

SERVICE MANUAL

RED ZONE RUSH Ver 1.1



ISSUE DATE: Dec. 31, 2019



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

PRECAUTIONS FOR USE

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

For safety reasons.

- The following suggestions should be adhered to:



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, faites 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.

CONTENTS

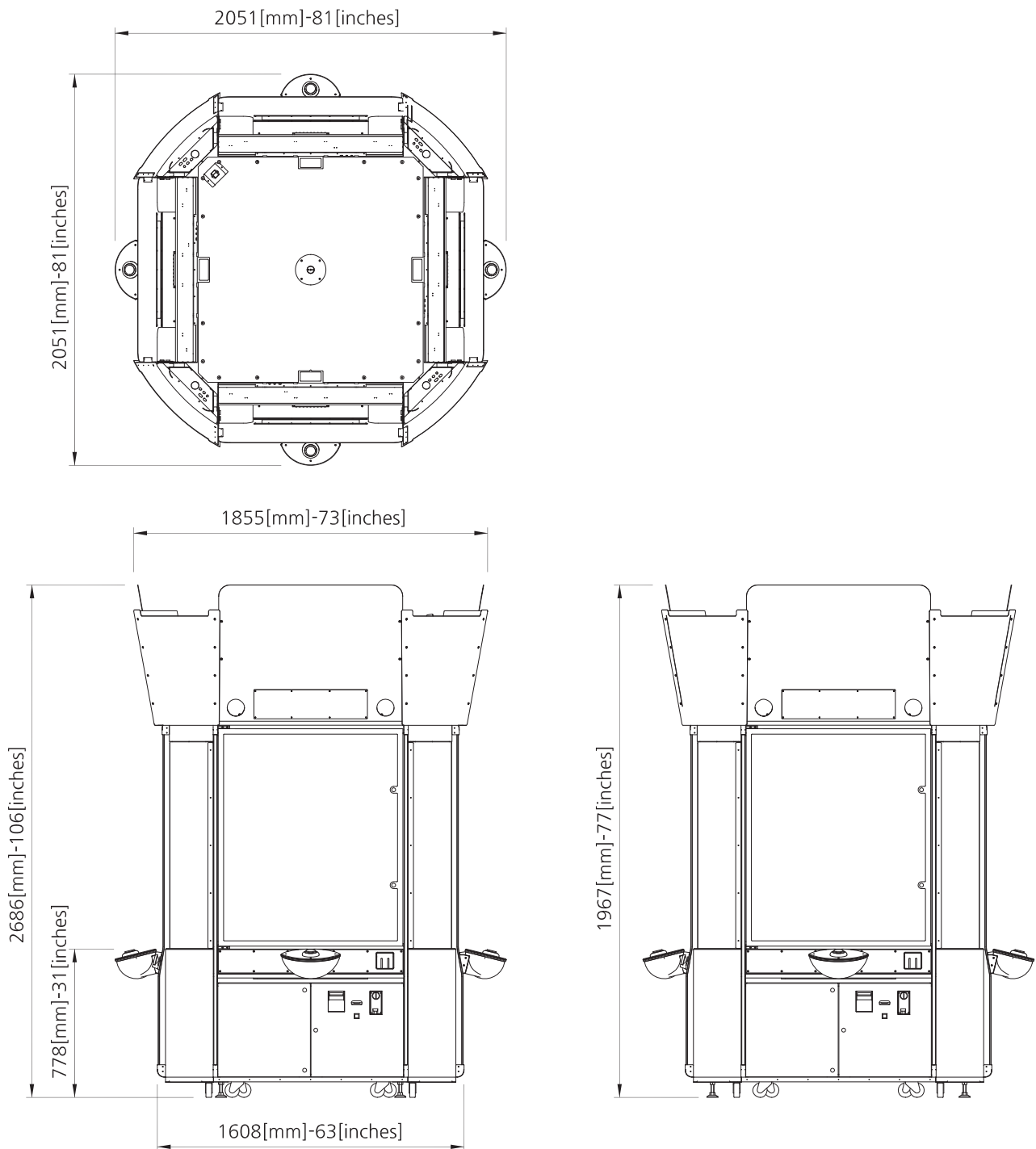
| | |
|--|-----|
| 1. SPECIFICATION AND DIMENSION | P04 |
| 1-1. DIMENSION | P04 |
| 1-2. SPECIFICATION | P04 |
| 1-3. NAME OF PARTS | P05 |
| 1-4. STICKER LOCATION | P07 |
| 1-5. COMPONENTS | P08 |
| 2. INSTALLATION | P09 |
| 2-1. INSTALLATION SPACE | P09 |
| 2-2. HOW TO INSTALL | P10 |
| 3. SETUP SETTINGS | P12 |
| 3-1. MACHINE SETUP | P11 |
| 3-2. SETUP MODE | P13 |
| 3-3. CLEAR MODE | P15 |
| 3-4. TEST MODE | P17 |
| 3-5. ERROR CODE | P21 |
| 4. TROUBLESHOOTING | P23 |
| 4-1. MAIN BOARD COMMUNICATION ERROR [E2-1, E2-2, E2-3] | P23 |
| 4-2. DMD COMMUNICATION ERROR [E2-4] | P25 |
| 4-3. WHEEL COMMUNICATION ERROR [E2-5] | P27 |
| 4-4. RELOADER ERROR [E5-1, E5-2] | P29 |
| # IN CASE OF SCREW (MOTOR) MALFUNCTION [5-1] | P30 |
| # IN CASE OF ENCODER MALFUNCTION [5-2] | P31 |
| # IN CASE OF SWITCH MALFUNCTION | P32 |
| 4-5. PUSHER ERROR [E6-1~3] | P33 |
| # IN CASE OF SCREW (MOTOR) MALFUNCTION [6-2] | P34 |
| # IN CASE OF ENCODER MALFUNCTION [6-1] | P35 |
| # IN CASE OF SWITCH MALFUNCTION | P36 |
| 4-6. WHEEL ERROR [E4-1] | P37 |
| # IN CASE OF ENCODER SIGNAL DEFECT | P39 |

| | |
|---|-----|
| 4-7. CARD DISPENSER ERROR [EC1] | P40 |
| # IN CASE CARDS ARE DISPENSED | P41 |
| # IN CASE CARD DISPENSING SENSOR IS DEFECTIVE | P42 |
| 4-8. SOLENOID ERROR [EC2~C3] | P43 |
| 4-9. CARD SENSOR ERROR [EC3~C4] | P45 |
| 4-10. WHEN GOAL SUCCESS IS NOT SENSED | P46 |
| 5. EXPLODED VIEW | P47 |
| 5-1. MAIN CABINET PART | P47 |
| 5-2. BILLBOARD PART | P48 |
| 5-3. DMD CASE PART | P49 |
| 5-4. MIDDLE PART | P50 |
| (1) SPOT PART | P51 |
| (2) BALL GUIDE PART | P51 |
| (3) GAME PANEL PART | P52 |
| (4) CARD DISPENSER PART | P53 |
| (5) CARD DROP GUIDE PART | P54 |
| (6) ANTENNA FRAME PART | P55 |
| (7) ANTENNA ARM PART | P56 |
| 5-5. PUSHER ARM PART | P57 |
| (1) PUAHER ARM MOTOR PART | P58 |
| (2) PUSHER ARM BLOCK PART | P59 |
| 5-6. TABLE PART | P60 |
| 5-7. BUTTON PART | P61 |
| 5-8. CORNER PART | P62 |
| 5-9. POWER BOX PART | P63 |
| 5-10. FRONT DOOR PART | P64 |
| 5-11. RIGHT DOOR PART | P65 |
| 5-12. SERVICE PANEL PART | P66 |
| 5-13. MAIN BOARD 1P PART | P67 |
| 5-14. MAIN BOARD 2P, 4P PART | P67 |
| 5-15. MAIN BOARD 3P PART | P67 |
| 5-16. LEFT DOOR PART | P68 |

| | |
|---|------------|
| 5-17. COIN BOX PART | P68 |
| 5-18. BOTTOM CASE LED PART | P69 |
| 5-19. AC CORD BKT PART | P69 |
| 6. PART PICTURE | P70 |
| * HOW TO CONNECT THE CARD SWIPE | P76 |
| * [OPTION] HOW TO CONNECT FROM SIDE OF AC CORD | P77 |
| * HOW TO ADJUST THE GAP OF CARD DISPENSER | P78 |
| * PCB SLIDE SWITCH LOCATION | P80 |
| 7. BLOCK DIAGRAM | P81 |

1. SPECIFICATION AND DIMENSION

1-1. DIMENSION

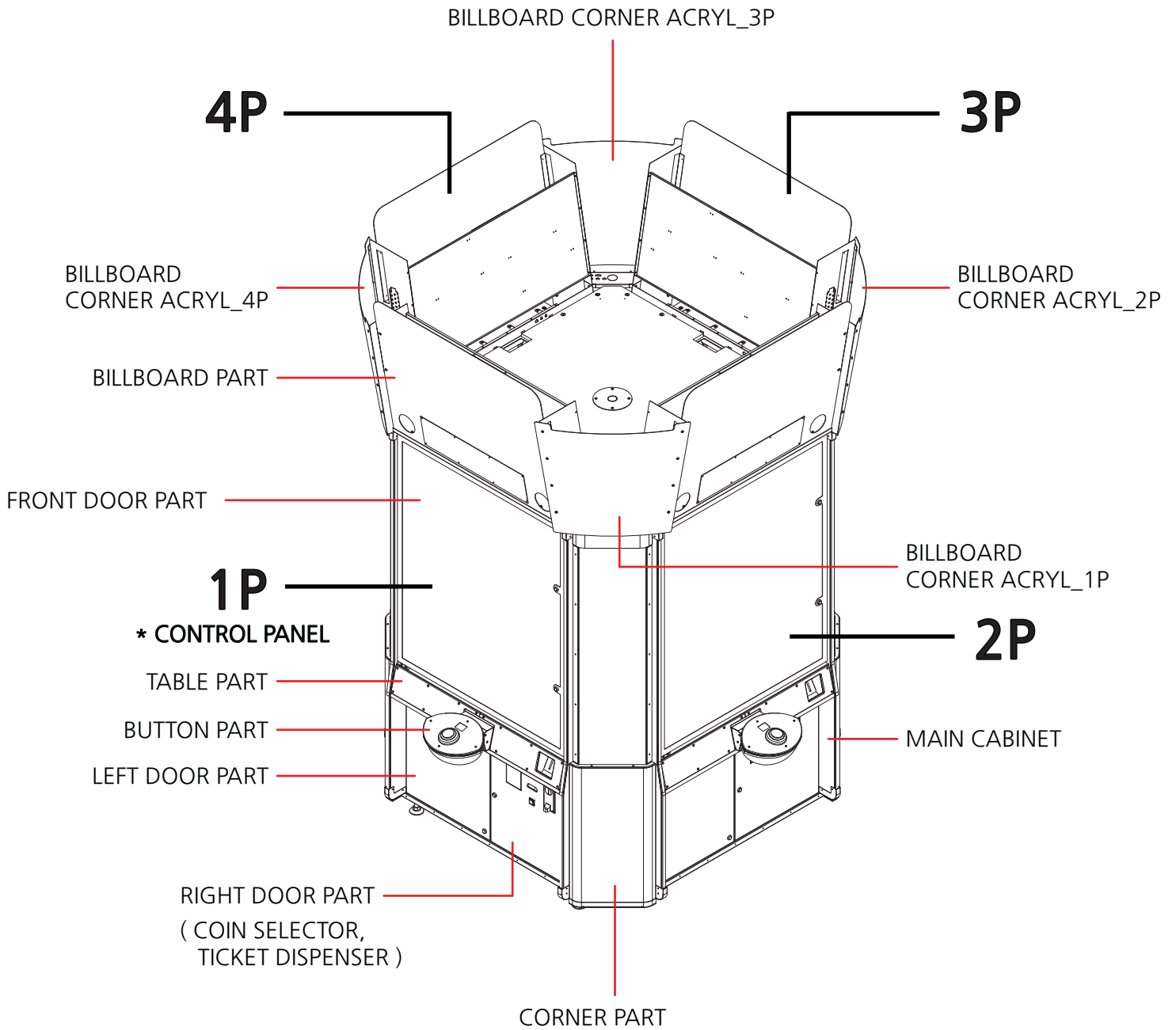


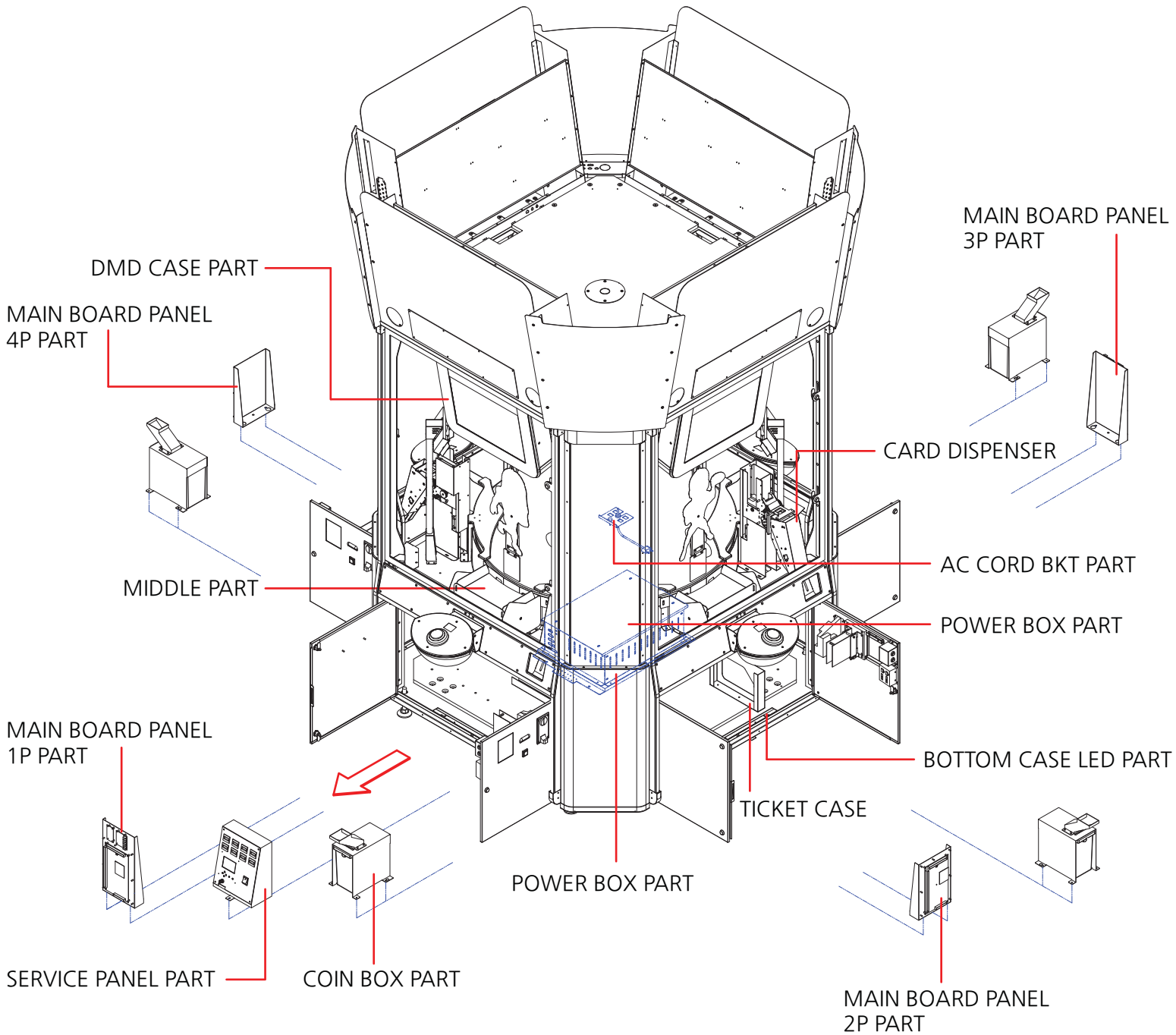
1-2. SPECIFICATION

| | |
|-------------------------------|---|
| DIMENSION (W x D x H) | 1855 x 1855 x 2686 (mm) |
| PACKING DIMENSION (W x D x H) | 1700 x 1700 x 2240 (mm) |
| WEIGHT (kg) | 665kg [WEIGHT INCLUDING : 730kg] PACKAGING |
| VOLTAGE | AC 120V |
| FREQUENCY RANGE | 60Hz |
| CONSUMPTION | 900 W |

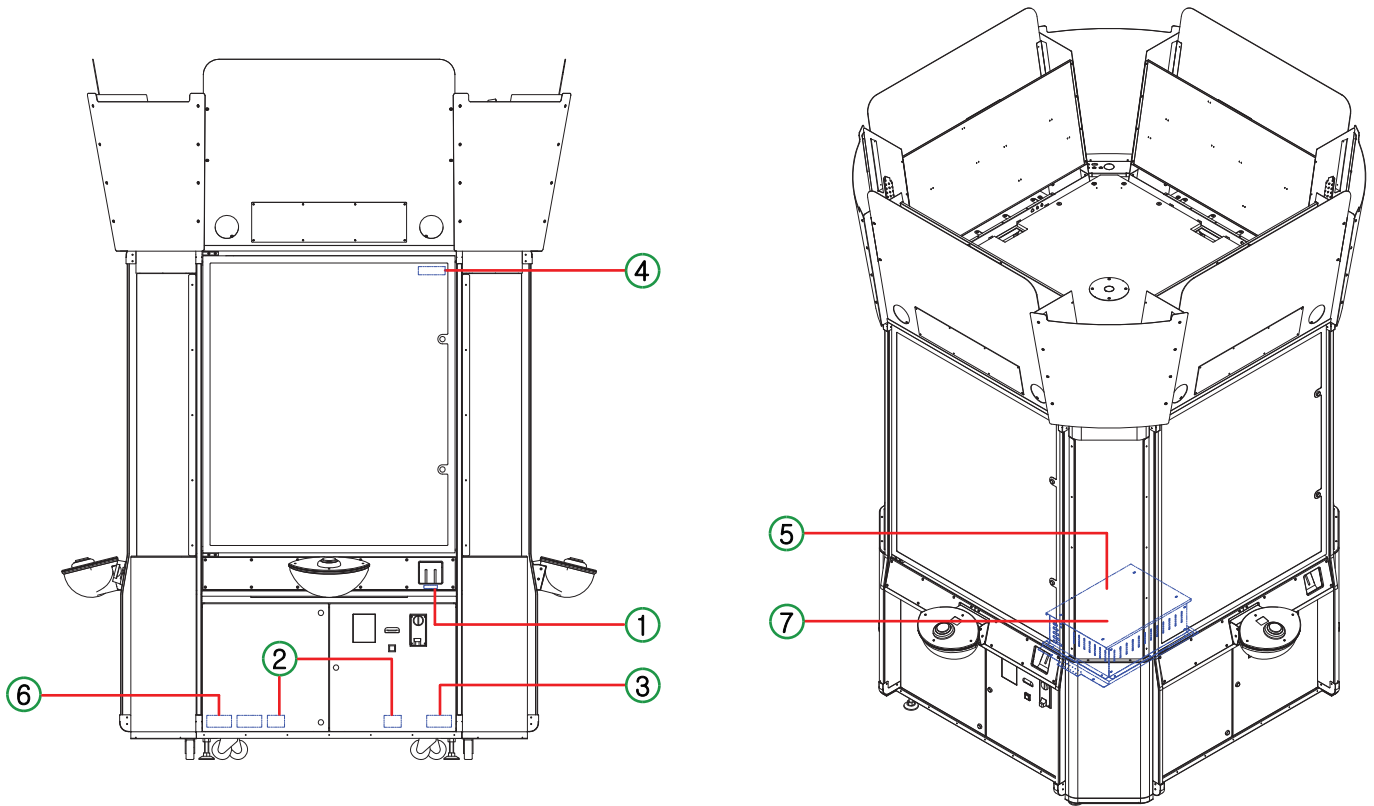
* The 120V voltage specification is for the Americas only, and the 230V (50/60Hz) voltage specifications are for other countries.

1-3. NAME OF PARTS

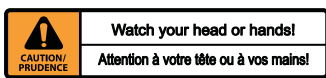




1-4. STICKER LOCATION



1



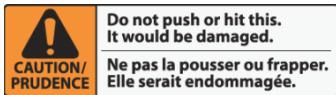
2



3



4



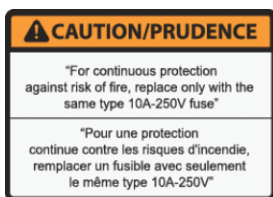
5



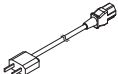











6

Certification Label

7



1-5. COMPONENTS

| NO. | PART NAME | SPEC. | | QTY |
|-----|------------------------|------------------------|---|--------|
| 1 | AC POWER CORD | - |  | 1 |
| 2 | KEY | 6001, 7001 |  | 2 EACH |
| 3 | BOLT | M4x8L |  | 50 |
| 4 | BOLT | M6x12L |  | 40 |
| 4 | BOLT | M6x16L |  | 20 |
| 5 | HAND BOLT | M4x20L |  | 1 |
| 6 | WRENCH | 2.5, 3, 5, 7 mm |  | 1 EACH |
| 7 | BALL | T.O.U.C.H.D.O.W.N.CARD |  | 50 |
| 8 | COIN BLANK BKT | - |  | 4 |
| 9 | CARD SETTING JIG | - |  | 1 |
| 10 | MANUAL | - |  | 1 |
| 11 | TROUBLESHOOTING MANUAL | - |  | 1 |

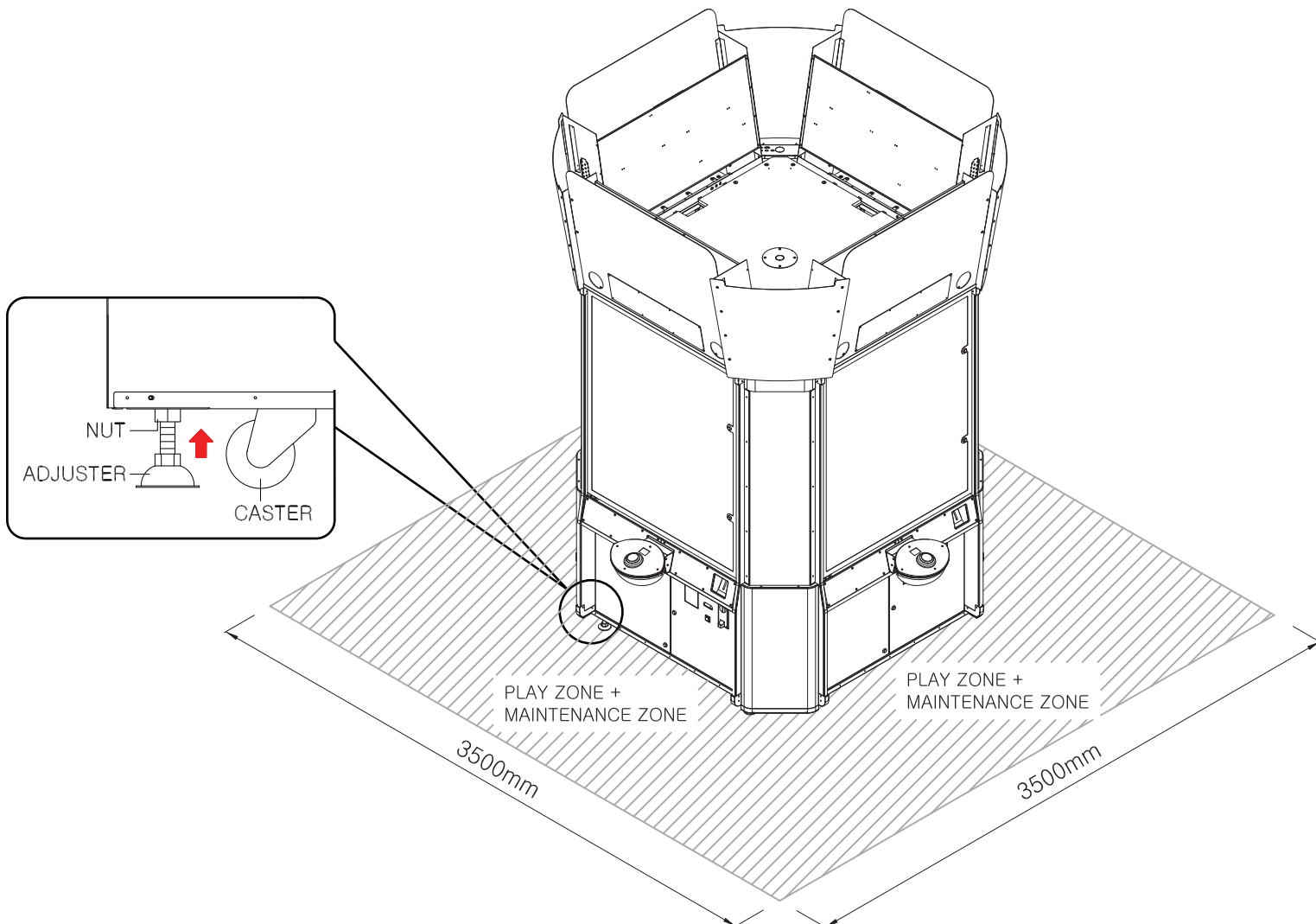
2. INSTALLATION

2-1. INSTALLATION SPACE

- Need to have installation place.
Maintenance zone & Play zone should have at least 3500mm x 3500mm each.

***IMPORTANT**

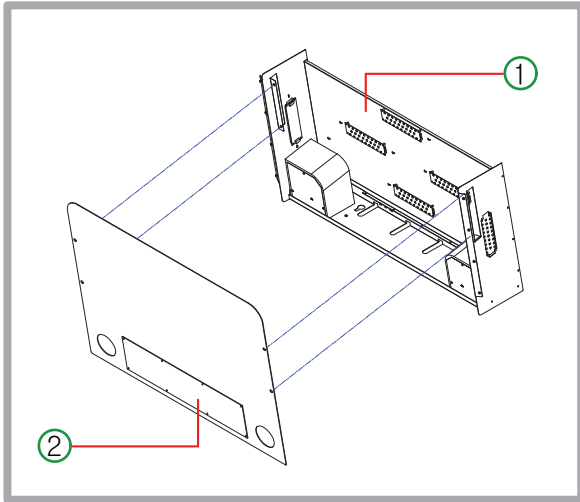
- Once you set up the machine with required game-play area, when installing this product, set the 4 leg levelers evenly on the floor and make sure that the product is installed stably in a horizontal position.



2-2. HOW TO INSTALL

1

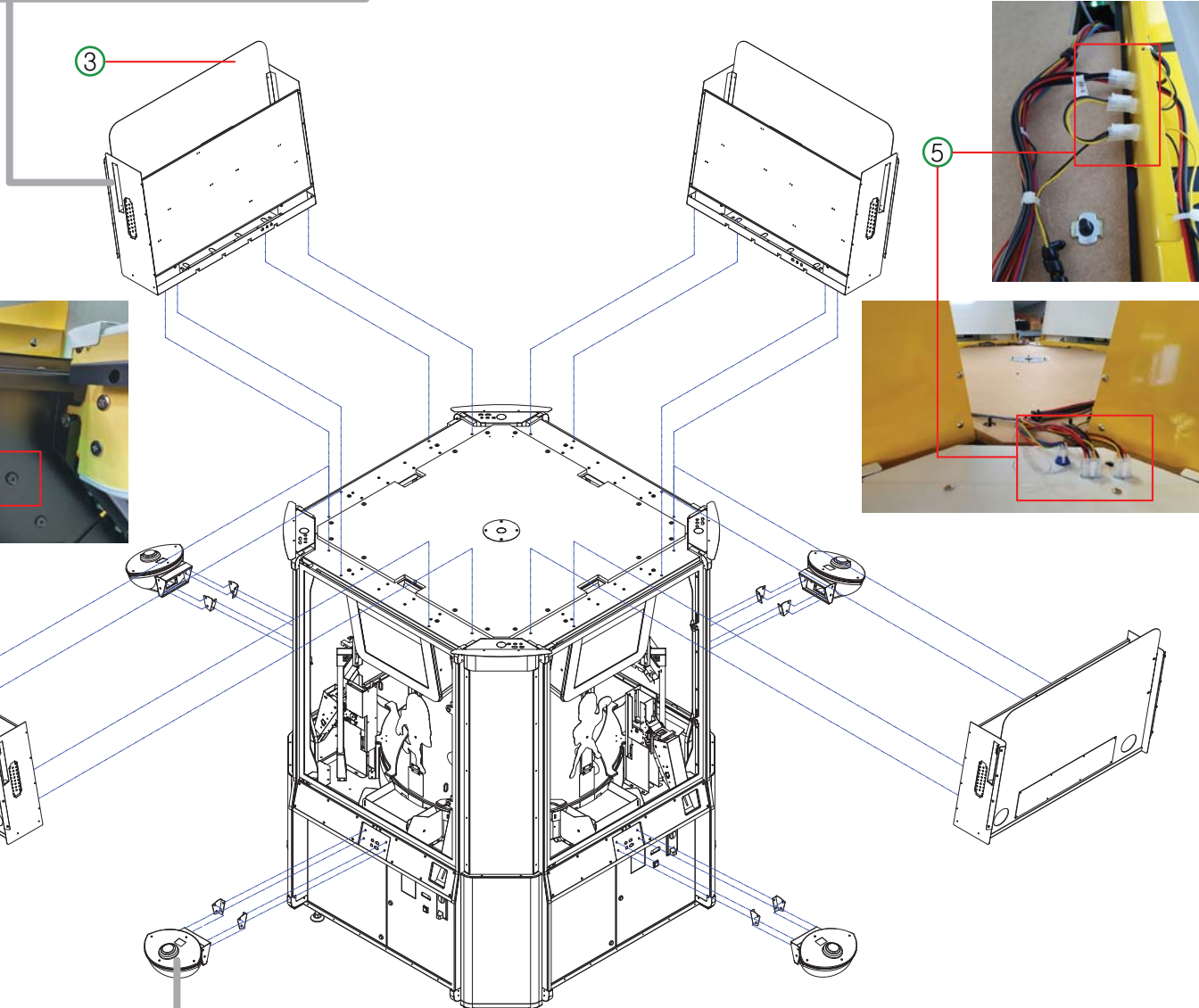
* BILLBOARD ASS'Y



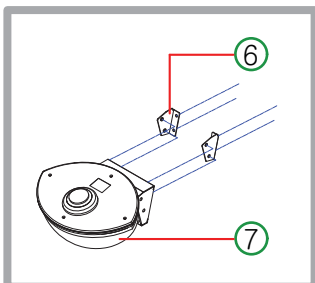
- Assemble ② BILLBOARD FRONT ACRYL to ① BILLBOARD BODY ASS'Y. (M4 Bolt, 4ea)

- Set ③ BILLBOARD ASS'Y on top of each of station as the picture and assemble temporarily. And open front door and then assemble as ④ in the picture. (M4 Bolt, 4ea). * Check symmetry

* Connect the connector as ⑤ in the picture.



* BUTTON CASE ASS'Y



- Fix ⑥ TABLE ATTACH BKT L, R (M6 Bolt, 4ea),

- And assemble ⑦ BUTTON CASE ASS'Y as the picture.

* Connect the connector as ⑧ in the picture.

2 * BILLBOARD CORNER ACRYL

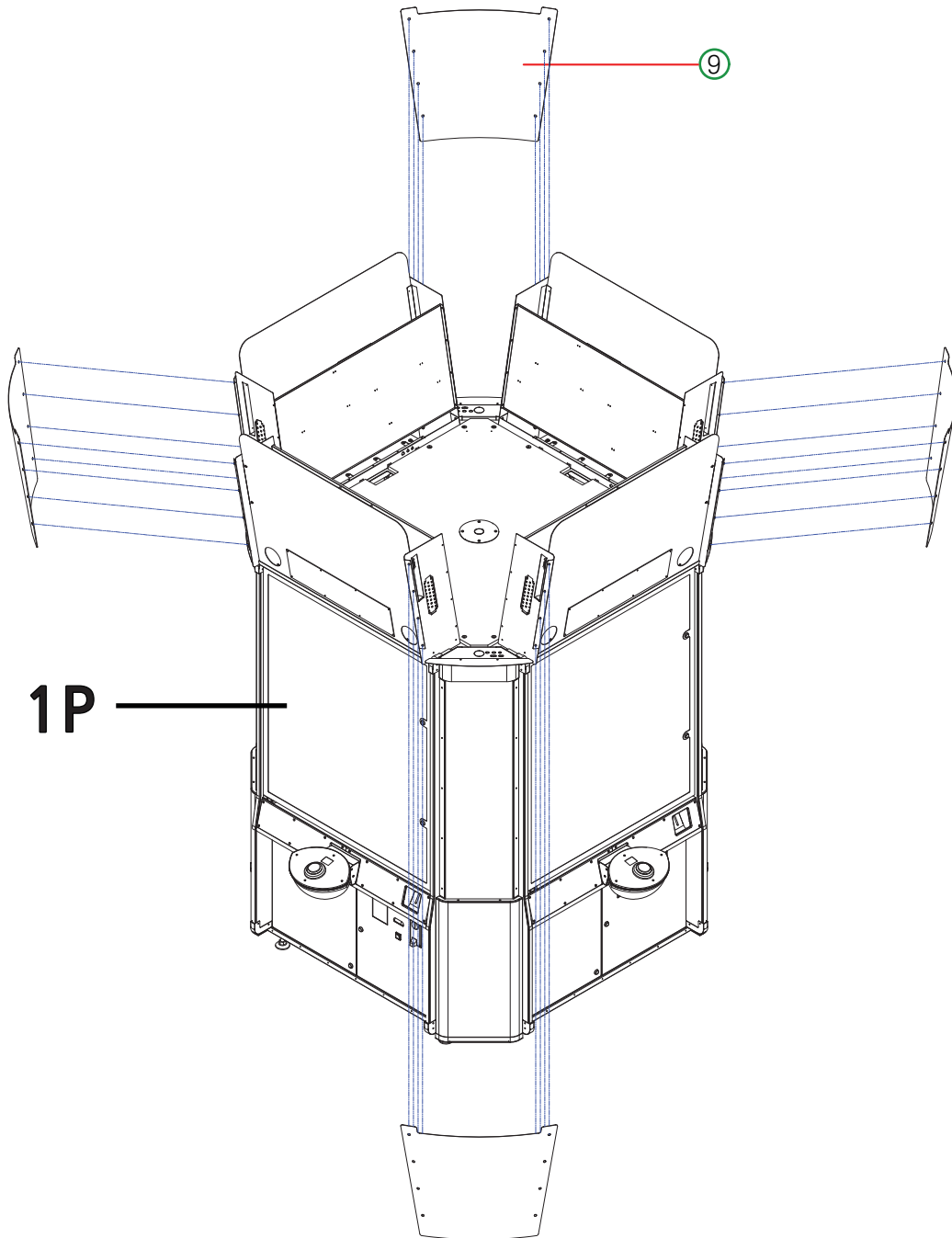


[3P]

- Lastly, assemble ⑨ BILLBOARD CORNER ACRYL in each station from 1P. (M4 Bolt, 8ea)



[4P]



[2P]



[1P]

3. SETUP SETTING

3-1. MACHINE SETUP

| | | | | | |
|-----------------|----------|---------------|---|--------|-----------|
| | OFF ON | | How to set up the dip switch | | |
| 1 | ■ | ID1 | 1. ID 1 | 2. ID2 | |
| 2 | ■ | ID2 | OFF | OFF | PLAYER 1 |
| 3 | ■ | IN TYPE | ON | OFF | PLAYER 2 |
| 4 | ■ | Reserved(OFF) | OFF | ON | PLAYER 3 |
| 5 | ■ | Reserved(OFF) | ON | ON | PLAYER 4 |
| 6 | ■ | Reserved(OFF) | 3. IN TYPE OFF | | Coin Type |
| 7 | ■ | Reserved(OFF) | 3. IN TYPE ON | | Card Type |
| 8 | ■ | Reserved(OFF) | | | |
| Initial setting | | | DIP S/W 1st and 2nd can not be changed. It is default setting. When you use coin dispenser turn off the DIP S/W 3rd and using card system turn on the DIP S/W 3th. | | |
| Player 1 | Player 2 | Player 3 | Player 4 | | |
| OFF ON | OFF ON | OFF ON | OFF ON | | |
| ■ | ■ | ■ | ■ | | |
| ■ | ■ | ■ | ■ | | |
| ■ | ■ | ■ | ■ | | |
| ■ | ■ | ■ | ■ | | |
| ■ | ■ | ■ | ■ | | |
| ■ | ■ | ■ | ■ | | |
| ■ | ■ | ■ | ■ | | |
| ■ | ■ | ■ | ■ | | |

1. SETUP BUTTON LAYOUT

| | |
|--|--|
| | <p>1) [↑↓] Up/Down Button : Menu Up/Down Move 2) [←→] Left/Right Button : Setting Value Change 3) Menu/Select Button : Execution of Set Up Menu Mode and Select 4) Cancel Button : Exit</p> |
| | <p>SERVICE - SERVICE CREDIT ERROR CLEAR - For Error Clear (Position of each PLAYER inside the right door)</p> |

[OPERATING OPTIONS]

| OPERATING OPTIONS | |
|---|--|
| Press MENU Button [MENU/SELECT Button: Enter] | |
| PROGRAM SETTINGS | Set Up Mode |
| CLEAR MODE | Delete Mode |
| BOOKKEEPING DATA | View Bookkeeping Data [↑ ↓] Up/Down key : Move Data Item Up/Down [← →] Left/Right Key : Total, 1P, 2P, 3P, 4P Movement |
| FACTORY SETTING | Initializing to Factory Setting |
| TEST MODE | Test Mode |
| EXIT | OPERATION OPTIONS EXIT |

3-2. SETUP MODE

| PROGRAM SETTINGS | | | |
|------------------|------|--|---|
| LCD DISPLAY | | DESCRIPTION | RANGE |
| ★ CREDIT/COIN | 1/1 | CREDIT / COIN | "FREE", 1/1, 1/2, 1/3, 1/4, 1/5 1/6, 1/7, 1/8, 1/9, 1/10, 2/1, 3/1, 4/1, 5/1 |
| ★ CREDIT/BILL | 1/1 | CREDIT / BILL | 5/1, 4/1, 3/1, 2/1, 1/1, 1/2 1/3, 1/4, 1/5, 1/10, 1/20 |
| ★ T BALL SCORE | 200 | T BALL SCORE | 1 ~ 1000 (increment by 1 unit) |
| ★ O BALL SCORE | 6 | O BALL SCORE | 1 ~ 1000 (increment by 1 unit) |
| ★ U BALL SCORE | 10 | U BALL SCORE | 1 ~ 1000 (increment by 1 unit) |
| ★ C BALL SCORE | 20 | C BALL SCORE | 1 ~ 1000 (increment by 1 unit) |
| ★ H BALL SCORE | 26 | H BALL SCORE | 1 ~ 1000 (increment by 1 unit) |
| ★ D BALL SCORE | 100 | D BALL SCORE | 1 ~ 1000 (increment by 1 unit) |
| ★ W BALL SCORE | 16 | W BALL SCORE | 1 ~ 1000 (increment by 1 unit) |
| ★ N BALL SCORE | 22 | N BALL SCORE | 1 ~ 1000 (increment by 1 unit) |
| ★ T.D. SCORE | 500 | Touchdown SCORE | 10 ~ 3000 (increment by 10 unit) |
| ★ T.D.SCORE INC | 0 | Touchdown INCREMENT SCORE | 0 ~ 20 (increment by 1 unit) |
| ★ T.D.SCORE MAX | 3000 | Touchdown SCORE MAX | 100 ~ 5000 (increment by 10 unit) |
| COLLECT BLUE | 2000 | BLUE CARD CORRECTION | 100 ~ 20000 (increment by 100 unit) |
| COLLECT RED | 2000 | RED CARD CORRECTION | 100 ~ 20000 (increment by 100 unit) |
| COLLECT MEGA | 5000 | MEGA CARD CORRECTION | 100 ~ 50000 (increment by 100 unit) |
| WHEEL SPEED | 30 | Wheel rotation time setting (in seconds) | 25 ~ 35 (increment by 1 unit) |
| START TIME | 60 | GAME START TIME | "OFF", 10 ~ 100 (increment by 10 unit) |
| ★ MERCY TICKET | 0 | MERCY TICKET | 0 ~ 10 (increment by 1 unit) |
| ★ FIXED TICKET | 0 | FIXED TICKET | 0 ~ 20 |

| | | | |
|-----------------|-----|--|--|
| ★ TICKET/SCORE | 1/1 | TICKET RATIO OF SCORE NONE : NO TICKET | "NONE", "1/1", "1/2" |
| ATTRACT VOLUME | 50 | DEMO SOUND AND VOLUME "OFF" : NO SOUND 10 ~ 100 : VOLUME RANGE | "OFF" , 10 ~ 100 (increment by 10 units) |
| SAVE AND EXIT | | SAVE AND EXIT | SELECT button [YES] or [NO] Move the cursor and exit |
| CANCEL AND EXIT | | CANCEL AND EXIT | |

Caution! When setting values marked with ★ is changed, internal BOOKKEEPING DATA, GAME DATA, CREDIT DATA and TICKET DATA are also erased.

