

**\* ANDAMIRO WARRANTS the parts from date of shipment as follows.**

**- One Year Limited Warranty : Electronic Boards**

**- 6 Month Limited Warranty : Moving Parts**

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### **\* WARNING CODE**

<b>CODE CLASSIFICATION ( TIME FND : ERROR CODE)</b>	<b>CONTENTS</b>	<b>DESCRIPTION (GAMES CAN BE PLAYED AGAINST WARNING NOTICE)</b>
TIME FND : "TI" CREDIT FND : "LT"	TILT	1. It happened when the machine is shaken up 2. Game ends after Arm moves above pusher while game is being played 3. Games can be played after 15 seconds
Et	TICKET EMPTY	1. Ticket Empty 2. Display remaining number of tickets and Et at intervals of one second
SL	SETUP LCD ERROR	1. SETUP LCD Communication Defect 2. Display Error only in Demo

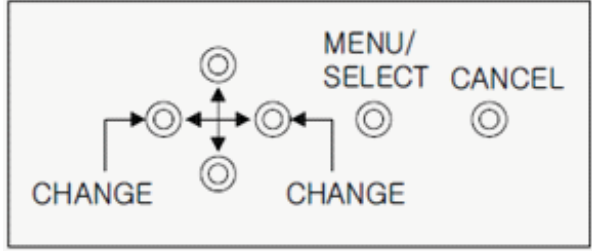
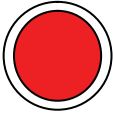
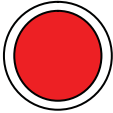
# [ 1. ERROR CODE ]

CODE CLASSIFICATION ( TIME FND : Er ) (CREDIT FND : ERROR CODE)	CONTENTS	DESCRIPTION (PRESS RESET BUTTON AFTER TROUBLESHOOTING )
<b>0</b>	BACKUP ERROR	1. BACKUP Memory Error in Main Board 2. Replace Main Board if such error happens repeatedly while booting the machine
<b>10</b>	COIN ERROR	1. COIN JAM (Solve the Coin Jam problem inside Coin Selector )
<b>20</b>	TICKET ERROR	1. TICKET JAM (Solve the Ticket Jam problem inside Ticket Dispenser)
<b>30</b>	PUSHER ERROR	1. MOTOR Functional Defects or SENSOR Sensing Defects (TEST MODE → Check Motor Functions at Pusher Test)
<b>40</b>	X-Arm ERROR	1. X-Arm Function Defect or Left Switch Sensing Defect
<b>41</b>		1. X-Arm Function Defect or Right Switch Sensing Defect
<b>42</b>		1. X-Arm Function Defect or Magnetic Front Sensor Sensing Defect
<b>43</b>		1. X-Arm Function Defect or Magnetic Left Sensor Sensing Defect
<b>44</b>		1. X-Arm Function Defect or Magnetic Right Sensor Sensing Defect
<b>50</b>	Y-Arm ERROR	1. Y-Arm Function Defect or Front Switch Sensing Defect
<b>51</b>		1. Y-Arm Function Defect or Rear Switch Sensing Defect
<b>52</b>		1. Y-Arm Function Defect or Magnetic Rear Sensor Sensing Defect
<b>60</b>	Z-Arm ERROR	1. Z-Arm Function Defect or UP Switch Sensing Defect
<b>61</b>		1. Z-Arm Function Defect or Down Switch Sensing Defect
<b>70</b>	COIN OUT MOTOR ERROR	1. Coin Out Motor Function Defect or Starting Point Sensor Sensing Defect
<b>71</b>		1. Coin Out Motor Function Defect or Separate Sensor Sensing Defect
<b>72</b>		1. COIN OUT LEFT Sensor failure or COIN jam
<b>73</b>		1. COIN OUT RIGHT Sensor failure or COIN jam

# [ 2. SETUP SETTINGS ]

## 2-1. MACHINE SETUP

### 1. SETUP BUTTON LAYOUT

	<ol style="list-style-type: none"> <li>1) [↑↓] Up/Down Button : Menu Up/Down Move</li> <li>2) [←→] Left/Right Button : Change Setting value L/R</li> <li>3) Menu/Select Button : Set up Menu Mode / Execute Select</li> <li>4) Cancel Button : Exit</li> </ol>
<div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;">  <p>1P RESET/ SERVICE CREDIT</p> </div> <div style="text-align: center;">  <p>2P RESET / SERVICE CREDIT</p> </div> </div>	<p>Use this button for SERVICE IN under normal operation and clearing errors in case any error occurs.</p> <p>One (1) Credit is to be increased when pressing Service Button once</p>

### [ VOLUME DISPLAY ]

LCD DISPLAY	DESCRIPTION
<pre>----- NFLPA S. S. V_._ _ ---- ===== VOLUME : 60 =====</pre>	<p>It is displayed when pressing the button "VOLUME UP/DOWN" on Main Board and reverts to the original condition after two seconds. It starts with 88 as default value and increases/ decreases by two (2) when pressing the button.</p>

### [ OPERATING OPTIONS ]

Press "MENU/SELECT" Button	SELECT Button : Enter into MENU CANCEL Button : Move to previous MENU or Exit
## OPERATION OPTIONS ##	
PROGRAM SETTING	Set Up Mode
CLEAR MODE	Deletion Mode
BOOKKEEPING	Check Internal Data
FACTORY -SETTING	Initializing to Factory Setting
TEST MODE	Test Mode
PLAYFIELD -SETUP	Playfield Test
EXIT	Return to playing games

## 2-2. SETUP MODE

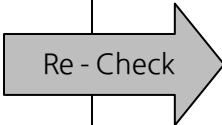
PROGRAM SETTING			
LCD DISPLAY	DESCRIPTION	RANGE	DEFAULT VALUE
CREDIT / COIN	Coin Input /Setting Credits	FREE, 1 ~ 80 (increased by 1)	1
COIN / BILL	Bill Input /Coin Setting	(Refer to below table)	
CREDIT LIMIT	Credit Maximum Value (Prohibiting Input of Coin and Bill)	1 ~ 80 (to be increased by 1 )	20
SUPER BONUS	Setting Super Bonus FND	100 ~ 9950 (to be increased by 50)	1,000
PLAYTIME	Setting Play Time	FREE , 1 ~ 99 (to be increased by 1 )	30
ARM DROP TIME	Time for Rugby Arm to reach Pusher	2.00 ~ 3.00 seconds ( to be increased by 0.01)	2.50
DROPWAITTIME	Time for Rugby Arm to wait abovepusher	FREE, 1 ~ 30	10
MERCY TICKET	Ticket releases unconditionally when game ends	0 ~ 10	0
DEMO SOUND	Setting to use or not Demo Sound	OFF / ON	ON
SAVE AND EXIT	Save Settings and Exit	Execute the Select Button	
CANCEL AND EXIT	Cancel Settings and Exit		

PROGRAM SETTING -> COIN / BILL			
BILL INPUT / COIN SETTING			
Being interlocked with the Pulse from BILL, it is to be increased as following Set Value .			
LCD DISPLAY (APPLIED TO ALL PLAYERS)	DESCRIPTION	RANGE	DEFAULT VALUE
1 BILL	Input 1 Bill, Set Coin	1 ~ 999 (to be increased by 1)	4
2 BILL	Input 2 Bill, SetCoin		8
5 BILL	Input 5Bill, SetCoin		20
10 BILL	Input 10 Bill, SetCoin		40
20 BILL	Input 20Bill, SetCoin		80
50 BILL	Input 50Bill, SetCoin		200
100 BILL	Input 100 Bill, SetCoin		400
SAVE AND EXIT	Save Settings and Exit		
CANCEL AND EXIT	Save Settings and Exit		

## 2-3. CLEAR MODE

CLEAR MODE		
Game Data and Booking Keeping can be deleted.		
LCD DISPLAY	DESCRIPTION	EXECUTION
CLEAR CREDIT	Delete Current Credits	Use SELECT Button CLEAR XXXX DATA Use Select Button Clear XXXX Data ARE YOU SURE? YES or <u>NO</u> Execute by moving cursor
CLEAR TICKET	Delete current Tickets	
CLEAR GAME DATA	Delete Game Data and Bookkeeping	
EXIT	Exit	

BOOKKEEPING	
LCD DISPLAY (APPLIED TO ALL PLAYERS) 1P / 2P	DESCRIPTION
----- COIN IN ----- Ver. ____ 12 Sep. __. 2017 25	TOTAL COIN
----- BILL IN ----- 1 3	TOTAL BILL IN To be accumulated as many as Input Pulse
----- SERVICE IN ----- 10 5	TOTAL SERVICE IN One (1) credit is to be increased with pressing SERVICE IN
----- PLAY IN ----- 20 20	TOTAL PLAY
----- COIN OUT ----- 10 20	COIN OUT
----- TICKET OUT ----- 10 20	TICKET RELEASE
NFLPA SUPER STAR Ver. ____ Sep. __. 2017	Display of Version information
CANCEL Button : EXIT	

FACTORY - SETTING	
Initializing to Factory Setting Value (Clearing complete data and setting it up as default value).	
LCD DISPLAY (EXECUTION)	LCD DISPLAY (EXECUTION)
<b>FACTORY - SETTING</b> ARE YOU SURE? YES or [ <u>NO</u> ] Execute by moving cursor	<b>FACTORY - SETTING</b> REALLY ? YES or [ <u>NO</u> ] Execute by moving cursor
	

# [ 3. TEST MODE ]

TEST MODE - It will be functioned by pressing SELECT Button in related player Menu. Exit by pressing CANCEL Button.		
LCD DISPLAY	CONSTITUTION	DESCRIPTION
INPUT TEST	(Refer to below table)	Input - Signal Test
FND & LAMP	OFF STEP ON/OFF  ON	FND & LAMP Function Test OFF : Complete OFF STEP : Functioning in organized sequence ON/OFF : Functioning regularly between ON and OFF ON : Complete ON
ARM & JOYSTICK	(Refer to below table)	Function Test of Arm and Joystick
COIN OUT	(Refer to below table)	Function Test of Coin Out
PUSHER	(Refer to below table)	Function Test of Pusher
COIN	(Refer to below table)	Function Test of Coin
TICKET	(Refer to below table)	Function Test of Ticket Release
COUNTER	(Refer to below table)	Function Test of Counter
SOUND	(Refer to below table)	Sound Test
EXIT	Exit from TEST MODE	

TEST MODE -> INPUT TEST	
LCD DISPLAY	DESCRIPTION
-1P--- INPUT TEST ---2P- 000000000 000000000 000000 0 000000 0000000 0000000	Indicating the status of Input Signal and changed value (In case of any change in Input Signal, Sound will be re-produced once) "0" in the middle is Tilt Sensor CREDIT FND : COIN OUT LEFT, COIN OUT RIGHT Exit by pressing Cancel Button
EXPLANATION	
000000000	1. COIN OUT LEFT 2. COIN OUT RIGHT 3. COIN OUT MOTOR ENC UP 4. COIN OUT MOTOR ENC SIDE 5. BLDC PUSHER ENC 6. MAGNETIC FRONT SENSOR 7. MAGNETIC REAR SENSOR 8. MAGNETIC LEFT SENSOR 9. MAGNETIC RIGHT SENSOR
000000	1. X MOTOR LEFT SWITCH 2. X MOTOR RIGHT SWITCH 3. Y MOTOR FRONT SWITCH 4. Y MOTOR REAR SWITCH 5. Z MOTOR UP SWITCH 6. Z MOTOR DOWN SWITCH
0000000	1. JOYSTICK UP 2. JOYSTICK DOWN 3. JOYSTICK LEFT 4. JOYSTICK RIGHT 5. DROP BUTTON 6. SERVICE BUTTON 7. TICKET BUTTON














































**TEST MODE -> ARM & JOYSTICK TEST**

Function Test of ARM by moving Joystick.

1P Solenoid : SETUP Left Button ( or Ticket Button).

2P Solenoid : SETUP Right Button (or Ticket Button).

Exit by Pressing CANCEL Button.

LCD DISPLAY	DESCRIPTION																
--ARM & JOYSTICK -- 1P SOL:LEFT BUTTON 2P SOL:RIGHT BUTTON EXIT : CANCEL	<p>TIME FND and CREDIT FND will be displayed when related sensor and switch are functioned. No display in case they are not functioned</p> <p>TIME FND :</p> <table border="0"> <tr> <td> MAGNETIC LEFT SENSOR,</td> <td> MAGNETIC FRONT SENSOR</td> </tr> <tr> <td> MAGNETIC RIGHT SENSOR,</td> <td> X-ARM LEFT SWITCH</td> </tr> <tr> <td> X-ARM RIGHT SWITCH,</td> <td> Y-ARM REAR SWITCH</td> </tr> <tr> <td> MAGNETIC REAR SENSOR,</td> <td> Y-ARM FRONT SWITCH</td> </tr> <tr> <td> Z-ARM UP SWITCH,</td> <td> Z-ARM DOWN SWITCH</td> </tr> </table> <p>CREDIT FND :</p> <table border="0"> <tr> <td> JOYSTICK UP,</td> <td> JOYSTICK DOWN</td> </tr> <tr> <td> JOYSTICK LEFT,</td> <td> JOYSTICK RIGHT</td> </tr> <tr> <td> DROP BUTTON</td> <td></td> </tr> </table>	 MAGNETIC LEFT SENSOR,	 MAGNETIC FRONT SENSOR	 MAGNETIC RIGHT SENSOR,	 X-ARM LEFT SWITCH	 X-ARM RIGHT SWITCH,	 Y-ARM REAR SWITCH	 MAGNETIC REAR SENSOR,	 Y-ARM FRONT SWITCH	 Z-ARM UP SWITCH,	 Z-ARM DOWN SWITCH	 JOYSTICK UP,	 JOYSTICK DOWN	 JOYSTICK LEFT,	 JOYSTICK RIGHT	 DROP BUTTON	
 MAGNETIC LEFT SENSOR,	 MAGNETIC FRONT SENSOR																
 MAGNETIC RIGHT SENSOR,	 X-ARM LEFT SWITCH																
 X-ARM RIGHT SWITCH,	 Y-ARM REAR SWITCH																
 MAGNETIC REAR SENSOR,	 Y-ARM FRONT SWITCH																
 Z-ARM UP SWITCH,	 Z-ARM DOWN SWITCH																
 JOYSTICK UP,	 JOYSTICK DOWN																
 JOYSTICK LEFT,	 JOYSTICK RIGHT																
 DROP BUTTON																	
EXIT	Exit from ARM & JOYSTICK TEST																

**TEST MODE -> COIN OUT TEST**

It is functioned when pressing SELECT Button among related items or DROP Button of related player. Exit by pressing CANCEL Button.

LCD DISPLAY	CONSTITUTION	DESCRIPTION
--- COIN OUT TEST --- 1 PLAYER OFF 2 PLAYER OFF	OFF/CW/CCW OFF : Stop CW : Normal Rotation CCW : Counter Rotation	Function Test of COIN OUT Sensor Function is shown as 0, 1 or (.) at FND Credit FND : Coin Out Left, Coin Out Right Time FND : Coin Out Motor ENC UP, Coin Out Motor ENC SIDE
EXIT		Exit from Coin Out Test

**TEST MODE -> PUSHER TEST**

It is functioned when pressing SELECT Button among related items or DROP Button of related player. Exit by pressing CANCEL Button.

LCD DISPLAY	CONSTITUTION	DESCRIPTION
--- PUSHER TEST --- 1 PLAYER OFF 2 PLAYER OFF 1P + 2P	OFF/ON Display of Operation Status	Function Test of Pusher Time FND : Display of Sensor functioning status 0, 1
EXIT		Exit from Pusher Test





PLAYFIELD - SETUP		
LCD DISPLAY	DESCRIPTION	EXECUTION
TABLE SET. A	Overall Product Test Mode. (Refer to below table).	Execute by pressing SELECT Button
TABLE SET. B	Product Test Mode for long hours (Refer to below table).	
EXIT	Exit	

**PLAYFIELD - SETUP -> TABLE SET. A**

To be used for overall Function Test (Aging Test).

Just like real games, it plays 3,000 times automatically and release the output when winning a prize.

LCD DISPLAY	DESCRIPTION	EXECUTION
1 PLAYER      STOP	Execute only 1P	PLAY : SELECT Button STOP : CANCEL Button
2 PLAYER      STOP	Execute only 2P	
1P+2P	Execute both 1P and 2P simultaneously	
EXIT	Exit	

**PLAYFIELD - SETUP -> TABLE SET. B**

To be used for overall Function Test (Aging Test).

Just like real games, it plays 100,000 times automatically and release the output when winning a prize.

LCD DISPLAY	DESCRIPTION	EXECUTION
1 PLAYER      STOP	Execute only 1P	PLAY : SELECT Button STOP : CANCEL Button
2 PLAYER      STOP	Execute only 2P	
1P+2P	Execute both 1P and 2P simultaneously	
EXIT	Exit	

**PLAYFIELD - SETUP -> BOOKKEEPING**

When PLAYFIELD SETUP is running, screen moves as below.

Check BOOKKEEPING by using UP, DOWN buttons.

Press CANCEL to stop test and exit to previous screen.

