



AGENT 1008



Operator Manual

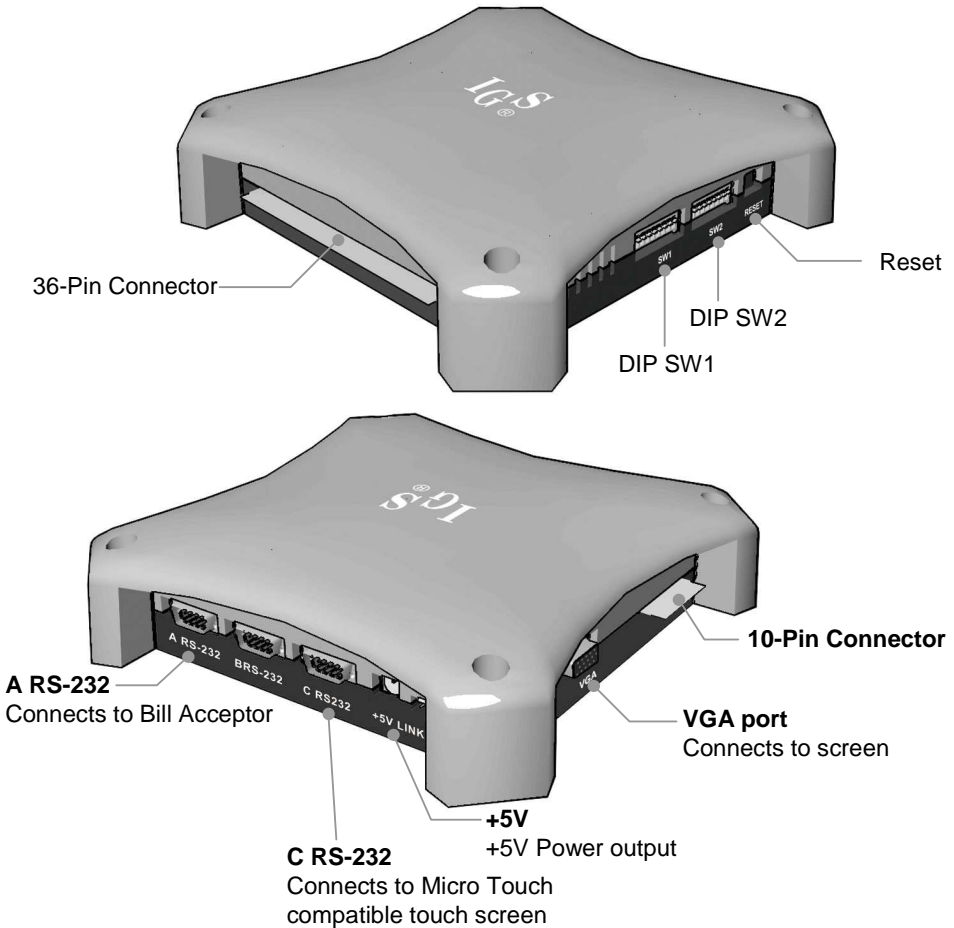


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1. Hardware

Hardware Connection



Connecting 2nd Screen and Touch Panel (Optional)

To connect to a second screen, a second screen PCB is required. Its connectors are shown as below.

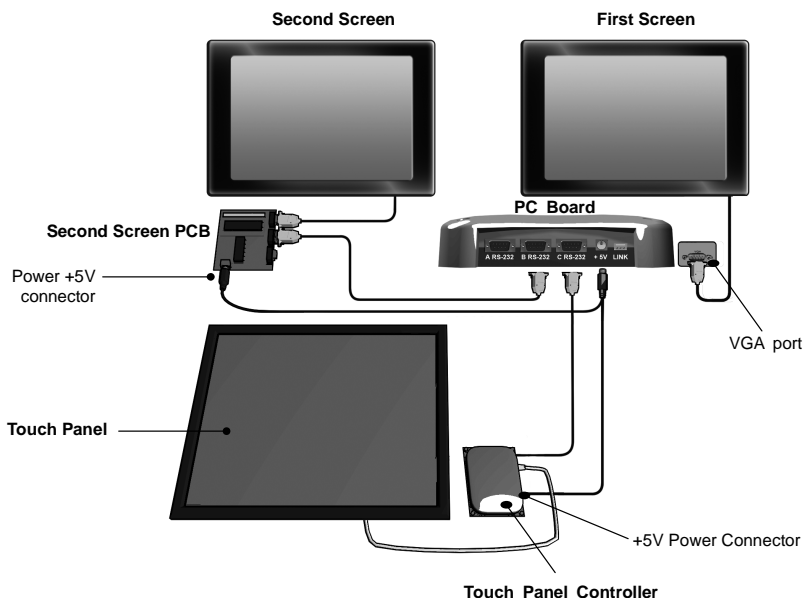


Power +5V Connector
(Female)

