

TABLE OF CONTENTS

MAINTENANCE MANUAL FOR GAMBLING MACHINES WITH MULTIGAME20 PROGRAM	2
GAMING MACHINE POWER ON AND OFF.....	2
CREDIT ACCEPTANCE AND CLEARING.....	2
ADMIN MENU.....	3
MULTIGAME20 PROGRAM OF GAMBLING MACHINE OWNER'S MANUAL.....	4
POSSIBLE ERRORS AND ERROR RECOVERY.....	4
STATISTICS.....	4
SHORT BOOK.....	5
LONG BOOK.....	5
MAIN MENU.....	6
GAME STATISTICS.....	7
PREFERENCES.....	8
EVENTS.....	9
LAST GAMES.....	10
LAST BIG WINS.....	10
PROTOCOL LIST.....	10
TOTAL ACCESS.....	11
ENTER CODE.....	12
OWNER MENU.....	12
TEST.....	13
APPENDIX 1: CONTACT PIN ASSIGNMENT	14
APPENDIX 2: PUSH-BUTTON NAMES	15

MAINTENANCE MANUAL FOR GAMBLING MACHINES WITH MULTIGAME20 PROGRAM

Gaming Machine Power On and Off

After powering on gaming machine with MULTIGAME20 game program there is main menu of games selection appeared on the screen.

If there is no credit, the player using buttons can look at the main screens of games and winning tables.

Game begins with setting a credit. The player has to use coin acceptor, bill acceptor, or invite the operator.

Gaming machine can be powered off at any time – after powering on it will restore that condition in which it was before powering off.

If operational status two-color indicator is connected to the gaming machine, it will show machine various conditions:

The red is on – technical mode (settings, statistics, any door of gaming machine is opened);

The red blinks – maintenance staff is required (system mistake) or the player clicked ATTENDANT;

The green burns – demo mode, credit input is expected;

All are off – game mode.

When power on the program message "**BBBBBB BUTTON FAIL!**" or "**SSSSSS SWITCH FAIL!**" is appeared, where **BBBBBB** – name of the button, **SSSSSS** – key name, it is necessary to switch off the device, correct the fault and then power it on. Error will be canceled.

At error detection the "**SYSTEM HALTED! ERROR CODE XX**" message is appeared with corresponding error code. Error is canceled by initialization.

If the "**HOPPER EMPTY**" message is appeared, correct the fault of the hopper, or add the coins into the hopper. After error cause removal you can continue the game.

If the device has sensors of doors opening (MAIN DOOR, LOGIC DOOR and CASH DOOR), and also alarm lamps (ATTENDANT LAMP), by opening any gaming machine door alarm lamp lights up, intermittent audible alarm is heard, and there is an message about an open door appeared on the screen. After door closing, the program comes back to a normal mode.

If an error COIN JAM, HOPPER EMPTY is raised, error sound is being gone up, and ATTENDANT LAMP starts blinking. The same occurs if the player presses CALL ATTENDANT button. By second time pressing this button the program comes back to a normal mode.

Credit Acceptance and Clearing

Credit can be accepted via coin acceptor, bill acceptor, or credit key.

Operator has to turn the key "KEY IN" at "ON" using HOLD 1, HOLD 2, HOLD 3 buttons, has to set **the necessary "CREDIT" value:**

- one click HOLD 1 button will lead to the «CREDIT» increase by the value of the credit increment. Increment = KEY IN BET * MIN BET (see PREFERENCES);
- one click HOLD 2 will lead to the «CREDIT» increase by the tenfold value of the credit increment;
- one click HOLD 3 button will lead to the «CREDIT» increase by the hundredfold value of the credit increment;
- holding down HOLD 1, HOLD 2, HOLD 3 buttons cause the auto repetition mode;
- HOLD 5 button will clear the «CREDIT» value;
- after setting of necessary "CREDIT" value turn the key "KEY IN" at "OFF".

When you use coins, lowering of one coin leads to CREDIT increase by the value given in PREFERENCES (see PREFERENCES)

ATTENTION! While using bill acceptor in a pulse mode, accepted without pauses cash, can be counted as one bill.

