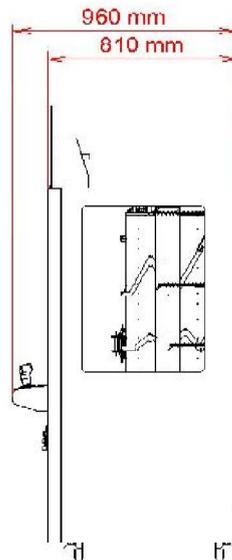
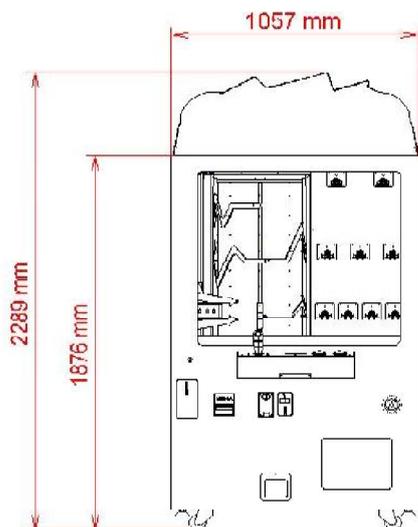
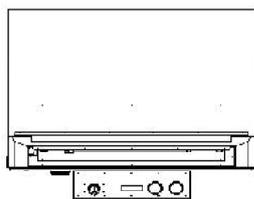
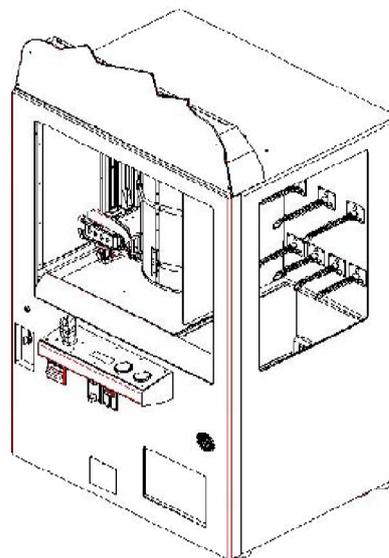


