www.andamiro.com

SERVICE MANUAL

MARVEL AVENGERS

Ver 1.0

ISSUE DATE:May. 26, 2020

STOP

IMPORTANT

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

PRECAUTIONS FOR USE

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

For safety reasons.

- The following suggestions should be adhered to:

⚠ WARNING
Disregarding could result in serious injury.

⚠ CAUTION
Disregarding could result in injury or product damage.

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

⚠
Indicates a care should be taken.

⃠
Forbidden.

Indicates a matter which must be performed.

- **Precautions to be followed:**

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

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

Qualified in-shop maintenance person

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

Industry specialist

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

PRECAUTIONS FOR USE

⚠WARNING

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

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

The machine for indoor usage only does not install outside.

Do not set the game machine up near emergency exits.

Protect the game machine from:

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

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

Do not place objects near the ventilating holes.

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

Never plug or unplug the power cord with wet hands.

Never unplug the game machine by pulling the power cord.

⚠ CAUTION

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

Be sure to use the attached power cord.

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

Do not lay the power cord where people walk through.

Be sure to ground this product.

Do not exert excessive force when moving the machine.

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

Do not alter the system related dipswitch settings.

PRECAUTIONS FOR USE

⚠ WARNING

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

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

In case of abnormality

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

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

- Doing so could result the power cord periodically.

⚠ CAUTION

Do not use this product anywhere other than industrial areas.

- Using in a residential area or an area next to a residential area could affect signal reception of radios, television sets, telephones 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 bend the power cord excessively.
- Do not heat the power cord.
- Do not bind the power cord.
- Do not sandwich the power cord.
- Do not modify the power cord.
- Do not twist the power cord.
- Do not pull the power cord.
- Do not stand on the power cord.
- Do not drive a nail into the power cord.

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

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

PRECAUTIONS FOR USE

⚠ WARNING

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

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

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

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

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

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

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

⚠ CAUTION

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

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

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

Avoid excessive force while moving the machine.

PRECAUTIONS IN HANDLING

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

PRÉCAUTION D'EMPLOI

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

Pour des raisons de sécurité.

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

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

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

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

⚠
Indique qu'attention est requise.

⃠
Interdit.

Indique que quelque chose doit être effectuée.

- **Les précautions à prendre :**

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

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

La personne de maintenance qualifiée en atelier

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

Le spécialiste de l'industrie

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

PRÉCAUTION D'EMPLOI

⚠ ATTENTION

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

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

En cas d'anomalie

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

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

Cela pourrait nuire le câble d'alimentation.

⚠ PRUDENCE

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

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

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

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

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

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

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

PRÉCAUTION D'EMPLOI

⚠ ATTENTION

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

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

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

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

Protéger la machine de jeu de:

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

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

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

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

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

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

⚠ PRUDENCE

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

Veillez à utiliser le cordon d'alimentation fourni.

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

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

Soyez sûr de mettre à la terre ce produit.

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

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

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

PRÉCAUTION D'EMPLOI

⚠ ATTENTION

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

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

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

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

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

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

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

⚠ PRUDENCE

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

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

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

Éviter une force excessive lors du déplacement de la machine.

PRÉCAUTIONS LORS DU MANIEMENT

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

CONTENTS

1. SPECIFICATION AND DIMENSION P04

1-1. DIMENSION P04

1-2. SPECIFICATION P04

1-3. NAME OF PARTS P05

1-4. STICKER LOCATION P06

1-5. COMPONENTS P07

2. INSTALLATION P08

2-1. INSTALLATION SPACE P08

2-2. HOW TO INSTALL P09

2-3. HOW TO INSTALL [COIN] P10

3. SETUP SETTINGS P11

3-1. MACHINE SETUP P11

3-2. PROGRAM SETTING P12

3-3. CLEAR MODE P16

3-4. TEST MODE P18

3-5. ERROR CODE P22

4. TROUBLESHOOTING P23

4-1. REEL MOTOR ERROR [E.31] P23

4-2. REEL SENSOR ERROR [E.31] P24

4-3. PUSHER MOTOR ERROR [E.41] P25

4-4. PUSHER SENSOR ERROR [E.41] P26

4-5. WHEEL MOTOR ERROR [E.51] P27

4-6. BIG WHEEL MOTOR ERROR [E.52] P28

4-7. BIG WHEEL SENSOR ERROR [E.52] P29

4-8. FRONT ELEVATOR HOPPER MOTOR ERROR [E.61] P30

4-9. FRONT ELEVATOR HOPPER SENSOR ERROR [E.61] P31

4-10. REAR ELEVATOR HOPPER MOTOR ERROR [E.62] P32

4-11. REAR ELEVATOR HOPPER SENSOR ERROR [E.62] P33

4-12. BALL SUPPLY MOTOR ERROR [E.71] P34

4-13. BALL SUPPLY SENSOR ERROR [E.71] P35

4-14. BALL SUPPLY SWITCH ERROR [E.72] P36
4-15. BALL IN SENSOR ERROR [E.73] P37
4-16. MEDAL OUT BRIDGE MOTOR ERROR [E.81, 82] P38
4-17. MEDAL OUT BRIDGE FRONT SENSOR ERROR [E.81, 82] P39
4-18. IN CASE MEDAL IN SENSOR IS DEFECTIVE P40

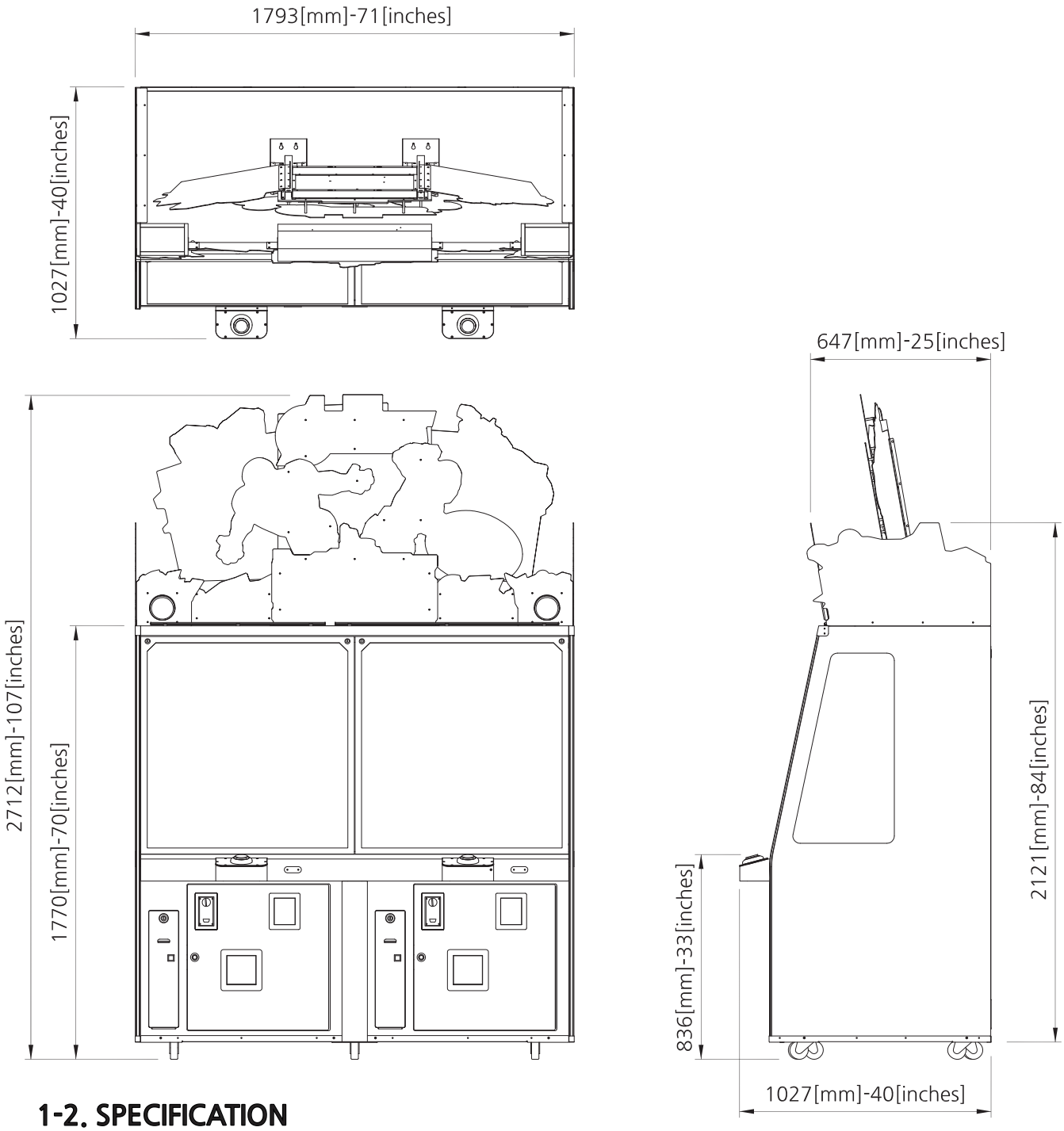
5. EXPLODED VIEW P41

5-1. MAIN CABINET PART P43
5-2. BILLBOARD PART P43
5-3. BILLBOARD CABINET SIDE DECO ACRYL-L, R PART P43
5-4. SMPS PART P44
5-5. MAIN BOARD PART P44
5-6. AC INPUT PART P44
5-7. CONTROL PANEL PART P45
5-8. BIG BALL OUTLET SENSOR PART P45
5-9. TICKET FND PCB PART P45
5-10. CREDIT FND PCB PART P45
5-11. PUSHER PANEL BASE PART P46
5-12. MOVING PUSHER PART P46
5-13. BIG BALL INLET GUIDE RAIL PART P47
5-14. WHEEL COIN INLET RAIL PART P47
5-15. TARGET WHEEL LIGHTING PCB PART P47
5-16. BIG BALL ELEVATOR PART P48
5-17. TARGET WHEEL MOTOR PART P49
5-18. TARGET WHEEL PART P50
5-19. SLOT WHEEL PART P51
5-20. TARGET WHEEL DECO COVER PART P52
5-21. MEDAL DIVIDE OUTLET GUIDE PART P53
5-22. TOP LED LAMP PART P54
5-23. GLASS DOOR TIP SUPT-A PART P54
5-24. COIN SHOOTER RAIL PART P55
5-25. BIG WHEEL LIGHTING PCB PART P55

5-26. BIG WHEEL PART P56
5-27. BONUS WIN OUTLET COVER ACRYL PART P57
5-28. GAUNTLET DECO PART P57
5-29. FRONT DOOR PART P58
5-30. SPEAKER BOX-L, R PART P59
5-31. BILLBOARD MAIN BOX PART P59
5-32. TICKET DISPENSER PART P60
5-33. BUTTON PANEL PART P60
5-34. FRONT DOOR GLASS PART P61
5-35. THANOS DECO PART P62
6. WARRANTY ITEM & PART PICTURE P63
*** HOW TO CONNECT THE CARD SWIPE** P68
7. BLOCK DIAGRAM P69

1. SPECIFICATION AND DIMENSION

1-1. DIMENSION

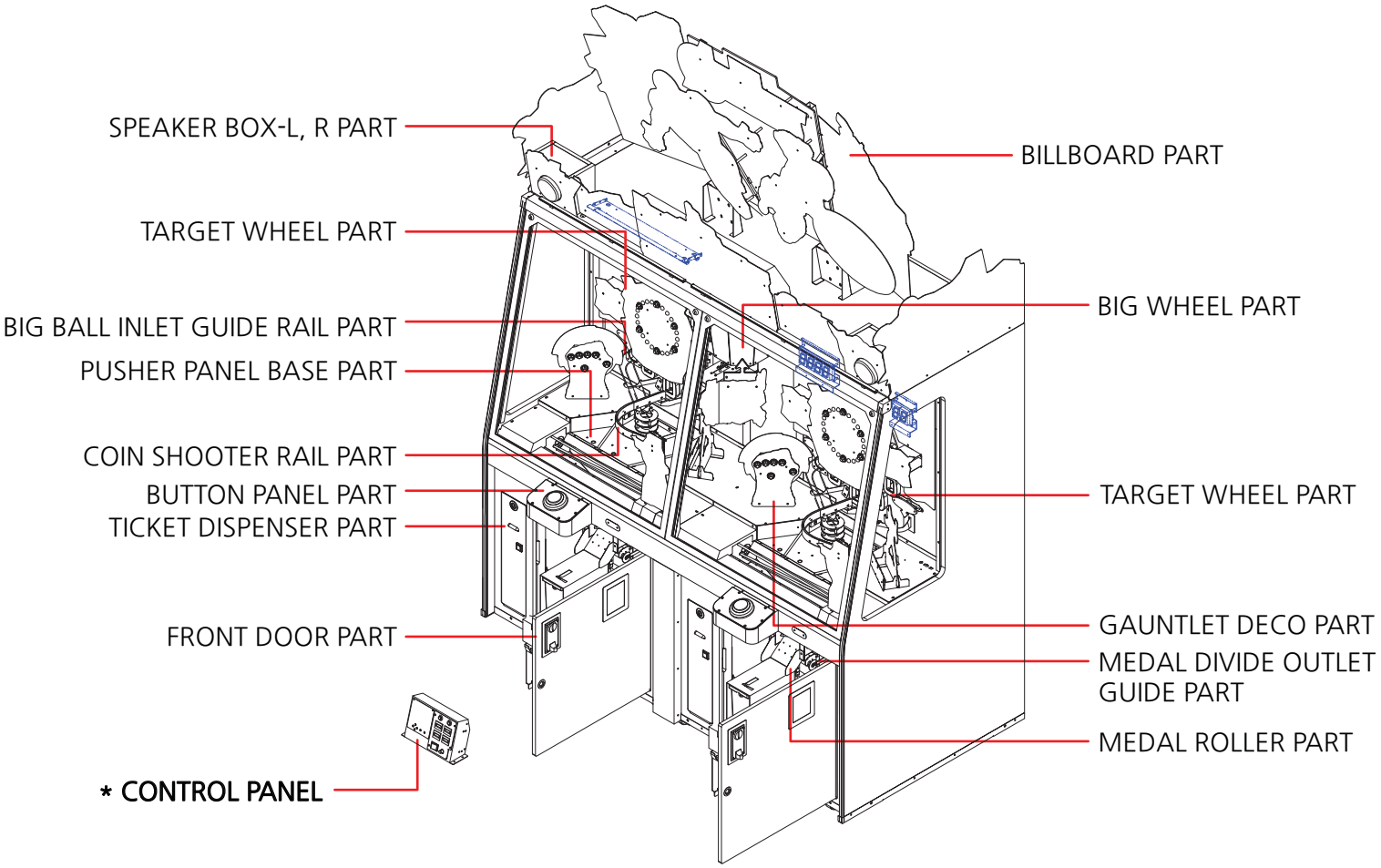


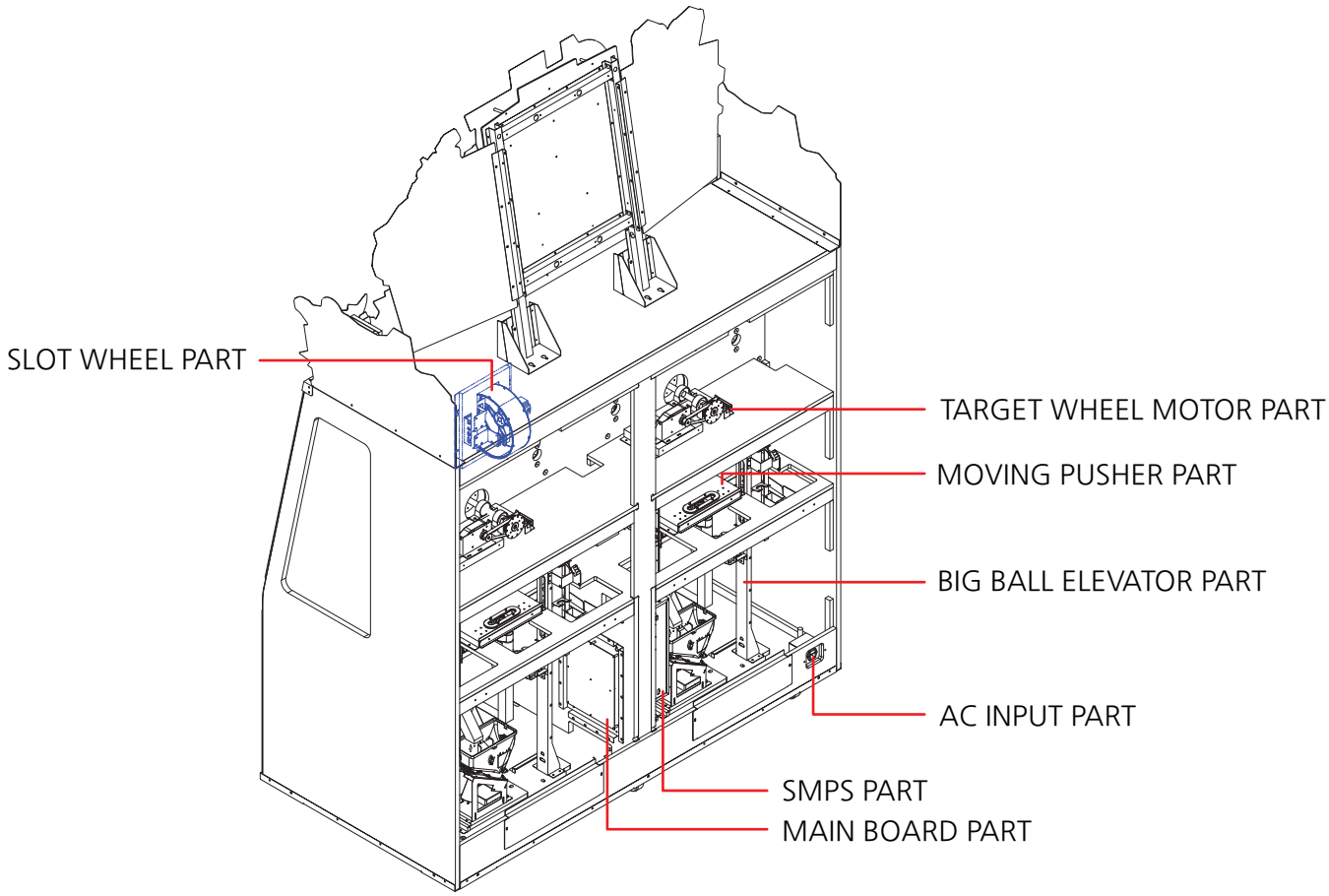
1-2. SPECIFICATION

DIMENSION (W x D x H)	1793 x 1027 x 2712 (mm)
PACKING DIMENSION (W x D x H)	– x – x – (mm)
WEIGHT (kg)	kg [WEIGHT INCLUDING PACKAGING : kg]
VOLTAGE	AC 120V
FREQUENCY RANGE	60Hz
CONSUMPTION	500 W
CERTIFICATION	–

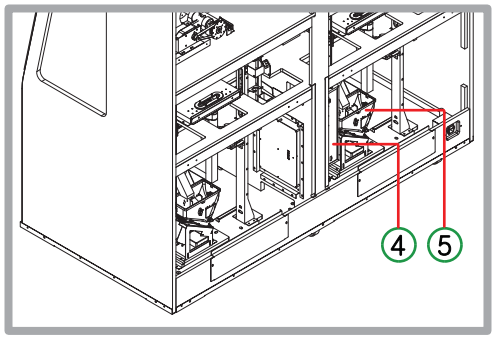
* The 120V voltage specification is for the Americas only, and the 230V (50/60Hz) voltage specifications are for other countries.

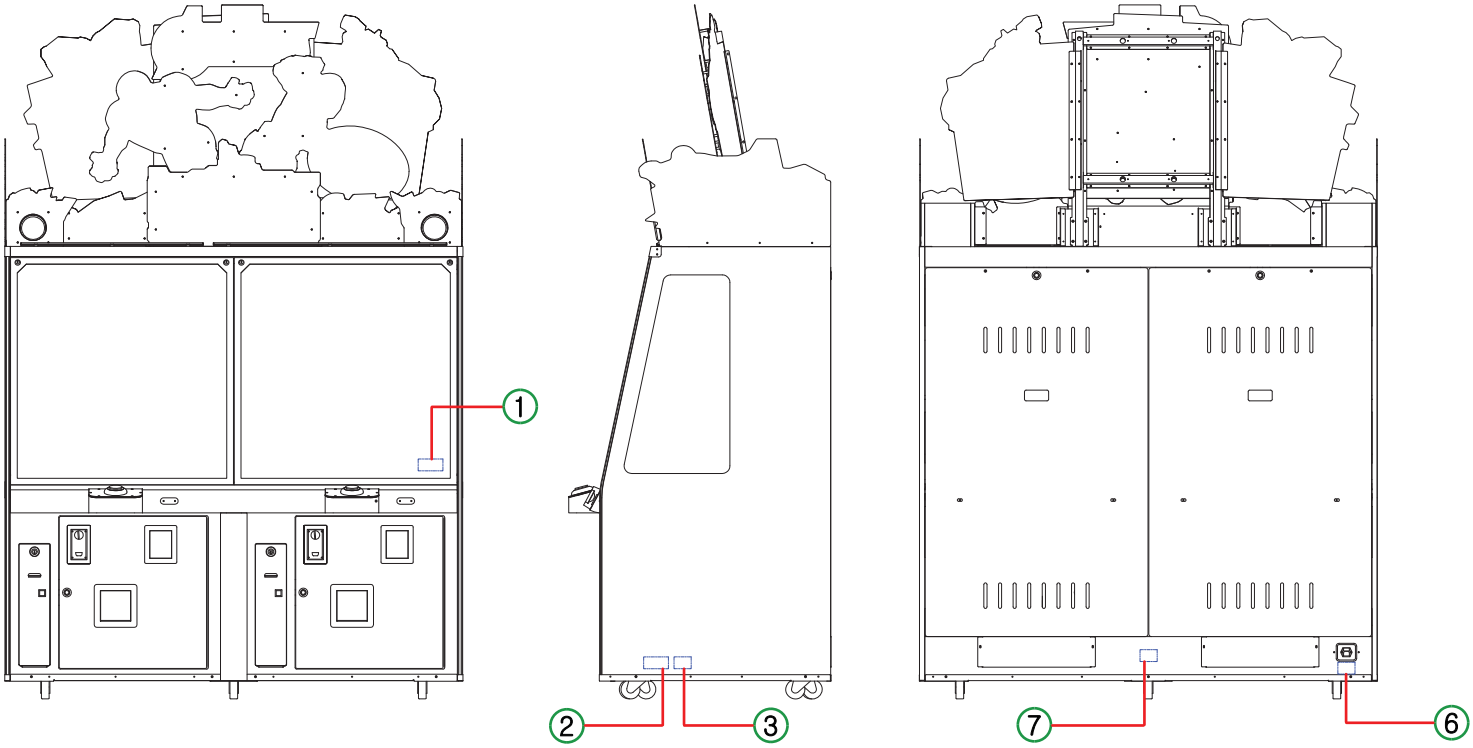
1-3. NAME OF PARTS





1-4. STICKER LOCATION





①

CAUTION/ PRUDENCE

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

Ne pas la pousser ou frapper.
Elle serait endommagée.

②

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

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

③

1 YEAR LIMITED WARRANTY

④

WARNING/ATTENTION

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

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

⑤

NOTICE

Please be sure to use the coins supplied by Andamiro.
Otherwise, it will cause troubles to operation of hopper.

⑥

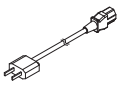
CAUTION/PRUDENCE

"For continuous protection against risk of fire, replace only with the same type 10A-250V fuse"

"Pour une protection continue contre les risques d'incendie, remplacer un fusible avec seulement le même type 10A-250V"

⑦ **Certification Label**

1-5. COMPONENTS

NO.	PART NAME	SPEC.	QTY
1	AC POWER CORD	- 	1
2	KEY	6001, 7001	2 EACH
3	BOLT	M4x8L	44
4	BOLT	M4x10L	12
5	BOLT	M4x14L	12
6	BOLT	M6x16L	12
7	BOLT	M6x25L	2
8	NUT	M4	10
9	WRENCH	2.5, 3, 4 mm	1 EACH
10	CARD	-	150
11	MEDAL	-	2400
12	BALL	-	36
13	COIN BOX ENTRY	-	2
14	CARD SETTING JIG	-	1
15	CARD HEAVY PUSH BKT	-	1
16	MANUAL	-	1
17	TROUBLESHOOTING MANUAL	-	1

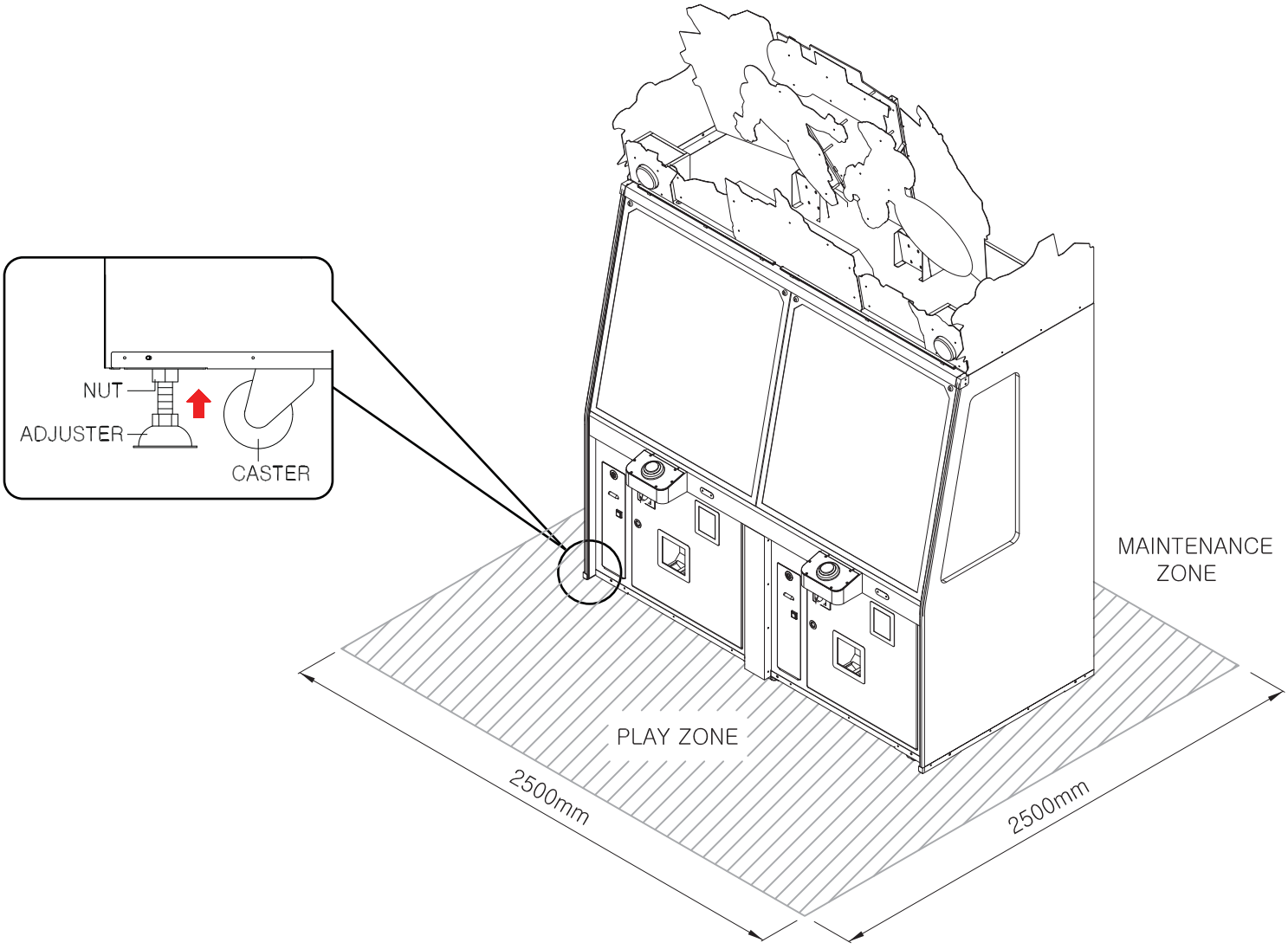
2. INSTALLATION

2-1. INSTALLATION SPACE

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

***IMPORTANT**

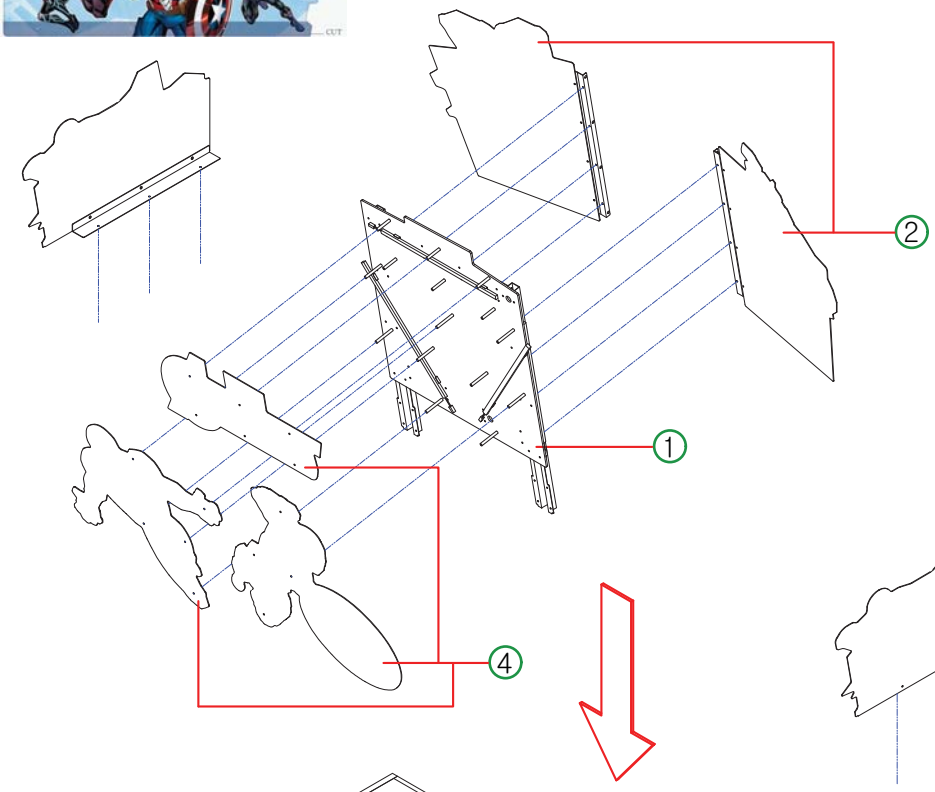
- Once you set up the machine with required game-play area, when installing this product, set the 4 leg levelers evevly on the floor and make sure that the product is installed stably in a horizontal position.

