

| | | | |
|-----------------------|-----------|-----------------------------|-----------|
| | | MULTIMAGIC..... | 2 |
| | | | 2 |
| | | | 2 |
| M | | (ADMIN MENU)..... | 3 |
| | | MULTIMAGIC | 4 |
| | | | 4 |
| | | | 5 |
| | | (SHORT BOOK)..... | 5 |
| | | (LONG BOOK)..... | 6 |
| MAIN MENU..... | | | 7 |
| | | GAME STATISTICS..... | 7 |
| | | PREFERENCES..... | 8 |
| | | EVENTS..... | 10 |
| | | LAST GAMES..... | 10 |
| | | LAST BIG WINS..... | 11 |
| | | PROTOCOL LIST..... | 11 |
| | | TOTAL ACCESS..... | 12 |
| | | ENTER CODE..... | 12 |
| | | OWNER MENU..... | 12 |
| | | TEST..... | 13 |
| | 1: | | 14 |
| | 2: | | 15 |

MULTIMAGIC

MULTIMAGIC

```

,
.
,
.
,
.
-
,
.
:
- ( , , ( ) );
- ( )
«ATTENDANT»;
- ;
-
«SSSSSS SWITCH FAIL!», BBBB - «BBBBBB BUTTON FAIL!»
SSSSS -
«SYSTEM HALTED! ERROR CODE XX»
«HOPPER EMPTY»,
(MAIN DOOR, LOGIC DOOR
CASH DOOR), (ATTENDANT LAMP),
COIN JAM, HOPPER EMPTY
ATTENDANT LAMP. CALL
ATTENDANT.
«KEY IN» « », «HOLD
1», «HOLD 2», «HOLD 3», «CREDIT»:
- «HOLD 1» «CREDIT»
= KEY IN RATE * MIN BET ( . PREFERENCES);
- «HOLD 2» «CREDIT»
;
- «HOLD 3» «CREDIT»
;
- «HOLD 1», «HOLD 2», «HOLD 3» ;
- «HOLD 5» «CREDIT»;
- «CREDIT» «KEY IN» « ».
( )
CREDIT PREFERENCES ( . PREFERENCES)

```

!

CREDIT : «KEY

CREDIT «START» «KEY

OUT» «KEY IN» « » «HOLD 5».

CREDIT () :

CREDIT «START»

«CASH OUT».

«HOPPER EMPTY», «KEY IN»

«HOLD 5».

«CASH OUT» «HOPPER LIMIT»,

PREFERENCES (. PREFERENCES). «KEY IN»

«HOLD 5».

(ADMIN MENU)

ADMIN MENU.

«KEY IN» «HOLD 4».

ADMIN MENU

LAST BILL IN - 50

LAST GAMES - 200 (1 200)

TEST -

MENU.

MENU.

«HOLD 1» - MENU,

«HOLD 2» - MENU,

«START» - MENU.

LAST BILL IN

50

DD.MM.YYYY

HH : MM : SS

POINTS

LAST GAMES

GAME (0, 1 . .)

DATE

BET

LINE

BONUS

WINNING

DOUBLE

CREDIT

«HOLD 2» - (- 200),
 «HOLD 3» - ,
 «START» - LAST GAMES.

TEST

(ADMIN MENU) , «HOLD 1»
 «START».
 ADMIN MENU «START».

MULTIMAGIC

«SYSTEM HALTED! ERROR CODE XX».

- Code 01 - ;
- Code 02 - ;
- Code 03 - ;
- Code 04 - ;
- Code 05 - 4 000 000 000;
- Code 06 - SHORT BOOK;
- Code 07 - LONG BOOK;
- Code 08 - «PREFERENCES»;
- Code 255 - .

! :

- «LONG BOOK» « »;
- «HOLD 1» MAIN MENU;
- «HOLD 1» OWNER MENU «HOLD 2»;
- «HOLD 3» «HOLD 2», «HOLD 3» «HOLD 4»

;

- MAIN MENU «START»
- «HOLD 1» EVENTS «HOLD 2».
- «HOLD 5» 10- (INIT MACHINE)).

