

Aic

ALADDIN'S GOLD

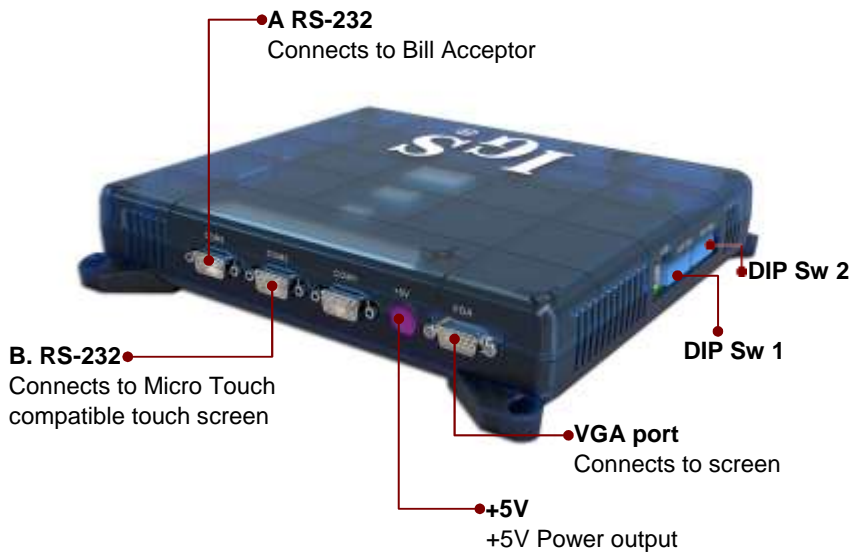
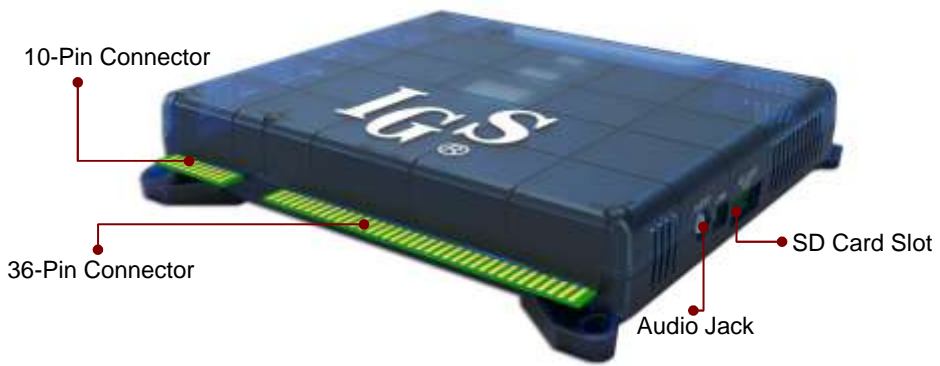


Operator Manual

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1. Hardware Hardware Connection



Connecting Touch Panel (Optional)

