



TARGET: Terror

OPERATORS MANUAL

MODEL TARGET: TERROR_27US & TARGET: TERROR_27EX
MODEL TARGET: TERROR_39US & TARGET: TERROR_39EX

- **Failure to operate this machine could result in malfunction or accident, so please read this manual carefully before commencing operation. Be sure to operate the machine as described in this manual.**
- **Keep this manual available and ready for use when necessary.**
- **If the machine fails to function correctly, immediately turn off the machine and contact your local distributor. (60 Day Warranty, from date of purchase)**



Target: Terror

For Parts or Service contact your local Distributor or:

Betson Enterprises
303 Paterson Plank Road
Carlstadt, New Jersey

Main Phone: (201) 438-1300
Toll Free Phone: (800) 524-2343
Part Phone: (800) 828-2048

- **CAUTION:**
- The specifications of this product are subject to change without notice for reasons such as performance
- The content of this game, its main devices and design are protected under each federal law concerning patent, copyright and other intellectual properties.
- Unauthorized reproduction of this document or any of its contents is strictly forbidden.

Safety Instructions

Safety instructions apply to operators and service personnel. Read these instructions before preparing the video game machine for play. Other safety instructions appear throughout this manual.

WARNING: TRANSPORTING THE VIDEO GAME MACHINE (VGM).The VGM contains glass and fragile electronic devices. Use appropriate care when transporting . Avoid rough handling when moving the VGM.

WARNING: DISCONNECT POWER.Always turn the power OFF and unplug the VGM before attempting service or adjustments unless otherwise instructed. Installing or repairing components with the power switched ON can damage the components an void warranty.

WARNING: GROUND GAMES.Avoid electrical shock! Do not plug in the VGM until you have inspected and properly grounded it. Only plug into a grounded, three-wire outlet. Do not use a "cheater" plug, or cut off the ground pin on the line cord.

WARNING: AVOID ELECTRICAL SHOCKS.This VGM does not utilize an isolation transformer. Internal cabinet AC is not isolated from the external AC line.

WARNING: HANDLE FLOURESCENT TUBE AND CRT WITH CARE.If you drop a fluorescent tube or CRT and it breaks, it will implode! Shattered glass can fly eight feet or more from the implosion.

WARNING: CHECK POWER SELECTOR, LAMP.Set the 115/230 VAC selector switch on the power supply for the correct line voltage on the installation site. Verify that the lamps are also rated for the proper line voltage.

WARNING: USE PROPER FUSE.Avoid electrical shock! Replacement fuses must be identically rated to the original fuse!

WARNING: ATTACH CONNECTORS PROPERLY.Be sure all connectors mate properly. If connectors do not slip in easily, do not force them. Connectors are often keyed and only connect one way. Check for correct orientation.

WARNING: USE EXTREME CARE WHEN HANDLING PC.The PC contains sensitive components such as a hard drive. Do not handle roughly. Call your distributor before servicing PC internal components. Ask about warranty information as it relates to the PC.

WARNING: HAZARD TO EPILEPTICS. A very small portion of the population has a condition which may cause them to experience epileptic seizures or have momentary loss of consciousness when viewing certain kinds of flashing lights or patterns that are present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Peoples who have not had any previous seizures may nonetheless have an undetected epileptic condition

If you or anyone in your family has experienced symptoms linked to an epileptic condition (e.g., seizures or loss of awareness), immediately consult your physician before using any video games.

We recommend that parents observe their children while they play video games. If you or your child experience the following symptoms: dizziness, altered vision, eye or muscle twitching, involuntary movements, loss of awareness, disorientation, or convulsions, DISCONTINUE USE IMMEDIATELY and consult your physician.



TARGET: TERROR_27US
TARGET: TERROR_27EX

TARGET: TERROR_39US
TARGET: TERROR_39EX

Table of Contents

SECTION 1: PRODUCT SPECIFICATION.....	6
SECTION 2: INSTALLATION AND INSPECTION.....	7
SECTION 3 SET UP AND TEST MENU.....	8-16
SECTION 4: TROUBLESHOOTING GUIDE.....	17
SECTION 5: PARTS.....	18
APPENDIX A: HARD DRIVE RECOVERY.....	19
APPENDIX B: POWER MANAGEMENT SETTING (BIOS).....	20
APPENDIX C: BASIC DISPLAY ADJUSTMENTS.....	21
APPENDIX D: VIOLENCE LEVEL SETTING.....	22
APPENDIX E: CABINET WIRE DIAGRAM.....	23-24

SECTION 1: PRODUCT SPECIFICATIONS

OPERATING REQUIREMENTS

MODEL

Target: Terror_27US & Target: Terror_39US

Target: Terror_27EX & Target: Terror_39EX

ELECTRICAL POWER

120VAC @ 60 Hz, 5 amps

240VAC @ 50Hz, 2.5 amps

TEMPERATURE

32° F to 100°F

(0°C to 38°C)

HUMIDITY

Not to exceed 95% relative humidity.

