~ CHAMELEON ~

（Version No. USA-20130425）

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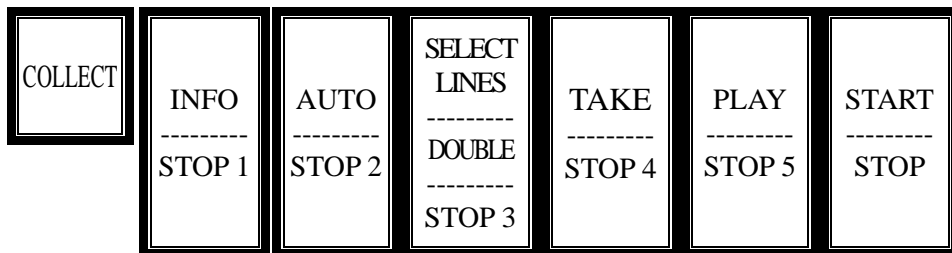
INTERFACE

1. 10 Pin.
2. 36 Pin.
3. SVGA signal port, Compatible to monitor resolution: 800 * 600.
4. RS232 port connected to "TOUCH SCREEN".
5. RS232 port connected to "BILL ACCEPTOR".
6. Caution: Please do not switch any item on this dipswitch in order any system disorder.

BUTTON LAYOUT

| COLLECT	INFO --------- STOP 1	AUTO --------- STOP 2	SELECT LINES --------- DOUBLE --------- STOP 3	TAKE --------- STOP 4	PLAY --------- STOP 5	START --------- STOP

DATA SETTING LIST

NOTICE: If there is any credit in the game, the setting can not be changed, please make sure there is no any credit remaining before you enter the setting menu.

	ITEM		VALUE
1	COIN IN UNIT		1,2,3,4,5,10,15,20,**25**,30,40 50 60,75, 80,100,200,250,400,500,1000
2	KEY IN UNIT		1,2 3,4,5,10,15,20,25,30,40,50,60,75,80,100,200,250,400, 500, **1000** ,OFF
3	BILL IN UNIT		**1**, 2, 3, 4, 5, 10, 15, 20, 25, 30, 40, 50, 60, 75, 80, 100, 200, 250, 400, 500, 1000,OFF
4	BILL ACCEPTOR	BILL SIGNAL	**RS232-JCM**, RS232-ICT(A7), RS232-ICT(J830)
		BILL IN METER	**1**, 2, 3, 4, 5, 10, 15, 20, 25, 30, 40, 50, 60, 75, 80, 100, 200, 250, 400, 500, 1000, 5000.
5	KEY OUT UNIT		1,2,3,4,5,10,15,20,25,30,40,50,60,75,80,100,200,250,400,500, **1000**, CLEAR ALL(AS COIN IN), CLEAR ALL(AS KEY IN)
6	TICKET OUT UNIT		1,2,3,4,5,10,15,20,25,30,40,50,60,75,80,100,200,250,400,500,**1000**
7	COIN OUT LIMIT		100,200,300,**500**,1000,2000,3000,5000 ,OFF
8	MAX. TICKETS PER GAME		**CONTINUOUS**,1,2,3,4,5,8,10
9	CREDIT LIMIT		1000,3000,5000,10000,20000,**30000**,50000,100000,990000
10	MAX. PLAY / LINE		9(1), 18(2), 27(3), 36(4), 45(5), 54(6), 63(7), 72(8), 81(9), **90(10)**, 135(15), 180(20), 225(25), 270(30)
11	MIN. PLAY / TOTAL		**1**, 3, 5, 7, 9, 18, 27, 36, 45, 54, 63, 72, 81, 90, 135, 180, 225, 270
12	JP MIN. PLAY		9, 18, 27, 36, **45**, 54, 63, 72, 81, 90, 135, 180, 225, 270
13	DOUBLE UP GAME		**ON**, OFF
14	LEVEL OF DIFFICULTY		LEVEL 1(EASIEST), LEVEL 2, LEVEL 3, LEVEL 4, LEVEL 5, LEVEL 6, LEVEL 7, **LEVEL 8(HARDEST)**
15	DEMO SOUND VOLUME		5,10,15,20,25,30,35,40,45,50,55,60,65,**70**,75,80,85,90,95,100,OFF
16	GAME SOUND VOLUME		5,10,15,20,25,30,35,40,45,50,55,60,65,**70**,75,80,85,90,95,100,OFF
17	WIN TO		**CREDIT**, SCORE
18	PLAY SCORE		YES, **NO**
19	10 TIMES FEATURE		ON,**OFF**
20	GAME COUNT		ON,**OFF**
21	AUTO PLAY		**ON**, OFF
22	CONTINUOUS SPIN		ON, **OFF**
23	ODDS TABLE		**ON**, OFF

