

# SERVICE MANUAL



Ver 1.0\_INT



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- ▶ 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.**



- |                                           |                                            |
|-------------------------------------------|--------------------------------------------|
| • Do not damage the power cord.           | • Do not modify the power cord.            |
| • Do not bend the power cord excessively. | • Do not twist the power cord.             |
| • Do not heat the power cord.             | • Do not pull the power cord.              |
| • Do not bind the power cord.             | • Do not stand on the power cord.          |
| • Do not sandwich the power cord.         | • Do not drive a nail into the power cord. |

**If the power cord or power plug becomes damaged, stop using the machine immediately and ask your nearest dealer to replace the parts.**

- \* **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 from 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 crampe ou évanouissement 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 ou 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.

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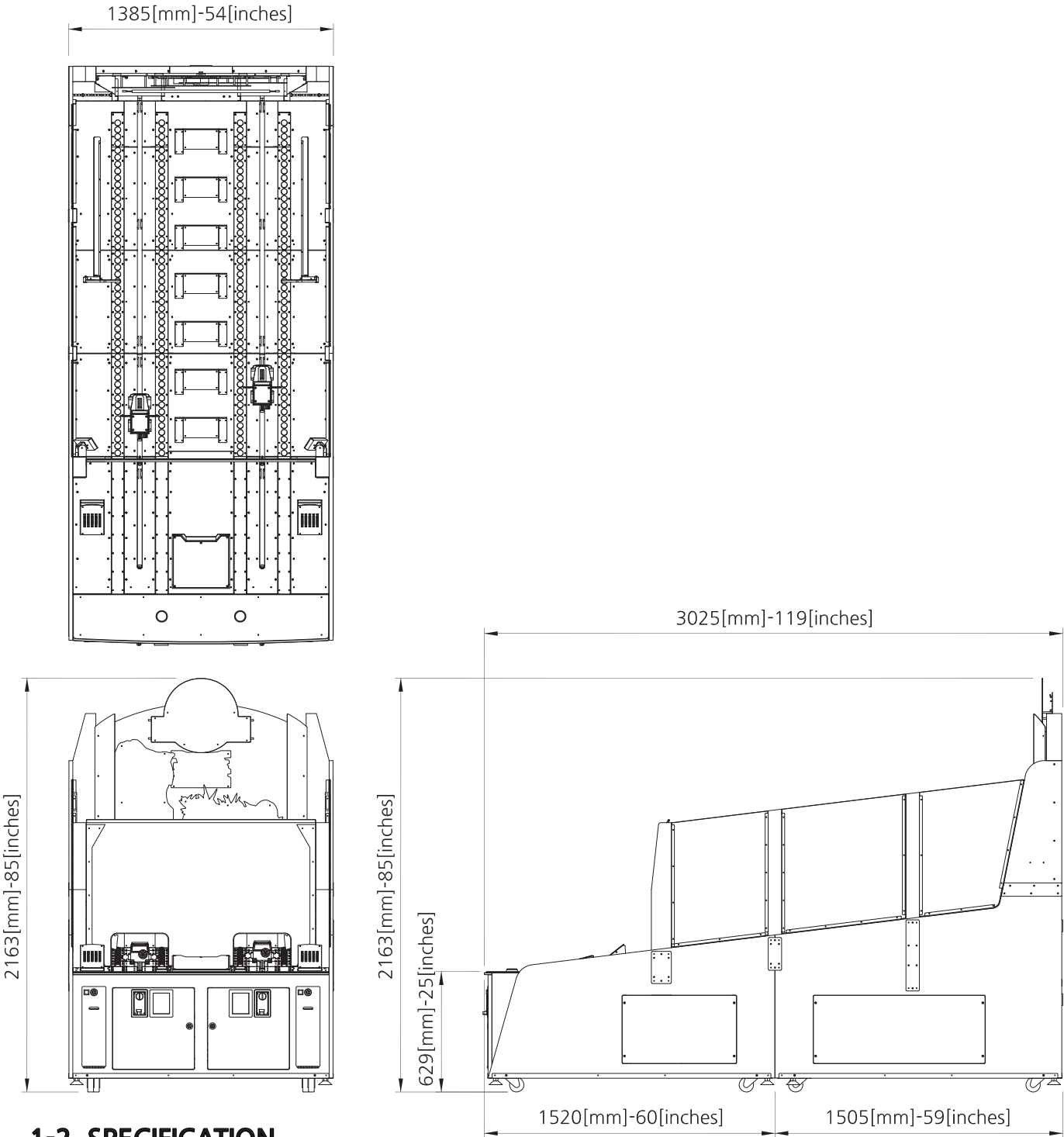
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# 1. SPECIFICATION AND DIMENSION

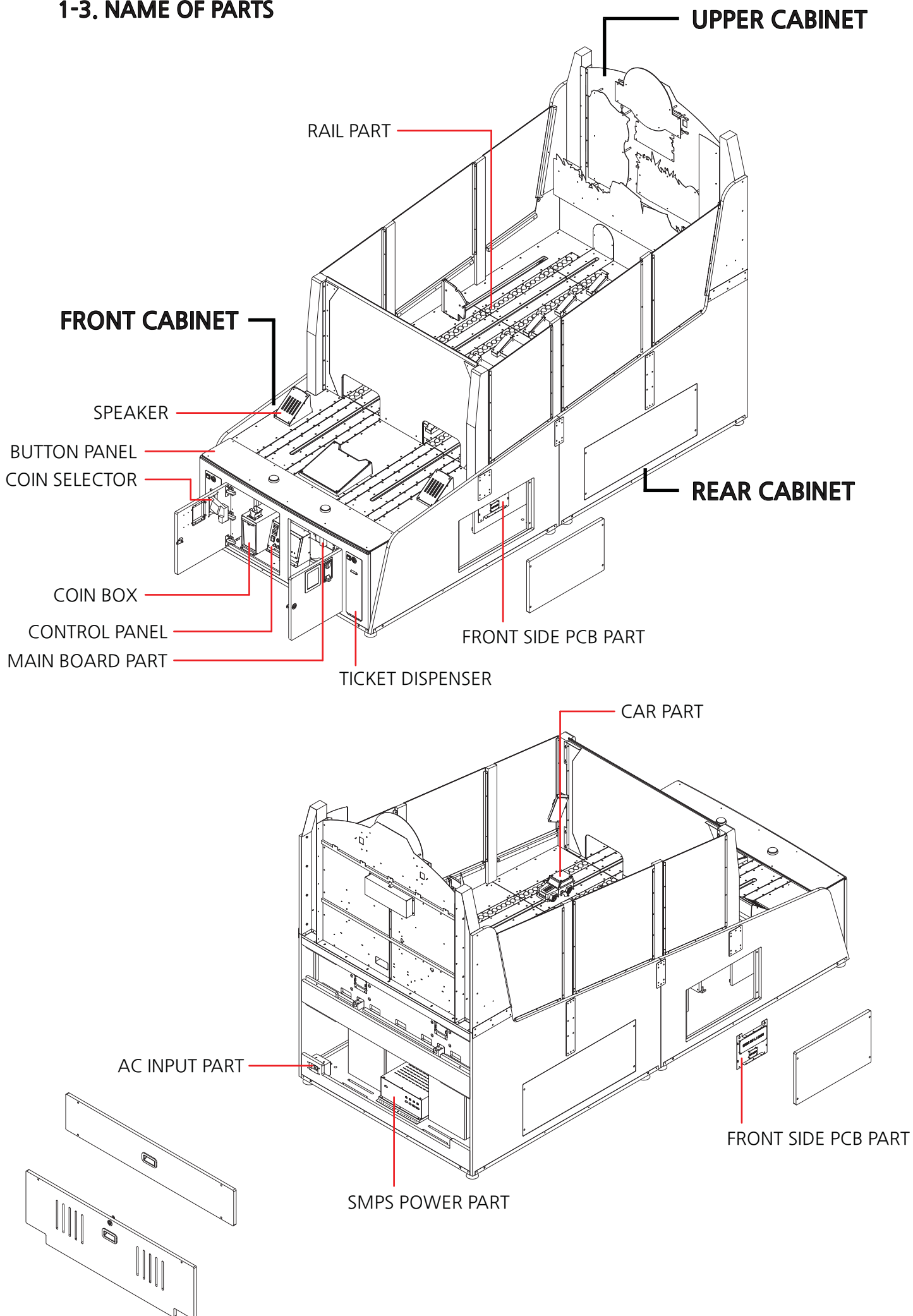
## 1-1. DIMENSION



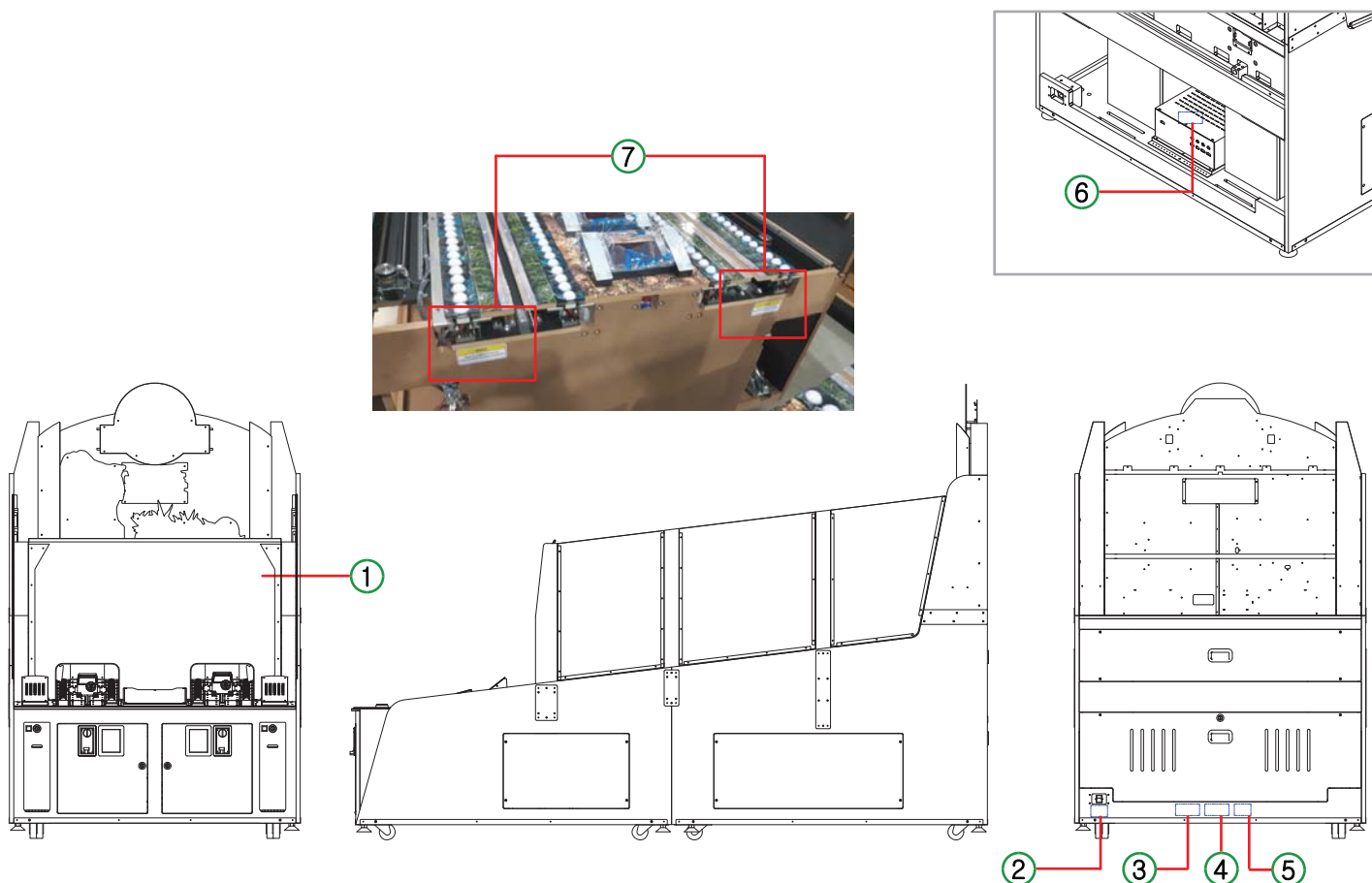
## 1-2. SPECIFICATION

|                               |                                               |
|-------------------------------|-----------------------------------------------|
| DIMENSION (W x D x H)         | 1385 x 3025 x 2163 (mm)                       |
| PACKING DIMENSION (W x D x H) | - x - x - (mm)                                |
| WEIGHT (kg)                   | - kg [ WEIGHT INCLUDING : - kg ]<br>PACKAGING |
| VOLTAGE                       | AC 120V                                       |
| FREQUENCY RANGE               | 60Hz                                          |
| CONSUMPTION                   | 400 W                                         |
| CERTIFICATION                 | -                                             |

### 1-3. NAME OF PARTS



## 1-4. STICKER LOCATION

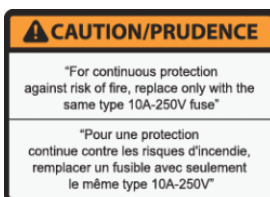


1



**Do not push or hit this.  
It would be damaged.**  
**Ne pas la pousser ou frapper.  
Elle serait endommagée.**

2



**"For continuous protection  
against risk of fire, replace only with the  
same type 10A-250V fuse"**

**"Pour une protection  
continue contre les risques d'incendie,  
remplacer un fusible avec seulement  
le même type 10A-250V"**

3



4



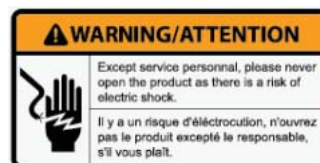
**WARNING**  
ROCKING, SHAKING, OR TIPPING  
MAY CAUSE INJURY OR DEATH!  
This unit must be fastened securely  
to the wall, floor or adjacent object in  
compliance with the installation instructions.

**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.

5



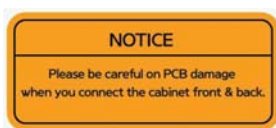
6



**Except service personnel, please never  
open the product as there is a risk of  
electric shock.**

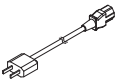
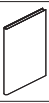
**Il y a un risque d'électrocution, n'ouvrez  
pas le produit excepté le responsable,  
s'il vous plaît.**

7



**NOTICE**  
Please be careful on PCB damage  
when you connect the cabinet front & back.

## 1-5. COMPONENTS

| NO. | PART NAME               | SPEC.           |                                                                                       | QTY    |
|-----|-------------------------|-----------------|---------------------------------------------------------------------------------------|--------|
| 1   | AC POWER CORD           | -               |    | 1      |
| 2   | KEY                     | 6001, 7001      |    | 2 EACH |
| 3   | BOLT                    | M4x6L           |    | 10     |
| 4   | BOLT                    | M4x8L           |    | 30     |
| 5   | BOLT                    | M4x14L          |    | 10     |
| 6   | BOLT                    | M4x16L          |    | 4      |
| 7   | BOLT                    | M4x20L          |    | 10     |
| 8   | BOLT                    | M6x16L          |  | 10     |
| 9   | BOLT                    | M6x20L          |  | 10     |
| 10  | BOLT                    | M6x35L          |  | 40     |
| 11  | WRENCH                  | 2.5, 3, 4, 5 mm |  | 1 EACH |
| 12  | COIN SELECTOR COVER BKT | -               |  | 2      |
| 13  | MANUAL                  | -               |  | 1      |
| 14  | TROUBLESHOOTING MANUAL  | -               |  | 1      |

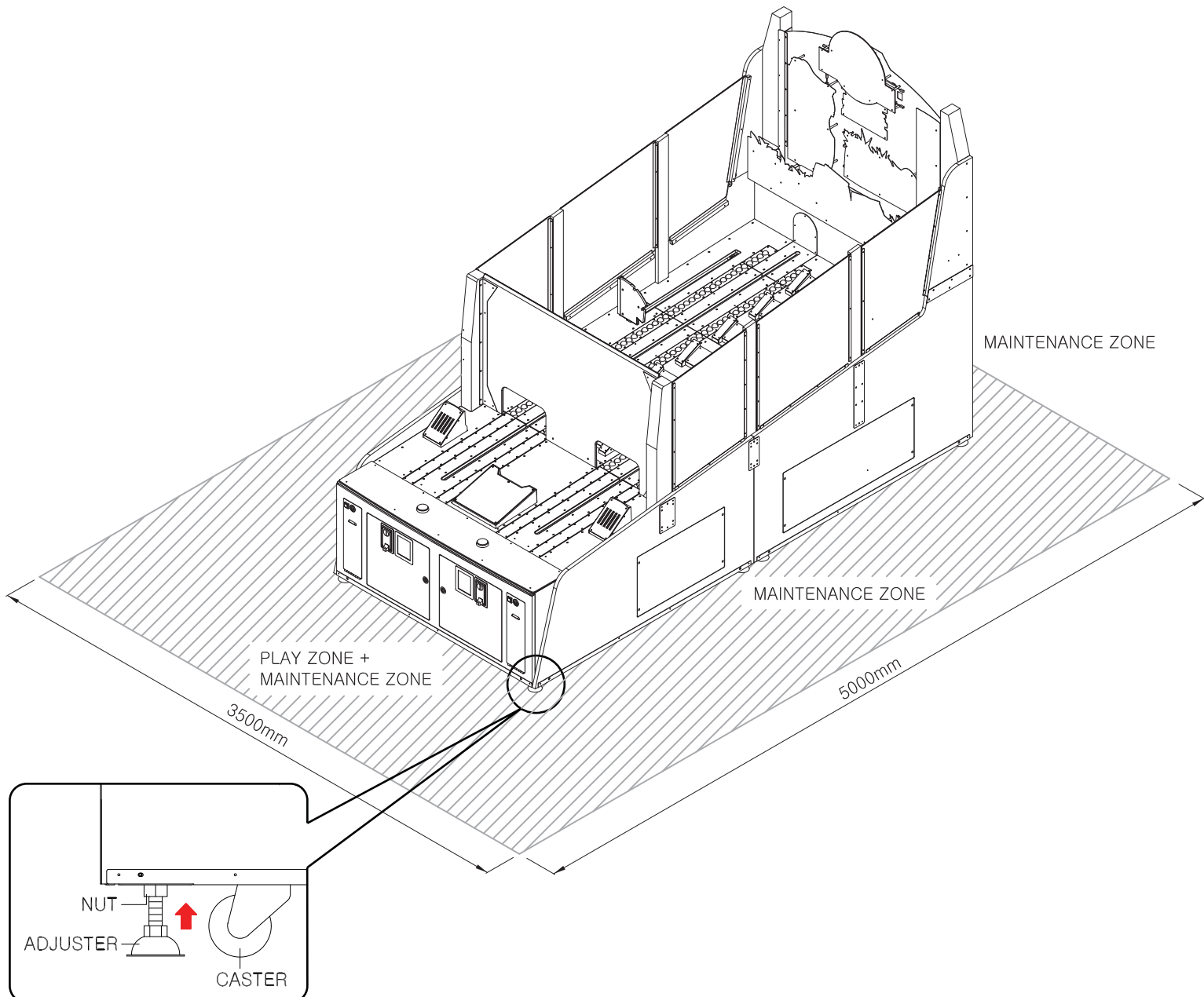
## 2. INSTALLATION

### 2-1. INSTALLATION SPACE

- Need to have installation place.  
Maintenance zone & Play zone should have at least 3500mm x 5000mm each.

#### **\*IMPORTANT**

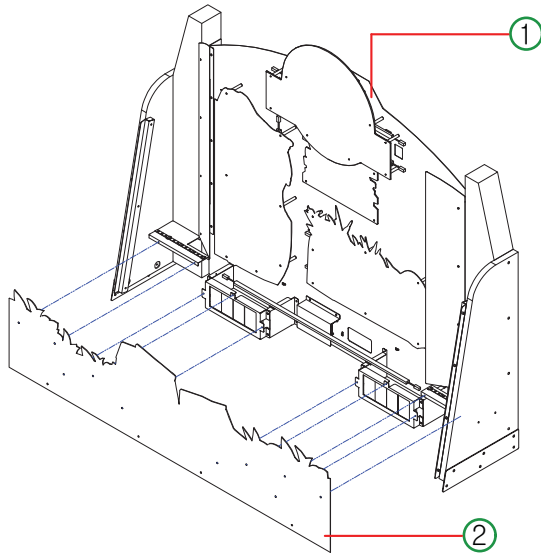
- Once you set up the machine with required game-play area, when installing this product, set the 4 leg levelers evenly on the floor and make sure that the product is installed stably in a horizontal position.



## 2-2. HOW TO INSTALL

1

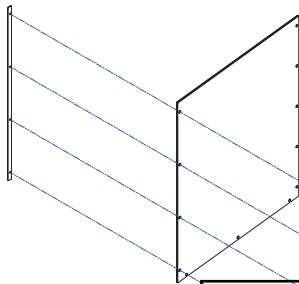
### \* UPPER CABINET



- Assemble ② UPPER CABINET FOREST FND COVER ACRYL + ① UPPER BILLBOARD PART (M4 Bolt, 10ea)

2

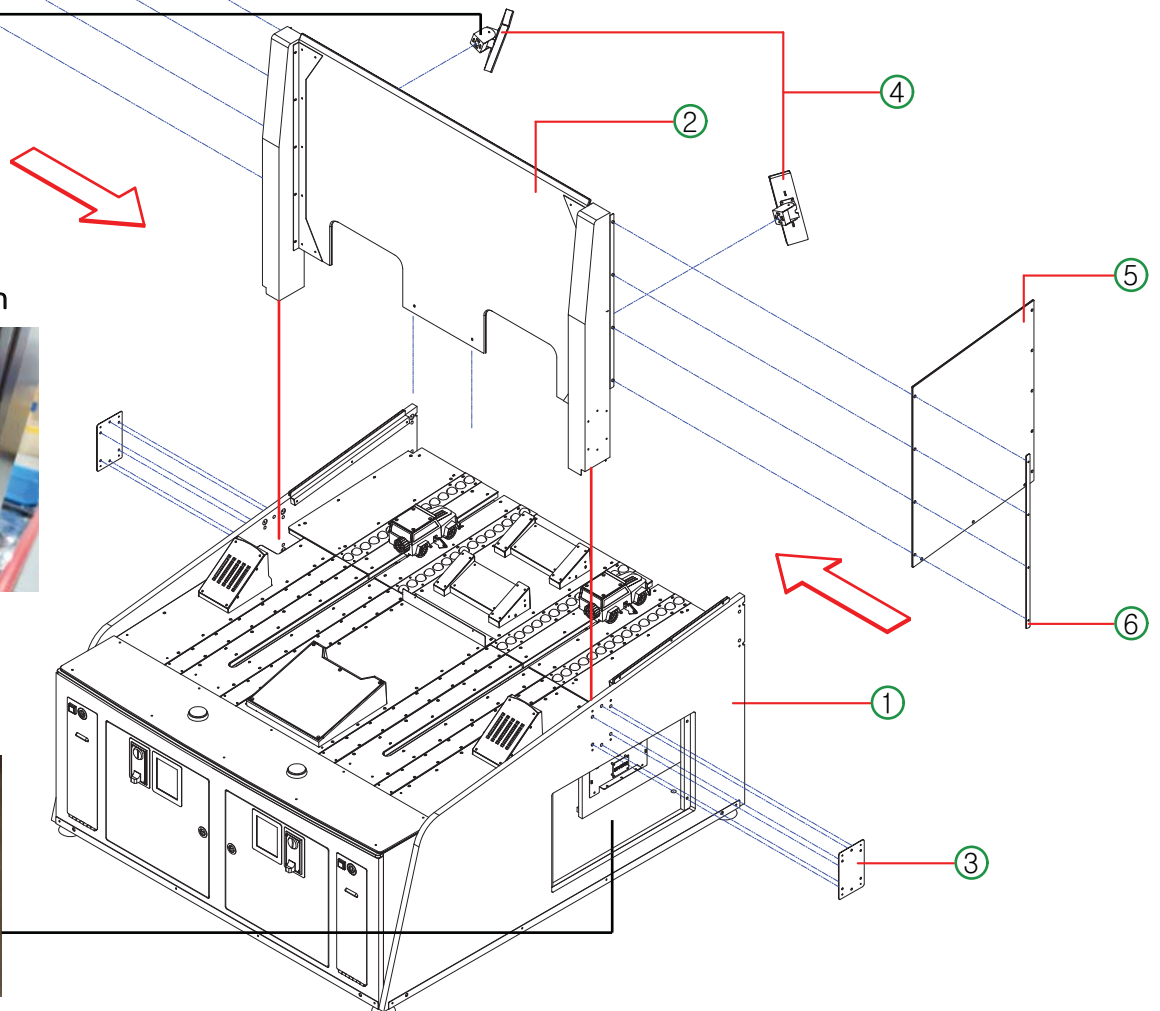
### \* FRONT CABINET



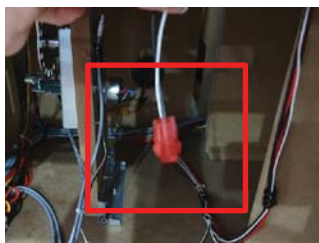
- Assemble ② FRONT CABINET PROTECT ASS'Y + ① FRONT CABINET + ③ FRONT CABINET FRONT DECO FIX BKT (M6 Bolt, 12ea / M4 Bolt, 10ea)

- Assemble ④ CAR POINT LIGHT PART\_L, R + ② FRONT CABINET PROTECT ASS'Y (M4 Bolt, 8ea)

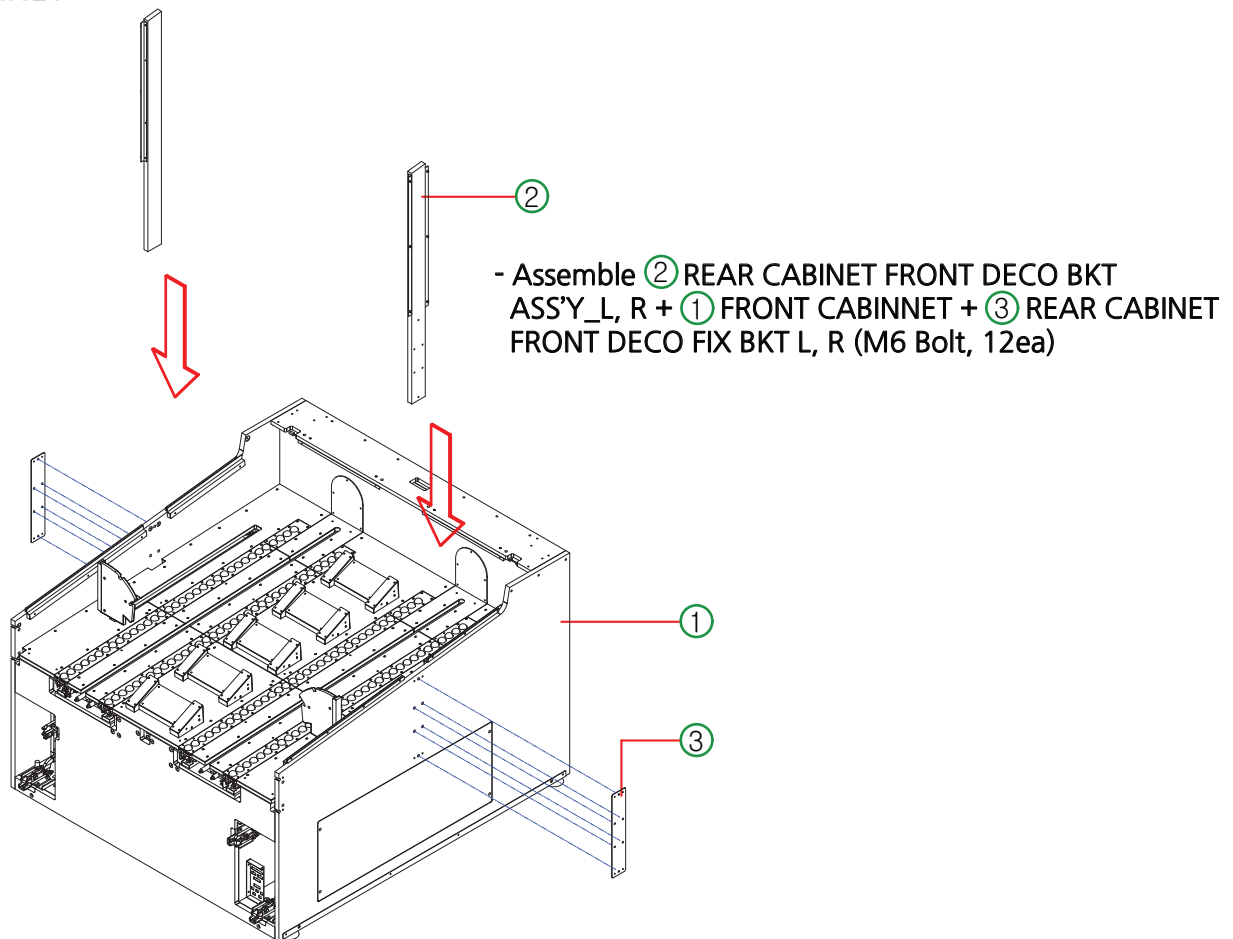
- Assemble ⑤ FRONT CABINET SIDE WINDOW ACRYL\_L, R + ⑥ CABINET SIDE ACRYL SUPPORT BKT-A, C\_L, R (M4 Bolt, 8ea)



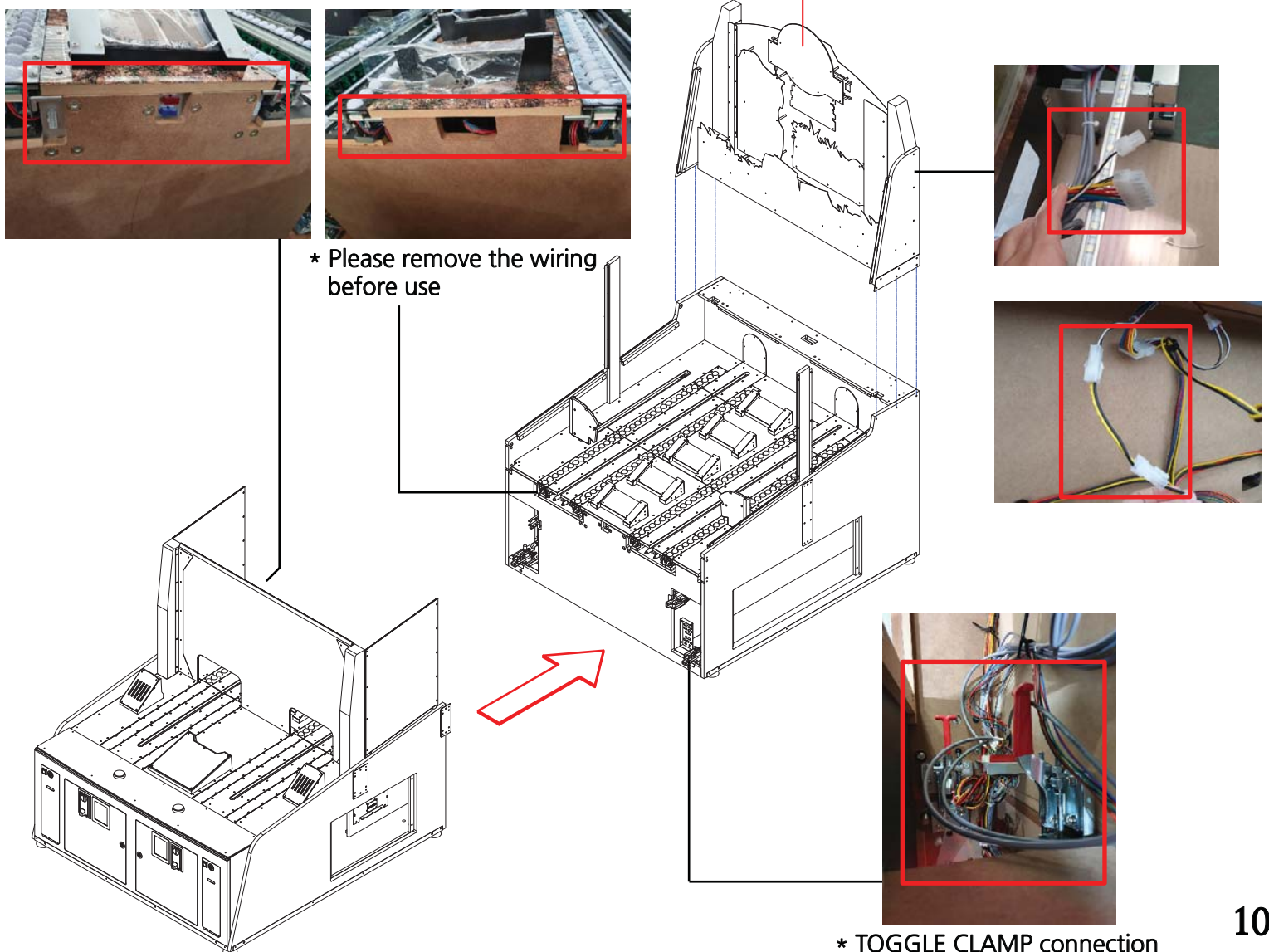
### \* Connector connection



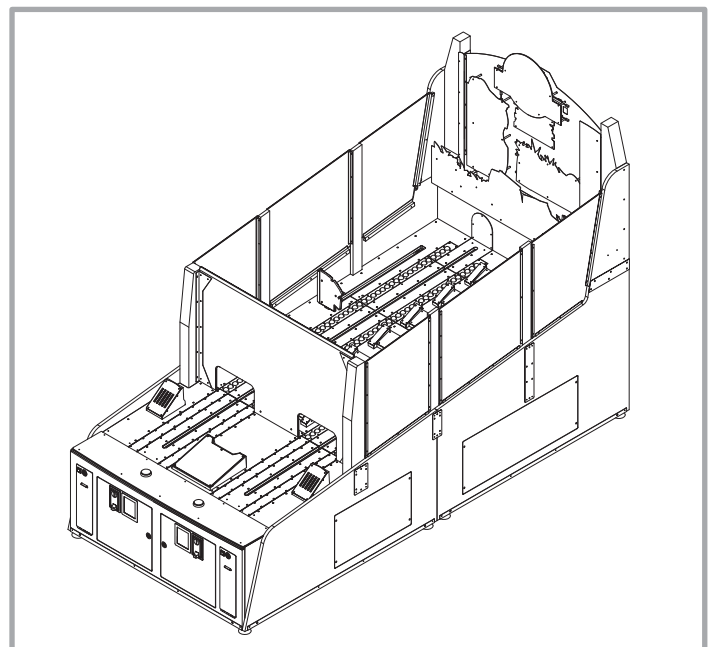
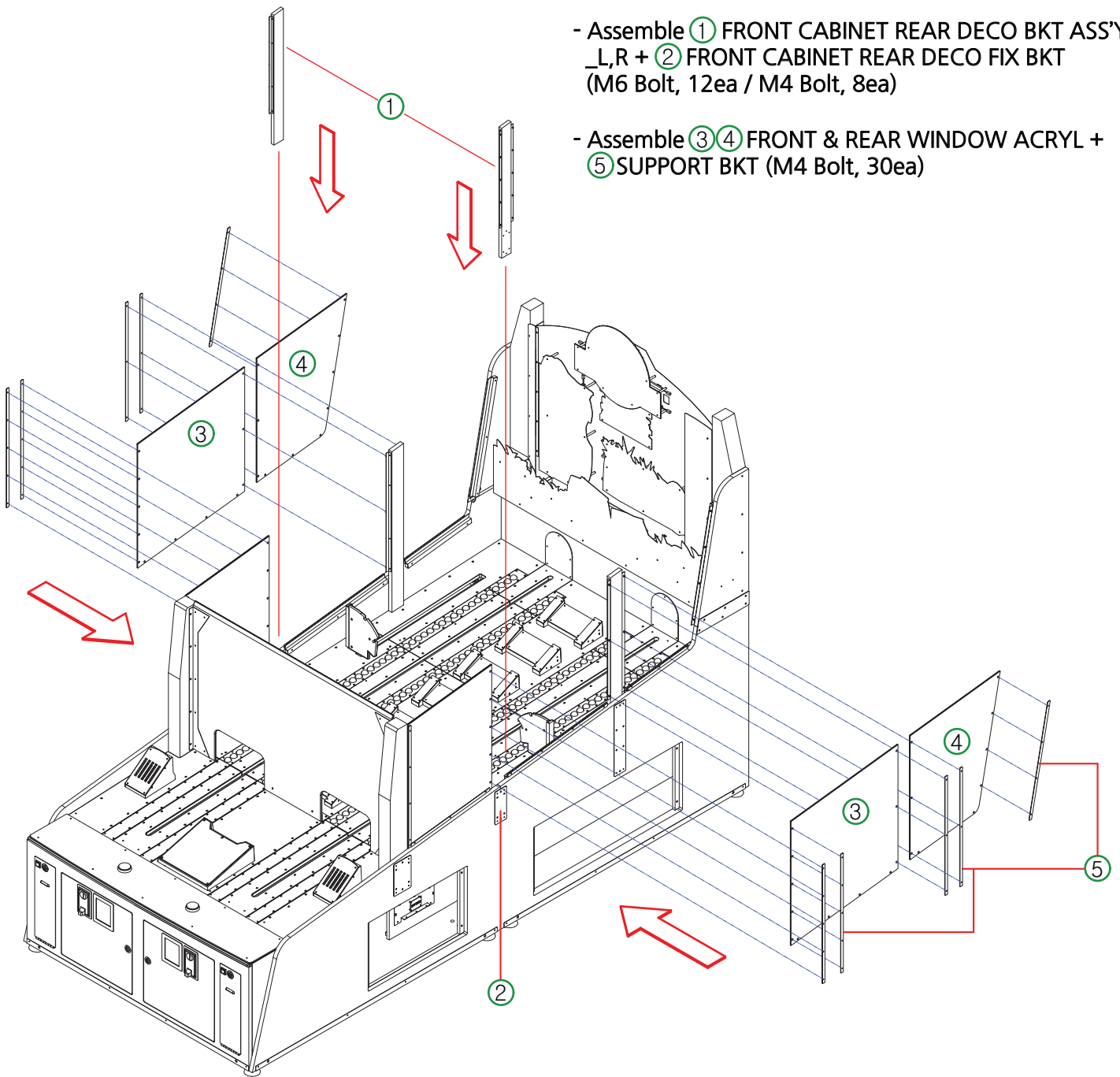
### 3 \* REAR CABINET



