

SERVICE MANUAL

Hungry Chickens

Ver 1.0



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- ▶ Please read the manual carefully and keep it in mind before using this machine.
- ▶ Put this manual within touch of your reference in anytime.

PRECAUTIONS FOR USE

The following safety precautions are given throughout this manual. They must be strictly followed to protect those who install, use or maintain this product as well as to protect players, visitors and property.

For safety reasons.

- The following suggestions should be adhered to:

WARNING

Disregarding could result in serious injury.

CAUTION

Disregarding could result in injury or product damage.

- The following graphic suggestions describe the types of precautions to be followed.



Indicates a care should be taken.



Forbidden.



Indicates a matter which must be performed.

- **Precautions to be followed:**

Certain procedures require a qualified in-shop maintenance person or industry specialist. For such instructions, a qualified person must take care of the jobs.

- Otherwise an electric shock, machine trouble, or a serious accident may result.
- Replacing the machine parts, inspecting and maintaining the machines, and troubleshooting must be assigned only to a qualified in-shop maintenance person or industry specialist. This booklet gives instructions that hazardous jobs in particular must be handled by an industry specialist. Qualified in-shop maintenance person and industry specialist are defined as follows.

Qualified in-shop maintenance person


- A service staff shall have experience in operations of game machines. The staff shall be responsible for assembly, installation, inspection and maintenance of the machine.

Industry specialist

- An industry specialist must be engaged in designing, manufacturing, inspecting and servicing amusement machines. He or she must have an education in electrical, electronic and mechanical engineering, and routinely maintain and repair amusement machines.

PRECAUTIONS FOR USE


WARNING

If there is any abnormality such as smoke, bad smell or abnormal noise being emitted from the machine, immediately turn OFF the main power switch and unplug the power cord from the receptacle to stop operating it. 

- Using the machine in abnormal conditions could result in fire or accidents.


In case of abnormality

1. Turn OFF the main power switch.
2. Unplug the power cord from the receptacle.
3. Contact your nearest dealer.

Do not leave the power cord plugged in improperly or covered with dust. 


- Doing so could result in the power cord being damaged periodically.


CAUTION

Do not use this product anywhere other than industrial areas. 

- Using in a residential area or an area next to a residential area could affect signal reception of radios, television sets, telephones, etc..
- Do not give shock to the surface of glass products.

- Please do not play this game if
 - When you are drinking;
 - When your physical condition is not normal;
 - When you are in pregnancy;
 - When you have on a pulse controller;
 - When you have recently experienced a cramp or fainting away while watching TV.
- Avoid excessive force/shock while playing/moving the game.
- While doing games, pay attention to surrounding.

Do not plug or unplug the power cord with wet hands. 

In handling the power cord, follow the instructions below. 

- | | |
|---|--|
| • Do not damage the power cord. | • Do not modify the power cord. |
| • Do not bend the power cord excessively. | • Do not twist the power cord. |
| • Do not heat the power cord. | • Do not pull the power cord. |
| • Do not bind the power cord. | • Do not stand on the power cord. |
| • Do not sandwich the power cord. | • Do not drive a nail into the power cord. |


If the power cord or power plug becomes damaged, stop using the machine immediately and ask your nearest dealer to replace the parts.


PRECAUTIONS FOR USE

WARNING

Be sure to consult an industry specialist when setting up, moving or transporting this product.


- This product should not be set up, moved or transported by any one other than an industry specialist.
- When installing this product, set the 4 leg levelers evenly on the floor and make sure that the product is installed stably in a horizontal position. Unstable installation may result in injury or accident.
- When installing this product, do not apply undue force on movable parts. Otherwise, injury and accident may result, or the product may be damaged.


The machine for indoor usage only does not install outside. 


Do not set the game machine up near emergency exits. 


Protect the game machine from: 


- Rain or moisture.
- Direct sunlight.
- Direct heat from air-conditioning and heating equipment, etc..
- Hazardous flammable substances.
- Otherwise an accident or malfunction may result.

Do not place containers holding chemicals or water on or near the game machine. 

Do not place objects near the ventilating holes. 

Do not bend the power cord by force or place heavy objects on it. 


Never plug or unplug the power cord with wet hands. 


Never unplug the game machine by pulling the power cord. 


CAUTION

Be sure to use indoor wiring within the specified voltage requirements. For extension cord, use the specified rating or more.

Be sure to use the attached power cord.

Never plug more than one cord at a time into the electrical receptacle. 

Do not lay the power cord where people walk through. 

Be sure to ground this product. 


Do not exert excessive force when moving the machine. 


For proper ventilation, keep the game machine 100mm(4") away from the walls.


Do not alter the system related dipswitch settings.


PRECAUTIONS FOR USE


⚠ WARNING

Be sure to turn OFF the main power switch and unplug the power cord from the receptacle before inspecting or cleaning the machine. 

When replacing parts, be sure to use parts of the correct specifications. Never use parts other than the specified ones. 

Opening inside the machine shall be done by machine specialist only as high electric current is being sent inside. For game machine with monitor, a care should be taken while opening its back door. If not, a damage to the inside parts or the monitor may occur. 


If the sub power switch of the service panel is turned OFF without turning OFF the main power switch of the power supply unit, some parts in the units remain live. When opening the back door, be sure to turn OFF the main power switch and unplug the power cord from the receptacle. 

Strictly refrain from disassembly and repair of parts which are not indicated in this manual, as well as settings and remodeling. 


To clean the game machine, wipe it with a soft cloth dampened in a neutral detergent.

- Using thinner or other organic solvent or alcohol may decompose the material.
- Electrical shock or equipment failure could be caused by water entering the inside of the machine.

⚠ CAUTION

Components in the game are sensitive to vibrations and impact. Care should be used when moving and transporting the game machine. 

Be sure not to let the machine tip over.

Before moving the machine, be sure to turn OFF the main power switch, unplug the power cord from the receptacle and remove the power cord from the machine. 

Before moving take the machine, off the levelers and move it on the casters.

Avoid excessive force while moving the machine.

