





# SERVICE MANUAL



[ 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.

ISSUE DATE: Sep. 25, 2023

PRODUCT INFO	PART INFO	SUPPORT INFO	NEW PRODUCT INFO
			

※ QR(SUPPROT) - Leaflets, manuals, solution(error code, trouble shooting document, watch&solve)

# 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:



Disregarding could result in serious injury.



Disregarding could result in injury or product damage.

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



Indicates a care should be taken.



Forbidden.



Indicates a matter which must be performed.

- **Precautions to be followed:**

**Certain procedures require a qualified in-shop maintenance person or industry specialist.**

**For such instructions, a qualified person must take care of the jobs.**

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

### **Qualified in-shop maintenance person**

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

### **Industry specialist**

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

# PRECAUTIONS FOR USE

## WARNING

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

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

**The machine for indoor usage only does not install outside.**



**Do not set the game machine up near emergency exits.**



**Protect the game machine from:**

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



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



**Do not place objects near the ventilating holes.**



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



**Never plug or unplug the power cord with wet hands.**



**Never unplug the game machine by pulling the power cord.**



## CAUTION

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

**Be sure to use the attached power cord.**

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



**Do not lay the power cord where people walk through.**



**Be sure to ground this product.**



**Do not exert excessive force when moving the machine.**




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

**Do not alter the system related dipswitch settings.**

# PRECAUTIONS FOR USE


## WARNING

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

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

### In case of abnormality

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

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

- Doing so could result the power cord periodically.


## CAUTION

**Do not use this product anywhere other than industrial areas.** 

- Using in a residential area or an area next to a residential area could affect signal reception of radios, television sets, telephones and etc..

- Do not give shock the surface of glass products.

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

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

**In handling the power cord, follow the instructions below.** 

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

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

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

# PRECAUTIONS FOR USE

## ⚠ WARNING

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



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



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



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



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



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

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

## ⚠ CAUTION

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



Be sure not to let the machine tip over.

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



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

Avoid excessive force while moving the machine.

.....

## PRECAUTIONS IN HANDLING

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

# PRÉCAUTION D'EMPLOI

Les consignes de sécurité suivantes sont données dans ce manuel. Elles doivent être strictement suivies pour protéger ceux qui les installent. Utiliser ou entretenir ce produit pour la sécurité des utilisateurs, des visiteurs et des biens.

Pour des raisons de sécurité.

- **Les suggestions suivantes doivent être respectées:**

## **ATTENTION**

Le non-respect peut entraîner des blessures graves.

## **PRUDENCE**

Le non-respect peut entraîner des blessures ou des dommages au produit.

- **Les suggestions graphiques suivantes décrivent les types de précautions à prendre.**



Indique qu'attention est requise.



Interdit.



Indique que quelque chose doit être effectuée.

- **Les précautions à prendre :**

**Certaines procédures exigent une personne de maintenance qualifiée en atelier ou un spécialiste de l'industrie. Pour ces instructions, une personne qualifiée doit prendre soin des travaux.**

- Sinon, un choc électrique, un dysfonctionnement de la machine, ou un accident grave peut en résulter.
- Remplacement des pièces de machines, l'inspection et la maintenance des machines, et le dépannage doit être attribué qu'à une personne de maintenance qualifiée en atelier ou spécialiste de l'industrie. Cette brochure donne des instructions que les emplois dangereux, en particulier, doivent être traités par un spécialiste de l'industrie. La personne de maintenance qualifiée en atelier et le spécialiste de l'industrie sont définis comme suit.

### **La personne de maintenance qualifiée en atelier**

- Un personnel de service doit avoir de l'expérience dans les opérations de machines de jeux. Le personnel est responsable pour l'assemblage, l'installation, l'inspection et l'entretien de la machine.

### **Le spécialiste de l'industrie**

- Un spécialiste de l'industrie doit être engagé dans la conception, la fabrication, l'inspection et l'entretien des appareils d'amusement.  
Il ou elle doit avoir une formation en génie électrique, électronique et mécanique, et de maintenir régulièrement et de réparer les appareils d'amusement.



# PRÉCAUTION D'EMPLOI


## ATTENTION

Si il y a une anomalie comme fumée, mauvaise odeur ou bruit anormal émis par la machine,  couper immédiatement l'interrupteur principal et débranchez le câble d'alimentation de la prise pour arrêter son fonctionnement.

- L'utilisation de l'appareil dans des conditions anormales peut provoquer un incendie ou un accident.

En cas d'anomalie

1. Mettez l'interrupteur principal sur ARRÊT.
2. Débranchez le câble d'alimentation de la prise.
3. Contactez votre revendeur le plus proche.

**Ne pas brancher le câble d'alimentation incorrectement ou le laisser être recouvert de poussière.** 


Cela pourrait nuire le câble d'alimentation.


## PRUDENCE

**Ne pas utiliser ce produit ailleurs que dans les zones industrielles.** 

- L'utiliser dans une zone résidentielle ou d'une zone à côté d'un quartier résidentiel pourrait nuire à la réception des radios, téléviseurs, téléphones, etc.
- Ne donnez pas de choc à la surface d'un produit en verre.

- S'il vous plaît ne pas jouer à ce jeu.
  - Quand vous buvez;
  - Lorsque votre condition physique n'est pas normale;
  - Lorsque vous êtes dans une période de grossesse;
  - Lorsque vous avez un contrôleur d'impulsion;
  - Lorsque vous avez récemment subi une crampe ou évanouissement en regardant la télévision.
- Évitez une force excessive / un choc pendant la lecture / de déplacer le jeu.
- Quand vous jouez les jeux, 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 modifier le câble d'alimentation.            |
| • Ne pas plier le câble d'alimentation de manière excessive. | • Ne tordez pas le câble d'alimentation.              |
| • Ne pas chauffer le câble d'alimentation.                   | • Ne tirez pas sur le câble d'alimentation.           |
| • Ne pas lier le câble d'alimentation.                       | • Ne montez pas sur le câble d'alimentation.          |
| • Ne pas prendre en sandwich le câble d'alimentation.        | • Ne pas mettre un clou dans le câble d'alimentation. |

**Si la fiche du câble d'alimentation ou est endommagé, cessez immédiatement d'utiliser la machine et demandez à votre revendeur le plus proche de remplacer les pièces.**

# PRÉCAUTION D'EMPLOI

## ATTENTION

**Assurez-vous de consulter un spécialiste de l'industrie lors de la mise en place, du déplacement ou le transport de ce produit.**

- Ce produit ne doit pas être mis en place, déplacé ou transporté par une quelconque autre qu'un spécialiste de l'industrie.
- Lors de l'installation de ce produit, installez 4 niveleurs de pieds uniformément sur le sol et assurez-vous que le produit est installé de façon stable dans une position horizontale. Une installation instable peut entraîner des blessures ou un accident.
- Lors de l'installation de ce produit, ne pas appliquer une force excessive sur les pièces mobiles. Sinon, des blessures et des accidents peuvent y résulter, ou le produit peut être endommagé.

**La machine pour une utilisation en intérieur uniquement, ne pas installer à l'extérieur.**



**N'installez pas la machine de jeu près des issues de secours.**



**Protéger la machine de jeu de:**



- L'humidité ou la pluie.
- La lumière directe du soleil.
- La chaleur directe de la climatisation et du chauffage, etc...
- Des substances inflammables dangereuses.
- Sinon, un accident ou un dysfonctionnement.

**Ne pas placer les récipients contenant des produits chimiques ou de l'eau sur ou près de la machine de jeu.**



**Ne placez pas d'objets à proximité des orifices de ventilation.**



**Ne pas plier le cordon d'alimentation par la force ou de placer des objets lourds au-dessus.**



**Ne jamais brancher ou débrancher le cordon d'alimentation avec les mains mouillées.**



**Ne jamais débrancher la machine de jeu en tirant le câble d'alimentation.**



## PRUDENCE

**Veillez à utiliser le câblage intérieur selon les exigences de tension spécifiées. Pour une rallonge, utilisez la notation spécifiée ou plus.**

**Veillez à utiliser le cordon d'alimentation fourni.**

**Ne jamais brancher plus d'un cordon à la fois dans la prise électrique.**



**Ne pas poser le cordon d'alimentation où les gens marchent à travers.**



**Soyez sûr de mettre à la terre ce produit.**



**Ne pas exercer une force excessive lors du déplacement de la machine.**



**Pour une ventilation correcte, garder la machine de jeu 100mm (4 ") loin des murs.**


**Ne pas modifier les réglages des commutateurs DIP liées au système.**





# PRÉCAUTION D'EMPLOI


## ⚠ ATTENTION

Veillez à éteindre l'interrupteur d'alimentation principale et débranchez le cordon d'alimentation de la prise avant d'inspecter ou de nettoyer la machine. 

Lors du remplacement des pièces, veillez à utiliser une partie des spécifications correctes. Ne jamais utiliser de pièces autres que celles spécifiées. 

L'ouverture à l'intérieur de la machine doit être effectuée par le spécialiste de la machine seulement, comme le courant électrique élevé est transmis à l'intérieur. Pour la machine de jeu avec le moniteur, un soin doit être pris lors de l'ouverture de sa porte arrière. Si non, une détérioration des pièces à l'intérieur ou à l'écran peut se produire. 


Si l'interrupteur secondaire du panneau de service est éteint sans éteindre le commutateur d'alimentation principale de l'unité d'alimentation, certaines parties dans les unités restent sous tension. Lors de l'ouverture de la porte arrière, veillez à éteindre l'interrupteur d'alimentation principale et débranchez le cordon d'alimentation de la prise. 

Il est strictement conseillé de s'abstenir de démonter et de réparer des pièces qui ne sont pas indiqués dans ce manuel, ainsi que les paramètres et le remodelage. 


Pour nettoyer la machine de jeu, l'essuyer avec un chiffon doux imbibé avec un détergent neutre.

- L'utilisation plus mince d'un autre solvant organique ou de l'alcool peut décomposer le matériel.
- Un choc électrique ou une défaillance de l'équipement pourraient être causés par la pénétration de l'eau à l'intérieur de la machine.

## ⚠ PRUDENCE

Les composants de la machine de jeu sont sensibles aux vibrations et aux chocs. Il faut faire attention lors du déplacement et le transport de la machine de jeu. 

Veillez à ne pas laisser la machine se renverser.

Avant de déplacer la machine, veillez à éteindre l'interrupteur d'alimentation principale, débranchez le cordon d'alimentation de la prise et débranchez le cordon d'alimentation de la machine. 

Avant de déplacer la machine, la mettre hors des niveleurs et le déplacer sur les roulettes.

Éviter une force excessive lors du déplacement de la machine.

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## PRÉCAUTIONS LORS DU MANIEMENT

- Lors de la mise en place, l'inspection, l'entretien, déplacement ou le transport de ce produit, suivez les procédures et les instructions énoncées dans ce manuel et effectuer ce travail en toute sécurité.
- Ne pas mettre en place, manipuler, inspecter, entretenir, déplacer ou transporter ce produit dans des conditions équivalentes à l'état de "ATTENTION" ou "PRUDENCE" spécifiée dans ce manuel.
- Si un nouveau propriétaire obtient ce produit à la suite d'un transfert, etc., soyez sûr de donner ce manuel au nouveau propriétaire.

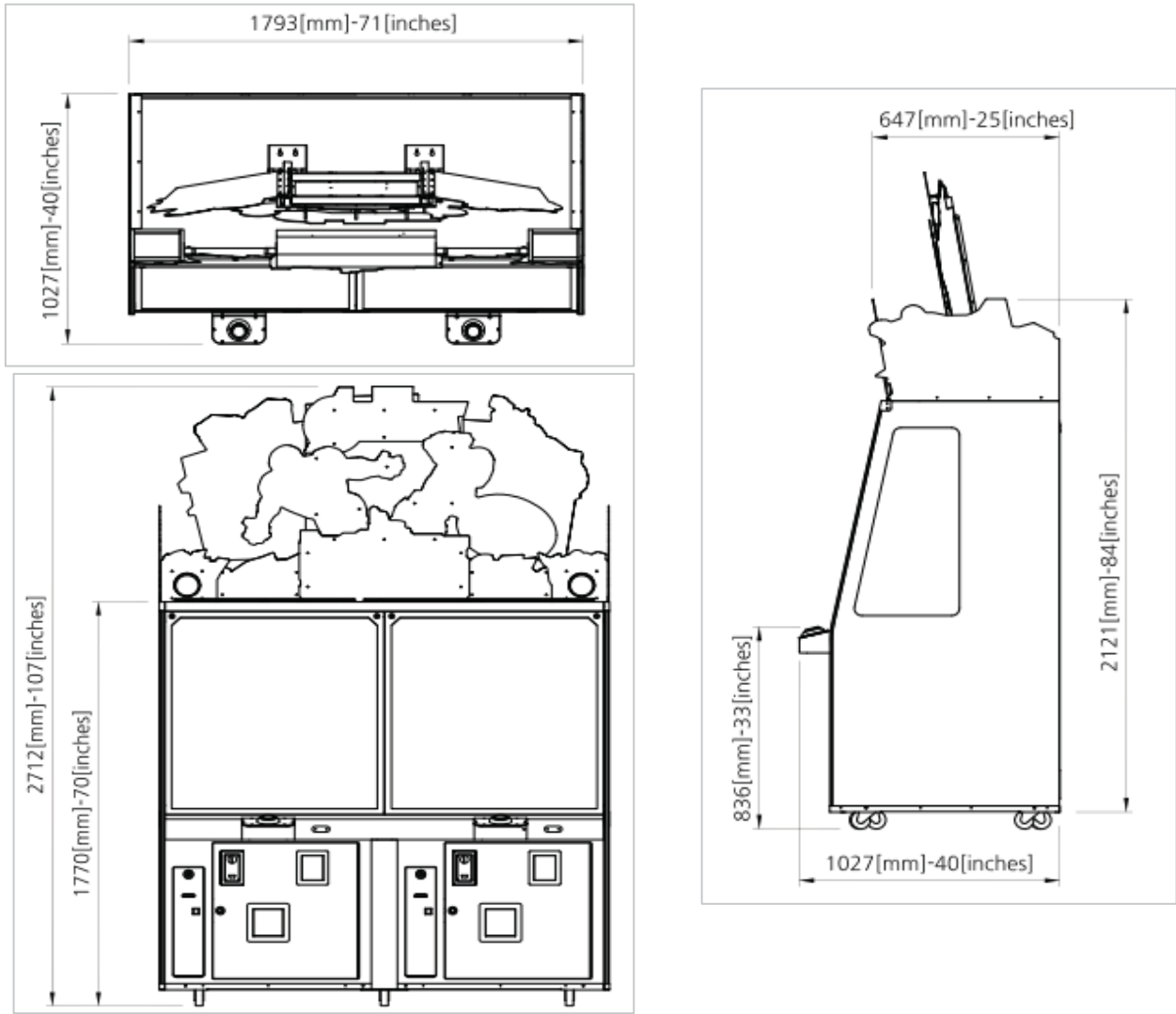
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# 1 SPECIFICATION AND DIMENSION

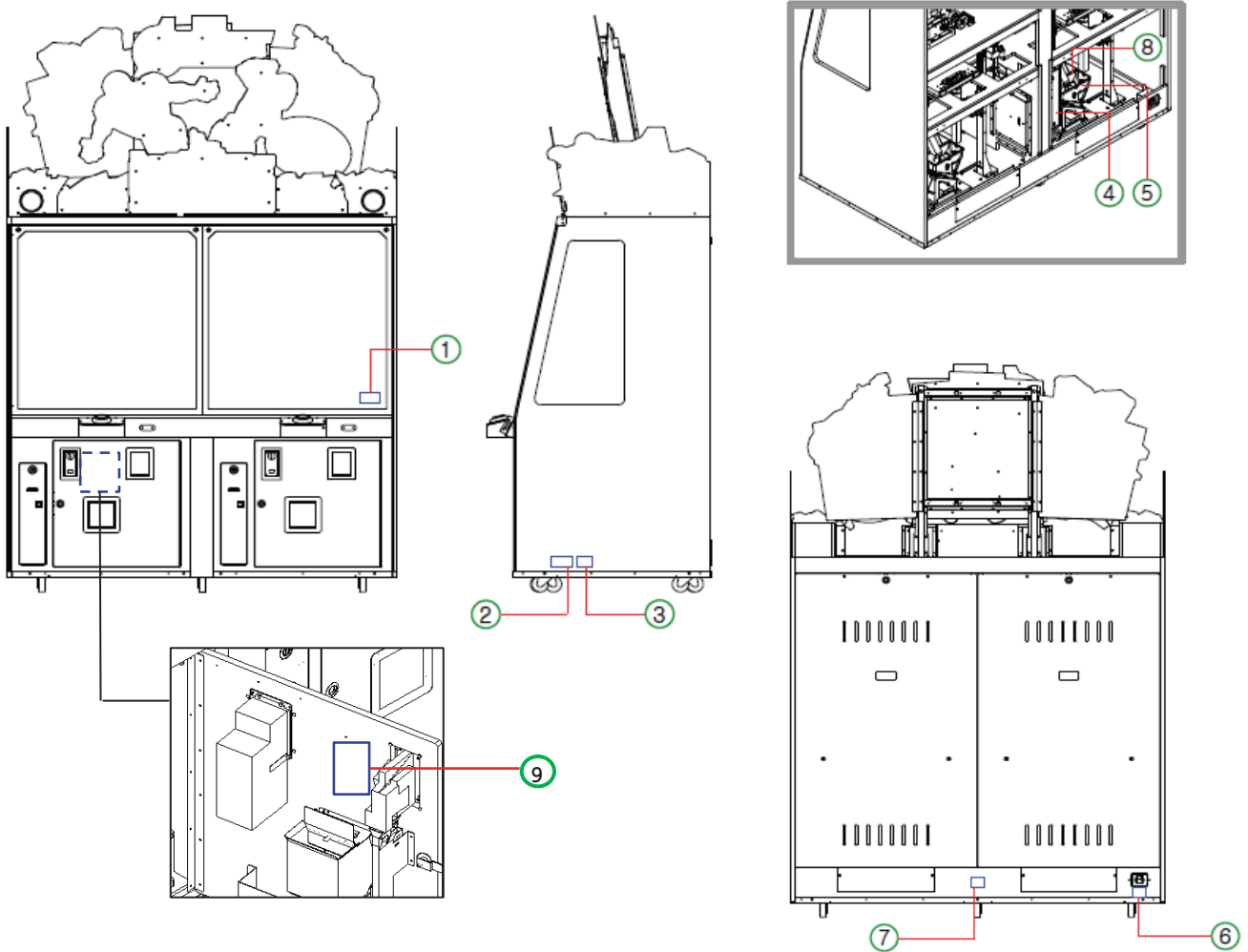
## 1) DIMENSION



## 2) SPECIFICATION

ITEM	DETAILS	
VOLTAGE	AC 120V	AC 230V
FREQUENCY RANGE	60 Hz	50/60 Hz
CONSUMPTION	500W	
INSTALL DIMENSION (W*D*H)	1793 * 1027 * 2712 (mm) , 71 * 40 * 107 (inch)	
PACKING DIMENSION(W*D*H)	1150 *1900 * 2230 (mm) , 45 * 75 * 88 (inch)	
WEIGHT(kg), packing weight(kg)	390 kg, 440kg	
CERTIFICATION	ETL	-
※ NOTE : This product is a free bolt product.( AC 120-230V )		

3) STICKER LOCATION



▼ 1	▼ 2	▼ 3																		
▼ 4	▼ 5	▼ 6																		
▼ 7	▼ 8	▼ 9																		
<p>Certification Label</p>		<table border="1"> <thead> <tr> <th>no</th> <th>Error</th> <th>PROBLEM</th> </tr> </thead> <tbody> <tr> <td>E 01</td> <td>MEMORY</td> <td>Save data - Power off on</td> </tr> <tr> <td>E 05</td> <td>SETUP LCD</td> <td>Setup lcd connection</td> </tr> <tr> <td>E 11</td> <td>COIN</td> <td>Coin jam</td> </tr> <tr> <td>E 31</td> <td>REEL</td> <td>Reel step motor</td> </tr> <tr> <td>E 41</td> <td>TRUCKEN</td> <td>Truck motor sensor</td> </tr> </tbody> </table>	no	Error	PROBLEM	E 01	MEMORY	Save data - Power off on	E 05	SETUP LCD	Setup lcd connection	E 11	COIN	Coin jam	E 31	REEL	Reel step motor	E 41	TRUCKEN	Truck motor sensor
no	Error	PROBLEM																		
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E 31	REEL	Reel step motor																		
E 41	TRUCKEN	Truck motor sensor																		

## 2 INSTALL INFORMATION

### 1) INSTALLATION SPACE

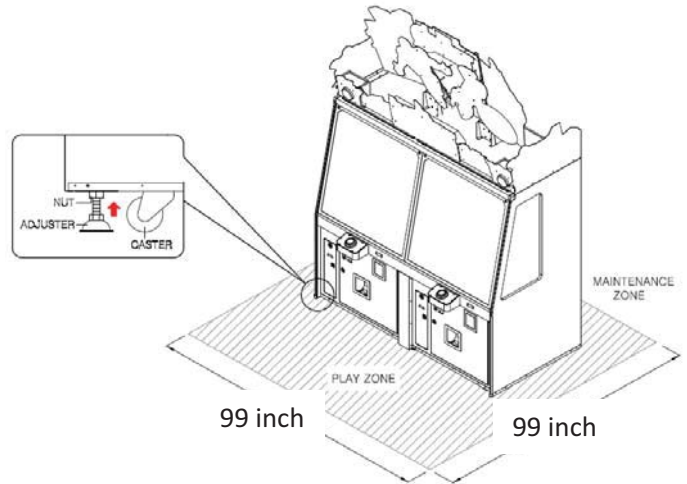
Maintenance zone & Play zone should have at  
 ※ least 2500 mm(99 inch) \* 2500mm(99inch)  
 each

### 2) MAINTAIN PRODUCT FLATNESS

※ After installation is complete  
 ※ 2-1 After securing space, adjust the 4  
 adjuster so that the product is stably leveled.

### 3) IMPORTANCE

※ This product should be indoor use and out of  
 direct sunlight.



## 3 UNPACKING

### 1) PACKING LOCATION

		▼ 1	▼ 2			
			▼ 3	▼ 4		
				COIN, BALL 		
			▼ 5			
		COMPONENT ENVELOPE				













### 2) NOTES ON UNPACKING

	* Please make sure to remove all items below before turning on product.	
	← BIG WHEEL Tape + DECO Cable tie	
	TILT Cable tie →	

3) COMPONENTS

no	PART NAME	Q'TY	SPARE	no	PART NAME	Q'TY	SPARE
1	AC POWER CORD	1		10	CARD 150PCS *	1 box	
2	KEY 7001	2		11	TOCKEN	2,200	
3	SCREW TH_NI M4x8L	36	8	12	BALL	36	
4	SCREW TH_NI M4x10L	8	4	13	CARD SETTING JIG *	1	
5	SCREW TH_NI_M4x14L	8	4	14	CARD HEAVY PUSH BKT *	2	
6	SCREW SEMS M6x16L		12	15	MANUAL	1	
7	SCREW SEMS M6x25L		2				
8	NUT M4		10				
9	WRENCH 2.5, 3, 4 mm	EACH 1					

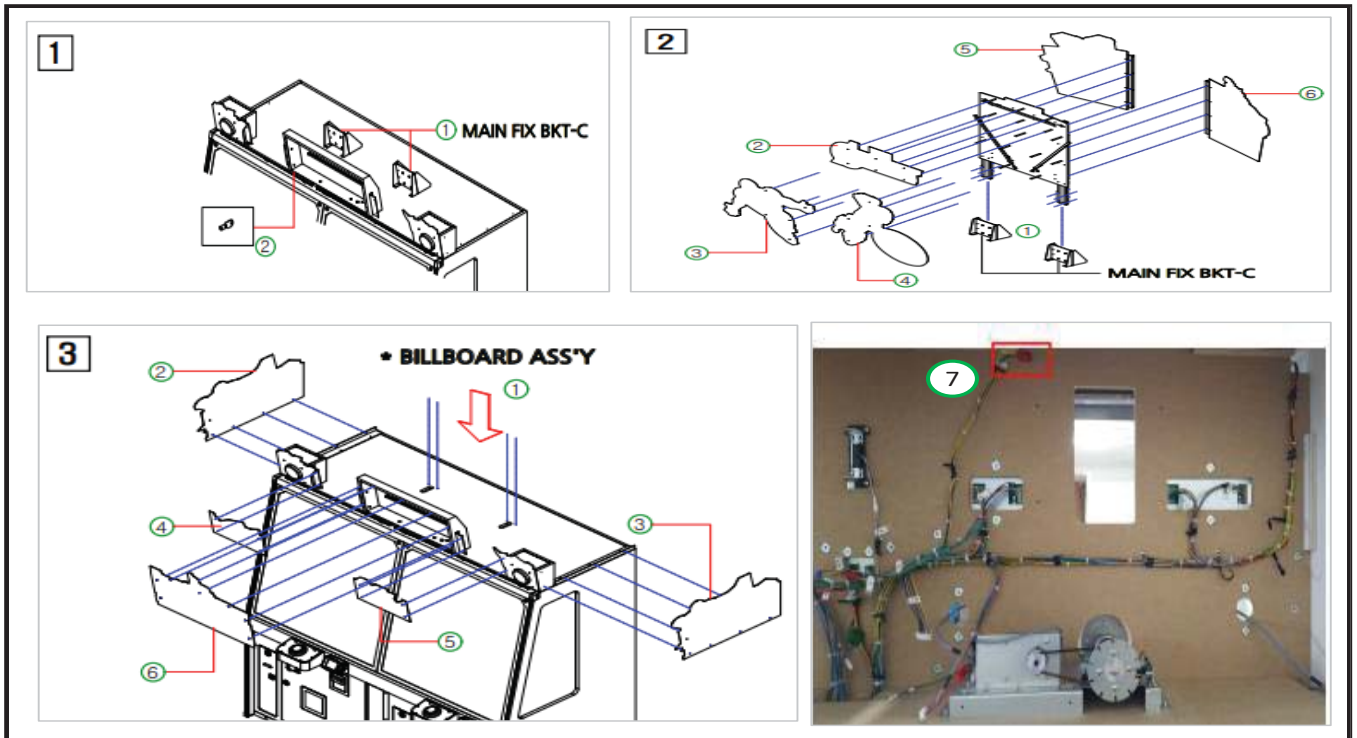
\* : Card version only

▼ 1	▼ 2	▼ 3,4,5	▼ 6,7	▼ 8	▼ 9
					
▼ 10	▼ 11	▼ 12	▼ 13	▼ 14	▼ 15
					



## 4 INSTALL


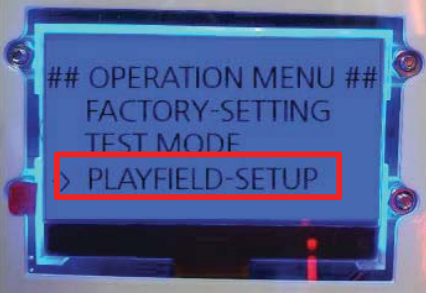
### 1) HOW TO INSTALL(BILLBOARD)



no	PROCESS	ITEM	Q'ty	BOLT	SPEC	Q'ty	
1-1	REMOVE	MAIN FIX BKT-C	1	SEMS_NI	M6*25L	4	
1-2	REMOVE	KEY - Using the Administrator	1				
2	ASSEMBLE	BILLBOARD ASS'Y 2-1~6	1				
2-1	ASSEMBLE	BILLBOARD DECO MAIN PART	1	SEMS_NI	M6*16L	8	
2-2	ASSEMBLE	BILLBOARD DECO MAIN COVER A	1	TH_NI	M4*8L	6	
2-3	ASSEMBLE	BILLBOARD DECO MAIN COVER B	1	TH_NI	M4*8L	5	
2-4	ASSEMBLE	BILLBOARD DECO MAIN COVER C	1	TH_NI	M4*8L	4	
2-5	ASSEMBLE	BILLBOARD DECO MAIN SIDE L	1	TH_NI	M4*10L	4	
2-6	ASSEMBLE	BILLBOARD DECO MAIN SIDE R	1	TH_NI	M4*10L	4	
3-1	ASSEMBLE	BILLBOARD ASS'Y	1	SEMS_NI	M6*25L	4	
3-2	ASSEMBLE	BILLBOARD CABINET SIDE DECO ACRYL-L	1	TH_NI	M4*8L	6	
3-3	ASSEMBLE	BILLBOARD CABINET SIDE DECO ACRYL-R	1	TH_NI	M4*8L	5	
3-4	ASSEMBLE	BILLBOARD SIDE DECO L	1	TH_NI	M4*8L	4	
3-5	ASSEMBLE	BILLBOARD SIDE DECO R	1	TH_NI	M4*10L	4	
3-6	ASSEMBLE	BILLBOARD MAIN FRONT COVER	1	TH_NI	M4*10L	4	
3-7	CONNECT	WIRING	1				
4	POWER ON	This product is a free bolt product.( AC 120-230V )					

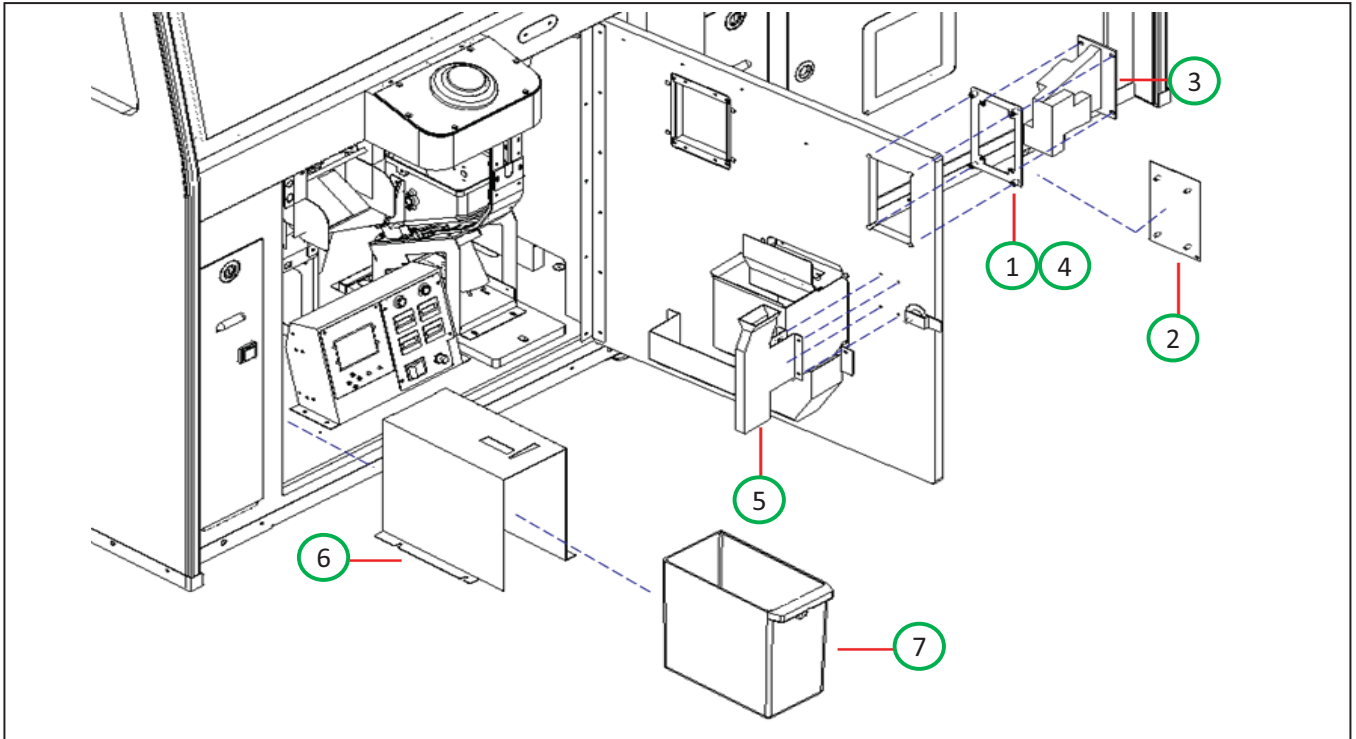


2) HOW TO INSTALL(TOKEN & CARD SETTING)

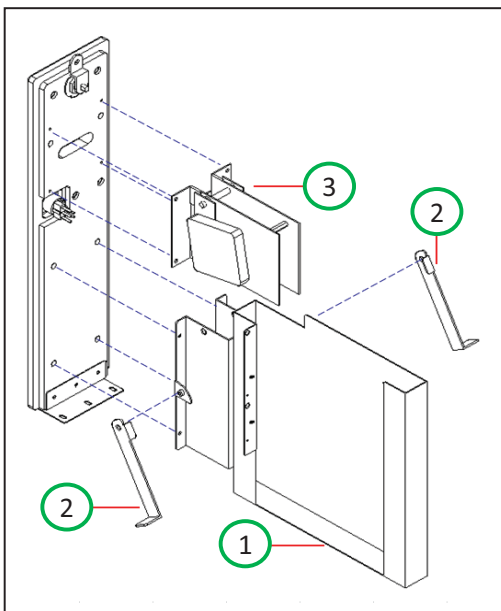
▼ 1	▼ 2	▼ 3
		
PUSHER	FRONT HOPPER	REAR HOPPER
▼ 4	▼ 5	▼ 6
		
▼ 7		
<div style="border: 1px solid black; padding: 5px; margin-bottom: 10px;">7-1</div> <div style="border: 1px solid black; padding: 5px; margin-bottom: 10px;">PUSHER BASE PANEL : BALL 6PCS</div> <div style="border: 1px solid black; padding: 5px;">7-2</div>		<div style="border: 1px solid black; padding: 5px; margin-bottom: 10px;">7-3</div> <div style="border: 1px solid black; padding: 5px; margin-bottom: 10px;">CARD DISPENSOR: CARD 146~147 PCS</div> <div style="border: 1px solid black; padding: 5px; margin-bottom: 10px;">PUSHER BASE PANEL : CARD 3 OR 4 PCS</div> <div style="border: 1px solid black; padding: 5px;">7-4</div>

no	PROCESS	ITEM	Q'ty
1	1P SETTING	TOKEN : PUSHER PANEL - ABOUT 500 PCS	500
2	1P SETTING	TOKEN : FRONT HOPPER - ABOUT 300 PCS	300
3	1P SETTING	TOKEN : REAR HOPPER - ABOUT 300 PCS	300
4	1P SETTING	Enter SELECT Button -> OPERATION MENU -> PLAYFIELD-SETUP	
5	1P SETTING	PLAYFIELD-SETUP -> PUSHER TABLE SET.A	
6	1P SETTING	PUSHER TABLE SET.A -> START	
7-1	1P SETTING	BALL SETTING - PUSHER BASE PANEL	6
7-2	1P SETTING	BALL SETTING - BALL SUPPLY ASS'Y	12
7-3	1P SETTING	CARD SETTING -CARD DISPENSOR (*OPTION CARD VERSION)	146 or 147
7-4	1P SETTING	CARD SETTING -PUSHER BASE PANEL (*OPTION CARD VERSION)	3 or 4
8	2P SETTING	Set it the same as 1P	

