

SERVICE MANUAL



Ver 1.0



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IMPORTANT

- ▶ 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.

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PRECAUTIONS IN HANDLING

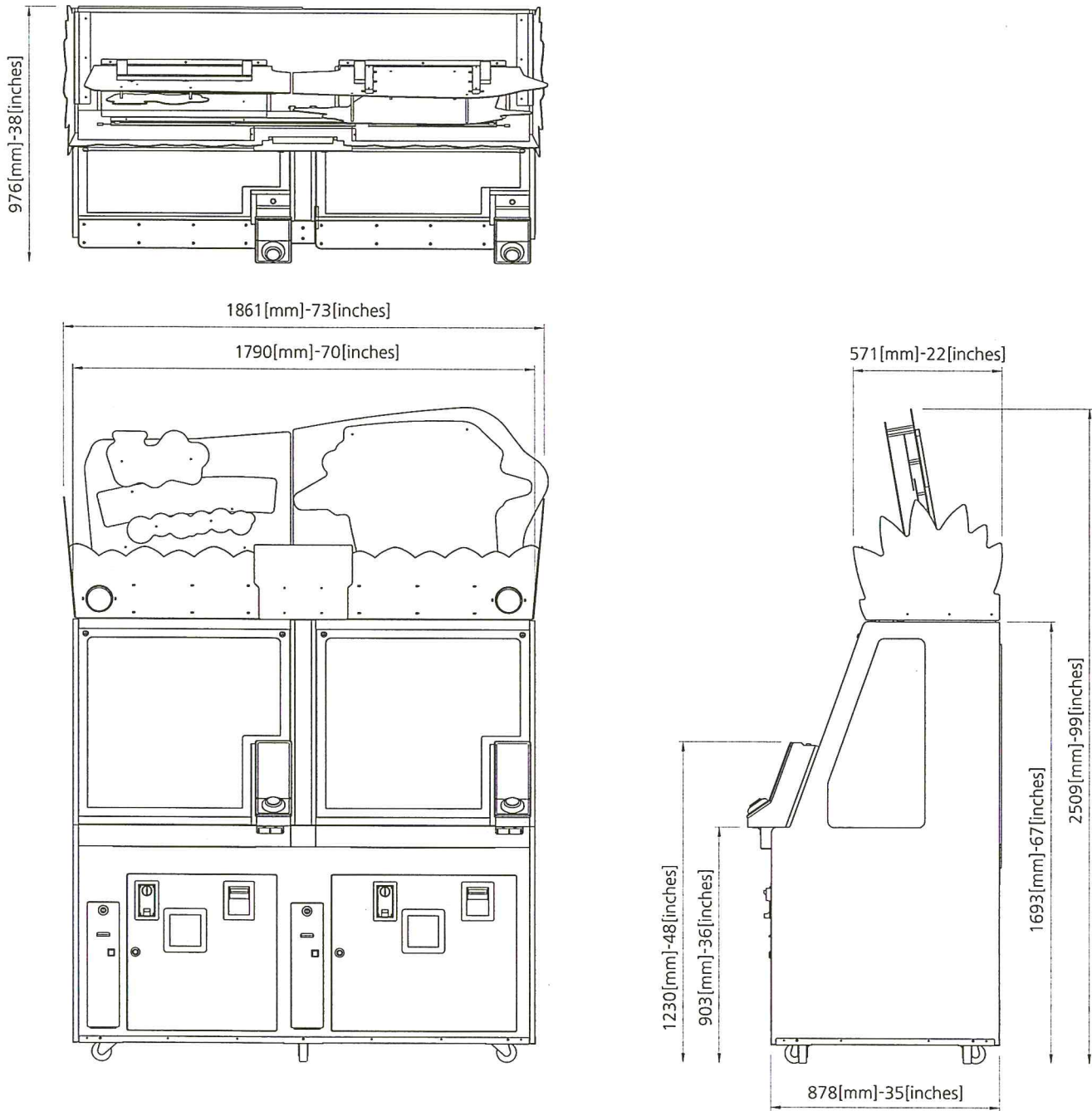
- When setting up, inspecting, maintaining, moving or transporting this product, follow the procedures and instructions set forth in this manual and perform such work safely.
- Do not set up, handle, inspect, maintain, move or transport this product under conditions equivalent to the condition of "WARNING"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

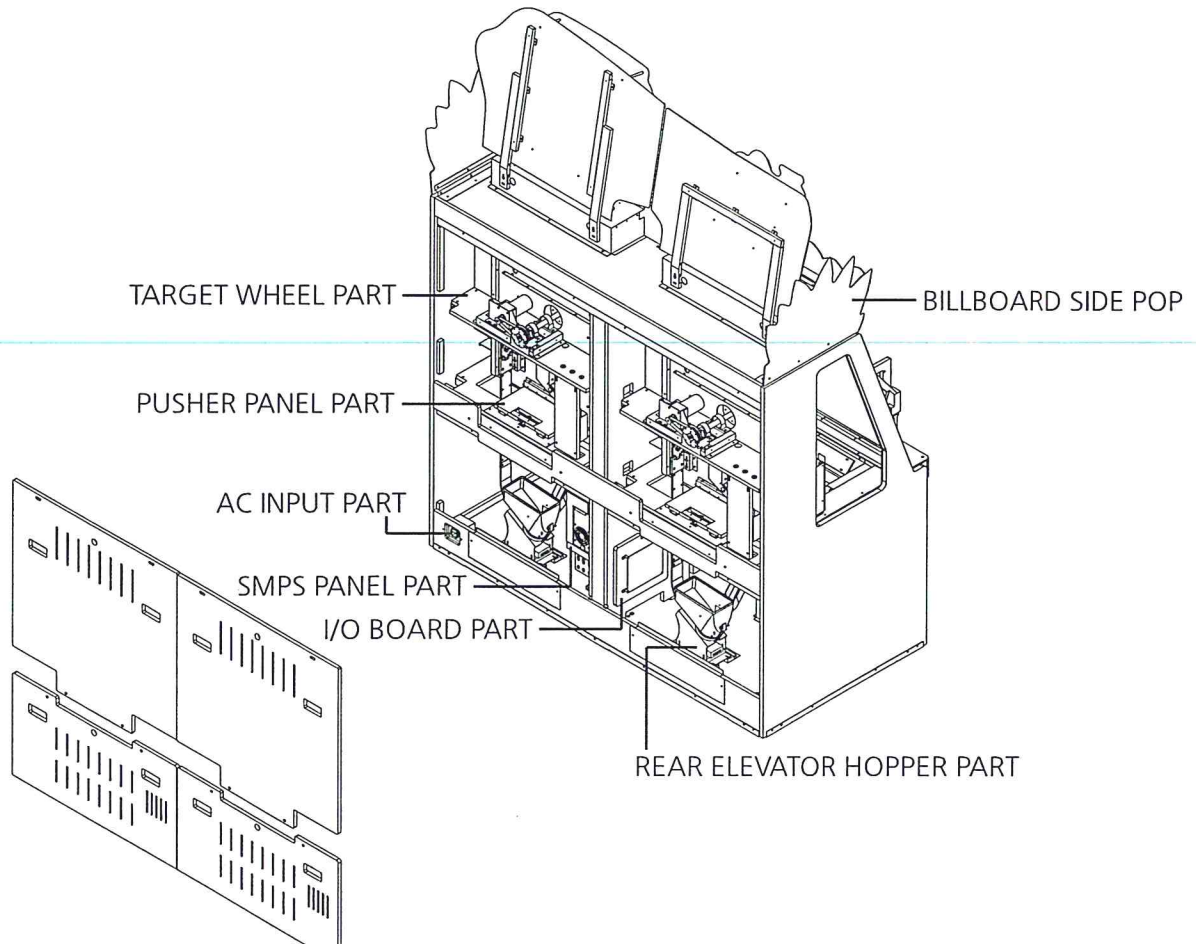
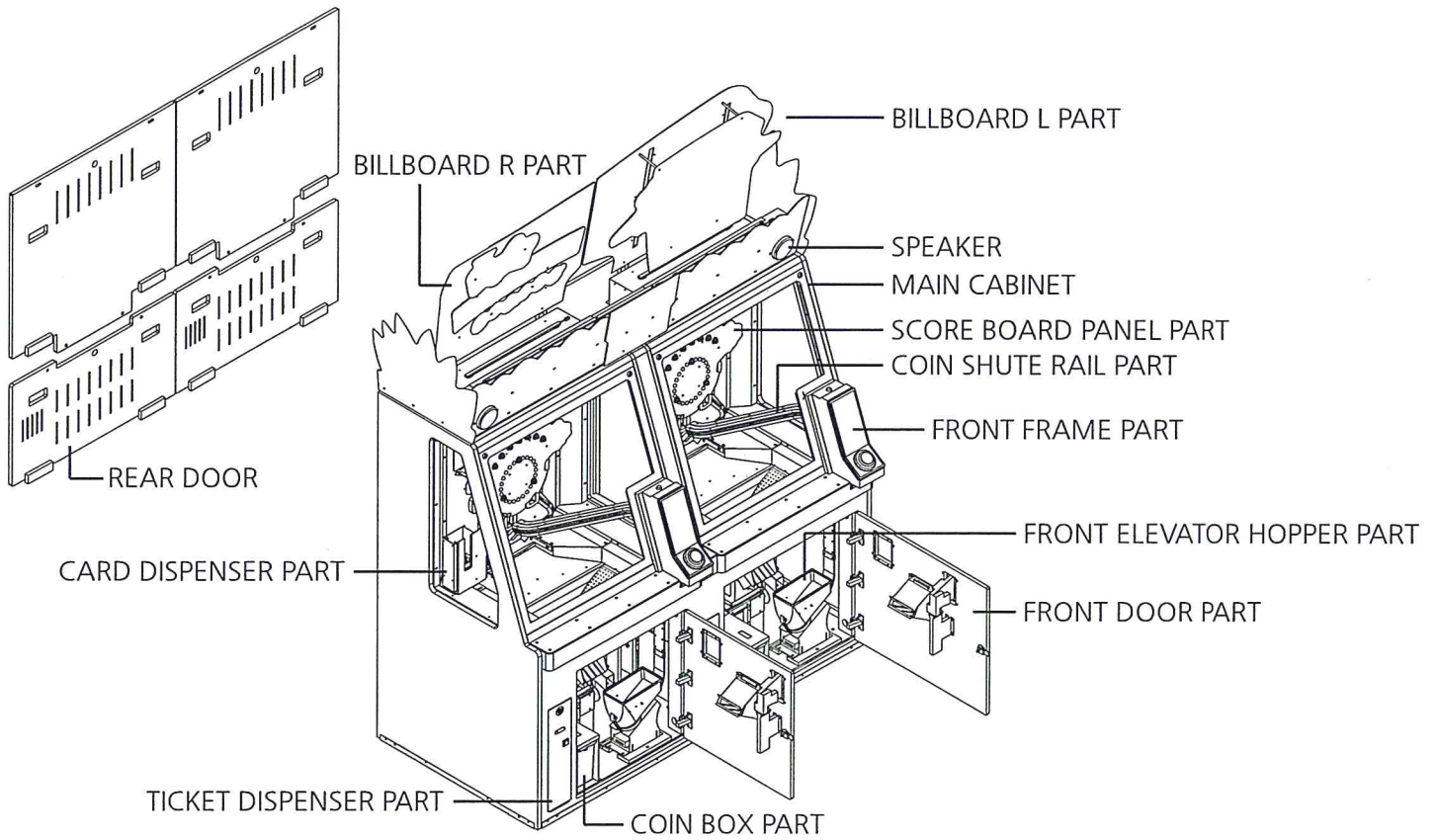
1-1. DIMENSION



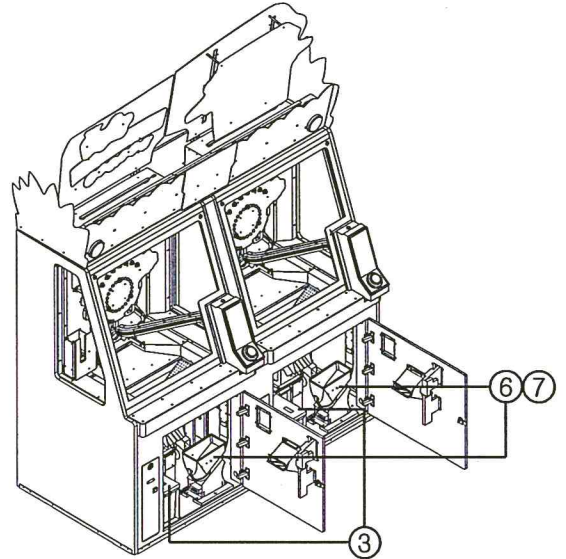
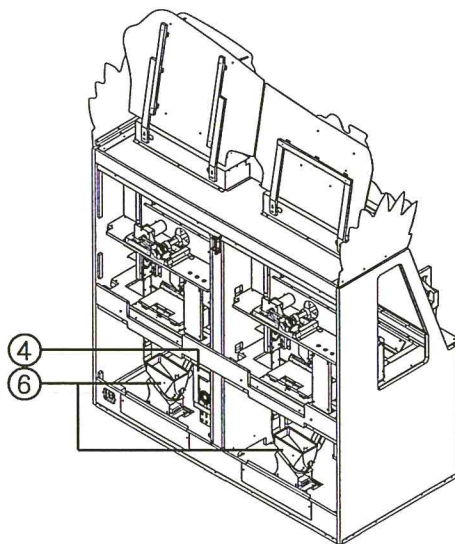
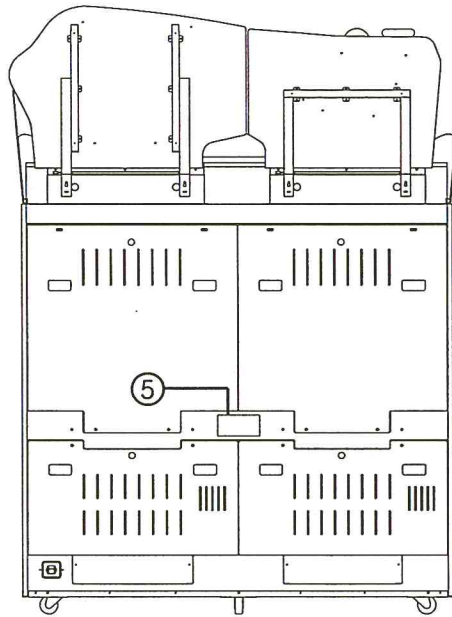
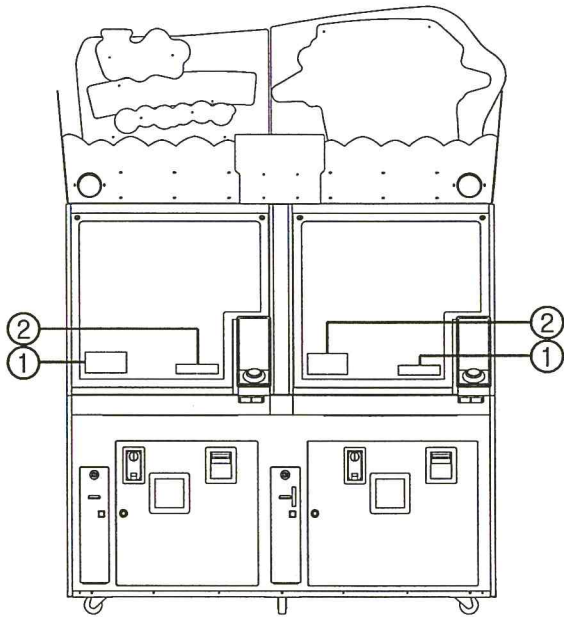
1-2. SPECIFICATION

DIMENSION (W x D x H)	1861 x 976 x 2509 (mm)
PACKING DIMENSION (W x D x H)	1900 x 1150 x 2030 (mm)
WEIGHT (kg)	380kg [WEIGHT INCLUDING : 425 kg] PACKAGING]
VOLTAGE	AC 110V
FREQUENCY RANGE	50/60Hz
CONSUMPTION	500 W
CERTIFICATION	-

1-3. NAME OF PARTS



1-4. STICKER LOCATION



1

⚠ WARNING	
	<p>GAME IS EQUIPPED WITH SHAKE ALARM ALARM WILL SOUND IF SHAKEN</p>

2

⚠ CAUTION	<p>DO NOT PUSH OR HIT THIS. IT WOULD BE DAMAGED.</p>
------------------	--

3

⚠ WARNING	
<p>To turn the power switch on from off status, Please try it in 10 seconds from your turning Off</p>	

4

⚠ CAUTION	
<p>"For continuous protection against risk of fire, replace only with the same type 10A-250V fuse"</p> <p>"Pour une protection continue contre les risques d'incendie, remplacer un fusible avec seulement le même type 10A-250V"</p>	

5

⚠ WARNING	
	<p>Except service personal, please never open the product as there is a risk of electric shock.</p> <p>Il y a un risque d'électrocution, n'ouvrez pas le produit excepté le responsable, s'il vous plaît.</p>

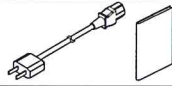






6

⚠ WARNING	
<p>Please be sure to use the coins supplied by Andamiro. Otherwise, it will cause troubles to operation of hopper.</p>	

7

MAX	Insufficient
COIN	
MIN	

1-5. COMPONENTS

NO.	PART NAME	SPEC.	QTY
1	AC POWER CORD, MANUAL	- 	1
2	COIN	- 	1300
3	CARD	- 	600
4	CARD HEAVY PUSH BKT	- 	1
5	KEY	6001, 7001 	2
6	BOLT	M4 x 10L 	30
7	WRENCH	2.5mm, 3mm, 4mm 	1

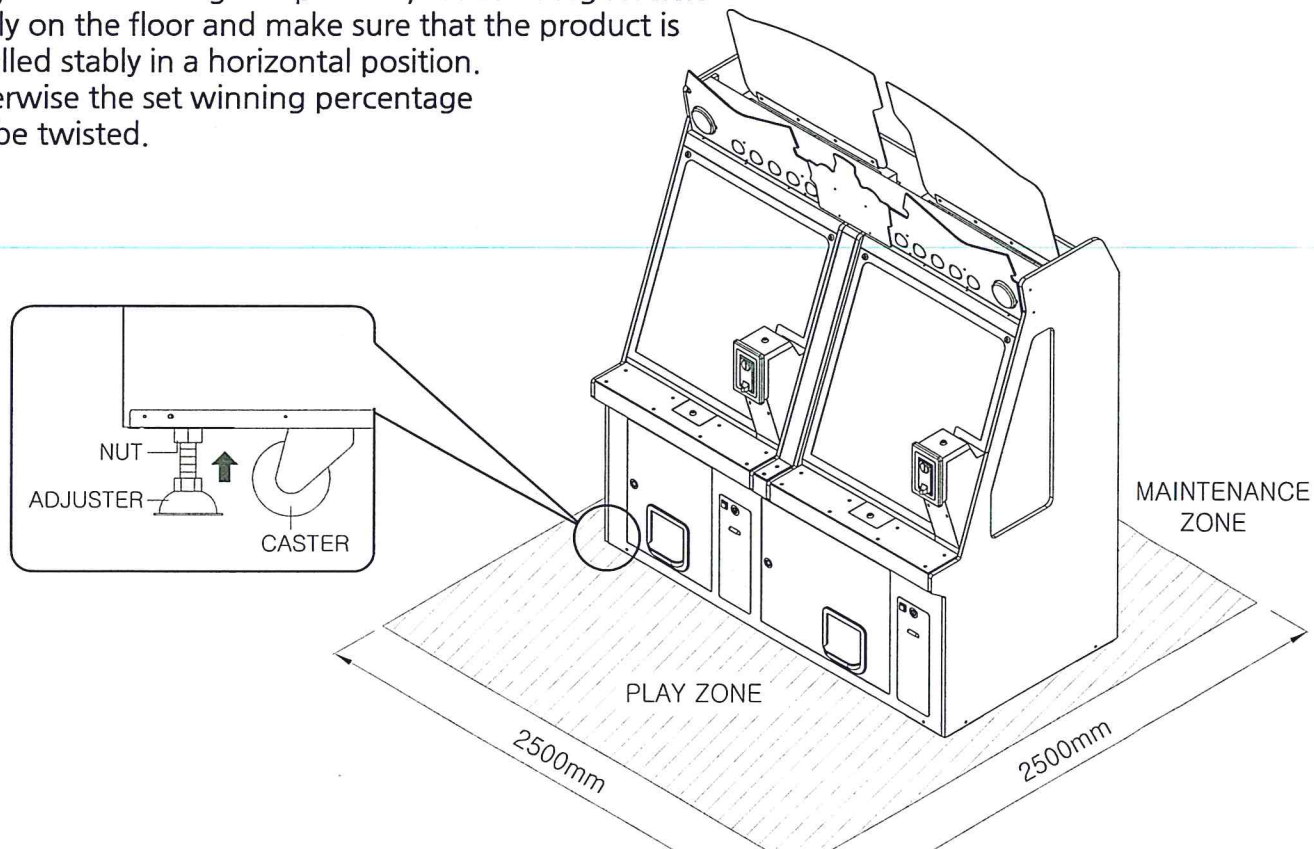
2. INSTALLATION

2-1. INSTALLATION SPACE

- Need to have installation place.
Maintenance Zone & Play zone should have at least 2500mm x 2500mm each.

