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SERVICE MANUAL

COLOR RANGERS 5 HEROES Ver 1.1

ISSUEDATE:Nov.14, 2014

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 safty 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

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 resu t 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.

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

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.

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 P04

2. INSTALLATION P05

2-1. INSTALLATION SPACE P05

2-2. HOW TO INSTALL A BILLBOARD..P06

2-3. HOW TO REPLACE PAYOUTSHEET P06

3. PRODUCT FEATURE AND ADVANTAGE P07

4. HOW TO PLAY P07

5. GAME DESCRIPTION P08

6. DIP SETTING P08

7. SETUP SETTINGS P09

7-1. MACHINE SETUP P09

7-2. SETUP MENU P10

7-3. TEST MODE P13

7-4. ERROR CODE P14

7-5. PAYOUT TABLE **(USA), INT)** P15

8. HOW TO REPLACE MAJOR COMPONENTS.....P16

8-1. REPLACING MAIN PCB P16

8-2. REPLACING COIN SELECTOR & SPEAKER & TICKET DISPENSER P16

8-3. REPLACING PCB P17

9. TROUBLESHOOTING P18

9-1. IN CASE OF POWER FAILURE P18

9-2. MOTOR ERROR P18

9-3. MICRO SWITCH ERROR P19

9-4. COIN SELECTOR ERROR P20

9-5. SOUND ERROR P21

9-6. BUTTON & COUNTER ERROR P22

9-7. SETUP LCD PCB ERROR P23

9-8. SHOW TIME LED PCB, COLOR BLOCK PCB, BUTTON LED PCB, & JACKPOT FND PCB, CREDIT FND PCB ASS'Y ERROR P24

9-9. SOLENOID ERROR P25

10. EXPLODE VIEW P26

10-1. BILLBOARD PART P28

10-2. FRONT DOOR PART P29

10-3. GAME FIELD PART P30

10-4. LIGHT BLOCK PART P31

10-5. TABLE PANEL PART P32

10-6. RAIL PART P33

10-7. PARTITION PART P34

10-8. LIFTER PART P34

10-9. BUTTON PART P35

10-10. MAIN DOOR PART P35

10-11. POWER COVER PART P36

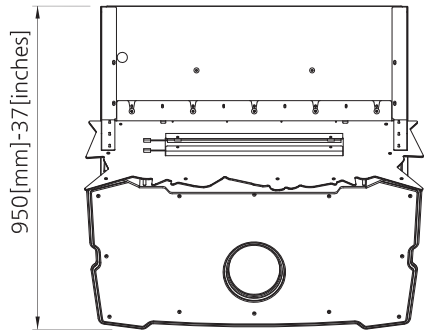
10-12. SERVICE PANEL PART P36

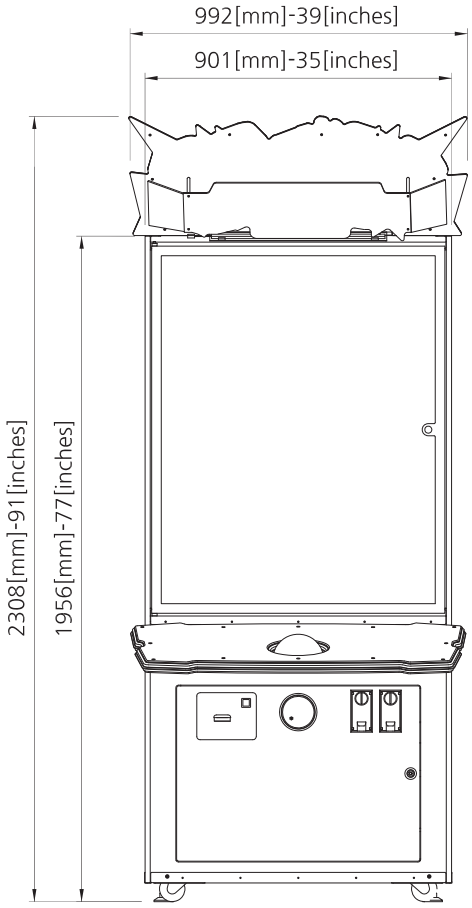
10-13. AC INPUT PART P36

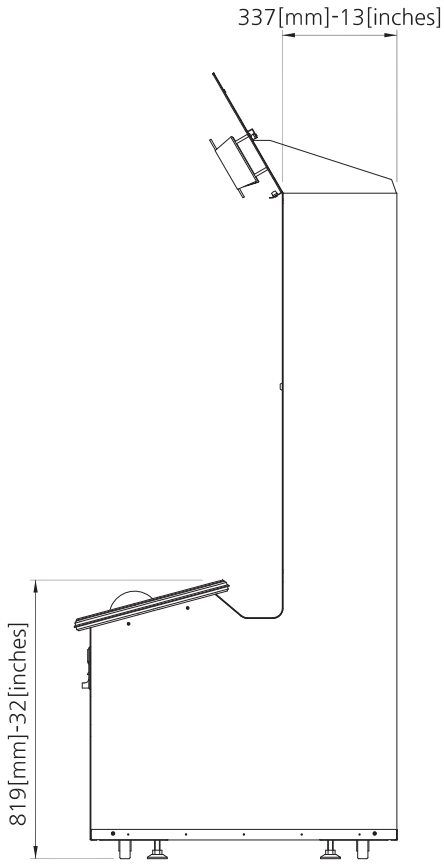
11. WIRING DIAGRAM P37

1. SPECIFICATION AND DIMENSION

1-1. DIMENSION



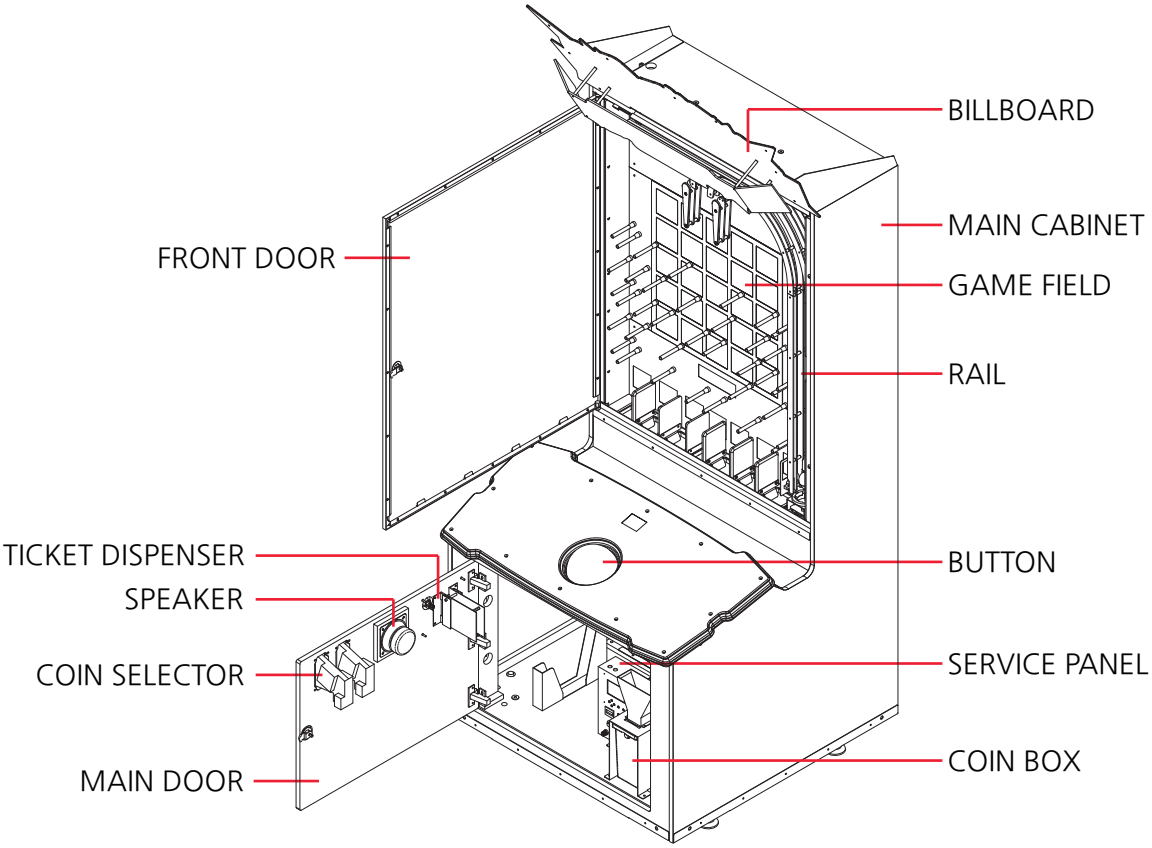


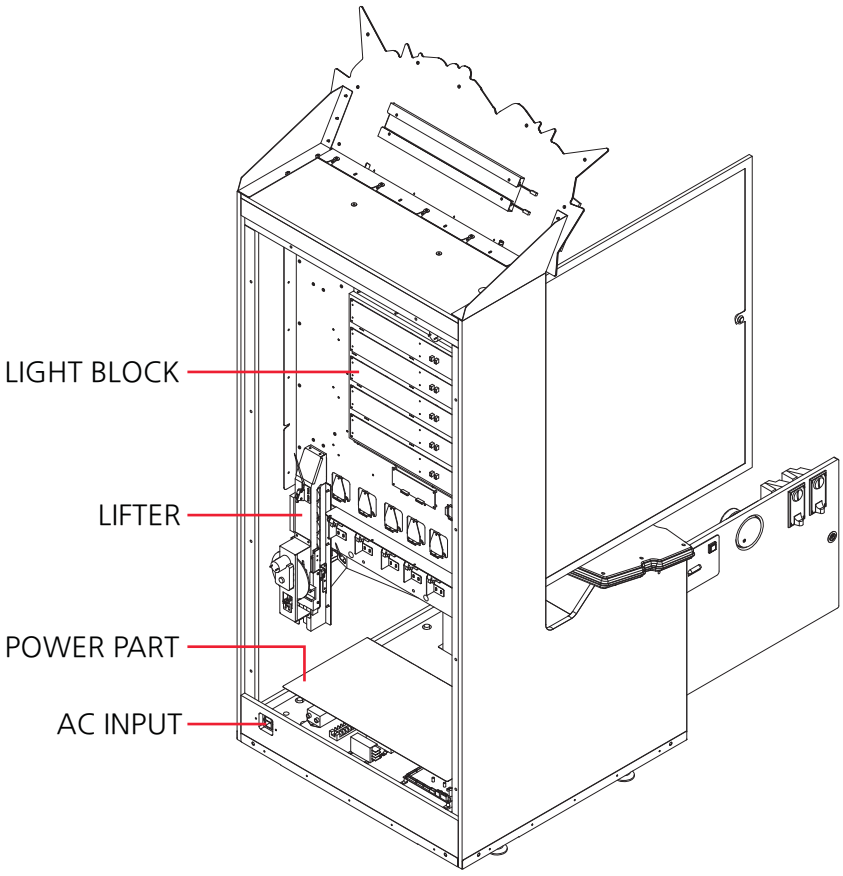


1-2. SPECIFICATION

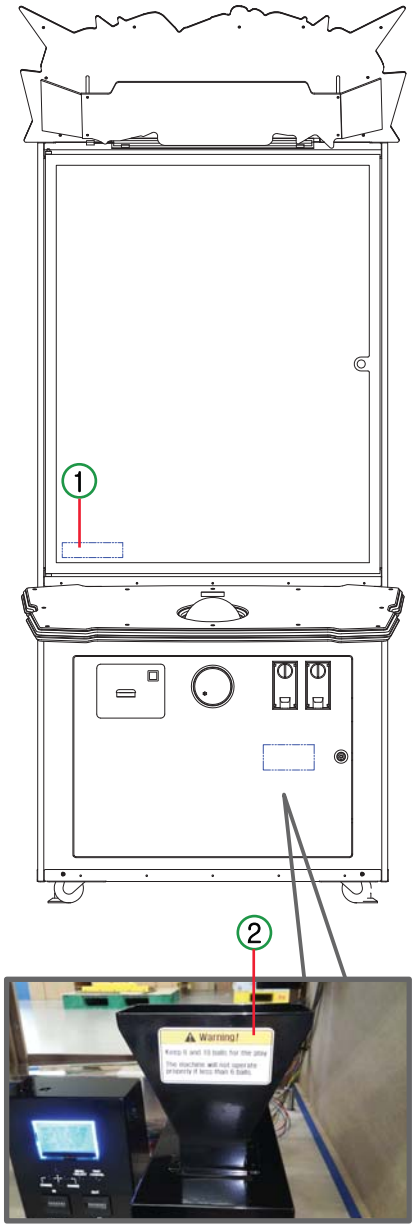
DIMENSION (W x D x H)	992 x 950 x 2308 (mm)
PACKING DIMENSION (W x D x H)	- x - x - (mm)
WEIGHT (kg)	180kg [WEIGHT INCLUDING PACKAGING : 210kg]
VOLTAGE	AC 110V
FREQUENCY RANGE	50/60Hz
CONSUMPTION	200W
CERTIFICATION	-

1-3. NAME OF PARTS

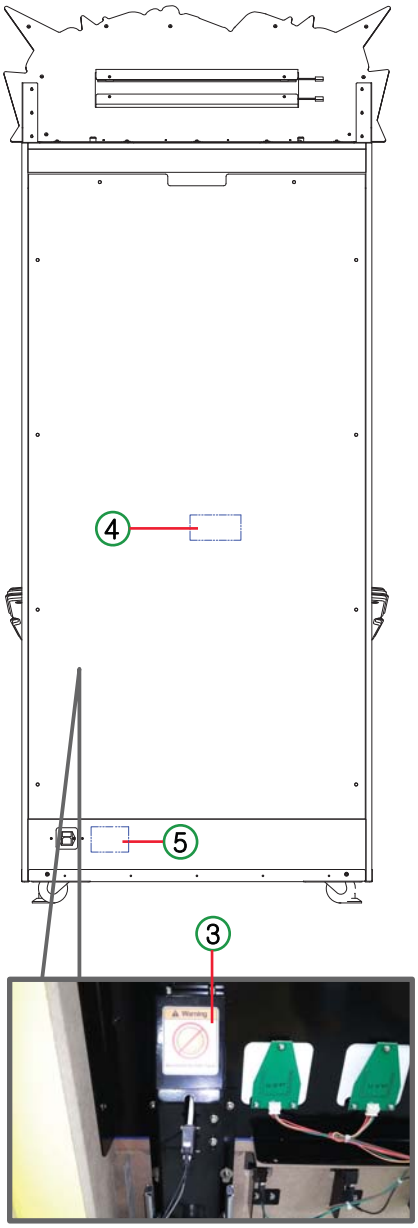




1-4. STICKER LOCATION



- Product inside COIN BOX



- LIFTER

1

CAUTION

DO NOT PUSH OR HIT THIS.
IT WOULD BE DAMAGED.

2

Warning

Keep 8 and 10 balls for the play.

The machine will not operate properly if less than 6 balls.

3

Warning

Do not put the balls here!

