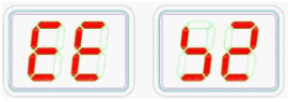
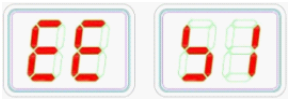
*** ANDAMIRO WARRANTS the parts from date of shipment as follows.**

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

CONTENTS

[ERROR CODE]

ERROR CODE	CONTENT	STATUS
1. EE-12	Home(Origin) Return Error - This Error code is generated in case of you cannot check the origin point due to origin point switch error or motors malfuction because the origin switch should be detected when you turn on the power or PusherBox returns back to origin point(Home) during the machine operation. Check and change the Origin switch or motor connected with PusherBox on back side of taregt Acryl inside of the machine.	ERROR EVENT, STOP
2. EE-AC	Prize Out Door Error (In case all switches are pressed or no checking) - This Error code is generated in case of the prize door is closed when you turn on the power or the prize door is not working because the Prize door on the down side of the game should be opened and closed to dispense the prize when a game succeeds. Check and change the switch or motor connected with Prize Door.	ERROR EVENT, STOP
3. 	Prize Out Door Close S/W. Error - This Error code is generated in case of the prize door is not stoped at normal position or not working properly. In case of the prize door is closed when you turn on the power or when the game is succed, prize door on the down side of machine should be closed after dispensing the prize.	ERROR EVENT, STOP
4. 	Prize Out Door Open S/W. Error - This Error code is generated in case of the prize door on the down side of the machine is not opening properly when you turn on the power or in case of game success because the prize door should be opened when Prize-Loader dispens the prize. Check and change the motor connected with Prize Door or the switch on open location (Rear SW.)	ERROR EVENT, STOP
5. EE-Ln	PrizeLoader Front S/W, Rear S/W Error n:Hole no. 1. When power is on. Front and Rear SW of Prizeloader are checked together in the process of initializing, 2. Front and Rear SW of Prizeloader are checked together on game mode or demo mode. 3. check and change the Front SW., Rear SW. the allocated prizeLoader.	ERROR EVENT, STOP

6. EE-Fn	PrizeLoader Front S/W or Motor Error n: Hole No. - This Error code is generated in case of a prize is not dispensed when a game succeeds and then the prize loader forwards in order to dispense the prize. Check and Change the motor on the back of PrizeLoader or the switch on Prizeloader(Front S,w)	ERROR EVENT, STOP
7. EE-rn	PrizeLoader Rear S/W or Motor Error n: Hole No. - This error code is generated when you cannot check the origin point due to motor faulty or origin switch faulty because origin switch should be detected by returning back to origin point after the prizeloader dispenses a prize in case game succeeds or prizeloader is located at origin point when power is off.	ERROR EVENT, STOP
8. EE-06	Pusherbox Front/Back Moving Error, RARE SW ERROR - This Error code is generated in case of the bar of Pushbar succeeds but does not return back to Player direction after moving forward to the inner side. Check and Change the motor or the switch in the Pushbox.	ERROR EVENT, STOP
9. EE-08	Pusherbox Front/Back Moving Error, FRONT SW ERROR - This error code is generated in case the bar of pusher box does not retrun back to player direction cause the bar should be at plyer direction after moving forward when power is on or the machine is on operating. PusherBox Check and change inside motor or Front SW.	ERROR EVENT, STOP
10. EE-15	TILT Error - This Error code is generated in case of the machine is shaked or shocked. The machine will operate normally after performing the Error Event for 10 seconds.	

[TEST MODE]

* PRESS AND HOLD UP & DOWN BUTTON IN NORMAL MODE

1. CHECKING HOLE POSITION(S)

```
* TEST MENU *
V__x_ ----------------
  Test All Rows
   Press CLEAR Button
```

*** Checking the Calibration hole position.
Press [CLEAR]Button to start a test.
"ts" displays in front FND, "tn" displays in Time FND. "n" means each holes no Base screen entering test menu displays when it done.
When it fails, perform the Calibration due to changed position.

