



Star Kicker (User Manual)



Please read this User Manual carefully before you installing this product.

Tecway Int'l Development Co., Ltd.

Tel: 886-2-22552636

Website: www.tecway.com.tw

Email: info@tecway.com.tw

Getting Started for the First Time !

Please take a moment to read this manual before turning on your “Star Kicker” game for the first time.

After removing the game from its carton, please make sure that the machine is placed on an even or level area. Do not raise or angle the machine. Move the machine with great care.

Plug the power cord into an AC outlet and turn on the main power switch located on the back lower right hand side. The fluorescent light of the machine will light up and background music will start to play.

Check the “Game Adjustments” section to make sure that the machine is set up properly.

Load the machine with tickets or cola (in cans).

Your new “Star Kicker” is now ready to play!

To Play

1. Insert a coin in the coin slot located on the front (3 credits per game).
2. After a coin is being inserted, the target : "soccer ball" will move up to the front automatically. When the soccer ball stops and gives out a sound signal, this then indicates it is ready for player's first kick. If for predetermine time, the soccer ball is not being kicked, the game will assume player(s) to have given up the first attempt and automatically set itself ready for player(s)' second kick and so forth.
3. Power of each kick is indicated by the pointer and the corresponding score (i.e. distance : in term of meter) is recorded on the scoreboard. Score of first kick is shown on the "1" display screen, score of second kick is shown on "2" display screen and score of third kick is shown on the "3" display screen. Whereas the sum up score of three kicks are shown on the "TOTAL SCORE" display screen. Depends on the score, player(s) will be awarded with ticket(s) accordingly.
4. The "Star Kicker" game has two different versions that have exclusives payout characteristics. The two versions are :

Ticket version
Cola version

Ticket version can be changed to cola version by replacing the Ticket Dispenser with a Cola Dispenser, vice versa. Whereas both versions can be changed to the third version – **Free game version** by dip switch adjustments whereby neither tickets nor cola but free game will be rewarded (Read game adjustments section).

5. **Basic payout** after three kicks are completed :

After three kicks are completed,

For ticket version :

Ticket(s) is rewarded to player(s) after three kicks are completed. Number of ticket to be rewarded depends on total score of three kicks (this is known as the basic payout). How much score one can get depends on how hard one can kick (Harder and powerful kicks are rewarded with higher scores).

For cola version :

No basic payout.

For free game version :

No basic payout.

6. **Bonus payout** when total score of three kicks exceeds highest score record(Default Value) :

If the sum up score of three kicks exceeds the highest score record, the cheer up background sound and the bonus payout switch will be activated. Bonus payout(s) may be in different forms as follows
(Depends on game adjustments) :

Bonus ticket(s)

Cola

Free game

When sum up score of three kicks exceeds the highest score record (default value),

For ticket version :

Bonus ticket(s) will be rewarded to player(s) if total score of three kicks exceed the highest score record(default value). If the free game payout is enabled, besides winning bonus ticket(s), player(s) is also rewarded with one free game (Free game will only be granted once for each game). However, if the free game payout is disabled, only bonus ticket(s) will be rewarded.

For cola version :

Cola can be rewarded to player(s) according to different schemes as follows

(depends on different dip switch settings) :

- i. Given that the free game payout is enabled, when total score of three kicks exceeds 270 or 280 and with the last digit of the total score equal to 0, player(s) will be rewarded with a **can of cola plus one free game**.
- ii. Given that the free game payout is enabled, when total score of three kicks exceeds the highest score record(default value), player(s) will then be rewarded with a **can of cola plus one free game**.
- iii. Given that the free game payout is disabled, when total score

Operation Manual For Star Kicker

of three kicks exceeds 270 or 280 and with the last digit of the total score equal to 0, player(s) will be rewarded with a **can of cola**.

- iv. Given that the free game payout is disabled, player(s) will be rewarded with a **can of cola** when total score of three of three kicks exceeds the highest score record(default value).

Note : Again for the aforesaid schemes, free game will only be granted once for each game.

For free game version :

Only free game will be rewarded to player(s) when total score of three kicks exceed the highest score record.

(Free game will only be granted once for each game).

7. If the“soccer ball” has moved to the front but the player failed to give out first kick at the given time, the machine will automatically record first kick as FAULT kick (0 score) and set ready for player’s second kick. Again, if the player failed to give out second kick at given time, the machine will automatically record second kick as FAULT kick (0 score) and set ready for player’s third kick. If the player still failed to give out third kick at given time, the machine will automatically record third kick as FAULT kick (0 score), as a result the sum up score of the three kicks displayed on the TOTAL SCORE displayed screen will be equal to 0.
8. To reset the machine, simply press the RESET button, whereas to set up for new game, simply press the SERVICE button. These buttons are located inside the machine.

Game Adjustments

On the CPU board, located on the back inside wall, you will notice 2 banks of 8 dip switches labeled as SW1 and SW2. These are used for game adjustments. The dip switches from left to right are numbered 1 to 8, "ON" is in the up position. The followings are adjustable thru dip switch settings :

Difficulty

DIPSW1	<u>1</u>	<u>2</u>	<u>Difficulty</u>
*	OFF	OFF	Most easy
	ON	OFF	Easy
	OFF	ON	Difficult
	ON	ON	Most difficult

Version

DIPSW1	<u>3</u>	<u>Version</u>
	OFF	Ticket version
*	ON	Cola version

Free Game Rewarded For Highest Score Record Breaking

DIPSW1	<u>4</u>	<u>Free Game</u>
	OFF	Enable
*	ON	Disable

Bonus Ticket(s) Won for Breaking Highest Score Record (Total score > Highest score record)

DIPSW1	<u>5</u>	<u>6</u>	<u>Bonus Ticket(s) Won</u>
*	OFF	OFF	20 bonus tickets
	ON	OFF	30 bonus tickets
	OFF	ON	40 bonus tickets
	ON	ON	50 bonus tickets

Operation Manual For Star Kicker

Default Value of Highest Score Record

DIPSW1 7 8 Highest Score Record(In
term of meters)

	*	OFF	OFF	252 points
	ON		OFF	264 points
			OFF ON	276 points
	ON	ON		288 points

Score Per Ticket

DIPSW2 1 2 3 Point(s)/ticket

	OFF	OFF	OFF	14 points/ticket	
	ON	OFF	OFF	15 points/ticket	
	OFF	ON	OFF	17 points/ticket	
	*	ON	ON	OFF	19 points/ticket
		OFF	OFF	ON	21 points/ticket
		ON	OFF	ON	23 points/ticket
		OFF	ON	ON	25 points/ticket
		ON	ON	ON	27

points/ticket

Payout Scheme For Cola Version

DIPSW2 4 Payout Scheme Selection for cola
version

	*	OFF	Total score > Minimum Score for Cola Payout, i.e. 270 or 280 with last digit of the total score = 0		
		ON	Total score > Highest score record (default value)		

Number Of Token(s) Needed To Be Inserted For One Single Game

DIPSW2 5 6 Number of token(s) needed to be inserted

	*	OFF	OFF	1 token
		ON	OFF	2 tokens
		OFF	ON	3 tokens
		ON	ON	4 tokens

Awaiting Time For Each Kick

Operation Manual For Star Kicker

DIPSW2	*	<u>7</u>	<u>Awaiting Time</u>
		OFF	20 seconds
		ON	30 seconds

Minimum Score For Cola Payout

DIPSW2	*	<u>8</u>	<u>Minimum Score</u>
		OFF	>270 points
		ON	>280 points

* = Factory Settings