

SERVICE MANUAL



Ver 1.2



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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

If there is any abnormality such as smoke, bad smell or abnormal noise being emitted from the machine, immediately turn OFF the main power switch and unplug the power cord from the receptacle to stop operating it. 

- Using the machine in abnormal conditions could result in fire or accidents.


In case of abnormality

1. Turn OFF the main power switch.
2. Unplug the power cord from the receptacle.
3. Contact your nearest dealer.

Do not leave the power cord plugged in improperly or covered with dust. 

- Doing so could result the power cord periodically.


CAUTION

Do not use this product anywhere other than industrial areas. 

- Using in a residential area or an area next to a residential area could affect signal reception of radios, television sets, telephones, etc..
- Do not give shock the surface of glass products.

- Please do not play this game if
 - When you do drinking;
 - When your physical condition is not normal;
 - When you are in pregnancy;
 - When you have on a pulse controller;
 - When you have recently experienced a cramp or fainting away while watching TV.
- Avoid excessive force/shock while playing/moving the game.
- While do games, pay attention to surrounding.

Do not plug or unplug the power cord with wet hands. 

In handling the power cord, follow the instructions below. 

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

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

PRECAUTIONS FOR USE

WARNING

Be sure to consult an industry specialist when setting up, moving or transporting this product.

- This product should not be set up, moved or transported by any one other than an industry specialist.
- When installing this product, set the 4 leg levelers evenly on the floor and make sure that the product is installed stably in a horizontal position. Unstable installation may result in injury or accident.
- When installing this product, do not apply undue force on movable parts. Otherwise, injury and accident may result, or the product may be damaged.

The machine for indoor usage only does not install outside.



Do not set the game machine up near emergency exits.



Protect the game machine from:

- Rain or moisture.
- Direct sunlight.
- Direct heat from air-conditioning and heating equipment, etc..
- Hazardous flammable substances.
- Otherwise an accident or malfunction may result.



Do not place containers holding chemicals or water on or near the game machine.



Do not place objects near the ventilating holes.



Do not bend the power cord by force or place heavy objects on it.



Never plug or unplug the power cord with wet hands.



Never unplug the game machine by pulling the power cord.



CAUTION

Be sure to use indoor wiring within the specified voltage requirements. For extension cord, use the specified rating or more.

Be sure to use the attached power cord.

Never plug more than one cord at a time into the electrical receptacle.



Do not lay the power cord where people walk through.



Be sure to ground this product.



Do not exert excessive force when moving the machine.





For proper ventilation, keep the game machine 100mm(4") away from the walls.


Do not alter the system related dipswitch settings.


PRECAUTIONS FOR USE


WARNING

Be sure to turn OFF the main power switch and unplug the power cord from the receptacle before inspecting or cleaning the machine. 

When replacing parts, be sure to use parts of the correct specifications. Never use parts other than the specified ones. 

Opening inside the machine shall be done by machine specialist only as high electric current is being sent inside. For game machine with monitor, a care should be taken while opening its back door. If not, a damage to the inside parts or the monitor may occur. 


If the sub power switch of the service panel is turned OFF without turning OFF the main power switch of the power supply unit, some parts in the units remain live. When opening the back door, be sure to turn OFF the main power switch and unplug the power cord from the receptacle. 

Strictly refrain from disassembly and repair of parts which are not indicated in this manual, as well as settings and remodeling. 


To clean the game machine, wipe it with a soft cloth dampened in a neutral detergent.

- Using thinner or other organic solvent or alcohol may decompose the material.
- Electrical shock or equipment failure could be caused by water entering the inside of the machine.

CAUTION

Components in the game are sensitive to vibrations and impact. Care should be used when moving and transporting the game machine. 

Be sure not to let the machine tip over.

Before moving the machine, be sure to turn OFF the main power switch, unplug the power cord from the receptacle and remove the power cord from the machine. 

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

Avoid excessive force while moving the machine.

.....

PRECAUTIONS IN HANDLING

- When setting up, inspecting, maintaining, moving or transporting this product, follow the procedures and instructions set forth in this manual and perform such work safely.
- Do not set up, handle, inspect, maintain, move or transport this product under conditions equivalent to the condition of "WARNING" or "CAUTION" specified in this manual.
- If a new owner is to have this product as a result of transfer, etc., be sure to give this manual to the new owner.

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 conseillé 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.

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PRÉCAUTIONS LORS DU MANIEMENT

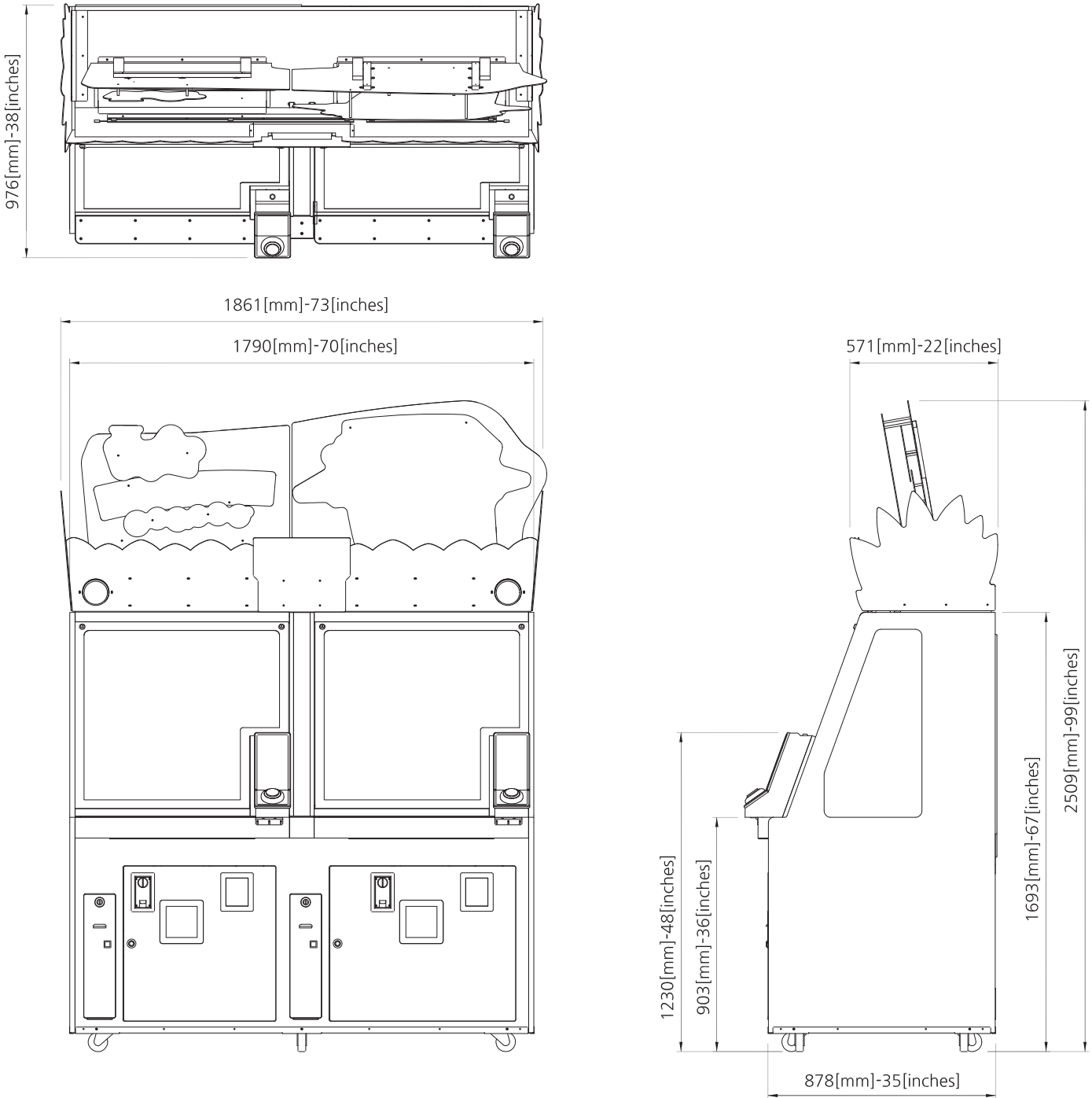
- Lors de la mise en place, l'inspection, l'entretien, déplacement ou le transport de ce produit, suivez les procédures et les instructions énoncées dans ce manuel et effectuer ce travail en toute sécurité.
- Ne pas mettre en place, manipuler, inspecter, entretenir, déplacer ou transporter ce produit 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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1. SPECIFICATION AND DIMENSION

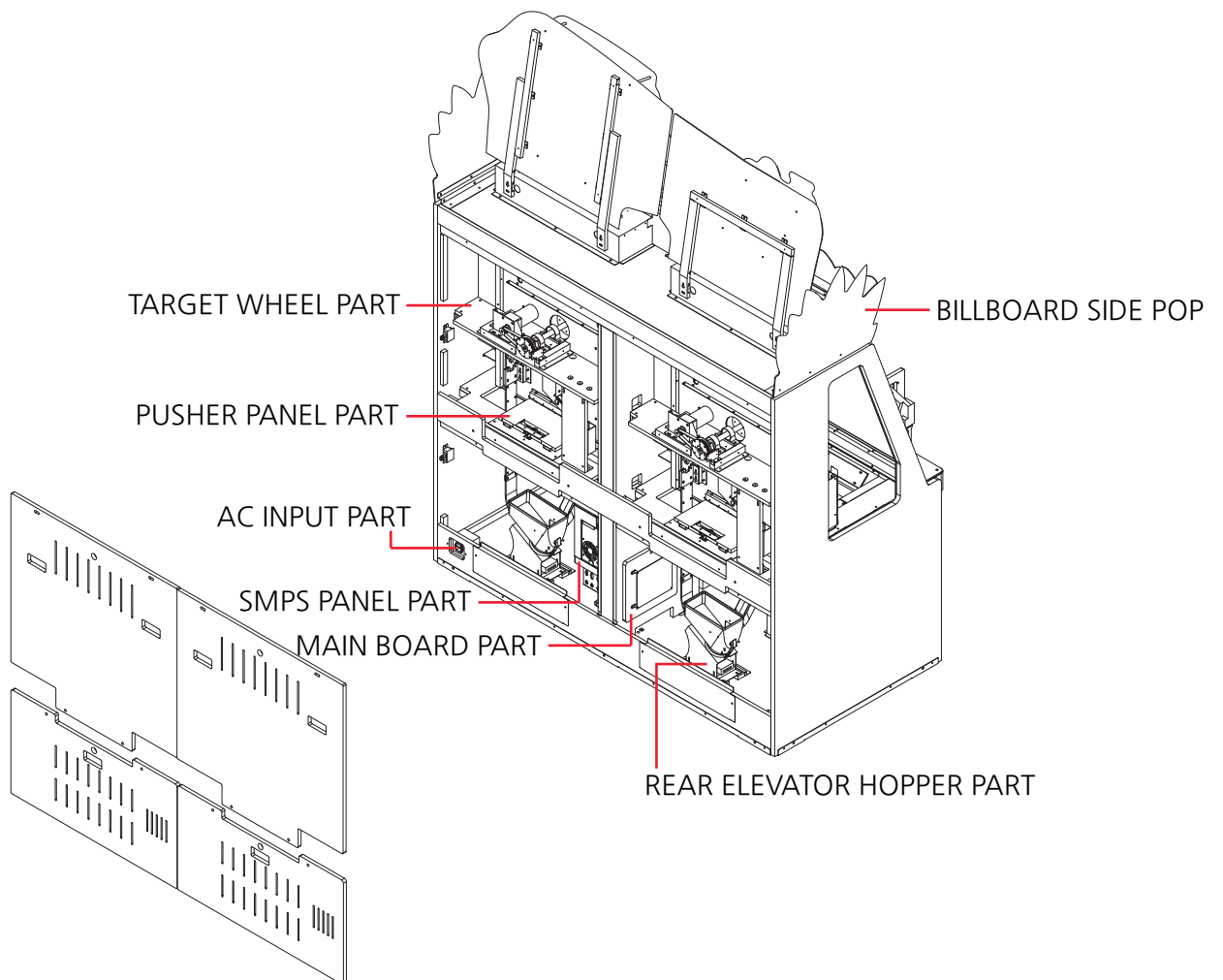
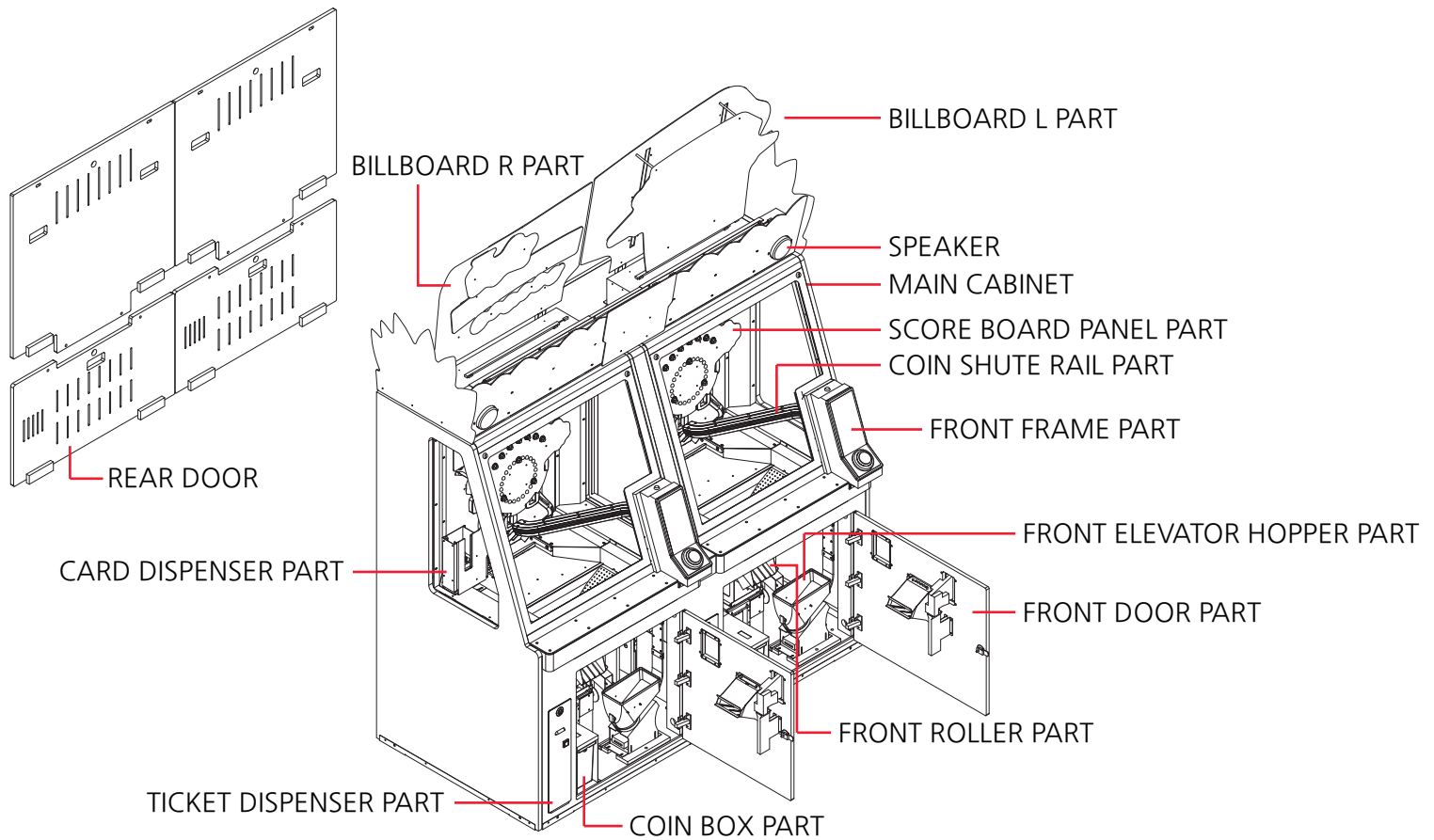
1-1. DIMENSION



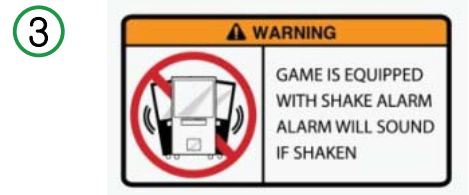
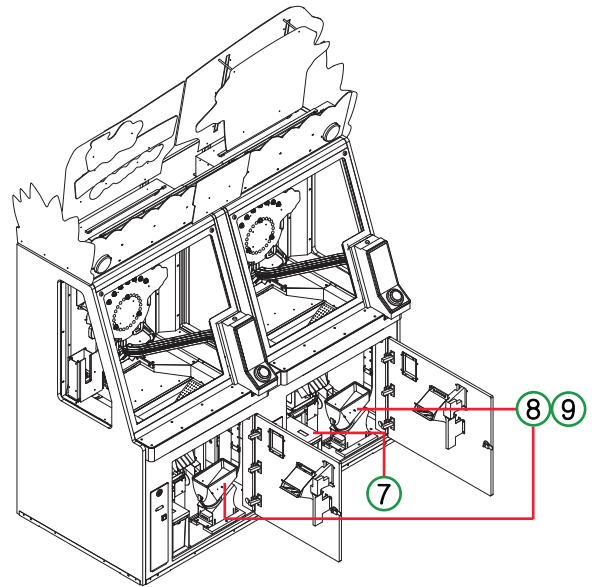
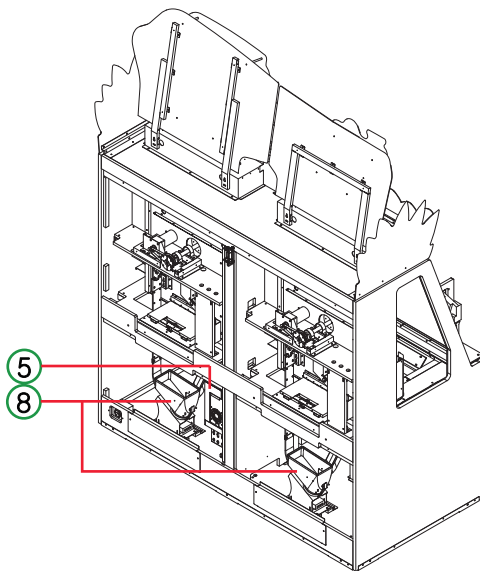
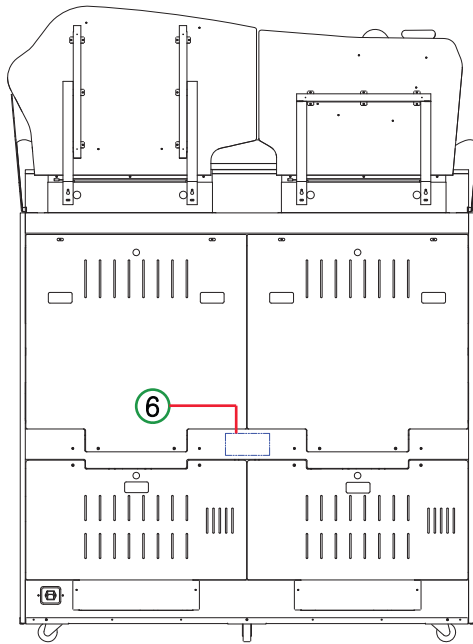
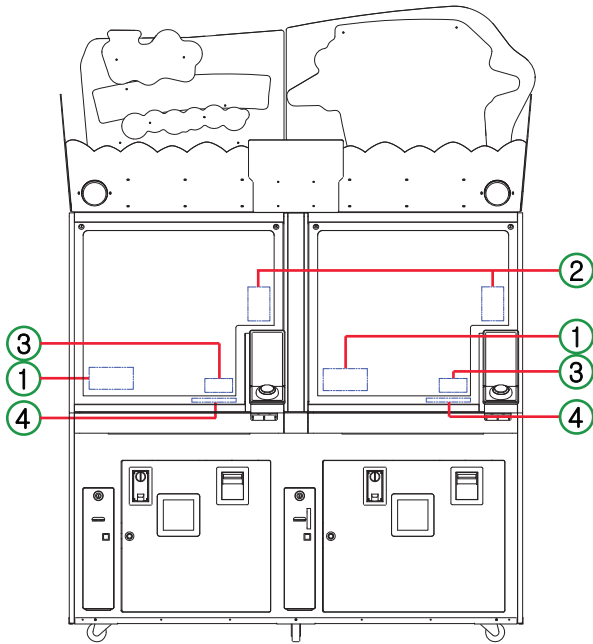
1-2. SPECIFICATION

DIMENSION (W x D x H)	1861 x 976 x 2509 (mm)
PACKING DIMENSION (W x D x H)	1900 x 1150 x 2030 (mm)
WEIGHT (kg)	380kg [WEIGHT INCLUDING : 425 kg] PACKAGING]
VOLTAGE	AC 230V
FREQUENCY RANGE	50Hz
CONSUMPTION	500 W
CERTIFICATION	CE


1-3. NAME OF PARTS



1-4. STICKER LOCATION



1-5. COMPONENTS

NO.	PART NAME	SPEC.	QTY
1	AC POWER CORD, MANUAL	- 	1
2	COIN	- 	2600
3	CARD	- 	600
4	CARD HEAVY PUSH BKT	- 	2
5	KEY	6001, 7001 	2
6	BOLT	M4 x 10L 	30
7	WRENCH	2.5mm, 3mm, 4mm 	1

