

Welcome to your Shooting Star Multigame Manual

The Shooting Star game board is designed for amusement and entertainment.

- Button-controlled Multi Game – 8 line, 3 line and single line
- Impressive graphics
- Exciting game play
- Onscreen progressives and many ways to win
- Complete onscreen accounting
- Receipt printer and ticket dispenser interfaces built onto the game board
- Board is compatible with many existing “fruit” game harnesses

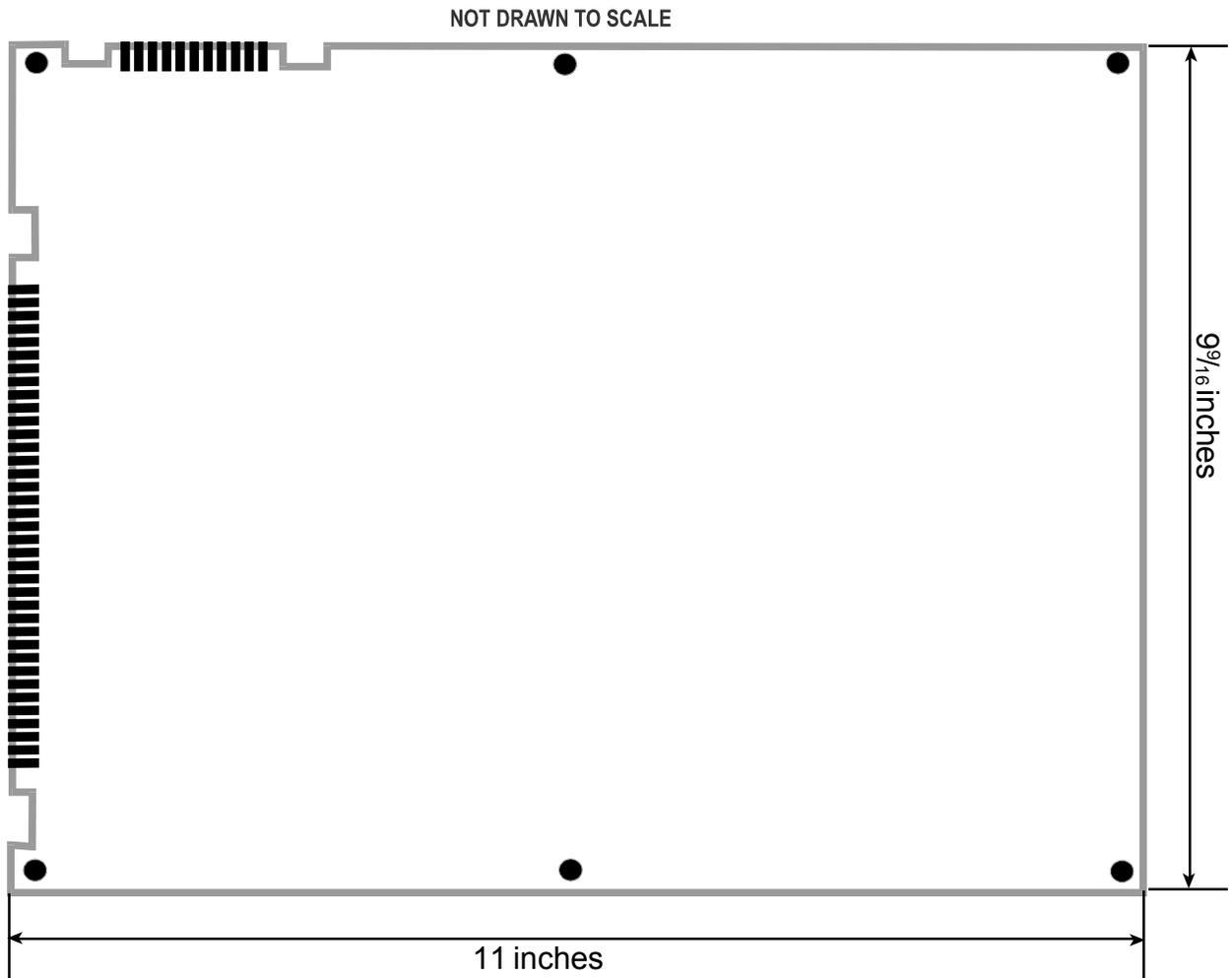
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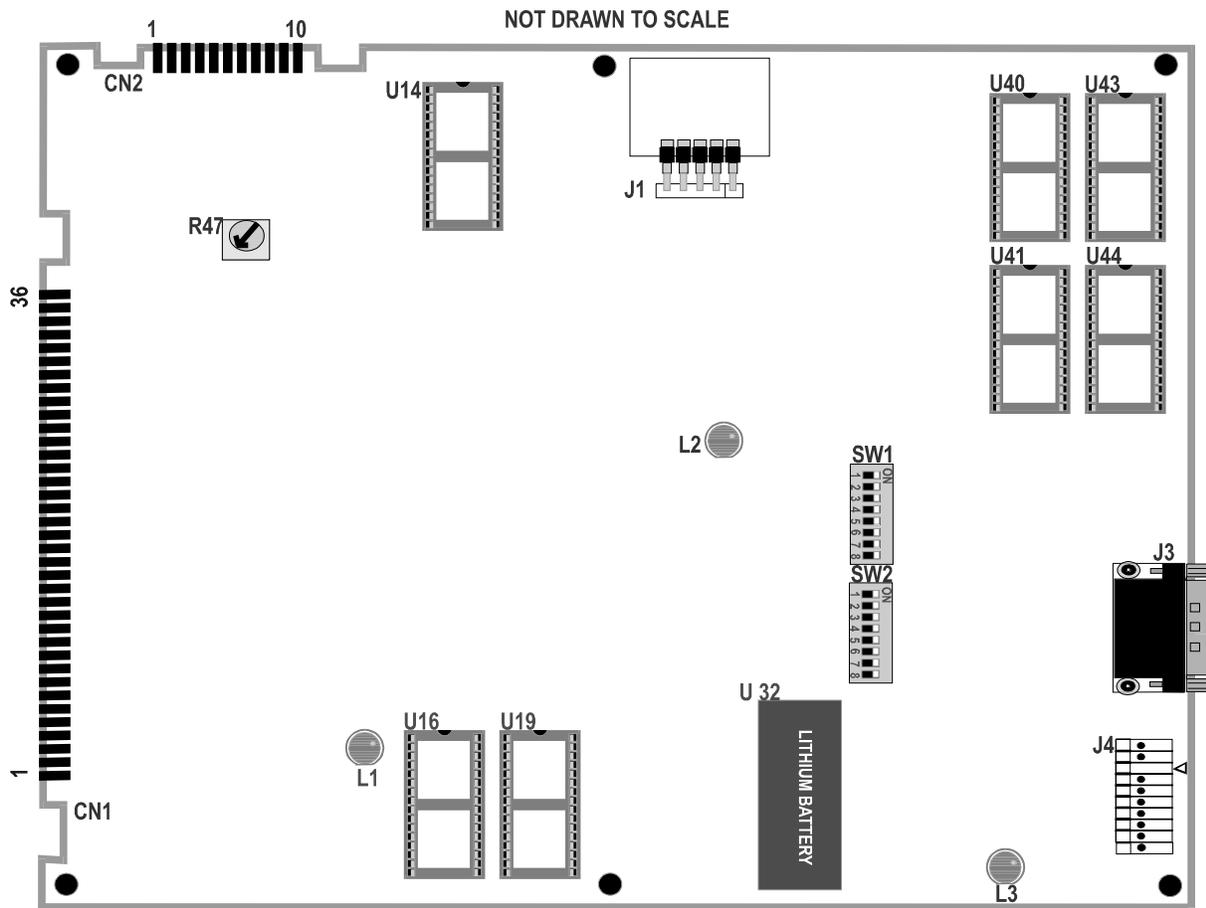
The Shooting Star Multigame Game Board is designed to be used only for legal purposes as determined by the authorities in the location where this piece will be used.

