

Star Galaxy Professional Pinball

Operating Instructions



WARNING:

CHOKING HAZARD - Toy contains small ball. Not for children under 3 years.



CAUTION - ELECTRICALLY OPERATED PRODUCT:

NOT RECOMMENDED FOR CHILDREN UNDER 10 YEARS OF AGE AS WITH ALL ELECTRIC PRODUCTS, PRECAUTIONS SHOULD BE OBSERVED DURING HANDLING AND USE TO PREVENT ELECTRIC SHOCK. AS WITH ALL ELECTRIC PRODUCTS, ADULT SUPERVISION IS RECOMMENDED DURING USE.

Overview

The primary goal of the game is to launch the ball and then earn as many points as possible by hitting bumpers. The game is divided into 3 levels of play. The lowest level offers 9 balls, the medium level offers 6 balls and the highest level offers 3 balls for one round play. Also, the game allows two players to compete each other.

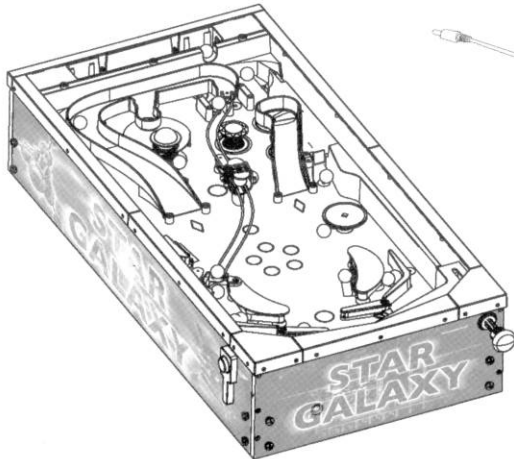
Features

- Coolest Stereo/Mono SFX sound effect
- Electronic AC flippers
- Special Bonus and score calculation schemes
- Up to 99 extra life offered
- Bonus 2x, 4x, 8x, 16x score Multipliers
- Volume Adjustment
- Two Player supported
- Skill level selection

