www.andamiro.com

SERVICE MANUAL

Ver 1.0

ISSUEDATE:Sep. 15, 2017

STOP

IMPORTANT

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

PRECAUTIONS FOR USE

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

For safety reasons.

- The following suggestions should be adhered to:

⚠ WARNING
Disregarding could result in serious injury.

⚠ CAUTION
Disregarding could result in injury or product damage.

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

⚠
Indicates a care should be taken.

⃠
Forbidden.

Indicates a matter which must be performed.

- **Precautions to be followed:**

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

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

Qualified in-shop maintenance person

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

Industry specialist

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

PRECAUTIONS FOR USE

⚠WARNING

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

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

The machine for indoor usage only does not install outside.

Do not set the game machine up near emergency exits.

Protect the game machine from:

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

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

Do not place objects near the ventilating holes.

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

Never plug or unplug the power cord with wet hands.

Never unplug the game machine by pulling the power cord.

⚠ CAUTION

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

Be sure to use the attached power cord.

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

Do not lay the power cord where people walk through.

Be sure to ground this product.

Do not exert excessive force when moving the machine.

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

Do not alter the system related dipswitch settings.

PRECAUTIONS FOR USE

⚠ WARNING

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

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

In case of abnormality

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

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

- Doing so could result the power cord periodically.

⚠ CAUTION

Do not use this product anywhere other than industrial areas.

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

- Do not give shock the surface of glass products.

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

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

In handling the power cord, follow the instructions below.

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

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

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

PRECAUTIONS FOR USE

⚠ WARNING

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

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

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

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

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

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

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

⚠ CAUTION

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

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

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

Avoid excessive force while moving the machine.

PRECAUTIONS IN HANDLING

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

PRÉCAUTION D'EMPLOI

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

Pour des raisons de sécurité.

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

⚠ ATTENTION
Le non-respect peut entraîner des blessures graves.

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

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

⚠
Indique qu'attention est requise.

⃠
Interdit.

Indique que quelque chose doit être effectuée.

- **Les précautions à prendre :**

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

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

La personne de maintenance qualifiée en atelier

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

Le spécialiste de l'industrie

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

PRÉCAUTION D'EMPLOI

⚠ ATTENTION

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

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

En cas d'anomalie

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

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

Cela pourrait nuire le câble d'alimentation.

⚠ PRUDENCE

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

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

- S'il vous plaît ne pas jouer à ce jeu.
  - Quand vous buvez;
  - Lorsque votre condition physique n'est pas normale;
  - Lorsque vous êtes dans une période de grossesse;
  - Lorsque vous avez un contrôleur d'impulsion;
  - Lorsque vous avez récemment subi une crampe ou évanouissement en regardant la télévision.
- Évitez une force excessive / un choc pendant la lecture / de déplacer le jeu.
- Quand vous jouez les jeux, faite attention aux alentours.

Ne pas brancher ou débrancher le câble d'alimentation avec les mains mouillées.

Dans la manipulation du câble d'alimentation, suivez les instructions ci-dessous.

- Ne pas endommager le câble d'alimentation.
- Ne pas plier le câble d'alimentation de manière excessive.
- Ne pas chauffer le câble d'alimentation.
- Ne pas lier le câble d'alimentation.
- Ne pas prendre en sandwich le câble d'alimentation.
- Ne pas modifier le câble d'alimentation.
- Ne tordez pas le câble d'alimentation.
- Ne tirez pas sur le câble d'alimentation.
- Ne montez pas sur le câble d'alimentation.
- Ne pas mettre un clou dans le câble d'alimentation.

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

PRÉCAUTION D'EMPLOI

⚠ ATTENTION

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

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

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

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

Protéger la machine de jeu de:

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

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

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

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

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

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

⚠ PRUDENCE

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

Veillez à utiliser le cordon d'alimentation fourni.

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

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

Soyez sûr de mettre à la terre ce produit.

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

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

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

PRÉCAUTION D'EMPLOI

⚠ ATTENTION

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

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

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

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

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

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

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

⚠ PRUDENCE

Les composants de la machine de jeu sont sensibles aux vibrations et aux chocs. Il faut faire attention lors du déplacement et le transport de la machine de jeu.
Veillez à ne pas laisser la machine se renverser.

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

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

Éviter une force excessive lors du déplacement de la machine.

PRÉCAUTIONS LORS DU MANIEMENT

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

CONTENTS

1. SPECIFICATION AND DIMENSION P02

1-1. DIMENSION P02

1-2. SPECIFICATION P02

1-3. NAME OF PARTS P03

1-4. STICKER LOCATION P04

1-5. COMPONENTS P05

2. INSTALLATION P06

2-1. INSTALLATION SPACE P06

2-2. HOW TO INSTALL P07

3. SETUP SETTINGS P08

3-1. SETUP MENU P09

3-1-1. IO TEST P09

3-1-2. GAME SETTING P13

3-1-3. CREDIT SETTING P15

3-1-4. TICKET SETTING P17

3-1-5. SOUND SETTING P19

3-1-6. BOOKKEEPING P20

3-1-7. STATISTICS P22

3-1-8. SYSTEM UPDATE P26

4. ERROR CODE P29

5. TROUBLESHOOTING P30

5-1. MONITOR ERROR P30

5-2. BILLBOARD FND PCB ERROR P31

5-3. 1, 2P GAME BUTTON LED PCB ERROR P32

5-4. THE LED IS MALFUNCTION (1, 2P) FROM FRONT LED PCB P33

5-5. 1, 2P CONTROLLER SIDE LED PCB L,R ERROR P35

5-6. 1, 2P FRONT, REAR ENCODER ERROR P37

5-7. 1, 2P VIBRATOR MOTOR ERROR P39

5-8. COIN SELECTOR ERROR P41

5-9. TICKET DISPENSER ERROR P43

5-10. SOUND ERROR P44

5-11. COUNTER ERROR P45

5-12. SOUND ERROR P46

6. EXPLODED VIEW P47

6-1. MAIN CABINET PART P47

6-2. BILLBOARD PART P48

6-3. MONITOR PART P49

6-4. CONTROLLER PART P50

6-5. FRONT TABLE PART P51

6-6. SERVICE PANEL PART P52

6-7. TICKET DISPENSER P52

6-8. FRONT SIDE PART P53

6-9. SMPS PART P54

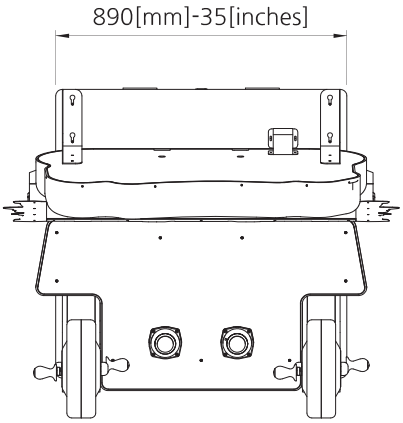
6-10. MAIN BOX PART P54

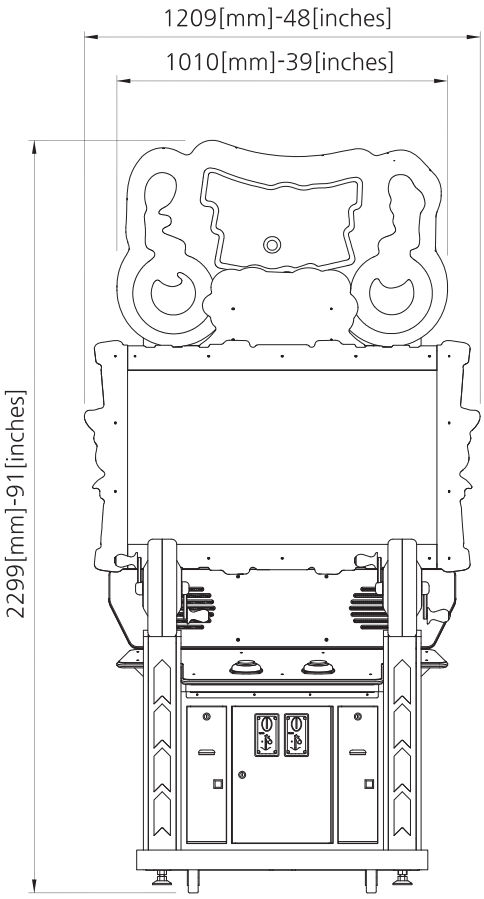
6-11. CABINET PCB PART P54

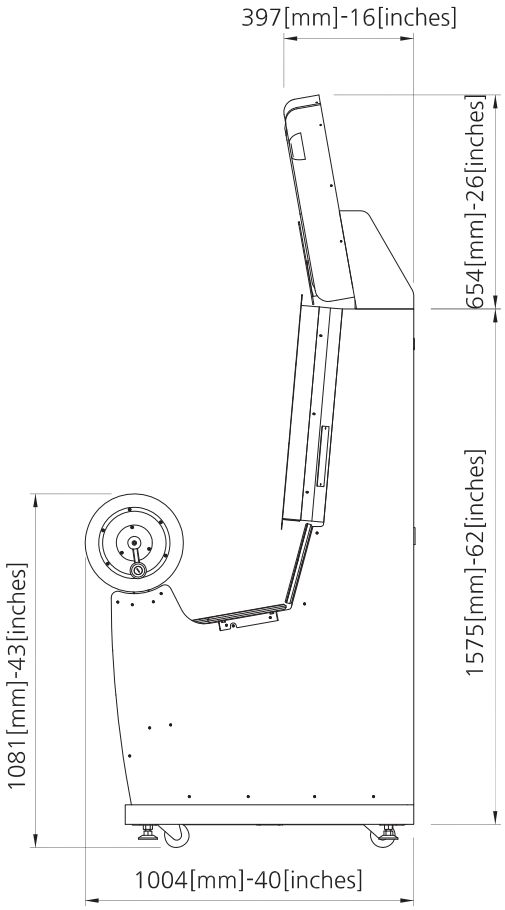
7. BLOCK DIAGRAM P54

1. SPECIFICATION AND DIMENSION

1-1. DIMENSION



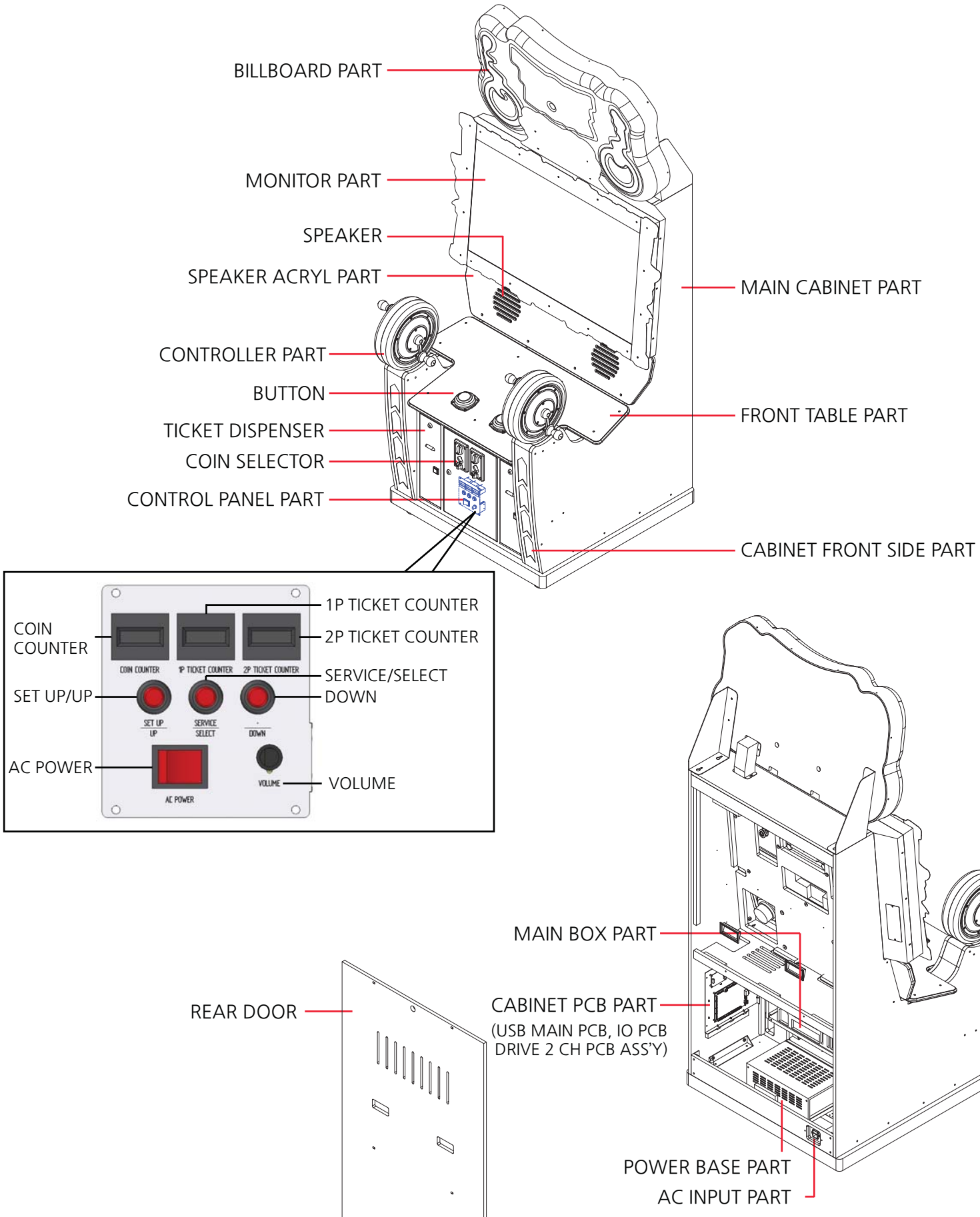




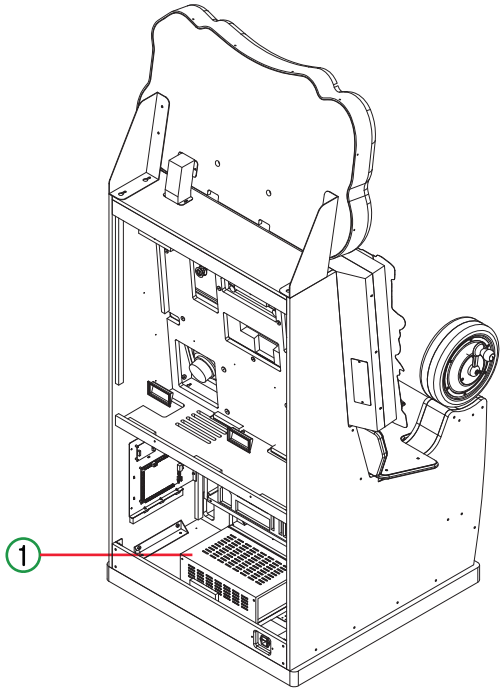
1-2. SPECIFICATION

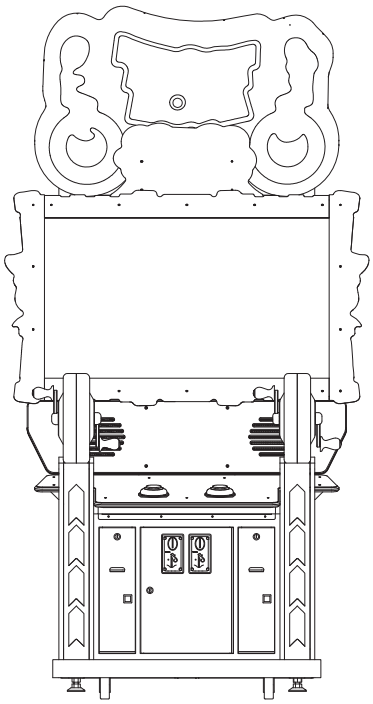
DIMENSION (W x D x H)	1209 x 1004 x 2299 (mm)
PACKING DIMENSION (W x D x H)	1150 x 1150 x 1730 (mm)
WEIGHT (kg)	180 kg [WEIGHT INCLUDING : 210 kg] PACKAGING]
VOLTAGE	AC 220V
FREQUENCY RANGE	50Hz
CONSUMPTION	300 W
CERTIFICATION	-

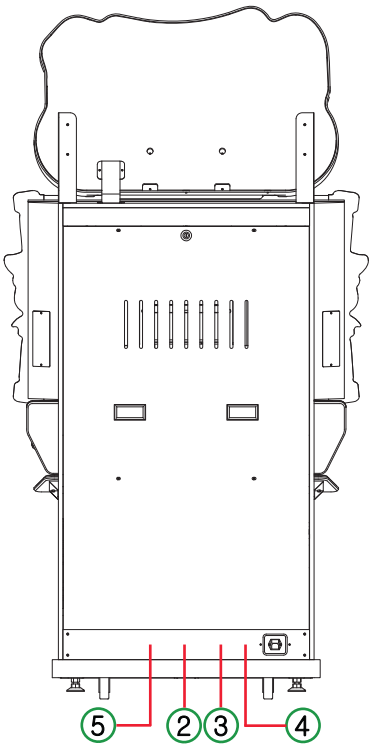
1-3. NAME OF PARTS



1-4. STICKER LOCATION







1

2

3

4

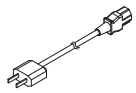
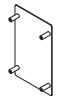
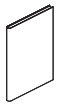
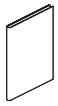
5

MODEL NAME	-
PRODUCT S/N	-
MAIN BOX S/N	-
LCD S/N	-
CERTIFICATE	-

MADE IN KOREA

Koyang-si, Kyounggi-do,Korea. Phone:82-31-909-2100

1-5. COMPONENTS

NO.	PART NAME	SPEC.	QTY
1	AC POWER CORD	- 	1
2	KEY	6001	2
3	KEY	7001	2
4	BOLT	4x10L	22
5	BOLT	4x14L	4
6	BOLT	4x25L	4
7	BOLT	6x25L	6
8	BOLT	6x30L	6
9	NUT	M4	8
10	WRENCH	2.5, 3, 4, 6MM	EACH 1
11	COIN SELECTOR BLANK BKT	- 	1
12	MANUAL	- 	1
13	TROUBLESHOOTING MANUAL	- 	1

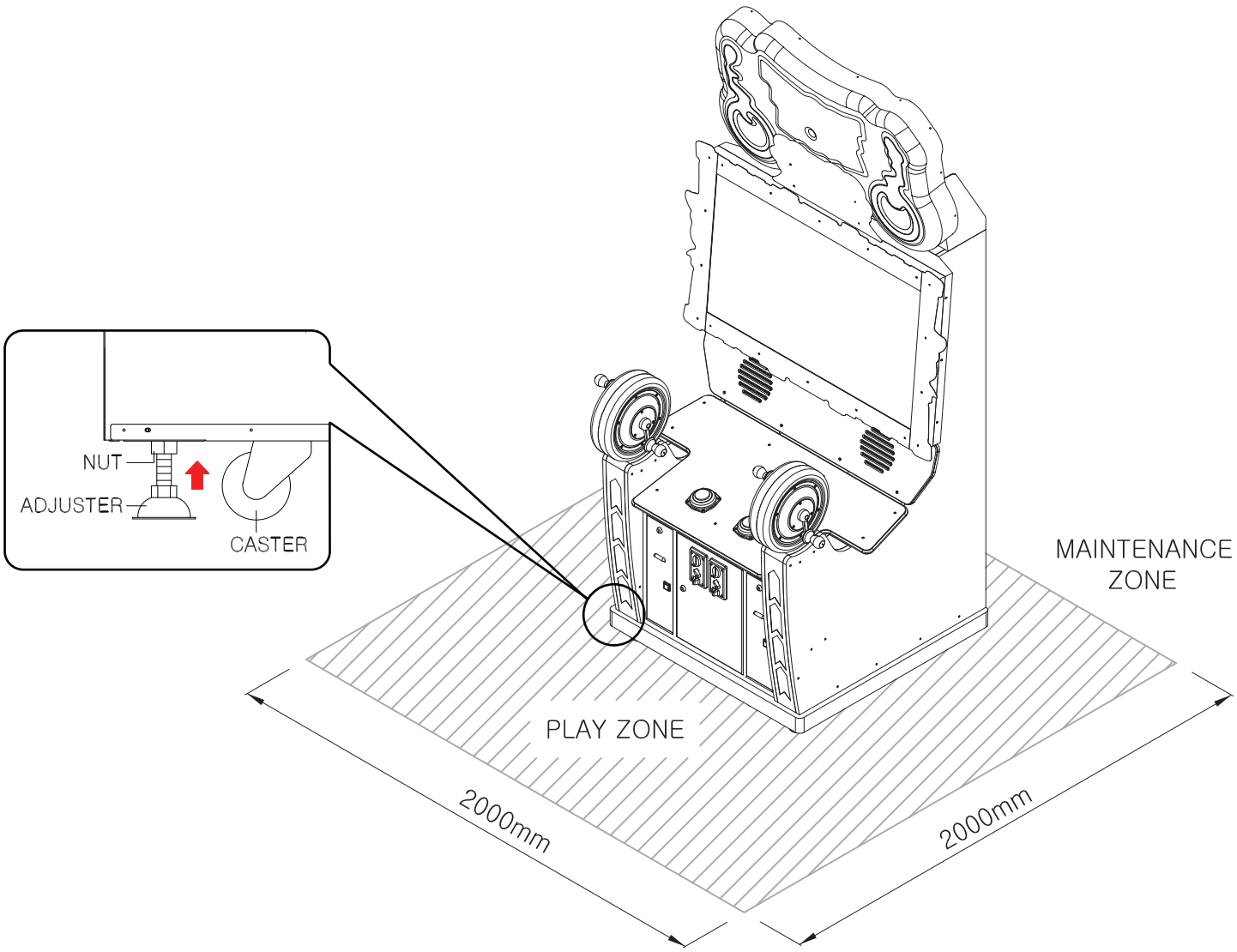
2. INSTALLATION

2-1. INSTALLATION SPACE

- Need to have installation place.
  Maintenance Zone & Play zone should have at least
  2000mm x 2000mm each.

IMPORTANT

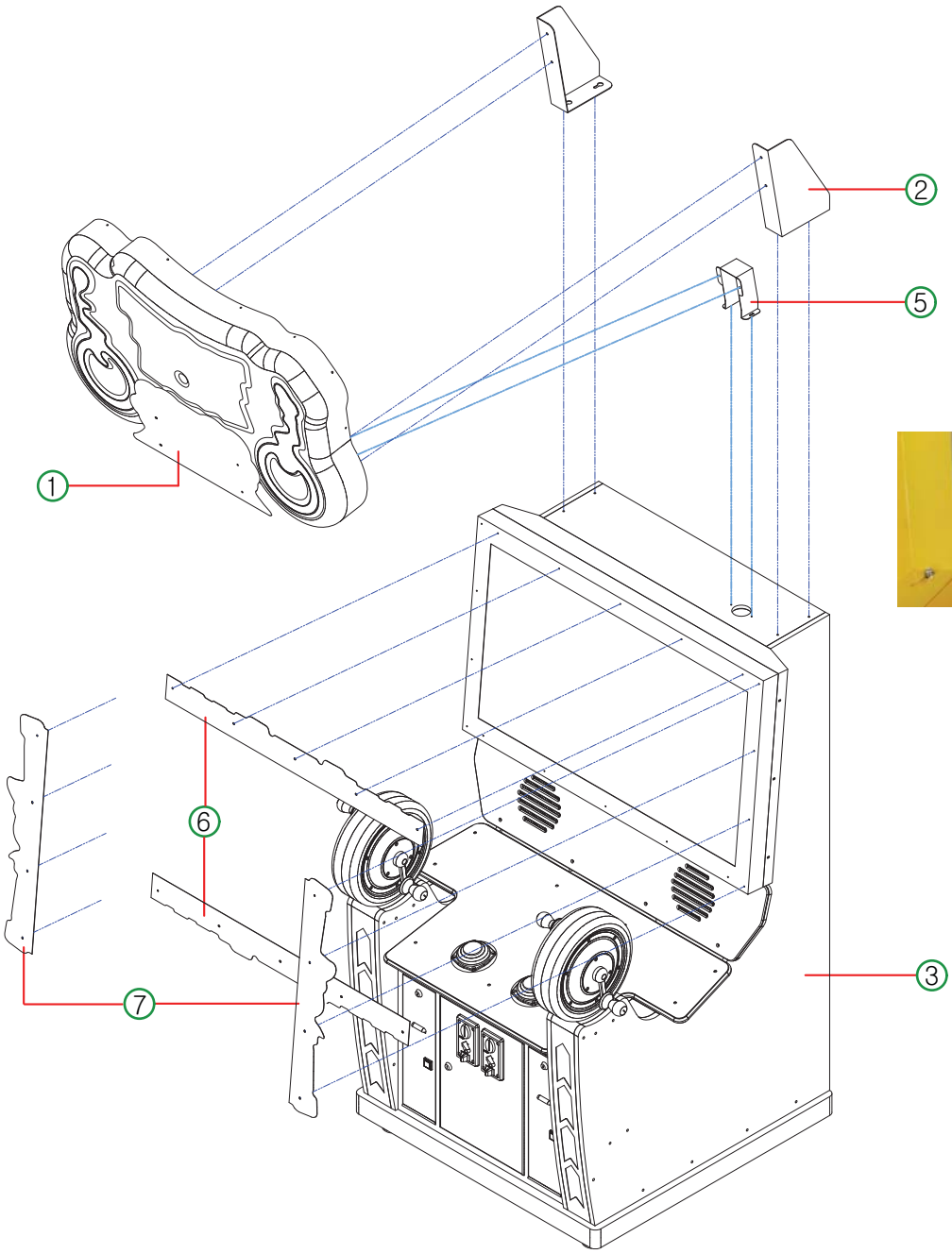
- Once you set up the machine with required game-play area, when installing this product, set the 4 leg levelers evevly on the floor and make sure that the product is installed stably in a horizontal position.
  Otherwise the set winning percentage can be twisted.