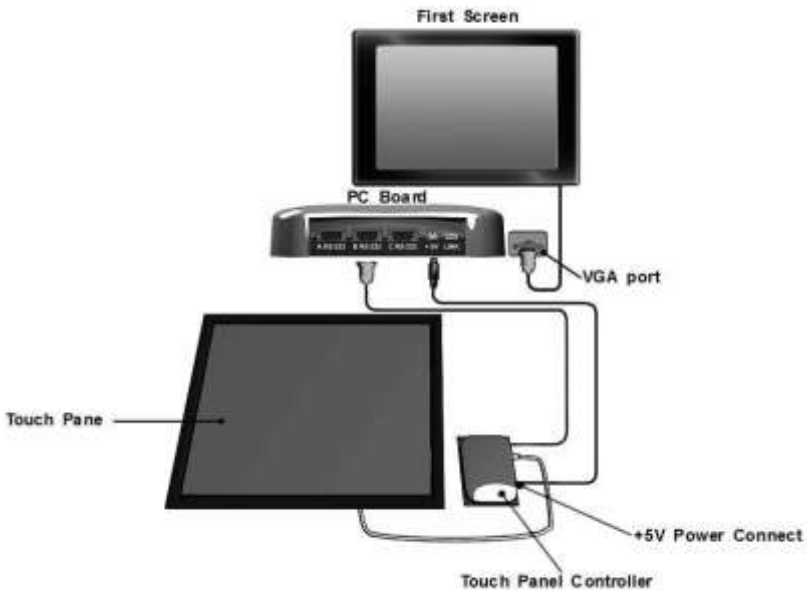
Type A



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 | | |
| | | 1 | | | |
| SOUND-R | | 2 | | | |
| SOUND-L | | 3 | SPEAKER GND | | |
| STOP 1 / LINE1 / TAKE | | 4 | | | |
| STOP 2 / LINE5 / BIG | | 5 | SHORT TERM | | |
| STOP 3 / LINE10 / W-UP | | 6 | | | |
| STOP 4 / LINE15 / SMALL | | 7 | | | |
| | | 8 | | | |
| START / ALL STOP | | 9 | | | |
| STOP 5 / 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 / TAKE | | |
| LAMP: STOP 5 / LINE25 | | 30 | LAMP: STOP 2 / LINE5 / BIG | | |
| LAMP: BET | | 31 | LAMP: STOP 3 / LINE10 / W-UP | | |
| LAMP: TAKE/MENU | | 32 | LAMP: STOP 4 / LINE15 / SMALL | | |
| LAMP: HELP | | 33 | | | |
| INHIBIT | | 34 | WINNER LAMP (YELLOW) - TOP LAMP | | |
| | | 35 | WARNING LAMP (RED) - TOP LAMP | | |
| GND | | 36 | GND | | |

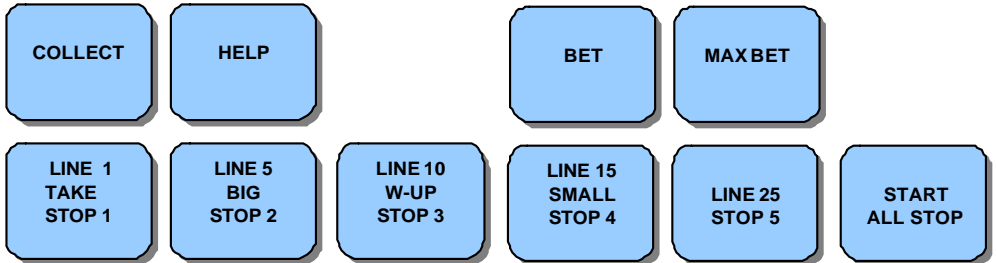
| 36 Pins (6 buttons) | | | 10 Pins (6 buttons) | | |
|---------------------------|----|---------------------------------|-----------------------|----|-------------|
| PARTS SIDE | | SOLDER SIDE | PARTS SIDE | | SOLDER SIDE |
| | 1 | | GND | 1 | GND |
| SOUND-R | 2 | | GND | 2 | GND |
| SOUND-L | 3 | GND | +5V | 3 | +5V |
| | 4 | | +5V | 4 | +5V |
| | 5 | SHORT TERM | +12V | 5 | +12V |
| | 6 | | HOP-VCC | 6 | |
| | 7 | | TICKET/ HOPPER SSR | 7 | |
| CALL ATTENDANT | 8 | | | 8 | |
| START / ALL STOP | 9 | | | | |
| HELP / SMALL / STOP 4 | 10 | | GND | 9 | GND |
| BET / STOP 5 | 11 | | GND | 10 | GND |
| 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 | | | | |
| 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 | | | |

DIP Switch Settings

| DIP SWITCH 1 | | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
|--------------|-----|-----|---|-----|---|---|---|---|---|
| TOUCH | OFF | OFF | | | | | | | |
| | ON | ON | | | | | | | |
| BUTTON | 6 | | | OFF | | | | | |
| | 10 | | | ON | | | | | |