To take the sum out from CREDIT in manual mode: you have to take your winning into CREDIT and without pressing START button for the next game, press "KEY OUT" button or turn the key "KEY IN" at "ON" and press HOLD 5 button.

To take the sum out from CREDIT in automatic mode (payout via hopper): you have to take your winning into CREDIT and, without pressing START button for the next game, press CASH OUT

button. If gaming machine for any reasons didn't pay out all sum, i.e. there was "HOPPER EMPTY" message, turn the key "KEY IN" and press HOLD 5 button.

If by pressing CASH OUT button you see "HOPPER LIMIT" message, it means that payout amount is higher than allowed (see PREFERENCES). In this case it is necessary to turn the key "KEY IN" and press HOLD 5 button.

ADMIN MENU

To resolve disputable situations and to check gaming machine operator can enter **ADMIN MENU**. Turn the key "KEY IN" and press HOLD 4 button.

On **ADMIN MENU** list the following lines are displayed:

LAST BILL IN - last 50 values of credit increasing accepted from cashes via bill acceptor

LAST GAMES - last 200 games (can contain from 1 to 200 pages)

TEST - technical test of gaming machine.

These are names of data groups which can be seen from MENU list.

Each line can consist of some pages with data, but all of them have the name of corresponding line MENU.

Key assignment in this menu:

HOLD 1 – go to the following MENU item,

HOLD 2 – selected MENU item access,

START – quit MENU.

LAST BILL IN

The current date and time, and also last 50 values of credit increasing accepted from cashes via bill acceptor are shown on this list.

DD.MM.YYYY day, month and year when was an event

HH: MM: SS hours, minutes and seconds of an event

POINTS number of points corresponds to an event

LAST GAMES

On this page the picture of main game is shown and the following parameters are displayed:

GAME game number (the last game has number 0, previous 1, etc.)

DATE day, month, year, hours, minutes and seconds of this game

BET bet on the line in current game

LINE number of lines to which bets were put on

BONUS winning's value in bonus game

WINNING winning's value on all played lines

DOUBLE winning's value in a double up mode

CREDIT credit's value after the game

Key assignment:

HOLD 2 - go to previous game (maximum quantity of games - 200),

HOLD 3 - go to the next game,

START - quit LAST GAMES.

TEST

On this list necessary information for testing of buttons, keys and switches is displayed. The active signal is highlighted. To quit this list (only to ADMIN MENU) press at the same time, and then release **HOLD 1** and **START**.

To go to game play mode from ADMIN MENU press **START**.

MULTIGAME20 PROGRAM OF GAMBLING MACHINES OWNER MANUAL

Possible errors and error recovery

If the program detects NVRAM error, "**SYSTEM HALTED! ERROR CODE XX**" message is displayed with the code:

Code 01 – a fault in monitoring areas of NVRAM at the beginning;

Code 02 – a fault in monitoring areas of NVRAM at the end;

Code 03 – the balance disequilibrium of the main game;

Code 04 – incorrect values in NVRAM;

Code 05 – coins value exceeded 4 000 000 000;

Code 06 – the balance disequilibrium of the SHORT BOOK;

Code 07 – the balance disequilibrium of the LONG BOOK;

Code 08 – wrong values in PREFERENCES;

Code 255 – battery low or RAM battery was lifted away.

If you see another error codes, consult with the manufacturer.

ATTENTION! For program recovery it is necessary:

- turn the key "LONG BOOK" at "ON";
- using HOLD 1 button go to MAIN MENU;
- choose with HOLD 1 button OWNER MENU item and go into it using HOLD 2 button;
- choose with HOLD 3 button item of setting the date and with HOLD 2, HOLD 3 and HOLD 4 buttons to set date and time;
- go to MAIN MENU with START button
- choose with HOLD 1 button EVENTS item and go into it using HOLD 2 button.
- hold HOLD 5 button more than 10 seconds – before cleaning this page (thus there will be game board initialization (INIT MACHINE)).