2. Calibration

```
* TEST MENU *
V__x_ ----------------
  Calibration
       0  (CLR=RESET)
```

*** Calibrating for Hole position. Only Calibration related data would be changed and saved.

If you push the [clear]Button, it will open and close the prize door on the lower part of game machine 4 times. Calibration scrren is as below, it shows success times on each hole. The number is very important and default is 3~6 times.
If it is lower or higher than defaul value, it can affect the pay out rates.
In this case, you need to check 3~6 times by performing calibration after dissembling the screws of "Arrow" on Pusherbox and then fixing by pushing slightly the "arrow" on right or left side.

```
* TEST MENU *
V__x_ ----------------
Hole: 1 2 3 4 5 6
CNT: 0 0 0 0 0 0
```

"Ca" displays in front FND, "tn" displays in Time FND. "n" means each holes no
When Calibration is performed, and first time or 2nd time try is succeed, Error Event will perform.
“EE CA” Error Message displays on FND, Game machine stops. Repeform Calibration after machines off and adjusting the arrow. When it is completed, "do" displays on front FND, "nE " displays on TIME FND
Press [SELECT]Button to exit to Menu Mode.

Notice 1 : When succeeding each hole at a first try without a failure or succeeding at a second try, the number of success of the related holes is displayed on the screen and the process of Error Event will start.
And then the machine stops after displaying Error Code “EE CA” on FND. Turn off the machine and adjust the Arrow, and then proceed with Calibration. The process is as above.

Notice 2 : When the number of success of each hole exceeds 6 times, the number of success of the related hole is displayed on the screen and the process of Error Event will start. And then the machine stops after displaying Error Code “EE CA” on FND. Turn off the machine and check the condition of Arrow. Replace the Arrow if it is worn-out or damaged and then proceed with calibration. The process is as above.

3. Prize Motor Test

```
* TEST MENU *
 V__x_ ----------------
  Prize Motor
      ALL  (CLR=PUSH)
```

*** Test each prize motor/switch installed on PrizeLoader dispensing Prizes.

1) Default is "ALL". If you press [CLEAR]Button, 7 motors in PrizeLoader operate at a time and move forward and test them. all of 7 PrizeLoaders stop when Front SW in PrizeLoader is switched.

```
* TEST MENU *
 V__x_ ----------------
  Prize Motor
      ALL  (CLR=PUSH)
```

To return back to the origin position, press [CLEAR]Button again. Then 7 motors in PrizeLoader move backward all of 7 PrizeLoaders stop when Rear SW in PrizeLoader is switched.
The test will repeat everytime when you press [CLEAR]Button.

2) Press [SELECT] Button to select PrizeLoader and then enter into PrizeLoader select mode. "[ALL]" displays.

3) When you press [CLEAR]Button after choosing PrizeLoader for testing by [Up],[Dn]Button, allocated PrizeLoader moves forward and perform the same process.

4. Pusher Box Motor/Sensor Test

```
* TEST MENU *
V__x_ ----------------
 Motor Test
   Press SELECT Button
```

*** Testing all motors and sensors installed in Pusher Box by moving Pusher Box on left, right or front ,rear.

Press [SELECT] Button and next screen displays, It means Test Mode is activated, Prizeout Door is closed. Orinin position is recognized.

```
* TEST MENU *
V__x_ ----------------
   -- S2 X0 RL -- --
  Press CLEAR TO Exit
```

1) Front Door SW.Test

On the screen status, Test Main Door Open/Close SW in the machine.
If SW is not pushed down(Door is Open), "OP" will display,
SW is pushed down(Door is Closed), "--" will display.

2) Prize out Door Test

If you press start button on the status like picture, Prizeout door will be open and display S1.
And press start button again, prizeout door will be closed and display S2.

S1 : Door Open SW ON, S2 : Door Close SW ON

3) Pusher Box Motor/Sensor Test

3-A) For Pusher box testing, button function for moving pusher box are as below

{◁} : move left, {▷} : move right
{Up} : forward, {Dn} : backward

3-B) Once a sensor perceives movement of pusher Box, relevant sensor will be displayed.
Then next sensor will be activated. After moving again and if other sensors are recognized, the previous sensor will be shown as "-- "

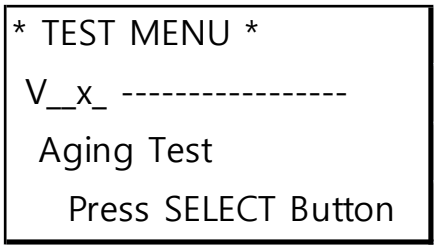
.