	ITEM	VALUE
24	BOOKKEEPING	**ON**, OFF
25	DEMO	**ON**, OFF
26	PASSWORD	**OFF** , 1, 2, 3, 4, 5, 6, 7
27	HOPPER SENSOR	**NORMAL HIGH**, NORMAL LOW
28	TOUCH SCREEN	ON, **OFF**, ON(3M STANDARD), ON(ADJUST EVERY TIME)
29	COLLECT BUTTON	**DIRECT DRIVE(TICKET OUT)**, INTERFACE BOARD, ATTENDANT, DIRECT DRIVE(COIN IN)

SETUP MENU
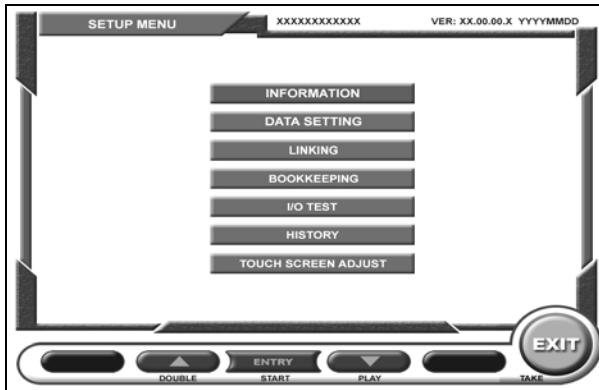
1. Turn on the **Account** switch to enter the **Setup Menu**.
2. The Main Menu contains: 《 INFORMATION 》、《 DATA SETTING 》、
    《 LINKING 》、《 BOOKKEEPING 》、《 I/O TEST 》、《 HISTORY 》and
    《 TOUCH SCREEN ADJUST 》.
3. Press **DOUBLE** or **PLAY** button to select the item.
4. Press **START** button to entry.
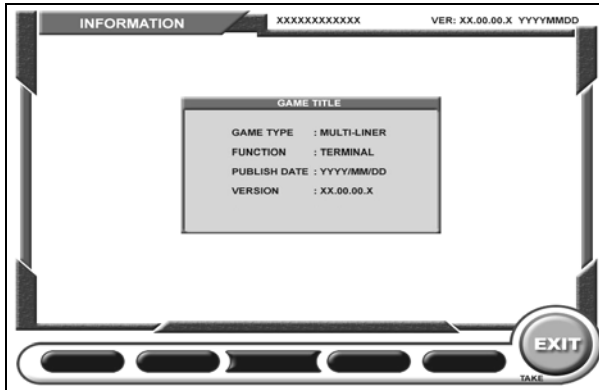5. Press **TAKE** to exit **Setup Menu**.

INPUT PASSWORD
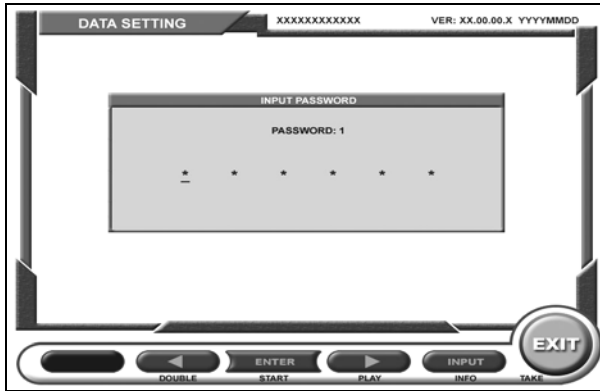
1. Press **DOUBLE** or **PLAY** to select the item to change.
2. Press **INFO** to change the digit.
3. Press **START** to enter the password, if the password is correct, will enter the Data Setting page.
4. Press **TAKE** to exit the Password page.

