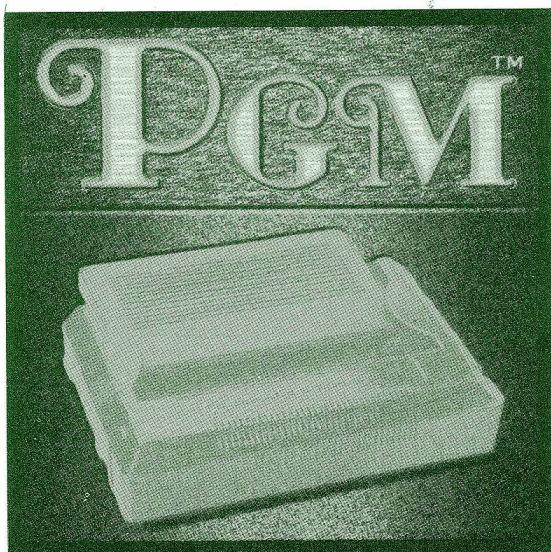


# PGM SYSTEM

## USER'S MANUAL



INTERNATIONAL GAMES SYSTEM CO., LTD

# LIST OF CONTENT

1、HAREWARE TEST.....	1-2
2、DIP-SWITCH TEST.....	3
3、OPERATOR SETTING.....	4
4、BOOK KEEPING.....	4-7
5、CALENDER SETTING.....	8
6、SYSTEM RESET.....	8
7、4 PLAYERS' JAMMA I/O.....	9

