

SERVICE MANUAL



Ver 1.0_CARD V.



ISSUE DATE:Oct. 20, 2020

STOP

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

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

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 and 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.



- | | |
|---|---|
| <ul style="list-style-type: none">• Do not damage the power cord.• Do not bend the power cord excessively.• Do not heat the power cord.• Do not bind the power cord.• Do not sandwich the power cord. | <ul style="list-style-type: none">• Do not modify the power cord.• Do not twist the power cord.• Do not pull the power cord.• Do not stand on 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.

- * Electromagnetic wave may cause unexpected noise from speaker.

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 form the machine.



Before moving take the machine off the levelers and move it on the casters.

Avoid excessive force while moving the machine.

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, and etc., be sure to give this manual to the new owner.

PRÉCAUTION D'EMPLOI

Les consignes de sécurité suivantes sont données dans ce manuel. Elles doivent être strictement suivies pour protéger ceux qui les installent. Utiliser ou entretenir ce produit pour la sécurité des utilisateurs, des visiteurs et des biens.

Pour des raisons de sécurité.

- **Les suggestions suivantes doivent être respectées:**

ATTENTION

Le non-respect peut entraîner des blessures graves.

PRUDENCE

Le non-respect peut entraîner des blessures ou des dommages au produit.

- **Les suggestions graphiques suivantes décrivent les types de précautions à prendre.**



Indique qu'attention est requise.



Interdit.



Indique que quelque chose doit être effectuée.

- **Les précautions à prendre :**

Certaines procédures exigent une personne de maintenance qualifiée en atelier ou un spécialiste de l'industrie. Pour ces instructions, une personne qualifiée doit prendre soin des travaux.

- Sinon, un choc électrique, un dysfonctionnement de la machine, ou un accident grave peut en résulter.
- Remplacement des pièces de machines, l'inspection et la maintenance des machines, et le dépannage doit être attribué qu'à une personne de maintenance qualifiée en atelier ou spécialiste de l'industrie. Cette brochure donne des instructions que les emplois dangereux, en particulier, doivent être traités par un spécialiste de l'industrie. La personne de maintenance qualifiée en atelier et le spécialiste de l'industrie sont définis comme suit.

La personne de maintenance qualifiée en atelier

- Un personnel de service doit avoir de l'expérience dans les opérations de machines de jeux. Le personnel est responsable pour l'assemblage, l'installation, l'inspection et l'entretien de la machine.

Le spécialiste de l'industrie

- Un spécialiste de l'industrie doit être engagé dans la conception, la fabrication, l'inspection et l'entretien des appareils d'amusement.
Il ou elle doit avoir une formation en génie électrique, électronique et mécanique, et de maintenir régulièrement et de réparer les appareils d'amusement.

PRÉCAUTION D'EMPLOI



ATTENTION

Si il y a une anomalie comme fumée, mauvaise odeur ou bruit anormal émis par la machine, couper immédiatement l'interrupteur principal et débranchez le câble d'alimentation de la prise pour arrêter son fonctionnement.



- L'utilisation de l'appareil dans des conditions anormales peut provoquer un incendie ou un accident.

En cas d'anomalie

1. Mettez l'interrupteur principal sur ARRÊT.
2. Débranchez le câble d'alimentation de la prise.
3. Contactez votre revendeur le plus proche.

Ne pas brancher le câble d'alimentation incorrectement ou le laisser être recouvert de poussière.



Cela pourrait nuire le câble d'alimentation.



PRUDENCE

Ne pas utiliser ce produit ailleurs que dans les zones industrielles.



- L'utiliser dans une zone résidentielle ou d'une zone à côté d'un quartier résidentiel pourrait nuire à la réception des radios, téléviseurs, téléphones, etc.
- Ne donnez pas de choc à la surface d'un produit en verre.

S'il vous plaît ne pas jouer à ce jeu.

- Quand vous buvez;
- Lorsque votre condition physique n'est pas normale;
- Lorsque vous êtes dans une période de grossesse;
- Lorsque vous avez un contrôleur d'impulsion;
- Lorsque vous avez récemment subi une crampes ou événouissement en regardant la télévision.
- Évitez une force excessive / un choc pendant la lecture / de déplacer le jeu.
- Quand vous jouez les jeux, faites attention aux alentours.

Ne pas brancher ou débrancher le câble d'alimentation avec les mains mouillées.



Dans la manipulation du câble d'alimentation, suivez les instructions ci-dessous.



- | | |
|--|---|
| • Ne pas endommager le câble d'alimentation. | • Ne pas modifier le câble d'alimentation. |
| • Ne pas plier le câble d'alimentation de manière excessive. | • Ne tordez pas le câble d'alimentation. |
| • Ne pas chauffer le câble d'alimentation. | • Ne tirez pas sur le câble d'alimentation. |
| • Ne pas lier le câble d'alimentation. | • Ne montez pas sur le câble d'alimentation. |
| • Ne pas prendre en sandwich le câble d'alimentation. | • Ne pas mettre un clou dans le câble d'alimentation. |

Si la fiche du câble d'alimentation est endommagé, cessez immédiatement d'utiliser la machine et demandez à votre revendeur le plus proche de remplacer les pièces.

PRÉCAUTION D'EMPLOI

⚠ ATTENTION

Assurez-vous de consulter un spécialiste de l'industrie lors de la mise en place, du déplacement ou le transport de ce produit.

- Ce produit ne doit pas être mis en place, déplacé ou transporté par une quelconque autre qu'un spécialiste de l'industrie.
- Lors de l'installation de ce produit, installez 4 niveleurs de pieds uniformément sur le sol et assurez-vous que le produit est installé de façon stable dans une position horizontale. Une installation instable peut entraîner des blessures ou un accident.
- Lors de l'installation de ce produit, ne pas appliquer une force excessive sur les pièces mobiles. Sinon, des blessures et des accidents peuvent y résulter, ou le produit peut être endommagé.

La machine pour une utilisation en intérieur uniquement, ne pas installer à l'extérieur.

N'installez pas la machine de jeu près des issues de secours.

Protéger la machine de jeu de:

- L'humidité ou la pluie.
- La lumière directe du soleil.
- La chaleur directe de la climatisation et du chauffage, etc...
- Des substances inflammables dangereuses.
- Sinon, un accident ou un dysfonctionnement.

Ne pas placer les récipients contenant des produits chimiques ou de l'eau sur ou près de la machine de jeu.

Ne placez pas d'objets à proximité des orifices de ventilation.

Ne pas plier le cordon d'alimentation par la force ou de placer des objets lourds au-dessus.

Ne jamais brancher ou débrancher le cordon d'alimentation avec les mains mouillées.

Ne jamais débrancher la machine de jeu en tirant le câble d'alimentation.

⚠ PRUDENCE

Veillez à utiliser le câblage intérieur selon les exigences de tension spécifiées. Pour une rallonge, utilisez la notation spécifiée ou plus.

Veillez à utiliser le cordon d'alimentation fourni.

Ne jamais brancher plus d'un cordon à la fois dans la prise électrique.

Ne pas poser le cordon d'alimentation où les gens marchent à travers.

Soyez sûr de mettre à la terre ce produit.

Ne pas exercer une force excessive lors du déplacement de la machine.

Pour une ventilation correcte, garder la machine de jeu 100mm (4") loin des murs.

Ne pas modifier les réglages des commutateurs DIP liées au système.

PRÉCAUTION D'EMPLOI

▲ ATTENTION

Veillez à éteindre l'interrupteur d'alimentation principale et débranchez le cordon d'alimentation de la prise avant d'inspecter ou de nettoyer la machine.



Lors du remplacement des pièces, veillez à utiliser une partie des spécifications correctes.
Ne jamais utiliser de pièces autres que celles spécifiées.



L'ouverture à l'intérieur de la machine doit être effectuée par le spécialiste de la machine seulement, comme le courant électrique élevé est transmis à l'intérieur. Pour la machine de jeu avec le moniteur, un soin doit être pris lors de l'ouverture de sa porte arrière. Si non, une détérioration des pièces à l'intérieur ou à l'écran peut se produire.



Si l'interrupteur secondaire du panneau de service est éteint sans éteindre le commutateur d'alimentation principale de l'unité d'alimentation, certaines parties dans les unités restent sous tension. Lors de l'ouverture de la porte arrière, veillez à éteindre l'interrupteur d'alimentation principale et débranchez le cordon d'alimentation de la prise.



Il est strictement conseiller de s'abstenir de démonter et de réparer des pièces qui ne sont pas indiqués dans ce manuel, ainsi que les paramètres et le remodelage.



Pour nettoyer la machine de jeu, l'essuyer avec un chiffon doux imbibé avec un détergent neutre.

- L'utilisation plus mince d'un autre solvant organique ou de l'alcool peut décomposer le matériel.
- Un choc électrique ou une défaillance de l'équipement pourraient être causés par la pénétration de l'eau à l'intérieur de la machine.

▲ PRUDENCE

Les composants de la machine de jeu sont sensibles aux vibrations et aux chocs. Il faut faire attention lors du déplacement et le transport de la machine de jeu.



Veillez à ne pas laisser la machine se renverser.

Avant de déplacer la machine, veillez à éteindre l'interrupteur d'alimentation principale, débranchez le cordon d'alimentation de la prise et débranchez le cordon d'alimentation de la machine.



Avant de déplacer la machine, la mettre hors des niveleurs et le déplacer sur les roulettes.

Éviter une force excessive lors du déplacement de la machine.

PRÉCAUTIONS LORS DU MANIEMENT

- Lors de la mise en place, l'inspection, l'entretien, déplacement ou le transport de ce produit, suivez les procédures et les instructions énoncées dans ce manuel et effectuer ce travail en toute sécurité.
- Ne pas mettre en place, manipuler, inspecter, entretenir, déplacer ou transporter ce produit dans des conditions équivalentes à l'état de "ATTENTION" ou "PRUDENCE" spécifiée dans ce manuel.
- Si un nouveau propriétaire obtient ce produit à la suite d'un transfert, etc., soyez sûr de donner ce manuel au nouveau propriétaire.

CONTENTS

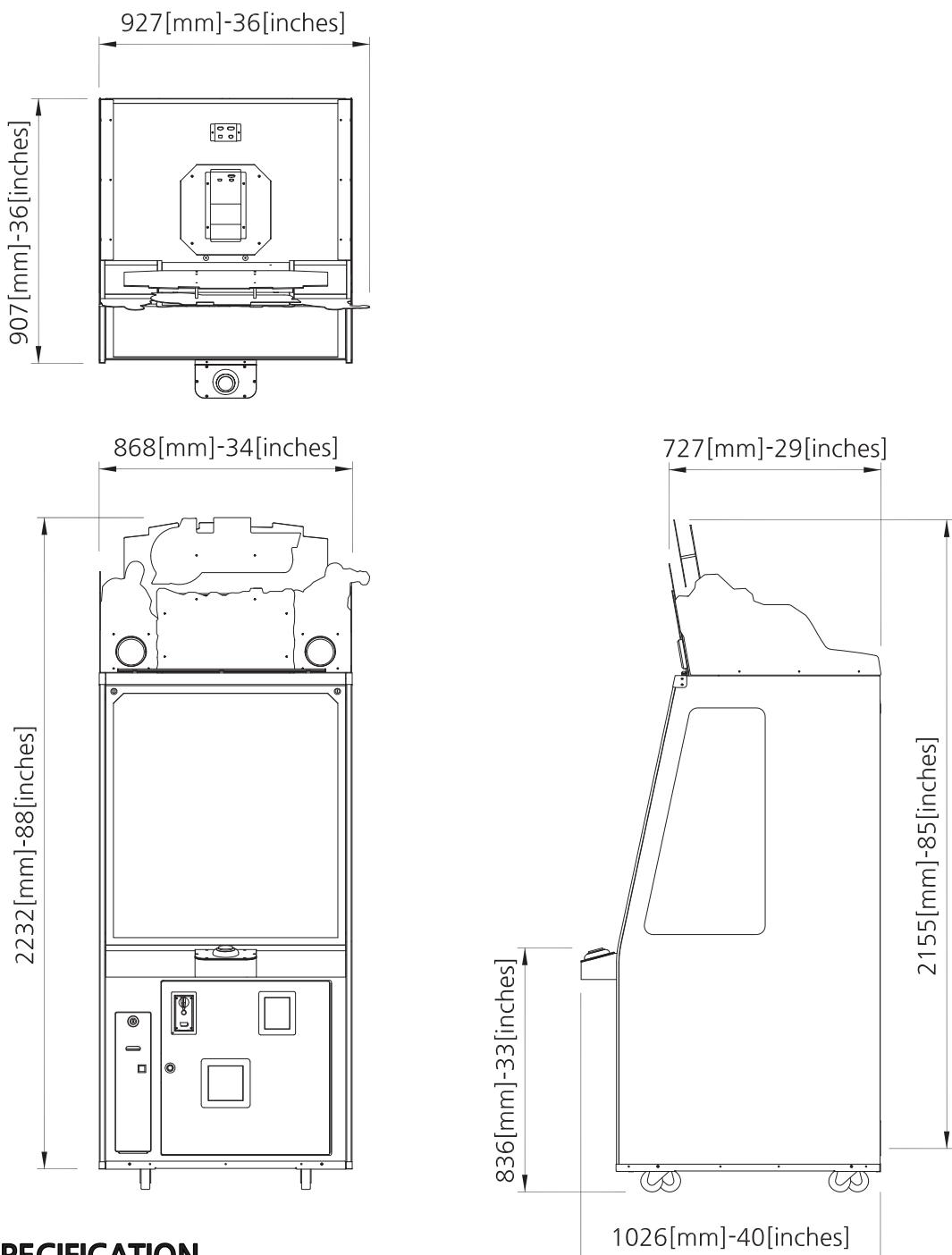
1. SPECIFICATION AND DIMENSION	P04
1-1. DIMENSION	P04
1-2. SPECIFICATION	P04
1-3. NAME OF PARTS	P05
1-4. STICKER LOCATION	P06
1-5. COMPONENTS	P07
2. INSTALLATION	P08
2-1. INSTALLATION SPACE	P08
2-2. HOW TO INSTALL	P09
2-3. HOW TO INSTALL [COIN & CARD]	P10
3. SETUP SETTINGS	P11
3-1. MACHINE SETUP	P11
3-2. PROGRAM SETTING	P12
3-3. CLEAR MODE	P16
3-4. TEST MODE	P18
3-5. ERROR CODE	P22
4. TROUBLESHOOTING	P23
4-1. REEL MOTOR ERROR [E.31]	P23
4-2. REEL SENSOR ERROR [E.31]	P24
4-3. PUSHER MOTOR ERROR [E.41]	P25
4-4. PUSHER SENSOR ERROR [E.41]	P27
4-5. WHEEL MOTOR ERROR [E.51]	P29
4-6. BIG WHEEL MOTOR ERROR [E.52]	P30
4-7. BIG WHEEL SENSOR ERROR [E.52]	P31
4-8. FRONT ELEVATOR HOPPER MOTOR ERROR [E.61]	P32
4-9. FRONT ELEVATOR HOPPER SENSOR ERROR [E.61]	P34
4-10. REAR ELEVATOR HOPPER MOTOR ERROR [E.62]	P36
4-11. REAR ELEVATOR HOPPER SENSOR ERROR [E.62]	P38
4-12. BALL SUPPLY MOTOR ERROR [E.71]	P40
4-13. BALL SUPPLY SENSOR ERROR [E.71]	P41

4-14. BALL SUPPLY SWITCH ERROR [E.72]	P42
4-15. MEDAL OUT BRIDGE MOTOR ERROR [E.81, E.82]	P43
4-16. MEDAL OUT BRIDGE SENSOR ERROR [E.81]	P44
4-17. MEDAL OUT BRIDGE REAR SENSOR ERROR [E.82]	P45
4-18. CONVEYOR MOTOR ERROR [E.91]	P46
4-19. CONVEYOR SENSOR ERROR [E.91]	P47
4-20. CARD DISPENSER MOTOR ERROR [E.c1]	P48
4-21. CARD DISPENSER SENSOR ERROR [E.c1]	P49
4-22. BALL CHECK SENSOR ERROR	P51
4-23. TOKEN SUCCESS SENSOR ERROR	P53
5. EXPLODED VIEW	P54
5-1. MAIN CABINET PART	P54
5-2. BILLBOARD PART	P56
5-3. BILLBOARD CABINET SIDE DECO ACRYL-L, R PART	P56
5-4. SMPS PART	P57
5-5. MAIN BOARD PART	P57
5-6. AC INPUT PART	P57
5-7. CONTROL PANEL PART	P58
5-8. BIG BALL OUTLET SENSOR PART	P58
5-9. TICKET FND PCB PART	P58
5-10. CREDIT FND PCB PART	P58
5-11. SIDE PAYOUT GUIDE L, R PART	P59
5-12. MOVING PUSHER PART	P59
5-13. BIG BALL INLET GUIDE RAIL PART	P60
5-14. WHEEL COIN INLET RAIL PART	P60
5-15. TARGET WHEEL LIGHTING PCB PART	P60
5-16. BIG BALL ELEVATOR PART	P61
5-17. TARGET WHEEL MOTOR PART	P62
5-18. TARGET WHEEL PART	P63
5-19. SLOT WHEEL PART	P64
5-20. TARGET WHEEL DECO COVER PART	P65
5-21. MEDAL DIVIDE OUTLET GUIDE PART	P66
5-22. MEDAL ROLLER PART	P67

5-23. COIN SHOOTER RAIL PART	P68
5-24. TOP LED LAMP PART	P68
5-25. BIG WHEEL PART	P69
5-26. BIG WHEEL WIN LED PCB PART	P70
5-27. BONUS WIN OUTLET COVER ACRYL PART	P70
5-28. GAUNTLET DECO PART	P70
5-29. CARD DISPENSER PART	P71
5-30. FRONT DOOR PART	P72
5-31. SPEAKER BOX-L, R PART	P72
5-32. TICKET DISPENSER PART	P73
5-33. BUTTON PANEL PART	P73
5-34. FRONT DOOR GLASS PART	P74
5-35. FRONT MEDAL EV HOPPER PART	P75
5-36. REAR MEDAL EV HOPPER PART	P76
6. WARRANTY ITEM & PART PICTURE	P77
* HOW TO CONNECT THE CARD SWIPE	P82
* HOW TO INSTALL OPTION ITEMS [COIN, TICKET PART]	P83
* HOW TO ADJUST THE GAP OF CARD DISPENSER	P84
7. BLOCK DIAGRAM	P86

1. SPECIFICATION AND DIMENSION

1-1. DIMENSION

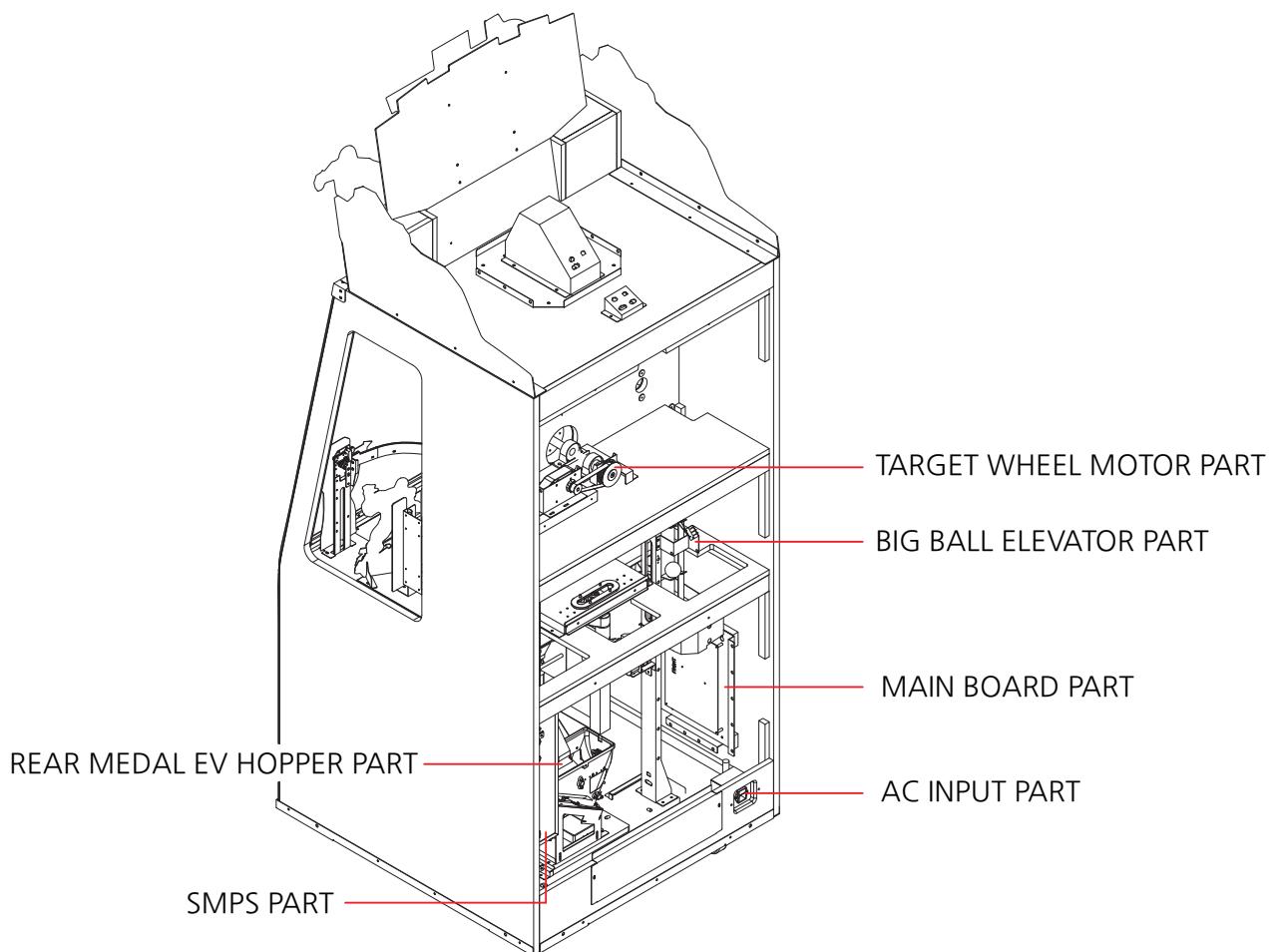
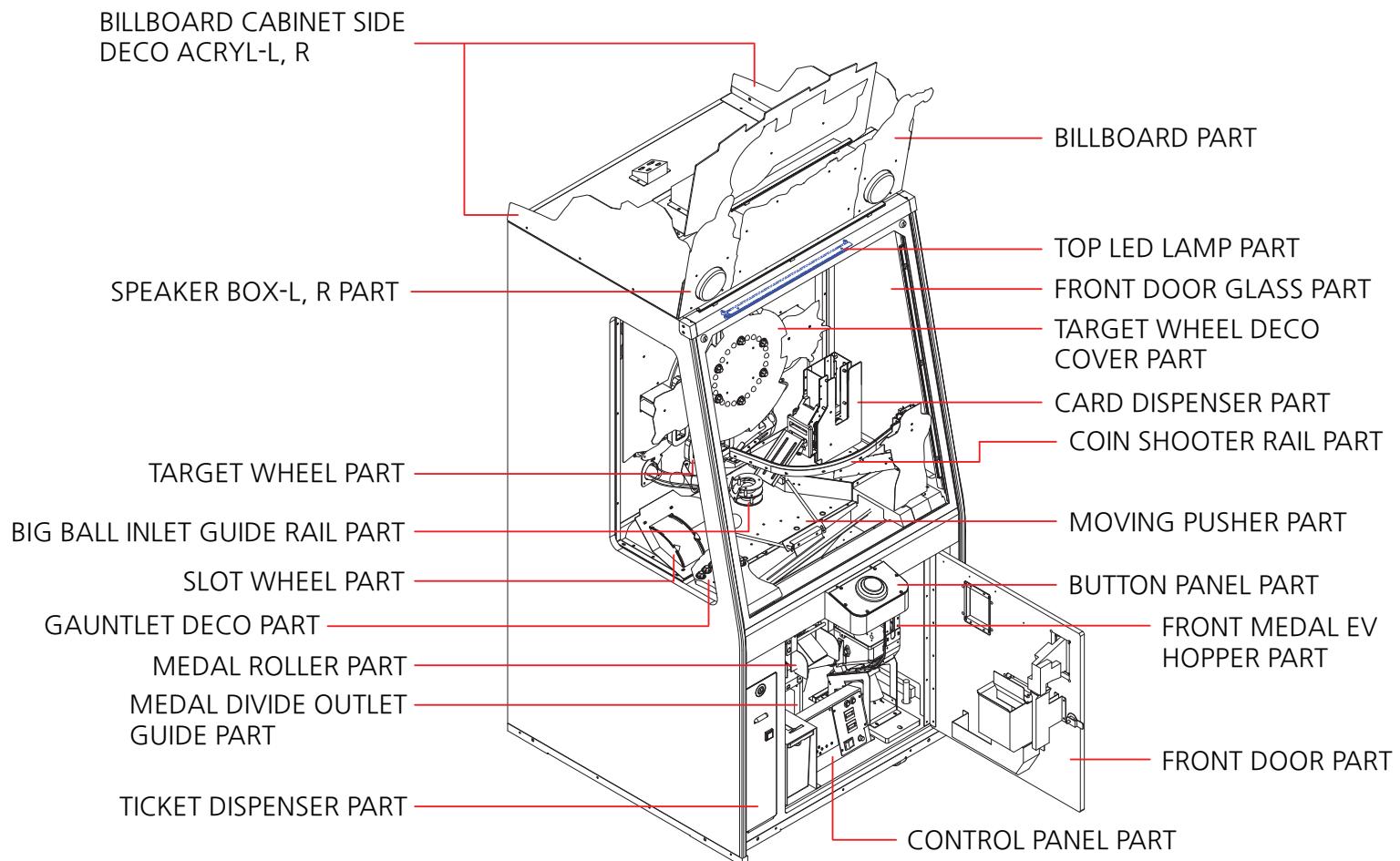


1-2. SPECIFICATION

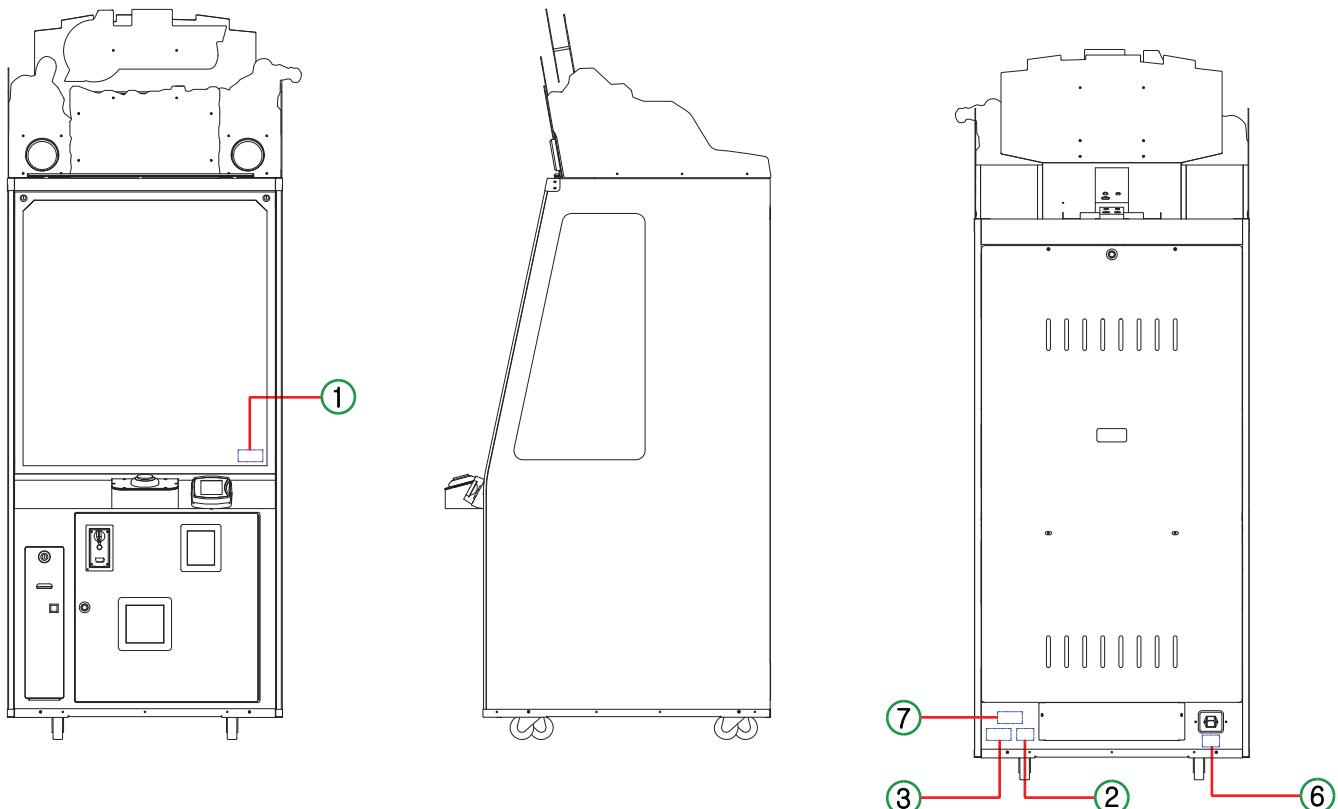
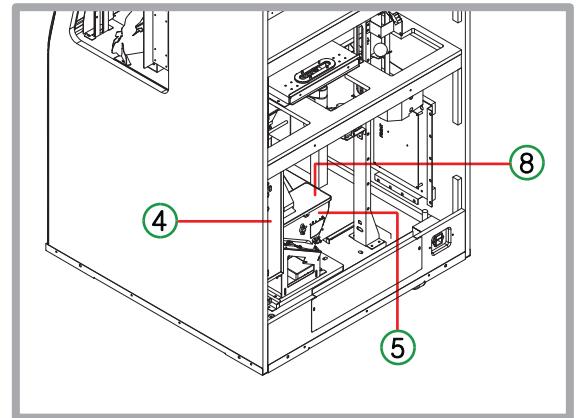
DIMENSION (W x D x H)	868 x 1026 x 2155 (mm)
PACKING DIMENSION (W x D x H)	1150 x 980 x 2260 (mm)
WEIGHT (kg)	220 kg [WEIGHT INCLUDING : 250 kg] PACKAGING
VOLTAGE	AC 120V
FREQUENCY RANGE	60Hz
CONSUMPTION	210 W
CERTIFICATION	-

* The 120V voltage specification is for the Americas only, and the 230V (50/60Hz) voltage specifications are for other countries.

1-3. NAME OF PARTS



1-4. STICKER LOCATION



- | | | |
|--|--|--|
| <p>1</p> <p>Do not push or hit this.
It would be damaged.</p> <p>Ne pas la pousser ou frapper.
Elle serait endommagée.</p> | <p>2</p> <p>ATTENTION
AGITER, SECOUER OU BASCULER PEUT CAUSER DES BLESSURES OU ENTRAINER LA MORT!
Cette unité doit être fixée au mur, au plancher ou à un objet à proximité conformément aux instructions d'installation.</p> | <p>3</p> <p>4</p> <p>Except service personnel, 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> |
| <p>5</p> <p>6</p> <p>"Pour une protection continue contre les risques d'incendie, remplacer un fusible avec seulement le même type 10A-250V"</p> | <p>7 Certification Label</p> <p>8</p> <p>Please always keep the cover on hopper bucket.</p> | |

1-5. COMPONENTS

NO.	PART NAME	SPEC.	QTY
1	AC POWER CORD	-	1
2	KEY	6001, 7001	1 EACH
3	BOLT	M4x8L	44
4	BOLT	M4x14L	12
5	BOLT	M4x16L	12
6	BOLT	M4x20L	18
7	BOLT	M5x16L	6
8	NUT	M4	10
9	WRENCH	2.5, 3, 4 mm	1 EACH
10	CARD	-	150
11	MEDAL	-	1300
12	BALL	-	18
13	COIN BOX ENTRY	-	1
14	CARD SETTING JIG	-	1
15	CARD HEAVY PUSH BKT	-	1
16	COIN SELECTOR COVER BKT	-	1
17	MANUAL	-	1
18	TROUBLESHOOTING MANUAL	-	1

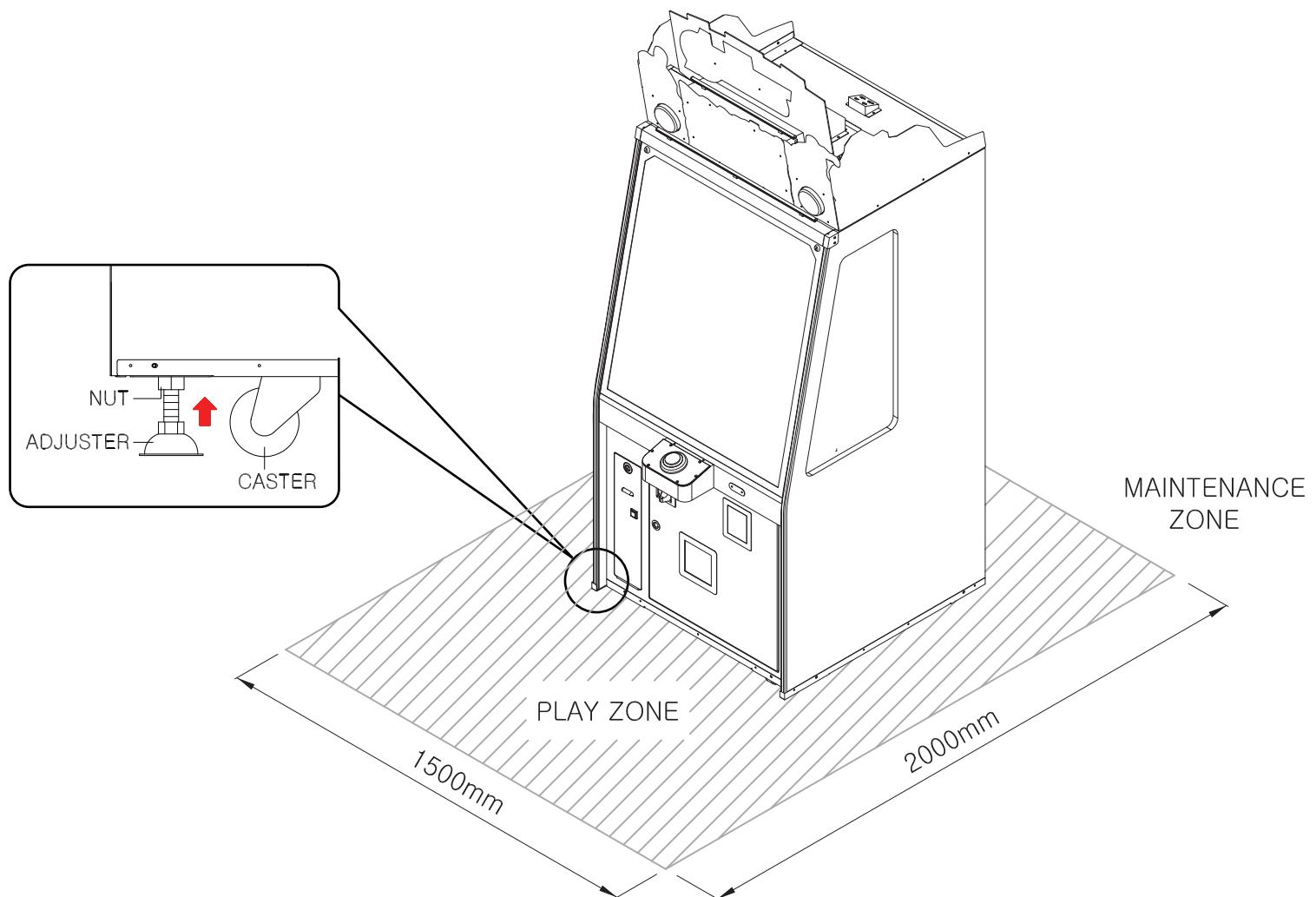
2. INSTALLATION

2-1. INSTALLATION SPACE

- Need to have installation place.
Maintenance zone & Play zone should have at least
1500mm x 2000mm each.

*IMPORTANT

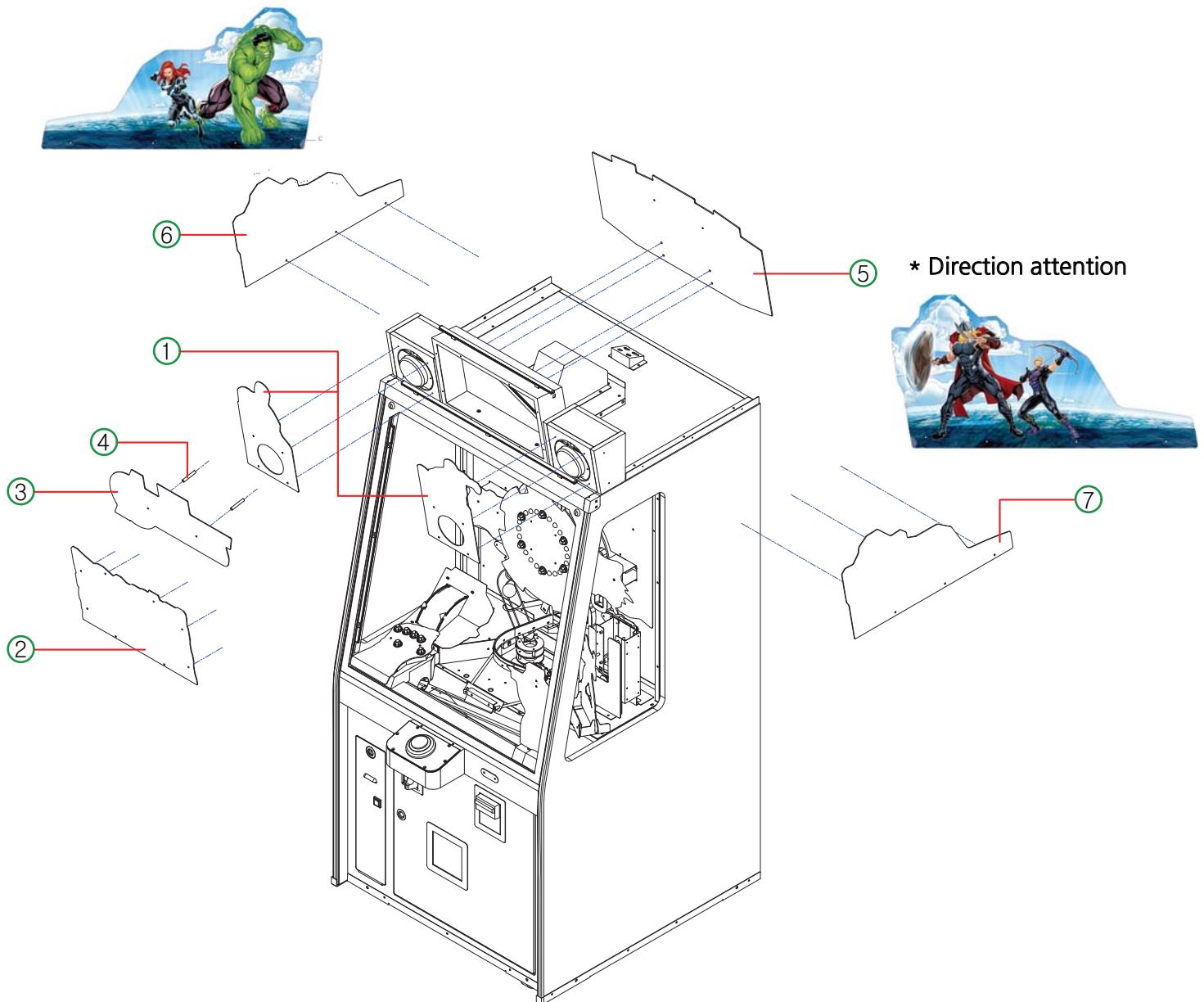
- Once you set up the machine with required game-play area, when installing this product, set the 4 leg levelers evenly on the floor and make sure that the product is installed stably in a horizontal position.



2-2. HOW TO INSTALL

1 * BILLBOARD ASS'Y

- Please assemble in order of pictures from ① to ⑦ (M4 Bolt)



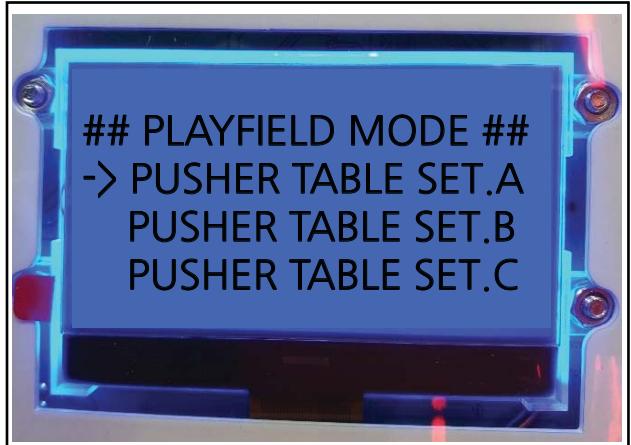
2-3. HOW TO INSTALL [COIN & CARD]

1



- Using by 7001 key, open front door and then take out coins after open the coin box using by 6001 key.
- Put 1100 coins each for in Front, Rear Hopper & Pusher base panel.

2



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

3



- Supply 1100 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



Ball setting position [Rod frame inside]

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

* In the initial setup, some cards and balls complete the setup with PUSHER BASE PANEL.

- BALL SETTING

[PUSHER BASE PANEL : 6ea]
[BALL SUPPLY : 12ea]

- On column 5, Set 5~6 cards above coins supplied on PUSHER BASE PANEL as like the picture.

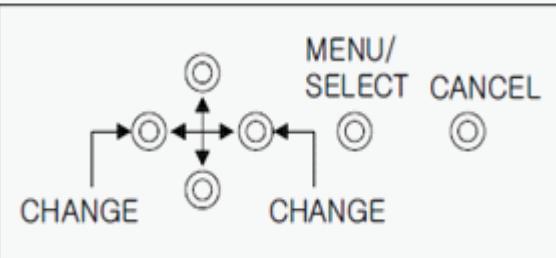
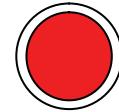
6

- Do not insert 2 bags of service coins.
- If you do not have enough coins during operation, please put 1 bag (100 coins) in the rear hopper.