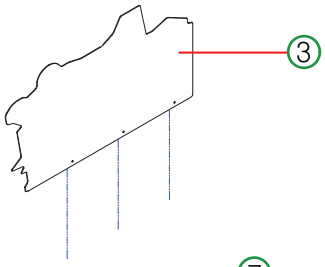


2-2. HOW TO INSTALL

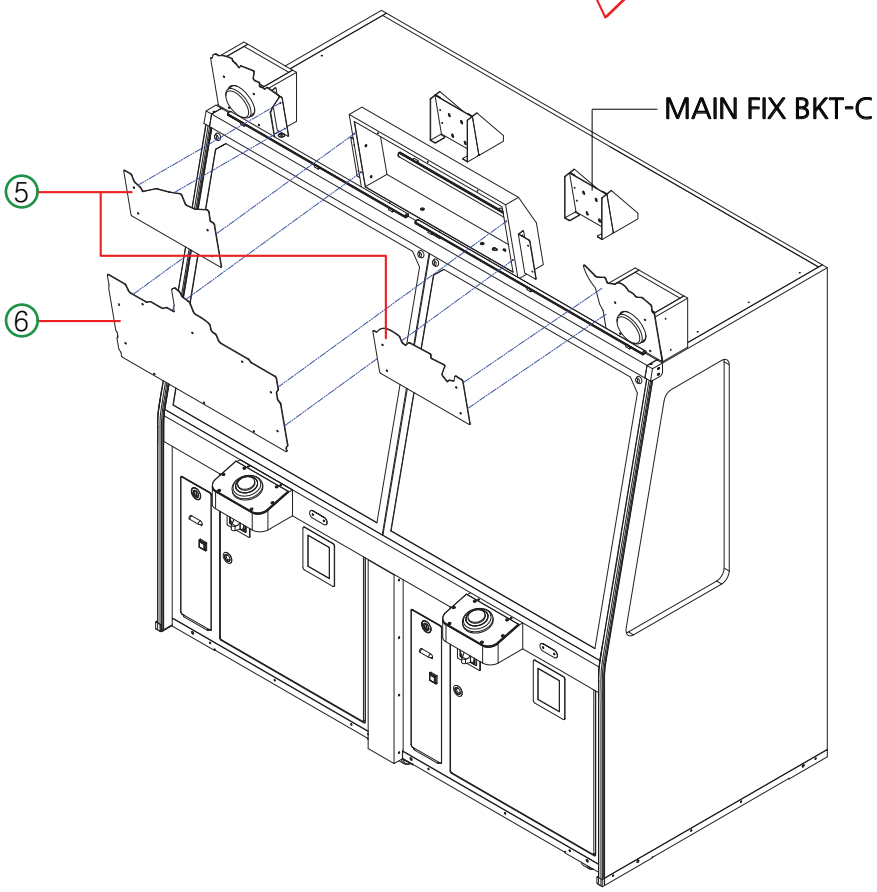
1 * BILLBOARD ASS'Y

- Assemble ① BILLBOARD DECO MAIN to MAIN FIX BKT-C. (M6 Bolt, 4ea)
- Please assemble in order of pictures from ② to ⑥ (M4 Bolt)
- * Connect the connector as ⑦ in the picture.



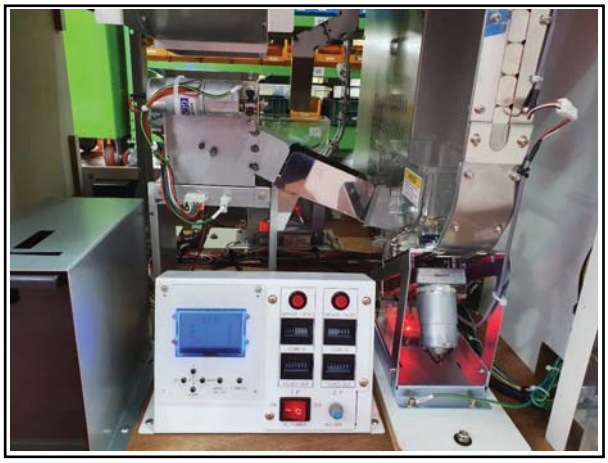


* Direction attention



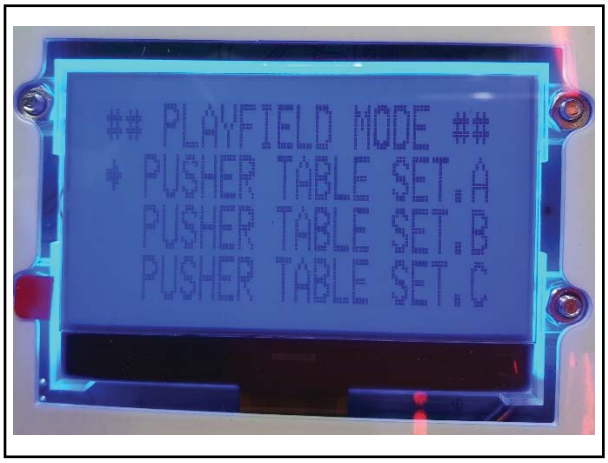
2-3. HOW TO INSTALL [COIN]

1



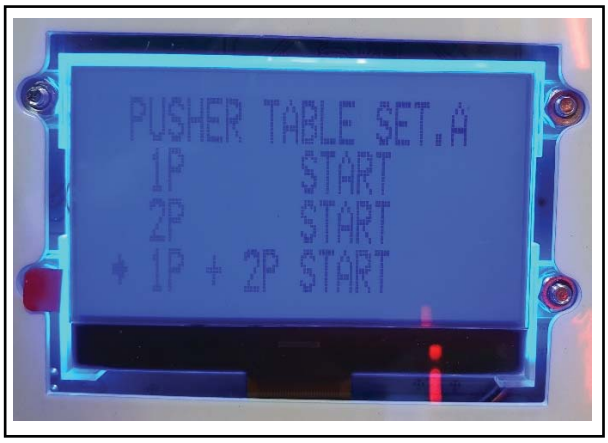
- Using by 7001 key, open 1~2P front door and then take out coins after open the coin box using by 6001 key.
- Put 1200 coins each for 1P ~ 2P in Front Hopper.

2



- Then, push select button among SET UP buttons and perform Perform by pushing Select button as OPERATION MENU / PLAYFIELD MODE / PUSHER TABLE SET.A in order.

3



- After selecting 1P ~ 2P PLAYER, supply 1200 coins to PUSHER BASE PANEL by Hopper.

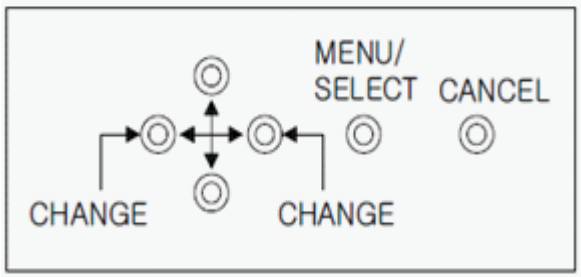
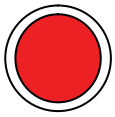
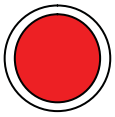
4

- Complete the supply of coins as like picture.

3. SETUP SETTING

3-1. MACHINE SETUP

1.SETUP BUTTON LAYOUT

	1) [↑ ↓] UP/DOWN KEY: MENU UP/DOWN MOVE 2) [← →] LEFT/RIGHT KEY: CHANGE SETTING VALUE 3) MENU/SELECT KEY: SET UP MENU MODE, SELECT AND PERFORM 4) CANCEL KEY: EXIT NOTICE: ONLY WHEN OPERATION OF BALL SUPPLY, REEL, BIG WHEEL, CARD, BRIDGE IS STOPPED, SET-UP MENU CAN BE MANIPULATED.
 1P SERVICE / RESET  2P SERVICE / RESET	NORMALLY SERVICE IN, IN CASE OF ERROR, USE THIS BUTTON TO CLEAR ERRO * WHEN PRESSING SERVICE IN EVERY TIME , NUMBER OF PLAYS INCREASES AS MANY AS SET IN PLAY/COIN

[OPERATION MENU]

PRESS MENU BUTTON. [MENU/SELECT BUTTON : TO ENTER]	
# OPERATING OPTIONS #	
PROGRAM SETTINGS	SETUP MODE
CLEAR MODE	DELETE MODE
BOOKKEEPING DATA	VIEW GAME DATA
FACTORY SETTING	INITIALIZING TO FACTORY SETTING
TEST MODE	TEST MODE
PLAYFIELD-SETUP	PLAYFIELD SETUP
GAME MODE	EXIT TO OPERATION OPTIONS

3-2. PROGRAM SETTING

PROGRAM SETTINGS			
LCD DISPLAY	**DESCRIPTION**	**RANGE**	**DEFAULT**
PLAYS / COIN [->sub menu]	SETTING NUMBER OF PLAYS PER COIN IN CASE OF INSERTING COINS OR SWIPING CARDS CONTINUOUSLY WITHOUT PLAY, DIFFERENT PLAYS ARE PAID ACCORDING TO CONTINUED	=> (SUB MENU) (REFER TO BELOW TABLE #1)	
PLAYS / BILL [->sub menu]	SETTING NUMBER OF PLAYS PER BILL IN CASE OF INSERTING BILL OR SWIPING CARDS CONTINOUSLYWITHOUT PLAY, DIFFERENT PLAYS ARE PAID ACCORDING TO CONTINUED NUMBER	=> (SUB MENU) (REFER TO BELOW TABLE #2)	
WHEEL LED SET [->sub menu]	SETTING CONTENTS OF WINNING BY ZONE AT WHEEL LED	=> (SUB MENU) (REFER TO BELOW TABLE #3)	
REEL SET [->sub menu]	SETTING CONTENTS OF WINNING BY ZONE AT REEL	=> (SUB MENU) (REFER TO BELOW TABLE #4)	
BIG WHEEL SET [->sub menu]	SETTING CONTENTS OF WINNING BY ZONE AT BIG WHEEL	=> (SUB MENU) (REFER TO BELOW TABLE #5)	
CHECKER BONUS	SETTING BONUS TICKETS WHEN MAKING GOAL INTO MAIN CHECKER AT MAIN GAME	0 ~ 50	0
TICKET / BALL	DISPENSING TICKETS WHEN BALL DROPS	0 ~ 20	0
BALL/TOKENS	DISPENSE ONE BALL ACCORDING TO TOTAL NUMBER OF TOKENS (TOKENS SHOOT BY THE PLAYER AND TOKENS DISPENSED BY THE MACHINE)	0 ~ 500	150
CARD/TOKENS	DISPENSE ONE CARD ACCORDING TO TOTAL NUMBER OF TOKENS (TOKENS SHOOT BY THE PLAYER AND TOKENS DISPENSED BY THE MACHINE)	0 ~ 300	200
PAYOUT	SETTING AVERAGE NUMBER OF TICKETS TO BE DISPENSED	10~100	30
MERCY TICKET	SETTING NUMBER OF TICKETS TO BE DISPENSED IN CASE OF FAILUER	0 ~ 10	0
TICKET/SCORE	SETTING TICKET RATIO PER SCORE NONE : AUTOMATICALLY REDUCING TICKET COUNTS WITHOUT DISPENSING TICKETS	"NONE", "1/1", "1/2", “1/3”, “1/4”, “1/5”	1/1
ATTRACT VOLUME	USE OF DEMO SOUNDAND SETTING VOLUME. "OFF" : NO SOUND 10 ~ 100 : RATIO OF SOUND VOLUME (%)	“OFF" , 10 ~ 100 (INCREASES BY 10)	60
SAVE AND EXIT	SAVE AND EXIT	BY PRESSING SELECT BUTTON, PERFORM BY MOVING THE CURSOR TO [YES] or [NO]	
CANCEL AND EXIT	CANCEL AND EXIT		

〈TABLE #1〉

PROGRAM SETTINGS -> PLAYS / COIN SETTING PLAYS (CREDITS) PER COIN or SWIPE IN CASE OF INSERTING COINS or SWIPING CARDS CONTINUOUSLY WITHOUT PLAYING, SETTING VALUE INCREASES AS FOLLOWS UP TO FIVE TIMES AND THE 1ST SETTING VALUE WILL BE APPLIED FROM THE 6TH TIMES. (BASED ON FIVE TIMES)			
LCD DISPLAY	DESCRIPTION	RANGE	DEFAULT
MINIMUM COIN		FREE, 1 ~ 10 (INCREASES BY 1)	1
1st. COIN-> 12PLAYS	SETTING NUMBER OF PLAYS PER COIN	1 ~ 400 (INCREASES BY 1)	12
2nd. COIN-> 26PLAYS	SETTING NUMBER OF PLAYS PER COIN		26
3rd. COIN-> 42PLAYS	SETTING NUMBER OF PLAYS PER COIN		42
4th. COIN-> 60PLAYS	SETTING NUMBER OF PLAYS PER COIN		60
5th. COIN-> 75PLAYS	SETTING NUMBER OF PLAYS PER COIN		75
SAVE & EXIT	SAVE AND EXIT	BY PRESSING SELECT BUTTON, PERFORM BY MOVING THE CURSOR TO [YES] or [NO].	
CANCEL & EXIT	CANCEL AND EXIT		

〈TABLE #2〉

PROGRAM SETTINGS -> PLAYS / BILL SETTING NUMBER OF PLAYS PER BILL or SWIPE NUMBER OF PLAYS INCREASES AS FOLLOWS IN CONJUNCTION WITH SIGNAL FROM BILL COLLECTOR			
LCD DISPLAY	**DESCRIPTION**	**RANGE**	**DEFAULT**
1 BILL -> 12PLAYS	SETTING NUMBER OF PLAYS PER $1.00	1 ~ 500 (INCREASES BY 1)	12
2 BILLS-> 26PLAYS	SETTING NUMBER OF PLAYS PER $2.00		26
3 BILLS-> 42PLAYS	SETTING NUMBER OF PLAYS PER $3.00		42
4 BILLS-> 60PLAYS	SETTING NUMBER OF PLAYS PER $4.00		60
5 BILLS-> 75PLAYS	SETTING NUMBER OF PLAYS PER $5.00		75
10 BILLS->175PLAYS	SETTING NUMBER OF PLAYS PER $10.00		175
20 BILLS->200PLAYS	SETTING NUMBER OF PLAYS PER $20.00		400
SAVE & EXIT	SAVE AND EXIT	BY PRESSING SELECT BUTTON, PERFORM BY MOVING THE CURSOR TO [YES] or [NO]	
CANCEL & EXIT	CANCEL AND EXIT		

〈TABLE #3〉

PROGRAM SETTING -> WHEEL LED SET			
		SETTING FUNCTION AND SCORE PER WHEEL LED ZONE (FROM 01 AT THE TOP TO 24 IN CLOCK-WISE)	
LCD DISPLAY (SIMULTANEOUS APPLIYING FOR 1P, 2P)	**DESCRIPTION**	**RANGE**	**DEFAULT**
W-LED01	SETTING FUNCTION & SCORE FOR EACH LED LAMP ZONE	"TOKEN", "TICKET", "PLAY", "BALL", "REEL", "CARD" - SET TYPE WITH LEFT ARROW KEY 1 ~ 50(INCREASES BY 1) - SET SCORE WITH RIGHT ARROW KEY	TICKET 10
W-LED02			TOKEN 6
W-LED03			TOKEN 12
W-LED04			TOKEN 6
W-LED05			TICKET 6
W-LED06			TOKEN 6
W-LED07			TOKEN 12
W-LED08			TOKEN 6
W-LED09			TICKET 10
W-LED10			TOKEN 6
W-LED11			TOKEN 12
W-LED12			TOKEN 6
W-LED13			BALL 1
W-LED14			TOKEN 6
W-LED15			TOKEN 12
W-LED16			TOKEN 6
W-LED17			TICKET 10
W-LED18			TOKEN 6
W-LED19			TOKEN 12
W-LED20			TOKEN 6
W-LED21			TICKET 6
W-LED22			TOKEN 6
W-LED23			TOKEN 12
W-LED24			TOKEN 6
SAVE AND EXIT	SAVE AND EXIT		
CANCEL AND EXIT	CANCEL AND EXIT		

〈TABLE #4〉

PROGRAM SETTING -> REEL SET			
SETTING FUNCTION AND SCORE FOR EACH REEL ZONE			
LCD DISPLAY (SIMULTANEOUSLY APPLIED FOR 1P, 2P)	**DESCRIPTION**	**RANGE**	**DEFAULT**
REEL#1	SET FUNCTION AND SCORE FOR EACH REEL ZONE	"TOKEN", "TICKET", "PLAY" > SET TYPE WITH LEFT ARROW KEY 1 ~ 100 (INCREASES BY 1) > SET SCORE WITH RIGHT ARROW KEY	TICKET > 50
REEL#2			TOKEN > 20
REEL#3			TICKET > 30
REEL#4			TOKEN > 30
REEL#5			TOKEN > 35
REEL#6			TICKET > 20
REEL#7			TOKEN > 25
SAVE AND EXIT	SAVE AND EXIT		
CANCEL AND EXIT	CANCEL AND EXIT		

〈TABLE #5〉

PROGRAM SETTING -> BIG WHEEL SET			
SETTING FUNCTION AND SCORE FOR EACH BIG WHEEL ZONE			
LCD DISPLAY (SIMULTANEOUSLY APPLIED FOR 1P, 2P)	**DESCRIPTION**	**RANGE**	**DEFAULT**
BIG_WHEEL#1	SET NUMBER OF TICKETS FOR EACH BIG WHEEL ZONE	SET NUMBER OF TICKETS FOR BIG WHEEL 100 ~ 5000 (INCREASES BY 10) > SET NUMBER WITH LEFT/RIGHT ARROW KEY	500
BIG_WHEEL#2			100
BIG_WHEEL#3			150
BIG_WHEEL#4			130
BIG_WHEEL#5			200
BIG_WHEEL#6			120
BIG_WHEEL#7			180
BIG_WHEEL#8			80
SAVE AND EXIT	SAVE AND EXIT		
CANCEL AND EXIT	CANCEL AND EXIT		

3-3. CLEAR MODE

CLEAR MODE GAME DATA AND BOOKKEEPING DATA CAN BE DELETED		
LCD DISPLAY	DESCRIPTION	EXECUTION
CLEAR TICKETS	DELETE REMAINING TICKETS TO BE DISPENSED NOW	BY PRESSING SELECT BUTTON, PERFORM BY MOVING THE CURSOR TO [YES] or [NO]
CLEAR PLAYS	DELETE REMAINING PLAYS (CREDITS) AND BONUS BALL (DELETE ALL CARDS & TOKENS TO BE DISPENSED)	
CLEAR DATA	DELETE ALL GAME DATA AND BOOKKEEPING DATA INCLUDING CREDITS AND TICKETS	
EXIT	EXIT	

BOOKKEEPING	
LCD DISPLAY	**DESCRIPTION**
-- COIN IN -- 1P : 0 2P : 0 TOTAL : 0	NUMBER OF COIN IN (1P, 2P, TOTAL)
-- BILL IN -- 1P : 0 2P : 0 TOTAL : 0	NUMBER OF BILL IN (1P, 2P, TOTAL)
-- SERVICE IN -- 1P : 0 2P : 0 TOTAL : 0	NUMBER OF SERVICE IN AND PLAYS (1P, 2P, TOTAL) (SERVICE BUTTON INCREASES BY 10 PLAYS)
-- GAME PLAY SHOT -- 1P : 0 2P : 0 TOTAL : 0	NUMBER OF BALL SHOOTING FROM MAIN SHOOTER (1P, 2P, TOTAL)
-- BONUS COIN SHOT -- 1P : 0 2P : 0 TOTAL : 0	NUMBER OF BONUS COIN SHOOTING (1P, 2P, TOTAL)
-- TICKET OUT -- 1P : 0 2P : 0 TOTAL : 0	NUMBER OF TICKET OUT (1P, 2P, TOTAL)
-- CHECKER GOALIN -- 1P: 0.0% 2P: 0.0%	SUCCESS RATE OF GOAL IN (1P, 2P)

-- 6 BALL COLLECTION -- 1P : 0 2P : 0 TOTAL : 0	NUMBER OF 6 BALL COLLECTION (1P, 2P, TOTAL)
-- REEL 1,2,3 -- R1 1P : 0 2P : 0 R2 1P : 0 2P : 0 R3 1P : 0 2P : 0	NUMBER OF WINNING REEL 1, 2, 3
-- REEL 4,5,6 -- R4 1P : 0 2P : 0 R5 1P : 0 2P : 0 R6 1P : 0 2P : 0	NUMBER OF WINNING REEL 4, 5, 6
-- REEL 7,T -- R7 1P : 0 2P : 0 RT 1P : 0 2P : 0	NUMBER OF WINNING REEL 7 (1P, 2P, TOTAL NUMBER OF WINNING)
-- BIG WHEEL 1,2,3 -- W1 1P : 0 2P : 0 W2 1P : 0 2P : 0 W3 1P : 0 2P : 0	NUMBER OF WINNING BIG WHEEL 1,2,3(1P, 2P)
-- BIG WHEEL 4,5,6 -- W4 1P : 0 2P : 0 W5 1P : 0 2P : 0 W6 1P : 0 2P : 0	NUMBER OF WINNING BIG WHEEL 4,5, 6 (1P, 2P)
-- BIG WHEEL 7,8,T -- W7 1P : 0 2P : 0 W8 1P : 0 2P : 0 WT 1P : 0 2P : 0	NUMBER OF WINNING WHEEL 7, 8 (1P, 2P TOTALNUMBER OF WINNING)
-- VER INFO -- AVENGERS Ver_.__ MM. DD. YYYY	VERSION INFORMATION AND DATE OF PROGRAM COMPILE
CANCEL BUTTON : EXIT	

- **FACTORY-SETTING**
  INITIALIZE TO FACTORY SETTING VALUE (DELETE ALL DATA AND SET TO GAME DEFAULT VALUE)

LCD DISPLAY (PERFORM)		LCD DISPLAY (PERFORM)
FACTORY-SETTING ARE YOU SURE? YES or[NO] PERFORM BYMOVING THE CURSER	RECONFIRM	**FACTORY-SETTING** REALLY ? YES or[NO] PERFORM BY MOVING THE CURSER

3-4. TEST MODE

TEST MODE		
LCD DISPLAY	**COMPOSITION**	**DESCRIPTION**
INPUT TEST	REFER TO BELOW TABLE	INPUT SIGNAL TEST TICKET FND & TOKEN FND :DISPLAY OF INPUT SIGNAL STATUS
FND & LED OFF	ON/STEP/OFF	FND & LED OPERATION TEST CHECK FND AND LED OPERATION STATUS
WHEEL MOTOR TEST 1P TEST 01 OFF 2P TEST 01 OFF	OFF/ON DISPLAY OF SENSOR STATUS	WHEEL OPERATION STATUS PLAYS FND : DISPLAY OF ENCODER SENSOR OPERATION STATUS
PUSHER MOTOR TEST 1P TEST 1 OFF 2P TEST 1 OFF	OFF/ON DISPLAY OF SENSOR STATUS	PUSHER MOTOR OPERATION TEST PLAYS FND : DISPLAY OF ENCODER SENSOR OPERATION STATUS
FRONT HOPPER TEST 1P TEST 0 OFF 2P TEST 0 OFF	OFF/ON DISPLAY OF SENSOR STATUS	FRONT ELEVATOR HOPPER OPERATION TEST WHEN EXECUTED, 3 MEDALS ARE DISPENSED AND STOP AUTOMATICALLY PLAYSFND : DISPLAY OF OPERATION STATUS
REAR HOPPER TEST 1P TEST 0 OFF 2P TEST 0 OFF	OFF/ON DISPLAY OF SENSOR STATUS	REAR ELEVATOR HOPPER OPERATION TEST WHEN EXECUTED, 3 MEDALS ARE DISPENSED AND STOP AUTOMATICALLY PLAYS FND : DISPLAY OF OPERATION STATUS
BALL SUPPLY TEST 1P TEST 0 OFF 2P TEST 0 OFF	OFF/ON DISPLAY OF SWITCH STATUS	BALL SUPPLYOPERATION TEST . WHEN EXECUTED, ONE BALL IS DISPENSED AND STOP AUTOMATICALLY PLAYSFND : DISPLAY OF OPERATION STATUS
MEDAL BRIDGE TEST 1P TEST 01 OFF 2P TEST 01 OFF	OFF/ON DISPLAY OF SWITCH STATUS FRONT : FRONT SW, REAR : REAR SW	TOKEN BRIDGE MOTOR TEST WHEN EXECUTED, IT OPERATES PLAYSFND : DISPLAY OF OPERATION STATUS
CONVEYER MOTOR TEST 1P TEST 1 OFF 2P TEST 1 OFF	OFF/ON DISPLAY OF SENSOR STATUS	CONVEYER TEST WHEN EXECUTED, IT OPERATES PLAYSFND : DISPLAY OF OPERATION STATUS
TICKET MACHINE TEST 1P TEST 0 OFF 2P TEST 0 OFF	OFF/ON DISPLAY OF SENSOR STATUS	TICKET DISPENSER TEST WHEN EXECUTED, 3 TICKETS ARE DISPENSED AND STOP AUTOMATICALLY PLAYSFND : DISPLAY OF OPERATION STATUS

COIN TEST 1P TEST 0 OFF 2P TEST 0 OFF	OFF/ON DISPLAY OF COIN INPUT	COIN SELECTOR INHIBIT TEST CHECK COIN SELECTOR POWER OFF BY PERFORMING PLAYSFND : DISPLAY OF OPERATION STATUS
COUNTER TEST COIN TICKET 1P 0 0 2P 0 0	DISPLAY OF COUNTER SIGNAL	COUNTER TEST LEFT BUTTON : COIN COUNTER TEST. RIGHT BUTTON : TICKET COUNTER TEST. ONE COUNTS PER EACH PRESS
REEL TEST 1P TEST 1 OFF 2P TEST 1 OFF	OFF/ON DISPLAY OF SENSOR STATUS	REEL TEST WHEN EXECUTED, IT OPERATES PLAYSFND : DISPLAY OF OPERATION STATUS
BIG WHEEL TEST TEST 1 OFF	OFF/ON DISPLAY OF SENSOR STATUS	BIG WHEEL TEST WHEN EXECUTED, IT OPERATES. PLAYSFND : DISPLAY OF OPERATION STATUS
SOUND TEST	2~93	AFTER PRESSING SELECT BUTTON, TEST IT USING "<,>" BUTTON IN SEQUENCE RETURNS TO OFF BY PRESSING CANCEL BUTTON
EXIT	EXIT FROM TEST MODE	

TEST MODE -> INPUT TEST	
LCD DISPLAY (1P,2P SIMULTANEOUS DISPLAY)	**DESCRIPTION**
1P INPUT TEST 2P 00000000 00000000 00000000 00000000 000000 00 000000	DISPLAY OF INPUT SIGNAL STATUS AND CHANGED VALUE (IF THERE IS ANY CHANGE AT INPUT SIGNAL, SOUND PLAYS ONCE) 00 IN THE MIDDLE IS ASTARTING POINT OF TILT SENSOR AND BIG WHEEL TICKETFND : DISPLAY OF SENSOR STATUS OF CHECKER IR SENSOR1 AND CHEACKER IR SENSOR 2 TOKENFND : DISPLAY OF EACH INPUT SIGNAL STATUS
EXPLANATION	
00000000	1.BALL SUPPLY SENSOR 2.BALL SUPPLY ENCODER 3.REAR HOPPER SENSOR 4.FRONT HOPPER SENSOR 5. CONVERYER ENCODER 6.SHOT BUTTON 7.BILL SENSOR 8.COIN SENSOR
00000000	1.MEDAL BRIDGE REAR SW 2.CARD SENSOR 3. MEDAL BRIDGE FRONT SW 4.SERVICE BUTTON 5.BALL SENSOR 6.TIKET BUTTON 7.TICKET SENSOR 8.FRONT HOPPER FULL SENSOR
000000	1.TOKEN SENSOR1 2.TOKEN SENSOR2 3.WHEEL ENCODER 4.WHEEL HOME SENSOR 5.REEL HOME SENSOR

PLAYFIELD-SETUP

WHEN INSTALLING THE MACHINE IN THE BEGINING, FILL UP THE FRONT HOPPER WITH SUPPLIED MEDAL AND PERFORM PUSHER TABLE SET A .

LCD DISPLAY (1P, 2P SIMULTANEOUS PERFORM)	DESCRIPTION	PERFORM
PUSHER TABLE SET. A	PUSHER TABLE SETTINNG WHEN INSTALLING THE MACHINE (REFER TO EXPLANATION BELOW)	PERFORM BY SELECT BUTTON
PUSHER TABLE SET. B	OVERALL MACHINE TEST MODE (REFER TO EXPLANATION BELOW)	
PUSHER TABLE SET. C	LONG TIME MACHINE TEST MODE (REFER TO EXPLANATION BELOW)	
EXIT	EXIT	

PLAYFIELD-SETUP -> PERFORM "PUSHER TABLE SET. A"

USE IT AS FOLLOWS FOR PUSHER TABLE MEDAL SETTING WHEN INSTALLING THE MACHINE IN THE BEGINNING AND PROCEDURES ARE AS FOLLOWS

①. FILL UP THE SUPPLIED 12,000 PCS OF MEDAL IN FRONT HOPPER OF EACH PLAYER (1P, 2P)
②. ENTER PUSHER TABLE SET A MODE AND MOVE TO START POSITION OF 1P AND 2P BY UP/DOWN BUTTON AND THEN PRESS SELECT BUTTON
③. 1,000 PCS OF MEDAL WILL BE SHOOTING AUTOMATICALLY WHEN WHEEL IS STOPPED AFTER ROTATING
④. AFTER SHOOTING 1,000 PCS OF MEDAL, IT STOPPS AUTOMATICALLY AND MEDAL SETTING OF PUSHER TABLE IS COMPLETED

LCD DISPLAY (1P, 2P SIMULTANEOUS DISPLAY)	DESCRIPTION	PERFORM
PUSHER TABLE SET. A	SELECT AND PERFORM	PERFORM BY SELECT BUTTON
1P START	1P ONLY	
2P START	2P ONLY	
1P + 2P START	BOTH 1P AND 2P SIMULTANEOUSLY	
PUSHER TABLE SET. A	DISPLAY OF DATA IN REAL TIME (REFER TO BELOW TABLE)	

PLAYFIELD-SETUP -> PERFORM PUSHER TABLE SET. B

THIS TEST MODE IS FOR OVERALL FUNCTIONAL TEST OF THE MACHINE (AGING TEST)
3,000 PCS OF MEDAL WILL BE SHOOTING AUTOMATICALLY LIKE ACTUAL GAME AND,
WHEN WINNING, RESULTS WILL BE RELEASED

LCD DISPLAY (1P, 2P SIMULTANEOUS DISPLAY)	DESCRIPTION	PERFORM
PUSHER TABLE SET. B 1P START 2P START 1P + 2P START	SELECT AND PERFORM 1P ONLY 2P ONLY BOTH 1P AND 2P SIMULTANEOUSLY	PERFORM BY SELECT BUTTON
PUSHER TABLE SET. B	DISPLAY OF DATA IN REAL TIME (REFER TO BELOW TABLE)	

PLAYFIELD-SETUP -> PERFORM PUSHER TABLE SET. C

THIS TEST MODE IS FOR OVERALL FUNCTIONAL TEST OF THE MACHINE (LONG TIME AGING TEST)
100,000 PCS OF MEDAL WILL BE SHOOTING AUTOMATICALLY LIKE ACTUAL GAME AND,
WHEN WINNING, RESULTS WILL BE RELEASED.
WHEN WINNING CARDS, HOWEVER, ERROR WILL NOT HAPPEN EVEN WHEN CARD IS NOT DISPENSED

LCD DISPLAY (1P, 2P SIMULTANEOUS DISPLAY)	DESCRIPTION	PERFORM
PUSHER TABLE SET. C 1P START 2P START 1P + 2P START	SELECT AND PERFORM 1P ONLY 2P ONLY BOTH 1P AND 2P SIMULTANEOUSLY	PERFORM BY SELECT BUTTON
PUSHER TABLE SET. C	DISPLAY OF DATA IN REAL TIME (REFER TO BELOW TABLE)	