LCD DISPLAY	DESCRIPTION	EXECUTION
<pre> === 1P+2P  RUN === ----- PLAY IN -----                         10                         20 </pre>	TOTAL PLAY	UP, DOWN : MOVE STOP : CANCEL BUTTON
<pre> === 1P+2P  RUN === ----- COIN OUT -----                         1                         2 </pre>	COIN OUT	
<pre> === 1P+2P  RUN === ----- TICKET OUT -----                         5                         6 </pre>	TICKET OUT	

**BOOKKEEPING MONITOR WHILE PLAYING GAMES.**

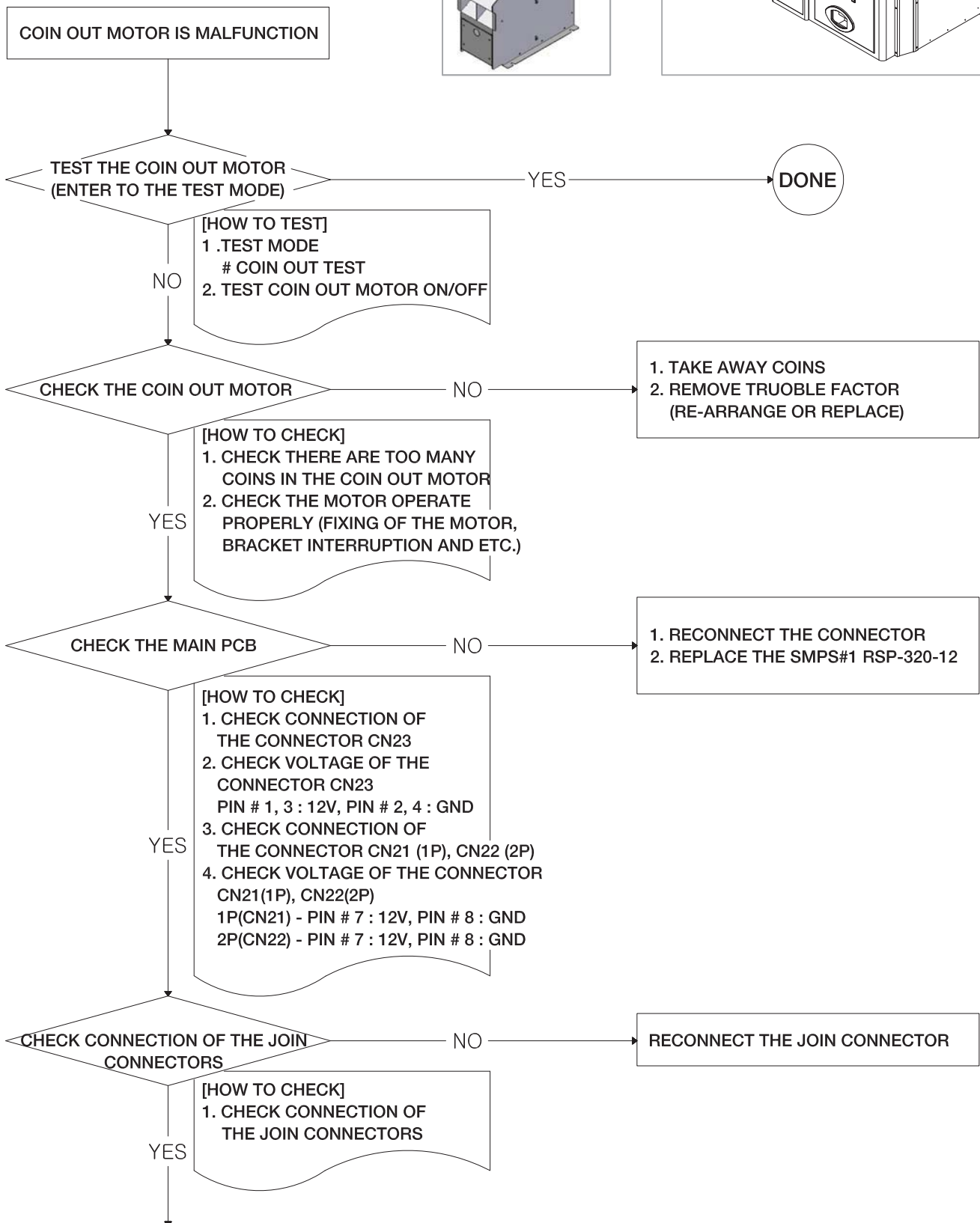
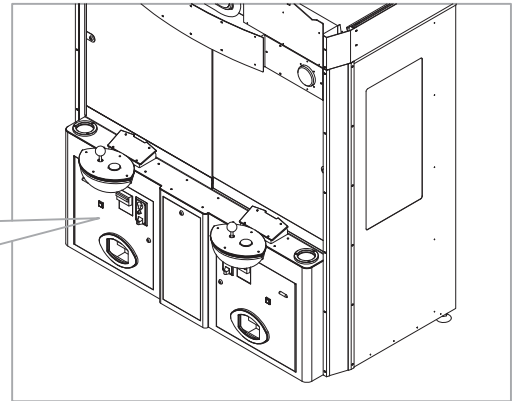
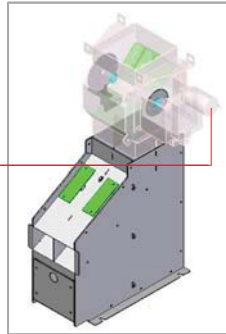
[↑↓] IT CAN BE CHECKED BY PRESSING UP/DOWN BUTTON.		
LCD DISPLAY	1P 2P	DESCRIPTION
----- COIN IN -----	12 25	Total COIN
----- BILL IN -----	1 3	Total BILL IN. To be accumulated as many as Input-Pulse.
----- SERVICE IN -----	5 10	Total SERVICE IN. To be increased by "1" when pressing Service In
----- PLAY IN -----	20 50	Total Play
----- COIN OUT -----	10 20	Coin Out
----- TICKET OUT -----	10 20	Ticket Release

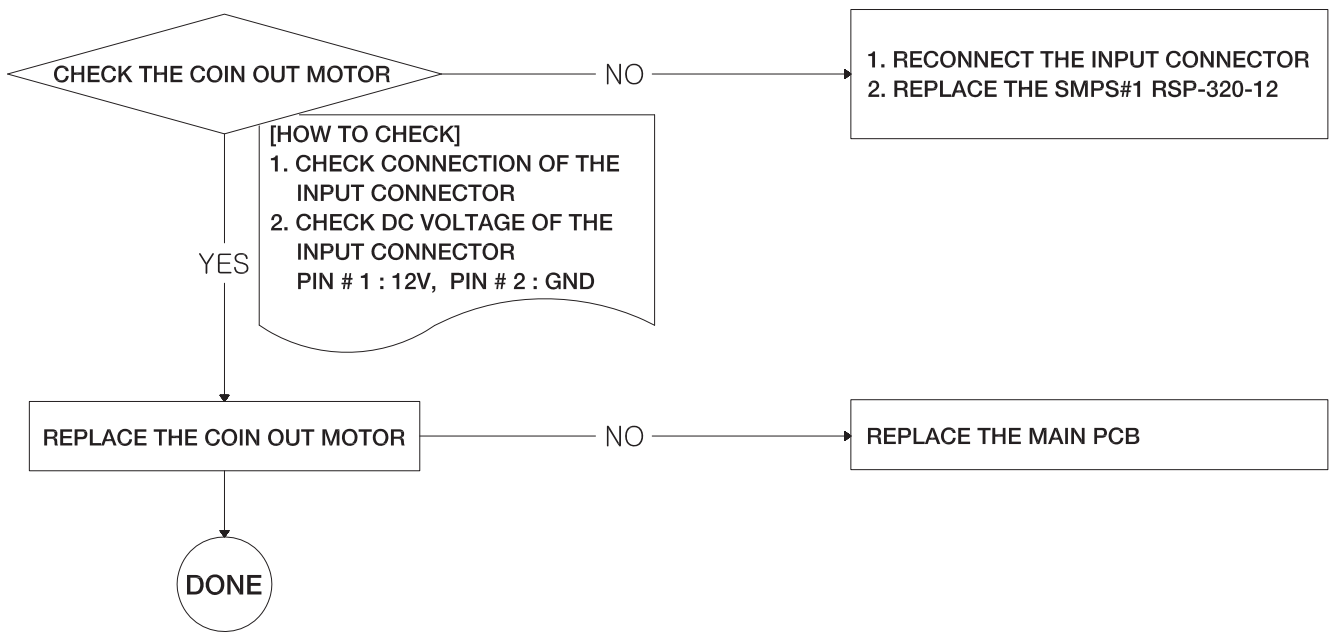
# 4. TROUBLESHOOTING

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

## 4-1. COIN OUT MOTOR ERROR [E70, E71]

COIN OUT MOTOR

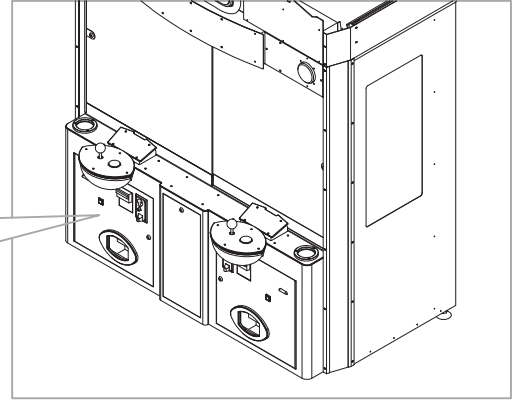
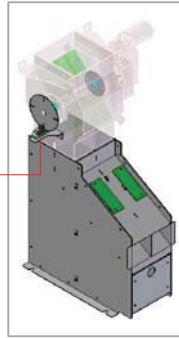




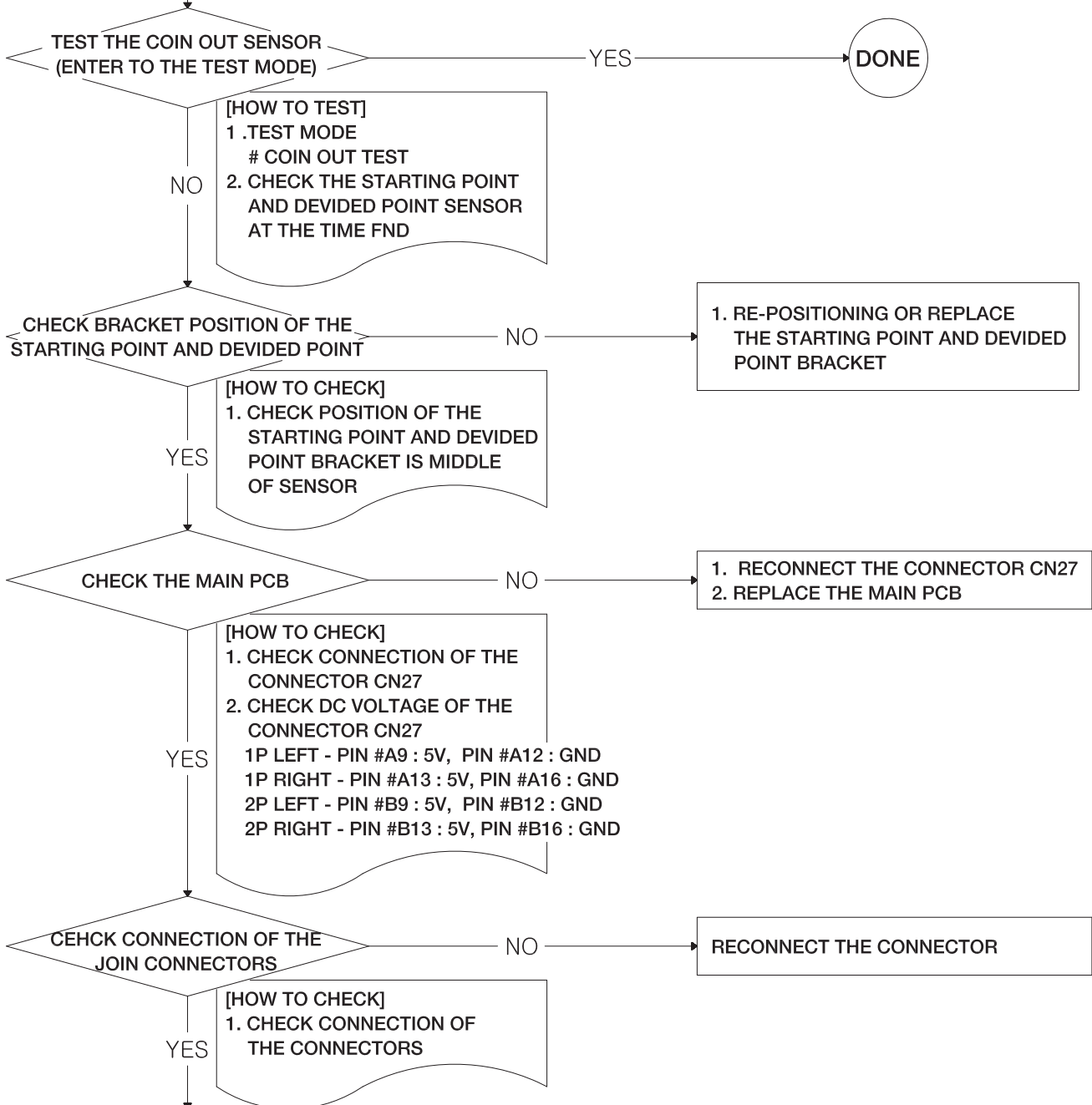
\* General check up : Check the supply voltage and wiring connection properly  
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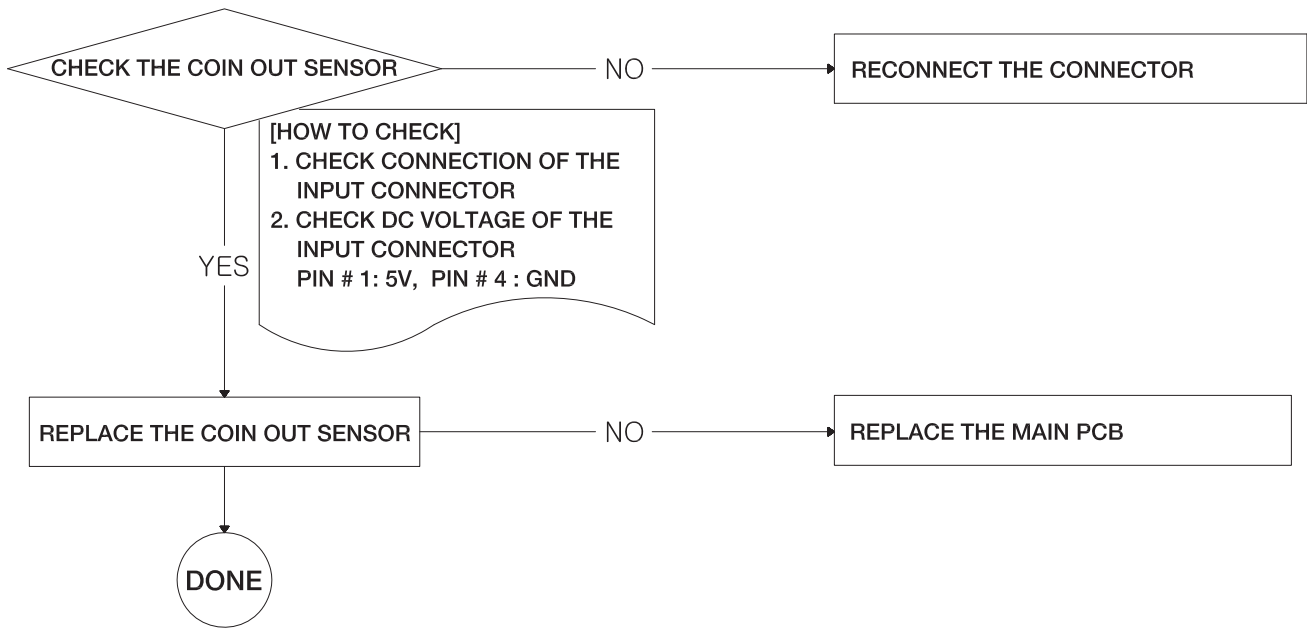
## 4-2. COIN OUT SENSOR ERROR [E70, E71]

COIN OUT SENSOR



COIN OUT SENSOR  
(STARTING POINT, DEVIDED POINT SENSOR)  
IS MALFUNCTION

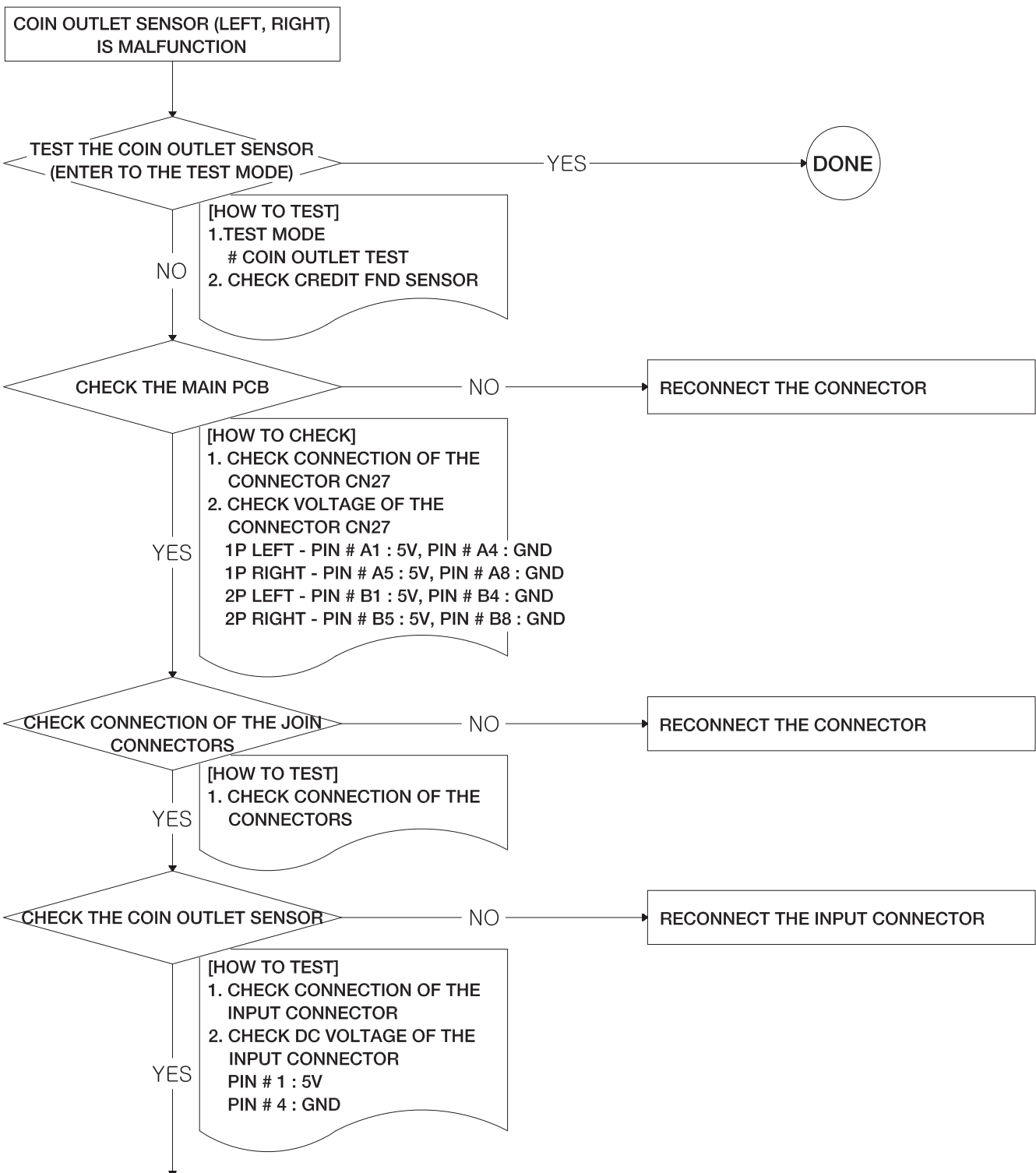
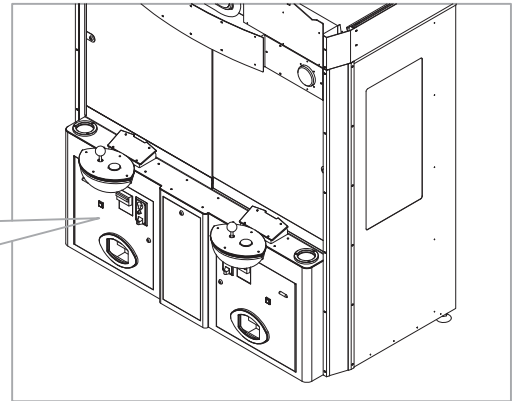
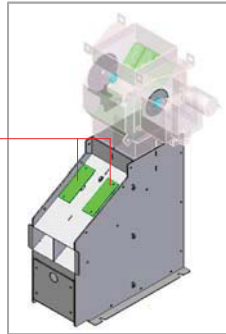


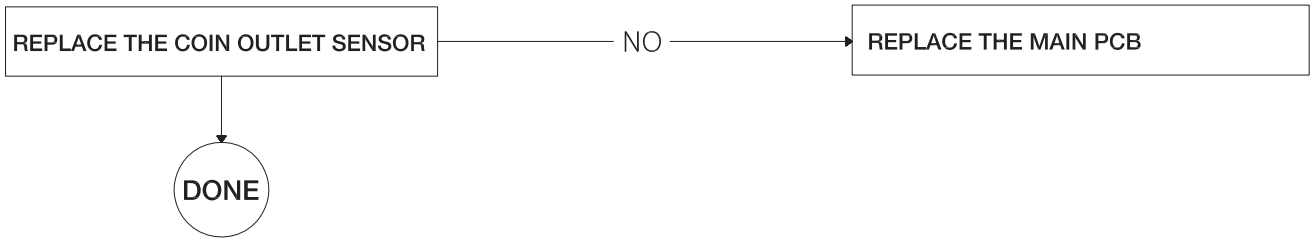


\* General check up : Check the supply voltage and wiring connection properly  
 \* "NO" : Means faulty of the check up result.

