





SERVICE MANUAL



[IMPORTANT]

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

ISSUE DATE:Jan. 12, 2026

PRODUCT INFO	PART INFO	SUPPORT INFO	NEW PRODUCT INFO
			

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

PRECAUTIONS FOR USE

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

For safety reasons.

- The following suggestions should be adhered to:



Disregarding could result in serious injury.



Disregarding could result in injury or product damage.

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



Indicates a care should be taken.



Forbidden.



Indicates a matter which must be performed.

- **Precautions to be followed:**

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

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

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

Qualified in-shop maintenance person

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

Industry specialist

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

PRECAUTIONS FOR USE

WARNING

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

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

The machine for indoor usage only does not install outside.



Do not set the game machine up near emergency exits.



Protect the game machine from:

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



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



Do not place objects near the ventilating holes.



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



Never plug or unplug the power cord with wet hands.



Never unplug the game machine by pulling the power cord.



CAUTION

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

Be sure to use the attached power cord.

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



Do not lay the power cord where people walk through.



Be sure to ground this product.



Do not exert excessive force when moving the machine.




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

Do not alter the system related dipswitch settings.

PRECAUTIONS FOR USE


WARNING

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

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

In case of abnormality

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

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

- Doing so could result the power cord periodically.

CAUTION

Do not use this product anywhere other than industrial areas. 

- Using in a residential area or an area next to a residential area could affect signal reception of radios, television sets, telephones and etc..
- Do not give shock the surface of glass products.

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

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

In handling the power cord, follow the instructions below. 

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

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

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

PRECAUTIONS FOR USE

⚠ WARNING

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



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



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



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



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



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

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

⚠ CAUTION

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



Be sure not to let the machine tip over.

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



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

Avoid excessive force while moving the machine.

.....

PRECAUTIONS IN HANDLING

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

PRÉCAUTION D'EMPLOI

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

Pour des raisons de sécurité.

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

ATTENTION

Le non-respect peut entraîner des blessures graves.

PRUDENCE

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

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



Indique qu'attention est requise.



Interdit.



Indique que quelque chose doit être effectuée.

- **Les précautions à prendre :**

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

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

La personne de maintenance qualifiée en atelier

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

Le spécialiste de l'industrie

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

PRÉCAUTION D'EMPLOI


ATTENTION

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

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

En cas d'anomalie

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

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


Cela pourrait nuire le câble d'alimentation.


PRUDENCE

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

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

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

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

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

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

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

PRÉCAUTION D'EMPLOI

ATTENTION

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

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

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



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



Protéger la machine de jeu de:



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

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



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



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



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



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



PRUDENCE

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

Veillez à utiliser le cordon d'alimentation fourni.

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



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



Soyez sûr de mettre à la terre ce produit.



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





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


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


PRÉCAUTION D'EMPLOI


ATTENTION

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

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

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


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

Il est strictement 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.
- Si un nouveau propriétaire obtient ce produit à la suite d'un transfert, etc., soyez sûr de donner ce manuel au nouveau propriétaire.

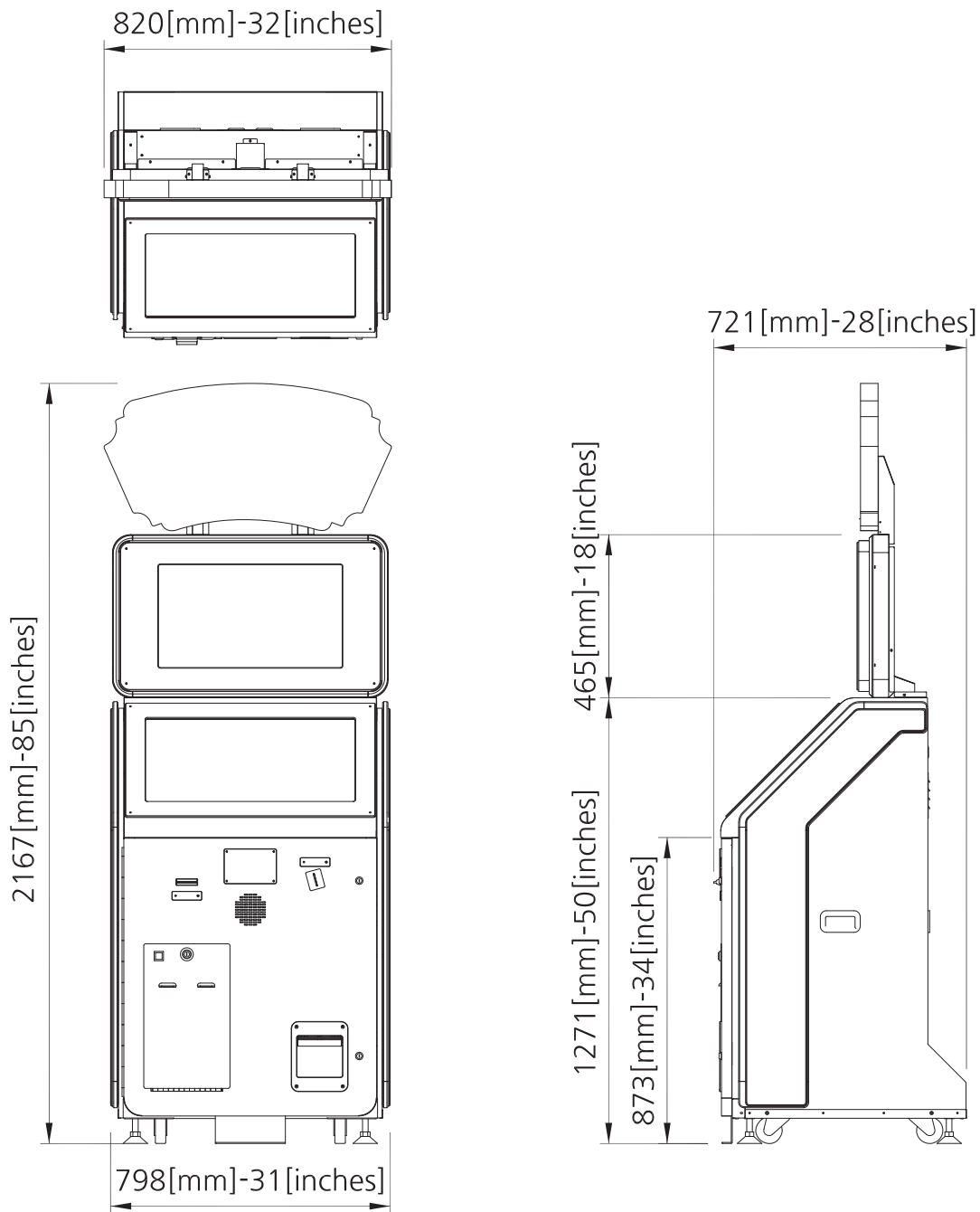
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1. SPECIFICATION AND DIMENSION

1-1. DIMENSION

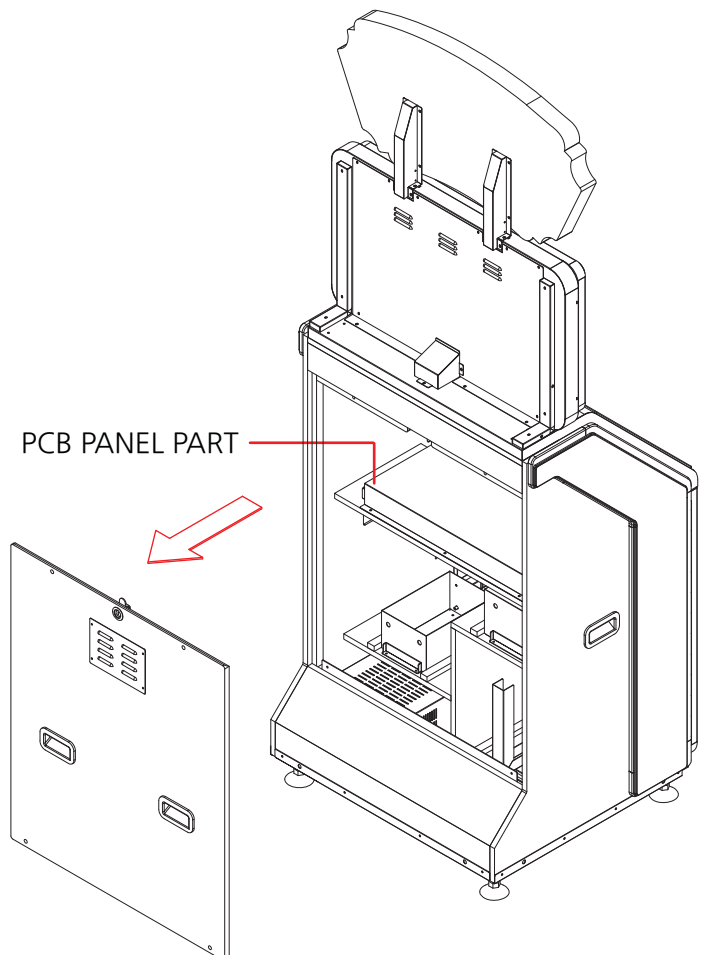
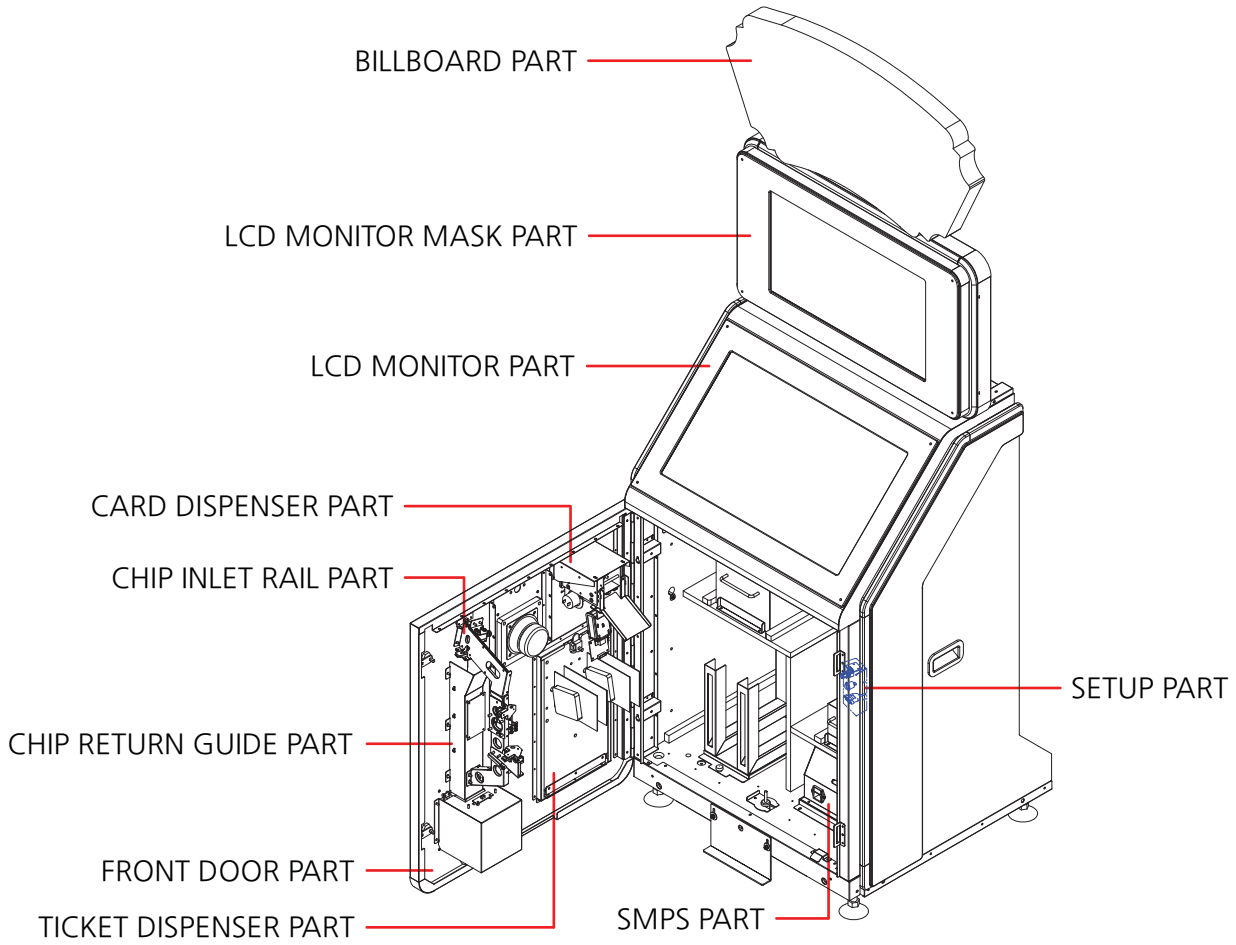


1-2. SPECIFICATION

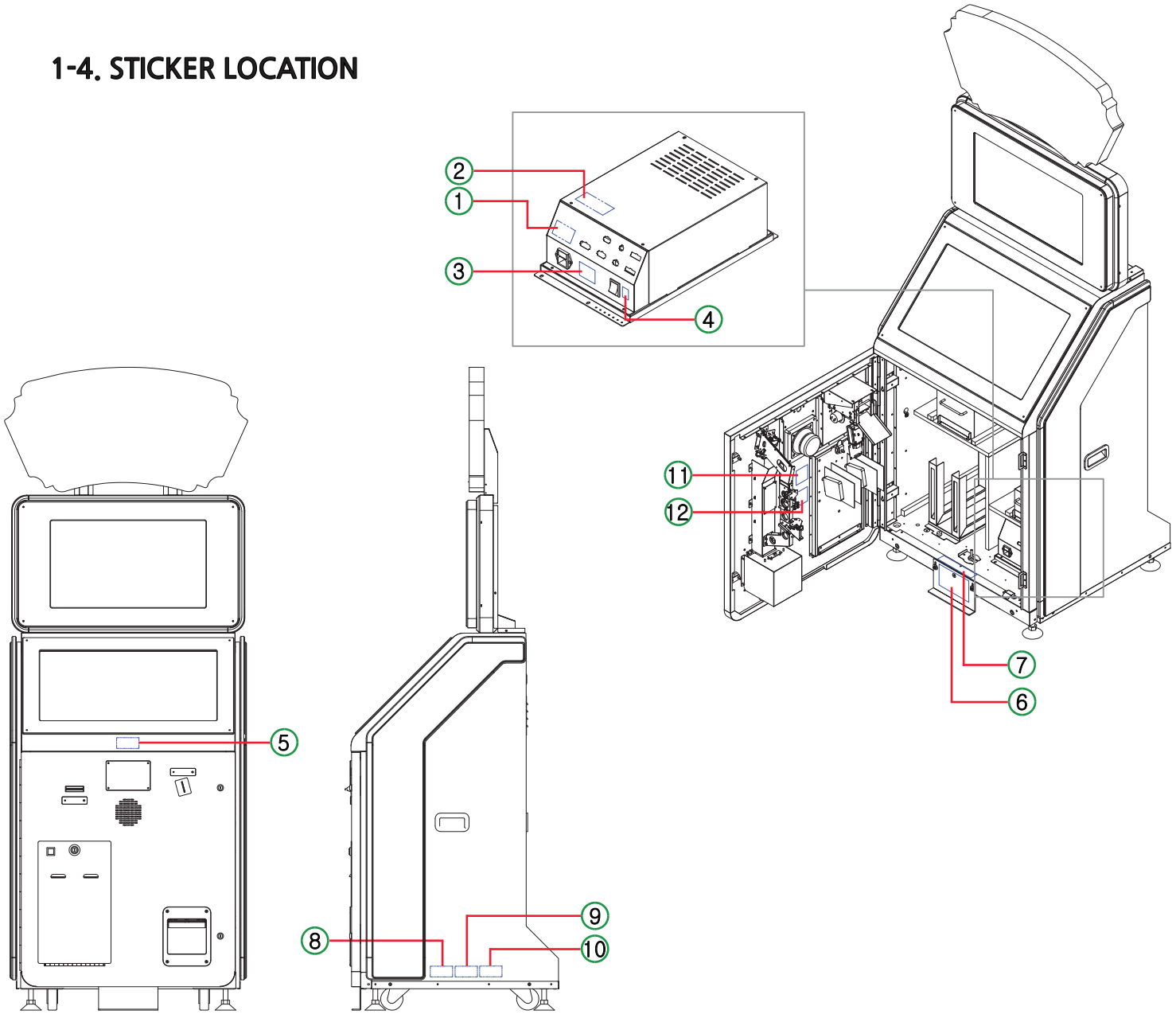
DIMENSION (W x D x H)	820 x 721 x 2167 (mm)
PACKING DIMENSION (W x D x H)	1150 x 850 x 1920 (mm)
WEIGHT (kg)	134 kg [WEIGHT INCLUDING : 156 kg] PACKAGING
VOLTAGE	AC 120V
FREQUENCY RANGE	60Hz
CONSUMPTION	220 W
CERTIFICATION	-

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

1-3. NAME OF PARTS



1-4. STICKER LOCATION



1

CONNECTOR MOUNTING POINT

KIOSK IO PW	SOUND PW	TOP MONITOR PW
MAIN PC PW	DOOR MODULE PW	LED PW
		TOUCH MONITOR PW

2

WARNING/ATTENTION

Except service personal, please never open the product as there is a risk of electric shock.

Il y a un risque d'électrocution, n'ouvrez pas le produit excepté le responsable, s'il vous plaît.

3

CAUTION/PRUDENCE

For continuous protection against risk of fire, replace only with the same type T10A-250V fuse

Pour une protection continue contre les risques d'incendie, remplacer un fusible avec seulement le même type T10A-250V

4

ON
OFF

5

CAUTION/PRUDENCE

Do not push or hit this. It would be damaged.

Ne pas la pousser ou frapper. Elle serait endommagée.

6

CAUTION

Risk of tipping if bracket is not installed. For safety, always install the securing bracket.

7

NOTICE

To turn the power switch on from off status, Please try it in 10 seconds from your turning Off

8

MODEL NAME	TICKET REDDEM MACHINE 2
POWER REQUIREMENTS	AC 120V / 60HZ
POWER CONSUMPTION	220W
WEIGHT(kg)	134kg
CODE NO	GK20AMM001
MADE IN KOREA	
Goyang-si, Gyeonggi-do, Korea Phone 82-31-909-2114	

9

1 YEAR WARRANTY

10

WARNING
ROCKING, SHAKING, OR TIPPING MAY CAUSE INJURY OR DEATH!
This unit must be fastened securely to the wall, floor or adjacent object in compliance with the installation instructions.

ATTENTION
AGITER, SECOURER OU BASCULER PEUT CAUSER DES BLESSURES OU ENTRAINER LA MORT!
Cette unité doit être fixée au mur, au plancher ou à un objet à proximité conformément aux instructions d'installation.

11

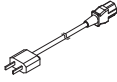














TICKET REDDEM MACHINE 2	
SERIAL CODE OR CODE LABEL INFORMATION	
NO.	PROBLEM

12

- PRODUCT S/NO

MODEL NAME	TICKET REDDEM MACHINE 2
PRODUCT S/NO	XX-XXXXXX-XXX-XXX
MAIN BOARD S/NO	ANDA MAIN VX.XX

1-5. COMPONENTS

NO.	PART NAME	SPEC.		QTY
1	AC POWER CORD	-		1
2	KEY	7001		2
3	BOLT [NI]	M4x6L		4
4	BOLT [NI]	M4x10L		12
5	BOLT [NI]	M4x12L		12
6	BOLT [NI]	M4x25L		2
7	BOLT [NI]	M5x16L		4
8	BOLT [SOCKET HEAD]	M5x30L		4
9	WASHER	M5		4
10	CABLE STOPPER	7NR-16		1
11	AC CORD BKT	-		1
12	CABINET FRONT LOWER SUPPORT BKT	-		1
13	BILLBOARD FIX BKT ASS'Y	-		2
14	WRENCH	4 mm		1
15	MANUAL	-		1

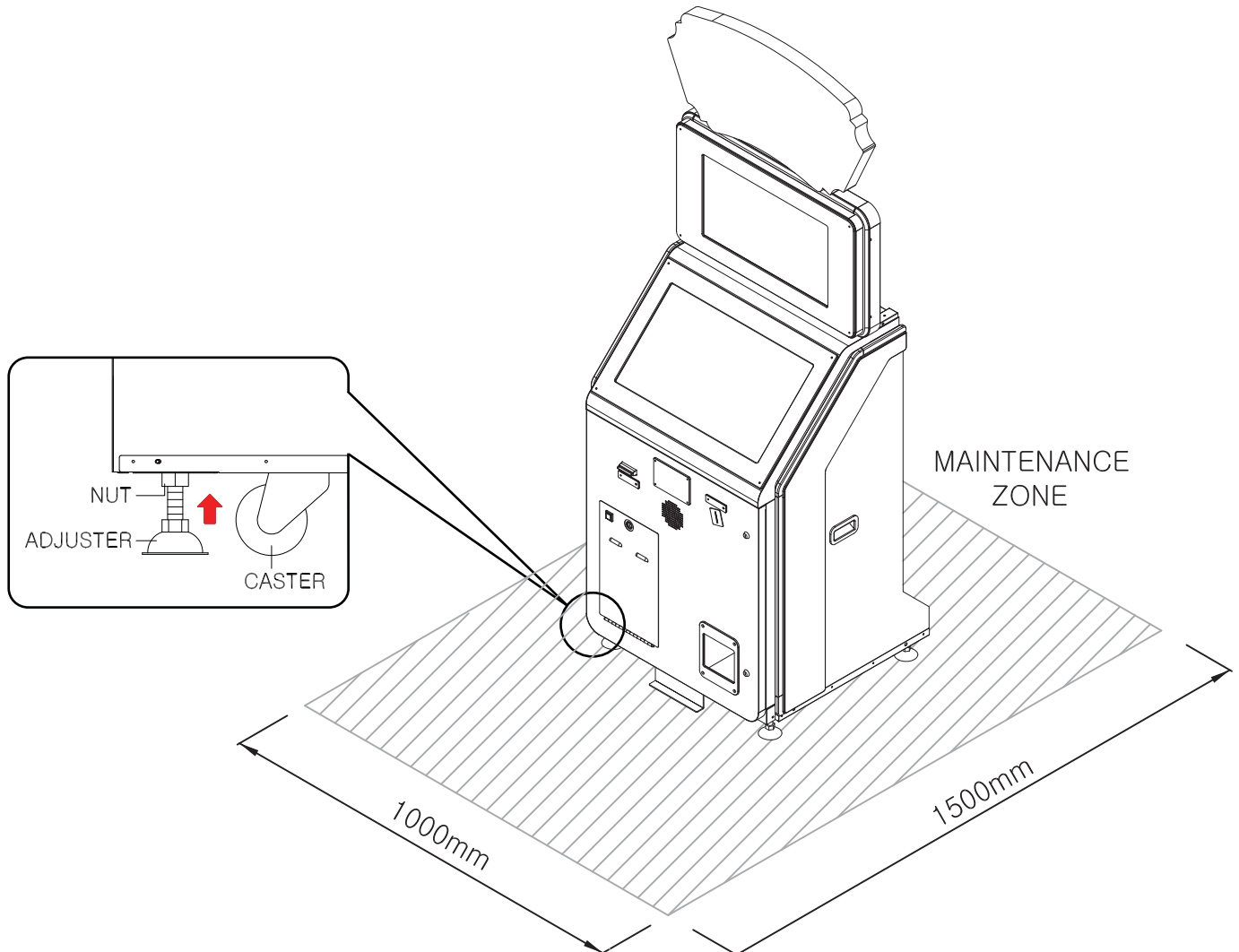
2. INSTALLATION

2-1. INSTALLATION SPACE

- Need to have installation place.
Maintenance zone & Play zone should have at least 1000mm x 1500mm each.

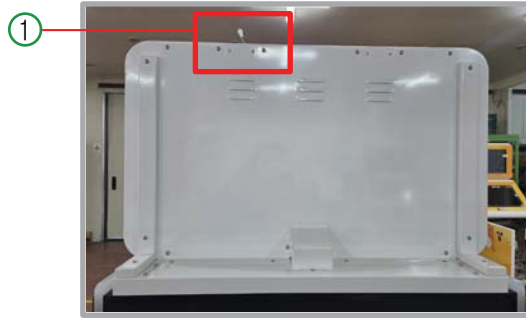
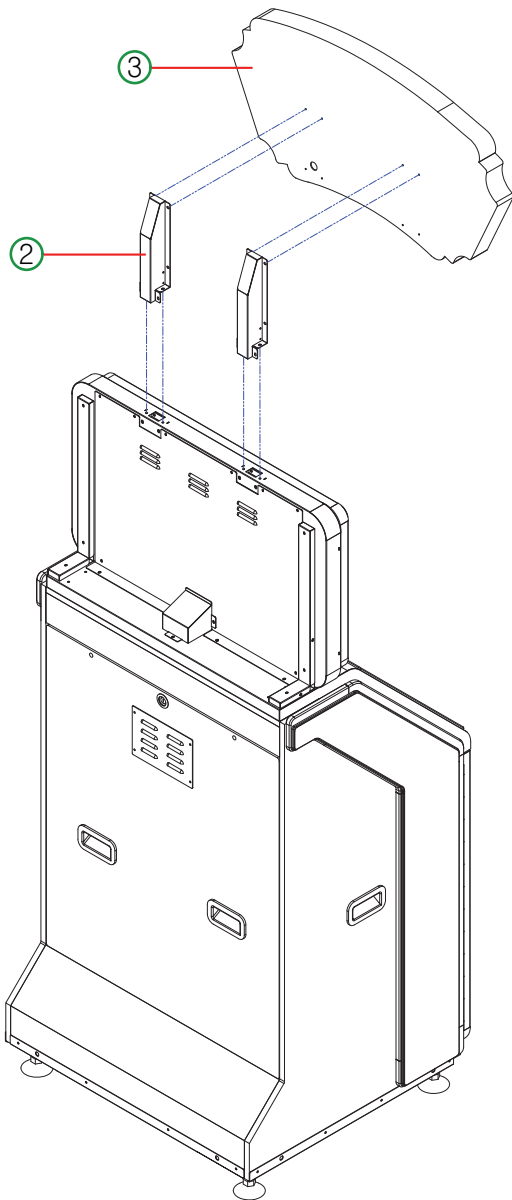
***IMPORTANT**

- Once you set up the machine with required game-play area, 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.