Password No.	**OFF**	**1**	**2**	**3**	**4**	**5**	**6**	**7**
Code	No use	649293	105113	302105	729157	133594	469097	116512

INFORMATION

1. Turn on the **Account** switch to enter the **Setup Menu**.
2. Select 《 INFORMATION 》 to enter the information.
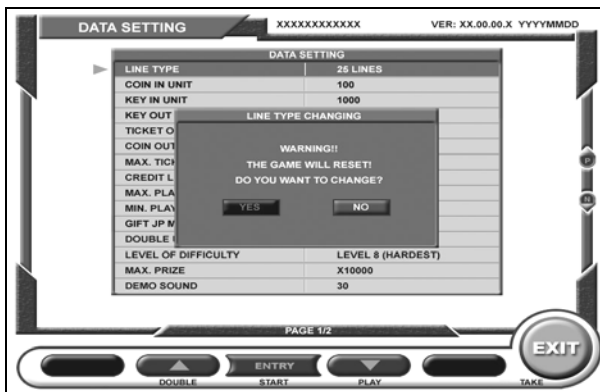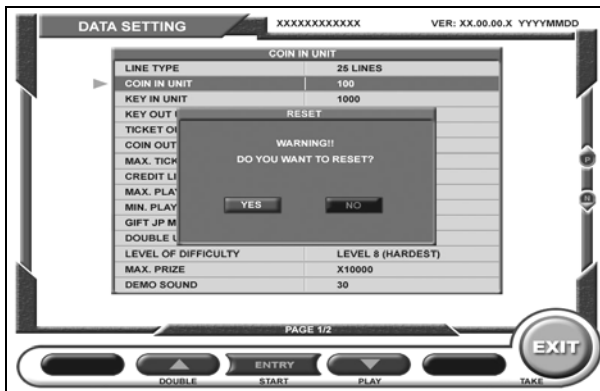3. Press ▐ **TAKE** ▐ to exit the information.

DATA SETTING

1. Turn on the **Account** switch to enter the **Setup Menu**.
2. Select 《 DATA SETTING 》 to enter the Data Setting.
3. Press **DOUBLE** or **PLAY** to choose the selection.
4. Press **START** to change the values.
5. Press **TAKE** to exit Data Setting.
6. Press **PLAY** + **AUTO** to load the factory default (Data Format).
7. Press **PLAY** + **INFO** to reset the bookkeeping data, but would not change the values in the setting.

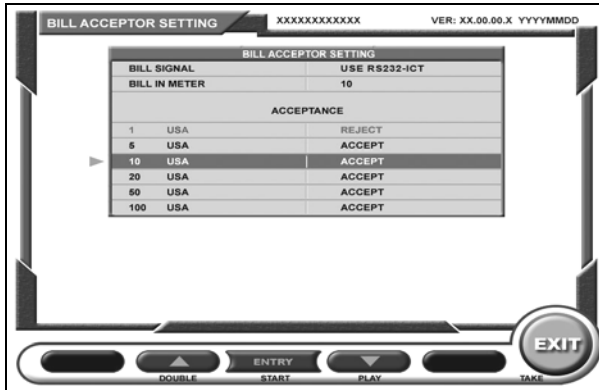There are total 2 pages in the data setting

LINE TYPE CHANGE

GAME RESET

The program will reconfirm the reset instruction.