### 4-3. COIN OUTLET SENSOR ERROR [E72, E73]

COIN OUTLET SENSOR

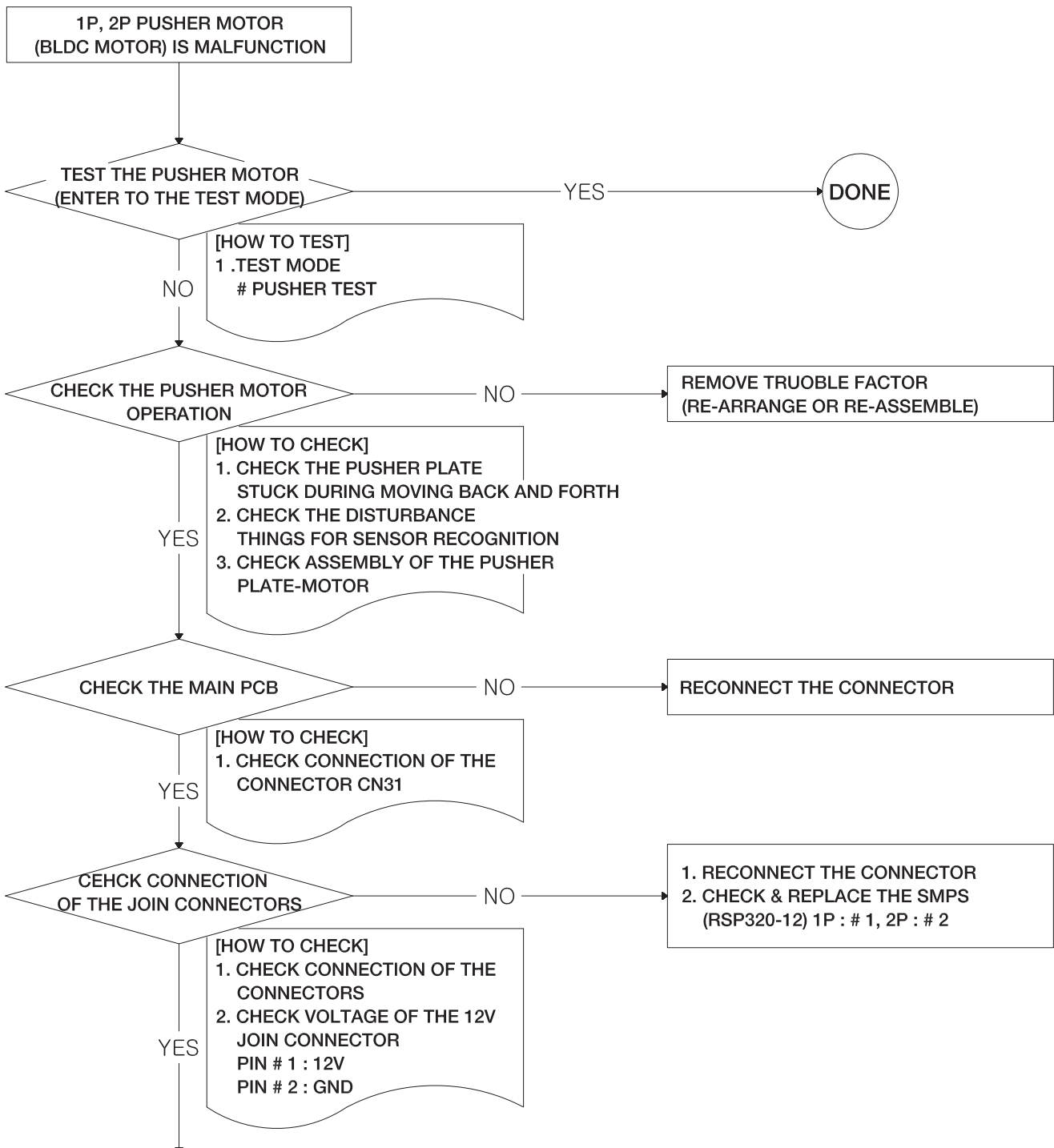
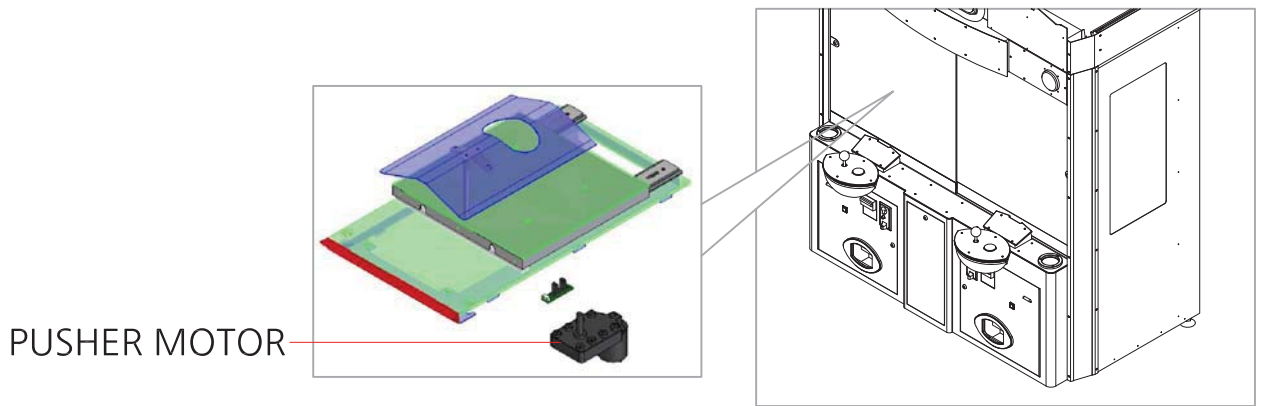


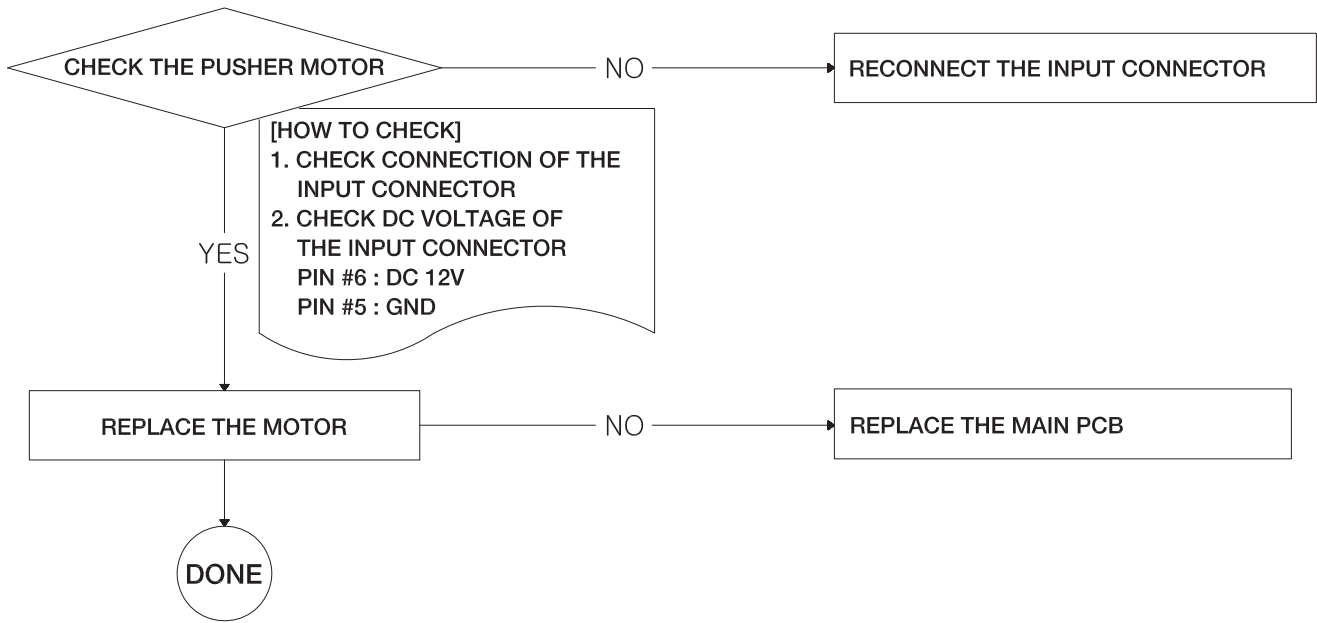




\* General check up : Check the supply voltage and wiring connection properly  
 \* "NO" : Means faulty of the check up result.

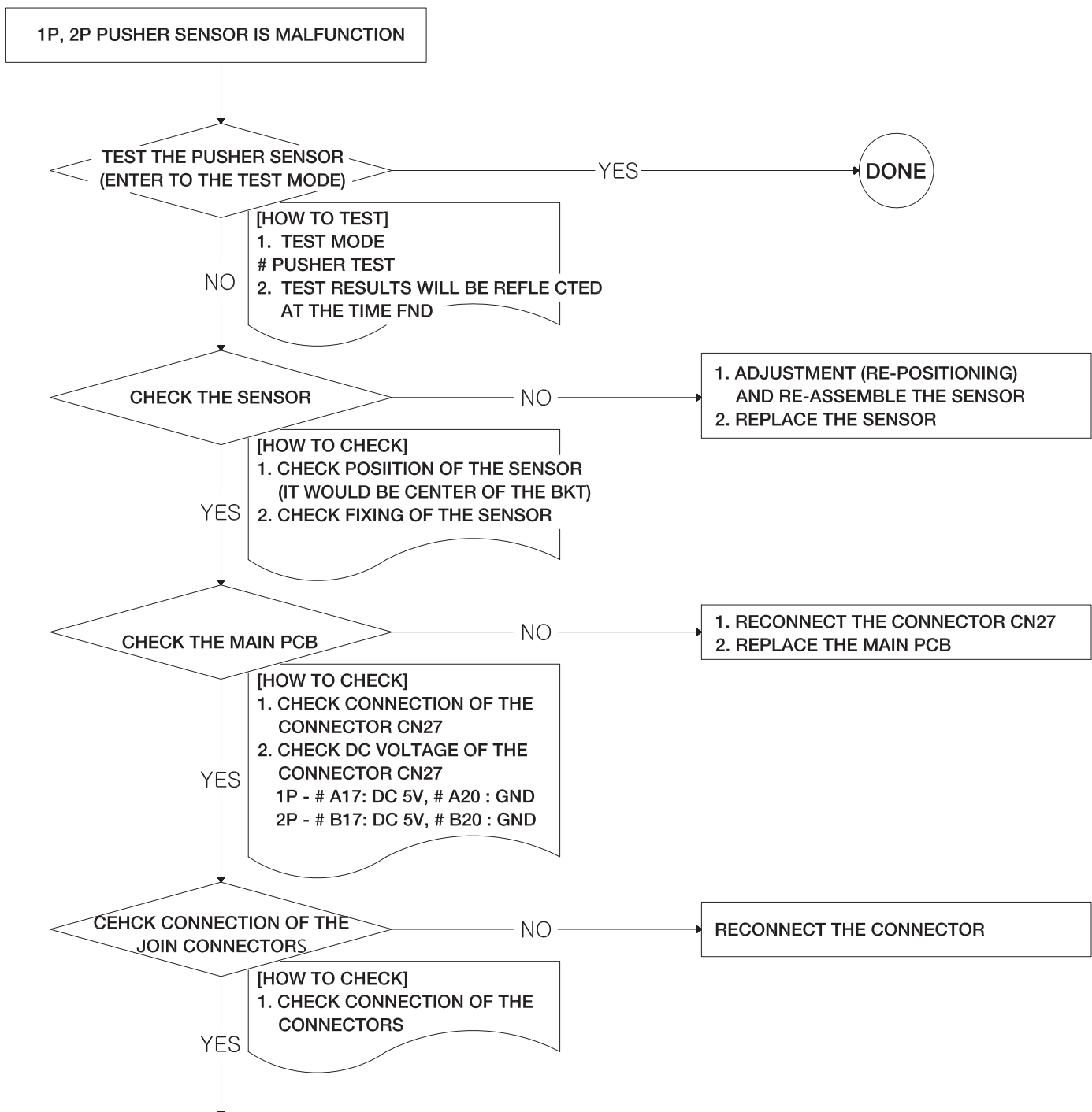
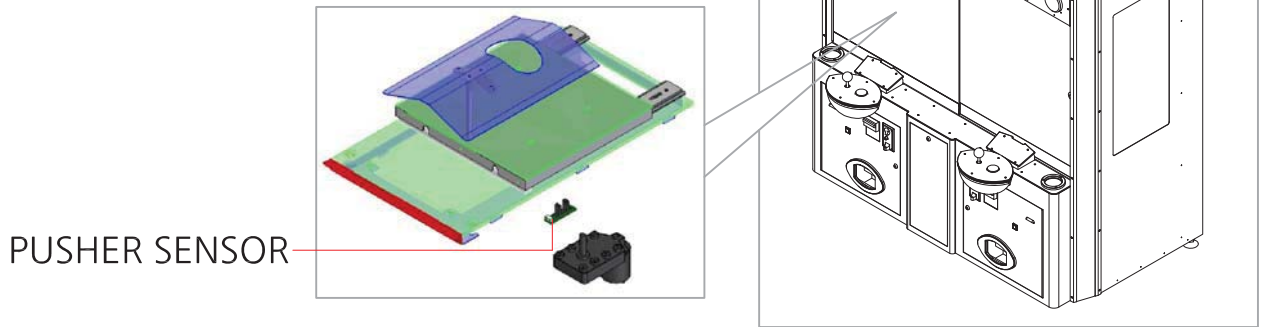
## 4-4. PUSHER MOTOR ERROR

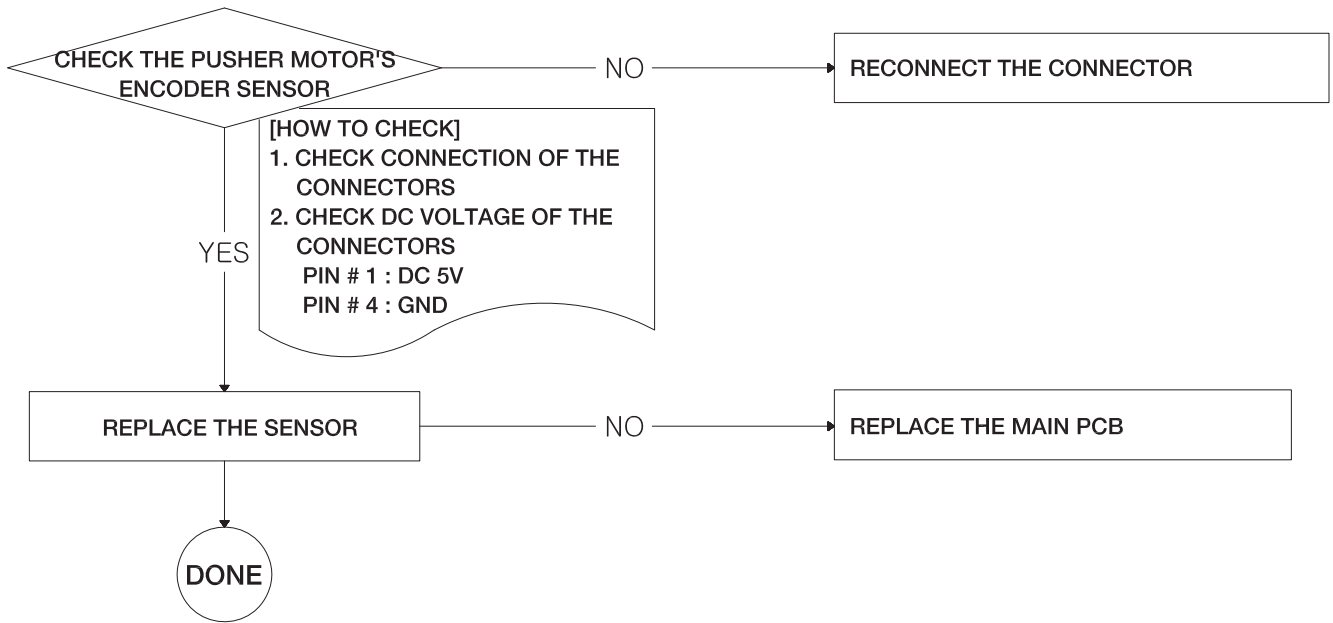




\* General check up : Check the supply voltage and wiring connection properly  
 \* "NO" : Means faulty of the check up result.