Shooting Star Game Board

The Shooting Star Game Board is designed to be compatible with most 8-line type wire harnesses using .156" center card edge connectors. The approximate dimensions of the Shooting Star Game Board are given below. Six mounting holes are provided on the Board.



Key Component Locations



CN1: 36 dual-position .156" centered card edge. (Note location of position 1).

CN2: 10 dual-position .156" centered card edge.

J1: Software Security Key connector (Key must be attached for game to function).

J3: Serial printer port.

J4: 10 position .100" centered header. Position 3 should be empty.

L1 & L2: Red LED - System failure if either LED is on steadily.

L3: Red LED - Flashes all the time.

R47: Volume control.

SW1: DIP Switch bank 1.

SW2: DIP Switch bank 2.

U14: Sound EPROM

U16 & U19: Program EPROMs

U32: Nonvolatile RAM and clock.

U40 & U41: Graphics EPROMs

U43 & U44: Graphics EPROMs

DIP Switch Settings for Shooting Star Multigame

DIP BANK 1

	1	2	3	4	5	6	7	8
Denomination								
1c	OFF	ON	OFF					
5c	ON	ON	ON					
10c	OFF	ON	ON					
25c	ON	OFF	ON					
50c	OFF	OFF	ON					
\$1	ON	ON	OFF					
\$5	ON	OFF	OFF					

Mech in Ratio	1			ON	ON	ON
credits per pulse	2			OFF	ON	ON
	4			ON	OFF	ON
(pin 18 parts side)	5			OFF	OFF	ON
	8			ON	ON	OFF
	10			OFF	ON	OFF
	25			ON	OFF	OFF
	50			OFF	OFF	OFF

Note: 7, 8 and DIP Bank 2 #1 do the exact same thing with "Note in ratio"

DIP BANK 2

1	2	3	4	Network Size
ON	ON	ON		12
OFF	ON	ON		24
ON	OFF	ON		32
OFF	OFF	ON		48
ON	ON	OFF		64

Note: 5 *must* be on
6 OFF means game is not networked
7 OFF means game is a network master

Wire Function for 36 and 10 Dual-Position Card Edges

PARTS SIDE (numbers)	SOLDER SIDE (letters)	PARTS SIDE (numbers)	SOLDER SIDE (letters)
Video Red	1	Video Green	GND 1 GND
Video Blue	2	Video Sync	GND 2 GND
Speaker +	3	GND	+5V 3 +5V
	4		+5V 4 +5V
	5		+12V 5 +12V
	6		+12V 6 +12V
Ticket Feed Sw.	7	Ticket Disp.	GND 7
Ticket Notch Input	8		8
Start Button	9		GND 9 GND
R Stop/Odds Button	10		GND 10 GND
Play Credit Button	11		
L Stop Button	12		
Double Button	13		
	14		
	15		
C Stop/Game Select Button	16		
	17		
Coin In	18		
	19		
Accounting Switch	20	Confirm Switch	
	21	Clear Switch	
	22		
Coin In Meter	23		
Points Played Meter	24		
Points Won Meter	25		
	26		
	27		
Coin Out Meter	28		
Start Lamp	29		
R Stop/Odds Lamp	30		
Play Credit Lamp	31		
L Stop Lamp	32		
Double Lamp	33		
C Stop/Game Sel Lamp	34		
	35		
GND	36	GND	

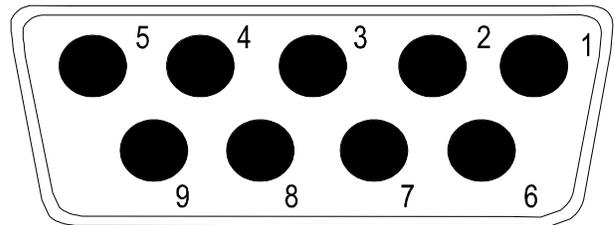
Serial Printer Cable Instructions

The Shooting Star Game Board has a serial printer port built onto the board (location J3). Cabling for the serial printer is not included. This cable can be simply produced with an RJ11 to DB9 female connector, RJ11 to DB25 male connector and 4 conductor flat telco cable with connectors. There is no standard color order used in these connectors; it will vary by manufacturer and sometimes even by lot. Make sure you check your connections against the pin out each time.

