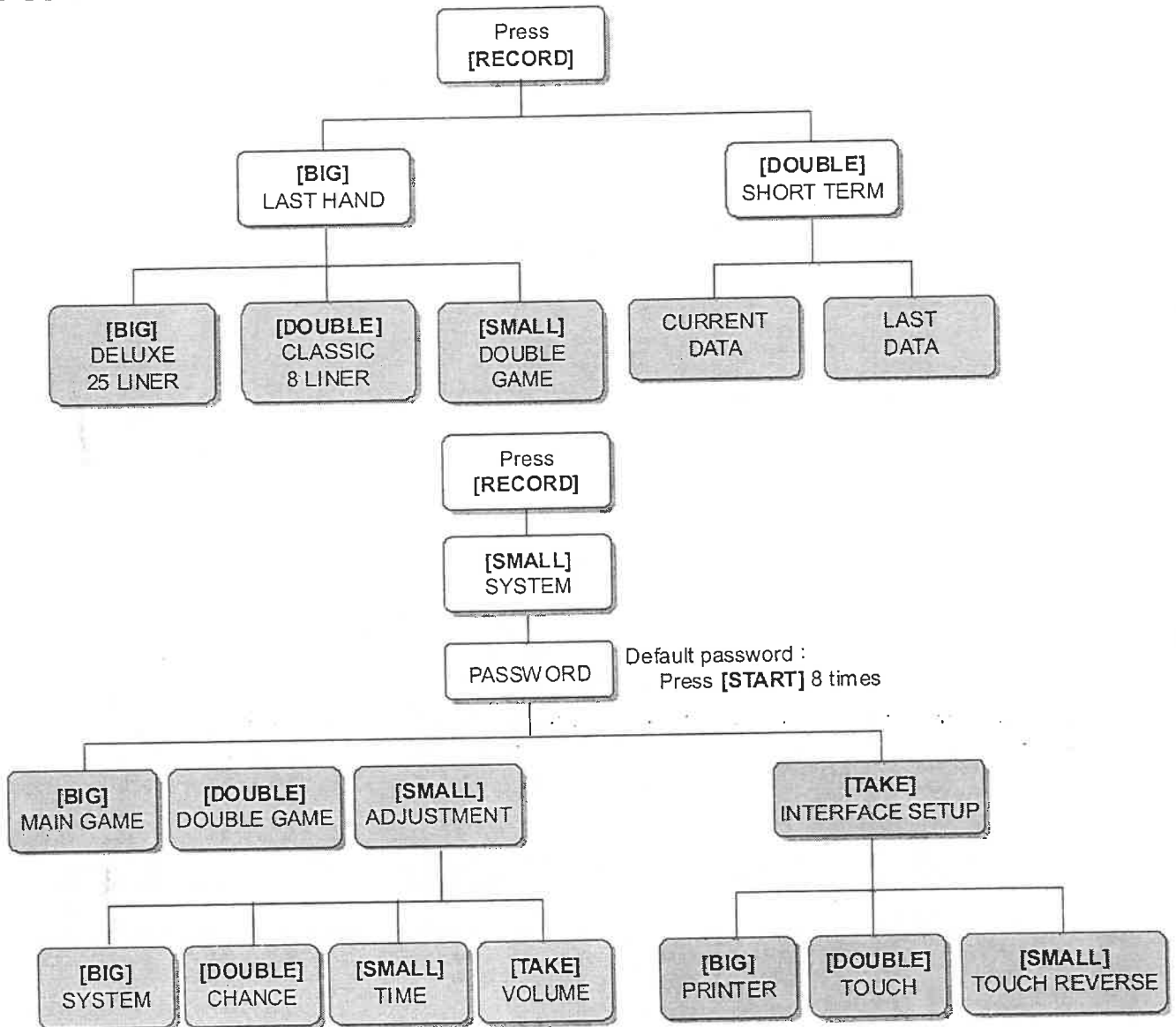
Open pins 1 and 2
Remove the solder bridge between pins 1-2.



