

IGS®

ALADDIN'S ADVENTURE



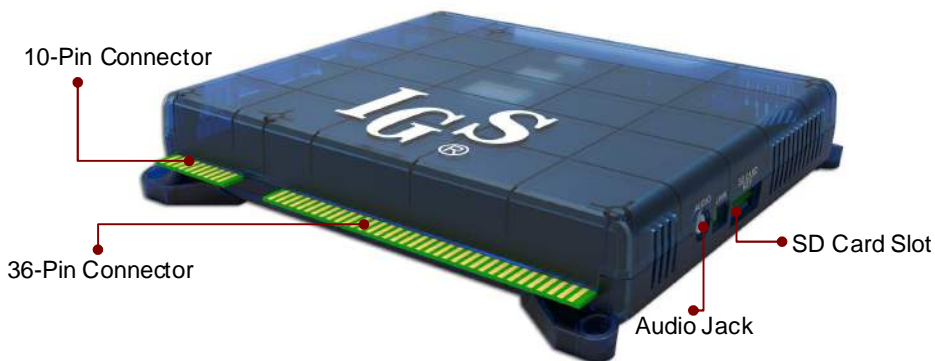
Operator Manual

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1. Hardware

Hardware Connection



A. RS-232

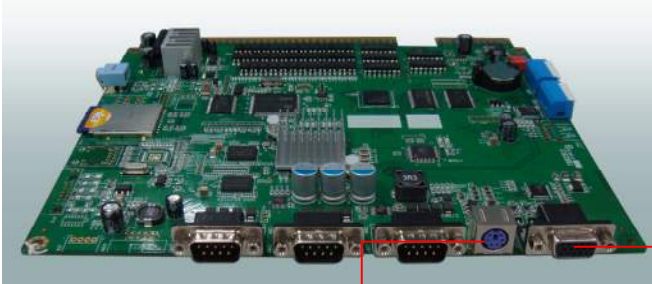
Connects to optional Citizen printer/ticket dispenser.

* Use Belkin #F2L044 (serial printer cable/null modem) for Citizen printer.



Connecting Touch Panel (Optional)

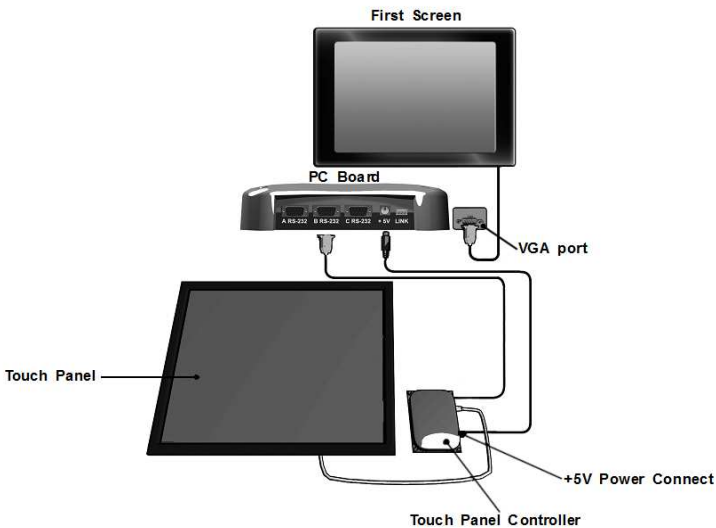
Type A



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 (6 Buttons)		
PARTS SIDE		SOLDER SIDE
	1	
SPEAKER_R	2	
SPEAKER_L	3	GND
	4	
	5	
	6	
TICKET OUT	7	
TICKET SWITCH	8	
START / ALL STOP	9	
STOP4/SMALL/HELP	10	
STOP5/PLAY	11	
STOP1/TAKE	12	
STOP3/DOUBLE/SELECT LINE	13	
	14	
	15	
STOP2/BIG/HOLD PAIR	16	
	17	
COIN A	18	KEY IN
	19	COIN C
RECORD	20	TEST
	21	KEY OUT/PRINTER OUT
	22	
COIN A METER	23	
KEY IN METER	24	
	25	
COIN C METER	26	
OUT METER	27	
	28	
LAMP: START/ALL STOP	29	
LAMP: STOP4/SMALL/HELP	30	
LAMP: STOP5/PLAY	31	LAMP: COUNT
LAMP: STOP1/TAKE	32	
LAMP: STOP3/DOUBLE/SELECT LINE	33	
LAMP: STOP2/BIG/HOLD PAIR	34	
	35	
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
HOP-VCC	6	
TICKET 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				
LINK MODE	SINGLE								OFF
	LINK								ON