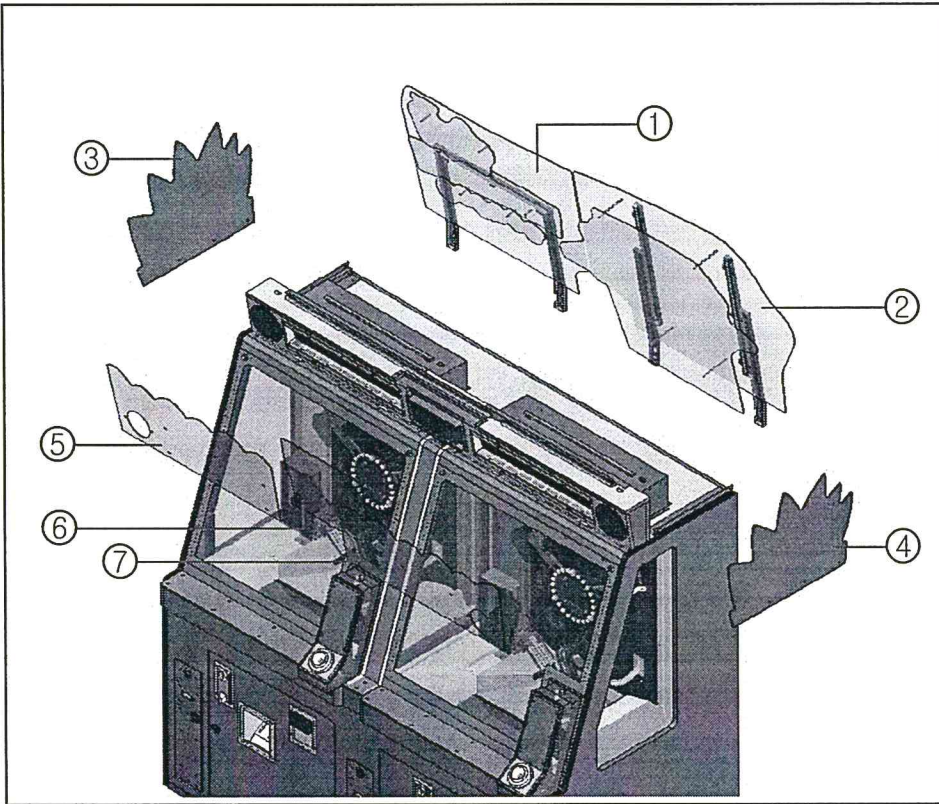
IMPORTANT

- 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. HOW TO INSTALL

1



- After unpacking the machine packing, connect billboard and acryl ① ~ ⑦ in sequence as like below diagrams. (M4 bolts, 30 EA)

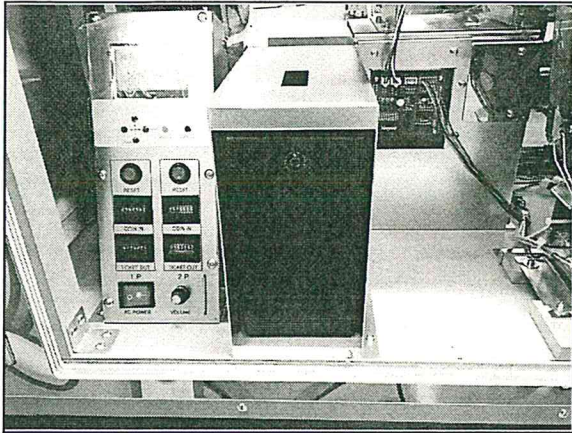
2



- Finish it as like 2 picture.

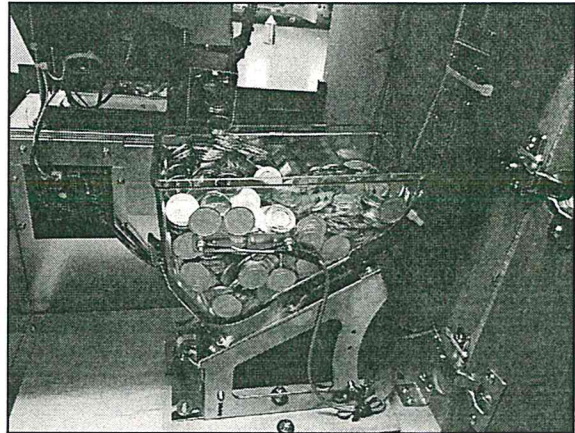
2-3. HOW TO INSTALL [COIN & CARD]

1



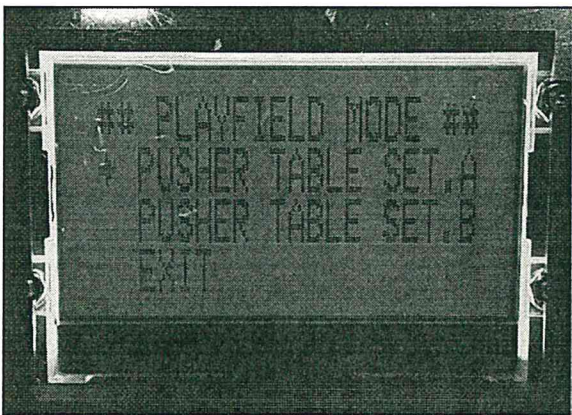
- Using by 7001 key, open 1,2P front door and then take out coins after open the coin box using by 6001 key.

2

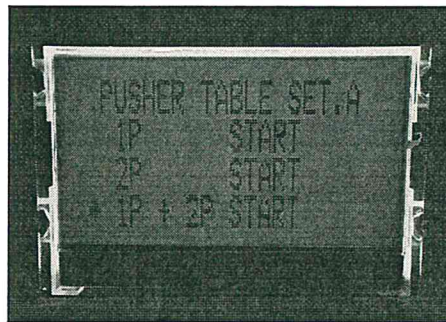


- Put 1200 coins each for 1P and 2P in Front Hopper.

3

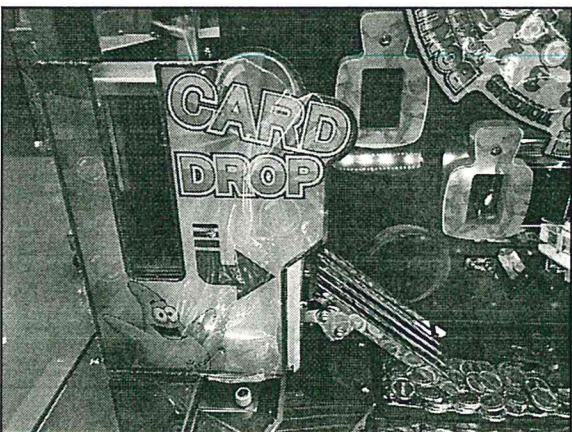


- Then, push select button among SET UP buttons and perform Perform by pushing Select button as OPERATION MENU / PLAYFIELD SETUP / PUSHER TABLE SET.A in order.



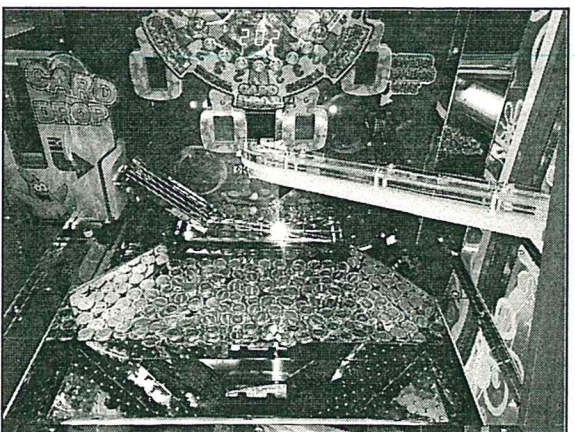
- After selecting 1P, 2P, 1P+2P, supply 1000 coins to PUSHER BASE PANEL by Hopper.

4



- Then, put some of cards, which is included in Accessart Part, onto CARD DISPENSER and then lay H frame to fix it.

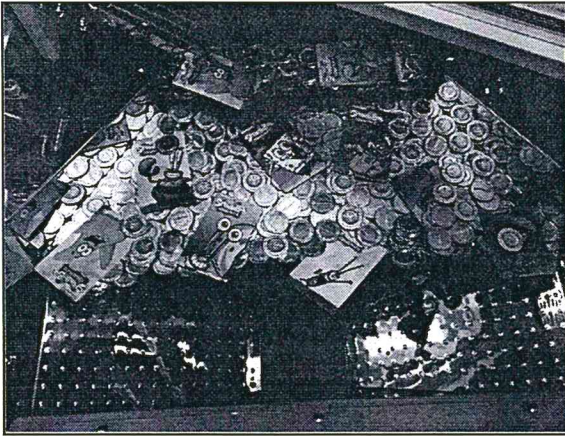
5



- Complete the supply of coins and cards as like picture **5**

* On initial setting, put some of cards onto PUSHER BASE PANEL then finish the setting.

6



- On column [5], Set 10~12 cards above coins supplied on PUSHER BASE PANEL as like the picture.

Then, maintain 8~10 cards on playing.

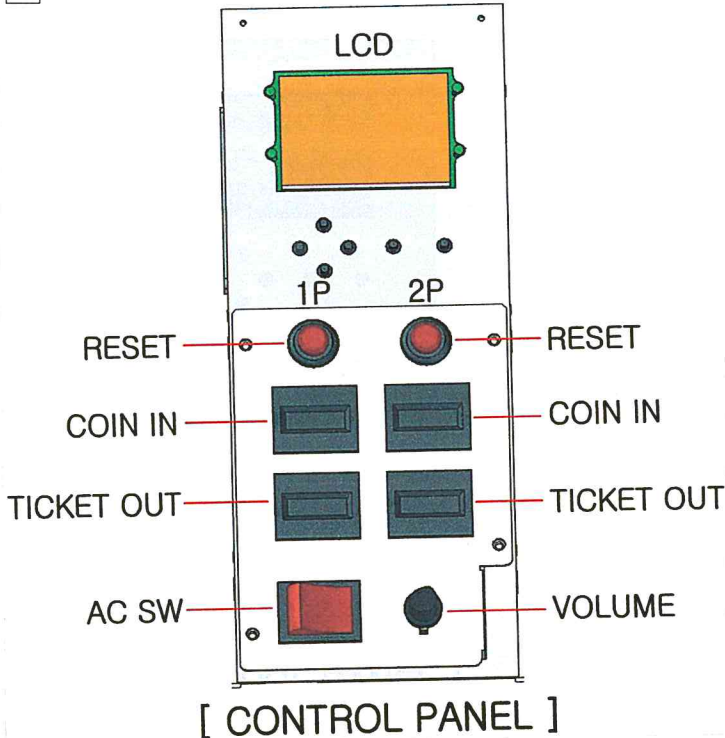


5. SETUP SETTINGS

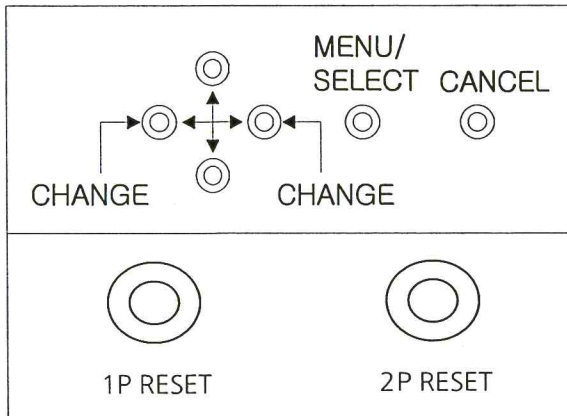
5-1. MACHINE SETUP

1. HOW TO ENTER SETUP MENU

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



2. SETUP BUTTON LAYOUT



- 1) [↑ ↓] Up/Down Key : Menu Up/Down move
- 2) [← →] Left/Right Key : Change Setting value
- 3) MENU/SELECT key : Set up Menu mode, Select perform
- 4) CANCEL key : Exit

Normally Service In,
On ERROR, use to cancel ERROR.
* 1Credit per 1 service in

[OPERATION MENU]

PUSH MENU BUTTON. [SELECT BUTTON: TO ENTER]	
## OPERATION MENU ##	
PROGRAM SETTING	SETUP MODE
CLEAR MODE	CLEAR MODE
BOOKKEEPING DATA	VIEW INT-DATA
FACTORY-SETTING	SETS GAME TO DEFAULT
TEST MODE	TEST MODE
PLAYFIELD-SETUP	PUSHER TABLE SETTING
GAME MODE	RETURN TO THE GAME

5-2. SETUP MODE

SETUP MODE			
LCD DISPLAY	DESCRIPTION	RANGE	DEFAULT SETTING
TICKET / TOKEN : 1	SET TICKET Q'TY PER MEDAL DROPT ON COUNT HOPPER.	NONE, 0.1, 0.125, 0.2, 0.25 , 0.33, 3, 4, 5	1
PLAYS / COIN SET	SET PLAYS(CREDITS) Q'TY PER COIN. IN CASE OF USING COIN OR SWIPE CARD IN CONTINUE, DIFFERENT PLAY(CREDITS) ARE PAID ACCORDING TO THE CONTINUOUS SWIPING NUMBERS.	(REFER TO THE TABLE BELOW)	
PLAYS / BILL SET	SET PLAYS(CREDITS) Q'TY PER INSERTED BILL. DIFFERENT PLAY(CREDITS) ARE PAID ACCORDING TO THE INSERTED BILL AMOUNT.	(REFER TO THE TABLE BELOW)	
GAME TYPE SET : A	CHAGE THE VALUE OF ROULETTE & WHEEL LED DEFAULT	(REFER TO THE TABLE BELOW)	
JP SCORE : 3000	SET JACKPOT BASIC POINTS.	500 ~ 9000 (INCREASED BY 500)	3000
ST-SCORE SET	SET PAY AMOUNT IN CASE OF BONUS TOKENS ROULETTE.	(REFER TO THE TABLE BELOW)	
ST-TYPE : TOKEN	SET THE WAY OF PAYING IN CASE OF BONUS TOKEN TICKET : TICKETS TOKEN : DISPENSING TOKEN	TICKET or TOKEN	TOKEN
WHEEL LED SET	SET THE FUCTION FOR EACH SECTOR OF WHEEL LED	(REFER TO THE TABLE BELOW)	
PLAYS/CREDIT : 150	SET CARD WIN TIMING FOR PLAYS USING. SET VALUE DISPLAY PLAYING NUMBER. IN CASE PLAYING NUMBER IS LOWER THAN SET VALUE, CARD WINNING IS CONTROLLED. IN CASE PLAYING NUMBER IS OVER SET VALUE, CARD WINNING IS NOT CONTROLLED.	NONE, 1 ~ 500 (INCREASED BY 1)	150
PAYOUT SET : 10	SET TICKETS PAYING RATES PER 1COIN OR 1SWIPE 1\$	2 ~ 50 (INCREASING BY 1)	10
PAYOUT SET : 10	SET TICKETS PAYING RATES PER 1COIN OR 1SWIPE 1\$ (CONTROL THE SPIN SUCCESS BY THE SETUP VALUE)	2 ~ 50 (INCREASING BY 1)	10

WHEEL SPEED : 3	SET THE WHEEL ROTATING SPEED. 1 : AROUND 15 SECONDS PER 1 ROTATING 2 : AROUND 14 SECONDS PER 1 ROTATING 3 : AROUND 13 SECONDS PER 1 ROTATING 4 : AROUND 12 SECONDS PER 1 ROTATING 5 : AROUND 11 SECONDS PER 1 ROTATING	1 ~ 5 (INCREASED BY 1)	3
MERCY TICKET : 0	SET NUMBER OF DISPENSING TICKET PER COIN	0 ~ 10 (INCREASED BY 1)	0
DEMO SOUND : ON	SET DEMO SOUND ON OFF	OFF / ON	ON
SAVE AND EXIT	SAVE AND EXIT	SELECT BUTTON TO PERFORM	

SETUP MODE -> PLAYS /COINS SET.

*** SET UP PLAY(CREDITS) PER COIN OR SWIPE.**

- IN CASE OF SWIPING THE CARD IN SEQUENCE TILL 5 TIMES WITHOUT USING CREDIT, PLAY WILL BE INCREASED AS BELOW. AND, FROM 6TH TIMES, 1 SWIPE VALUE WILL BE ADDED AGAIN (STANDARD: 5 TIMES)

LCD DISPLAY (1P, 2P APPLYING TOGETHER)	DESCRIPTION	RANGE	VALUE
1 COIN > 12 PLAYS	SET PLAY Q'TY FOR 1 TIME COIN	FREE, 1 ~ 500 (INCREASED BY 1)	12
2 COINS > 26 PLAYS	SET PLAY Q'TY FOR 2 TIME COIN		26
3 COINS > 42 PLAYS	SET PLAY Q'TY FOR 3 TIME COIN		42
4 COINS > 60 PLAYS	SET PLAY Q'TY FOR 4 TIME COIN		60
5 COINS > 75 PLAYS	SET PLAY Q'TY FOR 5 TIME COIN		75
SAVE AND EXIT	SAVE AND EXIT		
CANCEL AND EXIT	CANCEL AND EXIT		

SETUP MODE -> PLAYS / BILL SET.

*** SET UP PLAY(CREDITS) PER BILL**

- BELOW VALUE WIL BE INCREASED FOLLOWING BY THE SIGNAL FROM BILL COLLECT.

LCD DISPLAY (1P, 2P APPLYING TOGETHER)	DESCRIPTION	RANGE	VALUE
1 BILL > 12 PLAYS	SET PLAY Q'TY FOR 1.00\$	1 ~ 500 (INCREASED BY 1)	12
5 BILLS > 75 PLAYS	SET PLAY Q'TY FOR 5.00\$		75
10 BILLS > 175 PLAYS	SET PLAY Q'TY FOR 10.00\$		175
20 BILLS > 400 PLAYS	SET PLAY Q'TY FOR 20.00\$		400
SAVE AND EXIT	SAVE AND EXIT		
CANCEL AND EXIT	CANCEL AND EXIT		

GAME TYPE SET (SET UP CHANGE IS RECOMMENDED AFTER FACTORY SETTING)

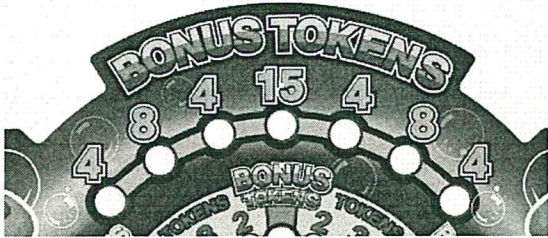
ROULETTE & WHEEL LED DEFAULT VALUE CHANGE SETUP

* SETUP VALUE CHANGE AS BELOW, IT IS APPLICABLE ONLY AFTER SAVING THE CHANGED SETUP VALUE AND THEN EXIT FROM PROGRAM SETTING MODE

	BONUS TOKENS ROULETTE							WHEEL LED			
	01	02	03	04	05	06	07	BONUS TOKENS	TOKENS	BONUS PLAYS	CARD DROP
A(NORMAL)	4	8	4	15	4	8	4	1	2, 3, 2	2	1
B(?)	5	10	5	20	5	10	5	1	2, 3, 2	2	1
C(?)	5	10	5	25	5	10	5	1	2, 3, 2	2	1

- PRESS **SELECT BUTTON ON SPIN TIME SCORE SET** OF SETUP MODE THEN IT MOVES TO THE SETUP MODE AS BELOW

SETUP MODE -> ST-SCORE SET.

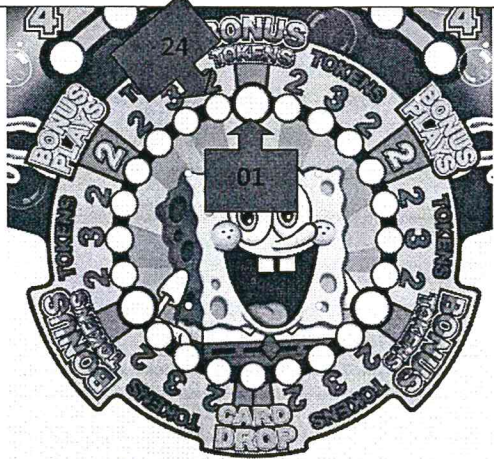


* **SPIN TIME ROULETTE VALUE CHANGE PER ZONE (FROM LEFT 01~07)**

* **CAUTION : IN CASE OF CHANGING BASIC SET VALUE, PAYOUT RATES MAY BE DIFFER.**

LCD DISPLAY (1P, 2P APPLYING TOGETHER)	DESCRIPTION	RANGE	VALUE
ST- SCORE01	SET UP 1ST LAMP WINNING POINTS	1 ~ 500	4
ST- SCORE02	SET UP 2ND LAMP WINNING POINTS	(increased by 1)	8
ST- SCORE03	SET UP 3RD LAMP WINNING POINTS	JP : SET FOR PLAYING JP VALUE	4
ST- SCORE04	SET UP 4TH LAMP WINNING POINTS		15
ST- SCORE05	SET UP 5TH LAMP WINNING POINTS		4
ST- SCORE06	SET UP 6TH LAMP WINNING POINTS		8
ST- SCORE07	SET UP 7TH LAMP WINNING POINTS		4
SAVE AND EXIT	SAVE AND EXIT		
CANCEL AND EXIT	CANCEL AND EXIT		

SETUP MODE -> WHEEL LED SET



* SETUP FUCTION AND POINTS PER WHEEL LED Zone.
(FROM TOP 01 TO 24 IN A CLOCK WAY)

LCD DISPLAY (1P, 2P APPLYING TOGETHER)	DESCRIPTION	RANGE	VALUE
W-LED01 SPIN > 1	SET UP 1ST LAMP FUCTION AND POINTS	SPIN or PLAY or CARD or TICKET or TOKEN >SET TYPE WITH LEFT DIRECTION KEY 1 ~ 10 (INCREASE BY 1) > SET POINT WITH RIGHT DIRECTION KEY.	SPIN > 1
W-LED02 TOKEN > 2	SET UP 2ND LAMP FUCTION AND POINTS		TOKEN > 2
W-LED03 TOKEN > 3	SET UP 3RD LAMP FUCTION AND POINTS		TOKEN > 3
W-LED04 TOKEN > 2	SET UP 4TH LAMP FUCTION AND POINTS		TOKEN > 2
W-LED05 PLAY > 2	SET UP 5TH LAMP FUCTION AND POINTS		PLAY > 2
W-LED06 TOKEN > 2	SET UP 6TH LAMP FUCTION AND POINTS		TOKEN > 2
W-LED07 TOKEN > 3	SET UP 7TH LAMP FUCTION AND POINTS		TOKEN > 3
W-LED08 TOKEN > 2	SET UP 8TH LAMP FUCTION AND POINTS		TOKEN > 2
W-LED09 SPIN > 1	SET UP 9TH LAMP FUCTION AND POINTS		SPIN > 1
W-LED10 TOKEN > 2	SET UP 10TH LAMP FUCTION AND POINTS		TOKEN > 2
W-LED11 TOKEN > 3	SET UP 11TH LAMP FUCTION AND POINTS		TOKEN > 3
W-LED12 TOKEN > 2	SET UP 12TH LAMP FUCTION AND POINTS		TOKEN > 2
W-LED13 CARD > 1	SET UP 13TH LAMP FUCTION AND POINTS		CARD > 1
W-LED14 TOKEN > 2	SET UP 14TH LAMP FUCTION AND POINTS		TOKEN > 2
W-LED15 TOKEN > 3	SET UP 15TH LAMP FUCTION AND POINTS		TOKEN > 3
W-LED16 TOKEN > 2	SET UP 16TH LAMP FUCTION AND POINTS		TOKEN > 2

