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SERVICE MANUAL



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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 the power cord 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 the surface of glass products.

- Please do not play this game if
 - When you do 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 do 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

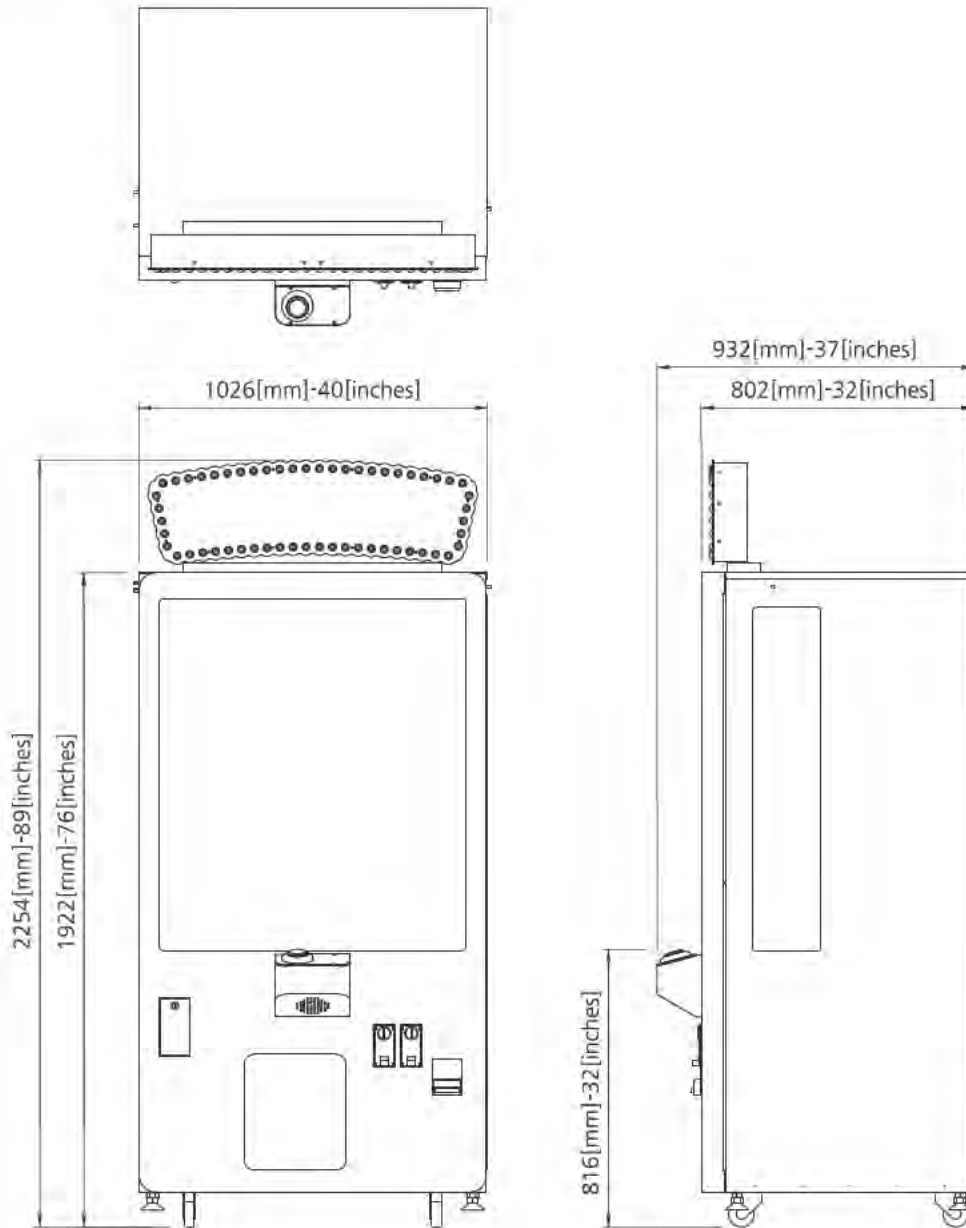
- When setting up, inspecting, maintaining, moving or transporting this product, follow the procedures and instructions set forth in this manual and perform such work safely.
- Do not set up, handle, inspect, maintain, move or transport this product under conditions equivalent to the condition of "WARNING" 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

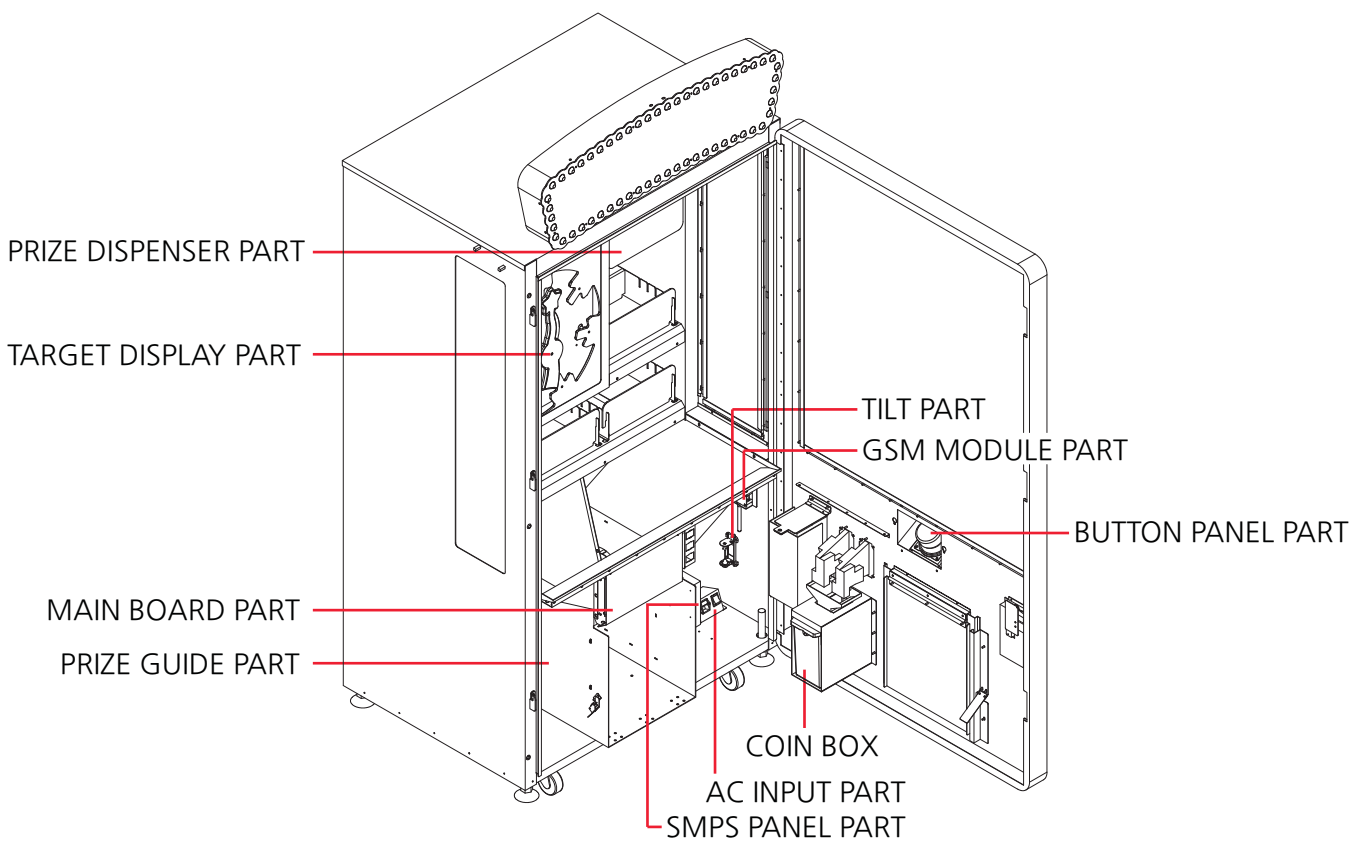
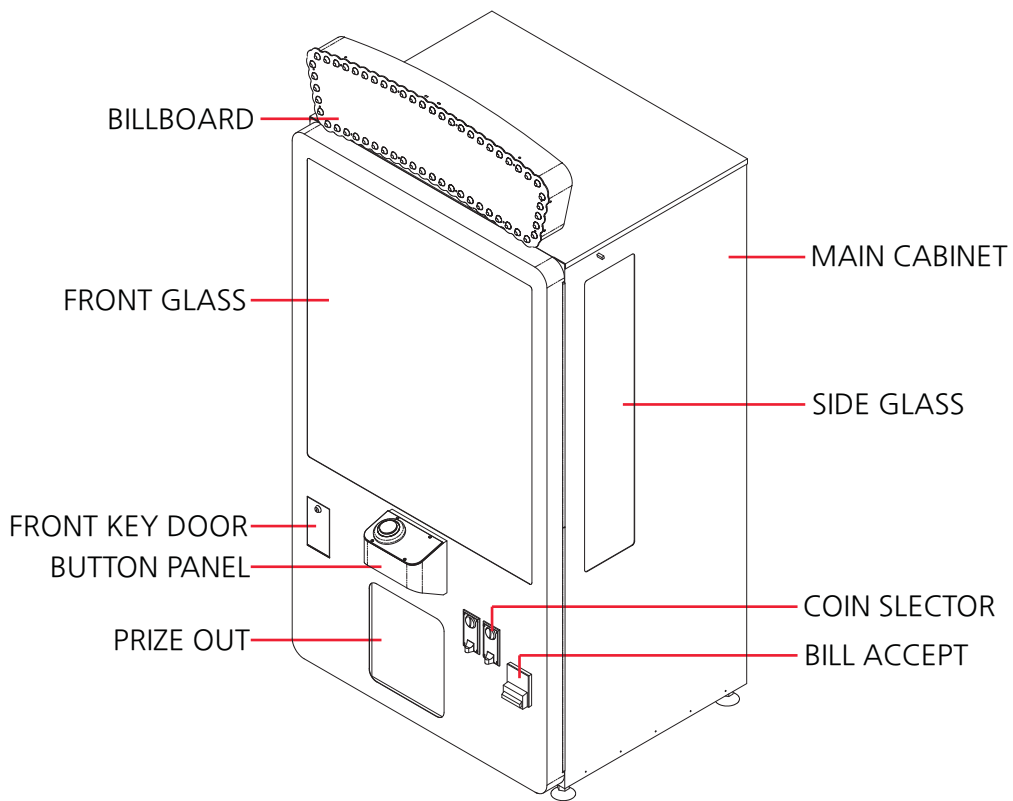
1-1. DIMENSION



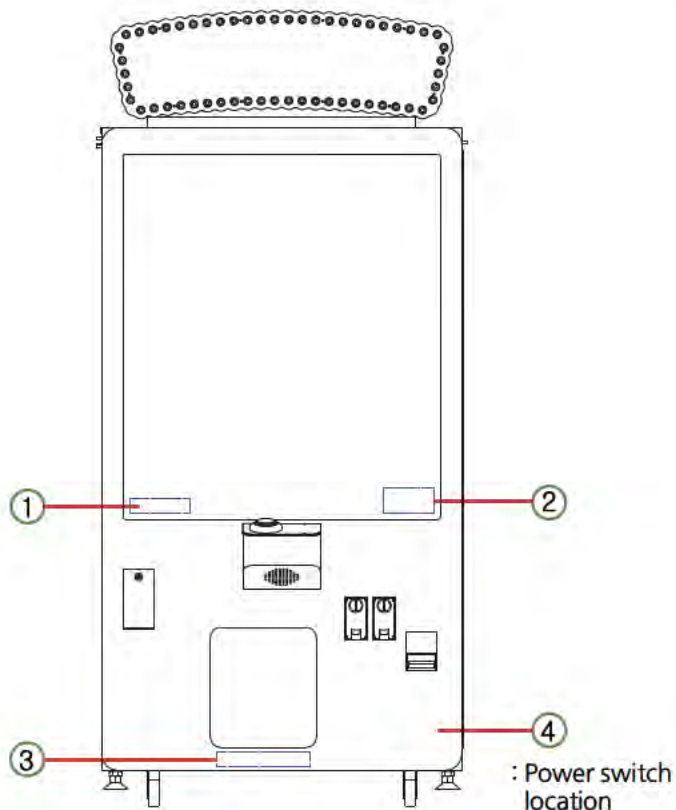
1-2. SPECIFICATION

DIMENSION (W x D x H)	1026 x 932 x 2254 (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	280 W	280 W
CERTIFICATION	-	

1-3. NAME OF PARTS



1-4. STICKER LOCATION










①  : Do not beat me up by sliding glass. May be damaged.

②  : An alarm to sound when shaken products Alarm is equipped with a device.

③  : Beware of the head and hands exit prizes.

④ : To turn the power switch on from off status, Please try it in 10 seconds from your turning Off

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	BOLT	M6x16L 	4
5	BOLT	M4x10L 	7
6	WRENCH	2.5mm 	1
7	MANUAL	- 	1

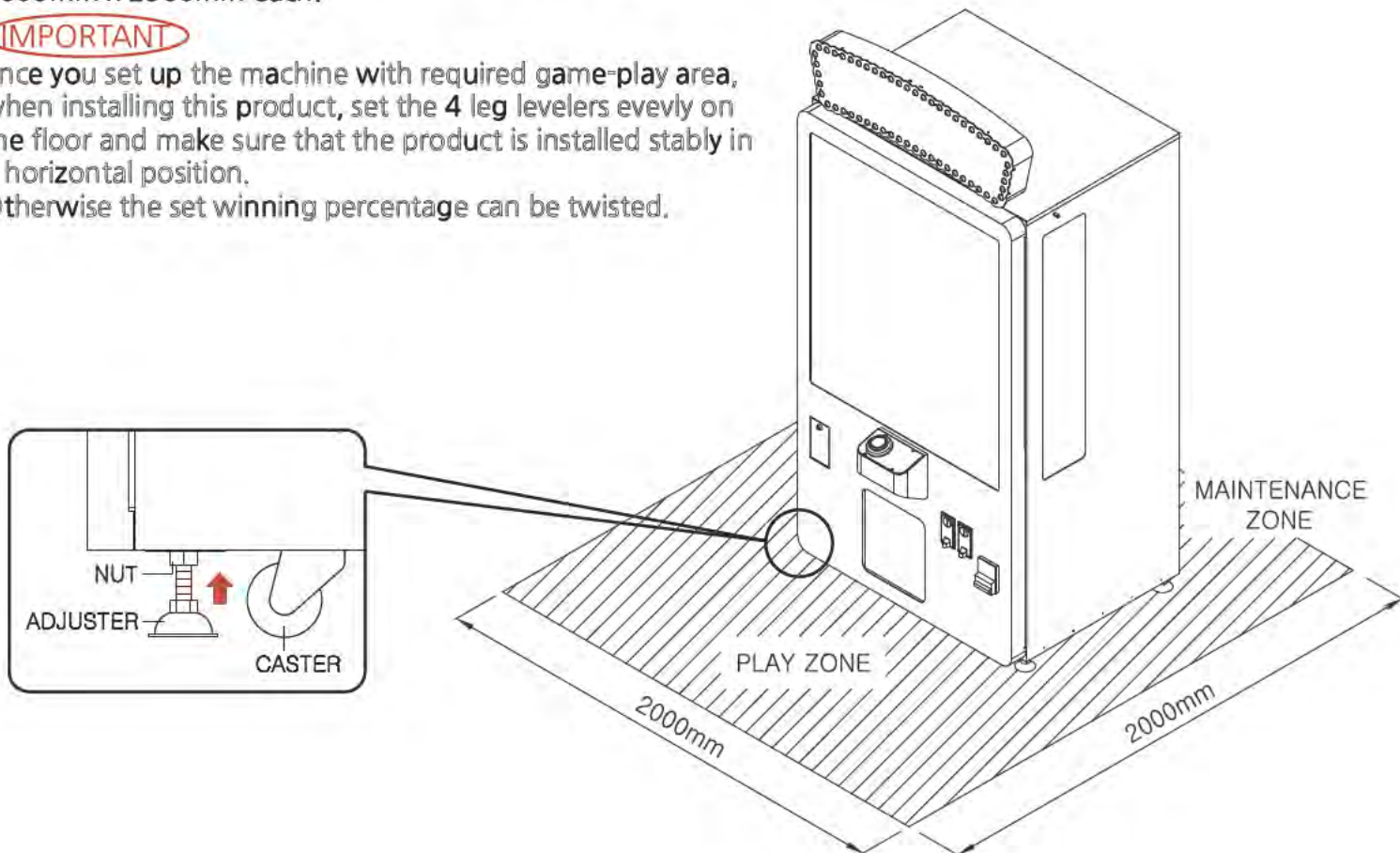
2. INSTALLATION

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.



