

TOUCHDOWN

OWNER'S MANUAL

KOREA AMUSEMENT



IMPORTANT

- Please read the manual carefully and keep it in mind before using this machine.
- Put this manual within touch of your reference in anytime.

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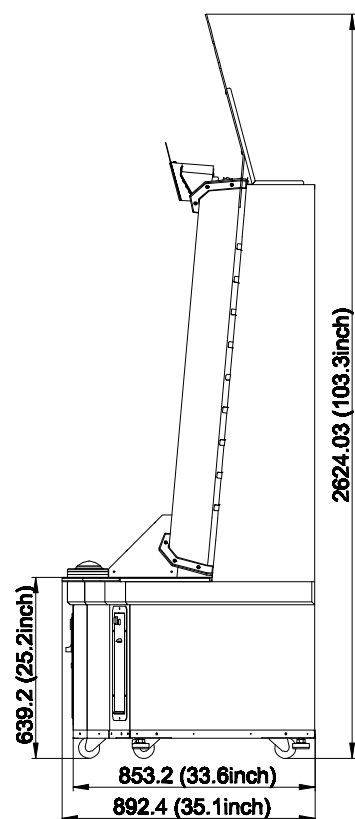
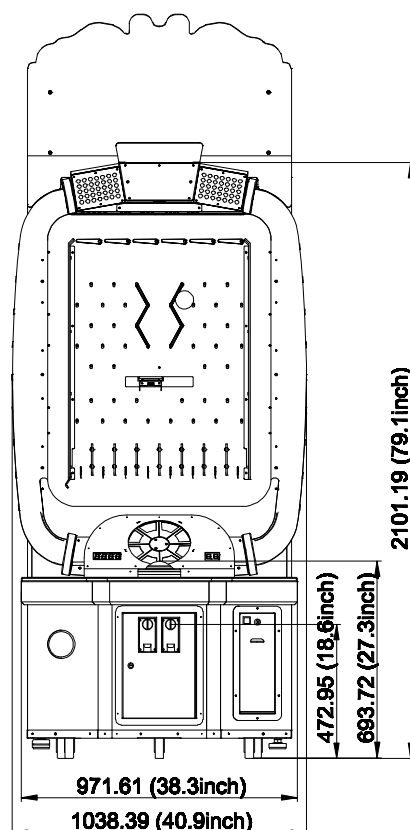
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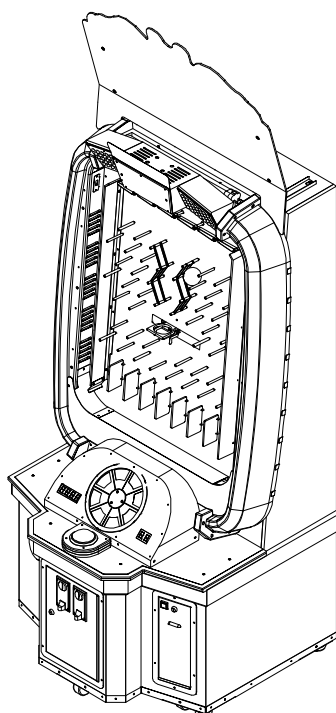
10. SHEET (61p)