W-LED17	SPIN > 1	SET UP 17TH LAMP FUCTION AND POINTS		SPIN > 1
W-LED18	TOKEN > 2	SET UP 18TH LAMP FUCTION AND POINTS		TOKEN > 2
W-LED19	TOKEN > 3	SET UP 19TH LAMP FUCTION AND POINTS		TOKEN > 3
W-LED20	TOKEN > 2	SET UP 20TH LAMP FUCTION AND POINTS		TOKEN > 2
W-LED21	PLAY > 1	SET UP 21ST LAMP FUCTION AND POINTS		PLAY > 1
W-LED22	TOKEN > 2	SET UP 22ND LAMP FUCTION AND POINTS		TOKEN > 2
W-LED23	TOKEN > 3	SET UP 23RD LAMP FUCTION AND POINTS		TOKEN > 3
W-LED24	TOKEN > 2	SET UP 24TH LAMP FUCTION AND POINTS		TOKEN > 2
SAVE AND EXIT		SAVE AND EXIT		
CANCEL AND EXIT		CANCEL AND EXIT		

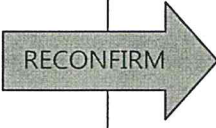
5-3. CLEAR MODE

CLEAR MODE		
● CLEAR GAME DATA AND BOOKKEEPING DATA		
LCD DISPLAY	DESCRIPTION	PERFORM
CLEAR TICKETS	CLEAR CURRENT PAYABLE TICKETS	SELECT BUTTON CLEAR XXXX DATA ARE YOU SURE? YES or <u>NO</u> PERFORM AFTER CURSER MOVING
CLEAR CREDITS	CLEAR CURRENT PLAY	
CLEAR CARD DISPENSER	DELETE THE ACCUMULATED NUMBER OF NONDISPENSED CARDS	
CLEAR HOPPER DATA	CLEAR CURRENT PAYABLE TOKENS(ELEVATOR HOPPER)	
CLEAR GAME DATA	CLEAR GAME DATA & BOOKKEEPING DATA	
EXIT	EXIT	

BOOKKEEPING DATA		
LCD DISPLAY (1P, 2P APPLYING TOGETHER)	DESCRIPTION	
--- TICKETS PER COIN --- 12.1 12.8	DISPLAY AVERAGE TICKET OUT PER COIN	
---- CARD PER PLAY S-- 55 80	DISPLAY AVERAGE DISPENSED CARDS PER PLAY PLAY Q'TY / DISPLAY CARD DISPENSER OUT Q'TY	
----- COIN IN ----- 12 25	TOTAL COIN IN	
----- BILL IN ----- 1 3	TOTAL BILL IN ACCUMULATE INPUT PULSE Q'TY	
----- SERVICE IN ----- 32 75	TOTAL SERVICE IN PUSH A SERVICE IN BUTTON THEN 1 CREDIT INCREASING	
----- PLAY IN ----- 60 75	TOTAL PLAY COUNT. (USED CREDIT Q'TY)	
----- TICKET OUT ----- 730 960	TOTAL TICKET OUT Q'TY	
-- CARD DISPENSER OUT -- 2 3	TOTAL CARD OUT Q'TY FROM CARD DISPENSER	
--- REAR HOPPER --- 260 340	TOTAL Q'TY FROM REAR ELEVATOR HOPPER	
---- COUNT HOPPER ---- 73 96	TOTAL Q'TY COUNT FROM COUNT HOPPER	
--- CHECKER INFO --- TOTAL 11 15 SPIN 4 5 PLAY 2 3 CARD 2 3 TICKET 2 3 TOKEN 1 1	DISPLAYS CHECKER PASS TIME ➤ CHECKER PASS TOTAL Q'TY ➤ BONUS TOKENS WINNIG TIMES ➤ BONUS PLAYS WINNING TIMES ➤ CARD WINNING TIMES. ➤ TICKET WINNING TIMES ➤ TOKEN WINNING TIMES	
***** VER INFO *****	DISPLAY VERSION INFO	
CANCEL BUTTON : EXIT		

FACTORY-SETTING INITIALIZE AS FACTORY SETTING VALUE (SET TOTAL DATA CLEAR AND BASIC GAME SET UP VALUES)

LCD DISPLAY (PERFORM)	LCD DISPLAY (PERFORM)
<p data-bbox="308 262 568 304">FACTORY-SETTING</p> <p data-bbox="341 304 535 346">ARE YOU SURE?</p> <p data-bbox="373 346 503 388">YES or <u>NO</u></p> <p data-bbox="227 388 649 430">PERFORM AFTER CURSER MOVING</p>	<p data-bbox="958 262 1218 304">FACTORY-SETTING</p> <p data-bbox="1023 304 1153 346">REALLY ?</p> <p data-bbox="1023 346 1153 388">YES or <u>NO</u></p> <p data-bbox="876 388 1299 430">PERFORM AFTER CURSER MOVING</p>



TICKET TEST 1P TEST 2P TEST	<div style="border: 1px solid black; padding: 2px; display: inline-block;"> 3 OFF 3 OFF </div>	OFF/ON DISPLAY SENSOR STAUUS	TICKET DISPENSER TEST ON-PERFORMING, IN CASE THERE IS TICKET, STOP AUTOMATICALLY AFTER DISPENSING 3 TICKETS.						
COIN TEST 1P TEST 2P TEST	<div style="border: 1px solid black; padding: 2px; display: inline-block;"> 1 OFF 1 OFF </div>	OFF/ON DISPLAY COIN INPUT	COIN SELECTOR INHIBIT TEST. COFIRM COIN MECH USAGE.						
COUNTER TEST 1P 2P	<table border="1" style="display: inline-table; border-collapse: collapse;"> <tr> <td>COIN</td> <td>TICKET</td> </tr> <tr> <td>0</td> <td>0</td> </tr> <tr> <td>0</td> <td>0</td> </tr> </table>	COIN	TICKET	0	0	0	0	DISPLAY COUNTER SIGNAL	COUNTER TEST LEFT BUTTON : COIN COUNTER TEST. RIGHT BUTTON : TICKET COUNTER TEST. COUNT 1 PER PUSHING.
COIN	TICKET								
0	0								
0	0								
SOUND TEST	OFF	OFF/1~24	AFTER SELECT BUTTON, REPLAY IN A NUMER USING BY < , > BUTTON. BACK TO OFF IN CASE OF PUSING SELECT BUTTON.						
EXIT	TEST MODE EXIT								

TEST MODE -> INPUT TEST			
LCD DISPLAY (1P, 2P APPLYING TOGETHER)			DESCRIPTION
1P	INPUT TEST	2P	DISPLAY INPUT SIGNAL STATUS AND CHANGE VALUE. (PLAY THE SOUND 1 TIME IN CASE OF INPUT SIGNAL CHANGE)
000000		000000	0 IN THE MIDDLE IS TILT SENSOR.
000000		000000	TICKET FND : CHECKER IR SENSOR, CHECKER IR SENSOR 2, DISPLAY SHOCK SENSOR STATUS.
000000	0	000000	TOKEN FND : DISPLAY EACH INPUT SIGNAL STATUS.
DESCRIPTION (SAME SEQUENCE TO 2P)			
000000	: 1.WHEEL ENCODER POSION 2.WHEEL ENCODER HOME 3.PUSHER SENSOR 4.FRONT HOPPER SENSOR 5.COUNT HOPPER SENSOR 6.FRONT HOPPER FULL SENSOR		
000000	: 1.TICKET EMPTY SENSOR 2.TICKET SENSOR 3.SERVICE BUTTON 4.COIN SENSOR 5.IR SENSOR1 6.IR SENSOR2		
00000000	: 1.CONVEYER ENCODER 2.MEDAL BRIDGE REAR SW 3.MEDAL BRIDGE FRONT SW 4.REAR HOPPER SENSOR 5.START BUTTON 6.IR SENSOR 7.IR SENSOR		


PLAYFIELD-SETUP		
<ul style="list-style-type: none"> WHEN YOUSET THE MACHINE FOR THE FIRST TIME, PERFORM PUSHER TABLE SET.A AFTER FILLING MEDALS IN FRONT HOPPER. 		
LCD DISPLAY (1P,2P APPLYING TOGETHER)	DESCRIPTION	PERFORM
PUSHER TABLE SET. A	PUSHER TABLE SETTING FOR INSTALLATION (REFER TO EAPLANATION BELOW)	PERFORM WITH SELECT BUTTON
PUSHER TABLE SET. B	MEDAL FOR ENTRIE MACHINE TEST	
EXIT	EXIT	

5-4. TEST MODE

TEST MODE			
LCD DISPLAY	STAUS	DESCRIPTION	
INPUT TEST	(REFER TO BELOW TABLE)	TEST INPUT SIGNAL TICKET FND & TOKEN FND : DISPLAY INPUT SIGNAL STATUS.	
FND & LED OFF	OFF/ON	FND & LED MOVING TEST CONFIRM THE MOVING STATUS OF FND & LED	
WHEEL MOTOR TEST 1P TEST 01 2P TEST 01	OFF/ON DISPLAY SENSOR STATUS	WHEEL MOVEMENT TEST. TICKET FND : DISPLAY LOCATION INFO. TOKEN FND : DISPLAY MOVING STAUS OF ENCODER SENSOR.	
PUSHER MOTOR TEST 1P TEST 1 2P TEST 1	OFF/ON DISPLAY SENSOR STATUS	PUSHER MOTOR MOVING TEST. TOKEN FND : ENCODER SENSOR MOVING STATUS.	
FRONT HOPPER TEST 1P TEST 3 2P TEST 3	OFF/ON DISPLAY SENSOR STATUS	FRONT ELEVATOR HOPPER MOVING TEST AFTER DISPENSING 3 MEDALS, STOP AUTOMATICALLY. TOKEN FND : DISPLAYS MOVING STATUS.	
REAR HOPPER TEST 1P TEST 3 2P TEST 3	OFF/ON DISPLAY SENSOR STATUS	REAR ELEVATOR HOPPER MOVING TEST. AFTER DISPENSING 3 MEDALS, STOP AUTOMATICALLY. AFTER DISPENSING 3 MEDALS, STOP AUTOMATICALLY. TOKEN FND : DISPLAYS MOVING STATUS.	
COUNT HOPPER TEST 1P TEST 3 2P TEST 3	OFF/ON DISPLAY SENSOR STATUS	COUNT HOPPER MOVING TEST. AFTER DISPENSING 3 MEDALS, STOP AUTOMATICALLY. TOKEN FND : DISPLAYS MOVING STATUS.	
MEDAL BRIDGE TEST 1P TEST 01 2P TEST 01	OFF/ON DISPLAY SENSOR STAUS FRONT: ENCODER REAR: SWITCH	MEDAL BRIDGE MOTOR TEST ON-PERFORMING TOKEN FND : DISPLAYS MOVING STATUS.	
CARD DISPENSER TEST 1P TEST 10 2P TEST 10	OFF/ON DISPLAY SENSOR STAUS FRONT: STACK SENSOR	CARD DISPENSER TEST ON-PERFORMING, IN CASE THERE IS CARDS, STOP AUTOMATICALLY AFTER DISPENSING 1 CARD. TOKEN FND : DISPLAYS MOVING STATUS.	
CONVEYER TEST 1P TEST 1 2P TEST 1	OFF/ON DISPLAY SENSOR STAUS	CONVEYER TEST ON-PERFORMING TOKEN FND : DISPLAYS MOVING STATUS.	

PLAYFIELD-SETUP -> PUSHER TABLE SET. A PERFORM
 (USING FOR PUSHER TABLE MEDAL SETTING IN THE FIELD)

- AS LIKE REAL GAME, 1,000 MEDALS LAUCHE BUT NO WIN TICKETS OR CARDS DISPENSING.

LCD DISPLAY (1P, 2P APPLYING TOGETHER)	DESCRIPTION	PERFORM
PUSHER TABLE SET. B	SELECT AND PERFORM	PERFORM WITH SELECT BUTTON
1P START	PERFORM ONLY 1P	
2P START	PERFORM ONLY 2P	
1P + 2P START	PERFORM 1P, 2P TOGETHER	
PUSHER TABLE SET. B 	DISPLAY DATA IN REAL TIME (REFER TO EXPLANATION BELOW)	

● HOW TO INSTALLATION COIN & CARD

Open 1,2P front door and then take out coins after open the coin box.

Put 1200 coins each for 1P and 2P in Front Hopper.


Then, push select button among SET UP buttons and perform OPERATION MENU/PLAYFIELD SETUP/PUSHER TABLE SET.A

After selecting 1P, 2P, 1P+2P, supply 1000 coins to PUSHER BASE PANEL by Hopper.

Then, put some of cards, which is included in Accessart Part, onto CARD DISPENSER and then lay H frame to fix it.

PLAYFIELD-SETUP -> PUSHER TABLE SET. B PERFORM
 (IN MANUFACTURING, IT IS USED FOR AGING TEST)

- USE FOR MACHINE ENTIRE FUNCTIONS TEST.

LCD DISPLAY (1P, 2P APPLYING TOGETHER)	DESCRIPTION	PERFORM
PUSHER TABLE SET. C	SELECT AND PERFORM.	PERFORM WITH SELECT BUTTON
1P START	PERFORM ONLY 1P	
2P START	PERFORM ONLY 2P	
1P + 2P START	PERFORM 1P, 2P TOGETHER	
PUSHER TABLE SET. B 	DISPLAY DATA IN REAL TIME (REFER TO EXPLANATION BELOW)	

PLAYFIELD TEST DATA	
LCD DISPLAY (1P, 2P APPLYING TOGETHER)	DESCRIPTION
--- TICKETS PER COIN --- 12.1 12.8	DISPLAY AVERAGE TICKET OUT PER COIN.
--- -CARD PER PLAYS ---- 55 80	DISPLAY AVERAGE DISPENSED CARD PER CREDIT.
----- PLAY IN ----- 730 960	TOTAL CREDIT Q'TY.
----- TICKET OUT ----- 730 960	TOTAL TICKET OUT Q'TY.
-- CARD DISPENSER OUT -- 2 3	DISPLAY TOTAL DISPENSED CARDS THROUGH CARD DISPENSER.
---- REAR HOPPER ---- 260 340	DISPLAY TOTAL Q'TY THROUGH REAR ELEVATOR HOPPER.
---- COUNT HOPPER ---- 73 96	DISPLAY TOTAL COUNT Q'TY THROUGH COUNT HOPPER.
CANCEL BUTTON : EXIT	

● **NORMAL LCD DISPLAY CONTENTS IN CASE OF NOT ENTERING INTO OPERATION MENU**

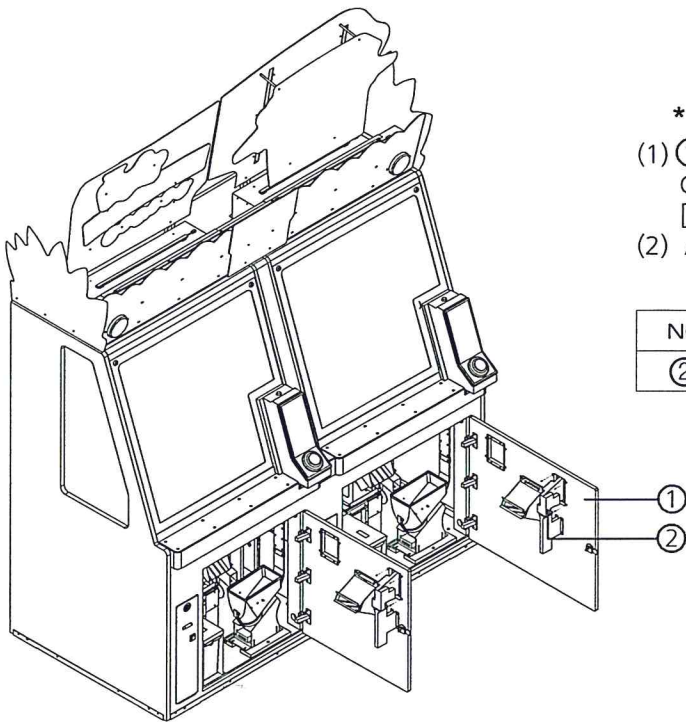
BOOKKEEPING DATA	
LCD DISPLAY (1P, 2P APPLYING TOGETHER)	DESCRIPTION
--- TICKETS PER COIN -- 12.1 12.8	DISPLAY AVERAGE TICKET OUT PER COIN.
---- CARD PER PLAYS -- 55 80	DISPLAY AVERAGE DISPENSED CARD PER PLAY. PLAY USAGE Q'TY/DISPLAY CARD DISPENSER DISPENSE Q'TY.
----- COIN IN ----- 12 25	TOTAL COIN IN.
----- BILL IN ----- 1 3	TOTAL BILL IN. ACCUMULATING THE NUMBER OF INPUT PULSE Q'TY.
---- SERVICE IN ---- 32 75	TOTAL SERVICE IN. SERVICE IN AND 1 CREDIT UP
----- PLAY IN ----- 60 75	TOTAL PLAY Q'TY. (USED PLAY Q'TY)
----- TICKET OUT ----- 730 960	TOTAL TICKET OUT Q'TY.
-- CARD DISPENSER OUT-- 2 3	DISPLAY TOTAL DISPENSED CARDS THROUGH CARD DISPENSER
--- REAR HOPPER -- 260 340	DISPLAY TOTAL Q'TY THROUGH REAR ELEVATOR HOPPER
---- COUNT HOPPER ---- 73 96	DISPLAY TOTAL COUNT Q'TY THROUGH COUNT HOPPER.

5-5. ERROR CODE

CODES	CONTENTS	DESCRIPTION
ERROR 01	TICKET ERROR	NO TICKET OR TICKET DISPENSER JAM PROBLEM. (AFTER TAKING ACTION, PRESS RESET BUTTON)
ERROR 03	WHEEL ERROR	WHEEL MOTOR PROBLEM WHEEL ENCODER PROBLEM. (AFTER TAKING ACTION, PRESS RESET BUTTON)
ERROR 04	PUSHER ERROR	PUSHER MOTOR PROBLEM OR, PUSHER ENCODER PROBLEM. (AFTER TAKING ACTION, PRESS RESET BUTTON)
ERROR 05	COUNT HOPPER ERROR	COUNT HOPPER PROBLEM OR COIN JAM PROBLEM. (AFTER TAKING ACTION, PRESS RESET BUTTON)
ERROR 06	FRONT ELEVATOR HOPPER ERROR	ELEVATOR HOPPER PROBLEM OR ELEVATOR COIN JAM PROBLEM. (AFTER TAKING ACTION, PRESS RESET BUTTON)
ERROR 07	REAR ELEVATOR HOPPER ERROR	ELEVATOR HOPPER PROBLEM OR ELEVATOR COIN JAM PROBLEM. (AFTER TAKING ACTION, PRESS RESET BUTTON)
ERROR 08	CONVEYER ERROR	CONVEYER MOTOR PROBLEM OR ENCODER SENSOR PROBLEM. (ATER TAKING ACTION, PRESS RESET BUTTON)
ERROR 09	MEDAL OUT BRIDGE FRONT MICRO SW ERROR	THE PROBLEM WITH MOTOR WHITCH TANSFERS THE PATH FROM COUNT HOPPER TO FRONT HOPPER OR MICRO SW PROBLEM. (ATER TAKING ACTION, PRESS RESET BUTTON)
ERROR 10	MEDAL OUT BRIDGE REAR MICRO SW ERROR	THE PROBLEM WITH MOTOR WHITCH TANSFERS THE PATH FROM COUNT HOPPER TO REAR HOPPER OR MICRO SW PROBLEM. (ATER TAKING ACTION, PRESS RESET BUTTON)
ERROR 11	CARD DISPENSER ERROR	CARD EMPTY IN THE DISPENSER or CARD JAM or

6. HOW TO REPLACE MAJOR COMPONENTS

6-1) REPLACING COIN SELECTOR & MAIN PCB



* COIN SELECTOR

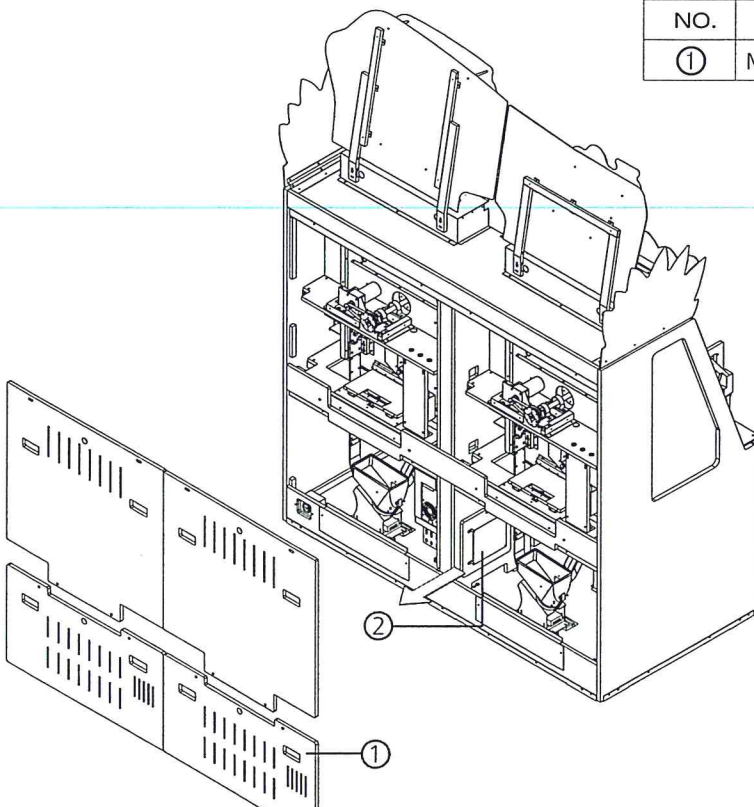
- (1) ① Open a Front Side Door, Separate a connected connector with COIN SELECTOR, And then ② Separate a COIN SELECTOR.
[Each M4 bolts, 4points]
- (2) After separating, replace a COIN SELECTOR.