4

WARNING

" SERVICE BEFORE DISCONNECTION OF POWER SUPPLY"

5

CAUTION

"CAUTION" "TO REDUCE THE RISK OF FIRE, REPLACE ONLY WITH SAMPLE TYPE

10A-250V FUSE"

1-5. COMPONENTS

NO.	PART NAME	SPEC.	QTY
1	AC POWER CORD	110V	1
2	BALL	-	10
3	KEY	6001, 7001	2
4	BOLT	M4x20L	10
5	WRENCH	2.5mm, 4mm	2
6	WASHER	M4	6
7	MANUAL		1

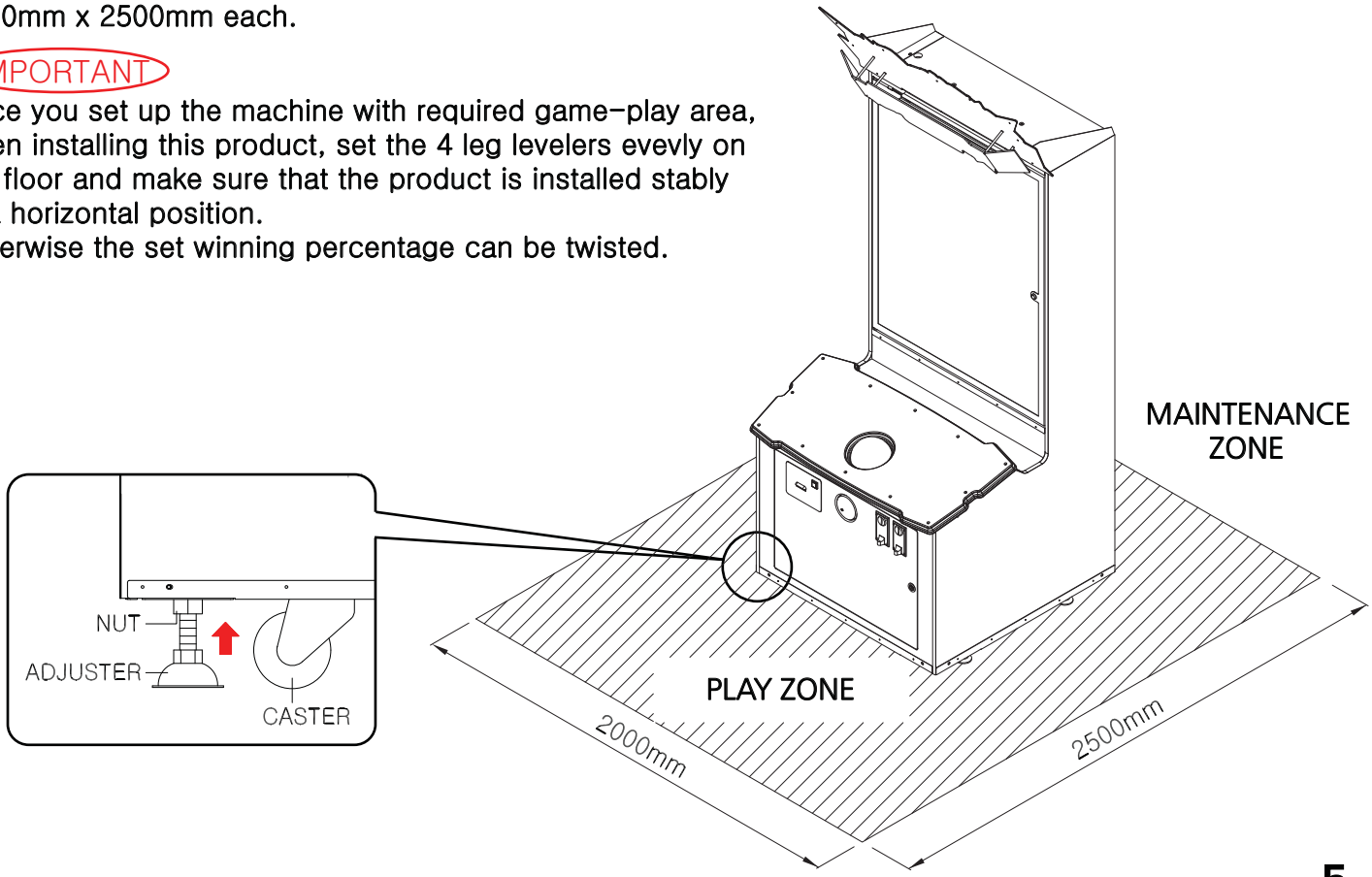
2. INSTALLATION

2-1. INSTALLATION SPACE

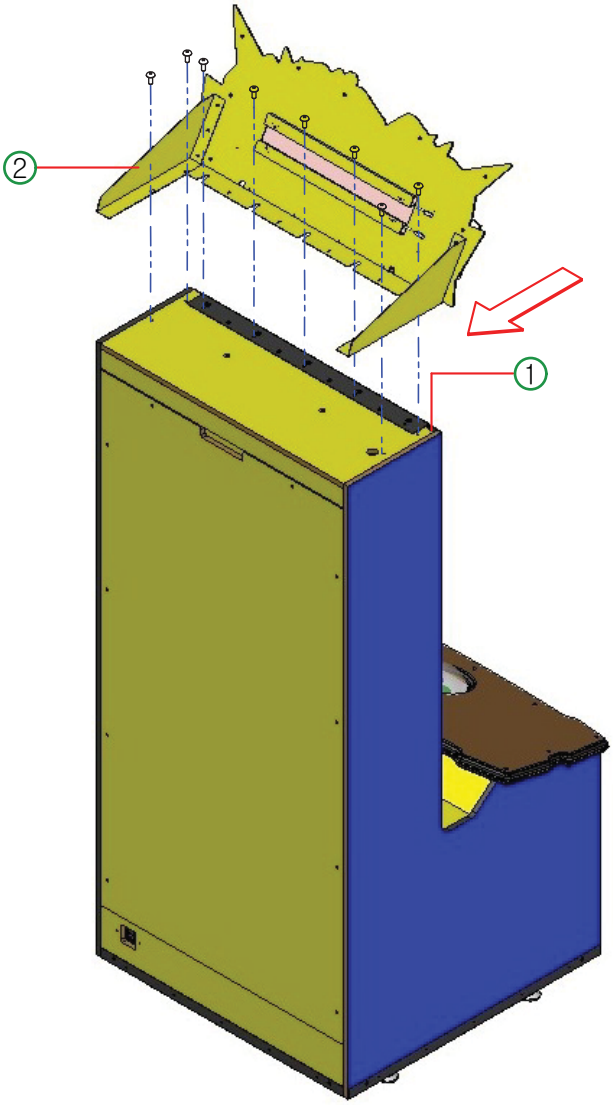
- Need to have installation place.
  Maintenance Zone & Play zone should have at least
  2000mm x 2500mm each.

IMPORTANT

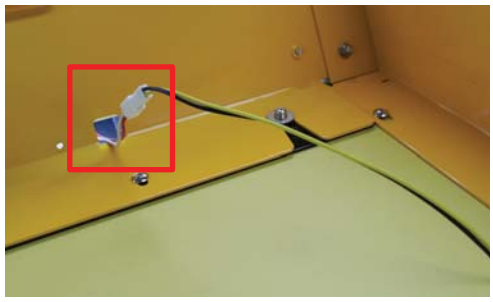
- Once you set up the machine with required game-play area, when installing this product, set the 4 leg levelers evevly on the floor and make sure that the product is installed stably in a horizontal position.
  Otherwise the set winning percentage can be twisted.



2-2. HOW TO INSTALL A BILLBOARD



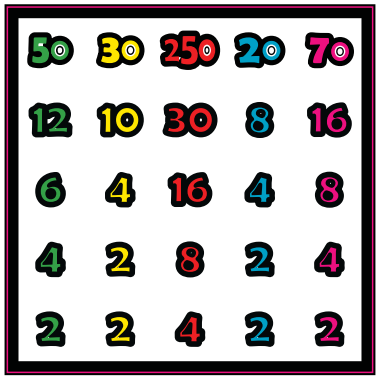
- Put the BILLBOARD ASS'Y on the top of
  ①FRONT UPPER EDGE of
  ②MAIN CABINET and connect them using
  [M4 bolt, 8ea]

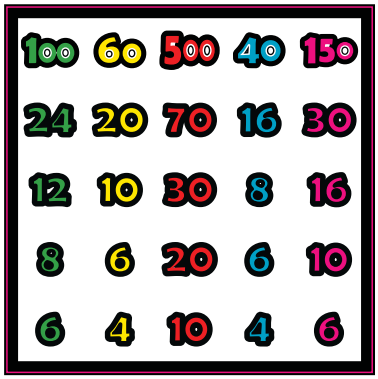


- Connect the BILLBOARD ASS'Y with the
  conncetor of MAIN CABINET

2-3. HOW TO RAPLACE PAYOUTSHEET

[PAYOUTSHEET CATEGORY]





- Use double-sided tape on the back payoutsheet, payoutsheet as when you want to replace the picture, Attach the product inside the [board].

- Set after set-up, operation and products are you changing the SETUP MODE _SCORE TYPE. [See P10] [See P10]

3. PRODUCT FEATURE AND ADVANTAGE

3-1. Families with children are familiar with the appearance and character design

3-2. LED lights are colorful and exciting sounds that harmonize with great attractions

3-3. Very easy and intuitive way to games with shiny circle button

3-4. Powerful action of the ball shot up to more than 1 m vertical

3-5. Movement of the ball fun and unique rides 09-pin falling

3-6. Continuity to get a high score more you play

4. HOW TO PLAY

4-1. Insert coin(s) and press the button to launch ball.

4-2. Ball drops through pin matrix to a color hole, lighting up the lamp with a number.
Win tickets stated on the lamp.

4-3. No tickets paid when ball drops to a monster hole, and turn off the lamps randomly.

4-4. You may get bingo bonus when color lamps reach to the top.
(Win JACKPOT when red lamps reach the top.)

5. GAME DESCRIPTION

- The ball is shown in the bottom right to start the ball launch position by default.
- When you are ready to launch when the BALL (S) will be put into a coin counting FND (READY) the SHOOT button Click to launch the ball.
- You earn points coming into the lamp color score board enters into a ball colored lights hall.
- To obtain a higher score toward each column is coming up on lamp is lit up to 5 squares for each color.
- Filling the spaces filled in 5 colors got time for another quick score lamp turns off the lights and start again from scratch.
- On both sides of the ball enters the end of the boom hole turns off the scoreboard lit by certain rules.

*** NOTE [Retry]**

- In case ball turn back to the original position, please press button to shoot the ball again.

6. DIP 1, DIP 2 SETTING

DIP 1, DIP 2 SETTING

If you change DIP 1 and DIP 2 switch Score table and Factory default will be changed.

!WARNING It will change payout table and factory setting according to the DIP S/W on main board.

DIP 1	DIP 2	Picture for Dip S/W	Dip S/W setup type	REF. Payout table
OFF	OFF		USA	Payout table No#4
ON	OFF		INT	Payout table No#3
OFF	**ON**		EU	Payout table No#2

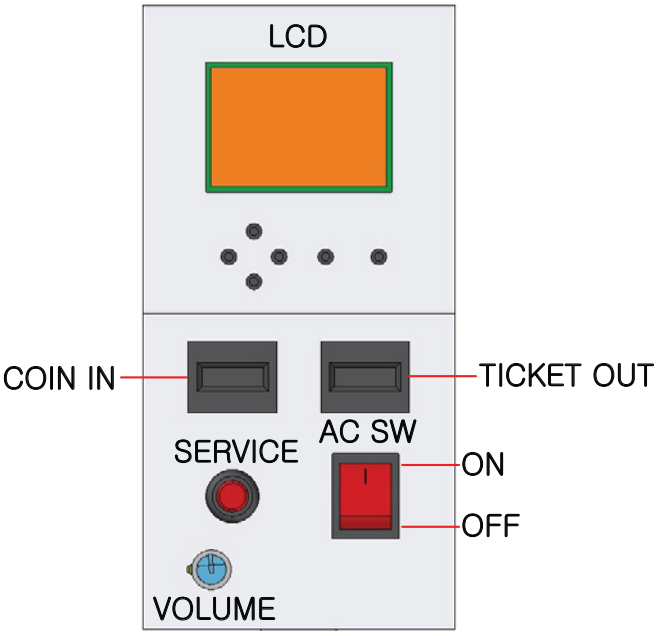
(Payout table (DIP8 : Fixed))

7. SETUP SETTINGS

7-1. MACHINE SETUP

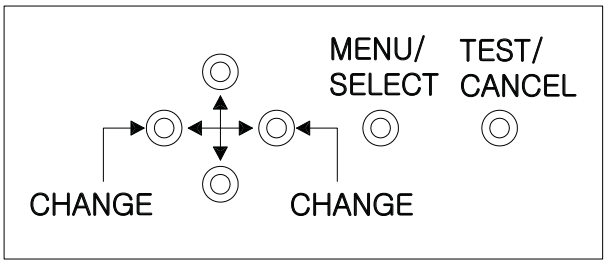
1. HOW TO ENTER SETUP MENU

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



[CONTROL PANEL]

2. SETUP BUTTON LAYOUT



1) [↑↓] UP/DOWN : Move up, down
2) [←→] LEFT/RIGHT : Change setting
3) MENU/SELECT : Setup menu mode / Select mode
4) TEST/CANCEL : Exit / Cancel

[OPERATION MENU]

Press MENU Button. [SELECT button: Enter]	
## OPERATION MENU ##	
SETUP MODE	Setup mode
CLEAR MODE	Clear mode
VIEW INT-DATA	Check internal data
FACTORY-SETTING	Back to factory setting
GAME MODE	Return to game mode
TEST MODE	Test mode

1-2. SETUP MODE

SETUP MODE					
LCD Display	Description	Range	Default		
			USA	INT	EU
Credit/Coin	Credit per coin	Free, 1/1, 1/2, 1/3, 1/4, 1/5	1/1	1/1	1/1
Ball Count	The number of BALL per game	1, 2, 3, 4, 5	1	1	1
Score Type	Score type (Credit - the number of BALL) Ratio table of credit per ball [Refer to Payout table No#1] **Note: IF you change this value, the number of ticket on playing field need to be changed**	User, TBL1, TBL2, TBL3, TBL4	TBL4	TBL3	TBL2
ScoreDetail	Set the number of ticket for each section by operator	Enter sub-menu			
MercyTicket	The number of mercy ticket	0 ~ 10	0	0	0
HalfPayout	Dispense 1ticket/2points	OFF, ON	OFF	OFF	OFF
No-Ticket	No ticket payout	OFF, ON	OFF	OFF	OFF
Difficulty	Difficulty Levels	1-EZ, 2-NM, 3-HA	2-NM	2-NM	2-NM
DemoVolume	Control demo sound volume	OFF, 10 ~ 100	100	100	100
SOL-Power	Adjust solenoid power **Refer to [Warning - 1]**	100 ~ 300	200		
SAVE AND EXIT	Save and Exit	SELECT button to enter			
CANCEL AND EXIT	Cancel and Exit				

[Warning-1]

- **SOL-power setting is not changed even Factory set is performed.**
- **This setting is saved only you exit with "SAVE AND EXIT" from Setup mode.**
- Note: Score type will be changed to [User]

* Once “Score detail” in setup mode is selected, the below items will be shown.

SETUP MODE –> SCORE DETAIL

[Warning-2] Payout will be changed if Score detail is used.

