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CONNECTIONION DIAGRAM (36 & 10 pins)

<i>36 Pins</i>		
PARTS SIDE		SOLDER SIDE
VIDEO RED	1	VIDEO GREEN
VIDEO BLUE	2	VIDEO SYNC
SPEAKER	3	VIDEO GND
	4	
	5	
	6	
TICKET OUT	7	
TICKET SWITCH	8	
START/STOP	9	
ODDS TABLE/HOLD 3	10	
PLAY/HOLD 5	11	
HOLD 4	12	
SELECT GAME/HOLD 2	13	
	14	
	15	
HOLD PAIR/HOLD 1	16	
	17	
COIN A	18	KEY IN
	19	COIN C
BOOK	20	TEST
	21	KEY OUT/PRINTER PRINT
	22	
COIN A METER	23	
KEY IN METER	24	
	25	
COIN IN C METER	26	
	27	
OUT METER	28	
LAMP: ALL STOP/START	29	
LAMP: ODDS TABLE / STOP 3	30	
LAMP: PLAY/STOP 5	31	LAMP: COUNT
LAMP: STOP 4	32	
LAMP: SELECT/STOP 2	33	
LAMP: HOLD PAIR/ STOP1	34	
	35	
GND	36	GND

<i>10 Pins</i>		
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 SETTING

DIP SWITCH 1		1	2	3	4	5	6	7	8
DEMO MUSIC	YES	OFF							
	NO	ON							
NON STOP	NO		OFF						
	YES		ON						
PASSWORD	NO			OFF					
	YES			ON					
ODDS TABLE	NO				OFF				
	YES				ON				
SCORE BOX	NO					OFF	OFF		
	YES					ON	OFF		
	10X					OFF	ON		
PLAY SCORE	NO							OFF	
	YES							ON	
AUTO TAKE	NO								OFF
	YES								ON

DIP SWITCH 2		1	2	3	4	5	6	7	8
HAND COUNT	NO	OFF							
	YES	ON							
HOLD PAIR	OFF		OFF	OFF					
	REGULAR		ON	OFF					
	GEORGIA		OFF	ON					
	GEORGIA		ON	ON					
AUTO TICKET	NO				OFF				
	YES				ON				

【REMARK】 Default Password of System Setup: [START] × 8

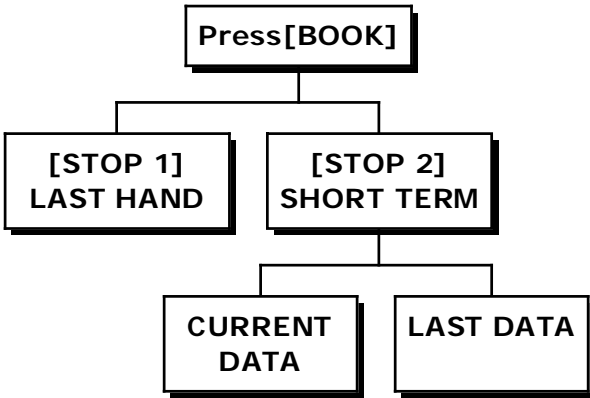
36 & 10 PIN BUTTON LAYOUT



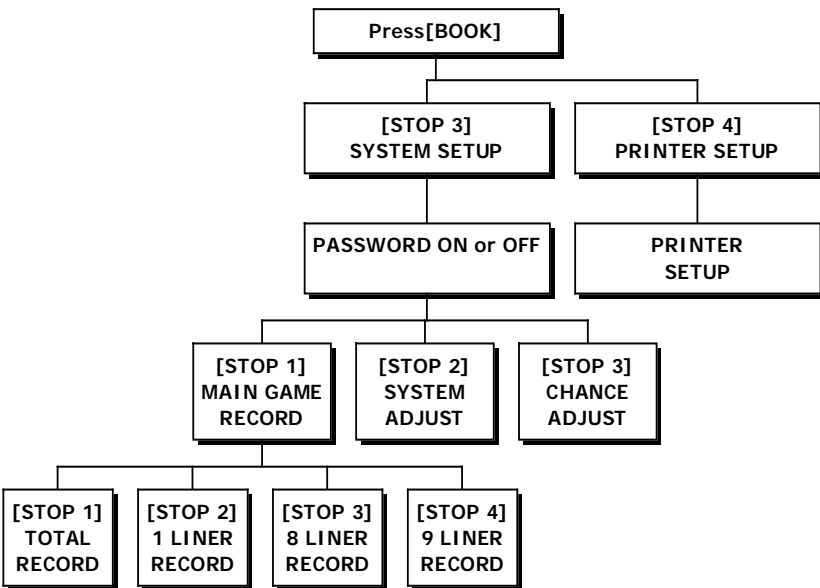
Note: Hold Pair can be active in 8-liner game when this feature is on.

BOOKKEEPING & ADJUSTMENT

BOOKKEEPING FLOW



DATA SETTING FLOW



ON-SCREEN SYSTEM SETTING

SYSTEM SETUP

Press [BOOK]→[STOP 3]→[STOP 2] to select the following items.