DIP SWITCH 2		1	2	3	4	5	6	7	8
TOUCH	NO	OFF							
	YES	ON							

36 & 10 PIN Button Layout

6 Buttons

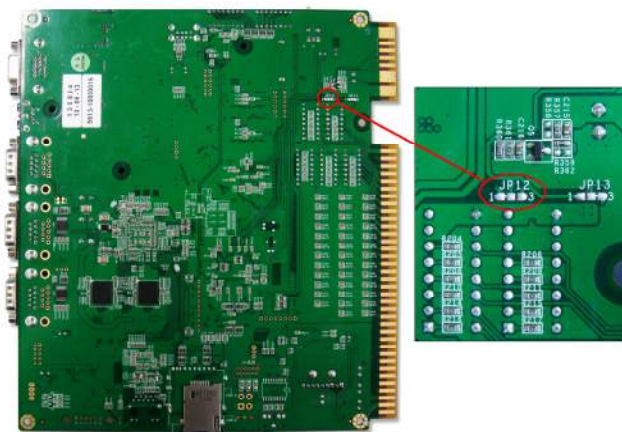
TAKE STOP1	BIG STOP 2 (HOLD)	DOUBLE STOP 3 (SELECT LINE)	SMALL STOP 4 (HELP)	PLAY STOP 5	START ALL STOP TAKE
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Solving Ticket SSR Error

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

How to solve:

1. Locate the Ticket SSR jump (JP12) on the PC board. Then identify current TICKET SSR is at HIGH ACTIVE or LOW ACTIVE.



2. Change to use the alternative JP12 setting.

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

Reset

1. Power off the machine and then power on.
2. Press and hold the **【TEST】** button until the game enters the CHECKING SYSTEM page.
3. Enter the 「TEST」 page.



4. Press the **【PLAY】** button to enter the 「TEST 2」 PAGE (PAGE 2).



5. Press the 【STOP3】 button to enter the 「RESET」 page.



6. Press the 【PLAY】 button to RESET the game to default value.



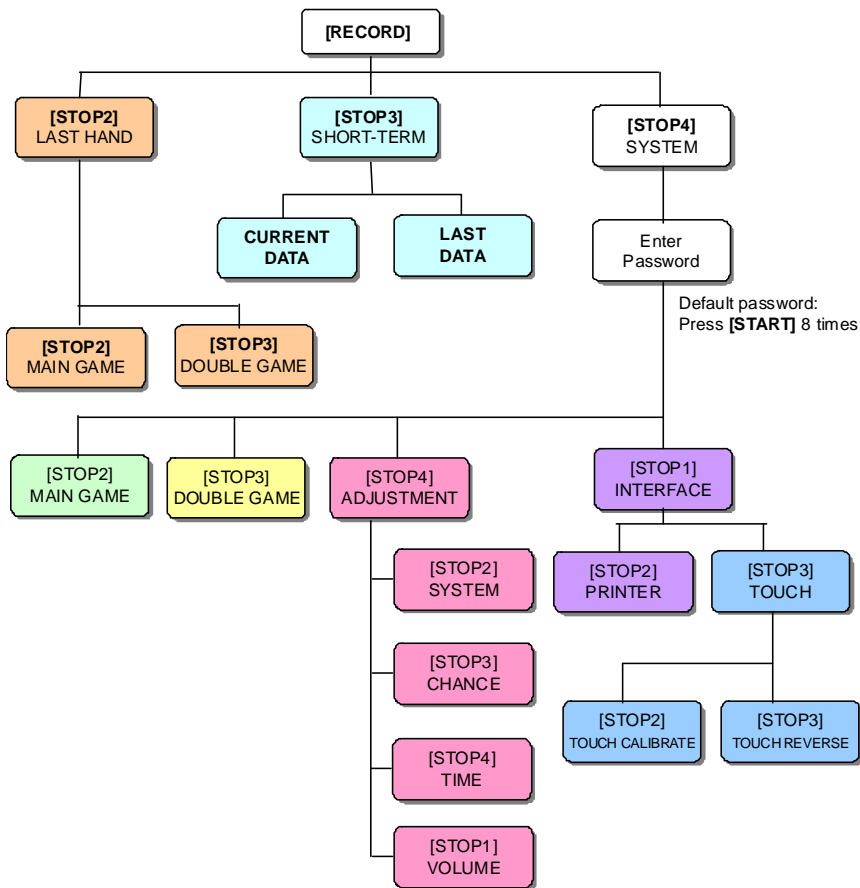
7. Press the **【PLAY】** button again to confirm RESET or press ANY button to EXIT.



8. After RESET is completed, it displays SYSTEM RESET COMPLETED on the screen.
9. Power off the machine and then power on to complete the Reset procedure.