All data on all test pages will be nullified, data on PREFERENCES pages will accept initial values (see starred PREFERENCES). After initialization it is necessary to set demanded values of coin price (counter, cash) and CREDIT increment (see PREFERENCES), to check other installations. OWNER and USER passwords by program initialization aren't reseted. If USER password is set, customizing in TOTAL ACCESS aren't reseted neither.*

Possible fault reasons:

- RAM battery discharge; battery replacement is required;
- malfunction of game board; needed repair

Statistics

Statistics consists of two main pages: **Short (SHORT BOOK)** and **Long (LONG BOOK)**.

From **SHORT BOOK** page with HOLD 1 button it is possible to go to **TECH.MENU** page which has additional pages SOUND LEVEL, LAST BILL IN, LAST GAMES and TEST.

From **LONG BOOK** page with HOLD 1 button it is possible to go to **MAIN MENU** page which has additional pages GAME STATISTICS, PREFERENCES, EVENTS, LAST GAMES, LAST BIG WINS, PROTOCOL LIST, TOTAL ACCESS, OWNER MENU and TEST.

On each page in the bottom they wrote, what functions machine buttons are assumed in this page, by so doing they are highlighted.

SHORT BOOK

Changeover to indication of **SHORT BOOK** page it is necessary to take your winning into credit and turn "SHORT BOOK" key in set at on. Changeover to **TECH.MENU** page it is necessary, being in **SHORT BOOK**, to press HOLD 1 button.

On **SHORT BOOK** page the following numbers and parameters are displayed:

MultiGame20 KERNEL- X.XX	Name of the program and number of its version
UNIT #	Number of game board
TOTAL IN	Total points accepted via gaming machine
TOTAL OUT	Total points paid out via gaming machine
TOTAL IN – OUT	Difference between TOTAL IN and TOTAL OUT
KEY IN	Points accepted via credit key «KEY IN»
KEY OUT	Points paid out via credit key «KEY IN» or «KEY OUT» service key
BILL IN	Points accepted via bill acceptor
COINS IN	Points accepted from input of coins (tokens)
HOPPER OUT	<u>Points</u> paid out via the hopper
<i>LAST CREDIT</i>	<i>Last CREDIT (it is shown in a NVRAM failure)</i>
<i>LAST WIN</i>	<i>Last winning (it is shown in a NVRAM failure)</i>

If in TOTAL ACCESS menu (still to come) SHORT BOOK emptying is allowed, then data on this page can be deleted by pressing and holding HOLD 5 button for more than 10 seconds.

On **TECH.MENU** page next lines are displayed

SOUND LEVEL	Sound volume control (1-minimum, 2, 3, 4 *, 5 ... 10)
LAST BILL IN	Last 50 values of increasing the credit from bills accepted via bill acceptor
LAST GAMES	Last 200 games (can contain from 1 to 200 pages)
TEST	Technical test of gaming machine (see above)

These names of data group can be seen from MENU page. Back of each line some pages with data can hide, but all of them have the name of relevant MENU line. The menu bars are described first in the **ADMIN MENU** section

Key assignment:

HOLD 2	- go to previous game (maximum quantity of games - 200),
HOLD 3	- go to the next game,
START	- quit LAST GAMES.

ATTENTION! During the work of bill acceptor in a pulse mode, bills accepted without pauses, can be counted as one bill.

LONG BOOK

To go to indication of **LONG BOOK** page it is necessary to take your winning into credit and turn "LONG BOOK" key in ON. To go to **MAIN MENU** page it is necessary, being in **LONG BOOK**, to press **HOLD 1** button

On **LONG BOOK** page the following numbers and parameters are displayed:

MultiGame20 KERNEL-X.XX	Name of the program and number of its version*
UNIT #	Number of the board
TOTAL IN	Total points accepted via gaming machine
TOTAL OUT	Total points paid out via gaming machine
TOTAL IN - OUT	Difference between TOTAL IN and TOTAL OUT
PERCENT OUT/IN	OUT/IN percentage
KEY IN	Points accepted via credit key "KEY IN"
KEY OUT	Points paid out via credit key "KEY IN" or "KEY OUT" button
BILL IN	Points accepted via bill acceptor
COINS IN	Points accepted via input of coins (tokens)
HOPPER OUT	Points paid out via the hopper
COUNTERS	
TOTAL IN	Give the rest pulses at the output TOTAL IN COUNTER
TOTAL OUT	Give the rest pulses at the output TOTAL OUT COUNTER
BILL IN	Give the rest pulses at the output BILL IN COUNTER exit
COINS IN	Give the rest pulses at the output COINS IN COUNTER
HOPPER OUT	Give the rest pulses at the output HOPPER OUT COUNTER
LAST CREDIT	<i>Last CREDIT (it is shown in a NVRAM failure)</i>
LAST WIN	<i>Last winning (it is shown in a NVRAM failure)</i>