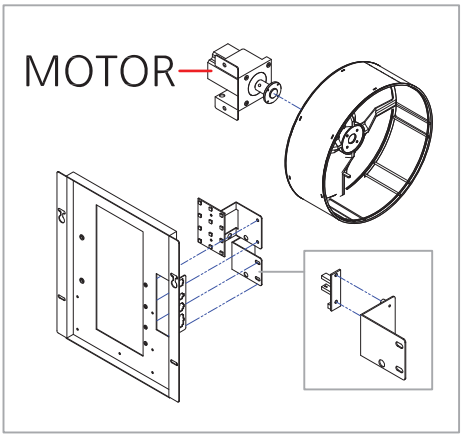
3-5. ERROR CODE

CODE NO	CONTENTS	DESCRIPTION
E.t1	TICKET ERROR	NO TICKETS OR TICKET JAM PROBLEM. (RESET BUTTON AFTER TAKING ACTIONS)
E.11	COIN ERROR	COIN JAM PROBLEM (RESET BUTTON AFTER TAKING ACTIONS)
E.51	WHEEL ERROR	WHEEL MOTOR PROBLEM OR WHEEL ENCODER PROBLEM. (RESET BUTTON AFTER TAKING ACTIONS)
E.41	PUSHER ERROR	PUSHER MOTOR PROBLEM OR PUSHER ENCODER PROBLEM. (RESET BUTTON AFTER TAKING ACTIONS)
E.61	FRONT ELEVATOR HOPPER ERROR	FRONT ELEVATOR HOPPER PROBLEM OR ELEVATOR COIN JAM PROBLEM. (RESET BUTTON AFTER TAKING ACTIONS)
E.62	REAR ELEVATOR HOPPER ERROR	REAR ELEVATOR HOPPER PROBLEM OR ELEVATOR COIN JAM PROBLEM (RESET BUTTON AFTER TAKING ACTIONS)
E.91	CONVEYER ERROR	CONVEYER MOTOR PROBLEM OF ENCODER SENSOR PROBLEM. (RESET BUTTON AFTER TAKING ACTIONS)
E.81	MEDAL OUT BRIDGE	PATHWAY CHANGE (BRIDGE) MOTOR PROBLEM FROM COUNT HOPPER TO FRONT HOPPER OR MICRO SW PROBLEM. (RESET BUTTON AFTER TAKING ACTIONS)
E.82	MEDAL OUT BRIDGE REAR MICRO SW ERROR	PATHWAY CHANGE (BRIDGE) MOTOR PROBLEM FROM COUNT HOPPER TO REARHOPPEROR OR MICRO SW PROBLEM. (RESET BUTTON AFTER TAKING ACTIONS)
E.71	BALL SUPPLY MOTOR ERROR	PROBLEM OF BALL SUPPLY MOTOR OR PHOTO SENSOR
E.72	BALL SUPPLY SWITCH ERROR	PROBLEM OF BALL SUPPLY DEVICE OR LIMIT SWITCH DEFECTS
E.31	REEL ERROR	REEL STEP MOTOR DEFECTS OR PHOTO SENSOR DEFECTS
E.52	BIG WHEEL ERROR	BIG WHEEL STEP MOTOR PROBLEM OR PHOTO SENSOR DEFECTS
E.05	SETUP LCD ERROR	SETUP LCD CONNECTION PROBLEM (RESET BUTTON AFTER TAKING ACTIONS)
E.01	BACKUP MEMORY ERROR	SAVE DATA PROBLEM. CLEAR BY TURNING OFF POWER AND TURNING ON (HAPPENING TO NEW MACHINE)
TILT		WHEN SHAKING THE MACHINE, THIS ERROR HAPPENS BUT WILL BE CLEARED AUTOMATICALLY AFTER 15 SECONDS

4. TROUBLESHOOTING

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

4-1. REEL MOTOR ERROR [E.31]
- IN CASE MOTOR IS DEFECTIVE



REEL MOTOR ERROR [E.31]

REEL MOTOR TEST — YES → DONE

NO

[HOW TO TEST]

1. TEST MODE > REEL
2. CHECK OPERATION AND STOP OF PRESSING SELECT BUTTON OR 1P/2P SHOOTING BUTTON

REEL MOTOR CHECK — NO →
1. CONNECT THE CONNECTOR AGAIN
2. REASSEMBLY OR REPLACE THE MOTOR

YES

[HOW TO CHECK]

1. CHECK CONNECTION OF CONNECTOR
2. CHECK FIXED PART AND LOOSENING OF SCREW IN MOTOR

CHECK MAIN PCB — NO →
1. CONNECT THE CONNECTOR AGAIN

YES

[HOW TO CEHCK]

1. CHECK CONNECTION OF CN8 CONNECTOR
2. CHECK CONNECTION OF JOIN CONNECTOR

REPLACE MOTOR — NO → REPLACE MAIN PCB

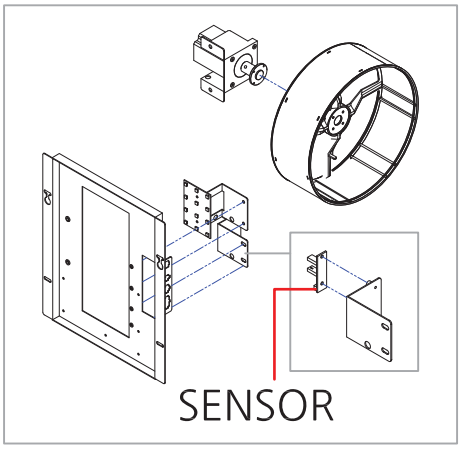
DONE

- CODE NO.
[MZZZ0MOT167]

- CODE NO.
[AAV20PCB001]

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

4-2. REEL SENSOR ERROR [E.31]
- IN CASE SENSOR IS DEFECTIVE



REEL SENSOR ERROR [E.31]

REEL SENSOR TEST — YES → DONE

NO

[HOW TO TEST]
1. TEST MODE > REEL
2. CHECK OPERATION AND STOP OF MOTOR BY PRESSING SELECT BUTTON OR 1P/2P SHOOTING BUTTON
3. PLAYS FND : CHECK DISPLAY OF SENSOR STATUS
   NON-DETECTED SENSOR : 0, DETECTED SENSOR : 1
4. CHECK DC VOLTAGE AT INPUT TEST

REEL ENCODER SENSOR CHECK — NO →
1. CONNECT THE CONNECTOR AGAIN
2. REASSEMBLY OR REPLACE THE MOTOR

YES

[HOW TO CHECK]
1. CHECK CONNECTION OF SENSOR CONNECTOR
2. CHECK SENSOR AND OUTSIDE OF SENSOR BRACKET IF THERE IS ANY FOREIGN MATERIAL
3. CHECK POSITION OF SENSOR BRACKET WHETHER IT IS POSITIONED IN THE CENTER OF SENSOR

CHECK MAIN PCB — NO →
1. CONNECT THE CONNECTOR AGAIN
2. REPLACE MAIN PCB

YES

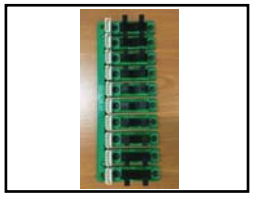
[HOW TO CEHCK]
1. CHECK CONNECTING STATUS OF CN8 CONNECTOR
2. CHECK DC VOLTAGE AT CONNECTOR CN8
   1P) A PIN 11 : 5V, PIN 12 : 0.1V, PIN 15 : GND
   2P) B PIN 11 : 5V, PIN 12 : 0.1V, PIN 15 : GND
3. CHECK CONNECTION OF JOIN CONNECTOR

ENCODER SENSOR CHECK — NO →
1. CONNECT THE SENSOR AGAIN
2. REPLACE ENCODER SENSOR

YES

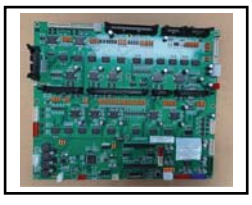
[HOW TO CHECK]
1. CHECK CONNECTION OF SENSOR
2. CHECK DC VOLTAGE OF SENSOR CONNECTIR
   PIN 1 : 5V , PIN 4 : GND
   PIN 3 : 4.5V (DETECTED),
   0.1V (NON-DETECTED)

- CODE NO.
[ACIR0PCB011]



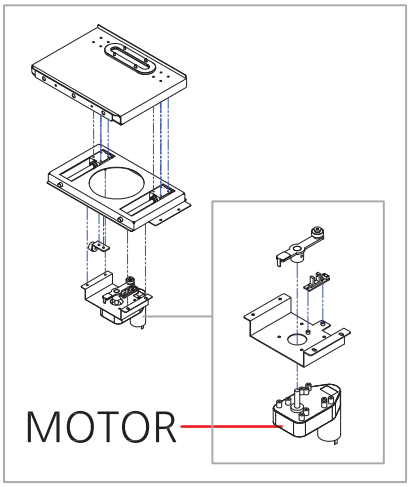
REPLACE MAIN PCB — DONE

- CODE NO.
[AAV20PCB001]



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

4-3. PUSHER MOTOR ERROR [E.41]
- IN CASE MOTOR IS DEFECTIVE



PUSHER MOTOR ERROR [E.41]

PUSHER MOTOR TEST — YES → DONE

NO

[HOW TO TEST]

1. TEST MODE > PUSHER MOTOR
2. CHECK OPERATION AND STOP OF MOTOR BY PRESSING SELECT BUTTON OR 1P/2P SHOOTING BUTTON

PUSHER MOTOR CHECK — NO →
1. CONNECT THE CONNECTOR AGAIN
2. REASSEMBLY OR REPLACE THE MOTOR

YES

[HOW TO CHECK]

1. CHECK CONNECTION OF MOTOR CONNECTOR
2. CHECK FIXED PART AND LOOSENING OF SCREW IN MOTOR

CHECK MAIN PCB — NO →
1. CONNECT THE CONNECTOR AGAIN
2. REPLACE MAIN PCB

YES

[HOW TO CEHCK]

1. CHECK CONNECTION OF CN8 CONNECTOR
2. CHECK DC VOLTAGE AT CN8 (HIGHER THAN DC 11.5V)
   TEST MODE > CHECK AFTER SWITCHING ON PUSHER MOTOR
   1P) A PIN 1 : 12V, PIN 2 : GND
   2P) A PIN 1 : 12V, PIN 2 : GND
3. CHECK CONNECTION OF JOIN CONNECTOR

REPLACE BLDC MOTOR — NO → REPLACE MAIN PCB

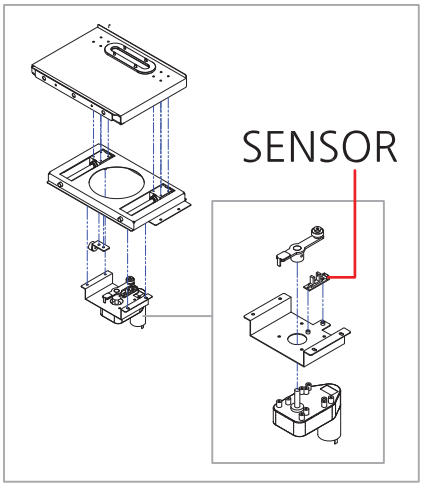
DONE

- CODE NO.
[MZZZ0MOT152]

- CODE NO.
[AAV20PCB001]

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

4-4. PUSHER SENSOR ERROR [E.41]
- IN CASE SENSOR IS DEFECTIVE



PUSHER SENSOR ERROR [E.41]

PUSHER SENSOR TEST — YES → DONE

NO

[HOW TO TEST]
1. TEST MODE > PUSHER MOTOR
2. CHECK OPERATION AND STOP OF MOTOR BY PRESSING SELECT BUTTON OR 1P/2P SHOOTING BUTTON
3. PLAYS FND : CHECK DISPLAY OF SENSOR STATUS
   NON-DECTED SENSOR : 0,
   DETECTED SENSOR : 1
4. WHEN CHECKING DC VOLTAGE, CHECK AT INPUT TEST

CHECK PUSHER ENCODER SENSOR PCB — NO → 1. CONNECT THE CONNECTOR AGAIN 2. REPLACE SENSOR

YES

[HOW TO CHECK]
1. CHECK POSITION OF SENSOR BRACKET WHETHER IT IS POSITIONED IN THE CENTER OF SENSOR
2. CHECK SENSOR AND OUTSIDE OF SENSOR BRACKET IF THERE IS ANY FOREIGN MATERIAL
3. CHECK SENSOR CHECK BRACKET SPINS WITH NO TRACTION
4. CHECK IF SENSOR WAS DEFORMED

CHECK MAIN PCB — NO → 1. CONNECT THE CONNECTOR AGAIN 2. REPLACE MAIN PCB

YES

[HOW TO CEHCK]
1. CHECK CONNECTION OF CN8 CONNECTOR
2. ENCODER SENSOR : CHECK VOLTAGE
   1P) A PIN 3 : 5V , PIN 4 : 0.1V, PIN 6 : GND
   2P) B PIN 3 : 5V , PIN 4 : 0.1V, PIN 6 : GND

CHECK ENCODER SENSOR PCB — NO → 1. CONNECT THE CONNECTOR AGAIN 2. REPLACE ENCODER SENSOR

YES

[HOW TO CHECK]
1. CHECK CONNECTING STATUS OF SENSOR CONNECTOR
2. CHECK DC VOLTAGE AT SENSOR CONNECTOR
   PIN 1 : 5V, PIN 4 : GND
   PIN 3 : 4.5V (DETECTED SENSOR),
   0.1V (NON-DETECTED SENSOR)

YES

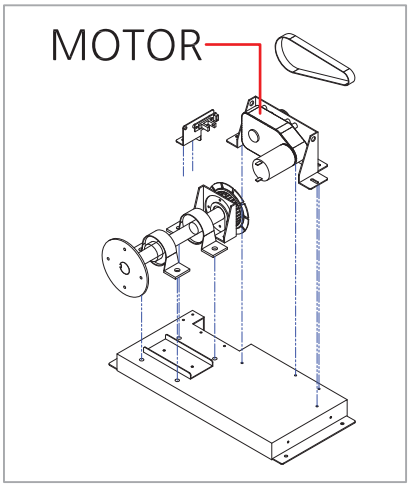
REPLACE MAIN PCB → DONE

- CODE NO.
[AZZZ0PCB103]

- CODE NO.
[AAV20PCB001]

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

4-5. WHEEL MOTOR ERROR [E.51]
- IN CASE MOTOR IS DEFECTIVE



WHEEL MOTOR ERROR [E.51]

WHEEL MOTOR TEST — YES → DONE

NO

[HOW TO TEST]

1. TEST MODE > WHEEL MOTOR
2. CHECK OPERATION AND STOP OF MOTOR BY PRESSING SELECT BUTTON OR 1P/2P SHOOTING BUTTON

CHECK WHEEL MOTOR — NO →
1. CONNECT THE CONNECTOR AGAIN
2. REASSEMBLY OR REPLACE

YES

[HOW TO CHECK]

1. CHECK CONNECTING OF MOTOR CONNECTOR
2. CHECK FIXED PART AND LOOSENING OF SCREW
3. CHECK BREAKAWAY OF ROTAING BELT

CHECK MAIN PCB — NO →
1. CONNECT THE CONNECTOR AGAIN
2. REPLACE MAIN PCB

YES

[HOW TO CEHCK]

1. CHECK CONNECTION OF CONNECTOR
   1P) CN12 2P) CN13
2. CHECK VOLTAGE OF CONNECTOR CN12, 13
   (HIGHER THAN DC 11.5V)
   TEST MODE > CHECK AFTER SWITCHING ON WHEEL MOTOR
   1P) PIN 1 : 12V, PIN 2 : GND
3. CHECK CONNECTION OF JOIN CONNECTOR

REPLACE BLDC MOTOR — NO → REPLACE MAIN PCB

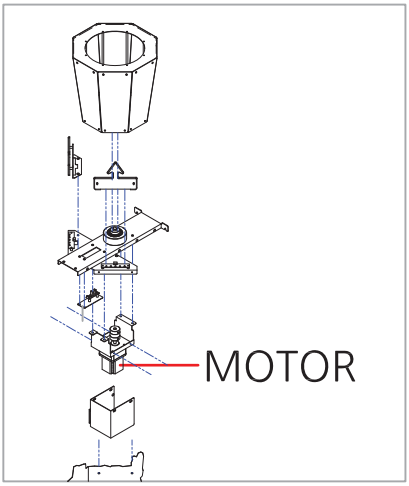
DONE

- CODE NO.
[MZZZ0MOT160]

- CODE NO.
[AAV20PCB001]

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

4-6. BIG WHEEL MOTOR ERROR [E.52]
- IN CASE MOTOR IS DEFECTIVE



BIG WHEEL MOTOR ERROR [E.52]

BIG WHEEL MOTOR TEST — YES → DONE

NO

[HOW TO TEST]
1. TEST MODE > BIG WHEEL
2. CHECK OPERATION AND STOP OF MOTOR BY PRESSING SELECT BUTTON OR 1P/2P SHOOTING BUTTON

CHECK BIG WHEEL MOTOR — NO →
1. CONNECT THE CONNECTOR AGAIN
2. REASSEMBLY OR REPLACE

YES

[HOW TO CHECK]
1. CHECK CONNECTION OF MOTOR CONNECTOR
2. CHECK FIXED PART AND LOOSENING OF SCREW

CHECK MAIN PCB — NO →
1. CONNECT THE CONNECTOR AGAIN

YES

[HOW TO CEHCK]
1. CHECK CONNECTION OF CN25 CONNECTOR
2. CHECK CONNECTION OF JOIN CONNECTOR

CHECK STEPPING MOTOR DRIVER PCB — NO →
1. CONNECT THE CONNECTOR AGAIN
2. SET DIP SWITCH AGAIN
3. REPLACE LRS150F-24V SMPS
4. REPLACE LRS150F-5V SMPS

YES

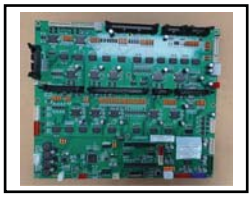
[HOW TO CHECK]
1. POWER LED :
CHECK LIGHTENING OF D1
2. CHECK CONNECTION OF CN1,CN2,CN3 CONNECTOR
3. CHECK DIP SWITCH SETTING
1,2,3,5,6 : ON, 4 : OFF
4. CHECK DC VOLTAGE AT CN2 CONNECTOR
PIN 1 : 24V, PIN 2 : GND, PIN 3 : 5V

- CODE NO.
[MZZZ0MOT166]

REPLACE STEPPING MOTOR DRIVER PCB — NO →
REPLACE BIG WHEEL STEPPING MOTOR

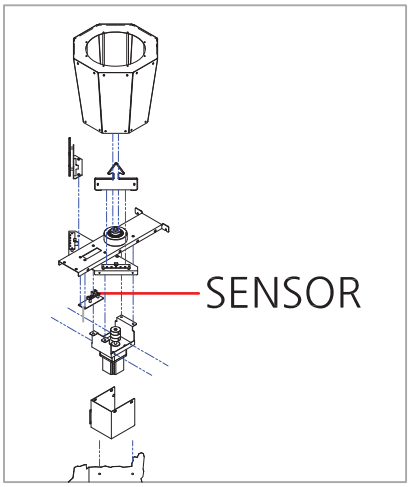
REPLACE MAIN PCB → DONE

- CODE NO.
[AAV20PCB001]



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

4-7. BIG WHEEL SENSOR ERROR [E.52]
- IN CASE SENSOR IS DEFECTIVE



BIG WHEEL SENSOR ERROR [E.52]

WHEEL ENCODER SENSOR TEST
- YES → DONE
- NO →

[HOW TO TEST]
1. TEST MODE > BIG WHEEL
2. CHECK OPERATION AND STOP OF MOTOR BY PRESSING SELECT BUTTON OR 1P/2P SHOOTING BUTTON
3. PLAYS FND : CHECK DISPLAY OF SENSOR STATUS
   NON-DETECTED SENSOR : 1,
   DETECTED SENSOR : 0
4. WHEN CHECKING DC VOLTAGE, CHECK AT INPUT TEST

CHECK BIG WHEEL SENSOR
- NO → 1. CONNECT THE CONNECTOR AGAIN 2. REASSEMBLY OR REPLACE
- YES →

[HOW TO CHECK]
1. CHECK CONNECTION OF SENSOR CONNECTOR
2. CHECK POSITION OF SENSOR BRACKET WHETHER IT IS POSITIONED IN THE CENTER OF SENSOR
3. CHECK SENSOR AND OUTSIDE OF SENSOR BRACKET IF THERE IS ANY FOREIGN MATERIAL
4. CHECK POSITION OF SENSOR BRACKET WHETHER IT IS POSITIONED IN THE CENTER OF SENSOR

CHECK MAIN PCB
- NO → 1. CONNECT THE CONNECTOR AGAIN 2. REPLACE MAIN PCB
- YES →

[HOW TO CEHCK]
1. CHECK CONNECTION OF CN25 CONNECTOR
2. CHECK DC VOLTAGE AT CN25 CONNECTOR
   PIN 6 : 5V, PIN 7 : 0.1V, PIN 5 : GND
3. CHECK CONNECTION OF JOIN CONNECTOR

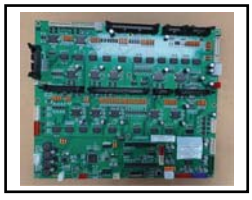
CHECK ENCODER SENSOR PCB
- NO → 1. CONNECT THE CONNECTOR AGAIN 2. REPLACE ENCODER SENSOR
- YES →

[HOW TO CHECK]
1. CHECK CONNECTING STATUS OF SENSOR CONNECTOR
2. CHECK DC VOLTAGE OF SENSOR CONNECTOR
   PIN 1: 5V , PIN 4: GND
   PIN 3 : 4.5V (DETECTED SENSOR),
   0.1V (NON-DETECTED)

- CODE NO.
[AZZZ0PCB103]

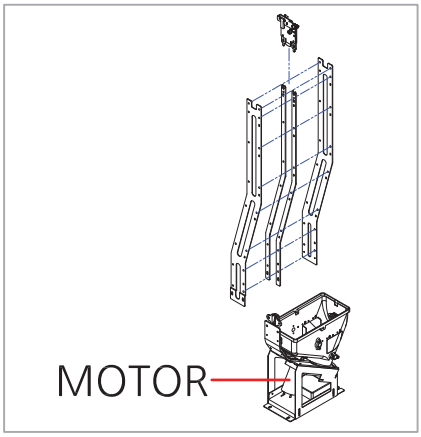
REPLACE MAIN PCB → DONE

- CODE NO.
[AAV20PCB001]



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

4-8. FRONT ELEVATOR HOPPER MOTOR ERROR [E.61] - IN CASE MOTOR IS DEFECTIVE



FRONT ELEVATOR HOPPER MOTOR ERROR [E.61]

FRONT HOPPER TEST — YES → DONE

NO

[HOW TO TEST]
1. TEST MODE > FRONT HOPPER
2. CHECK OPERATION AND STOP OF MOTOR BY PRESSING SELECT BUTTON OR 1P/2P SHOOTING BUTTON

CHECK ELEVATOR HOPPER MOTOR — NO →
1. CONNECT THE CONNECTOR AGAIN
2. REASSEMBLY OR REPLACE

YES

[HOW TO CHECK]
1. CHECK CONNECTION OF MOTOR CONNECTOR
2. CHECK FIXED PART AND LOOSENING OF SCREW
3. CHECK IF THERE IS ANY COIN JAM

CHECK MAIN PCB — NO →
1. CONNECT THE CONNECTOR AGAIN
2. REPLACE MAIN PCB

YES

[HOW TO CEHCK]
1. CHECK CONNECTION OF CN5 CONNECTOR
2. CHECK DC VOLTAGE AT CN5 CONNECTOR
   1P) A PIN 1 : 24V,
   PIN 2 : 5V, PIN 3 : GND
   2P) B PIN 1 : 24V,
   PIN 2 : 5V, PIN 3 : GND
3. CHECK CONNECTION OF JOIN CONNECTOR

CHECK ELEVATOR HOPPER PCB — NO →
1. CONNECT THE CONNECTOR AGAIN
2. SET DIP SWITCH AGAIN
3. REPLACE ELEVATOR HOPPER PCB

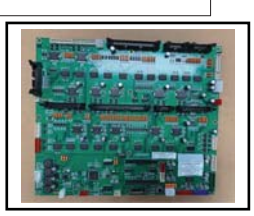
YES

[HOW TO CHECK]
1. CHECK LIGHTENING OF POWER LED
2. CHECK CONNECTING STATUS OF JP1, JP2 CONNECTOR
3. CHECK DIP SWITCH SETTING 1,3 : OFF, 2 : ON
4. CHECK DC VOLTAGE AT JP2 CONNECTOR
   (HIGHER THAN DC 23.5V)
   TEST MODE > FRONT HOPPER,
   CHECK AFTER OPERATION ON
   PIN 1 : 23.5V, PIN 2 : GND

REPLACE MOTOR — NO → REPLACE MAIN PCB

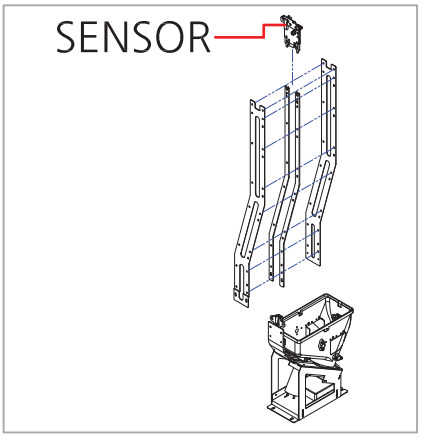
DONE

- CODE NO.
[AAV20PCB001]



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

4-9. FRONT ELEVATOR HOPPER SENSOR ERROR [E.61] - IN CASE SENSOR IS DEFECTIVE



FRONT ELEVATOR HOPPER SENSOR ERROR [E.61]

FRONT HOPPER TEST — YES → DONE

NO

[HOW TO TEST]
1. TEST MODE > FRONT HOPPER
2. CHECK OPERATION AND STOP OF MOTOR BY PRESSING SELECT BUTTON OR 1P/2P SHOOTING BUTTON
3. PLAY FND : CHECK DISPLAY OF COIN COUNTS THAT SENSOR DIAGNOSES
4. WHEN CHECKING DC VOLTAGE, CHECK AT INPUT TEST

CHECK ELEVATOR HOPPER SENSOR — NO → 1. CONNECT THE CONNECTOR AGAIN 2. REASSEMBLY OR REPLACE

YES

[HOW TO CHECK]
1. CHECK CONNECTION OF SENSOR CONNECTOR
2. CHECK SENSOR AND OUTSIDE OF SENSOR BRACKET IF THERE IS ANY FOREIGN MATERIAL
3. CHECK WHETHER SENSOR IS CORRECTLY POSITIONED IN THE RAIL WHERE COINS PASS THOUGH

CHECK MAIN PCB — NO → 1. CONNECT THE CONNECTOR AGAIN 2. REPLACE MAIN PCB

YES

[HOW TO CEHCK]
1. CHECK CONNECTING STATUS OF CN5 CONNECTOR
2. CHECK DC VOLTAGE AT CN5 CONNECTOR
   1P) A PIN 6 : 5V, PIN 10 : GND
   2P) B PIN 6 : 5V, PIN 10 : GND
3. CHECK CONNECTION OF JOIN CONNECTOR

CHECK ELEVATOR HOPPER TEST — NO → 1. CONNECT THE CONNECTOR AGAIN

YES

[HOW TO CHECK]
1. CHECK CONNECTING STATUS OF SENSOR CONNECTOR
2. CHECK DC VOLTAGE AT SENSOR CONNECTOR
   PIN 1 : 5V, PIN 3 : GND
   PIN 2 : 4.5V (DIAGNOSED SENSOR),
   0.1V (UNDIAGNOSED SENSOR)

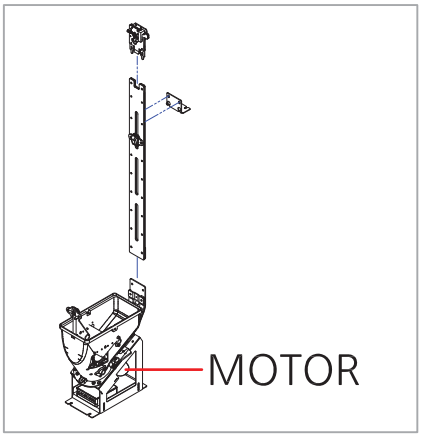
REPLACE ELEVATOR HOPPER SENSOR — NO → REPLACE MAIN PCB

DONE

- CODE NO.
[AAV20PCB001]

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

4-10. REAR ELEVATOR HOPPER MOTOR ERROR [E.62] - IN CASE MOTOR IS DEFECTIVE



REAR ELEVATOR HOPPER MOTOR ERROR [E.62]

REAR HOPPER TEST — YES → DONE

NO

[HOW TO TEST]
1. TEST MODE > REAR HOPPER
2. CHECK OPERATION AND STOP OF MOTOR BY PRESSING SELECT BUTTON OR 1P/2P SHOOTINGE BUTTON

CHECK REAR HOPPER MOTOR — NO → 1. CONNECT THE CONNECTOR AGAIN 2. REASSEMBLY OR REPLACE

YES

[HOW TO CHECK]
1. CHECK CONNECTION OF MOTOR CONNECTOR
2. CHECK FIXED PART AND LOOSENING OF SCREW
3. CHECK IF THERE IS ANY COIN JAM (DEFECTIVE COIN OR FOREIGN MATERIAL, ETC)

CHECK MAIN PCB — NO → 1. CONNECT THE CONNECTOR AGAIN 2. REPLACE MAIN PCB

YES

[HOW TO CEHCK]
1. CHECK CONNECTION OF CN5 CONNECTOR
2. CHECK DC VOLTAGE OF CONNECTOR CN5
   1P) A PIN 11 : 24V,
   PIN 12 : 5V, PIN 13 : GND
   2P) B PIN 11 : 24V,
   PIN 12 : 5V, PIN 13 : GND
3. CHECK CONNECTION OF JOIN CONNECTOR

CHECK ELEVATOR HOPPER PCB — NO → 1. CONNECT THE CONNECTOR AGAIN 2. SET DIP SWITCH AGAIN 3. REPLACE ELEVATOR HOPPER PCB

YES

[HOW TO CHECK]
1. CHECK LIGHTENING OF POWER LED JP1, JP
2. CHECK CONNECTING STATUS OF CONNECTOR
3. CHECK DIP SWITCH SETTING
   1,3 : OFF, 2 : ON
4. CHECK DC VOLTAGE AT JP2 CONNECTOR (HIGHER THAN DC 23.5V)
   TEST MODE > CHECK AFTER SWITCHING ON REAR HOPPER OPERATION
   PIN 1 : 23.5V, PIN 2 : GND

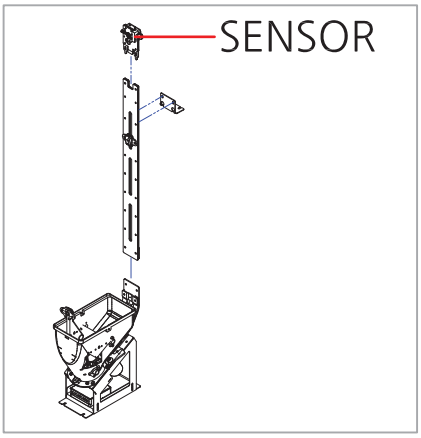
REPLACE MOTOR — NO → REPLACE MAIN PCB

DONE

- CODE NO.
[AAV20PCB001]

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

4-11. REAR ELEVATOR HOPPER SENSOR ERROR [E.62] - IN CASE SENSOR IS DEFECTIVE



REAR ELEVATOR HOPPER SENSOR ERROR [E.62]

REAR HOPPER TEST — YES → DONE

NO

[HOW TO TEST]
1. TEST MODE > REAR HOPPER
2. CHECK OPERATION AND STOP OF MOTOR BY PRESSING SELECT BUTTON OR 1P/2P SHOOTING BUTTON
3. PLAY FND: CHECK DISPLAY OF SENSOR COIN DISPENSE QUANTITY
4. CHECK DC VOLTAGE AT INPUT TEST

CHECK ELEVATOR HOPPER SENSOR — NO → 1. CONNECT THE CONNECTOR AGAIN 2. REASSEMBLY OR REPLACE

YES

[HOW TO CHECK]
1. CHECK CONNECTION OF SENSOR CONNECTOR
2. CHECK SENSOR AND OUTSIDE OF SENSOR BRACKET IF THERE IS ANY FOREIGN MATERIAL
3. CHECK WHETHER SENSOR IS CORRECTLY POSITIONED IN THE RAIL WHERE COINS PASS THOUGH

CHECK MAIN PCB — NO → 1. CONNECT THE CONNECTOR AGAIN 2. REPLACE MAIN PCB

YES

[HOW TO CEHCK]
1. CHECK CONNECTING STATUS OF SENSOR CONNECTOR
2. CHECK DC VOLTAGE AT SENSOR CONNECTOR
   PIN 1 : 5V, PIN 3 : GND
   PIN 2 : 4.5V (SENSOR DIAGNOSED),
   0.1V (NON-DIAGNOSED SENSOR)

CHECK ELEVATOR HOPPER SENSOR — NO → 1. CONNECT THE CONNECTOR AGAIN

YES

[HOW TO CHECK]
1. CHECK CONNECTING STATUS OF SENSOR CONNECTOR
2. CHECK DC VOLTAGE AT SENSOR CONNECTOR
   PIN 1 : 5V, PIN 3 : GND
   PIN 2 : 4.5V (SENSOR DIAGNOSED),
   0.1V (NON-DIAGNOSED SENSOR)