3-C) 4 options display
X0: Origin Sensor, RL:Rear Sensor, ML: Middle Sensor(Fail), FL: Front Sensor(Success)

```
* TEST MENU *
V__x_ ----------------
   S1 S2 X0 RL ML FL
  Press CLEAR TO Exit
```

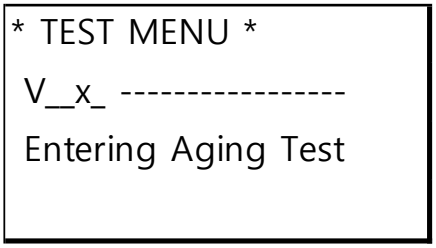
4) After finishing Motor/Sensor Test, press [CLEAR]Button and then move to [Motor Test] menu screen.

5. Aging Test



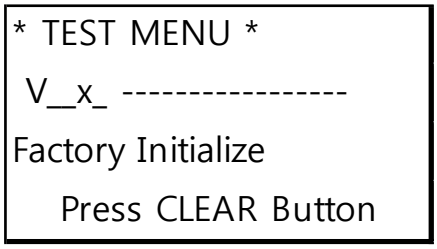
*** Testing reliabitiy of machine through aging test. With applying set probabilty, each hole will be tested following by normal game routine in sequence.

1) Press [SELECT] Button and then following screen appears. Perform the aging test.



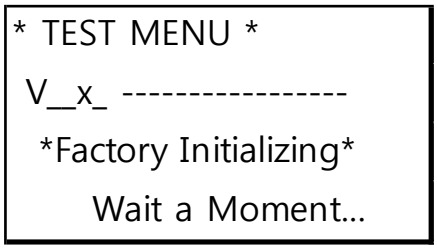
2) Aging Test is repeated until the power is off.
3) Aging Test changes the value of ROW STATUS, so you should initialize the value by performing 'Initialize Setup' after the test.

6. FACTORY INITIALIZE

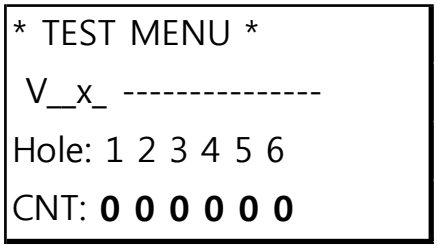


*** All setting becomes the factory default status and then perform Calibration.

Press [CLEAR] Button, All setting becomes the factory default status and then perform Calibration. Prize Door on lower end of Machine opens and closes 4 times.



The screen of Calibration is as below. It shows the success number of each hole.
This figues is important and basic value is 3~6. In case it is more or less, it can affect Prizeout rates. In this case, unscrew the center screw on PusherBox "Arrow" and the push "Arrow" righ or left slightly to fix it. It should be check 3~6 times with Calibration.

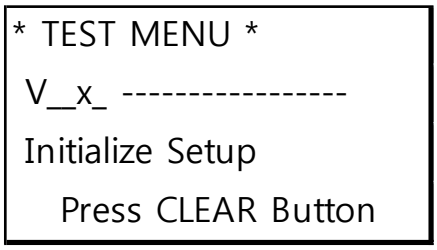


When Calibration performs, "Ca" displays on fron FND abd ,"tn" displays on TIME FND. "n" means each hole's Number. In case Calibration is performed, Error Event will perform if first time or 2nd time try is succeed. “EE CA” Error Message displays on FND, Machine stop. Reporform Calibration after machine Off and adjusting Arrow. When it is finished, "do" displays on game front FND and "nE" displays on TIME FND. Then press [SELECT] Button. Test of "Test All Rows"funtion performs. "ts tn" displays on game front FND. "n" means number/letter on each holes. When it is finished, the basic screen to enter into Test menu displays.

