

Aic

AGENT A008



Operator Manual

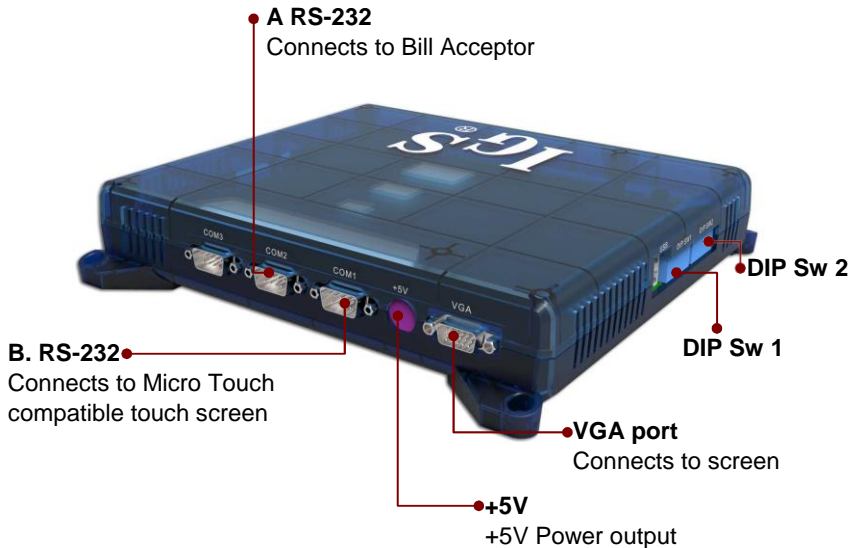
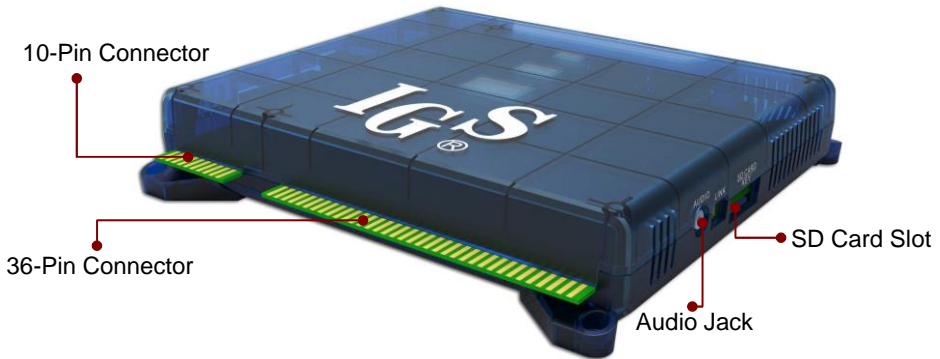


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1. Hardware

Hardware Connection



Connecting Touch Panel (Optional)