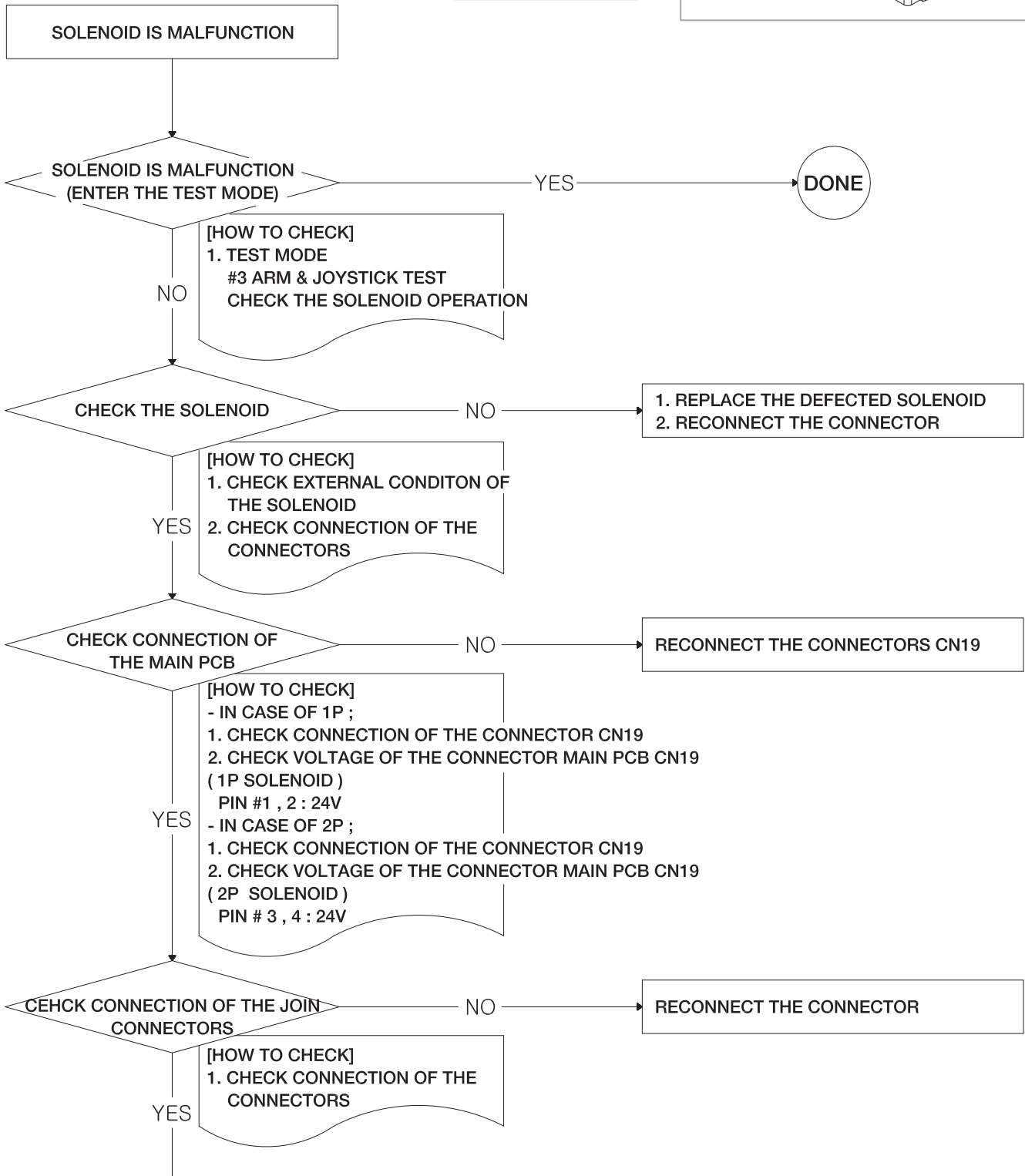
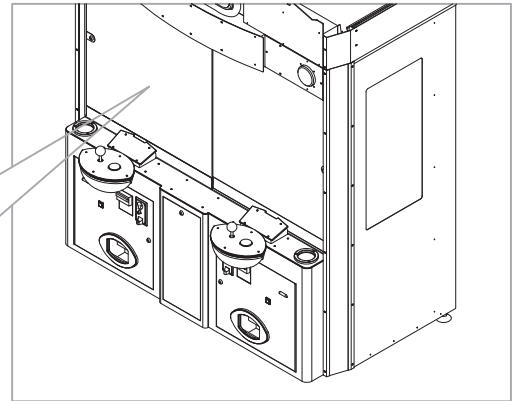
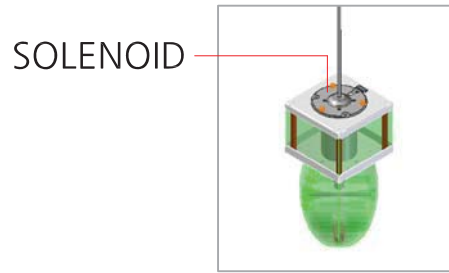
## 4-5. PUSHER SENSOR ERROR [E30]

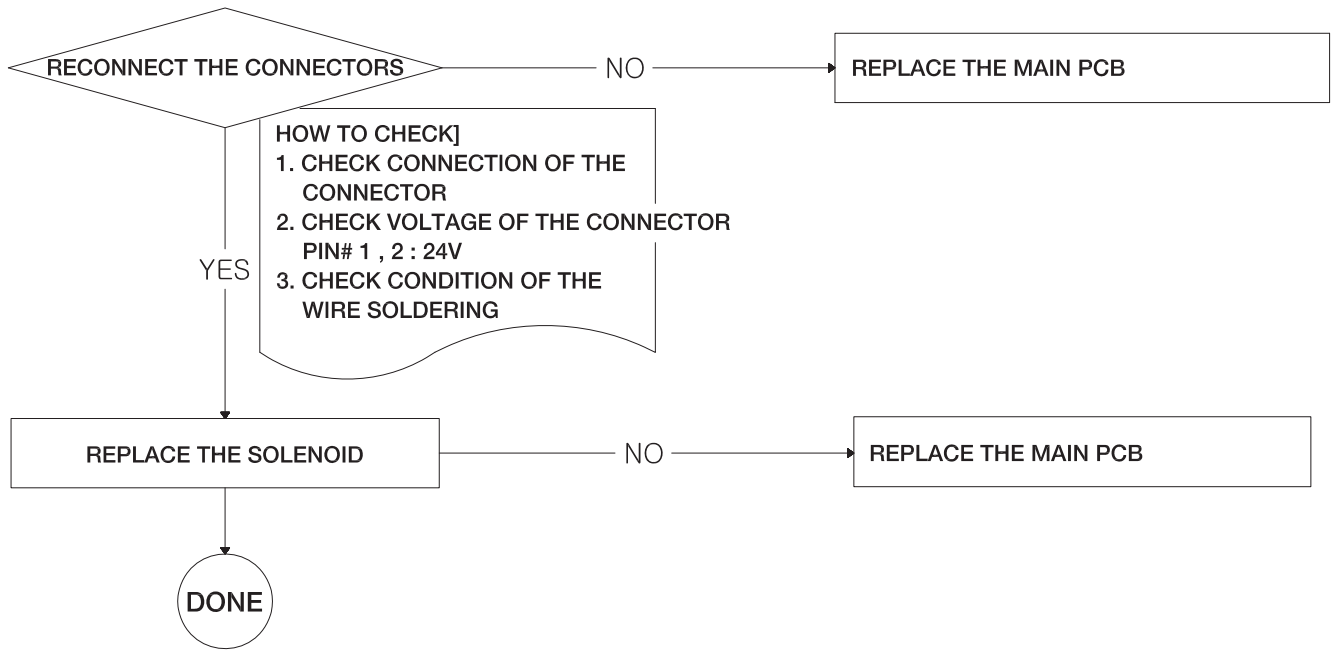




\* General check up : Check the supply voltage and wiring connection properly  
 \* "NO" : Means faulty of the check up result.

## 4-6. SOLENOID ERROR

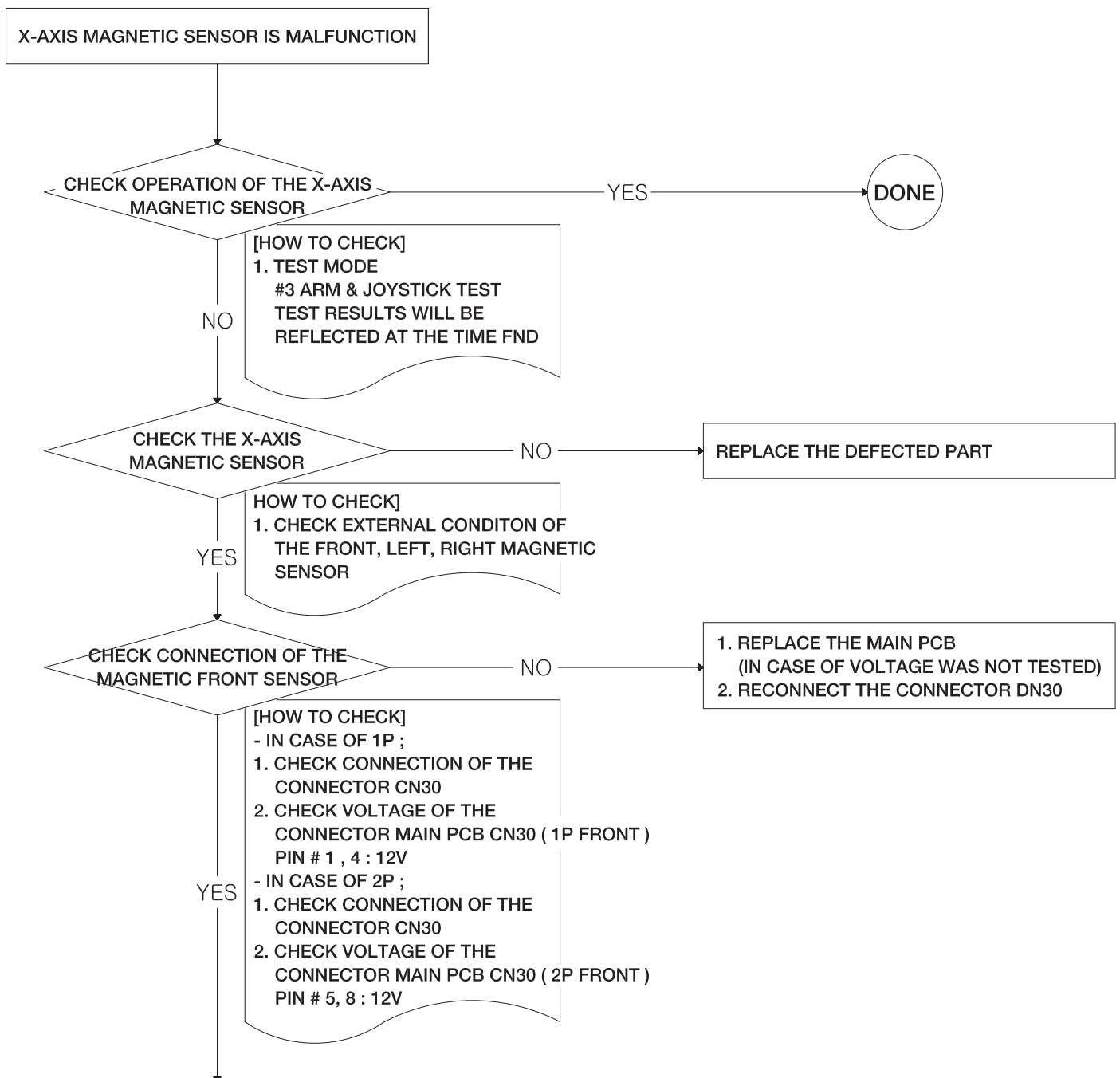
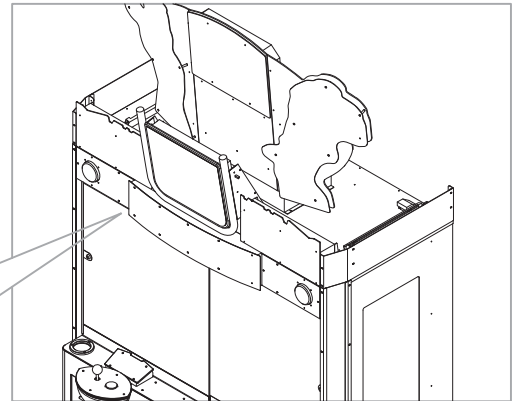
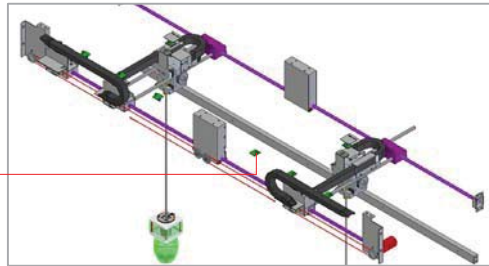


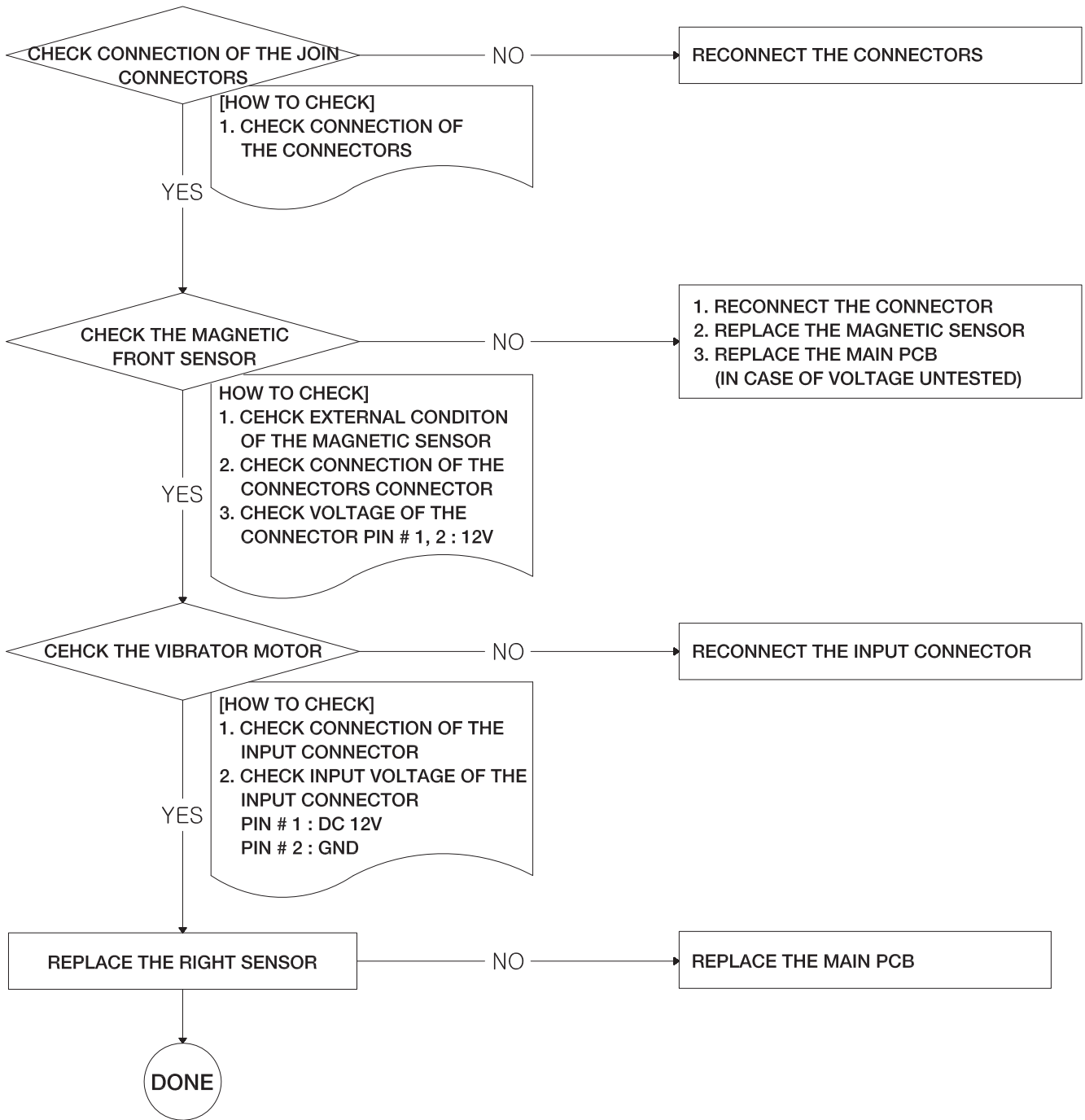


\* General check up : Check the supply voltage and wiring connection properly  
 \* "NO" : Means faulty of the check up result.

## 4-7. X-AXIS MAGNETIC SENSOR ERROR [E42, E44]

X-AXIS  
 MAGNETIC SENSOR



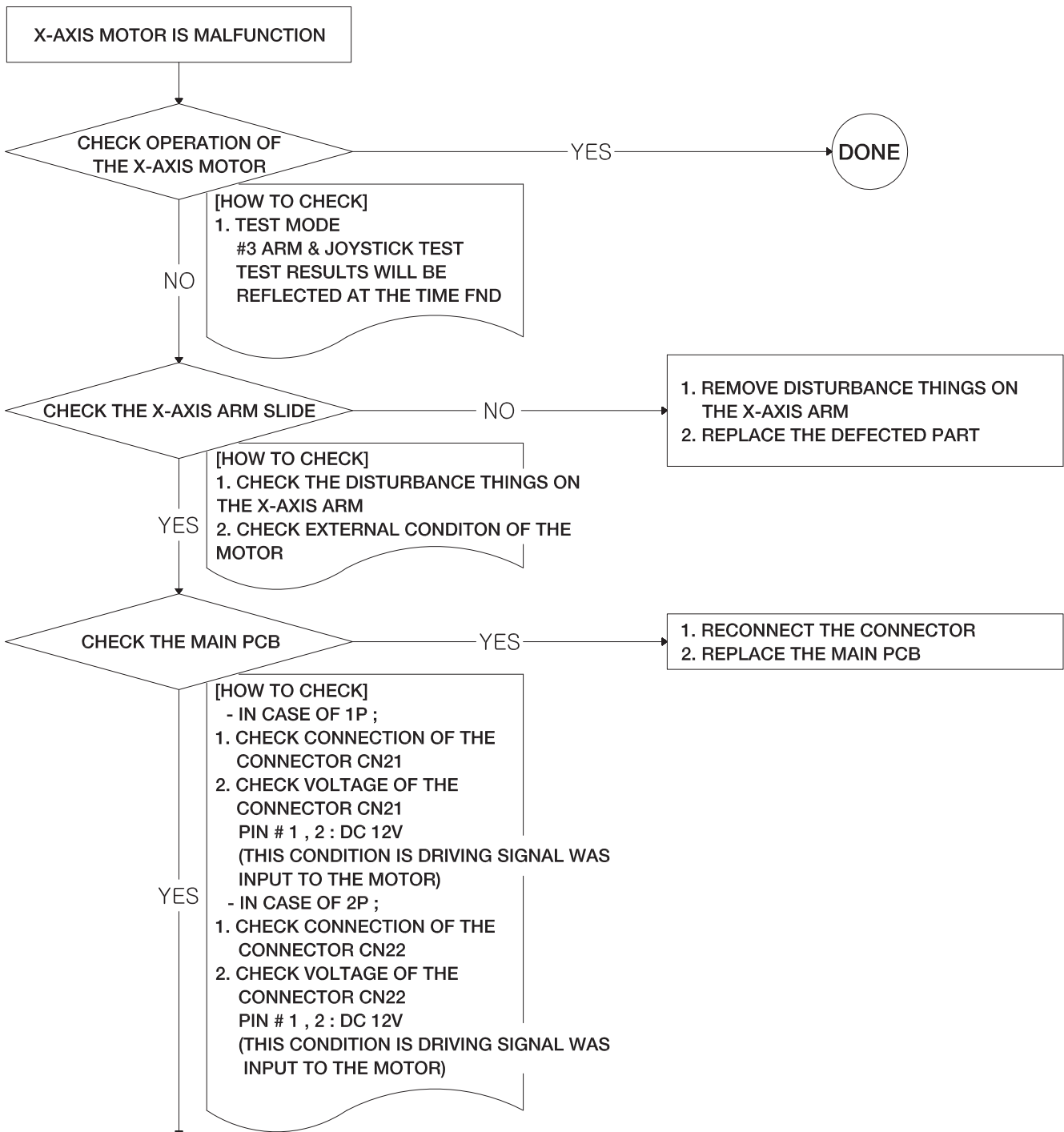
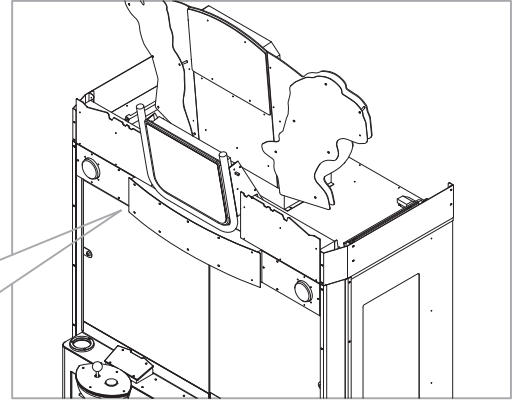
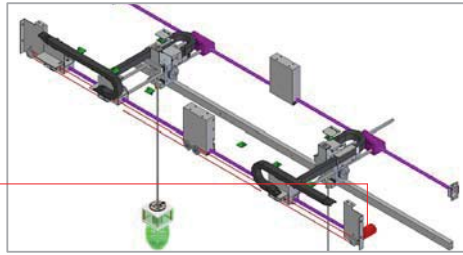


