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SERVICE MANUAL

TICKET REDEEM MACHINE

Ver 1.0

ISSUEDATE:Jan. 30, 2019

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.

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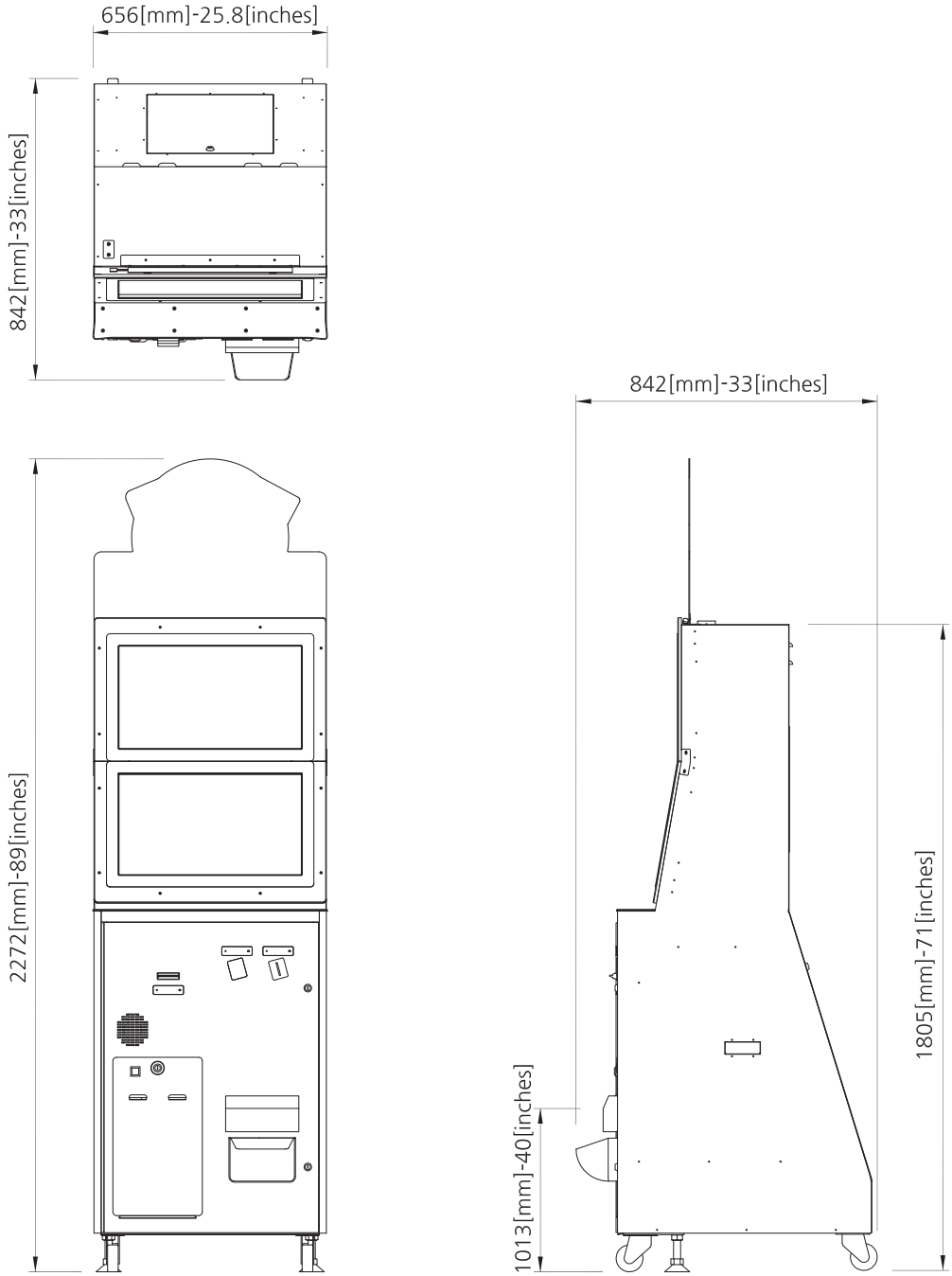
1. SPECIFICATION AND DIMENSION