Main Board Signal
Connector (9PIN Male)

Monitor Connector
(15PIN Female)

- Refer to the diagram below to connect the touch screen and second 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)		
PARTS SIDE		SOLDER SIDE
	1	
	2	
SPEAKER	3	SPEAKER GND
STOP 1 / LINE1 / LINE1 / TAKE	4	
STOP 2 / LINE3 / LINE5 / BIG	5	SHORT TERM
STOP 3 / LINE5 / LINE10 / W-UP	6	
STOP 4 / LINE7 / LINE15 / SMALL	7	
	8	
START / ALL STOP	9	
STOP 5 / LINE9 / LINE25	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 / 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

10 Pins (10 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

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

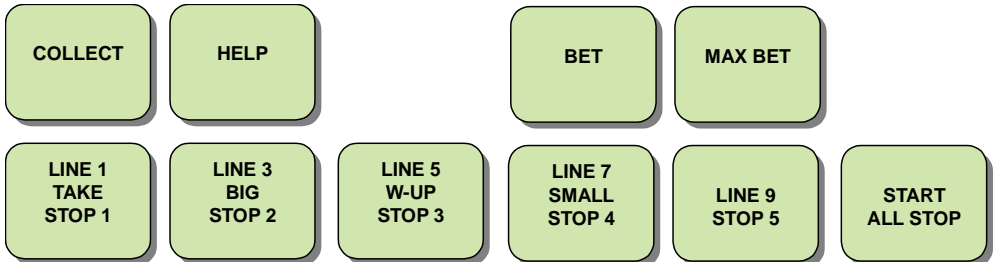
DIP SWITCH 1		1	2	3	4	5	6	7	8
SLAVE ID	1	OFF	OFF	OFF	OFF	OFF			
	2	ON	OFF	OFF	OFF	OFF			
	3	OFF	ON	OFF	OFF	OFF			
	4	ON	ON	OFF	OFF	OFF			
	5	OFF	OFF	ON	OFF	OFF			
	6	ON	OFF	ON	OFF	OFF			
	7	OFF	ON	ON	OFF	OFF			
	8	ON	ON	ON	OFF	OFF			
	9	OFF	OFF	OFF	ON	OFF			
	10	ON	OFF	OFF	ON	OFF			
	11	OFF	ON	OFF	ON	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			

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

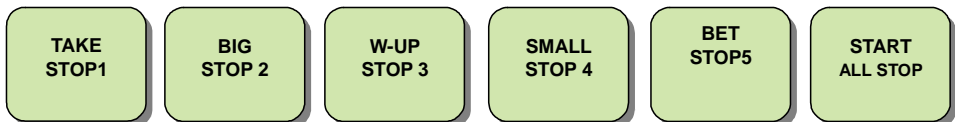
36 & 10 PIN Button Layout

10 Buttons



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

6 Buttons

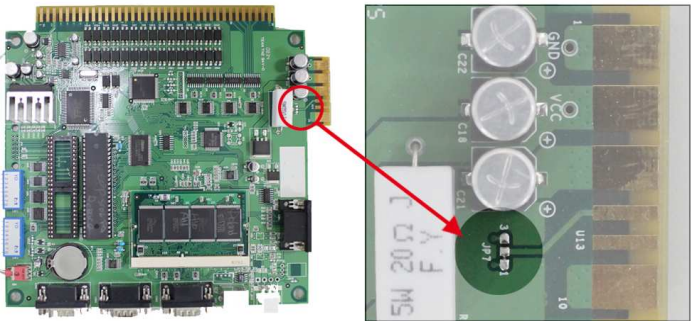


Solving Hopper SSR Error


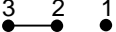
After powering on the machine, if the hopper keeps working and can't be stopped, it could be that the hopper SSR's jump setting is incorrect.