1. SPECIFICATION AND DIMENSIONS

1-1. DIMENSIONS



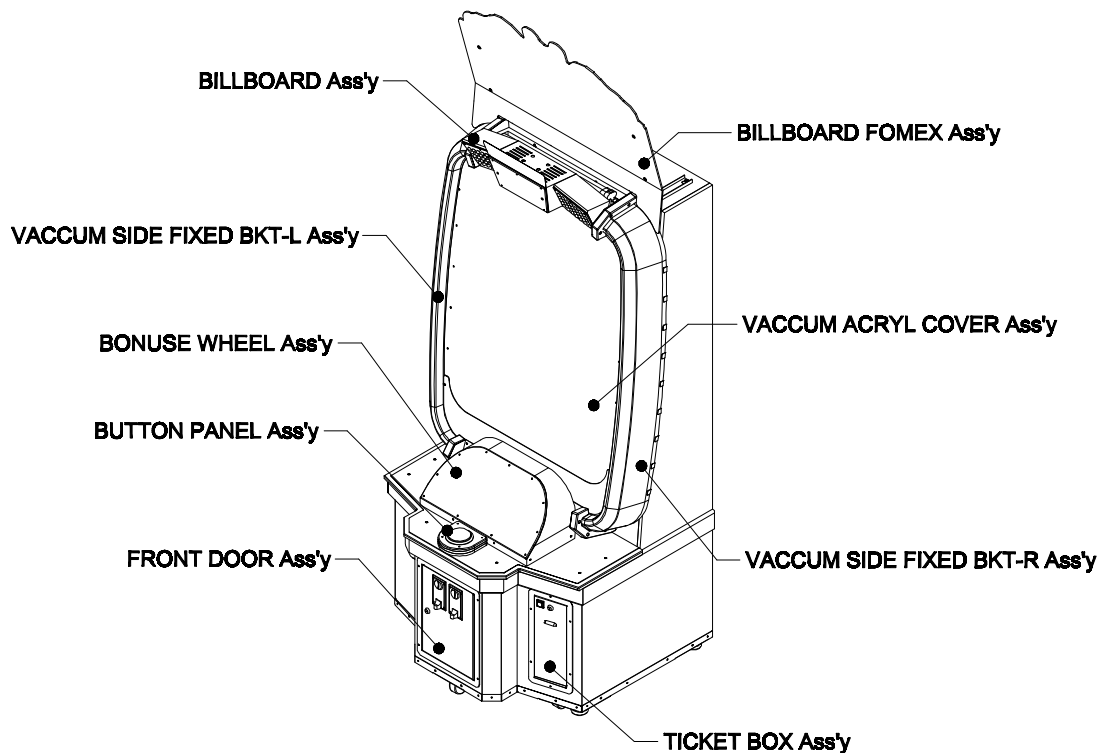
1-2. SPECIFICATION



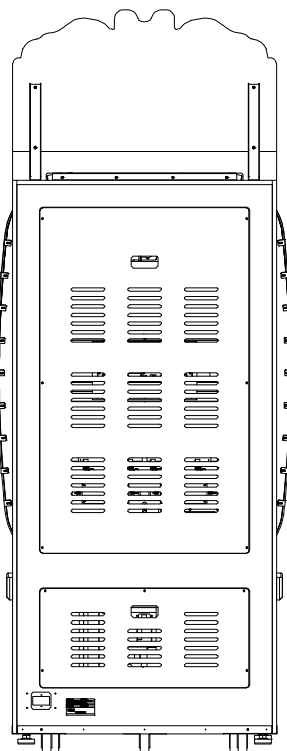
NOMINATED VOLTAGE RANGE	AC 120V	AC 220V
NOMINATED FREQUENCY RANGE	50Hz / 60Hz	
AVERAGE POWER CONSUMPTION	200W (2A)	200W (1A)
MAXIMUM POWER CONSUMPTION	280W (2.7A)	280W (1.5A)
WEIGHT	177kg (390.2 lb)	