- Score type will be changed to [User]

LCD display	Description	Range	Default		
			USA	INT	EU
Green Lv1	Score : Green 1 stage	1 ~ 200	6	3	2
Green Lv2	Score : Green 2 stage	1 ~ 400	8	4	2
Green Lv3	Score : Green 3 stage	1 ~ 600	12	6	3
Green Lv4	Score : Green 4 stage	1 ~ 800	25	12	6
Green Lv5	Score : Green 5 stage	1 ~ 1000	100	50	25
Yellow Lv1	Score : Yellow 1 stage	1 ~ 200	4	2	1
Yellow Lv2	Score : Yellow 2 stage	1 ~ 400	7	3	1
Yellow Lv3	Score : Yellow 3 stage	1 ~ 600	10	5	2
Yellow Lv4	Score : Yellow 4 stage	1 ~ 800	20	10	5
Yellow Lv5	Score : Yellow 5 stage	1 ~ 1000	60	30	15
Red Lv1	Score : Red 1 stage	1 ~ 200	10	5	3
Red Lv2	Score : Red 2 stage	1 ~ 400	20	10	5
Red Lv3	Score : Red 3 stage	1 ~ 600	30	15	8
Red Lv4	Score : Red 4 stage	1 ~ 800	70	30	15
Red Lv5	Score : Red 5 stage	1 ~ 2000	500	250	150
Blue Lv1	Score : Blue 1 stage	1 ~ 200	4	2	1
Blue Lv2	Score : Blue 2 stage	1 ~ 400	6	3	1
Blue Lv3	Score : Blue 3 stage	1 ~ 600	8	4	2
Blue Lv4	Score : Blue 4 stage	1 ~ 800	15	7	4
Blue Lv5	Score : Blue 5 stage	1 ~ 1000	40	20	10
Pink Lv1	Score : Pink 1 stage	1 ~ 200	6	3	2
Pink Lv2	Score : Pink 2 stage	1 ~ 400	9	4	3
Pink Lv3	Score : Pink 3 stage	1 ~ 600	15	7	4
Pink Lv4	Score : Pink 4 stage	1 ~ 800	30	15	7
Pink Lv5	Score : Pink 5 stage	1 ~ 1000	150	70	35
SAVE AND EXIT	Save & Exit	SELECT button to enter			
CANCEL AND EXIT	Cancel & Exit				

CLEAR MODE		
LCD Display	**Description**	
CLEAR TICKETS	Clear ticket	SELECT button to enter
CLEAR CREDITS	Clear credit	
CLEAR GAME-DATA	Clear game data	
EXIT	Exit	

VIEW INT-DATA	
LCD Display	**Description**
GAMES	The number of total play
PAYOUT	The number of total payout ticket
AVG TOTAL	The number of average payout ticket per game
CREDIT	Total number of credit
SERVICE	The total number of credits using service button.
GOALIN PERCENT	The number of ball entered per each color
*** GOALIN SCORE ***	The number of ticket payout per each color
***** VER INFO *****	Version information and time information for play
CANCEL Button : Exit	

FACTORY-SETTING
Back to factory setting (It will clear whole data and game setup will be back to default) **Note : It does not change setting of "SOL-Power"**
SELECT Button : Factory setting after re-confirmation

GAME MODE	
Back to game mode (Exit menu)	SELECT Button to Enter

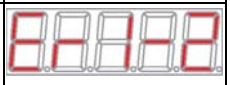
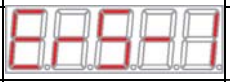
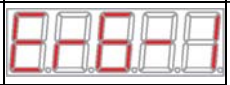
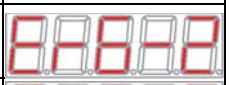
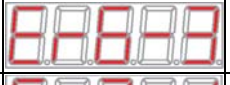
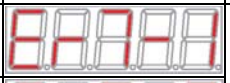
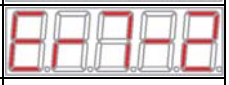
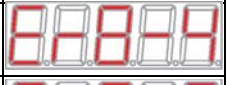
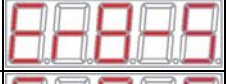
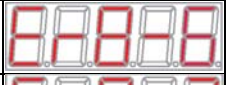
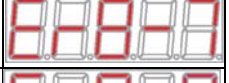
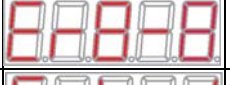
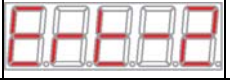
1-3. TEST MODE

TEST MODE		
LCD Display	**value**	**Description**
INPUT TEST	[->]	Check input status and enter into check mode
LAMP	Off, On	Lamp Off, On (Ticket lamp)
FND & LED	0 ~ 4	Performance test for FND & LED
WIPER	Off, On	Wiper motor test
ELEVATOR	Off, On	Check ball elevator
SOLENOID	Off, On	Solenoid (shooting device) check (Automatically On, Off)
COIN	Off, On	Check coin-mech
TICKET	Off, On	Check ticket dispenser (3ticket per testing)
SOUND TEST	[->]	Enter Sound test
GAME MODE	Back to game mode	

TEST MODE -> INPUT TEST	
LCD Display	**Description**
0:0000,1:0000,7:0000 shb, sts, elt, elb, mbs co1, co2, tkb, tks, svb n g y r b p n	Display input signal Shooting button, Ball sensor, Elevator upper S/W, lower S/W, Wiper sensor, Coin1 sensor, Coin2 sensor, Ticket button, Ticket sensor, Service button. hole : Status of Blackhole(1), Green,Yellow, Red, Blue, Pink, Blackhole(2) (Small letters will be changed to Captial letters if each sensor is recognized.)

TEST MODE -> SOUND TEST		
LCD Display	**Value**	**Description**
SOUND Stop/Play	0 ~ 15	Test playing sound (On, Off)
-EXIT-	Exit test mode	

1-4. ERROR CODE

Error Code	Fnd Display	Error type	Content	Check point
Er0-1		SETUP LCD	NO response from SET UP LCD	Check LCD (No problem with playing game)
Er0-2		System	Failure of setup memory reading & writing	Replace main board if it has still problem after turn off and on machine.
Er0-3			Failure of setup save data	Check setup setting and save in setup mode (If the problem still happen, we recommend to change "Main board"
Er0-5			Failure of game data memory reading & writing	Replace main board if it has still problem after turn off and on machine.
Er1-1		Coin-mech	Coin mech #1 Error	Check coin-mech #1 (Check NC, NO S/W in coin-mech)
Er1-2			Coin mech #2 Error	Check coin-mech #2 (Check NC, NO S/W in coin-mech)
Er5-1		Wifer	No sensor signal changes during motor operation	Check motor operation or sensor signal check
Er6-1		Elevator	Elevator error. (Lower movement check S/W)	Check for any ball an Elevator or Lower movement check S/W
Er6-2			Elevator upper sensor error	Check if ball is empty or upper sensor
Er6-3			Elevator upper S/W error	Elevator upper S/W check
Er7-1		Shooting device	Ball mount sensor error	Check jammed ball or ball mount sensor
Er7-2			Solenoid problem	Check solenoid
Er7-3			Failure of shooting ball	Check condition of shooting device (shooting power)
Er8-1		Color hole sensor	Black hole (left) sensor error	Check black hole(left) sensor
Er8-2			Green hole sensor error	Check Green hole sensor
Er8-3			Yellow hole sensor error	Check Yellow hole sensor
Er8-4			Red hole sensor error	Check Red hole sensor
Er8-5			Blue hole sensor error	Check Blue hole sensor
Er8-6			Pink hole sensor error	Check Pink hole sensor
Er8-7			Black hole(right) sensor error	Check black hole(right) sensor error
Er8-8			Hole sensor signal error	Check jammed ball or hole sensor
Ert-1		Ticket error	Ticket empty	Check ticket or function
Ert-2			Jammed ticket	Check jammed ticket and NC, NO S/W in ticket dispenser

1-5. PAYOUT TABLE No #1 (USA, INT, EU)

Score Type 1 (Avg. Ticket 3.3)					
	Green	Yellow	Red	Blue	Pink
5	15	10	100	7	20
4	4	3	10	2	5
3	2	1	5	1	2
2	1	1	3	1	1
1	1	1	2	1	1

Score Type 2 (Avg. Ticket 5.5)					
	Green	Yellow	Red	Blue	Pink
5	25	15	150	10	35
4	6	5	15	4	7
3	3	2	8	2	4
2	2	1	5	1	3
1	2	1	3	1	2

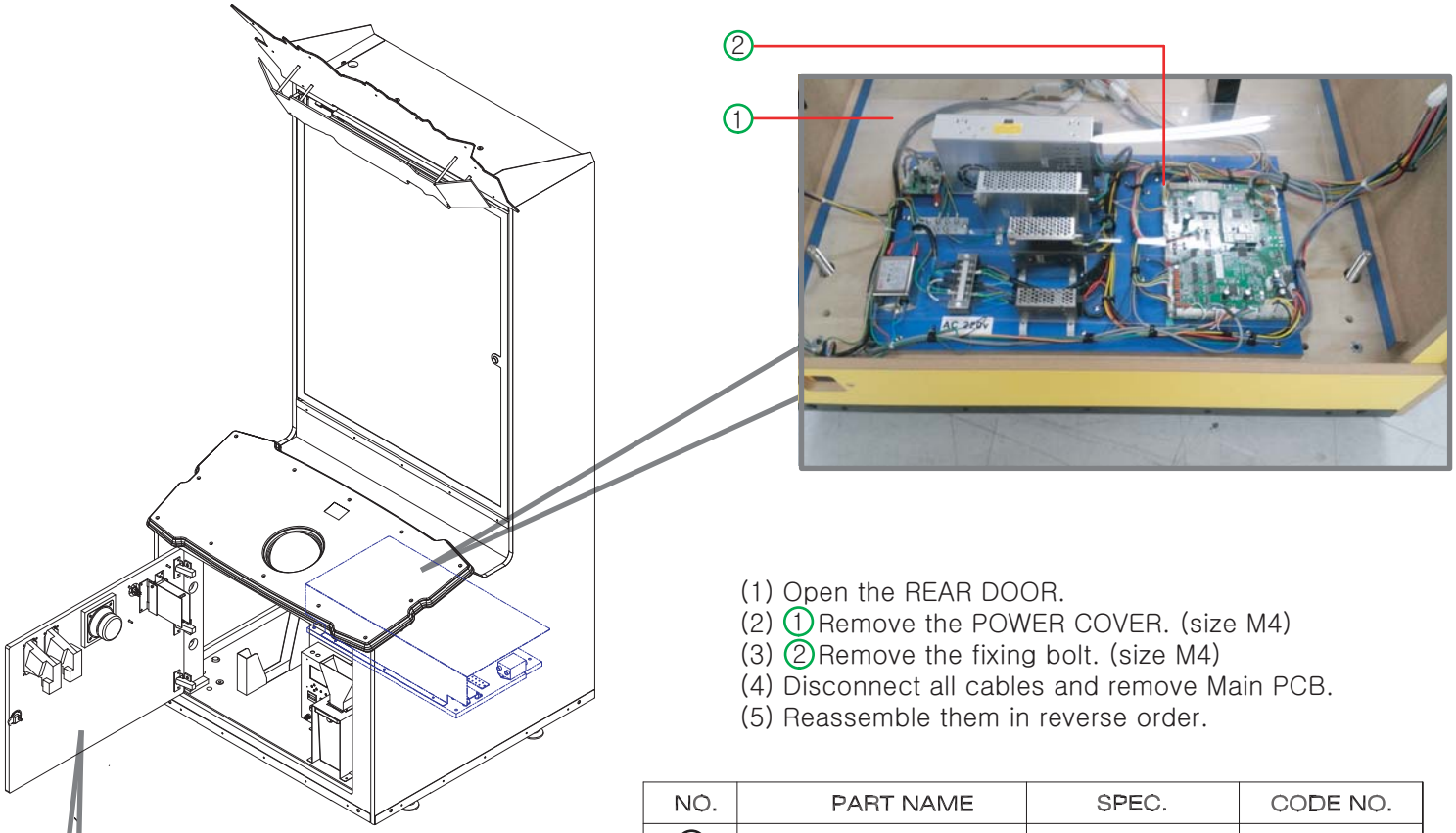
Score Type 3 (Avg. Ticket 11.0)					
	Green	Yellow	Red	Blue	Pink
5	50	30	250	20	70
4	12	10	30	8	16
3	6	4	16	4	8
2	4	2	8	2	4
1	2	2	4	2	2

Score Type 4 (Avg. Ticket 22.0)					
	Green	Yellow	Red	Blue	Pink
5	100	60	500	40	150
4	24	20	70	16	30
3	12	10	30	8	16
2	8	6	20	6	10
1	6	4	10	4	6

Score 5 (Avg. Ticket 34.0)					
	Green	Yellow	Red	Blue	Pink
5	150	90	700	60	200
4	36	30	100	24	50
3	18	16	50	12	24
2	12	10	30	8	16
1	9	6	16	6	10

8. HOW TO REPLACE MAJOR COMPONENTS

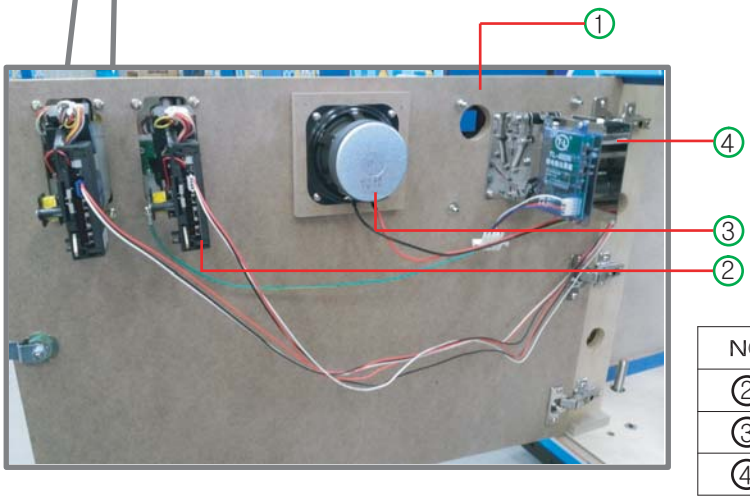
8-1) REPLACING MAIN PCB



(1) Open the REAR DOOR.
(2) ① Remove the POWER COVER. (size M4)
(3) ② Remove the fixing bolt. (size M4)
(4) Disconnect all cables and remove Main PCB.
(5) Reassemble them in reverse order.