### 4 \* FULL ASSEMBLY\_1



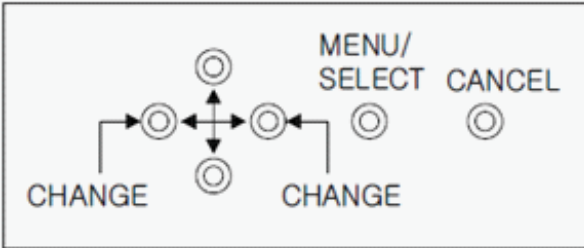
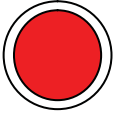
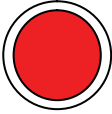
- Assemble ① FRONT CABINET REAR DECO BKT ASS'Y \_L,R + ② FRONT CABINET REAR DECO FIX BKT (M6 Bolt, 12ea / M4 Bolt, 8ea)
- Assemble ③④ FRONT & REAR WINDOW ACRYL + ⑤ SUPPORT BKT (M4 Bolt, 30ea)



### 3. SETUP SETTING

#### 3-1. MACHINE SETUP

##### 1. SETUP BUTTON LAYOUT

|                                                                                                                                                                                                                                     |                                                                                                                                                                                                                  |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|                                                                                                                                                    | <p>1) [↑↓] Up/Down Button : Menu Up/Down Move</p> <p>2) [←→] Left/Right Button : Setting Value Change</p> <p>3) Menu/Select Button : Execution of Set Up Menu Mode and Select</p> <p>4) Cancel Button : Exit</p> |
| <div><br/>1P SERVICE/RESET</div> <div><br/>2P SERVICE/RESET</div> | <p>Normally service in.<br/>When error happens, Use this button to clear error.</p> <p>* Service in : To be increased by 1 credit per one press</p>                                                              |

##### [ OPERATING OPTIONS ]

| OPERATING OPTIONS                             |                                 |
|-----------------------------------------------|---------------------------------|
| Press MENU Button [MENU/SELECT Button: Enter] |                                 |
| PROGRAM SETTINGS                              | Setting Mode                    |
| CLEAR MODE                                    | Delete Mode                     |
| BOOKKEEPING DATA                              | Check Game Data                 |
| FACTORY SETTING                               | Initializing to Factory Setting |
| TEST MODE                                     | Test Mode                       |
| EXIT                                          | Exit to Operation options       |

## 3-2. SETUP MODE

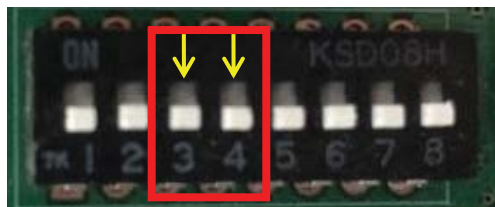
| PROGRAM SETTINGS         |                                                                                                                                                                                                                                        |                                                                                          |         |
|--------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------|---------|
| LCD DISPLAY              | DESCRIPTIONS                                                                                                                                                                                                                           | RANGE                                                                                    | DEFAULT |
| CREDIT / COIN            | SETTING RATIO OF CREDIT PER COIN                                                                                                                                                                                                       | “FREE”, 1/1, 1/2, 1/3, 1/4, 1/5, 1/6, 1/7, 1/8, 1/9, 1/10, 2/1, 3/1, 4/1, 5/1            | 1/1     |
| PLAYS / BILL             | SETTING CREDIT PER BILL INPUT                                                                                                                                                                                                          | 1, 2, 3, 4, 5, 6, 7, 8, 9, 10                                                            | 1       |
| CHEAT DETECT             | SETTING FOR CHEATING PREVENTION WHEN JUDGED CHEATING, GAME END BY PROCESSING GAME OUT                                                                                                                                                  | “OFF”, “ON”                                                                              | ON      |
| TIME OVER                | SETTING FOR TIME OVER                                                                                                                                                                                                                  | 10 ~ 99 (SECONDS), OFF                                                                   | 60      |
| SCORE TYPE<br>※ DIP      | SETTING TICKET SCORE FOR LED LIGHT COLOR                                                                                                                                                                                               | => (SUB MENU)<br>(REFER TO TABLE#1)                                                      |         |
| BIG - WIN VALUE<br>※ DIP | BIG WINFIRST STARTING VALUE                                                                                                                                                                                                            | 30 ~ 9999<br>(INCREASES BY 10)                                                           | 500     |
| BIG - WIN LIMIT          | BIG WIN MAXIMUM VALUE                                                                                                                                                                                                                  | 30 ~ 9999<br>(INCREASES BY 10)                                                           | 1500    |
| BIG INCREMENT<br>※ DIP   | BIG WIN INCREASE VALUE<br>(INCREASE VALUE BY 1 PLAY)                                                                                                                                                                                   | 0 ~ 50<br>(INCREASES BY 1)                                                               | 1       |
| BIG MOVE/PLAY            | SETTING FREQUENCY OF MOVINGBIG WIN POSITION<br>“HOLD” : FIXED POSITION OF BIG WIN<br>“1/1”: MOVE BIG WIN POSITION AFTER 1 PLAY<br>“1/2”: MOVE BIG WIN POSITION AFTER 2 PLAYS<br>.....<br>“1/5”: MOVE BIG WIN POSITION AFTER 5 PLAYS    | “HOLD”, “1/1”, “1/2”, “1/3”<br>“1/4”, “1/5”                                              | 1/1     |
| BIG POSITION             | SETTING POSITION OF BIG WIN WHEN BIG WIN IS FIXED POSITION TO BE APPLIED WHEN SETTING VALUE OF BIG MOVE/PLAY OPTION IS “HOLD”                                                                                                          | 27 ~ 45<br>(POSITION MEANS POSITION OF SLOPE LED #1 ~ #49 FROM THE FRONT OF THE MACHINE) | 45      |
| DIFFICULTY               | SETTING DIFFICULTY LEVEL<br>(PATTERN CHANGE AT MOVEMENT OF BIG WIN POSITION)<br>(IT SEEMS TO CHANGE +/- 5 TICKETS FROM AVERAGE TICKET PAYOUT)<br>EASY: EASY PROCESS (+5),<br>NORMAL: BASIC PROCESS (0)<br>HARD: DIFFICULT PROCESS (-5) | EASY, NORMAL, HARD                                                                       | NORMAL  |

|                                                                                                                                                                               |                                                                                                              |                                                                         |     |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------|-----|
| TICKET/SCORE<br>※ DIP                                                                                                                                                         | SETTING TICKET RATIO PER SCORE<br>NONE : AUTOMATIC DELETION OF<br>TICKET COUNT WITHOUT DISPENSING<br>TICKETS | "NONE", "1/1", "1/2"                                                    | 1/1 |
| ATTRACT VOLUME                                                                                                                                                                | SETTING USE OF DEMO SOUND AND<br>VOLUME<br>"OFF" : NO SOUND<br>10 ~ 100 : RATIO OF SOUND VOLUME              | "OFF" , 10 ~ 100<br>(INCREASES BY 10)                                   | 80  |
| SAVE AND EXIT                                                                                                                                                                 | SAVE AND EXIT                                                                                                | PRESS SELECT BUTTON<br>AND EXECUTE BY MOVING<br>CURSOR TO (YES) or (NO) |     |
| CANCEL AND EXIT                                                                                                                                                               | CANCEL AND EXIT                                                                                              |                                                                         |     |
| ※ THE DEFAULT VALUE OF DIP DISPLAY ITEM CAN BE DIFFERENT ACCORDING TO DIP S/W SETTING<br>(KSD08H)#3 & #4. FOR MORE DETAILS, PLEASE REFER TO DEFAULT VALUE OF DIP S/W SETTING. |                                                                                                              |                                                                         |     |

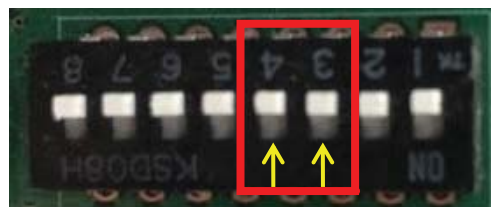
#### <DIP S/W SETTING DEFAULT VALUE>

★ WHEN FACTORY SETTING, DEFAULT VALUE WILL BE DIFFERENT ACCORDING TO DIP S/W SETTING #3, #4. (REFER TO LOCATION OF ARROW IN YELLOW COLOR AT DIP S/W IN THE PHOTO)

※ When looking at the main board installed in the machine,  
please be careful because DIP S/W looks upside down at 180 degree.



(Setting Criteria of DIP S/W)

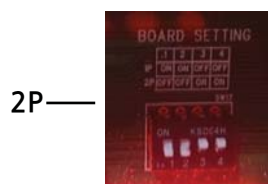


(DIP S/W when looking at the  
Main Board installed in the machine )

※ ACCORDING TO DIP S/W SETTING, THERE ARE 4 DIFFERENT TYPES (A, B, C, D TYPE)

|                      | A        |    | B        |    | C        |    | D        |    |
|----------------------|----------|----|----------|----|----------|----|----------|----|
| DIP 3                | OFF      |    | ON       |    | OFF      |    | ON       |    |
| DIP 4                | OFF      |    | OFF      |    | ON       |    | ON       |    |
| SCORE TYPE           | TYPE     | 9  | TYPE     | 9  | TYPE     | 2  | TYPE     | 7  |
|                      | GAME OUT | 2  | GAME OUT | 2  | GAME OUT | 1  | GAME OUT | 2  |
|                      | YELLOW   | 50 | YELLOW   | 50 | YELLOW   | 10 | YELLOW   | 30 |
|                      | GREEN    | 30 | GREEN    | 30 | GREEN    | 5  | GREEN    | 20 |
|                      | CYAN     | 20 | CYAN     | 20 | CYAN     | 3  | CYAN     | 8  |
|                      | BLUE     | 10 | BLUE     | 10 | BLUE     | 2  | BLUE     | 4  |
| BIG-WIN<br>VALUE     | 500      |    | 500      |    | 100      |    | 500      |    |
| BIG-WIN<br>INCREMENT | 2        |    | 1        |    | 1        |    | 1        |    |
| TICKET/SCORE         | 1/2      |    | 1/1      |    | 1/1      |    | 1/1      |    |

#### <DIP S/W SETTING DEFAULT VALUE\_SLOPE SENSOR EXT IO PCB ASS'Y>



<TABLE #1>

● PROGRAM SETTINGS -> SCORE TYPE

✧ SETTING TICKET SCORE BY TYPE ACCORDING TO THE COLOR OF LED LIGHT

CHANGE SCORE AND TYPE BY SETTING DEFAULT TYPE.  
SEPARATELY INDIVIDUAL SCORE SETTING BY COLOR IS POSSIBLE

| LCD DISPLAY     | DESCRIPTIONS                                   | RANGES                                                                | DEFAULT |
|-----------------|------------------------------------------------|-----------------------------------------------------------------------|---------|
| TYPE            | REFERENCE SCORE TABLE BASICALLY SET INTERNALLY | 1 ~ 11<br>(INCREASES BY 1)                                            | 9       |
| GAME OUT        | GAME OUTSCORE SETTING                          | 1 ~ 99<br>(INCREASES BY 1)                                            | 2       |
| YELLOW          | LED LIGHT-YELLOW COLOR SCORE SETTING           | 1 ~ 999<br>(INCREASES BY 1)                                           | 50      |
| GREEN           | LED LIGHT-GREEN COLOR SCORE SETTING            |                                                                       | 30      |
| CYAN            | LED LIGHT-CYAN COLOR SCORE SETTING             |                                                                       | 20      |
| BLUE            | LED LIGHT-BLUE COLOR SCORE SETTING             |                                                                       | 10      |
| SAVE AND EXIT   | SAVE AND EXIT                                  | PRESS SELECT BUTTON AND EXECUTE BY MOVING THE CURSOR TO (YES) or (NO) |         |
| CANCEL AND EXIT | CANCEL AND EXIT                                |                                                                       |         |

<TYPE LAYOUT>\* ONE FND CONSISTS OF SEVEN SLOPE LEDS (TOTAL 49 SLOPE LEDS)

| GAME OUT     |       |        |
|--------------|-------|--------|
| SLOPE        | FND 7 | BLUE   |
|              | FND 6 | CYAN   |
|              | FND 5 | GREEN  |
|              | FND 4 | YELLOW |
|              | FND 3 | CYAN   |
|              | FND 2 | BLUE   |
|              | FND 1 | BLUE   |
| START BUTTON |       |        |

<INTERNAL SCORE SETTING VALUE BY TYPE>

| TYPE    | 1  | 2   | 3   | 4   | 5   | 6   | 7   | 8   | 9   | 10  | 11  | 12  | 13   | 14   |
|---------|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|------|------|
| AVERAGE | 3  | 5   | 10  | 15  | 20  | 25  | 30  | 35  | 40  | 45  | 50  | 60  | 70   | 80   |
| BIG WIN | 50 | 100 | 100 | 200 | 300 | 300 | 500 | 500 | 500 | 500 | 700 | 800 | 1000 | 1000 |
| GAMEOUT | 1  | 1   | 2   | 2   | 2   | 2   | 2   | 2   | 2   | 2   | 2   | 6   | 6    | 10   |
| YELLOW  | 5  | 10  | 20  | 20  | 20  | 30  | 30  | 40  | 50  | 60  | 60  | 60  | 60   | 70   |
| GREEN   | 4  | 5   | 12  | 12  | 12  | 20  | 20  | 20  | 30  | 30  | 30  | 40  | 50   | 60   |
| CYAN    | 3  | 3   | 8   | 8   | 8   | 8   | 8   | 12  | 20  | 20  | 20  | 30  | 40   | 50   |
| BLUE    | 2  | 2   | 4   | 4   | 4   | 4   | 4   | 8   | 10  | 10  | 10  | 20  | 30   | 40   |

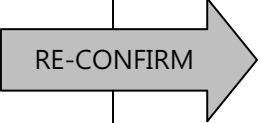
★ SCORE TYPE IS NOT INITIALIZED AGAINST FACTORY SETTING. IN CASE DIP S/W #3 & #4 WAS CHANGED, SCORE TYPE IS INITIALIZED ONCE FOR THE FIRST TIME WHEN FACTORY SETTING.

### 3-3. CLEAR MODE

| ● CLEAR MODE                             |                                                 |                                                                       |
|------------------------------------------|-------------------------------------------------|-----------------------------------------------------------------------|
| ✧ GAME DATA & BOOKKEEPING CAN BE DELETED |                                                 |                                                                       |
| LCD DISPLAY                              | DESCRIPTION                                     | EXECUTION                                                             |
| CLEAR TICKETS                            | DELETE CURRENT TICKET COUNT TO BE DISPENSED NOW | PRESS SELECT BUTTON AND EXECUTE BY MOVING THE CURSOR TO (YES) or (NO) |
| CLEAR PLAYS                              | DELETE CURRENT PLAY                             |                                                                       |
| CLEAR DATA                               | DELETE BOTH GAME DATA AND BOOKKEEPING DATA      |                                                                       |
| EXIT                                     | EXIT                                            |                                                                       |

| ● BOOKKEEPING                                                      |                                                                                   |
|--------------------------------------------------------------------|-----------------------------------------------------------------------------------|
| LCD DISPLAY<br>1P : 1 Player<br>2P : 2 Player<br>TOTAL : 1P AND 2P | DESCRIPTION                                                                       |
| -- COIN IN --<br>1P : 0<br>2P : 0<br>TOTAL : 0                     | EACH PLAYER AND TOTAL COIN IN                                                     |
| -- BILL IN --<br>1P : 0<br>2P : 0<br>TOTAL : 0                     | EACH PLAYER AND TOTAL BILL IN                                                     |
| -- SERVICE IN --<br>1P : 0<br>2P : 0<br>TOTAL : 0                  | EACH PLAYER AND TOTAL SERVICE IN.<br>INCREASES BY 1 PLAY WHEN PRESSING SERVICE IN |
| -- GAME PLAYS --<br>1P : 0<br>2P : 0<br>TOTAL : 0                  | EACH PLAYER AND TOTAL NUMBER OF GAME PLAY                                         |
| -- TICKET OUT --<br>1P : 0<br>2P : 0<br>TOTAL : 0                  | EACH PLAYER AND TOTAL NUMBER OF TICKET OUT                                        |
| -- BIG WIN --<br>1P : 0<br>2P : 0<br>TOTAL : 0                     | EACH PLAYER AND TOTAL NUMBER OF WINNING "BIG WIN"                                 |
| -- GAME OUT --<br>1P : 0<br>2P : 0<br>TOTAL : 0                    | EACH PLAYER AND TOTAL NUMBER OF GAME OUT                                          |

|                                                   |                                                                                                               |
|---------------------------------------------------|---------------------------------------------------------------------------------------------------------------|
| -- WIN YELLOW --<br>1P : 0<br>2P : 0<br>TOTAL : 0 | EACH PLAYER AND TOTAL NUMBER OF WINING YELLOW COLOR                                                           |
| -- WIN GREEN --<br>1P : 0<br>2P : 0<br>TOTAL : 0  | EACH PLAYER AND TOTAL NUMBER OF WINNING GREEN COLOR                                                           |
| -- WIN CYAN --<br>1P : 0<br>2P : 0<br>TOTAL : 0   | EACH PLAYER AND TOTAL NUMBER OF WINNING CYAN COLOR                                                            |
| -- WIN BLUE --<br>1P : 0<br>2P : 0<br>TOTAL : 0   | EACH PLAYER AND TOTAL NUMBER OF WINNING BLUE COLOR                                                            |
| ** VER INFO **<br>V_._<br>LED IO Ver _            | DISPLAY OF VERSION INFORMATION<br>- PROGRAM VERSION OF MAIN BOARD AND DATE<br>- LED IO BOARD FIRMWARE VERSION |
| CANCELBUTTON: EXIT                                |                                                                                                               |

| <b>● FACTORY-SETTING INITIALIZES TO FACTORY SETTING</b><br>(CLEARING TOTAL DATA AND SETTING DEFAULT VALUE)<br><b>★ SETTING VALUE OF SCORE TYPE WILL NOT BE INITIALIZED AGAINST FACTORY SETTING</b> |                                                                                                                                                                                |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| LCD DISPLAY (EXECUTION)                                                                                                                                                                            | LCD DISPLAY (EXECUTION)                                                                                                                                                        |
| <b>FACTORY-SETTING</b><br>ARE YOU SURE?<br>YES or [ <u>NO</u> ]<br>EXECUTE BY MOVING THE CURSOR                                                                                                    |  <b>FACTORY-SETTING</b><br>REALLY ?<br>YES or [ <u>NO</u> ]<br>EXECUTE BY MOVING THE CURSOR |

### 3-4. TEST MODE

| TEST MODE    |                                                                                                                                                                                                                                                         |                                                                                                                                                                                                                                                                                                                                                                                                                                                          |                                                                                                                                                                                                                               |  |
|--------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--|
| TEST ITEMS   | SET UP ITEMS                                                                                                                                                                                                                                            | DESCRIPTION                                                                                                                                                                                                                                                                                                                                                                                                                                              |                                                                                                                                                                                                                               |  |
| INPUT TEST   | [=>]                                                                                                                                                                                                                                                    | ENTER INTO CHECK MODE OF INPUT STATUS                                                                                                                                                                                                                                                                                                                                                                                                                    |                                                                                                                                                                                                                               |  |
|              |                                                                                                                                                                                                                                                         | DISPLAY OF INPUT STATUS OF EACH ITEM AT LCD                                                                                                                                                                                                                                                                                                                                                                                                              |                                                                                                                                                                                                                               |  |
|              |                                                                                                                                                                                                                                                         | (BUTTON, COIN, TICKET, SENSOR... ETC)                                                                                                                                                                                                                                                                                                                                                                                                                    |                                                                                                                                                                                                                               |  |
| FND & LAMP   | LAMP, FND, LED OPERATION TEST                                                                                                                                                                                                                           |                                                                                                                                                                                                                                                                                                                                                                                                                                                          |                                                                                                                                                                                                                               |  |
|              | “OFF”                                                                                                                                                                                                                                                   | TOTAL OFF                                                                                                                                                                                                                                                                                                                                                                                                                                                |                                                                                                                                                                                                                               |  |
|              | “STEP”                                                                                                                                                                                                                                                  | LAMP                                                                                                                                                                                                                                                                                                                                                                                                                                                     | ▶TOTAL ON, OFF FLICKERING<br>▶BOTTOM LAMP ON<br>▶1P/2P TICKET LAMP ON<br>▶1P/2P START BUTTON LAMP ON<br>▶HOW TO LAMP ON<br>▶1P/2P CAR SPOT LAMP ON<br>▶1P/2P RETRY LAMP ON<br>▶BILLBOARD LAMP ON<br>REPEATS IN ABOVE SEQUENCE |  |
|              |                                                                                                                                                                                                                                                         | FND                                                                                                                                                                                                                                                                                                                                                                                                                                                      | ▶TOTAL ON, OFF FLICKERING<br>▶TOTAL NUMBER COUNT [0000] ~ [9999]<br>▶CREDIT 1P [00] / 2P [11], RETRY 1P [22] / 2P [33]<br>▶TICKET 1P [4444] / 2P [5555]<br>▶SCORE [000] ~ [666], BIGWIN [7777]<br>REPEATS IN ABOVE SEQUENCE   |  |
|              |                                                                                                                                                                                                                                                         | LED                                                                                                                                                                                                                                                                                                                                                                                                                                                      | ▶TOTAL WHITE ON, OFF FLICKERING<br>▶TURNING ON IN SEQUENCE OF 1P LED RED / 2P LED BLUE<br>▶TURNING ON IN SEQUENCE OF RED ▶ GREEN ▶ BLUE ▶ WHITE                                                                               |  |
|              | “ON”                                                                                                                                                                                                                                                    | TOTAL ON                                                                                                                                                                                                                                                                                                                                                                                                                                                 |                                                                                                                                                                                                                               |  |
|              | “ON/OFF”                                                                                                                                                                                                                                                | REPEATION OF TOTAL ON, OFF                                                                                                                                                                                                                                                                                                                                                                                                                               |                                                                                                                                                                                                                               |  |
| SLOPE SENSOR | =>                                                                                                                                                                                                                                                      | ENTER INTO CHECK MODE OF SLOPE SENSOR STATUS                                                                                                                                                                                                                                                                                                                                                                                                             |                                                                                                                                                                                                                               |  |
|              | SLOPE SENSOR DETAIL<br>FEDCBA9876543210<br>EX0:000000000000000000<br>EX1:000000000000000000<br>EX2:000000000000000000<br>EX3:000000000000000000<br>EX4:000000000000000000<br>EX5:000000000000000000<br>EX6:000000000000000000<br>EX7:000000000000000000 | DISPLAY OF INPUT STATUS OF I/O EXPANSION BOARD WITH 0 AND 1.<br>0 - NOT SENSING SENSOR SIGNAL<br>1 - SENSOR SIGNAL DETECTED<br>SLOPE LED : DISPLAY OF SENSOR STATUS #1~#50 BY LED COLOR<br>WHITE COLOR - NOT SENSING SENSOR SIGNAL<br>RED COLOR - SENSOR SIGNAL DETECTED<br><br>RETRY FND [■ ■] : DISPLAY OF DETECTED SENSOR NO<br>SCORE FND TOP [■ ■ ■] : DISPLAY OF SLOPE SENSOR (On, Err)<br>SCORE FND BOTTOM [□ ■ ■] : DISPLAY OF SENSOR NO IN ERROR |                                                                                                                                                                                                                               |  |
|              | ◎ UP/DOWN OPERATION OF STOPPER WITH 1P,2P START BUTTON<br>SLOPE LED: DISPLAY OF SENSOR STATUS BY LED COLOR<br>WHITE: NOT SENSING SENSOR SIGNAL RED: SENSOR SIGNAL DETECTED<br>RETRY FND : DISPLAY OF DETECTED SENSOR NO                                 |                                                                                                                                                                                                                                                                                                                                                                                                                                                          |                                                                                                                                                                                                                               |  |



|            |                                                                                                                                                                                                                                                                                               |                                                                                                   |
|------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------|
| TICKET     | OPERATION TEST OF TICKET DISPENSER<br>◎ SELECT TYPE WITH LEFT, RIGHT BUTTON AND PRESS SELECT BUTTON TO TEST<br>◎ TICKET BUTTON OF 1P AND 2P OPERATES SEPARATELY (DISPENSES 3 TICKETS)                                                                                                         |                                                                                                   |
|            | "ALL"                                                                                                                                                                                                                                                                                         | OPERATION TEST OF ALL PLAYERS (DISPENSES 3 TICKETS)                                               |
|            | "1P", "2P"                                                                                                                                                                                                                                                                                    | INDIVIDUAL OPERATION TEST OF 1P AND 2P (3 TICKETS)                                                |
|            | SCORE FND TOP [■ ■ ■] : OPERATION STATUS OF TICKET DISPENSER, DISPLAY OF ON, OFF AND ERROR "Err"<br>SCORE FND BOTTOM [□ □ ■] : DISPLAY OF NUMBER OF TICKETS DISPENSED<br>CREDITFND [■ □] : DISPLAY OF TICKET BUTTON STATUS (0, 1)<br>[□ ■] : DISPLAY OF TICKET DISPENSEOR SENOR STATUS (0, 1) |                                                                                                   |
| COUNTER    | COUNTER TEST<br>◎ AFTER SELECTING TYPE WITH LEFT, RIGHT BUTTON, PRESS SELECT BUTTON AND THEN IT CREASES BY 1<br>◎ COUNTER INCREASES BY ONE WH PRESSING 1P/2P SERVICE BUTTON                                                                                                                   |                                                                                                   |
|            | "COIN"                                                                                                                                                                                                                                                                                        | OPERATION OF COIN COUNER OF ALL PLAYERS<br>INCREASES BY "1" IN ORDER OF 1P → 2P                   |
|            | "TICKET"                                                                                                                                                                                                                                                                                      | OPERATION OF TICKET COUNTER OF ALL PLAYERS<br>INCREASES BY "1" IN ORDER OF 1P → 2P                |
| SOUND TEST | SOUND TEST<br>◎ AFTER SELECTING TYPE WITH LEFT, RIGHT BUTTON AND PRESS SELECT TO TEST (PLAY, STOP)                                                                                                                                                                                            |                                                                                                   |
|            | "CH"                                                                                                                                                                                                                                                                                          | VOICE OUTPUT PER EACH CHANNEL SPEAKER ONE, TWO ~ EIGHT<br>LEFT : 1, 3, 5, 7<br>RIGHT : 2, 4, 6, 8 |
|            | "BGM"                                                                                                                                                                                                                                                                                         | OUTPUT TEST OF BACKGROUND MUSIC                                                                   |
|            | "SFX"                                                                                                                                                                                                                                                                                         | OUTPUT TEST OF EFFECT MUSIC                                                                       |
|            | "VOC"                                                                                                                                                                                                                                                                                         | VOICE OUTPUT TEST                                                                                 |
| EXIT       | EXSIT TO OPERATING OPTIONS                                                                                                                                                                                                                                                                    |                                                                                                   |

### 3-5. ERROR CODE

- ALL GAMES STOP WHEN ERROR “Er.02” AND “Er.03” HAPPEN BUT GAME WILL BE CONTINUED AGAINST ALL OTHER ERRORS, EXCEPT FOR THE PLAYER WITH ERROR.  
(TICKET ERROR “HELP” DOES NOT STOP THE GAME)

| ERROR CODE   | ERROR TYPE    | CONTENTS                                                  | CHECK POINTS                                                                                                                                     |
|--------------|---------------|-----------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Er.02</b> | SYSTEM        | PROBLEM AT SETUP<br>SAVE DATA                             | 1. CHECK SET UP STATUS AND<br>SAVE<br>2. DO FACTORY SETTING<br>3. CHECK POWER ON, OFF<br>4. REPLACE MAIN BOARD IF<br>PROBLEM IS STILL NOT SOLVED |
| <b>Er.03</b> |               | PROBLEM AT GAME<br>SAVE DATA                              | 1. CLEAR DATA AT SET UP<br>CLEAR MODE<br>2. CHECK POWER ON, OFF<br>3. REPLACE MAIN BOARD IF<br>PROBLEM IS STILL NOT SOLVED                       |
| <b>Er.11</b> | COIN SELECTOR | CONTINUOUS EXISTENCE OF<br>COIN SENSOR SIGNAL             | CHECK COIN SELECTOR SENSOR<br>INPUT OF THE PLAYER IN ERROR                                                                                       |
| <b>Er.13</b> | BILL ACCEPTER | CONTINUOUS EXISTENCE OF<br>BILL ACCEPTER SENSOR<br>SIGNAL | CHECK BILL ACCEPTER SENSOR<br>INPUT OF THE PLAYER IN ERROR                                                                                       |
| <b>Er.31</b> | BIG WIN MOTOR | CONTINUOUS EXISTENCE OF<br>#1 (UP) LIMIT SENSOR           | 1. CHECK OPERATION STATUS<br>OF MOTOR<br>2. CHECK INPUT STATUS OF<br>SENSOR                                                                      |
| <b>Er.32</b> |               | CONTINUOUS EXISTENCE OF<br>#2 (DOWN) LIMIT SENSOR         | 1. CHECK OPERATION STATUS OF<br>MOTOR<br>2. CHECK INPUT STATUS OF<br>MOTOR                                                                       |
| <b>Er.33</b> |               | NO CHANGE OF POSITION<br>SENSOR SIGNAL                    | 1. CHECK OPERATION STATUS OF<br>MOTOR<br>2. CHECK INPUT STATUS OF<br>SENSOR                                                                      |
| <b>Er.34</b> |               | ABNORMAL POSITION SENOR<br>SIGNAL                         | 1. CHECK CHECKER BRACKET<br>STATUS<br>2. CHECK INPUT STATUS OF<br>SENSOR                                                                         |
| <b>Er.41</b> | STOPPER MOTOR | NO ENCODER EQUINOX<br>SIGNAL                              | 1. CHECK OPERATION STATUS<br>OF MOTOR<br>2. CHECK ENCODER SENSOR<br>INPUT STATUS                                                                 |
| <b>Er.42</b> |               | NO ENCODER STARTING<br>POINT SIGNAL                       | 1. CHECK OPERATION STATUS<br>OF MOTOR<br>2. CHECK ENCODER SENSOR<br>INPUT STATUS                                                                 |

|                                                                                                                                                             |                     |                                     |                                                                                             |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------|-------------------------------------|---------------------------------------------------------------------------------------------|
| <b>Er.51</b>                                                                                                                                                | <b>SLOPE SENSOR</b> | CONTINUS EXISTENCE OF SENSOR SIGNAL | 1. CHECK OPERATION STATUS OF CAR<br>2. CHECK INPUT STATUS OF SENSOR.                        |
| <b>Er.52</b>                                                                                                                                                |                     | CAR STOPS WHILE MOVING              | 1. CHECK OPERATION STATUS OF CAR<br>2. CHECK STATUS OF SENSOR INPUT                         |
| <b>Er.53</b>                                                                                                                                                |                     | ABNORMAL IN SEQUENCE OF SENSOR      | 1. CHECK STATUS OF SENSOR INPUT<br>2. CHECK WIRING STATUS OF SENSOR                         |
| <b>HELP</b>                                                                                                                                                 | <b>TICKET ERROR</b> | NO TICKETS                          | 1. CHECK TICKETS<br>2. CHECK OPERATION OF TICKET MOTOR<br>3. CHECK TICKET DISPENSING SENSOR |
| - ERROR CODE IS DISPLAYED AT TICKET FND / RETRY FND OF THE PLAYER WITH ERROR<br>(FOR DISPLAY OF ERROR CODE, PLEASE REFER TO DESCRIPTION ITEMS OF TEST MODE) |                     |                                     |                                                                                             |

## - ERROR CODE& ERROR DETECTION METHOD

| ERROR CODE   | ERROR TYPE    | CONTENTS                                            | ERROR CHECK CONDITION                                                                                              |
|--------------|---------------|-----------------------------------------------------|--------------------------------------------------------------------------------------------------------------------|
| <b>Er.02</b> | SYSTEM        | PROBLEM AT SETUP SAVE DATA                          | AFTER POWER IS TURNED ON, CHECK BACK-UP MEMORY RELATED WITH MAIN BOARD SETUP                                       |
| <b>Er.03</b> |               | PROBLEM AT GAME SAVE DATA                           | AFTER POWER IS TURNED ON, CHECKBACK-UP MEMORY RELATED WITH MAIN BOARD GAME                                         |
| <b>Er.11</b> | COIN SELECTOR | CONTINUOUS EXISTENCE OF COIN SENSOR SIGNAL          | SIGNAL KEEPS ON FOR MORE THAN TWO SECONDS WHEN INHIBIT IS ON                                                       |
| <b>Er.13</b> | BILL ACCEPTER | CONTINUOUS EXISTENCE OF BILL ACCEPTER SENSOR SIGNAL | SENSOR SIGNAL KEEPS ON FOR MORE THAN TWO SECONDS                                                                   |
| <b>Er.31</b> | BIG WIN MOTOR | CONTINUOUS EXISTENCE OF #1 (UP) LIMIT SENSOR        | SENSOR SIGNALS KEEPS ON FOR MORE THAN TWO SECONDS                                                                  |
| <b>Er.32</b> |               | CONTINUOUS EXISTENCE OF #2 (DOWN) LIMIT SENSOR      | SENSOR SIGNAL KEEPS ON FOR MORE THAN TWO SECONDS                                                                   |
| <b>Er.33</b> |               | NO CHANGE AT POSITION SENSOR SIGNAL                 | NO CHANGE AT SENSOR SIGNAL FOR MORE THAN TWO SECONDS DURING OPERATION OF MOTOR                                     |
| <b>Er.34</b> |               | ABNORMALITY AT POSITION SENOR SIGNAL                | CONDITION OF POSITION SENSOR COUNT IS NOT MET DURING BOOT TEST                                                     |
| <b>Er.41</b> | STOPPER MOTOR | NO ENCODER EQUINOX SIGNAL                           | NO ENCODER EQUINOX SENSOR SIGNAL FOR 0.2 SECONDS WHILE MOTOR IS BEING OPERATED. (ERROR AFTER ONE REVERSE ROTATION) |
| <b>Er.42</b> |               | NO ENCODER STARTING POINT SIGNAL                    | NO ENCODER STARTING POINT SIGNAL UNTIL ENCODER EQUINOX SENSOR COUNT EXCEED 18 TIMES DURING UPWARD MOVEMENT         |

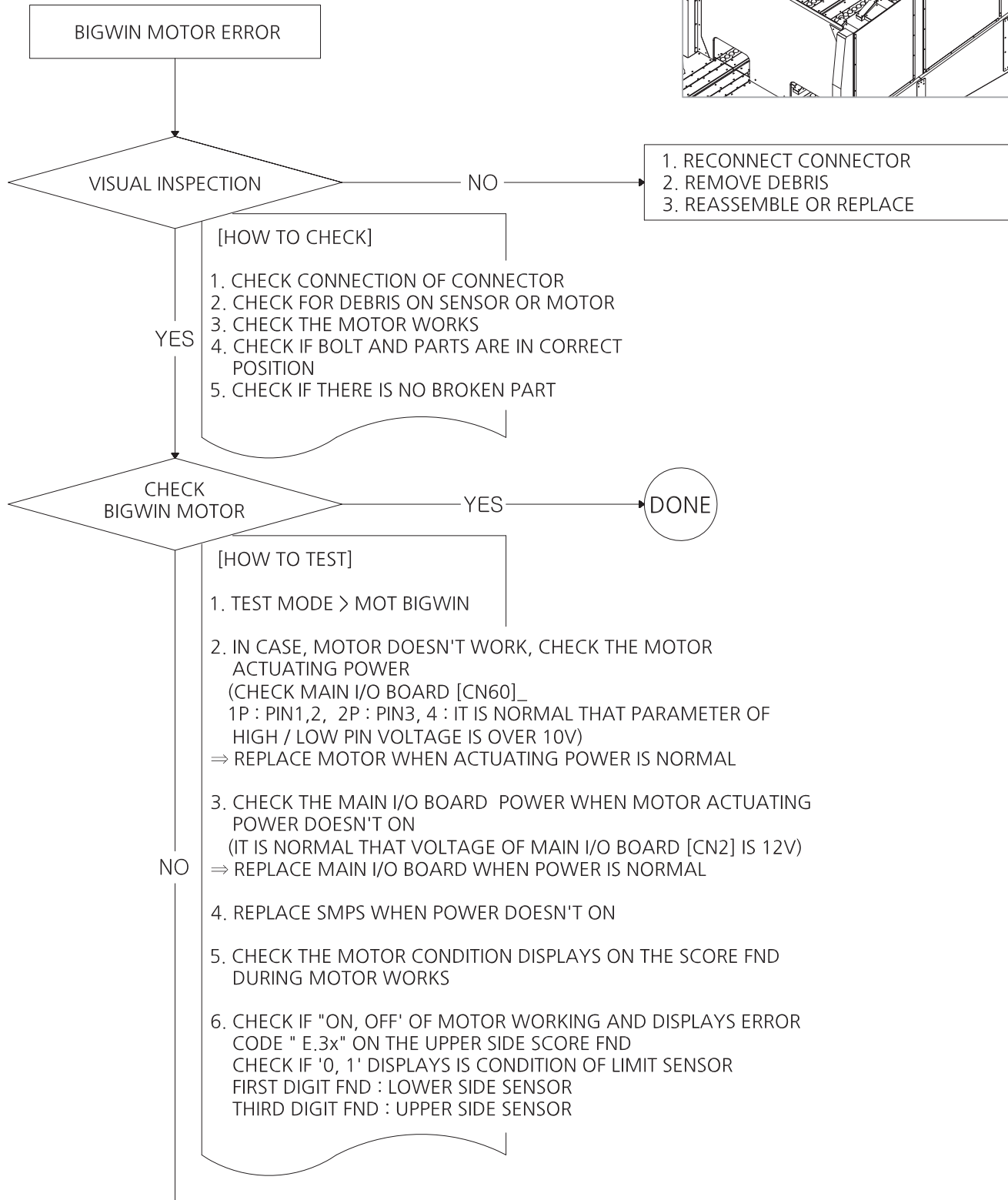
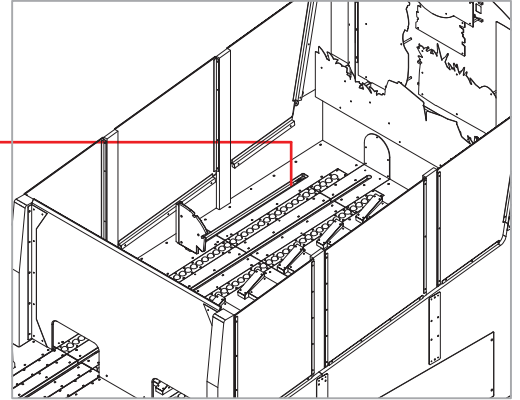
|              |                     |                                     |                                                                                |
|--------------|---------------------|-------------------------------------|--------------------------------------------------------------------------------|
| <b>Er.51</b> | <b>SLOPE SENSOR</b> | CONTINUS EXISTENCE OF SENSOR SIGNAL | SENSOR SIGNAL KEEPS ON FOR MORETHAN THREE SECONDS                              |
| <b>Er.52</b> |                     | CAR STOPS WHILE MOVING              | NO SENSOR SIGNAL FOR MORE THAN FIVE SECONDS WHILE CAR IS MOVING                |
| <b>Er.53</b> |                     | ABNORMAL IN SEQUENCE OF SENSOR      | NO RECOGNIZING THE SIGNAL ACCORDING TO SEQUENCE OF SENSOR WHILE MOVING THE CAR |
| <b>HELP</b>  | <b>TICKET ERROR</b> | NO TICKETS                          | NO TICKET SENSOR SIGNAL FOR MORE THAN ONE SECOND WHILE DISPENSING TICKETS      |