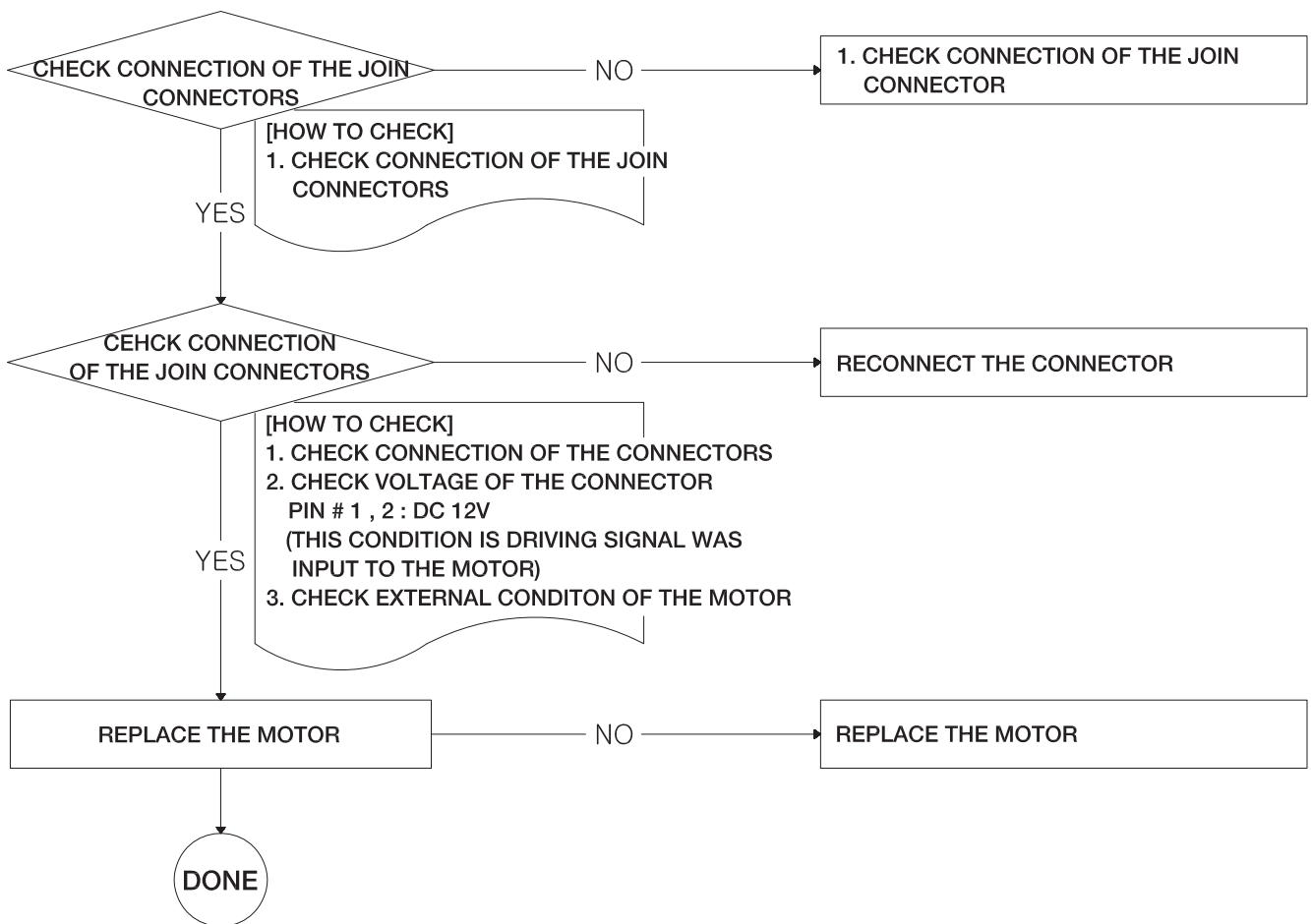


\* General check up : Check the supply voltage and wiring connection properly  
 \* "NO" : Means faulty of the check up result.

## 4-8. X-AXIS MOTOR ERROR

X-AXIS MOTOR

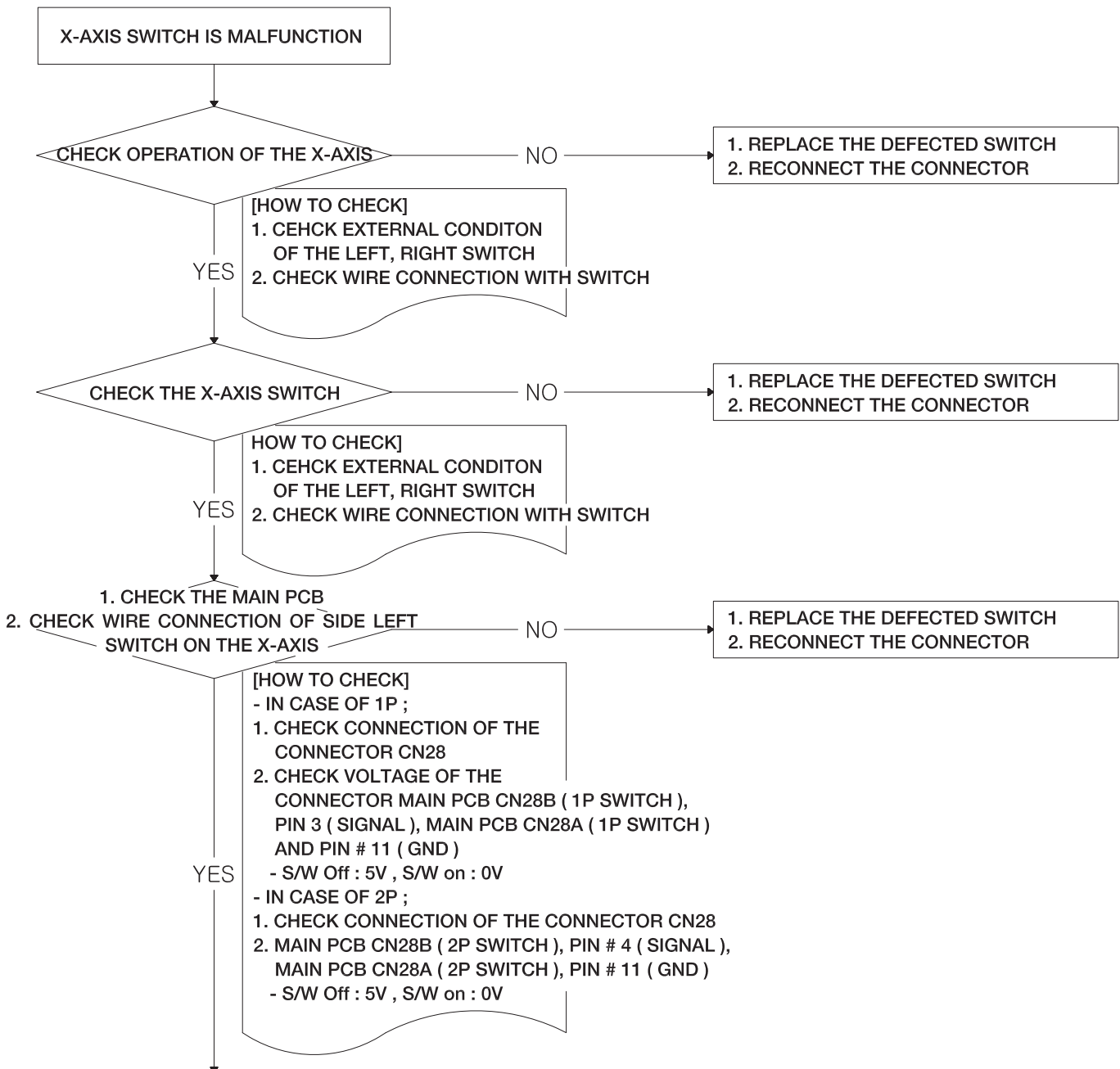
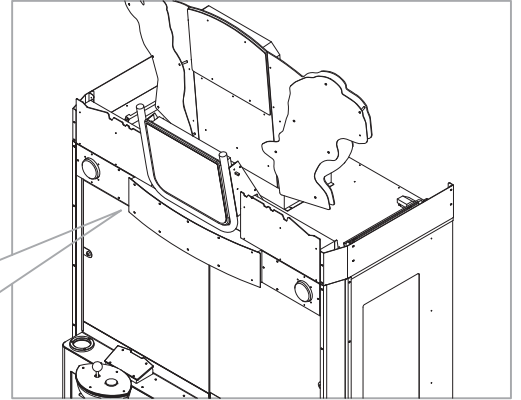
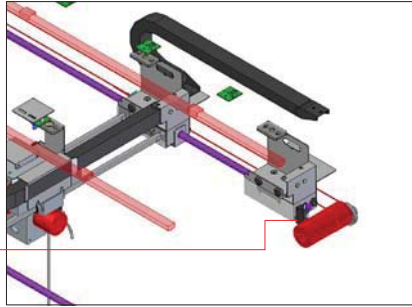


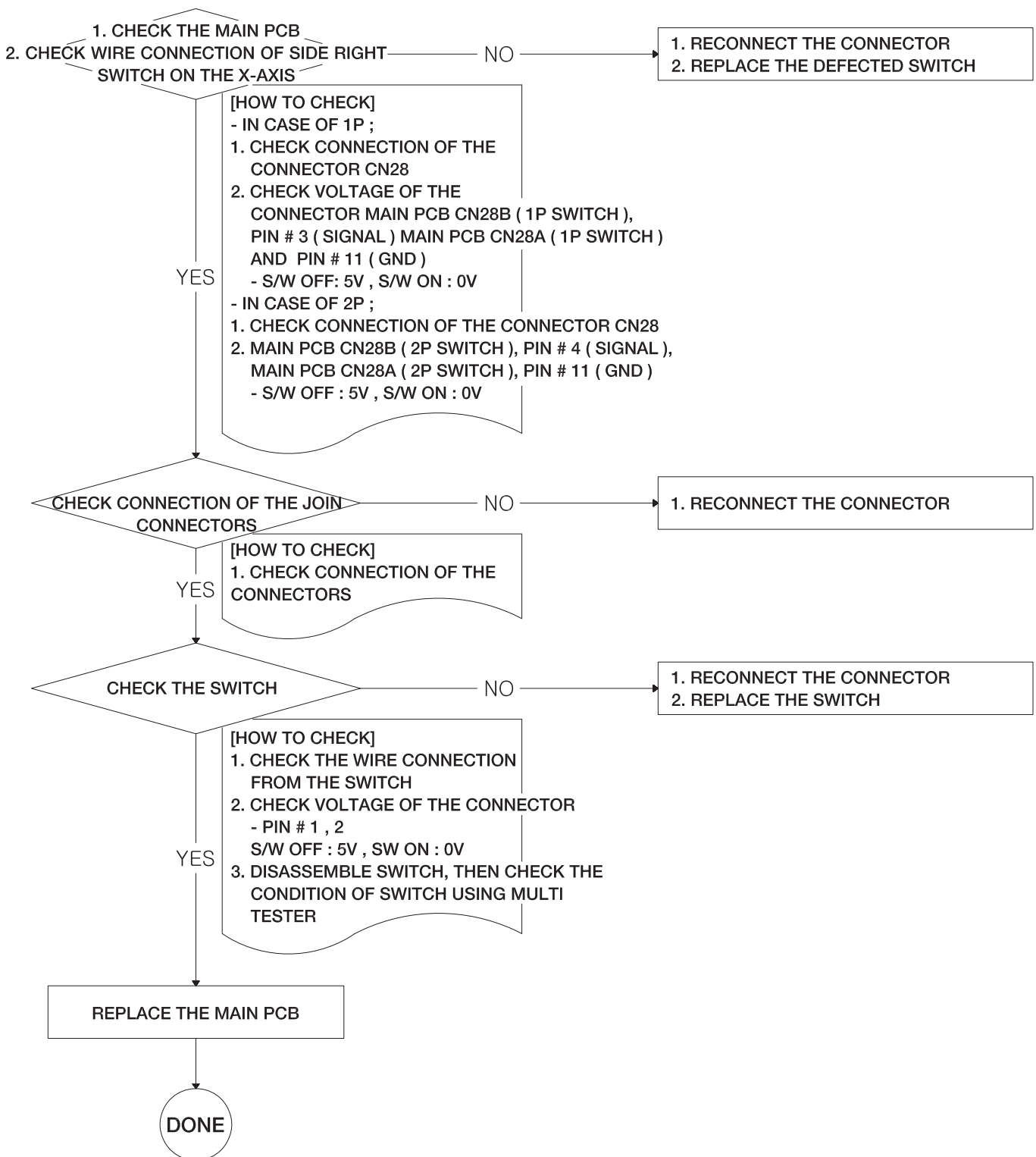


\* General check up : Check the supply voltage and wiring connection properly  
 \* "NO" : Means faulty of the check up result.

## 4-9. X-AXIS SWITCH ERROR

X-AXIS SWITCH

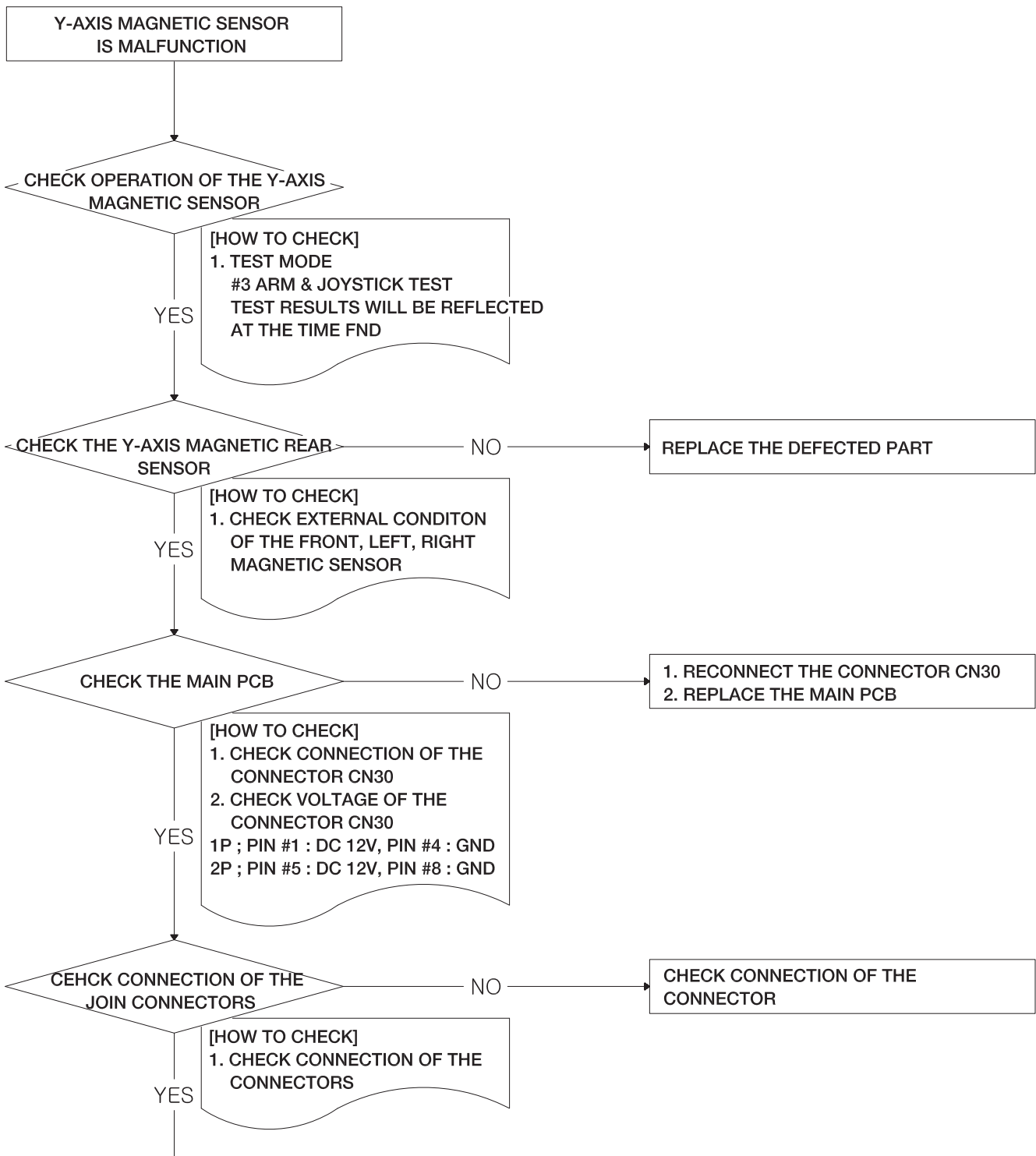
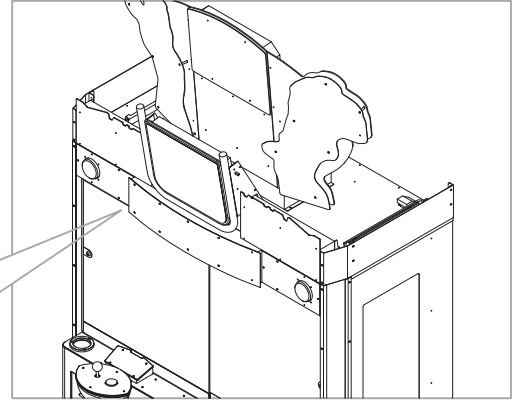
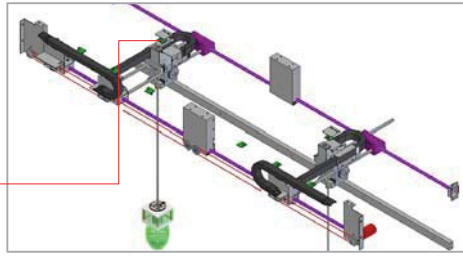


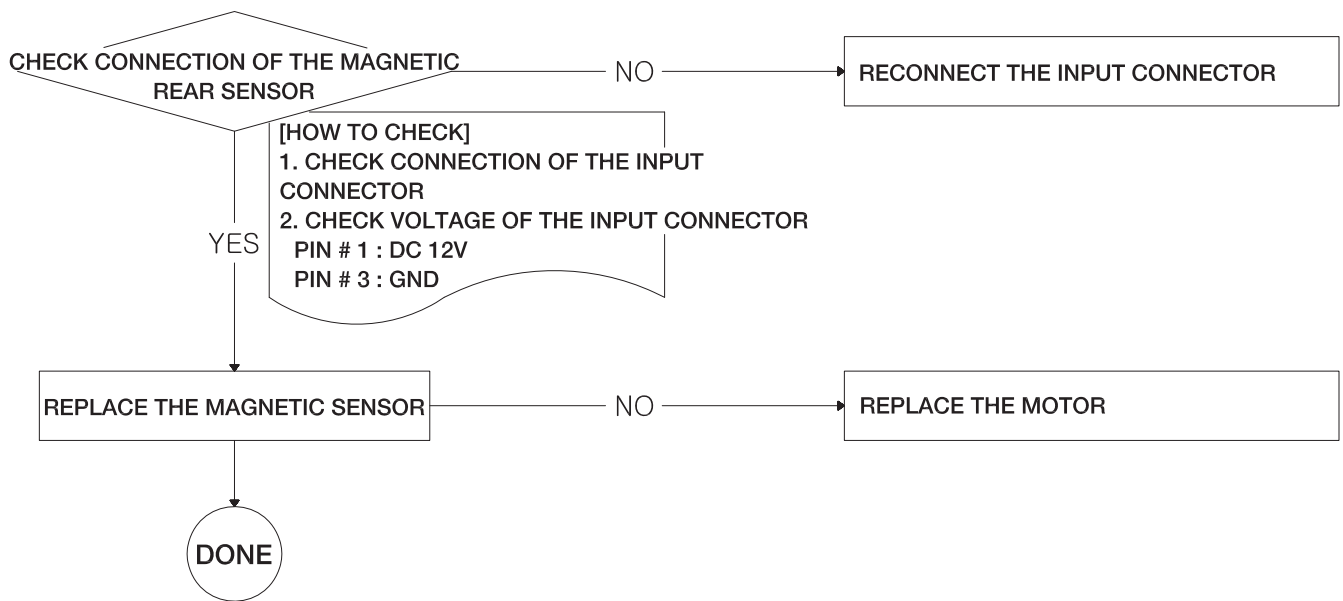


- \* General check up : Check the supply voltage and wiring connection properly
- \* "NO" : Means faulty of the check up result.