3. SETUP SETTING

3-1. MACHINE SETUP

1. SETUP BUTTON LAYOUT

	<ol style="list-style-type: none">1) [↑ ↓] UP/DOWN KEY: MENU UP/DOWN MOVE2) [← →] LEFT/RIGHT KEY: CHANGE SETTING VALUE3) MENU/SELECT KEY: SET UP MENU MODE, SELECT AND PERFORM4) CANCEL KEY: EXIT <p>PERFORM SETTINGS ONLY WHEN OPERATION OF BALL SUPPLY, REEL, BIG WHEEL, CARD, BRIDGE IS STOPPED</p>
 SERVICE / RESET	NORMALLY SERVICE IN, IN CASE OF ERROR, USE THIS BUTTON TO CLEAR ERROR

[OPERATION MENU]

PRESS MENU BUTTON. [MENU/SELECT BUTTON : TO ENTER]	
# OPERATING OPTIONS #	
PROGRAM SETTINGS	SETUP MODE
CLEAR MODE	DELETE MODE
BOOKKEEPING DATA	VIEW GAME DATA
FACTORY SETTING	INITIALIZING TO FACTORY SETTING
TEST MODE	TEST MODE
PLAYFIELD-SETUP	PLAYFIELD SETUP
GAME MODE	EXIT TO OPERATION OPTIONS

3-2. PROGRAM SETTING

PROGRAM SETTINGS			
LCD DISPLAY	DESCRIPTION	RANGE	DEFAULT
PLAYS / CREDIT [->sub menu]	SETTING NUMBER OF PLAYS (CREDITS) PER COIN IN CASE OF CONTINUOUS COIN OR SWIPING CARDS WITHOUT PLAY, DIFFERENT PLAYS ARE PAID ACCORDING TO CONTINUED NUMBER	=> (SUB MENU) (REFER TO BELOW TABLE #1)	
PLAYS / BILL [->sub menu]	SETTING NUMBER OF PLAYS PER BILL IN CASE OF CONTINUOUS COIN OR SWIPING CARDS WITHOUT PLAY, DIFFERENT PLAYS ARE PAID ACCORDING TO CONTINUED NUMBER	=> (SUB MENU) (REFER TO BELOW TABLE #2)	
WHEEL LED SET [->sub menu]	SETTING CONTENTS OF WINNING BY ZONE AT WHEEL LED	=> (SUB MENU) (REFER TO BELOW TABLE #3)	
REEL SET [->sub menu]	SETTING CONTENTS OF WINNING BY ZONE AT REEL	=> (SUB MENU) (REFER TO BELOW TABLE #4)	
BIG WHEEL SET [->sub menu]	SETTING CONTENTS OF WINNING BY ZONE AT BIG WHEEL	=> (SUB MENU) (REFER TO BELOW TABLE #5)	
CHECKER BONUS	SETTING BONUS TICKETS WHEN MAKING GOAL INTO MAIN CHECKER AT MAIN GAME	0 ~ 50	0
TICKET / BALL	DISPENSING TICKETS WHEN BALL DROPS	0 ~ 20	0
BALL / TOKENS	DISPENSE ONE BALL ACCORDING TO TOTAL NUMBER OF TOKENS (TOKENS SHOOT BY THE PLAYER AND TOKENS DISPENSED BY THE MACHINE)	60 ~ 90	80
CARD / TOKENS	DISPENSE ONE CARD ACCORDING TO TOTAL NUMBER OF TOKENS (TOKENS SHOOT BY THE PLAYER AND TOKENS DISPENSED BY THE MACHINE)	150 ~ 250	200
PAYOUT	SETTING NUMBER OF TICKETS PER SWIPE	10~100	40
MERCY TICKET	SETTING NUMBER OF TICKETS TO BE DISPENSED IN CASE OF FAILUER	0 ~ 10	0
TICKET RATIO	SETTING TICKET RATIO PER SCORE NONE : AUTOMATICALLY REDUCING TICKET COUNTS WITHOUT DISPENSING TICKETS	"NONE", "1/1", "1/2", "1/3", "1/4", "1/5"	1/1
ATTRACT VOLUME	USE OF DEMO SOUNDAND SETTING VOLUME. "OFF" : NO SOUND 10 ~ 100 : RATIO OF SOUND VOLUME (%)	"OFF" , 10 ~ 100 (INCREASES BY 10)	60
SAVE AND EXIT	SAVE AND EXIT	BY PRESSING SELECT BUTTON, PERFORM BY MOVING THE CURSOR TO [YES] or [NO]	
CANCEL AND EXIT	CANCEL AND EXIT		

<TABLE #1>

PROGRAM SETTINGS -> PLAYS / COIN			
SETTING PLAYS (CREDITS) PER COIN or SWIPE			
IN CASE OF CONTINUOUS COIN or SWIPING WITHOUT PLAYING, SETTING VALUE INCREASES AS FOLLOWS UP TO FIVE TIMES AND THE 1ST SETTING VALUE WILL BE APPLIED FROM THE 6TH TIMES. (BASED ON FIVE TIMES)			
LCD DISPLAY	DESCRIPTION	RANGE	DEFAULT
MINIMUM COIN		FREE, 1 ~ 10 (INCREASES BY 1)	1
1st. COIN	SETTING NUMBER OF PLAYS PER CREDIT	1 ~ 400 (INCREASES BY 1)	12
2nd. COIN	SETTING NUMBER OF PLAYS PER CREDIT		26
3rd. COIN	SETTING NUMBER OF PLAYS PER CREDIT		42
4th. COIN	SETTING NUMBER OF PLAYS PER CREDIT		60
5th. COIN	SETTING NUMBER OF PLAYS PER CREDIT		75
SAVE & EXIT	SAVE AND EXIT	BY PRESSING SELECT BUTTON, PERFORM BY MOVING THE CURSOR TO [YES] or [NO].	
CANCEL & EXIT	CANCEL AND EXIT		

<TABLE #2>

PROGRAM SETTINGS -> PLAYS / BILL			
SETTING PLAYS (CREDITS) PER BILL or SWIPE			
NUMBER OF PLAYS INCREASES AS FOLLOWS IN CONJUNCTION WITH SIGNAL FROM BILL COLLECTOR			
LCD DISPLAY	DESCRIPTION	RANGE	DEFAULT
1 BILL -> 12PLAYS	SETTING NUMBER OF PLAYS PER \$1.00	1 ~ 500 (INCREASES BY 1)	12
2 BILLS-> 26PLAYS	SETTING NUMBER OF PLAYS PER \$2.00		26
3 BILLS-> 42PLAYS	SETTING NUMBER OF PLAYS PER \$3.00		42
4 BILLS-> 60PLAYS	SETTING NUMBER OF PLAYS PER \$4.00		60
5 BILLS-> 75PLAYS	SETTING NUMBER OF PLAYS PER \$5.00		75
10 BILLS->175PLAYS	SETTING NUMBER OF PLAYS PER \$10.00		175
20 BILLS->200PLAYS	SETTING NUMBER OF PLAYS PER \$20.00		400
SAVE & EXIT	SAVE AND EXIT	BY PRESSING SELECT BUTTON, PERFORM BY MOVING THE CURSOR TO [YES] or [NO]	
CANCEL & EXIT	CANCEL AND EXIT		

<TABLE #3>

PROGRAM SETTING -> WHEEL LED SET				
				
LCD DISPLAY	DESCRIPTION	RANGE	DEFAULT	
W-LED01	SETTING FUNCTION & SCORE FOR EACH LED LAMP ZONE	"TOKEN", "TICKET", "PLAY", "BALL", "REEL" - SET TYPE WITH LEFT ARROW KEY 1 ~ 50(INCREASES BY 1) - SET SCORE WITH RIGHT ARROW KEY - BALL, REEL, CARD ARE FIXED AT 1	TOKEN 15	
W-LED02			TOKEN 4	
W-LED03			TOKEN 8	
W-LED04			TOKEN 4	
W-LED05			TICKET 10	
W-LED06			TOKEN 4	
W-LED07			TOKEN 8	
W-LED08			TOKEN 4	
W-LED09			TOKEN 15	
W-LED10			TOKEN 4	
W-LED11			TOKEN 8	
W-LED12			TOKEN 4	
W-LED13			CARD 1	
W-LED14			TOKEN 4	
W-LED15			TOKEN 8	
W-LED16			TOKEN 4	
W-LED17			TOKEN 15	
W-LED18			TOKEN 4	
W-LED19			TOKEN 8	
W-LED20			TOKEN 4	
W-LED21			TICKET 10	
W-LED22			TOKEN 4	
W-LED23			TOKEN 8	
W-LED24			TOKEN 4	
SAVE AND EXIT	SAVE AND EXIT			
CANCEL AND EXIT	CANCEL AND EXIT			

<TABLE #4>

PROGRAM SETTING -> REEL SET			
			
LCD DISPLAY	DESCRIPTION	RANGE	DEFAULT
REEL#1	SET FUNCTION AND SCORE FOR EACH REEL ZONE -> SET TYPE WITH LEFT ARROW KEY 1 ~ 100 (INCREASES BY 1) -> SET SCORE WITH RIGHT ARROW KEY	"TOKEN", "TICKET", "PLAY"	TICKET > 50
REEL#2		TOKEN > 20	TOKEN > 20
REEL#3		TICKET > 30	TICKET > 30
REEL#4		TOKEN > 35	TOKEN > 35
REEL#5		TICKET > 20	TICKET > 20
REEL#6		TOKEN > 25	TOKEN > 25
REEL#7			
SAVE AND EXIT	SAVE AND EXIT		
CANCEL AND EXIT	CANCEL AND EXIT		

<TABLE #5>

PROGRAM SETTING -> BIG WHEEL SET			
			
LCD DISPLAY	DESCRIPTION	RANGE	DEFAULT
BIG_WHEEL#1	SET NUMBER OF TICKETS FOR EACH BIG WHEEL ZONE 100 ~ 5000 (INCREASES BY 10) -> SET NUMBER WITH LEFT/RIGHT ARROW KEY	SET NUMBER OF TICKETS FOR BIG WHEEL	500
BIG_WHEEL#2		100 ~ 5000	100
BIG_WHEEL#3		100 ~ 5000	150
BIG_WHEEL#4		100 ~ 5000	130
BIG_WHEEL#5		100 ~ 5000	200
BIG_WHEEL#6		100 ~ 5000	120
BIG_WHEEL#7		100 ~ 5000	180
BIG_WHEEL#8		100 ~ 5000	80
SAVE AND EXIT	SAVE AND EXIT		
CANCEL AND EXIT	CANCEL AND EXIT		

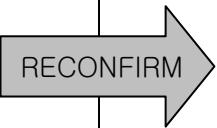
3-3. CLEAR MODE

CLEAR MODE GAME DATA AND BOOKKEEPING DATA CAN BE DELETED		
LCD DISPLAY	DESCRIPTION	EXECUTION
CLEAR TICKETS	DELETE REMAINING TICKETS TO BE DISPENSED NOW	BY PRESSING SELECT BUTTON, PERFORM BY MOVING THE CURSOR TO [YES] or [NO]
CLEAR PLAYS	DELETE REMAINING PLAYS (CREDITS) AND BONUS BALL (DELETE ALL CARDS & TOKENS TO BE DISPENSED)	
CLEAR DATA	DELETE ALL GAME DATA AND BOOKKEEPING DATA INCLUDING CREDITS AND TICKETS	
EXIT	EXIT	

BOOKKEEPING	
LCD DISPLAY	DESCRIPTION
-- COIN IN -- 0	NUMBER OF COINS INPUTS
-- BILL IN -- 0	NUMBER OF BILL INPUTS
-- SERVICE IN -- 0	NUMBER OF SERVICE INPUTS
-- GAME PLAY SHOT -- 0	NUMBER OF TOKEN LAUNCH
-- BONUS COIN SHOT -- 0	BONUS TOKEN QUANTITY
-- 6BALL COLLECTION -- 0	NUMBER OF 6 BALL COLLECTION
-- TICKET OUT -- 0	TICKET OUT QUANTITY
-- CHECKER GOALIN -- 0.0%	PERCENTAGE OF CHECKER PASS
-- CARD OUT -- 0	NUMBER OF CARD DISPENSING
-- REEL WIN -- REEL#1 : 0 REEL#2 : 0 REEL#3 : 0	NUMBER OF REEL WINS

-- REEL WIN -- REEL#4 : 0 REEL#5 : 0 REEL#6 : 0	NUMBER OF REEL WINS
-- REEL WIN -- REEL#7 : 0 TOTAL : 0	NUMBER OF REEL WINS
-- BIG WHEEL WIN -- BIG WHEEL#1 : 0 BIG WHEEL#2 : 0 BIG WHEEL#3 : 0	NUMBER OF BIG WHEEL WINS
-- BIG WHEEL WIN -- BIG WHEEL#4 : 0 BIG WHEEL#5 : 0 BIG WHEEL#6 : 0	NUMBER OF BIG WHEEL WINS
-- BIG WHEEL WIN -- BIG WHEEL#7 : 0 BIG WHEEL#8 : 0 TOTAL : 0	NUMBER OF BIG WHEEL WINS
-- VER INFO -- AVENGERS ONE Ver ____ MM. DD. YYYY	DISPLAY VERSION INFORMATION AND PROGRAM COMPILE DATE
CANCEL BUTTON : EXIT	

● FACTORY-SETTING INITIALIZE TO FACTORY SETTING (CLEAR ALL DATA AND SET TO DEFAULT VALUE OF GAME SET UP))	
LCD DISPLAY (PERFORM)	LCD DISPLAY (PERFORM)
FACTORY-SETTING ARE YOU SURE? YES or [<u>NO</u>] PERFORM BY MOVING THE CURSER	FACTORY-SETTING REALLY ? YES or [<u>NO</u>] PERFORM BY MOVING THE CURSER

RECONFIRM 

3-4. TEST MODE

TEST MODE			
LCD DISPLAY	COMPOSITION	DESCRIPTION	
INPUT TEST	(SEE BELOW TABLE)	INPUT SIGNAL TEST TICKET FND & TOKEN FND : DISPLAY OF INPUT SIGNAL STATUS	
FND & LED	OFF	ON/STEP/OFF	FND & LED OPERATION TEST CHECK OPERATION STATUS OF FND AND LED
WHEEL MOTOR TEST			WHEEL OPERATION STATUS
TEST	OFF	OFF/ON	PLAYS FND : DISPLAY OF SENSOR STATUS
PUSHER MOTOR TEST			PUSHER MOTOR OPERATION TEST
TEST	OFF	OFF/ON	PLAYS FND : DISPLAY OF SENSOR STATUS
FRONT HOPPER TEST			FRONT ELEVATOR HOPPER OPERATION TEST
TEST	3 OFF	OFF/ON	WHEN PERFORMED, IT AUTOMATICALLY STOPS AFTER DISCHARGING 3 MEDALS PLAYS FND: DISPLAY OF SENSOR STATUS AND QUANTITY
REAR HOPPER TEST			REAR ELEVATOR HOPPER OPERATION TEST
TEST	3 OFF	OFF/ON	WHEN PERFORMED, IT AUTOMATICALLY STOPS AFTER DISCHARGING 3 MEDALS PLAYS FND: DISPLAY OF SENSOR STATUS AND QUANTITY
BALL SUPPLY TEST			BALL SUPPLY OPERATION TEST
TEST	OFF	OFF/ON	WHEN PERFORMED, IT AUTOMATICALLY STOPS AFTER DISCHARGING ONE IF THERE IS A BALL PLAYS FND: DISPLAY OF SENSOR STATUS
TOKEN BRIDGE TEST			TOKEN BRIDGE MOTOR TEST
TEST	OFF	OFF/ON	PLAYS FND: DISPLAY OF SENSOR STATUS
CARD DISPEN TEST			CARD DISPENSER TEST
TEST	OFF	OFF/ON	WHEN PERFORMED, IT AUTOMATICALLY STOPS AFTER DISCHARGING ONE CARD PLAYS FND: DISPLAY OF SENSOR STATUS AND QUANTITY
CONVEYER TEST			CONVEYER TEST
TEST	OFF	OFF/ON	PLAYS FND: DISPLAY OF SENSOR STATUS
TICKET MACHINE TEST			TICKET DISPENSER TEST
TEST	3 OFF	OFF/ON	WHEN PERFORMED, IT AUTOMATICALLY STOPS AFTER DISCHARGING 3 TICKETS IF THERE ARE TICKETS PLAYS FND: DISPLAY OF SENSOR STATUS AND QUANTITY

COIN TEST TEST	OFF	OFF/ON	COIN SELECTOR INHIBIT TEST CHECK WHETHER POWER OF COIN SELECTOR IS TURNED OFF BY PERFORMING PLAYS FND: DISPLAY OF SENSOR STATUS
COUNTER TEST COIN TICKET 0 0		DISPLAY OF COUNTER SIGNAL	COUNTER TEST LEFT BUTTON : COIN COUNTER TEST RIGHT BUTTON : TICKET COUNTER TEST WHENEVER PRESSED, IT COUNT ONCE
REEL TEST TEST	OFF	OFF/ON	REEL TEST WHEN PERFORMED, IT WORKS PLAYS FND: DISPLAY OF SENSOR STATUS
BIG WHEEL TEST TEST	OFF	OFF/ON	BIG WHEEL TEST WHEN PERFORMED, IT WORKS PLAYS FND: DISPLAY OF SENSOR STATUS
SOUND TEST		OFF/2~93	AUTOMATIC SEQUENTIAL SOUND PLAYBACK WITH SELECT BUTTON PLAY SOUND USING THE LEFT AND RIGHT KEYS
EXIT			TEST MODE EXIT

TEST MODE -> INPUT TEST	
LCD DISPLAY (SIMULTANEOUS DISPLAY)	DESCRIPTION
INPUT TEST 00000000 00000000 00000000	DISPLAY OF INPUT SIGNAL STATUS AND CHANGED VALUE (IF THERE IS ANY CHANGE IN INPUT SIGNAL, SOUND IS PLAYED ONCE TOKEN FND: CHECKER IR SENSOR1, CHECKER IR SENSOR2 DISPLAY OF SENSOR STATUS PLAYS FND: DISPLAY OF EACH INPUT SIGNAL STATUS
EXPLANATION	
00000000	1.BALL SUPPLY SENSOR 2.BALL SUPPLY SW 3.REAR HOPPER SENSOR 4.FRONT HOPPER SENSOR 5. CONVERYER ENCODER 6.SHOT BUTTON 7.BILL SENSOR 8.COIN SENSOR
00000000	1.BRIDGE FRONT SENSOR 2.BRIDGE REAR SENSOR 3. FRONT HOPPER FULL SENSOR 4.BALL SENSOR 5.CARD SENSOR 6.TIKET BUTTON 7.TICKET SENSOR 8.SERVICE BUTTON
00000000	1.BUTTON TILT SENSOR 2.BODY TILT SENSOR 3.TOKEN SENSOR2 4.TOKEN SENSOR1 5.REEL HOME SENSOR 6.WHEEL HOME SENSOR 7.WHEEL HOLE ENCODER 8.PUSHER SENSOR

PLAYFIELD-SETUP

WHEN INSTALLING THE MACHINE INITIALLY, FILL SUPPLIED MEDAL TO THE FRONT HOPPER AND PROCEED WITH PUSHER TABLE SET A

LCD DISPLAY (SIMULTANEOUS PERFORM)	DESCRIPTION	PERFORM
PUSHER TABLE SET. A	WHEN INSTALLING THE MACHINE INITIALLY, PUSHER TABLE SETTING(SEE BELOW DESCRIPTION)	PERFORM BY SELECT BUTTON
PUSHER TABLE SET. B	OVERALL PRODUCT TESTING MODE (SEE BELOW DESCRIPTION)	
PUSHER TABLE SET. C	LONG-TIME PRODUCT TESTING MODE (SEE BELOW DESCRIPTION)	
EXIT	EXIT	

PLAYFIELD-SETUP -> PERFORM “PUSHER TABLE SET. A”

IT IS USED FOR PUSHER TABLE MEDAL SETTING DURING INITIAL PRODUCT INSTALLATION AND THE PROCEDURE IS AS FOLLOWS

- ①. FILL UP 1,100 MEDALS INTO FRONT HOPPER
- ②. SELECT THE RELEVANT MODE
- ③. THE WHEEL SPINS AND STOPS AND THEN AUTOMATICALLY FIRES 1,000 MEDALS
- ④. WHEN ALL 1,000 MEDALS ARE FIRED, IT AUTOMATICALLY STOPPED AND PUSHER TABLE MEDAL SETTING IS COMPLETED

LCD DISPLAY (SIMULTANEOUS DISPLAY)	DESCRIPTION	PERFORM
PUSHER TABLE SET. A	SELECT AND PERFORM DATA DISPLAY IN REAL TIME (SEE BOOKKEEPING)	PERFORM BY SELECT BUTTON

PLAYFIELD-SETUP -> PERFORM PUSHER TABLE SET. B

USED TO TEST OVERALL FUNCTIONS OF THE MACHINE (AGING TEST)

LIKE A REAL GAME, 3,000 MEDALS ARE AUTOMATICALLY FIRED AND RESULT IS OUTPUT WHEN WINNING

LCD DISPLAY (SIMULTANEOUS DISPLAY)	DESCRIPTION	PERFORM
PUSHER TABLE SET. B	SELECT AND PERFORM DATA DISPLAY IN REAL TIME (SEE BOOKKEEPING)	PERFORM BY SELECT BUTTON

PLAYFIELD-SETUP -> PERFORM PUSHER TABLE SET. C

USED TO TEST OVERALL FUNCTIONS OF THE MACHINE (LONG-TIME AGING TEST)

LIKE A REAL GAME, 10,000 MEDALS ARE AUTOMATICALLY FIRED AND RESULT IS OUTPUT WHEN WINNING

WHEN WINNING THE CARD, HOWEVER, NO ERROR OCCURS EVEN IF THE CARD IS NOT DISPENSED

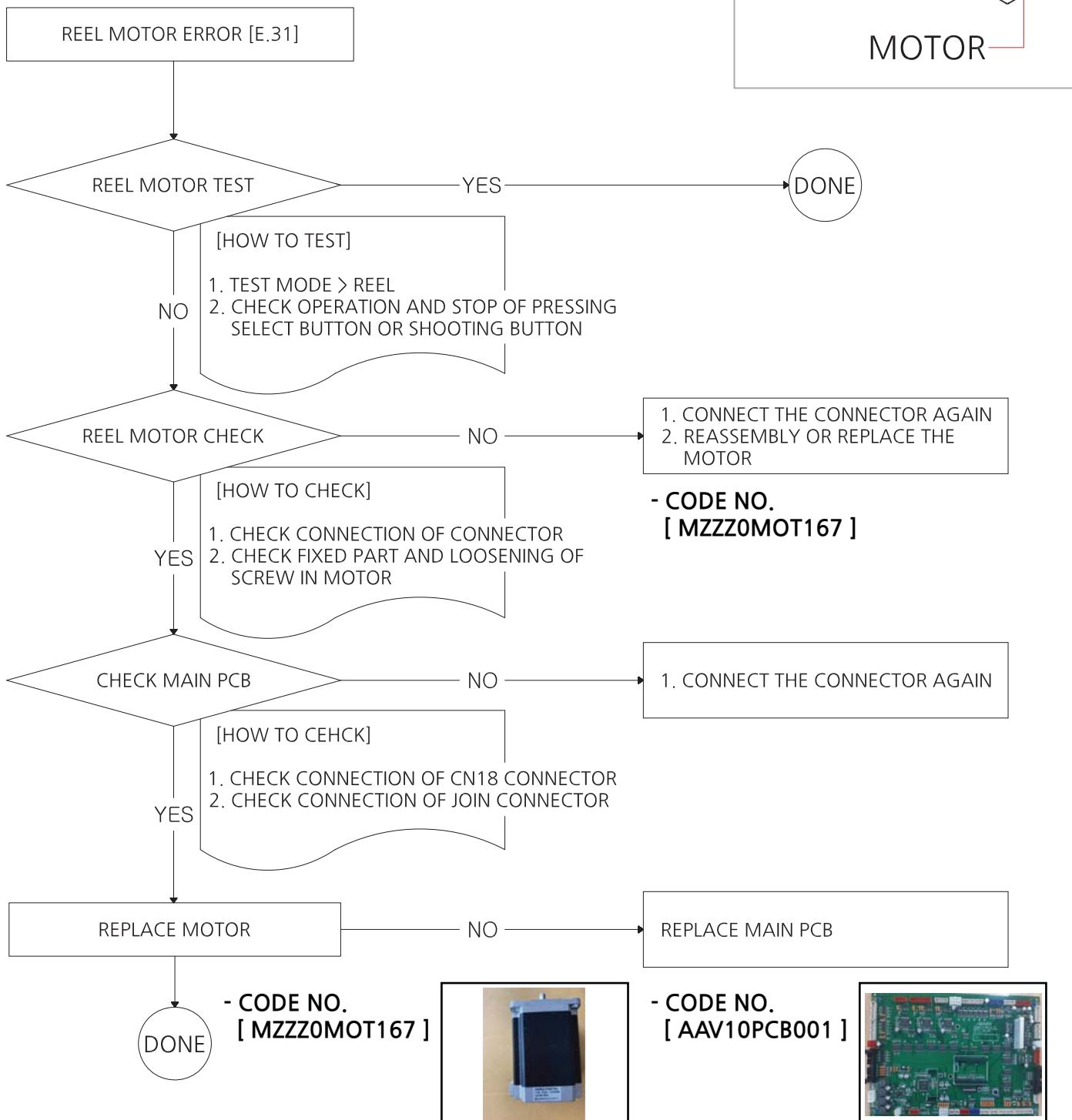
LCD DISPLAY (SIMULTANEOUS DISPLAY)	DESCRIPTION	PERFORM
PUSHER TABLE SET. C	SELECT AND PERFORM DATA DISPLAY IN REAL TIME (SEE BOOKKEEPING)	PERFORM BY SELECT BUTTON

3-5. ERROR CODE

CODE NO	CONTENTS	DESCRIPTION
Et-1	TICKET ERROR	NO TICKETS OR TICKET JAM PROBLEM. (RESET BUTTON AFTER TROUBLESHOOTING)
E.01	BACKUP MEMORY ERROR	SAVE DATA ERROR. CLEAR BY TURNING OFF THE POWER AND TURNING IT ON.
E.05	SETUP LCD ERROR	SET UP LCD BAD CONNECTION (RESET BUTTON AFTER TROUBLESHOOTING)
E.11	COIN ERROR	COIN JAM PROBLEM (RESET BUTTON AFTER TROUBLESHOOTING)
E.31	REEL ERROR	REEL STEP MOTOR DEFECT OR PHOTO SENSOR DEFECT
E.41	PUSHER ERROR	PUSHER MOTOR PROBLEM OR PUSHER ENCODER PROBLEM (RESET BUTTON AFTER TROUBLESHOOTING)
E.51	WHEEL ERROR	WHEEL MOTOR PROBLEM OR WHEEL ENCODER PROBLEM (RESET BUTTON AFTER TROUBLESHOOTING)
E.52	BIG WHEEL ERROR	BIG WHEEL STEP MOTOR PROBLEM OR PHOTO SENSOR DEFECT
E.61	FRONT ELEVATOR HOPPER ERROR	FRONT ELEVATOR HOPPER PROBLEM OR ELEVATOR COIN JAM PROBLEM (RESET BUTTON AFTER TROUBLESHOOTING)
E.62	REAR ELEVATOR HOPPER ERROR	REAR ELEVATOR HOPPER PROBLEM OR ELEVATOR COIN JAM PROBLEM (RESET BUTTON AFTER TROUBLESHOOTING)
E.71	BALL SUPPLY ENCODER ERROR	BALL SUPPLY MOTOR PROBLEM OR ENCODER PROBLEM (RESET BUTTON AFTER TROUBLESHOOTING)
E.72	BALL SUPPLY ERROR	BALL SUPPLY DEVICE PROBLEM OR LIMIT SWITCH PROBLEM (RESET BUTTON AFTER TROUBLESHOOTING)
E.81	TOKEN OUT BRIDGE FRONT SENSOR ERROR	PROBLEM OF PATH CHANGE MOTOR FROM COUNT HOPPER TO FRONT HOPPER OR SENSOR PROBLEM (RESET BUTTON AFTER TROUBLESHOOTING)
E.82	TOKEN OUT BRIDGE REAR SENSOR ERROR	PROBLEM OF PATH CHANGE MOTOR FROM COUNT HOPPER TO REAR HOPPER OR SENSOR PROBLEM (RESET BUTTON AFTER TROUBLESHOOTING)
E.91	CONVEYER ERROR	CONVEYER MOTOR PROBLEM OR ENCODER SENSOR PROBLE (RESET BUTTON AFTER TROUBLESHOOTING)
E.C1	CARD DISPENSER ERROR	CARD DISPENSER CARD EMPTY OR CARD JAM OR DISPENSING SENSOR PROBLEM (RESET BUTTON AFTER TROUBLESHOOTING)
TILT ERROR		OCCURS WHEN MACHINE IS SHAKEN. AUTOMATIC CLEAR AFTER 15 SECONDS.

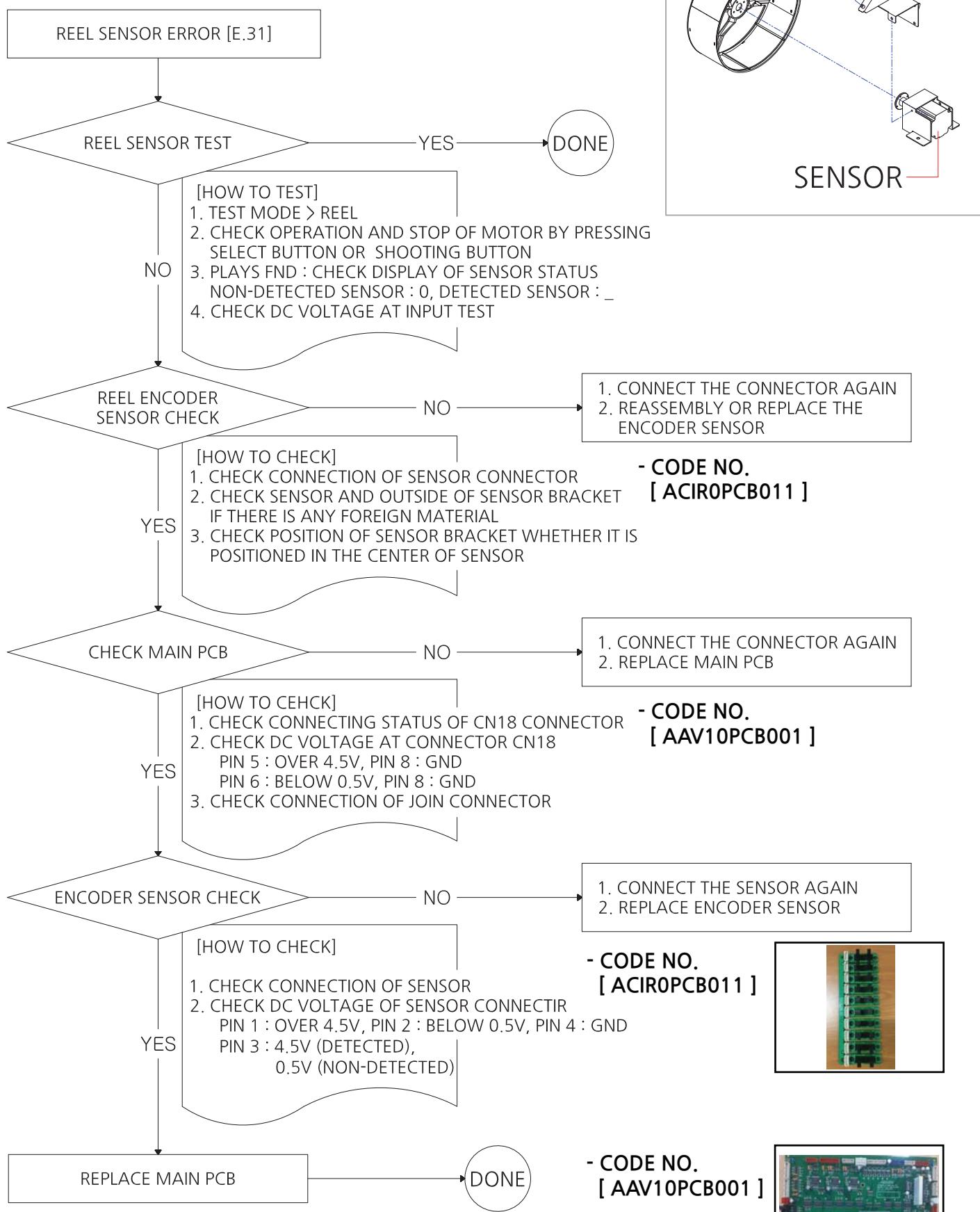
* General check up : Check the supply voltage and wiring connection properly
 * "NO" : Means faulty of the check up result.

4-1. REEL MOTOR ERROR [E.31] - IN CASE MOTOR IS DEFECTIVE



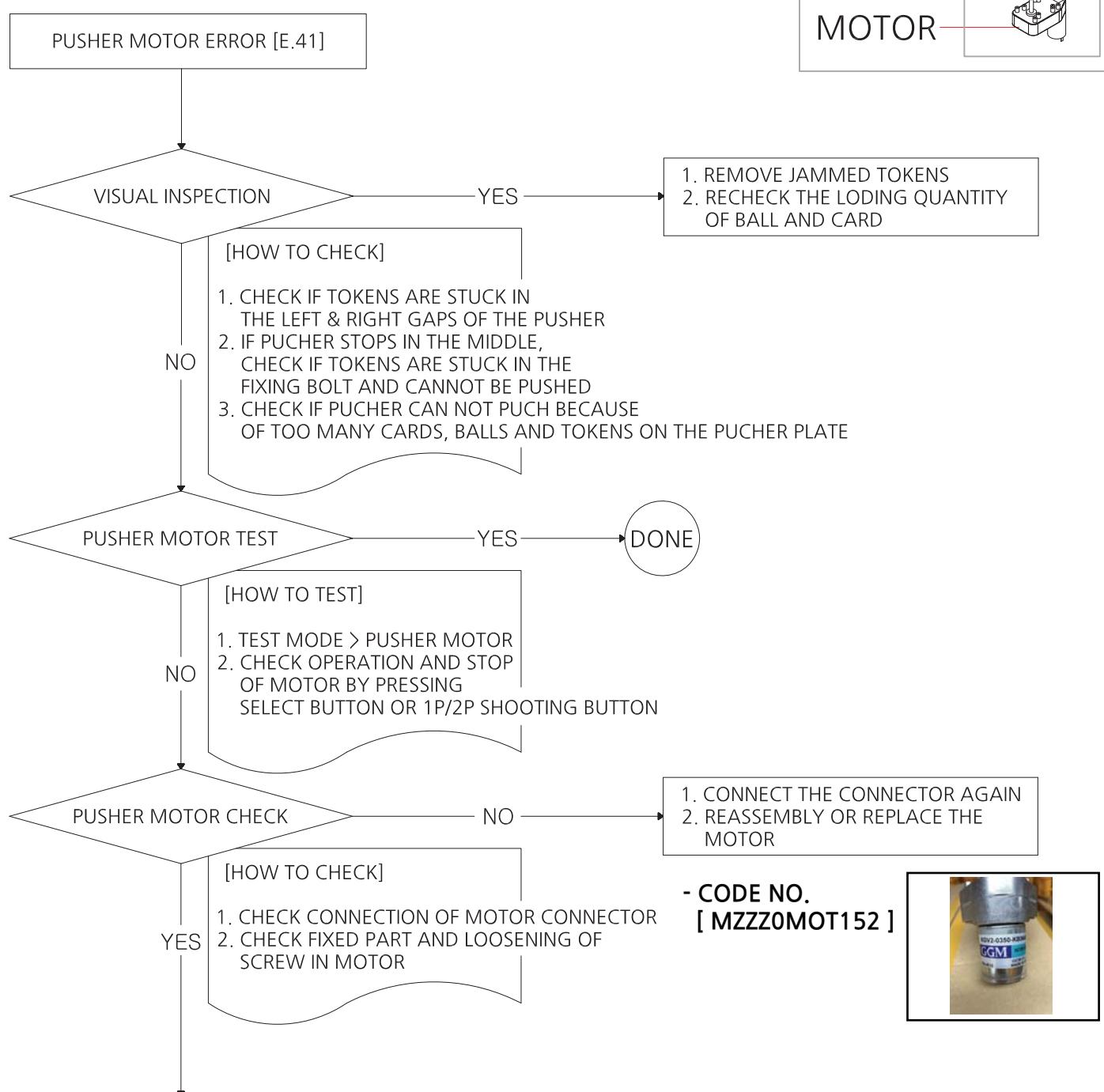
* General check up : Check the supply voltage and wiring connection properly
 * "NO" : Means faulty of the check up result.

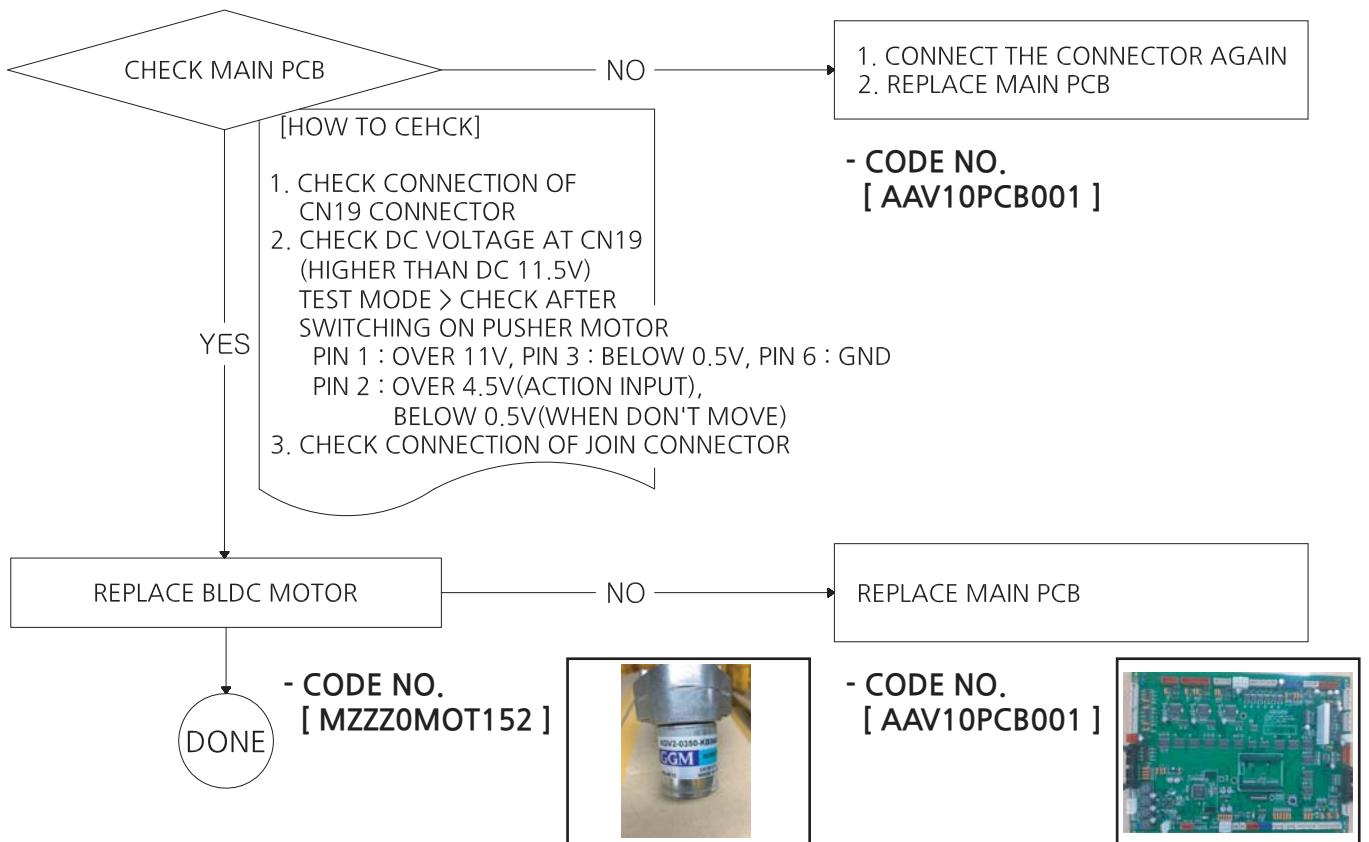
4-2. REEL SENSOR ERROR [E.31] - IN CASE SENSOR IS DEFECTIVE



* General check up : Check the supply voltage and wiring connection properly
 * "NO" : Means faulty of the check up result.

4-3. PUSHER MOTOR ERROR [E.41] - IN CASE MOTOR IS DEFECTIVE

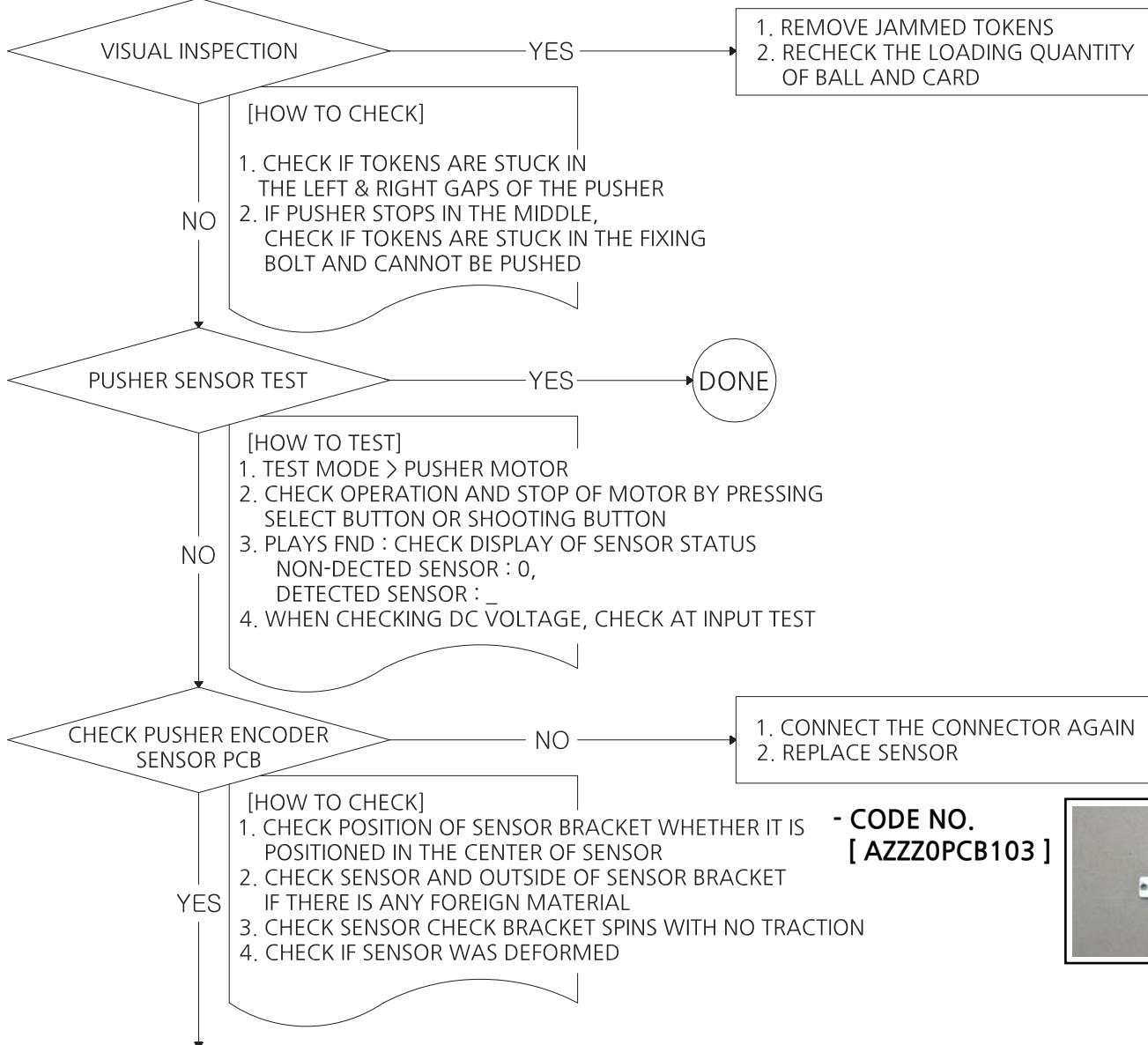
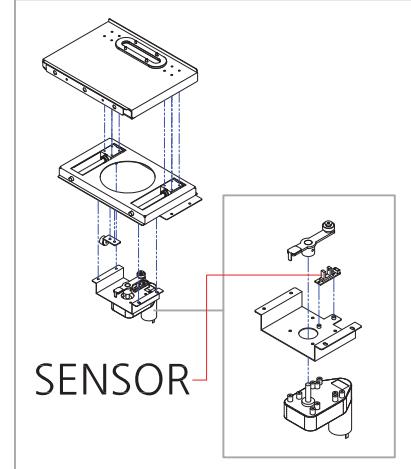


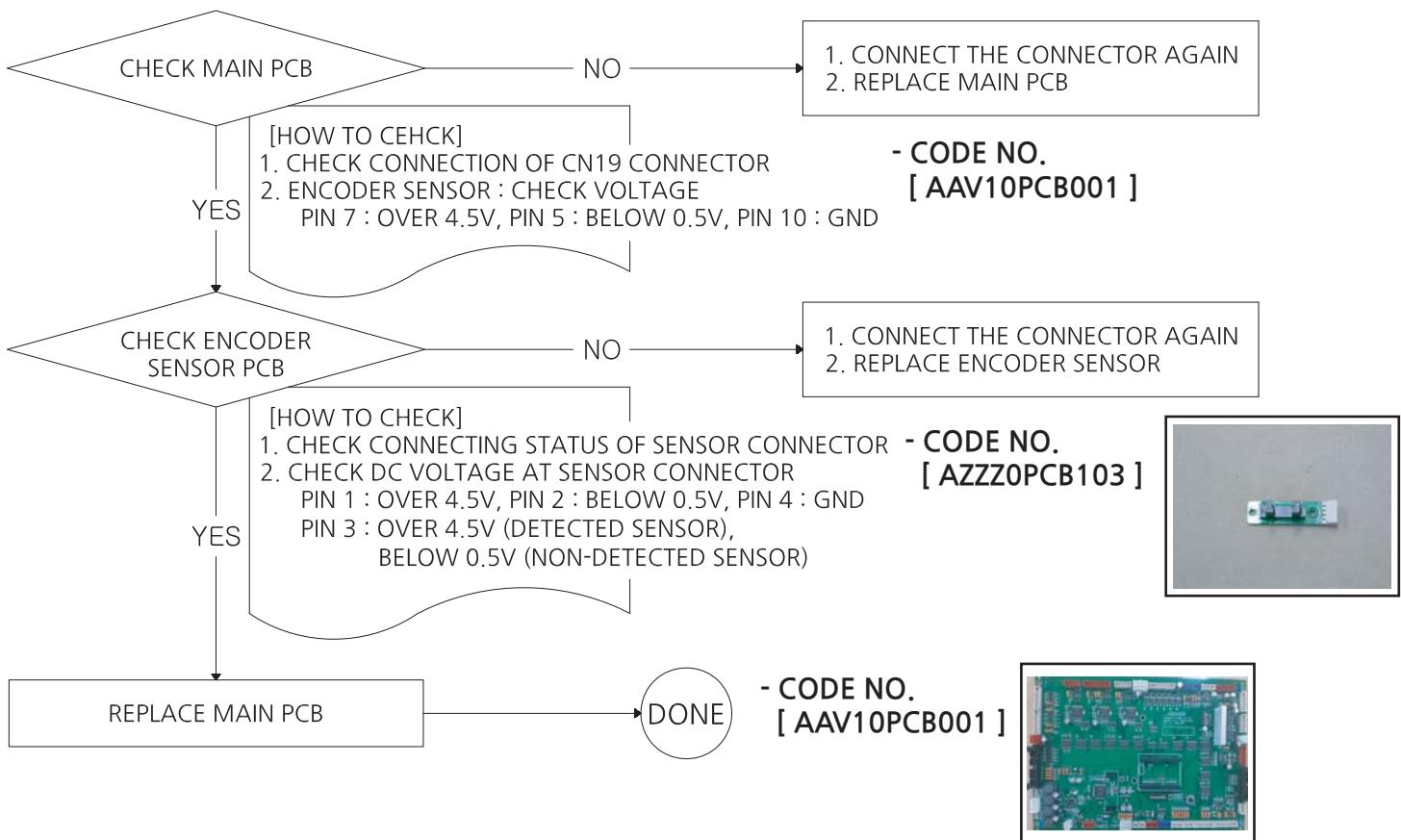


* General check up : Check the supply voltage and wiring connection properly
 * "NO" : Means faulty of the check up result.