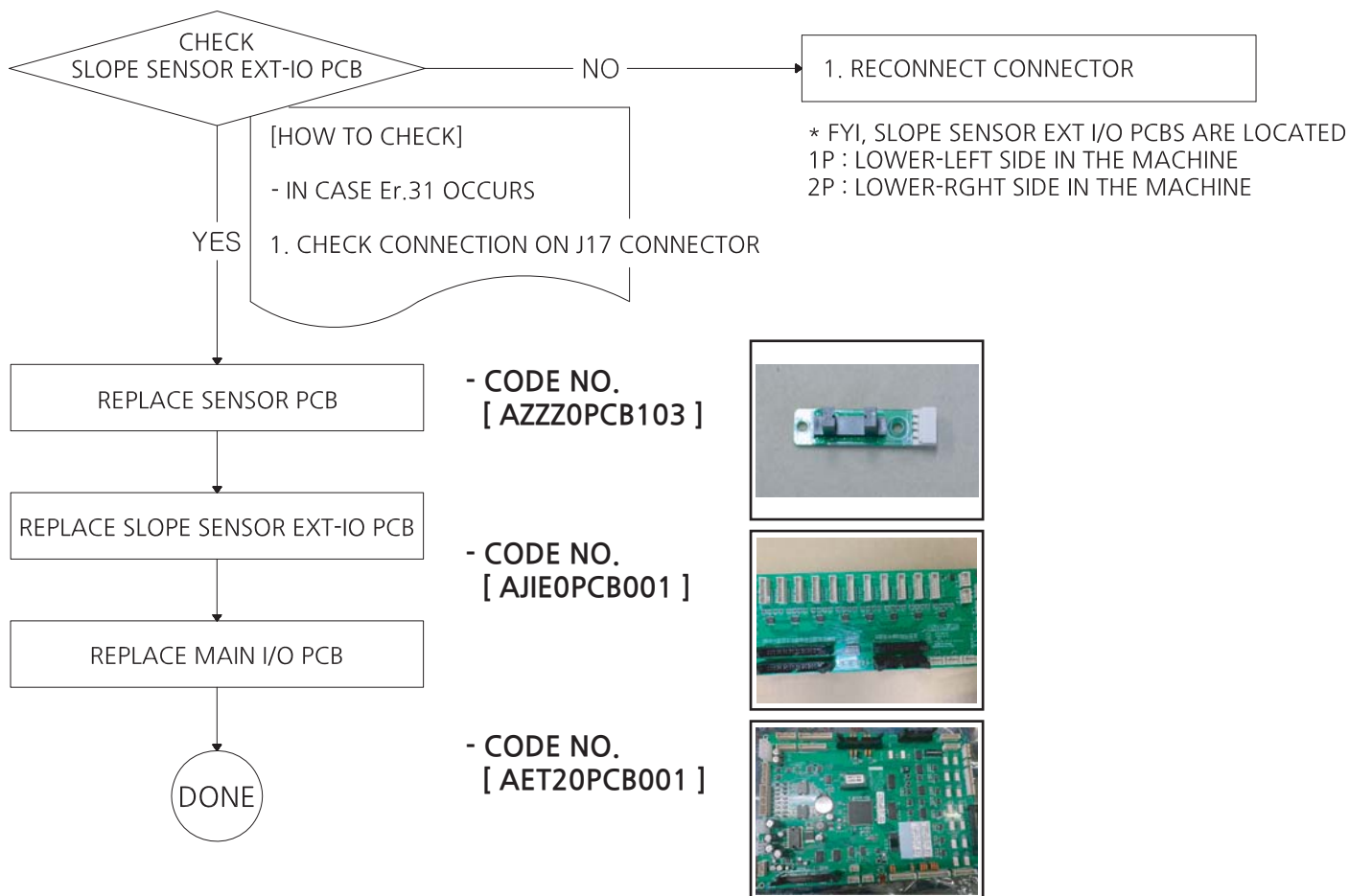
## 4. TROUBLESHOOTING

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

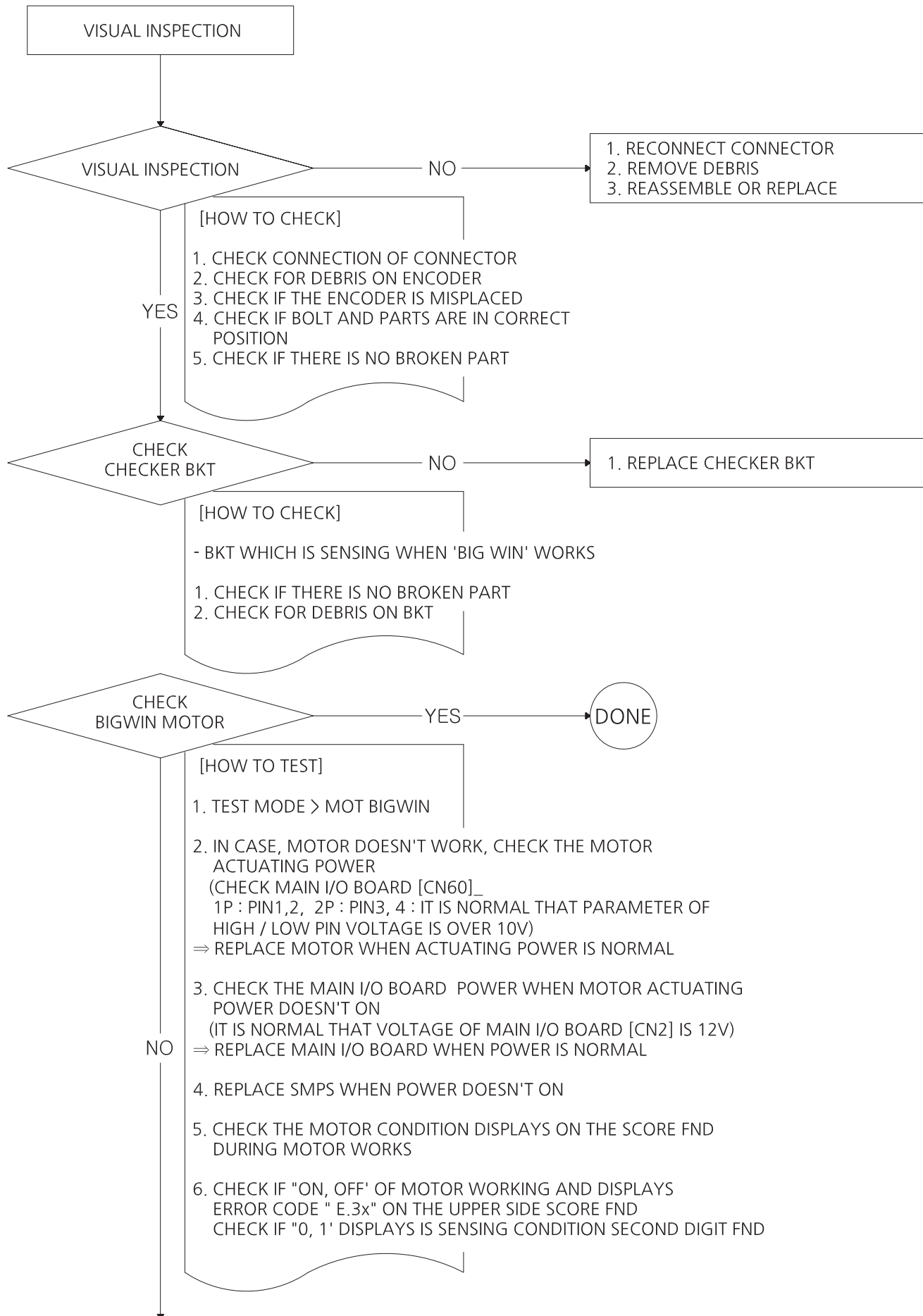
### 4-1. BIGWIN MOTOR ERROR [ Er. 31 or Er. 32 ]

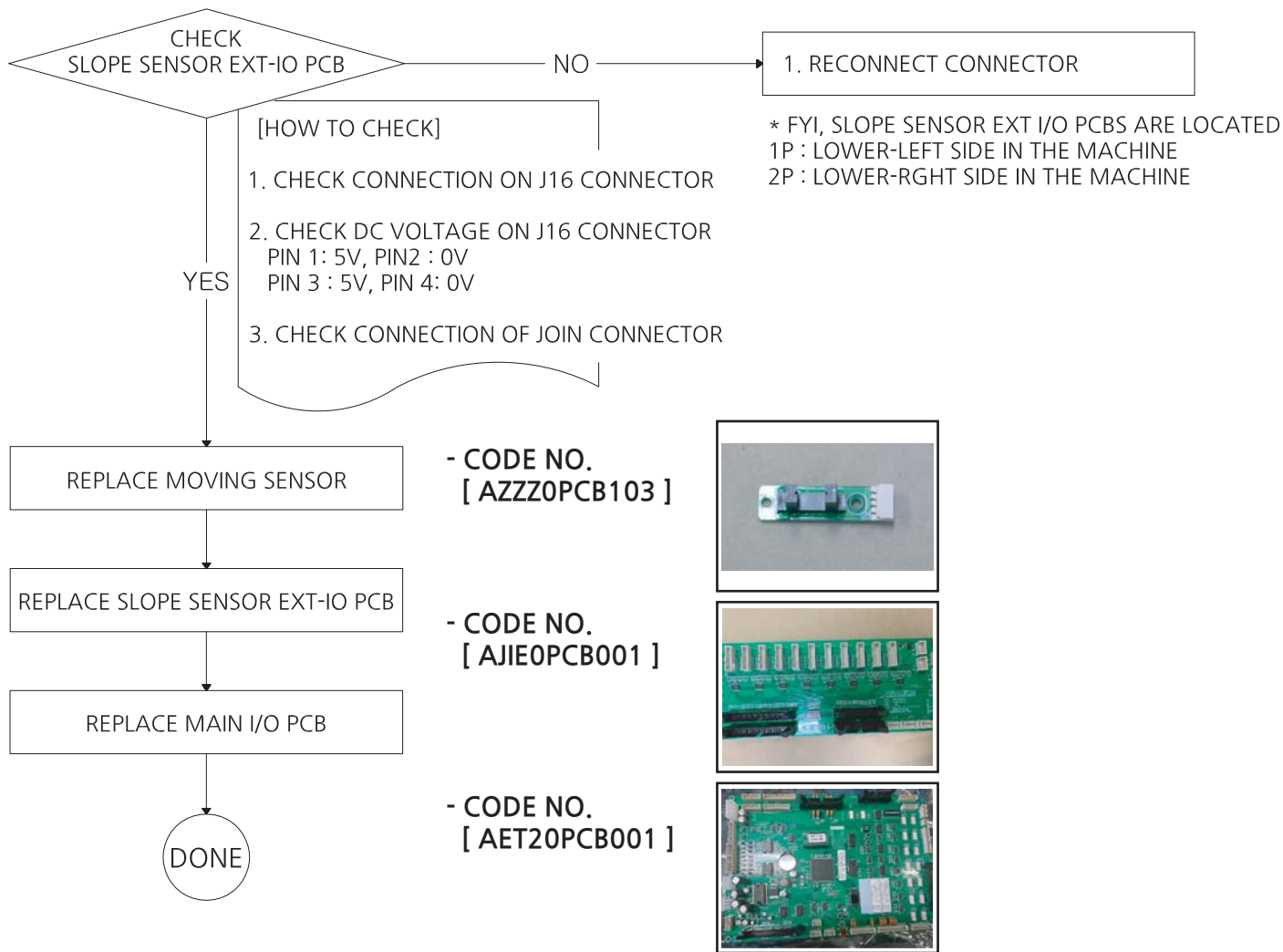
BIGWIN MOTOR





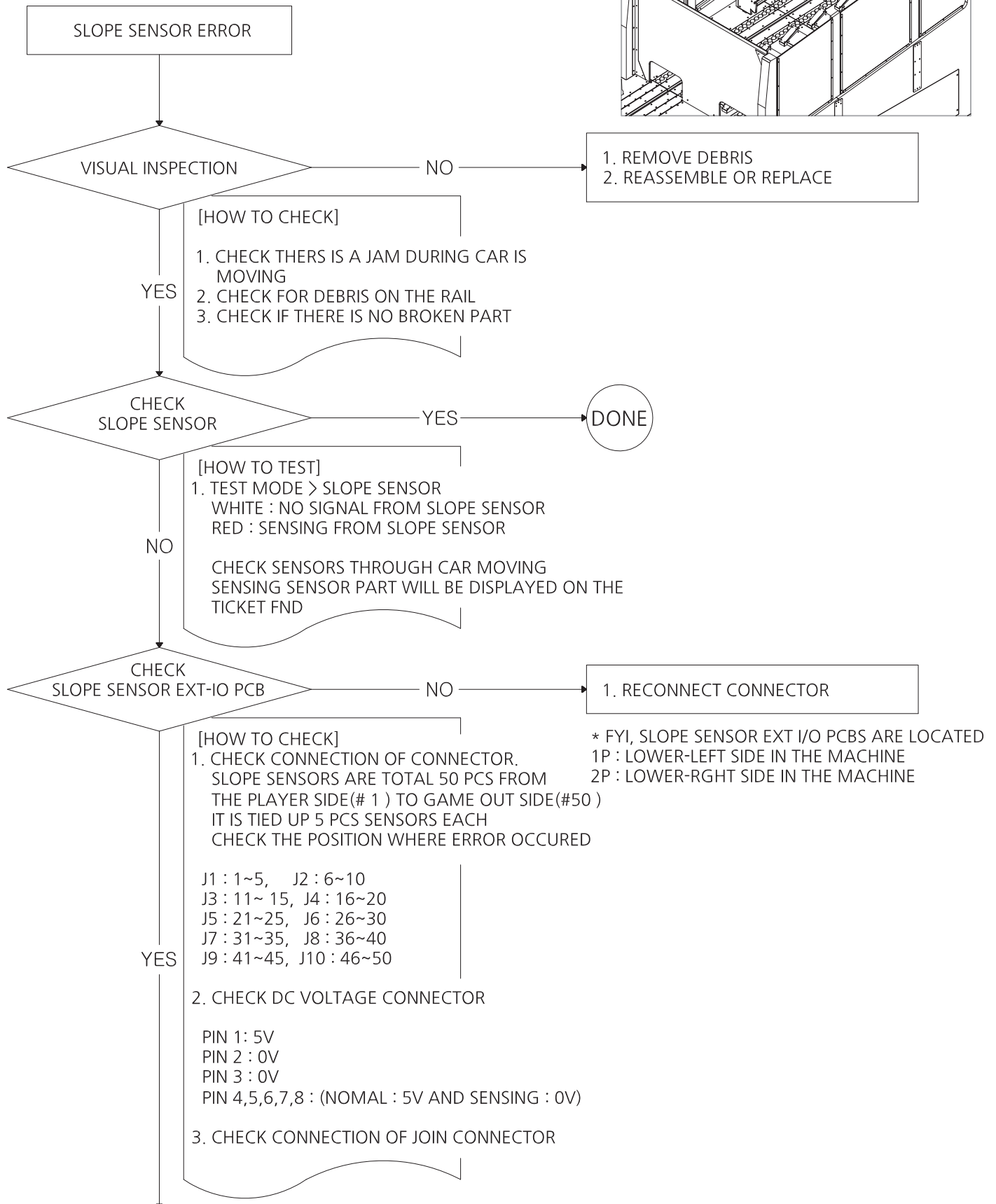
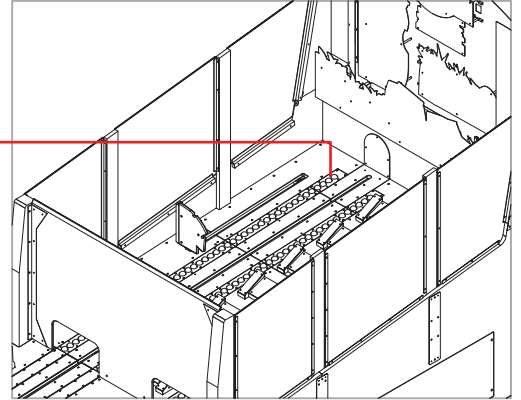
## 4-2. BIGWIN MOTOR ERROR [ Er. 33 or Er. 34 ]





## 4-3. SLOPE SENSOR ERROR [ Er. 51 or Er. 52 ]

SLOPE SENSOR



REPLACE SLOPE SENSOR EXT-IO PCB



REPLACE MAIN I/O PCB



DONE

- CODE NO.  
[ AJIE0PCB001 ]

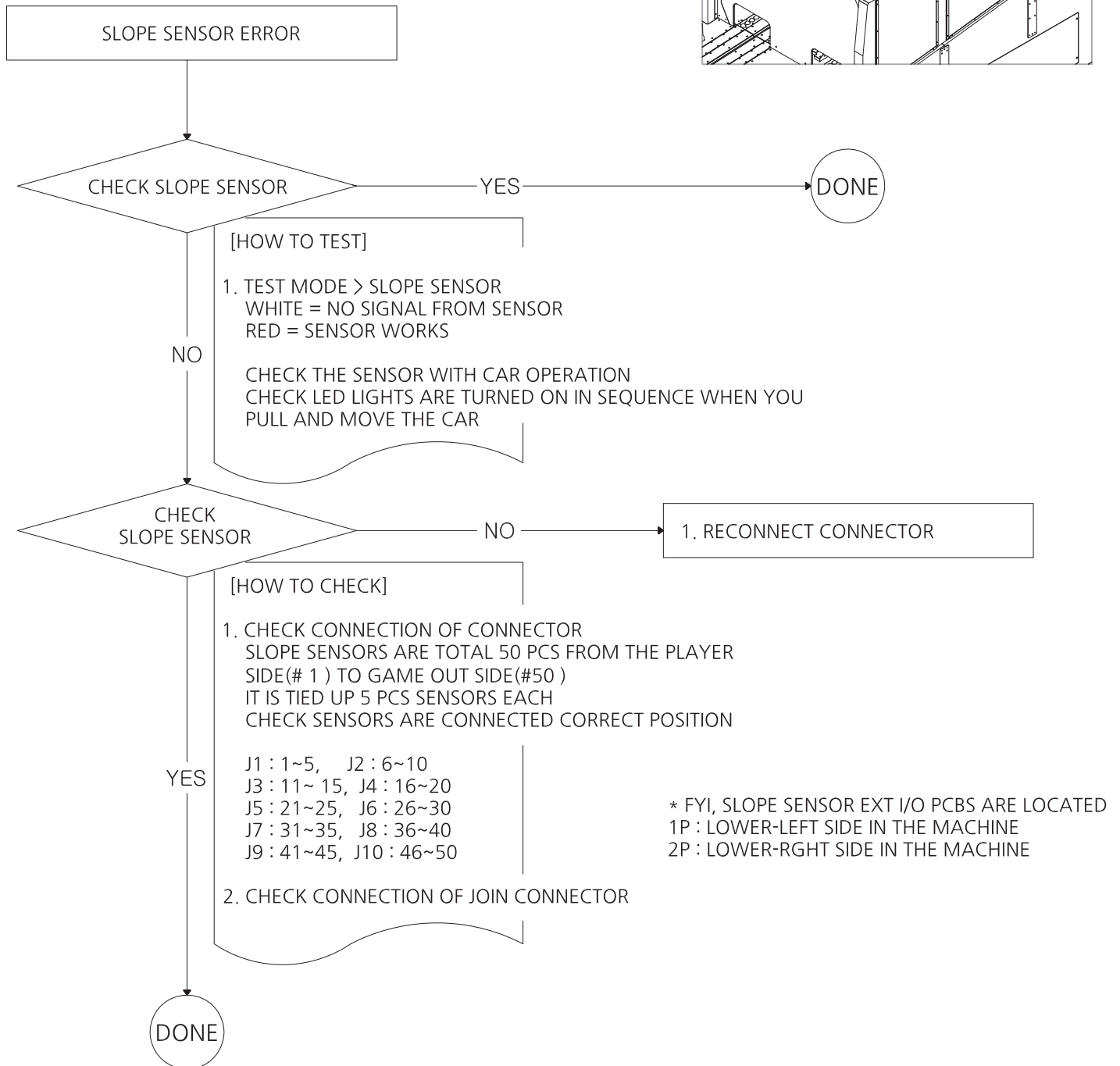
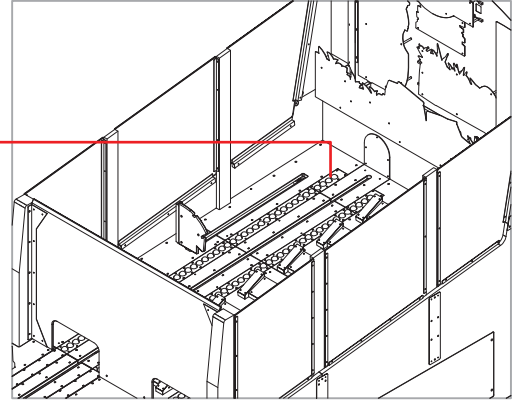


- CODE NO.  
[ AET20PCB001 ]



## 4-4. SLOPE SENSOR ERROR [ Er. 53 ]

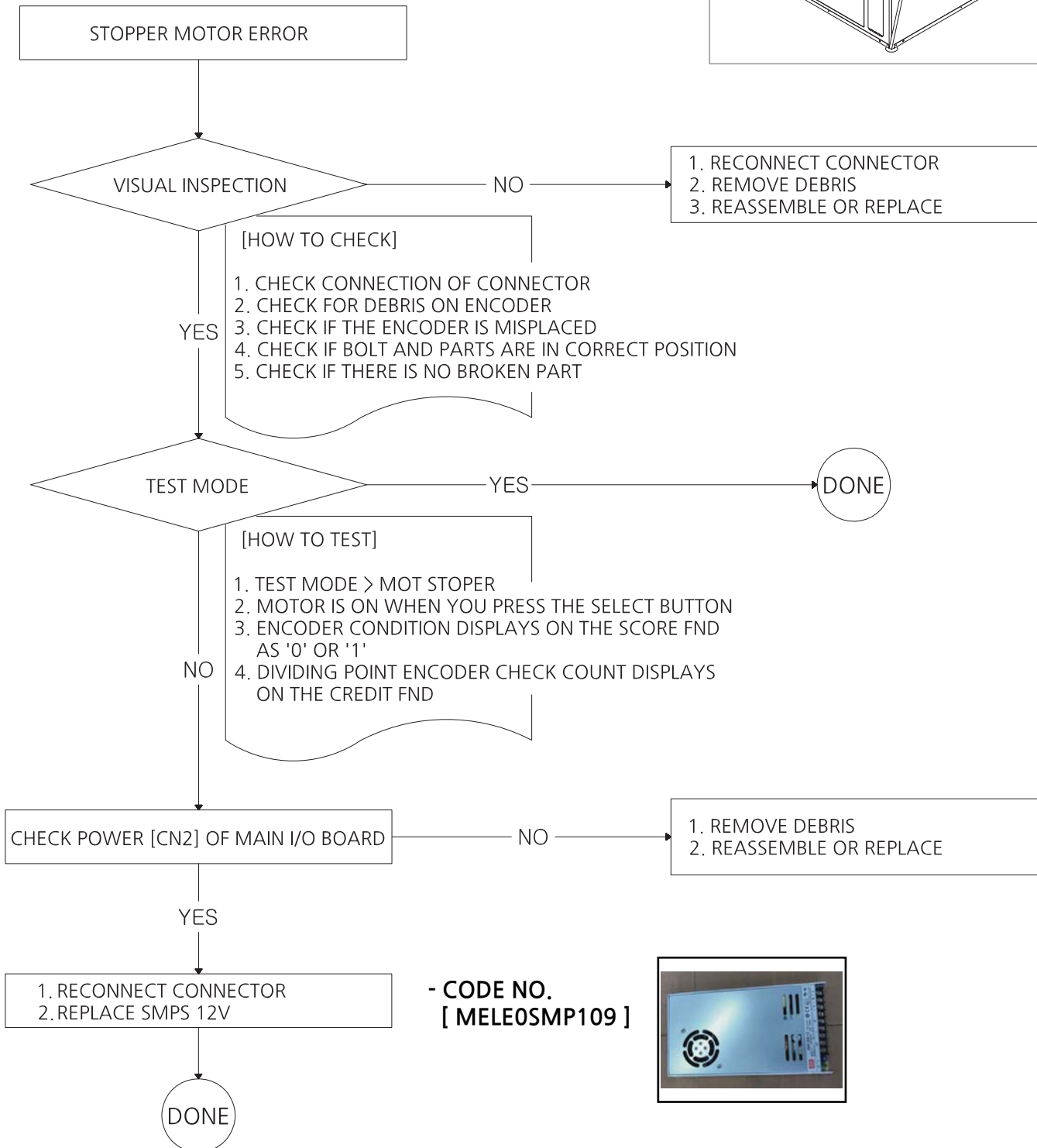
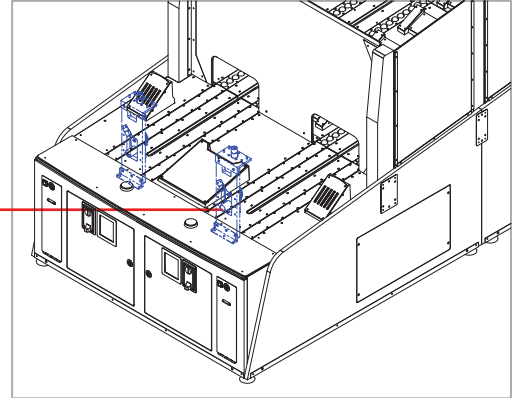
SLOPE SENSOR



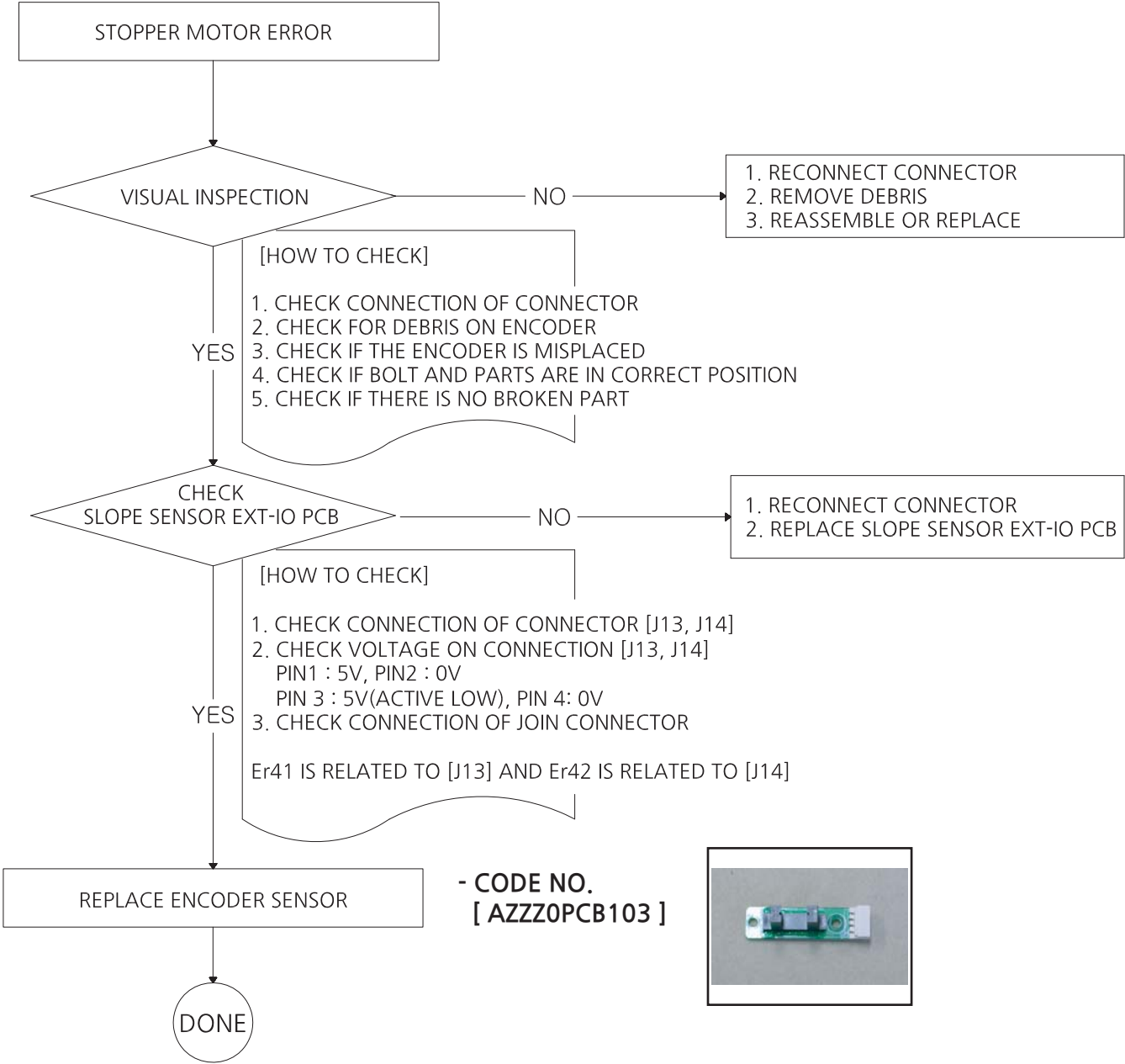
## 4-5. STOPPER MOTOR ERROR [ Er. 41 or Er. 42 ] - NO SIGNAL FROM ENCODER

# IN CASE STOPPER MOTOR DOES NOT WORK

STOPPER MOTOR

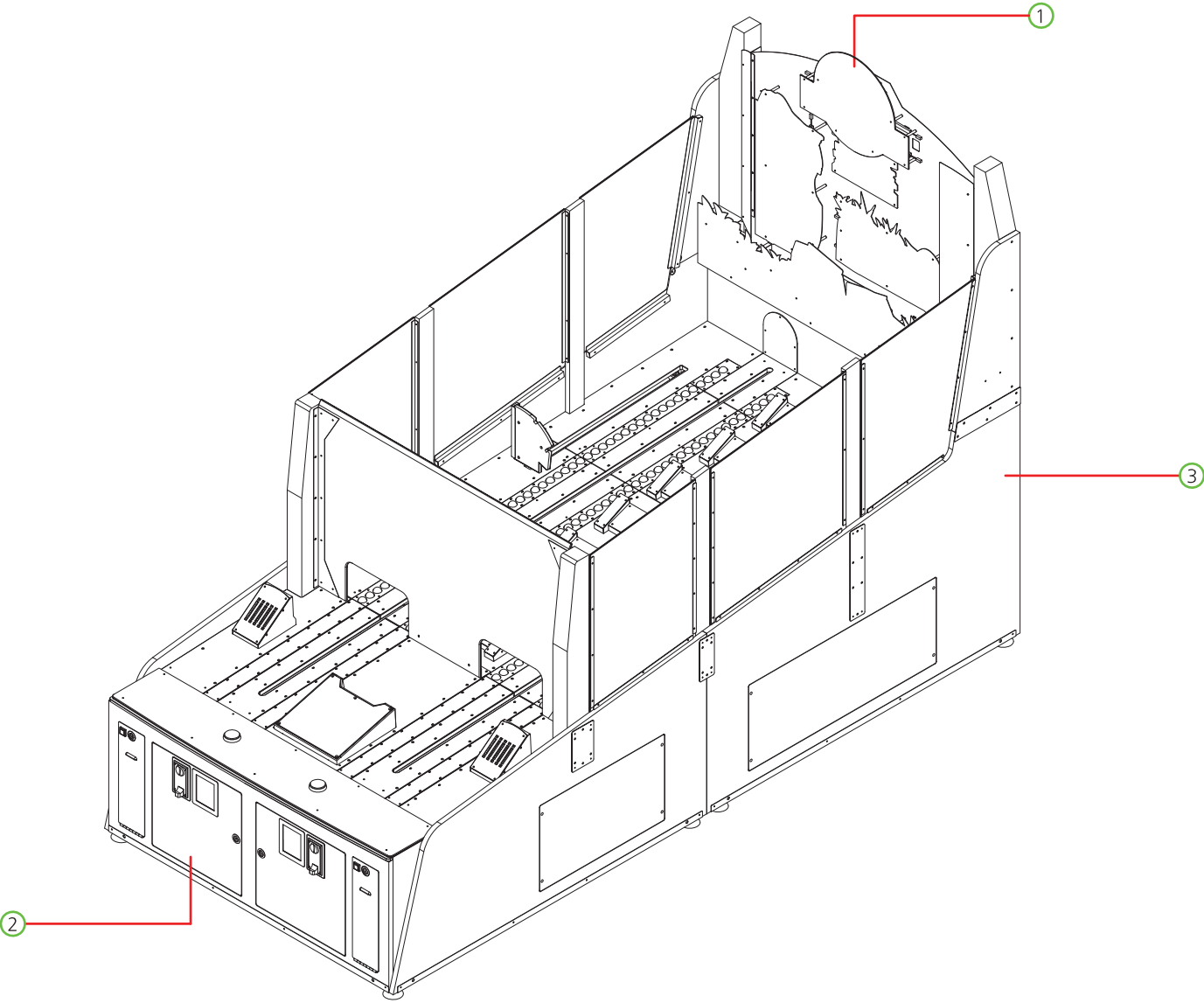


# IN CASE STOPPER MOTOR NOT WORK



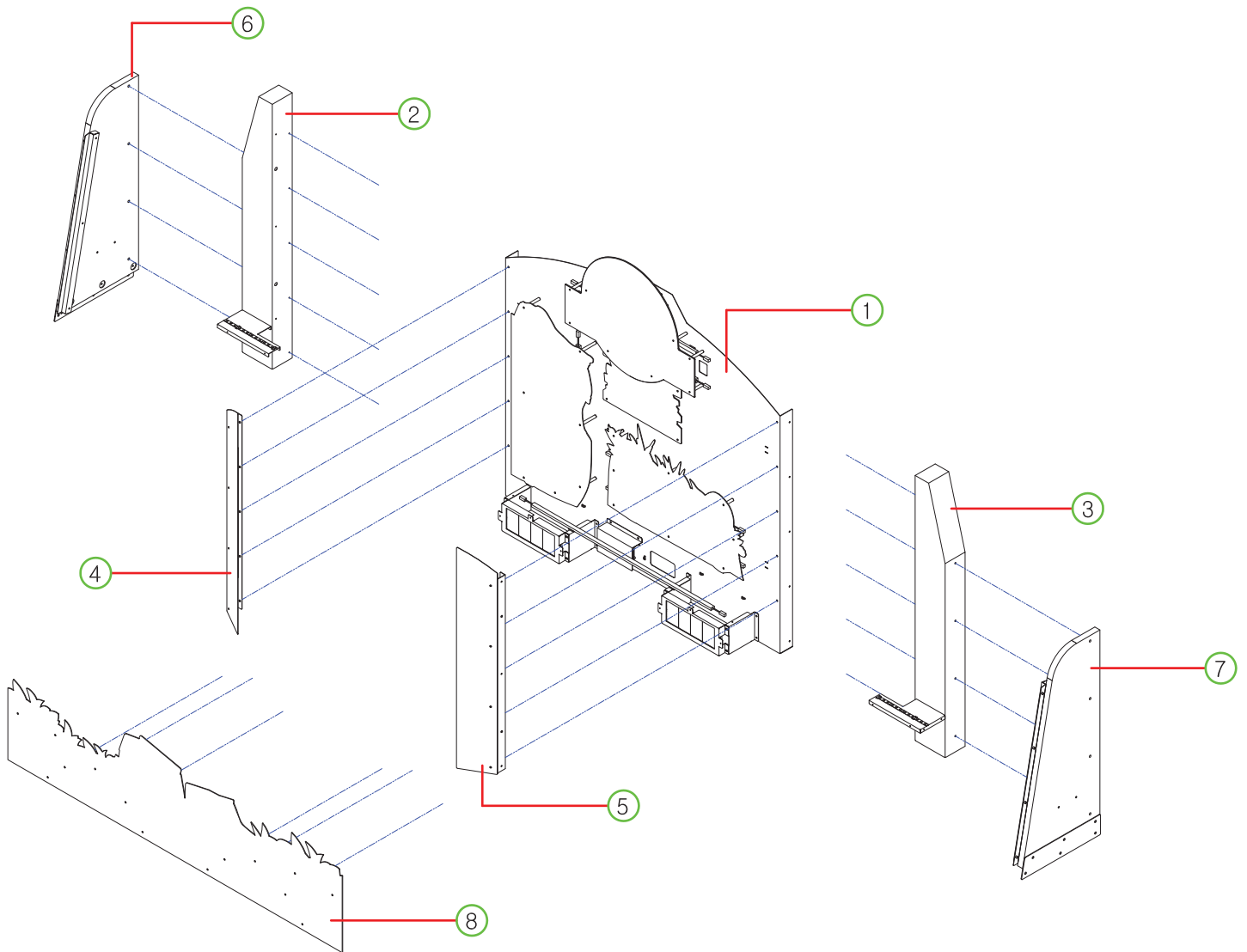
# 5. EXPLODED VIEW

## 5-1. MAIN CABINET PART



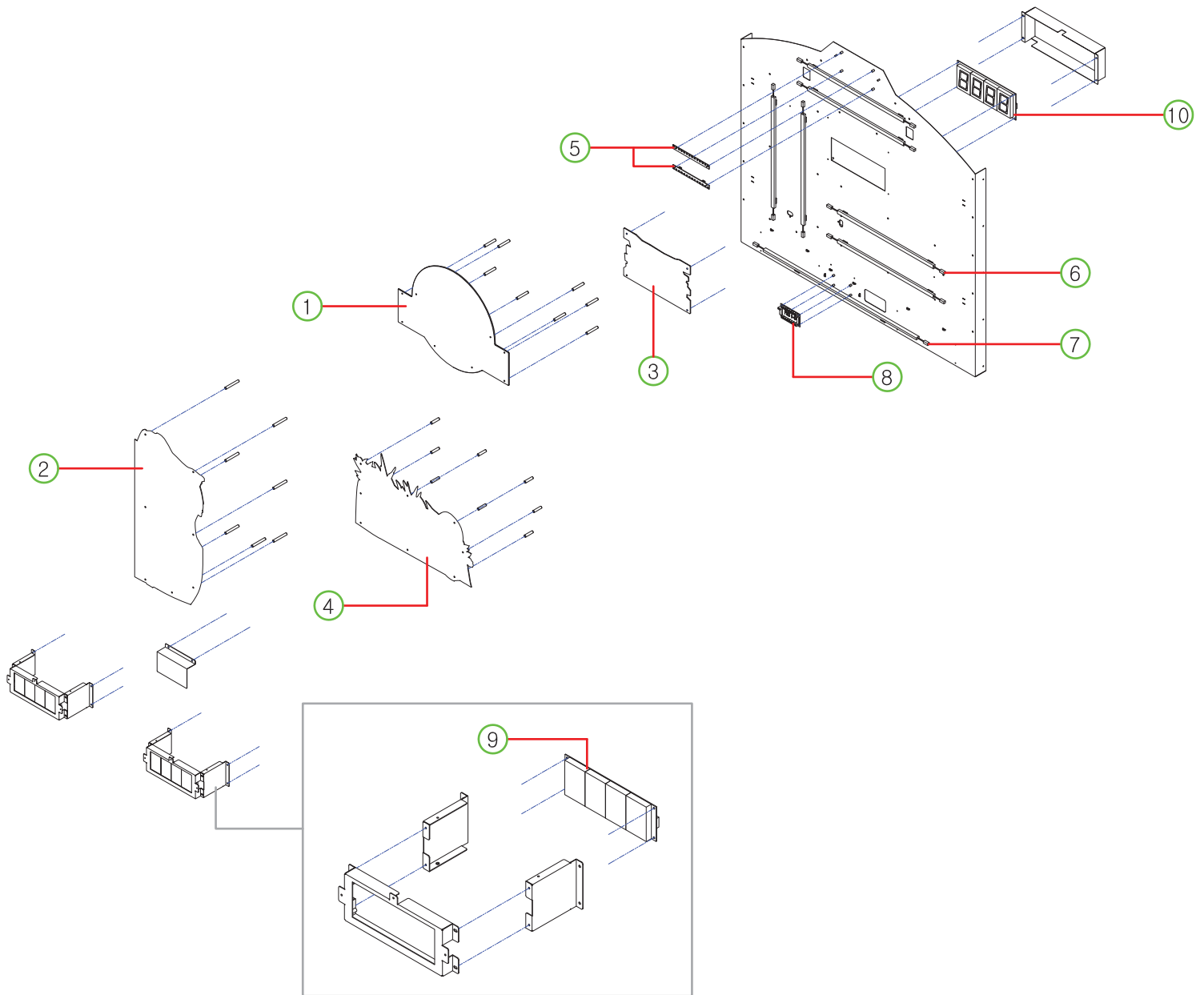
| NO. | PART NAME           | SPEC. | QUANTITY | CODE NO. |
|-----|---------------------|-------|----------|----------|
| 1   | UPPER CABINET ASS'Y | -     | 1        | -        |
| 2   | FRONT CABINET ASS'Y | -     | 1        | -        |
| 3   | REAR CABINET ASS'Y  | -     | 1        | -        |