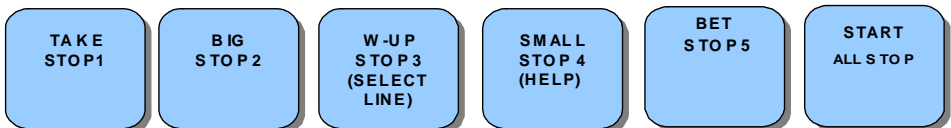
36 & 10 PIN Button Layout

10 Buttons



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

6 Buttons

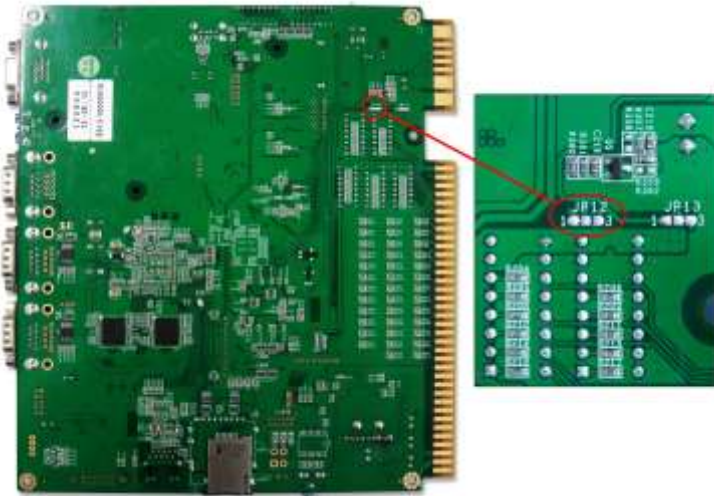


Solving Hopper SSR Error

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 (JP12) on the PC board. Then identify current HOPPER SSR is at HIGH ACTIVE or LOW ACTIVE.

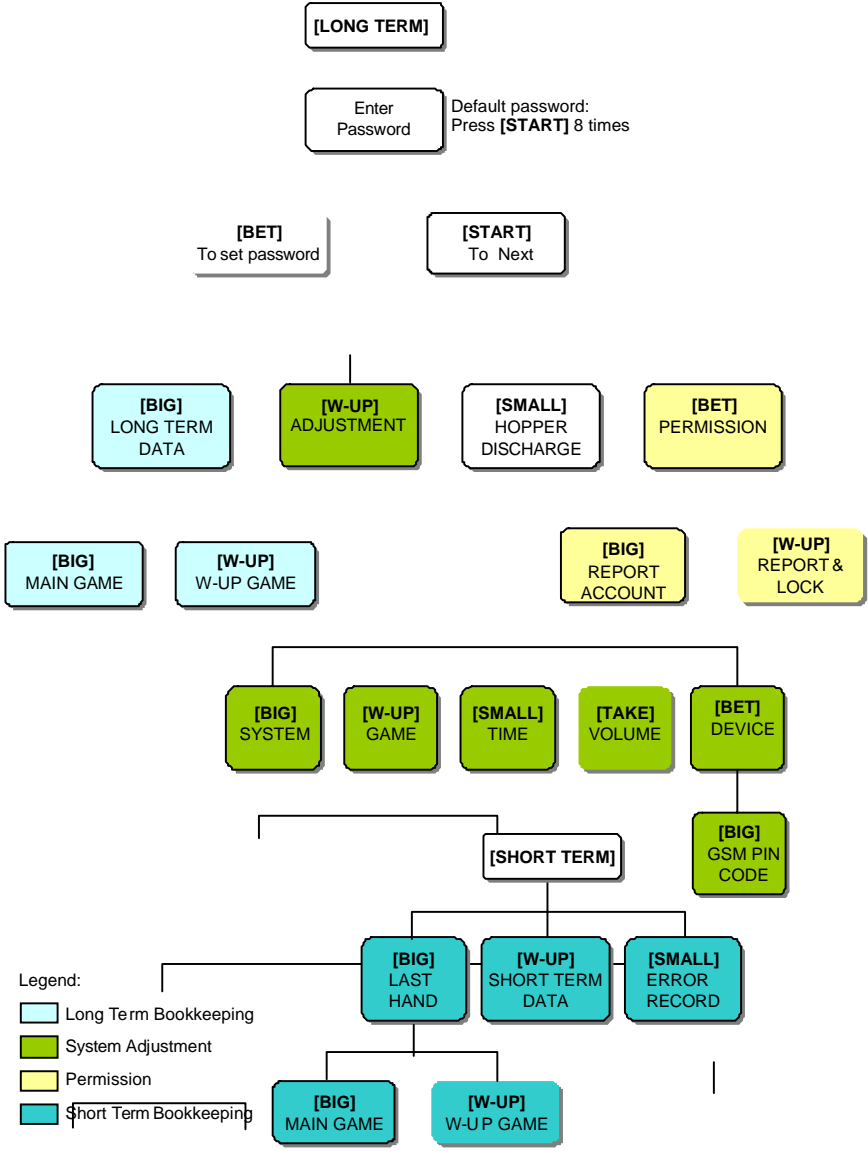


2. Change to use the alternative JP12 setting.

| | | | |
|------|----------------------|------------------------|----------------|
| JP12 | Low Active (Default) | 3 2 1 ● ● ● | Short pins 1-2 |
| | High Active | 3 2 1 ● ● ● | Short pins 2-3 |

