IGS®

PIRATAS 2

Operator Manual

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Hardware Connection

10-Pin Connector

36-Pin Connector

SD Card Slot

Audio Jack

A RS-232
Connects to Bill Acceptor

B. RS-232
Connects to Micro Touch
compatible touch screen

DIP Sw 2

DIP Sw 1

VGA port
Connects to screen

+5V
+5V Power output
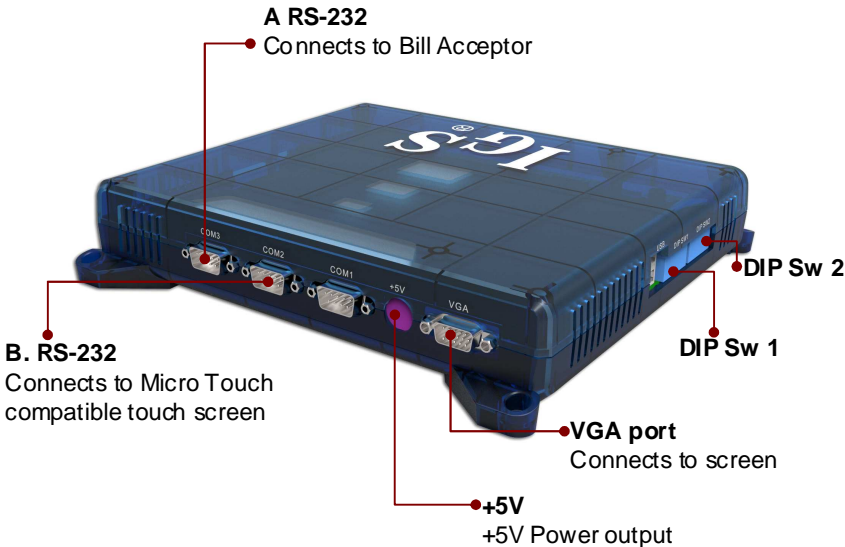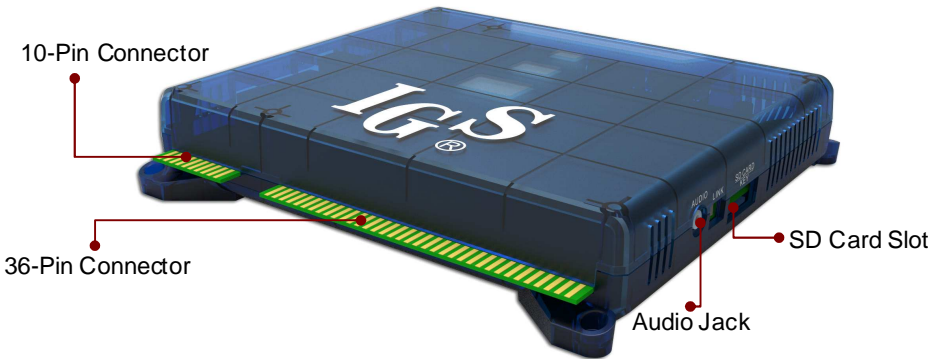
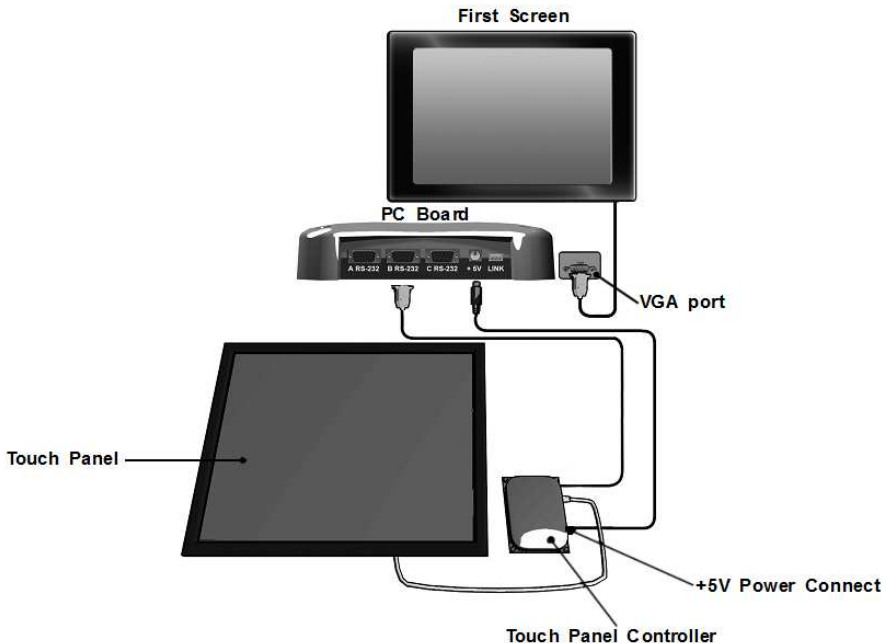# Connecting Touch Panel (Optional)

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.