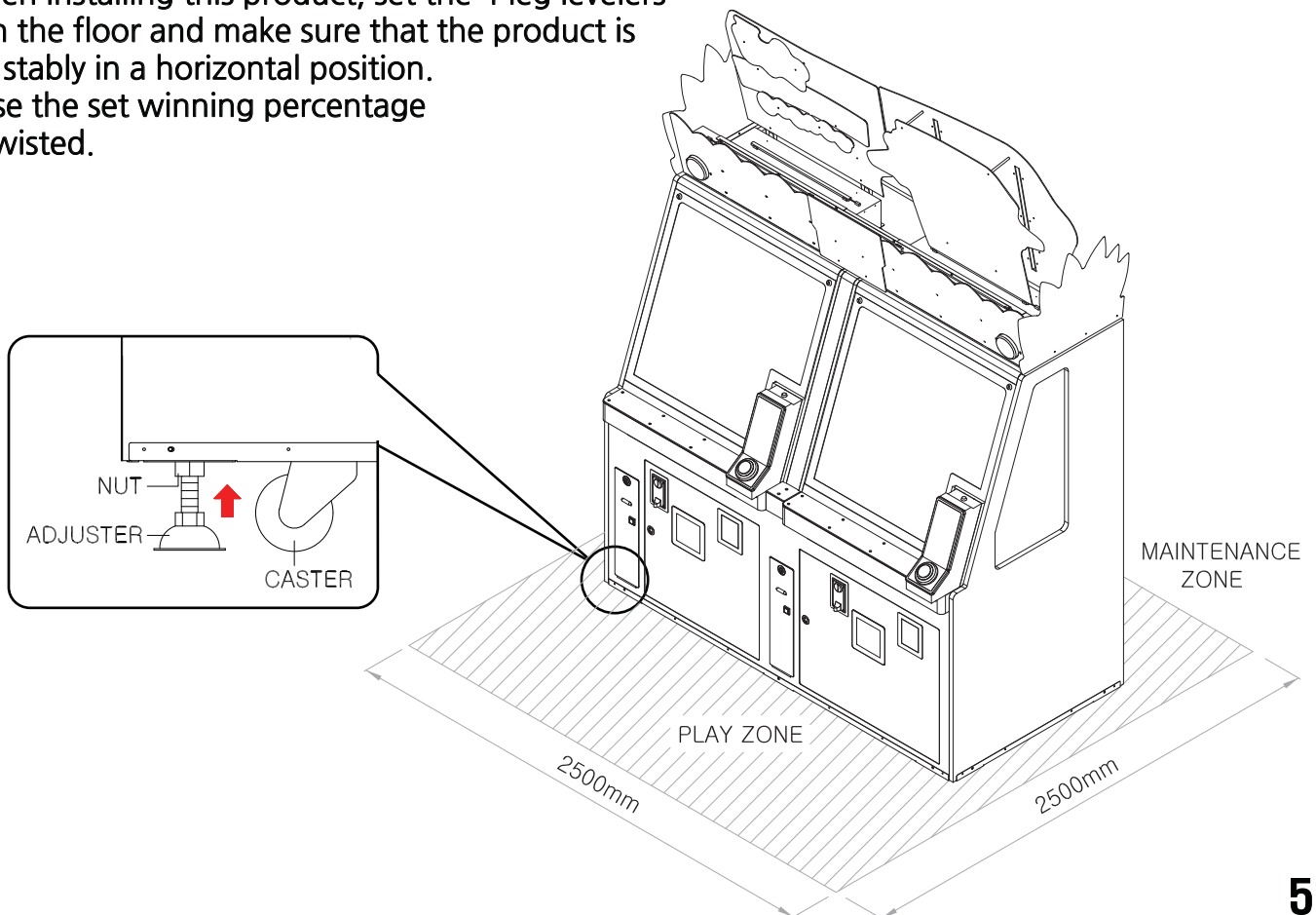
2. INSTALLATION

2-1. INSTALLATION SPACE

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

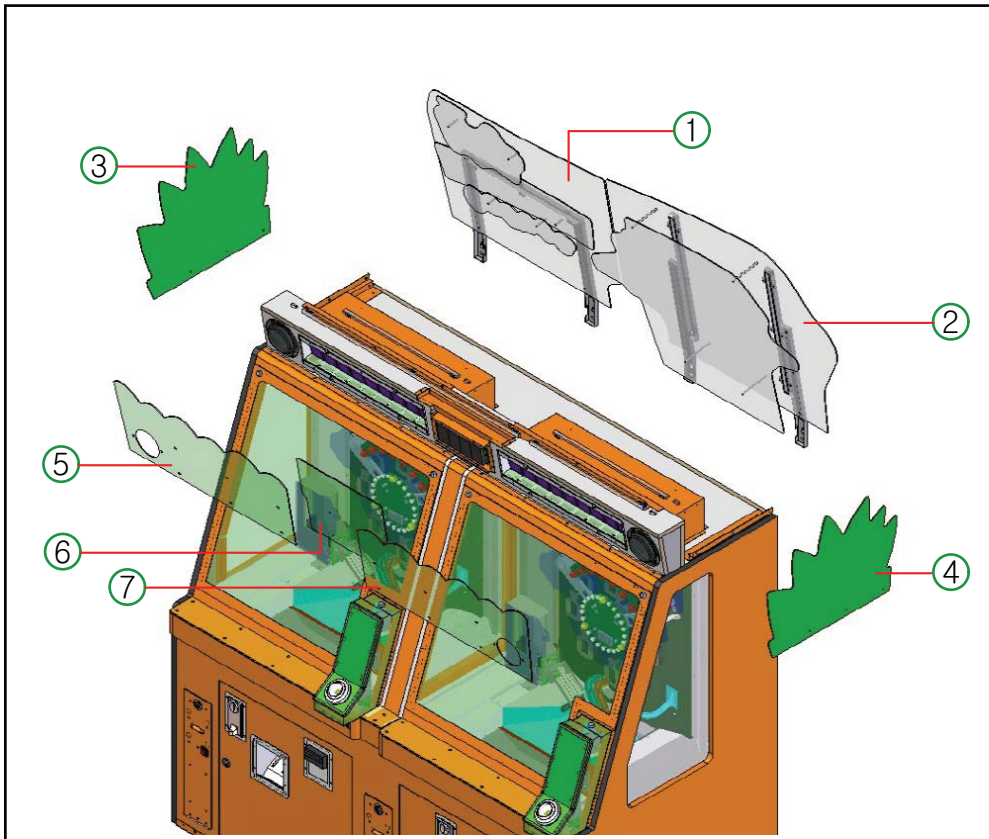
IMPORTANT

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



2-2. HOW TO INSTALL

1



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

2



- Finish it as like **2** picture.

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

1



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

2



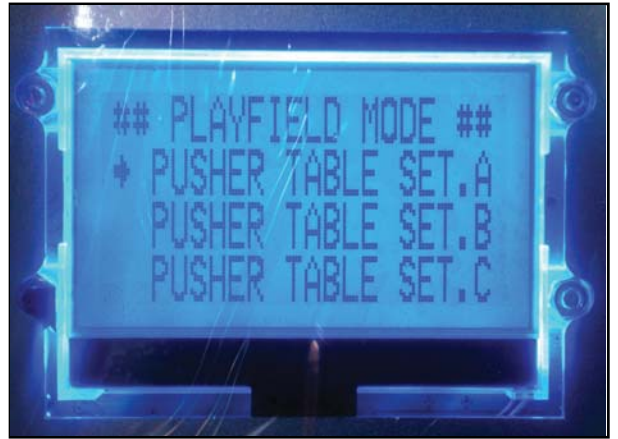
- Detach the cover after unlocking bolts in front and side of elevator hopper cover.

3



- Put 1300 coins each for 1P and 2P in Front Hopper.

4



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



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

5



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

6



- Complete the supply of coins and cards as like picture **5**
- * On initial setting, put some of cards onto PUSHER BASE PANEL then finish the setting.

7



- On column [5], Set 10~12 cards above coins supplied on PUSHER BASE PANEL as like the picture.
- Then, maintain 8~10 cards on playing.

3. GAME CHARACTERISTICS

- 3-1. World Famous Characters.
- 3-2. Beautifully Styled Cabinet.
- 3-3. LED Lighting.

4. HOW TO PLAY



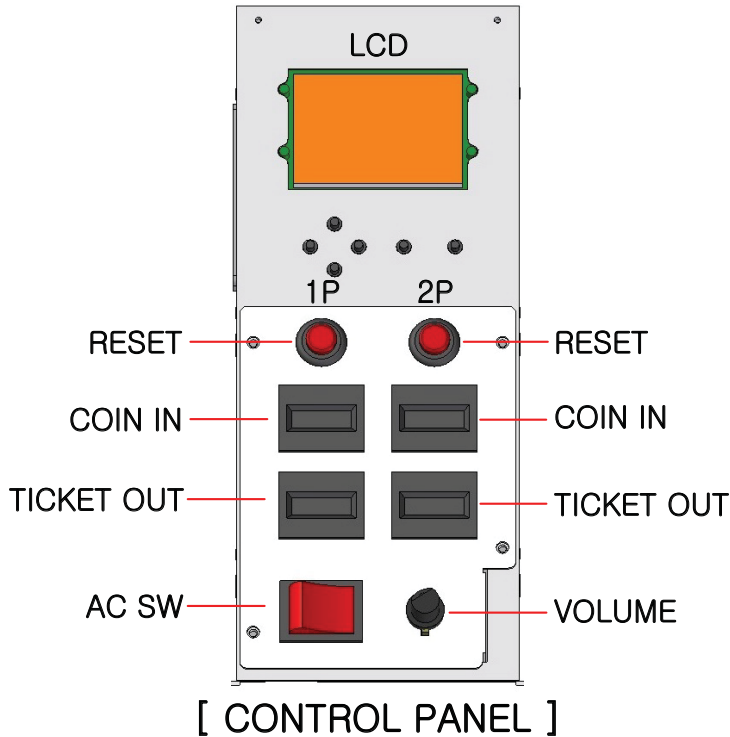
- * Players must skillfully time the release of a token through moving targets to drop tokens, win free plays, and score cards that fall over the edge!

5. SETUP SETTINGS

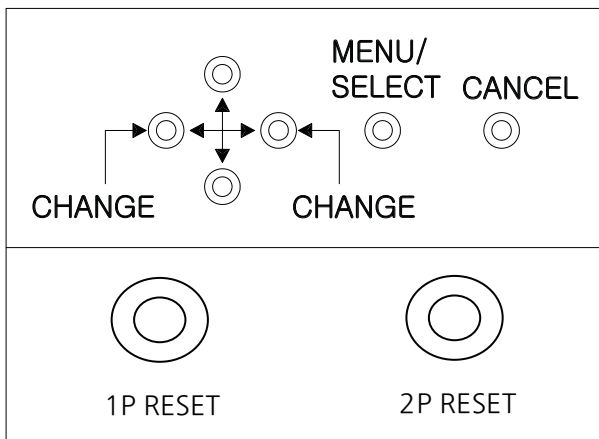
5-1. MACHINE SETUP

1. HOW TO ENTER SETUP MENU

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



2. SETUP BUTTON LAYOUT



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

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

[OPERATION MENU]

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

5-2. SETUP MODE

SETUP MODE			
LCD DISPLAY	DESCRIPTION	RANGE	DEFAULT SETTING
TICKET / TOKEN : 2	SET TICKET Q'TY PER MEDAL DROPT ON COUNT HOPPER.	NONE, 0.1, 0.125, 0.2, 0.25 , 0.33, 0.5, 1, 2, 3, 4, 5	2
PLAYS / COIN SET	SET PLAYS(CREDITS) Q'TY PER COIN. IN CASE OF USING COIN OR SWIPE CARD IN CONTINUE, DIFFERENT PLAY(CREDITS) ARE PAID ACCORDING TO THE CONTINUOUS SWIPING NUMBERS.	(REFER TO THE TABLE BELOW)	
PLAYS / BILL SET	SET PLAYS(CREDITS) Q'TY PER INSERTED BILL. DIFFERENT PLAY(CREDITS) ARE PAID ACCORDING TO THE INSERTED BILL AMOUNT.	(REFER TO THE TABLE BELOW)	
GAME TYPE SET : A	CHAGE THE VALUE OF ROULETTE & WHEEL LED DEFAULT	(REFER TO THE TABLE BELOW)	
JP SCORE : 5000	SET JACKPOT BASIC POINTS.	500 ~ 9000 (INCREASED BY 500)	5000
ST-SCORE SET	SET PAY AMOUNT IN CASE OF BONUS TOKENS ROULETTE.	(REFER TO THE TABLE BELOW)	
ST-TYPE : TOKEN	SET THE WAY OF PAYING IN CASE OF BONUS TOKEN TICKET : TICKETS TOKEN : DISPENSING TOKEN	TICKET or TOKEN	TOKEN
WHEEL LED SET	SET THE FUCTION FOR EACH SECTOR OF WHEEL LED	(REFER TO THE TABLE BELOW)	
PLAYS/CARD : 150	SETTING FOR WINNING CARD PER NUMBER OF PLAY. SETTING VALUE STANDS FOR PLAY COUNTS, CARD DISPENSING IS ALLOWED ONLY 1 TIME UNTIL SETTING VALUES. NO MORE CARD IS DISPENSED UNTIL SETTING VALUE. IN CASE OF NO WINNING CARDS UNTIL SETTING VALUE, 1 CARD WILL BE AUTOMATICALLY DISPENSED AT THE LAST PLAY COUNTS OF SETTING VALUE.	NONE, 1 ~ 500 (INCREASED BY 10)	150
PAYOUT SET : 10	SET TICKETS PAYING RATES PER 1COIN OR 1SWIPE 1\$ (CONTROL THE SPIN SUCCESS BY THE SETUP VALUE)	2 ~ 50 (INCREASING BY 1)	10

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

SETUP MODE -> PLAYS /COINS SET.

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

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

LCD DISPLAY (1P, 2P APPLYING TOGETHER)	DESCRIPTION	RANGE	VALUE
COIN UP : x1	Set Minimum Coins to insert for playing Applying all set up value below. Ex) COIN UP : incase of setting as x5 1 x5 COIN > 12 PLAYS : In case 5 coins insert, 12 PLAYS provide	1 ~ 9 (increment by 1 unit)	1
1 x1 COIN > 12 PLAYS	Set play No per inserted COIN. Set FREE, FREE GAME FREE GAME WHEN SETTING IS ON "FREE"	FREE, 1 ~ 500 (increment by 1 unit)	12
2 x1 COINS > 26 PLAYS	Set play No per inserted COIN	1 ~ 500 (increment by 1 unit)	26
3 x1 COINS > 42 PLAYS	Set play No per inserted COIN		42
4 x1 COINS > 60 PLAYS	Set play No per inserted COIN		60
5 x1 COINS > 75 PLAYS	Set play No per inserted COIN		75
SAVE AND EXIT	SAVE AND EXIT		
CANCEL AND EXIT	CANCEL AND EXIT		

● **PROGRAM SETTING -> PLAYS / BILL SET.**

◇ **SET UP PLAY(CREDITS) PER BILL**

- **BELOW VALUE WILL BE INCREASED FOLLOWING BY THE SIGNAL FROM BILL SELECT.**

LCD DISPLAY (1P,2P APPLYING TOGETHER)	DESCRIPTION	RANGE	VALUE
1 BILL > 12 PLAYS	SET PLAY Q'TY FOR 1.00\$	1 ~ 500 (increment by 1 unit)	12
2 BILLS > 26 PLAYS	SET PLAY Q'TY FOR 2.00\$		26
3 BILLS > 42 PLAYS	SET PLAY Q'TY FOR 3.00\$		42
4 BILLS > 60 PLAYS	SET PLAY Q'TY FOR 4.00\$		60

5 BILLS > 75 PLAYS	SET PLAY Q'TY FOR 5.00\$	1 ~ 500 (INCREASED BY 1)	75
10 BILLS > 175 PLAYS	SET PLAY Q'TY FOR 10.00\$		175
20 BILLS > 400 PLAYS	SET PLAY Q'TY FOR 20.00\$		400
SAVE AND EXIT	SAVE AND EXIT		
CANCEL AND EXIT	CANCEL AND EXIT		

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

ROULETTE & WHEEL LED DEFAULT VALUE CHANGE SETUP

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

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

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

SETUP MODE -> ST-SCORE SET.



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

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

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

SETUP MODE -> WHEEL LED SET



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

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

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

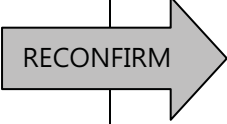
5-3. CLEAR MODE

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

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

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

LCD DISPLAY (PERFORM)	LCD DISPLAY (PERFORM)
<p data-bbox="312 253 576 286">FACTORY-SETTING</p> <p data-bbox="344 304 544 331">ARE YOU SURE?</p> <p data-bbox="376 349 512 376">YES or <u>NO</u></p> <p data-bbox="229 394 663 421">PERFORM AFTER CURSER MOVING</p>	<p data-bbox="995 253 1259 286">FACTORY-SETTING</p> <p data-bbox="1070 304 1182 331">REALLY ?</p> <p data-bbox="1059 349 1195 376">YES or <u>NO</u></p> <p data-bbox="912 394 1347 421">PERFORM AFTER CURSER MOVING</p>



5-4. TEST MODE

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

TICKET TEST 1P TEST 2P TEST	3 OFF 3 OFF	OFF/ON DISPLAY SENSOR STAUS	TICKET DISPENSER TEST ON-PERFORMING, IN CASE THERE IS TICKET, STOP AUTOMATICALLY AFTER DISPENSING 3 TICKETS.
COIN TEST 1P TEST 2P TEST	1 OFF 1 OFF	OFF/ON DISPLAY COIN INPUT	COIN SELECTOR INHIBIT TEST. COFIRM COIN MECH USAGE.
COUNTER TEST COIN TICKET 1P 2P	0 0 0 0	DISPLAY COUNTER SIGNAL	COUNTER TEST LEFT BUTTON : COIN COUNTER TEST. RIGHT BUTTON : TICKET COUNTER TEST. COUNT 1 PER PUSHING.
SOUND TEST	OFF	OFF/1~24	AFTER SELECT BUTTON, REPLAY IN A NUMER USING BY < , > BUTTON. BACK TO OFF IN CASE OF PUSING SELECT BUTTON.
EXIT		TEST MODE EXIT	

TEST MODE -> INPUT TEST

LCD DISPLAY (1P, 2P APPLYING TOGETHER)	DESCRIPTION
1P INPUT TEST 2P 000000 000000 000000 000000 00000 0 00000	DISPLAY INPUT SIGNAL STATUS AND CHANGE VALUE. (PLAY THE SOUND 1 TIME IN CASE OF INPUT SIGNAL CHANGE) 0 IN THE MIDDLE IS TILT SENSOR. TICKET FND : CHECKER IR SENSOR, CHECKER IR SENSOR 2, DISPLAY SHOCK SENSOR STATUS. TOKEN FND : DISPLAY EACH INPUT SIGNAL STATUS.
DESCRIPTION (SAME SEQUENCE TO 2P)	
000000	: 1.WHEEL ENCODER POSION 2.WHEEL ENCODER HOME 3.PUSHER SENSOR 4.FRONT HOPPER SENSOR 5.COUNT HOPPER SENSOR 6.FRONT HOPPER FULL SENSOR
000000	: 1.TICKET EMPTY SENSOR 2.TICKET SENSOR 3.SERVICE BUTTON 4.COIN SENSOR 5.IR SENSOR1 6.IR SENSOR2
00000000	: 1.CONVEYER ENCODER 2.MEDAL BRIDGE REAR SW 3.MEDAL BRIDGE FRONT SW 4.REAR HOPPER SENSOR 5.START BUTTON 6.IR SENSOR 7.IR SENSOR

PLAYFIELD-SETUP

- WHEN YOUSET THE MACHINE FOR THE FIRST TIME, PERFORM PUSHER TABLE SET.A AFTER FILLING
MEDALS IN FRONT HOPPER.

LCD DISPLAY (1P,2P APPLYING TOGETHER)	DESCRIPTION	PERFORM
PUSHER TABLE SET. A	PUSHER TABLE SETTING FOR INSTALLATION (REFER TO EAPLANATION BELOW)	PERFORM WITH SELECT BUTTON
PUSHER TABLE SET. B	MEDAL FOR ENTRIE MACHINE TEST	
PUSHER TABLE SET. C	MODE FOR LONG TIME TEST. (REFER TO EXPLANATION BELOW)	
EXIT	EXIT	

PLAYFIELD-SETUP -> PUSHER TABLE SET. A PERFORM

(USING FOR PUSHER TABLE MEDAL SETTING IN THE FIELD)

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

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

- **HOW TO INSTALLATION COIN & CARD**

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

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

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

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

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

PLAYFIELD-SETUP -> PUSHER TABLE SET. B PERFORM

(IN MANUFACTURING, IT IS USED FOR AGING TEST)

- USE FOR MACHINE ENTIRE FUNCTIONS TEST.

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

PLAYFIELD-SETUP -> PUSHER TABLE SET. C PERFORM

- USE FOR TEST OF ENTIRE FUNCTIONS OF MACHINE. (LONG TIME AGING TEST)
AS LIKE REAL GAME, 100,000 MEDALS LAUNCH AND REWARDS COME IF IT WINS.
BUT, NO ERROR MESSAGE IF NO CARDS OUT EVEN IT WINS THE CARDS.