2. NAME OF PARTS & STICKER LOCATION

2-1. NAME OF PARTS



2-2. STICKER LOCATION

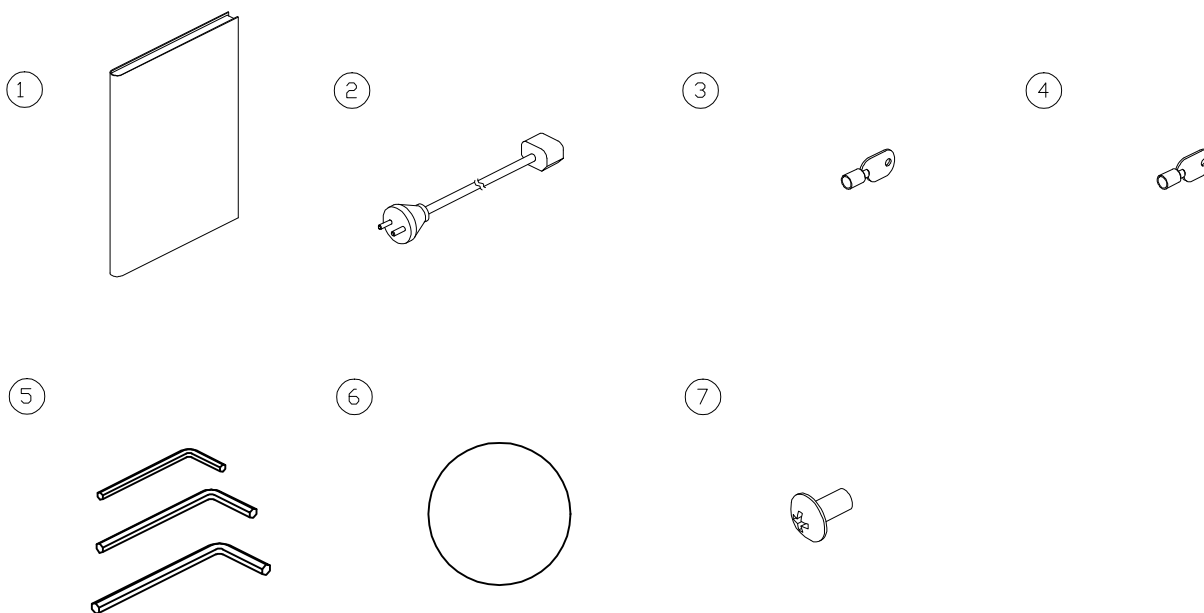


MODEL NAME	TOUCH DOWN
POWER REQUIREMENTS	AC 120V , 50Hz / 60Hz
AVERAGE POWER CONSUMPTION	200W (2A)
MAXIMUM POWER CONSUMPTION	280W (2.7A)
WEIGHT (KG)	177Kg(390.2 lb)
MODEL NO.	KM-TD-001

ROHS



3. COMPONENTS



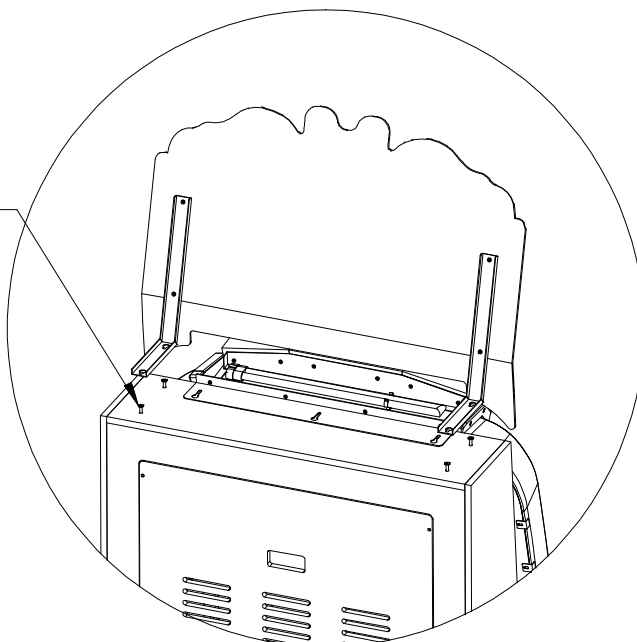
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	MANUAL	MANUAL	1	MUFEOBOX002
2	AC POWER CORD	125V-7A(0.75)	1	MELEQACP001
		250V-10A(0.75)		MELEQACP008
		250V-13A(0.75)UL (BF3)		MELEQACP008
3	DOOR KEY / TICKET BOX KEY	7001	2	MZZZ0KEY032
4	CASH BOX KEY	6001	2	MZZZ0KEY013
5	WRENCH	2.5mm	1ea	MXXXOREN001
		3mm		MXXXOREN004
		4mm		MXXXOREN002
6	BALL	φ 65	5	
7	TH BOLT	M4 X 8L	2	

4. HOW TO ASSEMBLE

4-1. Connect a BILLBOARD Ass'y to the top of the main cabinet by tightening the bolts 4EA (M6 x 30L) as shown above.

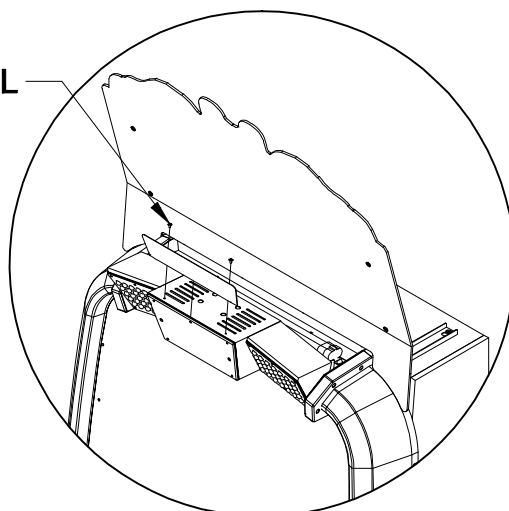
Refer to PAGE 19 to assemble BILLBOARD FOMEX Ass'y.