2-2. PRECAUTIONS FOR

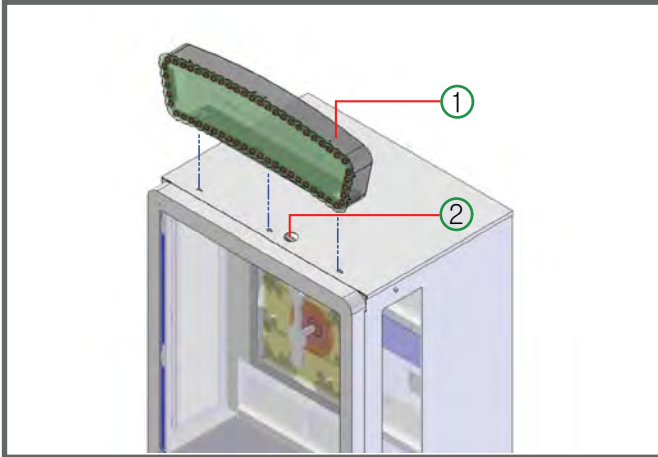
- * Optimum temperature for game operation is between -10°C to 45°C. Installing/operating the game outside given temperature range may cause malfunction or damages to the components.

2-3. READER AND CARD READER RELATED BILLS

- This machine can install Credit Card Reader or Bill Acceptor as an Option.

2-4. HOW TO INSATLL BILLBOARD

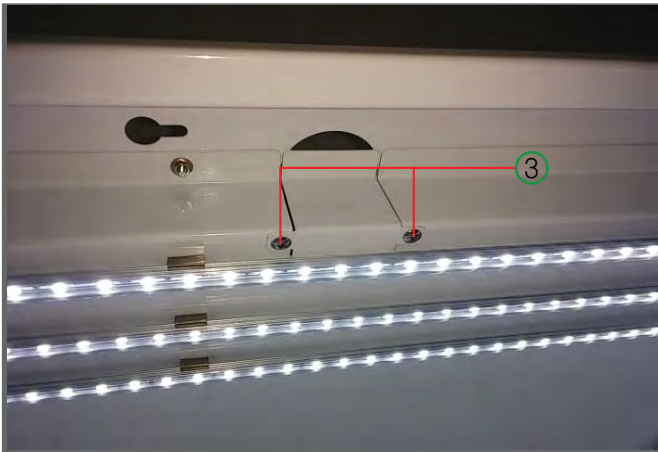
1



- After lifting up the ① billboard to the top of the cabinet, fix the bill board using 3 spots with M6 bolt.

When fixing the billboard, push the connector into the hole of ②

2



- After that, you will find ③ main cabinet support cover brackets when you open front door.

Please disconnect M4 bolts in 2 spots using a tool.

3



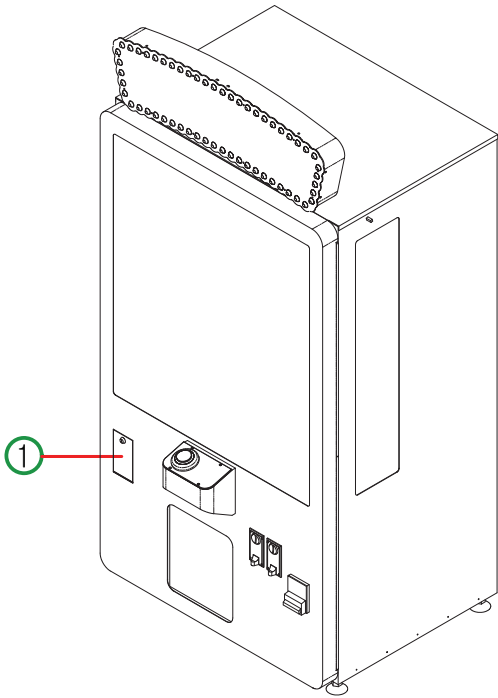
- After disconnecting M4 bolts, please connect the billboard connector with cabinet connector as shown in the photo.

4

- After re-assembling the ③ main cabinet support cover brackets, The installation of billboard will be finished.

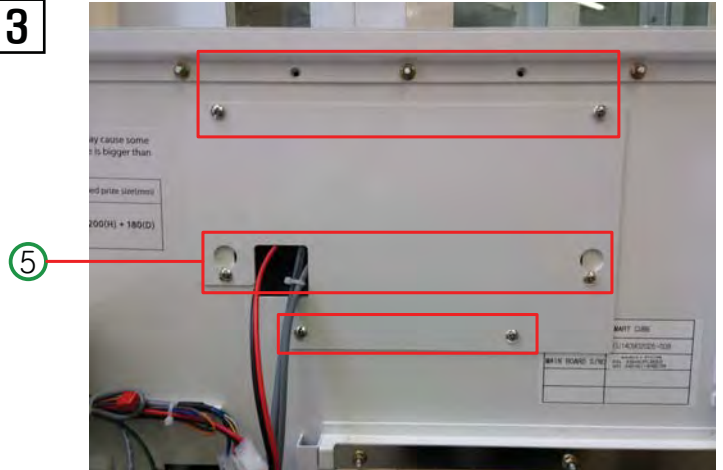
2-5. HOW TO INSTALL

1



- ① Open door using door key.

3



* BUTTON FRAME PART +
FRONT DOOR BUTTON CASE REAR COVER

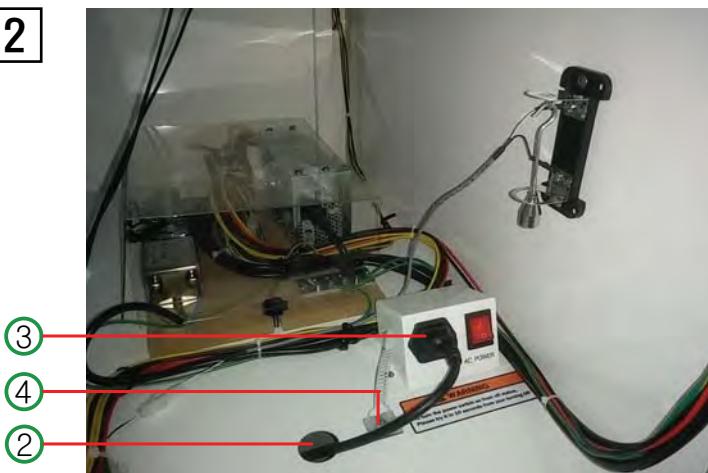
- After fasten bolt in Button panel Ass'y, hang it on cabinet using holes (2Ea: ②). Then fasten rest of bolts (M4 bolt x 8Ea). Connect main connector with cable from button panel ass'y

4



- Complete the Ass'y as shown picture.

2



- Connect AC Cord in Control panel ③ through internal hole ② and fix it with cable tie ④.

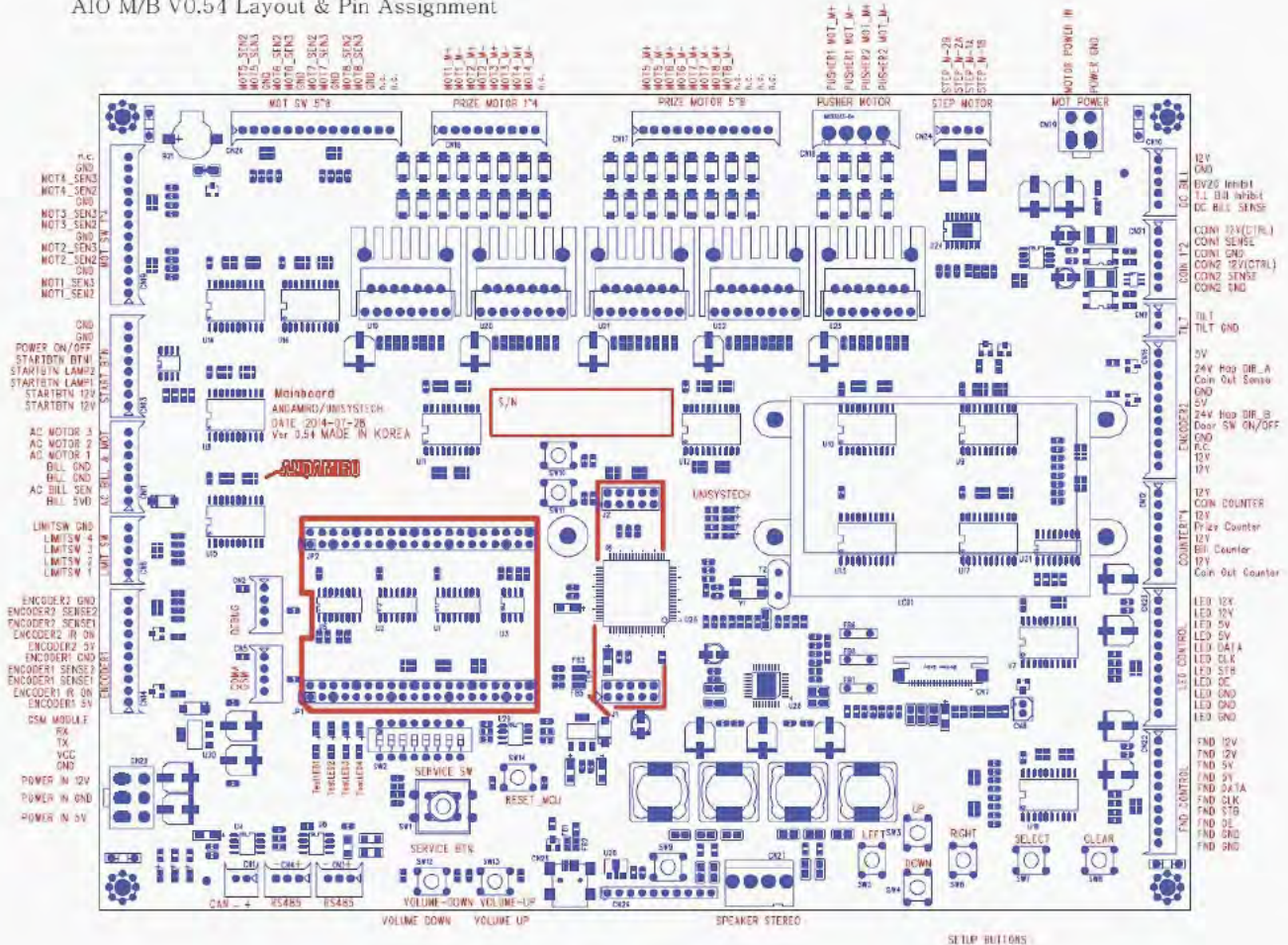
3. SETUP SETTINGS

3-1. MACHINE SETUP

1. HOW TO ENTER SETUP MENU

- 1 There is "Control panel" inside cabinet. User may set any setting using following.

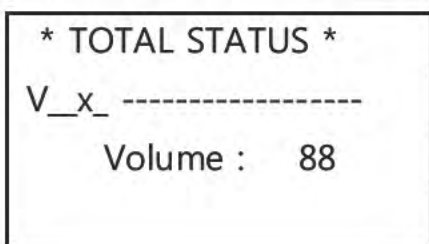
AIO M/B V0.54 Layout & Pin Assignment



[MAIN PCB]

2. SOUND VOLUME

- On the left below of AIO(All-In_One) Mainboard, 2 buttons for Sound Volume of the game exist. Left button to lower volume, Right button to higher it. The basic set value is **88**. It is adjusts by 2, you can set from 0~100. If you push the button on TOTAL STATUS Window, the Volume value shows as belowed Window in a moment and then come back to the original screen.

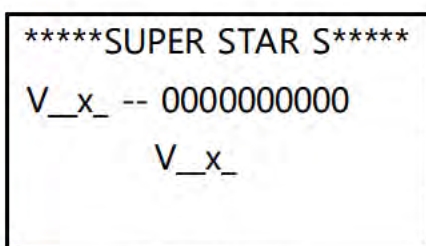


3. SERVICE BUTTON

- On the below of CPU in AIO Mainboard, there is a button for providing the Free Credit or the Credit for Gaming in a case of Test.
For each punching the button, Play Credit is increasing by 1. Counter Meter does not being increased.

4. SETUP LCD & SET BUTTON

- The SETUP LCD on the right side of AIO Mainboard has functions for checking the machine status or changing, saving and testing the user set value.
When you power on, below screen shows and Program Version displays.



GSM Version

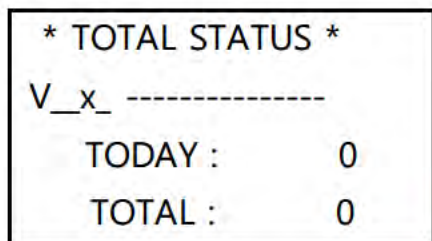
5. BUTTON INSTRUCTIONS FOR USE

- There are 6 buttons of UP/DOWN/LEFT/RIGHT/SELECT/CLEAR.
ALL buttons can perform different functions depending on whether it's a short press or long-key (a long press & hold) on the button(s).
 - [↑↓] Up/Down Button : After pressing SELECT Button, change value (-/+), ON/OFF change in case of pressing a button as long key, Changing Value becomes big.
 - [← →] Left/Right Button : change set menu.
 - SELECT Button : To select desired menu / changing Set Value
 - CLEAR Button : To reset to Factory Setting / Calibration

- * **The First thing to do after installing a SUPER STAR S and trying to operate it for the first time is to perform Calibration.**
Calibration is testing the functions of components and can affect the setting of the payout rates.
Calibration can be performed by Calibration of SET MENU.

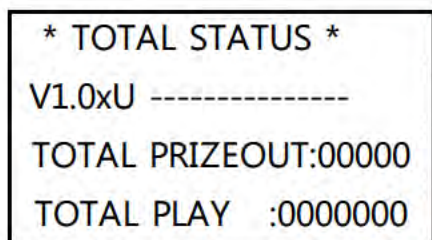
3-2. STATUS MODE : DISPLAYING AT ALL TIME ON GAME

1. COIN COUNT



- 'TODAY' DISPLAYS THE INSERTED COINS AFTER OPERATORS INITIALIZE THE STATUS
 - 1) On the field, Operator can initialize by long-key on [Clear] Button
 - 2) Or by performing "Initialize setup"
- 'Total' is total inserted coins, It is impossible to erase and it can not be erased.

2. TOTAL PRIZE OUT : TOTAL GAME PLAYED TIMES



- 'TOTAL PRIZE OUT' is total Quantity of Prizes out
 - 1) On the field, Operators can initialize by long-key on [CLEAR] button
 - 2) Or by performing "Initialize setup"
- If it succeeds, the prize of allocated holes will be dispensed and 1 will be added when the Pusher bar comes back to origin point
- 'TOTAL PLAY' is total game played times, Bonus games also include. It is impossible to erase and it can not be erased.

3. CREDIT COUNT

* TOTAL STATUS *	
V_x_	-----
CREDIT COUNT	
00	+00

- Displays a two-digit display, up Credit Limit set by the Set Menu.
 Front amount of 00 is actual inserted coins quantities, Rear amount of +00 is Service Coins quantities.
 The front panel displays the combined quantity of gaming Credit FND has.

4. HOLE GAME PERFORMING STATUS (1~7, BY ROW NUMBER)

<table border="1"> <tr> <td colspan="2">* ROW STATUS:1 *</td> </tr> <tr> <td>V_x_</td> <td>--0000000000</td> </tr> <tr> <td>PRIZE OUT</td> <td>TOTAL</td> </tr> <tr> <td>0</td> <td>00000</td> </tr> </table>	* ROW STATUS:1 *		V_x_	--0000000000	PRIZE OUT	TOTAL	0	00000	<table border="1"> <tr> <td colspan="2">* ROW STATUS:2 *</td> </tr> <tr> <td>V_x_</td> <td>--0000000000</td> </tr> <tr> <td>PRIZE OUT</td> <td>TOTAL</td> </tr> <tr> <td>0</td> <td>00000</td> </tr> </table>	* ROW STATUS:2 *		V_x_	--0000000000	PRIZE OUT	TOTAL	0	00000	<table border="1"> <tr> <td colspan="2">* ROW STATUS:3 *</td> </tr> <tr> <td>V_x_</td> <td>--0000000000</td> </tr> <tr> <td>PRIZE OUT</td> <td>TOTAL</td> </tr> <tr> <td>0</td> <td>00000</td> </tr> </table>	* ROW STATUS:3 *		V_x_	--0000000000	PRIZE OUT	TOTAL	0	00000
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* ROW STATUS:7 *																										
V_x_	--0000000000																									
PRIZE OUT	TOTAL																									
0	00000																									

Displays Prize Out q'ty of the holes and the attempted times of each hole.
 Being switched to LOW with {Up}, {Dn} Button

5. TILT(SHAKE) ERROR COUNTS

* ERROR TILT=00X *	
V_x_	-----
CREDIT COUNT	
00	+00

X: Error Tilt error counts
 Tilt Error is when the machine get some outside shock. When Tilt gets contacts more than 1 time, Error Event will proceed for 10 secs and then transfer to the normal mode.
 Press [CLEAR] button to initialize the TILT ERROR count.

