

	STARGAME	2
	2
	2
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	1:	14
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STARGAME

STARGAME

```

        ,
        .
        ,
        .
        ,
        .
        -
        ,
        .
        :
        - ( , , ( ) );
        - ( )
        «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».

STARGAME

«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 :

StarGame 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

TEST

((.) 1 200)

MENU.

MENU.

MENU)

(ADMIN

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

(LONG BOOK)

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

StarGame 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.

PREFERENCES

SLOT MIN BET 30,40,50 - (1, 2, 3, 4, 5, 6, 7, 8, 9, **10***, 20,
SLOT MAX BET 60, 70, 80, 90, 100, **200***, 300, 400, 500) - (5, 6, 7, 8, 9, 10, 20, 30, 40, 50,
SLOT MIN LINES - (**1***, 2, 3, 4, 5, 6, 7, 8, 9, 10)
SLOT MAX LINES - (10, 15, **21***)
SLOT PERCENT **90***, 92, 94, 96) - **TOTAL WIN / TOTAL BET** (80, 82, 84, 86, 88,
SLOT MAX PRICE - (**YES***, NO)
DOUBLE PERCENT 92%, 94%, 96%, 98%, 100%) **DOUBLE WIN / DOUBLE BET (90%***,
DOUBLE LIMIT **200*TotBet***, 300*TotBet, 400*TotBet, 500*TotBet) **DOUBLE** (50*TotBet, 100*TotBet,
BONUS RETURN (**NO***, 10%, 20%, 30%)
KEY IN RATE (NO, 1, 2, 5, **10***, 20, 50, 100) CREDIT , 10*
 HOLD1x10, HOLD2x100, HOLD3x1000
BILL IN RATE 5000, 10000) CREDIT (NO, 1, 2, 5, 10, 20, 25, 50, **100***, 200, 500, 1000, 2000,
COIN IN RATE 5000, 10000) CREDIT (NO, 1, 2, 5, 10, 20, 25, **50***, 100, 200, 500, 1000, 2000,
BILL MODE EBDS RS232) (**PULSE***, BINARY, ID003 RS232,
CURRENCY EBDS (UAH, RUR, EUR, LVL, **PLN***) BINARY, ID-003
CREDIT LIMIT **100000***, 200000, 500000, 1000000) (1000, 2000, 5000, 10000, 20000, 50000,
HOPPER LIMIT 400*, 800, 1200) () (NO LIMIT,

INHIBIT LEVEL INHIBIT (**LOW***, HIGH)
 SOUND LEVEL (1- , 2, 3, **4***, 5, 6, 7, 8, 9, 10)
 COUNTER RATE (:) (1, 10, **100***, 1000)
 JP PERCENT TOTAL BET (0,1%, 0,2%, **0,3%***, 0,4%, 0,5%, 0,6%, 0,7%, 0,8%, 0,9%, 1,0%)
 JP START VALUE (500, **1000***, 1500, 2000, 2500, 3000, 3500, 4000, 4500, 5000)
 JP MIN VALUE (JP START VALUE) (START VALUE +100, +200, **+300***, +400, +500, +600, +700, +800, +900, +1000, +1100, +1200)
 JP MAX VALUE (JP MIN VALUE) (MIN VALUE +100, +200, +300, +400, +500, +600, +700, +800, +900, +1000, +1100, **+1200***)
 JP ON SELECTOR (NO, **YES***)
 SAS NUMBER SAS (**0***, 1, ..., 127)
 SAS AFT SAS AFT (**NO***, YES)
 TOUCHSCREEN (**NO***, GT4001S, ET2032C, EloTouch, 3MTouch, 3M(2000))
 TOP SCREEN (NO, **YES***)

*

(INIT MACHINE— . EVENTS)

PREFERENCES

(. TOTAL ACCESS).

BINARY,

ID003 EBDS

	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	-	TECH.MENU	PREFERENCES,
CHANGED TIME	SOUND LEVEL		
CHANGED TOTAL ACCESS	-		TOTAL ACCES
INIT MACHINE			
SYSTEM ERROR!CODE XX		XX	
EMPTY RECORD	()	
RECORD ERROR			
THE RENT IS OUT!	()	
JACKPOT			
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 PREFERENSES 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 PASSWORD, OWNER MENU

OWNER

RENT USER – () (USER).
 A Z.

«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 (RENT USER
 «ENTER CODE») 20- 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				