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SERVICE MANUAL



DC SUPER HEROES

Ver 1.0



ISSUEDATE:June. 29, 2018

STOP

IMPORTANT

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

PRECAUTIONS FOR USE

The following safety precautions are given throughout this manual. They must be strictly followed to protect those who install, use or maintain this product as well as to protect players, visitors and property.

For safety reasons.

- The following suggestions should be adhered to:

⚠ WARNING
Disregarding could result in serious injury.

⚠ CAUTION
Disregarding could result in injury or product damage.

- **The following graphic suggestions describe the types of precautions to be followed.**

⚠
Indicates a care should be taken.

⃠
Forbidden.

Indicates a matter which must be performed.

- **Precautions to be followed:**

Certain procedures require a qualified in-shop maintenance person or industry specialist. For such instructions, a qualified person must take care of the jobs.

- Otherwise an electric shock, machine trouble, or a serious accident may result.
- Replacing the machine parts, inspecting and maintaining the machines, and troubleshooting must be assigned only to a qualified in-shop maintenance person or industry specialist. This booklet gives instructions that hazardous jobs in particular must be handled by an industry specialist. Qualified in-shop maintenance person and industry specialist are defined as follows.

Qualified in-shop maintenance person

- A service staff shall have experience in operations of game machines. The staff shall be responsible for assembly, installation, inspection and maintenance of the machine.

Industry specialist

- An industry specialist must be engaged in designing, manufacturing, inspecting and servicing amusement machines. He or she must have an education in electrical, electronic and mechanical engineering, and routinely maintain and repair amusement machines.

PRECAUTIONS FOR USE

⚠WARNING

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

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

The machine for indoor usage only does not install outside.



Do not set the game machine up near emergency exits.



Protect the game machine from:



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

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



Do not place objects near the ventilating holes.



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



Never plug or unplug the power cord with wet hands.



Never unplug the game machine by pulling the power cord.



⚠ CAUTION

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

Be sure to use the attached power cord.

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



Do not lay the power cord where people walk through.



Be sure to ground this product.



Do not exert excessive force when moving the machine.



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

Do not alter the system related dipswitch settings.

PRECAUTIONS FOR USE

⚠ WARNING

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



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

In case of abnormality

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

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



- Doing so could result the power cord periodically.

⚠ CAUTION

Do not use this product anywhere other than industrial areas.



- Using in a residential area or an area next to a residential area could affect signal reception of radios, television sets, telephones, 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 bend the power cord excessively.
- Do not heat the power cord.
- Do not bind the power cord.
- Do not sandwich the power cord.
- Do not modify the power cord.
- Do not twist the power cord.
- Do not pull the power cord.
- Do not stand on the power cord.
- Do not drive a nail into the power cord.

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

*** Electromagnetic wave may cause unexpected noise from speaker.**

PRECAUTIONS FOR USE

⚠ WARNING

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



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



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



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



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



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

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

⚠ CAUTION

Components in the game are sensitive to vibrations and impact. Care should be used when moving and transporting the game machine.
Be sure not to let the machine tip over.



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



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

Avoid excessive force while moving the machine.

PRECAUTIONS IN HANDLING

- When setting up, inspecting, maintaining, moving or transporting this product, follow the procedures and instructions set forth in this manual and perform such work safely.
- Do not set up, handle, inspect, maintain, move or transport this product under conditions equivalent to the condition of "WARNING" or "CAUTION" specified in this manual.
- If a new owner is to have this product as a result of transfer, 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, faite 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 plier le câble d'alimentation de manière excessive.
- Ne pas chauffer le câble d'alimentation.
- Ne pas lier le câble d'alimentation.
- Ne pas prendre en sandwich le câble d'alimentation.
- Ne pas modifier le câble d'alimentation.
- Ne tordez pas le câble d'alimentation.
- Ne tirez pas sur le câble d'alimentation.
- Ne montez pas sur 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.
- ISi 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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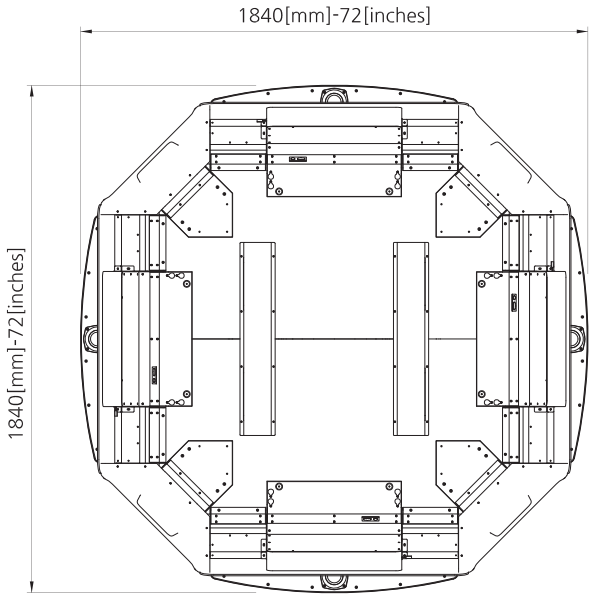
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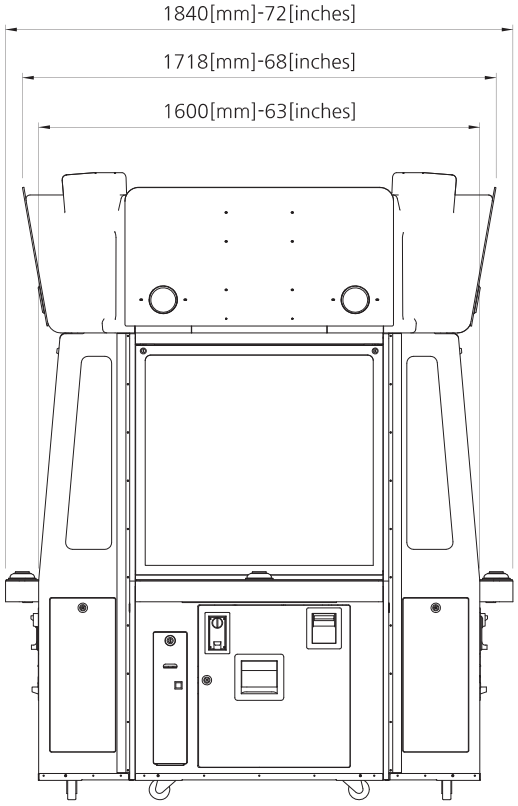
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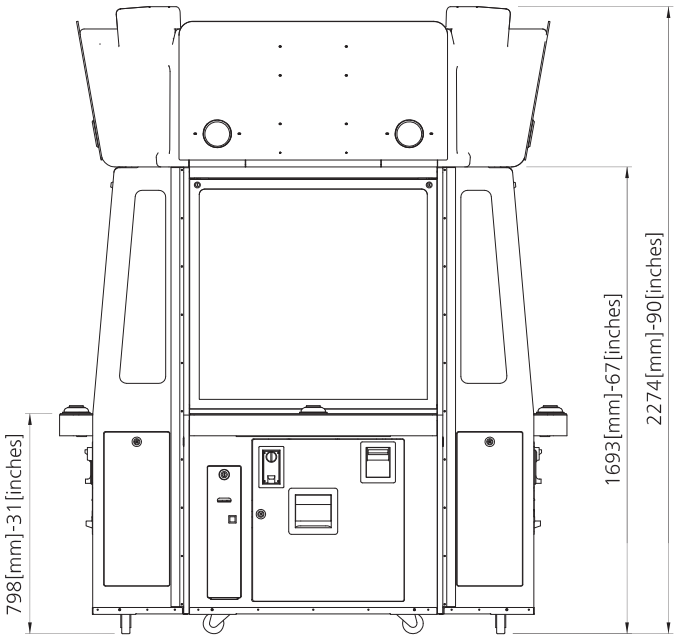
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1. SPECIFICATION AND DIMENSION

1-1. DIMENSION





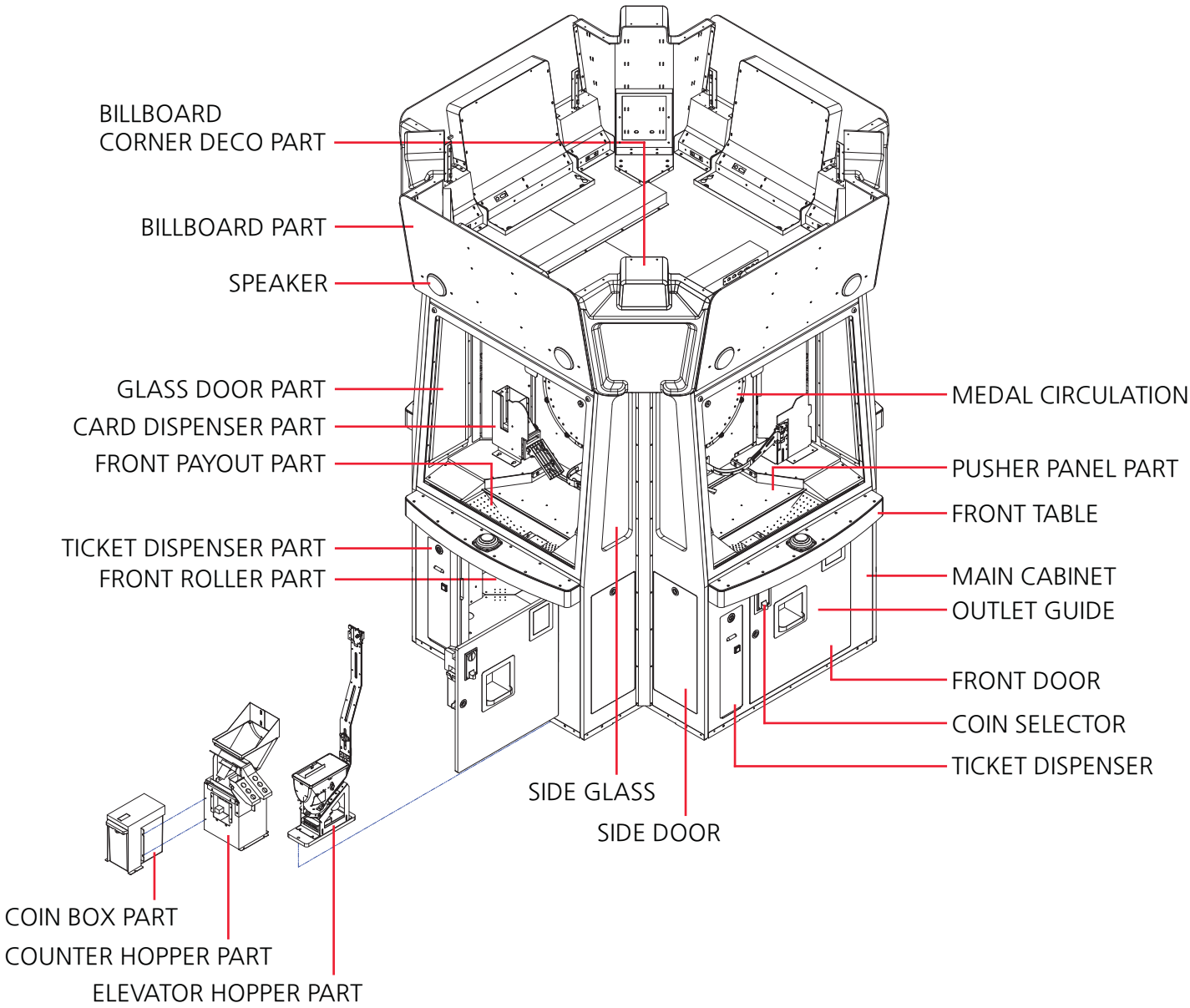


1-2. SPECIFICATION

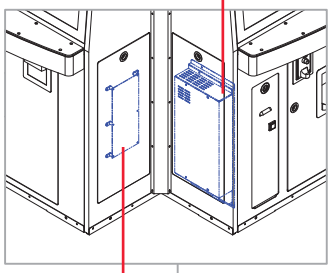
DIMENSION (W x D x H)	1840 x 1840 x 2274 (mm)
PACKING DIMENSION (W x D x H)	1950 x 1700 x 2300 (mm)
WEIGHT (kg)	580 kg [WEIGHT INCLUDING : 650 kg] PACKAGING]
VOLTAGE	AC 120V
FREQUENCY RANGE	60Hz
CONSUMPTION	700 W

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

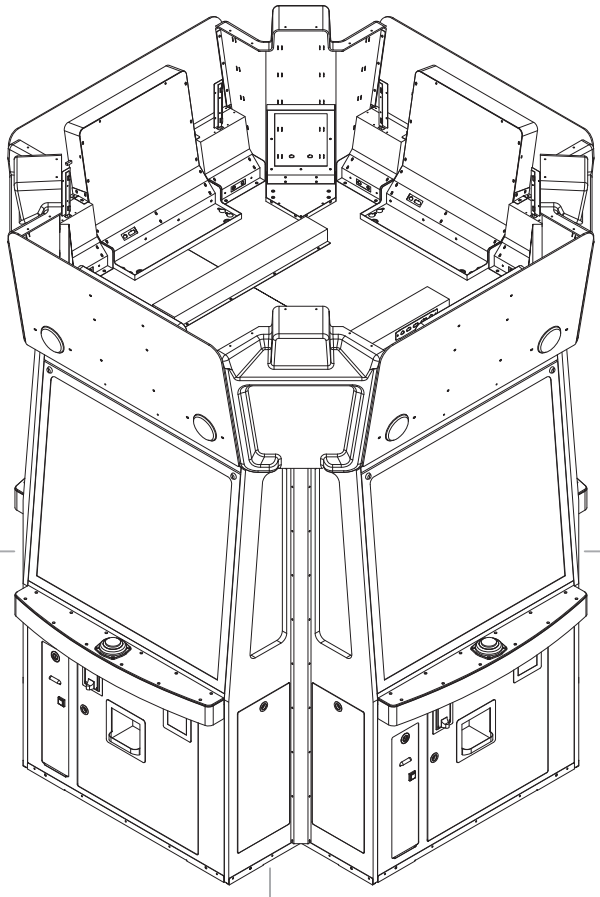
1-3. NAME OF PARTS



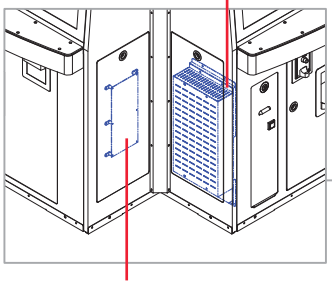
SMPS POWER PART



MAIN BOARD PART

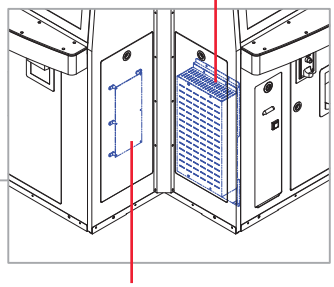


SUB SMPS BOX PART



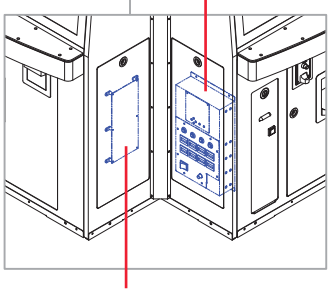
MAIN BOARD PART

SUB SMPS BOX PART



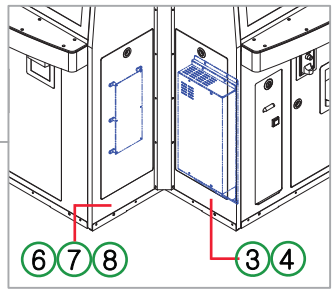
MAIN BOARD PART

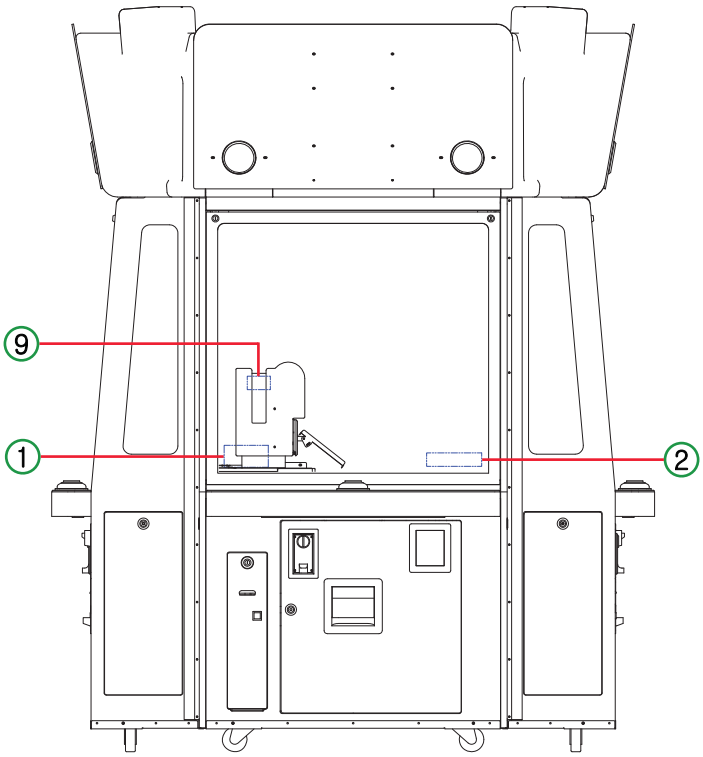
SETUP PANEL PART

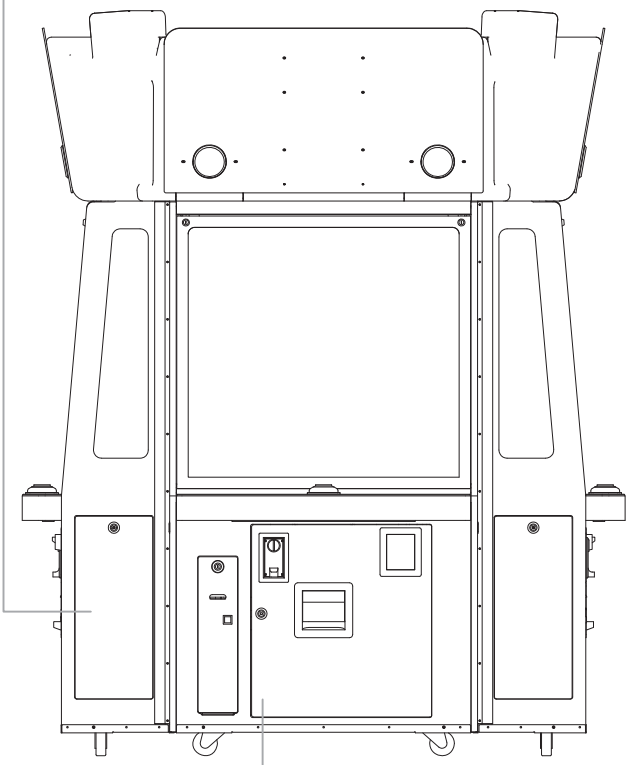


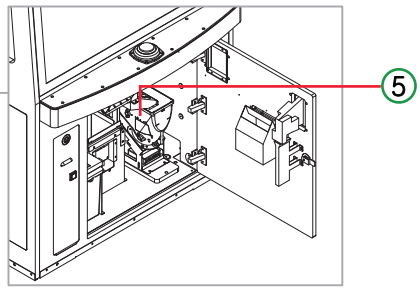
MAIN BOARD PART

1-4. STICKER LOCATION

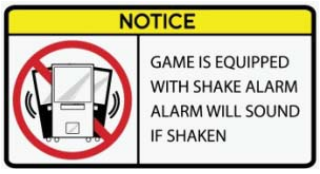




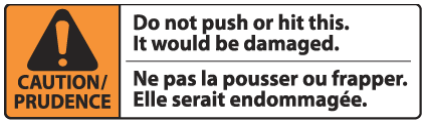




① * limited to 1~4P



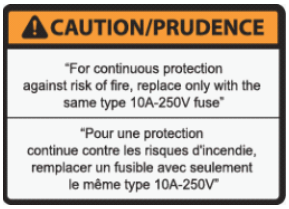
② * limited to 1~4P



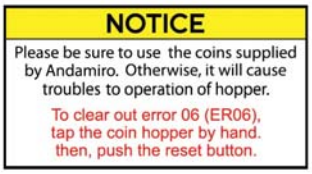
③



④



⑤ * limited to 1~4P



⑥



⑦ **Certification Label**

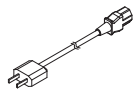
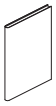
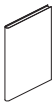
⑧



⑨ * limited to 1~4P



1-5. COMPONENTS

NO.	PART NAME	SPEC.	QTY
1	AC POWER CORD	– 	1
2	KEY	6001, 7001 	EACH 2
3	BOLT	M4x8L 	14
4	BOLT	M6x16L 	4
5	BOLT	M6x20L 	4
6	BOLT	M6x35L 	8
7	BOLT	M6x60L 	16
8	WRENCH	2.5, 3, 5, 8mm 	EACH 1
9	CARD SETTING JIG	– 	1
10	MANUAL	– 	1
11	TROUBLE SHOOTING MANUAL	– 	1

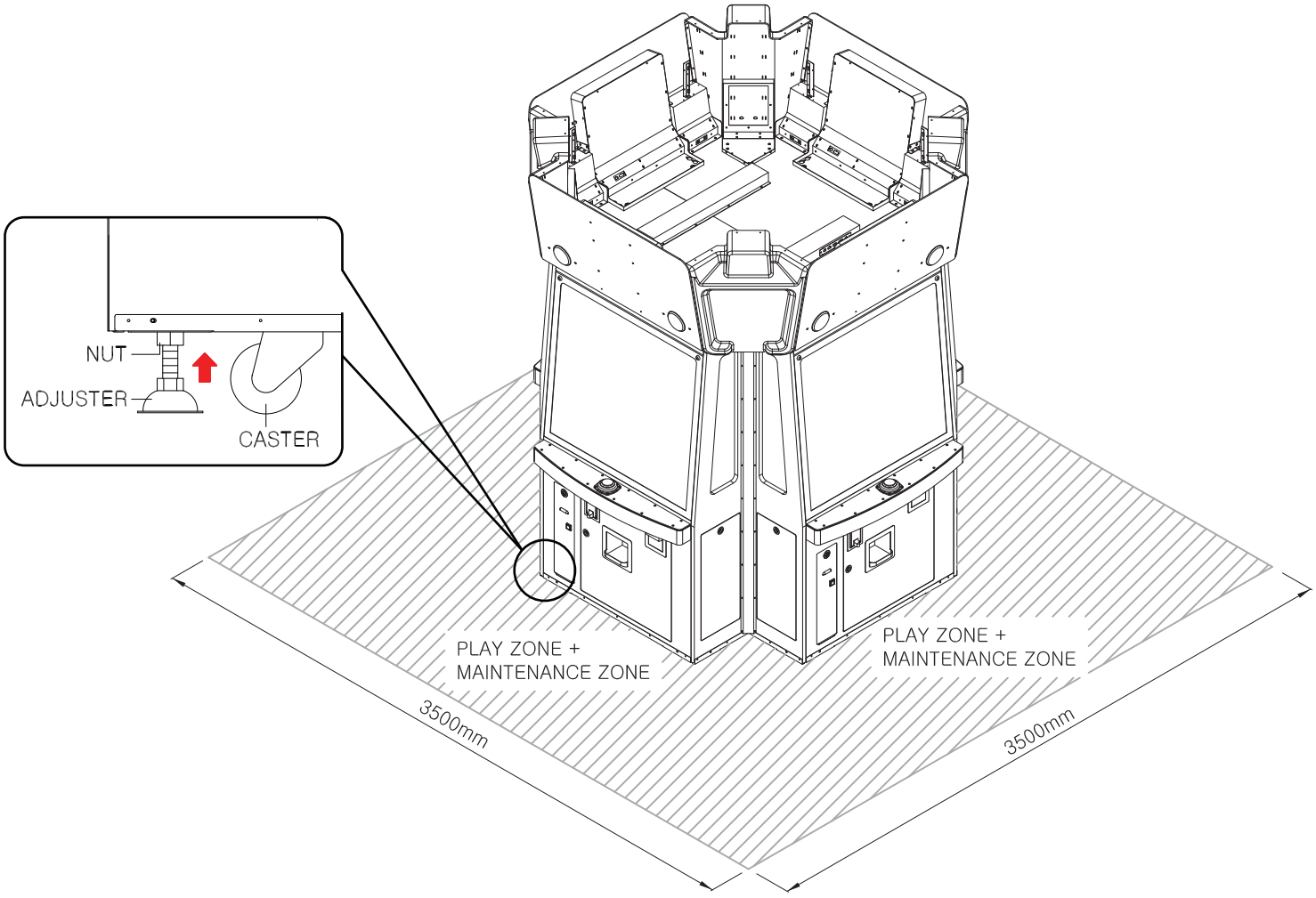
2. INSTALLATION

2-1. INSTALLATION SPACE

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

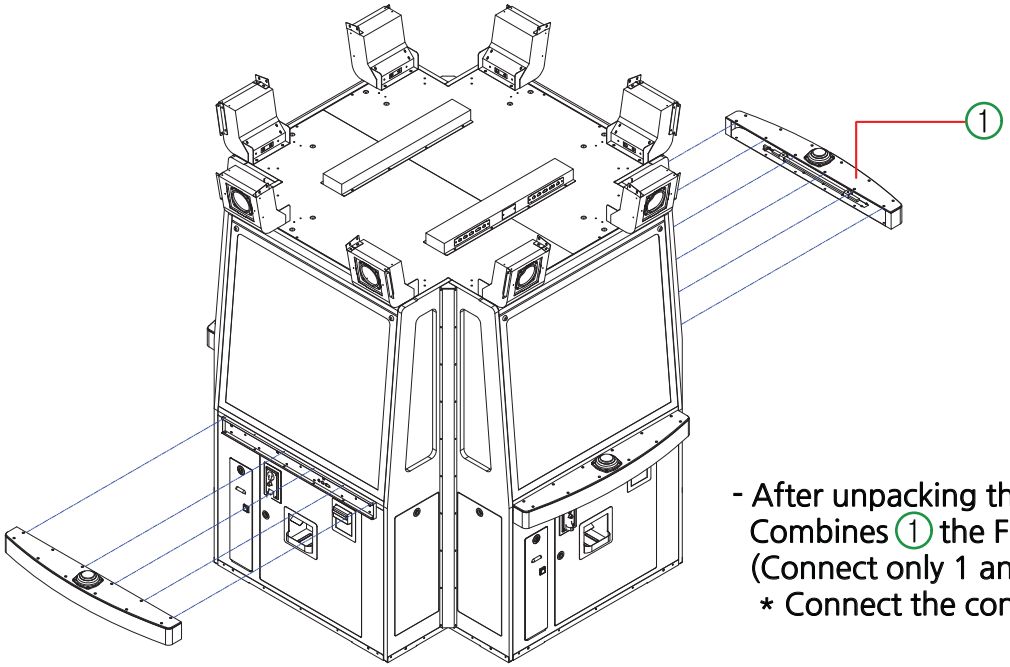
IMPORTANT

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



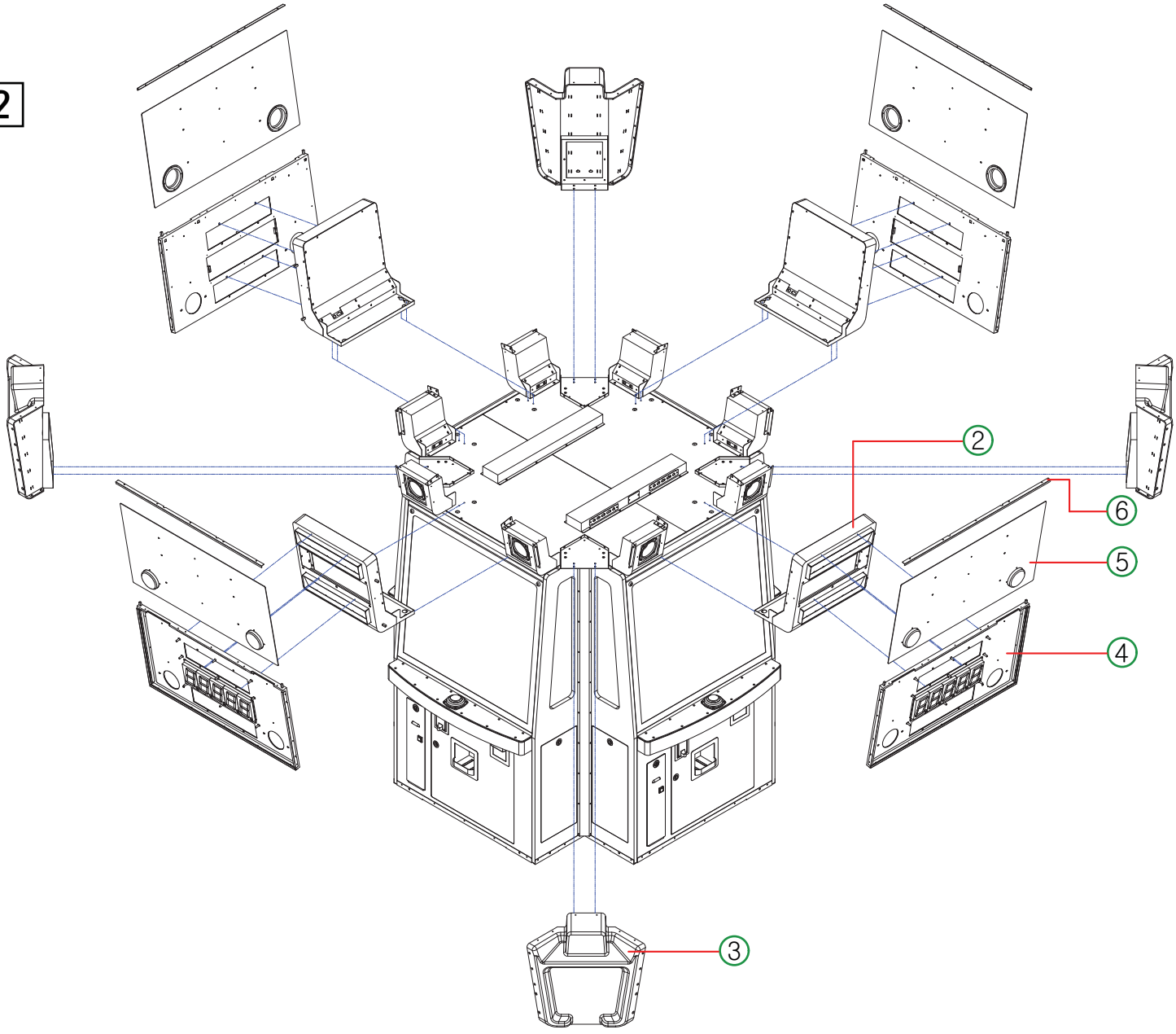
2-2. HOW TO INSTALL

1



- After unpacking the machine packing,
  Combines ① the FRONT TABLE ASS'Y.
  (Connect only 1 and 3p) (M4 bolts)
  * Connect the connector when assembling

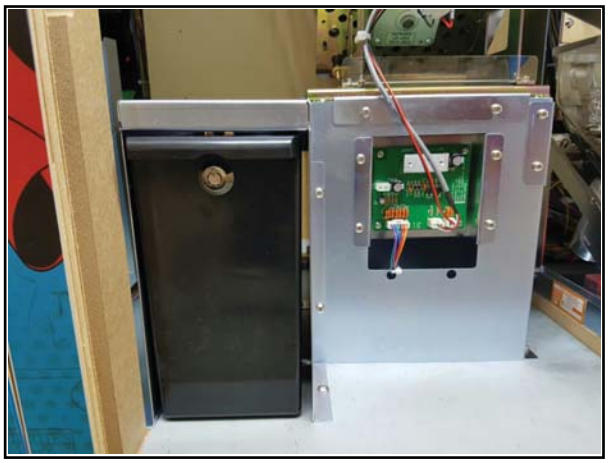
2



- After unpacking the machine packing, conncect billboard and acryl ② ~ ⑥ in sequesce as like below diagrams. (M4 bolts)
  * Connect the connector when assembling ②

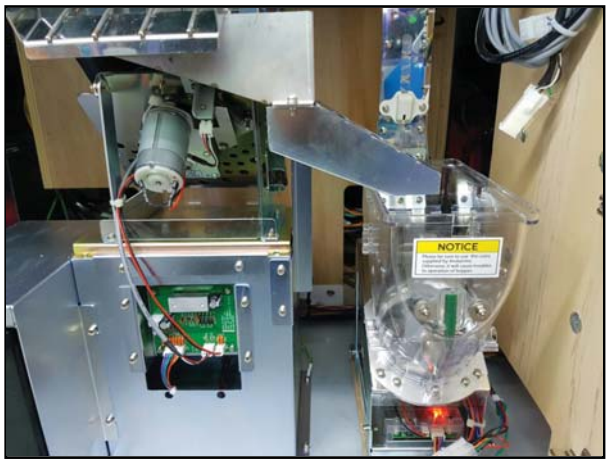
2-3. HOW TO INSTALL [COIN & CARD]

1



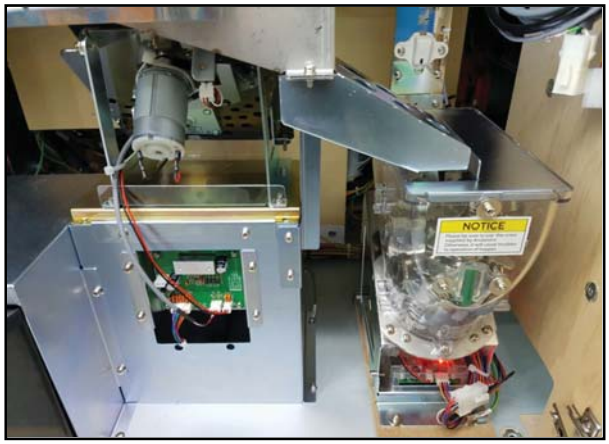
- Using by 7001 key, open 1~4P front door and then take out coins after open the coin box using by 6001 key.

2



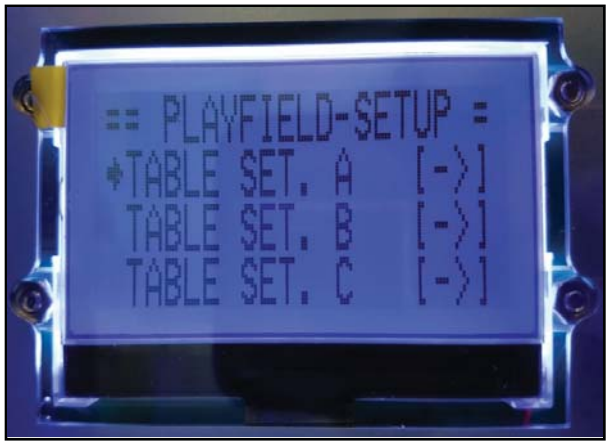
- Detach the cover after unlocking bolts in front and side of elevator hopper cover.

3



- Put 1000 coins each for 1P ~ 4P in Front Hopper.

4



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



- After selecting 1P ~ 4P PLAYER, 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 6.

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

7



- On column 6, 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

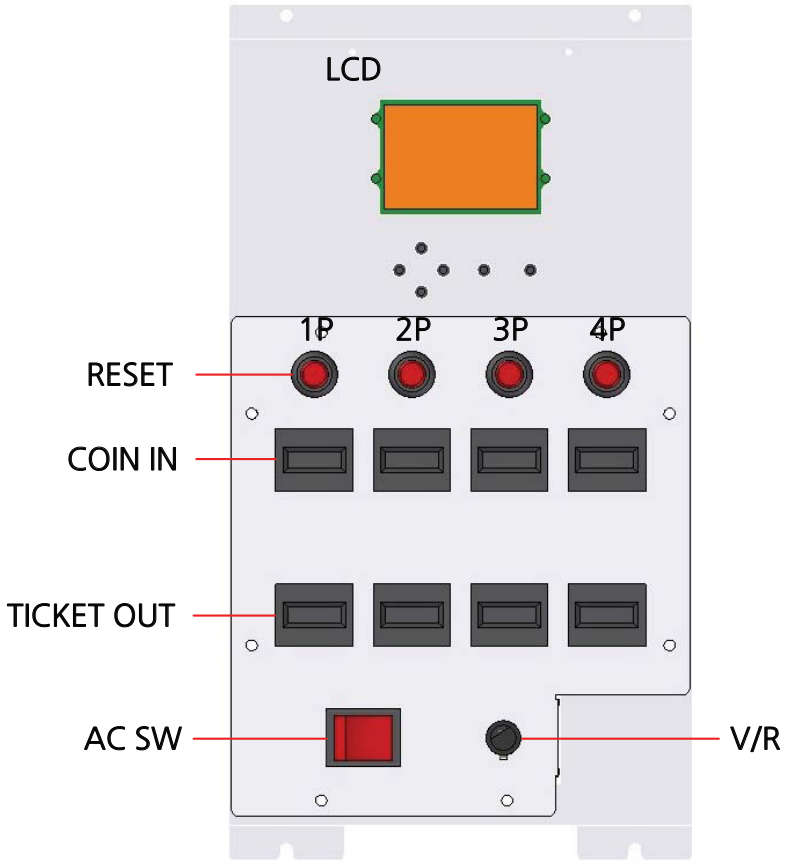
* Players must skillfully time the release of a token through moving targets to drop tokens, win free plays, and score cards that fall over the edge!

5. SETUP SETTINGS

5-1. MACHINE SETUP

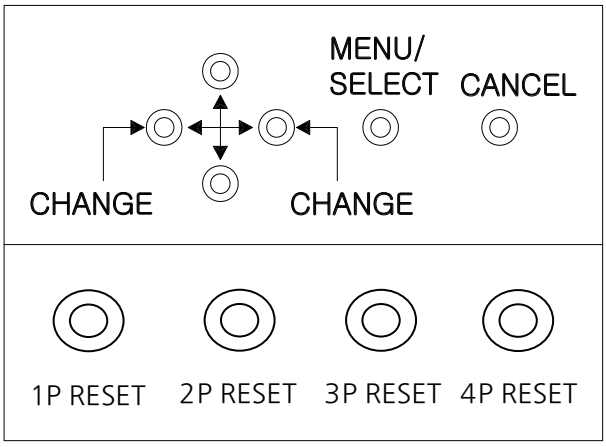
1. HOW TO ENTER SETUP MENU

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



[CONTROL PANEL]

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/SELECT	SELECT : ENTER SETUP MODE
	CANCEL : RETURN TO PREVIOUS MENU or EXIT
## OPERATION OPTIONS ##	
PROGRAM SETTING	SETUP MODE FOR EACH MENU
CLEAR MODE	CLEAR MODE FOR DATA
BOOKKEEPING	BOOKKEEPING DATA
FACTORY-SETTING	SET GAME TO FACTORY-SET VALUES
TEST MODE	TEST MODE
PLAYFIELD-SETUP	PUSHER TABLE SETTING
EXIT	RETURN TO THE GAME

5-2. SETUP MODE

MENU (LCD DISPLAY)	DESCRIPTION	RANGE	DEFAULT
TICKET/TOKEN	SET TICKET QTY PER TOKEN DROPPED ON COUNT HOPPER	NONE, 0.1, 0.125, 0.2, 0.25,0.33,0.5, 1, 2, 3, 4,5	0.5
PLAYS/COIN	SET PLAYS(CREDITS)QTY PER COIN. IF USING COIN OR SWIPE CARD CONTINUOUSLY WITHOUT PLAY, DIFFERENT PLAY(CREDITS)QTY ARE PAID ACCORDING TO THE CONTINUOUS SWIPING NUMBERS	(REFER TO THE TABLE BELOW)	
PLAYS/BILL	SET PLAYS(CREDITS)QTY PER BILL. DIFFERENT PLAYS(CREDITS)ARE PAID ACCORDING TO THE BILL AMOUNT	(REFER TO THE TABLE BELOW)	
GAMETYPE	CHANGE THE VALUE OF BONUS SPIN LED & CIRCULATION FND	(REFER TO THE TABLE BELOW)	B
HERO BONUS	SET BASIC POINTS OF HERO BONUS	100 ~ 99950 (INCREASED BY 50)	3,000
VILLAIN BONUS	SET BASIC POINTS OF VILLAIN BONUS	100 ~ 99950 (INCREASED BY 50)	5,000
SUPER BONUS	SET BASIC POINTS OF SUPER BONUS	100 ~ 99950 (INCREASED BY 50)	10,000
BONUS DROP SET	SET EACH LAMP POINT OF BONUS DROP	(REFER TO THE TABLE BELOW)	
CIRC. FND SET	SET EACH ZONE POINT OF CIRCULATION FND	(REFER TO THE TABLE BELOW)	
TOKENS/CARD	SET TOKEN QTY TO DROP A CARD ONLY A CARD IS DISPENSED WITHIN SET VALUE WHICH IS TOKEN QTY FROM HOPPER WHEN NO CARD IS DISPENSED WITHIN SET VALUE, A CARD IS AUTOMATICALLY DISPENSED AT THE LAST SET TOKEN	NONE, 50 ~ 500 (INCREASED BY 5)	200
MERCYTICKET	SET MERCYTICKET QTY PER COIN	0 ~ 10 (INCREASED BY 1)	0

DEMO SOUND	SET DEMO SOUND TO ON OR OFF	OFF / ON	ON
SAVE AND EXIT	SAVE SET VALUE AND EXIT	PUSH SELECT BUTTON TO PERFORM	
CANCEL AND EXIT	CANCEL SET VALUE AND EXIT		

● PROGRAM SETTING -> PLAYS / COIN

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

- IN CASE OF SWIPING THE CARD REPEATEDLY TILL 5 TIMES WITHOUT ANY PLAY, PLAY QTY WILL BE INCREASED AS BELOW.