3) HOW TO INSTALL(OPTION-COIN, TICKET PART)



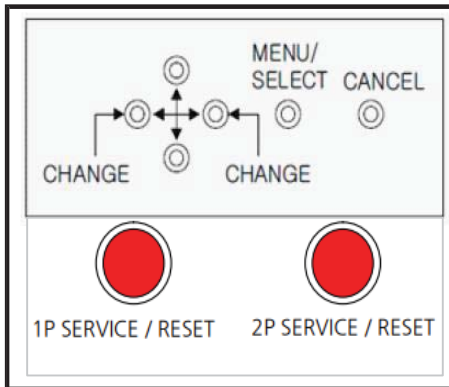
no	PROCESS	ITEM	Q'ty	BOLT	SPEC	Q'ty
1	REMOVE	COIN SELECTOR BKT	2	SEMS	4*16	4
2	REMOVE	COIN SELECTOR BLANK COVER	2	NUT	M4	4
3	ASSEMBLE	COIN SELECTOR	2	CARRIAGE	4*20	4
				NUT	M4	4
4	ASSEMBLE	COIN SELECTOR BKT	2	SEMS	4*16	4
5	ASSEMBLE	COIN BOX BKT ENTRY	2	TH_NI	4*14	4
6	ASSEMBLE	COIN BOX CASE	1			
7	ASSEMBLE	COIN BOX	1			



NO	PROCESS	ITEM	Q'ty	BOLT	SPEC	Q'ty
1	ASSEMBLE	TICKET BOX ASS'Y	1	SEMS	4*16	4
2	ASSEMBLE	DOOR STOPPER BKT	1	TH_NI	4*10	2
			1	WASHER	M8	2
3	ASSEMBLE	TICKET DISPENSER	1	SEMS	4*16	4

## 5 SETUP SETTINGS

### ▶ SETUP BUTTON LAYOUT



BUTTON	NOTE
UP/DOWN	MENU UP/DOWN MOVE
LEFT/RIGHT	CHANGE SETTING VALUE
MENU/SELECT	SETUP MENU MODE, SELECT AND PERFORM
CANCEL	EXIT
※CANCEL : PERFORM SETTINGS ONLY WHEN OPERATION OF BALL SUPPLY, REEL, BIG WHEEL, CARD, BRIDGE IS STOOPPED	
SERVICE/RESET : NORMALLY SERVICE IN, ABNORMAL(ERROR) - ERROR CLEAR	

### ▶ OPERATION MENU

PRESS MENU BUTTON. [MENU/SELECT BUTTON: TO ENTER]		
1	PROGRAM SETTING	SETUP MODE
2	CLEAR MODE	DELETE MODE
3	BOOKKEEPING DATA	VIEW GAME DATA
4	FACTORY-SETTING	INITIALIZING TO FACTORY SETTING
5	TEST MODE	TESET MODE
6	PLAYFIELD-SETUP	PLAYFIELD-SETUP
7	GAME MODE	EXIT TO OPERATION OPTIONS

1) PROGRAM SETTING


1-1) PLAYS / COIN SET

LCD DISPLAY	DESCRIPTION	RANGE	DEFAULT	
			CARD	NON CARD
MINIMUM COIN		FREE, 1 ~ 10 (Increases by 1)	1	1
1st.COIN ->_PLAYS	Setting number of plays per coin (SWIPE CARD) in  ※ bonus for consecutive inputs	1 ~ 400 (Increases by 1)	12	12
2nd.COIN ->_PLAYS			26	26
3rd.COIN ->_PLAYS			42	42
4th.COIN ->_PLAYS			60	60
5th.COIN ->_PLAYS			75	75

1-2) PLAYS / BILL SET

LCD DISPLAY	DESCRIPTION	RANGE	DEFAULT	
			CARD	NON CARD
1 BILL->_PLAYS	Setting number of plays per BILL or SWIPE	1 ~ 500 (Increases by 1)	12	12
2 BILL->_PLAYS			26	26
3 BILL->_PLAYS			42	42
4 BILL->_PLAYS			60	60
5 BILL->_PLAYS			75	75
10 BILL->_PLAYS			175	175
20 BILL->_PLAYS			400	400

1-3) WHEEL LED SET


LCD DISPLAY	DESCRIPTION	RANGE	DEFAULT	
			CARD	NON CARD
W-LED01	Setting function and Score for each led lamp zone  	1 ~ 50 (Increases by 1)	TN15	TI10
W-LED02			TN4	TN6
W-LED03			TN8	TN12
W-LED04			TN4	TN6
W-LED05			TI10	TI6
W-LED06			TN4	TN6
W-LED07			TN8	TN12
W-LED08			TN4	TN6
W-LED09			TN15	TI10
W-LED10			TN4	TN6
W-LED11			TN8	TN12
W-LED12			TN4	TN6
W-LED13			CA1	BA1
W-LED14			TN4	TN6
W-LED15			TN8	TN12
W-LED16			TN4	TN6
W-LED17			TN15	TI10
W-LED18			TN4	TN6
W-LED19			TN8	TN12
W-LED20			TN4	TN6
W-LED21			TI10	TI6
W-LED22			TN4	TN6
W-LED23			TN8	TN12
W-LED24			TN4	TN6

\* TOKEN=TN, TICKET=TI, CARD=CA, BALL=BA


- Set type with left button  
"TOKEN", "TICKET",  
"PLAY", "BALL",  
"REEL", "CARD"

- Set score with right button  
BALL, REEL, CARD are fixed at 1

1-4) REEL SET

LCD DISPLAY	DESCRIPTION	RANGE	DEFAULT	
			CARD	NON CARD
REEL#1	Setting function and score for each reel zone 	TOKEN=TN, TICKET=TI	TI50	TI50
REEL#2			TN20	TN20
REEL#3			TI30	TI30
REEL#4			TN30	TN30
REEL#5			TN35	TN35
REEL#6			TI20	TI20
REEL#7			TN25	TN25

1-5) BIG WHEEL SET

LCD DISPLAY	DESCRIPTION	RANGE	DEFAULT	
			CARD	NON CARD
BIG WHEEL#1	Setting contents of winning by zone at big wheel 	0 ~ 5000 (Increases by 10)	500	1000
BIG WHEEL#2			100	120
BIG WHEEL#3			150	250
BIG WHEEL#4			130	200
BIG WHEEL#5			200	500
BIG WHEEL#6			120	150
BIG WHEEL#7			180	300
BIG WHEEL#8			80	100

LCD DISPLAY	DESCRIPTION	RANGE	DEFAULT	
			CARD	NON CARD
CHECKER BONUS	Setting bonus tickets when making goal into main checker at main game	0 ~ 50	0	0
TICKET / BALL	Dispensing tickets when ball drops	0 ~ 20	0	0
BALL / TOKENS	Dispense one ball according to total number of tokens (Tokens shoot by the player and tokens dispensed by the machine)	1 ~ 500	80	70
CARD / TOKENS	Dispense one card according to total number of tokens (Tokens shoot by the player and tokens dispensed by the machine)	10 ~ 500	200	200
PAYOUT	Setting number of tickets per swipe	1 ~ 100	40	60
MERCY TICKET	Setting number of tickets to be dispensed in case of failuer	0 ~ 10	0	0
TICKET / SCORE	Setting ticket ratio per score, None : Automatically reducing ticket counts without dispensing tickets	NONE, 1/1, 1/2 1/3, 1/4 1/5	1/1	1/1
ATTRACT VOLUME	Use of demo sound and setting volume	OFF, 10 ~ 100	60	60
SAVE & EXIT	SAVE AND EXIT : Select button - [YES] or [NO]			
CANCEL & EXIT	Cancel and exit			

2) CLEAR MODE : Game data and bookkeeping data can be deleted

LCD DISPLAY	DESCRIPTION	EXECUTION
CREAR TICKETS	Delete remaining tickets to be dispensed now	By pressing select button, perform by moving the cursor to [YES] or [NO]
CLEAR PLAYS	Delete remaining plays(credits) and bonus ball (Delete all cards & tokens to be dispensed)	
CLEAR GAME DATA	Delete all game data and bookkeeping data including credits and tickets	
EXIT	Exit	

3) BOOKKEEPING DATA

LCD DISPLAY	DESCRIPTION	LCD DISPLAY	DESCRIPTION
--- COIN IN --- 1P : 0 2P : 0 TOTAL :0	Number of coins inputs	-CARD OUT -- 1P : 0 2P : 0 TOTAL :0	NUMBER OF 6 BALL COLLECTION
---BILL IN --- 1P : 0 2P : 0 TOTAL :0	Number of bill inputs	- REEL 1,2,3 - R1 1P:0 2P:0 R2 1P:0 2P:0 R3 1P:0 2P:0	NUMBER OF WINNING REEL 1,2,3
---SERVICE IN --- 1P : 0 2P : 0 TOTAL :0	Number of service inputs	- REEL4,5,6 - R4 1P:0 2P:0 R5 1P:0 2P:0 R6 1P:0 2P:0	NUMBER OF WINNING REEL 4, 5, 6
--GAME PLAY SHOT -- 1P : 0 2P : 0 TOTAL :0	NUMBER OF BALL SHOOTING FROM MAIN SHOOTER	- REEL7 - R7 1P:0 2P:0 RT 1P:0 2P:0	NUMBER OF WINNING REEL 7,T
--BONUS COIN SHOT -- 1P : 0 2P : 0 TOTAL :0	NUMBER OF BONUS COIN SHOOTING	- BIG WHEEL 1,2,3 - W1 1P:0 2P:0 W2 1P:0 2P:0 W3 1P:0 2P:0	NUMBER OF WINNING BIG WHEEL 1, 2, 3
--TICKET OUT -- 1P : 0 2P : 0 TOTAL :0	NUMBER OF TICKET OUT	- BIG WHEEL 4,5,6 - W4 1P:0 2P:0 W5 1P:0 2P:0 W6 1P:0 2P:0	NUMBER OF WINNING BIG WHEEL 4, 5, 6
--CHECKER GOALIN -- 1P : 0.0% 2P : 0.0%	SUCCESS RATE OF GOALIN	- BIG WHEEL 7,8,T - W7 1P:0 2P:0 W8 1P:0 2P:0 WT 1P:0 2P:0	NUMBER OF WINNING WHEEL 7, 8, T
-6 BALL COLLECTION - 1P : 0 2P : 0 TOTAL :0	NUMBER OF 6 BALL COLLECTION	-- VER INFO -- AVENGERS Ver_._ MM. DD. YYYY	VERSION INFORMATION AND DATE OF PROGRAM COMPILE
CANCEL BUTTON : EXIT			



- 4) FACTORY - SETTING : Initialize to factory setting  
 ※ CAUTION : Clear all data and set to default value of game set up
- 5) TEST MODE

LCD DISPLAY	COMPOSITION	DESCRIPTION
INPUT TEST		Input signal test TICKET FND & TOKEN FND : Display of input signal status
	INPUT TEST 00000000	1.BALL SUPPLY SENSOR 2.BALL SUPPLY SW 3.REAR HOPPER SENSOR 4.FRONT HOPPER SENSOR 5.CONVEYER ENCODER 6.SHOT BUTTON 7.BILL SENSOR 8.COIN SENSOR
	00000000	1.BRIDGE FRONT SENSOR 2.BRIDGE REAR SENSOR 3.FRONT HOPPER FULL SENSOR 4.BALL SENSOR 5.CARD SENSOR 6.TICKET BUTTON 7.TICKET SENSOR 8.SERVICE BUTTON
	00000000	1.BUTTON TILT SENSOR 2.BODY TILT SENSOR 3.TOKEN SENSOR2 4.TOKEN SENSOR1 5.REEL HOME SENSOR 6.WHEEL HOME SENSOR 7.WHEEL HOLE ENCODER 8.PUSHER SENSOR
FND & LED OFF	OFF/ON/STEP	FND & LED operation test Check operation status PLAYS FND: Display of sensor status
WHEEL MOTOR TEST 1P TEST 01 OFF 2P TEST 01 OFF	OFF/ON	Wheel operation status PLAYS FND : Display of sensor stauts
PUSHER MOTOR TEST 1P TEST 1 OFF 2P TEST 1 OFF	OFF/ON	Pusher motor operation test PLAYS FND : Display of sensor stauts
FRONT HOPPER TEST 1P TEST 0 OFF 2P TEST 0 OFF	OFF/ON	Front elevator hopper operation test When performed, it automatically stops after discharging 3 medals PLAYS FND : Display of sensor status and quantity
REAR HOPPER TEST 1P TEST 0 OFF 2P TEST 0 OFF	OFF/ON	Rear elevator hopper operation test When performed, it automatically stops after discharging 3 medals PLAYS FND : Display of sensor status and quantity
BALL SUPPLY TEST 1P TEST 0 OFF 2P TEST 0 OFF	OFF/ON	Ball supply operation test When performed, it automatically stops after discharging one if there is a ball PLAYS FND : Display of sensor status
TOKEN BRIDGE TEST 1P TEST 01 OFF 2P TEST 01 OFF	OFF/ON	Token bridge motor test PLAYS FND : Display of sensor status
CARD DISPEN TEST 1P TEST 0 OFF 2P TEST 0 OFF	OFF/ON	※ ONLY CARD VERSION Card dispenser test When performed, it automatically stops after discharging one card
CONVEYER TEST 1P TEST 1 OFF 2P TEST 1 OFF	OFF/ON	※ ONLY CARD VERSION Conveyer test PLAYS FND : Display of sensor stauts
TICKET TEST 1P TEST 0 OFF 2P TEST 0 OFF	OFF/ON	Ticket dispenser test When performed, it automatically stops after discharging 3 tickets if there are tickets PLAYS FND : Display of sensor status and quantity
COIN TEST 1P TEST 0 OFF 2P TEST 0 OFF	OFF/ON	Coin selector inhibit test Check whether power of coin selector is thtrned off by performing PLAYS FND : Display of sensor status



COUNTER TEST COIN TICKET 1P 0 0 2P 0 0	Display of counter signal	Counter test Left button : coin counter test, Right button : ticket counter test
REEL TEST 1P TEST 1 OFF 2P TEST 1 OFF	OFF/ON	Reel test When performed, it works PLAYS FND : Display of sensor status
BIG WHEEL TEST TEST 1 OFF	OFF/ON	Big wheel test When performed, it works PLAYS FND : Display of sensor status
SOUND TEST	2~93	Automatic sequential sound playback with select button Play sound using the left and right button
EXIT	Test mode exit	

6) PLAYFIELD - SETUP

When installing the machine initially, fill supplied medal to the front hopper and proceed with pusher table set A

LCD DISPLAY	DESCRIPTION
PUSHER TABLE SET.A  1P START 2P START 1P+2P STATR	: Test the product until the medal is fired 1,000 times. : When installing the machine initially, pusher table setting( Perform by select button) 1.Fill up 1,100 medals into front hopper 2.Select the relevant mode 3.The wheel spins and stops and then automatically fires 1,000 medals 4.When all 1,000 medals are fired, it automatically stopped and pusher table medal setting is completed : 1P START- 1P ONLY, 2P START- 2P ONLY, 1P+2P - 1P+2P
PUSHER TABLE SET.B	: Test the product until the medal is fired 3,000 times.
PUSHER TABLE SET.C	: Test the product until the medal is fired 100,000 times.
EXIT	Exit

7) GAME MODE : return to the game mode

## 6 MAINTENANCE

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1) Precautions for turning on the power.

: When it is newly turned on after power is turned off, the power must be turned on after 10 seconds.

2) When installing the device

: Connect the device with a ground outlet to which fg is connected.

3) Main board management.

: Dust removal on the main board will be carried out once a month.

4) Basic product management : Clean it regularly

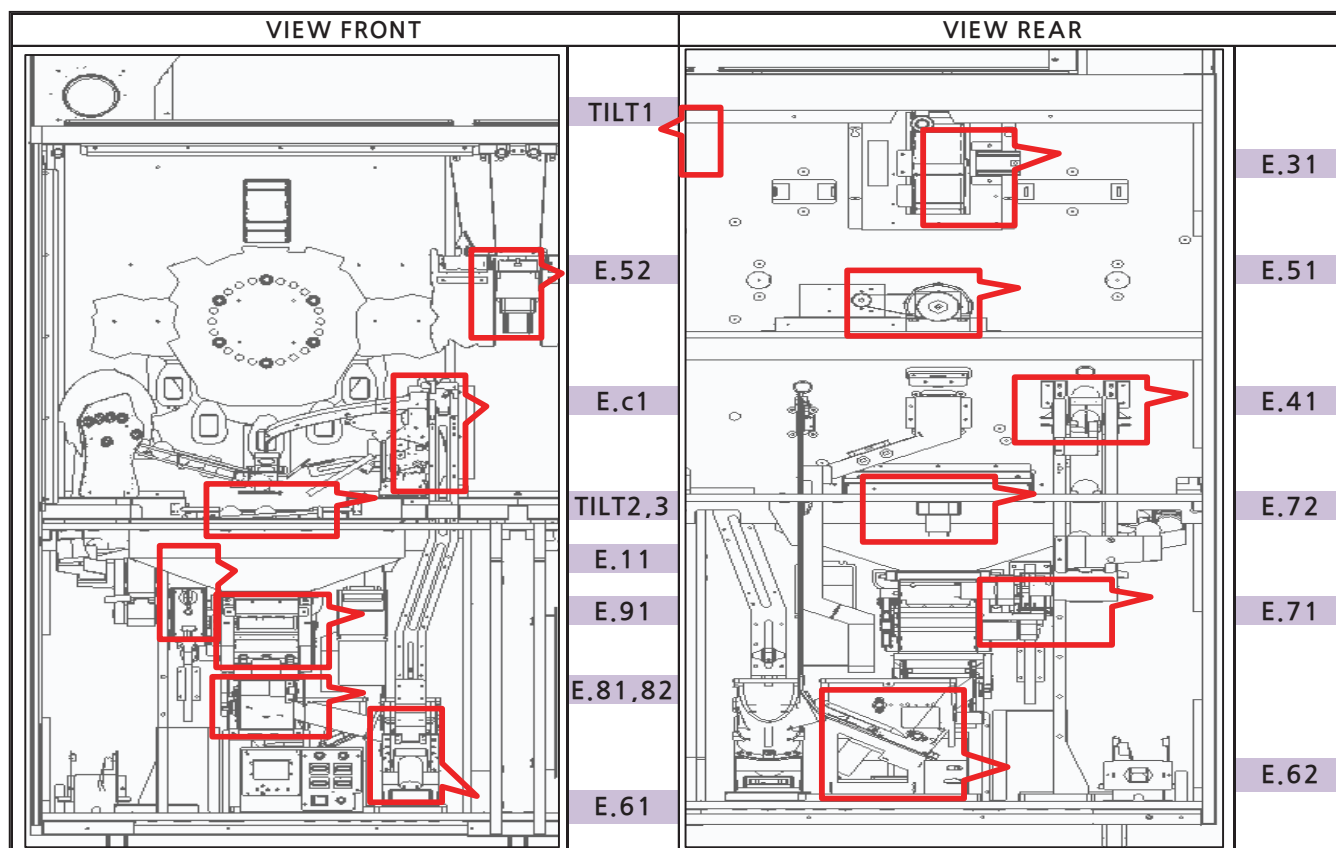
5) This product should only be used for indoor use

# 7 SOLUTION

## 1) ERROR CODES

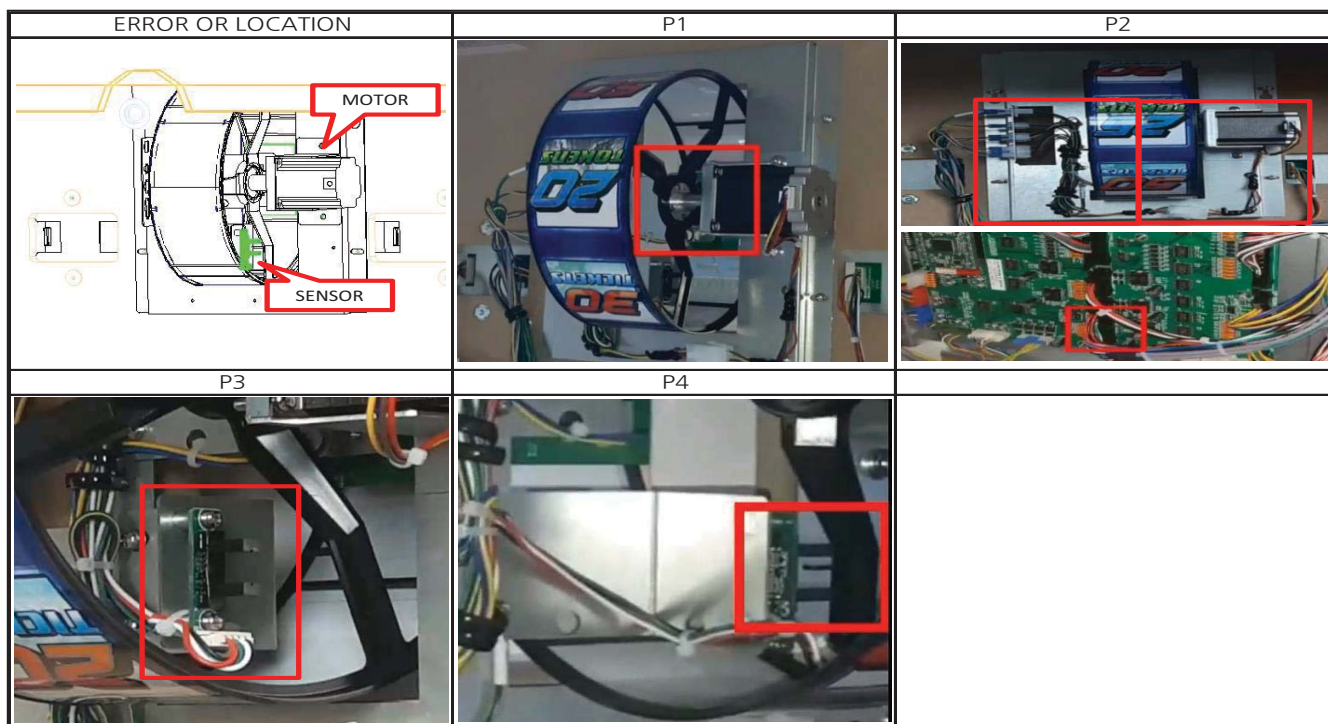
AVENGERS 2P

CODE	ERROR	NOTE
E.01	BACKUP MEMORY	Save data problem. Power off on
E.05	SETUP LCD ERROR	Setup lcd connection problem
E.11	COIN ERROR	Coin jam problem
E.31	REEL ERROR	Reel step motor defects
E.41	PUSHER ERROR	Pusher motor problem or pusher encoder problem
E.51	WHEEL ERROR	Wheel motor problem ,encoder problem
E.52	BIG WHEEL ERROR	Big wheel step motor problem or photo sensor defects
E.61	F_ELEVATOR HOPPER	Front elevator hopper or coin jam
E.62	R_ELEVATOR HOPPER	rear elevator hopper or coin jam
E.71	BALL SUPPLY	Problem of ball supply motor or photo sensor
E.72	BALL SUPPLY	limit switch defects
E.73	BALL IN SENSOR	Ball in sensor
E.81	TOKEN BRIDGE	motor problem , front encoder sensor
E.82	TOKEN BRIDGE	motor problem , rear encoder sensor
E.91	CONVEYER ERROR	(MEDAL ROLLER)Motor or encoder sensor problem
E.c1	CARD DISPENSER	Card empty ,card jam,card dispensor
	TOKEN SUCCESS SENSOR	Token success sensor
E.t1	TICKET ERROR	No tickets or ticket jam
TILT1	Upper backside	When shaking the machine but will be cleared after 15 seconds
TILT2	1P Button panel	
TILT3	2P Button panel	



2) TROUBLESHOOTING

1) REEL MOTOR ERROR [E.31], REEL SENSOR ERROR [E.31]



► SOLUTION : REEL MOTOR ERROR [E.31]

- 1 HOW TO TEST : TEST MODE → REEL TEST
- 2 Check connection of motor connector ( P2 )
- 3 Check assembly status of motor ( P1 )
- 4 Check connection of join connector and main pcb connector ( P2 )
- 5 Replace MOTOR
- 6 Replace MAIN PCB

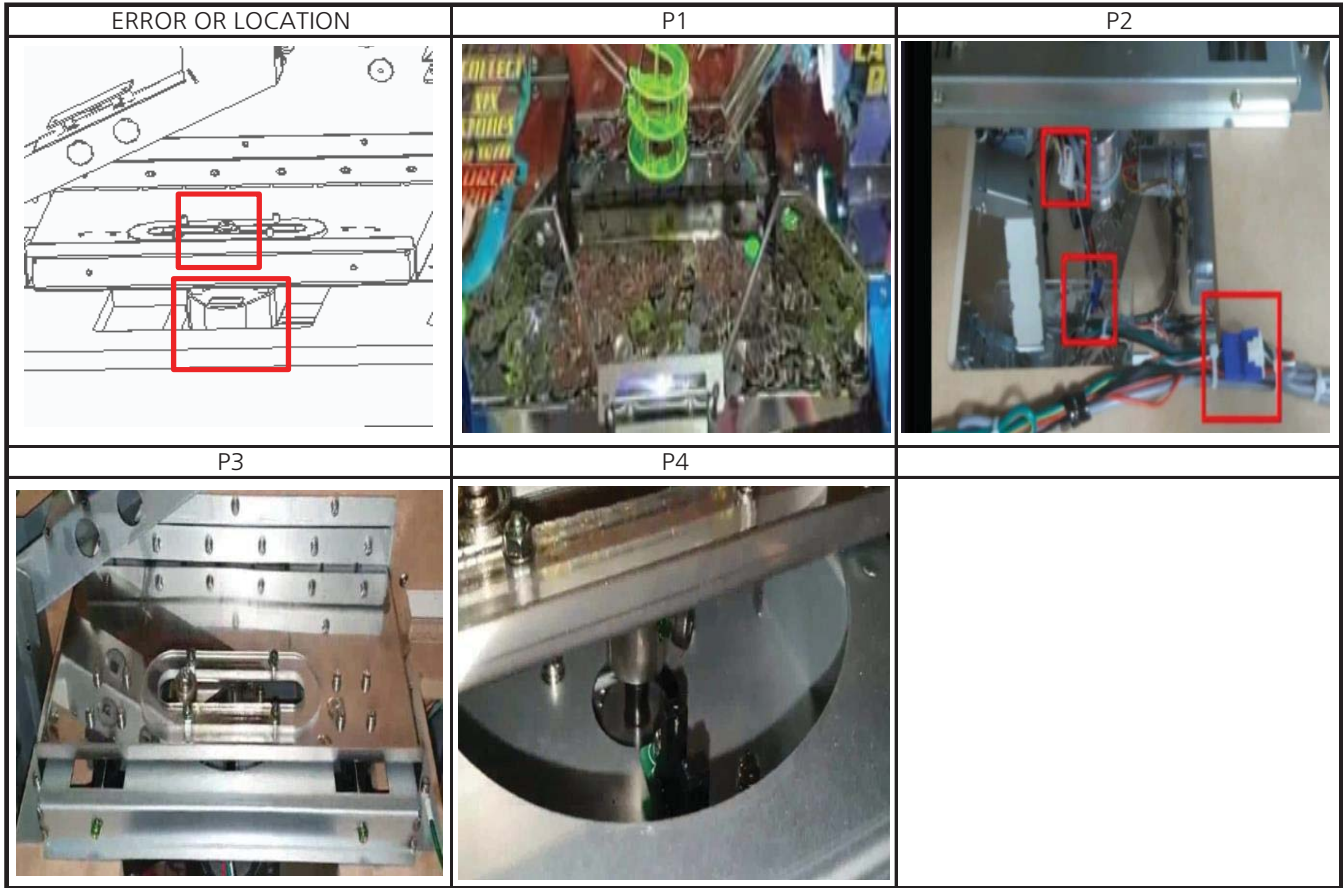
PART NAME	CODE	PART NAME	CODE
STEPPING MOTOR NO WIRE	MZZZ0MOT167	MAIN PCB ASS'Y	AAV20PCB001

► SOLUTION : REEL SENSOR ERROR [E.31]

- 1 HOW TO TEST : TEST MODE → REEL TEST  
Setup pcb- Select button -Shooting button-Sensor status check  
( PLAY FND : Detected Sensor : " 1 " / Non-Detected sensor : " 0 ")
- 2 Check connection of sensor connector ( P2,P3 )
- 3 Check assembly status of sensor , Check position of sensor bracket ( Center ) ( P4 )
- 4 Check the dc voltage ( SENSOR PCB )  
: PIN 1 : over 4.5V , PIN 2 : below 0.5V , PIN 4 : GND ,  
PIN 3 : Detected Sensor over 4.5V / Non-detected sensor below 0.1V
- 5 Replace SENSOR PCB
- 6 Check the dc voltage ( MAIN PCB / CN8 ) :A/B PIN 11 : Over 4.5V , PIN 12 : Below 0.1V , PIN 15 : GND
- 7 Replace MAIN PCB

PART NAME	CODE	PART NAME	CODE
PHOTO INT-1 PCB ASS'Y	ACIROPCB011	MAIN PCB ASS'Y	AAV20PCB001

2) PUSHER MOTOR ERROR [E.41], PUSHER SENSOR ERROR [E.41]



► SOLUTION : PUSHER MOTOR ERROR [E.41]

- 1 HOW TO TEST TEST MODE → PUSHER MOTOR TEST → SELECT BUTTON → SHOOTING button
- 2 Check if tokens, cards, balls, side token are jamming the pusher plate ( P1 )
- 3 Check connection of motor connector , Check assembly status of motor ( P2,P3 )
- 4 Check the dc voltage ( MAIN PCB / CN8 )  
: A/B PIN 1 : Over 11V , PIN 2 : GND ,
- 5 Replace MOTOR
- 6 Replace MAIN PCB

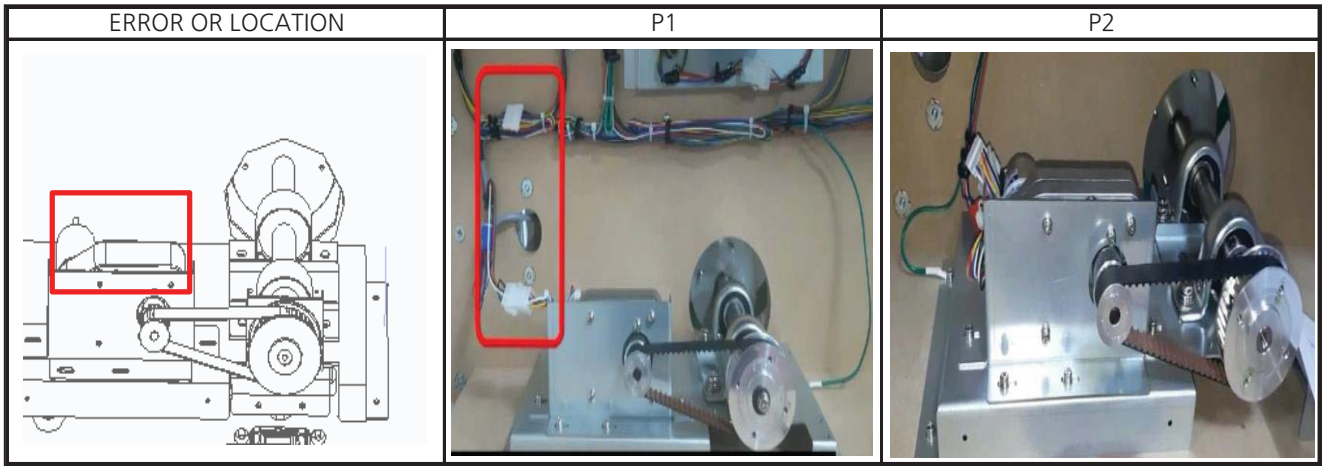
PART NAME	CODE	PART NAME	CODE
MOTOR_BLDC	MZZZ0MOT152	MAIN PCB ASS'Y	AAV20PCB001

► SOLUTION -PUSHER SENSOR ERROR [E.41]

- 1 HOW TO TEST TEST MODE → PUSHER MOTOR TEST → SELECT BUTTON → SHOOTING button  
PLAY FND : Sensor operation status / Detected Sensor : " 1 " / Non-Detected sensor : " 0 "
- 1 Check if tokens, cards, balls, side token are jamming the pusher plate ( P1 )
- 2 Check connection of sensor connector , Check assembly status of sensor ( P4 )
- 3 Check the dc voltage ( SENSOR PCB )  
: PIN 1 : over 4.5V , PIN 2 : below 0.1V , PIN 4 : GND ,  
PIN 3 : Detected Sensor over 4.5V / Non-detected sensor below 0.1V
- 4 Replace SENSOR PCB
- 5 Check the dc voltage ( MAIN PCB / CN8 ) : A/B PIN 3 : Over 4.5V , PIN 4 : Below 0.1V , PIN 6 : GND
- 6 Replace MAIN PCB

PART NAME	CODE	PART NAME	CODE
PHOTO INT-1 PCB ASS'Y	AZZZ0PCB103	MAIN PCB ASS'Y	AAV20PCB001

3) TARGET WHEEL MOTOR & SENSOR ERROR [E.51]