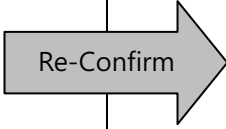
3-3. CLEAR MODE

| ● CLEAR MODE | | |
|---|---|---|
| ◇ KEEP THE GAME SETTING EVEN IF DELETED THE GAME DATA | | |
| LCD DISPLAY | DESCRIPTIONS | EXECUTION |
| CLEAR TICKETS | CLEAR TICKETS | Press SELECT Button and then execute by moving to [YES] or [NO] |
| CLEAR CREDITS | CLEAR CREDITS | |
| CLEAR DATA | CLEAR GAME DATA (KEEP GAME SETTING DATE) | |
| EXIT | Exit | |


| BOOKKEEPING DATA | |
|---|--|
| LCD DISPLAY | DESCRIPTION |
| = BOOKKEEPING DATA = PLAYS : 0 TICKETS : 0 AVERAGE : 0.000000 | Game information display (Total, 1P~4P select with setup left and right buttons) . Game Play Count . Ticket Out Count . Average ticket out per play |
| = TOTAL CREDITS = COINS : 0 BILL : 0 SERVICE : 0 | Game information display (Total, 1P~4P select with setup left and right buttons) . Total Coin Count Total BILL Count . Total Service Count |
| = TOUCHDOWN WIN = TOUCHDOWN : 0 TICKETS : 0 | Touchdown win information display (Total, 1P ~ 4P select with setup left and right buttons) . Total TOUCHDOWN Count . TOUCHDOWN Total Ticket Count |
| = BALL OUT INFO = BALLS : 0 | Displaying the number of successful games during the game (total, total 1P~4P) . Successful total ball out count |
| = BALL OUT INFO = CARD : 0 0.0% T : 0 0.0% D : 0 0.0% | Displaying the number of successful games during the game (total, total 1P~4P) . CARD ball out count, percent of balls out . T ball out count, percent of balls out . D ball out count, percent of balls out |
| = BALL OUT INFO = O : 0 0.0% U : 0 0.0% C : 0 0.0% | Displaying the number of successful games during the game (total, total 1P~4P) . O ball out count, percent of balls out . U ball out count, percent of balls out . C ball out count, percent of balls out |
| = BALL OUT INFO = H : 0 0.0% W : 0 0.0% N : 0 0.0% | Displaying the number of successful games during the game (total, total 1P~4P) . H ball out count, percent of balls out . W ball out count, percent of balls out . N ball out count, percent of balls out |

| | |
|---|---|
| = PLAY TIME INFO = PLAYS : %d PLAYTIME : hh:mm:ss AVERAGE : hh:mm:ss | Display game play time information (Total, 1P ~ 4P select with setup left and right buttons) . Play Count . Total play time (hour:min:sec) . Average play time (hour:min:sec) |
| ** VER INFO INT ** V 1.__, YYYY/MM/DD RUNTIME : hh:mm:ss | Show version and game hours information . Version Info (year/month/day) . Time display of power on status (hour:min:sec) |
| CANCEL Button : Exit | |

| | |
|---|--|
| ● FACTORY-SETTING : Initializing to Factory Setting (Delete All Data and Setsat Default Value) | |
| LCD DISPLAY (Execution) | LCD DISPLAY (Execution) |
| FACTORY-SETTING ARE YOU SURE? YES or [<u>NO</u>] Execute by moving cursor | FACTORY-SETTING REALLY ? YES or [<u>NO</u>] Execute by moving cursor |



3-4. TEST MODE

| TEST MODE - Additional modifications are required and may differ from actual equipment | | |
|--|---------------|--|
| LCD DISPLAY | SETTING VALUE | DESCRIPTION |
| INPUT TEST | BASIC TEST |  <p>[Dot Matrix Display]</p> <p>You can check the status of the basic switches in the INPUT TEST item. You can test on/off control of COIN, CARD, and BILL devices when you move the items, it will be displayed on the DMD</p> <p>PLAY BUTTON - Sound 1 when pressed, button LAMP ON, "PLAY BUTTON" displayed on DMD</p> <p>SERVICE BUTTON - Sound 2 when pressed, "SERVICE BUTTON" displayed in DMD</p> <p>ERROR CLEAR BUTTON - Sound 3 when pressed, "ERROR CLEAR BUTTON" displayed on DMD</p> <p>RELOADER - UP 6 "RELOADER UP S / W OK" is displayed on DMD when S / W is pressed. - DOWN S / W when sound is detected, "RELOADER DOWN S / W OK" is displayed on sound 7, DMD - "RELOADER OK" is displayed at completion of operation, and "RELOADER ERROR" is displayed at failure - Display change as 00, 11 in ENCODER FND</p> <p>COIN - sound is detected at input 8, "COIN IN" is displayed in DMD - ON / OFF check the popular LED, ON if the current menu is INPUT TEST, OFF if not</p> |

| | | |
|------------|-------------------------|---|
| INPUT TEST | | <p>CARD SWIPE</p> <ul style="list-style-type: none"> - Sound when swipe detected 8, "CARD SWIPE" displayed on DMD - Sound 8, "BILL SIGNAL" DMD is displayed when detecting bill acceptor signal <p>TICKET BUTTON</p> <ul style="list-style-type: none"> - Press to sound 9, TICKET BUTTON LAMP ON - "TICKET BUTTON" displayed in DMD - When three tickets are attempted, "TICKET OUT OK" is displayed on DMD (Dot Matrix Display) and "TICKET OUT ERROR" is displayed on failure <p>PUSHER</p> <ul style="list-style-type: none"> - "PUSHER FRONT S / W OK" is displayed on the DMD when FRONT S / W is detected - "PUSHER BACK S / W OK" is displayed on the DMD when BACK S / W is detected - ENCODER operation detection is displayed PE on top right of DMD <p>CARD OUT SENSOR</p> <ul style="list-style-type: none"> - Displayed with UP and DN in the middle green box to the right of the DMD - When the upper sensor of Solenoid is detected, the white UP is displayed on the DMD - When the down sensor of Solenoid is detected, the white DN is displayed on the DMD <p>WHEEL</p> <ul style="list-style-type: none"> - During rotation, the WE is displayed to the right of the encoder status DMD. (12 rounds for one turn) |
| | [=>] | Enter input status check mode (1P only, see separate INPUT TEST item) |
| LED TEST | DMD, LED OPERATION TEST | |
| | "OFF" | Turn OFF the whole |
| | "RED" | Displays the RED color throughout the DMD and LED |
| | "GREEN" | Displays the GREEN color throughout the DMD and LED |
| | "BLUE" | Displays the BLUE color throughout the DMD and LED |
| | "WHITE" | Displays the WHITE color throughout the DMD and LED |
| | "AUTO" | RED, GREEN, BLUE and WHITE are sequentially displayed on DMD and LED |
| FND TEST | FND OPERATION TEST | |
| | "OFF" | Turn OFF the whole |
| | "ON" | Turn ON the whole |
| | "AUTO " | Flashes all FNDs three times and displays a sequence of 00 to 99 numbers. Repeat from the beginning again |

| | | |
|---------------|--|--|
| LAMP TEST | LAMP OPERATION TEST | |
| | "OFF" | Turn OFF the whole |
| | "ON" | Turn ON the whole |
| | "FLASH" | All FLASH blinks |
| | Each players' button lamps will be turned when you press the each player's' button of the INPUT TEST mode. | |
| PUSHER TEST | PUSHER OPERATION TEST | |
| | "1P" ~ "4P" | For each P, If moving to forward, move to backward. If moving to backward, move to forward |
| | "ALL" | All players are progress |
| RELOADER TEST | RELOADER OPERATION TEST | |
| | "1P" ~ "4P" | For each P, if moving to upper, move to lower. If moving to lower, move to upper |
| | "ALL" | All players are progress |
| CARD TEST | CARD OPERATION TEST | |
| | "1P" ~ "4P" | Card dispenser test for Each P |
| SOLENOID TEST | SOLENOID OPERATION TEST | |
| | "1P" ~ "4P" | SOLENOID operation test for each P (0.5 second operation) |
| COUNTER | COUNTER OPERATION TEST | |
| | "COIN 1" | 1P COIN COUNT OPERATION |
| | "TICKET 1" | 1P TICKET COUNT OPERATION |
| | "COIN 2" | 2P COIN COUNT OPERATION |
| | "TICKET 2" | 2P TICKET COUNT OPERATION |
| | "COIN 3" | 3P COIN COUNT OPERATION |
| | "TICKET 3" | 3P TICKET COUNT OPERATION |
| | "COIN 4" | 4P COIN COUNT OPERATION |
| | "TICKET 4" | 4P TICKET COUNT OPERATION |
| | Press LEFT or RIGHT button to select the type and then press the SELECT button | |
| COM TEST | Test communication between DEVICE | |
| | "OFF" | TEST STOP |
| | "M/B" | Main Board communication test of PLAYER 2, 3, 4 "M / B nP Success" on success, and "M / B nP Fail" on failure |
| | "S/M" | Wheel Motor Controller Communication Test "S / M Success" on success and "S / M Fail" on failure |
| | "DMD" | DMD (Dot Matrix Display) DMD communication test of PLAYER 2, 3, 4 "DMD nP Success" on success and "DMD nP Fail" on failure |
| SOUND TEST | [=>] | ENTER SOUND TEST |
| EXIT | EXIT SETUP MODE | |

TEST MODE -> INPUT TEST

The INPUT TEST displays the input portion that can be checked visually from the front of the game machine. Press the Cancel button to exit.

| LCD DISPLAY | STATUS | DESCRIPTION |
|----------------------|--|----------------------------|
| SETUP UP | Off, On | Setup Up Button Status |
| SETUP DOWN | Off, On | Setup Down Button Status |
| SETUP LEFT | Off, On | Setup Left Button Status |
| SETUP RIGHT | Off, On | Setup Right Status |
| SETUP SELECT | Off, On | Setup Button Status |
| SETUP CANCEL | Off, On | Setup Cancel Button Status |
| SERVICE BUTTON | Off, On | Service Button Status |
| 0 : 0000000000000000 | Internal switch, sensor status 0, 1 value for confirmation | |
| 1 : 0000000000000000 | 0 - No Input | |
| 2 : 0000000000000000 | 1 - No Input | |

TEST MODE -> SOUND TEST

| LCD DISPLAY | SETTING VALUE | DESCRIPTION |
|-------------|--|---|
| TEST | "BGM" | Background music output test |
| | "FX" | Sound effect output test |
| | "VOC" | Sound effect output test |
| | "CHANNEL" | Sequential left-right output test for each P (1, 3 left speaker, 2, 4 right speaker) |
| | LEFT, RIGHT : BGM, FX, VOC SELECT, SELECT : On, Off SELECT | |
| -EXIT- | EXIT MENU | |

EXIT

Return to previous menu (SETUP MODE) (Exit menu)

SELECT BUTTON : Execution

3-6. ERROR CODE

| ERROR CODE | DMD DISPLAY | ERROR TYPE | NOTE | CHECK LIST |
|-------------|-------------|-----------------------------|--|---|
| E0-1 | E0-1 | SETUP LCD | No setup LCD response | Setup LCD check (The game is normally processed) |
| E0-2 | E0-2 | SYSTEM | Setup save data memory Read & write failure | Continue problem after power on, off MAIN BOARD Replacement |
| E0-3 | E0-3 | | Saving setup data problems | Enter setup mode and check setup and save (MAIN BOARD change in case of trouble) |
| E1-1 | E1-1 | COIN MECH | Coin 1 sensor signal still present | 1. Coin Mech 1 check 2. Dip switch N / O setting check |
| E2-1 | E2-1 | MAIN BOARD COMMUNICATION | 2P board communication error | 1. 2P board operation check 2. Check communication wiring |
| E2-2 | E2-2 | | 3P board communication error | 1. 3P board operation check 2. Check communication wiring |
| E2-3 | E2-3 | | 4P board communication error | 1. 4P board operation check 2. Check communication wiring |
| E2-4 | E2-4 | DMD COMMUNICATION | DMD communication error for each P | 1. Each P DMD operation check 2. Check communication wiring |
| E2-5 | E2-5 | WHELL COMMUNICATION | Wheel drive communication error | 1. Bottom control board operation check 2. Motor wiring check 3. Check the communication wiring |
| E2-6 | E2-6 | COMMUNICATION | Communication data loss error | Check communication wiring in case of frequent occurrence |
| E4-1 | E4-1 | WHEEL ERROE | No wheel encoder signal | 1. Check the wheel rotation status 2. Check the encoder operation status |
| E5-1 | E5-1 | RELOADER ERROR | Reloader operation error | 1. Check motor rotation 2. Check encoder operation 3. Check jam during operation |
| E5-2 | E5-2 | | Operation time over | 1. Check motor rotation 2. Check the upper and lower limit switch 3. Check jam during operation |

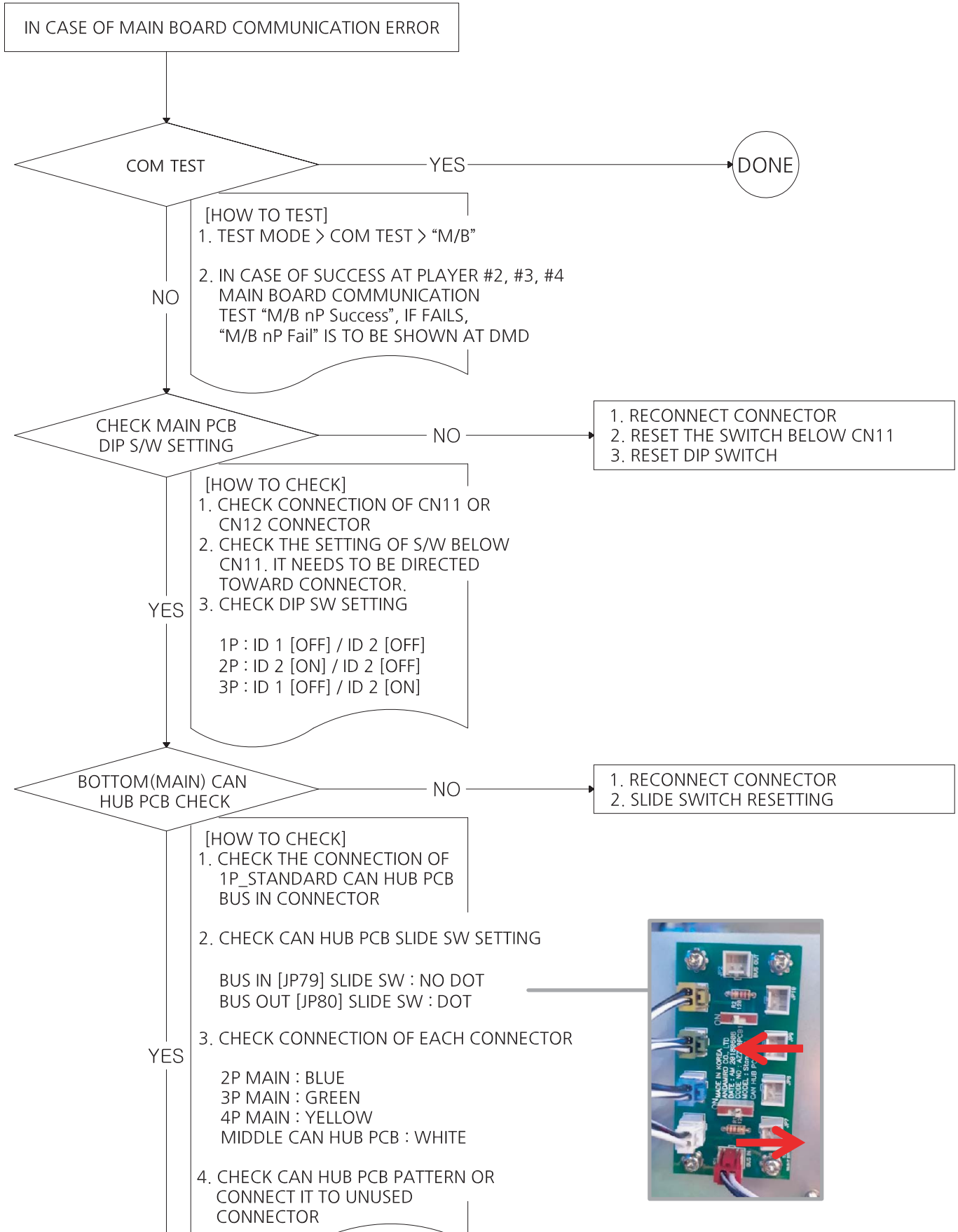
| | | | | |
|-------------|-------------|---------------------|---|--|
| E6-1 | E6-1 | PUSHER ERROR | Encoder operation error | 1. Check motor rataion 2. Check encoder operation |
| E6-2 | E6-2 | | Operation error | 1. Check motor rataion 2. Check the front and rear limit switch 3. Check for obstructions during operation |
| E6-3 | E6-3 | | Operation time exceeded error | 1. Check motor rataion 2. Check the front and rear limit switch 3. Check for obstructions during operation |
| ET-1 | ET-1 | TICKET ERROR | No tickets or No ticket mech motor operation | Ticket check or operation check |
| ET-2 | ET-2 | | Tickets or ticket sensor signal reverse operation | 1. Ticket confirmation 2. Ticket sensor dip switch status check |
| EC-1 | EC-1 | CARD ERROR | No card or card dispenser operation | Check card or operation |
| EC-2 | EC-2 | | Poor solenoid operation or sensor malfunction | 1. Check for a card jam 2. Check solenoid operation 3. Check sensor operation |
| EC-3 | EC-3 | | Card eject error | 1. Check card jam 2. Check the solenoid operation 3. Check the sensor operation |
| EC-4 | EC-4 | | Card eject bottom sensor error, Warning sound and automatic error clear when sensor clear | 1. Check card jam 2. Check the sensor operation |
| EC-5 | EC-5 | | Top sensor not recognized after dispenser ejection, top sensor error | 1. Check the sensor operation |
| EX-1 | EX-1 | COMMUNICATION ERROR | Communication error between main board and DMD. Displayed on DMD, cleared automatically upon recovery | 1. Check communication cable |
| EE | EE | | Communication error between main board and DMD. Display on FND, cleared automatically upon recovery | |

* **E0-1, ET, EC-4** errors are allowed for operating machine, but the remaining errors are not.

4. TROUBLESHOOTING

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

4-1. MAIN BOARD COMMUNICATION ERROR [E2-1, E2-2, E2-3]

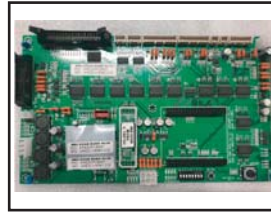


* DOT : MOVE TO THE "O" MARK OF SWITCH.
 * NO DOT : MOVE TO THE "BLANK" MARK OF SWITCH.
 * The slide switch setting direction may change depends on the PCBs.



REPLACE MAIN PCB

- CODE NO.
[AREZ0PCB001]



DONE

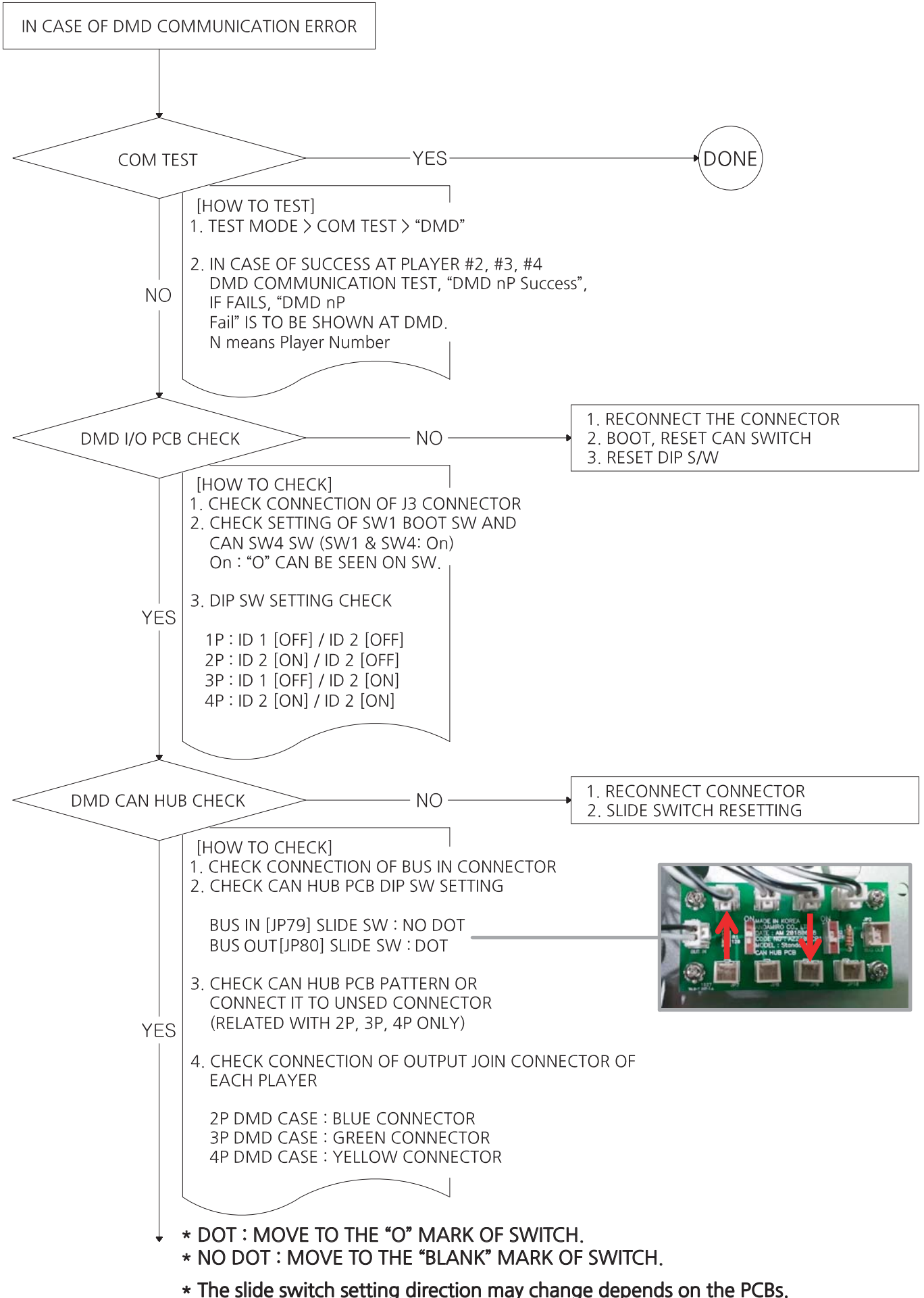
*** THE SYSTEM BEING USED IN THIS MACHINE IS BASED ON CAN COMMUNICATION DUE TO WHICH THERE IS NO PROBLEM AT NORMAL WORKING CONDITION EVEN IF COMMUNICATION LINE IS CONNECTED TO ANY CONNECTOR OF CAN HUB PCB. HOWEVER, FOLLOWINGS ARE NEEDED TO CHECK FOR STABLE COMMUNICATION.**

1) COMMUNICATION LINES ARE CORRECTLY WIRED TO DESIGNATED POSITIONS.

2) ONE OF TWO SWITCHES ATTACHED TO THE CAN HUB PCB NEAR 1P MAIN BOARD AND 1P DOT MATRIX IS SWITCHED "ON" AND ALL OTHER SWITCHES AT CAN HUB PCB ARE SWITCHED "OFF".

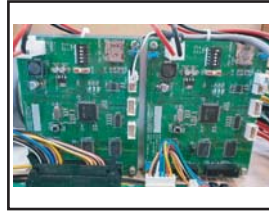
* General check up : Check the supply voltage and wiring connection properly
 * "NO" : Means faulty of the check up result.

4-2. DMD COMMUNICATION ERROR [E2-4]



REPLACE DMD I/O PCB

- CODE NO.
[AZZZ0PCB197]



DONE

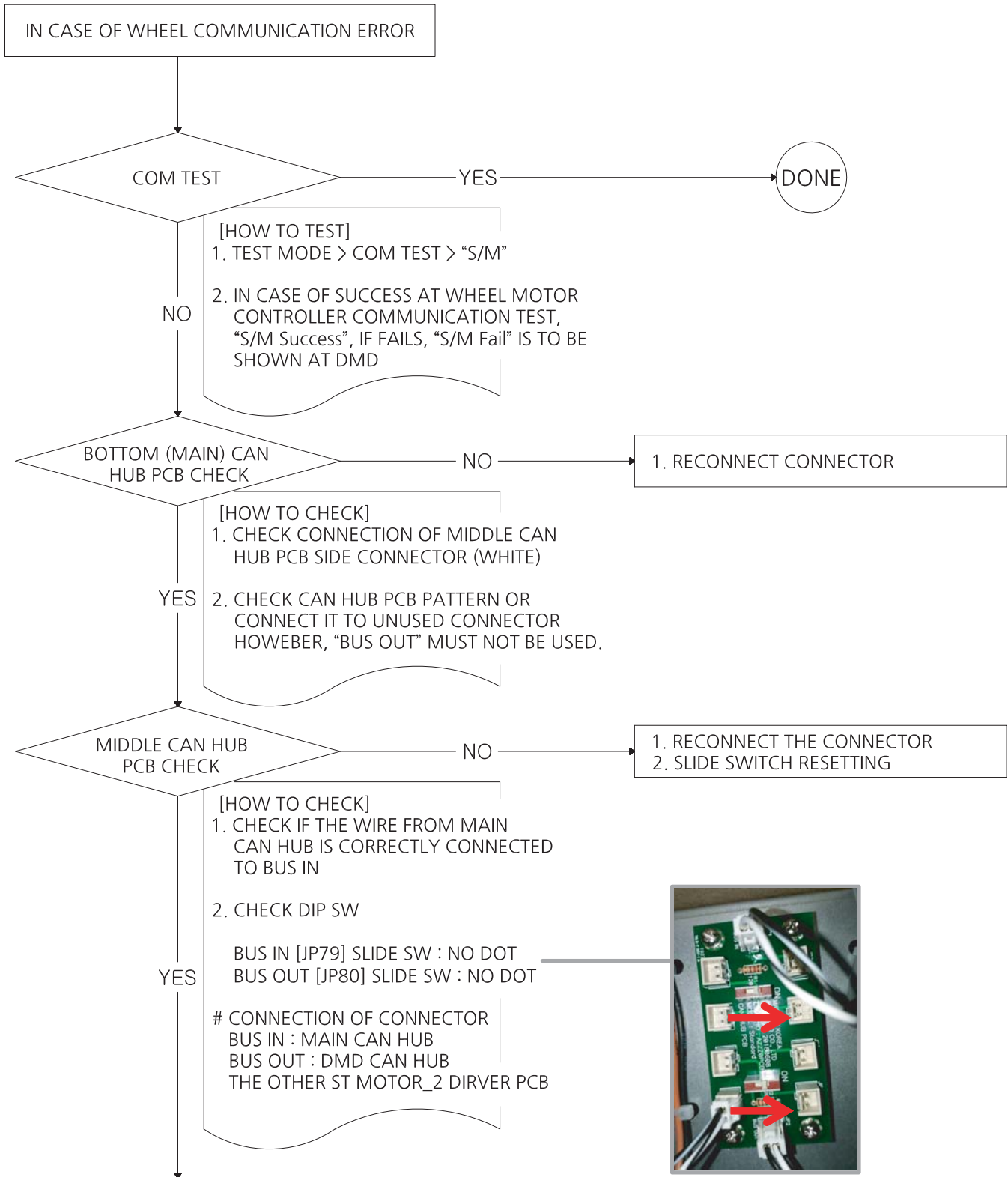
*** IF EVERY PLAYER (1P~4P) DOES NOT WORK, CHECK AND REPLACE IN SEQUENCE OF MIDDLE HUB, BOTTOM HUB(MAIN), 1P MAIN.
THE SYSTEM BEING USED IN THIS MACHINE IS BASED ON CAN COMMUNICATION DUE TO WHICH THERE IS NO PROBLEM AT NORMAL WORKING CONDITION EVEN IF COMMUNICATION LINE IS CONNECTED TO ANY CONNECTOR OF CAN HUB PCB. HOWEVER, FOLLOWINGS ARE NEEDED TO CHECK FOR STABLE COMMUNICATION.**

1) COMMUNICATION LINES ARE CORRECTLY WIRED TO DESIGNATED POSITIONS.

2) ONE OF TWO SWITCHES ATTACHED TO THE CAN HUB PCB NEAR 1P MAIN BOARD AND 1P DOT MATRIX IS SWITCHED "ON" AND ALL OTHER SWITCHES AT CAN HUB PCB ARE SWITCHED "OFF".

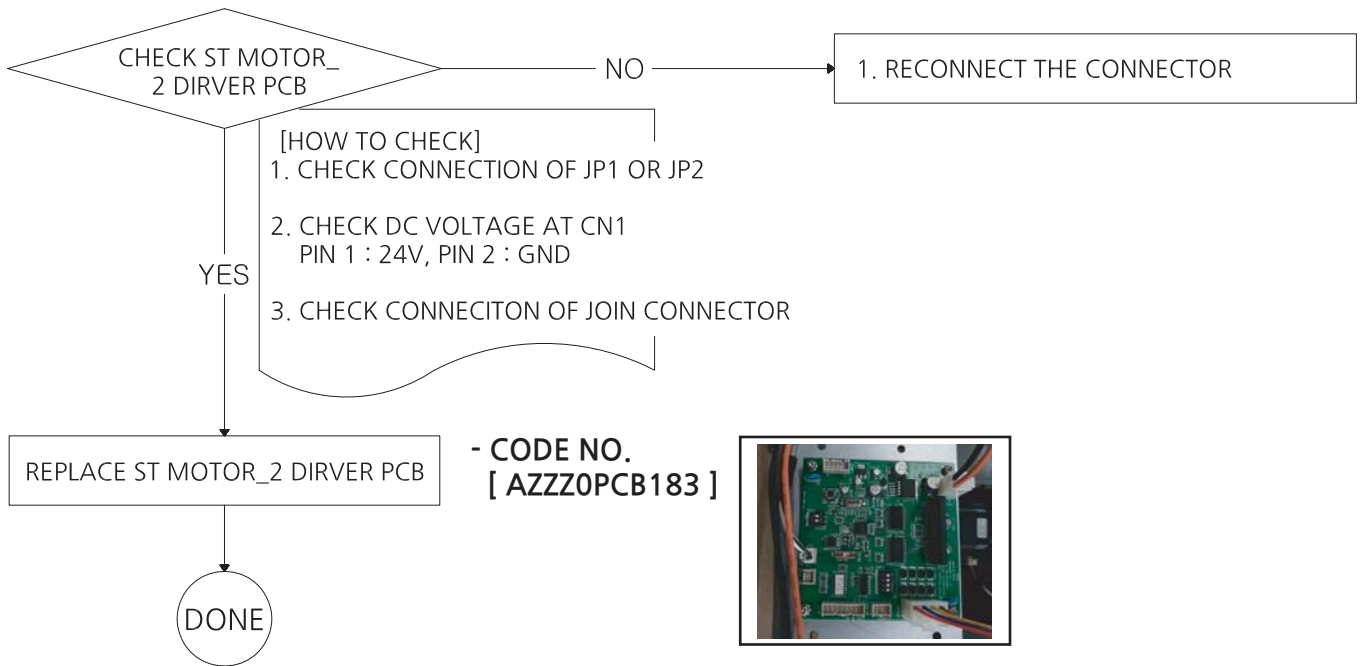
- * General check up : Check the supply voltage and wiring connection properly
- * "NO" : Means faulty of the check up result.

4-3. WHEEL COMMUNICATION ERROR [E2-5]



* NO DOT : MOVE TO THE "BLANK" MARK OF SWITCH.

* The slide switch setting direction may change depends on the PCBs.



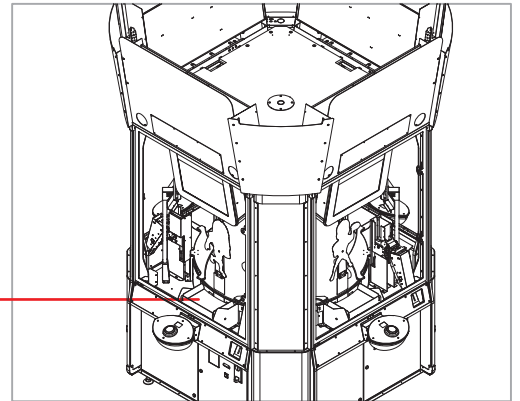
*** THE SYSTEM BEING USED IN THIS MACHINE IS BASED ON CAN COMMUNICATION DUE TO WHICH THERE IS NO PROBLEM AT NORMAL WORKING CONDITION EVEN IF COMMUNICATION LINE IS CONNECTED TO ANY CONNECTOR OF CAN HUB PCB. HOWEVER, FOLLOWINGS ARE NEEDED TO CHECK FOR STABLE COMMUNICATION.**

1) COMMUNICATION LINES ARE CORRECTLY WIRED TO DESIGNATED POSITIONS.

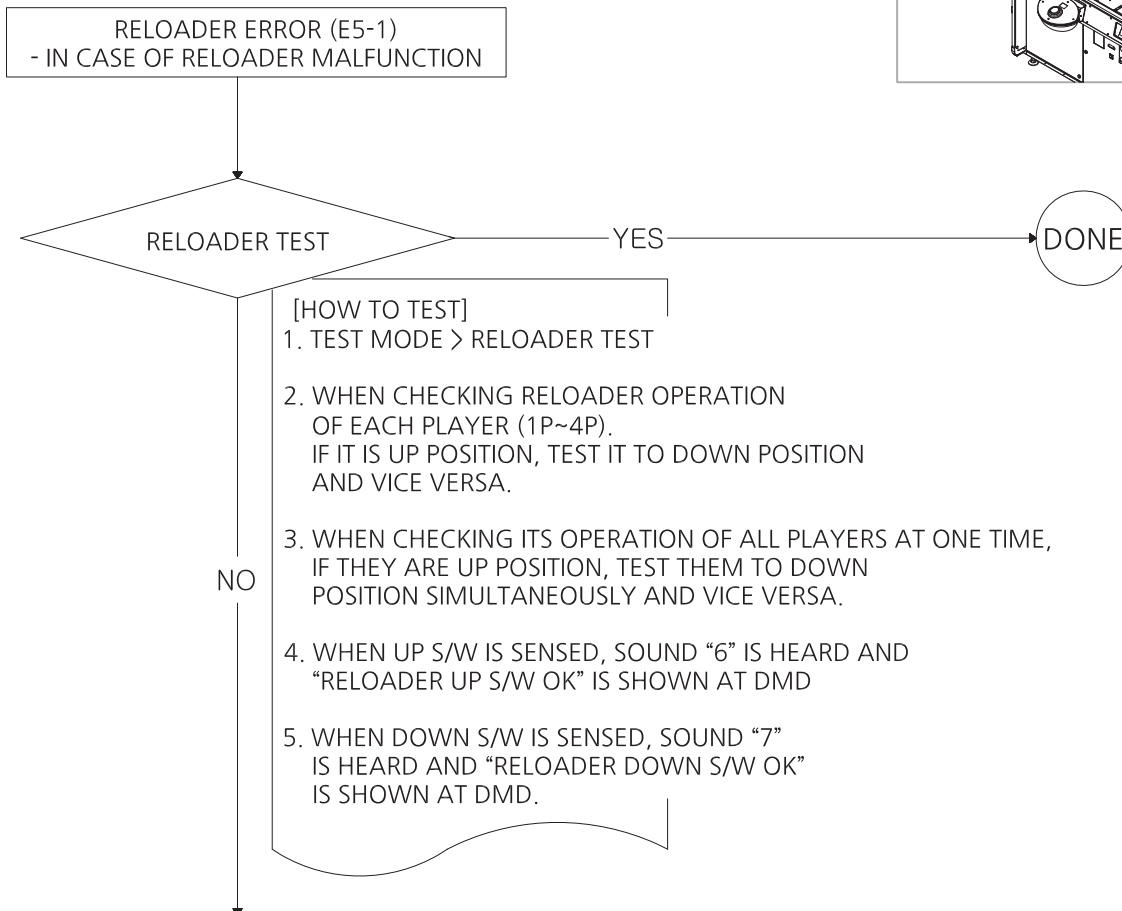
2) ONE OF TWO SWITCHES ATTACHED TO THE CAN HUB PCB NEAR 1P MAIN BOARD AND 1P DOT MATRIX IS SWITCHED "ON" AND ALL OTHER SWITCHES AT CAN HUB PCB ARE SWITCHED "OFF".