PUSH [TEST] KEY TO ENTER THE MAIN MENU OF TEST ◦

※ [TEST] KEY ON PARTS SIDE PIN 15 OF JAMMA ◦

MAIN MENU

\*HARDWARE TEST

DIP. SW SETTING



OPERATOR SETTING

BOOK KEEPING

CALENDAR SETTING

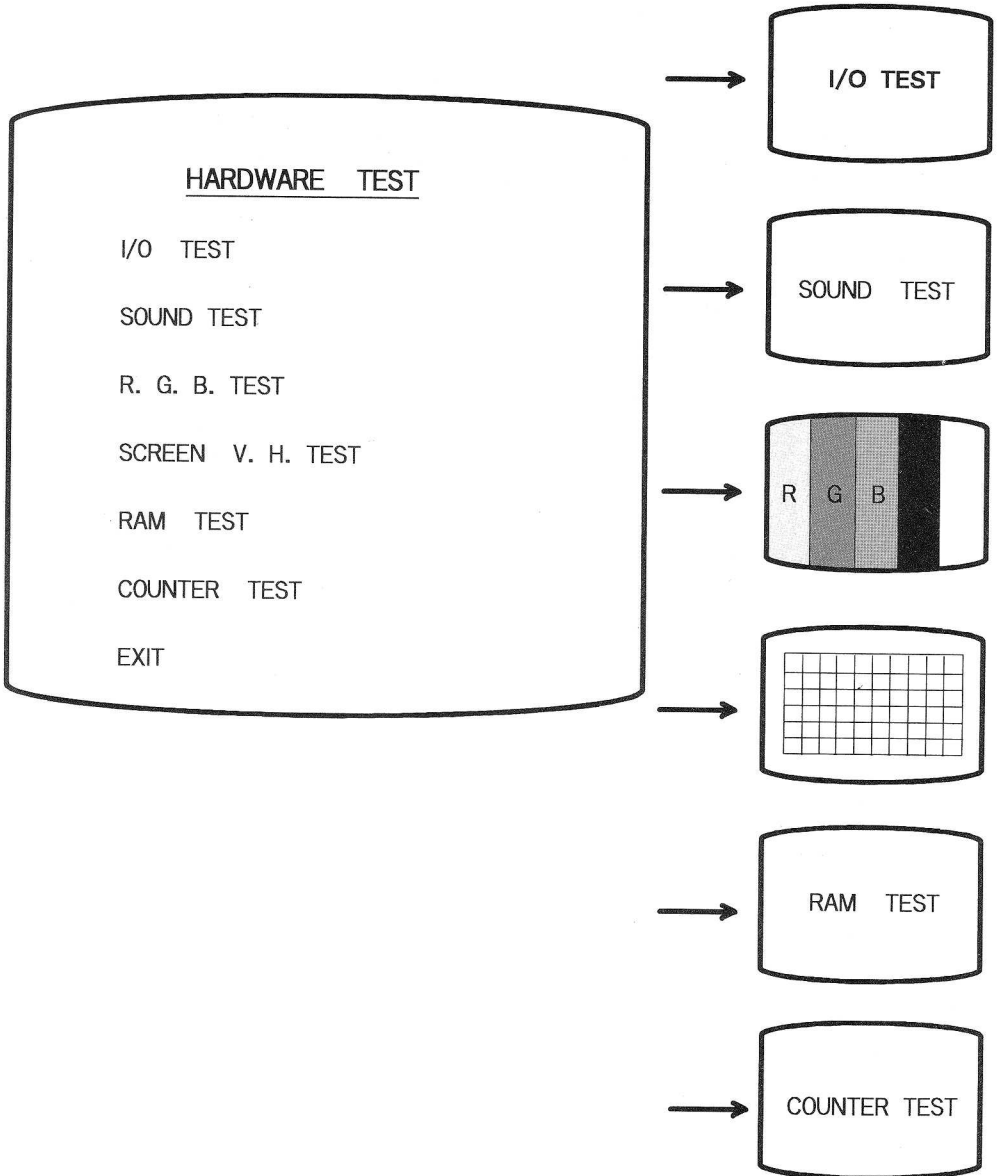
SYSTEM RESET




EXIT

USE  TO SELECT , PUSH  TO ENTER ◦

# 1、HARDWARE TEST





※USE  TO SELECT HARDWARE TEST , PUSH  TO ENTER .



※USE  TO SELECT I/O TEST , EXIT BY PUSH  AND  SIMULTANEOUSLY .

### I/O TEST

1P&2P TEST-KEY SERVICE	3P&4P TEST-KEY SERVICE	DIPSW 12345678 00000001
---------------------------	---------------------------	-------------------------------





<p style="text-align: center;"><b>1P</b></p> <div style="display: flex; justify-content: space-between; align-items: center;"> <div style="text-align: center;">             UP                DOWN           </div> <div style="text-align: center;">             A B C D              START              COIN           </div> </div>	<p style="text-align: center;"><b>2P</b></p> <div style="display: flex; justify-content: space-between; align-items: center;"> <div style="text-align: center;">             UP                DOWN           </div> <div style="text-align: center;">             A B C D              START              COIN           </div> </div>
<p style="text-align: center;"><b>3P</b></p> <div style="display: flex; justify-content: space-between; align-items: center;"> <div style="text-align: center;">             UP                DOWN           </div> <div style="text-align: center;">             A B C D              START              COIN           </div> </div>	<p style="text-align: center;"><b>4P</b></p> <div style="display: flex; justify-content: space-between; align-items: center;"> <div style="text-align: center;">             UP                DOWN           </div> <div style="text-align: center;">             A B C D              START              COIN           </div> </div>

## 2、DIP-SWITCH TEST

USE  TO SELECT DIP. SW SETTING , PUSH  TO ENTER .

		1	2	3	4	5	6	7	8
TEST MODE	YES	1							
MUSIC	YES		0						
VOICE	YES			0					
FREE PLAY	NO				0				
STOP MODE	NO					0			

### 3、OPERATOR SETTING

USE  TO SELECT OPERATOR SETTING , PUSH  TO ENTER .  
THEN USE  TO SELECT , PUSH  TO ADJUST .