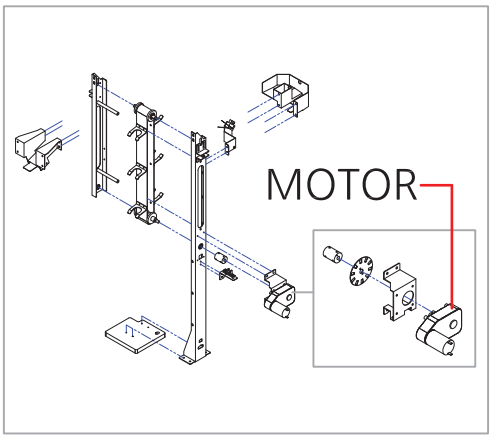
REPLACE ELEVATOR HOPPER SENSOR — NO → REPLACE MAIN PCB

DONE

- CODE NO.
[AAV20PCB001]

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

4-12. BALL SUPPLY MOTOR ERROR [E. 71] - IN CASE MOTOR IS DEFECTIVE



BALL SUPPLY MOTOR ERROR [E. 71]
- IN CASE MOTOR IS DEFECTIVE

BALL SUPPLY MOTOR TEST — YES → DONE

NO

[HOW TO TEST]

1. TEST MODE > BALL SUPPLY
2. CHECK OPERATION AND STOP OF MOTOR BY PRESSING SELECT BUTTON OR 1P/2P SHOOTING BUTTON

CHECK BALL SUPPLY MOTOR — NO →
1. CONNECT THE CONNECTOR AGAIN
2. REASSEMBLY OR REPLACE

YES

[HOW TO CHECK]

1. CHECK CONNECTION OF MOTOR CONNECTOR
2. CHECK FIXED PART AND LOOSENING OF SCREW
3. CHECK IF THERE IS ANY TRAPPING WHILE BELT IS RUNNING
4. CHECK IF THERE IS ANY JAMMING AT BALL SUPPLY RAIL

CHECK MAIN PCB — NO →
1. CONNECT THE CONNECTOR AGAIN
2. REPLACE MAIN PCB

YES

[HOW TO CHECK]

1. CHECK CONNECTING STATUS OF CN7 CONNECTOR
2. CHECK DC VOLTAGE AT CONNECTOR CN7
   (HIGHER THAN DC 11.5V)
   CHECK FOLLOWING VOLTAGE AT TEST MODE AFTER TURNING ON BALL SUPPLY MOTOR OPERATION
   1P) A PIN 1 : 11.5V, PIN 2 : GND
   2P) B PIN 1 : 11.5V, PIN 2 : GND
3. CHECK CONNECTING STATUS OF JOIN CONNECTOR

REPLACE MOTOR

- CODE NO.
[MZZZ0MOT161]

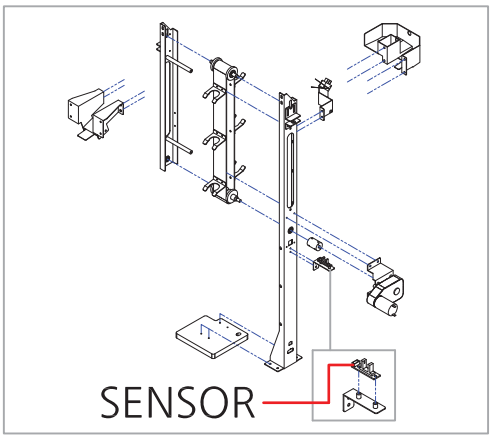
REPLACE MAIN PCB

- CODE NO.
[AAV20PCB001]

DONE

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

4-13. BALL SUPPLY SENSOR ERROR [E. 71]
- IN CASE SENSOR IS DEFECTIVE



BALL SUPPLY MOTOR ERROR [E. 71]
- IN CASE SENSOR IS DEFECTIVE

BALL SUPPLY ENCODER SENSOR TEST

YES → DONE

NO

[HOW TO TEST]

1. TEST MODE > BALL SUPPLY
2. CHECK OPERATION AND STOP OF MOTOR BY PRESSING SELECT BUTTON OR 1P/2P SHOOTING BUTTON
3. PLAY FND : CHECK DISPLAY OF SENSOR STATUS AT 2ND DIGIT DETECTED SENSOR : 1 , NON-DETECTED SENSOR : 0
4. CHECK DC VOLTAGE AT INPUT TEST

CHECK BALL SUPPLY ENCODER SENSOR

NO →
1. CONNECT THE CONNECTOR AGAIN
2. REASSEMBLY OR REPLACE

YES

[HOW TO CHECK]

1. CHECK CONNECTING STATUS OF SENSOR CONNECTOR
2. CHECK SENSOR AND OUTSIDE OF SENSOR BRACKET IF THERE IS ANY FOREIGN MATERIAL
3. CHECK WHETHER SENSOR CHECK BRACKET IS CORRECTLY POSITIONED IN THE MIDDLE OF SENSOR

CHECK MAIN PCB

NO →
1. CONNECT THE CONNECTOR AGAIN
2. REPLACE MAIN PCB

YES

[HOW TO CHECK]

1. CHECK CONNECTING STATUS OF CN7 CONNECTOR
2. CHECK DC VOLTAGE AT CONNECTOR CN7
   1P) A PIN 3 : 5V, PIN 4 : 0.1V , PIN 6 : GND
   2P) B PIN 3 : 5V, PIN 4 : 0.1V , PIN 6 : GND
3. CHECK CONNECTING STATUS OF JOIN CONNECTOR

CHECK ENCODER SENSOR

NO →
1. CONNECT THE CONNECTOR AGAIN
2. REPLACE ENCODER SENSOR

YES

[HOW TO CHECK]

1. CHECK CONNECTION OF SENSOR CONNECTOR
2. CHECK DC VOLTAGE AT SENSOR CONNECTOR
   PIN 1 : 5V , PIN 4 : GND
   PIN 3 : 4.5V (DIAGNOSED SENSOR),
   0.1V (NON-DIAGNOSED SENSOR)

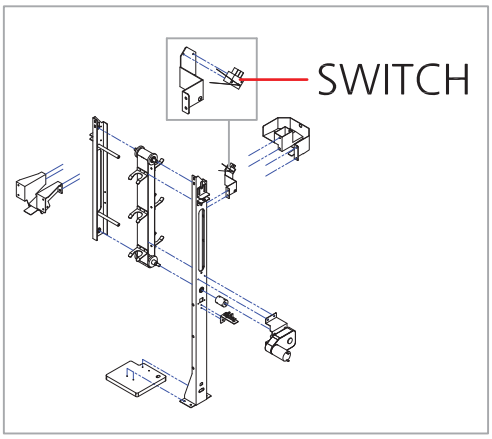
- CODE NO.
[AZZZ0PCB103]

REPLACE MAIN PCB → DONE

- CODE NO.
[AAV20PCB001]

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

4-14. BALL SUPPLY SWITCH ERROR [E. 72] - IN CASE SWITCH IS DEFECTIVE



BALL SUPPLY SWITCH ERROR [E. 72]
- IN CASE SWITCH IS DEFECTIVE

BALL SUPPLY SWITCH TEST — YES → DONE

NO

[HOW TO TEST]

1. TEST MODE > BALL SUPPLY
2. CHECK OPERATION AND STOP OF MOTOR BY PRESSING SELECT BUTTON OR 1P/2P SHOOTING BUTTON
3. PLAY FND : CHECK DISPLAY OF SWITCH RECOGNITION STATUS IN 1ST DIGIT
   NON-DETECTION FOR BALL-WAITING SWITCH : 1
   DETECTION FOR BALL WAITING SWITCH : 0
4. CHECK DC VOLTAGE FROM INPUT TEST

CHECK BALL SUPPLY SWITCH — NO → 1. CONNECT THE CONNECTOR AGAIN 2. REASSEMBLY OR REPLACE

YES

[HOW TO CHECK]

1. CHECK CONNECTION OF SWITCH CONNECTOR
2. CHECK EXTERIOR CONDITION OF SWITCH IF THERE IS ANY DAMAGE
3. CHECK SWITCH HAS BEEN DETECTING BALL CONTINUOUSLY

CHECK MAIN PCB — NO → 1. CONNECT THE CONNECTOR AGAIN 2. REPLACE MAIN PCB

YES

[HOW TO CEHCK]

1. CHECK CONNECTION OF CN7 CONNECTOR
2. CHECK DC VOLTAGE AT CN7 CONNECTOR
   1P) A PIN 7 : 5V, PIN 9 : GND
   2P) B PIN 7 : 5V, PIN 9 : GND
3. CHECK CONNECTION OF JOIN CONNECTOR

CHECK BALL SUPPLY SWITCH — NO → 1. CONNECT THE CONNECTOR AGAIN 2. REPLACE MAIN PCB

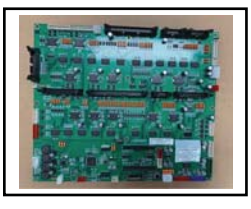
YES

[HOW TO CHECK]

1. CHECK CONNECTION OF SWITCH CONNECTOR
2. CHECK DC VOLTAGE OF SWITCH
   NO : 5V, COM : GND
   0V (SWITCH DETECTED), 5V (SWITCH NON-DETECTED)

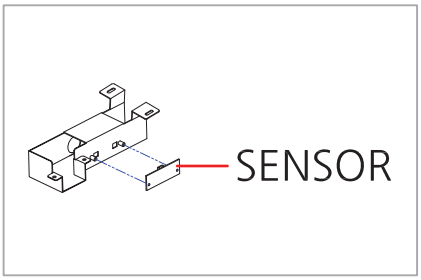
REPLACE MAIN PCB → DONE

- CODE NO.
[AAV20PCB001]



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

4-15. BALL IN SENSOR ERROR [E. 73]
- IN CASE SENSOR IS DEFECTIVE



BALL IN SENSOR ERROR [E. 73]
- IN CASE SENSOR IS DEFECTIVE

BALL IN SENSOR TEST — YES → DONE

NO →
[HOW TO TEST]
1. TEST MODE > INPUT TEST
2. TOKENS FND AT BOTTOM OF 2ND DIGIT : CHECK DISPLAY OF SENSOR STATUS
   - CHECK SENSOR RECOGNITION BY INPUTING BALL INTO THE BALL WINNING RAIL
   - NON-DETECTED SENSOR : _ ,
     DETECTED SENSOR : NO DISPLAY
3. CHECK DC VOLTAGE AT INPUT TEST

CHECK BALL IN SENSOR — NO → 1. CONNECT THE CONNECTOR AGAIN 2. REPLACE CHUTE SENSOR

YES →
[HOW TO CHECK]
1. CHECK CONNECTION OF SENSOR CONNECTOR
2. CHECK EXTERIOR CONDITION OF SENSOR IF THERE IS ANY FOREIGN MATERIAL
3. CHECK IF THERE IS ANY DAMAGE IN SENSOR

CHECK MAIN PCB — NO → 1. CONNECT THE CONNECTOR AGAIN 2. REPLACE MAIN PCB

YES →
[HOW TO CHECK]
1. CHECK CONNECTION OF CN7 CONNECTOR
2. CHECK DC VOLTAGE AT CN7 CONNECTOR
   1P) A PIN 17 : 5V, PIN 18 : 0.1V, PIN 22 : GND
   2P) B PIN 17 : 5V, PIN 18 : 0.1V, PIN 22 : GND
3. CHECK CONNECTION OF JOIN CONNECTOR

CHUTE SENSOR CHECK — NO → 1. CONNECT THE CONNECTOR AGAIN 2. REPLACE CHUTE SENSOR

YES →
[HOW TO CHECK]
1. CHECK CONNECTION OF SENSOR CONNECTOR
2. CHECK DC VOLTAGE AT SENSOR CONNECTOR
   PIN 1 : 5V, PIN 4 : GND
   PIN 2 : 4.5V (SENSOR RECOGNIZED),
   0.1V (SENSOR NON-RECOGNIZED)

- CODE NO.
[ASAW0PCB001]

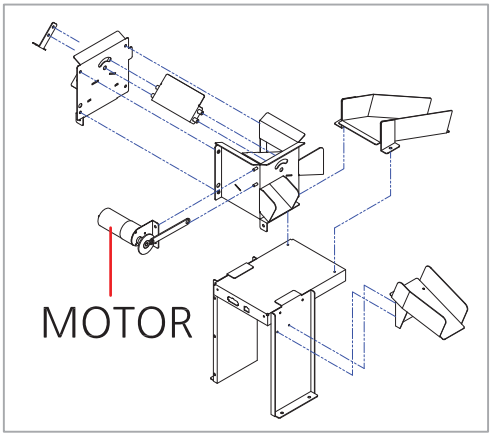
REPLACE MAIN PCB

- CODE NO.
[AAV20PCB001]

DONE

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

4-16. MEDAL OUT BRIDGE MOTOR ERROE [E. 81, E. 82]
- IN CASE MOTOR IS DEFECTIVE



MEDAL OUT BRIDGE MOTOR ERROR [E.81,82]
- IN CASE MOTOR IS DEFECTIVE

MEDAL OUT BRIDGE MOTOR TEST — YES

[HOW TO TEST]

1. TEST MODE > MEDAL OUT BRIDGE MOTOR TEST
2. CHECK OPERATION AND STOP OF MOTOR BY PRESSING SELECT BUTTON OR 1P/2P SHOOTING BUTTON
   - MOTOR STOPS WHEN FRONT AND REAR SENSOR ARE DETECTED

NO

CHECK MEDAL OUT BRIDGE MOTOR — NO → 1. CONNECT THE CONNECTOR AGAIN 2. REPLACE CHUTE SENSOR

[HOW TO CHECK]

1. CHECK CONNECTION OF MOTOR CONNECTOR
2. CHECK FIXED PART AND LOOSENING OF SCREW
3. CHECK IF THERE IS ANY TRAPPING AT BKT WHILE BRIDGE IS RUNNING

YES

CHECK MAIN PCB — NO → 1. CONNECT THE CONNECTOR AGAIN 2. REPLACE MAIN PCB

[HOW TO CHECK]

1. CHECK CONNECTION OF CN11 CONNECTOR
2. CHECK DC VOLTAGE AT CN11 CONNECTOR
   (HIGHER THAN DC 11.5V)
   CHECK AT TEST MODE > BRIDGE AFTER SWITCHING ON MOTOR
   1P) A PIN 1 : 11.5V, PIN 2 : GND
   2P) B PIN 1 : 11.5V, PIN 2 : GND
3. CHECK CONNECTION OF JOIN CONNECTOR

YES

REPLACE MOTOR

- CODE NO.
[MZZZ0MOT149]

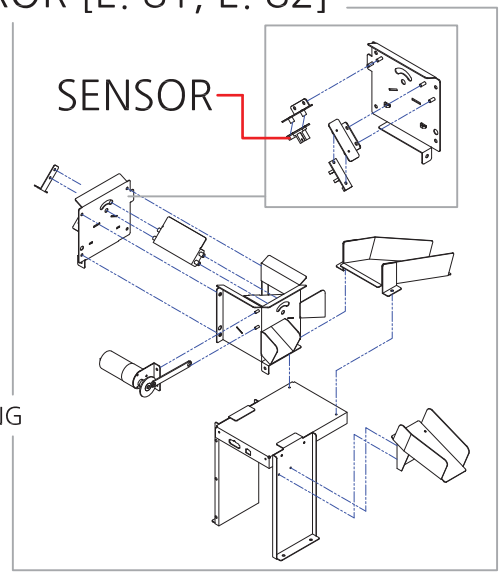
REPLACE MAIN PCB

- CODE NO.
[AAV20PCB001]

DONE

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

4-17. MEDAL OUT BRIDGE FRONT SENSOR ERROR [E. 81, E. 82] - IN CASE SENSOR IS DEFECTIVE



MEDAL OUT BRIDGE FRONT SENSOR ERROR [E. 81, E. 82]
- IN CASE SENSOR IS DEFECTIVE

MEDAL OUT BRIDGE SENSOR TEST

YES → DONE

NO

[HOW TO TEST]
1. TEST MODE > MEDAL OUT BRIDGE MOTOR TEST
2. CHECK OPERATION AND STOP OF MOTOR BY PRESSING SELECT BUTTON OR 1P/2P SHOOTING BUTTON
3. PLAYS FND : DISPLAY OF SENSOR STATUS
   SENSOR NON-DETECTED : 0
   SENSOR DETECTED : 1
4. CHECK DC VOLTAGE AT INPUT TEST

CHECK MEDAL OUT BRIDGE SENSOR

NO →
1. CONNECT THE CONNECTOR AGAIN
2. REASSEMBLY OR REPLACE

YES

[HOW TO CHECK]
1. CHECK CONNECTION OF SENSOR CONNECTOR
2. CHECK FIXED PART AND LOOSENING OF SCREW
3. CHECK IF THERE IS ANY TRAPPING AT BRACKET WHILE BRIDGE IS RUNNING

CHECK MAIN PCB

NO →
1. CONNECT THE CONNECTOR AGAIN
2. REPLACE MAIN PCB

YES

[HOW TO CHECK]
1. CHECK CONNECTION OF CN7 CONNECTOR
2. CHECK DC VOLTAGE AT CN7 A CONNECTOR
   PIN 23 : 5V, PIN 24 : 0.1V, PIN 27 : GND
3. CHECK CONNECTION OF JOIN CONNECTOR

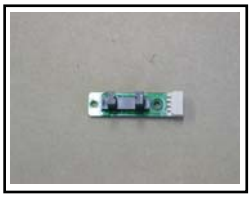
CHECK ENCODER SENSOR

NO →
1. CONNECT THE CONNECTOR AGAIN
2. REPLACE ENCODER SENSOR

YES

[HOW TO CHECK]
1. CHECK CONNECTION OF SENSOR CONNECTOR
2. CHECK DC VOLTAGE AT SENSOR CONNECTOR
   PIN 1 : 5V, PIN 4 : GND
   PIN 3 : 4.5V (SENSOR DETECTED),
   0.1V (SENSOR NON-DETECTED)

- CODE NO.
[AZZZ0PCB103]



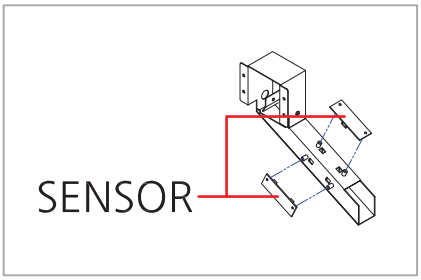
REPLACE MAIN PCB

- CODE NO.
[AAV20PCB001]

DONE

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

4-18. IN CASE MEDAL IN SENSOR IS DEFECTIVE



IN CASE MEDAL IN SENSOR IS DEFECTIVE

MEDAL IN SENOR TEST — YES → DONE

NO

[HOW TO TEST]
1. TEST MODE > INPUT TEST
2. TICKET FND 2ND, 3RD PLACE : CHECK DISPLAY OF SENSOR STATUS
   - CHECK DETECTION OF SENSOR BY GOAL IN OF MEADL INTO THE WINNING HOLE
   - SENSOR NON-DETECTED : _ , SENSOR DETECTED : 0
3. CHECK DC VOLTAGE AT INPUT TEST

CHECK MEDAL IN SENSOR — NO →
1. CONNECT THE CONNECTOR AGAIN
2. REMOVE FOREIGN MATERIAL OR MEDAL
3. REPLACE CHUTE SENSOR

YES

[HOW TO CHECK]
1. CHECK CONNECTION OF SENSOR CONNECTOR
2. CHECK EXTERIOR CONDITION OF SENSOR IF THERE IS ANY FOREIGN MATERIAL OR MEDAL
3. CHECK IF THERE IS ANY DAMAGE IN SENSOR

CHECK MAIN PCB — NO →
1. CONNECT THE CONNECTOR AGAIN
2. REPLACE MAIN PCB

YES

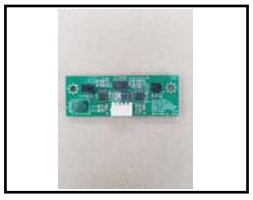
[HOW TO CHECK]
1. CHECK CONNECTION OF CN12, 13 CONNECTOR
2. CHECK DC VOLTAGE AT CN12, 13 CONNECTOR
   1P) CN12 PIN 8 : 5V, PIN 12 : GND
   2P) CN13 PIN 8 : 5V, PIN 22 : GND
3. CHECK CONNECTION OF JOIN CONNECTOR

CHECK CHUTE SENSOR — NO →
1. CONNECT THE CONNECTOR AGAIN
2. REPLACE CHUTE SENSOR

YES

[HOW TO CHECK]
1. CHECK CONNECTION OF SENSOR CONNECTOR
2. CHECK DC VOLTAGE OF SENSOR CONNECTOR
   PIN 1 : 5V, PIN 4 : GND
   PIN 2 : 4.5V (SENSOR DETECTED), 0.1V (NON-DETECTED)

- CODE NO.
[ASAW0PCB001]



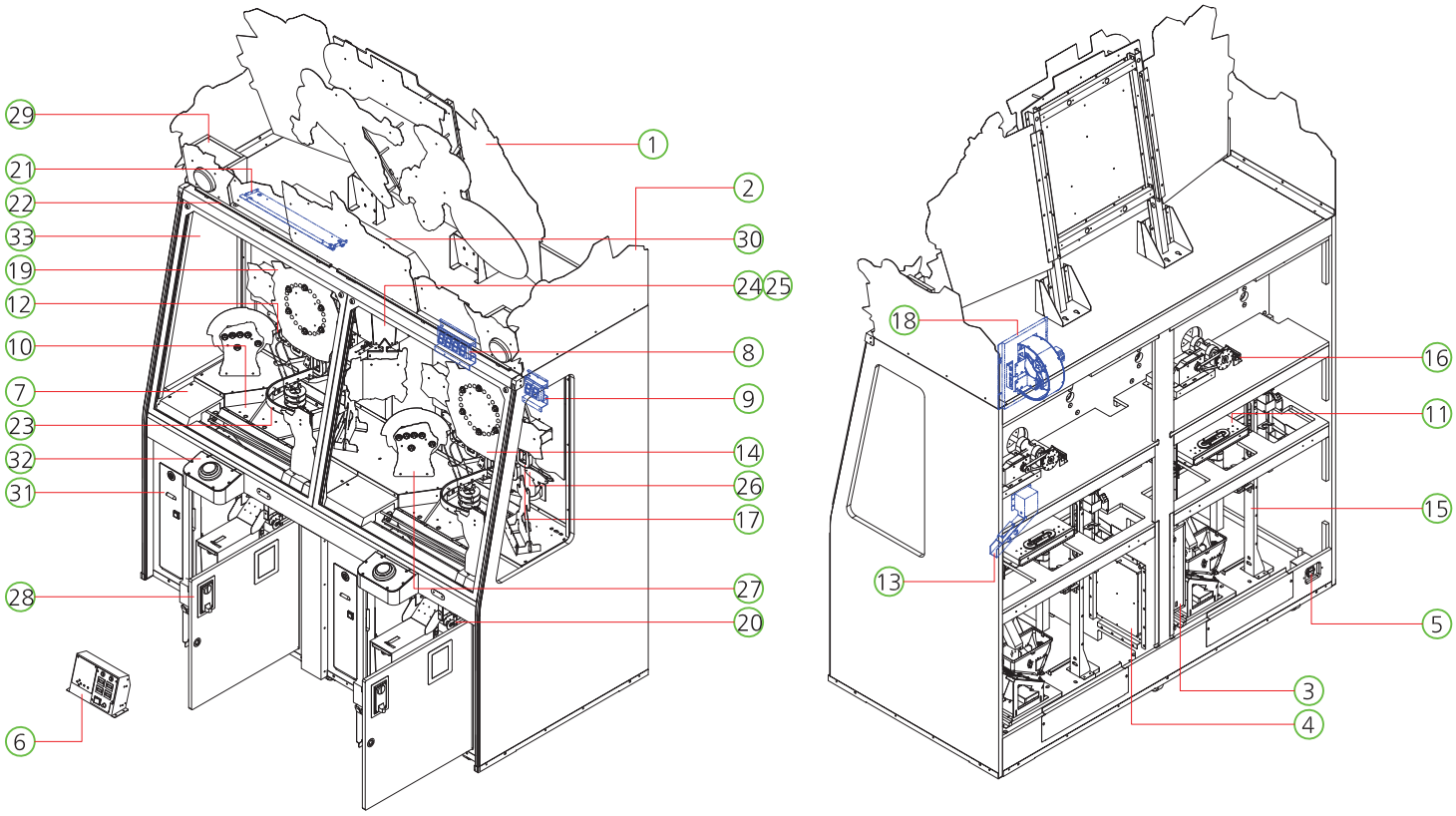
REPLACE MAIN PCB

- CODE NO.
[AAV20PCB001]

DONE

5. EXPLODED VIEW

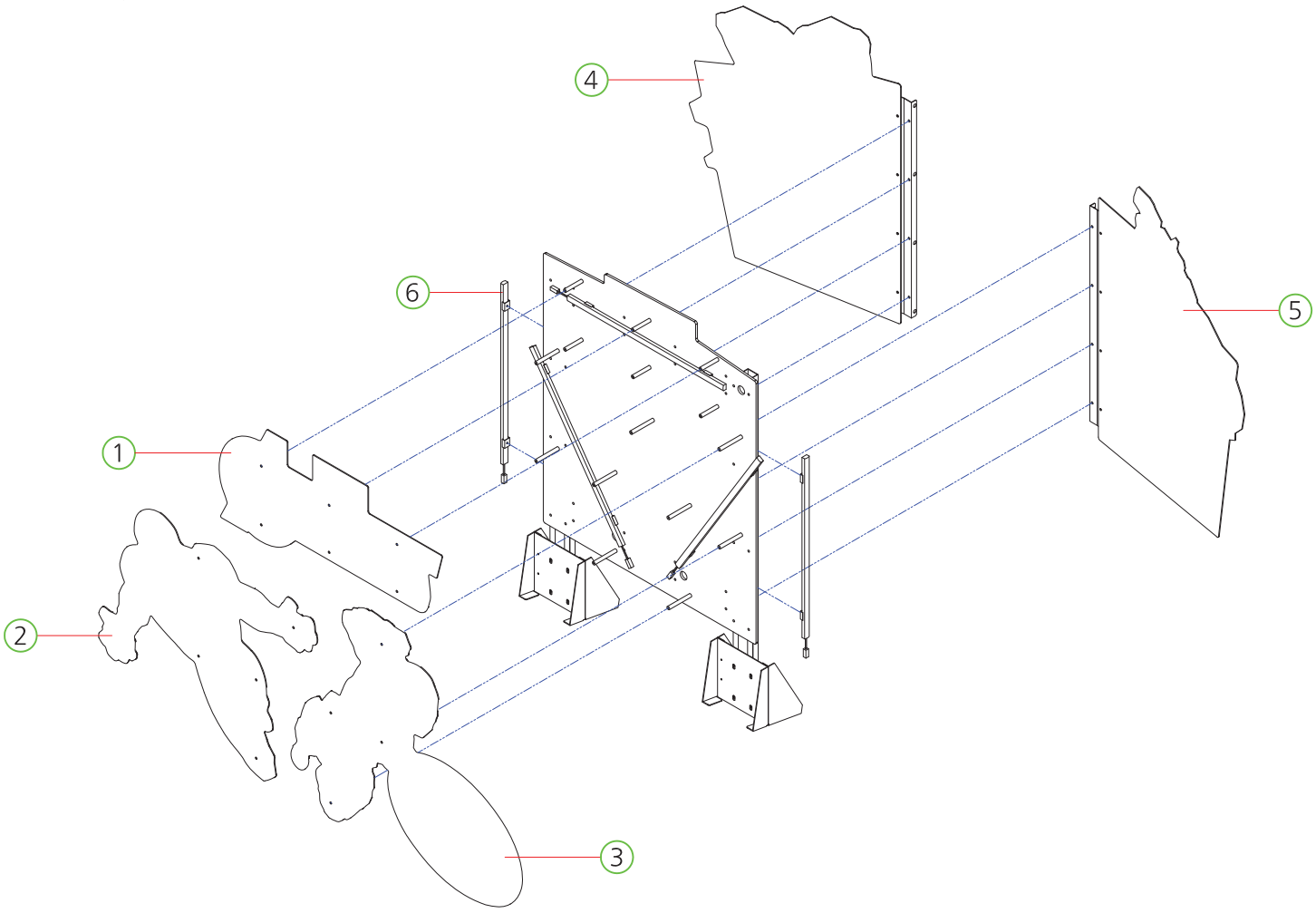
5-1. MAIN CABINET PART



NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	BILLBOARD PART	-	1	-
2	BILLBOARD CABINET SIDE DECO ACRYL-L, R	-	2	-
3	SMPS PART	-	1	-
4	MAIN BOARD PART	-	1	-
5	AC INPUT PART	-	1	-
6	CONTROL PANEL PART	-	1	-
7	BIG BALL OUTLET SENSOR PART	-	2	-
8	TICKET FND PCB PART	-	2	-
9	CREDIT FND PCB PART	-	2	-
10	PUSHER PANEL BASE PART	-	2	-
11	MOVING PUSHER PART	-	2	-
12	BIG BALL INLET GUIDE RAIL PART	-	2	-
13	WHEEL COIN INLET RAIL PART	-	2	-
14	TARGET WHEEL LIGHTING PCB PART	-	2	-
15	BIG BALL ELEVATOR PART	-	2	-
16	TARGET WHEEL MOTOR PART	-	2	-
17	TARGET WHEEL PART	-	2	-
18	SLOT WHEEL PART	-	2	-
19	TARGET WHEEL DECO COVER PART	-	2	-
20	MEDAL DIVIDE OUTLET GUIDE PART	-	2	-
21	TOP LED LAMP PART	-	2	-
22	GLASS DOOR TIP SUPT-A PART	-	2	-
23	COIN SHOOTER RAIL PART	-	2	-

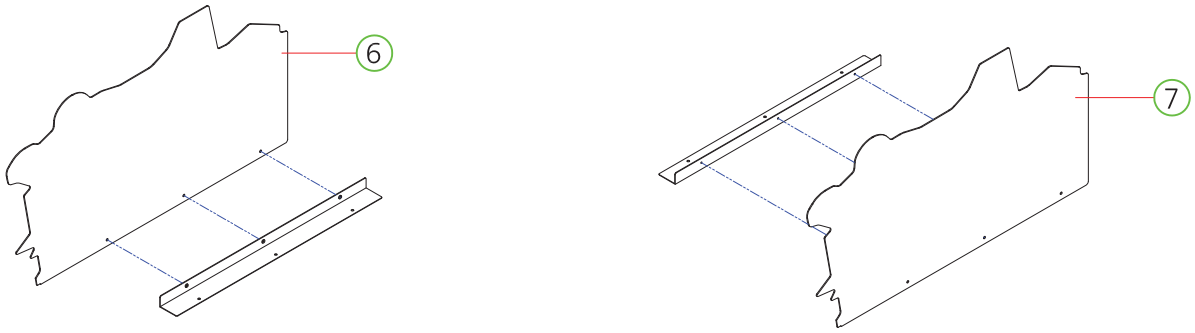
24	BIG WHEEL LIGHTING PCB PART	-	1	-
25	BIG WHEEL PART	-	1	-
26	BOUNS WIN OUTLET COVER ACRYL PART	-	2	-
27	GAUNTLET DECO PART	-	2	-
28	FRONT DOOR PART	-	2	-
29	SPEAKER BOX-L, R PART	-	2	-
30	BILLBOARD MAIN BOX PART	-	2	-
31	TICKET DISPENSER PART	-	2	-
32	BUTTON PANEL PART	-	2	-
33	FRONT DOOR GLASS PART	-	2	-

