FIVE STAR REDEEMPTION

Haunted Adventure Series

SINGLE PLAYER TECHNICAL MANUAL

January 22, 2008



Features

- Bright Attention Grabbing Graphics & Cabinet
- Hot looking Lights
- Exciting Super Fast Skill Stop
- Oversized Highly Reliability Buttons
- Operator Programmable

Specifications

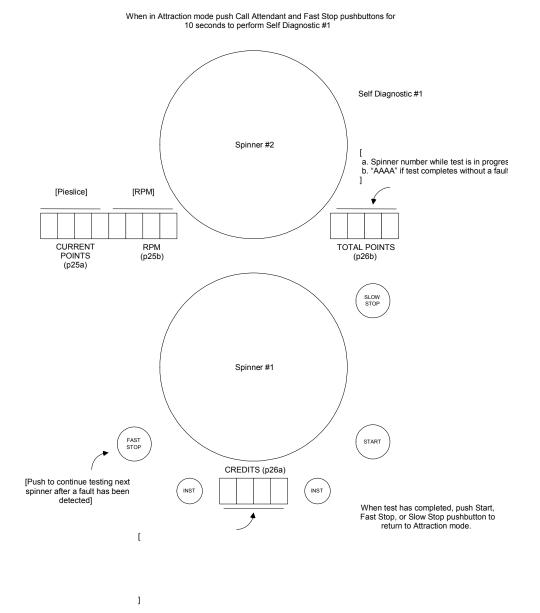
Parameter	Value	Units
Voltage	115	VAC
Frequency	60	HZ
Weight	600	Pounds

Overview

Haunted Mansion consists of five lighted clock faces with motorized spinning swords, a player console with large buttons and numeric display for game play, speakers for sound effects, two coin dispensers, and a ticket dispenser. The objective is to skillfully stop the sword so that it points to a desirable position to maximize the number of points won.

GAME SELF DIAGNIOSTICS

Appendix A



SELF DIAGNOSTIC #1 TEST LAYOUT

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GAME SELF DIAGNIOSTICS

SELF DIAGNOSTIC #1

To enter game diagnostics HOLD IN the *CALL ATTENDANT* & *FAST STOP BUTTON's* simultaneously for approximately ten seconds. Upon a successful completion of the diagnostics the total points display should show **AAAA**.

Phase	Situation	Error Codes	Solution
1	Brake Assembly Test	001	Brake # 1 Needs Repair
		002	Brake # 2 Needs Repair.
		003	Brake # 3 Needs Repair
		004	Brake # 4 Needs Repair
		005	Brake # 5 Needs Repair
2	Smart Spinner Encoder Reader Board Test	011	First Replace Encoder Reader #1, Next Smart Spinner # 1
		012	First Replace Encoder Reader #2, 2 nd Smart Spinner #2
		013	First Replace Encoder Reader #3, 2 nd Smart Spinner #3
		014	First Replace Encoder Reader #4, 2 nd Smart Spinner #4
		015	First Replace Encoder Reader #5, 2 nd Smart Spinner #5
3	Smart Spinner Dip Switch Conflict or Cabling Test	103	Dip switch Conflict with Smart Spinner Boards # 1,2
	5	105	Dip switch Conflict with Smart Spinner Boards # 1,3
		106	Dip switch Conflict with Smart Spinner Boards # 2,3
		107	Dip switch Conflict with Smart Spinner Boards # 1,2,3
		109	Dip switch Conflict with Smart Spinner Boards # 1,4
		110	Dip switch Conflict with Smart Spinner Boards # 2,4
		111	Dip switch Conflict with Smart Spinner Boards # 1,2,4
		112	Dip switch Conflict with Smart Spinner Boards # 3,4
		113	Dip switch Conflict with Smart Spinner Boards # 1,3,4
		114	Dip switch Conflict with Smart Spinner Boards # 2,3,4
		115	Dip switch Conflict with Smart Spinner Boards # 1,2,3,4
		117	Dip switch Conflict with Smart Spinner Boards # 1,5
		118	Dip switch Conflict with Smart Spinner Boards # 2,5
		119	Dip switch Conflict with Smart Spinner Boards # 1,2,5
		120	Dip switch Conflict with Smart Spinner Boards # 3,5
		121	Dip switch Conflict with Smart Spinner Boards # 1,3,5
		122	Dip switch Conflict with Smart Spinner Boards # 2,3,5
		123	Dip switch Conflict with Smart Spinner Boards # 1,2,3,5
		124	Dip switch Conflict with Smart Spinner Boards # 4,5
		125	Dip switch Conflict with Smart Spinner Boards # 1,4,5
		126	Dip switch Conflict with Smart Spinner Boards # 2,4,5
		127	Dip switch Conflict with Smart Spinner Boards # 1,2,4,5
		128	Dip switch Conflict with Smart Spinner Boards # 3,4,5
		129	Dip switch Conflict with Smart Spinner Boards # 1,3,4,5
		130	Dip switch Conflict with Smart Spinner Boards # 2,3,4,5
4	Smart Spinner Board or Incorrect DIP Switch Setting	011	If DIP switch Correct, replace Smart Spinner Board #1