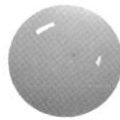
Part List



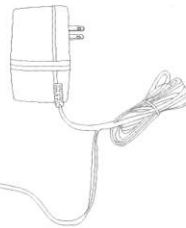
Display Panel x1



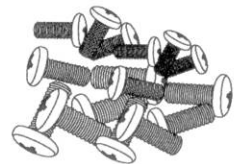
Control Panel x1



Ball x1



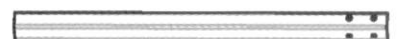
AC/DC Adaptor x1



Screws x16



Team A Legs X 2

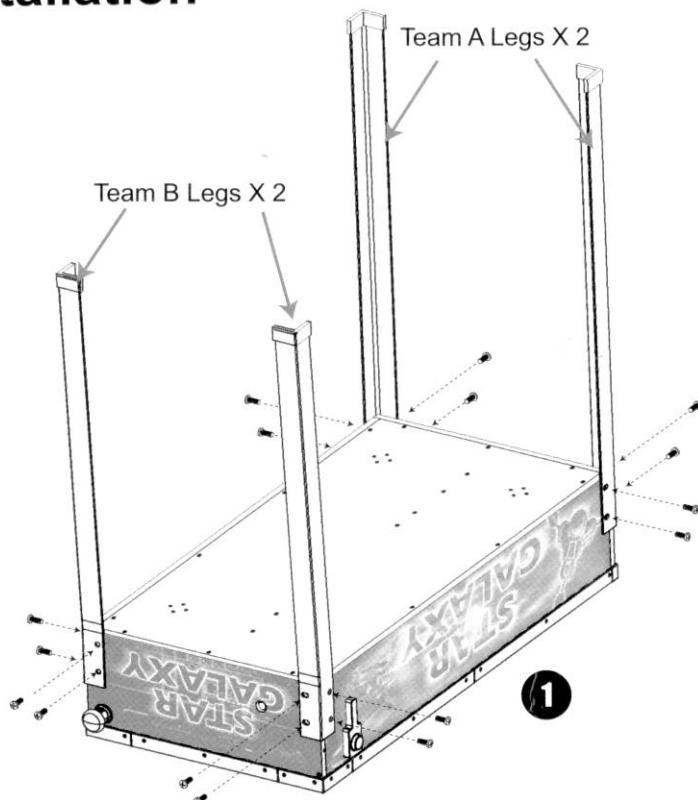


Team B Legs X 2

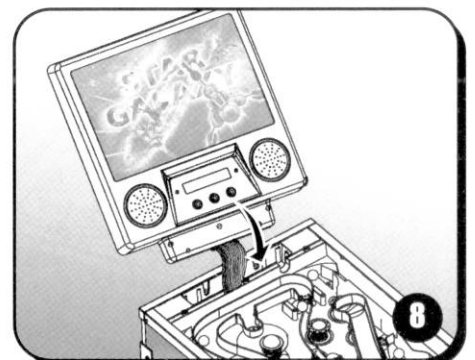
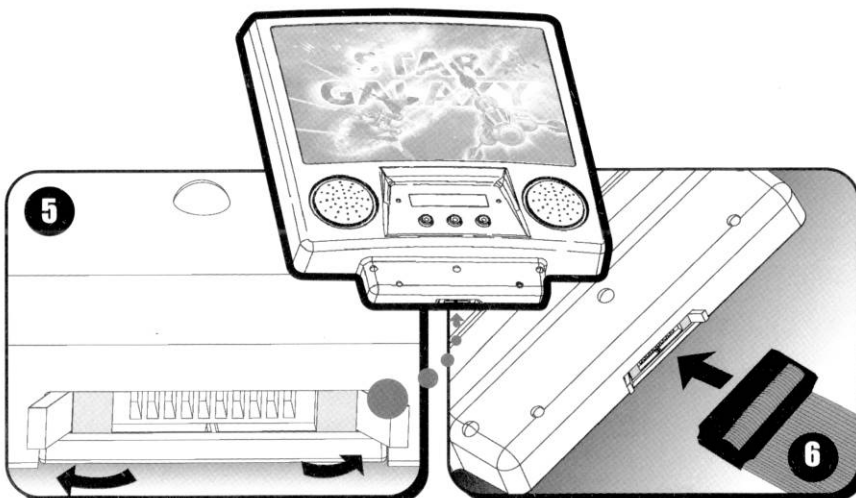
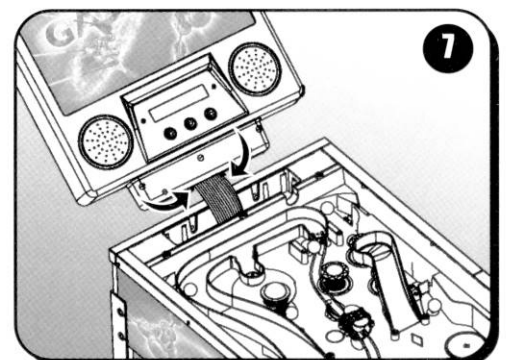
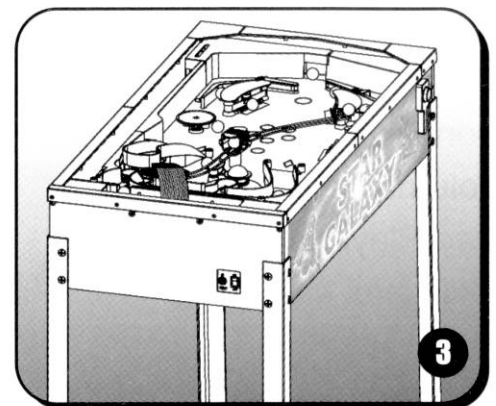
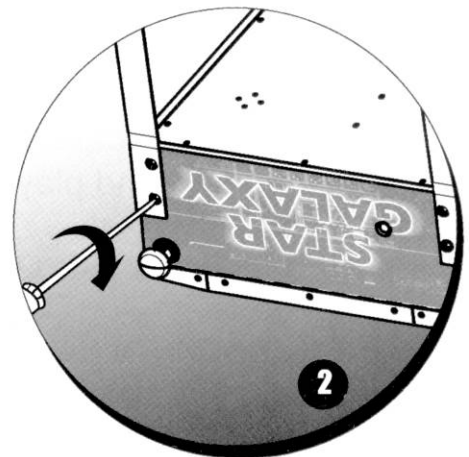
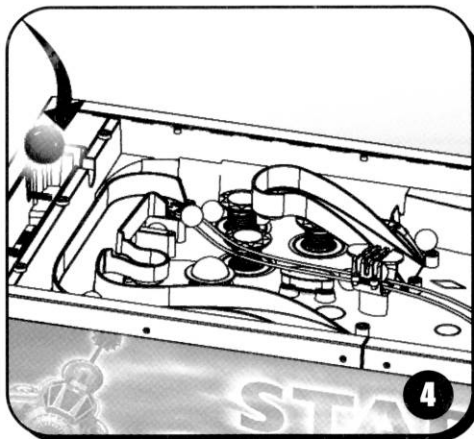