Notice 1 : When succeeding each hole at a first try without a failure or succeeding at a second try, the number of success of the related holes is displayed on the screen and the process of Error Event will start.
And then the machine stops after displaying Error Code “EE CA” on FND. Turn off the machine and adjust the Arrow, and then proceed with Calibration. The process is as above.

Notice 2 : When the number of success of each hole exceeds 6 times, the number of success of the related hole is displayed on the screen and the process of Error Event will start. And then the machine stops after displaying Error Code “EE CA” on FND. Turn off the machine and check the condition of Arrow. Replace the Arrow if it is worn-out or damaged and then proceed with calibration. The process is as above.

7. INITIALIZING SET-UP VALUES



*** Initialize all settings of "Set Menu" and some game data.

Press [CLEAR] Button, all settings in "Set Menu" and some game data are initialized.
Calibration/Total is not affected.

8. SAVING THE TEST MENU AND EXIT

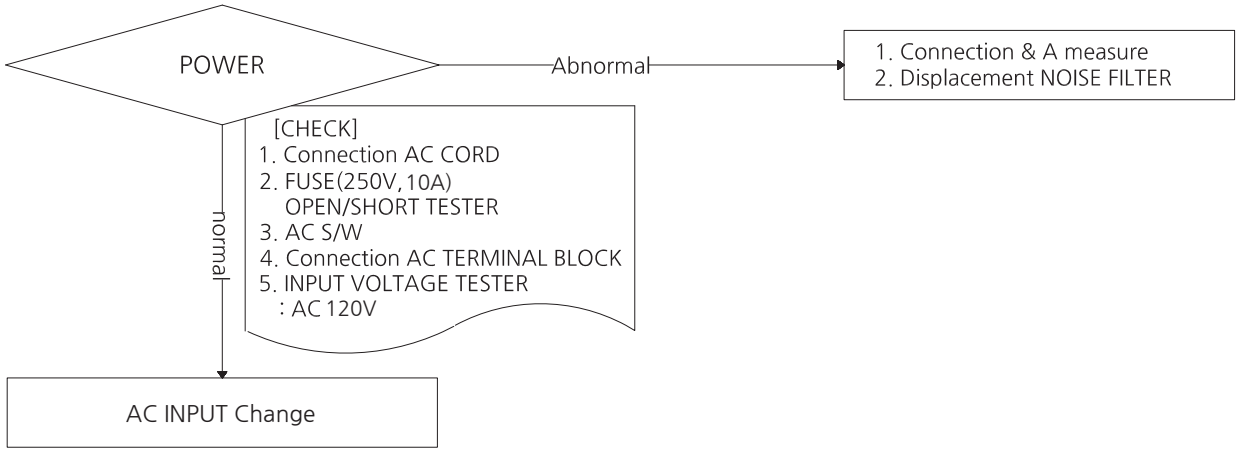
*** Initialize all settings of "Set Menu" and some game data.

Press [SELECT]Button. Save setting and exit.
Press [CLEAR]Button with Long-Key. Exit without saving.

[TROUBLESHOOTING]