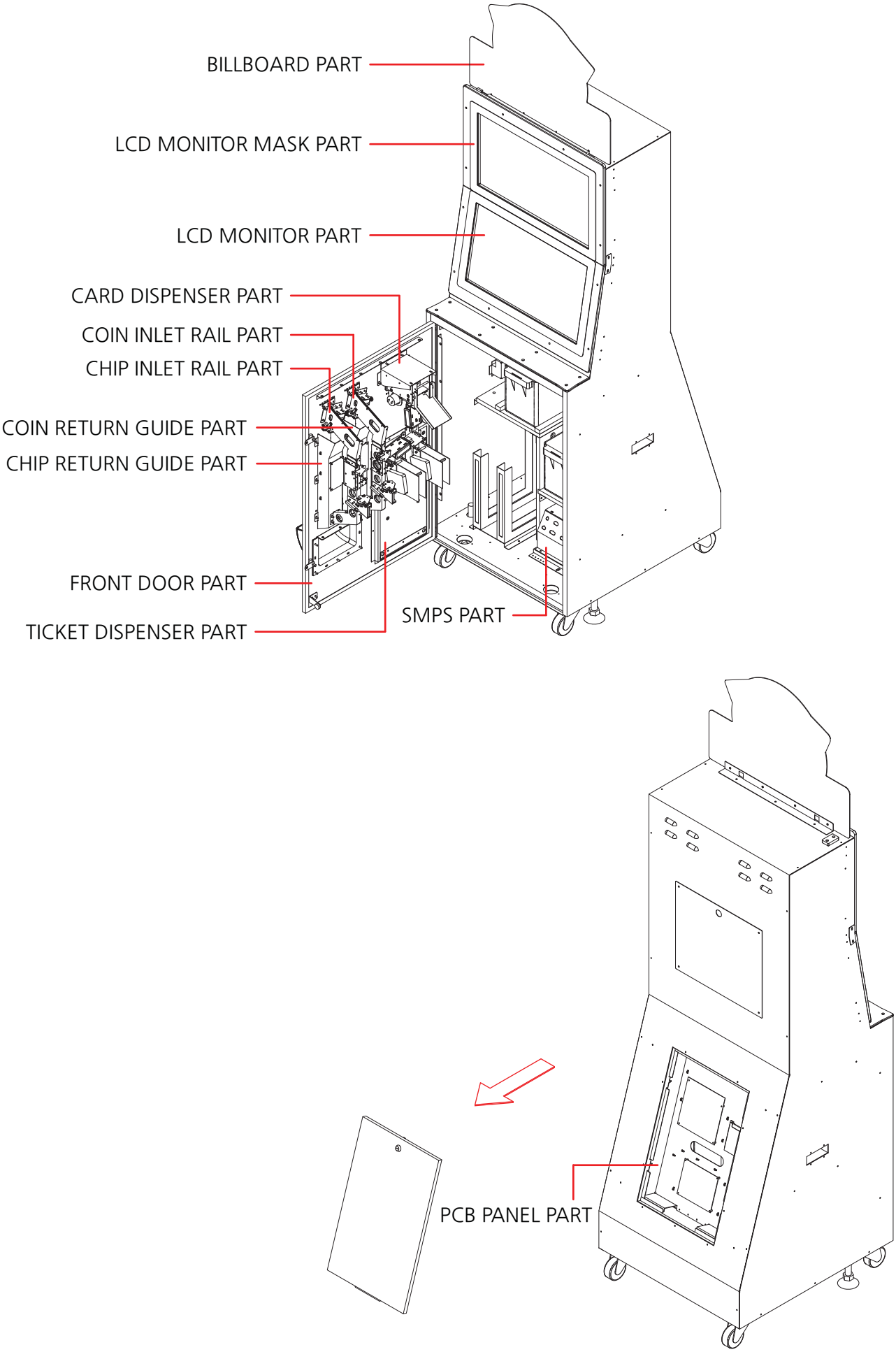
1-1. DIMENSION



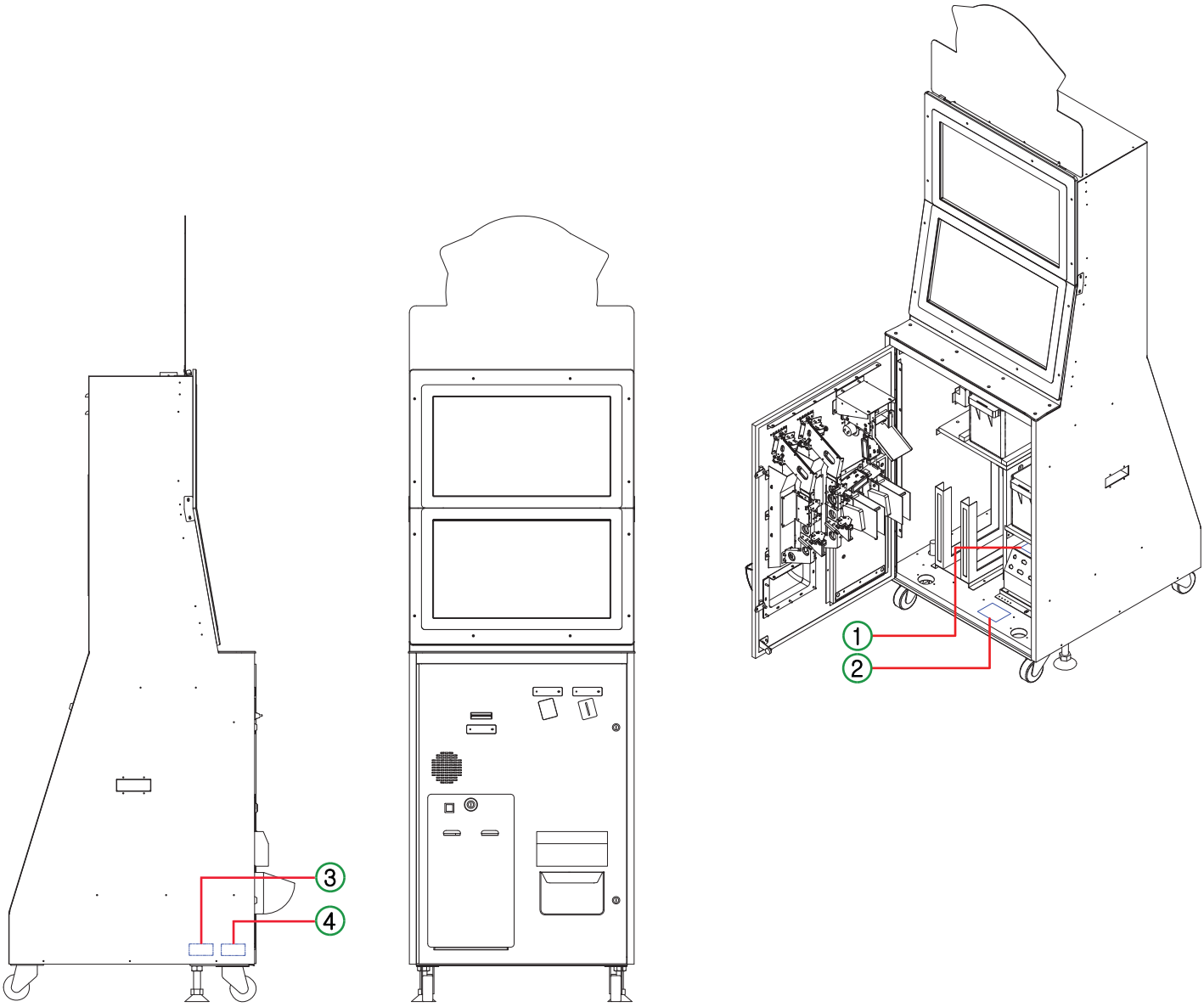
1-2. SPECIFICATION

DIMENSION (W x D x H)	656 x 842 x 2272 (mm)
PACKING DIMENSION (W x D x H)	- x - x - (mm)
WEIGHT (kg)	110kg [WEIGHT INCLUDING : 130 kg] PACKAGING
VOLTAGE	AC 120V
FREQUENCY RANGE	60Hz
CONSUMPTION	110 W
CERTIFICATION	-

1-3. NAME OF PARTS



1-4. STICKER LOCATION



1

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.