4-4. PUSHER SENSOR ERROR [E.41] - IN CASE SENSOR IS DEFECTIVE

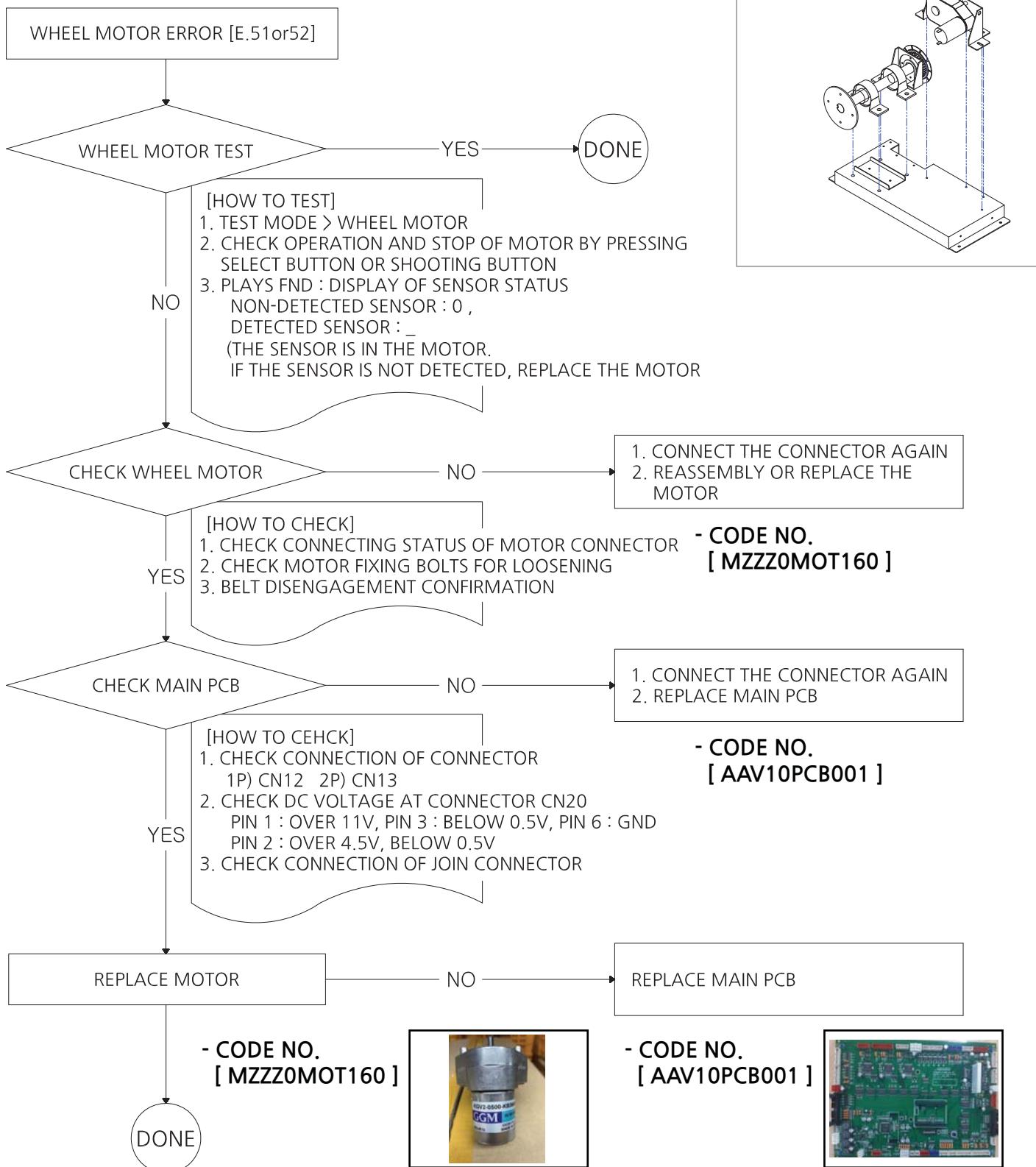
PUSHER SENSOR ERROR [E.41]





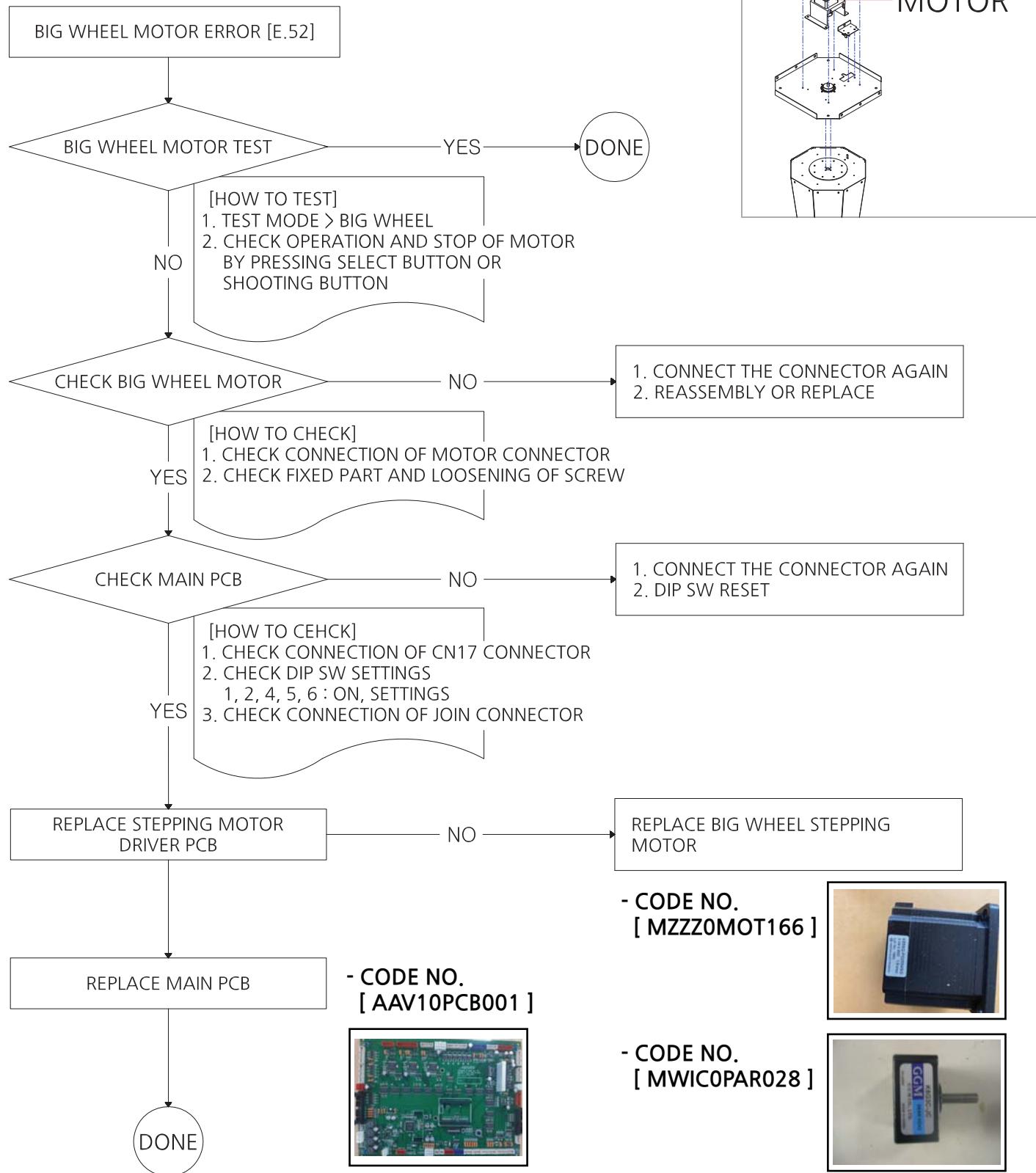
* General check up : Check the supply voltage and wiring connection properly
 * "NO" : Means faulty of the check up result.

4-5. WHEEL MOTOR ERROR [E.51] - IN CASE MOTOR OR SENSOR IS DEFECTIVE



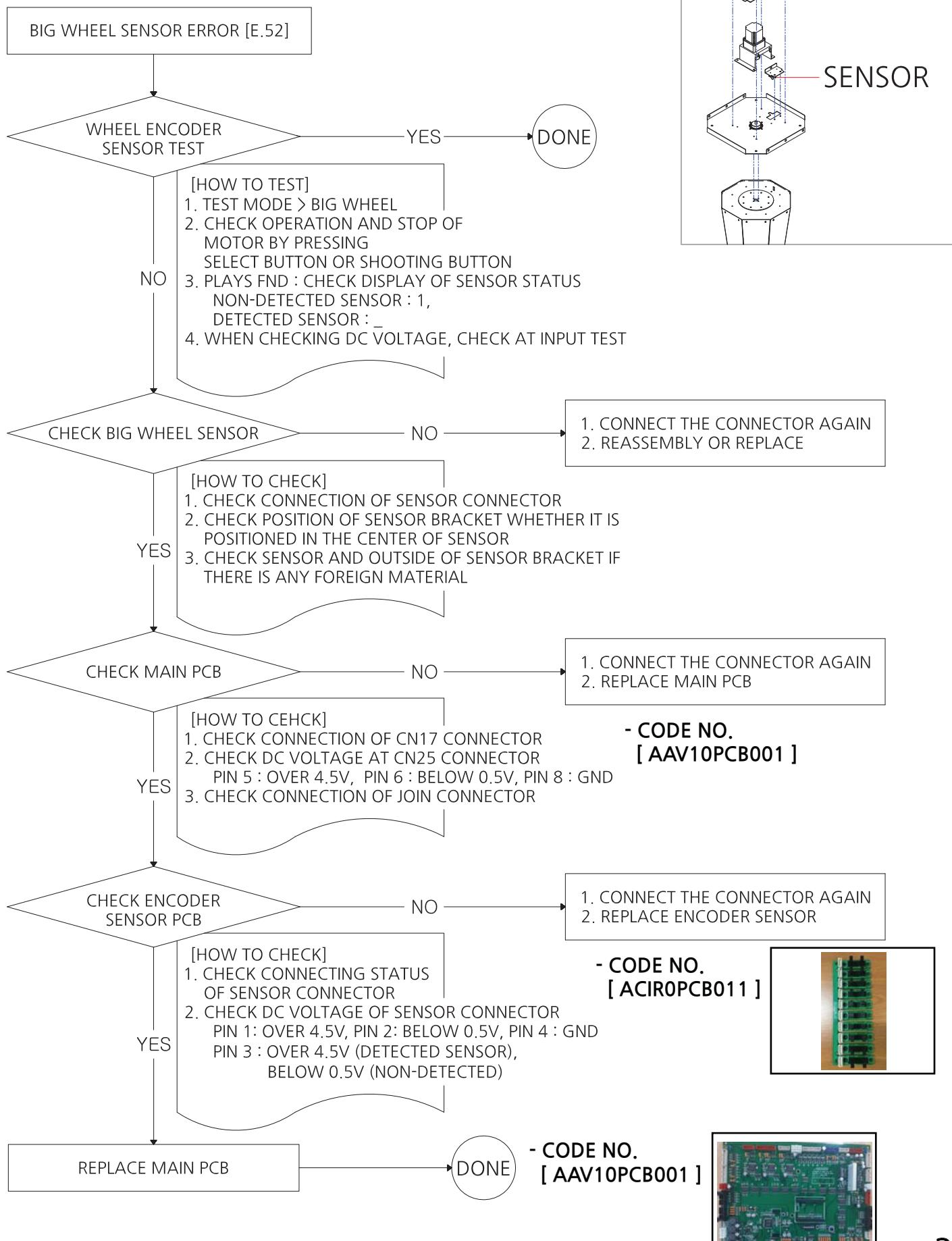
* General check up : Check the supply voltage and wiring connection properly
 * "NO" : Means faulty of the check up result.

4-6. BIG WHEEL MOTOR ERROR [E.52] - IN CASE MOTOR IS DEFECTIVE



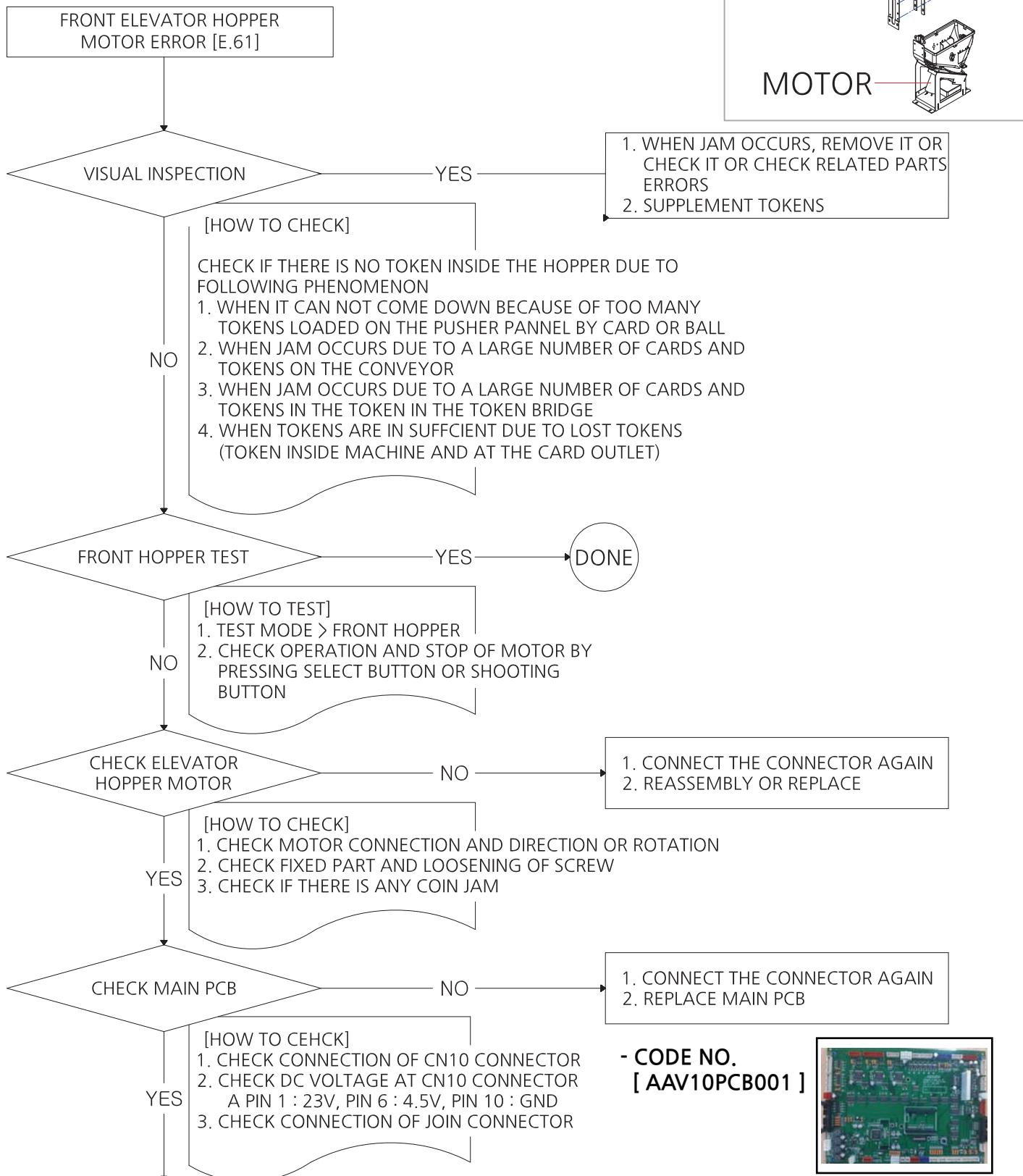
* General check up : Check the supply voltage and wiring connection properly
 * "NO" : Means faulty of the check up result.

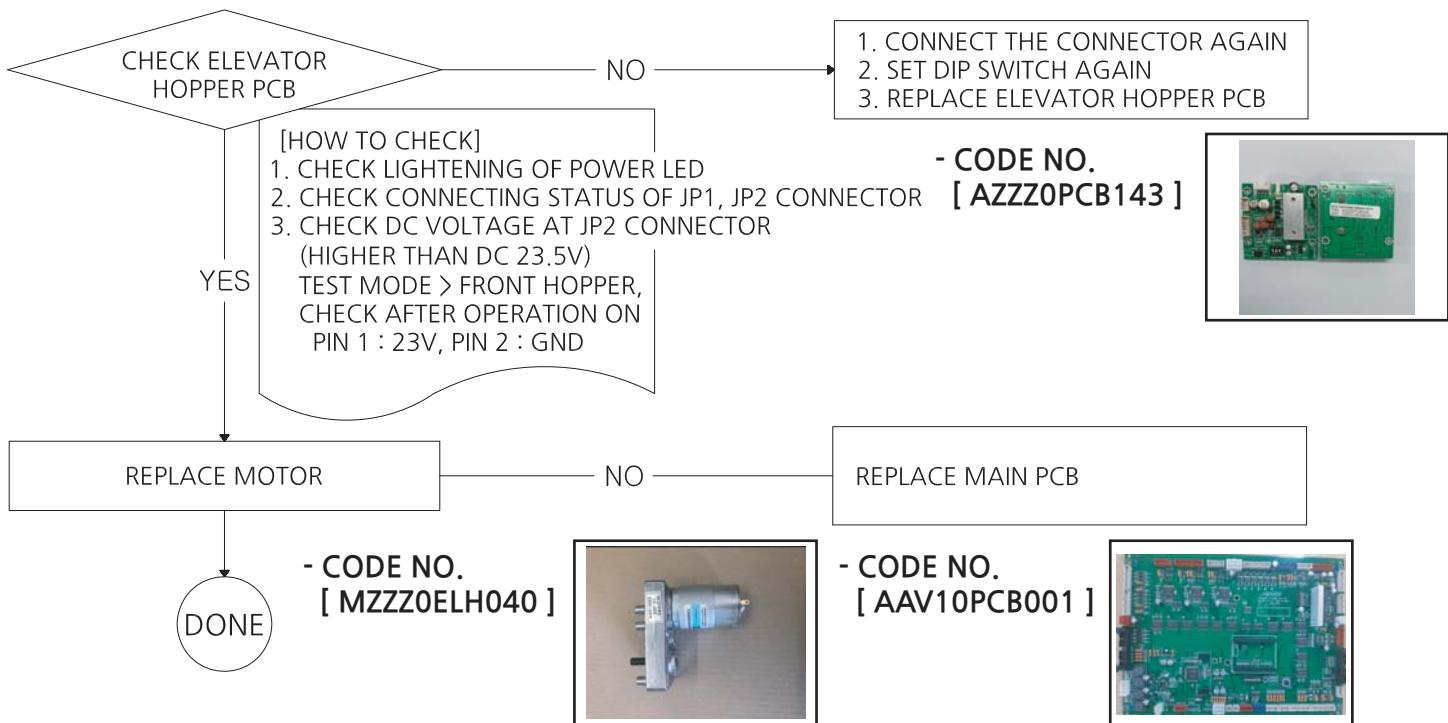
4-7. BIG WHEEL SENSOR ERROR [E.52] - IN CASE SENSOR IS DEFECTIVE



* General check up : Check the supply voltage and wiring connection properly
 * "NO" : Means faulty of the check up result.

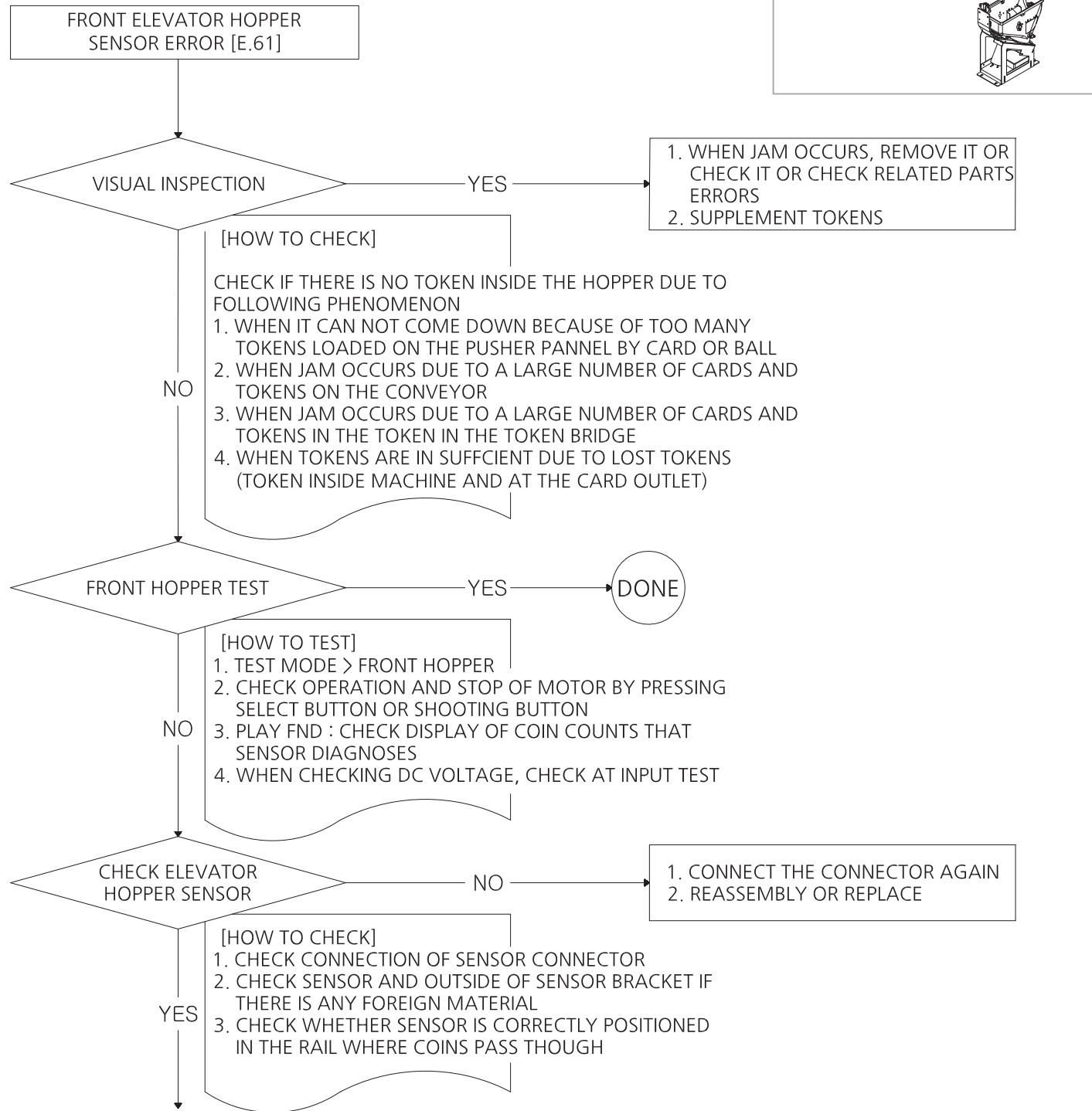
4-8. FRONT ELEVATOR HOPPER MOTOR ERROR [E.61] - IN CASE MOTOR IS DEFECTIVE

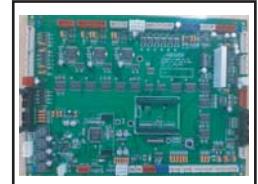
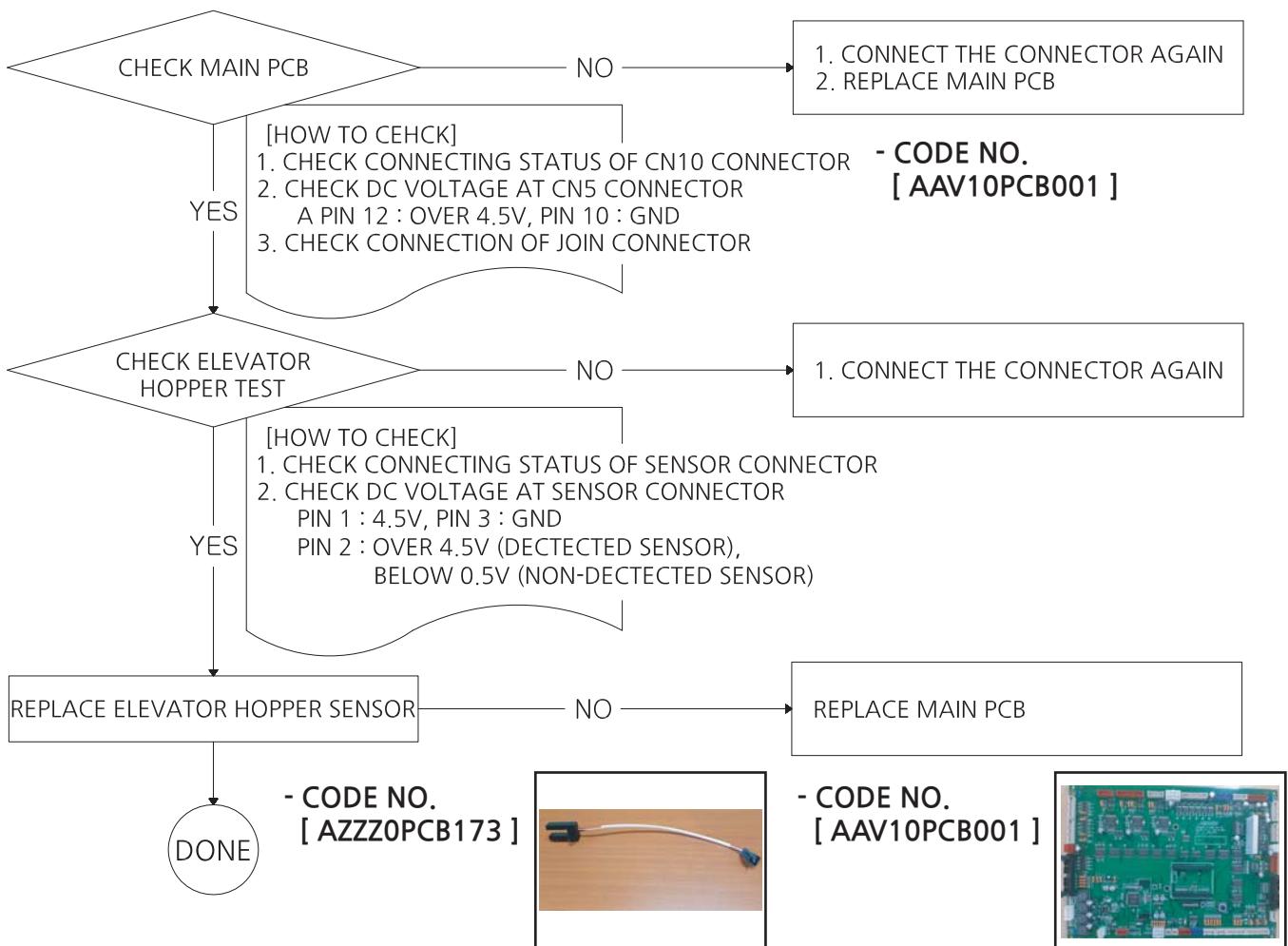




* General check up : Check the supply voltage and wiring connection properly
 * "NO" : Means faulty of the check up result.

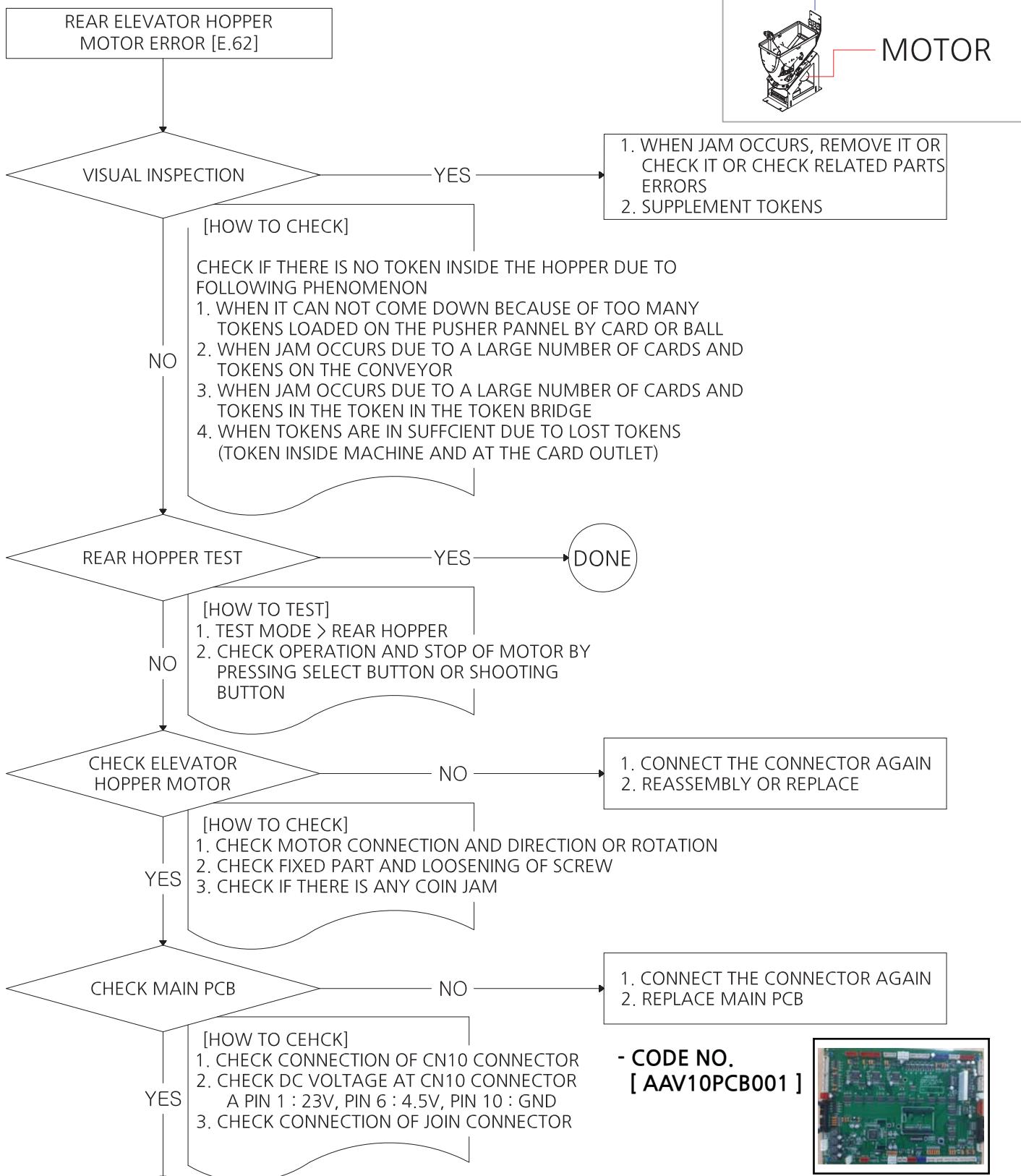
4-9. FRONT ELEVATOR HOPPER SENSOR ERROR [E.61] - IN CASE SENSOR IS DEFECTIVE

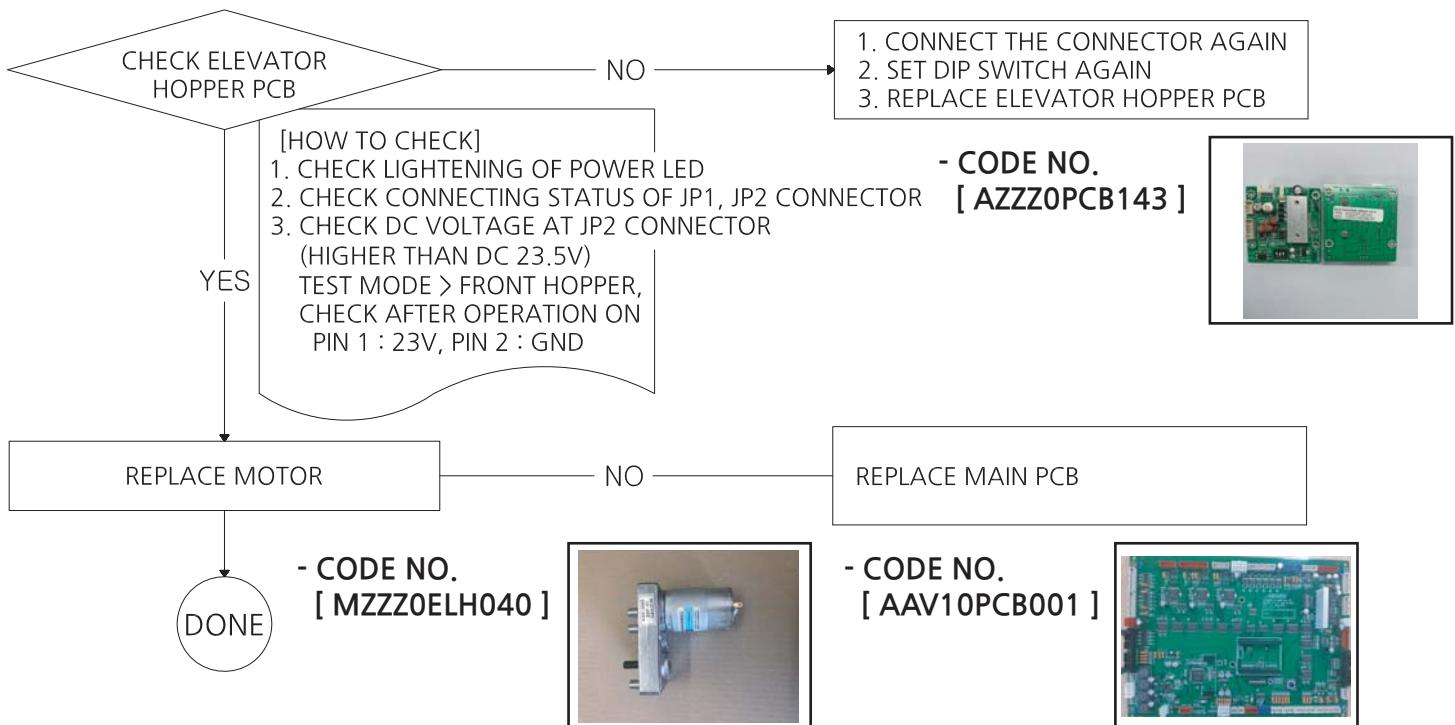




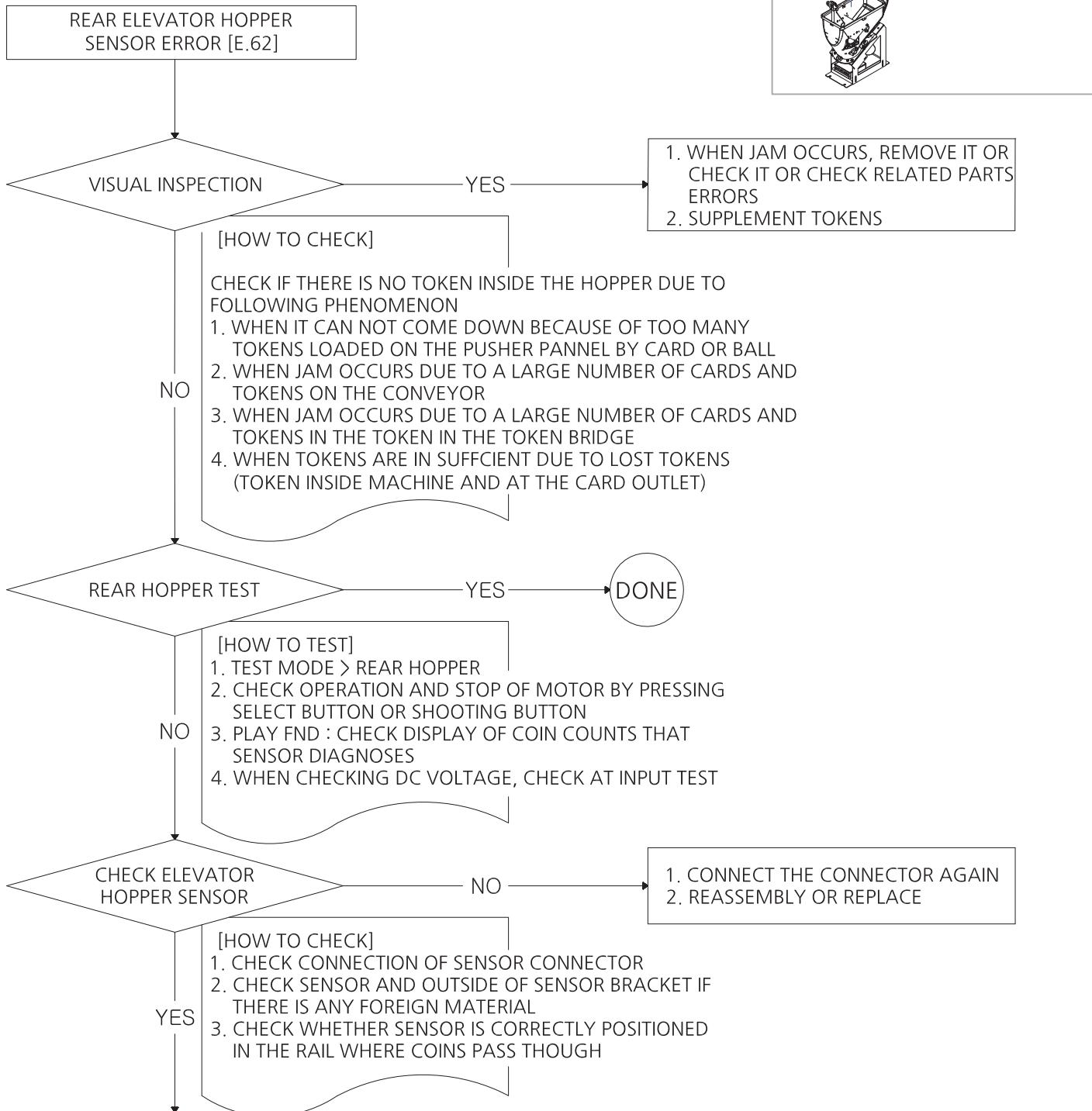
* General check up : Check the supply voltage and wiring connection properly
 * "NO" : Means faulty of the check up result.