The machine will be initialized when credits remain.
 If possible, please do not initialize the machine when credits remain. The machine will be initialized even when executing "Initial setup".

3-3. SET MENU : PRESS AND HOLD [SELECT] BUTTON IN STATUS MODE

1. VERSION DISPLAY

```
*SET MENU *
V_x_ -----
**** SUPER STAR S ****
ANDAMIRO V_x_
```

2. PRIZELOADER REMOVE FUNCTION

In case of malfunction of PrizeLoader or parts such as MOTOR, FRONT/REAR SW, the function of PrizeLoader Module for as specific prize cell can be disabled.

In case players target the stopped hole, the pusher bar will return to home instead of moving forward at a whole stopped location of the hole concerned. Credit will be reduced by 1.

*SET MENU * V_x_ 0000000000 Hole X 1 PrizeLoader Enabled	*SET MENU * V_x_ 0000000000 Hole X 2 PrizeLoader Enabled	*SET MENU * V_x_ 0000000000 Hole X 3 PrizeLoader Enabled
		*SET MENU * V_x_ 0000000000 Hole X 3 PrizeLoader Enabled
*SET MENU * V_x_ 0000000000 Hole X 4 PrizeLoader Enabled	*SET MENU * V_x_ 0000000000 Hole X 5 PrizeLoader Enabled	*SET MENU * V_x_ 0000000000 Hole X 6 PrizeLoader Enabled

- 1) "[Enabled]" displays, when you push [SELECT] Button and then enter into the function change mode.
- 2) Change the value with {^},{v}Button
- 3) On the screen, it displays as below. (Example 1 hole)

```
*SET MENU *
[Disabled: 1      ]
Hole X-1 PrizeLoader
[Disabled]
```

- 4) Press [SELECT] button to disable the specified prize cell.
- 5) Is displayed on all the screen is still Prizebox.

```
* TOTAL STATUS *
[Disabled: 1      ]
TODAY : 0
TOTAL : 0
```

- 6) In order to recover the function after repairing PrizeLoader, change the probability of the allocated hole into the value you want.

3. CHANGING CALIBRATION STARTING POSITION

```
*SET MENU *
V__x_ -----
      Offset: 000
```

In calibration, you may adjust starting position if it's located right side of target.

- 1) Setting range is **-20 ~ +20** (Default : **000**).
- 2) Press [SELECT] button to access the menu. It displays as (Default : **000**).
- 3) Change the Values by [Up],[Dn]Button.
{Up} : Increase, {Dn} : Decrease
- 4) If you set (-) value, the origin point moves more left to the basic location. If you set (+) value, the origin point moves more right to the basic location.
- 5) Press [SELECT] button to save all changes.

4. 1 PLAY COIN NUMBER

```
*SET MENU *
V__x_ -----
Credit   Set
1 Credit 1 Coin
```

Set coin number for 1 Play, 1 coin = 25 ¢

※ You may set 1 Credit 2 Play. The setting is 2 Credit 4 Coin.

- 1) Default is 1 Play 1\$, it is 4 in case of 4 Coin setting, It may change 1~10, 2 Credit 4 Coin.
- 2) Press [SELECT] Button to enter to the change mode, "[4]" displays.
- 3) Change the values by [Up],[Dn]Button.
{Up} : Increase, {Dn} : Decrease
- 4) Press [SELECT] Button to save all changes.

5. 1 BILL COIN NUMBER

```
*SET MENU *
V__x_ -----
Coin per Bill
1-Bill= 4 Coin
```

Coin Pulse Number for 1 Bill, default is **4**, It may change 1~20

- 1) Press [SELECT] Button to enter to the change mode, "[4]" displays.
- 2) Change the values by [Up],[Dn]Button.
{Up} : Increase, {Dn} : Decrease
- 3) Press [SELECT] Button to save all changes.

6. CREDIT LIMIT SET

```
*SET MENU *
V__x_ -----
Credit Limit
Max Credit= 20
```

Default is **20**, it may change 1~ **100**

Coin mech becomes "Inhibit" in case coin is inserted more than the setting.

7. PLAY TIME LIMIT SET

```
*SET MENU *
V__x_ -----
Time Limit
30 Sec
```

Set and change Game playing time for 1 Play. Default is **30**, it may change **10~60**.

8. DEMO SOUND

```
*SET MENU *
V__x_ -----
Demo Sound
On
```

Demo Sound On/Off set/change
Default=**On**

9. EXAMPLE SETTING FOR PRIZELOADER ON GAME

```
*SET MENU *
V_x_ -----
Prize Show-off
      On
```

Setting Modes for moving Pusher Bar on forward/backward in front of the PrizeLoader of allocated hole when you stop the push bar on any hole location on game.

- PrizeLoader example forward mode On/Off Setting.
- Default=On (example function of moving forward a little and backward)

- * Below 3 settings 10. attached GSM module No setting 11.GSM Message DATA transmitting term setting 12. Receiver Phone No setting Only applicable when you attache the communication module which is option item.
- * In case of installig GSM Module in additon for communication function, you should reset all setting through performing Factory Initialize after changing CPU and rebooting the mahcine.

10. GSM NO SETTING FOR TRANSEFERRING GAME DATA

```
*SET MENU *
V_x_ -- 0000000000
      GSM NO.
From : 0000000000
```

Input the USIM Number which is the No of communication GSM Module attached on game machine. GSM Module transfers Game Data, Error Code, Prizeout Data, Front Door of Game Mahcine and PowerOn Status to the Receiver intantly or on the time interval which is set up in previous.

- 1) Basic Value is 1000000000 and USIM Phone Number for Data transferring is not set up.
- 2) Press [SELECT] Button to enter into Change Mode, "[1000000000]" displays.
- 3) You can move to change location by {←,→}Button
{←} : Move Left , {→} : Move Right
- 4) After moving to you desired location, change the value by the {Up},{Dn}Button.
Setting Variation is 0~9, Blank.
{Up} : increase, {Dn} : decrease
- 5) Press [SELECT] Button to save all changes.

11. SETTING THE TRASNFER INTERVAL OF GSM MESSAGE DATA MODULE WHICH IS OPTION ITEM

```
*SET MENU *
V_x_ -- 0000000000
      Select Call Mode
      6 Hour
```

*** You can set up the transferring interval of game management data related to the porfit, TODAY/TOTAL DATA. Set time is calculated from the time of Turing on Power

- 1) Basic setting is 6 hours.
- 2) Press [SELECT] Button to enter into Change Mode, "[6 Hour]" displays.
- 3) After moving to the location you want to change, change the value by the {Up},{Dn}Button.
The Set up is Off, 10 Minute 4, 6, 8, 12, 24 Hour.

Notice : No data sending when it is set as Off.

{Up} : increase, {Dn} : decrease

- 4) Press [SELECT] Button to save all changes.

12. SETTING RECEIVER'S Phone NO

```
*SET MENU *
V__x_ -- 0000000000
Receiver Phone No.
To #1: 0000000000
```

*** Input the receiver's phone number(10 Digit) which will receive game data, Error Code, Prize Out Data.

- 1) Basic Value is 1000000000 and Data receiver's phone no is not set up.
- 2) Press [SELECT] Button to enter into Change Mode, "[1000000000]" displays.
- 3) You can move to change location by {<,>}Button.
{<} : Move Left , {>} : Move Right
- 4) After moving to you desired location, change the value by {Up},{Dn}Button. Setiing Variation is 0~9, Blank.
{Up} : increase, {Dn} : decrease
- 5) Press [SELECT] Button to save all changes.
- 6) Receiver's Phone NO. sets up to 2, change the phone by {Up},{Dn}Button.

13. SAVE & EXIT

```
*SET MENU *
V__x_ -----
Save & Cancel
Press [SEL] & [CLR]
```

Press [SELECT]Button to save and exit.
Press long key [CLEAR]Button to exit without saving.

[GSM SENDING MESSAGE LIST]

	CONTENT	SMS (Short Message Service)	DESCRIPTION
1	Power On/Off	(Real-time Transport) Game is on ! Income Today=nnnnn / Game is off ! Income Today=nnnnn /	Transmit Power On Transmit Power On(If the UPS is equipped with Option transfer function)
2	Front Door Status	(Real-time Transport) Front Door Close Income Today=nnnnn / Front Door Open Income Today=nnnnn /	On Door closed, power on, when they are closed or Door Transport When you open the Door Transport
3	Prize Out	(Real-time transmission at present emissions Hole Data is also Transport) Prize Bin #1 Won Income Today=nnnnn / Prize Bin #2 Won Income Today=nnnnn / Prize Bin #3 Won Income Today=nnnnn / Prize Bin #4 Won Income Today=nnnnn / Prize Bin #5 Won Income Today=nnnnn / Prize Bin #6 Won Income Today=nnnnn / Prize Bin #7 Won Income Today=nnnnn /	1 HOLE Prize Out 2 HOLE Prize Out 3 HOLE Prize Out 4 HOLE Prize Out 5 HOLE Prize Out 6 HOLE Prize Out 7 HOLE Prize Out
4	Income data	Income data according to the transmission time setting Income Today nnnnn/Income Total nnnnnn	TODAY :: After initialization income TOTAL :: Total income
5	Error report	(If an error occurs, real-time transmission) EE Pr : AC-Motor Error EE AC : AC-Motor Error EE S1 : AC-Motor Sensor 1 Error EE S2 : AC-Motor Sensor 1 Error EE F1 : Prize Motor Front Switch 1 Error EE F2 : Prize Motor Front Switch 2 Error EE F3 : Prize Motor Front Switch 3 Error EE F4 : Prize Motor Front Switch 4 Error EE F5 : Prize Motor Front Switch 5 Error EE F6 : Prize Motor Front Switch 6 Error EE F7 : Prize Motor Front Switch 7 Error EE r1 : Prize Motor Rear Switch 1 Error EE r2 : Prize Motor Rear Switch 2 Error EE r3 : Prize Motor Rear Switch 3 Error EE r4 : Prize Motor Rear Switch 4 Error EE r5 : Prize Motor Rear Switch 5 Error EE r6 : Prize Motor Rear Switch 6 Error EE r7 : Prize Motor Rear Switch 7 Error EE 06 : Pusher Success Switch Error EE 08 : Pusher Return Switch Error EE HP : Hopper Error EE 12 : Home Return Error EE 15 : Tilt Warning !!	Prize out Error AC-Motor Error (AC Sensor is open or closed when all) AC-Motor Sensor 1 (Open switch) Error AC-Motor Sensor 2 (Close switch) Error 1 HOLE Prize Motor Front Switch Error (Front of the switch failure) 2 HOLE Prize Motor Front Switch Error (Front of the switch failure) 3 HOLE Prize Motor Front Switch Error (Front of the switch failure) 4 HOLE Prize Motor Front Switch Error (Front of the switch failure) 5 HOLE Prize Motor Front Switch Error (Front of the switch failure) 6 HOLE Prize Motor Front Switch Error (Front of the switch failure) 7 HOLE Prize Motor Front Switch Error (Front of the switch failure) 1 HOLE Prize Motor Rear Switch Error (Front of the switch failure) 2 HOLE Prize Motor Rear Switch Error (Front of the switch failure) 3 HOLE Prize Motor Rear Switch Error (Front of the switch failure) 4 HOLE Prize Motor Rear Switch Error (Front of the switch failure) 5 HOLE Prize Motor Rear Switch Error (Front of the switch failure) 6 HOLE Prize Motor Rear Switch Error (Front of the switch failure) 7 HOLE Prize Motor Rear Switch Error (Front of the switch failure) Pusher Rear SW. Error Pusher Front SW. Error Hopper Error Home Return Error Tilt Warning !!

3-4. Press and hold UP & DOWN buttons at the same time to enter "TEST MENU".

1. CHECKING HOLE POSITION(S)

```
* TEST MENU *
V_x_ -----
Hole Check
  0 (CLR=Reset)
```

Press the [CLEAR] Button, first, at the bottom of the consoles has yeodat 4th Prize Door.

```
* TEST MENU *
V_x_ -----
  PROGRESS...
```

[Acryl display[right below]_1H]

Hole check screen as like below, the succeed times of each hole is 1~4 times.
Only below 4 times are allowed

[Acryl display[right below]_3H]

Hole check screen as like below, the succeed times of each hole is 1~3 times.
Only below 4 times are allowed

```
* TEST MENU *
V_x_ -----
Hole: 1 2 3 4 5 6
CNT: 0 0 0 0 0 0
```

"Catn" displays on the front FND when you perform Calibration. "n" means the number of each hole. When it is done, "do ne" displays.

In case of performing Calibration, if it is succeed at it's first try without failure or 2nd try, Error Event will be performed and "EE CA" Error Message shows on FND then the Game machine stops.

After turning off the machine, please perform the calibration again after adjusting Arrow or Acryl Panel. Exit to upper menu mode by pushing [SELECT] BUTTON.

Notice 1 : When succeeding each hole at a first try without a failure or succeeding at a second try, the number of success of the related holes is displayed on the screen and the process of Error Event will start.

And then the machine stops after displaying Error Code "EE CA" on FND. Turn off the machine and adjust the Arrow, and then proceed with Calibration. The process is as above.

[Acryl display[right below]_1H]

Notice 2 : When the number of success of each hole exceeds 4 times, the number of success of the related hole is displayed on the screen and the process of Error Event will start. And then the machine stops after displaying Error Code "EE CA" on FND. Turn off the machine and check the condition of Arrow. Replace the Arrow if it is worn-out or damaged and then proceed with calibration. The process is as above.

[Acryl display[right below]_3H]

Notice 2 : When the number of success of each hole exceeds 3 times, the number of success of the related hole is displayed on the screen and the process of Error Event will start. And then the machine stops after displaying Error Code "EE CA" on FND. Turn off the machine and check the condition of Arrow. Replace the Arrow if it is worn-out or damaged and then proceed with calibration. The process is as above.

2. Prize Motor Test

```
* TEST MENU *
V_x_ -----
Prize Motor
    ALL (CLR=PUSH)
```

*** Test each prize motor/switch installed on PrizeLoader dispensing Prizes.

1) Default is "ALL". If you press [CLEAR]Button, 7 motors in PrizeLoader operate at a time and move forward and test them. all of 7 PrizeLoaders stop when Front SW in PrizeLoader is switched.

```
* TEST MENU *
V_x_ -----
Prize Motor
    ALL (CLR=PUSH)
```

To return back to the origin position, press [CLEAR]Button again. Then 7 motors in PrizeLoader move backward all of 7 PrizeLoaders stop when Rear SW in PrizeLoader is switched.
The test will repeat everytime when you press [CLEAR]Button.

2) Press [SELECT] Button to select PrizeLoader and then enter into PrizeLoader select mode. "[ALL]" displays.

3) When you press [CLEAR]Button after choosing PrizeLoader for testing by [Up],[Dn]Button, allocated PrizeLoader moves forward and perform the same process.

3. Pusher Box Motor/Sensor Test

```
* TEST MENU *
V_x_ -----
Motor Test
Press SELECT Button
```

*** Testing all motors and sensors installed in Pusher Box by moving Pusher Box on left, right or front ,rear.

Press [SELECT] Button and next screen displays, It means Test Mode is activated, Prizeout Door is closed. Orinin position is recognized.

```
* TEST MENU *
V_x_ -----
-- S2 X0 RL -- --
Press CLEAR TO Exit
```

1) Front Door SW.Test

On the screen status, Test Main Door Open/Close SW in the machine.
If SW is not pushed down(Door is Open), "OP" will display,
SW is pushed down(Door is Closed), "---" will display.

2) Prize out Door Test

If you press start button on the status like picture, Prizeout door will be open and display S1.
And press start button again, prizeout door will be closed and display S2.