CONTENT	SETTING SELECTION	DEFAULT
MAX. PLAY	20, 25, 40, 50, 80, 100	80
MIN. PLAY	1, 5, 8, 10, 16, 20, 25	10
SYSTEM LIMIT	NO, YES (X1,100)	NO
COIN RATE		100
KEY IN RATE	1, 2, 4, 5, 10, 15, 20, 25, 30, 40, 50, 60, 75, 80, 100, 200,	100
KEY OUT RATE	250, 400,500, 1000	1
TICKET RATE		20
GAME TICKET	1, 2, 3, 4, 5, 8, 10,CONTINUE	CONTINUE
TICKET OUT INTERFACE	PRINTER DIRECT / DISPENSER DIRECT Interface	DISPENSER DIRECT
PRINTER COMMAND	CBM1、ESC / POS、STAR	CBM1
JACKPOT BASE	500, 1000, 2000, 3000,5000, 8000, 10000, 12000, 15000, 20000	5000
MAX JACKPOT	2000, 3000, 5000, 10000, 15000, 20000, 25000, 30000, 40000, 50000	30000

REMARK:

1. Printer only can be used by one machine driven by RS232.
2. The interface board of ticket dispenser can be driven by connecting with 7th pin on the Part Side of 10 pins (on 36 & 10 pins diagram), refer to page 3.

CHANCE ADJUSTMET

Press [BOOK]→ [STOP 3]→[STOP 3] to select the following items.

CONTENT	SETTING SELECTION	DEFAULT
MAIN GAME RATE Total Points Won Total Points Played	LEVEL 1 (easiest), LEVEL 2, LEVEL 3, LEVEL 4, LEVEL 5, LEVEL 6, LEVEL 7, LEVEL 8 (hardest)	LEVEL 5

MAIN FEATURES OF TRIPLE FEVER:

First 3 in 1 multi-spin-game released by IGS, allowing your players have more choices on one dedicated machine.

- ◆ **Progressive Jackpot:** Min & Max Jackpot can be set on screen setting.
- ◆ **1/8/9-liner game type selected by individual player:** Each single game can be selected on the main game screen by the player by pressing [STOP 2] "Select Game" button.
- ◆ **Different "fever/bonus" excitement within each individual game (total of 3 game styles):** 2 to 50 times of different single bonus reward & maximum jackpot 50,000 award (adjustable on screen setting).
- ◆ **Additional Skill Setting:** When "Georgia Hold" (Dip SW2) is activated, the 1 & 8 liner can be worked for skill hold mode. Player never wins on the 1st hand, player is forced to make a "skillful decision", and then re-spin. If "Regular Hold" is activated, the 1 & 8 can be worked. Player can raise his/her play for 2nd spin.
- ◆ **Original Manufacturer Default:** IGS has focused on worldwide market to develop special default for assurance that operator has the best income with Triple Fever!

HOW TO PLAY

MAIN GAME DESCRIPTION



Main Game Entrence

- ◆ Player can select 1, 8 or 9-liner game to play. Press [STOP 2] to select game, and [START] to decide which game to play.
- ◆ The game selection can be chosen on individual main game screen.

1-LINER GAME DESCRIPTION



Main Screen of 1-liner

- ◆ This 1-liner game play is similar as Poker.
- ◆ Regular 5 reels & 1-liner style, playing spots as follows:



The higher playing credits trigger higher numbers of Fever Times and Jackpot.

- ◆ Playing 40% of Max Play (set on screen setting) will increase the odds of  from 40 to 60 times.



5 Stars line-up can win the progressive jackpot.

- ◆ When "WILD" symbol appears on the reel, the total win can multiple 2 ~ 8 times.
- ◆ 5 different fruit can trigger Fever Game. (Note: each Fever game play in 1-liner game needs playing.)



The "Fever Game" process is same as main game.

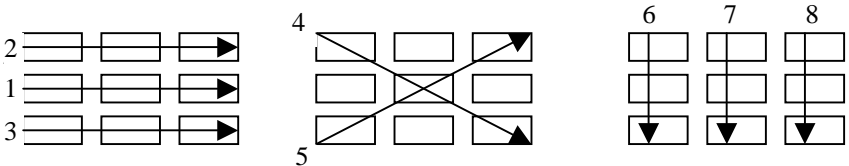
1 fruit symbol appears on the reels win 1 times of win, 2 fruits win 2 times of win and so on.

8-LINER GAME DESCRIPTION



Main Screen of 8-liner

Regular 9 reels & 8-liner style, playing spots as follows:



The higher playing credits trigger higher numbers of Fever Times and Jackpot.



3 Stars line-up can win the progressive jackpot.

- ◆ When "WILD" symbol appears on the reel, the total win can multiple 2 ~ 8 times of line-up winning. Or "WILD" represents as any symbol to "7" or "All Same" of winning combination.
- ◆ 5 same symbols only crossed on the main game will enter Cross Fever.

- ◆ 5 same symbols only diagonal on the main game will enter Diagonal Fever.

9-LINER GAME DESCRIPTION

- ◆ Two-way payment of each winning line-up



Main Screen of 9-liner

- ◆ The higher playing credits trigger higher numbers of Fever Times and Jackpot.



5 Stars line-up can win the progressive jackpot.

FREE GAME DESCRIPTION



3 Stars line-up will enter Free Game.

- ◆ The playing method of Free Game is same as main game, but must win each play and without deduct any credit.
- ◆ When "WILD" symbol appears on the reel, the total win can multiple 2 ~ 8 times of line-up winning.