## 4-10. Y-AXIS MAGNETIC SENSOR ERROR

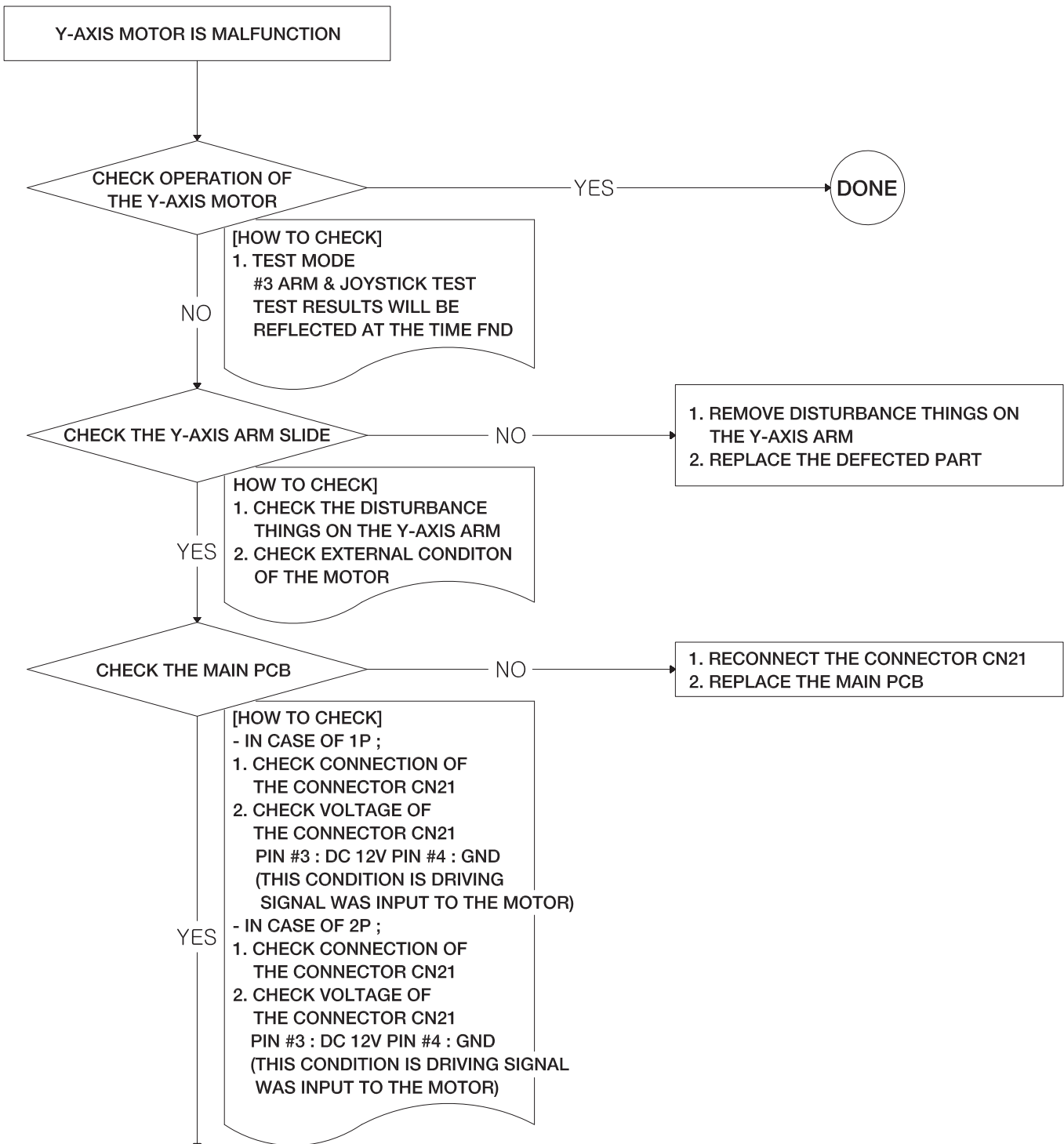
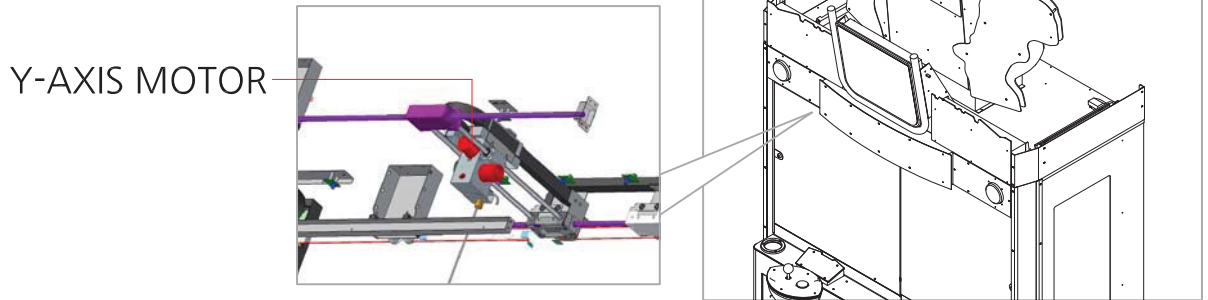
Y-AXIS  
MAGNETIC SENSOR

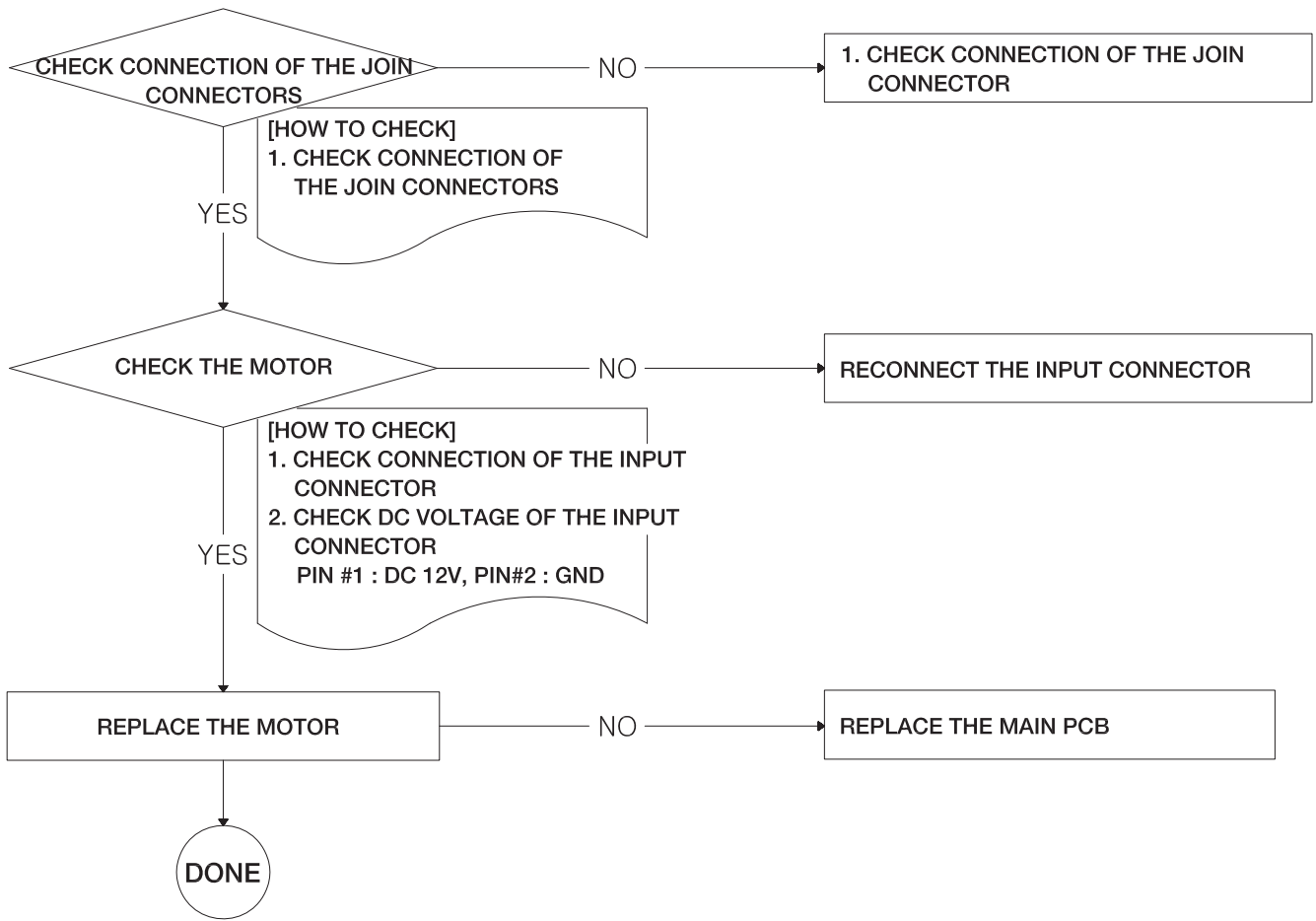




- \* General check up : Check the supply voltage and wiring connection properly
- \* "NO" : Means faulty of the check up result.

## 4-11. Y-AXIS MOTOR ERROR

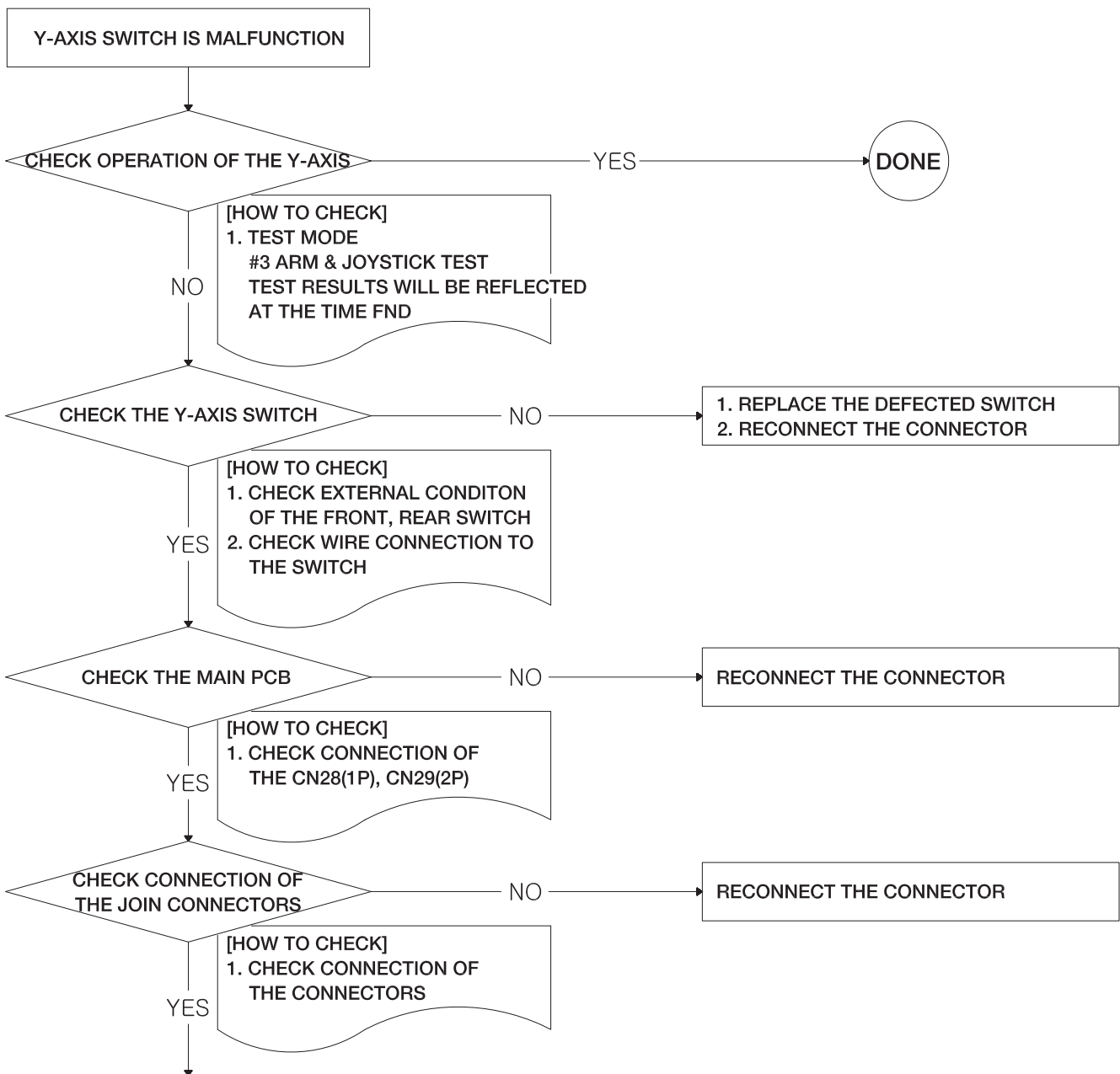
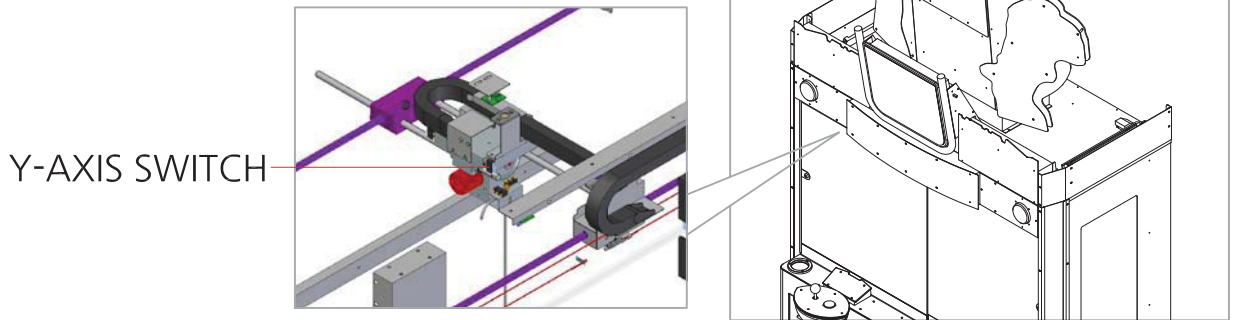


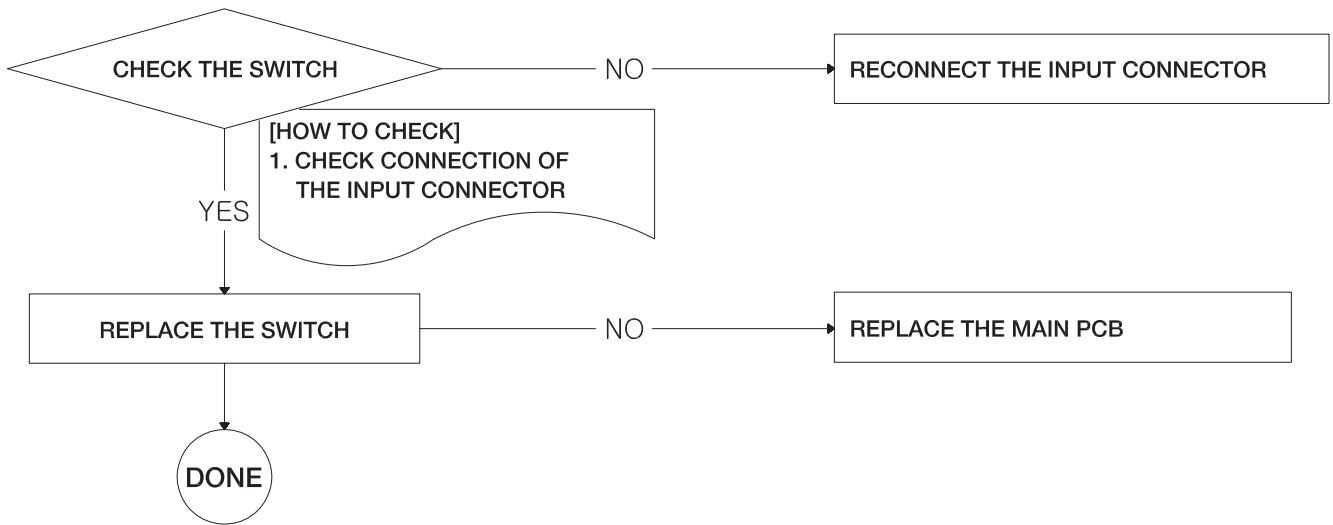




\* General check up : Check the supply voltage and wiring connection properly  
 \* "NO" : Means faulty of the check up result.