S1 : Door Open SW ON, S2 : Door Close SW ON

3) Pusher Box Motor/Sensor Test

3-A) For Pusher box testing, button function for moving pusher box are as below

{<} : move left, {>} : move right
{Up} : forward, {Dn} : backward

3-B) Once a sensor perceives movement of pusher Box, relevant sensor will be displayed.
Then next sensor will be activated. After moving again and if other sensors are recognized,
the previous sensor will be shown as "--- "

3-C) 4 options display

X0: Origin Sensor, RL:Rear Sensor, ML: Middle Sensor(Fail), FL: Front Sensor(Success)

```
* TEST MENU *
V_x_ -----
S1 S2 X0 RL ML FL
Press CLEAR TO Exit
```

4) After finishing Motor/Sensor Test, press [CLEAR]Button and then move to [Motor Test] menu screen.

4. Aging Test

```
* TEST MENU *
V_x_ -----
Aging Test
Press SELECT Button
```

*** Testing reliability of machine through aging test. With applying set probability, each hole will be tested following by normal game routine in sequence.

1) Press [SELECT] Button and then following screen appears. Perform the aging test.

```
* TEST MENU *
V_x_ -----
Entering Aging Test
```

2) Aging Test is repeated until the power is off.

3) Aging Test changes the value of ROW STATUS, so you should initialize the value by performing 'Initialize Setup' after the test.

5. FACTORY INITIALIZE

```
* TEST MENU *
V_x_ -----
Factory Initialize
Press CLEAR Button
```

*** All setting becomes the factory default status and then perform Calibration.

Press the [CLEAR] Button, first, at the bottom of the consoles has yeodat 4th Prize Door.

```
* TEST MENU *
V_x_ -----
PROGRESS...
```

[Acryl display[right below]_1H]

Hole check screen as like below, the succeed times of each hole is 1~4 times.
Only below 4 times are allowed

[Acryl display[right below]_3H]

Hole check screen as like below, the succeed times of each hole is 1~3 times.
Only below 4 times are allowed

```
* TEST MENU *
V_x_ -----
Hole: 1 2 3 4 5 6
CNT: 0 0 0 0 0 0
```

"Catn" displays on the front FND when you perform Calibration. "n" means the number of each hole. When it is done, "do ne" displays. In case of performing Calibration, if it is succeed at it's first try without failure or 2nd try, Error Event will be performed and "EE CA" Error Message shows on FND then the Game machine stops. After turning off the machine, please perform the calibration again after adjusting Arrow or Acryl Panel. Exit to upper menu mode by pushing [SELECT] BUTTON.

Notice 1 : When succeeding each hole at a first try without a failure or succeeding at a second try, the number of success of the related holes is displayed on the screen and the process of Error Event will start.

And then the machine stops after displaying Error Code "EE CA" on FND. Turn off the machine and adjust the Arrow, and then proceed with Calibration. The process is as above.

[Acryl display[right below]_1H]

Notice 2 : When the number of success of each hole exceeds 4 times, the number of success of the related hole is displayed on the screen and the process of Error Event will start. And then the machine stops after displaying Error Code "EE CA" on FND. Turn off the machine and check the condition of Arrow. Replace the Arrow if it is worn-out or damaged and then proceed with calibration. The process is as above.

[Acryl display[right below]_3H]

Notice 2 : When the number of success of each hole exceeds 3 times, the number of success of the related hole is displayed on the screen and the process of Error Event will start. And then the machine stops after displaying Error Code "EE CA" on FND. Turn off the machine and check the condition of Arrow. Replace the Arrow if it is worn-out or damaged and then proceed with calibration. The process is as above.

6. INITIALIZING SET-UP VALUES

```
* TEST MENU *
V_x_ -----
Initialize Setup
Press CLEAR Button
```

*** Initialize all settings of "Set Menu" and some game data.

Press [CLEAR] Button, all settings in "Set Menu" and some game data are initialized.
Calibration/Total is not affected.

7. SAVING THE TEST MENU AND EXIT

```
* TEST MENU *
V_x_ -----
Save & Cancel
Press [SEL] & [CLR]
```



Press [SELECT] Button. Save setting and exit.

Press [CLEAR] Button with Long-Key. Exit without saving.

3-5. ERROR CODE

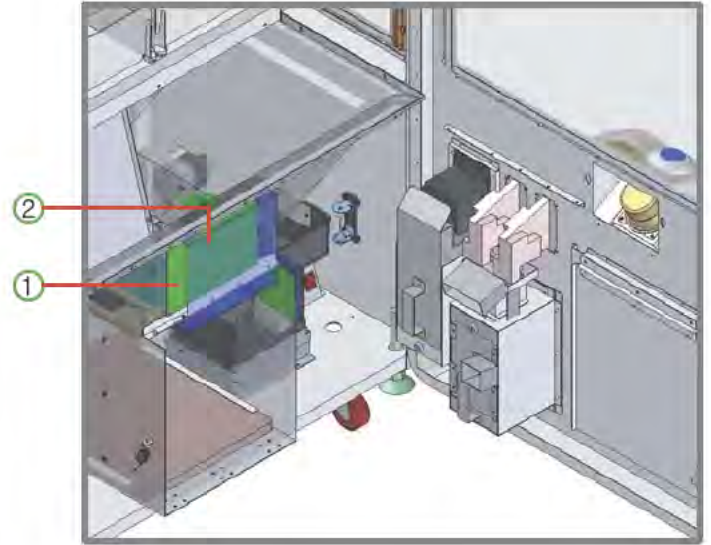
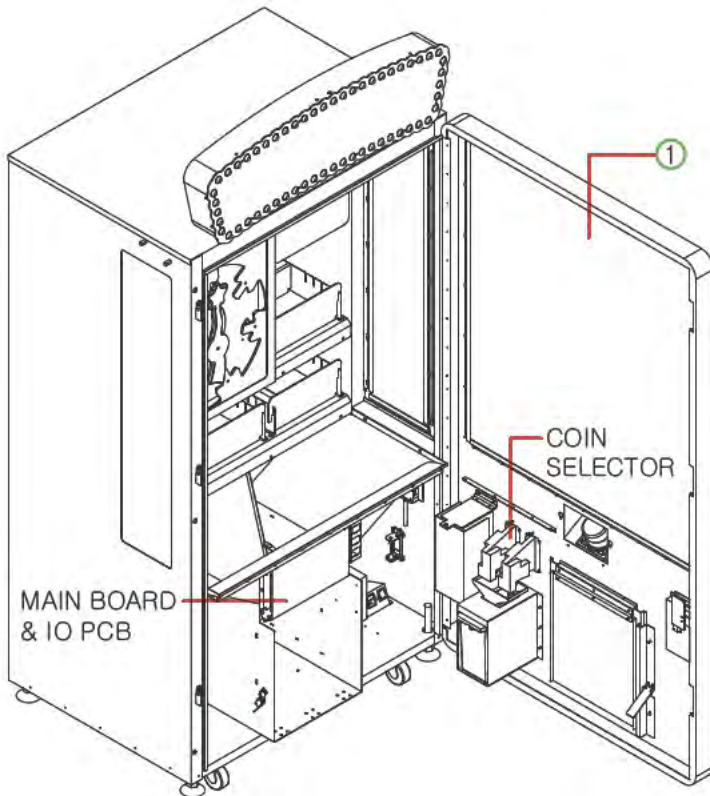
In case error occurs in the middle of machine operating, Super Star show ERROR CODE, ON MACHINE FRONT FND. ERROR CODE, DESCRIPTION AND TROUBLE SHOOTING ARE AS BELOW.

ERROR CODE	CONTENT	STATUS
1. EE-12	Home(Origin) Return Error - This Error code is generated in case of you cannot check the origin point due to origin point switch error or motors malfunction because the origin switch should be detected when you turn on the power or PusherBox returns back to origin point(Home) during the machine operation. Check and change the Origin switch or motor connected with PusherBox on back side of target Acryl inside of the machine.	ERROR EVENT, STOP
2. EE-AC	Prize Out Door Error (In case all switches are pressed or no checking) - This Error code is generated in case of the prize door is closed when you turn on the power or the prize door is not working because the Prize door on the down side of the game should be opened and closed to dispense the prize when a game succeeds. Check and change the switch or motor connected with Prize Door.	ERROR EVENT, STOP

<p>3. </p>	<p>Prize Out Door Close S/W. Error - This Error code is generated in case of the prize door is not stopped at normal position or not working properly. In case of the prize door is closed when you turn on the power or when the game is succed, prize door on the down side of machine should be closed after dispensing the prize.</p>	<p>ERROR EVENT, STOP</p>
<p>4. </p>	<p>Prize Out Door Open S/W. Error - This Error code is generated in case of the prize door on the down side of the machine is not opening properly when you turn on the power or in case of game success because the prize door should be opened when Prize-Loader dispense the prize. Check and change the motor connected with Prize Door or the switch on open location (Rear SW.)</p>	<p>ERROR EVENT, STOP</p>
<p>5. EE-Ln</p>	<p>PrizeLoader Front S/W, Rear S/W Error n:Hole no. 1. When power is on. Front and Rear SW of Prizeloder are checked together in the process of initializing, 2. Front and Rear SW of Prizeloder are checked together on game mode or demo mode. 3. check and change the Front SW., Rear SW. the allocated prizeLoader.</p>	<p>ERROR EVENT, STOP</p>
<p>6. EE-Fn</p>	<p>PrizeLoader Front S/W or Motor Error n: Hole No. - This Error code is generated in case of a prize is not dispensed when a game succeeds and then the prize loader forwards in order to dispense the prize. Check and Change the motor on the back of PrizeLoader or the switch on Prizeloder(Front S,w)</p>	<p>ERROR EVENT, STOP</p>
<p>7. EE-rn</p>	<p>PrizeLoader Rear S/W or Motor Error n: Hole No. - This error code is generated when you cannot check the origin point due to motor faulty or origin switch faulty because origin switch should be detected by returning back to origin point after the prizeloder dispenses a prize in case game succeeds or prizeloder is located at origin point when power is off.</p>	<p>ERROR EVENT, STOP</p>
<p>8. EE-06</p>	<p>Pusherbox Front/Back Moving Error, RARE SW ERROR - This Error code is generated in case of the bar of Pushbar succeeds but does not return back to Player direction after moving forward to the inner side. Check and Change the motor or the switch in the Pushbox.</p>	<p>ERROR EVENT, STOP</p>
<p>9. EE-08</p>	<p>Pusherbox Front/Back Moving Error, FRONT SW ERROR - This error code is generated in case the bar of pusher box does not retrun back to player direction cause the bar should be at plyer direction after moving forward when power is on or the machine is on operating. PusherBox Check and change inside motor or Front SW.</p>	<p>ERROR EVENT, STOP</p>
<p>10. EE-15</p>	<p>TILT Error - This Error code is generated in case of the machine is shaken or shocked. The machine will operate normally after performing the Error Event for 10 seconds.</p>	

4. HOW TO REPLACE MAJOR COMPONENTS

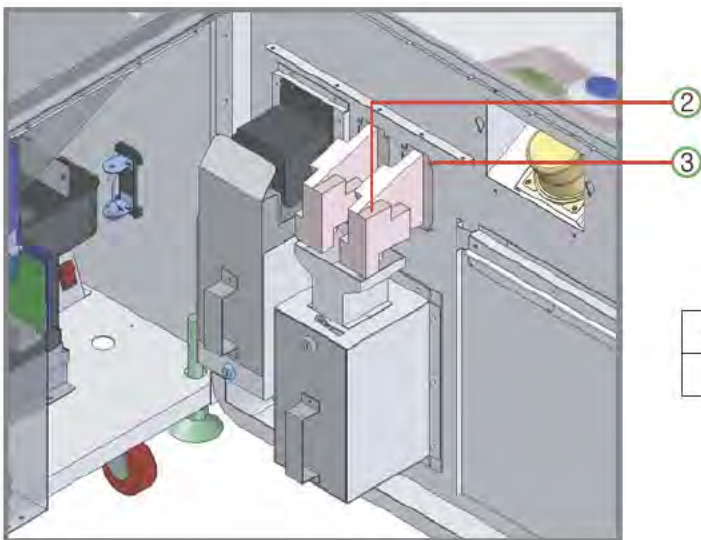
4-1) REPLACING MAIN PCB



- (1) Open ① the front door.
- (2) ② Remove hand bolt (size:M4)
- (3) ③ Remove the connector between Main PCB, and then replace the Main PCB.
- (4) Re-assemble the parts in reverse order.

NO.	PART NAME	SPEC.	CODE NO.
②	MAIN PCB ASS'Y		ASHS0PCB003

4-2) REPLACING COIN SELECTOR

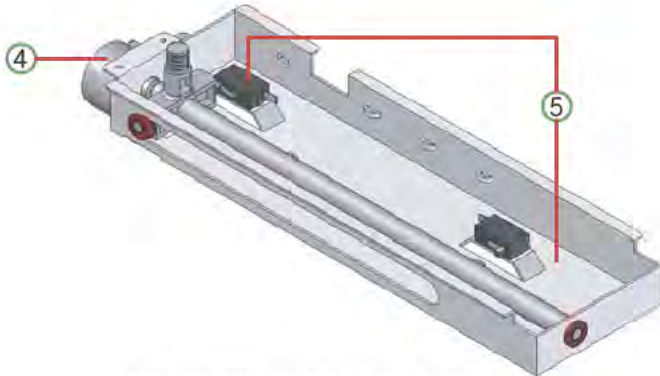
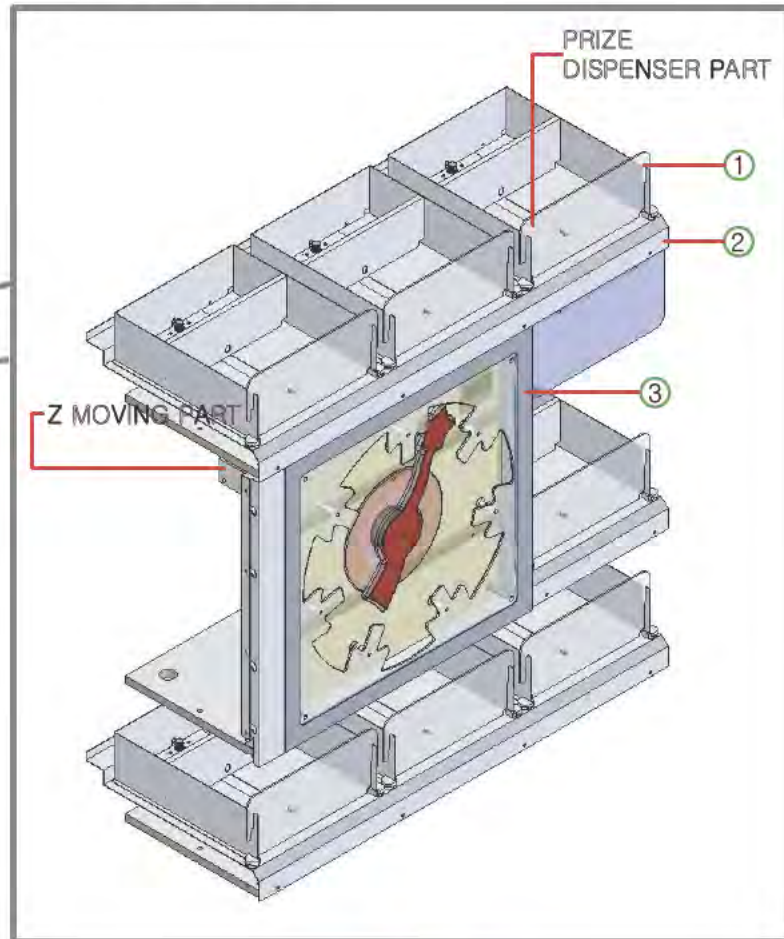
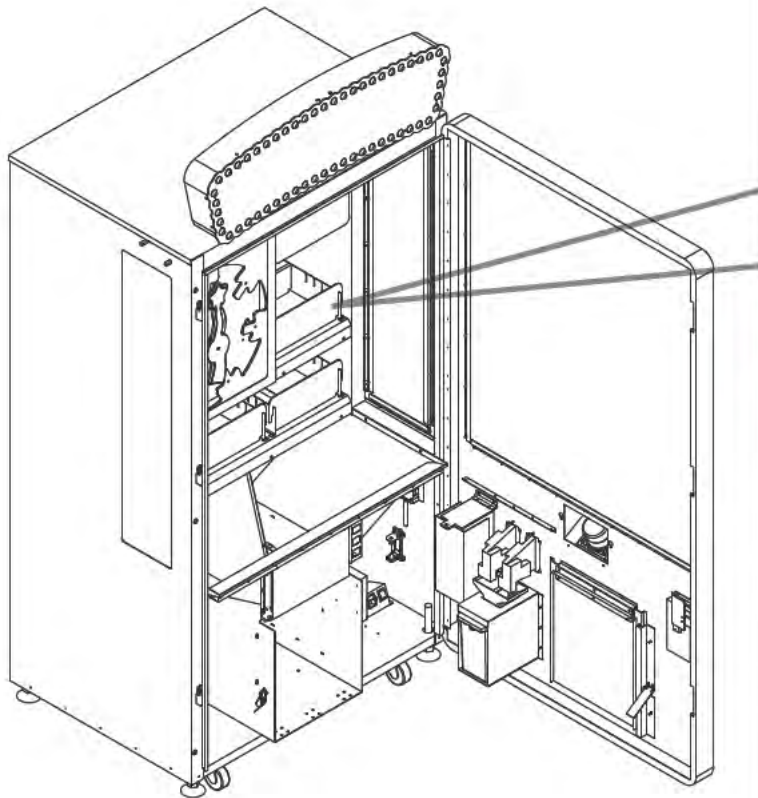


- (1) Open ① the front door.
- (2) ② Remove the connector.
- (3) ③ Remove eight bolts (size: M4) and nuts.
- (4) Re-assemble the parts in reverse order.