Screws x2

Installation

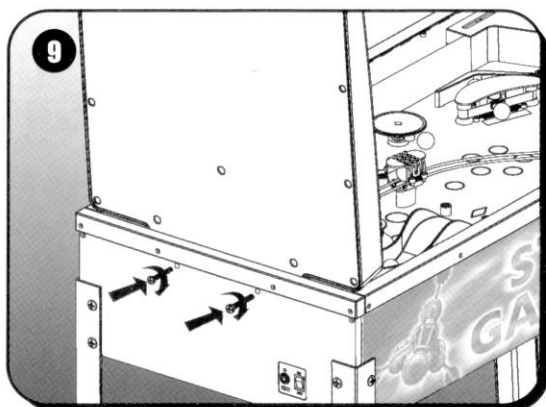


WARNING:
Don't forget
to place the
ball into the
playfield



Installation must be done by adult

Installation

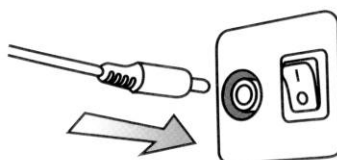


Installation must be done by adult

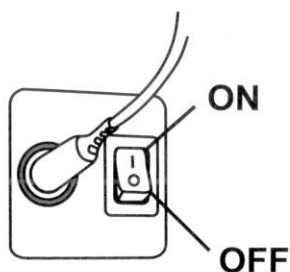
Quick Start

1. Connect the AC/DC adaptor to the wall socket.

2. Plug into the adaptor jack at the back of the Playfield.



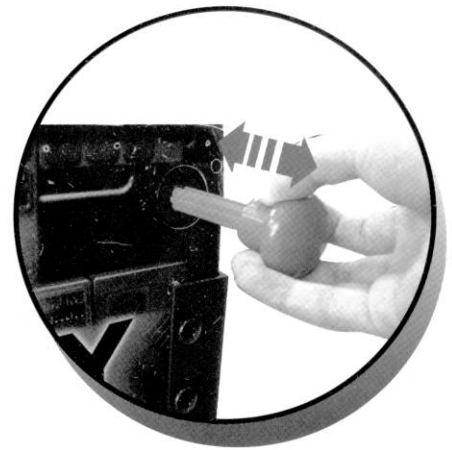
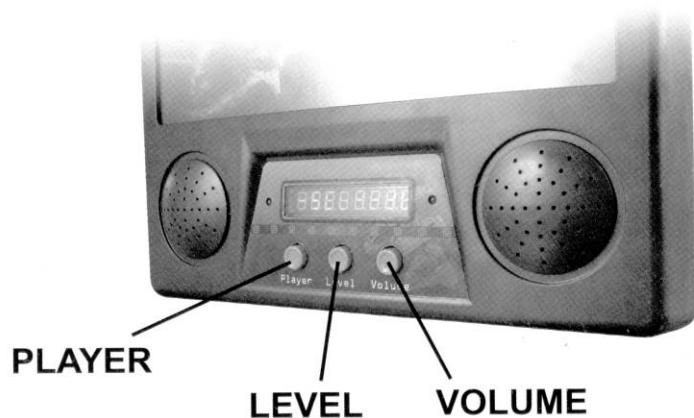
3. Toggle the Main Power Switch from "0" to "1" position.



4. Press START/STOP button to play.

START / STOP
BUTTON





The Game

A game basically consists of 9 balls by default. However, you can change the number of balls for each game play by changing skip level.

Level	Number of balls	Difficulty
0	9	Novice
1	6	Normal
2	3	Champion

The objective of the game is to shoot the ball onto the playfield, use the A/C flippers to keep the ball on the playfield as long as possible hence you can get score as high as possible.

A ball is counted as "finished" in case of the ball goes out of play at the bottom of the playfield.

