



USER MANUAL OF 'OVER THE TOP'



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1. SPECIFICATIONS

- DIMENSION : W740 X D1150 X H2060
- WEIGHT : 180kg
- VOLTAGE : 110/220V



2. GAME OVERVIEW

1. INTRODUCTION

Over the Top is an arm wrestling game playing against diverse characters on screen with different power level. To win a character with higher power level, of course, player needs more physical strength. Considering the difference of average power between men and women, the game gives options to choose female or male in the initial stage of the game play so that both men and women can enjoy.

2. GAME RULES

Basically the player can play twice and if the player wins twice continuously it passes to the 3rd round. Each round takes 20 seconds and the player has to win within the given time. If the play ends in draw it will be considered as lost game for the player.

3. RANKING

The game ranking is recorded separately for Men and Women. Before playing the game the player has to choose one of the gender categories.

3. HOW TO PLAY

1. Insert coin and press any button to start.
2. Select difficulty level on the screen **[SELECT MODE]**
3. Select a game character on the screen to compete against
If GAME FORMAT is "NORMAL" in Test Mode 8 characters appear but in case of "SINGLE ROUND" 10 characters are displayed.
4. The play starts.

[PLAYER WINS]

- When arm of the chosen character is completely down until the countdown finishes.
- Arm of the character is inclined over predetermined angle when the play time is over. (arm angle is lower than 70 degree)

[PLAYER LOSES]

- When arm of the player is completely down until the time runs out.
- The angle of the arm is lower than the predetermined angle when the play time runs out. (arm angle is over 110 degree)

[DRAW]

- The play ends in draw when the play time runs out and the arm doesn't incline to any side. (arm angle is in between 71~109 degree)

******VERY IMPORTANT SAFETY FEATURE******

IF THE GAME ARM ANGLE IS SUSTAINED FOR A PERIOD OF 4 CONTINUOUS SECONDS, THE GAME MOTOR POWER DECREASES TO HELP GET OUT OF STAGNANT SITUATION. THIS FEATURE PREVENTS INJURIES TO PLAYERS.

5. When the player wins game advances to the next round.

If the player continues to win player can advance up to the 3rd round

If the player loses or draws in the 1st round one more game is given.

If GAME FORMAT is set for "SINGLE ROUND" in Test Mode the game finishes regardless of game result.