PRECAUTIONS IN HANDLING

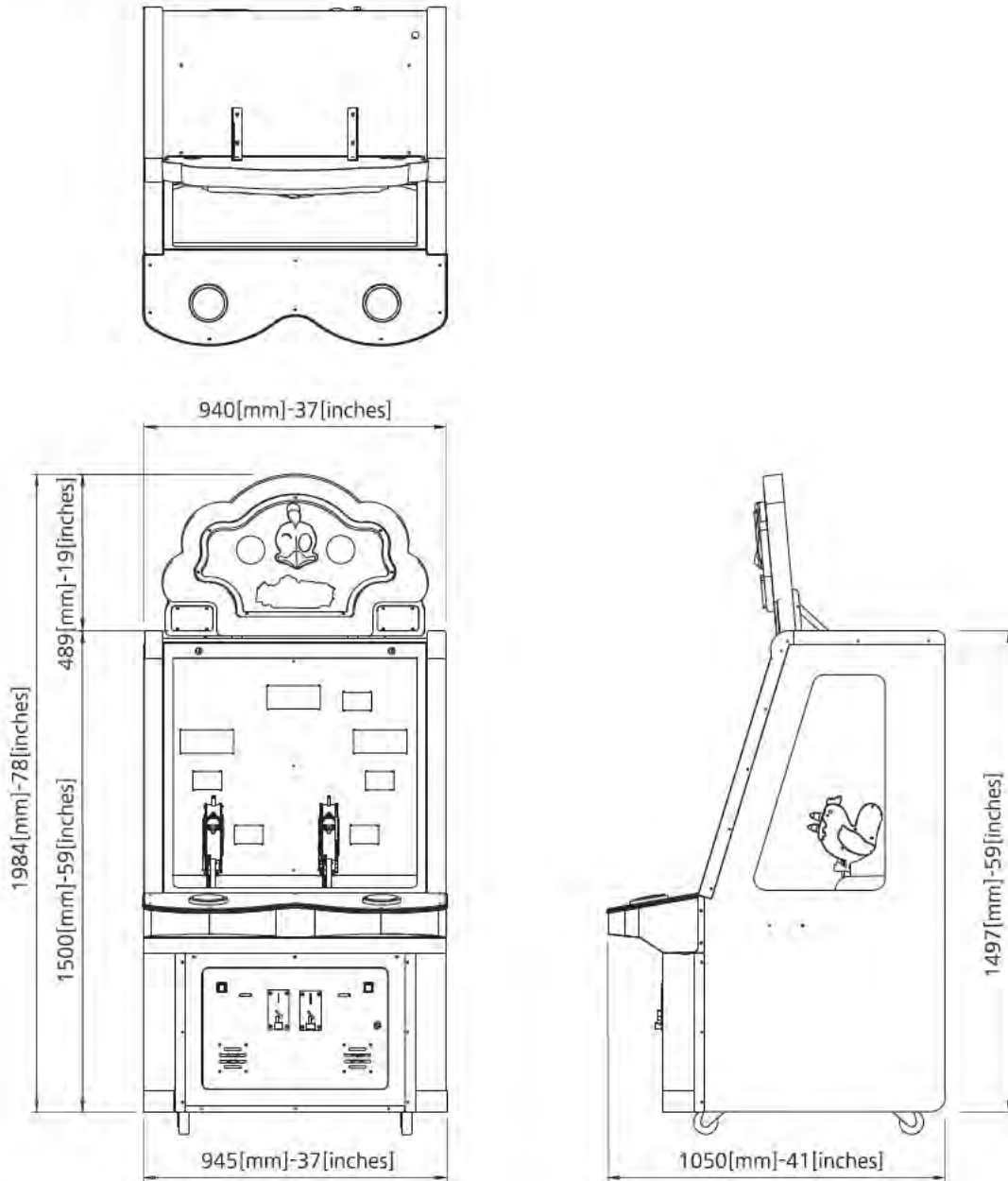
- When setting up, inspecting, maintaining, moving or transporting this product, follow the procedures and instructions set forth in this manual and perform such work safely.
- Do not set up, handle, inspect, maintain, move or transport this product under conditions equivalent to the condition of "WARNING" or "CAUTION" specified in this manual.
- If a new owner is to have this product as a result of transfer, etc., be sure to give this manual to the new owner.

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1. SPECIFICATION AND DIMENSION

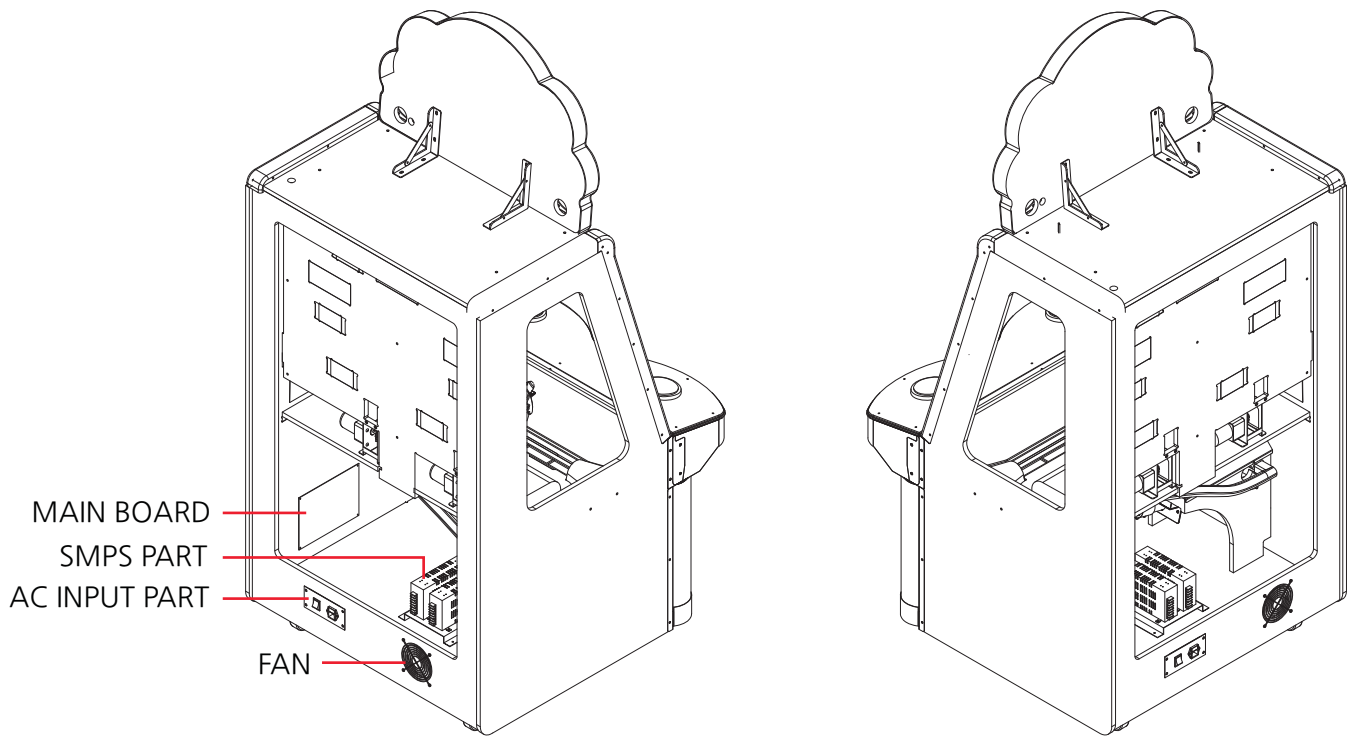
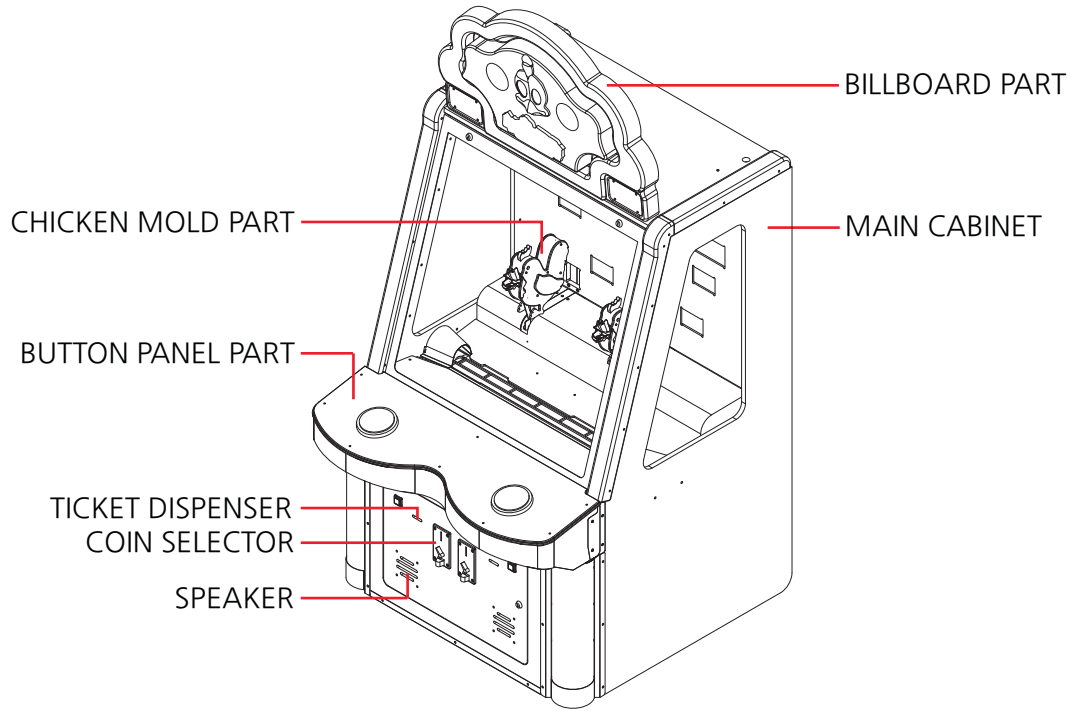
1-1. DIMENSION