LCD DISPLAY	DESCRIPTION	RANGE	DEFAULT
MININUM COIN	SET MINIUM COIN QTY FOR PLAY (EXAMPLEIF MINIMUM COIN IS SET TO 5, 1st. COIN > 2 PLAYS : WHEN 5 COINS ARE INSERTED, 2 PLAYS ARE ALLOWED)	1 ~ 9 (INCREASED BY 1)	1
1st. COIN	SET THE NO. OF PLAYS PER COIN WHEN SET TO FREE, FREE PLAY IS ACTIVE	FREE, 1 ~ 500 (INCREASED BY 1)	12
2nd. COIN	SET THE NO. OF PLAYS PER COIN	1 ~ 500 (INCREASED BY 1)	26
3th. COIN	SET THE NO. OF PLAYS PER COIN		42
4th. COIN	SET THE NO. OF PLAYS PER COIN		60
5th. COIN	SET THE NO. OF PLAYS PER COIN		75
SAVE AND EXIT	SAVE SET VALUE AND EXIT		
CANCEL AND EXIT	CANCEL SET VALUE AND EXIT		

● PROGRAM SETTING -> PLAYS / BILL SET

* SET UP PLAY(CREDITS) PER BILL

- THE NO. OF PLAY IS INCREASED ACCORDING TO THE SIGNAL FROM BILL ACCEPTOR

LCD DISPLAY	DESCRIPTION	RANGE	DEFAULT
TYPE	SET "COIN" WHEN BILL SIGNAL IS USED FOR COIN SIGNAL, SET "BILL" WHEN BILL SIGNAL IS USED FOR BILL ACCEPTOR EXAMPLE)SET "COIN" WHEN BILL SIGNAL IS CONNECTED TO COIN SELECTOR	COIN, BILL	BILL
1 BILL	SET THE NO. OF PLAYS FOR $1.00	1 ~ 500 (INCREASED BY 1)	12
2 BILLS	SET THE NO. OF PLAYS FOR $2.00		26
3 BILLS	SET THE NO. OF PLAYS FOR $3.00		42
4 BILLS	SET THE NO. OF PLAYS FOR $4.00		60
5 BILLS	SET THE NO. OF PLAYS FOR $5.00		75
10 BILLS	SET THE NO. OF PLAYS FOR $10.00		175
20 BILLS	SET THE NO. OF PLAYS FOR $20.00		400
SAVE AND EXIT	SAVE SET VALUE AND EXIT		
CANCEL AND EXIT	CANCEL SET VALUE AND EXIT		

● PROGRAM SETTING ->

GAME TYPE SET (THIS MENU MUST BE SET AFTER FACTORY SETTING)

◇ CHANGE FACTORY-SET VALUE(B) FOR BONUS DROP LED & CIRCULATION FND

AFTER CHANGING FACTORY-SET VALUE(B), CHOOSE "SAVE" THEN, EXIT AT PROGRAM SETTING

SECTION	BONUS DROP LED							CIRCULATION FND					
	01	02	03	04	05	06	07	01	02	03	04	05	06
A	6	CARD	4	10	4	CARD	6	2	3	1	1	3	2
B	8	CARD	5	15	5	CARD	8	5	3	1	1	3	5
C	8	CARD	4	15	4	CARD	8	2	3	1	1	3	2

● PROGRAM SETTING -> BONUS SPIN SET



◇ CHANGE EACH LAMP POINT ON BONUS DROP LED(LAMP 1~7 FROM THE LEFT)

* NOTE : PAYOUT IS DIFFERENT WHEN CHANGED

LCD DISPLAY	DESCRIPTION	RANGE	DEFAULT
BONUS DROP 1	SET POINTS(TOKENS) ON LAMP 1	1 ~ 99, CARD (INCREASED BY 1)	8
BONUS DROP 2	SET POINTS(TOKENS) ON LAMP 2		CARD
BONUS DROP 3	SET POINTS(TOKENS) ON LAMP 3		5
BONUS DROP 4	SET POINTS(TOKENS) ON LAMP 4		15
BONUS DROP 5	SET POINTS(TOKENS) ON LAMP 5		5
BONUS DROP 6	SET POINTS(TOKENS) ON LAMP 6		CARD
BONUS DROP 7	SET POINTS(TOKENS) ON LAMP 7		8
SAVE AND EXIT	SAVE SET VALUE AND EXIT		
CANCEL AND EXIT	CANCEL SET VALUE AND EXIT		

● PROGRAM SETTING -> CIRC. FND SET



◇ CHANGE EACH ZONE POINT ON CIRCULATION DROP FND (ZONE 1~6 FROM THE LEFT WITHOUT CENTER ZONE)

* NOTE : PAYOUT IS DIFFERENT WHEN CHANGED

LCD DISPLAY	DESCRIPTION	RANGE	DEFAULT
FND 1	SET POINTS(TOKENS) ON ZONE FND 1	1 ~ 9 (INCREASED BY 1)	5
FND 2	SET POINTS(TOKENS) ON ZONE FND 2		3
FND 3	SET POINTS(TOKENS) ON ZONE FND 3		1
FND 4	SET POINTS(TOKENS) ON ZONE FND 4		1
FND 5	SET POINTS(TOKENS) ON ZONE FND 5		3
FND 6	SET POINTS(TOKENS) ON ZONE FND 6		5
SAVE AND EXIT	SAVE SET VALUE AND EXIT		
CANCEL AND EXIT	CANCEL SET VALUE 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 〔NO〕 PERFORM AFTER CURSER MOVING
CLEAR PLAYS	CLEAR CURRENT PLAY	
CLEAR HOPPER	CLEAR CURRENT PAYABLE TOKENS(ELEVATOR HOPPER)	
CLEAR GAME DATA	CLEAR GAME DATA & BOOKKEEPING DATA	
EXIT	EXIT	

- **BOOKKEEPING**

LCD DISPLAY(1P,2P,3P,4P) 1P 2P 3P 4P	DESCRIPTION
---- CARD PER TOKENS --- 50 80 50 80	AVERAGE TOKEN QTY PER DISPENSED CARD (TOTAL TOKEN QTY/ TOTAL DISPENSED CARD)
--------- COIN IN ------- 12 25 12 25	TOTAL COIN IN QTY
------ BILL IN ------ 1 3 1 3	TOTAL BILL IN QTY ACCUMULATED INPUT PULSE QTY
----SERVICE IN---- 10 5 10 5	TOTAL SERVICE IN QTY
------ PLAY IN ------ 100 20 100 20	TOTAL PLAY QTY
------- TICKET OUT ------ 730 960 730 960	TOTAL TICKET OUT QTY
---- CARD DISPENSER ---- 1 2 3 4	TOTAL CARD OUT QTY FROM CARD DISPENSER
---- ELEVATOR HOPPER ---- 100 200 300 400	TOTAL TOKEN-OUT QTY FROM ELEVATOR HOPPER
---- COUNTER HOPPER ---- 50 100 100 50	TOTAL TOKEN-OUT QTY FROM COUNTER HOPPER

----- BONUS DROP 1 ----- 10 11 12 13	THE TOTAL NO. OF BONUS DROP 1
----- BONUS DROP 2 ----- 20 21 22 23	THE TOTAL NO. OF BONUS DROP 2
----- BONUS DROP 3 ----- 30 31 32 33	THE TOTAL NO. OF BONUS DROP 3
----- BONUS DROP 4 ----- 40 41 42 43	THE TOTAL NO. OF BONUS DROP 4
----- BONUS DROP 5 ----- 50 51 52 53	THE TOTAL NO. OF BONUS DROP 5
----- BONUS DROP 6 ----- 60 61 62 63	THE TOTAL NO. OF BONUS DROP 6
----- BONUS DROP 7 ----- 70 71 72 73	THE TOTAL NO. OF BONUS DROP 7
---- CIRCULATION DROP ---- 10 11 12 13	THE TOTAL NO. OF BONUS DROP (CENTER) IN CIRCULATION
----- CIRCULATION 1 ----- 20 21 22 23	THE TOTAL NO. OF CIRCULATION FND 1
----- CIRCULATION 2 ----- 30 31 32 33	THE TOTAL NO. OF CIRCULATION FND 2
----- CIRCULATION 3 ----- 40 41 42 43	THE TOTAL NO. OF CIRCULATION FND 3
----- CIRCULATION 4 ----- 50 51 52 53	THE TOTAL NO. OF CIRCULATION FND 4

----- CIRCULATION 5 ----- 60 61 62 63	THE TOTAL NO. OF CIRCULATION FND 5
----- CIRCULATION 6 ----- 70 71 72 73	THE TOTAL NO. OF CIRCULATION FND 6
--T. ELEVATOR HOPPER-- 111 222 333 444	TOTAL QUANTITY EMITTED TO HOPPER ELEVATOR (It is not cleared by FACTORY SETTING)
--T. COUNTER HOPPER -- 123 456 457 50	TOTAL QUANTITY EMITTED TO COUNTER ELEVATOR (It is not cleared by FACTORY SETTING)
----- VER INFO -----	DISPLAY VERSION INFO
CANCEL BUTTON : RETURN TO PREVIOUS MENU	

● FACTORY-SETTING INITIALIZE TO FACTORY-SET VALUE (CLEAR TOTAL DATA AND RETURN TO FACTORY-SET VALUE)

LCD DISPLAY (PERFORM)	LCD DISPLAY (PERFORM)
FACTORY-SETTING ARE YOU SURE? YES or 〔NO〕 PERFORM AFTER THE CURSER MOVES	FACTORY-SETTING REALLY? YES or 〔NO〕 PERFORM AFTER THE CURSER MOVES

5-4. TEST MODE

● TEST MODE

LCD DISPLAY	STATUS	DESCRIPTION
INPUT TEST	(REFER TO THE TABLE BELOW)	TEST INPUT SIGNAL
LED&FND&LAMP	OFF/ON/STEP	TEST THE STATUS OF LED&FND&LAMP OFF : TOTAL OFF ON : TOTAL ON STEP : ACT ACCORDING TO THE SPECIFIED SEQUENCE ON/OFF : ON AND OFF OPERATE CONSTANTLY
CIRCULATION 1 PLAYER OFF 2 PLAYER OFF 3 PLAYER OFF 4 PLAYER OFF 1P+2P+3P+4P TEST VIEW EXIT	OFF/ON (DISPLAY OF OPERATION STAUS)	TEST CIRCULATION AND WIPER TICKET FND : DISPLAY THE STATUS OF WIPER SENSOR PLAYS FND : DISPLAY THE STATUS OF UPPER TOKEN SENSOR IN CIRCULATION TARGET FND : DISPLAY THE STATUS OF EACH ZONE SENSOR IN CIRCULATION 1P+2P+3P+4P : ALL PLAYER ACTIONS TEST VIEW : DISPLAYS THE NUMBER OF TIMES EACH SENSOR HAS ENTERED
PUSHER 1 PLAYER OFF 2 PLAYER OFF 3 PLAYER OFF 4 PLAYER OFF 1P+2P+3P+4P EXIT	OFF/ON (DISPLAY OF OPERATION STAUS)	TEST PUSHER MOTOR MOVEMENT TICKET FND : DISPLAY THE STATUS OF PUSHER MOTOR 1P+2P+3P+4P : ALL PLAYER ACTIONS
ELEVATOR HOPPER 1 PLAYER OFF 2 PLAYER OFF 3 PLAYER OFF 4 PLAYER OFF EXIT	OFF/ON (DISPLAY OF OPERATION STAUS)	TEST THE MOVEMENT OF ELEVATOR HOPPER AFTER DISPENSING 3 TOKENS, STOP AUTOMATICALLY TICKET FND : DISPLAY THE STATUS OF SENSOR PLAY FND : THE NO. OF DISPENSED TOKENS
COUNTER HOPPER 1 PLAYER OFF 2 PLAYER OFF 3 PLAYER OFF 4 PLAYER OFF EXIT	OFF/ON (DISPLAY OF OPERATION STAUS)	TEST THE MOVEMENT OF COUNTER HOPPER AFTER DISPENSING 3 TOKENS, STOP AUTOMATICALLY TICKET FND : DISPLAY THE STATUS OF SENSOR PLAY FND : THE NO. OF DISPENSED TOKEN

CARD DISPENSER 1 PLAYER OFF 2 PLAYER OFF 3 PLAYER OFF 4 PLAYER OFF EXIT	OFF/ON (DISPLAY OF OPERATION STAUS)	TEST THE MOVEMENT OF CARD DISPENSER ON TESTING, THIS DISPENSES A CARD AND STOPS AUTOMATICALLY TICKET FND : DISPLAYS THE STATUS OF SENSOR
CONVEYER 1 PLAYER OFF 2 PLAYER OFF 3 PLAYER OFF 4 PLAYER OFF 1P+2P+3P+4P EXIT	OFF/ON (DISPLAY OF OPERATION STAUS)	TEST THE MOVEMENT OF CONVEYER TICKET FND : DISPLAYS THE STATUS OF SENSOR
TICKET 1 PLAYER OFF 2 PLAYER OFF 3 PLAYER OFF 4 PLAYER OFF EXIT	OFF/ON (DISPLAY OF OPERATION STAUS)	TEST THE MOVEMENT OF TICKET DISPENSER ON TESTING, THIS DISPENSES 3 TICKETS AND STOPS AUTOMATICALLY TICKET FND : THE NO. OF DISPENSED TICKETS
COIN 1 PLAYER OFF 2 PLAYER OFF 3 PLAYER OFF 4 PLAYER OFF EXIT	OFF/ON (DISPLAY OF OPERATION STAUS)	TEST OF COIN SELECTOR ON TESTING, CHECK POWER-ON/OFF OF COIN SELECTOR TICKET FND : THE NO. OF INSERTED COINS
COUNTER 1 PLAYER 0 0 2 PLAYER 0 0 3 PLAYER 0 0 4 PLAYER 0 0 EXIT	DISPLAY COUNTER SIGNAL	TEST COUNTER LEFT BUTTON : INCREASES 1 ON COIN COUNTER RIGHT BUTTON : INCREASES 1 ON TICKET COUNTER
SOUND	(REFER TO THE TABLE BELOW)	SOUND TEST
EXIT	EXIT TO PREVIOUS MENU	

● TEST MODE -> INPUT TEST	
LCD DISPLAY(1P,2P,3P,4P)	DESCRIPTION CONFIRM 1P,2P OR 3P,4P WITH UP, DOWN BUTTON.
1P INPUT TEST 2P 00000000 00000000 00000000 0 00000000 00000000 00000000	DISPLAY INPUT SIGNAL AND STATUS. WHEN INPUT SIGNAL IS CHANGED,A SOUND IS PLAYED. "0" IN THE MIDDLE IS FOR TILT SENSOR.

DESCRIPTION (2P, 3P AND 4P INPUT TEST IS SAME AS 1P INPUT TEST.)	
00000000	**1**. COIN SENSOR **2**. BILL SENSOR **3**. TICKET SENSOR **4**. TICKET BUTTON **5**. 1P RESET BUTTON **6**. 2P RESET BUTTON **7**. 3P RESET BUTTON **8**. 4P RESET BUTTON
00000000	**1**. START BUTTON **2**. CONVEYER SENSOR **3**. CARD OUT SENSOR **4**. PUSHER SENSOR **5**. COUNTER HOPPER SENSOR **6**. ELEVATOR HOPPER SENSOR **7**. CARD DISPENSER SENSOR **8**. CIRCULATION WIPER SENSOR
00000000	**1**.CIRCULATION TOP SENSOR **2**.CIRCULATION 1 SENSOR **3**. CIRCULATION 2 SENSOR **4**. CIRCULATION 3 SENSOR **5.** CIRCULATION 3 SENSOR **6.** CIRCULATION 4 SENSOR **7.** CIRCULATION 5 SENSOR **8.** CIRCULATION 6 SENSOR
00000000	**1.** DIP SWITCH_1 **2.** DIP SWITCH_2 **3.** DIP SWITCH_3 **4.** DIP SWITCH_4 **5.** DIP SWITCH_5 **6.** DIP SWITCH_6 **7.** DIP SWITCH_7 **8.** DIP SWITCH_8

● **TEST MODE -> SOUND**		
LCD DISPLAY	**CONFIGURATION**	**EXPLANATION**
CHANNEL STOP 1		CHANNEL TEST From 1 to 8
SOUND 1 STOP AUTO	AUTO 1 ~ 151	SELECT THE DESIRED SOUND NUMBER WITH THE RIGHT OR LEFT BUTTON AND PRESS THE SELECT BUTTON TO SELECT THE SOUND OUTPUT. AUTO : Output overall SOUND sequentially 1 ~ 151 : Output desired SOUND
EXIT	EXIT TO SOUND TEST	

● PLAYFIELD-SETUP

◇ ON FIRST SETTING UP THE MACHINE AT A LOCATION, EXCUTE TABLE SET WITH SUPPLIED TOKENS FILLED IN THE ELEVATOR HOPPER

LCD DISPLAY	DESCRIPTION	PERFORM
TABLE SET. A	ON FIRST SETTING UP THE MACHINE A LOCATION (REFER TO TABLE 7)	PUSH SELECT BUTTON AND PERFORM
TABLE SET. B	ON ROUTINE TESTING THE MACHINE. (REFER TO TABLE 8)	
TABLE SET. C	ON ROUTINE TESTING THE MACHINE. (REFER TO TABLE 9)	
EXIT	RETURN TO PREVIOUS MENU	

● PLAYFIELD-SETUP -> TABLE SET. A PERFORM

◇ ON FIRST SETTING UP THE MACHINE AT A LOCATION, EXCUTE TABLE SET. A AS BELOW.

① FILL 1,000TOKENS IN EACH ELEVATOR HOPPER

② ENTER TABLE SET A AND SELECT 1P, 2P, 3P AND 4P

③ 1,000TOKENS ARE AUTOMATICALLY LAUNCHED

④ WHEN 1,000TOKENS ARE LAUNCHED, PUSHER TABLE TOKENS ARE READY TO PLAY

LCD DISPLAY	DESCRIPTION	PEFORM
PUSHER TABLE SET. A	SELECT AND PERFORM	PUSH SELECT BUTTON AND PERFORM
1 PLAYER STOP	PERFORM ONLY 1P	
2 PLAYER STOP	PERFORM ONLY 2P	
3 PLAYER STOP	PERFORM ONLY 3P	
4 PLAYER STOP	PERFORM ONLY 4P	
1P+2P+3P+4P	PERFORM 1P, 2P, 3P AND 4P ALL TOGETHER	
EXIT	RETURN TO PREVIOUS MENU	

● PLAYFIELD-SETUP -> TABLE SET. B PERFORM

◇ ROUTINE FUNCTION TEST ON MANUFACTURING (AGING TEST)
3,000PLAYS ARE AUTOMATICALLY PERFORMED WITH CARDS/TICKETS DISPENSED

LCD DISPLAY	DESCRIPTION	PEFORM
PUSHER TABLE SET. B	SELECT AND PERFORM	PUSH SELECT BUTTON AND PERFORM
1 PLAYER STOP	PERFORM ONLY 1P	
2 PLAYER STOP	PERFORM ONLY 2P	
3 PLAYER STOP	PERFORM ONLY 3P	
4 PLAYER STOP	PERFORM ONLY 4P	
1P+2P+3P+4P	PERFORM 1P, 2P, 3P AND 4P ALL TOGETHER	
BOOKKEEPING	CHECK INTERNAL DATA DURING PERFORMING TABLE SET. B (REFER TO BOOKKEEPING DATA 1 BELOW)	
EXIT	RETURN TO PREVIOUS MENU	

● PLAYFIELD-SETUP -> TABLE SET. C PERFORM

◇ ROUTINE FUNCTION TEST ON MANUFACTURING (LONG-TERM AGING TEST)
100,000PLAYS ARE AUTOMATICALLYPERFORMED WITH CARDS/TICKETS DISPENSED
BUT, WHEN CARDS ARE NOT DISPENSED, ERROR CODE DOESN'T APPEAR

LCD DISPLAY	DESCRIPTION	PEFORM
PUSHER TABLE SET. C	SELECT AND PERFORM	
1 PLAYER STOP	PERFORM ONLY 1P	
2 PLAYER STOP	PERFORM ONLY 2P	
3 PLAYER STOP	PERFORM ONLY 3P	
4 PLAYER STOP	PERFORM ONLY 4P	
1P+2P+3P+4P	PERFORM 1P, 2P, 3P AND 4P ALL TOGETHER	
BOOKKEEPING	CHECK INTERNAL DATA DURING PERFORMING TABLE SET. B (REFER TO BOOKKEEPING DATA 1 BELOW)	
EXIT	RETURN TO PREVIOUS MENU	

● PLAYFIELD TEST DATA ON PLAYFIELD-SETUP

LCD DISPLAY(1P,2P,3P,4P) 1P 2P 3P 4P	DESCRIPTION
---- CARD PER TOKENS --- 50 80 50 80	AVERAGE TOKEN QTY PER DISPENSED CARD (TOTAL TOKEN QTY/ TOTAL DISPENSED CARD)
------ PLAY IN ------ 100 20 100 20	TOTAL PLAY QTY
------- TICKET OUT ------ 730 960 730 960	TOTAL TICKET OUT QTY
---- CARD DISPENSER ---- 1 2 3 4	TOTAL CARD OUT QTY FROM CARD DISPENSER
--- ELEVATOR HOPPER-- 100 200 300 400	TOTAL TOKEN-OUT QTY FROM ELEVATOR HOPPER

---- COUNTER HOPPER ---- 50 100 100 50	TOTAL TOKEN-OUT QTY FROM COUNTER HOPPER.
----- BONUS DROP1 ----- 10 11 12 13	THE TOTAL NO. OF BONUS DROP 1
----- BONUS DROP2 ----- 20 21 22 23	THE TOTAL NO. OF BONUS DROP 2
----- BONUS DROP3 ----- 30 31 32 33	THE TOTAL NO. OF BONUS DROP 3
----- BONUS DROP4 ----- 40 41 42 43	THE TOTAL NO. OF BONUS DROP 4
----- BONUS DROP5 ----- 50 51 52 53	THE TOTAL NO. OF BONUS DROP 5
----- BONUS DROP6 ----- 60 61 62 63	THE TOTAL NO. OF BONUS DROP 6
----- BONUS DROP7 ----- 70 71 72 73	THE TOTAL NO. OF BONUS DROP 7
---- CIRCULATION DROP ---- 10 11 12 13	THE TOTAL NO. OF BONUS DROP (CENTER) IN CIRCULATION
----- CIRCULATION 1 ----- 20 21 22 23	THE TOTAL NO. OF CIRCULATION FND 1
----- CIRCULATION 2 ----- 30 31 32 33	THE TOTAL NO. OF CIRCULATION FND 2
----- CIRCULATION 3 ----- 40 41 42 43	THE TOTAL NO. OF CIRCULATION FND 3
----- CIRCULATION 4 ----- 50 51 52 53	THE TOTAL NO. OF CIRCULATION FND 4

----- CIRCULATION 5 ----- 60 61 62 63	THE TOTAL NO. OF CIRCULATION FND 5
----- CIRCULATION 6 ----- 70 71 72 73	THE TOTAL NO. OF CIRCULATION FND 6
CANCEL : RETURN TO PREVIOUS MENU.	

◆ **NOMAL LCD DISPLAY BEFORE ENTERING OPERATION MENU(MODE)**

BOOKKEEPING DATA CONFIRM WITH [↑ ↓] BUTTON	
LCD DISPLAY **1P 2P** **3P 4P**	**DESCRIPTION**
---- CARD PER TOKENS --- 50 80 50 80	AVERAGE TOKEN QTY PER DISPENSED CARD (TOTAL TOKEN QTY/ TOTAL DISPENSED CARD)
--------- COIN IN ------- 12 25 12 25	TOTAL COIN IN. QTY
-------- BILL IN -------- 1 3 1 3	TOTAL BILL IN. QTY ACCUMULATED INPUT PULSE QTY
------- SERVICE IN ------- 10 5 10 5	TOTAL SERVICE IN. QTY
-------- PLAY IN -------- 100 20 100 20	TOTAL PLAY QTY
------- TICKET OUT ------ 730 960 730 960	TOTAL TICKET OUT QTY
-- CARD DISPENSER -- 1 2 3 4	TOTAL CARD OUT QTY FROM CARD DISPENSER
---- ELEVATOR HOPPER --- 100 200 300 400	TOTAL TOKEN-OUT QTY FROM ELEVATOR HOPPER
---- COUNTER HOPPER ---- 50 100 100 50	TOTAL TOKEN-OUT QTY FROM COUNTER HOPPER

[PAYOUT SETTING]

<table>
<tr><th>PLAY FEE</th><th colspan="2">SETTING</th></tr>
<tr><td rowspan="5">$1</td><td>TICKET / TOKEN</td><td>0.5</td></tr>
<tr><td>TOKENS / CARD</td><td>200</td></tr>
<tr><td>PLAYS / COIN</td><td><table><tr><th>1st COIN</th><th>2nd COIN</th><th>3th COIN</th><th>4th COIN</th><th>5th COIN</th></tr><tr><td>12</td><td>26</td><td>42</td><td>60</td><td>75</td></tr></table></td></tr>
<tr><td>PLAY / BILL</td><td><table><tr><th>1 BILL</th><th>2 BILL</th><th>3 BILL</th><th>4 BILL</th><th>5 BILL</th><th>10 BILL</th><th>20 BILL</th></tr><tr><td>12</td><td>26</td><td>42</td><td>60</td><td>75</td><td>175</td><td>400</td></tr></table></td></tr>
<tr><td>CIRC. FND</td><td><table><tr><th>1</th><th>2</th><th>3</th><th>4</th><th>5</th><th>6</th></tr><tr><td>5</td><td>3</td><td>1</td><td>1</td><td>3</td><td>5</td></tr></table></td></tr>
<tr><td rowspan="5">$1.6</td><td>TICKET / TOKEN</td><td>1</td></tr>
<tr><td>TOKENS / CARD</td><td>200</td></tr>
<tr><td>PLAYS / COIN</td><td><table><tr><th>1st COIN</th><th>2nd COIN</th><th>3th COIN</th><th>4th COIN</th><th>5th COIN</th></tr><tr><td>12</td><td>26</td><td>42</td><td>60</td><td>75</td></tr></table></td></tr>
<tr><td>PLAY / BILL</td><td><table><tr><th>1 BILL</th><th>2 BILL</th><th>3 BILL</th><th>4 BILL</th><th>5 BILL</th><th>10 BILL</th><th>20 BILL</th></tr><tr><td>12</td><td>26</td><td>42</td><td>60</td><td>75</td><td>175</td><td>400</td></tr></table></td></tr>
<tr><td>CIRC. FND</td><td><table><tr><th>1</th><th>2</th><th>3</th><th>4</th><th>5</th><th>6</th></tr><tr><td>6</td><td>4</td><td>2</td><td>2</td><td>4</td><td>6</td></tr></table></td></tr>
<tr><td rowspan="5">$2</td><td>TICKET / TOKEN</td><td>1</td></tr>
<tr><td>TOKENS / CARD</td><td>200</td></tr>
<tr><td>PLAYS / COIN</td><td><table><tr><th>1st COIN</th><th>2nd COIN</th><th>3th COIN</th><th>4th COIN</th><th>5th COIN</th></tr><tr><td>25</td><td>55</td><td>90</td><td>130</td><td>175</td></tr></table></td></tr>
<tr><td>PLAY / BILL</td><td><table><tr><th>1 BILL</th><th>2 BILL</th><th>3 BILL</th><th>4 BILL</th><th>5 BILL</th><th>10 BILL</th><th>20 BILL</th></tr><tr><td>12</td><td>26</td><td>42</td><td>60</td><td>75</td><td>175</td><td>400</td></tr></table></td></tr>
<tr><td>CIRC. FND</td><td><table><tr><th>1</th><th>2</th><th>3</th><th>4</th><th>5</th><th>6</th></tr><tr><td>5</td><td>3</td><td>1</td><td>1</td><td>3</td><td>5</td></tr></table></td></tr>
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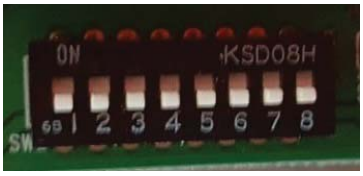
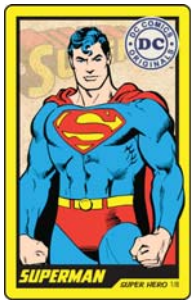
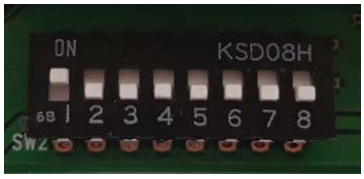
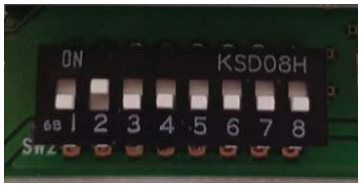
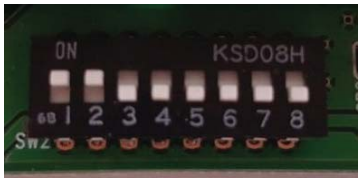
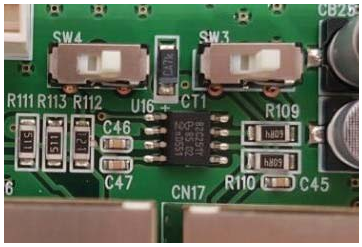
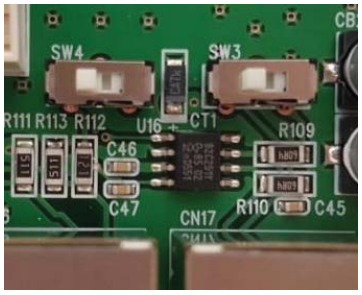
5-5. ERROR CODE

CODE (TOKENS FND)	CONTENTS	ERROR DESCRIPTION (REBOOTING AFTER TROBLE SHOOTING)
E.02	**COIN ERROR**	1. COIN JAM ('COIN JAM' Trouble shooting in the coin acceptor)
E.03	**CIRCULATION ERROR**	1. CIRCULATION MEDAL JAM INSIDE OR NO MEDAL (Remove the acrylic plate OR Pull down jammed medal using magnet outside of acrylic plate) 2. MALFUNCTION OF UPPER SENSOR (TEST MODE -> CIRCULATION TEST : Check Circulator's operation)
E.04	**PUSHER ERROR**	1. MALFUNCTION OF AC MOTOR OR SENSOR (TEST MODE -> PUSHER TEST : Check MOTOR's operation) 2. MEDAL JAM at the PUSHER's bottom part or either side of upper part.
E.05	**COUNTER HOPPER ERROR**	1. MALFUNCTION OF MOTOR OR SENSOR (TEST MODE -> COUNTER HOPPER TEST : Check operation) 2. CONVEYER Check operation (TEST MODE -> CONVEYER TEST Check operation)
E.06	**ELEVATOR HOPPER ERROR**	1. MALFUNCTION OF MOTOR OR SENSOR (TEST MODE -> ELEVATOR HOPPER TEST Check operation) 2. NO MEDAL IN THE ELEVAOTR HOPPER (Check MEDAL was dropped around.) 3. MEDAL JAM AT THE RAIL WHERE MEDAL WAS EMITTED (Remove MEDAL at the RAIL) 4. Check COUNTER HOPPER's operation (TEST MODE -> COUNTER HOPPER TEST : Check operation) 5. Check CONVEYER's operation (TEST MODE -> CONVEYER TEST : Check operation) 6. In case of MEDAL wasn't emitted even though there is MEDAL in the ELEVAOTR HOPPER (Tap the bucket lightly several times.)
E.07	**CIRCULATION WIPER ERROR**	1. MALFUNCTION OF MOTOR OR SENSOR (TEST MODE -> CIRCULATION TEST : Check operation)
E.08	**CONVEYER ERROR**	1. MALFUNCTION OF MOTOR OR SENSOR (TEST MODE -> CONVEYER TEST : Check operation) 2. MEDAL JAM at the bottom part or upper part.

E.08	**CONVEYER ERROR**	1. MALFUNCTION OF MOTOR OR SENSOR (TEST MODE -> CONVEYER TEST : Check operation) 2. MEDAL JAM at the bottom part or upper part. (TROBLE SHOOTING MEDAL JAM)
E.09	**CIRCULATION ENCODER SENSOR ERROR**	1. MALFUNCTION OF MOTOR OR ENCODER SENSOR (TEST MODE -> CIRCULATION TEST : Check operation) 2. Check the clearance of the acrylic panel. (Adjust to spin it by hand and the clearance is less than 2cm)
E.10	**CIRCULATION MAGNETIC SENSOR PCB ERROR**	1. MALFUNCTION OF SENSOR PCB in the bottom part of CIRCULATION (TEST MODE -> CIRCULATION TEST : Check operation)
E.11	**CARD DISPENSER ERROR**	1. CARD EMPTY 2. CARD JAM (CARDS need to be shuffled when it put and lay in the H frame.)
E.20	**SETUP LCD ERROR**	1. MALFUNCTION OF SETUP LCD (Check the connection of MAIN BOARD connector)
E.21	**CONNECT ERROR**	1. MALFUNCTION OF COMMUNICATION CONNECTION (Check the DIP-SWITCH ID of MAIN BOARD or connector line.)
E.22	**PROGRAM VERSION ERROR**	1. MISMATCH ON EACH MAIN BOARD OF PROGRAM VERSION
E.23	**BACKUP SETUP DATA ERROR**	1. SETUP STORAGE DATA ERROR (Rebooting the Machine. Then Clear error. CPU PCB needs to be changed if it occurs continuously.)
E.24	**BACKUP GAME DATA ERROR**	1. SETUP STORAGE DATA ERROR (Rebooting the Machine. Then Clear error. CPU PCB needs to be changed if it occurs continuously.)
TILT ERROR	**DISPLAY BONUS FND**	It occurs machine was shaken. It automatically recovers after 15 seconds.

* HOW TO SET ID

EACH P(PLAYER)HAS EACH OWN MAINBOARD. SO, THEY COMMUNICATE THROUGH ID OF THEIR OWN.
MAKE SURE TO SET DIP SWITCH AS SHOWN PHOTOS BELOW.

	1P ID DIP SWITCH (SUPERMAN)	
	2P ID DIP SWITCH (WONDER WOMAN)	
	3P ID DIP SWITCH (BATMAN)	
	4P ID DIP SWITCH (FLASH)	
	1P, 2P, 3P COMMUNICATION DIP SWITCH	
	4P COMMUNICATION DIP SWITCH	

* IN CASE OF MAIN PCB REPAIR FOR ALL KINDS OF THE TROUBLE SITUATIONS AS FOLLOW ;

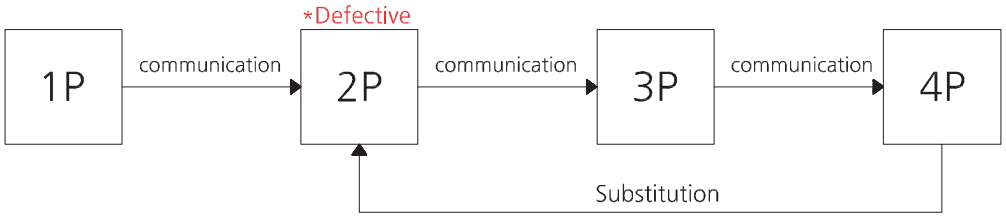
- If the defect occurs among 1, 2, 3P's Main PCBs, replace main PCB of 4P as shown below in the following picture.
  : Regard as 4P was defected P, connect 1, 2,3P to main PCB step by step then you can operate.

- Then, use each DIP S/W to adjust the setting as shown in the following picture.

			
1P ID D/W (SUPERMAN)	2P ID D/W (WONDER WOMAN)	3P ID D/W (BATMAN)	4P ID D/W (FLASH)

[EX]

- For example, if the 2P main PCB was defected as indicated, replace 4P main PCB then change the setting as like 2P DIP S/W.