NO.	PART NAME	SPEC.	CODE NO.
②	MAIN PCB ASS'Y	-	AICU0PCB001

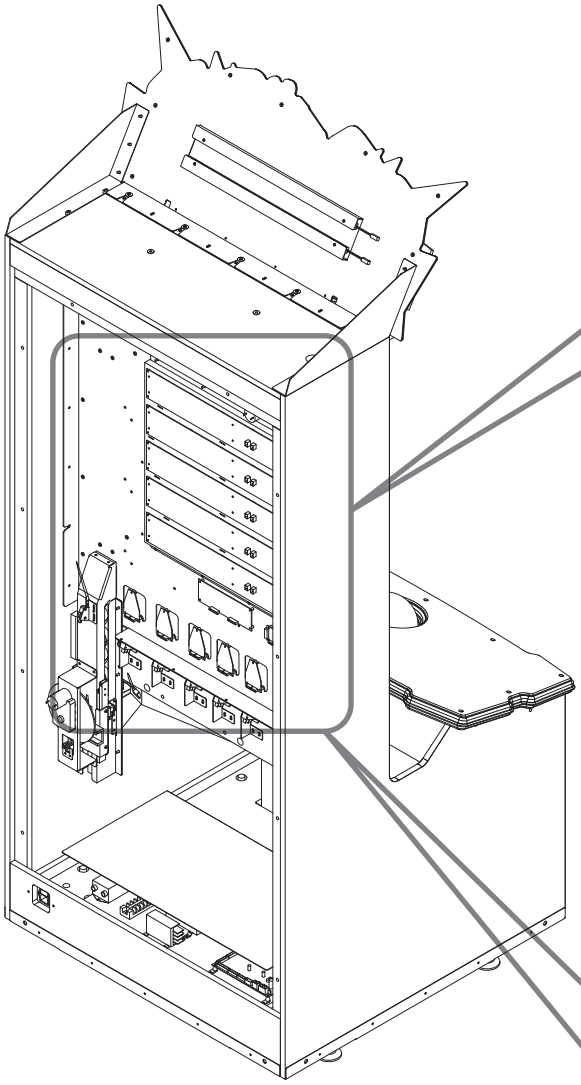
8-2) REPLACING COIN SELECTOR & SPEAKER & TICKET DISPENSER



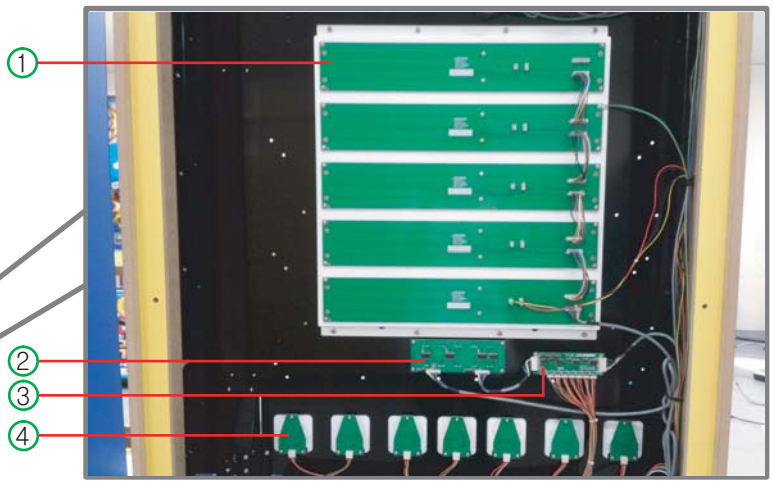
(1) Open the FRONT DOOR.
(2) Remove the cables.
(3) Disconnect bolt or bolt&nut. (size M4)
(4) Reassemble them in reverse order after replacement.

NO.	PART NAME	SPEC.	CODE NO.
②	COIN SELECTOR	TW-130B	MZZZ0COS03
③	SPEAKER	4.5"	MZZZ0SPE021
④	TICKET DISPENSER	TL-002H	MZZZ0TID007

8-3) REPLACING PCB



(1) REPLACING COLOR BLOCK PCB & JACKPOT FND PCB & SHOW TIME LED CONTROL PCB & SHOW TIME LED PCB ASS' Y



(1) Open the REAR DOOR. .
(2) Disconnect all cables.
(3) Replace the PCB. (size M3)

NO.	PART NAME	SPEC.	CODE NO.
①	COLOR BLOCK PCB ASS'Y	8X5	MCLB0PCB004
②	JACKPOT FND PCB ASS'Y	-	ADOS0PCB005
③	SHOW TIME LED CONTROL PCB ASS'Y	-	ADOS0PCB008
④	SHOW TIME LED PCB ASS'Y	-	ADOS0PCB007

(2) REPLACING MICRO SWITCH

(1) Disconnect all cables and ⑤DROP SENSOR BKT.
(2) Replace the ⑥MICRO SWITCH.

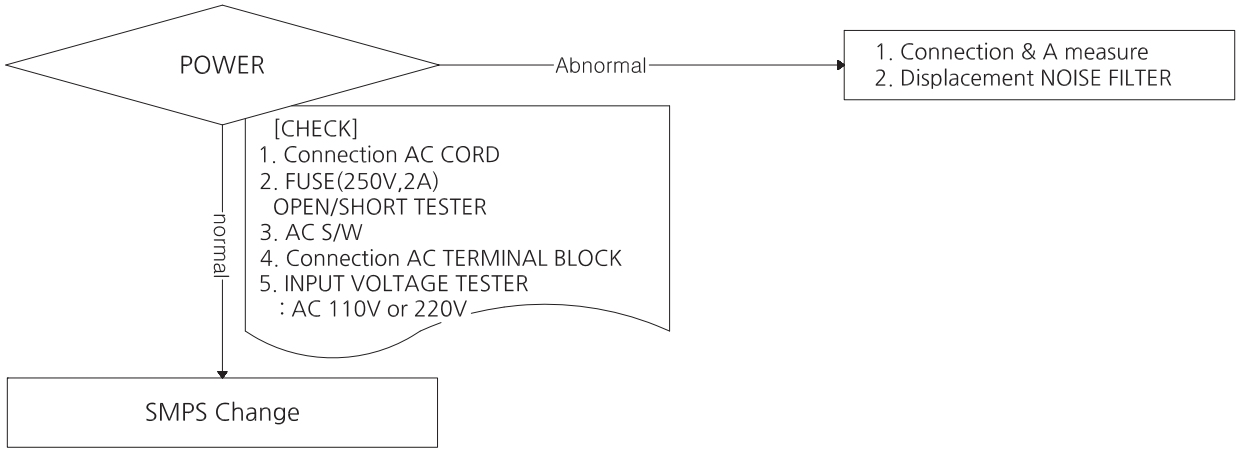
NO.	PART NAME	SPEC.	CODE NO.
⑤	MICRO SWITCH	CNP-05H-03	MELE0MIC002

* Reassemble them in reverse order and check performance of the game.