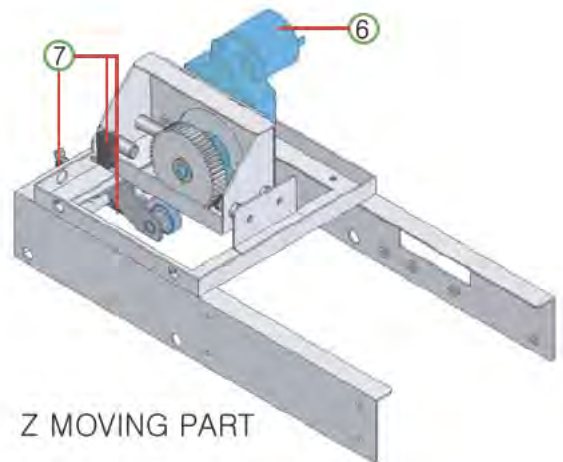
NO.	PART NAME	SPEC.	CODE NO.
④	COIN SELECTOR		

* Reassemble them in reverse order and check performance of the game.

4-3) REPLACING PRIZE DISPENSER PART & Z MOVING PART



PRIZE DISPENSER PART



Z MOVING PART

- PRIZE DISPENSER PART

- (1) Remove the ① prize dispenser cover then remove the ② prize dispenser.
- (2) Locate the prize dispenser parts inside.
- (3) Remove connector, then replace ④ motor or ⑤ micro switch.

- Z MOVING PART

- (1) Remove ③ Target Display Part to locate Z-Moving part.
- (2) Remove the connector, then replace ⑥ motor or ⑦ Micro Switch.

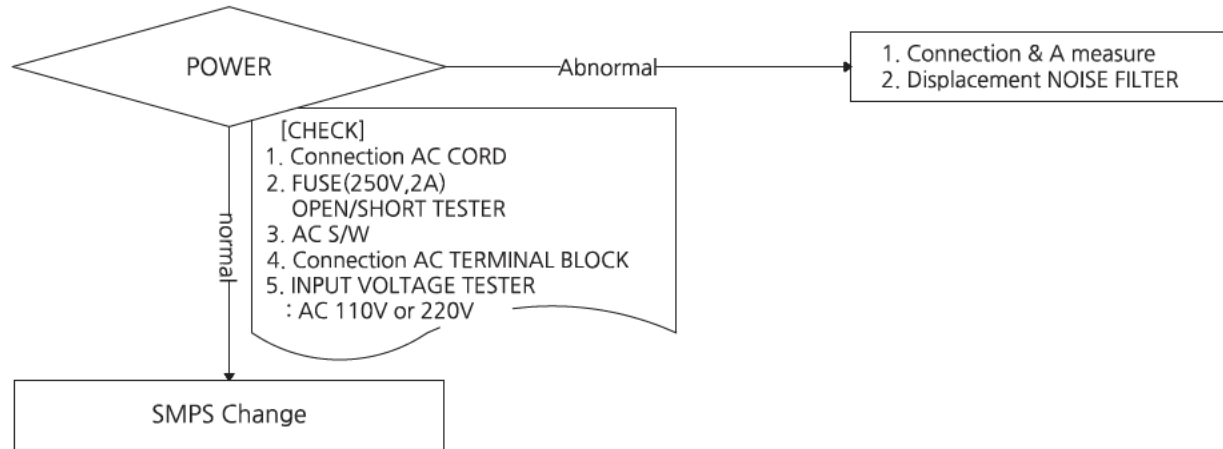
NO.	PART NAME	SPEC.	CODE NO.
④	DC MOTOR	KWC_KD1 3429 095 (1:25)	MZZZ0MOT063
⑤	MICRO SWITCH	GSMV1651A2	MELE0MIC021
⑥	DC MOTOR	KGE 3429 050, 1/452	MZZZ0MOT082
⑦	MICRO SWITCH	SSM3142	MELE0MIC003

* Reassemble them in reverse order and check performance of the game.