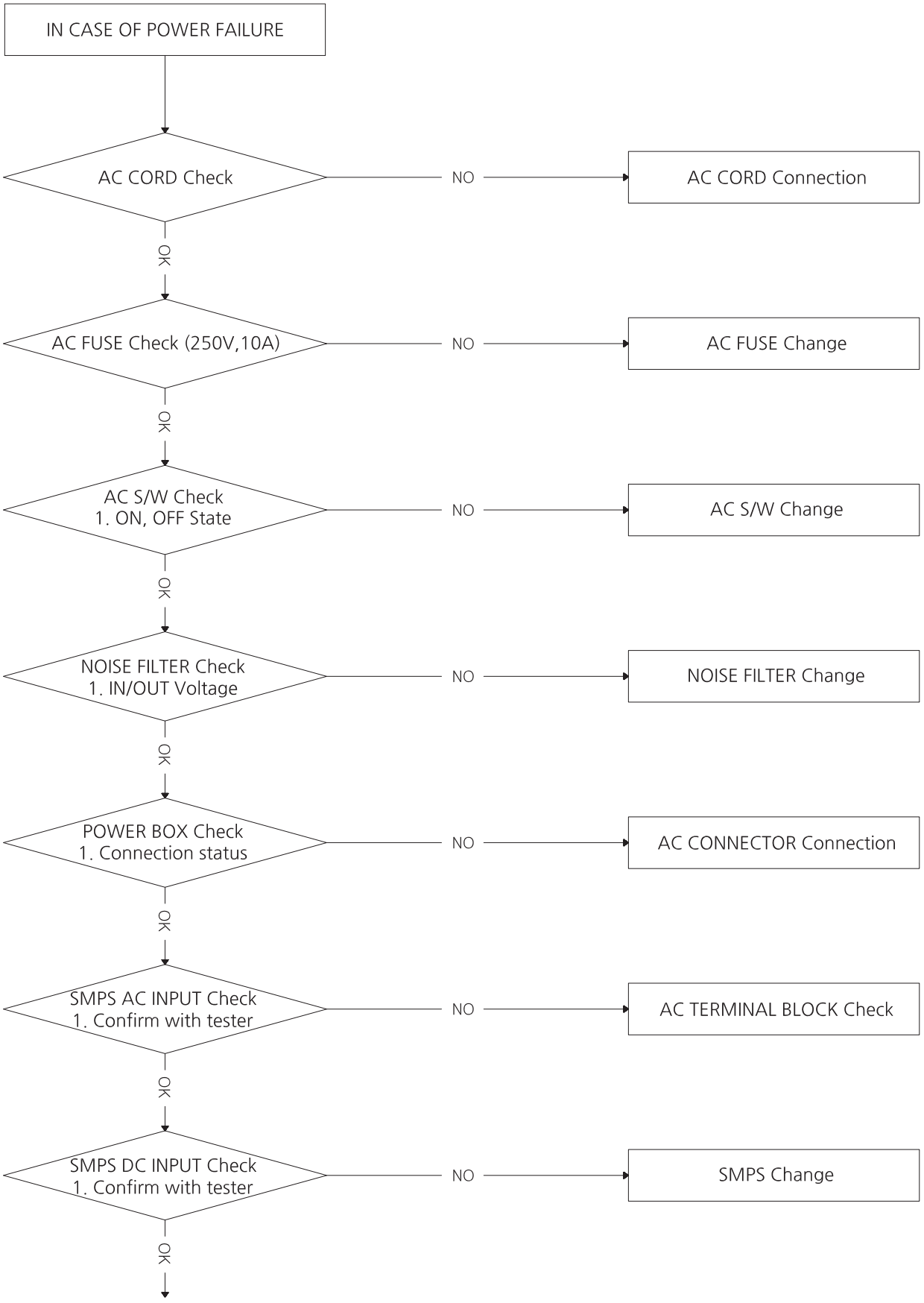


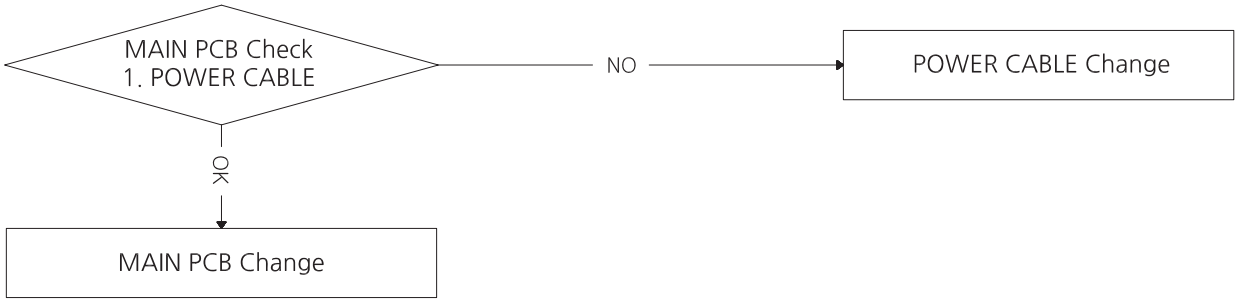
- Normal communication can be achieved only when each P's DIP S/W is changed.

*Common: Check the input voltage, check wiring

6. TROUBLESHOOTING

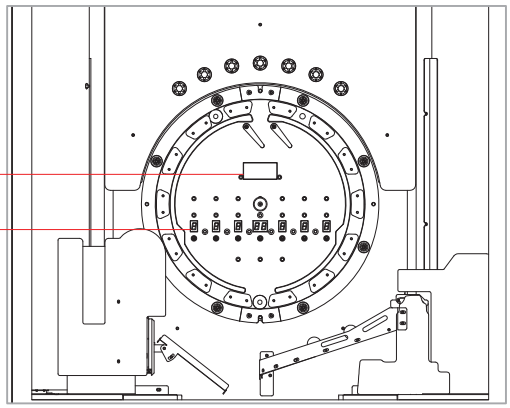
6-1. IN CASE OF POWER FAILURE




MAIN PCB Check
1. POWER CABLE
NO
POWER CABLE Change
OK
MAIN PCB Change

*Common: Check the input voltage, check wiring

6-2. MEDAL CIRCULATION FND, CENTER FND PCB ERROR [1~4P]



MEDAL CIRCULATION FND...

MEDAL CIRCULATION FND... — OK

NO

* TEST MODE ->
2. LED & FND & LAMP Check

MAIN PCB CN11 CONNECTOR Check — NO → CN11 Connection

OK

* Check for possible intermediate connectors.

VOLTAGE Check : DC 5V, 12V — NO → WIRING Change or MAIN PCB Check

OK

WIRING Check — NO → WIRING Connection or Change

OK

FND PCB Check — NO → FND PCB Change

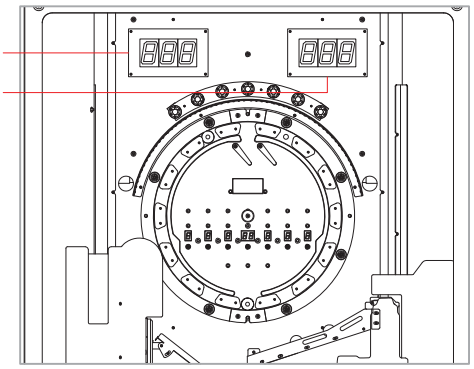
OK

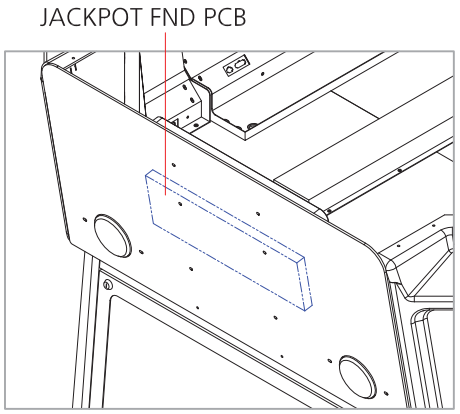
1. MEDAL CIRCULATION FND
2. CENTER FND

MAIN PCB Change

END

6-3. TICKETS, TOKENS, JACKPOT FND PCB ERROR [1~4P]





TICKETS FND...

TICKETS FND... — OK

NO

* TEST MODE ->
2. LED & FND & LAMP Check

MAIN PCB CN11 CONNECTOR Check — NO → CN11 Connection

OK

* Check for possible intermediate connectors.

VOLTAGE Check : DC 5V, 12V — NO → WIRING Change or MAIN PCB Check

OK

WIRING Check — NO → WIRING Connection or Change

OK

FND PCB Check — NO → FND PCB Change

OK

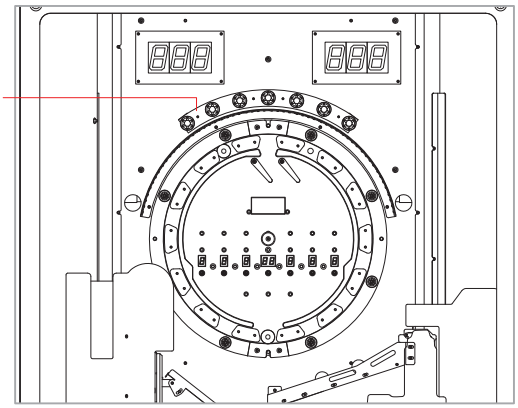
1. TICKETS FND
2. TOKENS FND
3. JACKPOT FND

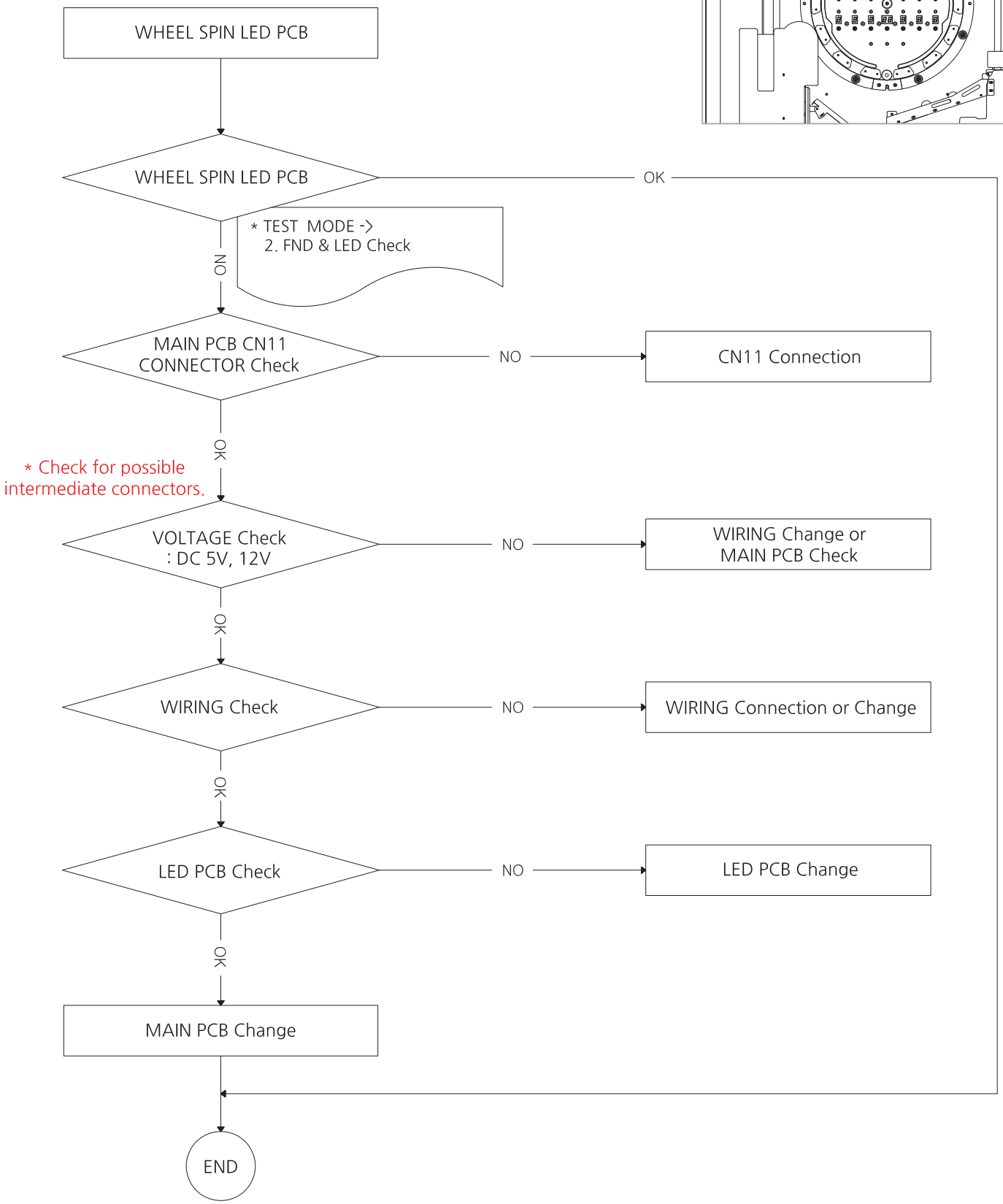
MAIN PCB Change

END

*Common: Check the input voltage, check wiring

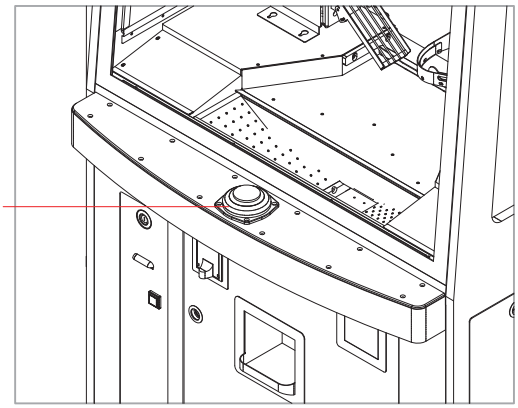
6-4. WHEEL SPIN LED PCB ERROR [1~4P]





*Common: Check the input voltage, check wiring

6-5. BUTTON LED PCB ERROR [1~4P]



BUTTON LED PCB

BUTTON LED PCB — OK

* TEST MODE ->
2. FND & LED Check

NO

MAIN PCB CN4 CONNECTOR Check — NO → CN4 Connection

OK

JOIN CONNECTOR Check — NO → JOIN Connection

OK

WIRING Check — NO → WIRING Connection or Change

OK

* Check for possible intermediate connectors.

MAIN CN4 PCB or VOLTAGE Check : DC 12V — NO → SMPS or MAIN PCB Change

OK

LED PCB Check — NO → LED PCB Change

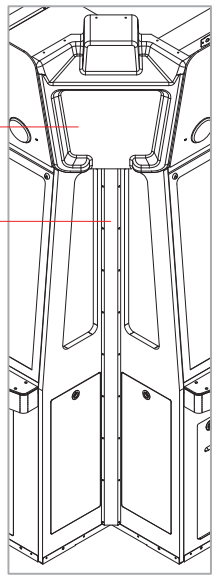
OK

MAIN PCB Change

END

*Common: Check the input voltage, check wiring

6-6. SIDE FLEX LED, TOP FLEX LED PCB ERROR [1~4P]



SIDE FLEX LED...

SIDE FLEX LED... — OK

* TEST MODE ->
2. FND & LED Check

NO

RGB PWM MODULE PCB CONNECTION Check — NO → RGB PWM MODULE PCB Connection

OK

JOIN CONNECTION Check — NO → JOIN Connection

OK

WIRING Check — NO → WIRING Connection or Change

OK

* Check for possible intermediate connectors.

RGB PWM MODULE PCB VOLTAGE Check : DC 12V — NO → RGB PWM MODULE PCB Change

OK

LED PCB Check — NO → LED PCB Change

1. SIDE FLEX LED
2. TOP FLEX LED

OK

* Check for possible intermediate connectors.

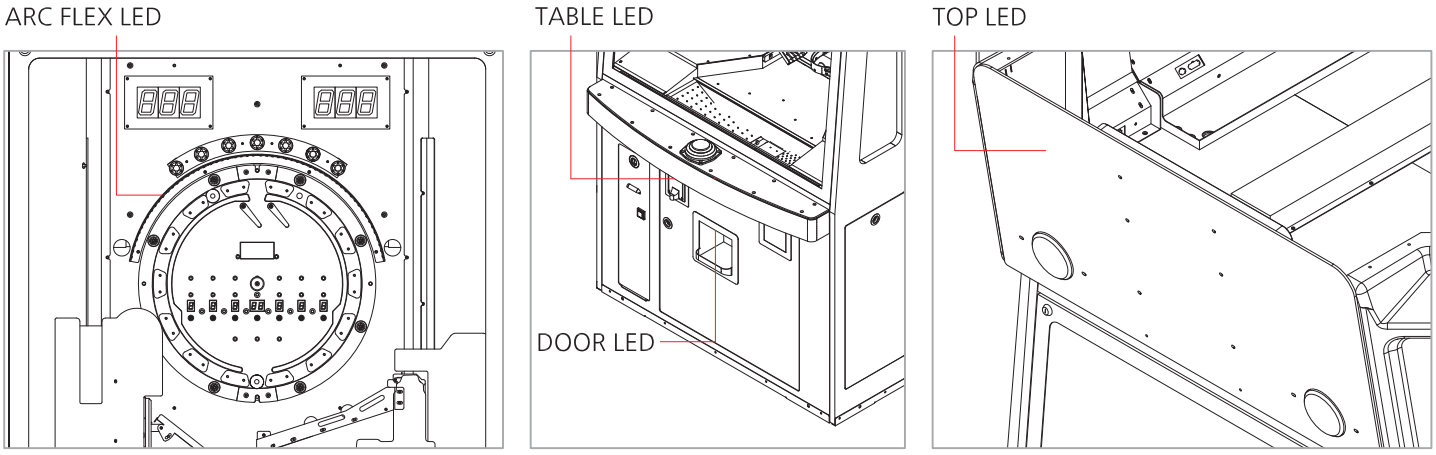
VOLTAGE Check : DC 12V — NO → SMPS Change

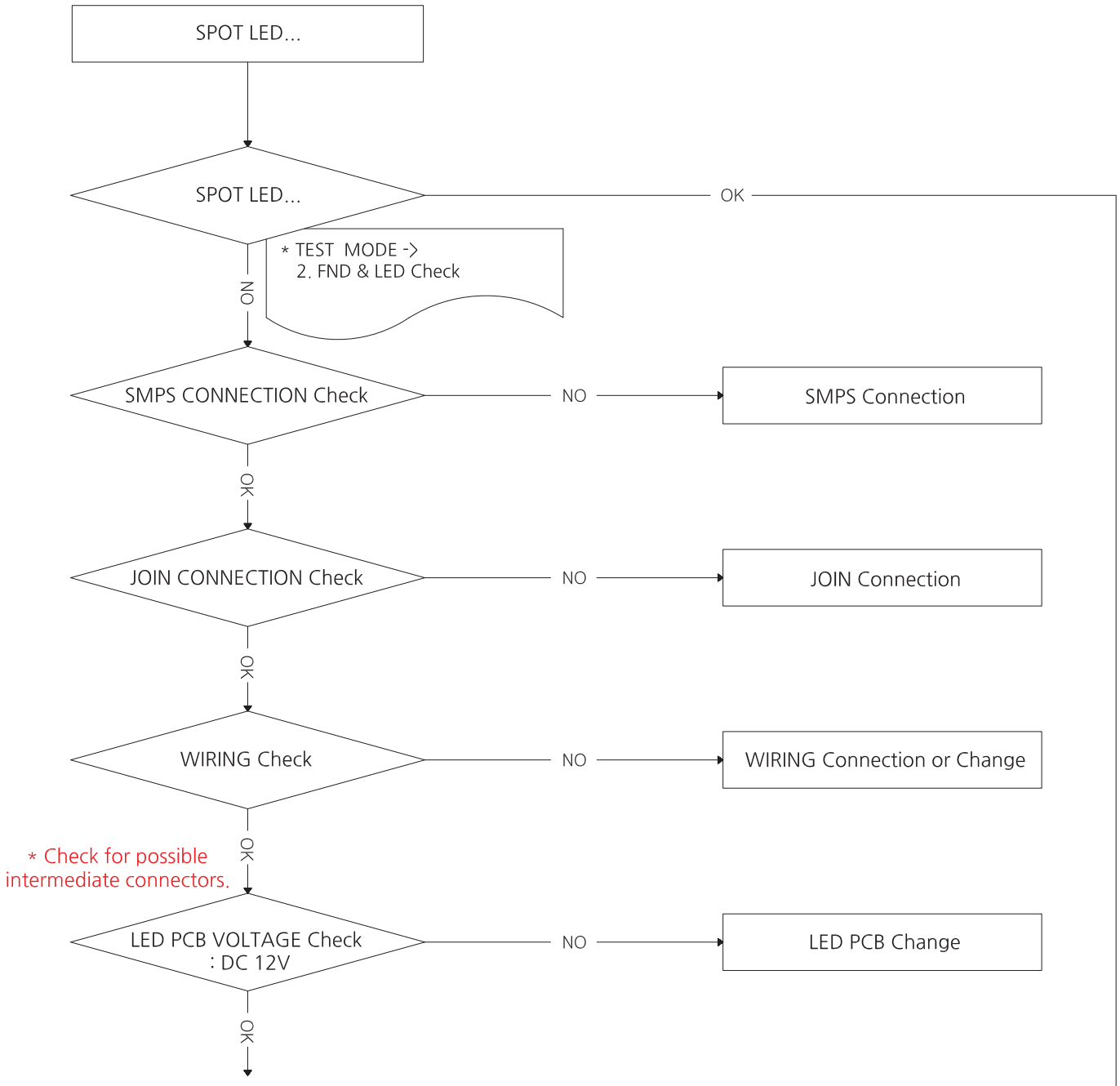
MAIN PCB Change

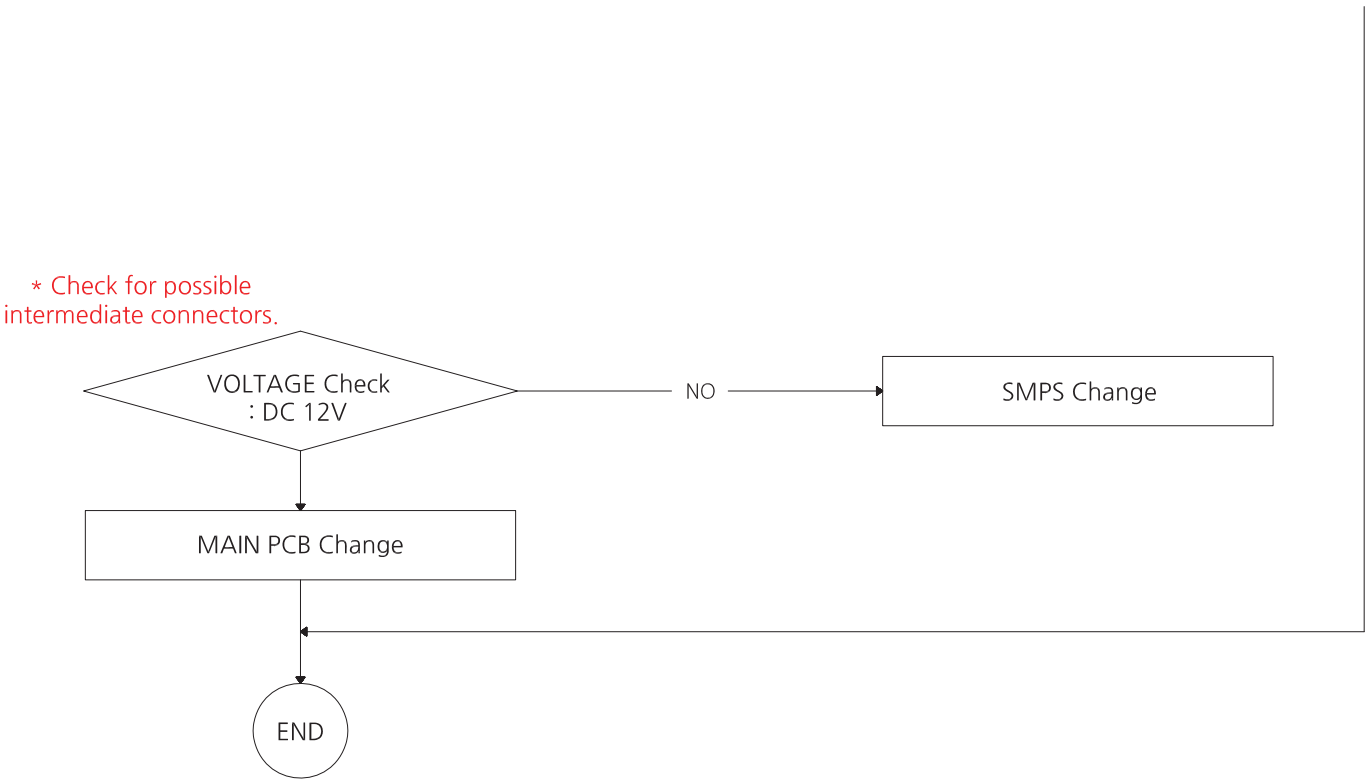
END

*Common: Check the input voltage, check wiring

6-7. ARC FLEX LED, DOOR LED, TABLE LED, TOP LED ERROR [1~4P]

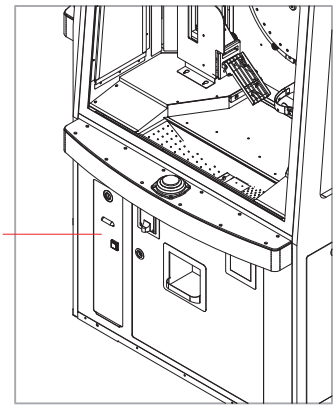


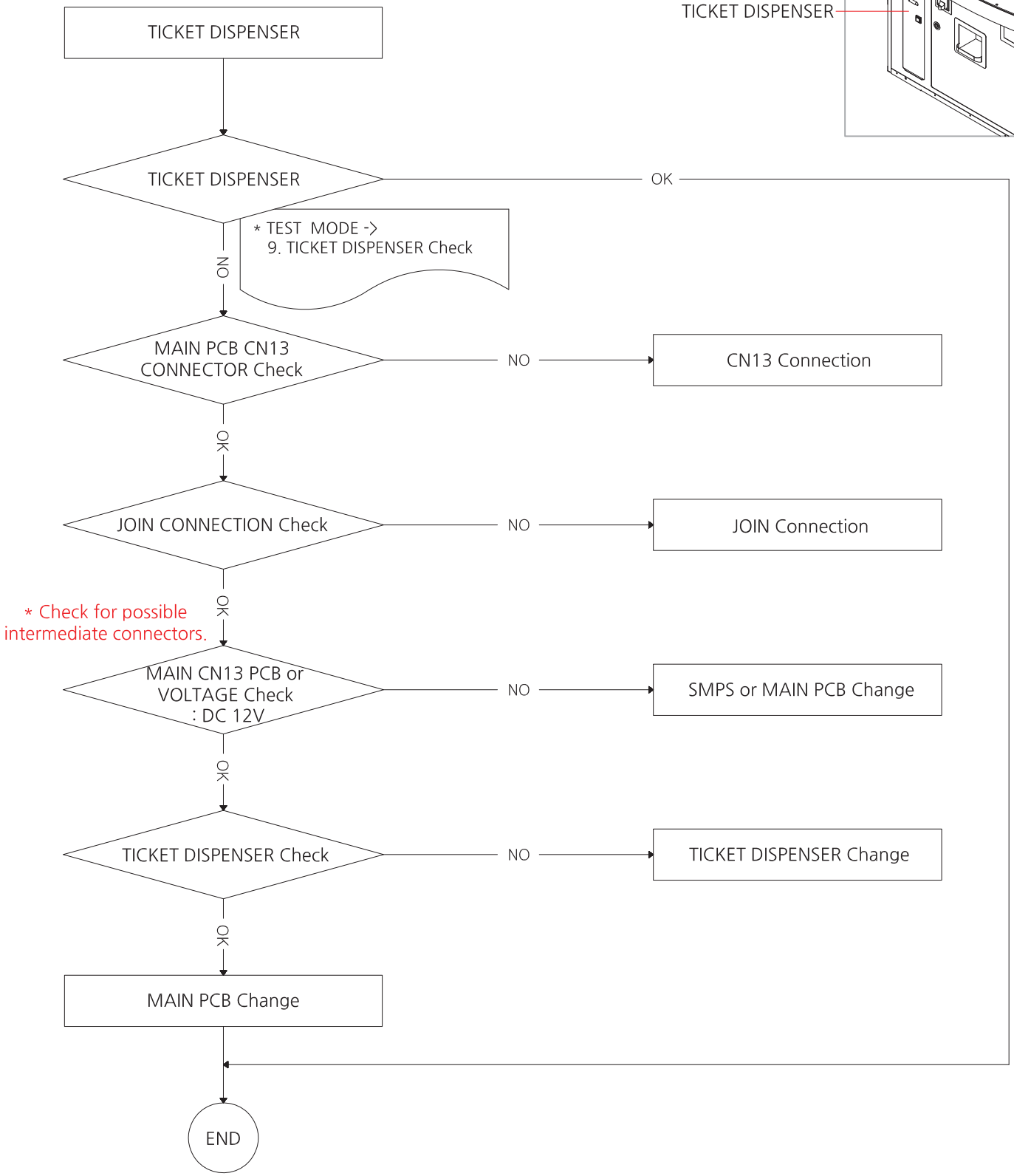



* Check for possible
intermediate connectors.
VOLTAGE Check
: DC 12V
NO
SMPS Change
MAIN PCB Change
END

*Common: Check the input voltage, check wiring

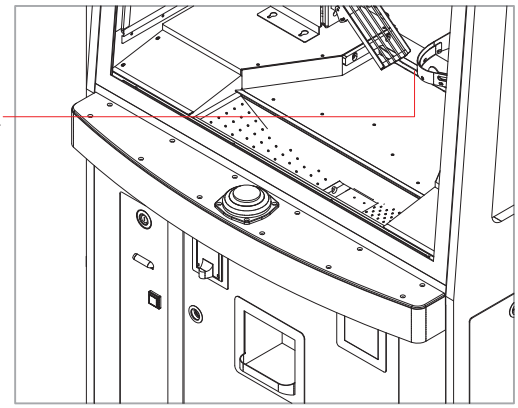
6-8. TICKET DISPENSER ERROR [1~4P]



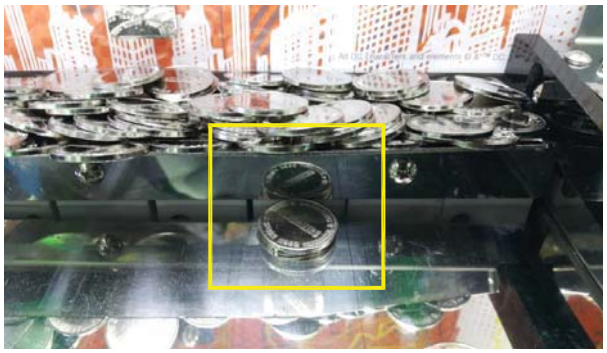


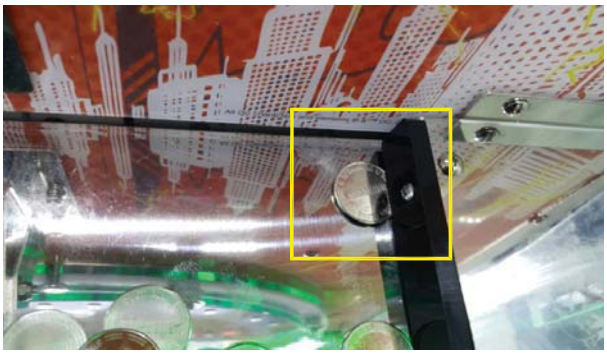
*Common: Check the input voltage, check wiring

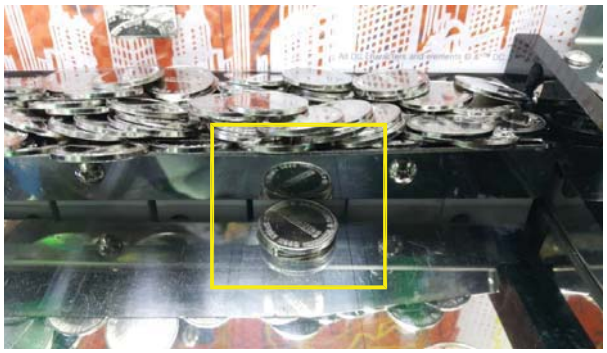
6-9. IN CASE OF MALFUNCTION OF PUSHER [1~4P] - ERROR 04

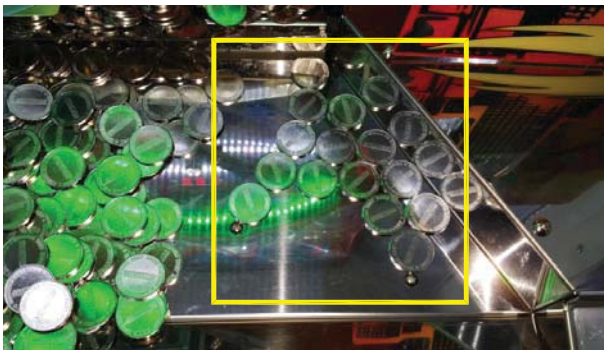


* CAUSE - COIN REMOVAL

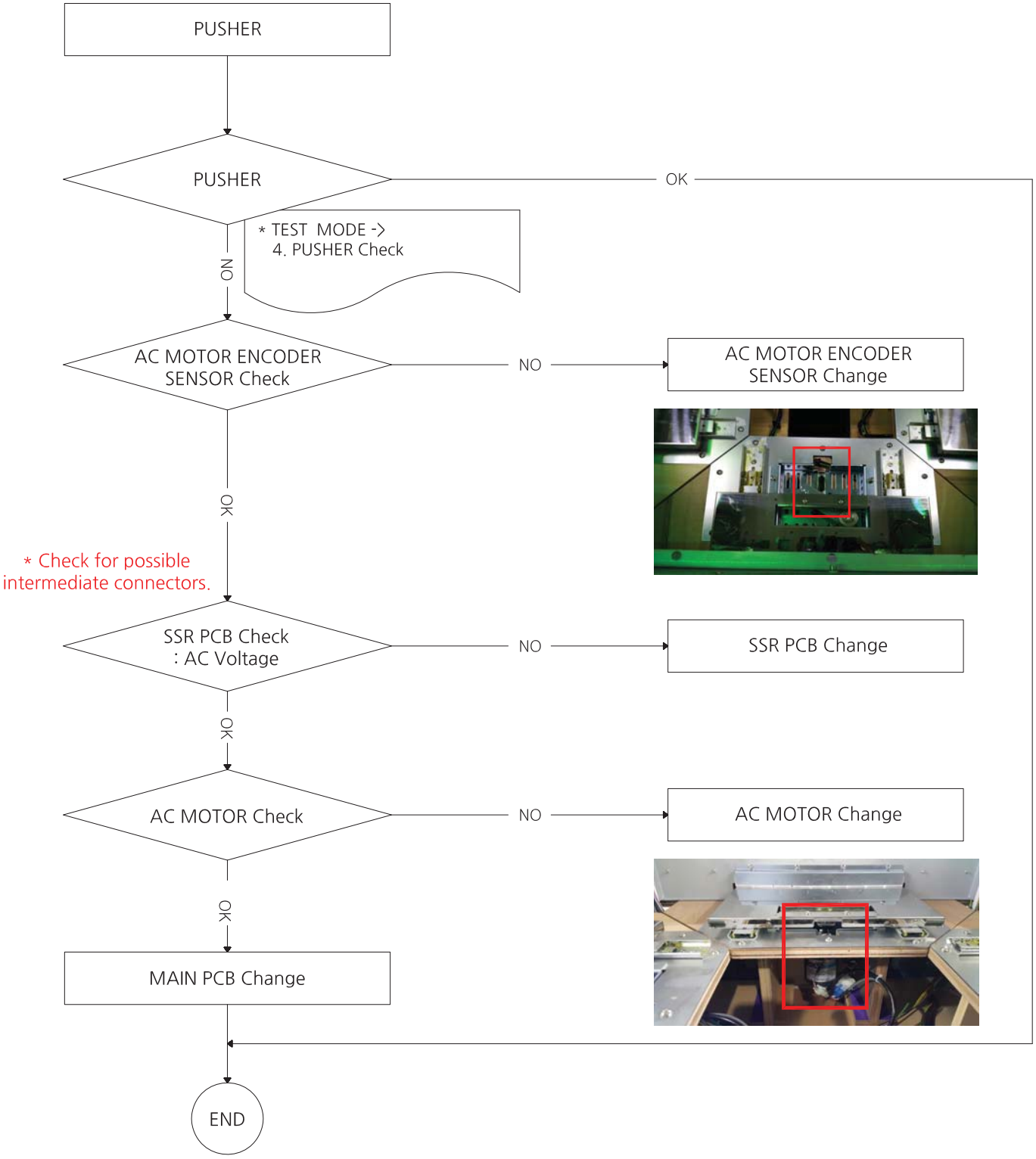




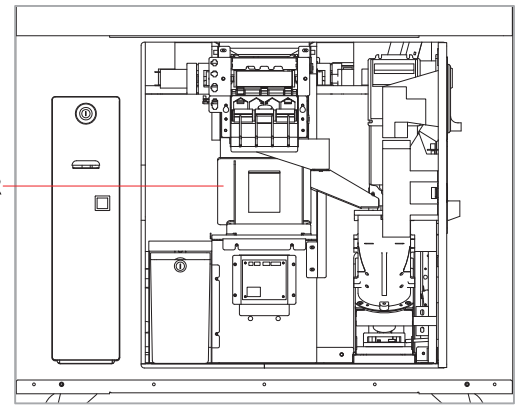




* If the error can not be cleared by resetting, unfold a coin of the screw of the PUSHER Plate and press the reset button.