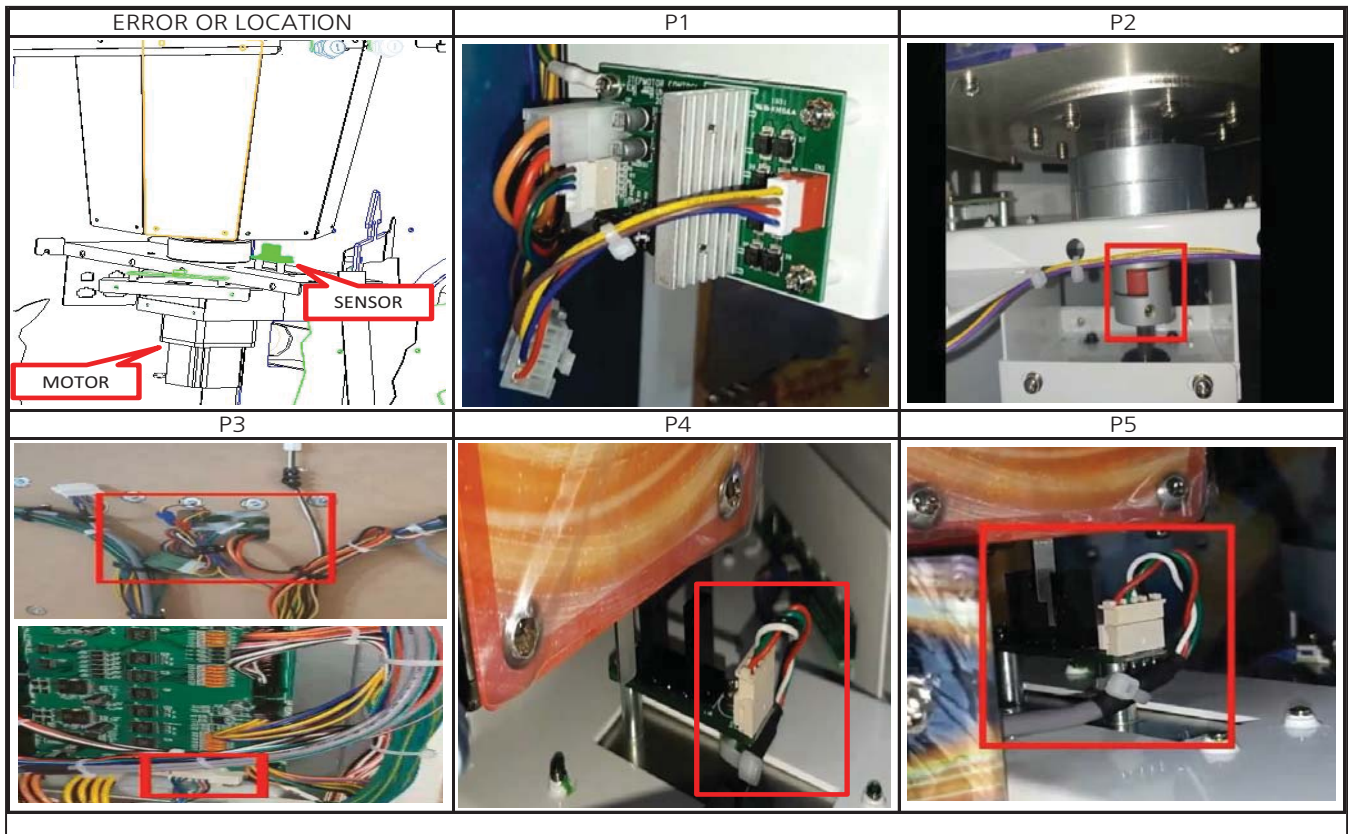
► SOLUTION

- ※ 1 HOW TO TEST MODE → WHEEL MOTOR TEST  
 SELECT button - SHOOTING button -Sensor operation status : First digit of the PLAY FND  
 Detected Sensor : " 1 " / Non-Detected sensor : " 0 "
- 2 Check connection of motor connector ( P1 )
- 3 Check assembly status of belt and motor ( P2 )
- 4 Check the dc voltage ( MAIN PCB / CN12,13 )  
 : PIN 1 : Over 11V , PIN 2 : GND ,
- 5 Replace MOTOR ( The sensor is in the motor,if the sensor is Not detected,replace the motor )
- 6 Replace MAIN PCB

PART NAME	CODE	PART NAME	CODE
MOTOR_BLDC	MZZZ0MOT160	MAIN PCB ASS'Y	AAV20PCB001



4) BIG WHEEL MOTOR ERROR [E.52],BIG WHEEL SENSOR ERROR [E.52]



► SOLUTION : BIG WHEEL MOTOR ERROR [E.52]

- 1 HOW TO TEST : TEST MODE → BIG WHEEL TEST→ SELECT Button → SHOOTING button
- 2 Check connection of motor connector ( P1 )
- 3 Check assembly status of motor ( P2 )
- 4 Check connection of join connector and motor connector ( CN25 ) ( P3 )
- 5 Check DIP SWITCH setting status of step motor control pcb : 1,2,3,5,6 → ON / 4 → OFF
- 6 Replace MOTOR
- 7 Replace STEPPING MOTOR DRIVER PCB ASS'Y
- 8 Replace MAIN PCB

PART NAME	CODE	PART NAME	CODE
STEPPING MOTOR NO WIRE	MZZZ0MOT166	MAIN PCB ASS'Y	AAV20PCB001
STEPPING MOTOR DRIVER PCB ASS'Y	ASBS0PCB001		

► SOLUTION : BIG WHEEL SENSOR ERROR [E.52]

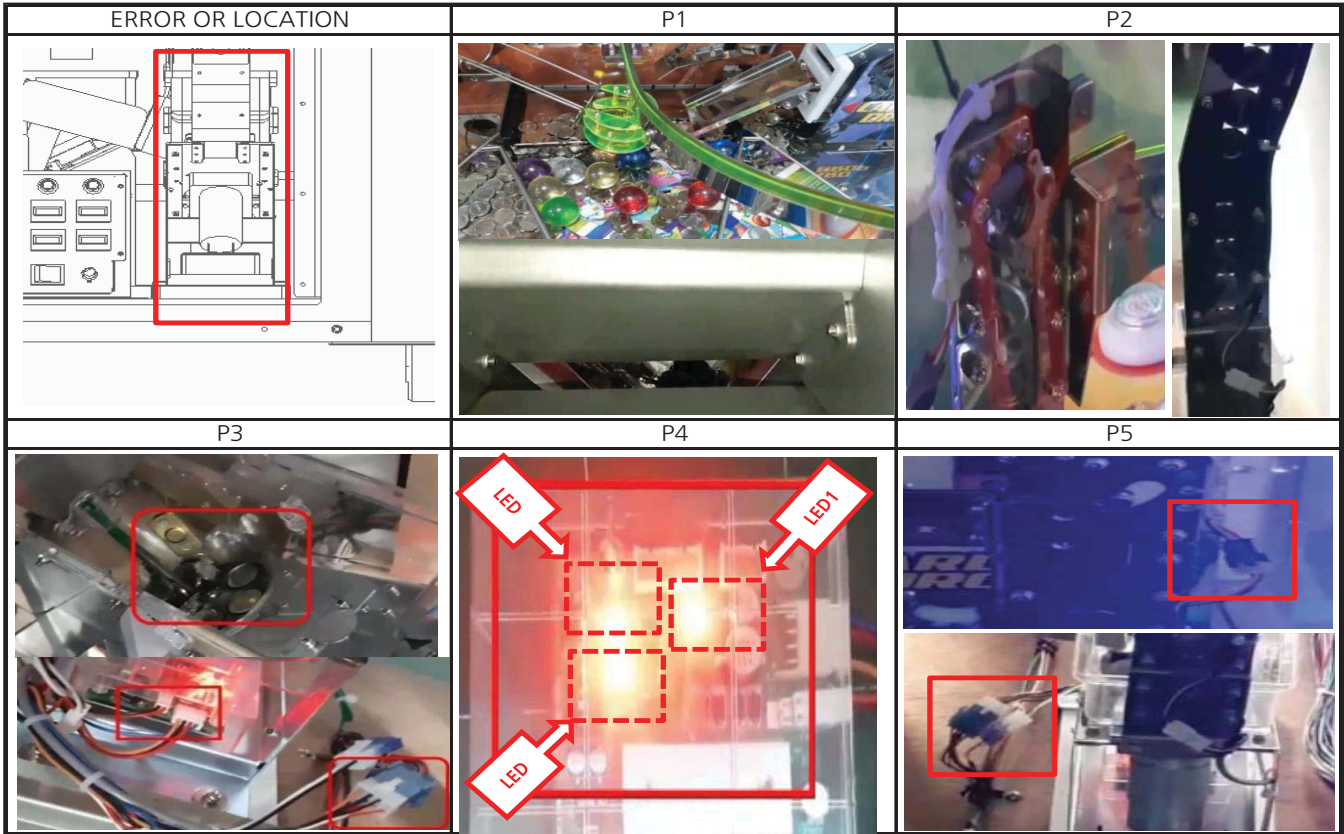
※ 1 HOW TO TEST MODE → BIG WHEEL TEST→ SELECT button →SHOOTING button  
 PLAY FND : Sensor operation status / Detected Sensor : flicker " 0 " / Non-Detected sensor : " 1 "

- 2 Check connection of sensor connector ( P4 )
- 3 Check assembly status of sensor , Check position of sensor bracket ( Center ) ( P5 )
- 4 Check the dc voltage ( SENSOR PCB )  
 : PIN 1 : over 4.5V , PIN 2 : below 0.1V , PIN 4 : GND ,  
 PIN 3 : Detected Sensor over 4.5V / Non-detected sensor below 0.1V
- 5 Replace SENSOR PCB
- 6 Check the dc voltage ( MAIN PCB / CN25 ) : PIN 6 : Over 4.5V , PIN 7 : Below 0.1V , PIN 5 : GND
- 7 Replace MAIN PCB

PART NAME	CODE	PART NAME	CODE
PHOTO INT-1 PCB ASS'Y	AZZZ0PCB103	MAIN PCB ASS'Y	AAV20PCB001



5) FRONT HOPPER MOTOR ERROR [E.61], FRONT HOPPER SENSOR ERROR [E.61]



► SOLUTION : FRONT HOPPER MOTOR ERROR [E.61]

- ※ 1 HOW TO TEST : TEST MODE → FRONT HOPPER TEST → SELECT button → SHOOTING button
- 2 Check the jamming location Token Bridge, Pusher Plate and Conveyor ( P1 )
- 3 Foreign objects inside the HOPPER, Check jamming hopper disk, Check jamming hopper rail ( P2 )
- 4 Check the disk rotation direction, Check connection of motor connector ( P3 )
- 5 Check the operation of HOPPER PCB internal LED1 (lights up during operation), LED2 (flashes when 5V input), LED3 (flashes when 24V is input) ( P4 )
- 6 Check the dc voltage ( HOPPER PCB / JP2 ) : PIN 1 : Over 23V , PIN 2 : GND
- 7 Replace HOPPER PCB
- 8 Check the dc voltage ( MAIN PCB / CN5 ): A/B PIN 1 : Over 23V , PIN 2 : Over 4.5V , PIN 3 : GND
- 9 Replace MAIN PCB

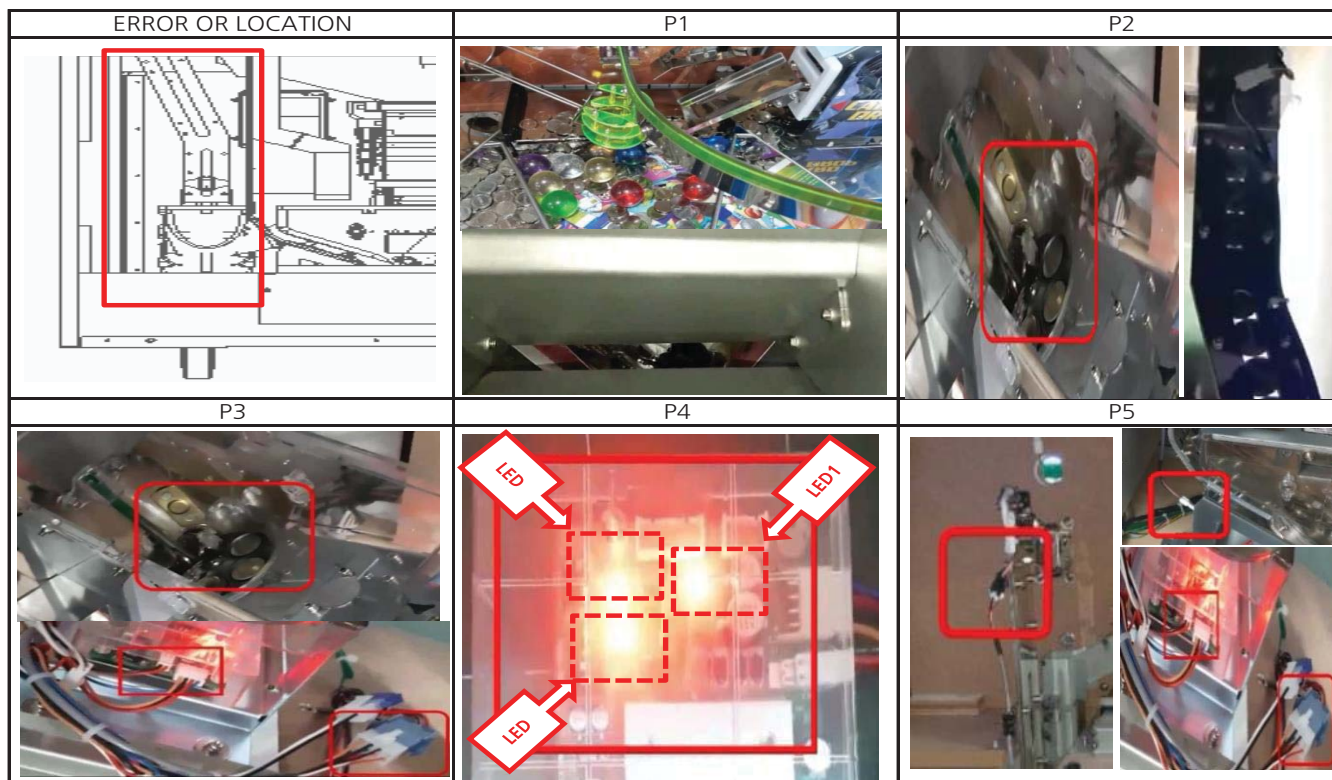
PART NAME	CODE	PART NAME	CODE
ELEVATOR HOPPER PCB ASS'Y	AZZZ0PCB143	MAIN PCB ASS'Y	AAV20PCB001

► SOLUTION : FRONT HOPPER SENSOR ERROR [E.61]

- 1 HOW TO TEST : TEST MODE → FRONT HOPPER TEST → SELECT button → SHOOTING button
- ※ CHECK LIST
- 1 Check the jamming location Token Bridge, Pusher Plate and Conveyor ( P1 )
- 2 Check the jamming launch part exit ( P2 )
- 3 Check the jamming hopper rail ( P2 )
- 4 Check connection of sensor connector ( P5 )
- 5 Check the foreign substances in the sensor part and the assembly status of the launch part (P4)
- 6 Check the dc voltage ( SENSOR ASS'Y ) : PIN 1 : over 4.5V , PIN 3 : GND , PIN 2 : Detected Sensor over 4.5V / Non-detected sensor below 0.1V
- 7 Replace SENSOR PCB
- 8 Replace MAIN PCB

PART NAME	CODE	PART NAME	CODE
ELEVATOR SENSOR ASS'Y	AZZZ0PCB173	MAIN PCB ASS'Y	AAV20PCB001

6) REAR HOPPER MOTOR ERROR [E.62]



► SOLUTION : REAR HOPPER MOTOR ERROR [E.62]

- 1 HOW TO TEST TEST MODE → REAR HOPPER TEST → SELECT button → SHOOTING button
- 2 Check the jamming location Token Bridge, Pusher Plate and Conveyor ( P1 )
- 3 Foreign objects inside the HOPPER, Check jamming hopper disk, Check jamming hopper rail ( P2 )
- 4 Check the disk rotation direction, Check connection of motor connector ( P3 )
- 5 Check the operation of HOPPER PCB internal LED1 ( lights up during operation ), LED2 ( flashes when 5V input ), LED3 ( flashes when 24V is input ) ( P4 )
- 5 Check the dc voltage ( HOPPER PCB / JP2 ) : PIN 1 : Over 23V , PIN 2 : GND
- 6 Replace HOPPER PCB
- 7 Check the dc voltage ( MAIN PCB / CN5 ) : A/B PIN 11 : Over 23V , PIN 12 : Over 4.5V , PIN 13 : GND
- 8 Replace MAIN PCB

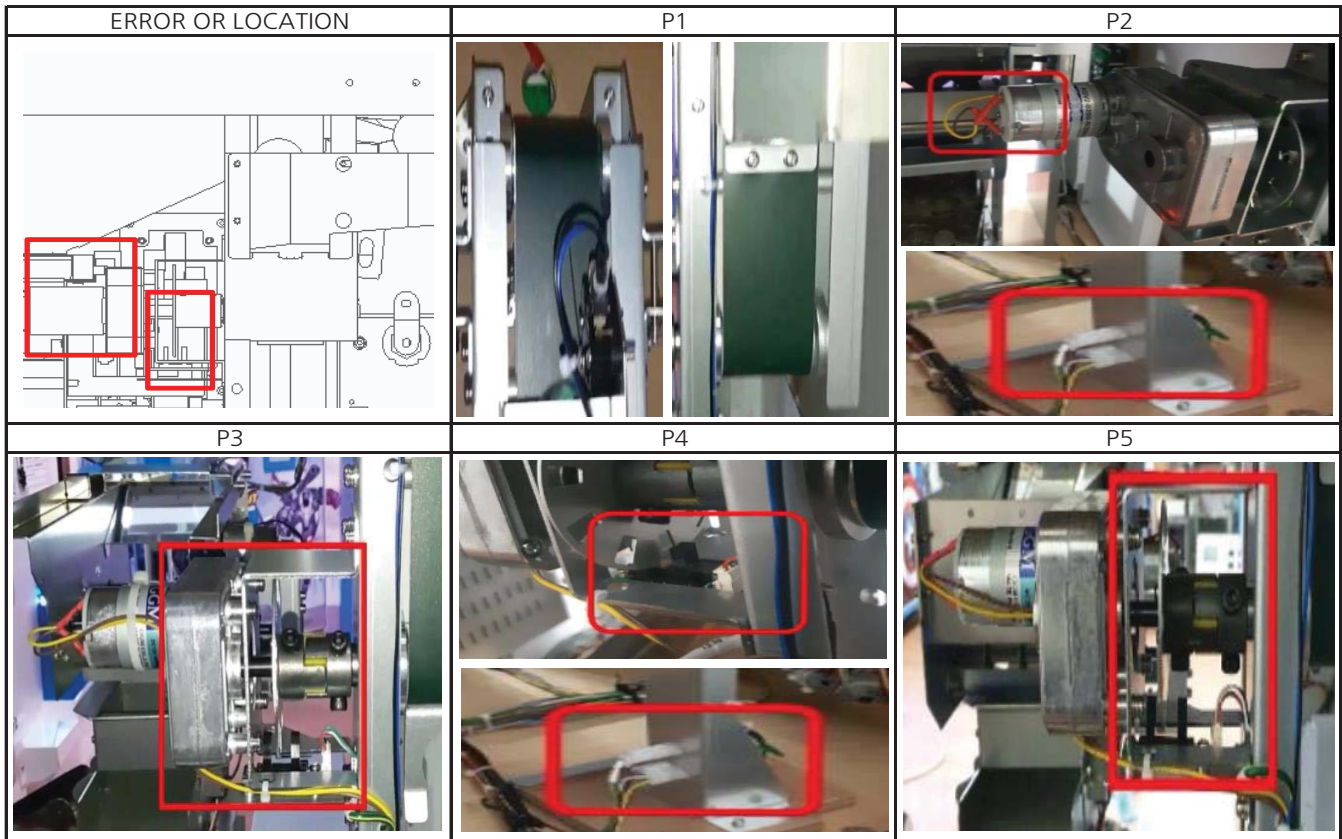
PART NAME	CODE	PART NAME	CODE
ELEVATOR HOPPER PCB ASS'Y	AZZZ0PCB143	MAIN PCB ASS'Y	AAV20PCB001

► SOLUTION : REAR HOPPER SENSOR ERROR [E.62]

- 1 HOW TO TEST TEST MODE → REAR HOPPER TEST → SELECT button → SHOOTING button  
PLAY FND 3rd digit confirms quantity change ( reduced sequentially when sensor is detected )
- 2 Check the jamming location Token Bridge, Pusher Plate and Conveyor ( P1 )
- 3 Check the jamming launch part exit ( P2 ) Check the jamming hopper rail ( P2 )
- 4 Check connection of sensor connector ( P5 )
- 5 Check the foreign substances in the sensor part and the assembly status of the launch part ( P4 )
- 6 Check the dc voltage ( SENSOR ASS'Y ) : PIN 1 : over 4.5V , PIN 3 : GND ,  
PIN 2 : Detected Sensor over 4.5V / Non-detected sensor below 0.1V
- 7 Replace SENSOR PCB
- 8 Replace MAIN PCB

PART NAME	CODE	PART NAME	CODE
ELEVATOR SENSOR ASS'Y	AZZZ0PCB173	MAIN PCB ASS'Y	AAV20PCB001

7) BALL SUPPLY MOTOR ERROR [E.71],BALL SUPPLY SENSOR ERROR [E.71]



► SOLUTION :BALL SUPPLY MOTOR ERROR [E.71]

- 1 HOW TO TEST :TEST MODE → BALL SUPPLY TEST → SELECT button → SHOOTING button
- 2 Check the jamming ball supply rail ,Check for BKT jams during belt drive ( P1 )
- 3 Check connection of motor connector ( P2 )
- 4 Check assembly status of motor ( P3 )
- 5 Check the dc voltage ( MAIN PCB / CN7 ) : A/B PIN 1 : Over 11V , PIN 2 : GND
- 6 Replace MOTOR
- 7 Replace MAIN PCB

PART NAME	CODE	PART NAME	CODE
MOTOR	MZZZ0MOT161	MAIN PCB ASS'Y	AAV20PCB001

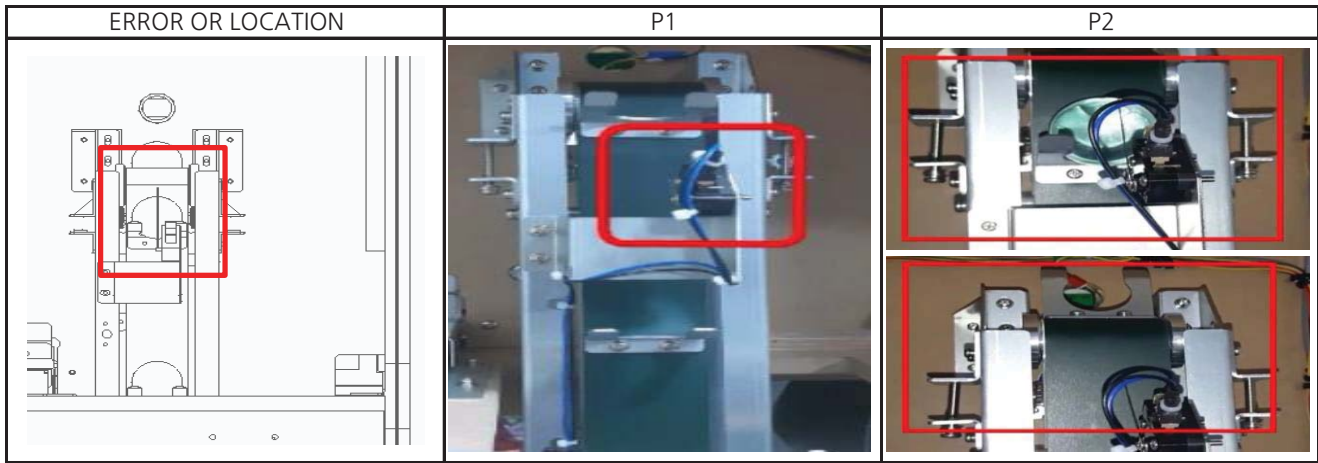
► SOLUTION : BALL SUPPLY SENSOR ERROR [E.71]

- 1 HOW TO TEST :TEST MODE → BALL SUPPLY TEST → SELECT button → SHOOTING button  
: Second digit of the PLAY FND - Detected Sensor : flicker " 1 " / Non-Detected sensor : " 0 "
- 2 Check connection of sensor connector ( P4 )
- 3 Check assembly status of sensor , Check position of sensor bracket ( Center ) ( P5 )
- 4 Check the dc voltage ( SENSOR PCB ) : PIN 1 : over 4.5V , PIN 2 : below 0.1V , PIN 4 : GND ,  
PIN 3 : Detected Sensor over 4.5V / Non-detected sensor below 0.1V
- 5 Replace SENSOR PCB
- 6 Check the dc voltage ( MAIN PCB / CN7 ) : A/B PIN 3 : Over 4.5V , PIN 4 : Below 0.1V , PIN 6 : GND
- 7 Replace MAIN PCB

PART NAME	CODE	PART NAME	CODE
PHOTO INT-1 PCB ASS'Y	AZZZ0PCB103	MAIN PCB ASS'Y	AAV20PCB001



8) BALL SUPPLY SWITCH ERROR [E.72]

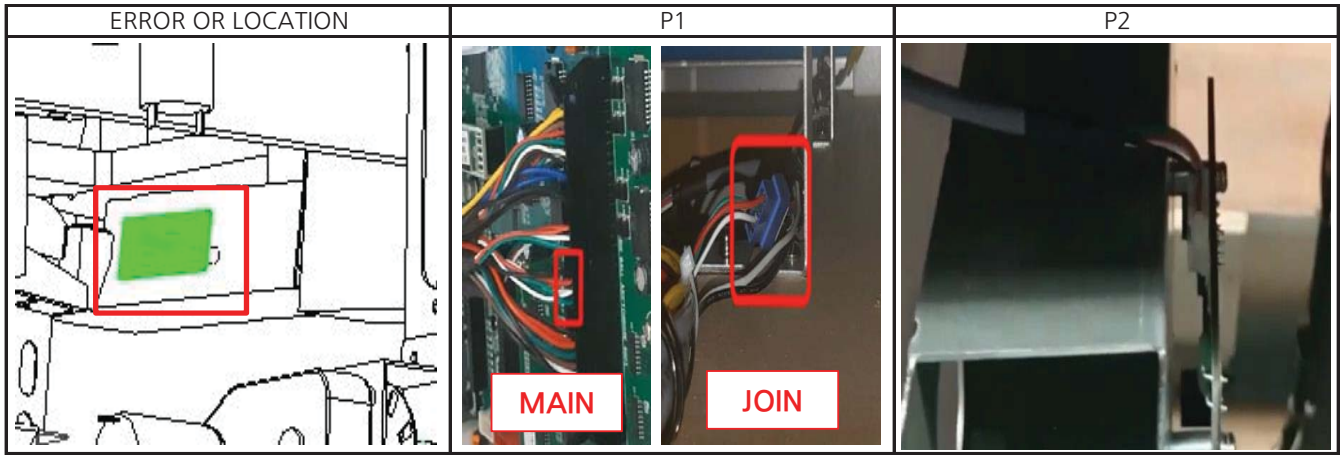


► SOLUTION

- 1 HOW TO TEST :TEST MODE → BALL SUPPLY TEST →SELECT button→ SHOOTING button  
PLAY FND first digit : Sensor operation status / Detected Switch : " 0 " / Non-Detected switch : " 1 "
- 2 Check connection of switch connector and pin connector ( P1 ), SWITCH external status check ( P1 )
- 3 When SWITCH is recognized, it checks whether it was pressed normally, and returns to its original state if not recognized. ( P2 )
- 4 Check the dc voltage ( SWITCH )  
: NO PIN : over 4.5V ( ball is not mounting ) / Below 0.1V ( ball is mounting ) , COM PIN : GND
- 5 Replace SWITCH PCB
- 6 Check the dc voltage ( MAIN PCB / CN7 )  
: A/B PIN 7 : over 4.5V / PIN 9 : GND
- 7 Replace MAIN PCB

PART NAME	CODE	PART NAME	CODE
MICRO SWITCH	MELEOMIC002	MAIN PCB ASS'Y	AAV20PCB001

9) BALL IN SENSOR ERROR [E.73]



► SOLUTION

1 HOW TO TEST :TEST MODE → INPUT TEST

Insert the ball into the inlet and check the sensor operation status at the Speaker sound

2 Check connection of sensor connector ( P1 )

3 Check assembly status of sensor ( P2 )

4 Check the dc voltage ( SENSOR PCB ) : PIN 1 : over 4.5V , PIN 4 : GND ,  
PIN 2 : Detected Sensor over 4.5V / Non-detected sensor below 0.1V

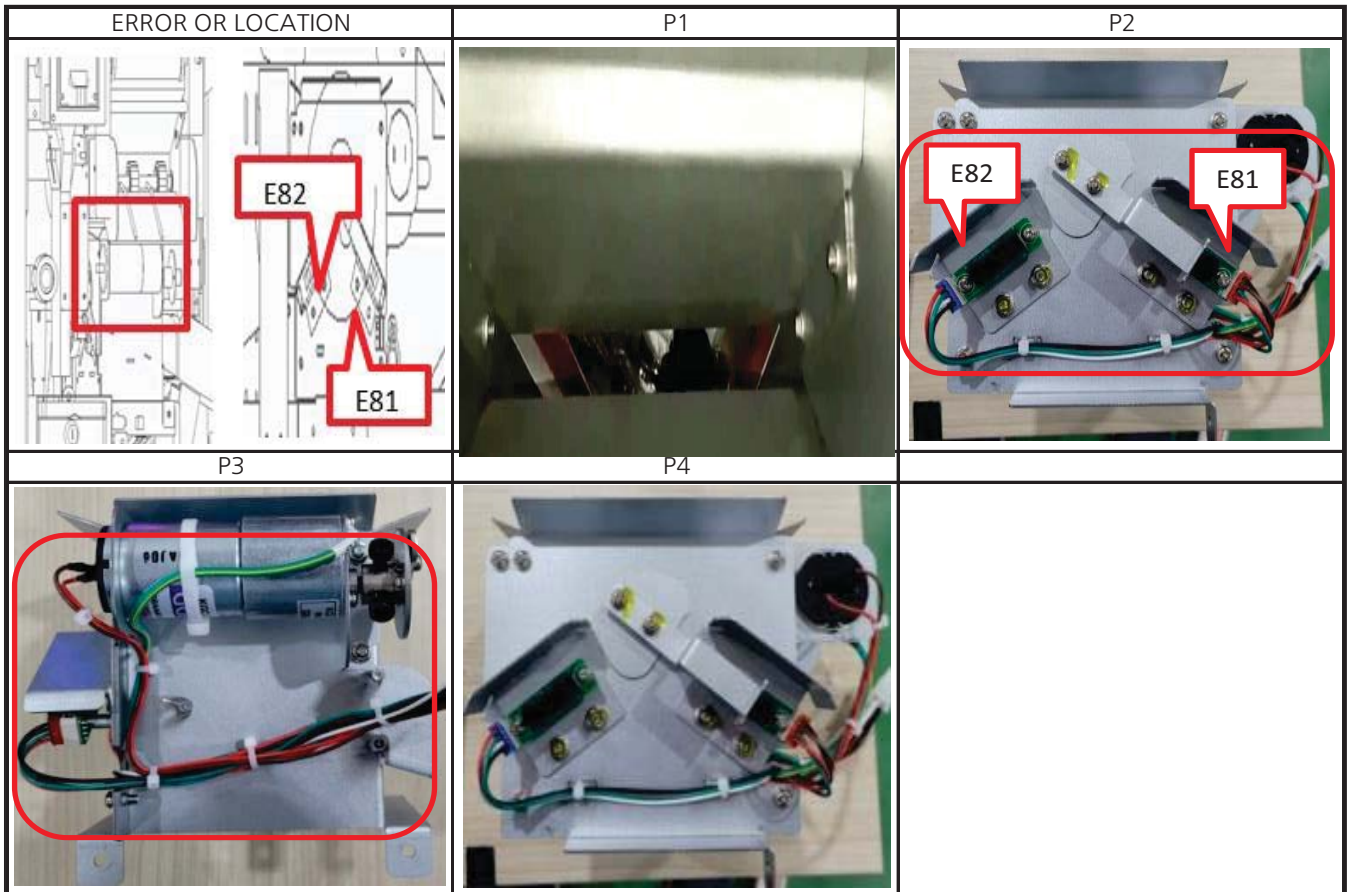
5 Replace SENSOR PCB

6 Check the dc voltage ( MAIN PCB / CN7 ) : A/B PIN 17 : over 4.5V , PIN 18 : Below 0.1V , PIN 12 : GND

7 Replace MAIN PCB

PART NAME	CODE	PART NAME	CODE
CHUTE SENSOR PCB ASS'Y	ASAW0PCB001	MAIN PCB ASS'Y	AAV20PCB001

10) TOKEN BRIDGE MOTOR ERROR [E.81 & 82]



- SOLUTION : TOKEN BRIDGE MOTOR ERROR [E.81 & 82]
- 1 HOW TO TEST TEST MODE → TOKEN BRIDGE TEST → SELECT button → SHOOTING button
  - 2 Check internal JAM by foreign material, card, token ( P1 )
  - 3 Check MOTOR connector connection status ( P3 )
  - 4 Check assembly status ( P3,P4 )
  - 5 voltage check ( MAIN PCB / CN11 ) : A/B PIN 1 : 11V , PIN 2 : GND
  - 6 MOTOR replacement                      7 MAIN PCB replacement

PART NAME	CODE	PART NAME	CODE
MOTOR	MZZZ0MOT173	MAIN PCB ASS'Y	AAV20PCB001

- SOLUTION : TOKEN BRIDGE FRONT SENSOR ERROR [E.81]
- 1 HOW TO TEST : TEST MODE → TOKEN BRIDGE TEST  
PLAY FND : sensor status check / Detected Sensor : " 1 " / Non-Detected sensor : " 0 "
  - 2 Check internal JAM by foreign material, card, token ( P1 )
  - 3 SENSOR PCB wiring connection and connector connection status check ( P2 )
  - 4 Check the sensor assembly status ( P4 )
  - 5 voltage check ( SENSOR PCB ) : PIN 1 : 4.5V, PIN 2 : 0.1V, PIN 4 : GND ,  
PIN 3 : Detected Sensor over 4.5V / Non-detected sensor below 0.1V
  - 5 SENSOR PCB replacement
  - 6 voltage check ( MAIN PCB / CN7 ) : A PIN 23: Over 4.5V , PIN 24: Below 0.1V, PIN 27: GND
  - 7 MAIN PCB replacement

PART NAME	CODE	PART NAME	CODE
PHOTO INT-1 PCB ASS'Y	ACIROPCB011	MAIN PCB ASS'Y	AAV20PCB001

► SOLUTION : TOKEN BRIDGE REAR SENSOR ERROR [E.82]