27 INCH MODEL CABINET DIMENSIONS

Height = 74. 3/4 inches (1.898 Meters)

Depth = 34 1/4 inches (0.869 Meters)

Width = 29 3/8 inches (0.746 Meters)

27 INCH MODEL CABINET WEIGHT

Weight = 337 lbs. (152.86 KG)

39 INCH MODEL MONITOR CABINET DIMENSIONS

Height = 85 inches (2.159 Meters)

Depth = 38 1/2 inches (0.978 Meters)

Width = 39 1/4 inches (0.997 Meters)

39 INCH MODEL GUN CABINET DIMENSIONS

Height = 45 3/4 inches (1.162 Meters)

Depth = 36 1/4 inches (0.921 Meters)

Width = 35 1/2 inches (0.902 Meters)

39 INCH MODEL MONITOR CABINET WEIGHT

Weight = 500 lbs. (226.79 KG)

39 INCH MODEL GUN CABINET WEIGHT

Weight = 200 lbs. (90.72 KG)

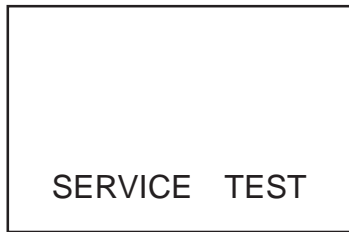
SECTION 2: INSTALLATION AND INSPECTION

WARNING: Use extreme care when moving or servicing the game cabinet. Don't plug in the game until you have read this manual.

Please check the following after the game after the game has been removed from its shipping crate and placed in a suitable play or service area.

1. Make sure that the game cabinet is level. Adjust the casters as needed. This should be done by two individuals.
2. Check the AC line cord for any visible signs of damage to the plug or line cord insulation.
3. Check for possible shipping damage to the following:
 - Gun assembly: left/right guns, holsters, and cable.
 - Cabinet glass: marquee and monitor.
 - Cabinet backdoor.
 - Cabinet coin door.
 - Cabinet decals.
4. Remove the coin door key from the coin return chute.
5. Open the top coin door and locate the key for the backdoor and the cashbox.(Skip to Step 11 for 27 inch Models).
6. Locate hardware kit.
7. Remove (3) wood screws from top cover of monitor cabinet mating block to gain access to wire connections for gun cabinet.
8. Make necessary electrical connections (4 connectors).
9. Use ¾ inch(20mm) hex bolts from hardware kit to secure monitor cabinet to gun cabinet.
10. Replace top cover to monitor cabinet mating block.
11. Plug the game line cord into an AC receptacle.
12. Locate the game AC main switch to the bottom left side on back of the game cabinet.
13. Turn the switch to the ON position.
14. The game attract feature will begin after the game is finished loading- approximately 1 minute.
15. Proceed to Section 3 of this document for game setup and verify proper operation.

SECTION 3: SETUP AND TEST MENU



Locate the *Service Button Panel*. It is mounted



inside the coin door area on top of the cash box metal housing. Press the **TEST** button to access the **Test Menu**.

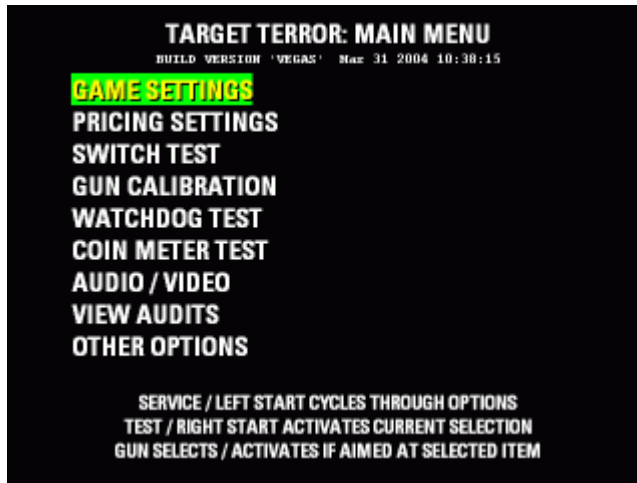
Service Button Panel

Button	Action
Service, Left Start Button	Cycle Through Menu/Options
Test, Right Button	Enter Item

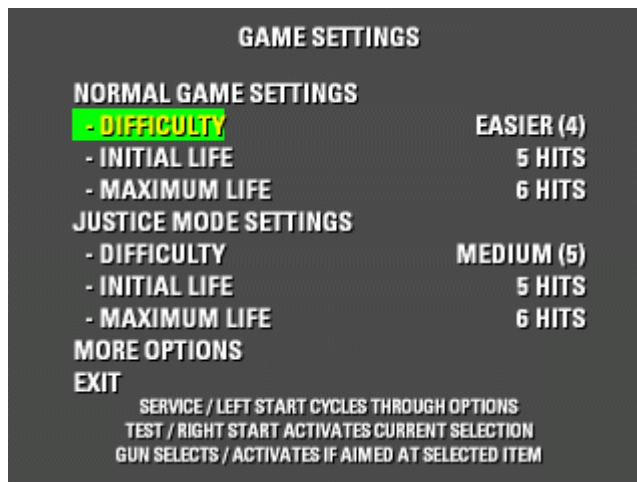
The gun can also be used to perform the above functions. Shoot the menu item to Select and shoot twice to Enter. Selected item is highlighted.