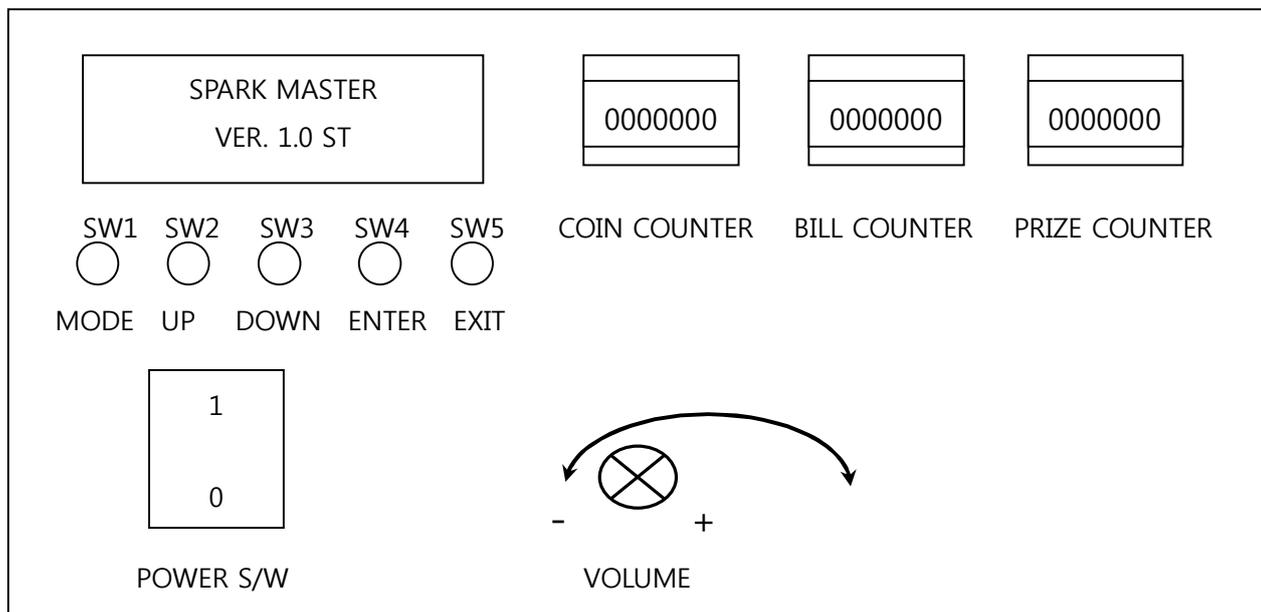
# SPARK MASTER SETUP MANUAL

## Specification & Dimension



|                                  |                     |
|----------------------------------|---------------------|
| <b>NOMINATED VOLTAGE RANGE</b>   | <b>AC 100/250V</b>  |
| <b>NOMINATED FREQUENCY</b>       | <b>50Hz~60Hz</b>    |
| <b>AVERAGE POWER CONSUMPTION</b> | <b>159W/189W</b>    |
| <b>MAXIMUM POWER CONSUMPTION</b> | <b>200W/216W</b>    |
| <b>WEIGHT</b>                    | <b>278Kg(661lb)</b> |

# SETUP MANUAL



## 1. GAME SET MODE

### ● How to control SETUP mode

- SW1(Mode) : Entering SETUP MODE.
- SW2(UP)/SW3(DOWN) : Changing SETUP Mode.
- SW4(ENTER) : Selecting GAME SET Mode.
- SW2(UP)/SW3(DOWN) : Adjusting each function value.
- SW5(EXIT) : Save and return to upper menu.

### [ To set 4-digit of setup figure ]

When 1st digit blinks, set it with SW2(up)/SW3(down), and press SW4(Enter).  
When 2nd digit blinks, set it with SW2(up)/SW3(down), and press SW4(Enter).  
When 3rd digit blinks, set it with SW2(up)/SW3(down), and press SW4(Enter).  
When 4th digit starts blinking, set it with SW2(up)/SW3(down), and press SW4(Enter).  
After setting completed, save the setting with SW5(EXIT) and return to upper menu.

#### (1) COIN SETTING

4

Default setting : 4 coins 1 credit,  
Free Play : 0  
Range : 0~9

#### (2) BILL SETTING

1

Default setting : 1 coin 1 credit,  
Free Play : 0  
Range : 0~9

- (3) **COUNTINUE TIME**  
10  
Waiting time for coin inserting at Continue Mode.  
Default setting : 10  
(To continue LV2 game again, player must insert coin(s) in 10sec. )  
Range : 0~99
- (4) **DEMO SOUND**  
ON/OFF/TIME ON  
Attraction sound ON/OFF  
SW2(UP)/SW3(DOWN)  
(TIME ON: The time interval specified)
- (5) **DEMO PLAY**  
ON/OFF  
Demo play ON/OFF
- (6) **LEVEL 1 PAYOUT**  
500  
Payout rate for LV1  
Default : 500 credits  
Range : 0~9999,
- (7) **LEVEL 2 PAYOUT**  
500  
Payout rate for LV2  
Default : 500 credits  
Range : 0~9999
- (8) **DRUM SPEED**  
180  
Adjustment of drum speed (**Normal Mode** : Payout control mode)  
Default : 180  
Range : 0~250
- (9) **DRUM SPEED1**  
210  
Set drum speed for Level1 (**Skill Mode only**)  
Default : 210  
Range : 0~250,
- (10) **DRUM SPEED2**  
204  
Set drum speed for Level2 (**Skill Mode only**)  
Default : 204  
Range 0~250
- (11) **DEVIATION**  
100  
Compulsory dead zone on upper and lower of the rail  
Default 100  
Range 0~200  
Note : smaller number-easy larger number-difficult
- (12) **CONTINUE**  
Continuation mode on/off

ON/OFF      ON/OFF  
 SW2(UP)/SW3(DOWN)

(13) **DEFAULT SET**      Return to DEFAULT SETUP  
 SUCCESS      Keep on pushing SW4(ENTER) for 5secs. When completed, SUCCESS is displayed.