2

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"

3

1 YEAR LIMITED WARRANTY

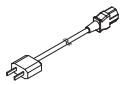
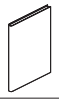
4

MODEL NAME	-
PRODUCT S/N	-
MAIN BOX S/N	-
LCD S/N	-
CERTIFICATE	-

MADE IN KOREA

Koyang-si, Kyounggi-do,Korea Phone:82-31-909-2100

1-5. COMPONENTS

NO.	PART NAME	SPEC.	QTY
1	AC POWER CORD	- 	1
2	KEY	6001, 7001	2 EACH
3	BOLT [NI]	4x8L	9
4	WRENCH	2.5 / 3 / 4 mm	1 EACH
5	MANUAL	- 	1
6	TROUBLE SHOOTING MANUAL	-	1

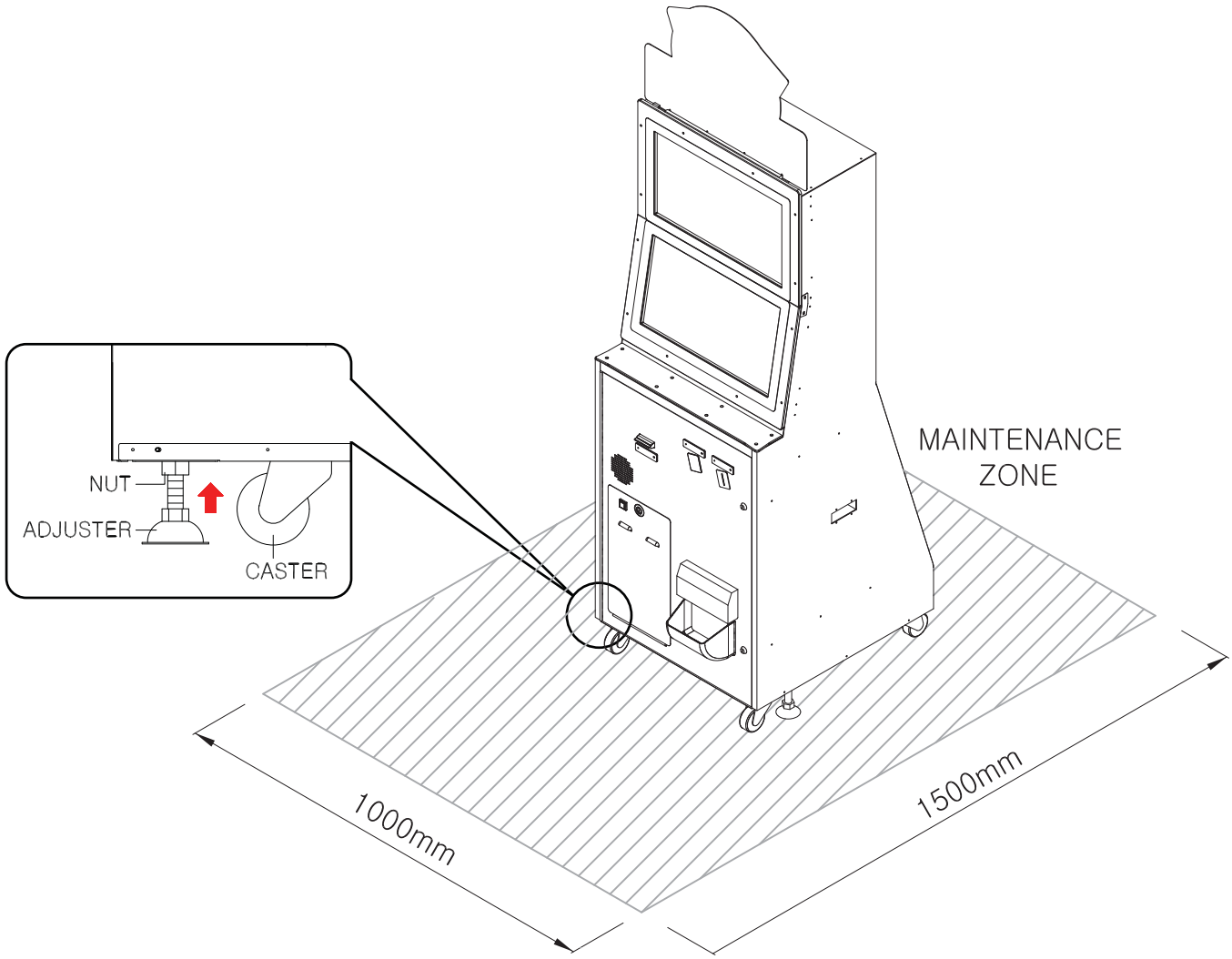
2. INSTALLATION

2-1. INSTALLATION SPACE

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

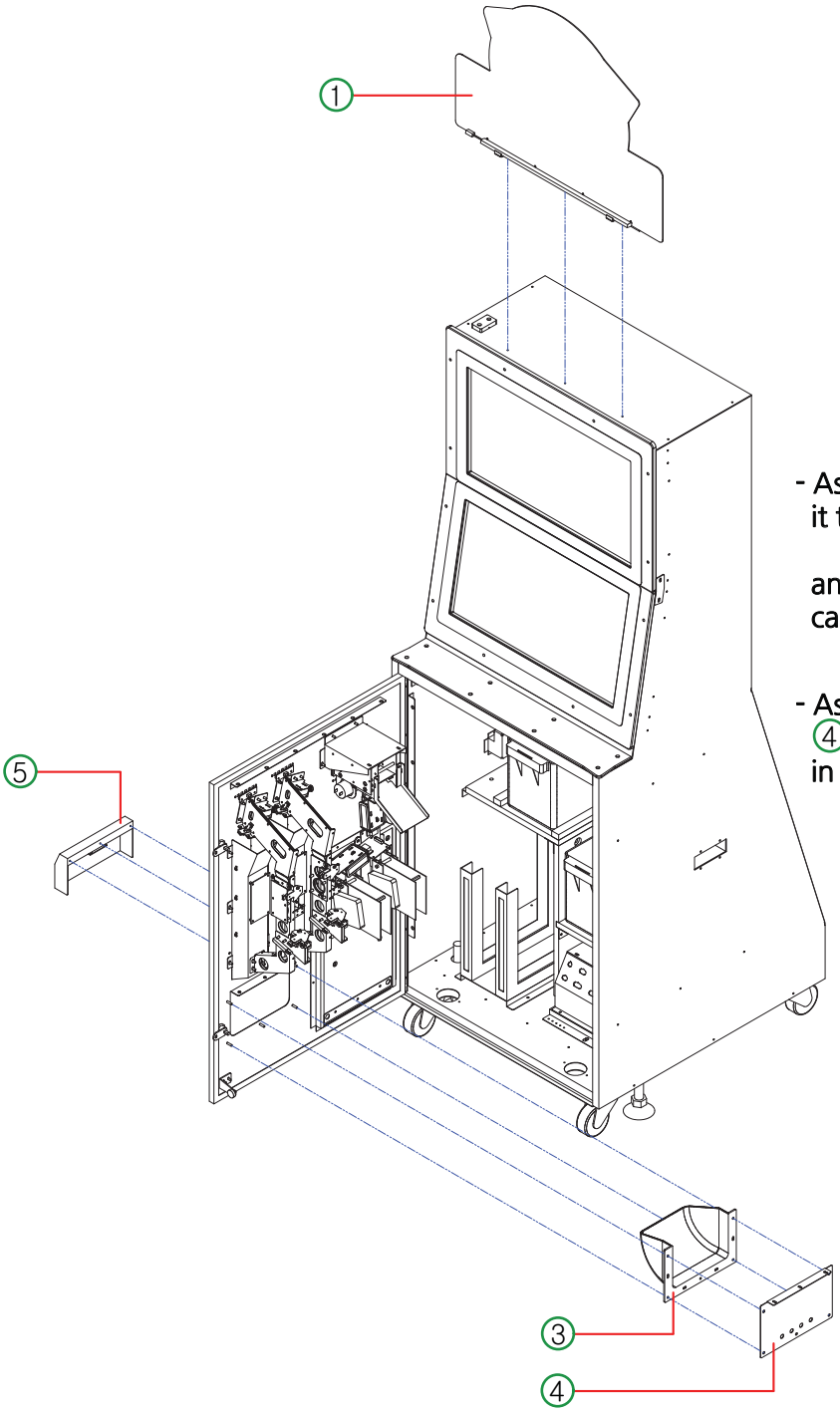
***IMPORTANT**

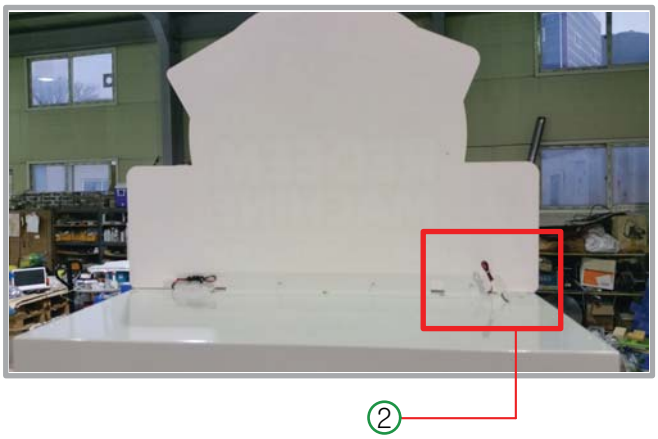