NO.	PART NAME	SPEC.	CODE NO.
②	COIN SELECTOR	TW-333	MZZZ0COS045

* MAIN PCB

- (1) ① Open a Left Rear Door, There is a ② MAIN PCB.
After separate a connected connector, replace a PCB.

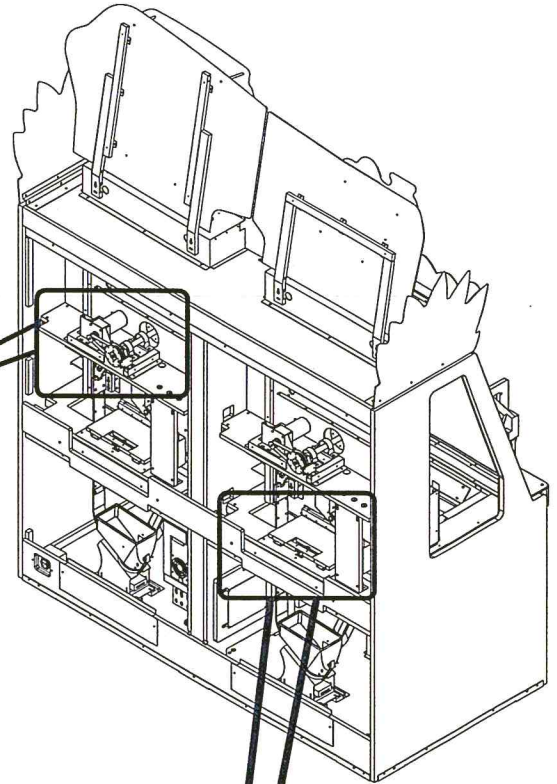
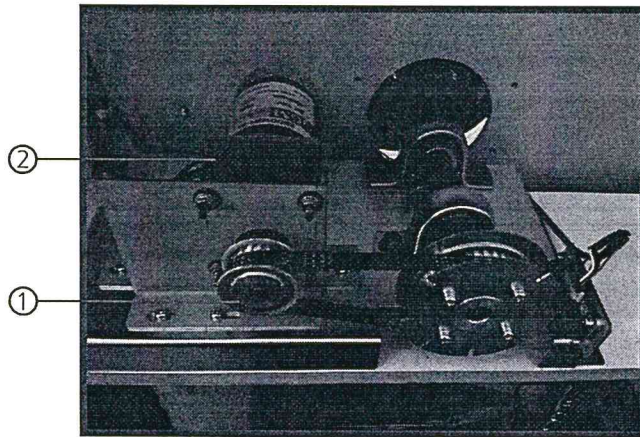
NO.	PART NAME	SPEC.	CODE NO.
①	MAIN PCB ASS'Y	-	ASW0PCB003



6-2) REPLACING WHEEL MOTOR

- (1) When you open the REAR DOOR, there is WHEEL MOTOR on upper side of MOTOR BASE PANEL.
- (2) ① After disassembling TIMING PULLY, [Bolt M5, 2EA]
 ② Disassemble WHEEL MOTOR [Bolt M4+ Nut, 4 EA]

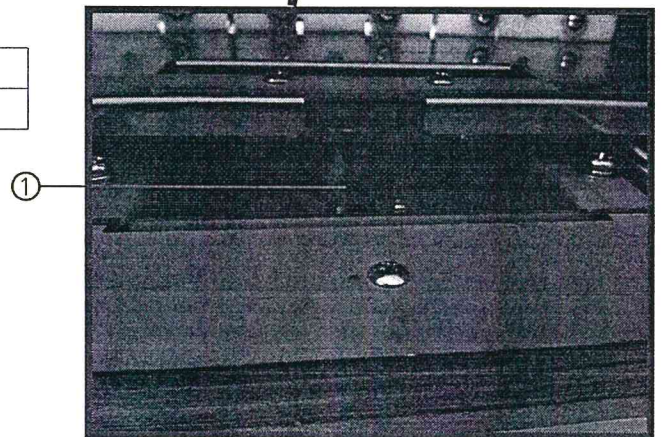
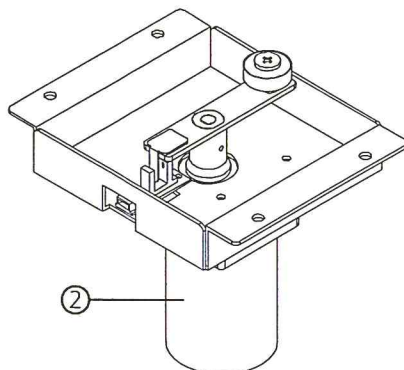
NO.	PART NAME	SPEC.	CODE NO.
②	WHEEL MOTOR	-	-



6-3) REPLACING PUSHER MOTOR

- (1) ① After disassembling AC MOTOR ROTATION SHAFT-A, [Bolt M4, 2EA],
 (2) disassemble the connector connected with a motor.
 Then, disassemble ② PUSHER MOTOR [Bolt M4+ Nut, 4 EA]

NO.	PART NAME	SPEC.	CODE NO.
②	PUSHER MOTOR	-	-

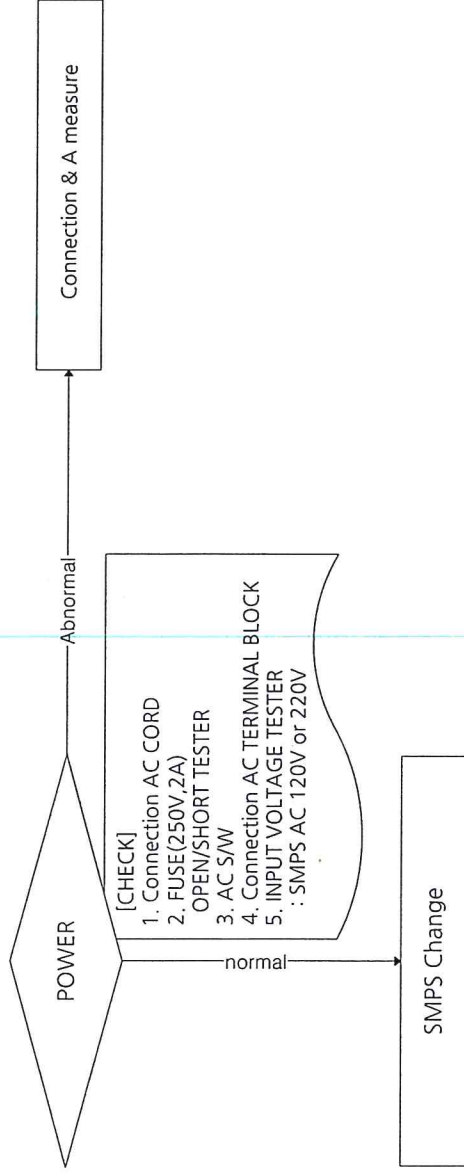


* Reassemble them in reverse order and check performance of the game.

7. TROUBLESHOOTING

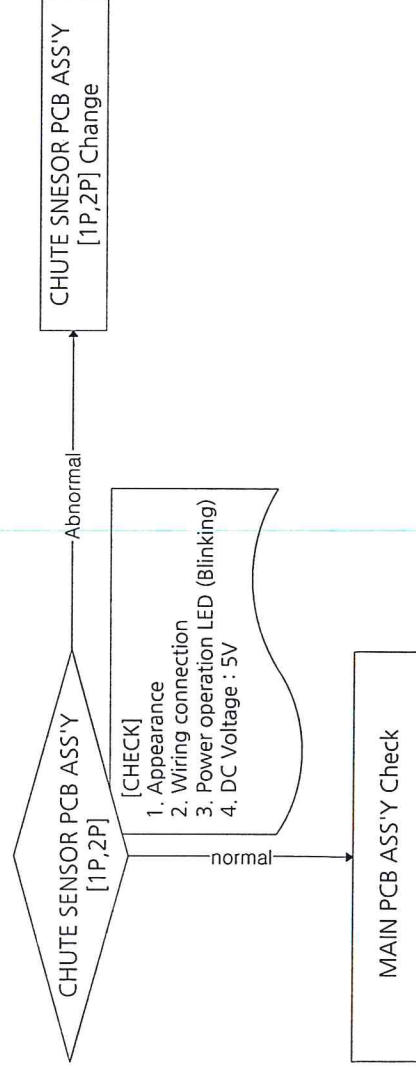
7-1. IN CASE OF POWER FAILURE

*Common: Check the input voltage, check wiring



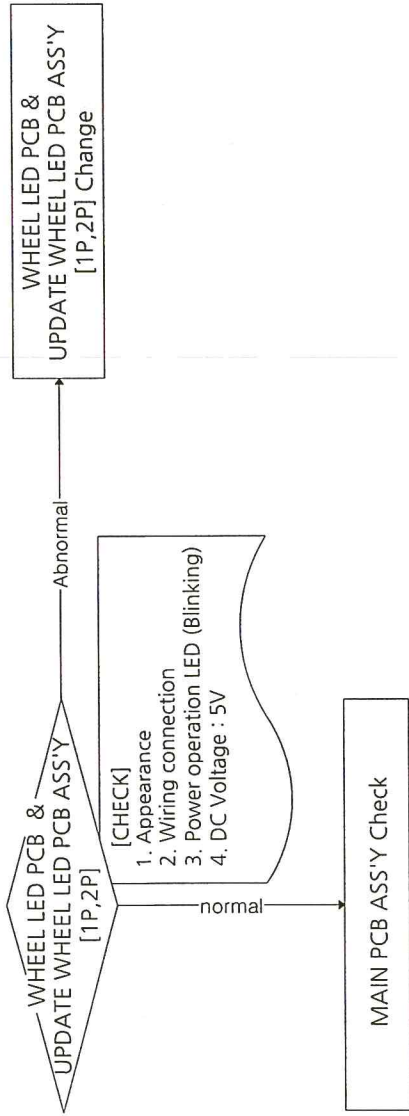
7-2. CHUTE SENSOR PCB ASS'Y [1P,2P] ERROR

*Common: Check the input voltage, check wiring



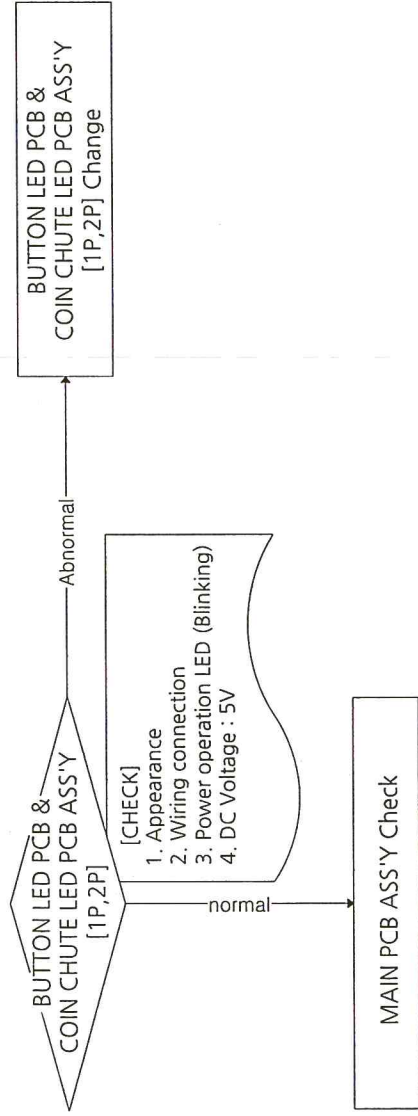
7-3. WHEEL LED PCB ASS'Y & UPDATE WHEEL LED PCB ASS'Y [1P,2P] ERROR

*Common: Check the input voltage, check wiring



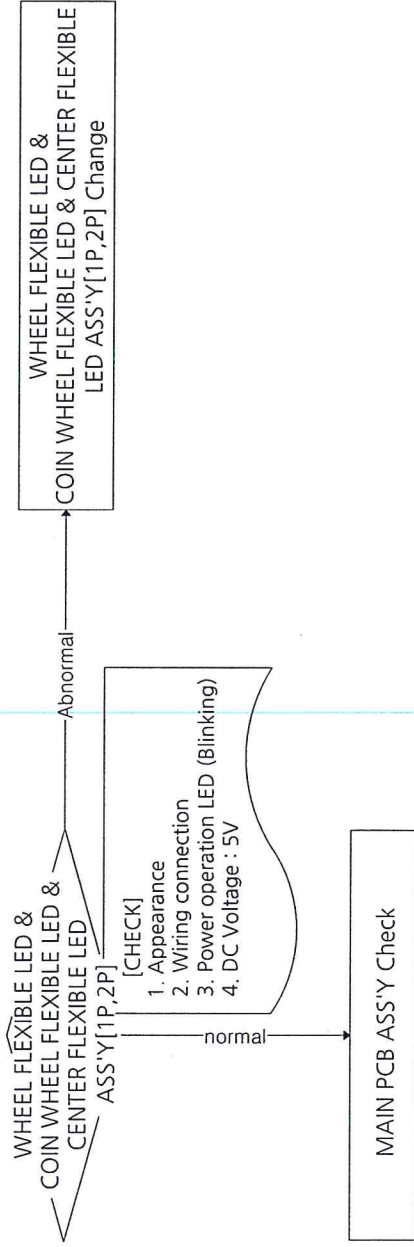
7-4. BUTTON LED PCB ASS'Y & COIN CHUTE LED PCB ASS'Y [1P,2P] ERROR

*Common: Check the input voltage, check wiring



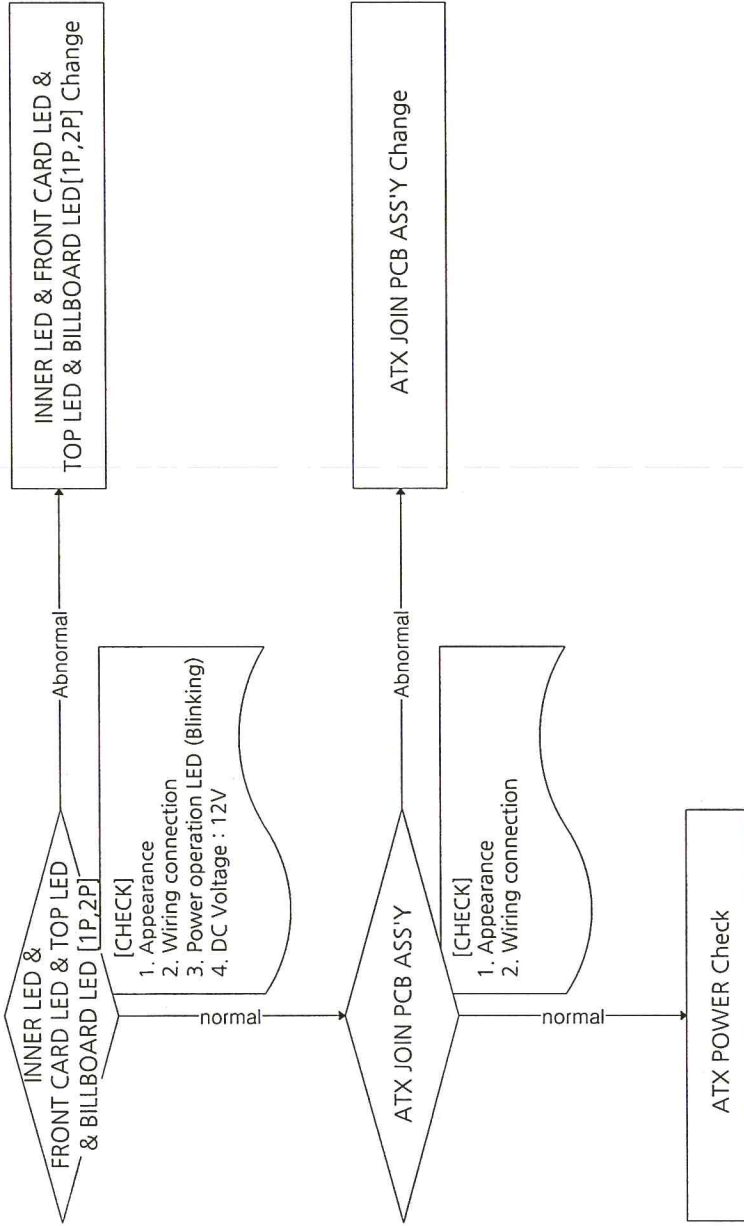
7-5. WHEEL FLEXIBLE LED ASS'Y & COIN FLEXIBLE LED & CENTER FLEXIBLE LED ASS'Y [1P,2P] ERROR

*Common: Check the input voltage, check wiring



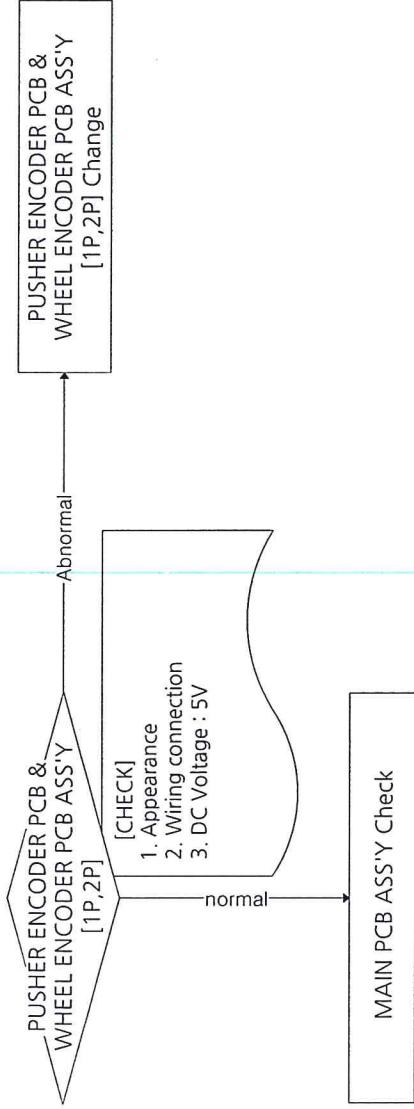
7-6. INNER LED, FRONT CARD LED, TOP LED, BILLBOARD LED ASS'Y [1P,2P] ERROR

*Common: Check the input voltage, check wiring



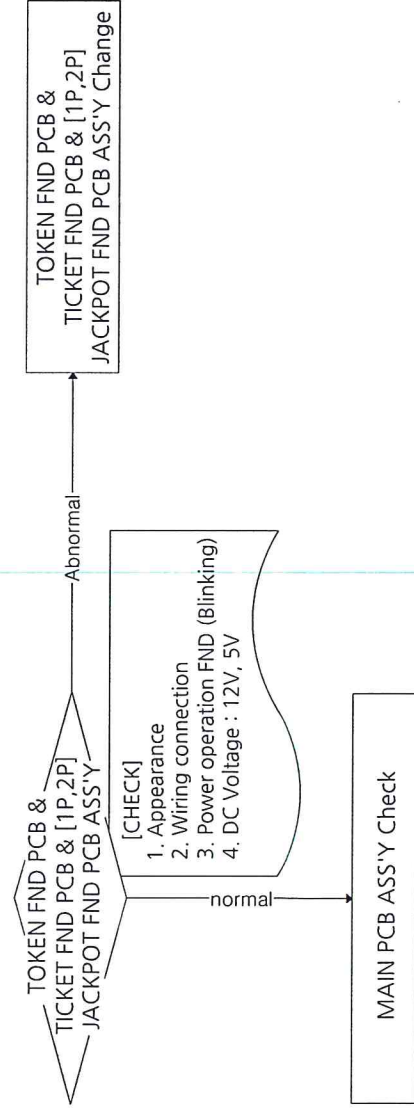
7-7. PUSHER ENCODER PCB ASS'Y & WHEEL ENCODER PCB ASS'Y [1P,2P] ERROR