First Screen

PC Board

A RS-232 B RS-232 C RS-232 + 5V LINK

VGA port

Touch Panel

+5V Power Connect

Touch Panel Controller

Connection Diagram

36 Pins (10 Buttons)		
PARTS SIDE		SOLDER SIDE
	1	
SPEAKER_R	2	
SPEAKER_L	3	SPEAKER GND
STOP 1 / LINE 1 / TAKE	4	
STOP 2 / LINE 5 / BIG	5	SHORT TERM
STOP 3 / LINE 10 / DOUBLE	6	
STOP 4 / LINE 15 / SMALL	7	
	8	
START / ALL STOP	9	
STOP 5 / LINE 20	10	
BET	11	
MAX.BET	12	
HELP	13	
DOOR ALARM(SW)	14	
ALARM PIN	15	
CALL ATTENDANT	16	
	17	
COIN	18	KEY IN
REFILL BUTTON	19	BILL
LONG TERM	20	TEST
PAYOUT	21	KEY OUT
	22	HOPPER SW.(TICKET SW)
REFILL METER	23	
TOTAL IN METER	24	
	25	LAMP:ATTENDANT
TOTAL BET METER	26	
HOPPER METER	27	
KEYOUT METER	28	
LAMP: START/ALL STOP	29	LAMP:STOP 1 / LINE 1 / TAKE
LAMP: STOP 5 / LINE 20	30	LAMP:STOP 2 /LINE 5 / BIG
LAMP: BET	31	LAMP: STOP 3 / LINE 10 / DOUBLE
LAMP: MAX. BET	32	LAMP:STOP 4 / LINE 15 / SMALL
LAMP:HELP	33	
INHIBIT	34	WINNER LAMP(YELLOW) – TOP LAMP
	35	WARNING LAMP(RED) – TOP LAMP
GND	36	GND

10 Pins (10 Buttons)		
PARTS SIDE		SOLDER SIDE
GND	1	GND
GND	2	GND
+5V	3	+5V
+5V	4	+5V
+12V	5	+12V
HOP-VCC	6	
TICKET / HOPPER SSR	7	
	8	
GND	9	GND
GND	10	GND

36 Pins (6 Buttons)		
PARTS SIDE		SOLDER SIDE
	1	
SPEAKER_R	2	
SPEAKER_L	3	GND
	4	
	5	SHORT TERM
	6	
	7	
CALL ATTENDANT	8	
START / ALL STOP	9	
HELP / SMALL / STOP 4	10	
BET / STOP 5	11	
TAKE / STOP 1	12	
BET LINES / DOUBLE / STOP 3	13	
DOOR ALARM(SW)	14	
ALARM PIN	15	
BIG / STOP 2	16	
	17	
COIN	18	KEY IN
REFILL BUTTON	19	BILL
LONG TERM	20	TEST
PAYOUT	21	KEY OUT
	22	HOPPER SW.(TICKET SW)
REFILL METER	23	
TOTAL IN METER	24	
	25	LAMP:ATTENDANT
TOTAL BET METER	26	
PAYOUT METER	27	
KEYOUT METER	28	
LAMP: START/ALL STOP	29	
LAMP: HELP / SMALL	30	
LAMP: BET	31	
LAMP: TAKE	32	
LAMP:BET LINES / DOUBLE	33	
LAMP:BIG	34	WINNER LAMP(YELLOW) – TOP LAMP
	35	WRNING LAMP(RED) – TOP LAMP
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 / HOPPER SSR	7	
	8	
GND	9	GND
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	NO	OFF							
	YES	ON							
BILL ACCEPTOR	PULSE		OFF						
	RS232		ON						
BUTTONS	6 Button			OFF					
	10 Button			ON					
BILL ACCEPTOR BRAND	JCM				OFF				
	MEI				ON				
COIN RATE DEFAULT 1	NO								OFF
	YES								ON