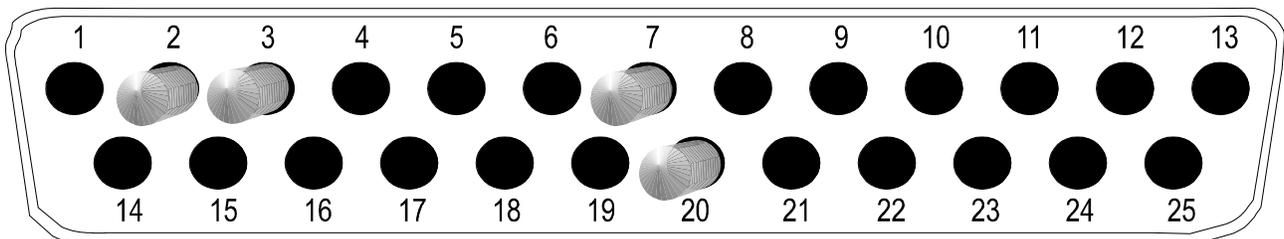
The DB9 female connector will connect to the serial port on the game board. The DB25 male connector will connect to the DB25 receptacle on the printer.

Please note the pin out below when making your printer cable. Also note the difference in location numbers between the male and female connectors.

BOARD		PRINTER
PIN 2	----->	PIN 2
PIN 3	----->	PIN 3
PIN 4	----->	PIN 20
PIN 5	----->	PIN 7



DB 9 Female Connector
(mating end)



DB 25 Male Connector
(mating end)

Ticket Dispenser Instructions

To connect a Deltronics ticket dispenser to the Shooting Star Game Board, please follow the instructions below.

- Attach pin 1 (ticket notch) on Deltronics to pin 8 (parts side) of 36 position main connector.
- Attach pin 2 (ground) on Deltronics to pin 7 (parts side) of 10 position power connector.
- Attach pin 3 (motor enable) and pin 4 (+12V) on Deltronics to +12VDC on 10 position power connector.
- Attach a button to pin 7 (parts side) of 36 position main connector and ground. Pressing this button will feed tickets.

Set-Up Screens

There are 15 set-up screens for Shooting Star. These screens can be accessed from the game cabinet's accounting button. The bottom of each screen will provide some direction for performing different commands for that screen. Once you access the set-up screens, you can scroll forward through them in the following order:

- 1) Master Accounting Screen
- 2) Game History Screen
- 3) Ticket History Screen
- 4) Terminal Setup Screen
- 5) Shooting Star Game Play Set-up Screen
- 6) Gusher Game Play Set-up Screen
- 7) PartyLine Game Play Set-up Screen
- 8) Current DIP Settings Screen
- 9) Prize Accounting Screen
- 10) Set Machine ID Screen
- 11) Output Device Screen
- 12) Editing Footer Screen
- 13) Editing Header Screen
- 14) Set Clock Information Screen
- 15) Button Check Screen

The Game History and Game Play Set-up Screens have multiple "layers" to view or setup the individual games. Please watch button commands at bottom to see how to flip through them.

Throughout the manual the following abbreviations are used:

- SS = Shooting Star
- GU = Gusher
- PL = PartyLine

Master Accounting Screen

TALLIES { COMMAND BUTTONS {	MASTER:	GAMES PLAYED 00000	
	CRD IN 0	SS:108366	
	OUT 0	GU: 3540	
	WON 0	PL: 2154	
	PLAYED 0		
	WON PRG 0		
	PERIOD:		
	CRD IN 0		
	OUT 0		
	WON 0		
	PLAYED 0		
	WON PRG 0		
	PWR ON 0		
	STK 1326 26044		
GAMES SINCE POWER ON 0			
ML VERSION 2.3NETSTRXIL			
RSTOP = DIAG TICKET			
CLEAR = PRNT AUDIT & CLR PERIOD			
LSTOP+CLEAR = MASTER CLEAR			
START = NEXT SCRN			
ACCT = EXIT			
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MASTER:

These tallies are accumulated until the entire game is reset using the Command Button combination indicated at the bottom of the screen (Hold the **LStop** button and press the **Clear** button simultaneously; see the Clear Master Stats Screen).

- Crd In = Credits put in the game. Corresponds with the mechanical "in" meter.
- Out = Credits taken out of the game. Corresponds with the mechanical "out" meter.
- Won = Credits won through game play.
- Played = The amount of credits spent during play.
- Won Prg = Credits won from onscreen progressives
- Games Played = Total number of games played
- SS: = Number of Shooting Star games played
- GU: = Number of Gusher games played
- PL: = Number of PartyLine games played

Master Accounting Screen cont'd

PERIOD:

These tallies are accumulated until the period is reset using the **Clear** button. The period stats will also be reset to zero if the game is reset with the **Master Clear** buttons.

PWR ON:

Indicates the number of times the power has been turned on since the last game reset with the **Master Clear** buttons.

STK:

For internal use.

GAMES PLAYED:

A tally of the total number of games selected for play. This tally is cleared when the Master Clear buttons are pressed.

GAMES SINCE POWER ON:

A tally of the total number of games selected for play since the game was last turned on. This figure is cleared each time the game is turned off.

COMMAND BUTTONS:

The button (or button combination) to press is listed on the left of the equal sign. The command that will be executed is listed on the right of the equal sign.

- **R Stop** button (from the control panel) will print a diagnostic ticket to help troubleshoot the network. If a printer is not attached to your game, nothing will print out. The data printed on the ticket will provide useful information for your distributor if the need for technical support arises.
- **Clear** button is also known as the "print ticket" button. It will print an Audit Ticket if a ticket receipt printer is installed. When this button is pressed, the audit ticket will print and the period will then automatically be reset. Even if the game does not have a printer installed, you can reset the period with this button.
- **L Stop + Clear** combination is the master reset for the ENTIRE GAME. In order to reset the game, press and hold the **L Stop** button from the control panel while simultaneously pressing the **Clear** button. This will clear all accounting and setup information. Game defaults will be restored. Please check that the game is setup properly for your location.
- **Start** button (from the control panel) will exit this screen and bring you to the next set-up screen.
- **Acct** button will exit this set-up screen to resume game play.