SECTION 3.1: MAIN MENU

The **Main Menu** appears when the **TEST** button is pressed.



SECTION 3.2: GAME SETTINGS



From the **Main Menu**, select **Game Settings** and Enter to view options.

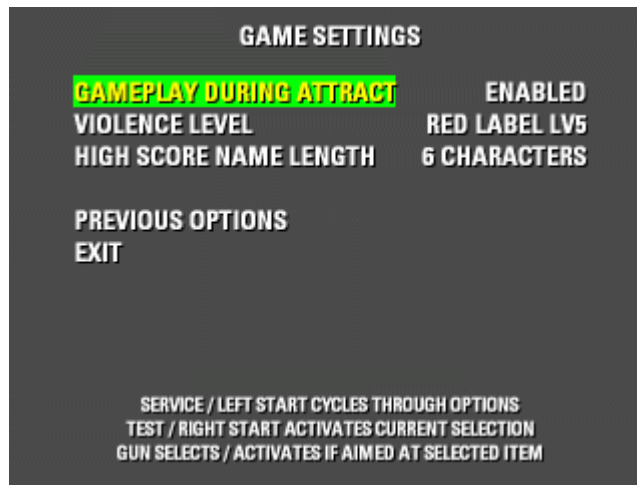
Default Settings

Default Settings

	NORMAL	NORMAL	JUSTICE	JUSTICE
DIFFICULTY	1 (Easiest)-10(Hardest)	Easier(4)	1 (Easiest)-10(Hardest)	Medium(5)
INITIAL LIFE	1-6 HITS	5 HITS	1-6 HITS	5 HITS
MAXIMUM LIFE	1-6 HITS	6 HITS	1-6 HITS	6 HITS

SECTION 3.2.1: MORE OPTIONS

From the **Game Settings** menu, select **More Options** and enter to view more options. Return to **Game Settings** by selecting **Previous Options**. Return to the **Main Menu** by selecting **EXIT**.

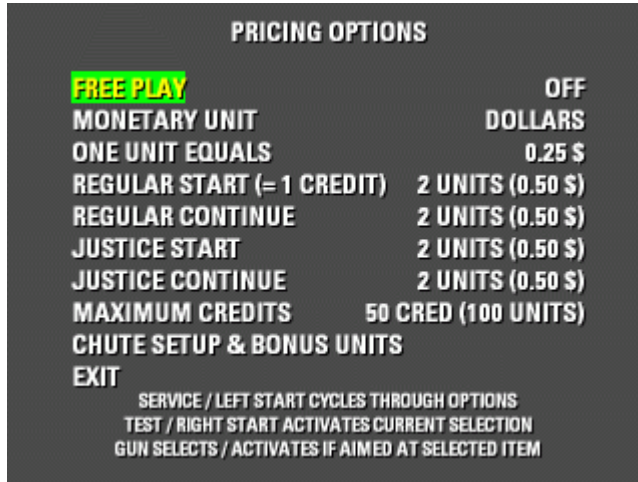


Default Settings

GAME PLAY DURING ATTRACT	Disabled - Enabled	Enabled
VIOLENCE LEVEL	Red Label(1-5), Yellow Label	Red Label LV5
HIGH SCORE NAME LENGTH	3-6 Characters	6 Characters

SECTION 3.3: PRICING OPTIONS

Select **Pricing Options** from the **Main Menu** and enter to view options.