## 5-2. UPPER CABINET PART



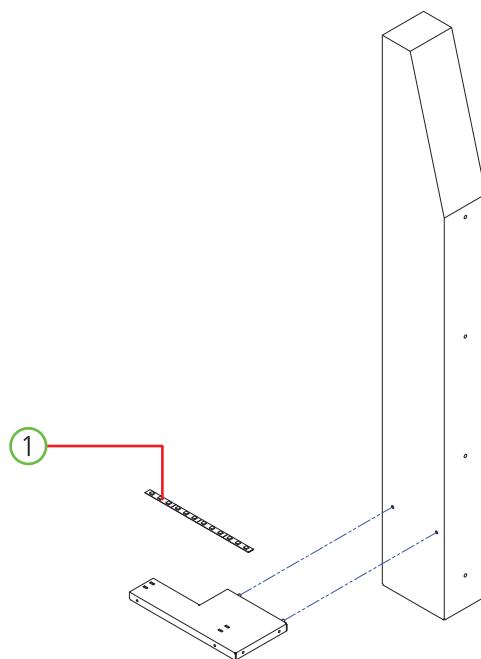
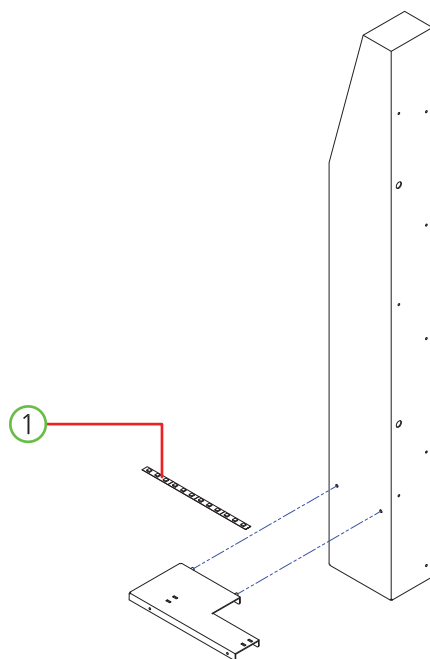
| NO. | PART NAME                            | SPEC. | QUANTITY | CODE NO. |
|-----|--------------------------------------|-------|----------|----------|
| 1   | UPPER CABINET BACKGROUND PART        | -     | 1        | -        |
| 2   | SIDE DECO-L PART                     | -     | 1        | -        |
| 3   | SIDE DECO-R PART                     | -     | 1        | -        |
| 4   | DOOR-L PART                          | -     | 1        | -        |
| 5   | DOOR-R PART                          | -     | 1        | -        |
| 6   | SIDE PLATE-L PART                    | -     | 1        | -        |
| 7   | SIDE PLATE-R PART                    | -     | 1        | -        |
| 8   | UPPER CABINET FOREST FND COVER ACRYL | -     | 1        | -        |

## (1) BACKGROUND PART



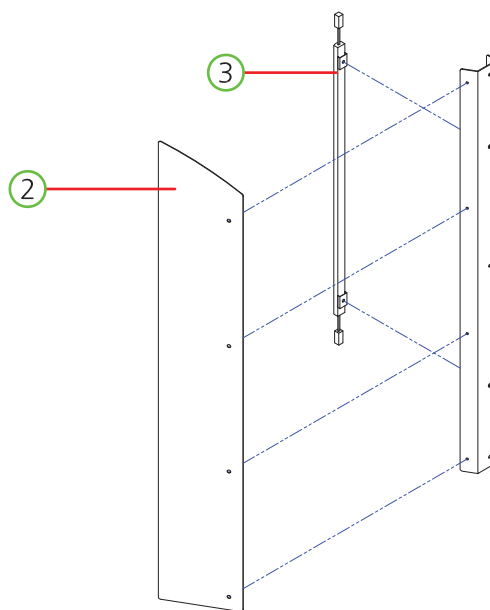
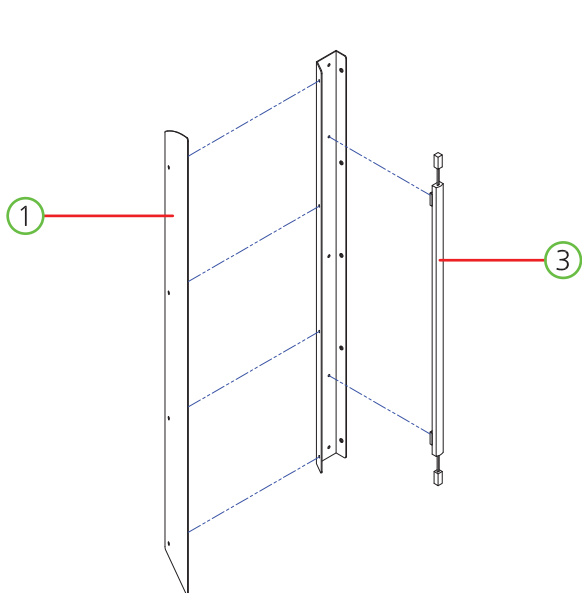
| NO. | PART NAME                          | SPEC.            | QUANTITY | CODE NO.    |
|-----|------------------------------------|------------------|----------|-------------|
| 1   | UPPER CABINET BILLBOARD ACRYL      | ACRYL-2.7t       | 1        | AJIE0ACP005 |
| 2   | UPPER CABINET DINOSAUR ACRYL-A     | PET-2.0t         | 1        | AJIE0ACP006 |
| 3   | UPPER CABINET BACKGROUND FND ACRYL | ACRYL-2.7t       | 1        | AJIE0ACP004 |
| 4   | UPPER CABINET DINOSAUR ACRYL-B     | PET-2.0t         | 1        | AJIE0ACP007 |
| 5   | JWIE LED PCB ASS'Y                 | WHITE 14EA       | 2        | AJIE0PCB006 |
| 6   | LED BAR PCB ASS'Y                  | CW500            | 6        | AZZZ0PCB124 |
| 7   | LED BAR PCB ASS'Y                  | 710mm            | 1        | AZZZ0PCB165 |
| 8   | FND EXT IO PCB ASS'Y               | 90x50 16BIT EXT  | 1        | ABSP0PCB005 |
| 9   | FND PCB ASS'Y                      | 4870-4(STRAIGHT) | 1        | AFND0PCB009 |
| 10  | FND PCB ASS'Y                      | 6390-4(STRAIGHT) | 1        | AFND0PCB011 |

## (2) SIDE DECO-L, R PART



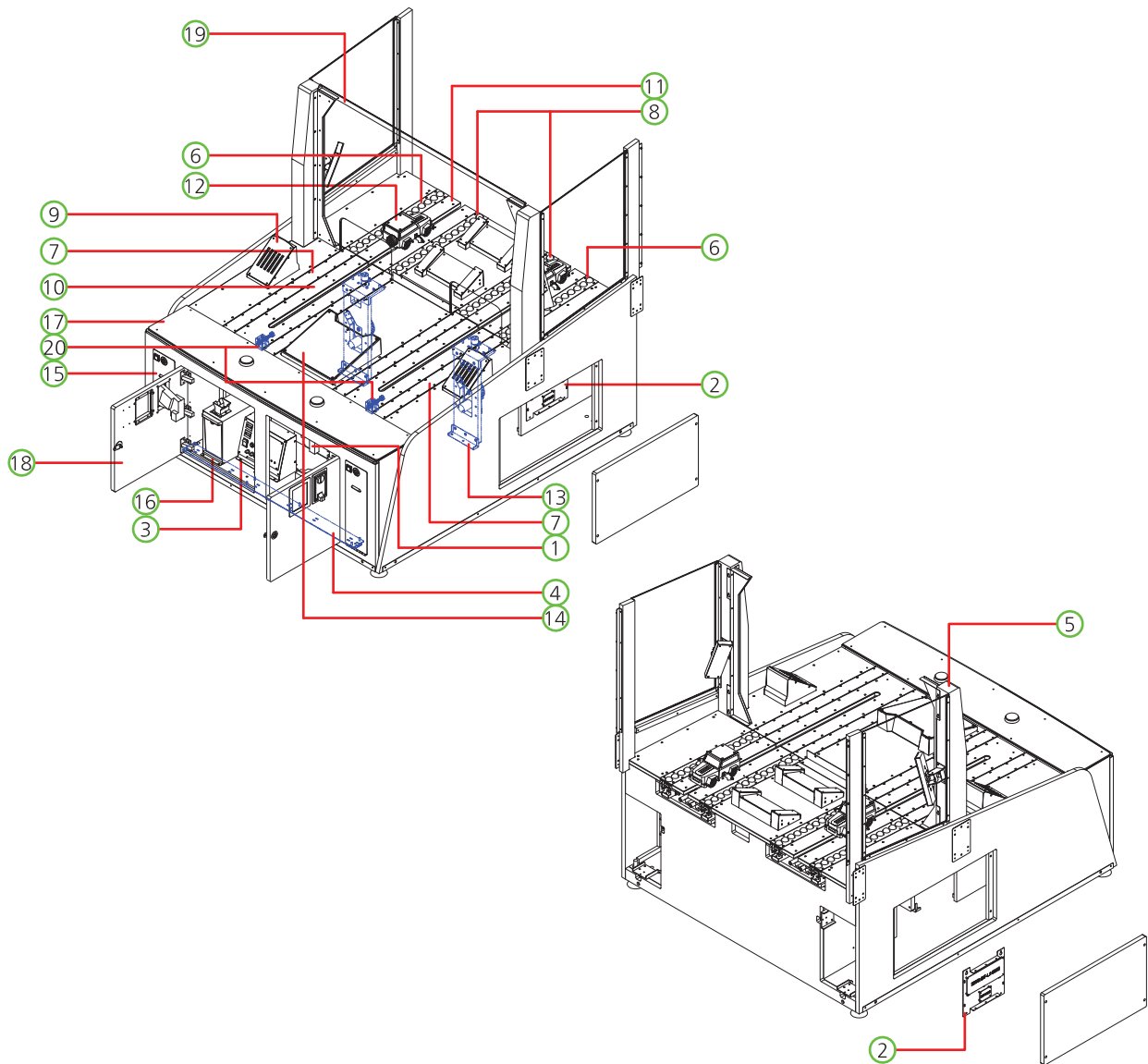
| NO. | PART NAME               | SPEC.             | QUANTITY | CODE NO.    |
|-----|-------------------------|-------------------|----------|-------------|
| 1   | BILLBOARD RED PCB ASS'Y | FLEX_3528_RED_200 | 2        | MELE0LED069 |

## (3) DOOR-L, R PART



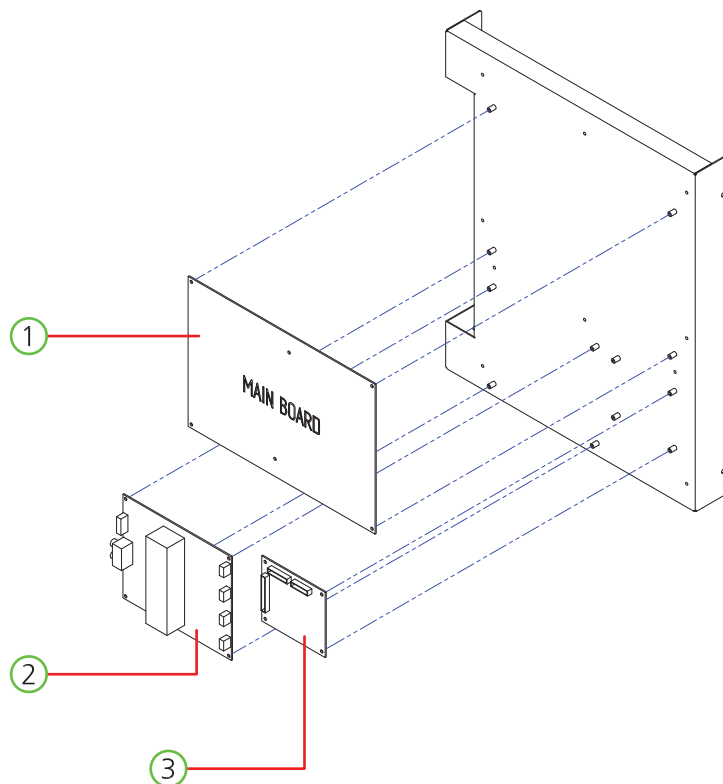
| NO. | PART NAME                            | SPEC.    | QUANTITY | CODE NO.    |
|-----|--------------------------------------|----------|----------|-------------|
| 1   | UPPER CABINET SIDE DOOR DECO ACRYL-L | PET-1.0t | 1        | AJIE0ACP002 |
| 2   | UPPER CABINET SIDE DOOR DECO ACRYL-R | PET-1.0t | 1        | AJIE0ACP003 |
| 3   | LED BAR PCB ASS'Y                    | CW500    | 2        | AZZZ0PCB124 |

## 5-3. FRONT CABINET PART



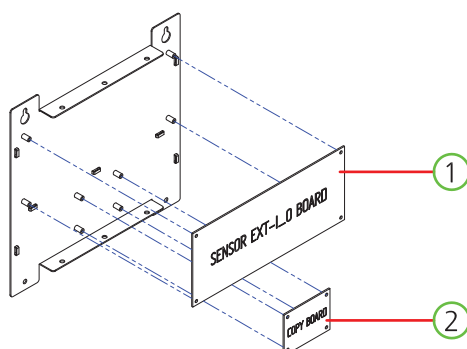
| NO. | PART NAME                          | SPEC. | QUANTITY | CODE NO. |
|-----|------------------------------------|-------|----------|----------|
| 1   | MAIN BOARD BOX PART                | -     | 1        | -        |
| 2   | FRONT SIDE PCB PART                | -     | 1        | -        |
| 3   | CONTROL PANEL PART                 | -     | 1        | -        |
| 4   | FRONT CABINET BOTTOM FLEX LED PART | -     | 1        | -        |
| 5   | FRONT DECO-L, R PART               | -     | 2        | -        |
| 6   | SIDE LED SENSOR-L, R PART          | -     | 2        | -        |
| 7   | SIDE GO LED-L, R PART              | -     | 2        | -        |
| 8   | SIDE LED NO SENSOR-L, R PART       | -     | 2        | -        |
| 9   | SPEAKER COVER PART-L, R PART       | -     | 2        | -        |
| 10  | RAIL COVER FRONT-L, R PART         | -     | 2        | -        |
| 11  | RAIL COVER REAR-L, R PART          | -     | 2        | -        |
| 12  | CAR MOVING PART                    | -     | 2        | -        |
| 13  | CAR STOPPER PART                   | -     | 2        | -        |
| 14  | FRONT CENTER COVER PART            | -     | 1        | -        |
| 15  | TICKET DOOR PART                   | -     | 2        | -        |
| 16  | COIN BOX PART                      | -     | 2        | -        |
| 17  | BUTTON PART                        | -     | 1        | -        |
| 18  | FRONT DOOR-L, R PART               | -     | 2        | -        |
| 19  | FRONT CABINET PROTECT ACRYL PART   | -     | 1        | -        |
| 20  | FRONT DAMPER PART                  | -     | 2        | -        |

## (1) MAIN BOARD BOX PART



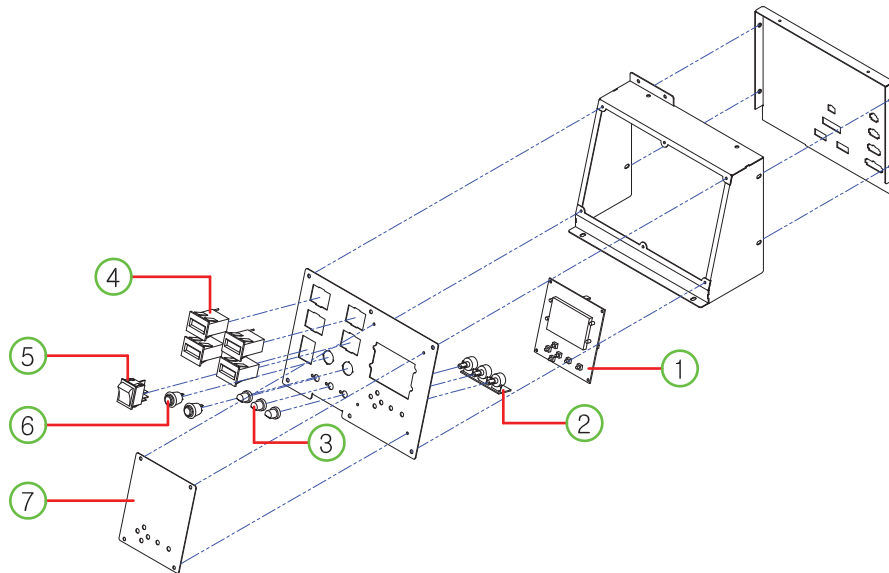
| NO. | PART NAME             | SPEC. | QUANTITY | CODE NO.    |
|-----|-----------------------|-------|----------|-------------|
| 1   | MAIN IO PCB ASS'Y     | -     | 1        | AET20PCB001 |
| 2   | DIGITAL AMP PCB ASS'Y | 2.1CH | 1        | APUJ0PCB002 |
| 3   | WS2812B IO PCB ASS'Y  | -     | 1        | AZZZ0PCB185 |

## (2) FRONT SIDE PCB PART



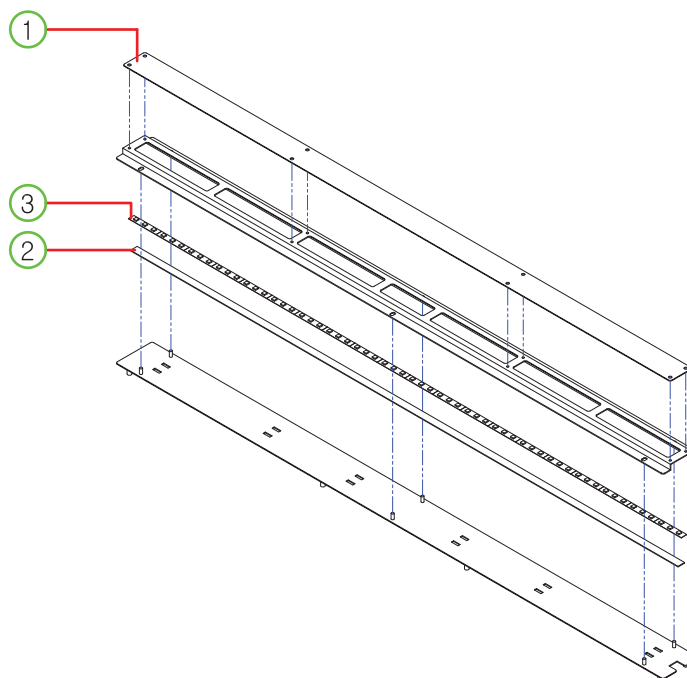
| NO. | PART NAME                     | SPEC.   | QUANTITY | CODE NO.    |
|-----|-------------------------------|---------|----------|-------------|
| 1   | SLOPE SENSOR EXT IO PCB ASS'Y | 64 PORT | 1        | AJIE0PCB001 |
| 2   | DISPLAY COPY PCB ASS'Y        | -       | 1        | AGST0PCB008 |

### (3) CONTROL PANEL PART



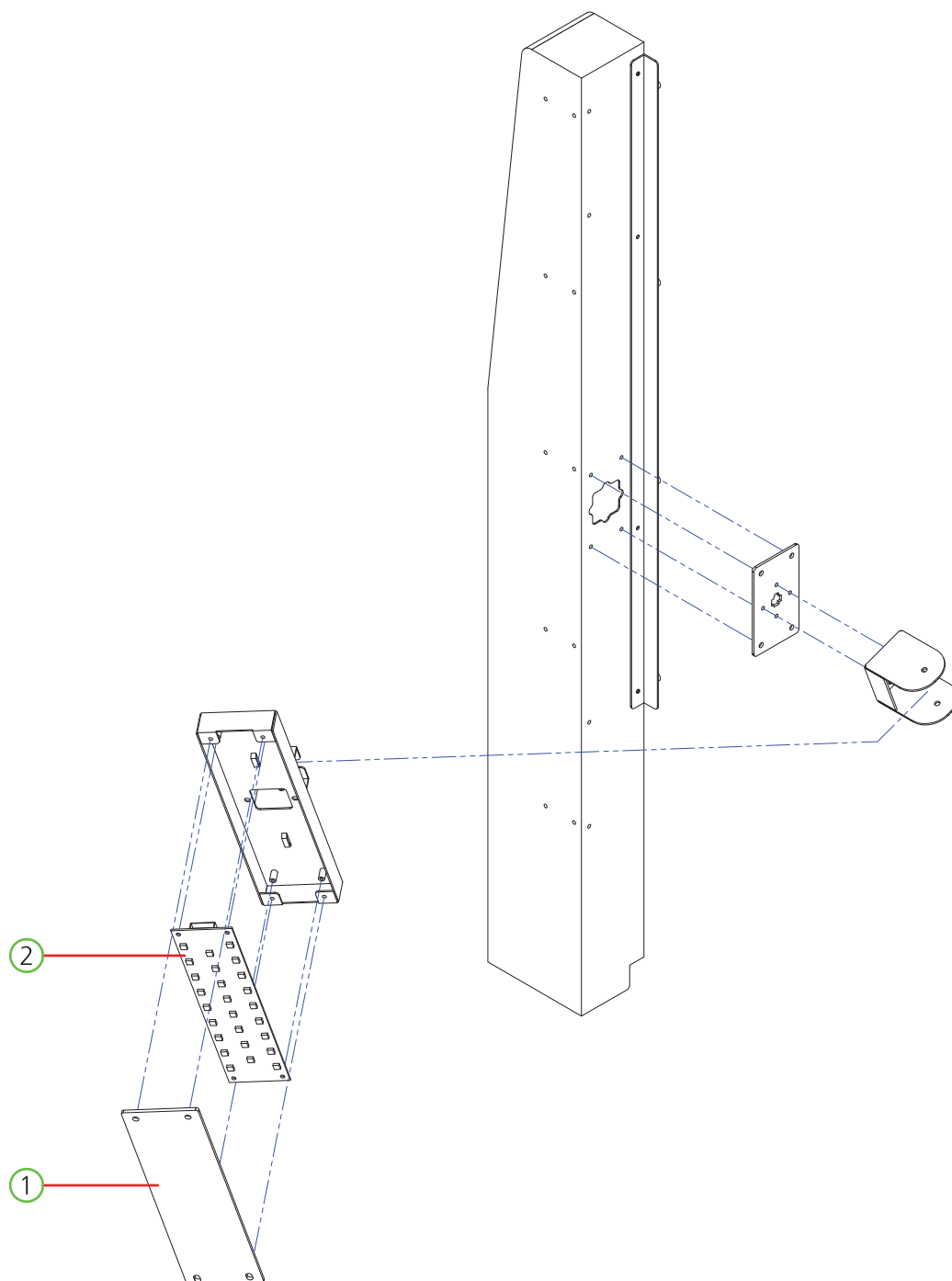
| NO. | PART NAME                 | SPEC.    | QUANTITY | CODE NO.    |
|-----|---------------------------|----------|----------|-------------|
| 1   | SETUP LCD PCB ASS'Y       | -        | 1        | AZZZ0PCB113 |
| 2   | VOLUME PCB ASS'Y          | 3CH      | 1        | APUJ0PCB005 |
| 3   | VOLUME KNOB               | CAP BLUE | 3        | MELE0VOL007 |
| 4   | COUNTER                   | OA127CL  | 4        | MZZZ0COU002 |
| 5   | ROCKER SWITCH             | T-125 4P | 1        | MELE0SWI004 |
| 6   | PUSH BUTTON SWITCH        | DS 412R  | 2        | MELE0PUS006 |
| 7   | CONTROL PANEL COVER ACRYL | PET-1.0t | 1        | AJIE0ACP034 |

### (4) FRONT CABINET BOTTOM FLEX LED PART



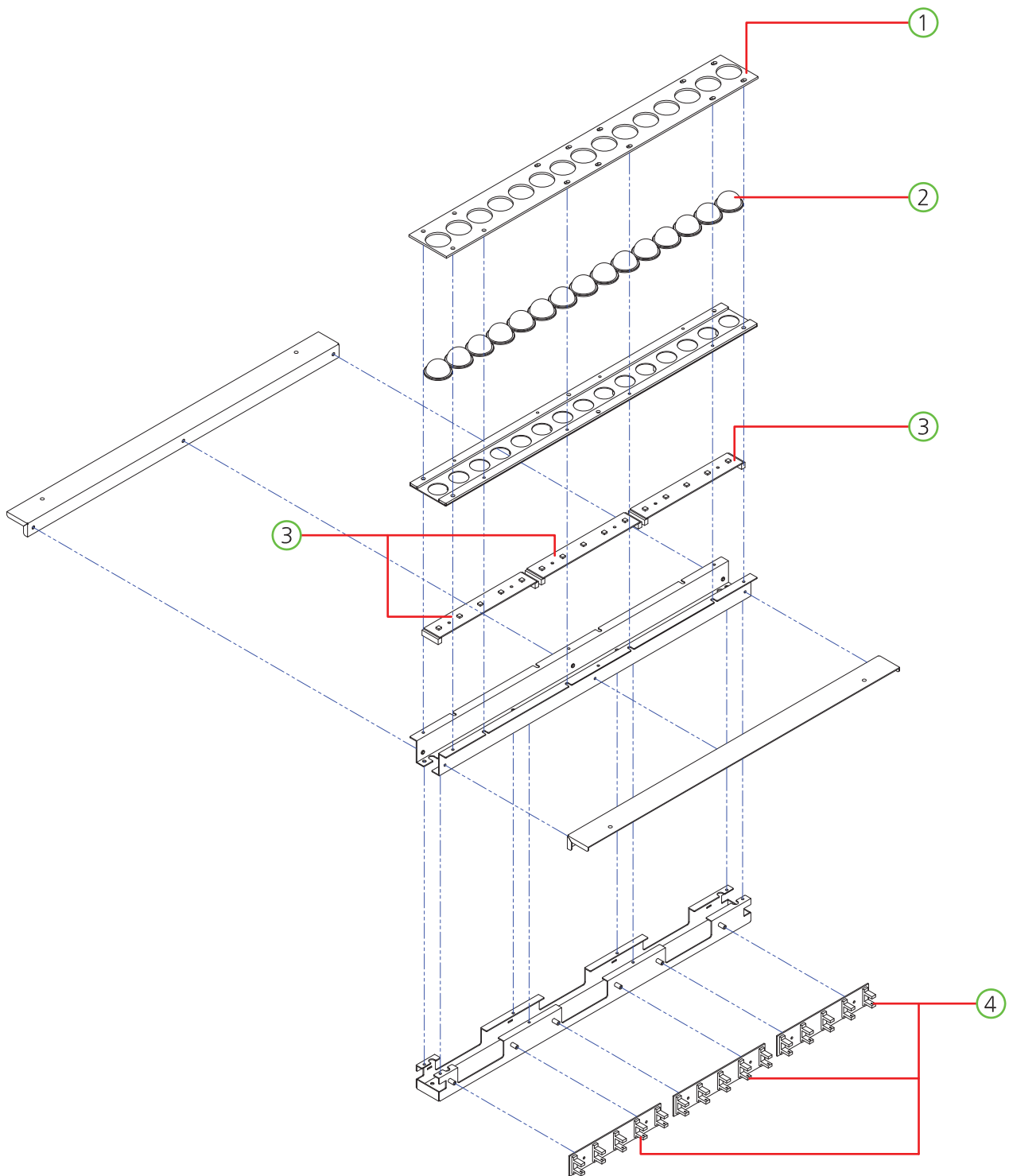
| NO. | PART NAME                             | SPEC.                    | QUANTITY | CODE NO.    |
|-----|---------------------------------------|--------------------------|----------|-------------|
| 1   | FRONT BOTTOM LED COVER PET            | PET-1.0t                 | 1        | MJIE0ACR010 |
| 2   | CABINET BOTTOM LED PET                | PET-1.0t                 | 1        | MJIE0ACR004 |
| 3   | CABINET BOTTOM FLEXIBLE LED PCB ASS'Y | FLEX_3528_RED_1000_NWP_L | 1        | MELE0LED070 |

## (5) FRONT DECO-L, R PART



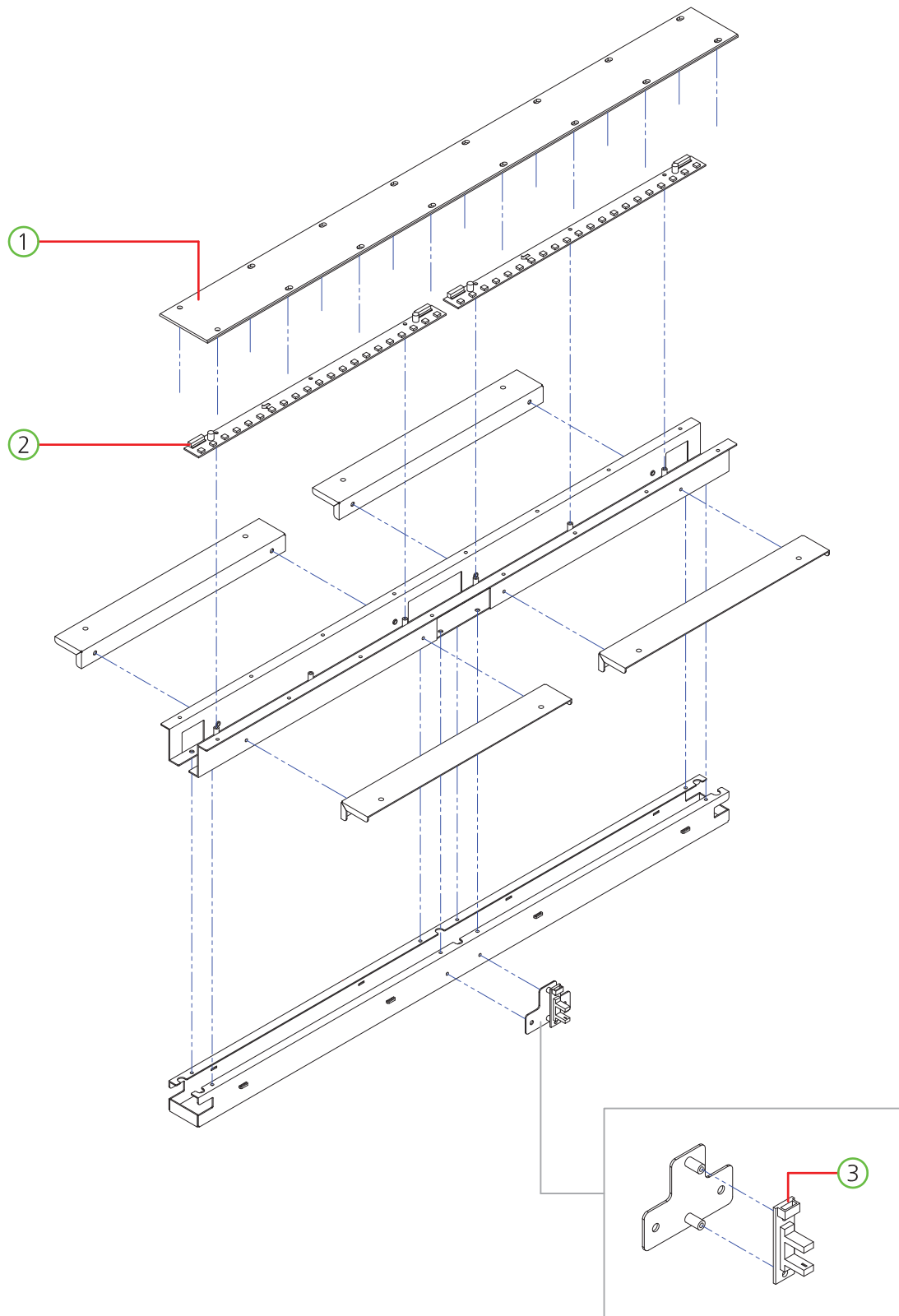
| NO. | PART NAME                   | SPEC.      | QUANTITY | CODE NO.    |
|-----|-----------------------------|------------|----------|-------------|
| 1   | CAR POINT LIGHT COVER ACRYL | ACRYL-2.7t | 1        | MJIE0ACR007 |
| 2   | SPOT LED PCB ASS'Y          | WHITE      | 1        | ABAP0PCB008 |