(14) **EXIT**      Save and return to upper menu

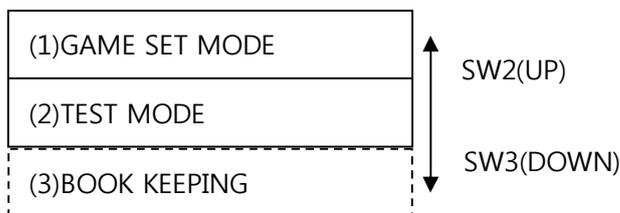
## 2. BOOK KEEPING

### ● How to control BOOK KEEPING mode

- SW1(Mode) : Entering SETUP MODE.
- SW2(UP)/SW3(DOWN) : Push SW2/SW3 and find BOOK KEEPING mode.
- SW4(ENTER) : Select BOOK KEEPING MODE.
- SW2(UP)/SW3(DOWN) : Push SW2/SW3 to move to each function.
- SW4(ENTER) : Selecting each function.
- [ Number flickering ]
- SW2(UP)/SW3(DOWN) : Pushing SW2/SW3 to delete the saved data.
- SW5(EXIT) : Save and return to upper menu

### ● Selected function is flashed on and off.

Example



|   |   |
|---|---|
| (1) <b>TOTAL PLAY</b><br>000 000 000 000  | <b>Total accumulated number of games</b>            |
| (2) <b>COIN</b><br>000 000 000 000        | <b>Total coins accumulated Lv1 &amp; Lv2 income</b> |
| (3) <b>SERVICE</b><br>000 000 000 000     | <b>Total service accumulated income</b>             |
| (4) <b>BILL</b><br>000 000 000 000        | <b>Total bill accumulated income</b>                |
| (5) <b>LEVEL1 PLAY</b><br>000 000 000 000 | <b>The no. of attempt at LEVEL1</b>                 |
| (6) <b>LEVEL2 PLAY</b>                    | <b>The no. of attempt at LEVEL2</b>                 |

000 000 000 000

(7) LEVEL1 WIN

000 000 000 000

The no. of success at LEVEL1

(8) LEVEL2 WIN

000 000 000 000

The no. of success at LEVEL2

(9) LEVEL1 FAIL

000 000 000 000

The no. of failure at LEVEL1

(10) LEVEL2 FAIL

000 000 000 000

The no. of failure at LEVEL2

(11) LEVEL1 PRIZE

000 000 000 000

The no. of dispensed prize at LEVEL1

(12) LEVEL2 PRIZE

000 000 000 000

The no. of dispensed prize at LEVEL2

(13) CONTINUE

000 000 000 000

The no. of games at LEVEL2 by selected CONTINUE

( continue mode ON )

(14) ALL CLEAR

SUCCESS

Delete all data.

(Keep on pushing SW4(ENTER) for 5secs.)

(15) EXIT

Save and return to upper menu.

### 3. TEST MODE

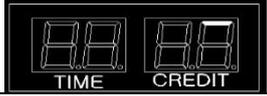
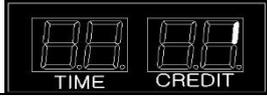
Execute TEST MODE and test by adjusting Joystick and Blue/Red button of Button Box.