## 4-12. Y-AXIS SWITCH ERROR

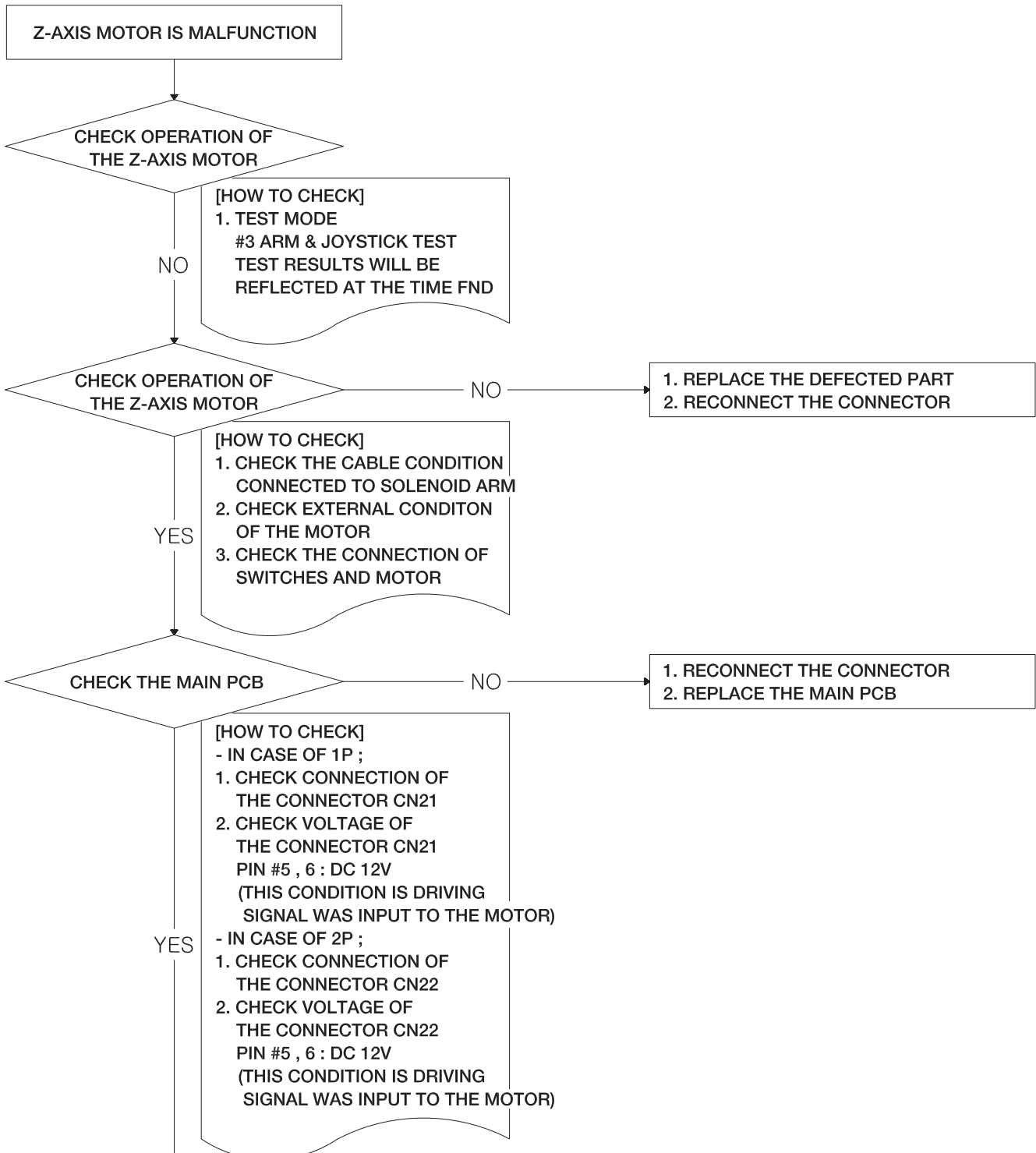
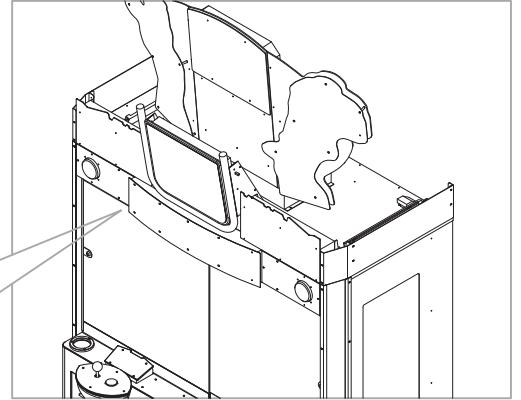
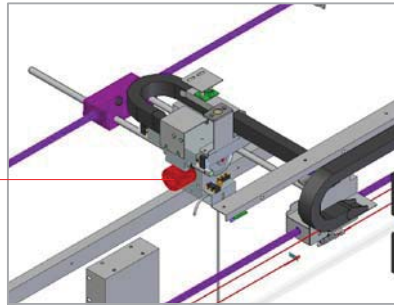


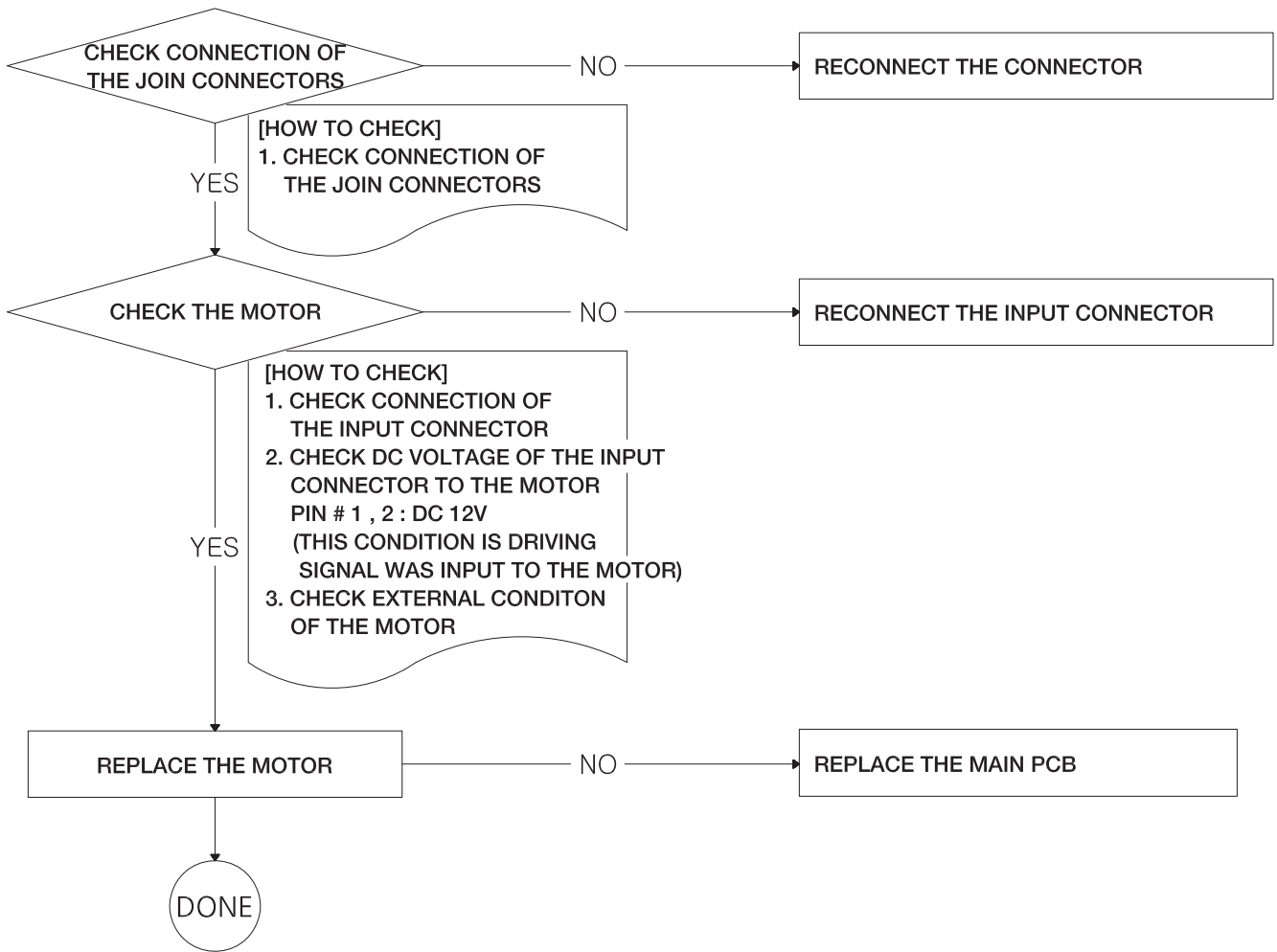


- \* General check up : Check the supply voltage and wiring connection properly
- \* "NO" : Means faulty of the check up result.

## 4-13. Z-AXIS MOTOR ERROR

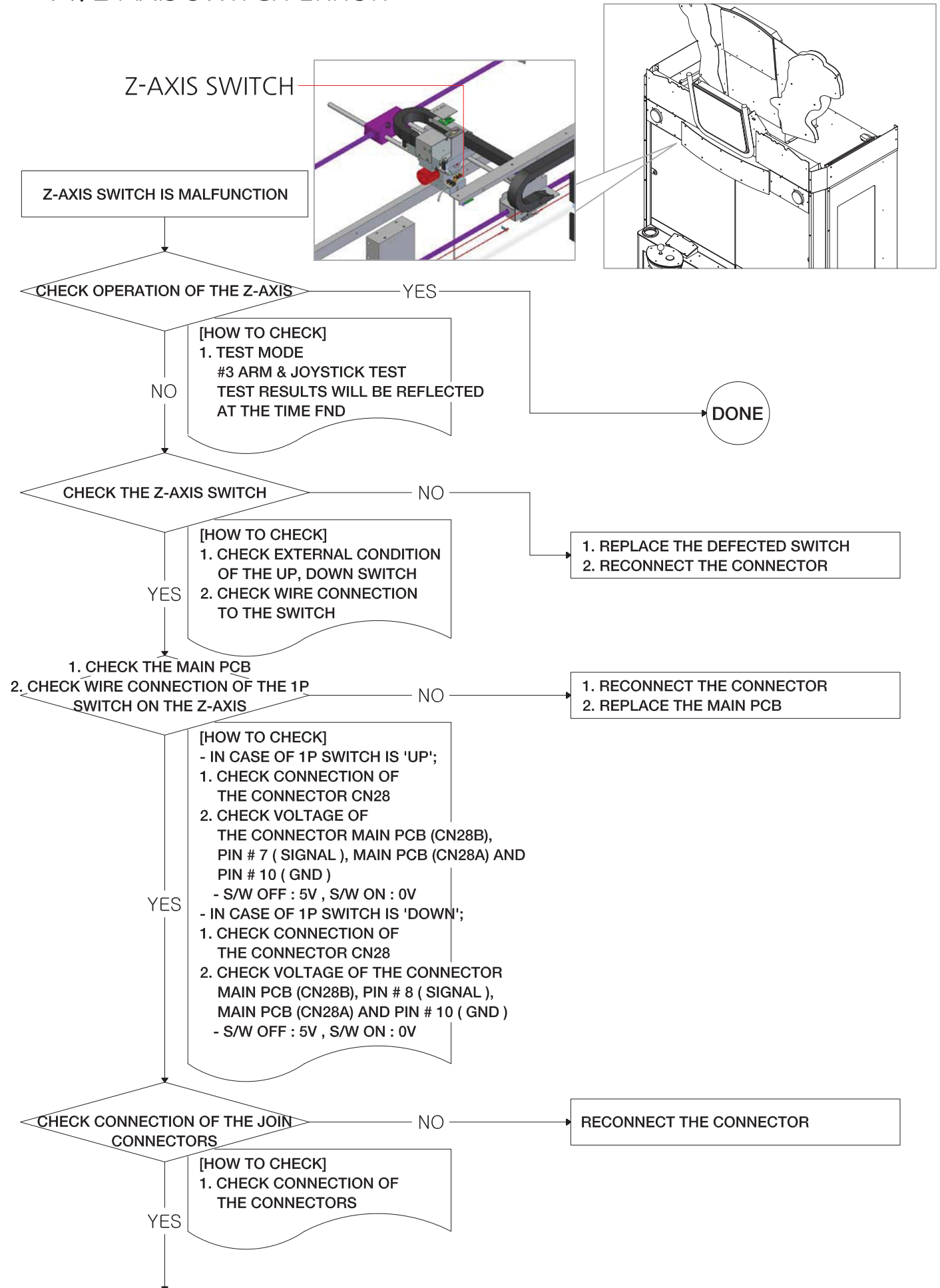
Z-AXIS MOTOR

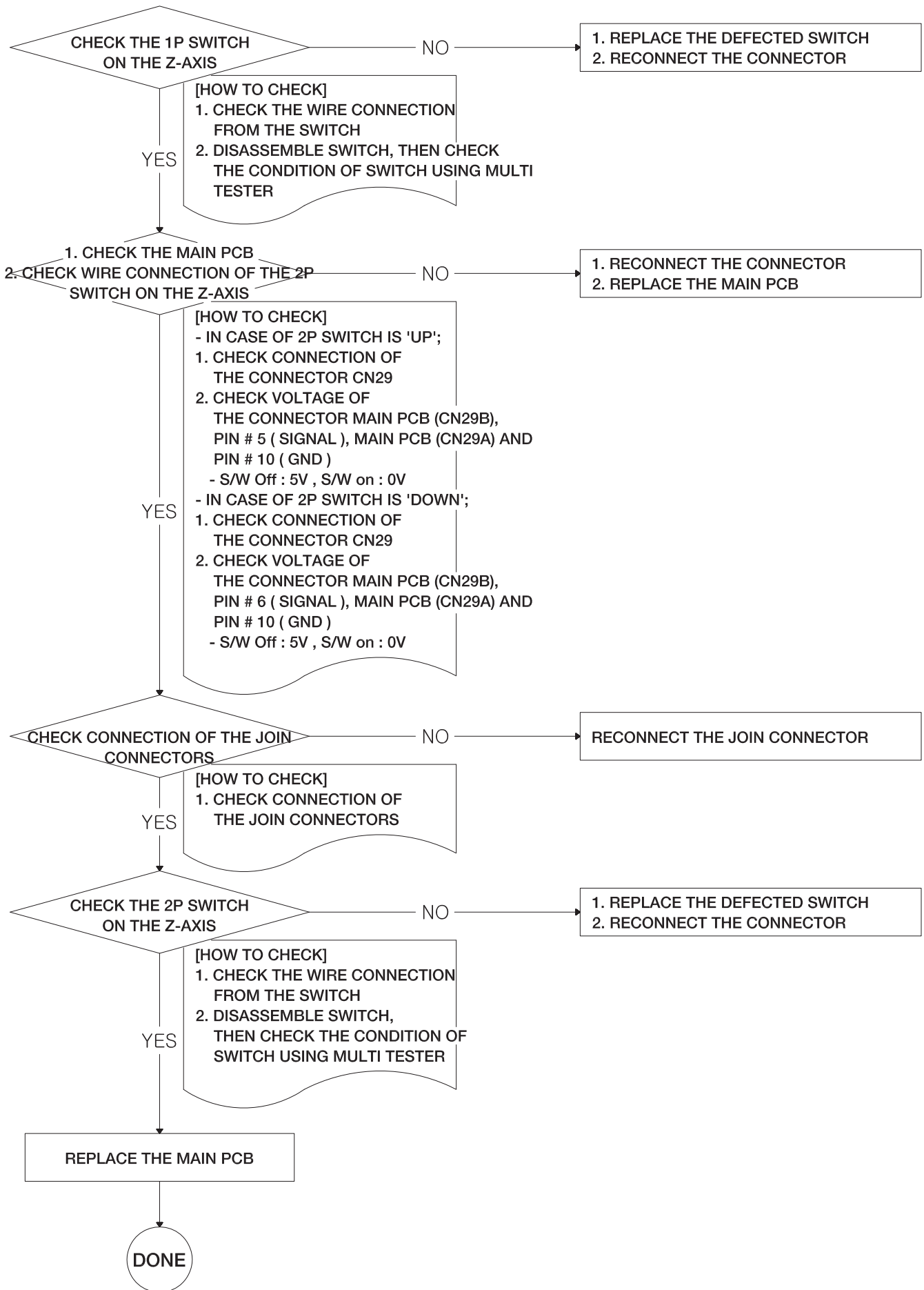




\* General check up : Check the supply voltage and wiring connection properly  
 \* "NO" : Means faulty of the check up result.

## 4-14. Z-AXIS SWITCH ERROR

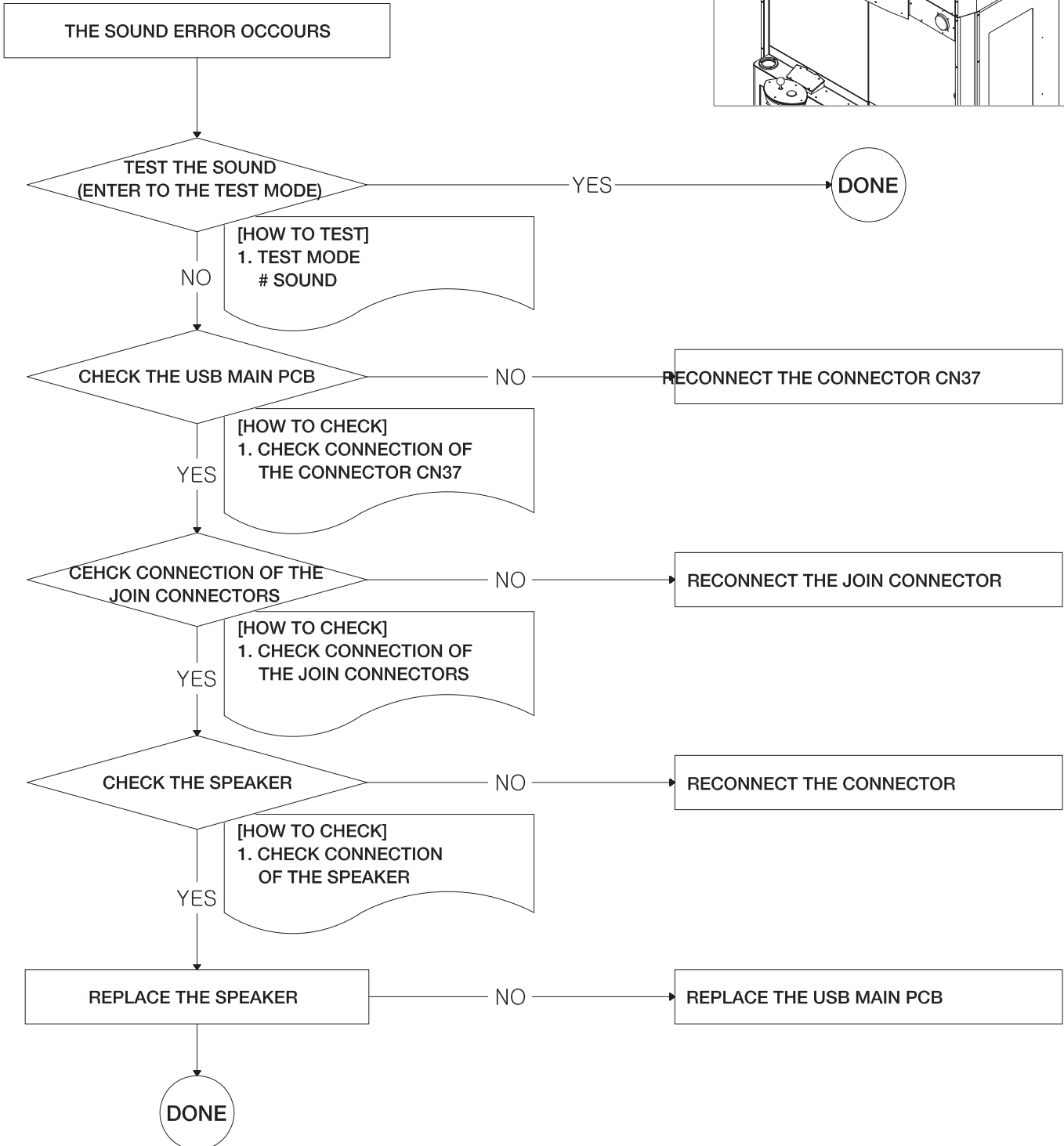
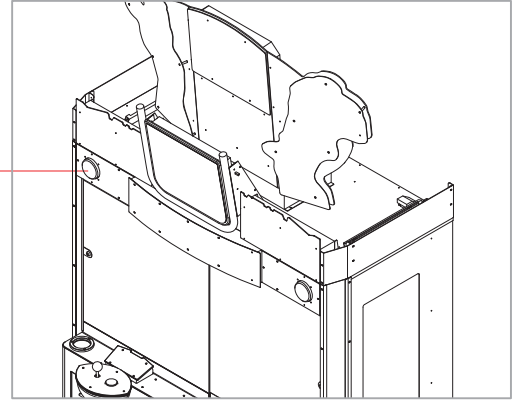




\* General check up : Check the supply voltage and wiring connection properly  
 \* "NO" : Means faulty of the check up result.