4. INTRODUCTION OF THE GAME CHARACTERS

LV.1 Ruci



LV.2 Kara



LV.3 Master



LV.4 Jason



LV.5 Kang



LV.6 Benson



LV.7 Dmitry



LV.8 Bobbi



LV.9 Dz-01

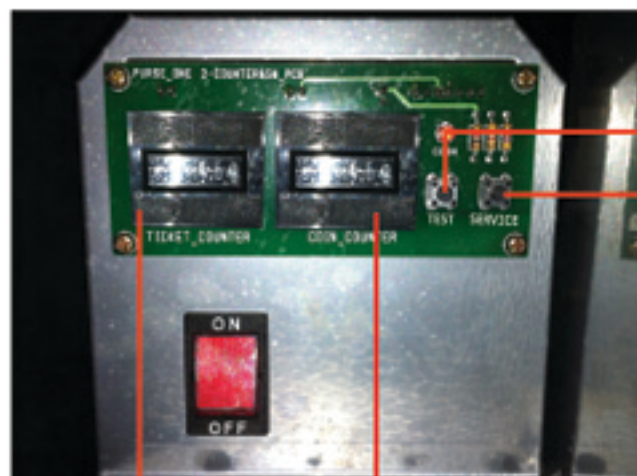


LV.10 Hercules



5. EXPLANATION OF THE BUTTONS

■ EXPLANATION OF EACH BUTTON



TICKET_COUNTER COIN_COUNTER

TEST : To enter the Test Menu and select the menu

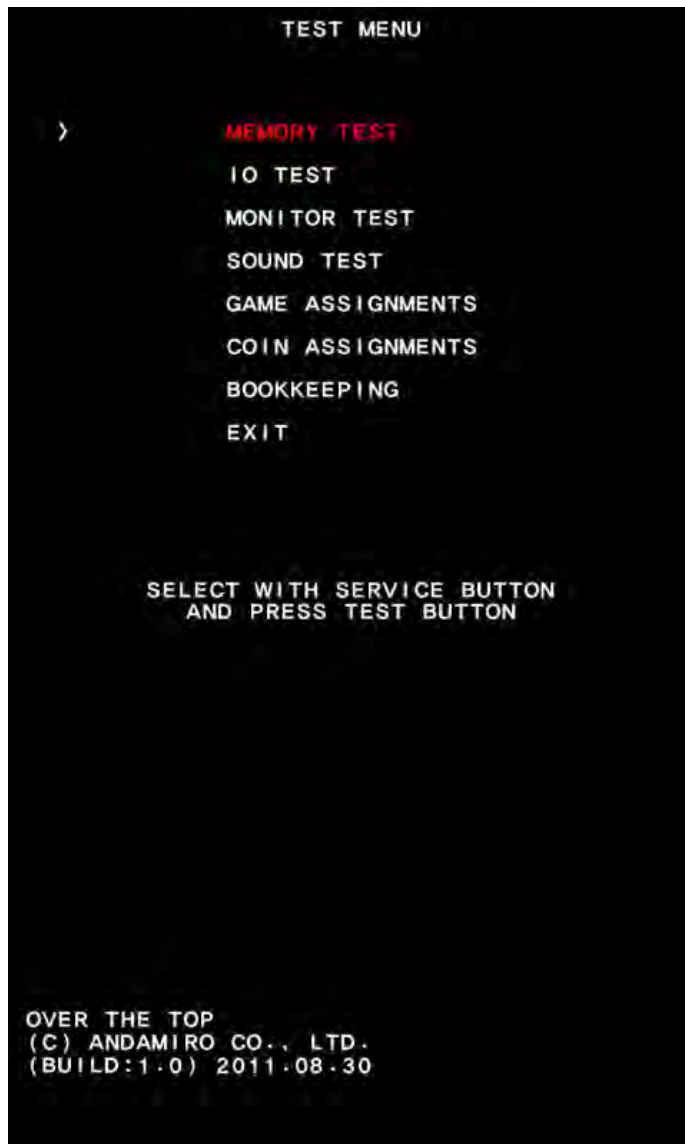
SERVICE : To select coin service and test menu



To select the difficulty level and game character

6. TEST MODE

■ Descriptions of the menu screen : TEST MENU



- MEMORY TEST
: Backup memory checkup
- IO TEST
: Check input & output devices
- MONITOR TEST
: Check monitor display output
- SOUND TEST
: Check monitor display output
- GAME ASSIGNMENTS
: Set the game details
- COIN ASSIGNMENTS
: Set the play coin(s) and others
- BOOKKEEPING
: Display game operation data
- EXIT
: Return to game play screen
- * PROGRAM VERSION
V 1.0

- Press TEST button to enter TEST MODE
- Press SERVICE button to move
- Press TEST button to select the menu