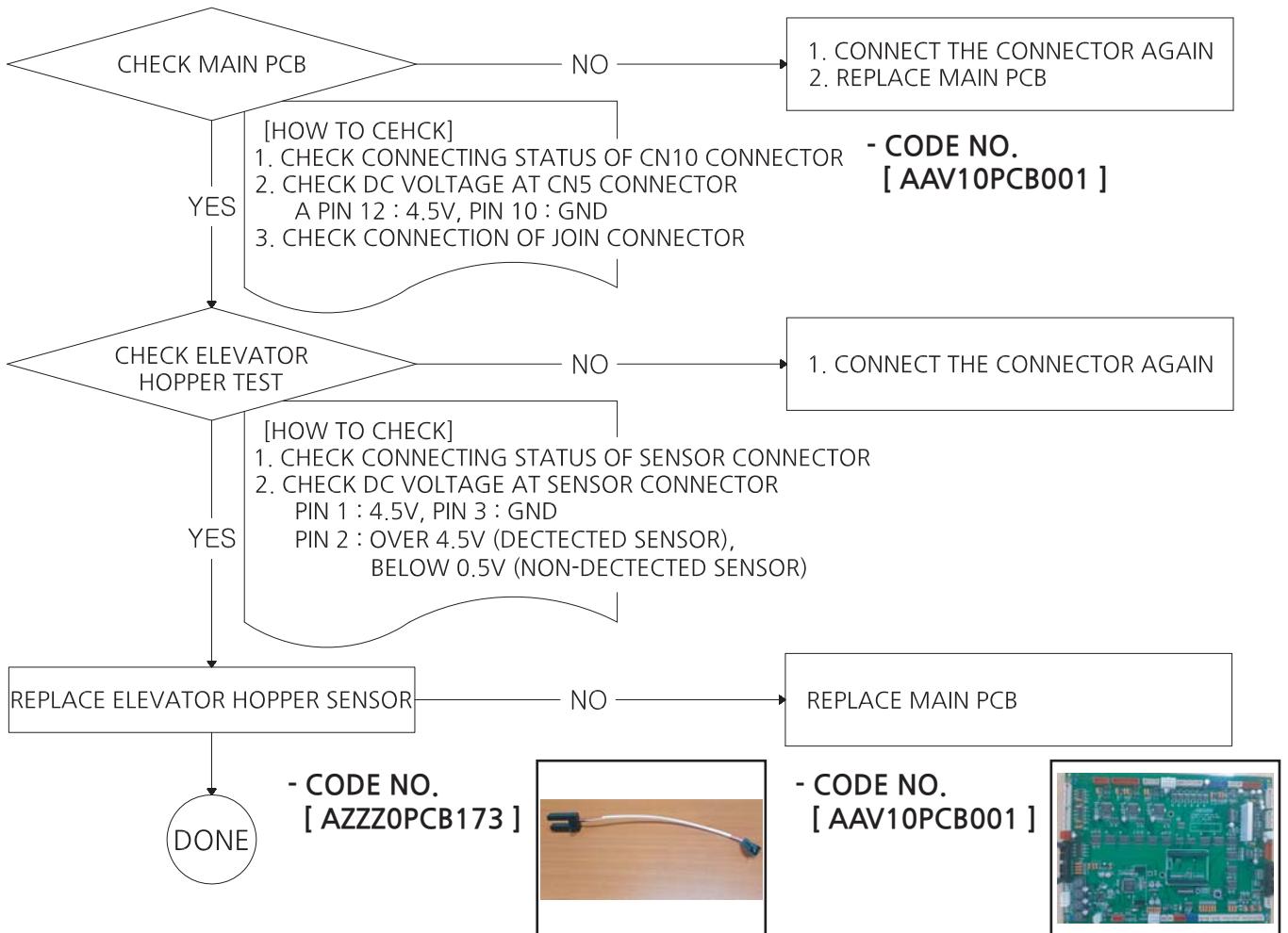
4-10. REAR ELEVATOR HOPPER MOTOR ERROR [E.62] - IN CASE MOTOR IS DEFECTIVE





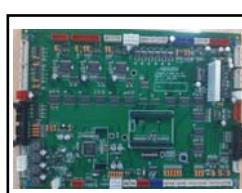
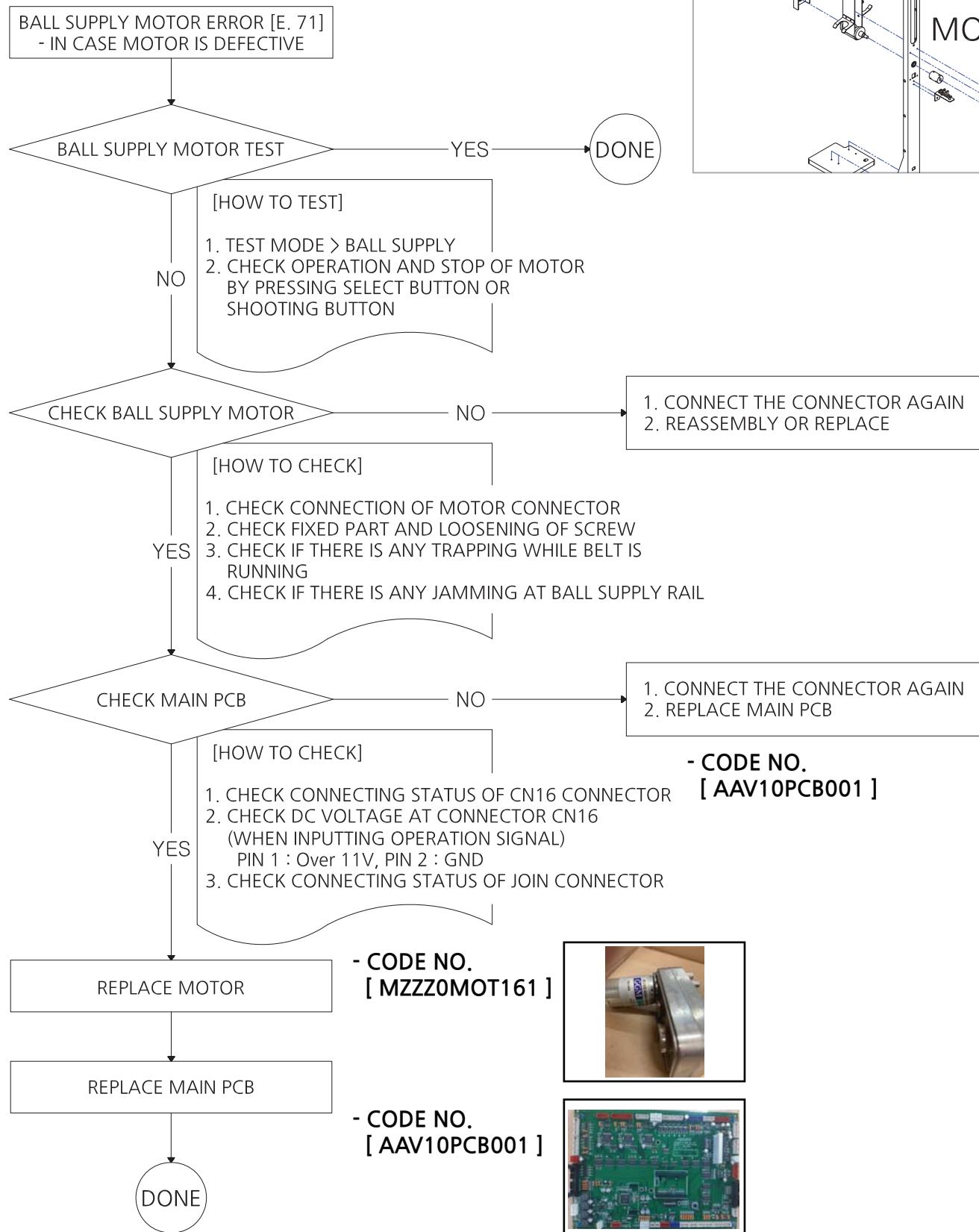
4-11. REAR ELEVATOR HOPPER SENSOR ERROR [E.62] - IN CASE SENSOR IS DEFECTIVE





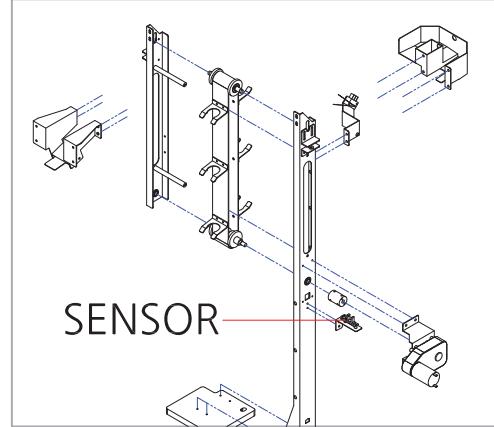
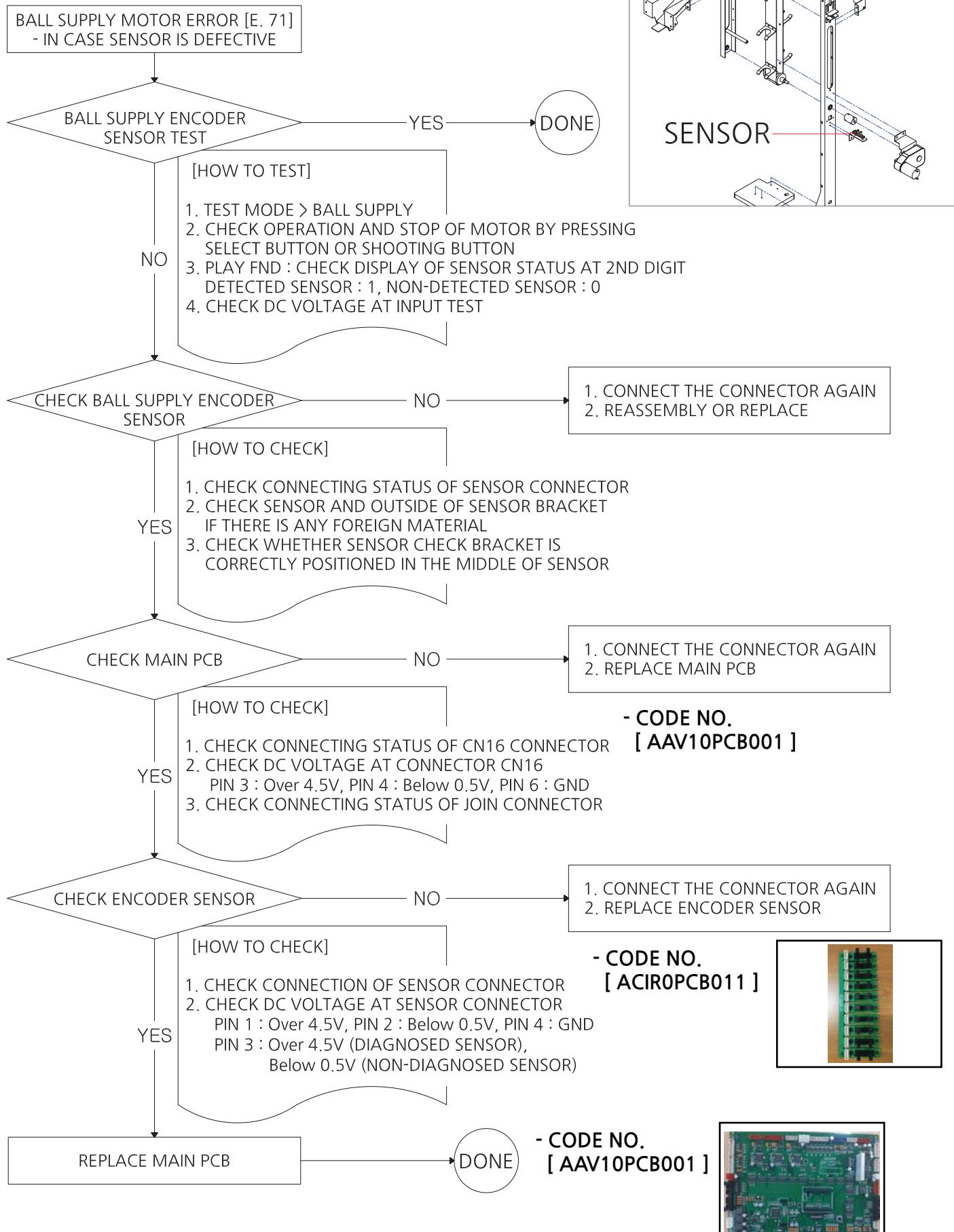
* General check up : Check the supply voltage and wiring connection properly
 * "NO" : Means faulty of the check up result.

4-12. BALL SUPPLY MOTOR ERROR [E. 71] - IN CASE MOTOR IS DEFECTIVE



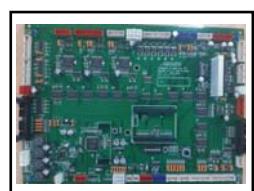
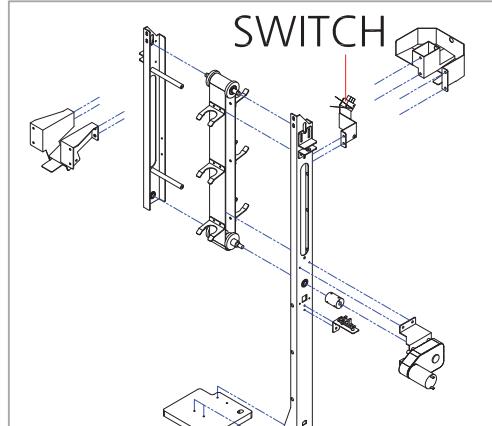
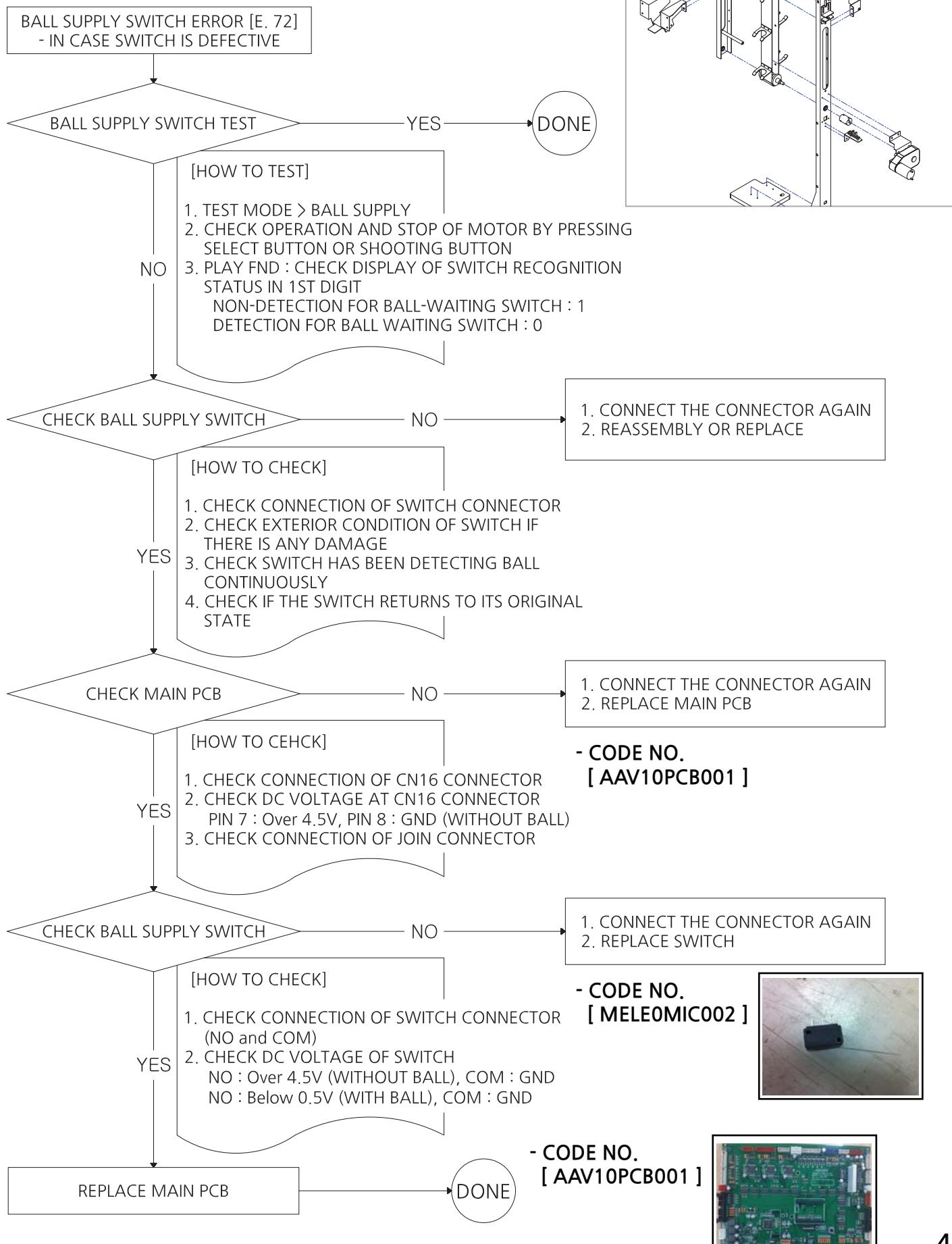
* General check up : Check the supply voltage and wiring connection properly
 * "NO" : Means faulty of the check up result.

4-13. BALL SUPPLY SENSOR ERROR [E. 71] - IN CASE SENSOR IS DEFECTIVE



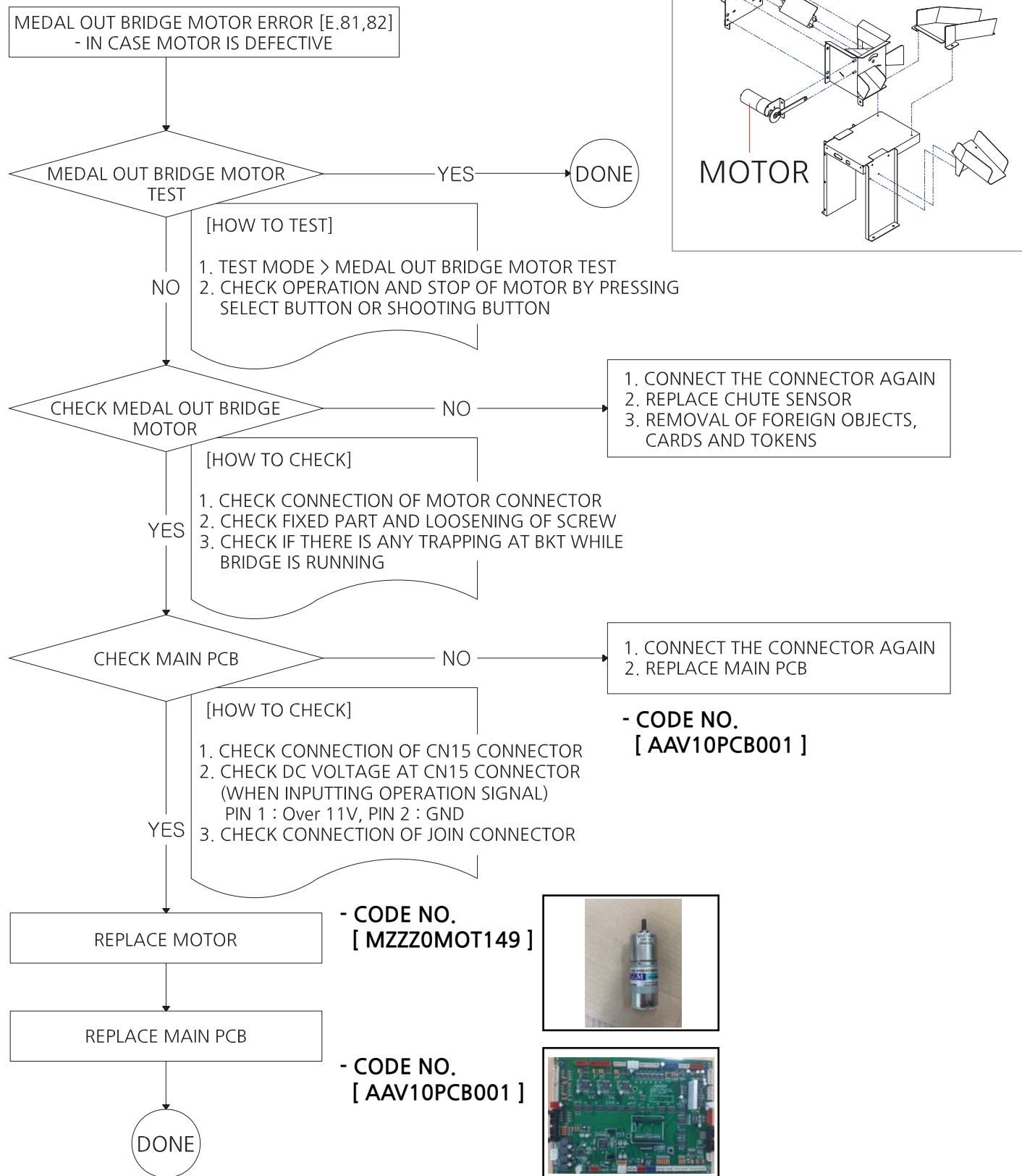
* General check up : Check the supply voltage and wiring connection properly
 * "NO" : Means faulty of the check up result.

4-14. BALL SUPPLY SWITCH ERROR [E. 72] - IN CASE SWITCH IS DEFECTIVE



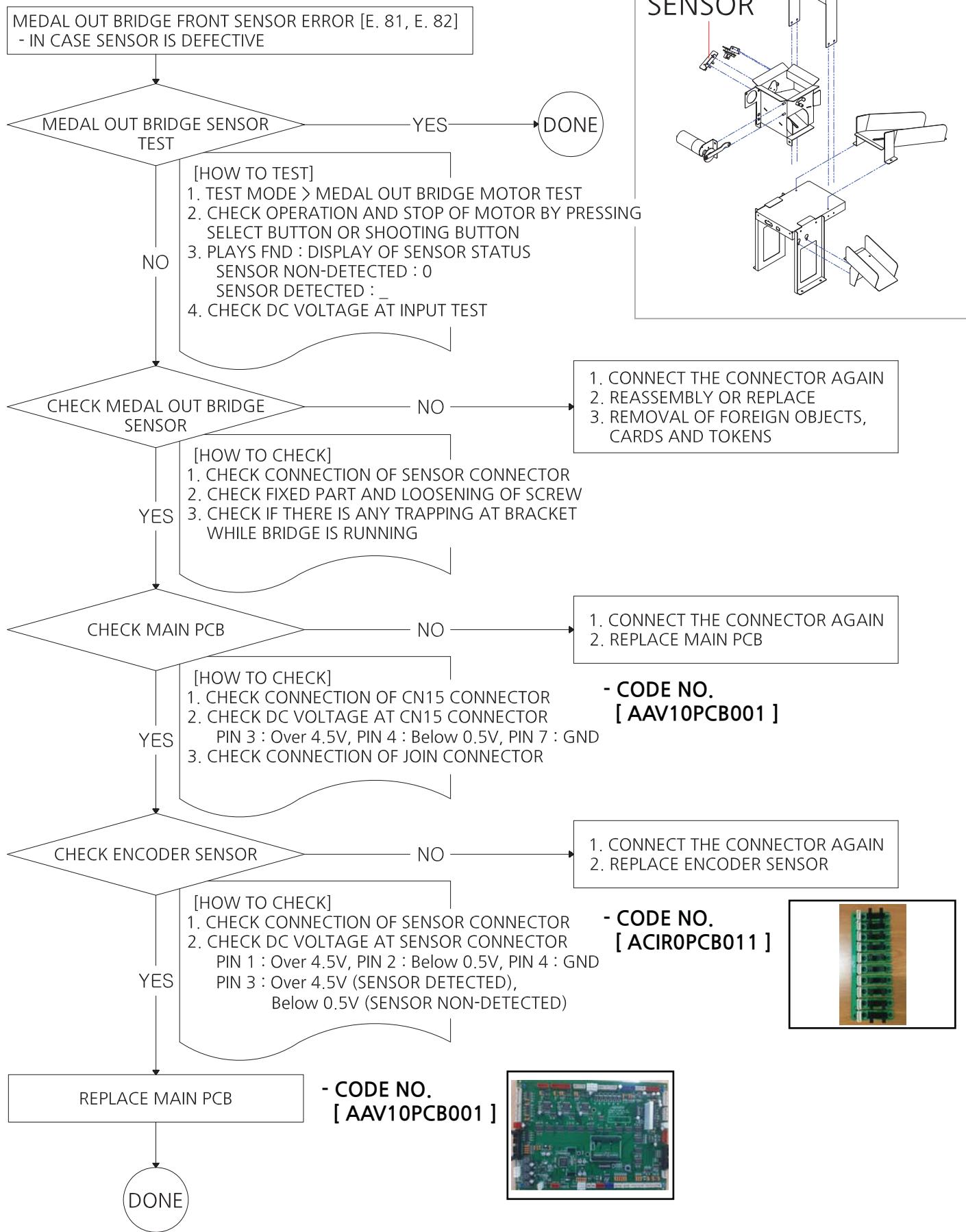
* General check up : Check the supply voltage and wiring connection properly
 * "NO" : Means faulty of the check up result.

4-15. MEDAL OUT BRIDGE MOTOR ERROR [E. 81, E. 82] - IN CASE MOTOR IS DEFECTIVE



* General check up : Check the supply voltage and wiring connection properly
 * "NO" : Means faulty of the check up result.

4-16. MEDAL OUT BRIDGE FRONT SENSOR ERROR [E. 81] - IN CASE SENSOR IS DEFECTIVE



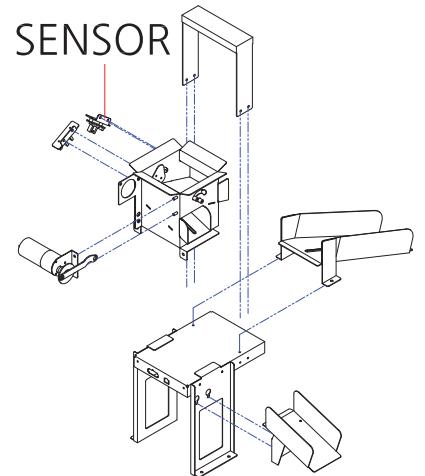
* General check up : Check the supply voltage and wiring connection properly
 * "NO" : Means faulty of the check up result.

4-17. MEDAL OUT BRIDGE REAR SENSOR ERROR [E. 82] - IN CASE SENSOR IS DEFECTIVE

MEDAL OUT BRIDGE FRONT SENSOR ERROR [E. 82]
 - IN CASE SENSOR IS DEFECTIVE

MEDAL OUT BRIDGE SENSOR TEST

YES



DONE

[HOW TO TEST]

1. TEST MODE > MEDAL OUT BRIDGE MOTOR TEST
2. CHECK OPERATION AND STOP OF MOTOR BY PRESSING SELECT BUTTON OR SHOOTING BUTTON
3. PLAYS FND : DISPLAY OF SENSOR STATUS
 SENSOR NON-DETECTED : 0
 SENSOR DETECTED : -
4. CHECK DC VOLTAGE AT INPUT TEST

CHECK MEDAL OUT BRIDGE SENSOR

NO

1. CONNECT THE CONNECTOR AGAIN
2. REASSEMBLY OR REPLACE
3. REMOVAL OF FOREIGN OBJECTS, CARDS AND TOKENS

[HOW TO CHECK]

1. CHECK CONNECTION OF SENSOR CONNECTOR
2. CHECK FIXED PART AND LOOSENING OF SCREW
3. CHECK IF THERE IS ANY TRAPPING AT BRACKET WHILE BRIDGE IS RUNNING

CHECK MAIN PCB

NO

1. CONNECT THE CONNECTOR AGAIN
2. REPLACE MAIN PCB

- CODE NO.
 [AAV10PCB001]

[HOW TO CHECK]

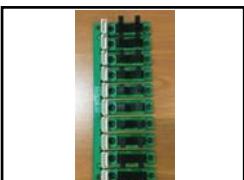
1. CHECK CONNECTION OF CN15 CONNECTOR
2. CHECK DC VOLTAGE AT CN15 CONNECTOR
 PIN 3 : Over 4.5V, PIN 4 : Below 0.5V, PIN 7 : GND
3. CHECK CONNECTION OF JOIN CONNECTOR

CHECK ENCODER SENSOR

NO

1. CONNECT THE CONNECTOR AGAIN
2. REPLACE ENCODER SENSOR

- CODE NO.
 [ACIROPCB011]

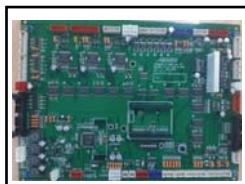


[HOW TO CHECK]

1. CHECK CONNECTION OF SENSOR CONNECTOR
2. CHECK DC VOLTAGE AT SENSOR CONNECTOR
 PIN 1 : Over 4.5V, PIN 2 : Below 0.5V, PIN 4 : GND
 PIN 3 : Over 4.5V (SENSOR DETECTED),
 Below 0.5V (SENSOR NON-DETECTED)

REPLACE MAIN PCB

- CODE NO.
 [AAV10PCB001]



DONE

* General check up : Check the supply voltage and wiring connection properly
 * "NO" : Means faulty of the check up result.

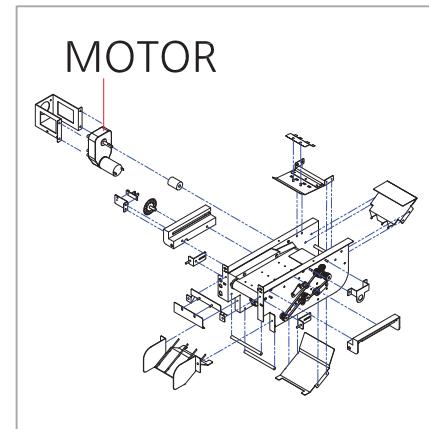
4-18. CONVEYOR MOTOR ERROR [E. 91] - IN CASE MOTOR IS DEFECTIVE

CONVEYER MOTOR ERROR [E.91]
 - IN CASE MOTOR IS DEFECTIVE

CONVEYER MOTOR TEST

YES

DONE



[HOW TO TEST]

1. TEST MODE > CONVEYER
2. CHECK OPERATION AND STOP OF MOTOR BY PRESSING SELECT BUTTON OR SHOOTING BUTTON

CHECK CONVEYER MOTOR

NO

1. JAM FACTOR REMOVAL
2. RECONNECT CONNECTOR
3. REASSEMBLY OR REPLACEMENT
4. REPLACE DEFORMED PARTS

YES

[HOW TO CHECK]

1. CHECK CONNECTION OF MOTOR CONNECTOR
2. CHECK FIXED PART OF MOTOR AND LOOSENING OF SCREW
3. CHECK FIXED PART OF ROLLER AND LOOSENING OF SCREW
4. CHECK THE PRESENCE OF INTERNAL DEFORMED PARTS

CHECK MAIN PCB

NO

1. CONNECT THE CONNECTOR AGAIN
2. REPLACE MAIN PCB

- CODE NO.
 [AAV10PCB001]

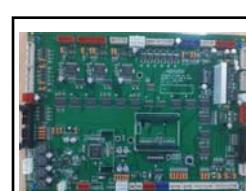
REPLACE MOTOR

- CODE NO.
 [MZZZ0MOT168]



REPLACE MAIN PCB

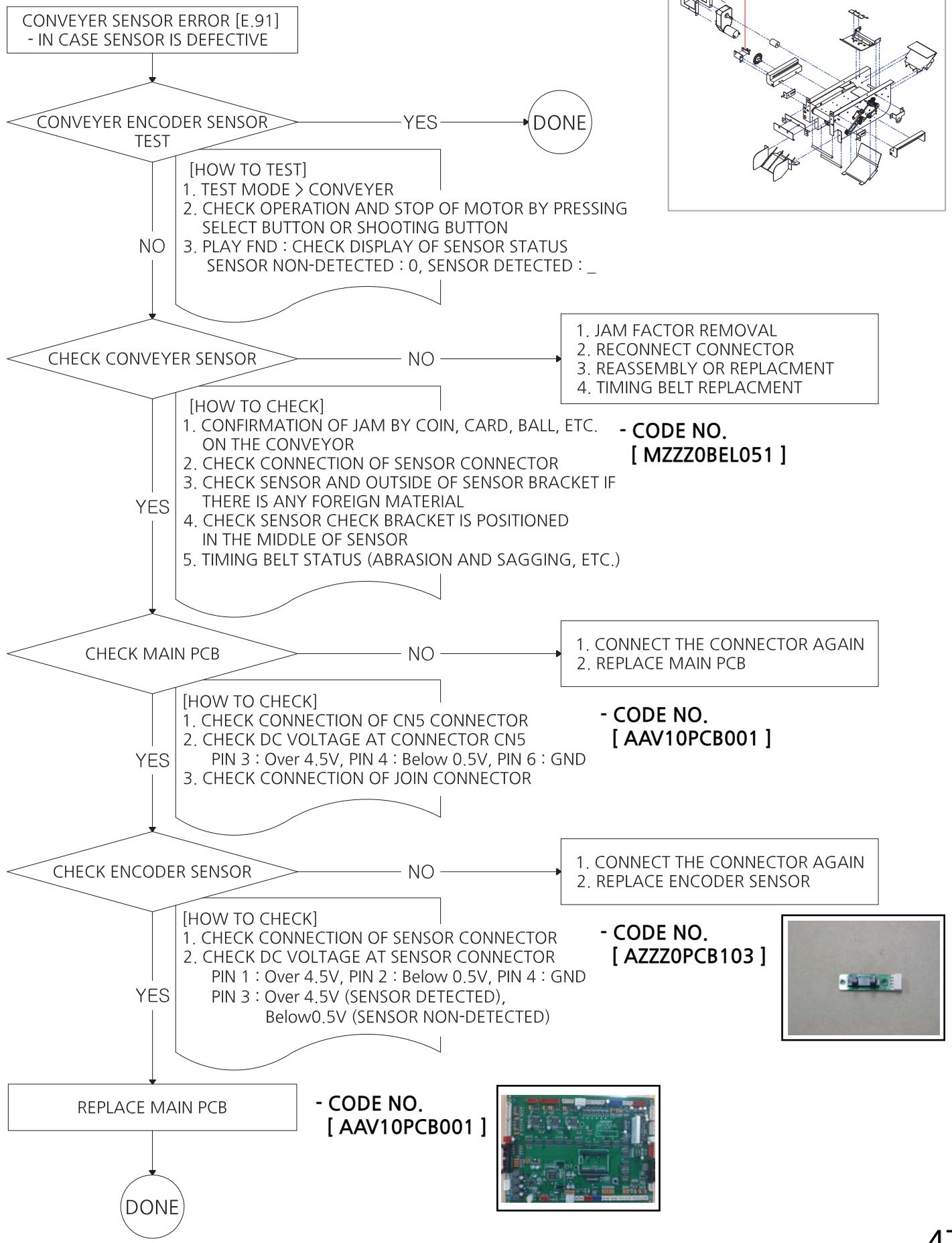
- CODE NO.
 [AAV10PCB001]



DONE

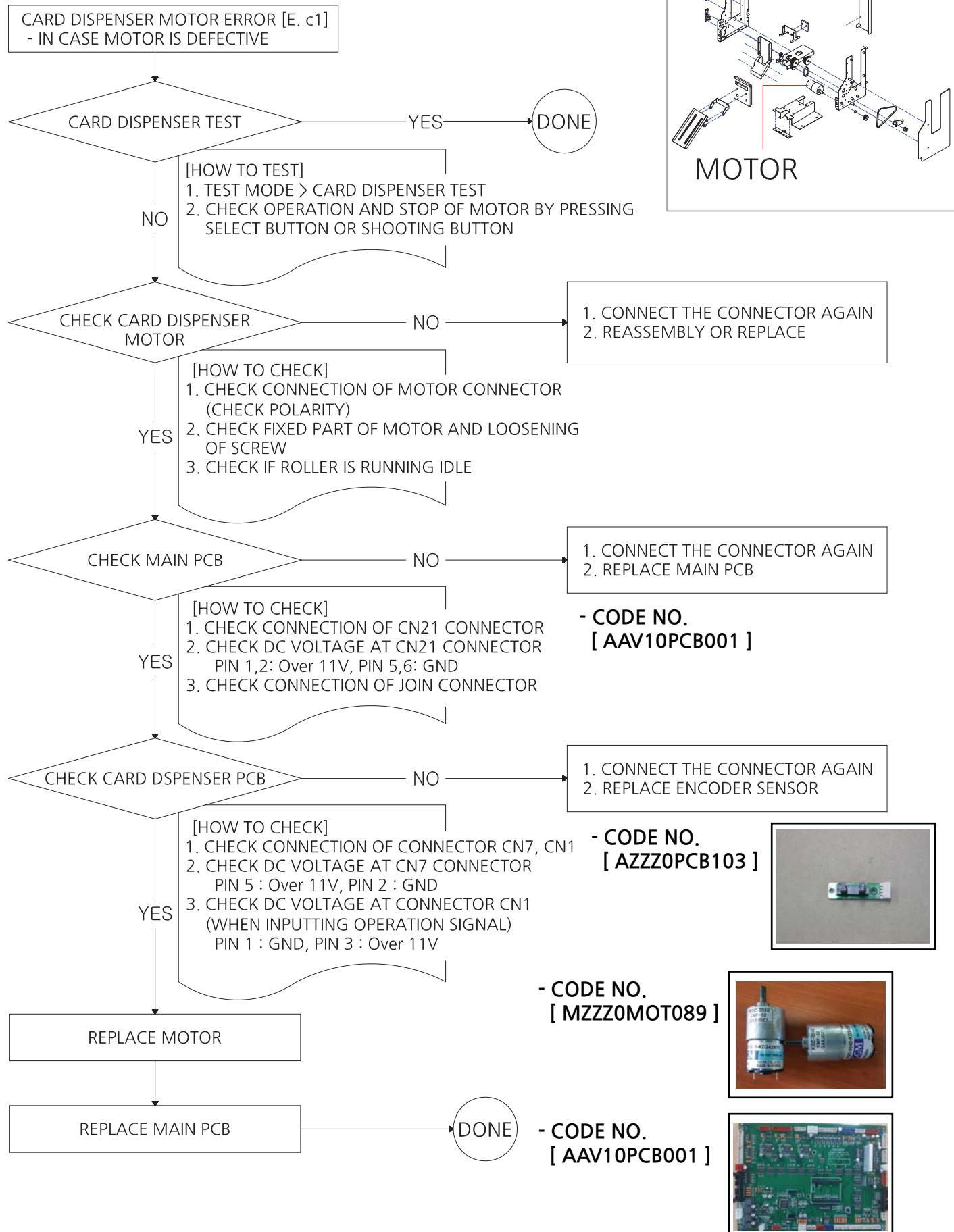
* General check up : Check the supply voltage and wiring connection properly
 * "NO" : Means faulty of the check up result.

4-19. CONVEYOR SENSOR ERROR [E. 91] - IN CASE SENSOR IS DEFECTIVE



* General check up : Check the supply voltage and wiring connection properly
 * "NO" : Means faulty of the check up result.

4-20. CARD DISPENSER MOTOR ERROR [E. c1] - IN CASE MOTOR IS DEFECTIVE



* General check up : Check the supply voltage and wiring connection properly
 * "NO" : Means faulty of the check up result.

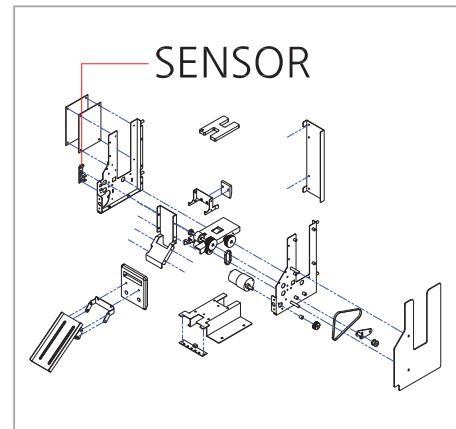
4-21. CARD DISPENSER SENSOR ERROR [E. c1] - IN CASE MOTOR IS DEFECTIVE

CARD DISPENSER SENSOR ERROR [E. c1]
 - IN CASE SENSOR IS DEFECTIVE

CARD DISPENSER TEST

YES

DONE



[HOW TO TEST]

1. TEST MODE > CARD DISPENSER TEST
2. CHECK OPERATION AND STOP OF MOTOR BY PRESSING SELECT BUTTON OR SHOOTING BUTTON
3. PLAY FND : CHECK STATUS OF CARD DISPENSING SENSOR
SENSOR NON-DETECTED : 0, SENSOR DETECTED : _ (WHEN DISPENSING CARD)
4. CHECK DC VOLTAGE AT INPUT TEST

NO

CHECK CARD DISPENSER
ENCODER SENSOR

NO

1. CONNECT THE CONNECTOR AGAIN
2. REMOVE FOREIGN MATERIAL FROM SENSOR
3. ADJUST LOCATION BETWEEN SENSOR AND SENSOR BRACKET

YES

[HOW TO CHECK]

1. CHECK CONNECTION OF SENSOR CONNECTOR
2. CHECK SENSOR AND EXTERIOR CONDITION OF SENSOR BRACKET IF THERE IS ANY FOREIGN MATERIAL
3. CHECK LOCATION BETWEEN ENCODER SENSOR BRACKET HOLE AND SENSOR

CHECK MAIN PCB

NO

1. CONNECT THE CONNECTOR AGAIN
2. REPLACE MAIN PCB

- CODE NO.
 [AAV10PCB001]

YES

[HOW TO CHECK]

1. CHECK CONNECTION OF CN21 CONNECTOR
2. CHECK DC VOLTAGE AT CN21 CONNECTOR
PIN 1,2 : Over 11V, PIN 5,6 : GND
3. CHECK CONNECTION OF JOIN CONNECTOR

CHECK CARD DISPENSER PCB

NO

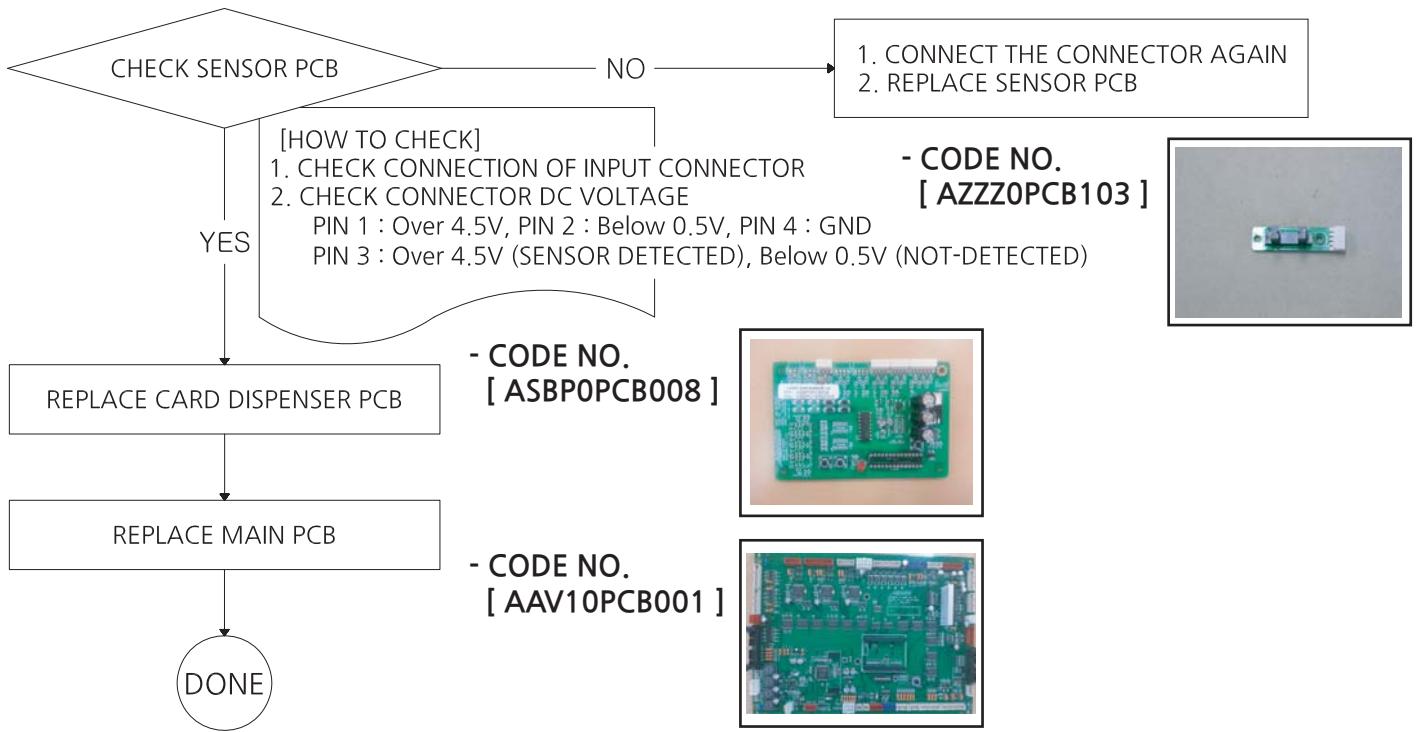
1. CONNECT THE CONNECTOR AGAIN
2. REPLACE CARD DISPENSER PCB

- CODE NO.
 [ASBP0PCB008]

YES

[HOW TO CHECK]

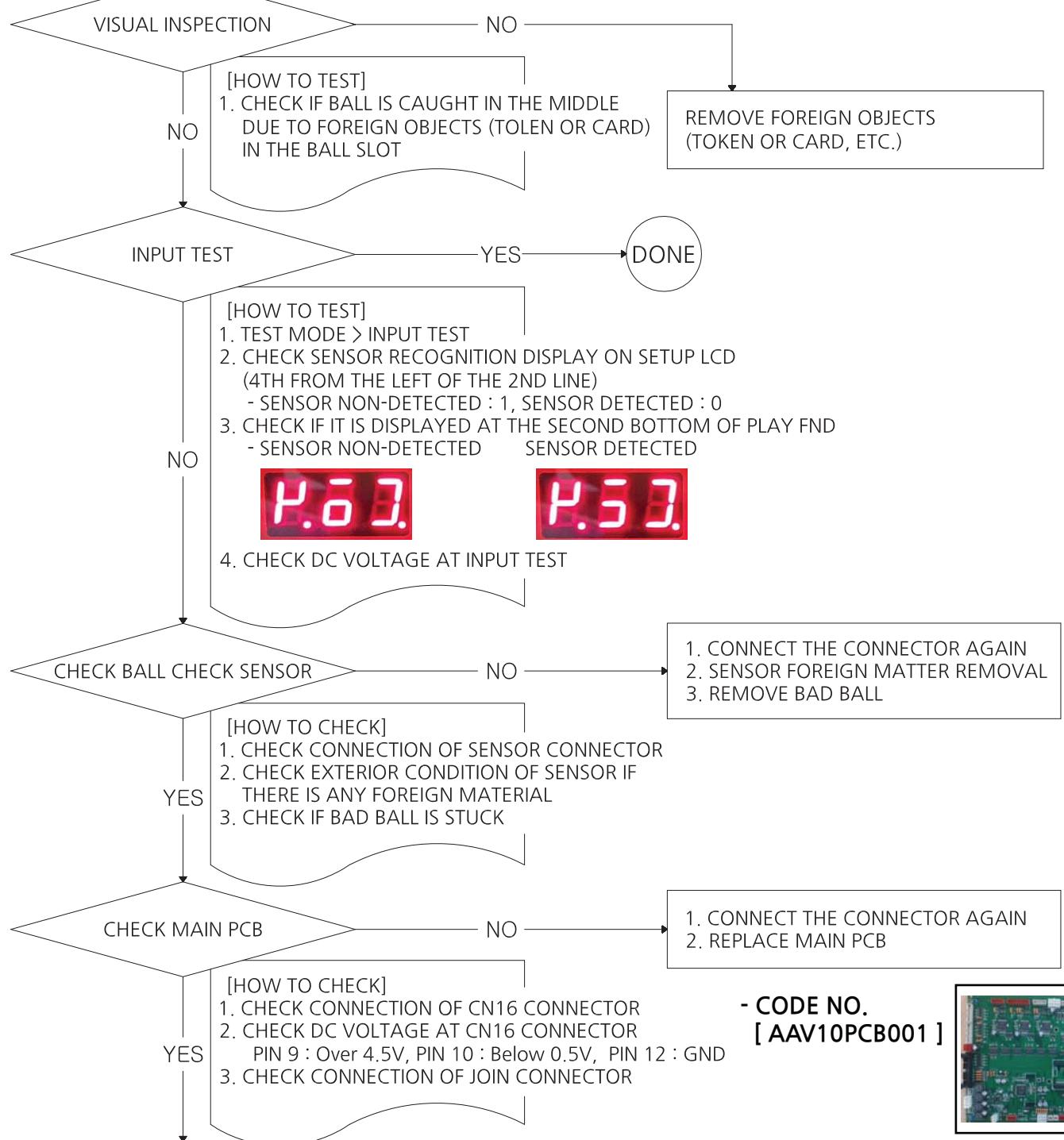
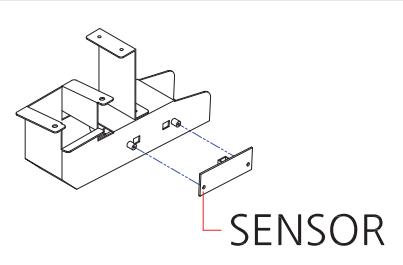
1. CHECK CONNECTION OF CONNECTOR
2. CHECK DC VOLTAGE AT CN5 CONNECTOR
PIN 1 : Over 4.5V, PIN 2 : Below 0.5V
PIN 3 : GND
3. CHECK REPEATED FLICKERING ON/OFF OF U1 LAMP



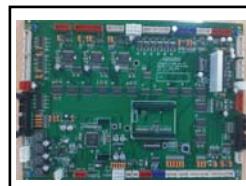
* General check up : Check the supply voltage and wiring connection properly
 * "NO" : Means faulty of the check up result.