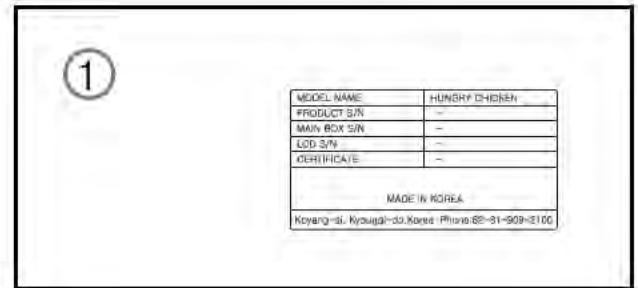
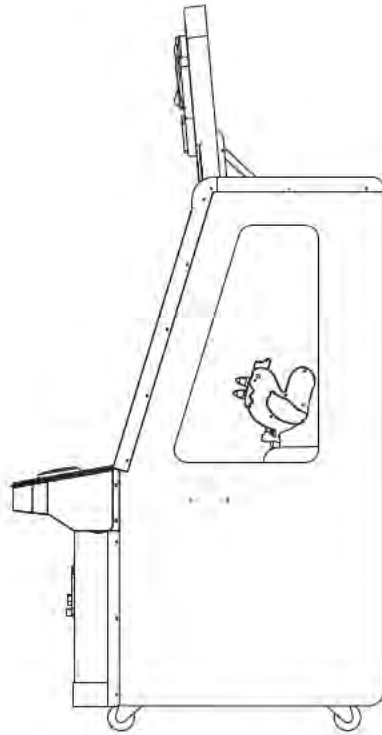
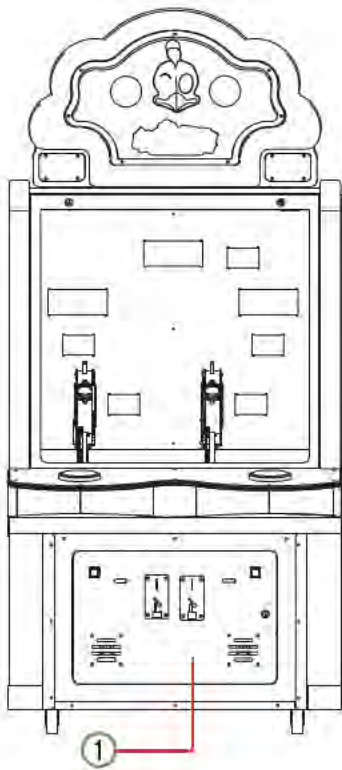
1-2. SPECIFICATION

DIMENSION (W x D x H)	940 x 1050 x 1984 (mm)	
PACKING DIMENSION (W x D x H)	- x - x - (mm)	
WEIGHT (kg)	- kg [WEIGHT INCLUDING PACKAGING : - kg]	
VOLTAGE	AC 110V	AC 220V
FREQUENCY RANGE	60Hz	60Hz
CONSUMPTION	- W	- W
CERTIFICATION	-	