Game History Screen

GAME HISTORY

LAST REEL

PLY:

WON:

2ND LAST REEL

PLY:

WON:

START = NEXT SCRN
 PLAY = NEXT GAME
 ACCT = EXIT

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This screen displays a pictorial image of the results of the last two reel spins.

LAST TWO REEL SPINS

The actual reel symbols will appear, in their ending position. Information about the amount of credits played and won for those two spins will also be displayed.

COMMAND BUTTONS:

- **Start** button (from the control panel) will exit this screen and bring you to the next set-up screen.
- **Play** button (from the control panel) will rotate through each of the games, showing the last two spins from each.
- **Acct** button will exit this set-up screen to resume game play.

Ticket History

TICKET HISTORY

LAST 5 SCORES

00/00/0000	00:00:00	□
00/00/0000	00:00:00	□
00/00/0000	00:00:00	□
00/00/0000	00:00:00	□
00/00/0000	00:00:00	□

START = NEXT SCRIN
ACCT = EXIT

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LAST FIVE SCORES

This section displays the last five scores, with a time and date stamp. This information can also be displayed on the game screen at any time by pressing the **Left Stop** and **Print Ticket** (or **Clear**) buttons simultaneously.

COMMAND BUTTONS:

- **Start** button (from the control panel) will exit this screen and bring you to the next set-up screen.
- **Acct** button will exit this set-up screen to resume game play.