- Once you set up the machine with required game-play area, when installing this product, set the 4 leg levelers evevly on the floor and make sure that the product is installed stably in a horizontal position.



2-2. HOW TO INSTALL

1 * BILLBOARD





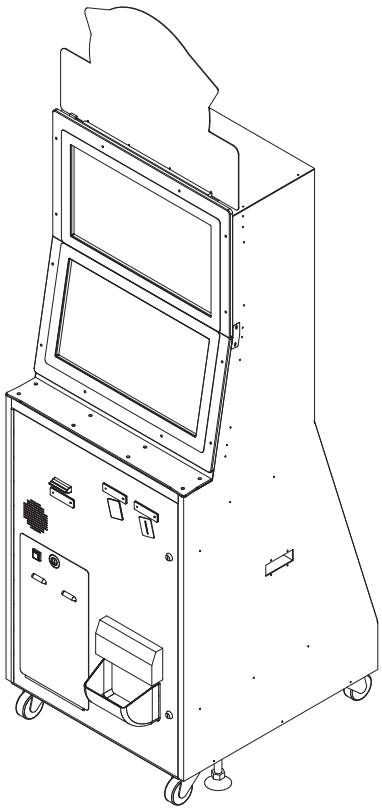
- Assemble the BILLBOARD ASS'Y after moving it to the top of cabinet like ①. (M4 bolts, 3pcs)

  and then CONNECT it to CONNECTOR ② at top of cabinet.