## (6) SIDE LED SENSOR-L, R PART



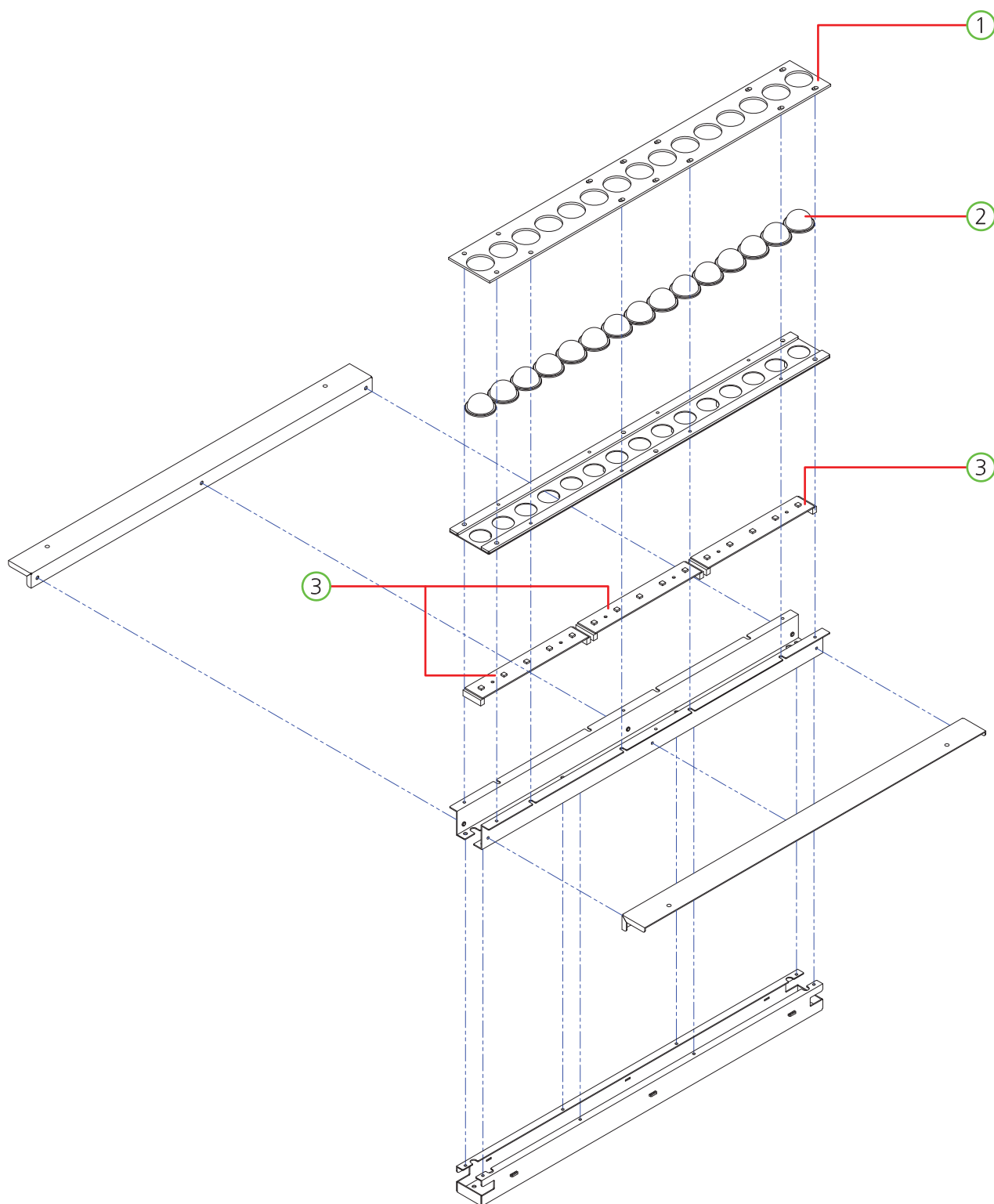
| NO. | PART NAME                       | SPEC.      | QUANTITY | CODE NO.    |
|-----|---------------------------------|------------|----------|-------------|
| 1   | FRONT RAIL DOME COVER ACRYL     | ACRYL-2.7t | 1        | MJIE0ACR022 |
| 2   | DOME ACRYL CAP                  | Φ30        | 15       | MJIE0PLA001 |
| 3   | SIDE LED PCB ASS'Y              | RGB 5EA    | 3        | AJIE0PCB003 |
| 4   | SLOPE SENSOR (INT1x5) PCB ASS'Y | -          | 3        | AJIE0PCB002 |

## (7) SIDE GO LED-L, R PART



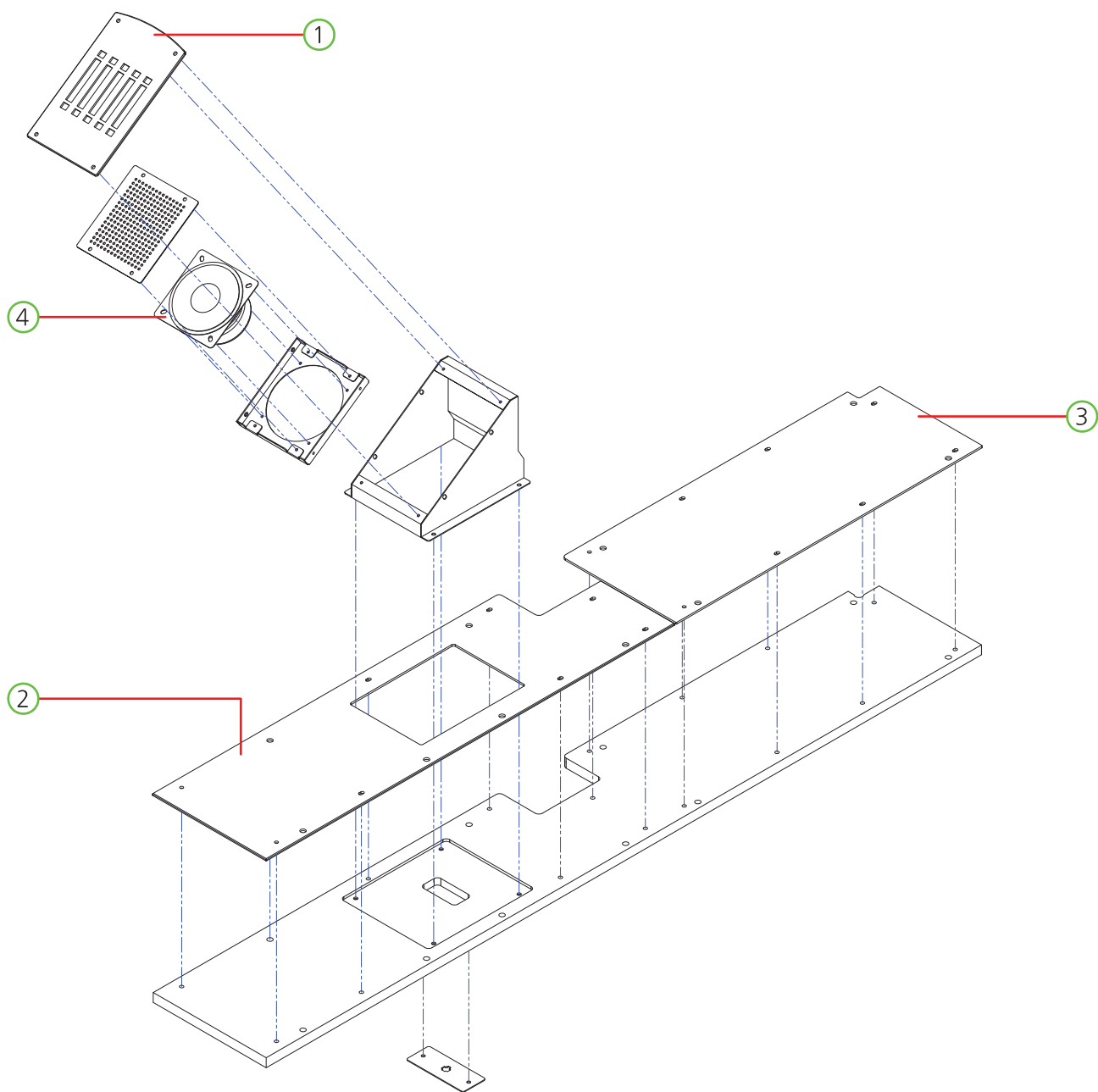
| NO. | PART NAME                    | SPEC.      | QUANTITY | CODE NO.    |
|-----|------------------------------|------------|----------|-------------|
| 1   | GO COVER ACRYL               | ACRYL-2.7t | 1        | AJIE0ACP027 |
| 2   | WS2813B LED PCB 21EA-R ASS'Y | 21EA-R     | 2        | APLX0PCB008 |
| 3   | PHOTO INT-1 PCB ASS'Y        | -          | 1        | AZZZ0PCB103 |

## (8) SIDE LED NO SENSOR-L, R PART



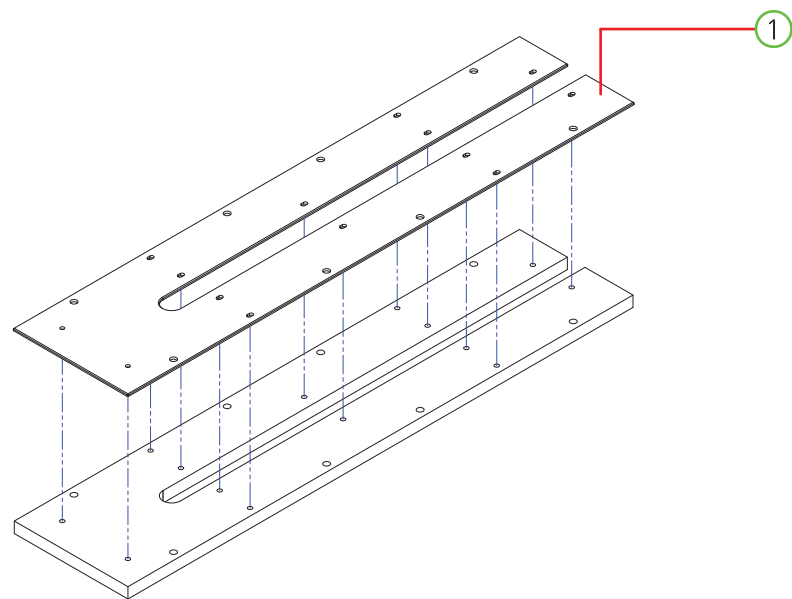
| NO. | PART NAME                   | SPEC.      | QUANTITY | CODE NO.    |
|-----|-----------------------------|------------|----------|-------------|
| 1   | FRONT RAIL DOME COVER ACRYL | ACRYL-2.7t | 1        | MJIE0ACR022 |
| 2   | DOME ACRYL CAP              | φ30        | 15       | MJIE0PLA001 |
| 3   | SIDE LED PCB ASS'Y          | RGB 5EA    | 3        | AJIE0PCB003 |

## (9) SPEAKER COVER PART-L, R PART



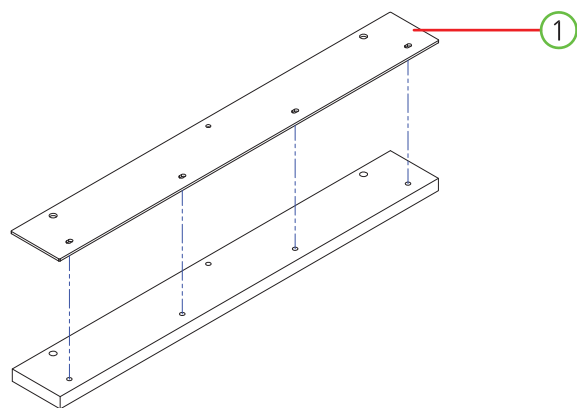
| NO. | PART NAME                                 | SPEC.             | QUANTITY | CODE NO.    |
|-----|-------------------------------------------|-------------------|----------|-------------|
| 1   | FRONT CABINET SPEAKER COVER ACRYL         | ACRYL-2.7t        | 1        | AJIE0ACP028 |
| 2   | FRONT CABINET SPEAKER COVER FRONT ACRYL-L | ACRYL-2.7t        | 1        | AJIE0ACP009 |
| 3   | FRONT CABINET SPEAKER COVER REAR ACRYL-L  | ACRYL-2.7t        | 1        | AJIE0PCB003 |
| 4   | SPEAKER                                   | MID4"+TW1/2" 8OHM | 1        | MZZZ0SPE021 |

(10) RAIL COVER FRONT-L, R PART



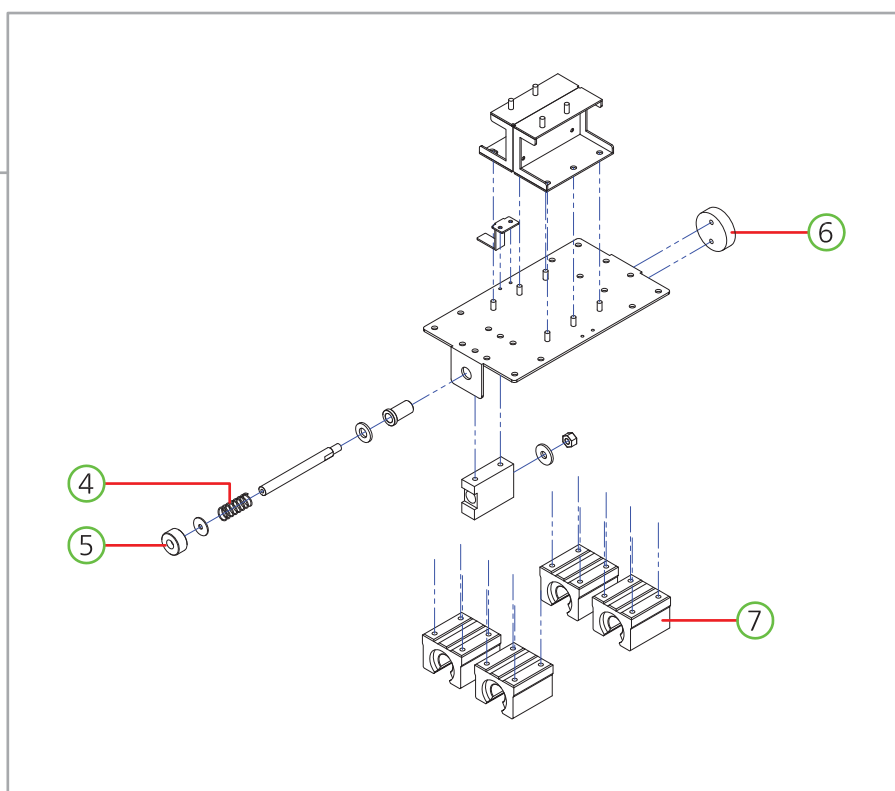
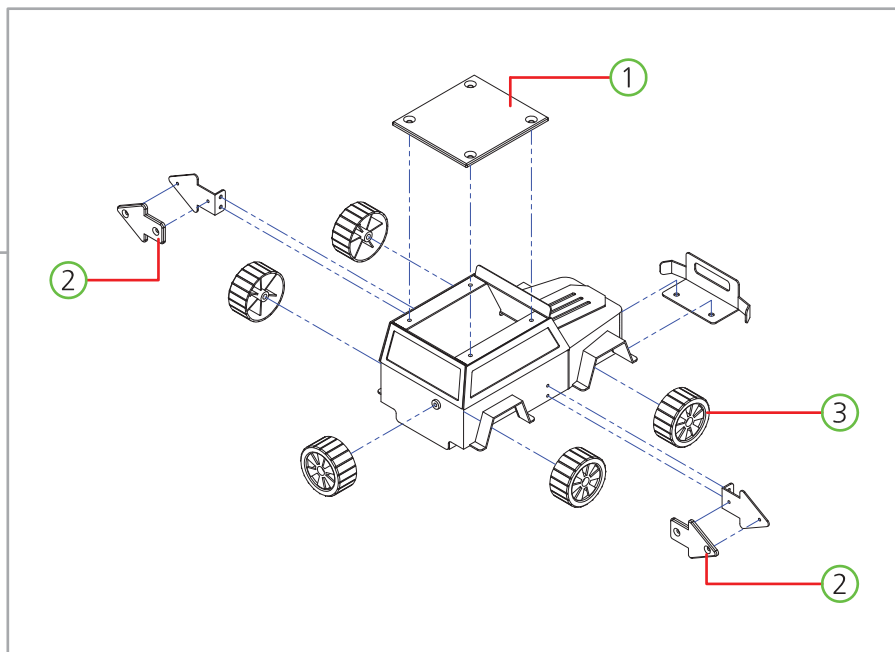
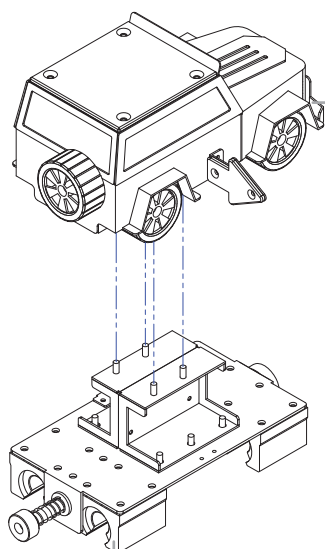
| NO. | PART NAME                            | SPEC.      | QUANTITY | CODE NO.    |
|-----|--------------------------------------|------------|----------|-------------|
| 1   | FRONT CABINET RAIL COVER FRONT ACRYL | ACRYL-2.7t | 1        | AJIE0ACP024 |

(11) RAIL COVER REAR-L, R PART



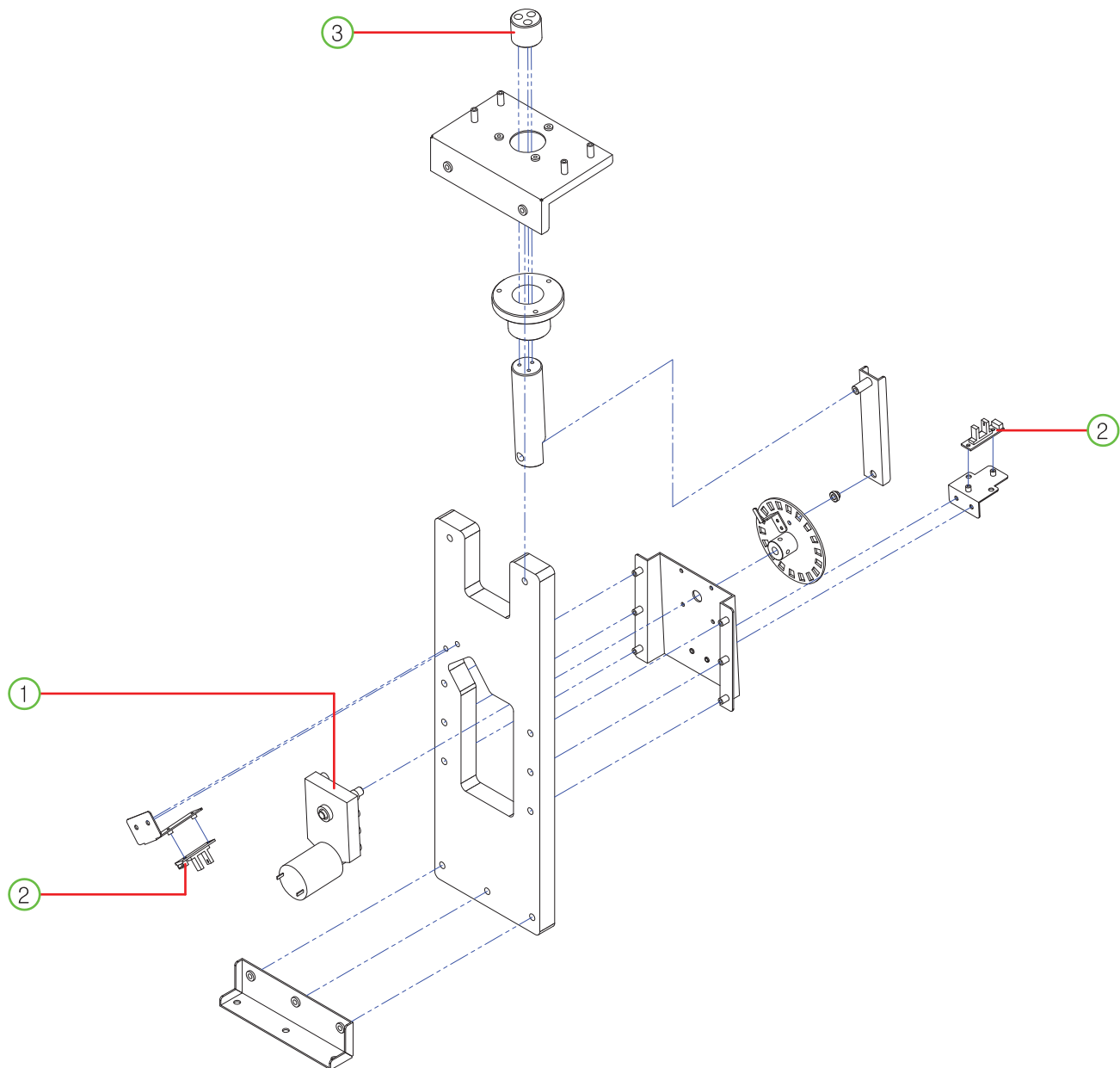
| NO. | PART NAME                | SPEC.      | QUANTITY | CODE NO.    |
|-----|--------------------------|------------|----------|-------------|
| 1   | CABINET RAIL COVER ACRYL | ACRYL-2.7t | 1        | AJIE0ACP016 |

## (12) CAR MOVING PART



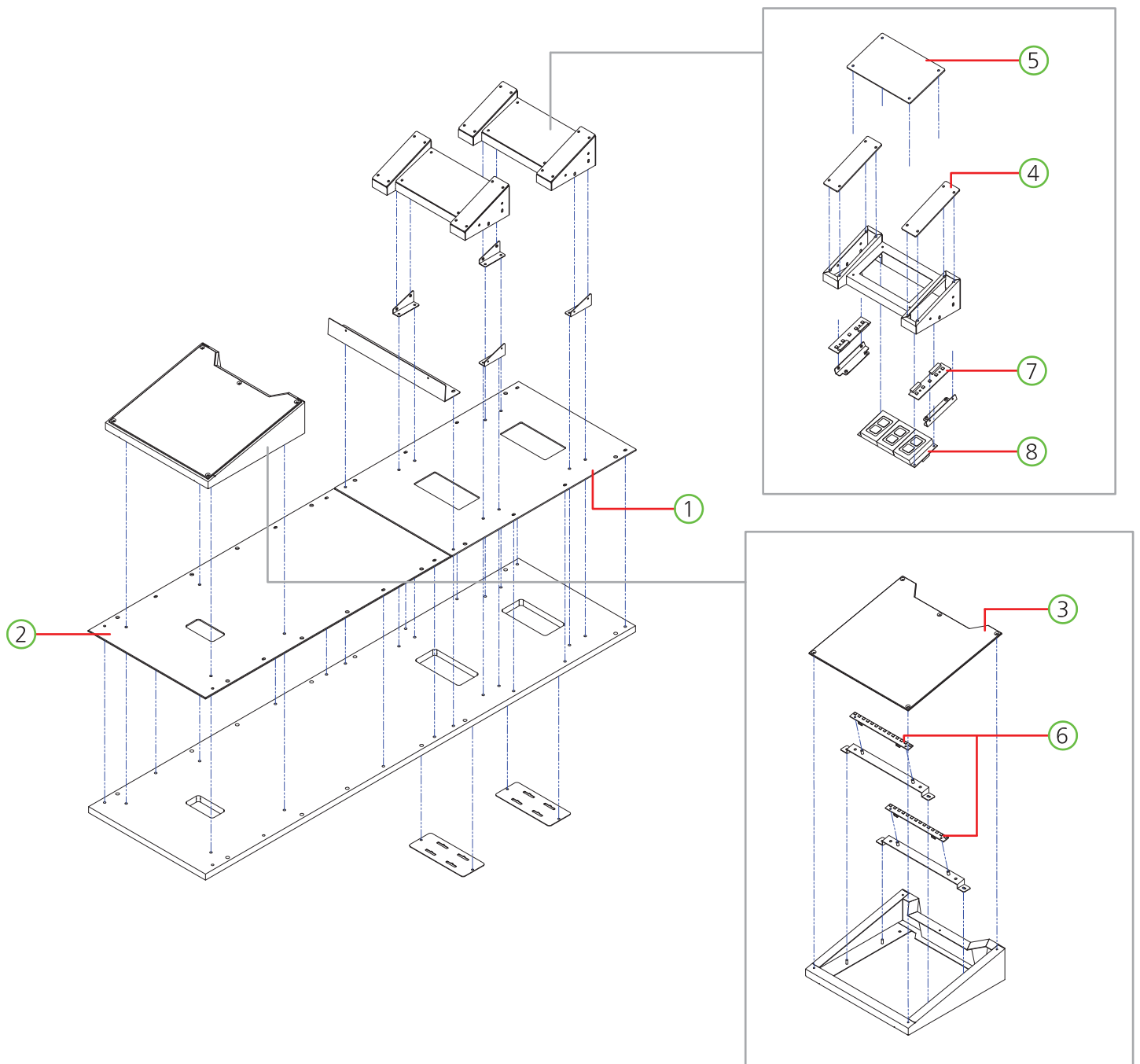
| NO. | PART NAME                         | SPEC.       | QUANTITY | CODE NO.    |
|-----|-----------------------------------|-------------|----------|-------------|
| 1   | CAR TOP COVER ACRYL               | ACRYL-3t    | 1        | AJIE0ACP030 |
| 2   | CAR ARROW ACRYL                   | ACRYL-3t    | 2        | MJIE0ACR006 |
| 3   | WHEEL                             | ABS / BLACK | 5        | MJIE0PLA002 |
| 4   | CAR MOVING STOPPER TENSION SPRING | 0.8t        | 1        | MJIE0SPR001 |
| 5   | DAMPER URETAN                     | URETHAN     | 1        | MJIE0PRO009 |
| 6   | CAR SUPPORT DAMPER URETHAN        | URETHAN     | 1        | MJIE0PRO024 |
| 7   | LM BEARING UNIT                   | SHO 16UU    | 4        | MZZZ0BEA135 |

## (13) CAR STOPPER PART



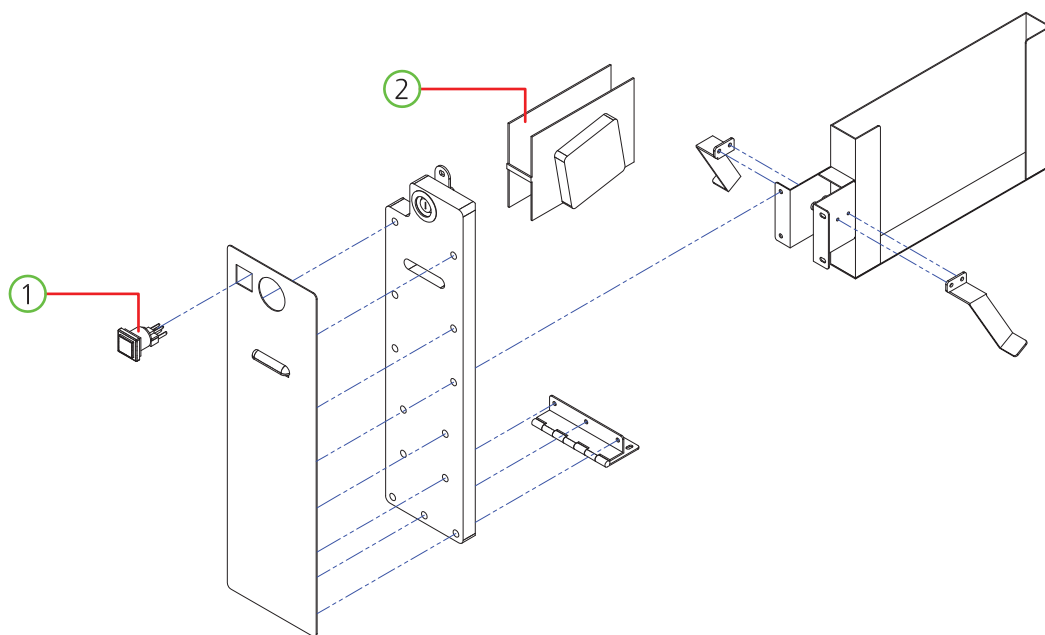
| NO. | PART NAME                        | SPEC.            | QUANTITY | CODE NO.    |
|-----|----------------------------------|------------------|----------|-------------|
| 1   | MOTOR                            | KGE-3448S1, 62:1 | 1        | MZZZ0MOT157 |
| 2   | PHOTO-INT1_ANGLE PCB ASS'Y       | -                | 2        | AZZZ0PCB103 |
| 3   | CAR STOPPER SHAFT DAMPER URETHAN | URETHAN          | 1        | MJIE0PRO007 |

## (14) FRONT CENTER COVER PART



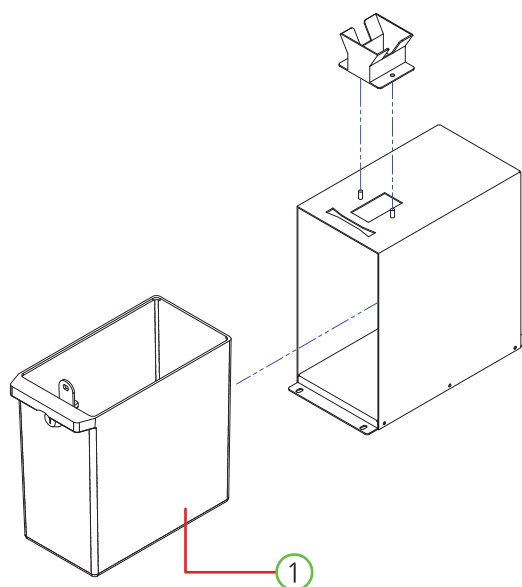
| NO. | PART NAME                              | SPEC.            | QUANTITY | CODE NO.    |
|-----|----------------------------------------|------------------|----------|-------------|
| 1   | FRONT CABINET CENTER COVER FRONT ACRYL | ACRYL-2.7t       | 1        | AJIE0ACP026 |
| 2   | FRONT CABINET CENTER COVER REAR ACRYL  | ACRYL-2.7t       | 1        | AJIE0ACP025 |
| 3   | HOW TO PLAY ACRYL                      | ACRYL-3t         | 1        | AJIE0ACP032 |
| 4   | SCORE FND SIDE COVER ACRYL             | ACRYL-2.7t       | 4        | MJIE0ACR037 |
| 5   | SCORE FND COVER ACRYL                  | ACRYL-2.7t       | 2        | AJIE0ACP029 |
| 6   | JWIE LED PCB ASS'Y                     | WHITE 14EA       | 2        | AJIE0PCB006 |
| 7   | SCORE LED PCB ASS'Y                    | RGB 5EA          | 4        | AJIE0PCB004 |
| 8   | FND PCB ASS'Y                          | 4870-3(STRAIGHT) | 2        | AFND0PCB027 |

## (15) TICKET DOOR PART



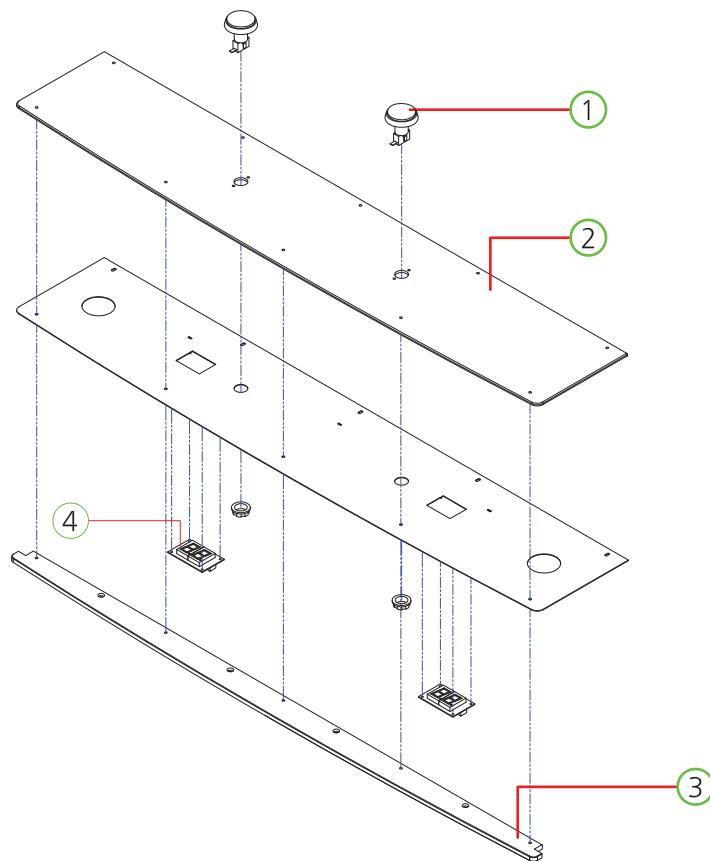
| NO. | PART NAME            | SPEC.           | QUANTITY | CODE NO.    |
|-----|----------------------|-----------------|----------|-------------|
| 1   | TICKET BUTTON SWITCH | AMIPB-26HS-R12D | 1        | MMUM0BUT002 |
| 2   | TICKET DISPENSER     | CLE CL-002Q_270 | 1        | MZZZ0TID010 |

## (16) COIN BOX PART



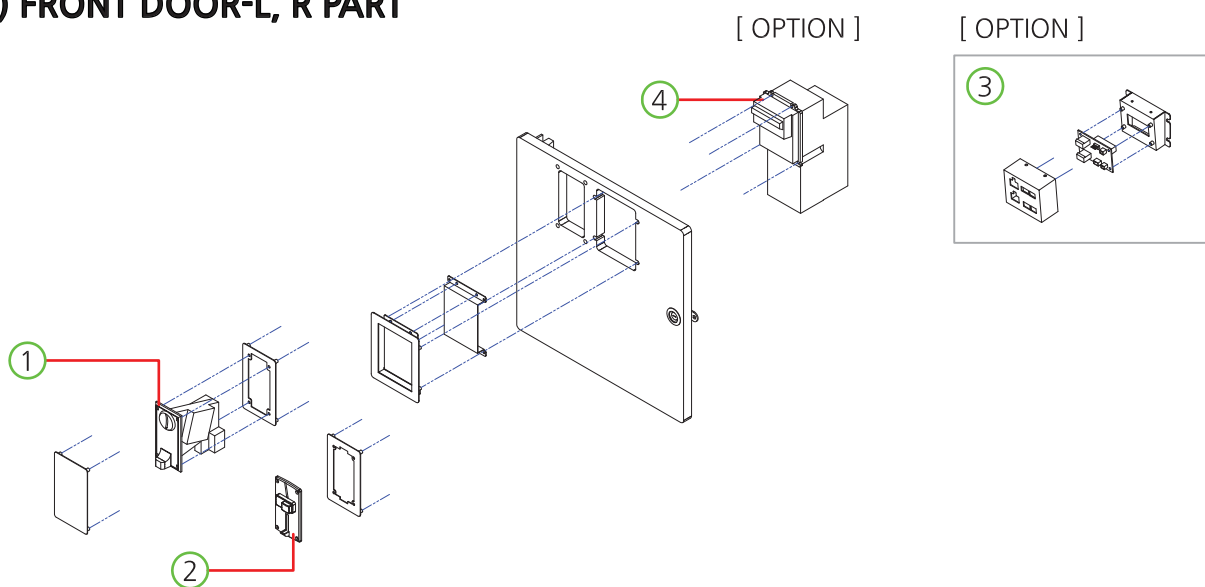
| NO. | PART NAME                | SPEC.             | QUANTITY | CODE NO.    |
|-----|--------------------------|-------------------|----------|-------------|
| 1   | COIN BOX ASS'Y_WITH 6001 | SMALL_200*198*107 | 1        | AZZZ0ASS002 |

## (17) BUTTON PART



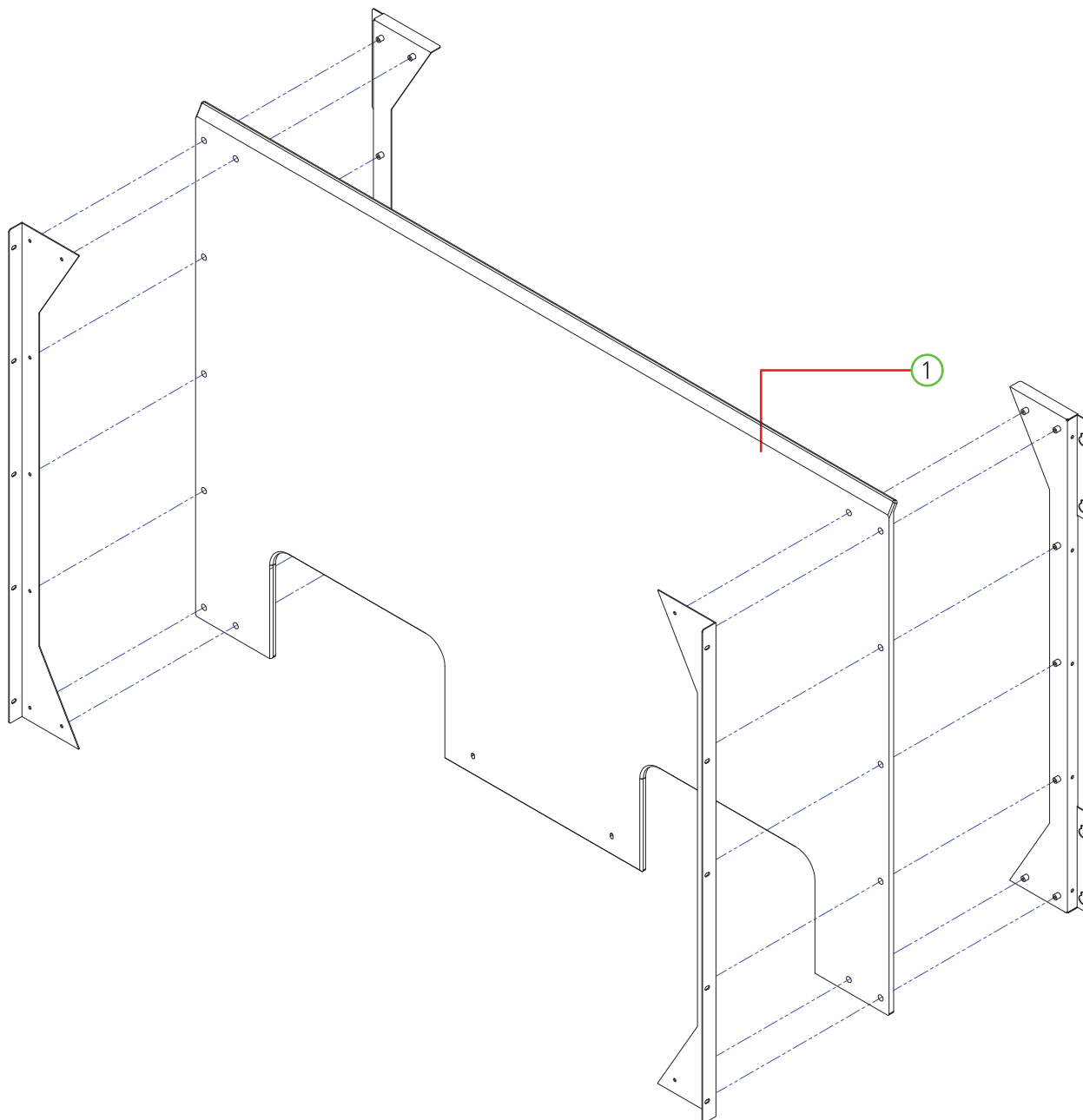
| NO. | PART NAME          | SPEC.            | QUANTITY | CODE NO.    |
|-----|--------------------|------------------|----------|-------------|
| 1   | BUTTON SWITCH      | AMIPB-60HR-W12D  | 1        | MZZZ0BUT054 |
| 2   | BUTTON COVER ACRYL | ACRYL-4.5t       | 1        | MJIE0ACR003 |
| 3   | FRONT BUTTON ACRYL | ACRYL-10t        | 1        | MJIE0ACR011 |
| 4   | FND PCB ASS'Y      | 2941-2(STRAIGHT) | 2        | AFND0PCB003 |