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

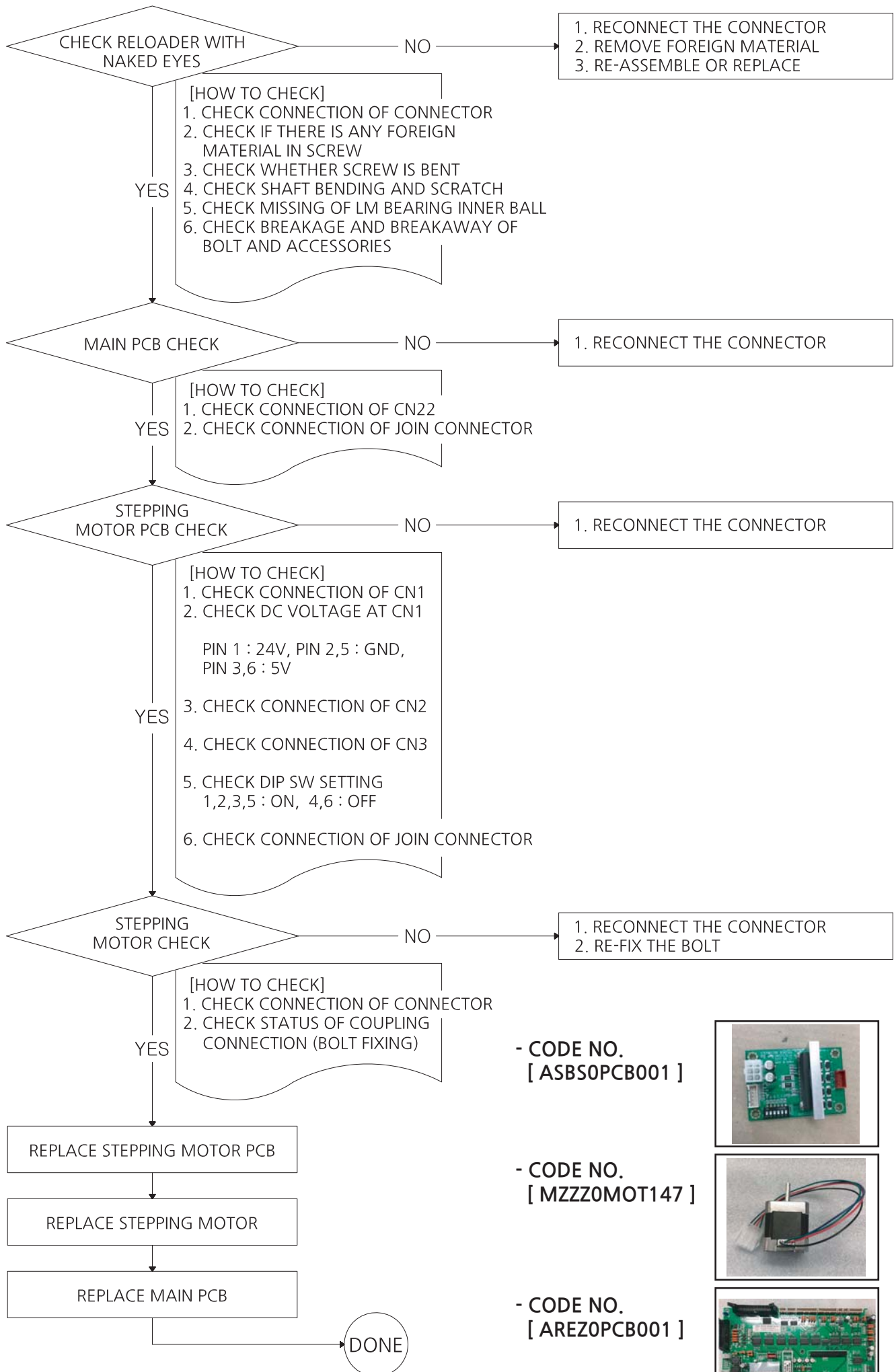
4-4. RELOADER ERROR [E5-1, E5-2]



RELOADER



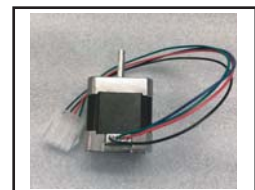
IN CASE OF SCREW (MOTOR) MALFUNCTION [5-1]



- CODE NO. [ASBS0PCB001]



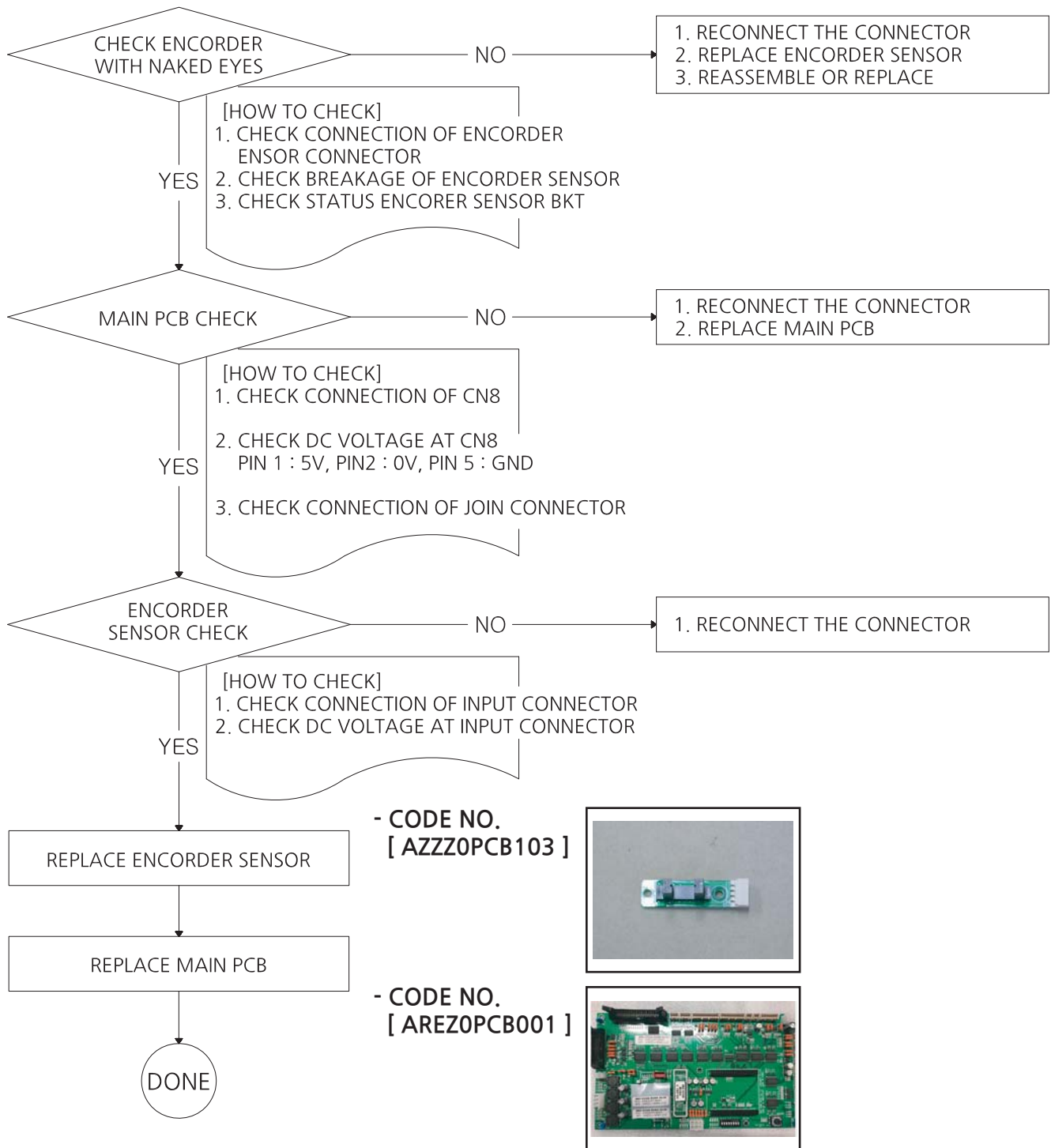
- CODE NO. [MZZZ0MOT147]



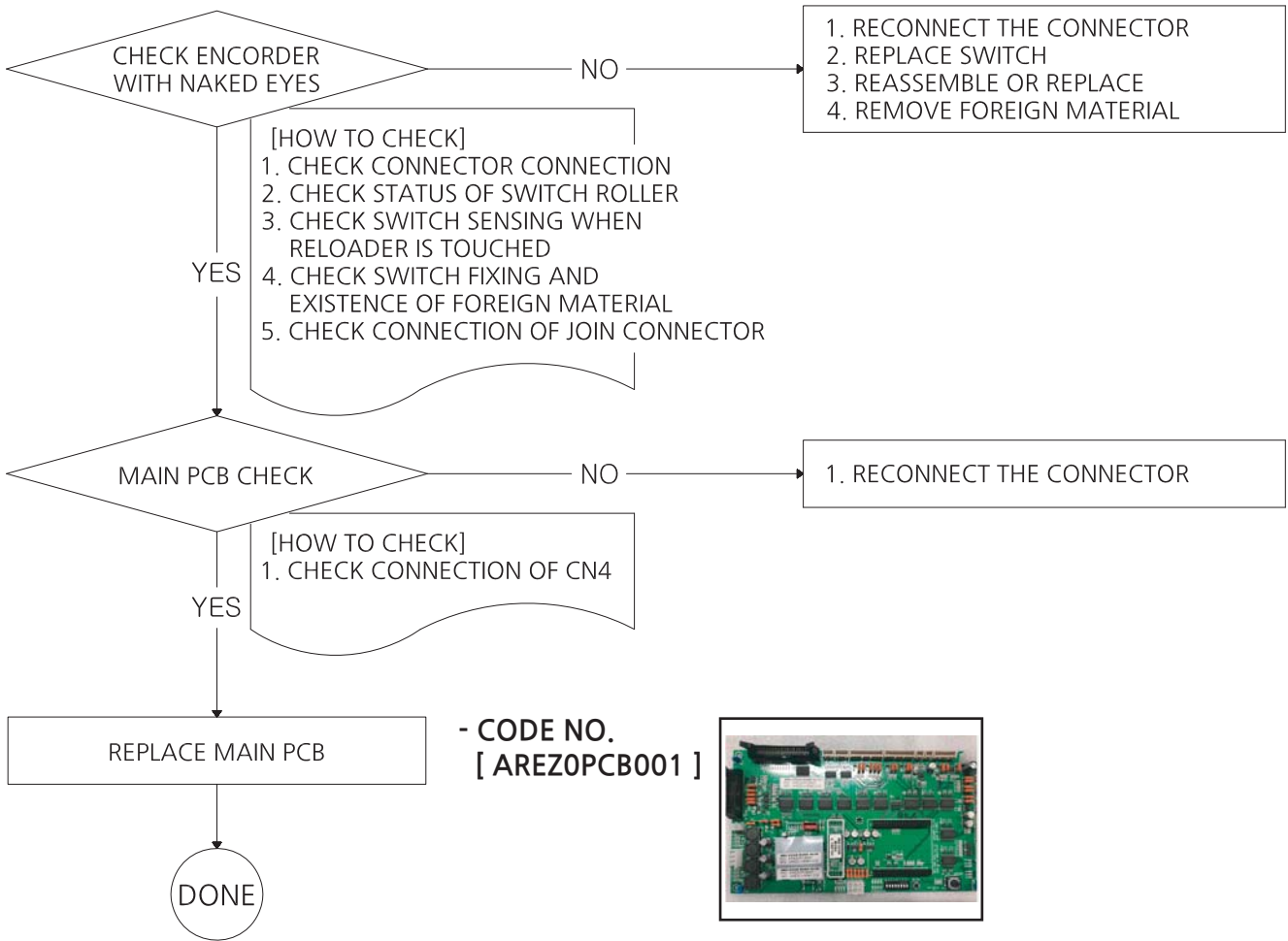
- CODE NO. [AREZ0PCB001]



IN CASE OF ENCODER MALFUNCTION [5-2]

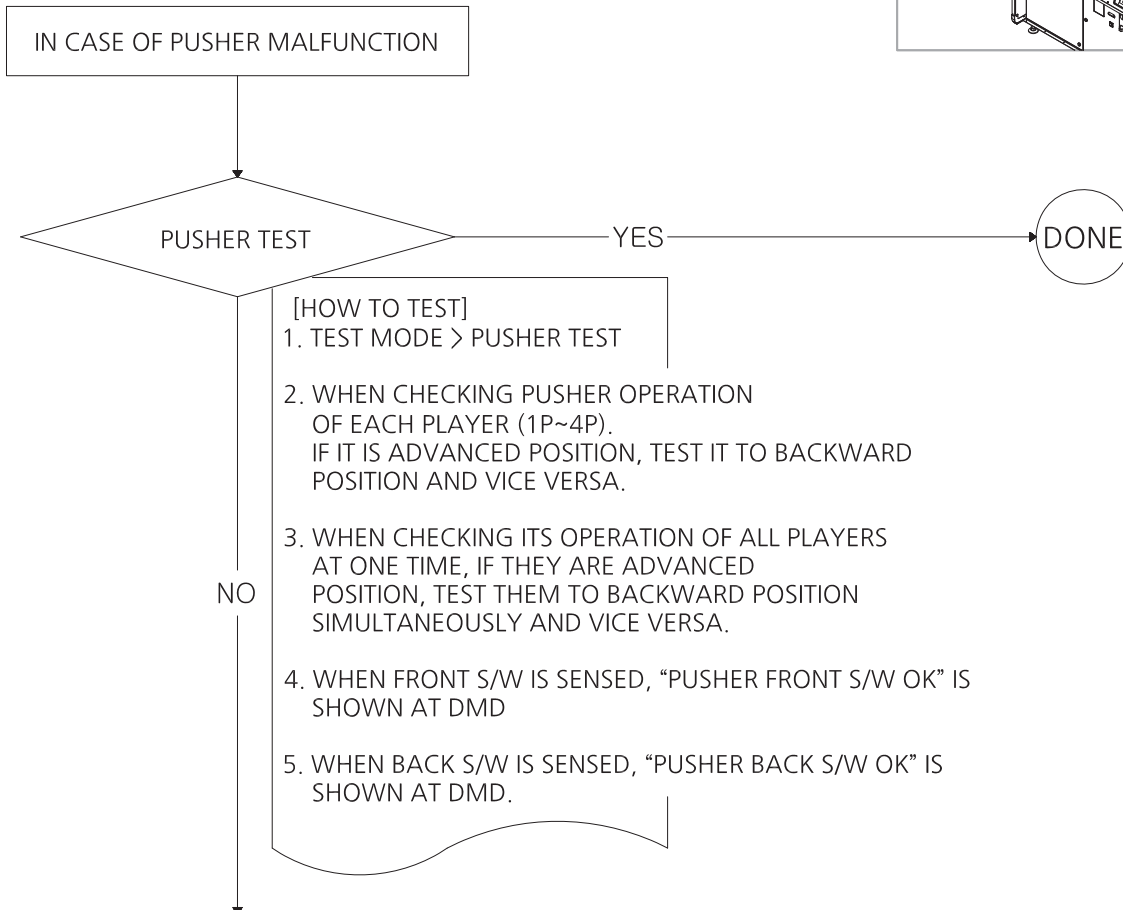
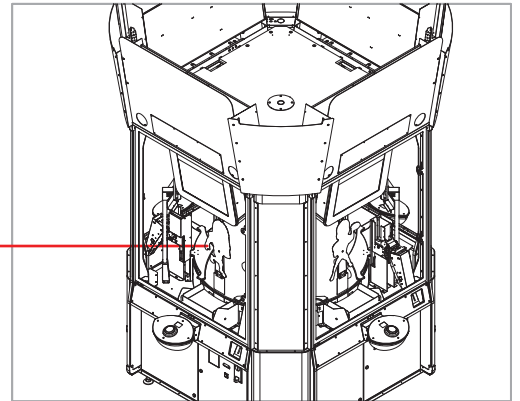


IN CASE OF SWITCH MALFUNCTION

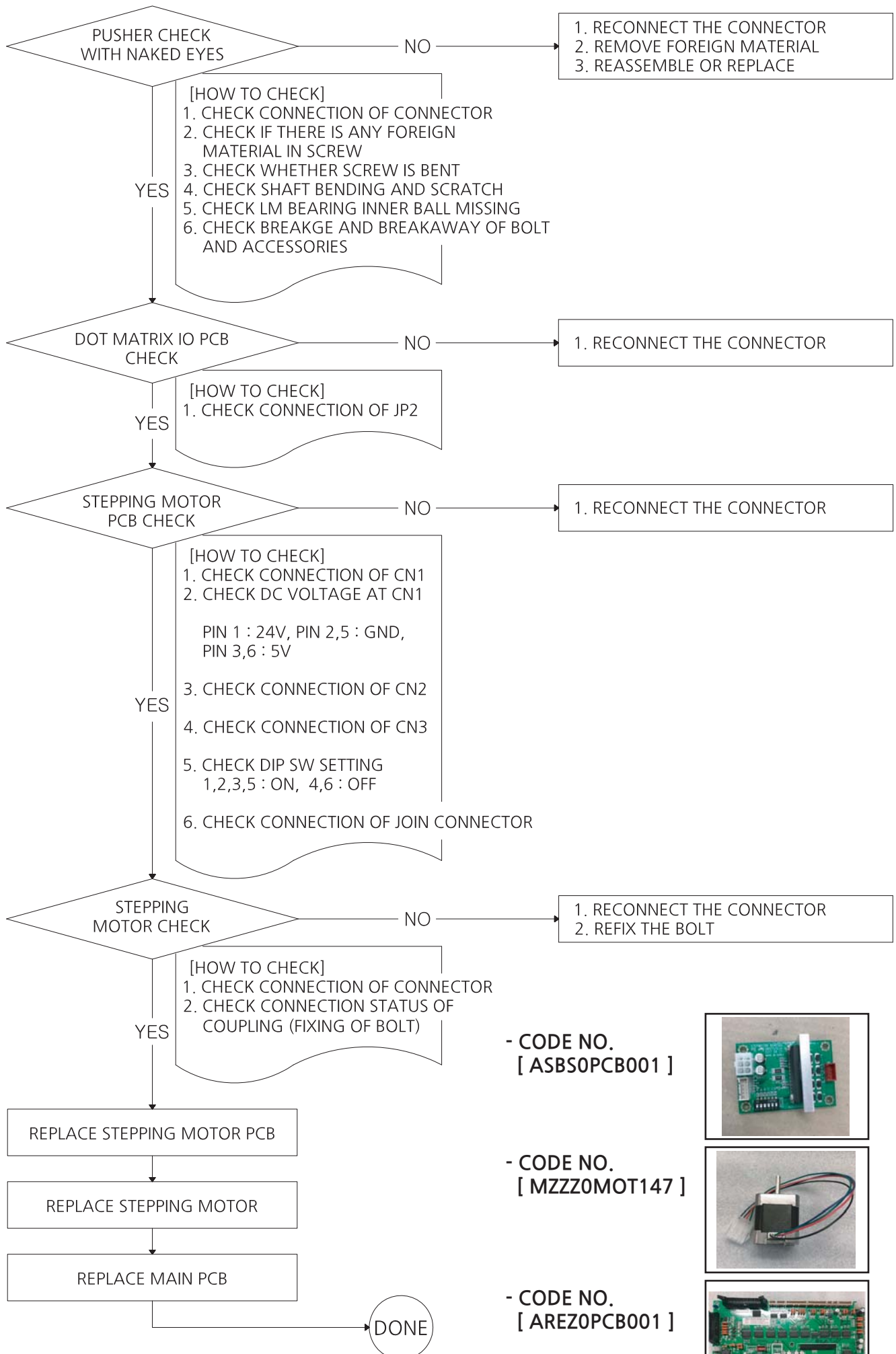


- * General check up : Check the supply voltage and wiring connection properly
- * "NO" : Means faulty of the check up result.

4-5. PUSHER ERROR [E6-1~3]



IN CASE OF SCREW (MOTOR) MALFUNCTION [6-2]



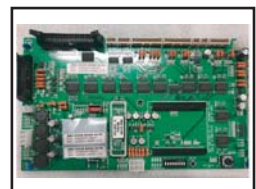
- CODE NO.
[ASBS0PCB001]



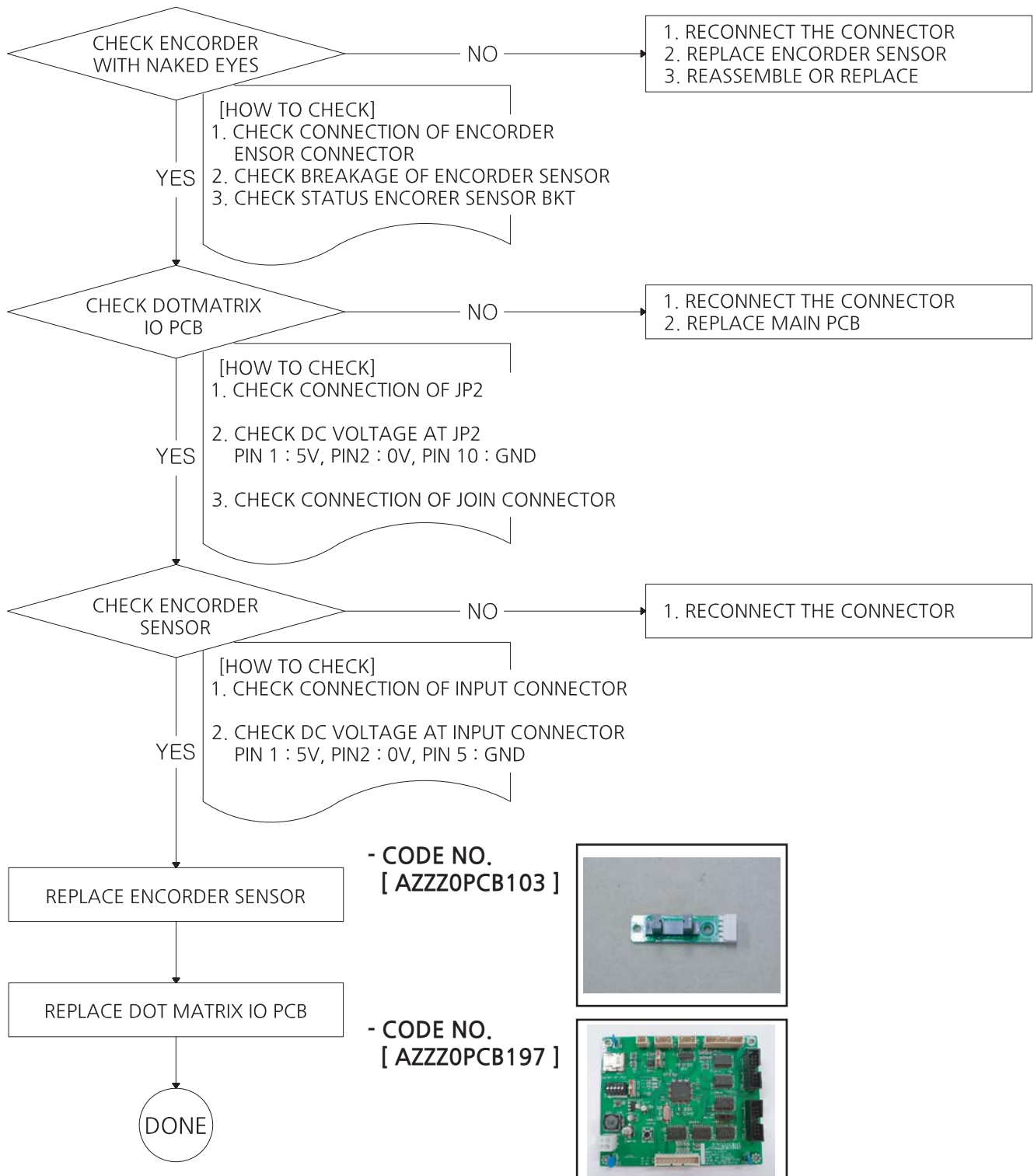
- CODE NO.
[MZZ0MOT147]



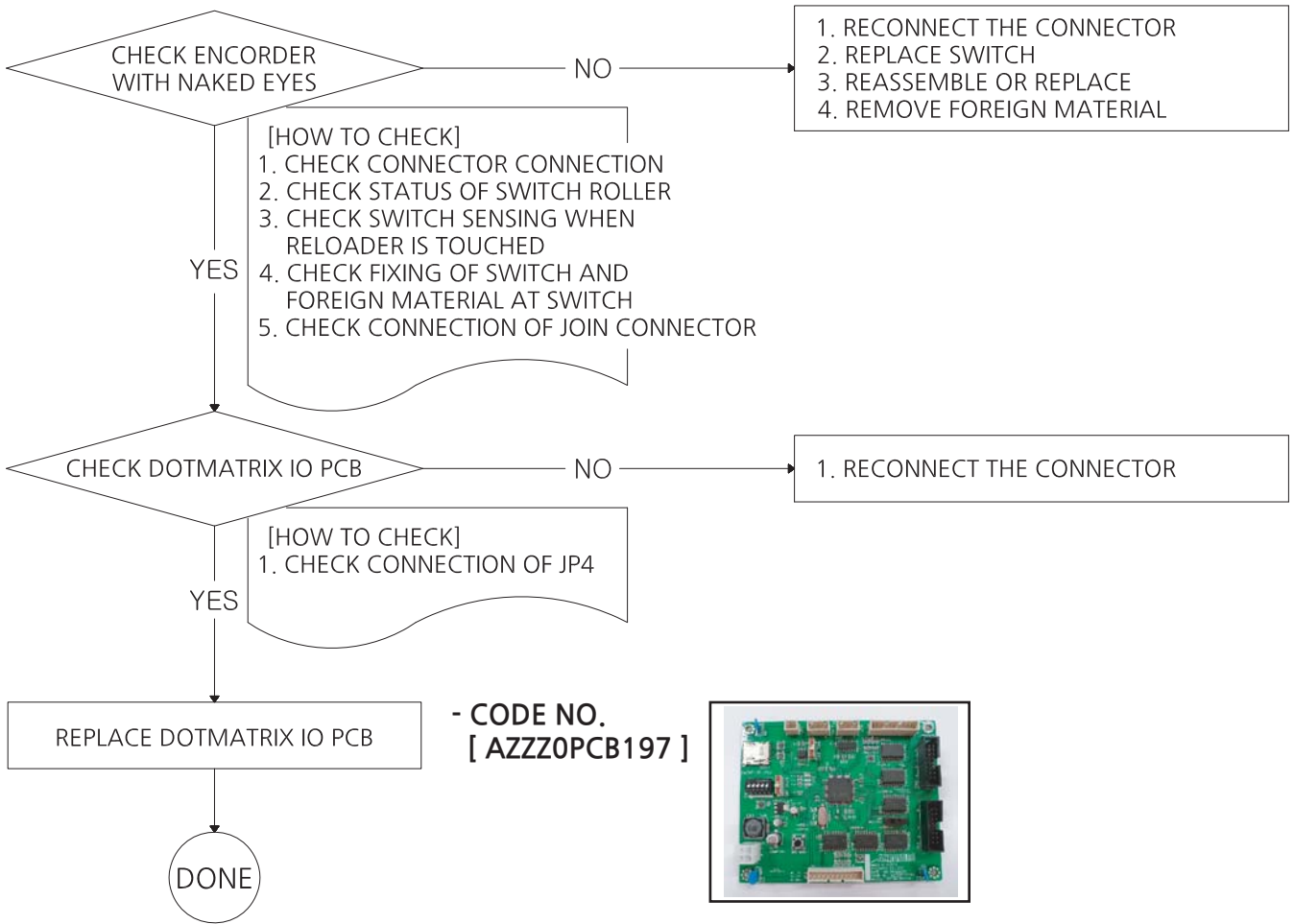
- CODE NO.
[AREZ0PCB001]



IN CASE OF ENCODER MALFUNCTIONS [6-1]

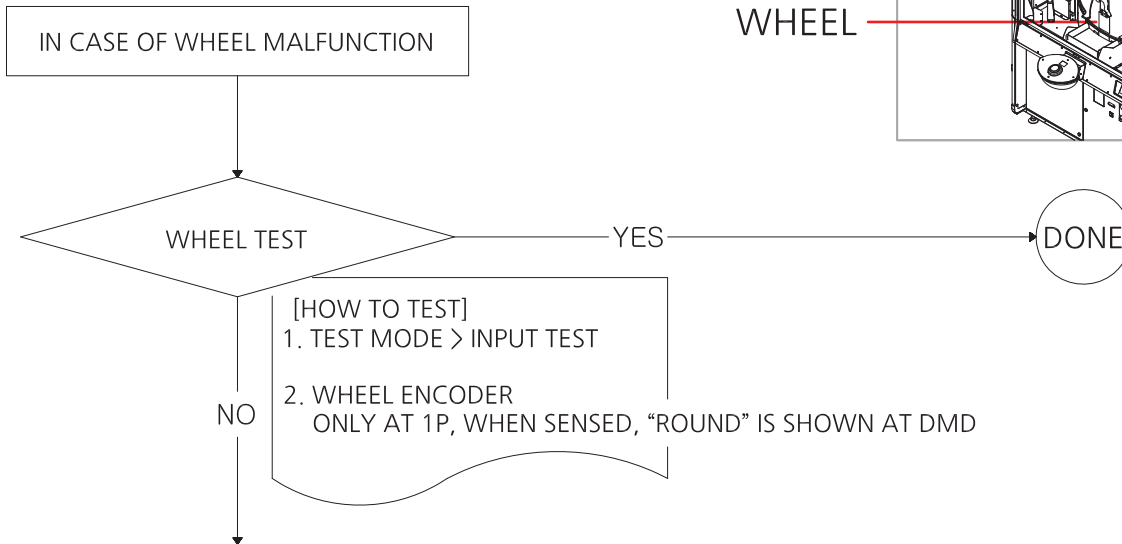
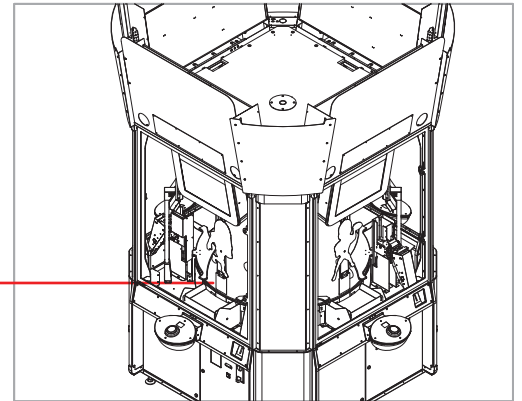


IN CASE OF SWITCH MALFUNCTION

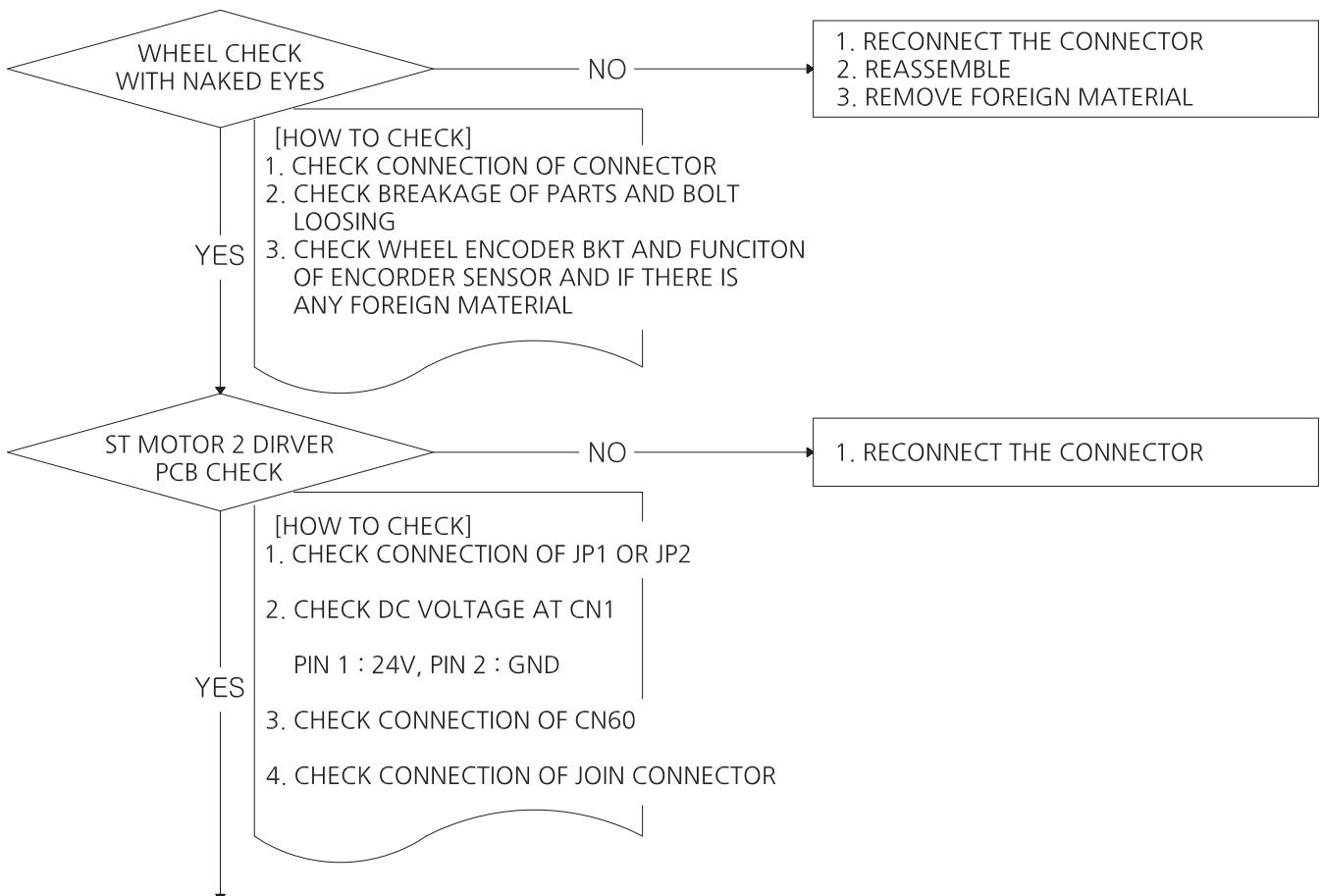


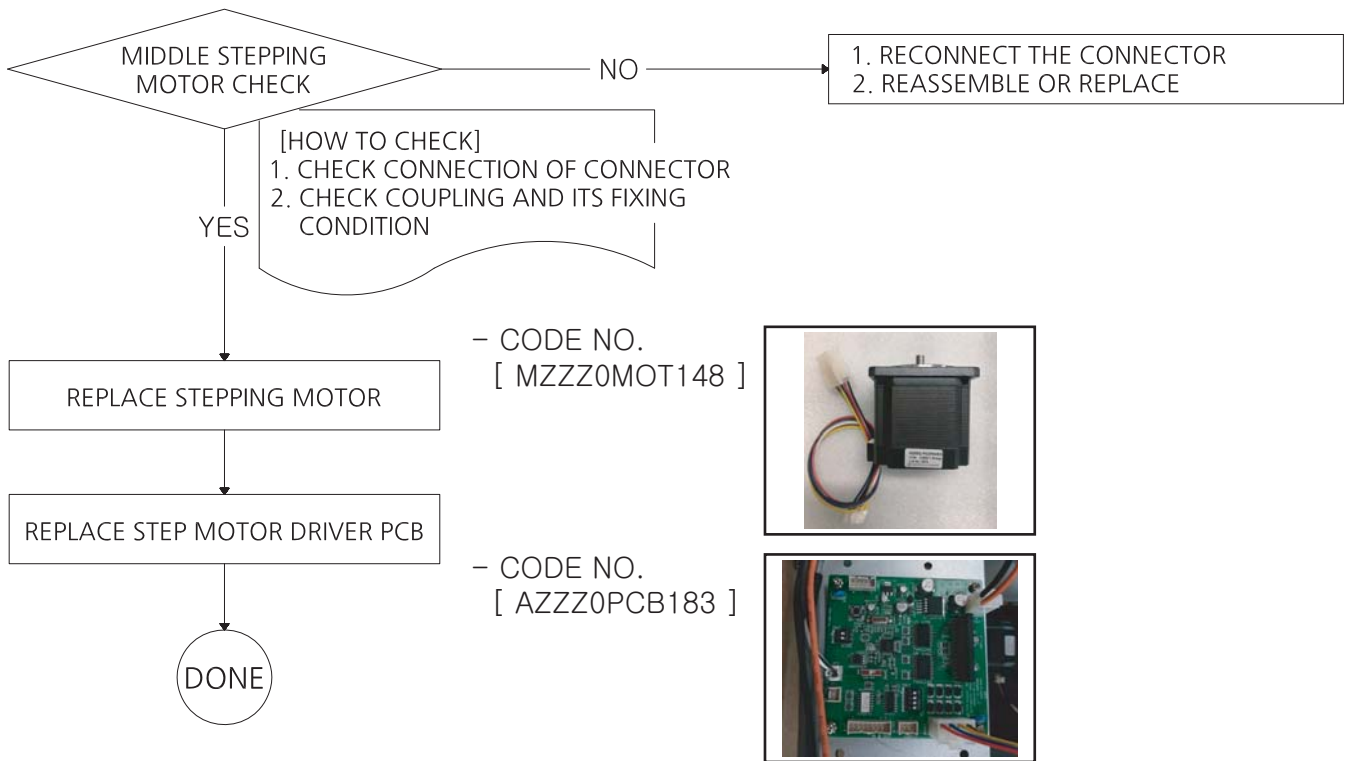
- * General check up : Check the supply voltage and wiring connection properly
- * "NO" : Means faulty of the check up result.

4-6. WHEEL ERROR [E4-1]

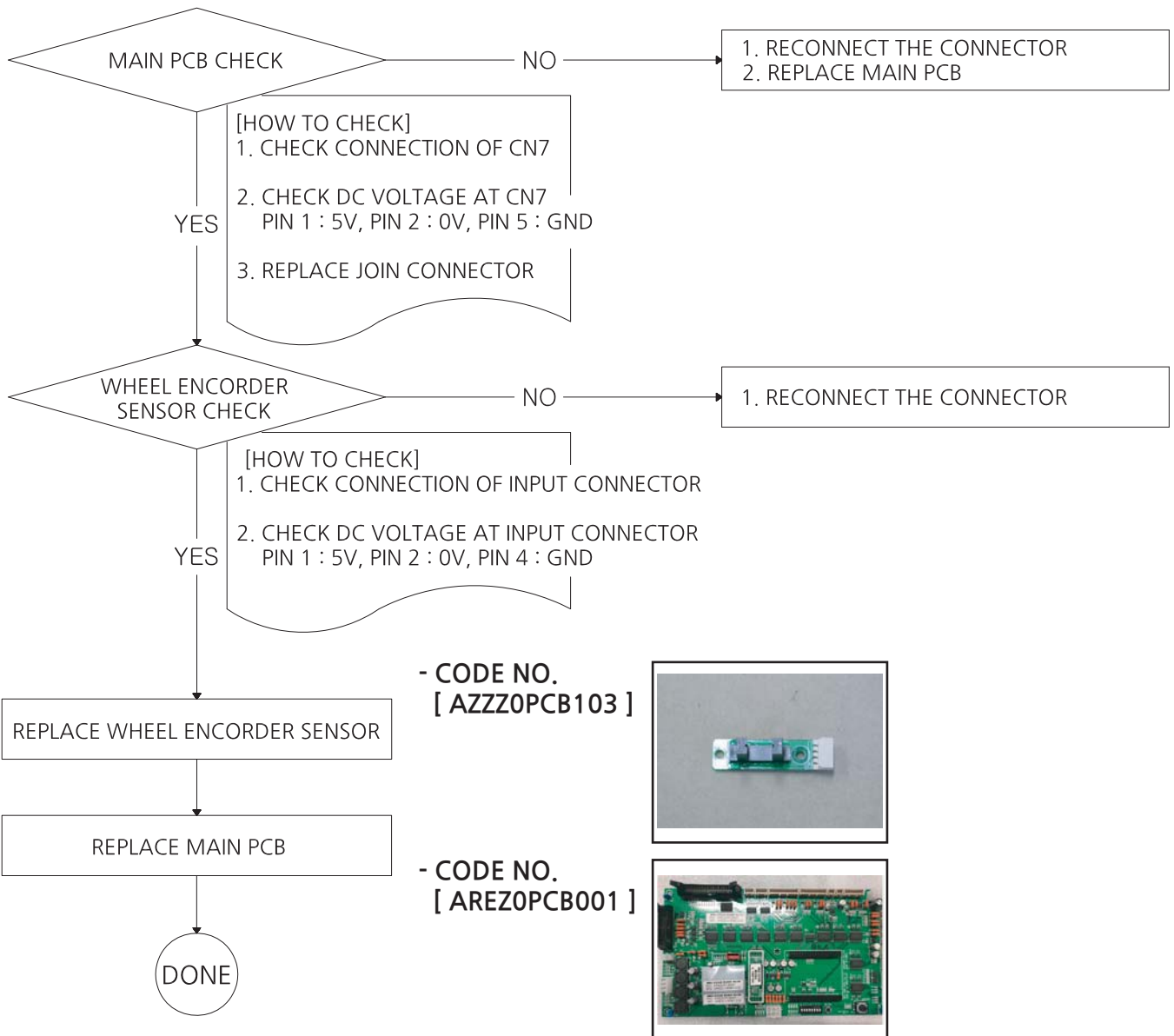


WHEN WHEEL MOTOR DOES NOT WORK



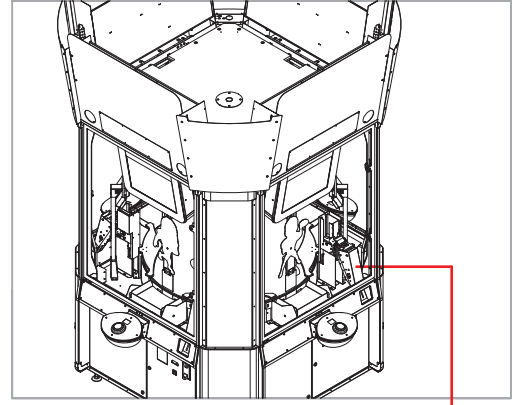


IN CASE OF ENCODER SIGNAL DEFECT

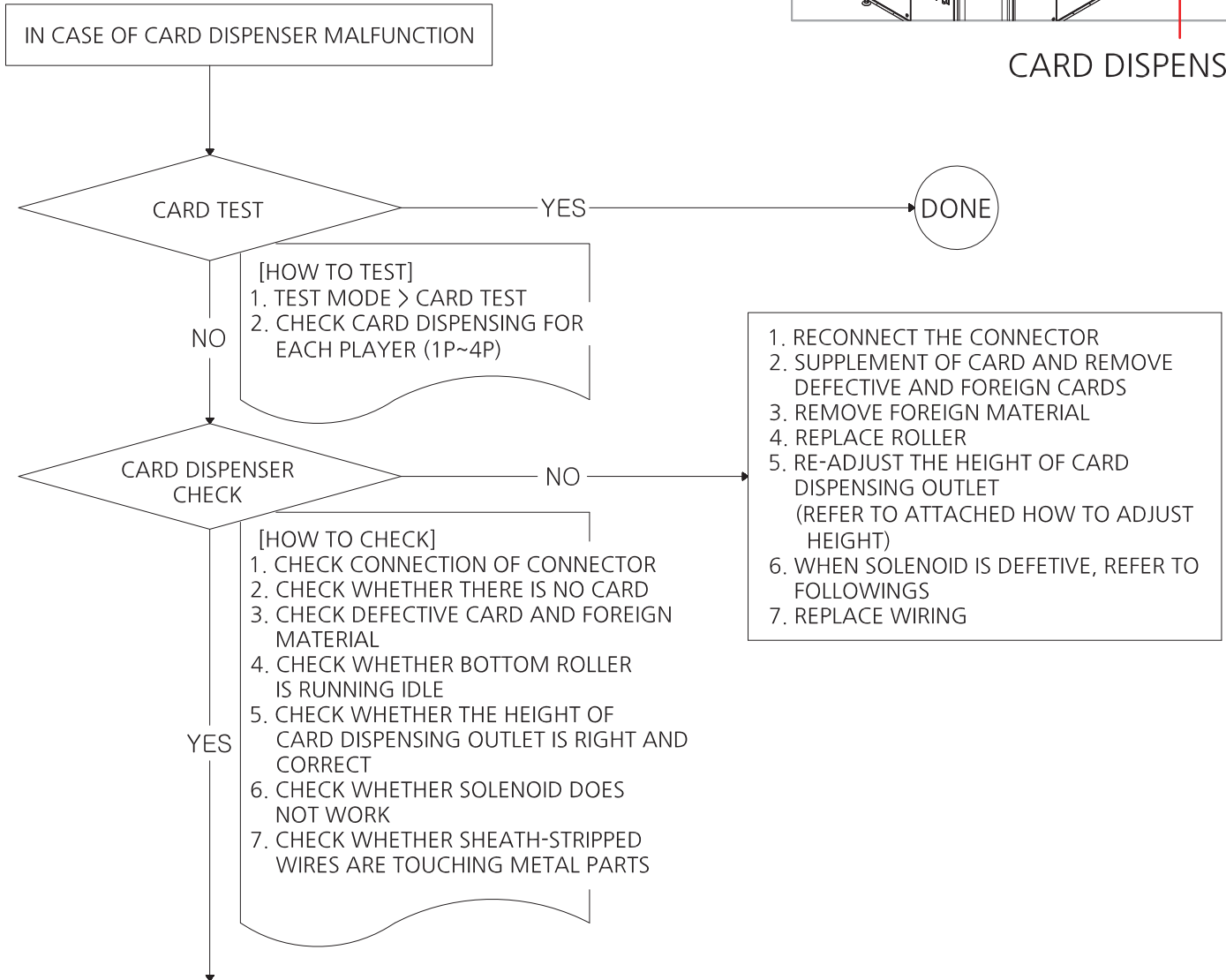


- * General check up : Check the supply voltage and wiring connection properly
- * "NO" : Means faulty of the check up result.