1 HOW TO TEST : TEST MODE → TOKEN BRIDGE TEST

PLAY FND : sensor status check / Detected Sensor : " 1 " / Non-Detected sensor : " 0 "

2 Check internal JAM by foreign material, card, token ( P1 )

3 SENSOR PCB wiring connection and connector connection status check ( P2 )

4 Check the sensor assembly status ( P4 )

5 voltage check ( SENSOR PCB ) : PIN 1 : 4.5V, PIN 2 : 0.1V, PIN 4 : GND ,

PIN 3 : Detected Sensor over 4.5V / Non-detected sensor below 0.1V

4 SENSOR PCB replacement

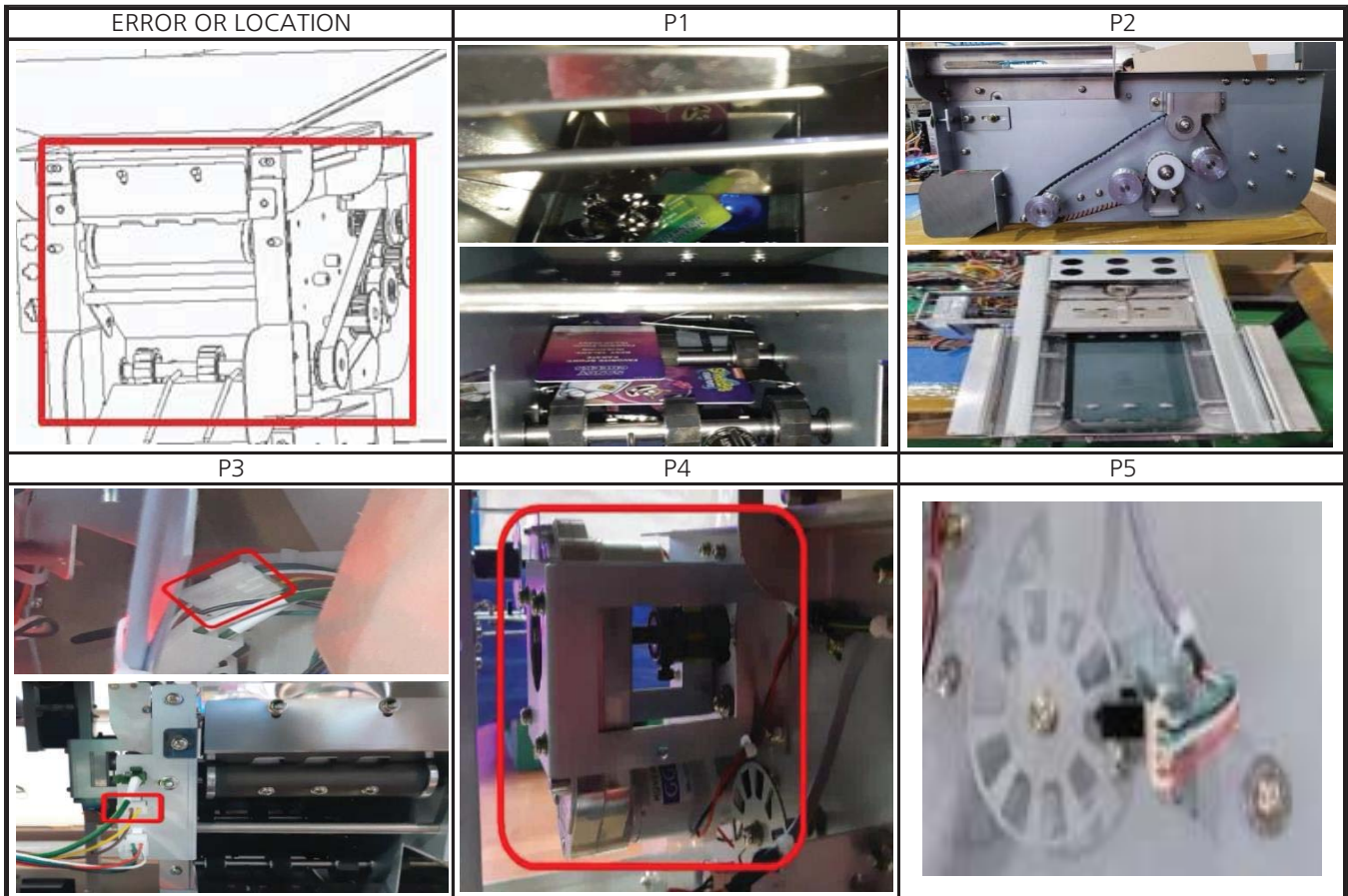
5 voltage check ( MAIN PCB / CN7 ) : B PIN 23: Over 4.5V , PIN 24: Below 0.1V, PIN 27: GND

6 MAIN PCB replacement

PART NAME	CODE	PART NAME	CODE
PHOTO INT-1 PCB ASS'Y	ACI90PCB011	MAIN PCB ASS'Y	AAV20PCB001



11) CONVEYER MOTOR ERROR [E.91],CONVEYER SENSOR ERROR [E.91]



► SOLUTION : CONVEYER MOTOR ERROR [E.91]

- 1 HOW TO TEST TEST MODE → CONVEYER TEST→ SELECT button→ SHOOTING button
- 2 Check internal JAM by TOKEN , CARD , BALL ( P1 )
- 3 TIMING BELT , MAIN BELT Check for abnormalities ( P2 )
- 4 Check MOTOR connector connection status ( P3 )
- 5 Check the assembly status of the equipment and check whether the parts are deformed ( P4 )
- 6 voltage check ( MAIN PCB / CN11 ) : A/B PIN 1: Over 11V , PIN 2: GND
- 7 MOTOR replacement
- 8 MAIN PCB replacement

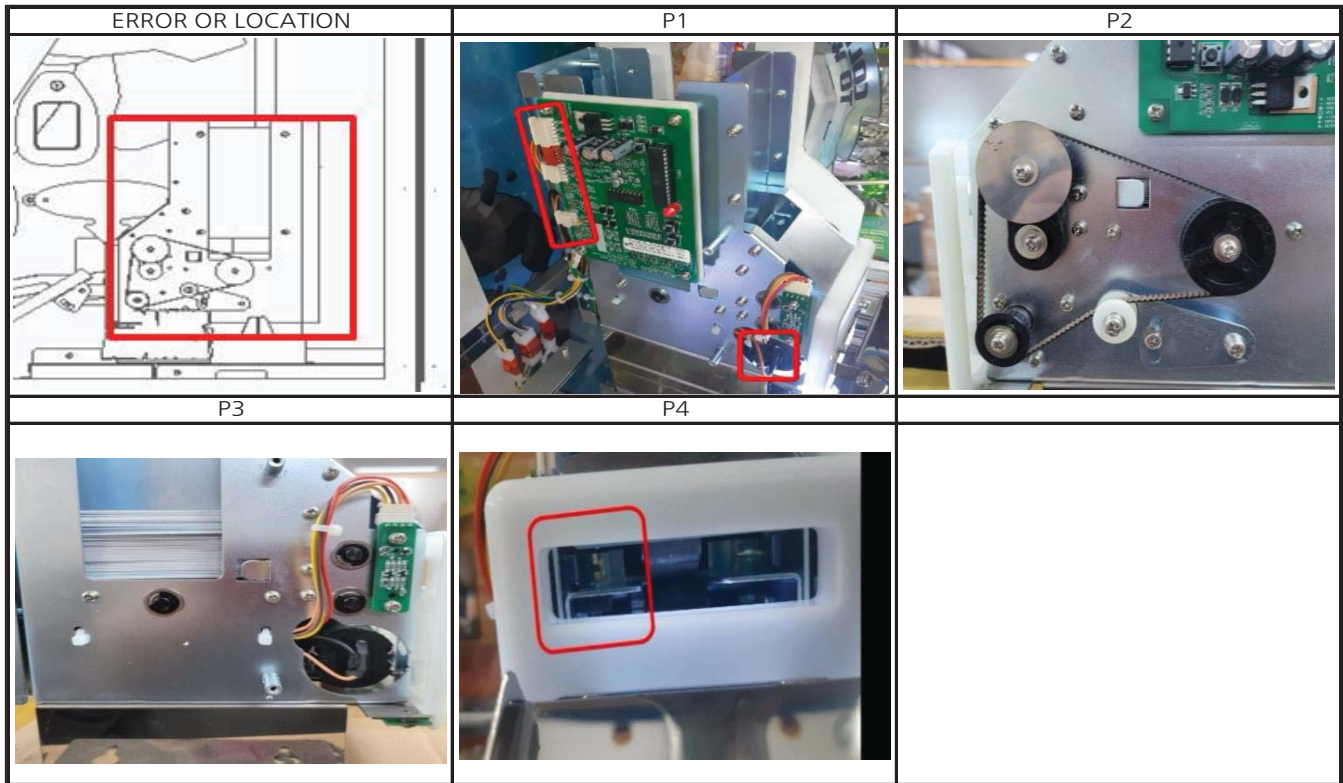
PART NAME	CODE	PART NAME	CODE
MOTOR	MZZZ0MOT168	MAIN PCB ASS'Y	AAV20PCB001

► SOLUTION :CONVEYER SENSOR ERROR [E.91]

- 1 HOW TO TEST MODE → CONVEYER TEST
- 2 Check the sensor status of PLAY FND:When detected: " 1 " / When not detected: " 0 "
- 3 Check internal JAM by TOKEN , CARD , BALL ( P1 )
- 4 SENSOR PCB wiring connection and connector connection status check ( P3 )
- 5 Check the sensor assembly status, check the sensor check bracket position (center) ( P5 )
- 6 voltage check ( SENSOR PCB ) : PIN 1: Over 4.5V, PIN 2: Below 0.1V, PIN 4: GND ,  
PIN 3 : Detected Sensor over 4.5V / Non-detected sensor below 0.1V
- 7 SENSOR PCB replacement
- 8 voltage check ( MAIN PCB / CN6 ) : A/B PIN 14 : Over 4.5V, PIN 15 : below 0.1V, PIN 17 : GND
- 9 MAIN PCB replacement

PART NAME	CODE	PART NAME	CODE
PHOTO INT-1 PCB ASS'Y	AZZZ0PCB103	MAIN PCB ASS'Y	AAV20PCB001

12) CARD DISPENSER MOTOR ERROR [E.c1],CARD DISPENSER SENSOR ERROR [E.c1]



▶ SOLUTION : CARD DISPENSER MOTOR ERROR [E.c1]

- 1 HOW TO TEST TEST MODE → CARD DISPEN TEST → SELECT button →SHOOTING button
- 2 Check MOTOR connector connection status ( P3 )
- 3 Check assembly status ( P2,P3 )
- 4 Check operation status ( P 2 )
- 5 voltage check ( CARD DISPENSER PCB / CN7 ) : PIN 5 : 11V 이상 , PIN 2 : GND
- 6 voltage check ( CARD DISPENSER PCB / CN1 ) : PIN 1 : GND , PIN 3 : 11V 이상
- 7 MOTOR replacement
- 8 voltage check ( MAIN PCB / CN9 ) : A/B PIN 1,2 : Over 11V , PIN 5,6 : GND
- 9 MAIN PCB replacement

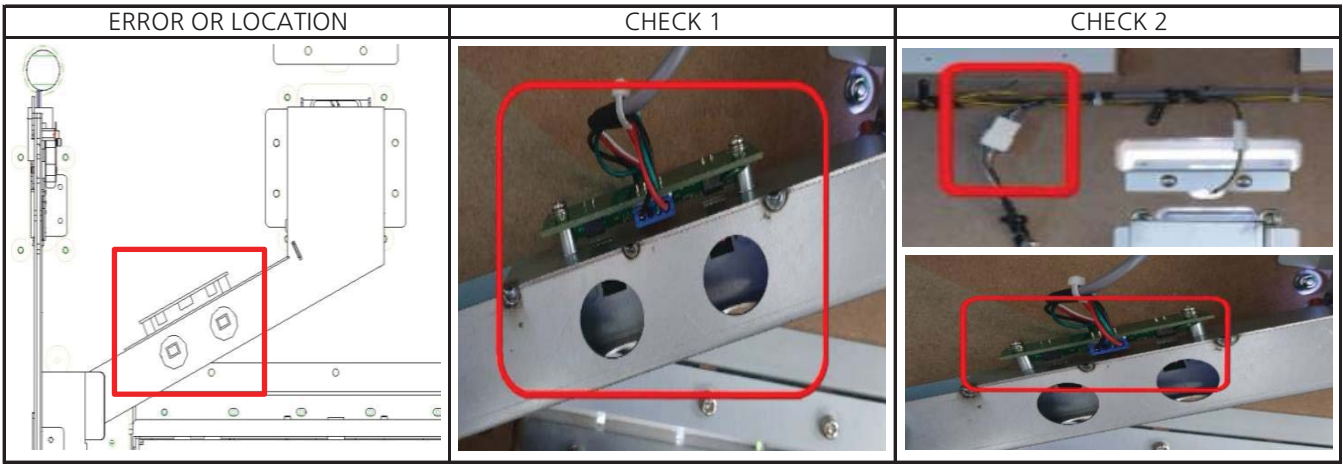
PART NAME	CODE	PART NAME	CODE
MOTOR	MZZZ0MOT089	MAIN PCB ASS'Y	AAV20PCB001

▶ SOLUTION : CARD DISPENSER SENSOR ERROR [E.c1]

- 1 HOW TO TEST TEST MODE → CARD DISPEN TEST → SELECT button →SHOOTING button  
Check the sensor status of PLAY FND:When detected: " 0 " / When not detected: " 1 "
- 2 SENSOR PCB wiring connection and connector connection status check ( P1 )
- 3 Check the sensor assembly status and check the sensor bracket hole and sensor position( P3,P4)
- 4 voltage check ( SENSOR PCB ) : PIN 1: Over 4.5V , PIN 2: Below 0.1V, PIN 4: GND ,  
PIN 3 : Detected Sensor over 4.5V / Non-detected sensor below 0.1V
- 5 SENSOR REPLACEMENT
- 6 voltage check(CARD DISPENSER PCB/CN5 ) : PIN 1: Over 4.5V, PIN 2: Below 0.1V, PIN 3: GND
- 7 CARD DISPENSER PCB replacement
- 8 voltage check ( MAIN PCB / CN9 ) : A/B PIN 1,2 : Over 11V , PIN 5,6 : GND
- 9 MAIN PCB replacement

PART NAME	CODE	PART NAME	CODE
PHOTO INT-1 PCB ASS'Y	AZZZ0PCB103	MAIN PCB ASS'Y	AAV20PCB001

13) TOKEN SUCCESS SENSOR ERROR



► SOLUTION

※ 1 HOW TO TEST TEST MODE → INPUT TEST

TICKET FND 2ND,3RD DIGIT : sensor operation status / detected: " 0 " / When not detected: " \_ "

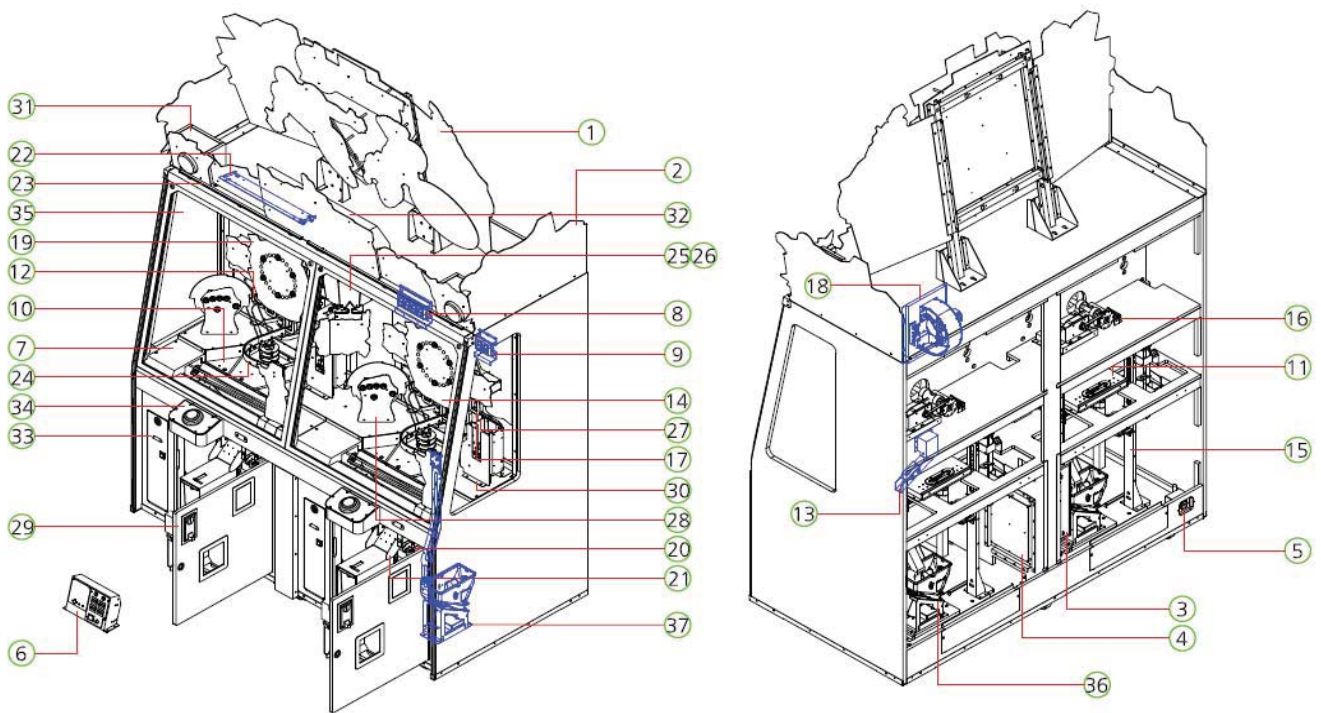
- 2 Check if sunlight penetrates into the sensor area ( P1 )
- 3 SENSOR PCB wiring connection and connector connection status check ( P2 )
- 4 Check the sensor assembly status, check the presence of foreign substances inside ( P1 )
- 5 voltage check ( SENSOR PCB ) : PIN 1: Over 4.5V , PIN 3: Below 0.1V, PIN 4: GND ,  
PIN 2 : Detected Sensor below 0.1V / Non-detected sensor over 4.5V
- 6 SENSOR PCB replacement
- 7 voltage check ( MAIN PCB / CN12,13 ) : 1P CN12 / 2P CN13 ( PIN 8: Over 4.5V, PIN 12: GND )
- 8 MAIN PCB replacement

PART NAME	CODE	PART NAME	CODE
CHUTE SENSOR PCB ASS'Y	ASAW0PCB001	MAIN PCB ASS'Y	AAV20PCB001



## 8 EXPLODED VIEW

### ► FULL DESCRIPTION

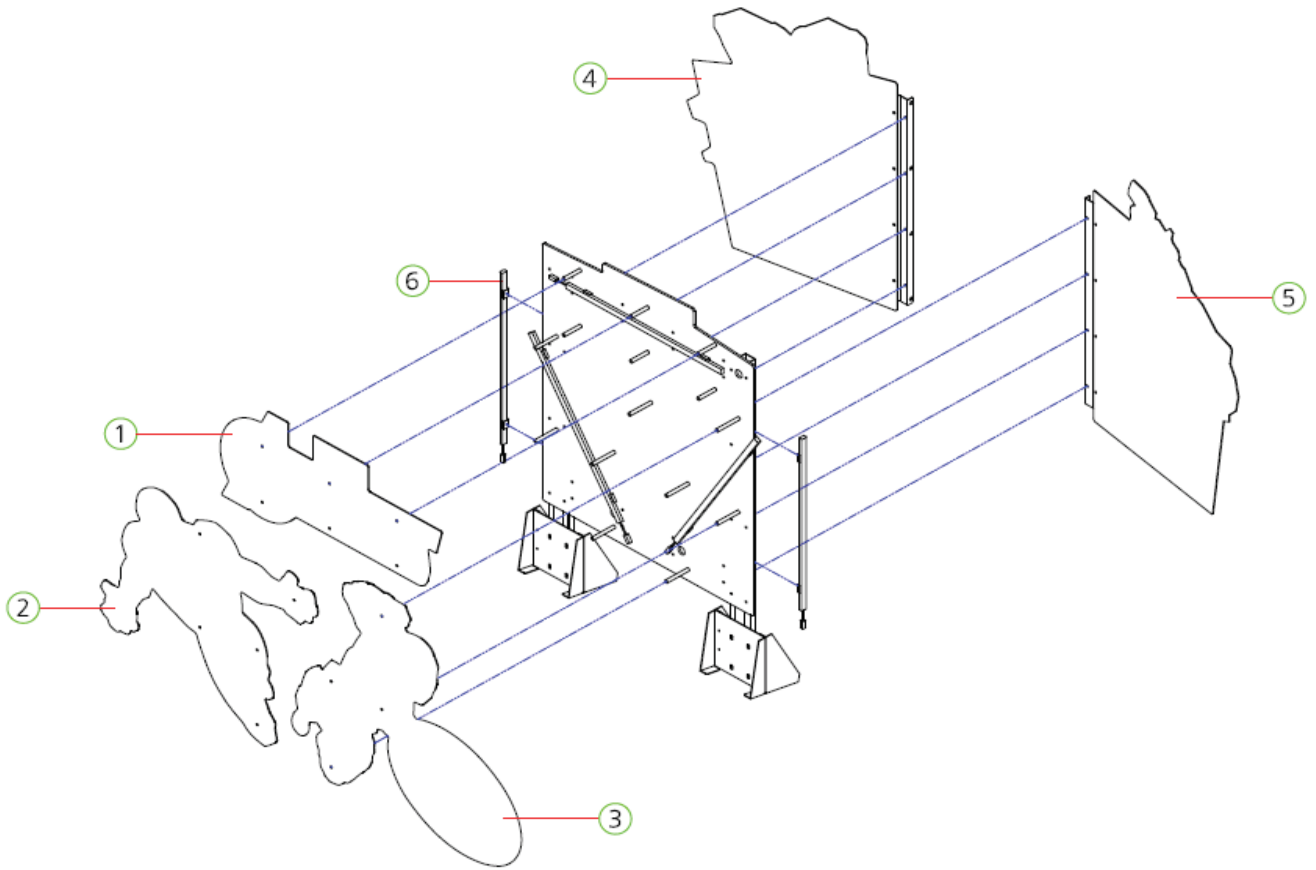


NO	PART NAME	Q'TY	PAGE	NO	PART NAME	Q'TY	PAGE
1	BILLBOARD PART	1	p32	20	TOKEN BRIDGE PART	2	p41
2	BI_C SIDE DECO ACRYL - L, R PART	2	p32	21	MEDAL ROLLER PART	2	p42
3	SMPS PART	1	p33	22	TOP LED LAMP PART	2	p43
4	MAIN BOARD PART	1	p33	23	GLASS DOOR TIP SUPT-A PART	2	p43
5	AC INPUT PART	1	p33	24	COIN SHOOTING RAIL PART	2	p43
6	CONTROLL PANEL PART	1	p34	25	BIG WHEEL LIGHTING PCB PART	1	p43
7	BIG BALL OUTLET SENSOR PART	2	p34	26	BIG WHEEL PART	1	p44
8	TICKET FND PCB PART	2	p34	27	B_S WIN OUTLET COVER ACRYL PART	2	p45
9	TOCKEN FND PCB PART	2	p34	28	GAUNTLET DECO PART	2	p45
10	PUSHER PANEL BASE PART	2	p35	29	FRONT DOOR PART	2	p45
11	MOVING PUSHER PART	2	p35	30	CARD DISPENSER PART	2	p46
12	BIG BALL INLET GUIDE RAIL PART	2	p36	31	SPEAKER BOX - L, R PART	2	p47
13	WHEEL COIN INLET RAIL PART	2	p36	32	BILLBOARD MAIN BOX PART	2	p47
14	TARGET WHEEL LIGHTING PCB PART	2	p36	33	TICKETDISPENSER PART	2	p47
15	BIG BALL ELEVATOR PART	2	p37	34	BUTTON PANEL PART	2	p48
16	TARGET WHEEL MOTOR PART	2	p37	35	FRONT DOOR GLASS PART	2	p48
17	TARGET WHEEL PART	2	p38	36	MEDAL EV HOPPER - FRONT	2	p49
18	SLOT WHEEL PART	2	p39	37	MEDAL EV HOPPER - REAR	2	p50
19	TARGET WHEEL DECO COVER PART	2	p40	38	THANOS DECO PART	2	p51

BI\_C = BILLBOARD CABINET, B\_ = BONUS

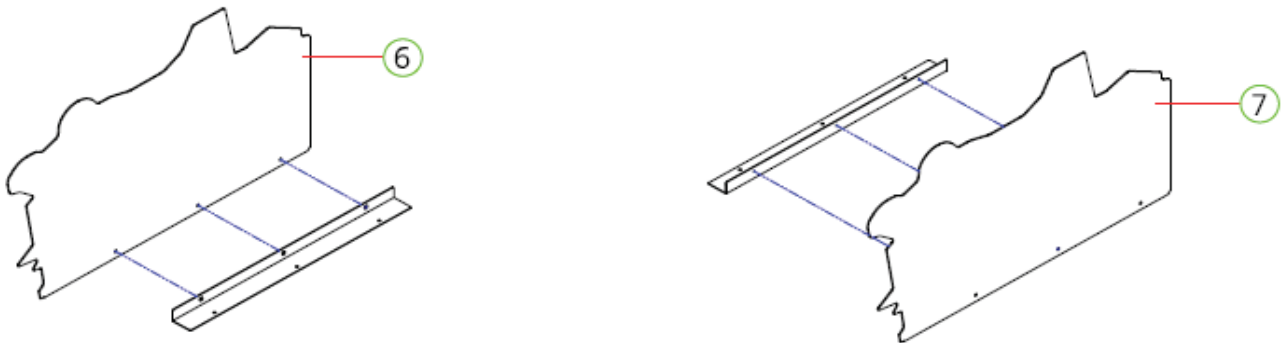
► DETAILED EXPLANATION

1) BILLBOARD TOTAL PART



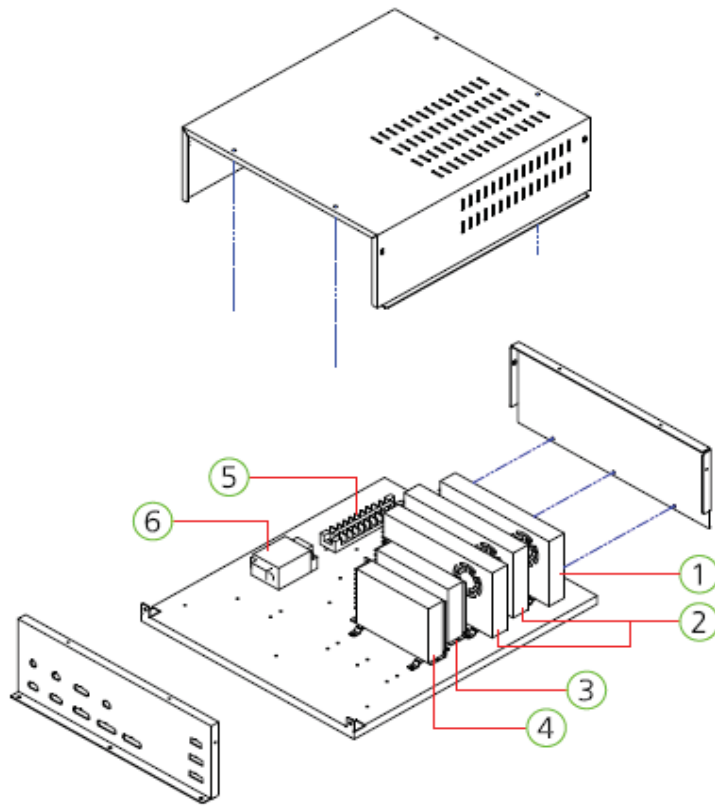
NO	PART NAME	SPEC	Q'TY	CODE NO
1	BILLBOARD DECO MAIN COVER-A	PET 2T	1	AAV20ACP015
2	BILLBOARD DECO MAIN COVER-B	PET 2T	1	AAV20ACP016
3	BILLBOARD DECO MAIN COVER-C	PET 2T	1	AAV20ACP017
4	BILLBOARD DECO MAIN SIDE-L	PET 2T	1	AAV20ACP013
5	BILLBOARD DECO MAIN SIDE-R	PET 2T	1	AAV20ACP012
6	LED BAR PCB ASS'Y	460mm	5	AZZZ0PCB124

2) BILLBOARD CABINET SIDE DECO ACRYL-L, R PART



NO	PART NAME	SPEC	Q'TY	CODE NO
1	BILLBOARD CABINET SIDE DECO ACRYL-L	PET 2T	1	AAV20ACP018
2	BILLBOARD CABINET SIDE DECO ACRYL-R	PET 2T	1	AAV20ACP019

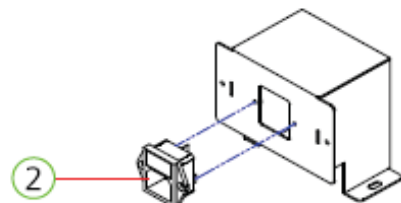
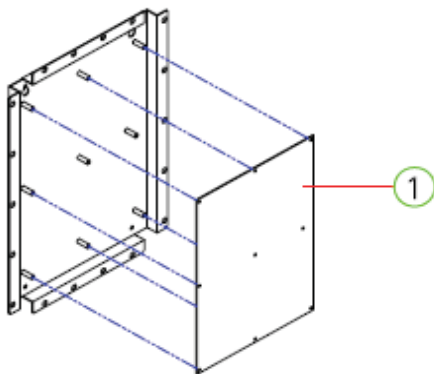
3) SMPS PART



NO	PART NAME	SPEC	Q'TY	CODE NO
1	POWER SMPS	LRS 150F-5	1	MELEOSMP096
2	POWER SMPS	RSP-320-12	2	MELEOSMP109
3	POWER SMPS	RSP-320-24	1	MELEOSMP089
4	POWER SMPS	LRS 150-24	1	MELEOSMP092
5	TERMINAL BLOCK	250V 10P UL_CE	1	MELE0TEB003
6	NOISE FILTER	RNS-2010	1	MELE0NOI009

4) MAIN BOARD PART

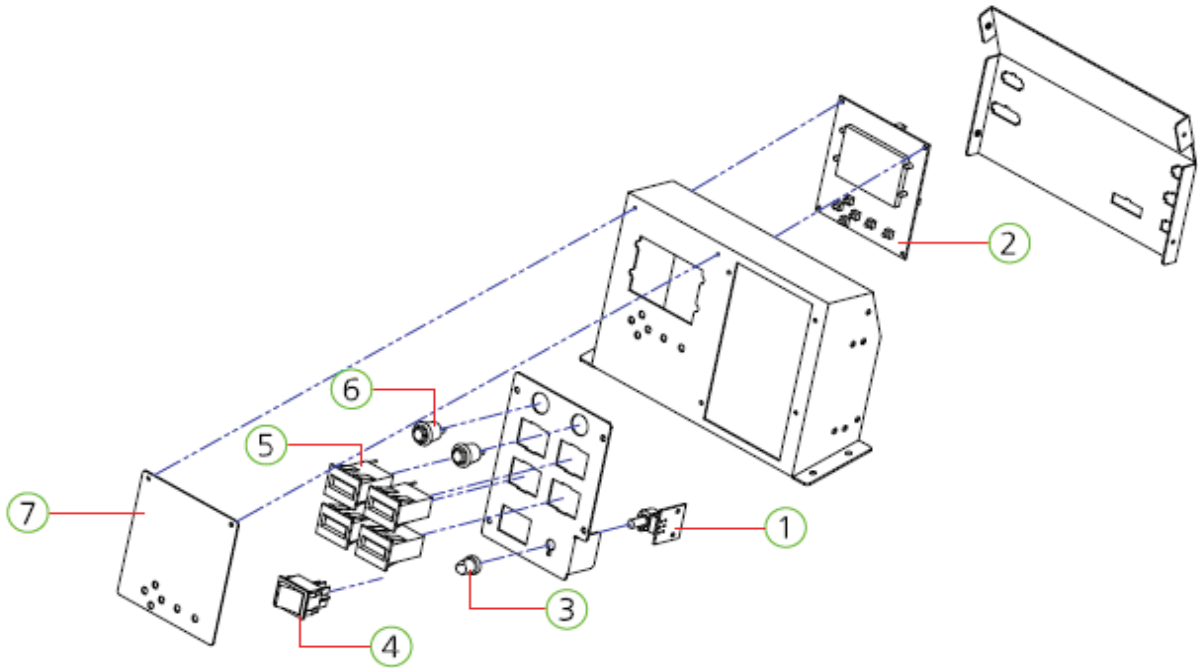
5) AC INPUT PART



NO	PART NAME	SPEC	Q'TY	CODE NO
1	MAIN BOARD PCB ASS'Y	-	1	AAV20PCB001
2	AC INPUT	DAC013H	1	MELE0SWI015

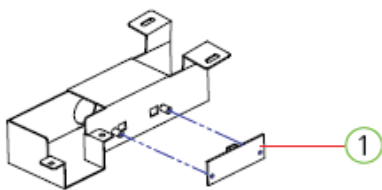


6) CONTROL PANEL PART

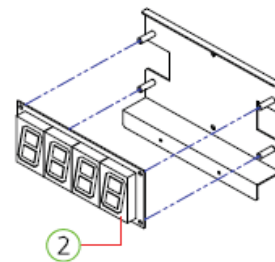


NO	PART NAME	SPEC	Q'TY	CODE NO
1	VOLUME PCB ASS'Y	-	1	AHM20PCB016
2	SETUP LCD PCB ASS'Y	-	1	AZZZ0PCB113
3	VOLUME KNOB	-	1	MELEOVOL007
4	POCKER SWITCH	R595KDF	1	MELE0SWI021
5	COUNTER	AMMC-712(OA127CL)	4	MZZZ0COU002
6	PUSH BUTTON SWITCH	DS-412R	2	MELE0PUS006
7	CONTROL PANEL COVER ACRYL	-	1	ASPG0ACP022