5. TROUBLESHOOTING

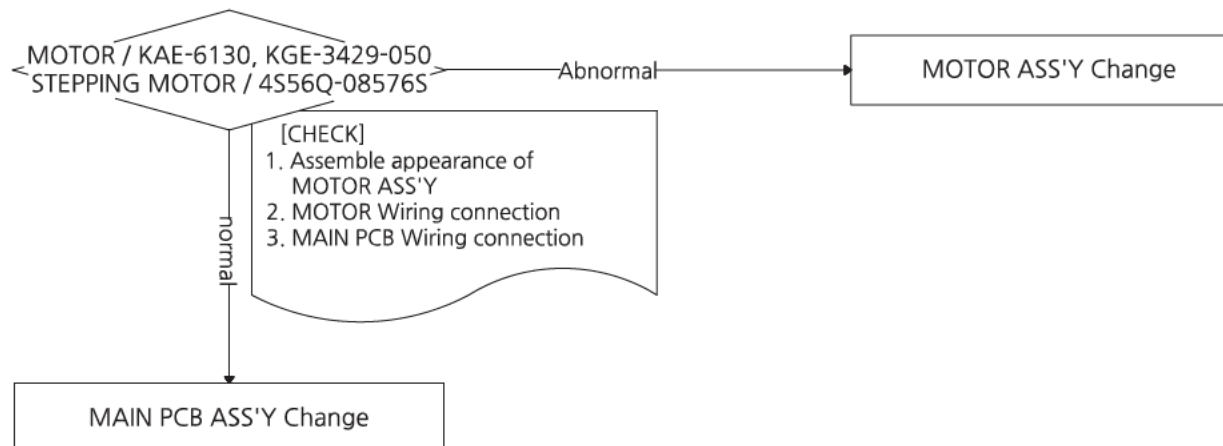
5-1. IN CASE OF POWER FAILURE

*Common: Check the input voltage, check wiring



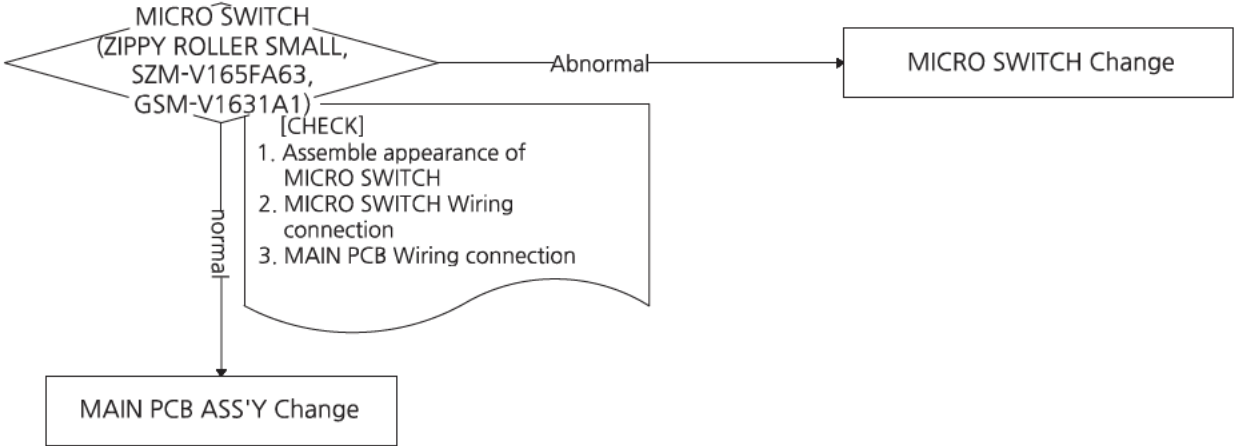
5-2. MOTOR ERROR

*Common: Check the input voltage, check wiring



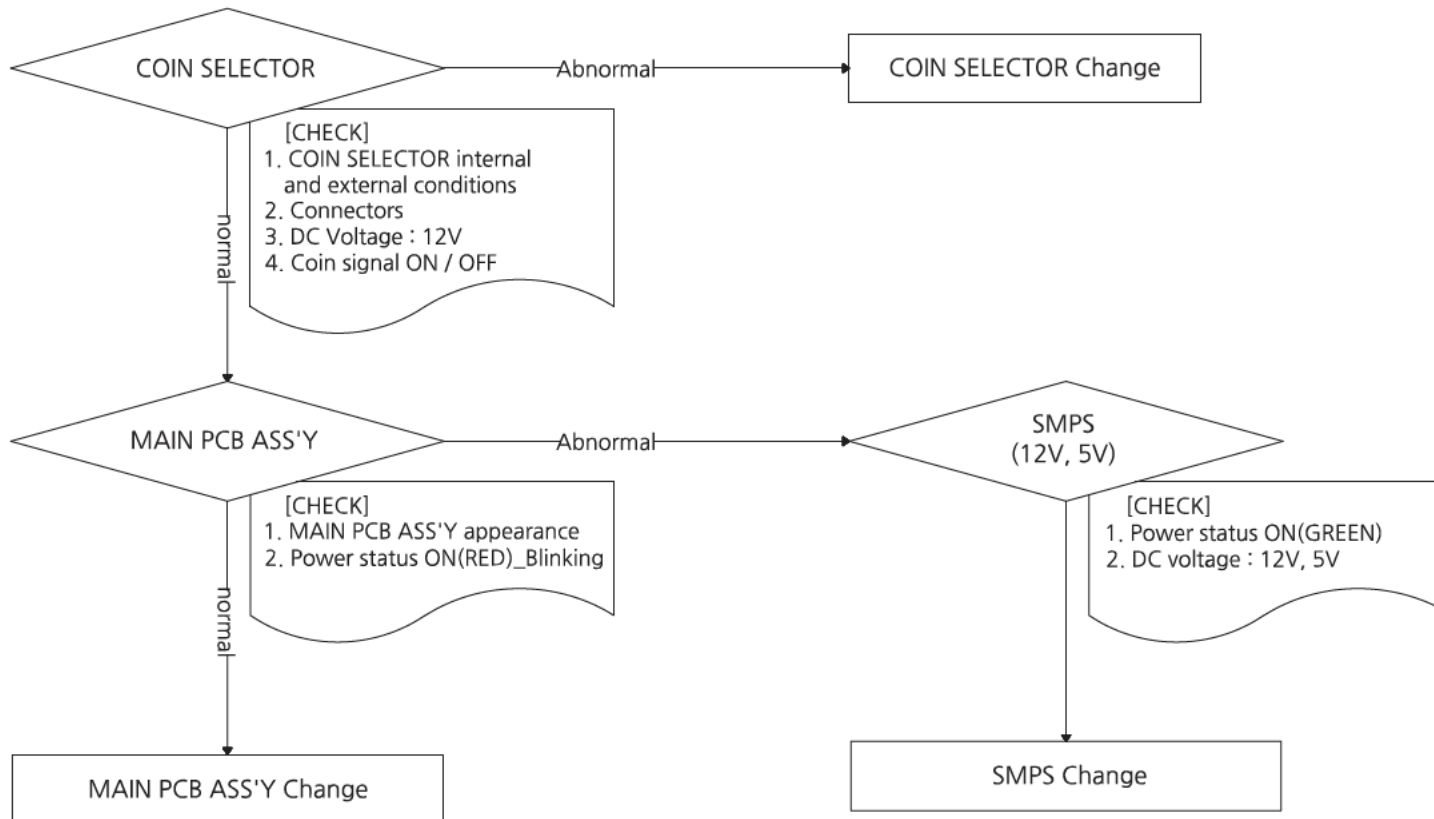
5-3. MICRO SWITCH ERROR

*Common: Check the input voltage, check wiring



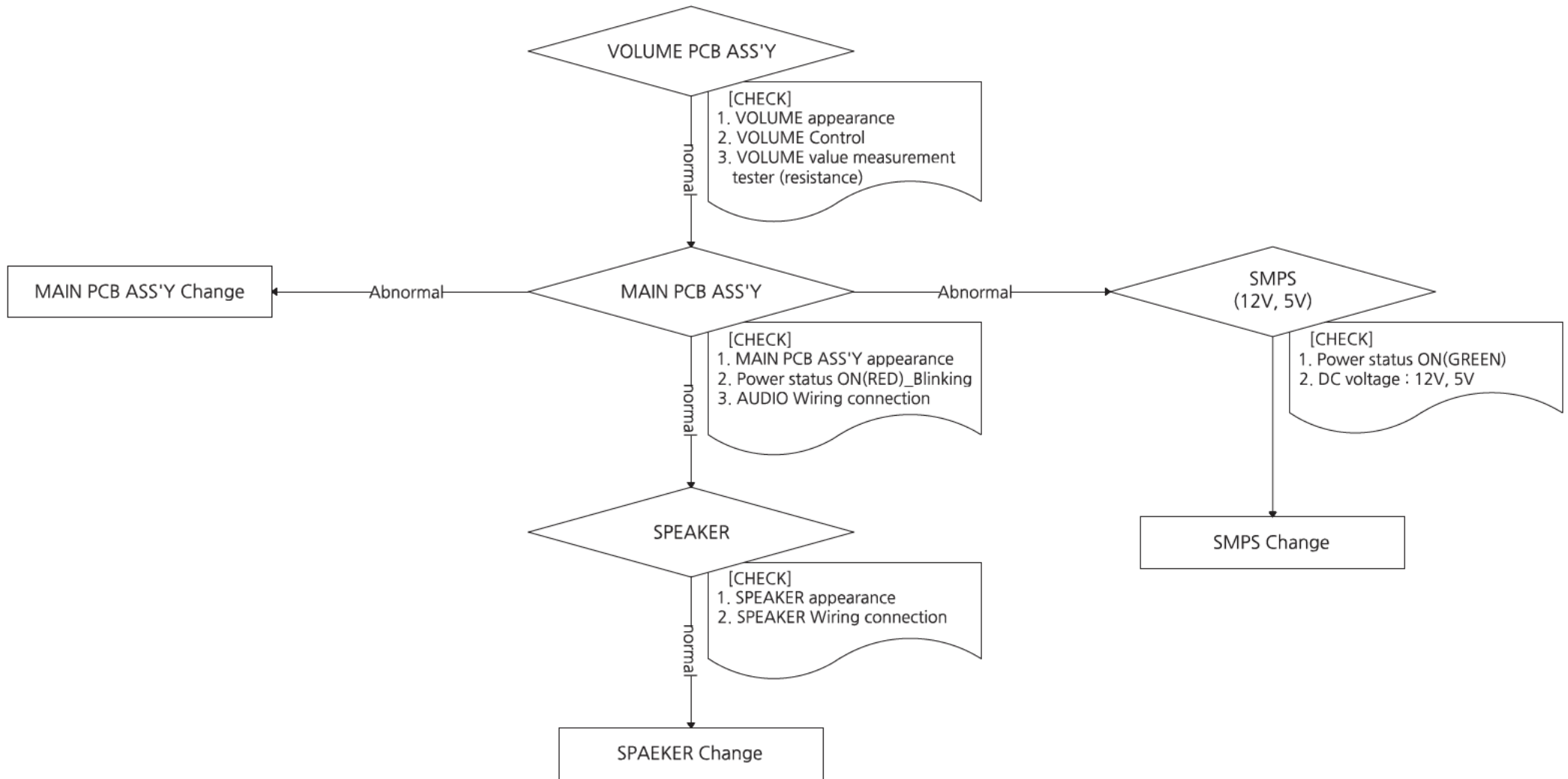
5-4. COIN SELECTOR ERROR

*Common: Check the input voltage, check wiring



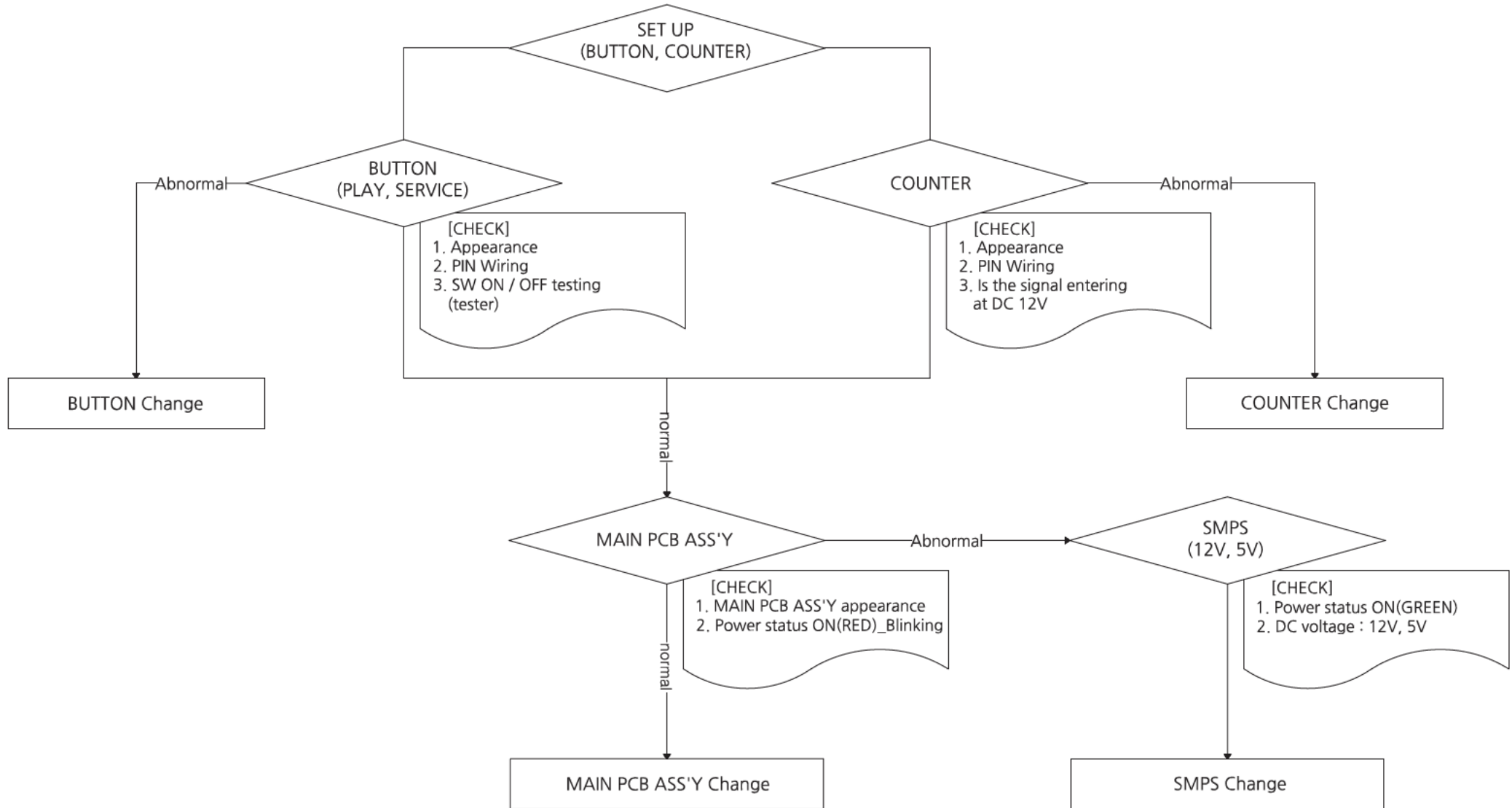
5-5. SOUND ERROR

*Common: Check the input voltage, check wiring



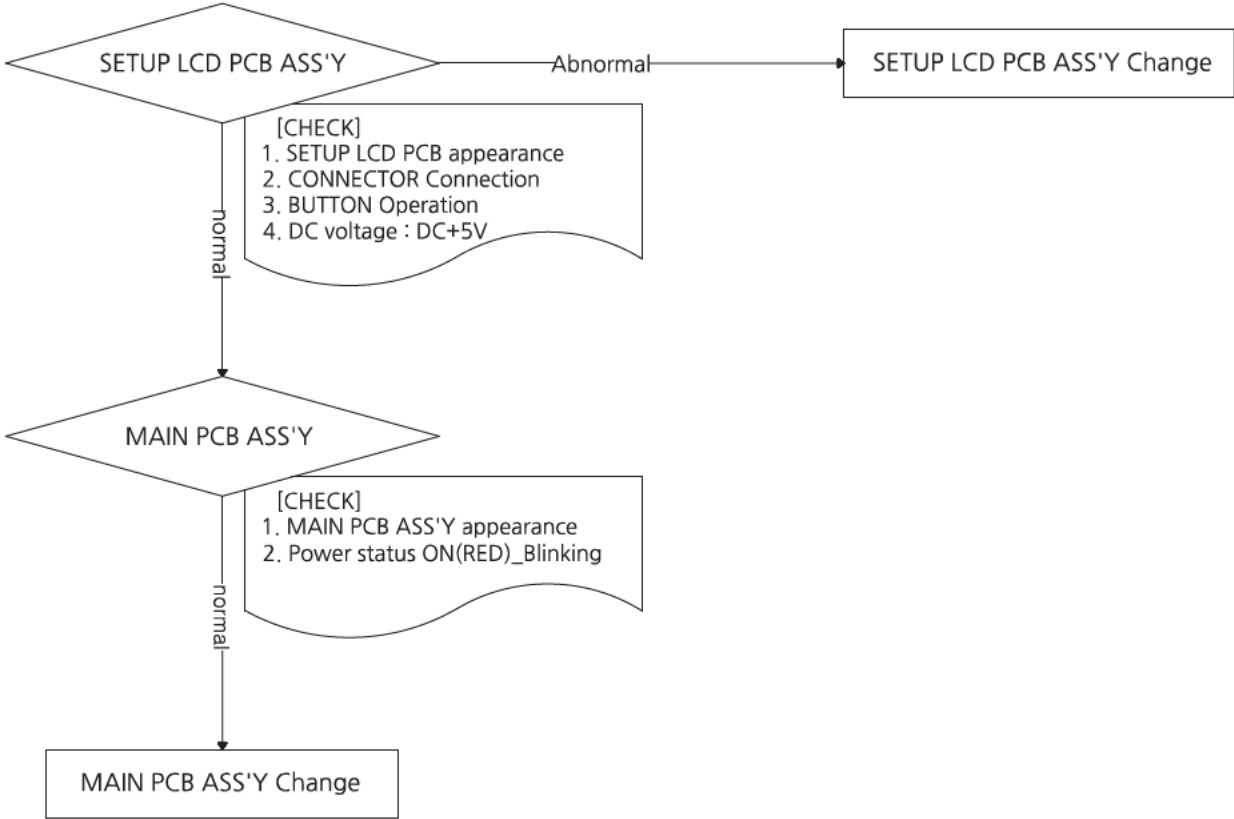
5-6. BUTTON & COUNTER ERROR

*Common: Check the input voltage, check wiring



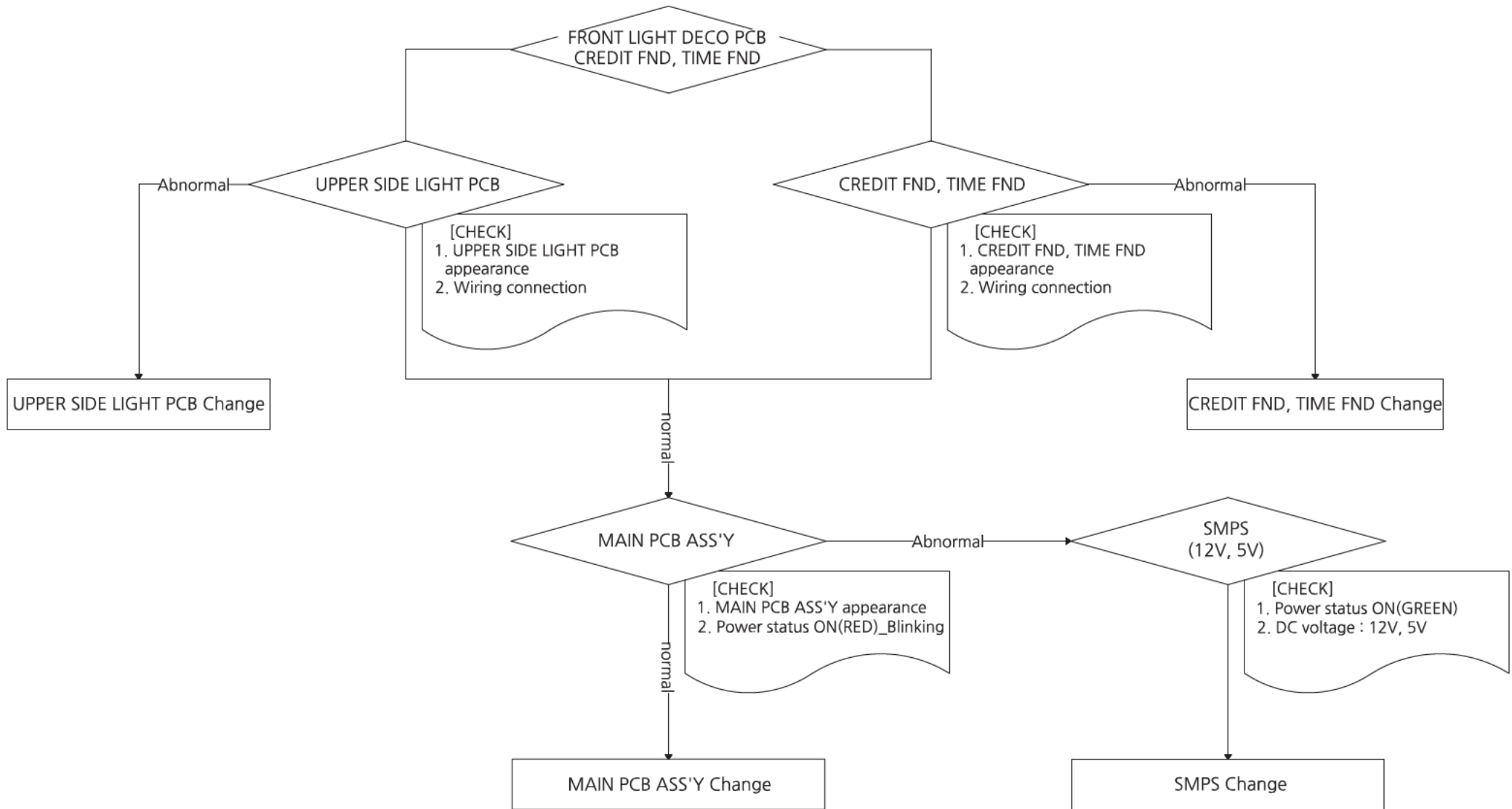
5-7. SETUP LCD PCB ERROR

*Common: Check the input voltage, check wiring



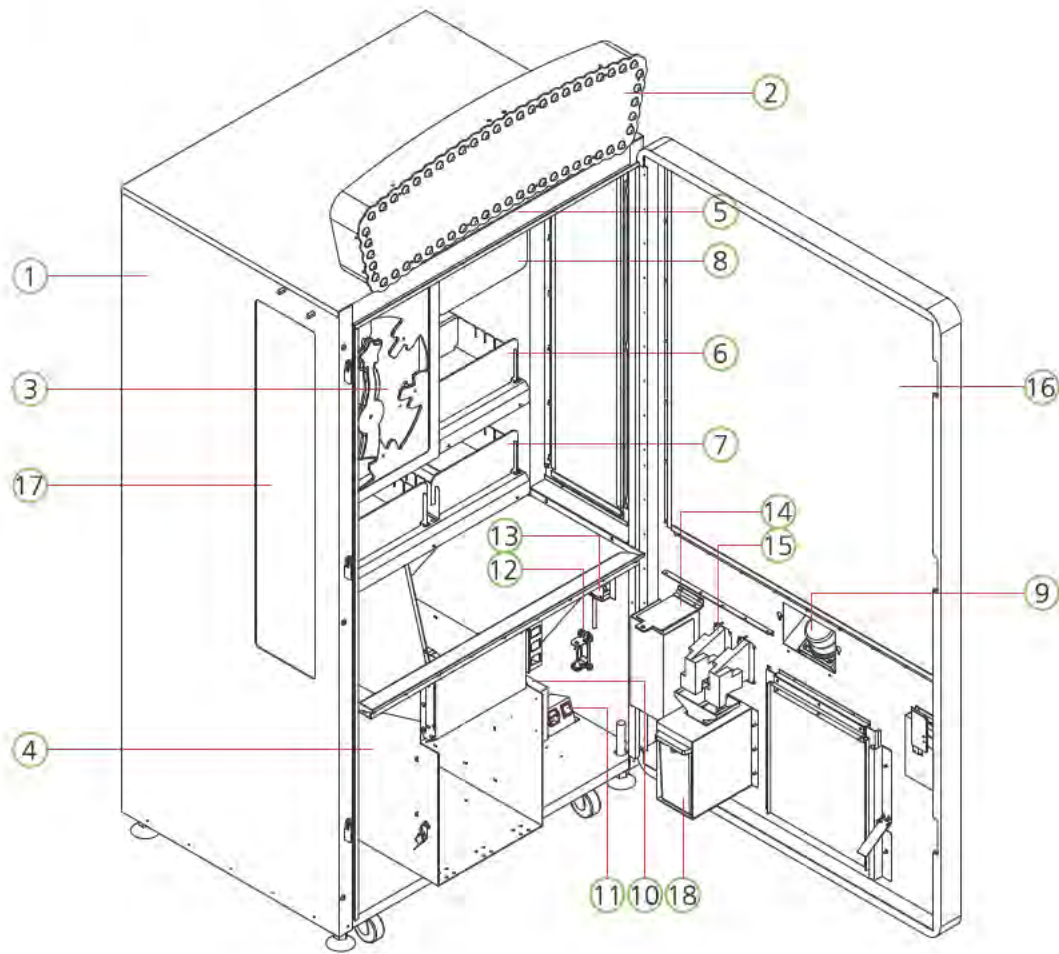
5-8. UPPER SIDE LIGHT PCB & CREDIT FND, TIME FND ERROR