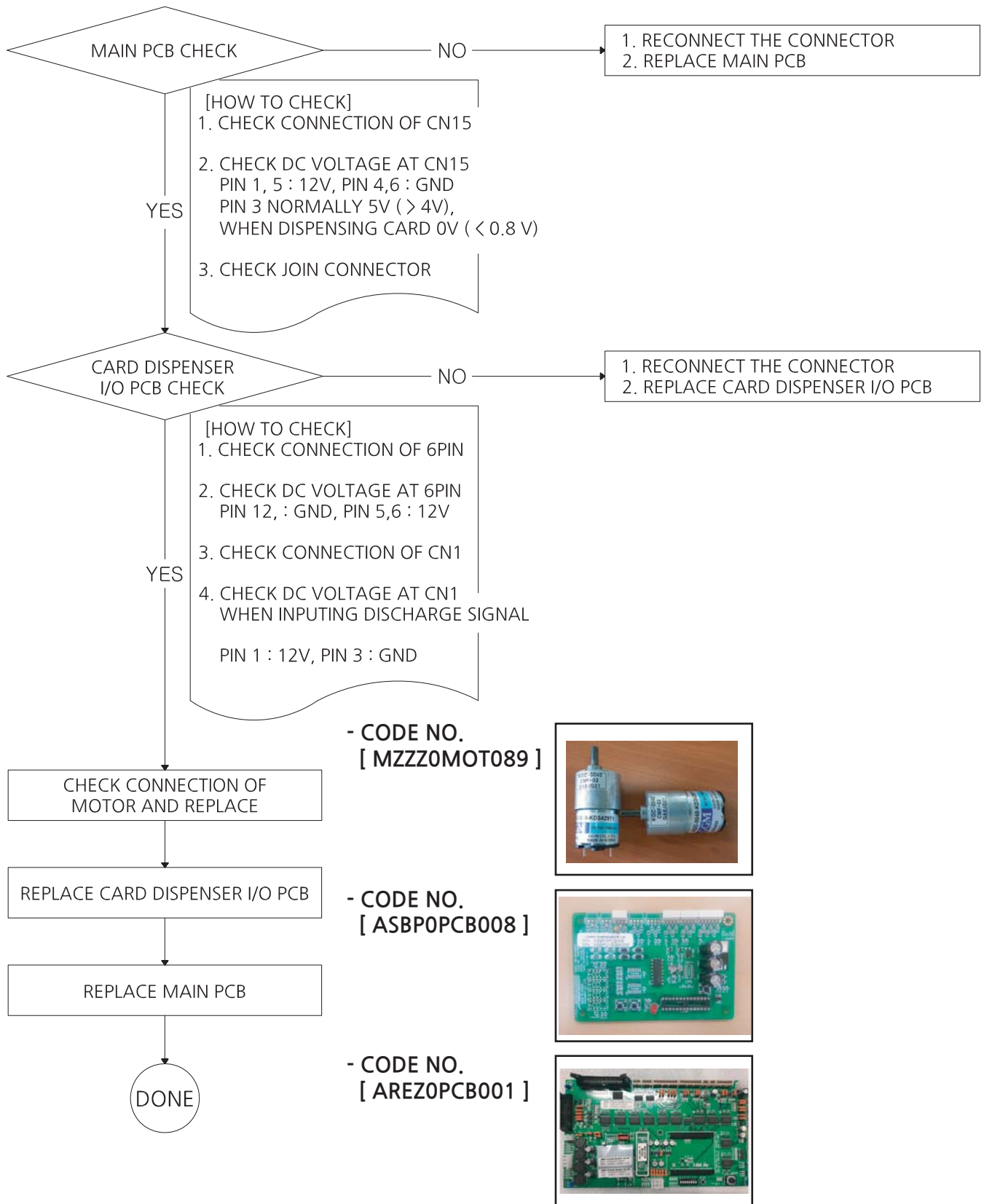
4-7. CARD DISPENSER ERROR [EC1]



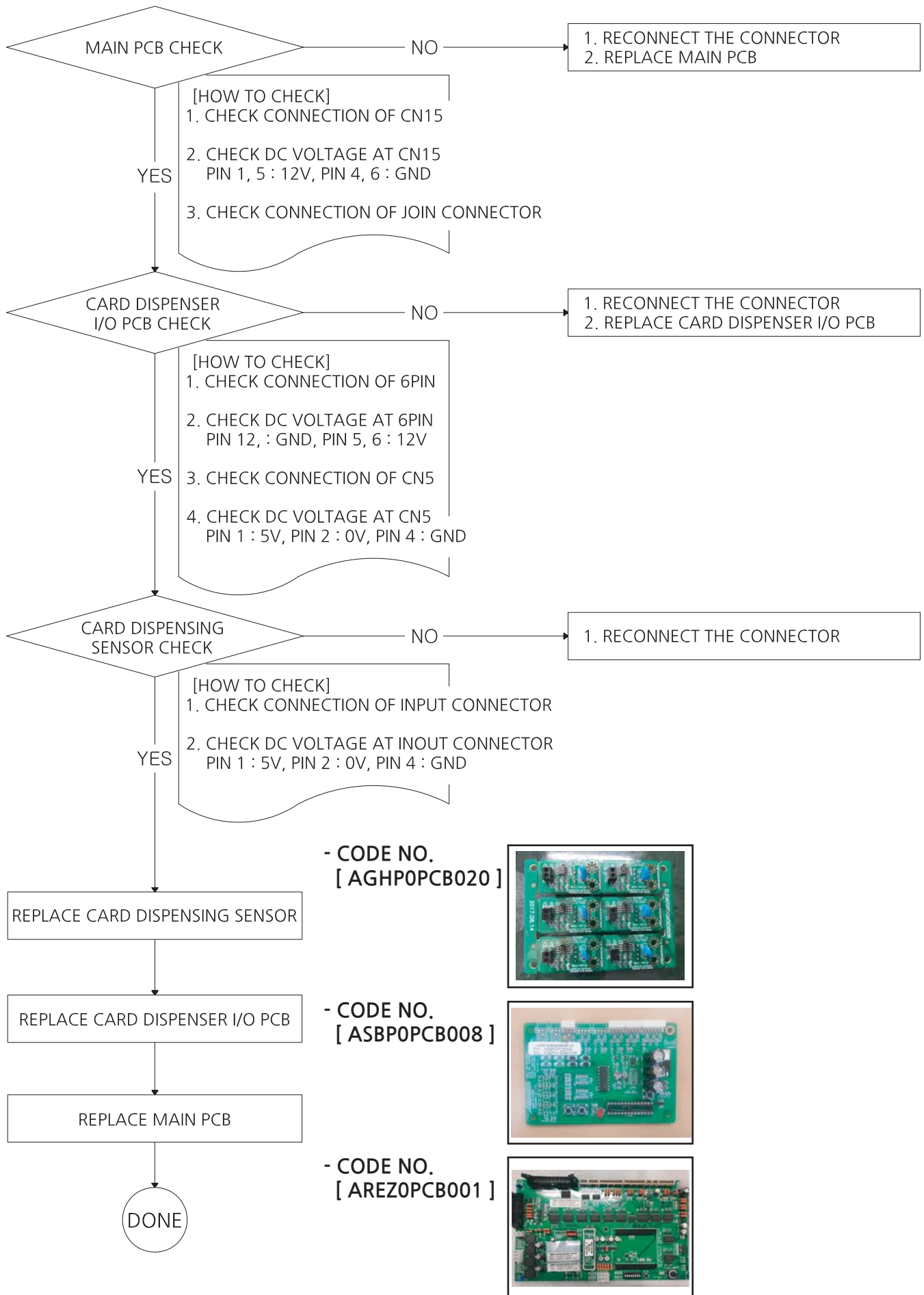
CARD DISPENSER



IN CASE CARDS ARE DISPENSED

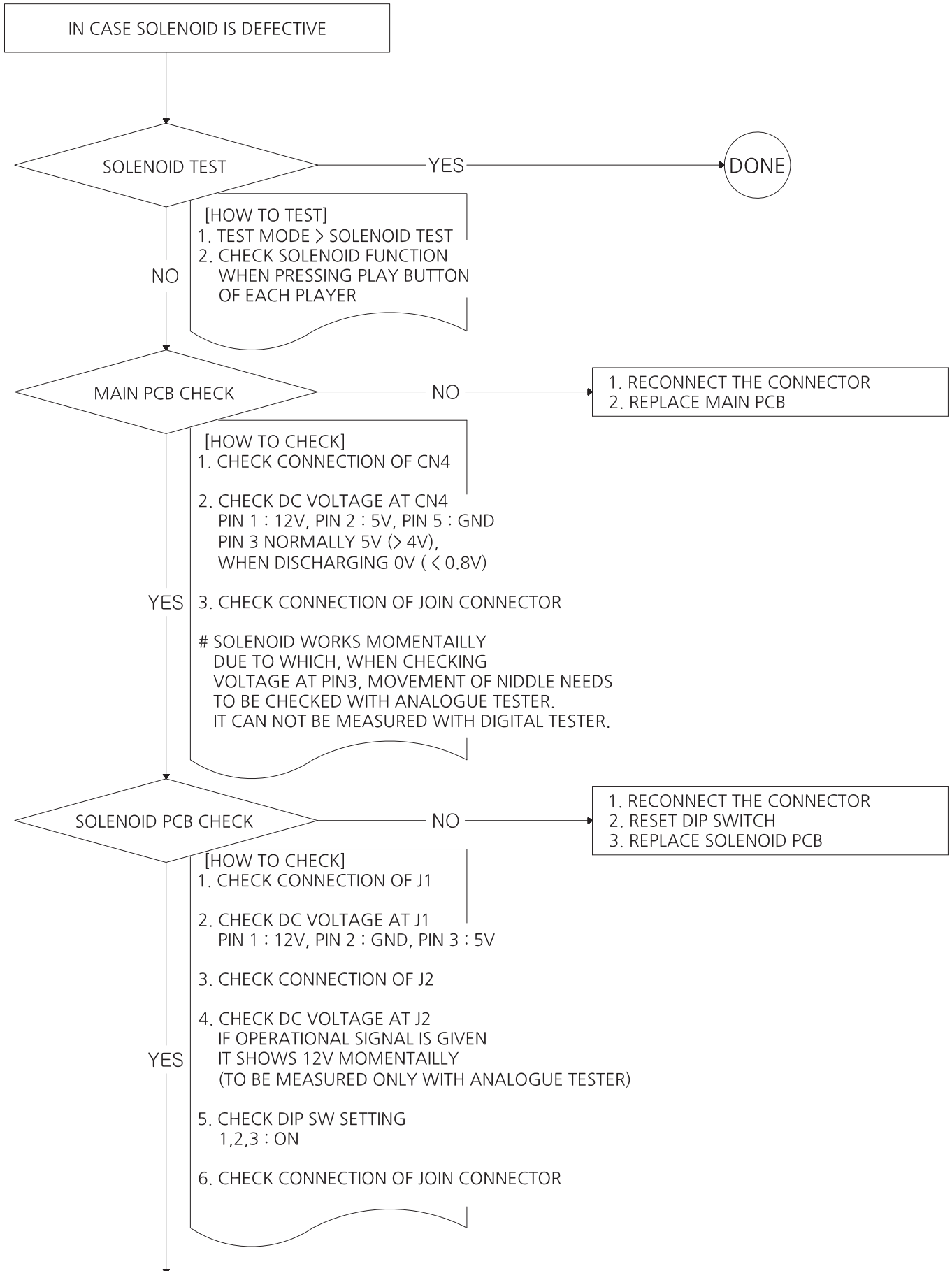


IN CASE CARD DISPENSING SENSOR IS DEFECTIVE



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

4-8. SOLENOID ERROR [EC2~C3]



REPLACE SOLENOID



REPLACE SOLENOID PCB



REPLACE MAIN PCB



DONE

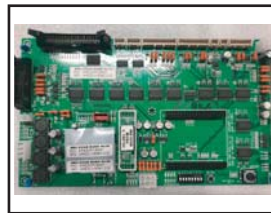
- CODE NO.
[MELE0SOL004]



- CODE NO.
[AZZZ0PCB143]

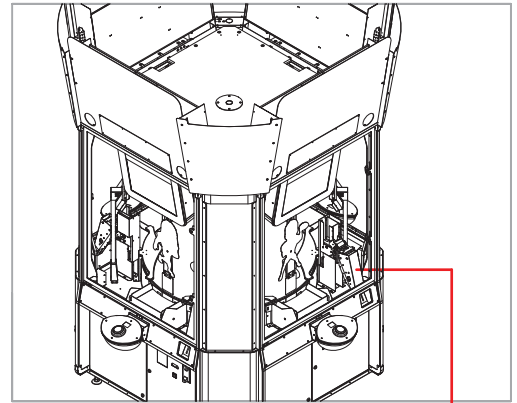


- CODE NO.
[AREZ0PCB001]

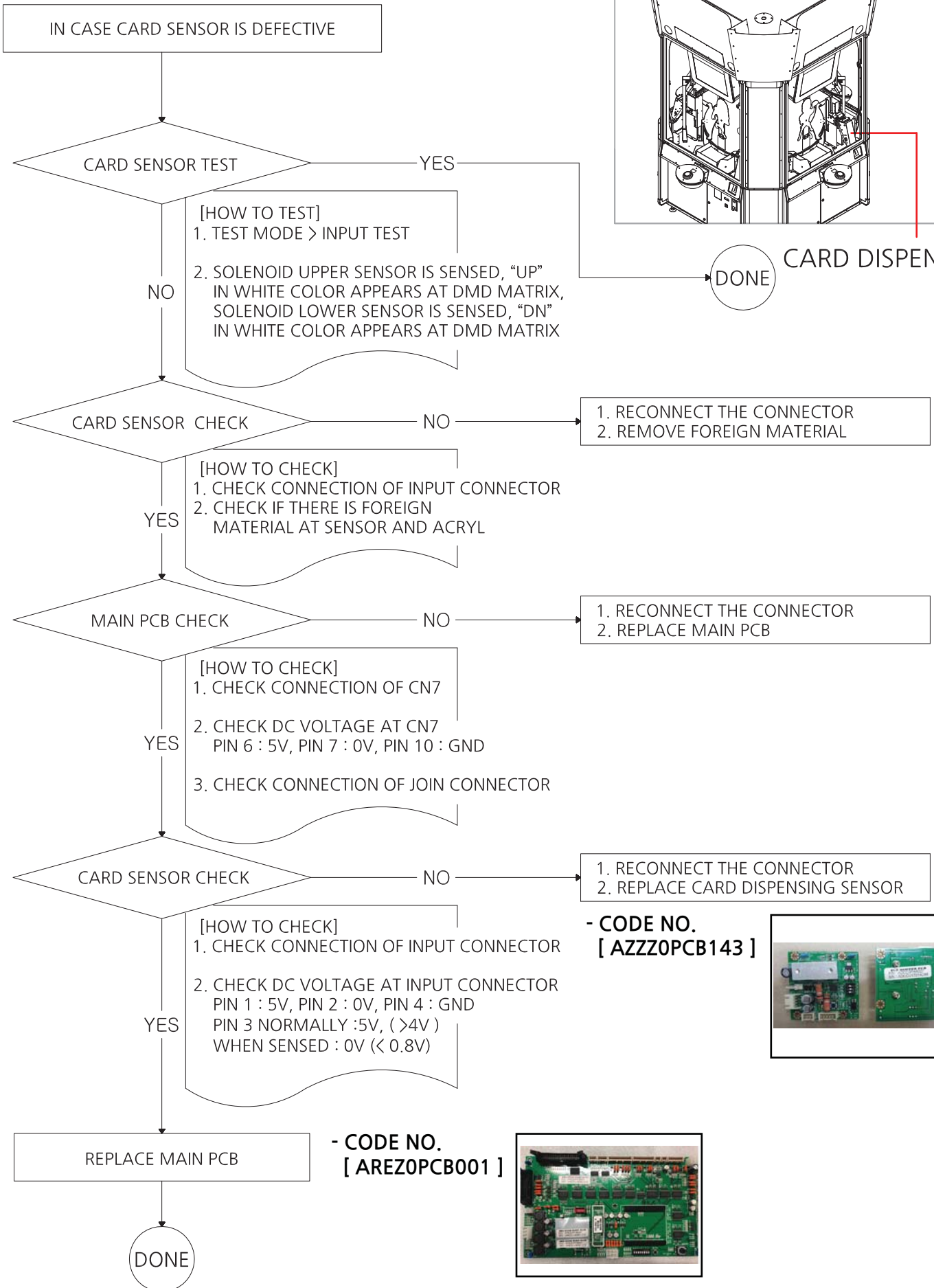


* General check up : Check the supply voltage and wiring connection properly
 * "NO" : Means faulty of the check up result.

4-9. CARD SENSOR ERROR [EC3~C4]

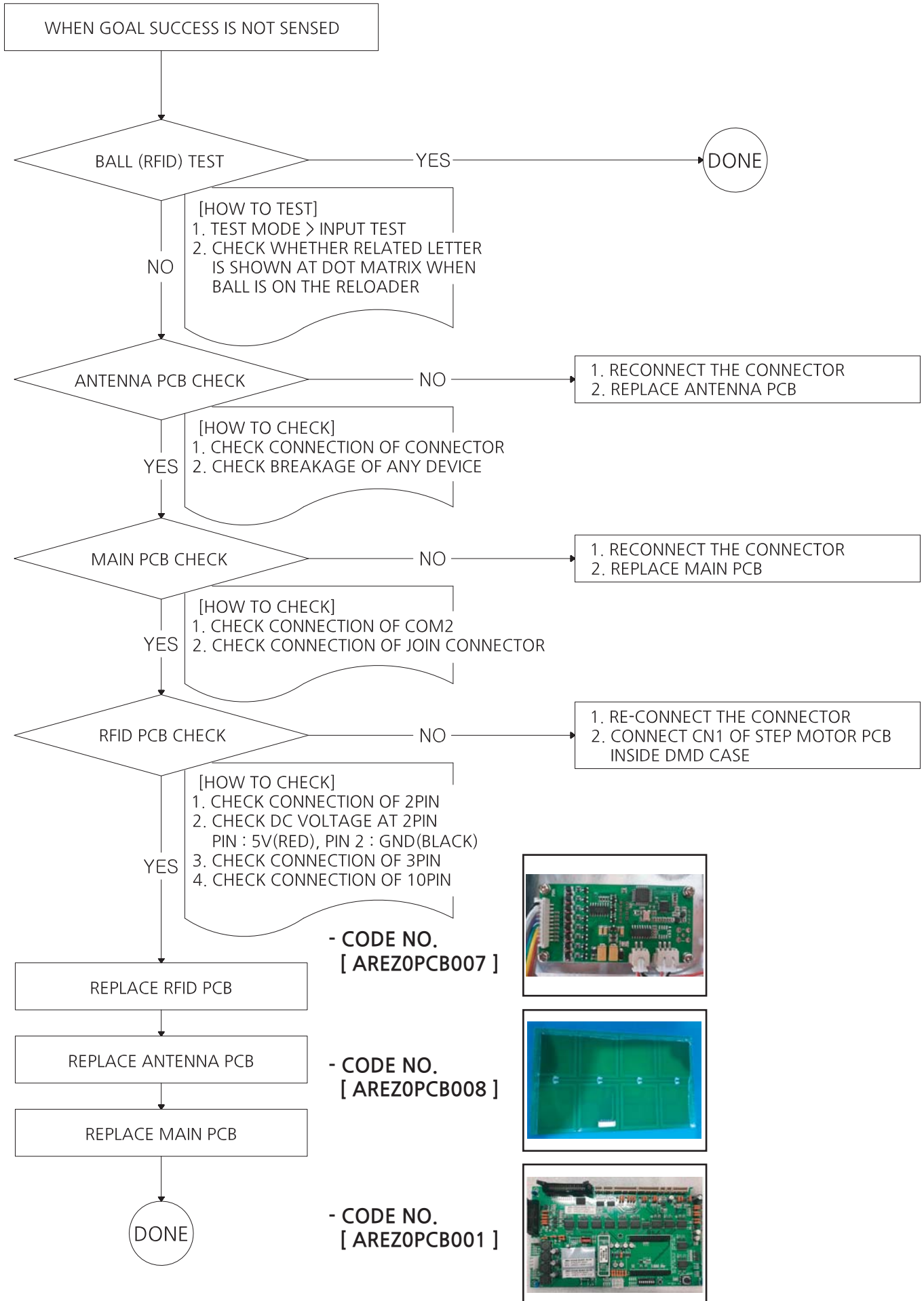


CARD DISPENSER



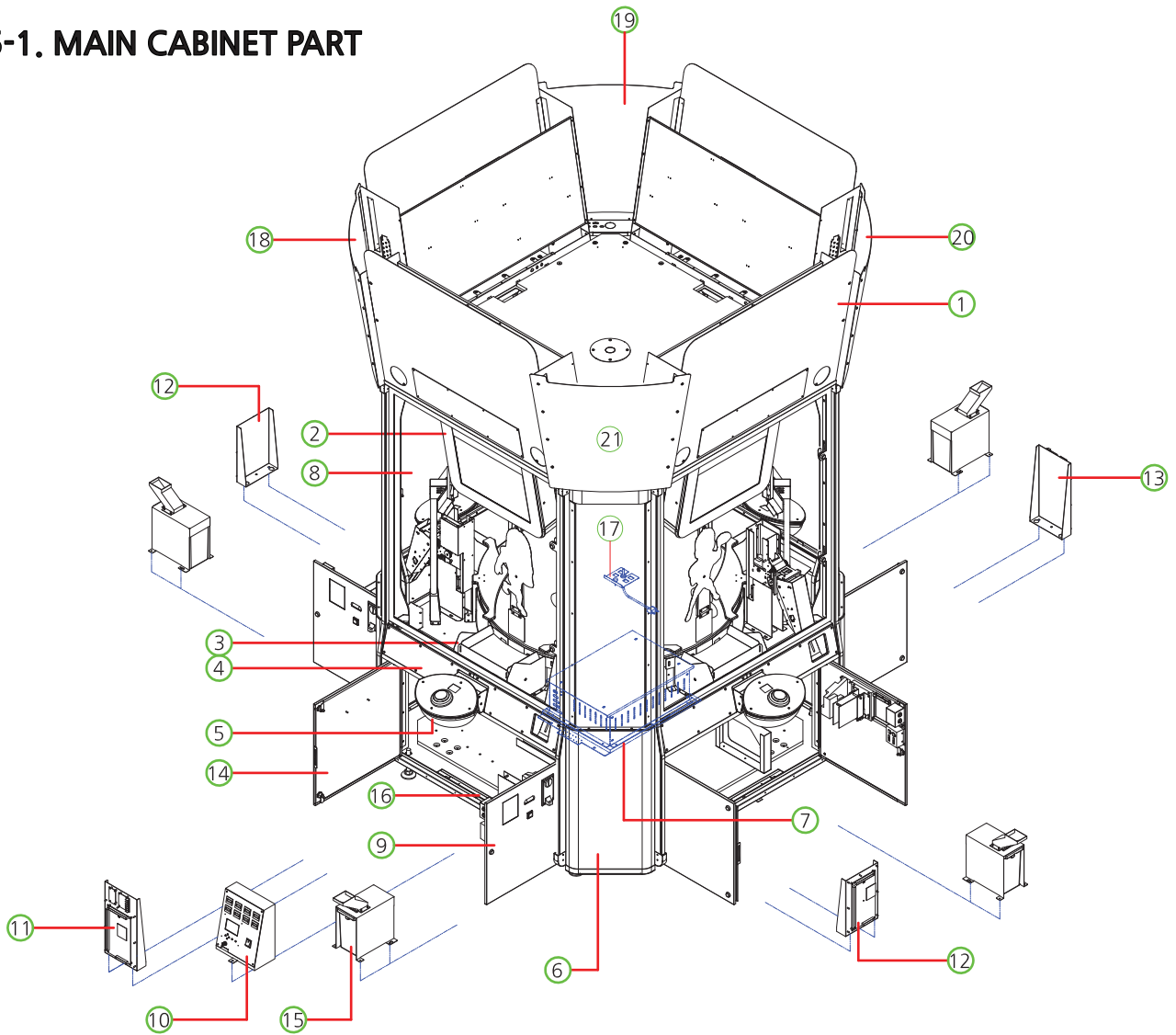
* General check up : Check the supply voltage and wiring connection properly
 * "NO" : Means faulty of the check up result.

4-10. WHEN GOAL SUCCESS IS NOT SENSED



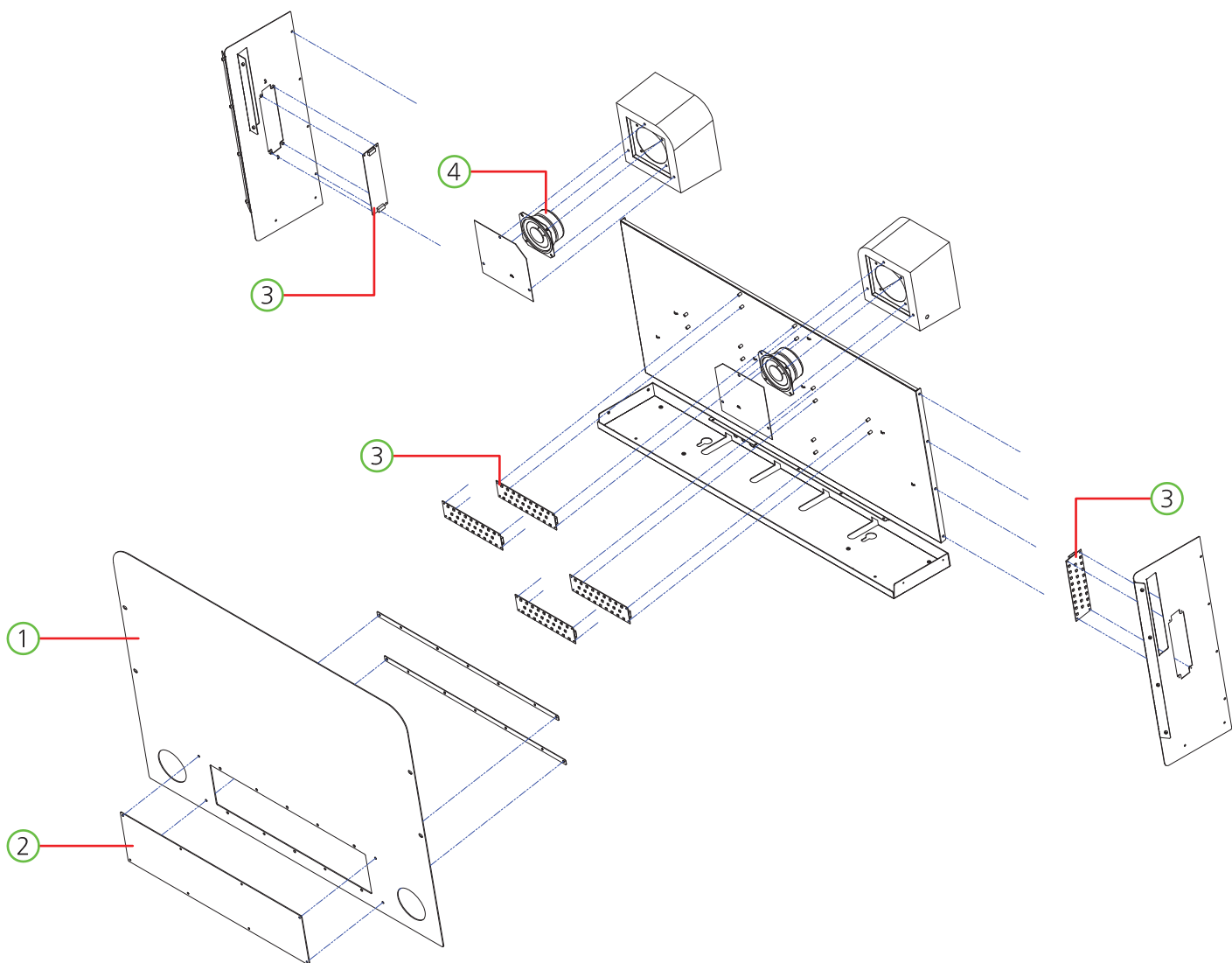
5. EXPLODED VIEW

5-1. MAIN CABINET PART



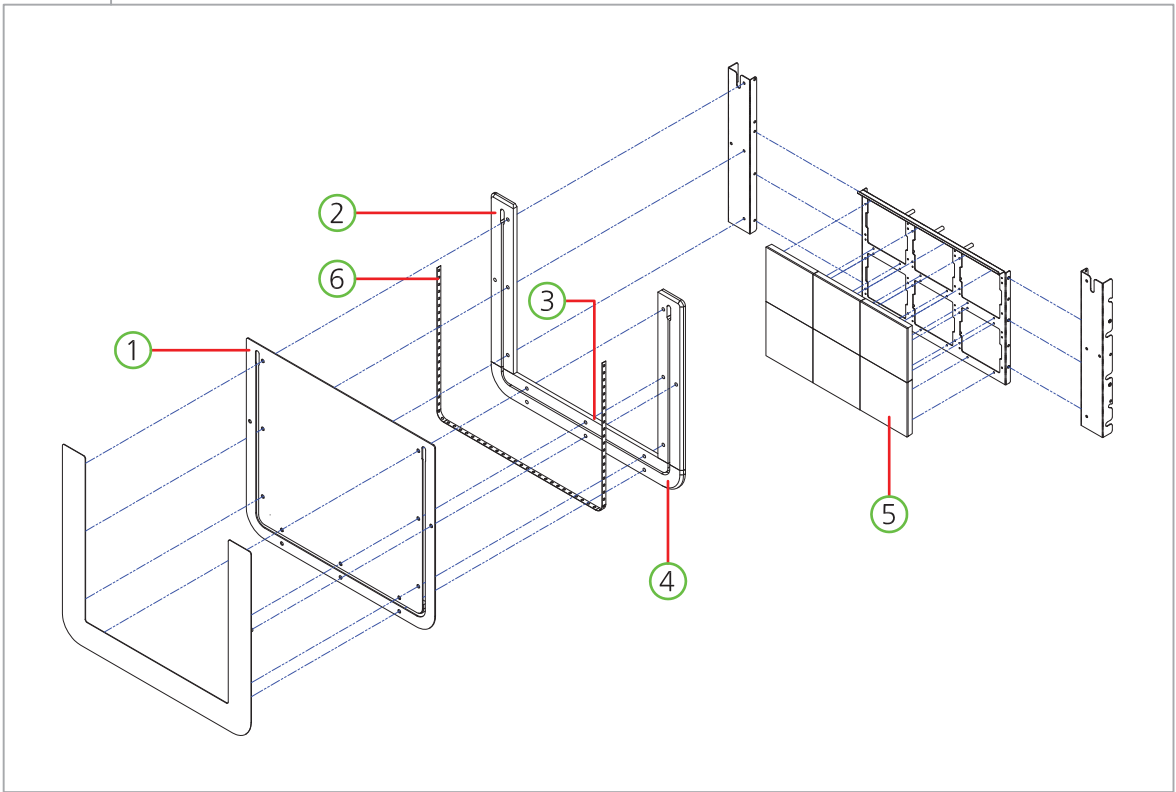
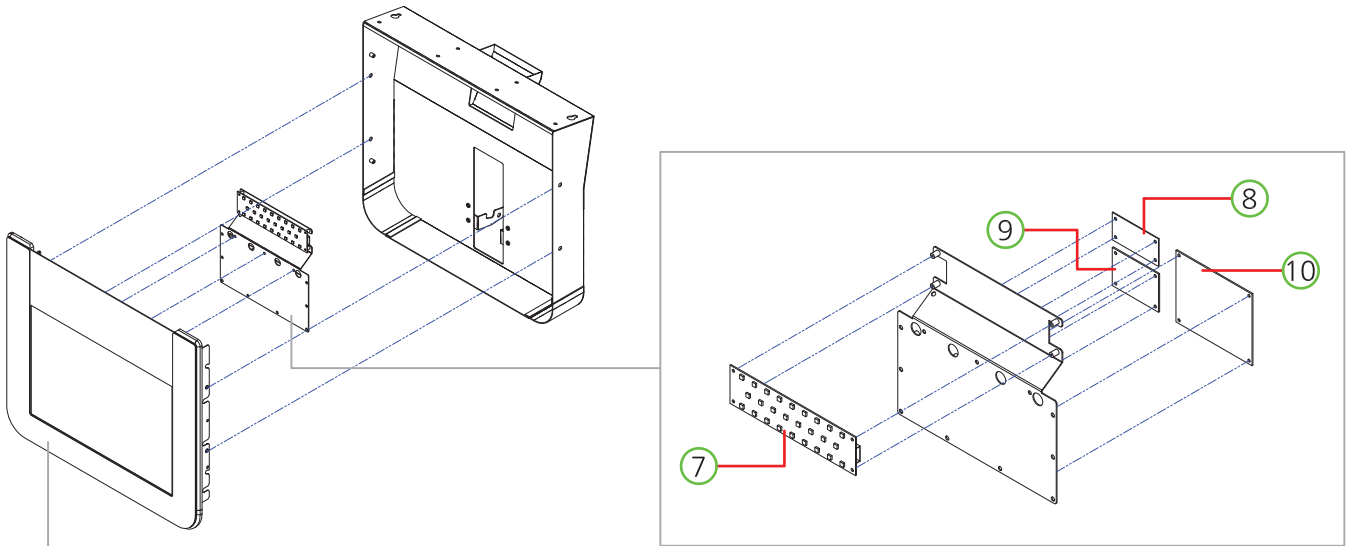
| NO. | PART NAME | SPEC. | QUANTITY | CODE NO. |
|-----|------------------------------|--------|----------|-------------|
| 1 | BILLBOARD PART | - | 4 | - |
| 2 | DMD CASE PART | - | 4 | - |
| 3 | MIDDLE PART | - | 1 | - |
| 4 | TABLE PART | - | 4 | - |
| 5 | BUTTON PART | - | 4 | - |
| 6 | CORNER PART | - | 4 | - |
| 7 | POWER BOX PART | - | 1 | - |
| 8 | FRONT DOOR PART | - | 4 | - |
| 9 | RIGHT DOOR PART | - | 4 | - |
| 10 | SERVICE PANEL PART | - | 1 | - |
| 11 | MAIN BOARD PANEL 1P PART | - | 1 | - |
| 12 | MAIN BOARD PANEL 2P, 4P PART | - | 2 | - |
| 13 | MAIN BOARD PANEL 3P PART | - | 1 | - |
| 14 | LEFT DOOR PART | - | 4 | - |
| 15 | COIN BOX PART | - | 4 | - |
| 16 | BOTTOM CASE LED PART | - | 4 | - |
| 17 | AC CORD BKT PART | - | 1 | - |
| 18 | BILLBOARD CORNER ACRYL_1P | PET-1T | 1 | AREZOACP002 |
| 19 | BILLBOARD CORNER ACRYL_2P | PET-1T | 1 | AREZOACP003 |
| 20 | BILLBOARD CORNER ACRYL_3P | PET-1T | 1 | AREZOACP004 |
| 21 | BILLBOARD CORNER ACRYL_4P | PET-1T | 1 | AREZOACP005 |