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

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

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

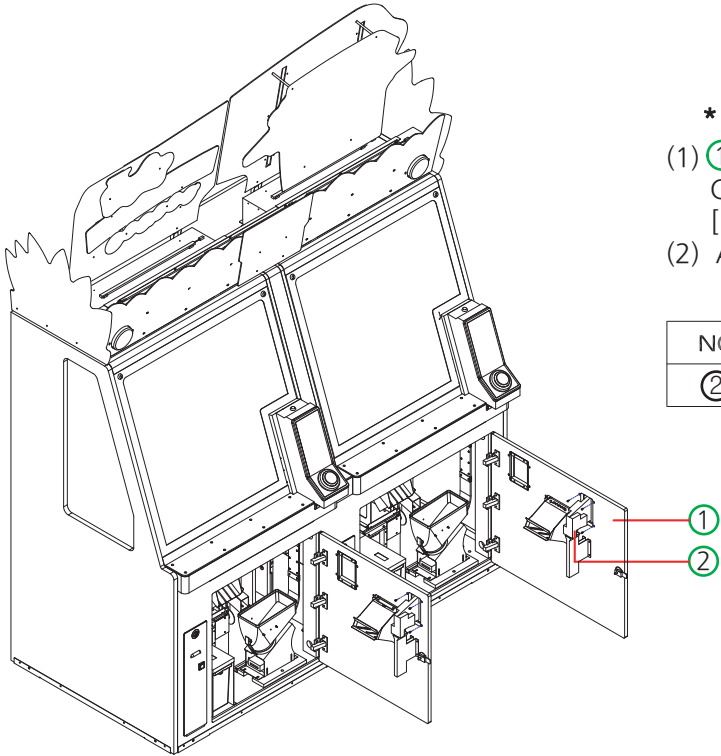
BOOKKEEPING DATA		
LCD DISPLAY (1P, 2P APPLYING TOGETHER)	DESCRIPTION	
--- TICKETS PER COIN -- 12.1 12.8	DISPLAY AVERAGE TICKET OUT PER COIN.	
---- CARD PER PLAYS -- 55 80	DISPLAY AVERAGE DISPENSED CARD PER PLAY. PLAY USAGE Q'TY/DISPLAY CARD DISPENSER DISPENSE Q'TY.	
----- COIN IN ----- 12 25	TOTAL COIN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

5-5. ERROR CODE

CODES	CONTENTS	DESCRIPTION
ERROR 01	TICKET ERROR	NO TICKET OR TICKET DISPENSER JAM PROBLEM. (AFTER TAKING ACTION, PRESS RESET BUTTON)
ERROR 03	WHEEL ERROR	WHEEL MOTOR PROBLEM WHEEL ENCODER PROBLEM. (AFTER TAKING ACTION, PRESS RESET BUTTON)
ERROR 04	PUSHER ERROR	PUSHER MOTOR PROBLEM OR, PUSHER ENCODER PROBLEM. (AFTER TAKING ACTION, PRESS RESET BUTTON)
ERROR 05	COUNT HOPPER ERROR	COUNT HOPPER PROBLEM OR COIN JAM PROBLEM. (AFTER TAKING ACTION, PRESS RESET BUTTON)
ERROR 06	FRONT ELEVATOR HOPPER ERROR	ELEVATOR HOPPER PROBLEM OR ELEVATOR COIN JAM PROBLEM. (AFTER TAKING ACTION, PRESS RESET BUTTON)
ERROR 07	REAR ELEVATOR HOPPER ERROR	ELEVATOR HOPPER PROBLEM OR ELEVATOR COIN JAM PROBLEM. (AFTER TAKING ACTION, PRESS RESET BUTTON)
ERROR 08	CONVEYER ERROR	CONVEYER MOTOR PROBLEM OR ENCODER SENSOR PROBLEM. (ATER TAKING ACTION, PRESS RESET BUTTON)
ERROR 09	MEDAL OUT BRIDGE FRONT MICRO SW ERROR	THE PROBLEM WITH MOTOR WHITCH TANSFERS THE PATH FROM COUNT HOPPER TO FRONT HOPPER OR MICRO SW PROBLEM. (ATER TAKING ACTION, PRESS RESET BUTTON)
ERROR 10	MEDAL OUT BRIDGE REAR MICRO SW ERROR	THE PROBLEM WITH MOTOR WHITCH TANSFERS THE PATH FROM COUNT HOPPER TO REAR HOPPER OR MICRO SW PROBLEM. (ATER TAKING ACTION, PRESS RESET BUTTON)
ERROR 11	CARD DISPENSER ERROR	CARD EMPTY IN THE DISPENSER or CARD JAM or DISPENSING SENSOR PROBLEM. (AFTER TAKING ACTION, PRESS RESET BUTTON)
TILT	TITL ERROR	OCCURS WHEN THE MACHINE IS BEING SHAKED. IN 15 SECONDS, UNLOCK AUTOMATICALLY. (RELEASE THE OFFENDER AFTER WARNING)

6. HOW TO REPLACE MAJOR COMPONENTS

6-1) REPLACING COIN SELECTOR & MAIN PCB



* COIN SELECTOR

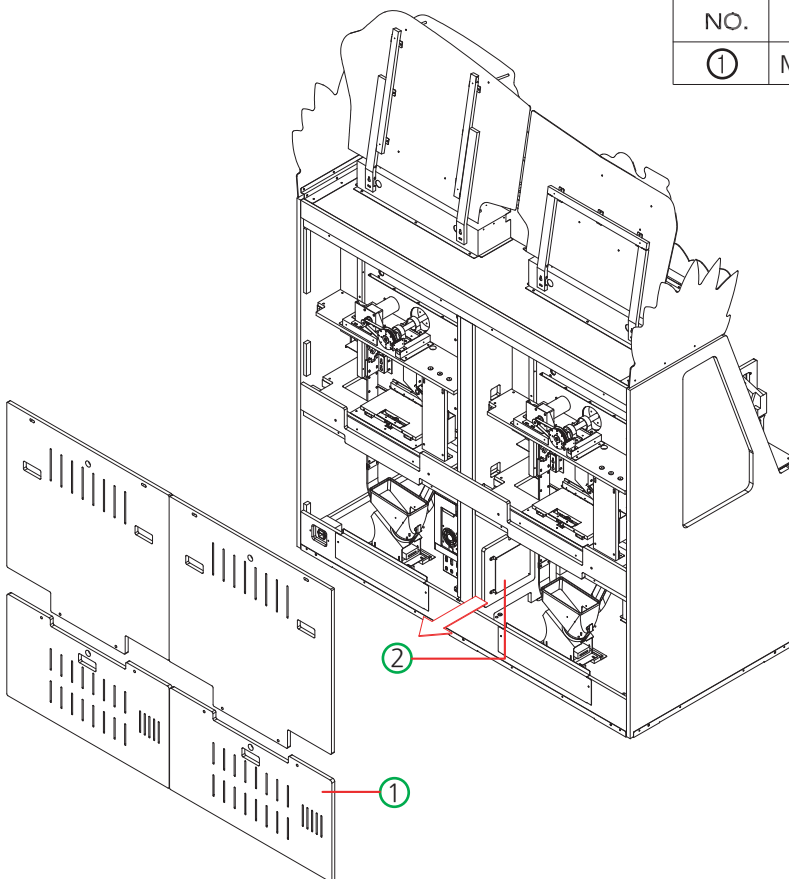
- (1) ① Open a Front Side Door, Separate a connected connector with COIN SELECTOR, And then ② Separate a COIN SELECTOR.
[Each M4 bolts, 4points]
- (2) After separating, replace a COIN SELECTOR.

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

* MAIN PCB

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

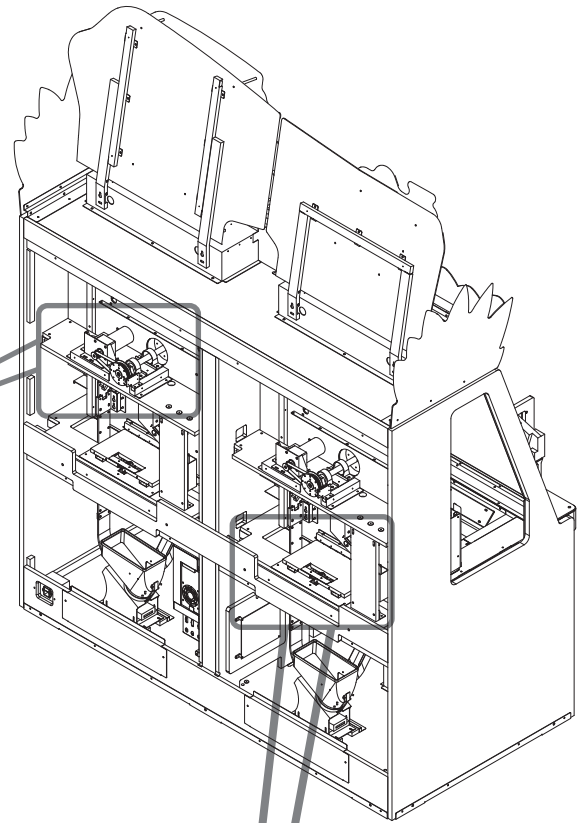
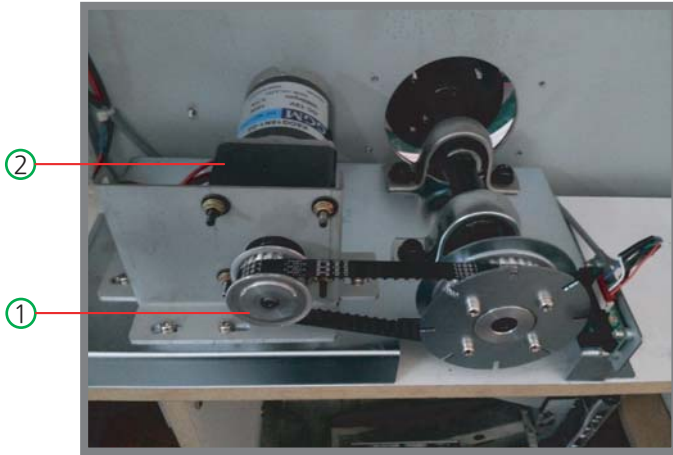
NO.	PART NAME	SPEC.	CODE NO.
①	MAIN PCB ASS'Y	-	ASW0PCB003



6-2) REPLACING WHEEL MOTOR

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

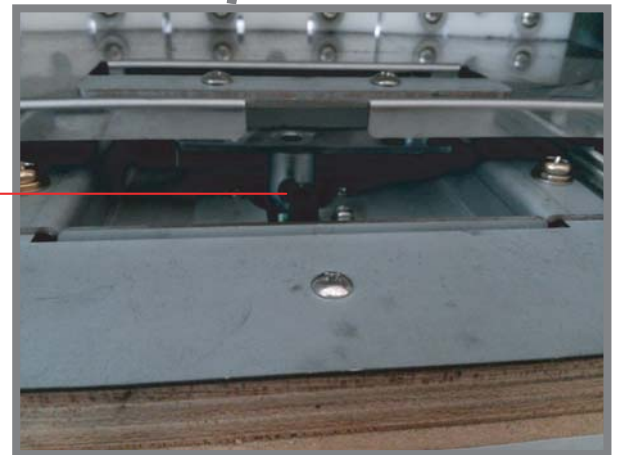
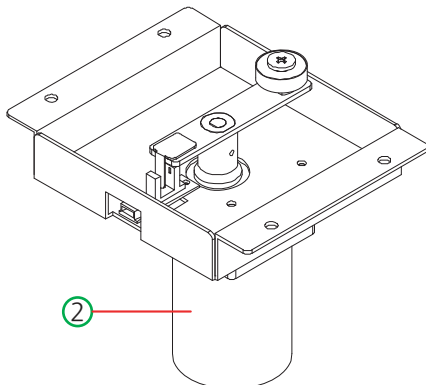
NO.	PART NAME	SPEC.	CODE NO.
②	WHEEL MOTOR	K6DG6N1	MZZZ0MOT086
		K6G250C	MZZZ0GEA001



6-3) REPLACING PUSHER MOTOR

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

NO.	PART NAME	SPEC.	CODE NO.
②	PUSHER MOTOR	K61G6NU(-T)	MZZZ0MOT085
		K6G90C	MSAW0ZZZ008

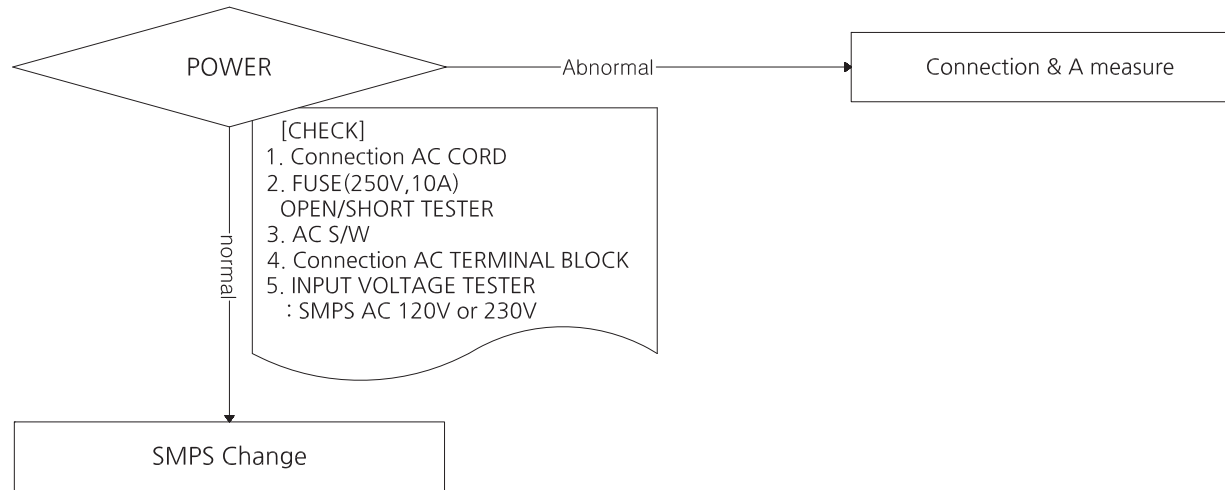


* Reassemble them in reverse order and check performance of the game.

7. TROUBLESHOOTING

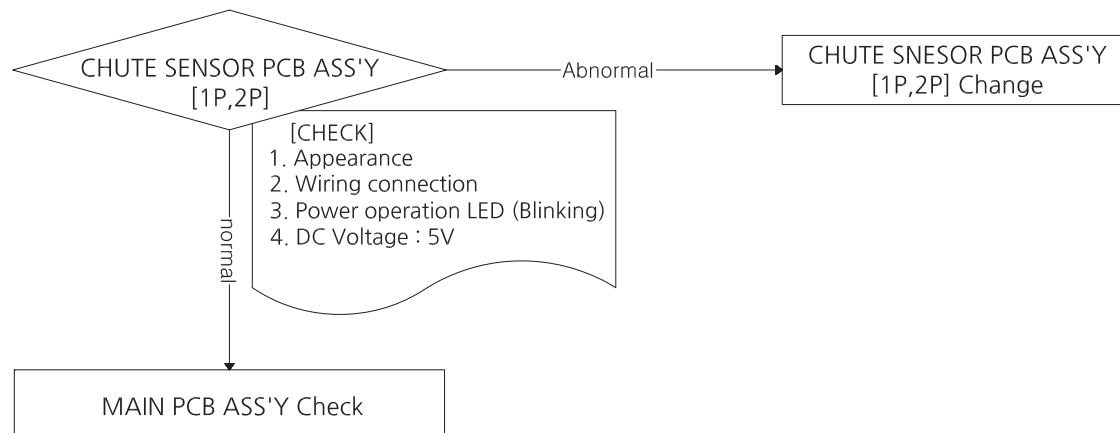
7-1. IN CASE OF POWER FAILURE

*Common: Check the input voltage, check wiring



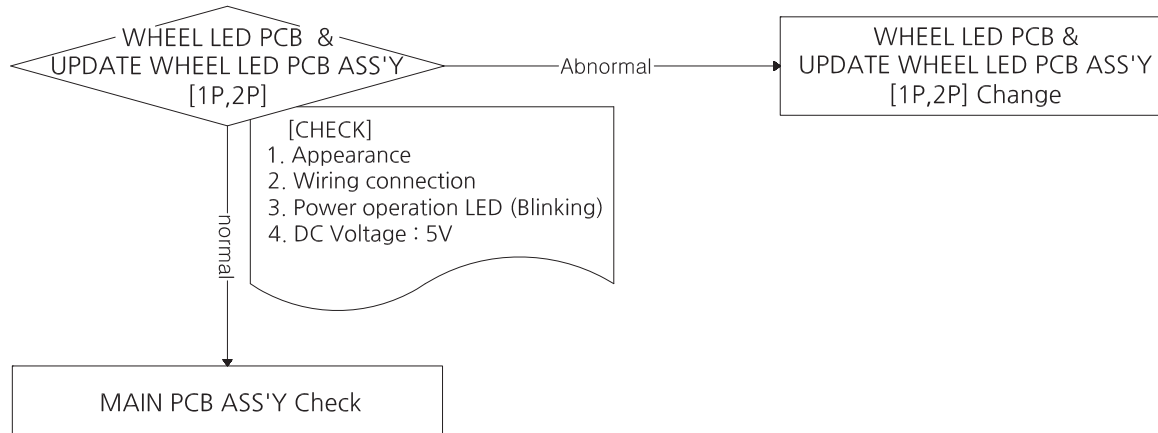
7-2. CHUTE SENSOR PCB ASS'Y [1P,2P] ERROR

*Common: Check the input voltage, check wiring



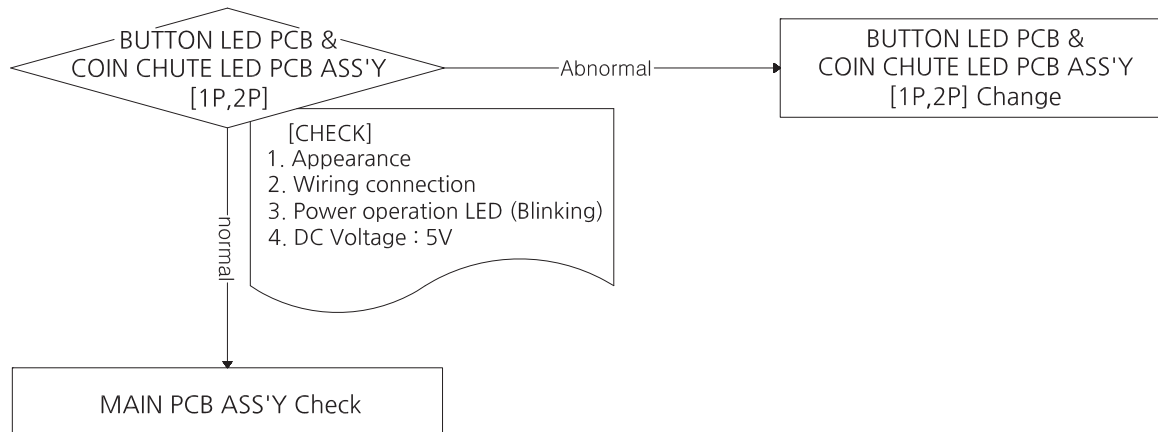
7-3. WHEEL LED PCB ASS'Y & UPDATE WHEEL LED PCB ASS'Y [1P,2P] ERROR

*Common: Check the input voltage, check wiring



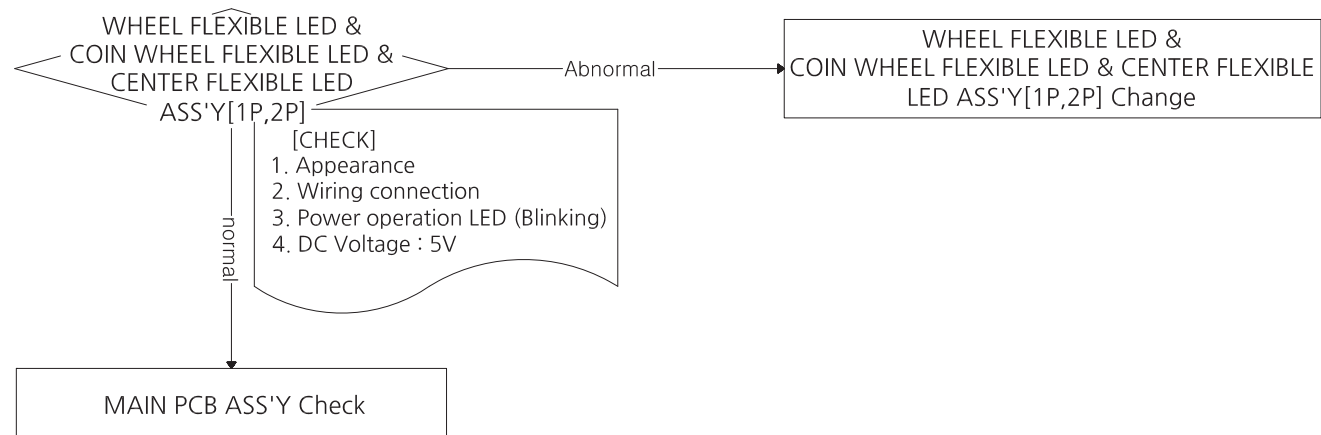
7-4. BUTTON LED PCB ASS'Y & COIN CHUTE LED PCB ASS'Y [1P,2P] ERROR