2-2. HOW TO INSTALL

[BILLBOARD & MONITOR ACRYL]

1



- After combining ①BILLBOARD ASS'Y +②BILLBOARD FIX BKT_2EA [M6 bolt, 4EA], assemble as the picture lifting it on③CABINET. * Connect connector as picture④.

- After connecting, combining ⑤CABLE COVER by 2 bolts.

- And then finish the assembling by combining ⑥MONITOR DECO ACRYL-B + ⑦MONITOR DECO ACRYL-A.

3. SETUP SETTINGS

3-1. SETUP MENU

- I/OTEST : TEST INPUT, OUTPUT SYSTEM and SCREEN COLOR. Enter to 'I/O TEST' Page.

- GAME SETTING : SET UP GAME SETTING. Enter to 'GAME SETTING' Page.

- CREDIT SETTING : SET UP CREDIT SETTING. Enter to 'CREDIT SETTING' Page.

- TICKET SETTING : SET UP TICKET SETTING. Enter to 'TICKET SETTING' Page.

- SOUND SETTING : SET UPSOUND SETTING. Enter to 'SOUND SETTING' Page.

- STATISTICS : Check statistics of the entered coins and the emitted tickets
  Enter to 'STATISTICS' Page.

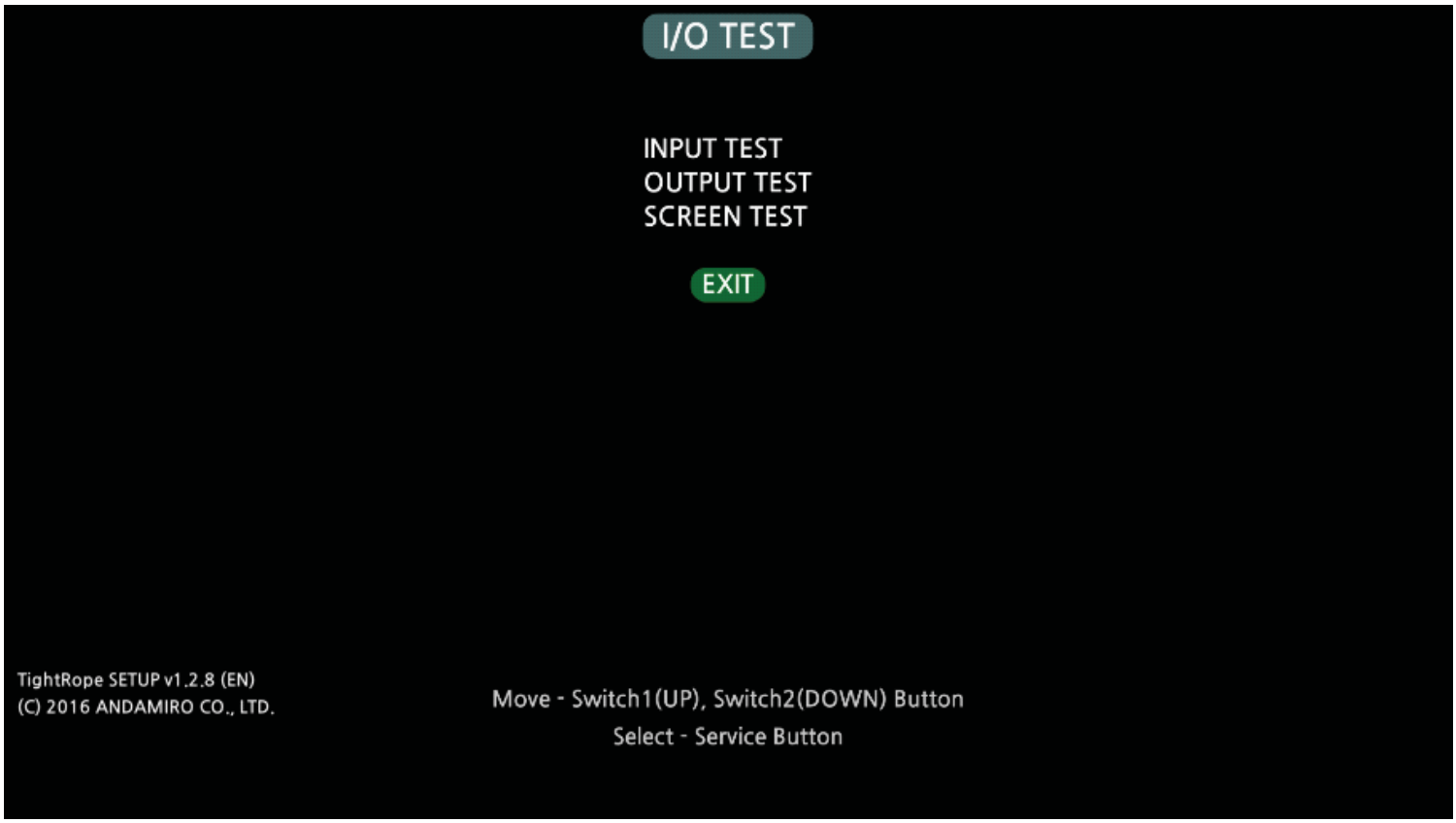
- BOOKKEEPING : Check operation hours, play hours and etc. of machine
  Enter to 'BOOKKEEPING' Page.

- SYSTEM UPDATE : SYSTEM UPDATE. Enter to 'SYSTEM UPDATE' Page.

- FACTORY RESET : Reset all settings to default. Enter to 'FACTORY RESET' Page.

- EXIT

3-1-1. IO TEST



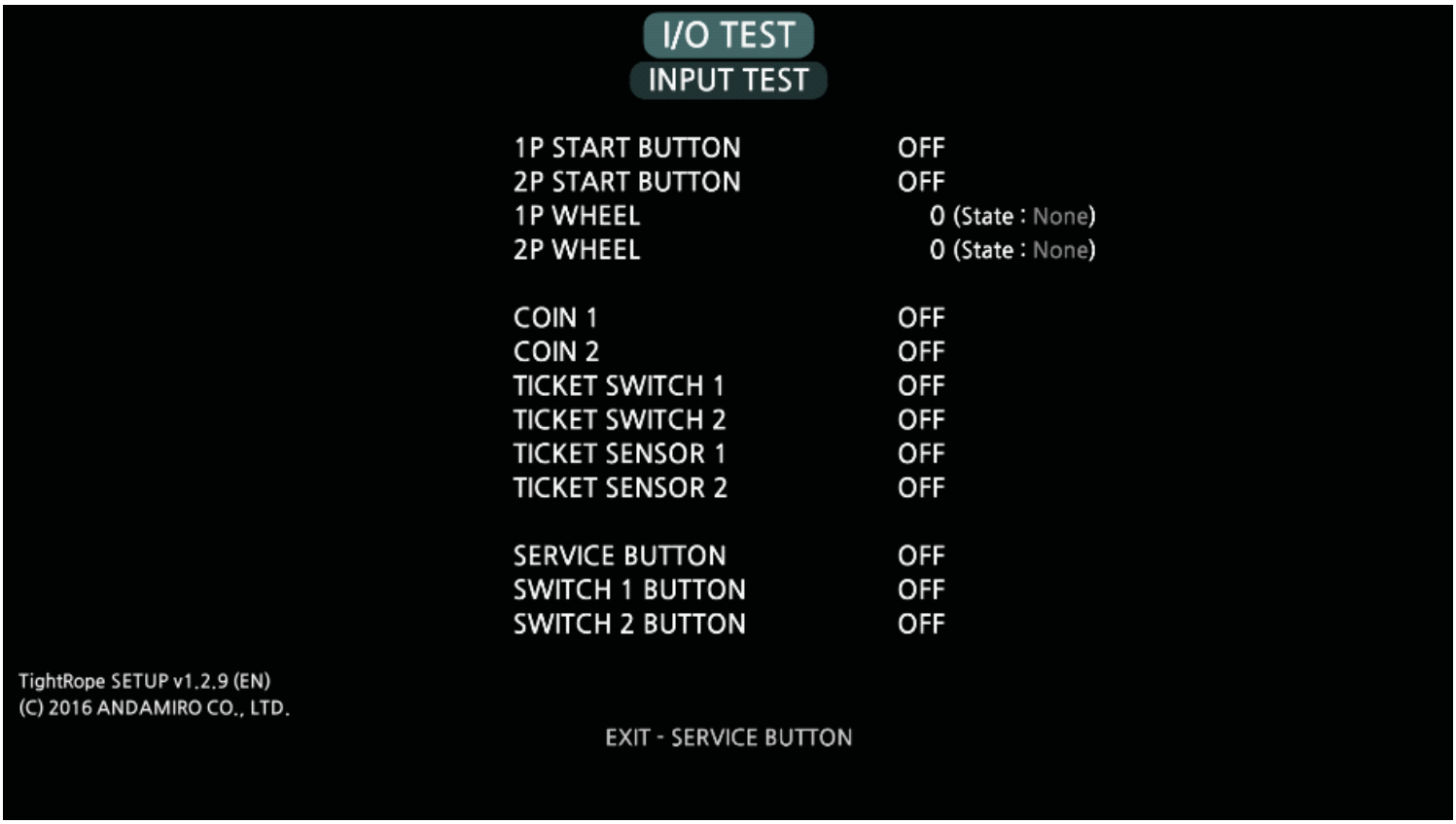
- INPUT TEST : Enter to test such as wheel controller, start button and etc. of inputs.

- OUTPUT TEST : Enter to test such as ticket dispensor, lighting, counter and etc. of outputs.

- SCREEN TEST : Enter to test such as display resolution, density, brightness,
  color representation and etc. of screen.

- EXIT : EXIT 'I/O TEST', then Enter to 'MAIN SETUP MENU' Page.

[INPUT TEST]



- 1P / 2P START BUTTON : TEST SW 1 / SW 2 BUTTON. Displayed as ' ON ' when receiving input.

- 1P / 2P WHEEL : Display acceleration and deceleration speed(zero based).
Display speed value to zero(0) when stationary.
Display speed value '+' when turning forward in advance,
maximum speed output to '+ 255'.
Display speed value '-' when turning reverse direction,
maximum speed output to '- 255'.

* Display wheel encoder sensor status when you turn wheel.

STATUS	DESCRIPTION
(State : None)	Not yet turn the wheel or no signal when you turn the wheel.
(State : F:OK, R:OK)	Front Sensor : Signal O, Rear Sensor : Signal O
(State : F:NG, R:OK)	Front Sensor : Signal X, Rear Sensor : Signal O
(State : F:OK, R:NG)	Front Sensor : Signal O, Rear Sensor : Signal X

- COIN 1/2 : TEST COIN 1 / COIN 2 INSERT. Displayed as ' ON ' when receiving input.

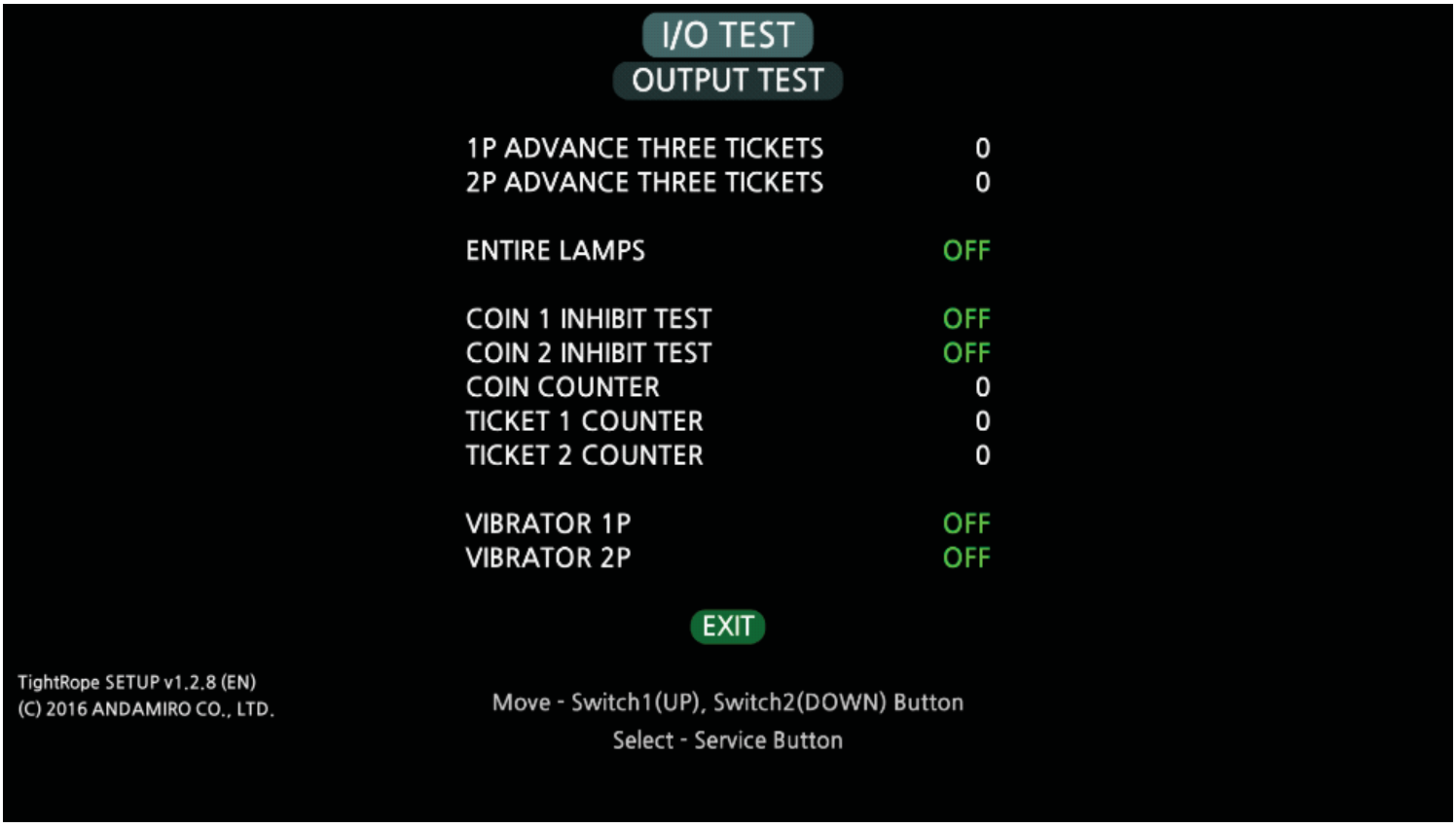
- TICKET SWITCH 1 / 2 : TEST TICKET SWITCH 1 / TICKET SWITCH 2 at 1P and 2P.
Displayed as ' ON ' when receiving input.

- TICKET SENSOR 1 / 2 : TEST TICKET SENSOR 1 / TICKET SENSOR 2.
Displayed as ' ON ' when seneor recognize.

- SERVICE BUTTON : TEST SERVICE BUTTON.
Displayed as ' ON ' when receiving input, then return to 'I/O TEST' MAIN Page.

- SWITCH 1 / 2 BUTTON : TEST SWITCH 1 / 2 BUTTON. Displayed as ' ON ' when receiving input.

[OUTPUT TEST]



- 1P / 2P ADVANCE THREE TICKETS : Ticket release test of 1P and 2P. Release Three(3) tickets each. (The ticket counter will count.)

- ENTIRE LAMPS : All lights on the device are simultaneously. (Lighting Pattern : OFF -> Red -> Yellow -> Green -> Cyan -> Blue -> Magenta -> White (Repetition))

- COIN 1 INHIBIT TEST : TEST INHIBIT OF COIN 1 (ON : Coin machine on, OFF : Coin machine off)

- COIN 2 INHIBIT TEST : TEST INHIBIT OF COIN 2 (ON : Coin machine on, OFF : Coin machine off)

- COIN COUNTER : When it selected, add 1 count of the coin counter.

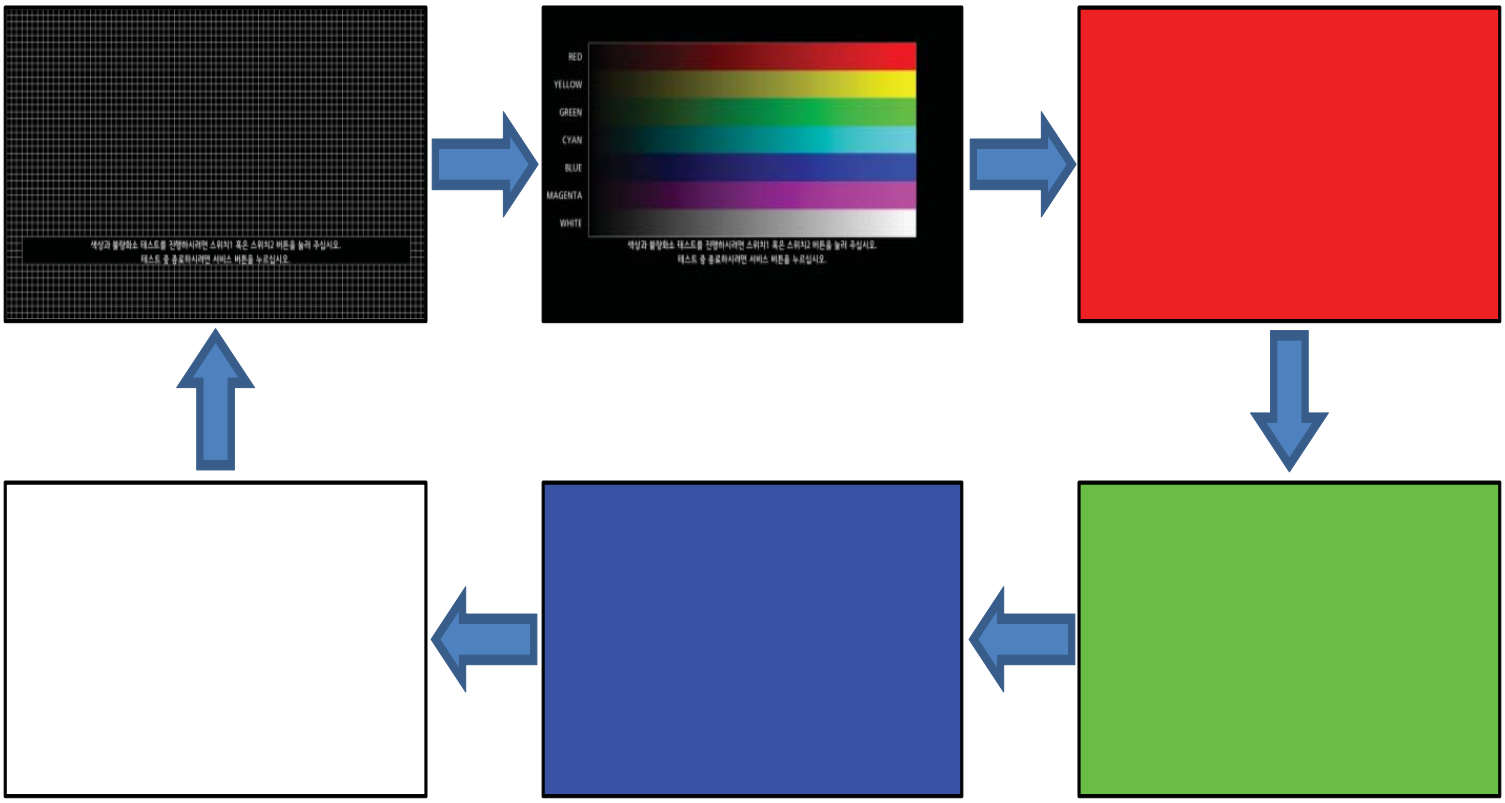
- TICKET 1/2 COUNTER : When it selected, add 1 count of the ticket counter.

- EXIT : EXIT 'OUTPUT TEST'. Then, Enter to 'I/O TEST' MAIN Page.

- 1P Vibration Motor : Test to 1P's Vibration Function of wheel Controller.

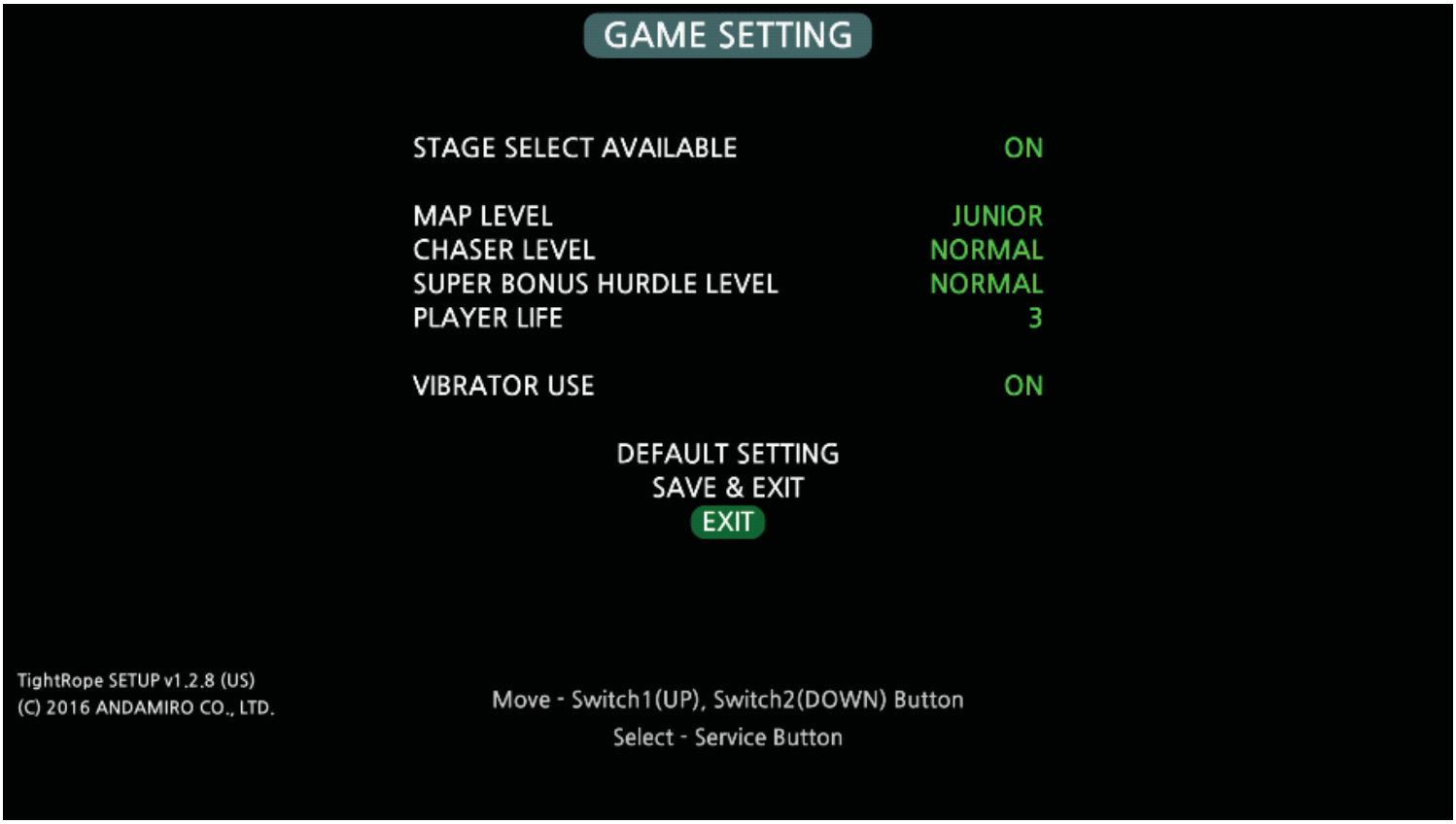
- 2P Vibration Motor : Test to 2P's Vibration Function of wheel Controller.