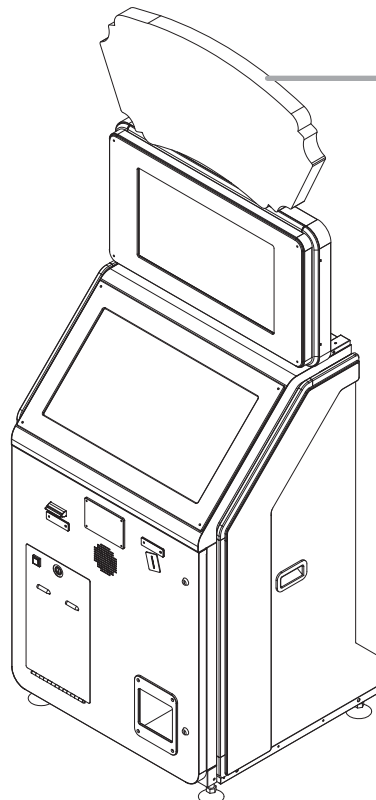
2-2. HOW TO INSTALL

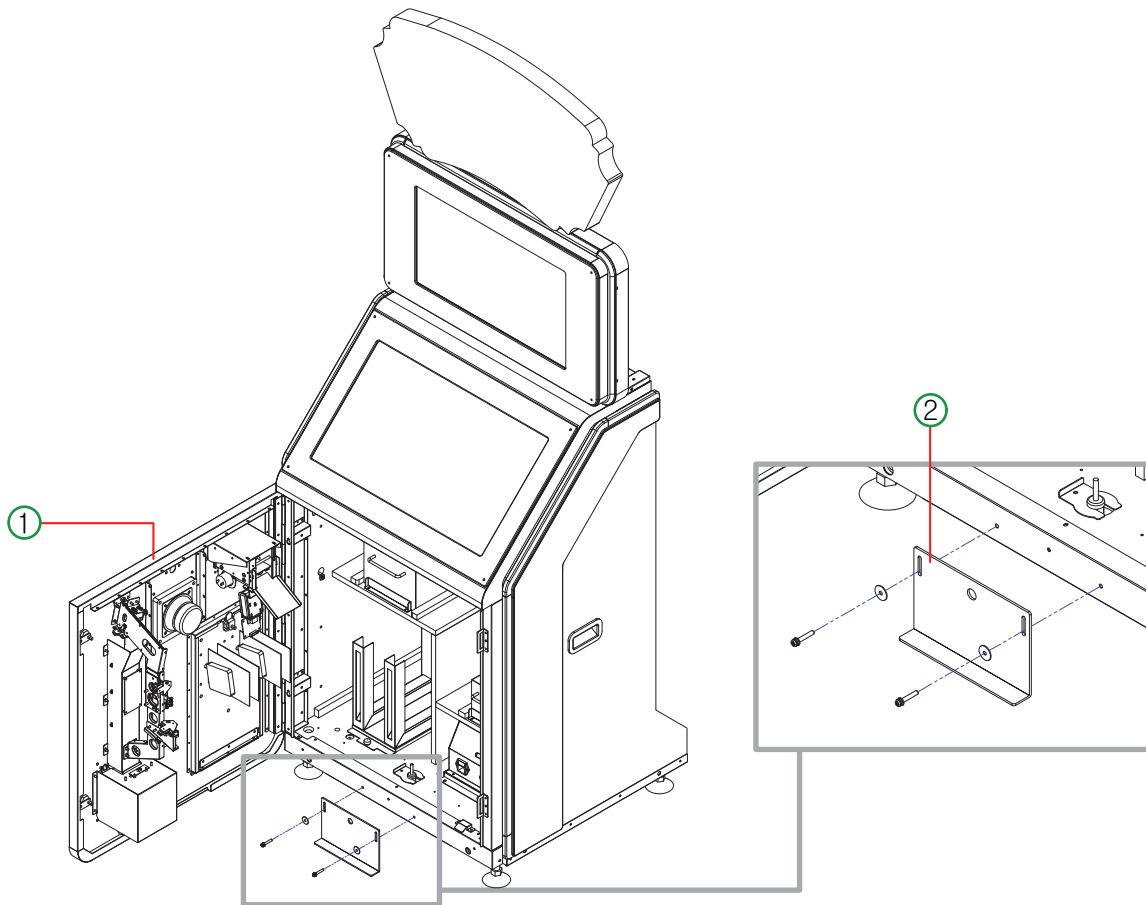
1 * BILLBOARD



- ① Connect the billboard connector on the top of the UPPER MONITOR to the ③ BILLBOARD ASS'Y connector.
- After connecting the connectors, assemble ② BILLBOARD FIX BKTs (2 types) onto the top of the monitor and the billboard, respectively. (M4 bolts, 8 pcs for the monitor / 8 pcs for the billboard)

- Complete the assembly as shown in the photo below.



2*** CABINET FRONT LOWER SUPPORT BKT**


- After opening the front door ① using the 7001 key,
- ② Place the CABINET FRONT LOWER SUPPORT BKT on the floor as shown in the picture, then secure the bolts using the two T-NUTS on the bottom of the front cabinet. (M5 bolts, 2 pcs + M5 washers, 2 pcs)

*** Installing the above brackets can cause the product to tip over.
Be sure to install the fixed brackets.**

3. SETUP SETTING

3-1. MACHINE SETUP

1. SETUP BUTTON LAYOUT

 ERROR CLEAR / SETUP	DEFAULT - SETUP ERROR - ERROR CLEAR SUPER BONUS - STAFF CALL
--	--

*** YOU SHOULD SET THE BAR CODE FIRST USING PAGE 15 BEFORE SETUP SETTING.**

[OPERATING OPTIONS]

PLEASE TOUCH WHAT YOU WANT	
## OPERATION OPTIONS ##	
PROGRAM SETTINGS	SET UP MODE
CLEAR MODE	DELETE MODE
BOOKKEEPING	VIEW INTERNAL DATA
FACTORY- SETTING	INITIALIZING TO FACTORY SETTING
TEST MODE	TEST MODE
UPDATE	PROGRAM AND CONTENT UPDATES
EXIT	GO BACK TO GAMES

3-2. SETUP MODE

● PROGRAM SETTINGS		
DISPLAY	DESCRIPTION	RANGE
GENERAL MODE	BASIC SETTING	(Refer to below table)
PASSWORD	SET PASSWORD	
MOVIE	VIDEO & DISPLAY SETTINGS	
BOOKKEEPING DATA	INTERNAL DATA & SYSTEM SETTINGS	
DATE & TIME	DATE AND TIME SETTINGS	
DATA MANAGEMENT MODE	DATA SETTING	
CUSTOM1	CONTENT CUSTOM SETTINGS	
CUSTOM2	CONTENT CUSTOM SETTINGS	
CUSTOM3	CONTENT CUSTOM SETTINGS	
SPONGEBOB PINEAPPLE ARCADE	SPONGEBOB PINEAPPLE ARCADE SETTING	
DESPICABLE ME JELLYLAB	DESPICABLE ME JELLYLAB SETTING	
DC SUPER HEROES	DC SUPER HEROES SETTING	
WWE SUPERSTAR RUMBLE	WWE SUPERSTAR RUMBLE SETTING	
DC SUPER HEROES 2P	DC SUPER HEROES 2P SETTING	
SPONGEBOB PINEAPPLE ARCADE SECOND SECOND	SPONGEBOB PINEAPPLE ARCADE SECOND SETTING	
RED ZONE RUSH	RED ZONE RUSH SETTING	
NFLPA	NFLPA SETTING	
TICKET MAN	TICKET MAN SETTING	
AVENGERS	AVENGERS SETTING	
SPONGEBOB PIRATES OF BIKINI BOTTOM	SPONGEBOB PIRATES OF BIKINI BOTTOM SETTING	
TICKET JARS	TICKET JARS SETTING	
DC SUPER HEROES SERIES 3	DC SUPER HEROES SERIES 3 SETTING	
WRESTLING PRO	WRESTLING PRO SETTING	
THE WIZARD OF OZ	THE WIZARD OF OZ SETTING	
BLACK BEARD'S BOUNTY	BLACK BEARD'S BOUNTY SETTING	
WILLY WONKA	WILLY WONKA SETTING	
EMERALD CITY	EMERALD CITY SETTING	
THE SMURFS	THE SMURFS SETTING	
THE WIZARD OF OZ (RAW THRILLS)	THE WIZARD OF OZ (RAW THRILLS)	
COMMON CHIP	COMMON CHIP SETTING	
EXIT	MOVE TO PREVIOUS SCREEN	

● PROGRAM SETTINGS -> GENERAL MODE			
DISPLAY	DESCRIPTION	RANGE	DEFAULT
SUPER BONUS STAFF CALL	CHECK FUNCTION TO CALL STAFF, PRIOR TO GETTING TICKETS BY SUPER BONUS	OFF, ON	ON
DUPLICATE ITEM VALUE	NUMBER OF INPUT FOR THE SAME ITEM	NONE, 1 ~ 10	2
COLOR SENSOR	USE OR NON-USE OF COLOR SENSOR	OFF, ON	ON
STORE CODE	STORE CODE USED FOR RFID CARD	NONE, TEXT, NUMBER	NONE
CARD SYSTEM	USE OR NON-USE OF CARD SYSTEM	OFF, ON	ON
E-TICKET	RELEASE TICKET1 IN CASE OF TICKET ON	OFF, ON	ON
TICKET	OPTIONS FOR TICKET RELEASE	NONE, 1/1, 1/2 1/5	1/1
CARD SYSTEM IMAGE	OPTION TO DISPLAY 'CARD SYSTEM' AFTER FINISHING THE GAME	OFF, ON	OFF
POINT IMAGE	OPTION TO CHANGE TICKET TEXT IN GAME UI TO POINT	OFF, ON	OFF
WARNING MESSAGE	OPTION TO OUTPUT WARNING MESSAGES IN DEMO	OFF, ON	ON
SAVE & EXIT	SAVE AND EXIT		
CANCEL & EXIT	CANCEL AND EXIT		

● PROGRAM SETTINGS -> PASSWORD			
DISPLAY	DESCRIPTION	RANGE	DEFAULT
ACTIVATION	ACTIVATION STATUS ON - ENTER PASSWORD WHEN ENTERING PROGRAM SETTINGS MENU	OFF, ON	OFF
CHANGE	CHANGE PASSWORD		
SAVE & EXIT	SAVE AND RETURN TO THE PREVIOUS SCREEN		
CANCEL & EXIT	CANCEL AND RETURN TO PREVIOUS SCREEN		


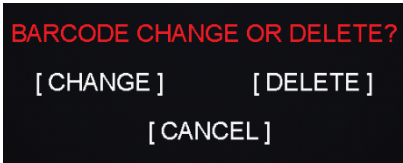
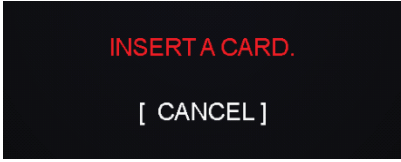
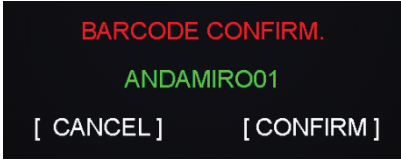
● PROGRAM SETTINGS -> MOVIE			
DISPLAY	DESCRIPTION	RANGE	DEFAULT
SELECT	SELECT A VIDEO (SELECT FILE > SELECT POPUP) * ONLY H264 CODEC CAN BE OUTPUT VIDEO OUTPUT WILL NOT WORK WITH OTHER CODECS		
ATTRACT TIME	VIDEO OUTPUT CYCLE	NONE, 1 ~ 60 (MIN), ALWAYS	NONE
SAVE & EXIT	SAVE AND RETURN TO THE PREVIOUS SCREEN		
CANCEL & EXIT	CANCEL AND RETURN TO PREVIOUS SCREEN		

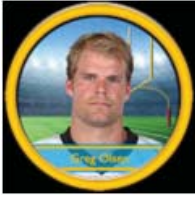
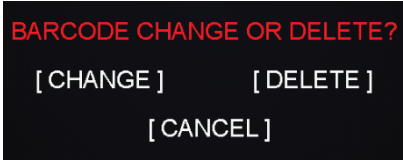
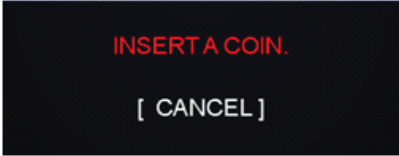
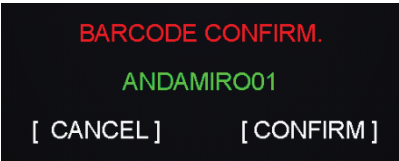
● PROGRAM SETTINGS -> BOOKKEEPING DATA	
DISPLAY	DESCRIPTION
FROM	SET BOOKKEEPING DATA FROM FROM TO TO
TO	
ALL	AUTOMATICALLY SELECTS FROM THE DATE THE BOOKKEEPING DATA WAS SAVED TO THE LAST DATE
USB SAVE	SAVE FROM ~ TO BOOKKEEPING DATA TO USB (CSV FILE) <ul style="list-style-type: none"> ● USB MUST BE CONNECTED ● SAVE AS REDEEM_MACHINE_CURRENT_DATE_CURRENT_TIME.CSV ex) REDEEM_MACHINE_24-12-2025_082325.csv
E-MAIL	E-MAIL SETTINGS FOR EXTERNAL TRANSMISSION
SEND	SEND THE BOOKKEEPING DATA OF FROM ~ TO TO THE SET E-MAIL (CSV FILE ATTACHED) <ul style="list-style-type: none"> ● NETWORK CONNECTION & DATA TRANSMISSION
EXIT	GO TO PREVIOUS SCREEN

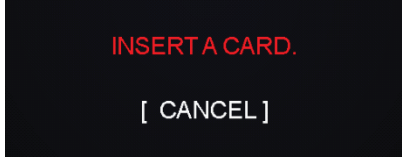
● PROGRAM SETTINGS -> DATE & TIME	
DISPLAY	DESCRIPTION
DATE	SET SYSTEM DATE
TIME	SYSTEM TIME SETTINGS
SET	CAN BE SET AFTER CHANGING THE DATE OR TIME ITEM
EXIT	GO TO PREVIOUS SCREEN

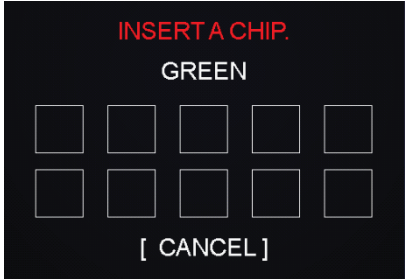

● PROGRAM SETTINGS -> DATA MANAGEMENT		
DISPLAY	DESCRIPTION	RANGE
CARD BARCODE	BARCODE SETTING	(Refer to below table)
SPONGEBOB PINEAPPLE ARCADE		
DESPICABLE ME JELLYLAB		
DC SUPER HEROES		
WWE SUPERSTAR RUMBLE		
DC SUPER HEROES 2P		
SPONGEBOB PINEAPPLE ARCADE SECOND		
RED ZONE RUSH		
AVENGERS		
SPONGEBOB PIRATES OF BIKINI BOTTOM		
TICKET JARS		
DC SUPER HEROES SERIES 3		
WRESTLING PRO		
DC SUPER HEROES SERIES 4		
STAR WARS PUSHER		
AVENGERS SECOND		
THE WIZARD OF OZ		
BLACK BEARD'S BOUNTY		
WILLY WONKA		
EMERALD CITY		
THE SMURFS		
THE WIZARD OF OZ (RAW THRILLS)		
COIN BARCODE		
NFLPA		
TICKEKT MAN		
RFID	CHIP COLOR CALIBRATION SETTING	
STORE CODE		
CARD WRITE		
CHIP COLOR		
GREEN	MOVE TO PREVIOUS SCREEN	
RED		
BLUE		
EXIT		

*** RED AND ORANGE COLOR CHIPS ARE EQUALLY RECOGNIZED AS RED COLOR.**

● PROGRAM SETTINGS -> DATA MANAGEMENT -> CARD BARCODE	
DISPLAY	DESCRIPTION
 <p>002000101001</p>	<p>YOU CAN CHANGE OR DELETE BARCODE TO TOUCH WHAT YOU WANT TO CHANGE THE CARD ON THE SCREEN</p>
EXIT	MOVE TO PREVIOUS SCREEN
BARCODE CHANGE OR DELETE	DESCRIPTION
	<p>[CHANGE] : ENTER THE BARCODE REPLACEMENT MENU [DELETE] : DELETE CURRENT BARCODE [CANCEL] : CANCEL CURRENT OPERATION THEN MOVE TO PREVIOUS STEP</p>
INSERT A CARD	DESCRIPTION
	<p>● INSERT CARD WITH BARCODE WHAT YOU WANT TO REPLACE [CANCEL] : CANCEL CURRENT OPERATION THEN MOVE TO PREVIOUS STEP</p>
BARCODE CONFIRM	DESCRIPTION
	<p>[CONFIRM] : CONFIRM TO REPLACE AS “ANDAMIRO01” BARCODE [CANCEL] : CANCEL CURRENT OPERATION THEN MOVE TO PREVIOUS STEP</p>

● PROGRAM SETTINGS -> DATA MANAGEMENT -> COIN BARCODE	
DISPLAY	DESCRIPTION
 <p>AM001</p>	<p>YOU CAN CHANGE OR DELETE BARCODE TO TOUCH WHAT YOU WANT TO CHANGE THE COIN ON THE SCREEN</p>
EXIT	MOVE TO PREVIOUS SCREEN
BARCODE CHANGE OR DELETE	DESCRIPTION
	<p>[CHANGE] : ENTER THE BARCODE REPLACEMENT MENU [DELETE] : DELETE CURRENT BARCODE [CANCEL] : CANCEL CURRENT OPERATION THEN MOVE TO PREVIOUS STEP</p>
INSERT A CARD	DESCRIPTION
	<p>● INSERT COIN WITH BARCODE WHAT YOU WANT TO REPLACE [CANCEL] : CANCEL CURRENT OPERATION THEN MOVE TO PREVIOUS STEP</p>
BARCODE CONFIRM	DESCRIPTION
	<p>[CONFIRM] : CONFIRM TO REPLACE AS “ANDAMIRO01” BARCODE [CANCEL] : CANCEL CURRENT OPERATION THEN MOVE TO PREVIOUS STEP</p>

● PROGRAM SETTINGS -> DATA MANAGEMENT -> RFID	
DISPLAY	DESCRIPTION
STORE CODE : [NONE]	FILL IN STORED STORE CODE TO RFID CARD.
CARD WRITE	
INSERT A CARD	DESCRIPTION
	<ul style="list-style-type: none"> ● STORE CODE INPUT RFID CARD TO BE WRITTEN [CANCEL] : CANCEL CURRENT OPERATION THEN MOVE TO PREVIOUS STEP

● PROGRAM SETTINGS S -> DATA MANAGEMENT -> CHIP COLOR	
DISPLAY	DESCRIPTION
GREEN	<ul style="list-style-type: none"> ● EXECUTE CALIBRATION OF CHIP COLOR EXECUTE WHEN THE CHIP COLOR RECOGNITION RATE IS LOW
RED	
BLUE	
INSERT A CHIP	DESCRIPTION
	<ul style="list-style-type: none"> ● INSERT THE CHIP CORRESPONDING TO THE COLOR TEN TIMES [CANCEL] : CANCEL CURRENT OPERATION THEN MOVE TO PREVIOUS STEP
COLOR CONFIRM	DESCRIPTION
	<ul style="list-style-type: none"> [CONFIRM] : CONFIRM TO CALIBRATED REPLACE AS INPUTTED COLOR [CANCEL] : CANCEL CURRENT OPERATION TEHN MOVE TO PREVIOUS STEP

● PROGRAM SETTINGS -> CUSTOM 1, 2, 3 FOREIGN EXCHANGE INTERVENTION STRATEGIES			
TOP SCREEN DISPLAY	DESCRIPTION		
	INFORMATION DISPLAY AFTER CONTENT SETUP IS COMPLETE		
BOTTOM SCREEN DISPLAY	DESCRIPTION	RANGE	DEFAULT
CUSTOM	TITLE SETTINGS		
IMAGE	ITEM IMAGE SETTINGS		
NORMAL/SPECIAL	NORMAL/SPECIAL ITEM SETTING		
SUPER BONUS 1	SUPER BONUS 1 SETTING		
SUPER BONUS 2	SUPER BONUS 2 SETTING		
SUPER BONUS 3	SUPER BONUS 3 SETTING		
ACTIVATION	WHETHER TO USE THE GAME ITEM	OFF, ON	OFF
NORMAL SCORE	NORMAL TICKET SCORE	0 ~ 999	50
SPECIAL SCORE	SPECIAL TICKET SCORE	0 ~ 999	100
SUPER BONUS 1 SCORE	SUPER BONUS 1 TICKET SCORE	0 ~ 99,999	2000
SUPER BONUS 2 SCORE	SUPER BONUS 2 TICKET SCORE	0 ~ 99,999	0
SUPER BONUS 3 SCORE	SUPER BONUS 3 TICKET SCORE	0 ~ 99,999	0
CLEAR	DELETE SET CONTENT SETTINGS		
SAVE	SAVE SET CONTENT		
EXIT	GO TO PREVIOUS SCREEN		

● CUSTOM SETTING SEQUENCE	
SEQUENCE	DESCRIPTION
1	CLICK ON THE "CUSTOM" TEXT AT THE TOP TO SET THE TITLE
2	CLICK "SAVE" AT THE BOTTOM TO SAVE
3	CLICK ON THE "IMAGE" ITEM TO GO TO A SEPARATE SCREEN
4	OPEN THE FRONT DOOR AND INSERT THE USB CONTAINING THE IMAGE INTO THE USB PORT - SUPPORTS BASIC IMAGE FILES SUCH AS JPG AND TGA
5	CLICKING ON THE "+" ON THE SCREEN WILL BRING UP A POP-UP WINDOW WHERE YOU CAN SELECT AN IMAGE - SELECT IMAGES CONSIDERING THE ORDER - THE SELECTED IMAGE IS DISPLAYED ON THE SCREEN
6	ONCE YOU HAVE FINISHED SELECTING IMAGES, CLICK "EXIT" TO RETURN TO THE PREVIOUS SCREEN
7	CLICK ON THE "NORMAL/SPECIAL" ITEM TO GO TO A SEPARATE SCREEN
8	CLICK ON ITEM TO SELECT NORMAL OR SPECIAL - SELECT "NORMAL" AS DEFAULT
9	ONCE YOU HAVE COMPLETED SELECTING NORMAL/SPECIAL, CLICK "EXIT" TO RETURN TO THE PREVIOUS SCREEN
10	CLICK ON THE "SUPER BONUS 1" ITEM TO GO TO A SEPARATE SCREEN
11	CLICK ON THE ITEM TO INCLUDE IT IN SUPER BONUS 1
12	CLICK THE "NORMAL" ITEM IN THE CENTER OF THE SCREEN TO SET THE NORMAL ITEM TICKET
13	CLICK THE "NORMAL" ITEM IN THE CENTER OF THE SCREEN TO SET THE NORMAL ITEM TICKET
14	CLICK ON THE "SPECIAL" ITEM IN THE CENTER OF THE SCREEN TO SET UP A SPECIAL ITEM TICKET

15	CLICK ON THE "SUPER BONUS 1" ITEM IN THE CENTER OF THE SCREEN TO SET THE TICKET SCORE
16	CLICK ON "ACTIVATION" ITEM AND SET IT TO "ON"
17	ONCE ALL SETTINGS ARE COMPLETE, CLICK "SAVE"
18	AFTER CONFIRMING THAT THE CONTENT INFORMATION IS PROPERLY SET ON THE TOP MONITOR, CLICK "EXIT" TO RETURN TO THE PREVIOUS SCREEN
19	AFTER CONFIRMING THAT THE CONTENT INFORMATION IS PROPERLY SET ON THE TOP MONITOR, CLICK "EXIT" TO RETURN TO THE PREVIOUS SCREEN
20	CLICK ON "DATA MANAGEMENT" ITEM, CLICK ON THE SET TITLE, THEN ENTER BARCODE
21	TEST IN GAME BY CLICKING "EXIT" IN OPERATION OPTIONS

● PROGRAM SETTINGS -> SPONGEBOB PINEAPPLE ARCADE			
DISPLAY	DESCRIPTION	RANGE	DEFAULT
ACTIVATION	USE OR NON - USE OF RELATED GAME ITEM	OFF, ON	ON
RFID ACTIVATION	USE OR NON - USE OF RFID	OFF, ON	ON
BARCODE ACTIVATION	USE OR NON - USE OF BAR CODE	OFF, ON	ON
NORMAL	NORMAL TICKET SCORE	NONE, 1 ~ 999	50
SPECIAL	SPECIAL TICKET SCORE	NONE, 1 ~ 999	100
SUPER BONUS	SUPER BONUS TICKET SCORE	1 ~ 99,999	2,000
SAVE & EXIT	SAVE AND EXIT		
CANCEL & EXIT	CANCEL AND EXIT		

● PROGRAM SETTINGS -> DESPICABLE ME JELLYLAB			
DISPLAY	DESCRIPTION	RANGE	DEFAULT
ACTIVATION	USE OR NON - USE OF RELATED GAME ITEM	OFF, ON	ON
RFID ACTIVATION	USE OR NON - USE OF RFID	OFF, ON	ON
BARCODE ACTIVATION	USE OR NON - USE OF BARCODE	OFF, ON	ON
NORMAL	NORMAL TICKET SCORE	NONE, 1 ~ 999	50
SPECIAL	SPECIAL TICKET SCORE	NONE, 1 ~ 999	100
SUPER BONUS	SUPER BONUS TICKET SCORE	1 ~ 99,999	2,000
SAVE & EXIT	SAVE AND EXIT		
CANCEL & EXIT	CANCEL AND EXIT		

● PROGRAM SETTINGS -> DC SUPER HEROES			
DISPLAY	DESCRIPTION	RANGE	DEFAULT
ACTIVATION	USE OR NON - USE OF RELATED GAME ITEM	OFF, ON	OFF
RFID ACTIVATION	USE OR NON - USE OF RFID	OFF, ON	ON
BARCODE ACTIVATION	USE OR NON - USE OF BARCODE	OFF, ON	ON
NORMAL BONUS	NORMAL TICKET SCORE	NONE, 1 ~ 999	50
SPECIAL BONUS	SPECIAL TICKET SCORE	NONE, 1 ~ 999	100
SUPER BONUS	SUPER BONUS TICKET SCORE	1 ~ 99,999	10,000
VILLAIN BONUS	VILLAIN BONUS TICKET SCORE	1 ~ 99,999	5,000
HERO BONUS	HEROES BONUS TICKET SCORE	1 ~ 99,999	3,000
SAVE & EXIT	SAVE AND EXIT		
CANCEL & EXIT	CANCEL AND EXIT		