How to solve:

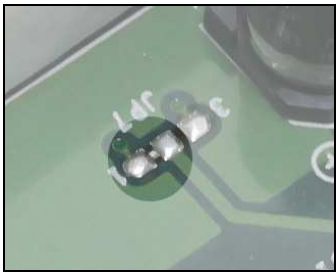
1. Locate the Hopper SSR jump (JP7) on the PC board. Then identify current HOPPER SSR is at HIGH ACTIVE or LOW ACTIVE.



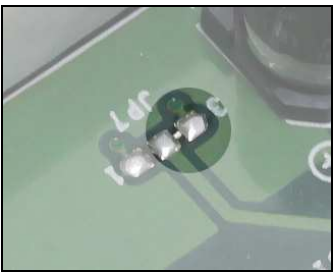
2. Change to use the alternative JP7 setting.

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**.



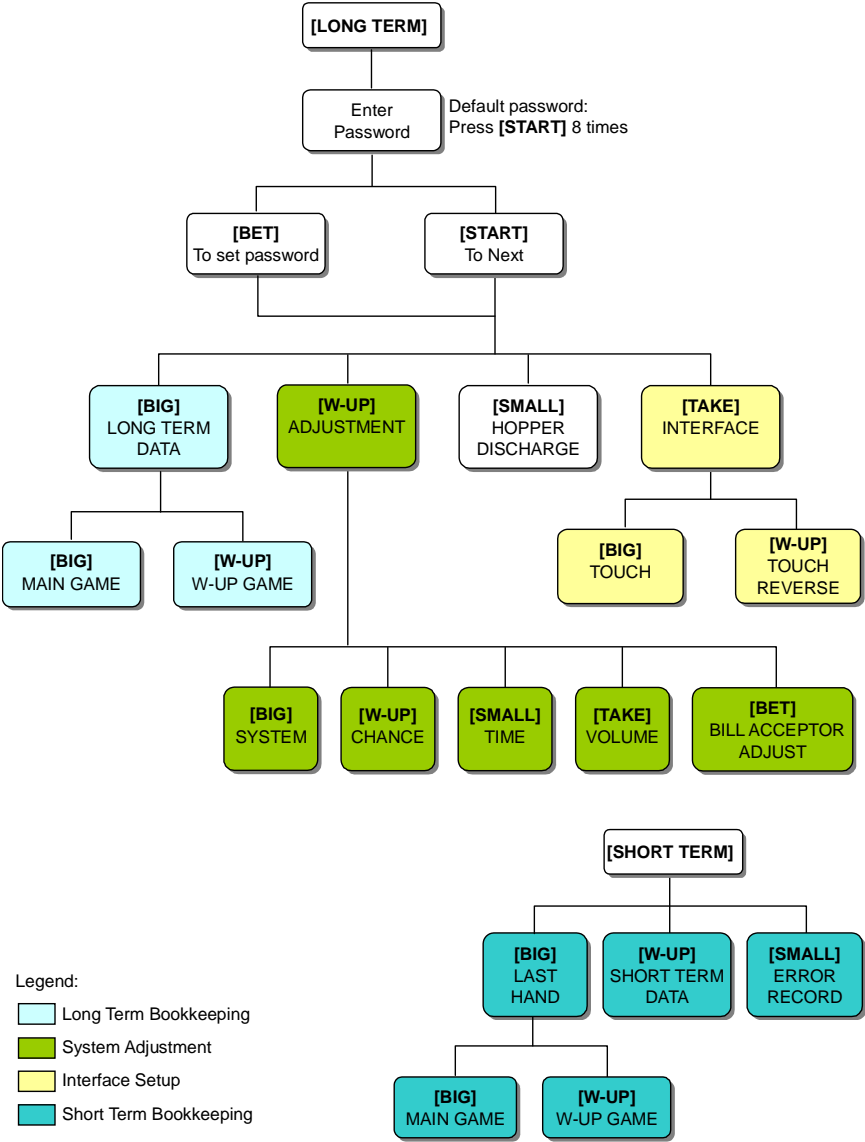
Open pins 1 and 2
Remove the solder bridge between pins 1-2.



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

2. Bookkeeping & Adjustment

Access Flow Chart



System Settings

ITEMS		SETTING SELECTION	DEFAULT
MAX. LINE BET	9 LINER	5, 10, 20, 30, 40, 50	50
	25 LINER	2, 4, 8, 12, 15, 20	20
MIN. LINE BET	9 LINER	1, 5, 10 , 20, 30, 40	1
	25 LINER	1, 2, 4, 8, 12, 15	1
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. Operator doesn't need to reset the game after **Max. Bet** selection.
3. **Max. Bet** setting should fit the local average bet for best program status.