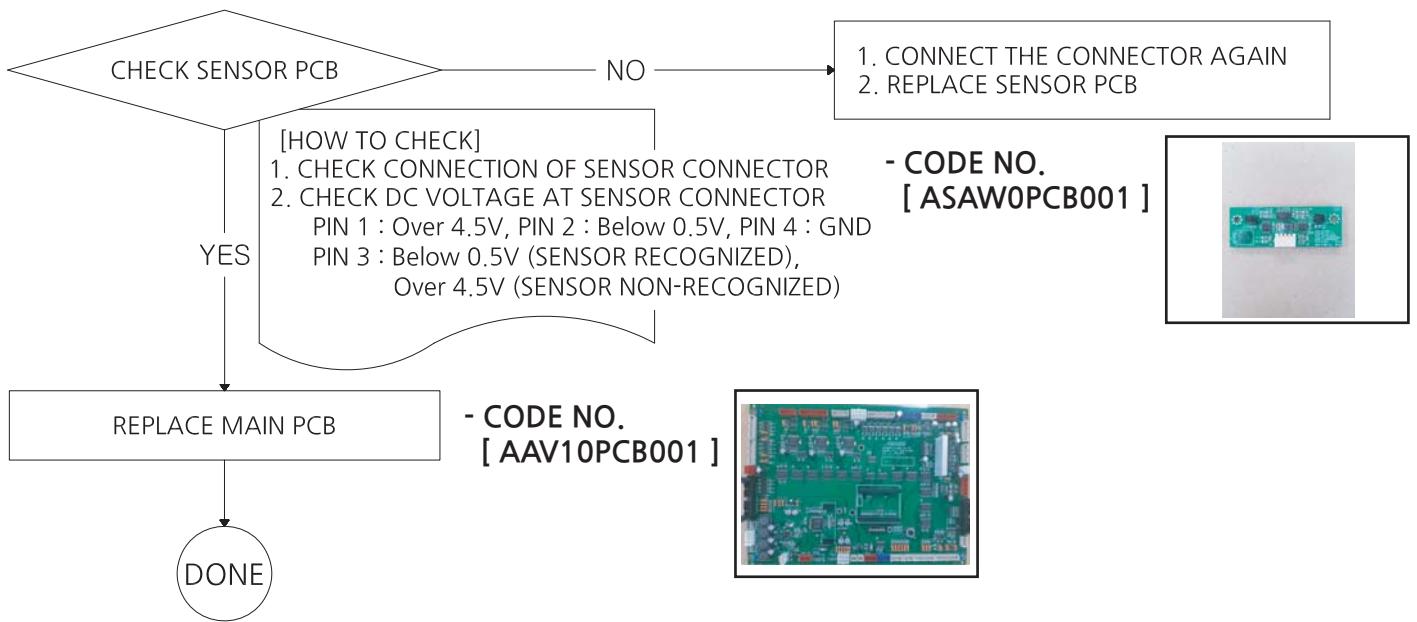
4-22. BALL CHECK SENSOR ERROR - IN CASE SENSOR IS DEFECTIVE

BALL CHECK SENSOR ERROR - IN CASE SENSOR IS DEFECTIVE



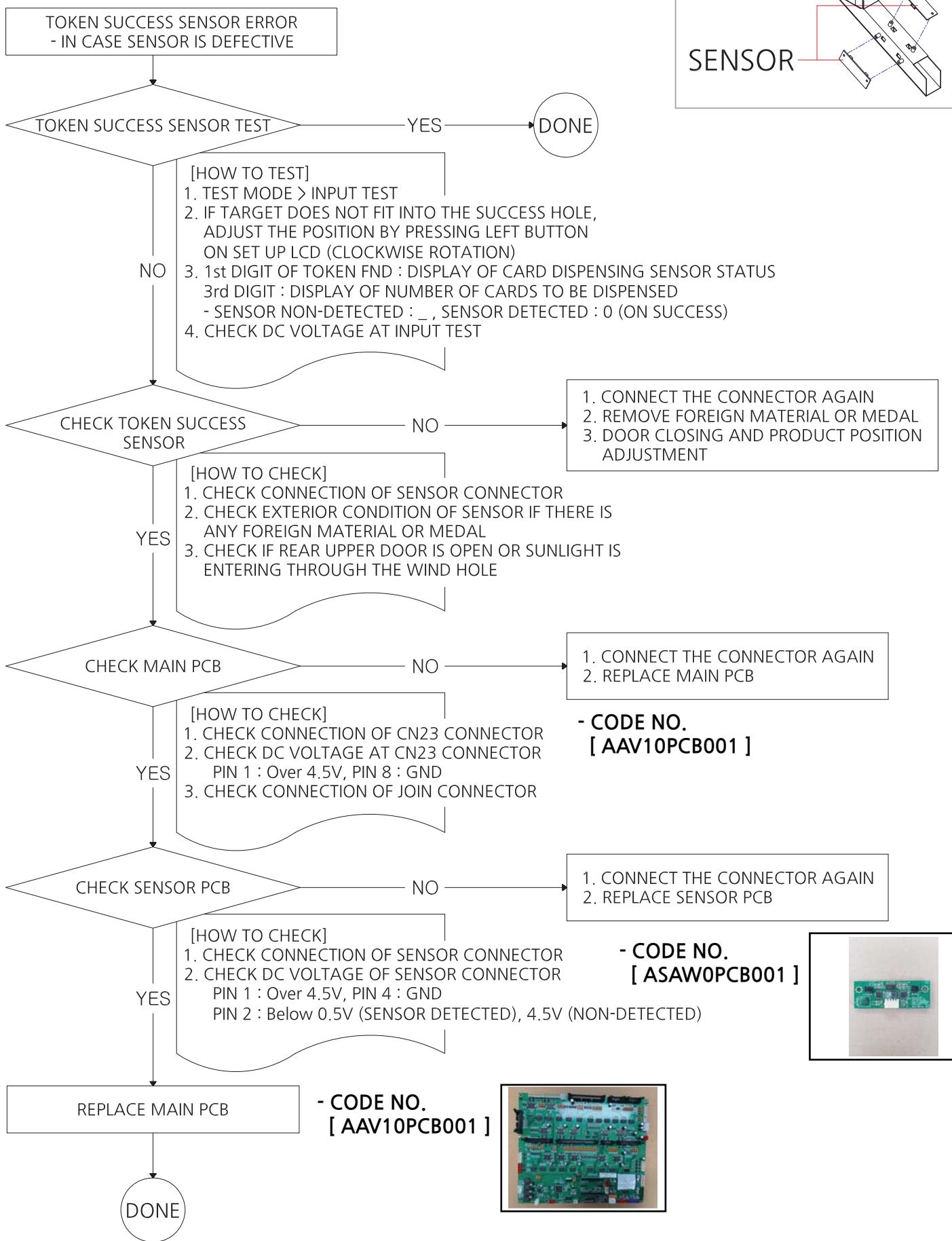
- CODE NO.
[AAV10PCB001]





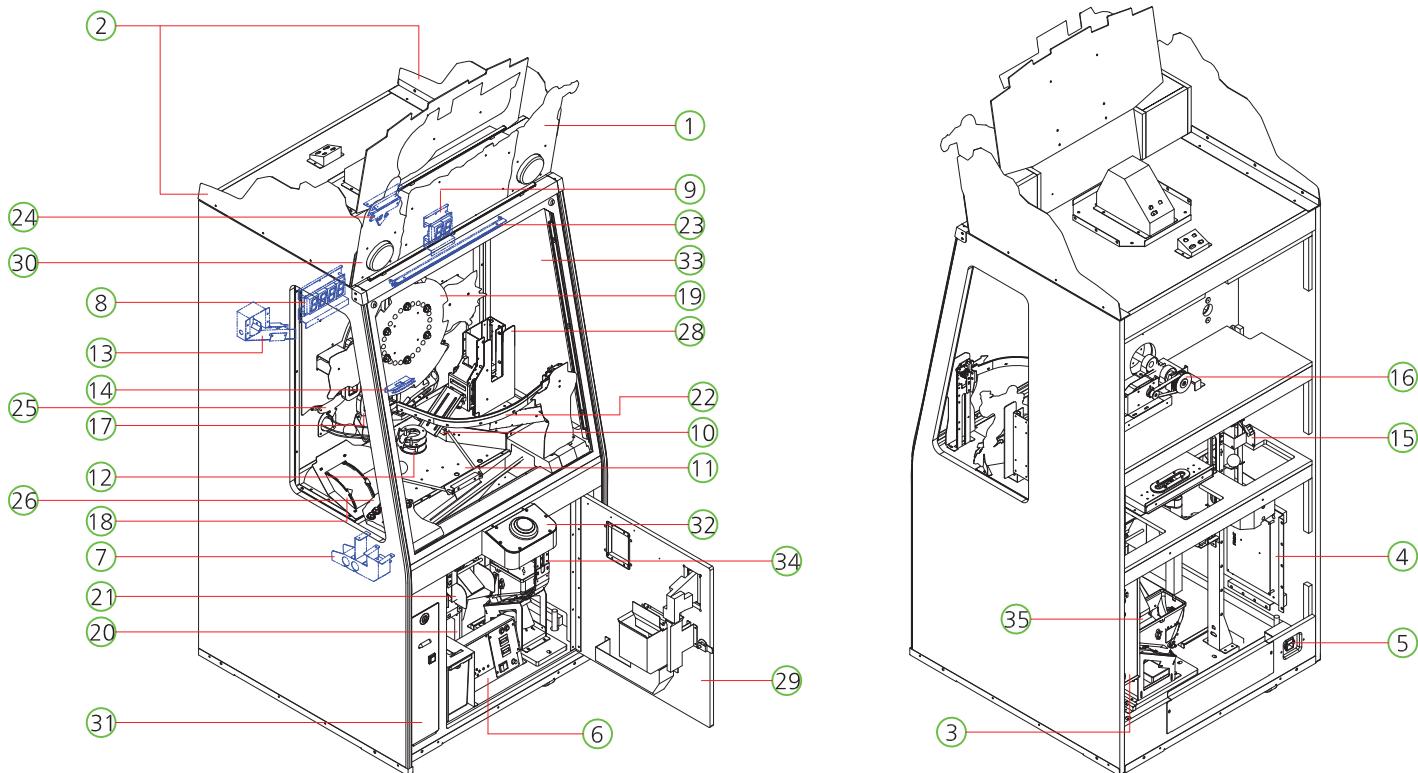
* General check up : Check the supply voltage and wiring connection properly
 * "NO" : Means faulty of the check up result.

4-23. TOKEN SUCCESS SENSOR ERROR - IN CASE SENSOR IS DEFECTIVE



5. EXPLODED VIEW

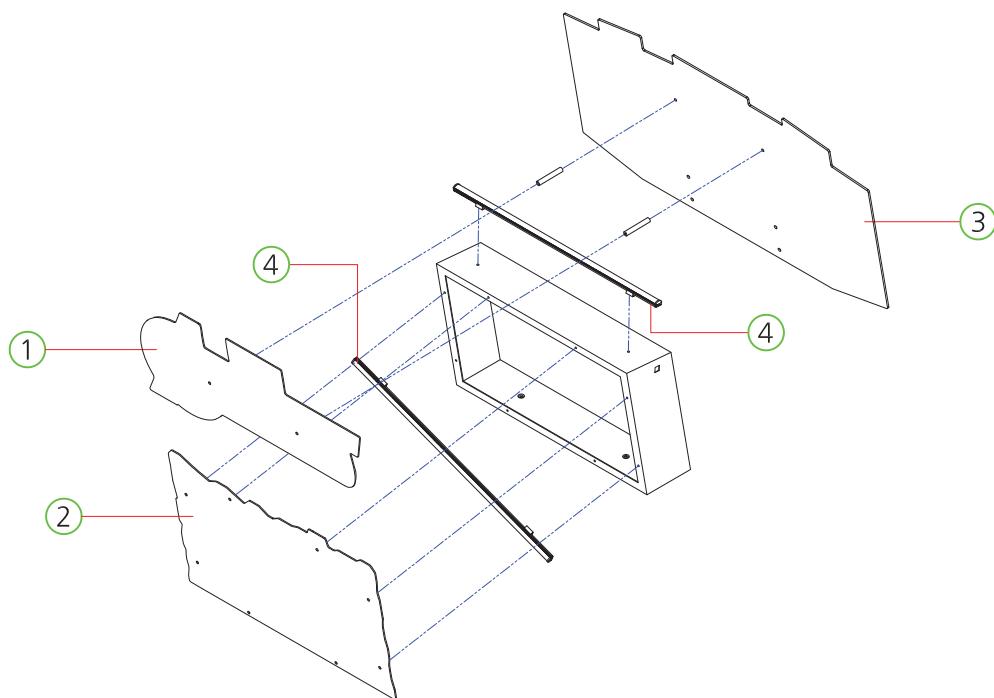
5-1. MAIN CABINET PART



NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	BILLBOARD PART	-	1	-
2	BILLBOARD CABINET SIDE DECO ACRYL-L, R	-	2	-
3	SMPS PART	-	1	-
4	MAIN BOARD PART	-	1	-
5	AC INPUT PART	-	1	-
6	CONTROL PANEL PART	-	1	-
7	BIG BALL OUTLET SENSOR PART	-	1	-
8	TICKET FND PCB PART	-	1	-
9	CREDIT FND PCB PART	-	1	-
10	SIDE PAYOUT GUIDE L, R	-	2	-
11	MOVING PUSHER PART	-	1	-
12	BIG BALL INLET GUIDE RAIL PART	-	1	-
13	WHEEL COIN INLET RAIL PART	-	1	-
14	TARGET WHEEL LIGHTING PCB PART	-	1	-
15	BIG BALL ELEVATOR PART	-	1	-
16	TARGET WHEEL MOTOR PART	-	1	-
17	TARGET WHEEL PART	-	1	-
18	SLOT WHEEL PART	-	1	-
19	TARGET WHEEL DECO COVER PART	-	1	-
20	MEDAL DIVIDE OUTLET GUIDE PART	-	1	-
21	MEDAL ROLLER PART	-	1	-
22	COIN SHOOTER RAIL PART	-	1	-
23	TOP LED LAMP PART	-	1	-
24	BIG WHEEL WIN LED PART	-	1	-

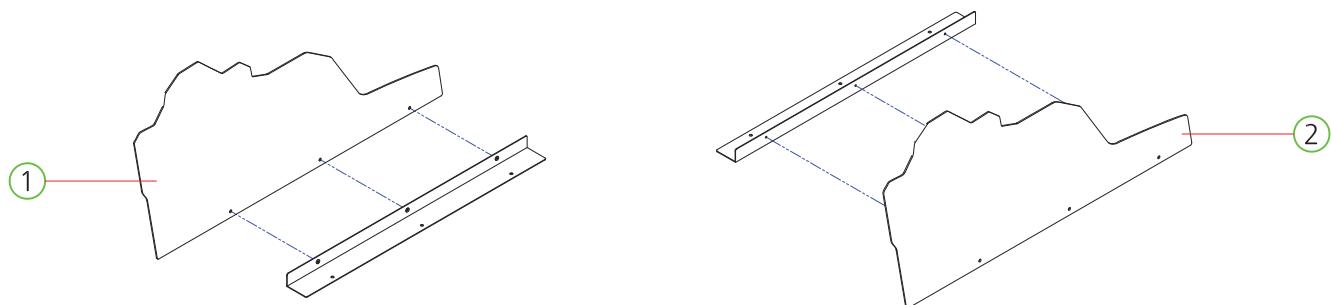
25	BOUNS WIN OUTLET COVER ACRYL PART	-	1	-
26	GAUNTLET DECO PART	-	1	-
27	BIG WHEEL PART	-	1	-
28	CARD DISPENSER PART	-	1	-
29	FRONT DOOR PART	-	1	-
30	SPEAKER BOX-L, R PART	-	2	-
31	TICKET DISPENSER PART	-	1	-
32	BUTTON PANEL PART	-	1	-
33	FRONT DOOR GLASS PART	-	1	-
34	FRONT MEDAL EV HOPPER PART	-	1	-
35	REAR MEDAL EV HOPPER PART	-	1	-

5-2. BILLBOARD PART



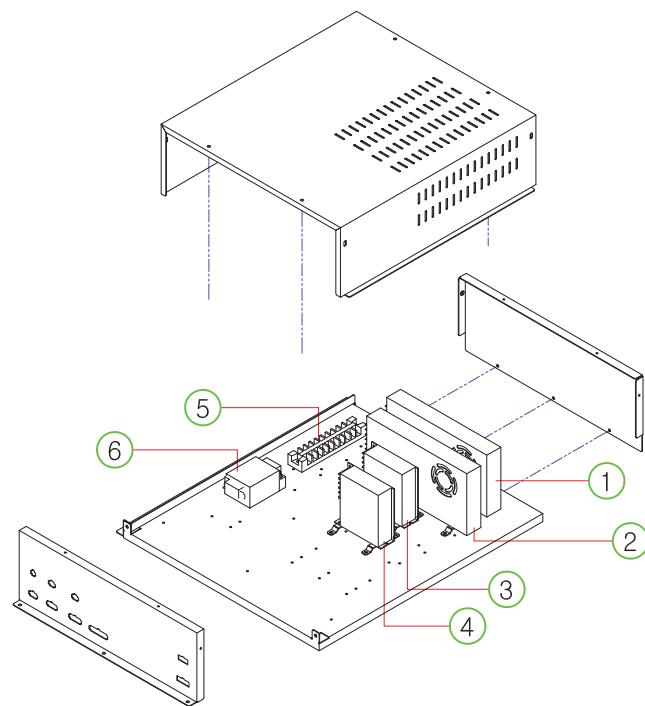
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	BILLBOARD DECO MAIN COVER-B	PET-2t	1	MAV10ACR003
2	BILLBOARD MAIN FRONT COVER	PET-2t	1	MAV10ACR001
3	BILLBOARD DECO MAIN COVER-A	FORMAX-3t	1	MAV10ACR002
4	LED BAR PCB ASS'Y	460mm	2	AZZZOPCB124

5-3. BILLBOARD CABINET SIDE DECO ACRYL-L, R PART



NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	BILLBOARD CABINET SIDE DECO ACRYL-L	PET-2t	1	MAV10ACR004
2	BILLBOARD CABINET SIDE DECO ACRYL-R	PET-2t	1	MAV10ACR005

5-4. SMPS PART



NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	POWER SMPS	RSP-320-12	1	MELEOSMP109
2	POWER SMPS	RSP-320-24	1	MELEOSMP101
3	POWER SMPS	LRS 75_12	1	MELEOSMP093
4	POWER SMPS	LRS 75-5	1	MELEOSMP094
5	TERMINAL BLOCK	250V 10P UL_CE	1	MELEOTEB003
6	NOISE FILTER	RNS-2010	1	MELEONOIO09

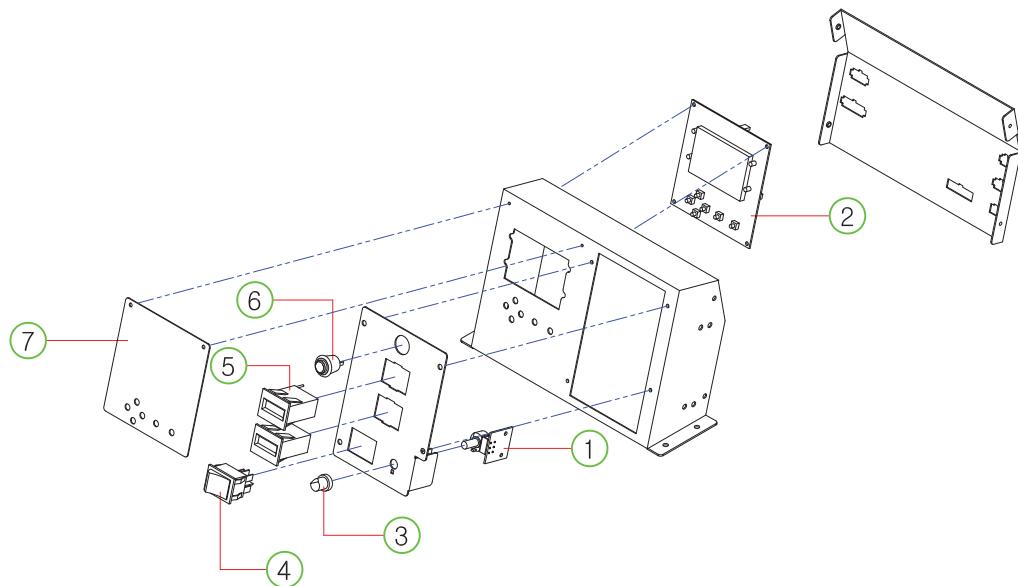
5-5. MAIN BOARD PART

5-6. AC INPUT PART



NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	MAIN BOARD PCB ASS'Y	-	1	AAV10PCB001
2	AC INPUT	DAC-13H	1	AELEOFUS002

5-7. CONTROL PANEL PART



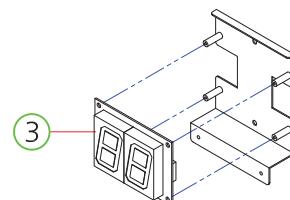
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	VOLUME PCB ASS'Y	-	1	AHM20PCB016
2	SETUP LCD PCB ASS'Y	-	1	AZZZ0PCB113
3	VOLUME KNOB	-	1	MELEOVOL007
4	ROCKER SWITCH	R595KDF	1	MELEOSWI021
5	COUNTER	AMMC-712(OA127CL)	2	MZZZ0COU002
6	PUSH BUTTON SWITCH	DS-412R	2	MELEOPUS006
7	SETUP PANEL BKT PET COVER	-	1	MSBPOACR040

5-9. TICKET FND PCB PART

5-8. BIG BALL OUTLET SENSOR PART



5-10. CREDIT FND PCB



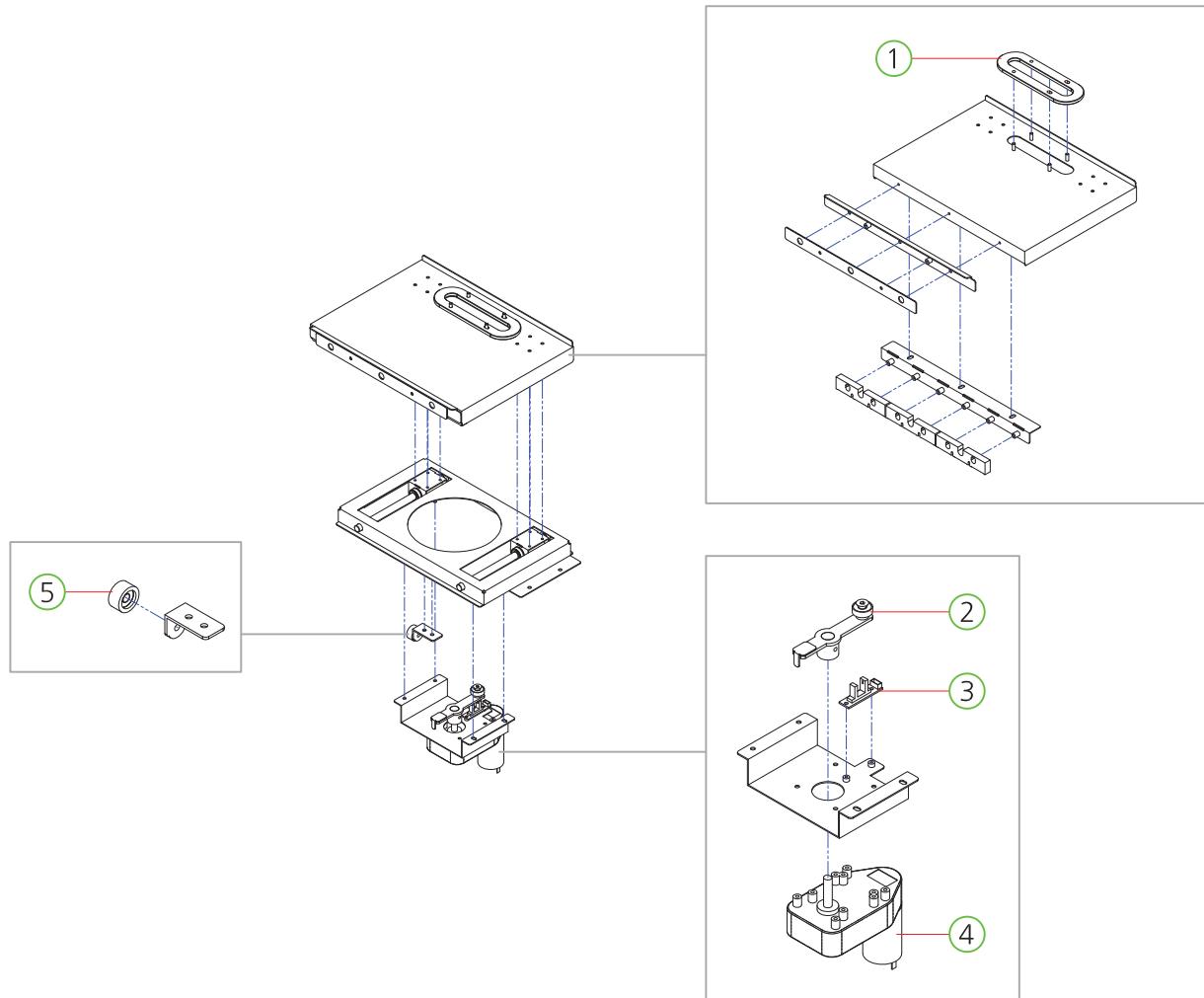
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	CHUTE SENSOR PCB ASS'Y	-	1	ASAW0PCB001
2	FND PCB ASS'Y	3856-4(STRAIGHT)	1	AFNDOPCB007
3	FND PCB ASS'Y	3856-2(STRAIGHT)	1	AFNDOPCB006

5-11. SIDE PAYOUT GUIDE L, R PART



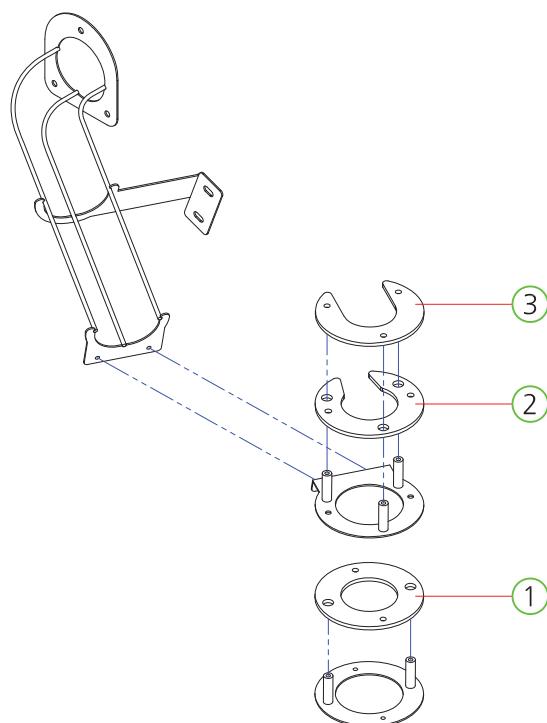
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	SIDE PAYOUT GUIDE MOLD	-	2	MDCC0PLA010

5-12. MOVING PUSHER PART



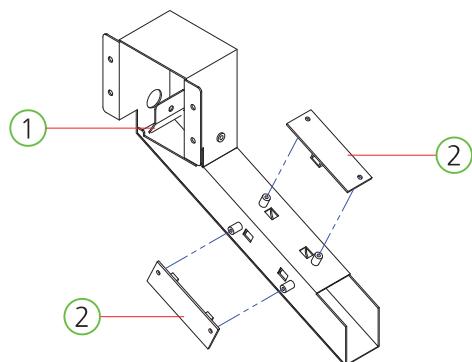
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	MOVING PUSHER ROTATE GUIDE	ACRYL-5t	1	MAV20ACR010
2	BEARING	626ZZ	1	MZZZ0BEA087
3	PHOTO-INT1(ANGLE) PCB ASS'Y	ANGLE TYPE	1	AZZZ0PCB103
4	MOTOR	KGV2-0350-KB3640S1	1	MZZZ0MOT152
5	PUSHER BEARING	696ZZ + $\Phi 20 \times W8$ (ACETAL)	1	MSBP0PRO002

5-13. BIG BALL INLET GUIDE RAIL PART

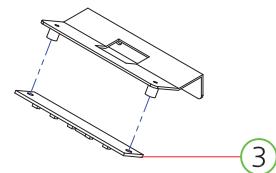


NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	BIG BALL INLET GUIDE RAIL ACRYL-C	PC-3t	1	MAV20ACR043
2	BIG BALL INLET GUIDE RAIL ACRYL-B	PC-3t	1	MAV20ACR042
3	BIG BALL INLET GUIDE RAIL ACRYL-A	PC-3t	1	MAV20ACR041

5-14. WHEEL COIN INLET RAIL PART

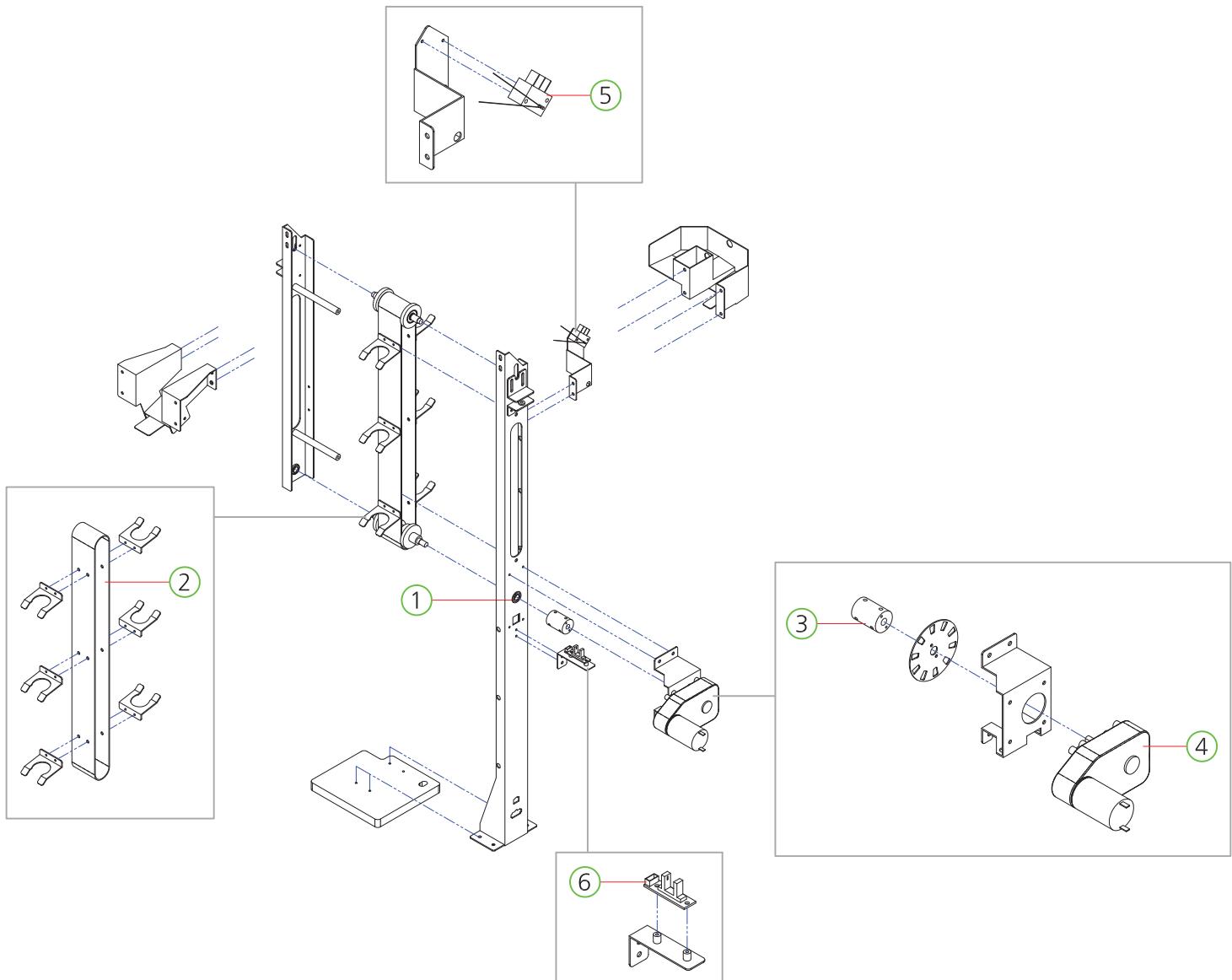


5-15. TARGET WHEEL LIGHTING PCB PART



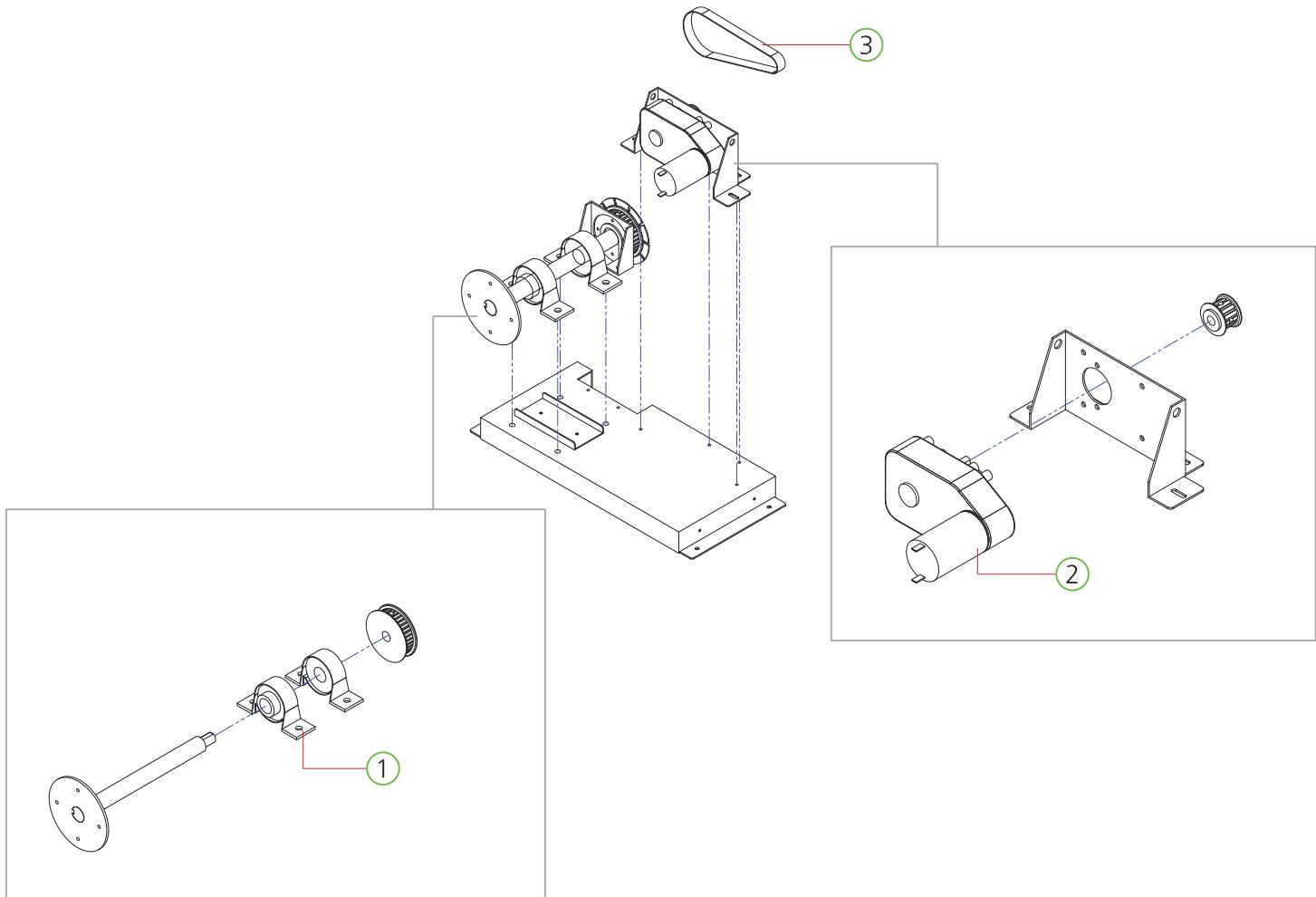
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	WHEEL COIN INLET RAIL ACRYL	PC-1t	1	MAV20ACR007
2	CHUTE SENSOR PCB ASS'Y	IR SENSOR	2	ASAW0PCB001
3	LED PCB ASS'Y	ANGLE TYPE	1	AMUM0PCB005

5-16. BIG BALL ELEVATOR PART



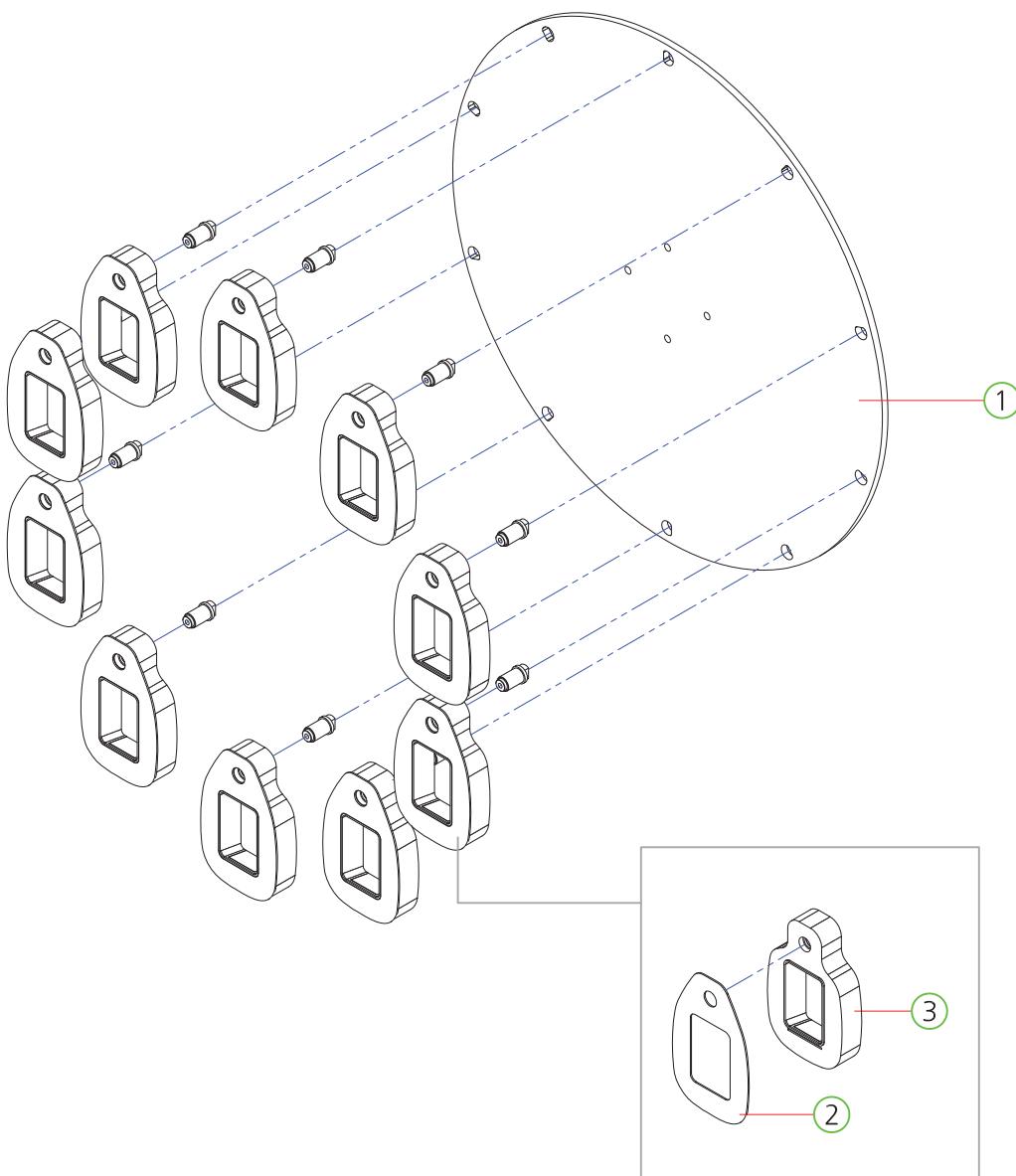
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	BEARING	F689ZZ	1	MZZZ0BEA068
2	BIG BALL EV BELT	PVC1.4Tx50Wx954.2L	1	MZZZ0BEL047
3	COUPLING	CR050	1	AZZZ0COP002
4	MOTOR	KGV2-0200-3657U1 (25 RPM)	1	MZZZ0MOT161
5	MICRO SWITCH	CNR-05H-03 ZIPPY	1	MELE0MIC002
6	PHOTO-INT1(ANGLE) PCB ASS'Y	ANGLE TYPE	1	AZZZ0PCB103

5-17. TARGET WHEEL MOTOR PART



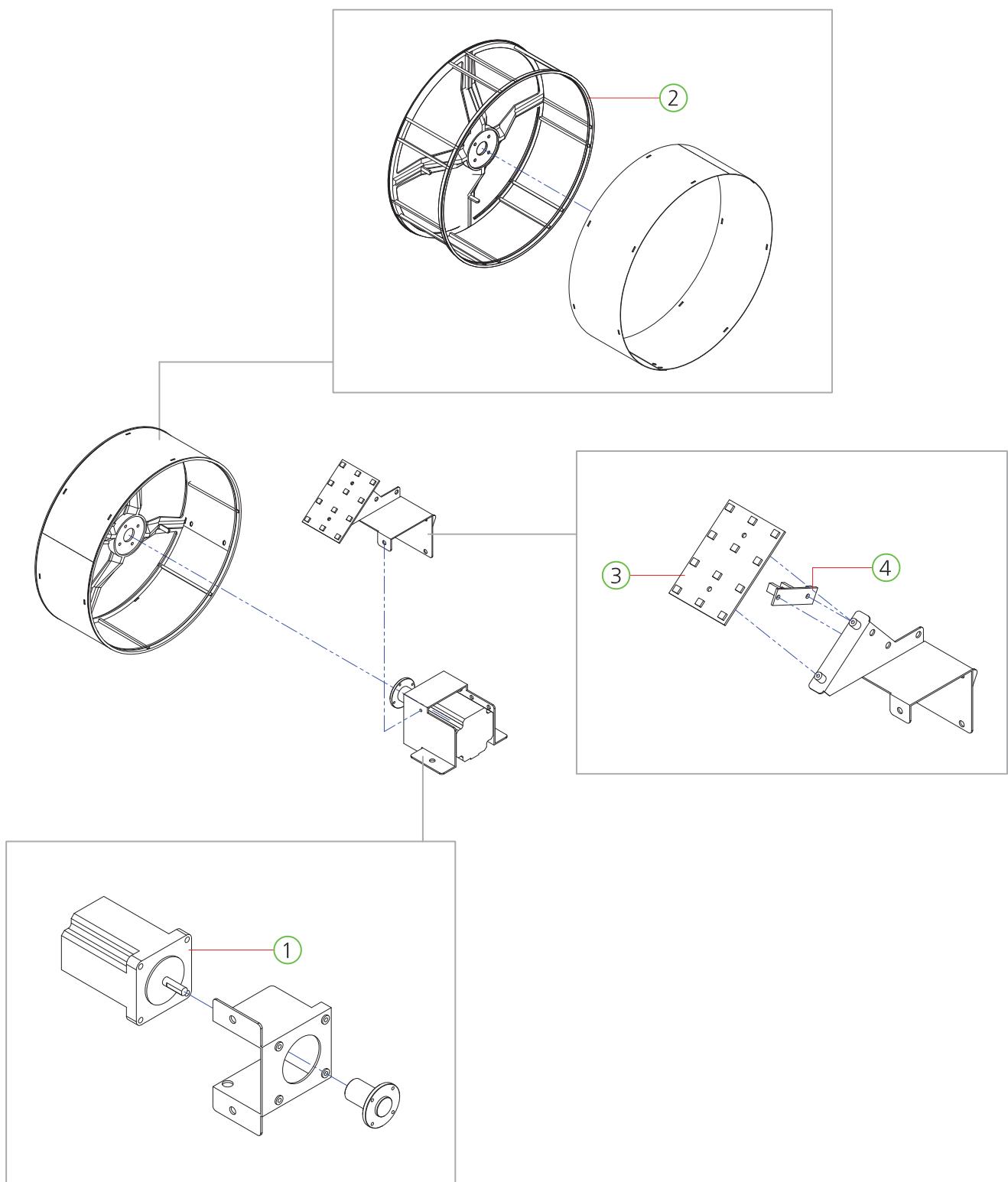
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	BEARING	SAPP204	2	MZZZ0BEA089
2	MOTOR	KGV2-0500-3657U1_F-TYPE_10RPM	1	MZZZ0MOT160
3	TARGET WHEEL MOTOR TIMMING BELT	148XL	1	MSAW0ZZ004