[SCREEN TEST]



- TEST COLOR DISPLAY & POOR PIXELS ON THE MONITOR.

3-1-2. GAME SETTING



- STAGE SELECT AVAILABLE : Display 'Wallpaper Select' page, to set that player whether or not to select.

SEQUENCE	ITEM	DESCRIPTION
1	ON	Display 'Wallpaper Select' Page, then game will be proceed set wallpaper by player .
2	OFF	Hide 'Wallpaper Select' Page, then game will be proceed with same wallpaper with title page.

- MAP LEVEL : SET UP the levels of difficulty by controlling the type of the maps.

SEQUENCE	ITEM	DESCRIPTION
1	KIDS Ver.	Set up to EASY MAP
2	ADULTS Ver.	Set up to NORMAL MAP

- CHASER LEVEL : SET UP the levels of difficulty by controlling the speed of the chaser.

SEQUENCE	ITEM	VALUE
1	EASY	85% of default setting
2	NOMAL	Default setting
3	DIFFICULT	115% of default setting

- SUPER BONUS HURDLE LEVEL : SET UP the speed level of Super Bonus Hurdle.
SET UP difficullty of Super Bonus Hurdle speed.

SEQUENCE	ITEM	VALUE
1	EASY	85% of default setting
2	NOMAL	Default setting
3	DIFFICULT	115% of default setting

- PLAYER LIFE : SET UP No. of Player's lifes.

SEQUENCE	NO. OF LIFE
1	1
2	2
3	3
4	4
5	5

- VIBARATOR USE : SET UP using the Vibrator.

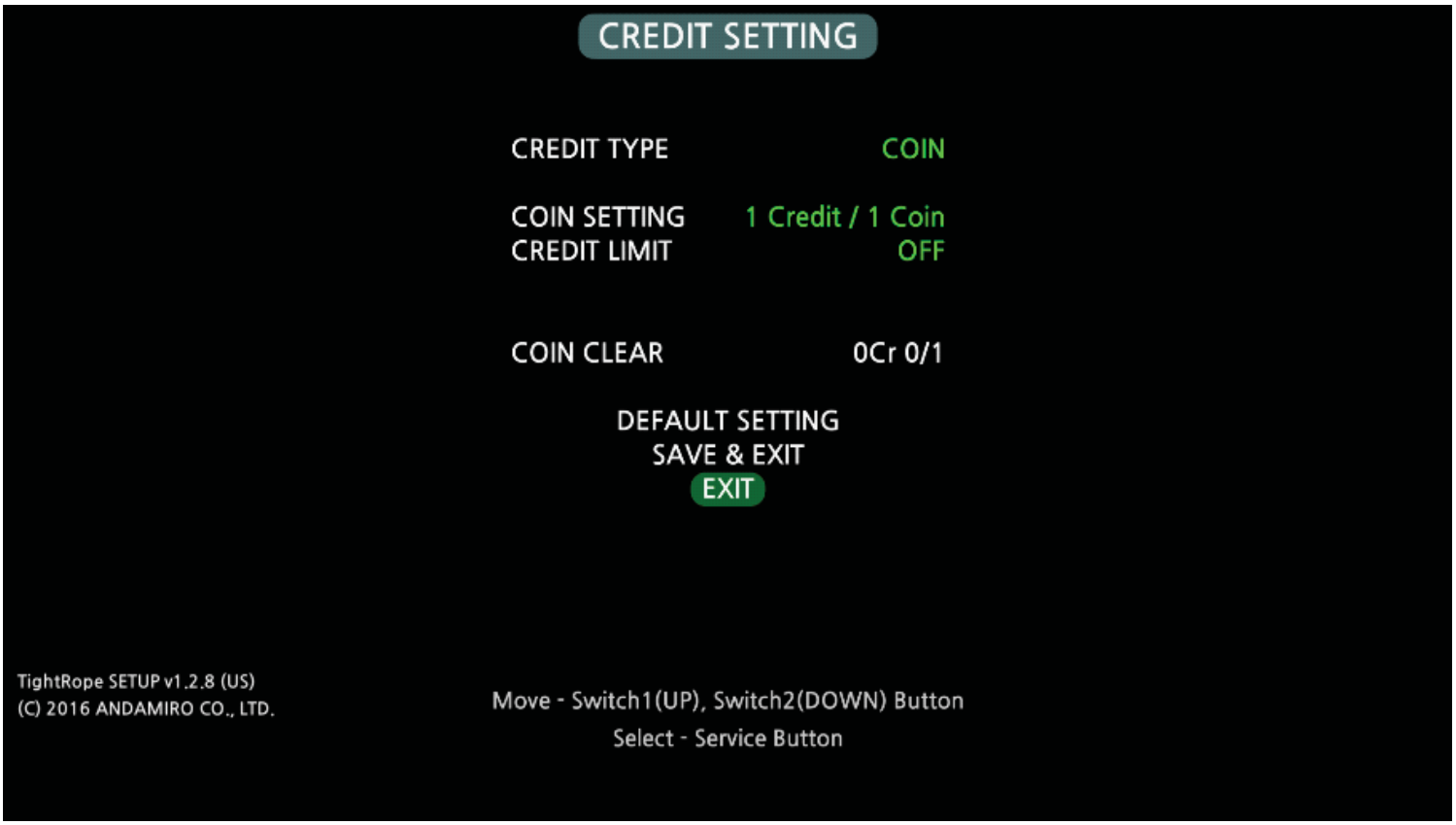
SEQUENCE	ITEM	DESCRIPTION
1	ON	USE the vibratior of wheel controlor at 1p, 2P
2	OFF	Do not use the vibratior of wheel controlor at 1p, 2P

- DEFAULT SETTING : 'Reset 'GEME SETTING' to Default setting.

- SAVE & EXIT : Save the changed setting and Enter to the 'MAIN SETUP MENU' Page.

- EXIT : Do not save the changed setting and Enter to the 'MAIN SETUP MENU' Page.

3-1-3. CREDIT SETTING



- CREDIT TYPE : SET UP type of payment - Set up to display type of credit.

SEQUENCE	ITEM	DISPLAY
1	COIN(S)	INSERT COIN(S)
2	CARD(S)	SWIPE CARD(S)

- COIN SETTING : SET UP coin setting.

SEQUENCE	DESCRIPTION	SEQUENCE	DESCRIPTION
1	SET 1 Credit / 1 Coin	10	SET 2 Credit / 1 Coin
2	SET 1 Credit / 2 Coins	11	SET 3 Credit / 1 Coin
-	~	~	~
8	SET 1 Credit / 8 Coins	17	SET 9 Credit / 1 Coin
9	SET 1 Credit / 9 Coins	18	SET to Free Play

- CREDIT LIMIT : SET UP Credit Limit.

SEQUENCE	DESCRIPTION
1	OFF
2	1 Credit
3	2 Credit
~	~
10	9 Credit
11	10 Credit

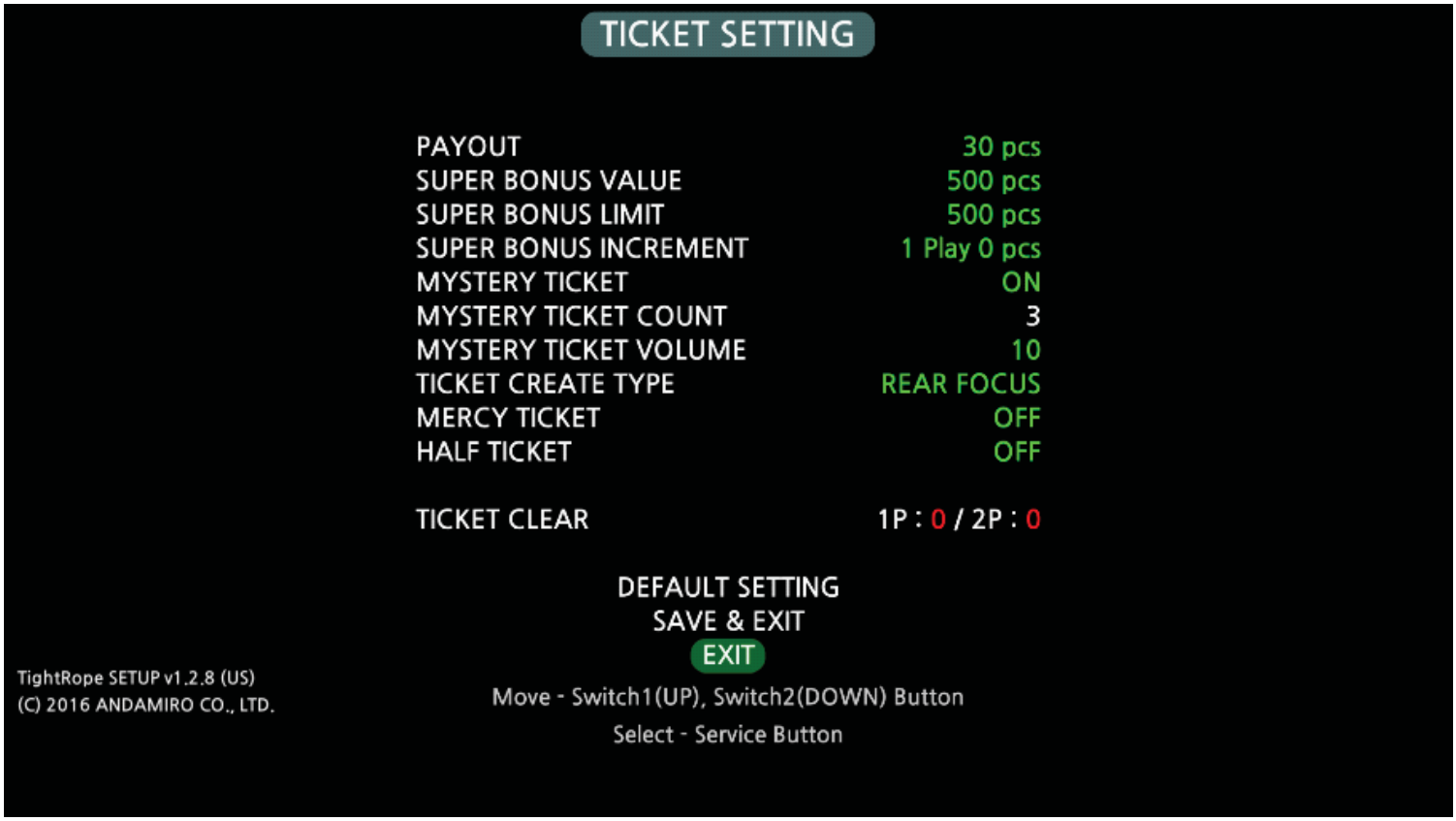
- COIN CLEAR : Clear credit for the coin and credit insterted.
On the right side of the Menu, Displays the current Credit.

- DEFAULT SETTING : Reset 'Cerdit Setting' to factory setting.

- SAVE & EXIT : Save the changed setting and Enter to the 'MAIN SETUP MENU' Page.

- EXIT : Do not save the changed setting and Enter to the 'MAIN SETUP MENU' Page.

3-1-4. TICKET SETTING



- PAYOUT : SET UP Ticket Pay out,
  The range is '3-60pcs', Ascent in 1 pcs per button input. (Fr. 60 to. 3 rotation)
  Default Setting is '30pcs'
  If the setting is below 5, Super bonus increment and Mystery ticket function will be off.
  And the game level will be Junior, Chaser level will be easy and Super bonus hurdle level will be easy in automatically.

- SUPER BONUS VALUE : SET UP super bonus ticket amount
  The range is '50pcs-3000pcs', Ascent in 50pcs per button input.
  Default Setting is '500pcs'

- SUPER BONUS LIMIT : SET UP super bonus limit
  The range is '50pcs-3000pcs', Ascent in 50pcs per button input.
  Default Setting is '500pcs'
  SUPER BONUS CANNOT BE SET UNDER SUPER BONUS VALUE ABOVE.

- SUPER BONUS INCREMENT : SET UP super bonus increment per 1 play
  If the value is '0', no super bonus increment
  The range is '0pcs-50pcs', Ascent in 1pcs per button input.
  Default Setting is '0pcs'

- MISTERY TICKET : SET UP to display the Mystery Ticket in the game.

- MISTERY TICKET COUNT : SET UP No. of the Mystery Ticket.

SEQUENCE	DESCRIPTION	NO. OF TICKETS	SECTOR TO PLACE
1	1	1 pcs	Sector4 - 1pcs
2	2	2 pcs	Sector3 - 1pcs Sector4 - 1pcs
3	3	3 pcs	Sector2 - 1pcs Sector3 - 1pcs Sector4 - 1pcs
4	4	4 pcs	Sector2 - 1pcs Sector3 - 1pcs Sector4 - 2pcs

- MISTERY TICKET VOLUME : SET UP No. of Mystery Ticket Volume.
The range is '5pcs~15pcs'. In the range of setting, you get tickets when you collect mistery ticket.
The value below means total amount.

SEQUENCE	DESCRIPTION	SEQUENCE	DESCRIPTION	SEQUENCE	DESCRIPTION
1	5	6	10	11	15
2	6	7	11		
3	7	8	12		
4	8	9	13		
5	9	10	14		

- TICKET CREATE TYPE : SET UP tickets distribution.

SEQUENCE	DESCRIPTION	PERCENTAGE OF DISTRIBUTION
1	Front	Sector 1 : 23.3% / Sector 2 : 30.0% / Sector 3 : 26.3% / Sector 4 : 20.3%
2	Middle	Sector 1 : 20.3% / Sector 2 : 23.3% / Sector 3 : 30.0% / Sector 4 : 26.3%
3	Rear	Sector 1 : 20.3% / Sector 2 : 23.3% / Sector 3 : 26.3% / Sector 4 : 30.0%

- HALF TICKET : SET UP Half Ticket.

SEQUENCE	DESCRIPTION
1	ON
2	OFF

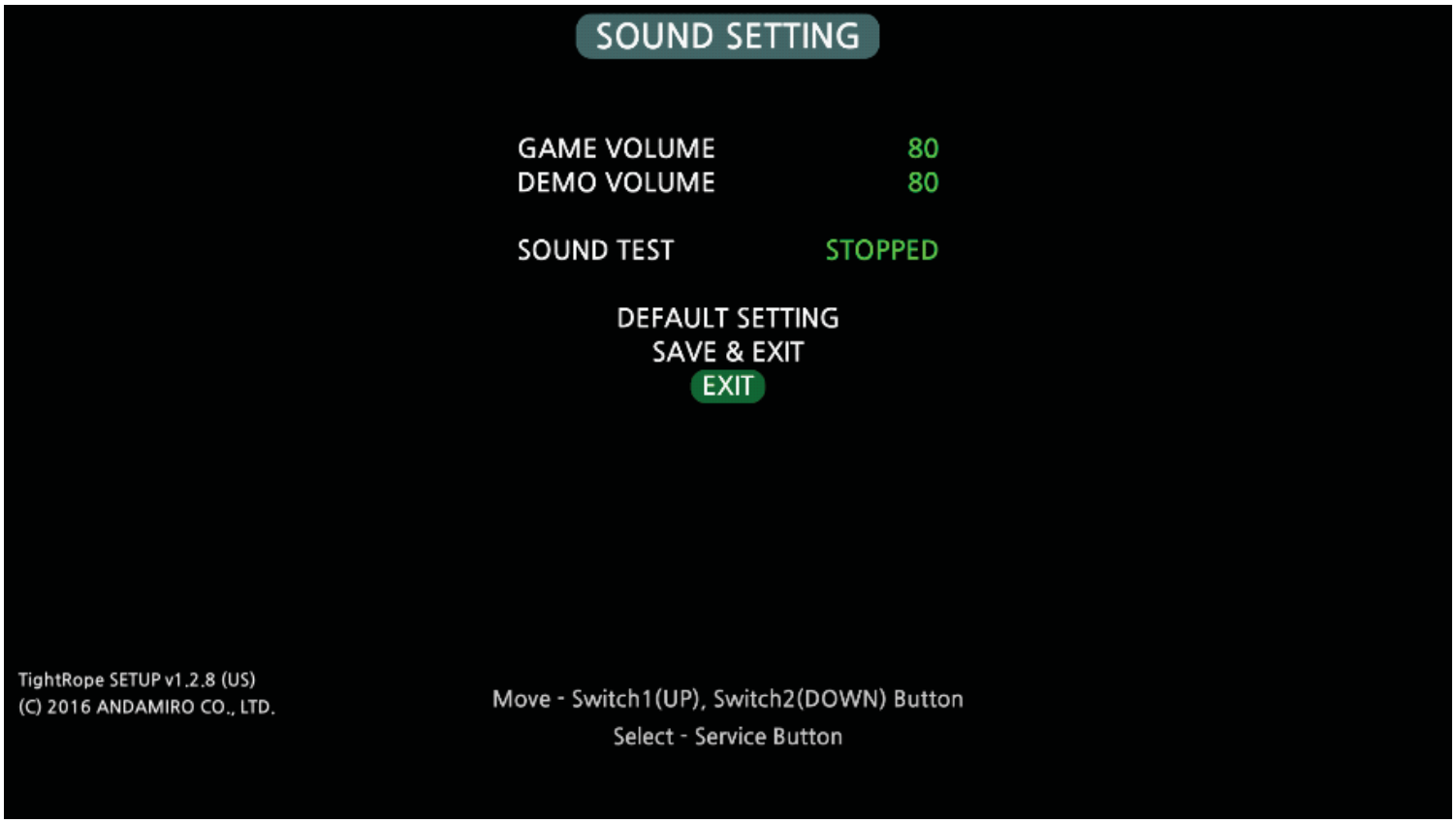
- TICKET CLEAR : Initialize Tickets of 1P and 2P.
On the right side of the Menu, Displays the current Tickets.

- DEFAULT SETTING : Reset 'Ticket Setting' to factory setting.

- SAVE & EXIT : Save the changed setting and Enter to the 'MAIN SETUP MENU' Page.

- EXIT : Do not save the changed setting and Enter to the 'MAIN SETUP MENU' Page.

3-1-5. SOUND SETTING



- GAME VOLUME : SET UP Game volume.

- DEMO VOLUME : SET UP Demo volume.

SEQUENCE	VOLUME	SEQUENCE	VOLUME
1	0	17	80
2	5	18	85
3	10	19	90
4	15	20	95
~	~	21	100

- SOUND TEST : Play a sound source for the Test Speaker.

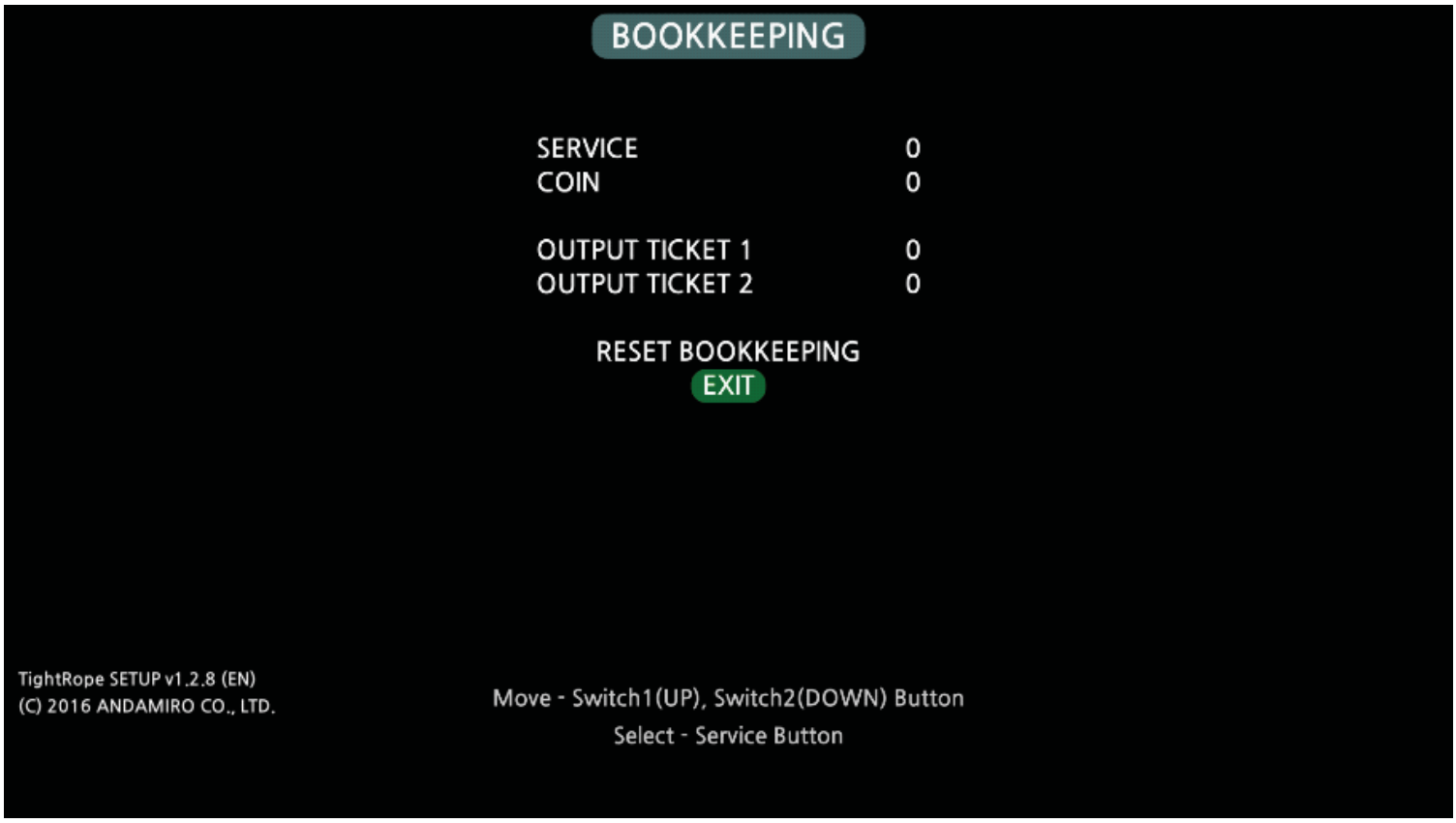
DESCRIPTION	FEEDBACK
STOP	Do not playing the test sound source
PLAY	Playing the test sound source

- DEFAULT SETTING : Reset 'Sound Setting' to factory setting.

- SAVE & EXIT : Save the changed setting and Enter to the 'MAIN SETUP MENU' Page.

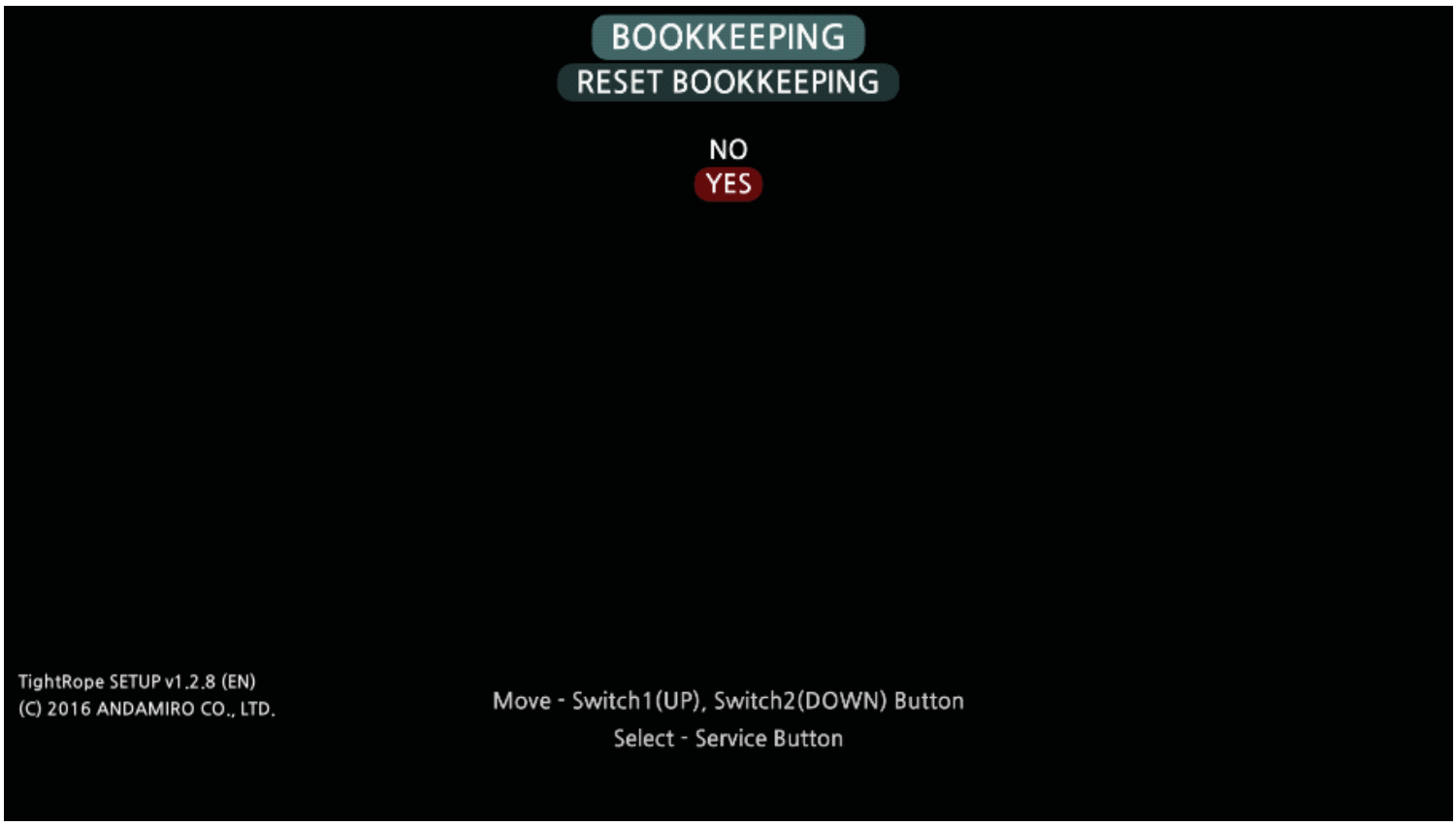
- EXIT : Do not save the changed setting and Enter to the 'MAIN SETUP MENU' Page.