6-1. MEMORY TEST



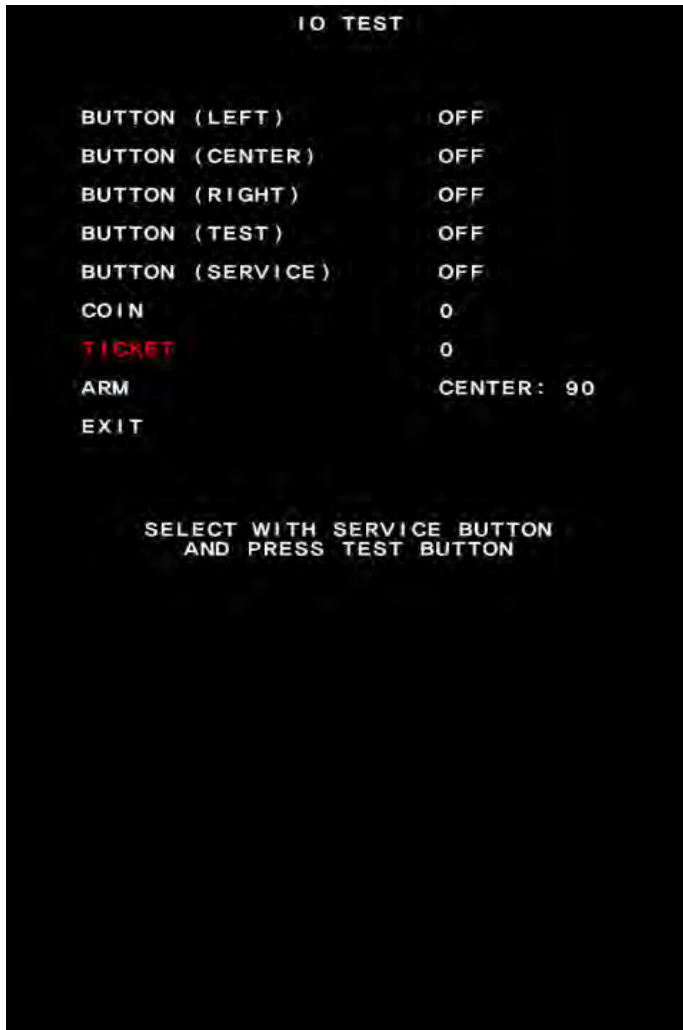
MEMORY TEST

: Check the status of backup memory of the board.
If it works properly the screen displays "OK" otherwise "BAD"

EXIT

: Return to the Menu Screen.

6-2. IO TEST



BUTTON (LEFT)

: Check the Left button.
Shows "ON" when the Left button is pressed.

BUTTON (CENTER)

: Check the Center button.
Shows "ON" when the Center button is pressed.

BUTTON (RIGHT)

: Check the Right button.
Shows "ON" when the Right button is pressed.

BUTTON (TEST)

: Check the Test button.
Shows "ON" when the Test button is pressed.

BUTTON (SERVICE)

: Check the Service button
Shows "ON" when the Service button is pressed.

COIN

: Check the coin counter.
Displays coin(s) in, one count per coin.

TICKET

: Check the ticket dispensing.
Using the test button the number of tickets dispensed can be set 1 to 5.

ARM

: Check the movement of the Arm
Using the test button the movement of the arm can be changed.

LEFT : Revolve the arm to the left

CENTER : Revolve the arm to stay
in the center.

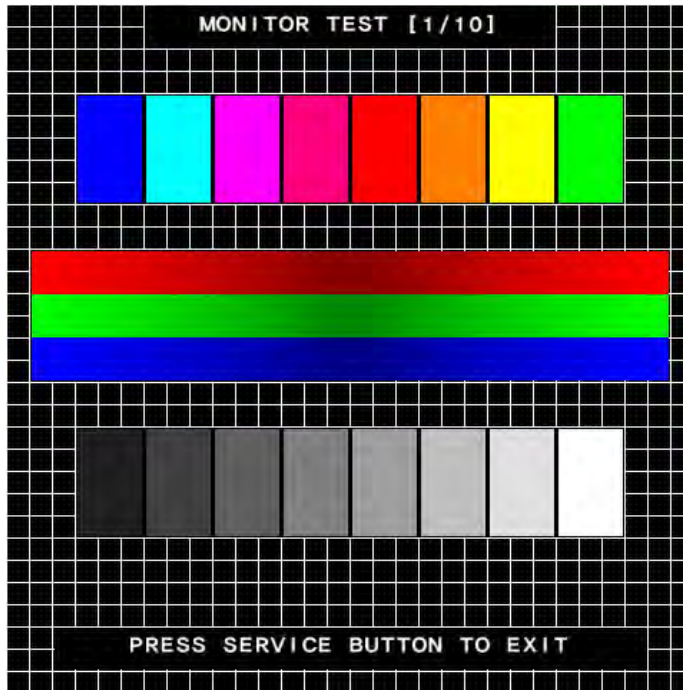
RIGHT : Revolve the arm to the right.

The number to the right shows the current angle of the arm.