PUSHER
PUSHER
OK
* TEST MODE ->
4. PUSHER Check
NO
AC MOTOR ENCODER
SENSOR Check
NO
AC MOTOR ENCODER
SENSOR Change
OK
* Check for possible
intermediate connectors.
SSR PCB Check
: AC Voltage
NO
SSR PCB Change
OK
AC MOTOR Check
NO
AC MOTOR Change
OK
MAIN PCB Change
END

6-10. COUNTER HOPPER ERROR [1~4P] - ERROR 05



COUNTER HOPPER

COUNTER HOPPER Check — OK

NO

* TEST MODE ->
6. COUNTER HOPPER Check

CONVEYER(JAM, MOTOR) Check — NO → Remove medal or Motor Change

OK

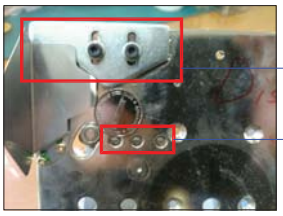
HOPPER INTERNAL Check — NO → Bad medal or Remove foreign matter

OK

HOPPER CASE Check — NO → HOPPER CASE Change

OK

COIN GUIDE PLATE "B"(SPIN) Check — NO → COIN GUIDE PLATE "B"(SPIN) Change



OK

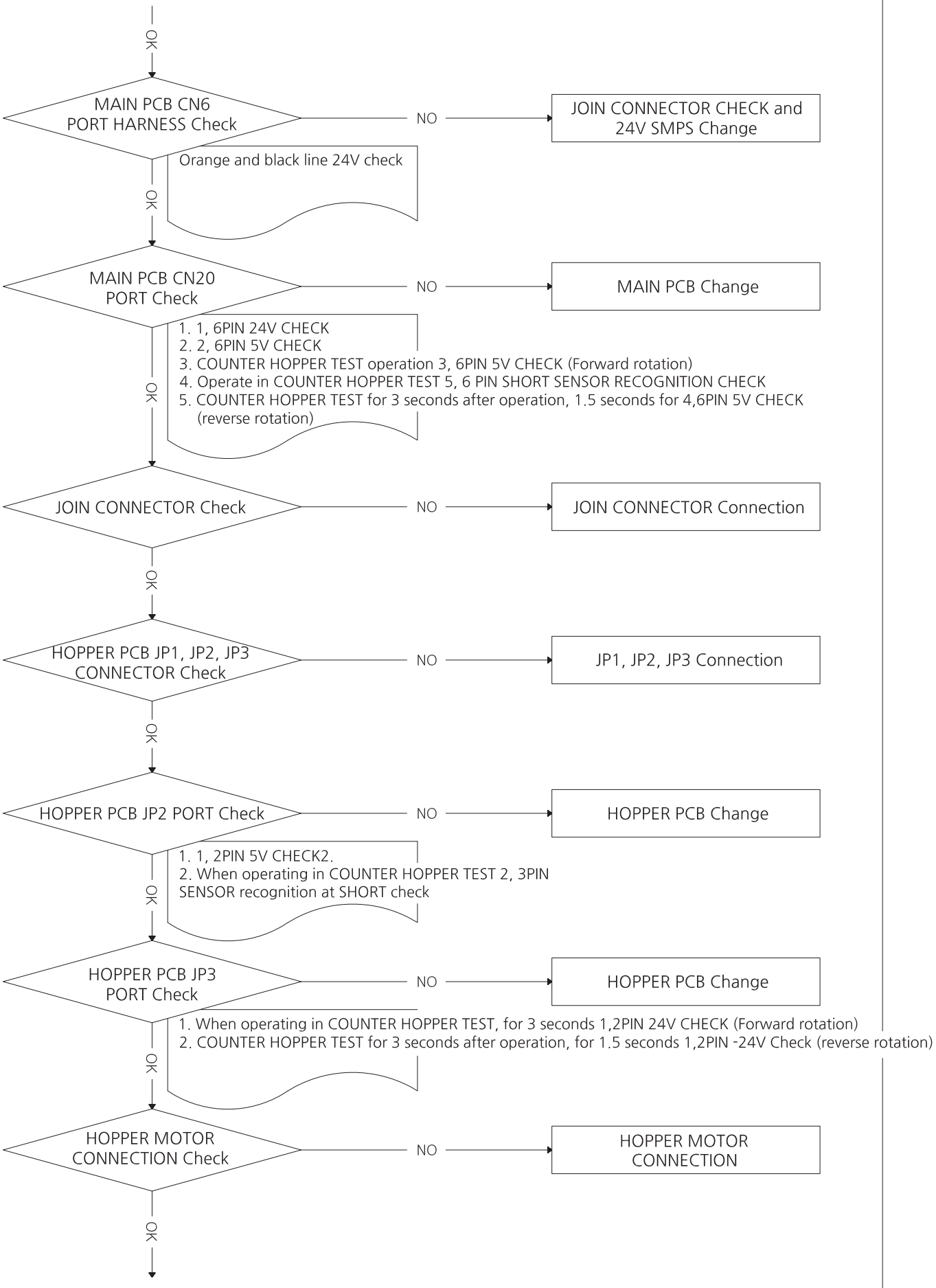
COIN GUIDE PLATE Check — NO → COIN GUIDE PLATE Control

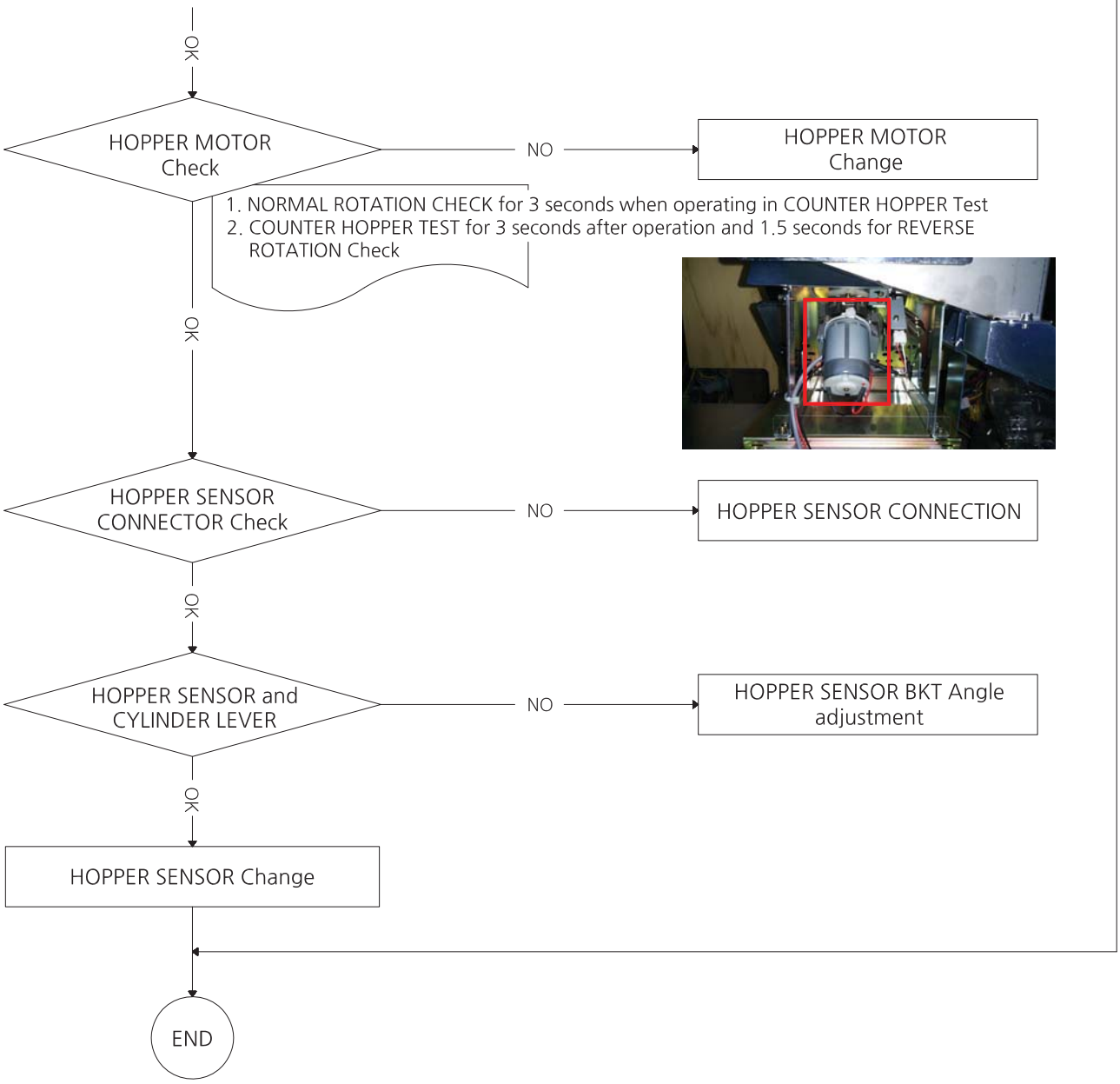
OK

MAIN PCB CN20 CONNECTOR Check — NO → CN20 Connection

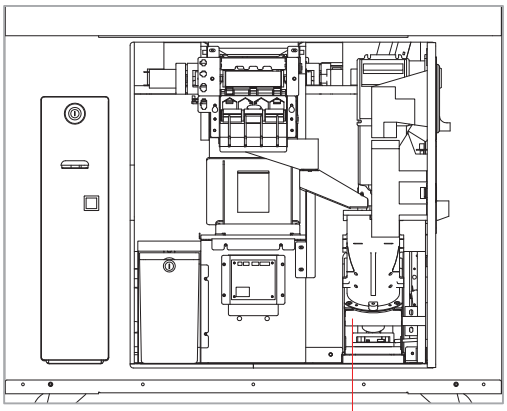
OK

MAIN PCB CN6 CONNECTOR Check — NO → CN6 Connection

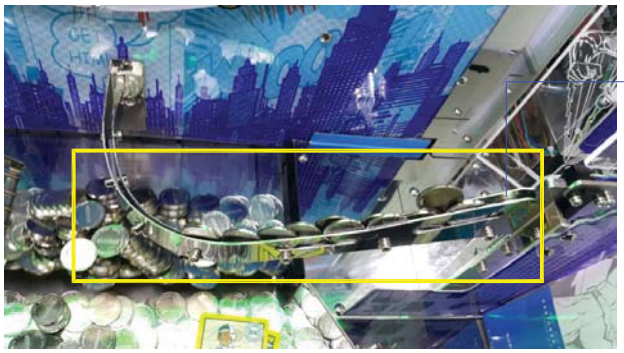

OK
MAIN PCB CN6
PORT HARNESS Check
NO
JOIN CONNECTOR CHECK and
24V SMPS Change
Orange and black line 24V check
OK
MAIN PCB CN20
PORT Check
NO
MAIN PCB Change
1. 1, 6PIN 24V CHECK
2. 2, 6PIN 5V CHECK
3. COUNTER HOPPER TEST operation 3, 6PIN 5V CHECK (Forward rotation)
4. Operate in COUNTER HOPPER TEST 5, 6 PIN SHORT SENSOR RECOGNITION CHECK
5. COUNTER HOPPER TEST for 3 seconds after operation, 1.5 seconds for 4,6PIN 5V CHECK
(reverse rotation)
OK
JOIN CONNECTOR Check
NO
JOIN CONNECTOR Connection
OK
HOPPER PCB JP1, JP2, JP3
CONNECTOR Check
NO
JP1, JP2, JP3 Connection
OK
HOPPER PCB JP2 PORT Check
NO
HOPPER PCB Change
1. 1, 2PIN 5V CHECK2.
2. When operating in COUNTER HOPPER TEST 2, 3PIN
SENSOR recognition at SHORT check
OK
HOPPER PCB JP3
PORT Check
NO
HOPPER PCB Change
1. When operating in COUNTER HOPPER TEST, for 3 seconds 1,2PIN 24V CHECK (Forward rotation)
2. COUNTER HOPPER TEST for 3 seconds after operation, for 1.5 seconds 1,2PIN -24V Check (reverse rotation)
OK
HOPPER MOTOR
CONNECTION Check
NO
HOPPER MOTOR
CONNECTION
OK


OK
HOPPER MOTOR Check
NO
HOPPER MOTOR Change
1. NORMAL ROTATION CHECK for 3 seconds when operating in COUNTER HOPPER Test
2. COUNTER HOPPER TEST for 3 seconds after operation and 1.5 seconds for REVERSE ROTATION Check
OK
HOPPER SENSOR CONNECTOR Check
NO
HOPPER SENSOR CONNECTION
OK
HOPPER SENSOR and CYLINDER LEVER
NO
HOPPER SENSOR BKT Angle adjustment
OK
HOPPER SENSOR Change
END

6-11. ELEVATOR HOPPER ERROR [1~4P] - ERROR 06



* CAUSE - COIN REMOVAL

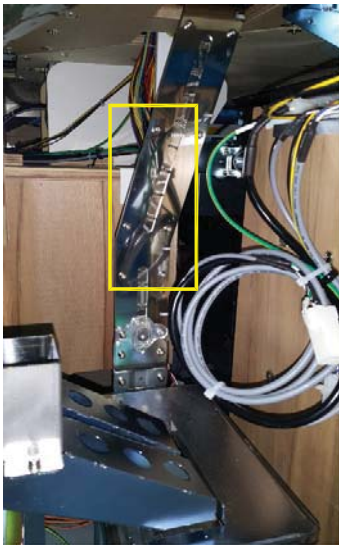


: IF YOU BONUS RAIL IS FULL OF COINS,
REMOVE IT AND START OPERATION.

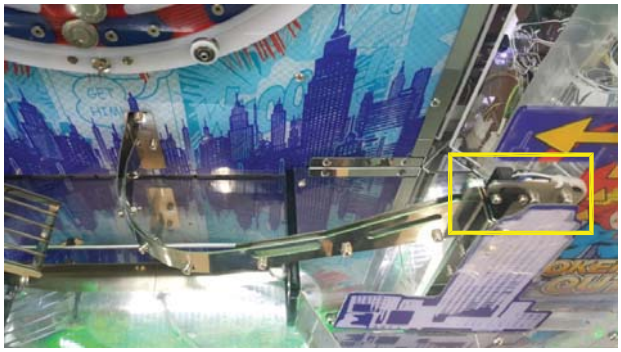
* CAUSE - LACK OF COIN or COIN JAM

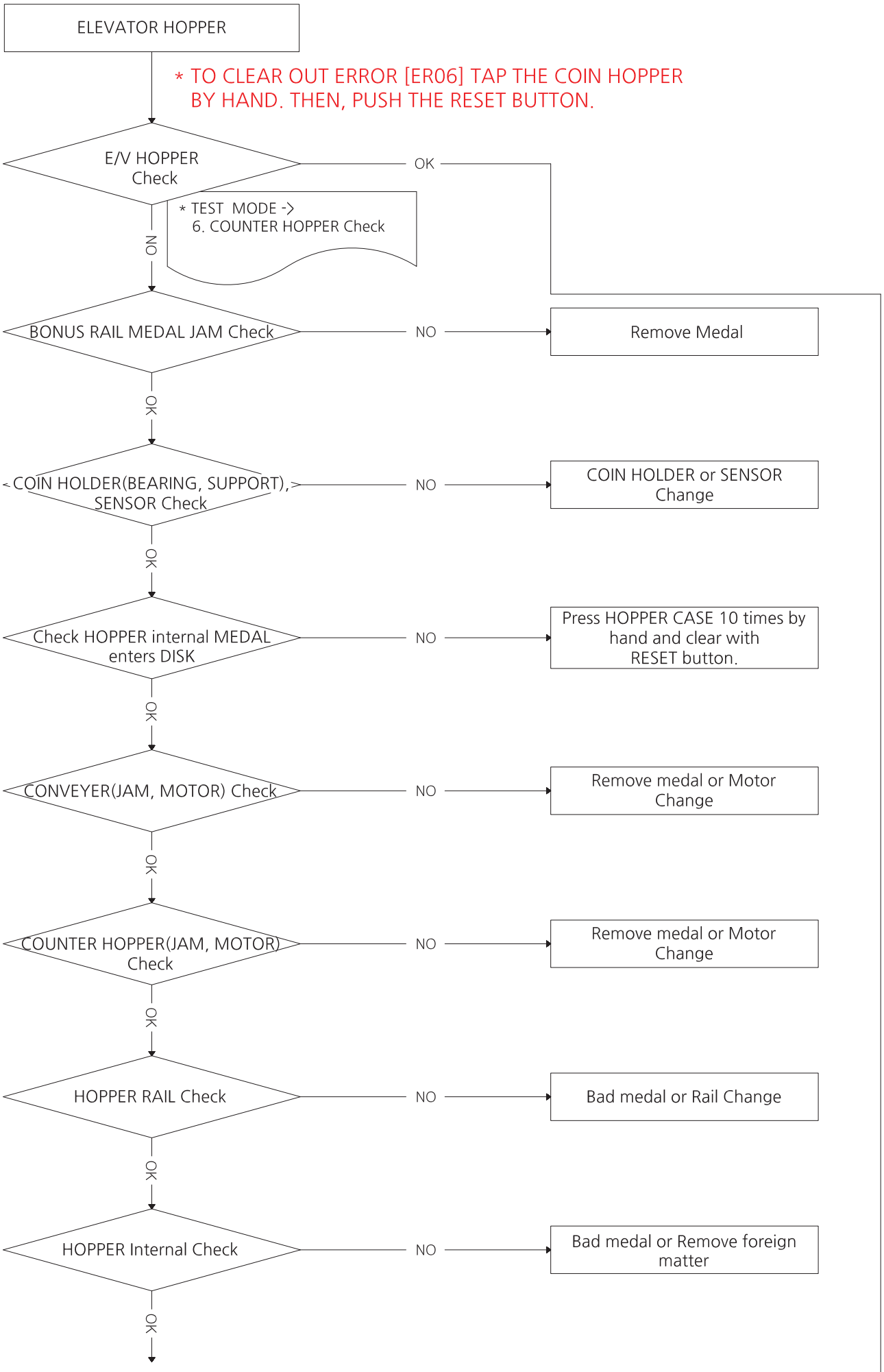


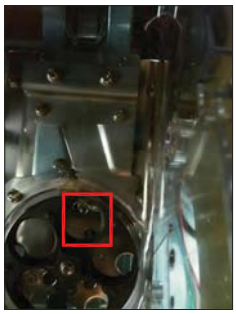
* CAUSE - ELEVATOR RAIL COIN JAM



* CAUSE - COIN OUT SENSOR




ELEVATOR HOPPER
* TO CLEAR OUT ERROR [ER06] TAP THE COIN HOPPER BY HAND. THEN, PUSH THE RESET BUTTON.
E/V HOPPER Check
OK
NO
* TEST MODE -> 6. COUNTER HOPPER Check
BONUS RAIL MEDAL JAM Check
NO
Remove Medal
OK
COIN HOLDER(BEARING, SUPPORT), SENSOR Check
NO
COIN HOLDER or SENSOR Change
OK
Check HOPPER internal MEDAL enters DISK
NO
Press HOPPER CASE 10 times by hand and clear with RESET button.
OK
CONVEYER(JAM, MOTOR) Check
NO
Remove medal or Motor Change
OK
COUNTER HOPPER(JAM, MOTOR) Check
NO
Remove medal or Motor Change
OK
HOPPER RAIL Check
NO
Bad medal or Rail Change
OK
HOPPER Internal Check
NO
Bad medal or Remove foreign matter
OK



COIN GUIDE PIN Check
NO → COIN GUIDE PIN Change
OK

HOPPER DISK, COVER Check
NO → HOPPER DISK, COVER Change
OK

MAIN PCB CN7 CONNECTION Check
NO → CN7 Connection
OK

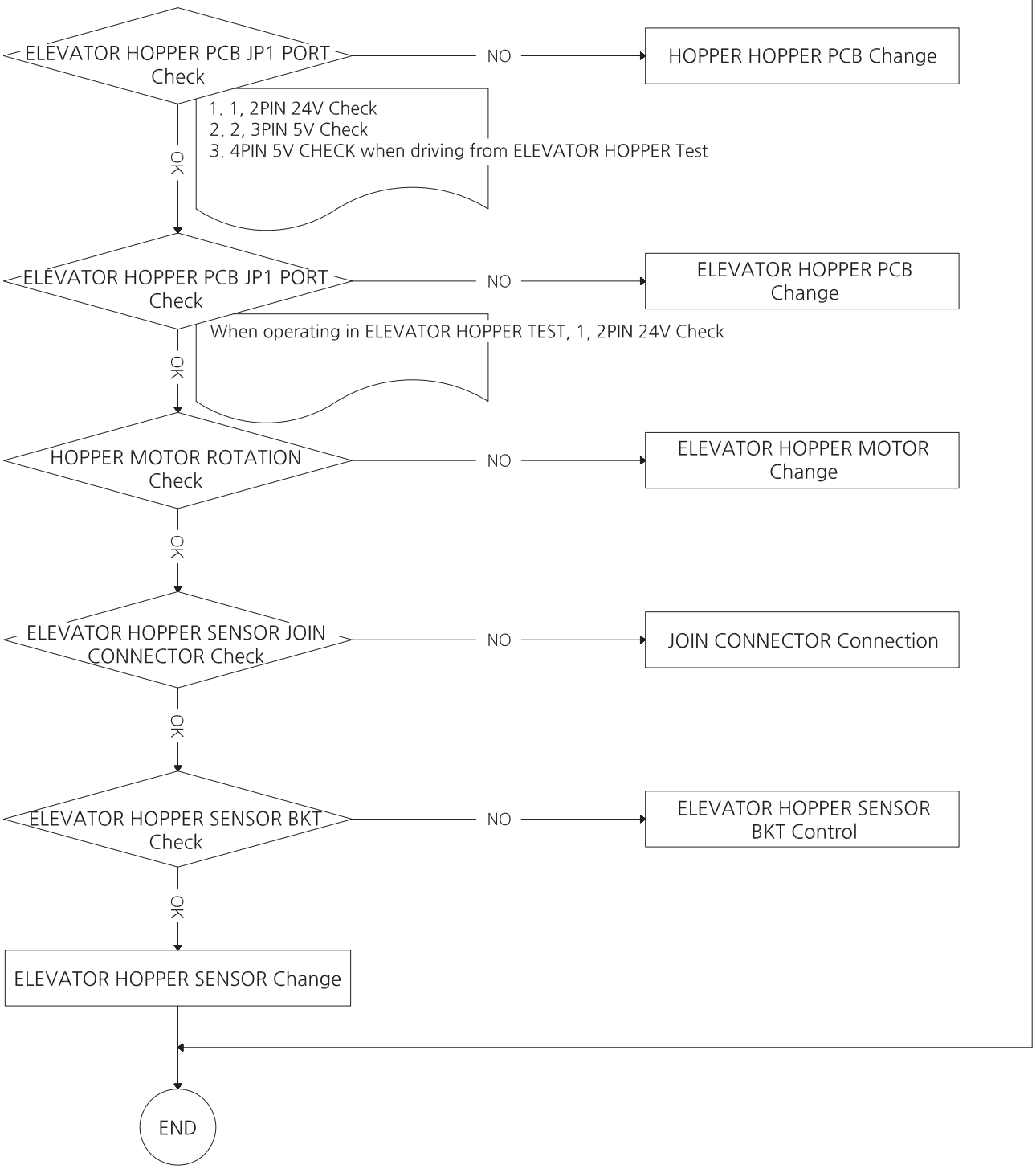
MAIN PCB CN8 CONNECTION Check
NO → CN8 Connection
OK

MAIN PCB CN8 PORT HARNESS Check
NO → JOIN CONNECT CHECK and 24V SMPS Change
ORANGE and BLACK LINES 24V Check
OK

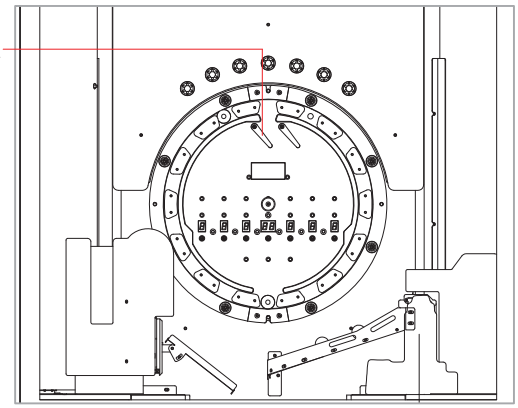
MAIN PCB CN7 PORT Check
NO → MAIN PCB Change
1. 1, 5PIN 24V Check
2. 2, 5PIN 5V Check
3. 3.5PIN 5V CHECK when driving from ELEVATOR HOPPER Test
4. SENSOR recognition at 4,5PIN short when operating from ELEVATOR HOPPER TEST CHECK
OK

JOIN CONNECTOR Check
NO → JOIN CONNECTOR Connection
OK

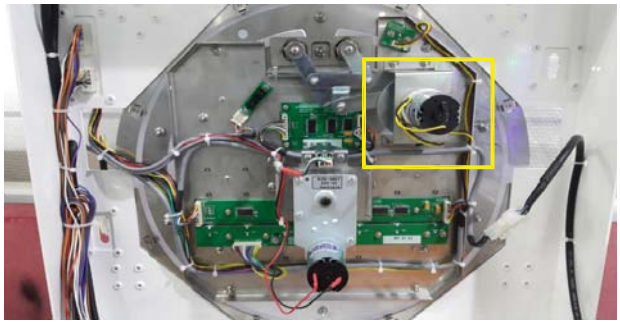
ELEVATOR HOPPER PCB JP1, JP2 CONNECTOR Check
NO → JP1, JP2 Connection
OK


ELEVATOR HOPPER PCB JP1 PORT Check
NO
HOPPER HOPPER PCB Change
1. 1, 2PIN 24V Check
2. 2, 3PIN 5V Check
3. 4PIN 5V CHECK when driving from ELEVATOR HOPPER Test
OK
ELEVATOR HOPPER PCB JP1 PORT Check
NO
ELEVATOR HOPPER PCB Change
When operating in ELEVATOR HOPPER TEST, 1, 2PIN 24V Check
OK
HOPPER MOTOR ROTATION Check
NO
ELEVATOR HOPPER MOTOR Change
OK
ELEVATOR HOPPER SENSOR JOIN CONNECTOR Check
NO
JOIN CONNECTOR Connection
OK
ELEVATOR HOPPER SENSOR BKT Check
NO
ELEVATOR HOPPER SENSOR BKT Control
OK
ELEVATOR HOPPER SENSOR Change
END

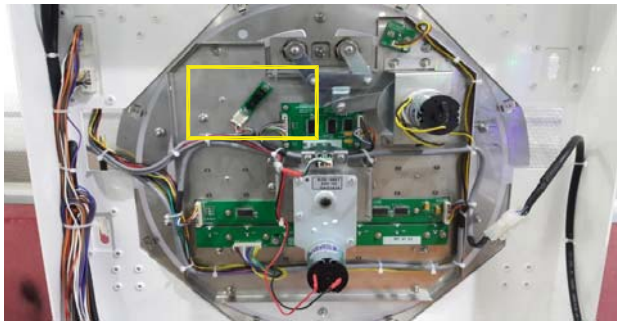
6-12. CIRCULATION WIPER ERROR [1~4P] - ERROR 07

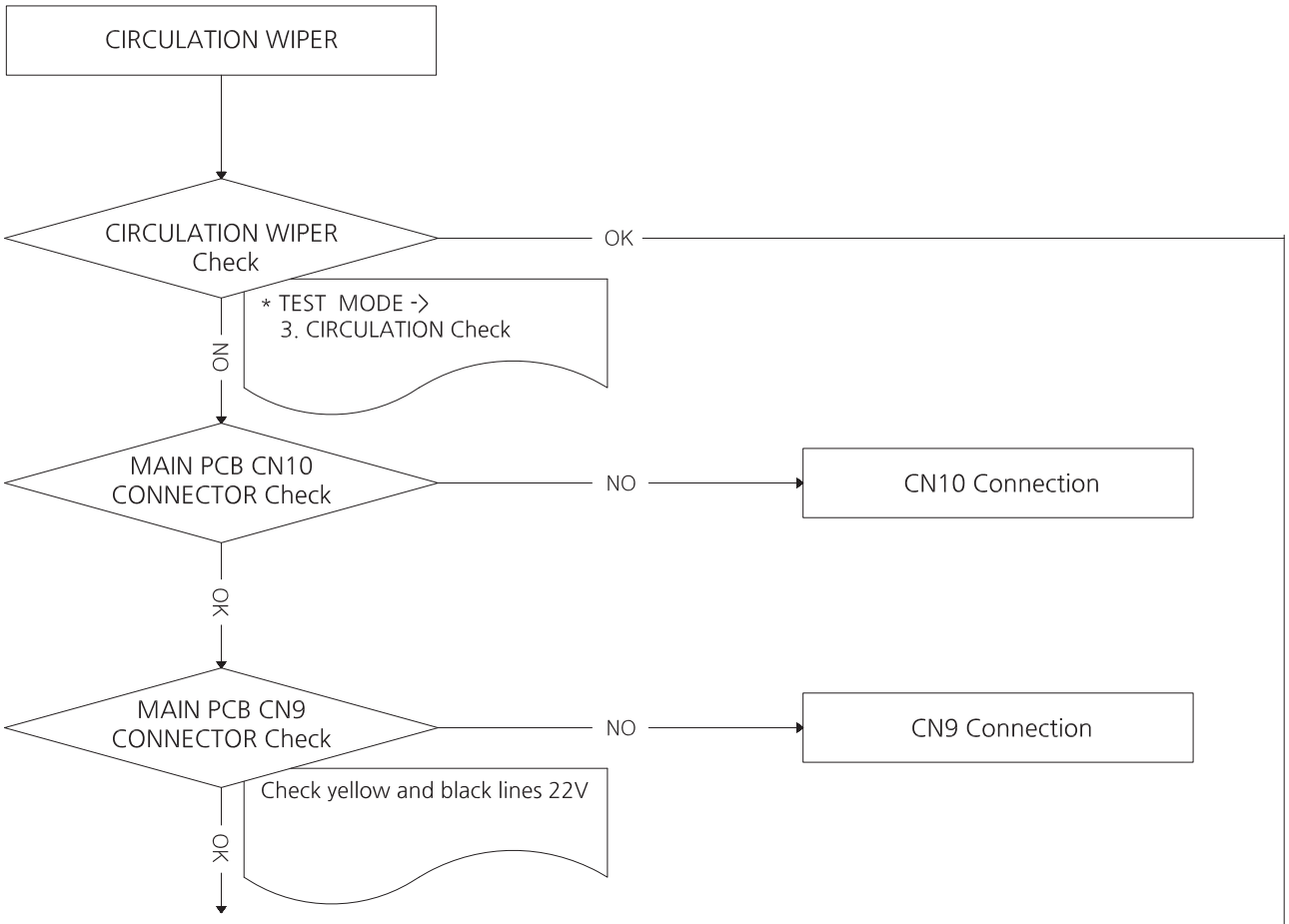


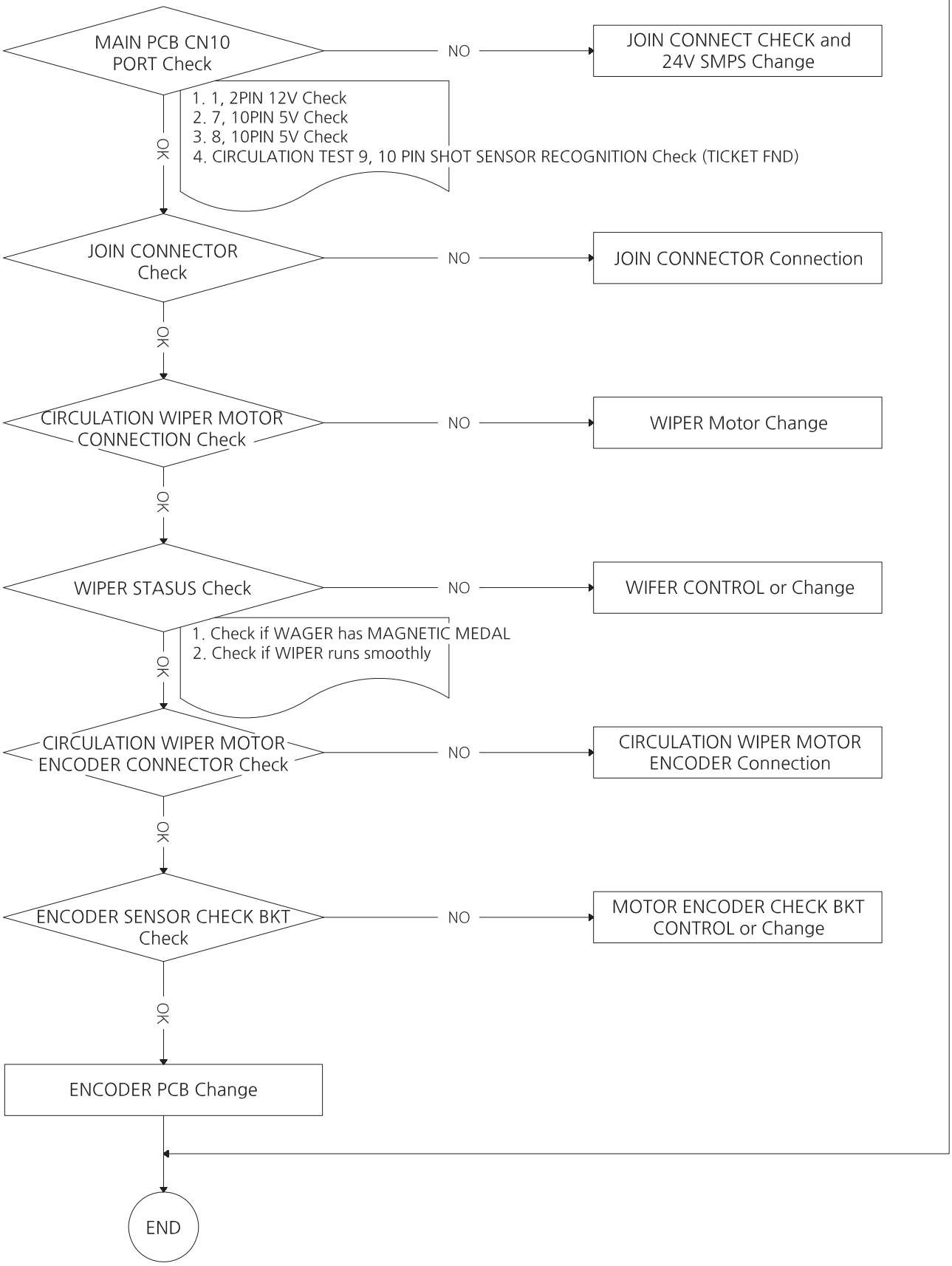
* CAUSE - CIRCULATION WIPER MOTOR



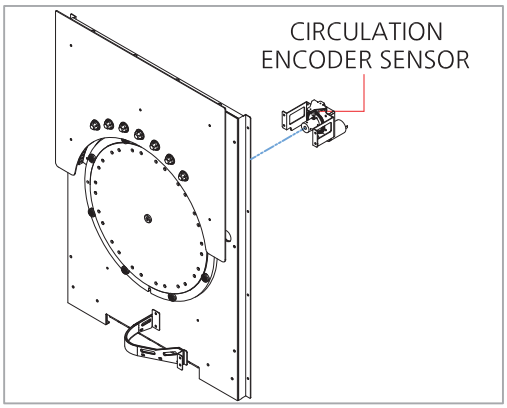
* CAUSE - CIRCULATION WIPER SNEOSR



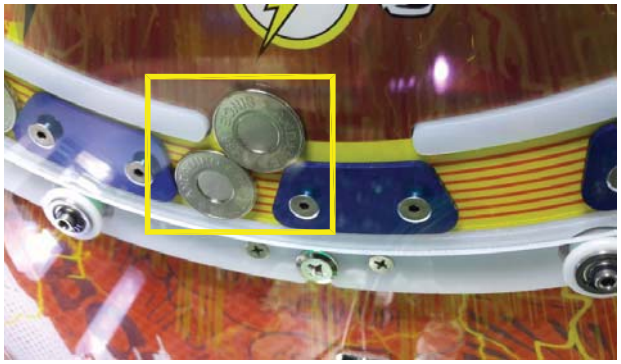



MAIN PCB CN10
PORT Check
NO
JOIN CONNECT CHECK and
24V SMPS Change
1. 1, 2PIN 12V Check
2. 7, 10PIN 5V Check
3. 8, 10PIN 5V Check
4. CIRCULATION TEST 9, 10 PIN SHOT SENSOR RECOGNITION Check (TICKET FND)
OK
JOIN CONNECTOR
Check
NO
JOIN CONNECTOR Connection
OK
CIRCULATION WIPER MOTOR
CONNECTION Check
NO
WIPER Motor Change
OK
WIPER STASUS Check
NO
WIFER CONTROL or Change
1. Check if WAGER has MAGNETIC MEDAL
2. Check if WIPER runs smoothly
OK
CIRCULATION WIPER MOTOR
ENCODER CONNECTOR Check
NO
CIRCULATION WIPER MOTOR
ENCODER Connection
OK
ENCODER SENSOR CHECK BKT
Check
NO
MOTOR ENCODER CHECK BKT
CONTROL or Change
OK
ENCODER PCB Change
END

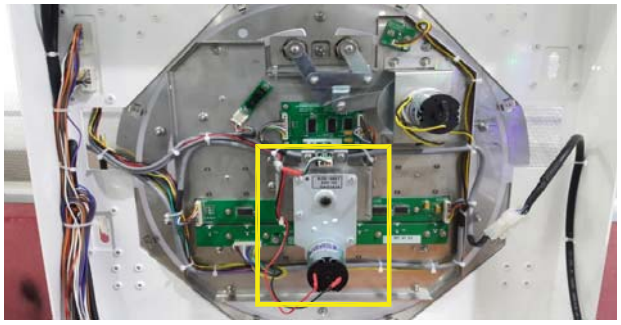
6-13. CIRCULATION ENCODER SENSOR ERROR [1~4P] - ERROR 09



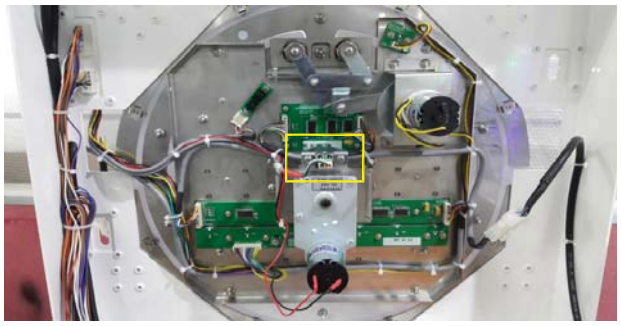
* CAUSE - COIN JAM

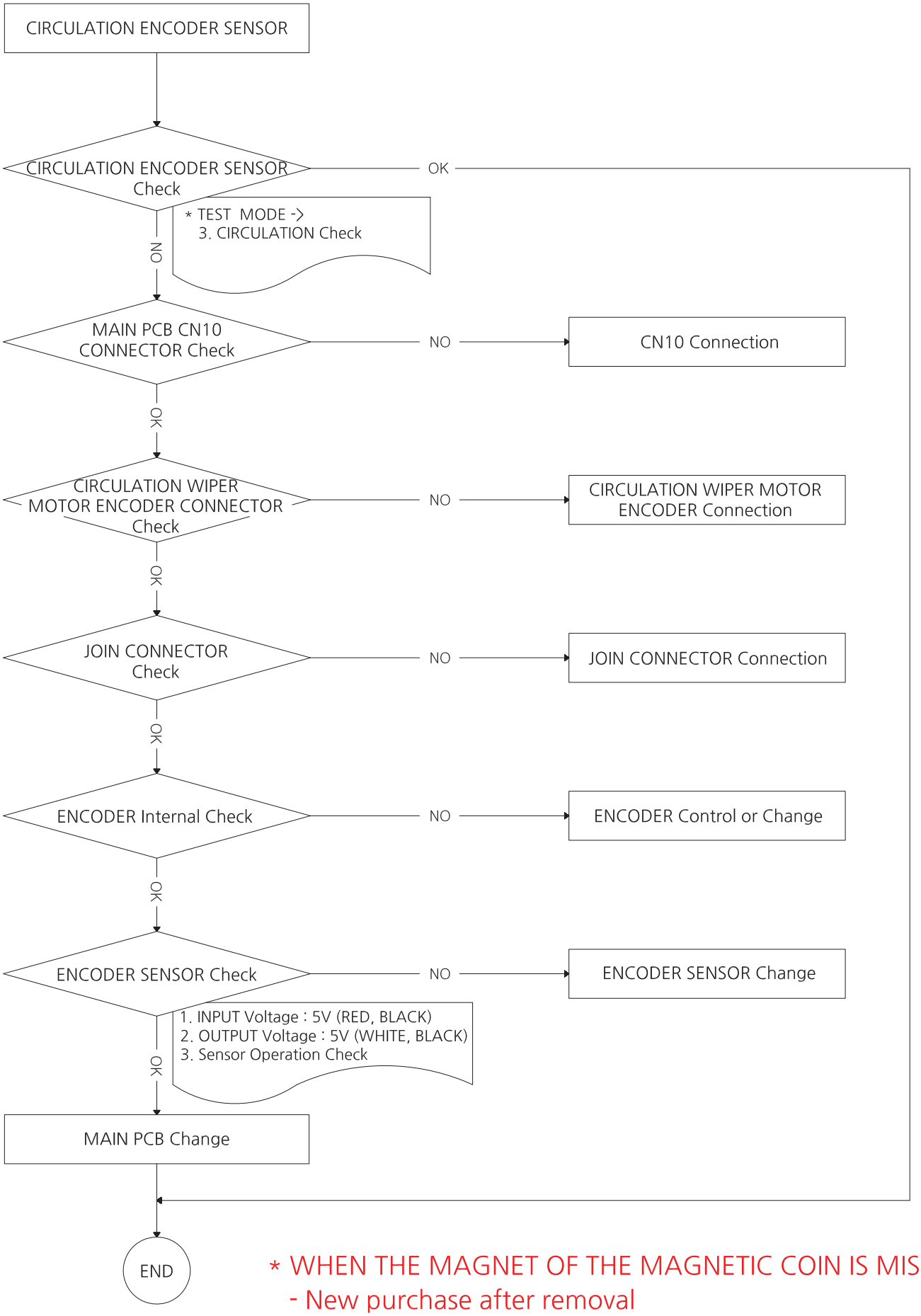


* CAUSE - CIRCULATION MOTOR



* CAUSE - CIRCULATION SENSOR

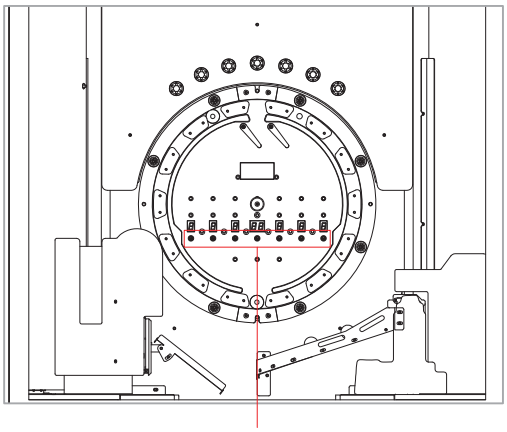




* WHEN THE MAGNET OF THE MAGNETIC COIN IS MISSING
  - New purchase after removal

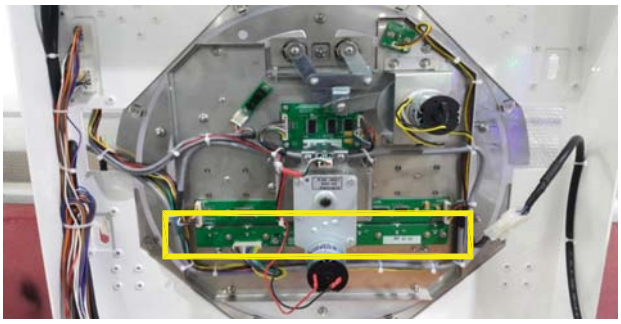
6-14. CIRCULATION MAGNETIC SENSOR PCB ERROR [1~4P] - ERROR 10

