

Gaming Instruction

Aladdin Club



(3x5 Series)



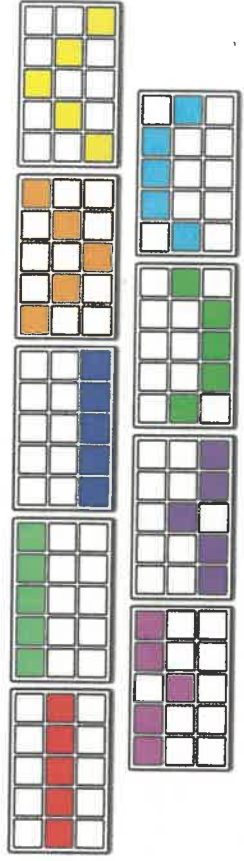
Model No.RK-105

◆ GAME DESCRIPTION ◆

- This is a 15 reels, 9 lines slot game. Player can bet on 1,3,5,7 or 9 lines.
- Push "Bet" or "Max bet" button to buy line(s) then press the "Start" to roll the 15 figures on the screen. Press "Stop1" ~ "Stop5" buttons or "Stop All" button to stop the rolling figures. Player will win scores according to the paylines below if 3 or more same consecutive figures appeared within the bought line(s).





● 9 Payline Patterns :



◆ GAME DESCRIPTION ◆

● This game contains 11 fun figures: Prince, Sorcerer, Princess, Flying Carpet, Crystal Ball, Pirate, Rattlesnake, Broadsword, Treasure Box, Magic Lamp and Djinni.

● < Magic Lamp > Will transform to other figure for new Chance of linkage.   except "Treasure Box" and "Djinni"



● Treasure Box Jackpot Bonus

A. Jackpot-1 combination wins all Bonus. B. Jackpot-2 combination wins 1/2 Bonus. C. Jackpot-3 combination wins 1/4 Bonus. A B C Win Bonus



● Djinni Bonus

A. Bonus-1 : When 3 consecutive Djinnis appeared in main game, Bonus-1 Game will run automatically. Player has chance to win odds shown if the rolling lamp stopped at the diamond sector.

B. Bonus-2 : When 4 Djinnis appeared as pattern below in main game, Bonus-2 Game will run automatically. Player has chance to win odds shown if the figure of the (stopped) rolling lamp matched the figures inside the reels.



● Double Game

Press "Double Game" button to play the game. Use "Stop 1", "Stop 2" or "Stop 3" to guess who will show up in the Jug. 1. Princess (continue) 2. Gem (Bonus doubled) 3. Pirate (Game over, Bonus canceled)