3-1-6. BOOKKEEPING



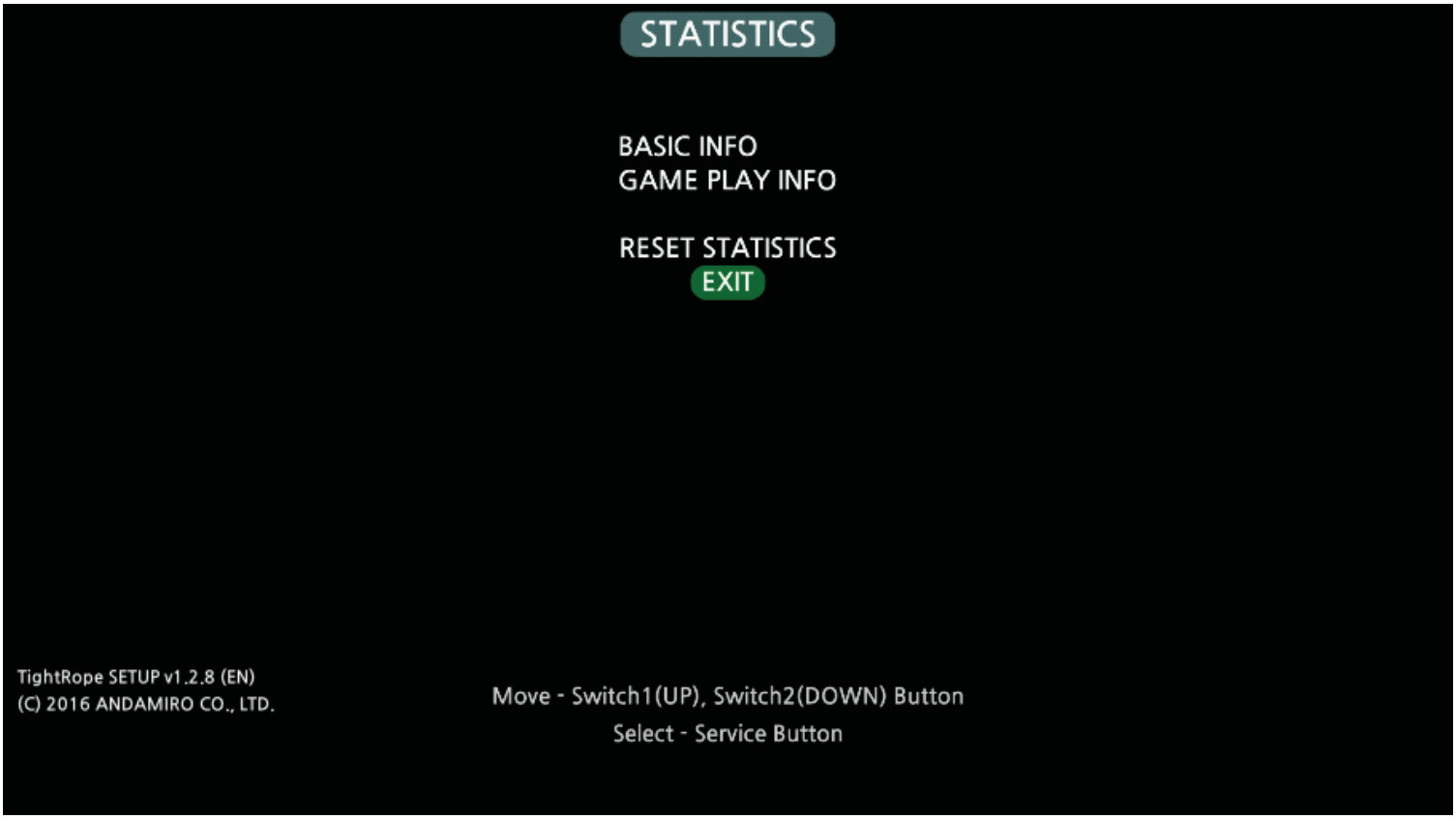
- SERVICE : Displays Credit count by pushing Service Button.
- COIN : Displays Credit count by coin counter.
- OUTPUT TICKET 1/2 : Displays dispensed Tickets No. of 1P and 2P.
- RESET BOOKKEEPING : Reset 'Bookkeeping' setting.
- EXIT : Back to the 'MAIN SETUP MENU' Page.

[RESET BOOKKEEPING]



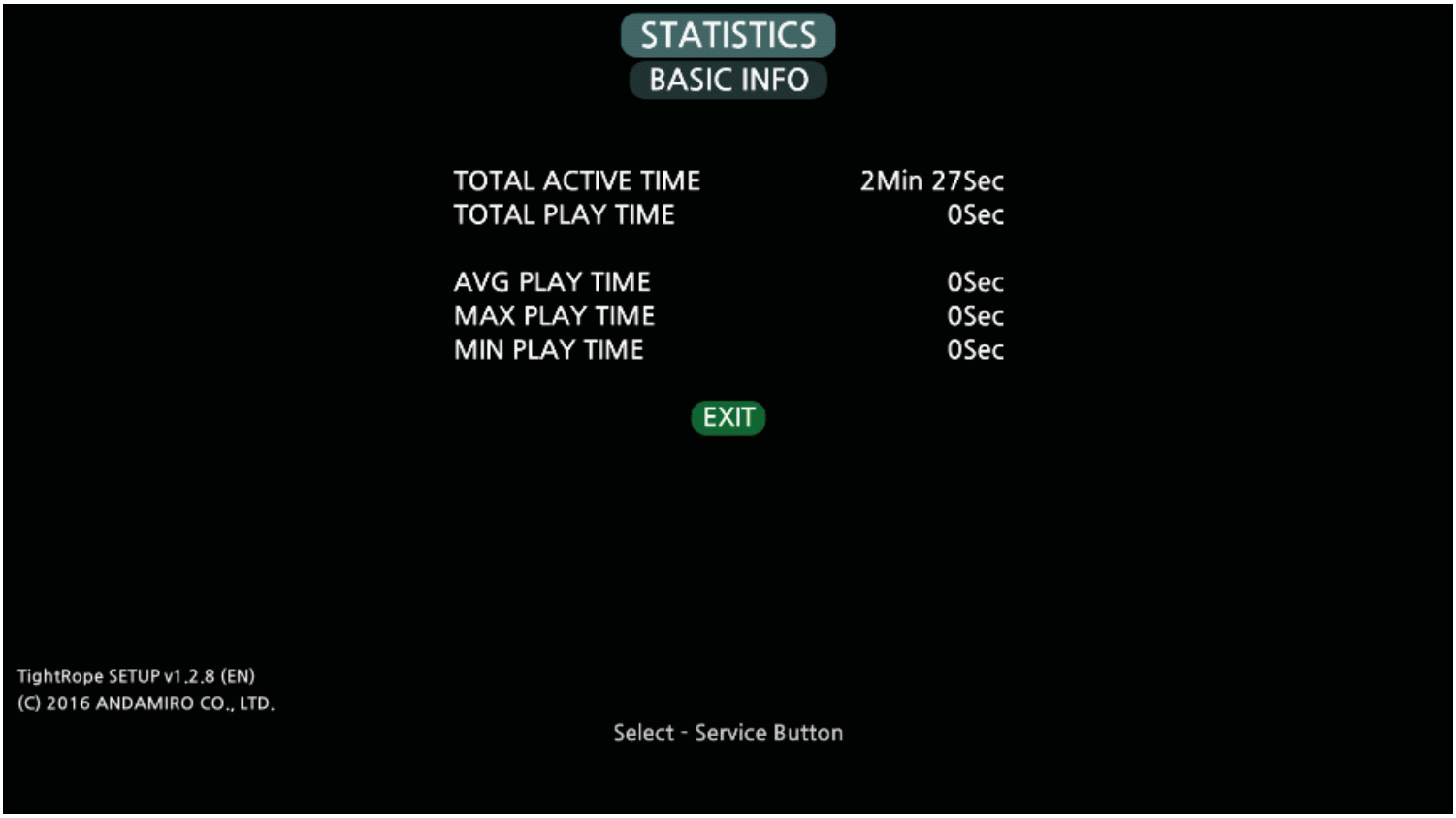
- NO : Do not Reset Bookkeeping. Then, EXIT 'Bookkeeping-Basic Info'.
- YES : Reset Bookkeeping. Then, EXIT 'Bookkeeping-Basic Info'.

3-1-7. STATISTICS



- BASIC INFO : Displays Basic Information page.
- GAME PLAY INFO : Displays Game Play Information page.
- RESET STATISTICS : Reset the Statistics data.
- EXIT : Back to the 'MAIN SETUP MENU' Page.

[BASIC INFO]



- TOTAL ACTIVE TIME : Displays total accumulated active playe time since turning on to turning off the machine.
  (-> Displays total accumulated program operation time)

- TOTAL PLAY TIME : Displays total accumulated playe time from first pushing start button to last 'GAME OVER' page.

- AVERAGE PLAY TIME : Displays average playe time of main game.

- MAX PLAY TIME : Displays the longest playe time of main game.

- MIN PLAY TIME : Displays the shortest playe time of main game.

- EXIT : Exit the 'Basic Info' page and Enter to the 'Statistics' Page.

[GAME PLAY INFO]

- TOTAL PLAY COUNT : Displays total accumulated played count.

- 1PLAYER COUNT : Displays total accumulated played count by 1 Player.

- 2PLAYER COUNT : Displays total accumulated played count by 2 Player.

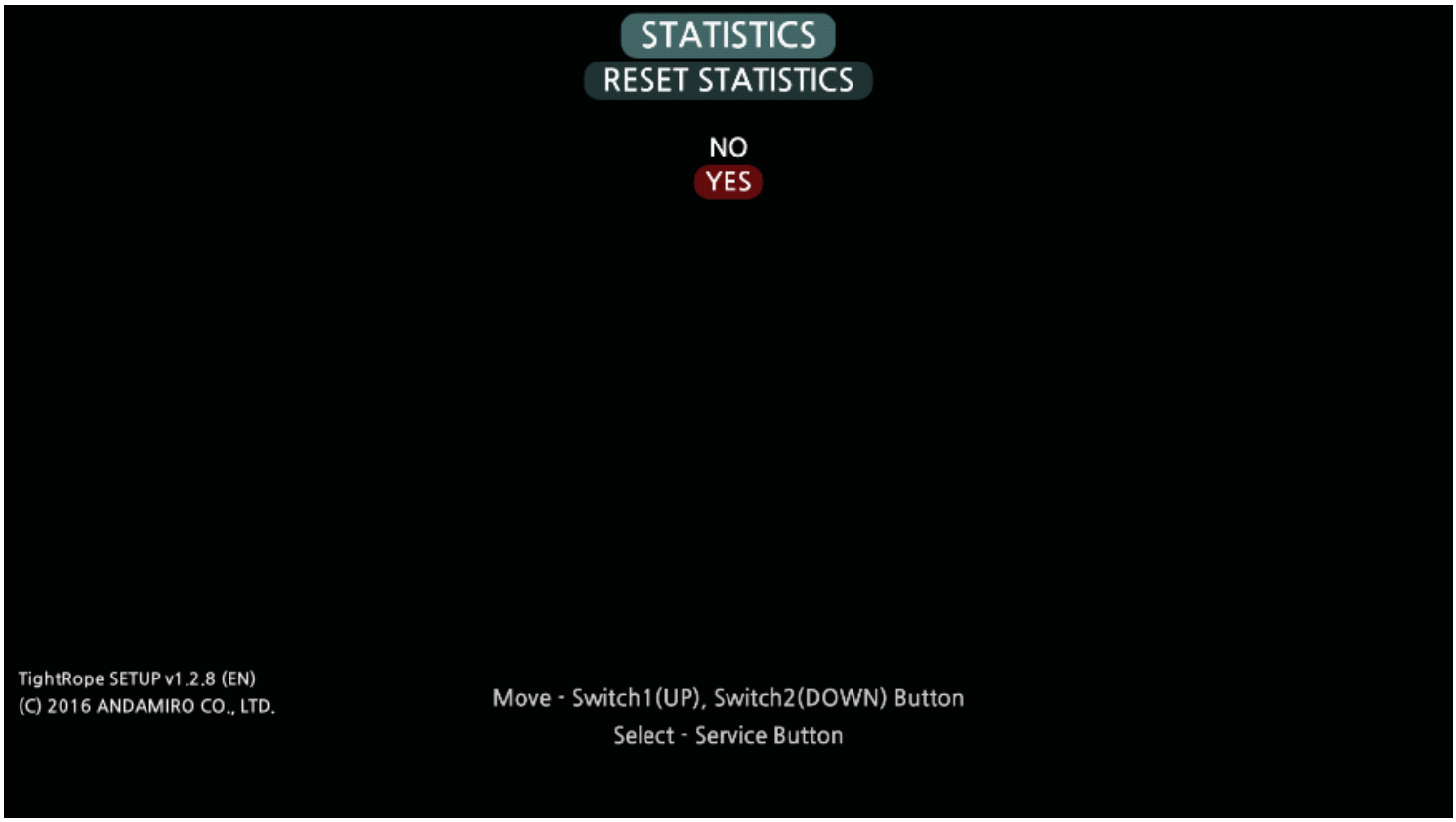
- CLEAR COUNT : Displays total count of cleared stage.

- COUNT DEPENDS ON DISTANCE : Displays distance when failed according to following ranges ;
"0m - Less than 100m" / "100m - Less than 200m" / "200m - Less than 300m"

- COUNT DEPENDS ON STAGE : Displays the stage that slected by player.
"City" / "Ancient" / "Island"

- EXIT : Exit the 'Basic Info' page and Enter to the 'Statistics' Page.

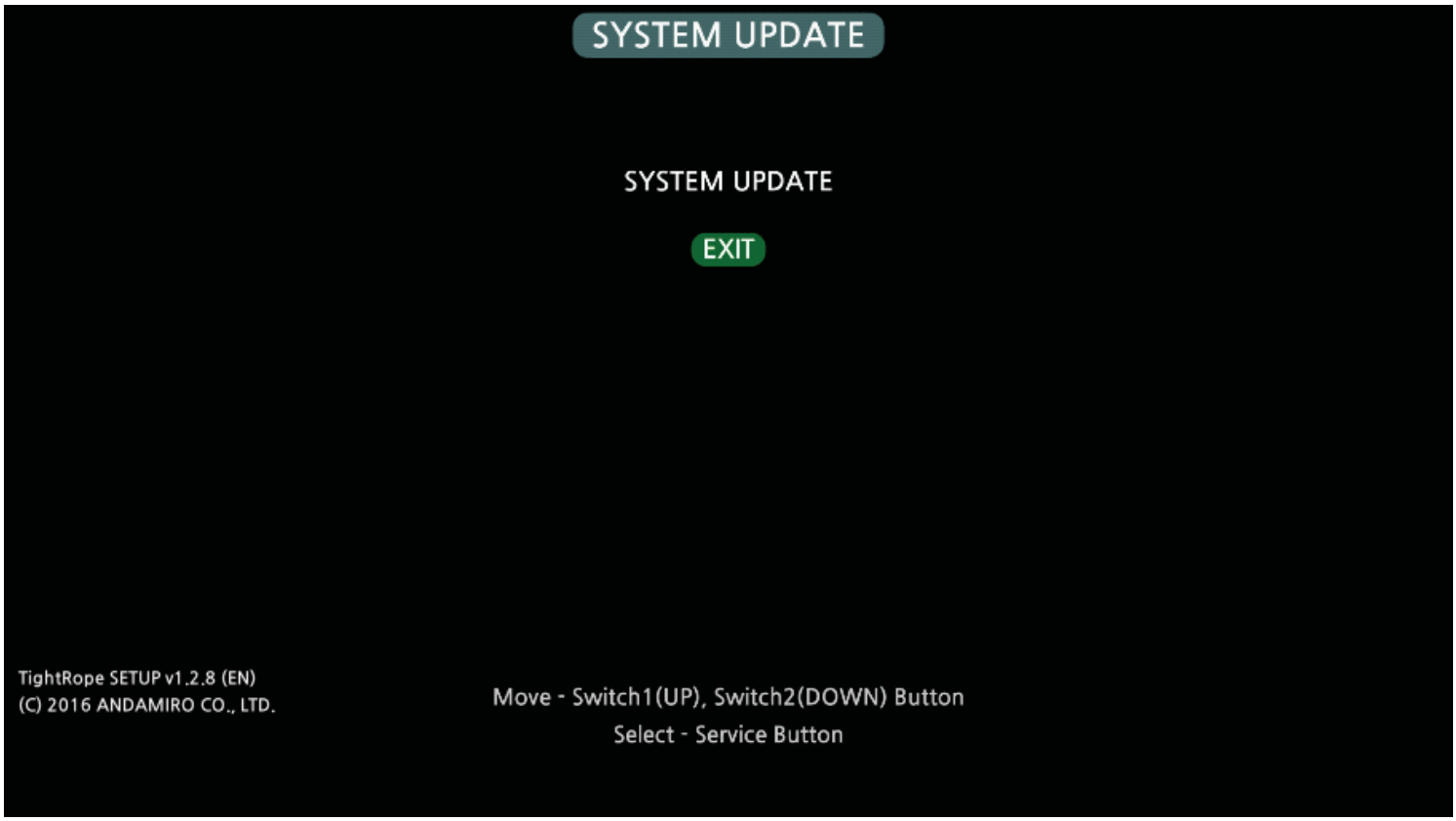
[RESET STATISTICS]



- NO : Do not Reset Ranking. Then, Enter to 'Statistics - Basic Info'.

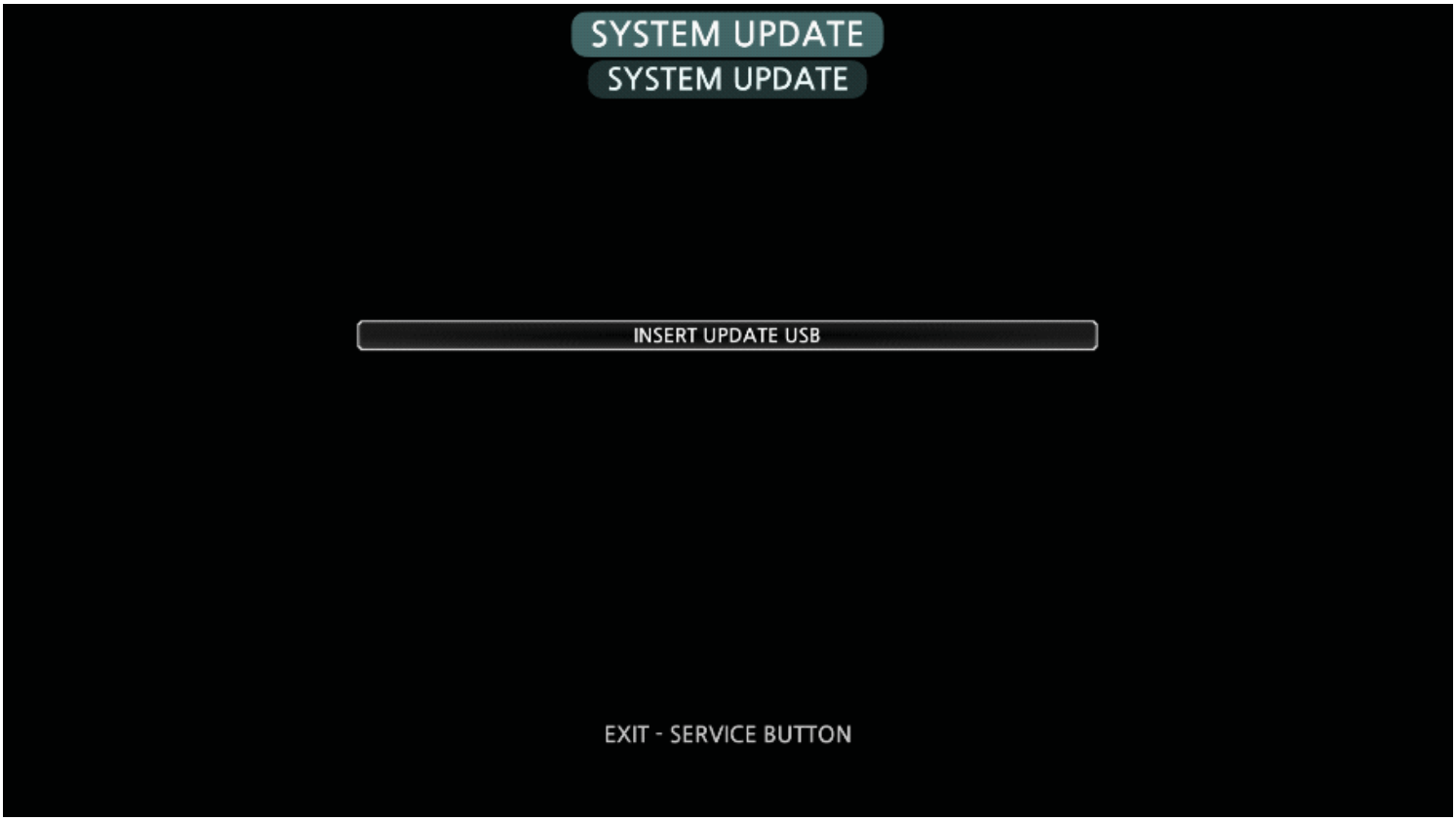
- YES : Reset Ranking. Then, Enter to 'Statistics - Basic Info'.

3-1-8. SYSTEM UPDATE



- SYSTEM UPDATE : Enter to the 'System Update' page.
- EXIT : EXIT the 'System Update' page. Then, Enter to the MAIN Page.

[SYSTEM UPDATE]



	CASE	DISPLAY
Update Stand By	Description to system updates	Insert the USB containing the update file.
Update File Check	Notify checking system update files in the USB	Checking update files
	Error Message - no USB recognition	No USB drive found.
	Error Message - In case of the current operating system version and the update version are same versions.	The file that has already been updated or previous versions of the update file.
	Error Message - In case of the update files does not exist on the specified pathin the USB.	No update file found.
	Error Message - In case of some update files are missing from the USB or problem has occurred.	Cannot copy update files - Update file was missing or problem has occurred.
Update File Copy	Copying system update files from USB to HDD	Copying update files ({No. of current files} / {No. of total files})
	Error Message - In case of the problem has occurred during Recognizing USB / In case of the problem has occurred during copying	Problem has occurred during copying Update Files.
Ready for Update	Notify that system updates was ready.	Ready for update. Reboot the system. (Counting)

9. FACTORY SETTING

- NO : Do not 'Factory Setting' and Enter to the previous Page.
- YES : 'Factory Setting' and Enter to the previous Page.