4-M6 X 30L



4-2. Connect a BONUS DECAL Bracket with the main cabinet by tightening the bolts 2EA (M4 x 8L) as shown above.

2-TH M4 X8L



5. SETUP MODE

5-1 Function of Control Panel (SW1, SW2, SW3) .

- 1) S/W1 : a) Entering Setup Mode.
b) Push SW1 two times and return to upper menu.
- 2) S/W2 : a) Adjusting each Setup value.
b) Service coin switch
- 3) S/W3 : a) Entering each Setup menu
b) Test switch

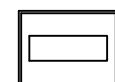
5-2 How to setup.

5-2.1 Press SW1 to enter into Setup Mode.

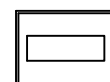
5-2.2 Press SW3 and enter each Setup menu.

5-2.3 Press SW2 and adjust each setup value.

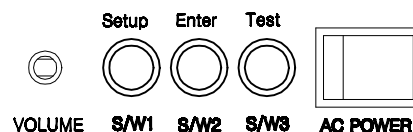
5-2.4 Press SW1 two times to save the setup and return to Game Mode.



Coin Counter



Ticket Counter



CONTROL PANEL

setup Mode Flow chart

CREDIT FND (MODE)

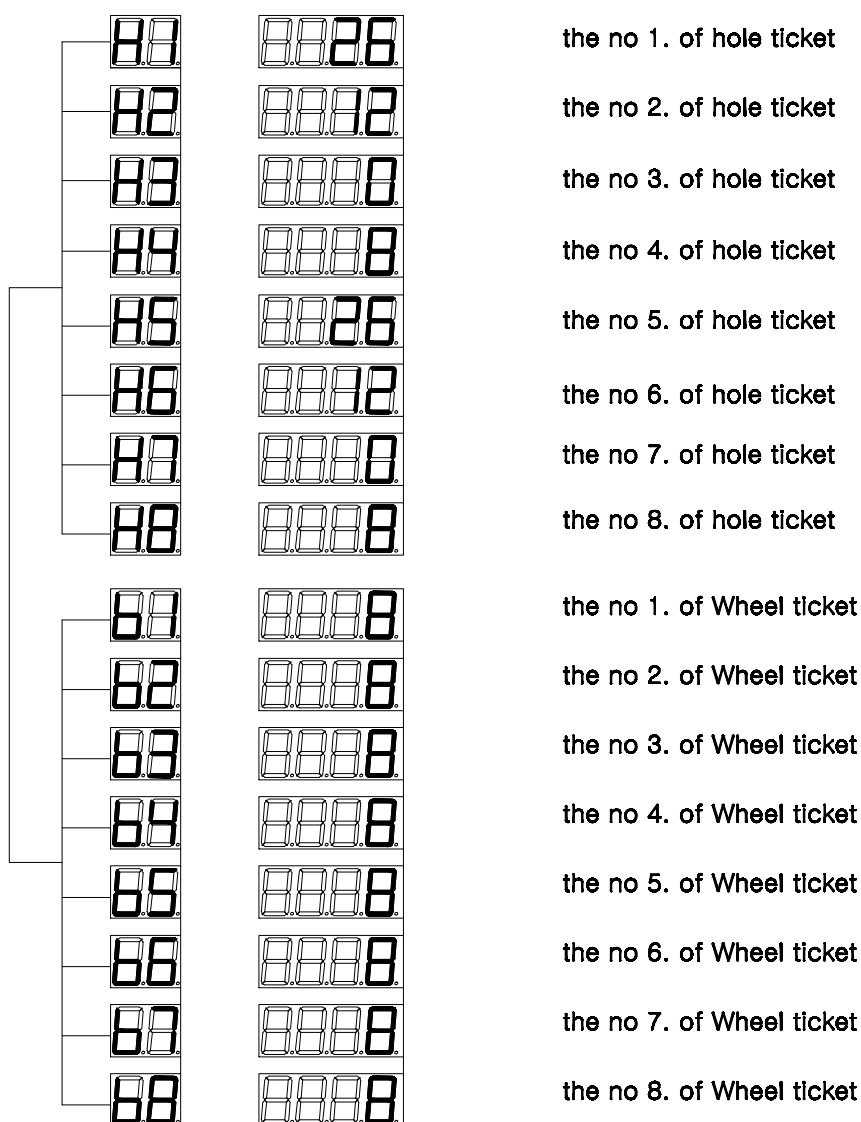
TICKET OWED FND (Setting value displayed)