Terminal Setup

```
                TERMINAL SETUP

STOPS ACT      NO
STOPS REQ      NO
ALL STOP BTN   ENABLED
SHOW DENOM     YES
TERMINAL       ENABLED
MIN BNS PLAY   8

START          =   NEXT SCRN
LSTOP/PLAY     =   MOVE UP/DOWN
CSTOP/RSTOP   =   CHANGE VALUES
DBL            =   NEXT GAME
ACCT          =   EXIT

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```

STOPS ACT:

Default is set to NO. This option activates the skill stop buttons if set to YES.

STOPS REQ:

Default is set to NO. If set to YES, this option requires the player to press the skill stop buttons to stop the reels. The reels will NOT stop by themselves in this mode.

ALL STOP BTN:

Default is set to ENABLED. This option enables the use of the **Start** button as a skill stop button for all reels.

SHOW DENOM:

Default is YES. This option shows the coin value of a credit as set by DIP switch on the game screen.

TERMINAL:

Default is ENABLED. This option allows a game to be “disabled” and will show such on a black screen. This is helpful if simply powering off the game is not enough.

MIN BNS PLAY:

Default is 8. This sets the minimum amount of play required to qualify for the Bonuses in the Shooting Star game. Values are 8 or 16.

Terminal Setup cont'd

COMMAND BUTTONS:

- **Start** button (from the control panel) will exit this screen and bring you to the next set-up screen.
- **L Stop/Play** buttons (from the control panel) will move the red highlight bar up or down to select the option to change.
- **C Stop/R Stop** buttons (from the control panel) will rotate through the choices available for that option so you can change their value.
- **Double** button (from the control panel) will rotate through the individual game setup screens.
- **Acct** button will exit this set-up screen to resume game play.

SS (Shooting Star) Setup

SS SETUP	
MAX PLAY	64
BASE PAY RATE	70%
SPEED	NORMAL
MPOOL MAX	20000
MPOOL	4000
MP REFILL LEVEL	4000
MP FILL RATE	1.00%
PIG OUT PRIZE	20
BELL MAX PROG	4000
BELL PROG	1000
BELL REFILL	1000
BELL FILL RATE	2.00%
START	= NEXT SCRN
LSTOP/PLAY	= MOVE UP/DOWN
CSTOP/RSTOP	= CHANGE VALUES
DBL	= NEXT GAME
ACCT	= EXIT
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MAX PLAY:

Default is set to 64. This option can be changed to 8, 16, 24, 32, 40, 48, 56, and 64.

BASE PAY RATE:

Default is set to 70%. The base pay rate is the percentage of points to be awarded the player. If set to 70%, the player would win, on the average, 70 points for every 100 points put in the game. Actual credit in/credit out ratio is difficult to guess, but the game will regulate itself to this setting. The higher the number, the longer the player will play. This can be changed to any of the following values: 64, 70, 76, 82, 88, or 94.

SPEED:

Default setting is NORMAL. There are six reel speeds available: Very Fast – 50, Very Fast – 45, Very Fast – 40, Faster, Fast, Normal and Slow.

MPOOL MAX:

Allows the operator to limit the size of the Win-A-Pool onscreen progressive. The default value is set to 20,000. This option can be set within the range of 10,000-32,000, selectable in 1,000 increments.

SS Setup cont'd

MPOOL:

This field shows the current value of the Win-A-Pool. This number can be manually changed by highlighting any of the MPOOL settings and pressing the **Double** button. A screen will appear showing the current value and allowing the operator to use the buttons to change the number. **BE CAREFUL!** This number can be set to anything at this point. The most useful part of this feature is to allow the resetting of the board and then restore the progressive values back to their played values.

MP REFILL LEVEL:

This is the minimum value of the Win-A-Pool prize. The amount only goes up from here, based on a percentage of all credits played. This is set to a default of 4000 and can be changed within a range from 800-7000 in increments of 100.

MP FILL RATE:

Default is 1.00%. This selects the percentage of credits played that are added to the Win-A-Pool. It can be set to 1% or 2%.

PIG OUT PRIZE:

Default is 80. Range is 20-200 in increments of 10.

BELL MAX PROG:

Allows the operator to limit the size of the Bell Bonus onscreen progressive. The default value is set to 3,000. This option can be set within the range of 3,000-15,000, selectable in 1,000 increments.

BELL PROG:

Shows current value of the Bell Bonus progressive. This number can be manually changed by highlighting any of the BELL settings and pressing the **Double** button. A screen will appear showing the current value and allowing the operator to use the buttons to change the number. **BE CAREFUL!** This number can be set to anything at this point. The most useful part of this feature is to allow the resetting of the board and then restore the progressive values back to their played values.

SS Setup cont'd

BELL REFILL:

This is the minimum value of the Bell Bonus prize. The amount only goes up from here, based on number of bells that appear on screen. This is set to a default of 1000 and can be changed within a range from 1000-2000 in increments of 100.

COMMAND BUTTONS:

- **Start** button (from the control panel) will exit this screen and bring you to the next set-up screen.
- **L Stop/Play** buttons (from the control panel) will move the red highlight bar up or down to select the option to change.
- **C Stop/R Stop** buttons (from the control panel) will rotate through the choices available for that option so you can change their value.