5-2. BILLBOARD PART



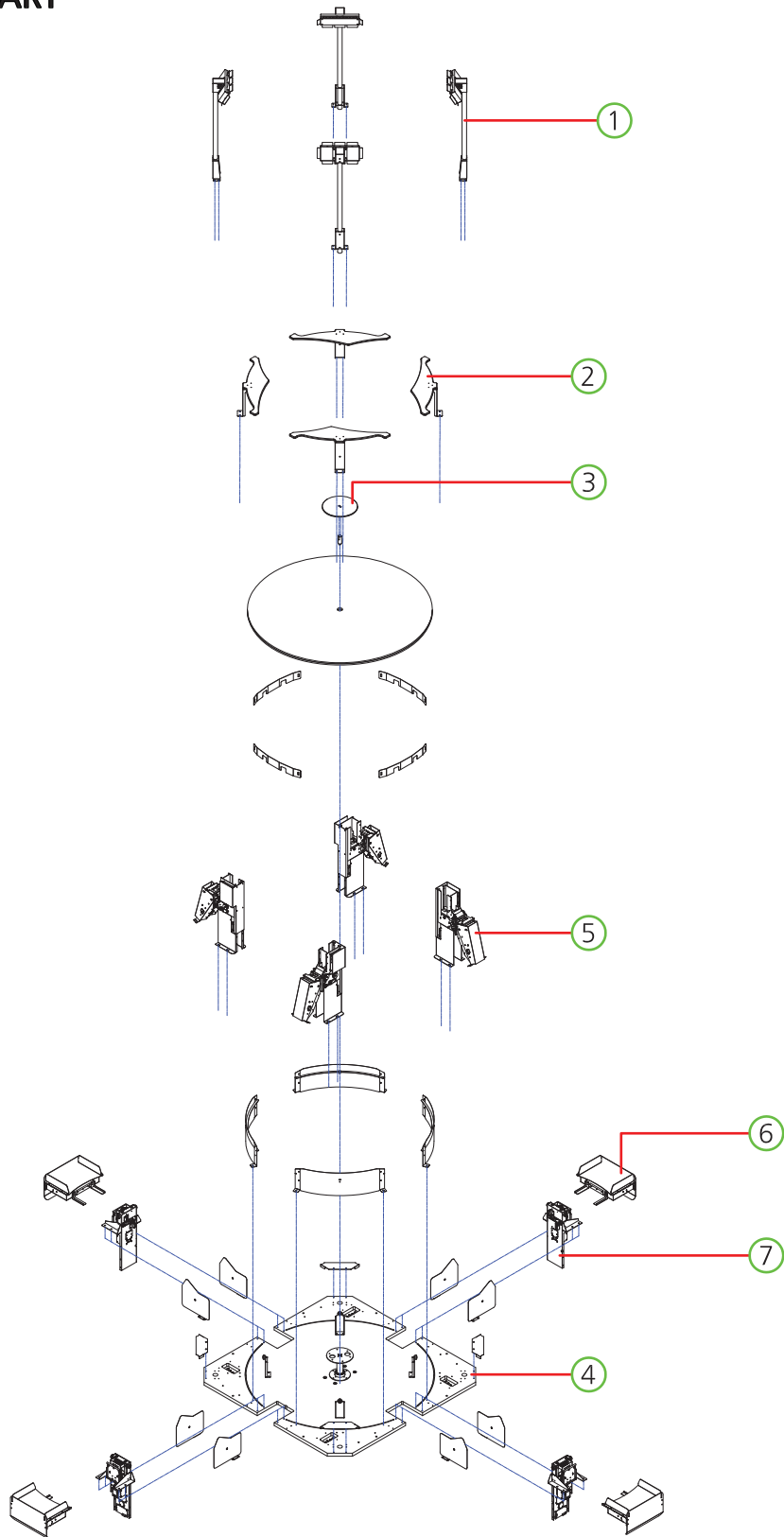
| NO. | PART NAME | SPEC. | QUANTITY | CODE NO. |
|-----|------------------------|-------------------|----------|-------------|
| 1 | BILLBOARD FRONT ACRYL | PET-2.0t | 1 | MREZ0ACR013 |
| 2 | BILLBOARD TICKET ACRYL | PET-2.0t | 1 | MREZ0ACR016 |
| 3 | NEW SPOT LED PCB ASS'Y | WHITE | 6 | AZZZ0PCB191 |
| 4 | SPEAKER | MID4"+TW1/2" 8OHM | 2 | MZZZ0SPE021 |

5-3. DMD CASE PART



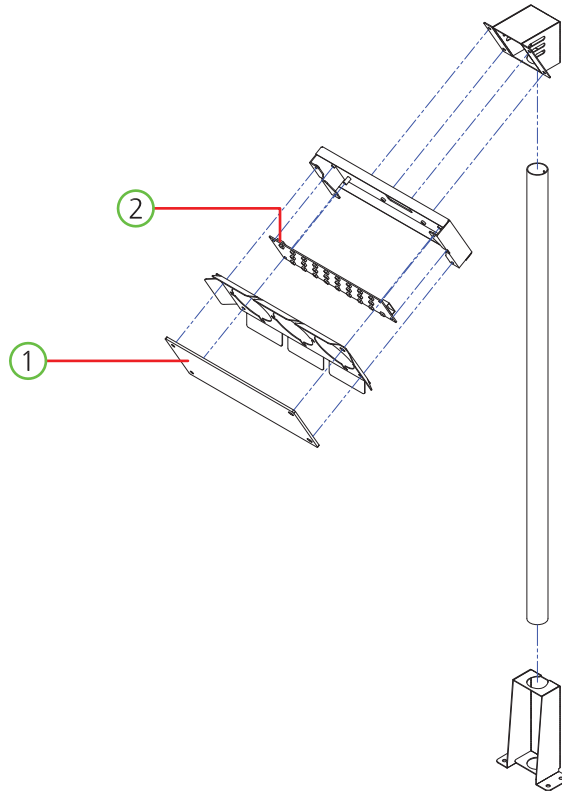
| NO. | PART NAME | SPEC. | QUANTITY | CODE NO. |
|-----|---------------------------------|-----------|----------|-------------|
| 1 | DMD ACRYL | PET-2.0t | 1 | AREZ0ACP007 |
| 2 | DMD LIGHT SIDE ACRYL L, R | ACRYL-10t | 2 | MREZ0ACR024 |
| 3 | DMD LIGHT BOTTOM ACRYL-A | ACRYL-10t | 1 | MREZ0ACR022 |
| 4 | DMD LIGHT BOTTOM ACRYL-B | ACRYL-10t | 1 | MREZ0ACR023 |
| 5 | DOT MATRIX | - | 6 | AREZ0PCB009 |
| 6 | FLEX_RGB_1100_NWP_LR | T5050 | 1 | MELE0LED064 |
| 7 | NEW SPOT LED PCB ASS'Y | WHITE | 1 | AZZZ0PCB191 |
| 8 | STANDARD CAN HUB PCB ASS'Y | - | 1 | AZZZ0PCB198 |
| 9 | STEPPING MOTOR DRIVER PCB ASS'Y | - | 1 | ASBS0PCB001 |
| 10 | DOT MATRIX IO PCB ASS'Y | - | 1 | AZZZ0PCB197 |

5-4. MIDDLE PART



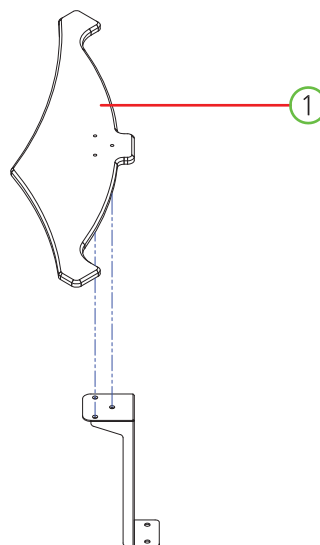
| NO. | PART NAME | SPEC. | QUANTITY | CODE NO. |
|-----|----------------------|------------|----------|-------------|
| 1 | SPOT ASS'Y | - | 4 | - |
| 2 | BALL GUIDE ASS'Y | - | 4 | - |
| 3 | WHEEL CENTER ACRYL | ACRYL-4.5t | 1 | AREZOACP012 |
| 4 | GAME PANEL ASS'Y | - | 1 | - |
| 5 | CARD DISPENSER ASS'Y | - | 4 | - |
| 6 | ANTENNA FRAME ASS'Y | - | 4 | - |
| 7 | ANTENNA ARM ASS'Y | - | 4 | - |

(1) SPOT PART



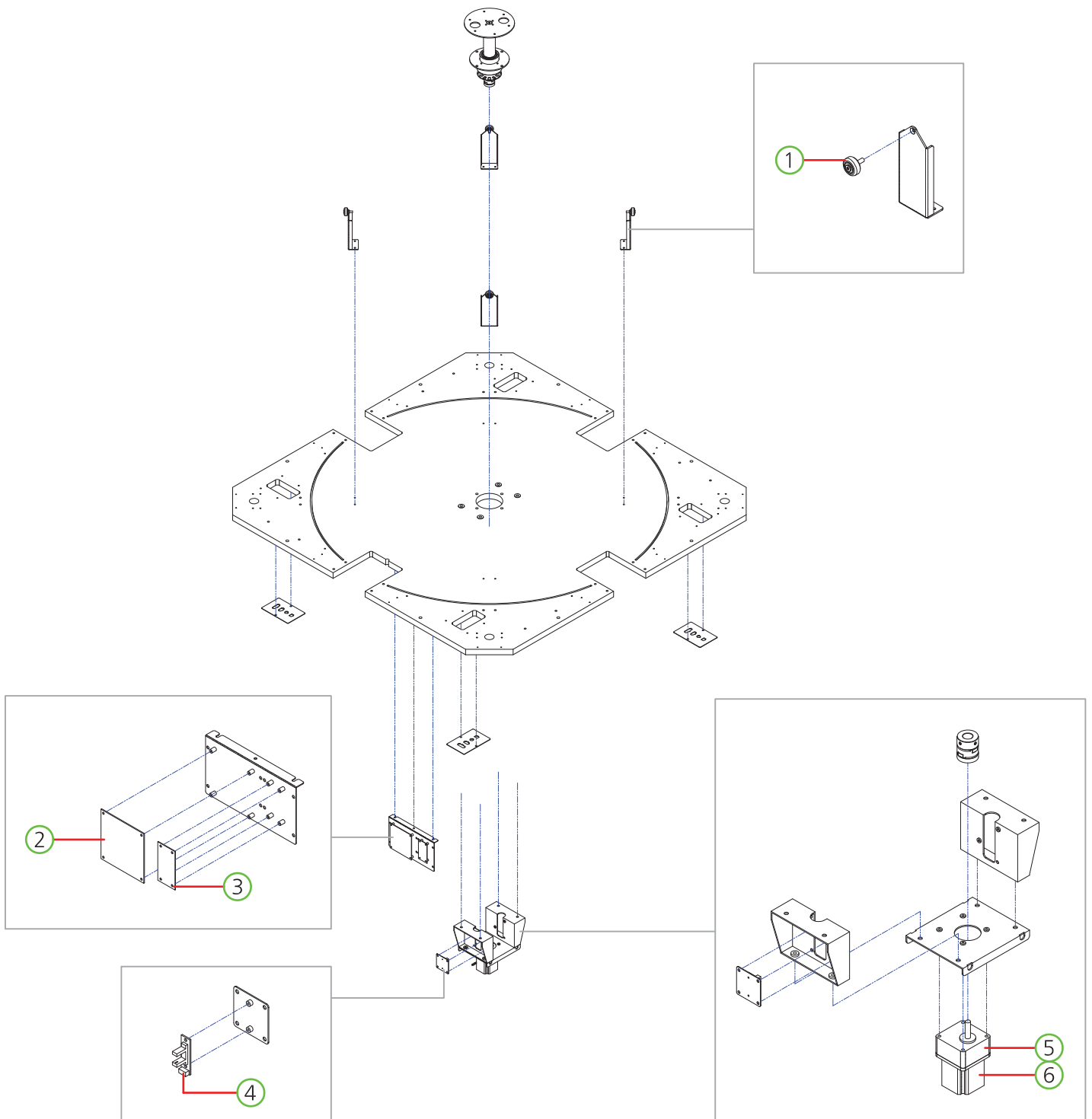
| NO. | PART NAME | SPEC. | QUANTITY | CODE NO. |
|-----|------------------------|----------|----------|-------------|
| 1 | SPOT LED PCB ACRYL | ACRYL_3t | 1 | MREZ0ACR032 |
| 2 | NEW SPOT LED PCB ASS'Y | - | 1 | AZZZ0PCB193 |

(2) BALL GUIDE PART



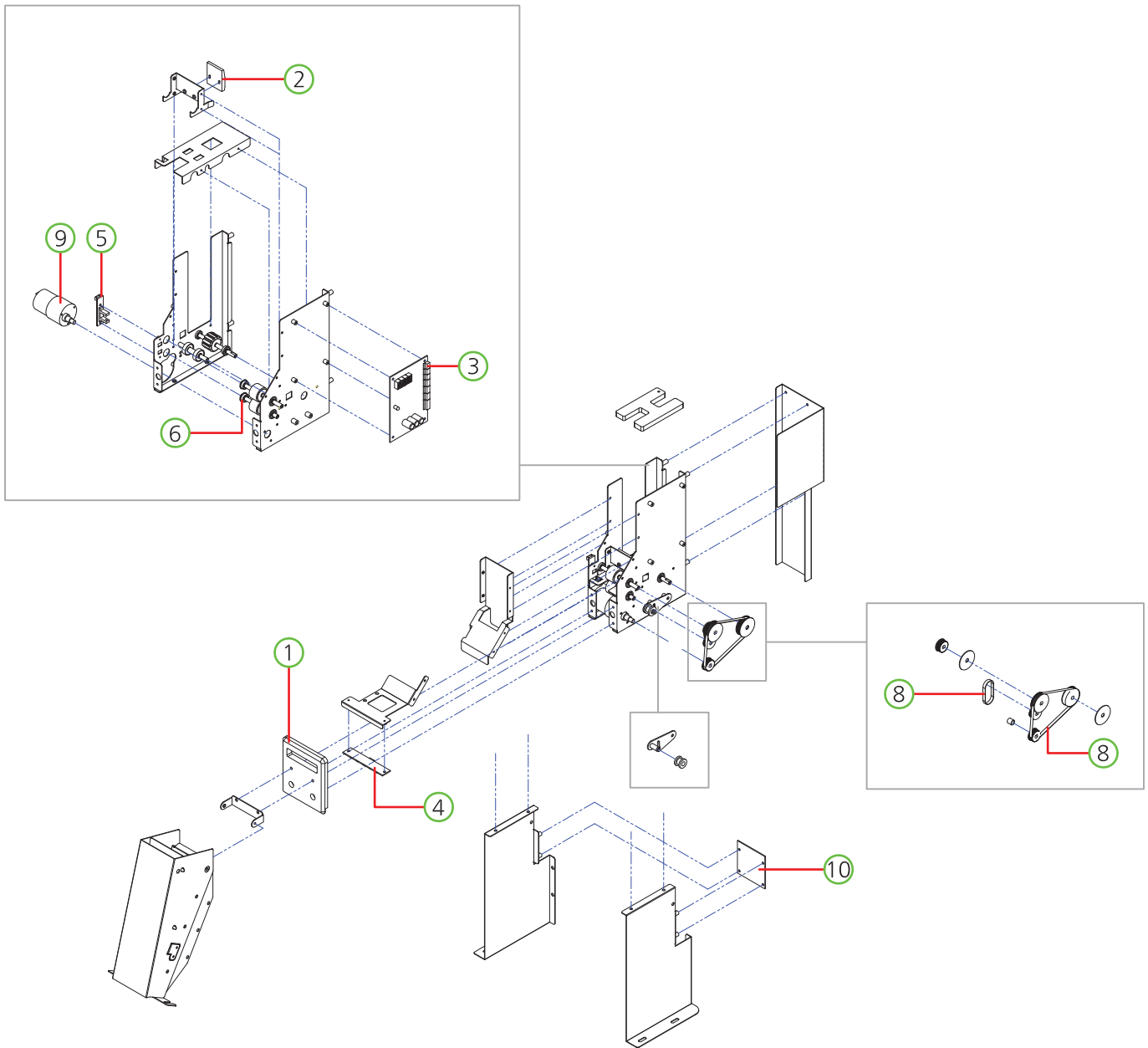
| NO. | PART NAME | SPEC. | QUANTITY | CODE NO. |
|-----|------------------|----------|----------|-------------|
| 1 | BALL GUIDE ACRYL | ACRYL_8t | 1 | MREZ0ACR011 |

(3) GAME PANEL PART



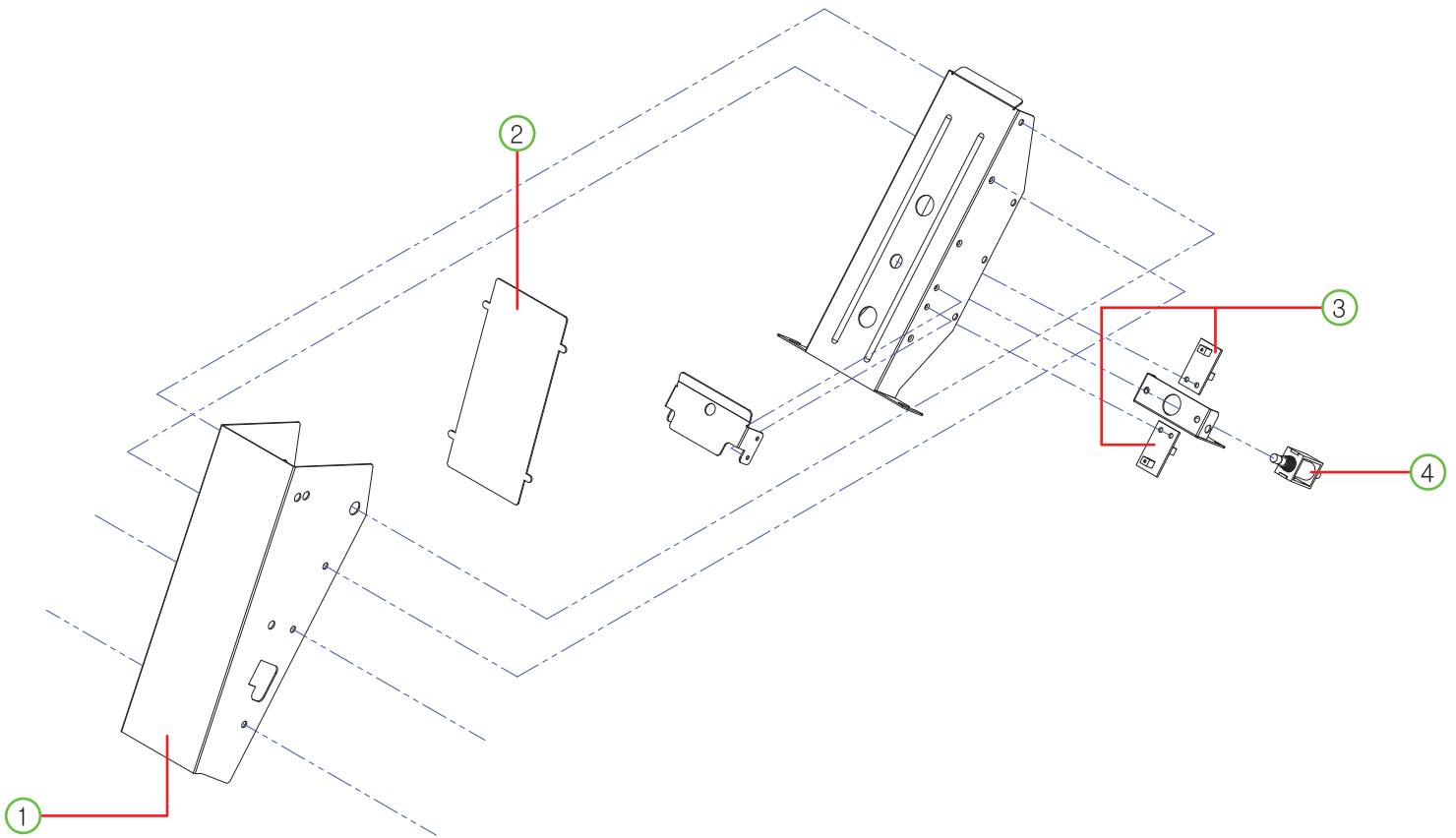
| NO. | PART NAME | SPEC. | QUANTITY | CODE NO. |
|-----|------------------------------|----------------|----------|-------------|
| 1 | V WHEEL | - | 4 | MZZZ0BEA132 |
| 2 | STEP MOTOR DRIVER PCB ASS'Y | - | 1 | AZZZ0PCB183 |
| 3 | STANDARD CAN HUB PCB ASS'Y | - | 1 | AZZZ0PCB198 |
| 4 | PHOTO-INT1 (ANGLE) PCB ASS'Y | - | 1 | AZZZ0PCB103 |
| 5 | GEAR HEAD | K6G60C | 1 | MZZZ0GEA007 |
| 6 | STEPPING MOTOR | 4S56Q-P02554SG | 1 | MZZZ0MOT148 |

(4) CARD DISPENSER PART



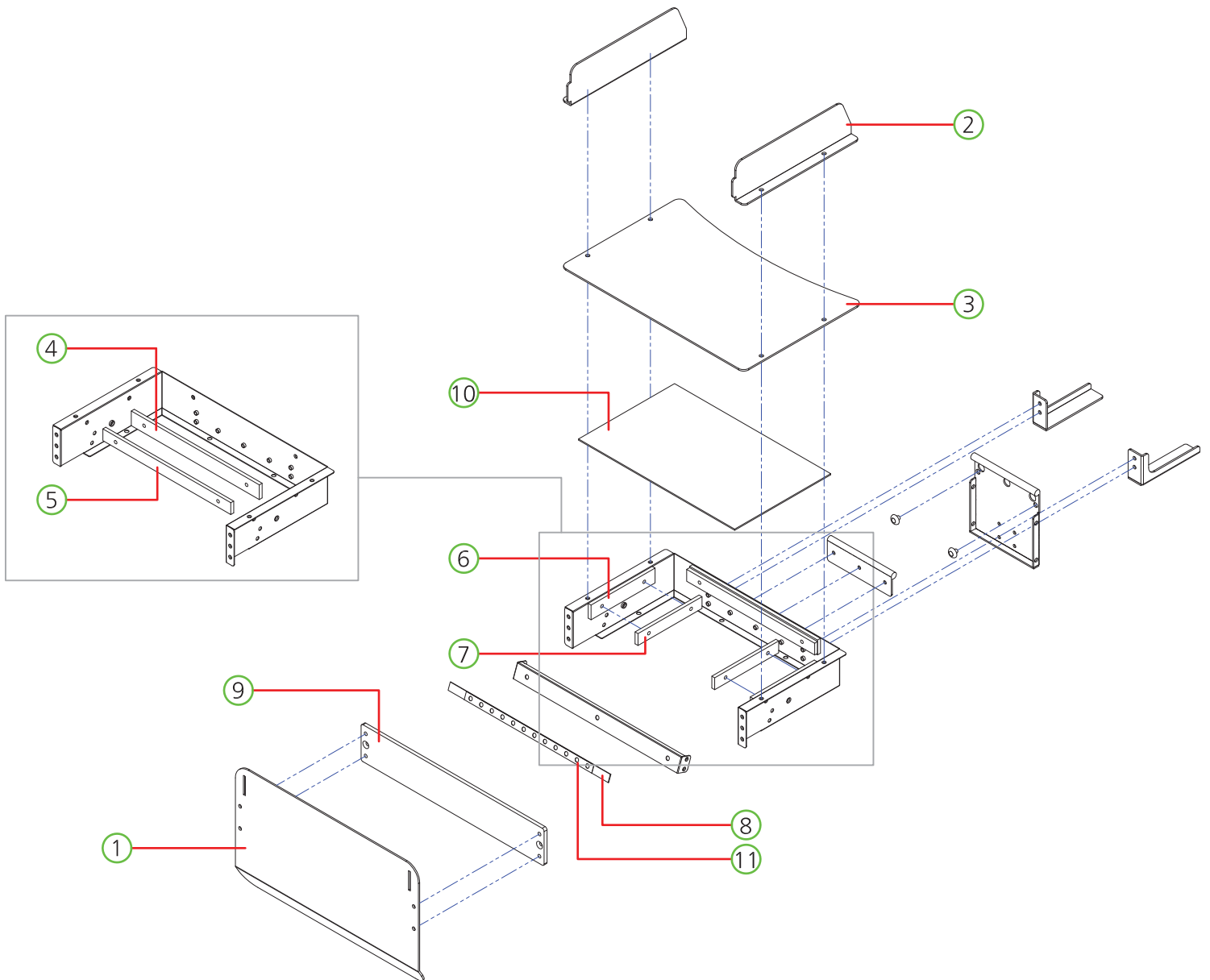
| NO. | PART NAME | SPEC. | QUANTITY | CODE NO. |
|-----|--------------------------------|---------------|----------|-------------|
| 1 | CARD DISPENSER FRONT MASK MOLD | - | 1 | MDCC0PLA009 |
| 2 | CARD OUTLET GUIDE BLOCK | ABS | 1 | MZZZ0PLA042 |
| 3 | CARD DISPENSER IO PCB ASS'Y | - | 1 | ASBP0PCB008 |
| 4 | LED PCB ASS'Y | - | 1 | AMUM0PCB005 |
| 5 | PHOTO INT-1 PCB ASS'Y | ANGLE | 1 | AZZZ0PCB103 |
| 6 | BEARING | F686ZZ | 1 | MZZZ0BEA094 |
| 7 | TIMMING BELT-A | 52MXL, W4.8 | 1 | MZZZ0BEL018 |
| 8 | TIMMING BELT-B | 147MXL, W4.8 | 1 | MZZZ0BEL019 |
| 9 | MOTOR | KGC-040-3429C | 1 | MZZZ0MOT089 |
| 10 | ELEVATOR HOPPER PCB ASS'Y | - | 1 | AZZZ0PCB143 |

(5) CARD DROP GUIDE PART



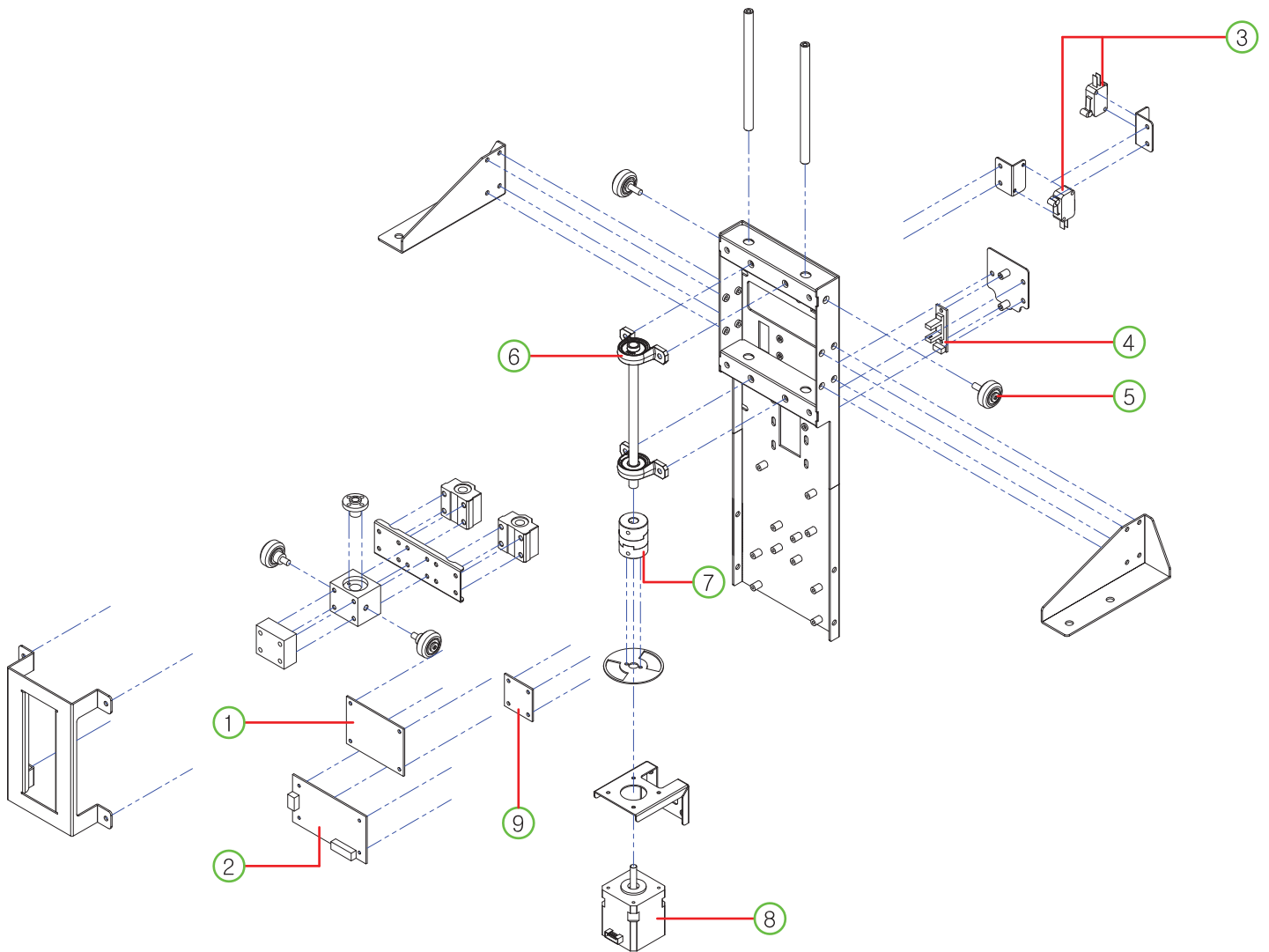
| NO. | PART NAME | SPEC. | QUANTITY | CODE NO. |
|-----|--------------------------------|------------|----------|-------------|
| 1 | CARD DROP COVER ACRYL | PET-1t | 1 | MREZ0ACR030 |
| 2 | CARD BLOCK ACRYL | PET-1t | 1 | MREZ0ACR029 |
| 3 | ELEVATOR DISK SENSOR PCB ASS'Y | - | 2 | AGHP0PCB020 |
| 4 | SOLENOID | DS026AS12V | 1 | MELE0SOL004 |

(6) ANTENNA FRAME PART



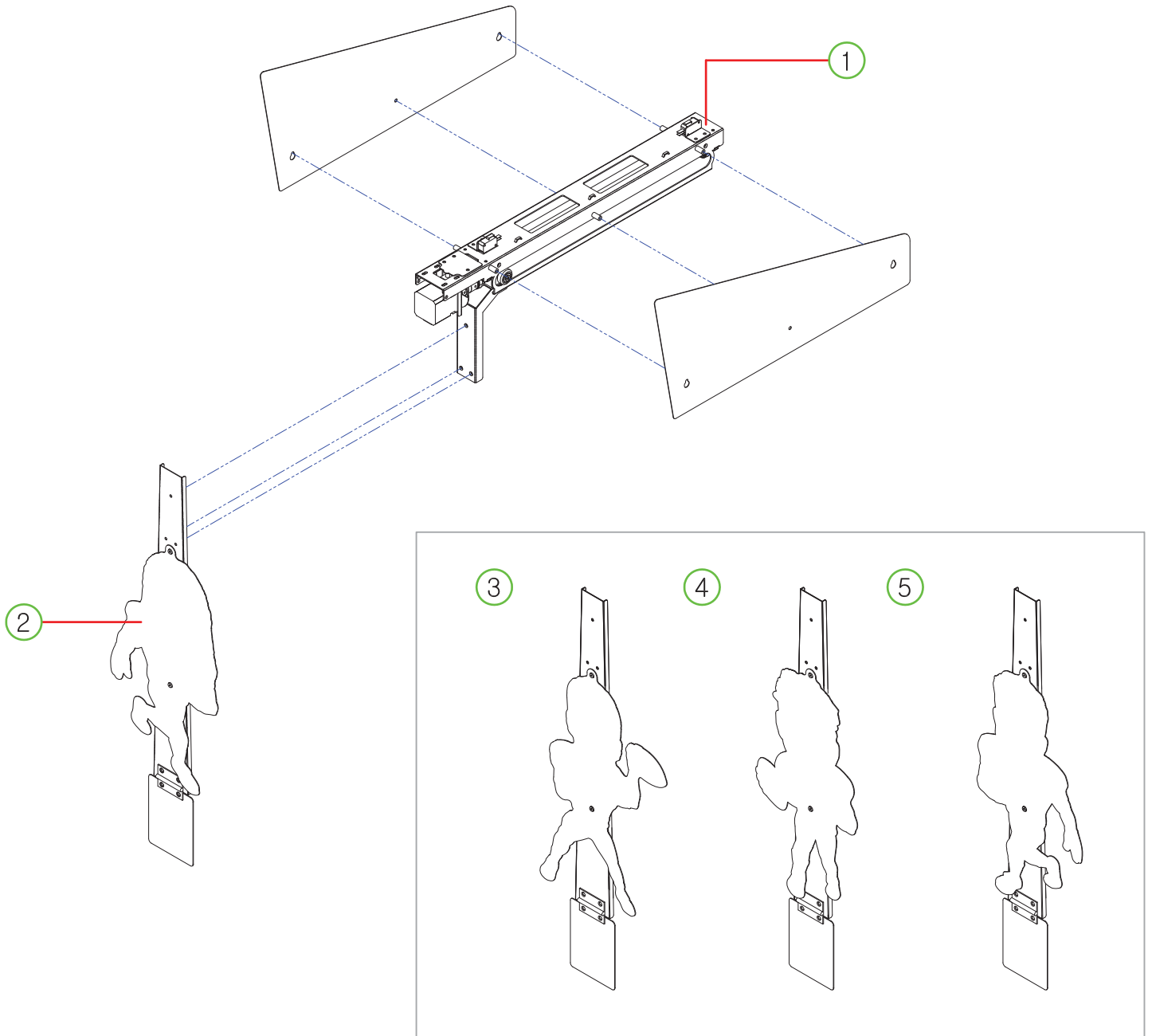
| NO. | PART NAME | SPEC. | QUANTITY | CODE NO. |
|-----|------------------------------|------------|----------|-------------|
| 1 | ANTENNA BACK ACRYL | PET-2.0t | 1 | MREZ0ACR001 |
| 2 | ANTENNA TOP GUIDE ACRYL L, R | PET-2.0t | 2 | MREZ0ACR010 |
| 3 | ANTENNA COVER ACRYL | PET-2.0t | 1 | MREZ0ACR002 |
| 4 | ANTENNA FRAME FRONT ACRYL-A | ACRYL-4.5t | 1 | MREZ0ACR004 |
| 5 | ANTENNA FRAME FRONT ACRYL-B | ACRYL-4.5t | 1 | MREZ0ACR005 |
| 6 | ANTENNA FRAME SIDE ACRYL-A | ACRYL-4.5t | 2 | MREZ0ACR006 |
| 7 | ANTENNA FRAME SIDE ACRYL-B | ACRYL-4.5t | 2 | MREZ0ACR007 |
| 8 | ANTENNA LED BASE ACRYL | PET-1t | 1 | MREZ0ACR008 |
| 9 | ANTENNA FRAME BACK ACRYL-A | ACRYL-4.5t | 1 | MREZ0ACR003 |
| 10 | ANTENNA PCB ASS'Y | - | 1 | AREZ0PCB008 |
| 11 | FLEX_T5050_WHITE_200_NWP_L | T5050 | 1 | MELE0LED063 |

(7) ANTENNA ARM PART



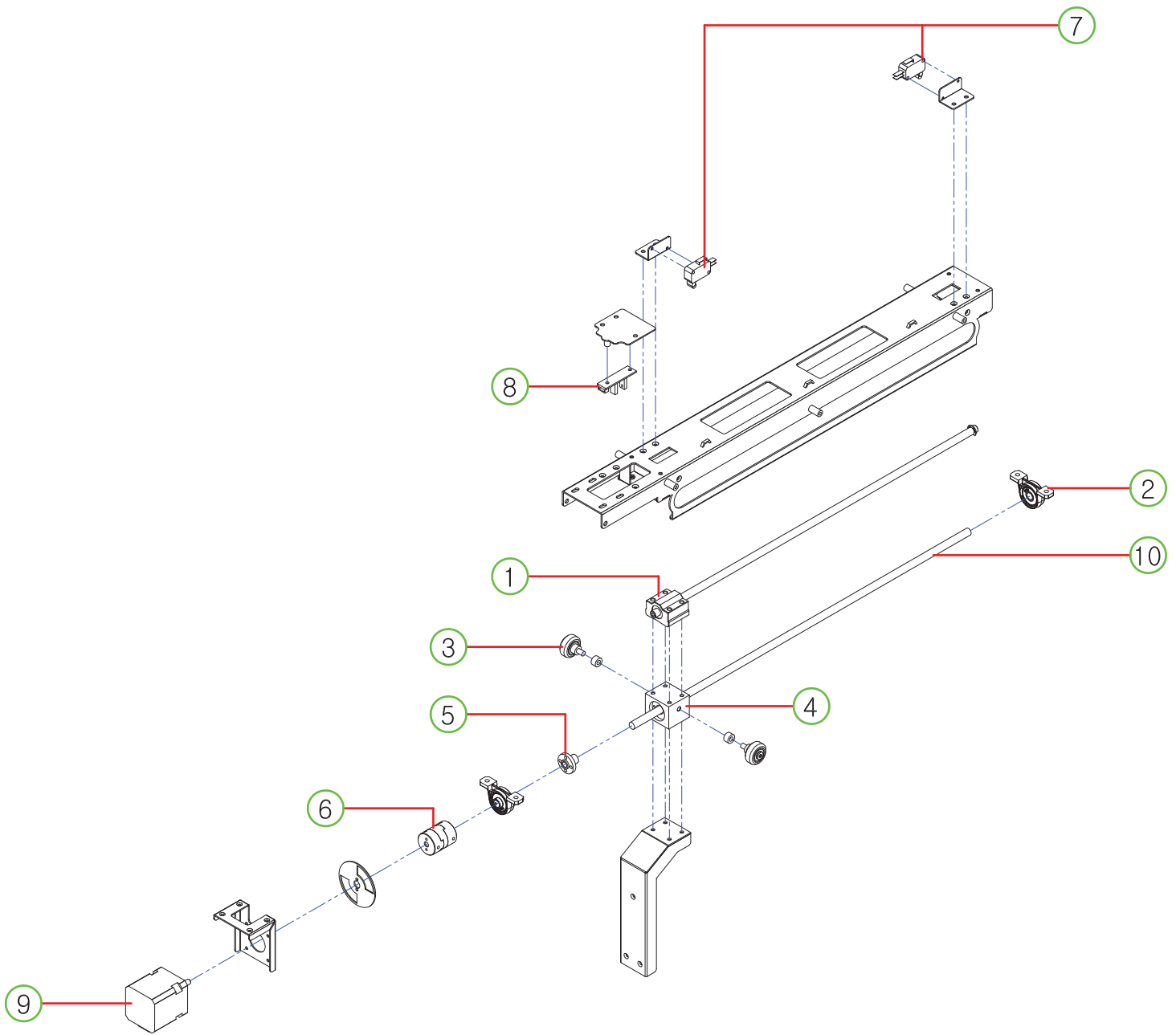
| NO. | PART NAME | SPEC. | QUANTITY | CODE NO. |
|-----|---------------------------------|---------------|----------|-------------|
| 1 | STEPPING MOTOR DRIVER PCB ASS'Y | - | 1 | ASBS0PCB001 |
| 2 | RFID READ PCB ASS'Y | - | 1 | AREZ0PCB007 |
| 3 | MICRO SWITCH | GSMV1651A2 | 2 | MELE0MIC021 |
| 4 | PHOTO-INT1 PCB ASS'Y | ANGLE | 1 | AZZZ0PCB103 |
| 5 | V WHEEL | - | 4 | MZZZ0BEA132 |
| 6 | BEARING | KP08 | 2 | MZZZ0BEA131 |
| 7 | COUPLING | - | 1 | MZZZ0COP006 |
| 8 | STEPPING MOTOR | 42BYGH2637A-C | 1 | MZZZ0MOT147 |
| 9 | ON OFF PCB ASS'Y | P-CHANNEL | 1 | AREZ0PCB014 |