BILL ACCEPTOR

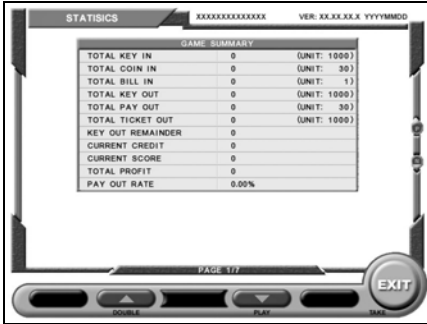| BILL ACCEPTOR SETTING		
BILL SIGNAL		USE RS232-ICT
BILL IN METER		10
	ACCEPTANCE	
1	USA	REJECT
5	USA	ACCEPT
10	USA	ACCEPT
20	USA	ACCEPT
50	USA	ACCEPT
100	USA	ACCEPT

1. Press **DOUBLE** or **PLAY** to choose the selection.
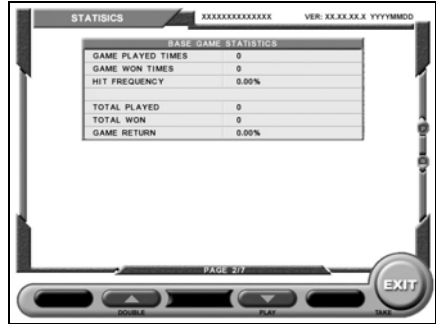2. Press **START** to change the values.
3. Press **TAKE** to exit.

BOOKKEEPING

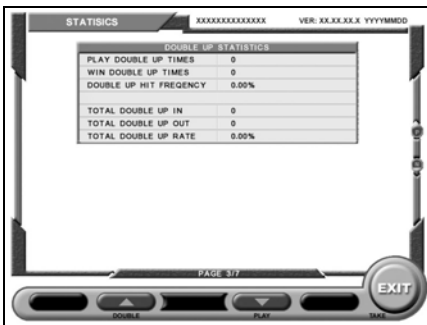1. Turn on the **Account** switch to enter the **Setup Menu**.
2. Select 《 BOOKKEEPING 》 to enter the bookkeeping.
3. The Bookkeeping contains: 《 AUDIT MODE 》、《 GAME SUMMARY 》、《 BASE GAME STATISTICS 》、《 DOUBLE UP STATISTICS 》、《 JACKPOT STATISTICS》、《 BONUS GAME STATISTICS 》、《 COMBINATION STATISTICS 》.
4. Press **DOUBLE** or **PLAY** button to select the item.
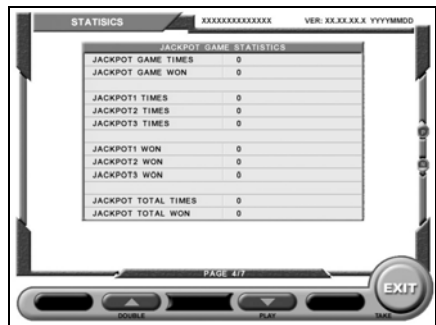5. Press **TAKE** to exit Bookkeeping .

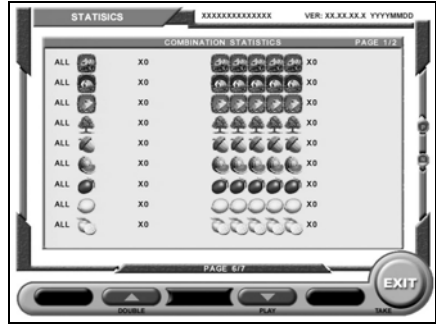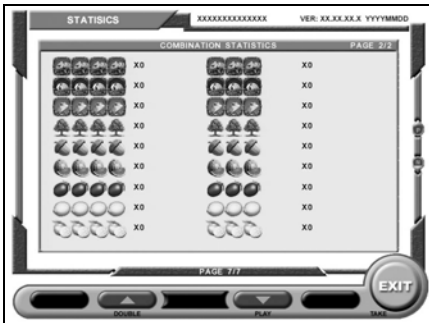| STATISICS	XXXXXXXXXXXXX	VER: XX.XX.XX.X YYYYMMDD

GAME SUMMARY

TOTAL KEY IN	0	(UNIT: 1000)
TOTAL COIN IN	0	(UNIT: 30)
TOTAL BILL IN	0	(UNIT: 1)
TOTAL KEY OUT	0	(UNIT: 1000)
TOTAL PAY OUT	0	(UNIT: 30)
TOTAL TICKET OUT	0	(UNIT: 1000)
KEY OUT REMAINDER	0	
CURRENT CREDIT	0	
CURRENT SCORE	0	
TOTAL PROFIT	0	
PAY OUT RATE	0.00%	