5-2. BILLBOARD PART



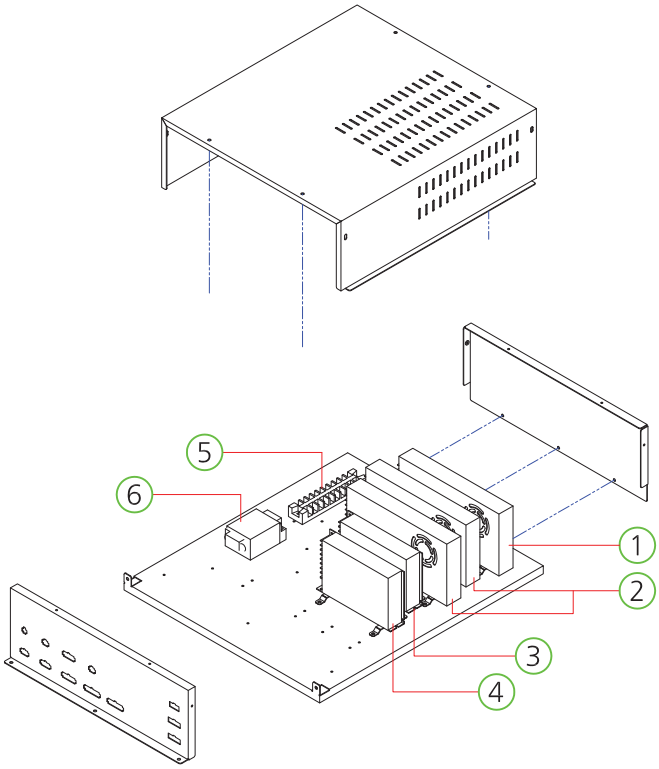
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	BILLBOARD DECO MAIN COVER-A	PET-2t	1	MAV20ACR030
2	BILLBOARD DECO MAIN COVER-B	PET-2t	1	MAV20ACR031
3	BILLBOARD DECO MAIN COVER-C	PET-2t	1	MAV20ACR032
4	BILLBOARD DECO MAIN SIDE-L	PET-2t	1	MAV20ACR029
5	BILLBOARD DECO MAIN SIDE-R	PET-2t	1	MAV20ACR028
6	LED BAR PCB ASS'Y	460mm	5	AZZZ0PCB124

5-3. BILLBOARD CABINET SIDE DECO ACRYL-L, R PART



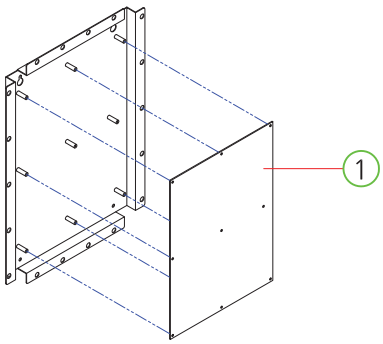
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	BILLBOARD CABINET SIDE DECO ACRYL-L	PET-2t	1	MAV20ACR033
2	BILLBOARD CABINET SIDE DECO ACRYL-R	PET-2t	1	MAV20ACR034

5-4. SMPS PART

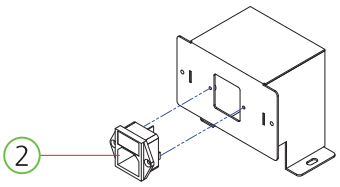


NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	POWER SMPS	LRS 150F-5	1	MELE0SMP096
2	POWER SMPS	RSP-320-12	2	MELE0SMP109
3	POWER SMPS	SP-320-24	1	MELE0SMP089
4	POWER SMPS	LRS 150_24	1	MELE0SMP092
5	TERMINAL BLOCK	250V 10P UL_CE	1	MELE0TEB003
6	NOISE FILTER	RNS-2010	1	MELE0NOI009

5-5. MAIN BOARD PART

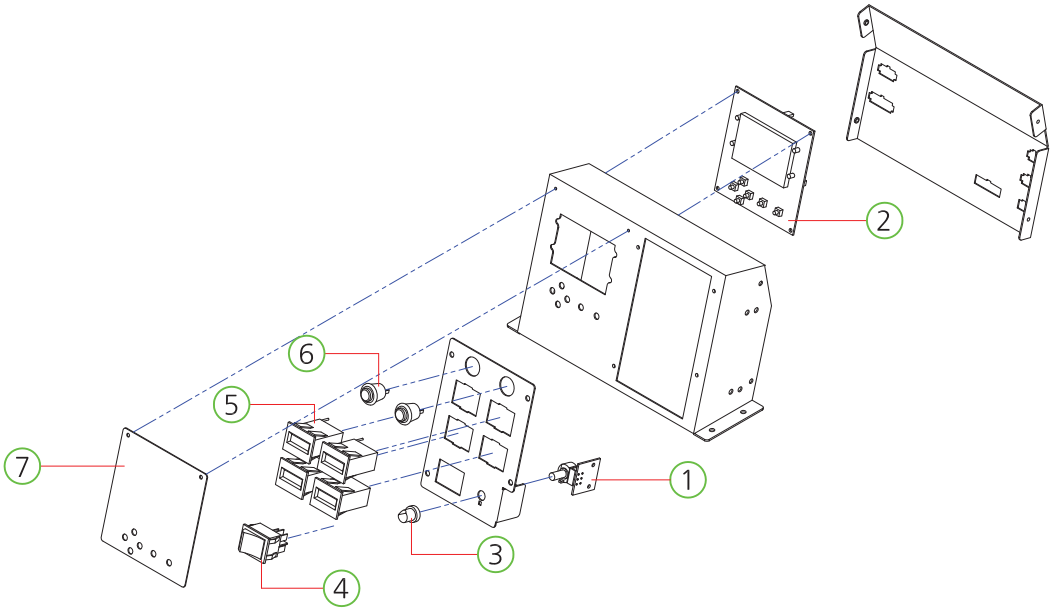


5-6. AC INPUT PART



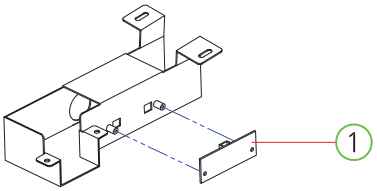
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	MAIN BOARD PCB ASS'Y	-	1	AAV20PCB001
2	AC INPUT	DAC-13H	1	MELE0SWI015

5-7. CONTROL PANEL PART

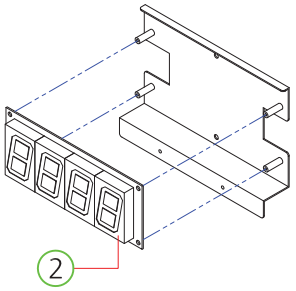


NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	VOLUME PCB ASS'Y	-	1	AHM20PCB016
2	SETUP LCD PCB ASS'Y	-	1	AZZZ0PCB113
3	VOLUME KNOB	-	1	MELE0VOL007
4	ROCKER SWITCH	R595KDF	1	MELE0SWI021
5	COUNTER	AMMC-712(OA127CL)	4	MZZZ0COU002
6	PUSH BUTTON SWITCH	DS-412R	2	MELE0PUS006
7	CONTROL PANEL COVER ACRYL	-	1	ASPG0ACP022

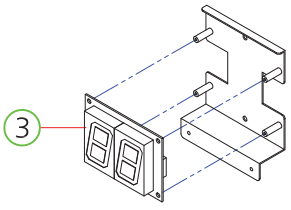
5-8. BIG BALL OUTLET SENSOR PART



5-9. TICKET FND PCB PART

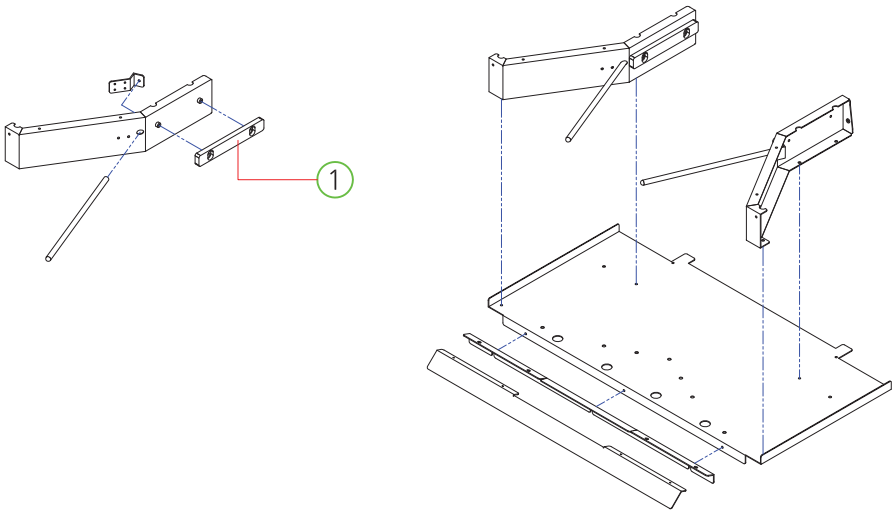


5-10. CREDIT FND PCB PART



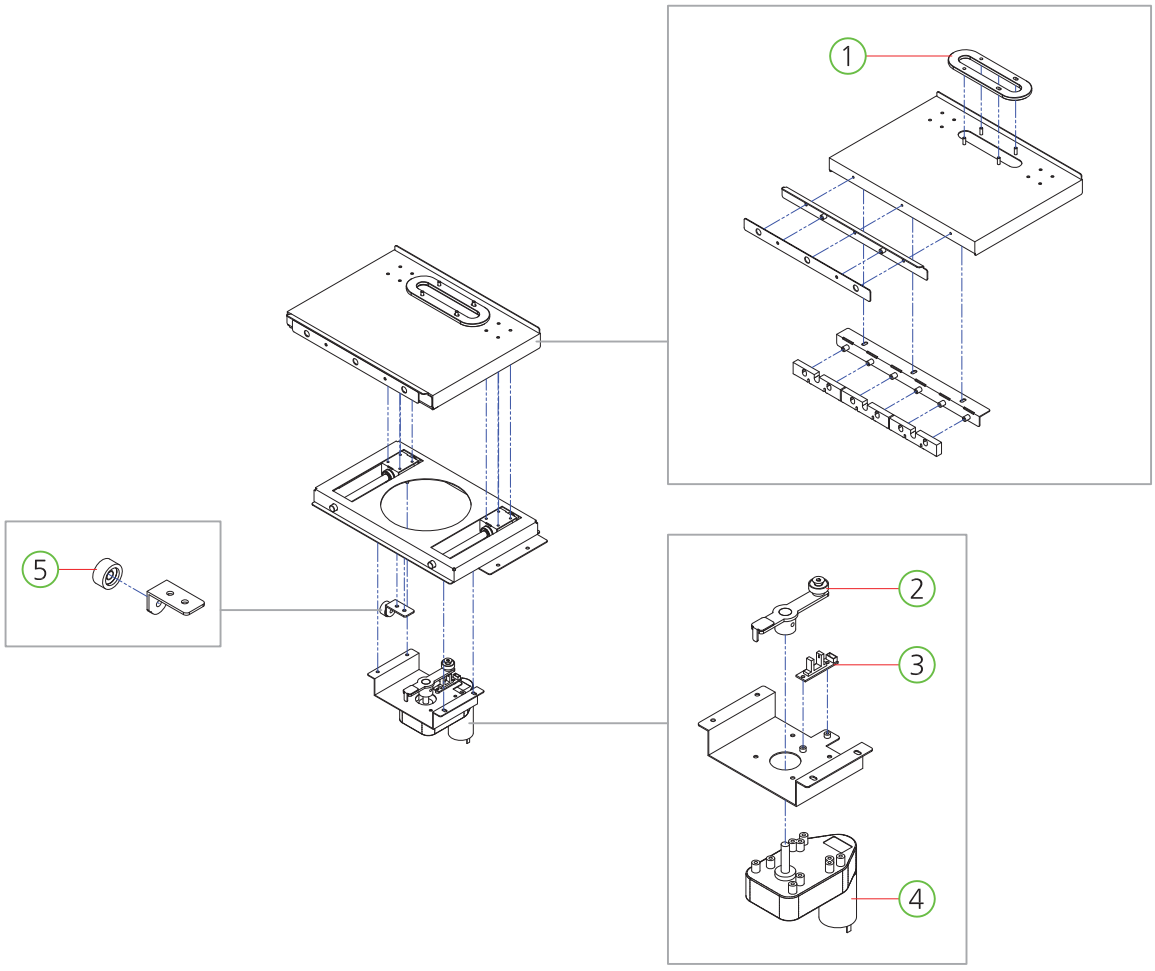
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	CHUTE SENSOR PCB ASS'Y	-	1	ASAW0PCB001
2	FND PCB ASS'Y	3856-4(STRAIGHT)	1	AFND0PCB007
3	FND PCB ASS'Y	3856-2(STRAIGHT)	1	AFND0PCB006

5-11. PUSHER PANEL BASE PART



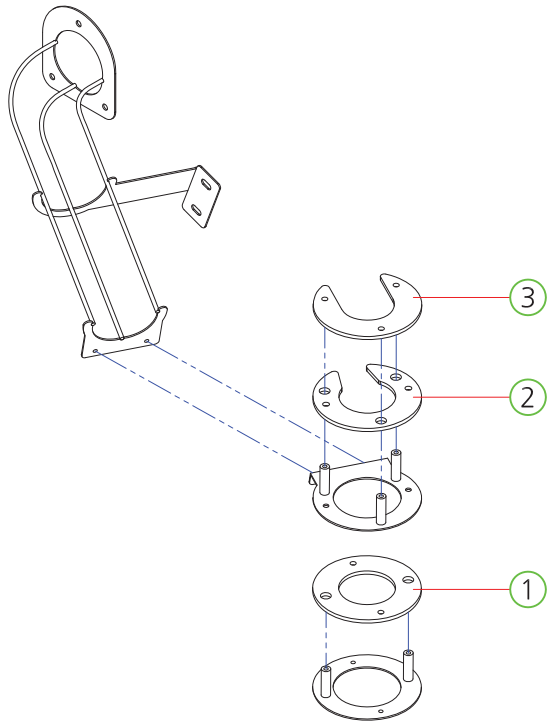
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	SIDE PAYOUT GUIDE MOLD	-	2	MDCC0PLA010

5-12. MOVING PUSHER PART



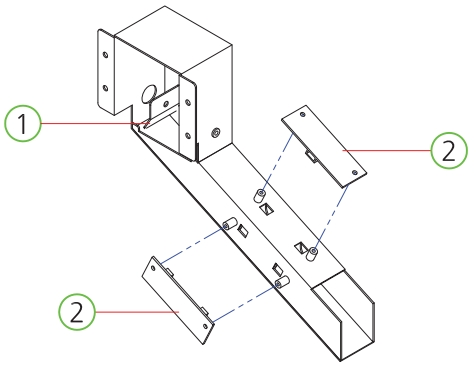
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	MOVING PUSHER ROTATE GUIDE	ACRYL-5t	1	MAV20ACR010
2	BEARING	626ZZ	1	MZZZ0BEA087
3	PHOTO-INT1(ANGLE) PCB ASS'Y	ANGLE TYPE	1	AZZZ0PCB103
4	MOTOR	KGV2-0350-KB3640S1	1	MZZZ0MOT152
5	PUSHER BEARING	696ZZ + Φ20xW8(ACETAL)	1	MSBP0PRO002

5-13. BIG BALL INLET GUIDE RAIL PART

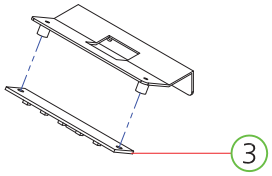


NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	BIG BALL INLET GUIDE RAIL ACRYL-C	PC-3t	1	MAV20ACR043
2	BIG BALL INLET GUIDE RAIL ACRYL-B	PC-3t	1	MAV20ACR042
3	BIG BALL INLET GUIDE RAIL ACRYL-A	PC-3t	1	MAV20ACR041

5-14. WHEEL COIN INLET RAIL PART

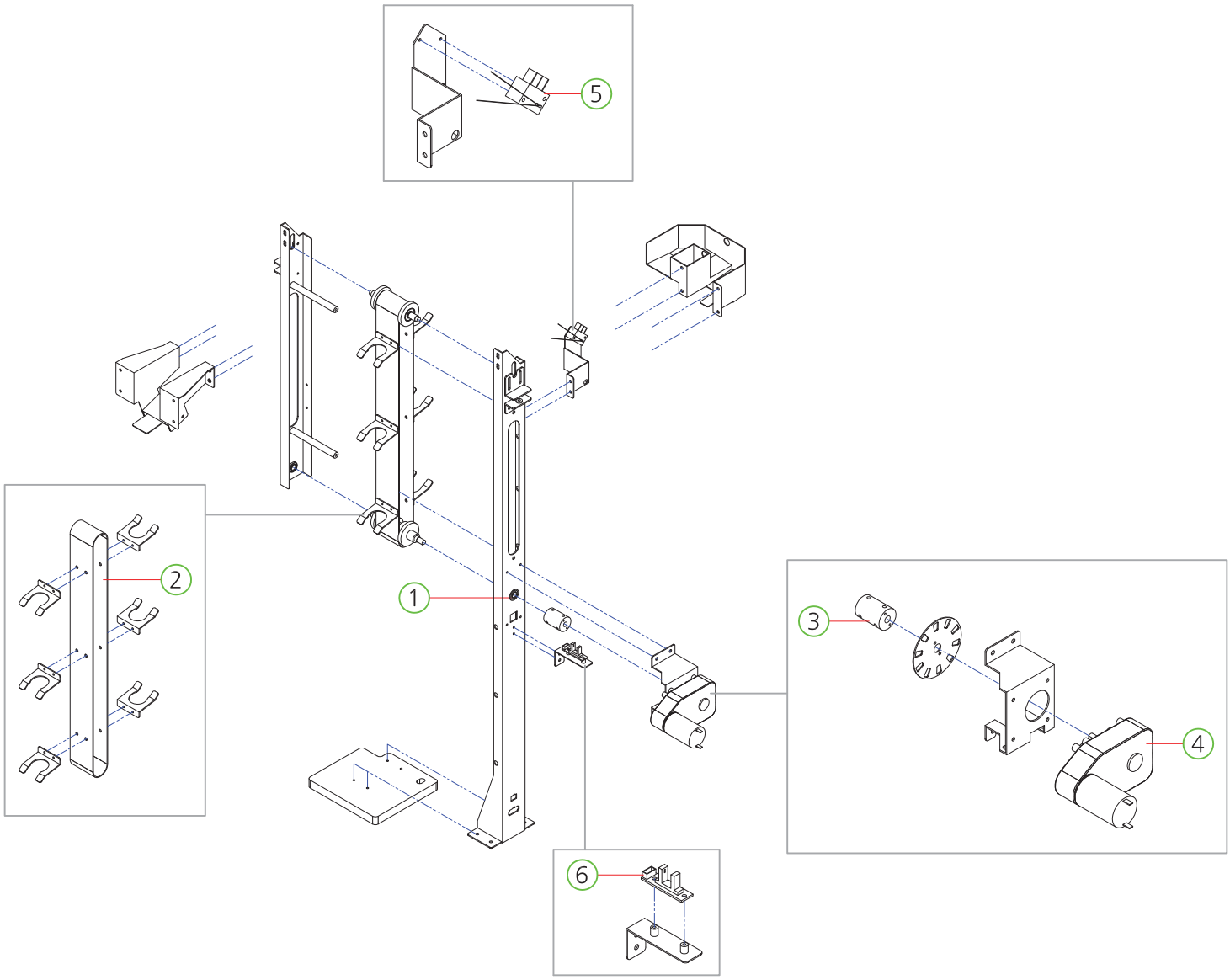


5-15. TARGET WHEEL LIGHTING PCB PART



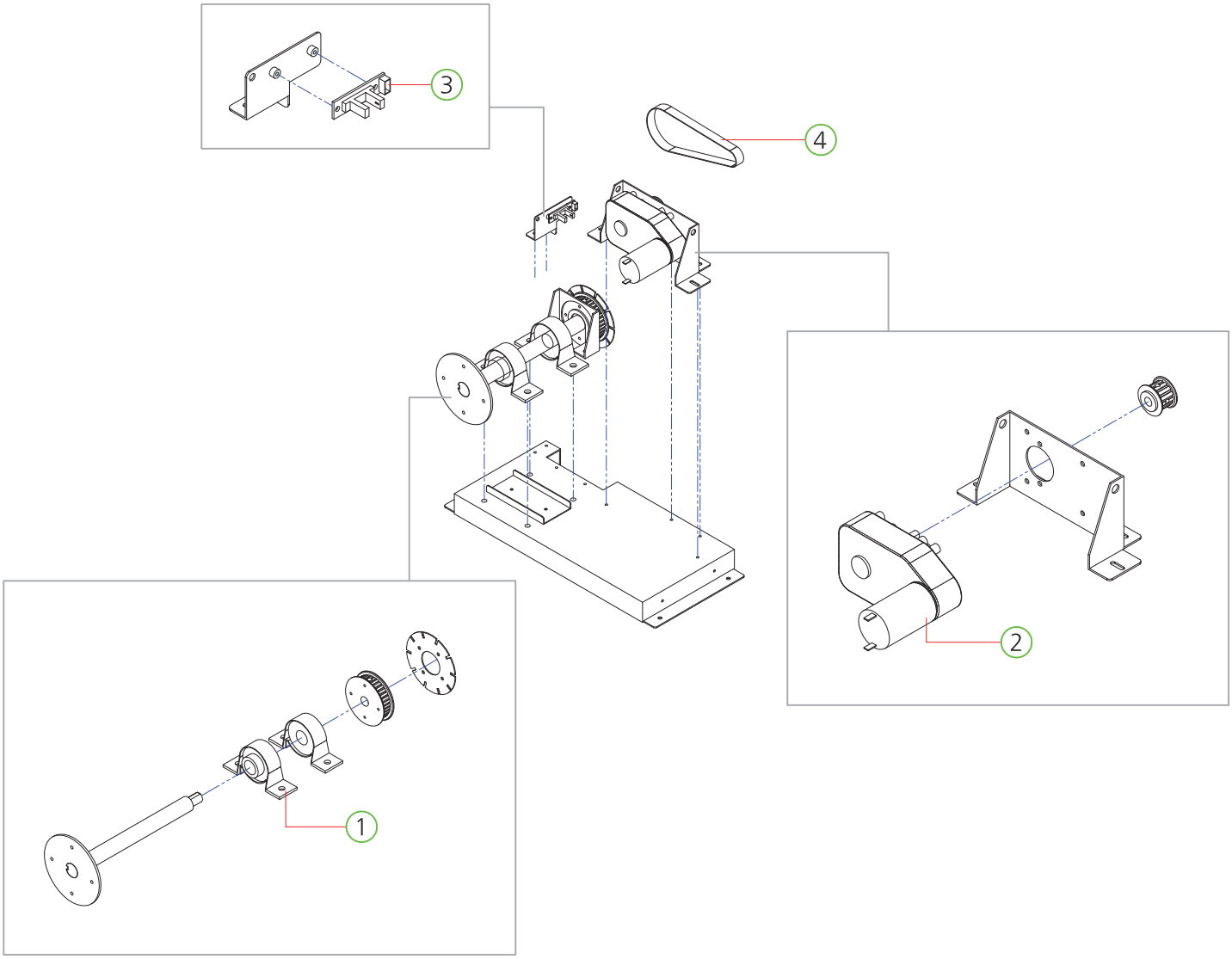
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	WHEEL COIN INLET RAIL ACRYL	PC-1t	1	MAV20ACR007
2	CHUTE SENSOR PCB ASS'Y	IR SENSOR	1	ASAW0PCB001
3	LED PCB ASS'Y	ANGLE TYPE	1	AMUM0PCB005

5-16. BIG BALL ELEVATOR PART



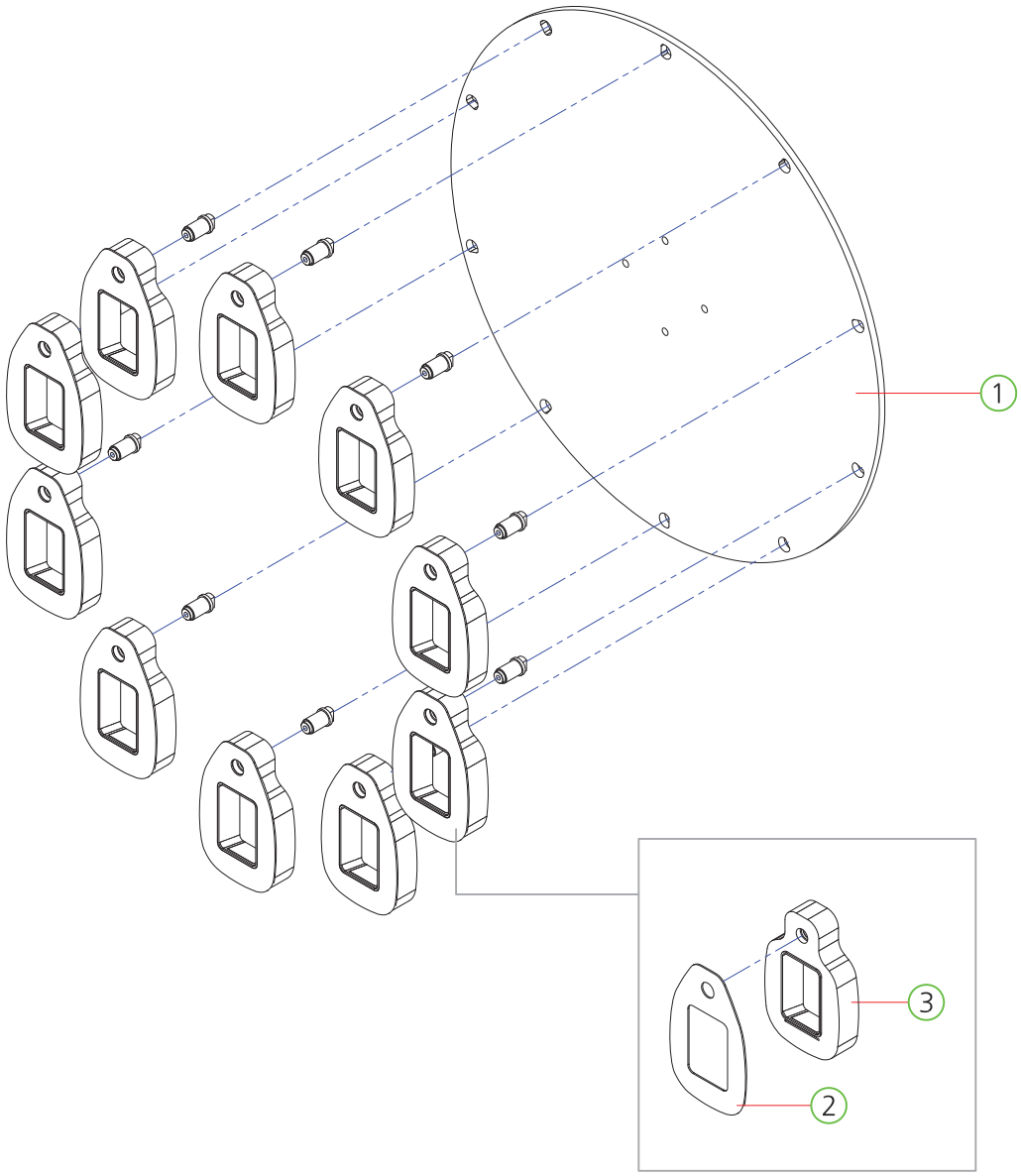
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	BEARING	F689ZZ	1	MZZZ0BEA068
2	BIG BALL EV BELT	PVC1.4Tx50Wx954.2L	1	MZZZ0BEL047
3	COUPLING	CR050	1	AZZZ0COP002
4	MOTOR	KGV2-0200-3657U1 (25 RPM)	1	MZZZ0MOT161
5	MICRO SWITCH	CNR-05H-03 ZIPPY	1	MELE0MIC002
6	PHOTO-INT1(ANGLE) PCB ASS'Y	ANGLE TYPE	1	AZZZ0PCB103

5-17. TARGET WHEEL MOTOR PART



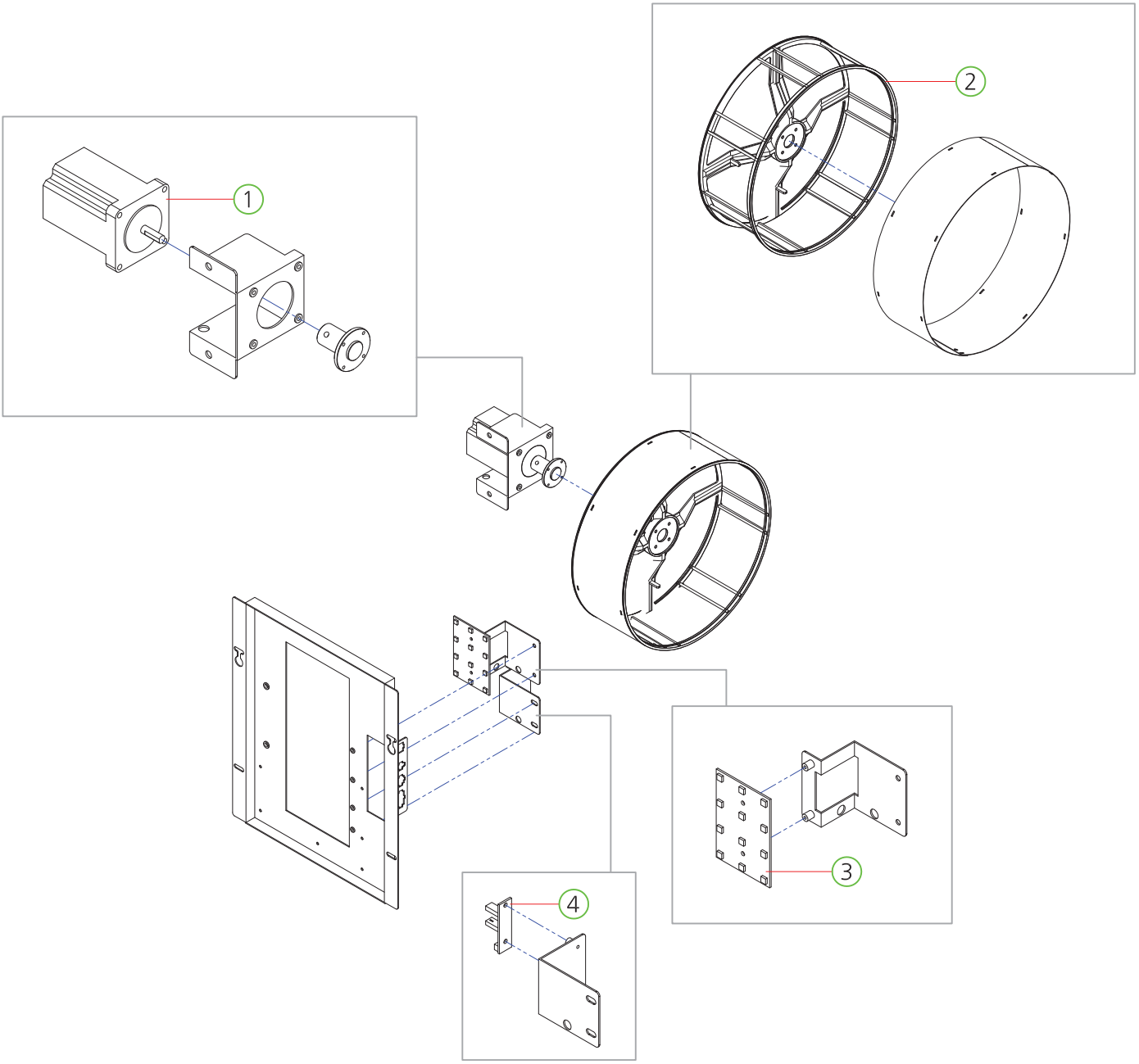
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	BEARING	SAPP204	2	MZZZ0BEA089
2	MOTOR	KGV2-0500-3657U1_ F-TYPE_10RPM	1	MZZZ0MOT160
3	PHOTO-INT1(ANGLE) PCB ASS'Y	ANGLE TYPE	1	AZZZ0PCB103
4	TARGET WHEEL MOTOR TIMMING BELT	148XL	1	MSAW0ZZZ004