PREFERENCES (. PREFERENCES, *).
 (,)
 OWNER USER, CREDIT (. PREFERENCES), TOTAL ACCESS .

;
 - ;
 - ;

(LONG BOOK). : (SHORT BOOK)
 SHORT BOOK «HOLD 1» TECH.MENU,
 SOUND LEVEL, LAST BILL IN, LAST GAMES TEST.
 LONG BOOK «HOLD 1» MAIN MENU,
 GAME STATISTICS, PREFERENCES, EVENTS, LAST GAMES,
 LAST BIG WINS, PROTOCOL LIST, TOTAL ACCESS, OWNER MENU TEST.

(SHORT BOOK)
 SHORT BOOK
 «SHORT BOOK» « ».
 TECH.MENU , SHORT BOOK, «HOLD 1»
 SHORT BOOK :

MultiMagic KERNEL-X.XX

UNIT #

TOTAL IN

TOTAL OUT

TOTAL IN – OUT

TOTAL IN TOTAL OUT

KEY IN

«KEY IN»

KEY OUT

«KEY IN»

«KEY OUT»

BILL IN

COINS IN

()

HOPPER OUT

LAST CREDIT

CREDIT ()

LAST WIN

()

TOTAL ACCESS (.)

SHORT BOOK,
 10- «HOLD 5».

TECH.MENU

SOUND LEVEL

(1- , 2, 3, 4*, 5, ...10)

LAST BILL IN

50

LAST GAMES

200

(

(.)

1

200

)

TEST

MENU.

MENU.

MENU)

(ADMIN

«HOLD 1» - MENU,
«HOLD 2» - MENU,
«START» - MENU.

!

(LONG BOOK)

MAIN MENU , LONG BOOK «LONG BOOK» « ».
LONG BOOK, «HOLD 1»

LONG BOOK :

MultiMagic KERNEL-X.XX *

UNIT #

TOTAL IN

TOTAL OUT

TOTAL IN - OUT

TOTAL IN TOTAL OUT

PERCENT OUT/IN

OUT/IN

KEY IN

«KEY IN»

KEY OUT

«KEY IN»

«KEY OUT»

BILL IN

COINS IN

()

HOPPER OUT

COUNTERS

TOTAL IN

TOTAL IN COUNTER

TOTAL OUT

TOTAL OUT COUNTER

BILL IN

BILL IN COUNTER

COINS IN

COINS IN COUNTER

HOPPER OUT

HOPPER OUT COUNTER

LAST CREDIT

CREDIT ()

LAST WIN

()

*

USB.

www.chameleon-game.com,

TOTAL ACCESS (.)

LONG BOOK,
10- «HOLD 5».

! LONG BOOK
LIST TOTAL ACCESS. LAST BILL IN, PREFERENCES, EVENTS, PROTOCOL

«HOLD1». MAIN MENU , LONG BOOK,

MAIN MENU

GAME STATISTICS (10)
PREFERENCES ,
EVENTS ,
LAST GAMES 200 (1 200)
LAST BIG WINS 100 500 (1 100)
PROTOCOL LIST (100)
TOTAL ACCESS USER-
ENTER CODE (. «

OWNER MENU ») , OWNER

TEST

OWNER MENU.

MENU.

«HOLD 1» - MENU,
«HOLD 2» - MENU,
«START» - MENU.

GAME STATISTICS

(GLOBAL)

MAIN GAME - **GAMES** **WINNINGS**
WWWWWWW - NNNNNNNNN XXXXXXXXX

WWWWWWW -
NNNNNNNNN -
XXXXXXXXXX -

TOTAL GAMES

TOTAL BET

TOTAL WIN

PERCENT

TOTAL WIN / TOTAL BET

DOUBLE GAMES
DOUBLE BET
DOUBLE WIN
PERCENT

“ ”
 , “ ”
 , “ ”
DOUBLE WIN / DOUBLE BET

GLOBAL STATISTICS.

1.