*Common: Check the input voltage, check wiring



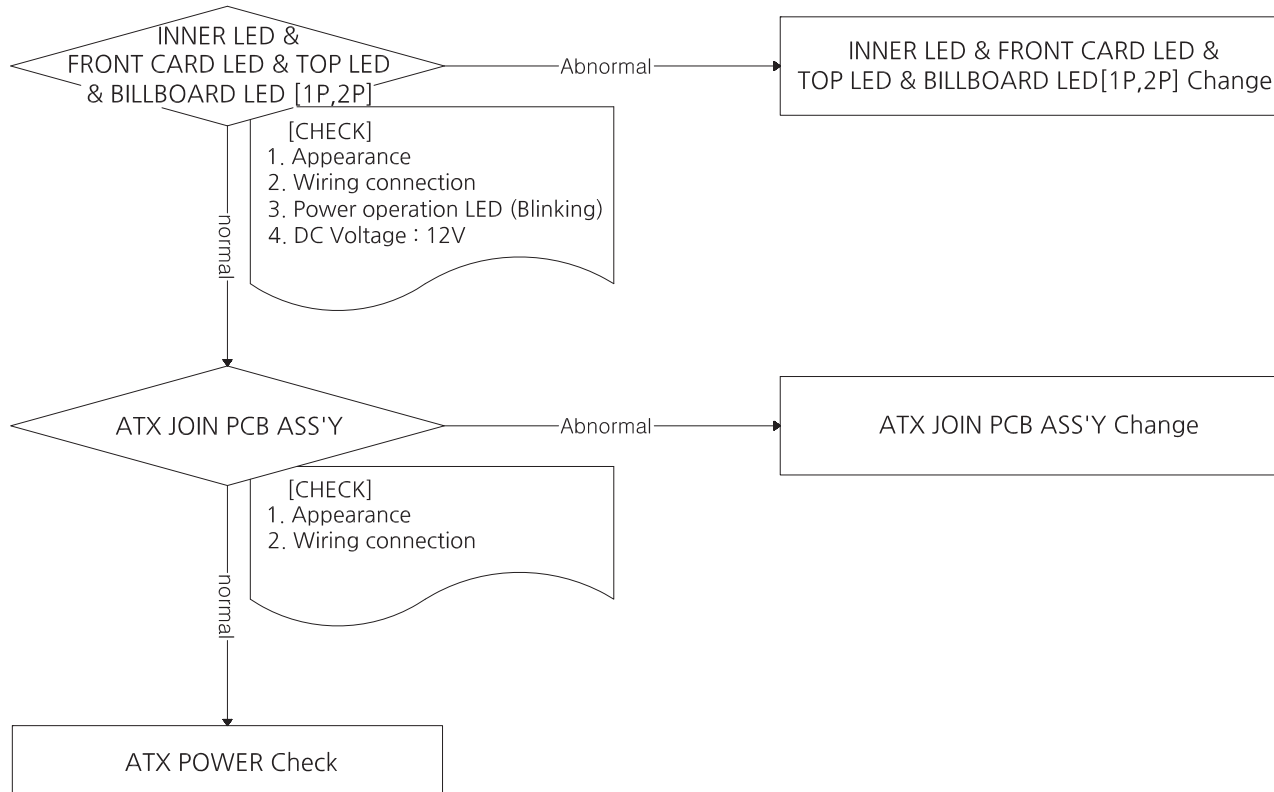
7-5. WHEEL FLEXIBLE LED ASS'Y & COIN FLEXIBLE LED & CENTER FLEXIBLE LED ASS'Y [1P,2P] ERROR

*Common: Check the input voltage, check wiring



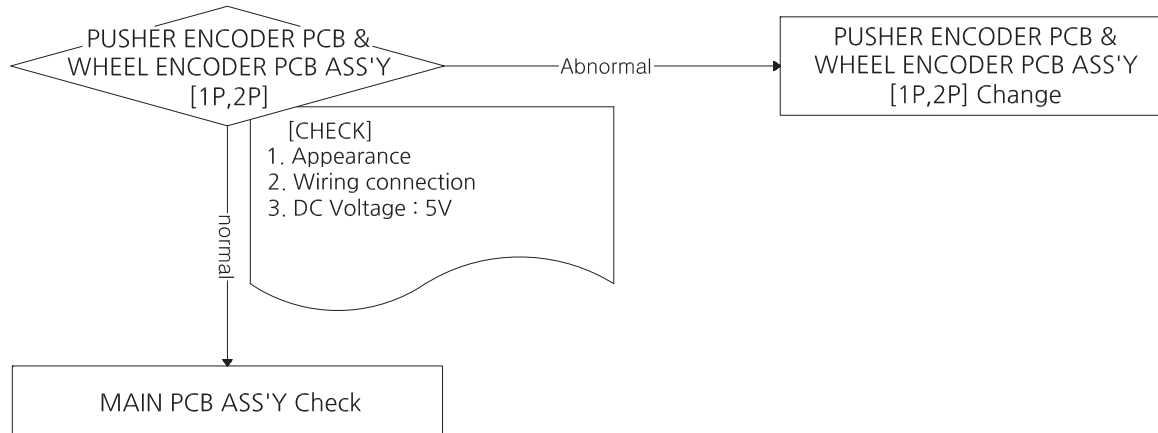
7-6. INNER LED, FRONT CARD LED, TOP LED, BILLBOARD LED ASS'Y [1P,2P] ERROR

*Common: Check the input voltage, check wiring



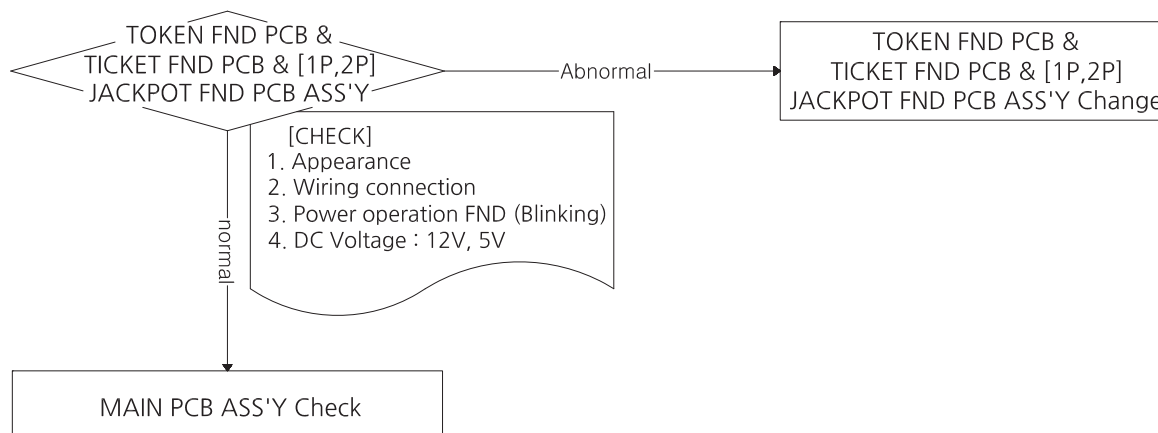
7-7. PUSHER ENCODER PCB ASS'Y & WHEEL ENCODER PCB ASS'Y [1P,2P] ERROR

*Common: Check the input voltage, check wiring



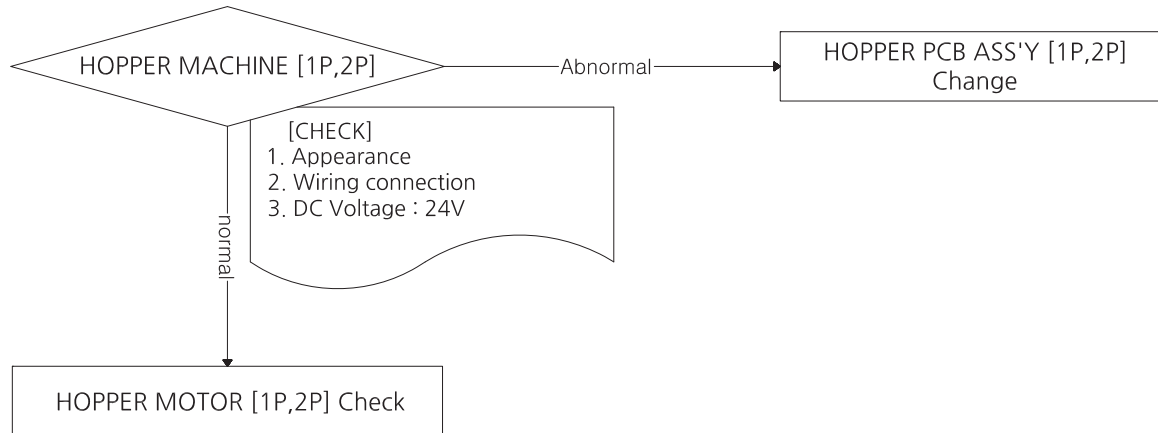
7-8. TOKEN FND PCB, TICKET FND PCB ASS'Y [1P,2P] JACKPOT FND ASS'Y ERROR

*Common: Check the input voltage, check wiring



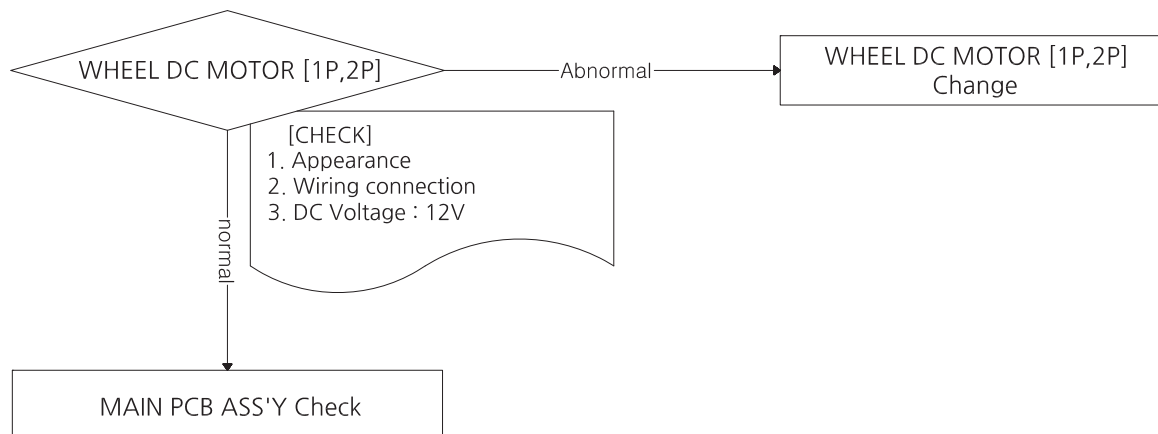
7-9. IN CASE OF MALFUNCTION OF HOPPER

*Common: Check the input voltage, check wiring



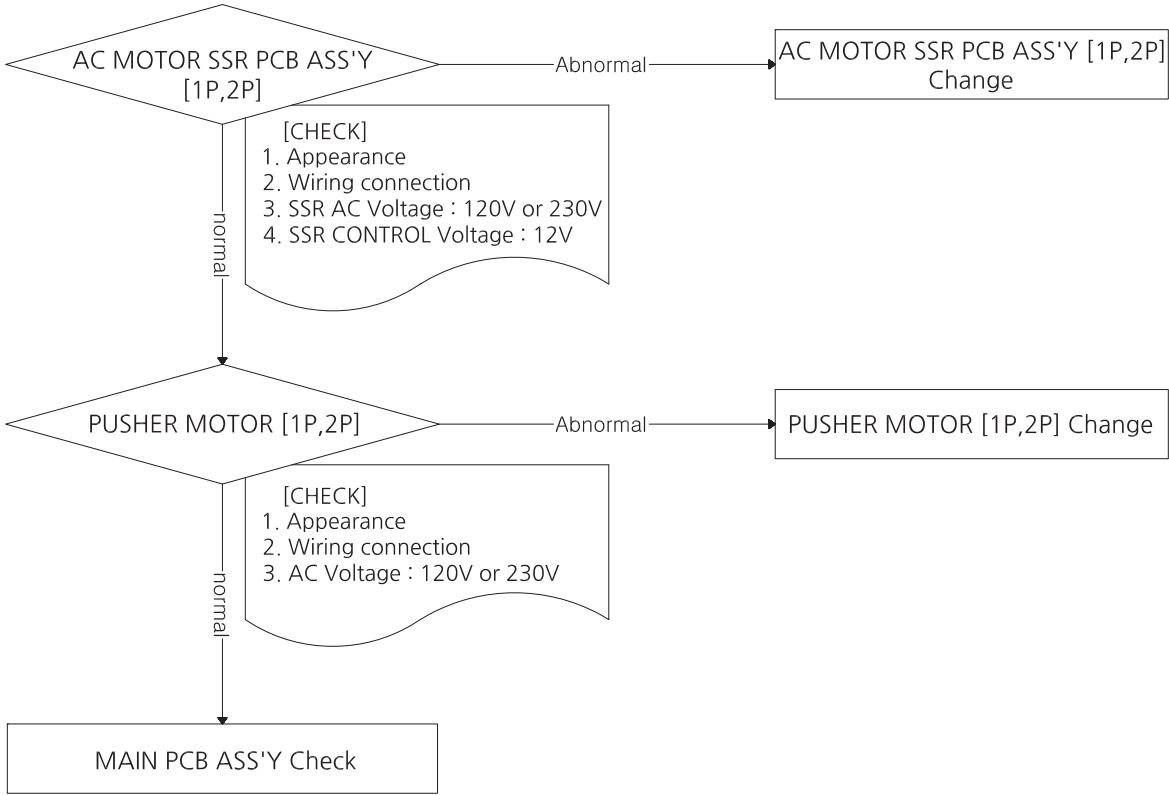
7-10. IN CASE OF MALFUNCTION OF TARGET BONUS WHEEL

*Common: Check the input voltage, check wiring



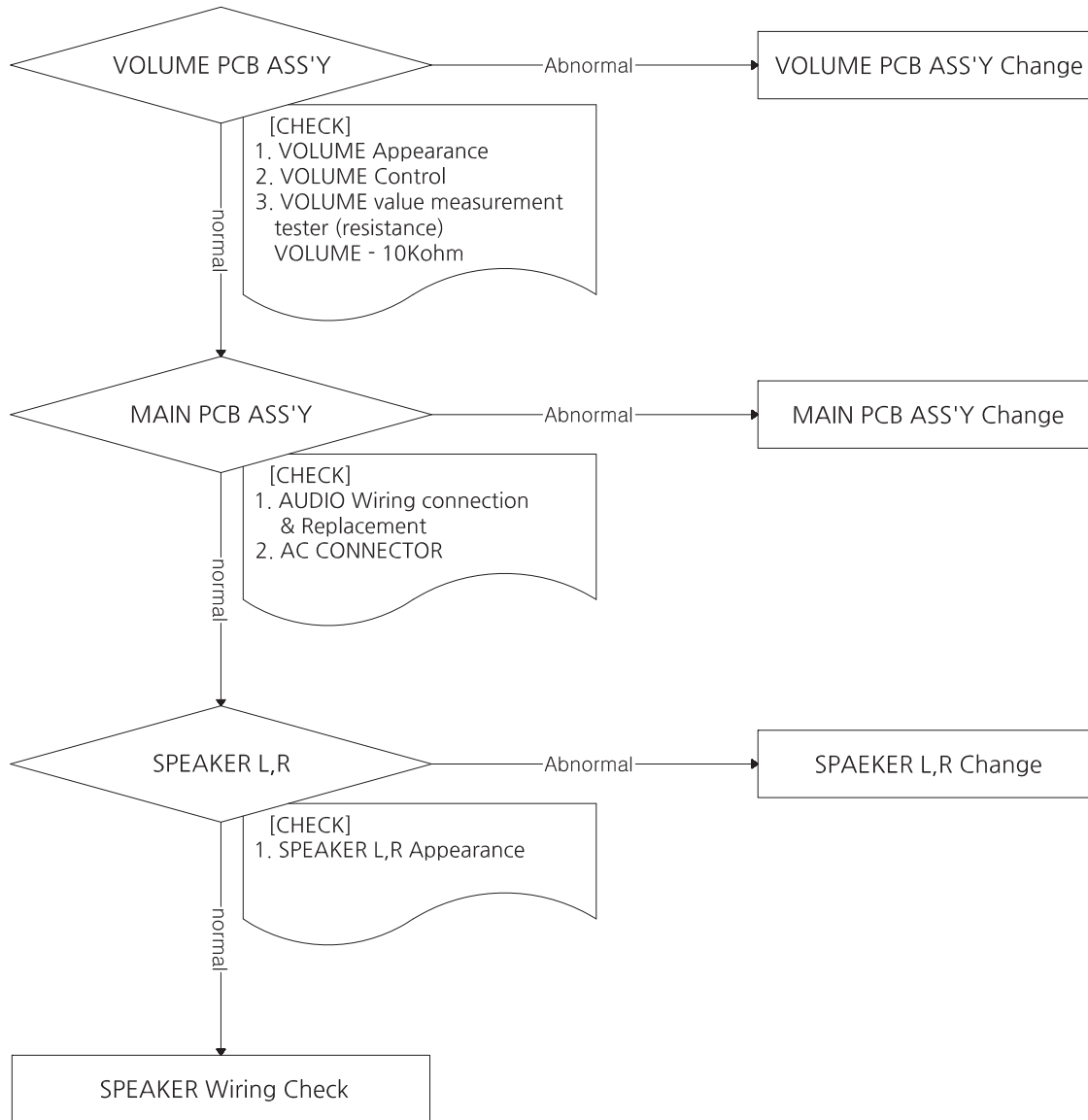
7-11. IN CASE OF MALFUNCTION OF PUSHER MOTOR