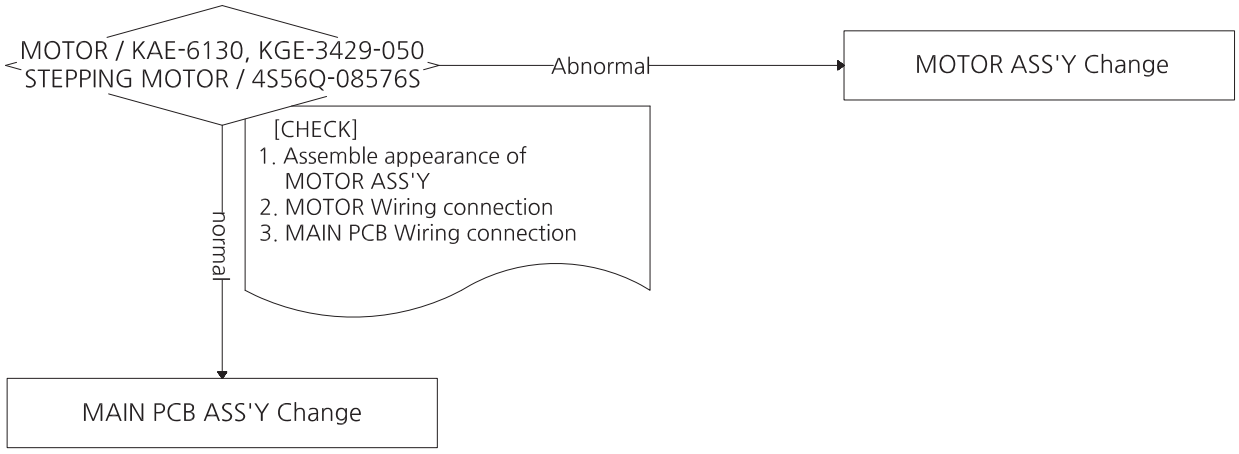
- IN CASE OF POWER FAILURE

*Common: Check the input voltage, check wiring



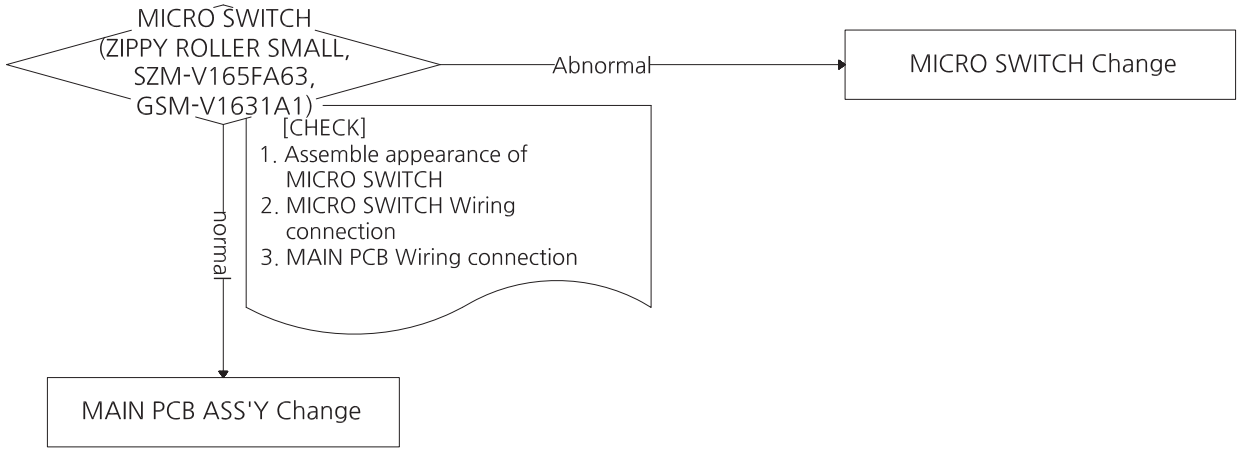
- MOTOR ERROR

*Common: Check the input voltage, check wiring