*Common: Check the input voltage, check wiring



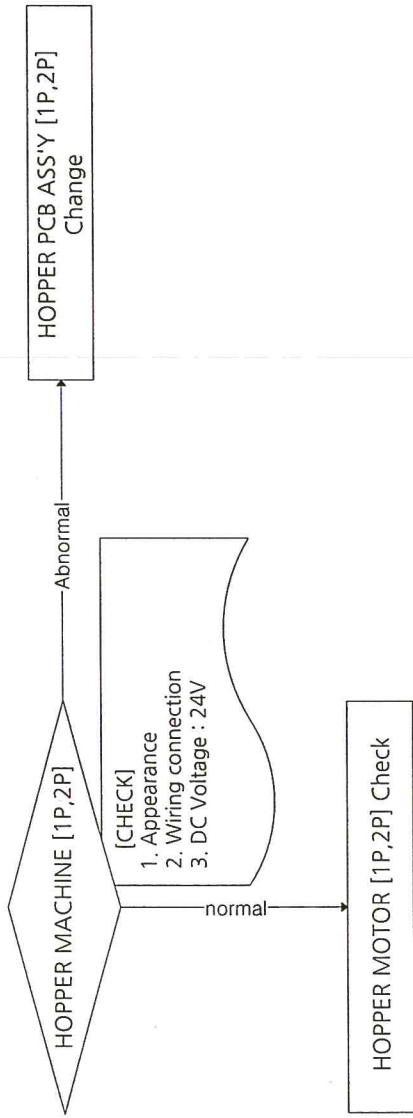
7-8. TOKEN FND PCB, TICKET FND PCB ASS'Y [1P,2P] JACKPOT FND ASS'Y ERROR

*Common: Check the input voltage, check wiring



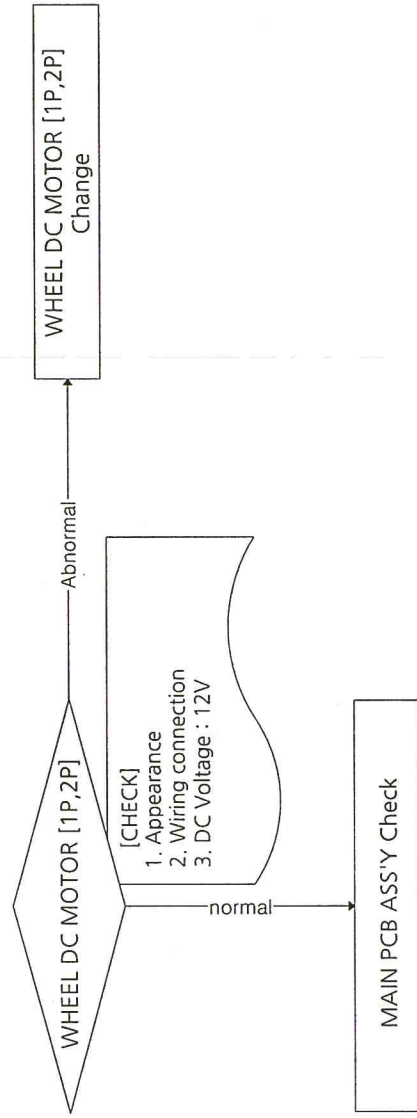
7-9. IN CASE OF MALFUNCTION OF HOPPER

*Common: Check the input voltage, check wiring



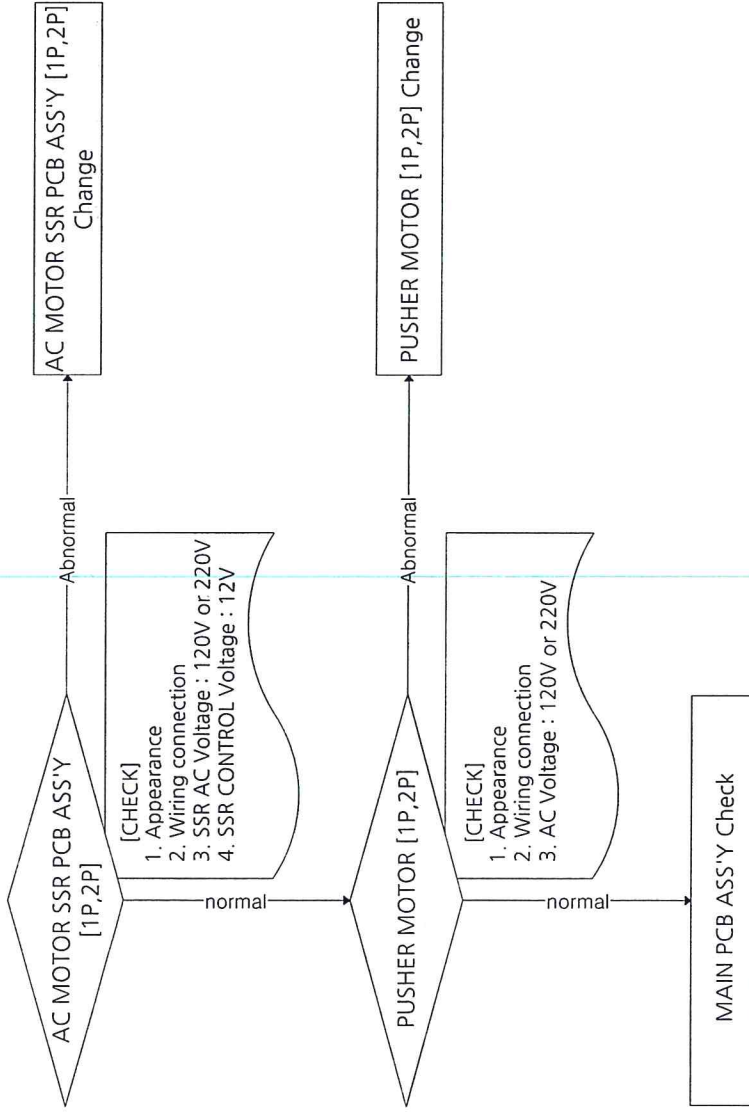
7-10. IN CASE OF MALFUNCTION OF TARGET BONUS WHEEL

*Common: Check the input voltage, check wiring



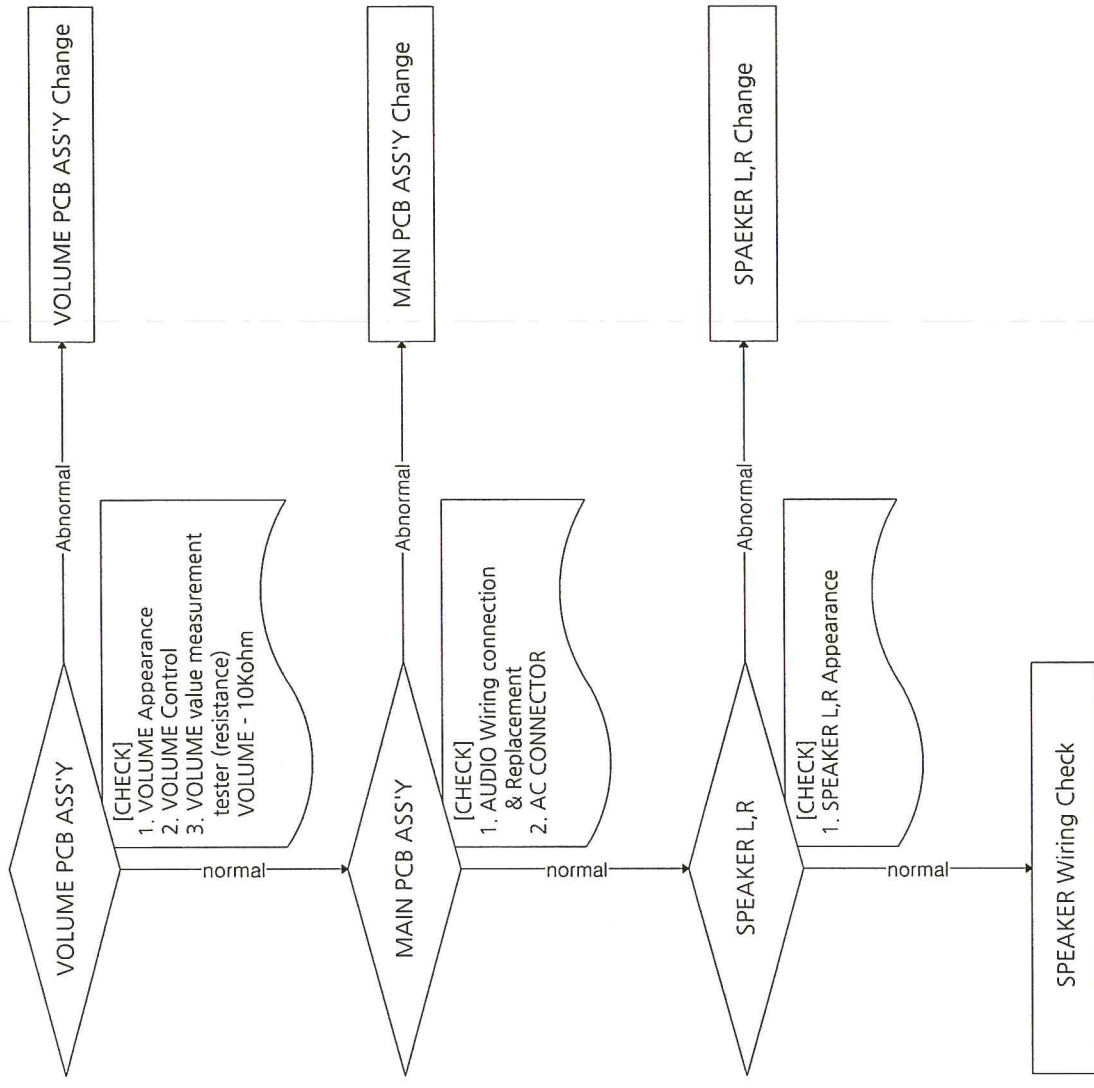
7-11. IN CASE OF MALFUNCTION OF PUSHER MOTOR

*Common: Check the input voltage, check wiring



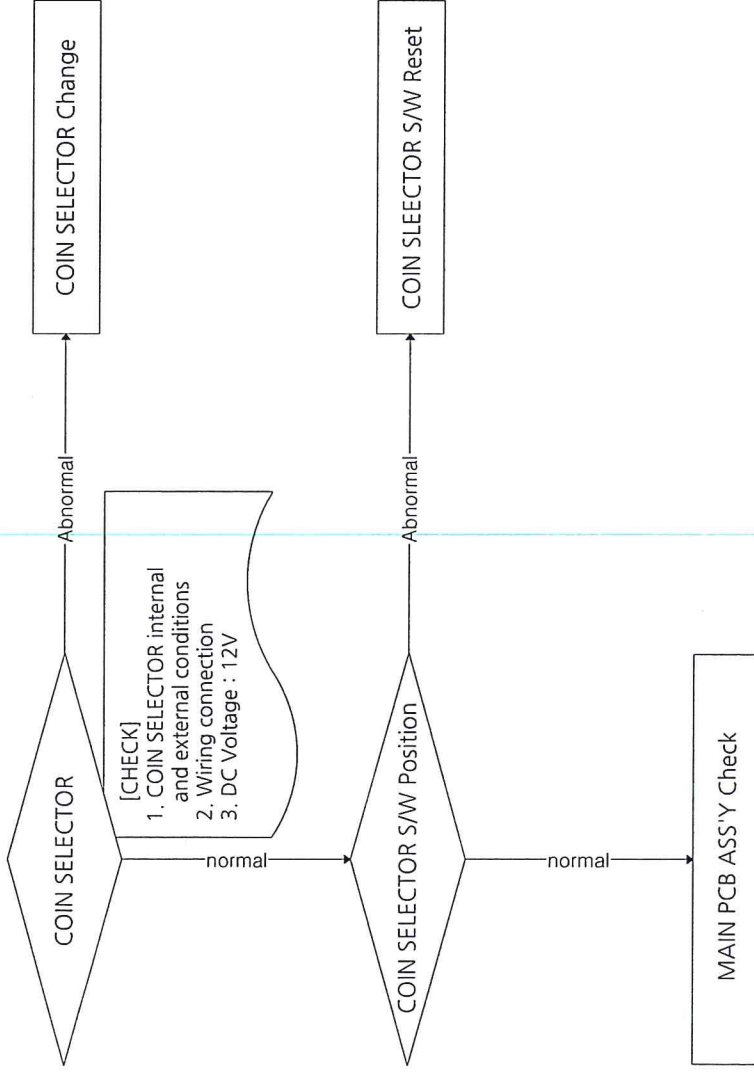
7-12. SOUND ERROR

*Common: Check the input voltage, check wiring



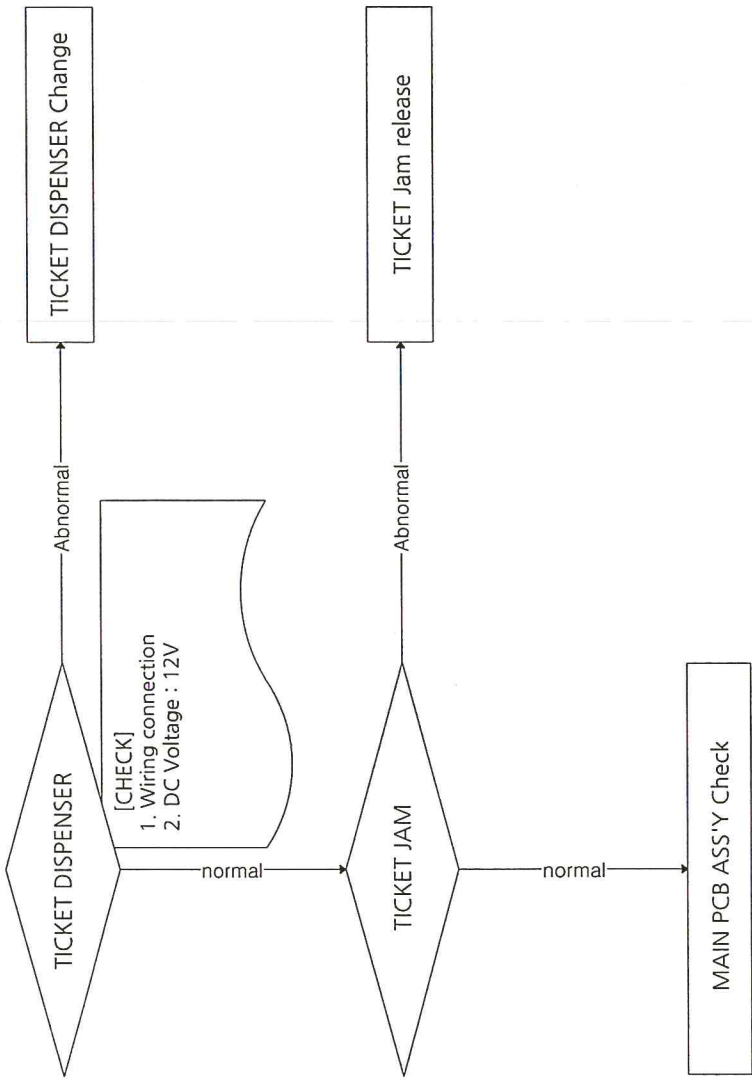
7-13. COIN SELECTOR [1P,2P] ERROR

*Common: Check the input voltage, check wiring



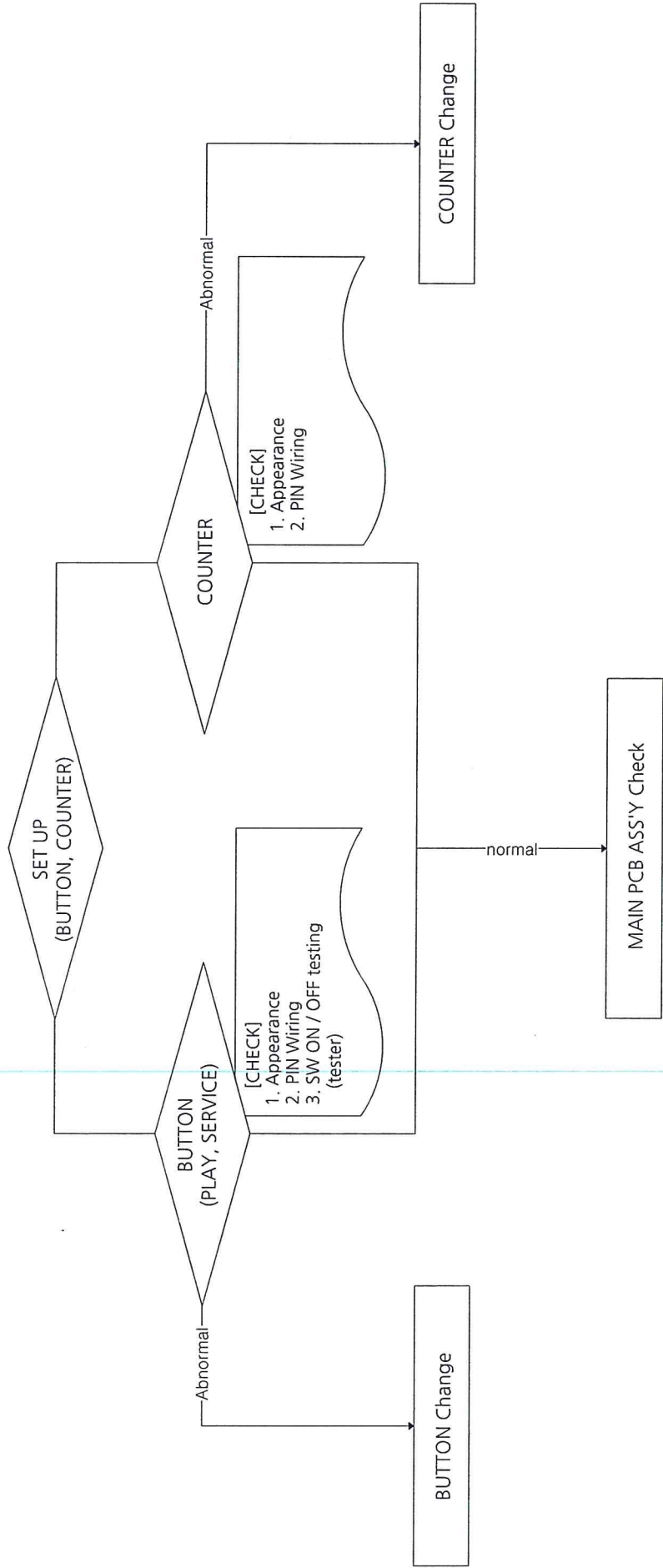
7-14. TICKET DISPENSER [1P,2P] ERROR

*Common: Check the input voltage, check wiring



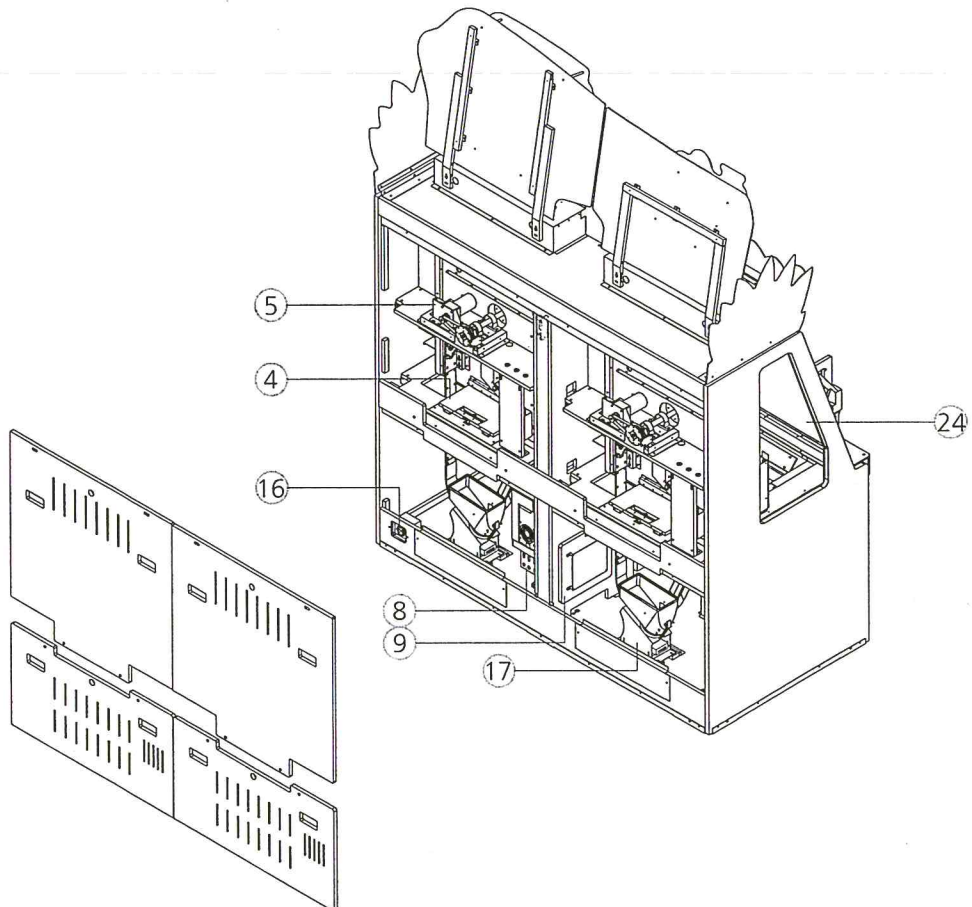
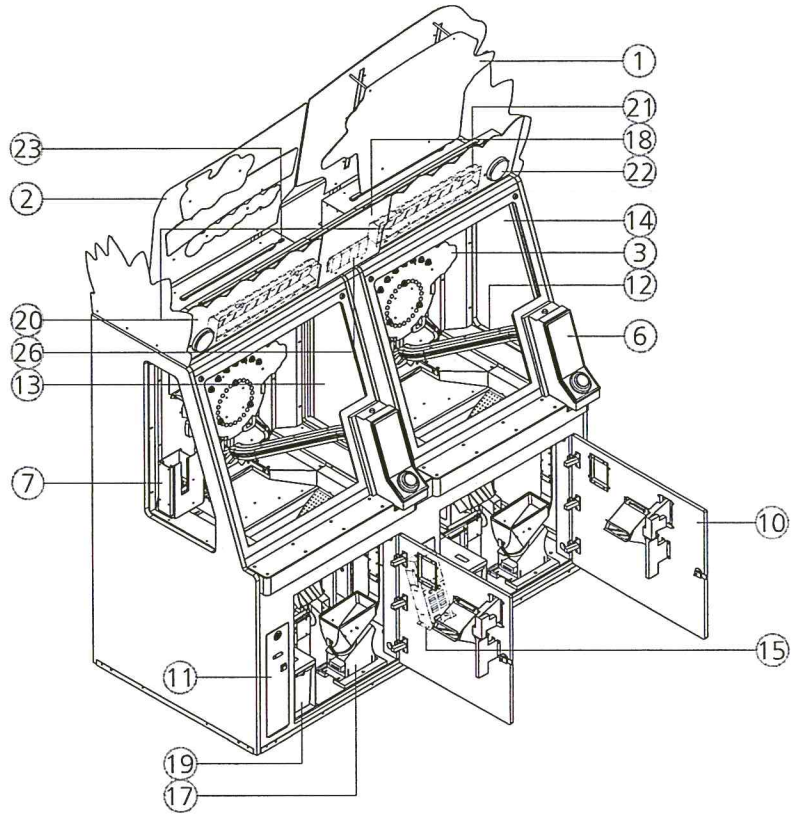
7-15. BUTTON & COUNTER ERROR