● PROGRAM SETTINGS -> WWE SUPERSTAR RUMBLE			
DISPLAY	DESCRIPTION	RANGE	DEFAULT
ACTIVATION	USE OR NON - USE OF RELATED GAME ITEM	OFF, ON	ON
RFID ACTIVATION	USE OR NON - USE OF RFID	OFF, ON	ON
BARCODE ACTIVATION	USE OR NON - USE OF BAR CODE	OFF, ON	ON
NORMAL	NORMAL TICKET SCORE	NONE, 1 ~ 999	50
SPECIAL	SPECIAL TICKET SCORE	NONE, 1 ~ 999	100
SUPER BONUS	SUPER BONUS TICKET SCORE	1 ~ 99,999	2,000
SAVE & EXIT	SAVE AND EXIT		
CANCEL & EXIT	CANCEL AND EXIT		

● PROGRAM SETTINGS -> DC SUPER HEROES 2P			
DISPLAY	DESCRIPTION	RANGE	DEFAULT
ACTIVATION	USE OR NON - USE OF RELATED GAME ITEM	OFF, ON	OFF
RFID ACTIVATION	USE OR NON - USE OF RFID	OFF, ON	ON
BARCODE ACTIVATION	USE OR NON - USE OF BAR CODE	OFF, ON	ON
NORMAL BONUS	NORMAL TICKET SCORE	NONE, 1 ~ 999	50
SPECIAL BONUS	SPECIAL TICKET SCORE SCORE	NONE, 1 ~ 999	100
SUPER BONUS	SUPER BONUS TICKET SCORE	1 ~ 99,999	10,000
VILLAIN BONUS	VILLAIN BONUS TICKET SCORE	1 ~ 99,999	5,000
HERO BONUS	HERO BONUS TICKET SCORE	1 ~ 99,999	3,000
SAVE & EXIT	SAVE AND EXIT		
CANCEL & EXIT	CANCEL AND EXIT		

● PROGRAM SETTINGS -> SPONGEBOB PINEAPPLE ARCADE SECOND			
DISPLAY	DESCRIPTION	RANGE	DEFAULT
ACTIVATION	USE OR NON - USE OF RELATED GAME ITEM	OFF, ON	ON
RFID ACTIVATION	USE OR NON - USE OF RFID	OFF, ON	ON
BARCODE ACTIVATION	USE OR NON - USE OF BAR CODE	OFF, ON	ON
NORMAL	NORMAL TICKET SCORE	NONE, 1 ~ 999,	50
SUPER BONUS	SUPER BONUS TICKET SCORE	1 ~ 99,999	5,000
SAVE & EXIT	SAVE AND EXIT		
CANCEL & EXIT	CANCEL AND EXIT		

● PROGRAM SETTINGS -> RED ZONE RUSH			
DISPLAY	DESCRIPTION	RANGE	DEFAULT
ACTIVATION	USE OR NON - USE OF RELATED GAME ITEM	OFF, ON	OFF
RFID ACTIVATION	USE OR NON - USE RFID	OFF, ON	OFF
BARCODE ACTIVATION	USE OR NON - USE BARCODE	OFF, ON	ON
NORMAL BONUS	NORMAL TICKET SCORE	NONE, 1 ~ 999	50
SUPER BONUS	SUPER BONUS TICKET SCORE	1 ~ 99,999	10,000
OFFENSIVE BONUS	OFFENSIVE BONUS TICKET SCORE	1 ~ 99,999	5,000
DEFENSIVE BONUS	DEFENSIVE BONUS TICKET SCORE	1 ~ 99,999	3,000
SAVE & EXIT	SAVE AND EXIT		
CANCEL & EXIT	CANCEL AND EXIT		

● PROGRAM SETTINGS -> NFLPA			
DISPLAY	DESCRIPTION	RANGE	DEFAULT
ACTIVATION	USE OR NON-USE OF RELATED GAME ITEM	OFF, ON	OFF
BLUE	BLUE TICKET SCORE	NONE, 1 ~ 999	10
RED	RED TICKET SCORE	NONE, 1 ~ 999	10
GREEN	GREEN TICKET SCORE	NONE, 1 ~ 999	20
GOLD	GOLD TICKET SCORE	NONE, 1 ~ 999	30
SUPER BONUS	SUPER BONUS TICKET SCORE	1 ~ 99,999	2,000
SAVE & EXIT	SAVE AND EXIT		
CANCEL & EXIT	CANCEL AND EXIT		

● PROGRAM SETTINGS -> TICKET MAN			
DISPLAY	DESCRIPTION	RANGE	DEFAULT
ACTIVATION	USE OR NON-USE OF RELATED GAME ITEM	OFF, ON	OFF
SAVE & EXIT	SAVE AND EXIT		
CANCEL & EXIT	CANCEL AND EXIT		

● PROGRAM SETTINGS -> AVENGERS			
DISPLAY	DESCRIPTION	RANGE	DEFAULT
ACTIVATION	USE OR NON-USE OF RELATED GAME ITEM	OFF, ON	ON
RFID ACTIVATION	USE OR NON-USE RFID	OFF, ON	ON
BARCODE ACTIVATION	USE OR NON-USE BARCODE	OFF, ON	ON
NORMAL	NORMAL TICKET SCORE	NONE, 1 ~ 999	50
SUPER BONUS	SUPER BONUS TICKET SCORE	1 ~ 99,999	3,000
SAVE & EXIT	SAVE AND EXIT		
CANCEL & EXIT	CANCEL AND EXIT		

● PROGRAM SETTINGS -> SPONGEBOB PIRATES OF BIKINI BOTTOM			
DISPLAY	DESCRIPTION	RANGE	DEFAULT
ACTIVATION	USE OR NON-USE OF RELATED GAME ITEM	OFF, ON	ON
RFID ACTIVATION	USE OR NON-USE RFID	OFF, ON	ON
BARCODE ACTIVATION	USE OR NON-USE BARCODE	OFF, ON	ON
NORMAL	NORMAL TICKET SCORE	NONE, 1 ~ 999	50
SUPER BONUS	SUPER BONUS TICKET SCORE	1 ~ 99,999	2,000
SAVE & EXIT	SAVE AND EXIT		
CANCEL & EXIT	CANCEL AND EXIT		

● PROGRAM SETTINGS -> TICKET JARS			
DISPLAY	DESCRIPTION	RANGE	DEFAULT
ACTIVATION	USE OR NON-USE OF RELATED GAME ITEM	OFF, ON	ON
RFID ACTIVATION	USE OR NON-USE RFID	OFF, ON	ON
BARCODE ACTIVATION	USE OR NON-USE BARCODE	OFF, ON	ON
NORMAL	NORMAL TICKET SCORE	NONE, 1 ~ 999	50
SPECIAL	SPECIAL TICKET SCORE	NONE, 1 ~ 999	100
SUPER BONUS	SUPER BONUS TICKET SCORE	1 ~ 99,999	2,000
SAVE & EXIT	SAVE AND EXIT		
CANCEL & EXIT	CANCEL AND EXIT		

● PROGRAM SETTINGS -> DC SUPER HEROES SERIES 3			
DISPLAY	DESCRIPTION	RANGE	DEFAULT
ACTIVATION	USE OR NON-USE OF RELATED GAME ITEM	OFF, ON	OFF
RFID ACTIVATION	USE OR NON-USE OF RFID	OFF, ON	ON
BARCODE ACTIVATION	USE OR NON-USE BAR CODE	OFF, ON	ON
NORMAL BONUS	NORMAL TICKET SCORE	NONE, 1 ~ 999	50
SPECIAL BONUS	SPECIAL TICKET SCORE	NONE, 1 ~ 999	100
SUPER BONUS	SUPER BONUS TICKET SCORE	1 ~ 99,999	10,000
VILLAIN BONUS	VILLAIN BONUS TICKET SCORE	1 ~ 99,999	5,000
HERO BONUS	HERO BONUS TICKET SCORE	1 ~ 99,999	3,000
SAVE & EXIT	SAVE AND EXIT		
CANCEL & EXIT	CANCEL AND EXIT		

● PROGRAM SETTINGS -> WRESTLING PRO			
DISPLAY	DESCRIPTION	RANGE	DEFAULT
ACTIVATION	USE OR NON-USE OF RELATED GAME ITEM	OFF, ON	ON
RFID ACTIVATION	USE OR NON-USE OF RFID	OFF, ON	ON
BARCODE ACTIVATION	USE OR NON-USE OF BAR CODE	OFF, ON	ON
NORMAL	NORMAL TICKET SCORE	NONE, 1 ~ 999	50
SPECIAL	SPECIAL TICKET SCORE	NONE, 1 ~ 999	100
SUPER BONUS	SUPER BONUS TICKET SCORE	1 ~ 99,999	2,000
SAVE & EXIT	SAVE AND EXIT		
CANCEL & EXIT	CANCEL AND EXIT		

● PROGRAM SETTINGS -> DC SUPER HEROES SERIES 4			
DISPLAY	DESCRIPTION	RANGE	DEFAULT
ACTIVATION	USE OR NON-USE OF RELATED GAME ITEM	OFF, ON	OFF
RFID ACTIVATION	USE OR NON-USE OF RFID	OFF, ON	ON
BARCODE ACTIVATION	USE OR NON-USE OF BAR CODE	OFF, ON	ON
NORMAL BONUS	NORMAL TICKET SCORE	NONE, 1 ~ 999	50
SPECIAL BONUS	SPECIAL TICKET SCORE	NONE, 1 ~ 999	100
HERO BONUS	HERO BONUS TICKET SCORE	1 ~ 99,999	3,000
VILLAIN BONUS	VILLAIN BONUS TICKET SCORE	1 ~ 99,999	5,000
SUPER BONUS	SUPER BONUS TICKET SCORE	1 ~ 99,999	10,000
SAVE & EXIT	SAVE AND EXIT		
CANCEL & EXIT	CANCEL AND EXIT		

● PROGRAM SETTINGS -> STAR WARS PUSHER			
DISPLAY	DESCRIPTION	RANGE	DEFAULT
ACTIVATION	USE OR NON-USE OF RELATED GAME ITEM	OFF, ON	ON
RFID ACTIVATION	USE OR NON-USE OF RFID	OFF, ON	ON
BARCODE ACTIVATION	USE OR NON-USE OF BAR CODE	OFF, ON	ON
NORMAL BONUS	NORMAL TICKET SCORE	NONE, 1 ~ 999	50
SPECIAL BONUS	SPECIAL TICKET SCORE	NONE, 1 ~ 999	100
SUPER BONUS	SUPER BONUS TICKET SCORE	1 ~ 99,999	3,000
SAVE & EXIT	SAVE AND EXIT		
CANCEL & EXIT	CANCEL AND EXIT		

● PROGRAM SETTINGS -> AVENGERS SECOND			
DISPLAY	DESCRIPTION	RANGE	DEFAULT
ACTIVATION	USE OR NON-USE OF RELATED GAME ITEM	OFF, ON	ON
RFID ACTIVATION	USE OR NON-USE OF RFID	OFF, ON	ON
BARCODE ACTIVATION	USE OR NON-USE OF BAR CODE	OFF, ON	ON
NORMAL	NORMAL TICKET SCORE	NONE, 1 ~ 999	50
SUPER BONUS	SUPER BONUS TICKET SCORE	1 ~ 99,999	3,000
SAVE & EXIT	SAVE AND EXIT		
CANCEL & EXIT	CANCEL AND EXIT		

● PROGRAM SETTINGS -> THE WIZARD OF OZ			
DISPLAY	DESCRIPTION	RANGE	DEFAULT
ACTIVATION	USE OR NON-USE OF RELATED GAME ITEM	OFF, ON	OFF
RFID ACTIVATION	USE OR NON-USE OF RFID	OFF, ON	OFF
BARCODE ACTIVATION	USE OR NON-USE OF BAR CODE	OFF, ON	ON
NORMAL	NORMAL TICKET SCORE	NONE, 1 ~ 999	50
SPECIAL	SPECIAL TICKET SCORE	NONE, 1 ~ 999	100
SUPER BONUS	SUPER BONUS TICKET SCORE	1 ~ 99,999	2,000
SAVE & EXIT	SAVE AND EXIT		
CANCEL & EXIT	CANCEL AND EXIT		

● PROGRAM SETTINGS -> BLACK BEARD'S BOUNTY			
DISPLAY	DESCRIPTION	RANGE	DEFAULT
ACTIVATION	USE OR NON-USE OF RELATED GAME ITEM	OFF, ON	OFF
RFID ACTIVATION	USE OR NON-USE OF RFID	OFF, ON	OFF
BARCODE ACTIVATION	USE OR NON-USE OF BAR CODE	OFF, ON	ON
NORMAL	NORMAL TICKET SCORE	NONE, 1 ~ 999	50
SPECIAL	SPECIAL TICKET SCORE	NONE, 1 ~ 999	100
SUPER BONUS	SUPER BONUS TICKET SCORE	1 ~ 99,999	2,000
SAVE & EXIT	SAVE AND EXIT		
CANCEL & EXIT	CANCEL AND EXIT		

● PROGRAM SETTINGS -> WILLY WONKA			
DISPLAY	DESCRIPTION	RANGE	DEFAULT
ACTIVATION	USE OR NON-USE OF RELATED GAME ITEM	OFF, ON	OFF
RFID ACTIVATION	USE OR NON-USE OF RFID	OFF, ON	OFF
BARCODE ACTIVATION	USE OR NON-USE BAR CODE	OFF, ON	ON
NORMAL	NORMAL TICKET SCORE	NONE, 1 ~ 999	50
SPECIAL	SPECIAL TICKET SCORE	NONE, 1 ~ 9,999	1,000
SUPER BONUS	SUPER BONUS TICKET SCORE	1 ~ 99,999	2,000
SAVE & EXIT	SAVE AND EXIT		
CANCEL & EXIT	CANCEL AND EXIT		

● PROGRAM SETTINGS -> EMERALD CITY			
DISPLAY	DESCRIPTION	RANGE	DEFAULT
ACTIVATION	USE OR NON-USE OF RELATED GAME ITEM	OFF, ON	OFF
RFID ACTIVATION	USE OR NON-USE OF RFID	OFF, ON	OFF
BARCODE ACTIVATION	USE OR NON-USE OF BAR CODE	OFF, ON	ON
NORMAL	NORMAL TICKET SCORE	NONE, 1 ~ 999	50
SPECIAL	SPECIAL TICKET SCORE	NONE, 1 ~ 999	100
SUPER BONUS	SUPER BONUS TICKET SCORE	1 ~ 99,999	2,000
SAVE & EXIT	SAVE AND EXIT		
CANCEL & EXIT	CANCEL AND EXIT		

● PROGRAM SETTINGS -> THE SMURFS			
DISPLAY	DESCRIPTION	RANGE	DEFAULT
ACTIVATION	USE OR NON-USE OF RELATED GAME ITEM	OFF, ON	OFF
RFID ACTIVATION	USE OR NON-USE OF RFID	OFF, ON	OFF
BARCODE ACTIVATION	USE OR NON-USE OF BAR CODE	OFF, ON	ON
NORMAL	NORMAL TICKET SCORE	NONE, 1 ~ 999	50
SPECIAL	SPECIAL TICKET SCORE	NONE, 1 ~ 999	100
SUPER BONUS	SUPER BONUS TICKET SCORE	1 ~ 99,999	2,000
SAVE & EXIT	SAVE AND EXIT		
CANCEL & EXIT	CANCEL AND EXIT		

● PROGRAM SETTINGS -> THE WIZARD OF OZ (RAW THRILLS)			
DISPLAY	DESCRIPTION	RANGE	DEFAULT
ACTIVATION	USE OR NON-USE OF RELATED GAME ITEM	OFF, ON	OFF
RFID ACTIVATION	USE OR NON-USE OF RFID	OFF, ON	OFF
BARCODE ACTIVATION	USE OR NON-USE OF BAR CODE	OFF, ON	ON
NORMAL	NORMAL TICKET SCORE	NONE, 1 ~ 999	50
SUPER BONUS	SUPER BONUS TICKET SCORE	1 ~ 99,999	3,000
SAVE & EXIT	SAVE AND EXIT		
CANCEL & EXIT	CANCEL AND EXIT		

● PROGRAM SETTINGS -> COMMON CHIP (COLOR SENSOR : OFF)			
DISPLAY	DESCRIPTION	RANGE	DEFAULT
ACTIVATION	USE OR NON-USE OF RELATED GAME ITEM	OFF, ON	ON
SCORE	TICKET SCORE	NONE, 1 ~ 999	15
SAVE & EXIT	SAVE AND EXIT		
CANCEL & EXIT	CANCEL AND EXIT		


● PROGRAM SETTINGS -> COMMON CHIP (COLOR SENSOR : ON)			
DISPLAY	DESCRIPTION	RANGE	DEFAULT
ACTIVATION	USE OR NON-USE OF RELATED GAME ITEM	OFF, ON	ON
GREEN	GREEN TICKET SCORE	NONE, 1 ~ 999	15
RED	RED TICKET SCORE	NONE, 1 ~ 999	15
BLUE	BLUE TICKET SCORE	NONE, 1 ~ 999	15
SAVE & EXIT	SAVE AND EXIT		
CANCEL & EXIT	CANCEL AND EXIT		


3-3. CLEAR MODE


● CLEAR MODE		
DISPLAY	DESCRIPTION	EXECUTION
CLEAR TICKETS	CLEARANCE OF TICKETS TO RELEASE NOW	[YES] or [NO] CHOICE
CLEAR CURRENT PLAY DATA	CLEARANCE OF PRESENT PLAY DATA	
CLEAR BOOKKEEPING	CLEARANCE OF PRESENT BOOKKEEPING DATA CLEAR	
CLEAR DATA MANAGEMENT	CLEARANCE OF PRESENT MANAGEMENT CLEAR INITIALIZED A COLOR VALUE OF BAR CODE AND CHIPS	
EXIT	MOVE BACK TO PREEVIOUS SCREEN	

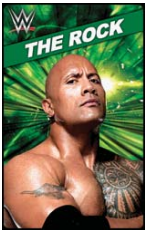
● BOOKKEEPING		
DISPLAY AT TOP SCREEN	DESCRIPTION	
TOTAL COUNT	OBTAINED TOTAL COUNTS	
TOTAL TICKET	RELEASED TOTAL TICKETS	
TOTAL CARD	OBTAINED TOTAL CARD COUNTS	
TOTAL CARD TICKET	CARD ONLY RELEASED TOTAL TICKETS	
TOTAL COIN	OBTAINED TOTAL COIN COUNTS	
TOTAL COIN TICKET	COIN ONLY RELEASED TOTAL TICKETS	
TOTAL CHIP	OBTAINED TOTAL CHIP COUNT	
TOTAL CHIP TICKET	CHIP ONLY RELEASED TOTAL TICEKTS	
DISPLAY AT BOTTOM SCREEN	DESCRIPTION	
SPONGEBOB PINEAPPLE ARCADE	SPONGEBOB PINEAPPLE ARCADE DETAILS	(REFER TO BELOW TABLE)
DESPICABLE ME JELLYLAB	DESPICABLE ME JELLYLAB DETAILS	
DC SUPER HEROES	DC SUPER HEROES DETAILS	
WWE SUPERSTAR RUMBLE	WWE SUPERSTAR RUMBLE DETAILS	
DC SUPER HEROES 2P	DC SUPER HEROES 2P DETAILS	
SPONGEBOB PINEAPPLE ARCADE SECOND	SPONGEBOB PINEAPPLE ARCADE SECOND DETAILS	
RED ZONE RUSH	RED ZONE RUSH DETAILS	
NFLPA	NFLPA DETAILS	
TICKET MAN	TICKET MAN DETAILS	
AVENGERS	AVENGERS DETAILS	
SPONGEBOB PIRATES OF BIKINI BOTTOM	SPONGEBOB PIRATES OF BIKINI BOTTOM DETAILS	
TICKET JARS	TICKET JARS DETAILS	
DC SUPER HEROES SERIES 3	DC SUPER HEROES SERIES 3 DETAILS	
WRESTLING PRO	WRESTLING PRO DETAILS	
DC SUPER HEROES SERIES 4	DC SUPER HEROES SERIES 4 DETAILS	


STAR WARS PUSHER	STAR WARS PUSHER DETAILS	
AVENGERS SECOND	AVENGERS SECOND DETAILS	
THE WIZARD OF OZ	THE WIZARD OF OZ DETAILS	
BLACK BEARD'S BOUNTY	BLACK BEARD'S BOUNTY DETAILS	
WILLY WONKA	WILLY WONKA DETAILS	
EMERALD CITY	EMERALD CITY DETAILS	
THE SMURFS	THE SMURFS DETAILS	
THE WIZARD OF OZ (RAW THRILLS)	THE WIZARD OF OZ (RAW THRILLS) DETAILS	
COMMON CHIP	COMMON CHIP DETAILS	
EXIT	MOVE BACK TO PREEVIOUS SCREEN	


● BOOKKEEPING -> SPONGEBOB PINEAPPLE ARCADE	
DISPLAY AT TOP SCREEN	DESCRIPTION
 <p>COUNT : 0 TICKET : 0</p>	<p>COUNT : OBTAINED ITEM TOTAL COUNT TICKET : TOTAL TICKETS OBTAINED BY ITEM</p>
DISPLAY AT BOTTOM SCREEN	DESCRIPTION
TOTAL COUNT : 10	OBTAINED ITEM TOTAL COUNT
TOTAL TICKET : 2050	TOTAL TICKETS OBTAINED BY ITEM
SUPER BONUS COUNT : 1	SUPER BONUS WINNING TOTAL COUNT
SUPER BONUS TICKET : 2000	TOTAL TICKETS OBTAINED BY SUPER BONUS
EXIT	MOVE BACK TO PREVIOUS SCREEN


● BOOKKEEPING -> DESPICABLE ME JELLYLAB	
DISPLAY AT TOP SCREEN	DESCRIPTION
 <p>COUNT : 0 TICKET : 0</p>	<p>COUNT : OBTAINED ITEM TOTAL COUNT TICKET : TOTAL TICKETS OBTAINED BY ITEM</p>
DISPLAY AT BOTTOM SCREEN	DESCRIPTION
TOTAL COUNT : 9	OBTAINED ITEM TOTAL COUNT
TOTAL TICKET : 2050	TOTAL TICKETS OBTAINED BY ITEM
SUPER BONUS COUNT : 1	SUPER BONUS WINNING TOTAL COUNT
SUPER BONUS TICKET : 2000	TOTAL TICKETS OBTAINED BY SUPER BONUS
EXIT	MOVE BACK TO PREVIOUS SCREEN


● BOOKKEEPING -> DC SUPER HEROES	
DISPLAY AT TOP SCREEN	DESCRIPTION
 <p>COUNT : 0 TICKET : 0</p>	<p>COUNT : OBTAINED ITEM TOTAL COUNT TICKET : TOTAL TICKETS OBTAINED BY ITEM</p>
DISPLAY AT BOTTOM SCREEN	DESCRIPTION
TOTAL COUNT : 29	OBTAINED ITEM TOTAL COUNT
TOTAL TICKET : 18050	TOTAL TICKETS OBTAINED BY ITEM
HERO BONUS COUNT : 1	HERO BONUS WINNING TOTAL COUNT
HERO BONUS TICKET : 3000	TOTAL TICKETS OBTAINED BY HERO BONUS
VILLAIN BONUS COUNT : 1	VILLAIN BONUS WINNING TOTAL COUNT
VILLAIN BONUS TICKET : 5000	TOTAL TICKETS OBTAINED BY VILLAIN BONUS
SUPER BONUS COUNT : 1	SUPER BONUS WINNING TOTAL COUNT
SUPER BONUS TICKET : 10000	TOTAL TICKETS OBTAINED BY SUPER BONUS
EXIT	MOVE BACK TO PREVIOUS SCREEN


● BOOKKEEPING -> WWE SU PERSTAR RUMBLE	
DISPLAY AT TOP SCREEN	DESCRIPTION
 <p>COUNT : 0 TICKET : 0</p>	<p>COUNT : OBTAINED ITEM TOTAL COUNTS TICKET : TOTAL TICKETS OBTAINED BY ITEM</p>
DISPLAY AT BOTTOM SCREEN	DESCRIPTION
TOTAL COUNT : 9	OBTAINED ITEM TOTAL COUNTS
TOTAL TICKET : 2050	TOTAL TICKETS OBTAINED BY ITEM
SUPER BONUS COUNT : 1	SUPER BONUS WINNING TOTAL COUNTS
SUPER BONUS TICKET : 2000	TOTAL TICKETS OBTAINED BY SUPER BONUS
EXIT	MOVE BACK TO PREVIOUS SCREEN


● BOOKKEEPING -> DC SUPER HEROES 2P	
DISPLAY AT TOP SCREEN	DESCRIPTION
 <p>COUNT : 0 TICKET : 0</p>	<p>COUNT : OBTAINED ITEM TOTAL COUNTS TICKET : TOTAL TICKETS OBTAINED BY ITEM</p>
DISPLAY AT BOTTOM SCREEN	DESCRIPTION
TOTAL COUNT : 29	OBTAINED ITEM TOTAL COUNTS
TOTAL TICKET : 18050	TOTAL TICKETS OBTAINED BY ITEM
HERO BONUS COUNT : 1	HERO BONUS WINNING TOTAL COUNTS
HERO BONUS TICKET : 3000	TOTAL TICKETS OBTAINED BY HERO BONUS
VILLAIN BONUS COUNT : 1	VILLAIN BONUS WINNING TOTAL COUNTS
VILLAIN BONUS TICKET : 5000	TOTAL TICKETS OBTAINED BY VILLAIN BONUS
SUPER BONUS COUNT : 1	SUPER BONUS WINNING TOTAL COUNTS
SUPER BONUS TICKET : 10000	TOTAL TICKETS OBTAINED BY SUPER BONUS
EXIT	MOVE BACK TO PREVIOUS SCREEN


● BOOKKEEPING -> SPONGEBOB PINEAPPLE ARCADE SECOND	
DISPLAY AT TOP SCREEN	DESCRIPTION
 <p>COUNT : 0 TICKET : 0</p>	<p>COUNT : OBTAINED ITEM TOTAL COUNTS TICKET : TOTAL TICKETS OBTAINED BY ITEM</p>
DISPLAY AT BOTTOM SCREEN	DESCRIPTION
TOTAL COUNT : 10	OBTAINED ITEM TOTAL COUNTS
TOTAL TICKET : 2050	TOTAL TICKETS OBTAINED BY ITEM
SUPER BONUS COUNT : 1	SUPER BONUS WINNING TOTAL COUNTS
SUPER BONUS TICKET : 2000	TOTAL TICKETS OBTAINED BY SUPER BONUS
EXIT	MOVE BACK TO PREVIOUS SCREEN