9. TROUBLESHOOTING

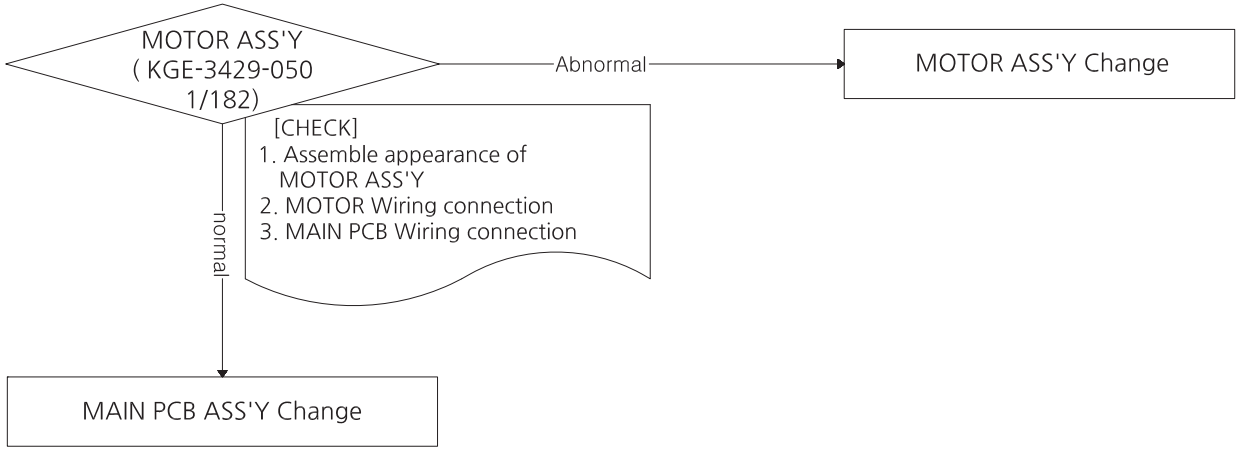
9-1. IN CASE OF POWER FAILURE

*Common: Check the input voltage, check wiring



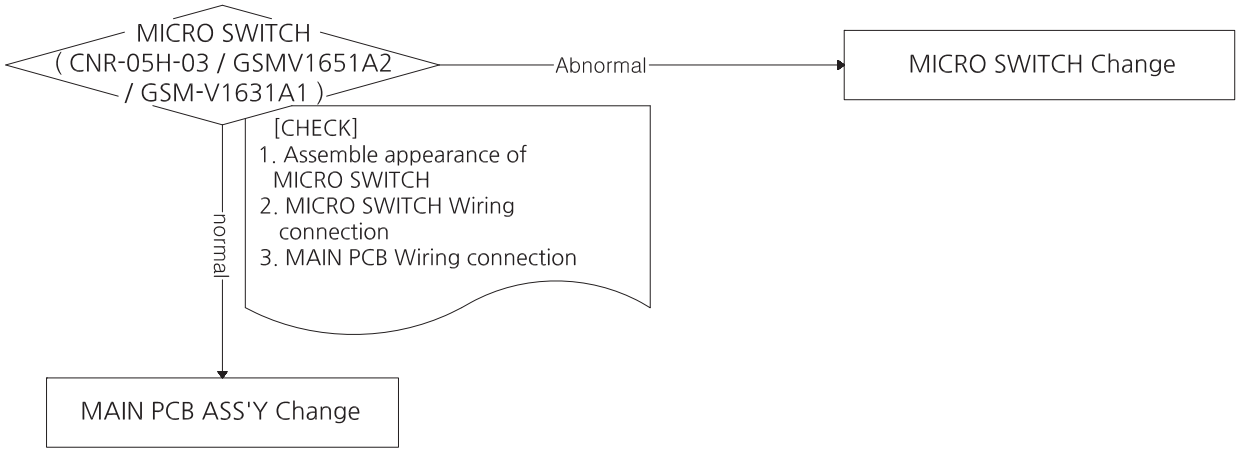
9-2. MOTOR ERROR

*Common: Check the input voltage, check wiring



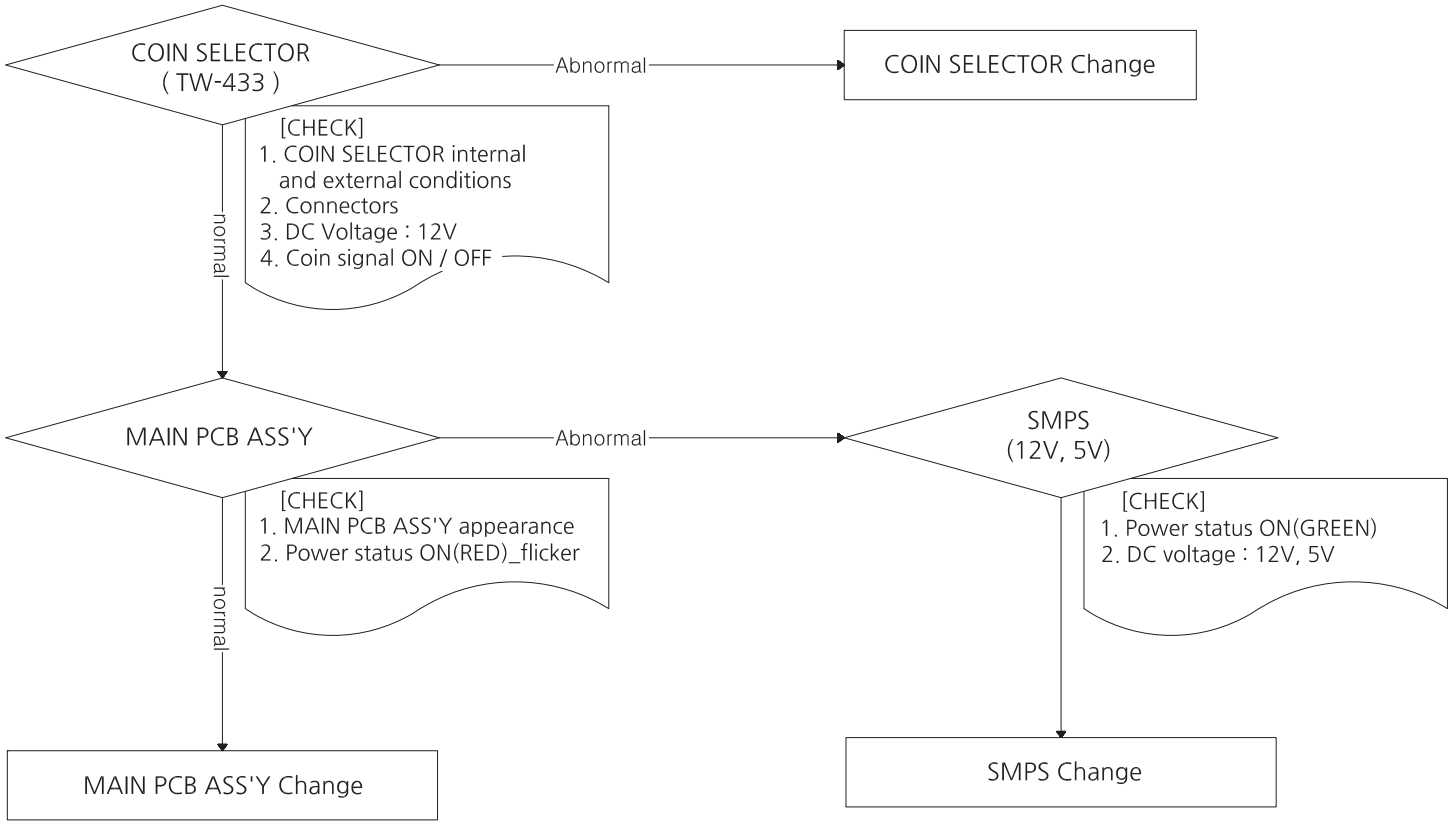
9-3. MICRO SWITCH ERROR

*Common: Check the input voltage, check wiring



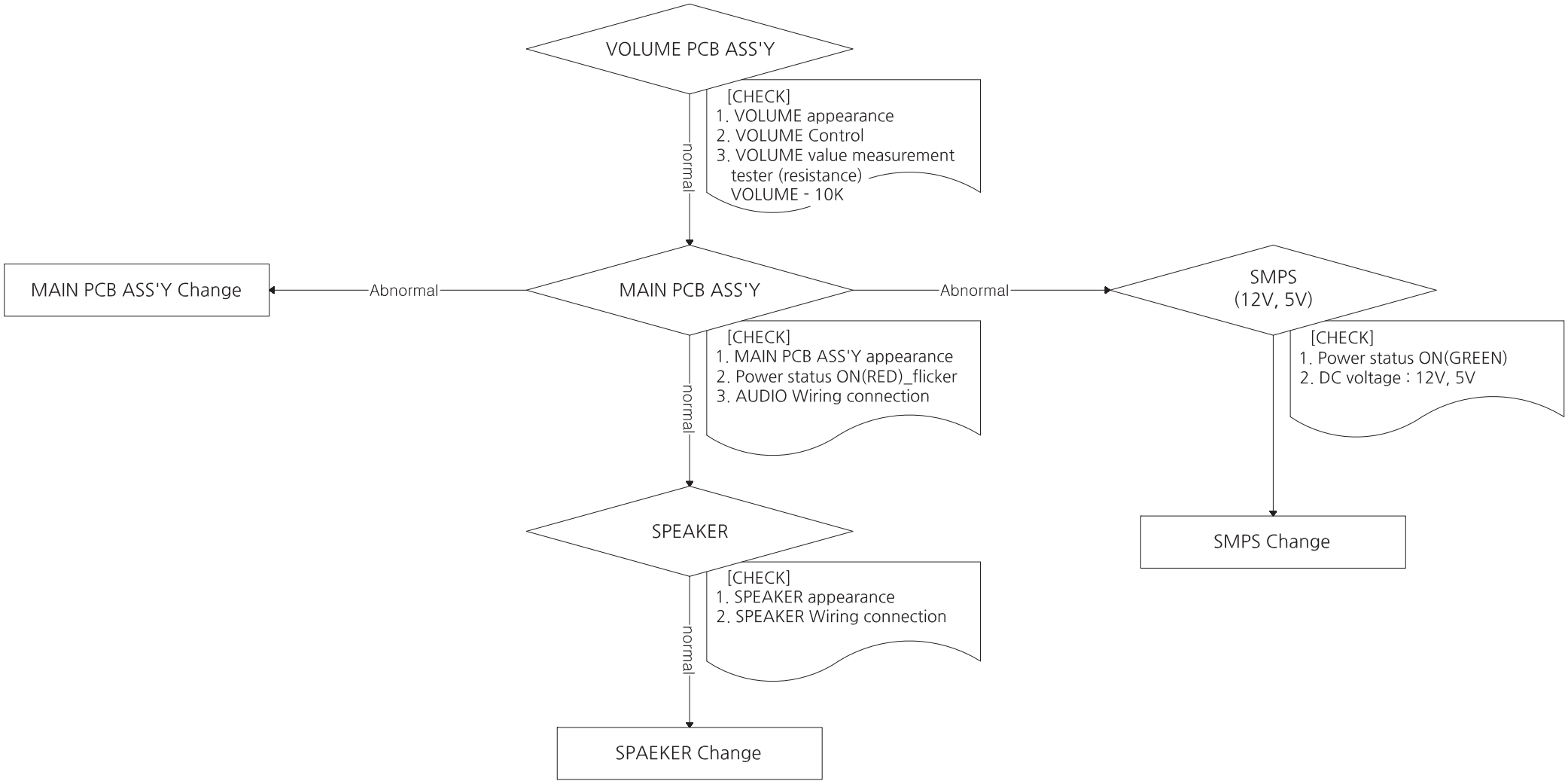
9-4. COIN SELECTOR ERROR

*Common: Check the input voltage, check wiring



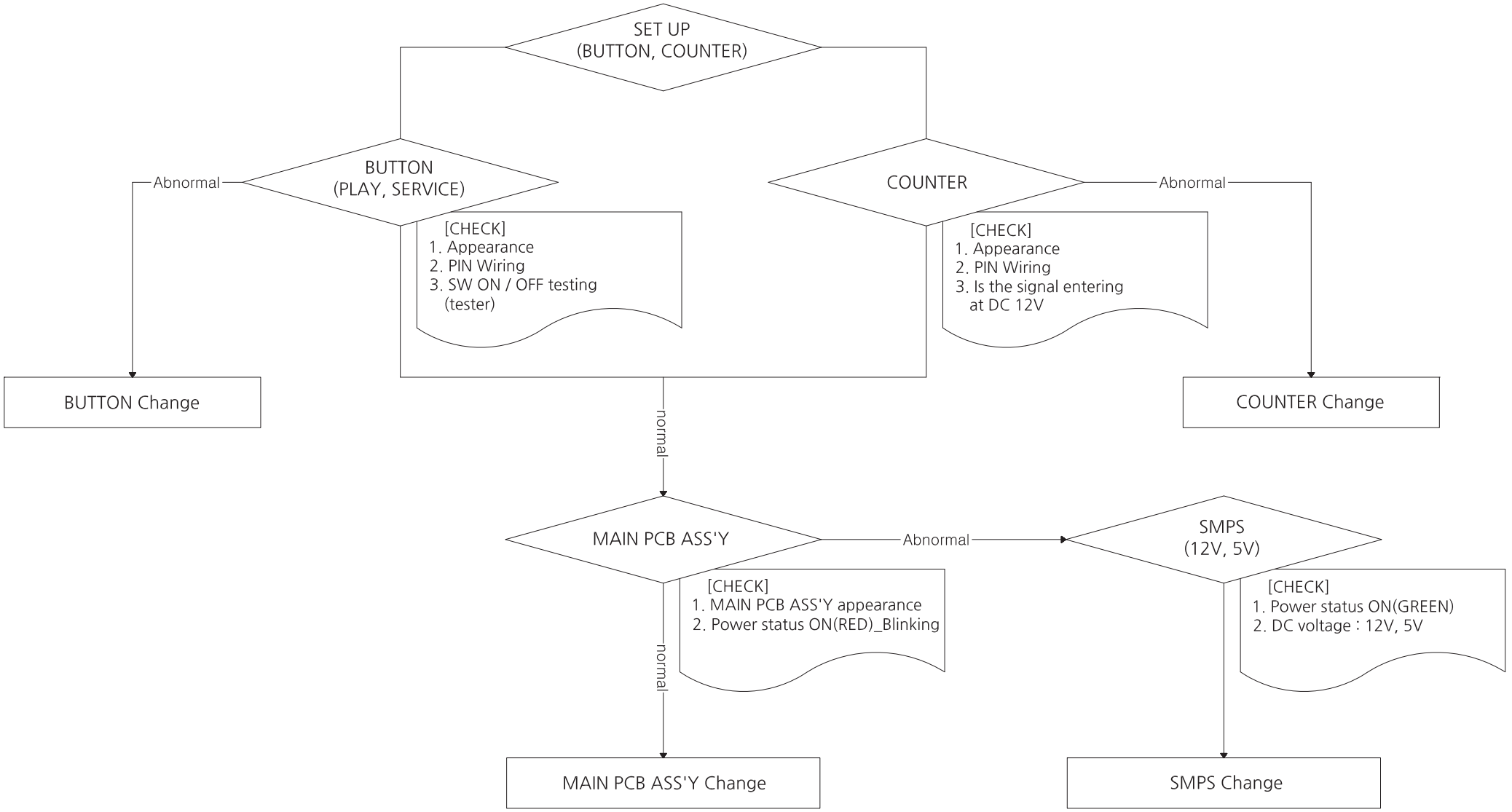
9-5. SOUND ERROR

*Common: Check the input voltage, check wiring



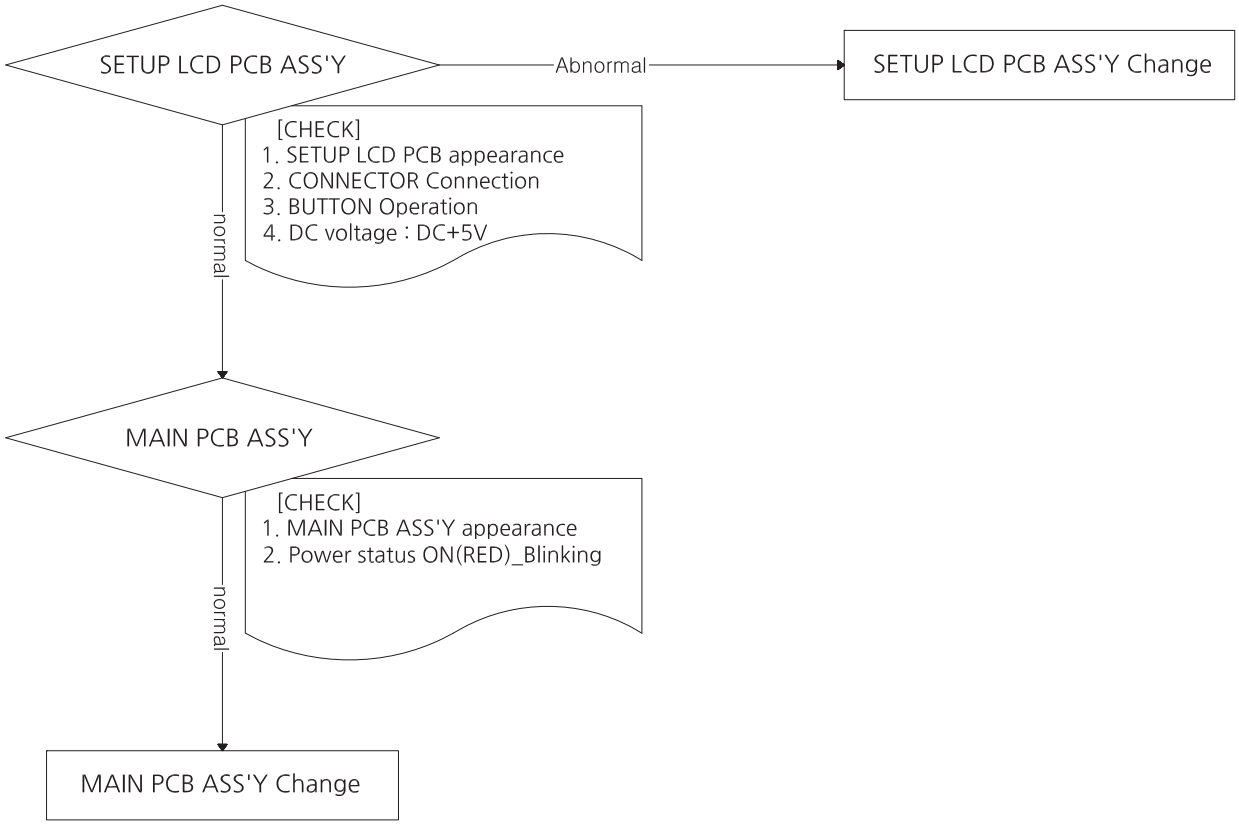
9-6. BUTTON & COUNTER ERROR

*Common: Check the input voltage, check wiring



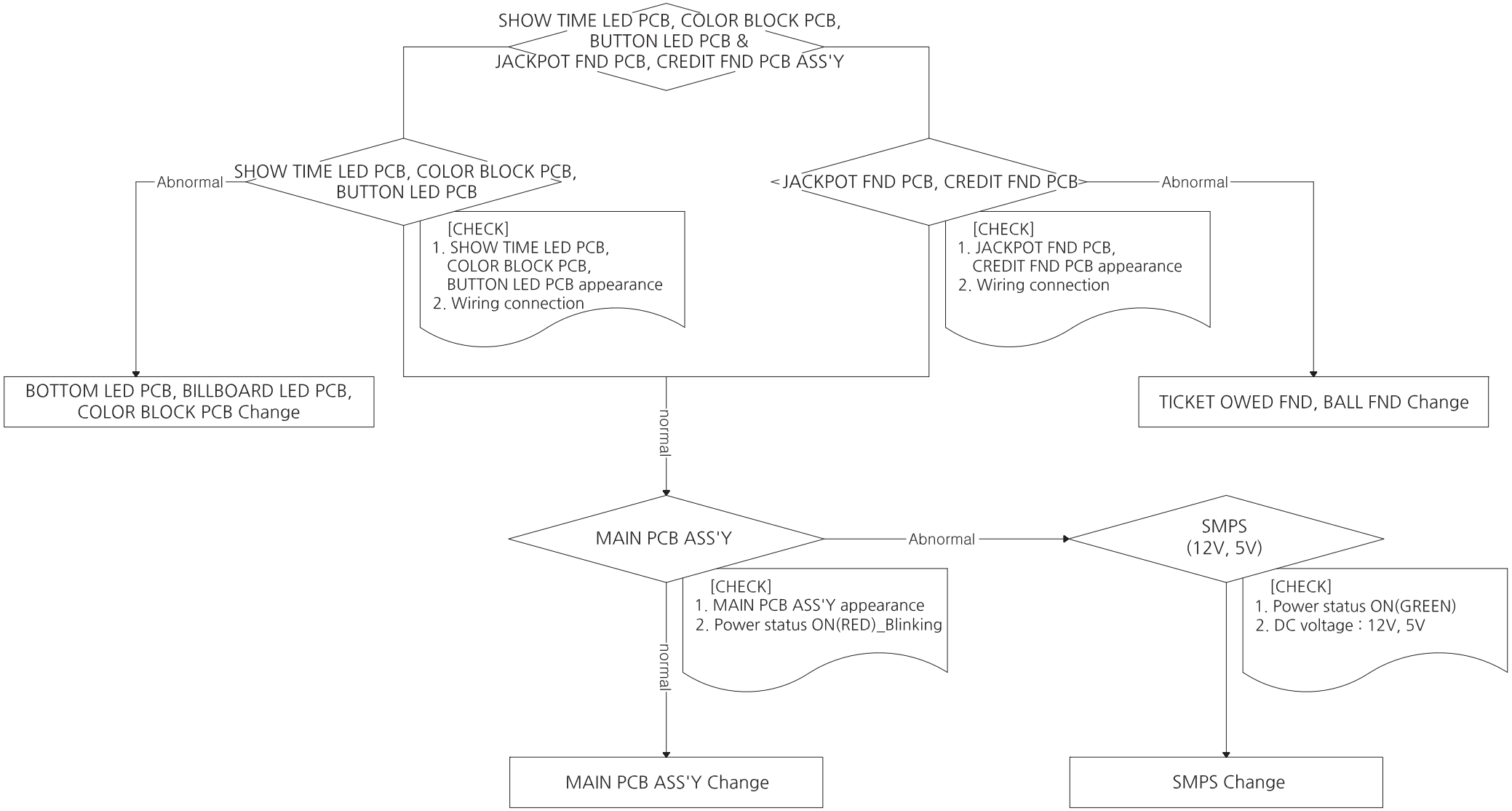
9-7. SETUP LCD PCB ERROR

*Common: Check the input voltage, check wiring



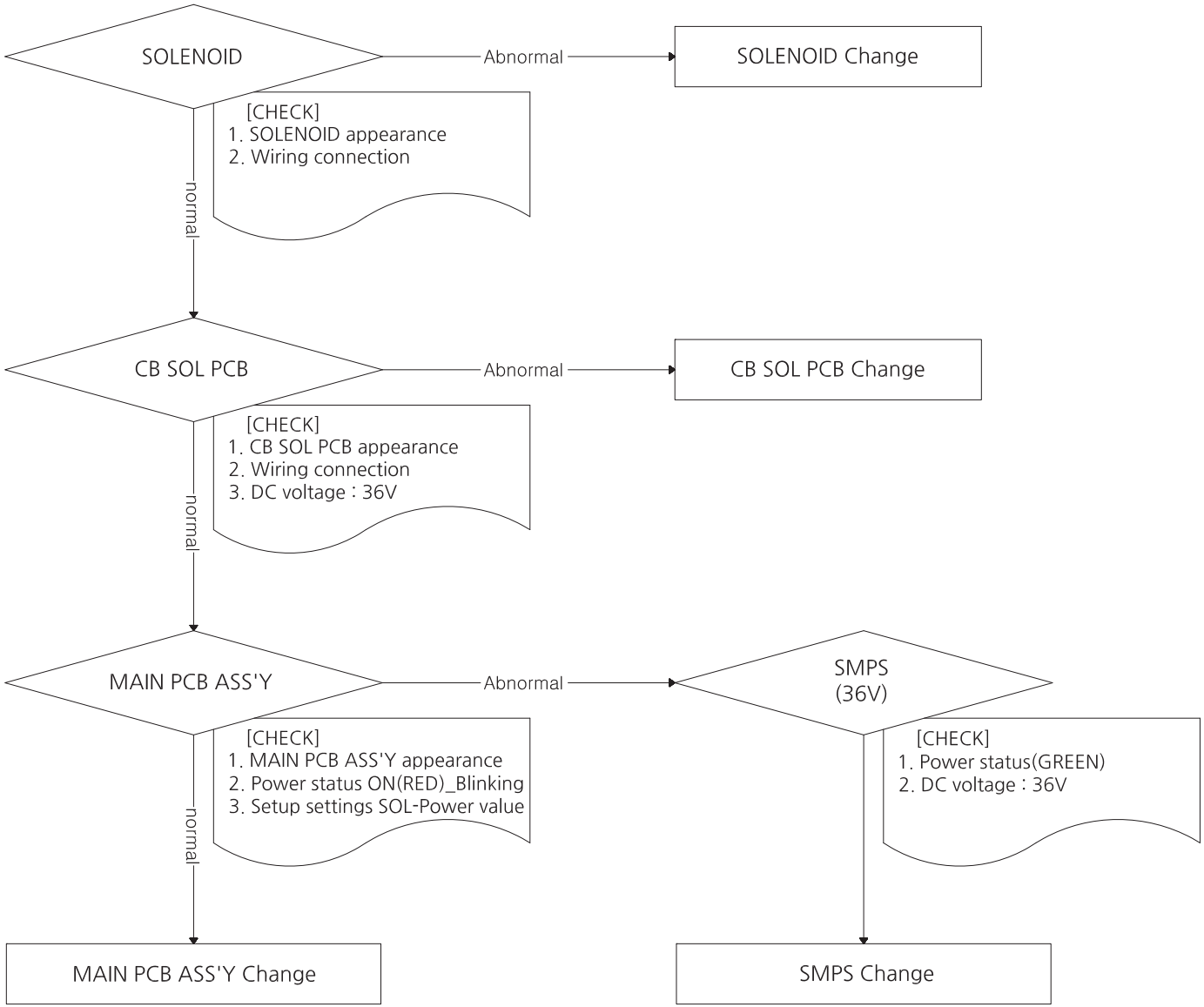
9-8. SHOW TIME LED PCB, COLOR BLOCK PCB, BUTTON LED PCB & JACKPOT FND PCB, CREDIT FND PCB ASS'Y ERROR