COM-

Chameleon COM2

2 -> 3
 3 -> 2
 5 -> 5

2.

Hyper Terminal (Windows):

- - - Hyper Terminal

COM.

(/) - 115200
 - 8
 -
 - 1
 -

3.

« », «Game Statistics» «Hold 5».

4.

Hyper Terminal,

PREFERENCES

SLOT MIN BET

- (1*, 2, 5, 10, 20, 30, 40, 50,100)

SLOT MAX BET

300, 400, 500) - (10, 20, 30, 40, 50, **100***, 200,

SLOT PERCENT

90, **92***, 94, 96) - **TOTAL WIN / TOTAL BET** (80, 82, 84, 86, 88,

SLOT MAX PRICE

- (**NO***, YES)

DOUBLE PERCENT

(90%,92%,94%,**96%***,98%,100%) **DOUBLE WIN / DOUBLE BET**

DOUBLE LIMIT

200*TotBet*) DOUBLE (50*TotBet, 100*TotBet,

DOUBLE HALF

DOUBLE (NO, **YES***)

KEY IN RATE

(NO, 1, 2, 5, **10***, 20, 50, 100) CREDIT
 HOLD1x10, HOLD2x100, HOLD3x1000 , 10*

BILL IN RATE CREDIT
(NO, 1, 2, 5, 10, 20, 25, 50, **100***, 200, 500, 1000)

COIN IN RATE CREDIT
(NO, 1, 2, 5, 10, 20, 25, **50***, 100, 200, 500, 1000)

BILL MODE (PULSE*, BINARY, ID003 RS232,
EBDS RS232)

CURRENCY BINARY, ID-003
EBDS (UAH, RUR, **EUR***, LVL, PLN)

CURRENCY SHOW (NO*, YES)

CREDIT FORMAT - (10000,
100.00*)

HOPPER LIMIT () (NO LIMIT,
400*, 800, 1200)

INHIBIT LEVEL INHIBIT (**LOW***, HIGH)

SOUND LEVEL (1- , 2, 3, 4, **5***, 6, 7, 8, 9,10)

COUNTER RATE (:) (1, 10, **100***)

SAS NUMBER SAS (**0***, 1, ..., 127)

SAS AFT SAS AFT (**NO***, YES)

TOUCHSCREEN (**NO***, GT4001S, ET2032C, EloTouch,
3MTouch, 3M(2000))

TOP SCREEN (NO, **YES***)

REEL PROLONG (NO, **YES***)

APEX LOGO APEX (NO, **YES***)

GAME SELECTOR (**CLASSIC***, MAGIC)

*

(INIT MACHINE— . EVENTS)

PREFERENCES

(. TOTAL ACCESS).

ID003 EBDS

BINARY,

| | 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 | - | - | - | - | - | - | - | - | - | - | - |

HOLD 1 BILL MODE, BINARY, ID003 EBDS.

EVENTS

EVENTS :

CURRENT DATE AND TIME – (DD.MM.YYYY) (HH:MM:SS)

TIMES

DD . MM.YYYY ,

HH : MM : SS ,

POINTS ,

INIT MACHINE ()

CHANGED PREFS -

PREFERENCES

CLEAR LONG PAGE

LONG BOOK

ACCESS TO LONG PAGE

LONG BOOK (LONG BOOK
)

CLEAR SHORT PAGE

SHORT BOOK

POWER ON

POWER OFF

OPERATION TIME

MAIN DOOR OPENINGS

MAIN DOOR (- "0")

LOGIC DOOR OPENINGS

LOGIC DOOR (- "0")

CASH DOOR OPENINGS

CASH DOOR (- "0")

: , «HOLD 5» 10- -
(INIT MACHINE).

PREFERENCES

(. PREFERENCES, -*).

(. TOTAL ACCESS).

PREFERENCES.

OWNER

USER,

TOTAL ACCESS

LAST GAMES

GAME (0, 1 . .) :

DATE , , , ,

BET ,

LINE ,

BONUS

WINNINGS

DOUBLE

CREDIT

CREDIT

LAST BIG WINS

LAST GAMES,

500

(500 *

Bet).