## (18) FRONT DOOR-L, R PART



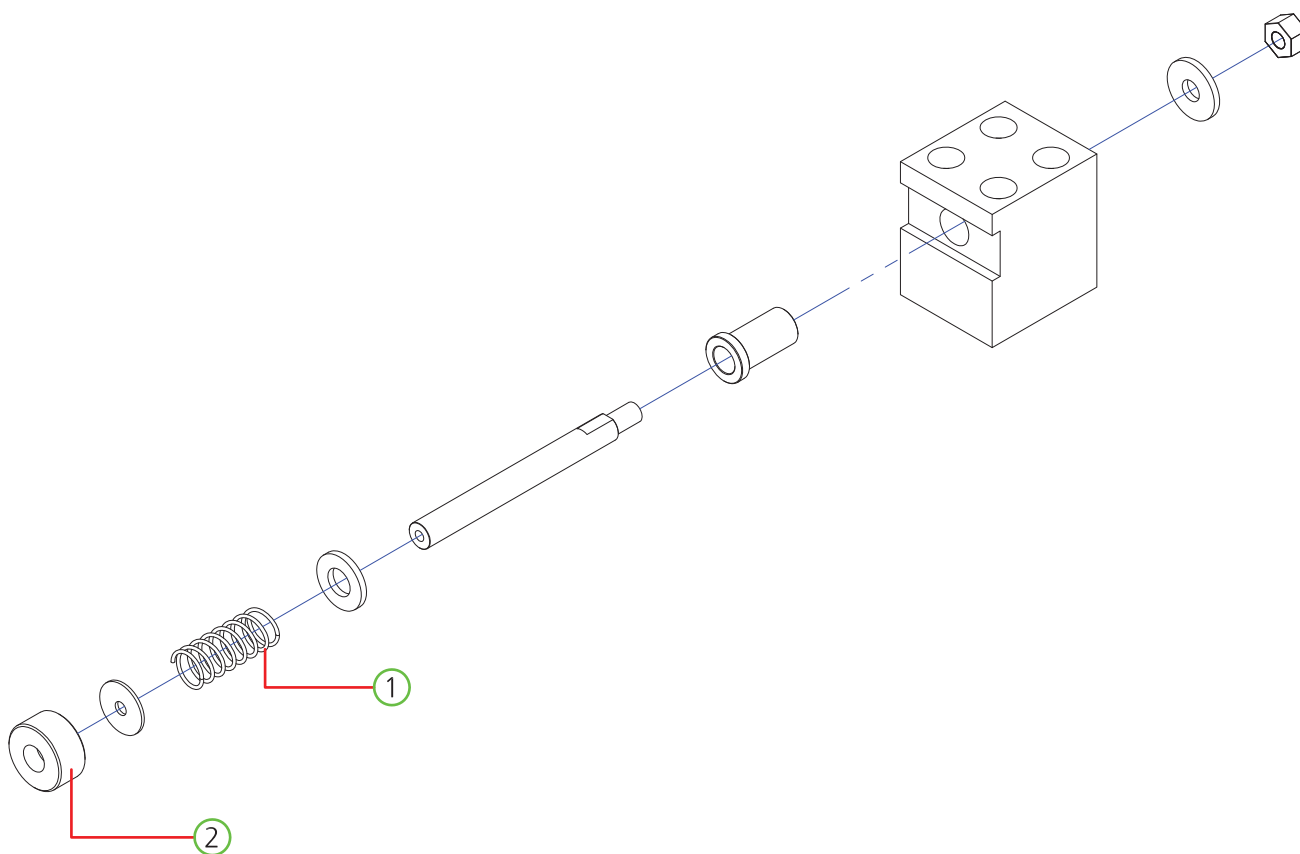
| NO. | PART NAME                            | SPEC.  | QUANTITY | CODE NO.    |
|-----|--------------------------------------|--------|----------|-------------|
| 1   | [ INT ] COIN SELECTOR                | TW-389 | 1        | MZZZ0COS052 |
| 2   | [ NAMCO ] COIN SELECTOR              | -      | 1        | -           |
| 3   | [ OPTION ] MEI BILL AC SSR PCB ASS'Y | -      | 1        | ASBP0PCB015 |
| 4   | [ OPTION ] BILL ACCEPT               | -      | 1        | -           |

## (19) FRONT CABINET PROTECT ACRYL PART



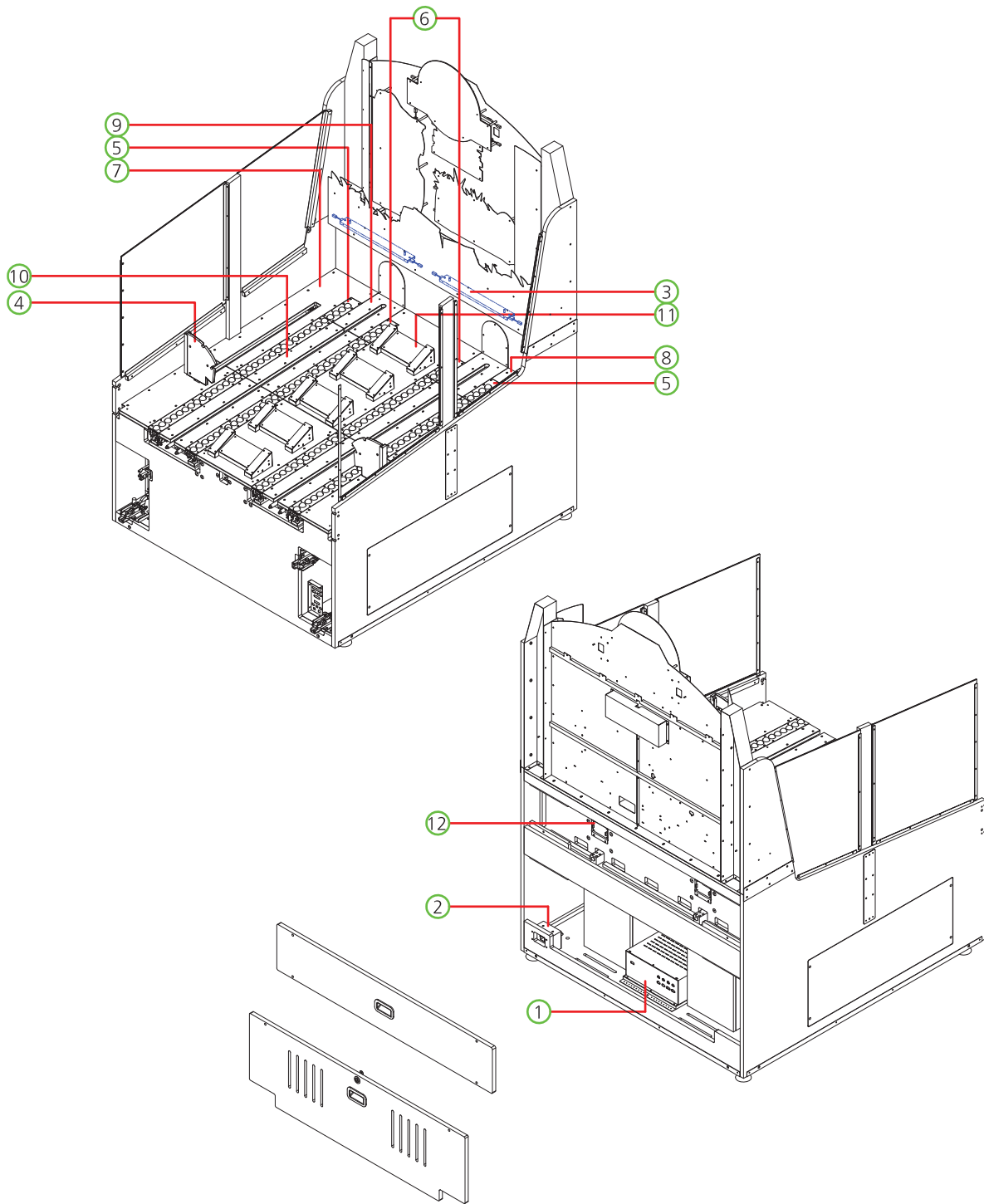
| NO. | PART NAME                   | SPEC.      | QUANTITY | CODE NO.    |
|-----|-----------------------------|------------|----------|-------------|
| 1   | FRONT CABINET PROTECT ACRYL | ACRYL-8.0t | 1        | MJIE0ACR014 |

## (20) FRONT DAMPER PART



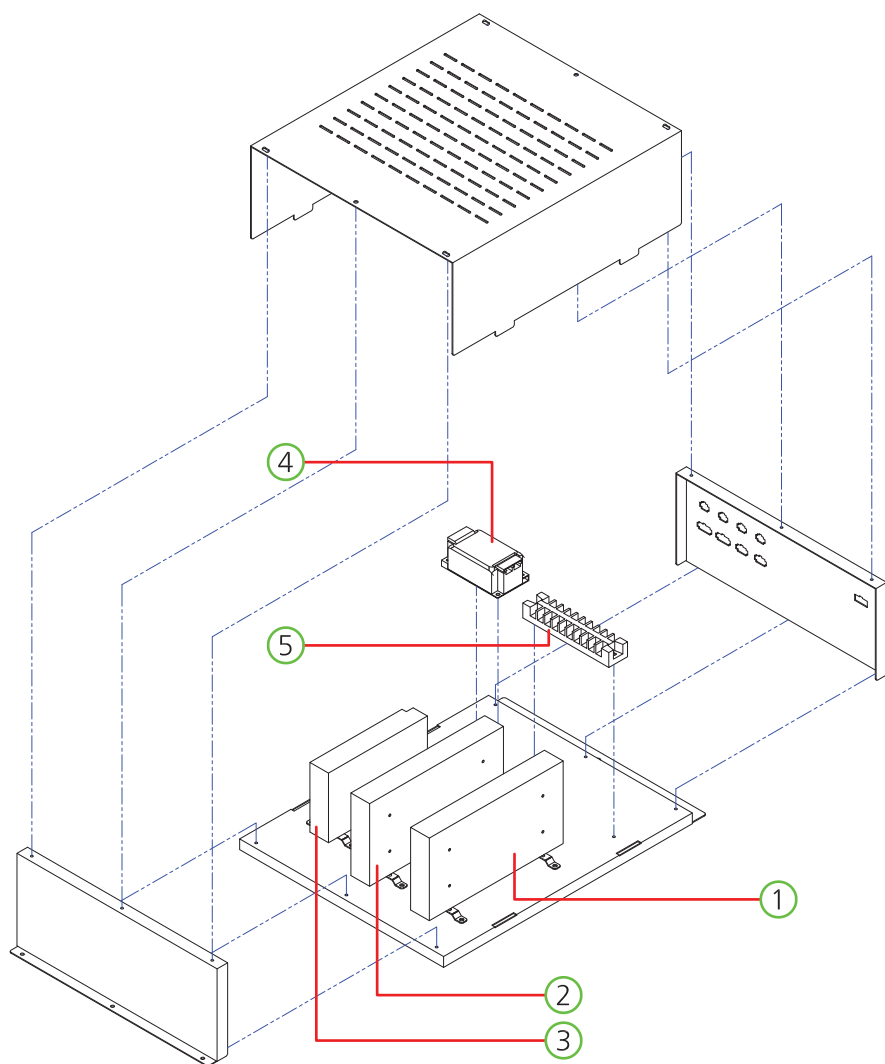
| NO. | PART NAME                   | SPEC.       | QUANTITY | CODE NO.    |
|-----|-----------------------------|-------------|----------|-------------|
| 1   | FRONT DAMPER TENSION SPRING | SUS304-1.0t | 1        | MJIE0SPR002 |
| 2   | DAMPER URETAN               | URETHAN     | 1        | MJIE0PRO009 |

## 5-4. REAR CABINET PART



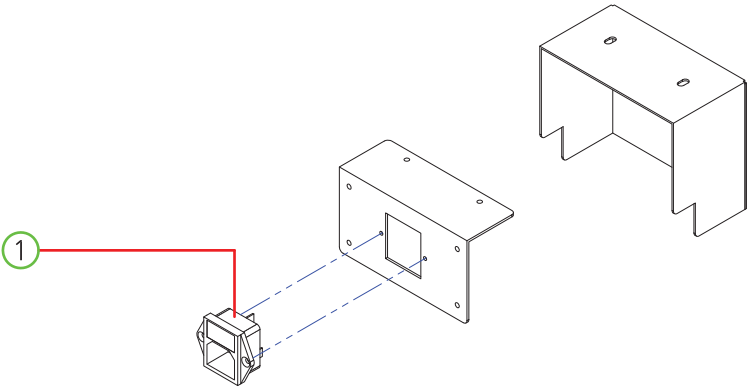
| NO. | PART NAME                            | SPEC. | QUANTITY | CODE NO. |
|-----|--------------------------------------|-------|----------|----------|
| 1   | SMPS POWER PART                      | -     | 1        | -        |
| 2   | AC INPUT PART                        | -     | 1        | -        |
| 3   | UPPER CABINET FOREST BOTTOM LED PART | -     | 2        | -        |
| 4   | BIGWIN MOVEMENT-L, R PART            | -     | 2        | -        |
| 5   | SIDE LED-L, R SENSOR LAST PART       | -     | 2        | -        |
| 6   | SIDE LED-L, R NO SENSOR LAST PART    | -     | 2        | -        |
| 7   | BIGWIN COVER PART-L PART             | -     | 1        | -        |
| 8   | BIGWIN COVER PART-R PART             | -     | 1        | -        |
| 9   | RAIL COVER REAR PART                 | -     | 2        | -        |
| 10  | RAIL COVER FRONT L, R PART           | -     | 4        | -        |
| 11  | REAR CENTER COVER PART               | -     | 1        | -        |
| 12  | FND PART                             | -     | 2        | -        |

## (1) SMPS POWER PART



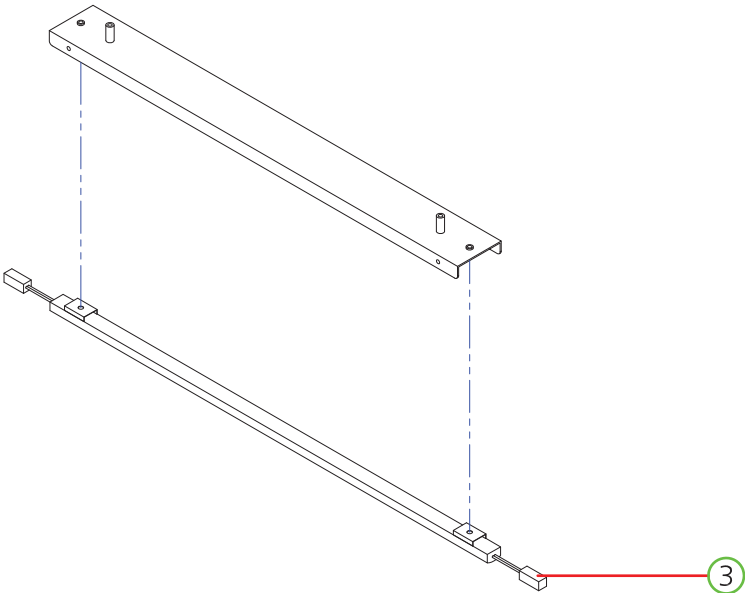
| NO. | PART NAME      | SPEC.        | QUANTITY | CODE NO.    |
|-----|----------------|--------------|----------|-------------|
| 1   | POWER SMPS     | RSP-320-5V   | 1        | MELE0SMP126 |
| 2   | POWER SMPS     | RSP-320-12V  | 1        | MELE0SMP109 |
| 3   | POWER SMPS     | LRS-150F-24V | 1        | MELE0SMP085 |
| 4   | NOISE FILTER   | RNS-2Series  | 1        | MELE0NOI009 |
| 5   | TERMINAL BLOCK | 250V 10P     | 1        | MELE0TEB003 |

(2) AC INPUT PART



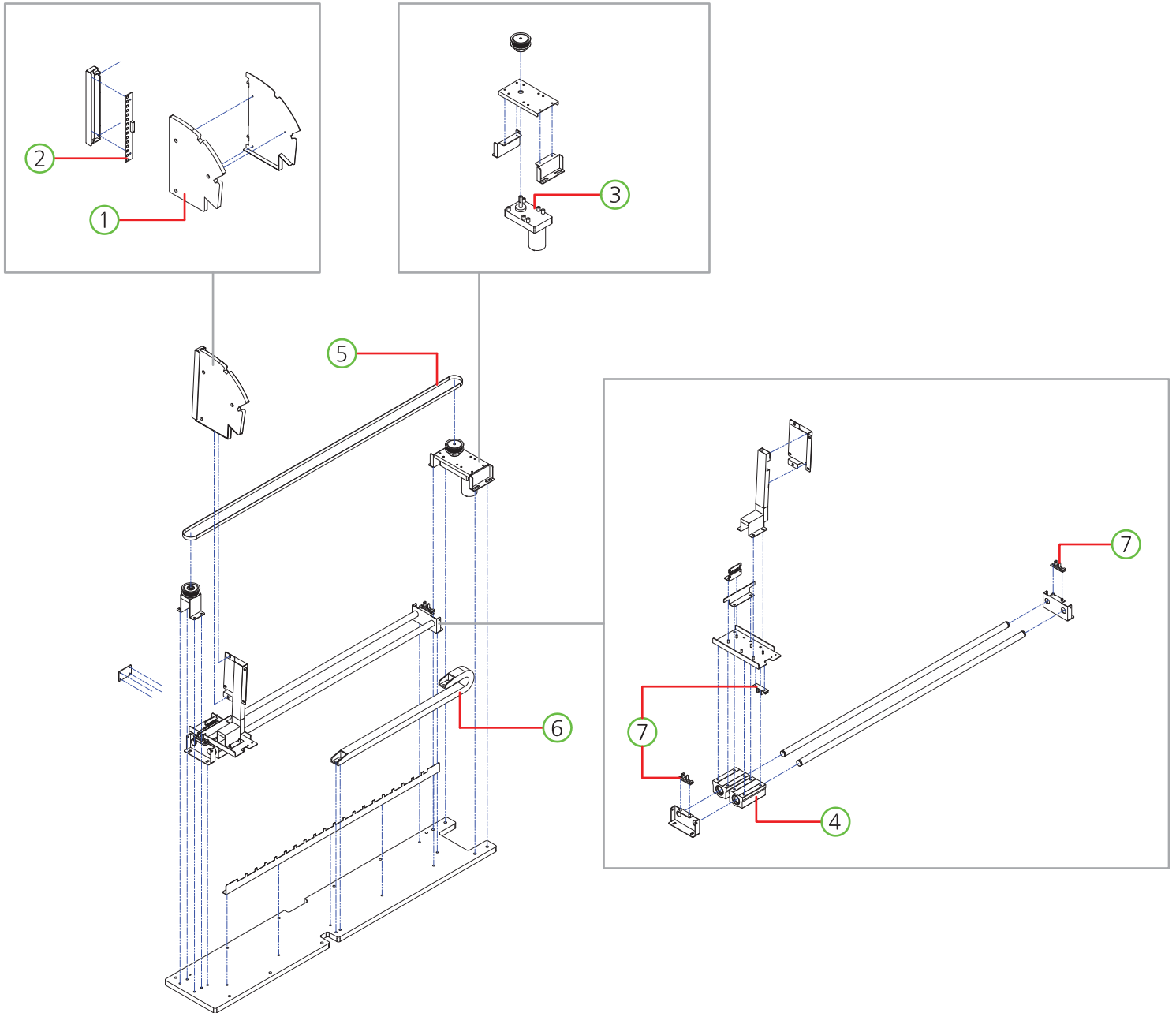
| NO. | PART NAME | SPEC.             | QUANTITY | CODE NO.    |
|-----|-----------|-------------------|----------|-------------|
| 1   | AC INPUT  | DAC-13H WITH FUSE | 1        | MELE0SWI015 |

(3) UPPER CABINET FOREST BOTTOM LED PART



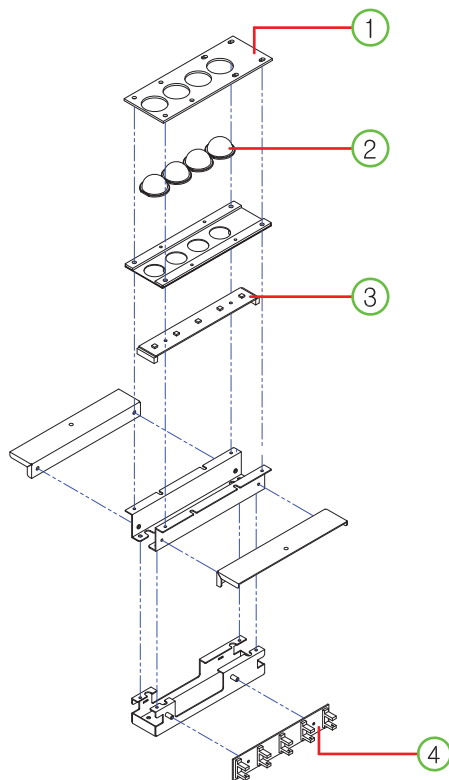
| NO. | PART NAME         | SPEC. | QUANTITY | CODE NO.    |
|-----|-------------------|-------|----------|-------------|
| 1   | LED BAR 12V ASS'Y | 460MM | 1        | AZZZ0PCB124 |

## (4) BIGWIN MOVEMENT-L, R PART



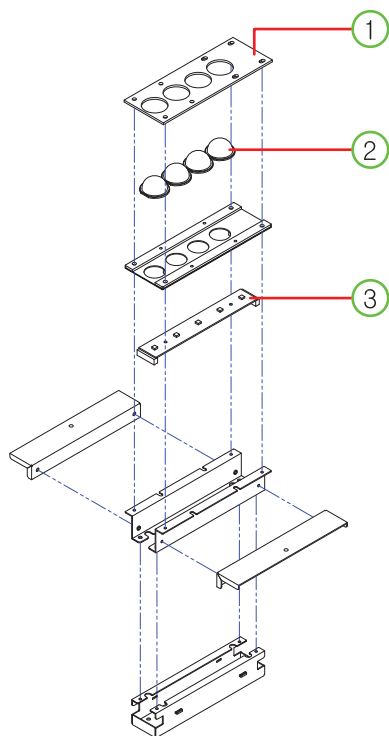
| NO. | PART NAME                       | SPEC.                  | QUANTITY | CODE NO.         |
|-----|---------------------------------|------------------------|----------|------------------|
| 1   | BIGWIN ACRYL-L, R               | ACRYL-10t              | 1        | AJIE0ACP009, 010 |
| 2   | BIG WIN MAKER RGB LED PCB ASS'Y | -                      | 1        | AJIE0PCB005      |
| 3   | MOTOR                           | KGV-ND3657U1, 60:1     | 1        | MZZZ0MOT156      |
| 4   | LM BEARING UNIT                 | SL16UU                 | 2        | MZZZ0BEA136      |
| 5   | TIMMING BELT                    | 828XL-037              | 1        | MZZZ0BEL045      |
| 6   | CABLE CHAIN                     | KJP-0180-1B-R18*32LINK | 1        | MZZZ0CBC017      |
| 7   | PHOTO-INT1_ANGLE PCB ASS'Y      | -                      | 3        | AZZZ0PCB103      |

## (5) SIDE LED-L, R SENSOR LAST PART



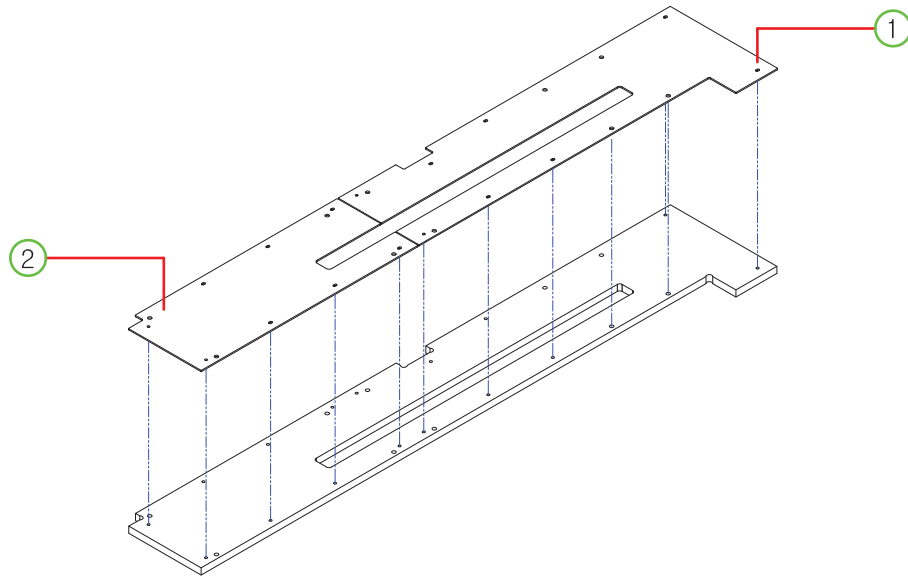
| NO. | PART NAME              | SPEC.      | QUANTITY | CODE NO.    |
|-----|------------------------|------------|----------|-------------|
| 1   | RAIL DOME COVER ACRYL  | ACRYL-2.7t | 1        | MJIE0ACR025 |
| 2   | DOME ACRYL CAP         | Φ30        | 4        | MJIE0PLA001 |
| 3   | SLOPE SENSOR PCB ASS'Y | INT1x5     | 1        | AJIE0PCB002 |
| 4   | SIDE LED PCB ASS'Y     | RGB 5EA    | 1        | AJIE0PCB003 |

## (6) SIDE LED-L, R NO SENSOR LAST PART



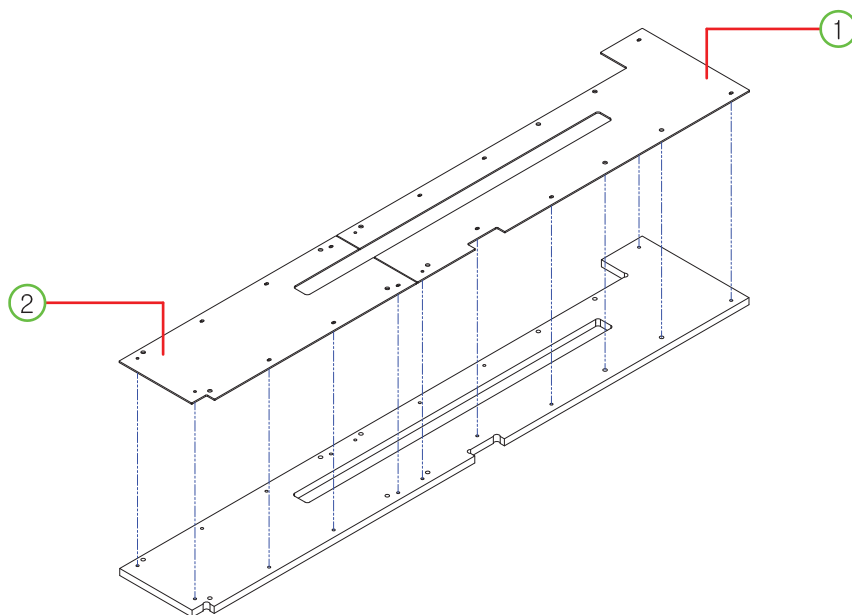
| NO. | PART NAME              | SPEC.      | QUANTITY | CODE NO.    |
|-----|------------------------|------------|----------|-------------|
| 1   | RAIL DOME COVER ACRYL  | ACRYL-2.7t | 1        | MJIE0ACR025 |
| 2   | DOME ACRYL CAP         | Φ30        | 4        | MJIE0PLA001 |
| 3   | SLOPE SENSOR PCB ASS'Y | INT1x5     | 1        | AJIE0PCB002 |

## (7) BIGWIN COVER PART-L PART



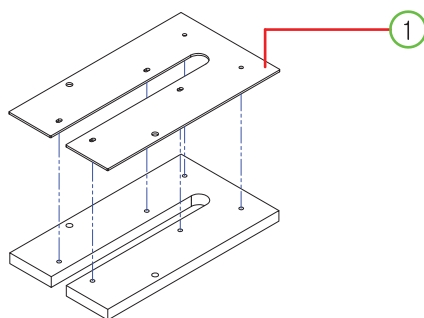
| NO. | PART NAME                               | SPEC.      | QUANTITY | CODE NO.    |
|-----|-----------------------------------------|------------|----------|-------------|
| 1   | REAR CABINET BIGWIN COVER REAR ACRYL-L  | ACRYL-2.7t | 1        | AJIE0ACP011 |
| 2   | REAR CABINET BIGWIN COVER FRONT ACRYL-L | ACRYL-2.7t | 1        | AJIE0ACP012 |

## (8) BIGWIN COVER PART-R PART



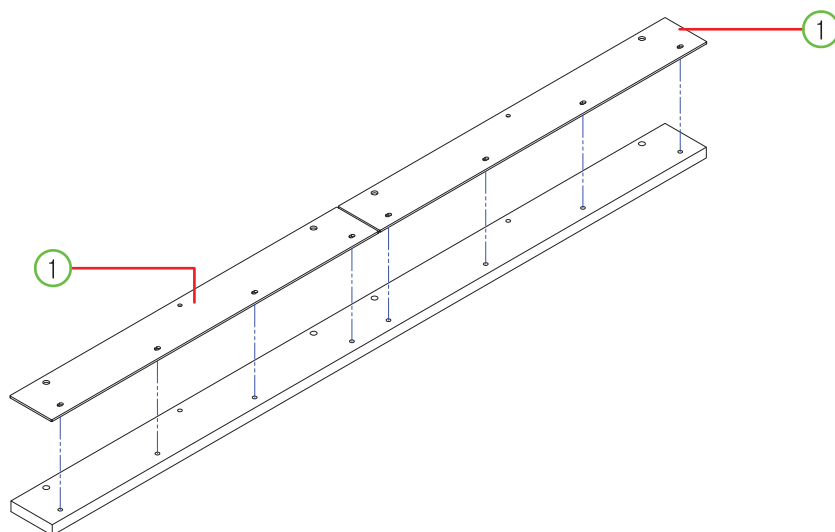
| NO. | PART NAME                               | SPEC.      | QUANTITY | CODE NO.    |
|-----|-----------------------------------------|------------|----------|-------------|
| 1   | REAR CABINET BIGWIN COVER REAR ACRYL-R  | ACRYL-2.7t | 1        | AJIE0ACP013 |
| 2   | REAR CABINET BIGWIN COVER FRONT ACRYL-R | ACRYL-2.7t | 1        | AJIE0ACP014 |

## (9) RAIL COVER REAR PART



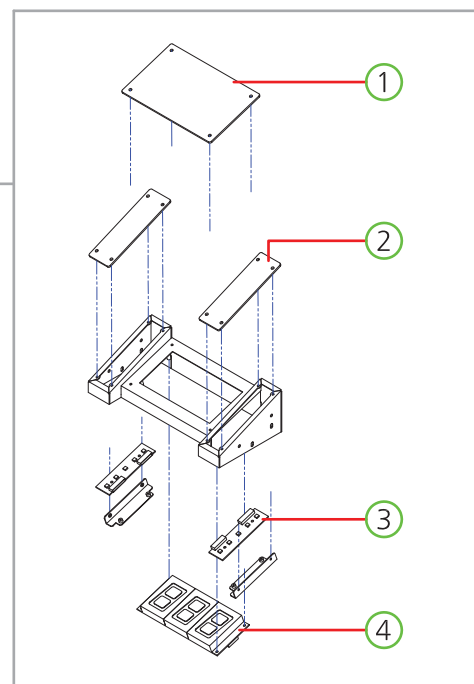
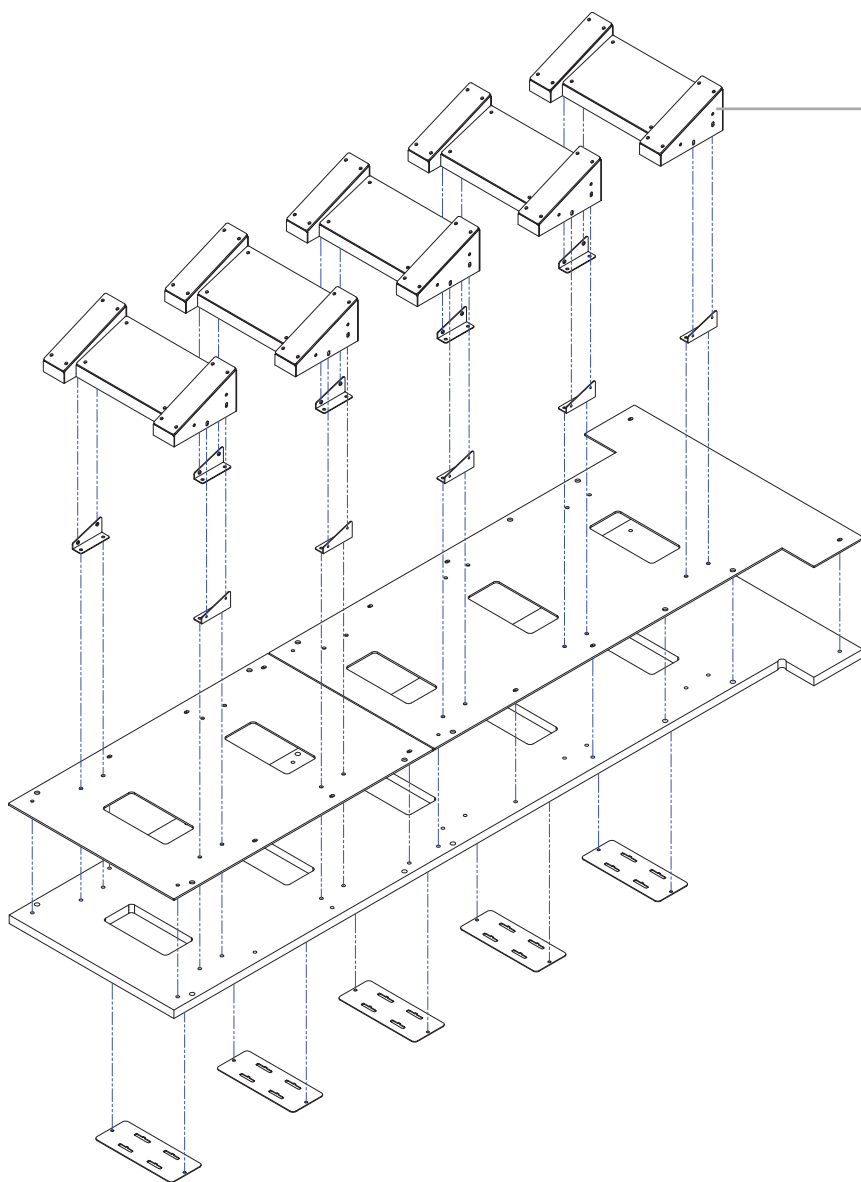
| NO. | PART NAME                          | SPEC.      | QUANTITY | CODE NO.    |
|-----|------------------------------------|------------|----------|-------------|
| 1   | REAR CABINET RAIL COVER REAR ACRYL | ACRYL-2.7t | 1        | AJIE0ACP015 |

## (10) RAIL COVER FRONT L, R PART



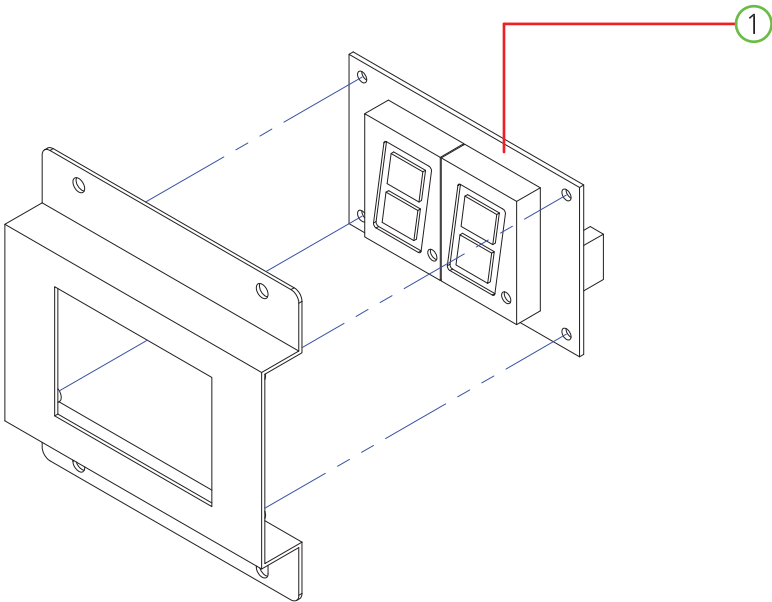
| NO. | PART NAME                | SPEC.      | QUANTITY | CODE NO.    |
|-----|--------------------------|------------|----------|-------------|
| 1   | CABINET RAIL COVER ACRYL | ACRYL-2.7t | 2        | AJIE0ACP016 |