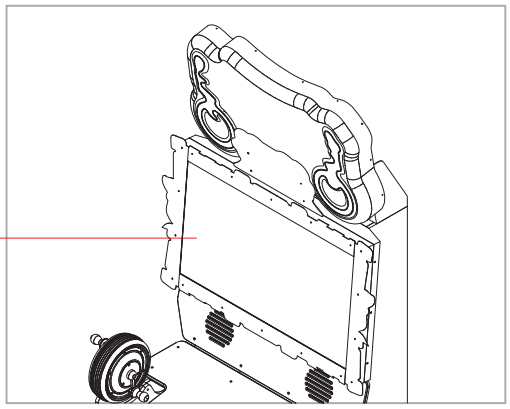
4. ERROR CODE

ERROR CODE	ERROR	DESCRIPTION	CHECK POINT
E0-02	SYSTEM	SETUP DATA READ/WRITE ERROR	1. SETUP MENU -> FACTORY DEFAULT -> SYSTEM REBOOT 2. REPLACE HDD IF STILL SAME PROBLEM
E0-03		SETUP DATA ERROR	1. SETUP MENU -> FACTORY DEFAULT -> SYSTEM REBOOT 2. REPLACE HDD IF STILL SAME PROBLEM
E0-10		I/O BOARD CONNECTION ERROR	1. CHECK USB CONNECTION BETWEEN MK BOX AND I/O BOARD 2. REPLACE I/O BOARD OR MK BOX IF STILL SAME PROBLEM
E0-20		USB LOCK DEVICE CONNECTION ERROR	1. CHECK CONNECTION BETWEEN MK BOX AND USB LOCK 2. CHECK RED LED LIGHT IS ON AT USB LOCK 3. REPLACE USB LOCK OR MK BOX IF STILL SAME PROBLEM
E1-01	COIN MACHINE	1P COIN MACHINE SENSOR ERROR	1. CHECK NC, NO SWITCH ON 1P COIN MACHINE (IF IT IS ON NC, CHANGE TO NO AND REBOOT) 2. CHECK SENSOR OF 1P COIN MACHINE
E1-02		2P COIN MACHINE SENSOR ERROR	1. CHECK NC, NO SWITCH ON 1P COIN MACHINE (IF IT IS ON NC, CHANGE TO NO AND REBOOT) 2. CHECK SENSOR OF 2P COIN MACHINE
E3-01	WHEEL ENCODER	1P WHEEL ENCODER SENSOR ERROR	1. CHECK AND REPLACE FRONT, REAR SENSOR OF 1P WHEEL ENCODER (SETUP MENU -> I/O TEST -> INPUT TEST -> 1P WHEEL ENCODER TEST)
E3-02		2P WHEEL ENCODER SENSOR ERROR	1. CHECK AND REPLACE FRONT, REAR SENSOR OF 2P WHEEL ENCODER (SETUP MENU -> I/O TEST -> INPUT TEST -> 2P WHEEL ENCODER TEST)
ET-01	TICKET ERROR	1P TICKET DISPENSING ERROR	1. CHECK TICKET JAM OR STOCK OF 1P TICKET MACHINE 2. CHECK SENSOR, MOTOR OF 1P TICKET MACHINE 3. REPLACE TICKET MACHINE IF STILL SAME PROBLEM
ET-02		2P TICKET DISPENSING ERROR	1. CHECK TICKET JAM OR STOCK OF 2P TICKET MACHINE 2. CHECK SENSOR, MOTOR OF 2P TICKET MACHINE 3. REPLACE TICKET MACHINE IF STILL SAME PROBLEM

5. TROUBLESHOOTING

* General : Check the supply voltage and wiring connection properly
* "NO" : Means faulty of the check up result.

5-1. MONITOR ERROR



THE MONITOR IS MALFUNCTION

CHECK THE MONITOR — YES → DONE

NO → [HOW TO CHECK]
1. CHECK THE POWER S/W WAS TURNNING ON

CHECK THE POWER CORD — NO → 1. RECONNECT THE CONNECTOR
2. RECONNECT THE JOIN CONNECTOR
3. WIRING CONNECTION OF TERMINAL BLOCK

YES → [HOW TO CHECK]
1. CHECK CONNECTION OF THE POWER CONNECTOR
2. CHECK VOLTAGE OF THE AC POWER

CHECK THE MONITOR CABLE — NO → 1. RECONNECT THE CONNECTOR
2. REPLACE THE MONITOR CABLE

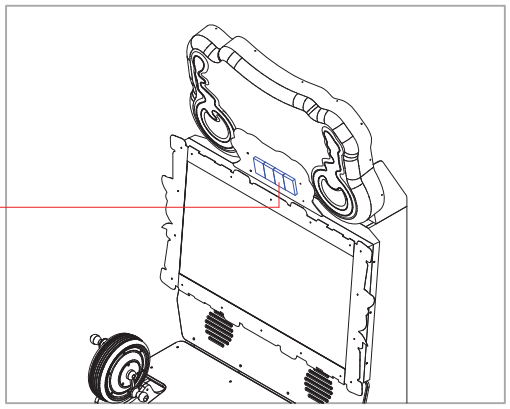
YES → [HOW TO CHECK]
1. CHECK CONNECTION OF THE CABLE CONNECTOR

REPLACE THE MONITOR

DONE

* General : Check the supply voltage and wiring connection properly
* "NO" : Means faulty of the check up result.

5-2. BILLBOARD FND PCB ERROR



THE BILLBOARD FND IS MALFUNCTION

TEST BILLBOARD FND PCB (ENTER TO THE TEST MODE)

YES → DONE

NO

[HOW TO TEST]
1. TEST MODE
#2. #I/O TEST
#3. OUTPUT TEST
#4. ENTIRE LAMPS

CHECK THE USB MAIN PCB

NO → 1. RECONNECT THE CONNECTOR J8
2. REPLACE THE USB MAIN PCB

YES

[HOW TO CHECK]
1. CHECK CONNECTION OF THE CONNECTOR J8
2. CHECK VOLTAGE OF THE CONNECTOR J8
PIN # 1, 2 : DC 12V
PIN # 3, 4 : DC 5V
PIN 9,10 : GND

CEHCK CONNECTION OF THE JOIN CONNECTORS

NO → RECONNECT THE CONNECTORS

YES

[HOW TO CHECK]
1. CHECK CONNECTION OF THE CONNECTORS

CHECK THE BILLBOARD FND PCB

NO → RECONNECT THE INPUT CONNECTOR

YES

[HOW TO CHECK]
1. CHECK CONNECTION OF THE INPUT CONNECTOR
2. CHECK INPUT VOLTAGE OF THE CONNECTOR
PIN # 1, 2 : DC 12V

REPLACE THE BILLBOARD FND

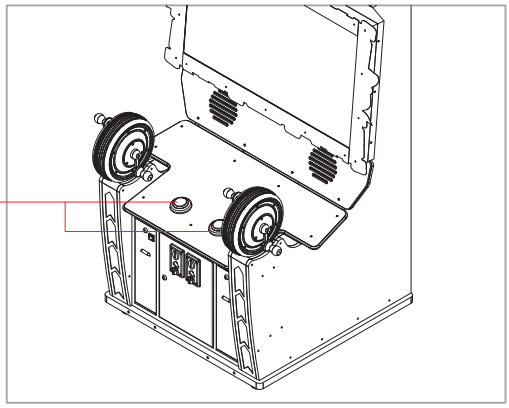
NO

REPLACE THE USB MAIN PCB

DONE

* General : Check the supply voltage and wiring connection properly
* "NO" : Means faulty of the check up result.

5-3. 1, 2P GAME BUTTON LED PCB ERROR



THE BUTTON LED IS MALFUNCTION

TEST THE BUTTON LED PCB (ENTER TO THE TEST MODE)

YES → DONE

NO

[HOW TO TEST]
1. TEST MODE
#2. #I/O TEST
#3. OUTPUT TEST
ENTIRE LAMPS

CHECK THE USB MAIN PCB

NO → 1. RECONNECT THE CONNECTOR J9
2. REPLACE THE USB MAIN PCB

YES

[HOW TO CHECK]
1. CHECK CONNECTION OF THE CONNECTOR J9
2. CHECK VOLTAGE OF THE CONNECTOR J9
PIN #3, 4 : DC 5V
PIN #9, 10 : GND

CEHCK CONNECTION OF THE JOIN CONNECTORS

NO → RECONNECT THE CONNECTORS

YES

[HOW TO CHECK]
1. CHECK CONNECTION OF THE CONNECTORS

CEHCK THE BUTTON LED PCB

NO → RECONNECT THE CONNECTOR

YES

[HOW TO CHECK]
1. CHECK CONNECTION OF THE INPUT CONNECTOR
2. CHECK VOLTAGE OF THE INPUT CONNECTOR
PIN # 1, 2 : DC 5V
PIN # 6, 7 : GND

REPLACE THE BUTTON LED PCB

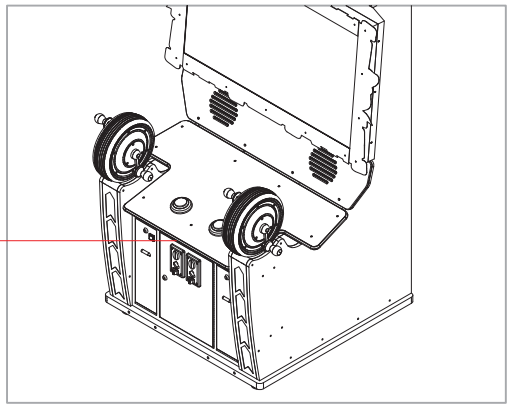
NO

REPLACE THE USB MAIN PCB

DONE

* General : Check the supply voltage and wiring connection properly
* "NO" : Means faulty of the check up result.

5-4. THE LED IS MALFUNCTION (1P, 2P) FROM FRONT LED PCB



THE LED IS MALFUNCTION (1P, 2P) FROM THE FRONT LED PCB
ARRANGEMENT : FRONT LED PCB ->
CONTROLLER SIDE LED PLCB-L -> WS2813 FLEX LED

TEST THE LED
(ENTER TO THE TEST MODE)

YES → DONE

NO

[HOW TO TEST]
1 . SETUP MANU
#2. # I/O TEST
#3. OUTPUT TEST
#4. ENTIRE LAMPS

CHECK THE USB MAIN PCB

NO → RECONNECT THE CONNECTOR JP27

YES

[HOW TO CHECK]
1. CHECK CONNECTION
OF THE CONNECTOR JP27

CHECK THE WS2812B MAIN I/O PCB

NO → 1. RECONNECT THE CONNECTOR
2. REPLACE THE WS2812B MAIN I/O PCB

YES

[HOW TO CHECK]
1. CHECK CONNECTION OF THE
CONNECTOR J10
2. CHECK CONNECTION OF THE
CONNECTOR JP5 (1P), JP6 (2P)
3. CHECK VOLTAGE OF THE CONNECTOR
JP5 (1P), JP6 (2P)
PIN # 1, 2 : DC 5V
PIN # 4, 5 : GND

CEHCK CONNECTION
OF THE JOIN CONNECTORS

NO → RECONNECT THE CONNECTORS

YES

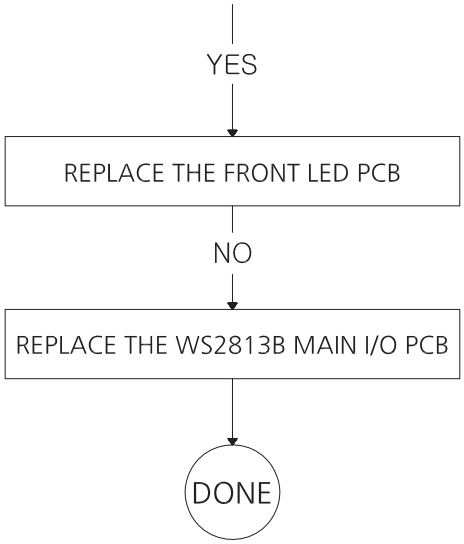
[HOW TO CHECK]
1. CHECK CONNECTION OF THE
CONNECTORS

CHECK THE FRONT LED PCB

NO → RECONNECT THE INPUT CONNECTOR

YES

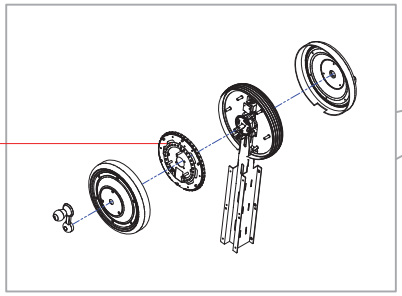
[HOW TO CHECK]
1. CHECK CONNECTION OF THE
INPUT CONNECTOR
2. CHECK INPUT VOLTAGE OF THE
CONNECTOR
PIN # 1, 2 : DC 5V
PIN # 5, 6 : GND

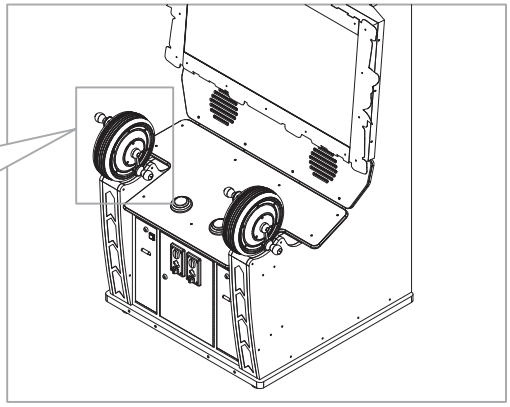

YES
REPLACE THE FRONT LED PCB
NO
REPLACE THE WS2813B MAIN I/O PCB
DONE

* General : Check the supply voltage and wiring connection properly
* "NO" : Means faulty of the check up result.

5-5. 1, 2P CONTROLLER SIDE LED PCB L,R ERROR

CONTROLLER SIDE LED PCB





THE SERIES CONNECTED LED OR FND IS MALFUNCTION FORM THE MIDDLE

TEST THE LED OF FND (ENTER TO THE TEST MODE)

YES → DONE

NO

[HOW TO TEST]
1. TEST MODE
#2. FND & LAMP TEST

CHECK THE JUST FORWARD LED OR FND WHICH STARTED MALFUNCTION LED OR FND

NO →
1. RECONNECT THE CONNECTOR
2. REPLACE THE JUST FORWARD LED OR FND WHICH STARTED MALFUNCTION LED OR FND

YES

[HOW TO CHECK]
1. CHECK CONNECTION OF THE OUTPUT CONNECTOR
2. CHECK OUTPUT VOLTAGE OF THE CONNECTOR
- 10P CONNECTOR
PIN # 1, 2 : DC 12V
PIN # 3, 4 : DC 5V
PIN # 8, 9 : GND

- 7, 8P CONNECTOR
PIN # 1, 2 : DC 5V
PIN # 6, 7 : GND

- 2813 LED
PIN # 1, 2 : DC 5V
PIN 5,6 : GND

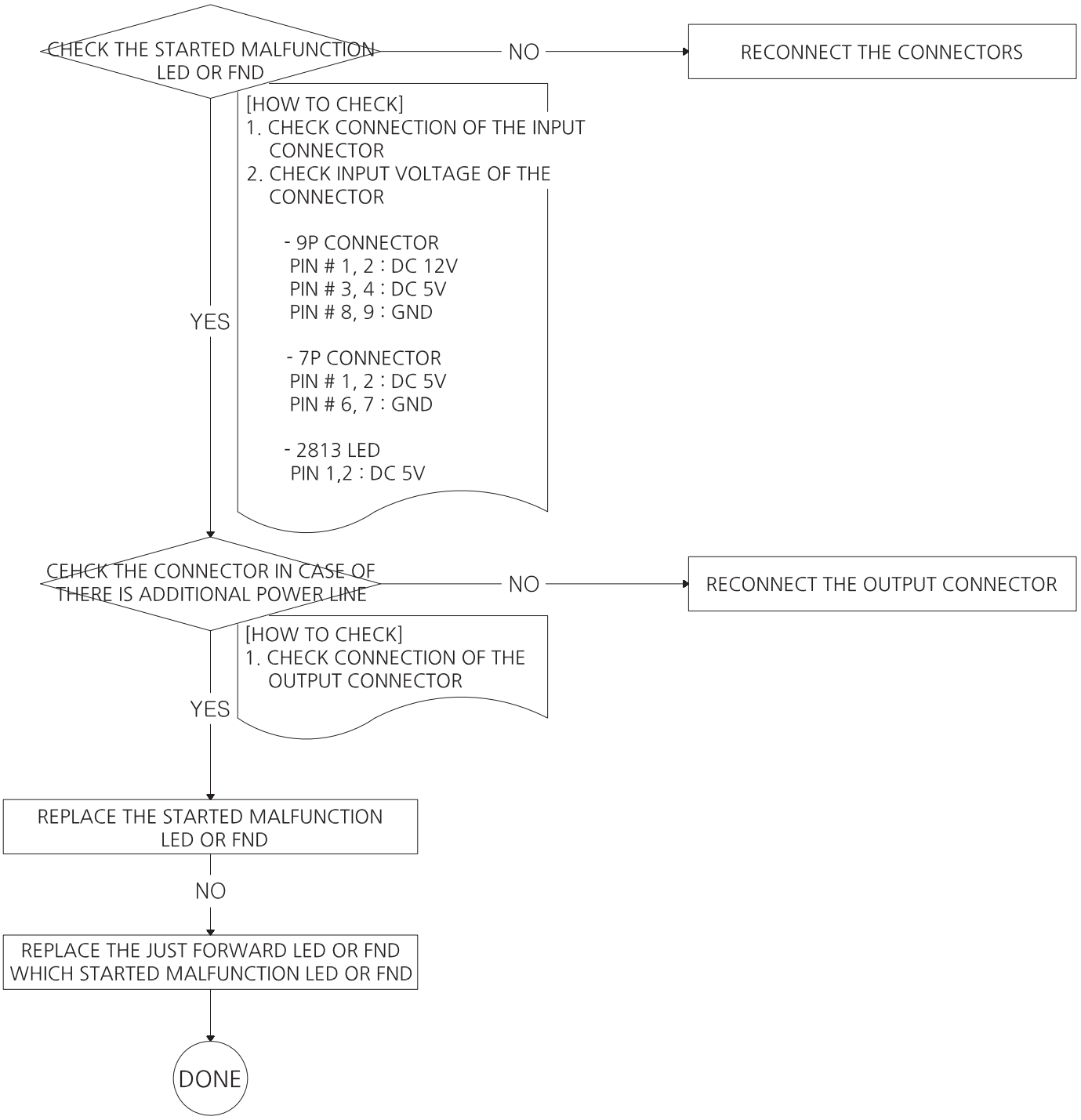
CEHCK CONNECTION OF THE JOIN CONNECTORS

NO → RECONNECT THE CONNECTORS

YES

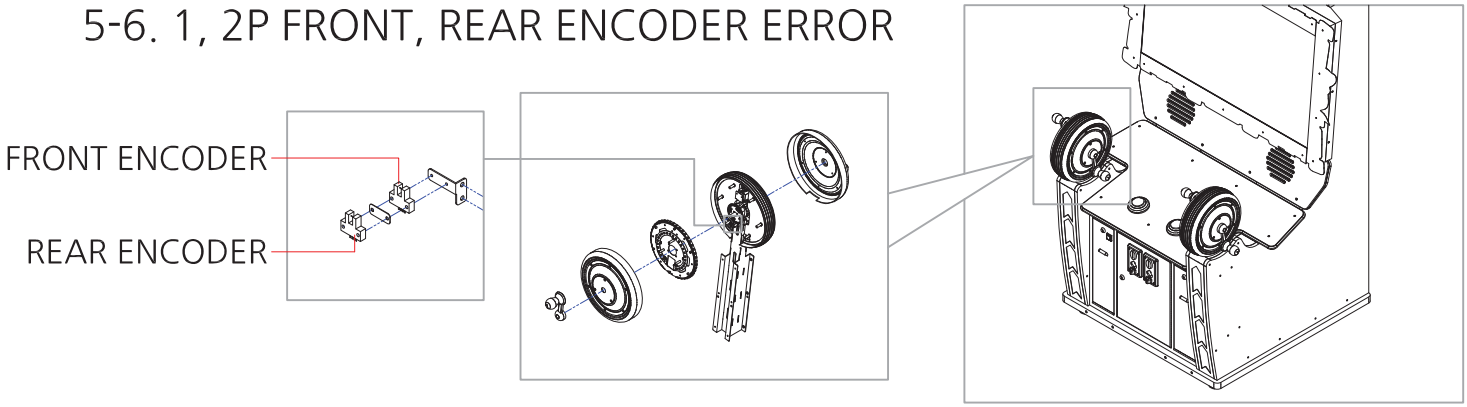
[HOW TO CHECK]
1. CHECK CONNECTION OF THE CONNECTORS

YES


CHECK THE STARTED MALFUNCTION LED OR FND
NO
RECONNECT THE CONNECTORS
[HOW TO CHECK]
1. CHECK CONNECTION OF THE INPUT CONNECTOR
2. CHECK INPUT VOLTAGE OF THE CONNECTOR
- 9P CONNECTOR
PIN # 1, 2 : DC 12V
PIN # 3, 4 : DC 5V
PIN # 8, 9 : GND
- 7P CONNECTOR
PIN # 1, 2 : DC 5V
PIN # 6, 7 : GND
- 2813 LED
PIN 1,2 : DC 5V
YES
CEHCK THE CONNECTOR IN CASE OF THERE IS ADDITIONAL POWER LINE
NO
RECONNECT THE OUTPUT CONNECTOR
[HOW TO CHECK]
1. CHECK CONNECTION OF THE OUTPUT CONNECTOR
YES
REPLACE THE STARTED MALFUNCTION LED OR FND
NO
REPLACE THE JUST FORWARD LED OR FND WHICH STARTED MALFUNCTION LED OR FND
DONE

* General : Check the supply voltage and wiring connection properly
* "NO" : Means faulty of the check up result.