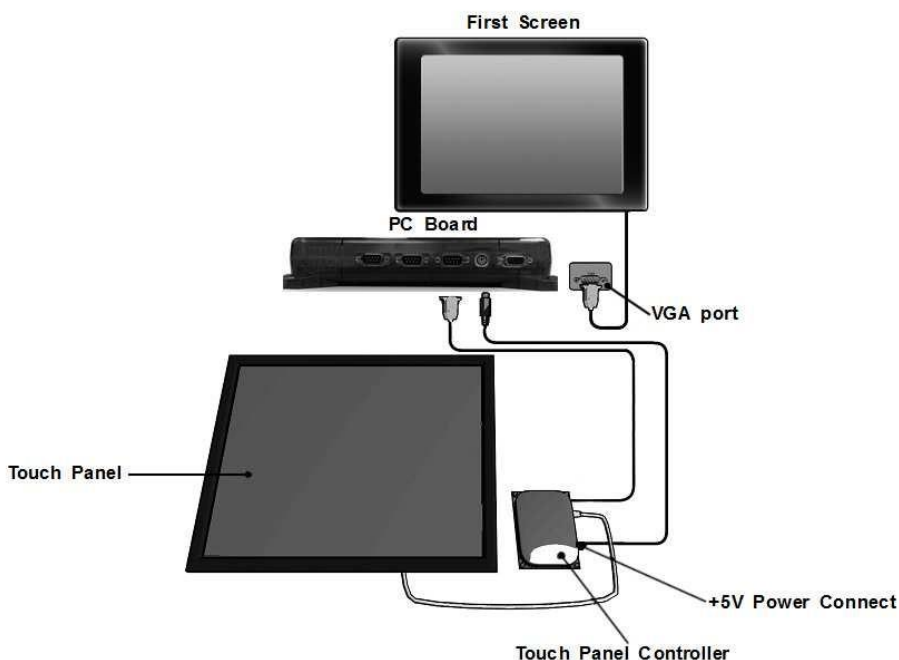
Type A



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 (10 buttons)			10 Pins (10 buttons)		
PARTS SIDE		SOLDER SIDE	PARTS SIDE		SOLDER SIDE
	1		GND	1	GND
	2		GND	2	GND
SPEAKER	3	SPEAKER GND	+5V	3	+5V
STOP 1 / LINE1 / LINE1 / TAKE	4		+5V	4	+5V
STOP 2 / LINE3 / LINE5 / BIG	5	SHORT TERM	+12V	5	+12V
STOP 3 / LINE5 / LINE10 / W-UP	6			6	
STOP 4 / LINE7 / LINE15 / SMALL	7		TICKET/ HOPPER SSR	7	
	8			8	
START / ALL STOP	9		GND	9	GND
STOP 5 / LINE9 / LINE25	10		GND	10	GND
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 / LINE1 / LINE1 / TAKE			
LAMP: STOP 5/ LINE9/ LINE25	30	LAMP: STOP 2 / LINE3/ LINE5 / BIG			
LAMP: BET	31	LAMP: STOP 3 / LINE5/ LINE10 / W-UP			
LAMP: MAX. BET	32	LAMP: STOP 4 / LINE7/ LINE15 / SMALL			
LAMP: HELP	33				
INHIBIT	34	WINNER LAMP (YELLOW) - TOP LAMP			
	35	WARNING LAMP (RED) - TOP LAMP			
GND	36	GND			

36 Pins (6 buttons)		
PARTS SIDE		SOLDER SIDE
	1	
	2	
SPEAKER	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 / W-UP / 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	INHIBIT
PAYOUT METER	27	
KEYOUT METER	28	
LAMP: START/ ALL STOP	29	
LAMP: HELP/SMALL	30	
LAMP: BET	31	
LAMP:TAKE	32	
LAMP: BET LINES/W-UP	33	
LAMP: BIG	34	WINNER LAMP (YELLOW) - TOP LAMP
	35	WARNING 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
	6	
TICKET/ HOPPER SSR	7	
	8	
GND	9	GND
GND	10	GND

DIP Switch Settings

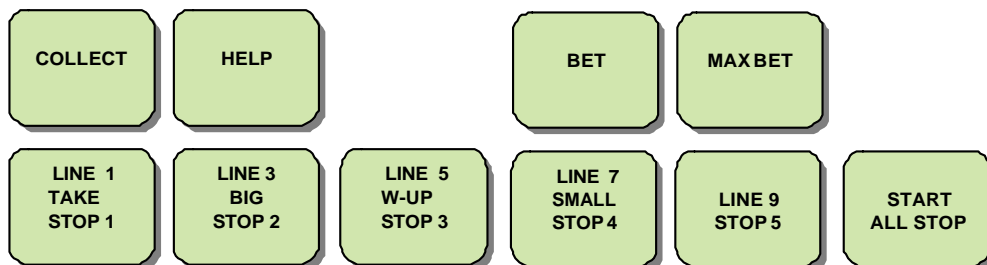
DIP SWITCH 1		1	2	3	4	5	6	7	8
SLAVE ID	1	OFF	OFF	OFF	OFF	OFF			
	2	ON	OFF	OFF	OFF	OFF			
	3	OFF	ON	OFF	OFF	OFF			
	4	ON	ON	OFF	OFF	OFF			
	5	OFF	OFF	ON	OFF	OFF			
	6	ON	OFF	ON	OFF	OFF			
	7	OFF	ON	ON	OFF	OFF			
	8	ON	ON	ON	OFF	OFF			
	9	OFF	OFF	OFF	ON	OFF			
	10	ON	OFF	OFF	ON	OFF			
	11	OFF	ON	OFF	ON	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	OFF	OFF							
	ON	ON							
LINER SELECT	9		OFF						
	25		ON						
BILL ACCEPTOR	PULSE			OFF					
	RS232			ON					
BUTTON	6				OFF				
	10				ON				
NON STOP	OFF					OFF			
	ON					ON			
KEYOUT MODE	FAST								OFF
	NORMAL								ON