36 & 10 PIN Button Layout

10 Buttons

COLLECT	HELP		BET	MAX BET

LINE 1 TAKE STOP 1	LINE 5 BIG STOP 2	LINE 10 DOUBLE STOP 3	LINE 15 SMALL STOP 4	LINE 20 STOP 5	START ALL STOP
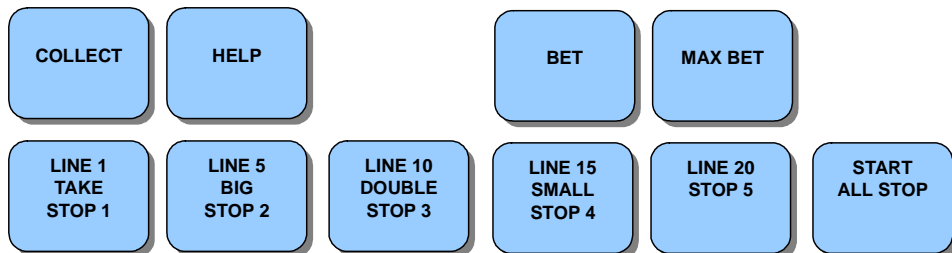
Note: If hopper rate is set as "0", the collect button would not have any function.

6 Buttons

| TAKE STOP1	BIG STOP2	DOUBLE STOP 3 (SELECT LINE)	SMALL STOP 4 (HELP)	PLAY STOP 5	START ALL STOP TAKE
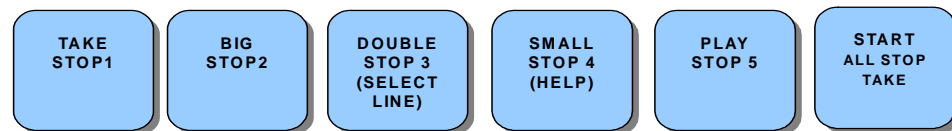
Solving Hopper SSR Error

After powering on the machine, if the hopper dispenser 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 (JP5) on the PC board. Then identify current **HOPPER SSR** is at **HIGH ACTIVE** or **LOW ACTIVE**.
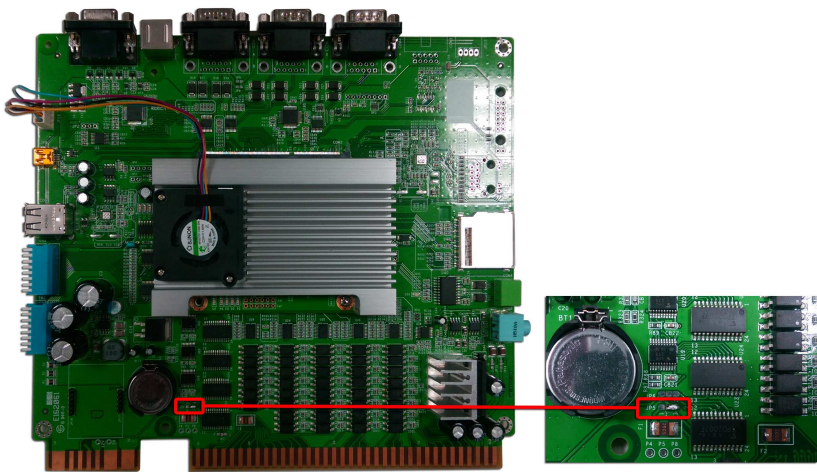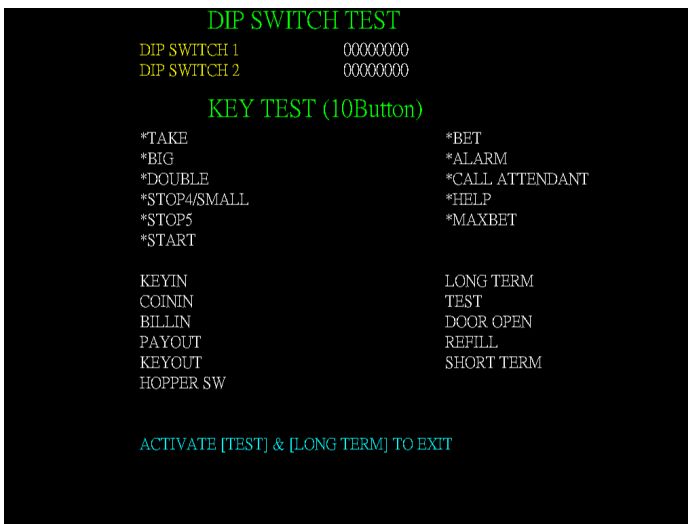