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EXIT

DOUBLE · PLAY · TAKE

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STATISICS	XXXXXXXXXXXXX	VER: XX.XX.XX.X YYYYMMDD

BASE GAME STATISTICS

GAME PLAYED TIMES	0
GAME WON TIMES	0
HIT FREQUENCY	0.00%
TOTAL PLAYED	0
TOTAL WON	0
GAME RETURN	0.00%

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EXIT

DOUBLE · PLAY · TAKE

2/7

STATISICS	XXXXXXXXXXXXX	VER: XX.XX.XX.X YYYYMMDD

DOUBLE UP STATISTICS

PLAY DOUBLE UP TIMES	0
WIN DOUBLE UP TIMES	0
DOUBLE UP HIT FREQENCY	0.00%
TOTAL DOUBLE UP IN	0
TOTAL DOUBLE UP OUT	0
TOTAL DOUBLE UP RATE	0.00%

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EXIT

DOUBLE · PLAY · TAKE

3/7

STATISICS	XXXXXXXXXXXXX	VER: XX.XX.XX.X YYYYMMDD

JACKPOT GAME STATISTICS

JACKPOT GAME TIMES	0
JACKPOT GAME WON	0
JACKPOT1 TIMES	0
JACKPOT2 TIMES	0
JACKPOT3 TIMES	0
JACKPOT1 WON	0
JACKPOT2 WON	0
JACKPOT3 WON	0
JACKPOT TOTAL TIMES	0
JACKPOT TOTAL WON	0

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EXIT

DOUBLE · PLAY · TAKE

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AUDIT MODE

1. Press $\boxed{\textbf{START}}$ + $\boxed{\textbf{AUTO}}$ button to shift record.

2. Press $\boxed{\textbf{TAKE}}$ to exit.

I/O TEST
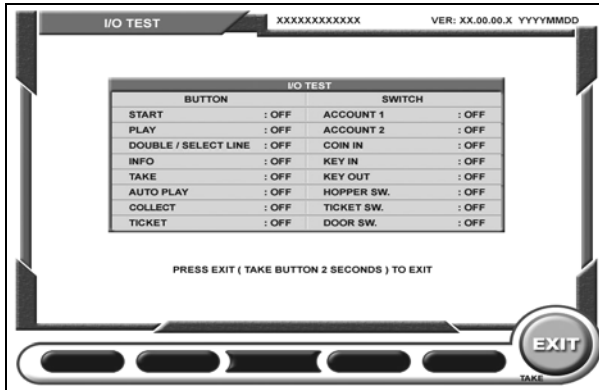
1. Turn on the **Account** switch to enter the **Setup Menu**.
2. Select 《 I/O TEST 》 to enter the I/O Test.
3. I/O test includes all keyboard functions testing.
4. Press **TAKE** button for 2 seconds to exit I/O Test.

HISTORY

1. Turn on the **Account** switch to enter the **Setup Menu**.
2. Select 《 HISTORY 》 to enter the History.
3. Press **DOUBLE** or **PLAY** button to select the page.
4．Press **TAKE** button to exit History.

TOUCH SCREEN ADJUST
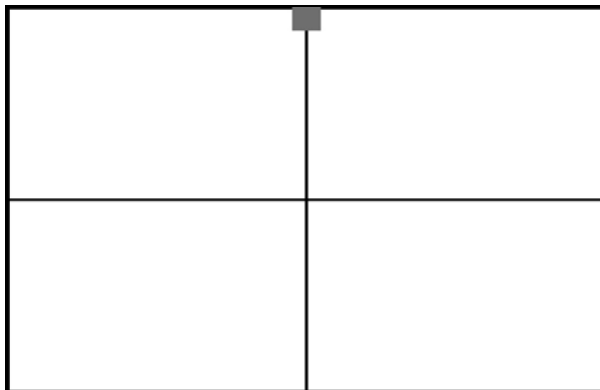
1. Connect the touch screen to the main board and turn the power on.
   (Please refer to P.4 INTERFACE)