## (11) REAR CENTER COVER PART



| NO. | PART NAME                  | SPEC.            | QUANTITY | CODE NO.    |
|-----|----------------------------|------------------|----------|-------------|
| 1   | SCORE FND COVER ACRYL      | ACRYL-2.7t       | 5        | AJIE0ACP029 |
| 2   | SCORE FND SIDE COVER ACRYL | ACRYL-2.7t       | 10       | MJIE0ACR037 |
| 3   | SCORE LED PCB ASS'Y        | RGB 5EA          | 2        | AJIE0PCB004 |
| 4   | FND PCB ASS'Y              | 4870-3(STRAIGHT) | 5        | AFND0PCB027 |

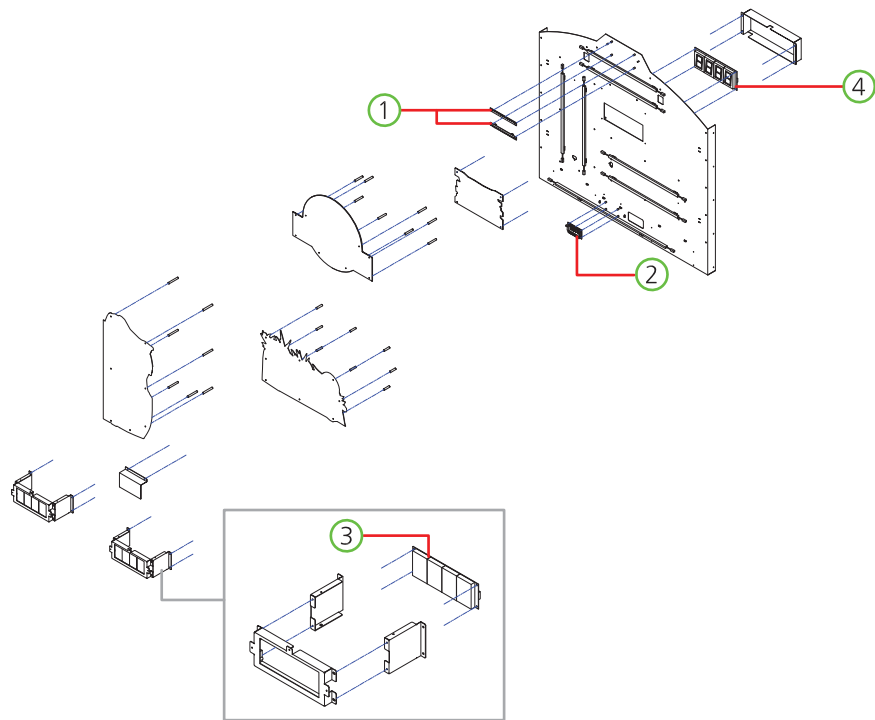
(12) FND PART



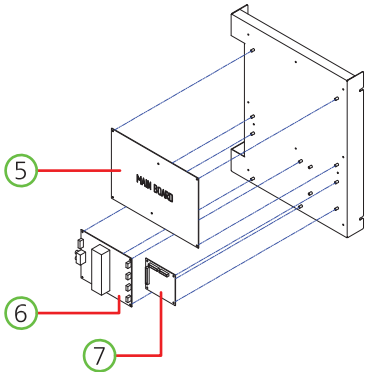
| NO. | PART NAME     | SPEC.            | QUANTITY | CODE NO.    |
|-----|---------------|------------------|----------|-------------|
| 1   | FND PCB ASS'Y | 2941-2(STRAIGHT) | 1        | AFND0PCB003 |

# 6. WARRANTY ITEM & PART PICTURE

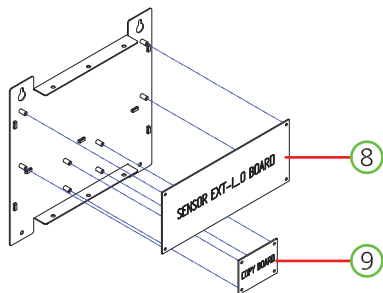
## - BACKGROUND PART



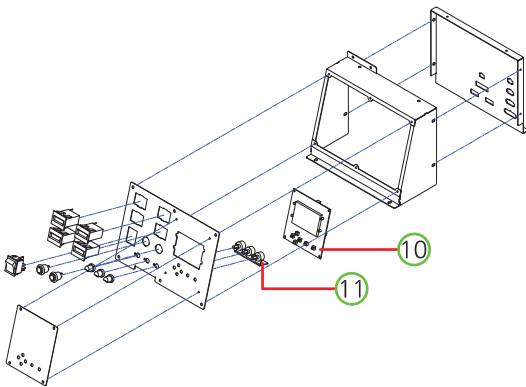
## - MAIN BOARD BOX PART



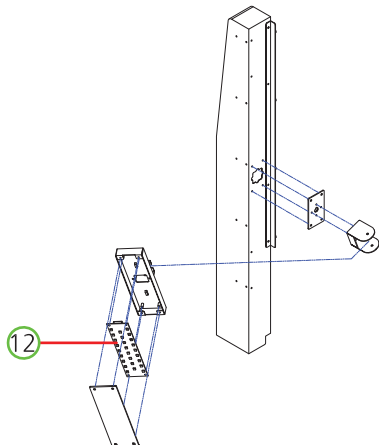
## - FRONT SIDE PCB PART



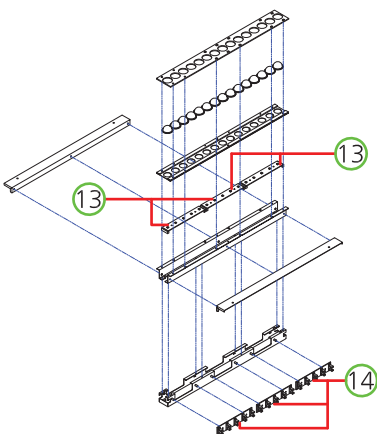
## - CONTROL PANEL PART



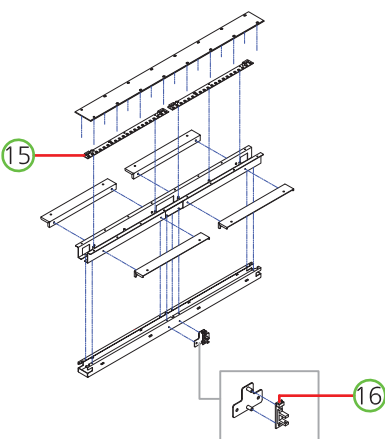
## - FRONT DECO-L, R PART



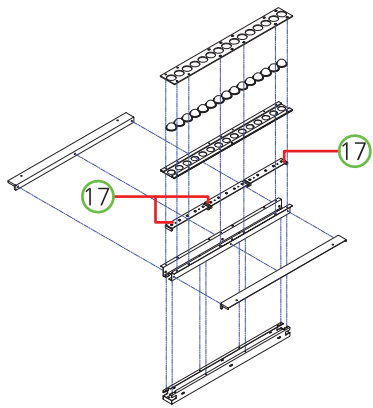
## - SIDE LED SENSOR-L, R PART



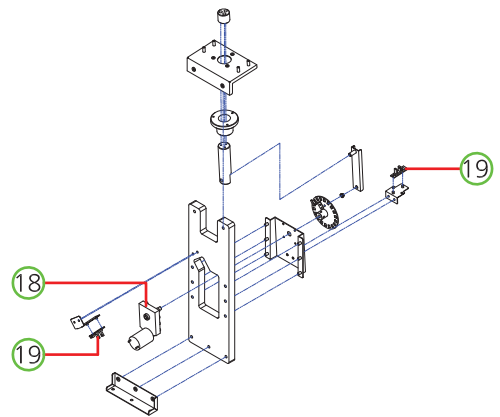
## - SIDE GO LED-L, R PART



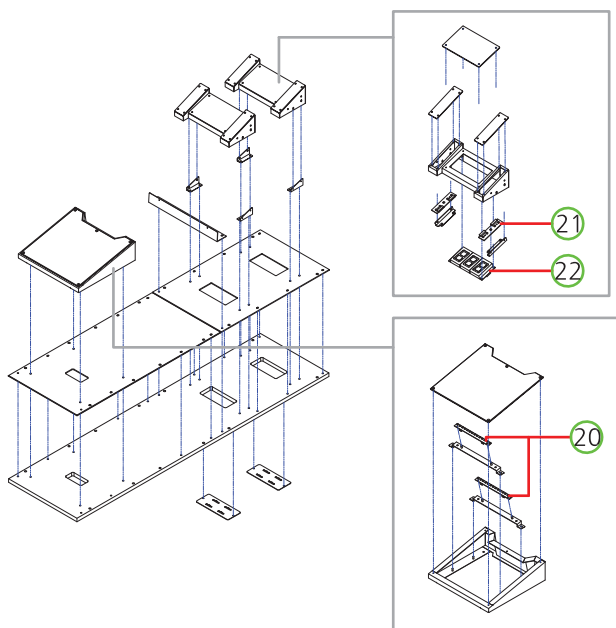
- SIDE LED NO SENSOR-L, R PART



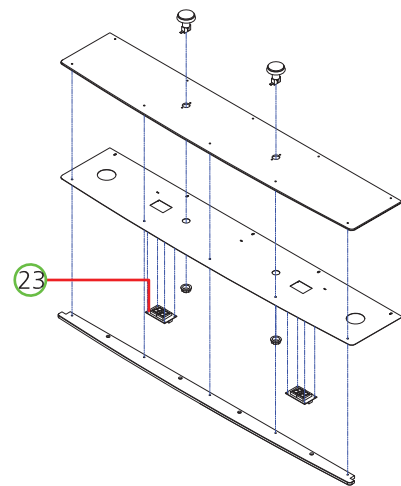
- CAR STOPPER PART



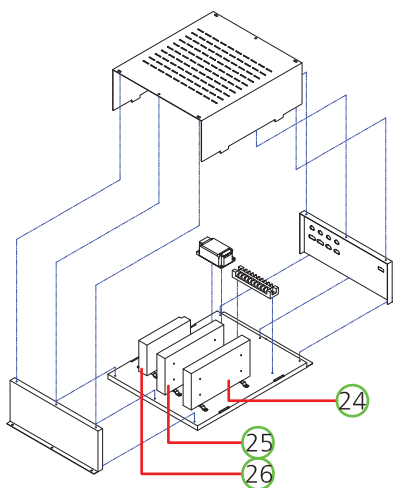
- FRONT CENTER COVER PART



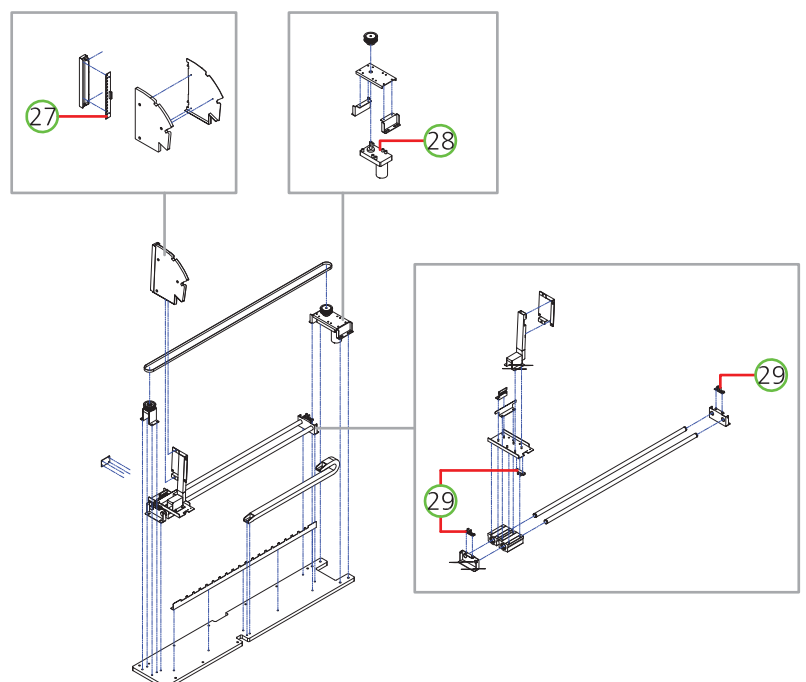
- BUTTON PART



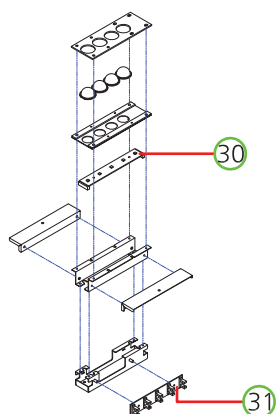
- SMPS POWER PART



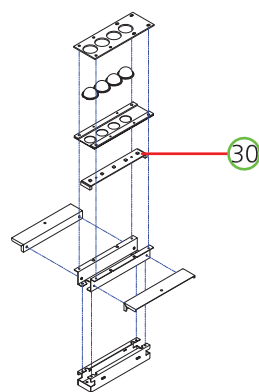
- BIGWIN MOVEMENT-L, R



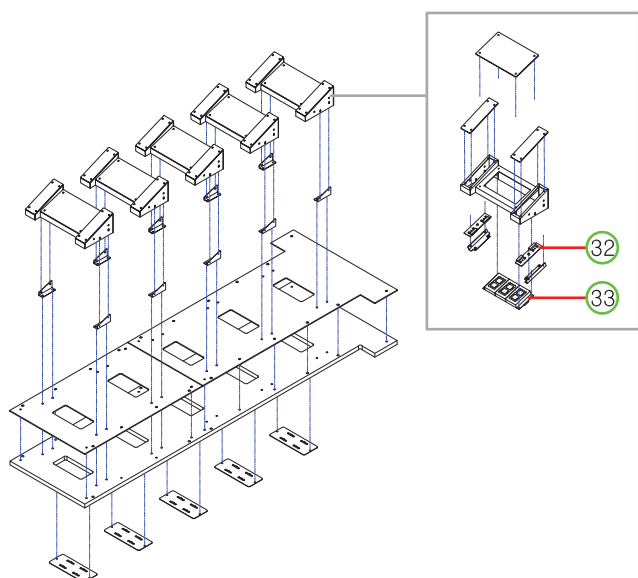
- SIDE LED-L, R SENSOR LAST PART



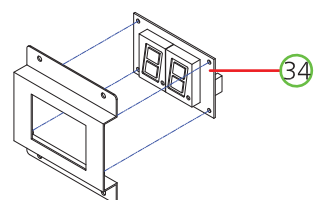
- SIDE LED-L, R NO SENSOR LAST PART



- REAR CENTER COVER PART

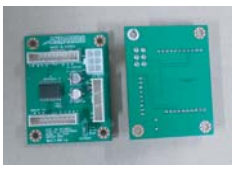


- FND PART



| NO. | PIC | PART NAME                       | SPEC.              | QTY | CODE NO.    | WARRANTY |          |
|-----|-----|---------------------------------|--------------------|-----|-------------|----------|----------|
|     |     |                                 |                    |     |             | 6 Month  | One Year |
| ①   | ○   | JWIE LED PCB ASS'Y              | WHITE 14EA         | 2   | AJIE0PCB006 |          | ○        |
| ②   | ○   | FND EXT IO PCB ASS'Y            | 90x50 16BIT EXT    | 1   | ABSP0PCB005 |          | ○        |
| ③   | ○   | FND PCB ASS'Y                   | 4870-4(STRAIGHT)   | 1   | AFND0PCB009 |          | ○        |
| ④   | ○   | FND PCB ASS'Y                   | 6390-4(STRAIGHT)   | 1   | AFND0PCB011 |          | ○        |
| ⑤   | ○   | MAIN IO PCB ASS'Y               | -                  | 1   | AET20PCB001 |          | ○        |
| ⑥   | ○   | DIGITAL AMP PCB ASS'Y           | 2.1CH              | 1   | APUJ0PCB002 |          | ○        |
| ⑦   | ○   | WS2812B IO PCB ASS'Y            | -                  | 1   | AZZZ0PCB185 |          | ○        |
| ⑧   | ○   | SLOPE SENSOR EXT IO PCB ASS'Y   | 64 PORT            | 1   | AJIE0PCB001 |          | ○        |
| ⑨   | ○   | DISPLAY COPY PCB ASS'Y          | -                  | 1   | AGST0PCB008 |          | ○        |
| ⑩   | ○   | SETUP LCD PCB ASS'Y             | -                  | 1   | AZZZ0PCB113 |          | ○        |
| ⑪   | ○   | VOLUME PCB ASS'Y                | 3CH                | 1   | APUJ0PCB005 |          | ○        |
| ⑫   | ○   | SPOT LED PCB ASS'Y              | WHITE              | 1   | ABAP0PCB008 |          | ○        |
| ⑬   | ○   | SIDE LED PCB ASS'Y              | RGB 5EA            | 3   | AJIE0PCB003 |          | ○        |
| ⑭   | ○   | SLOPE SENSOR (INT1x5) PCB ASS'Y | -                  | 3   | AJIE0PCB002 |          | ○        |
| ⑮   | ○   | WS2813B LED PCB 21EA-R ASS'Y    | 21EA-R             | 2   | APLX0PCB008 |          | ○        |
| ⑯   | ○   | PHOTO INT-1 PCB ASS'Y           | -                  | 1   | AZZZ0PCB103 |          | ○        |
| ⑰   | ○   | SIDE LED PCB ASS'Y              | RGB 5EA            | 3   | AJIE0PCB003 |          | ○        |
| ⑱   | ○   | MOTOR                           | KGE-3448S1, 62:1   | 1   | MZZZ0MOT157 | ○        |          |
| ⑲   | ○   | PHOTO-INT1_ANGLE PCB ASS'Y      | -                  | 2   | AZZZ0PCB103 |          | ○        |
| ⑳   | ○   | JWIE LED PCB ASS'Y              | WHITE 14EA         | 2   | AJIE0PCB006 |          | ○        |
| ㉑   | ○   | SCORE LED PCB ASS'Y             | RGB 5EA            | 4   | AJIE0PCB004 |          | ○        |
| ㉒   | ○   | FND PCB ASS'Y                   | 4870-3(STRAIGHT)   | 2   | AFND0PCB027 |          | ○        |
| ㉓   | ○   | FND PCB ASS'Y                   | 2941-2(STRAIGHT)   | 2   | AFND0PCB003 |          | ○        |
| ㉔   | ○   | POWER SMPS                      | RSP-320-5V         | 1   | MELE0SMP126 |          | ○        |
| ㉕   | ○   | POWER SMPS                      | RSP-320-12V        | 1   | MELE0SMP109 |          | ○        |
| ㉖   | ○   | POWER SMPS                      | LRS-150F-24V       | 1   | MELE0SMP085 |          | ○        |
| ㉗   | ○   | BIG WIN MAKER RGB LED PCB ASS'Y | -                  | 1   | AJIE0PCB005 |          | ○        |
| ㉘   | ○   | MOTOR                           | KGV-ND3657U1, 60:1 | 1   | MZZZ0MOT156 | ○        |          |
| ㉙   | ○   | PHOTO-INT1_ANGLE PCB ASS'Y      | -                  | 1   | AZZZ0PCB103 |          | ○        |
| ㉚   | ○   | SLOPE SENSOR PCB ASS'Y          | INT1x5             | 2   | AJIE0PCB002 |          | ○        |
| ㉛   | ○   | SIDE LED PCB ASS'Y              | RGB 5EA            | 1   | AJIE0PCB003 |          | ○        |
| ㉜   | ○   | SCORE LED PCB ASS'Y             | RGB 5EA            | 2   | AJIE0PCB004 |          | ○        |
| ㉝   | ○   | FND PCB ASS'Y                   | 4870-3(STRAIGHT)   | 5   | AFND0PCB027 |          | ○        |
| ㉞   | ○   | FND PCB ASS'Y                   | 2941-2(STRAIGHT)   | 2   | AFND0PCB003 |          | ○        |

|                                                                                  |                                                                                   |                                                                                   |                                                                                    |                                                                                     |                                                                                     |
|----------------------------------------------------------------------------------|-----------------------------------------------------------------------------------|-----------------------------------------------------------------------------------|------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|
| 1                                                                                | 2                                                                                 | 3                                                                                 | 4                                                                                  | 5                                                                                   | 6                                                                                   |
|  |  |  |  |  |  |
| AJIE0PCB006                                                                      | ABSP0PCB005                                                                       | AFND0PCB009                                                                       | AFND0PCB011                                                                        | AET20PCB001                                                                         | APUJ0PCB002                                                                         |

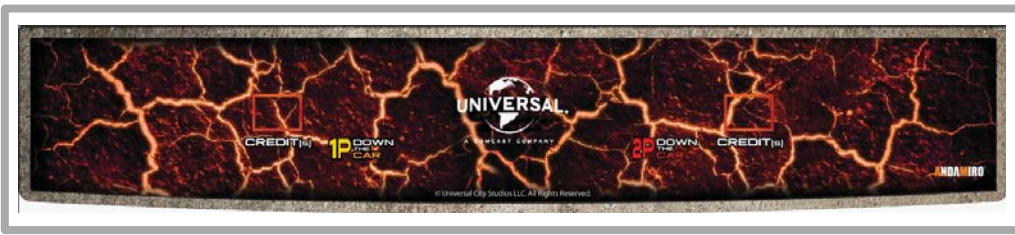
|                                                                                  |                                                                                   |                                                                                   |                                                                                   |                                                                                     |                                                                                     |
|----------------------------------------------------------------------------------|-----------------------------------------------------------------------------------|-----------------------------------------------------------------------------------|-----------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|
| 7                                                                                | 8                                                                                 | 9                                                                                 | 10                                                                                | 11                                                                                  | 12                                                                                  |
|  |  |  |  |  |  |
| AZZZ0PCB185                                                                      | AJIE0PCB001                                                                       | AGST0PCB008                                                                       | AZZZ0PCB113                                                                       | APUJ0PCB005                                                                         | ABAP0PCB008                                                                         |

|                                                                                   |                                                                                    |                                                                                   |                                                                                     |                                                                                      |                                                                                      |
|-----------------------------------------------------------------------------------|------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------|
| 13                                                                                | 14                                                                                 | 15                                                                                | 16                                                                                  | 17                                                                                   | 18                                                                                   |
|  |  |  |  |  |  |
| AJIE0PCB003                                                                       | AJIE0PCB002                                                                        | APLX0PCB008                                                                       | AZZZ0PCB103                                                                         | AJIE0PCB003                                                                          | MZZZ0MOT157                                                                          |

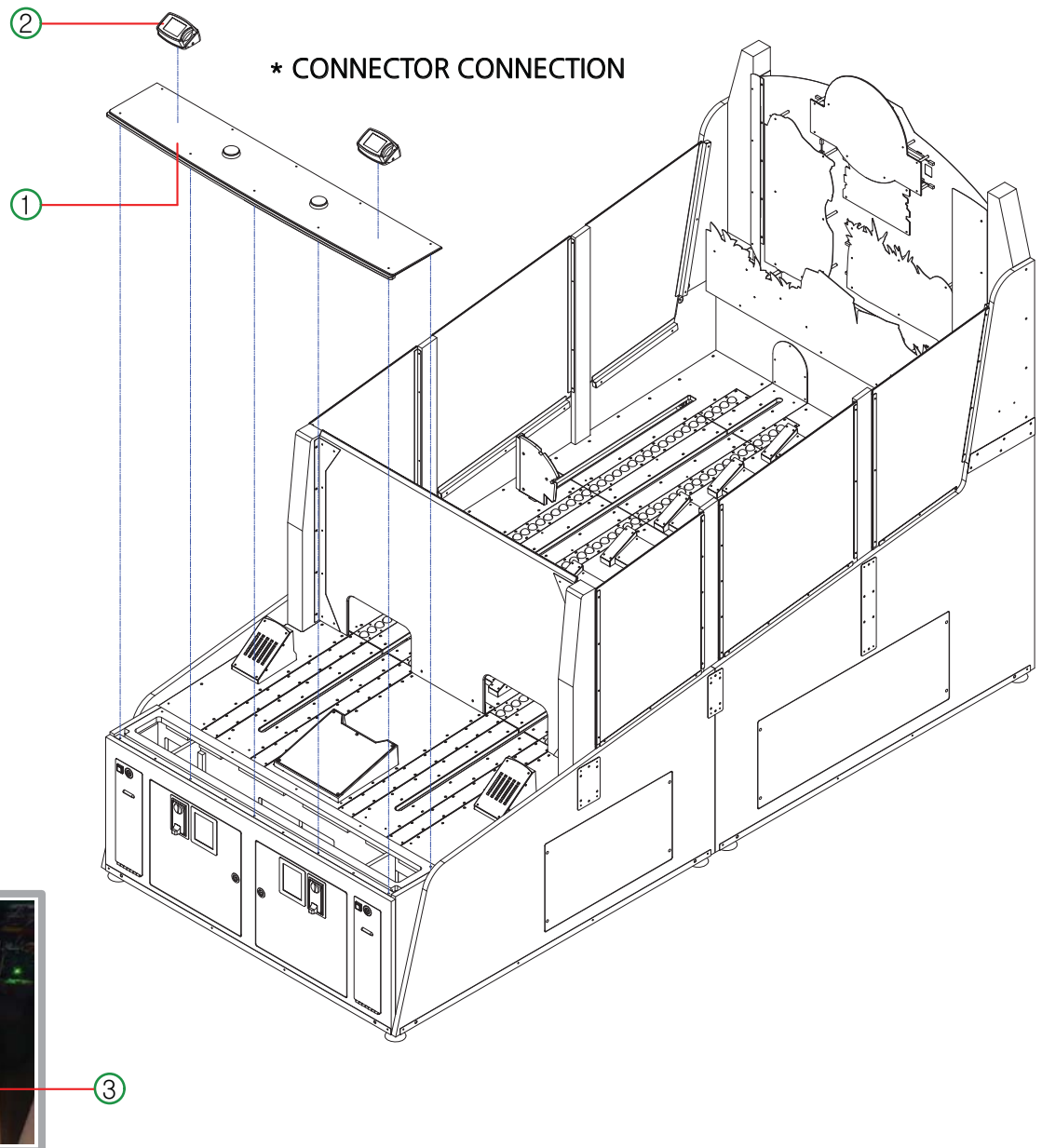
|                                                                                    |                                                                                     |                                                                                     |                                                                                      |                                                                                       |                                                                                       |
|------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------|
| 19                                                                                 | 20                                                                                  | 21                                                                                  | 22                                                                                   | 23                                                                                    | 24                                                                                    |
|  |  |  |  |  |  |
| AZZZ0PCB103                                                                        | AJIE0PCB006                                                                         | AJIE0PCB004                                                                         | AFND0PCB027                                                                          | AFND0PCB003                                                                           | MELE0SMP126                                                                           |

|                                                                                    |                                                                                     |                                                                                     |                                                                                      |                                                                                       |                                                                                       |
|------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------|
| 25                                                                                 | 26                                                                                  | 27                                                                                  | 28                                                                                   | 29                                                                                    | 30                                                                                    |
|  |  |  |  |  |  |
| MELE0SMP109                                                                        | MELE0SMP085                                                                         | AJIE0PCB005                                                                         | MZZZ0MOT156                                                                          | AZZZ0PCB103                                                                           | AJIE0PCB002                                                                           |
| 31                                                                                 | 32                                                                                  | 33                                                                                  | 34                                                                                   |                                                                                       |                                                                                       |
|  |  |  |  |                                                                                       |                                                                                       |
| AJIE0PCB003                                                                        | AJIE0PCB004                                                                         | AFND0PCB027                                                                         | AFND0PCB003                                                                          |                                                                                       |                                                                                       |

## \* HOW TO CONNECT THE CARD SWIPE

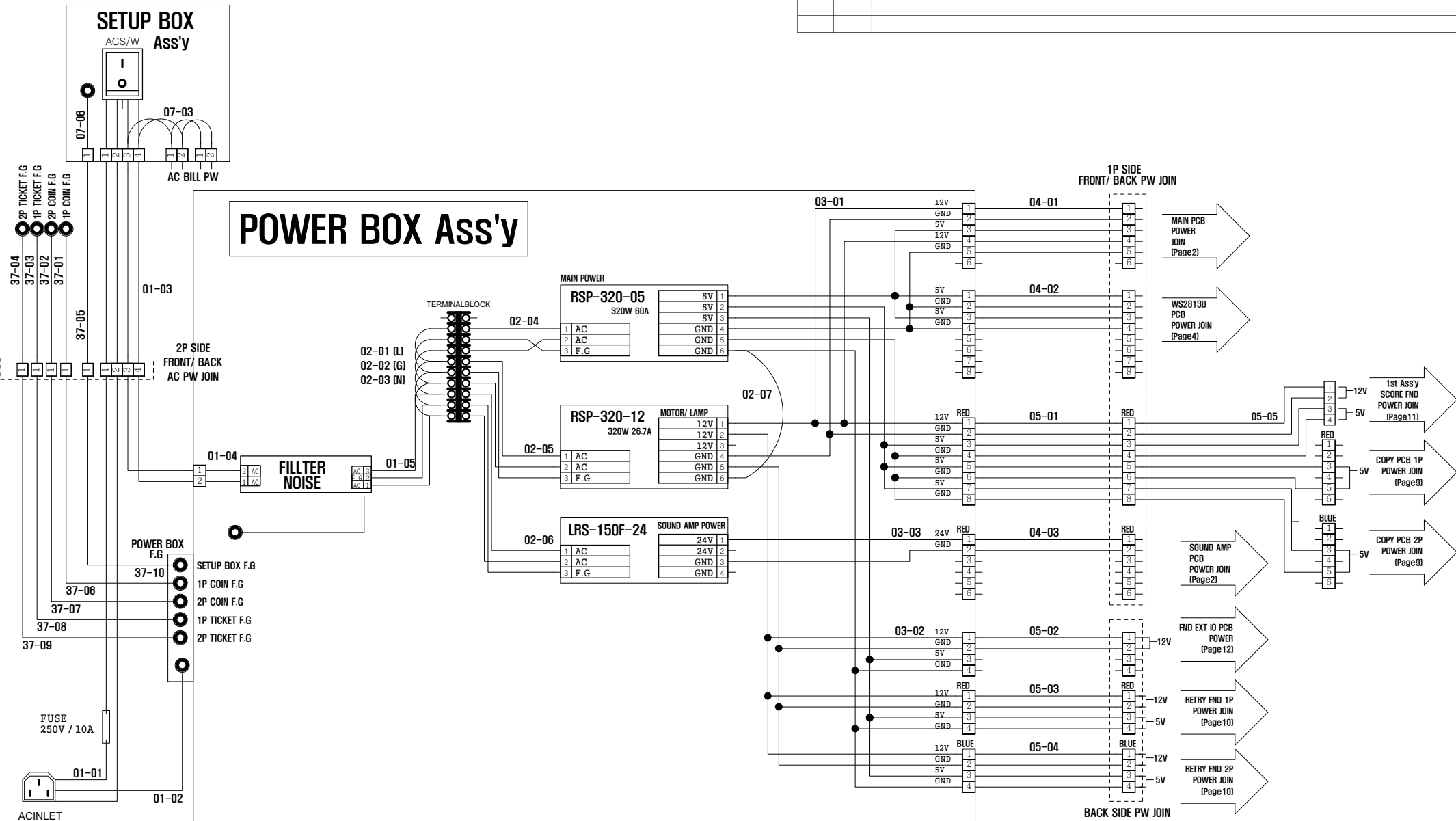


### [ BUTTON COVER ACRYL ]



- Power off the machine, detach ① BUTTON COVER ACRYL. (M4 Bolt, 10ea) And make the hole by using proper tool.
- Install ② CARD SWIPE as the picture.
- \* Connect CARD SWIPE connector inside of TABLE ACRYLIC.
- And then, open FRONT DOOR and power on ③ power switch.

# POWER PART



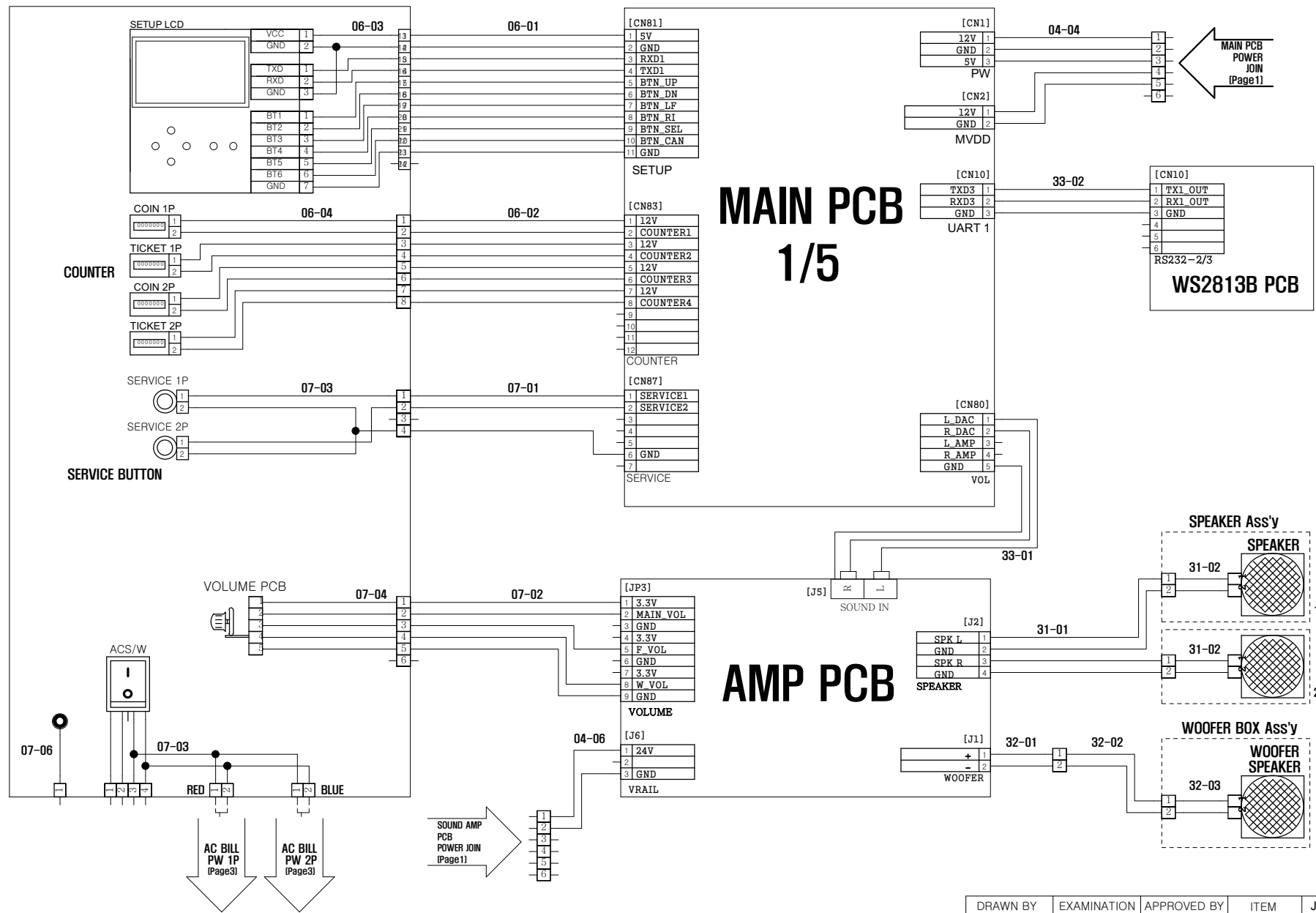
| AWG | 직경(mm) | 저항도(옴/Km) | 허용전류(A) |
|-----|--------|-----------|---------|
| 18  | 1.024  | 20.95     | 7~16    |
| 20  | 0.812  | 33.31     | 4.5     |
| 22  | 0.644  | 52.96     | 3       |
| 24  | 0.511  | 84.22     | 0.588   |
| 26  | 0.405  | 133.9     | 0.347   |

|          |             |             |         |           |
|----------|-------------|-------------|---------|-----------|
| DRAWN BY | EXAMINATION | APPROVED BY | ITEM    | JWIE      |
| S.J.LEE  |             |             | NAME    | POWER BOX |
|          |             |             | DWG.NO  | 1 of 12   |
|          |             |             | CODE.NO |           |
|          |             |             | DATE    |           |

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| MARK | DATE | REVISION |
|------|------|----------|
|      |      |          |
|      |      |          |
|      |      |          |