Remark: Please reset after adjusting **LINER SELECT**.

36 & 10 PIN Button Layout

10 Buttons



Note: If hopper rate is set as “0”, the collect button would not have any function.

6 Buttons

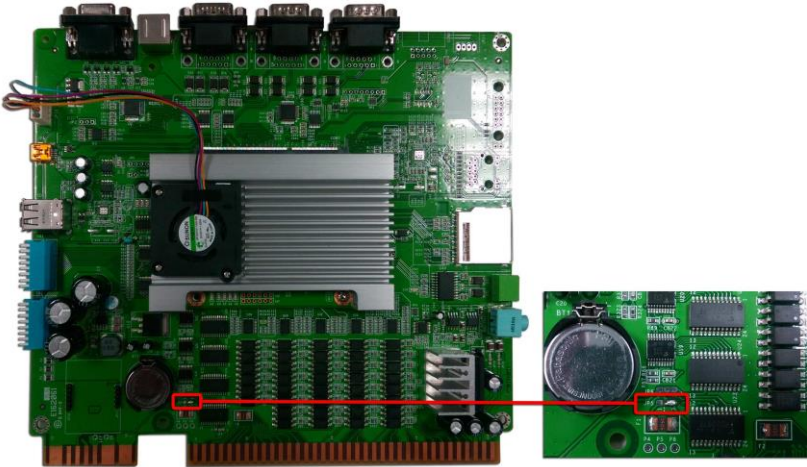


Solving Hopper SSR Error

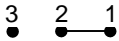
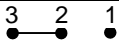
After powering on the machine, if the hopper keeps working and can't be stopped, it could be that the hopper SSR's jump setting is incorrect.

How to solve:

1. Locate the Hopper SSR jump (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)		Short pins 1-2
	High Active		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 「KEYTEST」 page.