2. Into the Data Setting page #28 "**TOUCH SCREEN**" to setting the touch screen.

ITEM	EXPLANATION
ON **(3M STANDARD)**	If your touch screen is "3M STANDARD" please select this item.(Don't need adjust the touch screen)
ON **(ADJUST EVERY TIME)**	Every time you reset the game or restart the power, you need to adjust the touch screen again.
ON	Adjust the touch screen at the first time connected.
OFF	Turn the touch function off.

3. Select 《 TOUCH SCREEN ADJUST 》 to enter the Touch screen adjust.

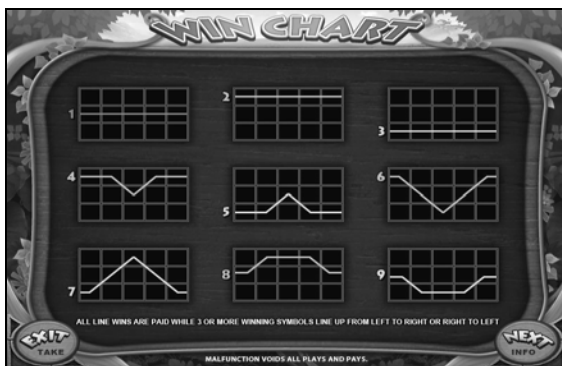4. Follow and touch the spot of the screen to adjust the touch screen.

HOW TO PLAY

● **MAIN GAME**

MULTI- LINER GAME

● **WIN CHART**

9 LINES WIN CHART

All line wins are paid while 3 or more winning symbols line up from left to right or right to left.

- **CHAMELEON TIME**

- When playing all 9 lines and the beads appearing on the fifth reel, the "Chameleon Time" is triggered
- The "Chameleon Time" is divided into four levels; player can play games for free maximum three times at each level.

- When the beads appear on the fifth reel, player will enter into the next level.
- 1-4 symbols will disappear randomly every time entered into the next level to increase the winning chance.
- If no beads appear during 3-time games at any level, the "Chameleon Time" ends.

- **FREE GAME**

- When 3 or more " " symbols appear, 10 to 20 times of free games will be triggered.

- When hitting any winning line in free game, the multiplier value will be upgraded to the next level, when next time hit the winning line, the prize will be multiplied by the value; there are total five levels.

- In level 5, the multiplier will stop upgrading. In the rest free games, hitting any winning line will be multiplied by the value of level 5.

● **ODDS TABLE**

WINNING LINES ARE MULTIPLIED BY THE LINE PLAY.

DOUBLE UP

- After a winning in the main game or bonus game, player can press the ⬚ **DOUBLE** button to play the Double-up Game.
- Player can take prizes and finish Double Up Game by pressing the ⬚ **TAKE** ⬚ button.
- Press the ⬚ **START** ⬚ button to select a chameleon on the left or right side to start the Double-up Game.

- If the side selected eats the spider successfully, a winning will be awarded. On the contrary, the player will lose.
- Player can win the double up game five times consecutively at the most; the double up game comes to an end and exits to the main game automatically after the fifth winning.

BONUS GAME

- When 3 or more " " symbols appear, bonus game will be triggered.

- The beads with multiply numbers will fly out from the pond; player presses start button to catch beads. There are total 5 chances.
- The total multiplying number of beads caught will be recorded on the upper right screen.
- Multiplying the total value of the beads caught for five times and the total bet is the total win.

DRAGON BALL JACKPOT

- There are three "RANDOM" jackpots.
- Play ≥ JP MIN. PLAY to initiate "DRAGON BALL JACKPOT" and hit more than 3 symbols, will trigger the "JACKPOT CHANCE" game, in the "JACKPOT CHANCE" game player have chance to get "DRAGON BALL JACKPOT".

- Select stone to collect dragon ball until match 3 same color of the dragon balls.

- If matching 3 **green** dragon balls, their prize value will be added together and will be multiplied by the total play.