#### OPERATOR SETTING

COIN SETTING : 1 COIN = 1 CREDIT  
DEMO SOUND : YES ⇔ NO  
DIFFICULTY LEVEL : 4  
HOW TO PLAY : YES ⇔ NO  
CONTINUE : FREE  
LIFE SETTING : 3  
VS MODE : NO  
EXIT

### 4、BOOK KEEPING

USE  TO SELECT BOOK KEEPING , PUSH  TO ENTER:

#### BOOK KEEPING

\* DAY INCOME  
GAME 1 : ORIENTAL LEGEND  
GAME 2 : DRAGON II  
GAME 3 :  
.  
.  
.  
GAME 8 :  
TOTAL INCOME OF GAMES  
CLEAR INCOME RECORD  
EXIT

(-)、USE  TO SELECT DAY INCOME、PUSH  TO ENTER:

DAY INCOME

	COIN 1	COIN 2	SERVICE
JAN-18-97	134	123	3
JAN-17-97	100	134	5
JAN-16-97	133	132	0
JAN-15-97	129	142	2
JAN-14-97	150	135	6
JAN-13-97	112	142	8
JAN-12-97	124	113	2
TOTAL	1022	1056	27



MONTH INCOME

	COIN 1	COIN 2	SERVICE
MAR-97	134	123	3
FEB-97	100	134	5
JAN-97	133	132	0
DEC-97	129	142	2
NOV-97	150	135	6
OCT-97	156	134	4



MONTH INCOME

	COIN1	COIN2	SERVICE
SEP-97	134	123	3
AUG-97	100	134	5
JUL-97	133	132	0
JUN-97	129	142	2
MAY-97	150	135	6
APR-97	140	135	1
TOTAL	1022	1056	27



【A BUTTON】NEXT PAGE  
 【B BUTTON】EXIT

(二) 、USE  TO SELECT GAME 1 : ORIENTAL LEGEND , PUSH  TO ENTER:

ORIENTAL LEGEND

	COIN1	COIN2	SERVICE
JAN-18-97	134	123	3
JAN-17-97	100	134	5
JAN-16-97	133	132	0
JAN-15-97	129	142	2
JAN-14-97	150	135	6
JAN-13-97	112	142	8
JAN-12-97	124	113	2
TOTAL	1022	1056	27



	COIN1	COIN2	SERVICE
MAR-97	134	123	3
FEB-97	100	134	5
JAN-97	133	132	0
DEC-97	129	142	2
NOV-97	150	135	6
OCT-97	156	134	4



	COIN1	COIN2	SERVICE
SEP-97	134	123	3
AUG-97	100	134	5
JUL-97	133	132	0
JUN-97	129	142	2
MAY-97	150	135	6
APR-97	140	135	4
TOTAL	1022	1056	27



ORIENTAL LEGEND

	PLAY	COIN.I	AV.TIME
JAN-18-97	134	123	1:00
JAN-17-97	100	134	1:00
JAN-16-97	133	132	1:00
JAN-15-97	129	142	1:00
JAN-14-97	150	135	1:00
JAN-13-97	112	142	1:00
JAN-12-97	124	113	1:00
TOTAL	1022	1056	1:00



	PLAY	COIN.I	AV.TIME
MAR-97	134	123	1:00
FEB-97	100	134	1:00
JAN-97	133	132	1:00
DEC-97	129	142	1:00
NOV-97	150	135	1:00
OCT-97	156	134	1:00



	PLAY	COIN.I	AV.TIME
SEP-97	134	123	1:00
AUG-97	100	134	1:00
JUL-97	133	132	1:00
JUN-97	129	142	1:00
MAY-97	150	135	1:00
APR-97	140	135	1:00
TOTAL	1022	1056	1:00



【 A BUTTON 】 NEXT PAGE  
 【 B BUTTON 】 EXIT



(三) 、 THE PROCEDURE OF GAME 2 TO GAME 8 IS SAME AS ABOVE .



(四) USE  TO SELECT TOTAL INCOME OF GAMES , PUSH  TO ENTER .

### TOTAL INCOME OF GAME

	TOTAL COIN	TOTAL TIME
ORIENTAL LEGEND	12345	500 : 12
DRAGON II	10000	450 : 24
GAME 3		
GAME 4		
GAME 5		
GAME 6		
GAME 7		
GAME 8		

(五) USE  TO SELECT CLEAR INCOME RECORD , PUSH  TO ENTER .