PROTOCOL LIST

POWER ON

POWER OFF

SERVICE IN

«KEY IN»

SERVICE OUT

«KEY IN»

REMOTE IN

(JACK POT)

REMOTE OUT

(JACK POT)

BILL IN

COIN A(B,C,D) IN

A,B,C,D

KEY OUT

«KEY OUT»

HOPPER OUT

HOPPER

MAIN DOOR OPEN

«MAIN DOOR»

MAIN DOOR CLOSE

«MAIN DOOR»

CASH DOOR OPEN

«CASH DOOR»

CASH DOOR CLOSE

«CASH DOOR»

LOGIC DOOR OPEN

«LOGIC DOOR»

LOGIC DOOR CLOSE

«LOGIC DOOR»

ACCESS TO SHORT BOOK

CLEAR SHORT BOOK

ACCESS TO LONG BOOK

CLEAR LONG BOOK

CHANGED PREFS

-
SOUND LEVEL TECH.MENU

PREFERENCES,

CHANGED TIME

CHANGED TOTAL ACCESS

-

TOTAL ACCES

INIT MACHINE

SYSTEM ERROR!CODE XX

XX

EMPTY RECORD

()

RECORD ERROR

THE RENT IS OUT!

()

DD.MM.YYYY

HH:MM:SS

POINTS

()

TOTAL ACCESS

(. EVENTS), (. SHORT BOOK LONG BOOK,
PREFERENCES) TOTAL ACCESS

TOTAL ACCESS

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

A Z . :
 «HOLD 2» - ,
 «HOLD 4» - ,
 «HOLD 3» - ,
 «START».
 «START»
 «NEW PASSWORD ACCEPTED»
 («-», ,

ENTER CODE

(«OWNER»). («USER») 20
 HOLD
 «BET» 1 5, - 6, 7, 8, 9 0. «BET»
 20 «START»
 :

DATE EXPERATION DD.MM.YYYY,

DD.MM.YYYY- , CODE ERROR! 3-

OWNER MENU

OWNER PASSWORD NONE, *****
RENT USER NONE, «BBBBBBBB», BBBBBBBB-
CURRENT DATE – DD.MM.YYYY HH: MM:SS
DATE EXPER : DD.MM.YYYY ()

OWNER PASSWORD -

(USER)

(USER PASSWORD)

OWNER PASSWORD

A Z.

«HOLD 2» -

«HOLD 4» -

«HOLD 3» -

«START».

«START»

«NEW PASSWORD ACCEPTED».

!

OWNER

OWNER PASSWORD,

OWNER MENU

RENT USER -

() A Z.

(USER).

«HOLD 2» -

«HOLD 4» -

«HOLD 3» -

OWNER MENU

«START».

«START»

«NEW USER ACCEPTED».

«-»,

NEW USER;

**CURRENT DATE -
PROTOCOL LIST**

«HOLD 3»

CURRENT DATE,

«HOLD 2» «HOLD 4»

«HOLD 2» -

«HOLD 4» -

«HOLD 3» -

DATE EXPIRE -

RENT USER

«HOLD 3», «HOLD 2» «HOLD 4»,

«START».

NEW DATE ACCEPTED
«ENTER CODE»)

20-

RENT USER

DATE EXPIRE.

00

01

DATE EXPIRE,

!

RENT USER

TEST

MENU)

«HOLD 1» «START».

1:

| 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 |

8-

* HOPPER MOTOR -
- 1 D ,

+30V

- .0.

2:

| | | | | |
|------------------------|--------------------------------|------------------------------------|--------------------------------------|---------------------------|
| 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 | | | |

| | | | | |
|----------|----------|--|----------|----------|
| | | | | |
| | | | | |
| 1 | 2 | | 4 | 5 |

| | | | | | | | | |
|----------|----------|----------|----------|----------|--|--|--|--|
| 1 | 2 | 3 | 4 | 5 | | | | |
| | | | | | | | | |