*Common: Check the input voltage, check wiring



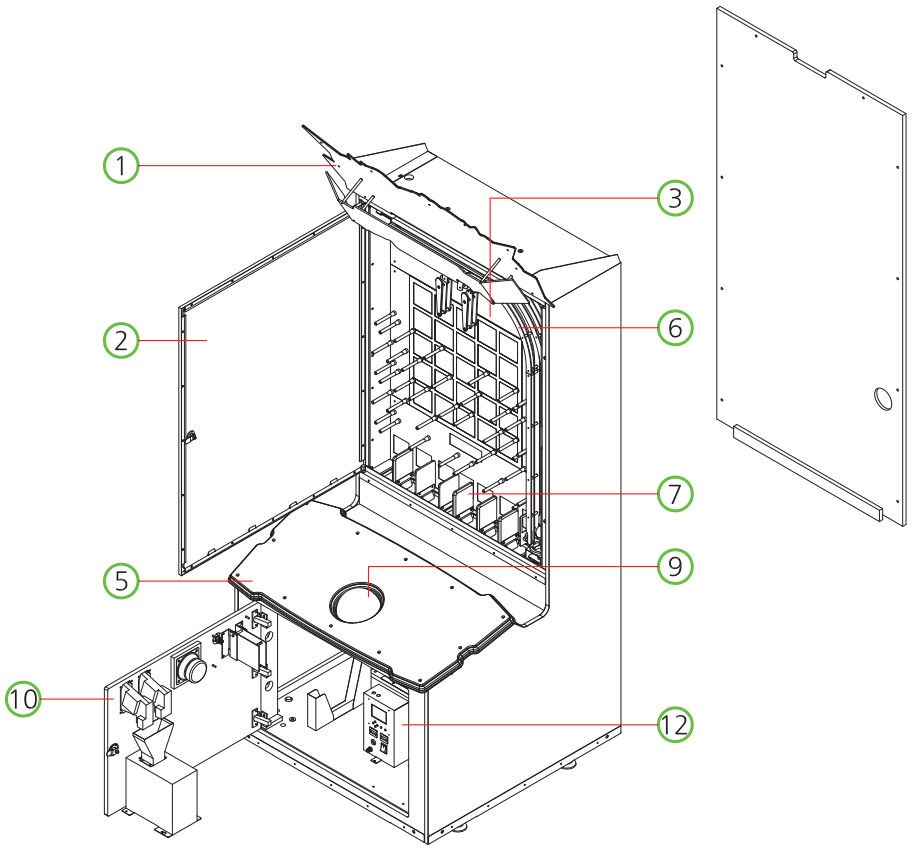
9-9. SOLENOID ERROR

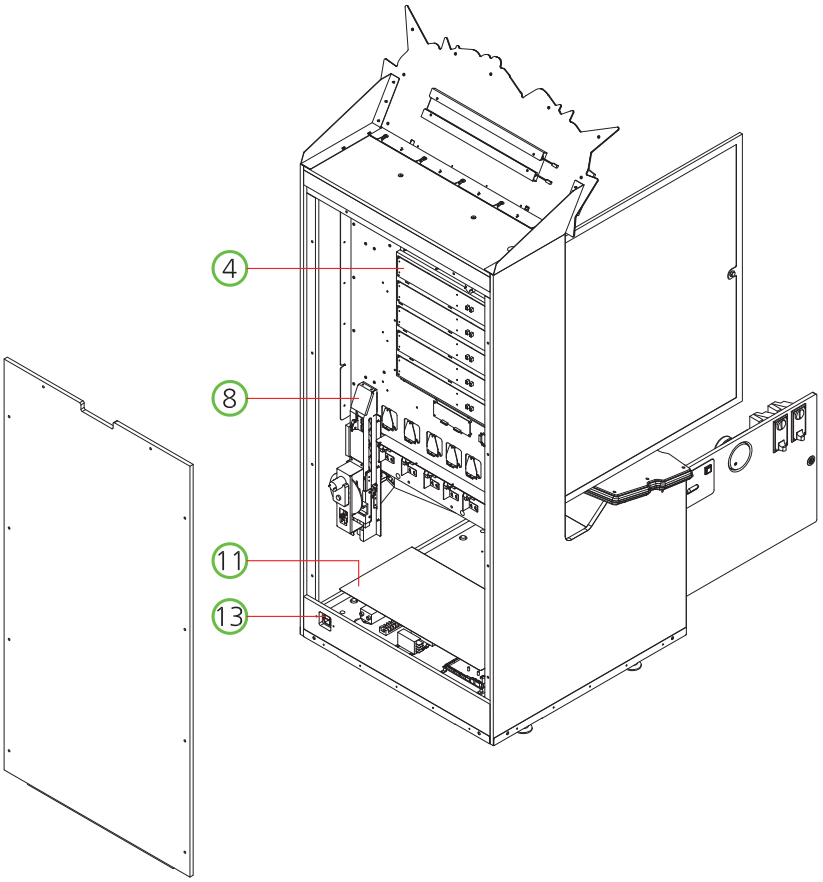
*Common: Check the input voltage, check wiring



10. EXPLODE VIEW

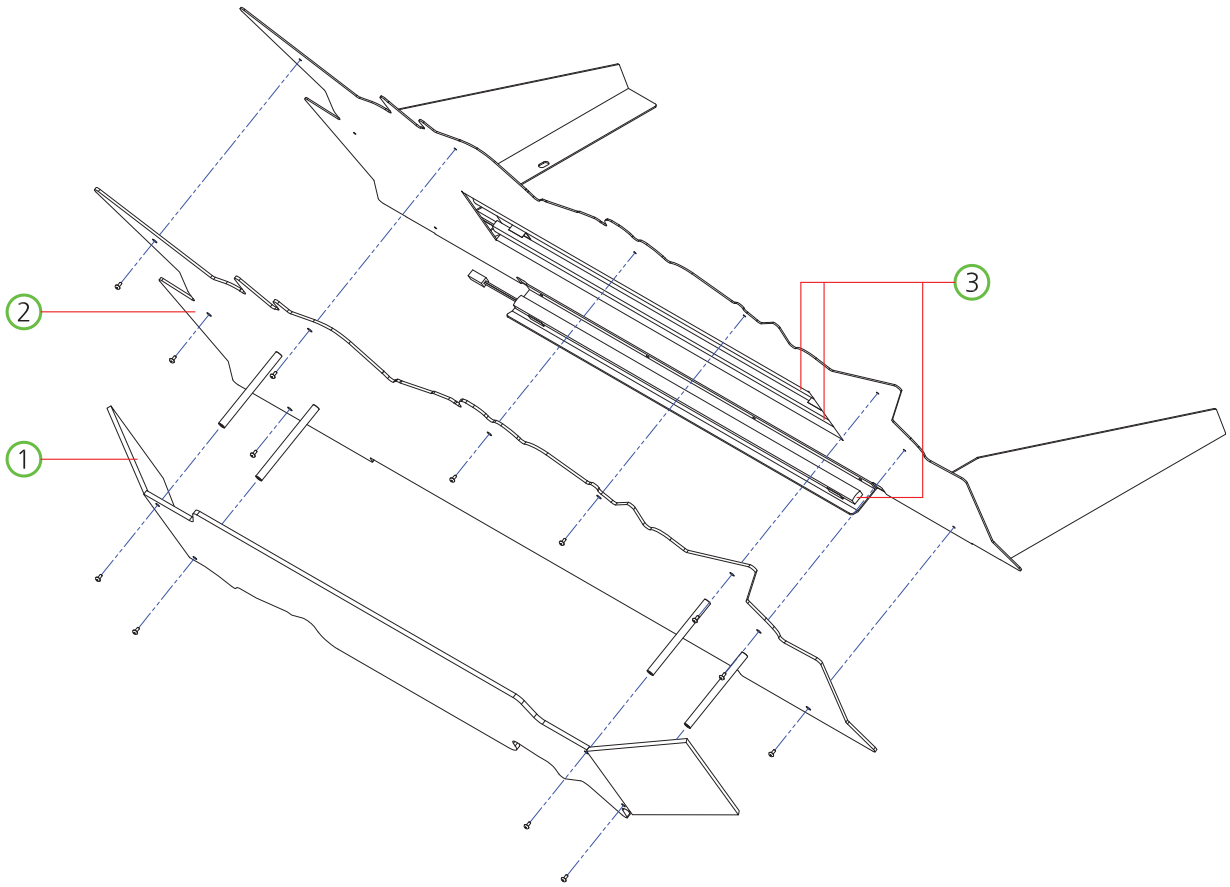
10-1. MAIN CABINET





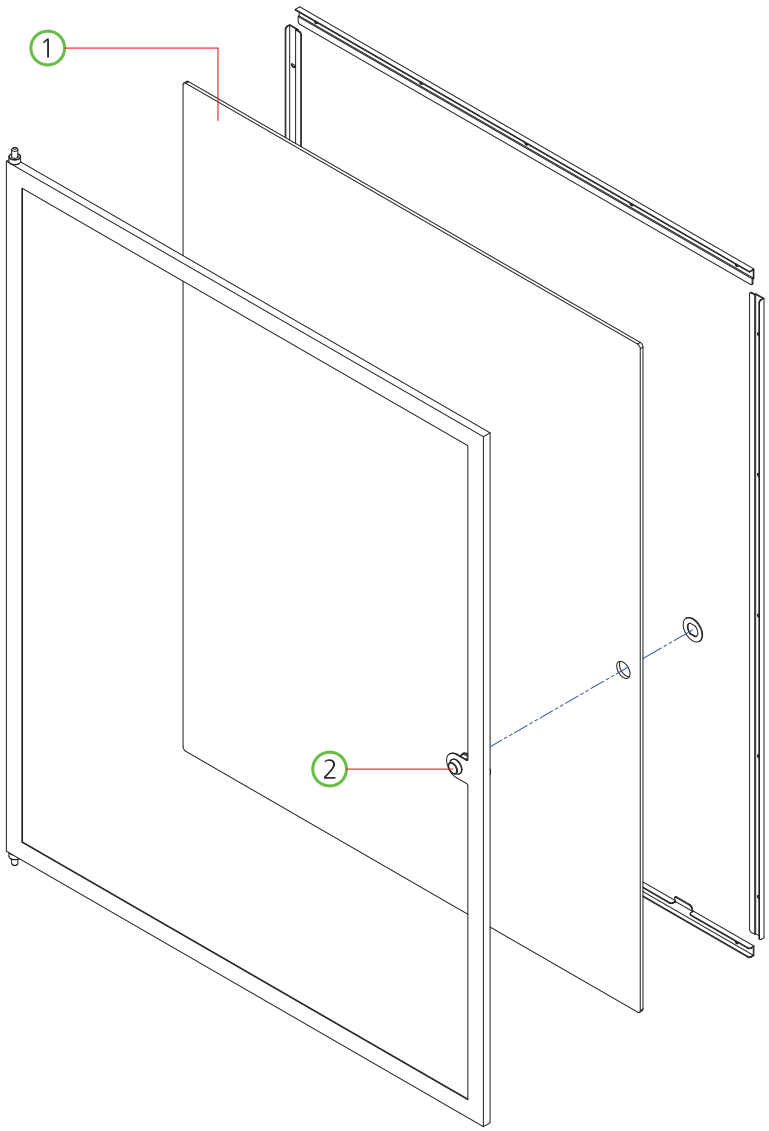
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	BILLBOARD PART	–	1	–
2	FRONT DOOR PART	–	1	–
3	GAME FILED PART	–	1	–
4	LIGHT BLOCK PART	–	1	–
5	TABLE PART	–	1	–
6	RAIL PART	–	1	–
7	PARTITION PART	–	1	–
8	LIFTER PART	–	1	–
9	BUTTON PART	–	1	–
10	MAIN DOOR PART	–	1	–
11	POWER PART	–	1	–
12	SERVICE PANEL PART	–	1	–
13	AC INPUT PART	–	1	–
14	WIPER MOTOR PART ASS'Y	–	1	ACLB0ASS044

10-1. BILLBOARD PART



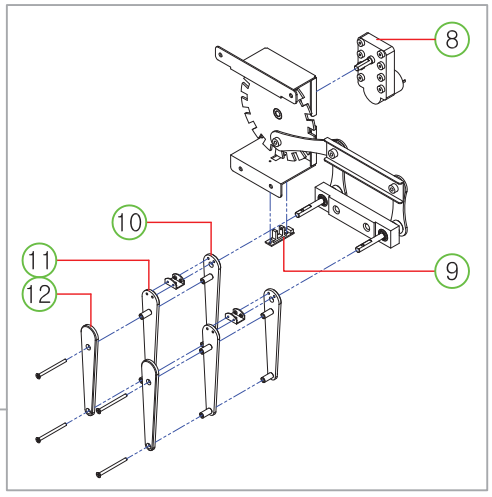
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	BILLBOARD FRONT ACRYL	ACRYL-5.0T	1	MCBL0ACR005
2	BILLBOARD BACK ACRYL	ACRYL-3.0T	1	MCBL0ACR008
3	LED STICK BAR	CW500_투명	3	MELE0LED002