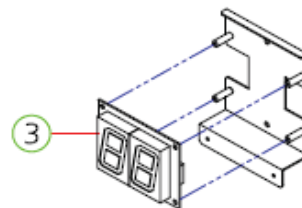
7) BIG BALL OUTLET SENSOR PART



8) TICKET FND PCB PART

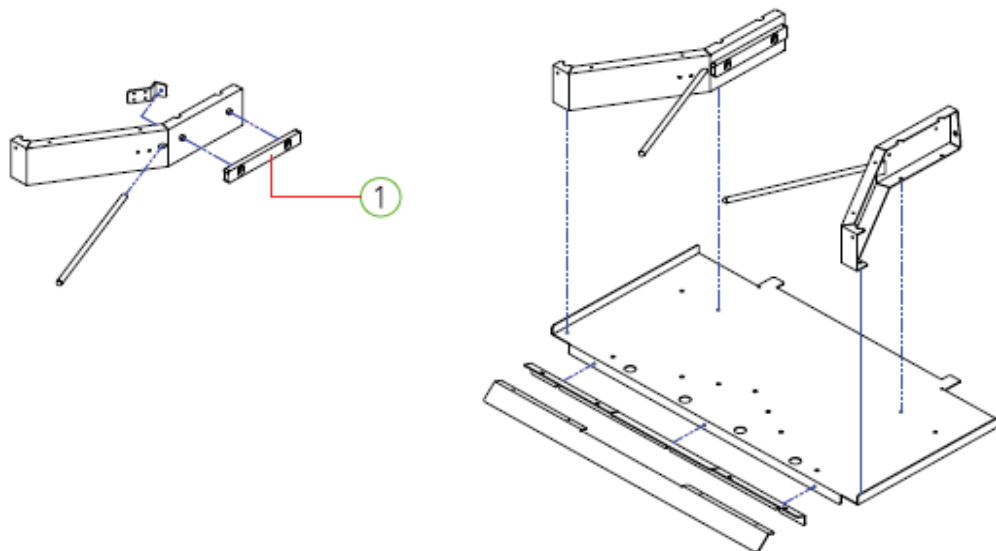


9) TOKEN FND PCB PART



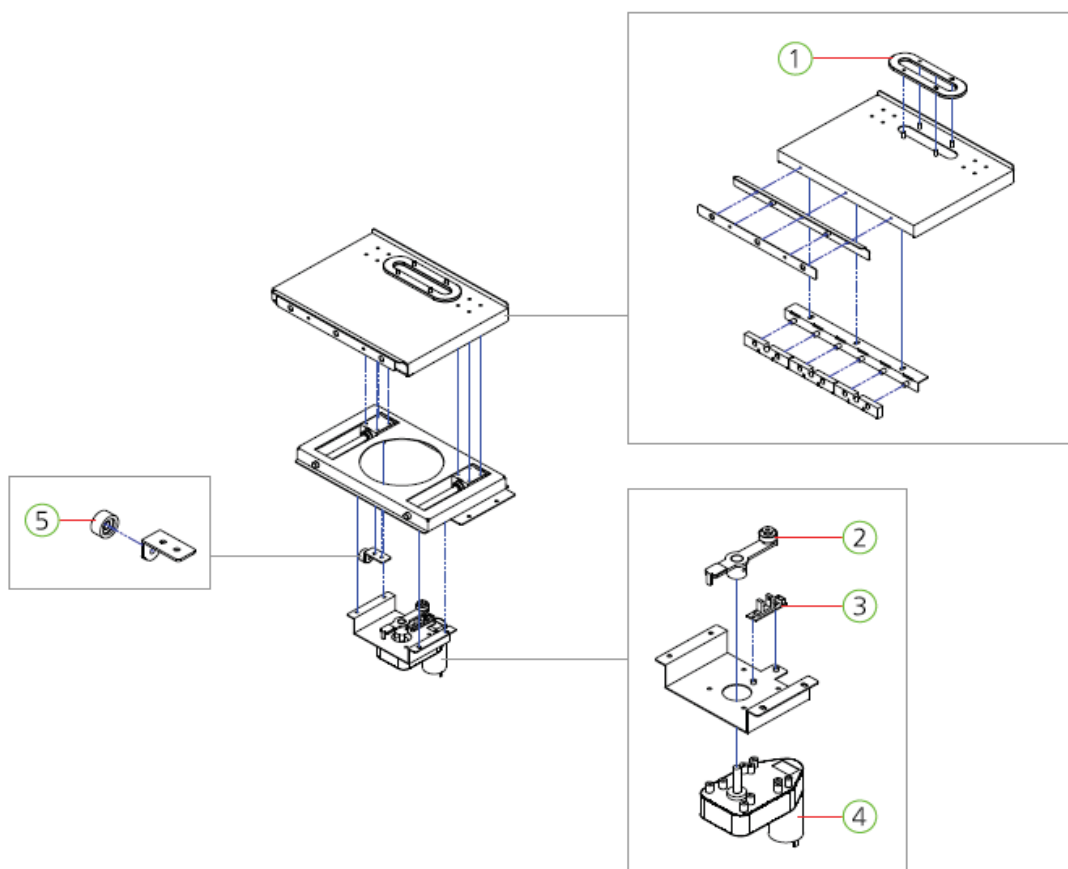
NO	PART NAME	SPEC	Q'TY	CODE NO
1	CHUTE SENSOR PCB ASS'Y	-	1	ASAW0PCB001
2	FND PCB ASS'Y	3856-4(STRAIGHT)	1	AFND0PCB007
3	FND PCB ASS'Y	3856-2(STRAIGHT)	1	AFND0PCB006

10) PUSHER PANEL BASE PART



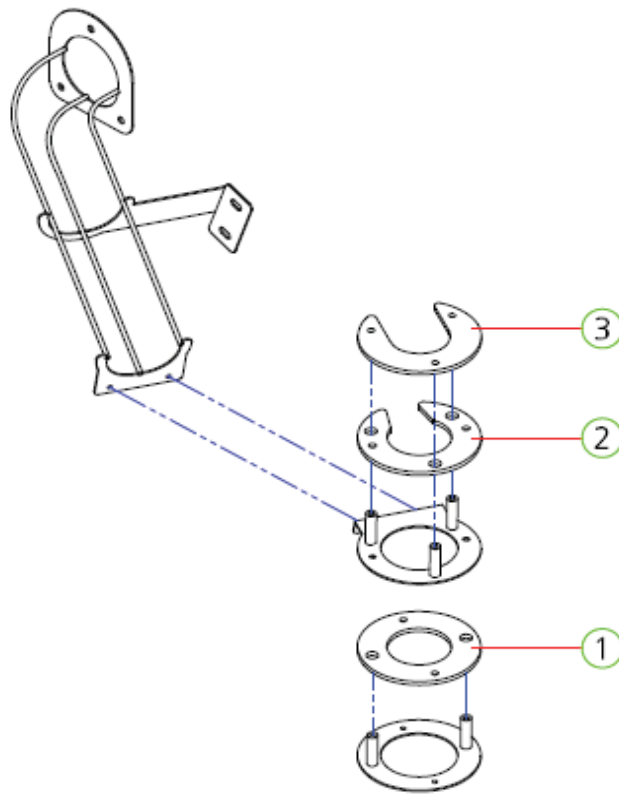
NO	PART NAME	SPEC	Q'TY	CODE NO
1	SIDE PAYOUT GUIDE MOLD	-	2	MDCC0PLA010

11) MOVING PUSHER PART



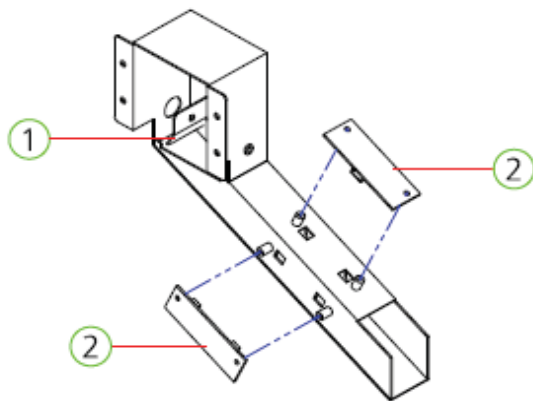
NO	PART NAME	SPEC	Q'TY	CODE NO
1	MOVING PUSHER ROTATE GUIDE	ACRYL-5t	1	MAV20ACR010
2	BEARING	626ZZ	1	MZZZ0BEA087
3	PHOTO-INT1(ANGLE) PCB ASS'Y	ANGLE TYPE	1	AZZZ0PCB103
4	MOTOR	KGV2-0350-NB3640S1	1	MZZZ0MOT152
5	PUSHER BEARING	696ZZ	4	MSBP0PRO002

12) BIG BALL INLET GUIDE RAIL PART

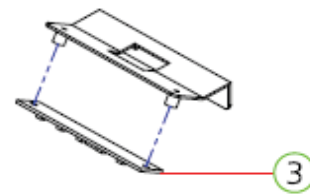


NO	PART NAME	SPEC	Q'TY	CODE NO
1	BIG BALL INLET GUIDE RAIL ACRYL-C	PC-3t	1	MAV20ACR043
2	BIG BALL INLET GUIDE RAIL ACRYL-B	PC-3t	1	MAV20ACR042
3	BIG BALL INLET GUIDE RAIL ACRYL-A	PC-3t	1	MAV20ACR041

13) WHEEL COIN INLET RAIL PART

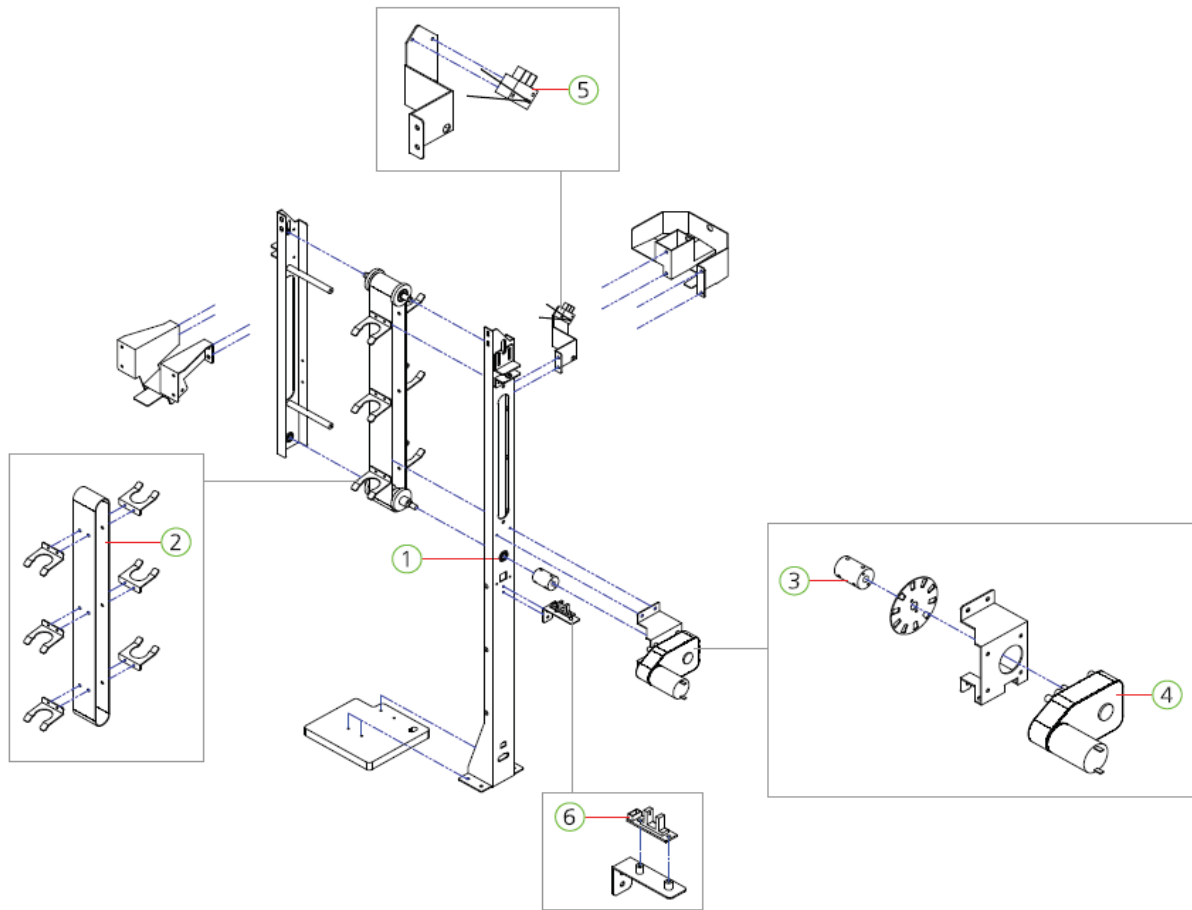


14) TARGET WHEEL LIGHTING PCB PART



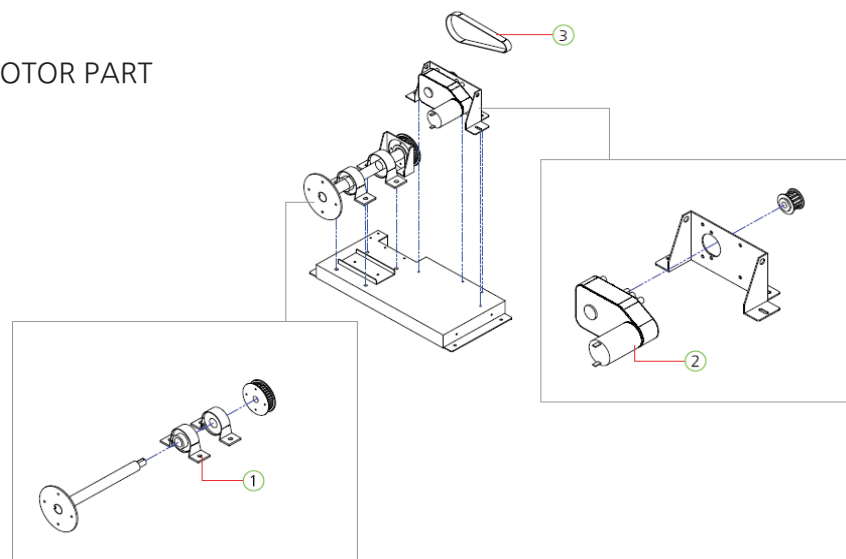
NO	PART NAME	SPEC	Q'TY	CODE NO
1	WHEEL COIN INLET RAIL ACRYL	PC-1t	1	MAV20ACR007
2	CHUTE SENSOR PCB ASS'Y	IR SENSOR	2	ASAW0PCB001
3	LED PCB ASS'Y	ANGLE TYPE	1	AMUM0PCB005

15) BIG BALL ELEVATOR PART



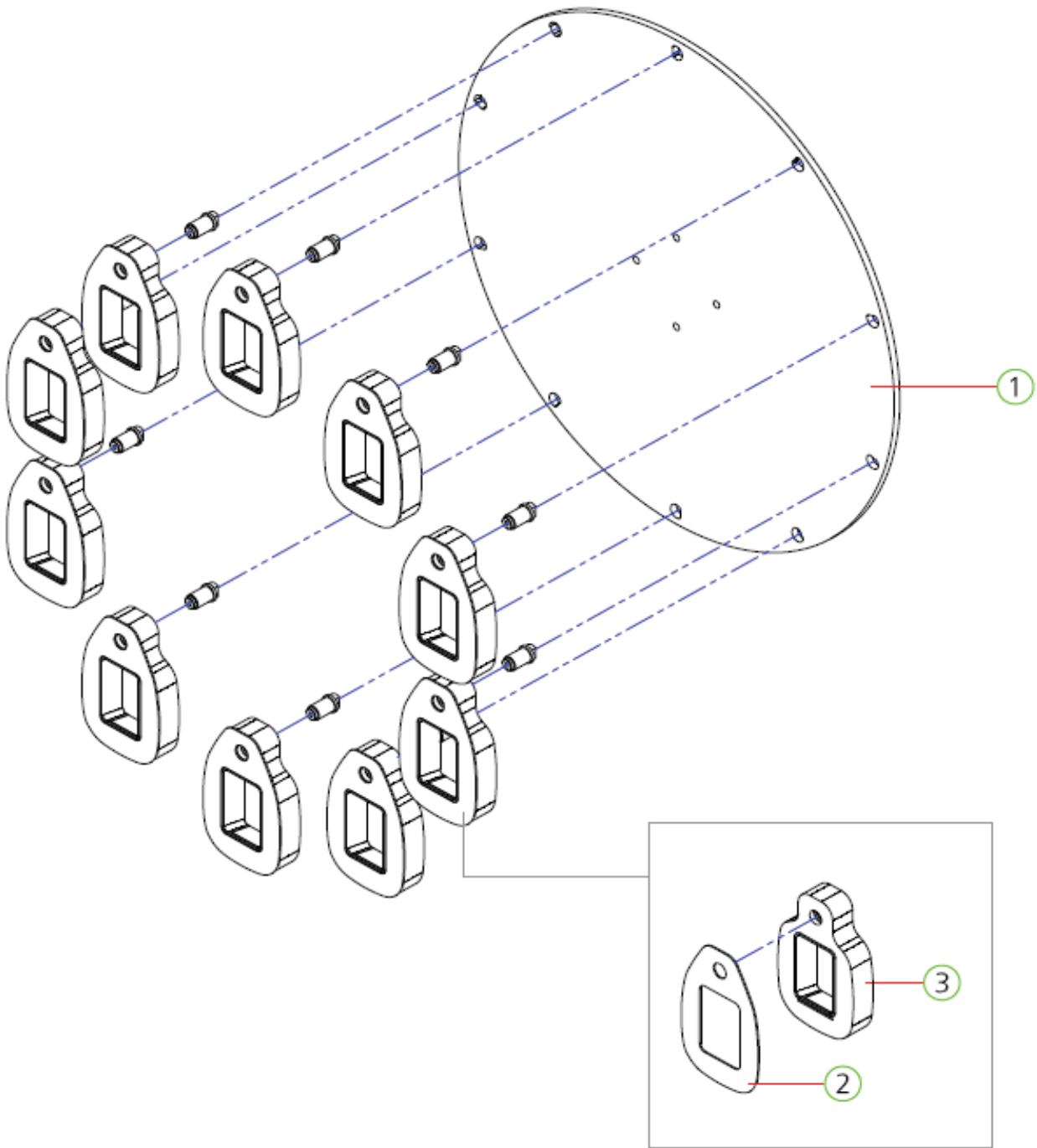
NO	PART NAME	SPEC	Q'TY	CODE NO
1	MOVING PUSHER ROTATE GUIDE	ACRYL-5t	1	MAV20ACR010
2	BEARING	626ZZ	1	MZZZ0BEA087
3	PHOTO-INT1(ANGLE) PCB ASS'Y	ANGLE TYPE	1	AZZZ0PCB103
4	MOTOR	KGV2-0350-NB3640S1	1	MZZZ0MOT152
5	PUSHER BEARING	696ZZ	4	MSBP0PRO002

16) TARGET WHEEL MOTOR PART



NO	PART NAME	SPEC	Q'TY	CODE NO
1	MOVING PUSHER ROTATE GUIDE	ACRYL-5t	1	MAV20ACR010
2	BEARING	626ZZ	1	MZZZ0BEA087
3	PHOTO-INT1(ANGLE) PCB ASS'Y	ANGLE TYPE	1	AZZZ0PCB103

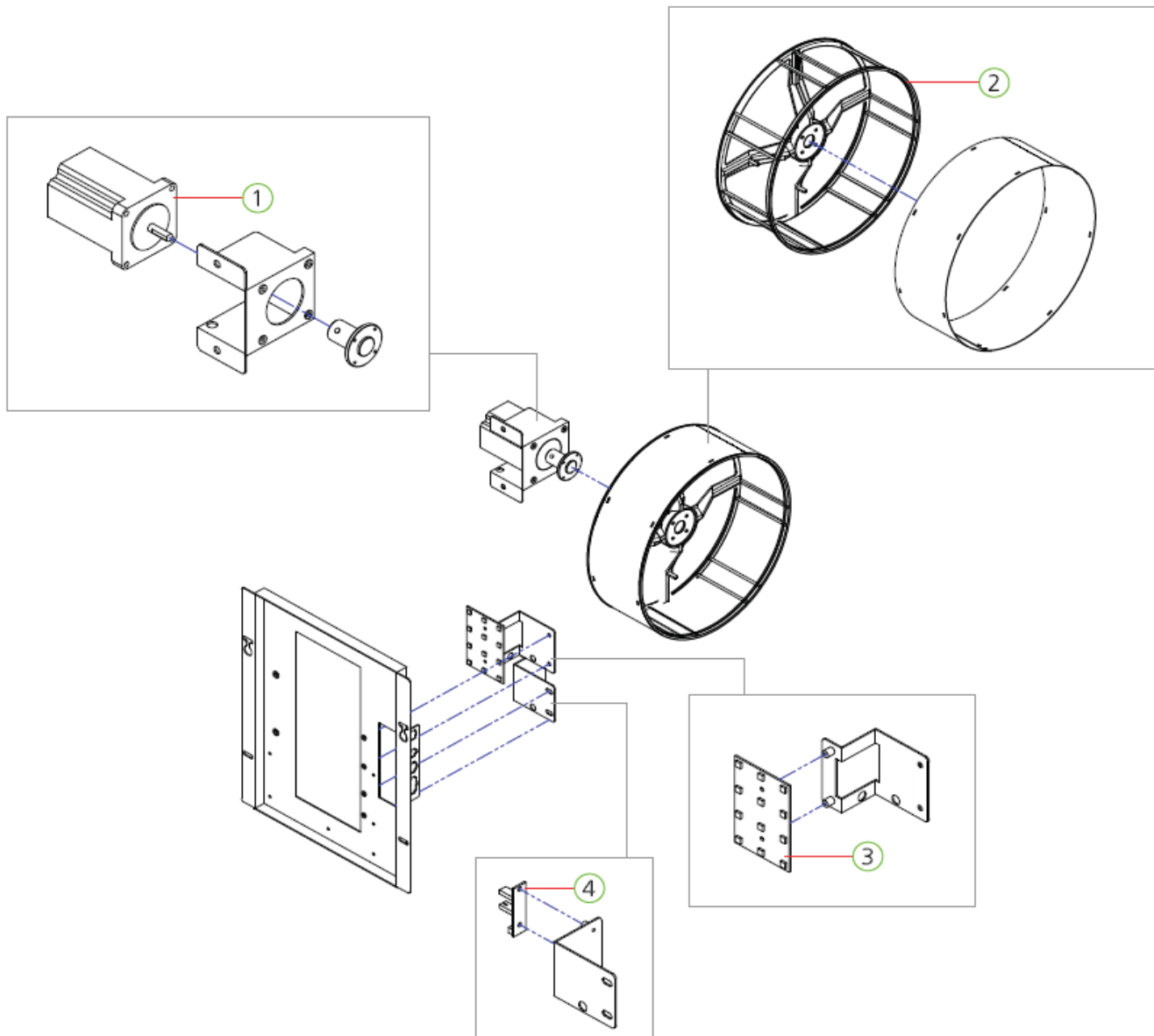
17) TARGET WHEEL PART



NO	PART NAME	SPEC	Q'TY	CODE NO
1	TARGET WHEEL BASE ACRYL	ACRYL-5t	1	MAV20ACR008
2	TARGET COVER ACRYL	PC-1t	10	AAV20ACP022
3	TARGET MOLD	ABS-2t	10	MAV20PLA001

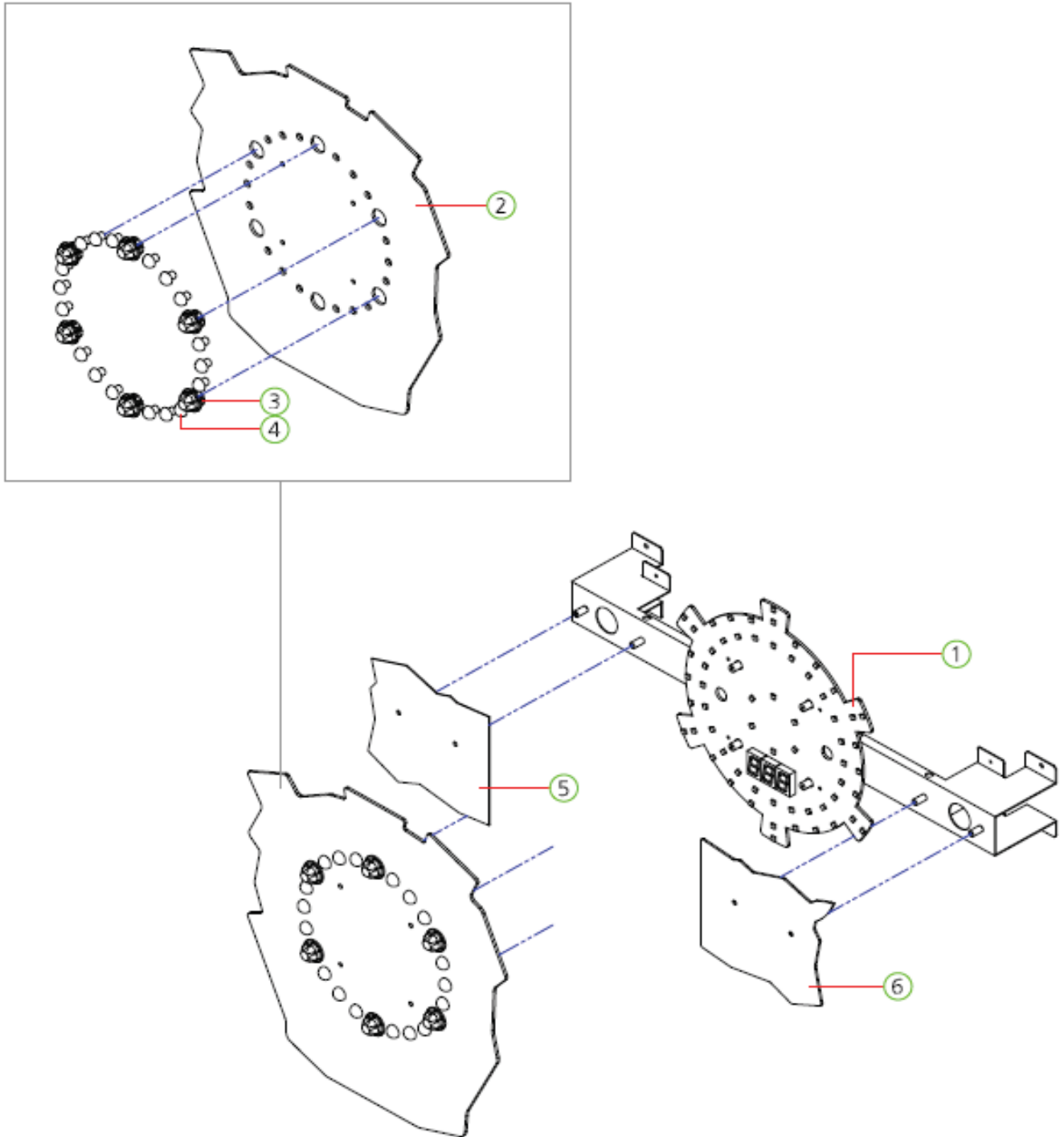


18) SLOT WHEEL PART



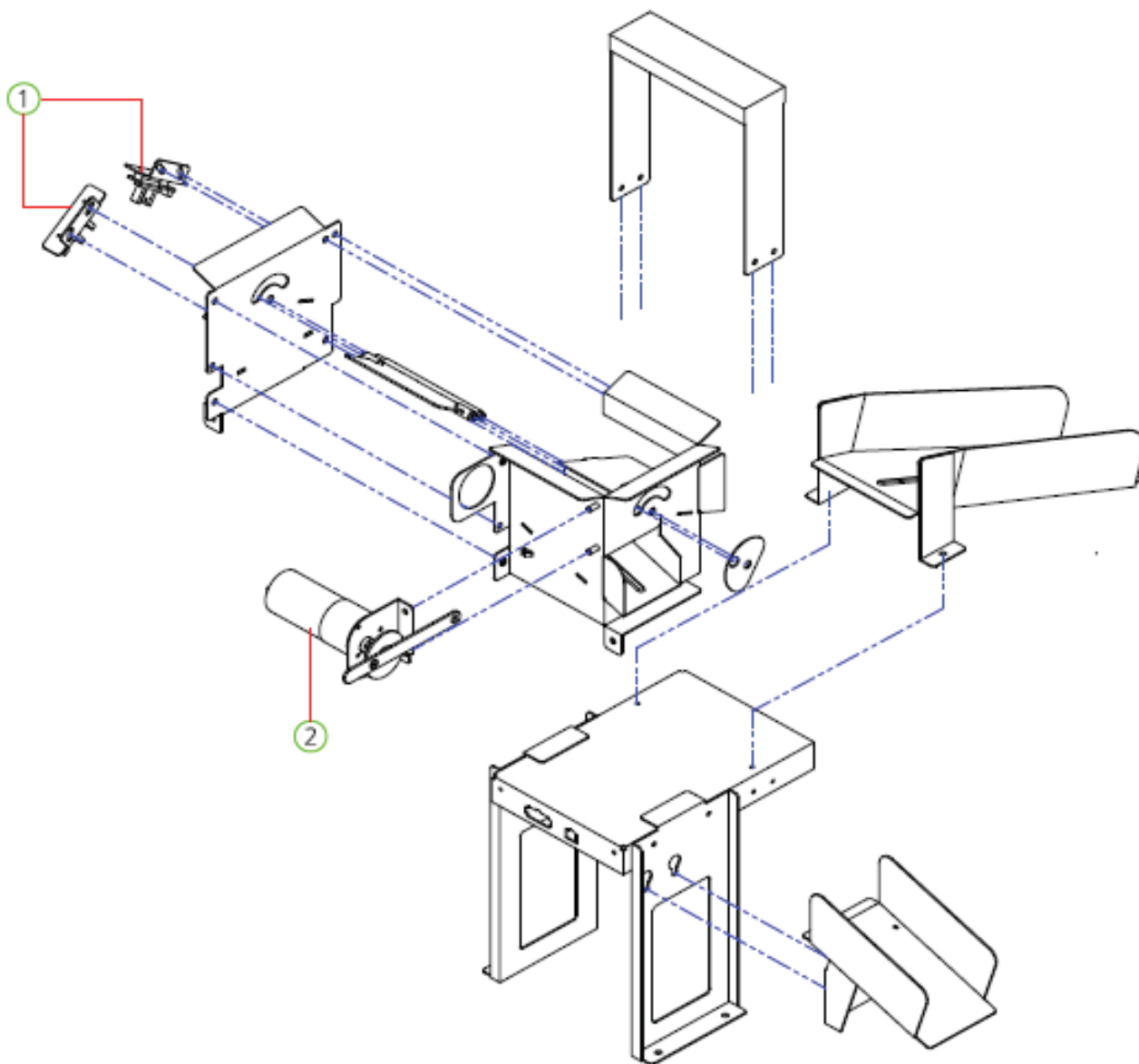
NO	PART NAME	SPEC	Q'TY	CODE NO
1	SETEPPING MOTOR	4S56Q-08576S	1	MZZ0MOT167
2	SLOT WHEEL MOLD	-	1	MAV20PLA002
3	NEW BONUS SPIN LED PCB ASS'Y	-	1	AAV20PCB003
4	PHOTO INT-1 PCB ASS'Y	-	1	ACIROPCB011

19) TARGET WHEEL DECO COVER PART



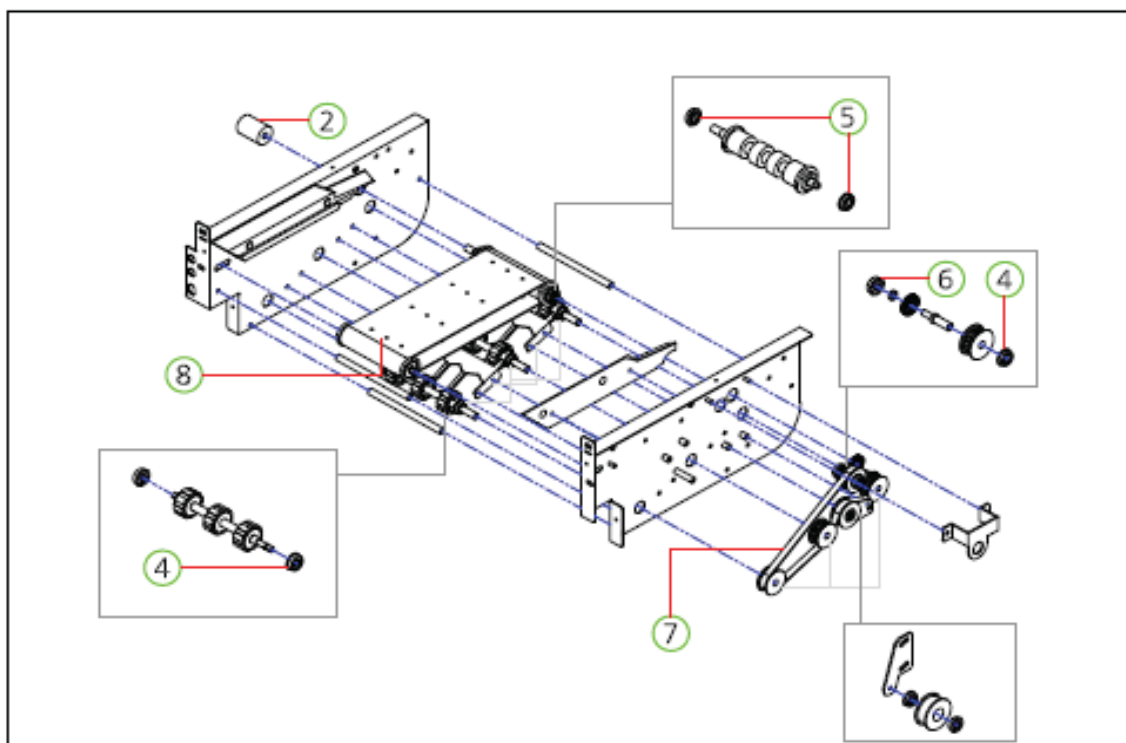
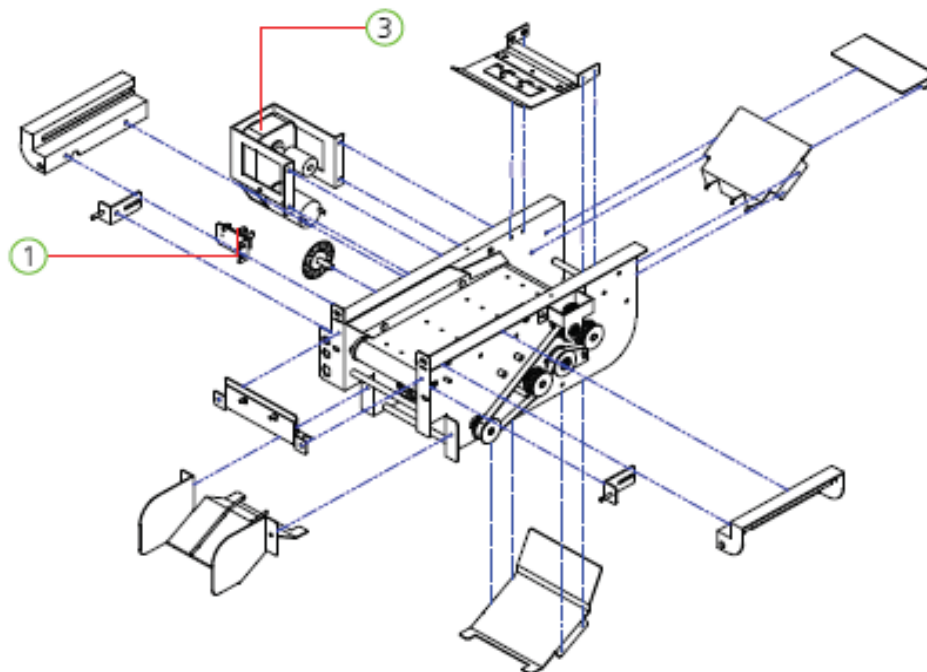
NO	PART NAME	SPEC	Q'TY	CODE NO
1	TARGET WHEEL LED PCB ASS'Y	-	1	AAV20PCB004
2	TARGET WHEEL DECO COVER-A(1P)	ACRYL-3t	1	AAV20ACP036
	TARGET WHEEL DECO COVER-A(2P)	ACRYL-3t	1	AAV20ACP037
3	LED CAP	ø20 LED CAP	6	MZZZ0PLA037
4	LED CAP	ø15 LED CAP	18	MWOL0PLA002
5	TARGET WHEEL DECO COVER-B	PET-1t	1	AAV20ACP003
6	TARGET WHEEL DECO COVER-C	PET-1t	1	AAV20ACP004