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

2. Bookkeeping & Adjustment

Access Flow Chart



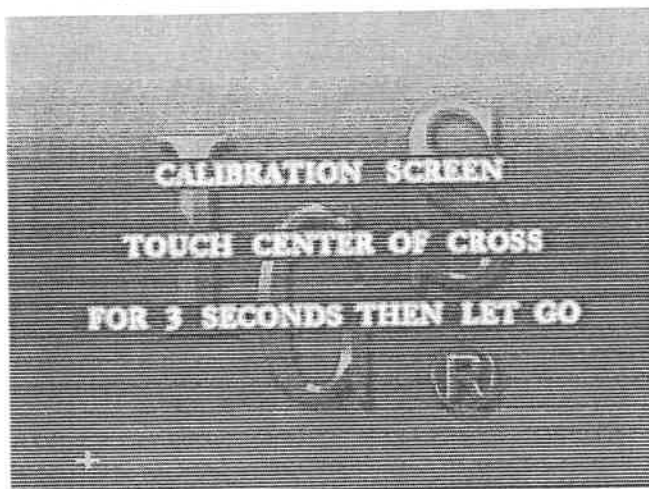
System Settings

ITEMS	SETTING SELECTIONS	DEFAULT
MAX.PLAY MULTIPLIER	2, 4, 8, 10, 15, 20, 30	30
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, ESC/POS2, 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
AUTO PLAY	NO, YES	YES
DOUBLE GAME	NO, YES	YES
JACKPOT MODE	PROGRESSIVE, RANDOM	PROGRESSIVE

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 **[RECORD]** 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

- 243 Lines .
- Max. Win up to 1,250,000.
- 3 sets of random Jackpot. If 5/4/3 Jackpot symbols are on screen, players can get Jackpots 1/2/3 depending on the JP symbol.
- Encouraging higher play: (JACKPOT) Players may win more as they play more.
- Touch screen / Auto play support.

Main Game

GOLDEM MAYA is a 5-reel & 243 lines game with a bonus games.



Jackpot

- 5 JACKPOT SYMBOL



ON THE SCREEN WINS JACKPOT 1 ◦

- 4 JACKPOT SYMBOL



ON THE SCREEN WINS JACKPOT 2 ◦


- 3 JACKPOT SYMBOL



ON THE SCREEN WINS JACKPOT 3 ◦

Bonus Game



- 3 or more  symbol on the screen activates the bonus game.
- Press START to select one piece of the tablet to get either prize, or NEXT to enter the second circle of the tablet, or EXIT to quit the game.
- In the second circle, player has a chance to win a key to open the vault behind the center of the tablet. The vault opens when the player chooses the right keyhole. Game ends if choosing the wrong one.

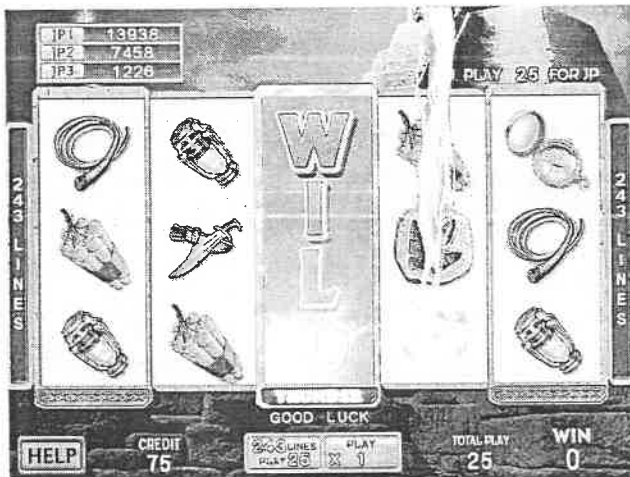
Main Game Features

■ TSUNAMI RESPIN :



- Whenever the TSUNAMI SYMBOL appears in all positions on REEL ONE, TSUNAMI RESPIN feature is activated, awarding the player 5 respins.
- TSUNAMI SYMBOL becomes one big WILD and the rest of the reels will be hit by wave and respin for 5 times.