2. Change to use the alternative JP5 setting.

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

Reset
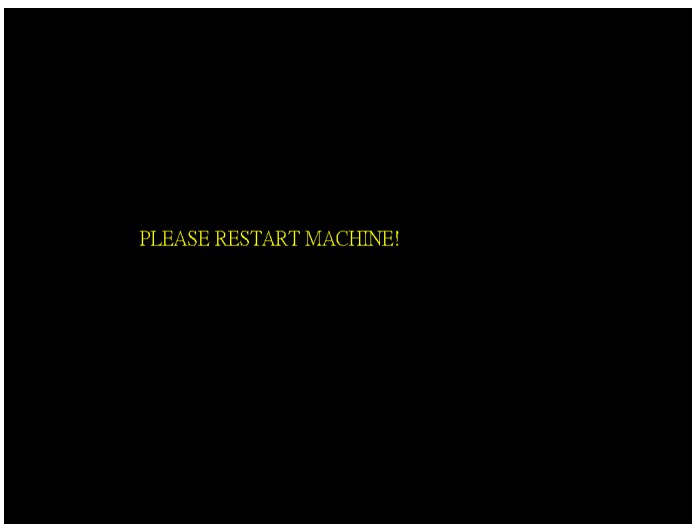
1. Power off the machine and then power on.
2. Press and hold the【TEST】button until it enters the「TEST」page.

3. Press the【TEST】button to enter the「KEY TEST」page.

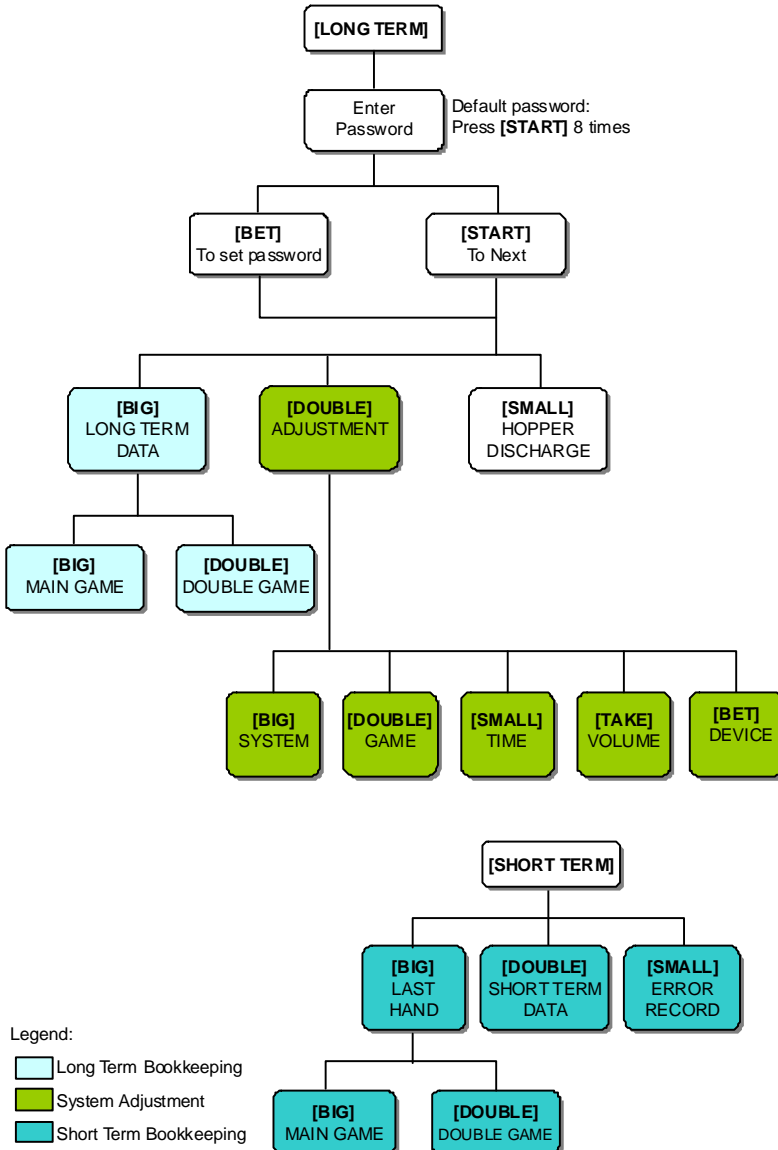4. Press and hold the【LONG TERM】button until you see the screen below.

PLEASE RESTART MACHINE!