*Common: Check the input voltage, check wiring



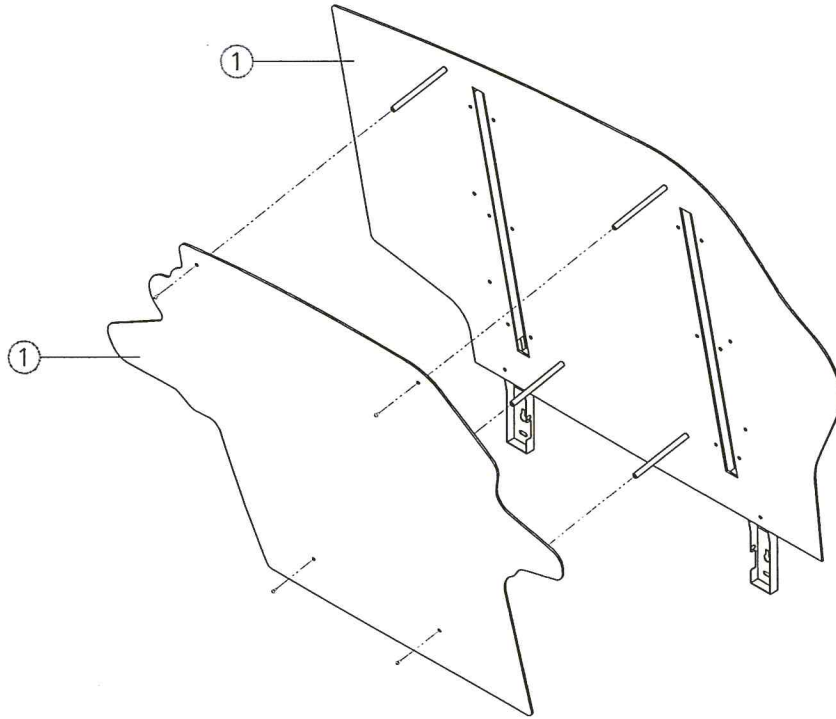
8. EXPLODED VIEW

8-1. MAIN CABINET PART



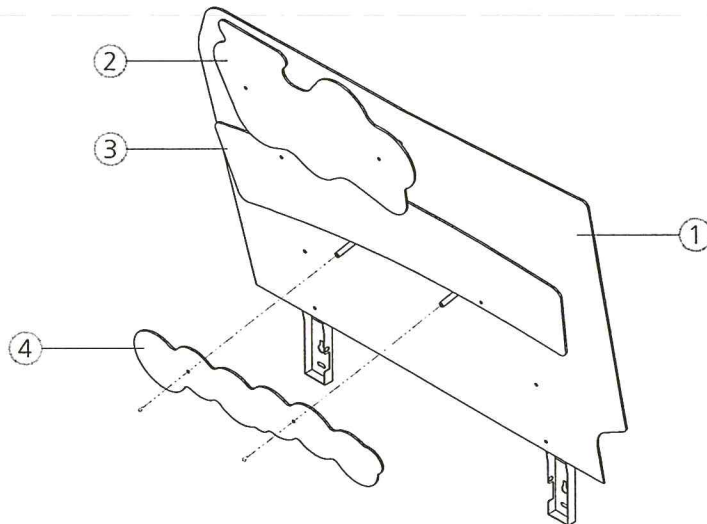
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	MAIN CABINET	-	1	-
2	BILLBOARD-R PART	-	1	-
3	BILLBOARD-L PART	-	1	-
4	PUSHER PANEL PART	-	2	-
5	TARGET WHEEL PART	-	2	-
6	FRONT FRAME PART	-	2	-
7	CARD DISPENSER PART	-	2	-
8	SMPS PANEL PART	-	1	-
9	MAIN PCB PART	-	1	-
10	FRONT PANEL PART	-	2	-
11	TICKET DISPENSER PART	-	2	-
12	COIN SHUTE RAIL PART	-	2	-
13	CABINET CENTER DECO LIGHT PART	-	1	-
14	FRONT GLASS DOOR PART	-	2	-
15	SETUP PANEL PART	-	1	-
16	AC INPUT PART	-	1	-
17	HOPPER PART	-	4	-
18	CARD DECO LAMP BKT	-	2	-
19	COIN BOX PART	-	2	-
20	BILLBOARD MAIN ACRYL L,R	ACRYL-3.0T	2	MSBP0ACR008
21	BILLBOARD JACKPOT ACRYL	ACRYL-3.0T	1	MSBP0ACR007
22	SPEAKER	MID4.5"+TW1/2" 8Ω	2	MZZZ0SPE004
23	LED STICK BAR	-	2	MELE0LED002
24	SIDE GLASS	GLASS-5.0T	2	MSBP0GLA002
25	TILT ASS'Y	-	1	-
26	FND PCB ASS'Y	-	1	AFND0PCB009

8-2. BILLBOARD-L PART



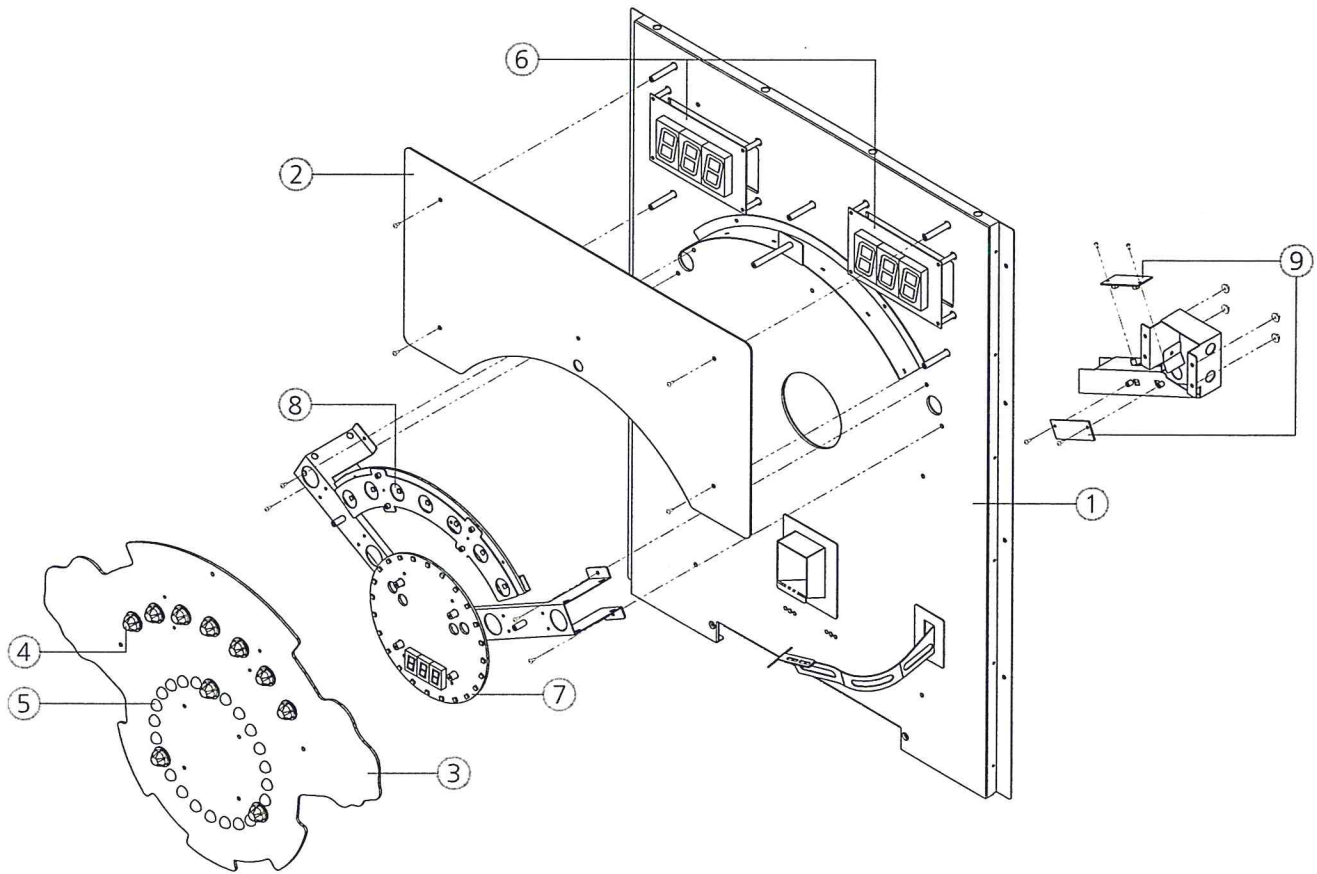
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	BILLBOARD MAIN POP-L	-	1	MSBP0ACR006
2	BILLBOARD SUB POP-L	-	1	MSBP0ACR004

8-3. BILLBOARD-R PART



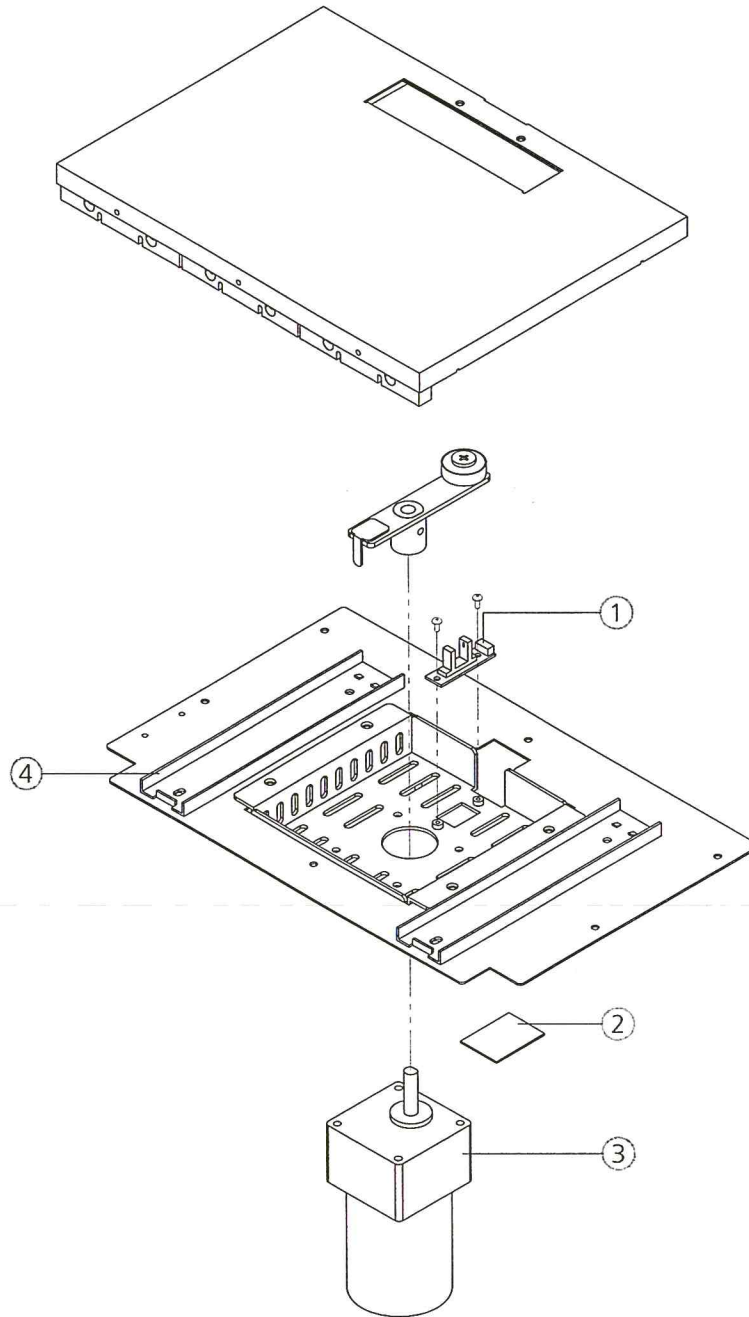
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	BILLBOARD MAIN POP-R	-	1	MSBP0ACR005
2	BILLBOARD SUB POP-A	-	1	MSBP0ACR001
3	BILLBOARD SUB POP-B	-	1	MSBP0ACR002
4	BILLBOARD SUB POP-C	-	1	MSBP0ACR003

8-4. SCORE BOARD PANEL PART



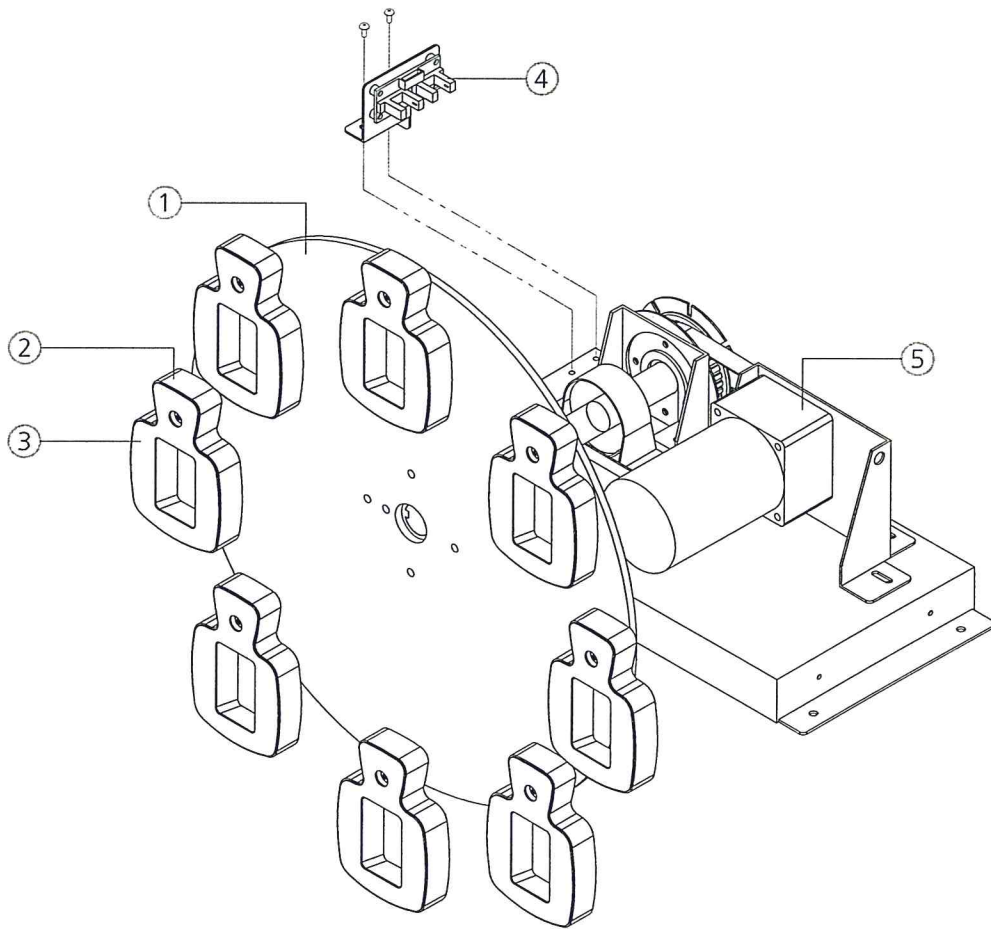
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	SCORE BOARD MAIN ACRYL	-	2	MSBP0ACR016
2	SCORE BOARD FND COVER ACRYL	-	2	MSBP0ACR015
3	UPGRADE TARGET BONUS WHEEL ACRYL	-	2	MSBP0ACR013
4	LED CAP ACRYL	φ20	20	MZZZ0PLA037
5	LED CAP ACRYL	φ15	42	MWOL0PLA002
6	BONUS FND PCB ASS'Y	-	4	ASBP0PCB003
7	WHEEL LED PCB ASS'Y	-	2	ASBP0PCB006
8	UPDATE WHEEL LED PCB ASS'Y	-	2	ASBP0PCB007
9	CHUTE SENSOR PCB ASS'Y	-	4	ASAW0PCB001

8-5. PUSHER PANEL PART



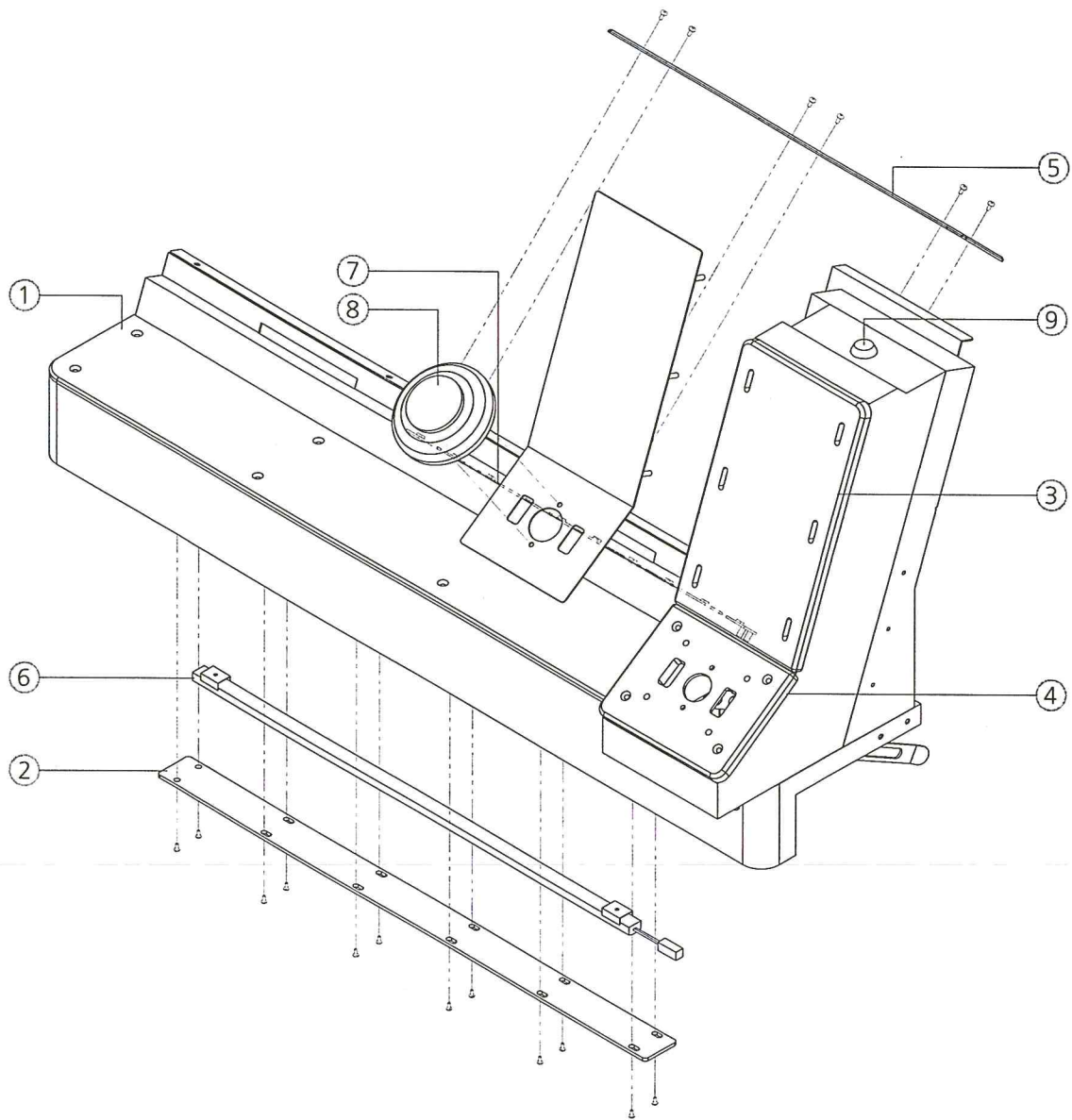
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	PHOTO INT-1 ASS'Y	-	2	ACIR0PCB011
2	SSR PCB ASS'Y	-	2	AENS0PCB001
3	GUIDE RAIL	200mm	2	MSBP0ZZZ011
4	PUSHER MOTOR	K6IG6NU(-T)	2	MZZZ0MOT085
		K6G90C	2	MSAW0ZZZ008

8-6. TARGET WHEEL PART



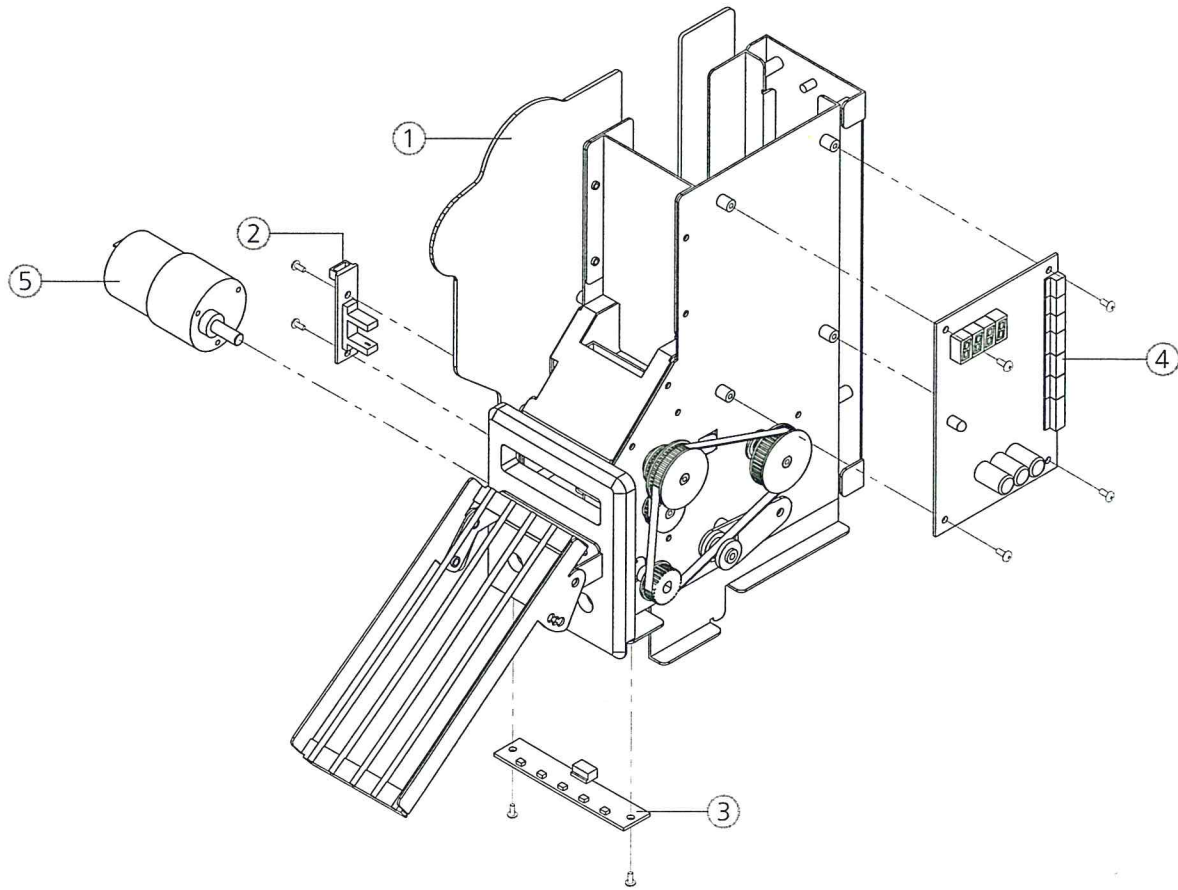
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	TARGET WHEEL BASE ACRYL	-	2	MSBP0ACR014
2	TARGET MOLD	-	16	-
3	TARGET COVER ACRYL	-	16	MSAW0ACR023
4	PHOTO INT-2 ASS'Y	-	2	AWIW0PCB009
5	WHEEL MOTOR	K6DG6N1	2	MZZZ0MOT086
		K6G250C	2	MZZZ0GEA001