● BOOKKEEPING -> RED ZONE RUSH	
DISPLAY AT TOP SCREEN	DESCRIPTION
 <p>COUNT : 0 TICKET : 0</p>	<p>COUNT : OBTAINED ITEM TOTAL COUNTS TICKET : TOTAL TICKETS OBTAINED BY ITEM</p>
DISPLAY AT BOTTOM SCREEN	DESCRIPTION
TOTAL COUNT : 10	OBTAINED ITEM TOTAL COUONTS
TOTAL TICKET : 2050	OTAL TICKETS OBTAINED BY ITEM
DEFENSIVE BONUS COUNT : 1	DEFENSIVE BONUS WINNING TOTAL COUNTS
DEFENSIVE BONUS TICKET : 2000	TOTAL TICKETS OBTAINED BY DEFENSIVE BONUS
OFFENSIVE BONUS COUNT : 0	OFFENSIVE BONUS WINNING TOTAL COUNTS
OFFENSIVE BONUS TICKET : 0	TOTAL TICKETS OBTAINED BY OFFENSIVE BONUS
SUPER BONUS COUNT : 0	SUPER BONUS WINNING TOTAL COUNTS
SUPER BONUS TICKET : 0	TOTAL TICKETS OBTAINED BY SUPER BONUS
EXIT	MOVE BACK TO PREVIOUS SCREEN


● BOOKKEEPING -> NFLPA	
DISPLAY AT TOP SCREEN	DESCRIPTION
 <p>COUNT : 0 TICKET : 0</p>	<p>COUNT : OBTAINED ITEM TOTAL COUNTS TICKET : TOTAL TICKETS OBTAINED BY ITEM</p>
DISPLAY AT BOTTOM SCREEN	DESCRIPTION
TOTAL COUNT : 10	OBTAINED ITEM TOTAL COUONTS
TOTAL TICKET : 2050	TOTAL TICKETS OBTAINED BY ITEM
SUPER BONUS COUNT : 1	SUPER BONUS WINNING TOTAL COUNTS
SUPER BONUS TICKET : 2000	TOTAL TICKETS OBTAINED BY SUPER BONUS
EXIT	MOVE BACK TO PREVIOUS SCREEN


● BOOKKEEPING -> TICKET MAN	
DISPLAY AT TOP SCREEN	DESCRIPTION
 <p>COUNT : 0 TICKET : 0</p>	<p>COUNT : OBTAINED ITEM TOTAL COUNTS TICKET : TOTAL TICKETS OBTAINED BY ITEM</p>
DISPLAY AT BOTTOM SCREEN	DESCRIPTION
TOTAL COUNT : 10	OBTAINED ITEM TOTAL COUONTS
TOTAL TICKET : 2050	TOTAL TICKETS OBTAINED BY ITEM
EXIT	MOVE BACK TO PREVIOUS SCREEN


● BOOKKEEPING -> AVENGERS	
DISPLAY AT TOP SCREEN	DESCRIPTION
 <p>COUNT : 0 TICKET : 0</p>	<p>COUNT : OBTAINED ITEM TOTAL COUNTS TICKET : TOTAL TICKETS OBTAINED BY ITEM</p>
DISPLAY AT BOTTOM SCREEN	DESCRIPTION
TOTAL COUNT : 10	OBTAINED ITEM TOTAL COUONTS
TOTAL TICKET : 2050	TOTAL TICKETS OBTAINED BY ITEM
SUPER BONUS COUNT : 1	SUPER BONUS WINNING TOTAL COUNTS
SUPER BONUS TICKET : 2000	TOTAL TICKETS OBTAINED BY SUPER BONUS
EXIT	MOVE BACK TO PREVIOUS SCREEN


● BOOKKEEPING -> SPONGEBOB PIRATES OF BIKINI BOTTOM	
DISPLAY AT TOP SCREEN	DESCRIPTION
 <p>COUNT : 0 TICKET : 0</p>	<p>COUNT : OBTAINED ITEM TOTAL COUNTS TICKET : TOTAL TICKETS OBTAINED BY ITEM</p>
DISPLAY AT BOTTOM SCREEN	DESCRIPTION
TOTAL COUNT : 10	OBTAINED ITEM TOTAL COUONTS
TOTAL TICKET : 2050	TOTAL TICKETS OBTAINED BY ITEM
SUPER BONUS COUNT : 1	SUPER BONUS WINNING TOTAL COUNTS
SUPER BONUS TICKET : 2000	TOTAL TICKETS OBTAINED BY SUPER BONUS
EXIT	MOVE BACK TO PREVIOUS SCREEN


● BOOKKEEPING -> TICKET JARS	
DISPLAY AT TOP SCREEN	DESCRIPTION
 <p>COUNT : 0 TICKET : 0</p>	<p>COUNT : OBTAINED ITEM TOTAL COUNTS TICKET : TOTAL TICKETS OBTAINED BY ITEM</p>
DISPLAY AT BOTTOM SCREEN	DESCRIPTION
TOTAL COUNT : 10	OBTAINED ITEM TOTAL COUONTS
TOTAL TICKET : 2050	TOTAL TICKETS OBTAINED BY ITEM
SUPER BONUS COUNT : 1	SUPER BONUS WINNING TOTAL COUNTS
SUPER BONUS TICKET : 2000	TOTAL TICKETS OBTAINED BY SUPER BONUS
EXIT	MOVE BACK TO PREVIOUS SCREEN


● BOOKKEEPING -> DC SUPER HEROES SERIES 3	
DISPLAY AT TOP SCREEN	DESCRIPTION
 <p>COUNT : 0 TICKET : 0</p>	<p>COUNT : OBTAINED ITEM TOTAL COUNTS TICKET : TOTAL TICKETS OBTAINED BY ITEM</p>
DISPLAY AT BOTTOM SCREEN	DESCRIPTION
TOTAL COUNT : 29	OBTAINED ITEM TOTAL COUONTS
TOTAL TICKET : 18050	OTAL TICKETS OBTAINED BY ITEM
HERO BONUS COUNT : 1	HERO BONUS WINNING TOTAL COUNTS
HERO BONUS TICKET : 3000	TOTAL TICKETS OBTAINED BY HERO BONUS
VILLAIN BONUS COUNT : 1	VILLAIN BONUS WINNING TOTAL COUNTS
VILLAIN BONUS TICKET : 5000	TOTAL TICKETS OBTAINED BY VILLAIN BONUS
SUPER BONUS COUNT : 1	SUPER BONUS WINNING TOTAL COUNTS
SUPER BONUS TICKET : 10000	TOTAL TICKETS OBTAINED BY SUPER BONUS
EXIT	MOVE BACK TO PREVIOUS SCREEN

● BOOKKEEPING -> WRESTLING PRO	
DISPLAY AT TOP SCREEN	DESCRIPTION
 <p>COUNT : 0 TICKET : 0</p>	<p>COUNT : OBTAINED ITEM TOTAL COUNTS TICKET : TOTAL TICKETS OBTAINED BY ITEM</p>
DISPLAY AT BOTTOM SCREEN	DESCRIPTION
TOTAL COUNT : 9	OBTAINED ITEM TOTAL COUONTS
TOTAL TICKET : 2050	TOTAL TICKETS OBTAINED BY ITEM
SUPER BONUS COUNT : 1	SUPER BONUS WINNING TOTAL COUNTS
SUPER BONUS TICKET : 2000	TOTAL TICKETS OBTAINED BY SUPER BONUS
EXIT	MOVE BACK TO PREVIOUS SCREEN


● BOOKKEEPING -> DC SUPER HEROES SERIES 4	
DISPLAY AT TOP SCREEN	DESCRIPTION
 <p>COUNT : 0 TICKET : 0</p>	<p>COUNT : OBTAINED ITEM TOTAL COUNTS TICKET : TOTAL TICKETS OBTAINED BY ITEM</p>
DISPLAY AT BOTTOM SCREEN	DESCRIPTION
TOTAL COUNT : 10	OBTAINED ITEM TOTAL COUONTS
TOTAL TICKET : 18050	TOTAL TICKETS OBTAINED BY ITEM
HERO BONUS COUNT : 1	HERO BONUS WINNING TOTAL COUNT
HERO BONUS TICKET : 3000	TOTAL TICKETS OBTAINED BY SUPER BONUS
VILLAIN BONUS COUNT : 1	VILLAIN BONUS WINNING TOTAL COUNT
VILLAIN BONUS TICKET : 5000	TOTAL TICKET ACQUIRED BY VILLAIN BONUS
SUPER BONUS COUNT : 1	SUPER BONUS WINNING TOTAL COUNT
SUPER BONUS TICKET : 10000	TOTAL TICKETS ACQUIRED WITH SUPER BONUS
EXIT	

● BOOKKEEPING -> STAR WARS PUSHER	
DISPLAY AT TOP SCREEN	DESCRIPTION
 <p>COUNT : 0 TICKET : 0</p>	<p>COUNT : OBTAINED ITEM TOTAL COUNTS TICKET : TOTAL TICKETS OBTAINED BY ITEM</p>
DISPLAY AT BOTTOM SCREEN	DESCRIPTION
TOTAL COUNT : 9	OBTAINED ITEM TOTAL COUONTS
TOTAL TICKET : 2050	TOTAL TICKETS OBTAINED BY ITEM
SUPER BONUS COUNT : 1	SUPER BONUS WINNING TOTAL COUNTS
SUPER BONUS TICKET : 2000	TOTAL TICKETS OBTAINED BY SUPER BONUS
EXIT	MOVE BACK TO PREVIOUS SCREEN


● BOOKKEEPING -> AVENGERS SECOND	
DISPLAY AT TOP SCREEN	DESCRIPTION
 <p>COUNT : 0 TICKET : 0</p>	<p>COUNT : OBTAINED ITEM TOTAL COUNTS TICKET : TOTAL TICKETS OBTAINED BY ITEM</p>
DISPLAY AT BOTTOM SCREEN	DESCRIPTION
TOTAL COUNT : 9	OBTAINED ITEM TOTAL COUONTS
TOTAL TICKET : 2050	TOTAL TICKETS OBTAINED BY ITEM
SUPER BONUS COUNT : 1	SUPER BONUS WINNING TOTAL COUNTS
SUPER BONUS TICKET : 2000	TOTAL TICKETS OBTAINED BY SUPER BONUS
EXIT	MOVE BACK TO PREVIOUS SCREEN

● BOOKKEEPING -> THE WIZARD OF OZ	
DISPLAY AT TOP SCREEN	DESCRIPTION
 <p>COUNT : 0 TICKET : 0</p>	<p>COUNT : OBTAINED ITEM TOTAL COUNTS TICKET : TOTAL TICKETS OBTAINED BY ITEM</p>
DISPLAY AT BOTTOM SCREEN	DESCRIPTION
TOTAL COUNT : 10	OBTAINED ITEM TOTAL COUONTS
TOTAL TICKET : 2050	TOTAL TICKETS OBTAINED BY ITEM
SUPER BONUS COUNT : 1	SUPER BONUS WINNING TOTAL COUNTS
SUPER BONUS TICKET : 2000	TOTAL TICKETS OBTAINED BY SUPER BONUS
EXIT	MOVE BACK TO PREVIOUS SCREEN


● BOOKKEEPING -> BLACK BEARD'S BOUNTY


DISPLAY AT TOP SCREEN	DESCRIPTION
 <p>COUNT : 0 TICKET : 0</p>	<p>COUNT : OBTAINED ITEM TOTAL COUNTS TICKET : TOTAL TICKETS OBTAINED BY ITEM</p>
DISPLAY AT BOTTOM SCREEN	DESCRIPTION
TOTAL COUNT : 10	OBTAINED ITEM TOTAL COUONTS
TOTAL TICKET : 2050	TOTAL TICKETS OBTAINED BY ITEM
SUPER BONUS COUNT : 1	SUPER BONUS WINNING TOTAL COUNTS
SUPER BONUS TICKET : 2000	TOTAL TICKETS OBTAINED BY SUPER BONUS
EXIT	MOVE BACK TO PREVIOUS SCREEN


● BOOKKEEPING -> WILLY WONKA


DISPLAY AT TOP SCREEN	DESCRIPTION
 <p>COUNT : 0 TICKET : 0</p>	<p>COUNT : OBTAINED ITEM TOTAL COUNTS TICKET : TOTAL TICKETS OBTAINED BY ITEM</p>
DISPLAY AT BOTTOM SCREEN	DESCRIPTION
TOTAL COUNT : 10	OBTAINED ITEM TOTAL COUONTS
TOTAL TICKET : 2050	TOTAL TICKETS OBTAINED BY ITEM
SUPER BONUS COUNT : 1	SUPER BONUS WINNING TOTAL COUNTS
SUPER BONUS TICKET : 2000	TOTAL TICKETS OBTAINED BY SUPER BONUS
EXIT	MOVE BACK TO PREVIOUS SCREEN

● BOOKKEEPING -> EMERALD CITY

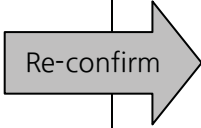
DISPLAY AT TOP SCREEN	DESCRIPTION
 <p>COUNT : 0 TICKET : 0</p>	<p>COUNT : OBTAINED ITEM TOTAL COUNTS TICKET : TOTAL TICKETS OBTAINED BY ITEM</p>
DISPLAY AT BOTTOM SCREEN	DESCRIPTION
TOTAL COUNT : 10	OBTAINED ITEM TOTAL COUONTS
TOTAL TICKET : 2050	TOTAL TICKETS OBTAINED BY ITEM
SUPER BONUS COUNT : 1	SUPER BONUS WINNING TOTAL COUNTS
SUPER BONUS TICKET : 2000	TOTAL TICKETS OBTAINED BY SUPER BONUS
EXIT	MOVE BACK TO PREVIOUS SCREEN

● BOOKKEEPING ->THE SMURFS	
DISPLAY AT TOP SCREEN	DESCRIPTION
 <p>COUNT : 0 TICKET : 0</p>	<p>COUNT : OBTAINED ITEM TOTAL COUNTS TICKET : TOTAL TICKETS OBTAINED BY ITEM</p>
DISPLAY AT BOTTOM SCREEN	DESCRIPTION
TOTAL COUNT : 10	OBTAINED ITEM TOTAL COUONTS
TOTAL TICKET : 2050	TOTAL TICKETS OBTAINED BY ITEM
SUPER BONUS COUNT : 1	SUPER BONUS WINNING TOTAL COUNTS
SUPER BONUS TICKET : 2000	TOTAL TICKETS OBTAINED BY SUPER BONUS
EXIT	MOVE BACK TO PREVIOUS SCREEN

● BOOKKEEPING ->THE WIZARD OF OZ (RAW THRILLS)	
DISPLAY AT TOP SCREEN	DESCRIPTION
 <p>COUNT : 0 TICKET : 0</p>	<p>COUNT : OBTAINED ITEM TOTAL COUNTS TICKET : TOTAL TICKETS OBTAINED BY ITEM</p>
DISPLAY AT BOTTOM SCREEN	DESCRIPTION
TOTAL COUNT : 10	OBTAINED ITEM TOTAL COUONTS
TOTAL TICKET : 2050	TOTAL TICKETS OBTAINED BY ITEM
SUPER BONUS COUNT : 1	SUPER BONUS WINNING TOTAL COUNTS
SUPER BONUS TICKET : 2000	TOTAL TICKETS OBTAINED BY SUPER BONUS
EXIT	MOVE BACK TO PREVIOUS SCREEN

● BOOKKEEPING -> COMMON CHIP	
DISPLAY AT BOTTOM SCREEN	DESCRIPTION
 <p>COUNT : 0 TICKET : 0</p>	<p>COUNT : OBTAINED ITEM TOTAL COUNTS TICKET : TOTAL TICKETS OBTAINED BY ITEM</p>
DISPLAY AT BOTTOM SCREEN	DESCRIPTION
TOTAL COUNT : 10	OBTAINED ITEM TOTAL COUNTS
TOTAL TICKET : 150	TOTAL TICKETS OBTAINED BY ITEM
EXIT	MOVE BACK TO PREVIOUS SCREEN

● FACTORY-SETTING	
INITIALIZING TO FACTORY SETTING (VALUE CLEAR TOTAL DATA AND SET ITUP TO DEFAULT VALUE)	
LCD DISPLAY	LCD DISPLAY
<p>FACTORY-SETTING ARE YOU SURE? YES or NO</p>	<p>FACTORY-SETTING REALLY ? YES or NO</p>



3-4. TEST MODE

● TEST MODE		
LCD DISPLAY	COMPOSITION	DESCRIPTION
SCREEN	(REFER TO BELOW TABLE)	MONITOR SCREEN TEST
INPUT	(REFER TO BELOW TABLE)	INPUT TEST
LED & LAMP : [OFF]	OFF ON STEP ON/OFF	LED & LAMP OPERATION TEST OFF : TOTAL OFF ON : TOTAL ON STEP : OPERATION IN PRE -DECIDED SEQUENCE ON/OFF : OPERATION SYSTEMATICALLY BETWEEN ON AND OFF
CARD SYSTEM : [0]	INCREASE BY 1 WHEN CARD SYSTEM RECEIVES INPUT	CARD SWIPE SYSTEM INPUT TEST
CARD REDEEM	(REFER TO BELOW TABLE)	CARD RECEIVER OPERATION,RFID AND BARCODE TEST
CHIP REDEEM	(REFER TO BELOW TABLE)	CHIP RECEIVER OPERATION AND RFID TEST
COIN REDEEM	(REFER TO BELOW TABLE)	COIN RECEIVER OPERATION AND BARCODE TEST
TICKET	(REFER TO BELOW TABLE)	TICKET OPERATION TEST
SOUND	(REFER TO BELOW TABLE)	SOUND OUTPUT TEST
EXIT	EXIT TO PREVIOUS SCREEN	

● TEST MODE -> SCREEN		
DISPLAY ON SCREEN	COMPOSITION	DESCRIPTION
LEFT EXIT RIGHT	GRID, COLOR GRADATION, RED COLOR, GREEN COLOR, BLUE COLOR, WHITE COLOR	MONITOR SCREEN TEST MOVE TO LEFT AND RIGHT
EXIT	EXIT TO PREVIOUS SCREEN	

● TEST MODE -> INPUT	
DISPLAY ON SCREEN	DESCRIPTION
TICKET BUTTON : [OFF]	TICKET BUTTON INPUT TEST
SETUP BUTTON : [OFF]	SETUP BUTTON INPUT TEST
EXIT	EXIT TO PREVIOUS SCREEN

● TEST MODE -> CARD REDEEM	
DISPLAY ON SCREEN	DESCRIPTION
BARCODE	BAR CODE INFORMATION FOR INPUT CARD
ACQUIRE	RECEIVING INPUT CARD
RETURN	RETURN OF INPUT CARD
EXIT	EXIT TO PREVIOUS SCREEN

● TEST MODE -> CHIP REDEEM	
DISPLAY ON SCREEN	DESCRIPTION
ACQUIRE	RECEIVING INPUT CHIP
RETURN	RETURN OF INPUT CHIP
EXIT	MOVE BACK TO PREVIOUS SCREEN

● TEST MODE -> COIN REDEEM	
DISPLAY ON SCREEN	DESCRIPTION
BARCODE	BAR CODE INFORMATION FOR INPUT COIN
ACQUIRE	RECEIVING INPUT COIN
RETURN	RETURN OF INPUT COIN
EXIT	EXIT TO PREVIOUS SCREEN

● TEST MODE -> TICKET	
DISPLAY ON SCREEN	DESCRIPTION
TICKET 1 : [0]	RELEASE TEST FOR 3 TICKETS AT LEFT SIDE FROM THE FRONT
TICKET 2 : [0]	RELEASE TEST FOR 3 TICKETS AT RIGHT SIDE FROM THE FRONT
EXIT	EXIT TO PREVIOUS SCREEN

● TEST MODE -> SOUND		
DISPLAY ON SCREEN	COMPOSITION	DESCRIPTION
[<-] 1 [->] PLAY	1 ~ 11	[<-], [->] SELECT DESIRED SOUND NUMBER BY BUTTON AND PLAY SOUND
EXIT	EXIT FROM SOUND TEST	

● UPDATE	
DISPLAY ON SCREEN	DESCRIPTION
PROGRAM	UPDATE THE MAIN PROGRAM TO THE INTERNET
CONTENTS	UPDATE CONTENT TO THE INTERNET
EXIT	EXIT TO PREVIOUS SCREEN

● UPDATE -> PROGRAM	
DISPLAY ON SCREEN	DESCRIPTION
CURRENT VERSION	CURRENT MAIN PROGRAM VERSION DISPLAY
NEW VERSION	NEW MAIN PROGRAM VERSION DISPLAY
CONFIRM OR NOT CONFIRM	CONFIRM - UPDATABLE NOT CONFIRM - UPDATE NOT POSSIBLE
EXIT	EXIT TO PREVIOUS SCREEN

● UPDATE -> CONTENTS	
DISPLAY ON SCREEN	DESCRIPTION
VERSION	CONTENT VERSION NOTATION
CONFIRM	CONFIRM - RUN UPDATE
EXIT	EXIT TO PREVIOUS SCREEN

3-5. ERROR CODE

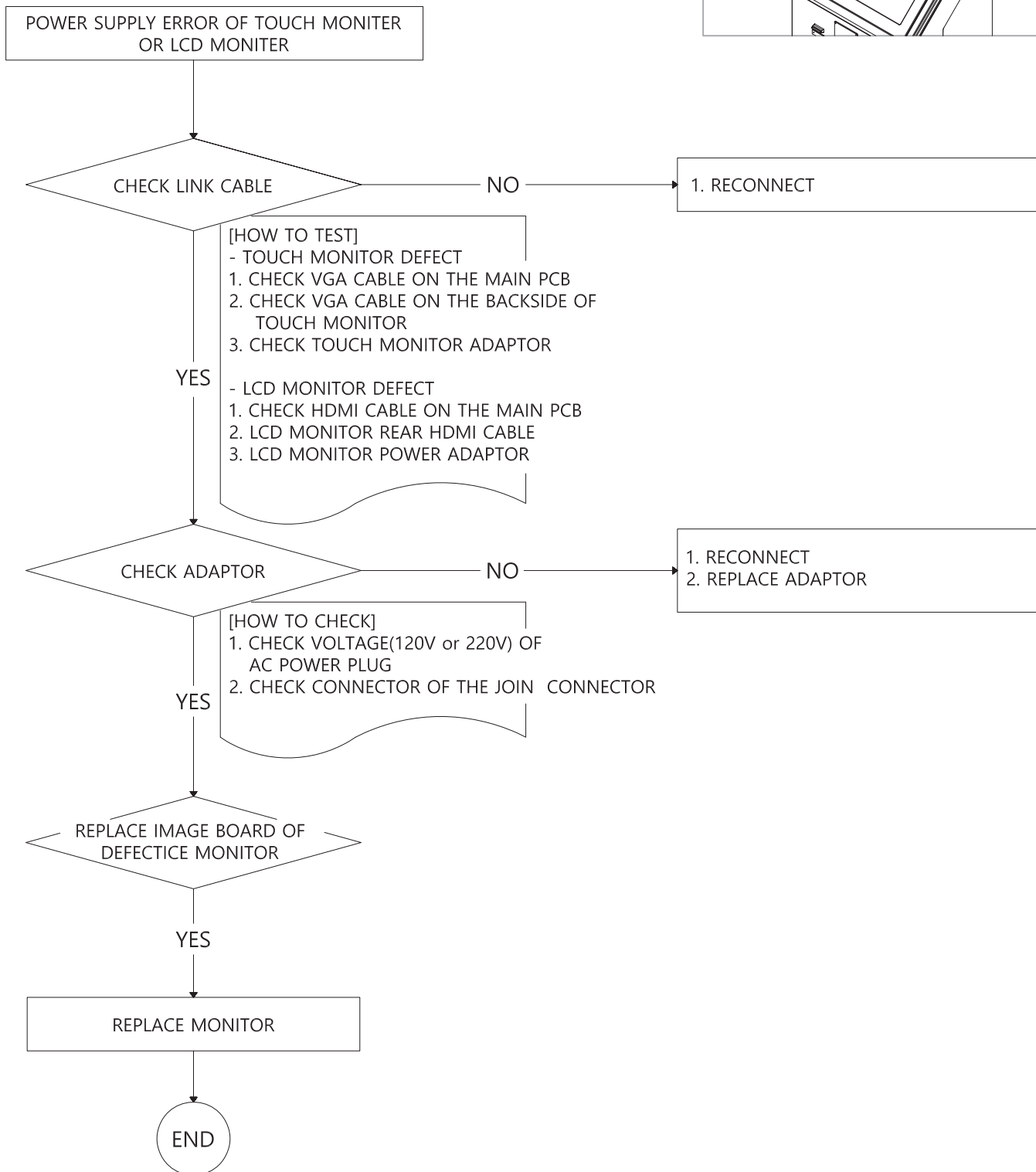
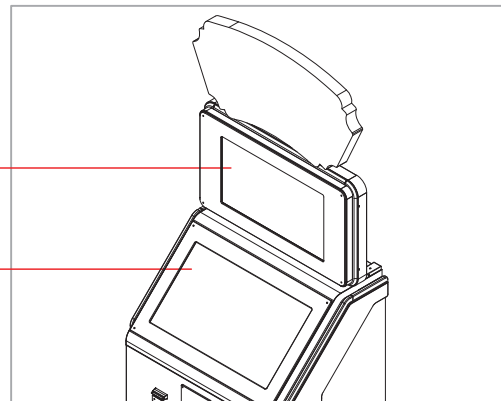
CODE CATEGORY	CONTENTS	DESCRIPTION (PRESS ERROR CLEAR BUTTON AFTER TROUBLESHOOTING)
MAIN IO DISCONNECT	MAIN IO COMMUNICATION DEFECT	1. CHECK COMMUNICATION CABLE BETWEEN MAIN IO AND MAIN PC
CARD IO DISCONNECT	CARD IO COMMUNICATION DEFECT	1. CHECK COMMUNICATION CABLE BETWEEN CARD IO AND MAIN PC
CARD JAM	CARD JAMMING AT CARD DISPENSER	1. CHECH CARD JAMMING INSIDE CARD DISPENSER
CHIP IO DISCONNECT	CHIP IO COMMUNICATION DEFECT	1. CHECK COMMUNICATION CABLE BETWEEN CHIP IO AND MAIN PC
CHIP TOP SENSOR ERROR	CHIP RAIL TOP SENSOR DEFECT	1. TOP SENSOR DEFECT INSIDE CHIP RAIL OR CHIP JAMMING
CHIP CENTER SENSOR ERROR	CHIP RAIL CENTER SENSOR DEFECT	1. CENTER SENSOR DEFECT INSIDE CHIP RAIL OR CHIP JAMMING
CHIP BOTTOM SENSOR ERROR	CHIP RAIL BOTTOM SENSOR DEFECT	1. CHECKK BOTTOMSENSOR INSIDE CHIP RAIL OR CHIP JAMMING
CHIP STUCK INSIDE	CHIP JAMMING AT CHIP RAIL	1. CHECK CHIP JAMMING INSIDE CHIP RAIL
USB LOCK ERROR	BAD RECOGNITION OF USB LOCK	1. CHECK CONNECTION OF USB LOCK CONNECTED TO MAIN PC USB