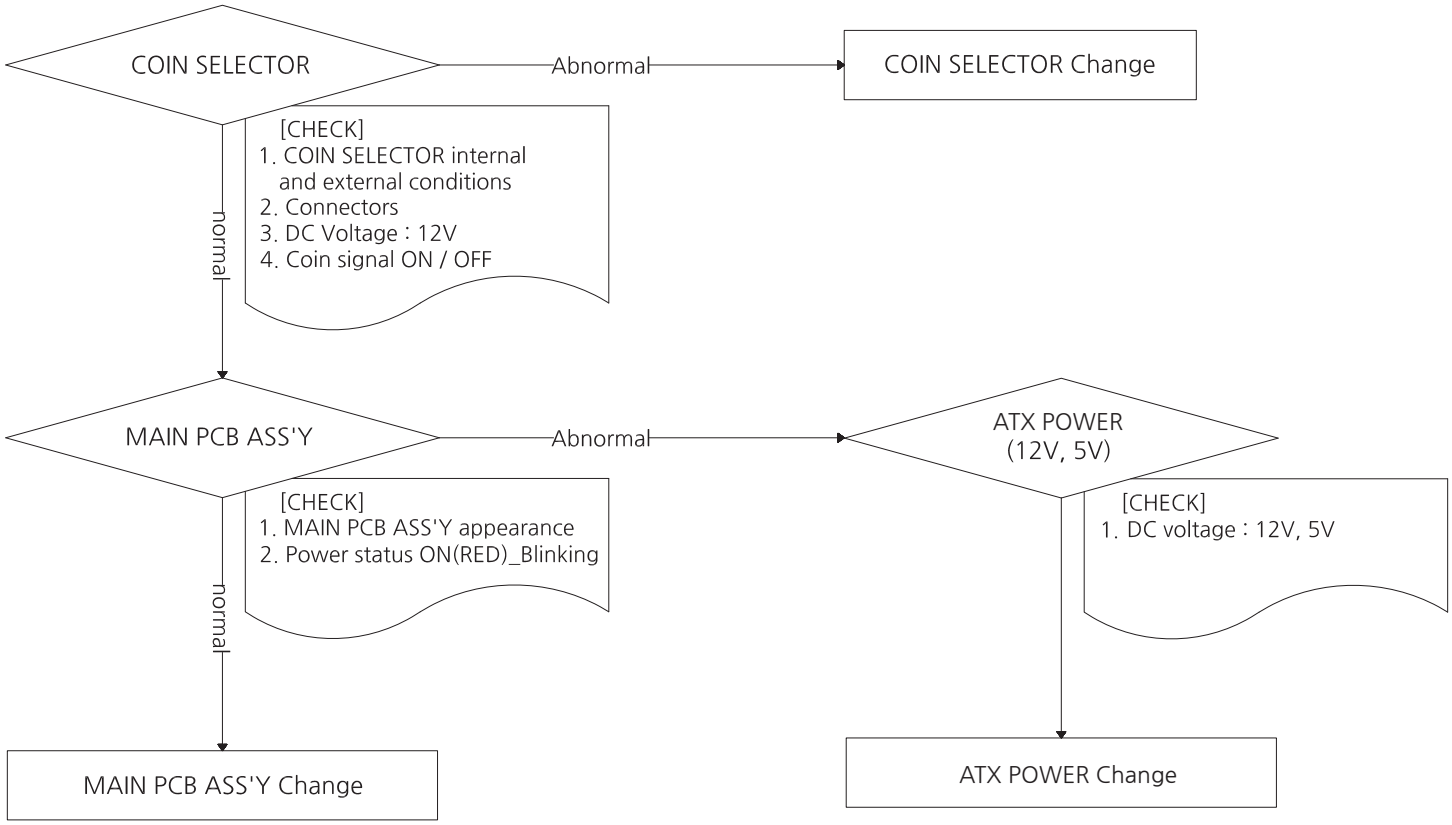
- MICRO SWITCH ERROR

*Common: Check the input voltage, check wiring



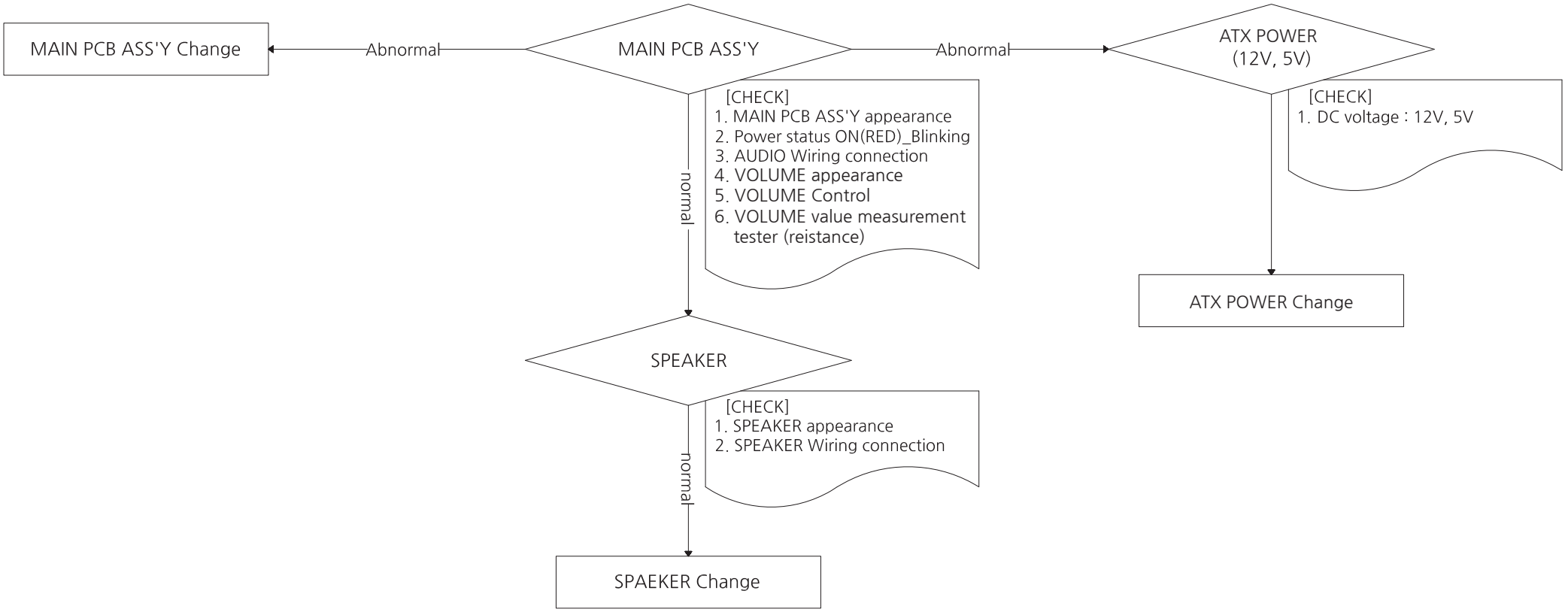
- COIN SELECTOR ERROR