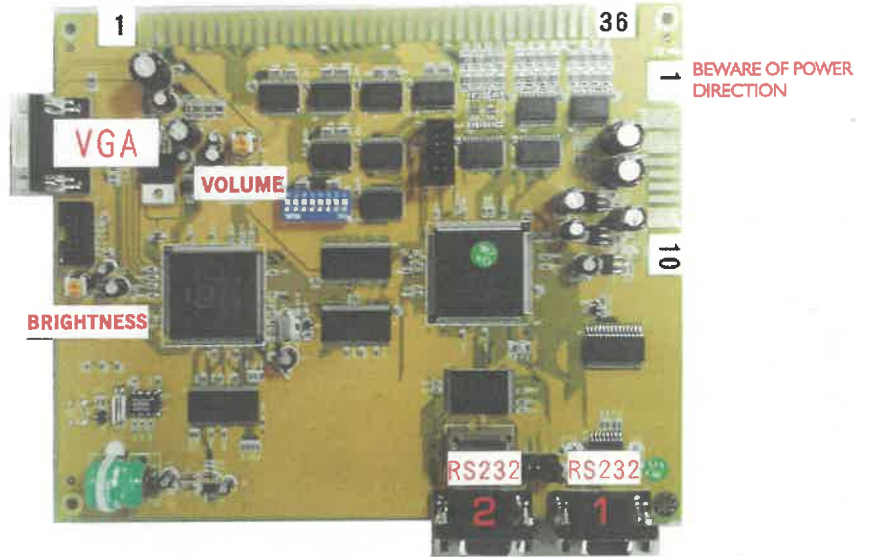


◆ CONNECTION DIAGRAM ◆

PARTS SIDE	A	B	SOLDER SIDE
	1	1	
	2	2	
SPEAKER	3(IN)	3	
	4(IN)	4	
	5(IN)	5	
	6(IN)	6	
TICKET OUT	7(IN)	7	
TICKET SWITCH	8(IN)	8	
START/ALL STOP/TAKE/AUTO PLAY	9(IN)	9	
STOP3/ODDS TABLE/DOUBLE GAME SELECT 3	10(IN)	10	
STOP5 / BET	11(IN)	11	
STOP4	12(IN)	12	
STOP2/BET LINE/DOUBLE GAME DOUBLE GAME SELECT 2	13(IN)	13	
	14	14	
	15	15	
STOP1/MAX BET/DOUBLE GAME SELECT 1	16(IN)	16	
	17	17	
COIN A	18(IN)	18(IN)	KEY IN
	19	19	
BOOK	20(IN)	20(IN)	TEST
	21(IN)	21(IN)	KEY OUT PRINT
	22	22(IN)	
COIN A METER	23(OUT)	23(OUT)	
KEY IN METER	24(OUT)	24(OUT)	
	25(OUT)	25(OUT)	
	26(OUT)	26(OUT)	
TICKET OUT METER	27(OUT)	27(OUT)	
KEY OUT METER	28(OUT)	28(OUT)	
LAMP START	29(OUT)	29(OUT)	
LAMP STOP3	30(OUT)	30(OUT)	
LAMP STOP5	31(OUT)	31(OUT)	
LAMP STOP4	32(OUT)	32(OUT)	
LAMP STOP2	33(OUT)	33(OUT)	
LAMP STOP1	34(OUT)	34(OUT)	
	35	35	
GND	36	36	GND

◆ MAIN BOARD ◆

PART SIDE	10PINS	10PINS	SOLDER SIDE
GND	1	1	GND
GND	2	2	GND
+5V	3	3	+5V
+5V	4	4	+5V
+12V	5	5	+12V
	6	6	
TICKET SSR	7	7	
	8-10	8-10	



● PANEL KEYS ILLUSTRATION



◆ PARAMETER RESETTING ◆

● COIN MENU

ITEM	DEFAULT	SELECTIONS
VALUE ZOOM	1	1,2,3,4,5,6,7,8,9,10.
COIN RATE	25	1,2,4,5,10,15,20,25,30,40,50,60,75,80 100,200,250,400,500,1000.*****
TICKET RATE	500	1,2,4,5,10,15,20,25,30,40,50,60,75,80 100,200,250,400,500,1000.*****
KEY IN RATE	100	1,2,4,5,10,15,20,25,30,40,50,60,75,80 100,200,250,400,500,1000.*****
KEY OUT RATE	1	1,2,4,5,10,15,20,25,30,40,50,60,75,80 100,200,250,400,500,1000.*****
MAX BET	225	9,45,90,225,450,540,810***
MIN BET	1	1,2,3,4,5,6,7,8,9,10,15,20,25***
MIN GAME PLAY BET	0	0,9,18,27,36,45,90,180***
CREDIT LIMIT	50000	10,000~500,000
DOUBLE GAME LIMIT	5000	1,000~10,000
BARRIER	50000	1000,2000,3000,4000,5000~10000
AUTO TICKET	NO	YES
GAME TICKET	CONTINUOUS	1,2,3,4,5,6,7,8,9,10,CONTINUOUS
INTERFACE	DISPENSER	PRINTER/ATTENDANT

● GAME MENU

ITEM	DEFAULT	SELECTIONS
PERCENTAGE	99	85,86,87,88,89,95,96,97,98,99.
DOUBLE PERCENTAGE	99	94,95,96,97,98,99.
DOUBLE GAME	ON	OFF
DEMO MUSIC	ON	OFF
ODDS TABLE	YES	OFF
HAND COUNT	NO	YES
SCORE BOX	NO	YES
PLAY SCORE	YES	NO
NON STOP	NO	YES

3. Cautions:

- Dip Switch 8 ON(Reset ,Clear data)
- Do not shut off the power unless the main page shown up after Resetting . Then remember to push back Dip Switch 8 to OFF position.
- Press STOP1~STOP4 to set the Passcode (8 digits maximum ,the preset Passcode is 1111).