		Coins per credit Range : 0~10 / default : 2
		No of accumulated Bonus per credit/game Range : 0~10 / default : 1
		Bonus ticket start value Range : 0~1,000 / default :100
		Maximum Bonus ticket value Range : 0~1,000 / default :500
		Half ticket (1:normal, 2:D&B) default :1
		demo sound (0,1,2) Range : 0~2 / default : 1
		Error sound Range : 0,1 / default : 0
		No of pucks per credit/game Range : 1~5 / default : 1
		bonus Motor Speed Range : 80~255 / default : 255
		Tickets payout Range : 1~50 / default : 15 tickets

* Demo sound on/off (0 ,1, 2)

* NO 0 --> Demo sound off.
* No 1 --> Playing demo sound once every 5min.
* No 2 --> Playing demo sound continuously.

5-3. Flow chart
*** Setup Mode**



Dip. S/W

No.4 On - Ball Demo On (Do not use it for Chinese Ver.)

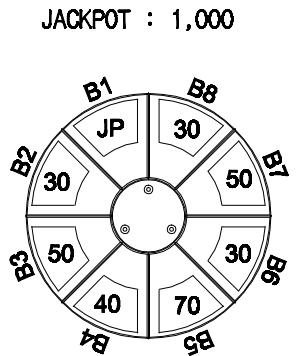
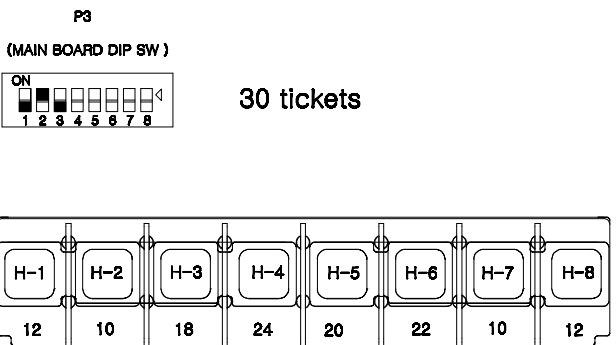
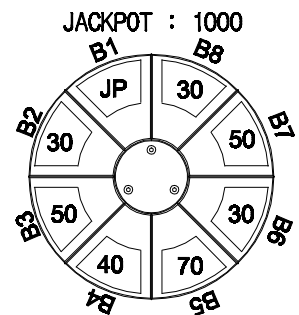
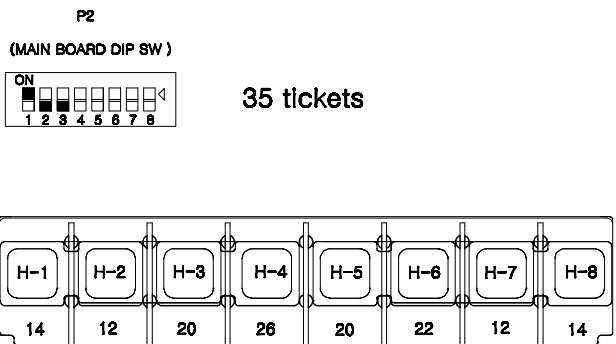
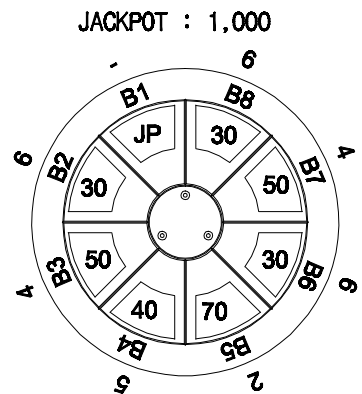
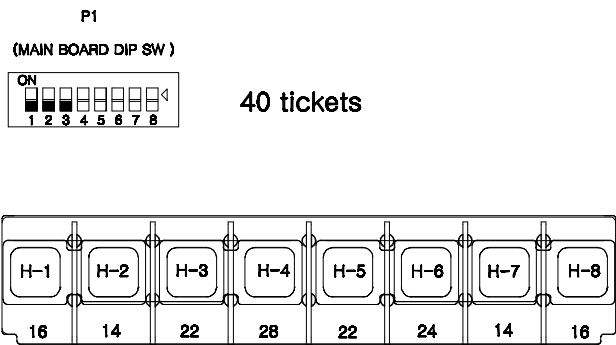
No.6 OFF - CHINA