5-5. PUSHER ARM PART



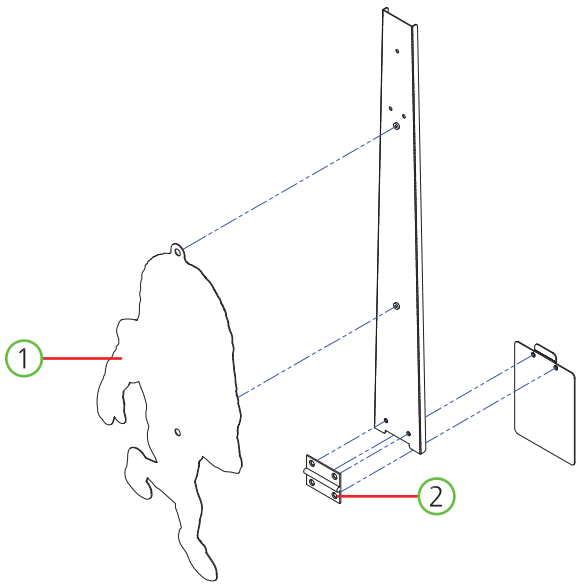
| NO. | PART NAME | SPEC. | QUANTITY | CODE NO. |
|-----|---------------------------|-------|----------|----------|
| 1 | PUSHER ARM MOTOR ASS'Y | - | 1 | - |
| 2 | PUSHER ARM BLOCK-1P ASS'Y | - | 1 | - |
| 3 | PUSHER ARM BLOCK-2P ASS'Y | - | 1 | - |
| 4 | PUSHER ARM BLOCK-3P ASS'Y | - | 1 | - |
| 5 | PUSHER ARM BLOCK-4P ASS'Y | - | 1 | - |

(1) PUSHER ARM MOTOR PART

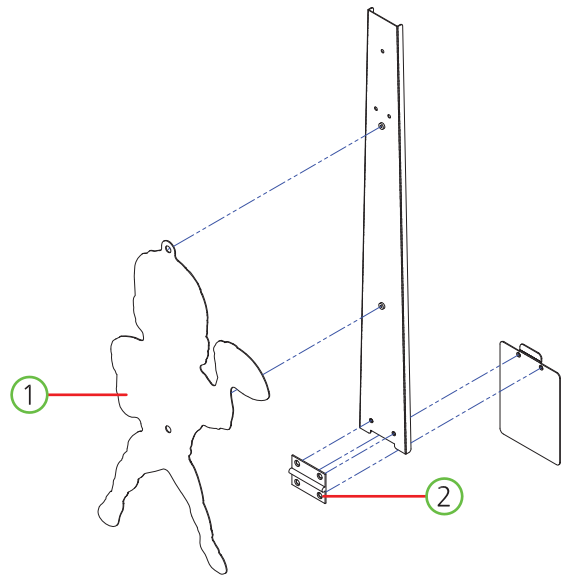


| NO. | PART NAME | SPEC. | QUANTITY | CODE NO. |
|-----|-----------------------------|-----------------|----------|-------------|
| 1 | LM BEARING | SC8UU | 1 | MZZZ0BEA130 |
| 2 | BEARING | KP08 | 2 | MZZZ0BEA131 |
| 3 | V WHEEL | 5X23.9X11 | 2 | MZZZ0BEA132 |
| 4 | ARM MOVEMNT BLOCK | T8 | 1 | MREZ0ZZZ011 |
| 5 | PUSHER ARM SCREW SHAFT | T8 PITCH2 LEAD8 | 1 | MREZ0ZZZ014 |
| 6 | COUPLING | 5X8.M4.TAB120 | 1 | MZZZ0COP006 |
| 7 | MICRO SWITCH | GSMV1651A2 | 2 | MELE0MIC021 |
| 8 | PHOTO-INT1(ANGLE) PCB ASS'Y | - | 1 | AZZZ0PCB103 |
| 9 | STEPPING MOTOR | 42BYGH2637A-C | 1 | MZZZ0MOT147 |
| 10 | PUSHER ARM LEAD SCREW | 500MM | 1 | MREZ0ZZZ013 |

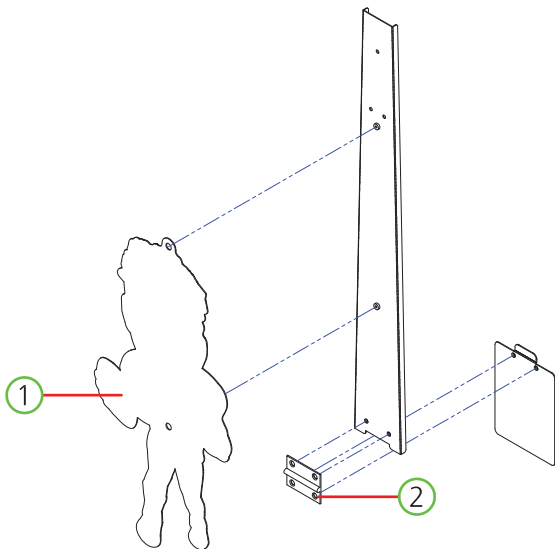
(2) PUSHER ARM BLOCK PART



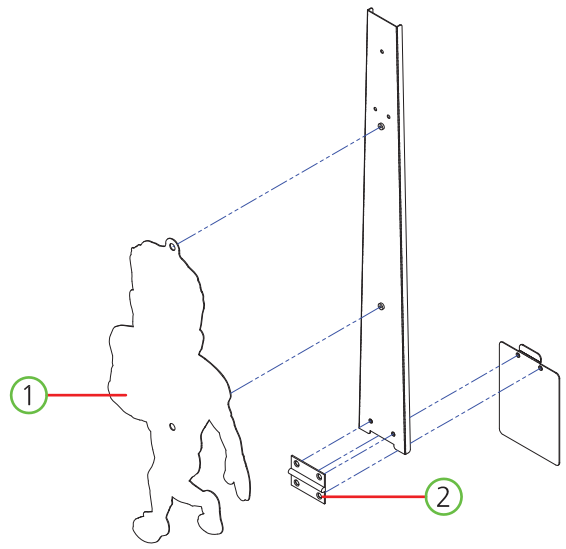
| NO. | PART NAME | SPEC. | QUANTITY | CODE NO. |
|-----|----------------|---------------|----------|-------------|
| 1 | PLAYER ACRYL-1 | PET_1t | 1 | AREZ0ACP008 |
| 2 | SPRING HINGE | HSS1.5tx38x50 | 1 | MZZZ0HIN007 |



| NO. | PART NAME | SPEC. | QUANTITY | CODE NO. |
|-----|----------------|---------------|----------|-------------|
| 1 | PLAYER ACRYL-2 | PET_1t | 1 | AREZ0ACP009 |
| 2 | SPRING HINGE | HSS1.5tx38x50 | 1 | MZZZ0HIN007 |

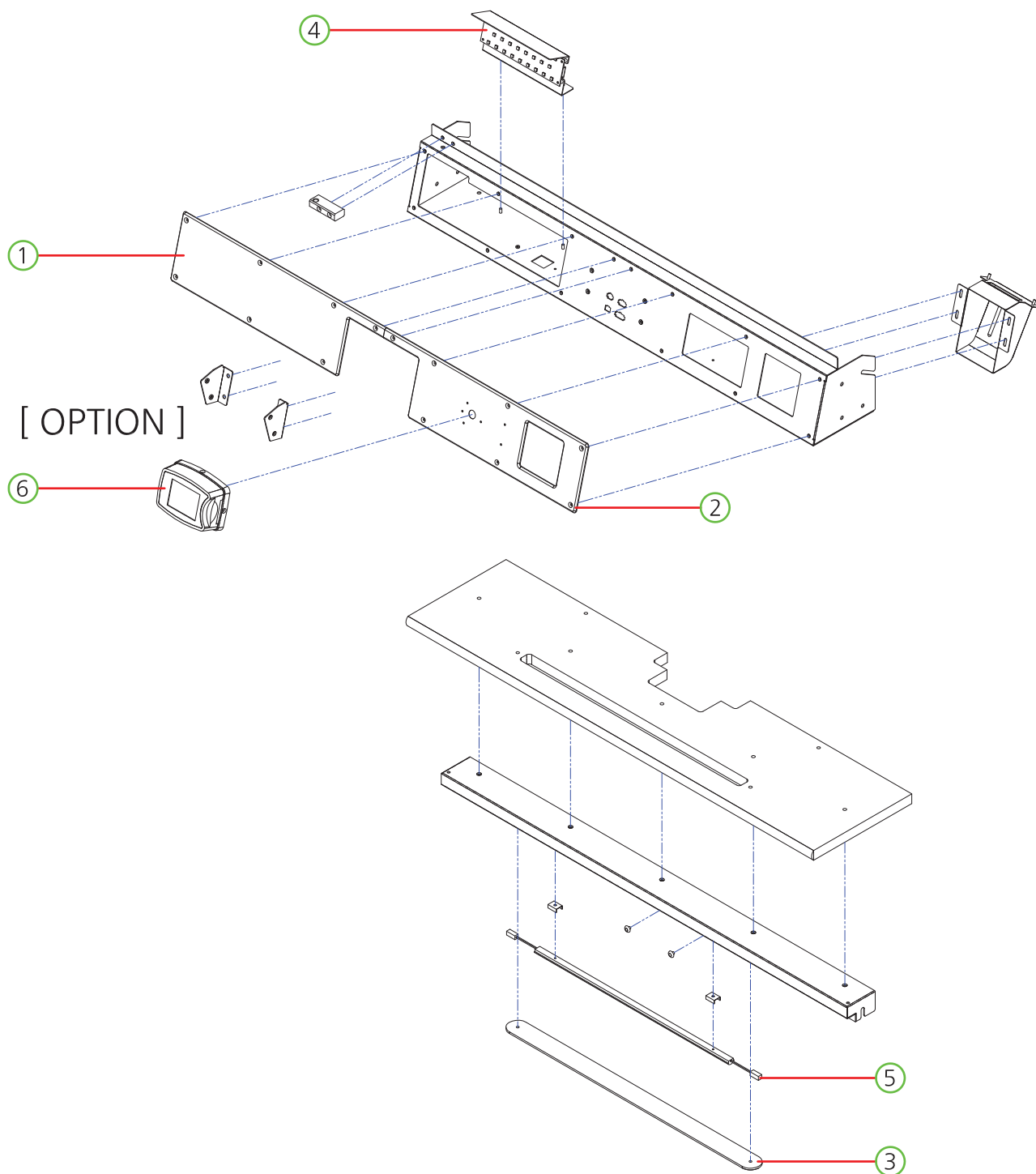


| NO. | PART NAME | SPEC. | QUANTITY | CODE NO. |
|-----|----------------|---------------|----------|-------------|
| 1 | PLAYER ACRYL-3 | PET_1t | 1 | AREZ0ACP010 |
| 2 | SPRING HINGE | HSS1.5tx38x50 | 1 | MZZZ0HIN007 |



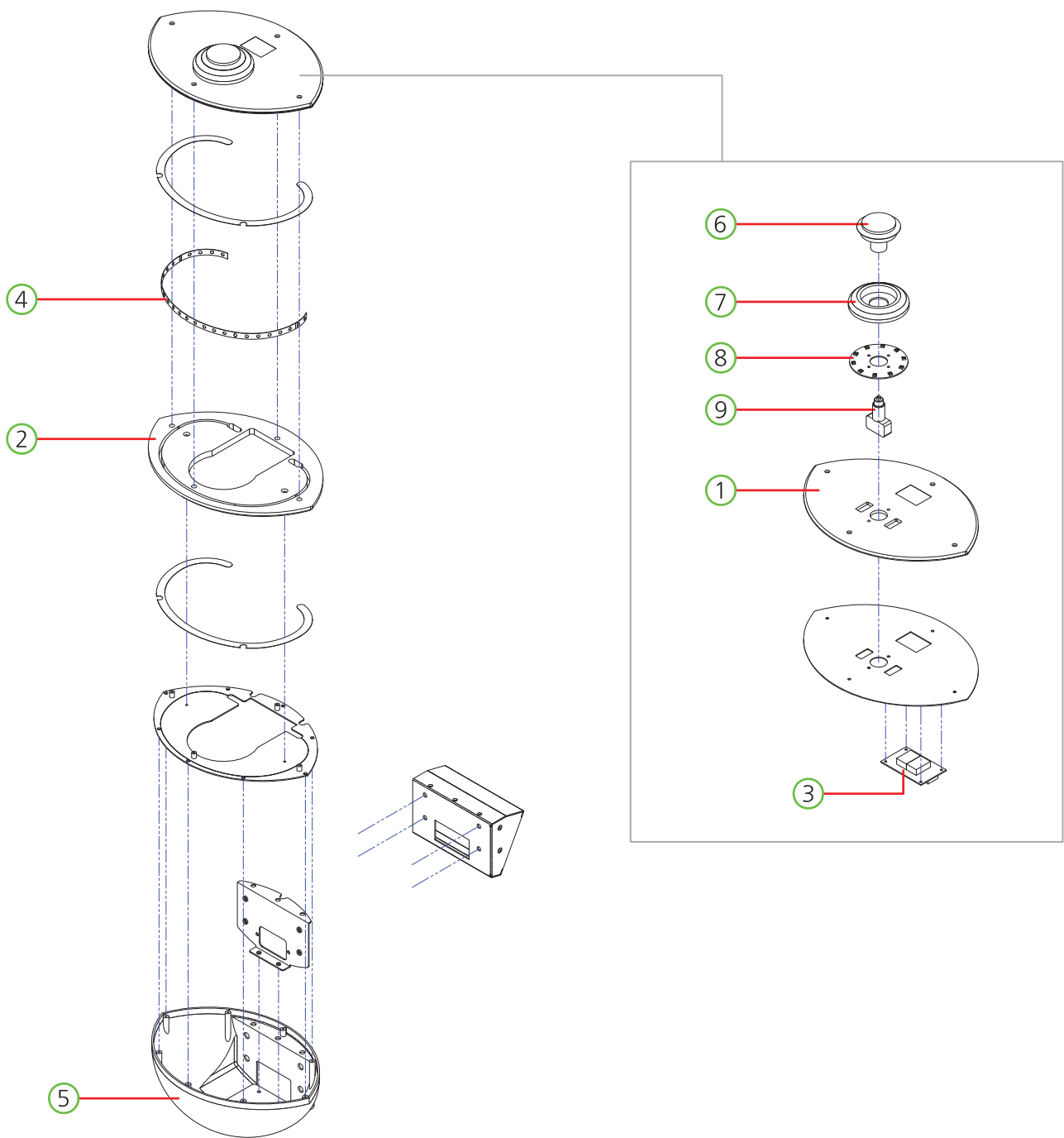
| NO. | PART NAME | SPEC. | QUANTITY | CODE NO. |
|-----|----------------|---------------|----------|-------------|
| 1 | PLAYER ACRYL-4 | PET_1t | 1 | AREZ0ACP011 |
| 2 | SPRING HINGE | HSS1.5tx38x50 | 1 | MZZZ0HIN007 |

5-6. TABLE PART



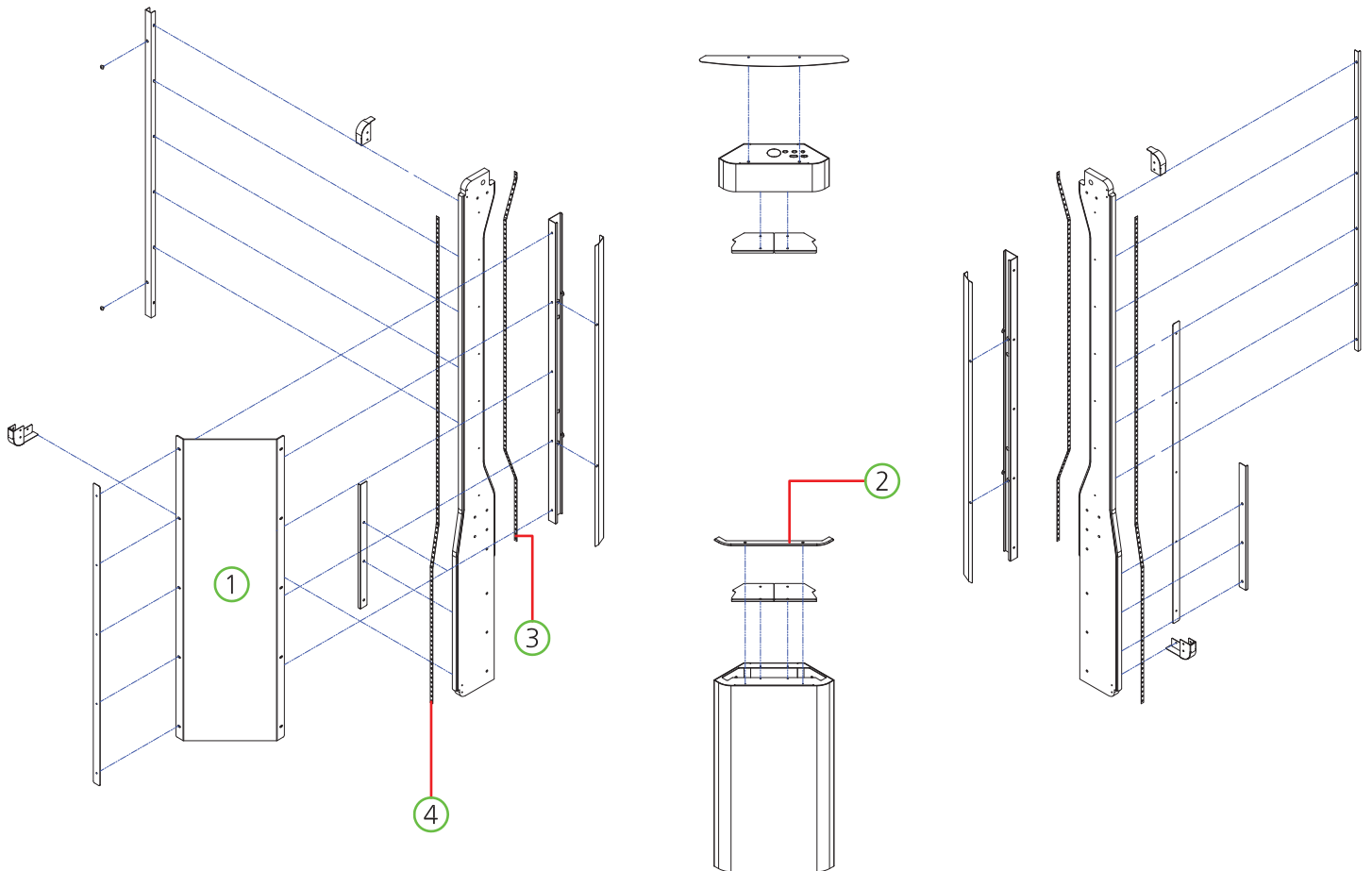
| NO. | PART NAME | SPEC. | QUANTITY | CODE NO. |
|-----|------------------------|------------|----------|-------------|
| 1 | TABLE LEFT ACRYL | ACRYL-4.5t | 1 | AREZ0ACP013 |
| 2 | TABLE RIGHT ACRYL | ACRYL-4.5t | 1 | MREZ0ACR035 |
| 3 | TABLE LED ACRYL | ACRYL-4.5t | 1 | MREZ0ACR033 |
| 4 | NEW SPOT LED PCB ASS'Y | - | 1 | AZZZ0PCB191 |
| 5 | LED BAR 12V ASS'Y | 460mm | 1 | AZZZ0PCB151 |
| 6 | [OPTION] CARD SWIPE | - | 1 | - |

5-7. BUTTON PART



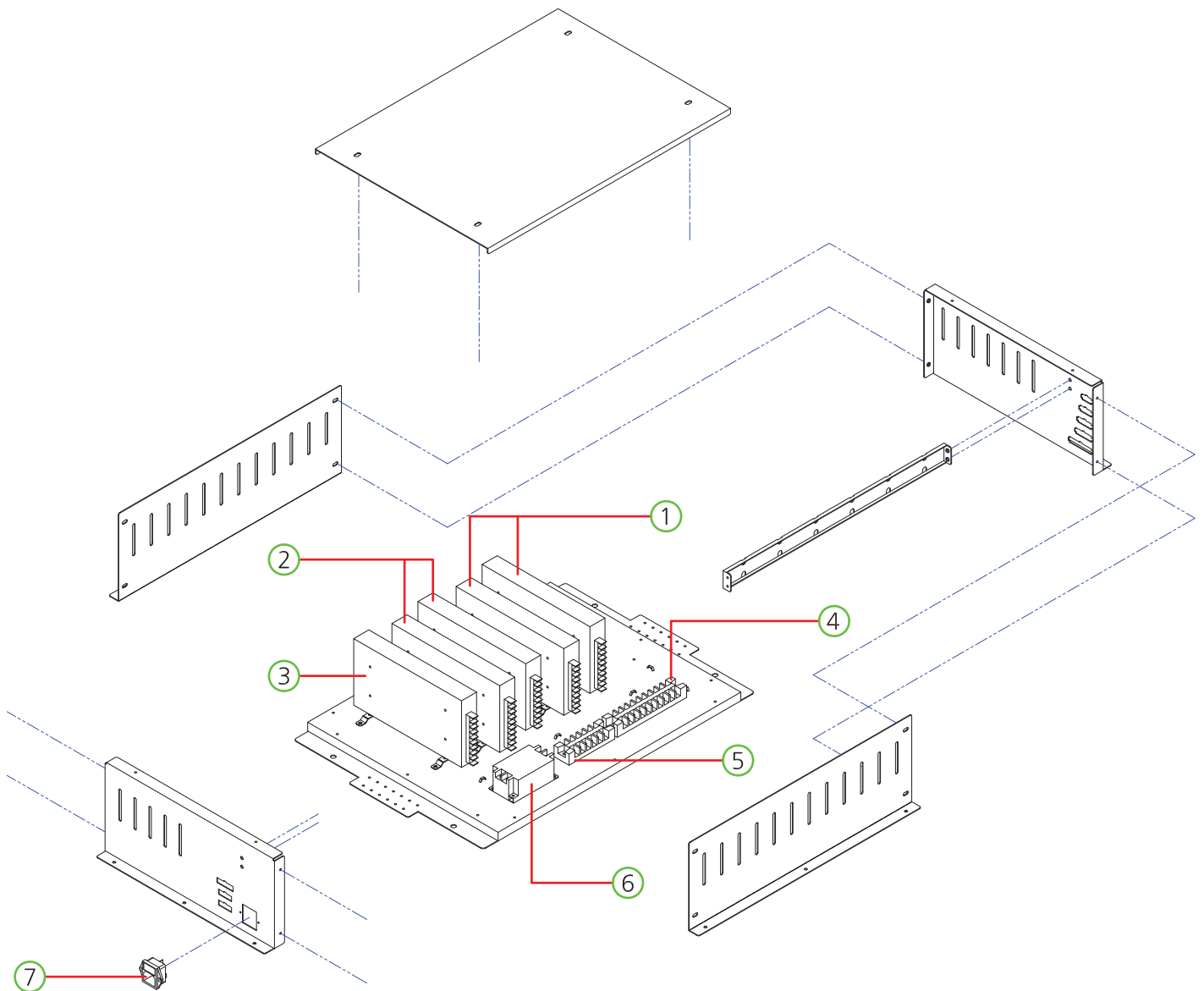
| NO. | PART NAME | SPEC. | QUANTITY | CODE NO. |
|-----|---------------------------|---------------------|----------|-------------|
| 1 | BUTTON CASE COVER ACRYL | ACRYL-4.5t | 1 | AREZ0ACP006 |
| 2 | BUTTON CASE LIGHT ACRYL | ACRYL-10t | 1 | MREZ0ACR018 |
| 3 | FND PCB ASS'Y | - | 1 | AFND0PCB001 |
| 4 | FLEX_3528_GREEN_450_NWP_L | T3528 | 1 | MELE0LED062 |
| 5 | BUTTON FRAME MOLD | PC-2.5t | 1 | MREZ0PLA001 |
| 6 | BUTTON ASS'Y | CL-2020 65 TYPE LED | 1 | AZZZ0BUT009 |
| 7 | BUTTON LED HOUSING | - | 1 | MZZZ0PLA038 |
| 8 | BUTTON LED PCB ASS'Y | - | 1 | ASHS0PCB002 |

5-8. CORNER PART



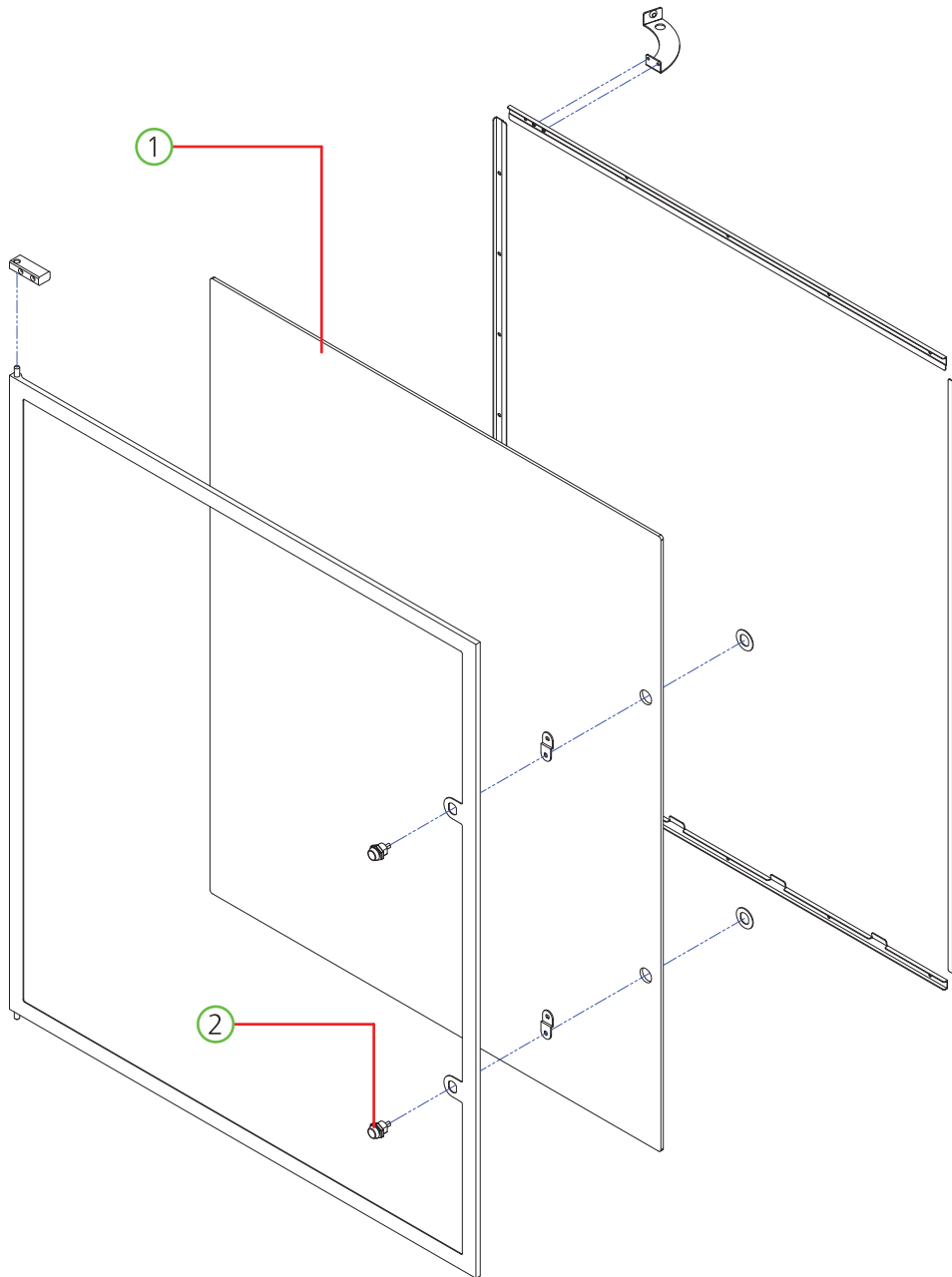
| NO. | PART NAME | SPEC. | QUANTITY | CODE NO. |
|-----|---------------------|------------|----------|-------------|
| 1 | CORNER ACRYL | PC-3t | 1 | MREZ0ACR019 |
| 2 | CORNER ATTACH ACRYL | ACRYL-4.5t | 1 | MREZ0ACR020 |
| 3 | FLEX_RGB_1300_NWP_L | T5050 | 2 | MELE0LED036 |
| 4 | FLEX_RGB_2000_NWP_L | T5050 | 2 | MELE0LED065 |

5-9. POWER BOX PART



| NO. | PART NAME | SPEC. | QUANTITY | CODE NO. |
|-----|----------------|-------------|----------|-------------|
| 1 | POWER SMPS | MSP-300-5V | 2 | MELE0SMP116 |
| 2 | POWER SMPS | RSP-320-12V | 2 | MELE0SMP109 |
| 3 | POWER SMPS | RSP-320-24V | 1 | MELE0SMP101 |
| 4 | TERMINAL BLOCK | 250V 10P | 1 | MELE0TEB003 |
| 5 | TERMINAL BLOCK | 250V 6P | 1 | MELE0TEB001 |
| 6 | NOISE FILTER | RNS-2010 | 1 | MELE0NOI009 |
| 7 | AC INPUT | DAC-13H | 1 | MELE0SWI015 |

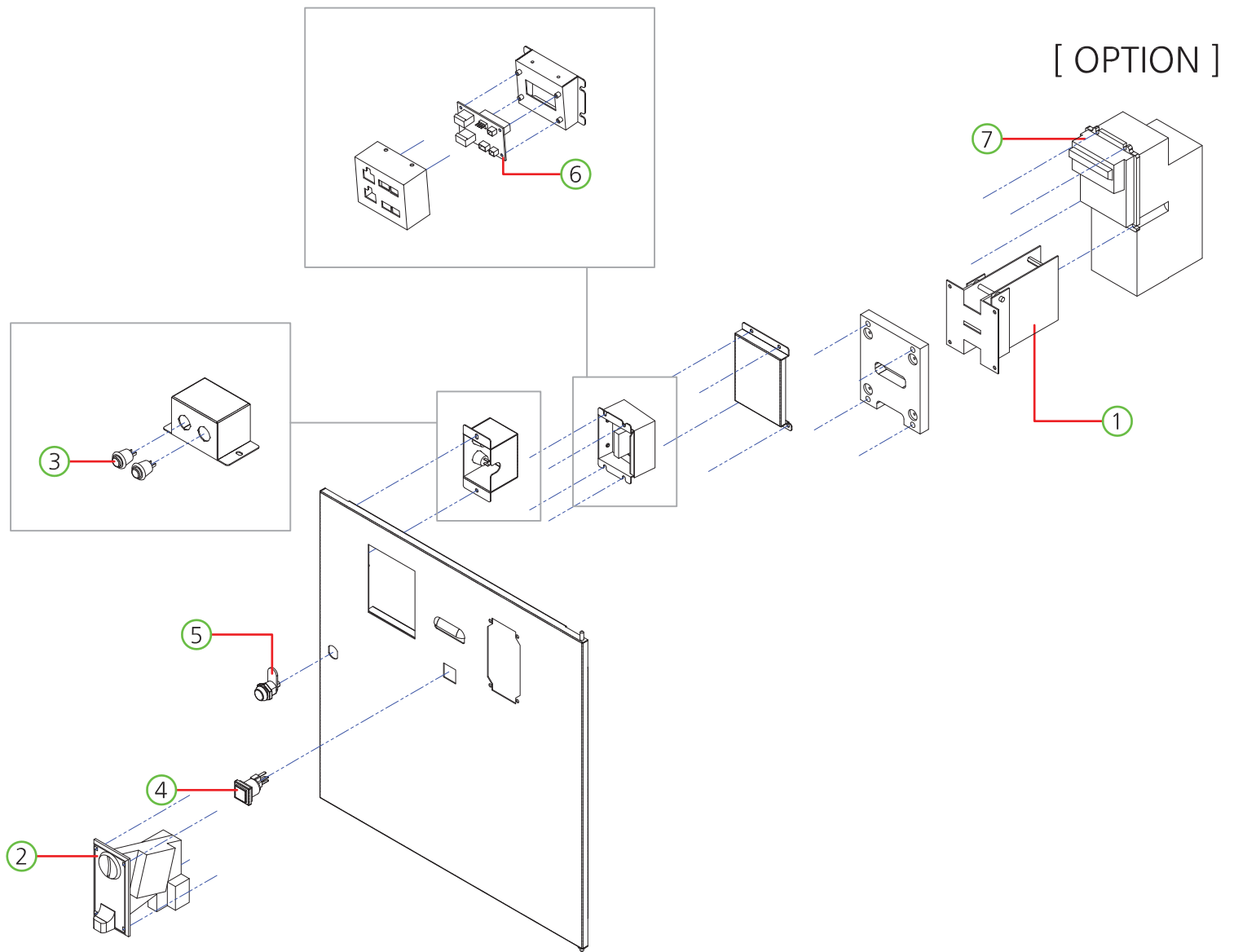
5-10. FRONT DOOR PART



| NO. | PART NAME | SPEC. | QUANTITY | CODE NO. |
|-----|------------|------------|----------|-------------|
| 1 | FRONT DOOR | GLASS-5.0t | 1 | MREZ0GLA001 |
| 2 | KEY ASS'Y | 7001 | 2 | MZZZ0KEY076 |

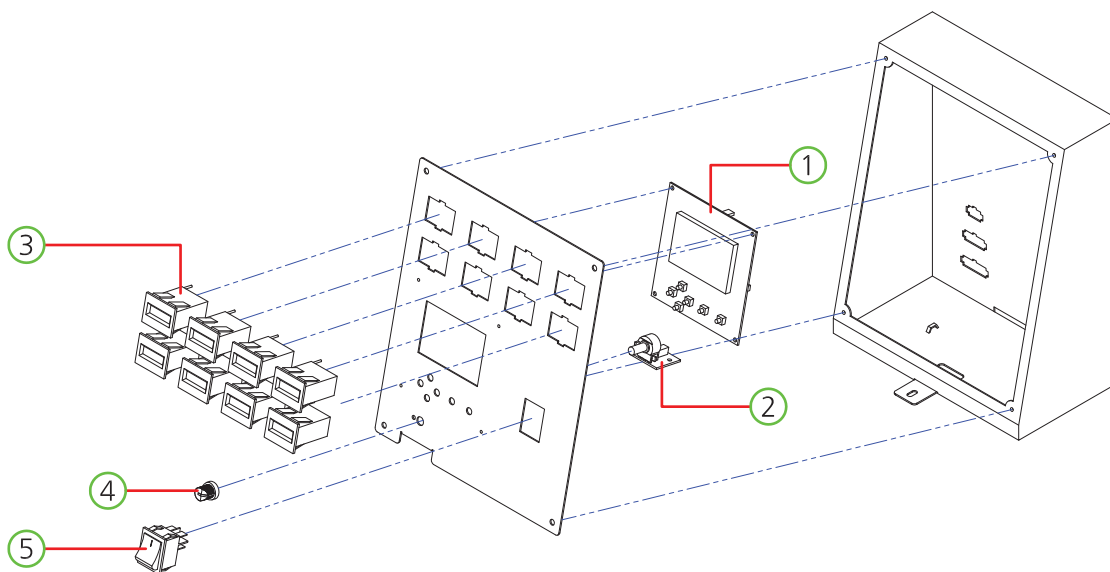
5-11. RIGHT DOOR PART

[OPTION]



| NO. | PART NAME | SPEC. | QUANTITY | CODE NO. |
|-----|--------------------------------------|-----------------|----------|-------------|
| 1 | TICKET DISPENSER | CL002Q-270 | 1 | MZZZ0TID010 |
| 2 | COIN SELECTOR | TW-389 | 1 | MZZZ0COS052 |
| 3 | PUSH BUTTON SWITCH | DS-412R | 2 | MELE0PUS006 |
| 4 | BUTTON SWITCH | AM1PB-26SH R12D | 1 | MMUM0BUT002 |
| 5 | KEY ASS'Y | 7001 | 1 | MZZZ0KEY076 |
| 6 | [OPTION] MEI BILL AC SSR PCB ASS'Y | - | 1 | ASBP0PCB015 |
| 7 | [OPTION] BILL ACCEPT | - | 1 | - |

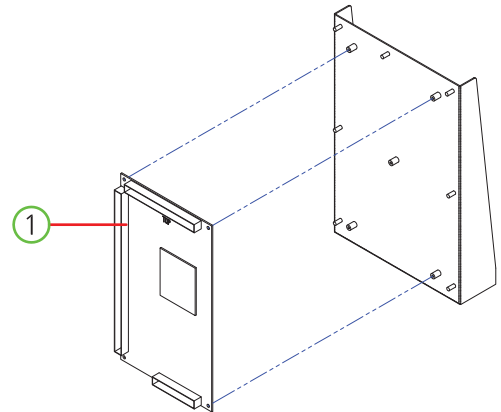
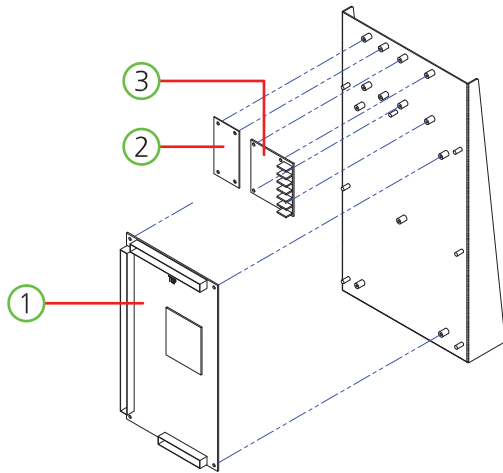
5-12. SERVICE PANEL PART



| NO. | PART NAME | SPEC. | QUANTITY | CODE NO. |
|-----|---------------------|---------|----------|-------------|
| 1 | SETUP LCD PCB ASS'Y | - | 1 | AZZZ0PCB113 |
| 2 | VR PCB ASS'Y | - | 1 | AHM20PCB016 |
| 3 | COUNTER | OA127CL | 8 | MZZZ0COU002 |
| 4 | VOLUME KNOB | - | 1 | MELE0VOL007 |
| 5 | ROCKER SWITCH | R595KDF | 1 | MELE0SWI021 |

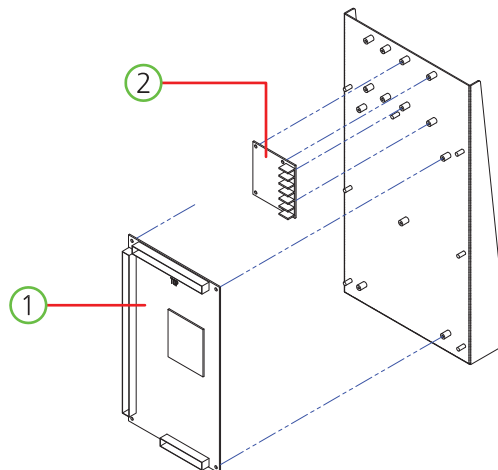
5-13. MAIN BOARD PANEL 1P PART

5-14. MAIN BOARD PANEL 2P, 4P PART



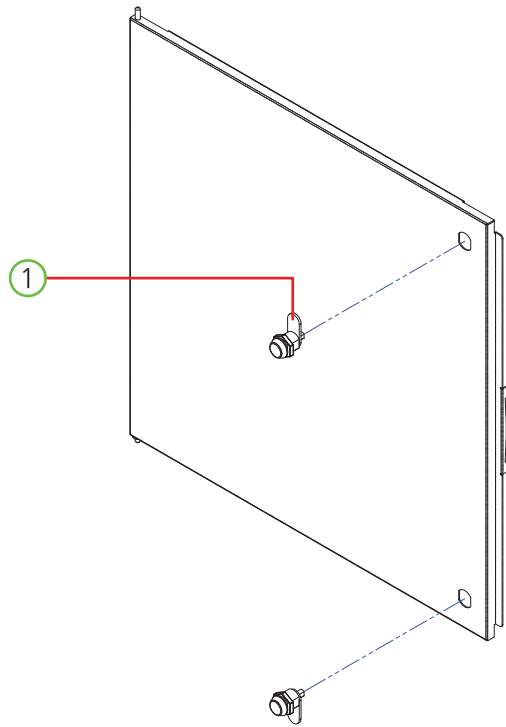
| NO. | PART NAME | SPEC. | QUANTITY | CODE NO. |
|-----|----------------------------|-------|----------|-------------|
| 1 | MAIN BOARD ASS'Y | - | 3 | AREZ0PCB001 |
| 2 | STANDARD CAN HUB PCB ASS'Y | - | 1 | AZZZ0PCB198 |
| 3 | RGB PWM PCB ASS'Y | - | 1 | MZZZ0000629 |