5. Please reboot the machine to complete the RESET procedure.

2. Bookkeeping & Adjustment
Access Flow Chart

```
                    [LONG TERM]
                         |
                 Enter          Default password:
               Password         Press [START] 8 times
                         |
            ┌────────────┴────────────┐
          [BET]                    [START]
      To set password              To Next
                                      |
        ┌──────────────┬──────────────────────┐
      [BIG]         [DOUBLE]              [SMALL]
    LONG TERM      ADJUSTMENT             HOPPER
      DATA                               DISCHARGE
        |             |
   ┌────┴────┐        |
  [BIG]   [DOUBLE]    |
 MAIN    DOUBLE GAME  |
 GAME                 |
                      |
        ┌──────────┬──────────┬──────────┬──────────┐
      [BIG]     [DOUBLE]   [SMALL]    [TAKE]      [BET]
     SYSTEM      GAME        TIME     VOLUME     DEVICE
```

```
                    [SHORT TERM]
                         |
            ┌────────────┼────────────┐
          [BIG]       [DOUBLE]     [SMALL]
          LAST       SHORT TERM     ERROR
          HAND         DATA        RECORD
            |
       ┌────┴────┐
     [BIG]    [DOUBLE]
    MAIN GAME  DOUBLE GAME
```

Legend:
- Long Term Bookkeeping
- System Adjustment
- Short Term Bookkeeping

System Settings

ITEMS	SETTING SELECTION	DEFAULT
COIN RATE	0, 1, 2, 4, 5, 10, 20, 25, 50, 100, 200, 300, 500, 1000	100
BILL RATE (PULSE)		10
KEY IN RATE		100
KEY OUT RATE	1, 2, 4, 5, 10, 20, 25, 50, 100, 200, 300, 500, 1000	1
HOPPER RATE	0, 1, 2, 4, 5, 10, 20, 25, 50, 100, 200, 300, 500,1000	10
TICKET RATE		10
METER RATE	0, 1, 10, 50,100, 200, 500	10
HOPPER CAPACITY	0, 50, 70, 100, 300, 500, 700, 1000	500
HOPPER TIME OUT	10, 15, 20, 25, 30	30
DEMO MUSIC	NO, YES	NO
DOUBLE GAME	NO, YES	YES
INHIBIT	LOW, HIGH	LOW
DOOR OPEN	N.C., N.O.	N.O.
AMUSEMENT	NO, YES	NO
NON STOP	NO, YES	NO
AUTO PLAY	NO, YES	YES
PAYOUT SELECT	TICKET, HOPPER	HOPPER
LANGUAGE	SPANISH, ENGLISH	ENGLISH
CHANNEL	MONO, STEREO	MONO

Chance Settings

ITEMS	SETTING SELECTION	DEFAULT
MAX. LINE BET	2, 4, 8, 10, 15, 20	20
MIN. BET	1, 5, 7, 9, 10, 15, 18, 20, 25, 27, 36, 45, 50, 72, 75, 90, 100, 144, 150	25
MIN. BET FOR JACKPOT	1, 9, 18, 25, 36, 45, 60, 75, 90, 100, 150, 180, 200, 250, 270, 450	25
JACKPOT MAX	15000, 20000, 30000, 50000, 100000, 150000, 200000	50000
JACKPOT MODE	PROGRESS, RANDOM	PROGRESS
MAIN GAME RATE	91%, 92%, 93%, 94%, 95%, 96%, 97%, 98%	94%
DOUBLE GAME RATE	70%, 80%, 90%	80%

Notes:

1. The Meter rate setting will be applied for Meter of Total in, Total out, Total bet and Total refill.

2. **Max. Line Bet** setting should fit the local average bet for best program status.

3. To change **MAIN GAME RATE** and **MAX LINE BET**, you need to reset the system.

Touch Screen Calibration
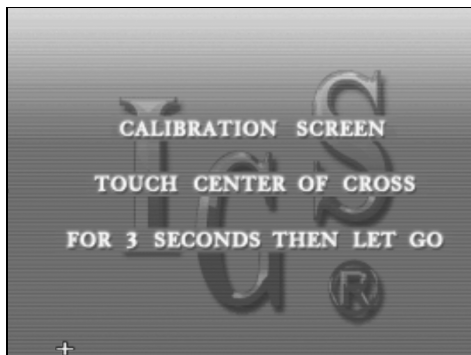
1. If a touch screen is connected, press **[LONG TERM]> [ADJUSTMENT]>[DEVICE]> [TOUCH]** and follow the on-screen prompts to enter the calibration screen.

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 500,000.
- Touch screen / Auto play support.

Main Game

PIRATAS2 is a 5 Reels & 25 Lines game.

3 sets of Jackpots

25 Lines

Credit

Symbol Zone

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 the wins if guess right. The game ends if guess wrong

Win Rules

Encouraging Higher Bet

MIN. BET	JACKPOT
25	100%

Odds Table

Line Chart