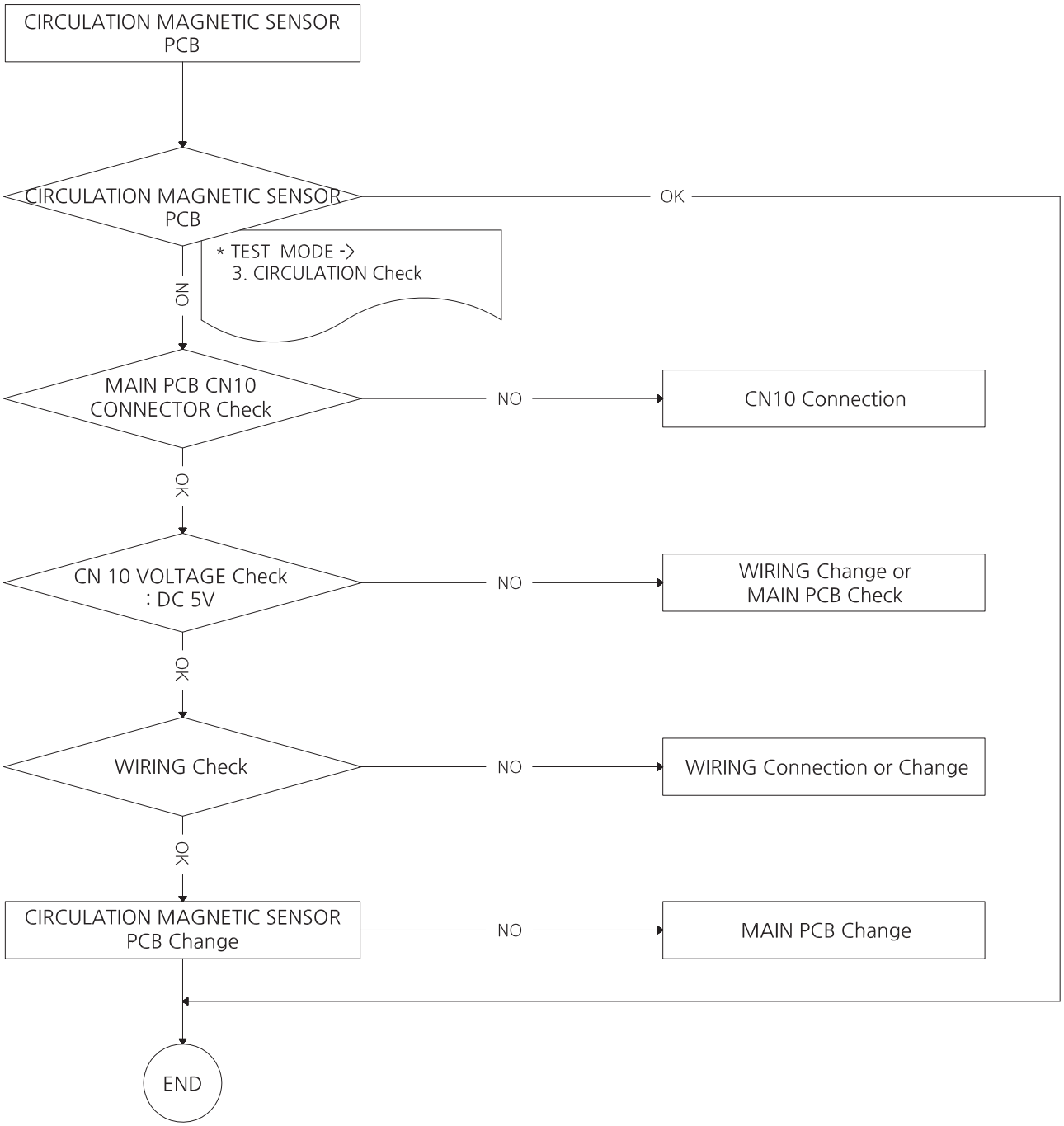
(MEDAL CIRCULATION CHECK-A PCB ASS'Y)



CIRCULATION MEDAL
CHECK AREA [A]

* CAUSE - MAGNETIC SENSOR PCB



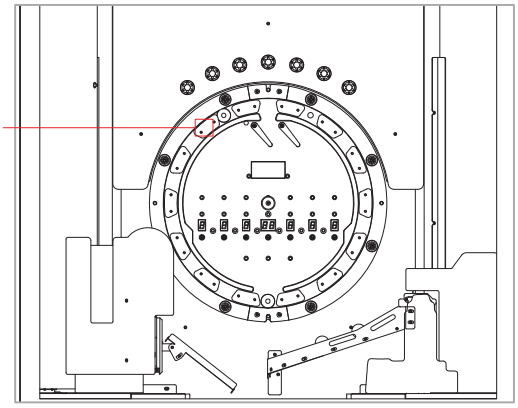


*Common: Check the input voltage, check wiring

6-15. CIRCULATION ERROR [1~4P] - ERROR 03

(MEDAL CIRCULATION CHECK-B PCB ASS'Y)

CIRCULATION MEDAL
CHECK AREA [B]



* CAUSE - MEDAL 8ea JAM

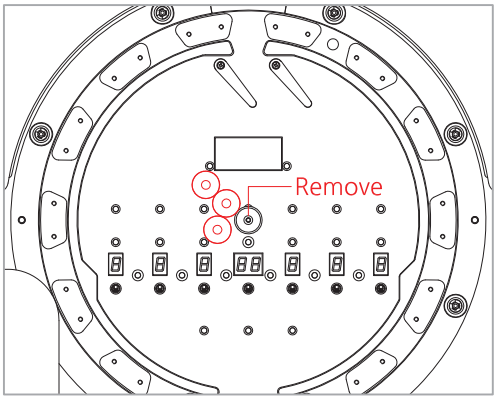


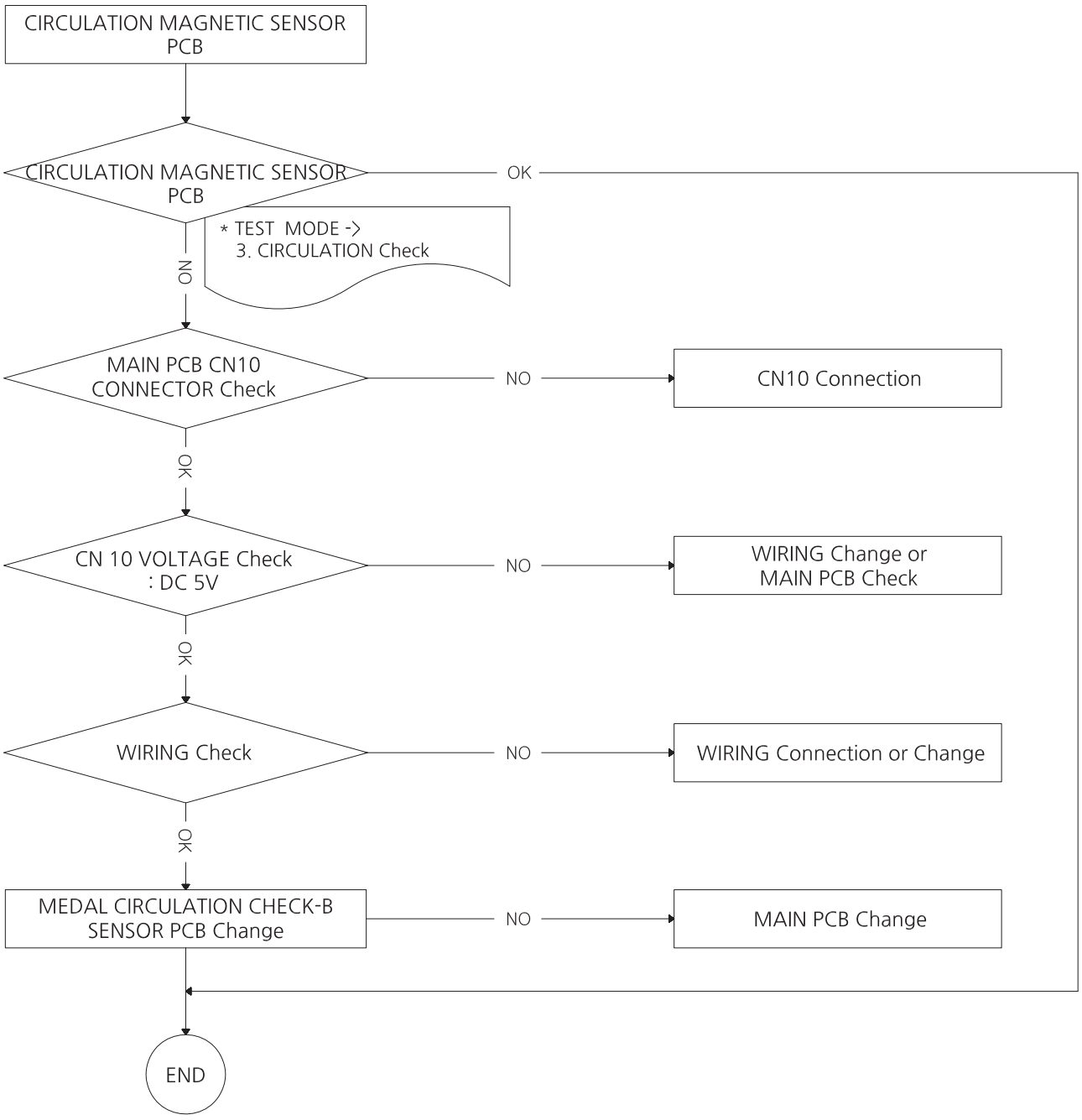
- Disable using magnet
- Tap and release
- Move down

* CAUSE - CIRCULATION SENSOR

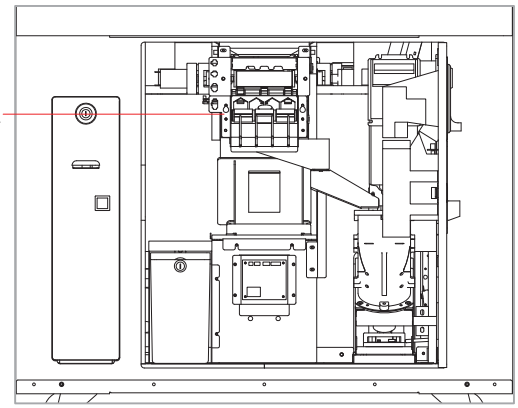


* IF THE COIN IS PARTIALLY CAUGHT
  - Remove the RING GUIDE by tapping it after removing it

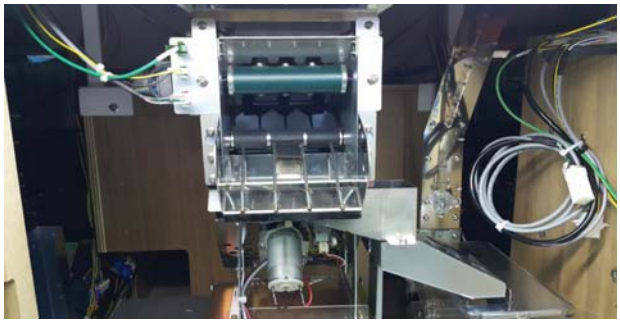



CIRCULATION MAGNETIC SENSOR PCB
CIRCULATION MAGNETIC SENSOR PCB
OK
* TEST MODE ->
3. CIRCULATION Check
NO
MAIN PCB CN10 CONNECTOR Check
NO
CN10 Connection
OK
CN 10 VOLTAGE Check : DC 5V
NO
WIRING Change or MAIN PCB Check
OK
WIRING Check
NO
WIRING Connection or Change
OK
MEDAL CIRCULATION CHECK-B SENSOR PCB Change
NO
MAIN PCB Change
END

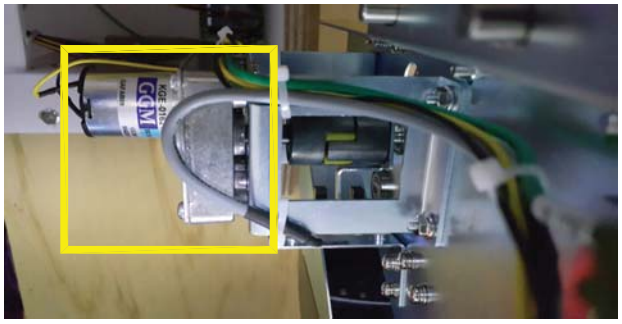
6-16. CONVEYER ERROR [1~4P] - ERROR 08



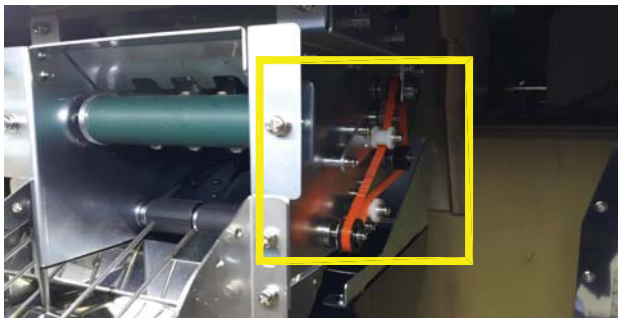
* CAUSE - COIN JAM



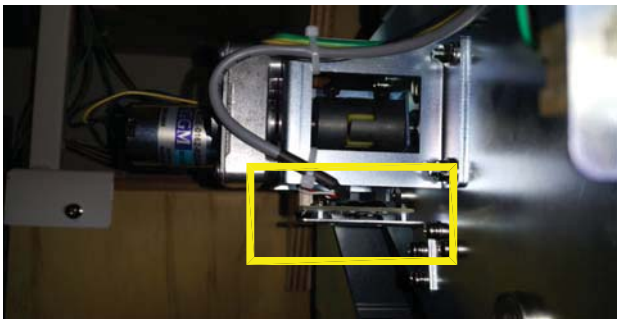
* CAUSE - CONVEYER MOTOR



* CAUSE - CONVEYER BELT

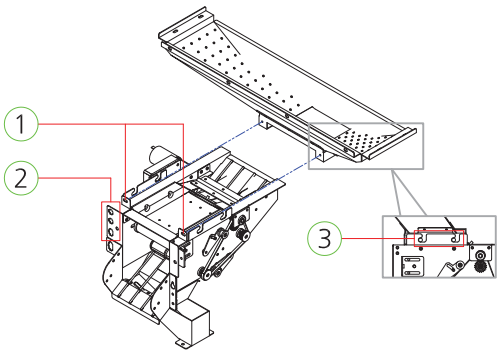


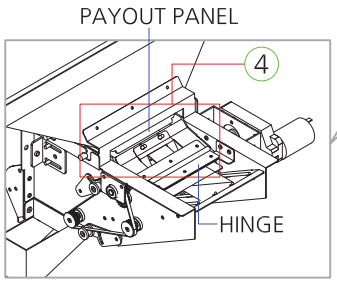
* CAUSE - CONVEYER SENSOR

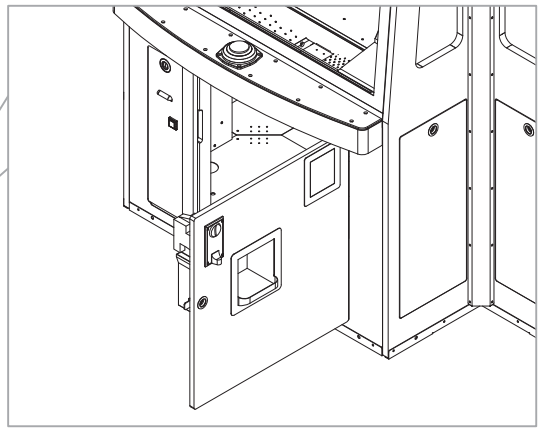


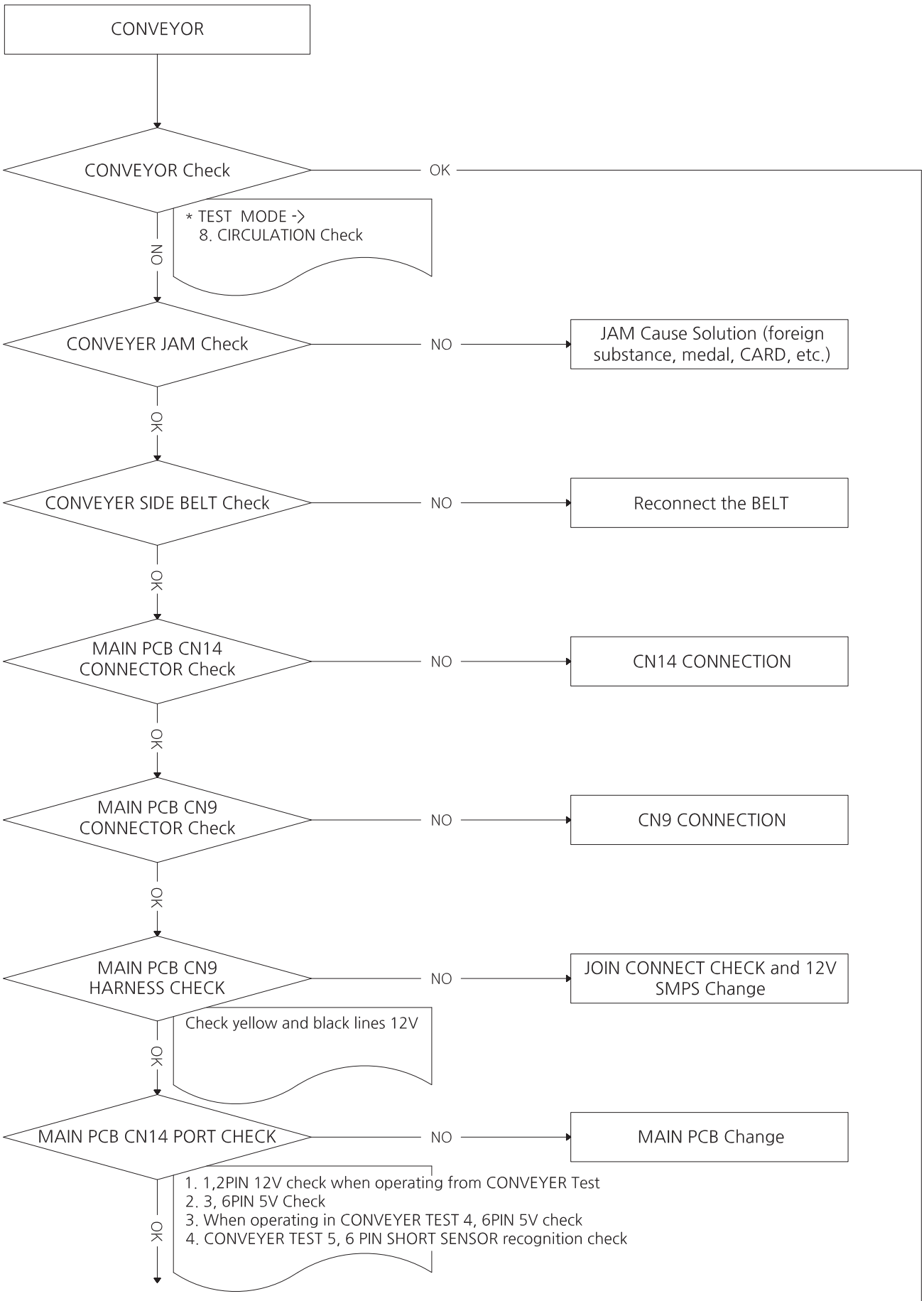
* HOW TO DISASSEMBLE CONVEYOR

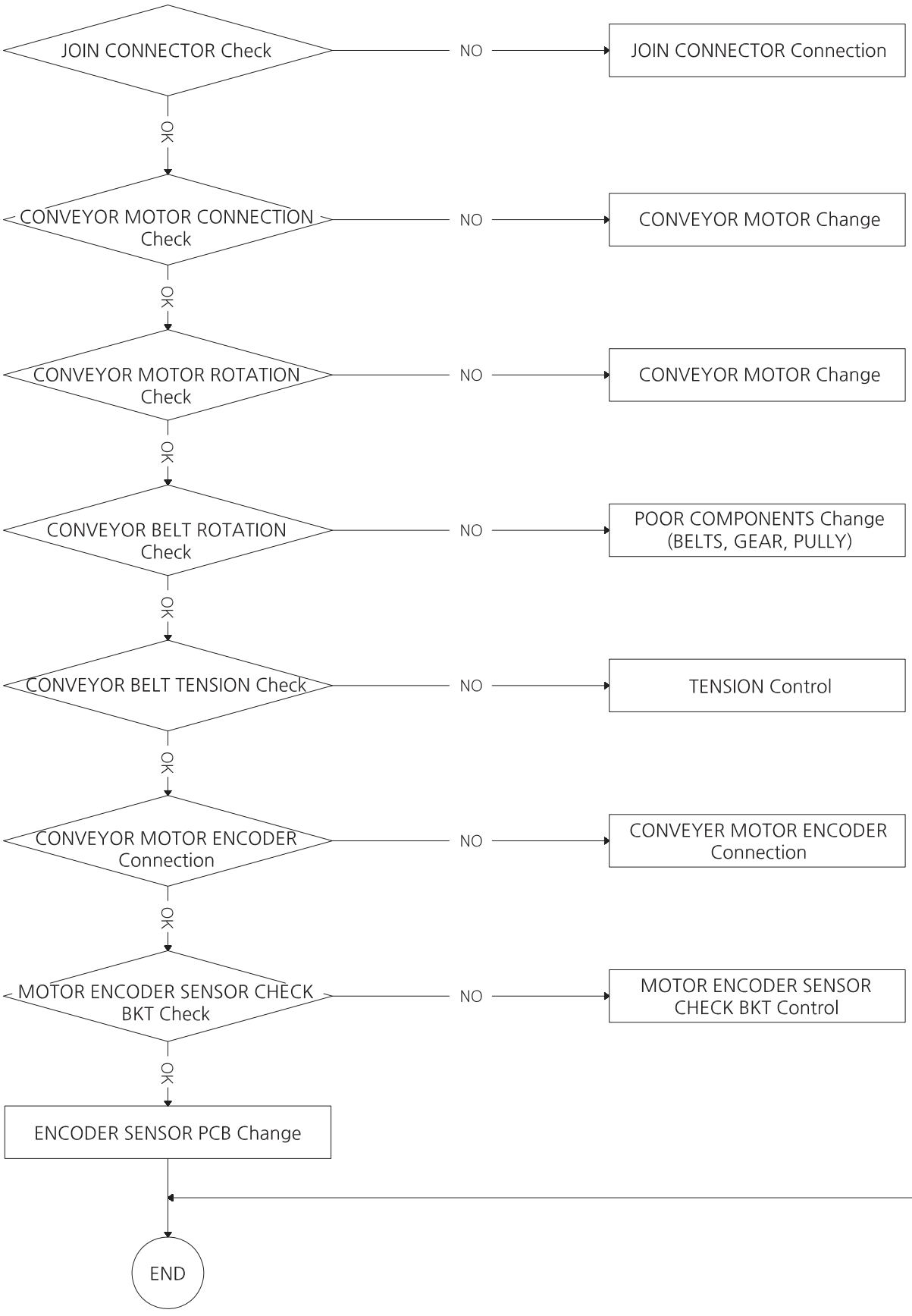
1. Removing screw 2EA
2. Separation of wiring 3EA
3. Pull out the conveyor from the side 4EA shaft
4. Assemble hinge to top of PAYOUT PANEL when reassembling.
   - Reassemble them in reverse order



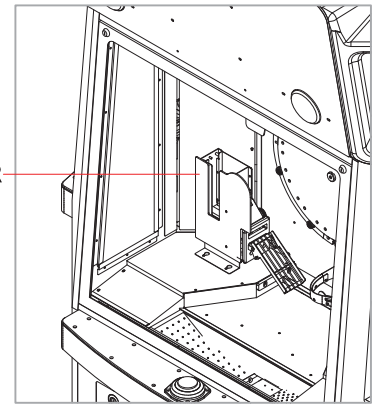





CONVEYOR
CONVEYOR Check
OK
* TEST MODE ->
8. CIRCULATION Check
NO
CONVEYER JAM Check
NO
JAM Cause Solution (foreign substance, medal, CARD, etc.)
OK
CONVEYER SIDE BELT Check
NO
Reconnect the BELT
OK
MAIN PCB CN14 CONNECTOR Check
NO
CN14 CONNECTION
OK
MAIN PCB CN9 CONNECTOR Check
NO
CN9 CONNECTION
OK
MAIN PCB CN9 HARNESS CHECK
NO
JOIN CONNECT CHECK and 12V SMPS Change
Check yellow and black lines 12V
OK
MAIN PCB CN14 PORT CHECK
NO
MAIN PCB Change
1. 1,2PIN 12V check when operating from CONVEYER Test
2. 3, 6PIN 5V Check
3. When operating in CONVEYER TEST 4, 6PIN 5V check
4. CONVEYER TEST 5, 6 PIN SHORT SENSOR recognition check
OK

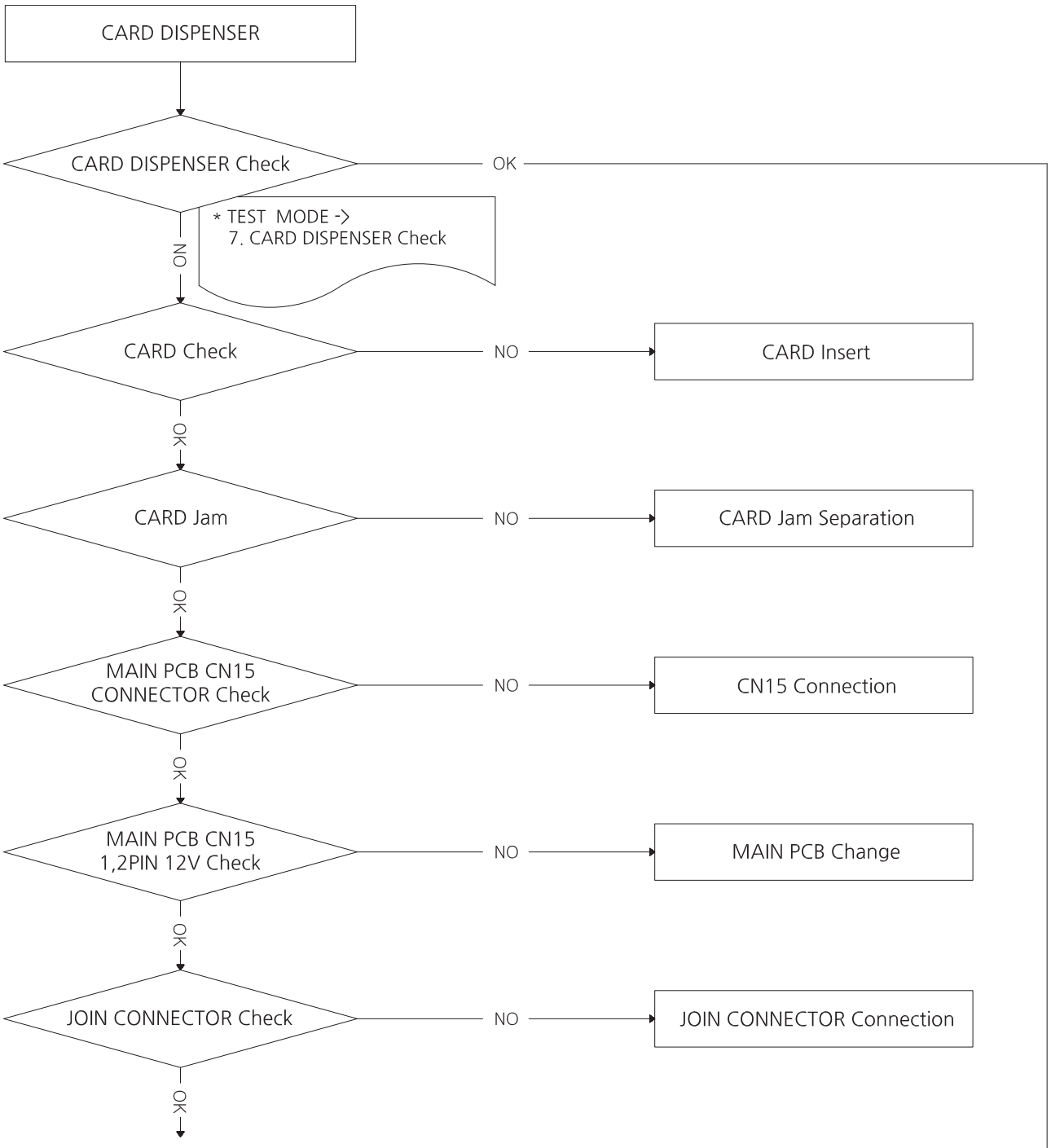

JOIN CONNECTOR Check
NO
JOIN CONNECTOR Connection
OK
CONVEYOR MOTOR CONNECTION Check
NO
CONVEYOR MOTOR Change
OK
CONVEYOR MOTOR ROTATION Check
NO
CONVEYOR MOTOR Change
OK
CONVEYOR BELT ROTATION Check
NO
POOR COMPONENTS Change (BELTS, GEAR, PULLY)
OK
CONVEYOR BELT TENSION Check
NO
TENSION Control
OK
CONVEYOR MOTOR ENCODER Connection
NO
CONVEYER MOTOR ENCODER Connection
OK
MOTOR ENCODER SENSOR CHECK BKT Check
NO
MOTOR ENCODER SENSOR CHECK BKT Control
OK
ENCODER SENSOR PCB Change
END

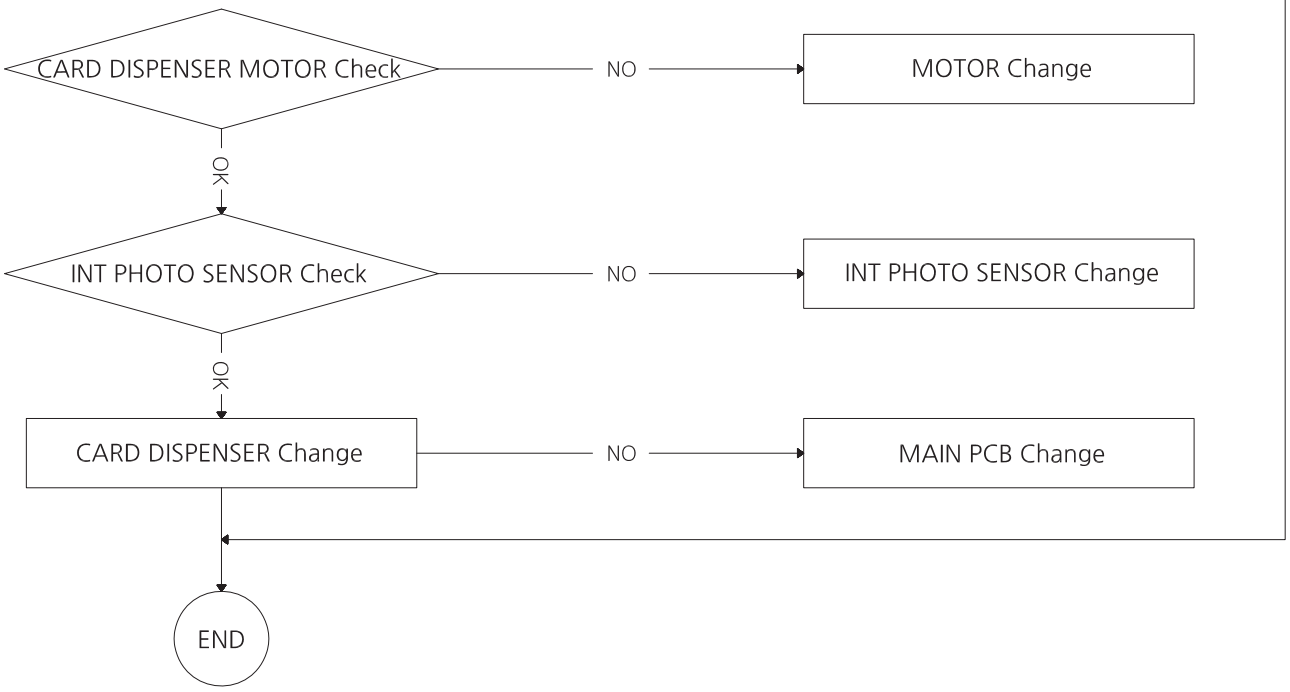
6-17. CARD DISPENSER ERROR [1~4P] - ERROR 11



* CAUSE - CARD JAM or EMPTY

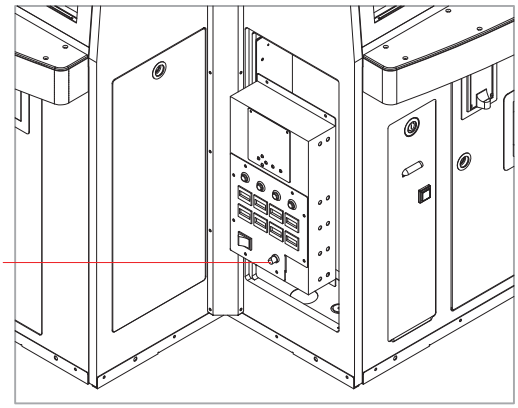





CARD DISPENSER MOTOR Check
NO
MOTOR Change
OK
INT PHOTO SENSOR Check
NO
INT PHOTO SENSOR Change
OK
CARD DISPENSER Change
NO
MAIN PCB Change
END

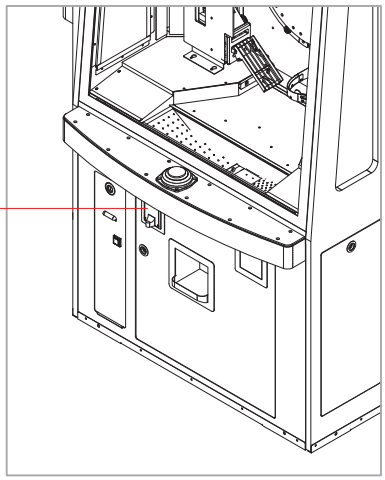
*Common: Check the input voltage, check wiring

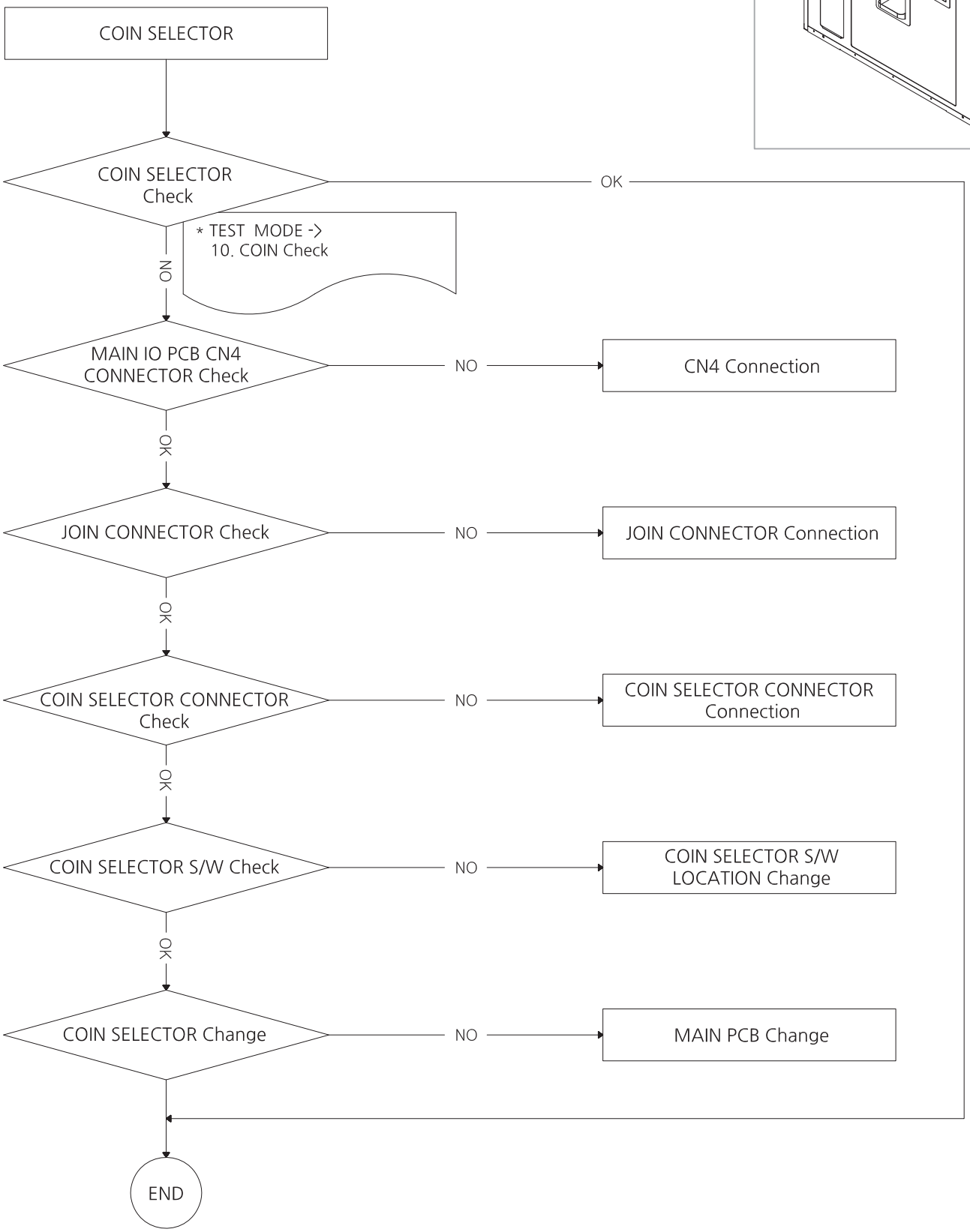
6-18. SOUND ERROR [1~4P]



*Common: Check the input voltage, check wiring

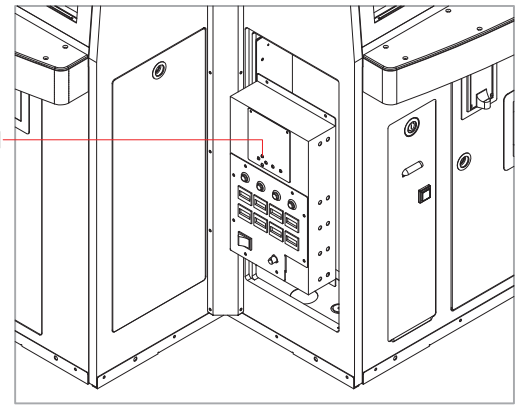
6-19. COIN SELECTOR ERROR [1~4P] - ERROR 02