*Common: Check the input voltage, check wiring



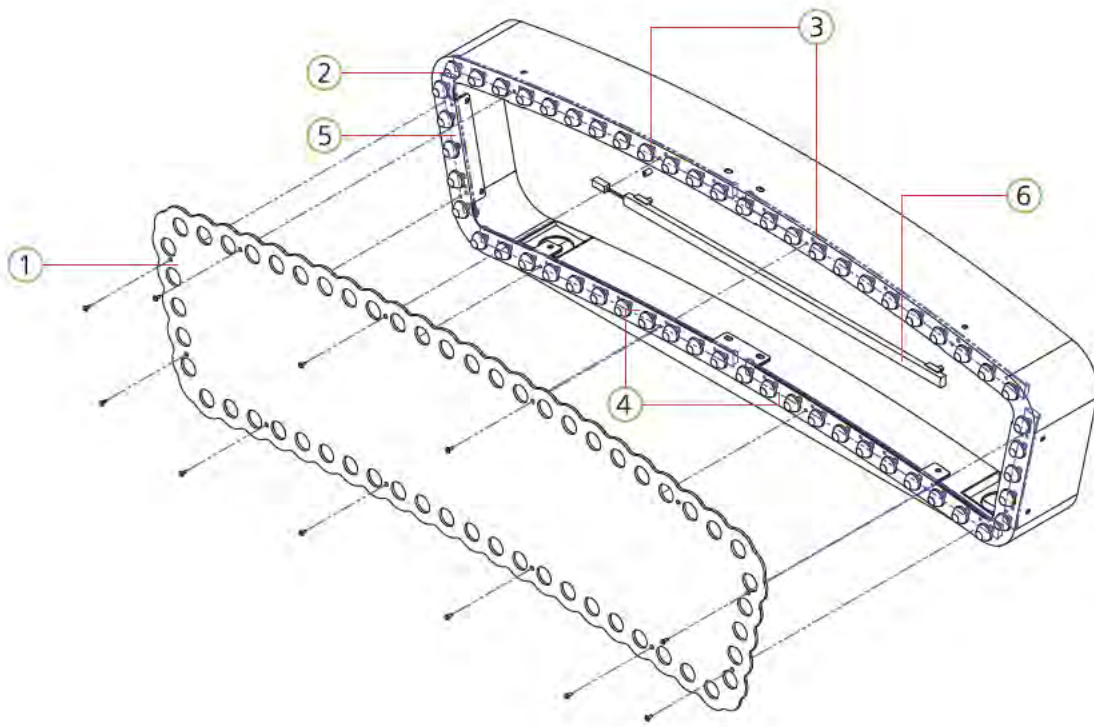
6. EXPLODED VIEW

6-1. MAIN CABINET PART



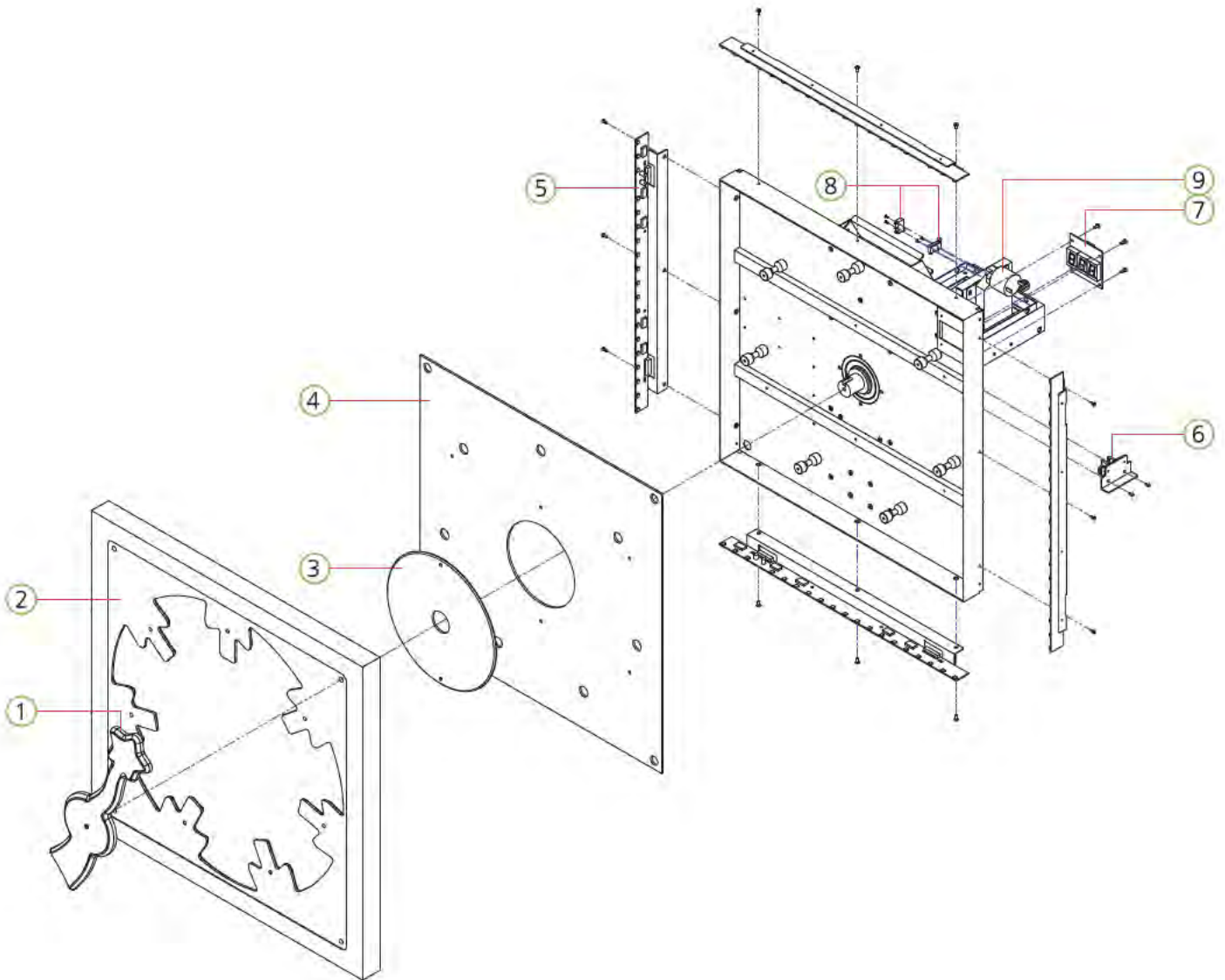
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	MAIN CABINET PART	-	1	-
2	BILLBOARD PART	-	1	-
3	TARGET DISPLAY PART	-	1	-
4	PRIZE GUIDE PART	-	1	-
5	PRIZE DISPENSER PART_TOP	-	1	-
6	PRIZE DISPENSER PART_MIDDLE	-	1	-
7	PRIZE DISPENSER PART_BOTTOM	-	1	-
8	PRIZE DISPENSER LOGO ACRYL	ACRYL-3.0t	1	-
9	BUTTON FRAME PART	-	1	-
10	SMPS PANEL PART	-	1	-
11	COUNTER BKT PART	-	1	-
12	TILT CHECK PART	-	1	-
13	GSM MODEM PART	-	1	-
14	BILL ACCEPT	-	1	-
15	COIN SELECTOR	TW-333	2	MZZZ0COS045
16	FRONT DOOR GLASS	GLASS-8.0t	1	MSH50GLA002
17	SIDE GLASS	GLASS-8.0t	2	MSH50GLA001
18	COIN BOX	200*198*107 BLACK	1	MDRE0PLA007

6-2. BILLBOARD PART



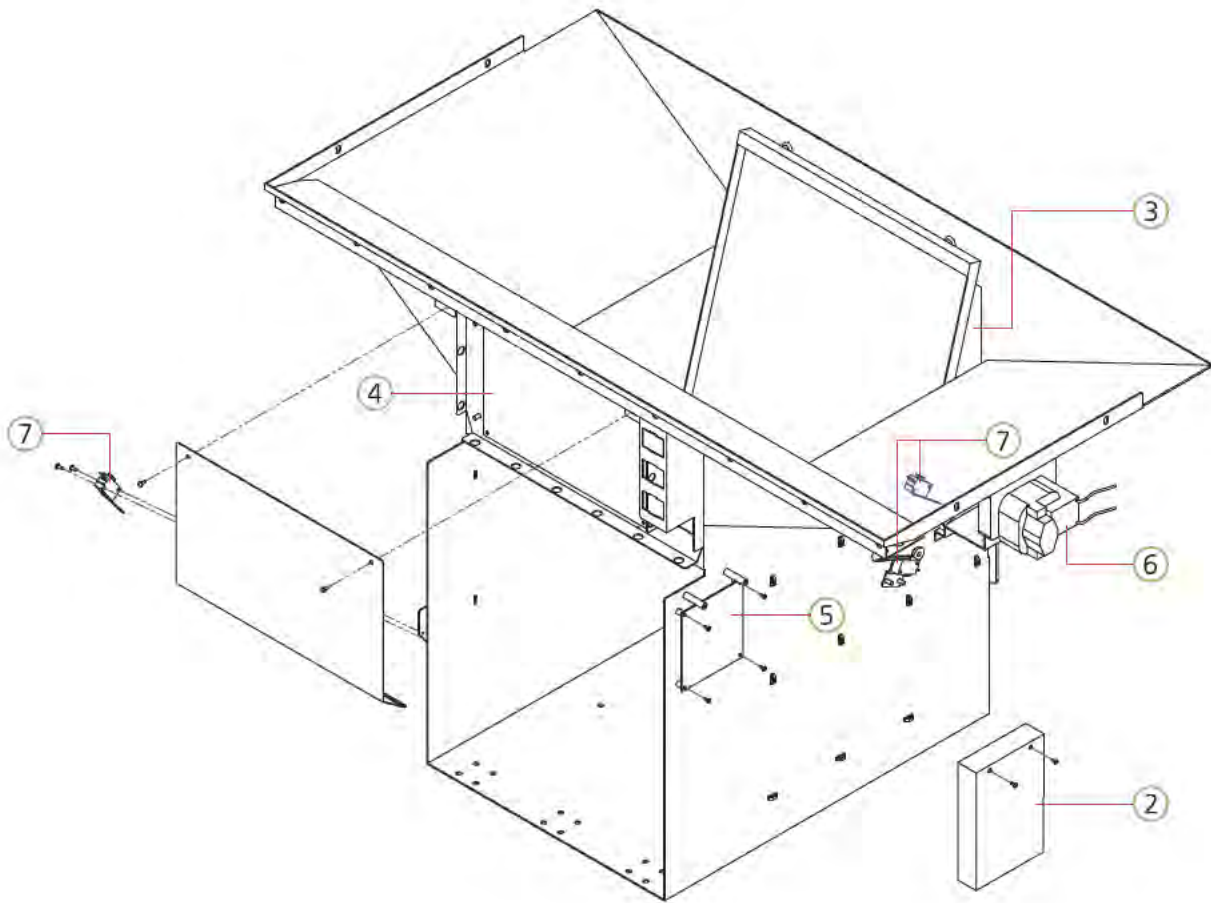
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	BILLBOARD FRAME ACRYL	ACRYL-3.0t	1	MSHS0ACR016
2	LED CAP	Ø 20	1	MZZZ0000521
3	BILLBOARD LIGHTING PCB-A	-	2	ASHS0PCB006
4	BILLBOARD LIGHTING PCB-B	-	2	ASHS0PCB007
5	BILLBOARD LIGHTING PCB-C	-	2	ASHS0PCB008
6	LED STICK BAR	CW500	2	MELE0LED002

6-3. TARGET DISPLAY PART



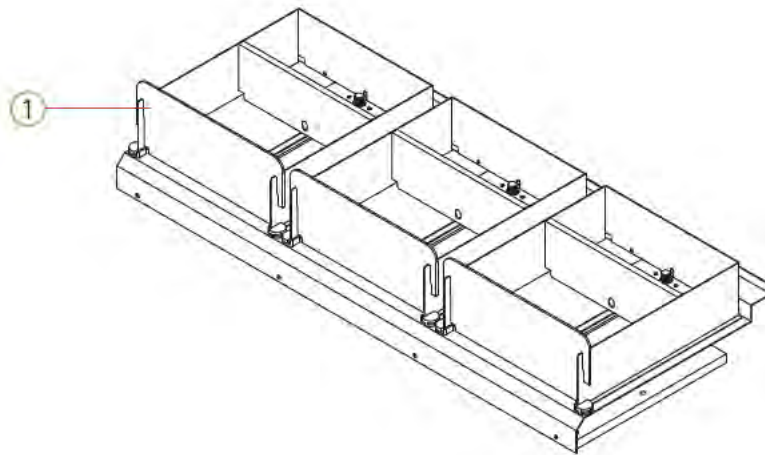
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	ARROE BODY ACRYL	ACRYL-10.0t	1	MSS0PRO013
2	TARGET DISPLAY ACRYL	ACRYL-8.0t	1	MSS0PRO012
3	TARGET BASE ACRYL-B	ACRYL-3.0t	1	MSH50ACR012
4	TARGET BASE ACRYL-A	ACRYL-3.0t	1	MSH50ACR011
5	TARGET ACRYL SIDE LED ASS'Y	-	4	ASH50PCB001
6	PHOTO INT-1 PCB ASS'Y	-	1	ACIR0PCB011
7	FND PCB ASS'Y	-	1	ASUS0PCB004
8	MICRO SWITCH	ZIPPY ROLLER SMALL	2	-
9	MOTOR	4S56Q-08576S	1	MZZZ0MOT064

6-4. PRIZE DISPENSER PART



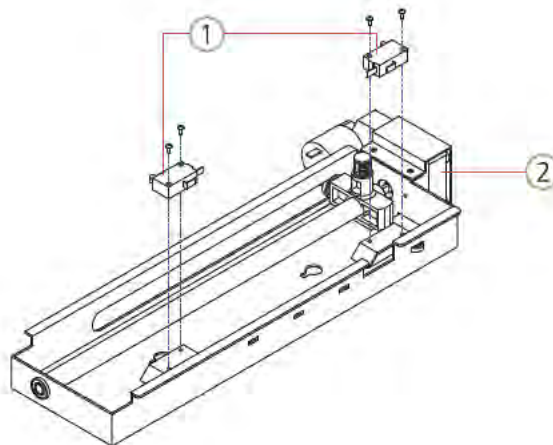
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	MAIN BOARD PC COVER	PC-1.0t	1	MSHS0ACR005
2	AC MOTOR IO PC COVER	PC-1.0t	1	MSHS0ACR001
3	HOW TO PLAY ACRYL	ACRYL-3.0t	1	MSHS0ACR009
4	MAIN BOARD PCB ASS'Y	-	1	ASHS0PCB003
	CPU PCB ASS'Y	-	1	ASHS0PCB004
	SOUND ROM PCB ASS'Y	-	1	ASHS0PCB005
5	AC MOTOR IO PCB ASS'Y	-	1	AICU0PCB007
6	AC MOTOR	KAE-6130	1	MZZZ0MOT070
7	MICRO SWITCH	GSM-V1631A1	3	MELE0MIC022
8	COUNTER	AMMC-712(OA127CL)	1	MZZZ0COU002

6-5. PRIZE DISPENSER PART_TOP



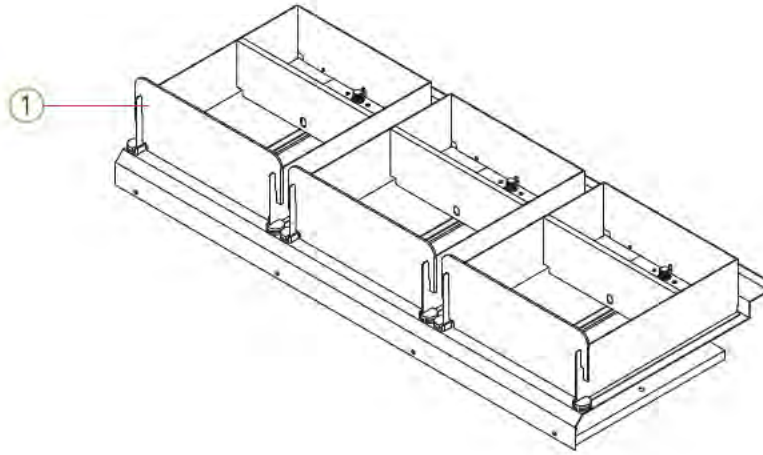
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	PRIZE DISPENSER PUSH ACRYL-A	ACRYL-3.0t	3	MSHS0ACR007

6-6. PRIZE DISPENSER PART_MIDDLE



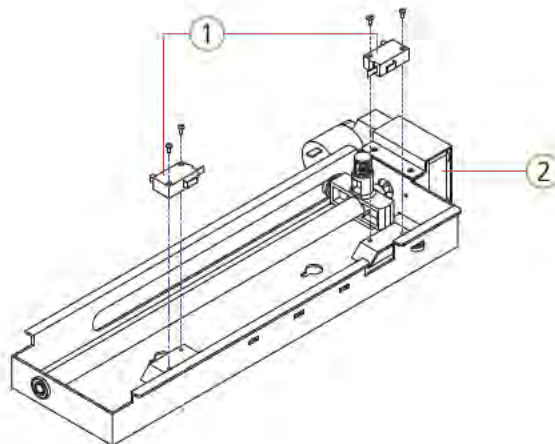
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	MICRO SWITCH	SZM-V165FA63	2	-
2	DC MOTOR	KGE-3429-050	-	MZZ0MOT082