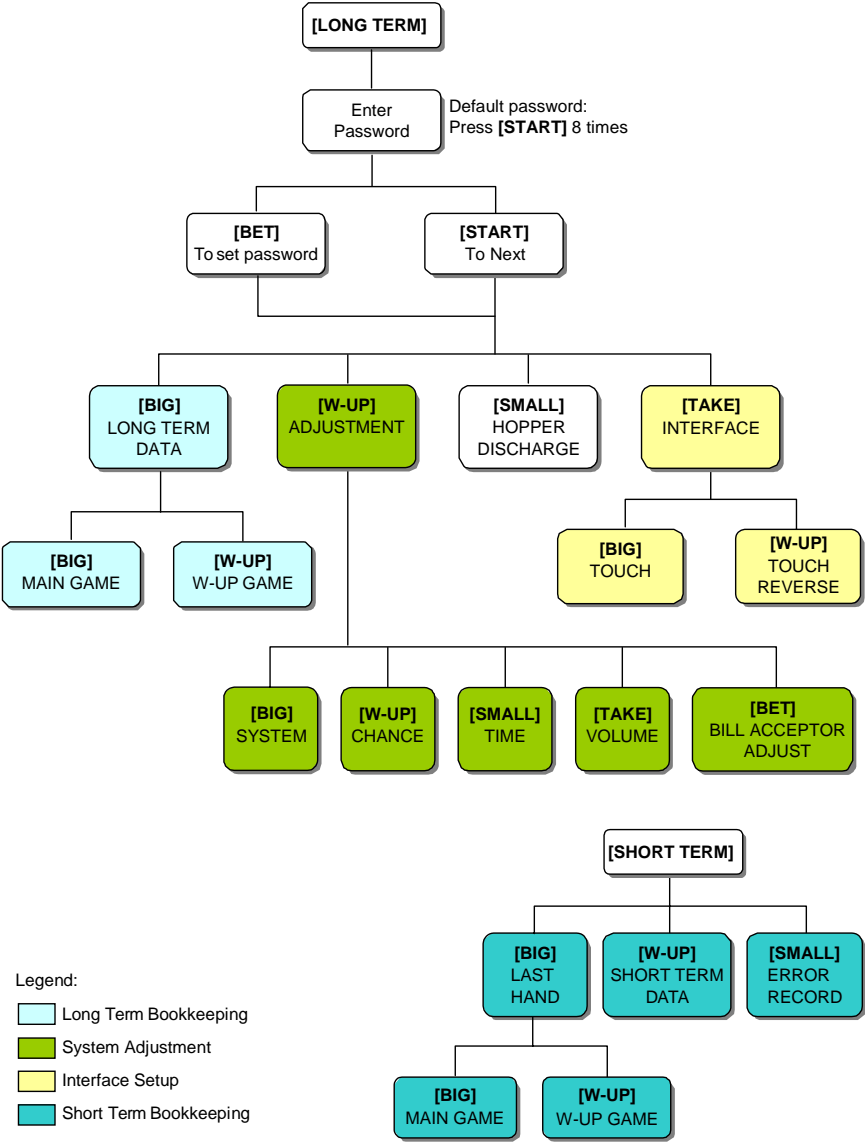
4. Press and hold the 【LONG TERM】 button until you see the screen below.



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

2. Bookkeeping & Adjustment

Access Flow Chart



System Settings

ITEMS		SETTING SELECTION	DEFAULT
MAX. LINE BET	9 LINER	5, 10, 20, 30, 40, 50	50
	25 LINER	2, 4, 8, 12, 15, 20	20
MIN. BET	9 LINER	1 , 5 , 7 , 9 , 10 , 15 ,18, 20, 25, 27, 36, 45, 50, 72, 75,	18
	25 LINER	90, 100, 144, 150	25
MIN. BET for JACKPOT		1, 9, 18, 25, 36, 45, 75, 90, 100, 150, 180, 200, 250, 270, 450	25
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
GAME SPEED		NORMAL, FAST	NORMAL
AUTO PLAY		NO, YES	YES
PAYOUT MODE		TICKET, HOPPER	HOPPER
LANGUAGE		SPANISH, ENGLISH	ENGLISH

Notes:

1. The Meter rate setting will be applied for Meter of Total in, Total out, Total bet and Total refill.
2. **Max. Bet** setting should fit the local average bet for best program status.

3. MAX. LINE BET

- 3.1. During the **SINGLE MODE**, this configuration can be adjusted only right after RESET without any play.
- 3.2. During the **LINKING MODE**, this configuration can be adjusted at the Spin4Rich/Control Box but can be activated only after a complete RESET from the Control Box.

Chance Adjustment

ITEMS	SELECTIONS	DEFAULT
MAIN GAME RATE	91% , 92% , 93% , 94% , 95% , 96% , 97% , 98%	94%
DOUBLE UP RATE	70%, 80%, 90%	80%

Notes:

MAIN GAME RATE

1. During the **SINGLE MODE**, this configuration can be adjusted only right after RESET without any play.
2. During the **LINKING MODE**, this configuration can be adjusted at the Spin4Rich/Control Box but can be activated only after a complete RESET from the Control Box.