1-3. NAME OF PARTS



1-4. STICKER LOCATION



1-5. COMPONENTS

NO.	PART NAME	SPEC.	QTY
1	AC POWER CORD	110V or 220V 	1
2	KEY	6001 	2
3	KEY	7001 	2
4	MANUAL	- 	1

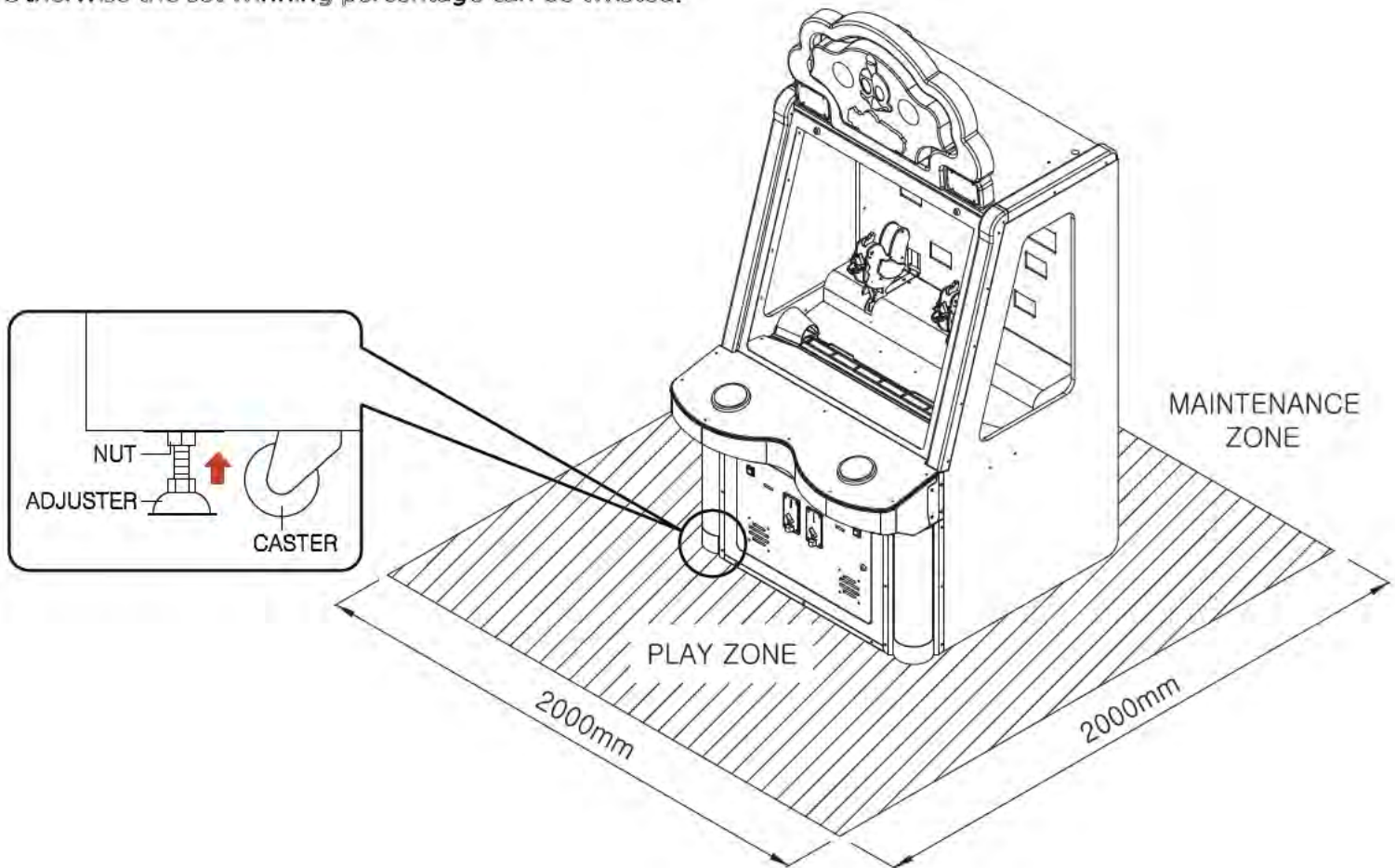
2. INSTALLATION

2-1. INSATALLATION

- Need to have installation place.
Maintenance Zone & Play zone should have at least 2000mm x 2500mm each.

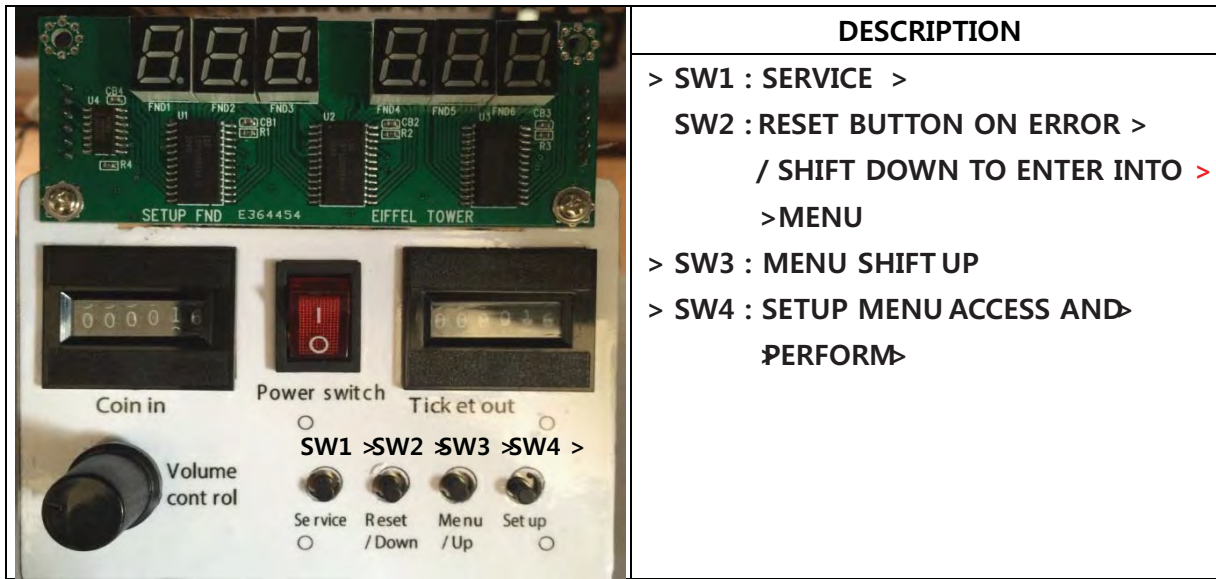
IMPORTANT

- Once you set up the machine with required game-play area, when installing this product, set the 4 leg levelers evenly on the floor and make sure that the product is installed stably in a horizontal position. Otherwise the set winning percentage can be twisted.



3. SETUP MENU

3-1. SETUP BUTTON



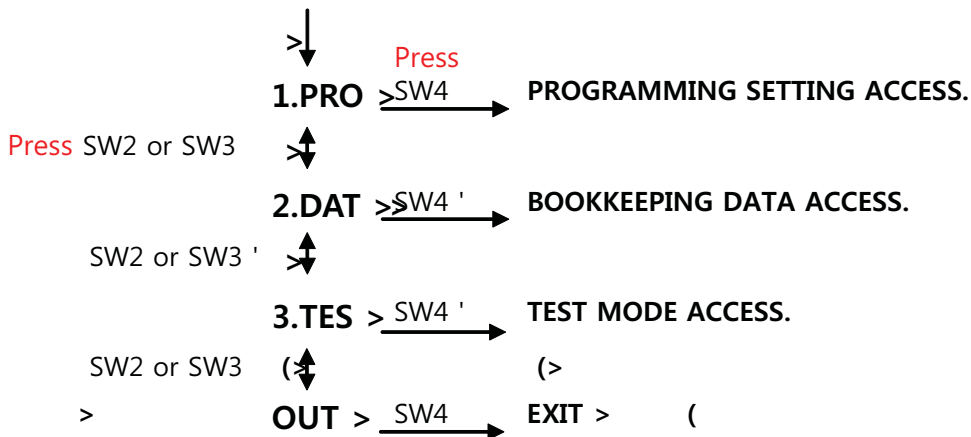
[CONTROL PANEL]

* IN NORMAL SETUP FND DISPLAY CONTENTS :