## 4-15. SOUND ERROR

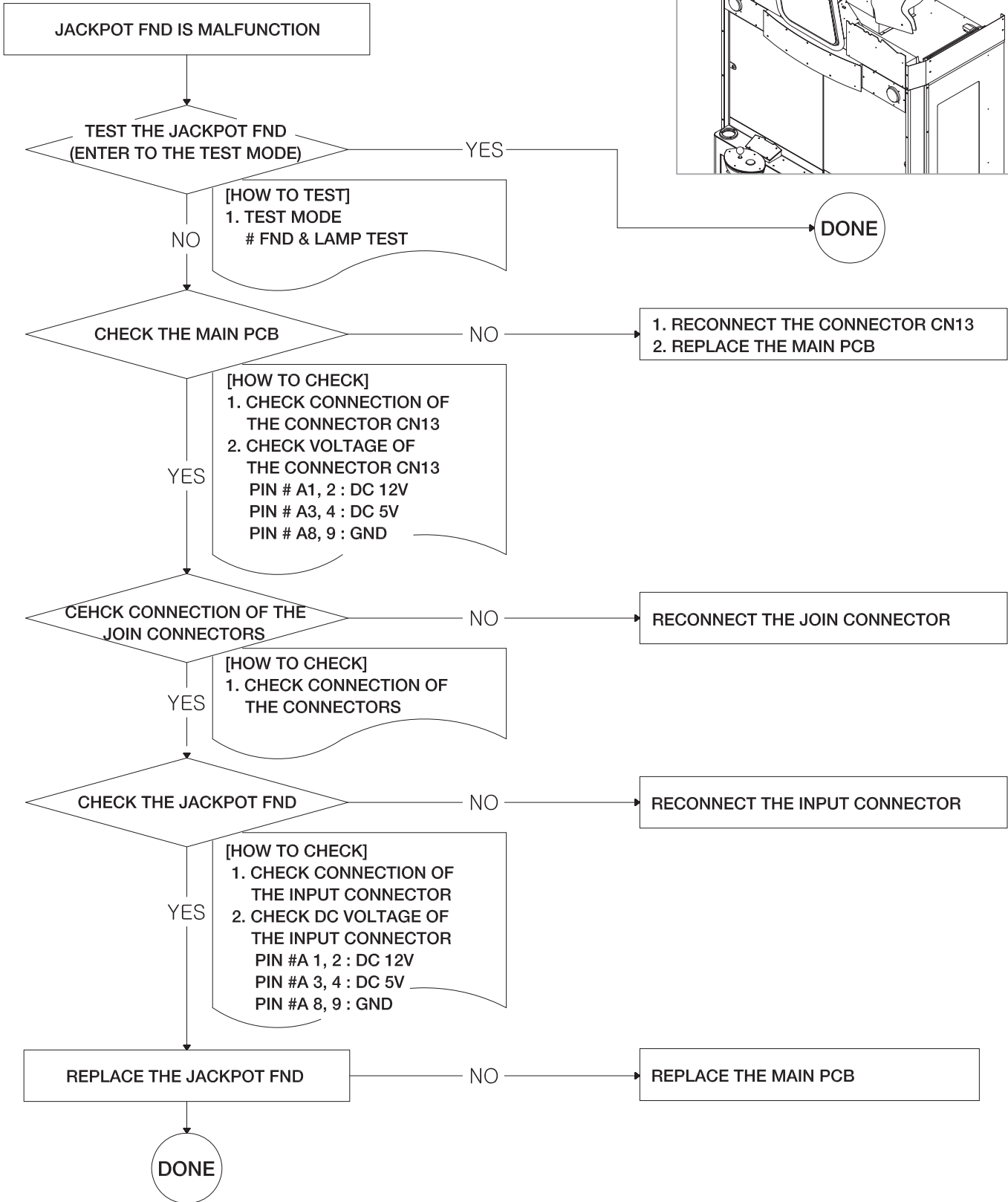
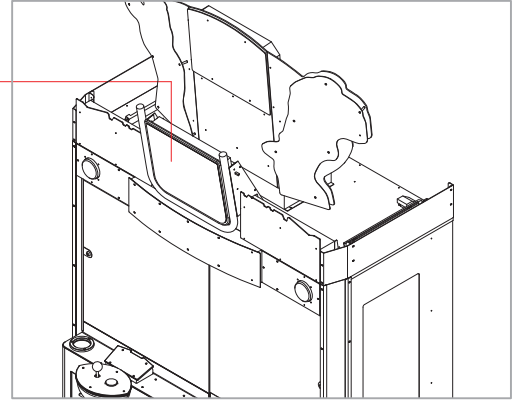
SOUND



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

## 4-16. JACKPOT FND ERROR

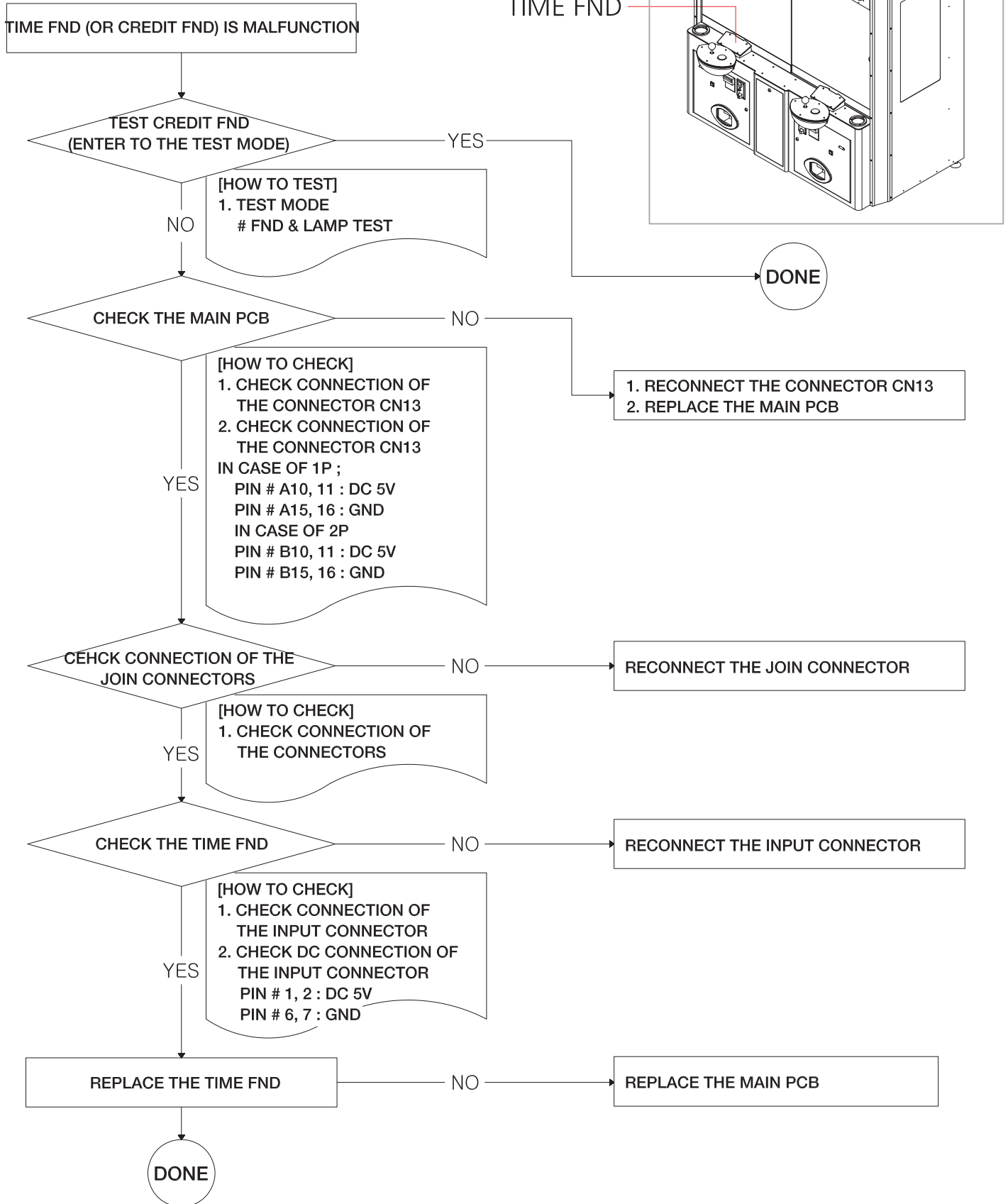
JACKPOT FND





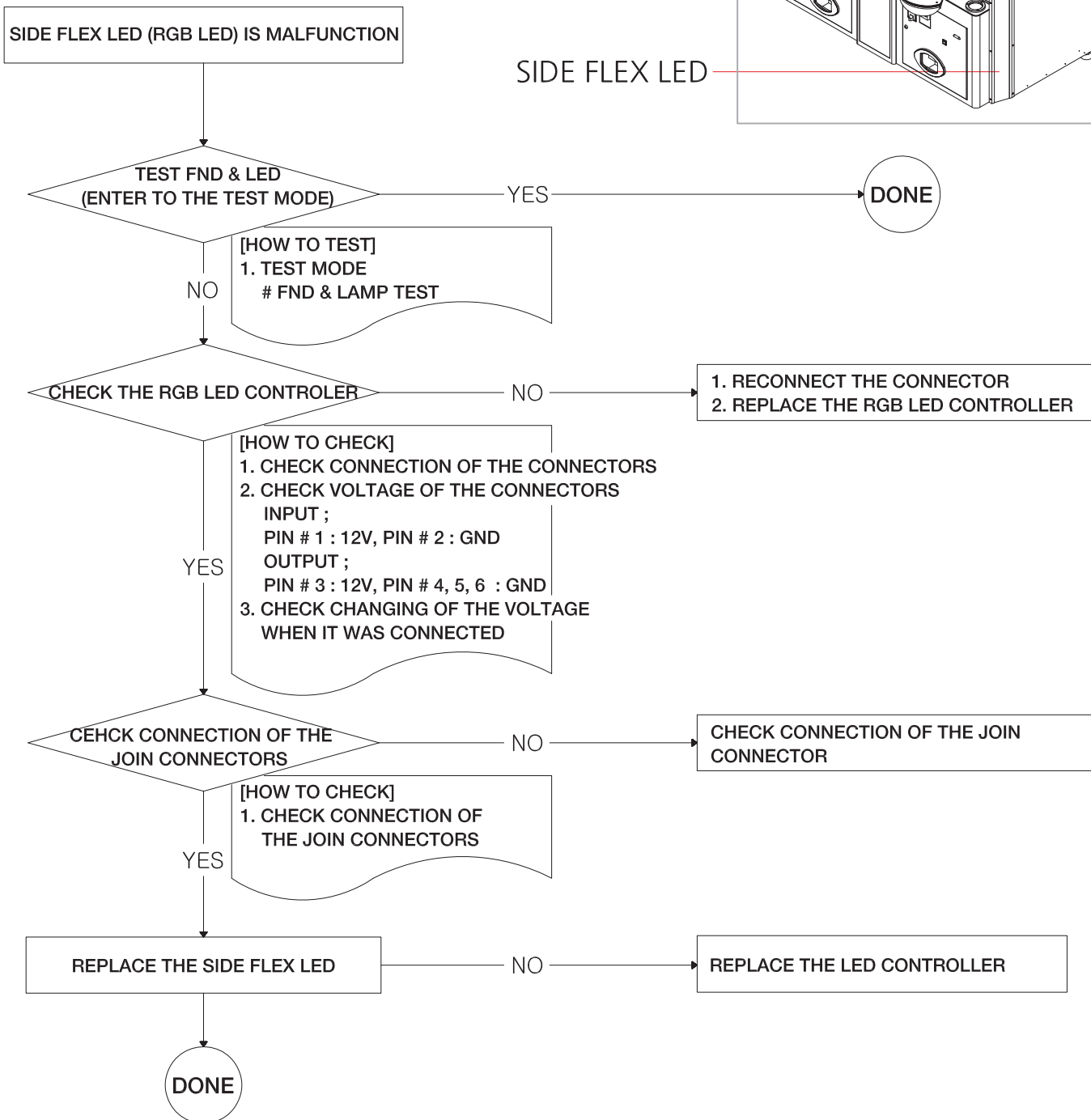
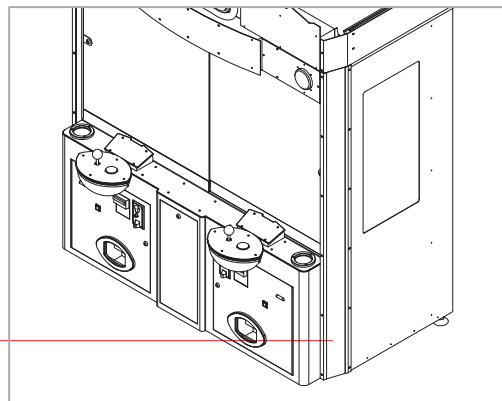
\* General check up : Check the supply voltage and wiring connection properly  
 \* "NO" : Means faulty of the check up result.

## 4-17. TIME FND ERROR



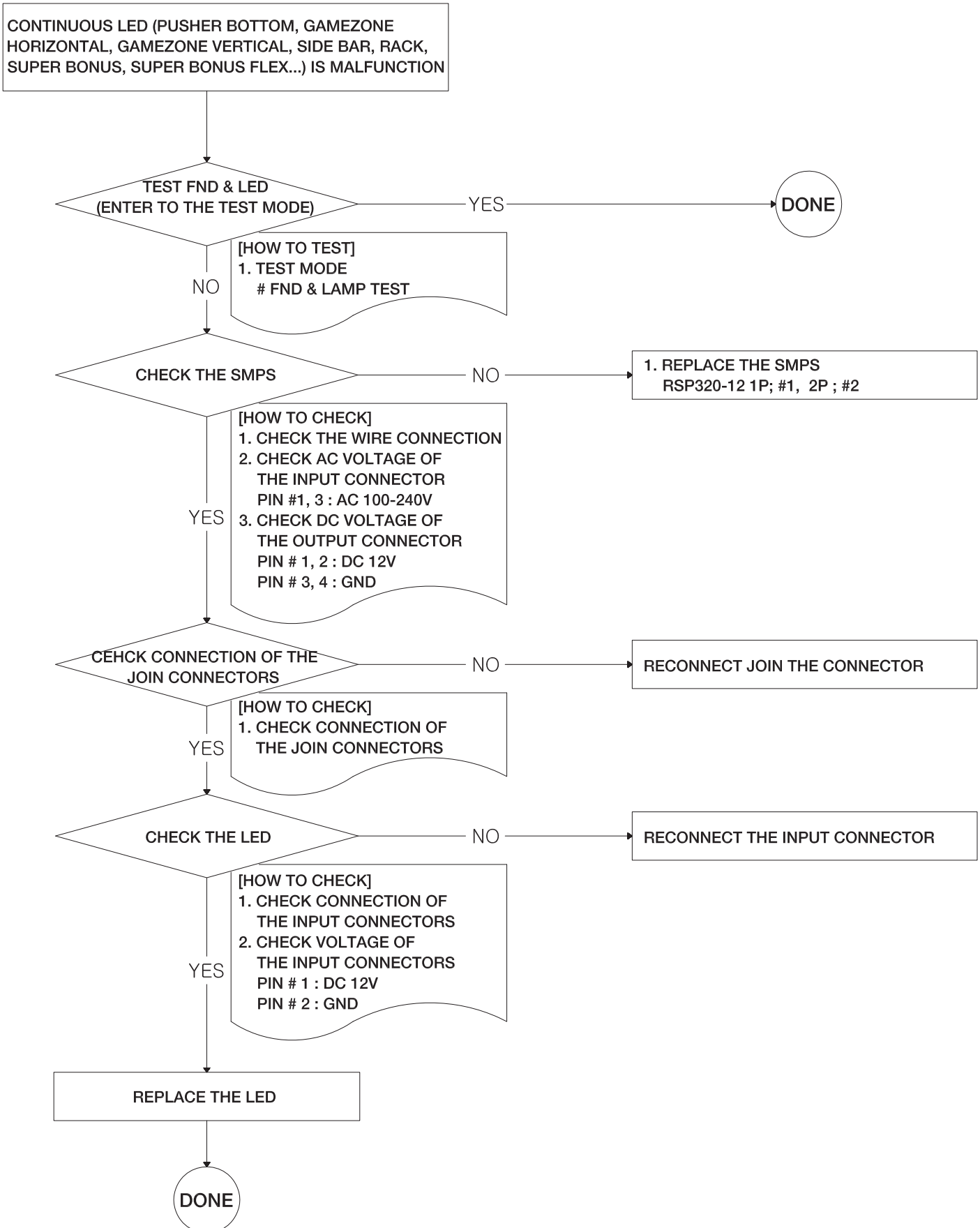
\* General check up : Check the supply voltage and wiring connection properly  
 \* "NO" : Means faulty of the check up result.

## 4-18. SIDE FLEX LED ERROR



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

## 4-19. CONTINUOUS LED ERROR



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

## 4-20. SERIES LED OR FND ERROR