*Common: Check the input voltage, check wiring



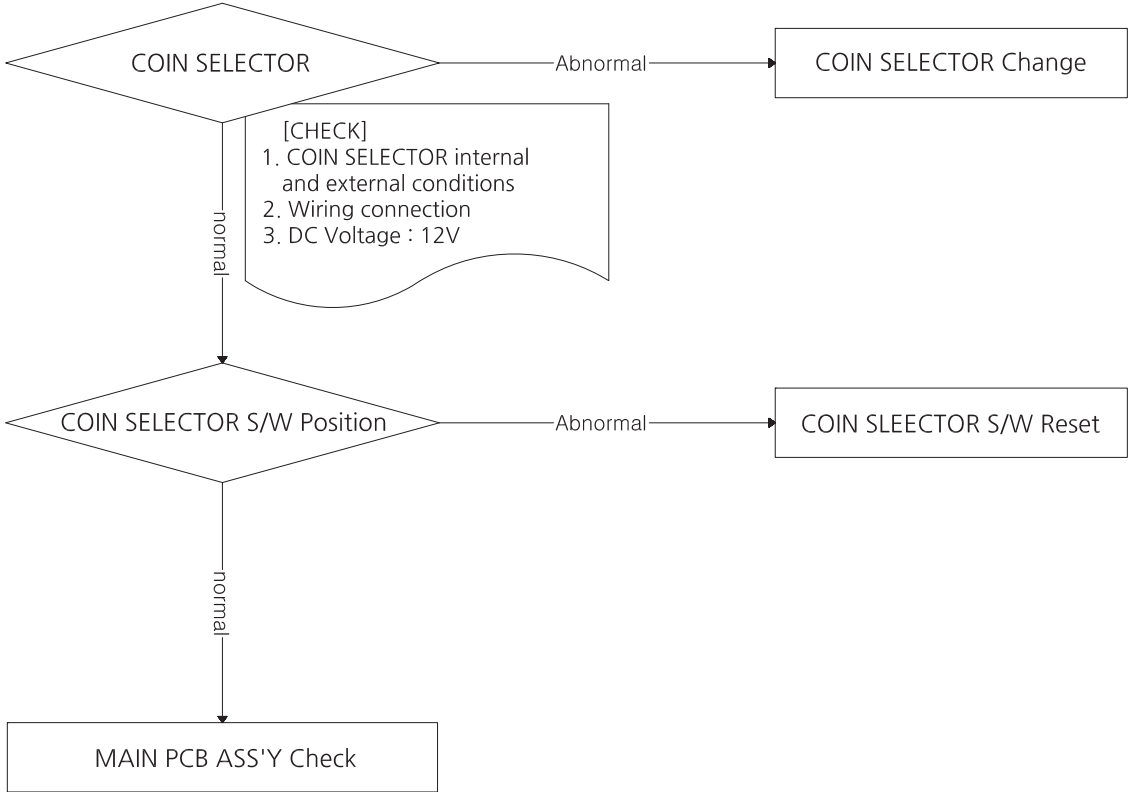
7-12. SOUND ERROR

*Common: Check the input voltage, check wiring



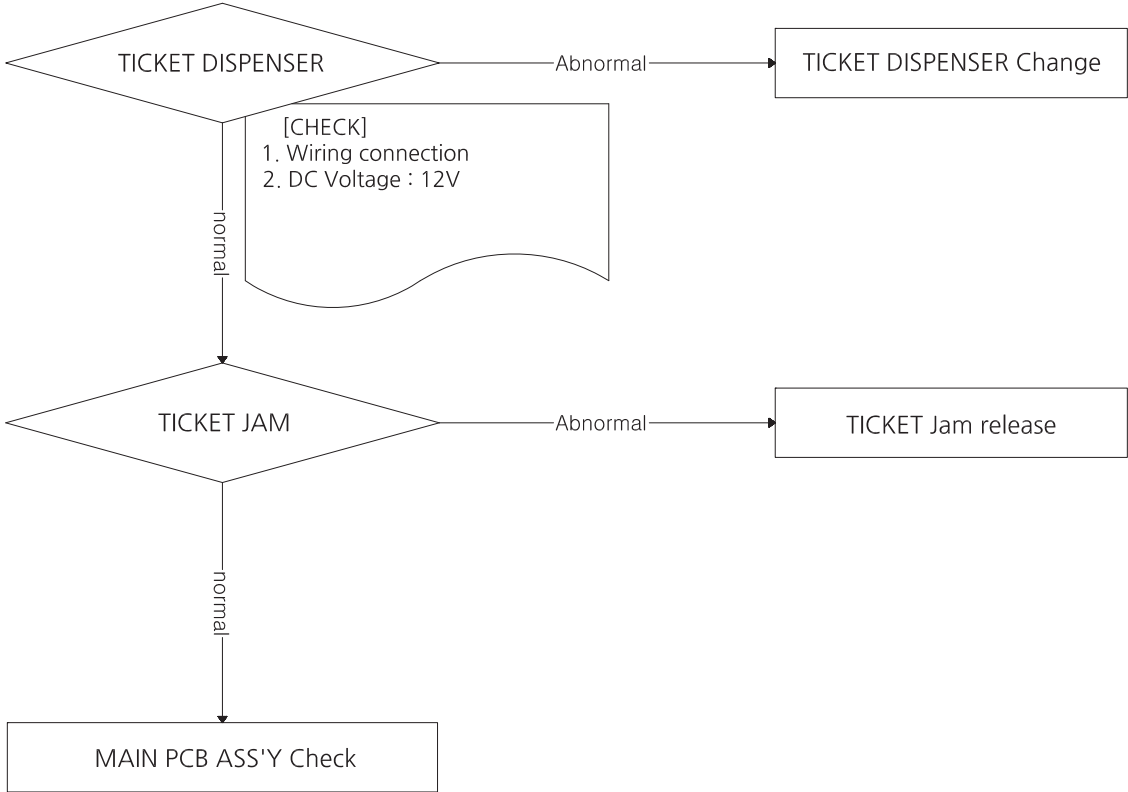
7-13. COIN SELECTOR [1P,2P] ERROR

*Common: Check the input voltage, check wiring



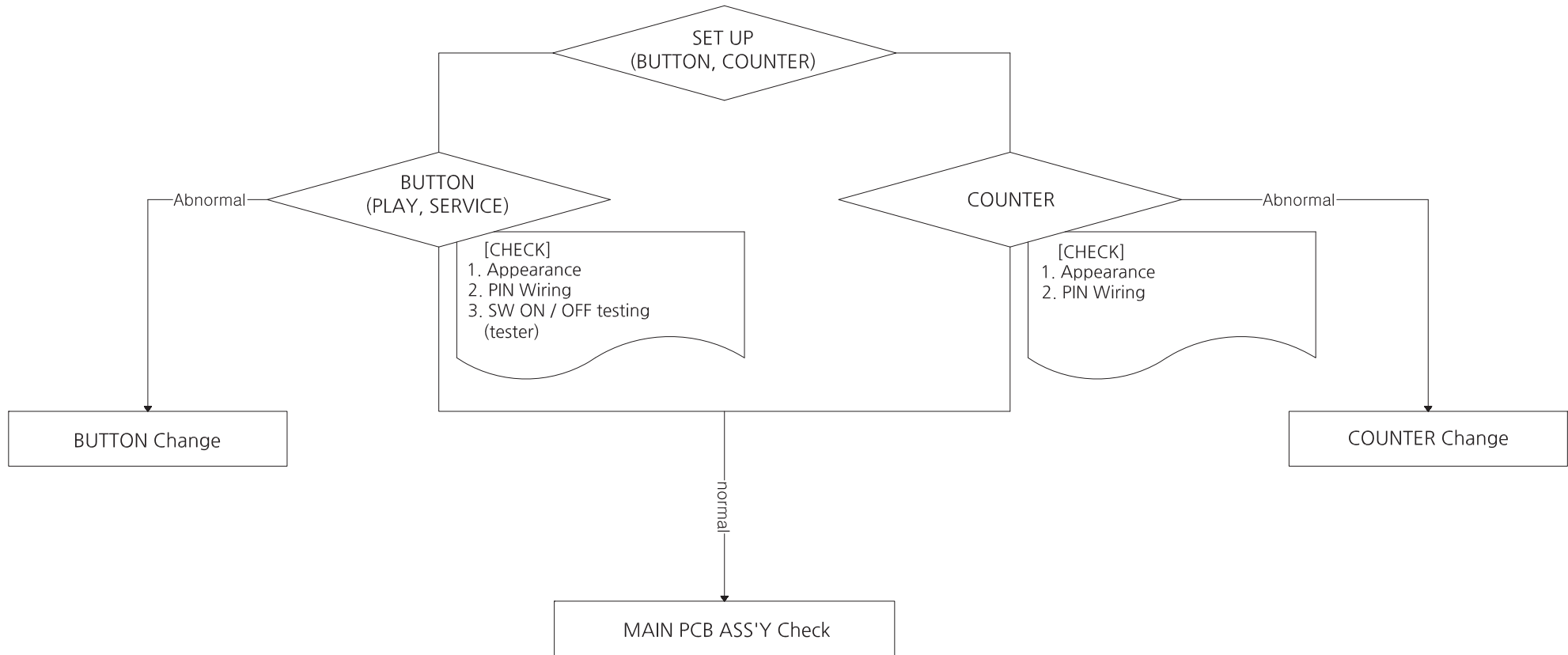
7-14. TICKET DISPENSER [1P,2P] ERROR

*Common: Check the input voltage, check wiring



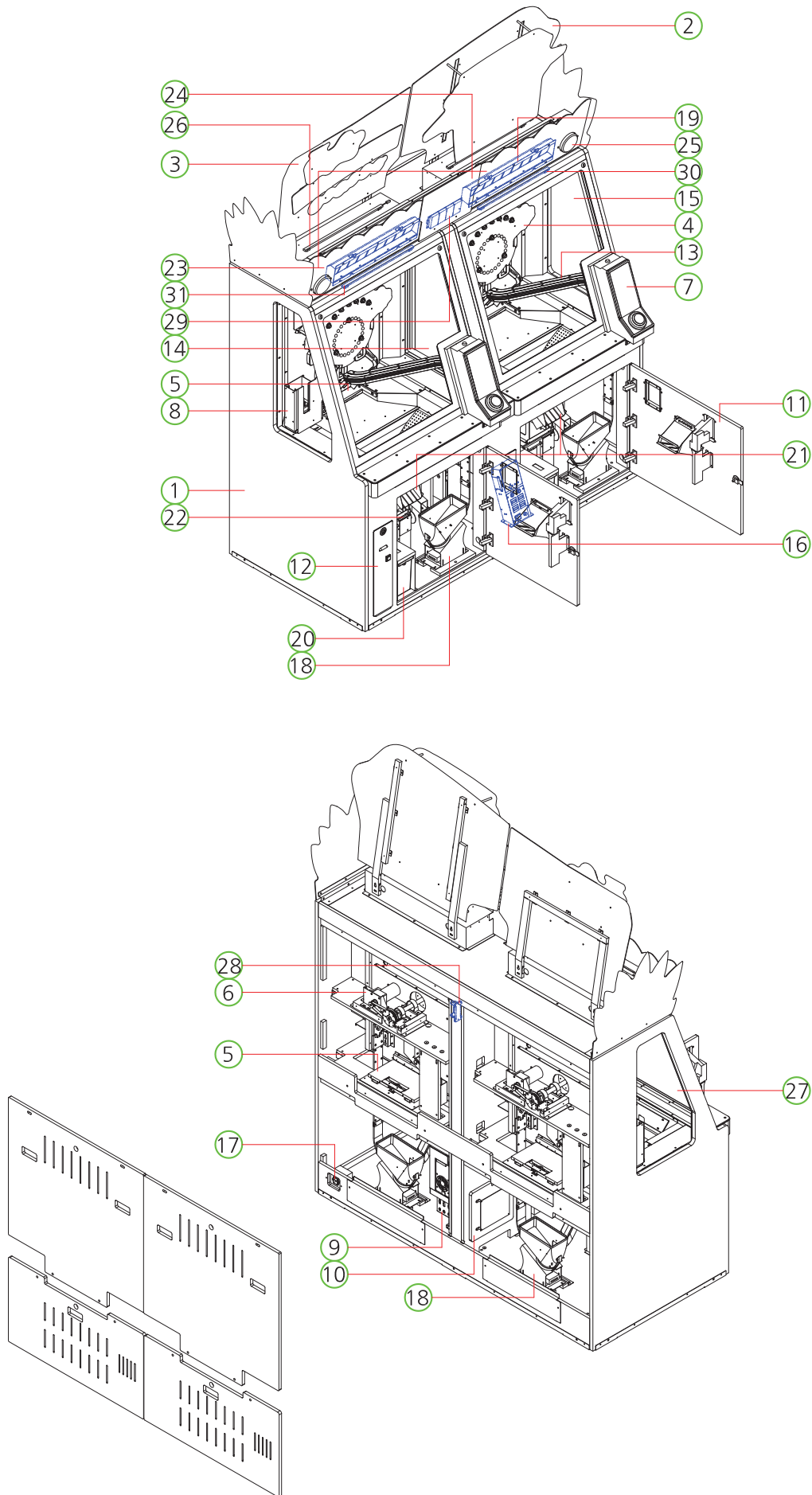
7-15. BUTTON & COUNTER ERROR

*Common: Check the input voltage, check wiring



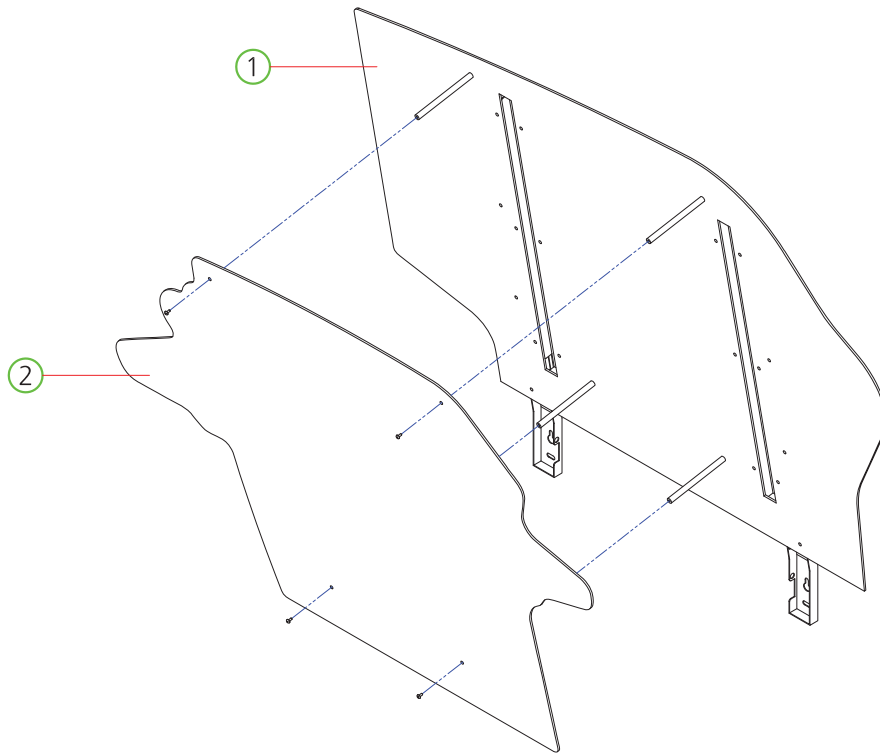
8. EXPLODED VIEW

8-1. MAIN CABINET PART



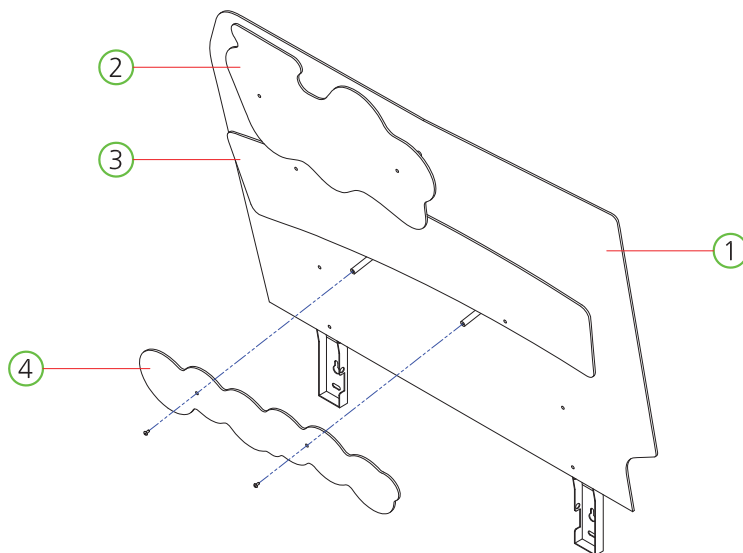
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	MAIN CABINET	-	1	-
2	BILLBOARD-L PART	-	1	-
3	BILLBOARD-R PART	-	1	-
4	SCORE BOARD PANEL PART	-	1	-
5	PUSHER PANEL PART	-	2	-
6	TARGET WHEEL PART	-	2	-
7	FRONT FRAME PART	-	2	-
8	CARD DISPENSER PART	-	2	-
9	SMPS PANEL PART	-	1	-
10	MAIN PCB PART	-	1	-
11	FRONT PANEL PART	-	2	-
12	TICKET DISPENSER PART	-	2	-
13	COIN SHUTE RAIL PART	-	2	-
14	CABINET CENTER DECO LIGHT PART	-	1	-
15	FRONT GLASS DOOR PART	-	2	-
16	SETUP PANEL PART	-	1	-
17	AC INPUT PART	-	1	-
18	HOPPER PART	-	4	-
19	CARD DECO LAMP BKT PART	-	2	-
20	COIN BOX PART	-	2	-
21	FRONT ROLLER PART	-	2	-
22	COUNTER HOPPER PART	-	2	-
23	BILLBOARD MAIN ACRYL L,R	ACRYL-3.0T	2	MSBP0ACR008
24	BILLBOARD JACKPOT ACRYL	ACRYL-3.0T	1	MSBP0ACR007
25	SPEAKER	MID4.5"+TW1/2" 8Ω	2	MZZZ0SPE004
26	LED STICK BAR	-	2	AZZZ0PCB128
27	SIDE GLASS	GLASS-5.0T	2	MSBP0GLA002
28	TILT ASS'Y	-	1	-
29	FND PCB ASS'Y	-	1	AFND0PCB009
30	LED STICK BAR	-	2	AZZZ0PCB124

8-2. BILLBOARD-L PART



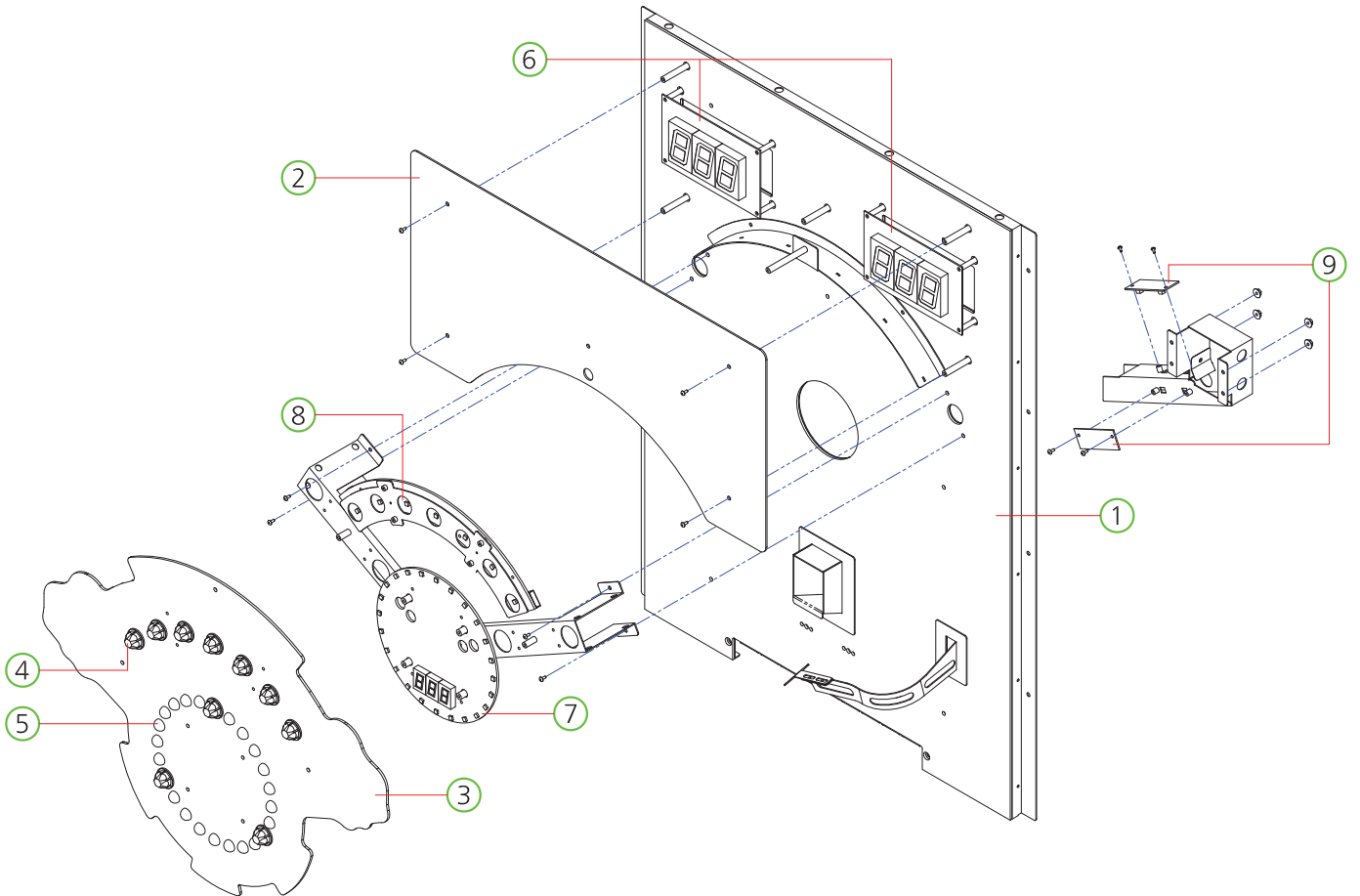
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	BILLBOARD MAIN POP-L	-	1	MSBP0ACR006
2	BILLBOARD SUB POP-L	-	1	MSBP0ACR004

8-3. BILLBOARD-R PART



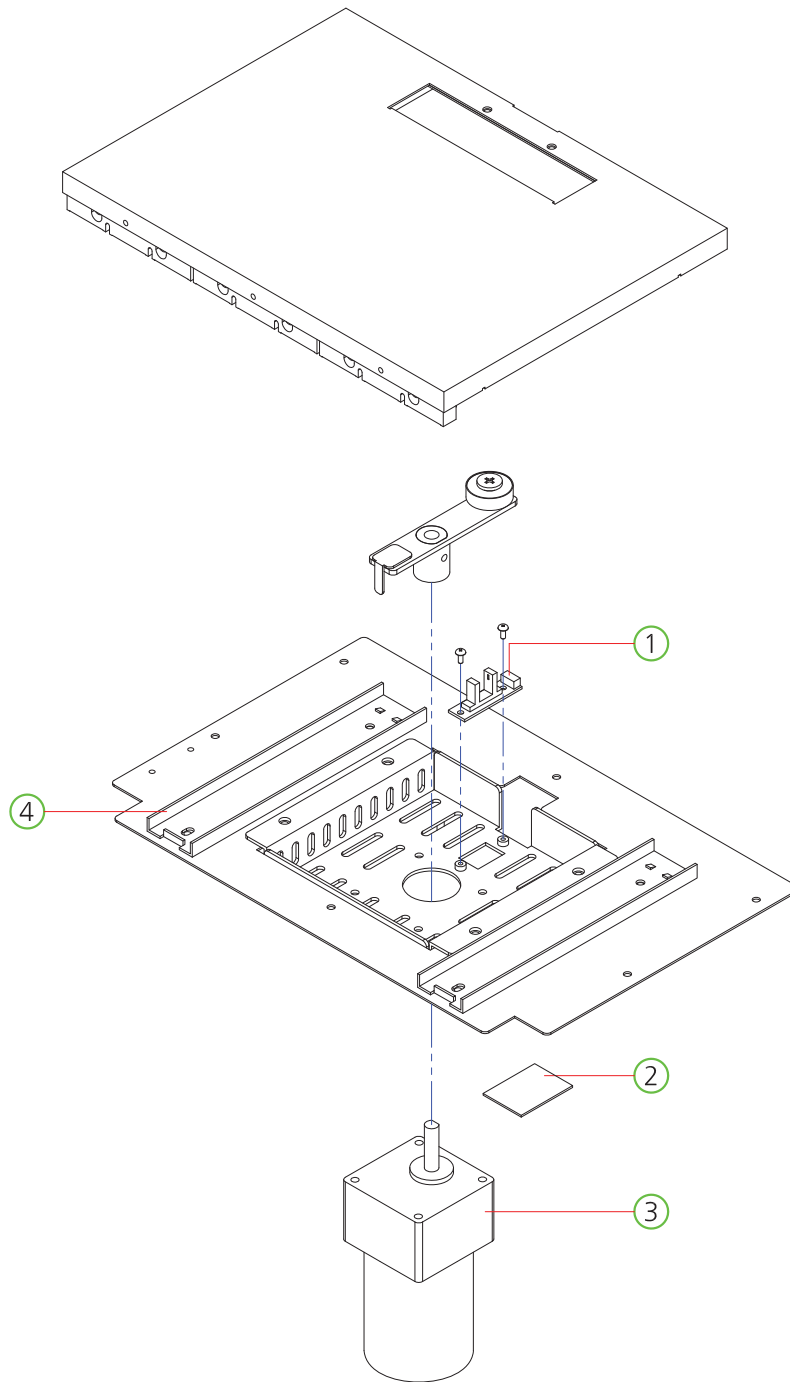
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	BILLBOARD MAIN POP-R	-	1	MSBP0ACR005
2	BILLBOARD SUB POP-A	-	1	MSBP0ACR001
3	BILLBOARD SUB POP-B	-	1	MSBP0ACR002
4	BILLBOARD SUB POP-C	-	1	MSBP0ACR003