5-6. 1, 2P FRONT, REAR ENCODER ERROR



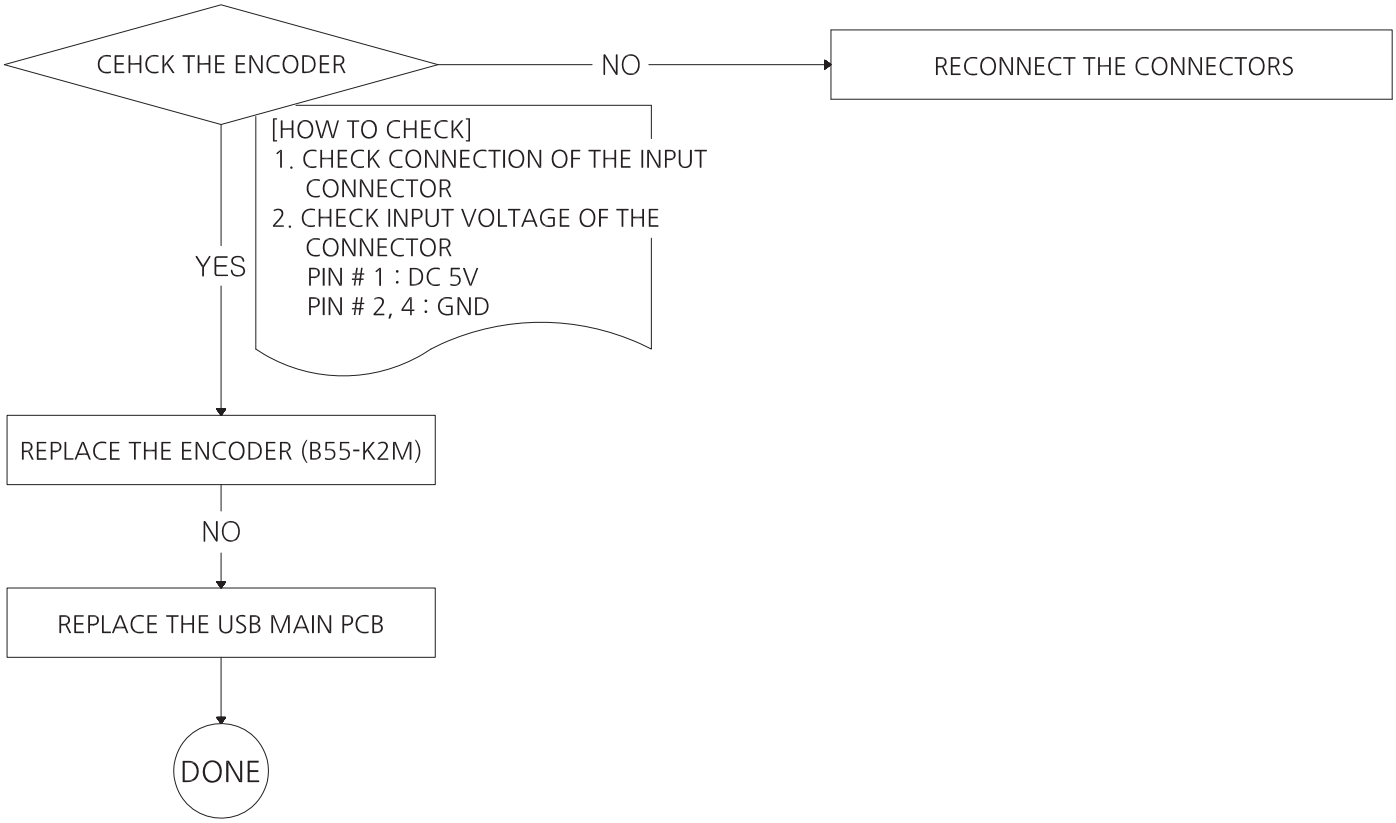
THE FRONT REAR ENCODER IS MALFUNCTION [1P, 2P]

TEST THE ENCODER (ENTER TO THE TEST MODE)
- YES → DONE
- YES → [HOW TO TEST]
  1. SETUP MENU
  #2. # I/O TEST
  #3. INPUT TEST
  #4. 1P, 2P WHEEL TEST

CHECK THE ENCODER BKT
- NO → RE-POSITIONING OR REPLACE THE ENCODER BKT
- YES → [HOW TO CHECK]
  1. CHECK FIXING OF THE ENCODER BKT
  2. CHECK POSITION OF THE ENCODER BKT

CHECK THE USB MAIN PCB
- NO → 1. RECONNECT THE CONNECTOR J1 (1P), J2 (2P)
  2. REPLACE THE USB MAIN PCB
- YES → [HOW TO CHECK]
  1. CHECK CONNECTION OF THE CONNECTOR
  J1 (1P), J2 (2P)
  2. CHECK VOLTAGE OF THE CONNECTOR
  J1 (1P), J2 (2P)
  PIN # 1, 6 : DC 5V
  PIN # 5, 9 : GND

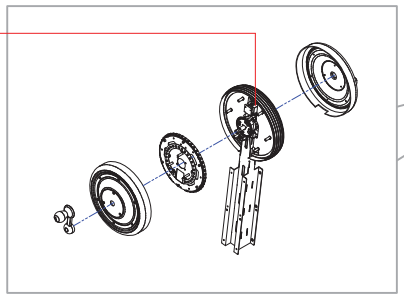
CEHCK CONNECTION OF THE JOIN CONNECTORS
- NO → RECONNECT THE CONNECTORS
- YES → [HOW TO CHECK]
  1. CHECK CONNECTION OF THE CONNECTORS

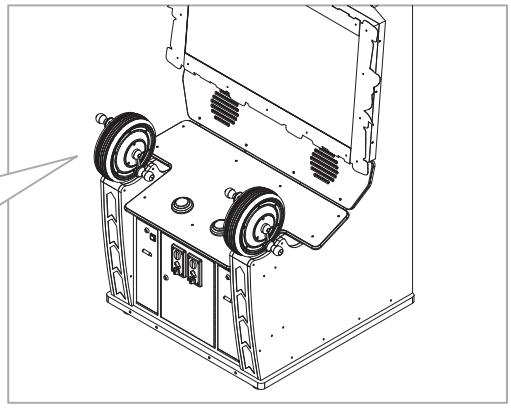

CEHCK THE ENCODER
NO
RECONNECT THE CONNECTORS
[HOW TO CHECK]
1. CHECK CONNECTION OF THE INPUT CONNECTOR
2. CHECK INPUT VOLTAGE OF THE CONNECTOR
PIN # 1 : DC 5V
PIN # 2, 4 : GND
YES
REPLACE THE ENCODER (B55-K2M)
NO
REPLACE THE USB MAIN PCB
DONE

* General : Check the supply voltage and wiring connection properly
* "NO" : Means faulty of the check up result.

5-7. 1, 2P VIBRATOR MOTOR ERROR

VIBRATOR MOTOR





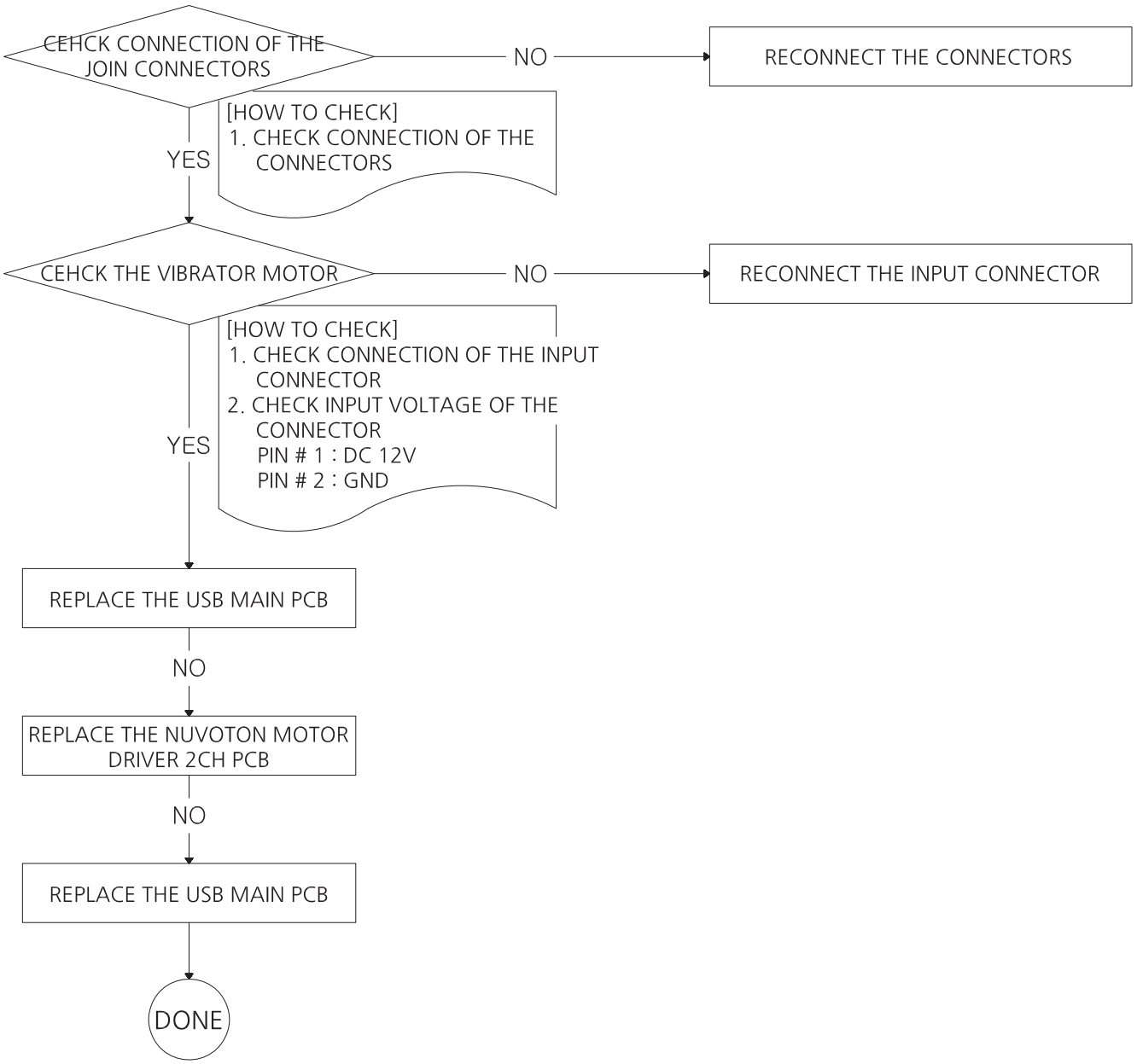
THE VIBRATOR MOTOR IS MALFUNCTION [1P, 2P]

TEST THE VIBRATOR MOTOR (ENTER TO THE TEST MODE)
- YES → DONE
- YES → [HOW TO TEST]
  1.TEST MODE
  #2. I/O TEST
  #3. OUTPUT TEST
  #4. TEST 1,2P VIBRATOR

CHECK THE VIBRATOR MOTOR
- NO → 1. REMOVE OBSTRUCTION FACTORS (RE-POSITIONING OR REPLACE VIBRATOR MOTOR)
- YES → [HOW TO CHECK]
  1. CHECK OBSTRUCTION FACTORS OF THE VIBRATOR MOTOR OR FIXING OF VIBRATOR MOTOR

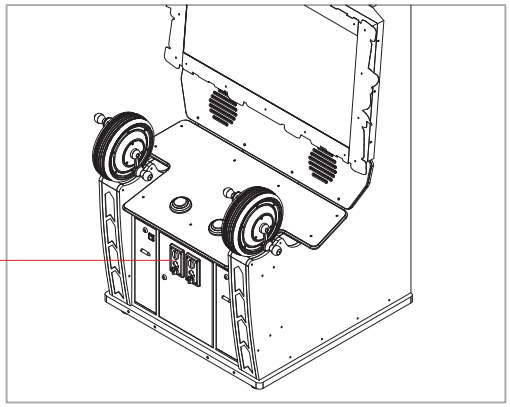
CHECK THE USB MAIN PCB
- NO → 1. RECONNECT THE CONNECTOR J11
  2. REPLACE THE USB MAIN PCB
- YES → [HOW TO CHECK]
  1. CHECK CONNECTION OF THE CONNECTOR J11
  2. CHECK VOLTAGE OF THE CONNECTOR J11
  PIN # 11 : DC 5V
  PIN # 13 : GND

CHECK THE NUVOTON MOTOR DRIVER 2CH PCB
- NO → 1. RECONNECT THE CONNECTORS
  2. REPLACE THE SMPS LRS-150F-12
  3. REPLACE THE NUVOTON MOTOR DRIVER 2CH PCB
- YES → [HOW TO CHECK]
  1. CHECK CONNECTION OF THE CONNECTOR J3
  2. CHECK VOLTAGE OF THE CONNECTOR J3


CEHCK CONNECTION OF THE JOIN CONNECTORS
NO
RECONNECT THE CONNECTORS
[HOW TO CHECK]
1. CHECK CONNECTION OF THE CONNECTORS
YES
CEHCK THE VIBRATOR MOTOR
NO
RECONNECT THE INPUT CONNECTOR
[HOW TO CHECK]
1. CHECK CONNECTION OF THE INPUT CONNECTOR
2. CHECK INPUT VOLTAGE OF THE CONNECTOR
PIN # 1 : DC 12V
PIN # 2 : GND
YES
REPLACE THE USB MAIN PCB
NO
REPLACE THE NUVOTON MOTOR DRIVER 2CH PCB
NO
REPLACE THE USB MAIN PCB
DONE

* General : Check the supply voltage and wiring connection properly
* "NO" : Means faulty of the check up result.

5-8. COIN SELECTOR ERROR



THE COIN SELECTOR IS MALFUNCTION

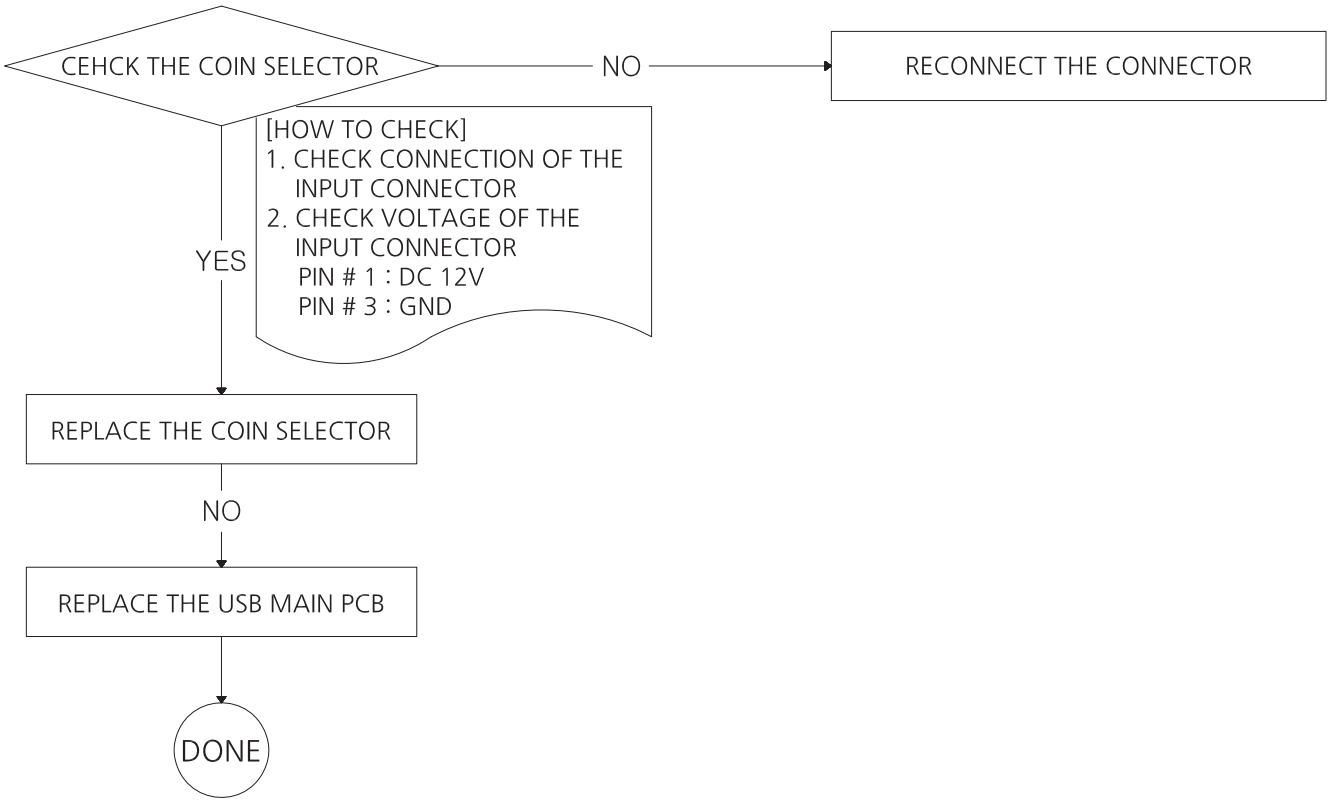
CHECK THE COIN SELECTOR
- NO → 1. REMOVE THE STUCK COINS 2. RECONNECT THE CONNECTOR
- YES → [HOW TO CHECK] 1. CHECK STUCK COINS IN THE COIN SELECTOR 2. CHECK CONNECTION OF THE COIN SELECTOR

CHECK THE COIN SELECTOR DIP S/W
- NO → RE-POSITIONING THE COIN SELECTOR DIP S/W
- YES → [HOW TO CHECK] 1. CHECK THE DIP S/W # 1 IS 'NO'

TEST COIN SELECTOR (ENTER TO THE TEST MODE)
- YES → DONE
- YES → [HOW TO TEST] 1. SETUP MENU #2. # I/O TEST #3. INPUT TEST #4. CHECK THE COIN1,COIN2 ON/OFF

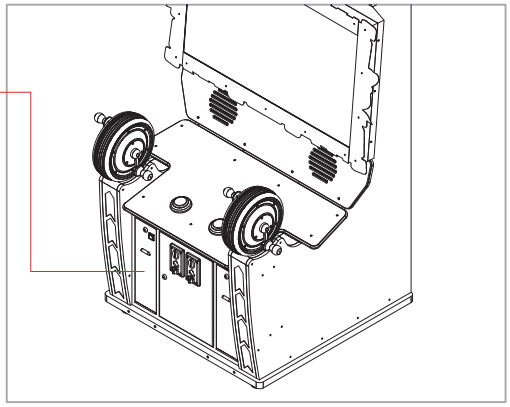
CHECK THE MAIN I/O PCB
- NO → 1. RECONNECT CONNECTOR 2. REPLACE THE USB MAIN PCB
- YES → [HOW TO CHECK] 1. CHECK CONNECTION OF THE CONNECTOR J4 2. CHECK VOLTAGE OF THE CONNECTOR J4 1P : PIN # 1 : 12V, PIN # 3 : GND 2P : PIN # 4 : 12V, PIN # 6 : GND

CEHCK CONNECTION OF THE JOIN CONNECTORS
- NO → RECONNECT THE CONNECTORS
- YES → [HOW TO CHECK] 1. CHECK CONNECTION OF THE CONNECTORS


CEHCK THE COIN SELECTOR
NO
RECONNECT THE CONNECTOR
[HOW TO CHECK]
1. CHECK CONNECTION OF THE INPUT CONNECTOR
2. CHECK VOLTAGE OF THE INPUT CONNECTOR
PIN # 1 : DC 12V
PIN # 3 : GND
YES
REPLACE THE COIN SELECTOR
NO
REPLACE THE USB MAIN PCB
DONE

* General : Check the supply voltage and wiring connection properly
* "NO" : Means faulty of the check up result.

5-9. TICKET DISPENSER ERROR



THE TICKET DISPENSER ERROR IS MALFUNCTION

YES

DONE

TEST THE TICKET DISPENSER (ENTER TO THE TEST MODE)

YES

[HOW TO TEST]
1 . TEST MODE
#2. I/O TEST
#3. OUTPUT TEST
#4. ADVANCE FIVE TICKETS

CHECK THE USB MAIN PCB

NO

1. RECONNECT THE CONNECTOR J12
2. REPLACE THE USB MAIN PCB

YES

[HOW TO CHECK]
1. CHECK CONNECTION OF THE CONNECTOR J12
2. CHECK VOLTAGE OF THE CONNECTOR J12
1P : PIN # 1 : DC 12V, PIN # 6 : GND
2P : PIN # 7 : DC 12V, PIN # 12 : GND

CEHCK CONNECTION OF THE JOIN CONNECTORS

NO

RECONNECT THE CONNECTORS

YES

[HOW TO CHECK]
1. CHECK CONNECTION OF THE CONNECTORS

CEHCK THE TICKET DISPENSER

NO

RECONNECT THE INPUT CONNECTOR

YES

[HOW TO CHECK]
1. CHECK CONNECTION OF THE INPUT CONNECTOR
1. CHECK INPUT VOLTAGE OF THE CONNECTOR
PIN # 1 : DC 12V
PIN # 3 : GND

REPLACE THE TICKET DISPENSER

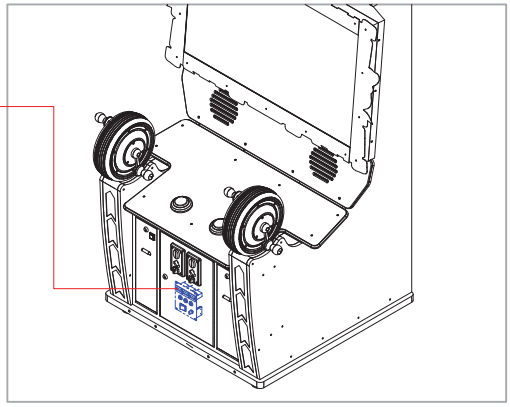
NO

REPLACE THE USB MAIN PCB

END

* General : Check the supply voltage and wiring connection properly
* "NO" : Means faulty of the check up result.

5-10. COUNTER ERROR



THE COUNTER MALFUNCTION (COIN , TICKET 1P, TICKET 2P)

YES → DONE

TEST THE COUNTER (ENTER TO THE TEST MODE)

YES → [HOW TO TEST]
1. SETUP MENU
#2. I/O TEST
#3. OUTPUT TEST
#4. COUNTER TEST

CHECK THE USB MAIN PCB

NO → RECONNECT THE CONNECTOR J5

YES → [HOW TO CHECK]
1. CHECK CONNECTION OF THE CONNECTOR J5

CEHCK CONNECTION OF THE JOIN CONNECTORS

NO → RECONNECT THE CONNECTOR J5

YES → [HOW TO CHECK]
1. CHECK CONNECTION OF THE CONNECTOR J5

CEHCK CONNECTION OF THE JOIN CONNECTORS

NO → RECONNECT THE CONNECTORS

YES → [HOW TO CHECK]
1. CHECK CONNECTION OF THE CONNECTORS

REPLACE THE COUNTER

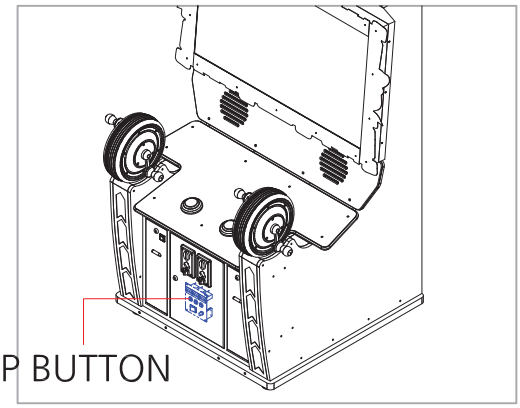
NO

REPLACE THE USB MAIN PCB

DONE

* General : Check the supply voltage and wiring connection properly
* "NO" : Means faulty of the check up result.

5-11. SETUP BUTTON ERROR



UP, SERVICE & DOWN BUTTON SWITCHES ARE MALFUNCTION

YES

DONE

TEST UP, SERVICE, & DOWN BUTTON SWITCH (ENTER TO THE TEST MODE)

YES

[HOW TO TEST]
1. TEST MODE
#2. INPUT TEST

CHECK THE USB MAIN PCB

NO

RECONNECT THE CONNECTOR J7

YES

[HOW TO CHECK]
1. CHECK CONNECTION OF THE CONNECTOR J 7

CEHCK CONNECTION OF THE JOIN CONNECTORS

NO

RECONNECT THE CONNECTORS

YES

[HOW TO CHECK]
1. CHECK CONNECTION OF THE CONNECTORS

CHECK THE UP, SERVICE & DOWN BUTTON SWITCH

NO

RECONNECT CONNECTORS

YES

[HOW TO CHECK]
1. CHECK CONNECTION OF THE UP, SERVICE & DOWN BUTTON SWITCH

REPLACE THE UP, SERVICE & DOWN BUTTON SWITCH

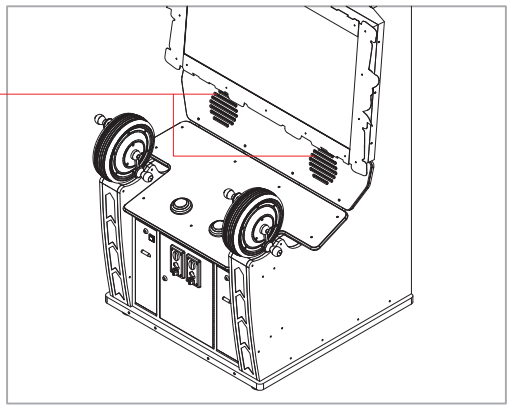
NO

REPLACE THE USB MAIN PCB

DONE

* General : Check the supply voltage and wiring connection properly
* "NO" : Means faulty of the check up result.