10-2. FRONT DOOR PART

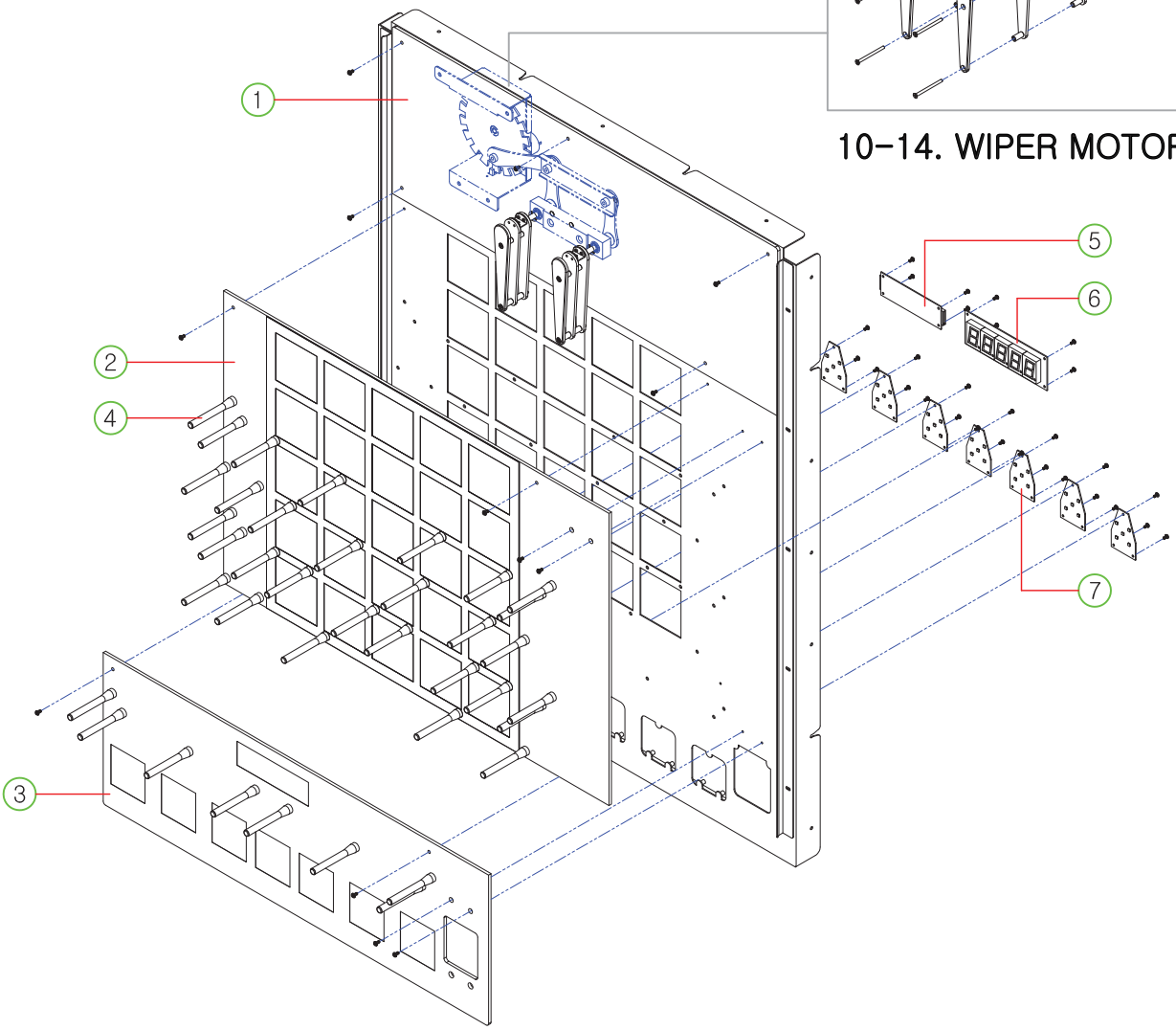


NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	FRONT DOOR	GLASS-5.0T	1	MCBL0GLA001
2	KEY ASS'Y	-	1	-

10-3. GAME FIELD PART

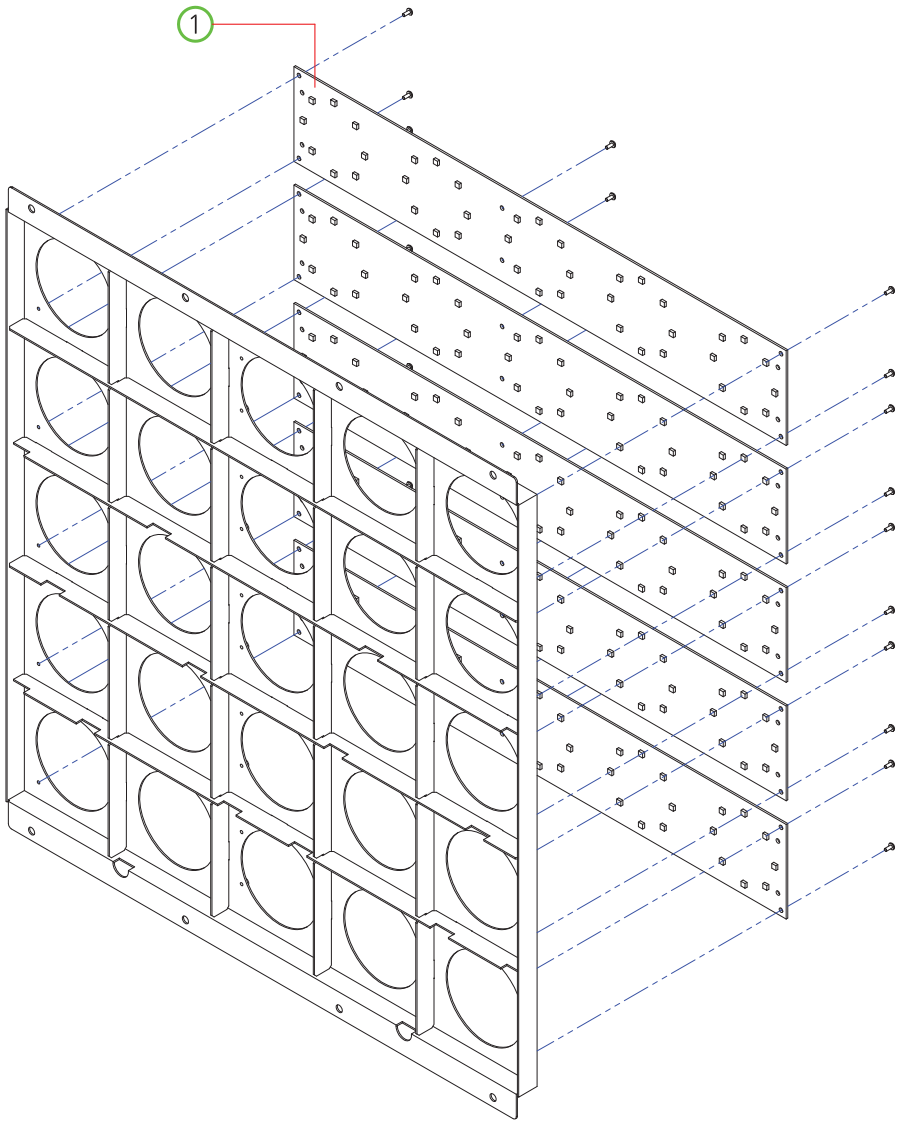


10-14. WIPER MOTOR PART ASS'Y



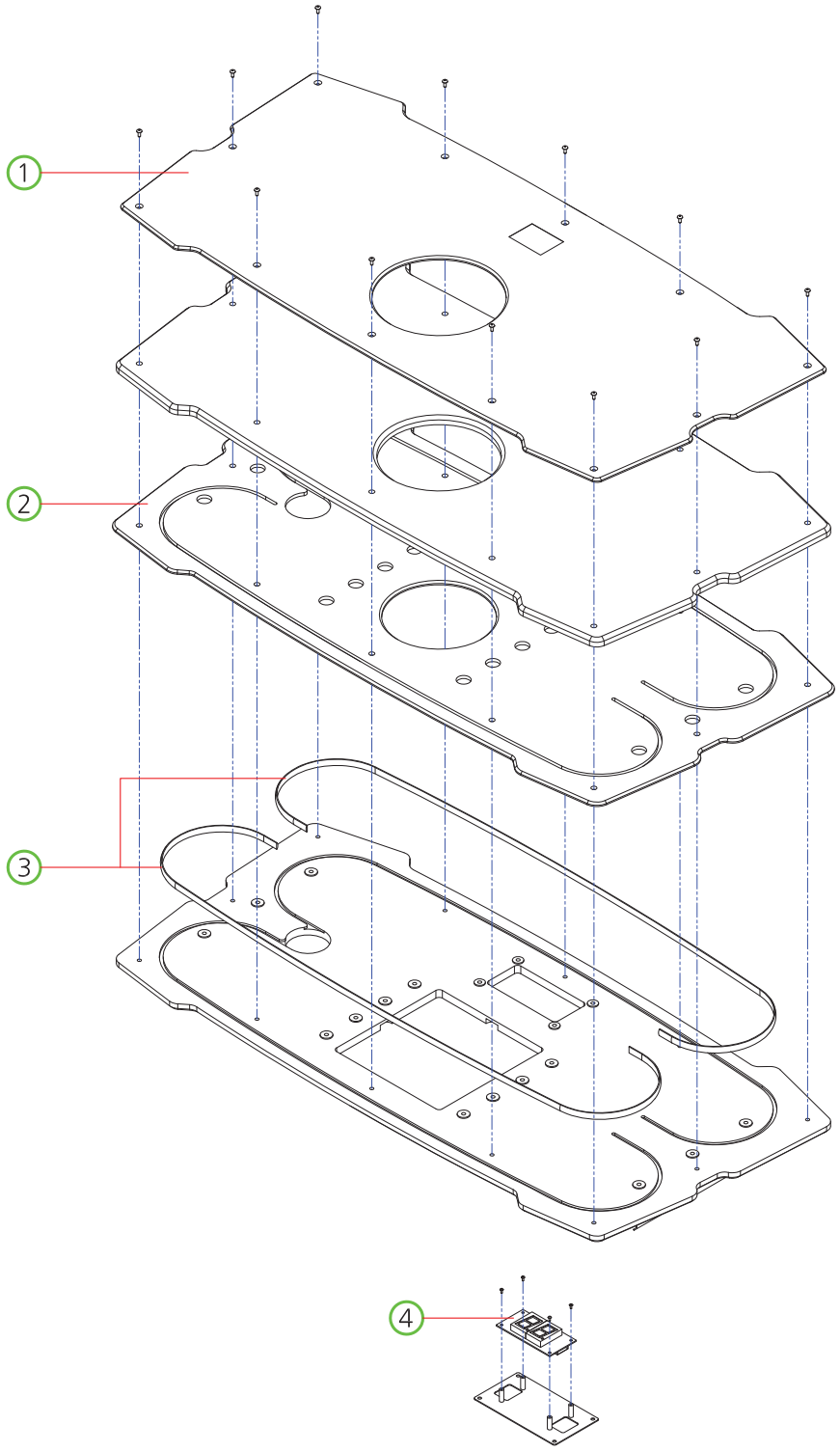
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	GAME FILED UPPER ACRYL	ACRYL-5.0T	1	MCBL0ACR028
2	GAME FILED MIDDLE ACRYL	ACRYL-5.0T	1	MCBL0ACR002
3	GAME FILED LOWER ACRYL	ACRYL-5.0T	1	MCBL0ACR029
4	PIN ASS'Y	-	1	MCBL0PLA001
5	SHOW TIME LED CONTROL PCB ASS'Y	-	1	ADOS0PCB008
6	JACKPOT FND PCB ASS'Y	-	1	ADOS0PCB005
7	SHOW TIME LED PCB ASS'Y	-	7	ADOS0PCB007
8	MOTOR	KGE-3429-050	1	MZZZ0MOT075
9	PHOTO-INT1(ANGLE) PCB ASS'Y	-	1	AZZZ0PCB103
10	WIPER_A	ACRYL-5.0T	2	MCBL0ACR020
11	WIPER_B	ACRYL-5.0T	2	MCBL0ACR021
12	WIPER_C	ACRYL-5.0T	2	MCBL0ACR022

10-4. LIGHT BLOCK PART



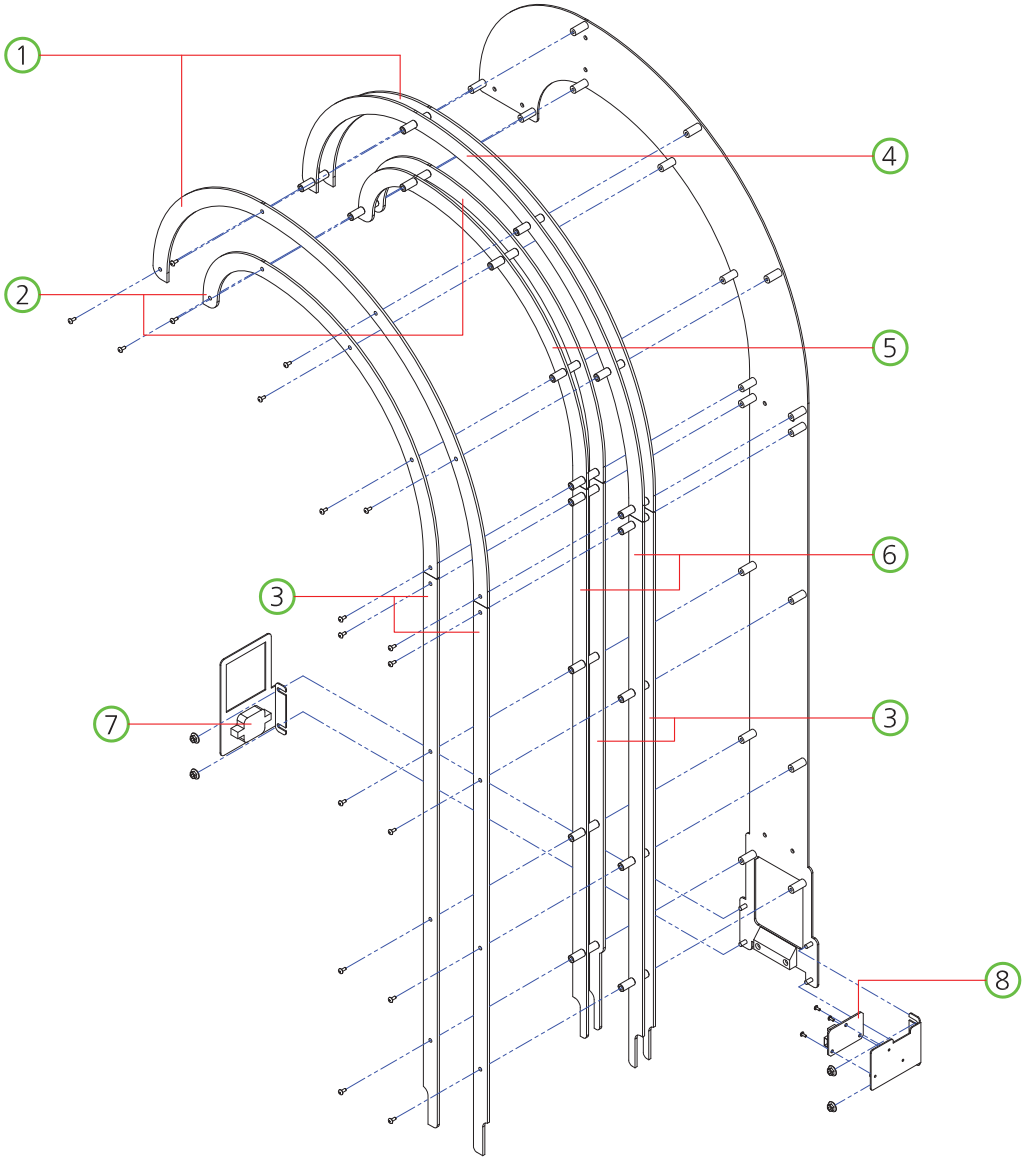
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	COLOR BLOCK PCB ASS'Y	-	5	ACBL0PCB005

10-5. TABLE PANEL PART



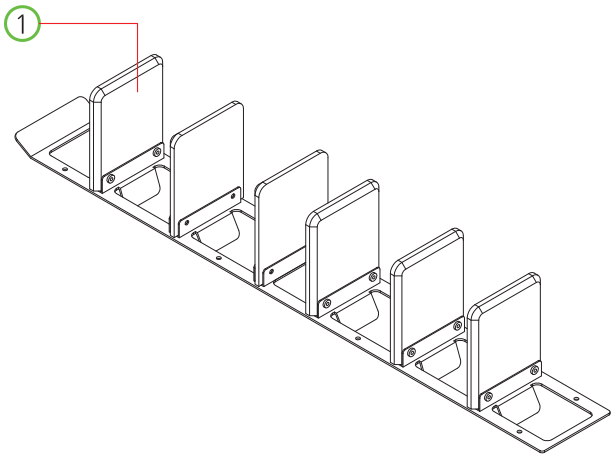
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	TABLE TOP ACRYL	ACRYL-5.0T	1	MCBL0ACR023
2	TABLE MIDDLE ACRYL	ACRYL-5.0T	1	MCBL0ACR019
3	FLEXIBLE LED PCB ASS'Y	50x10x1250_WARM WHITE	2	ACBL0PCB004
4	CREDIT FND PCB ASS'Y	-	1	ADOS0PCB006