8-4. SCORE BOARD PANEL PART



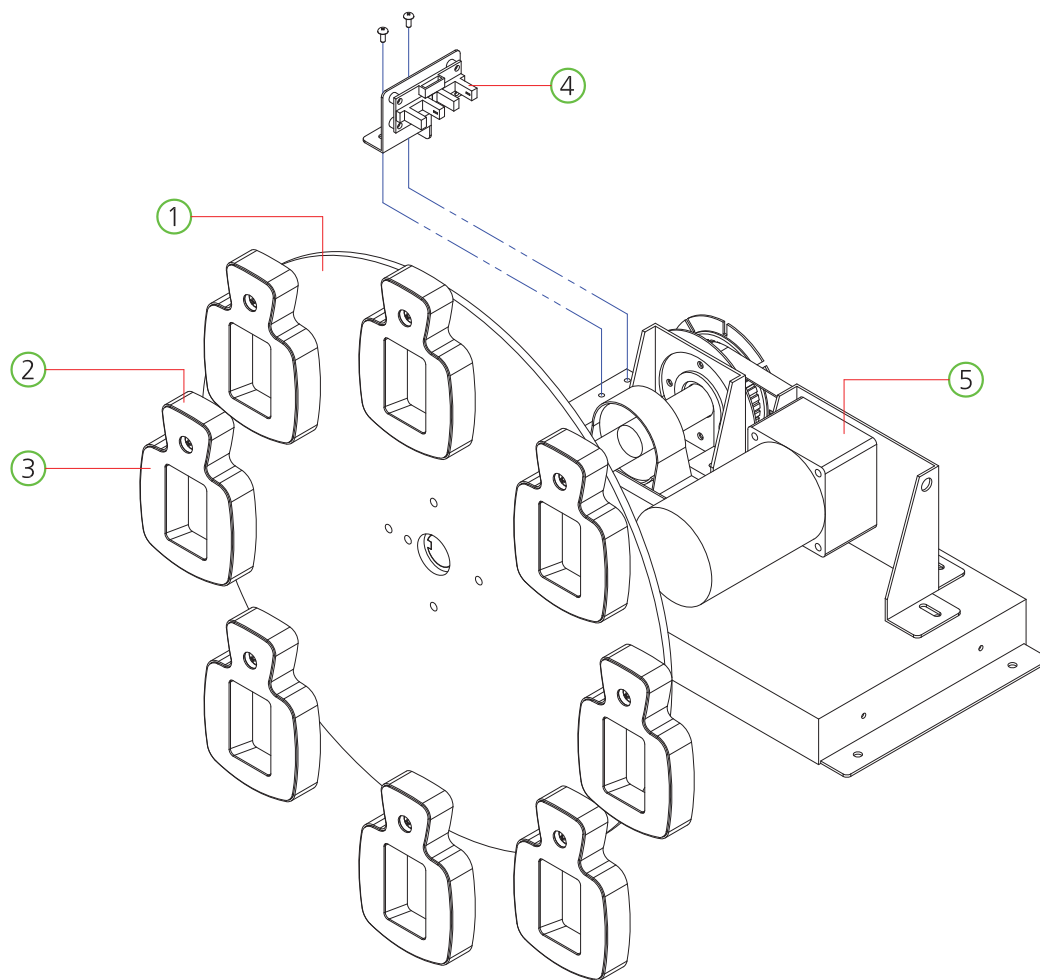
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	SCORE BOARD MAIN ACRYL	-	2	MSBP0ACR016
2	SCORE BOARD FND COVER ACRYL	-	2	MSBP0ACR015
3	UPGRADE TARGET BONUS WHEEL ACRYL	-	2	MSBP0ACR013
4	LED CAP ACRYL	φ20	20	MZZZ0PLA037
5	LED CAP ACRYL	φ15	42	MWOL0PLA002
6	BONUS FND PCB ASS'Y	-	4	ASBP0PCB003
7	WHEEL LED PCB ASS'Y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

8-5. PUSHER PANEL PART



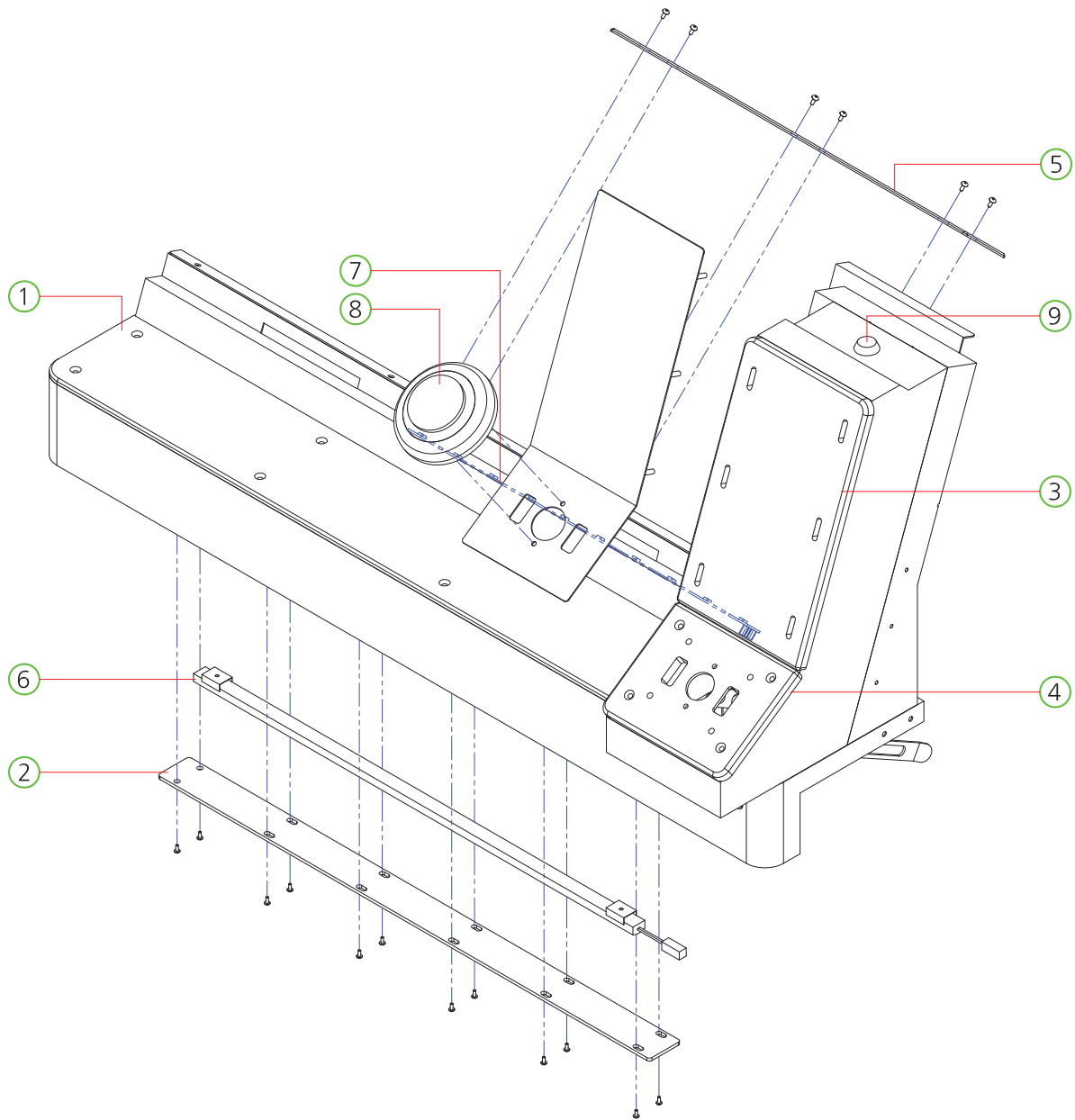
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	PHOTO INT-1 ASS'Y	-	2	ACIROP0CB011
2	SSR PCB ASS'Y	-	2	AENS0PCB001
3	GUIDE RAIL	200mm	2	MSBP0ZZZ011
4	PUSHER MOTOR	K6IG6NU(-T)	2	MZZZ0MOT085
		K6G90C	2	MSAW0ZZZ008

8-6. TARGET WHEEL PART



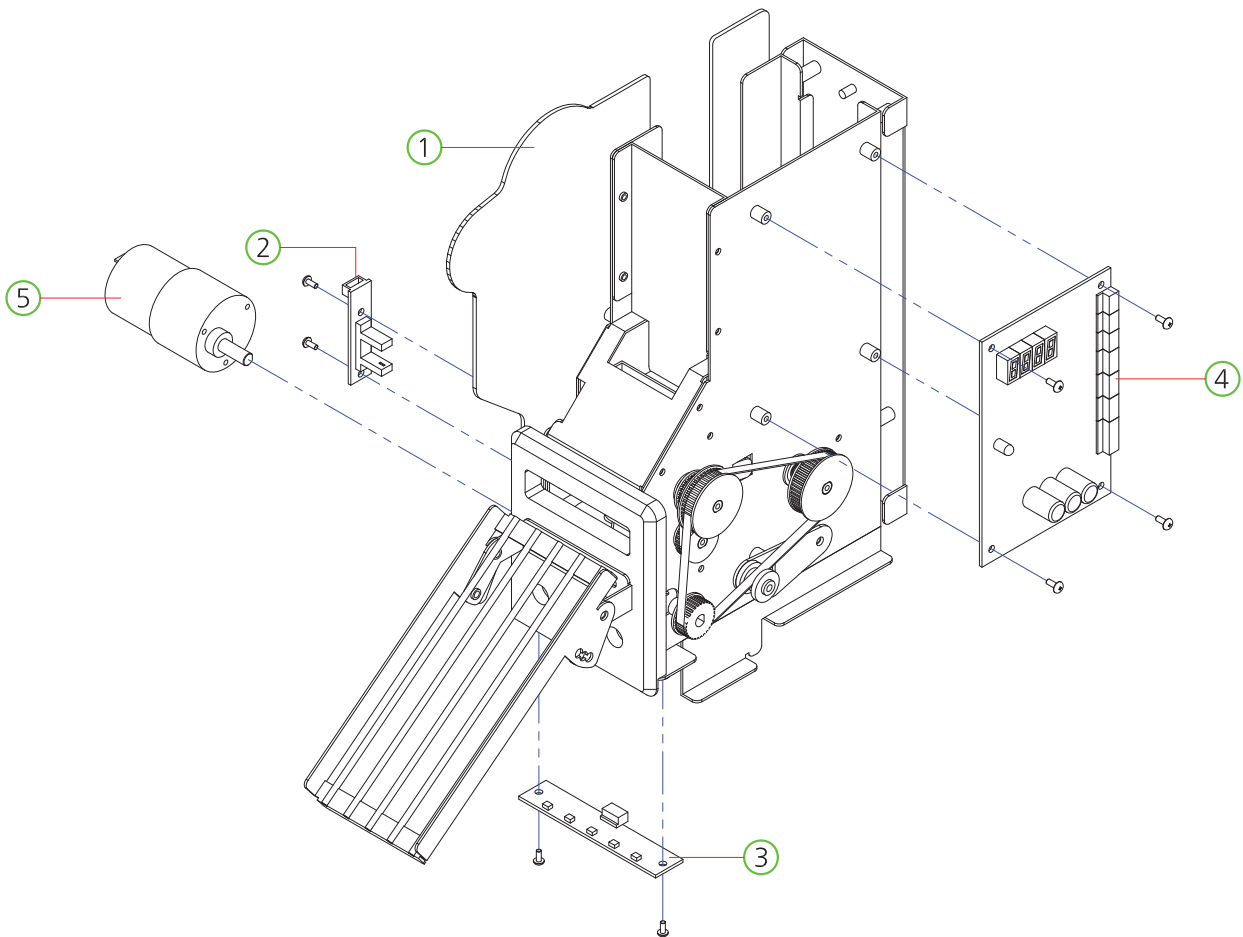
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	TARGET WHEEL BASE ACRYL	-	2	MSBP0ACR014
2	TARGET MOLD	-	16	MSAW0PLA001
3	TARGET COVER ACRYL	-	16	MSAW0ACR023
4	PHOTO INT-2 ASS'Y	-	2	AWIW0PCB009
5	WHEEL MOTOR	K6DG6N1	2	MZZZ0MOT086
		K6G250C	2	MZZZ0GEA001

8-7. FRONT FRAME PART



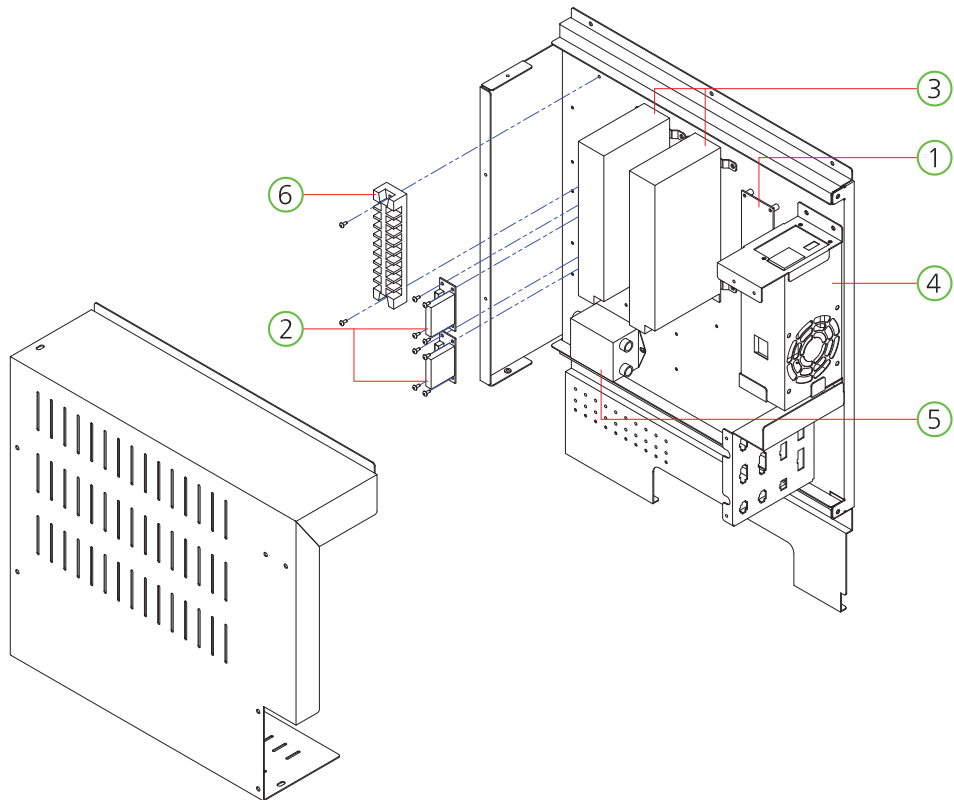
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	FRONT TABLE ACRYL	-	2	MSBP0ACR021
2	FRONT TABLE LED BAR COVER	-	2	MSBP0ACR035
3	BUTTON FRAME ACRYL-B	-	2	MSBP0ACR032
4	BUTTON FRAME ACRYL-A	-	2	MSBP0ACR031
5	FRONT TABLE PUSHER LIGHTING ACRYL	-	2	MSBP0ACR034
6	LED BAR 450 ASS'Y	-	2	AZZOLED001
7	BILLBOARD LED PCB ASS'Y	-	2	ASBP0PCB005
8	BUTTON	CL-2020 65 TYPE LED	2	MZZ0BUT101
9	KEY ASS'Y	7001	2	MZZ0KEY076

8-8. CARD DISPENSER PART



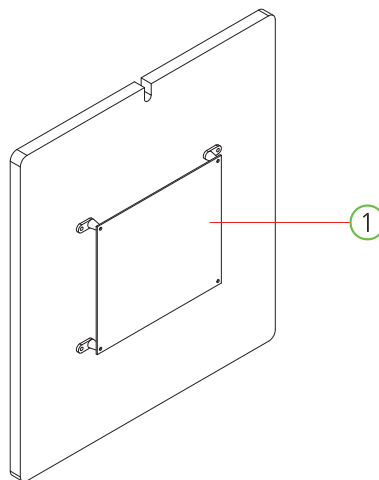
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	CARD DISPENSER DECO ACRYL	PC-3.0t	2	MSBP0ACR020,045
2	PHOTO INT-1 PCB ASS'Y	-	2	ACIR0PCB011
3	LED PCB ASS'Y	-	2	AMUM0PCB005
4	CARD DISPENSER I/O PCB ASS'Y	-	2	ASBP0PCB008
5	DC MOTOR	KGC-3429-075-1/40_162.5RPM	2	MZZZ0MOT089

8-9. SMPS PANEL PART



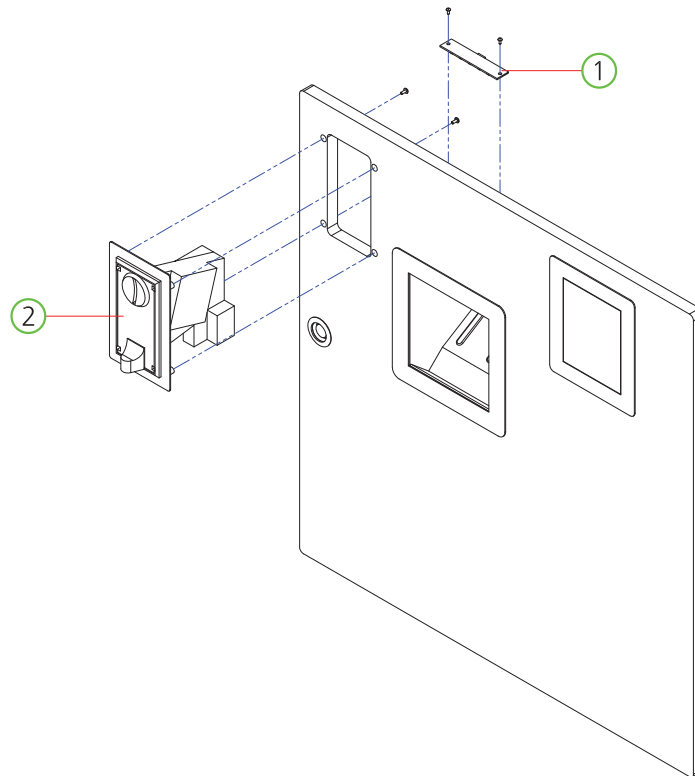
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	ATX JOIN PCB ASS'Y	-	1	ASBP0PCB010
2	AC MOTOR SSR PCB ASS'Y	-	2	AENS0PCB001
3	POWER SMPS	NES-150-24V MEANWELL	2	MELE0SMP049
4	ATX POWER SUPPLY	SPC-350_UL POREX	1	MELE0SMP062
5	NOISE FILTER	ES1-F10	1	MELE0NOI006
6	TERMINAL BLOCK	10P UL	1	MELE0TEB003

8-10. MAIN PCB PART



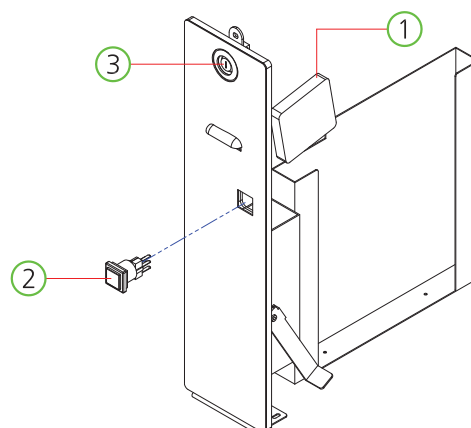
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	MAIN PCB ASS'Y	-	1	ASW0PCB003

8-11. FRONT PANEL PART



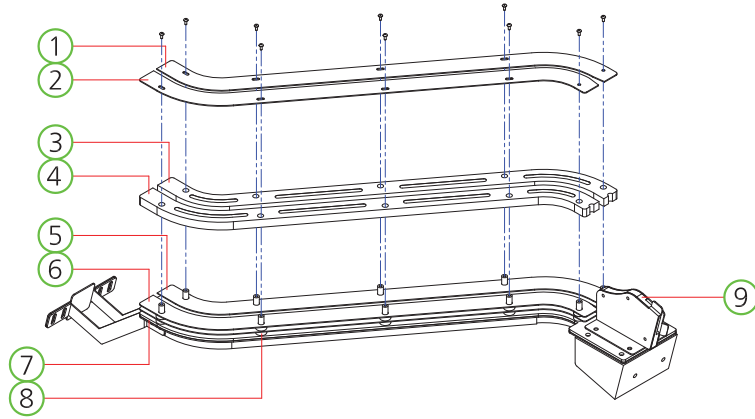
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	LED PCB ASS'Y	-	2	AMUM0PCB005
2	COIN SELECTOR	TW-333	2	MZZZ0COS045