DISPLAY> > (SETUP FND)>>	DESCRIPTION>	REMARK >
C00003 >	TOTAL COIN IN Q'TY	MOVE TO SW3
T00075 >	TOTAL TICKET OUT Q'TY	MOVE TO SW3

3-2. EXPLANATION FOR DIRECTION OF ENTERING THE MENU

PRESS SW4 TO ENTER THE MAIN MENU.(>
DISPLAY "SET" ON CHALLENGE SCORE FND) (>



3-3. PROGRAMMING SETTING MODE

DISPLAY "PRO" ON CHALLENGE SCORE FND, DISPLAY "MENU COLUMN" ON BONUS TICKET FND)

DISPLAY > (SETUP & > BONUS FND) >		DESCRIPTION >	SETTING RANGE >	DEFAULT >
P-1 >	001 >	COINS PER CREDIT > SET COIN QTY PER CREDIT >	FREE, 1 ~ 10 > INCREASE BY 1) >	1 >
P-2 >	001 >	PLAY PER CREDIT > SET GAME QTY PER CREDIT >	1 ~ 3 > INCREASE BY 1) >	1 >
P-3 >	040 >	PLAY TIME > SET GAME PLAY TIME >	10 ~ 99 > INCREASE BY 5) >	40 >
P-4 >	005 >	SCORE PER BALL > SET POINTS PER BALL >	1 ~ 100 > INCREASE BY 1) >	5 >
P-5 >	001 >	TICKETS PER BALL > SET TICKET NUMBER PER BALL >	1 ~ 50 > INCREASE BY 1) >	1 >
P-6 >	000 >	MERCY TICKET VALUE > SET MERCY TICKET QTY WHEN THERE IS NO > TICKET ACQUIREMENT >	0 ~ 10 > INCREASE BY 1) >	0 >
P-7 >	035 >	CHALLENGE SCORE VALUE > SET CHALLENGE SCORE >	1 ~ 999 > INCREASE BY 1) >	35 >
P-8 >	010 >	CHALLENGE TICKET VALUE > SET TICKET QTY WHEN CHALLENGE SUCCEED >	1 ~ 99 > INCREASE BY 1) >	10 >
P-9 >	005 >	CHICKEN MOTOR SPEED > SET MOTOR SPEED - CHICKEN >	1 ~ 5 > INCREASE BY 1) >	5 >
P-A >	003 >	CONVEYER MOTOR SPEED > SET MOTOR SPEED - CONVEYER >	1 ~ 5 > INCREASE BY 1) >	3 >
P-B >	001 >	DEMO SOUND > SET DEMO SOUND USAGE >	0 / 1 > (OFF / 1:ON) >	1 >
OUT >	OUT >	EXIT > EXIT >	>	>

3-4. BOOKKEEPING DATA

DISPLAY "DAT" ON CHALLENGE SCORE FND, DISPLAY "MENU COLUMN" BONUS TICKET FND, DISPLAY ALLOCATED INFO NUMBER OF "000 003" ON 1P 2P SCORE FND)

DISPLAY > (SETUP &> > TICKET FND)>	SETUP FND > DISPLAY > "0" IS BLANK >	DESCRIPTION >	REMARK >
B1 >	000 > 003 >	TOTAL COINS > >	>
B2 >	000 > 075 >	TOTAL TICKETS > >	>
B3 >	000 > 050 >	TOTAL CHALLENGE SUCCESS TICKETS > Q'TY >	>
B4 >	000 > 006 >	REMAINING COIN 1P > >	>
B5 >	000 > 005 >	REMAINING COIN 2P > >	>
B6 >	000 > 010 >	REMAINING TICKET 1P > >	>
B7 >	000 > 015 >	REMAINING TICKET 2P > >	>
OUT >	OUT > OUT >	EXIT >	>

* Note : If SW4 is pushed for more than 1 second, it will clear all valves.

3-5. TEST MODE

DISPLAY "TES" ON CHALLENGE SCORE FND, DISPLAY "MENU COLUMN" ON BONUS TICKET FND)

DISPLAY> (SETUP FND &> BONUS TICKET FND)>		DESCRIPTION>	ACTIVATING > SW4 ENTER >	REMARK >
T-1 >	000 >	INPUT TEST > DISPLAY INPUT STATUS ON EACH SCORE > FND >	PERFORM > ON MENU > STATUS >	>
T-2 >	OFF >	LED AND FND TEST > REPEAT LED LITS ON AND OFF / FND > 0~9 DISPLAY >	ON / OFF > >	>
T-3 >	OFF > >	1P CHICKEN MOTOR TEST > ACTIVATE 1 TIME AND AUTOSTOP/OFF >	ON > OFF >	>
T-4 >	OFF >	2P CHICKEN MOTOR TEST > ACTIVATE 1 TIME AND AUTOSTOP /OFF >	ON > OFF >	>
T-5 >	OFF >	CONVEYER MOTOR TEST > BALL MOTOR TEST - CONVEYER >	ON/OFF >	>
T-6 >	OFF >	BALL HOPPER MOTOR TEST >	ON/OFF >	>
T-7 >	OFF >	1P TICKET DISPENSER TEST > DISPENSE 3 TICKETS AND > AUTOSTOP/OFF > IN CASE OF NO TICKET, KEEP MOVING >	ON > OFF > or > ON / OFF >	>
T-8 >	OFF >	2P TICKET DISPENSER TEST > DISPENSE 3 TICKETS AND > AUTOSTOP/OFF > IN CASE OF NO TICKET, KEEP MOVING >	ON > OFF > or > ON / OFF >	>
T-9 >	OFF >	COIN INHIBIT TEST > COIN POWER OFF >	ON / OFF >	>
T-A >	OFF >	TICKET COUNTER TEST > ACTIVATE 1 TIME AND STOP /OFF >	ON > OFF > >	>
T-B >	OFF >	COIN COUNTER TEST > ACTIVATE 1 TIME AND STOP /OFF >	ON > OFF > >	>
T-C >	OFF >	SOUND TEST > ACTIVATE AND PLAY 1~? IN SERIES BY > USING UP/DOWN BUTTON/ STOP SW4 >	ON / OFF >	>
OUT >	OUT >	>	>	>

3-6. BOOKKEEPING DATA CLEAR

PRESS SW4 + POWER ON, DISPLAYS "CLR" ON SETUP FND AND ON CHALLENGE SCORE FND, AND INITIALIZE BOOKKEEPING DATA.
SET UP VALUE OF PROGRAMMING MAINTAINS

3-7. FACTORY SETTING

PRESS SW3 + SW4 + POWER ON, DISPLAYS "FAC" ON SETUP FND AND ON CHALLENGE SCORE FND, AND INITIALIZE BOOKKEEPING DATA.
SET UP VALUE OF PROGRAMMING BECOMES DEFAULT VALUE

3-8. ERROR CODE

CODE >	DESCRIPTION	REMARK
ERROR 01 >	CHICKEN ASS'Y ERROR > / IN CASE OF NO LIMIT SW SIGNAL AFTER > MOTOR ACTIVATING >	CHICKEN MOTOR or LIMIT > SW > > >