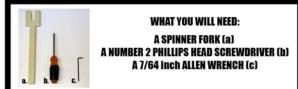
Self Diagnostic #1 ERROR CODE CHART

Phase	Situation	Error Codes	Solution
		012	If DIP switch Correct, replace Smart Spinner Board #2
		013	If DIP switch Correct, replace Smart Spinner Board #3
		014	If DIP switch Correct, replace Smart Spinner Board #4
		015	If DIP switch Correct, replace Smart Spinner Board #5
5	Encoder Board Test	021	Replace Encoder Board #1
		022	Replace Encoder Board #2
		023	Replace Encoder Board #3
		024	Replace Encoder Board #4
		025	Replace Encoder Board #5
6	Encoder Disk Test	031	Replace Encoder Disk #1
		032	Replace Encoder Disk #2
		033	Replace Encoder Disk #3
		034	Replace Encoder Disk #4
		035	Replace Encoder Disk #5

REPLACING SPINNER

Appendix C Replacing or Realigning Spinner Wheels

INSTRUCTIONS FOR 1. REPLACING A SPINNER'S ENCODER WHEEL OF 2. REALIGNING AND TIGHTENING ENCODER WHEEL





STEP # 1: Power game down. Detach any harnesses connected to the spinner. Loosen wing nuts shown and remove spinner assembly from game.





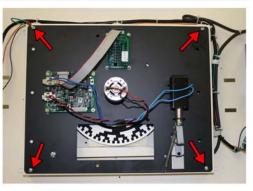
STEP # 2: Using the 7/64 Allen Wrench, remove the two allen bolts that hold the ghost arrow to the pulley



STEP #3

Using the # 2 phillips head screwdriver, remove the 4 screws which hold the black spinner assembly to the white main spinner bracket. Then remove the black spinner assembly from the white main spinner bracket





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INSTRUCTIONS FOR REPLACING A SPINNER'S ENCODER WHEEL

STEP # **4**

(SKIP STEP IF YOU ARE ONLY REALIGNING AND TIGHTENING)

Using the #2 screwdriver, remove the set screw that holds the brake arm. This screw is next to the brake spring.





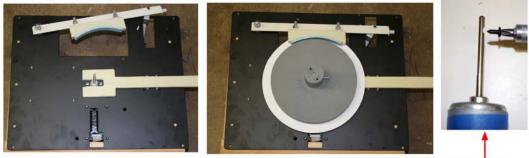
STEP # 5

(SKIP STEP IF YOU ARE ONLY REALIGNING AND TIGHTENING) Turn the assembly around and loosen the set screw which holds the pulley to the motor shaft. Then, lift the brake arm and slide the pulley and encoder disc off.



STEP # 6

(most critical step) Slide the spinner fork against the motor shaft. Lower the pulley and encoder disc onto the motor shaft so that it rests gently upon the fork. This will give you the proper spacing. Then, tighten the set screw loosened in Step #6, and remove the spinner fork.



NOTE: UNITS BUILT AFTER 3/01/07 HAVE A NOTCH CUT INTO THE MOTOR SHAFT THAT THE SET SCREW TIGHTENS INTO. IF YOUR UNIT IS DATED AFTER 03/01/07 - THE SET SCREW MUST BE BE TIGHTENED INTO THIS NOTCH TO FUNCTION.

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REPLACING OR REALIGNING SPINNER WHEEL

STEP # 7

Take a moments now to observe the new assembly. The encoder disc should not be touching the white spacers near the motor shaft . The disc should be seated about an 1/8" away from these spacers.

STEP # 8

Reattach the black spinner assembly to the white main spinner bracket . Then install the whole assembly back into the game

RECALIBRATION PROCEDURE

Using the keypad - go to the step associated with the recently replaced spinner

Step #71 = Spinner #1 Step # 72 = Spinner #2 Step #73 = Spinner #3 Step #74 = Spinner #4 Step #75 = Spinner # 5

TO ENTER PROGRAM MODE - take the keypad and hold in the # and * buttons until the keypad display goes blank. Push 1-1 on the keypad - you are now in program mode. Hold the * button down and push either 71, 72, 73, 74, or 75

By lightly tapping the FAST STOP BUTTON, move the spinner arrow until it reaches the 12 o'clock position, where there should be an alignment line. Once the point of the arrow is at 12 o'clock - hit the flashing START BUTTON. Your spinner is no recalibrated.

If you have any questions during your installation - feel free to call our technical service department directly at (818) 775 - 9374 or, if a technician is not immediately available, please call (818) 581 - 1772

Appendix D

TECHNICAL ASSISTANCE

Most distributors provide technical assistance for the products they sell. If your distributor cannot solve your problem, assistance can be obtained through Five Star Redemption. Call (818) 773-6057 extension 232 between the hours of 8:00 AM and 4:00 PM Pacific time, Monday through Friday, and ask for the service department.

Please have the following information available:

- 1. Type of Game
- 2. Serial Number
- 3. Distributor's Name
- 4. Description of Problem

The service technician may ask you to perform some tests on your machine, so it is preferable to call from the game's location if possible.

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Five Star Redemption ADDRESS AND TELEPHONE NUMBERS

8835 SHIRLEY AVENUE NORTHRIDGE, CA 91324 (818) 773-6057 FAX (818) 773-6064

PARTS DEPARTMENT OPTION 1

TECHNICAL SUPPORT OPTION 2

SALES DEPARTMENT OPTION 3

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