- **Double** button (from the control panel) resets the Win-A-Pool or Bell Bonus, depending on which item is selected.
- **Acct** button will exit this set-up screen to resume game play.

NOTE:

**Remember, these settings will be
reset to the factory default settings
if the Master Clear buttons
are ever pressed.**

GU (Gusher) Setup

GU SETUP	
MAX PLAY	8
MIN PLAY	1
SPEED	FAST

START	=	NEXT SCRN
LSTOP/PLAY	=	MOVE UP/DOWN
CSTOP/RSTOP	=	CHANGE VALUES
DBL	=	NEXT GAME
ACCT	=	EXIT

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MAX PLAY:

Default is set to 8. This option can be changed within a range from 1-8 in increments of 1.

MIN PLAY:

Default is set to 1. This option can be changed within a range from 1-8 in increments of 1.

SPEED:

Default setting is FAST. There are 3 reel speeds available: SLOW, NORMAL, or FAST.

COMMAND BUTTONS:

- **Start** button (from the control panel) will exit this screen and bring you to the next set-up screen.
- **L Stop/Play** buttons (from the control panel) will move the red highlight bar up or down to select the option to change.
- **C Stop/R Stop** buttons (from the control panel) will rotate through the choices available for that option so you can change their value.
- **Double** button (from the control panel) will rotate through the game setup screens.
- **Acct** button will exit this set-up screen to resume game play.

PL (PartyLine) Setup

PL SETUP	
MAX PLAY	24
MIN PLAY	1
SPEED	FAST

START	=	NEXT SCRN
LSTOP/PLAY	=	MOVE UP/DOWN
CSTOP/RSTOP	=	CHANGE VALUES
DBL	=	NEXT GAME
ACCT	=	EXIT

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MAX PLAY:

Default is set to 24. This option can be changed within a range from 3-24 in increments of 1.

MIN PLAY:

Default is set to 1. This option can be changed within a range from 1-8 in increments of 1.

SPEED:

Default setting is FAST. There are 3 reel speeds available: SLOW, NORMAL, or FAST.

COMMAND BUTTONS:

- **Start** button (from the control panel) will exit this screen and bring you to the next set-up screen.
- **L Stop/Play** buttons (from the control panel) will move the red highlight bar up or down to select the option to change.
- **C Stop/R Stop** buttons (from the control panel) will rotate through the choices available for that option so you can change their value.
- **Double** button (from the control panel) will rotate through the game setup screens.
- **Acct** button will exit this set-up screen to resume game play.

Current DIP Settings

CURRENT DIP SETTINGS			
DIP 1			
1	OFF		
2	ON	GAME DENOM	0
3	ON		
4	OFF		
5	OFF	MECH RATIO	5:1
6	ON		
7	OFF		
8	OFF	NOTE RATIO	5:1
DIP 2			
1	ON		
2	OFF		
3	ON	NET SIZE	24
4	OFF		
5	ON	NET DEBUG	OFF
6	OFF	STANDALONE	YES
7	OFF	NET MASTER	YES
THIS DISPLAY SHOWS HOW THE DIP WILL BE USED WHEN THE GAME IS NEXT POWERED ON, NOT HOW THE GAME IS CONFIGURED NOW.			
START	=	NEXT SCRNR	
PLAY	=	UPDATE SCREEN	
ACCT	=	EXIT	

This screen shows how the DIP switches are currently set on the board. The operator can change a DIP switch on the board and it will appear on this screen within a couple of seconds. These changes ARE NOT in effect until the game board is powered off and on again.

COMMAND BUTTONS:

- **Start** button (from the control panel) will exit this screen and bring you to the next set-up screen.
- **Play** button (from the control panel) will update the game settings with the values keyed into this screen.
- **Acct** button will exit this set-up screen to resume game play.

Prize Accounting Screen

PRIZE ACCOUNTING: SS			
PRIZE	# HITS	TOTAL PT	AVG PT
TBNS	0	0	0
9K	0	0	0
BELLB	0	0	0
PIGOT	0	0	0
TSTAR	0	0	0
TSEVN	0	0	0
TBAR	0	0	0
TBELL	0	0	0
TGRAP	0	0	0
TORAN	0	0	0
TCHRY	0	0	0
DCHRY	0	0	0
SCHRY	0	0	0

START	=	NEXT SCR N
PLAY	=	NEXT GAME
ACCT	=	EXIT

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This screen provides information about the prizes awarded. The information contained on this screen will be reset if the Master Clear is ever pressed. However, it will continue to be tallied regardless the number of times the period has been reset.

PRIZE:

The Prize abbreviations are:

TBNS	=	Triple Bonus
9K	=	9 Stars (Win-A-Pool)
BELLB	=	Bell Bonus
PIGOT	=	Pig Out Bonus
TSTAR	=	Triple Stars
TSEVN	=	Triple Sevens
TBAR	=	Triple Bars
TBELL	=	Triple Bells
TGRAP	=	Triple Grapes
TORAN	=	Triple Oranges
TCHRY	=	Triple Cherry
DCHRY	=	Double Cherry
SCHRY	=	Single Cherry

Prize Accounting Screen cont'd

#HITS:

The number of times this prize has been won is indicated next to the prize abbreviation.

TOTAL PT:

Represents the total number of points that have been awarded for that particular prize.

AVG PT:

Shows the average number of points won for that particular prize each time it hit.

COMMAND BUTTONS:

- **Start** button (from the control panel) will exit this screen and bring you to the next set-up screen.
- **Play** button (from the control panel) will update the game settings with the values keyed into this screen.
- **Acct** button will exit this set-up screen to resume game play.

Set Machine ID Screen

MACHINE ID

0000

START	=	NEXT SCRN
C STOP/R STOP	=	CHANGE LETTER
PLMX/L STOP	=	LEFT/RIGHT
ACCT	=	EXIT

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Sets the machine ID that will print on receipt tickets. The ID can be either numeric or alphanumeric characters.

COMMAND BUTTONS:

- **Start** button (from the control panel) will exit this screen and bring you to the next set-up screen.