>

>

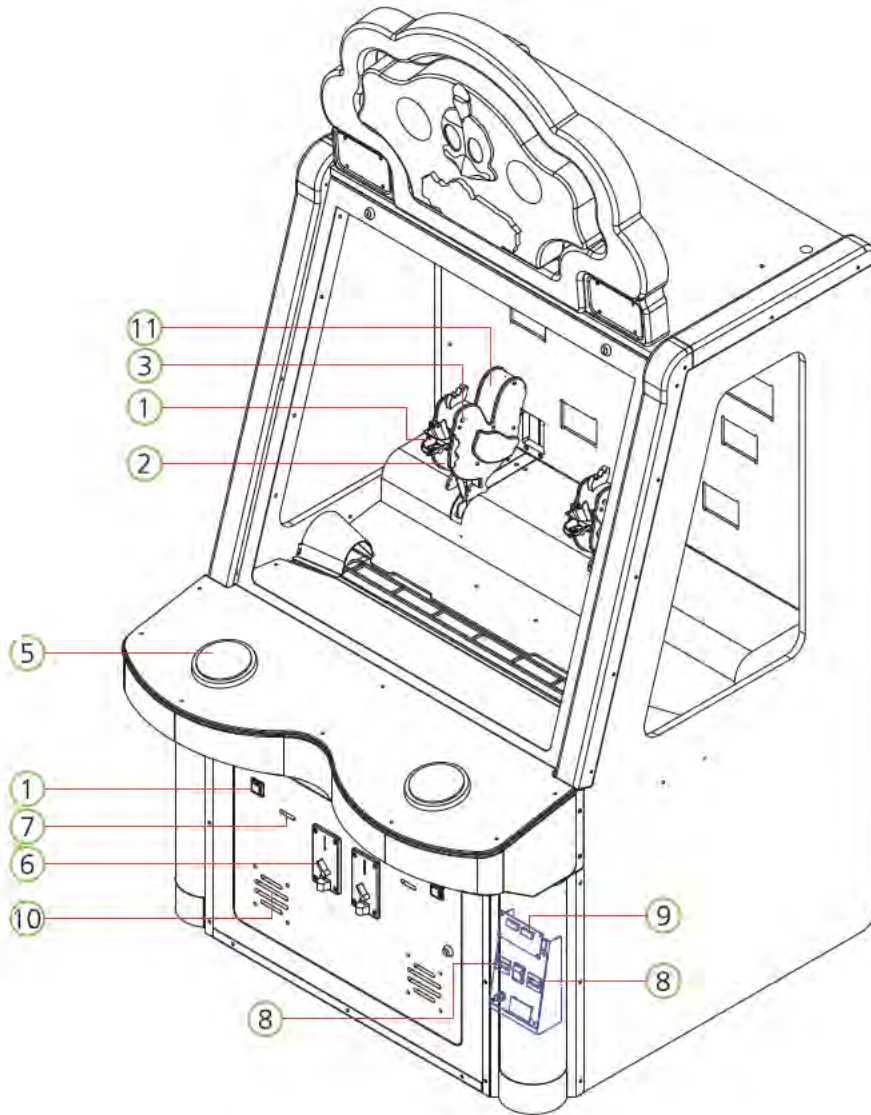
3-9. ERROR CODES

* ERROR 01 (CHICKEN ASS'Y ERROR)

- 1) CHECK THE CHICKEN ASS'Y CONNECTOR OR WIRES CONNECTION.
- 2) CHECK MOVING STATUS ON TEST MODE BY T-3 or T-4 ACTIVATING.
- 3) CHANGE A MOTOR IN CASE A MOTOR DOESN'T MOVE.
- 4) CHANGE LIMIT SW IN CASE LIMIT SW DOESN'T WORK.
- 5) CHANGE MAINBOARD IN CASE A TROUBLE CONTINUES.