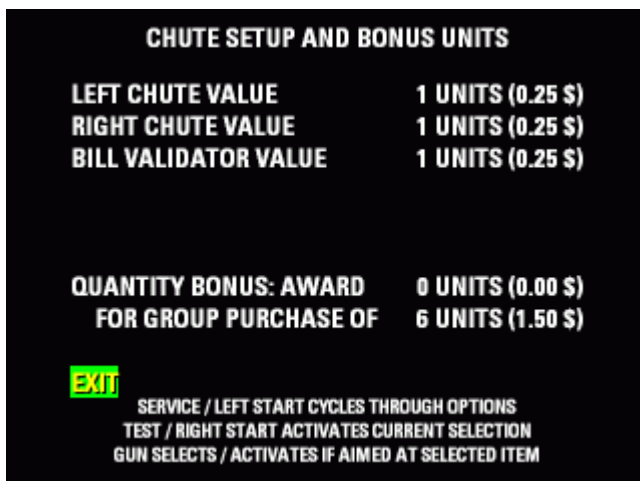


Default Settings

FREE PLAY	OFF-ON	OFF
MONETARY UNIT	Select Currency	Dollars
ONE UNIT EQUALS	Select Unit	0.25\$
REGULAR START	1-10 UNITS	2 UNITS (0.50\$)
REG. CONTINUE	1-10 UNITS	2 UNITS (0.50\$)
JUSTICE START	1-10 UNITS	2 UNITS (0.50\$)
JUSTICE CONTINUE	1-10 UNITS	2 UNITS (0.50\$)
MAX CREDITS	10-200	50 Credits (100 UNITS)

SECTION 3.3.1: CHUTE SETUP AND BONUS UNITS

From the **Pricing Options** menu, select and enter **Chute Setup and Bonus Units** to view options. Select **Exit** twice to return to the **Main Menu**.



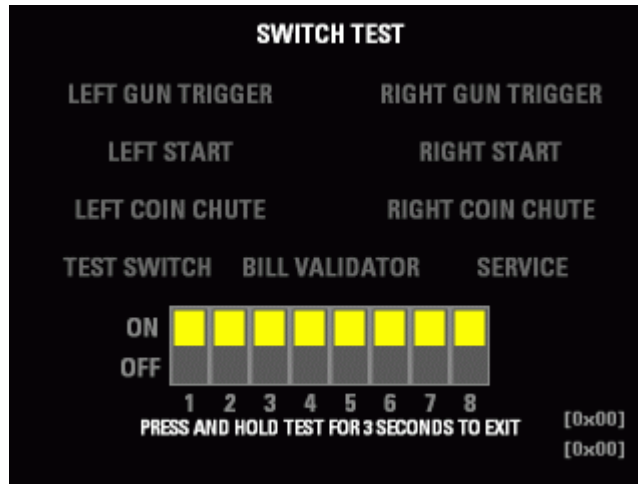
Customize individual chute and bill validator values independently. Select from 1-10 units.

Reward volume purchase by setting bonus to purchase ratio.

SECTION 3.4: SWITCH TES

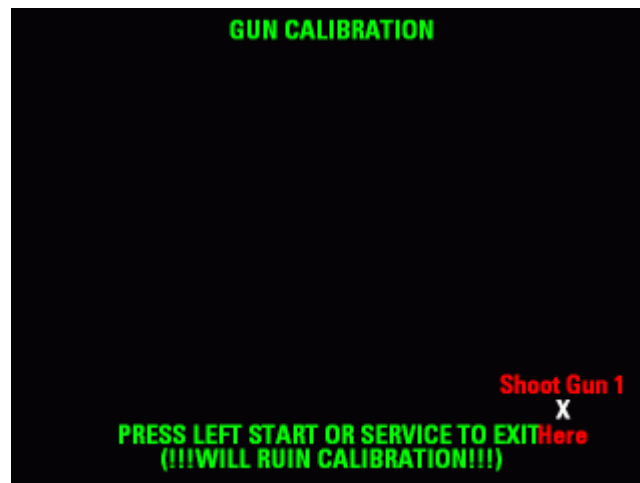
From the **Main Menu** select and enter **Switch Test**. Verify proper switch input function using this menu. Each switch activated will be indicated on the test screen in yellow text and will be accompanied by a switch active sound indicator.

Press and hold the **Test Button** for three seconds to return to the **Main Menu**.

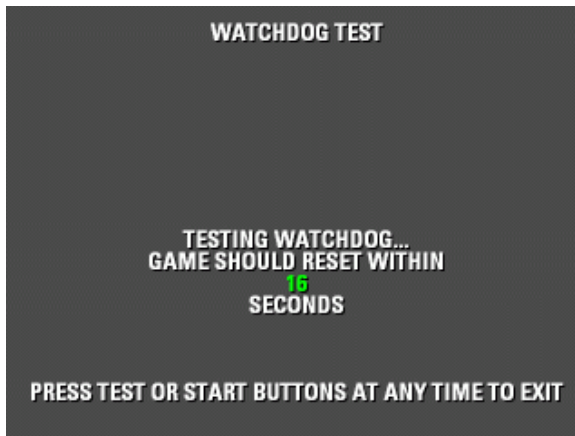


SECTION 3.5: GUN CALIBRATION

From the **Main Menu**, select and enter **Gun Calibration** screen. Follow the instruction as it appears on the screen. Press **Left Start** or **Service** to accept gun calibration. If gun calibration is unsuccessful, game automatically returns to calibration screen. If successful, a verification screen will appear. Move the cross hair about the screen to verify proper gun calibration.