8-12. TICKET DISPENSER PART



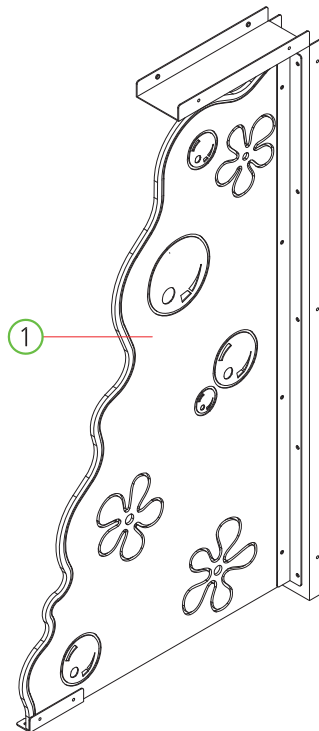
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	TICKET DISPENSER	TL-002H	2	MZZZ0TID007
2	BUTTON	AM1PB-26SH R12D	2	MMUM0BUT002
3	KEY ASS'Y	7001	2	MZZZ0KEY076

8-13. COIN SHUTE RAIL PART



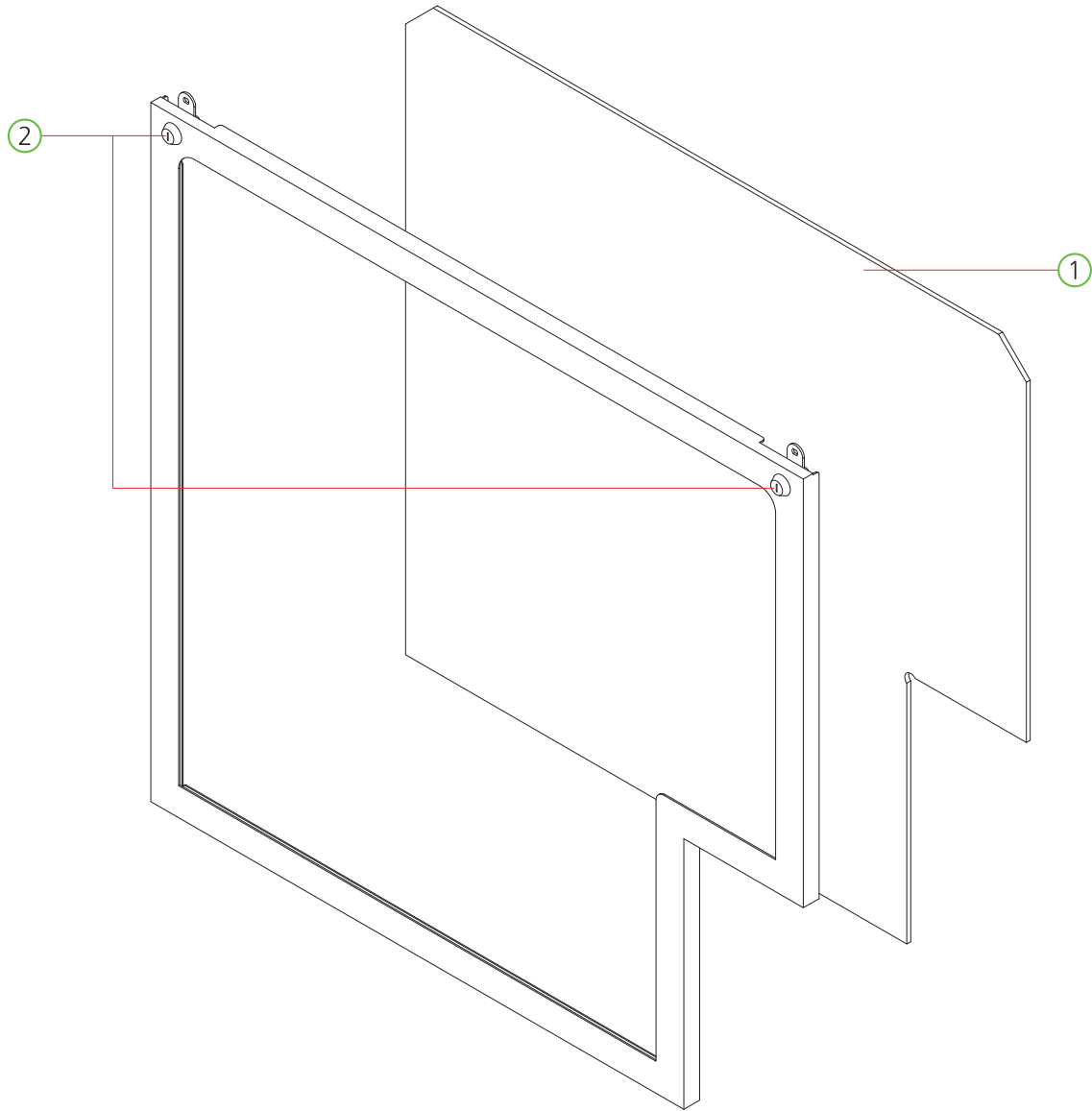
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	COIN CHUTE RAIL COVER-B	PET-1.0t	2	MSBP0ACR027
2	COIN CHUTE RAIL COVER-A	PET-1.0t	2	MSBP0ACR026
3	COIN CHUTE RAIL COVER GUIDE-B	ACRYL-10.0t	2	MSBP0ACR025
4	COIN CHUTE RAIL COVER GUIDE-A	ACRYL-10.0t	2	MSBP0ACR024
5	COIN CHUTE RAIL-D	PET-1.0t	2	MSBP0ACR029
6	COIN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

8-14. CABINET CENTER DECO LIGHT PART



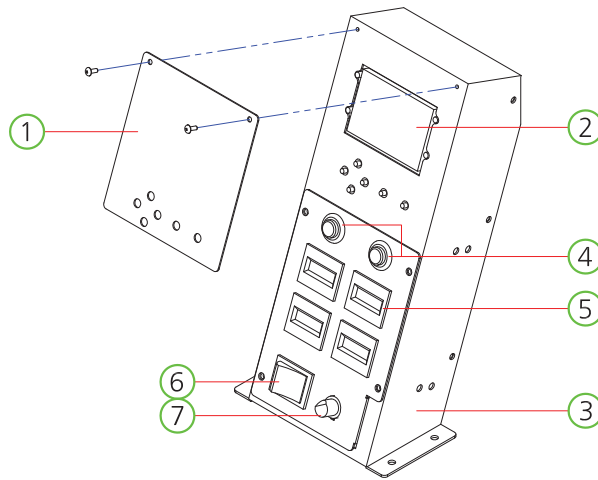
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	CENTER DECO LIGHT ACRYL	ACRYL-5.0t	1	MSBP0ACR018

8-15. FRONT GLASS DOOR PART



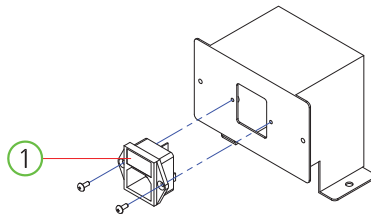
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	FRONT GLASS	GLASS-5T	2	MSBPOGLA001
2	KEY ASS'Y	7001	4	MZZZ0KEY076

8-16. SETUP PANEL PART



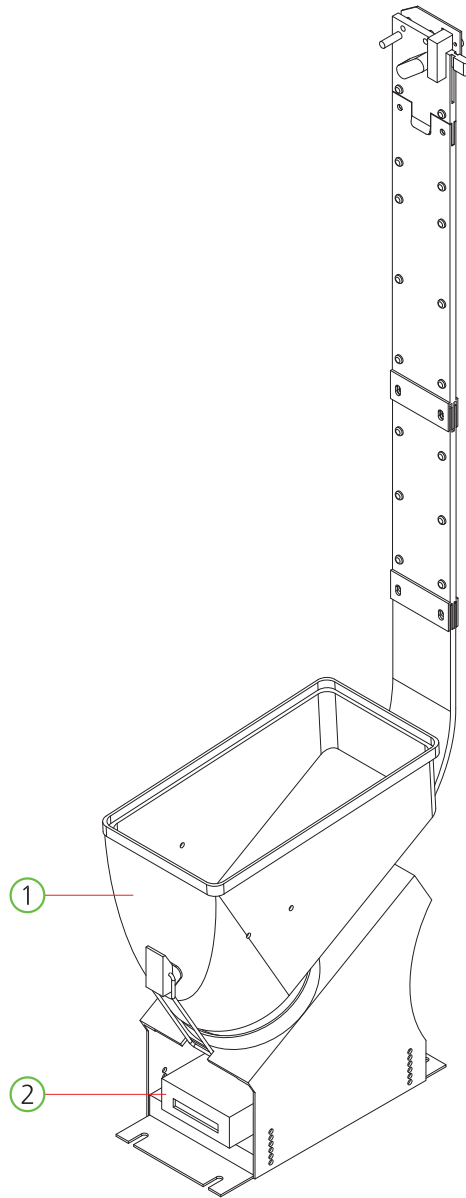
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	SETUP PANEL BKT PET COVER	PET-1.0t	1	MSBP0ACR040
2	SETUP LCD PCB ASS'Y	-	1	AZZZ0PCB113
3	VOLUMN PCB ASS'Y	-	1	AHM20PCB016
4	PUSH BUTTON SWITCH	HS 412R	2	MELE0PUS001
5	COUNTER	AMMC-712(OA127CL)	4	MZZZ0COU002
6	ROCKER SWITCH	T-125 4P	1	MELE0SWI004
7	VOLUME KNOB	-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

8-17. AC INPUT PART



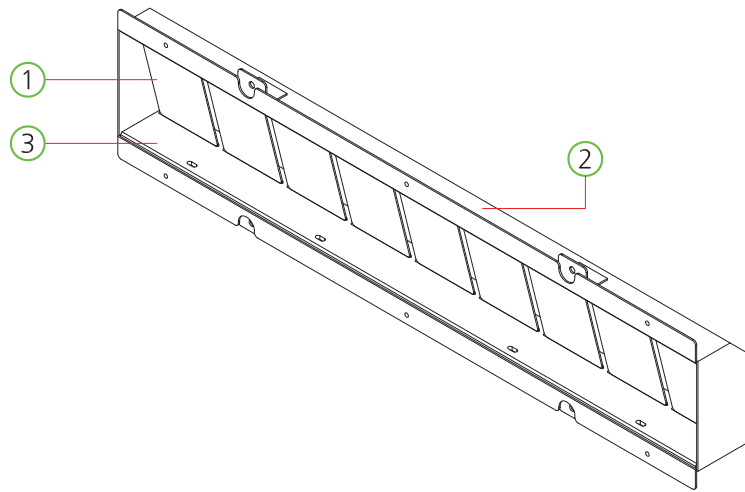
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	AC INPUT	DAC-13H	1	MELE0SWI015

8-18. HOPPER PART



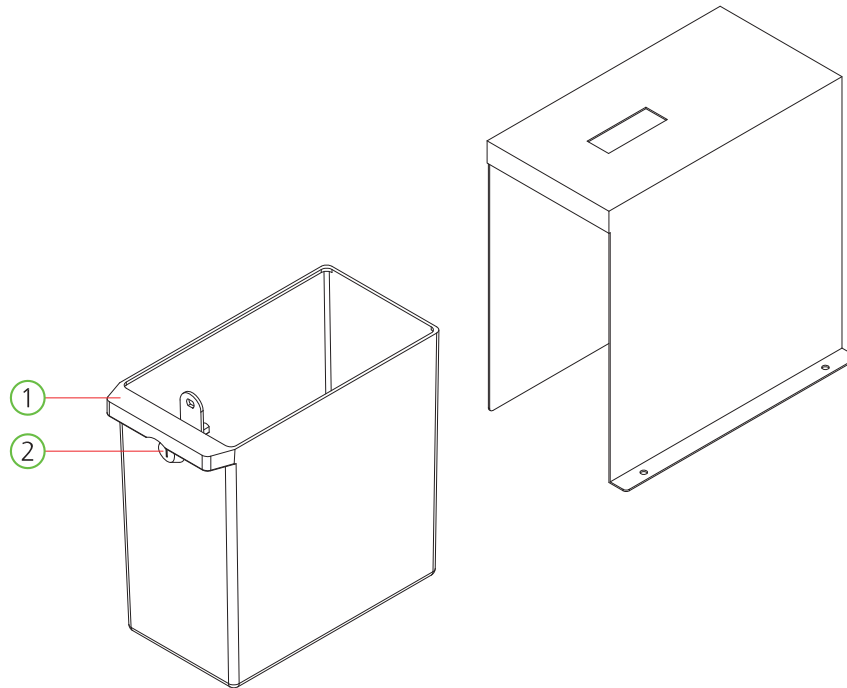
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	HOPPER MACHINE	-	4	MZZZ0HOP019
2	HOPPER PCB ASS'Y	-	4	ADRE2PCB006

8-19. CARD DECO LAMP BKT PART



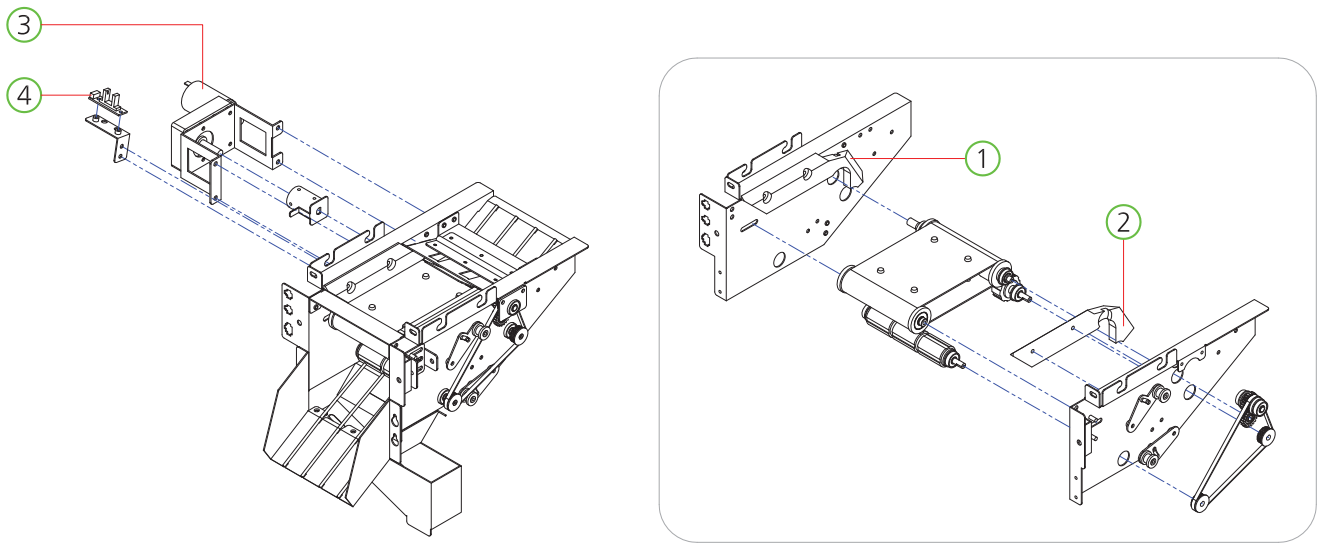
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	DISPLAY CARD	PET-1.0t	18	MSBP0ACR047~055
2	CARD DISPENSER DECO LIGHT ACRYL-A	ACRYL-3.0t	2	MSBP0ACR011
3	CARD DISPENSER DECO LIGHT ACRYL-B	ACRYL-3.0t	2	MSBP0ACR012

8-20. COIN BOX PART



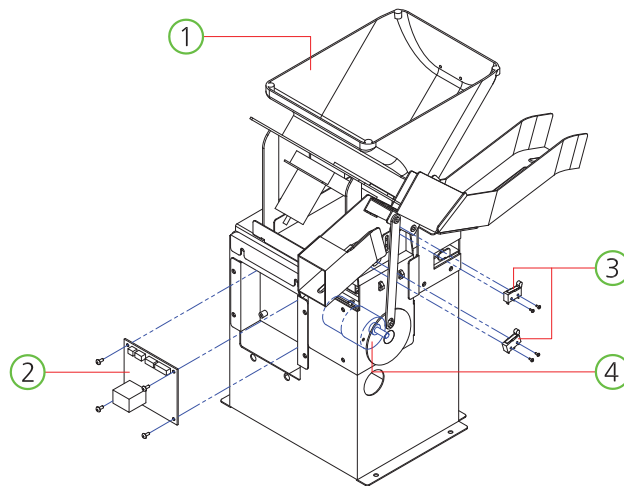
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	COIN BOX	-	2	MDRE0PLA007
2	KEY ASS'Y	6001	2	-

8-21. FRONT ROLLER PART



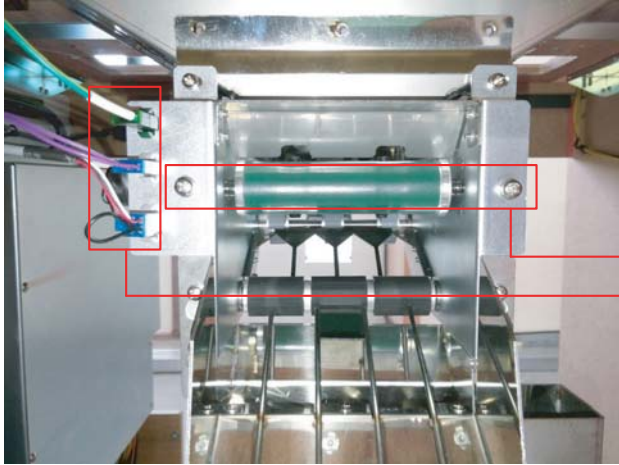
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	FRONT ROLLER GUIDE ACRYL-L	ACRYL-10.0t	2	MSBP0ACR037
2	FRONT ROLLER GUIDE ACRYL-R	ACRYL-10.0t	2	MSBP0ACR037
3	DC MOTOR	KGE-3448-075,F-type, 1/162_40RPM	2	MZZZ0MOT087
4	PHOTO INT-1 PCB ASS'Y	-	2	ACIR0PCB011

8-22. COUNTER HOPPER PART



NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	HOPPER ASS'Y	HOPPER MOTOR 24V	2	AZZZ0HOP019
2	DREAM HOPPER PCB ASS'Y	-	2	ADRE2PCB006
3	MICRO SWITCH	SSM3142	4	MELE0MIC003
4	DC MOTOR	KGC-3429-075-1/210_31RPM	2	MZZZ0MOT088

9. HOW TO ADJUST FRONT ROLLER ASS' Y CONVEYOR BELT

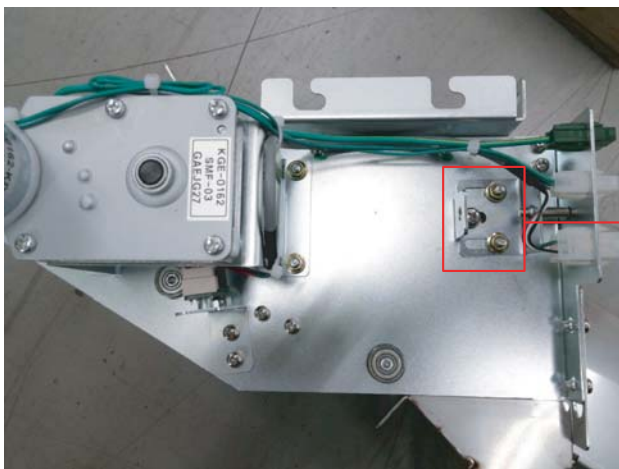


* The adjustment of belt tension of FRA shall be made only when conveyor is not moving although FRA motor is normally working.

(1) Detach the installed FRA by ①unlocking 2 bolts and ②3 cables in front of FRA.

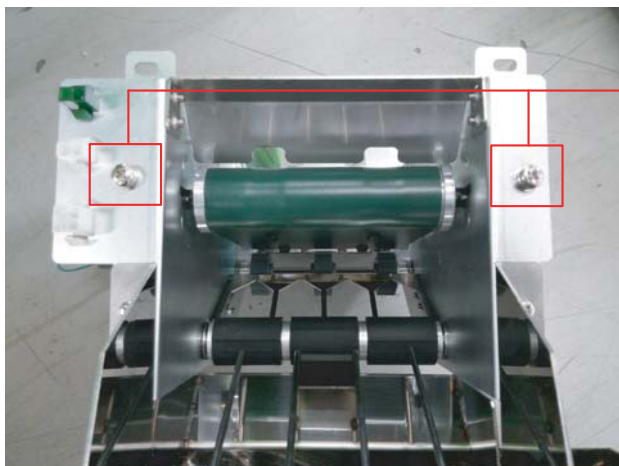
①

②



(2) Loosen ③the bolts and nuts of belt adjustment BKT of FRA to move.

③



④

(3) Adjust ④the bolt in front of FRA which controls belt tension.

* If you need to make belt tension hard -
Check operating condition of conveyor belt by turning half way to right side.

* If you need to make belt tension soft -
Check operating condition of conveyor belt by turning half way to left side.