- Matching 3 **red** dragon balls, player wins "DRAGON BALL JACKPOT 1".

- Matching 3 **yellow** dragon balls, player wins "DRAGON BALL JACKPOT 2".

- Matching 3 **blue** dragon balls, player wins "DRAGON BALL JACKPOT 3".

TROUBLE SHOOTING

If the program detects an error, the corresponding message will be shown on the screen, please find the troubleshooting method as following.

Error Message	Procedure
ROM ERROR	1. Restart the machine.
	2. If step 1does not solves the problem, please contact the supplier.
RAM ERROR	1. Restart the machine.
	2. Enter the "DATA SETTING" page and press **PLAY** + **INFO** to reset.
	3. If steps 1 and 2 do not solve the problem, please either replace the RAM or contact the supplier.
EEPROM ERROR	1. Restart the machine.
	2. If step 1does not solves the problem, please contact the supplier.
COIN JAM	1. Check the coin acceptor for any jamming.
	2. Restart the machine and go to the main menu to exit.
HOPPER JAM	1. Check the Hopper for any jamming.
	2. Restart the machine and go to the main menu to exit.
HOPPER EMPTY	1. Fill up the coins in the hopper.
	2. Restart the machine and go to the main menu to exit.
CREDIT LIMIT	1. Key out or coin out.
	2. Increase the value of #8. CREDIT LIMIT in the main menu.
DOOR OPEN	Shut the machine door properly.
TICKET EMPTY	Ticket ran out, please replenish.

SPECIAL NOTICE

COIN-IN COUNTER, COIN-OUT COUNTER, KEY-IN COUNTER, AND KEY-OUT COUNTER.

COIN-IN COUNTER:

      1. For each coin insert, the COIN-IN COUNTER clicks once.

      2. The Coin-in counter unit goes according to the operator setting value.

         Any remainder goes to the next counting in the counter.

      (i.e. coin-in unit = 10 credits, if remainder= 5 credits, these 5 credits go to the next counting in the meter)

COIN-OUT COUNTER:

      1. For each coin out, the COIN-OUT COUNTER clicks once.

KEY-IN COUNTER:

      1. For each key in, the KEY-IN COUNTER clicks once.

KEY-OUT COUNTER: Follow the steps on point 4 of DATA SETTING LIST in the

                           main menu.

      1. Key out as Coin in.

      2. Key out as Key in.

PIN LAYOUT

Connector (36 PIN)

Parts Side		Solder Side
	1	
	2	
Speaker	3	Speaker Ground
	4	
	5	
	6	
Ticket Out Button	7	
Ticket Notch (Dispenser)	8	
Start/Stop Button	9	
Info/stop1 Button	10	
Play/stop5 Button	11	
Take/stop4 Button	12	
Select Line / Double/stop3 Button	13	
Game Count Pulse	14	
	15	
Auto/stop2 Button	16	
	17	
Coin In Switch	18	Key In Switch
Door Switch	19	
Account 1 Switch	20	Account 2 Switch
Collect Button	21	Key Out Switch
	22	Hopper Switch
Coin In Meter	23	
Key In Meter	24	Hopper SSR
	25	
	26	
Hopper Meter	27	Coin Inhibit
Key Out Meter	28	
Start/stop Lamp	29	Ticket SSR
Info/stop1 Lamp	30	Error Lamp
Play/stop5 Lamp	31	Win Lamp
Take/stop4 Lamp	32	Collect Lamp
Select line/Double /stop3 Lamp	33	Bill in Meter
Auto/stop2 Lamp	34	
	35	
GND	36	GND

Connector (10 PIN)

Parts Side		Solder Side
GND	1	GND
GND	2	GND
(*1)+5V	3	+5V
+5V	4	+5V
(*1)+12V	5	+12V
+12V	6	+12V
Ticket Dispenser Enable	7	
(*2) Hopper SSR	8	
GND	9	GND
GND	10	GND

(*1)   DC+5V 2A and DC + 12V 3A

(*2) This pin is connected with the solder side 24th pin of connector 36 pin.