6-7. PRIZE DISPENSER PART_BOTTOM



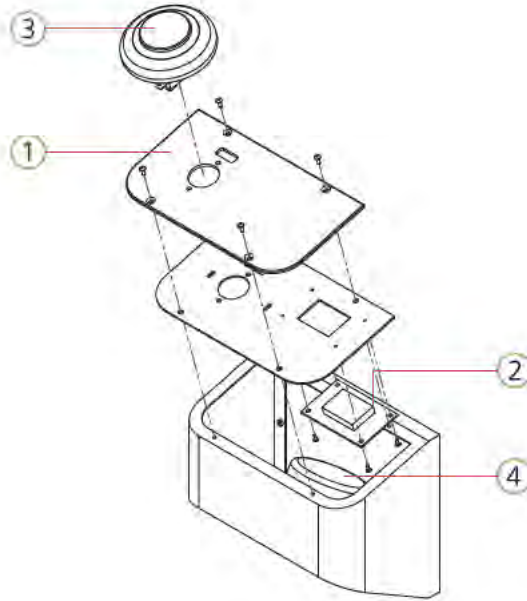
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	PRIZE DISPENSER PUSH ACRYL-A	ACRYL-3.0t	3	MSH50ACR007

6-8. PRIZE DISPENSER PART



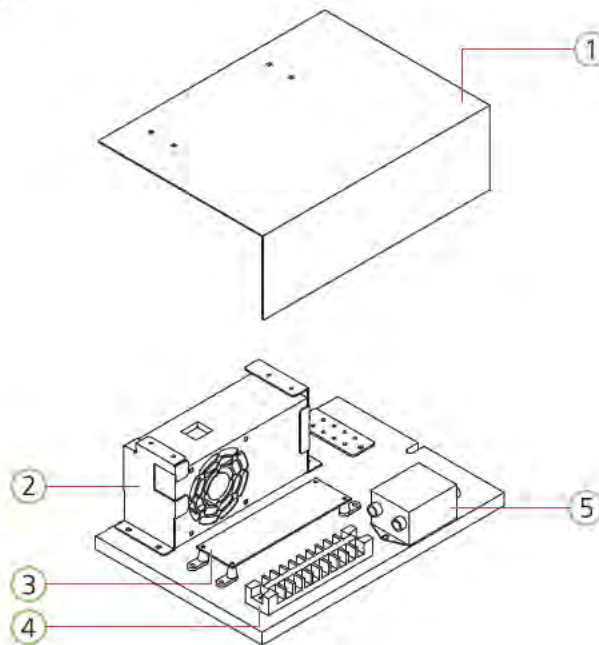
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	MICRO SWITCH	SZM-V165FA63	2	-
2	DC MOTOR	KGE-3429-050	-	MZZZ0MOT082

6-9. BUTTOM FRAME PART



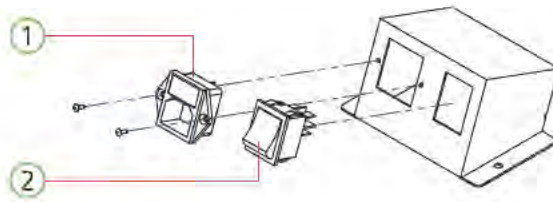
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	BUTTON ACRYL	ACRYL-3.0t	1	MSH50ACR008
2	CREDIT FND PCB ASS'Y	-	1	AWID0PCB004
3	BUTTON ASS'Y	BLC-TNWB-PW-CW-C	1	-
4	SPEAKER	MID4.5"+TW1/2" 8Ω	1	MZZZ0SPE021

6-10. SMPS PANEL PART

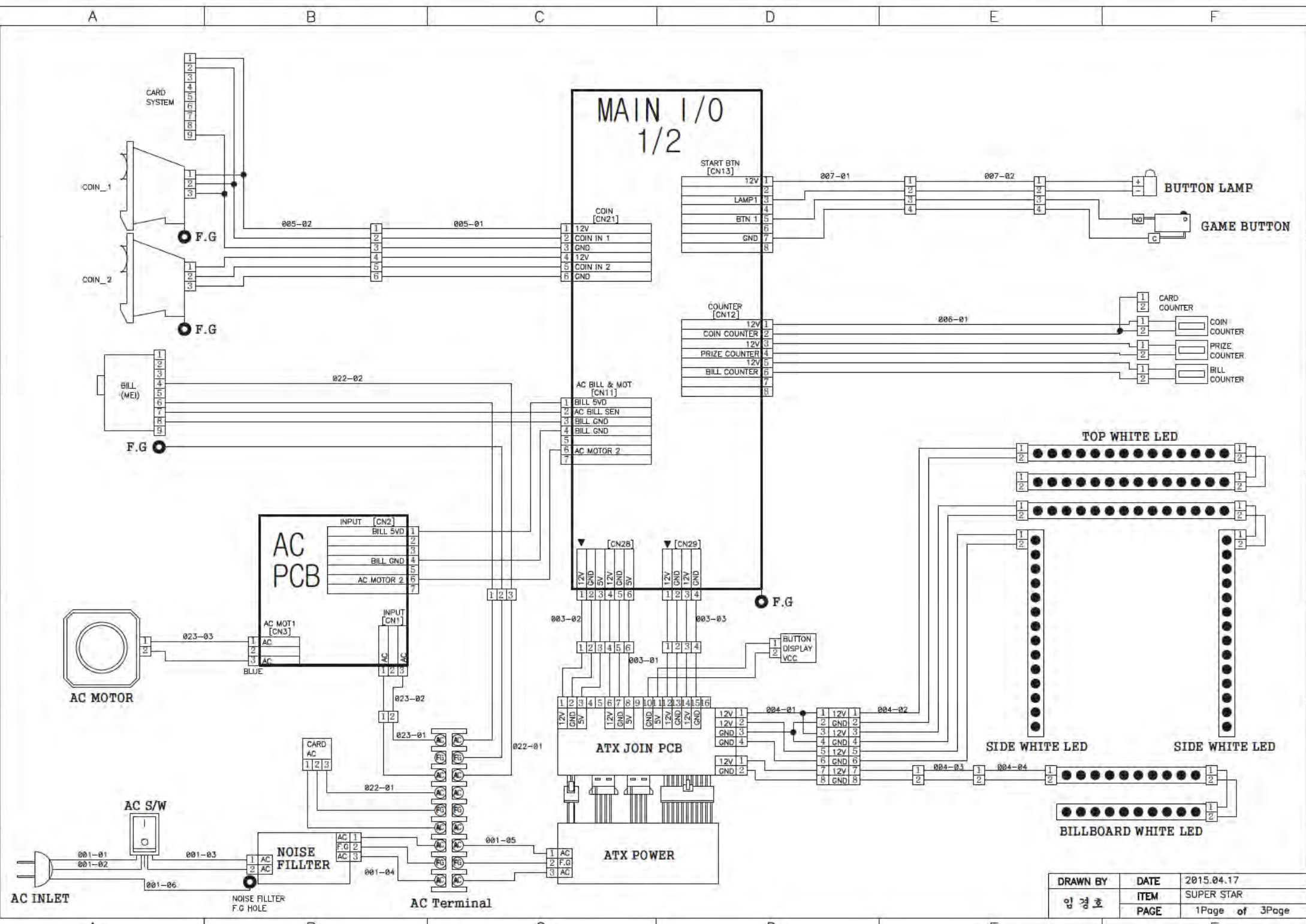


NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	SMPS PC COVER	PC-1.0t	1	MSH50ACR013
2	ATX POWER SUPPLY	SPC-350_UL POREX	1	MELE0SMP062
3	ATX JOIN PCB ASS'Y	-	1	ASUP0PCB008
4	TERMINAL BLOCK	250V 10P	1	MELE0TEB003
5	NOISE FILTER	ES1-F10	1	MELE0NOI006

6-11. AC INPUT PART

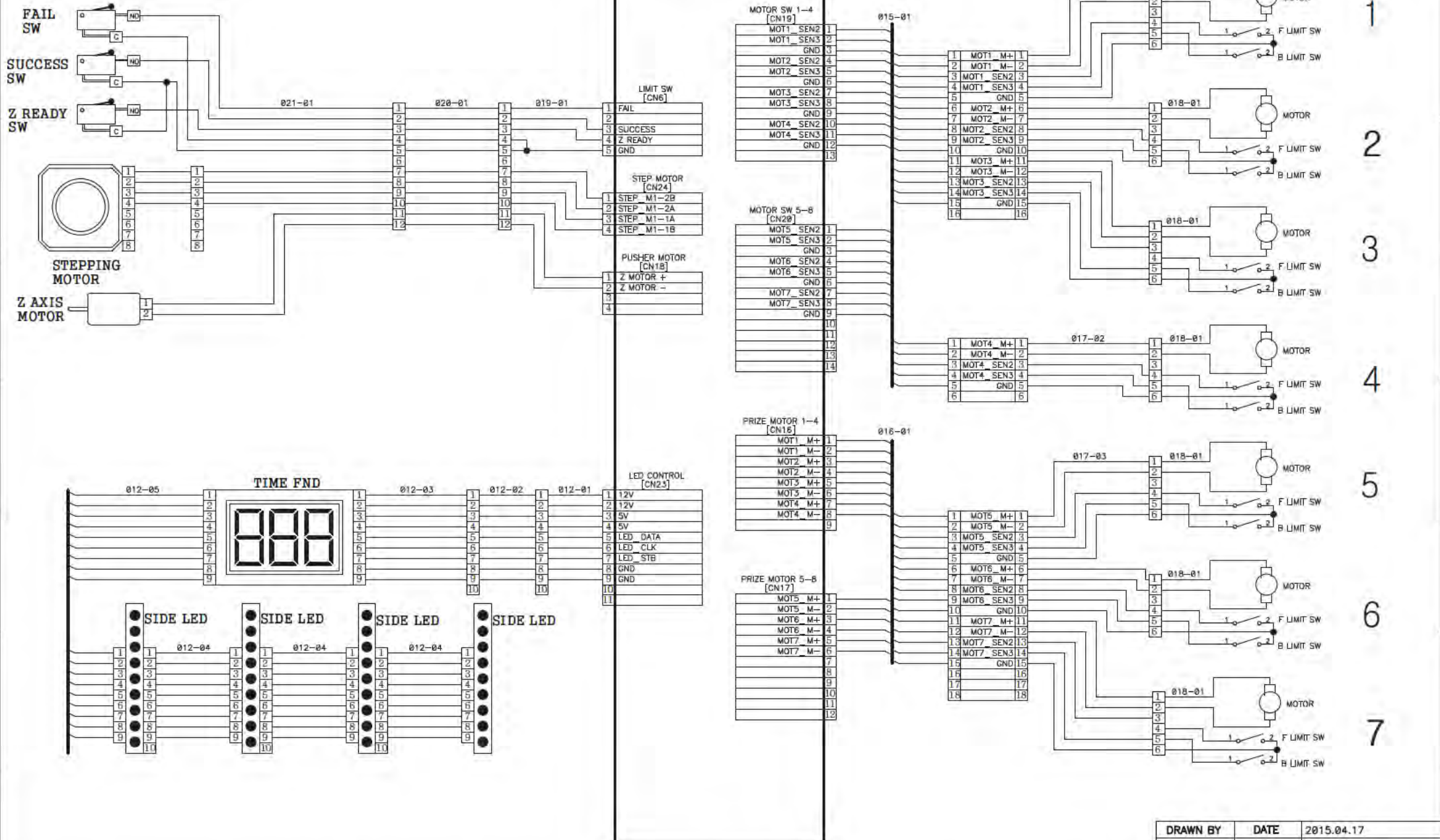


NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	AC INPUT	DAC-13H	1	MELE05WI015
2	ROCKER SWITCH	-	1	-



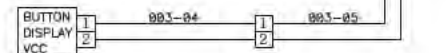
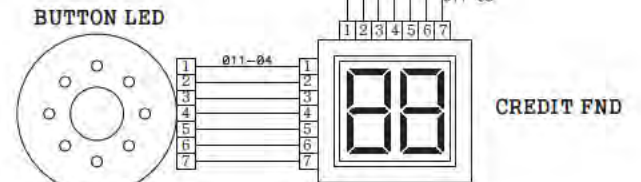
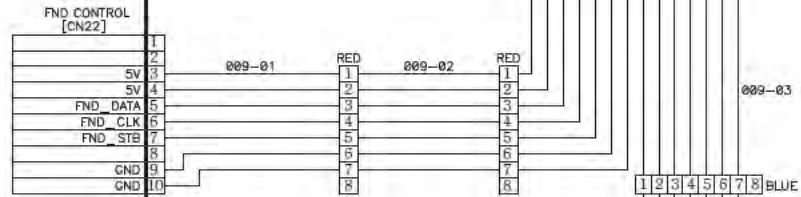
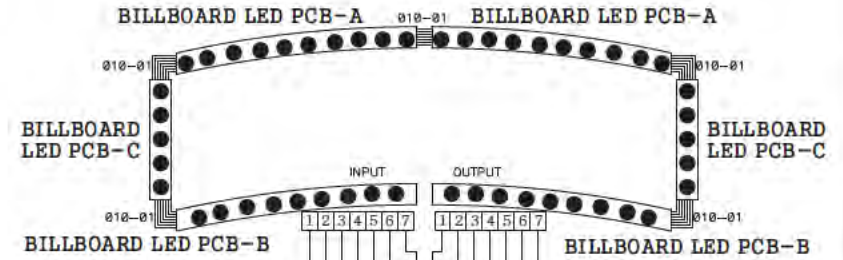
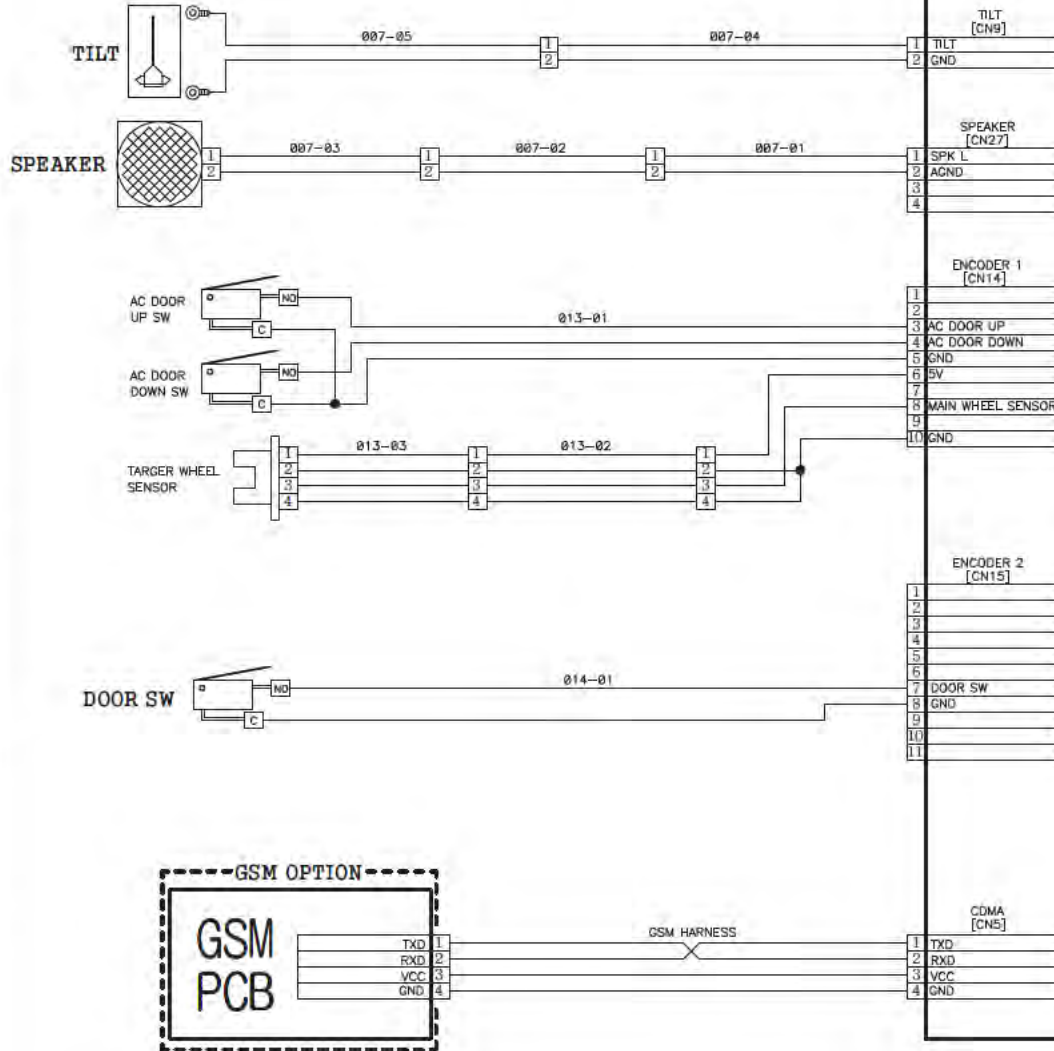
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MAIN I/O 3/3



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	ITEM	SUPER STAR
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