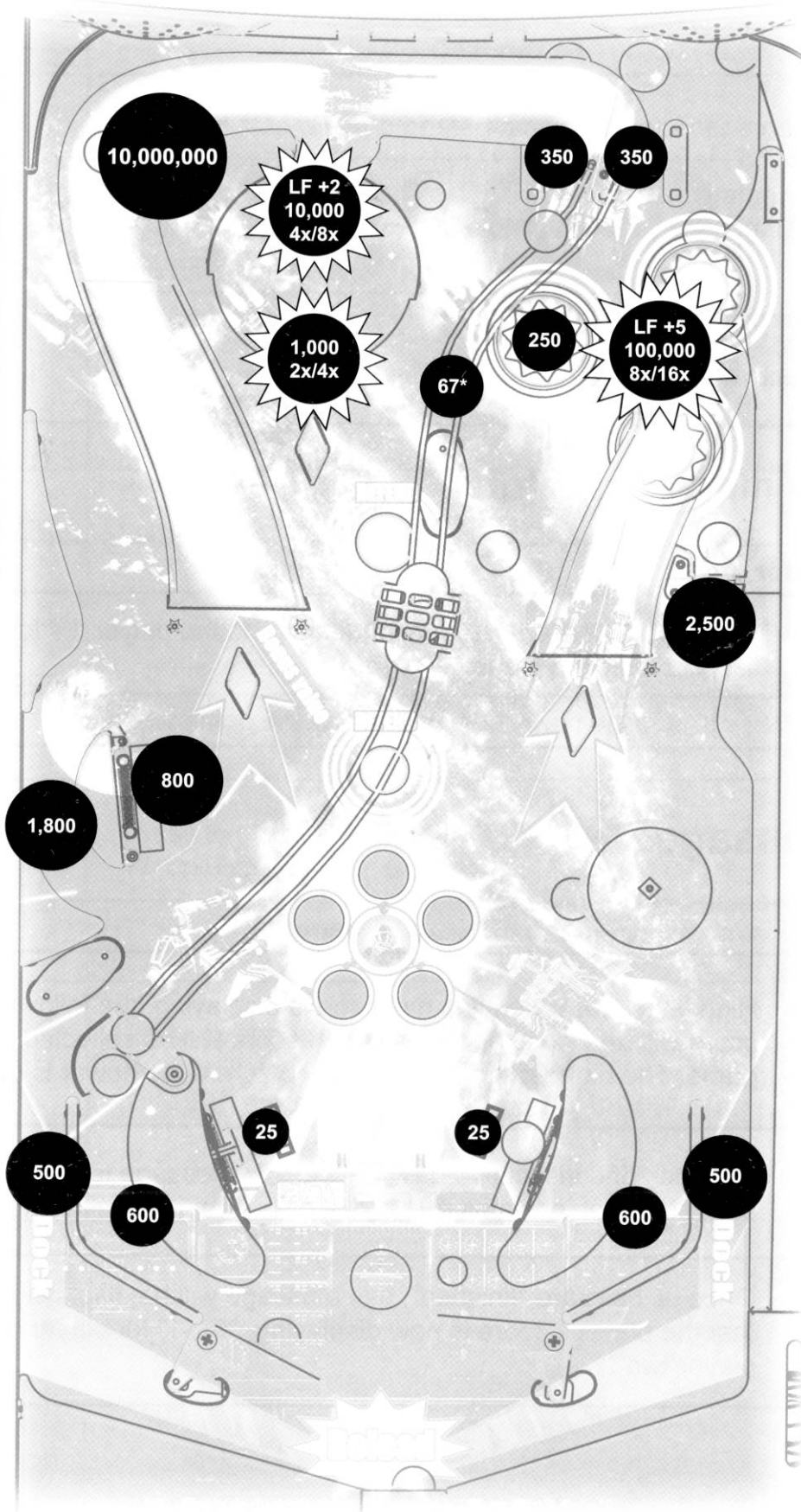
Score/Bonus achievement

Scores can be achieved when the ball has bypassed score sensors. Each score sensor has different score counting method. Score is increased automatically.

Score 2x, 4x and 8x multiplier will be triggered when specified sensor has been hit once. The score multiplier will be soared to 4x, 8x and 16x when the same specified sensor is hit again before the SFX background music finished.