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

4. TROUBLESHOOTING

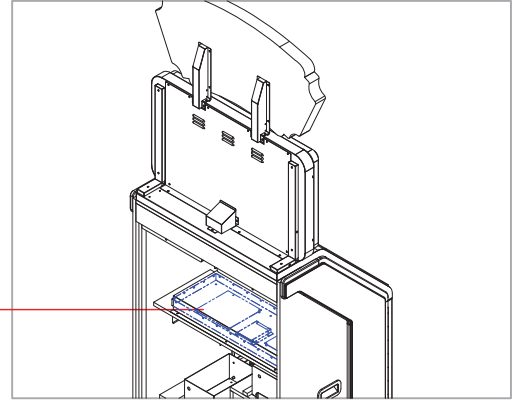
4-1. POWER SUPPLY ERROR OF TOUCH MONITOR OR LCD MONITOR

LCD MONITOR
 TOUCH MONITOR

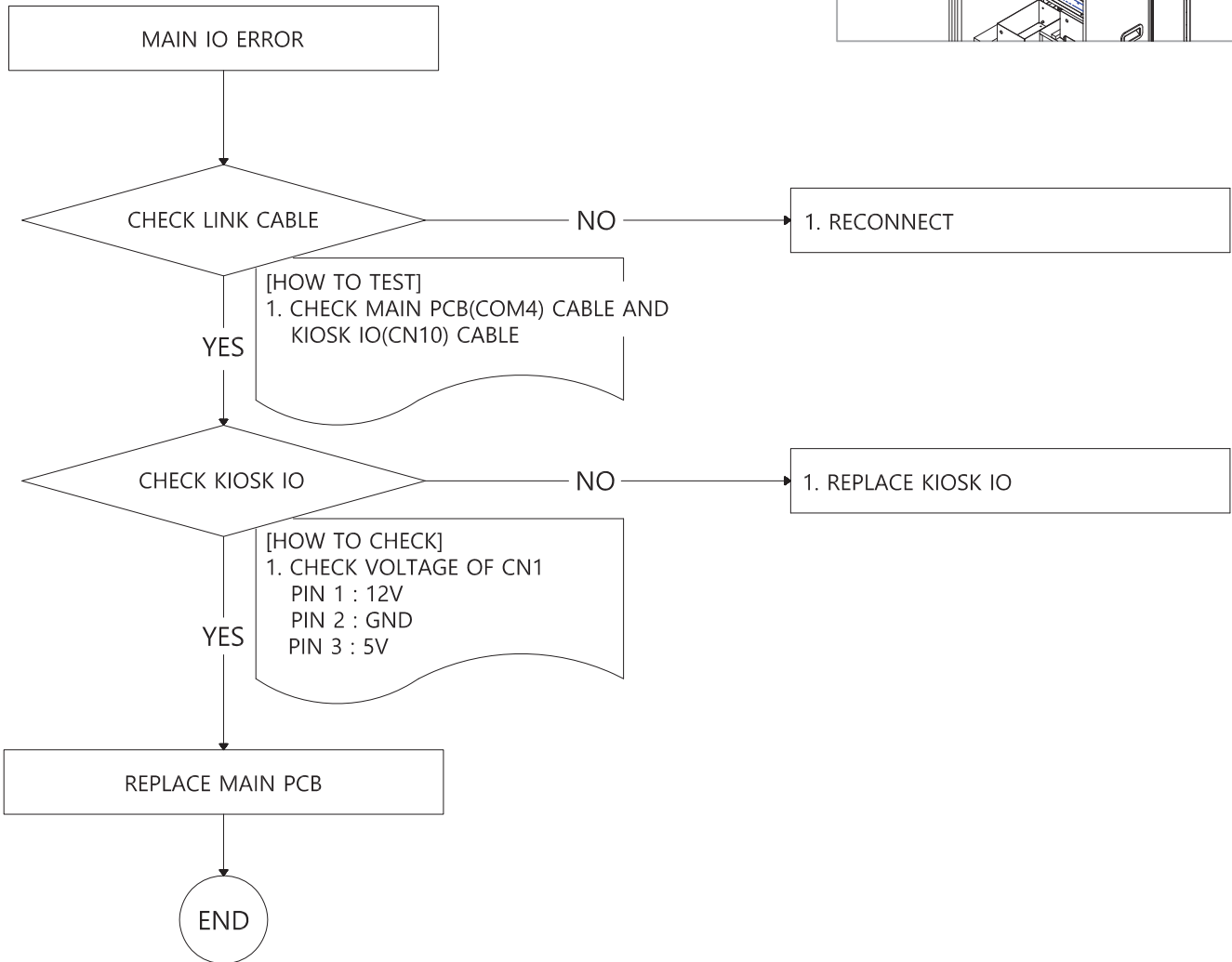


* General check up : Check the supply voltage and wiring connection properly
* "NO" : Means faulty of the check up result.

4-2. MAIN IO ERROR



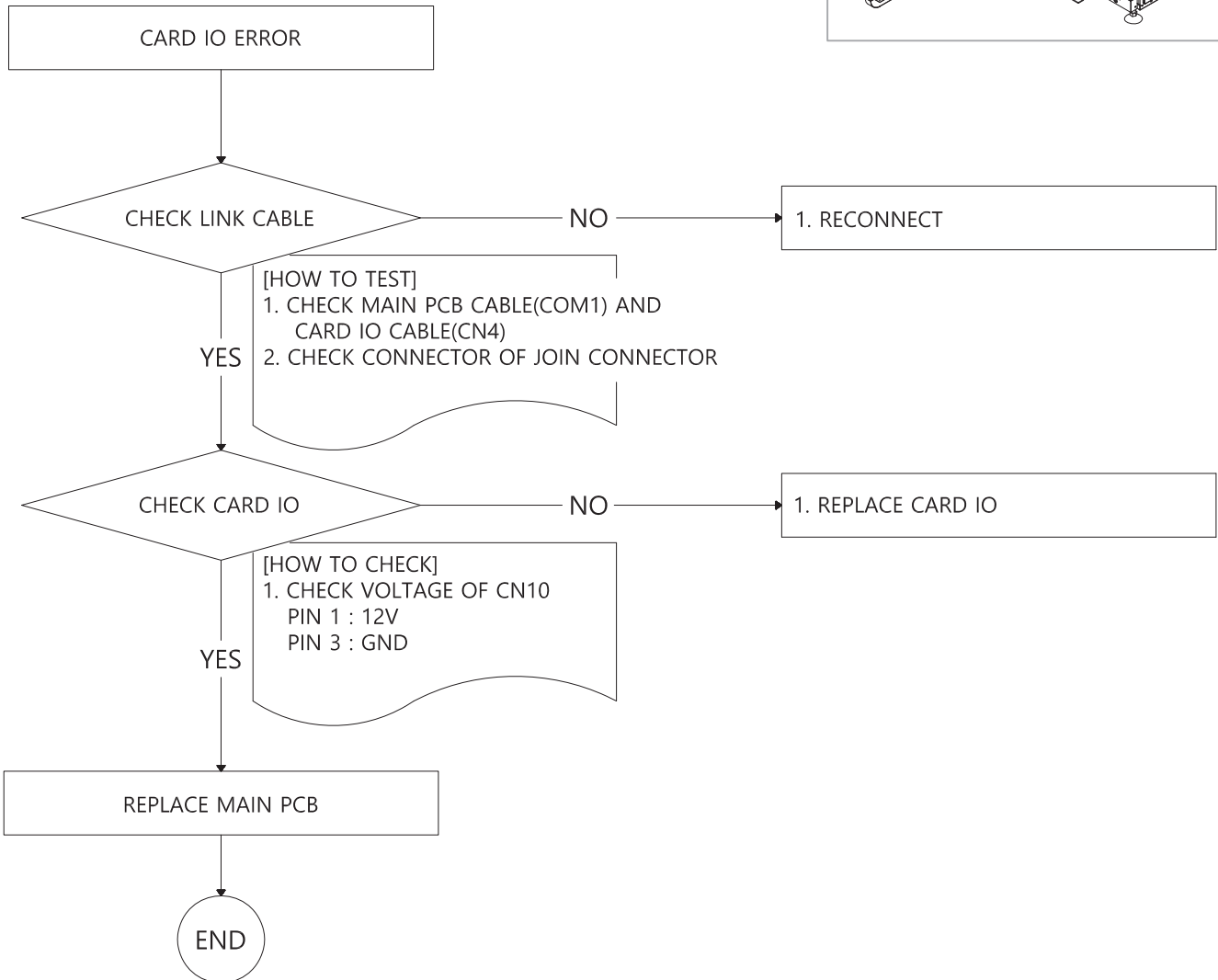
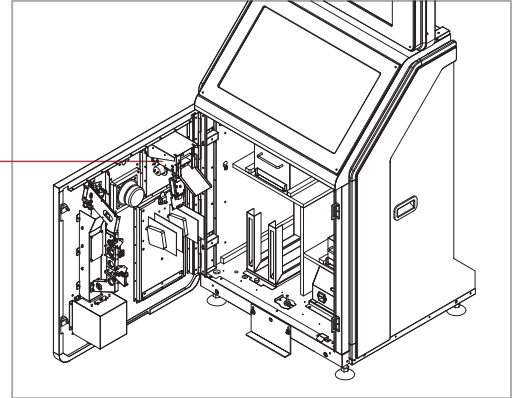
MAIN IO PCB



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

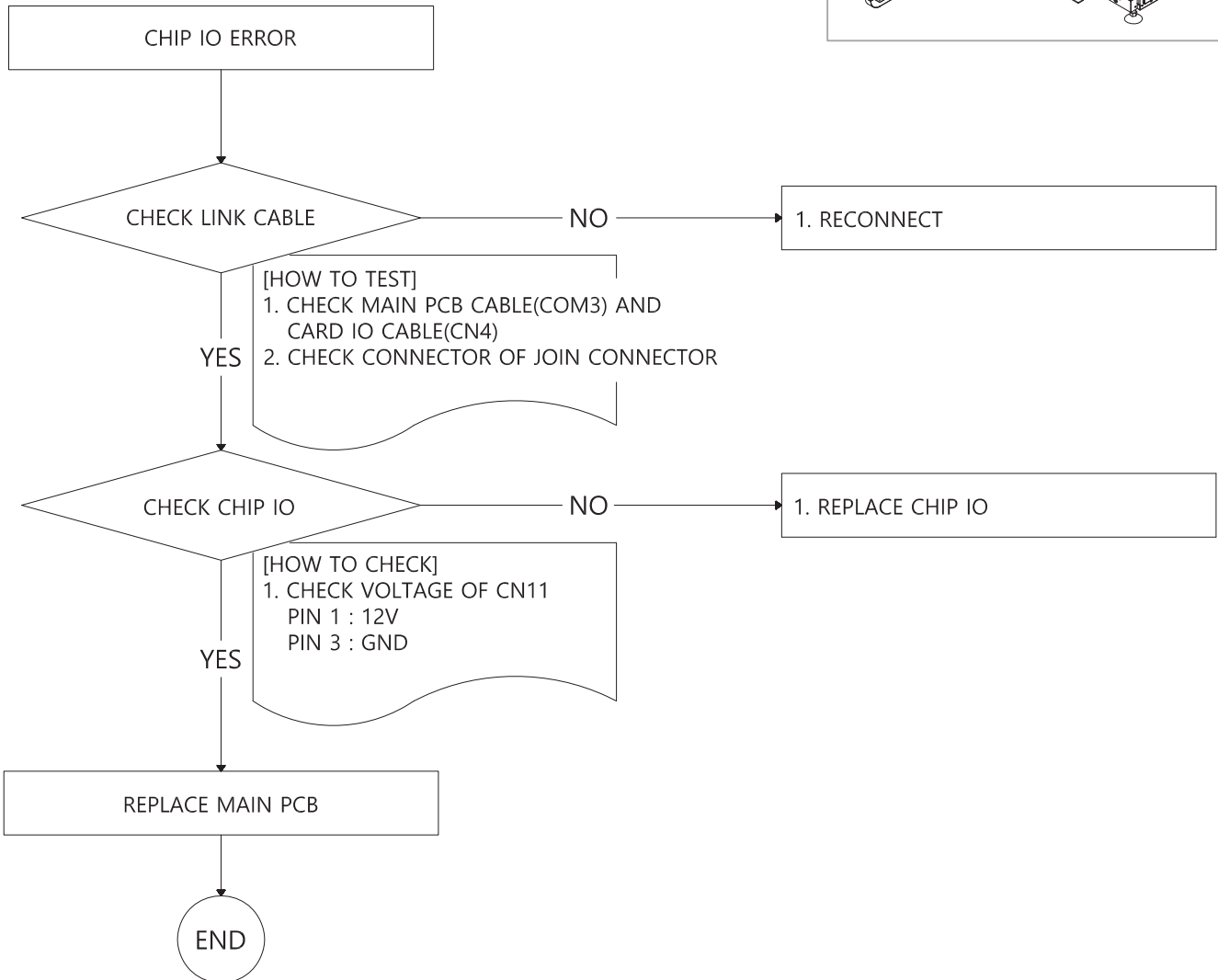
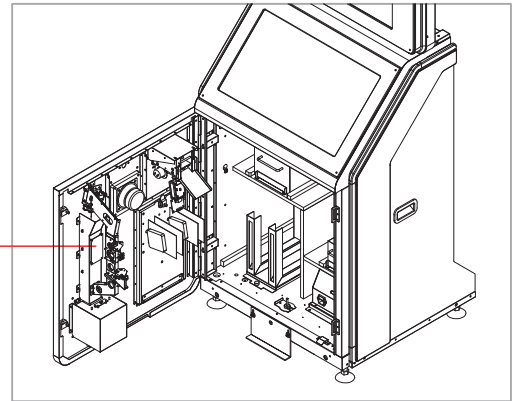
4-3. CARD IO ERROR

CARD IO PCB



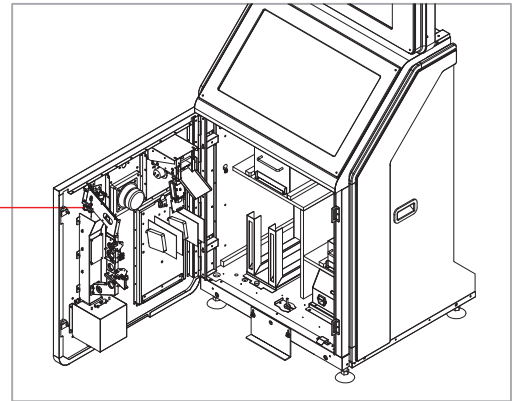
* General check up : Check the supply voltage and wiring connection properly
* "NO" : Means faulty of the check up result.

4-4. CHIP IO ERROR

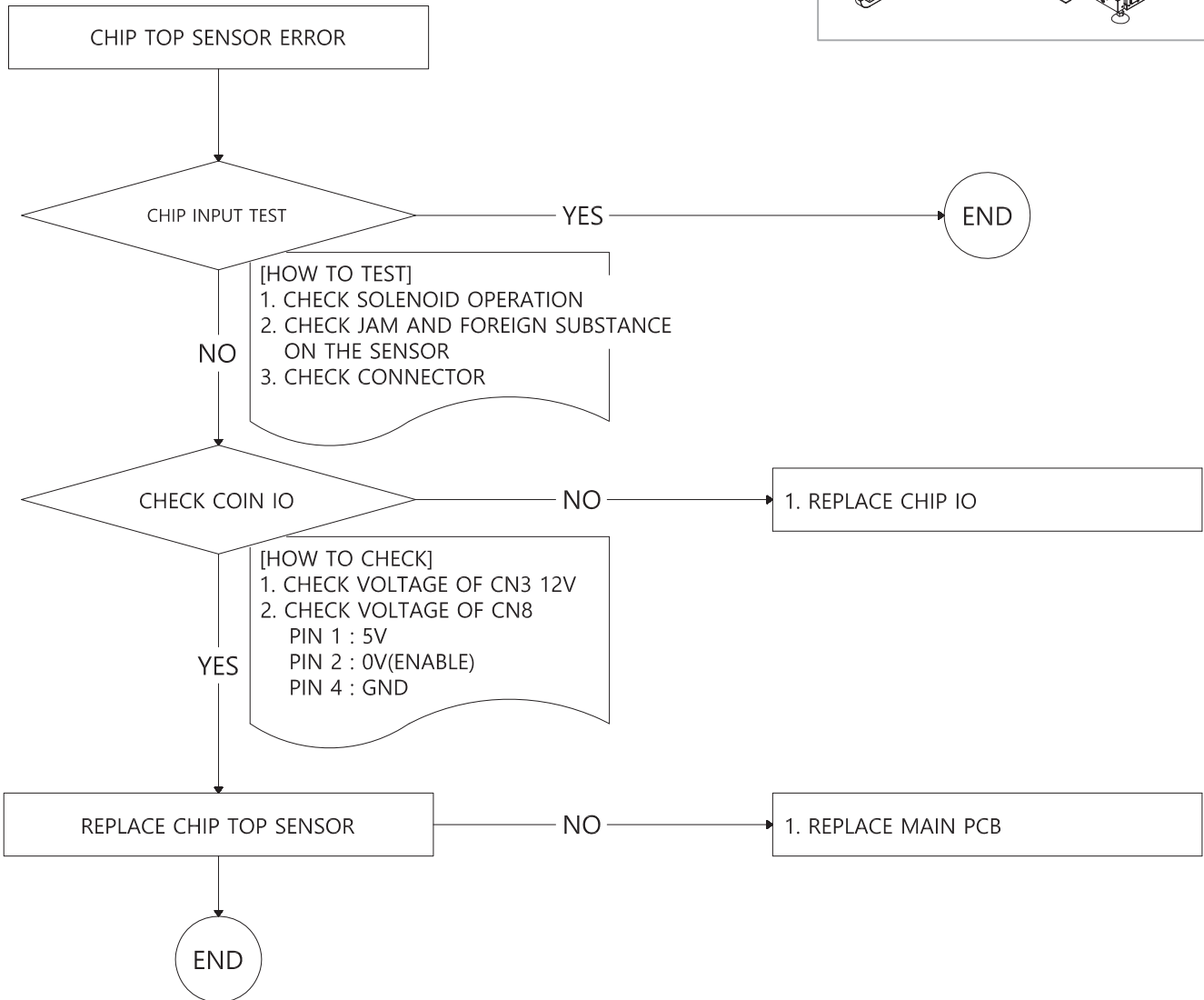


* General check up : Check the supply voltage and wiring connection properly
 * "NO" : Means faulty of the check up result.

4-5. CHIP TOP SENSOR ERROR

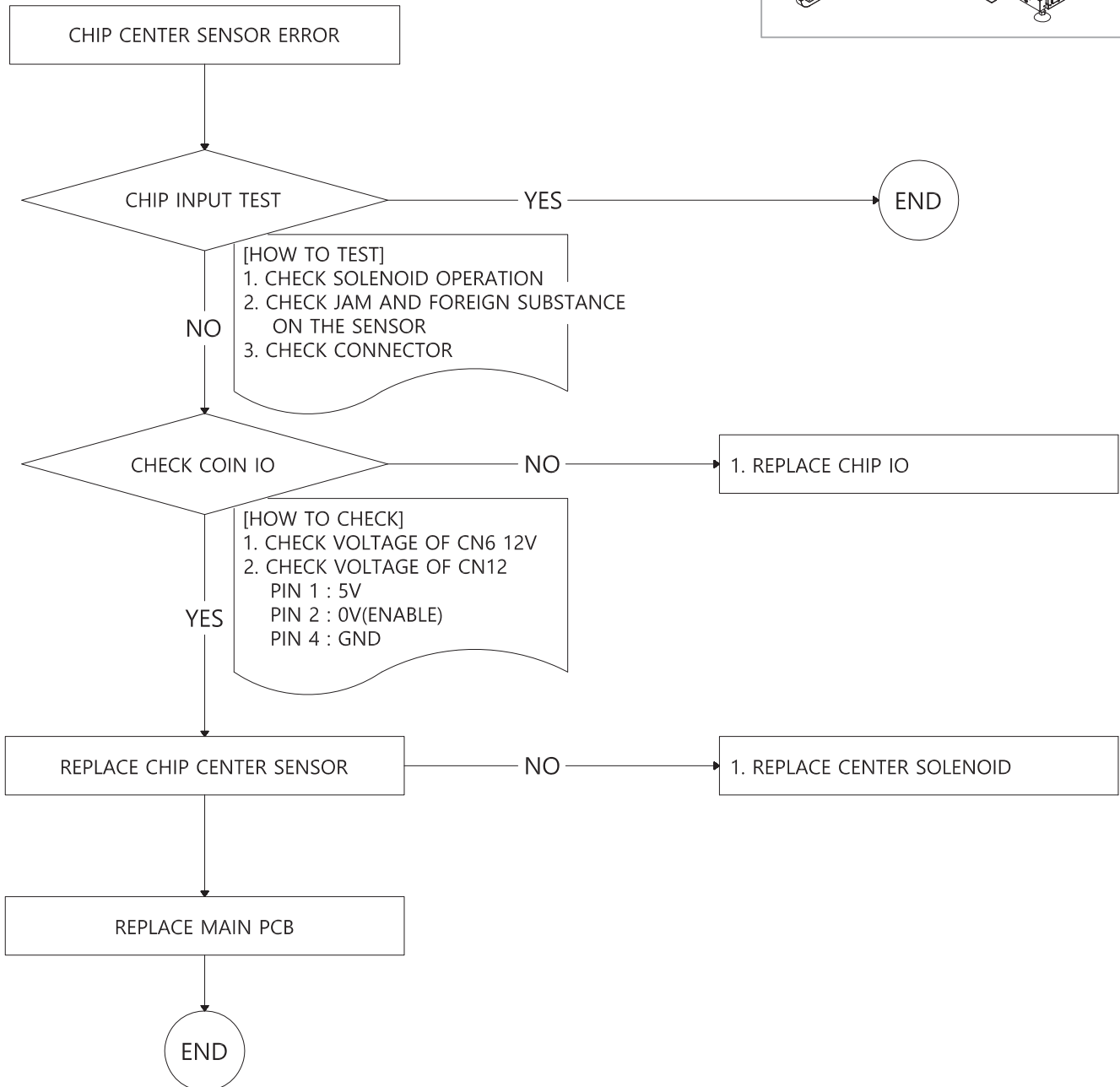
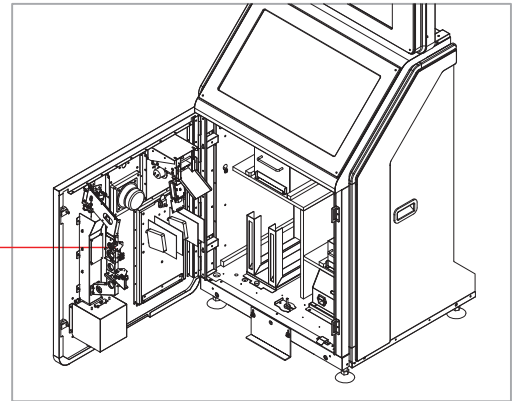


CHIP TOP SENSOR



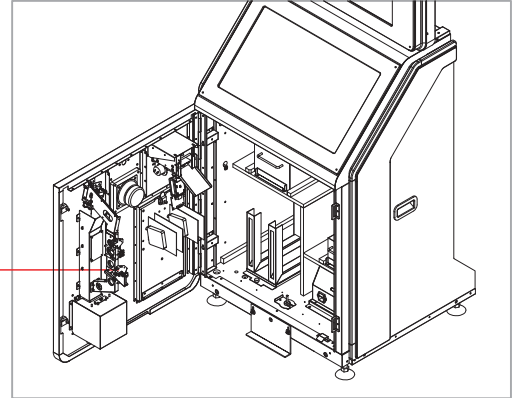
* General check up : Check the supply voltage and wiring connection properly
 * "NO" : Means faulty of the check up result.

4-6. CHIP CENTER SENSOR ERROR

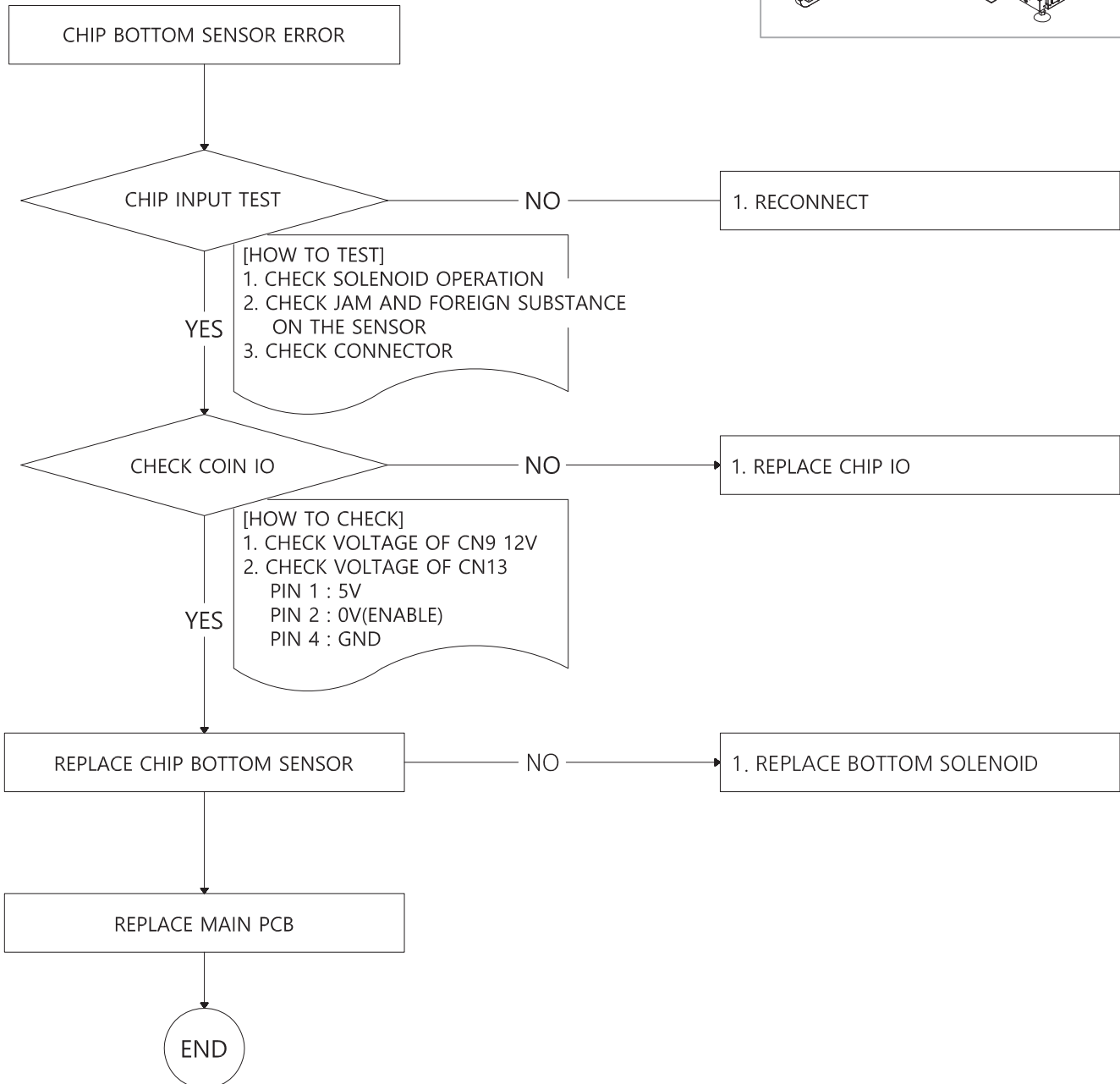


* General check up : Check the supply voltage and wiring connection properly
 * "NO" : Means faulty of the check up result.