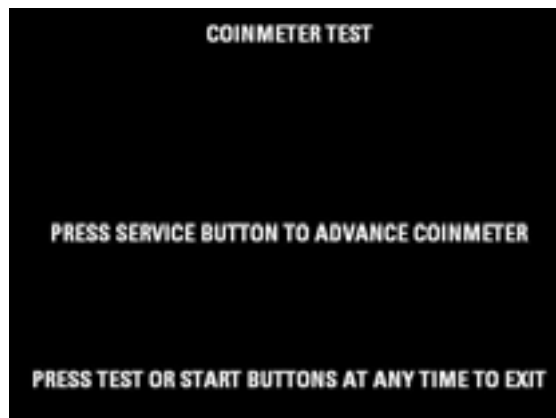


SECTION 3.6: WATCHDOG TEST



From the *Main Menu*, select and enter *Watchdog Test*. Test will begin automatically and will reset the CPU if successful. An error message will appear if the test fails.

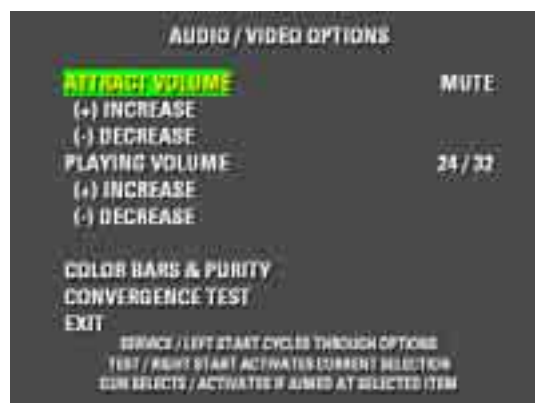
SECTION 3.7: COIN METER TEST



From the *Main Menu*, select and enter the *Coin Meter Test*. Press the **Service** button to advance mechanical coin meter. Press **Test** or **Start** to return to exit.

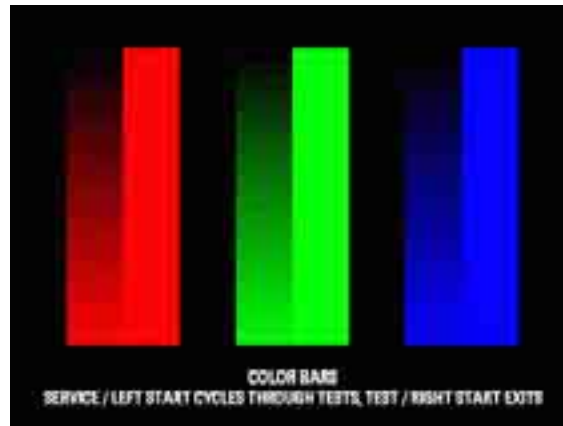
SECTION 3.8: AUDIO/VIDEO OPTIONS

From the *Main Menu*, select and enter *Audio/Video Options*. Select *Increase* or *Decrease* to change volume setting.



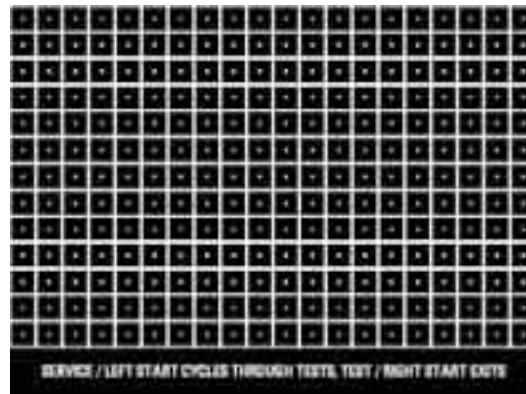
SECTION 3.8.1: COLOR BARS AND PURITY

From the **Audio/Video Options** menu, select and enter **Color Bars & Purity**. Verify correct color and purity for Red, Blue and Green screens.



SECTION 3.8.2: CONVERGENCE TEST

From the **Audio/Video Options** menu, select and enter **Convergence Test**. Verify proper screen contrast and size.



SECTION 3.9: VIEW AUDITS

From the Main **Menu**, select and enter **View Audits**. Press SERVICE or LEFT PLAYER START to cycle through **Audit Page 1 to 4**.

Audit Page 1:

AUDITS PAGE 1 -- GENERAL	
COIN TRIGGERS (L/R/DBV)	0/0/0
TOTAL STARTS	0
TOTAL CONTINUES	0
TOTAL PLAYS	0
SINGLE PLAYER PLAYS	0
DOUBLE PLAYER PLAYS	0
JUSTICE MODE PLAYS	0

SERVICE / LEFT START CYCLES THROUGH PAGES
TEST / RIGHT START EXITS

Audit Page 2:

AUDITS PAGE 2 -- TIMES	
TOTAL POWERED TIME	00:00:00:53
POWERED TIME IN GAME	00:00:00:00
- IN SINGLE PLAYER	00:00:00:00
- IN DOUBLE PLAYER	00:00:00:00
- IN JUSTICE MODE	00:00:00:00
AVERAGE TIME PER PLAY	----
- FOR SINGLE PLAYER	----
- FOR DOUBLE PLAYER	----
- FOR JUSTICE MODE	----