* Program versions can be updated in case of adding new options on customer request or in the event of field fixes. Chameleon platform allow you to update software version via USB port. Do it without removing the board from gaming machine. You can download software, updating manual and program last version at www.chameleon-game.com site, Technical Support page.

If in TOTAL ACCESS menu (still to come) LONG BOOK cleaning is allowed, then data on this page can be deleted by pressing and holding HOLD 5 button for more than 10 seconds.

ATTENTION! During cleaning data on LONG BOOK page, data on all other pages will be also deleted except LAST BILL IN, PREFERENCES, EVENTS, PROTOCOL LIST and TOTAL ACCESS pages.

To go into MAIN MENU page you have to be in the LONG BOOK page and press HOLD1 button.

On the **MAIN MENU** page following lines are displayed:

GAME STATISTICS	view of games statistics accumulated during operation process (10 pages)
PREFERENCES	setting general options according to the program
EVENTS	audit events with number and time of last appearance
LAST GAMES	view last 200 games (can contain from 1 to 200 pages)
LAST BIG WINS	last 100 games with winning of more than 500 bets (from 1 to 100 pages)
PROTOCOL LIST	view time event logs (100 pages)

TOTAL ACCESS	setting access levels and USER password
ENTER CODE	code setting of lease extension (see. "Program in a rent mode")
OWNER MENU	time, password OWNER settings and work with program in a rent mode.
TEST	technical test of gaming machine

The names of data group can be seen from OWNER MENU page. Back of each line some pages with data can hide, but all of them have the name of corresponding MENU line.

Key assignment:

HOLD 2	- go to previous game (maximum quantity of games - 200),
HOLD 3	- go to the next game,
START	- quit LAST GAMES.

GAME STATISTICS

Statistical information on winnings which were dropping out in each game programs, statistics of this game program and total (GLOBAL) game board statistic is shown.

Statistics of winning combinations is shown as follows:

MAIN GAME	GAMES	WINNINGS
WWWWWWW	- NNNNNNNNN	XXXXXXXXX

Where	WWWWWWW	- winning type,
	NNNNNNNNN	- number of winnings,
	XXXXXXXXX	- total points on this type of winnings.

Game statistics is presented as follows:

TOTAL GAMES	total number of games
TOTAL BET	total bet points
TOTAL WIN	total winning points
PERCENT	percentage TOTAL WIN / TOTAL BET

Game statistics in a double up mode is presented as:

DOUBLE GAMES	number of entries to "risk"
DOUBLE BET	total points are betted on a "risk"
DOUBLE WIN	total points are won on a "risk"
PERCENT	percentage DOUBLE WIN / DOUBLE BET

Like this GLOBAL STATISTICS is presented.

There is statistics communications function on this page.

To pass statistics to computer, proceed as described below:

1. Create a direct connection between board and computer COM ports using connecting cable. Use the following circuit of pins connection:

Chameleon COM2		Computer
2	->	3
3	->	2
5	->	5

2. Configure Hyper Terminal software (for computer with Windows):
Start – All programs – Standard – Connection – Hyper Terminal

Choose connection via COM.

Change communication parameter as follows:

Speed (bps) – 115200

DataBits – 8

Parity – No

Stopping bits – 1

Flow control – No

Press Call button, if it is not active.

3. Being on Game Statistics page, press Hold 5.

4. Statistics will appear in a window of Hyper Terminal software textually, then you can copy and save text into a document.