- **C Stop/R Stop** buttons (from the control panel) will scroll through the alphabet to allow selection of desired letter.
- **PLMX/L Stop** buttons (from the control panel) will move the red editing cursor left and right to select the character in the machine ID to change.
- **Acct** button will exit this set-up screen to resume game play.

Output Device Screen

OUTPUT DEVICE: PRINT POINTS
PRINTER TYPE: CITIZEN

START = NEXT SCRN
L STOP = MAKE CHANGES
ACCT = EXIT

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These screen settings and Command Buttons will change based on the "OUTPUT DEVICE" currently selected.

Incorporated into the game board is programming that allows you to connect a ticket dispenser or receipt printer directly to the game board (without the need of a PDPI board). There are six different types of Output Device selections available:

- 1) Print \$
- 2) Print Tickets
- 3) Print \$ and Tickets
- 4) Print Points
- 5) Ticket Disp
- 6) No Co Output

The factory settings for the Output Device Screen is shown above. This is the opening screen. Once you change these settings, your settings will appear on this screen when scrolling through the Set-up Screens. Remember, any changes to these factory settings will be reset if the Master Clear buttons are ever pressed.

Output Device Screen cont'd

COMMAND BUTTONS (for the opening screen):

This set of command buttons will also appear at the bottom of your set-up screen after changes have been made to the 'Output Device' and none of the items are highlighted in red.

- **Start** (from the control panel) will exit this screen and bring you to the next set-up screen.
- **L Stop** (from the control panel) will highlight the "Output Device" selection in red and allow you to start to make changes to the screen above. (Please note that at this point, the Command Button selections will change.)
- **Acct** will exit this set-up screen to resume game play.

COMMAND BUTTONS (while any entries are highlighted in red):

- **Start** (from the control panel) will highlight the next entry (i.e., Printer Type, Max Voucher, Excess Credits, Output Device).
- **Big/Small** (from the control panel) will rotate you through the choices for each entry so you can change their values.

Output Device Screen cont'd

1) When the PRINT \$ Output Device is selected:

Prints a receipt ticket from a receipt printer with a dollar value for credits.

PRINTER TYPE:

Choices are: • Citizen (iDP3551RF)

- Epson 267
- Epson 267II
- Ithaca
- Citizen 1000 Thermal

All printers must be set to a 2400 baud transfer rate.

MAX VOUCHER:

This is the maximum dollar value that is allowed to be printed for any receipt ticket.

- Choices are: • \$1 - 200 (one value between this range)
- NO LIMIT (to print any ticket value, regardless of value)

EXCESS CREDITS:

Indicates what to do with any credits that exceed the maximum voucher limit.

Choices are: • PRINT WHOLE VALUE

(will print as many tickets as needed to represent all the credits)

- ONE MAX VOUCHER AND KEEP
- EVEN MULT OF MAX VOUCHER & TOSS
(will print as many tickets as possible in the Max Voucher value and delete any remaining credits).
- EVEN MULT OF MAX VOUCHER & KEEP
(will print as many tickets as possible in the Max Voucher value specified. Any credits left over, less than the Max Voucher value will stay on the screen)
- ONE MAX VOUCHER & TOSS
(will print one voucher up to the Max Voucher value and the remainder will be deleted.)

Output Device Screen cont'd

2) When the Print Tickets Output Device is selected:

Prints a receipt ticket from a receipt printer with the word "tickets." Ticket values are set up to correspond to a dollar amount.

PRINTER TYPE:

Choices are:

- Citizen (iDP3551RF)
- Epson 267
- Epson 267II
- Ithaca
- Citizen 1000 Thermal

All printers must be set to a 2400 baud transfer rate.

TICKET VALUE \$:

The dollar value that equals 1 ticket. For example, if 1 credit = \$1, and 1 ticket = \$5, then, a receipt ticket will show "Tickets: 1" if 5 credits are cleared; "Tickets: 2" if 10 credits are cleared, etc.

Choices are:

- \$1 - 99 (one value between this range)

MAX WIN/GAME:

The maximum dollar amount that can be won for each start. The game automatically knows the number of starts since it was last cleared and will only print the total number of tickets allowable for that number of starts. Any credits left over, even if they may equal a whole ticket(s), are either kept on the machine or tossed.

Choices are:

- \$1 - 99 (one value between this range)
- NOLIMIT

RESET GAMES PLD:

When the "Max Win/Game" is set to anything except "NO LIMIT," a "Games Played" tally is displayed in the lower right hand corner of the game screen. The tally displayed will be reset to zero, either immediately after the game is cleared or played to zero, or 3 minutes after the game is cleared or played to zero.

Choices are:

- At 0 Credits
- After 3 Min

EXCESS CREDITS:

Indicates what to do with any credits that exceed the maximum ticket limit.

Choices are:

- KEEP ON MACHINE
- TOSS EXCESS

Output Device Screen cont'd

3) When the Print \$ and Tickets Output Device is selected:

This set-up screen is the same as those found for the "2) Print Tickets" selection. Please refer to that section of the manual.

This selection will print a receipt ticket from a receipt printer showing both the dollar amount and the word "tickets" with a number.