SERVICE / LEFT START CYCLES THROUGH PAGES
TEST / RIGHT START EXITS

Audit Page 3:

AUDITS PAGE 3 -- PLAYS BY LEVEL	
1: BAGGAGE	0
2: TERMINAL	0
3: CONTROL	0
4: TOWER	0
5: ROADWAY	0
6: TANKER	0
7: PERIMETER	0
8: REACTOR	0
9: SILO	0
10: HIJACK	0

SERVICE / LEFT START CYCLES THROUGH PAGES
TEST / RIGHT START EXITS

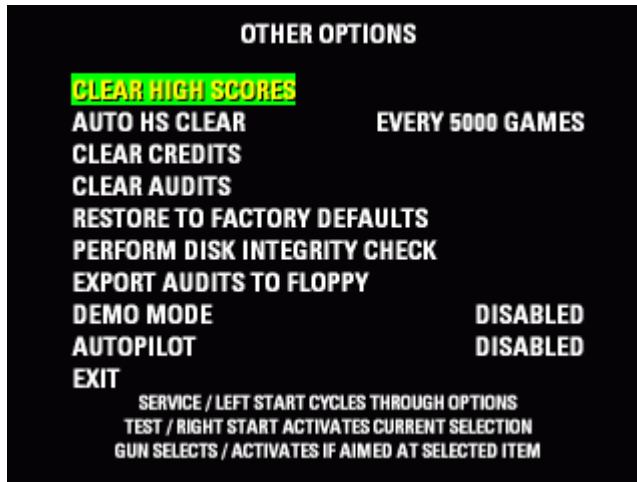
Audit Page 4:

AUDITS PAGE 4 -- OTHER	
HIJACKING STARTS/CONTINUES	0 / 0
HIJACKING COMPLETIONS	0
NUMBER OF BOOTS	6
NUMBER OF INTERRUPTED GAMES	0

SERVICE / LEFT START CYCLES THROUGH PAGES
TEST / RIGHT START EXITS

SECTION 3.10 OTHER OPTIONS

From the *Main Menu*, select and enter *Other Options*.



OPTION	DESCRIPTION
Clear High Score	Clear High Score Table
Auto HS Clear	Set Number of Games Before HS Clear
Clear Credit	Clear Existing Game Credits
Clear Audits	Clear All Game History Table
Restore Factory Default	Select Factory Default Settings
Perform Disk Integrity Check	Perform Hard Drive Test
Export Audit to Floppy	N/A
Autopilot	Auto Game Play / Burn-In Test

SECTION 4: TROUBLESHOOTING GUIDE

PROBLEM	POSSIBLE CAUSE	SOLUTION
Game will not power up.	Game not plugged in.	Plug game into receptacle.
	Game not turned on.	Turn ON main power switch
	Game fuse is blown	Check game fuse.
	No power to receptacle.	Plug game into powered receptacle.
	PC power switch is OFF	Turn PC power switch ON.
	PC BIOS set wrong.	See Appendix B.
No Signal Message	Video cable not secure.	Check and secure video connector.
	PC not turned ON.	Turn ON power to PC.
No video display.	No power to video display.	Check power to video display.
		see Game will not power up.
No sound.	Audio cable not connected.	Check audio cable connection.
	Speaker not connected.	Check speaker connection.
I/O Board Missing	USB connector not connected.	Check USB connector from PC to I/O board. Perform Hard Drive Recovery- see Appendix A.
Game will not load.	New Hard Drive installed.	Power cycle by un-plugging game. Perform Hard Drive Recovery- see Appendix A.
	Hard Drive data corrupted.	Refer to Appendix A of this manual.
Gun not registering or functions poorly.	Bad gun calibration.	Calibrate gun.
	Dirty/damaged lens.	Clean or replace lens.
	Bad gun optic board.	Replace gun optic board.
	Gun not connected.	Check gun connection.
	Bad gun.	Replace gun.
	Monitor Glass dirty.	Clean monitor glass.
	Display out of adjustment	Adjust picture. Refer to Appendix C.
Game resets.	Low DC voltage.	Check for proper voltage(+5V,+12V)
	Door lamp is wrong rating.	Use only 5volt lamps.
	Cabinet/PC temperature is too high.	Check that vents and fans are functioning and not obstructed.
	Hard Drive data corrupted.	Refer to Appendix A of this manual.