SETUP BOX Ass'y



MAIN PCB  
1/5

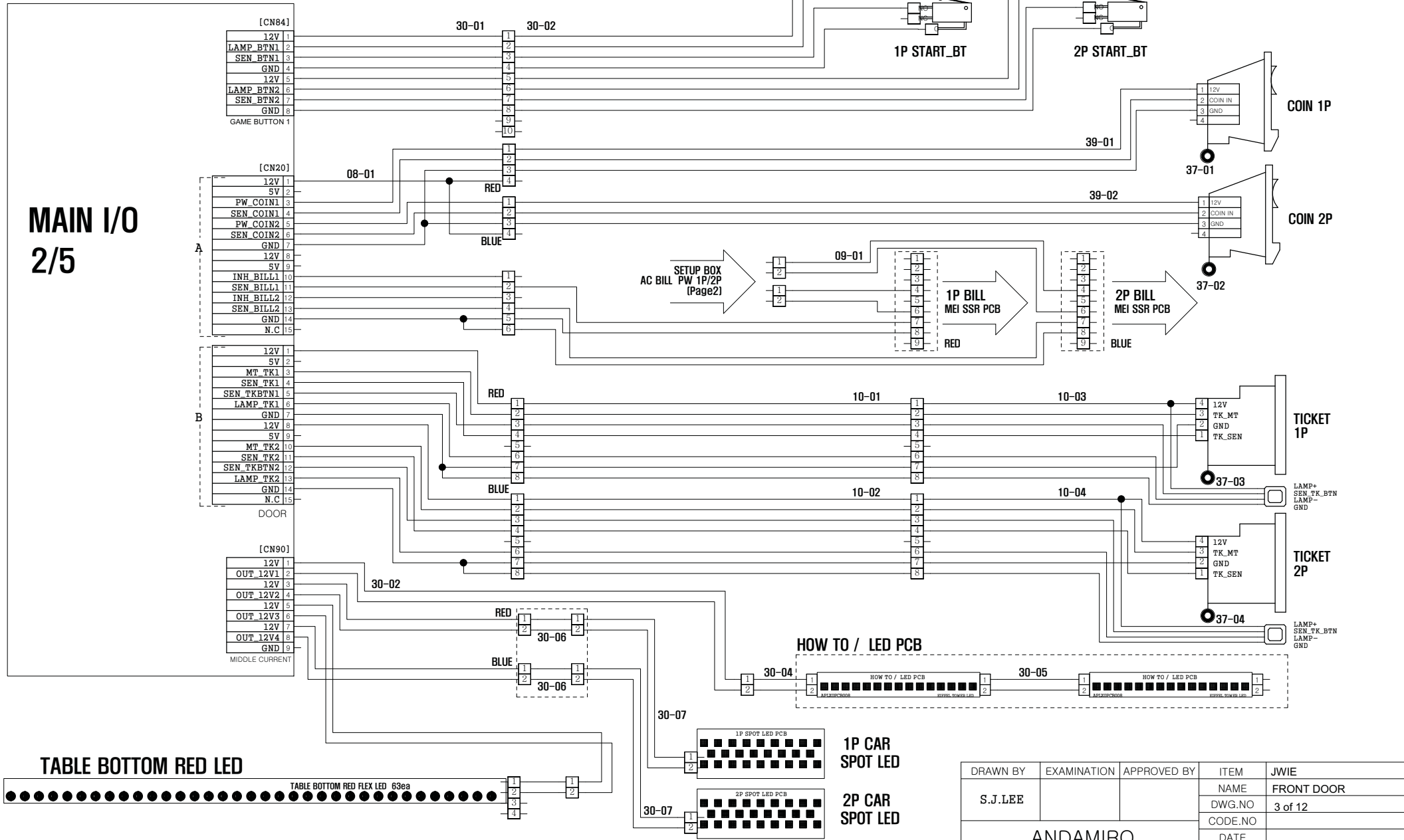
AMP PCB

| DRAWN BY | EXAMINATION | APPROVED BY | ITEM    | JWIE    |
|----------|-------------|-------------|---------|---------|
| S.J.LEE  |             |             | NAME    | SETUP   |
|          |             |             | DWG.NO  | 2 of 13 |
|          |             |             | CODE.NO |         |
|          |             |             | DATE    |         |

ANDAMIRO

# FRONT DOOR

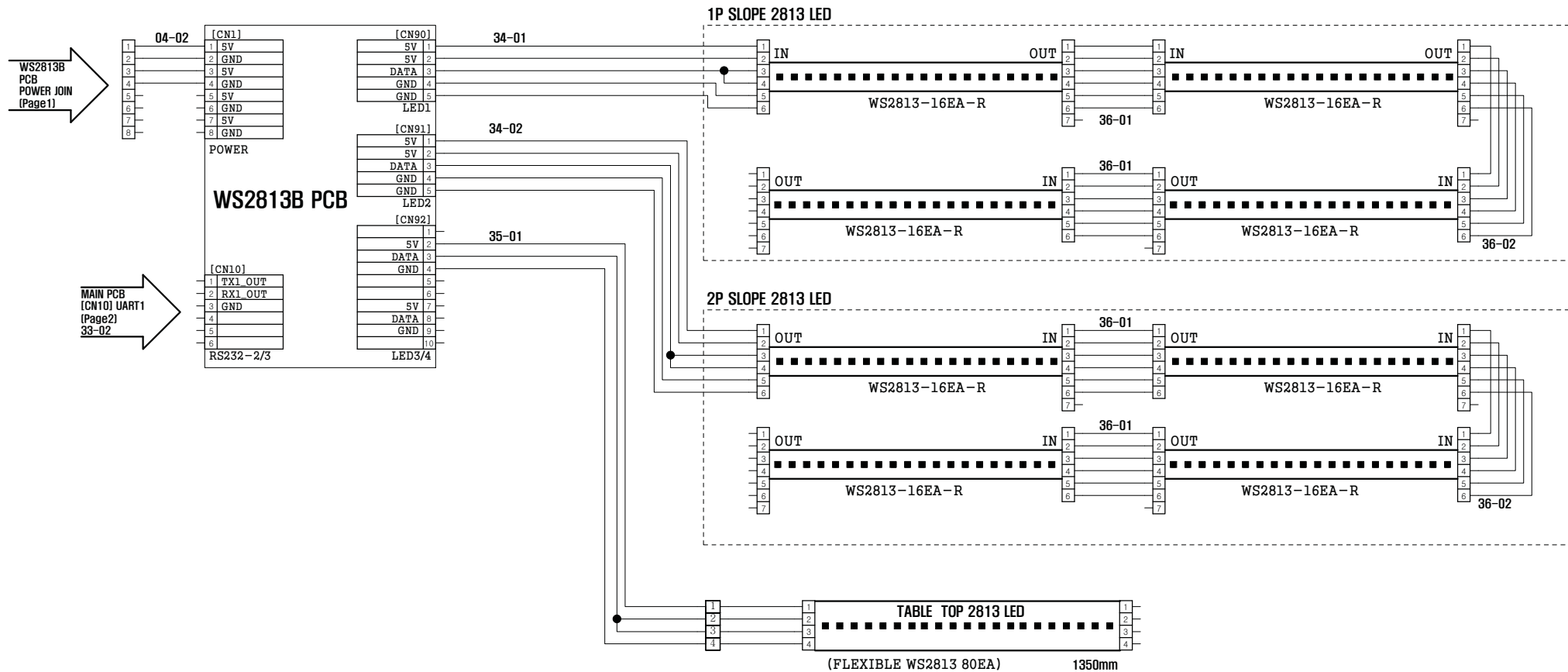
| MARK | DATE | REVISION |
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|          |             |             |         |            |
|----------|-------------|-------------|---------|------------|
| DRAWN BY | EXAMINATION | APPROVED BY | ITEM    | JWIE       |
| S.J.LEE  |             |             | NAME    | FRONT DOOR |
|          |             |             | DWG.NO  | 3 of 12    |
|          |             |             | CODE.NO |            |
|          |             |             | DATE    |            |

ANDAMIRO

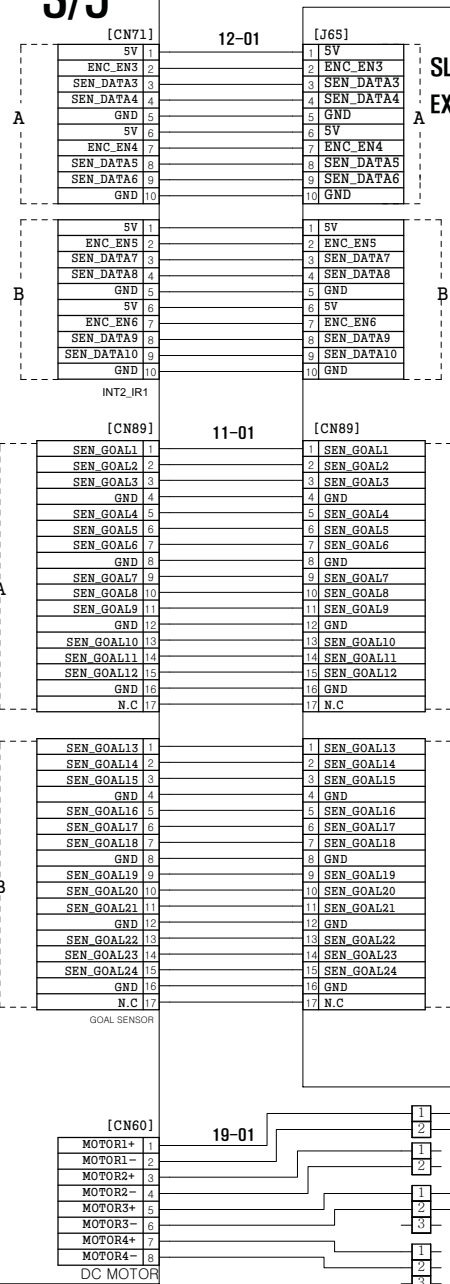
| D    |      | E        | F |
|------|------|----------|---|
| MARK | DATE | REVISION |   |
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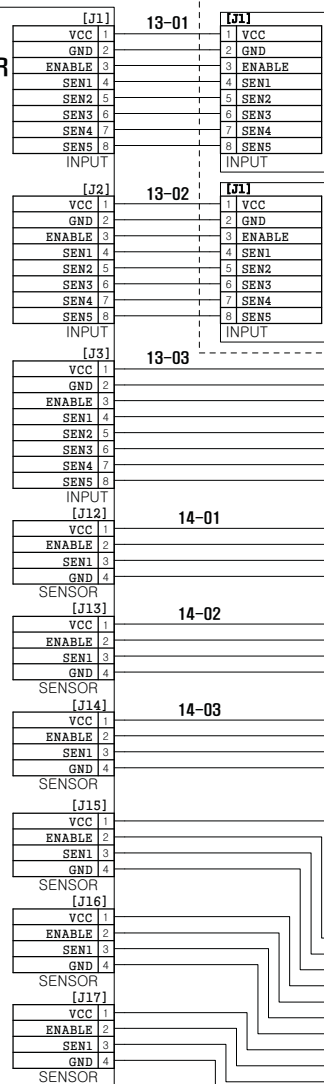
|          |             |             |         |              |
|----------|-------------|-------------|---------|--------------|
| DRAWN BY | EXAMINATION | APPROVED BY | ITEM    | JWIE         |
| S.J.LEE  |             |             | NAME    | TABLE WS2813 |
| ANDAMIRO |             |             | DWG.NO  | 4 of 12      |
|          |             |             | CODE.NO |              |
|          |             |             | DATE    |              |

# 1P SLOPE SENSOR EXT-IO

MAIN I/O  
3/5



SLOPE SENSOR  
EXT-IO  
1P



SLOPE SENSOR 1~3 Ass'y

SLOPE SENSOR INTx5

SLOPE SENSOR INTx5

SLOPE SENSOR INTx5

START SENSOR INT1

CAR STOPER INT1

MOTOR / DOWN

MOTOR / UP

BIGWIN MARKER Ass'y

BIG WIN MARKER RGB LED

MOVING

BIGWIN MARKER  
POSITION INT1

LIMIT1

LIMIT2

DC MOTOR

BIGWIN MARKER

15-01 15-02  
FRONT/ BACK JOIN

CAR STOPER

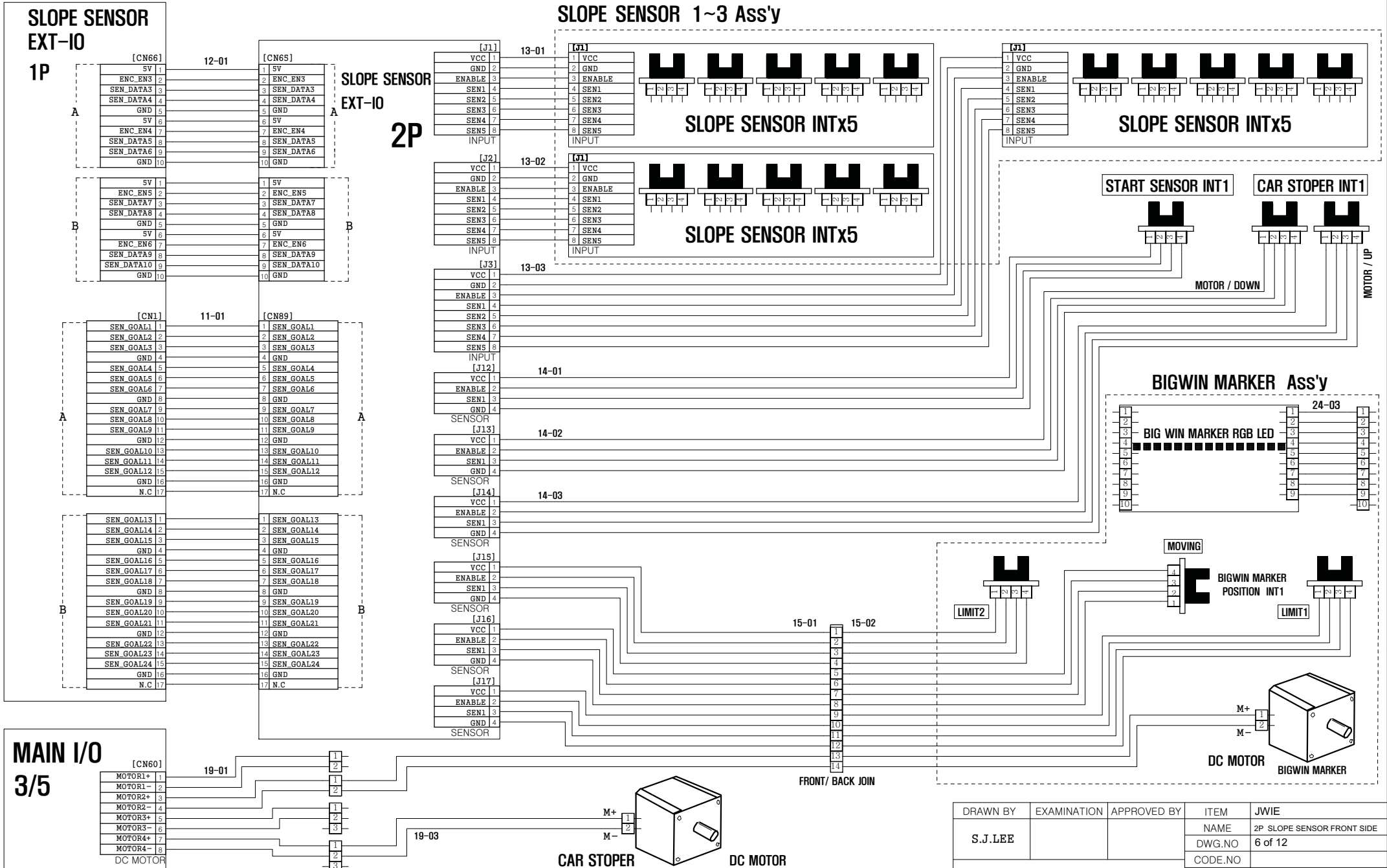
DC MOTOR

|          |             |             |         |                            |
|----------|-------------|-------------|---------|----------------------------|
| DRAWN BY | EXAMINATION | APPROVED BY | ITEM    | JWIE                       |
| S.J.LEE  |             |             | NAME    | 1P SLOPE SENSOR FRONT SIDE |
|          |             |             | DWG.NO  | 5 of 12                    |
|          |             |             | CODE.NO |                            |
|          |             |             | DATE    |                            |

ANDAMIRO

# 2P SLOPE SENSOR EXT-IO

| MARK |  | DATE | REVISION |  |
|------|--|------|----------|--|
|      |  |      |          |  |
|      |  |      |          |  |

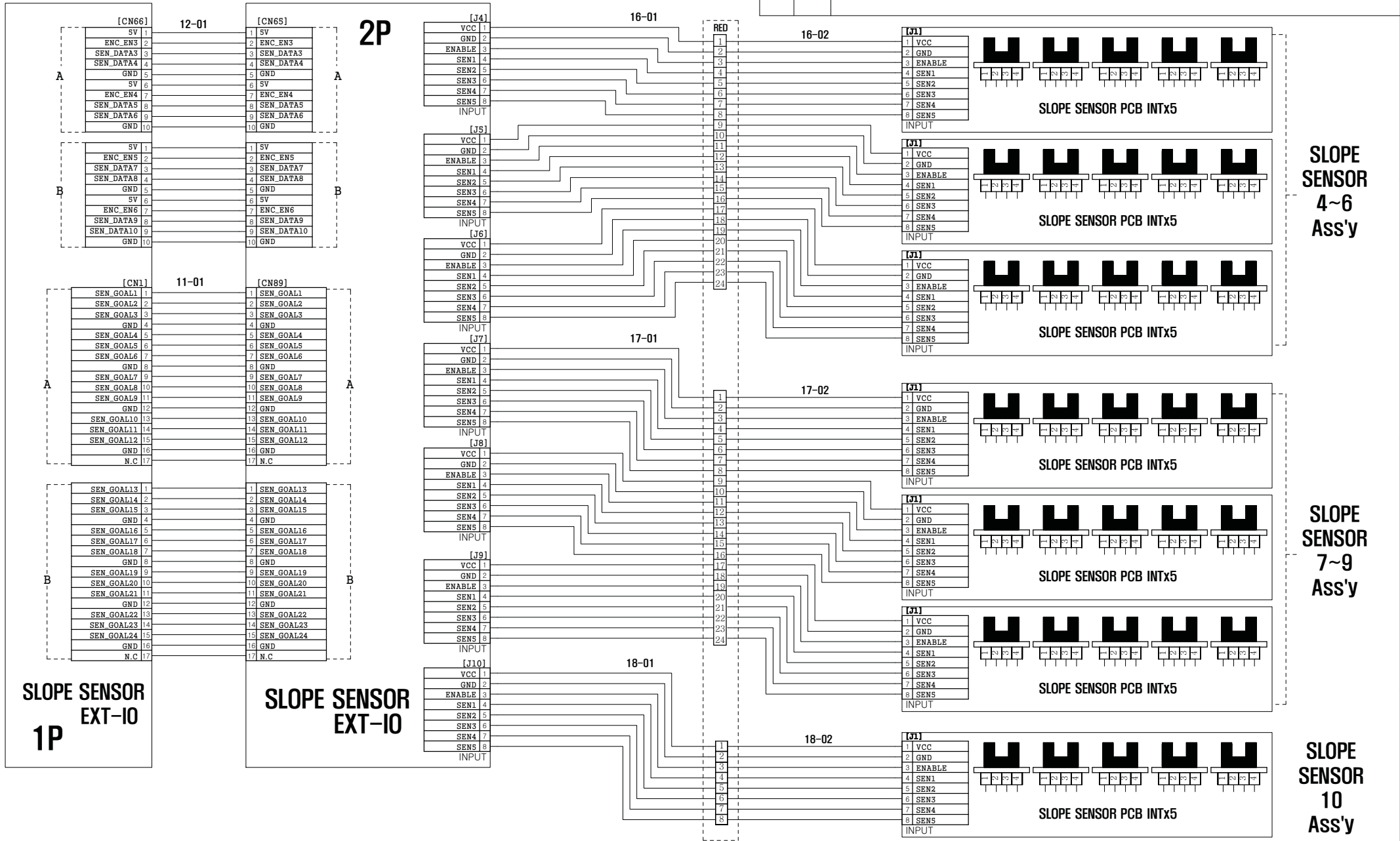


| DRAWN BY | EXAMINATION | APPROVED BY | ITEM    | JWIE                       |
|----------|-------------|-------------|---------|----------------------------|
| S.J.LEE  |             |             | NAME    | 2P SLOPE SENSOR FRONT SIDE |
|          |             |             | DWG.NO  | 6 of 12                    |
|          |             |             | CODE.NO |                            |
|          |             |             | DATE    |                            |

ANDAMIRO



| MARK | DATE | REVISION |
|------|------|----------|
|      |      |          |
|      |      |          |

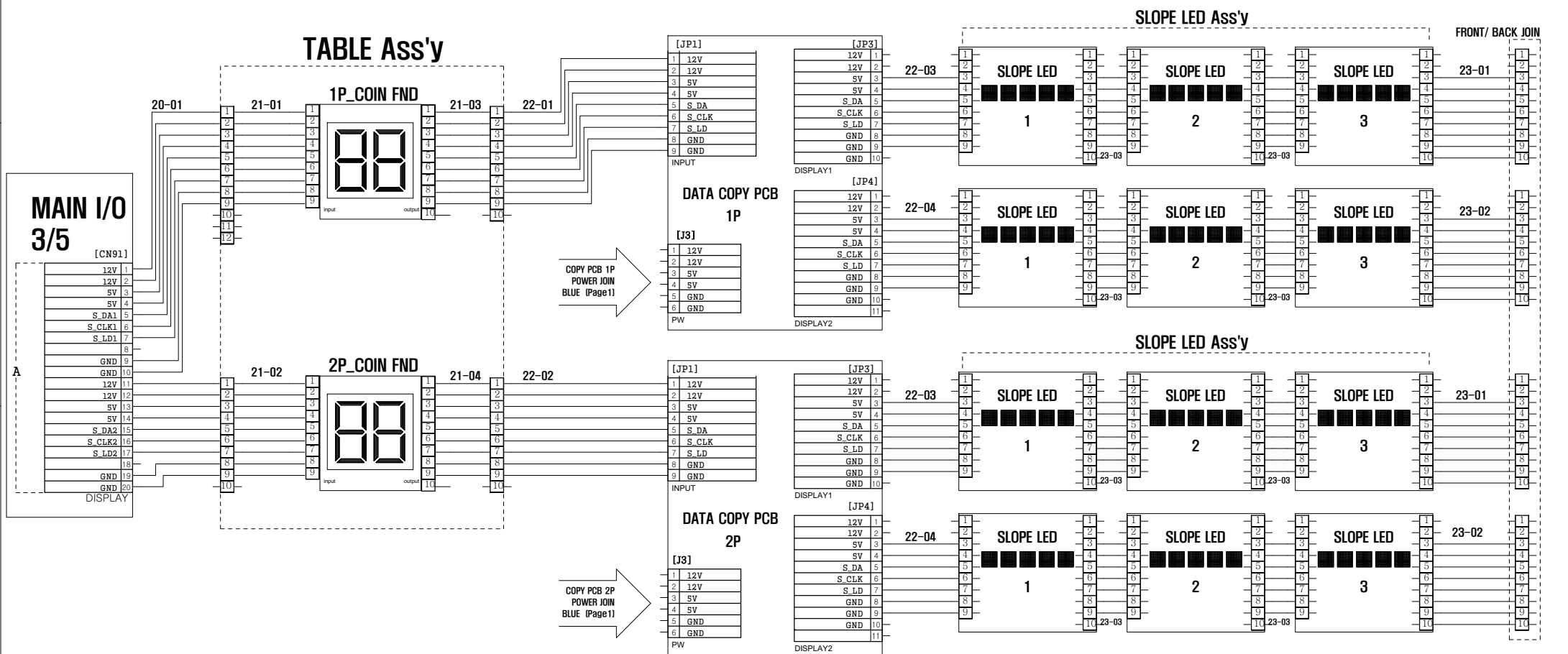


# 2P SLOPE SENSOR BACK PART

| DRAWN BY | EXAMINATION | APPROVED BY | ITEM    | JWIE                      |
|----------|-------------|-------------|---------|---------------------------|
| S.J.LEE  |             |             | NAME    | 2P SLOPE SENSOR BACK SIDE |
|          |             |             | DWG.NO  | 8 of 12                   |
|          |             |             | CODE.NO |                           |
|          |             |             | DATE    |                           |

ANDAMIRO

# SLOPE LED Ass'y FRONT

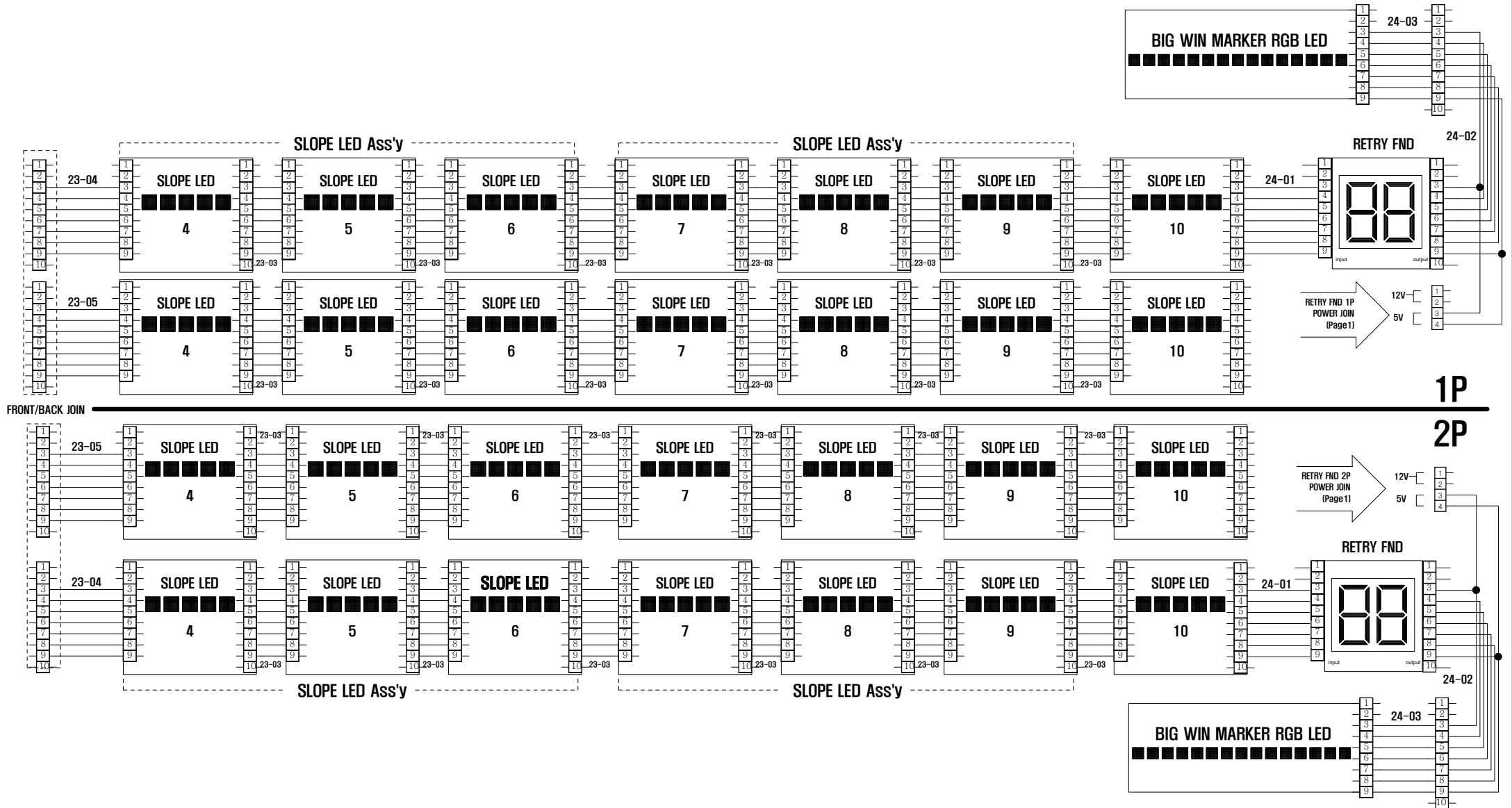


|          |             |             |         |                      |
|----------|-------------|-------------|---------|----------------------|
| DRAWN BY | EXAMINATION | APPROVED BY | ITEM    | JWIE                 |
| S.J.LEE  |             |             | NAME    | SLOPE LED FRONT SIDE |
|          |             |             | DWG.NO  | 9 of 12              |
|          |             |             | CODE.NO |                      |
|          |             |             | DATE    |                      |

ANDAMIRO

# SLOPE LED Ass'y BACK

| MARK | DATE | REVISION |
|------|------|----------|
|      |      |          |
|      |      |          |
|      |      |          |



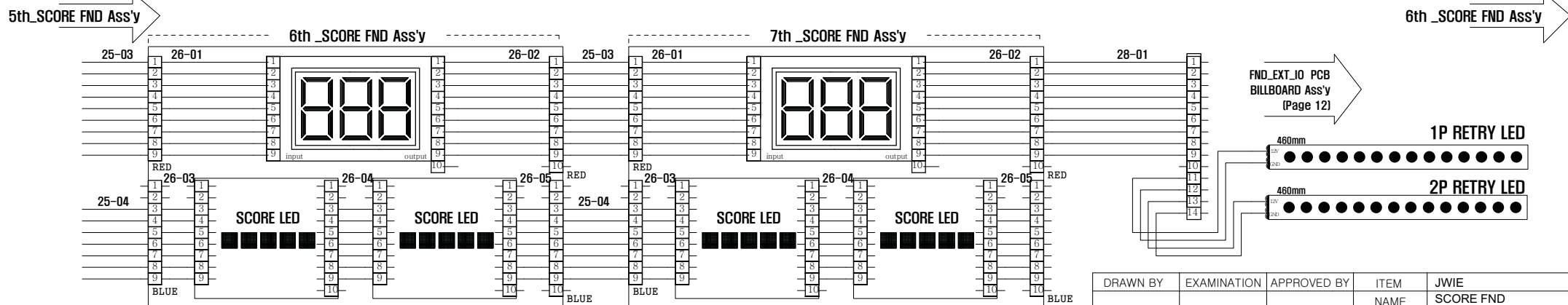
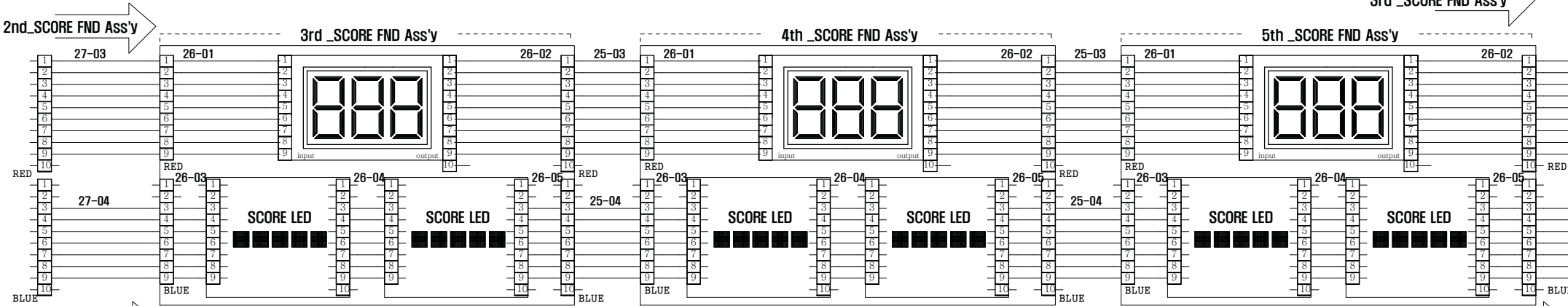
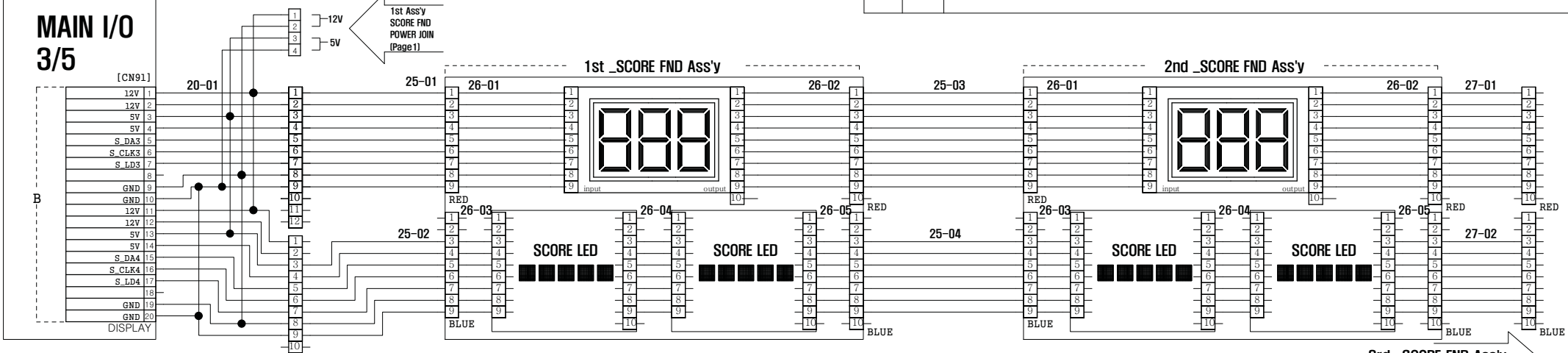
| DRAWN BY | EXAMINATION | APPROVED BY | ITEM    | JWIE                |
|----------|-------------|-------------|---------|---------------------|
| S.J.LEE  |             |             | NAME    | SLOPE LED BACK SIDE |
|          |             |             | DWG.NO  | 10 of 12            |
|          |             |             | CODE.NO |                     |
|          |             |             | DATE    |                     |

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| MARK | DATE | REVISION |
|------|------|----------|
|      |      |          |
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MAIN I/O  
3/5

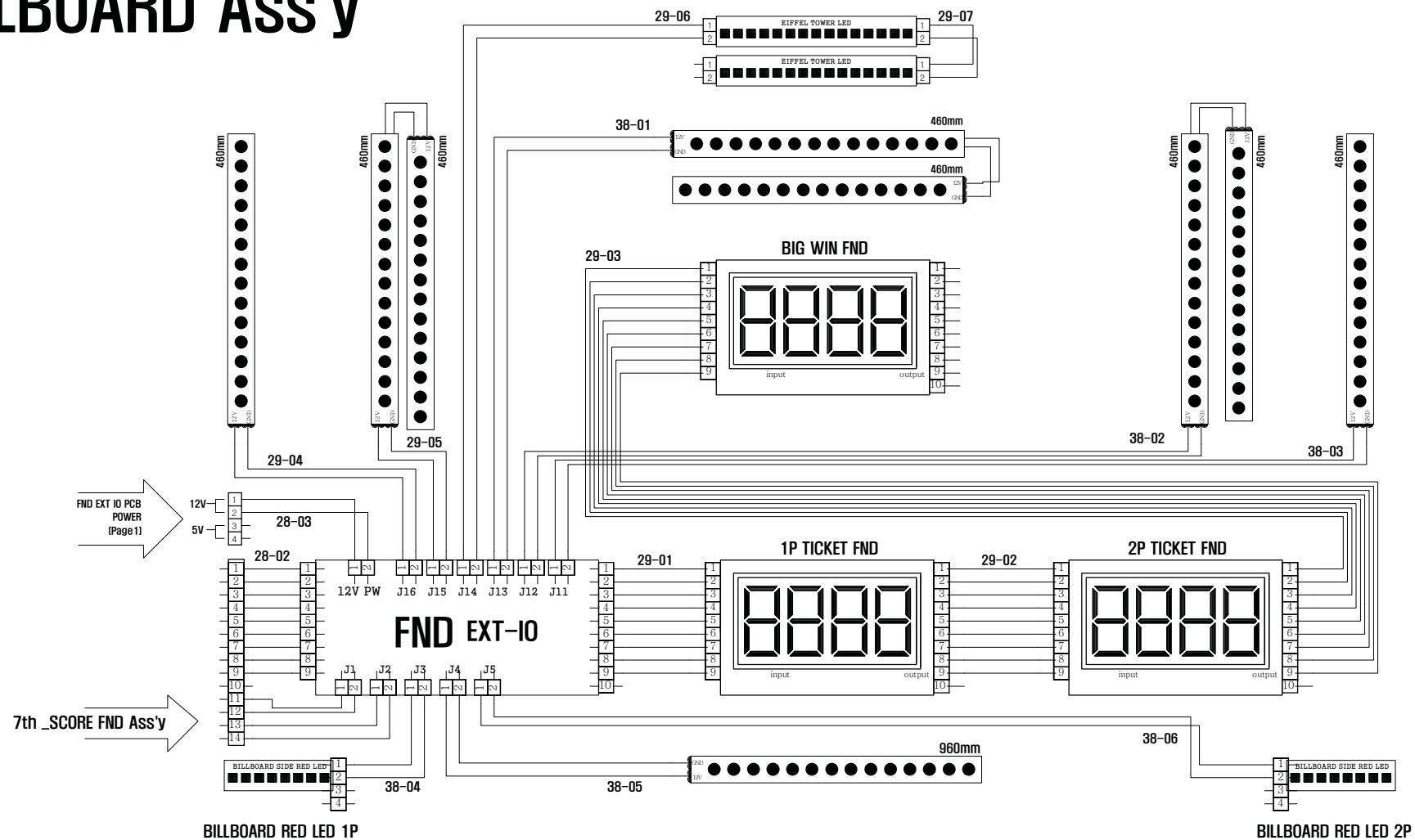
1st Ass'y  
SCORE FND  
POWER JOIN  
(Page 1)



|          |             |             |         |           |
|----------|-------------|-------------|---------|-----------|
| DRAWN BY | EXAMINATION | APPROVED BY | ITEM    | JWIE      |
| S.J.LEE  |             |             | NAME    | SCORE FND |
|          |             |             | DWG.NO  | 11 of 12  |
|          |             |             | CODE.NO |           |
|          |             |             | DATE    |           |

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# BILLBOARD Ass'y



|          |             |             |         |           |
|----------|-------------|-------------|---------|-----------|
| DRAWN BY | EXAMINATION | APPROVED BY | ITEM    | JWIE      |
| S.J.LEE  |             |             | NAME    | BILLBOARD |
|          |             |             | DWG.NO  | 12 of 12  |
|          |             |             | CODE.NO |           |
| ANDAMIRO |             |             | DATE    |           |



## **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](http://www.andamiro.com).

ANDAMIRO CO., LTD.  
[www.andamiro.com](http://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](http://www.andamiro.com)

For the on-line request, please visit our web-site, [www.andamiro.com](http://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.**  
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**[FACTORY]** 72 Nochemgil, Ilsan-donggu Goyang-si, Gyeonggi-do, 410-834 korea

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ANDAMIRO USA CORP.  
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