20) TOKEN BRIDGE PART



NO	PART NAME	SPEC	Q'TY	CODE NO
1	PHOTO-INT1(ANGLE) PCB ASS'Y	ANGLE TYPE	2	AZZZ0PCB103
2	MOTOR	KGC-0500-KB3640S1	1	MZZZ0MOT149

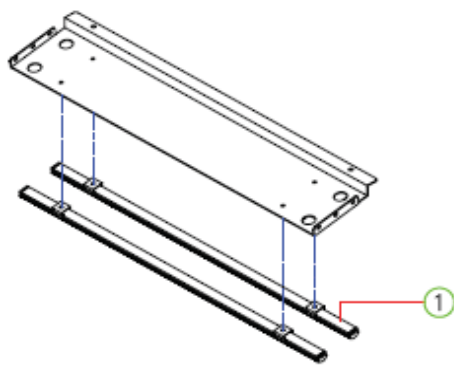
21) MEDAL ROLLER PART



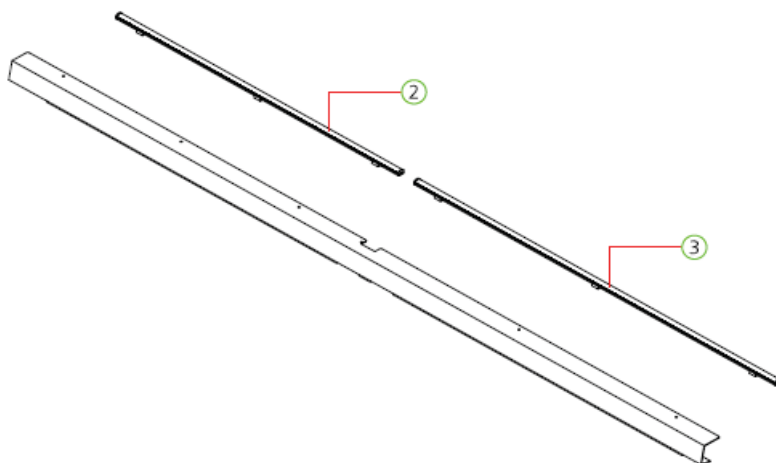
\* CARD VERSION ONLY

NO	PART NAME	SPEC	Q'TY	CODE NO
1	PHOTO-INT(ANGLE) PCB ASS'Y	ANGLE TYPE	1	AZZZ0PCB103
2	COUPLING	CR050	1	AZZZ0COP002
	MOTOR	KGV-0060-ND3657 U2	1	MZZZ0MOT168
3	BEARING	F688ZZ	7	MZZZ0BEA076
4	BEARING	F689ZZ	2	MZZZ0BEA068
5	BEARING	F606ZZ	1	MZZZ0BEA073
4	TIMMING BELT	176XL (W:10)	1	MZZZ0BEL054
5	MEDAL ROLLER CONVEYOR	L:538.5 x W:100	1	MAV20RUB001

22) TOP LED LAMP PART

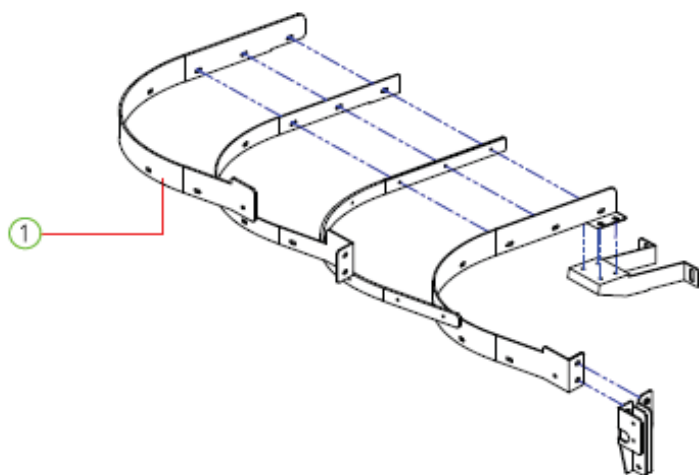


23) GLASS DOOR TIP SUPT-A PART

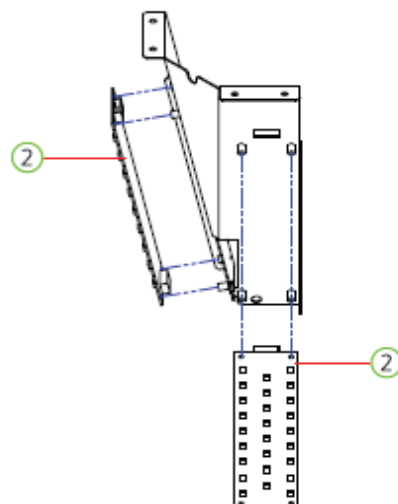


NO	PART NAME	SPEC	Q'TY	CODE NO
1	LED BAR PCB ASS'Y	460mm	2	AZZZ0PCB124
2	LED BAR 710 ASS'Y	710mm	1	AZZZ0PCB165
3	LED BAR 900 ASS'Y	900mm	1	AZZZ0LED002

24) COIN SHOOTER RAIL PART



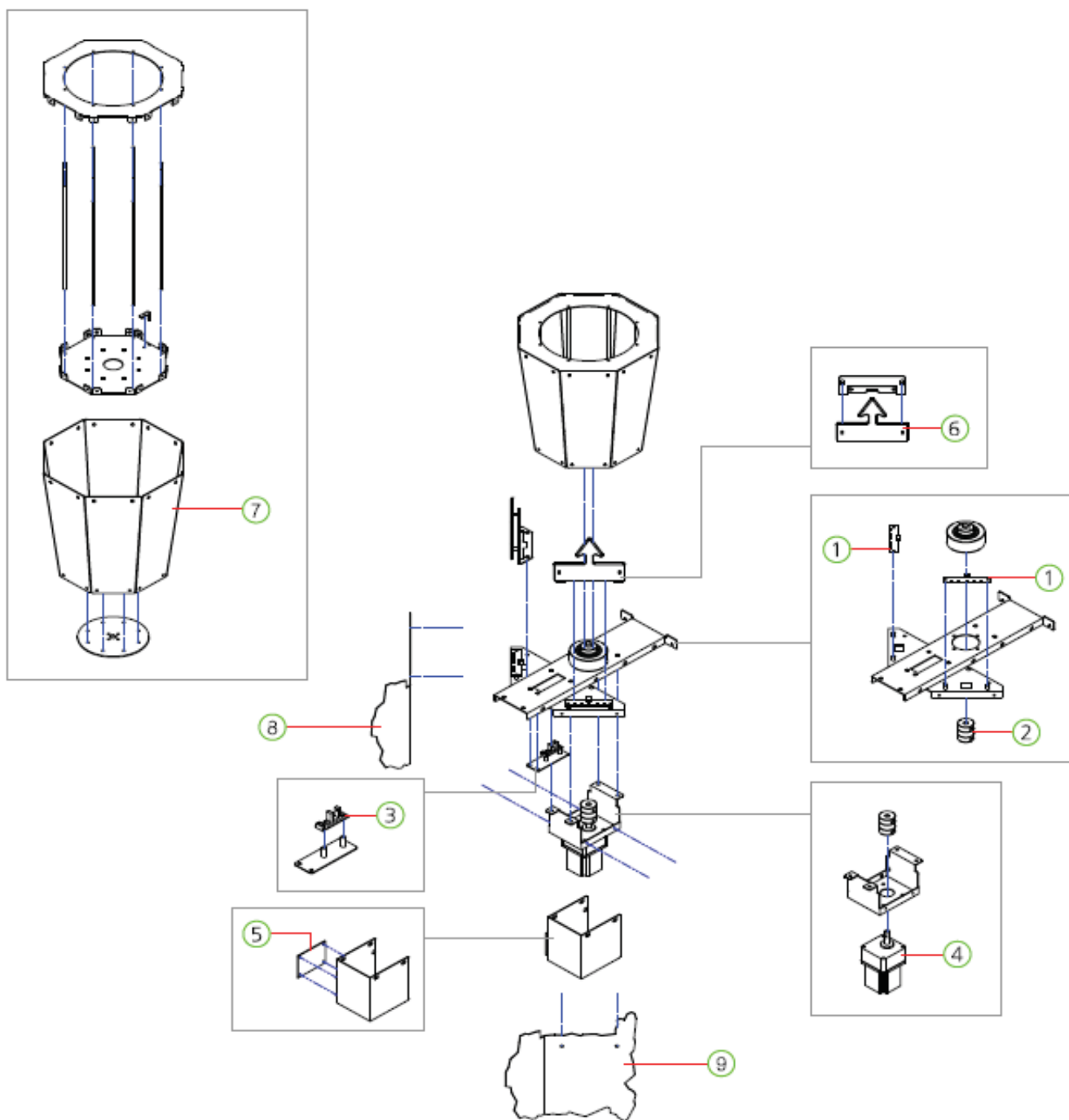
25) BIG WHEEL LIGHTING PCB PART



NO	PART NAME	SPEC	Q'TY	CODE NO
1	COIN SHOOTER RAIL OUTER COVER	PET-1t	1	MAV20ACR051
2	SPOT LED PCB ASS'Y	-	2	ABAP0PCB008

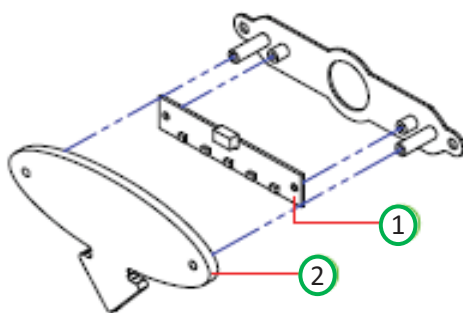


26) BIG WHEEL PART



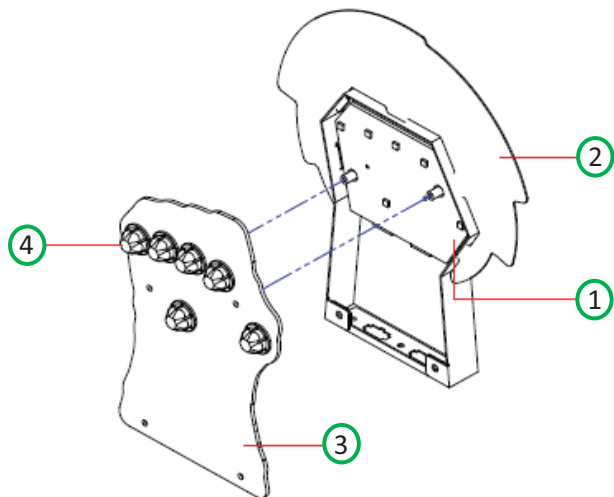
NO	PART NAME	SPEC	Q'TY	CODE NO
1	LED PCB ASS'Y	-	2	AMUM0PCB005
2	COUPLING	JOC30	1	MZZZ0COP002
3	PHOTO-INT1(ANGLE) PCB ASS'Y	ANGLE TYPE	1	AZZZ0PCB103
4	STEPPING MOTOR	4S56Q-P02554SG	1	MZZZ0MOT166
	GEAR HEAD	K6G3C	1	MWIC0PAR028
5	STEPPING MOTOR DRIVER PCB ASS'Y	TB6560AHQ_40V_3.5A	1	ASBS0PCB001
6	BIG WHEEL WIN LED ACRYL	ACRYL-5t	2	AAV20ACP025
7	BIG WHEEL OUTER DECO COVER	PET-1t	8	AAV20ACP026~43
8	BIG WHEEL SIDE DECO COVER 1P	PET-1t	1	AAV20ACP032
9	BIG WHEEL SIDE DECO COVER 2P	PET-1t	1	AAV20ACP033

27) BONUS WIN OUTLET COVER ACRYL PART

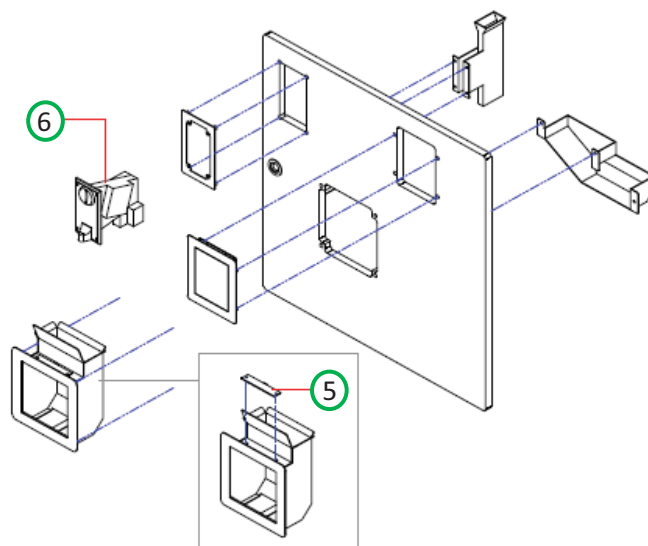


NO	PART NAME	SPEC	Q'TY	CODE NO
1	LED PCB ASS'Y	-	1	AMUM0PCB005
2	BONUS WIN OUTLET LED ACRYL(STONE)	ACRYL-5t	1	AAV20ACP023
	BONUS WIN OUTLET LED ACRYL(TOKEN)	ACRYL-5t	1	AAV20ACP024

28) GAUNTLET DECO PART

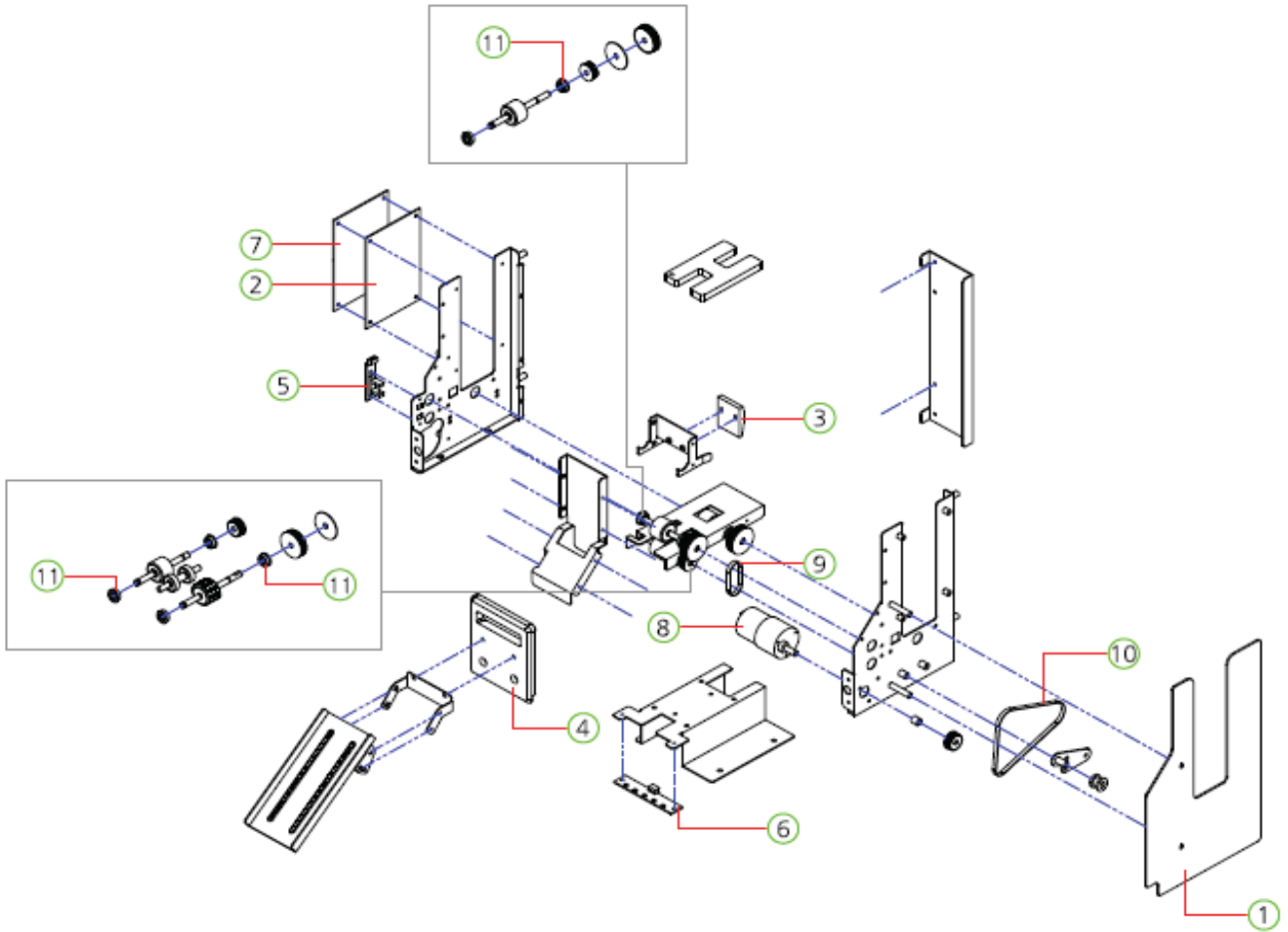


29) FRONT DOOR PART



NO	PART NAME	SPEC	Q'TY	CODE NO
1	GAUNTLET LED PCB ASS'Y	-	1	AAV20PCB002
2	GAUNTLET REAR COVER ACRYL	PET-1t	1	AAV20ACP031
3	GAUNTLET FRONT COVER ACRYL	PET-2t	1	AAV20ACP030
4	LED CAP	ø20	6	MZZZ0PLA037
5	LED PCB ASS'Y	-	1	AMUM0PCB005
6	[OPTION] COIN SELECTOR-INT	TW-333	1	MZZZ0COS045

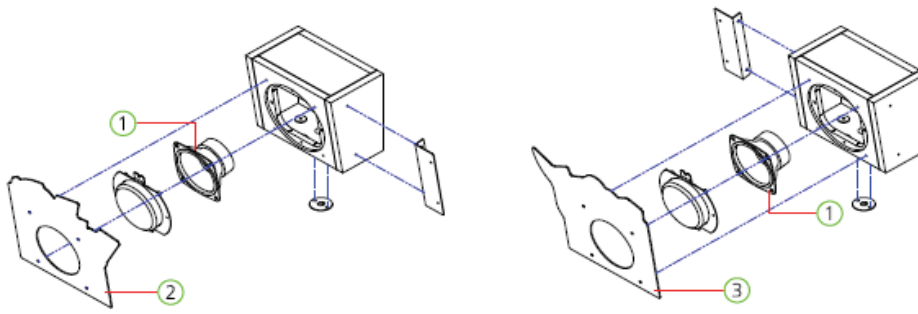
30) CARD DISPENSER PART



\* CARD VERSION ONLY

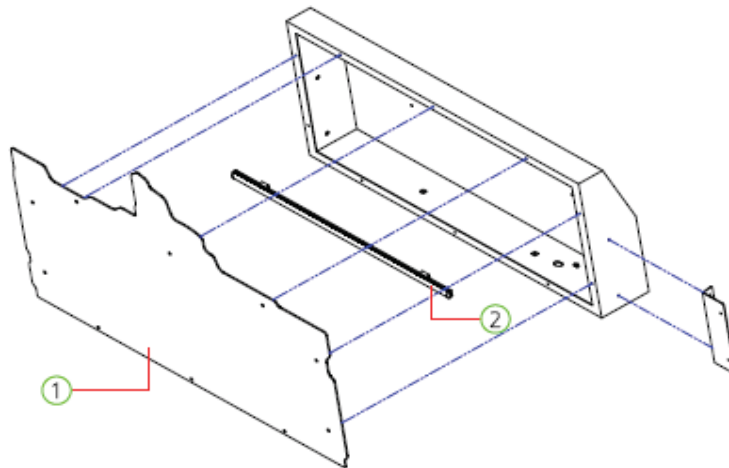
NO	PART NAME	SPEC	Q'TY	CODE NO
1	CARD DISPENSER DECO COVER	PET-1t	1	AAV20ACP039
2	CARD DISPENSER IO PCB COVER	PET-1t	1	AAV20ACP041
3	CARD OUTLET GUIDE BLOCK	-	1	MZZZ0PLA042
4	CARD DISPENSER FRONT MASK MOLD	-	1	MDCC0PLA009
5	PHOTO INT-1 PCB ASS'Y	ANGLE TYPE	1	AZZZ0PCB103
6	LED PCB ASS'Y	-	1	AMUM0PCB005
7	CARD DISPENSER IO PCB ASS'Y	-	1	ASBP0PCB008
8	MOTOR	KGC-3429	1	MZZZ0MOT089
9	CARD DISPENSER TIMMING BELT-A	52MXL	1	MZZZ0BEL018
10	CARD DISPENSER TIMMING BELT-B	147MXL	1	MZZZ0BEL019
11	BEARING	F686ZZ	6	MZZZ0BEA094

31) SPEAKER BOX-L, R PART



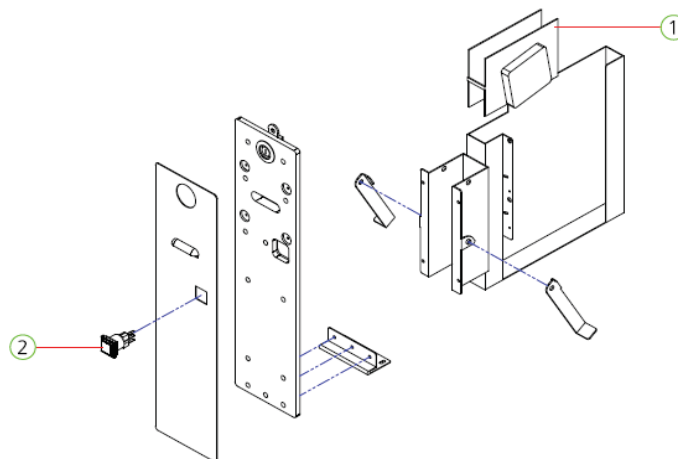
NO	PART NAME	SPEC	Q'TY	CODE NO
1	SPEAKER	MID4.5	2	MZZZ0SPE021
2	SP BOX DECO COVER-L	PET-2t	1	AAV20ACP008
3	SP BOX DECO COVER-R	PET-2t	1	AAV20ACP009

32) BILLBOARD MAIN BOX PART



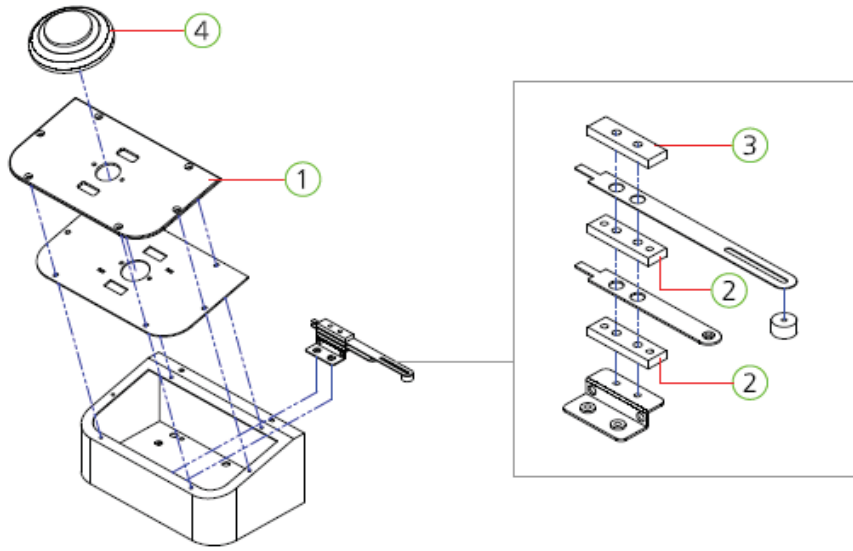
NO	PART NAME	SPEC	Q'TY	CODE NO
1	BILLBOARD MAIN FRONT COVER	PET-2t	1	AAV20ACP038
2	12V_LED BAR PCB ASS'Y	460mm	1	AZZZ0PCB124

33) TICKET DISPENSER PART



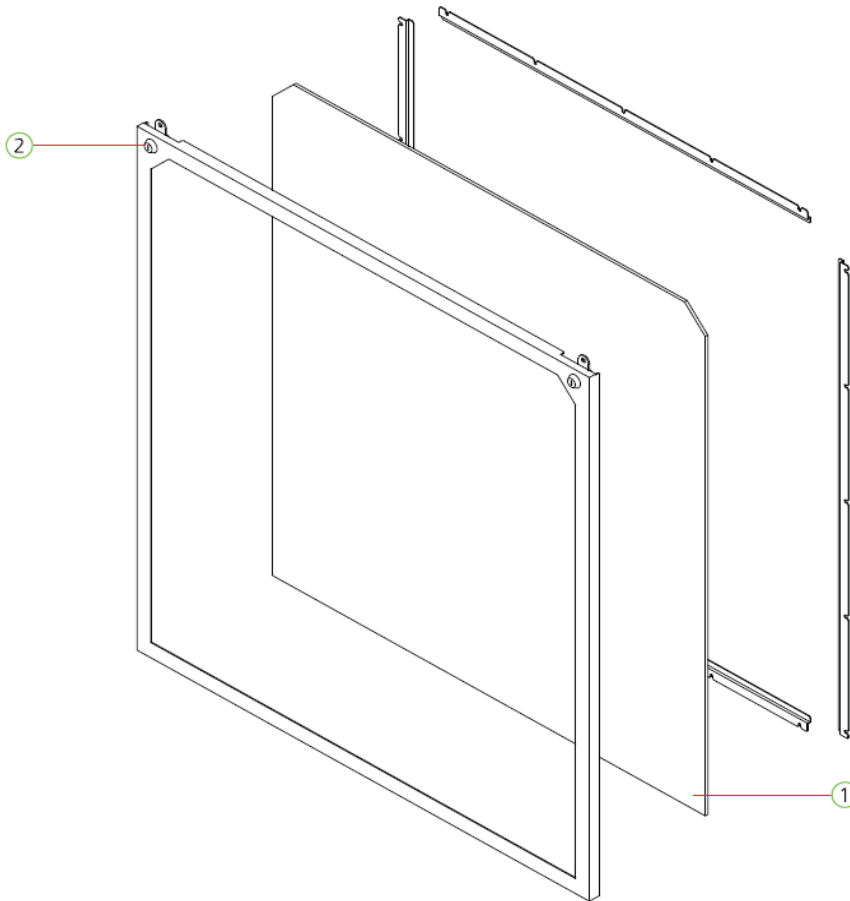
NO	PART NAME	SPEC	Q'TY	CODE NO
1	TICKET DISPENSER	DL-1275	1	MZZZ0TID008
2	BUTTON	AM1PB-26SH R12D	1	MMUM0BUT002

34) BUTTON PANEL PART



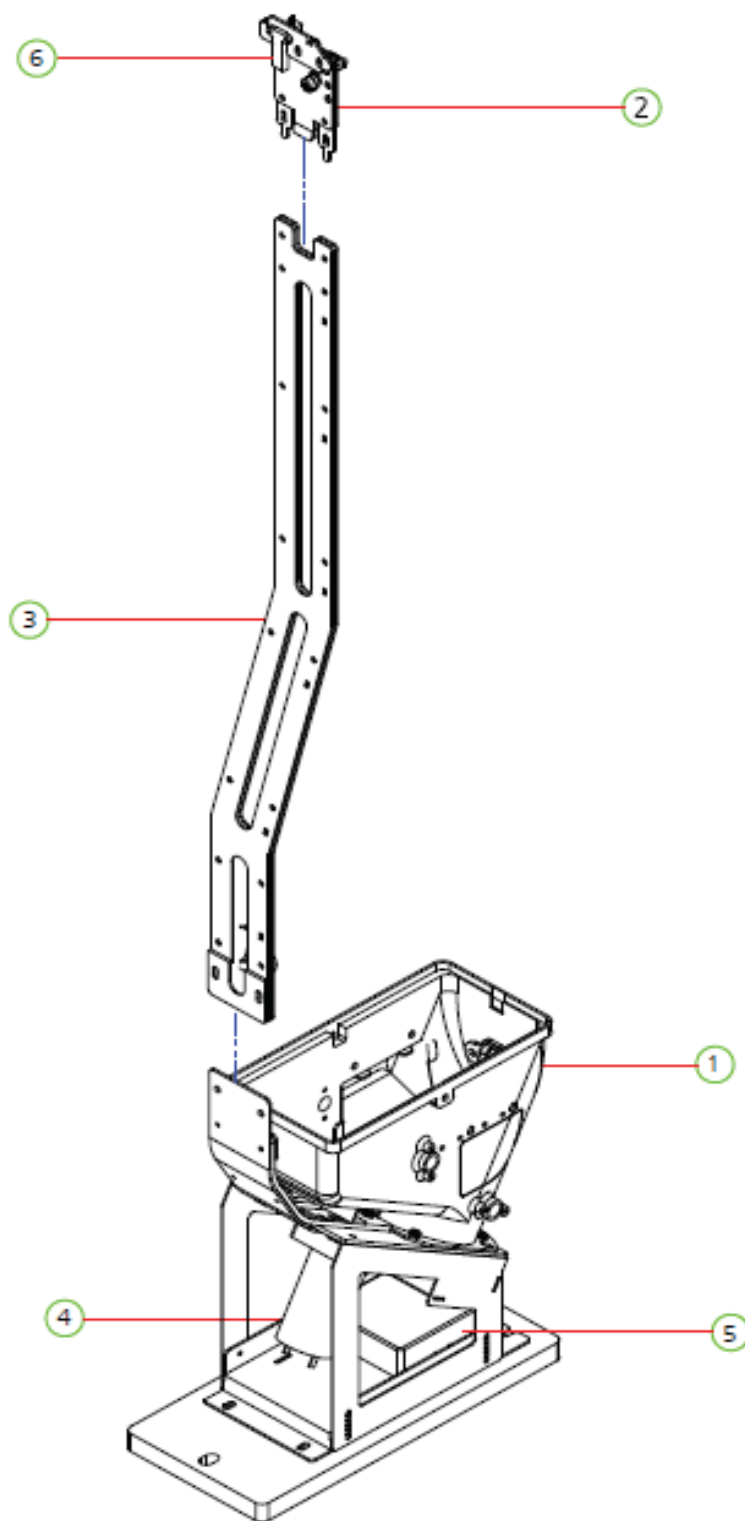
NO	PART NAME	SPEC	Q'TY	CODE NO
1	BUTTON ACRYL	ACRYL-3t	1	AAV20ACP007
2	TABLE TILT BLOCK-A	ACRYL-8t	2	MAV20ACR054
3	TABLE TILT BLOCK-B	ACRYL-8t	1	MAV20ACR055
4	BUTTON ASS'Y	CL-2020 65 WITH LED	1	AZZZ0BUT009