5-18. TARGET WHEEL PART



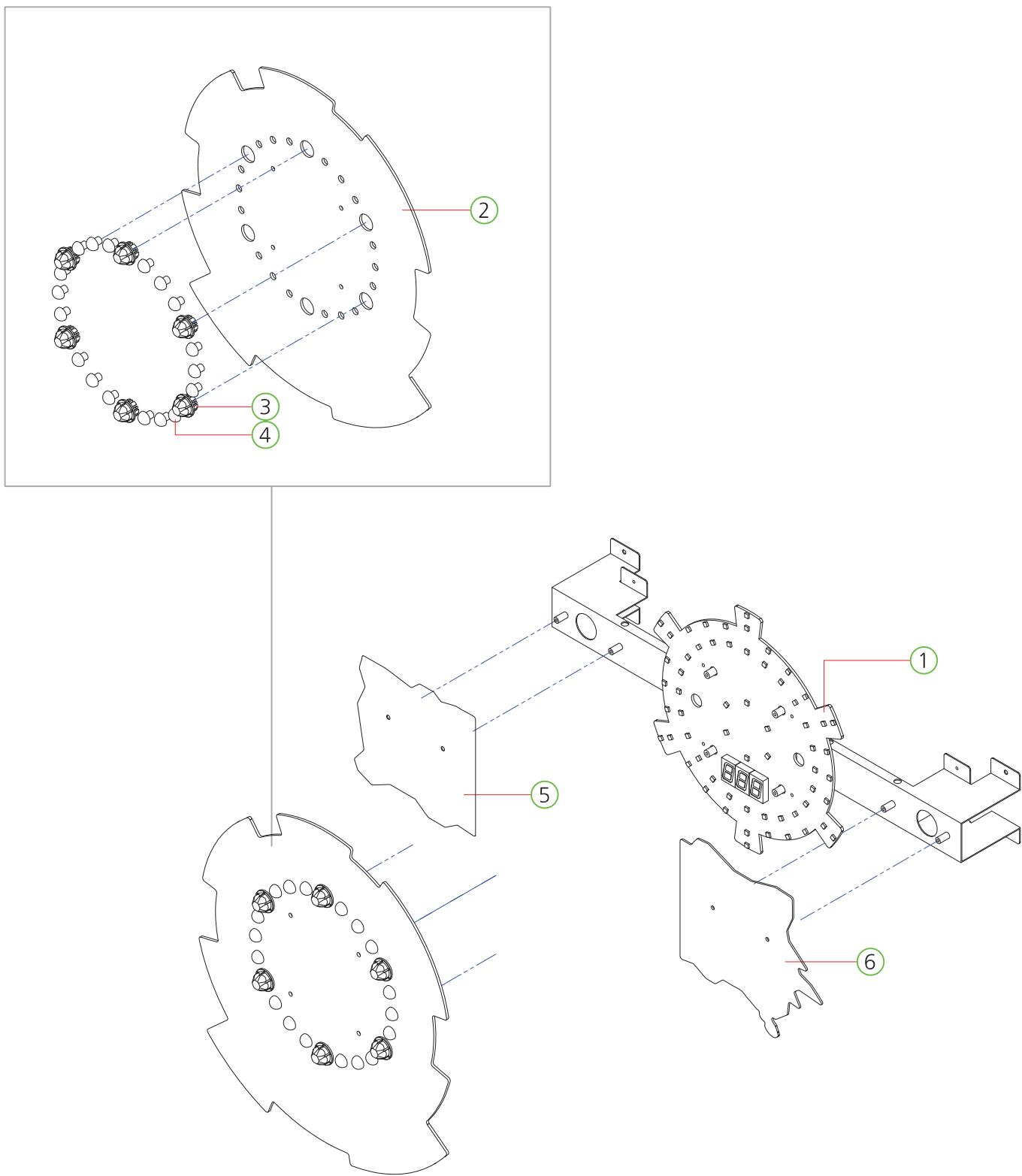
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	TARGET WHEEL BASE ACRYL	ACRYL-5t	1	MAV20ACR008
2	TARGET COVER ACRYL	PC-1t	10	MAV20ACR009
3	TARGET MOLD	ABS-2t	10	MAV20PLA001

5-19. SLOT WHEEL PART



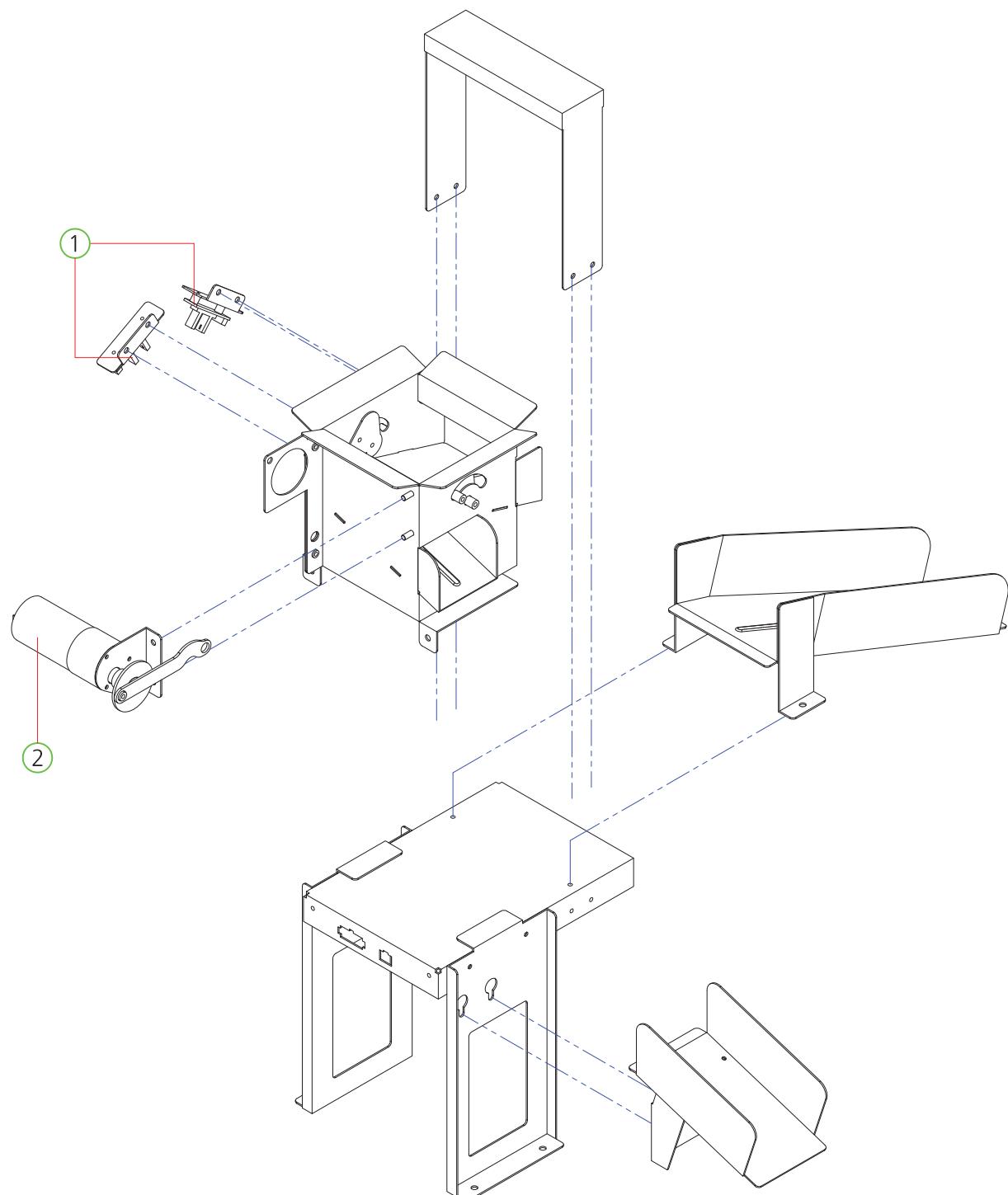
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	STEPPING MOTOR	4S56Q-08576S	1	MZZZ0MOT167
2	SLOT WHEEL MOLD	-	1	MAV20PLA002
3	NEW BONUS SPIN LED PCB ASS'Y	-	1	AAV20PCB003
4	PHOTO INT-1 PCB ASS'Y	-	1	ACIR0PCB011

5-20. TARGET WHEEL DECO COVER PART



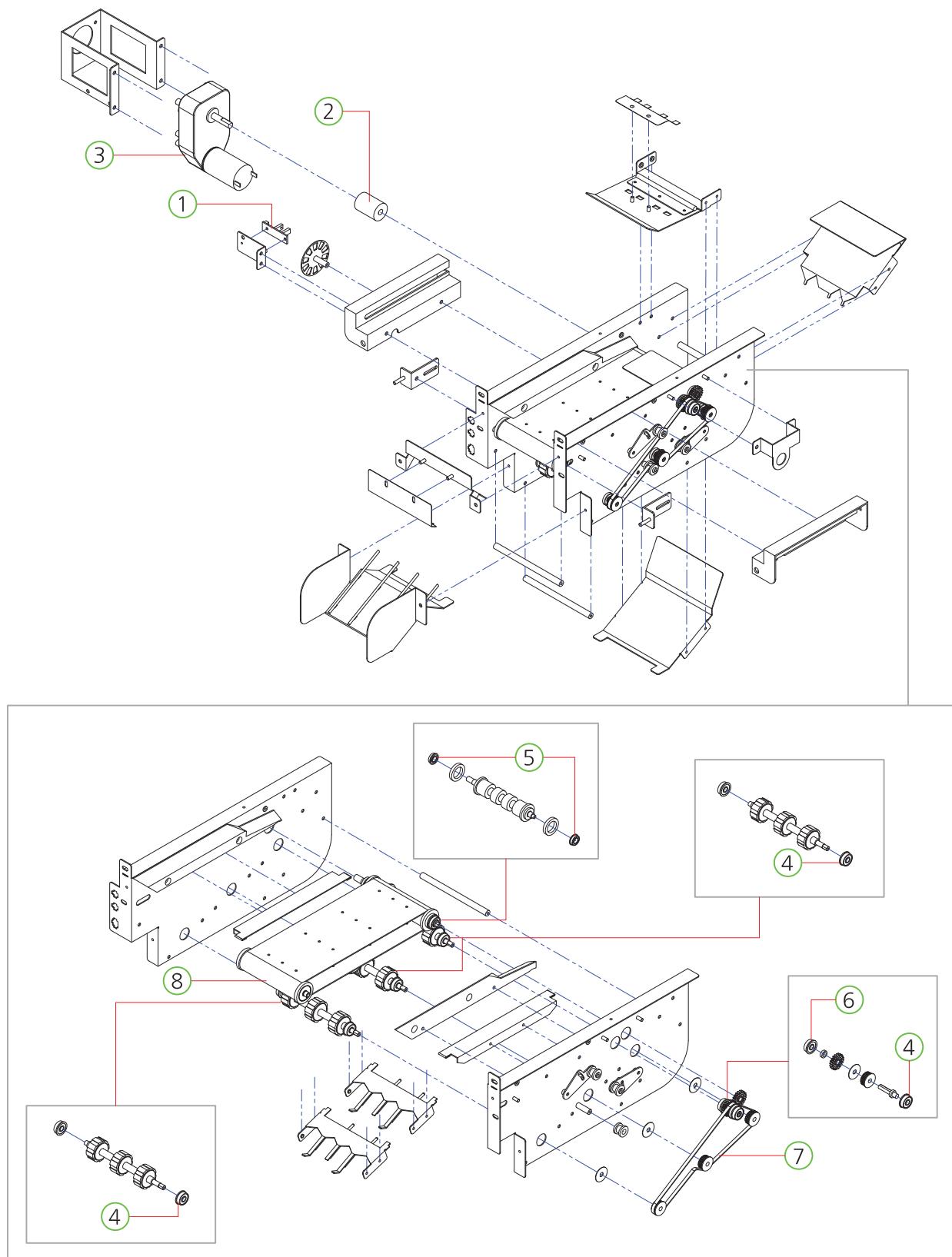
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	TARGET WHEEL LED PCB ASS'Y	-	1	AAV20PCB004
2	TARGET WHEEL DECO COVER-A	ACRYL-3t	1	MAV10ACR014
3	LED CAP	Φ20 LED CAP	6	MZZZ0PLA037
4	LED CAP	Φ15 LED CAP	18	MWOL0PLA002
5	TARGET WHEEL DECO COVER-B	PET-1t	1	MAV10ACR015
6	TARGET WHEEL DECO COVER-C	PET-1t	1	MAV10ACR016

5-21. MEDAL DIVIDE OUTLET GUIDE PART



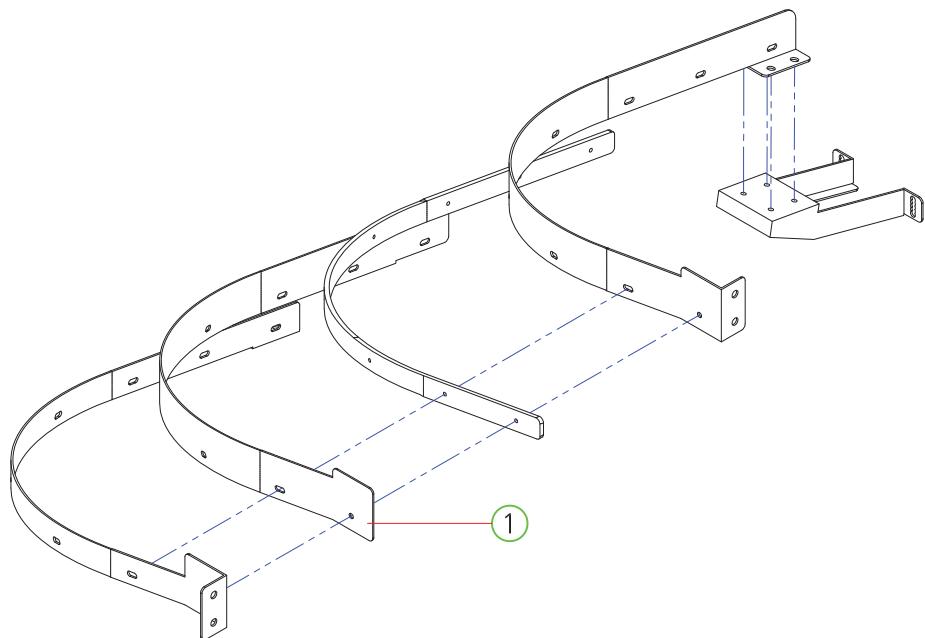
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	PHOTO INT-1 PCB ASS'Y	-	2	ACIROPCB011
2	MOTOR	KGC-0500-KB3657T1	1	MZZZ0MOT149

5-22. MEDAL ROLLER PART



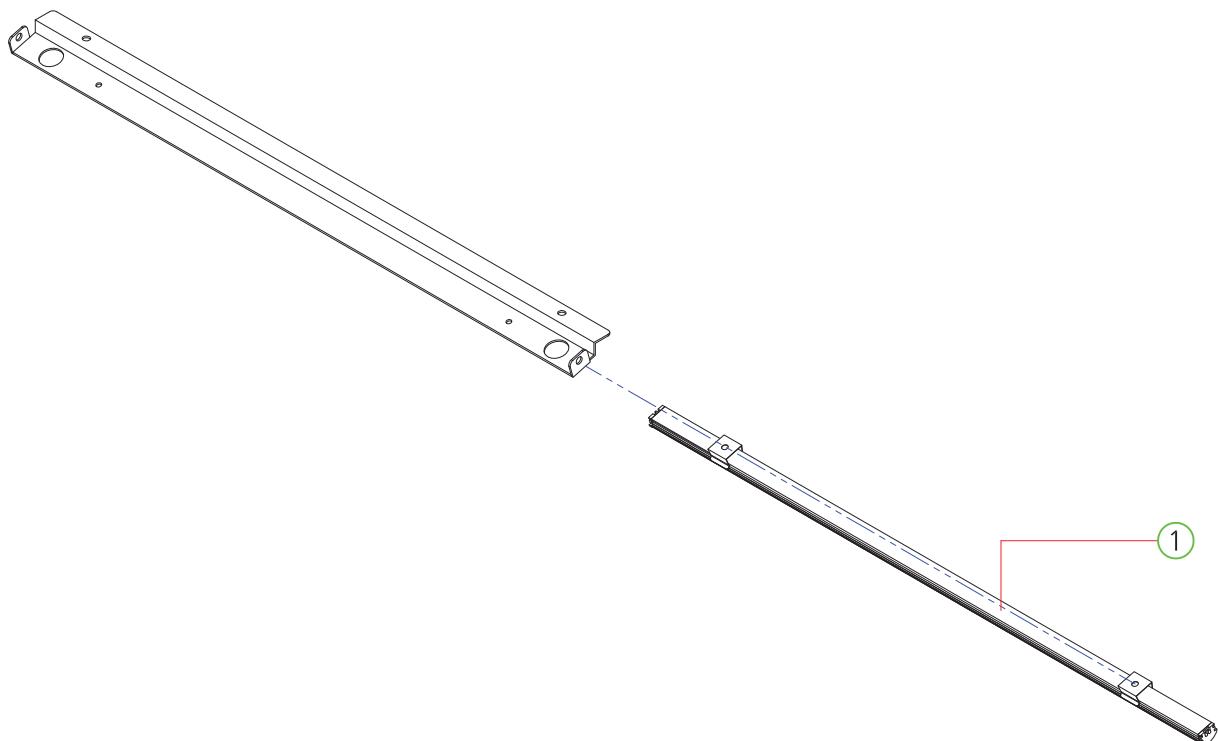
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	PHOTO-INT1(ANGLE) PCB ASS'Y	ANGLE TYPE	1	AZZZOPCB103
2	COUPLING	CR050	1	AZZZOCOP002
3	MOTOR	KGV-0060-ND3657 U2	1	MZZZOMOT168
4	BEARING	F688ZZ	7	MZZZOBEA076
5	BEARING	F689ZZ	2	MZZZOBEA068
6	BEARING	F606ZZ	1	MZZZOBEA073
7	TIMMING BELT	176XL (W : 10)	1	MZZZOBEL051
8	MEDAL ROLLER CONVEYOR	L : 538.5 x W : 100	1	MAV20RUB001

5-23. COIN SHOOTING RAIL PART



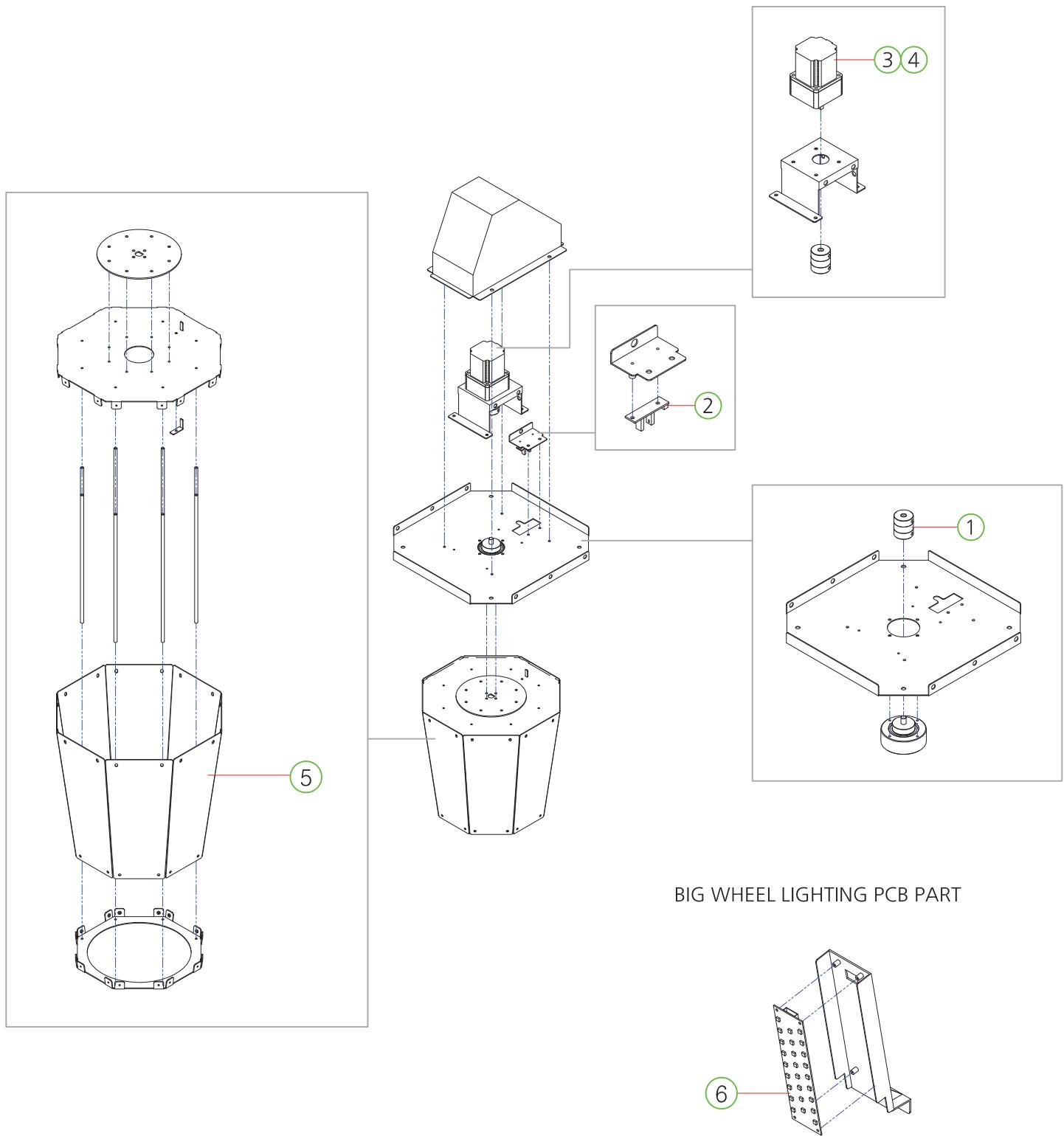
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	COIN SHOOTER RAIL OUTER COVER	PET-1t	1	MAV20ACR051

5-24. TOP LED LAMP PART



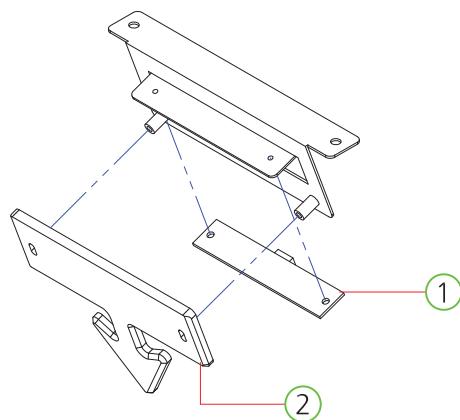
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	LED BAR PCB ASS'Y	460 mm	1	AZZZOPCB124

5-25. BIG WHEEL PART

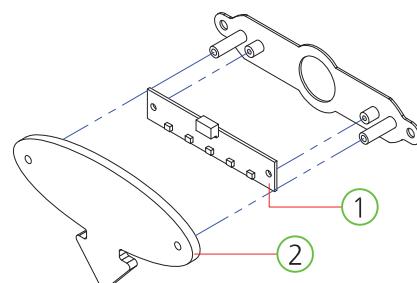


NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	COUPLING	JOC30	1	MZZZ0COP002
2	PHOTO-INT1 PCB ASS'Y	-	1	ACIR0PCB011
3	STEPPING MOTOR	4S56Q-P02554SG	1	MZZZ0MOT166
4	GEAR HEAD	K6G3C	1	MWIC0PAR028
5	BIG WHEEL OUTER DECO COVER	PET-1t	8	MAV20ACR044
6	SPOT LED PCB ASS'Y	-	1	ABAP0PCB008

5-26. BIG WHEEL WIN LED PART



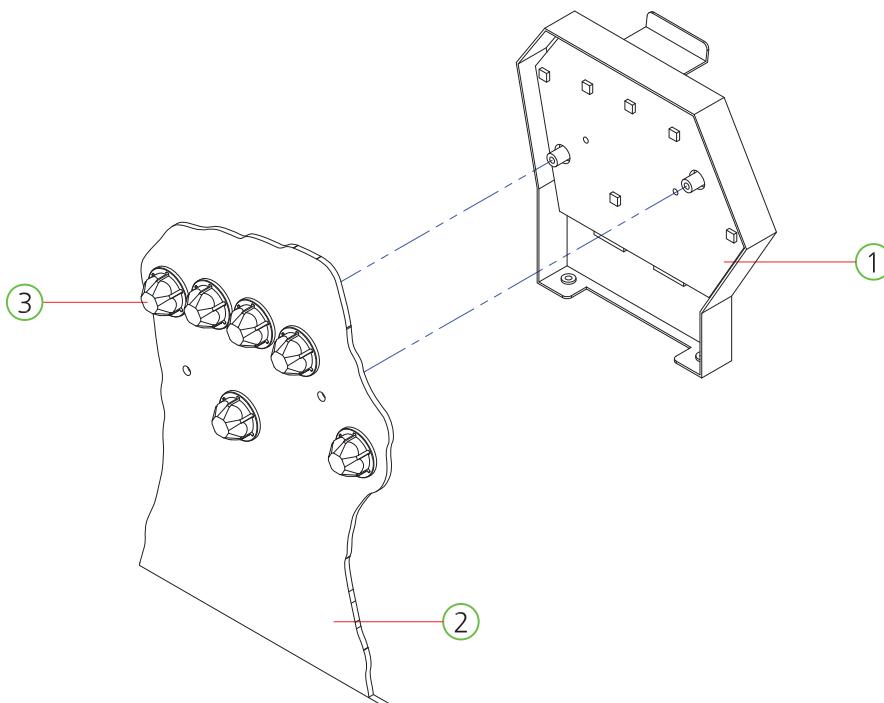
5-27. BONUS WIN OUTLET COVER ACRYL PART



NO.	PART NAME	SPEC.	Q'TY	CODE NO.
1	LED PCB ASS'Y	-	1	AMUM0PCB005
2	BIG WHEEL WIN LED ACRYL	ACRYL-5t	1	MAV10ACR012

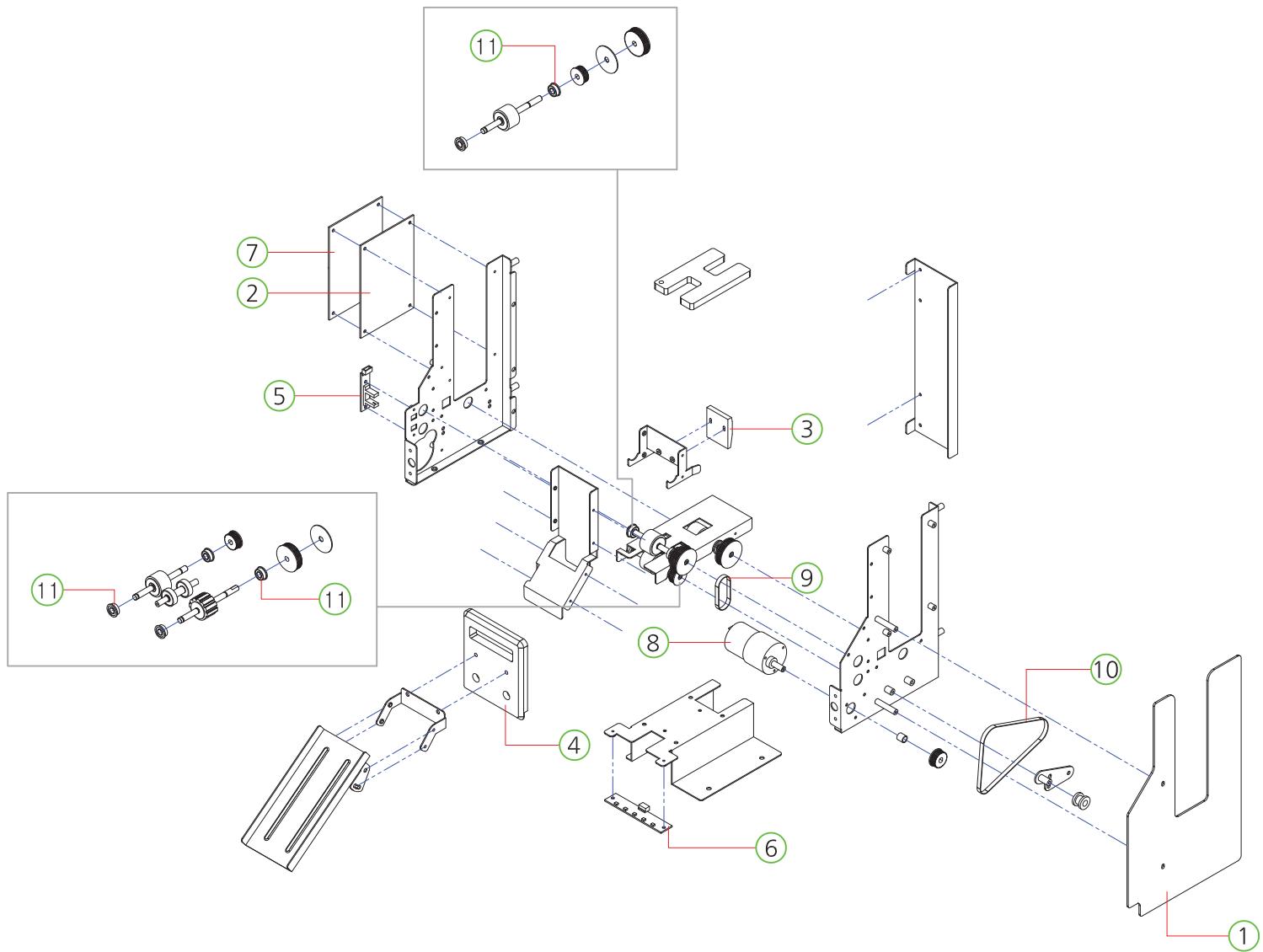
NO.	PART NAME	SPEC.	Q'TY	CODE NO.
1	LED PCB ASS'Y	-	1	AMUM0PCB005
2	BOUNS WIN OUTLET COVER ACRYL	ACRYL-5t	1	MAV20ACR036

5-28. GAUNTLET DECO PART



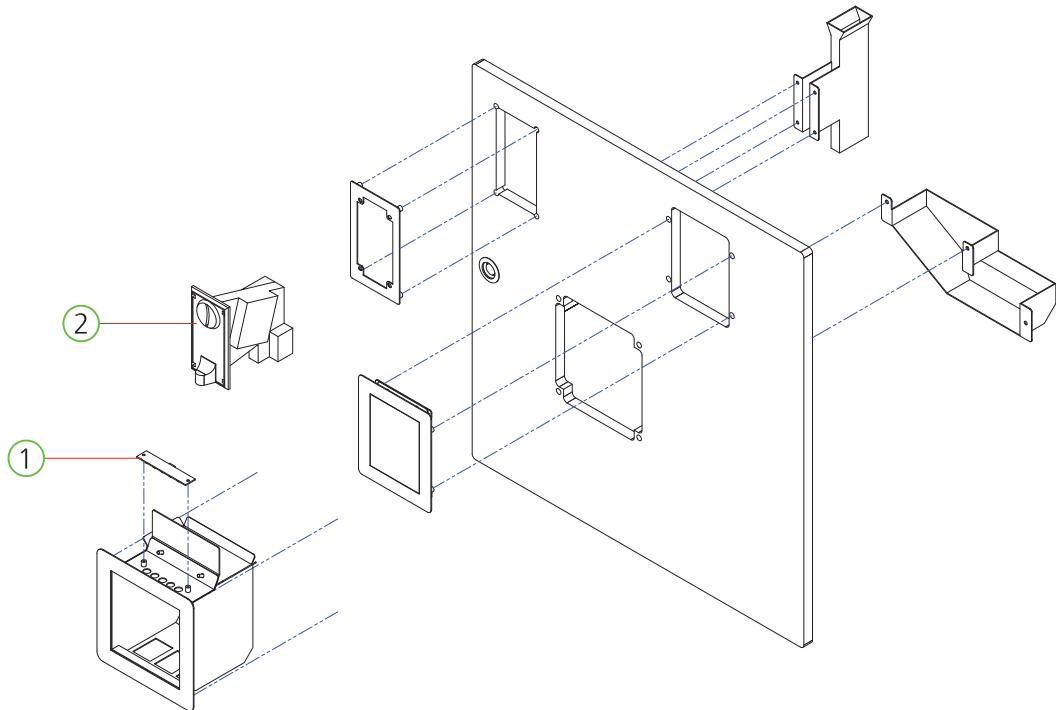
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	GAUNTLET LED PCB ASS'Y	-	1	AAV20PCB002
2	GAUNTLET FRONT COVER ACRYL	PET-2t	1	MAV10ACR008
3	LED CAP	Φ20 LED CAP	6	MZZZ0PLA037

5-29. CARD DISPENSER PART



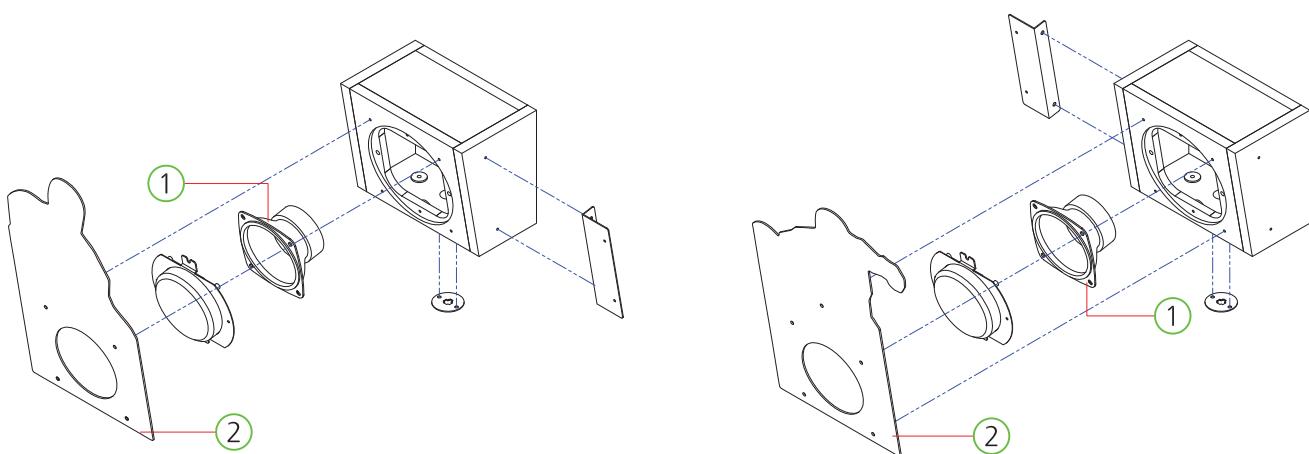
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	CARD DISPENSER DECO COVER	PET-1t	1	MAV20ACR039
2	CARD DISPENSER IO PCB COVER	PET-1t	1	MAV20ACR050
3	CARD OUTLET GUIDE BLOCK	-	1	MZZZ0PLA042
4	CARD DISPENSER FRONT MASK MOLD	-	1	MDCC0PLA009
5	PHOTO INT-1 PCB ASS'Y	ANGLE TYPE	1	AZZZ0PCB103
6	LED PCB ASS'Y	-	1	AMUM0PCB005
7	CARD DISPENSER IO PCB ASS'Y	-	1	ASBPOPCB008
8	MOTOR	KGC-3429(KD1-3429-075), 1/40(163RPM)	1	MZZZ0MOT089
9	CARD DISPENSER TIMMING BELT-A	52MXL	1	MZZZ0BEL018
10	CARD DISPENSER TIMMING BELT-B	147MXL	1	MZZZ0BEL019
11	BEARING	F686ZZ	6	MZZZ0BEA094

5-30. FRONT DOOR PART



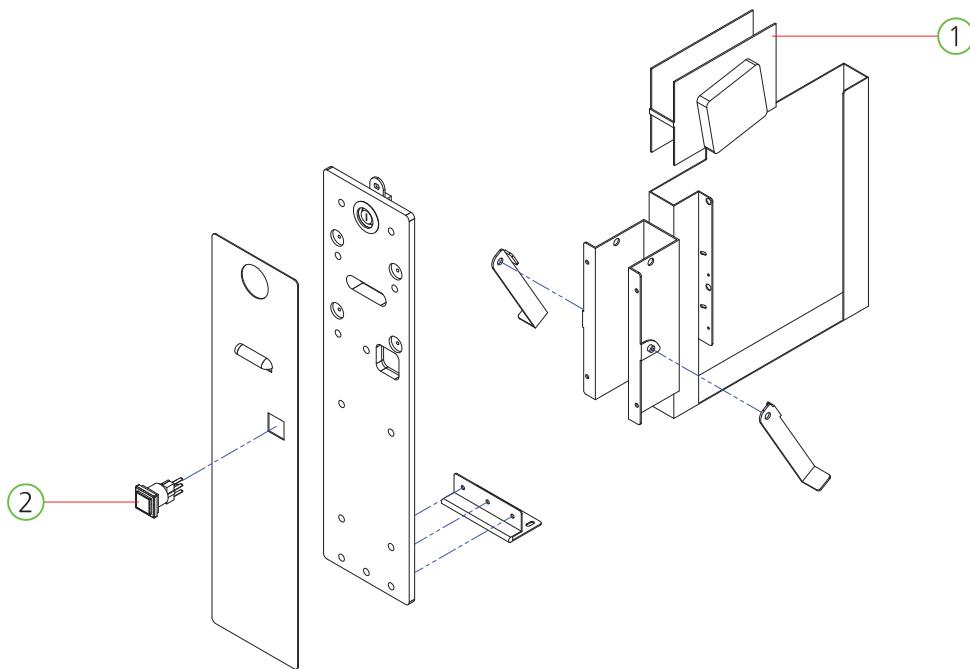
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	LED PCB ASS'Y	-	1	AMUM0PCB005
2	COIN SELECTOR - INT	TW-333	1	MZZZ0COS045

5-31. SPEAKER BOX-L, R PART



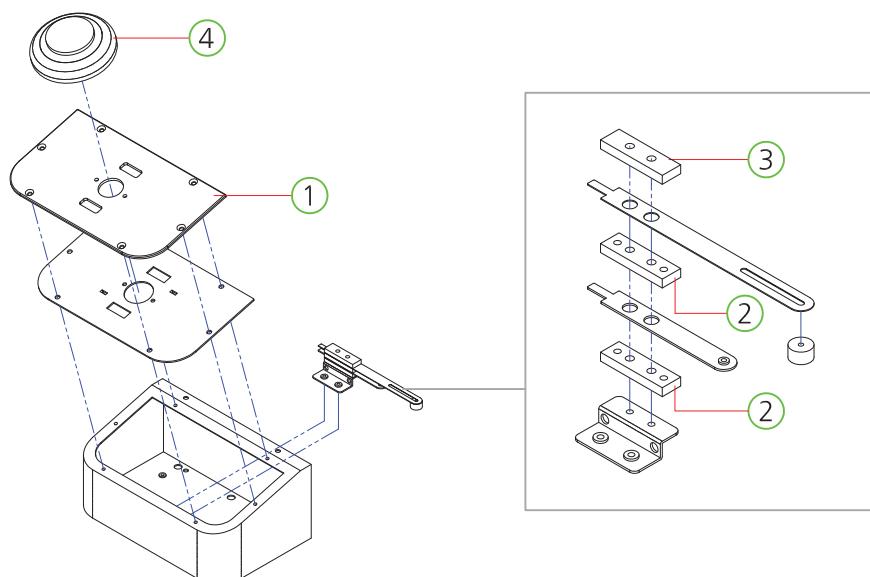
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	SPEAKER	MID4.5"+TW1/2" 8Ω	2	MZZZ0SPE021
2	SP BOX DECO COVER-L	PET-2t	1	MAV10ACR006
3	SP BOX DECO COVER-R	PET-2t	1	MAV10ACR007

5-32. TICKET DISPENSER PART



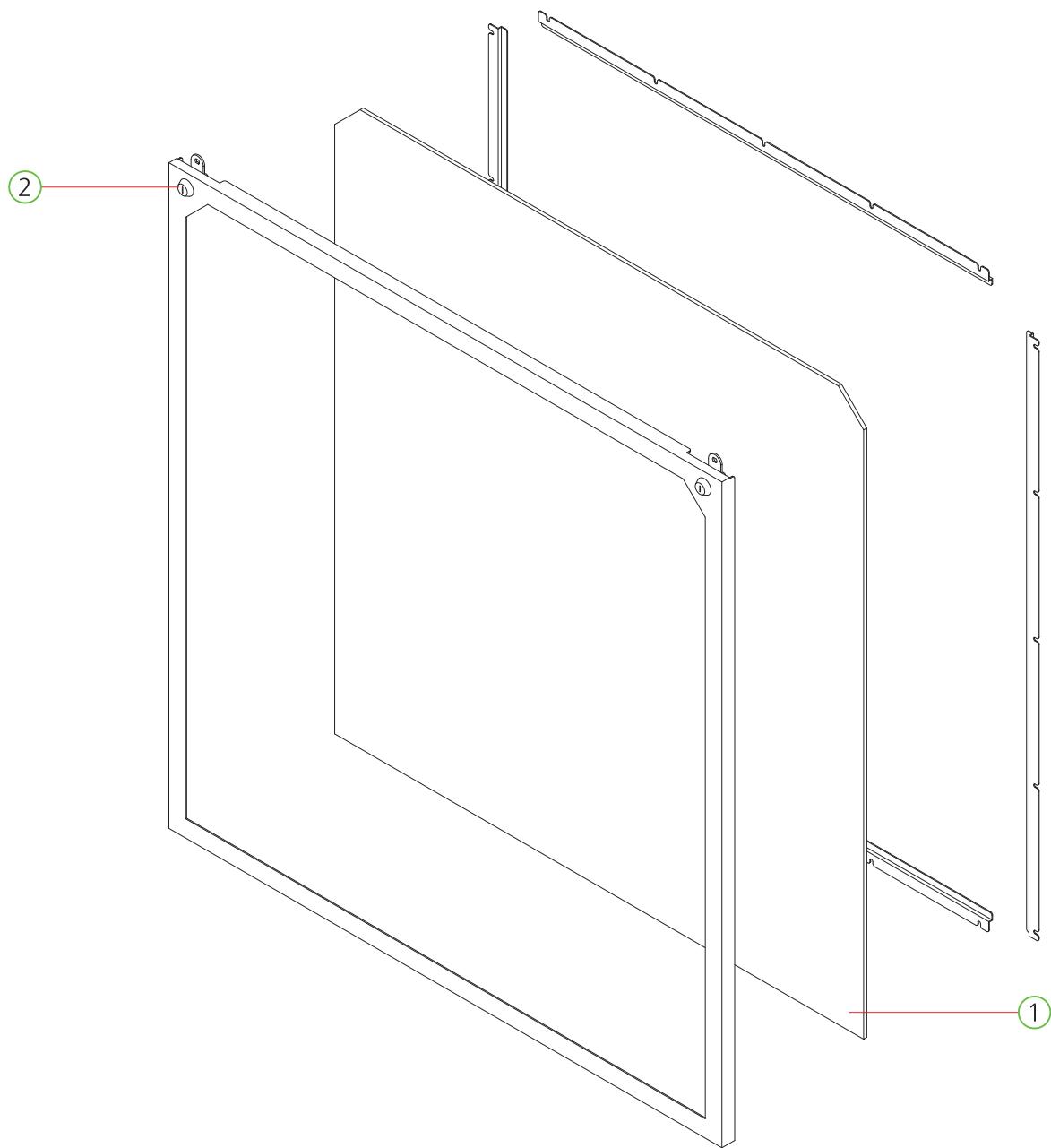
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	TICKET DISPENSOR	DL-1275	1	MZZZOTID008
2	BUTTON	AM1PB-26SH R12D	1	MMUMOBUT002