■ THUNDER ATTACK :



- Whenever the THUNDER SYMBOL appears in all positions on REEL THREE, THUNDER ATTACK feature is activated, awarding the player 5 respins.
- THUNDER SYMBOL becomes one big WILD and lightening will randomly strike on symbols to make them WILD during the respins.

■ VOLCANO WILD :



- Whenever the VOLCANO SYMBOL appears in all positions on REEL FIVE, VOLCANO WILD feature is activated, awarding the player 5 respins.
- During the respins, VOLCANO SYMBOL becomes one big WILD on REEL FIVE, THREE AND ONE accordingly.

Double Game



- After winning the Main game or Bonus game, player can press [DOUBLE UP] button to play Double Game.
- Choose red or black to play double game.
- The winnings will be doubled when choosing the right color.

4. Wins Rules

Encouraging Higher Play

Jackpot Random

MIN. TOTAL BET	JACKPOT 1	JACKPOT 2	JACKPOT 3
25	13435	6233	1266
50	26871	12467	2532

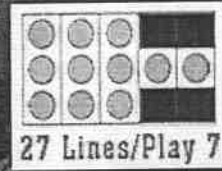
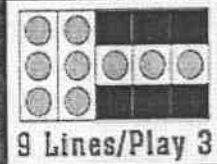
Odds Table

MIN. PLAY 25 FOR JACKPOT

 <ul style="list-style-type: none"> 5x 2000 4x 500 3x 100 	 <ul style="list-style-type: none"> 5x 2500 4x 1000 3x 500 	 <ul style="list-style-type: none"> 5x 1000 4x 200 3x 100 	
 <ul style="list-style-type: none"> 5x 1000 4x 100 3x 50 	 <ul style="list-style-type: none"> 5x 200 4x 100 3x 20 	 <ul style="list-style-type: none"> 5x 200 4x 50 3x 15 	
 <ul style="list-style-type: none"> 5x 100 4x 20 3x 10 	 <ul style="list-style-type: none"> 5x 100 4x 20 3x 10 	 <ul style="list-style-type: none"> 5x 100 4x 20 3x 10 	 <ul style="list-style-type: none"> 5x 100 4x 20 3x 10

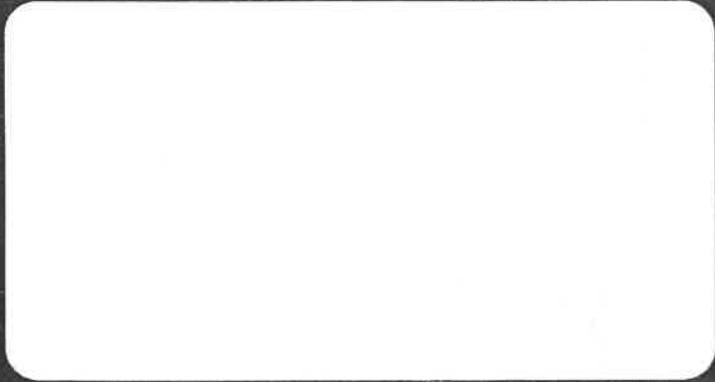
Multilines Game Play

MULTILINES GAME PLAY



Click "243 Line/25 Play" button to add or decrease the number of lines to play the next spin.

1	Credit = 1	Reel Activated = 3	Lines to Win
3	Credit = 2	Reel Activated = 9	Lines to Win
7	Credit = 3	Reel Activated = 27	Lines to Win
15	Credit = 4	Reel Activated = 81	Lines to Win
25	Credit = 5	Reel Activated = 243	Lines to Win



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