Warning: Do not connect or disconnect any cables or connectors on this game with the power on

SECTION 5: PARTS

PART DESCRIPTION	PART NUMBER
27 MARQUEE GRAPHICS	1-1-01-00-00-002
27 LEFT SIDE DECAL	1-1-01-00-00-003
27 RIGHT SIDE DECAL	1-1-01-00-00-004
27 CONTROL PANEL DECAL	1-1-01-00-00-005
27 FRONT CABINET DECAL	1-1-01-00-00-006
27 MARQUEE GLASS	1-1-01-00-00-007
27 MARQUEE TRIM	1-1-01-00-00-008
27 MONITOR ASSY	1-1-01-00-00-009
27 MONITOR BEZEL	1-1-01-00-00-010
27 MONITOR GLASS	1-1-01-00-00-011
27 MONITOR GLASS TRIM	1-1-01-00-00-012
POWER ENTRY MODULE	1-1-01-00-00-013
POWER CORD	1-1-01-00-00-014
LEG LEVELER	1-1-01-00-00-015
CASTER	1-1-01-00-00-016
COIN DOOR W/ SERVICE BUTTON PNL	1-1-01-00-00-017
RED GUN ASSY.	1-1-01-00-00-018
BLUE GUN ASSY.	1-1-01-00-00-019
HOLSTER	1-1-01-00-00-020
SWITCH	1-1-01-00-00-021
RED BUTTON	1-1-01-00-00-022
BLUE BUTTON	1-1-01-00-00-023
SPEAKER GRILL	1-1-01-00-00-024
6 X9 4-8 OHM SPEAKER	1-1-01-00-00-025
HARNESS	1-1-01-00-00-026
AUDIO CABLE (3.5mm, 3ft.)	1-1-01-00-00-027
VGA CABLE M/M 6ft. W/ THUMB SCREWS	1-1-01-00-00-028
PC MOUNTING SHELF	1-1-01-00-00-032
USB CABLE 6ft.	1-1-01-00-00-033
BACK DOOR SUB. ASSY	1-1-01-01-00-000
MARQUEE LIGHT SUB. ASSY	1-1-01-02-00-000
FLOURESCENT MODULE	1-1-01-02-00-001
FLOURESCENT BULB	1-1-01-02-00-002
COMPUTER ASSY	1-1-02-00-00-000
I/O BOARD ASSY	1-1-03-00-00-000
RESTORE DVD DISK	1-1-02-00-00-012
SECURITY HASP	1-1-02-00-00-013
39 MARQUEE GRAPHICS	1-2-01-00-00-002
39 LEFT SIDE GUN CABINET DECAL	1-2-01-00-00-003
39 RIGHT SIDE GUN CABINET DECAL	1-1-01-00-00-004
39 CONTROL PANEL DECAL	1-2-01-00-00-005
39 MARQUEE GLASS	1-2-01-00-00-007
39 MONITOR ASSY	1-2-01-00-00-009
39 MONITOR BEZEL	1-2-01-00-00-010

Appendix A: Hard Drive Recovery

NOTE: Fast and the Furious is shipped with a recovery CD (Compact Disc). Hard drives have been known to occasionally fail for many reasons. Follow the procedure below to restore data on the hard drive if a disk failure should occur. Use extreme care when performing the following procedure and avoid roughhandling of pc or CD. Please check the Troubleshooting Guide section of this document. Have the recovery CD ready before you begin.

The following are some symptoms which may indicate a possible bad hard drive:

- Hard Drive Test reports “bad” or “missing” files. Please refer to Section 4 of the manual.
- The game fails to finish loading.
- A boot error is reported after game is power cycled or reset.
- The game is looking for a boot CD to be inserted.
- Erratic game play or attract mode.

Note: It is important that the USB cable from pc and power is connected to the I/O board before you proceed.

Hard Drive Recovery Procedure:

1. Open the coin door to access the pc.
2. Press the button on the DVD drive to open DVD tray.
3. Carefully insert the recovery disk into the tray.
4. Press the button on the DVD drive to close the DVD tray.
5. Turn OFF the pc by pressing the power button once.
6. Turn ON the pc by pressing the power button once.
7. Disk recovery process will begin automatically.
8. A message at the top of the screen will prompt you to remove the disk when process is over. Press the DVD drive button to open tray. Remove the recovery disk and store safely.
9. Turn OFF the pc by pressing the power button once.
10. Turn ON the pc by pressing the power button once.

Note: Do not interrupt power or reset the game during the following process!

11. The game will begin to initialize and load. It will typically take about five minutes to complete.
12. The hard drive recovery process is complete when the game enters attract mode.
13. Proceed with gun calibration and make necessary game adjustments. Please refer to Section 3.5 of this manual.

— End of Procedure—

AppendixB: Power Management Setting(BIOS)

NOTE: Target: Terror is shipped with the correct BIOS settings. Any changes made to the BIOS other than what is described below may adversely affect game functionality.

This BIOS setting allows the PC to automatically power up when AC power is detected. This eliminates the need to manually turn the PC ON after a power disruption.