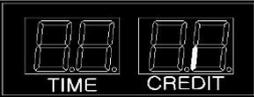
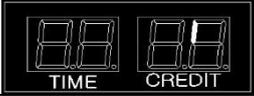
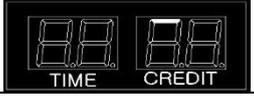
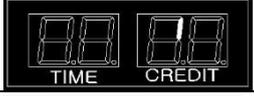
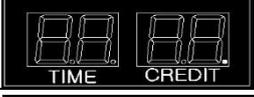
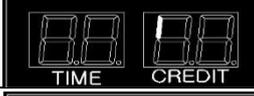
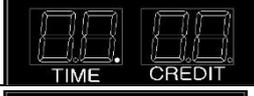
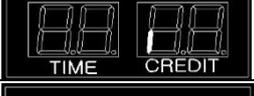
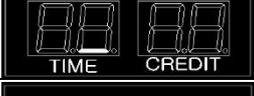
MOVE: JOYSTICK UP/DOWN

ENTER: RED BUTTON

EXIT: BLUE BUTTON

#### (1) INPUT TEST

| NO | CONTENTS          | PLAY FND  |
|----|-------------------|---|
| 1  | JOYSTICK S/W UP   |  |
| 2  | JOYSTICK S/W DOWN |  |
| 3  | BUTTON BLUE S/W   | EXIT  |
| 4  | BUTTON RED S/W    |  |

|    |                           |   |
|----|---------------------------|---|
| 5  | DRUM ENCODER SENSOR       |    |
| 6  | DRUM ENCODER START SENSOR |    |
| 7  | Z-AXIS PUSH S/W           |    |
| 8  | Z-AXIS PULL S/W           |    |
| 9  | Y-AXIS UP S/W             |    |
| 10 | Y-AXIS DOWN S/W           |    |
| 11 | SPARK STICK UP CHECK      |    |
| 12 | SPARK STICK DOWN CHECK    |   |
| 13 | COIN SELECTOR             |  |
| 14 | BILL ACCEPTOR             |  |
| 15 | PRIZE GATE MOTOR UP S/W   |  |
| 16 | PRIZE GATE MOTOR DOWN S/W |  |
| 17 | Sw1                       |  |
| 18 | Sw2                       |  |
| 19 | Y-AXIS POSITON SENSOR     |   |

## (2) PRIZE SENSOR

Checking the status of prize sensors.

Block each sensor with hand to check out motion of PRIZE SENSORS.

Start the sensor checking from left to right.

- a. PLAY FND at normal condition before sensor sensing check



- b. PLAY FND at sensor sensing ON



### (3) DISPLAY

Check out motion of each Led lamp

- Operation: RED BUTTON
- Exit: BLUE BUTTON

### (4) VIBRATOR

check vibration of Joystick

- Selection: RED BUTTON
- Exit: BLUE BUTTON
- Operation: JOYSTICK

### (5) DRUM MOTOR

Check out motion of Drum motor

- Selection: RED BUTTON
- Exit: BLUE BUTTON
- Operation: JOYSTICK up-> Left axial rotation, down-> Right axial rotation

### (6) Y MOTOR

Check out motion of Y axis motor

- Selection: RED BUTTON
- Exit: BLUE BUTTON
- Operation: JOYSTIC up->UP , down->DOWN

### (7) Z MOTOR

Check out motion of Z axis motor

- Selection: RED BUTTON
- Exit: BLUE BUTTON
- Operation: JOYSTICK up->IN , down->OUT

### (8) GATE MOTOR

Check out motion of Prize door motor

- Selection: RED BUTTON
- Exit: BLUE BUTTON
- Operation: JOYSTICK up->IN , down->OUT

**(9) PRIZE MOTOR**

Check out motion of Prize hanger

- Selection: RED BUTTON
- Exit: BLUE BUTTON
- Operation: JOYSTICK up->increasing sequence number, down->decreasing sequence number

**(10) COUNTER**

- Selection: RED BUTTON
- Exit: BLUE BUTTON

**a. COIN COUNTER**

PLAY FND : "1-00"

**b. BILL COUNTER**

PLAY FND : "2-00"