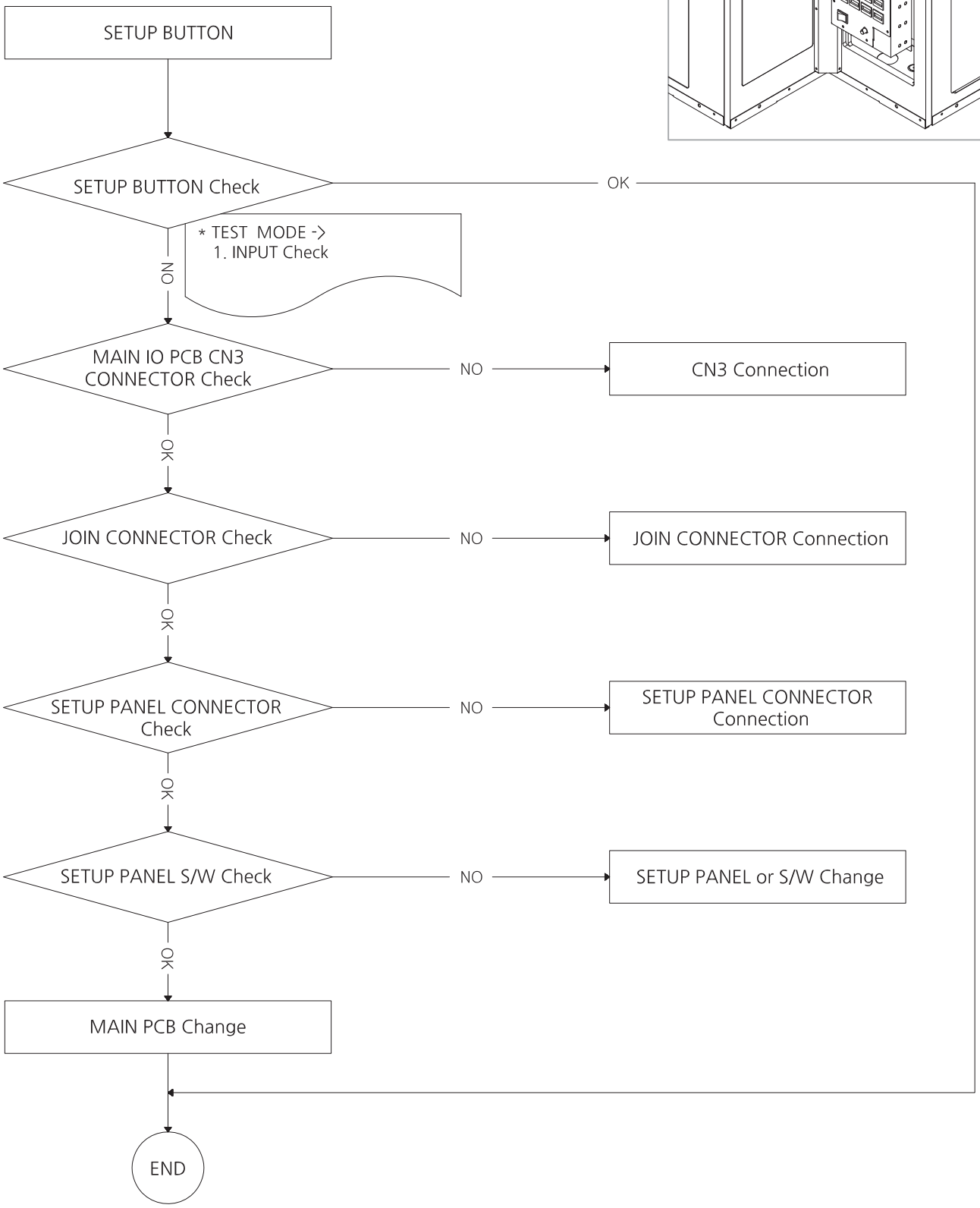




*Common: Check the input voltage, check wiring

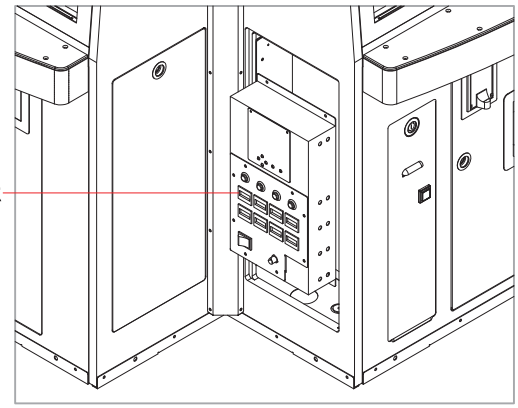
6-20. SETUP BUTTON ERROR

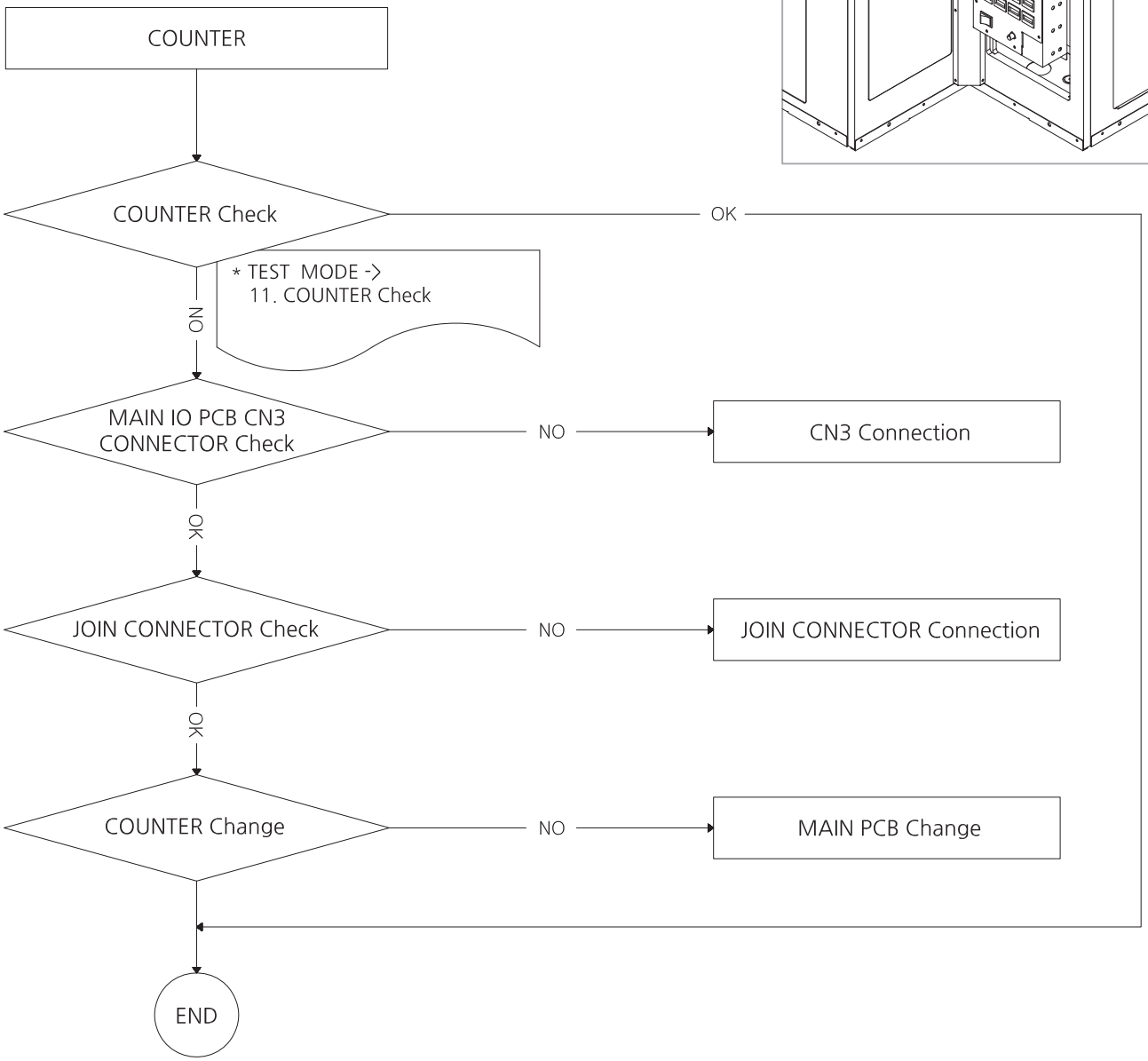




*Common: Check the input voltage, check wiring

6-21. COUNTER ERROR [1~4P]



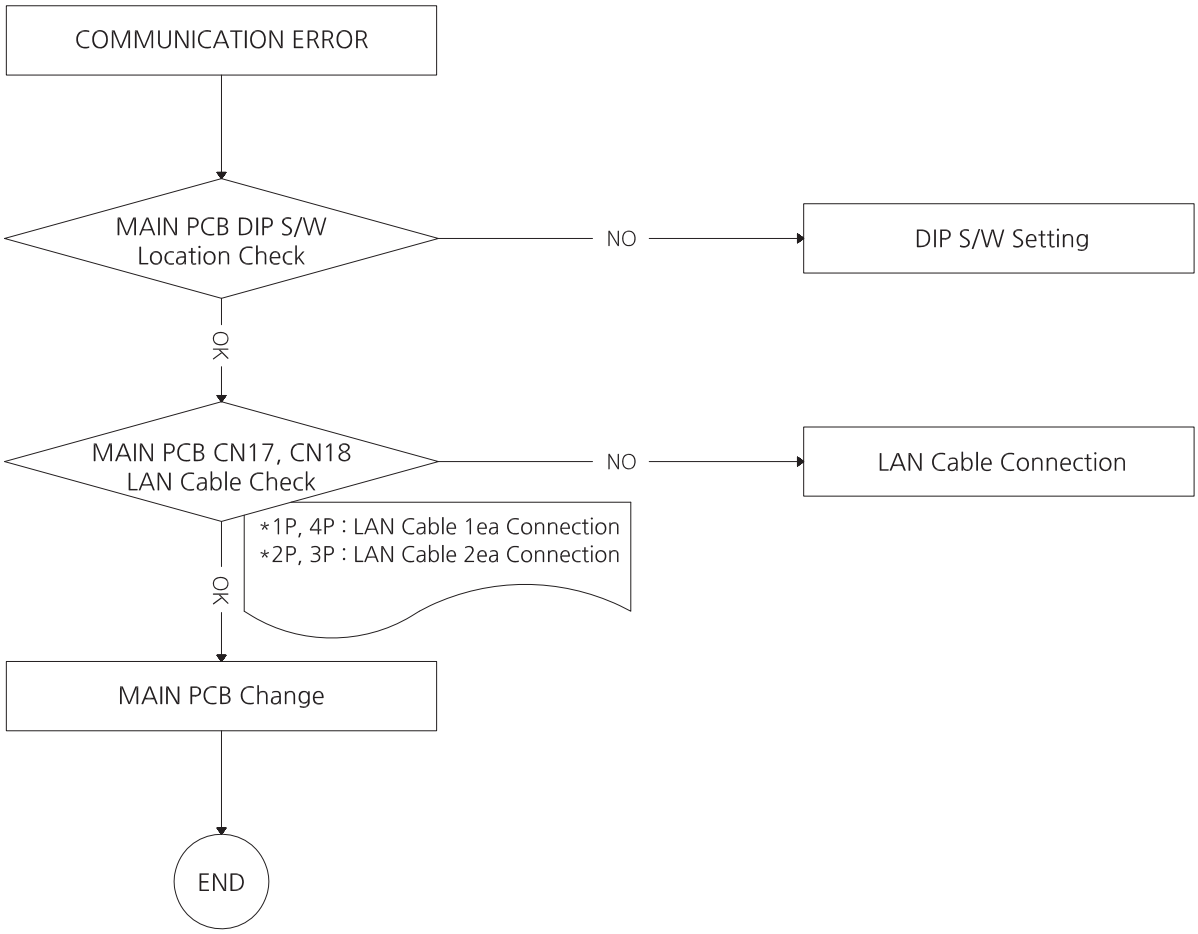


*Common: Check the input voltage, check wiring

6-22. COMMUNICATION ERROR [1~4P] - ERROR 21

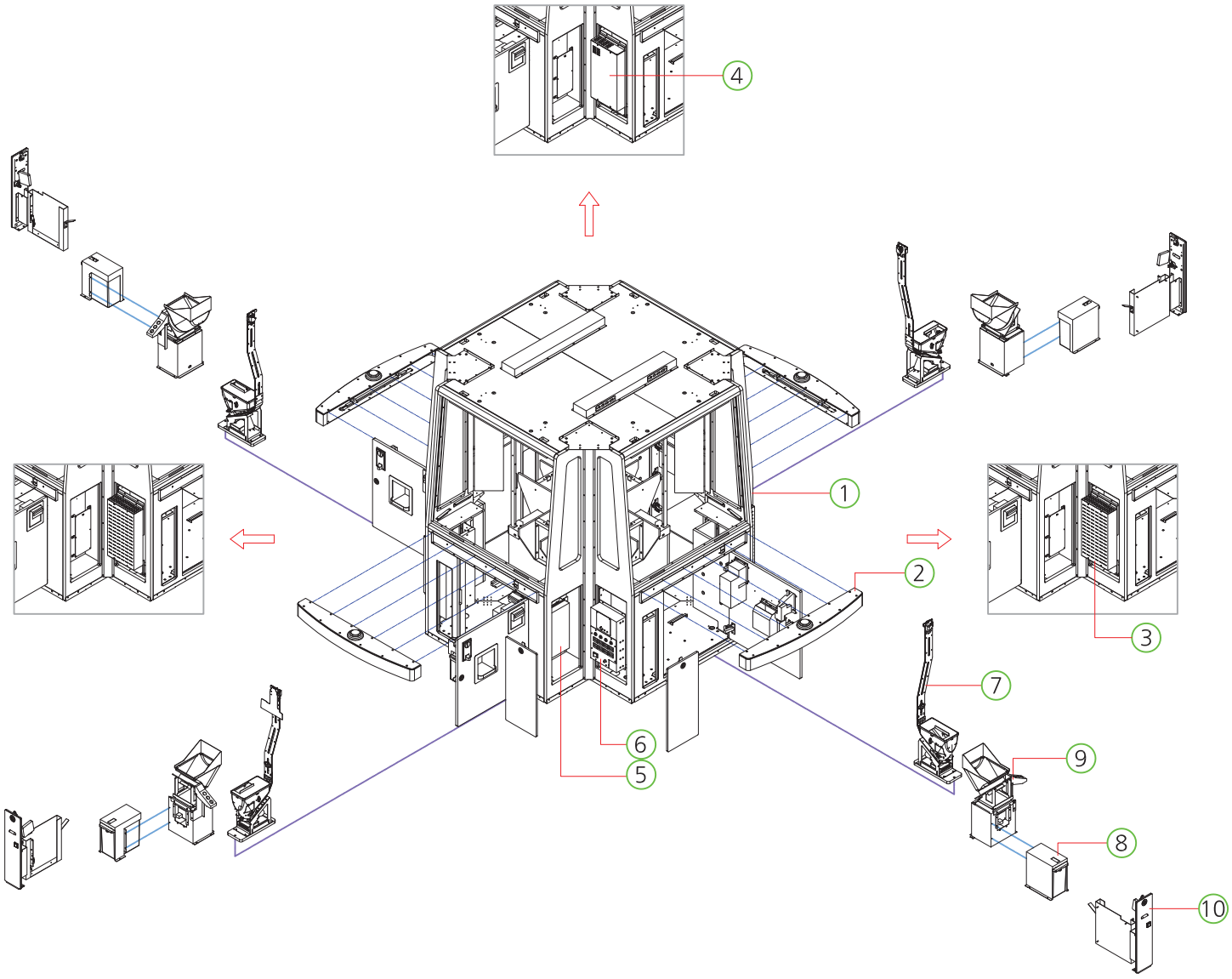
* CAUSE - COMMUNUCATION ERROR WITH MAIN PCB



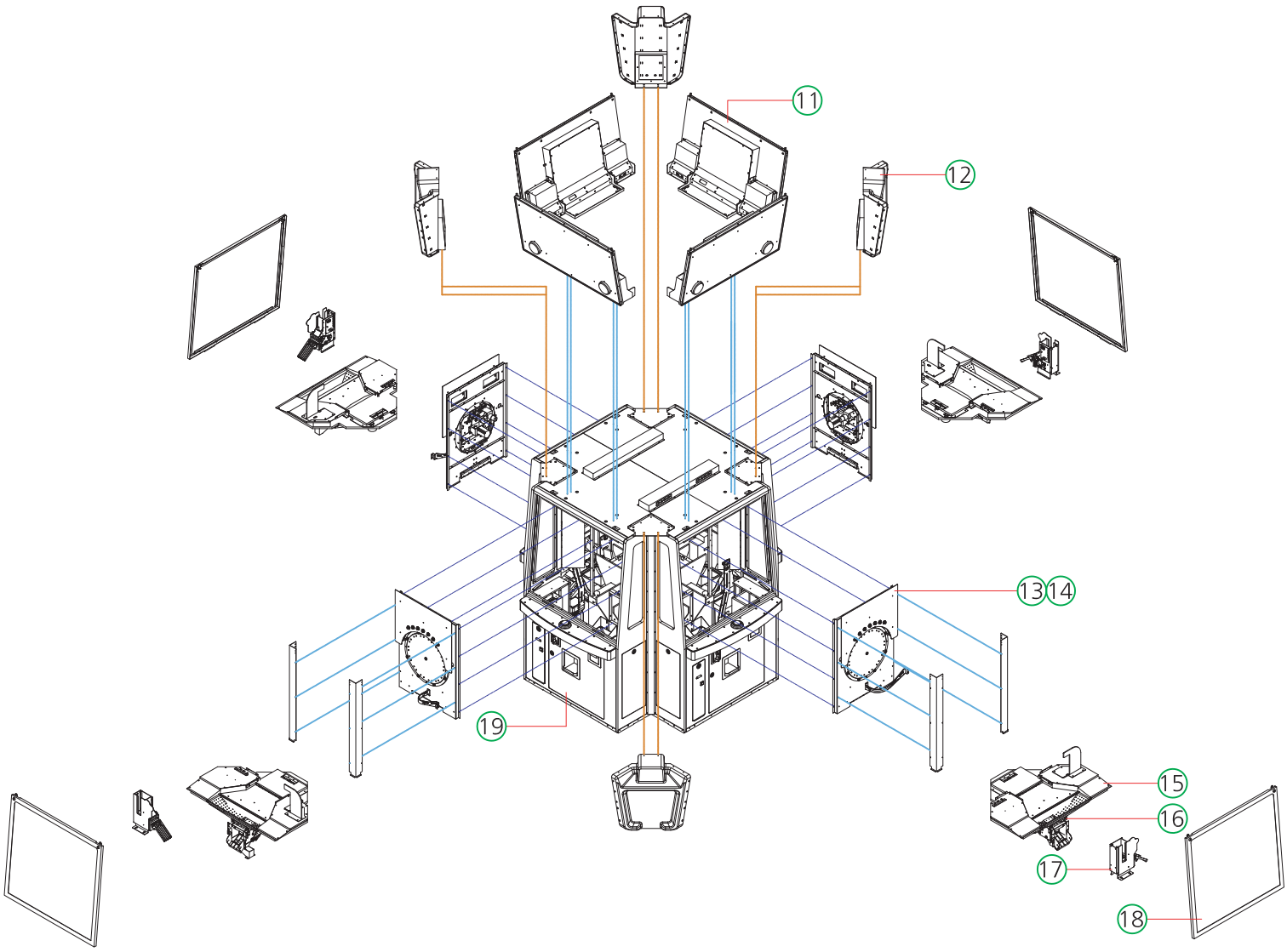


7. EXPLODED VIEW

7-1. MAIN CABINET PART

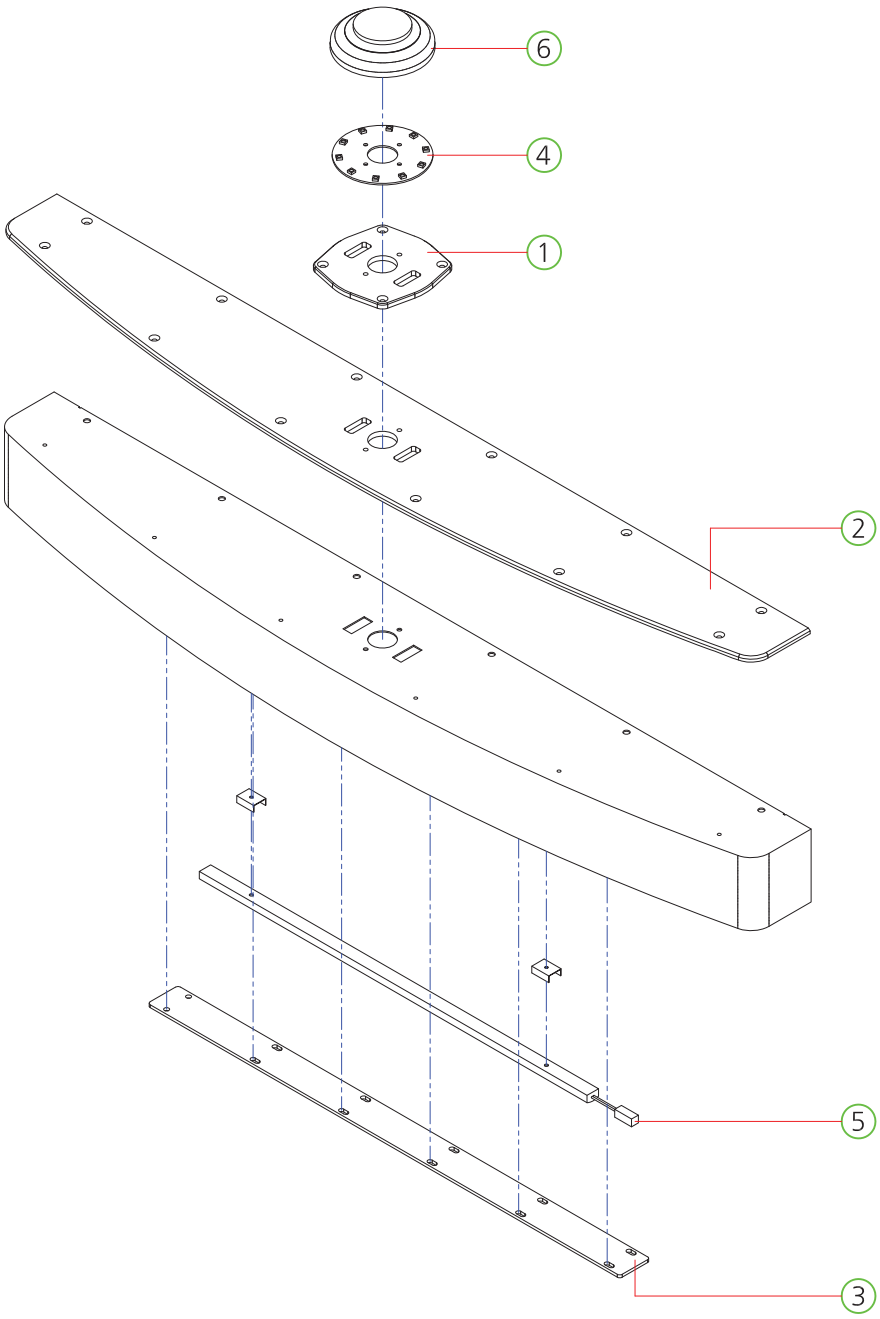


NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	MAIN CABINET	-	1	-
2	FRONT TABLE PART	-	4	-
3	SMPS POWER PART 01	-	4	-
4	SMPS POWER PART 02	-	4	-
5	MAIN IO PART	-	4	-
6	SETUP PANEL PART	-	4	-
7	ELEVATOR HOPPER PART	-	4	-
8	COIN BOX PART	-	4	-
9	COUNTER HOPPER PART	-	4	-
10	TICKET DISPENSER PART	-	4	-



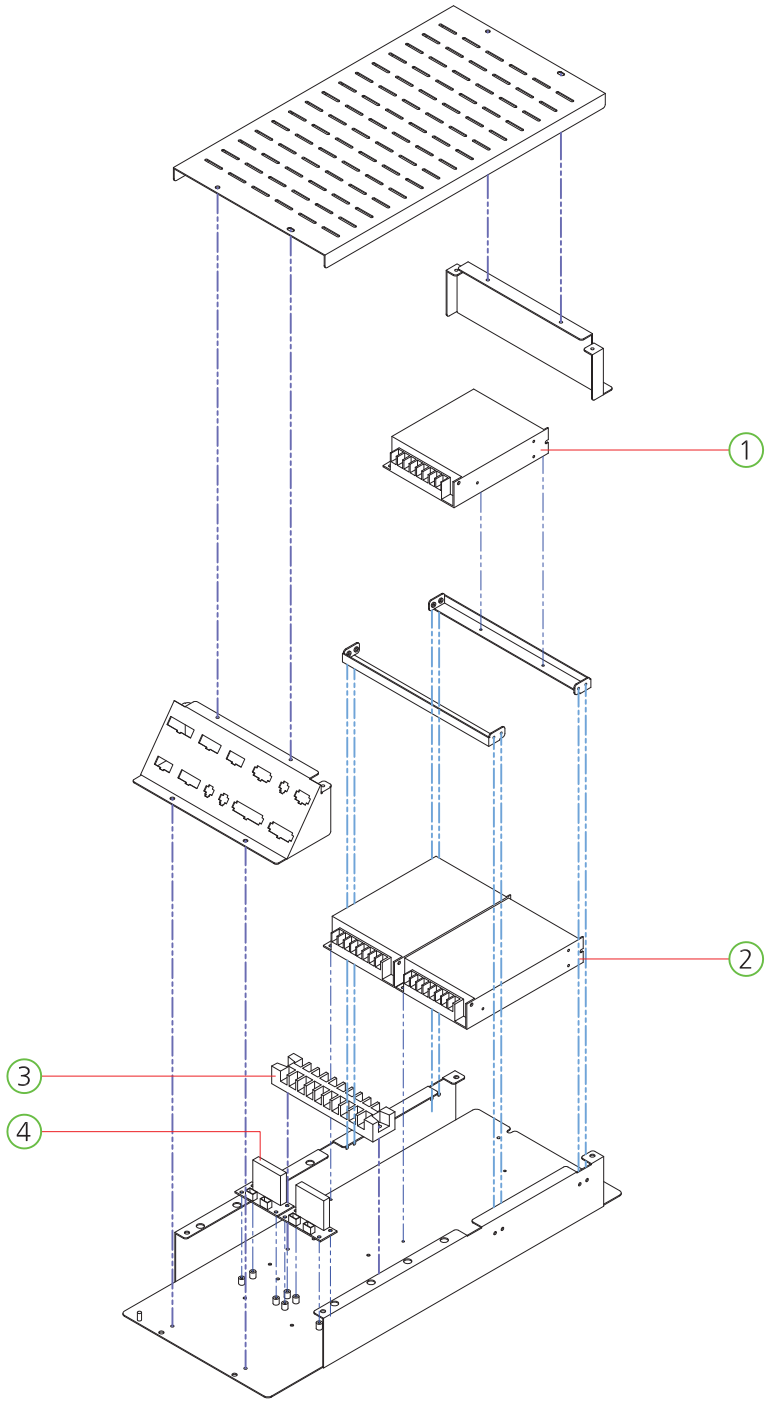
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
11	BILLBOARD PART	-	4	-
12	BILLBOARD CORNER DECO PART	-	4	-
13	SCORE BOARD PANEL PART 01	-	4	-
14	SCORE BOARD PANEL PART 02	-	4	-
15	PUSHER PANEL PART	-	4	-
16	FRONT ROLLER PART	-	4	-
17	CARD DISPENSER PART	-	4	-
18	GLASS DOOR PART	-	4	-
19	FRONT DOOR PART	-	4	-

7-2. FRONT TABLE PART



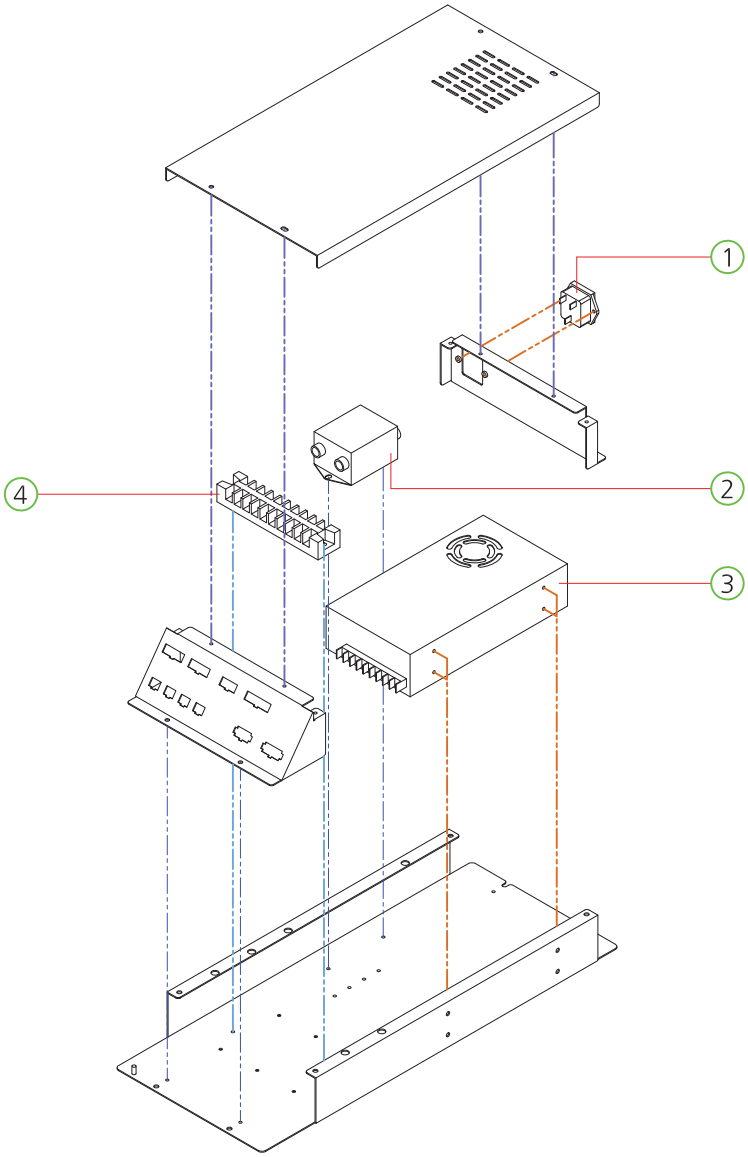
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	FRONT TABLE BUTTON ACRYL	ACRYL-5.0t	1	MDCC0ACR032
2	FRONT TABLE ACRYL	ACRYL-5.0t	1	-
3	FRONT TABLE LED BAR COVER	ACRYL-3.0t	1	MDCC0ACR009
4	BUTTON LED PCB ASS'Y	-	1	ASHS0PCB002
5	12_LED BAR PCB ASS'Y	460mm	1	AZZZ0PCB124
6	BUTTON ASS'Y	-	1	MZZZ0BUT101

7-3. SMPS POWER PART 01



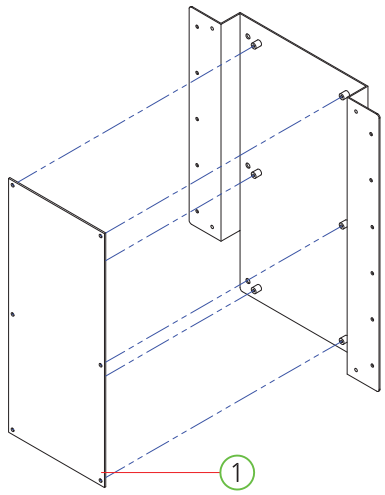
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	POWER SMPS	LRS-100-5	1	MELE0SMP095
2	POWER SMPS	LRS-150F-12	2	MELE0SMP090
3	TERMINAL BLOCK	250V, 10A	1	MELE0TEB003
4	AC MOTOR SSR PCB ASS'Y	-	2	AENS0PCB001

7-4. SMPS POWER PART 02



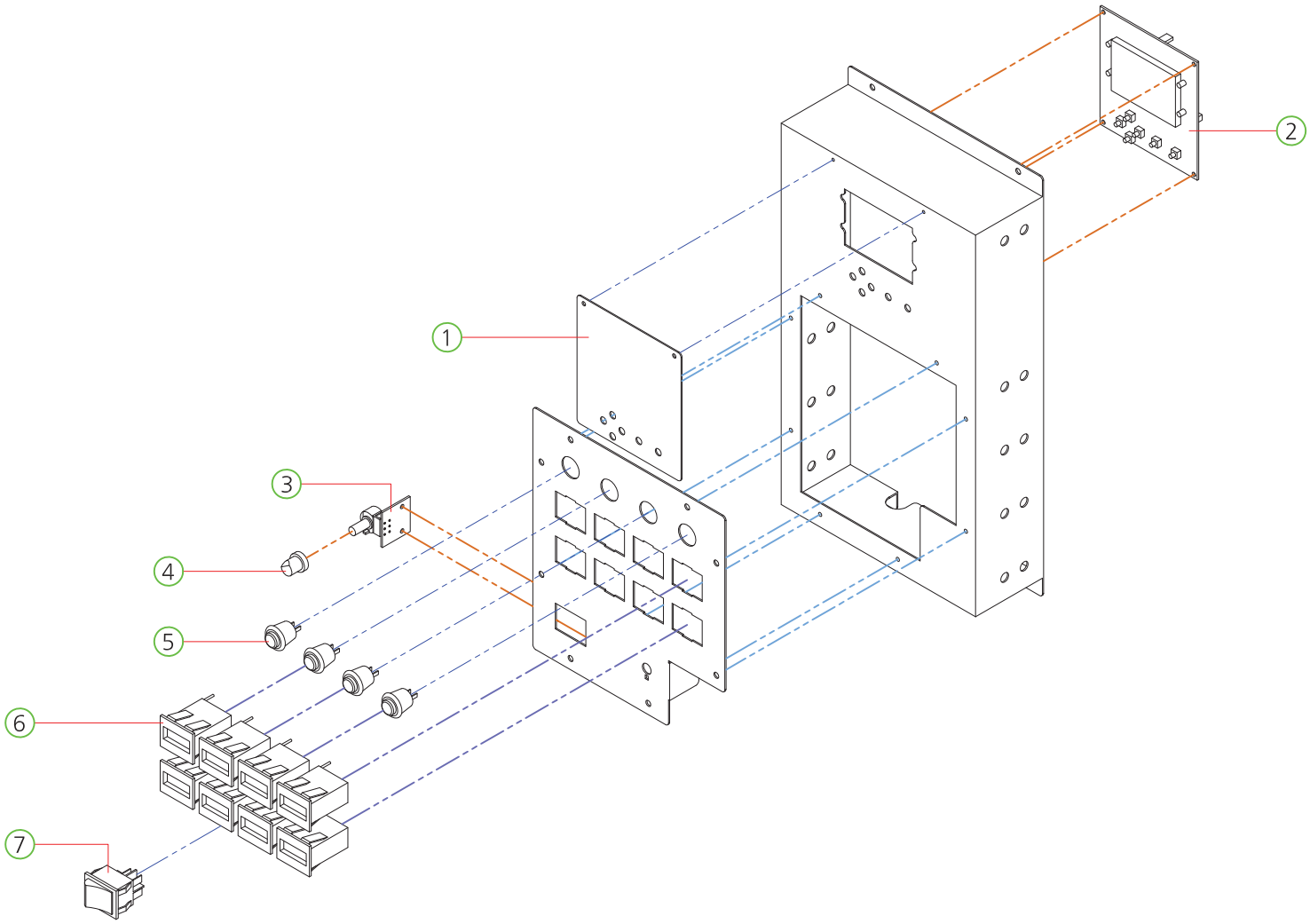
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	AC INPUT	DAC-13H	1	MELE0SWI015
	FUSE	021800, MAP 250V, 10A	2	MELE0FUS018
2	NOISE FILTER	ES1-F10	1	MELE0NOI006
3	SMPS POWER	SP-320-24V	1	MELE0SMP089
4	TERMINAL BLOCK	250V, 10A	1	MELE0TEB003

7-5. MAIN IO PART



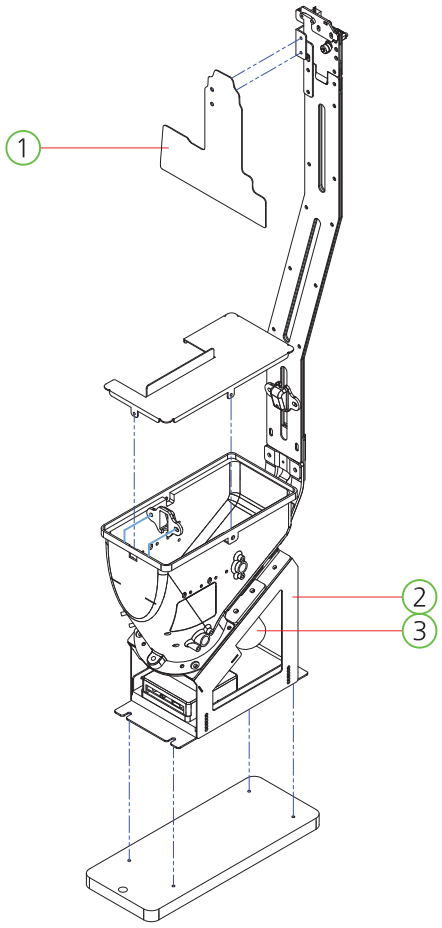
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	MAIN PCB ASS'Y	-	1	ADCC0ASS015

7-6. SETUP PANEL PART



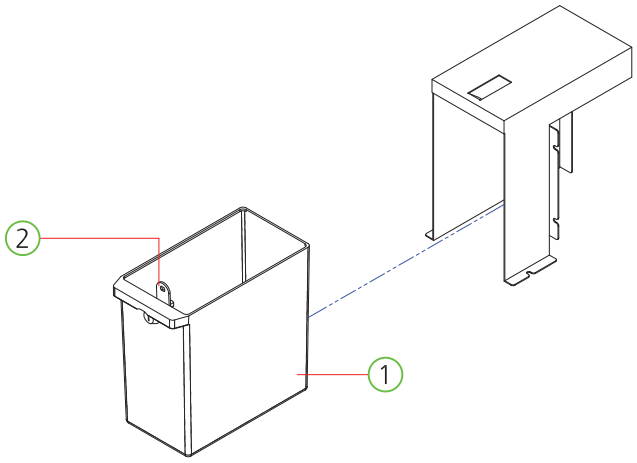
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	SETUP PANEL BKT PET COVER	PET-1.0t	1	MSBP0ACR040
2	SETUP LCD PCB ASS'Y	-	1	AZZZ0PCB113
3	VOLUME PCB ASS'Y	1 VOLUME	1	AHM20PCB016
4	VOLUME KNOB	-	1	MELE0VOL007
5	PUSH BUTTON SWITCH	HS412R	4	MELE0PUS001
6	COUNTER	AMMC-712(OA127CL)	8	MZZZ0COU002
7	ROCKER SWITCH	T-125,4PIN	1	MELE0SWI004