2. Bookkeeping & Adjustment

Access Flow Chart



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 |
| AUTO PLAY | NO, YES | YES |
| PAYOUT SELECT | TICKET, HOPPER | HOPPER |
| LANGUAGE | SPANISH, ENGLISH | ENGLISH |
| CHANNEL | MONO, STEREO | MONO |

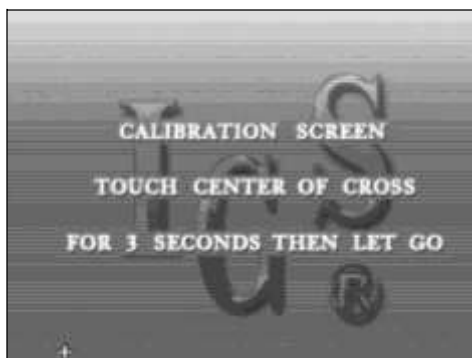
Game Settings

| 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. LINE FOR JACKPOT | 1, 9, 18, 25, 36, 45, 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.

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.
- Max. Win up to 500,000.
- When collecting 5/4/3 Jackpot Symbols in the main game reel, players win Jackpots 1/2/3.
- Touch screen / Auto play support.

Main Game

ALADDIN GOLD is a 5-reels & 25 lines game.

3 sets of Jackpots

25 Lines

Symbol Zone



Jackpot

- 5 JACKPOT SYMBOL



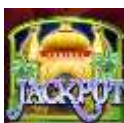
IN LINE WINS JACKPOT 1.

- 4 JACKPOT SYMBOL



IN LINE WINS JACKPOT 2.

- 3 JACKPOT SYMBOL



IN LINE WINS JACKPOT 3.

EX 1 : When collecting 5 or 4 or 3 Jackpot symbols in the main game, player wins different levels of Jackpot.

Lamp Genie Feature



- Lamp Genie will appear during the main game and hit the symbols. The hit symbols will become Wild symbols. Wild symbols can replace

any symbol except



and



Aladdin Feature :



- Aladdin will appear randomly in the main game and gives player a gold sack.

Scatter Game:



- Lamp Scatter Game will be activated

when 3  appeared on the

reels. Players may have the opportunity to enter the Aladdin's Gold or Lamp Genie Free Game.



Aladdin's Gold :






- 3 or more  activate Scatter Games.

- Stage One: players can pick the Golden Jar for bonus until the Exit has been picked.
- Stage Two: when players get the chance to the stage two, they can pick the Golden Chest for bonus until Exit has been picked.

Lamp Genie Free Game :



- 3 or more  activate Scatter Games.
- During the Lamp Genie Free Game, all the appeared  will be collected in the right upper corner.
- When the free game is finished, all the collected  will become Wild symbols and return randomly to the reels for one more last spin.

Double Game



- Choose red or black to double the winning.

4. Wins Rules

Encouraging Higher Play

Jackpot Random

| MIN. TOTAL PLAY | JACKPOT |
|-----------------|---------|
| 25 | 50% |
| 50 | 100% |

Odds Table

JP1 15059 JP2 5005 JP3 1559

3 or more symbols activate Scatter Games.

substitute for all symbols except

MIN BET 25 FORM 1

ALADDIN'S GOLD

SCATTER

WILD

WILD

| Symbol | 5 | 4 | 3 |
|---------|------|------|-----|
| Scatter | 500 | 150 | 30 |
| Aladdin | 1000 | 300 | 100 |
| Jafar | 3000 | 1000 | 300 |
| Genie | 1000 | 300 | 100 |
| Sword | 300 | 100 | 15 |
| A | 300 | 100 | 15 |
| K | 250 | 50 | 5 |
| Q | 250 | 50 | 5 |
| J | 250 | 50 | 5 |
| 10 | 250 | 50 | 5 |

Line Chart