5-18. TARGET WHEEL PART



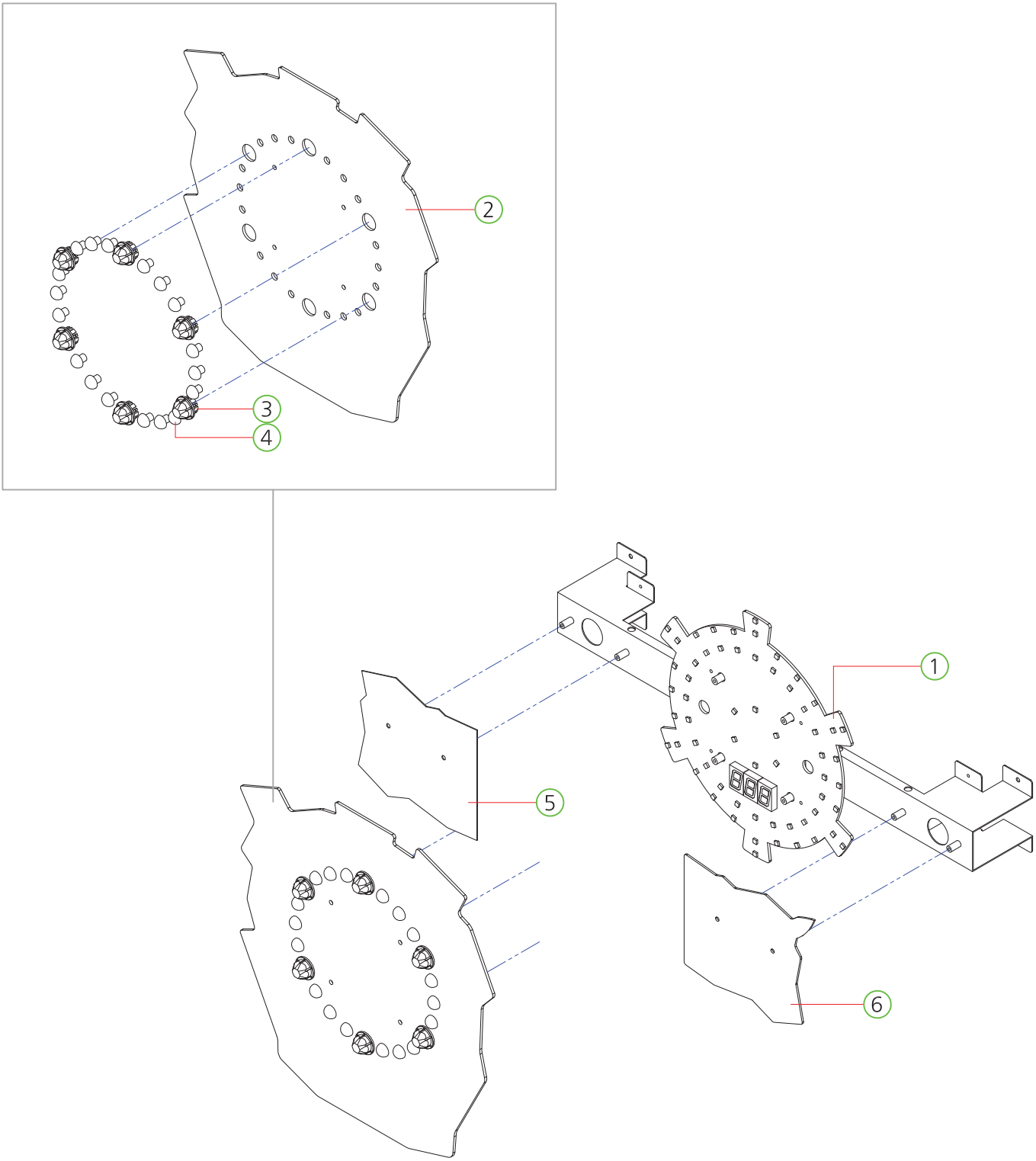
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	TARGET WHEEL BASE ACRYL	ACRYL-5t	1	MAV20ACR008
2	TARGET COVER ACRYL	PC-1t	10	MAV20ACR009
3	TARGET MOLD	ABS-2t	10	MAV20PLA001

5-19. SLOT WHEEL PART



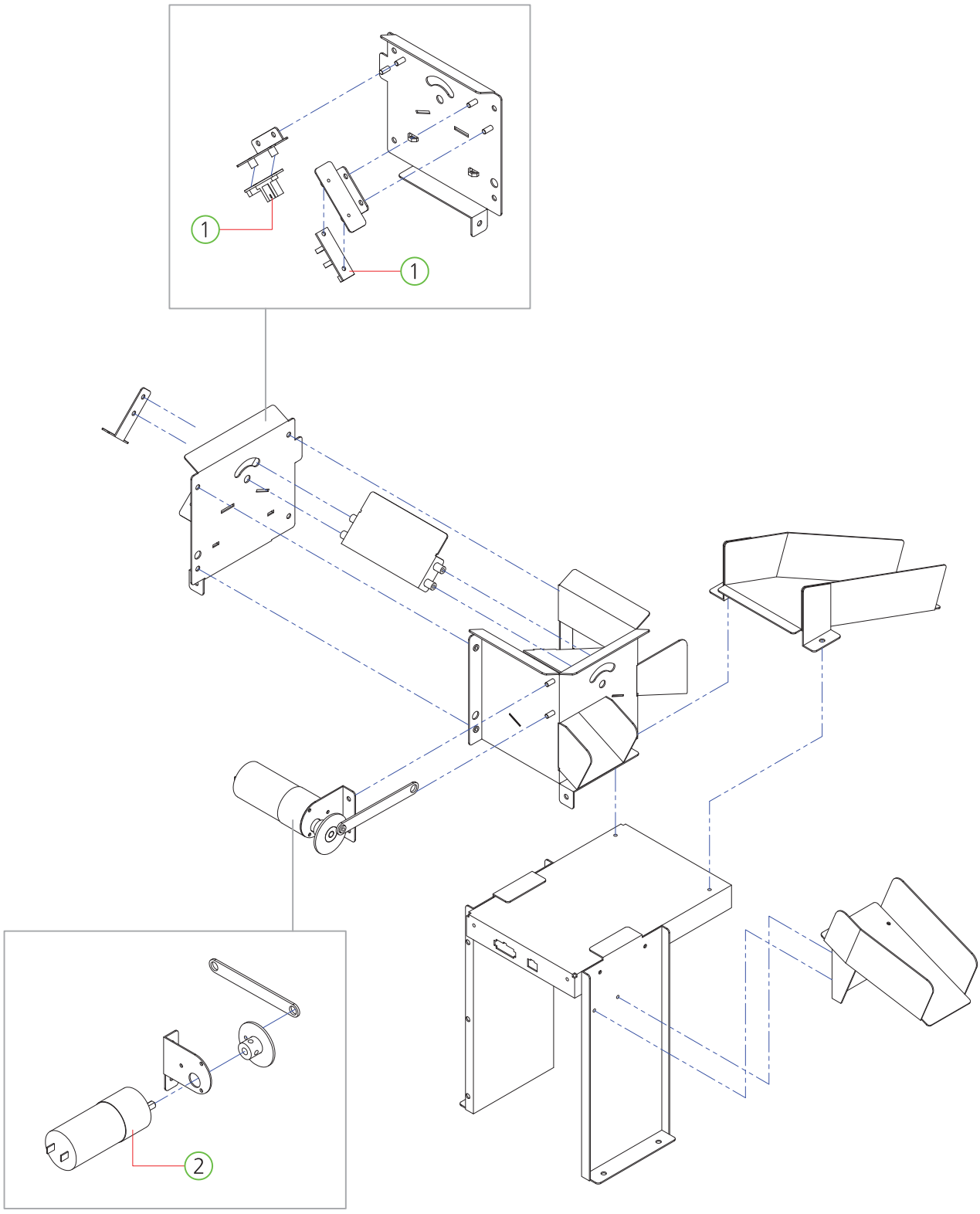
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	STEPPING MOTOR	4S56Q-08576S	1	MZZZ0MOT167
2	SLOT WHEEL MOLD	-	1	MAV20PLA002
3	NEW BONUS SPIN LED PCB ASS'Y	-	1	AAV20PCB003
4	PHOTO INT-1 PCB ASS'Y	-	1	ACIR0PCB011

5-20. TARGET WHEEL DECO COVER PART



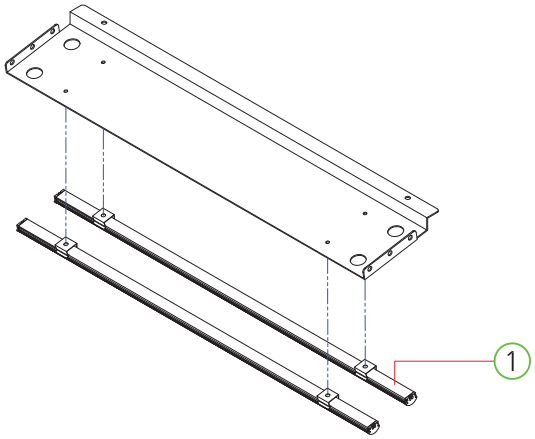
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	TARGET WHEEL LED PCB ASS'Y	-	1	AAV20PCB004
2	TARGET WHEEL DECO COVER-A	ACRYL-3t	1	MAV20ACR004
3	LED CAP	Φ20 LED CAP	6	MZZZ0PLA037
4	LED CAP	Φ15 LED CAP	18	MWOL0PLA002
5	TARGET WHEEL DECO COVER-B	PET-1t	1	MAV20ACR005
6	TARGET WHEEL DECO COVER-C	PET-1t	1	MAV20ACR006

5-21. MEDAL DIVIDE OUTLET GUIDE PART



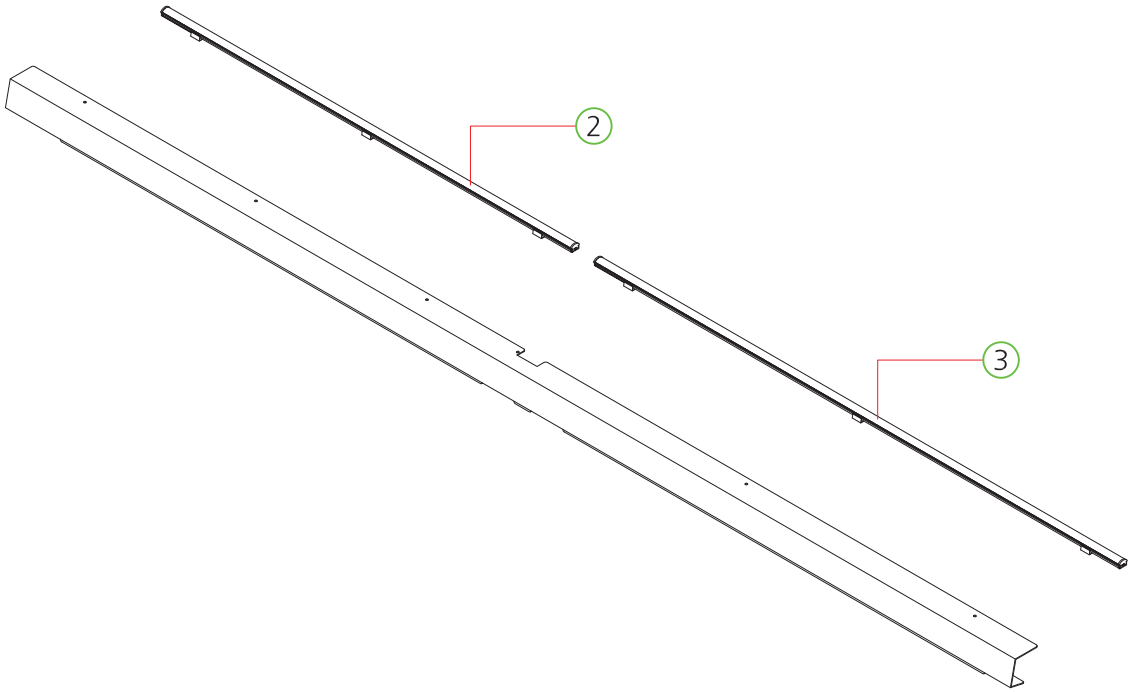
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	PHOTO-INT1(ANGLE) PCB ASS'Y	ANGLE TYPE	2	AZZZ0PCB103
2	MOTOR	KGC-0500-KB3640S1	1	MZZZ0MOT149

5-22. TOP LED LAMP PART



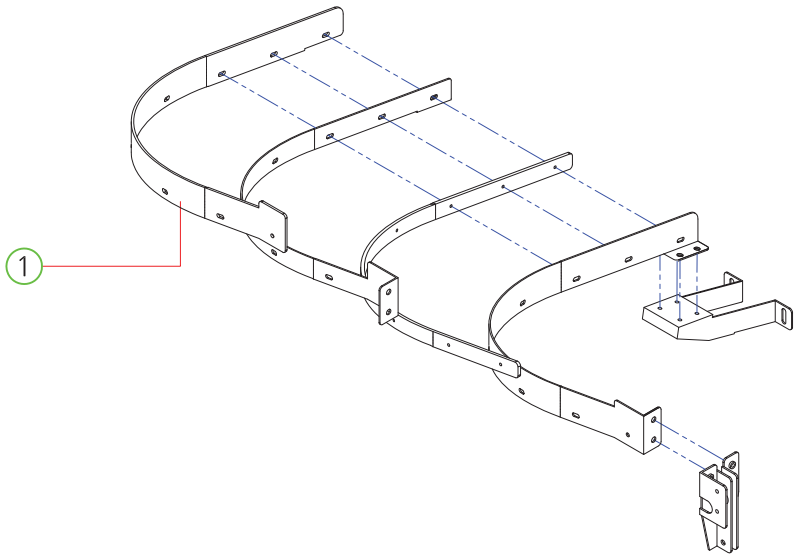
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	LED BAR PCB ASS'Y	460mm	2	AZZZ0PCB124

5-23. GLASS DOOR TIP SUPT-A PART



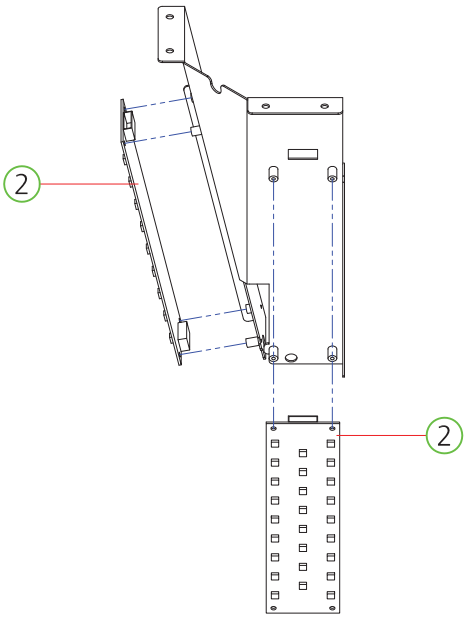
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	LED BAR 710 ASS'Y	710 mm	1	AZZZ0PCB165
2	LED BAR 900 ASS'Y	900 mm	1	AZZZ0LED002

5-24. COIN SHOOTER RAIL PART



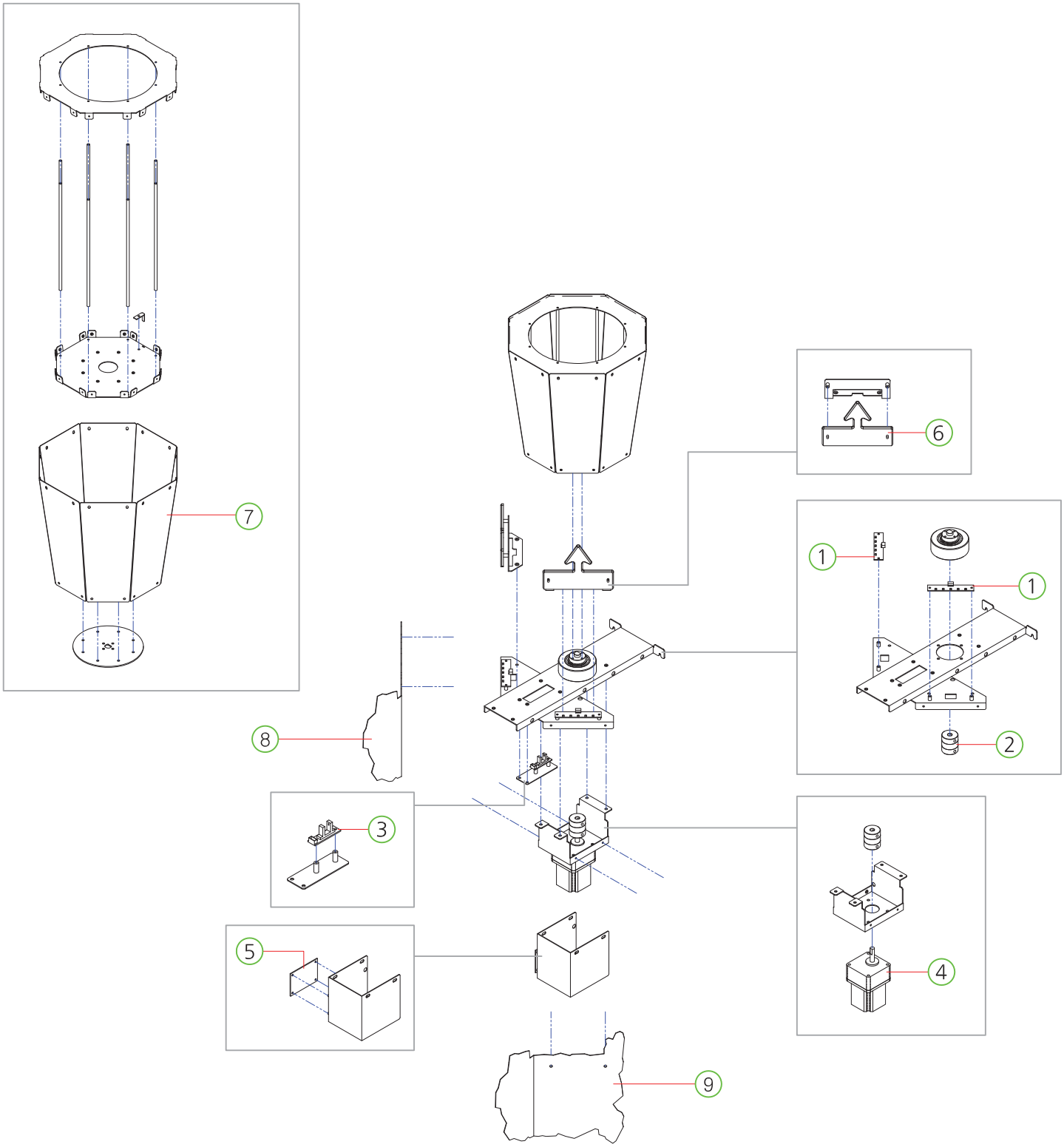
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	COIN SHOOTER RAIL OUTER COVER	PET-1t	1	MAV20ACR051

5-25. BIG WHEEL LIGHTING PCB PART



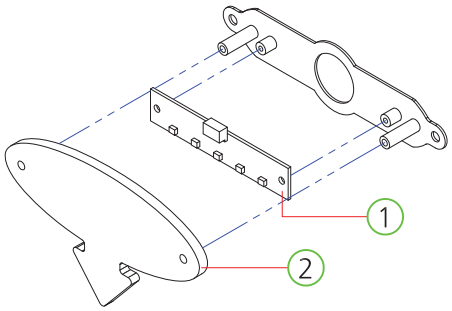
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	SPOT LED PCB ASS'Y	-	2	ABAP0PCB008

5-26. BIG WHEEL PART



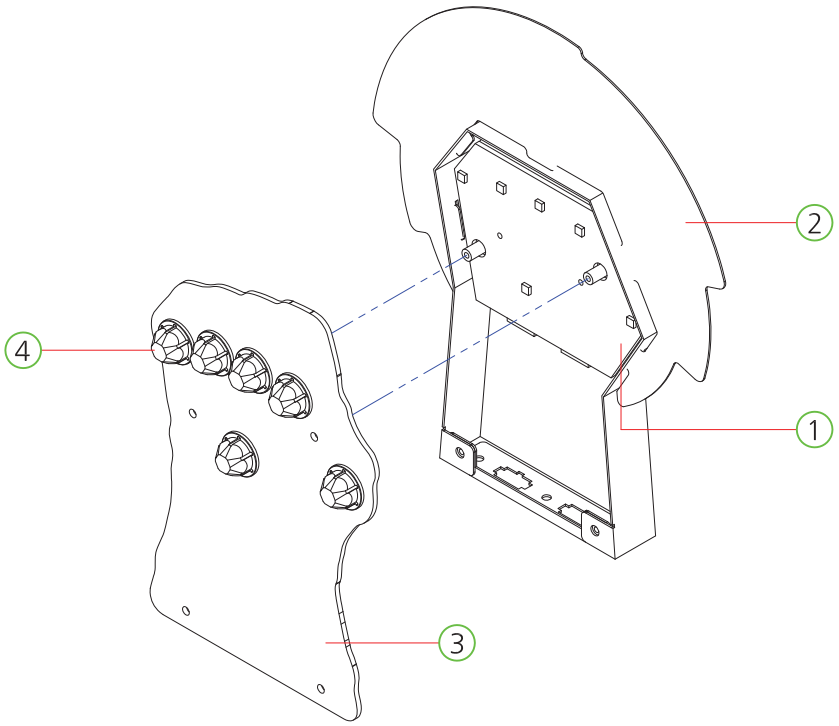
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	LED PCB ASS'Y	-	2	AMUM0PCB005
2	COUPLING	JOC30	1	MZZZ0COP002
3	PHOTO-INT1(ANGLE) PCB ASS'Y	ANGLE TYPE	1	AZZZ0PCB103
4	STEPPING MOTOR	4S56Q-P02554SG	1	MZZZ0MOT166
	GEAR HEAD	K6G3C	1	MWIC0PAR028
5	STEPPING MOTOR DRIVER PCB ASS'Y	TB6560AHQ_40V_3.5A	1	ASBS0PCB001
6	BIG WHEEL WIN LED ACRYL	ACRYL-5t	2	MAV20ACR047
7	BIG WHEEL OUTER DECO COVER	PET-1t	8	MAV20ACR044
8	BIG WHEEL SIDE DECO COVER 1P	PET-1t	1	MAV20ACR045
9	BIG WHEEL SIDE DECO COVER 2P	PET-1t	1	MAV20ACR046

5-27. BONUS WIN OUTLET COVER ACRYL PART



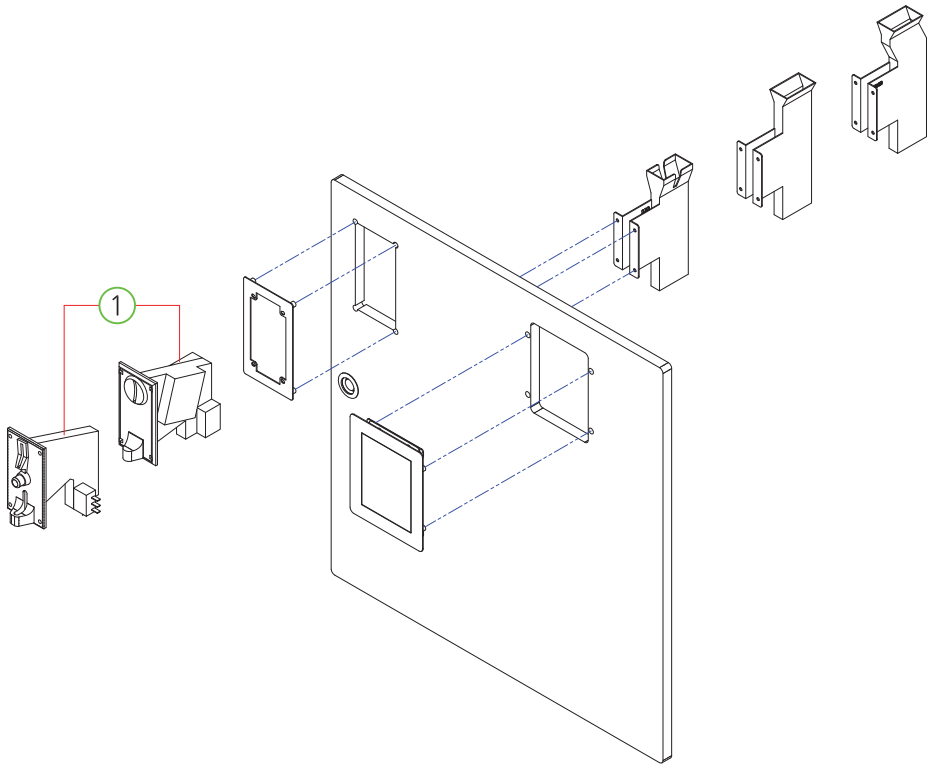
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	LED PCB ASS'Y	-	1	AMUM0PCB005
2	BONUS WIN OUTLET LED ACRYL	ACRYL-5t	1	MAV20ACR036

5-28. GAUNTLET DECO PART



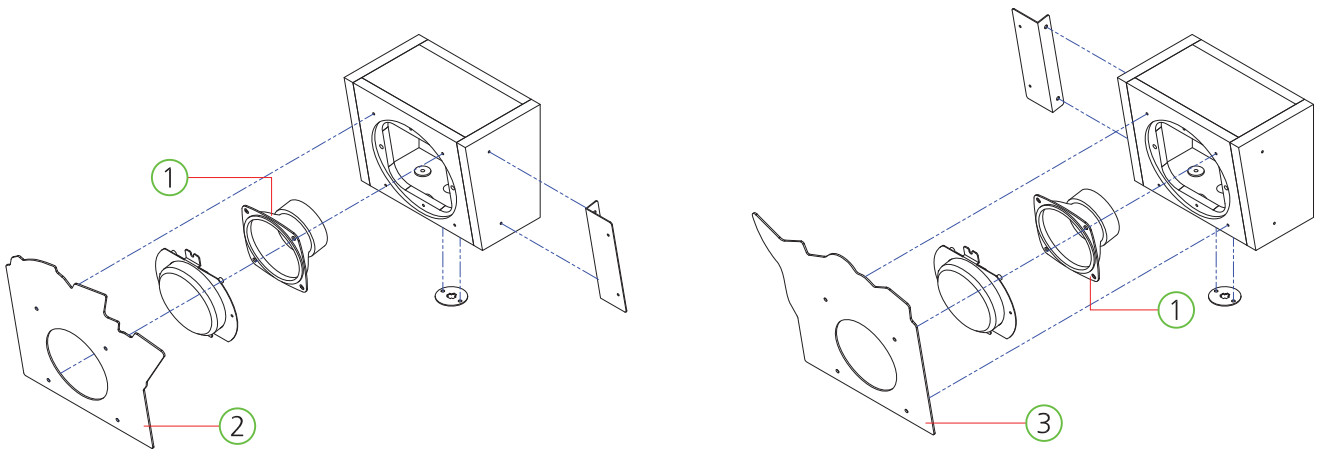
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	GAUNTLET LED PCB ASS'Y	-	1	AAV20PCB002
2	GAUNTLET REAR COVER ACRYL	PET-1t	1	MAV20ACR049
3	GAUNTLET FRONT COVER ACRYL	PET-2t	1	MAV20ACR048
4	LED CAP	Φ20	6	MZZZ0PLA037

5-29. FRONT DOOR PART



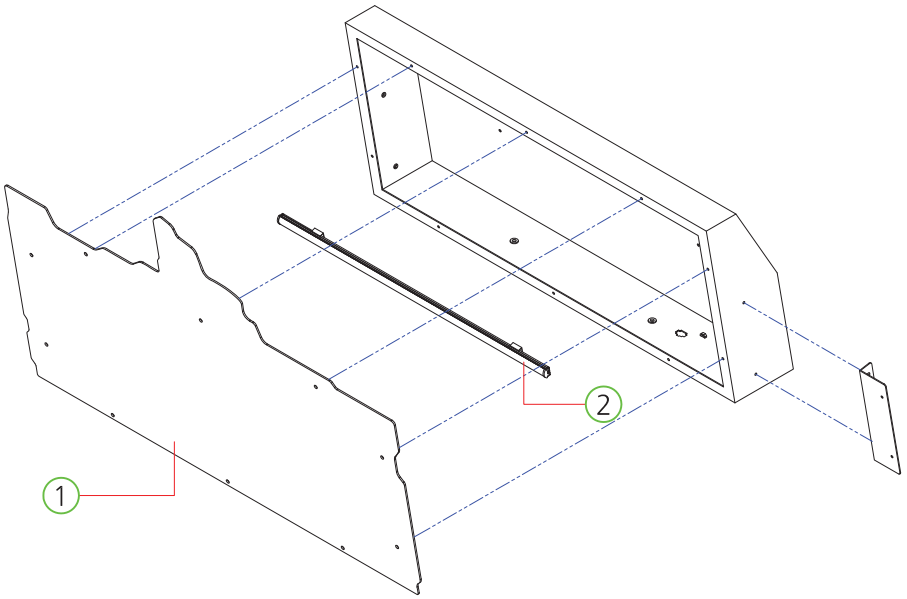
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	[OPTION] COIN SELECTOR - INT	TW-333	1	MZZZ0COS045
	[OPTION] COIN SELECTOR - CEC	HS-03CS+SWITCH	1	MZZZ0COS028

5-30. SPEAKER BOX-L, R PART



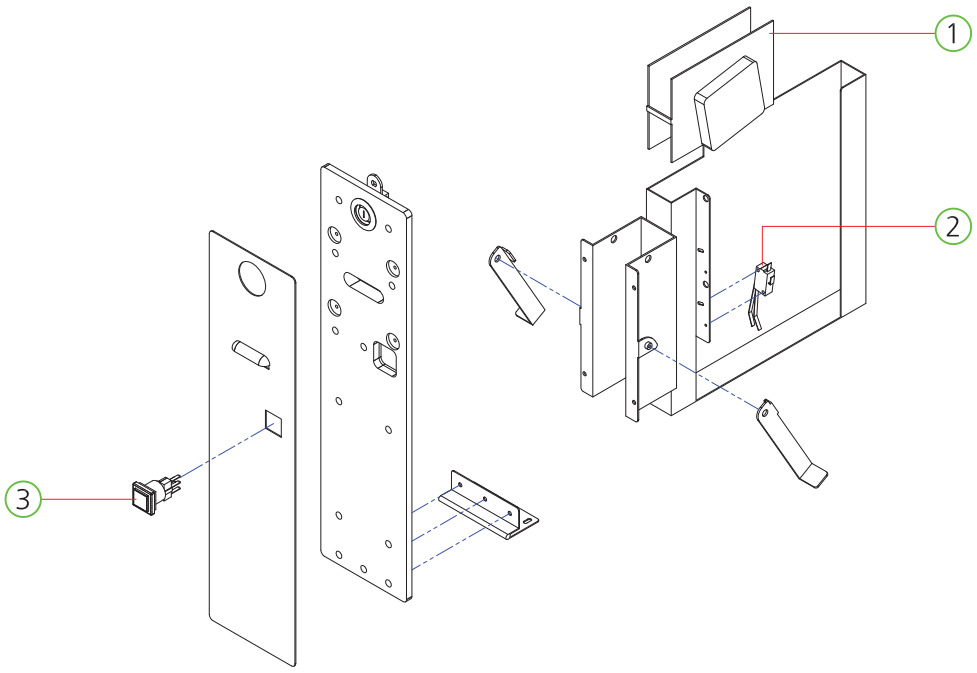
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	SPEAKER	MID4.5"+TW1/2" 8Ω	2	MZZZ0SPE021
2	SP BOX DECO COVER-L	PET-2t	1	MAV20ACR023
3	SP BOX DECO COVER-R	PET-2t	1	MAV20ACR024

5-31. BILLBOARD MAIN BOX PART



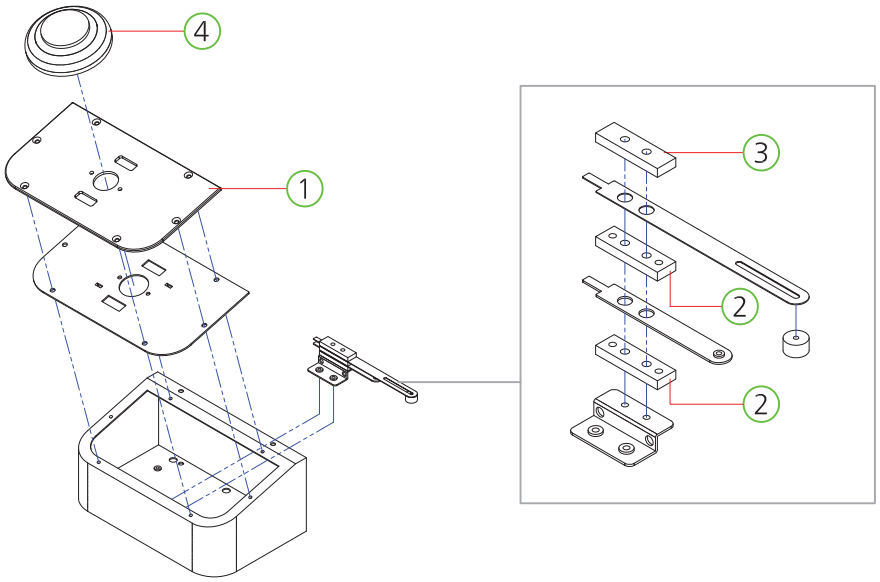
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	BILLBOARD MAIN FRONT COVER	PET-2t	1	MAV20ACR025
2	12V_LED BAR PCB ASS'Y	460 mm	1	AZZZ0PCB124