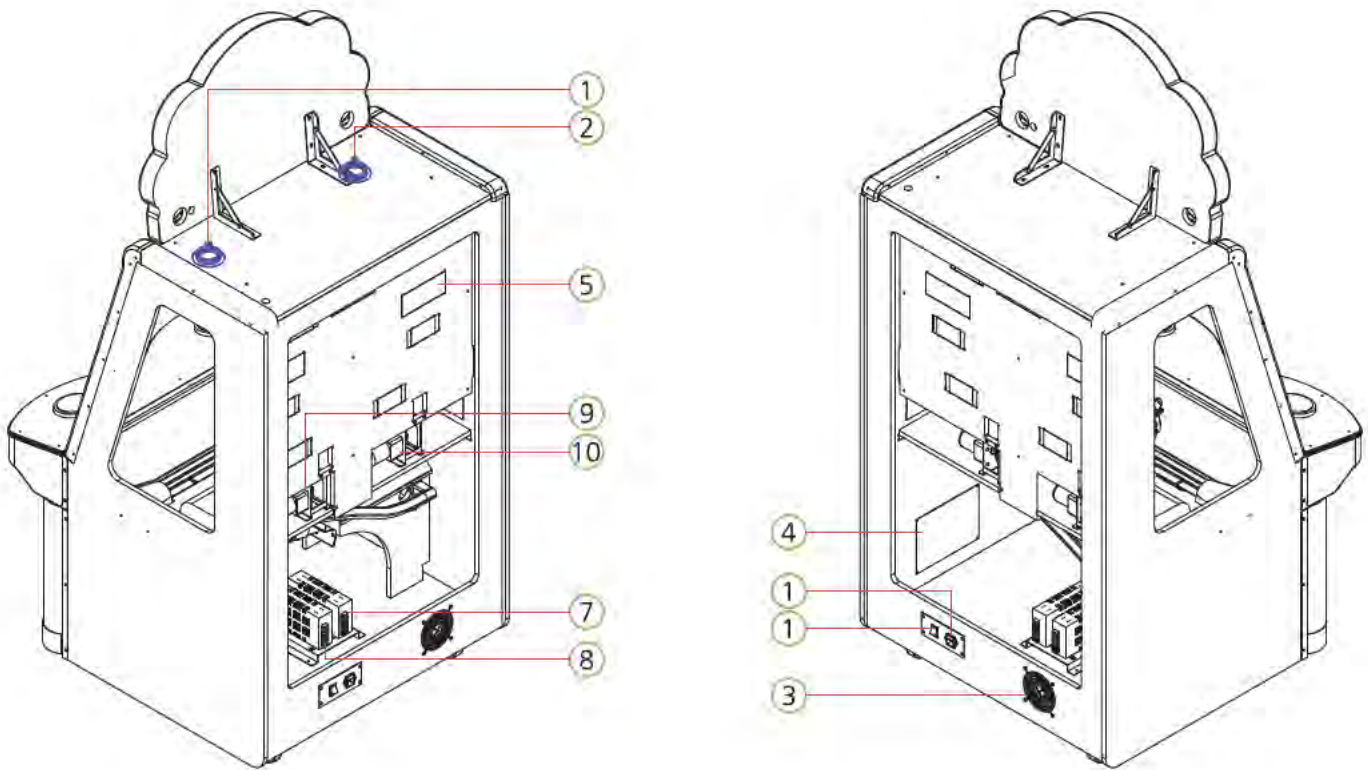
4. EXPLODED VIEW

4-1. MAIN CABINET PART



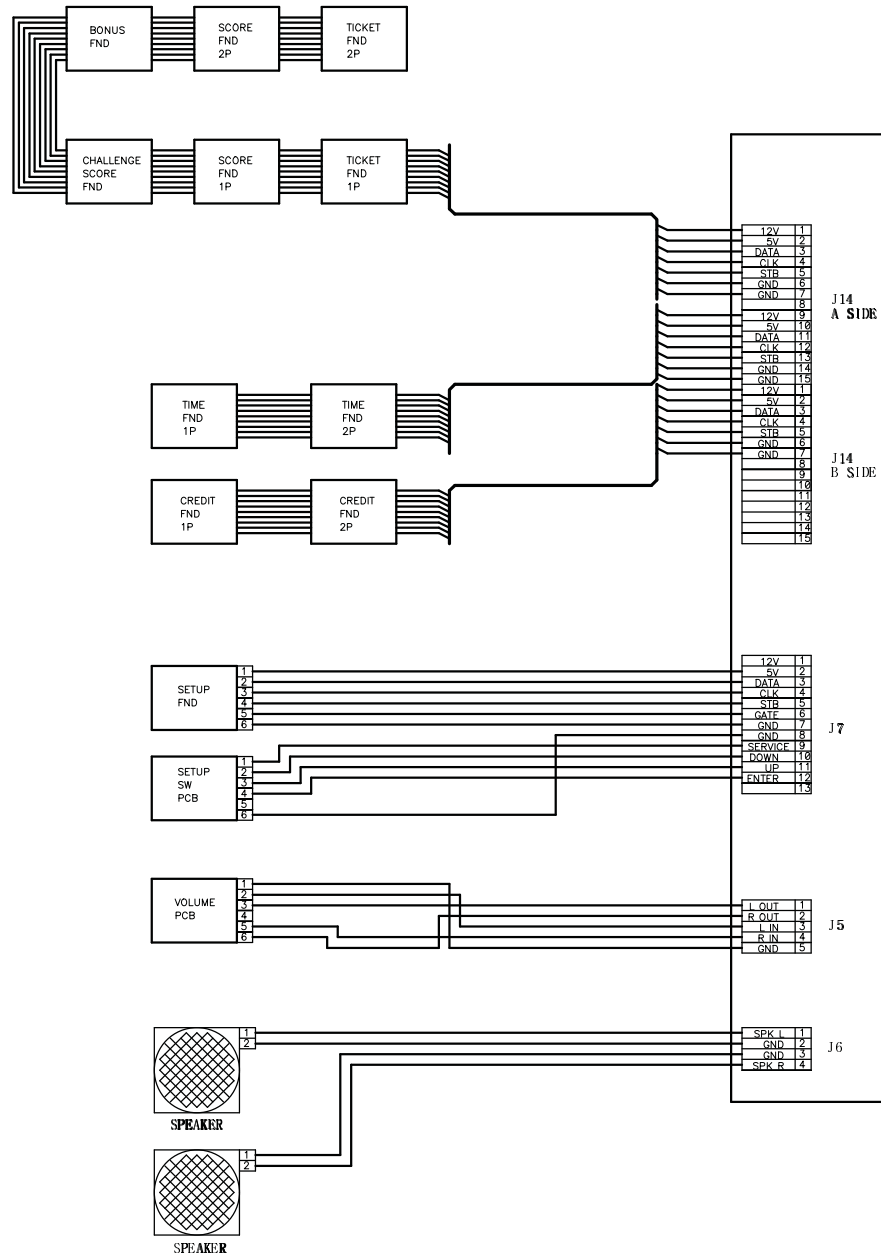
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	MICRO SWITCH	CHICKEN EAT	2	-
2	MICRO SWITCH	CHICKEN LIMIT	2	-
3	CHICKEN EYE LED	Ø 10 LED (GREEN)	4	-
4	BUTTON PANEL LED	1350mm (BLUE)	1	-
5	BUTTON	Ø 100mm	2	-
6	COIN SELECTOR	-	2	-
7	TICKET DISPENSOR	-	1	-
8	COUNTER	-	1	-
9	SETUP FND PCB ASS'Y	SETUP FND	1	-
10	SPEAKER	8Ω15W (4 inch)	2	-
11	DC MOTOR	CONBERYER 55ZY24-25-01 60JB90G0832	1	-