EXIT

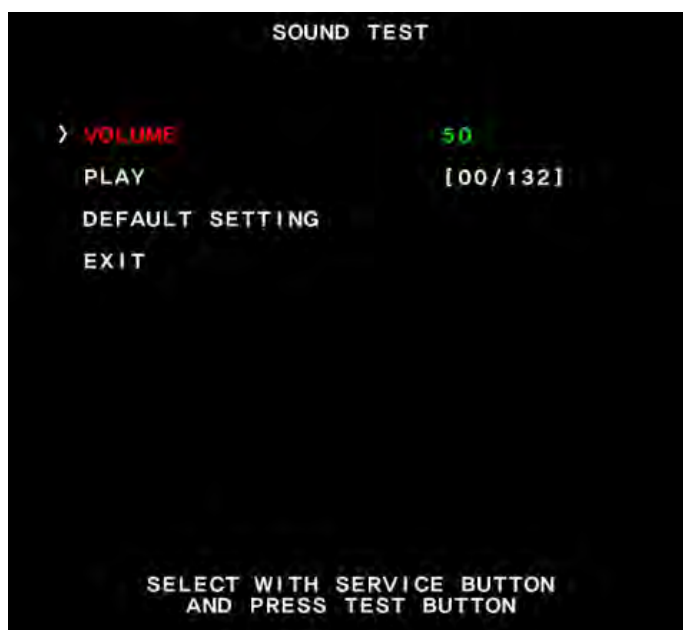
: Return to the Menu screen.

6-3. MONITOR TEST



- This screen is used to adjust the monitor.
- Using the Test button, adjust 10 display outputs of monitor.

6-4. SOUND TEST



VOLUME

: Set the general sound level.
0 (no sound) to 80% (max.). Can be adjusted by 10%.

PLAY

: Check the sound level.
To change the sound for testing, press the Test button.

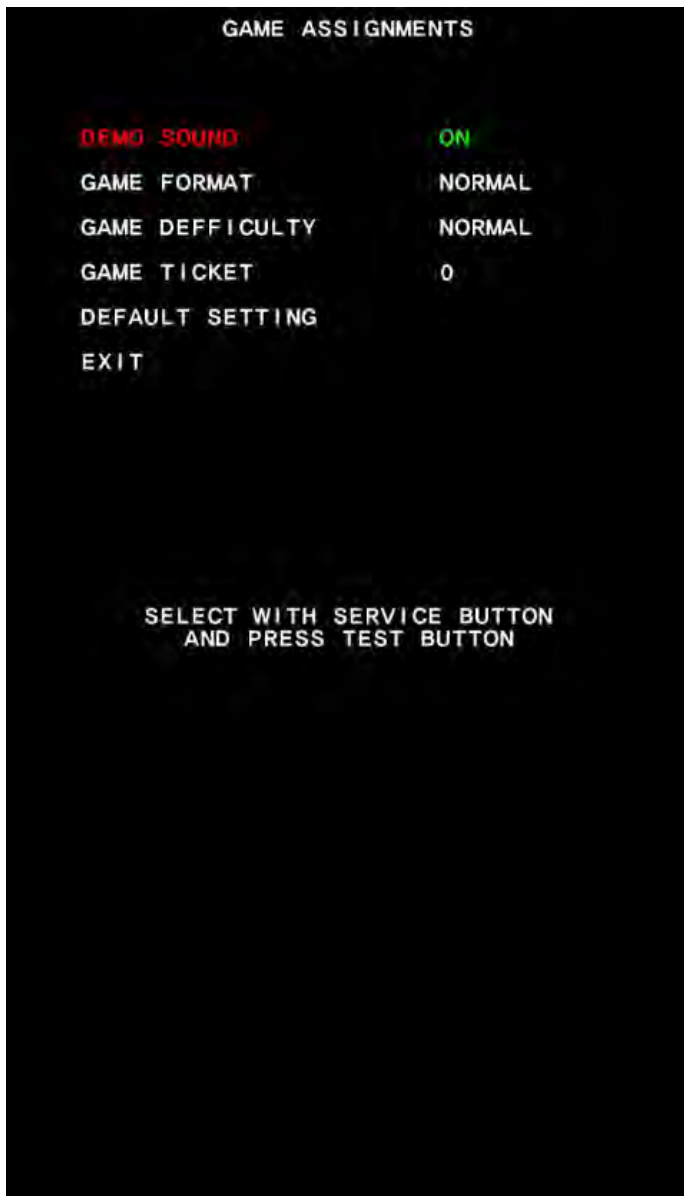
DEFAULT SETTING

: Set to the default values.