5-32. TICKET DISPENSER PART



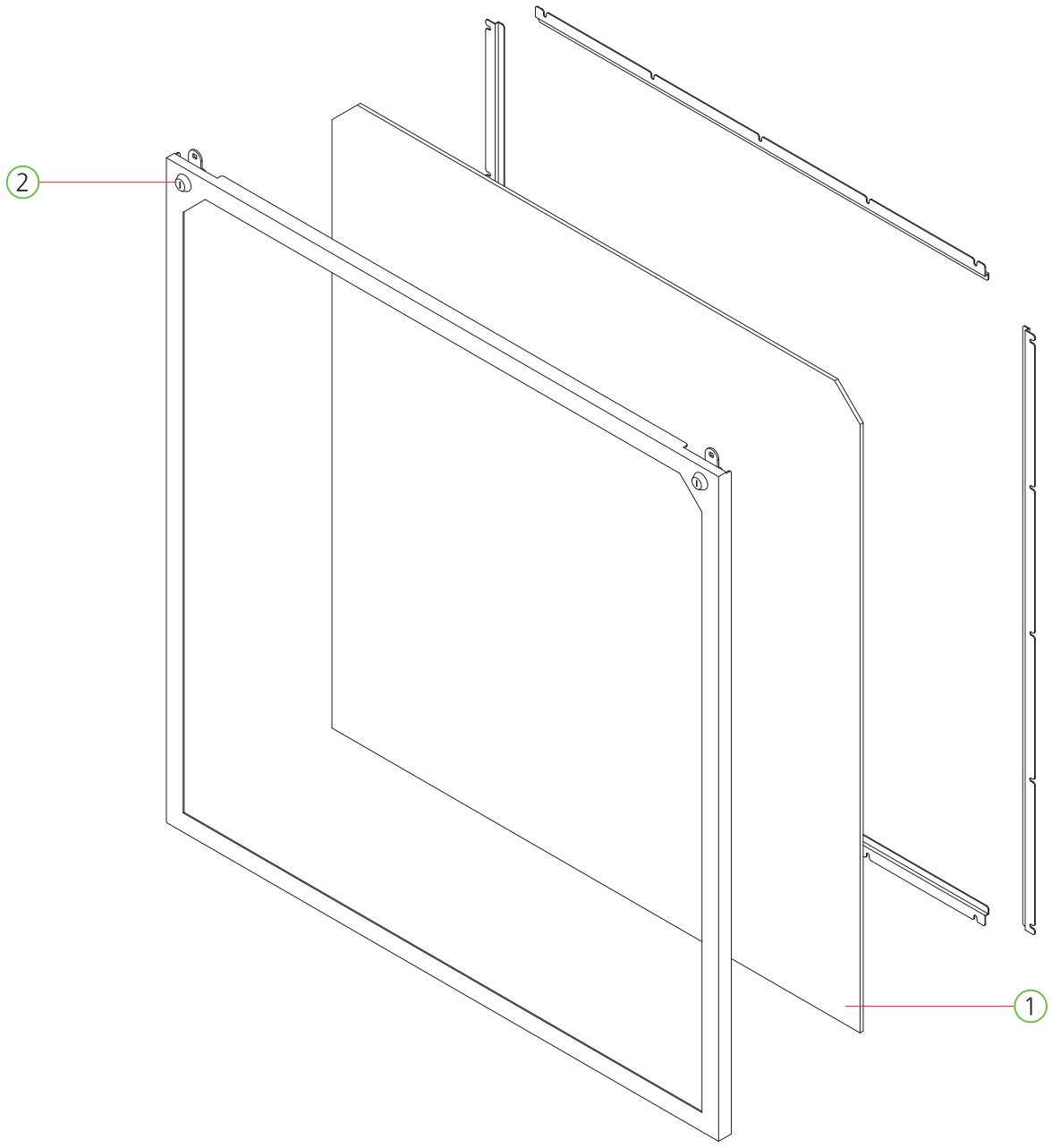
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	TICKET DISPENSOR	DL-1275	1	MZZZ0TID008
2	MICRO SWITCH	GSM-V1631A1	1	MELE0MIC022
3	BUTTON	AM1PB-26SH R12D	1	MMUM0BUT002

5-33. BUTTON PANEL PART



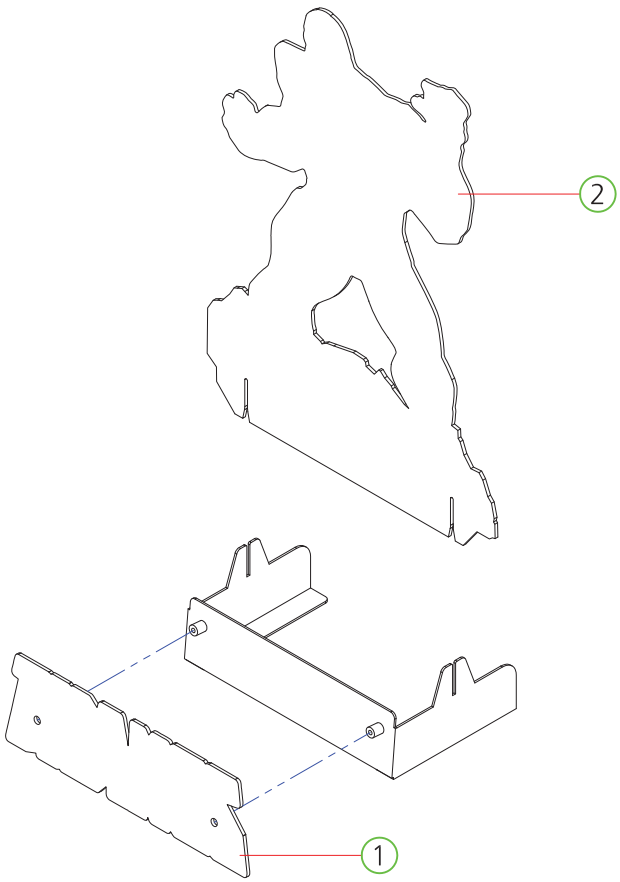
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	BUTTON ACRYL	ACRYL-3t	1	MAV20ACR018
2	TABLE TILT BLOCK-A	ACRYL-8t	2	MAV20ACR054
3	TABLE TILT BLOCK-B	ACRYL-8t	1	MAV20ACR055
4	BUTTON ASS'Y	CL-2020 65 WITH LED	1	AZZZ0BUT009

5-34. FRONT DOOR GLASS PART



NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	FRONT GLASS	GLASS-5t	1	MAV20GLA001
2	KEY ASS'Y	-	2	-

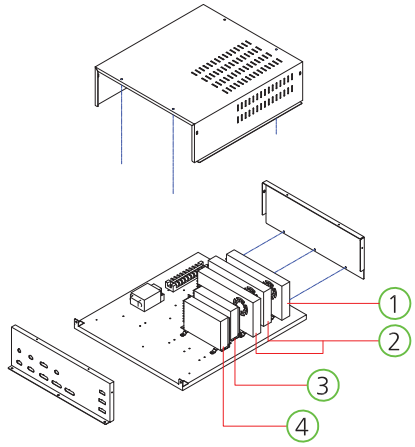
5-35. THANOS DECO PART



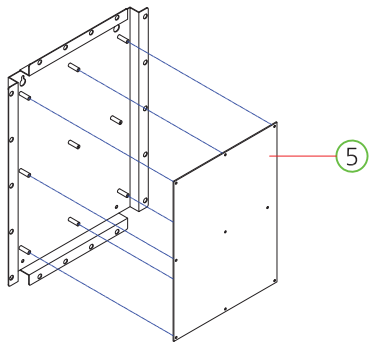
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	THANOS DECO FRONT COVER	PET-1t	1	MAV20ACR052
2	THANOS DECO MAIN COVER	PET-2t	1	MAV20ACR053

6. WARRANTY ITEM & PART PICTURE

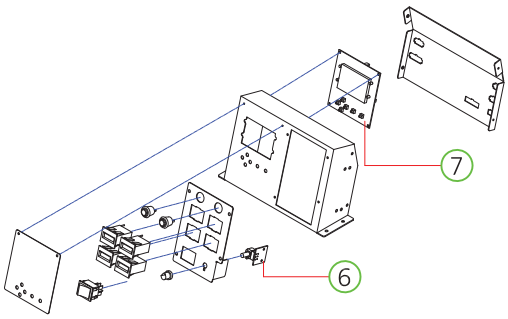
- SMPS PART



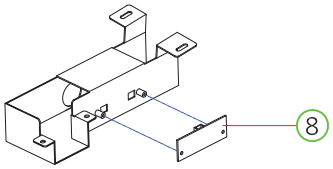
- MAIN BOARD PART



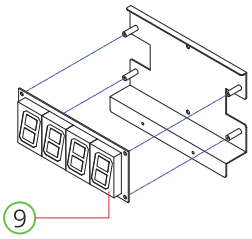
- CONTROL PANEL PART



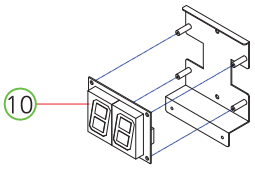
- BIG BALL OUTLET SENSOR PART



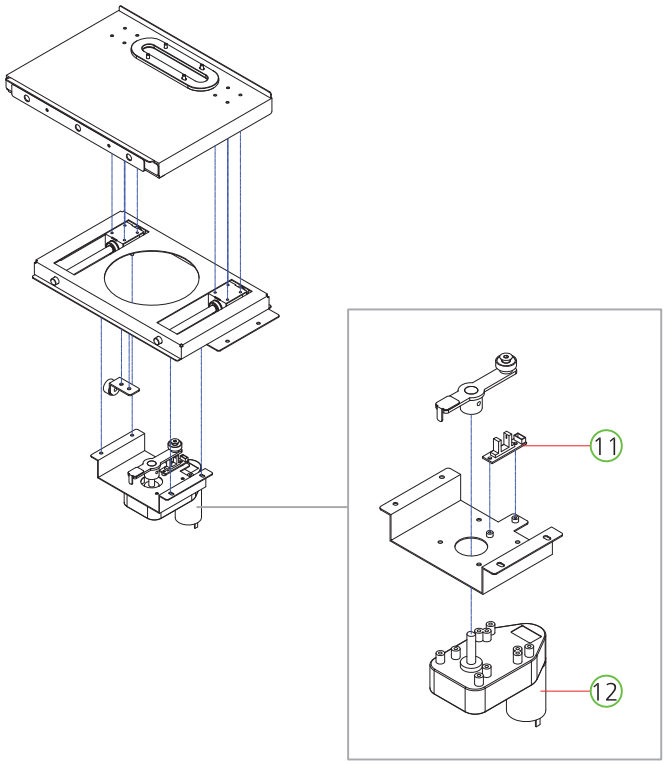
- TICKET FND PCB PART



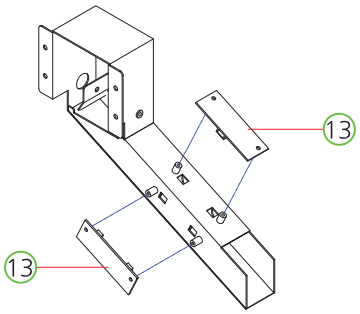
- CREDIT FND PCB PART



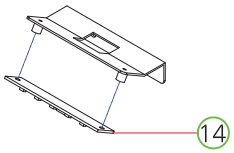
- MOVING PUSHER PART



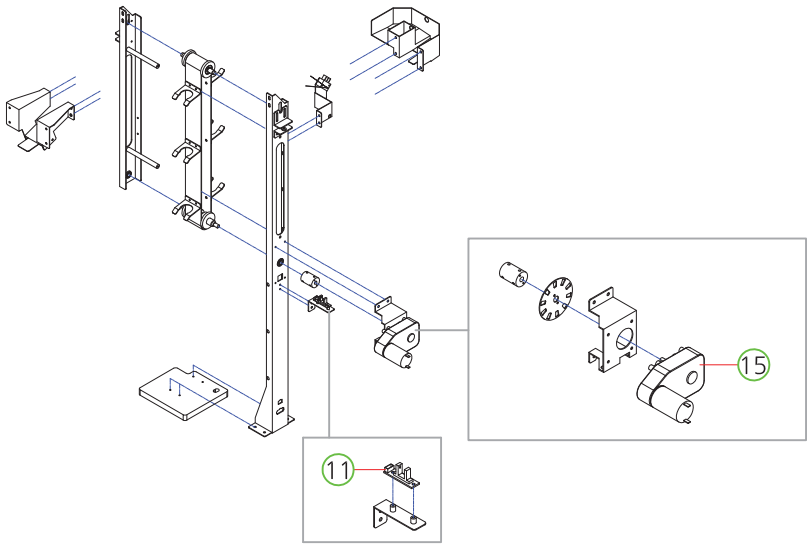
- WHEEL COIN INLET RAIL PART



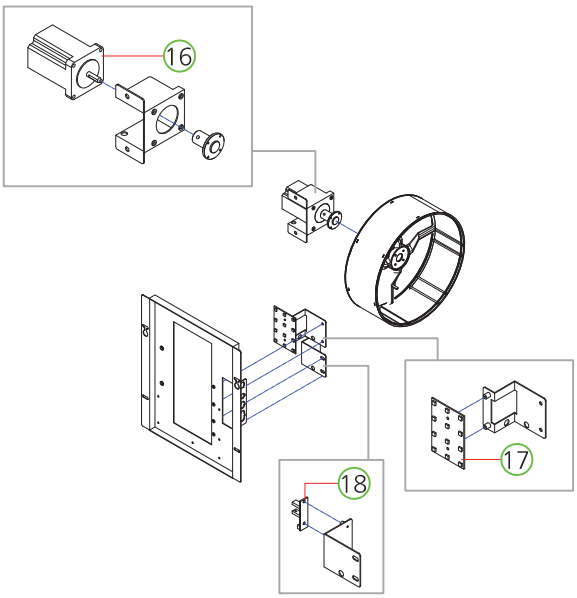
- TARGET WHEEL LIGHTING PCB PART



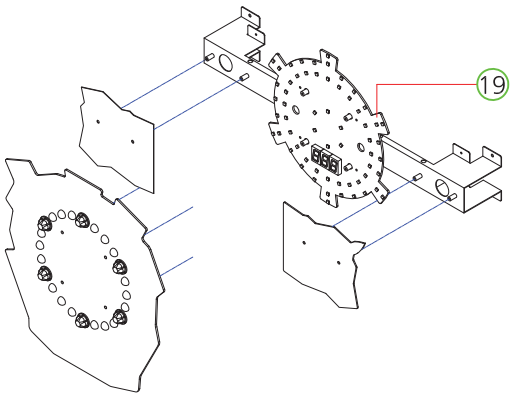
- BIG BALL ELEVATOR PART



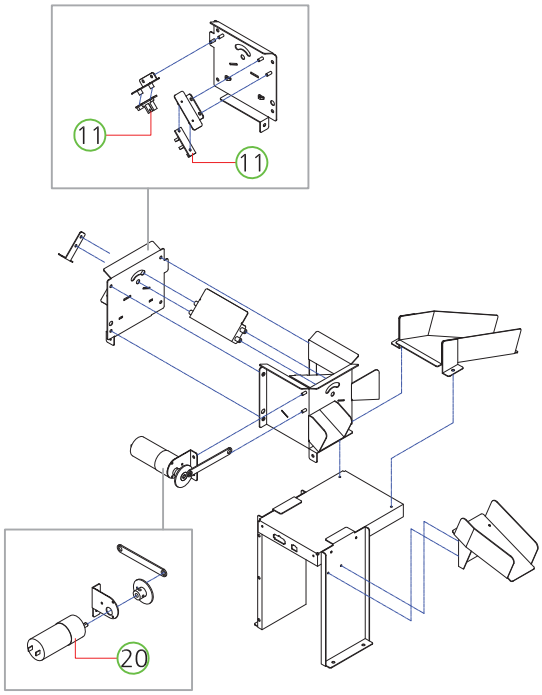
- SLOT WHEEL PART



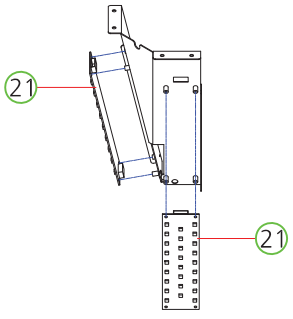
- TARGET WHEEL DECO COVER PART



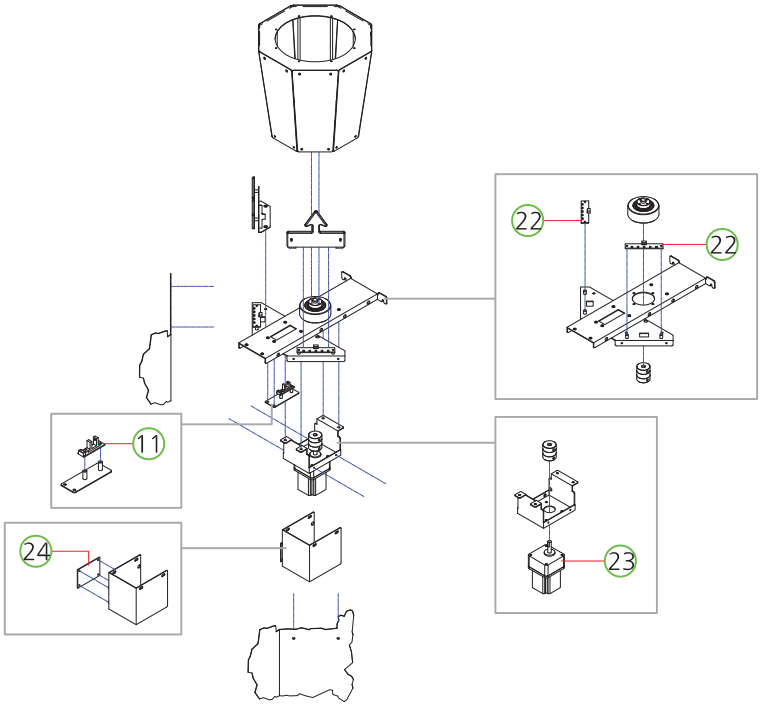
- MEDAL DIVIDE OUTLET GUIDE PART



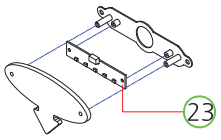
- BIG WHEEL LIGHTING PCB PART



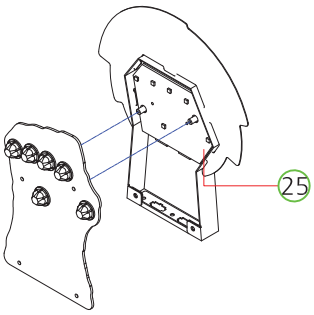
- BIG WHEEL PART



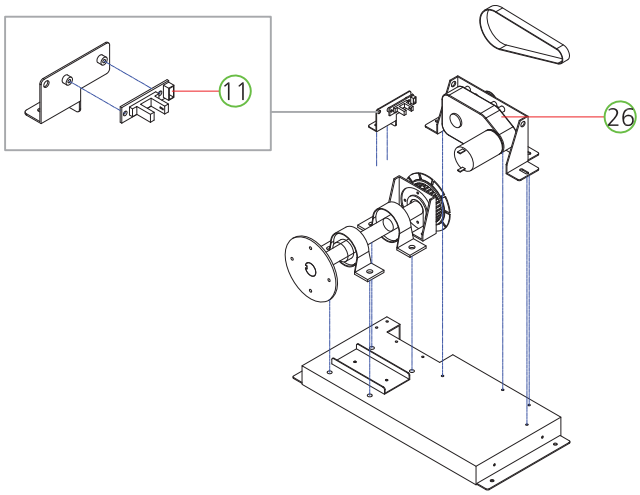
- BOUNS WIN OUTLET COVER ACRYL PART



- GAUNTLET DECO PART



- TARGET WHEEL MOTOR PART



NO.	PIC	PART NAME	SPEC.	QTY	CODE NO.	WARRANTY	
						6 Month	One Year
①	O	POWER SMPS	LRS 150F-5	1	MELE0SMP096		O
②	O	POWER SMPS	RSP-320-12	2	MELE0SMP109		O
③	O	POWER SMPS	SP-320-24	1	MELE0SMP089		O
④	O	POWER SMPS	LRS 150_24	1	MELE0SMP092		O
⑤	O	MAIN BOARD PCB ASS'Y	-	1	AAV20PCB001		O
⑥	O	VOLUME PCB ASS'Y	-	1	AHM20PCB016		O
⑦	O	SETUP LCD PCB ASS'Y	-	1	AZZZ0PCB113		O
⑧	O	CHUTE SENSOR PCB ASS'Y	-	1	ASAW0PCB001		O
⑨	O	FND PCB ASS'Y	3856-4(STRAIGHT)	1	AFND0PCB007		O
⑩	O	FND PCB ASS'Y	3856-2(STRAIGHT)	1	AFND0PCB006		O
⑪	O	PHOTO-INT1(ANGLE) PCB ASS'Y	ANGLE TYPE	6	AZZZ0PCB103		O
⑫	O	MOTOR	KGV2-0350-KB3640S1	1	MZZZ0MOT152	O	
⑬	O	CHUTE SENSOR PCB ASS'Y	IR SENSOR	1	ASAW0PCB001		O
⑭	O	LED PCB ASS'Y	ANGLE TYPE	1	AMUM0PCB005		O
⑮	O	MOTOR	KGV2-0200-3657U1 (25 RPM)	1	MZZZ0MOT161	O	
⑯	O	STEPPING MOTOR	4S56Q-08576S	1	MZZZ0MOT167	O	
⑰	O	NEW BONUS SPIN LED PCB ASS'Y	-	1	AAV20PCB003		O
⑱	O	PHOTO INT-1 PCB ASS'Y	-	1	ACIR0PCB011		O
⑲	O	TARGET WHEEL LED PCB ASS'Y	-	1	AAV20PCB004		O
⑳	O	MOTOR	KGC-0500-KB3640S1	1	MZZZ0MOT149	O	
㉑	O	SPOT LED PCB ASS'Y	-	2	ABAP0PCB008		O
㉒	O	LED PCB ASS'Y	-	2	AMUM0PCB005		O
㉓	O	STEPPING MOTOR	4S56Q-P02554SG	1	MZZZ0MOT166	O	
	O	GEAR HEAD	K6G3C	1	MWIC0PAR028	O	
㉔	O	STEPPING MOTOR DRIVER PCB ASS'Y	TB6560AHQ_40V_3.5A	1	ASBS0PCB001		O
㉕	O	GAUNTLET LED PCB ASS'Y	-	1	AAV20PCB002		O
㉖	O	MOTOR	KGV2-0500-3657U1_ F-TYPE_10RPM	1	MZZZ0MOT160	O	

1	2	3	4	5	6
MELE0SMP096	MELE0SMP109	MELE0SMP089	MELE0SMP092	AAV20PCB001	AHM20PCB016

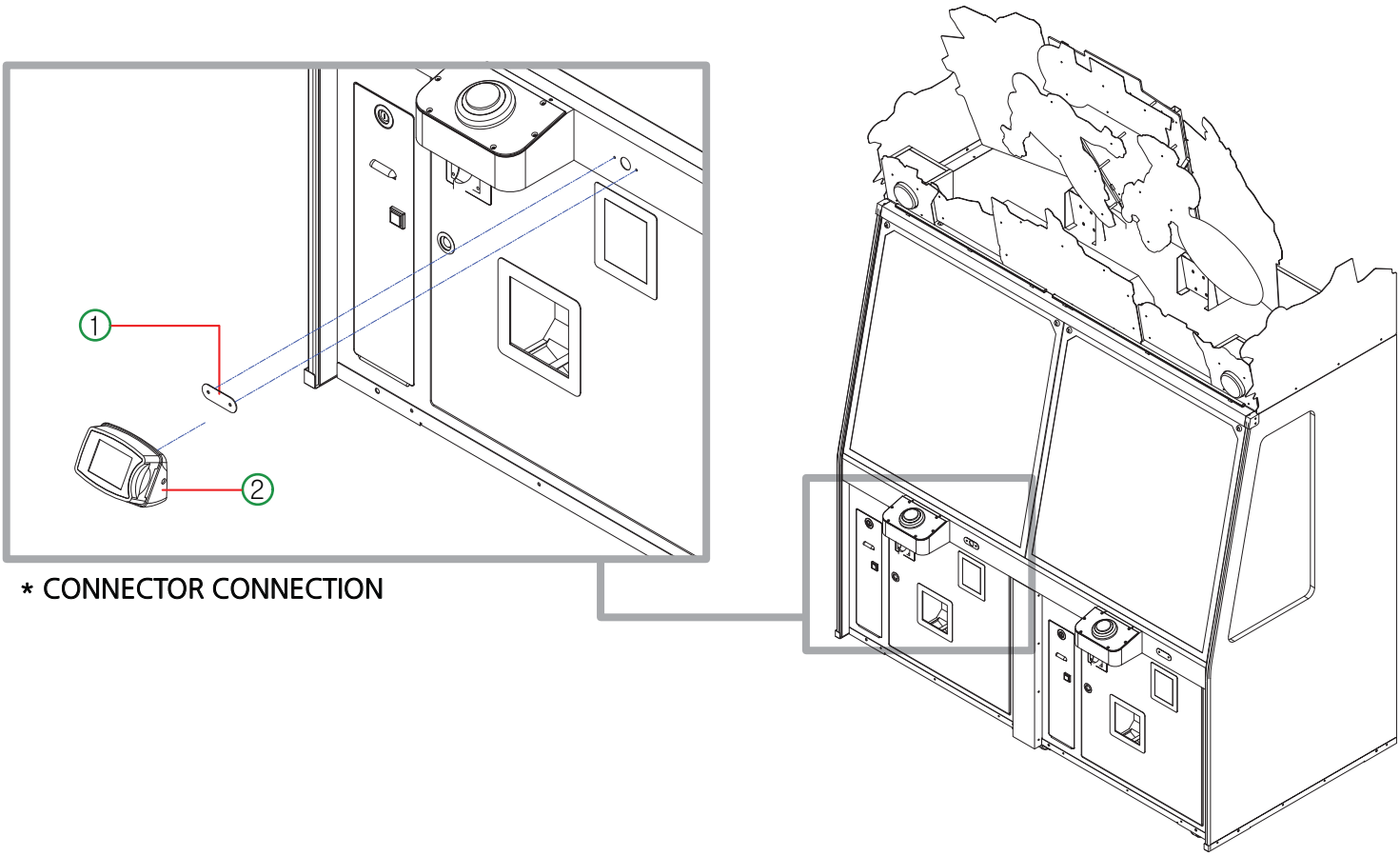
7	8	9	10	11	12
AZZZ0PCB113	ASAW0PCB001	AFND0PCB007	AFND0PCB006	AZZZ0PCB103	MZZZ0MOT152

13	14	15	16	17	18
ASAW0PCB001	AMUM0PCB005	MZZZ0MOT161	MZZZ0MOT167	AAV20PCB003	ACIR0PCB011

19	20	21	22	23	24
AAV20PCB004	MZZZ0MOT149	ABAP0PCB008	AMUM0PCB005	MZZZ0MOT166	ASBS0PCB001

25	26
AAV20PCB002	MZZZ0MOT160

* HOW TO CONNECT THE CARD SWIPE



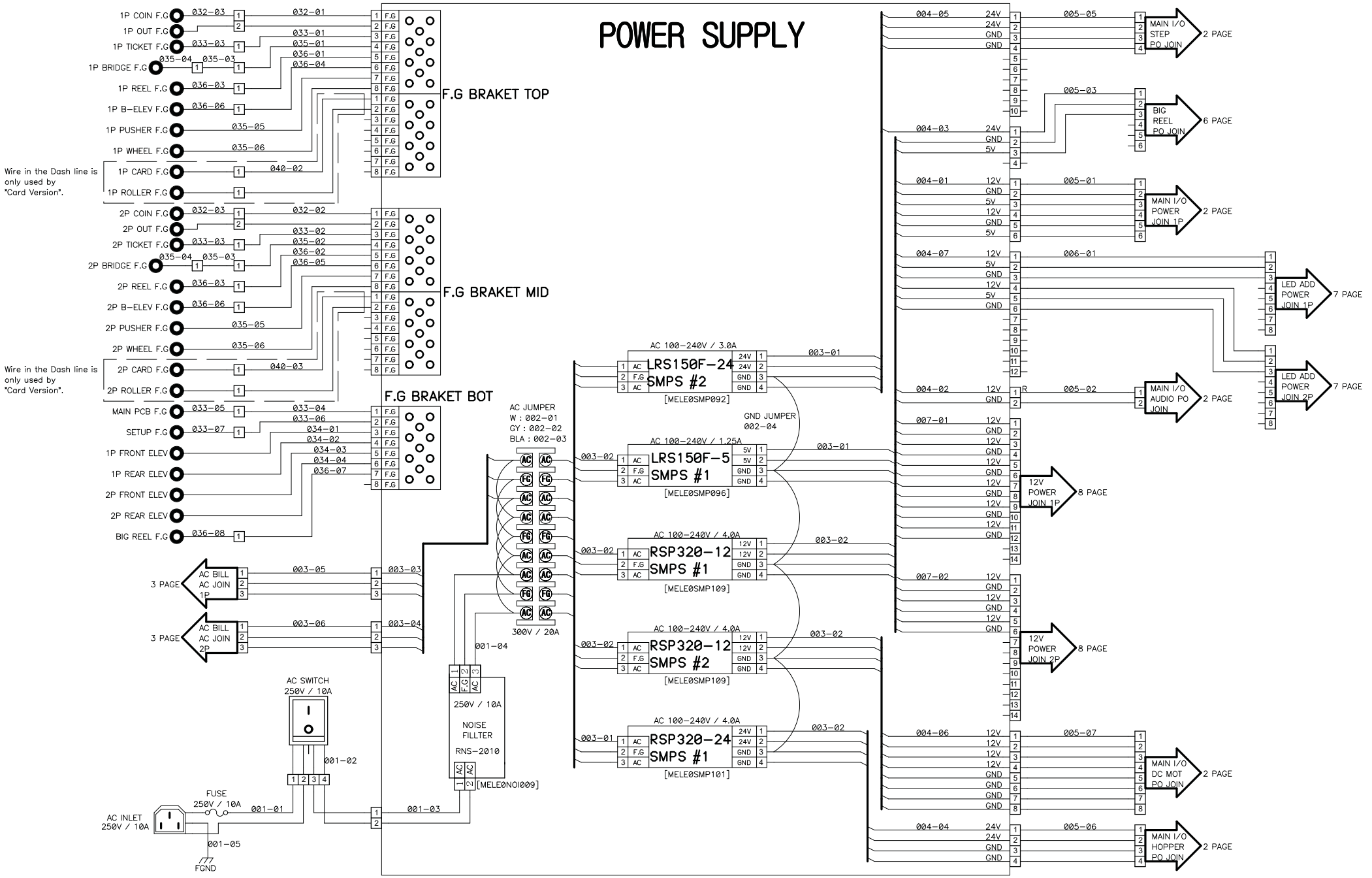
* CONNECTOR CONNECTION

- Turn off the power and remove the ①CARD SWIPE COVER BKT.
- Install ②CARD SWIPE as the picture.

 * Connect CARD SWIPE connector

- And then, open 1P LOWER DOOR and power on ③power switch.