7-7. ELEVATOR HOPPER PART



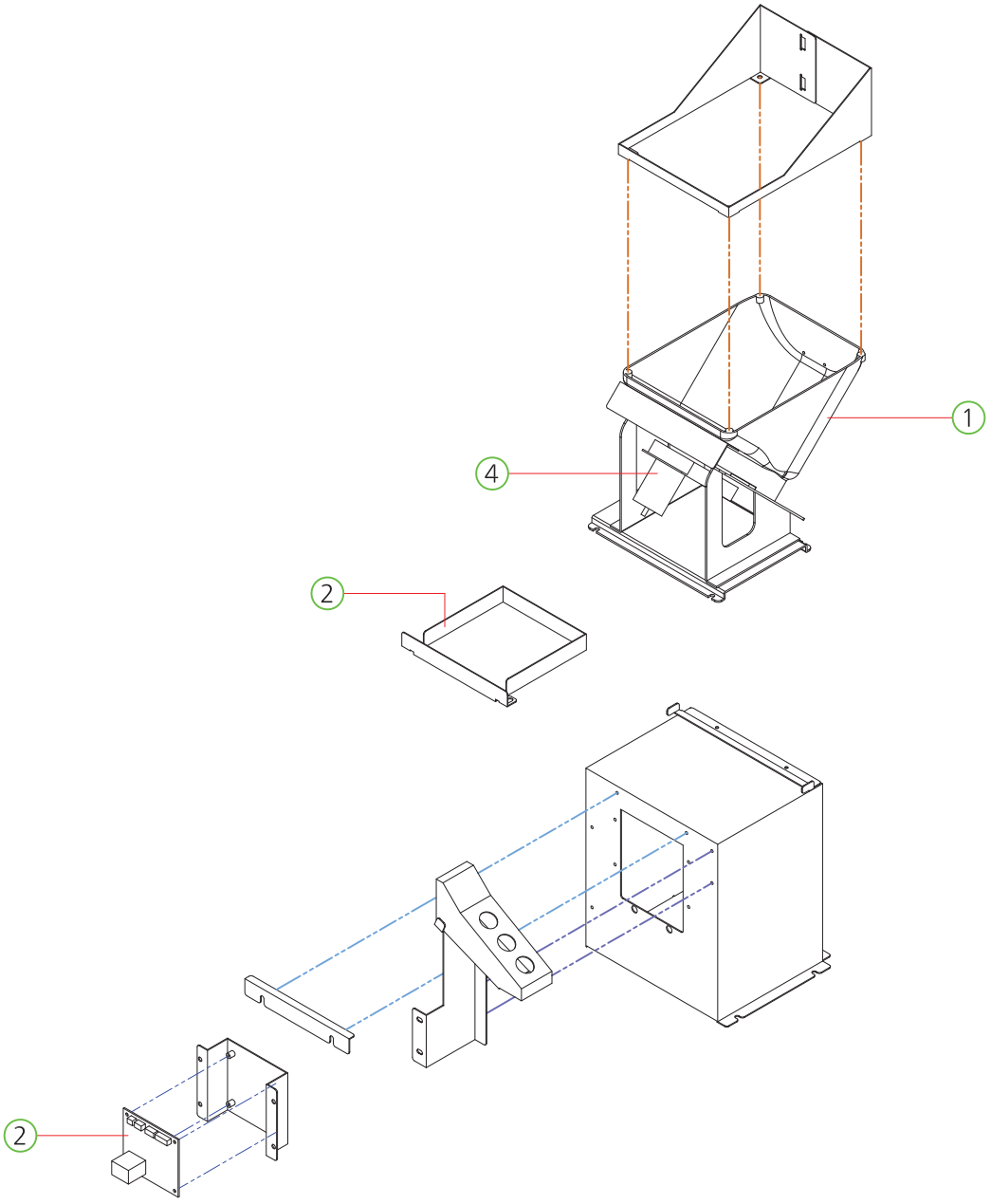
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	ELEVATOR HOPPER COVER ACRYL	PET-1.0t	1	MDCC0ACR056
2	ELEVATOR HOPPER ASS'Y	A TYPE	1	AZZZ0ELH001
3	MOTOR	KGV-0060-ND4266X2	1	MZZZ0ELH040

7-8. COIN BOX PART



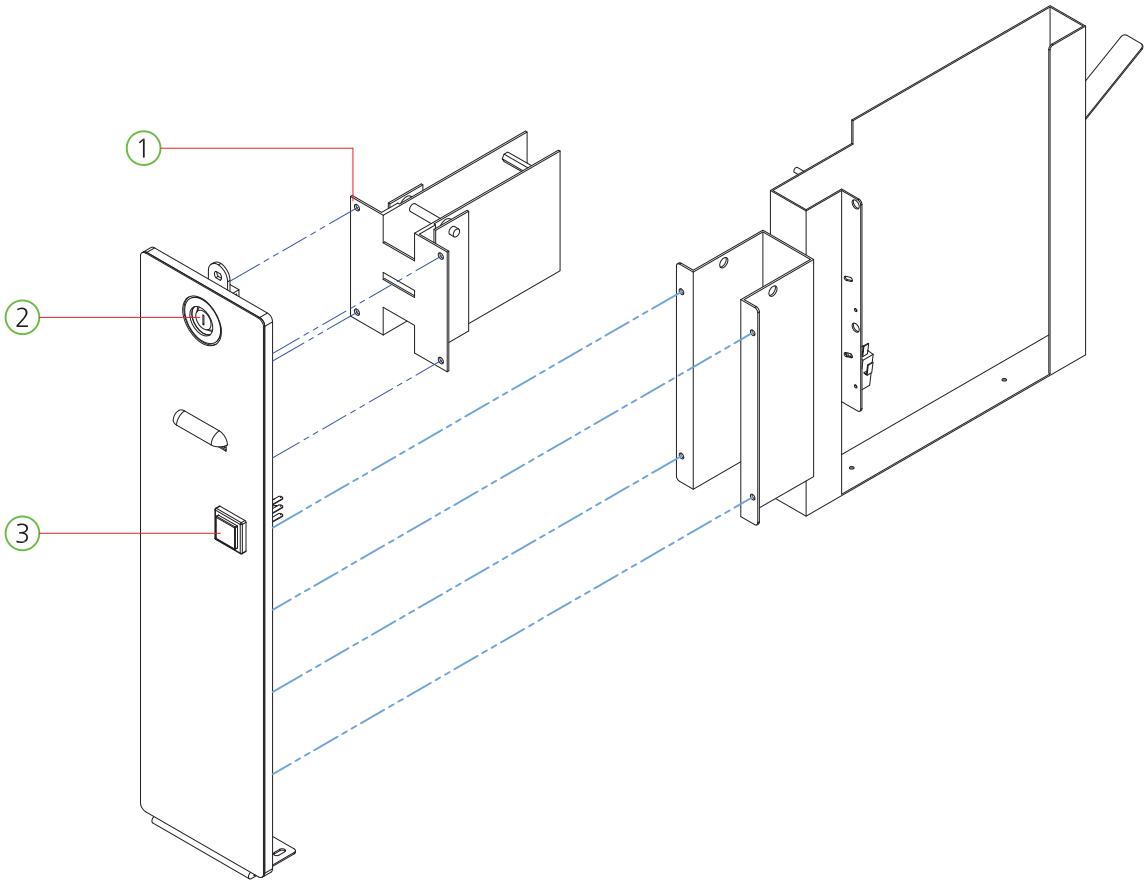
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	COIN BOX	-	1	MDRE0PLA007
2	KEY ASS'Y	6001	1	MZZZ0KEY075

7-9. COUNTER HOPPER PART



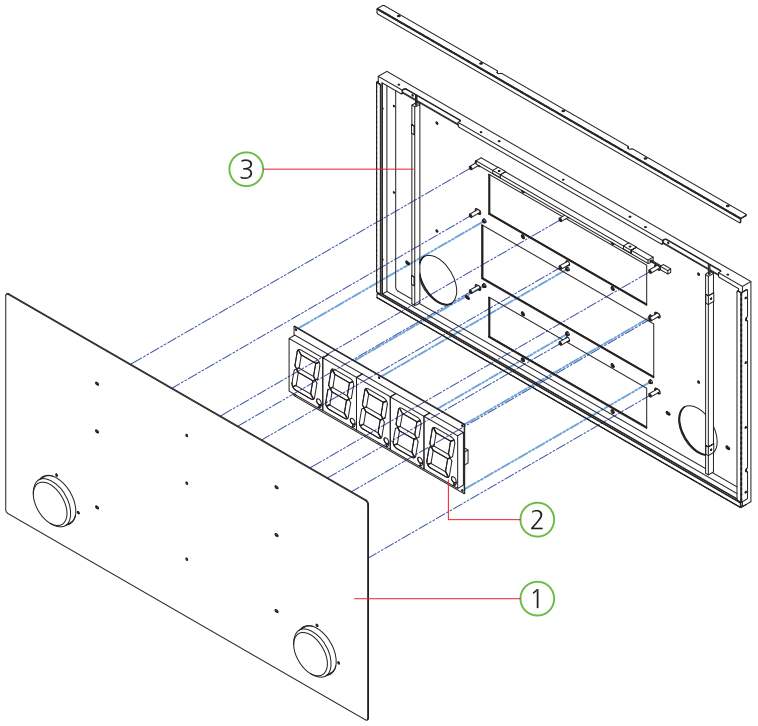
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	MACHINE NEW	20160211	1	AZZZ0HOP023
2	L6205 HOPPER PCB ASS'Y	-	1	AZZZ0PCB141
3	COUNTER HOPPER BASE COVER	PET-1.0t	1	MAPB0ACR042
4	MOTOR	KGE-0105-ND3657U2-01	1	MZZZ0MOT043

7-10. TICKET DISPENSER PART

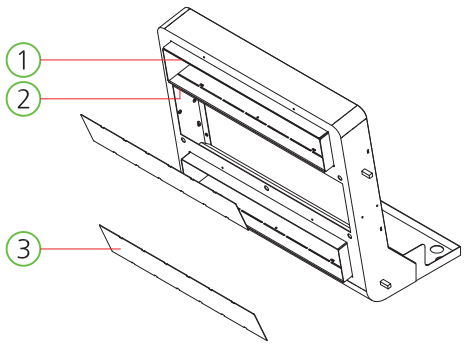


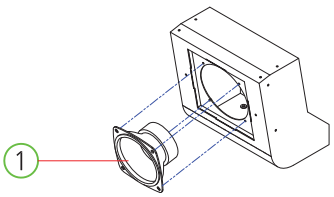
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	TICKET DISPENSER	DL-1275	1	MZZZ0TID008
2	KEY ASS'Y	7001	1	MZZZ0KEY076
3	BUTTON	AM1PB-26SH R12D	1	MMUM0BUT002

7-11. BILLBOARD PART



NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	BILLBOARD FRONT ACRYL	ACRYL-2.0t	1	MDCC0ACR002
2	FND PCB ASS'Y	90120-5	1	AFND0PCB029
3	LED BAR PCB ASS'Y	460mm	3	AZZZ0PCB124

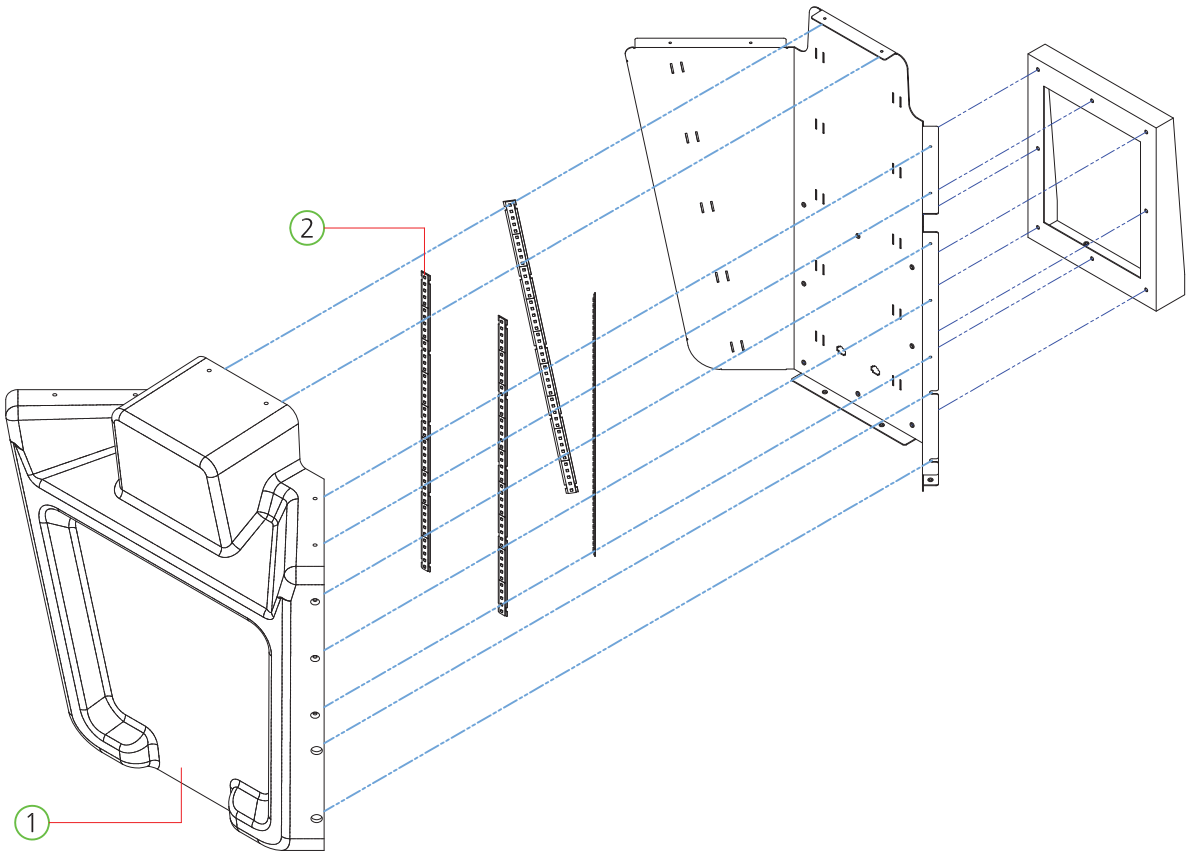




NO.	PART NAME	SPEC.	Q'TY	CODE NO.
1	CARD DECO LIGHT ACRYL-A	ACRYL-3.0t	2	MDCC0ACR029
2	CARD DECO LIGHT ACRYL-B	ACRYL-3.0t	2	MDCC0ACR030
3	CARD DECO PANEL	-	2	MDCC0ACR006

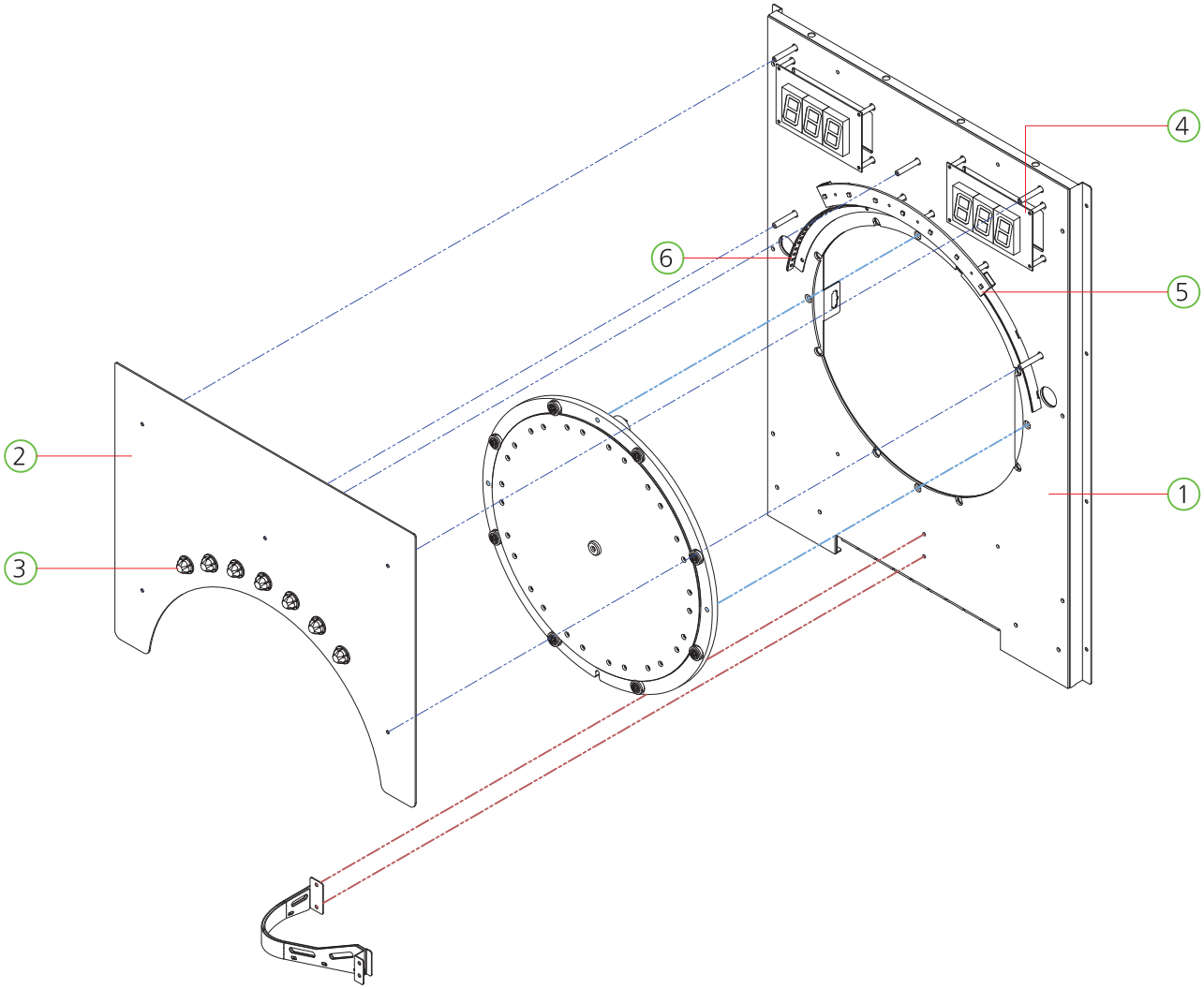
NO.	PART NAME	SPEC.	Q'TY	CODE NO.
1	SPEAKER	MID4.5"+TW1/2" 8Ω	1	MZZZ0SPE021

7-12. BILLBOARD CORNER DECO PART



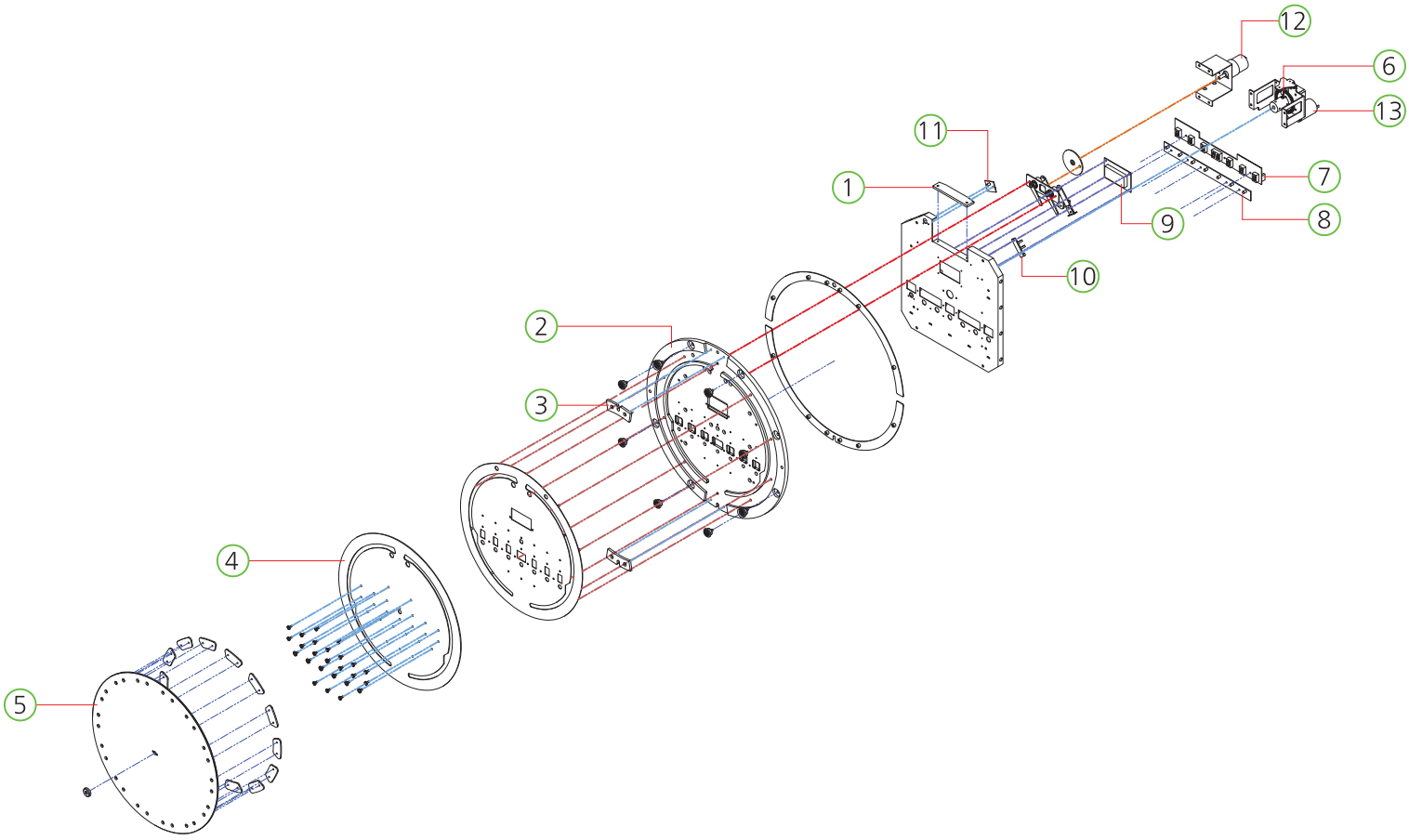
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	BILLBOARD CORNER DECO COVER	-	1	MDCC0PLA001
2	T5050 TOP300	RGB FLEX LED	4	AELE0LED003

7-13. SCORE BOARD PANEL PART 01



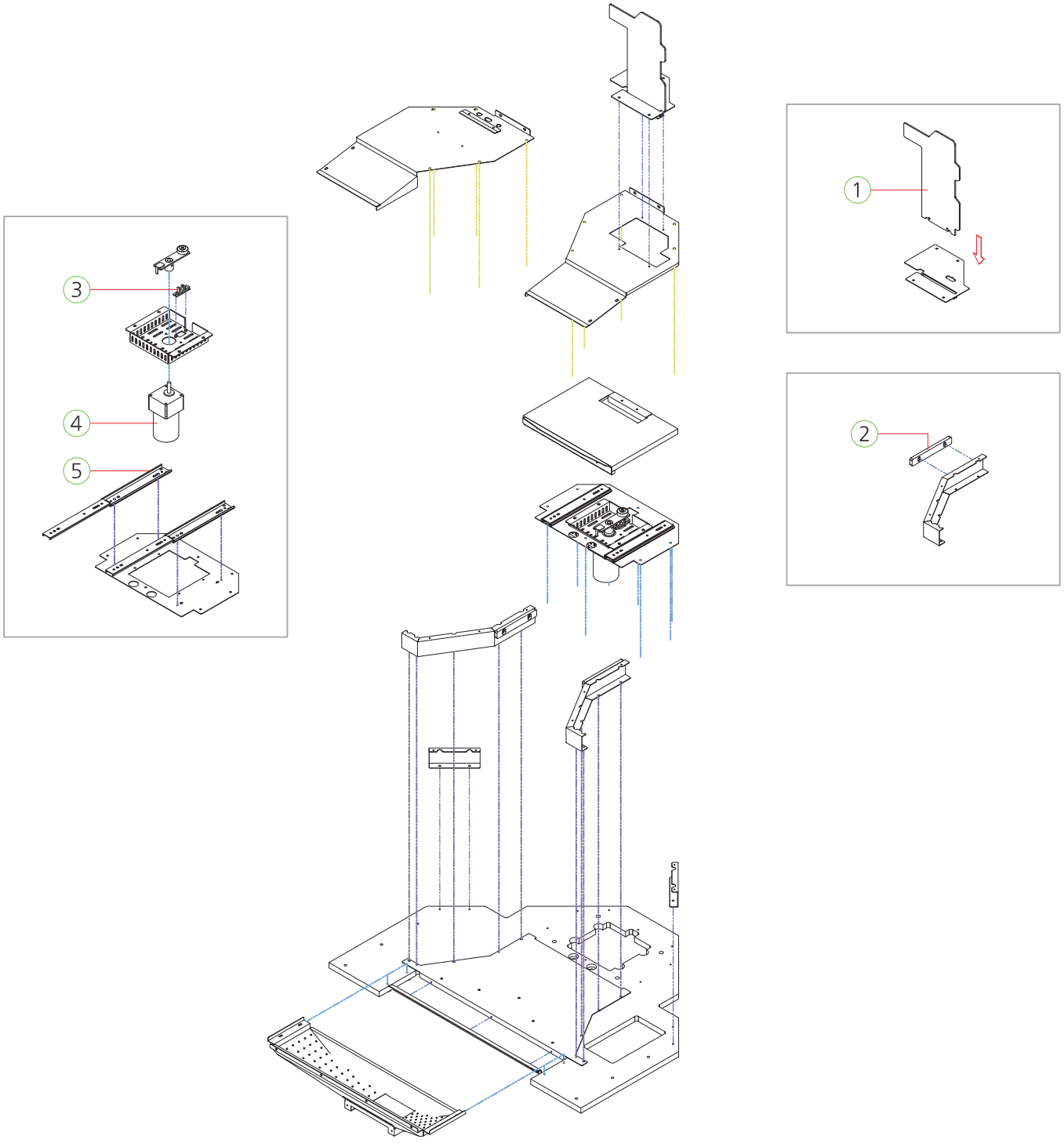
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	SCORE BOARD MAIN ACRYL	ACRYL-3.0t	1	MDCC0ACR018
2	SCORE BOARD FND COVER ACRYL	ACRYL-2.0t	1	MDCC0ACR017
3	LED CAP	Ø 20	7	MZZZ0PLA037
4	BONUS FND PCB ASS'Y	-	2	AFND0PCB028
5	WHEEL SPIN LED PCB ASS'Y	-	1	ADCC0PCB004
6	FLEXIBLE PCB ASS'Y	SMD 3528 GREEN	1	AELE0LED002

7-14. SCOR BOARD PANEL PART 02



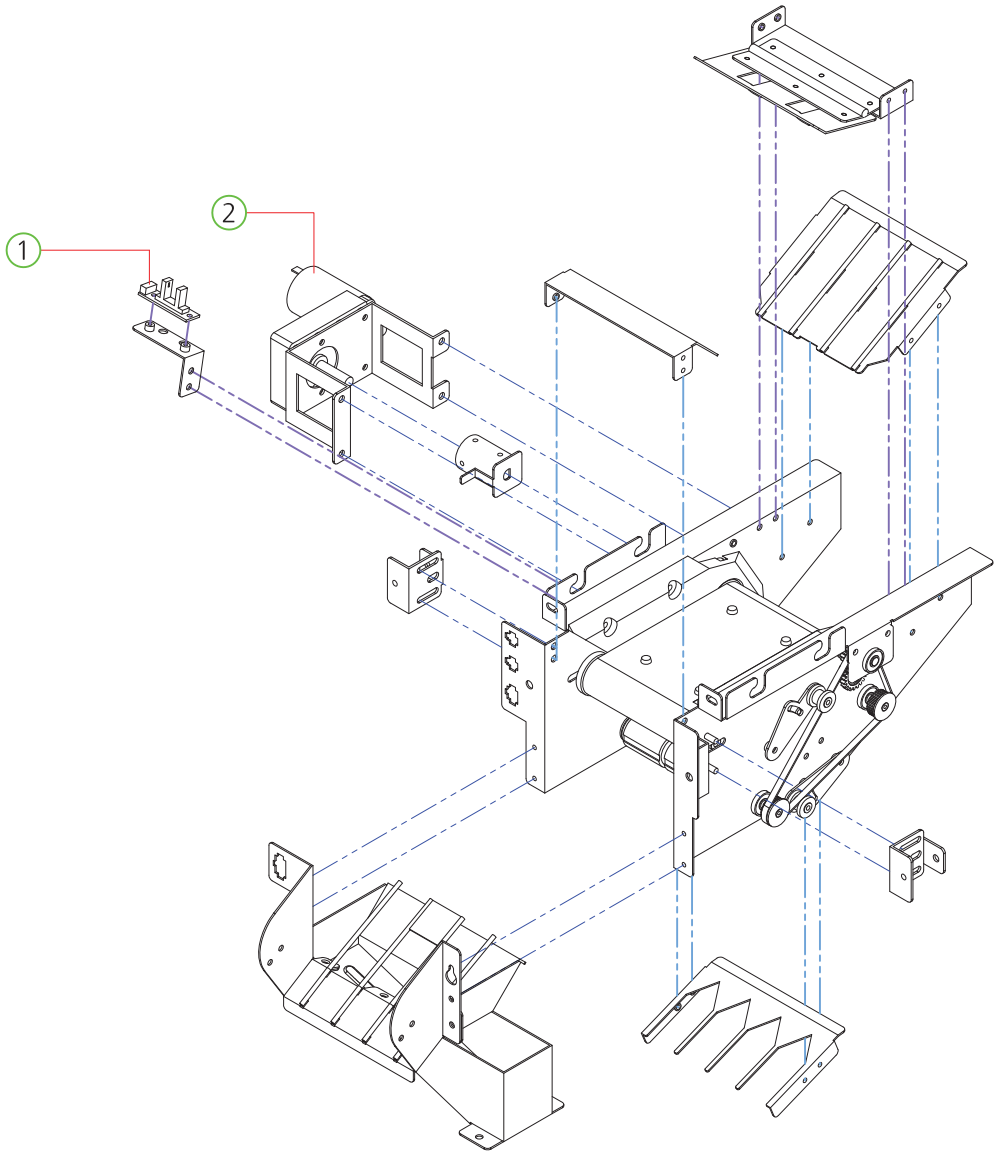
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	WIPER WING GUIDE BLOCK	ACRYL-5.0t	1	MDCC0ACR021
2	MEDAL CIRCULATION NAIL PANEL	PC-5.0t, ACRYL-5.0t	1	MDCC0ACR013
3	MEDAL INLET GUIDE BLOCK	ACRYL-3.0t	2	-
4	MEDAL CIRCULATION FRONT COVER	ACRYL-1.5t	1	MDCC0ACR025
5	MEDAL CIRCULATION OUTER RING	PC-4.5t	1	MDCC0ACR014
6	PHOTO INT1(ANGLE) PCB ASS'Y	-	1	AZZZ0PCB103
7	MEDAL CIRCULATION FND PCB ASS'Y	-	1	ADCC0PCB009
8	MEDAL CIRCULATION CHECK-A PCB ASS'Y	-	1	ADCC0PCB006
9	FND PCB ASS'Y	2029-3	1	AFND0PCB028
10	PHOTO INT1(ANGLE) PCB ASS'Y	-	1	AZZZ0PCB103
11	MEDAL CIRCULATION CHECK-B PCB ASS'Y	-	1	ADCC0PCB007
12	DC MOTOR	KGC-3429, 1/150	1	MZZZ0MOT109
13	DC MOTOR	KGE-3448 S1, 1/687	1	MZZZ0MOT108

7-15. PUSHER PANEL PART



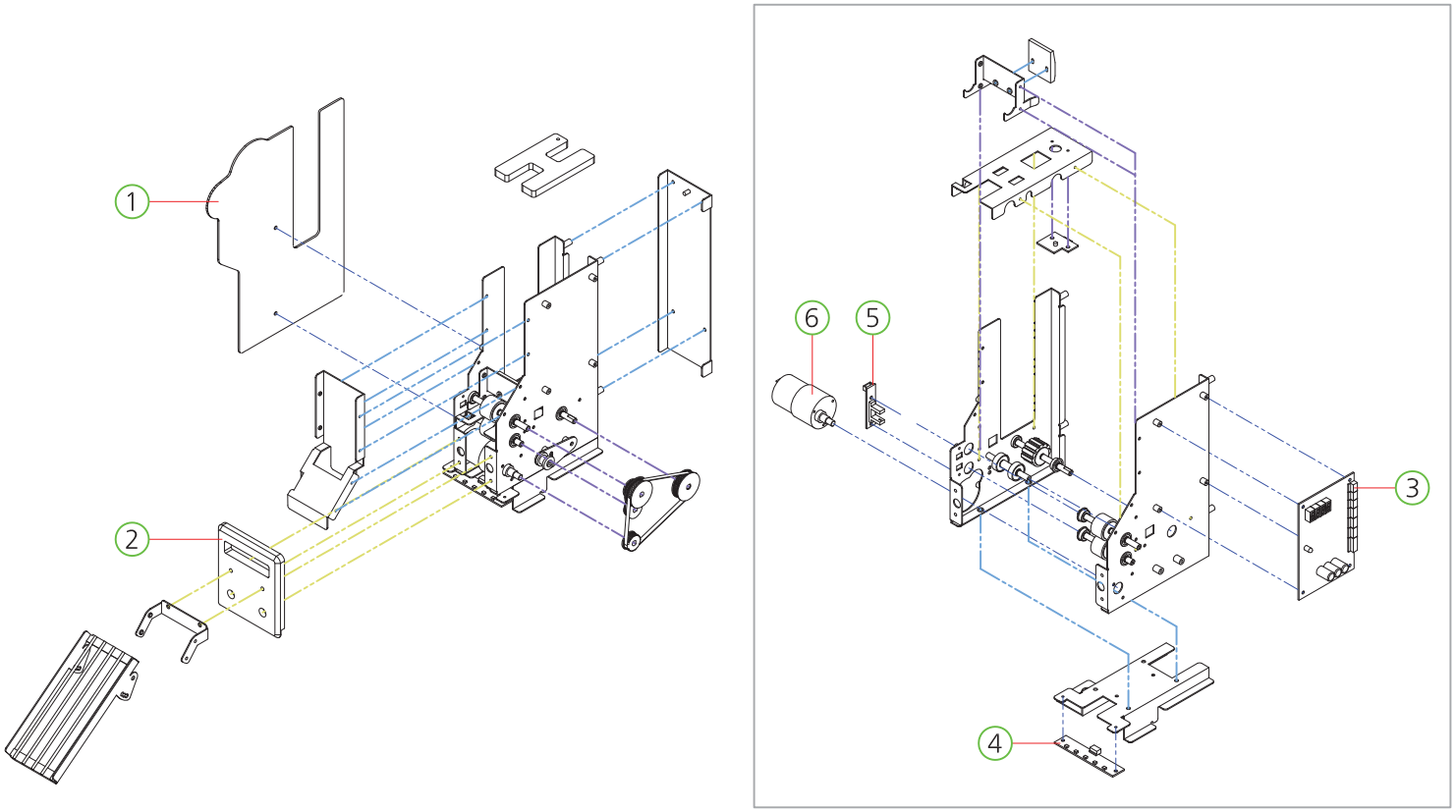
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	PUSHER ELEV HOPPER DECO ACRYL	ACRYL-3.0t	1	MDCC0ACR015
2	PUSHER ELEV HOPPER DECO ACRYL	ACRYL-8.0t	2	MDCC0ACR015
3	PHOTO INT-1 ASS'Y	-	1	ACIR0PCB011
4	MOTOR	K6IG6N_220V	1	MZZZ0MOT111
	GEAR HEAD	K6G90C	1	MSAW0ZZZ008
5	PUAHER GUIDE RAIL	200mm	2	MSPB0ZZZ011

7-16. FRONT ROLLER PART



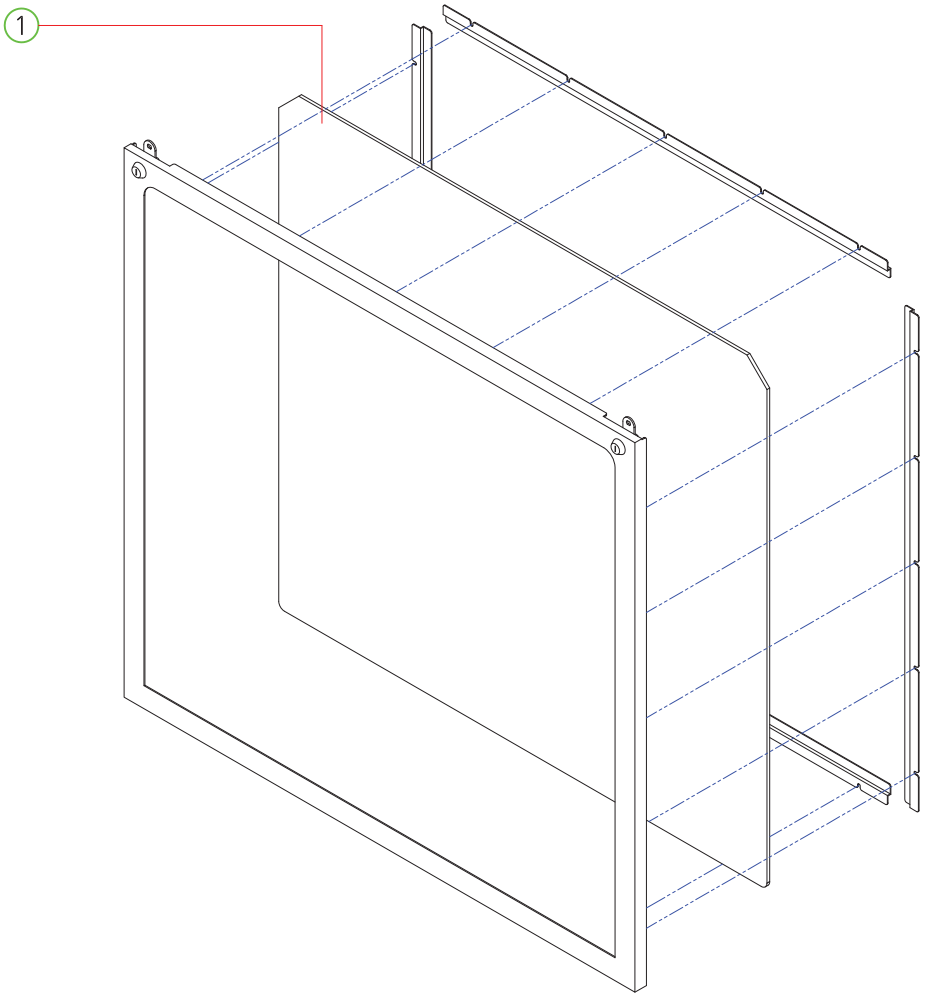
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	PHOTO INT-1 PCB ASS'Y	-	1	ACIR0PCB011
2	DC MOTOR	KGE-0162-KA3448T1 12vdc, 7500rpm	1	MZZZ0MOT087