4) When the Print Points Output Device is selected:

Prints a receipt ticket from a receipt printer the the word "POINTS." The point value is equal to the total number of credits that were on the game.

PRINTER TYPE:

Choices are: • Citizen (iDP3551RF)

- Epson 267
- Epson 267II
- Ithaca
- Citizen 1000 Thermal

All printers must be set to a 2400 baud transfer rate.

5) When the Ticket Disp Output Device is selected:

The Shooting Star Game Board can interface with a standard Deltronics ticket dispenser and has a built-in safety feature to help prevent the dispenser from dispensing in error after receiving a shock. The ticket dispenser is connected to the board by attaching the dispenser's motor enable wire to +12 V or +5V, and its ground wire to pin 7, parts side, of the 10 position connector (CN2) on the board. This way the game board supplies ground to the Deltronics. If the board is not ready to dispense tickets it doesn't even turn on the Deltronics.

TICKET VALUE \$:

The dollar value that equals 1 ticket.

Choices are: • \$1 - 99 (one value between this range)

MAX WIN/GAME:

The maximum dollar amount that can be won for each start. The game automatically knows the number of starts since it was last cleared and will only dispense the

Output Device Screen cont'd

total number of tickets allowable for that number of starts. Any credits left over, even if they may equal a whole ticket(s), are either kept on the machine or tossed.

Choices are: • \$1 - 99 (one value between this range)
• NOLIMIT

EXCESS CREDITS:

Indicates what to do with any credits that exceed the maximum ticket limit.

Choices are: • KEEP ON MACHINE
• TOSS EXCESS

6) When the No Co Output Output Device is selected:

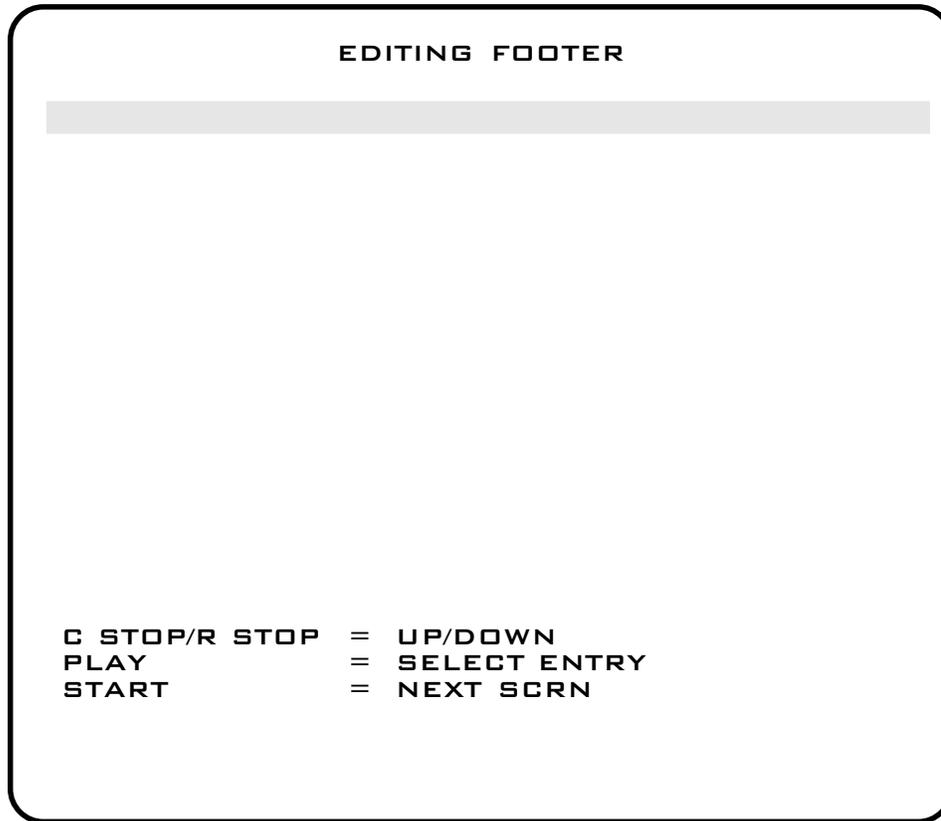
Prints only audit tickets formatted to the printer type selected.

AUDIT PRINTER TYPE:

Choices are: • Citizen (iDP3551RF)
• Epson 267
• Epson 267II
• Ithaca
• Citizen 1000 Thermal

All printers must be set to a 2400 baud transfer rate.

Editing Footer Screen



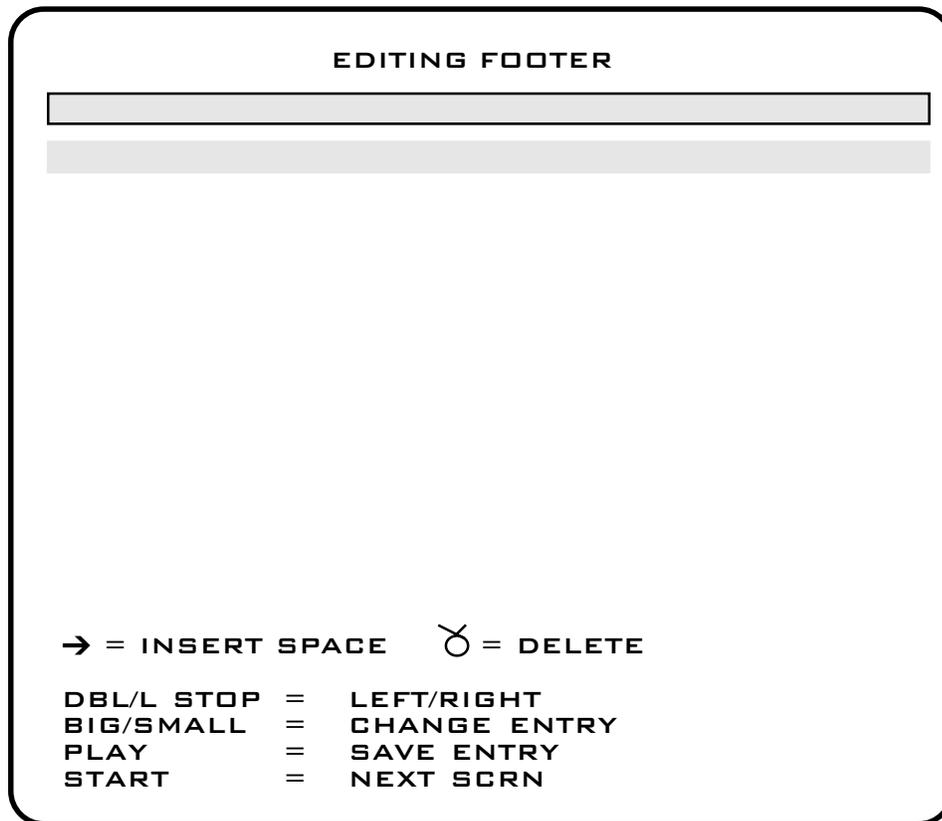
SCREEN 1

This is the information that appears at the bottom of a printer receipt ticket. Space is available for 20 lines of 38 characters each.

COMMAND BUTTONS:

- **C Stop/R Stop** buttons (from the control panel) will move the red highlight bar up or down over the lines on the screen.
- **Play** button (from the control panel) selects a line for editing once it has been highlighted in red. On screen 2, this line will then appear in green at the top of the screen.
- **Start** button (from the control panel) will exit the Edit Footer Screen.

Editing Footer Screen cont'd



SCREEN 2

COMMAND BUTTONS:

- → and ⊗ are symbols for “insert” and “delete.” They are part of the character set found when scrolling with the “Big/Small” buttons.
- **Double/L Stop** (from the control panel) will move the red editing cursor left or right on the green line.
- **Big/Small** buttons (from the control panel) will scroll forward and backward through the character set. The first character is “!” and the last is “→”. Once the desired character appears in the red cursor square, use the **Double/Take** buttons to move on.
- **Play** button (from the control panel) saves the changes for that line and brings you back to Screen 1.
- **Start** button (from the control panel) will exit the Edit Footer Screen.

Editing Header Screen

EDITING HEADER

C STOP/R STOP = UP/DOWN
PLAY = SELECT ENTRY
START = NEXT SCRN

This is the information that appears at the top of a printer receipt ticket between the two rows of asterisks (***). Space is available for 20 lines of 38 characters each.

The steps for editing a location are similar to those for Editing Footer. Please refer to that section of the manual on pages 30-31.

Set Clock Information Screen

SET CLOCK

11/12/2001 13:35:08

START = UPDATE CLOCK & NEXT SCRN
DBL/L STOP = LEFT/RIGHT
BIG/SMALL = CHANGE VALUES
ACCT = EXIT

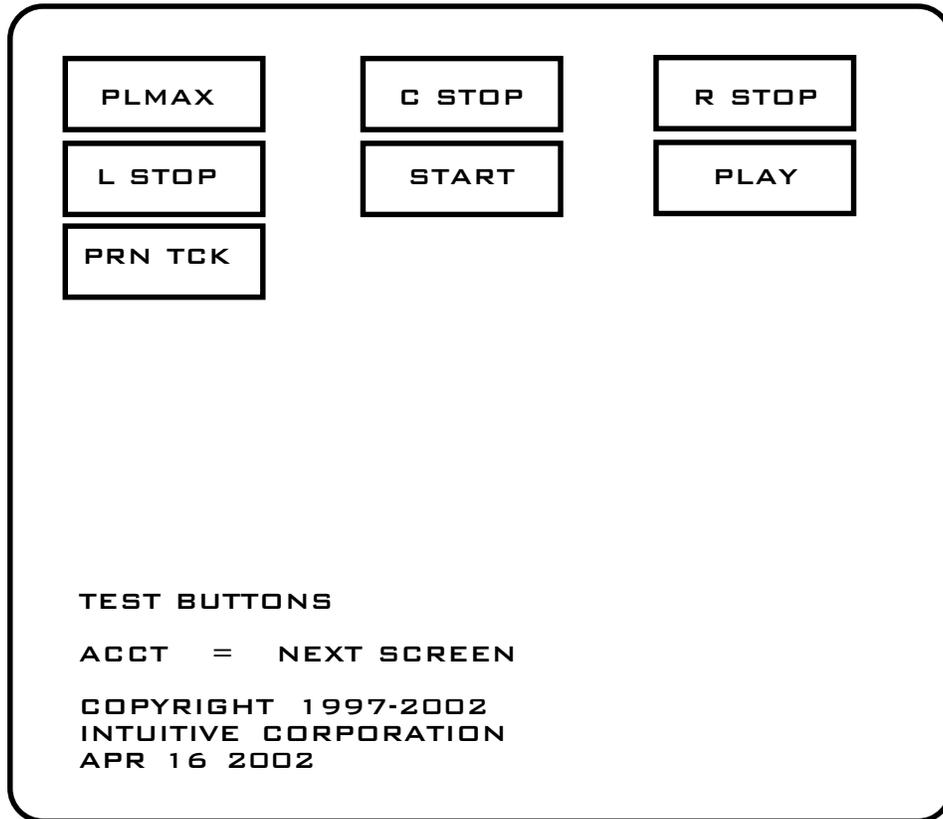
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Sets the time that appears on your printer tickets and also time stamps the last 5 scores. This information is stored in the clock modules (U32). The clock time uses a 24-hour military time reference.

COMMAND BUTTONS:

- **Start** button (from the control panel) moves you to the next set-up screen.
- **Double/L Stop** button (from the control panel) moves the red editing cursor left and right to select the character in the time or date to change.
- **Big/Small** button (from the control panel) scrolls through the character set.
- **Acct** button will exit this set-up screen to resume game play.

Button Check Screen



As each button from the control panel is pressed, the button equivalent on the screen is highlighted in red to show it is connected properly.

Odds Screen

There are two odds screen shows winning combinations and their prize payout for each credit played on the winning line.

Shooting Star
WIN-A-POOL

Bingo Bonus & Pig Bonus Odds

BONUS BONUS BONUS gets you 5 FREE SPINS in BINGO BONUS

2x TOTAL BET	10x TOTAL BET	75x TOTAL BET
5x TOTAL BET	25x TOTAL BET	200x TOTAL BET
750x TOTAL BET		

Any gets you in **PIG OUT BONUS** where every pig on screen wins 10 times total bet

Shooting Star
WIN-A-POOL

Normal Odds for Bet on Line

WIN A POOL	x 14
x 100	x 10
x 50	x 10
x 25	x 5
BELL BONUS	x 2

Is a Wild Card AND It Doubles your Price