8-7. FRONT FRAME PART



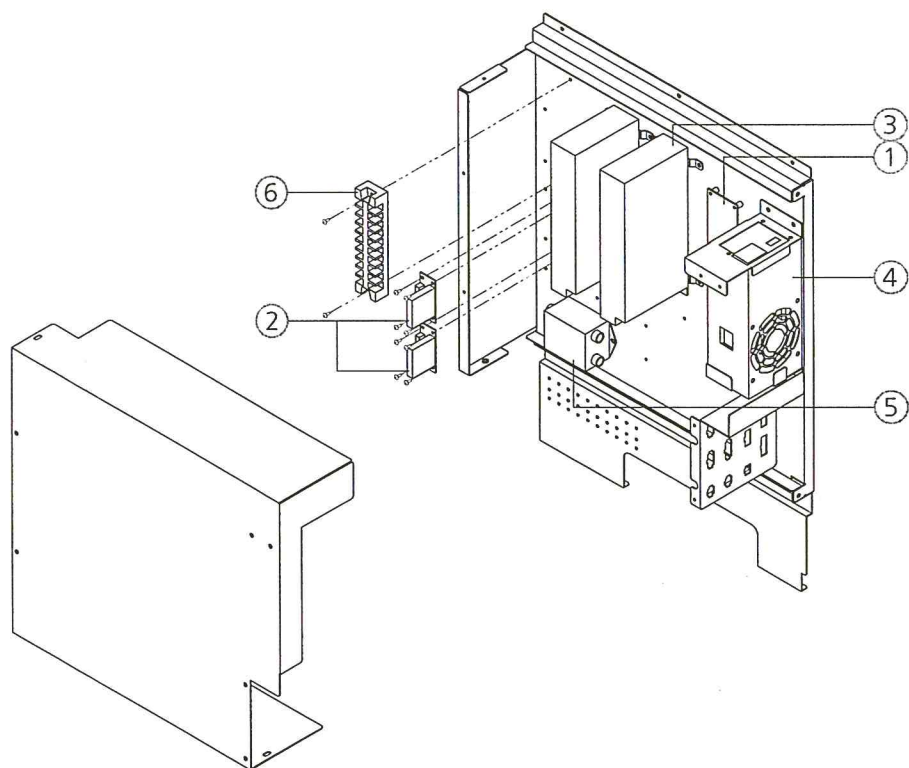
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	FRONT TABLE ACRYL	-	2	MSBP0ACR021
2	FRONT TABLE LED BAR COVER	-	2	MSBP0ACR035
3	BUTTON FRAME ACRYL-B	-	2	MSBP0ACR032
4	BUTTON FRAME ACRYL-A	-	2	MSBP0ACR031
5	FRONT TABLE PUSHER LIGHTING ACRYL	-	2	MSBP0ACR034
6	LED STICK BAR	-	2	MELE0LED002
7	BILLBOARD LED PCB ASS'Y	-	2	ASBP0PCB005
8	BUTTON	CL-2020 65 TYPE LED	2	MZZZ0BUT101
9	KEY ASS'Y	6001	2	MZZZ0KEY075

8-8. CARD DISPENSER PART



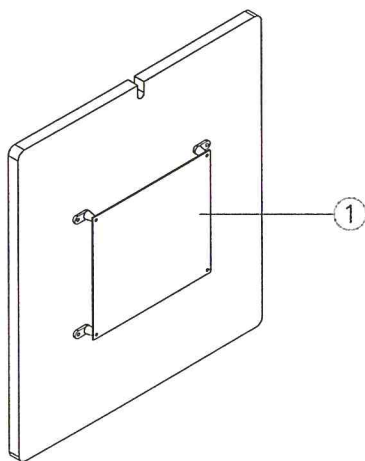
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	CARD DISPENSER DECO ACRYL	PC-3.0t	2	MSBP0ACR020,045
2	PHOTO INT-1 PCB ASS'Y	-	2	ACIROPCB011
3	LED PCB ASS'Y	-	2	AMUM0PCB005
4	CARD DISPENSER I/O PCB ASS'Y	-	2	ASBP0PCB008
5	DC MOTOR	KGC-3429-075-1/40_162.5RPM	2	MZZZ0MOT089

8-9. SMPS PANEL PART



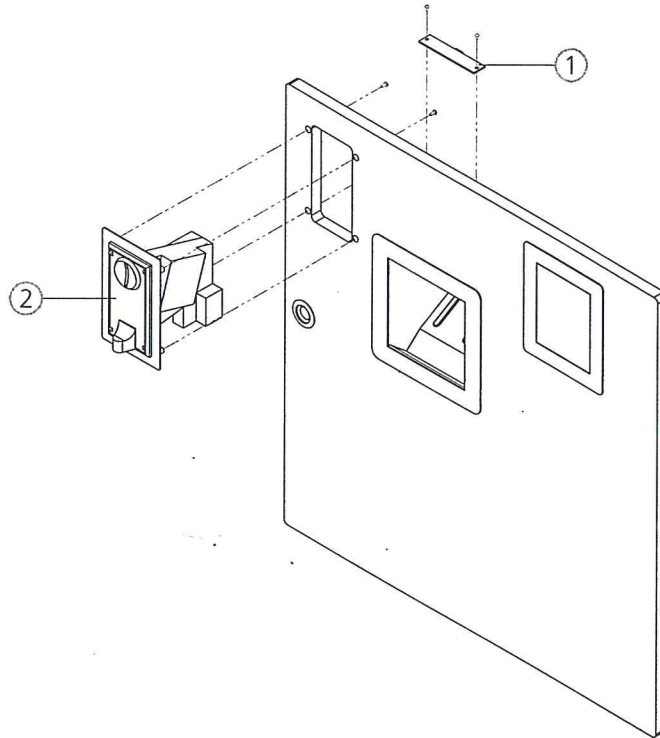
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	ATX JOIN PCB ASS'Y	-	1	ASBP0PCB010
2	AC MOTOR SSR PCB ASS'Y	-	2	ACIR0PCB011
3	POWER SMPS	NES-150-24V MEANWELL	2	MELE0SMP049
4	ATX POWER SUPPLY	SPC-350_UL POREX	1	MELE0SMP062
5	NOISE FILTER	ES1-F10	1	MELE0NOI006
6	TERMINAL BLOCK	10P UL	1	MELE0TEB001

8-10. MAIN PCB PART



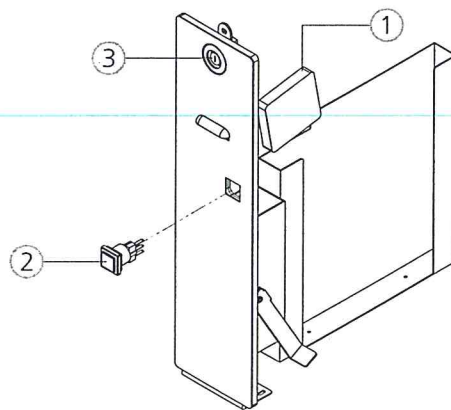
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	MAIN PCB ASS'Y	-	1	ASW0PCB003

8-11. FRONT PANEL PART



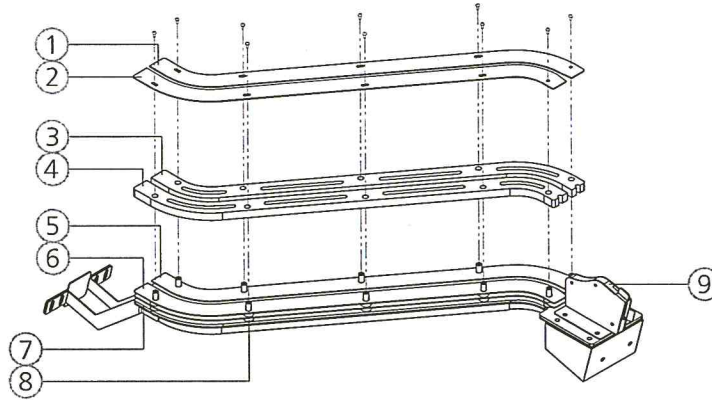
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	LED PCB ASS'Y	-	2	AMUM0PCB005
2	COIN SELECTOR	TW-333	2	MZZZ0COS045

8-12. TICKET DISPENSER PART



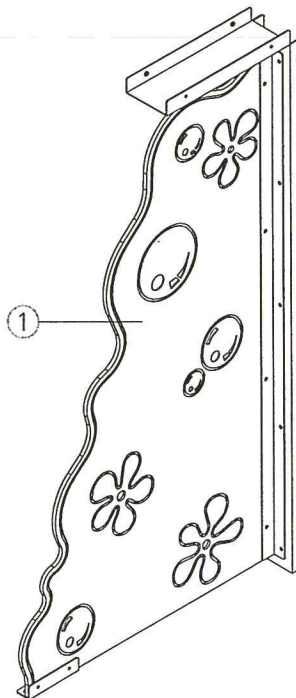
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	TICKET DISPENSER	TL-002H	2	MZZZ0TID007
2	BUTTON	AM1PB-26SH R12D	2	MMUM0BUT002
3	KEY ASS'Y	7001	2	MZZZ0KEY076

8-13. COIN SHUTE RAIL PART



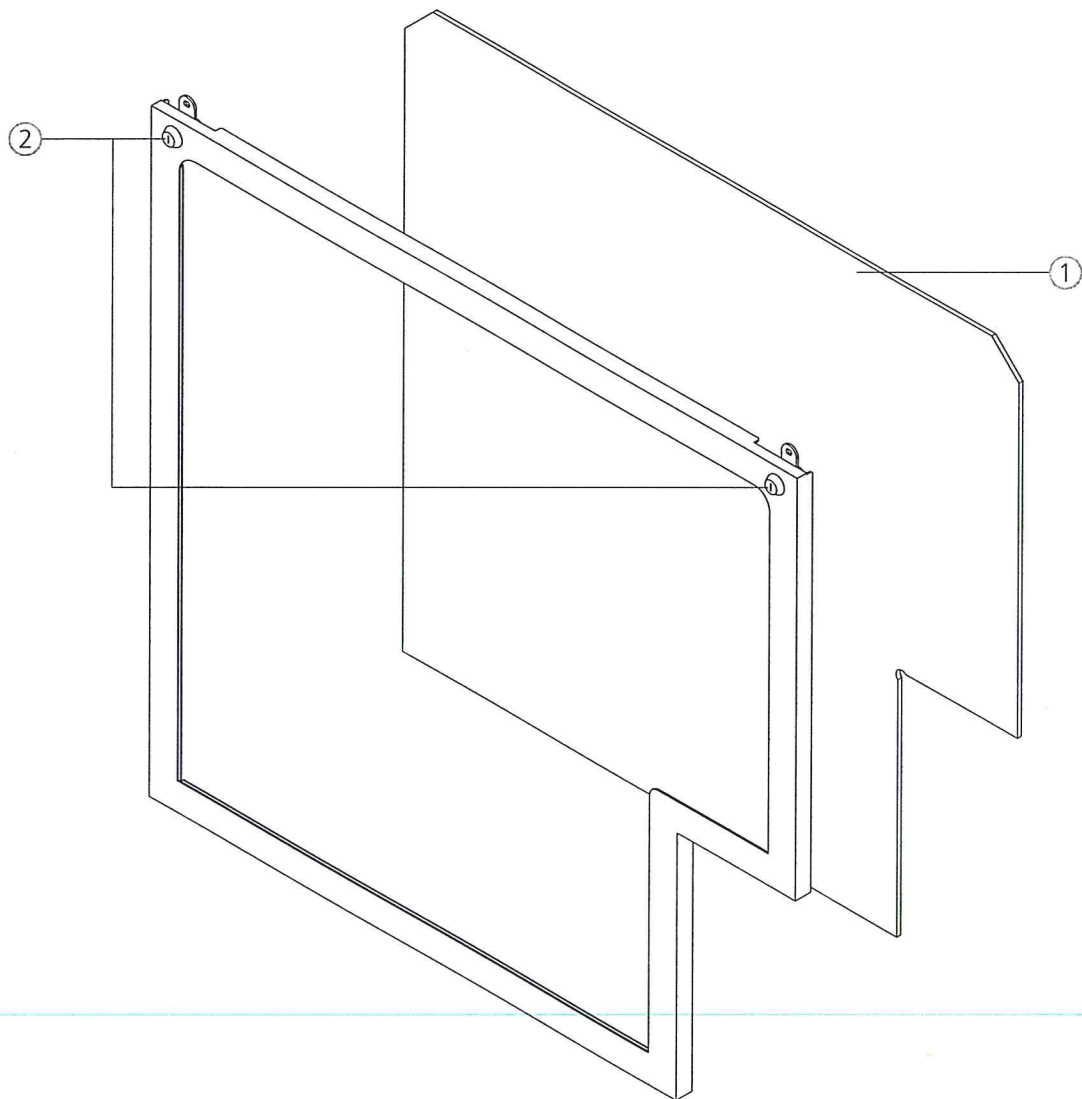
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	COIN CHUTE RAIL COVER-B	PET-1.0t	2	MSBP0ACR027
2	COIN CHUTE RAIL COVER-A	PET-1.0t	2	MSBP0ACR026
3	COIN CHUTE RAIL COVER GUIDE-B	ACRYL-10.0t	2	MSBP0ACR025
4	COIN CHUTE RAIL COVER GUIDE-A	ACRYL-10.0t	2	MSBP0ACR024
5	COIN CHUTE RAIL-D	PET-1.0t	2	MSBP0ACR029
6	COIN CHUTE RAIL-C	PET-1.0t	2	MSBP0ACR028
7	COIN CHUTE RAIL BASE ACRYL	ACRYL-3.0t	2	MSBP0ACR030
8	COIN CHUTE RAIL SPACER	ACRYL-5.0t	40	MSBP0ACR023
9	COIN CHUTE INLET GUIDE ACRYL-A	ACRYL-8.0t	2	MSBP0ACR043

8-14. CABINET CENTER DECO LIGHT PART



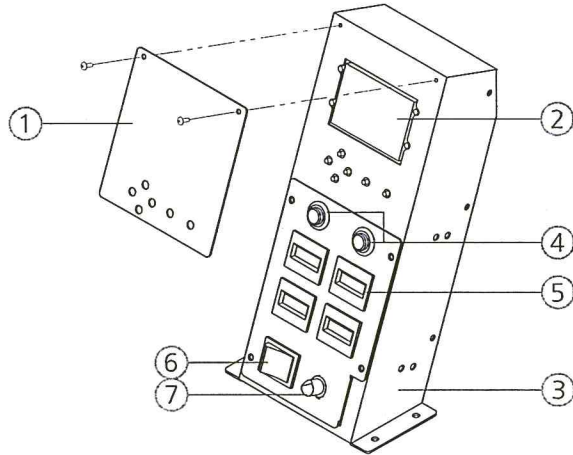
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	CENTER DECO LIGHT ACRYL	ACRYL-5.0t	1	MSBP0ACR018

8-15. FRONT GLASS DOOR PART



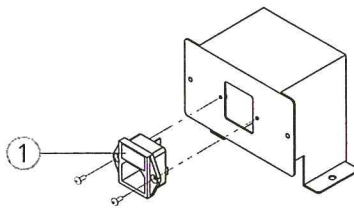
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	FRONT GLASS	GLASS-5T	2	MSBP0GLA001
2	KEY ASS'Y	7001	2	MZZZ0KEY076

8-16. SETUP PANEL PART



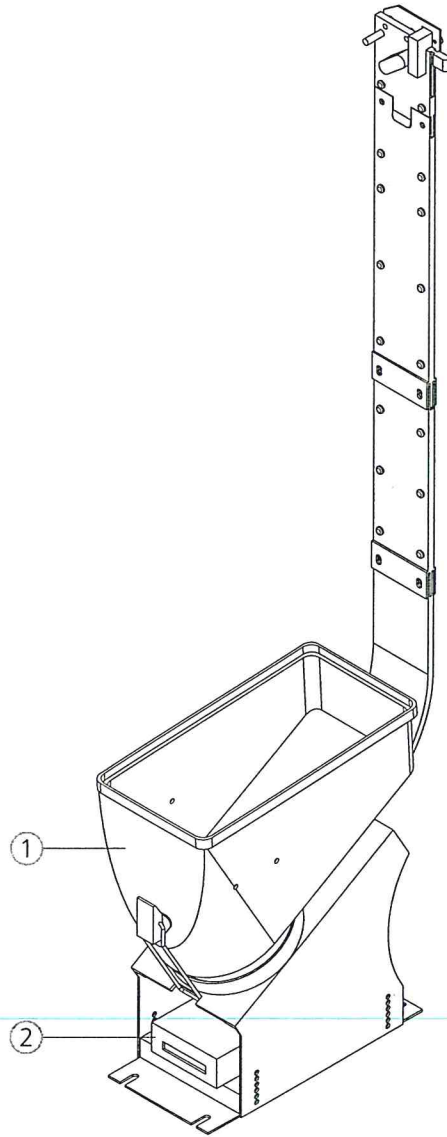
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	SETUP PANEL BKT PET COVER	PET-1.0t	1	MSBP0ACR040
2	SETUP LCD PCB ASS'Y	-	1	AZZZ0PCB113
3	VOLUMN PCB ASS'Y	-	1	AHM20PCB016
4	PUSH BUTTON SWITCH	HS 412R	1	MELE0PUS001
5	COUNTER	AMMC-712(OA127CL)	1	MZZZ0COU002
6	ROCKER SWITCH	T-125 4P	1	MELE0SWI004
7	VOLUME KNOB	-	1	MELE0VOL007

8-17. AC INPUT PART



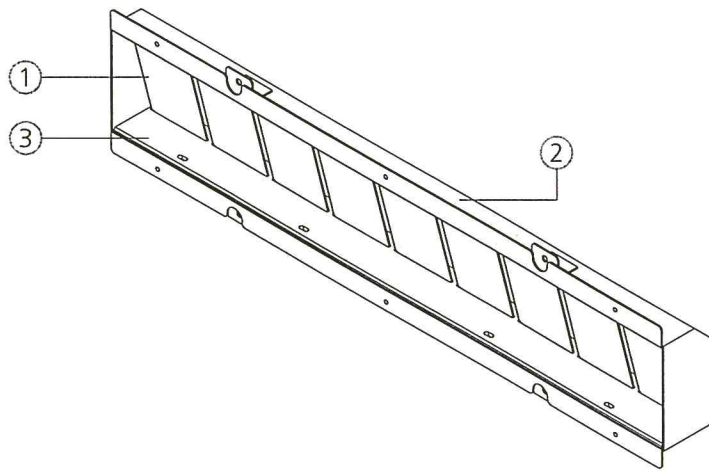
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	AC INPUT	DAC-13H	1	MELE0SWI015

8-18. HOPPER PART



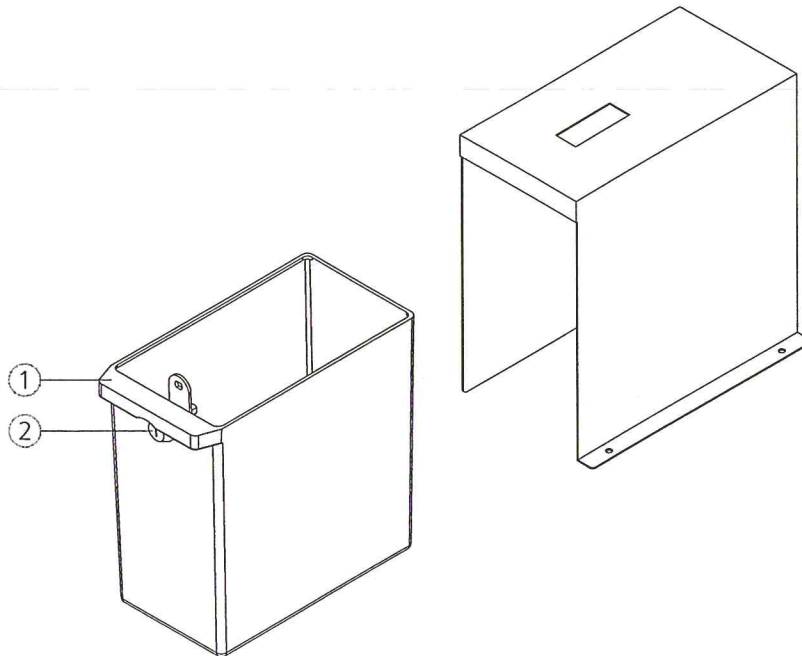
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	HOPPER MACHINE	-	4	MZZZ0HOP019
2	HOPPER PCB ASS'Y	-	2	ADRE2PCB006