7-17. CARD DISPENSER PART



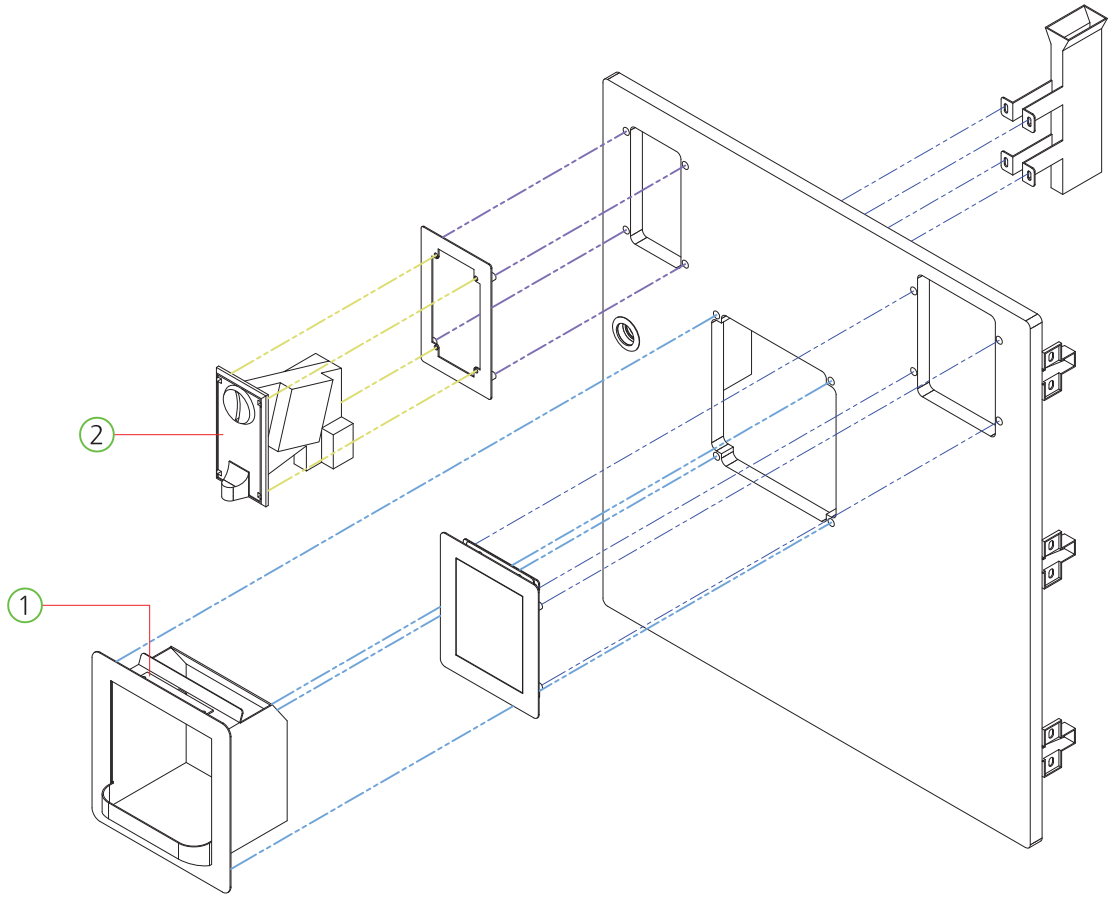
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	CARD DISPENSER DECO ACRYL	PC-3.0t	1	MDCC0ACR001
2	CARD DISPENSER FRONT MASK	ACRYL-10.0t	1	MSBP0ACR019
3	CARD DISPENSER IO PCB ASS'Y	-	1	ASBP0PCB008
4	LED PCB ASS'Y	-	1	AMUM0PCB005
5	PHOTO INT1(ANGLE) PCB ASS'Y	-	1	AZZZ0PCB103
6	DC MOTOR	KGC-3429-075-1/40_162.5RPM	1	MZZZ0MOT089

7-18. GLASS DOOR PART



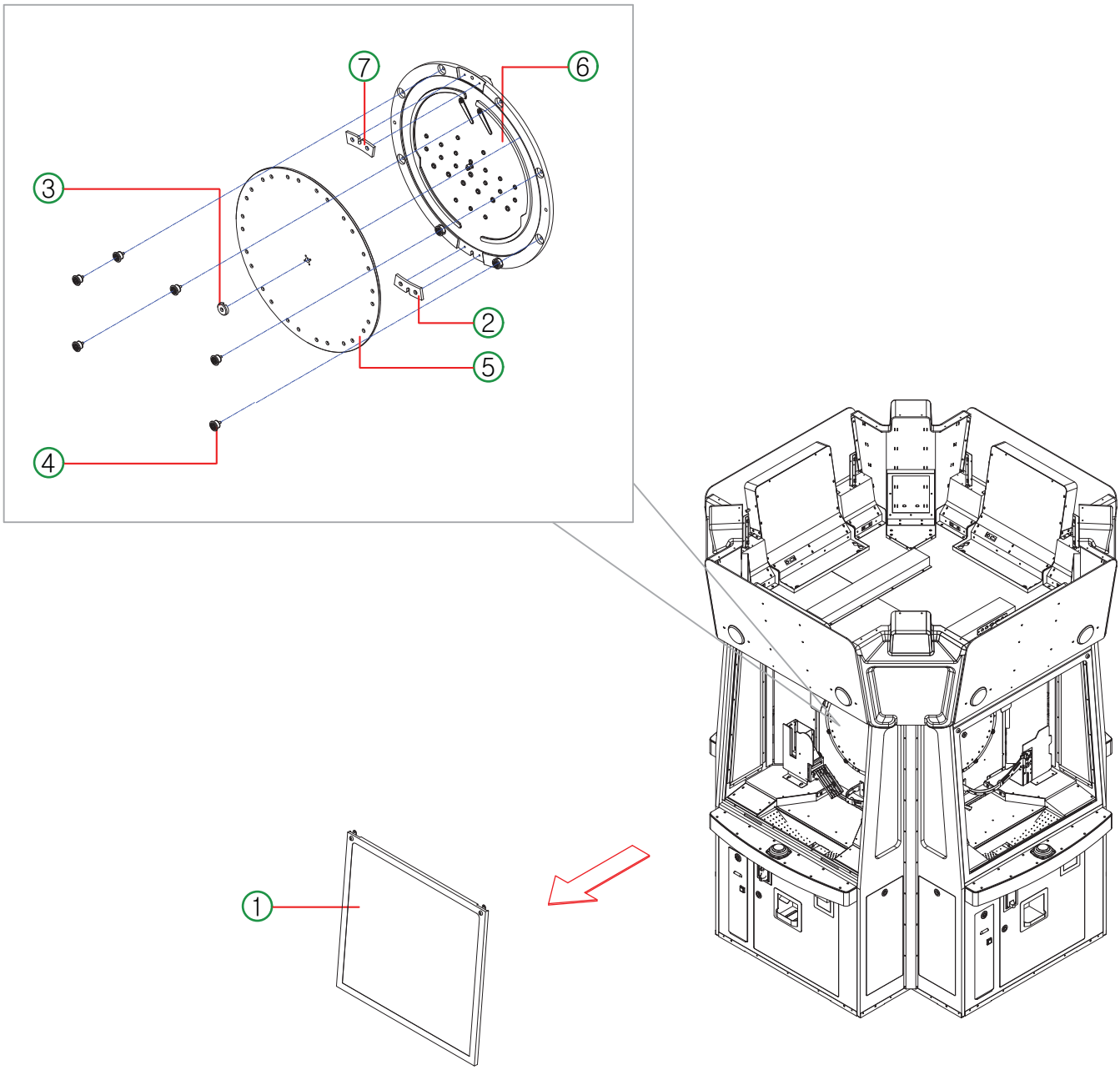
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	FRONT GLASS	GLASS-5.0t	1	MDCC0GLA001

7-19. FRONT DOOR PART



NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	LED PCB ASS'Y	-	1	AMUM0PCB005
2	COIN SELECTOR	TW-389	1	MZZZ0COS052

IN CASE OF INTERNAL DUST & STATIC ELECTRICITY OCCURRENCE

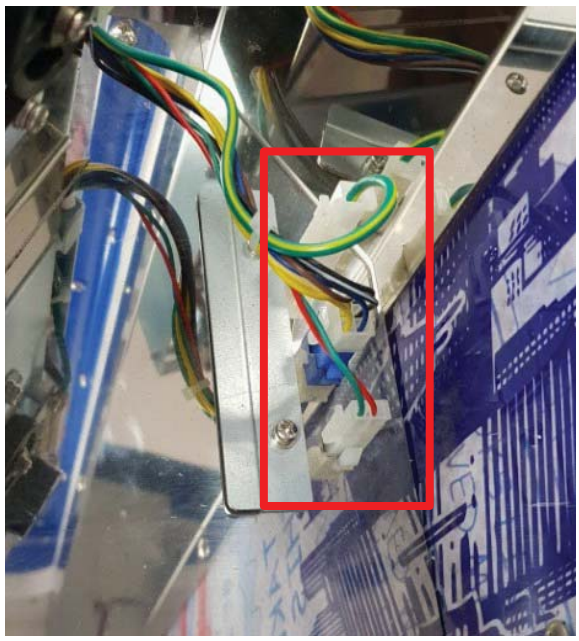


- Use the key to open the ①front door.
- Remove the②MEDAL INLET GUIDE BLOCK (3pcs) and remove the magnetic coin (8EA).
- Use the wrench to release the ④BEARING ASS'Y (6pcs) and ③RING GUIDE workpiece (1pcs) as indicated picturepicture.
- Then, wipe inside of plate with the electrostatic accumulator with a soft cloth. (MAGNETIC COIN & ⑤⑥FRONT, REAR ACRYLIC)
- Remove the⑦MEDAL INLET GUIDE BLOCK (3pcs) and supply the magnetic coin (8EA).
- After cleaning, assemble in reverse order of disassembly.

HOW TO ADJUST THE GAP OF CARD DISPENSER

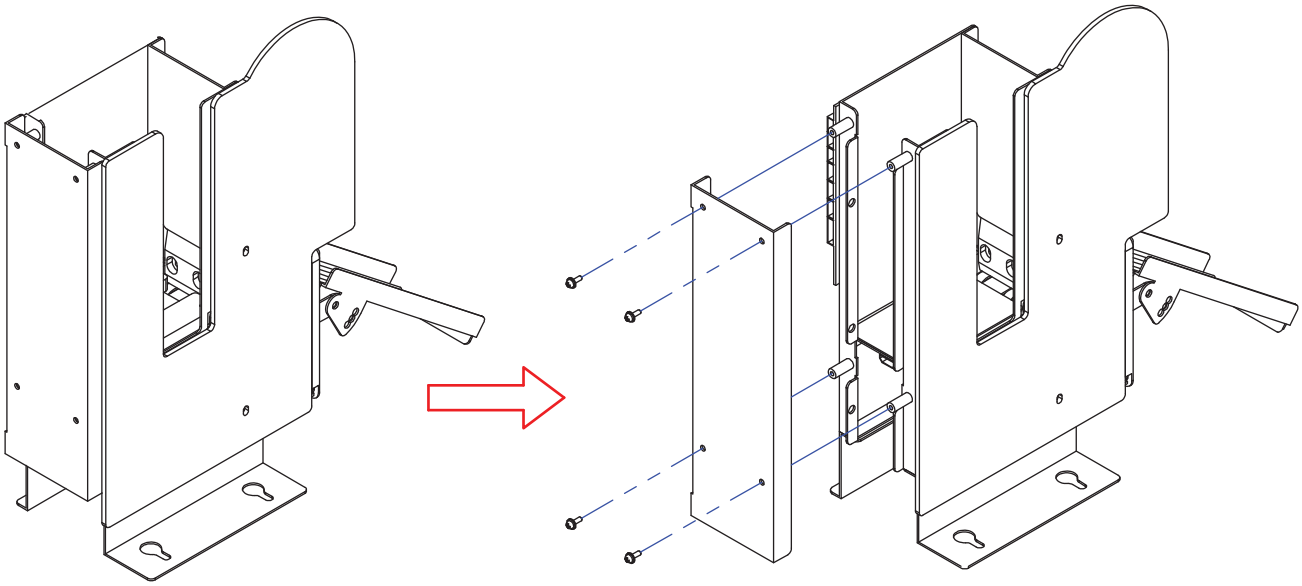
1





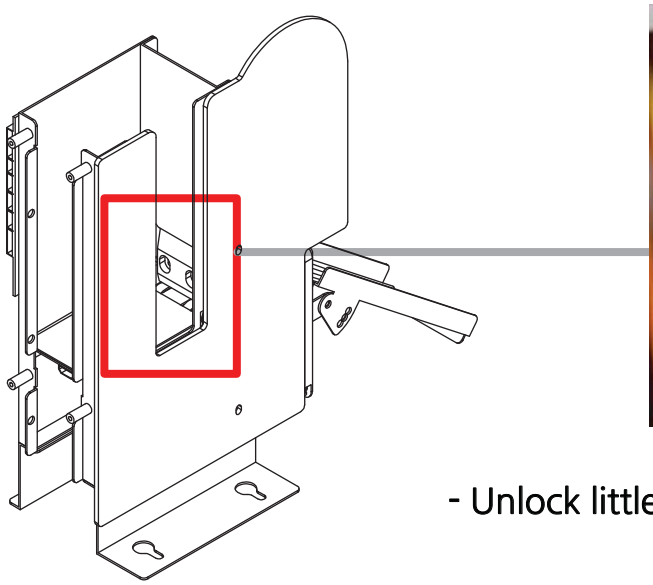
- After removing bolt 2ea of No.1, pull the card dispenser forward and detach the connector behind.

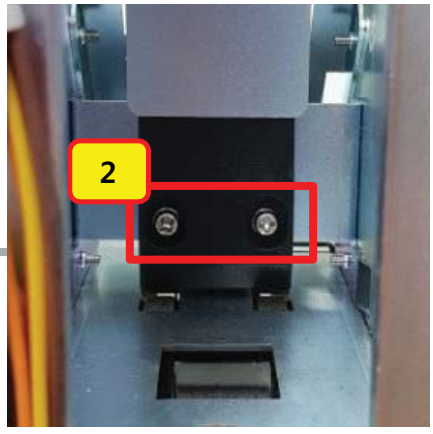
2



- Detach the metal part of back side of card dispenser as a picture.[Bolt 4ea]

3





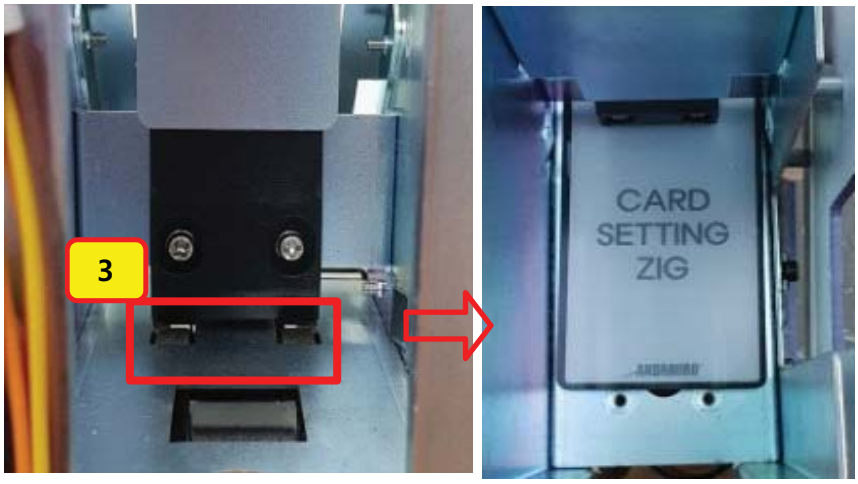
- Unlock little bit of fix bolt 2ea at No.2.

4



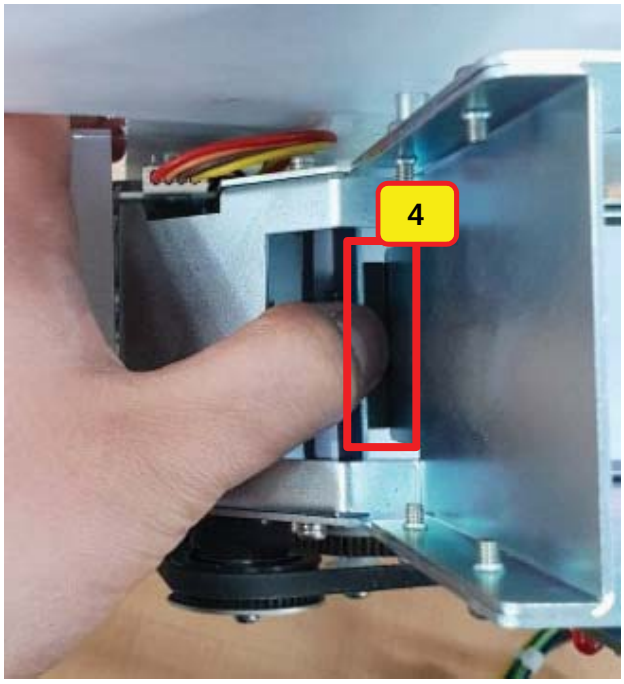
- Prepare CARD SETTING JIG as a picture.

5

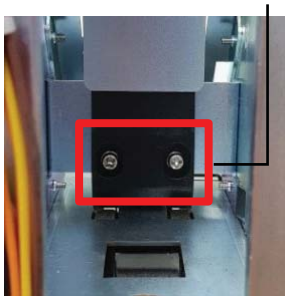


- Insert the taped card at No.3. (lower side of black acrylic)

6



- Lock the bolt section 3 pressing upper side of black acrylic between the gaps of No.4 while the card is located.



7

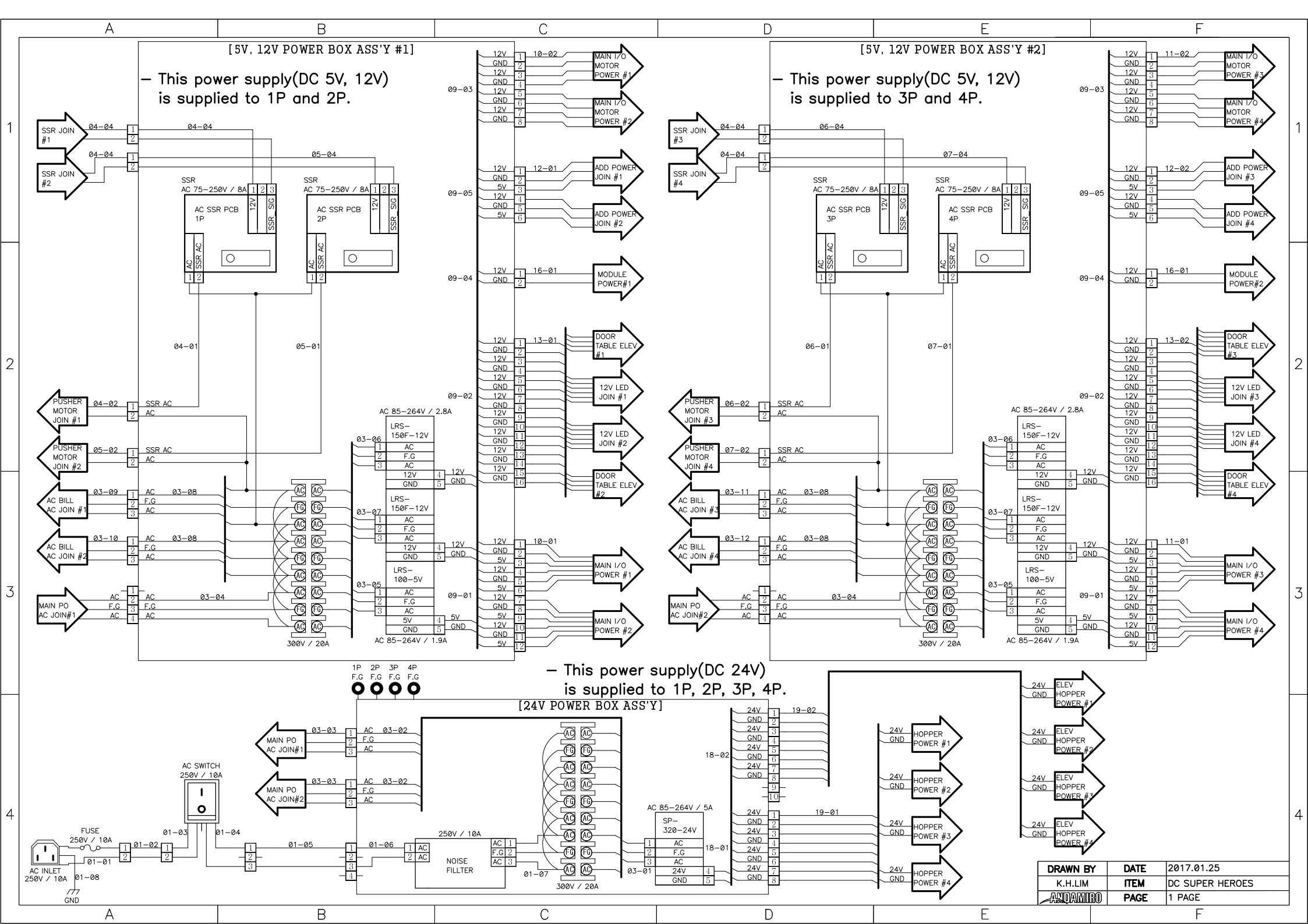


- Check if it is tight when you try to insert the CARD SETTING JIG again as left picture. If it is easy to insert or impossible to insert, go back to section 3 and work again.

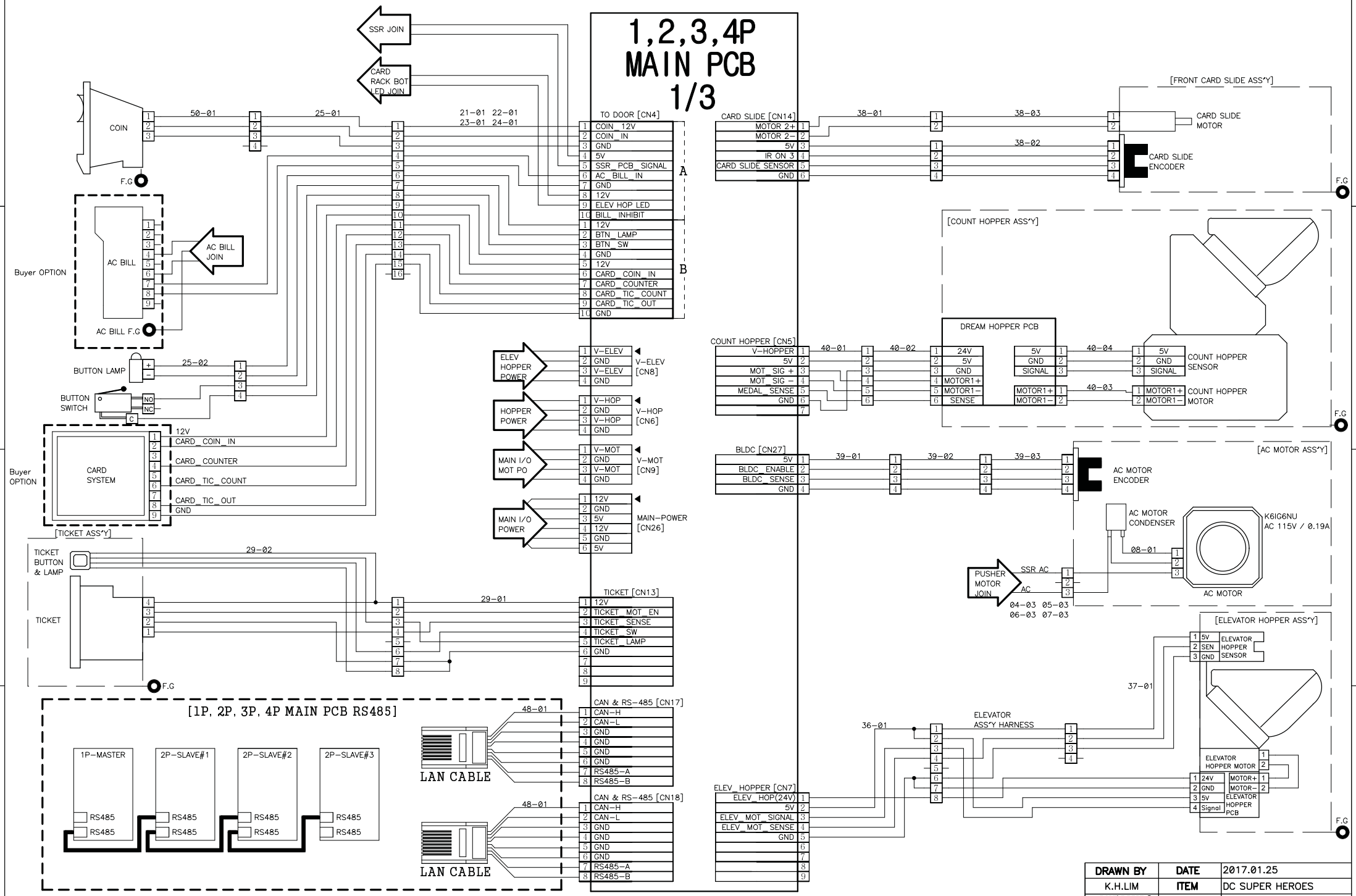
- Gap between the arrows of left picture. (No.3 of section 5)
  Allowable value: 1.1~1.3 mm
  Thickness of normal card: 0.8 mm

8

- After processing until section 7, run operation test.
  TEST MODE -> CARD DISPENSER TEST


[5V, 12V POWER BOX ASS'Y #1]
– This power supply(DC 5V, 12V) is supplied to 1P and 2P.
[5V, 12V POWER BOX ASS'Y #2]
– This power supply(DC 5V, 12V) is supplied to 3P and 4P.
– This power supply(DC 24V) is supplied to 1P, 2P, 3P, 4P.
[24V POWER BOX ASS'Y]
SSR JOIN #1
SSR JOIN #2
SSR JOIN #3
SSR JOIN #4
SSR AC 75–250V / 8A
AC SSR PCB 1P
AC SSR PCB 2P
AC SSR PCB 3P
AC SSR PCB 4P
PUSHER MOTOR JOIN #1
PUSHER MOTOR JOIN #2
PUSHER MOTOR JOIN #3
PUSHER MOTOR JOIN #4
AC BILL AC JOIN #1
AC BILL AC JOIN #2
AC BILL AC JOIN #3
AC BILL AC JOIN #4
MAIN PO AC JOIN#1
MAIN PO AC JOIN#2
AC 85–264V / 2.8A
LRS–150F–12V
AC 85–264V / 1.9A
LRS–100–5V
300V / 20A
MAIN I/O MOTOR POWER #1
MAIN I/O MOTOR POWER #2
MAIN I/O MOTOR POWER #3
MAIN I/O MOTOR POWER #4
ADD POWER JOIN #1
ADD POWER JOIN #2
ADD POWER JOIN #3
ADD POWER JOIN #4
MODULE POWER#1
MODULE POWER#2
DOOR TABLE ELEV #1
DOOR TABLE ELEV #2
DOOR TABLE ELEV #3
DOOR TABLE ELEV #4
12V LED JOIN #1
12V LED JOIN #2
12V LED JOIN #3
12V LED JOIN #4
AC SWITCH 250V / 10A
FUSE 250V / 10A
AC INLET 250V / 10A
NOISE FILLTER
250V / 10A
AC 85–264V / 5A
SP–320–24V
ELEV HOPPER POWER #1
ELEV HOPPER POWER #2
ELEV HOPPER POWER #3
ELEV HOPPER POWER #4
HOPPER POWER #1
HOPPER POWER #2
HOPPER POWER #3
HOPPER POWER #4
DRAWN BY
K.H.LIM
DATE
2017.01.25
ITEM
DC SUPER HEROES
PAGE
1 PAGE
ANDAMIRO

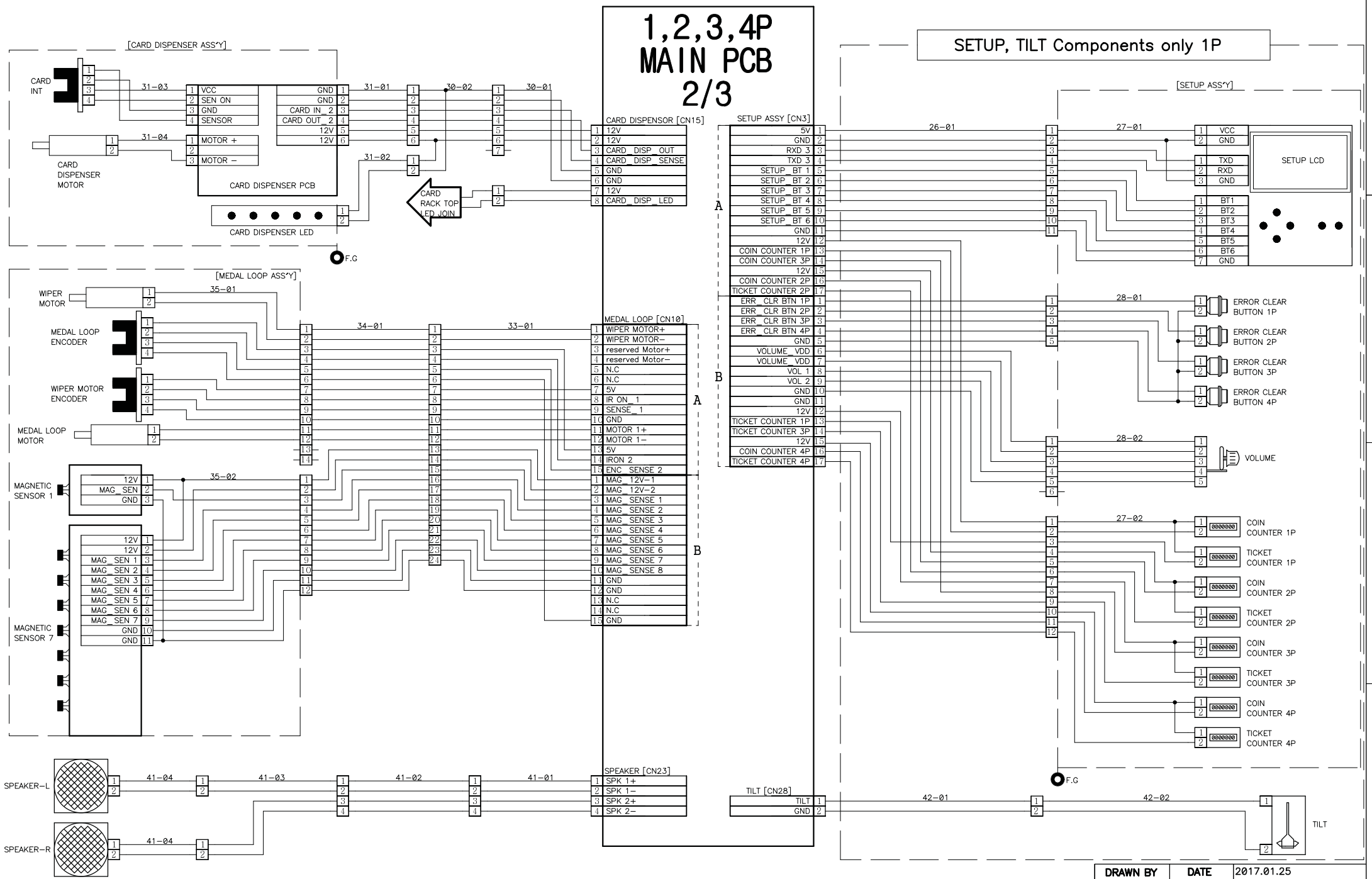
1,2,3,4P MAIN PCB 1/3



DRAWN BY	DATE	2017.01.25
K.H.LIM	ITEM	DC SUPER HEROES
ANDAMIRO	PAGE	2 PAGE

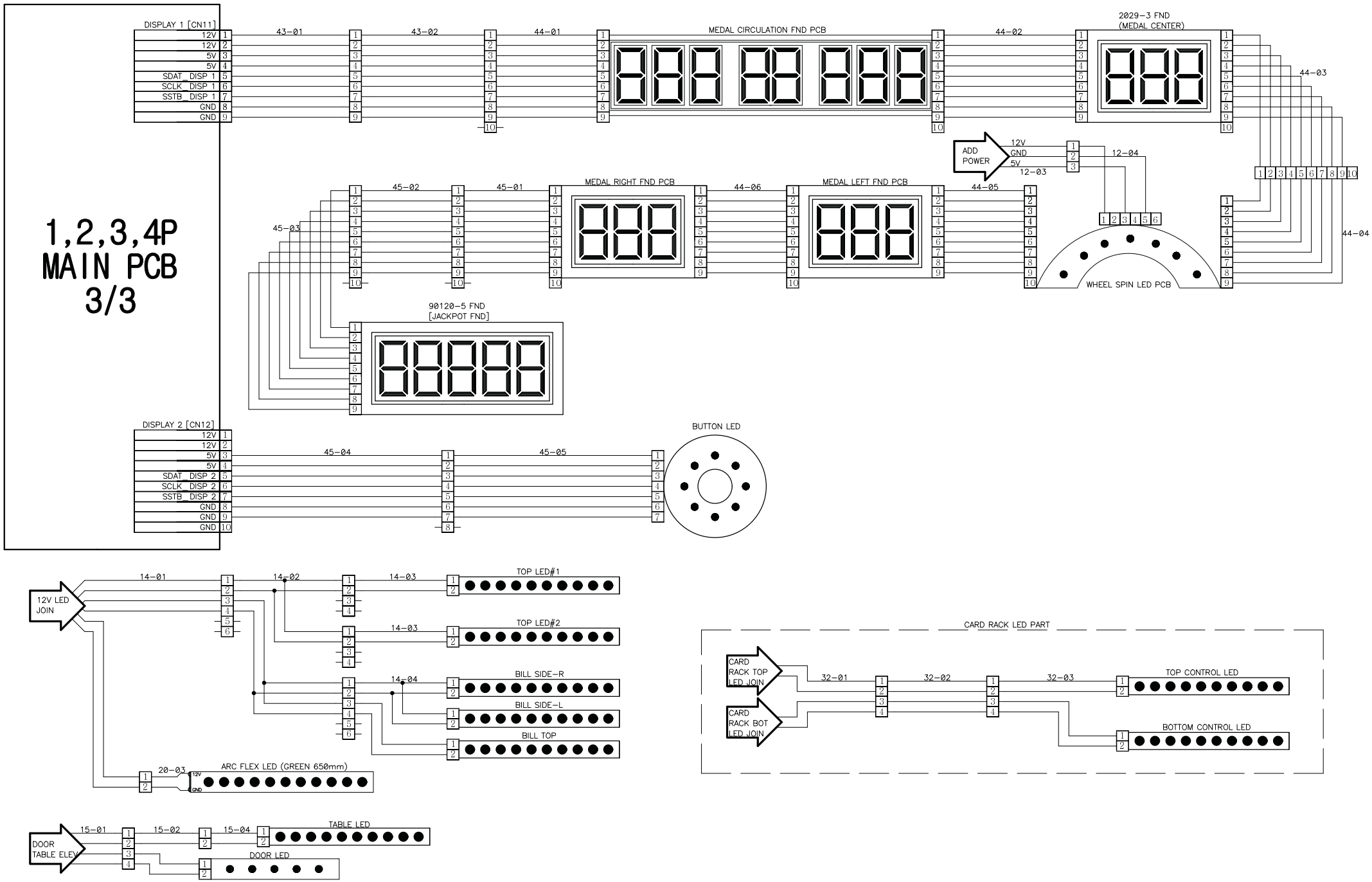
1,2,3,4P MAIN PCB 2/3

SETUP, TILT Components only 1P

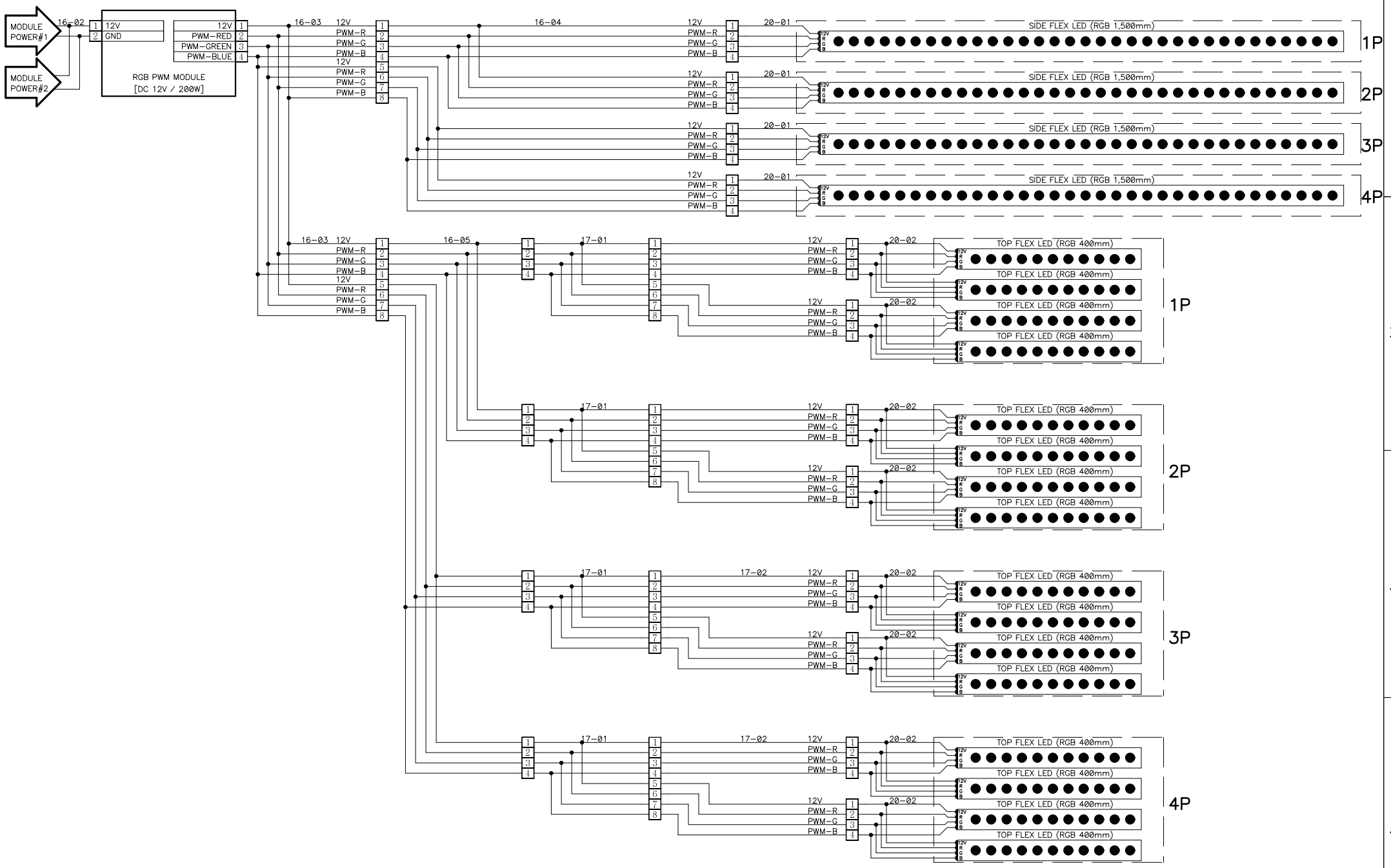


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1,2,3,4P MAIN PCB 3/3



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ANDAMIRO	PAGE	5 PAGE

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 shipmet as follows.

- One Year Limited Warranty : Electronic Boards & Monitor
- 6 Month Limited Waranty : Moving Parts

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

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

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

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

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

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

ANDAMIRO CO., LTD.
www.andamiro.com



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

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

1. Company Name : _____

2. Mailing Address : _____

_____

3. E-Mail Address : _____

4. Phone No : _____

5. Name of the person in charge : _____

6. Description of the product defects

6-1) Name of the Game : _____

6-2) Serial No : _____

6-3) Date of Purchase : _____

6-4) Detailed description of the product defects.

_____

_____

_____

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



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