4-7. CHIP BOTTOM SENSOR ERROR



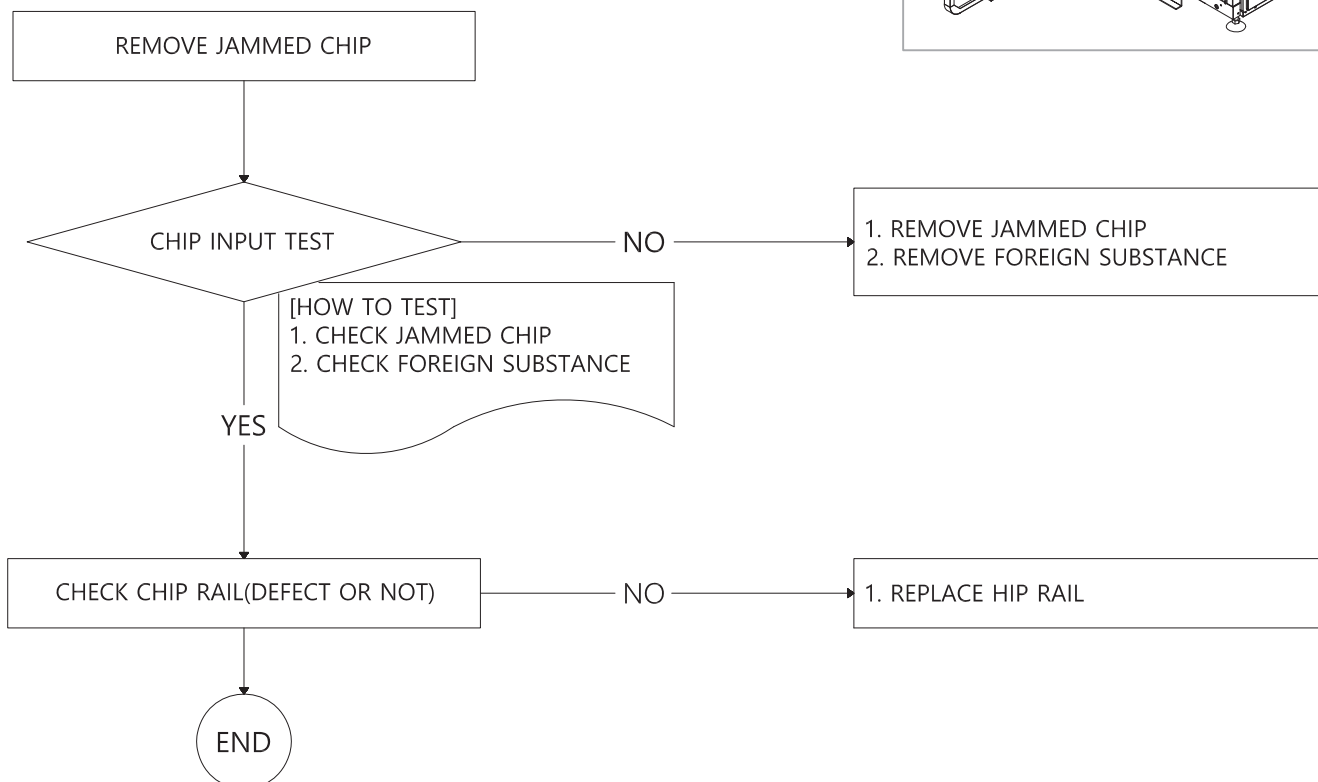
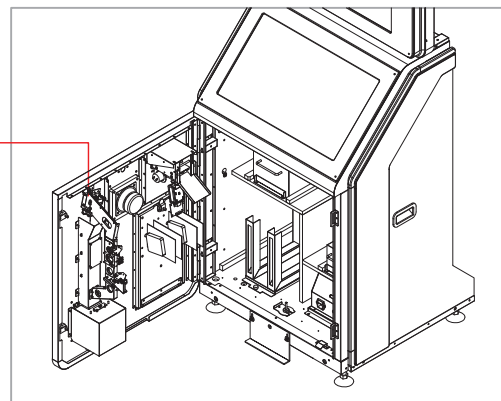
CHIP BOTTOM SENSOR



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

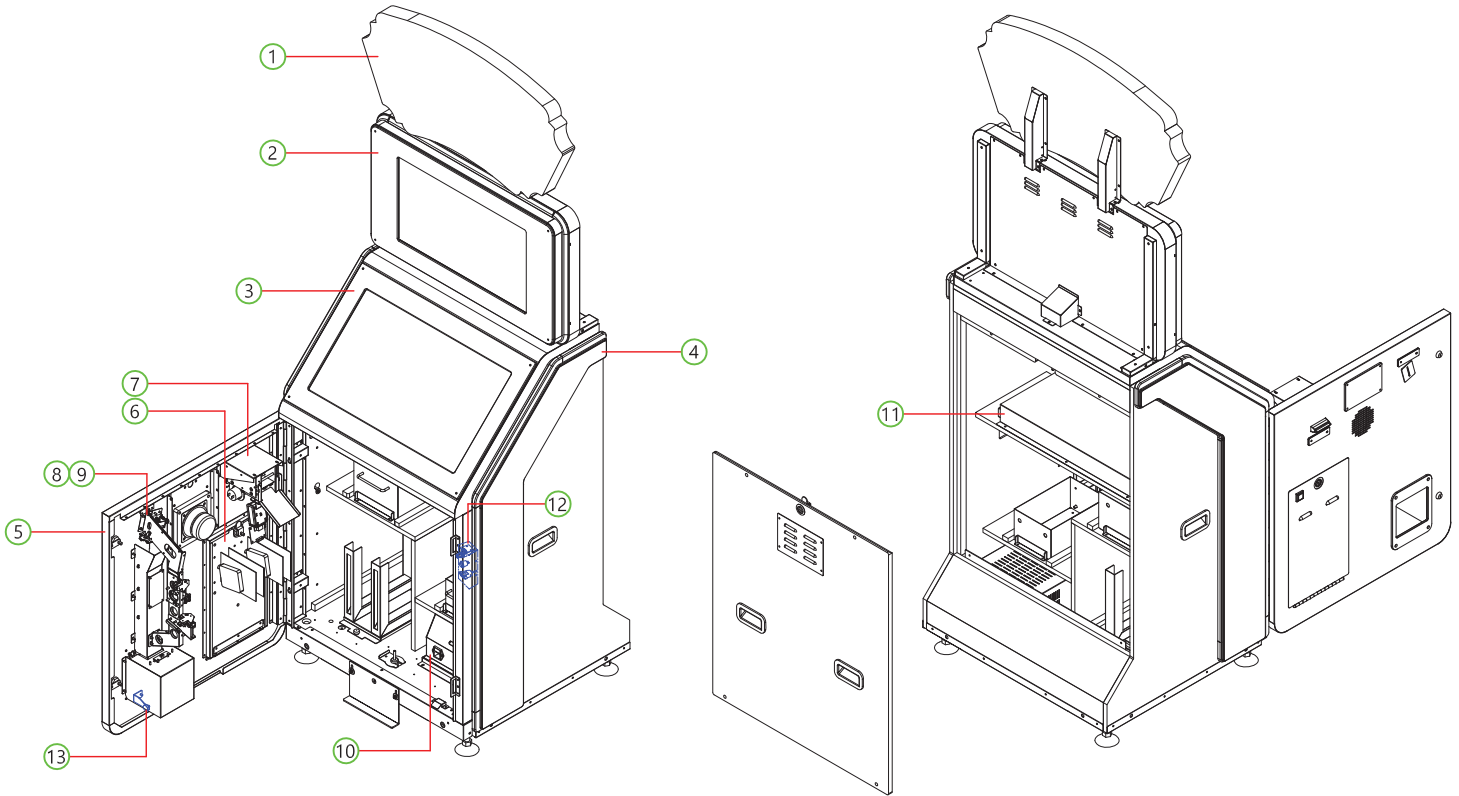
4-8. REMOVE JAMMED CHIP

CHIP RAIL



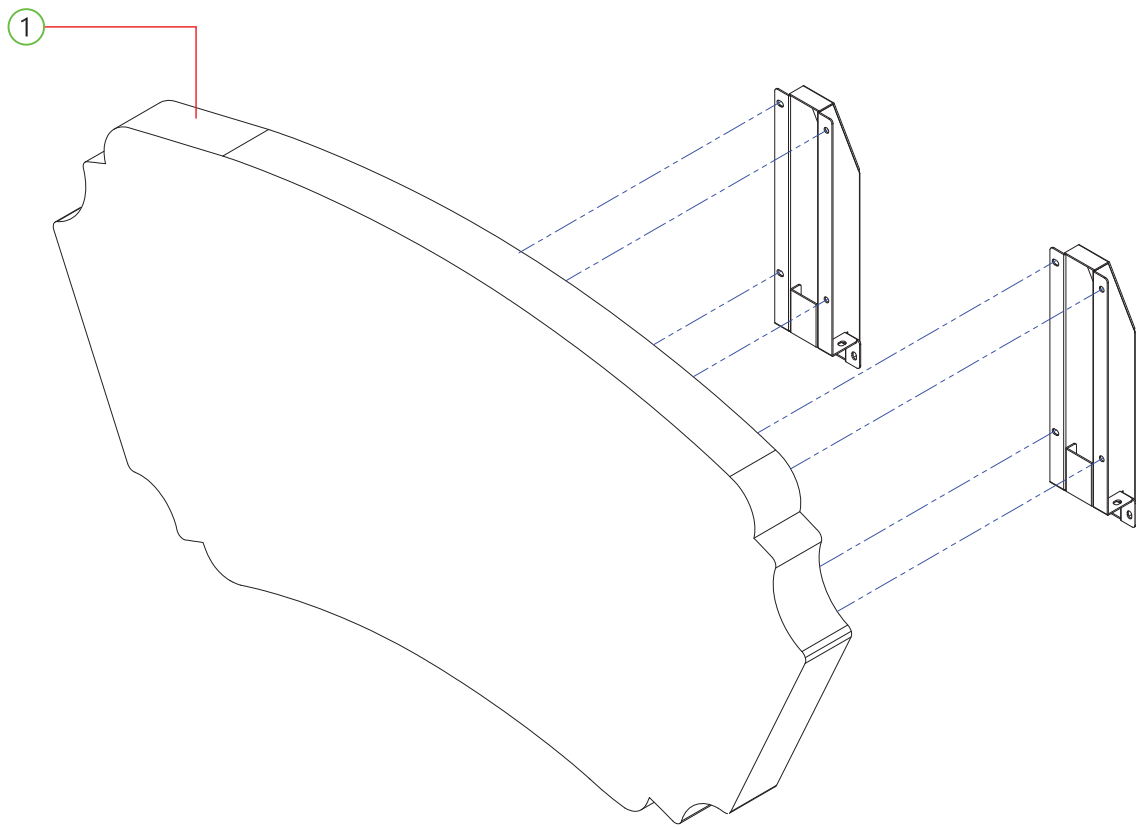
5. EXPLODED VIEW

5-1. MAIN CABINET PART



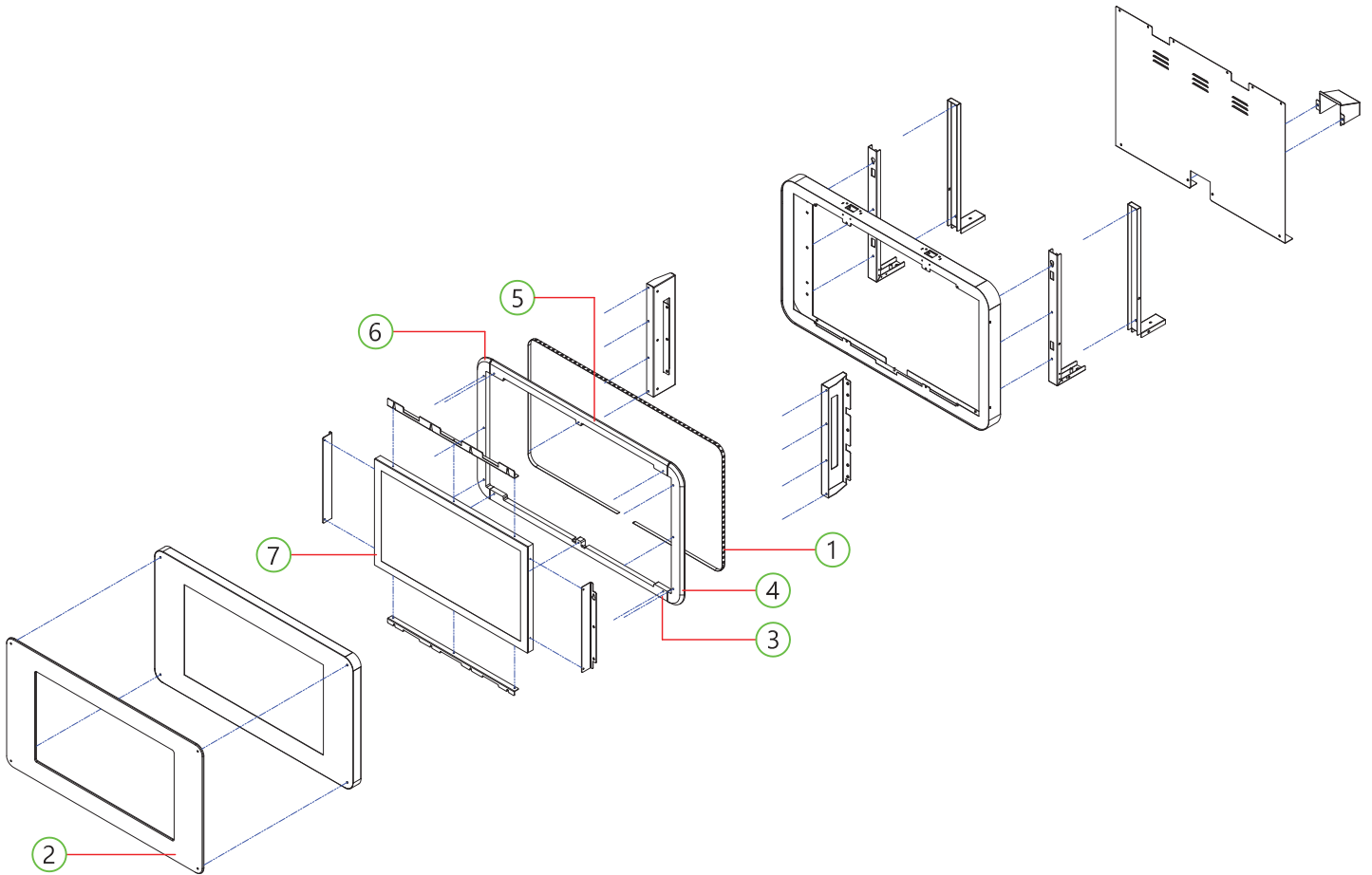
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	BILLBOARD PART	-	1	-
2	MONITOR CABINET PART	-	1	-
3	CABINET FRONT COVER PART	-	1	-
4	CABINET SIDE ACRYL TOTAL PART	-	1	-
5	FRONT DOOR PART	-	1	-
6	TICKET DOOR PART	-	1	-
7	CARD DISPENSER PART	-	1	-
8	CHIP INLET RAIL PART	-	1	-
9	CHIP INLET FRAME PART	-	1	-
10	SMPS PART	-	1	-
11	PCB PANEL PART	-	1	-
12	SETUP PART	-	1	-
13	FRONT DOOR GUIDE BEARING PART	-	1	-

5-2. BILLBOARD PART



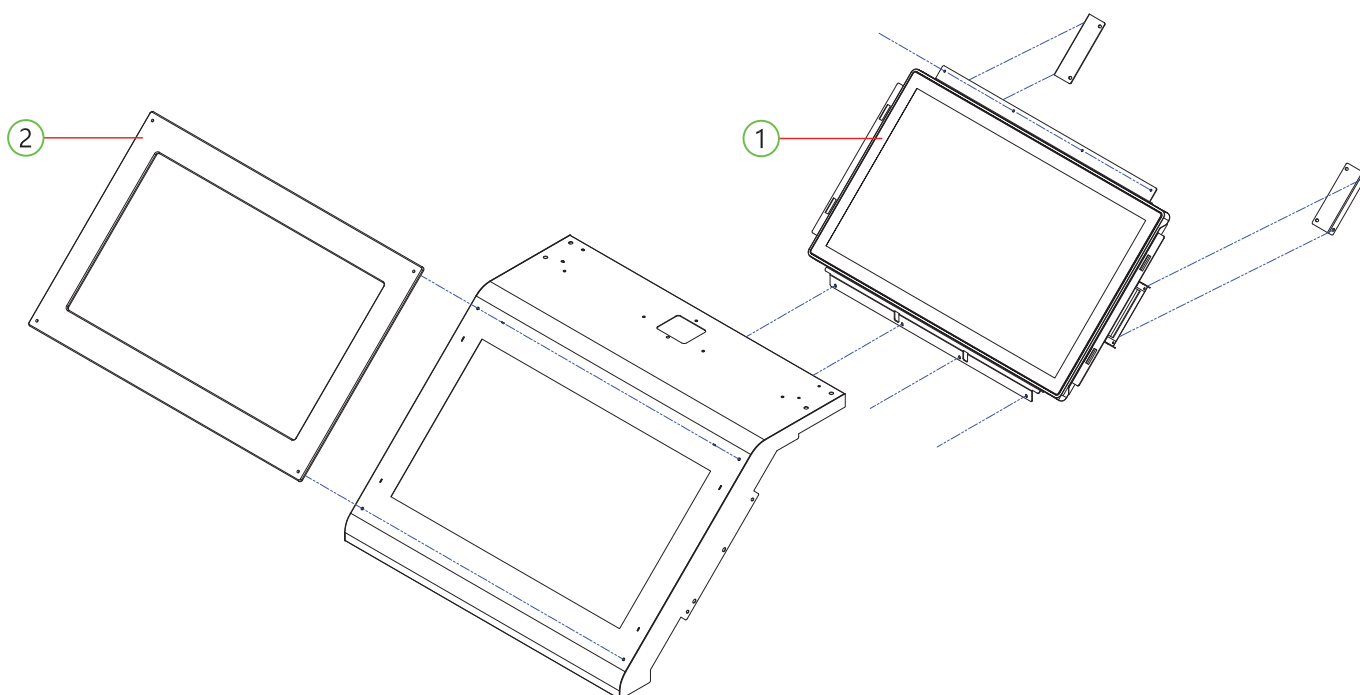
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	BILLBOARD FRAME BOX	820*420	1	AKI20ACP006

5-3. MONITOR CABINET PART



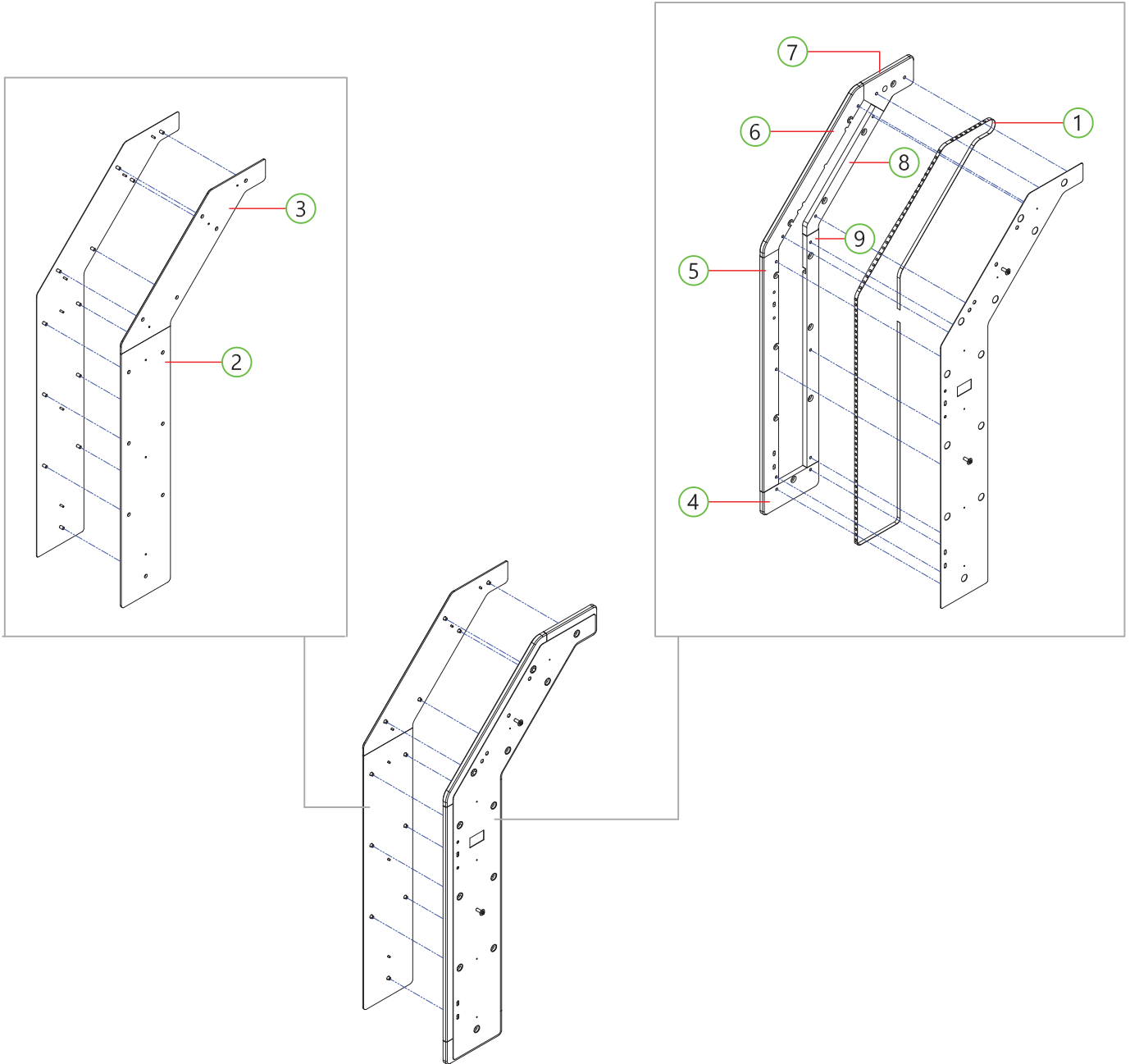
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	FLEX_5050_RGB_2200_NWP_LR_132	T5050 TOP 300, 132	1	MELE0LED180
2	UPPER MONITOR MASK ACRYL	ACRYL-5T	1	AKI20ACP005
3	UPPER MONITOR DECO LOWER ACRYL	ACRYL-15.0T	1	MKI20ACR012
4	UPPER MONITOR DECO SIDE ACRYL_mir	ACRYL-15.0T	1	MKI20ACR013
5	UPPER MONITOR DECO UPPER ACRYL	ACRYL-15.0T	1	MKI20ACR014
6	UPPER MONITOR DECO SIDE ACRYL	ACRYL-15.0T	1	MKI20ACR013
7	LCD MONITOR	LA230NTVXC, 23.8", W/ GLASS	1	MZZZ0LCD026

5-4. CABINET FRONT COVER PART



NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	LCD MONITOR	LA270JTVUG, 27", W/ TOUCH	1	MZZZ0LCD027
2	FRONT MONITOR MASK ACRYL	ACRYL-5.0T	1	AKI20ACP002