35) FRONT DOOR GLASS PART



NO	PART NAME	SPEC	Q'TY	CODE NO
1	FRONT GLASS	GLASS-5t	1	MAV20GLA001
2	KEY ASS'Y	-	2	-

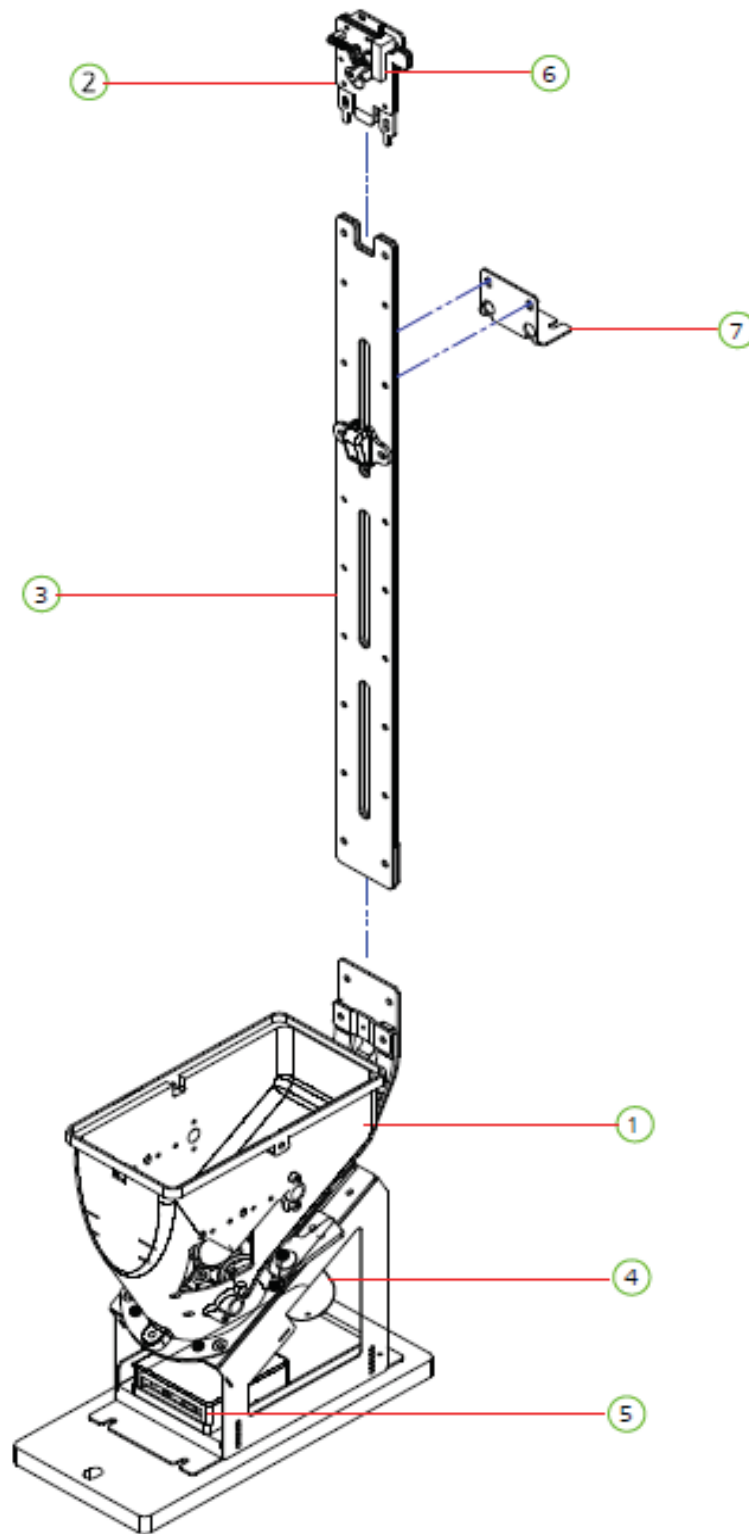
36) FRONT MEDAL EV HOPPER PART



NO	PART NAME	SPEC	Q'TY	CODE NO
1	ELEVATOR HOPPER BODY ASS'Y	-	1	AZZZ0ELH001
2	ELEVATOR HOPPER TOP	-	1	AZZZ0ELH002
3	EV-HOPPER FRONT RAIL ASS'Y	-	1	AAV20ASS042
4	ELEVATOR HOPPER MOTOR	KGV-0060-ND4266X2	1	MZZZ0ELH040
5	ELEVATOR HOPPER PCB ASS'Y	-	1	AZZZ0PCB143
6	ELEVATOR SENSOR ASS'Y	-	1	AZZZ0PCB173

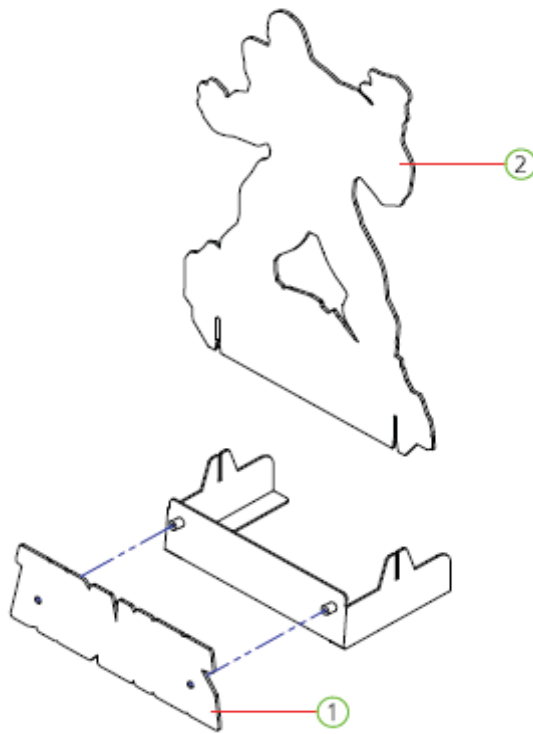


37) REAR MEDAL EV HOPPER PART



NO	PART NAME	SPEC	Q'TY	CODE NO
1	ELEVATOR HOPPER BODY ASS'Y	-	1	AZZZ0ELH001
2	ELEVATOR HOPPER TOP	-	1	AZZZ0ELH002
3	EV-HOPPER REAR RAIL ASS'Y	-	1	AZZZ0ELH003
4	ELEVATOR HOPPER MOTOR	KGV-0060-ND4266X2	1	MZZZ0ELH040
5	ELEVATOR HOPPER PCB ASS'Y	-	1	AZZZ0PCB143
6	ELEVATOR SENSOR ASS'Y	-	1	AZZZ0PCB173
7	MEDAL EV HOPPER PART RAIL FIX BKT	-	1	MAV20MEP105

38) THANOS DECO PART

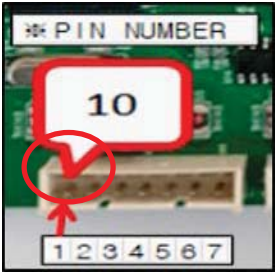
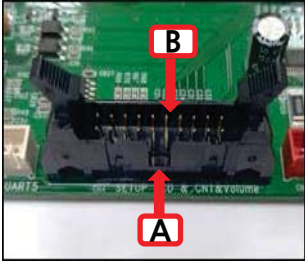


\* NONCARD VERSION ONLY

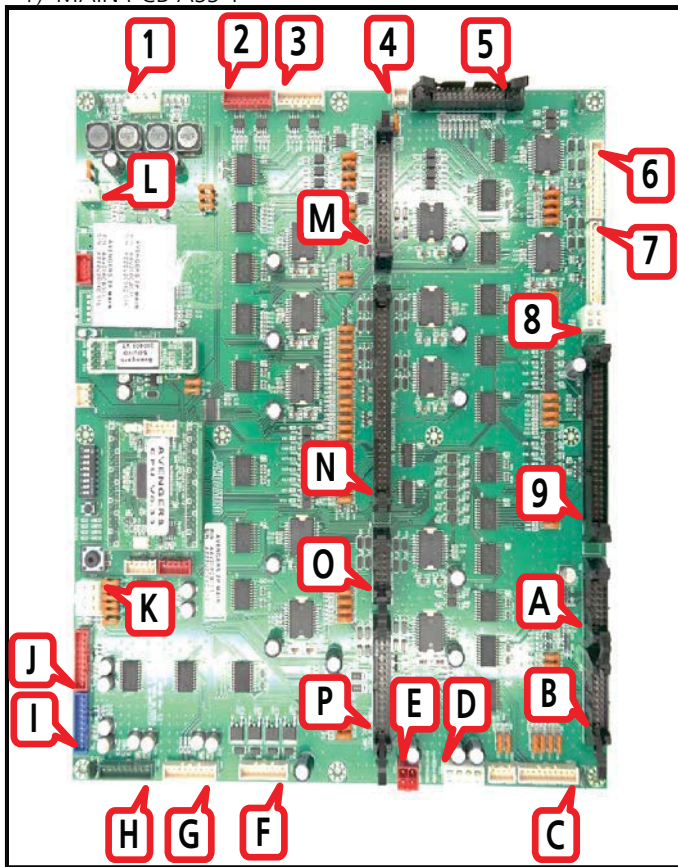
NO	PART NAME	SPEC	Q'TY	CODE NO
1	THANOS DECO FRONT COVER	PET-1t	1	AAV20ACP050
2	THANOS DECO MAIN COVER	PET-1t	1	AAV20ACP051

## 9 PCB CONNETCOR LOCATION

### ► PIN INFORMATION

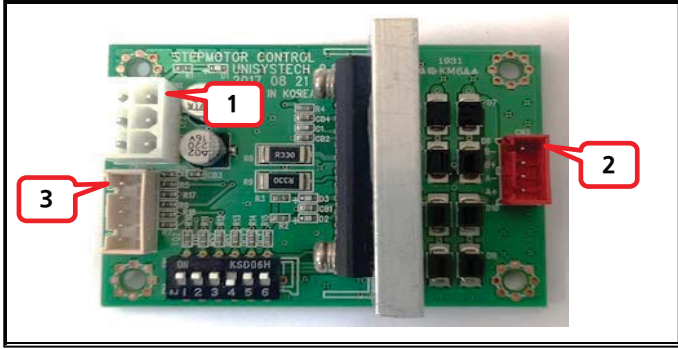
1	2	pin description
		<p>1. The arrow point means the contact pin number. 2. direction of Hirose connector</p>

#### 1) MAIN PCB ASS'Y



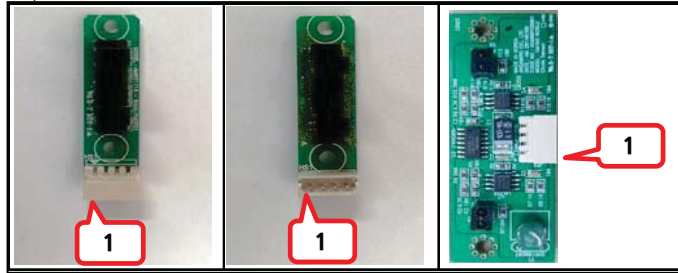
no	FUNCTION	LOCATION	PIN
1	SPEAKER	CN27	4
2	1P LED MEDAL, BIG BALL OUT, REEL, BIG WHEEL	CN18	8
3	2P LED MEDAL, BIG BALL OUT, REEL, BIG WHEEL	CN19	8
4	REAR TILT	CN21	2
5	SETUP LCD, COUNTER, VOLUME	CN4	26
6	1P MAIN WHEEL, MEDAL SEN	CN13	12
7	2P MAIN WHEEL, MEDAL SEN	CN6	13
8	HOPPER POWER 24V	CN31	4
9	ELEVATOR HOPPER & SENSOR	CN5	50
A	CARD DISPENSER	CN9	14
B	TICKET DISPENSER	CN10	16
C	BIG WHEEL SENSOR & SIGNAL	CN23	10
D	DC MOTOR POWER 12V	CN30	8
E	STEP MOTOR POWER 24V	CN32	4
F	1P,2P INNER BAR LED 460mm	CN22	8
G	2P FND, WHEEL, GAUNTLET LED	CN17	9
H	1P FND, WHEEL, GAUNTLET LED	CN16	9
I	2P BUTTON LED	CN15	9
J	1P BUTTON LED	CN14	9
K	MAIN POWER 5V, 12V	CN29	6
L	AUDIO POWER 12V	CN28	2
M	COIN, BILL, MEDAL ROLLER	CN6	34
N	BIG BALL ELV, SENSOR & PUSHER SEN, BRIDGE SENSOR	CN7	60
O	BRIDGE MOTOR, BOTTON TILT	CN11	10
P	PUSHER MOTOR & REEL MOTOR	CN8	30

2) STEPPING MOTOR DRIVE PCB ASS'Y



no	FUNCTION	LOCATION	PIN
1	POWER 5V, 24V	CN27	6
2	MOTOR OUT	CN18	4
3	MOTOR SIGNAL INPUT	CN19	5

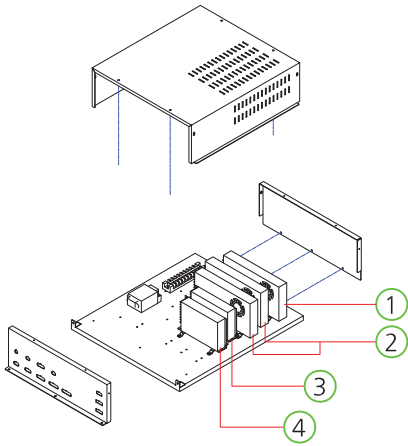
3) SENSOR PCB ASS'Y



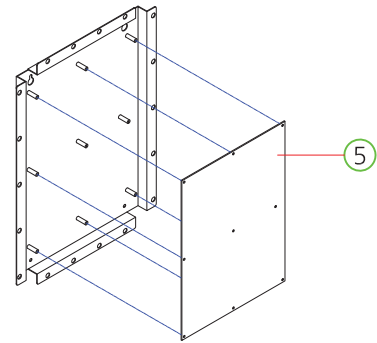
no	FUNCTION	PIN No
1	POWER 5V	1
2	ENABLE VOLTAGE	2
3	SENSOR OUT VOLTAGE	3
4	GND	4

# 10. WARRANTY ITEM & PART PICTURE

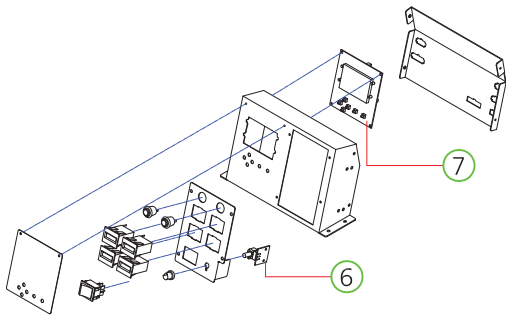
- SMPS PART



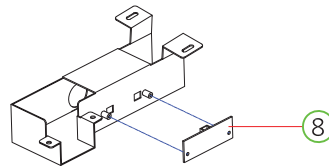
- MAIN BOARD PART



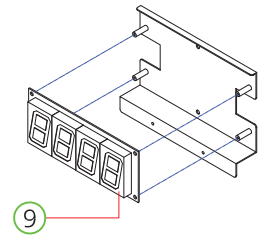
- CONTROL PANEL PART



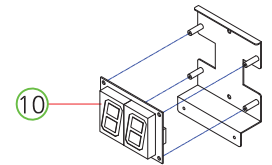
- BIG BALL OUTLET SENSOR PART



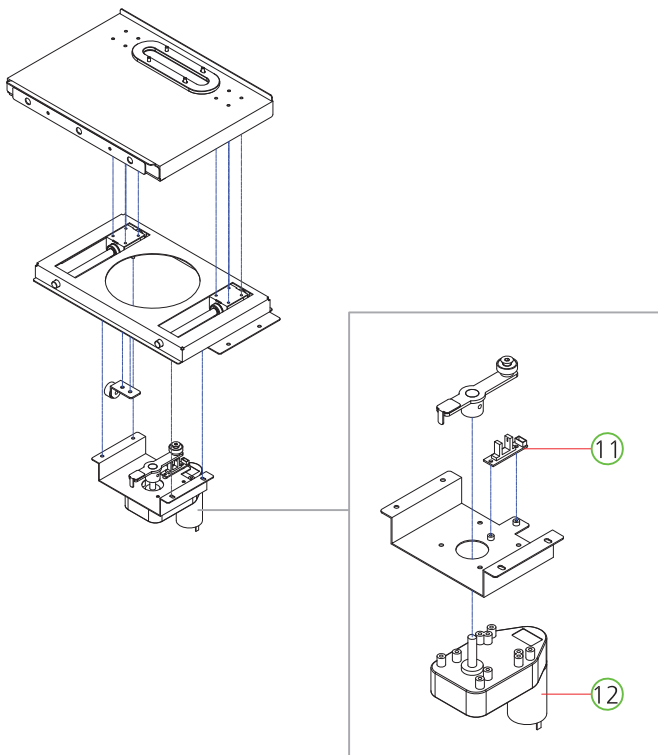
- TICKET FND PCB PART



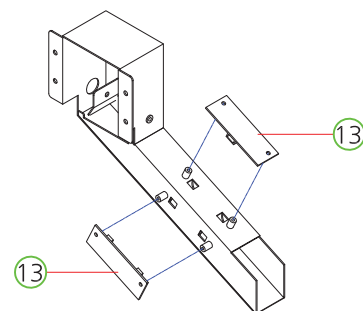
- TOKEN FND PCB PART



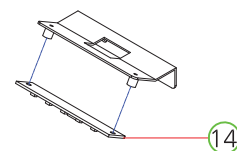
- MOVING PUSHER PART



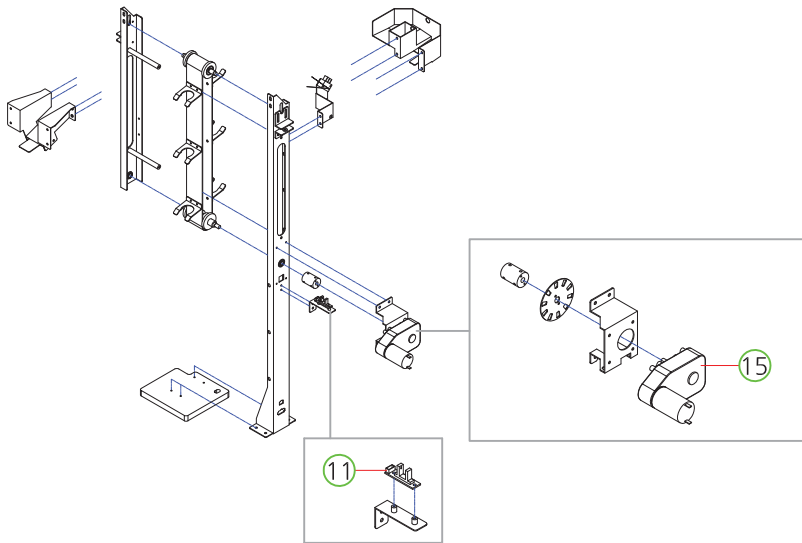
- WHEEL COIN INLET RAIL PART



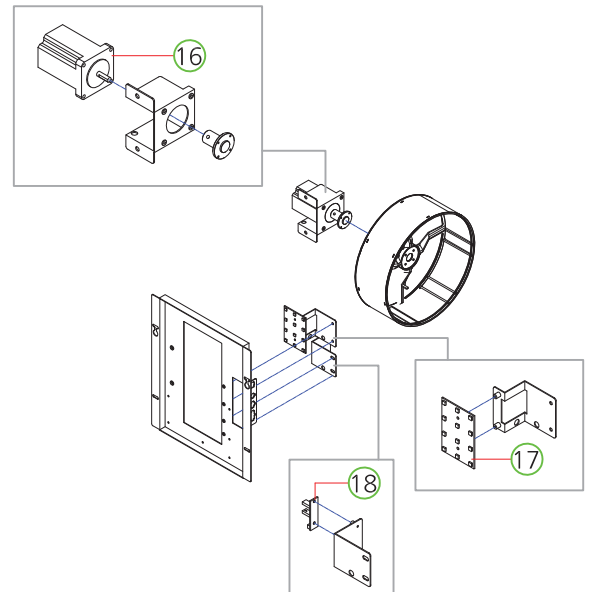
- TARGET WHEEL LIGHTING PCB PART



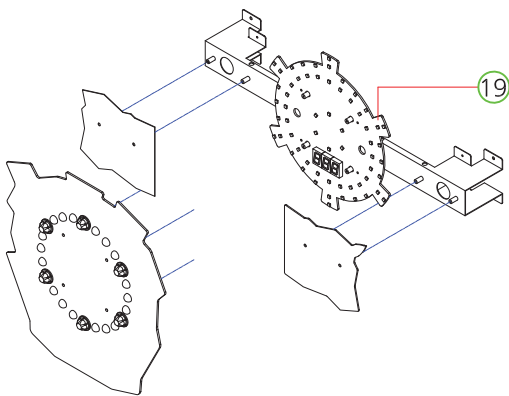
- BIG BALL ELEVATOR PART



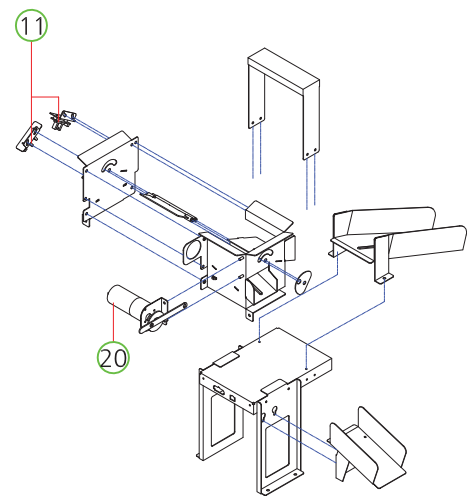
- SLOT WHEEL PART



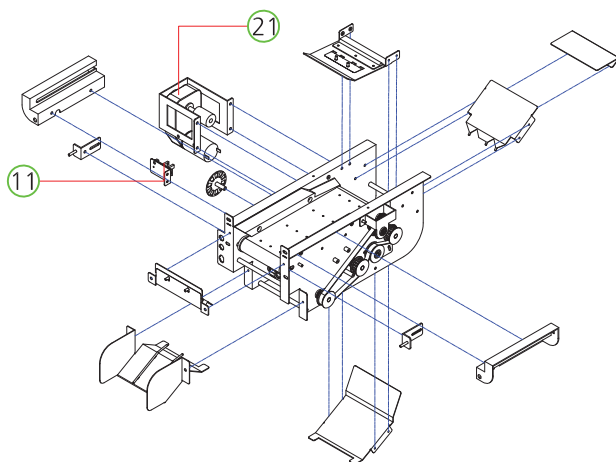
- TARGET WHEEL DECO COVER PART



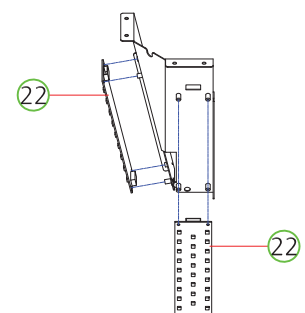
- TOKEN BRIDGE PART



- MEDAL ROLLER PART

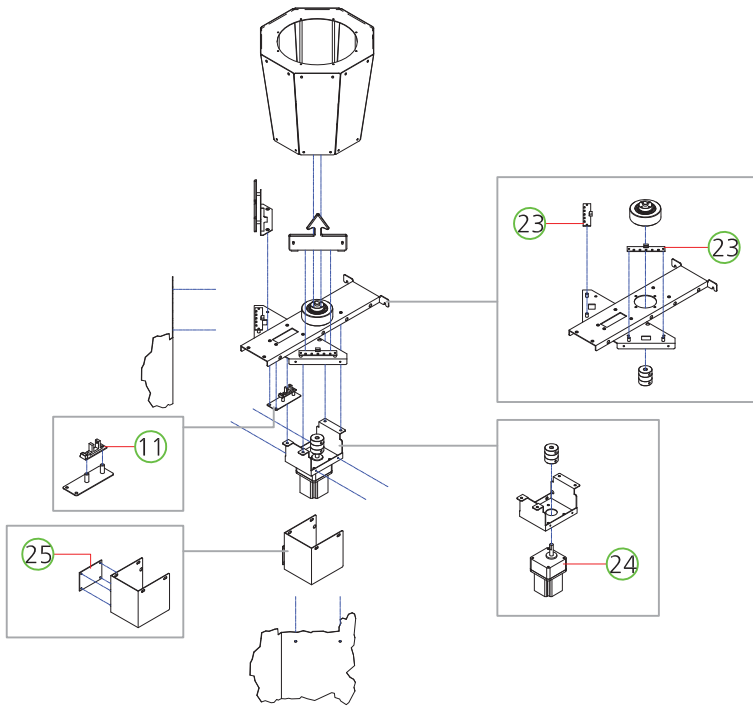


- BIG WHEEL LIGHTING PCB PART

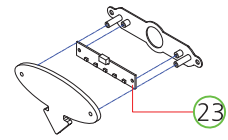




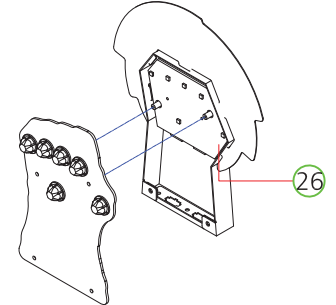
- BIG WHEEL PART



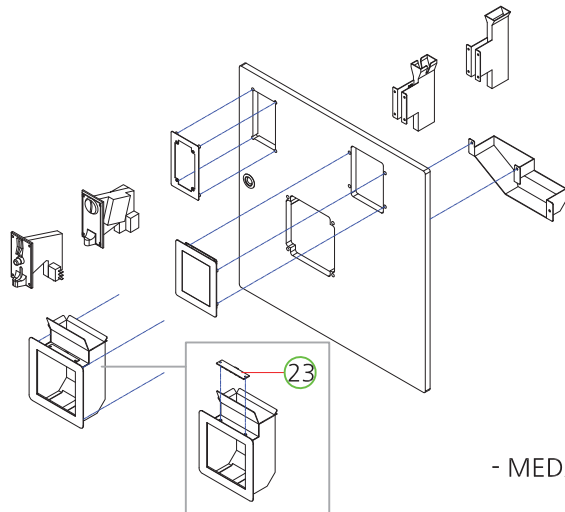
- BOUNDS WIN OUTLET COVER ACRYL PART



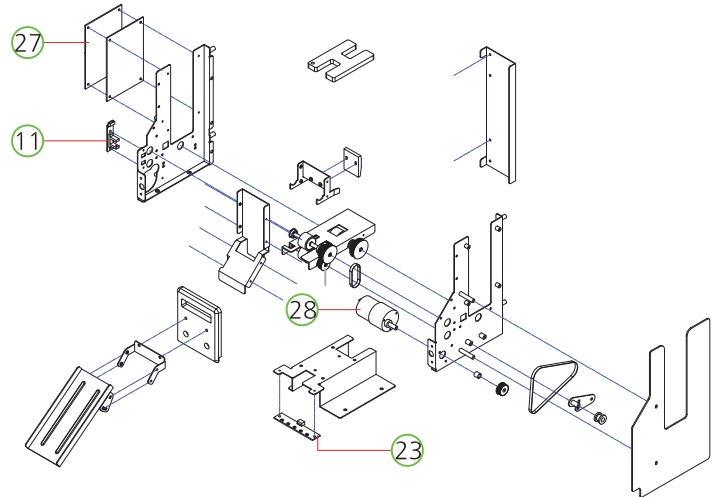
- GAUNTLET DECO PART



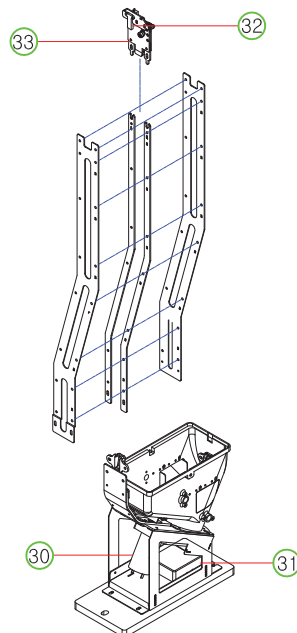
- FRONT DOOR (CARD VER) PART



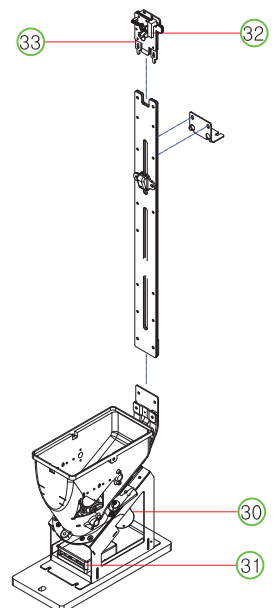
- CARD DISPENSER PART



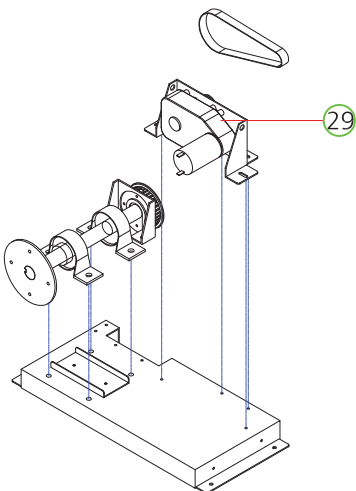
- MEDAL EV HOPPER (FONT)









- MEDAL EV HOPPER (REAR)












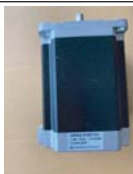


- TARGET WHEEL MOTOR PART









NO.	PIC	PART NAME	SPEC.	QTY	CODE NO.	WARRANTY	
						6 Month	One Year
①	○	POWER SMPS	LRS 150F-5	1	MELE0SMP096		○
②	○	POWER SMPS	RSP-320-12	2	MELE0SMP109		○
③	○	POWER SMPS	SP-320-24	1	MELE0SMP089		○
④	○	POWER SMPS	LRS 150F_24	1	MELE0SMP085		○
⑤	○	MAIN BOARD PCB ASS'Y	-	1	AAV20PCB001		○
⑥	○	VOLUME PCB ASS'Y	-	1	AHM20PCB016		○
⑦	○	SETUP LCD PCB ASS'Y	-	1	AZZZ0PCB113		○
⑧	○	CHUTE SENSOR PCB ASS'Y	-	1	ASAW0PCB001		○
⑨	○	FND PCB ASS'Y	3856-4(STRAIGHT)	1	AFND0PCB007		○
⑩	○	FND PCB ASS'Y	3856-2(STRAIGHT)	1	AFND0PCB006		○
⑪	○	PHOTO-INT1(ANGLE) PCB ASS'Y	ANGLE TYPE	8	AZZZ0PCB103		○
⑫	○	MOTOR	KGV2-0350-KB3640S1	1	MZZZ0MOT152	○	
⑬	○	CHUTE SENSOR PCB ASS'Y	IR SENSOR	1	ASAW0PCB001		○
⑭	○	LED PCB ASS'Y	ANGLE TYPE	1	AMUM0PCB005		○
⑮	○	MOTOR	KGV2-0200-3657U1 (25 RPM)	1	MZZZ0MOT161	○	
⑯	○	STEPPING MOTOR	4S56Q-08576S	1	MZZZ0MOT167	○	
⑰	○	NEW BONUS SPIN LED PCB ASS'Y	-	1	AAV20PCB003		○
⑱	○	PHOTO INT-1 PCB ASS'Y	-	1	ACIR0PCB011		○
⑲	○	TARGET WHEEL LED PCB ASS'Y	-	1	AAV20PCB004		○
⑳	○	MOTOR	KGC-0500-KB3640S1	1	MZZZ0MOT149	○	
㉑	○	MOTOR	KGV2-0060-ND3657U2 _R-TYPE	1	MZZZ0MOT168	○	
㉒	○	SPOT LED PCB ASS'Y	-	2	ABAP0PCB008		○
㉓	○	LED PCB ASS'Y	-	4	AMUM0PCB005		○
㉔	○	STEPPING MOTOR	4S56Q-P02554SG	1	MZZZ0MOT166	○	
	○	GEAR HEAD	K6G3C	1	MWIC0PAR028	○	
㉕	○	STEPPING MOTOR DRIVER PCB ASS'Y	TB6560AHQ_40V_3.5A	1	ASBS0PCB001		○
㉖	○	GAUNTLET LED PCB ASS'Y	-	1	AAV20PCB002		○
㉗	○	CARD DISPENSER IO PCB ASS'Y	-	1	ASBP0PCB008		○
㉘	○	MOTOR	KGC-3429(KD1-3429-075), 1/40(163RPM)	1	MZZZ0MOT089	○	
㉙	○	MOTOR	KGV2-0500-3657U1_ F-TYPE_10RPM	1	MZZZ0MOT160	○	
㉚	○	ELEVATOR HOPPER MOTOR	KGV-0060-ND4266X2	2	MZZZ0ELH040	○	
㉛	○	ELEVATOR HOPPER PCB ASS'Y	-	2	AZZZ0PCB143		○
㉜	○	ELEVATOR SENSOR ASS'Y	-	2	AZZZ0PCB173		○
㉝	○	ELEVATOR HOPPER TOP	-	2	AZZZ0ELH002	○	




1	2	3	4	5	6
					
MELEOSMP096	MELEOSMP109	MELEOSMP089	MELEOSMP085	AAV20PCB001	AHM20PCB016

7	8	9	10	11	12
					
AZZZ0PCB113	ASAW0PCB001	AFND0PCB007	AFND0PCB006	AZZZ0PCB103	MZZZ0MOT152

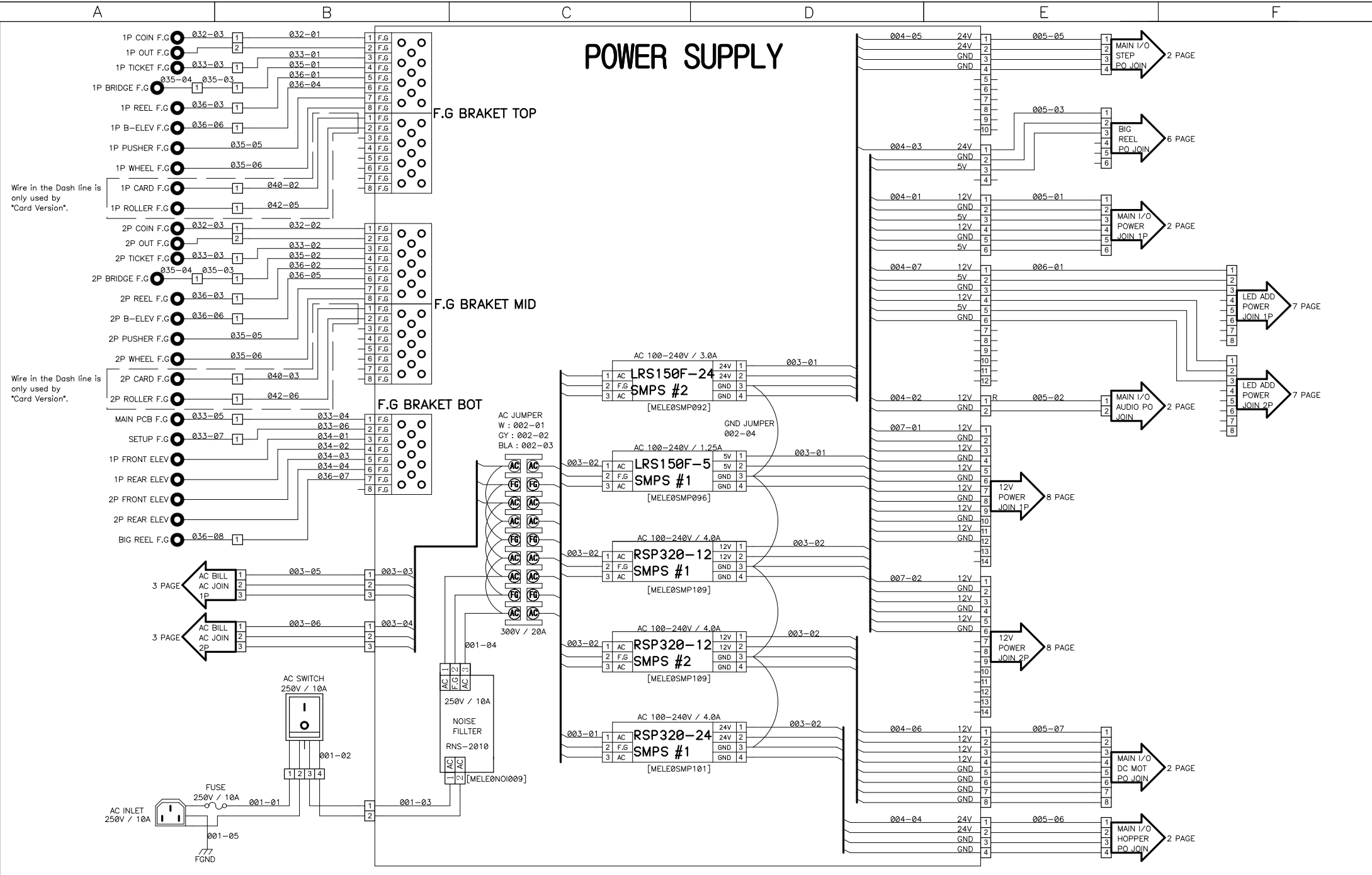
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19	20	21	22	23	24
					