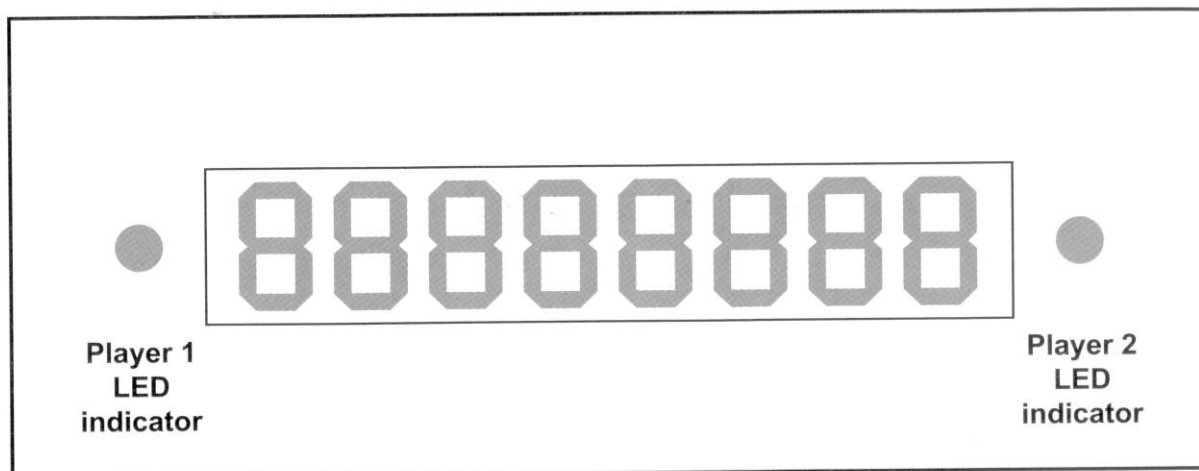
You could get more life bonus by dropping the ball into holes of "LF +2 " and "LF +5" respectively. Please refer to Page 5 "Playfield Touching Sensor Position, SFX and Score Cross-reference" to know more about score/bonus achievement.

Playfield Touching Sensor Position, SFX and Score Cross-reference



Score Display

The maximum score the player can achieve is 99999999.



Player mode indicators

Indicator	Description
RED	When it is on, it means that now it is the player-1's turn to play the game.
GREEN	It is the player-2's turn to play the game when on.

Display Messages

Message	Meaning
HI-SC	Highest score. When this message is displaying, the following highest score will be displayed. The highest score will be collected after each game. The highest score will be set to zero if the power is off.
LIFE-XX	For each of consecutive ball playing, this message is displayed. XX is a number that indicates number of balls remain for playing.
PL-1 / PL-2	Once all balls are "finished", this message will be displayed and indicates that the player's score is now displaying. "PL-1" for player one; "PL-2" for player two .

Function Buttons Display

There are six control buttons.

Button	Description
START / STOP	Press to stop a game or start a new game. After a game has finished, you must press this key to restart a new game. For each new game, the score will be set to zero. You can stop the game when you are playing. You can change the tilt level, one-player game or two-player game.
VOLUME CONTROL	Press to adjust volume level. The maximum volume level is 7 and mute is 0.
LEFT AC FLIPPER CONTROL	Press this button to trigger movement of left flipper.
RIGHT AC FLIPPER CONTROL	Press this button to trigger movement of right flipper.
PLAYER SELECT	Press to change the current player game mode. When displaying: "PL-1" - indicating now is set to one-player game "PL-2" - indicating now is set to two-player game
LEVEL SELECT	Press to change the tilt level. When displaying: "LE-0" - indicating skip level is set to zero "LE-1" - indicating skip level is set to one "LE-2" - indicating skip level is set to two



WARNING

- Children can be harmed by small parts, sharp edges and sharp points in the pinball game's unassembled state or by electrical items.
Care should be taken in unpacking and assembly of the pinball game.
Children should not handle the Power Pack (AC/DC adapter) or other parts or help in assembly.
- Using the wrong type AC/DC adaptor could cause a fire or explosion resulting in serious injury. For safety reason, please use the supplied AC/DC adaptor only.
- **Do not** allow your child to sit or step on the playing surface.
- Never alter this pinball machine or its electrical system in any way. Alterations could cause a fire resulting in injury and could also ruin the electrical system.
- Keep small parts and plastic bags out of children's reach . Dispose of plastic bags properly.
- Not recommended for children under 10 years of age. As with all electric products, precaution should be observed during handling and use to prevent electric shock.
- Never transport game or jar it severely with the ball in the game. This could harm electrical connections.



AD/DC ADAPTOR IMPORTANT INFORMATION

- The AC/DC Adaptor is not a toy.
- This toy is not intended for children under 10 years old.
- The instruction manual contains important information and must be kept.
- This toy should only operate with AC/DC Adaptor which has recognized safety certificate "TRANSFORMER FOR TOY".
- The use of the AC/DC Adaptor should be supervised by an adult and examined regularly.
- This toy must not be used if there is any damage to the power cord, plug and other parts of the AC/DC Adaptor.
- The AC/DC Adaptor must be disconnected before cleaning.

Specification

AC/DC Adaptor

Input: 120V AC 60Hz

Output: 22V DC 45VA

Pinball:

Operation Voltage: 22VDC

Operation Current: 3A max. (@ 20V DC)



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If you encountered problems in operating this pinball machine; please write to **service@bhsciencetech.com**