4-2. MAIN CABINET PART_02

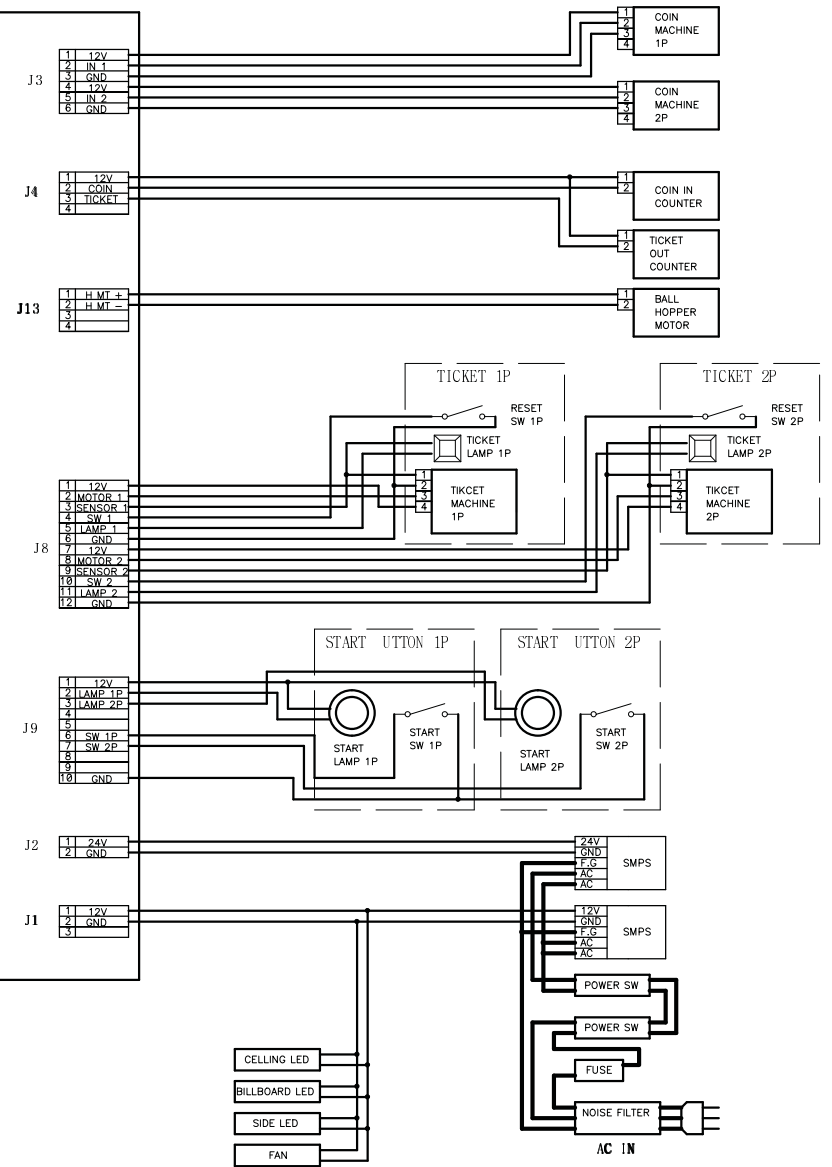


NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	HALLOGEN LED	CELLING_12V 1W (BLUE)	1	-
2	HALLOGEN LED	SIDE EDGE_12V 3W (ORENGE)	1	-
3	DC FAN	12V_0.5A(6W)	1	-
4	MAIN PCB ASS'Y	-	1	-
5	SCORE FND PCB ASS'Y	CHALLENGE SCORE FND & 1P2P SCORE FND	3	-
6	CREDIT FND PCB ASS'Y	CREDIT FND & TIME FND & TICKET FND	7	-
7	SMPS	12V 150W	1	-
8	SMPS	24V 150W	1	-
9	DC MOTOR	BALL HOPPER_ 55ZY24-15-01 60JB25G0833	1	-
10	DC MOTOR	CONBERYER_ 55ZY24-25-01 60JB90G0832	1	-
*	BELT	HOPPER_160XL	1	-
*	BELT	CONBERYER_152XL	1	-
*	35BALL	35mm * 60EA (ABS)	90(SPARE PART 30EA)	-
*	FUSE	6.3A	1	-
*	WIRE LED	1400mm	2	-
*	WIRE LED	2000mm	1	-
*	WIRE LED	4mm*700mm (BLUE)	1	-

MARK	DATE	REVISION	DRAWN BY	CHECKED BY	APPROVED BY

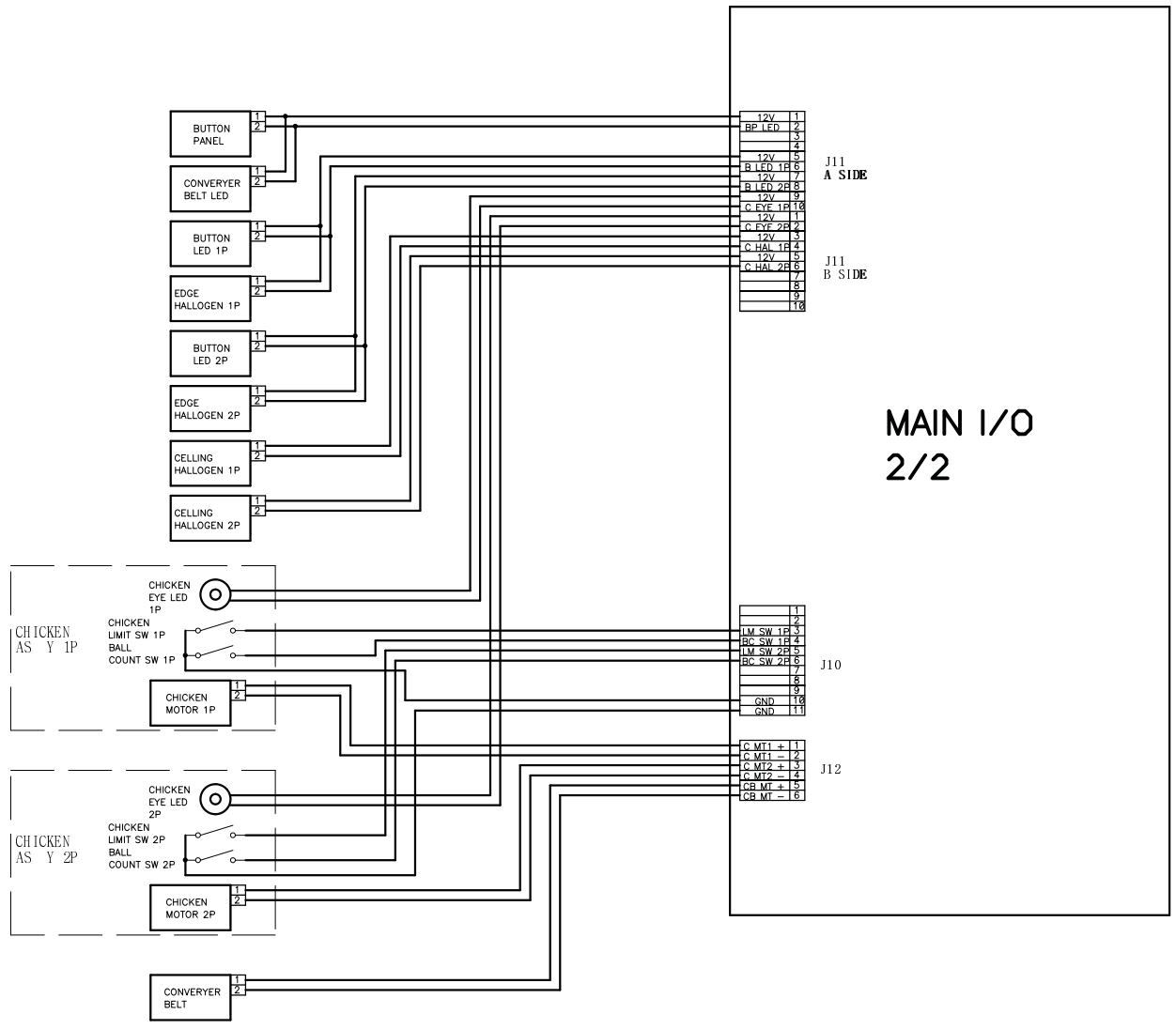


**MAIN I/O
1/2**



DRAWN BY	EXAMINATION	APPROVED BY	DATE	150527
CH01.B S			ITEM	HUNGRY CHICKEN
			SCH.NAME	MAIN 10
			SCH.NO.	1 / 2
			CODE.NO.	

MARK	DATE	REVISION	DRAWN BY	CHECKED BY	APPROVED BY



MAIN I/O
2/2

DRAWN BY	EXAMINATION	APPROVED BY	DATE	150527
CHOI. S			ITEM	HUNGRY CHICKEN
			SCH.NAME	MAIN 10
			SCH.NO.	2 / 2
			CODE.NO.	