5-15. MAIN BOARD PANEL 3P PART



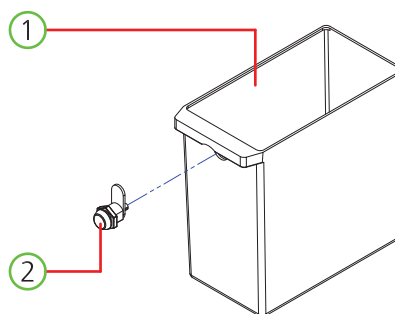
| NO. | PART NAME | SPEC. | QUANTITY | CODE NO. |
|-----|-------------------|-------|----------|-------------|
| 1 | MAIN BOARD ASS'Y | - | 1 | AREZ0PCB001 |
| 2 | RGB PWM PCB ASS'Y | - | 1 | MZZZ0000629 |

5-16. LEFT DOOR PART



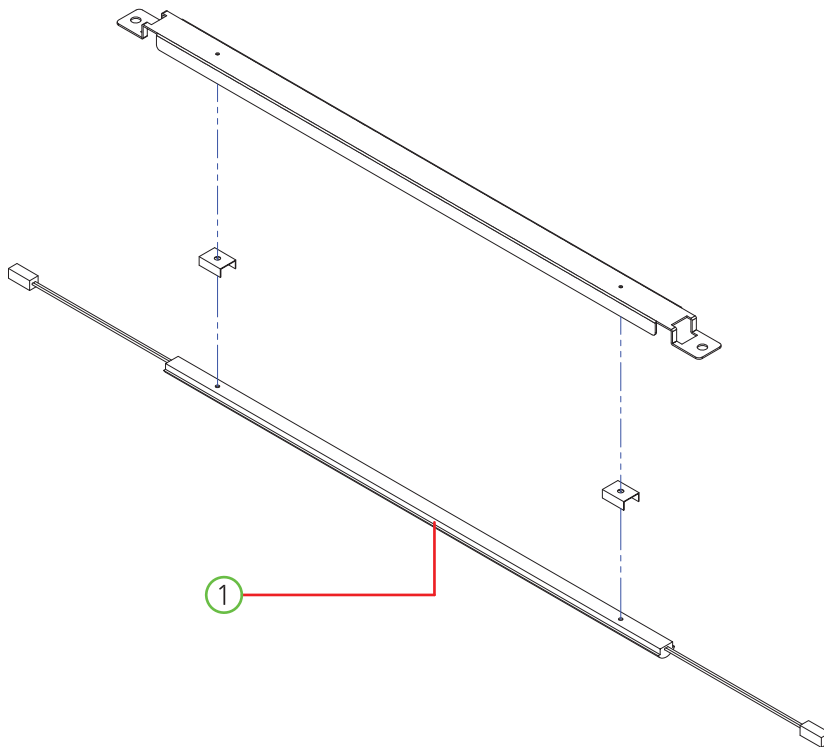
| NO. | PART NAME | SPEC. | QUANTITY | CODE NO. |
|-----|-----------|-------|----------|-------------|
| 1 | KEY ASS'Y | 7001 | 1 | MZZZ0KEY076 |

5-17. COIN BOX PART



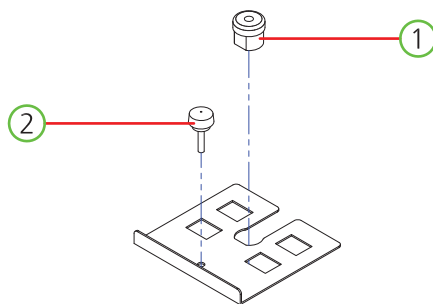
| NO. | PART NAME | SPEC. | QUANTITY | CODE NO. |
|-----|-----------|-------|----------|-------------|
| 1 | COIN BOX | SMALL | 1 | AZZZ0ASS002 |
| 2 | KEY ASS'Y | 6001 | 1 | MZZZ0KEY075 |

5-18. BOTTOM CASE LED PART



| NO. | PART NAME | SPEC. | QUANTITY | CODE NO. |
|-----|-------------------|-------|----------|-------------|
| 1 | LED BAR 12V ASS'Y | 460mm | 1 | AZZZ0PCB192 |

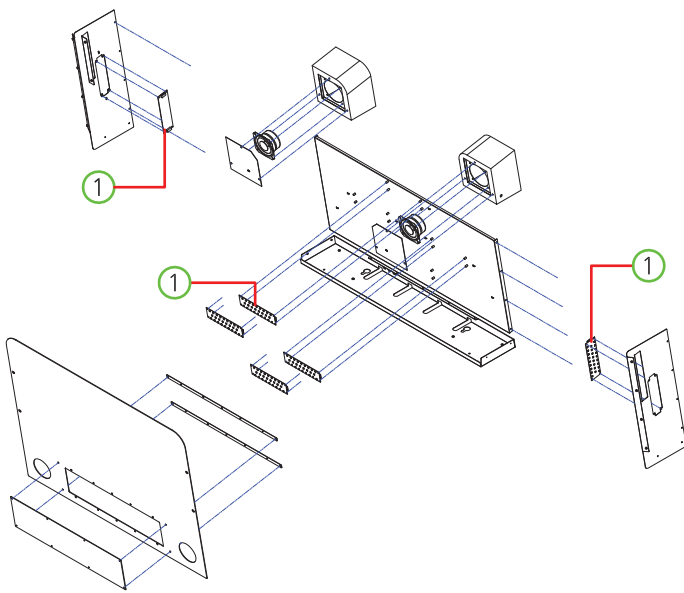
5-19. AC CORD BKT PART



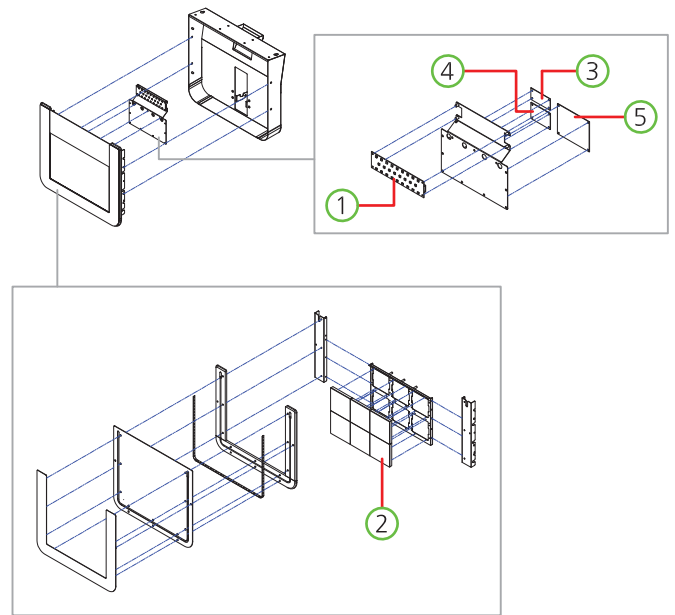
| NO. | PART NAME | SPEC. | QUANTITY | CODE NO. |
|-----|---------------|--------|----------|-------------|
| 1 | CABLE STOPPER | 7NR-16 | 1 | MELE0CAB010 |
| 2 | HAND BOLT | M4x20 | 1 | MZZZ0PLA023 |

6. PART PICTURE

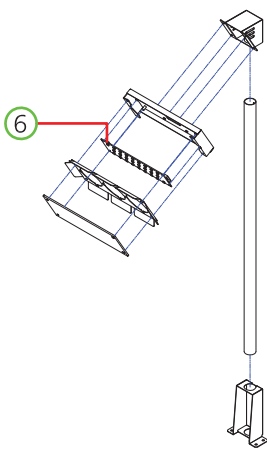
- BILLBOARD PART



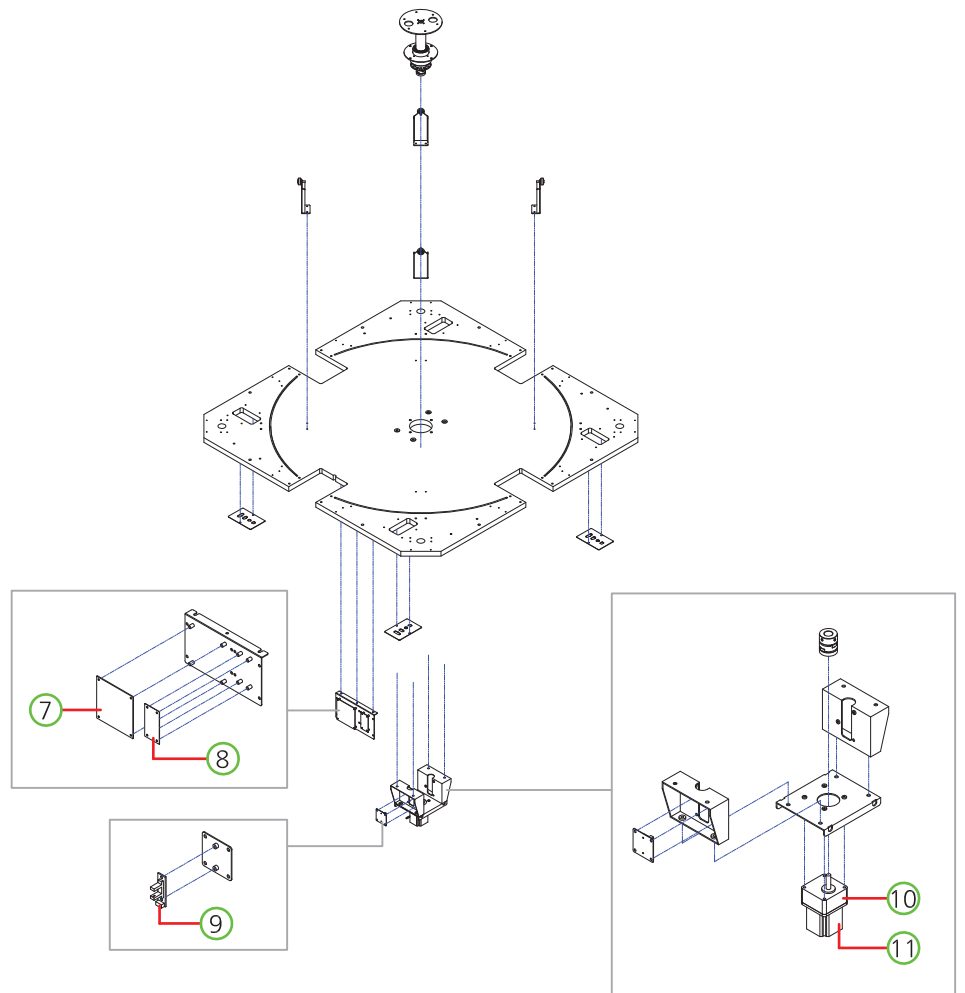
- DMD CASE PART



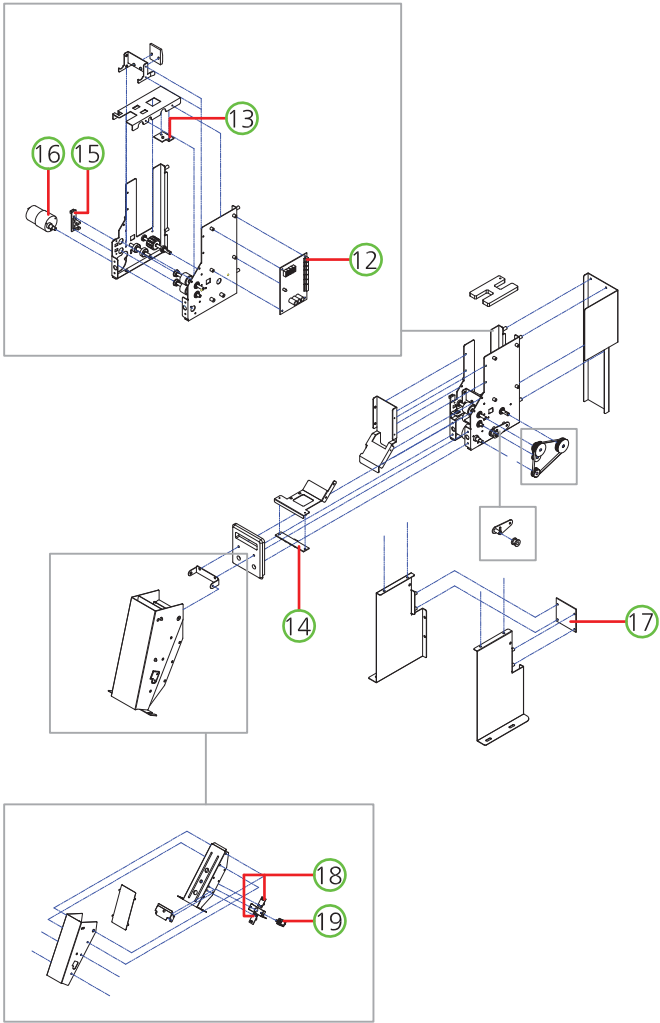
- SPOT PART



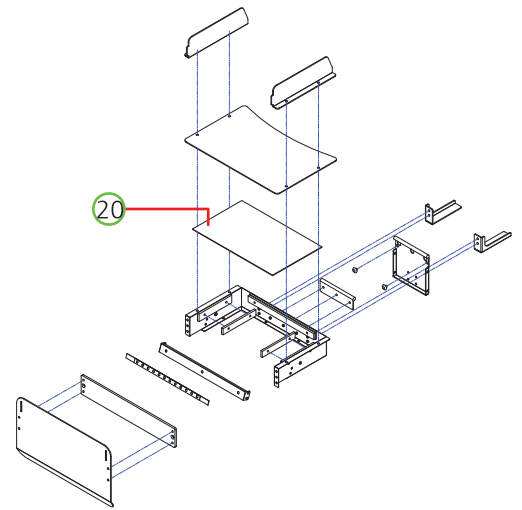
- GAME PANEL PART



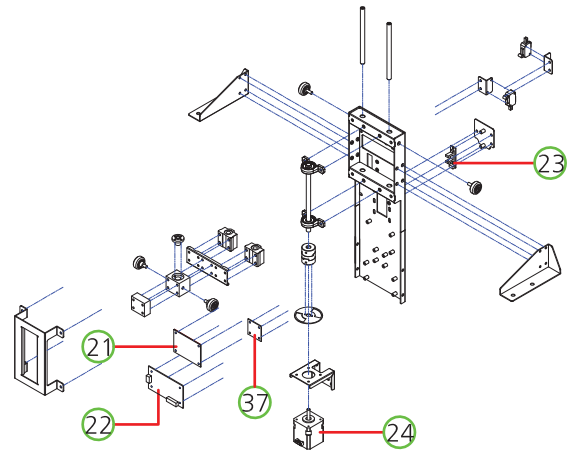
- CARD DISPENSER PART



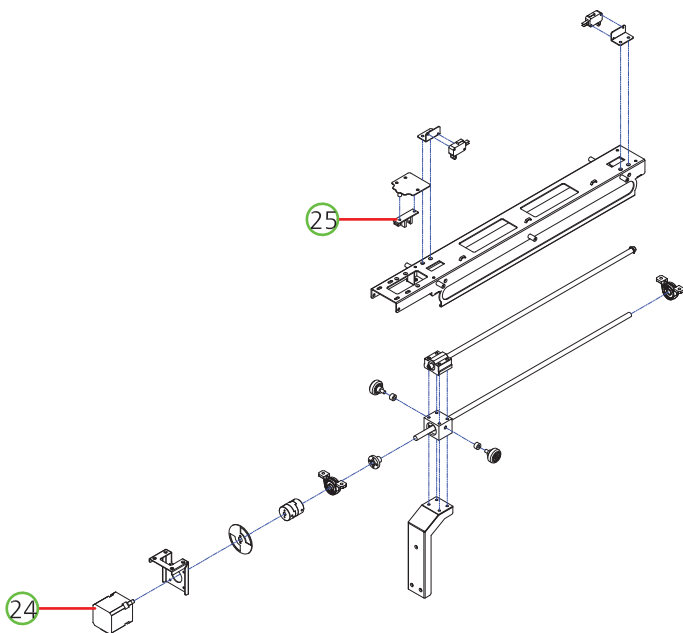
- ANTENNA FRAME PART



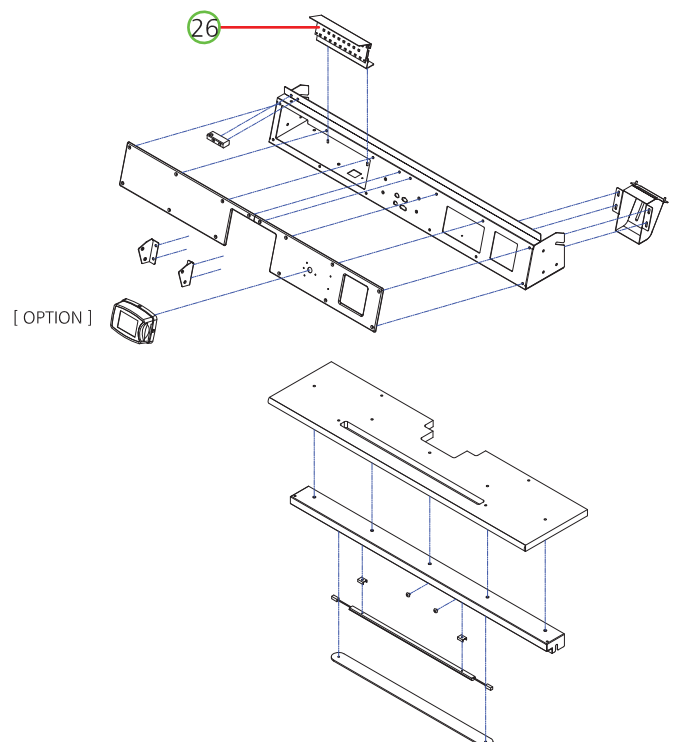
- ANTENNA ARM PART



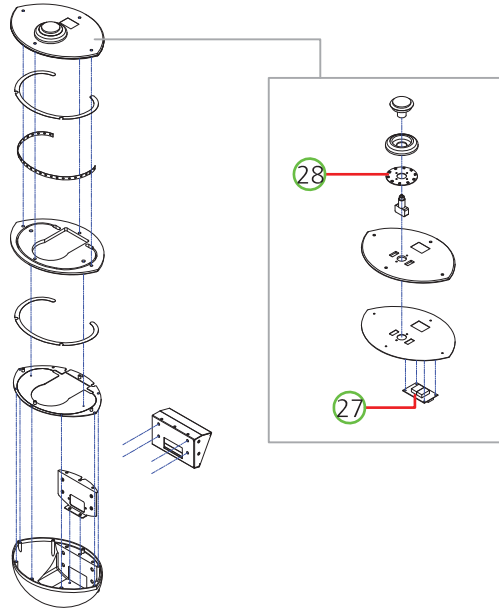
- PUSHER ARM MOTOR PART



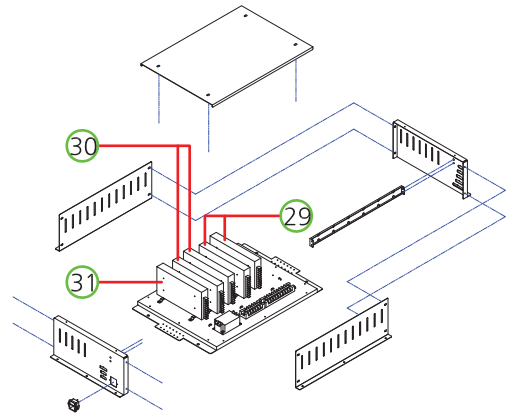
- TABLE PART



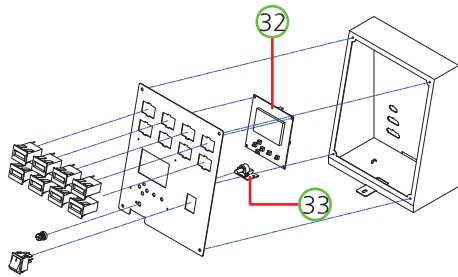
- BUTTON PART



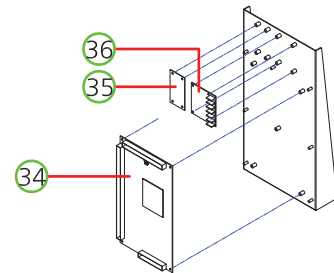
- CARD DISPENSER PART



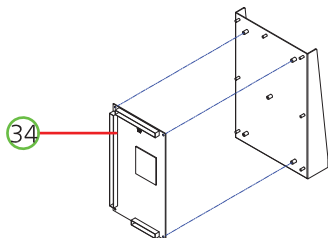
- SERVICE PANEL PART



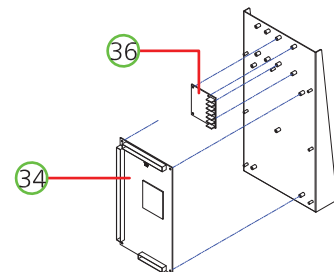
- MAIN BOARD PANEL 1P PART



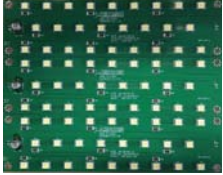

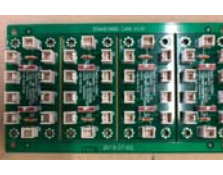


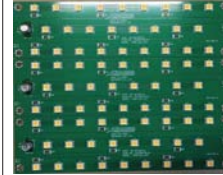
- MAIN BOARD PANEL 2P, 4P PART


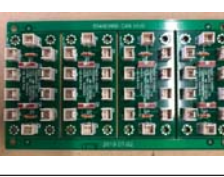
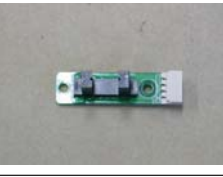


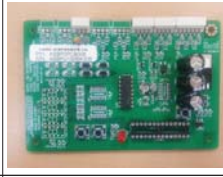


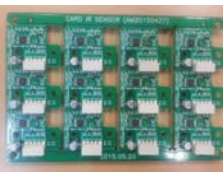





- MAIN BOARD PANEL 3P PART


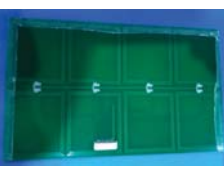



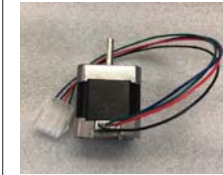



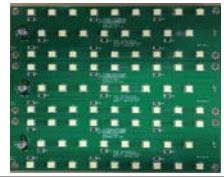




| NO. | PIC | PART NAME | SPEC. | QTY | CODE NO. |
|-----|-----|---------------------------------|----------------|-----|-------------|
| ① | ○ | NEW SPOT LED PCB ASS'Y | WHITE | 7 | AZZZ0PCB191 |
| ② | ○ | DOT MATRIX | - | 6 | AREZ0PCB009 |
| ③ | ○ | STANDARD CAN HUB PCB ASS'Y | - | 1 | AZZZ0PCB198 |
| ④ | ○ | STEPPING MOTOR DRIVER PCB ASS'Y | - | 1 | ASBS0PCB001 |
| ⑤ | ○ | DOT MATRIX IO PCB ASS'Y | - | 1 | AZZZ0PCB197 |
| ⑥ | ○ | NEW SPOT LED PCB ASS'Y | - | 1 | AZZZ0PCB193 |
| ⑦ | ○ | STEP MOTOR DRIVER PCB ASS'Y | - | 1 | AZZZ0PCB183 |
| ⑧ | ○ | STANDARD CAN HUB PCB ASS'Y | - | 1 | AZZZ0PCB198 |
| ⑨ | ○ | PHOTO-INT1(ANGLE) PCB ASS'Y | - | 1 | AZZZ0PCB103 |
| ⑩ | ○ | GEAR HEAD | K6G60C | 1 | MZZZ0GEA007 |
| ⑪ | ○ | STEPPING MOTOR | 4S56Q-P025545G | 1 | MZZZ0MOT148 |
| ⑫ | ○ | CARD DISPENSER IO PCB ASS'Y | - | 1 | ASBP0PCB008 |
| ⑬ | ○ | CARD IR SENSOR PCB ASS'Y | - | 1 | ASBP0PCB009 |
| ⑭ | ○ | LED PCB ASS'Y | - | 1 | AMUM0PCB005 |
| ⑮ | ○ | PHOTO INT-1 PCB ASS'Y | ANGLE | 1 | AZZZ0PCB103 |
| ⑯ | ○ | MOTOR | KGC-040-3429C | 1 | MZZZ0MOT089 |
| ⑰ | ○ | ELEVATOR HOPPER PCB ASS'Y | - | 1 | AZZZ0PCB143 |
| ⑱ | ○ | ELEVATOR DISK SENSOR PCB ASS'Y | - | 2 | AGHP0PCB020 |
| ⑲ | ○ | SOLENOID | DS026AS12V | 1 | MELE0SOL004 |
| ⑳ | ○ | ANTENNA PCB ASS'Y | - | 1 | AREZ0PCB008 |
| ㉑ | ○ | STEPPING MOTOR DRIVER PCB ASS'Y | - | 1 | ASBS0PCB001 |
| ㉒ | ○ | RFID READ PCB ASS'Y | - | 1 | AREZ0PCB007 |
| ㉓ | ○ | PHOTO-INT1 PCB ASS'Y | ANGLE | 2 | AZZZ0PCB103 |
| ㉔ | ○ | STEPPING MOTOR | 42BYGH2637A-C | 2 | MZZZ0MOT147 |
| ㉕ | ○ | PHOTO-INT1(ANGLE) PCB ASS'Y | - | 1 | AZZZ0PCB103 |
| ㉖ | ○ | NEW SPOT LED PCB ASS'Y | - | 1 | AZZZ0PCB191 |
| ㉗ | ○ | FND PCB ASS'Y | - | 1 | AFND0PCB001 |
| ㉘ | ○ | BUTTON LED PCB ASS'Y | - | 1 | ASHS0PCB002 |
| ㉙ | ○ | POWER SMPS | MSP-300-5V | 2 | MELE0SMP116 |
| ㉚ | ○ | POWER SMPS | RSP-320-12V | 2 | MELE0SMP109 |
| ㉛ | ○ | POWER SMPS | RSP-320-24V | 1 | MELE0SMP101 |
| ㉜ | ○ | SETUP LCD PCB ASS'Y | - | 1 | AZZZ0PCB113 |
| ㉝ | ○ | VR PCB ASS'Y | - | 1 | AHM20PCB016 |
| ㉞ | ○ | MAIN BOARD ASS'Y | - | 3 | AREZ0PCB001 |
| ㉟ | ○ | STANDARD CAN HUB PCB ASS'Y | - | 1 | AZZZ0PCB198 |
| ㊱ | ○ | RGB PWM PCB ASS'Y | - | 2 | MZZZ0000629 |
| ㊲ | ○ | ON OFF PCB ASS'Y | P-CHANNEL | 1 | AREZ0PCB014 |




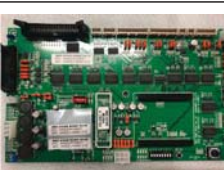
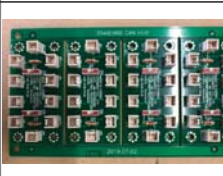
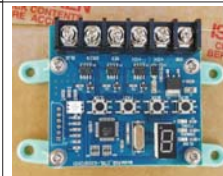
| | | | | | |
|--|---|---|--|---|---|
| 1 | 2 | 3 | 4 | 5 | 6 |
|  |  |  |  |  |  |
| AZZZ0PCB191 | AREZ0PCB009 | AZZZ0PCB198 | ASBS0PCB001 | AZZZ0PCB197 | AZZZ0PCB193 |

| | | | | | |
|--|---|---|--|---|---|
| 7 | 8 | 9 | 10 | 11 | 12 |
|  |  |  |  |  |  |
| AZZZ0PCB183 | AZZZ0PCB198 | AZZZ0PCB103 | MZZZ0GEA007 | MZZZ0MOT148 | ASBP0PCB008 |

| | | | | | |
|---|--|--|---|--|--|
| 13 | 14 | 15 | 16 | 17 | 18 |
|  |  |  |  |  |  |
| ASBP0PCB009 | AMUM0PCB005 | AZZZ0PCB103 | MZZZ0MOT089 | AZZZ0PCB143 | AGHP0PCB020 |

| | | | | | |
|--|---|---|--|---|---|
| 19 | 20 | 21 | 22 | 23 | 24 |
|  |  |  |  |  |  |
| MELE0SOL004 | AREZ0PCB008 | ASBS0PCB001 | AREZ0PCB007 | AZZZ0PCB103 | MZZZ0MOT147 |

| | | | | | |
|--|---|---|--|---|---|
| 25 | 26 | 27 | 28 | 29 | 30 |
|  |  |  |  |  |  |
| AZZZ0PCB103 | AZZZ0PCB191 | AFND0PCB001 | ASHS0PCB002 | MELE0SMP126 | MELE0SMP109 |

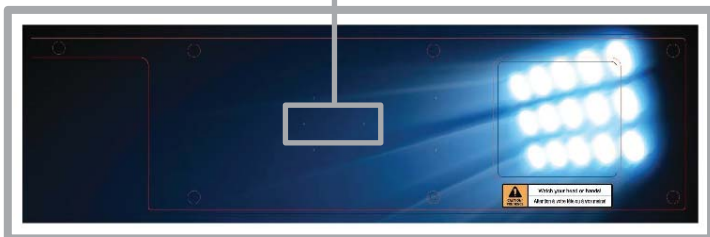
| | | | | | |
|--|---|---|--|---|---|
| 31 | 32 | 33 | 34 | 35 | 36 |
|  |  |  |  |  |  |
| MELE0SMP101 | AZZZ0PCB113 | AHM20PCB016 | AREZ0PCB001 | AZZZ0PCB198 | MZZZ0000629 |

37

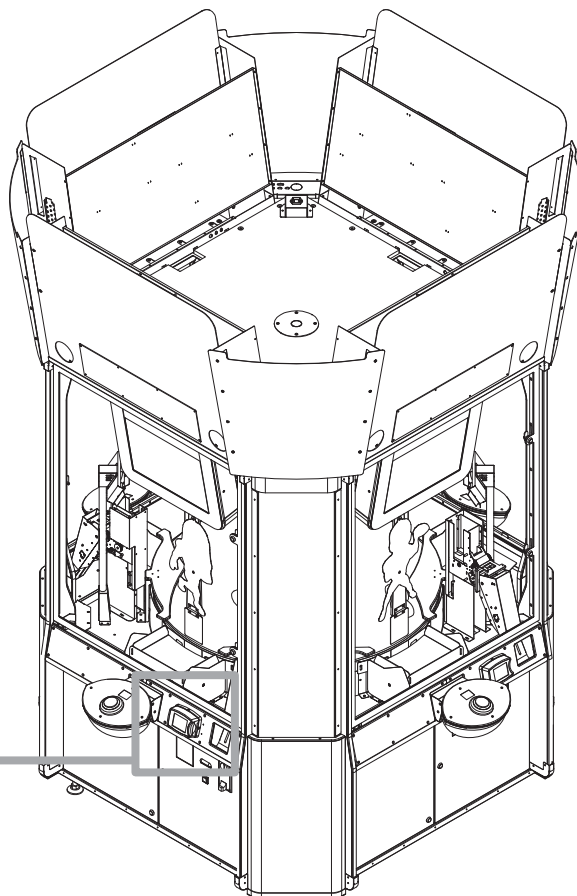
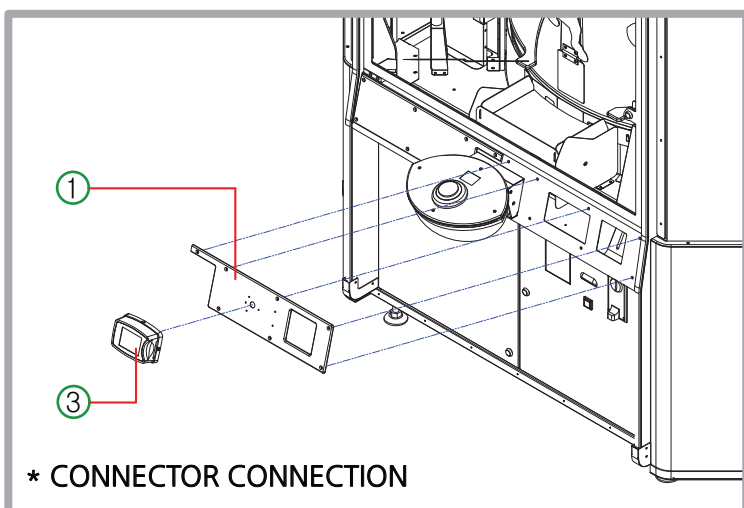
AREZOPCB014

* HOW TO CONNECT THE CARD SWIPE

② [+] MARKS

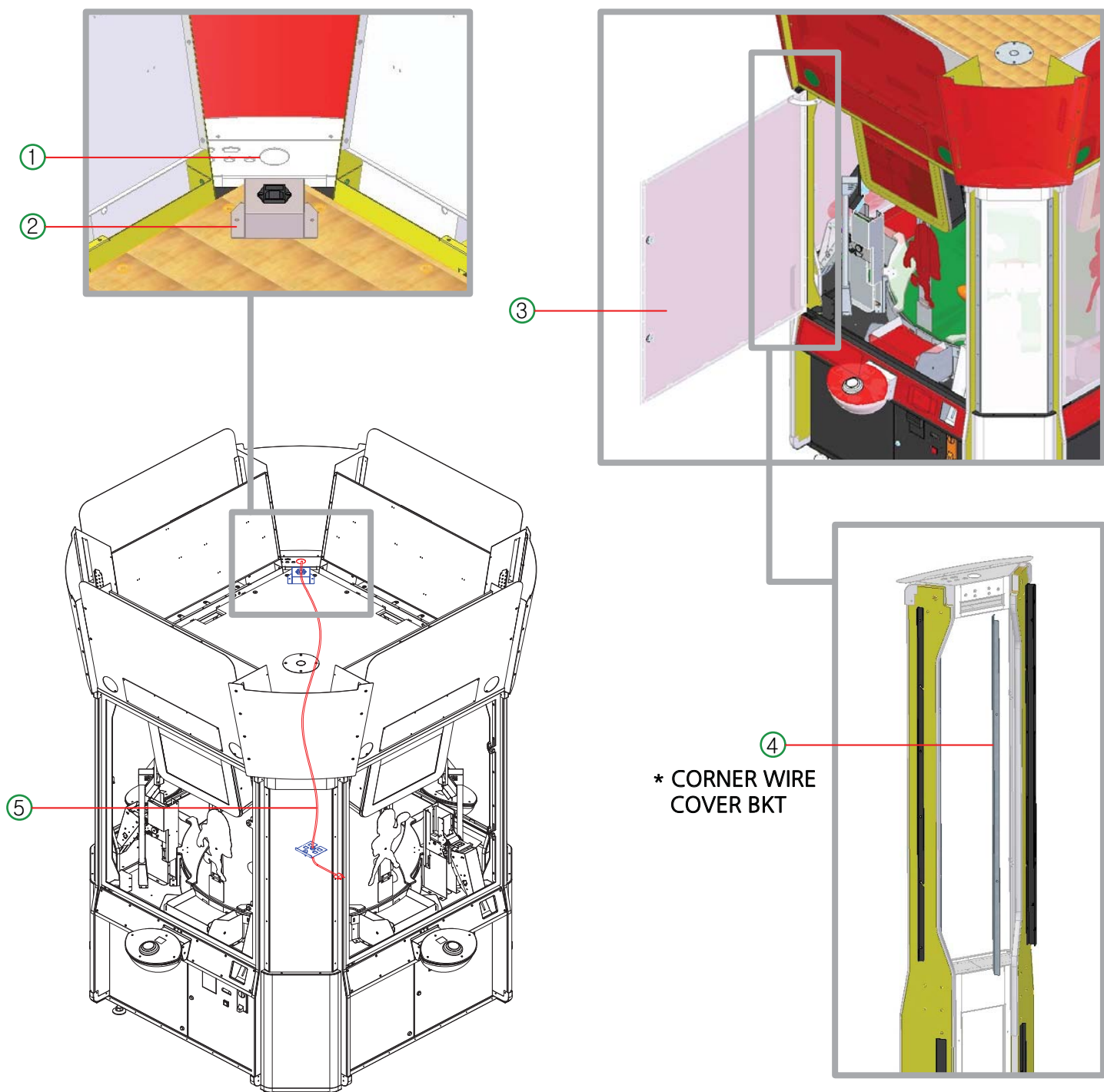


[TABLE RIGHT ACRYL]



- Power off the machine, detach ① TABLE RIGHT ACRYL. (M4 Bolt, 7ea) And make the hole by using proper tool to 3 points of ② [+] MARKS.
- Install ③ CARD SWIPE as the picture.
- * Connect CARD SWIPE connector inside of TABLE ACRYLIC.
- And then, open 1P LOWER DOOR and power on ④ power switch.

* [OPTION] HOW TO CONNECT FROM UPPER SIDE OF AC CORD



- Make a hole in the middle of ① TOP CORNER BKT by using proper tools,
- Assemble ② AC INPUT ASS'Y as the picture.
- Open ③ FRONT DOOR,
- Detach ④ CORNER WIRE COVER BKT (M4 Bolt, 4ea), get AC CORD inside of the BKT and assemble again.
- Connect AC CORD as ⑤ in the picture.

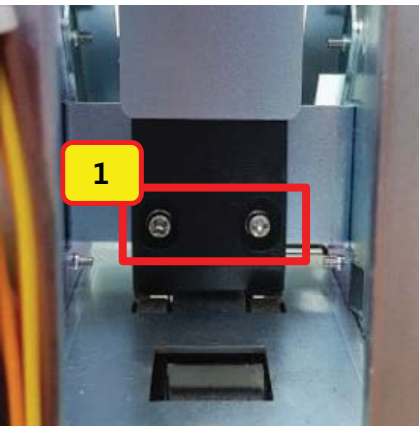
* HOW TO ADJUST THE GAP OF CARD DISPENSER

1



- Remove the cover by removing the rear fixing bolts. [Bolt 4ea]

2



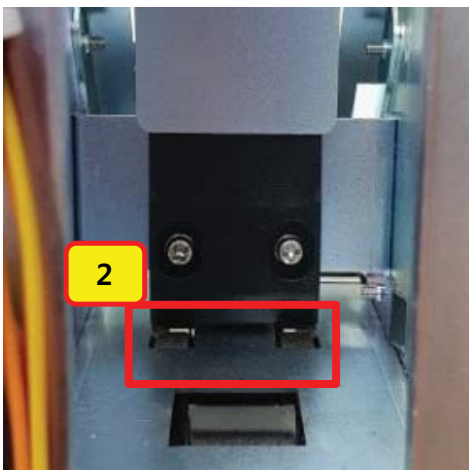
- Unlock little bit of fix bolt 2ea at No.1.

3



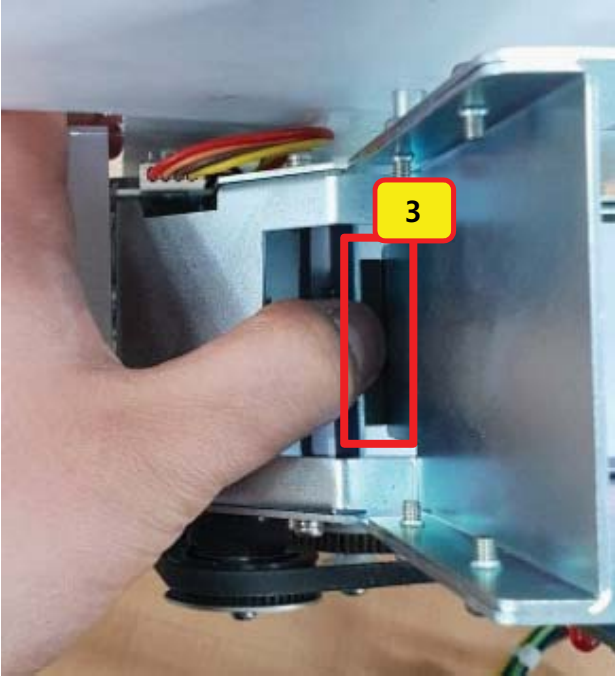
- Prepare CARD SETTING JIG as a picture.