5-12. SOUND ERROR



THE SOUND ERROR OCCOURS — YES → DONE

TEST THE SOUND (ENTER TO THE SETUP MODE)

YES → [HOW TO TEST]
1. SETUP MODE
#5. SOUND SETTING
#6. SOUND TEST

CHECK THE USB MAIN PCB — NO → RECONNECT THE CONNECTORS

YES → [HOW TO CHECK]
1. CHECK CONNECTION OF THE CONNECTOR J19
2. CHECK CONNECTION OF THE CONNECTOR J20

CEHCK CONNECTION OF THE JOIN CONNECTORS — NO → RECONNECT THE CONNECTORS

YES → [HOW TO CHECK]
1. CHECK CONNECTION OF THE CONNECTORS

CHECK THE SPEAKER — NO → RECONNECT CONNECTORS

YES → [HOW TO CHECK]
1. CHECK CONNECTION OF THE SPEAKER

CHECK THE VOLUME PCB — NO → RECONNECT THE CONNECTORS

YES → [HOW TO CHECK]
1. CHECK CONNECTION OF THE VOLUME PCB

REPLACE THE SPEAKER

NO

REPLACE THE VOLUME PCB

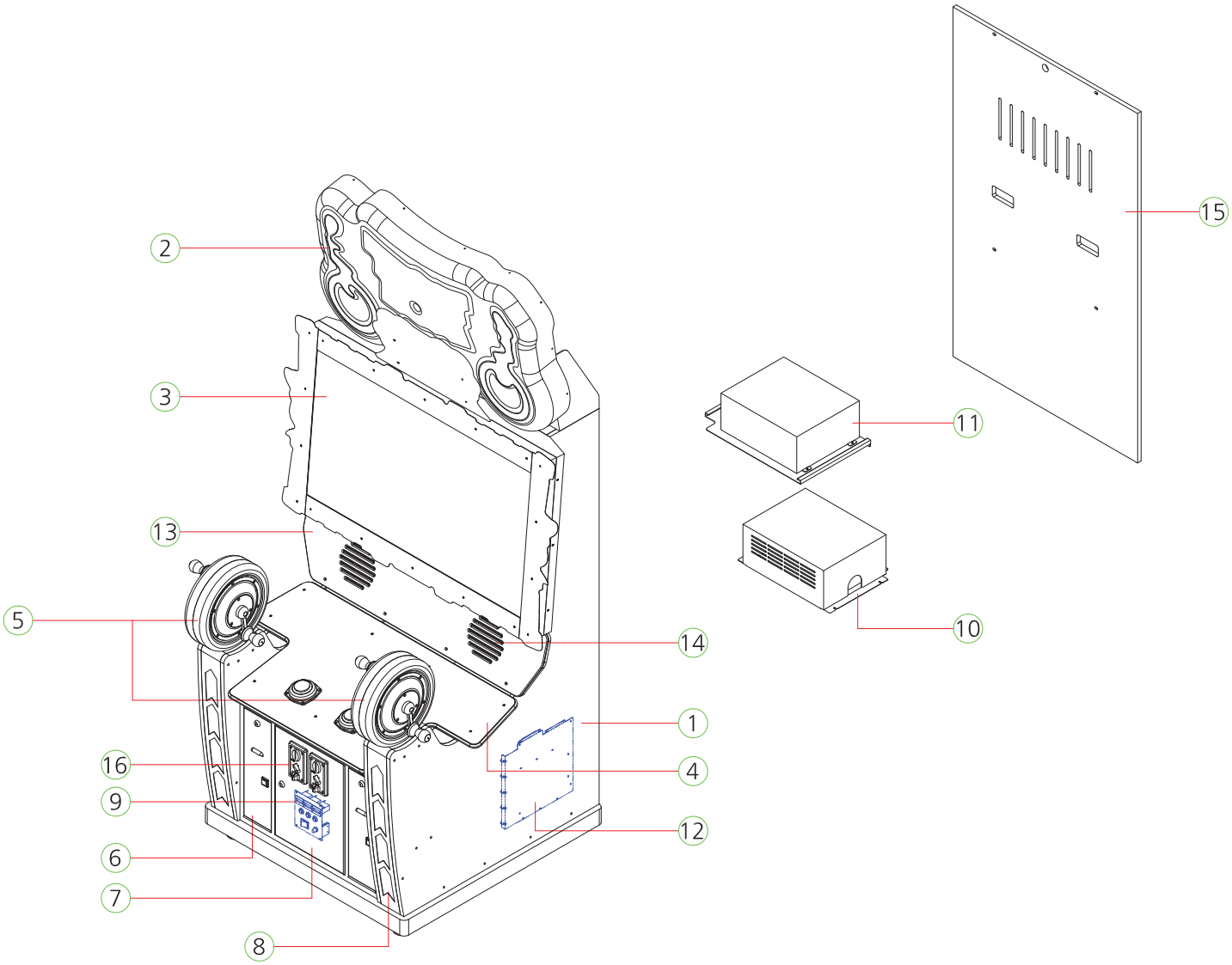
NO

REPLACE THE USB MAIN PCB

DONE

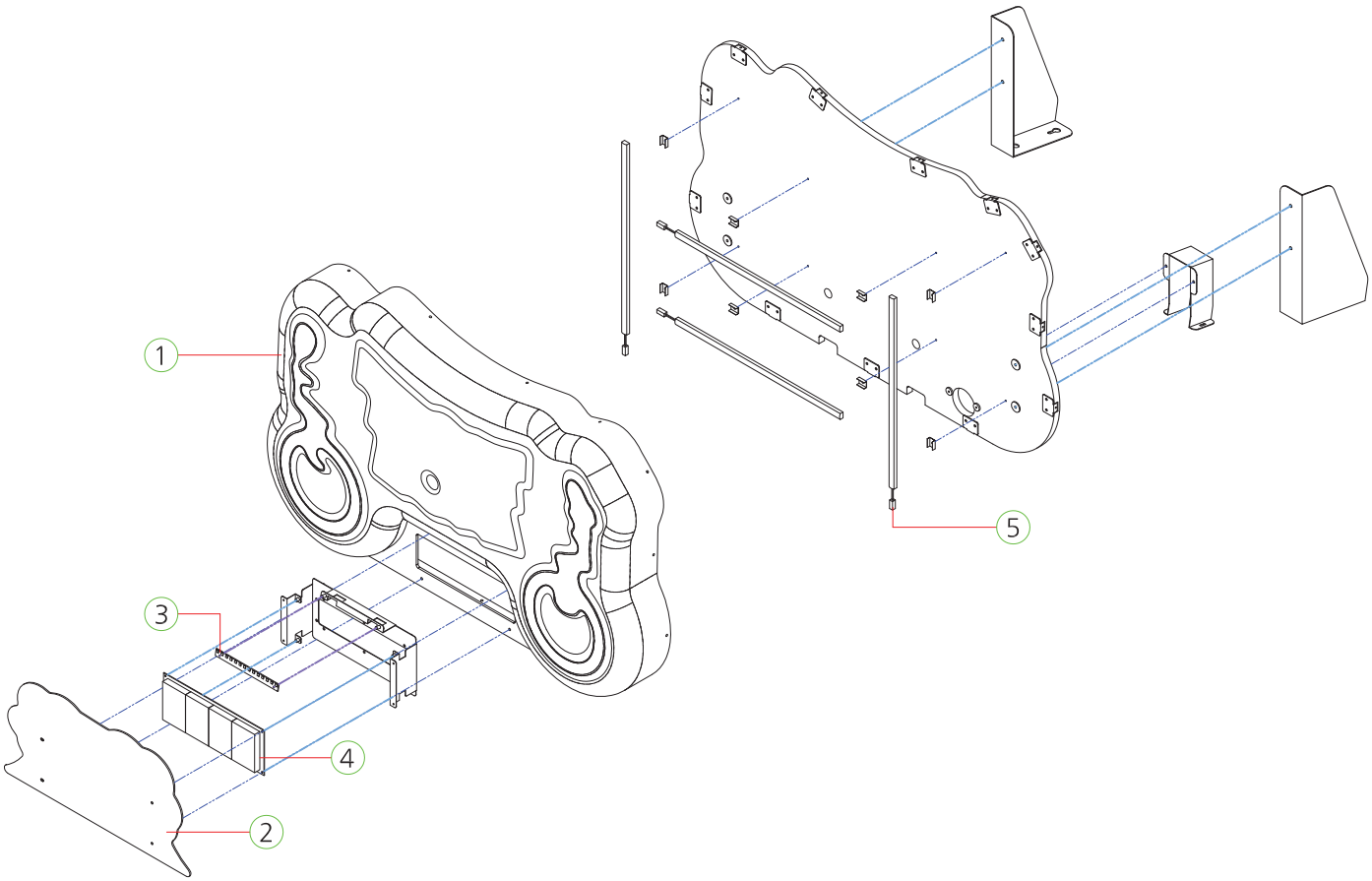
6. EXPLODED VIEW

6-1. MAIN CABINET PART



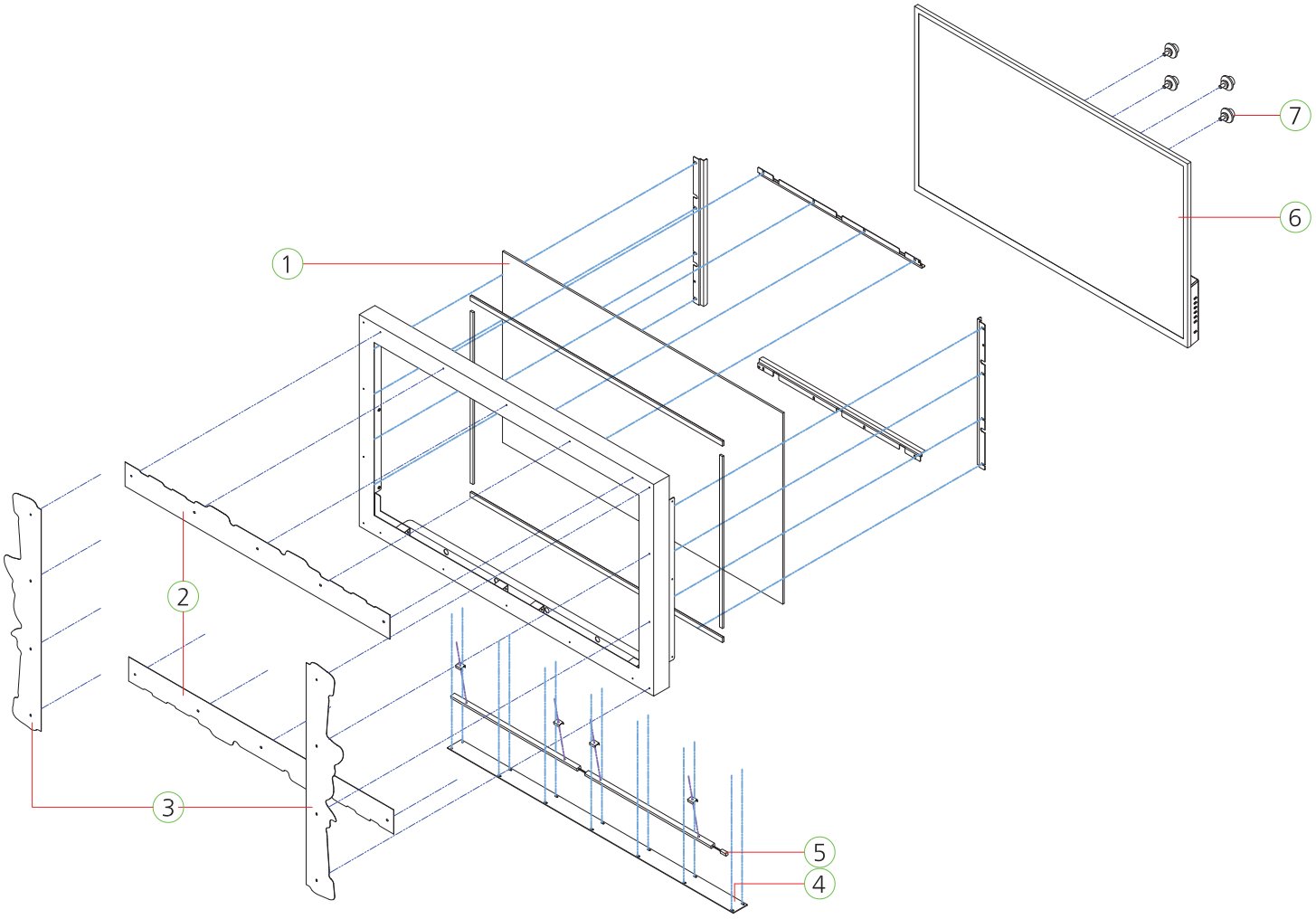
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	MAIN CABINET PART	-	1	-
2	BILLBOARD PART	-	1	-
3	MONITOR PART	-	1	-
4	FRONT TABLE PART	-	1	-
5	CONTROLLER PART	-	2	-
6	TICKET DISPENSER PART	-	2	-
7	COIN DOOR PART	-	1	-
8	CABINET FRONT SIDE PART	-	2	-
9	CONTROL PANEL PART	-	1	-
10	POWER BASE PART	-	1	-
11	MAIN BOX PART	-	1	-
12	CABINET PCB PART	-	1	-
13	SPEAKER ACRYL PANEL	ACRYL-5.0T	1	-
14	SPEAKER	6.5"	2	-
15	REAR DOOR	-	1	-
16	COIN SELECTOR	TW-389	1	-

6-2.BILLBOARD PART



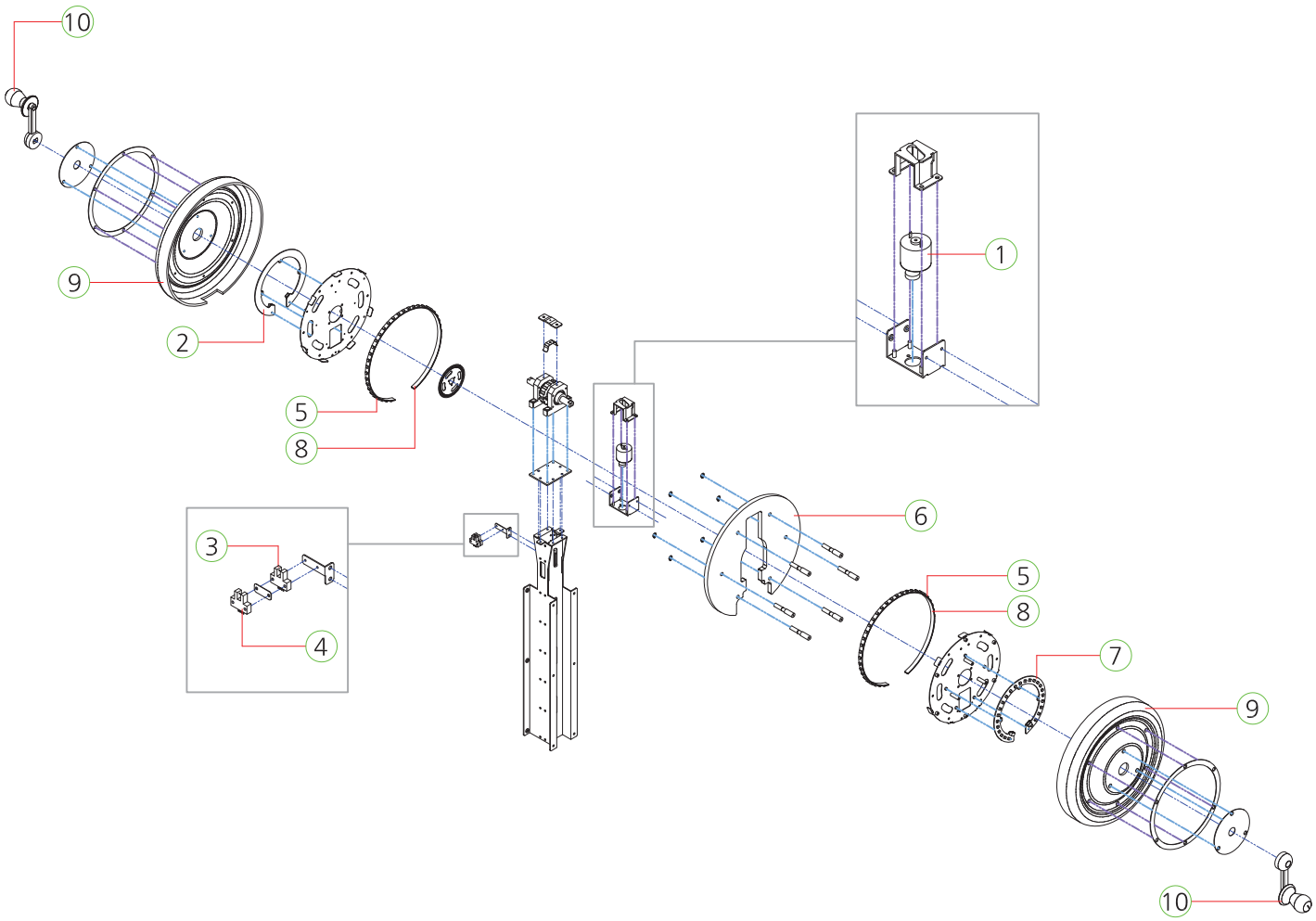
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	BILLBOARD COVER	PC-5.0T	1	MTIR0PLA001
2	BILLBOARD FRONT ACRYL	ACRYL-3.0T	1	MTIR0ACR001
3	LOGO LED PCB ASS'Y	-	1	ANEF0PCB004
4	FND PCB ASS'Y	6390-4(STRAIGHT)	1	AFND0PCB011
5	12V_LED BAR PCB ASS'Y	460mm	4	AZZZ0PCB124

6-3. MONITOR PART



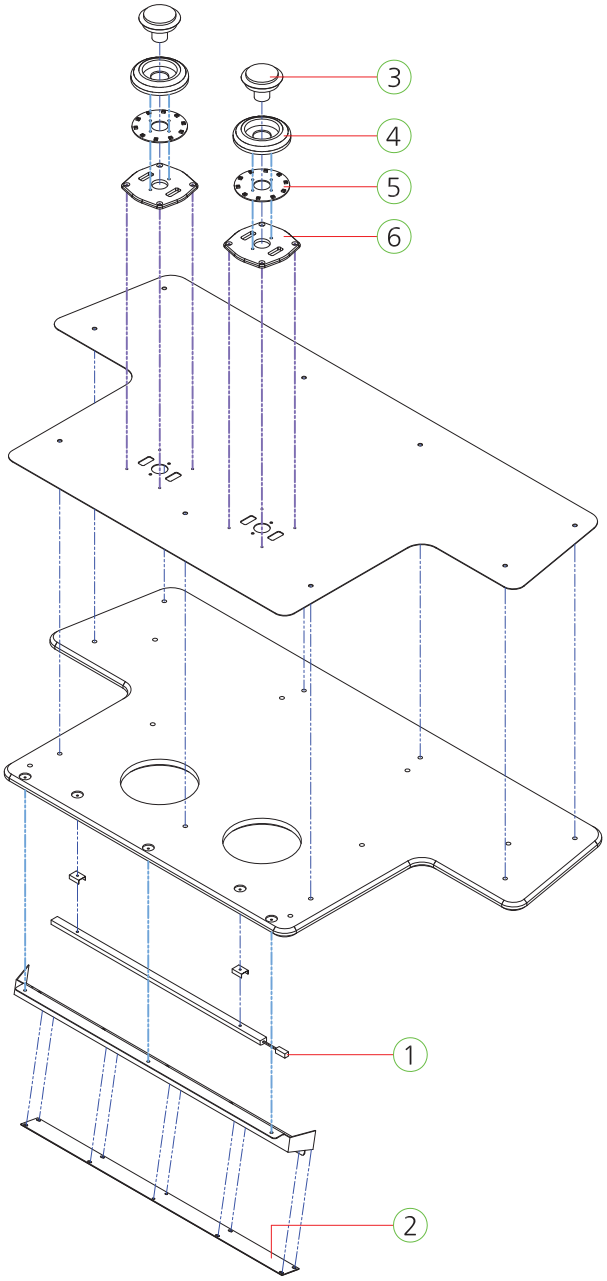
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	MONITOR COVER GLASS	TEMPERED GLASS-5.0T	1	MTIR0GLA001
2	MONITOR DECO ACR-A	PET-1.0T	2	MTIR0ACR007
3	MONITOR DECO ACR-B	PET-1.0T	2	MTIR0ACR008
4	MONITOR LED COVER	ACRYL-3T	1	MTIR0ACR009
5	12V_LED BAR PCB ASS'Y	460mm	2	AZZZ0PCB124
6	MONITOR	43"	1	APCX0LED002
7	WALL MOUNT GUIDE HOLDER	-	4	MPUJ0ZZZ003

6-4. CONTROLLER PART



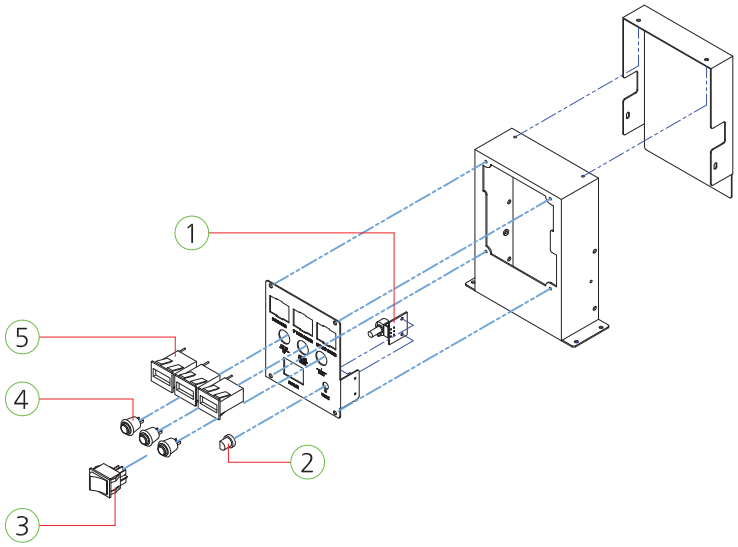
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	VIBRATION MOTOR	DMA-KD 3429T1-02	1	MTIR0MOT001
2	CONTROLLER SIDE LED_L PCB ASS'Y	-	1	ATIR0PCB001
3	PHOTO SENSOR F	BS5-K2M_CT02 1M	1	AELE0PHO002
4	PHOTO SENSOR R	BS5-K2M_CT02 1M	1	AELE0PHO003
5	FLEX WS2813B 650 NPW L	650mm	2	MELE0LED025
6	CONTROLLER MOLD FIX ACRYL	ACRYL-10T	1	MTIR0ACR003
7	CONTROLLER SIDE LED_R PCB ASS'Y	-	1	ATIR0PCB002
8	CONTROLLER LED SUPT	PET-1.0T	2	MTIR0ACR002
9	CONTROLLER COVER	PC-5T	2	MTIR0PLA002
10	CONTROLLER HANDLE ARM ASSY_CHN	-	2	ATIR0ASS002

6-5. FRONT TABLE PART



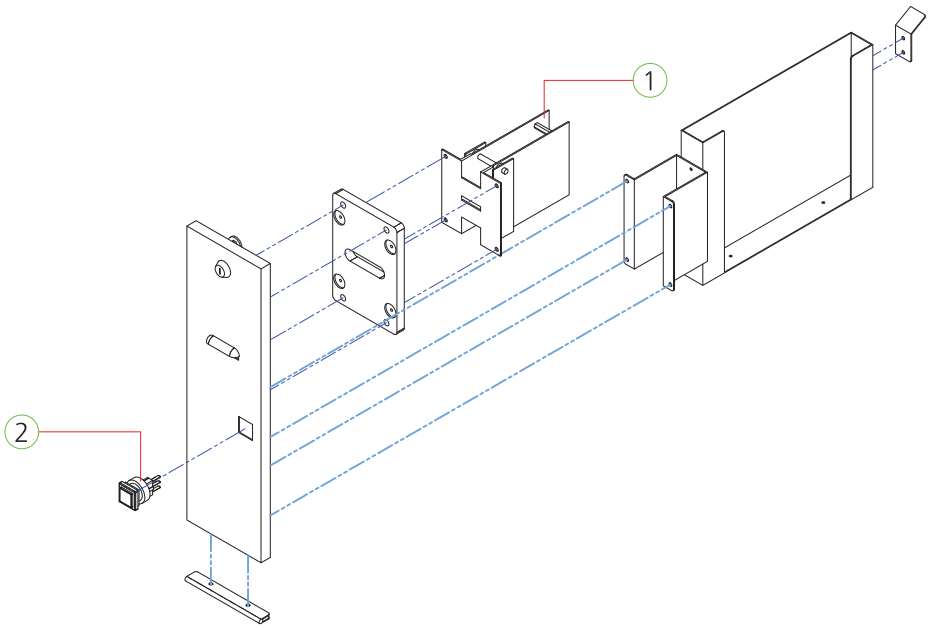
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	12V_LED BAR PCB ASS'Y	460mm	1	AZZZ0PCB124
2	FRONT TABLE LED ACRYL COVER	ACRYL-2.0T	1	MTIR0ACR006
3	BUTTON ASS'Y	CL-2020 65 TYPE LED	2	MZZZ0BUT101
4	BUTTON LED HOUSING	Φ85	2	MZZZ0PLA038
5	RGB_BUTTON_LED PCB ASS'Y	-	2	ASHS0PCB002
6	FRONT TABLE BUTTON ACRYL	ACRYL-5.0T	2	MTIR0ACR005