**c. PRIZE COUNTER**

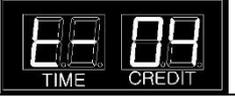
PLAY FND : "3-00"

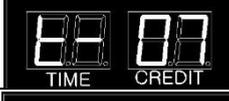
**(11) SOUND**

Check out motion of Attraction sounds

- Selection: RED BUTTON
- Exit: BLUE BUTTON
- Operation: JOYSTICK up-> NEXT SOUND , down-> PREVIOUS SOUND

**(12) FLAY FND display for each TEST MODE**

| NO | LCD DISPLAY  | PLAY FND  |
|----|--------------|---|
| 1  | INPUT TEST   |  |
| 2  | DISPLAY      |  |
| 3  | PRIZE SENSOR |  |
| 4  | VIBRATOR     |  |

|    |             |   |
|----|-------------|---|
| 5  | DRUM MOTOR  |  |
| 6  | Y MOTOR     |  |
| 7  | Z MOTOR     |  |
| 8  | GATE MOTOR  |  |
| 9  | PRIZE MOTOR |  |
| 10 | COUNTER     |  |
| 11 | SOUND       |  |

#### 4. ERROR TABLE

| NO | PLAY FND     | CONTENTS                                   |
|----|--------------|--|
| 1  | <b>Er-01</b> |  |
| 2  | <b>Er-02</b> | PRIZE OUT SENSOR                           |
| 3  | <b>Er-03</b> | DRUM MOTOR & DRUM ENCODER START SENSOR     |
| 4  | <b>Er-04</b> | Y-AXIS MOTOR OR Y-AXIS UP SW               |
| 5  | <b>Er-05</b> | Y-AXIS MOTOR OR Y-AXIS DOWN SW             |
| 6  | <b>Er-06</b> | Z-AXIS MOTOR OR Z-AXIS PUSH SW             |
| 7  | <b>Er-07</b> | Z-AXIS MOTOR OR Z-AXIS PULL SW             |
| 8  | <b>Er-08</b> | PRIZE GATE MOTOR OR PRIZE GATE MOTOR UP SW |

|    |              |  |
|----|--------------|--|
| 9  | <b>Er-09</b> | PRIZE GATE MOTOR OR PRIZE GATE MOTOR DOWN SW |
| 10 | <b>Er-10</b> | EMPTY PRIZE                                  |
| 11 | <b>Er-11</b> | Y-AXIS POSITION SENSOR                       |
| 12 | <b>Er-12</b> | TILT SENSOR                                  |
| 13 | <b>Er-13</b> |  |
| 14 | <b>Er-14</b> | CALIBRATION                                  |
| 15 | <b>Er-15</b> |  |
| 16 | <b>Er-16</b> |  |
| 17 | <b>Er-17</b> | DRUM MOTOR, ENCODER SENSOR                   |
| 18 | <b>Er-18</b> | Y-AXIS UP/DOWN                               |

## 5. GAME MODE SELECT

Select game mode with I/O DIP SW and MAIN BOARD DIP SW.

### a. NORMAL MODE



### b. SKILL MODE



( To set SKILL MODE, please change Main Board Dip SW as above. )

## 6. AGING MODE

Turn on Machine with TACT S/W1 on I/O board pushed for 3secs.

## 7. CALIBRATION MODE

Turn on Machine with TACT S/W2 on I/O board pushed for 3secs.

## 8. INITIALIZING

- Turn on Machine with TACT S/W1+SW2 on I/O board pushed for 3secs.
- Initializing entire setting (to default value of BOOK KEEPING & GAME STEUP)

## 9. DELETE COIN

To delete coins data on Play FND, press TACT S/W1+SW2 at once when the machine is turned on and the spaceship is placed on the position of 1/3 from the lower of Y-axis, until the spaceship touches Y-axis micro switch.

## 10. Switches on MAIN BOARD & I/O BOARD