PREFERENCES

On this page the following parameters are displayed:

SLOT MIN BET	minimum bet on the line in slot games (1, 2, 3, 4, 5, 6, 7, 8, 9, 10* , 20, 30, 40, 50)
SLOT MAX BET	maximum bet on the line in slot games (5, 6, 7, 8, 9, 10, 20, 30, 40, 50, 60, 70, 80, 90, 100, 200, 300, 400, 500)
SLOT MIN LINES	minimum number of lines in slot games (1* , 2, 3, 4, 5, ..., 21)
SLOT MAX LINES	maximum number of lines in slot games (9, 15, 21*)
SLOT PERCENT	payout percentage in slot games TOTAL WIN / TOTAL BET (64, 68, 72, 76, 80, 84, 88* , 92, 96)
SLOT MAX PRICE	deactivating of maximum winning in slot games (NO, YES*)
DOUBLE PERCENT	payout percentage in a double up mode DOUBLE WIN / DOUBLE BET (90%, 92%, 94%, 96%* , 98%, 100%)
KEY IN RATE	number of points added to CREDIT inserted via credit key (NO, 1, 2, 5, 10* , 20, 50, 100) for example, during standard installation 10* HOLD1x10, HOLD2x100, HOLD3x1000
BILL IN RATE	number of the points added to CREDIT for one impulse via bill acceptor (NO, 1, 2, 5, 10, 20, 25, 50, 100* , 200, 500, 1000)
COIN IN RATE	number of points added to CREDIT for one impulse via coin acceptor (NO, 1, 2, 5, 10, 20, 25, 50* , 100, 200, 500, 1000)
BILL MODE	operating mode with bill acceptor (PULSE* , BINARY, ID003 RS232, EBDS RS232)
CURRENCY	currency type when operated at bill acceptor in BINARY, ID-003 and EBDS (UAH, RUR, EUR* , LVL, PLN) mode
CREDIT FORMAT	type of credit extension - points or money (10000, 100.00* , 100,00)
HOPPER LIMIT	limiting quantity of one-time payout tokens (coins) (NO LIMIT, 400* , 800, 1200)
INHIBIT LEVEL	active level of signal INHIBIT (LOW* , HIGH)
SOUND LEVEL	sound control (1-minimum, 2, 3, 4* , 5, 6, 7, 8, 9,10)
COUNTER RATE	coefficient for mechanical counters (impulse : credits) (1, 10, 100*)
LANGUAGE	language adjustment (English* , Spanish)

INTERNAL JACKPOT TYPE	type of internal JACK POT (NO, 1x-Jackpot* , 3x-Jackpot, 3x-Mystery)
INTERNAL JACKPOT	interest deductions from TOTAL BET to internal JACKPOT (NO- jackpot isn't increased, 0.1* %, 0.2%, 0.3%, 0.4%, 0.5%)
JP ON SELECTOR	display of JACK POT by max bet in game select menu (NO* , YES)
SAS NUMBER	machine SAS system number (0* , 1, ..., 127)
SAS AFT	SAS AFT switch (NO* , YES)
TOUCHSCREEN	kind of the installed touch screen (NO* , GT4001S, ET2032C, EloTouch, 3MTouch)
TOP SCREEN	Switch on the top screen (NO, YES*)

* Parameters are taken starred values during initialization the game program (**INIT MACHINE — see EVENTS**)
Access to PREFERENCES page can be closed by password (see further TOTAL ACCESS).

Rendition table of channel numbers to cash accepted via bill acceptor in BINARY, ID003 and EBDS mode and set according to the chosen currency.

Channel number	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
UAH	1	2	5	10	20	50	100	200	500	-	-	-	-	-	-	-
RUR	5	10	50	100	500	1000	-	-	-	-	-	-	-	-	-	-
EUR	5	10	20	50	100	-	-	-	-	-	-	-	-	-	-	-
LVL	5	10	20	-	-	-	-	-	-	-	-	-	-	-	-	-
PLN	10	20	50	100	200	-	-	-	-	-	-	-	-	-	-	-

It is possible to change cash denomination on channels or deleted their reception in general, pressing HOLD 1 button at BILL MODE settable in BINARY, ID003 or EBDS.