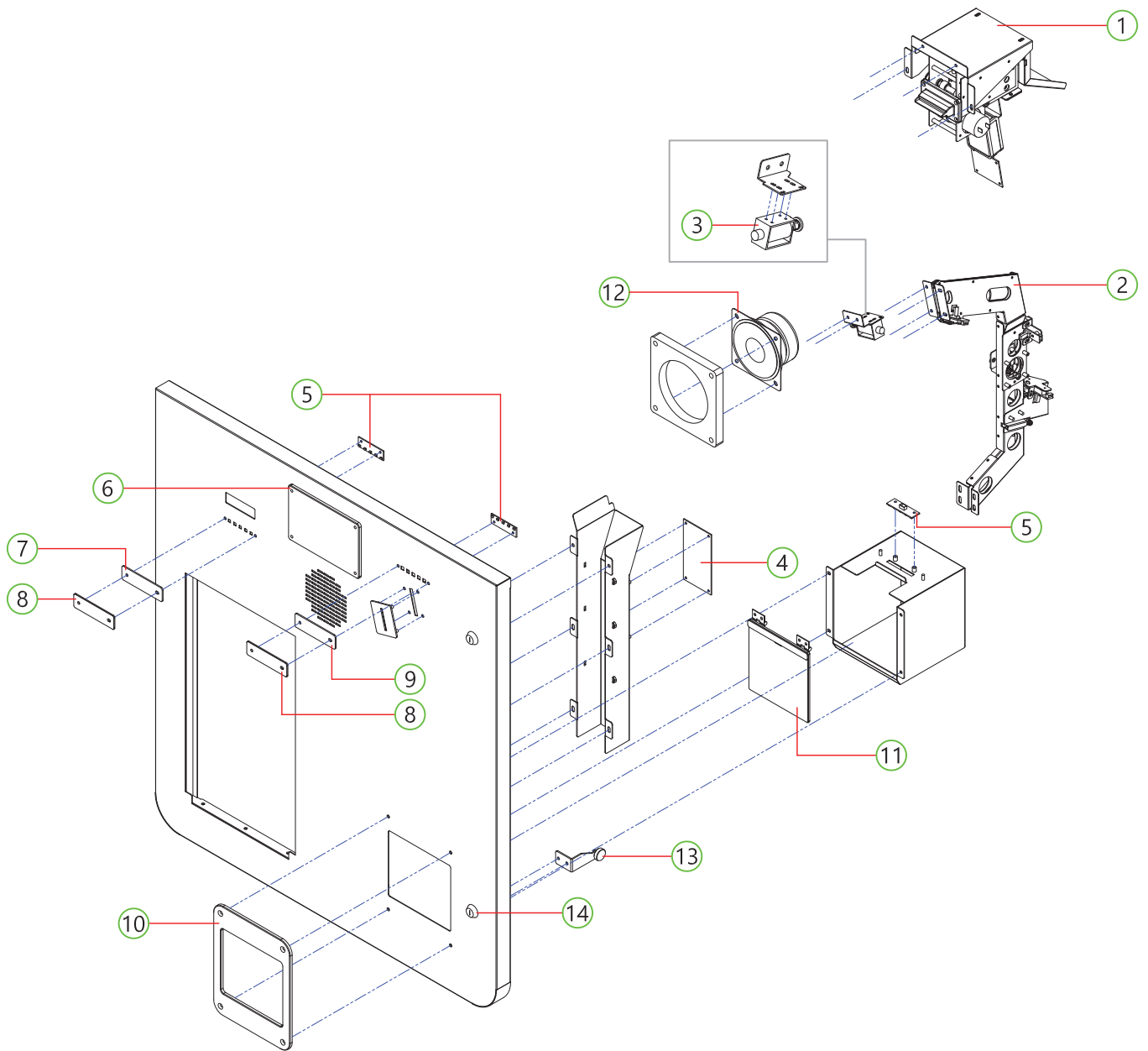
5-5. CABINET SIDE ACRYL TOTAL PART



NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	FLEX_5050_RGB_2750_NWP_LR_165	T5050 TOP 300, 165	1	MELE0LED181
2	CABINET SIDE LOWER COVER ACRYL	ACRYL-5.0T	1	MKI20ACR004
3	CABINET SIDE LOWER COVER ACRYL_mir	ACRYL-5.0T	1	MKI20ACR008
4	CABINET SIDE LOWER ACRYL_mir	ACRYL-15.0T	1	MKI20ACR003
5	CABINET SIDE FRONT ACRYL_mir	ACRYL-15.0T	1	MKI20ACR001
6	CABINET SIDE FRONT ANGLE ACRYL_mir	ACRYL-15.0T	1	MKI20ACR002
7	CABINET SIDE UPPER ACRYL_mir	ACRYL-15.0T	1	MKI20ACR007
8	CABINET SIDE REAR ANGLE ACRYL_mir	ACRYL-15.0T	1	MKI20ACR006
9	CABINET SIDE REAR ACRYL_mir	ACRYL-15.0T	1	MKI20ACR005

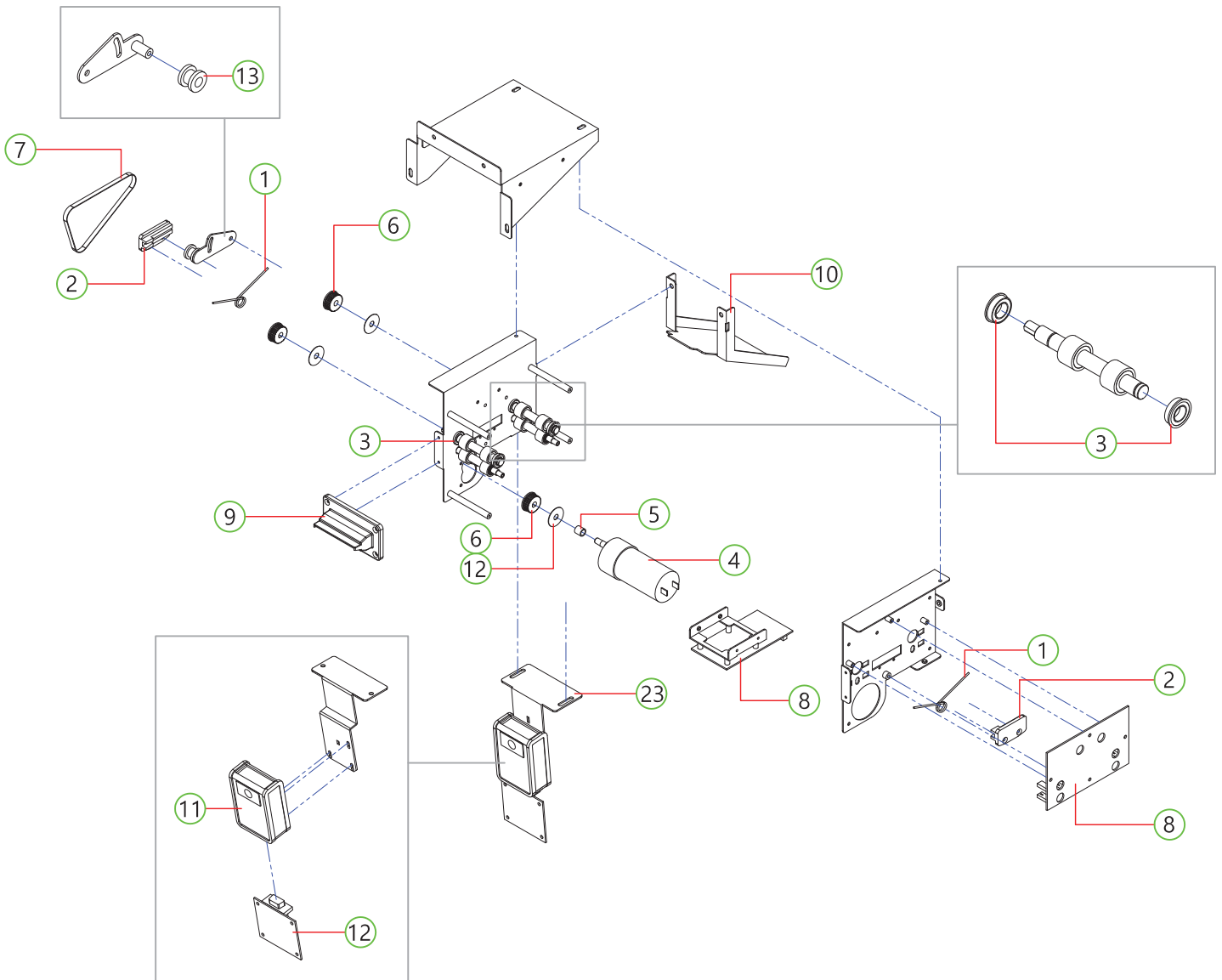
* The symmetrical product and item code are the same.

5-6. FRONT DOOR PART



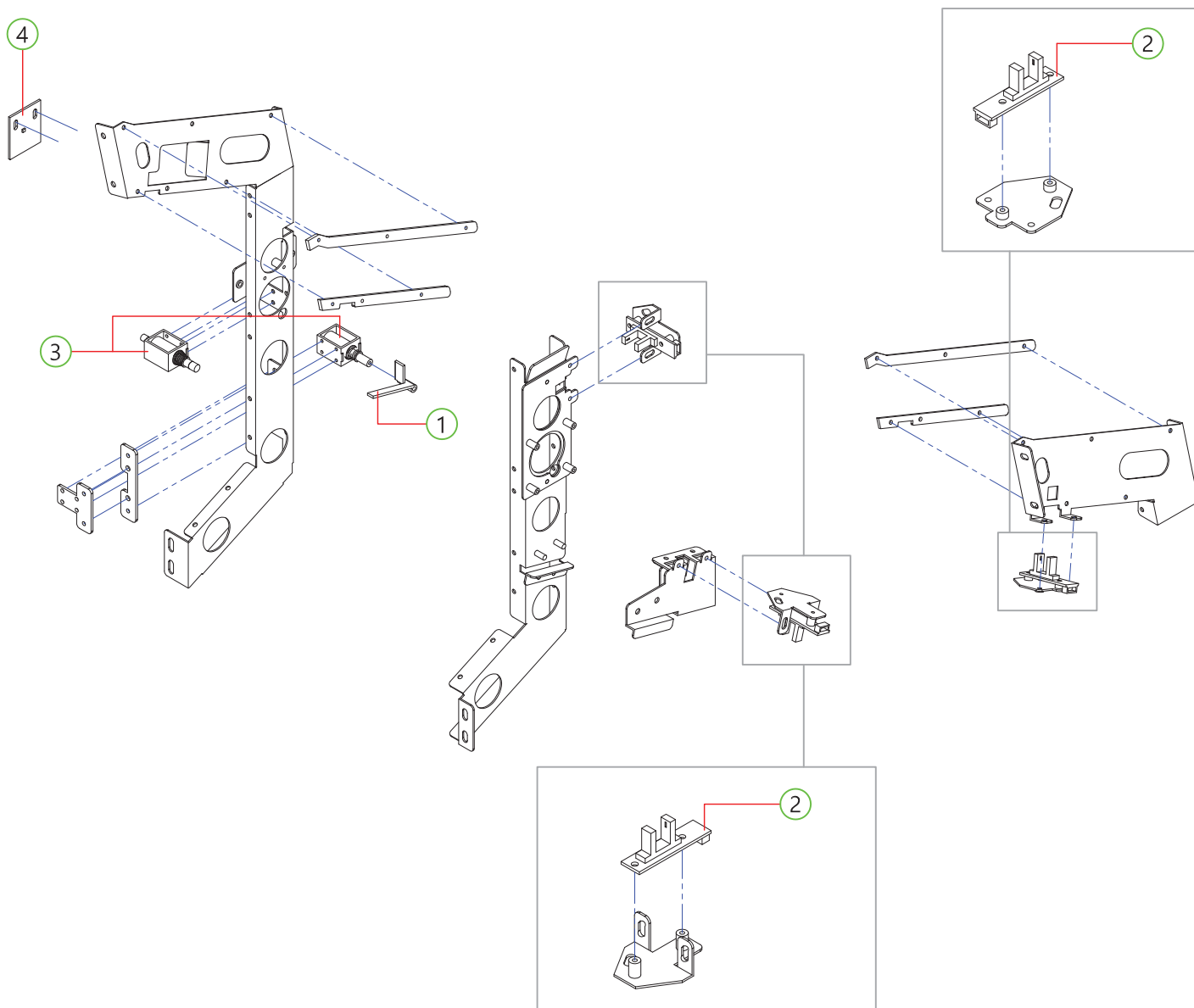
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	CARD DISPENSER PART	-	1	-
2	CHIP INLET RAIL PART	-	1	-
3	SOLENOID	DS08AS12V	1	MELE0SOL006
4	KIOSK CHIP MAIN PCB ASS'Y	CHIP RAIL	1	AKIS0PCB007
5	LED PCB ASS'Y	KIOSK	3	AKIS0PCB002
6	INLET COVER ACRYL_CHIP	ACRYL-2T	1	AKI20ACP004
7	CHIP OUT FRONT COVER ACRYL	ACRYL-5.0T	1	MKI20ACR010
8	INLET COVER DECO ACRYL	PC-2.0T	2	MKI20ACR011
9	INLET COVER ACRYL_CARD	ACRYL-2T	1	AKI20ACP003
10	CHIP INLET COVER	SUS-2T	1	MKIS0MEP049
11	CHIP OUT COVER ACRYL	ACRYL-4.7T	1	MKI20ACR009
12	SPEAKER	MID 4.5"+TW1/2" 8Ω	1	MZZZ0SPE021
13	BEARING	DR19-B	1	MZZZ0BEA117
14	KEY ASS'Y	7001 ONLY BODY	2	MZZZ0KEY076

5-7. CARD DISPENSER PART



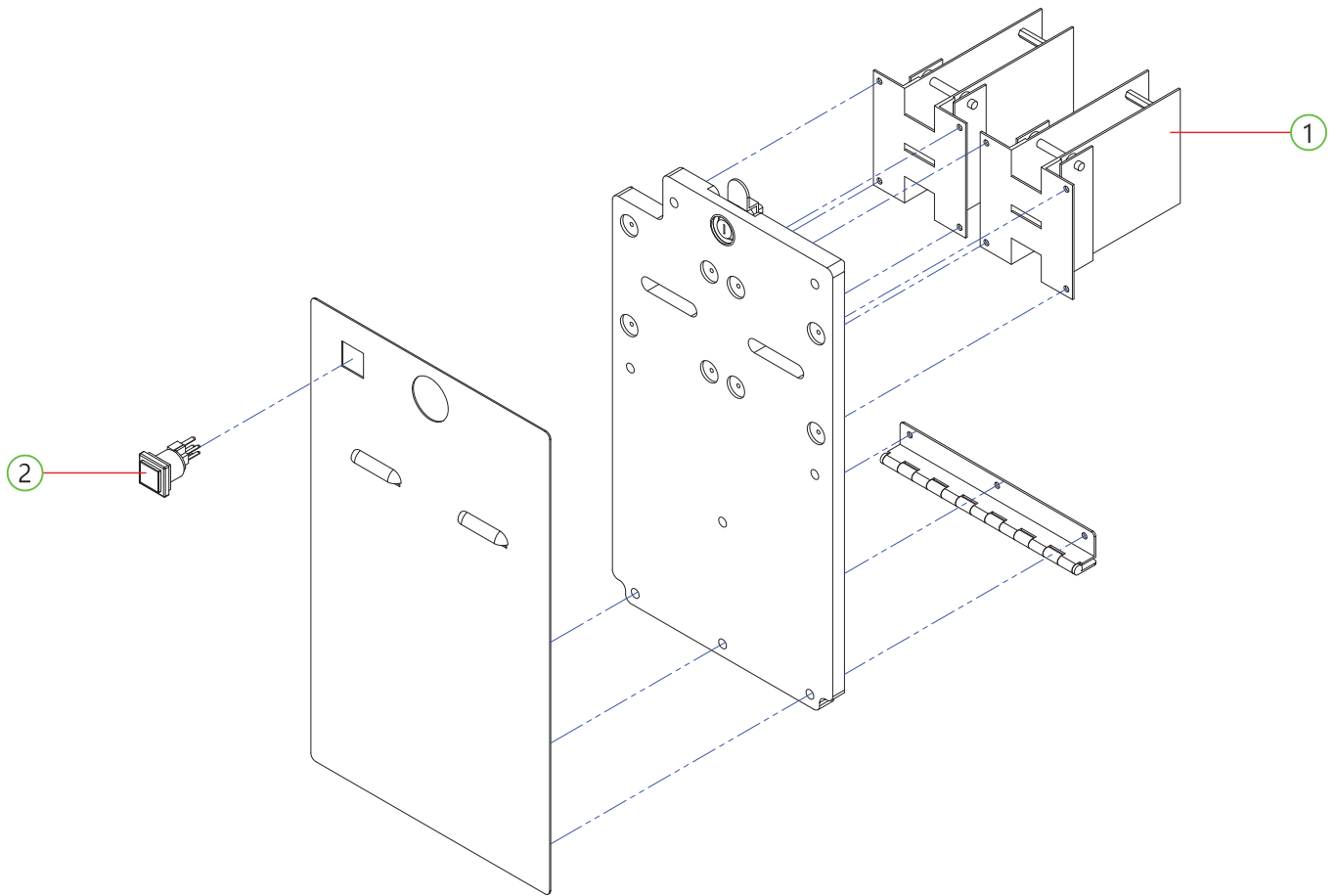
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	CARD DISPENSER SPRING-A	-	2	MKIS0SPR001
2	CARD DISPENSER INLET GUIDE BLOCK_mir	ACR-10.0T	2	MKIS0ACR005
3	BEARING	MF148ZZ	4	MZZZ0BEA066
4	MOTOR	KGC-ND3657U1 WITH SHAFT	1	AZZZ0MOT005
5	DU BUSH	0608DU	1	MZZZ0BEA096
6	TIMMING PULLEY	MXL-29	3	MZZZ0MOL002
7	TIMMING BELT	126MXL, W4.8	1	MZZZ0BEL038
8	KIOSK CARD MAIN PCB ASS'Y	-	1	AKIS0PCB004
9	CARD DISPENSER FRONT MASK	PC	1	MKIS0PLA003
10	CARD DISPENSER OUTLET GUIDE	PET-1.0T	1	MKIS0ACR009
11	BARCODE READER HONEYWELL-3330G	WITH LICENSE	1	AZZZ0ASS054
12	VGA ANGLE PCB ASS'Y	KIOSK	1	AKIS0PCB009
13	TIMMING BELT TENSION ROLLER	-	1	MSBP0PRO017

5-8. CHIP INLET RAIL PART



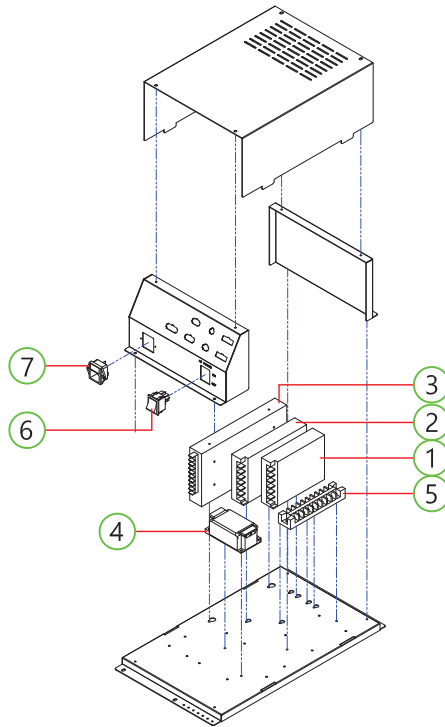
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	SOLENOID GUIDE HINGE	ABS	1	MKIS0PLA002
2	PHOTO INT-1 PCB ASS'Y	ANGLE TYPE	3	AZZZ0PCB103
3	SOLENOID	DS06AS12V_W/TAP	2	MELE0SOL005
4	COLOR SENSOR PCB ASS'Y	CHIP RAIL	1	AKIS0PCB008

5-9. TICKET DOOR PART



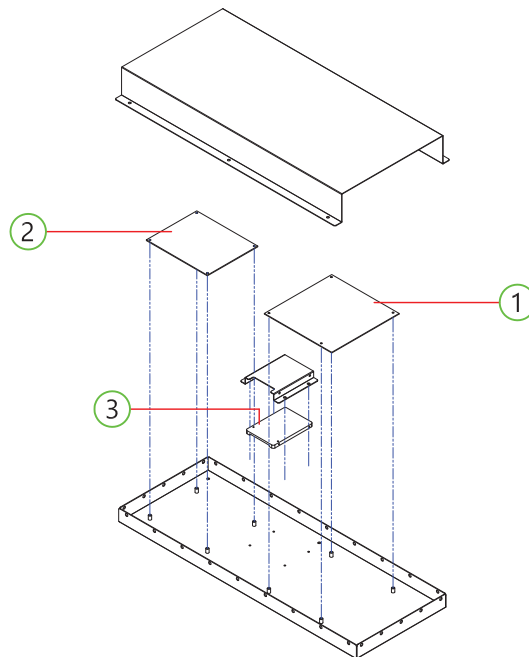
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	TICKET DISPENSOR	CLE CL-002Q_270 HIGH SPEED	2	MZZZ0TID010
2	BUTTON	AM1PB-26SH R12D	1	MMUM0BUT002

5-10. SMPS PART



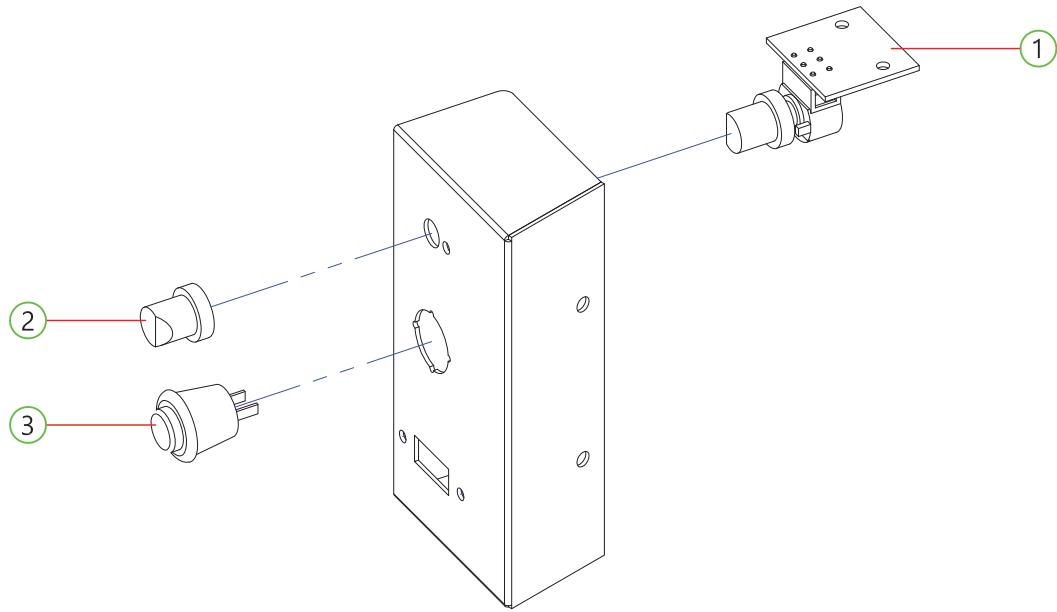
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	POWER SMPS	LRS 150F-5	1	MELE0SMP096
2	POWER SMPS	LRS 100-12	1	MELE0SMP084
3	POWER SMPS	RSP-320-12	1	MELE0SMP109
4	NOISE FILTER	RNS-2010	1	MELE0NOI009
5	TERMINAL BLOCK	250V 10P UL_CE	1	MELE0TEB003
6	ROCKER SWITCH	R595KDF	1	MELE0SWI021
7	AC INPUT ASS'Y	DAC-13H,WITH FUSE10A_2EA	1	AELE0FUS002

5-11. PCB PANEL PART



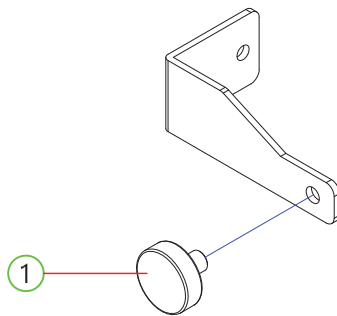
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	MAIN BOARD V2	BIOSTAR BIELK IHT-R05	1	AZZZ0PCB221
2	KIOSK IO PCB ASS'Y	V2 KIOSK	1	AKI20PCB001
3	SSD	HP S700 120	1	MZZZ0MEM025

5-12. SETUP 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	PUSH BUTTON SWITCH	DS-412R ROHS	1	MELE0PUS006

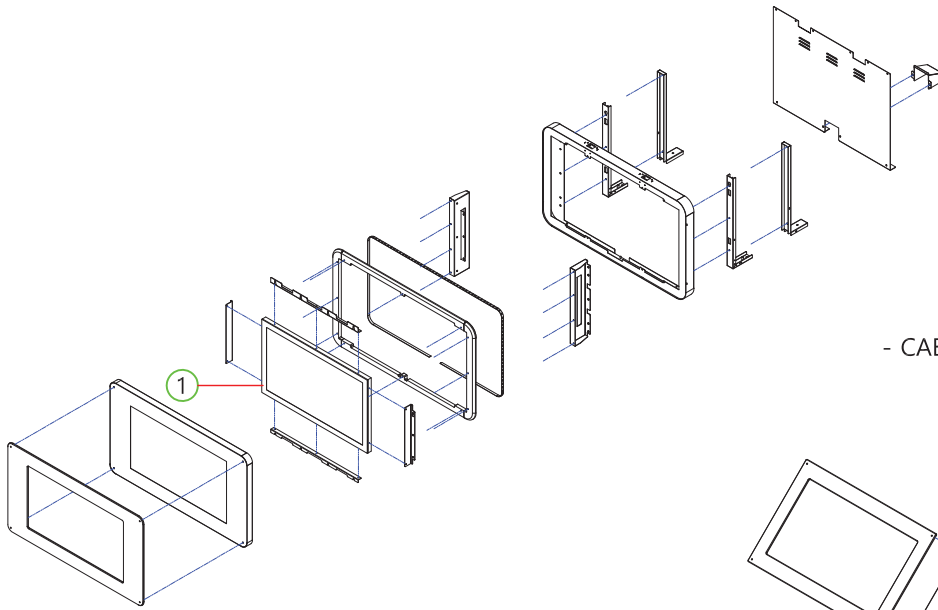
5-13. FRONT DOOR GUIDE BEARING PART



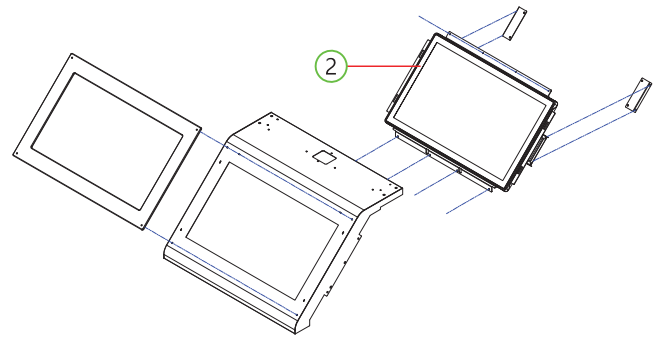
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	BEARING	DR-19B	1	MZZZ0BEA117