Chance Adjustment

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

Bill Acceptor Adjust

BILL ACCEPTOR ADJUST
MACHINE TYPE: JCM
MACHINE MODAL: ID003

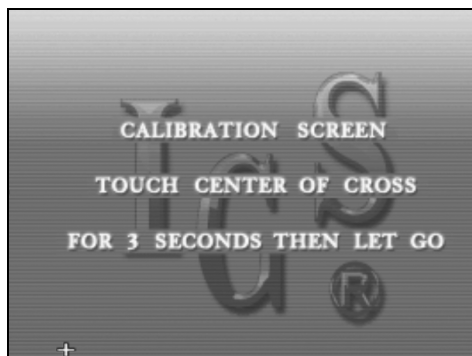
Bill Type	DENOMINATION	SETTING
xxxxxxx	5	ACCEPT
xxxxxxx	10	ACCEPT

(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-reel & 9/25-liner game with 3 different bonus games.



Free Game

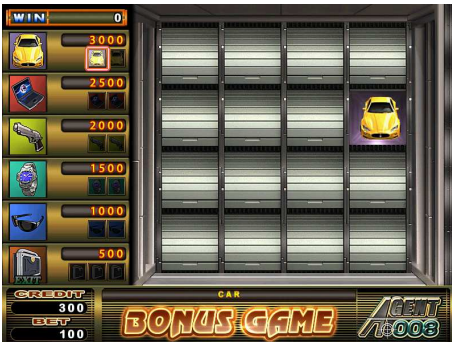


Bonus Game



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

Bonus Game1

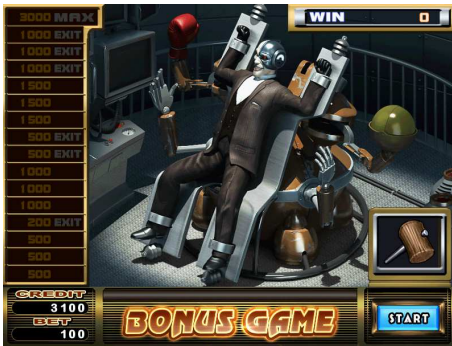


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- The player gets 2 identical symbols to win corresponding scores.
- If 3 suitcases are displayed, then the game ends.



Bonus Game 2

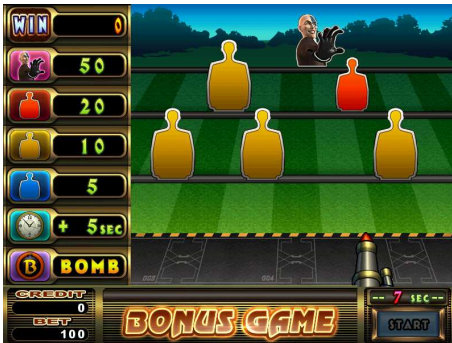


- The player stops the spinning wheel to get one of these symbols:





- 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

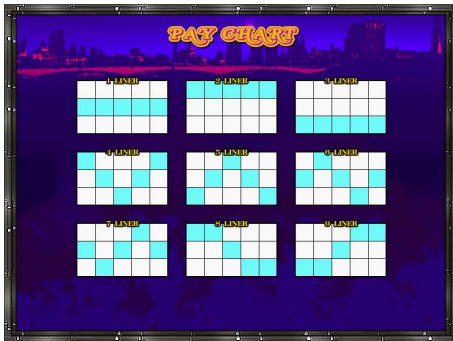
JACKPOT

MIN. TOTAL BET	JACKPOT
25	50%
50	100%

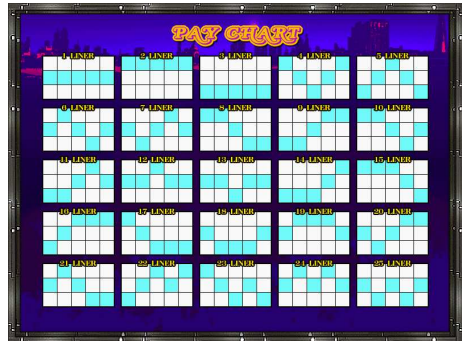
Win paid from left to right and right to left

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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