On - USA

No.7 On - JP payout ratio counting mode.

No.8 On - Tickets automatically dispensed.

5-4. The no. of ticket to each path and wheel

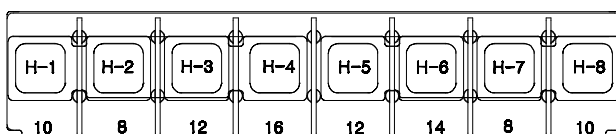


P4

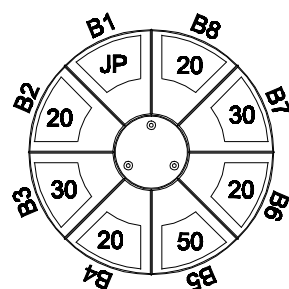
(MAIN BOARD DIP SW)



25 tickets



JACKPOT : 500

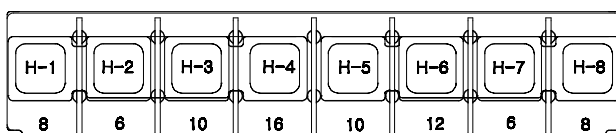


P5

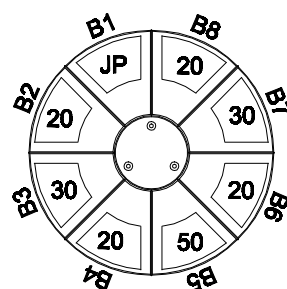
(MAIN BOARD DIP SW)



20 tickets



JACKPOT : 500

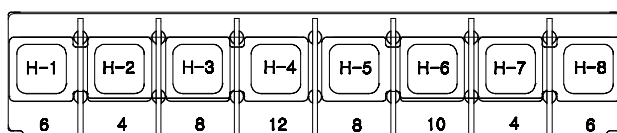


P6

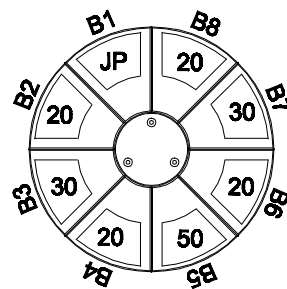
(MAIN BOARD DIP SW)

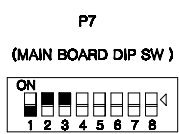


15 tickets

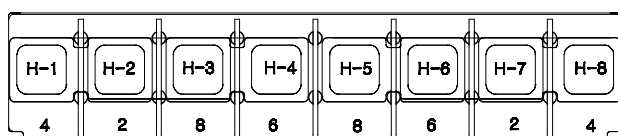


JACKPOT : 500

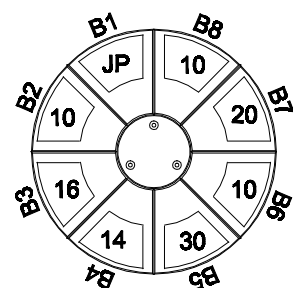




8 tickets



JACKPOT → 300
P2 → 8



5-5. How to clear existing setup value.

5-5.1 Turn on machine while SW1 being pushed to enter into Clear Mode.

5-5.2 Press SW2 and clear the data.