EXIT

: Return to the Menu screen.

6-5. GAME ASSIGNMENTS



DEMO SOUND

: Set the output of the sound during game demo play.

GAME FORMAT

: Set the game format.

NORMAL – play up to the 3rd (max.) Round.

SINGLE ROUND – just one play whether the player wins or loses.

If the game format is changed the ranking data will be initialized.

GAME DEFFICULTY

: Set the game difficulty level.

3 difficulty levels like EASY, NORMAL AND HARD

GAME TICKET

: Set the number of tickets dispensed per 1 credit.

0 to 20 tickets

The tickets are dispensed whether the player wins or loses.

DEFAULT SETTING

: Set to the default values.

EXIT

: Return to the Menu screen.

6-6. COIN ASSIGNMENTS



COIN

: Set the number of coins required to play the game.
1/1 to 1/9 coins.

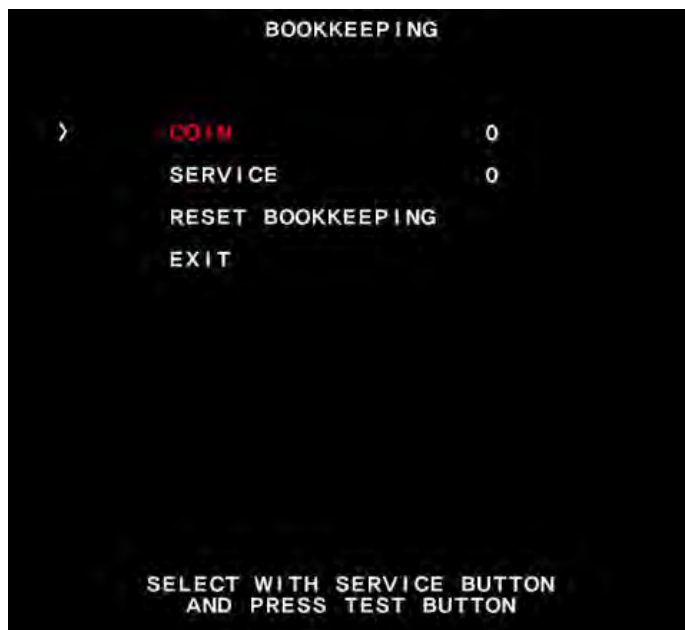
DEFAULT SETTING

: Set to the default value.

EXIT

: Return to the Menu screen.

6-7. BOOKKEEPING



COIN

: Shows total accumulated coin number.

SERVICE

: Shows the number of service coins.

RESET BOOKKEEPING

: Initializes the accumulated coins and service coins to 0

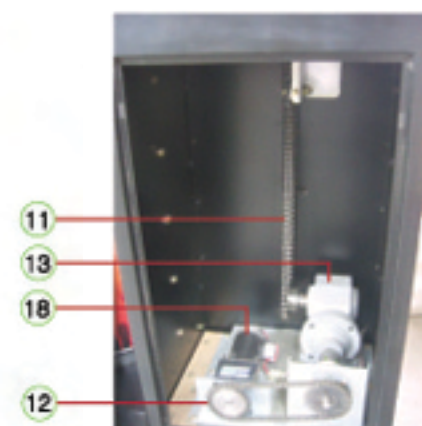
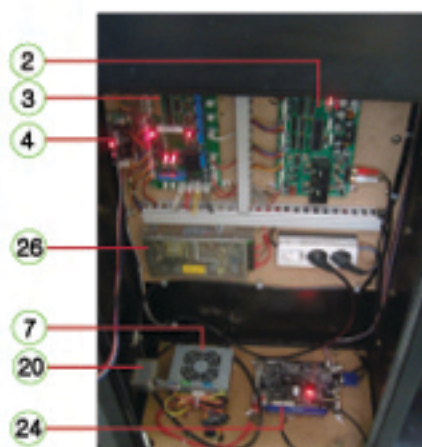
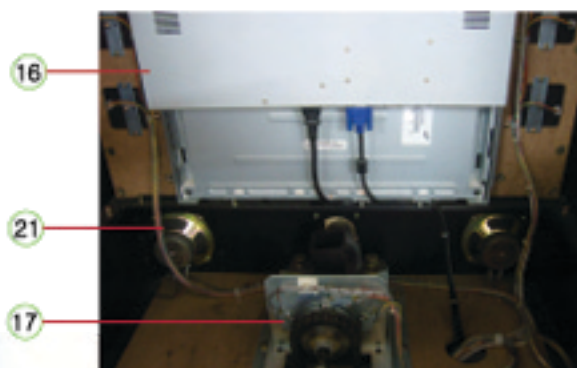
EXIT