5-33. BUTTON PANEL PART



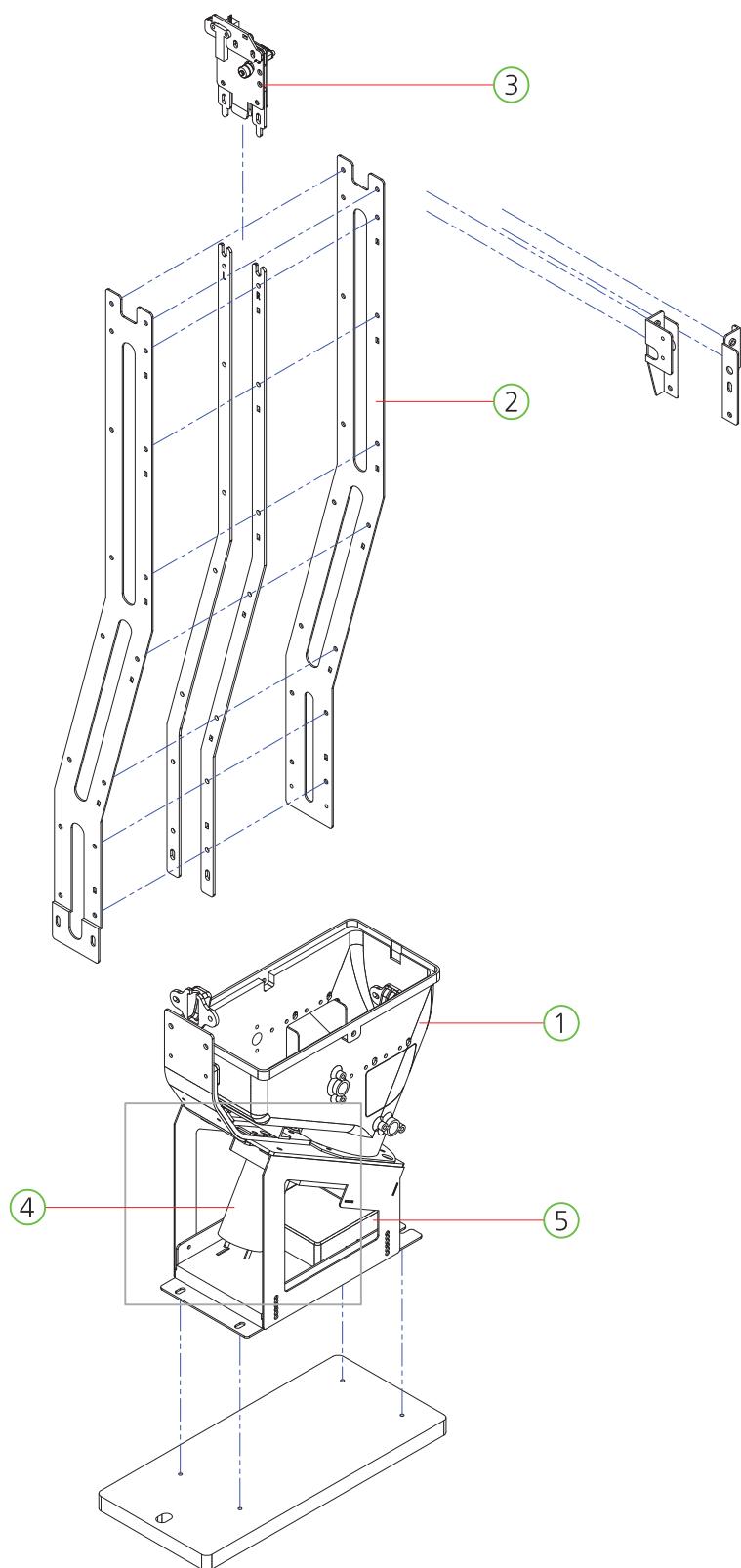
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	BUTTON ACRYL	ACRYL-3t	1	MAV20ACR018
2	TABLE TILT BLOCK-A	ACRYL-8t	2	MAV20ACR054
3	TABLE TILT BLOCK-B	ACRYL-8t	1	MAV20ACR055
4	BUTTON ASS'Y	CL-2020 65 WITH LED	1	AZZZOBUT009

5-34. FRONT DOOR GLASS PART



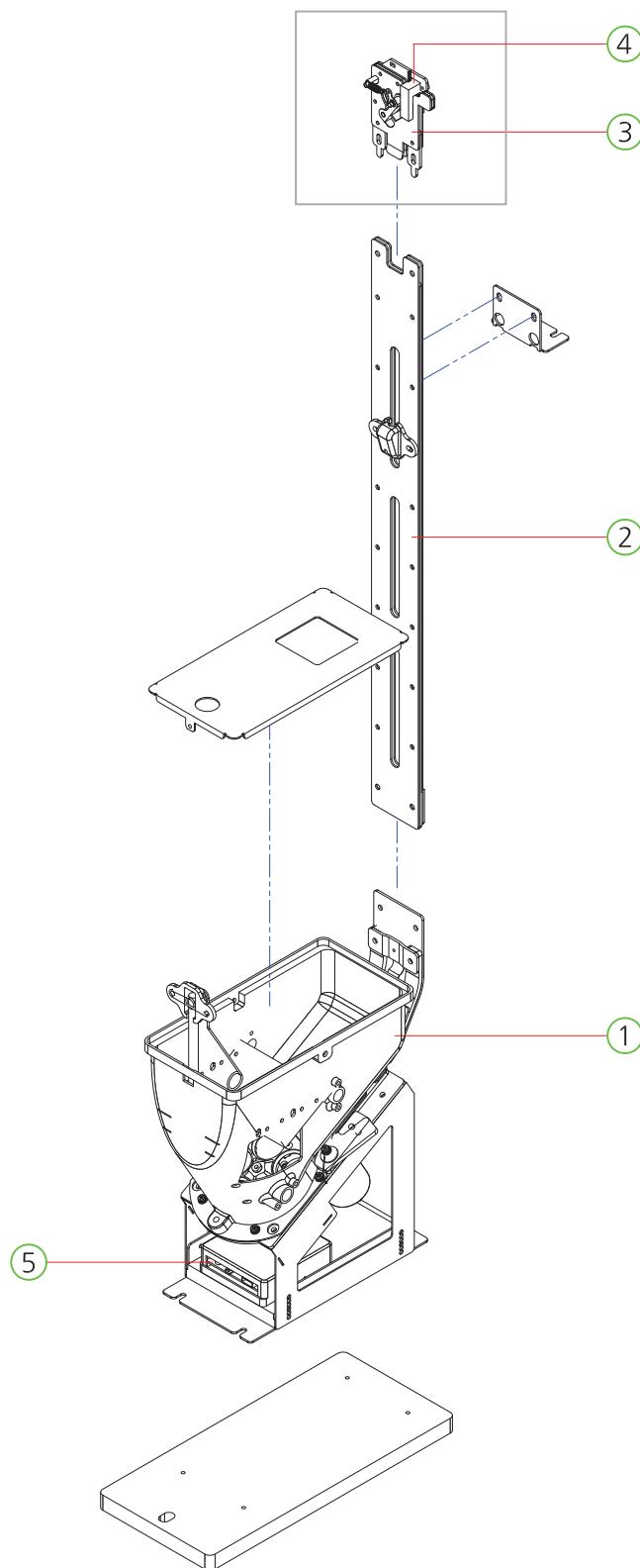
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	FRONT GLASS	GLASS-5t	1	MAV10GLA001
2	KEY ASS'Y	-	2	-

5-35. FRONT MEDAL EV HOPPER PART



NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	MEDAL ELEVATOR HOPPER BODY ASS'Y	-	1	AAV20ASS037
2	EV HOPPER RAIL ASS'Y	-	1	AAV20MEP012
3	ELEVATOR HOPPER TOP	-	1	AZZZ0ELH002
4	MOTOR ELEVATOR HOPPER	-	1	MZZZ0ELH040
5	ELEVATOR HOPPER PCB ASS'Y	-	1	AZZZ0PCB143

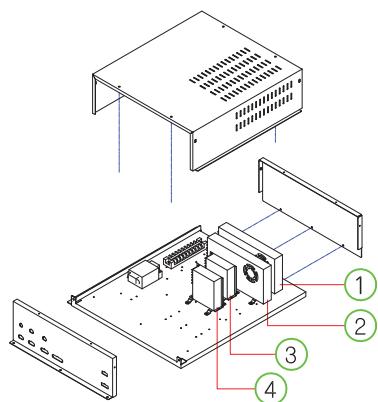
5-36. REAR MEDAL EV HOPPER PART



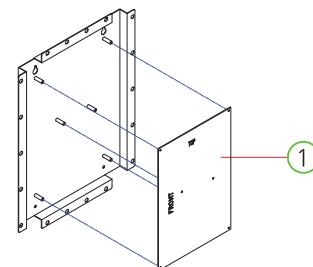
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	MEDAL ELEVATOR HOPPER BODY ASS'Y	-	1	AAV20ASS037
2	E_RAIL-REAR	-	1	AZZOELH003
3	ELEVATOR HOPPER TOP	-	1	AZZOELH002
4	ELEVATOR SENSOR ASS'Y	-	1	AZZOPCB173
5	ELEVATOR HOPPER PCB ASS'Y	-	1	AZZOPCB143

6. WARRANTY ITEM & PART PICTURE

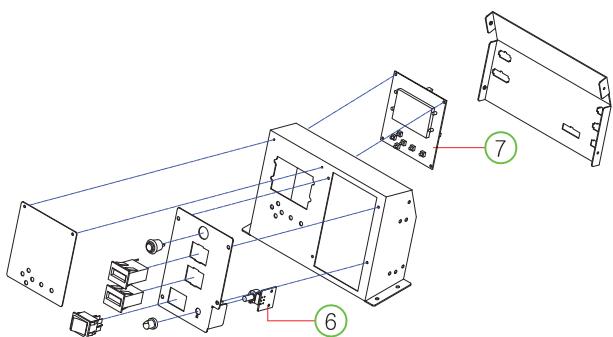
- SMPS PART



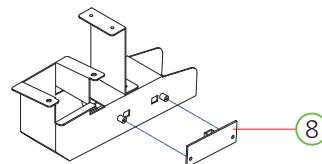
- MAIN BOARD PART



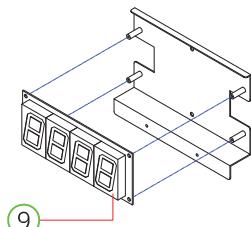
- CONTROL PANEL PART



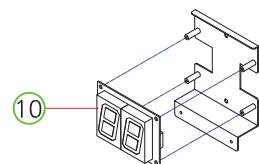
- BIG BALL OUTLET SENSOR PART



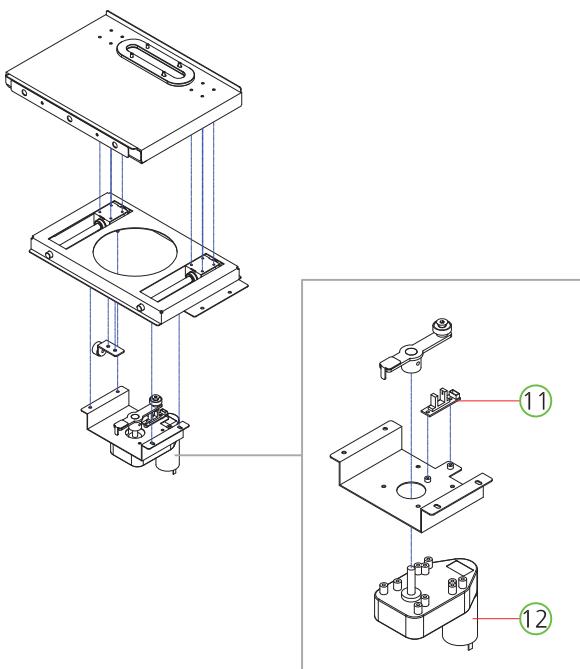
- TICKET FND PCB PART



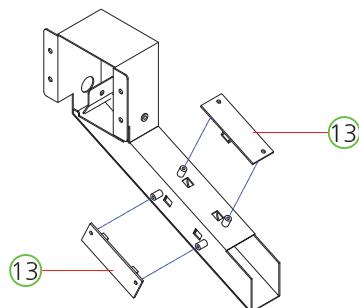
- CREDIT FND PCB PART



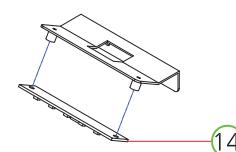
- MOVING PUSHER PART



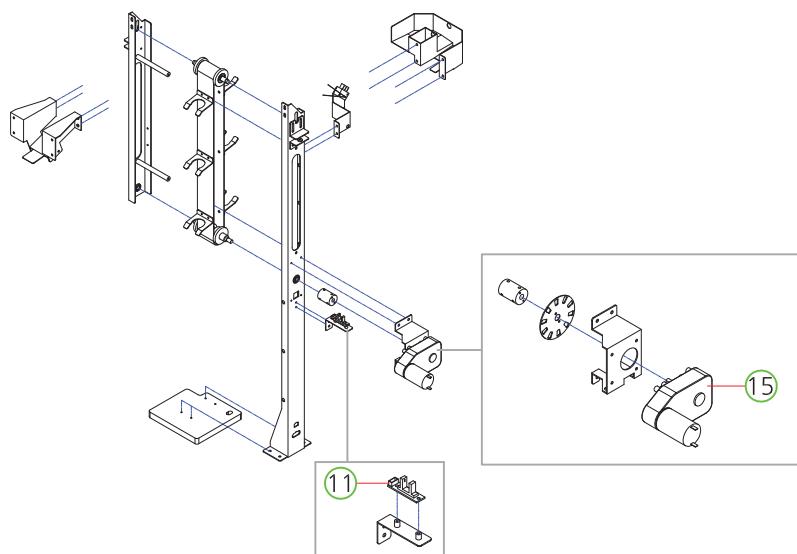
- WHEEL COIN INLET RAIL PART



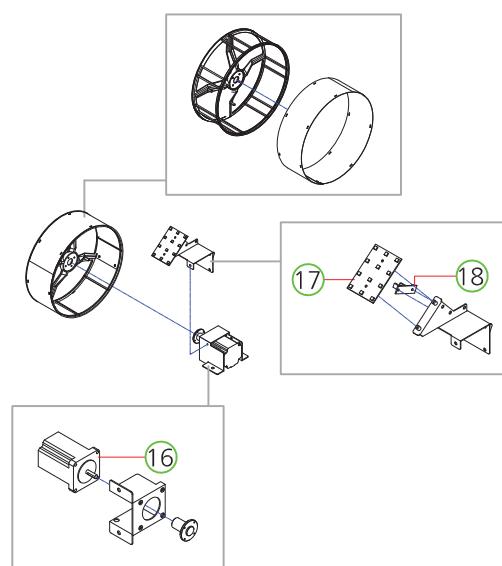
- TARGET WHEEL LIGHTING PCB PART



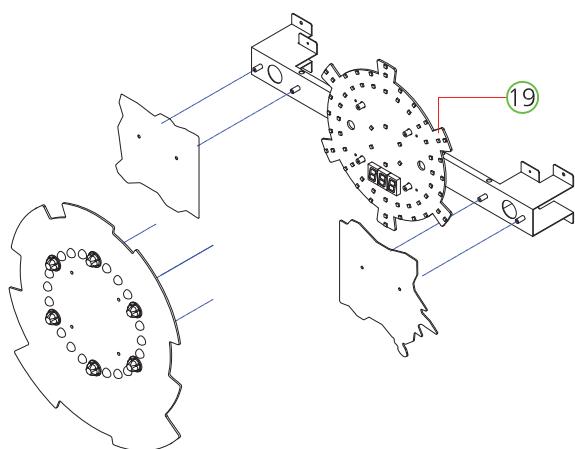
- BIG BALL ELEVATOR PART



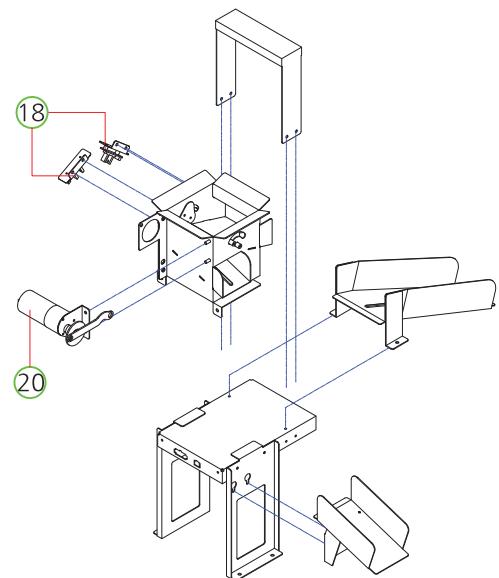
- SLOT WHEEL PART



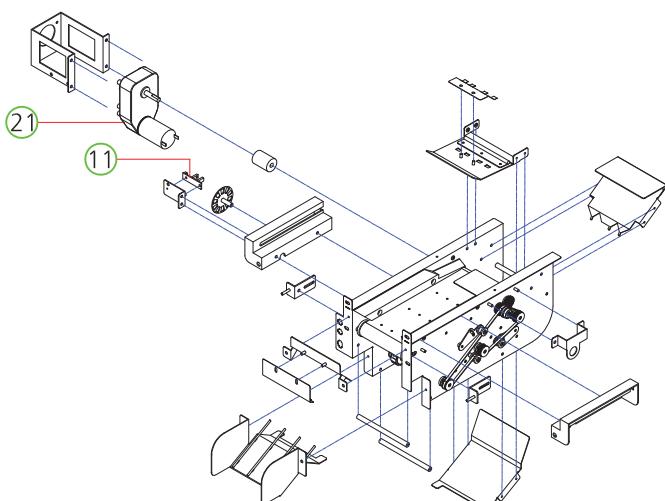
- TARGET WHEEL DECO COVER PART



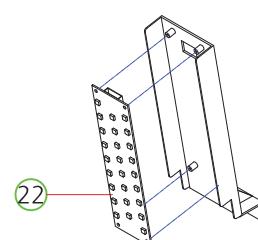
- MEDAL DIVIDE OUTLET GUIDE PART



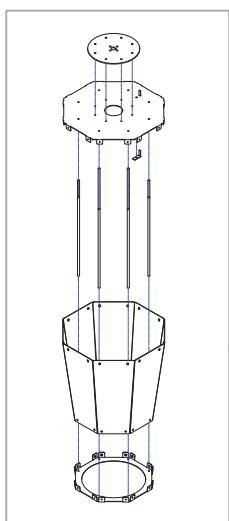
- MEDAL ROLLER PART



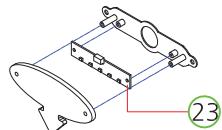
- BIG WHEEL LIGHTING PCB PART



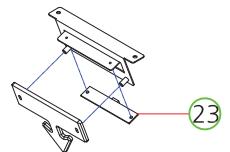
- BIG WHEEL PART



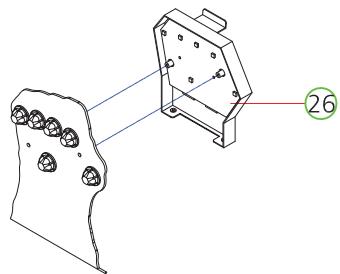
- BOUNS WIN OUTLET COVER ACRYL PART



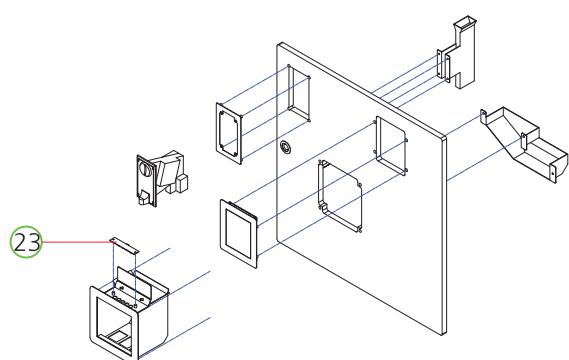
- BIG WHEEL WIN LED PART



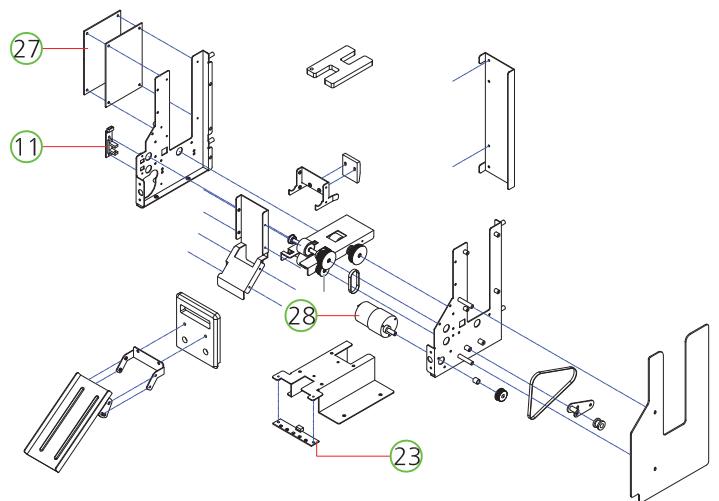
- GAUNTLET DECO PART



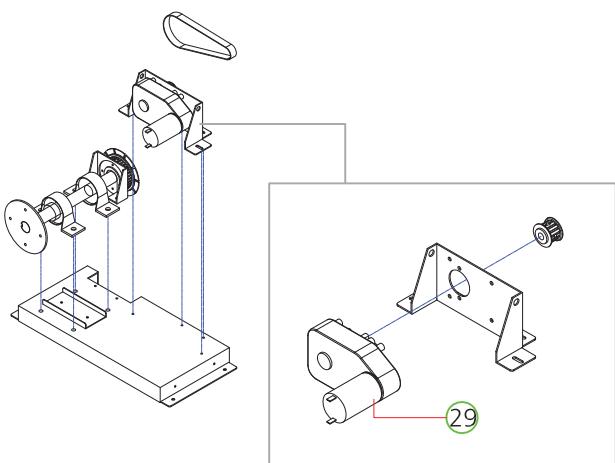
- FRONT DOOR (CARD VER) PART



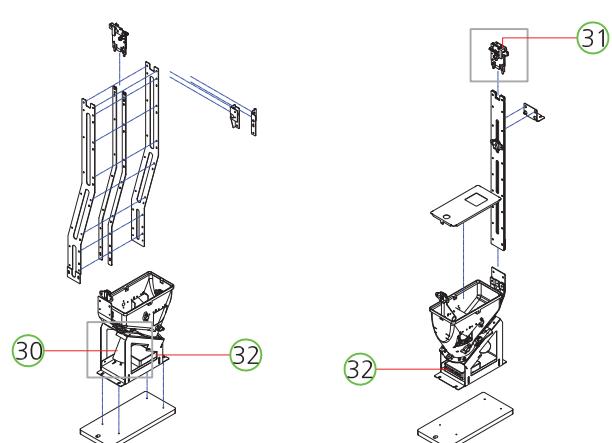
- CARD DISPENSER PART



- TARGET WHEEL MOTOR PART



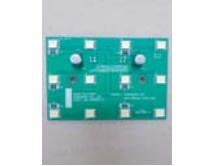
- FRONT MEDAL EV HOPPER PART - REAR MEDAL EV HOPPER PART



NO.	PIC	PART NAME	SPEC.	QTY	CODE NO.	WARRANTY	
						6 Month	One Year
(1)	○	POWER SMPS	RSP-320-12	1	MELEOSMP109		○
(2)	○	POWER SMPS	RSP-320-24	1	MELEOSMP101		○
(3)	○	POWER SMPS	LRS 75_12	1	MELEOSMP093		○
(4)	○	POWER SMPS	LRS 150_5	1	MELEOSMP094		○
(5)	○	MAIN BOARD PCB ASS'Y	-	1	AAV10PCB001		○
(6)	○	VOLUME PCB ASS'Y	-	1	AHM20PCB016		○
(7)	○	SETUP LCD PCB ASS'Y	-	1	AZZZOPCB113		○
(8)	○	CHUTE SENSOR PCB ASS'Y	-	1	ASAWOPCB001		○
(9)	○	FND PCB ASS'Y	3856-4(STRAIGHT)	1	AFNDOPCB007		○
(10)	○	FND PCB ASS'Y	3856-2(STRAIGHT)	1	AFNDOPCB006		○
(11)	○	PHOTO-INT1 PCB ASS'Y	ANGLE TYPE	4	AZZZOPCB103		○
(12)	○	MOTOR	KGV2-0350-KB3640S1	1	MZZZOMOT152	○	
(13)	○	CHUTE SENSOR PCB ASS'Y	IR SENSOR	1	ASAWOPCB001		○
(14)	○	LED PCB ASS'Y	ANGLE TYPE	1	AMUMOPCB005		○
(15)	○	MOTOR	KGV2-0200-3657U1 (25 RPM)	1	MZZZOMOT161	○	
(16)	○	STEPPING MOTOR	4S56Q-08576S	1	MZZZOMOT167	○	
(17)	○	NEW BONUS SPIN LED PCB ASS'Y	-	1	AAV20PCB003		○
(18)	○	PHOTO INT-1 PCB ASS'Y	-	4	ACIROPBC011		○
(19)	○	TARGET WHEEL LED PCB ASS'Y	-	1	AAV20PCB004		○
(20)	○	MOTOR	KGC-0500-KB3640S1	1	MZZZOMOT149	○	
(21)	○	MOTOR	KGV-0060-ND3657 U2	1	MZZZOMOT168	○	
(22)	○	SPOT LED PCB ASS'Y	-	1	ABAPOPCB008		○
(23)	○	LED PCB ASS'Y	-	4	AMUMOPCB005		○
(24)	○	STEPPING MOTOR	4S56Q-P02554SG	1	MZZZOMOT166	○	
	○	GEAR HEAD	K6G3C	1	MWICOPAR028	○	
(25)	○	STEPPING MOTOR DRIVER PCB ASS'Y	TB6560AHQ_40V_3.5A	1	ASBSOPCB001		○
(26)	○	GAUNTLET LED PCB ASS'Y	-	1	AAV20PCB002		○
(27)	○	CARD DISPENSER IO PCB ASS'Y	-	1	ASBP0PCB008		○
(28)	○	MOTOR	KGC-3429(KD1-3429-075), 1/40(163RPM)	1	MZZZOMOT089	○	
(29)	○	MOTOR	KGV2-0500-3657U1_ F-TYPE_10RPM	1	MZZZOMOT160	○	
(30)	○	ELEVATOR HOPPER MOTOR	-	1	MZZZOLEH040	○	
(31)	○	ELEVATOR SENSOR ASS'Y	-	1	AZZZOPCB173		○
(32)	○	ELEVATOR HOPPER PCB ASS'Y	-	1	AZZZOPCB143		○

1	2	3	4	5	6
					
MELEOSMP109	MELEOSMP101	MELEOSMP093	MELEOSMP094	AAV20PCB001	AHM20PCB016

7	8	9	10	11	12
					
AZZZ0PCB113	ASAW0PCB001	AFND0PCB007	AFND0PCB006	AZZZ0PCB103	MZZZ0MOT152

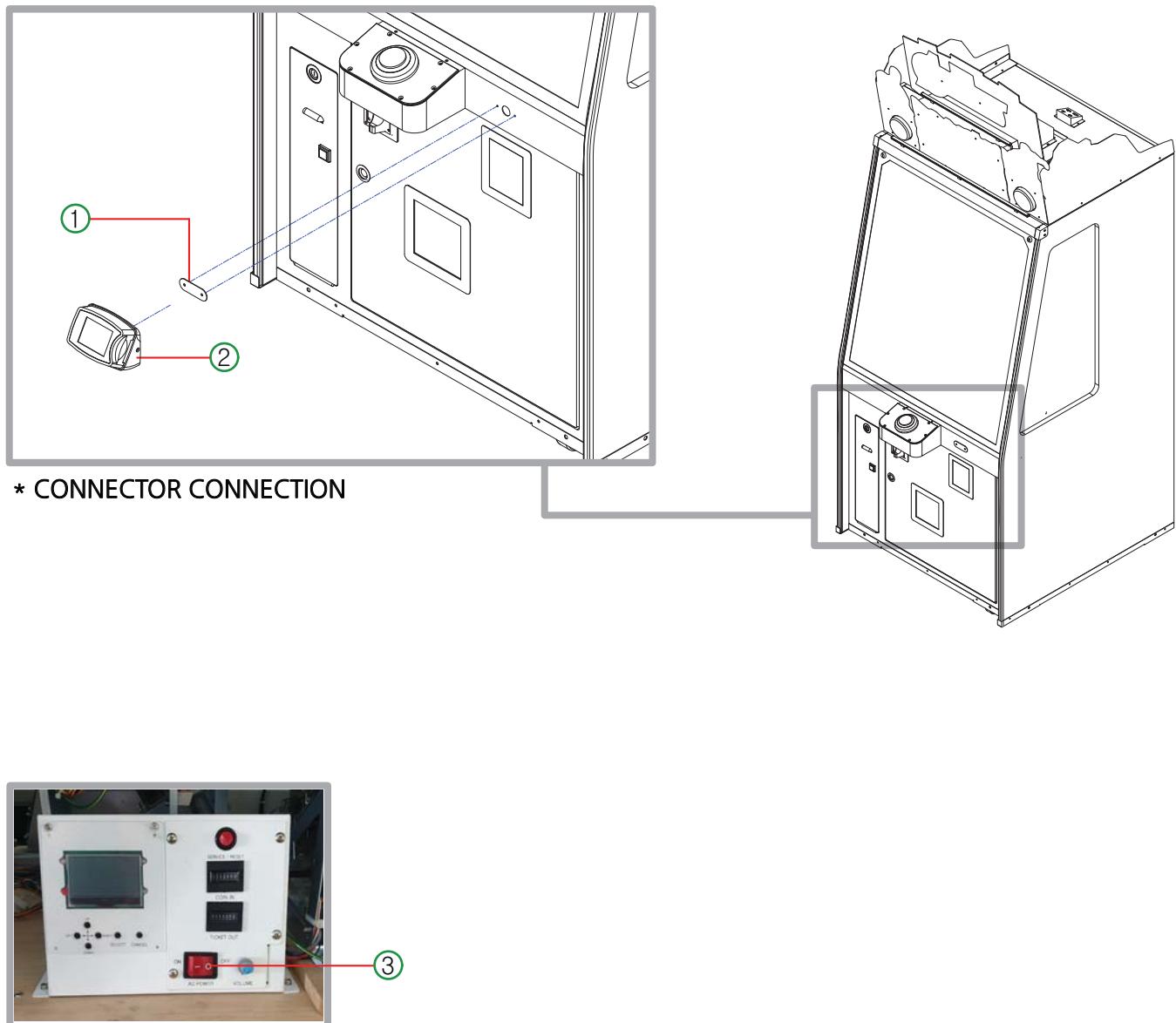
13	14	15	16	17	18
					
ASAW0PCB001	AMUM0PCB005	MZZZ0MOT161	MZZZ0MOT167	AAV20PCB003	ACI0PCB011

19	20	21	22	23	24
					
AAV20PCB004	MZZZ0MOT149	MZZZ0MOT168	ABAPOP0C008	AMUM0PCB005	MZZZ0MOT166

25	26	27	28	29	30
					
ASBS0PCB001	AAV20PCB002	ASBP0PCB008	MZZZ0MOT089	MZZZ0MOT160	MZZZ0ELH040

31	32
	
AZZZ0PCB173	AZZZ0PCB143

* HOW TO CONNECT THE CARD SWIPE



- Turn off the power and remove the ①CARD SWIPE COVER BKT.

- Install ②CARD SWIPE as the picture.

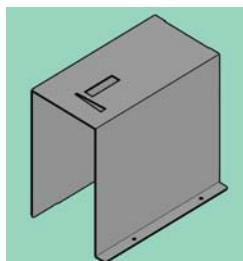
* CARD SWIPE WIRING CONNECTION

- And then, open LOWER DOOR and power on ③power switch.

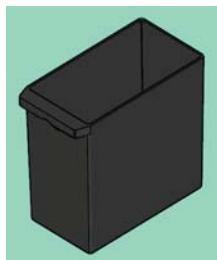
* HOW TO INSTALL OPTION ITEMS

1 COIN PART

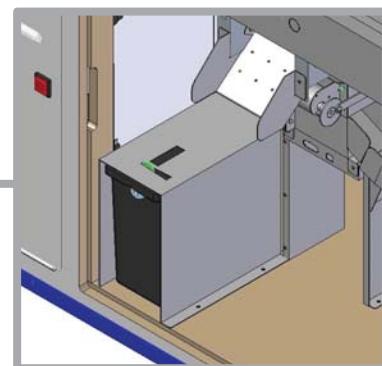
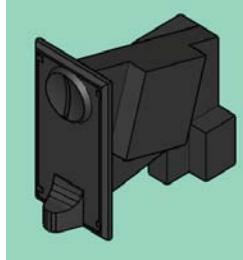
COIN BOX CASE



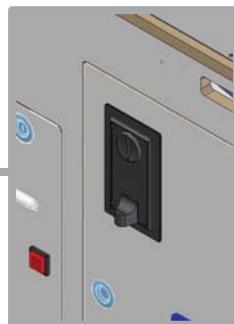
COIN BOX



COIN SELECTOR



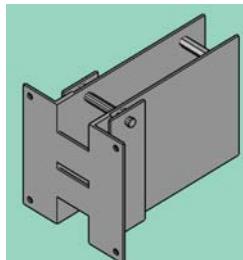
Unlock 4 fixed SCREWS and attach BKT



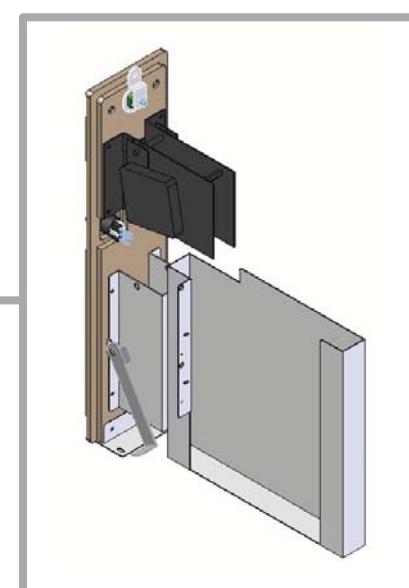
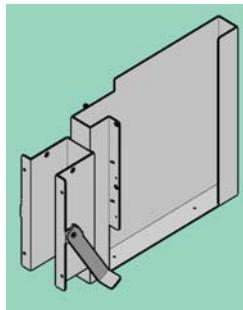
After removing the COIN SELECTOR BLANK COVER BKT, install the coin machine and connect the connector

2 TICKET PART

TICKET DISPENSER



TICKET BOX ASS'Y



Unlock 4 fixed SCREWS and attach BKT
(TICKET DISPENSER, TICKET BOX ASS'Y)

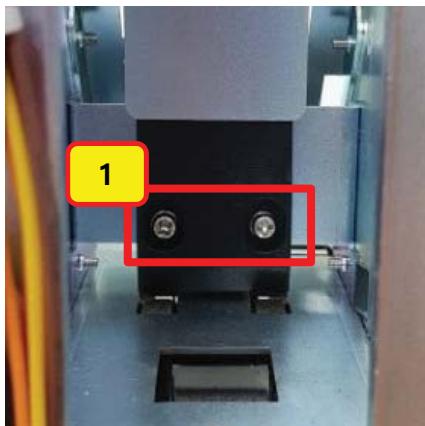
* HOW TO ADJUST THE GAP OF CARD DISPENSER

1



- Remove the cover by removing the rear fixing bolts.[Bolt 4ea]

2



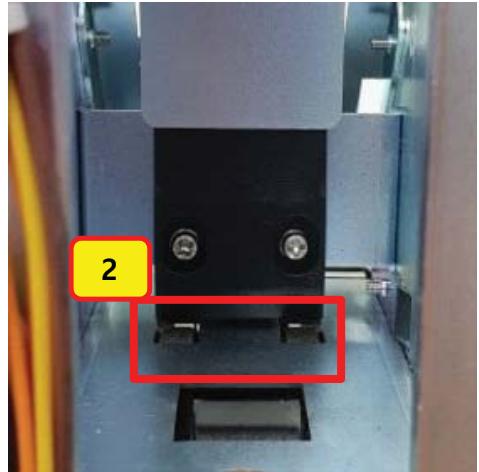
- Unlock little bit of fix bolt 2ea at No.1.

3



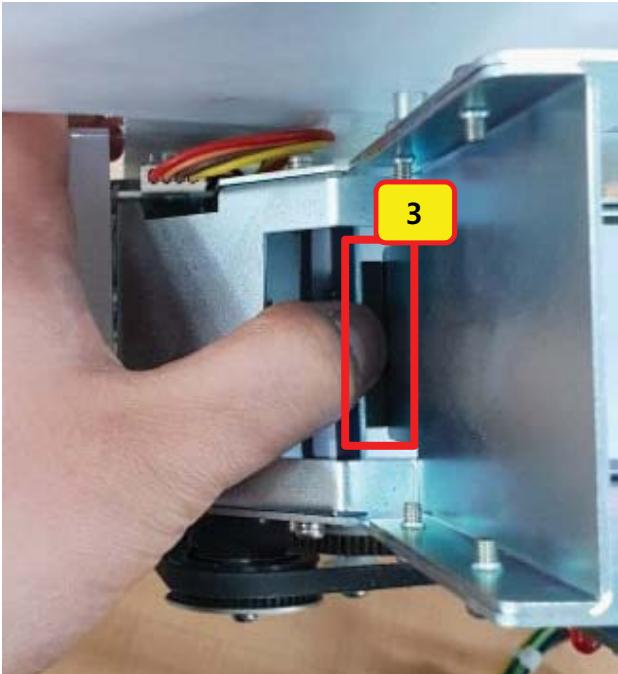
- Prepare CARD SETTING JIG as a picture.

4



- Insert the CARD SETTING JIG at No.2.
(lower side of black acrylic)

5



- Lock the bolt section 2 pressing upper side of black acrylic between the gaps of No.3 while the card is located.



6



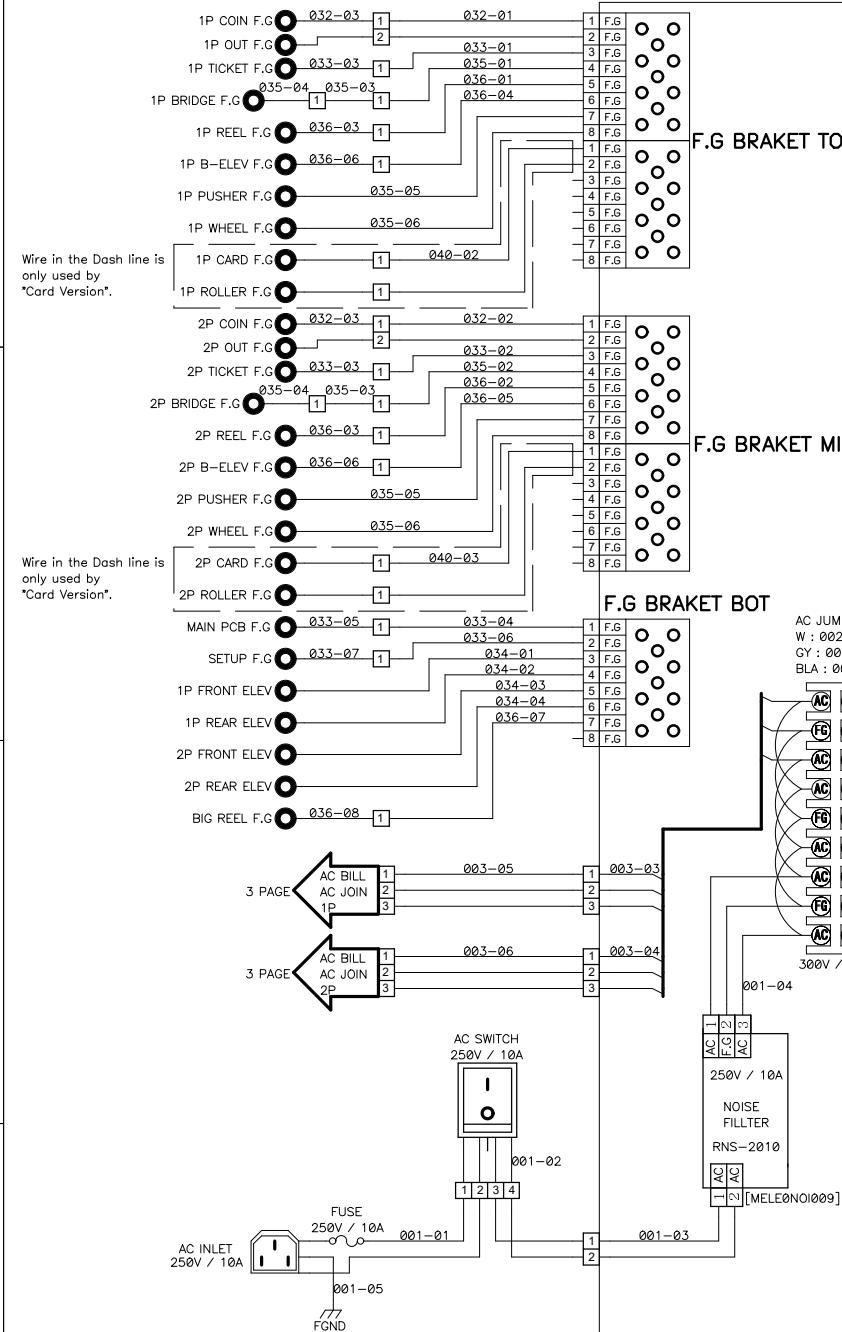
- Check if it is tight when you try to insert the CARD SETTING JIG again as left picture.
If it is easy to insert or impossible to insert, go back to section 2 and work again.