Procedure:

1. Turn game *OFF*.
2. Connect a PS/2 or USB keyboard to the PC.
3. Hold the DELETE key while turning the PC *ON*.
4. On the **BIOS** menu screen, use the DOWN arrow to scroll down to **Power Management Setup**. Hit ENTER key once.
5. On the **Power Management Setup** menu, use the DOWN arrow to scroll down to **After AC Power Lost**.
6. Use the (+) button to change **After Power Lost** setting to: [**Power ON**].
7. Hit F10.
8. Hit Enter to Save and Exit.
9. PC will reset and begin to load game.

Appendix C: Basic Display Adjustments

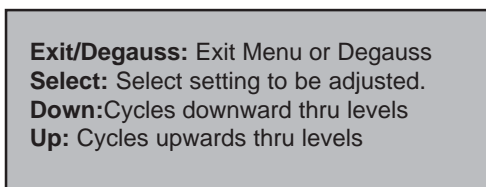
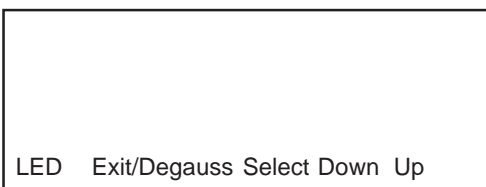
Target: Terror utilizes gun optic boards which rely on signals being detected from the display to operate properly. The quality of the display is an important element in making sure that the guns operate correctly and reliably.

The following are display settings which you should become familiar with. It is important to note that settings may differ slightly between manufacturers and even between displays of the same manufacturers. Certain factors like age of the display could also be a factor. Therefore, the information below should only serve as a reference as actual settings may not be practical in most cases.

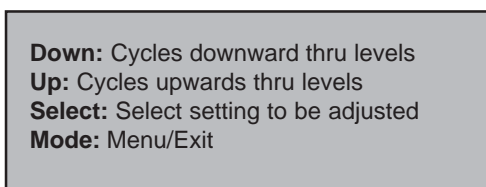
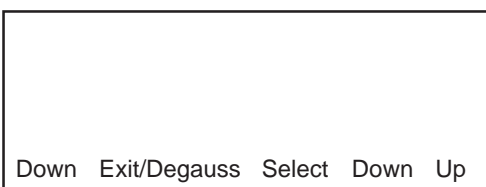
Setting	Adjustment
Brightness	Function: Background Brightness or Black Level. Set Level: Black background should appear dark and not gray.
Contrast	Function: Definition/ Sharpness of character against background. Set Level: Outer edges of character or text should not be distorted.
H-Position	Function: Horizontal Position. Side/side centering. Set Level: Picture should be centered from side to side.
H-Size	Function: Horizontal Size. Side/side dimension. Set Level: Picture should be full from side to side.
V-Position	Function: Vertical Position. Up/down centering. Set Level: Picture should be centered up and down.
V-Size	Function: Vertical Size. Up/down dimension. Set Level: Picture should be full from top to bottom.
Pin Cushion	Function: Degree of straightness along both vertical sides of the picture. Set Level: Both sides of the picture should be straight, without curvature.
Degauss	Function: De-magnetizes the picture tube when activated. This eliminates picture discoloration caused by magnetic disturbance around the picture tube.

Digital displays are adjusted using a button type remote adjust board. Below are functional diagrams for Kortek and Wells Gardner 27" digital displays:

Kortek Remote:



Wells Gardner



Appendix D: Violence Level Settings

The information below contains details of each Violence Level Setting available on Target: Terror. For information on how to change the Violence Level, please refer to Section 3 to Section 3.2.1 of this manual.

Violence Level	Mode
Yellow	Paintball
Red 1	Minimal Violence
Red 2	Low Violence
Red 3	Medium Violence.
Red 4	Medium-High Violence
Red 5	High Violence

Yellow:

Paintball mode. Guns replaced with paintball guns, enemies do not react and can be painted. Effects like explosions replaced with paint effects. Flamethrower, shock gun, freeze gun, and smart bomb disabled.

Red 1:

Minimal violence. Players use bullets, but enemies react minimally. No blood, enemies cannot be hit multiple times. All weapons available but do not cause special effects.

Red 2:

Low violence. Special weapons cause attenuated special effects. For example, burning from flame thrower does not last long and does not darken enemy. Enemies can be hit multiple times and react to hits.

Red 3:

Medium violence. Blood shown and weapons cause full special effects. Frozen enemies can be shattered, and enemies hit by explosion can turn into skeletons. Innocents react to being hit. Violent ending shown.

Red 4:

Medium-high violence. White House ending enabled. Frozen enemies will melt.

Red 5:

High violence. Player can decapitate enemies. Enemies hit by explosions or by repeated shocks can turn into body parts. Hijacking hostage shows blood when shot.

NOTE: It is important that you change the AAMA Parental Advisory Disclosure label on the game marquee

Appendix E: MODEL 27US/EX CABINET WIRE DIAGRAM