*Common: Check the input voltage, check wiring



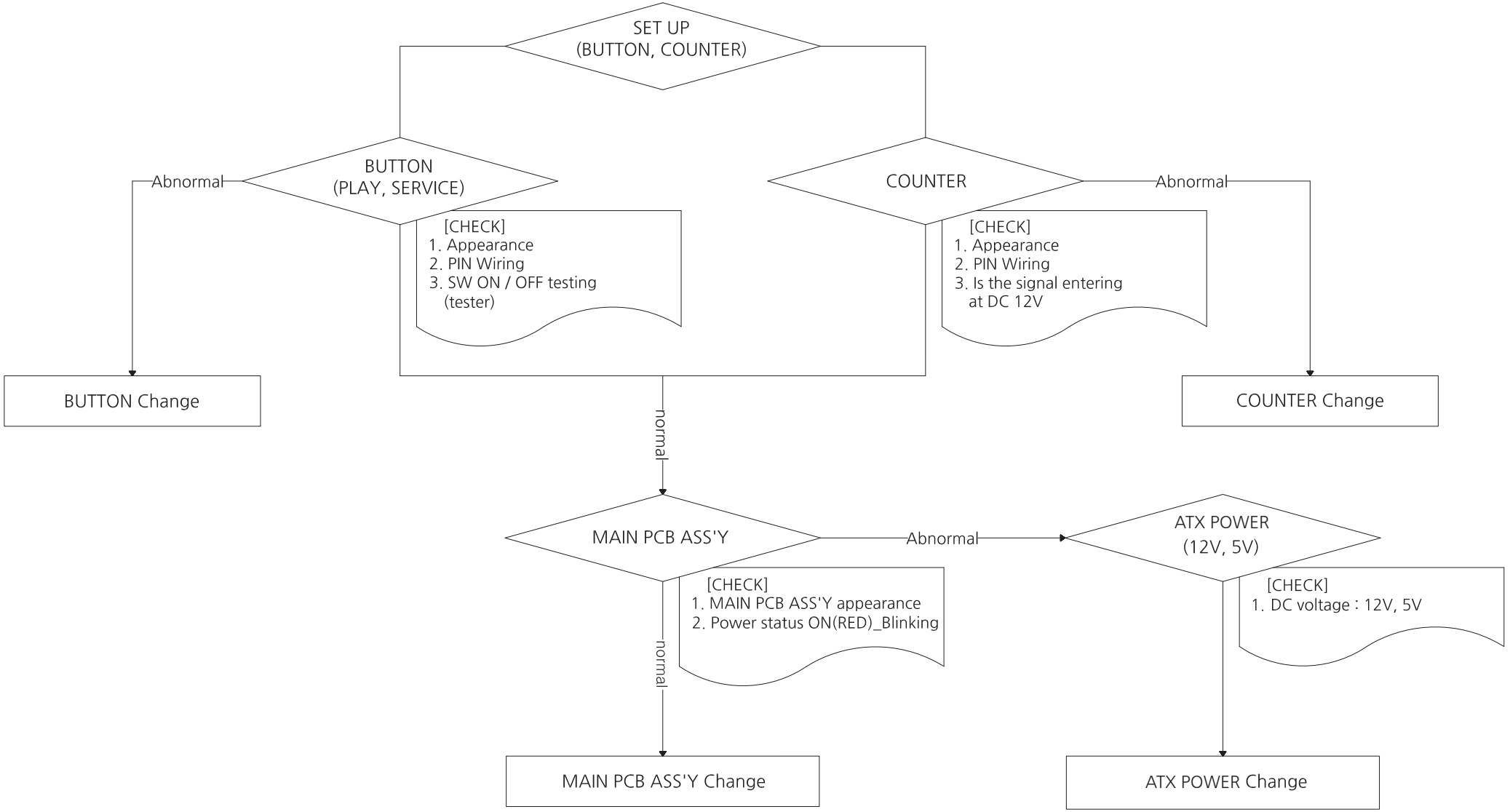
- SOUND ERROR

*Common: Check the input voltage, check wiring



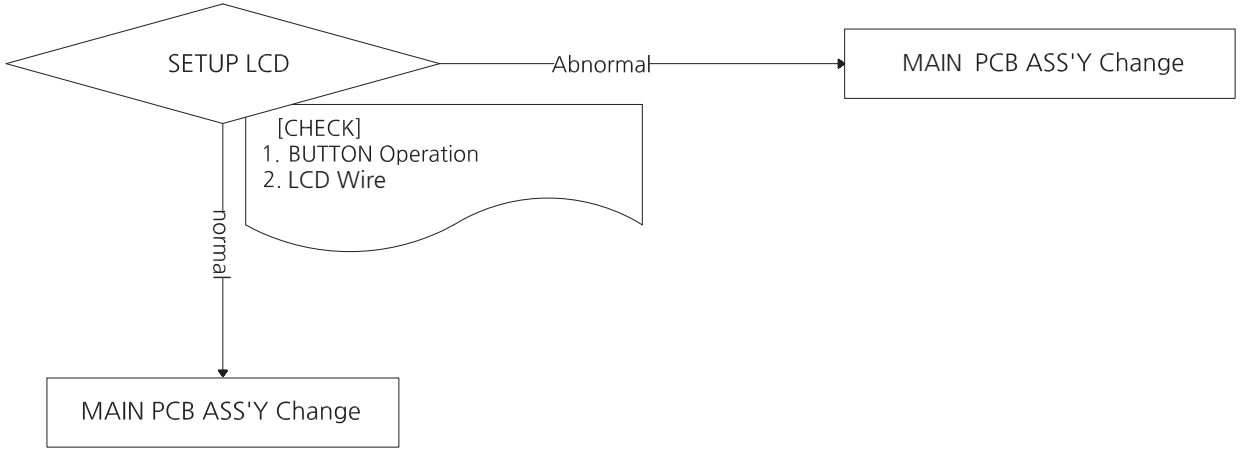
- BUTTON & COUNTER ERROR

*Common: Check the input voltage, check wiring



- SETUP LCD PCB ERROR

*Common: Check the input voltage, check wiring



- UPPER SIDE LIGHT PCB & CREDIT FND, TIME FND ERROR

*Common: Check the input voltage, check wiring