4

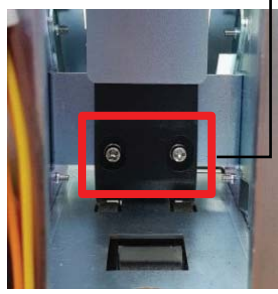


- Insert the CARD SETTING JIG at No.2. (lower side of black acrylic)

5



- Lock the bolt section 2 pressing upper side of black acrylic between the gaps of No.3 while the card is located.



6



- Check if it is tight when you try to insert the CARD SETTING JIG again as left picture. If it is easy to insert or impossible to insert, go back to section 2 and work again.

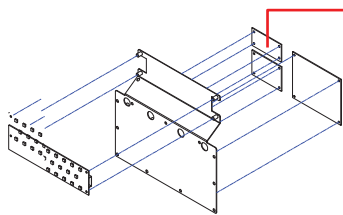
- Gap between the arrows of left picture. (No.2 of section 4)
Allowable value: 0.9 mm
Thickness of normal card: 0.5 mm

7

- After processing until section 6, run operation test.
TEST MODE -> CARD TEST

* PCB SLIDE SWITCH LOCATION

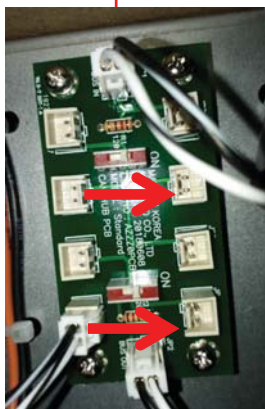
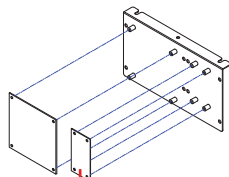
- DMD CASE PART



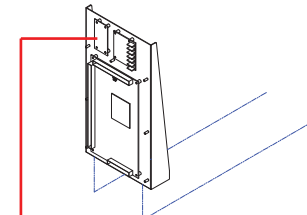
[NO DOT] [DOT]



- GAME PANEL PART

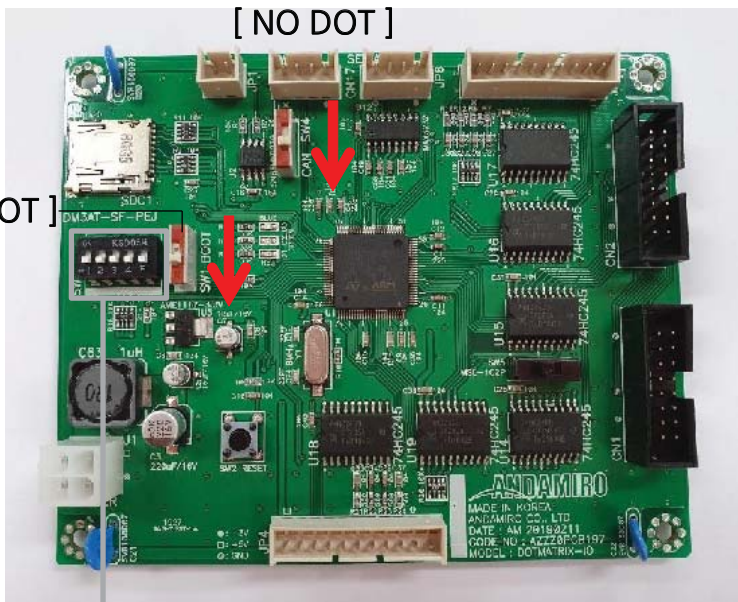


- MAIN BOARD PART 1P



- DOT MATRIX IO PCB

[NO DOT]



[DOT]

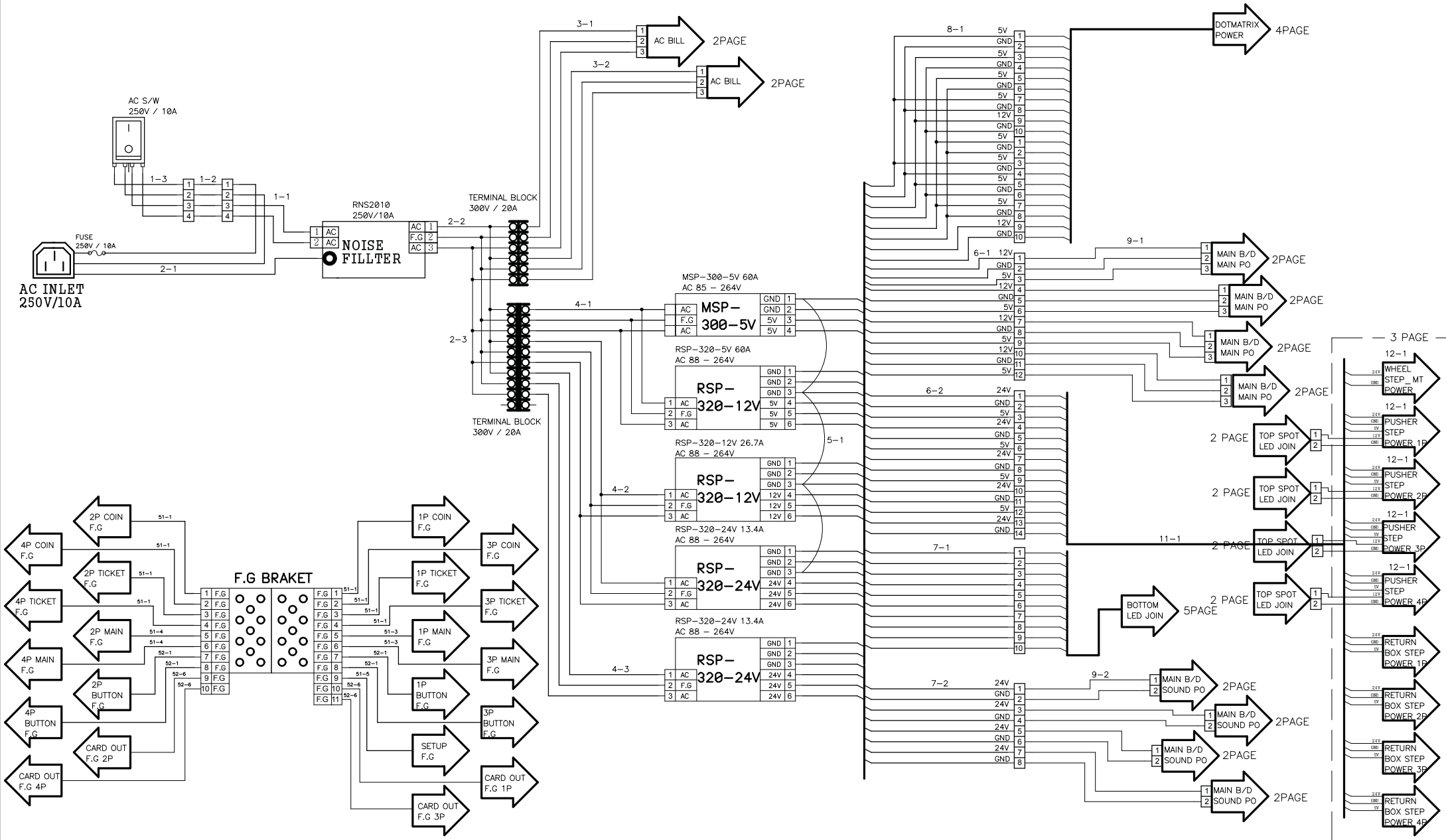
- MAIN PCB



- * DOT : MOVE TO THE "O" MARK OF SWITCH.
- * NO DOT : MOVE TO THE "BLANK" MARK OF SWITCH.
- * The slide switch setting direction may change depends on the PCBs.

| | 1 | 2 | 3 | 4 | 5 |
|----------|-----|-----|-----|-----|-----|
| Player 1 | OFF | OFF | OFF | OFF | OFF |
| Player 2 | ON | OFF | OFF | OFF | OFF |
| Player 3 | OFF | ON | OFF | OFF | OFF |
| Player 4 | ON | ON | OFF | OFF | OFF |

POWER BOX ASS'Y



REPRODUCTION, DISTRIBUTION AND UTILIZATION OF THIS DOCUMENT AS WELL AS COMMUNICATION OF ITS CONTENTS TO OTHERS WITHOUT EXPRESS AUTHORIZATION PROHIBITED. OFFENDERS WILL BE HELD LIABLE FOR THE PAYMENT OF DAMAGES. ALL RIGHT RESERVED. COPYRIGHT (c) ANDAMIRO

(복제, 배포 및 사용은 물론, 명시적 허가 없이는 라인에게 내용을 전달할 수 없으며 위반자는 손해 배상 책임을 집니다.)

| DEPARTMENT | DRAWN BY | CHECKED BY | APPROVED BY | ITEM | RED ZONE RUSH |
|------------|----------|------------|-------------|------|---------------|
| H/W | H.B.KIM | | | PAGE | 1 / 6 |
| | | | | DATE | 2019.11.14 |



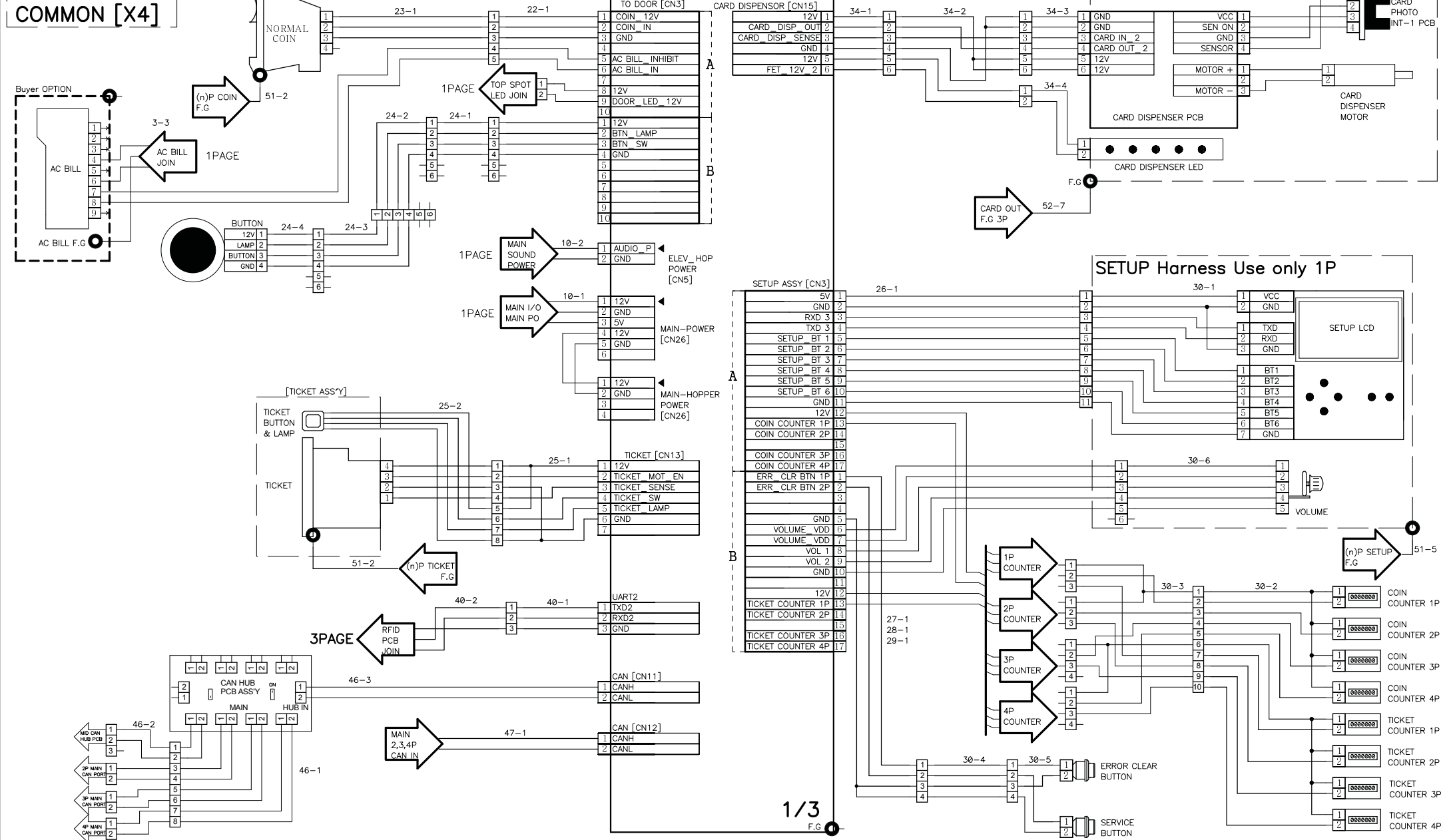
MAIN BOARD 1/3

1P, 2P, 3P, 4P
COMMON [X4]

1P, 2P, 3P, 4P
MAIN PCB [4 set]

TO DOOR [CN3]

| | |
|-----|-----------------|
| 1 | COIN_12V |
| 2 | COIN_IN |
| 3 | GND |
| 4 | AC BILL_INHIBIT |
| 5 | AC BILL_IN |
| 6 | 12V |
| 7 | DOOR_LED_12V |
| 8 | 12V |
| 9 | BTN_LAMP |
| 10 | BTN_SW |
| 11 | GND |
| 12 | 12V |
| 13 | BTN_LAMP |
| 14 | BTN_SW |
| 15 | GND |
| 16 | 12V |
| 17 | BTN_LAMP |
| 18 | BTN_SW |
| 19 | GND |
| 20 | 12V |
| 21 | BTN_LAMP |
| 22 | BTN_SW |
| 23 | GND |
| 24 | 12V |
| 25 | BTN_LAMP |
| 26 | BTN_SW |
| 27 | GND |
| 28 | 12V |
| 29 | BTN_LAMP |
| 30 | BTN_SW |
| 31 | GND |
| 32 | 12V |
| 33 | BTN_LAMP |
| 34 | BTN_SW |
| 35 | GND |
| 36 | 12V |
| 37 | BTN_LAMP |
| 38 | BTN_SW |
| 39 | GND |
| 40 | 12V |
| 41 | BTN_LAMP |
| 42 | BTN_SW |
| 43 | GND |
| 44 | 12V |
| 45 | BTN_LAMP |
| 46 | BTN_SW |
| 47 | GND |
| 48 | 12V |
| 49 | BTN_LAMP |
| 50 | BTN_SW |
| 51 | GND |
| 52 | 12V |
| 53 | BTN_LAMP |
| 54 | BTN_SW |
| 55 | GND |
| 56 | 12V |
| 57 | BTN_LAMP |
| 58 | BTN_SW |
| 59 | GND |
| 60 | 12V |
| 61 | BTN_LAMP |
| 62 | BTN_SW |
| 63 | GND |
| 64 | 12V |
| 65 | BTN_LAMP |
| 66 | BTN_SW |
| 67 | GND |
| 68 | 12V |
| 69 | BTN_LAMP |
| 70 | BTN_SW |
| 71 | GND |
| 72 | 12V |
| 73 | BTN_LAMP |
| 74 | BTN_SW |
| 75 | GND |
| 76 | 12V |
| 77 | BTN_LAMP |
| 78 | BTN_SW |
| 79 | GND |
| 80 | 12V |
| 81 | BTN_LAMP |
| 82 | BTN_SW |
| 83 | GND |
| 84 | 12V |
| 85 | BTN_LAMP |
| 86 | BTN_SW |
| 87 | GND |
| 88 | 12V |
| 89 | BTN_LAMP |
| 90 | BTN_SW |
| 91 | GND |
| 92 | 12V |
| 93 | BTN_LAMP |
| 94 | BTN_SW |
| 95 | GND |
| 96 | 12V |
| 97 | BTN_LAMP |
| 98 | BTN_SW |
| 99 | GND |
| 100 | 12V |



REPRODUCTION, DISTRIBUTION AND UTILIZATION OF THIS DOCUMENT AS WELL AS COMMUNICATION OF ITS CONTENTS TO OTHERS WITHOUT EXPRESS AUTHORIZATION PROHIBITED. OFFENDERS WILL BE HELD LIABLE FOR THE PAYMENT OF DAMAGES. ALL RIGHT RESERVED. COPYRIGHT (c) ANDAMIRO

(복제, 배포 및 사용은 물론, 명시적 허가 없이는 라이언에게 내용을 전달할 수 없으며 위반자는 손해 배상 책임을 집니다.)

| | | | | | |
|------------|----------|------------|-------------|------|---------------|
| DEPARTMENT | DRAWN BY | CHECKED BY | APPROVED BY | ITEM | RED ZONE RUSH |
| H/W | H.B.KIM | | | PAGE | 2 / 6 |
| | | | | DATE | 2019.11.14 |

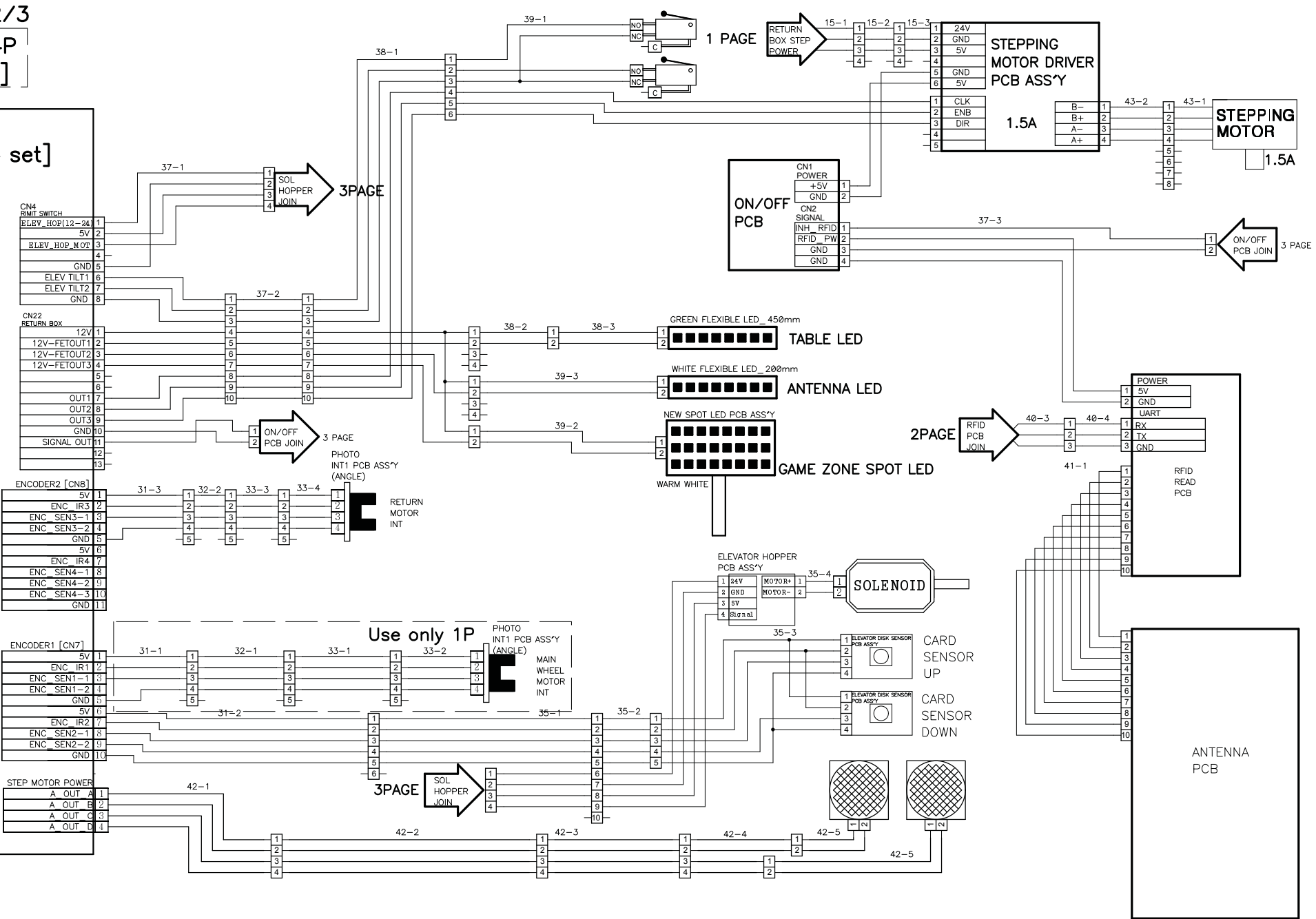


MAIN BOARD 2/3

1P, 2P, 3P, 4P
COMMON [X4]

1P,2P,3P,4P
MAIN PCB [4 set]

2/3



REPRODUCTION, DISTRIBUTION AND UTILIZATION OF THIS DOCUMENT AS WELL AS COMMUNICATION OF ITS CONTENTS TO OTHERS WITHOUT EXPRESS AUTHORIZATION PROHIBITED. OFFENDERS WILL BE HELD LIABLE FOR THE PAYMENT OF DAMAGES. ALL RIGHT RESERVED. COPYRIGHT (c) ANDAMIRO

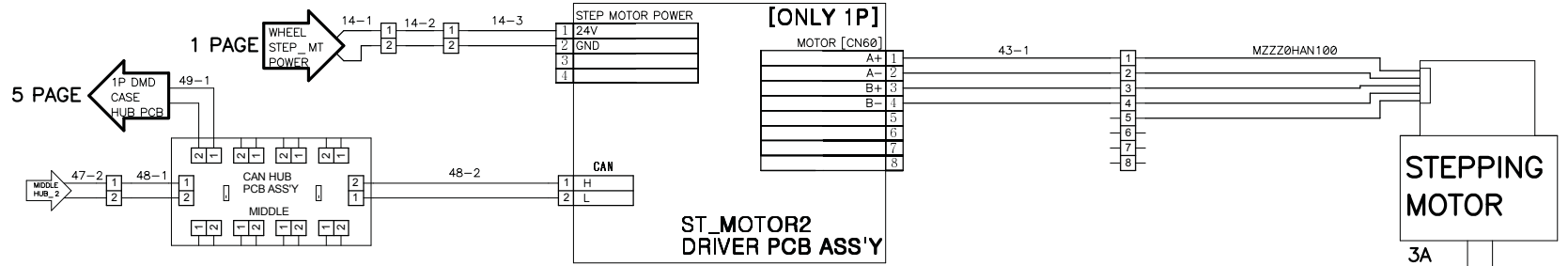
(복제, 배포 및 사용은 물론, 명시적 허가 없이는 타인에게 내용을 전달할 수 없으며 위반자는 손해 배상 책임을 집니다.)

| DEPARTMENT | DRAWN BY | CHECKED BY | APPROVED BY | ITEM | RED ZONE RUSH |
|------------|----------|------------|-------------|------|---------------|
| H/W | H.B.KIM | | | PAGE | 3 / 6 |
| | | | | DATE | 2019.11.14 |

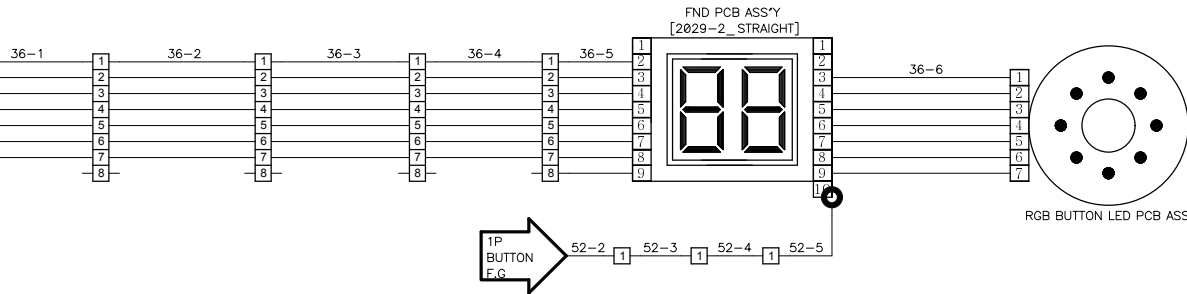
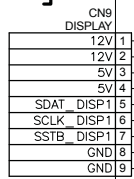


MAIN BOARD 3/3

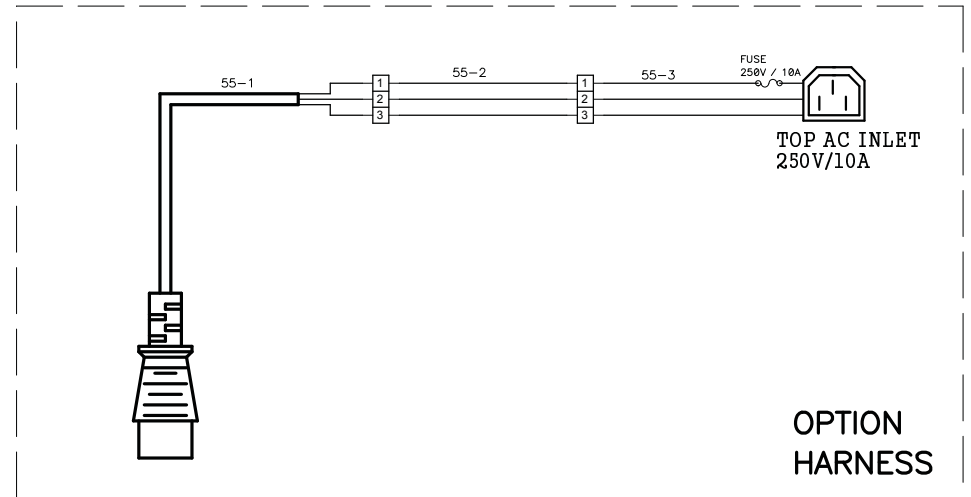
1P, 2P, 3P, 4P
COMMON [X4]



1P,2P,3P,4P
MAIN PCB [4 set]



3/3

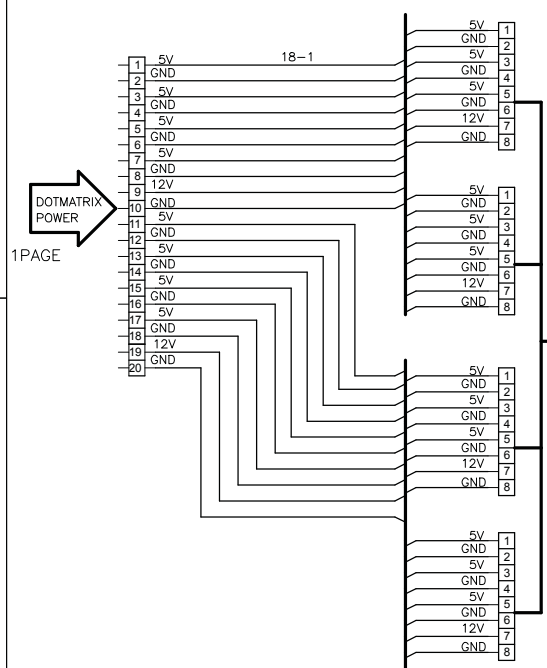


REPRODUCTION, DISTRIBUTION AND UTILIZATION OF THIS DOCUMENT AS WELL AS COMMUNICATION OF ITS CONTENTS TO OTHERS WITHOUT EXPRESS AUTHORIZATION PROHIBITED. OFFENDERS WILL BE HELD LIABLE FOR THE PAYMENT OF DAMAGES. ALL RIGHT RESERVED. COPYRIGHT (c) ANDAMIRO

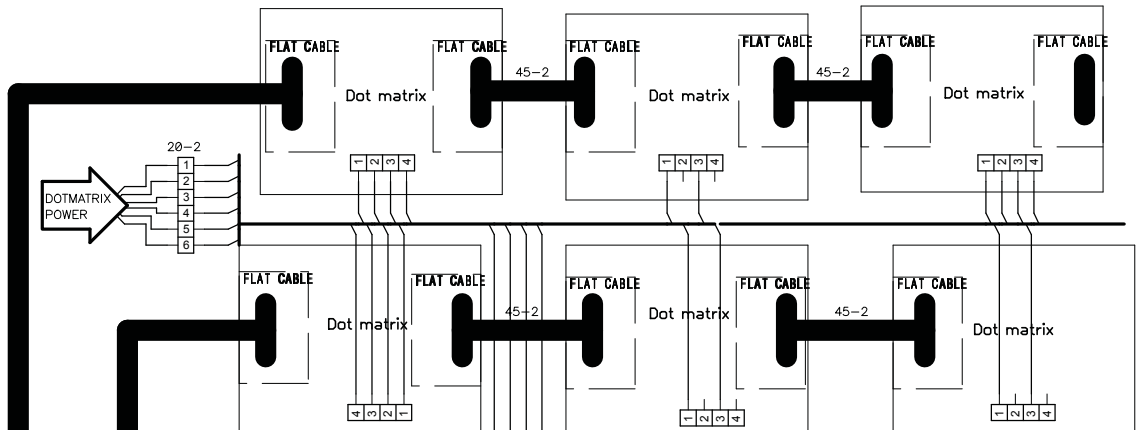
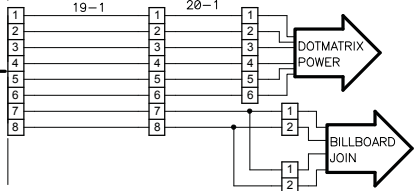
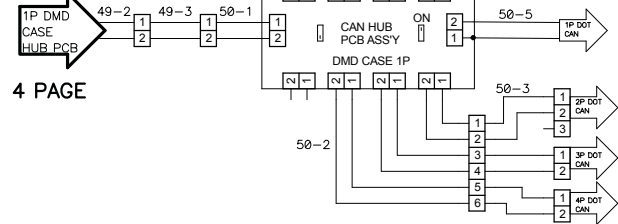
(복제, 배포 및 사용은 물론, 명시적 허가 없이는 타인에게 내용을 전달할 수 없으며 위반자는 손해 배상 책임을 집니다.)

| | | | | | |
|------------|----------|------------|-------------|------|---------------|
| DEPARTMENT | DRAWN BY | CHECKED BY | APPROVED BY | ITEM | RED ZONE RUSH |
| H/W | H.B.KIM | | | PAGE | 4 / 6 |
| ANDAMIRO | | | | DATE | 2019.11.14 |

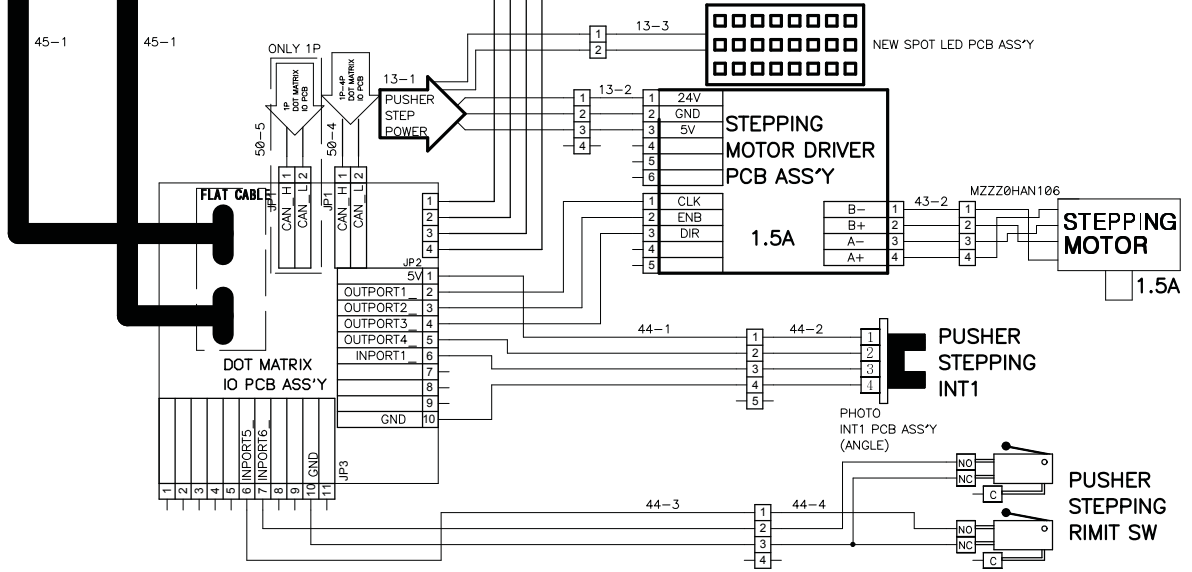
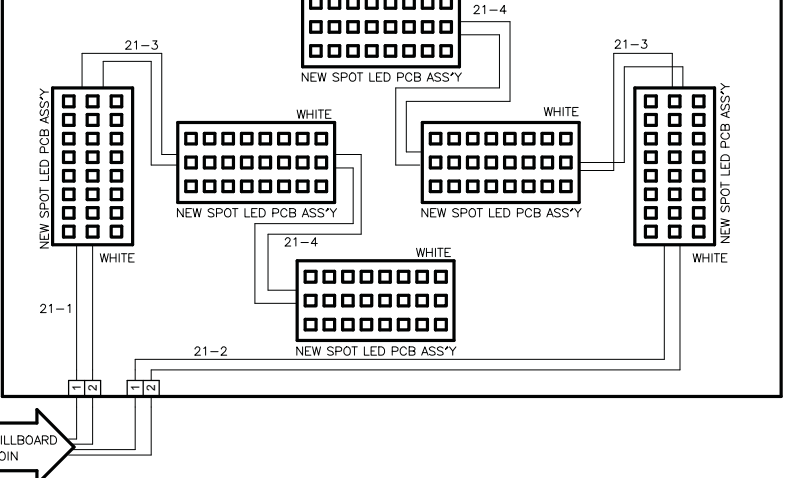
MID DOT MATRIX



1P, 2P, 3P, 4P
COMMON [*4]



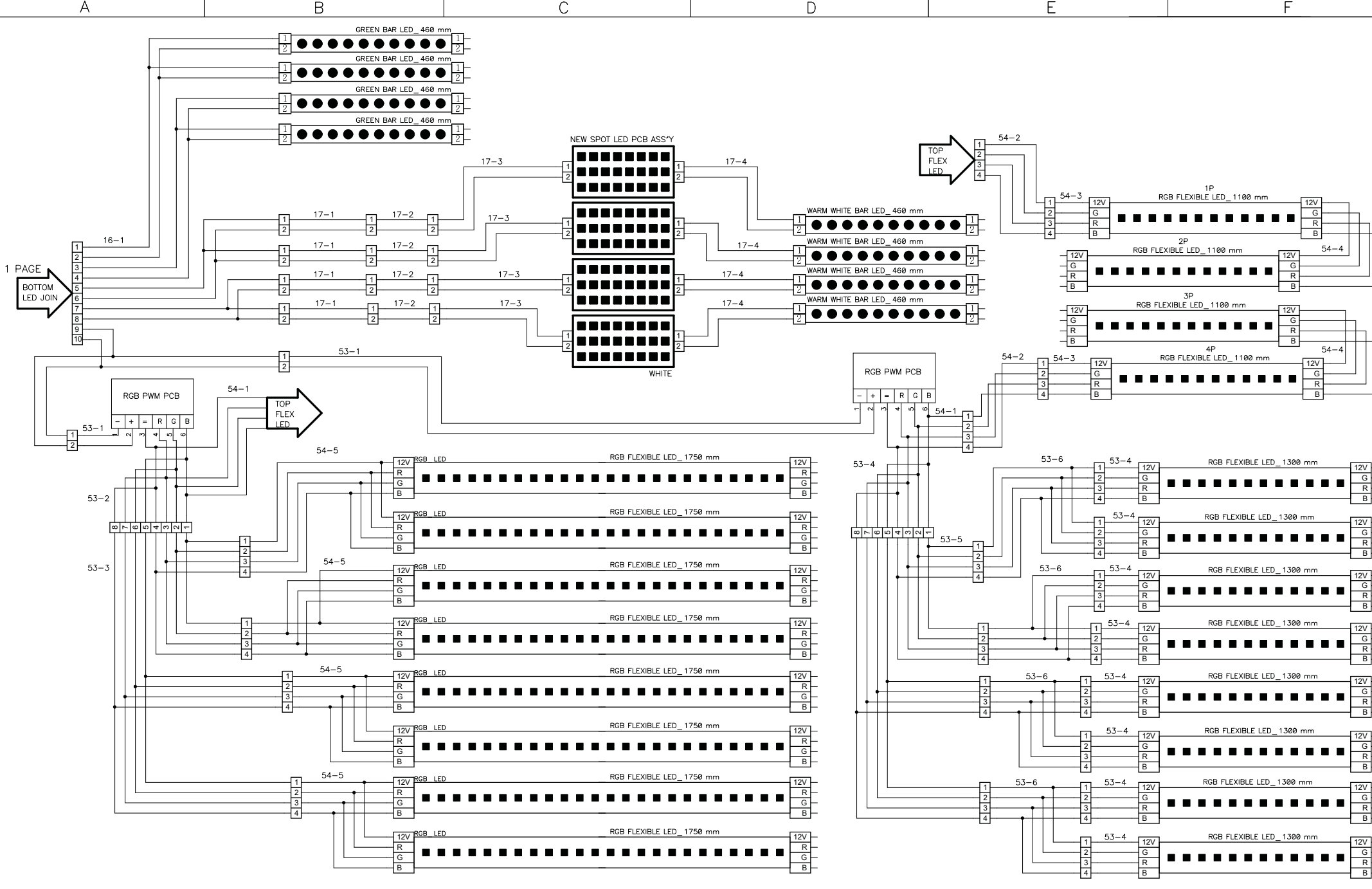
BILL BOARD ASS'Y



REPRODUCTION, DISTRIBUTION AND UTILIZATION OF THIS DOCUMENT AS WELL AS COMMUNICATION OF ITS CONTENTS TO OTHERS WITHOUT EXPRESS AUTHORIZATION PROHIBITED. OFFENDERS WILL BE HELD LIABLE FOR THE PAYMENT OF DAMAGES. ALL RIGHT RESERVED. COPYRIGHT (c) ANDAMIRO

(복제, 배포 및 사용은 물론, 명시적 허가 없이는 라인에게 내용을 전달할 수 없으며 위반자는 손해 배상 책임을 집니다.)

| | | | | | |
|------------|----------|------------|-------------|------|---------------|
| DEPARTMENT | DRAWN BY | CHECKED BY | APPROVED BY | ITEM | RED ZONE RUSH |
| H/W | H.B.KIM | | | PAGE | 5 / 6 |
| | | | ANDAMIRO | DATE | 2019.11.14 |



REPRODUCTION, DISTRIBUTION AND UTILIZATION OF THIS DOCUMENT AS WELL AS COMMUNICATION OF ITS CONTENTS TO OTHERS WITHOUT EXPRESS AUTHORIZATION PROHIBITED. OFFENDERS WILL BE HELD LIABLE FOR THE PAYMENT OF DAMAGES. ALL RIGHT RESERVED. COPYRIGHT (c) ANDAMIRO

(복제, 배포 및 사용은 물론, 명시적 허가 없이는 라인에게 내용을 전달할 수 없으며 위반자는 손해 배상 책임을 집니다.)

| DEPARTMENT | DRAWN BY | CHECKED BY | APPROVED BY | ITEM |
|------------|----------|------------|-------------|-----------------|
| H/W | H.B.KIM | | | RED ZONE RUSH |
| | | | | PAGE 6 / 6 |
| | | | | DATE 2019.11.14 |



REDZONE RUSH

ANDAMIRO CO., LTD.

TEL : 82-31-909-2123~5

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

[FACTORY] 72 Nochemgil, Ilsan-donggu Goyang-si, Gyonggi-do, 410-834 korea

USA BRANCH

ANDAMIRO USA CORP.

TEL : 1-310-767-5800

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

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