: Return to the Menu screen

6-8. EXIT

It returns to the Game play screen after finishing settings in the Test mode.

7. ASSEMBLY DRAWING & PARTS LIST



8. PART LIST

NO.	PART NAME	SPEC.	CODE NO.
1	LED ASS'Y	-	AZZZ0PAR007
2	WRESTRING PCB ASS'Y	-	AOVT0PAR001
3	I/O PCB ASS'Y	-	AOVT0PAR002
4	TICKET CONTROL PCB ASS'Y	-	AZZZ0PCB071
5	CREDIT PCB ASS'Y	-	AZZZ0PCB040
6	ARM	FRP	MOVT0PAR001
7	ATX POWER	450W	MOVT0PAR002
8	BUTTON ASS'Y	TRIANGLE_YELLOW	MOVT0PAR003
9	BUTTON ASS'Y	SQUARE_RED	MOVT0PAR004
10	BUTTON ASS'Y	TRIANGLE_BLUE	MOVT0PAR005
11	CHAIN	LARGE_CLUTCH	MOVT0PAR006
12	CHAIN	SMALL_MOTOR	MOVT0PAR007
13	CLUTCH	ZKG_50AN	MOVT0PAR008
14	COUNTER	7P	MOVT0PAR009
15	GUARDS ASS'Y	-	MOVT0PAR010
16	LCD MONITOR	32INCH	MOVT0PAR011
17	MICRO S/W	VP331A_5D	MOVT0PAR012
18	MOTOR	24V 90W 3.7A 3600RPM 36:1	MOVT0PAR013
19	MOTOR SUB	K0P36B	MOVT0PAR014
20	NOISE FILTER	IP-0622-H2 250V 6A	MOVT0PAR015
21	SPEAKER	10W 8Ω	MOVT0PAR016
22	VOLUME	RV24YN20S	MOVT0PAR017
23	LAMP	OVT BILLBOARD	MOVT0PAR018
24	MIDAS-X PCB ASS'Y	AU1350 BOARD	AZZZ0PCB105
25	SD CARD	SANDISK 2GB	MZZZ0MEP012
26	POWER SMPS	MEANWELL NES-150-24V	MELE0SMP049
27	SMPS BRACKET	MEANWELL	MZZZ0MEP048
28	COIN SELECTOR	TW-130B	MZZZ0COS032
29	TICKET DISPENSER	TL-002H	MZZZ0TID007
30	SHAFT	-	MOVT0PAR019
31	SHAFT RING	-	MOVT0PAR020
32	BEARING	-	MOVT0PAR021

9. PART IMAGES

1	2	3	4	5
6	7	8	9	10
11	12	13	14	16
17	18	19	20	21
22	23	24	26	27
30	31	32		



ANDAMIRO CO., LTD.

TEL : 82-31-909-2123~4,2051

[ADDRESS OFFICE] 6006 M-City Tower, 195, Baengmaro, Ilsandong-gu, Koyang-si,
Kyonggi-do, 410-834 Korea

[FACTORY] 72 Nochemgil, Ilsan-donggu koyang-si, kyonggi-do, 410-834 korea

USA BRANCH

ANDAMIRO USA CORP.

17230 S. Main Street

TEL : 1-310-767-5800

[ADDRESS] Gardena, California 90248 U.S.A.

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

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