6-6. SERVICE PANEL PART



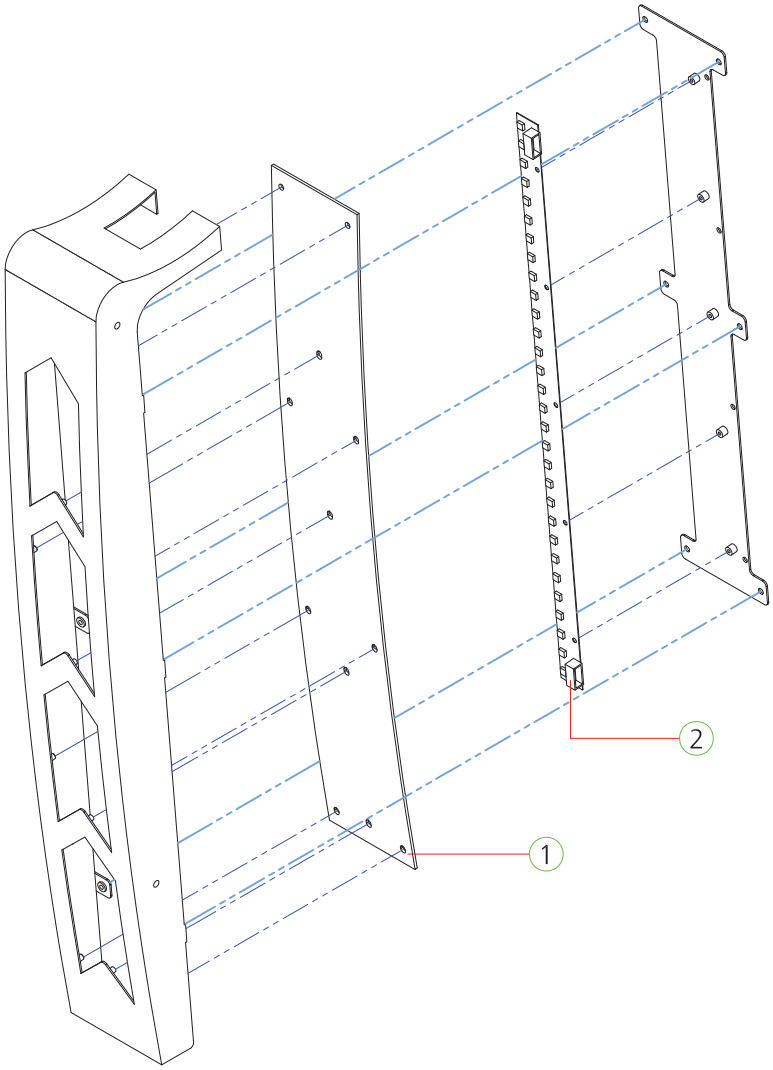
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	VOLUME PCB ASS'Y	1 VOLUME	1	AHM20PCB016
2	VOLUME KNOB	CAP BLUE	1	MELE0VOL007
3	ROCKER SWITCH	R595KDF	1	MELE0SWI021
4	PUSH BUTTON SWITCH	DS-412R ROSH	3	MELE0PUS006
5	COUNTER	OA127CL	3	MZZZ0COU002

6-7. TICKET DISPENSER PART



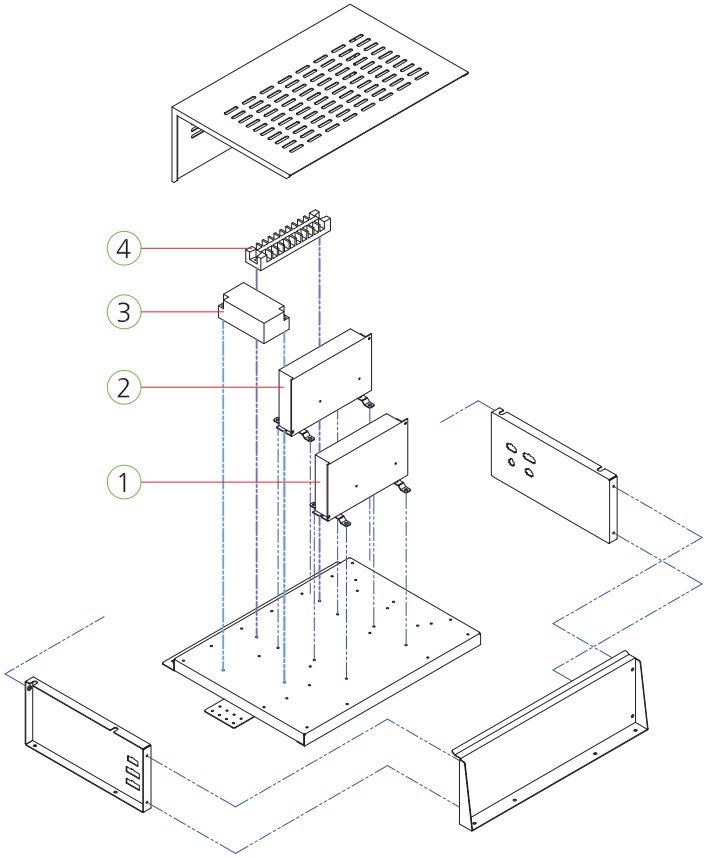
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	TICKET DISPENSOR	CLE CL-002Q	1	MZZZ0TID010
2	BUTTON SWITCH	TICKET AM1PB-26SH R12D	1	MMUM0BUT002

6-8. FRONT SIDE PART



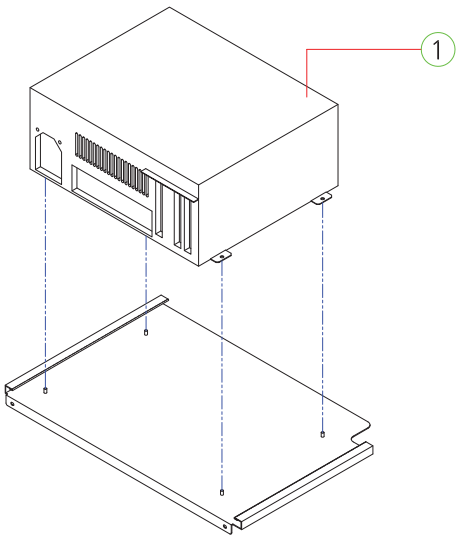
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	FRONT SIDE LED COVER	PC-2.0T	1	MTIR0ACR004
2	WS2813B LED PCB 30EA-L ASS'Y	-	1	APLX0PCB006

6-9. SMPS PART



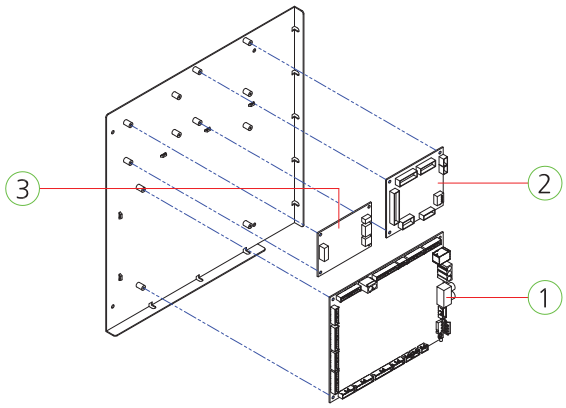
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	POWER SMPS	LRS 150F-5	1	MELE0SMP096
2	POWER SMPS	LRS 150F-12	1	MELE0SMP090
3	NOISE FILTER	RNS-2010	1	MELE0NOI009
4	TERMINAL BLOCK	250V 10P	1	MELE0TEB003

6-10. MAIN BOX PART

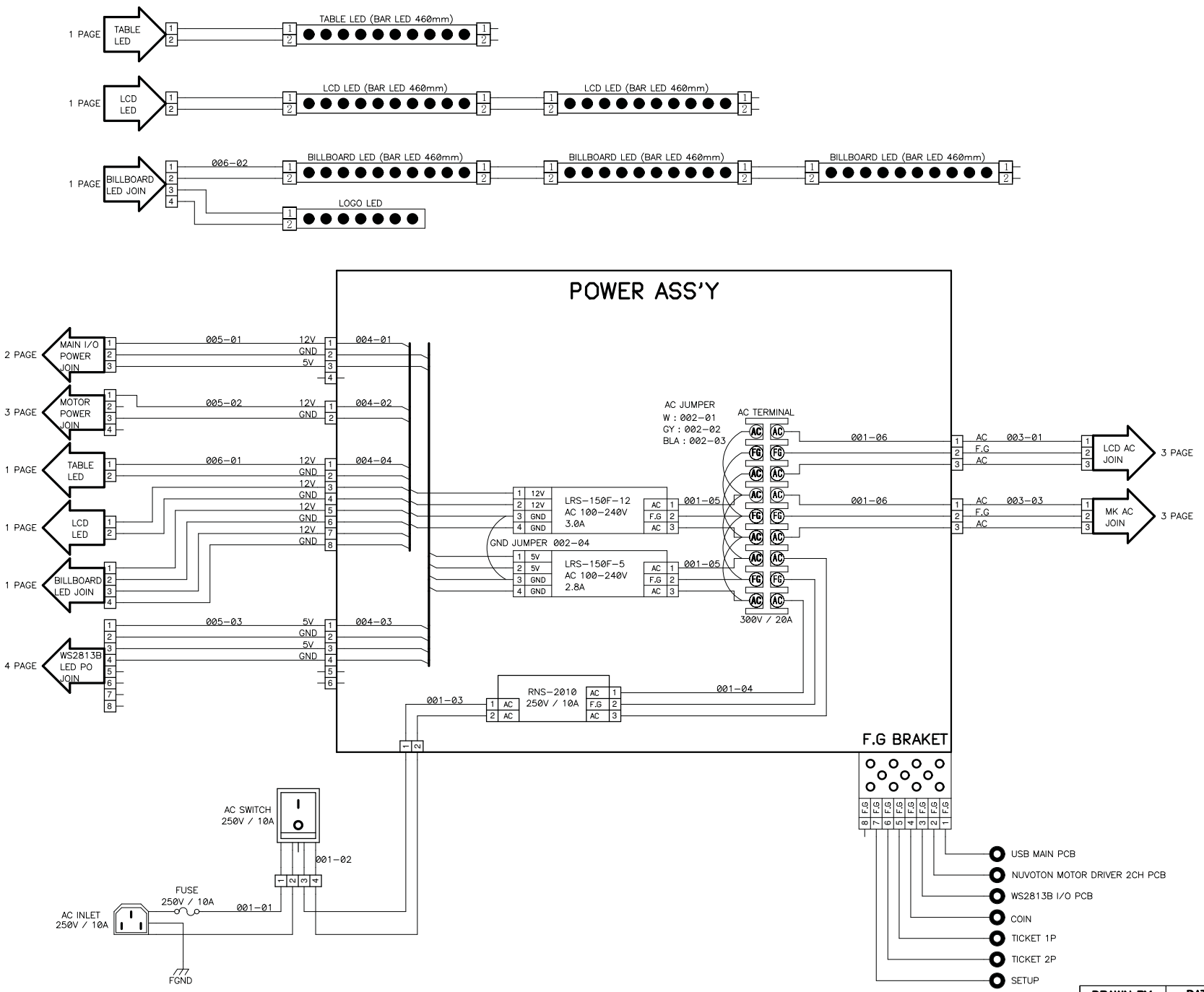


NO.	PART NAME	SPEC.	Q'TY	CODE NO.
1	MAIN BOX ASS'Y	TIGHT ROPE 2P	1	ATIR0SYS001

6-11. CABINET PCB PART

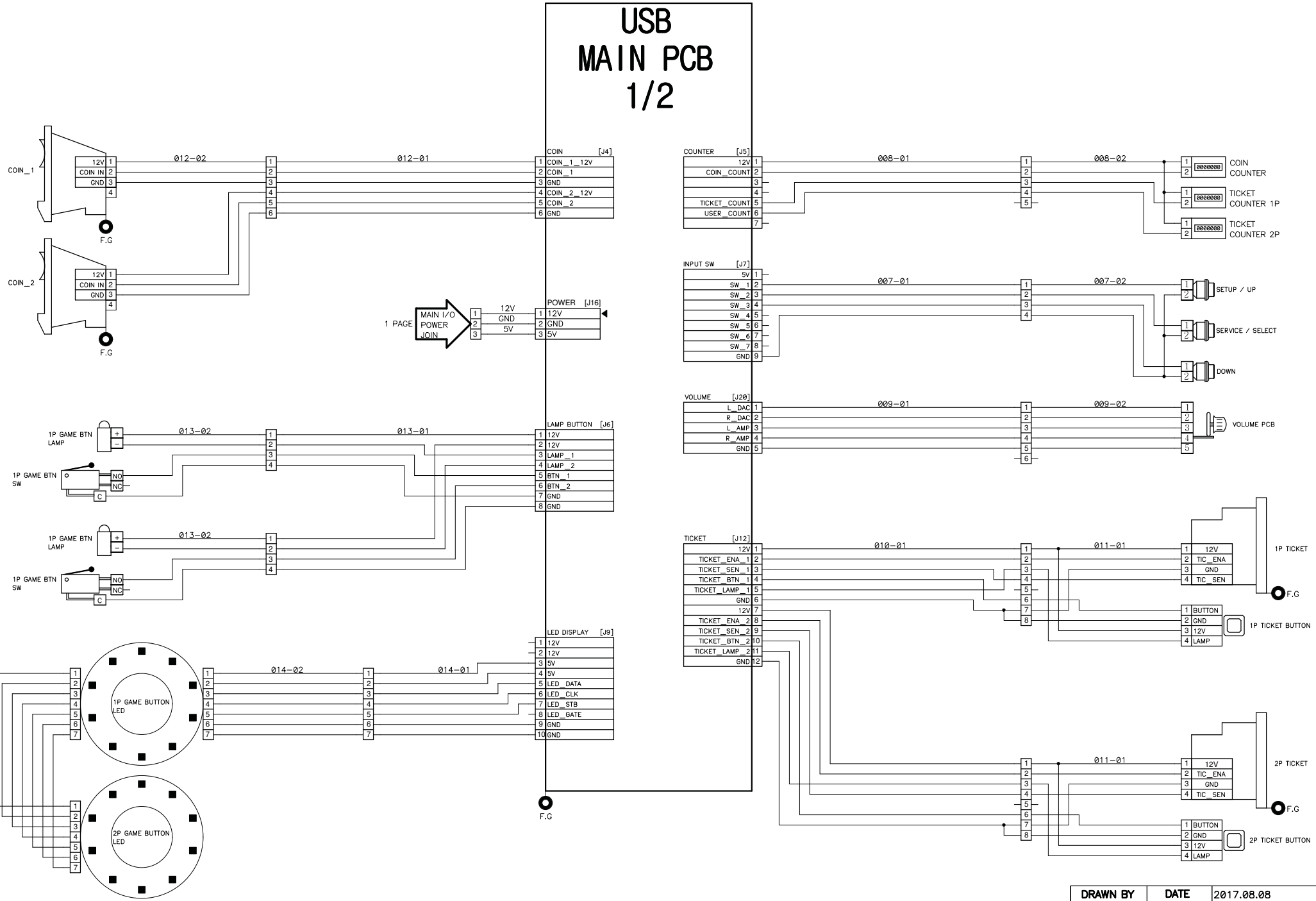


NO.	PART NAME	SPEC.	Q'TY	CODE NO.
1	USB MAIN PCB ASS'Y	-	1	AZZZ0PCB144
2	WS2812B IO PCB ASS'Y	-	1	AZZZ0PCB152
3	NUVOTON MOTOR DRIVER 2CH PCB ASS'Y	-	1	AT1P0PCB001

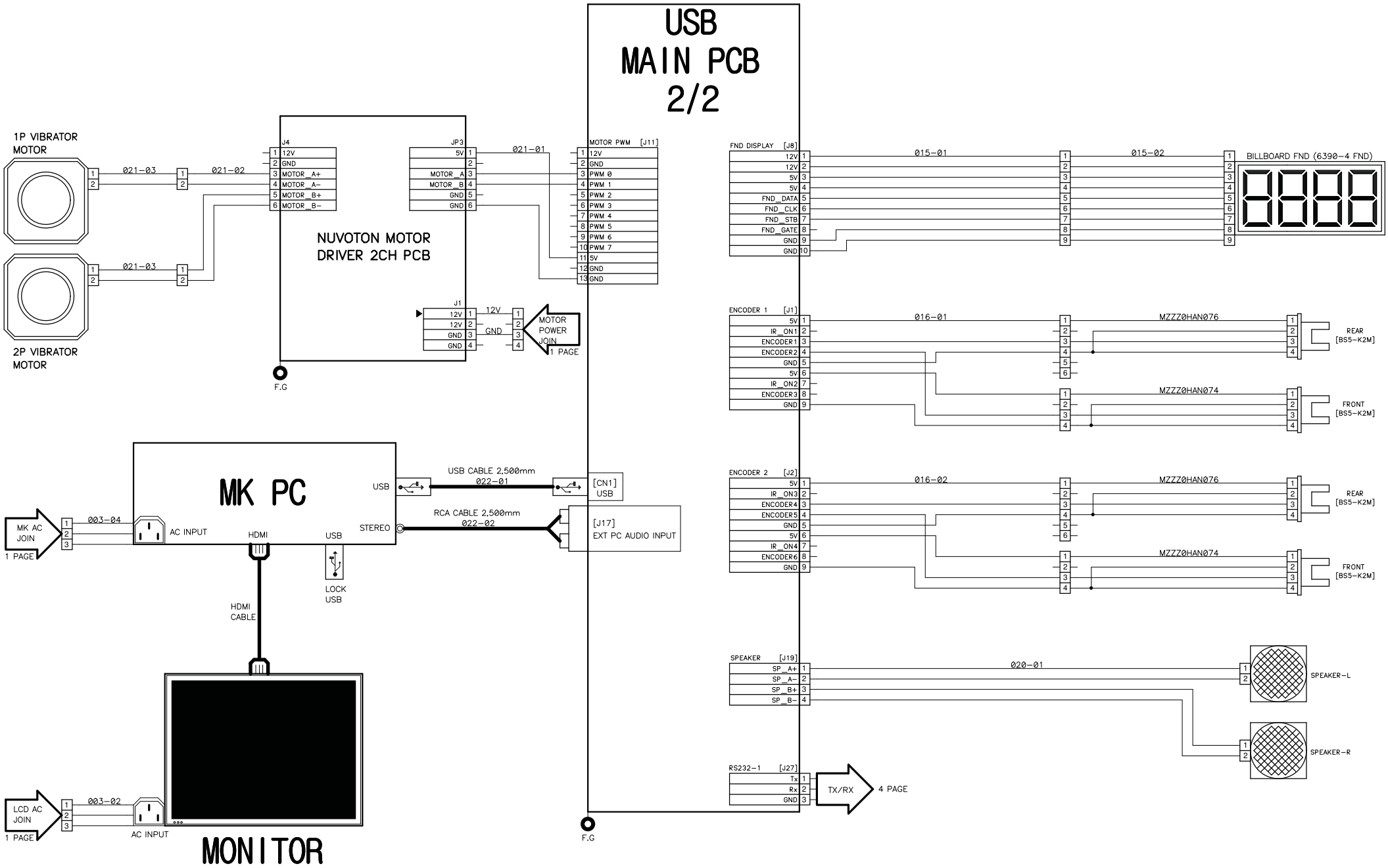


DRAWN BY	DATE	2017.08.08
K.H.LIM	ITEM	TIGHT LOPE 2P(IDN)
ANDAMIRO	PAGE	1 PAGE

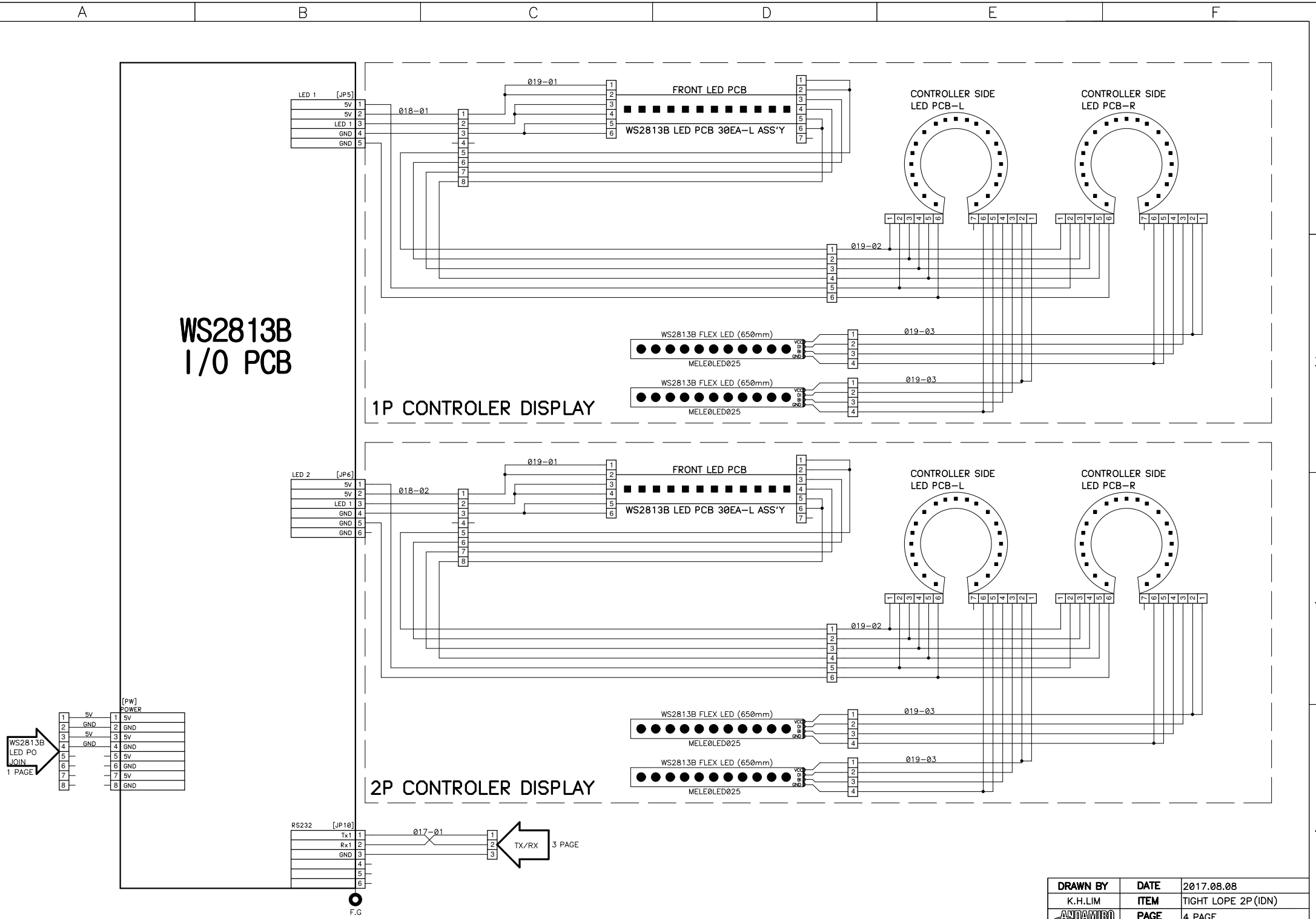
USB MAIN PCB 1/2



DRAWN BY	DATE	2017.08.08
K.H.LIM	ITEM	TIGHT LOPE 2P(IDN)
ANDAMIRO	PAGE	2 PAGE



DRAWN BY	DATE	2017.08.08
K.H.LIM	ITEM	TIGHT LOPE 2P(IDN)
ANDAMIRO	PAGE	3 PAGE


WS2813B
I/O PCB
LED 1 [JP5]
5V 1
5V 2
LED 1 3
GND 4
GND 5
018-01
019-01
FRONT LED PCB
WS2813B LED PCB 30EA-L ASS'Y
CONTROLLER SIDE
LED PCB-L
CONTROLLER SIDE
LED PCB-R
019-02
WS2813B FLEX LED (650mm)
MELE0LED025
019-03
1P CONTROLER DISPLAY
LED 2 [JP6]
5V 1
5V 2
LED 1 3
GND 4
GND 5
GND 6
018-02
019-01
FRONT LED PCB
WS2813B LED PCB 30EA-L ASS'Y
CONTROLLER SIDE
LED PCB-L
CONTROLLER SIDE
LED PCB-R
019-02
WS2813B FLEX LED (650mm)
MELE0LED025
019-03
2P CONTROLER DISPLAY
[PW]
POWER
WS2813B
LED PO
JOIN
1 PAGE
5V
GND
5V
GND
RS232 [JP10]
Tx1 1
Rx1 2
GND 3
017-01
TX/RX
3 PAGE
F.G
DRAWN BY
K.H.LIM
DATE
2017.08.08
ITEM
TIGHT LOPE 2P(IDN)
PAGE
4 PAGE
ANDAMIRO

ANDAMIRO WARRANTY POLICY

Andamiro warrants to the original purchaser that all of its products will be free from defects in material and workmanship.

Andamiro warrants the parts from date of shipmet as follows.

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

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

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

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

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

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

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

ANDAMIRO CO., LTD.
www.andamiro.com

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

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

1. Company Name : _____

2. Mailing Address : _____

_____

3. E-Mail Address : _____

4. Phone No : _____

5. Name of the person in charge : _____

6. Description of the product defects

6-1) Name of the Game : _____

6-2) Serial No : _____

6-3) Date of Purchase : _____

6-4) Detailed description of the product defects.

_____

_____

_____

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

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

[ADDRESS OFFICE] 704-1 Techno Town, 138, Ilsan-ro, Ilsandong-gu, Goyang-si, Gyeonggi-do, Republic of Korea 10442
[FACTORY] 72 Nochemgil, Ilsan-donggu Goyang-si, Gyonggi-do, 410-834 korea

USA BRANCH
ANDAMIRO USA CORP.
TEL : 1-310-767-5800

[ADDRESS] 17230 S. Main Street Gardena, California 90248 U.S.A.

Homepage http://www.andamiro.com/

ANDAMIRO®