8-19. CARD DECO LAMP BKT PART

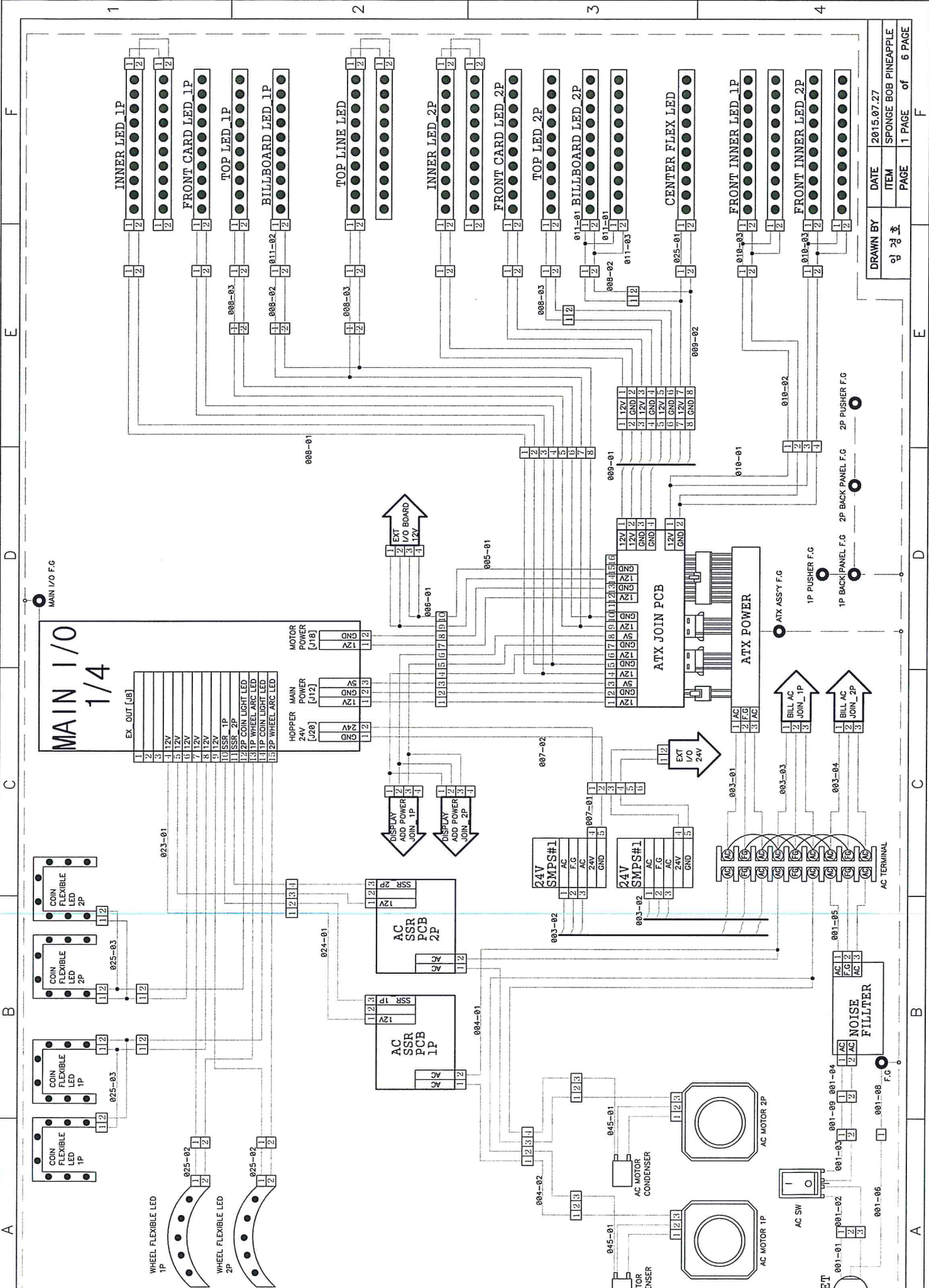


NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	DISPLAY CARD	PET-1T	2	MSBP0ACR047~055
2	CARD DISPENSER DECO LIGHT ACRYL-A	ACRYL-3.0t	2	MSBP0ACR011
3	CARD DISPENSER DECO LIGHT ACRYL-B	ACRYL-3.0t	2	MSBP0ACR012

8-20. COIN BOX PART

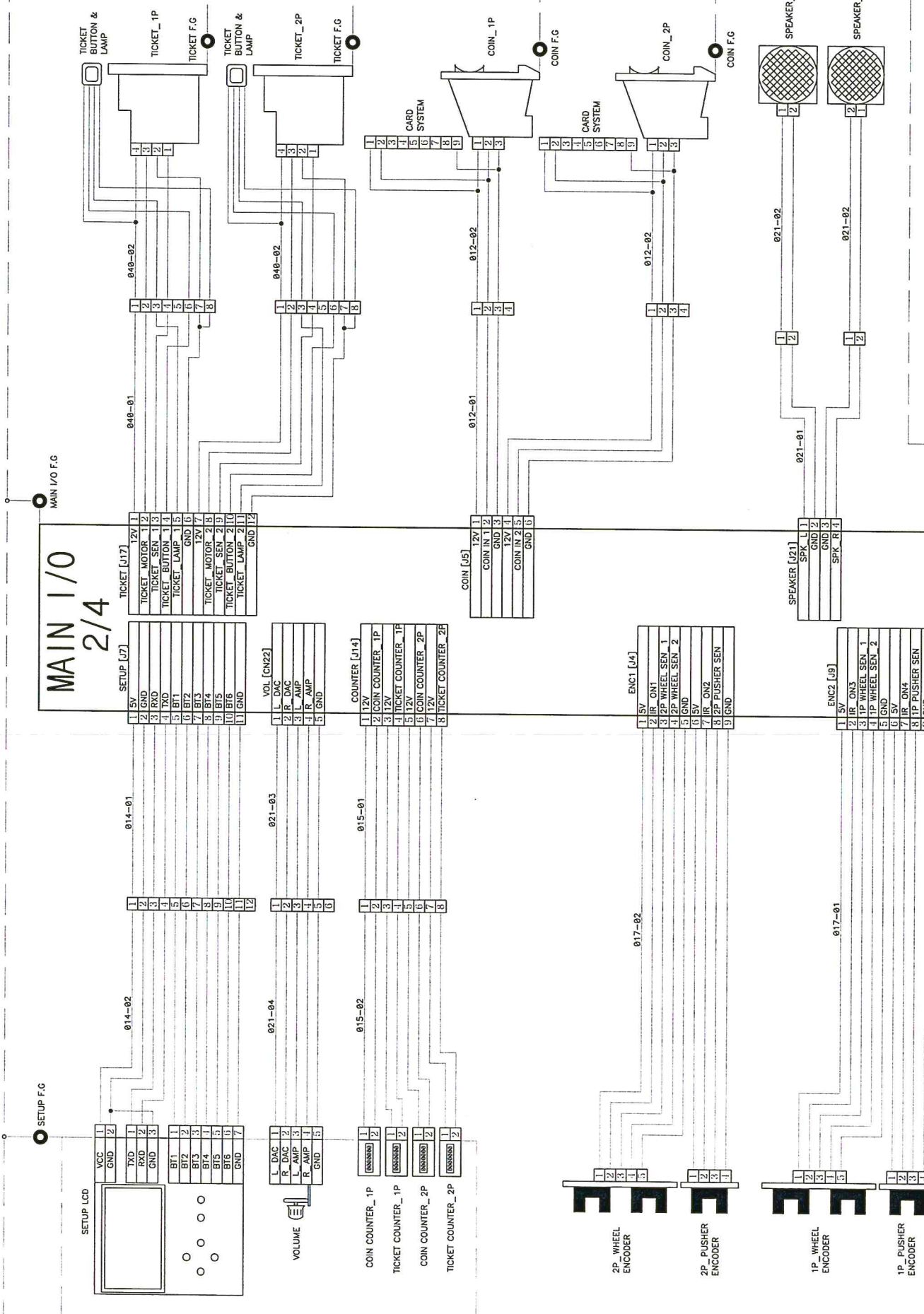


NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	COIN BOX	-	2	MDRE0PLA007
2	KEY ASS'Y	-	2	-



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MAIN I/O 2/4



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1

2

3

4

MAIN I/O
3/4

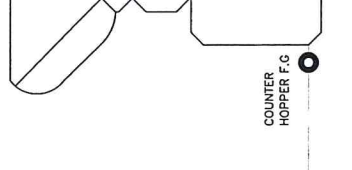
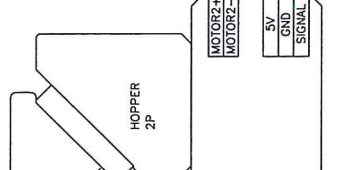
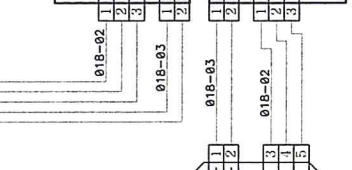
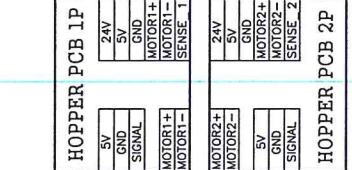
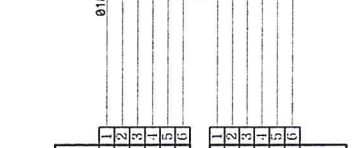
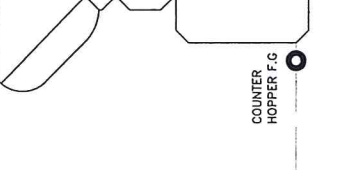
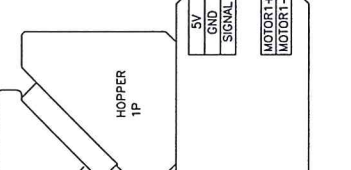
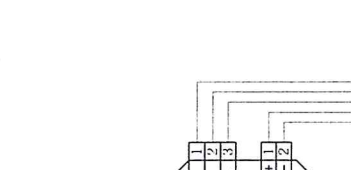
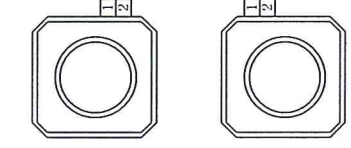
TILE [J3]
1 1P ERROR CLEAR
2 2P ERROR CLEAR
3 GND
4 GND
5 5V
6 5V
7 1P CHUTE SEN #1
8 1P CHUTE SEN #2
9 GND
10 GND
11 2P CHUTE SEN #1
12 2P CHUTE SEN #2
13 GND
14 GND
15 GND

DC MOTOR [J1]
1 MOTOR1+
2 MOTOR2+
3 MOTOR1-
4 MOTOR2-

HOPPER [J13]
1 124V
2 5V
3 GND
4 MOTOR1+
5 MOTOR1-
6 SENSE_1
7 5V
8 5V
9 GND
10 MOTOR2+
11 MOTOR2-
12 SENSE_2

DROP [J2]
1 FRONT ELEV HOPPER
TILT BKT_1P(SIGNAL)
2 FRONT ELEV HOPPER
TILT BKT_1P(GND)
3 GND
4 GND
5 REAR ELEV HOPPER
TILT BKT_1P(SIGNAL)
6 REAR ELEV HOPPER
TILT BKT_1P(GND)
7 GND
8 GND

ELEV HOPPER [J6]
1 124V
2 5V
3 GND
4 1P Signal
5 1P Sense
6 24V
7 5V
8 GND
9 2P Signal
10 2P Sense



MAIN I/O F.G.

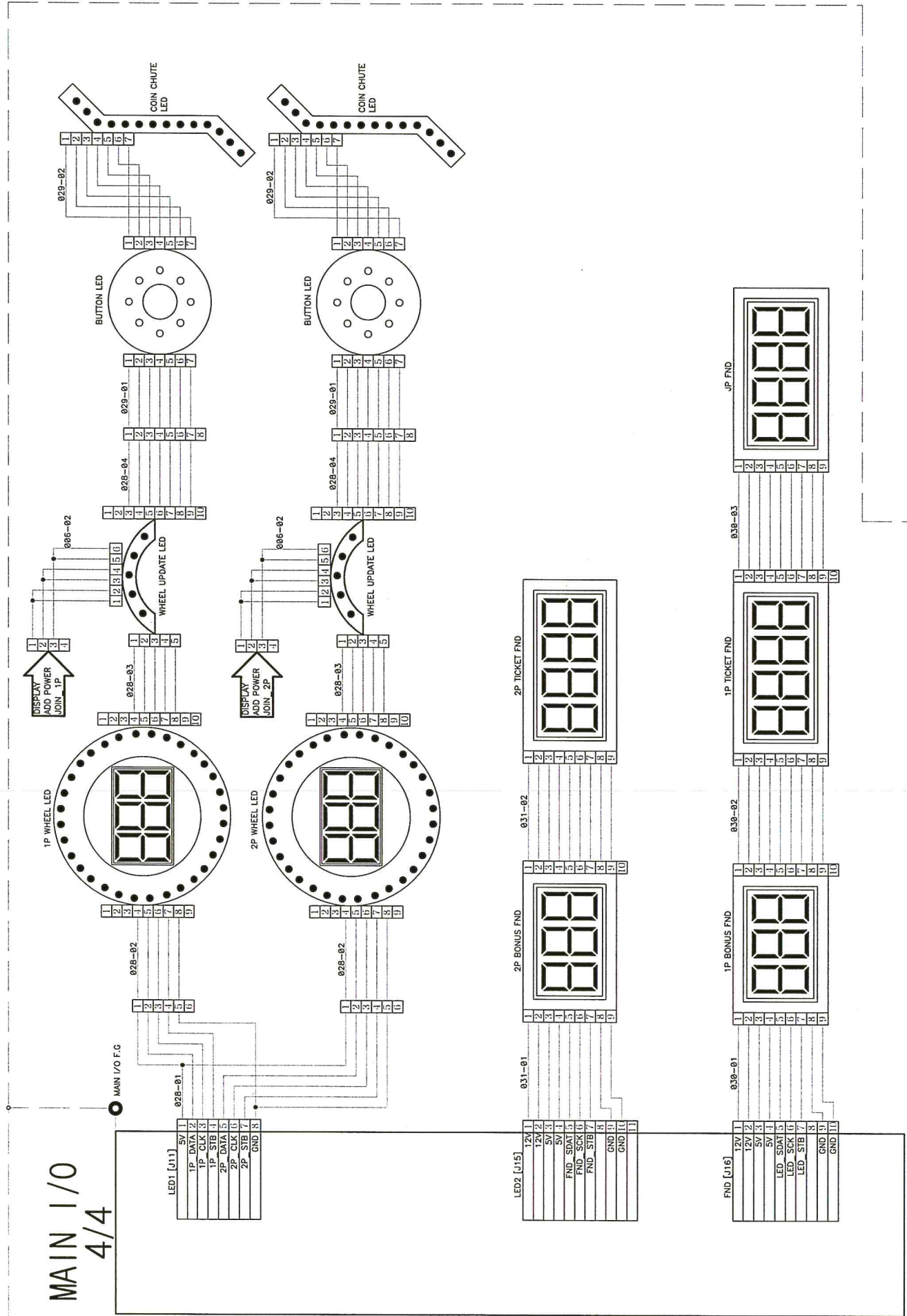
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A B C D E F

A B C D E F

A B C D E F

MAIN I/O 4/4



A

B

C

D

E

F

EXTENSION I/O 1/2

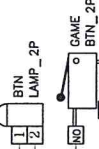
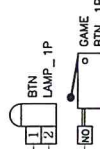
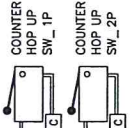
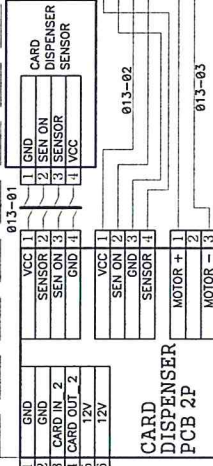
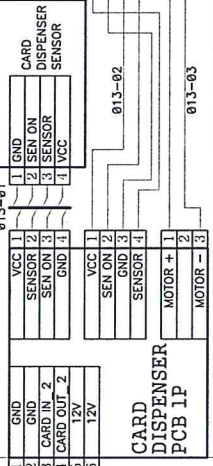
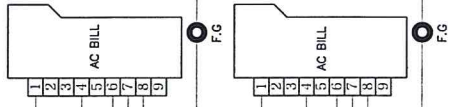
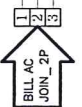
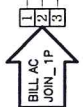
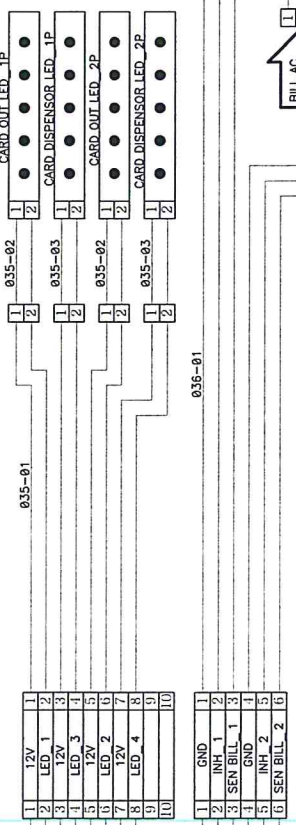
MAIN I/O F.G

[U5]

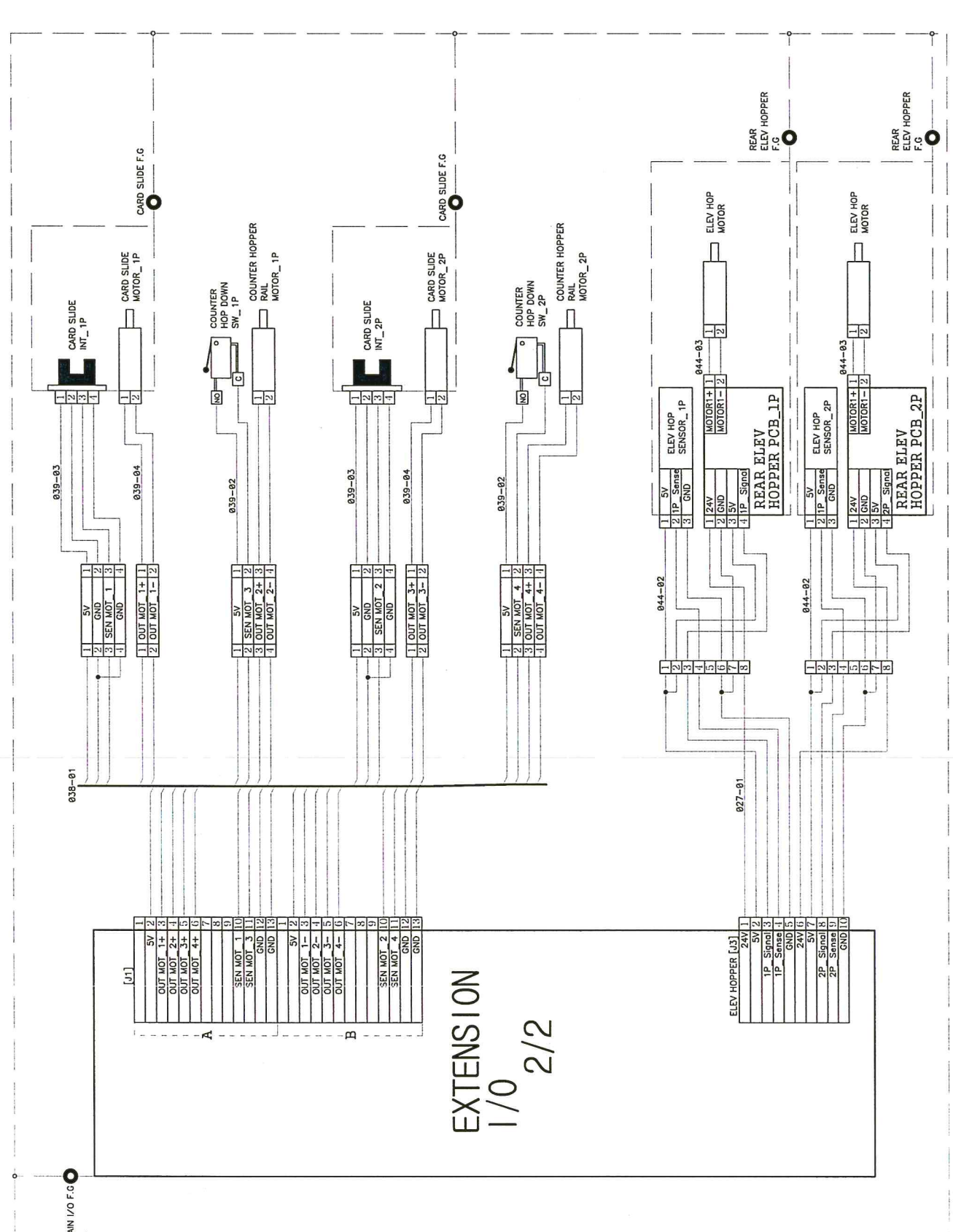
12V	1
12V	2
SV	3
LAMP	4
LED	5
LED	6
LED	7
INH	8
CARD OUT	9
GND	10
SEN BILL	11
CARD IN	12
BTN SW	13
SEN EX	14
SEN EX	15
GND	16
12V	17
12V	18
SV	19
LAMP	20
LED	21
LED	22
INH	23
CARD OUT	24
GND	25
SEN BILL	26
CARD IN	27
BTN SW	28
SEN EX	29
SEN EX	30
GND	31
GND	32

[U6]

12V	1
GND	2
GND	3
12V	4
12V	5



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MAIN I/O F.C.

1	[J1]
2	5V
3	OUT MOT 1+
4	OUT MOT 2+
5	OUT MOT 3+
6	OUT MOT 4+
7	SEN MOT 1
8	SEN MOT 2
9	SEN MOT 3
10	SEN MOT 4
11	GND
12	GND
13	GND
14	5V
15	OUT MOT 1-
16	OUT MOT 2-
17	OUT MOT 3-
18	OUT MOT 4-
19	SEN MOT 1
20	SEN MOT 2
21	SEN MOT 3
22	SEN MOT 4
23	GND
24	GND

EXTENSION
I/O 2/2

1	5V
2	GND
3	SEN MOT 1
4	SEN MOT 2
5	SEN MOT 3
6	SEN MOT 4
7	GND
8	GND
9	OUT MOT 1+
10	OUT MOT 2+
11	OUT MOT 3+
12	OUT MOT 4+
13	GND
14	GND

1	5V
2	GND
3	SEN MOT 1
4	SEN MOT 2
5	SEN MOT 3
6	SEN MOT 4
7	GND
8	GND
9	OUT MOT 1+
10	OUT MOT 2+
11	OUT MOT 3+
12	OUT MOT 4+
13	GND
14	GND

1	5V
2	GND
3	SEN MOT 1
4	SEN MOT 2
5	SEN MOT 3
6	SEN MOT 4
7	GND
8	GND
9	OUT MOT 1+
10	OUT MOT 2+
11	OUT MOT 3+
12	OUT MOT 4+
13	GND
14	GND



ANDAMIRO CO., LTD.

TEL : 82-31-909-2123~4,2051

[ADDRESS OFFICE] 6006 M-City Tower, 195, Baengmaro, Ilsandong-gu, Goyang-si,
Gyeonggi-do, 410-834 Korea

[FACTORY] 72 Nochemgil, Ilsan-donggu Goyang-si, Gyeonggi-do, 410-834 Korea

USA BRANCH

ANDAMIRO USA CORP.

17230 S. Main Street

TEL : 1-310-767-5800

[ADDRESS] Gardena, California 90248 U.S.A.

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