POWER SUPPLY



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	AVENGERS 2P(INT)
H/W	K.H.LIM			PAGE	2020.03.17
	ANDAMIRO			DATE	1 PAGE

MAIN PCB 1/5

[AAV20PCB001]

CARD : 041-01
NON CARD : 044-01

[CN6] FRONT DOOR ASSY

1	COIN_1 12V
2	COIN_1 IN
3	GND
4	12V
5	BILL_1 INHIBIT
6	BILL_1 IN
7	GND
8	12V
9	BTN LAMP_1
10	BTN_1
11	GND
12	FR MOTOR_1+
13	FR MOTOR_1-
14	5V
15	FR ENABLE_1
16	FR SIGNAL_1
17	GND
1	COIN_2 12V
2	COIN_2 IN
3	GND
4	12V
5	BILL_2 INHIBIT
6	BILL_2 IN
7	GND
8	12V
9	BTN LAMP_2
10	BTN_2
11	GND
12	FR MOTOR_2+
13	FR MOTOR_2-
14	5V
15	FR ENABLE_2
16	FR SIGNAL_2
17	GND

2 PAGE COIN & BILL JOIN 1P

2 PAGE BUTTON & FRONT ROL JOIN 1P

Wire in the Dash line is only used by "Card Version".

2 PAGE COIN & BILL JOIN 2P

2 PAGE BUTTON & FRONT ROL JOIN 2P

Wire in the Dash line is only used by "Card Version".

[CN4] SETUP LCD & COUNTER

5V	1
GND	2
RXD_3	3
TXD_3	4
SETUP_BT_1	5
SETUP_BT_2	6
SETUP_BT_3	7
SETUP_BT_4	8
SETUP_BT_5	9
SETUP_BT_6	10
GND	11
	12
	13
12V	1
COUNTER_1	2
COUNTER_2	3
COUNTER_3	4
COUNTER_4	5
SETUP_BT_7	6
SETUP_BT_8	7
GND	8
SVDD	9
SVDD	10
VOL_1	11
VOL_2	12
VGND	13

010-01

011-01

[AZZZ0PCB113]

1	VCC
2	GND
1	TXD
2	RXD
3	GND
1	BT1
2	BT2
3	BT3
4	BT4
5	BT5
6	BT6
7	GND

SETUP LCD

011-02

1	COIN COUNTER 1P
2	TICKET COUNTER 1P
3	COIN COUNTER 2P
4	TICKET COUNTER 1P

011-03

1	SERVICE & ERROR BUTTON 1P
2	SERVICE & ERROR BUTTON 2P

011-04

1	L_DAC
2	R_DAC
3	L_AMP
4	R_AMP
5	GND

VOLUME PCB [AHM20PCB016]

[CN31] MAIN POWER

12V	1
GND	2
5V	3
12V	4
GND	5
5V	6

MAIN I/O POWER JOIN 1P 1 PAGE

[CN30] AUDIO POWER

AUDIO_PO	1
GND	2

MAIN I/O AUDIO PO JOIN 1 PAGE

DC MOT POWER

V_DC MOT	1
V_DC MOT	2
V_DC MOT	3
V_DC MOT	4
GND	5
GND	6
GND	7
GND	8

MAIN I/O DC MOT PO JOIN 1 PAGE

[CN33] HOPPER POWER

V_HOP	1
V_HOP	2
GND	3
GND	4

MAIN I/O HOPPER PO JOIN 1 PAGE

STEP POWER

V_STEP	1
V_STEP	2
GND	3
GND	4

MAIN I/O STEP PO JOIN 1 PAGE

[CN10] TICKET

12V	1
TIC_OUT_1	2
TIC SEN_1	3
TIC SW_1	4
TIC LAMP_1	5
GND	6
	7
	8
12V	1
TIC OUT_2	2
TIC SEN_2	3
TIC SW_2	4
TIC LAMP_2	5
GND	6
	7
	8

TICKET_1P

12V	1
TIC_ENA	2
GND	3
TIC_SEN	4

013-02

013-01

TICKET_LAMP_1P

BUTTON	1
GND	2
12V	3
LAMP	4

TICKET_2P

12V	1
TIC_ENA	2
GND	3
TIC_SEN	4

013-02

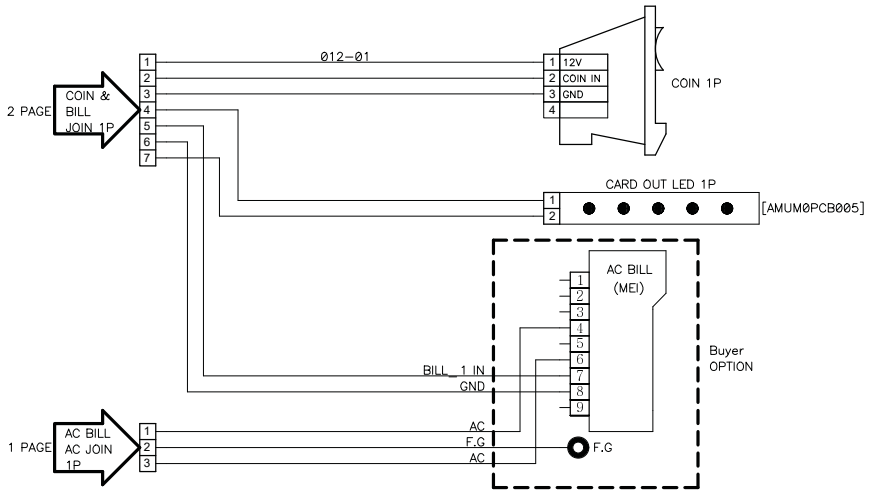
TICKET_LAMP_2P

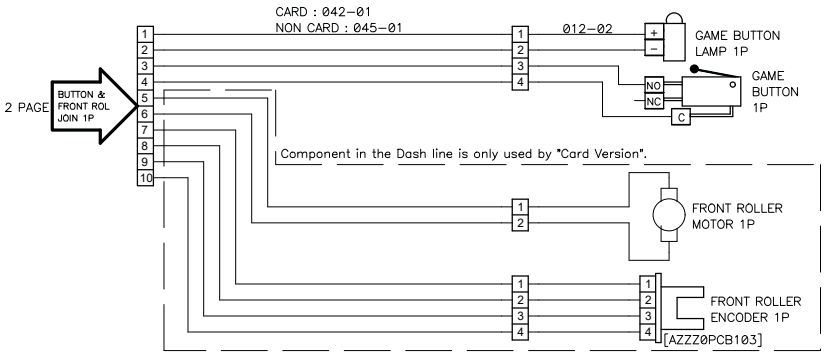
BUTTON	1
GND	2
12V	3
LAMP	4

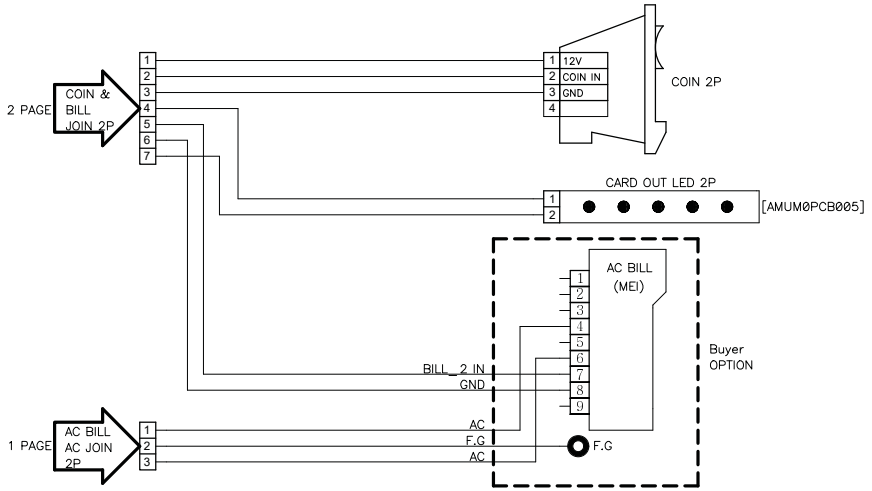
REPRODUCTION, DISTRIBUTION AND UTILIZATION OF THIS DOCUMENT AS WELL AS COMMUNICATION OF ITS CONTENTS TO OTHERS WITHOUT EXPRESS AUTHORIZATION PROHIBITED. OFFENDERS WILL BE HELD LIABLE FOR THE PAYMENT OF DAMAGES.ALL RIGHT RESERVED. COPYRIGHT (c) ANDAMIRO

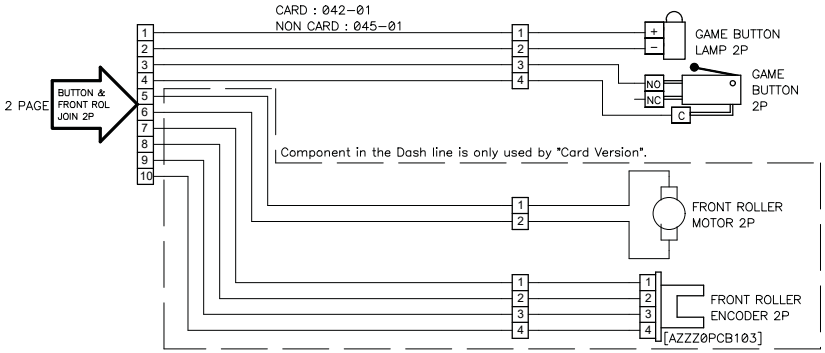
(복제, 배포 및 사용은 물론, 명시적 허가 없이는 타인에게 내용을 전달할 수 없으며 위반자는 손해 배상 책임을 집니다.)

DEPARTMENT	DRAWN BY	CHECKED BY	APPROVED BY	ITEM	AVENGERS 2P(INT)
H/W	K.H.LIM			PAGE	2020.03.17
	ANDAMIRO			DATE	2 PAGE





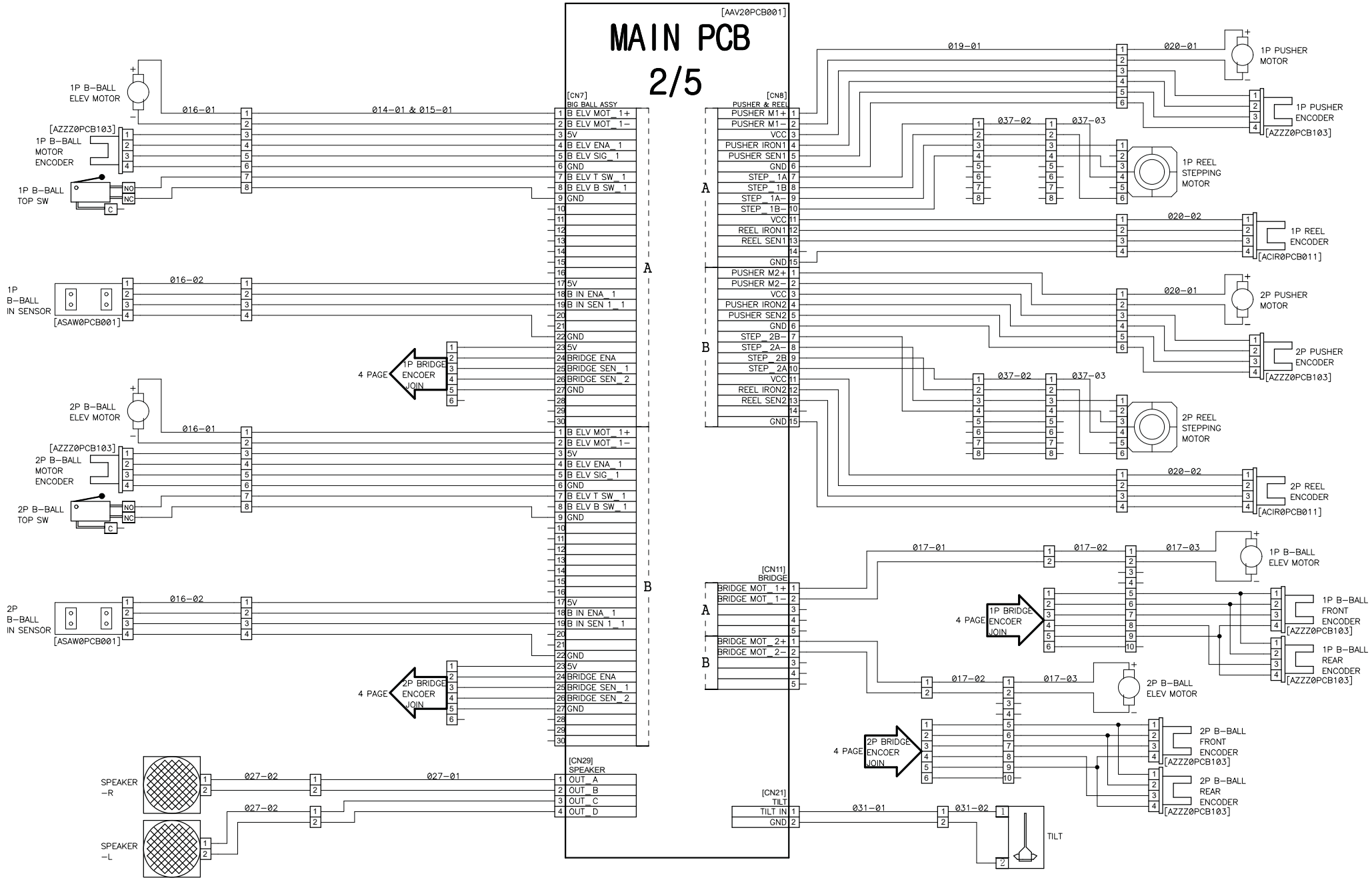




REPRODUCTION, DISTRIBUTION AND UTILIZATION OF THIS DOCUMENT AS WELL AS COMMUNICATION OF ITS CONTENTS TO OTHERS WITHOUT EXPRESS AUTHORIZATION PROHIBITED. OFFENDERS WILL BE HELD LIABLE FOR THE PAYMENT OF DAMAGES.ALL RIGHT RESERVED. COPYRIGHT (c) ANDAMIRO

(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	AVENGERS 2P(INT)
H/W	K.H.LIM			PAGE	2020.03.17
	ANDAMIRO			DATE	3 PAGE



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	AVENGERS 2P(INT)
H/W	K.H.LIM			PAGE	2020.03.17
	ANDAMIRO			DATE	4 PAGE

MAIN PCB 3/5

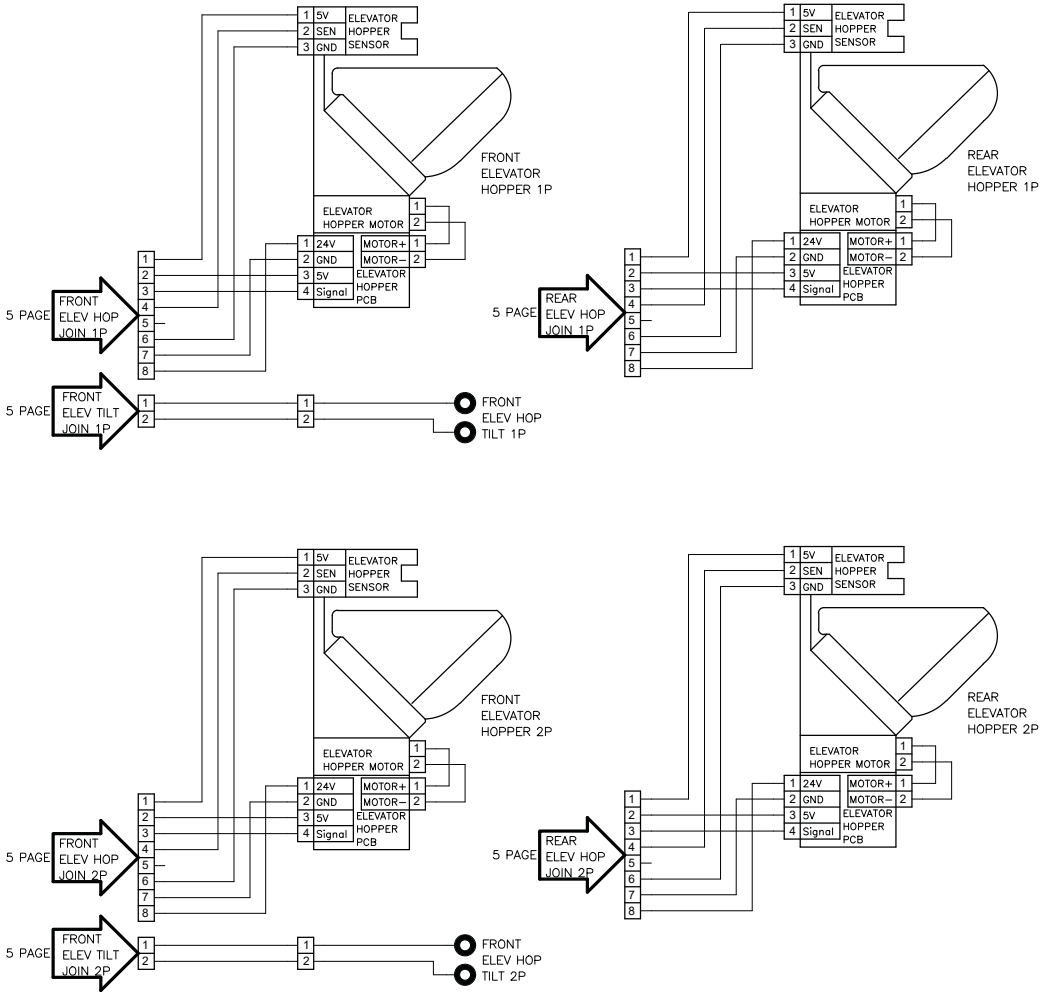
[AAV20PCB001]

[CN5]
ELEVATOR ASSY

	V_HOP	1
	5V	2
	GND	3
	MOT SIG A_1	4
		5
	5V	6
		7
	F ELEV SEN 1	8
		9
	GND	10
	V_HOP	11
	5V	12
A	GND	13
	MOT SIG A_2	14
		15
	5V	16
		17
	R ELEV SEN 1	18
		19
	GND	20
	MEDAL LEV_1	21
	GND	22
		23
		24
		25
	V_HOP	1
	5V	2
	GND	3
	MOT SIG A_3	4
		5
	5V	6
		7
	F ELEV SEN 2	8
		9
	GND	10
	V_HOP	11
	5V	12
B	GND	13
	MOT SIG A_4	14
		15
	5V	16
		17
	R ELEV SEN 2	18
		19
	GND	20
	MEDAL LEV_2	21
	GND	22
		23
		24
		25

018-01

- FRONT ELEV HOP JOIN 1P — 5 PAGE
- REAR ELEV HOP JOIN 1P — 5 PAGE
- FRONT ELEV TILT JOIN 1P — 5 PAGE
- FRONT ELEV HOP JOIN 2P — 5 PAGE
- REAR ELEV HOP JOIN 2P — 5 PAGE
- FRONT ELEV TILT JOIN 2P — 5 PAGE



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	AVENGERS 2P(INT)
H/W	K.H.LIM			PAGE	2020.03.17
	ANDAMIRO			DATE	5 PAGE

MAIN PCB 4/5

[AAV20PCB001]

Component in the Dash line is only used by "Card Version".

CARD DISPENSER LED 1P [AMUM0PCB005]

[AZZZ0PCB103] CARD DIS SENSOR 1P — 026-01 — [ASBP0PCB008]
1 VCC, 2 SEN ON, 3 GND, 4 SENSOR
GND, GND, CARD IN, CARD OUT, 12V, 12V

CARD DIS MOTOR 1P — 026-02
1 MOTOR +, 2, 3 MOTOR −
CARD DISPENSER PCB 1P

040-01

[CN9] CARD DISPENSER
1 12V, 2 12V, 3 CARD OUT 1, 4 CARD IN 1, 5 GND, 6 GND, 7
A
1 12V, 2 12V, 3 CARD OUT 2, 4 CARD IN 2, 5 GND, 6 GND, 7
B

CARD DISPENSER LED 2P [AMUM0PCB005]

[AZZZ0PCB103] CARD DIS SENSOR 2P — 026-01 — [ASBP0PCB008]
1 VCC, 2 SEN ON, 3 GND, 4 SENSOR
GND, GND, CARD IN, CARD OUT, 12V, 12V

CARD DIS MOTOR 2P — 026-02
1 MOTOR +, 2, 3 MOTOR −
CARD DISPENSER PCB 2P

WHEEL MOTOR 1P — 022-01 — 021-01 — [CN12] MAIN WHEEL 1P
1 WHEEL MOT_1+, 2 WHEEL MOT_1−, 3 5V, 4 WHEEL ENA_1, 5 WHEEL SEN_1, 6, 7 GND, 8 5V, 9 MEDAL ENA_1, 10 MEDAL SEN_1, 11 MEDAL SEN_2, 12 GND

[AZZZ0PCB103] WHEEL MOTOR SENSOR 1P

MEDAL IN SEN 1P(TOP) [ASAW0PCB001] — 022-02
MEDAL IN SEN 1P(SIDE) [ASAW0PCB001] — 022-02

WHEEL MOTOR 2P — 022-01 — 021-02 — [CN13] MAIN WHEEL 2P
1 WHEEL MOT_2+, 2 WHEEL MOT_2−, 3 5V, 4 WHEEL ENA_2, 5 WHEEL SEN_2, 6, 7 GND, 8 5V, 9 MEDAL ENA_2, 10 MEDAL SEN_3, 11 MEDAL SEN_4, 12 GND, 13

[AZZZ0PCB103] WHEEL MOTOR SENSOR 2P

MEDAL IN SEN 2P(TOP) [ASAW0PCB001] — 022-02
MEDAL IN SEN 2P(SIDE) [ASAW0PCB001] — 022-02

[CN35] 12V FET LED — 029-03
12V, INNER LED 1P, 12V, INNER LED 2P
BAR LED 460MM = [AZZZ0PCB124]
INNER LED 1P (BAR LED 460mm)
INNER LED 1P (BAR LED 460mm)
INNER LED 2P (BAR LED 460mm)
INNER LED 2P (BAR LED 460mm)

[CN19] FET LED 1P — 029-01
12V, MEDAL OUT 1, 12V, B-BALL OUT 1, 12V, REEL 1, 12V, BIG REEL 1
030-01 MEDAL OUT LED 1P [AMUM0PCB005]
030-03 BIG BALL OUT LED 1P [AMUM0PCB005]
030-02 GAME REEL LED 1P [AAV20PCB003]

[AMUM0PCB005] 1P ARROW LED — 1P BIG REEL INNER LED
030-04 — 030-05 — 030-06
[AMUM0PCB005] 2P ARROW LED — 2P BIG REEL INNER LED

[CN18] FET LED 2P — 029-02
12V, MEDAL OUT 2, 12V, B-BALL OUT 2, 12V, REEL 2, 12V, BIG REEL 2
030-01 MEDAL OUT LED 2P [AMUM0PCB005]
030-03 BIG BALL OUT LED 2P [AMUM0PCB005]
030-02 GAME REEL LED 2P [AAV20PCB003]

[CN25] RESERVED PORT
BIG REEL SEN, , , , GND, VCC, BIG REEL ENA, STEP CLOCK, STEP ENA, STEP DIR

028-01 — 028-02 — [AZZZ0PCB103] BIG REEL ENCODER
CLK, ENB, DIR

037-01 — BIG REEL STEPPING MOTOR
B−, B+, A−, A+

1 PAGE — BIG REEL PO JOIN

005-04
24V, GND, 5V

STEPPING MOTOR DRIVER PCB ASS'Y [ASBS0PCB001]

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

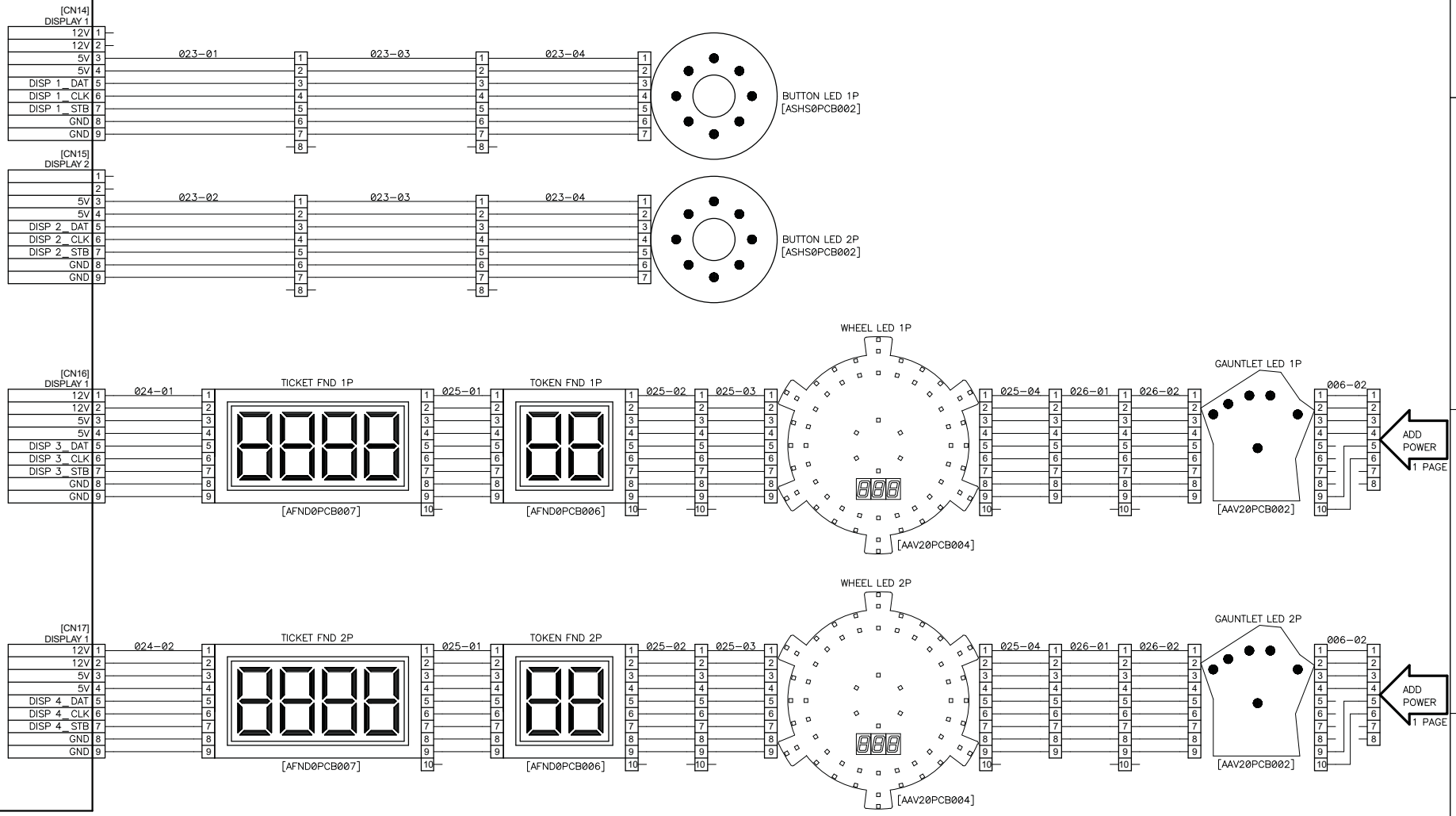
(복제, 배포 및 사용은 물론, 명시적 허가 없이는 타인에게 내용을 전달할 수 없으며 위반자는 손해 배상 책임을 집니다.)

DEPARTMENT	DRAWN BY	CHECKED BY	APPROVED BY	ITEM	AVENGERS 2P(INT)
H/W	K.H.LIM			PAGE	2020.03.17
	ANDAMIRO			DATE	6 PAGE

CH NO.	DIRECTION
DISPLAY_1-2	BUTTON -> END
DISPLAY_3-4	TICKET FND -> TOKEN FND -> WHEEL LED -> GAUNTLET LED ->END

[AAV20PCB001]

MAIN PCB 5/5

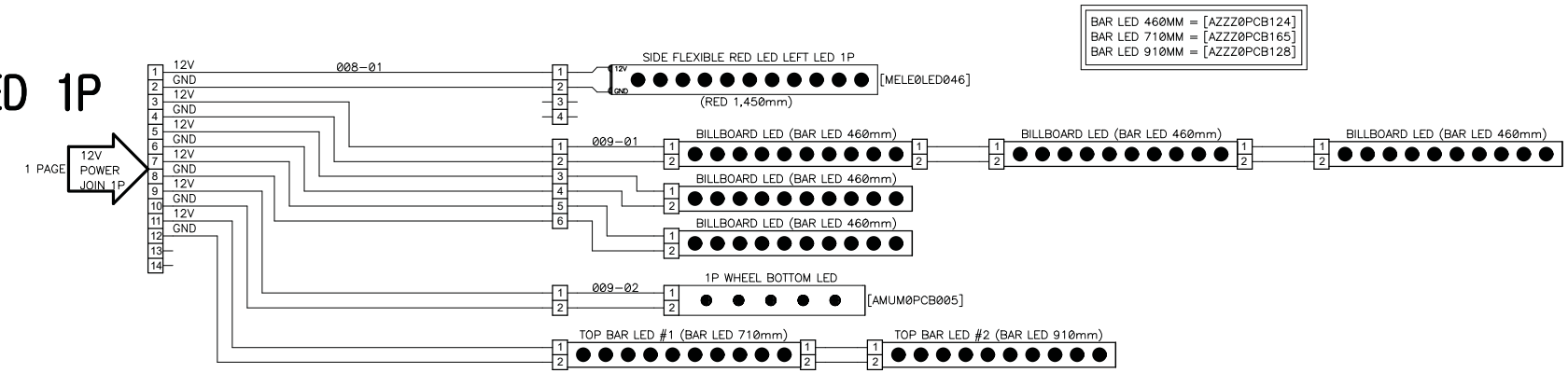


REPRODUCTION, DISTRIBUTION AND UTILIZATION OF THIS DOCUMENT AS WELL AS COMMUNICATION OF ITS CONTENTS TO OTHERS WITHOUT EXPRESS AUTHORIZATION PROHIBITED. OFFENDERS WILL BE HELD LIABLE FOR THE PAYMENT OF DAMAGES.ALL RIGHT RESERVED. COPYRIGHT (c) ANDAMIRO

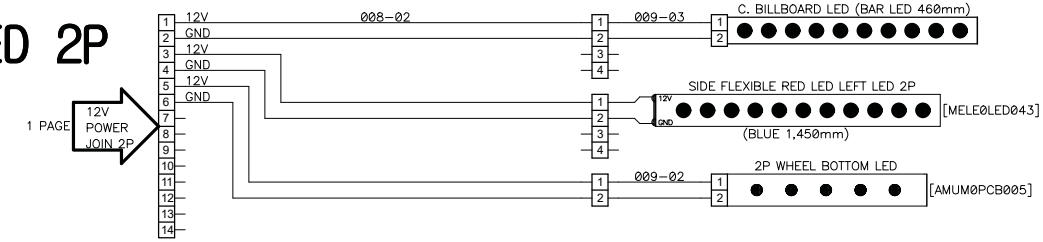
(복제, 배포 및 사용은 물론, 명시적 허가 없이는 타인에게 내용을 전달할 수 없으며 위반자는 손해 배상 책임을 집니다.)

DEPARTMENT	DRAWN BY	CHECKED BY	APPROVED BY	ITEM	AVENGERS 2P(INT)
H/W	K.H.LIM			PAGE	2020.03.17
	ANDAMIRO			DATE	7 PAGE

12V LED 1P



12V LED 2P



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	AVENGERS 2P(INT)
H/W	K.H.LIM			PAGE	2020.03.17
	ANDAMIRO			DATE	8 PAGE –END–

ANDAMIRO WARRANTY POLICY

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

Andamiro warrants the parts from date of shipment as follows.

- One Year Limited Warranty : Electronic Boards
- 6 Months Limited Warranty : Moving Parts

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

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

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

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

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

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

ANDAMIRO CO., LTD.
www.andamiro.com

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

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

1. Company Name : _____

2. Mailing Address : _____

_____

3. E-Mail Address : _____

4. Phone No : _____

5. Name of the person in charge : _____

6. Description of the product defects

6-1) Name of the Game : _____

6-2) Serial No : _____

6-3) Date of Purchase : _____

6-4) Detailed description of the product defects.

_____

_____

_____

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

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

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

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

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

Homepage http://www.andamiro.com/

ANDAMIRO®