EVENTS

On the EVENTS list the following control events are displayed:

CURRENT DATE AND TIME	Current date and time – (DD.MM.YYYY) and (HH:MM:SS)
TIMES	total number of event registration
DD.MM.YYYY	day, month and year of the last event registration
HH:MM:SS	hours, minutes and seconds of the last event registration
POINTS	points relevant to the event during its last registration
INIT MACHINE	machine initialization
CHANGED PREFS	data change on any of PREFERENCES pages
CLEAR LONG PAGE	LONG BOOK cleaning
ACCESS TO LONG PAGE	previous entrance to LONG BOOK (LONG BOOK can be protected by password)
CLEAR SHORT PAGE	SHORT BOOK cleaning
POWER ON	opening hours of game program

POWER OFF	closing time of game program
OPERATION TIME	total operating time of game program
MAIN DOOR OPENINGS	signal MAIN DOOR appearance (active - "0")
LOGIC DOOR OPENINGS	signal LOGIC DOOR appearance (active - "0")
CASH DOOR OPENINGS	signal CASH DOOR appearance (active - "0")

ATTENTION: If, being on this page, hold HOLD 5 button more than 10 seconds – YOU will initialize slot machine (INIT MACHINE). In this case all data on all test pages will be cleared, data on REFERENCES pages will get initial values (see starred PREFERENCES - *). Initialization procedure can be protected by password (see further TOTAL ACCESS). After initialization it is necessary to check and set demanded values to PREFERENCES. **OWNER and USER passwords by program initialization aren't reseted. If USER password is set, customizing in TOTAL ACCESS aren't reseted neither.**

LAST GAMES

On this page the picture of main game is shown and following parameters are displayed:

GAME	game number (last game has number 0, previous 1, etc.)
DATE	day, month, year, hours, minutes and seconds of this game
BET	a bet on the line in this game
LINE	number of lines
BONUS	winning value in bonus game
WINNINGS	value of main winning on all played up lines
DOUBLE	winning value in a double up mode
CREDIT	CREDIT's value after game

LAST BIG WINS

The page is similar to **LAST GAMES**. It saves winnings more than 500 bets (500 * Bet).

PROTOCOL LIST

On this page the following events happening to the game program or the gaming machine are displayed:

POWER ON	gaming machine power on
POWER OFF	gaming machine power off
SERVICE IN	insert via the key "KEY IN"
SERVICE OUT	credit payout via the key "KEY IN"
REMOTE IN	insert via jackpot system
REMOTE OUT	credit payout via jackpot system
BILL IN	insert via bill acceptor
COIN A(B,C,D) IN	insert via A,B,C,D coin acceptor
KEY OUT	credit payout via "KEY OUT" service key
HOPPER OUT	payout via HOPPER
MAIN DOOR OPEN	"MAIN DOOR" door open
MAIN DOOR CLOSE	"MAIN DOOR" door close
CASH DOOR OPEN	"CASH DOOR" door open
CASH DOOR CLOSE	"CASH DOOR" door close
LOGIC DOOR OPEN	"LOGIC DOOR" door open
LOGIC DOOR CLOSE	"LOGIC DOOR" door close

ACCESS TO SHORT BOOK	entrance to short statistics
CLEAR SHORT BOOK	cleaning the short statistics
ACCESS TO LONG BOOK	entrance to long statistics
CLEAR LONG BOOK	cleaning the long statistics
CHANGED PREFS	any setting modification in PREFERENCES page, including SOUND LEVEL in TECH.MENU
CHANGED TIME	time changing
CHANGED TOTAL ACCESS	any setting modification in TOTAL ACCES page
INIT MACHINE	program initialization
SYSTEM ERROR!CODE XX	system error with XX code
EMPTY RECORD	blank entry (no event)
RECORD ERROR	erroneous recording
THE RENT IS OUT!	expiration of lease (for rent mode)

Except the event name, data of this event are displayed:

DD.MM.YYYY	day, month and year when this event was happened
HH:MM:SS	hours, minutes and seconds when this event was happened
POINTS	number of points compliant with an event (for some events)

TOTAL ACCESS

This list allows to forbid cleaning SHORT BOOK and LONG BOOK pages, board initialization (see EVENTS), setting modification (see PREFERENCES) and entrance to TOTAL ACCESS using password.