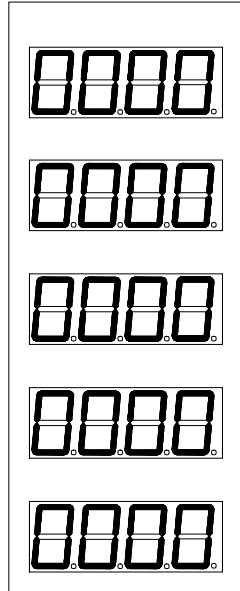
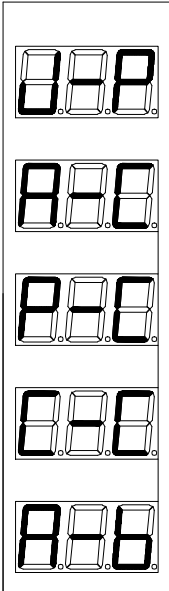
5-5.3 Press SW3 and enter each setup menu.

5-5.4 Press SW1 two times to save the setup and return to Game Mode.

* Clear Mode

Ticket Owed Fnd

Bonus Fnd



- Clear the accumulated Bonus Tickets in Bonus FND

- Stop Ticket Dispense from Ticket Dispenser.

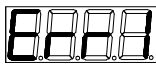
- Clear the Ticket Payout.

- Clear the Credits.

- Clear the all Set-up value and return to default setting.

5-6. Error mode

Ticket Owed FND



When no ticket is available into dispenser, or Error on ticket dispenser.



Error on Lever Motor or Open Sensor.



Error on Lever Motor or Close Sensor.



Error on Big Win Motor or Left Sensor.



Error on Big Win Motor or Right Sensor.



Error when a ball doesn't go around a track or air blower doesn't work, or Error on Ball Sensor 'a'.



Error on Ball Sensor 'b'.



Error when Micro Switch or Big Win Hole Sensor doesn't detect movement of a ball after start button pressed.



Error on Bonus Wheel Motor or Sensor.



Error when Micro Switch doesn't stop sensing of it.

6. Test mode

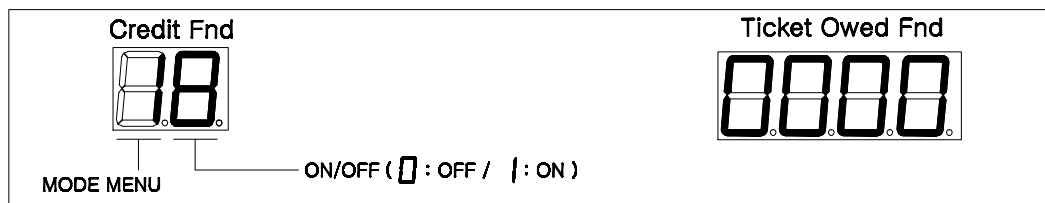
6-1. The first step of Test Mode.

6-1.1 Press SW3 to enter into Test Mode.

6-1.2 Press SW1 to enter into each Test Menu.

6-1.3 Press SW2 to operate each Test menu.

6-1.4 Press SW3 two times to save the setup and return to Game Mode.



NO.	Credit Fnd	Content
1		Lever Motor Test Off
2		Lever Motor Test On
3		Bonuse Motor Test Off
4		Bonus Motor Test On
5		Blower Motor Test Off
6		Blower Motor Test On
7		1P Ticket Dispensor Test Off
8		1P Ticket Dispensor Test On
9		Bonus Wheel Test Off
10		Bonus Wheel Test On
11		Led & Fnd Test Off
12		Led & Fnd Test On
13		Sound Test Off
14		Sound Test On
15		Counter Test Mode
16		Ticket Counter On
17		Coin Counter On

6-2.Sensor And Switch Test

- Sensor and Switch operation conformity check



NO.	CONTENT	Ticket Owed FND
1	1P Ticket Dispenser Sensor	
2	1P Ticket Empty Switch	
3	2P Ticket Dispenser Sensor	
4	2P Ticket Empty Switch	
5	Start Button	
6	Coin Sensor	
7	Setup Button	
8	Service Button	
9	Test Button	
10	Lever Close Sensor	
11	Lever Open Sensor	
12	Big Win Left Sensor	
13	Big Win Right Sensor	
14	Big Win Hole Sensor	
15	Ball Check "a" Sensor	
16	Ball Check "b" Sensor	
17	Micro Switch "1"	
18	Micro Switch "2"	
19	Micro Switch "3"	
20	Micro Switch "4"	
21	Micro Switch "5"	
22	Micro Switch "6"	
23	Micro Switch "7"	
24	Micro Switch "8"	
25	Bonus Wheel Point Sensor	
26	Bonus Wheel Encoder Sensor	



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