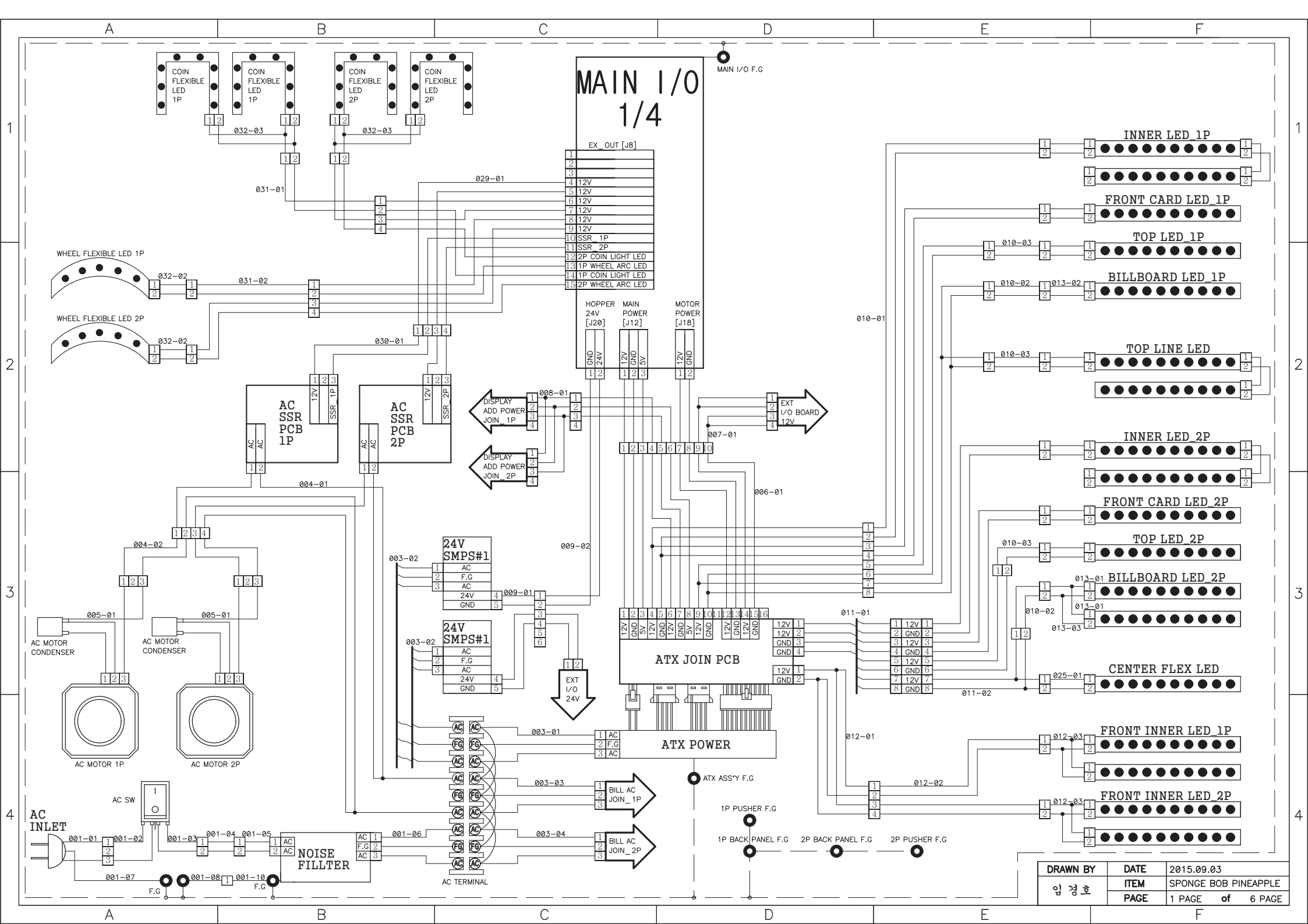
Warning) Motor can be damaged if you make the tension of belt too hard.

(4) Fasten the bolts and nuts of belt adjustment BKT of FRA.

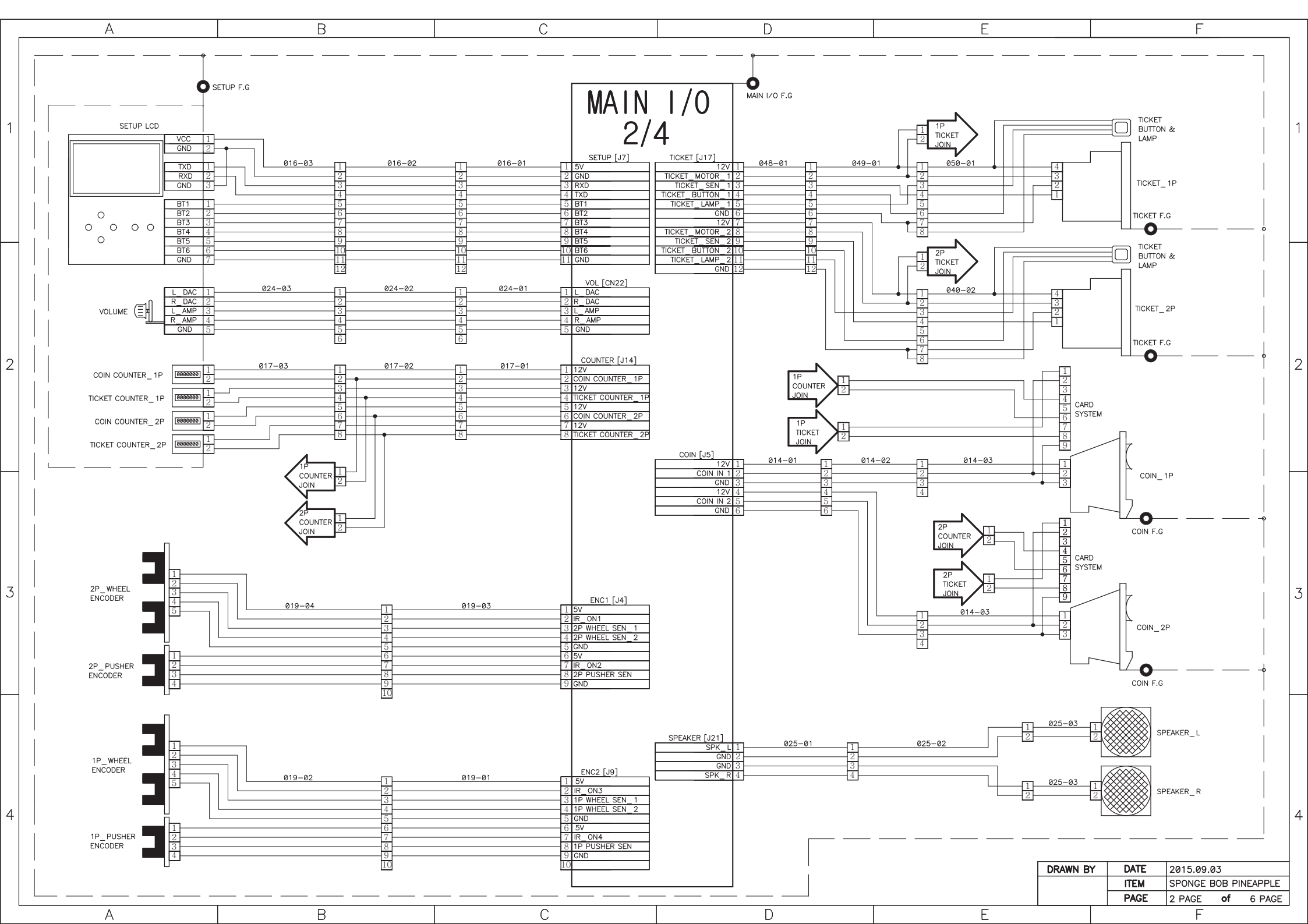
Warning) Use loctite to prevent loosening by vibration.

(5) Lock the bolts and tighten the cables to FRA after installing FRA to machine.

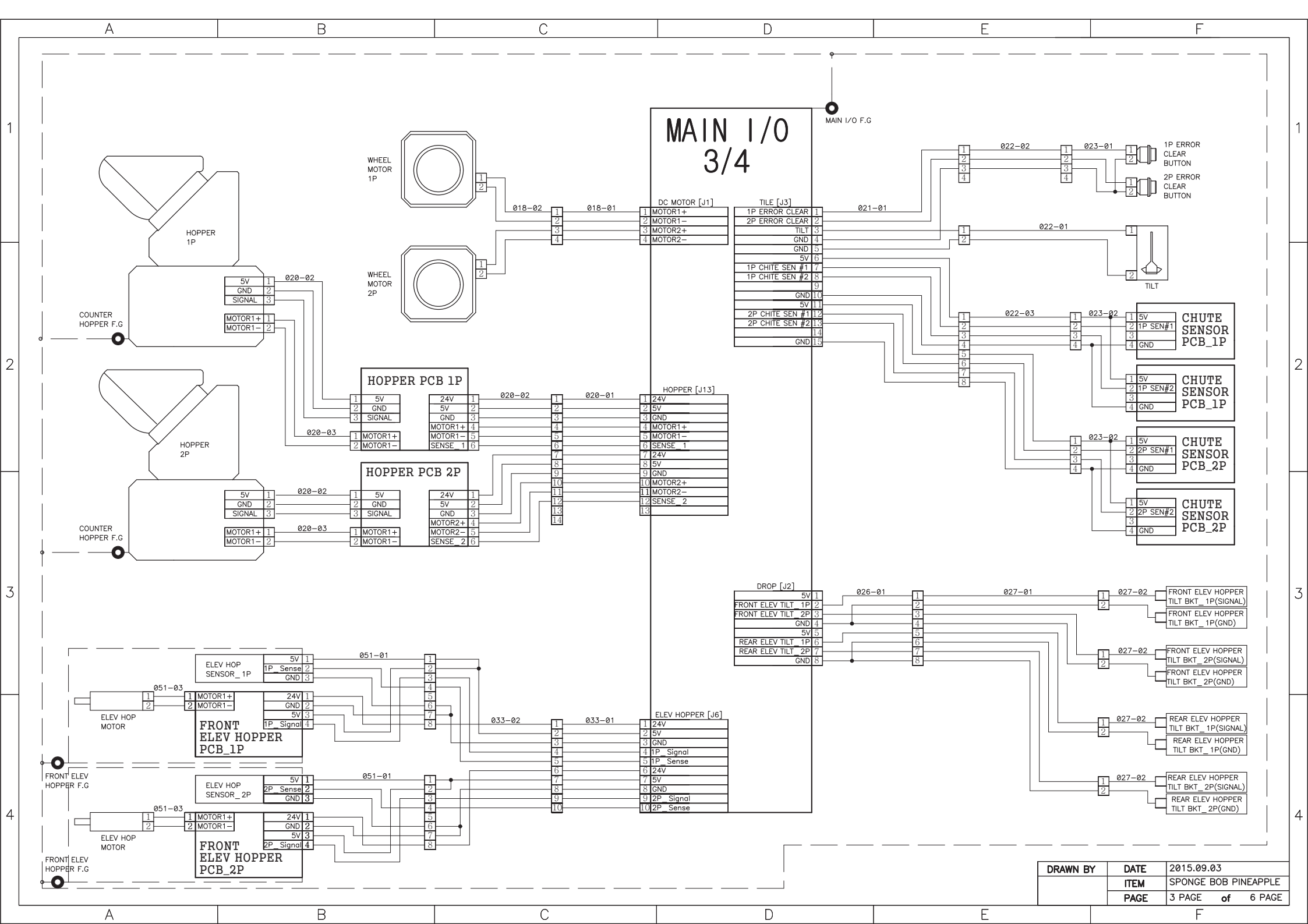
(6) Operate the machine after checking final operation condition.



DRAWN BY	DATE	2015.09.03
임경호	ITEM	SPONGE BOB PINEAPPLE
	PAGE	1 PAGE of 6 PAGE



DRAWN BY	DATE	2015.09.03
	ITEM	SPONGE BOB PINEAPPLE
	PAGE	2 PAGE of 6 PAGE

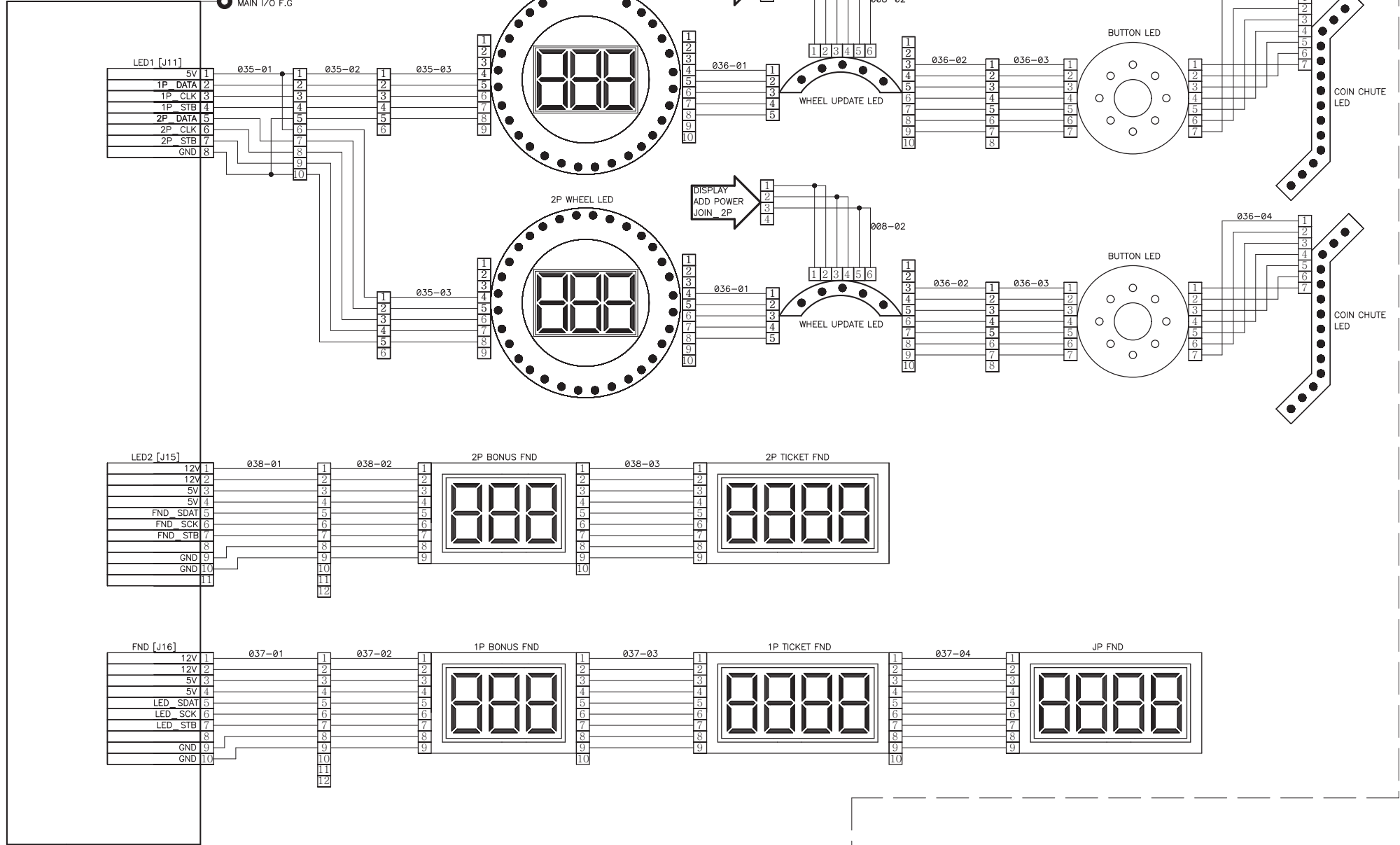


MAIN I/O 3/4

MAIN I/O F.G.

DRAWN BY	DATE	2015.09.03
	ITEM	SPONGE BOB PINEAPPLE
	PAGE	3 PAGE of 6 PAGE

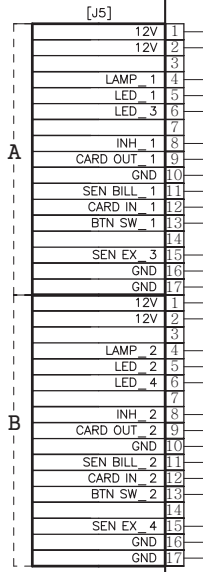
MAIN I/O 4/4



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	ITEM	SPONGE BOB PINEAPPLE
	PAGE	4 PAGE of 6 PAGE

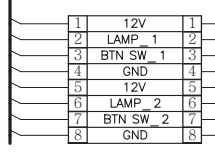
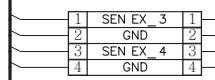
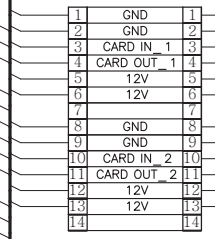
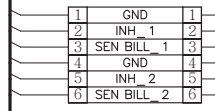
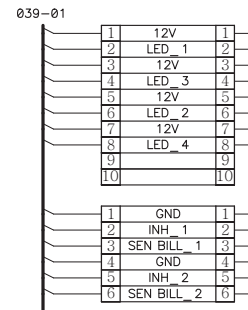
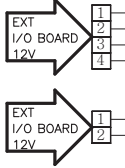
MAIN I/O F.G

EXTENSION I/O 1/2

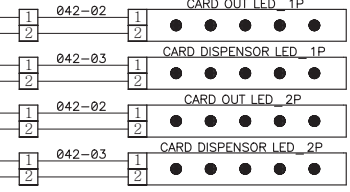


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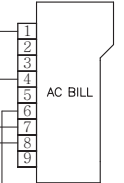
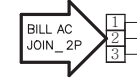
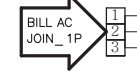
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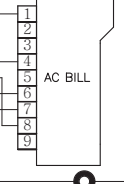
042-01



043-01

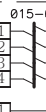
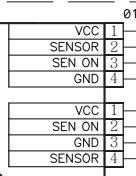
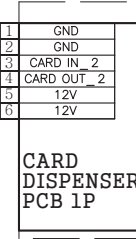


F.G

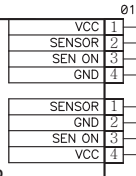
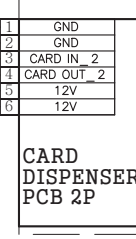
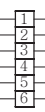


F.G

041-01



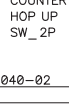
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044-01



044-02

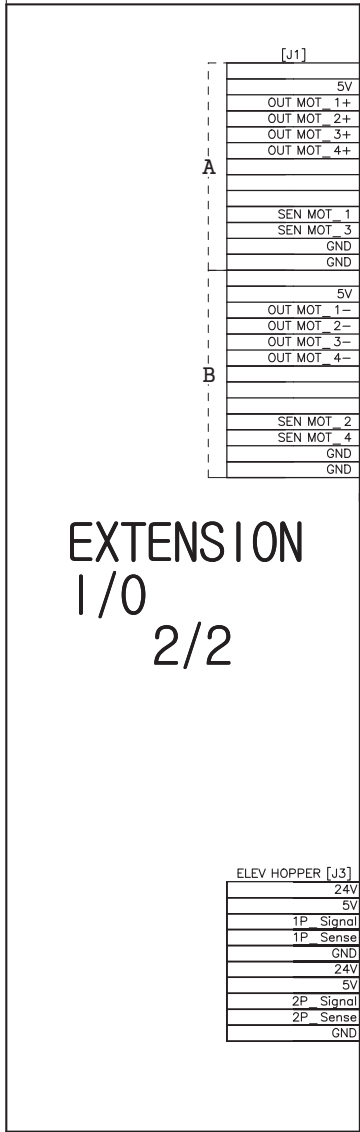


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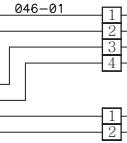
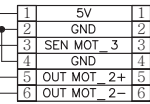
DRAWN BY	DATE	2015.09.03
	ITEM	SPONGE BOB PINEAPPLE
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MAIN I/O F.G

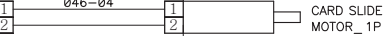


EXTENSION
I/O
2/2

045-01

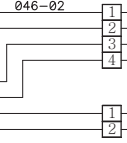
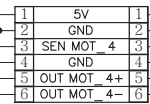


CARD SLIDE INT_1P

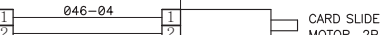


CARD SLIDE MOTOR_1P

CARD SLIDE F.G

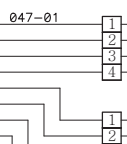
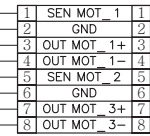


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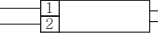


CARD SLIDE MOTOR_2P

CARD SLIDE F.G



COUNTER HOP DOWN SW_1P



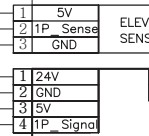
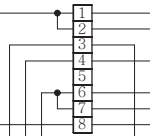
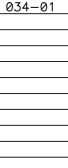
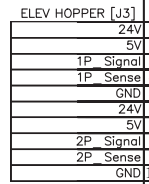
COUNTER HOPPER RAIL MOTOR_1P



COUNTER HOP DOWN SW_2P



COUNTER HOPPER RAIL MOTOR_2P

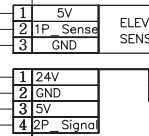
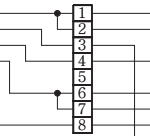


ELEV HOP SENSOR_1P



ELEV HOP MOTOR

REAR ELEV HOPPER F.G



ELEV HOP SENSOR_2P



ELEV HOP MOTOR

REAR ELEV HOPPER F.G

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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 Seven Key Components such as SMPS/ATX, Motor, Main PCB, I/O Board and MK Box from defects for a period of one year from ship date.

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

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

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

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

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

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

ANDAMIRO CO., LTD.
www.andamiro.com



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

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

1. Company Name : _____

2. Mailing Address : _____

3. E-Mail Address : _____

4. Phone No : _____

5. Name of the person in charge : _____

6. Description of the product defects

6-1) Name of the Game : _____

6-2) Serial No : _____

6-3) Date of Purchase : _____

6-4) Detailed description of the product defects.

Remarks: If possible, please provide us with related photos and videos which will be greatly appreciated to verify the cause of the problem.



ANDAMIRO CO., LTD.
TEL : 82-31-909-2123~5,2051

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

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

USA BRANCH
ANDAMIRO USA CORP.
17230 S. Main Street
TEL : 1-310-767-5800

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

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