### CLEAR INCOME RECORD

GAME1:	ORIENTAL LEGEND
GAME2:	DRAGON II
GAME3:	
GAME4:	
GAME5:	
GAME6:	
GAME7:	
GAME8:	
EXIT	

CLEAR: ORIENTAL LEGEND

ARE YOU SURE? (Y/N)

YES: PRESS [A] BUTTON

NO: PRESS OTHER BUTTONS

USE  TO SELECT GAME , PUSH  TO CLEAR , THEN PUSH  AGAIN TO CONFIRM .

## 5、CALENDAR SETTING

USE  TO SELECT CALENDAR , PUSH  TO ENTER ◦

CALENDAR SETTING	
DATE	TIME
JAN-17-1997	15:40:30

USE  (← →) TO SELECT,(↑ ↓) TO ADJUST ◦

## 6、SYSTEM RESET

USE  TO SELECT SYSTEM RESET , PUSH  TO ENTER ◦

SYSTEM RESET
* RESET
EXIT

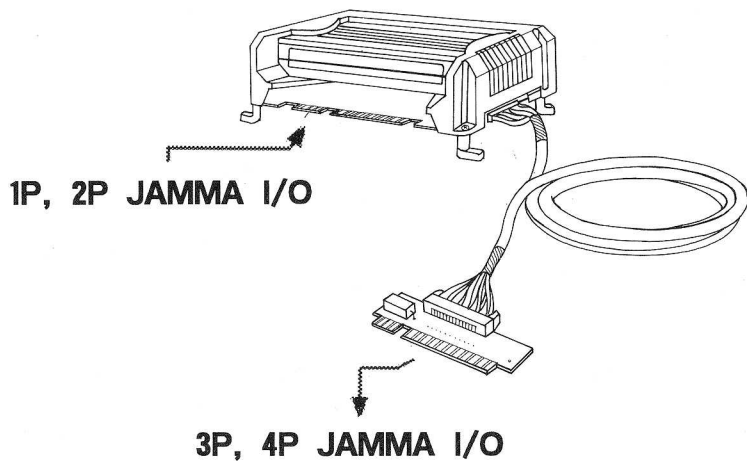
USE  TO RESET , PUSH  TO CLEAR , PUSH  AGAIN TO CONFIRM ◦

### \*NOTE

SYSTEM RESET WILL CLEAR ALL THE DATA INCLUDING TOTAL INCOME OF GAME AND EACH INCOME OF GAME ◦

## 7、4 PLAYERS' JAMMA I/O

※ NOTE: MACHINES ARE NEEDED TO BE EQUIPPED WITH ISOLATION TRANSFORMER



# CONNECTOR

JAMMA			
PARTS SIDE	A	B	SOLDER SIDE
GND	01	01	GND
GND	02	02	GND
+5V	03	03	+5V
+5V	04	04	+5V
	05	05	
+12V	06	06	+12V
	07	07	
COIN METER (1P)	08	08	COIN METER (2P)
	09	09	
SPEAKER(+)	10	10	SPEAKER GND
	11	11	
VIDEO RED	12	12	VIDEO GREEN
VIDEO BLUE	13	13	VIDEO SYNC
	14	14	SERVICE KEY
TEST KEY	15	15	
COIN (1P)	16	16	COIN (2P)
START (1P)	17	17	START (2P)
UP (1P)	18	18	UP (2P)
DOWN (1P)	19	19	DOWN (2P)
LEFT (1P)	20	20	LEFT (2P)
RIGHT (1P)	21	21	RIGHT (2P)
A S1 (1P)	22	22	A S1 (2P)
B S2 (1P)	23	23	B S2 (2P)
C S3 (1P)	24	24	C S3 (2P)
D S4 (1P)	25	25	D S4 (2P)
	26	26	
GND	27	27	GND
GND	28	28	GND

# MEMO

# POLYGAME MASTER



**I.G.S. CO., LTD**

**DISTRIBUTOR**