2. Bookkeeping & Adjustment

Access Flow Chart



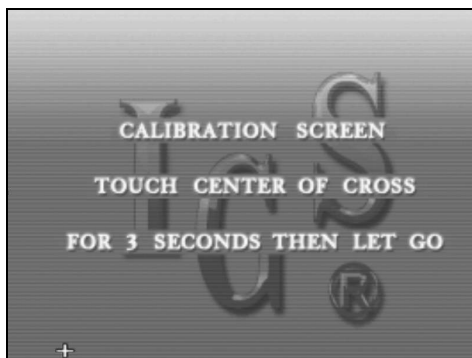
System Settings

ITEMS	SETTING SELECTION	DEFAULT
MAX. LINE PLAY	2, 4, 8, 10, 15, 20	20
MIN. PLAY(TOTAL)	1, 5, 10, 15, 25, 50, 75, 100, 125, 150	25
MIN. PLAY FOR JACKPOT	1, 5, 10, 15, 25	25
JACKPOT MAX	15000, 20000, 50000, 70000, 100000, 150000, 200000	50000
COIN RATE	1,5,10,20,25,50,75,100,200,500,1000	25
KEY IN RATE		100
KEY OUT RATE		100
TICKET RATE		500
GAME TICKET	1,2,3,4,5,8,10,CONTINUES	CONTINUES
INTERFACE	DISPENSER , PRINTER ,ATTENDANT	PRINTER
PRINTER COMMAND	CBM1 , ESC/POS , ESC/POS2 , STAR	CBM1
DISPLAY	CREDIT, 1C, 5C, 10C, 20C, 25C, 50C, \$1	CREDIT
SYSTEM LIMIT	NO, YES	NO
AUTO TICKET	NO, YES	NO
DEMO MUSIC	NO, YES	YES
NON-STOP	NO, YES	NO
PASSWORD	NO, YES	NO
ODDS TABLE	NO, YES	YES
SCORE BOX	NO, YES, 10X	NO
PLAY SCORE	NO, YES	YES
HAND COUNT	NO, YES	NO
HOLD PLAY	NO, YES	YES
AUTO PLAY	NO, YES	YES
DOUBLE GAME	NO, YES	YES
JACKPOT MODE	PROGRESSIVE, RANDOM	PROGRESSIVE

Chance Settings

ITEMS	SETTING SELECTION	DEFAULT
MAIN GAME LEVEL	LEVEL1(Easiest), LEVEL2,LEVEL3, LEVEL4,LEVEL5,LEVEL6(Hardest)	LEVEL 6
DOUBLE GAME LEVEL	85%, 90%, 95%	95%

Touch Screen Calibration



1. If a touch screen is connected, press **[RECORD]>** **[SYSTEM]>****[INTERFACE]>** **[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 600,000.
- When 5/4/3 Jackpot symbols appear in a game, players win the Jackpot 1/2/3.
- Hold Pair Feature: Select the desired Hold Symbol and Re-spin the symbols you don't want. Press Hold-Pair button to swap the Symbols.
- Touch screen / Auto play support.
- 2 Main Game Features / 1 Free Game / 1 Bonus Game

Main Game

ALADDIN'S ADVENTURE is a 5 reels & 25 lines game.




3 sets of Jackpots

25 Lines

Symbol Zone



Jackpot

- With 5  symbols on the screen, players win the JACKPOT 1.
- With 4  symbols on the screen, players win the JACKPOT 2.
- With 3  symbols on the screen, players win the JACKPOT 3.

Main Game Features

Lamp Genie Feature :



- Lamp Genie will appear during the main game and randomly hit symbols. The hit symbols will become Wild and substitute all symbols except



and



Aladdin Feature :



- Aladdin will appear randomly in the main game and gives players a surprise.

Scatter Game



- Lamp Scatter Game will be activated

when 3 or more



symbols

appear in a game.

- In the Lamp Scatter Game, players may have a chance to win prizes directly, or enter the Aladdin's Gold Bonus Game or Lamp Genie Free Game.



Aladdin's Gold Bonus Game:



- The First Stage : players can pick golden Jars and win prizes until "Exit" has been picked. Get "UP" or "TAKE ALL" to enter to the Second Stage.
- The Second Stage : players can pick the golden chests for bigger prizes until "Exit" or "TAKE ALL" has been picked.



Lamp Genie Free Game :



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 Lamp Genie or Aladdin to double the winning.

4. Wins Rules

Encouraging Higher Play

Win Paid from **left to right** if game play does not meet **MAX. LINE PLAY >= 50**.
 With **MAX. LINE PLAY >= 50**, win paid from **left to right** and **right to left**.

Jackpot

MIN. TOTAL PLAY	JACKPOT
25	50%
50	100%

Odds Table

JP1 50000
JP2 25000
JP3 10000


 substitute for all symbols except  

ALADDIN'S ADVENTURE
 MIN. PLAY 25 FOR JP


 3 or more symbols activate Scatter Games.
 

				
5 4500 4 450 3 45	5 10000 4 1000 3 100	5 25000 4 2500 3 250	5 6000 4 600 3 60	5 3000 4 300 3 35
				
5 2000 4 250 3 25	5 1000 4 150 3 15	5 750 4 75 3 12	5 500 4 50 3 10	5 250 4 15 3 8

Line Chart





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