10-6. RAIL PART



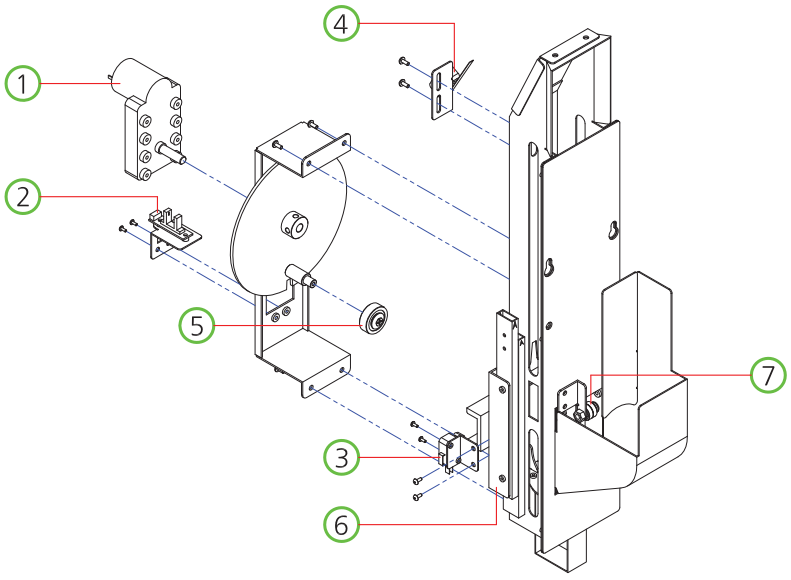
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	RAIL GUIDE RIGHT-A	ACRYL-3.0T	2	MCBL0ACR013
2	RAIL GUIDE LEFT-A	ACRYL-3.0T	2	MCBL0ACR007
3	RAIL GUIDE LOWER-C	ACRYL-3.0T	4	MCBL0ACR018
4	RAIL GUIDE RIGHT-B	ACRYL-3.0T	1	MCBL0ACR015
5	RAIL GUIDE LEFT-B	ACRYL-3.0T	1	MCBL0ACR009
6	RAIL GUIDE LOWER-B	ACRYL-3.0T	2	MCBL0ACR016
7	BALL GUIDE SPONGE	-	1	MCBL0SPO001
8	SENSOR PCB ASS'Y	-	1	ACBL0PCB006

10-7. PARTITION PART



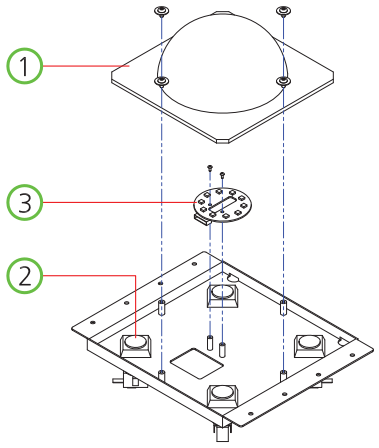
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	PARTITION	ACRYL_10.0T	6	MCBL0ACR017

10-8. LIFTER PART



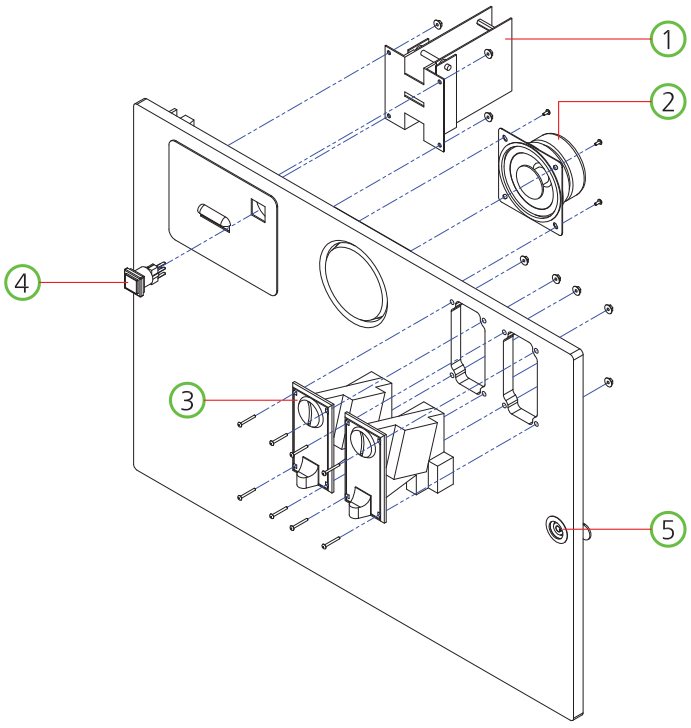
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	MOTOR	KGE-3429-050	1	MZZZ0MOT075
2	PHOTO INT1 PCB ASS'Y	ANGLE TYPE	1	AZZZ0PCB103
3	MICRO SWITCH	GSMV1651A2	1	MELE0MIC021
4	MICRO SWITCH	GSMV1651A2_LONG TYPE	1	MELE0MIC023
5	BEARING	D8_#638	1	MZZZ0BEA064
6	GUIDE RAIL	HD2020W_B	2	MZZZ0LIN002
7	BEARING	#696	2	-

10-9. BUTTON PART



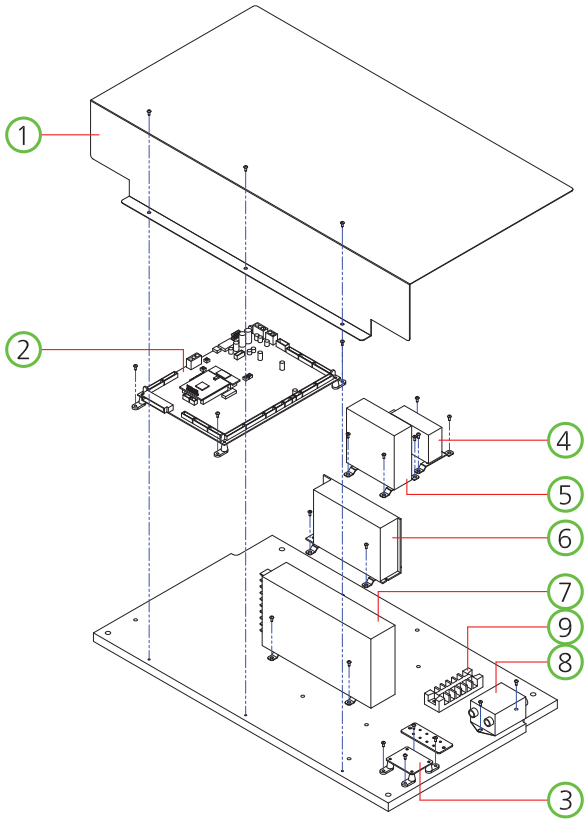
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	BUTTON DOME ACRYL	ACRYL-5.0T	1	MCBL0ACR001
2	BUTTON SWITCH	AM1PB-30HS-W12	4	MZZZ0BUT089
3	COIN ENTRY PCB ASS'Y	-	1	MCLB0PCB003

10-10. MAIN DDOR PART



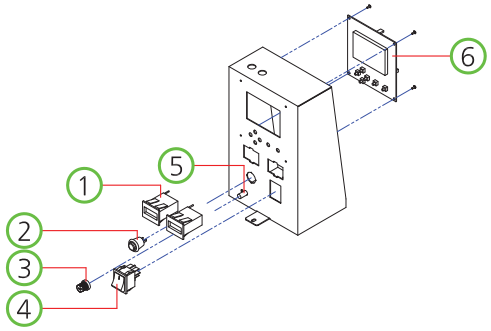
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	TICKET DISPENSER	TL-002H	1	MZZZ0TID007
2	SPEAKER	4.5"	1	MZZZ0SPE021
3	COIN SELECTOR	TW-130B	1	MZZZ0COS032
4	BUTTON SWITCH	-	1	MMUM0BUT002
5	KEY ASS'Y	7001	1	-

10-11. POWER COVER PART



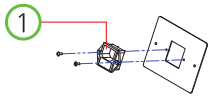
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	POWER COVER ACRYL	ACRYL-1.0T	1	MCBL0ACR025
2	MAIN BOARD PCB ASS'Y	-	1	-
3	CB SOL PCB ASS'Y	-	1	MCBL0PCB001
4	POWER SMPS	RS25-5V	1	MELE0SMP056
5	POWER SMPS	RS50-12V	1	MELE0SMP055
6	POWER SMPS	NSE-100-12V	1	MELE0SMP064
7	POWER SMPS	SE450-36V	1	MELE0SMP058
8	NOISE FILTER	ES1-F10	1	MELE0NOI006
9	TERMINAL BLOCK	250V 6P	1	MELE0TEB001

10-12. SERVICE PANEL PART



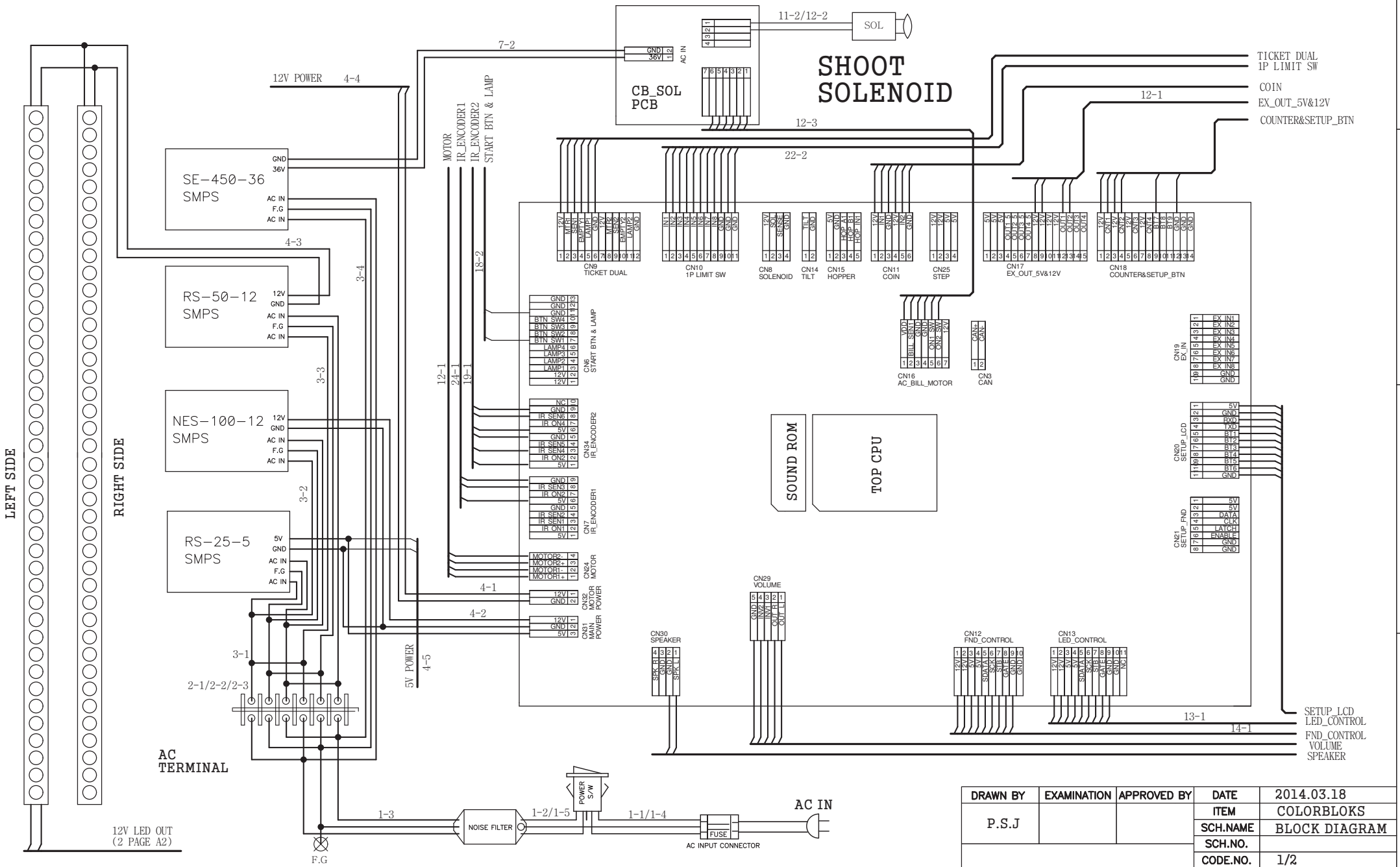
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	COUNTER	-	2	MZZZ0COU002
2	PUSH BUTTON SWITCH	DS-412R	1	MELE0PUS006
3	VOLUME KNOB	-	1	MELE0VOL007
4	ROCKER SWITCH	-	1	MELE0SWI004
5	VR PCB ASS'Y	-	1	AHM20PCB016
6	SETUP LCD PCB ASS'Y	-	1	AZZZ0PCB113

10-13. AC INPUT PART



NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	AC INPUT	DAC-13H	1	MELE0SWI015

MARK	DATE	REVISION	DRAWN BY	CHECKED BY	APPROVED BY



DRAWN BY	EXAMINATION	APPROVED BY	DATE	2014.03.18
P.S.J			ITEM	COLORBLOKS
			SCH.NAME	BLOCK DIAGRAM
			SCH.NO.	
			CODE.NO.	1/2

MARK	DATE	REVISION	DRAWN BY	CHECKED BY	APPROVED BY

BILLBOARD LED

12V LED OUT
(1 PAGE A4)

8 x 5 LED PCB(FRONT)

15-1
5V POWER
12V POWER

SCORE FND

16-1

SHOWTIME LED

14-3
17-2
17-2
17-3
17-4
17-5
17-1
17-1
SPEAKER
TICKET
SHOWTIME
LED DRIVER
BOARD
COIN 1
COIN 2
10-1/10-2

FND_CONTROL
COIN
TICKET DUAL
SPEAKER
SETUP_LCD
COUNTER&SETUP_BTN
VOLUME
MOTOR
IR_ENCODER1
IR_ENCODER2
1P LIMIT SW
LED_CONTROL
START BTN & LAMP
EX_OUT_5V&12V
5-1/5-2
6-1/6-2

TABLE LED

20-2
14-2/16-2
22-2
22-1
ELEVATOR (UPPER)
SENSOR
GOAL SENSOR
GOAL SENSOR
GOAL SENSOR
GOAL SENSOR
GOAL SENSOR
GOAL SENSOR
CREDIT
FND
BUTTON
LED
18-1
ELEVAROR_ MOTOR
BUTTON_ 1
BUTTON_ 2
BUTTON_ 3
BUTTON_ 4
BLOCK MOTOR
ENCODER
21-1
SHOOT SENSOR
ELEVATOR MOTOR
ENCODER
11-1
BLOCK
MOTOR
11-3
ELEVATOR
MOTOR
COIN IN
COUNTER
TICKET OUT
COUNTER
SERVICE
VR
CONTROL PANEL
LCD
7-1/7-3
9-1/9-2
8-1/8-2

DRAWN BY	EXAMINATION	APPROVED BY	DATE	2014.03.18
P.S.J			ITEM	COLOR BLOKS
			SCH.NAME	BLOCK DIAGRAM
			SCH.NO.	
			CODE.NO.	2/2

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