6. WARRANTY ITEM

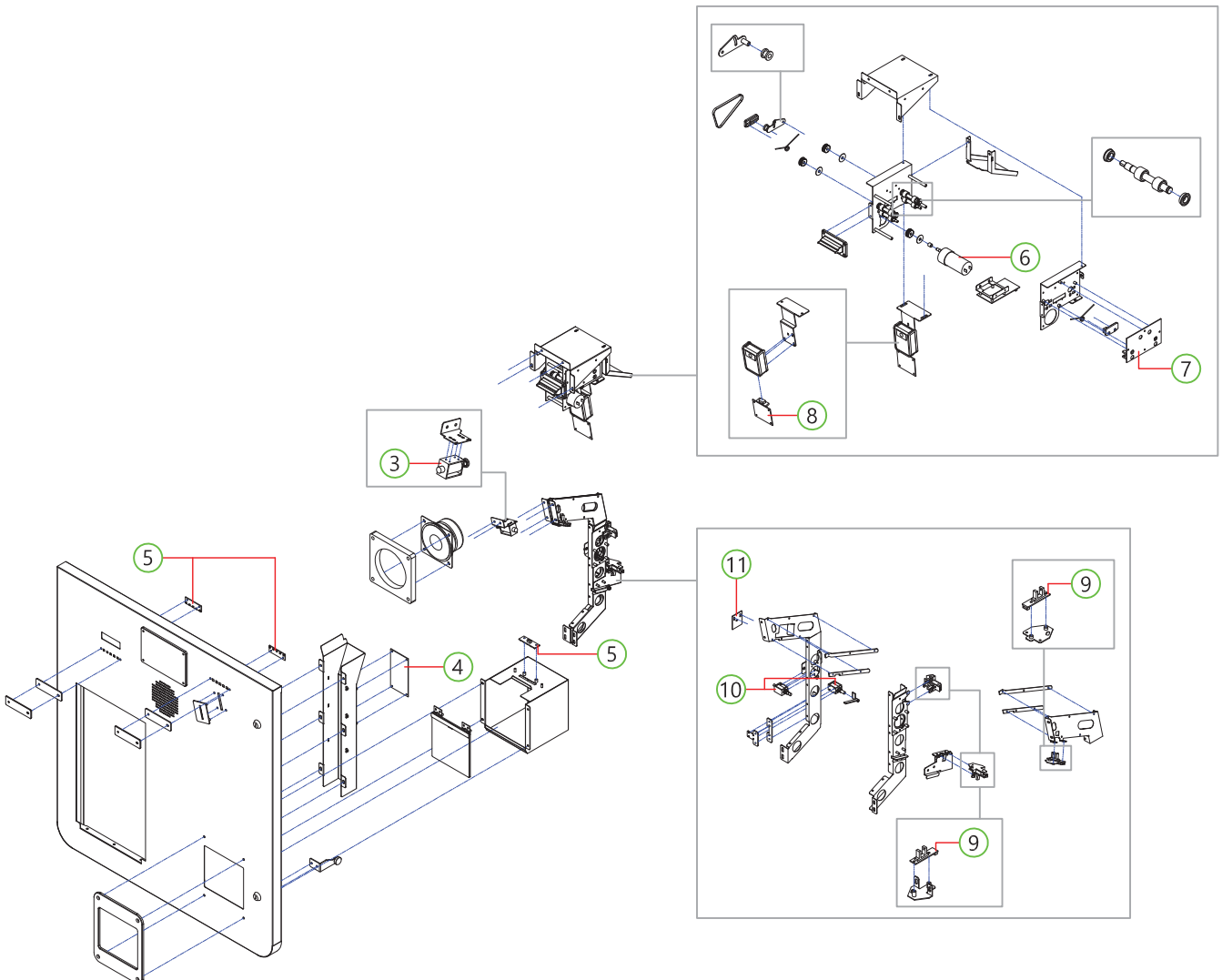
- MONITOR CABINET PART



- CABINET FRONT COVER PART



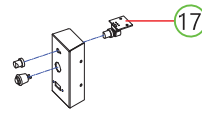
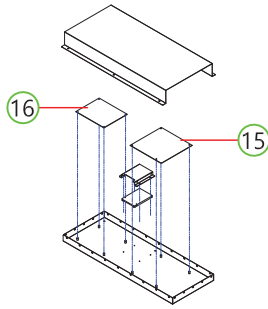
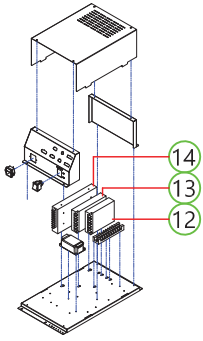
- FRONT DOOR PART



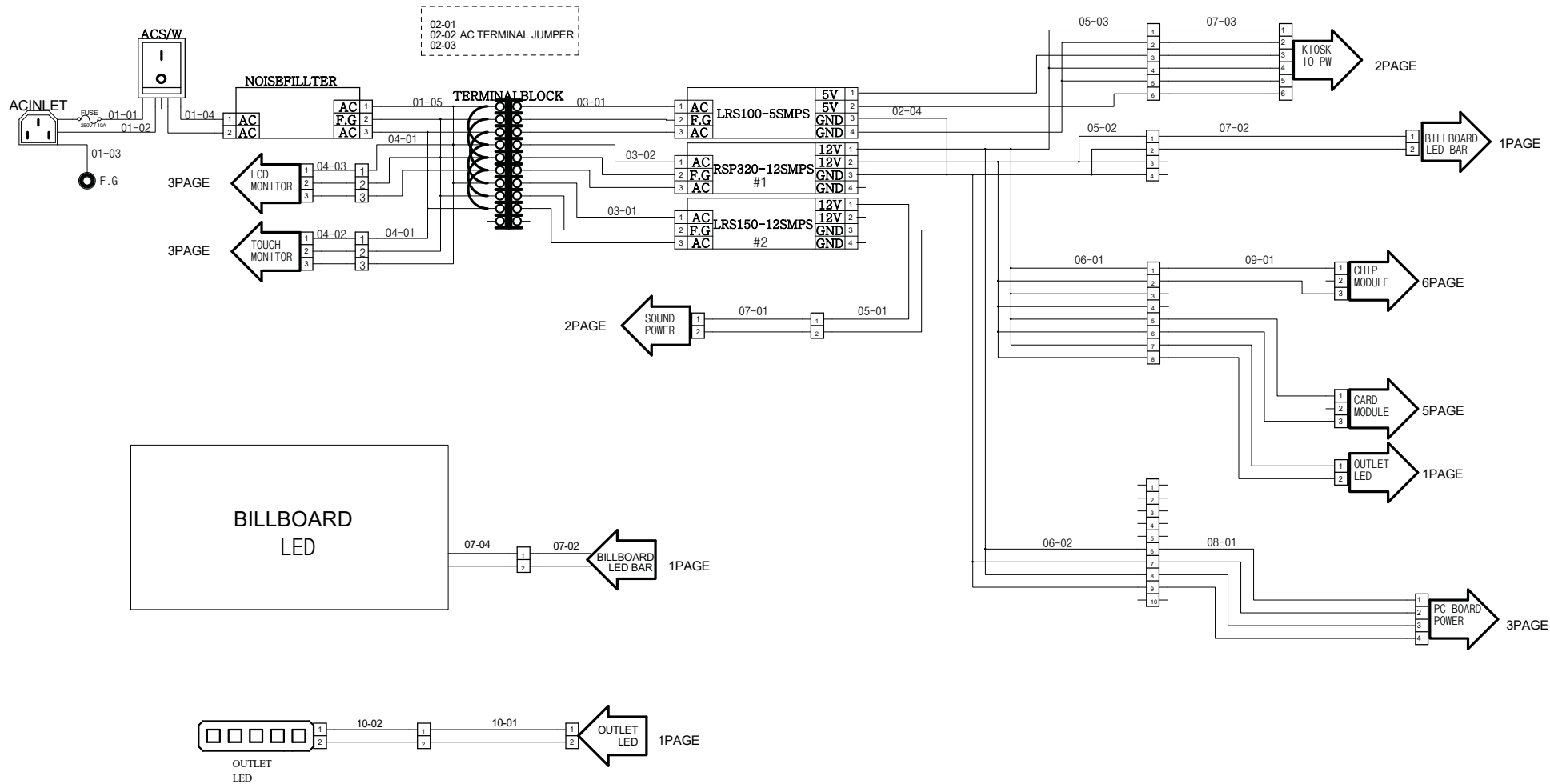
- SMPS PART

- PCB PANEL PART

- SETUP PART



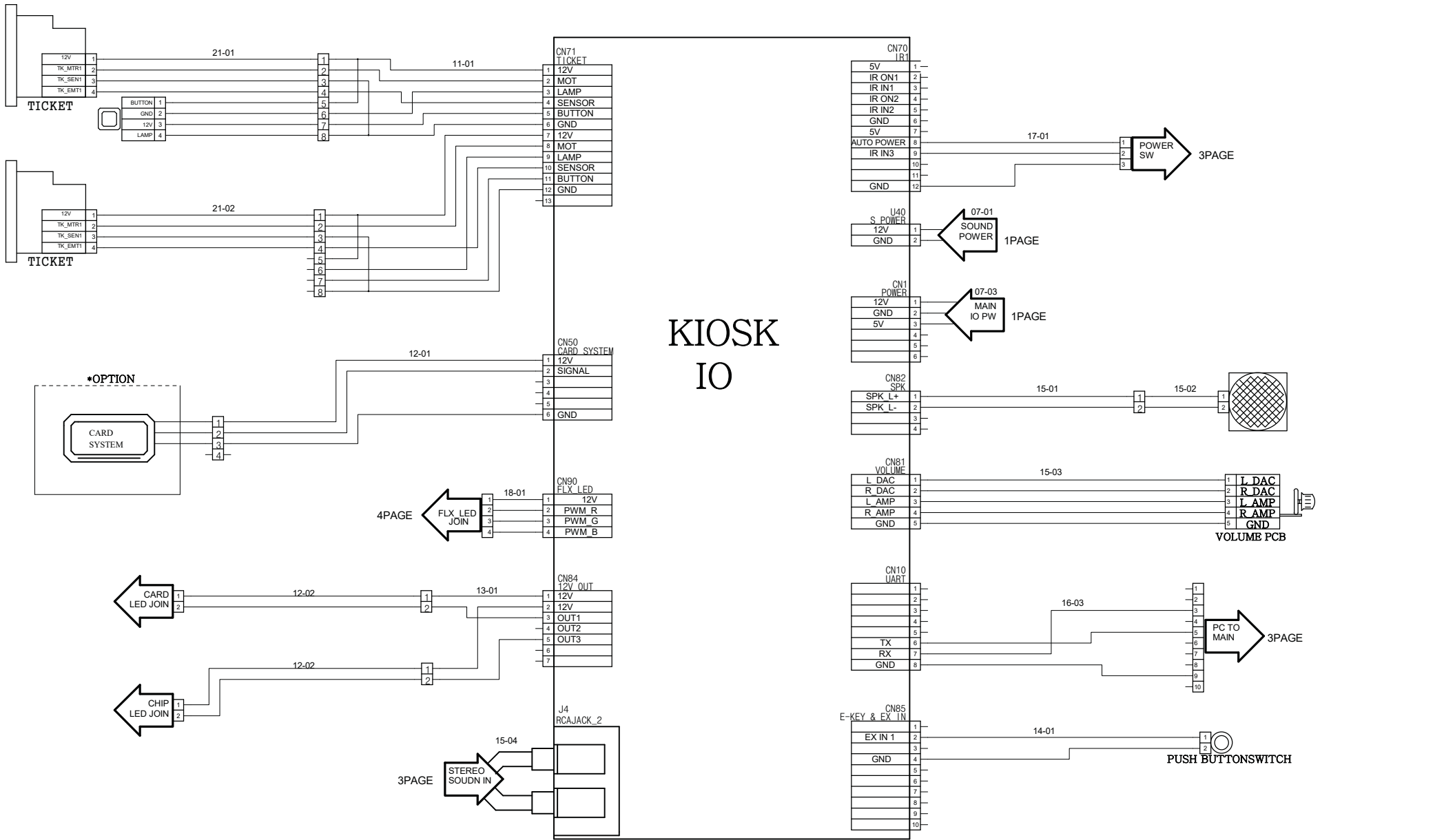
NO.	PIC	PART NAME	SPEC.	QTY	CODE NO.	WARRANTY	
						6 Month	One Year
①	○	LCD MONITOR	LA230NTVXC, 23.8", W/ GLASS	1	MZZZ0LCD026		○
②	○	LCD MONITOR	LA270JTVUG, 27", W/ TOUCH	1	MZZZ0LCD027		○
③	○	SOLENOID	DS08AS12V	1	MELE0SOL006	○	
④	○	KIOSK CHIP MAIN PCB ASS'Y	-	1	AKIS0PCB007		○
⑤	○	LED PCB ASS'Y	-	3	AKIS0PCB002		○
⑥	○	MOTOR	KGC-ND3657U1 WITH SHAFT	1	AZZZ0MOT005	○	
⑦	○	KIOSK CARD MAIN PCB ASS'Y	-	1	AKIS0PCB004		○
⑧	○	VGA ANGLE PCB ASS'Y	KIOSK	1	AKIS0PCB009		○
⑨	○	PHOTO INT-1 PCB ASS'Y	ANGLE TYPE	3	AZZZ0PCB103		○
⑩	○	SOLENOID	DS06AS12V_W/TAP	2	MELE0SOL005	○	
⑪	○	COLOR SENSOR PCB ASS'Y	CHIP RAIL	1	AKIS0PCB008		○
⑫	○	POWER SMPS	LRS 150F-5	1	MELE0SMP096		○
⑬	○	POWER SMPS	LRS 100-12	1	MELE0SMP084		○
⑭	○	POWER SMPS	RSP-320-12	1	MELE0SMP109		○
⑮	○	MAIN BOARD V2	BIOSTAR BIELK IHT-R05	1	AZZZ0PCB221		○
⑯	○	KIOSK IO PCB ASS'Y	V2 KIOSK	1	AKI20PCB001		○
⑰	○	VOLUME PCB ASS'Y	1 VOLUME	1	AHM20PCB016		○



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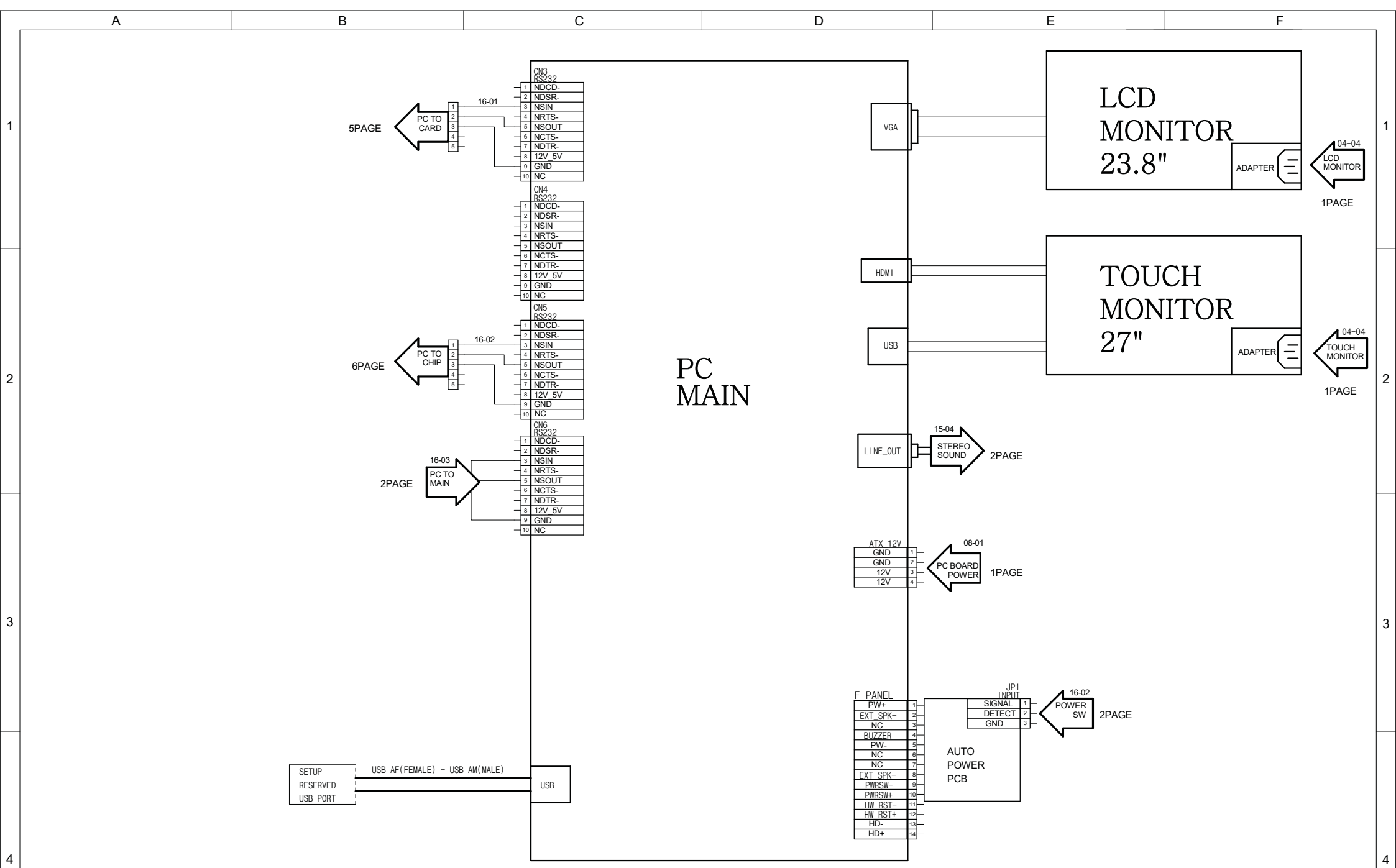
DEPARTMENT	DRAWN BY	CHECKED BY	APPROVED BY	ITEM	POWER
H/W				PAGE	1/6
				DATE	

KIOSK IO



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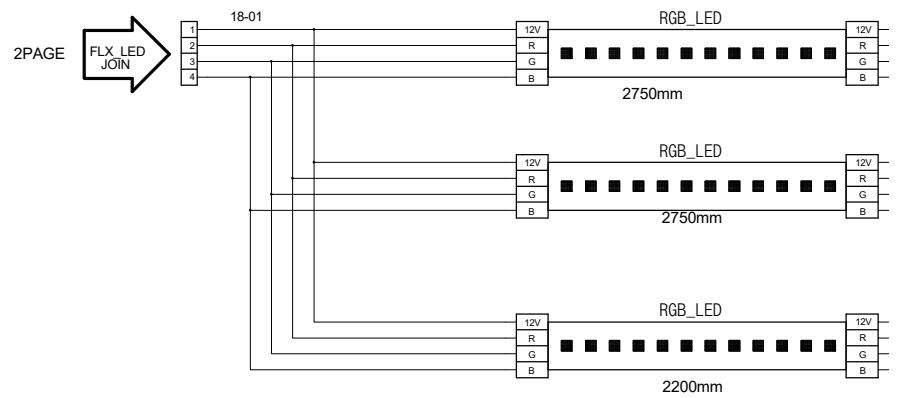
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H/W				PAGE	2/6
				DATE	ANDAMIRO



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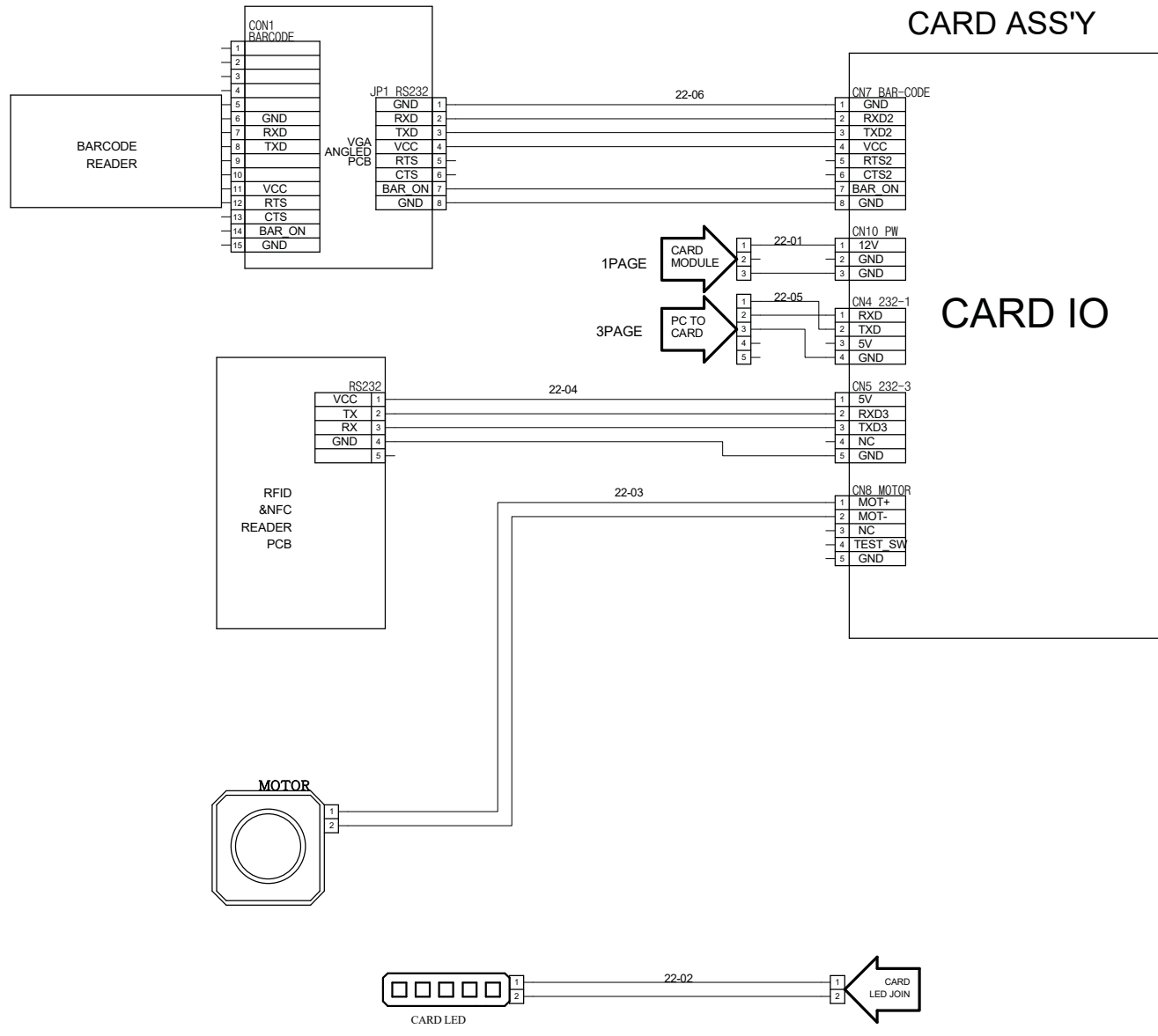
DEPARTMENT	DRAWN BY	CHECKED BY	APPROVED BY	ITEM	PCMAIN
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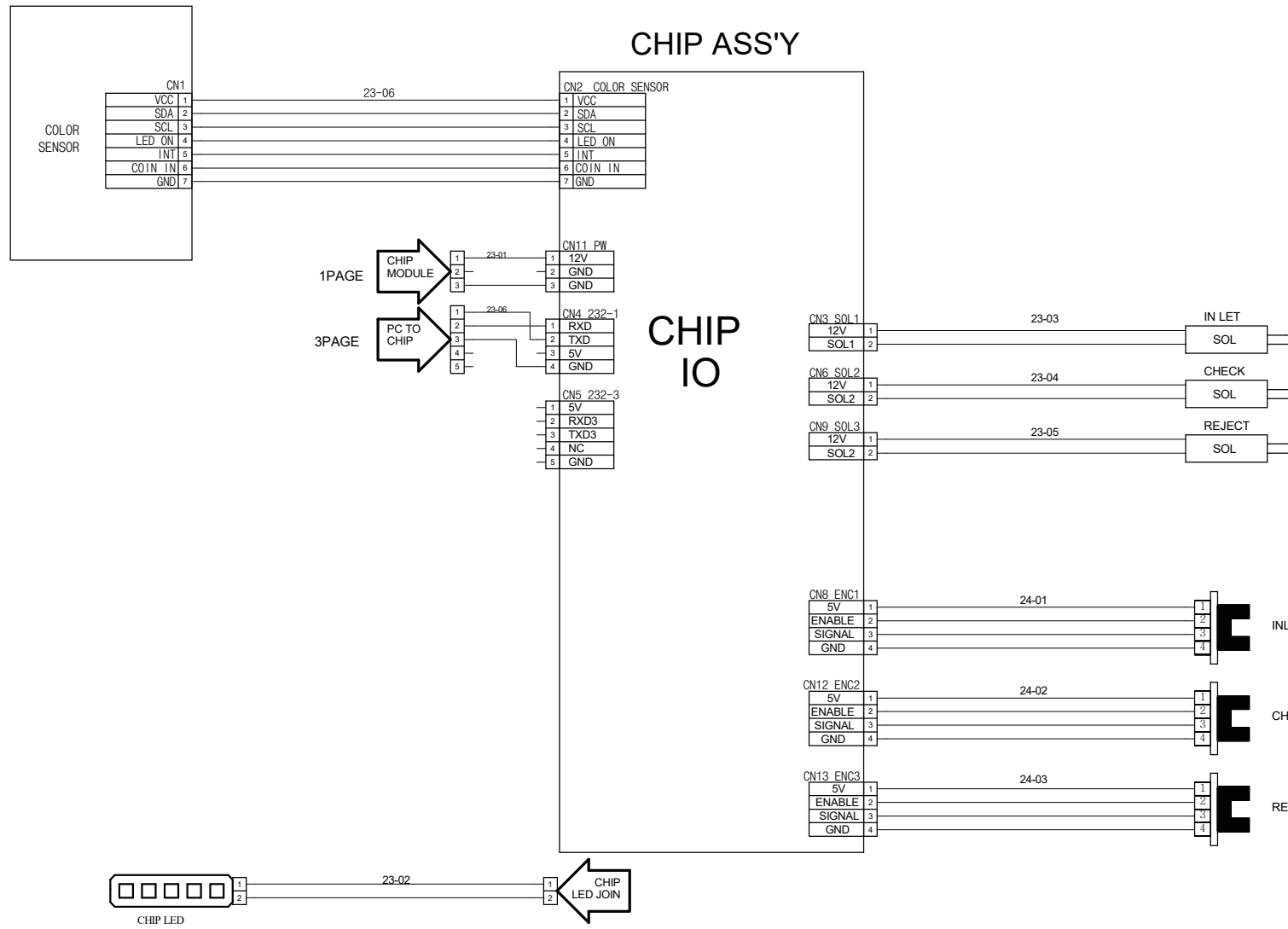
DEPARTMENT	DRAWN BY	CHECKED BY	APPROVED BY	ITEM	LED
H/W				PAGE	4/6
	ANDAMIRO			DATE	



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H/W				PAGE	
				DATE	





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H/W				PAGE	
				DATE	





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 shipment as follows.

- One Year Limited Warranty : Electronic Boards & Monitor

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.

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www.andamiro.com





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