- Gap between the arrows of left picture.
(No.2 of section 4)
Allowable value: 1.1~1.3 mm
Thickness of normal card: 0.8 mm

7

- After processing until section 9, run operation test.
TEST MODE -> CARD TEST

POWER SUPPLY



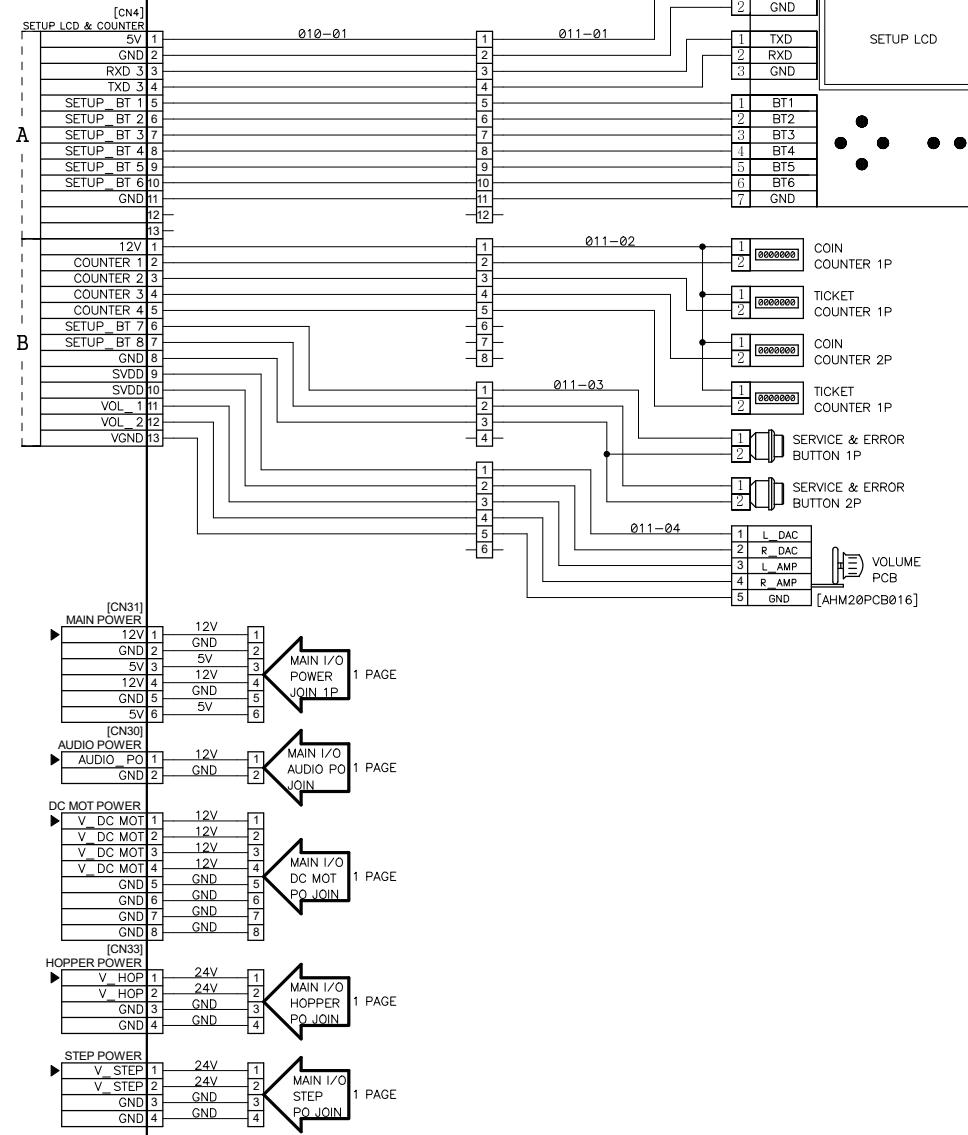
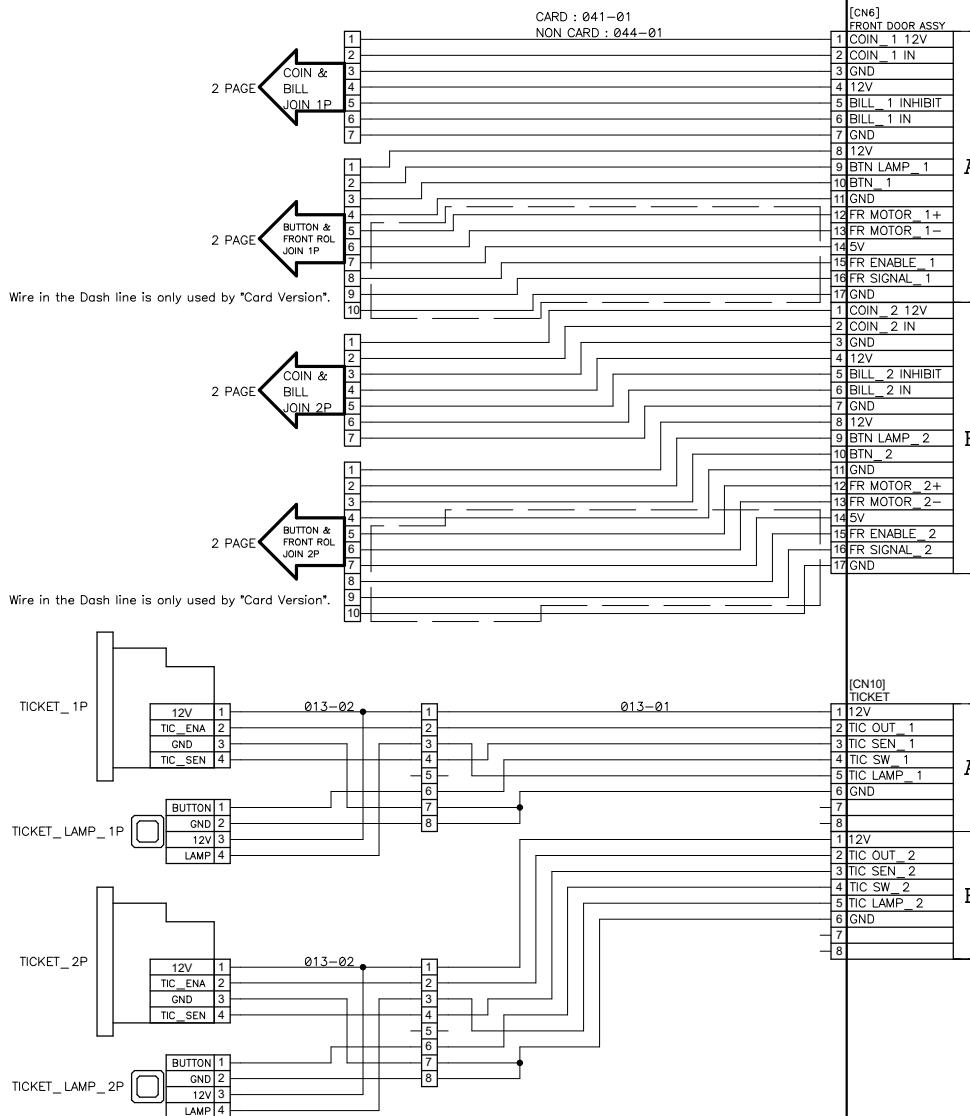
REPRODUCTION, DISTRIBUTION AND UTILIZATION OF THIS DOCUMENT AS WELL AS COMMUNICATION OF ITS CONTENTS TO OTHERS WITHOUT EXPRESS AUTHORIZATION PROHIBITED. OFFENDERS WILL BE HELD LIABLE FOR THE PAYMENT OF DAMAGES. ALL RIGHT RESERVED. COPYRIGHT (c) ANDAMIRO

(복제, 배포 및 사용은 물론, 명시적 허가 없이는 타인에게 내용을 전달할 수 없으며 위반자는 손해 배상 책임을 집니다.)

DEPARTMENT	DRAWN BY	CHECKED BY	APPROVED BY	ITEM	AVENGERS 2P(INT)
H/W	K.H.LIM			PAGE	2020.03.17
ANDAMIRO			DATE	1 PAGE	

MAIN PCB

1/5

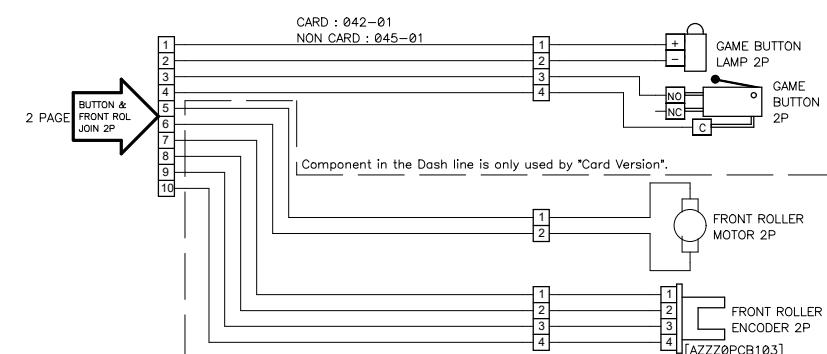
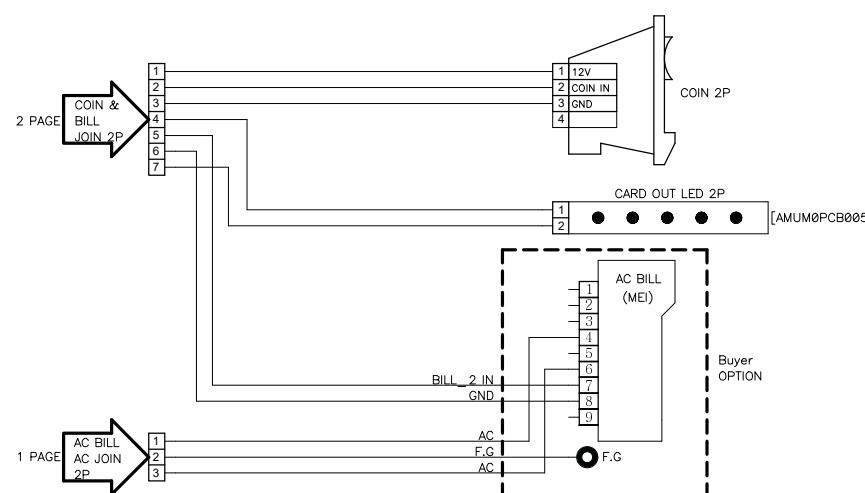
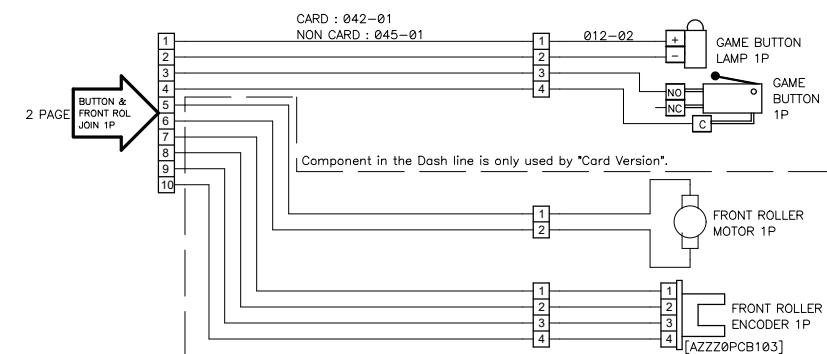
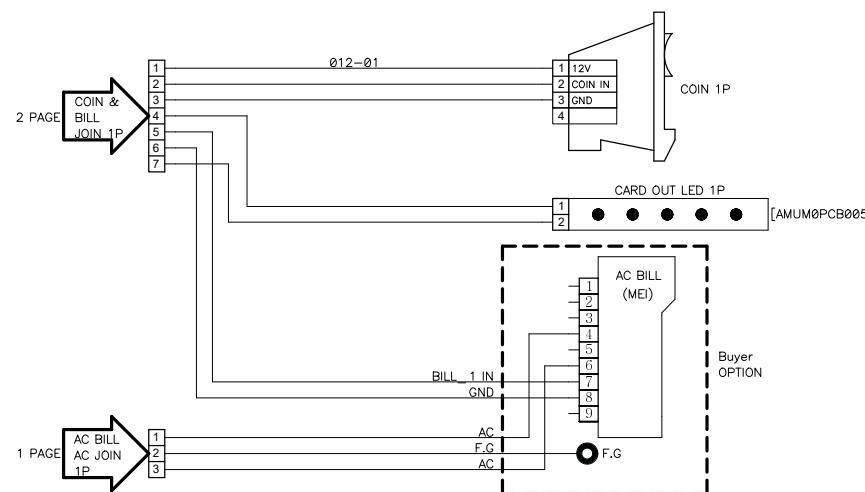


REPRODUCTION, DISTRIBUTION AND UTILIZATION OF THIS DOCUMENT AS WELL AS COMMUNICATION OF ITS CONTENTS TO OTHERS WITHOUT EXPRESS AUTHORIZATION PROHIBITED. OFFENDERS WILL BE HELD LIABLE FOR THE PAYMENT OF DAMAGES. ALL RIGHT RESERVED. COPYRIGHT (c) ANDAMIRO

(복제, 배포 및 사용은 물론, 명시적 허가 없이는 타인에게 내용을 전달할 수 없으며 위반자는 손해 배상 책임을 집니다.)

DEPARTMENT	DRAWN BY	CHECKED BY	APPROVED BY	ITEM	AVENGERS 2P(INT)
H/W	K.H.LIM			PAGE	2020.03.17
ANDAMIRO			DATE	2 PAGE	

A B C D E F



REPRODUCTION, DISTRIBUTION AND UTILIZATION OF THIS DOCUMENT AS WELL AS COMMUNICATION OF ITS CONTENTS TO OTHERS WITHOUT EXPRESS AUTHORIZATION PROHIBITED. OFFENDERS WILL BE HELD LIABLE FOR THE PAYMENT OF DAMAGES. ALL RIGHT RESERVED. COPYRIGHT (c) ANDAMIRO

(복제, 배포 및 사용은 물론, 명시적 허가 없이는 타인에게 내용을 전달할 수 없으며 위반자는 손해 배상 책임을 집니다.)

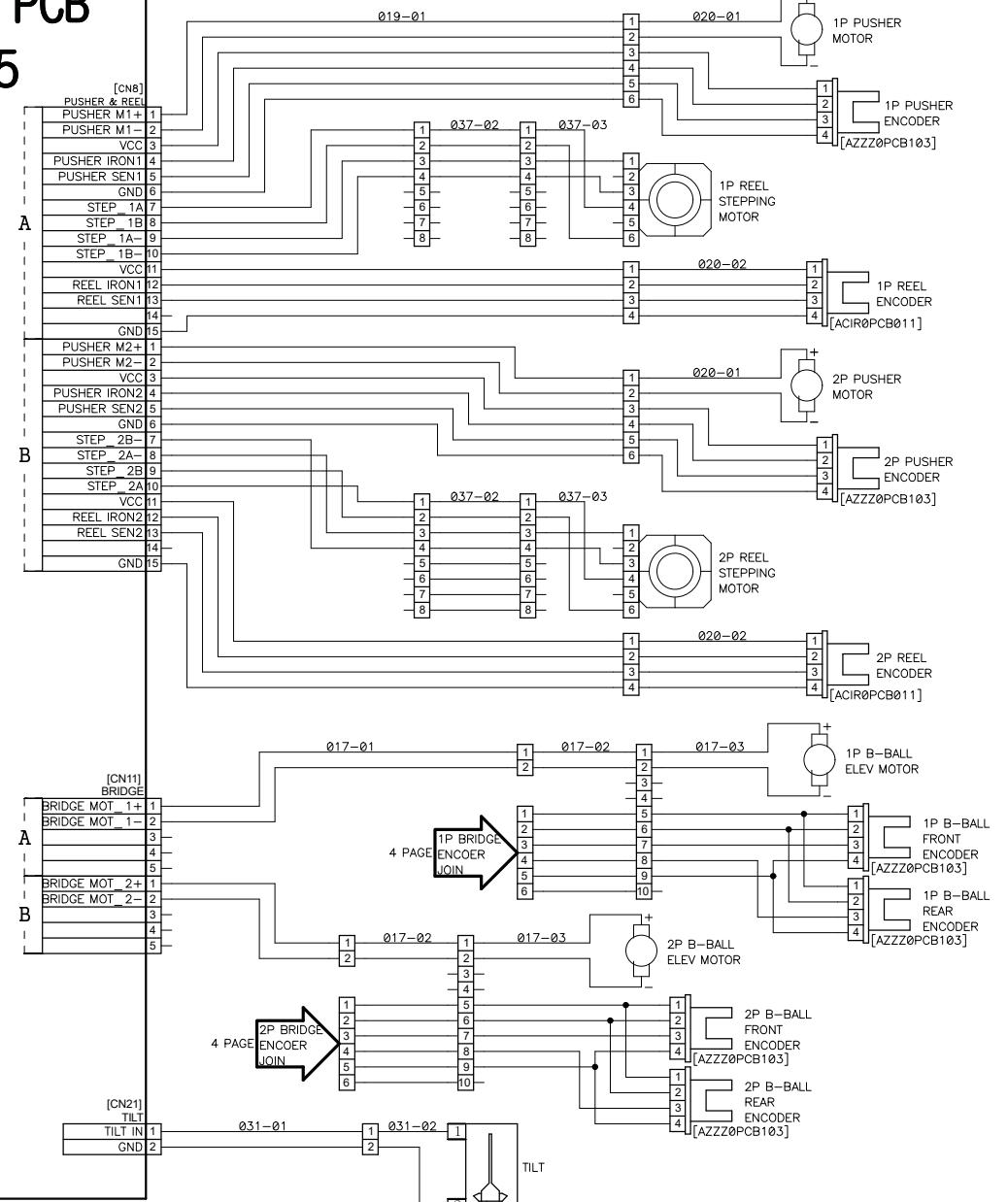
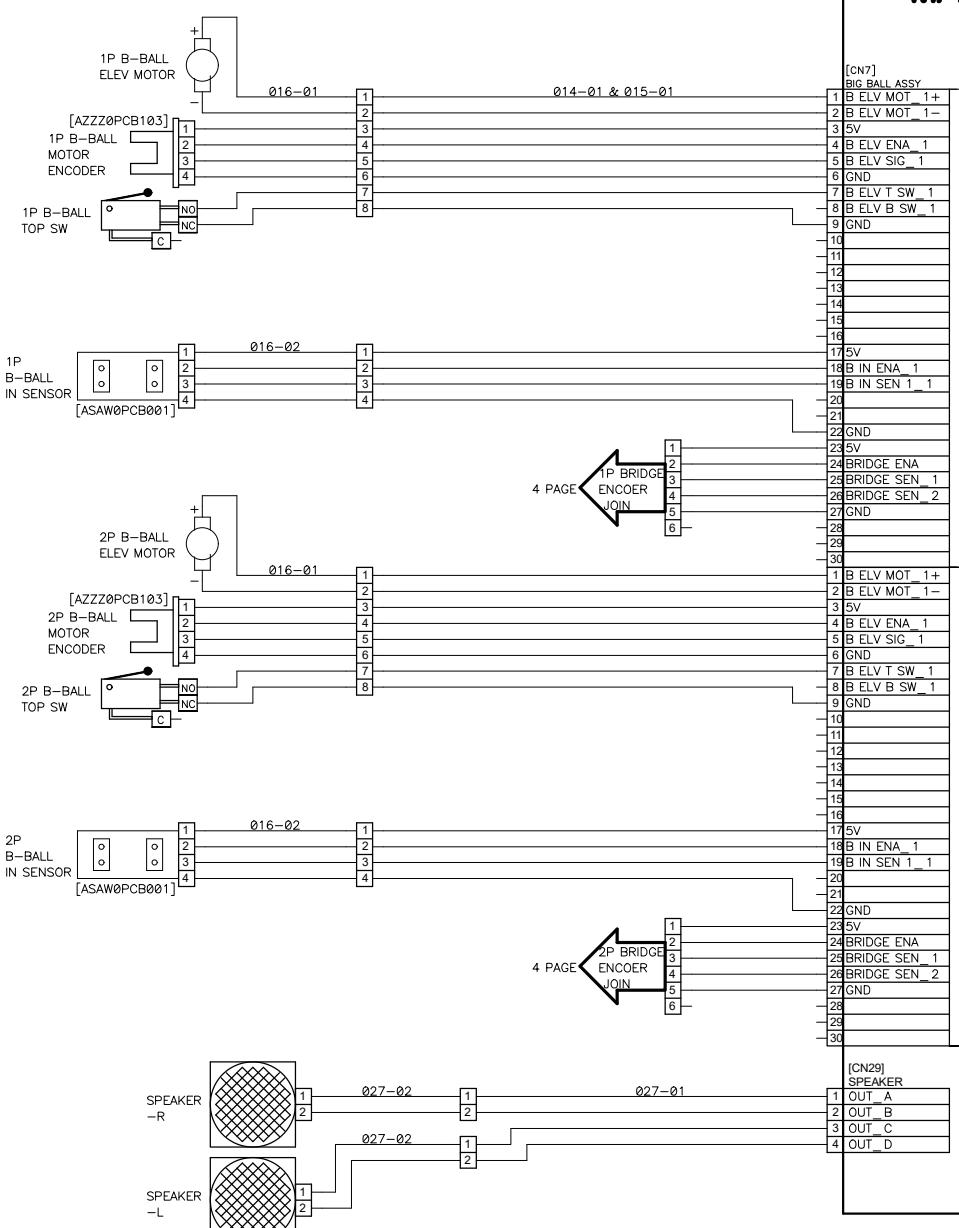
DEPARTMENT	DRAWN BY	CHECKED BY	APPROVED BY	ITEM	AVENGERS 2P(INT)
H/W	K.H.LIM			PAGE	2020.03.17
ANDAMIRO			DATE	3 PAGE	

A B C D E F

A B C D E F

MAIN PCB

2/5

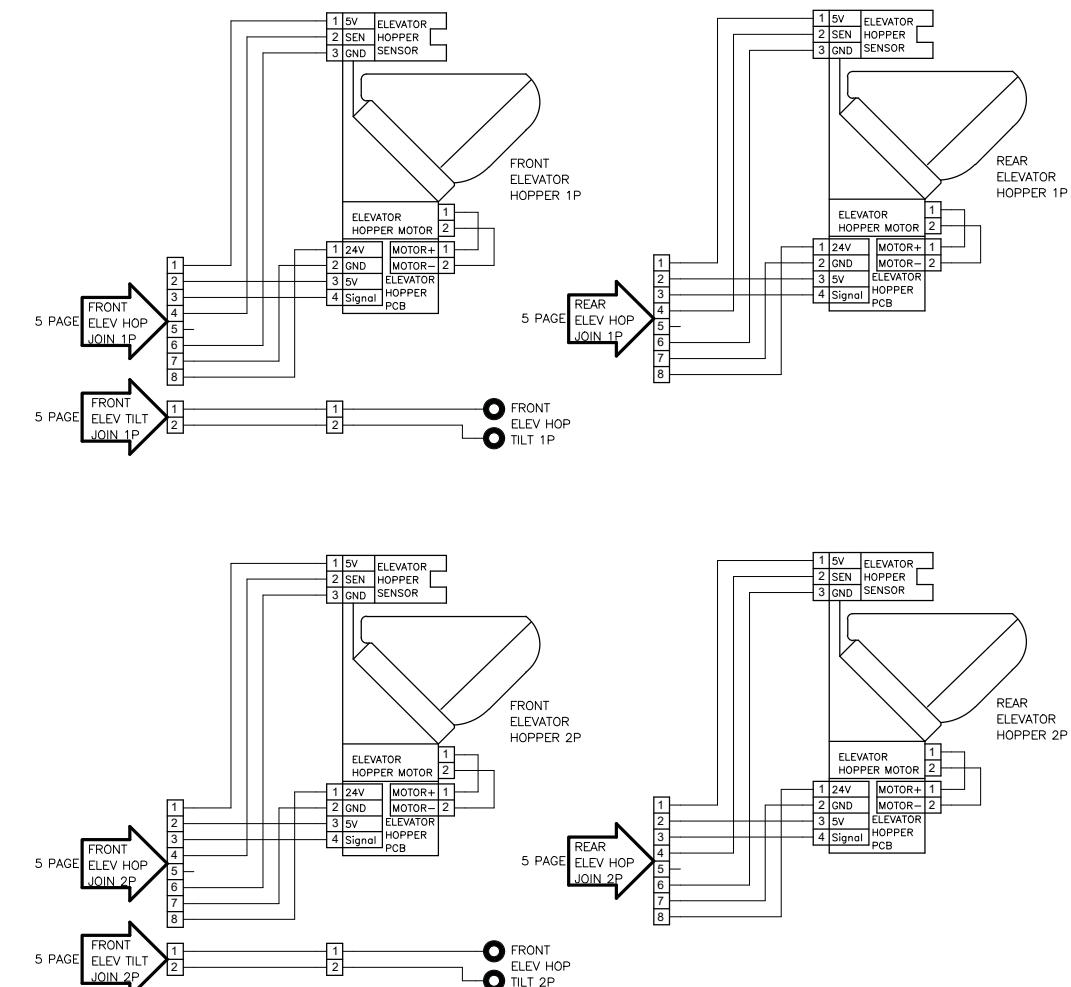
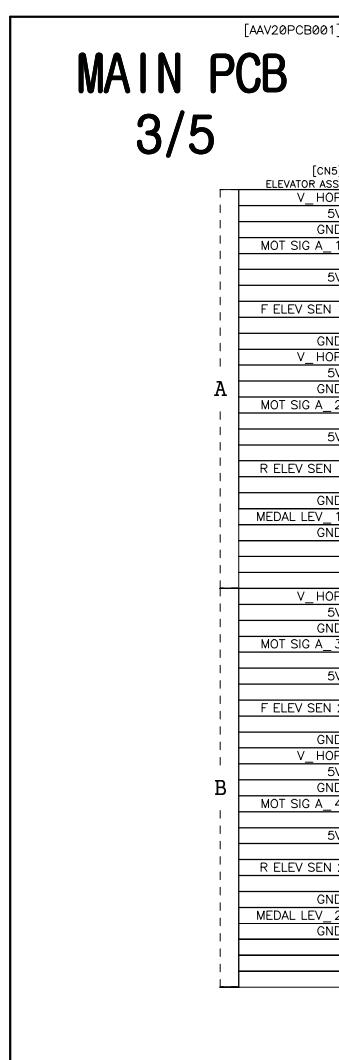


REPRODUCTION, DISTRIBUTION AND UTILIZATION OF THIS DOCUMENT AS WELL AS COMMUNICATION OF ITS CONTENTS TO OTHERS WITHOUT EXPRESS AUTHORIZATION PROHIBITED. OFFENDERS WILL BE HELD LIABLE FOR THE PAYMENT OF DAMAGES. ALL RIGHT RESERVED. COPYRIGHT (c) ANDAMIRO

(복제, 배포 및 사용은 물론, 명시적 허가 없이는 타인에게 내용을 전달할 수 없으며 위반자는 손해 배상 책임을 집니다.)

DEPARTMENT	DRAWN BY	CHECKED BY	APPROVED BY	ITEM	AVENGERS 2P(INT)
H/W	K.H.LIM			PAGE	2020.03.17
ANDAMIRO			DATE	4 PAGE	

A B C D E F



REPRODUCTION, DISTRIBUTION AND UTILIZATION OF THIS DOCUMENT AS WELL AS COMMUNICATION OF ITS CONTENTS TO OTHERS WITHOUT EXPRESS AUTHORIZATION PROHIBITED. OFFENDERS WILL BE HELD LIABLE FOR THE PAYMENT OF DAMAGES. ALL RIGHT RESERVED. COPYRIGHT (c) ANDAMIRO

(복제, 배포 및 사용은 물론, 명시적 허가 없이는 타인에게 내용을 전달할 수 없으며 위반자는 손해 배상 책임을 집니다.)

DEPARTMENT	DRAWN BY	CHECKED BY	APPROVED BY	ITEM	AVENGERS 2P(INT)
H/W	K.H.LIM			PAGE	2020.03.17
ANDAMIRO			DATE	5 PAGE	

A

B

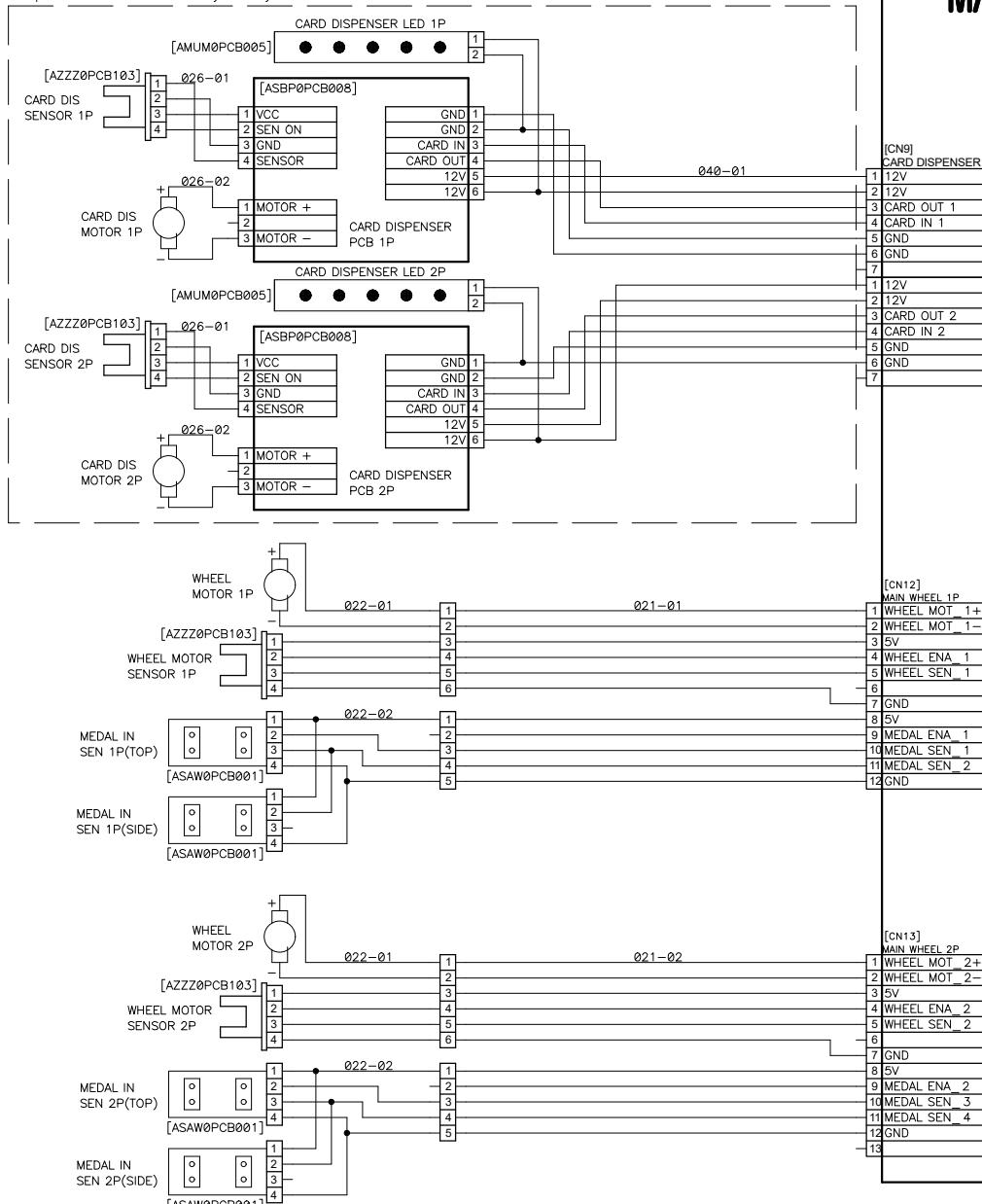
C

D

E

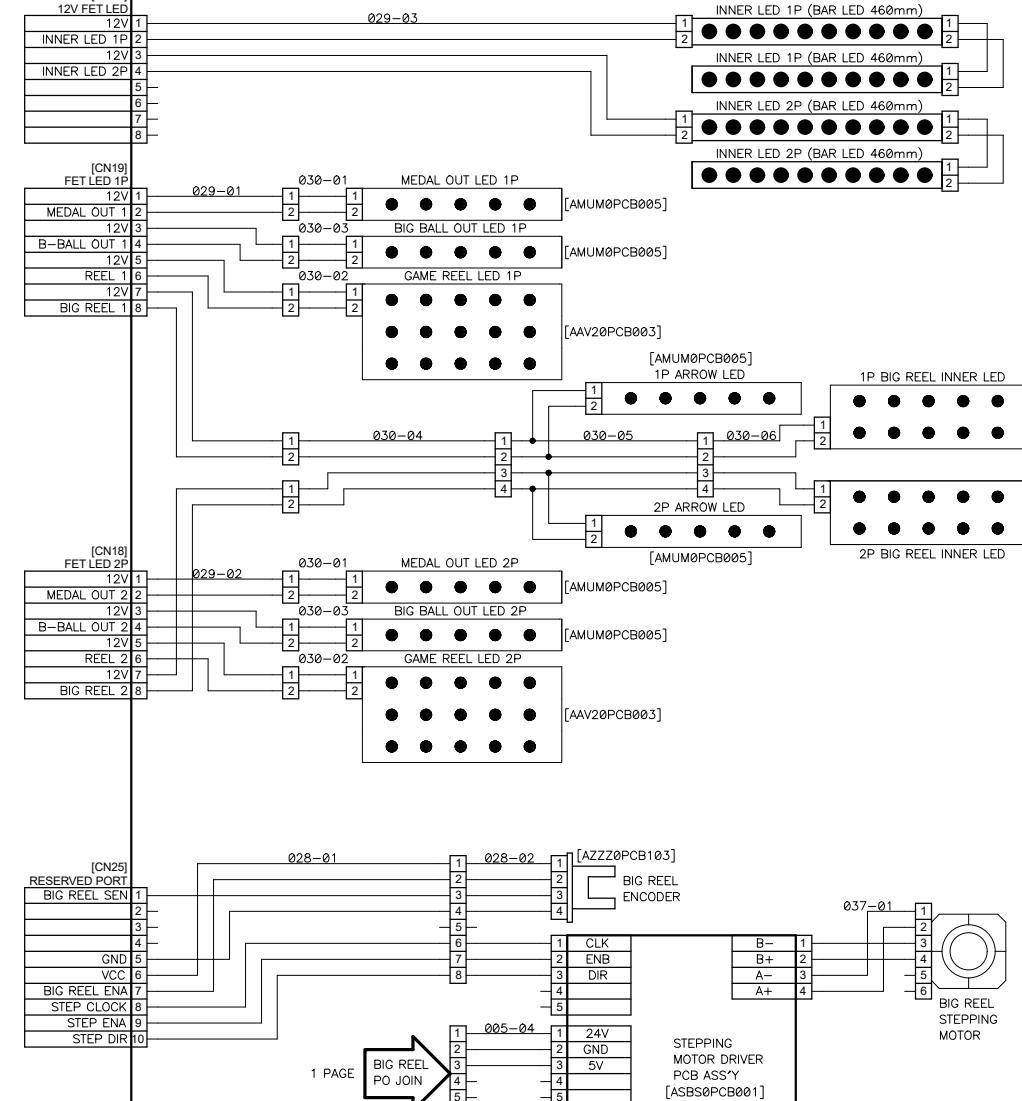
F

Component in the Dash line is only used by "Card Version".



MAIN PCB

4/5



REPRODUCTION, DISTRIBUTION AND UTILIZATION OF THIS DOCUMENT AS WELL AS COMMUNICATION OF ITS CONTENTS TO OTHERS WITHOUT EXPRESS AUTHORIZATION PROHIBITED. OFFENDERS WILL BE HELD LIABLE FOR THE PAYMENT OF DAMAGES. ALL RIGHT RESERVED. COPYRIGHT (c) ANDAMIRO

(복제, 배포 및 사용은 물론, 명시적 허가 없이는 타인에게 내용을 전달할 수 없으며 위반자는 손해 배상 책임을 집니다.)

DEPARTMENT	DRAWN BY	CHECKED BY	APPROVED BY	ITEM	AVENGERS 2P(INT)
H/W	K.H.LIM			PAGE	2020.03.17
ANDAMIRO			DATE	6 PAGE	

A

B

C

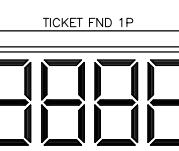
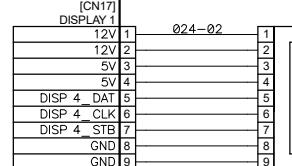
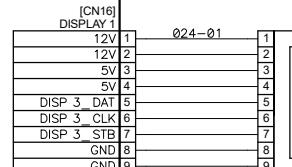
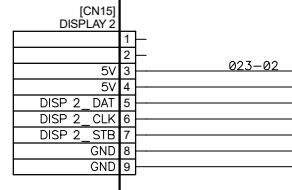
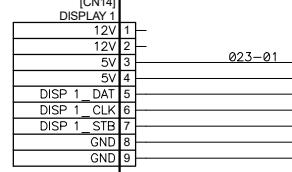
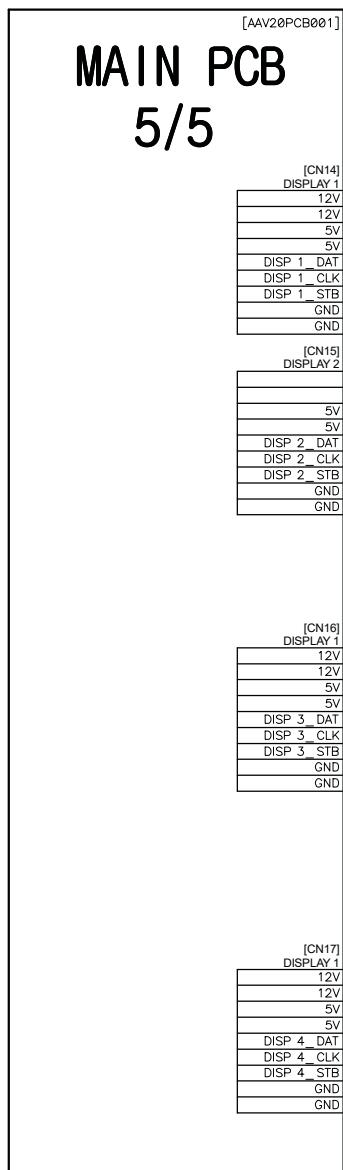
D

E

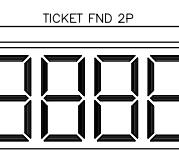
F

A B C D E F

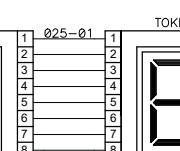
CH NO.	DIRECTION
DISPLAY_1-2	BUTTON -> END
DISPLAY_3-4	TICKET FND -> TOKEN FND -> WHEEL LED -> GAUNTLET LED ->END



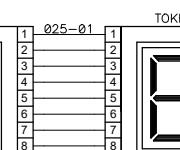
[AFND0PCB007]



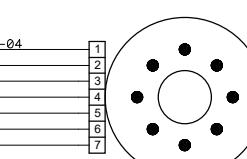
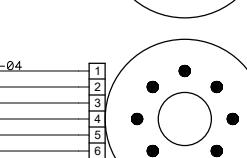
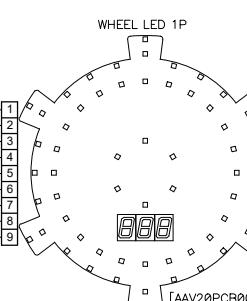
[AFND0PCB007]



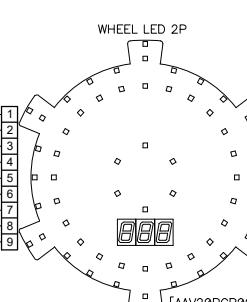
[AFND0PCB006]



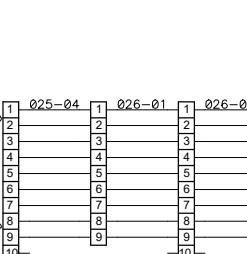
[AFND0PCB006]

BUTTON LED 1P
[ASHS0PCB002]BUTTON LED 2P
[ASHS0PCB002]

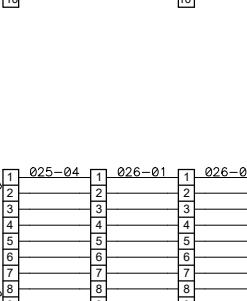
WHEEL LED 1P



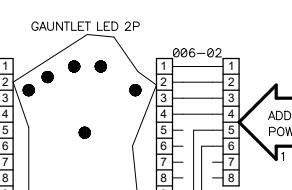
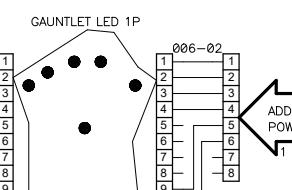
WHEEL LED 2P



GAUNTLET LED 1P



GAUNTLET LED 2P

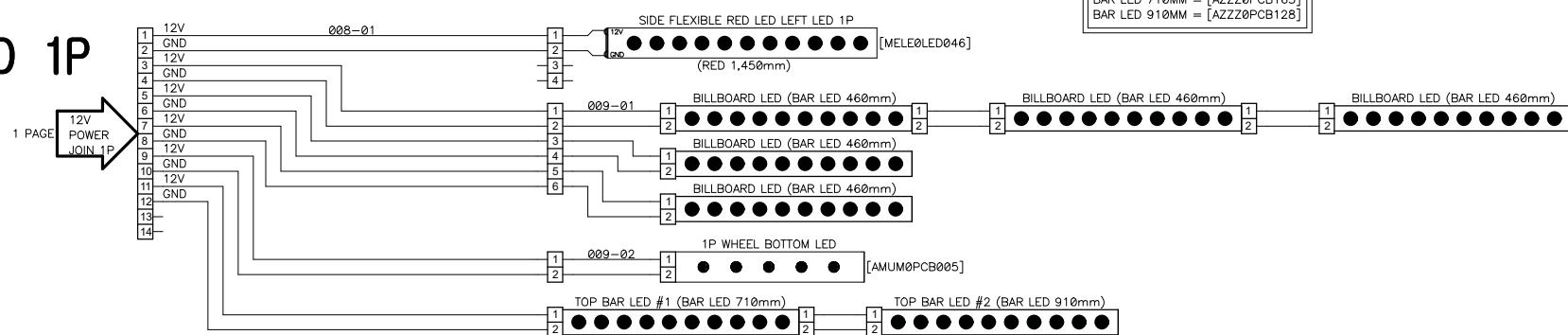
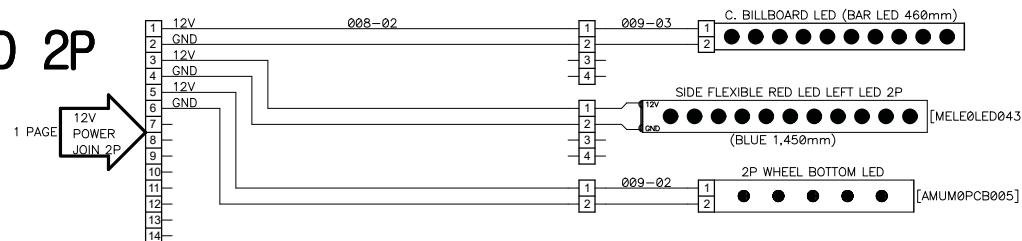


REPRODUCTION, DISTRIBUTION AND UTILIZATION OF THIS DOCUMENT AS WELL AS COMMUNICATION OF ITS CONTENTS TO OTHERS WITHOUT EXPRESS AUTHORIZATION PROHIBITED. OFFENDERS WILL BE HELD LIABLE FOR THE PAYMENT OF DAMAGES. ALL RIGHT RESERVED. COPYRIGHT (c) ANDAMIRO

(복제, 배포 및 사용은 물론, 명시적 허가 없이는 타인에게 내용을 전달할 수 없으며 위반자는 손해 배상 책임을 집니다.)

DEPARTMENT	DRAWN BY	CHECKED BY	APPROVED BY	ITEM	AVENGERS 2P(INT)
H/W	K.H.LIM			PAGE	2020.03.17
<i>ANDAMIRO</i>			DATE	7 PAGE	

A B C D E F

1
12V LED 1P2
12V LED 2P

REPRODUCTION, DISTRIBUTION AND UTILIZATION OF THIS DOCUMENT AS WELL AS COMMUNICATION OF ITS CONTENTS TO OTHERS WITHOUT EXPRESS AUTHORIZATION PROHIBITED. OFFENDERS WILL BE HELD LIABLE FOR THE PAYMENT OF DAMAGES. ALL RIGHT RESERVED. COPYRIGHT (c) ANDAMIRO

(복제, 배포 및 사용은 물론, 명시적 허가 없이는 타인에게 내용을 전달할 수 없으며 위반자는 손해 배상 책임을 집니다.)

DEPARTMENT	DRAWN BY	CHECKED BY	APPROVED BY	ITEM	AVENGERS 2P(INT)
H/W	K.H.LIM			PAGE	2020.03.17
ANDAMIRO			DATE	8 PAGE -END-	



ANDAMIRO WARRANTY POLICY



Andamiro warrants to the original purchaser that all of its products will be free from defects in material and workmanship.

Andamiro warrants the parts from date of shipment as follows.

- One Year Limited Warranty : Electronic Boards
- 6 Months Limited Warranty : Moving Parts

For any key components within the warranty period, Andamiro will repair or replace defective components free of charge.

When placing a warranty request, the customer is requested to furnish the following information:

1. Name of the game.
2. Serial Number of the game.
3. A Detailed Description of the defect/s experienced.

This warranty does not apply to the defects caused due to misuse or abuse of the product.

Any alterations made to game or game parts will void this warranty.

For warranty details on our product range please visit our website, www.andamiro.com.

ANDAMIRO CO., LTD.
www.andamiro.com



Please complete the following request form to place a warranty request and send it to ANDAMIRO Korea either by fax (Fax No: +82-31-908-7548) or by e-mail. The e-mail address of the person in charge of each region is shown in our web-site, www.andamiro.com

For the on-line request, please visit our web-site, www.andamiro.com and click "Customer Service" and then click "Contact Us" in which you shall find the e-mail address of the person in charge of each region.

1. Company Name : _____
2. Mailing Address : _____ _____
3. E-Mail Address : _____ _____
4. Phone No : _____
5. Name of the person in charge : _____
6. Description of the product defects
6-1) Name of the Game : _____
6-2) Serial No : _____
6-3) Date of Purchase : _____
6-4) Detailed description of the product defects. _____ _____ _____
Remarks: If possible, please provide us with related photos and videos which will be greatly appreciated to verify the cause of the problem.



ANDAMIRO CO., LTD.
TEL : 82-31-909-2123~5

[ADDRESS OFFICE] 704-1 Techno Town, 138, Ilsan-ro, Ilsandong-gu, Goyang-si,
Gyeonggi-do, Republic of Korea 10442

[FACTORY] 72 Nochemgil, Ilsan-donggu Goyang-si, Gyonggi-do, 410-834 korea

USA BRANCH
ANDAMIRO USA CORP.
TEL : 1-310-767-5800

[ADDRESS] 17230 S. Main Street Gardena, California 90248 U.S.A.

Homepage <http://www.andamiro.com/>