AAV20PCB004	MZZZ0MOT149	MZZZ0MOT168	ABAP0PCB008	AMUM0PCB005	MZZZ0MOT166

25	26	27	28	29	30
					
ASBS0PCB001	AAV20PCB002	ASBP0PCB008	MZZZ0MOT089	MZZZ0MOT160	MZZZ0ELH040

31	32	33
		
AZZZ0PCB143	AZZZ0PCB173	AZZZ0ELH002

# POWER SUPPLY



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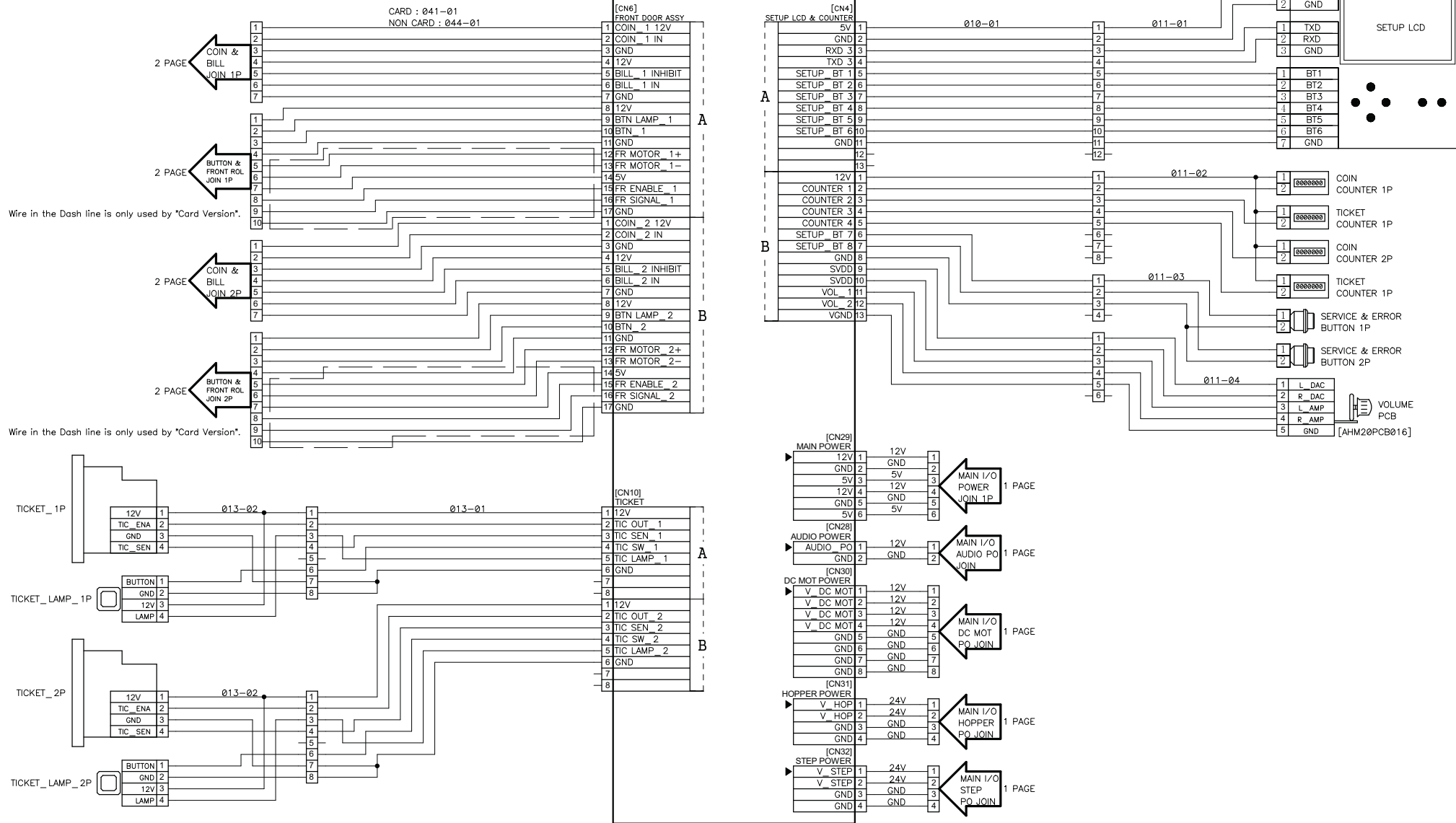
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# MAIN PCB 1/5

[AAV20PCB001]

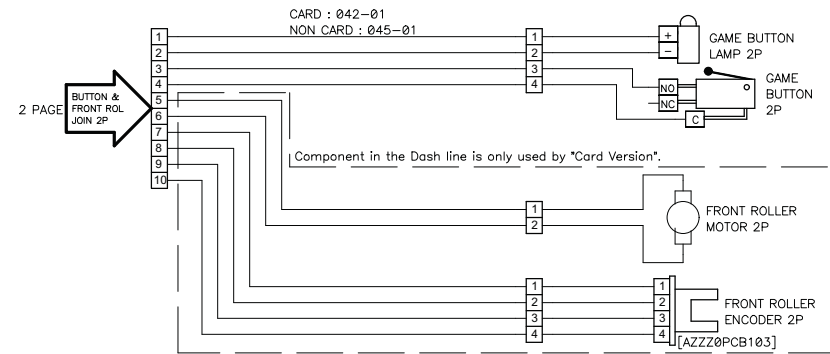
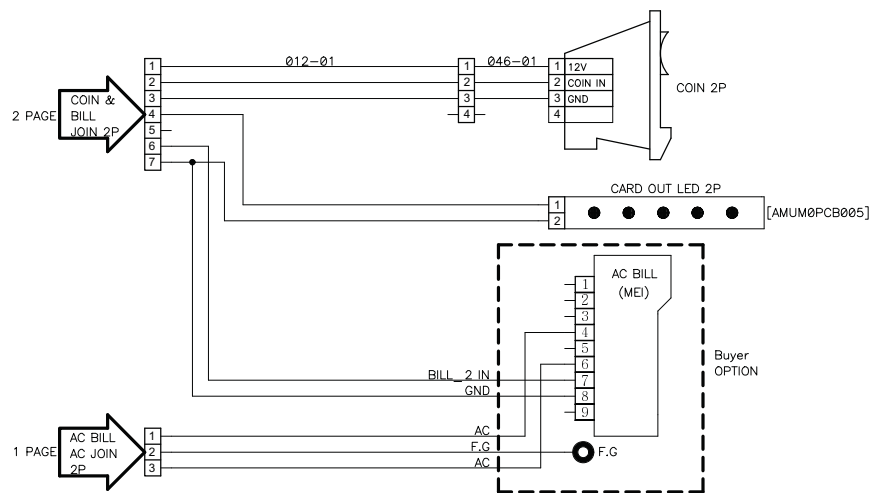
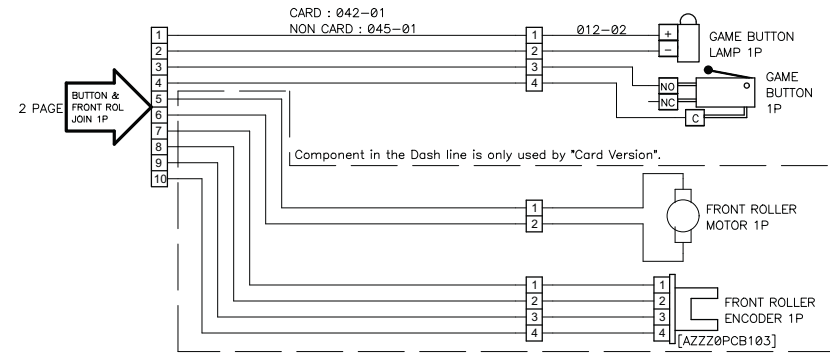
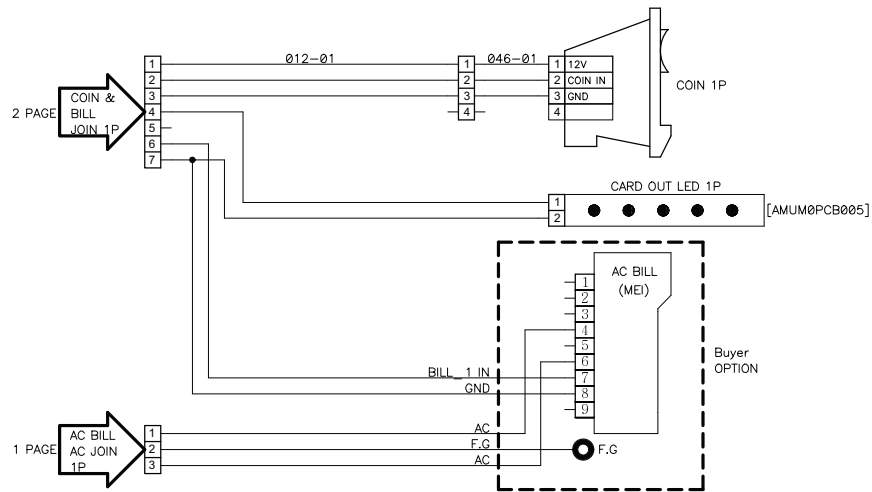


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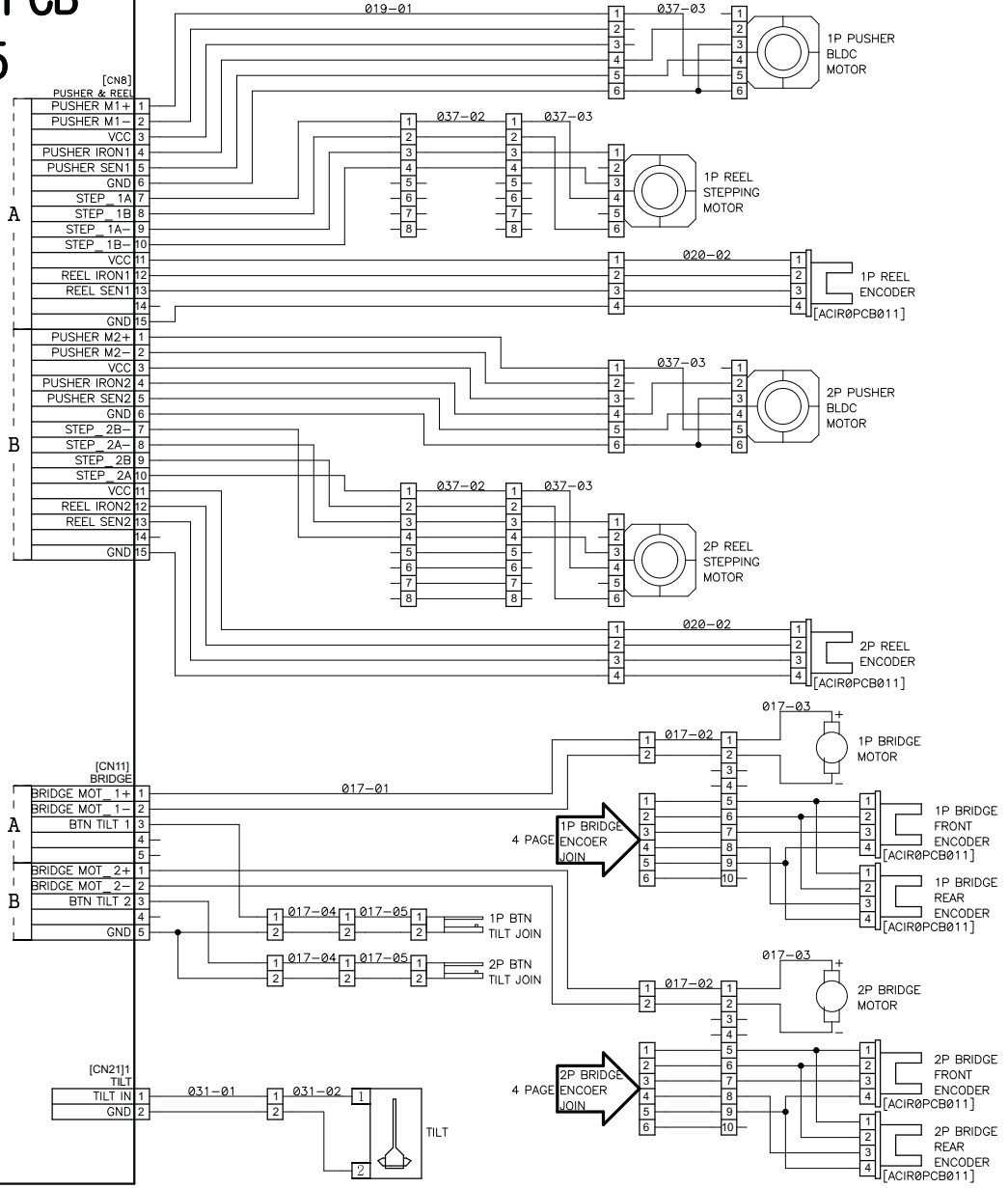
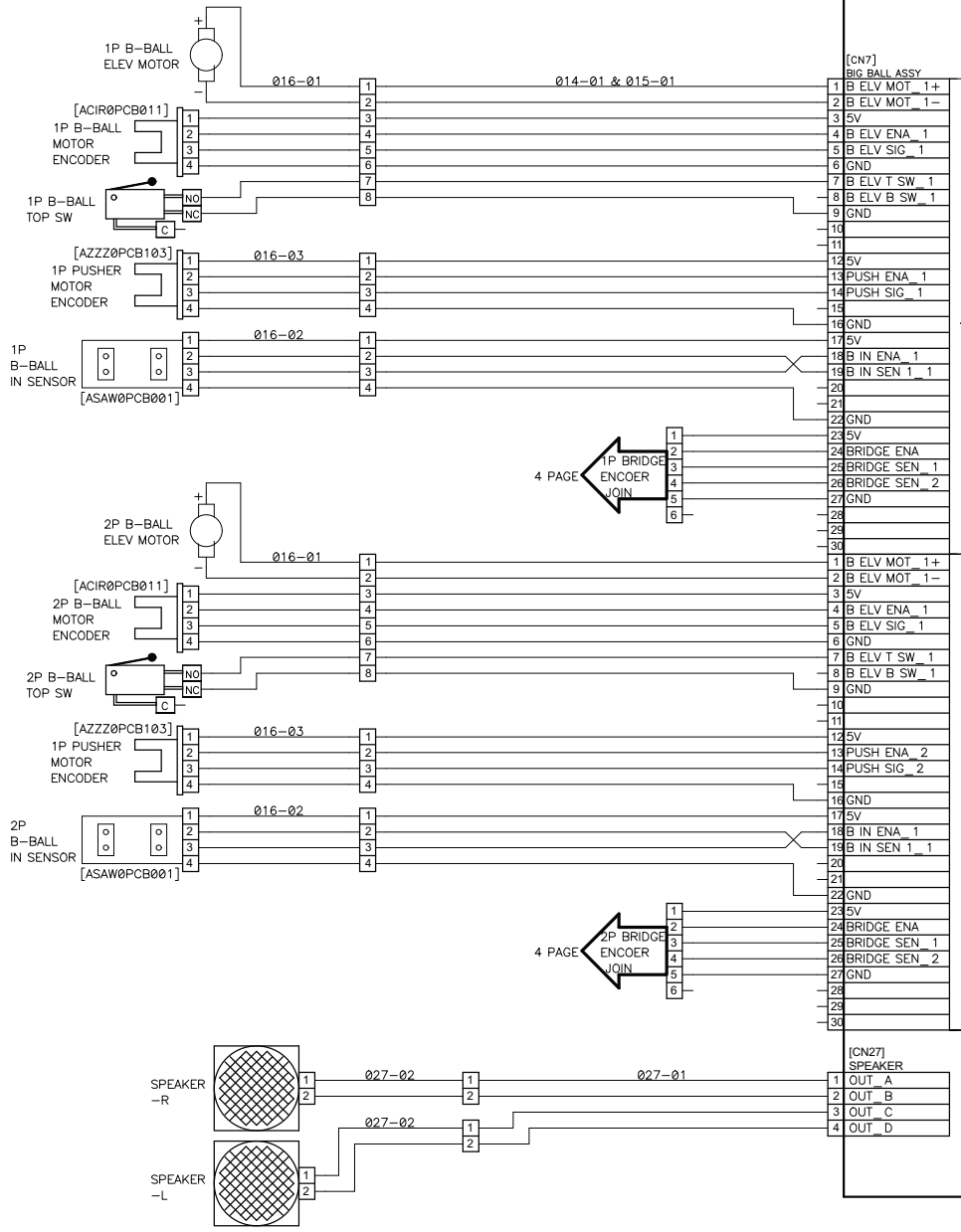




# MAIN PCB

## 2/5

[AAV20PCB001]

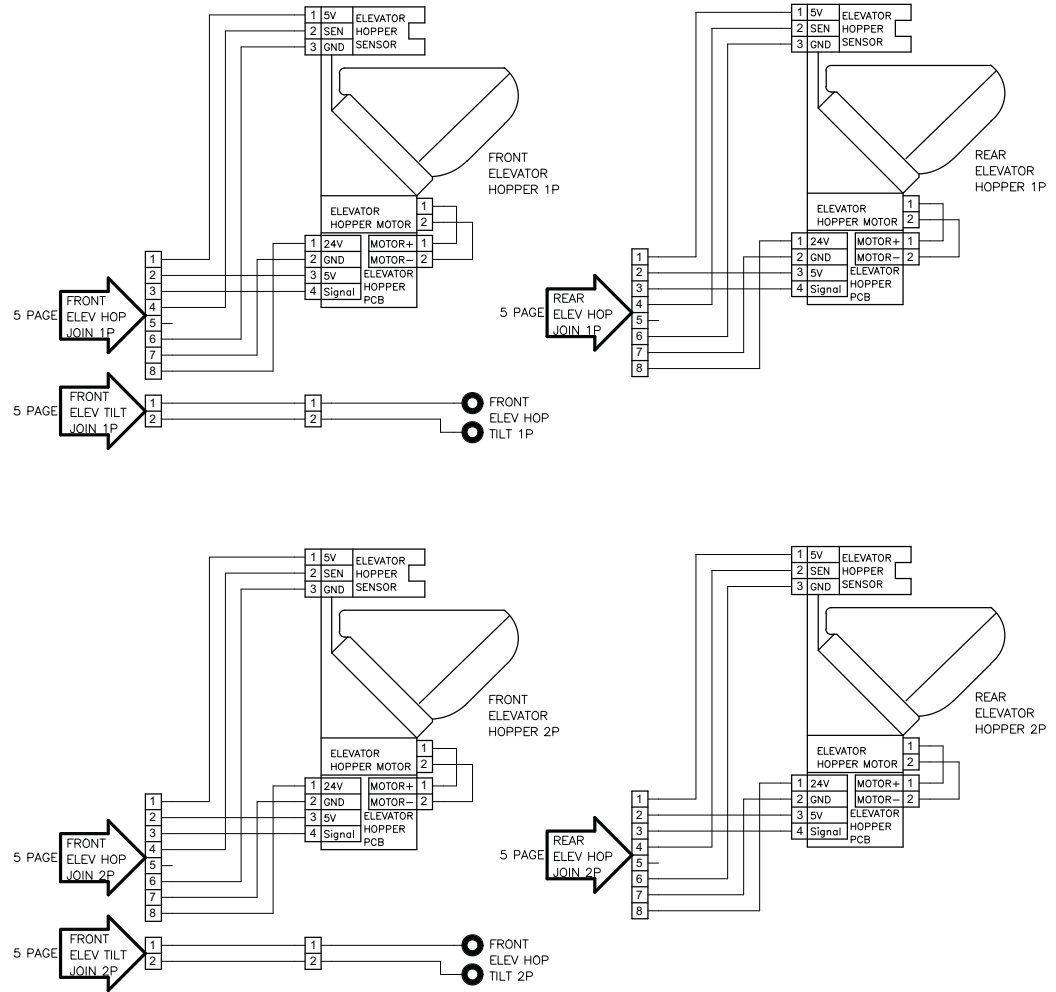
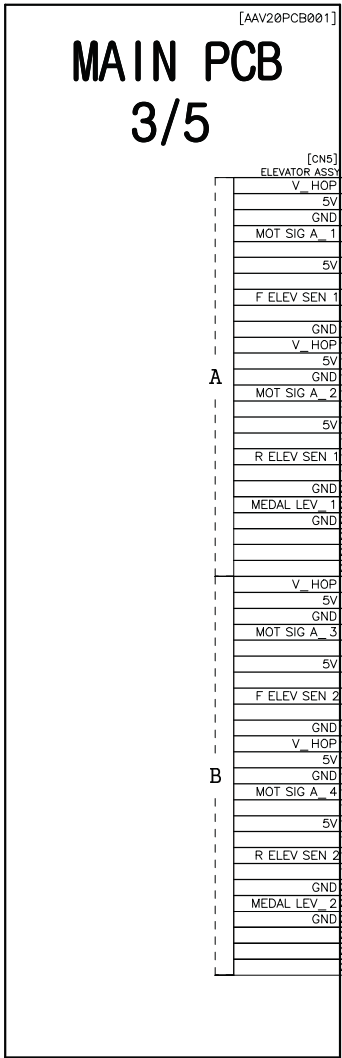


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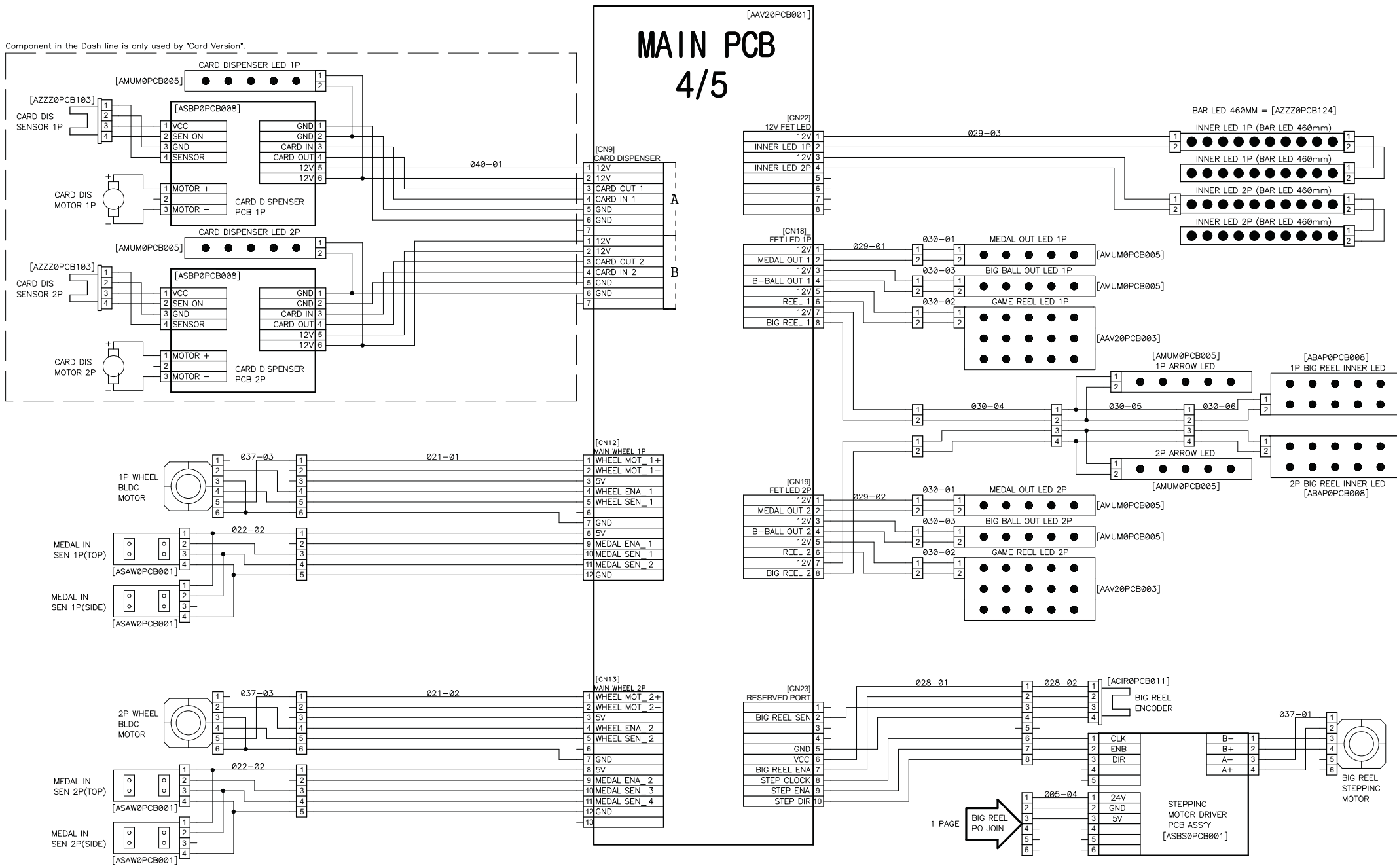




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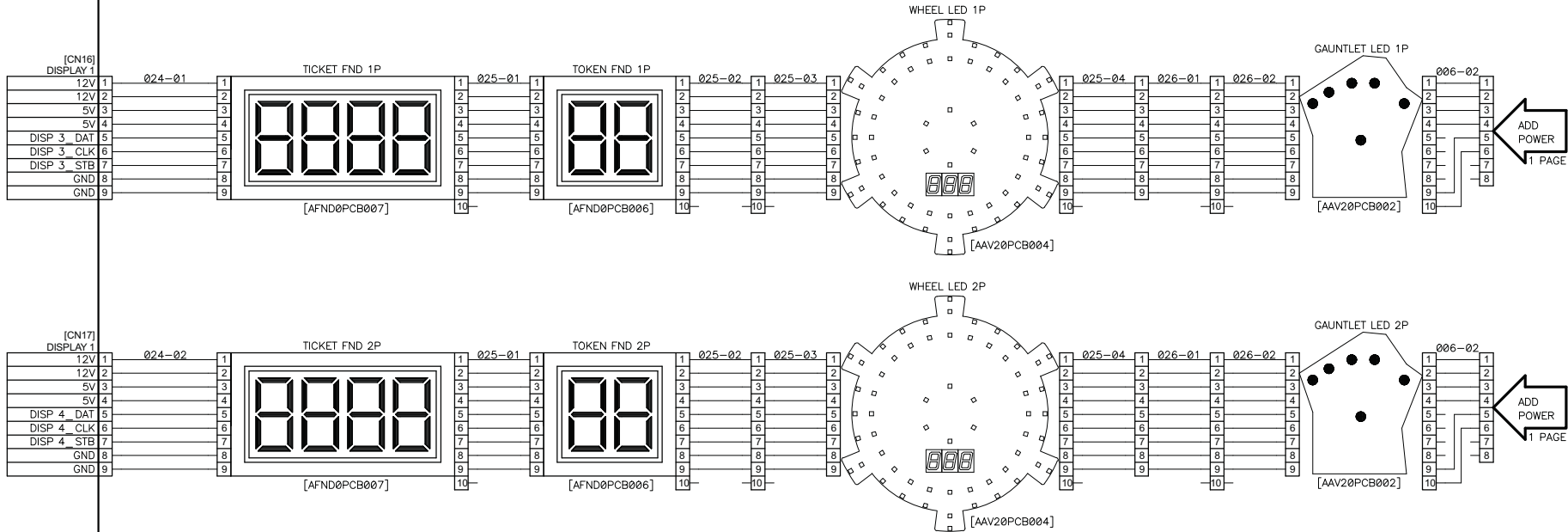
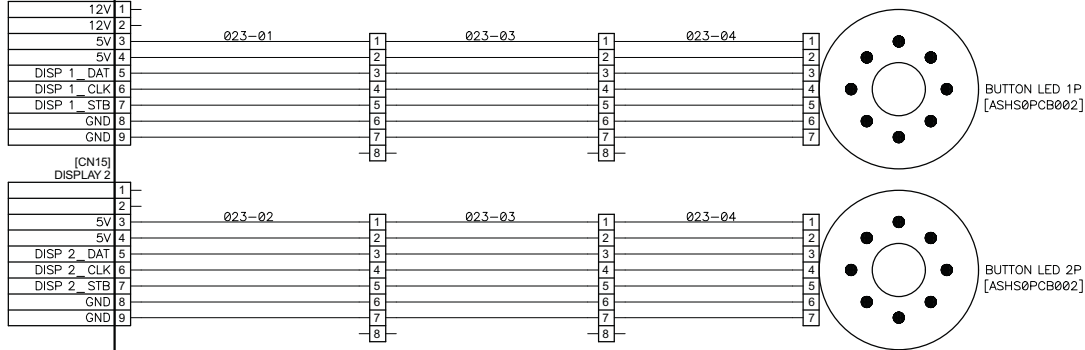
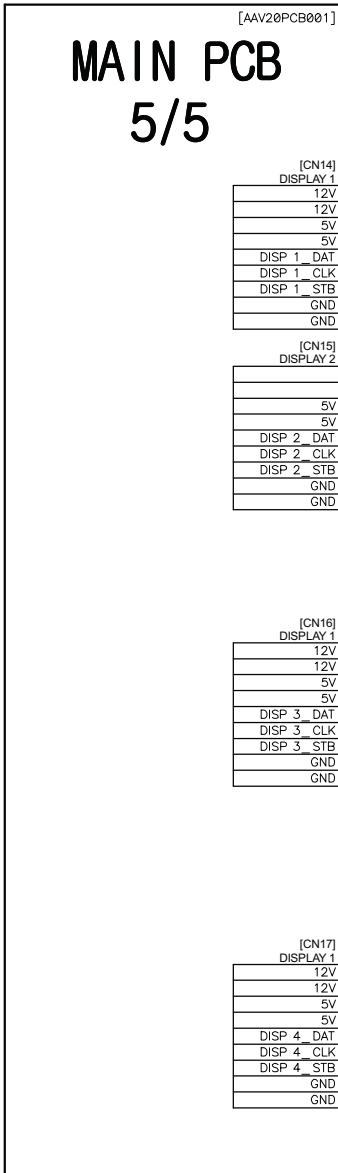
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CH NO.	DIRECTION
DISPLAY_ 1-2	BUTTON -> END
DISPLAY_ 3-4	TICKET FND -> TOKEN FND -> WHEEL LED -> GAUNTLET LED ->END

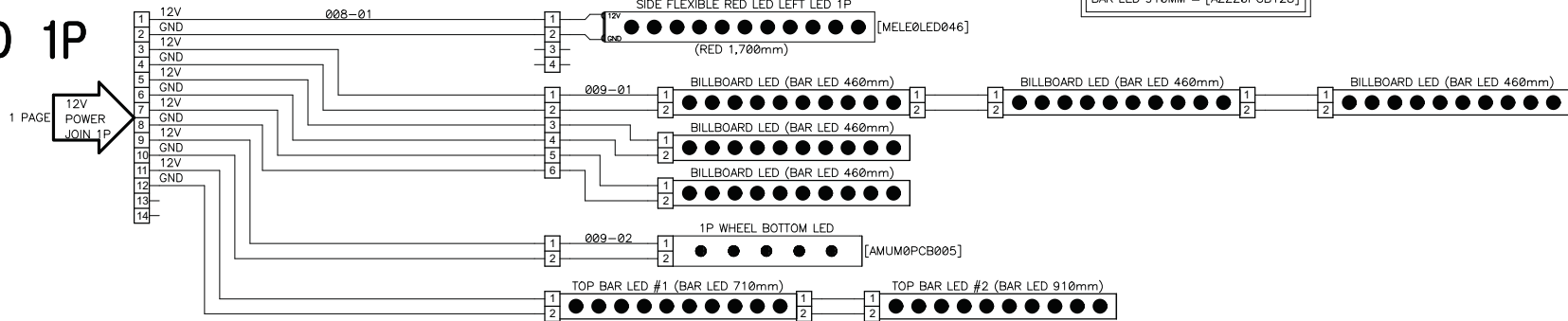


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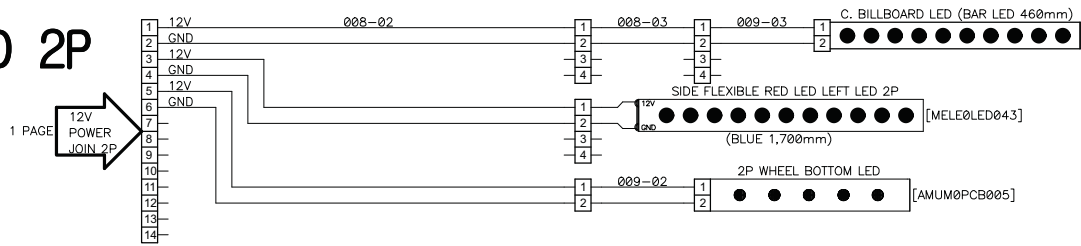
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# 12V LED 1P



# 12V LED 2P



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**Andamiro warrants the parts from date of shipment as follows.**

- **One Year Limited Warranty : Electronic Boards**
- **6 Months Limited Warranty : Moving Parts**

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

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

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

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

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

For warranty details on our product range please visit our website, [www.andamiro.com](http://www.andamiro.com).

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**ANDAMIRO CO., LTD.**

TEL : 82-31-909-2123~5

**[ADDRESS OFFICE]** 704-1 Techno Town, 138, Ilsan-ro, Ilsandong-gu, Goyang-si,  
Gyeonggi-do, 10442 Rep of Korea

**[FACTORY]** 72 Nocheom-gil, Ilsandong-gu, Goyang-si, Gyeonggi-do, 10432 Rep of Korea

**USA BRANCH**

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TEL : 1-310-767-5800

**[ADDRESS]** 2222 Century Cir, Irving TX 75062 U.S.A

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