On **TOTAL ACCESS** list the following parameters are displayed

CLEAR SHORT	NO, YES
CLEAR LONG	NO, YES
MAKE INIT	FREE, PASSWORD
CHANGE PREFERENCES	FREE, PASSWORD
USER PASSWORD	NONE, *****

Password is identical to all protected pages. It can be composed of one to eight Latin letters long from A to Z. Enter password using following buttons:

HOLD 2 - previous letter of the alphabet,

HOLD 4 - following letter,

HOLD 3 - move to the next input box

After necessary password is typed, press START button. The program will give out confirmation message of setting the password. And after second pressing START button it generates message "NEW PASSWORD ACCEPTED".

The password is shown only at the time of its change (further it is shown by asterisks).

To cancel the password it is necessary to replace all entered letters with "-" symbols, and to enter it, as a new password.

ENTER CODE

This menu is available only in a rent mode and is intended for renewal of lease using code got by lessee of the program ("USER") from lessor ("OWNER").

Entering menu a line for collection of 20 code number is appeared on the screen. At the bottom of the screen five HOLD buttons with corresponding numbers are shown. If BET button isn't pressed, there are numbers from 1 to 5, if it is pressed - 6,7,8,9 and 0. Pressing BET button is scrolled cursor one position back - for correcting capability of wrongly entered number of code. After input of all 20 figures of code press "START" for confirmation of code input. If input of the code was correct, message will be appeared on the screen:

DATE EXPERATION DD.MM.YYYY,

where DD.MM.YYYY - day, month and year of end term of rent.

If the code was entered incorrect, CODE ERROR message will be appeared on the screen! After 3 wrong attempts the program is restarted.

OWNER MENU

Following parameters are shown on this list:

OWNER PASSWORD	NONE, *****
RENT USER	NONE, «BBBBBBBB», where BBBBBBBB – name of lessee
CURRENT DATE	current time – DD.MM.YYYY HH: MM:SS
DATE EXPER	end time of rent: DD.MM.YYYY (it is shown only in a rent mode)

OWNER PASSWORD - prevents unauthorized access of user (USER) to rent settings of the program: change of time, name of lessee and rent term. Besides, this password, gives a chance to the program's owner full access to all settings, irrespective of user password (USER PASSWORD)

OWNER PASSWORD can be from one to eight Latin letters long from A to Z. It is entered using buttons:

- HOLD 2 - previous letter of the alphabet,
- HOLD 4 - next letter,
- HOLD 3 - move to the next entry field.

After the necessary name is entered, press START button. The program will give out request for confirmation of setting a password, and after second pressing START button, will give the message "NEW PASSWORD ACCEPTED"

ATTENTION! If the owner of the program forgot OWNER PASSWORD, it is impossible to enter OWNER MENU. The OWNER password can't be reconstructed. Program availability can be restored only by reprogramming but with data loss.

RENT USER – a line for input a name (identifier) of lessee (USER). Lessee name can be from one to eight Latin letters long from A to Z. It is entered using buttons:

- HOLD 2 - previous letter of the alphabet,
- HOLD 4 - next letter,
- HOLD 3 - move to the next entry field.

If the lessee name is entered, by entering OWNER MENU it is shown on the screen. After the necessary name is punched, press the START button. The program will give out request for confirmation of setting a mode of rent, and after second pressing START button will give the message "NEW USER ACCEPTED".

To cancel a mode of rent you have to replace all entered letters with "-" symbols, and enter it as a NEW USER;

CURRENT DATE – date and time which the program uses for fixation of events in PROTOCOL LIST and counting the rent period. To change the date and time you have to use «HOLD 3» button and move cursor to the line CURRENT DATE, and then using HOLD 2 and HOLD 4 buttons to set necessary values. In this mode:

- HOLD 2 - loss in value,
- HOLD 4 - value increase,
- HOLD 3 - move to the next entry field.

DATE EXPIRE – input an expiry lease date of the program, and also a mode of receiving a special code for renewal of lease on other rent programs. This is only possible if lessee name is located in the line RENT USER. Expiry lease date is entered by HOLD 3, HOLD 2 and HOLD 4 buttons as it is described above. After input of date confirm it with START button. Then the program will give out confirmation: NEW DATE ACCEPTED and will create a 20-digital code. During input of this code (see above ENTER CODE menu) to any other rent program with the same name RENT USER lease date will be extended till the date that is shown in the line DATE EXPIRE.