Bill Acceptor Adjust

```
BILL ACCEPTOR ADJUST
MACHINE TYPE: JCM
MACHINE MODAL: ID003

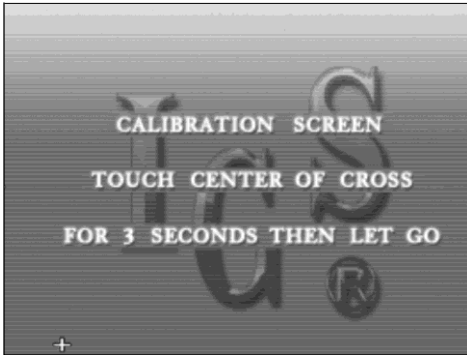
Bill Type    DENOMINATION    SETTING
xxxxxxx      5                ACCEPT
xxxxxxx      10               ACCEPT

(RS232) BILL ACCEPTOR IN RATE: 100
```

This page is only available when an RS-232 bill acceptor is connected and the DIP SW2 No.3 is set to **ON**.

[Bill Acceptor In rate] can be adjusted to 1, 4, 5, 10, 20, 25, 50, 100, 200, 500, 1000. (Default is 100).

Touch Screen Calibration



1. If a touch screen is connected, press **[LONG TERM]** 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

- 9 / 25-liner adjustable.
- Max. Win up to 500,000 (in 25-liner setting).
- 1 set of progressive Jackpot and 2 sets of random Jackpot. If 5/4/3 Jackpot symbols are in line, players can get Jackpots 1/2/3 depending on the JP symbol.
- Higher wagers encouragement: Win paid from left to right and right to left when matching the criteria.
- 5~20 free games: Free games will be triggered when correct symbols show up.
- Touch screen / Auto play support.



Main Game

AGENT 008 is a 15-reels & 9/25-liner game with 3 different bonus games.



Free Game



With  and  next to each other left to right, the player gets a Free Game.

Bonus Game



Getting 3 or more bonus symbols on the screen allows player to enter the Bonus Game

Bonus Game1



- There are 16 squares where these symbols appear at random:



- The player gets 2 identical symbols to win corresponding scores.
- If 3 suitcases  are displayed, then the game ends.

Bonus Game 2



- The player stops the spinning wheel to get one of these symbols:





- The player gets corresponding bonus according to the odds table on the left side.
- The game ends if the player gets **“EXIT”**

Bonus Game 3



- The player shoots these symbols to get bonus.



-  Shooting this icon will award the player with extended time.
-  Shooting this icon will get more bonuses.



Double Game






After winning the Main game or Bonus game, player can press **[DOUBLE UP]** button to play Double Game.

- Player can press **[DOUBLE UP]** button to select one of five pokers from the lower row. Then, press **[BIG]** or **[SMALL]** to guess it's bigger or smaller than the poker highlighted.
- If it's a correct guess, the player gets double wins. If not, the game ends.

4. Wins Rules

Jackpot

	JACKPOT 1	Five-in-line wins 100% OF Jackpot 1; Four-in-line wins 50% OF Jackpot 1; Three-in-line wins 25% OF Jackpot 1.
	JACKPOT 2	Five-in-line wins 100% OF Jackpot 2; Four-in-line wins 50% OF Jackpot 2; Three-in-line wins 25% OF Jackpot 2.
	JACKPOT 3	Five-in-line wins 100% OF Jackpot 3; Four-in-line wins 50% OF Jackpot 3; Three-in-line wins 25% OF Jackpot 3.

Encouraging Higher Wagers

9-Liner

JACKPOT

MIN. TOTAL BET	JACKPOT
9	40%
18	60%
27	80%
36	100%

Win paid from left to
right and right to left

BET LINES	LINE BET	TOTAL BET	WIN LINES
9	2	18	1-3
9	3	27	1-6
9	4	36	1-9

25-Liner

JACKPOT

MIN. TOTAL BET	JACKPOT
25	50%
50	100%

Win paid from left to right and right to left

BET LINES	LINE BET	TOTAL BET	WIN LINES
25	1	25	1-10
25	2	50	1-25

Pay Chart



Line-up pattern: 9-liner



Line-up pattern: 25-liner

Odds Table



Line-up pattern: 9-liner



Line-up pattern: 25-liner



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