At 00:01 the following day, entered in the line DATE EXPIRE, program will be blocked.

Attention! If the name in RENT USER line is the same on several boards, a lessee can extend a lease using one code for all these boards.

TEST

There is information on this page which is necessary for testing of buttons, keys and switches. The active signal is highlighted. To quit this page (only in MENU) you have to press at the same time, and then to release HOLD 1 and START buttons.

APPENDIX 1: CONTACT PIN ASSIGNMENT

COMPONENT SIDE		SOLDER SIDE	
LEFT SPEAKER+	1A	1	LEFT SPEAKER- (do not connect to GND)
RIGHT SPEAKER+	2A	2B	RIGHT SPEAKER- (do not connect to GND)
SPEAKER	3A	3	GND
HOLD1 SW	4A	4	BILL ACCEPTOR 1 (binary bit1)
HOLD2 SW	5A	5	BILL ACCEPTOR 2 (binary bit2)
HOLD3 SW	6A	6	BILL ACCEPTOR 3 (binary bit3)
HOLD4 SW	7A	7	BILL ACCEPTOR 4 (binary bit4)
HOLD5 SW	8A	8	CASH DOOR SW
START SW	9A	9	RESERVE IN
BET/DOUBLE SW	10A	10	
MENU SW	11A	11	
AUTO START SW	12A	12	
DOUBLE SW	13A	13	
MAXBET SW	14A	14	BILL ACCEPTOR ESCROW
HELP SW	15A	15	COIN INHIBIT
MAIN DOOR SW	16A	16	DOUBLE LAMP
LOGIC DOOR SW	17A	17	RESERVE OUT
COIN A	18A	18	COIN
COIN C	19A	19	COIN D
SHORT STATISTICS SW	20A	20	LONG STATISTICS SW
CASH OUT SW	21A	21	KEY OUT SW
ATTENDANT SW	22A	22	HOPPER COIN SW
BILLS COUNTER	23A	23	MENU LAMP
TOTAL IN COUNTER	24A	24	BILL ACCEPTOR INHIBIT
COINS COUNTER	25A	25	TOP LAMP GREEN
GAMES COUNTER	26A	26	TOP LAMP RED
TOTAL OUT COUNTER	27A	27	TOTAL WIN COUNTER
HOPPER COUNTER	28A	28	TOTAL BET COUNTER
HOLD1 LAMP	29A	29	BET/DOUBLE LAMP
HOLD2 LAMP	30A		MAXBET LAMP
HOLD3 LAMP	31A	31	PAYOUT LAMP
HOLD4 LAMP	32A	32	ATTENDANT LAMP
HOLD5 LAMP	33A	33	AUTO START LAMP
START LAMP	34A	34	HELP LAMP
KEY IN (credit key) SW	35A	35	
GND	36A	36	GND

COMPONENT SIDE		SOLDER SIDE	
GND	1A	1	GND
GND	2A	2	GND
+5V		3	+5V
+5V	4A	4	+5V
+12V	5A	5	+12V
	6A	6	
HOPPER MOTOR *	7A	7	
	8A	8	
GND	9A	9	GND
GND	10A	10	GND

There are bold buttons and lamps which are recommended for connection of 8 button gaming machine

* HOPPERMOTOR - pin for hopper control. Active level - log 0. Maximum current - 1A DC, max voltage + 30V

APPENDIX 2: PUSH-BUTTON NAMES

HELP	BET DOUBLE	START ALL STOP TAKE	MAX BET	MENU
DOUBLE	AUTO PLAY	CASH OUT	KEY OUT	CALL ATTENDANT
HOLD 1 LINE	HOLD 2 RED HELP	HOLD MENU	HOLD 4 BLACK SHOW WIN	HOLD 5

HOLD 1 LINE	HOLD 2 RED HELP	HOLD 3 MENU	HOLD 4 BLACK SHOW WIN	HOLD 5	AUTOPLAY	CALL ATTENDANT	MENU	BET DOUBLE
KEY OUT	CASH OUT	START	MAX BET	HELP	DOUBLE			