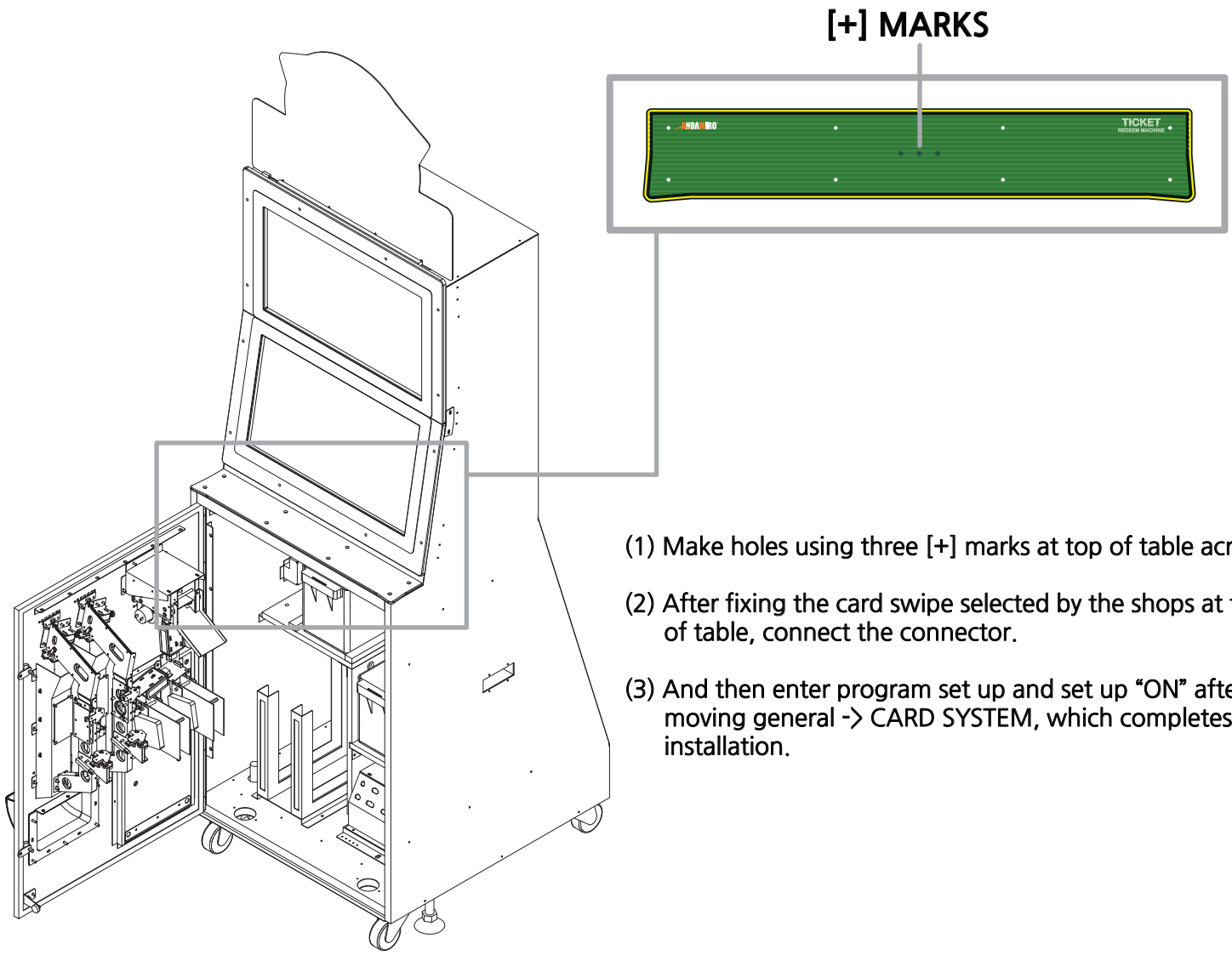
- Assemble ③ PRIZE OUTLET COVER MOLD and ④ PRIZE OUTLET COVER BKT to the cabinet as shown in the drawing. (M4bolts, 5pcs)

- Assemble ⑤ PRIZE OUTLET GUIDE BKT ASS'Y using (M4bolts, 3pcs) and then CONNECT the CONNECTOR, which completes the assembly.

2



* HOW TO CONNECT THE CARD SWIPE



(1) Make holes using three [+] marks at top of table acryl.

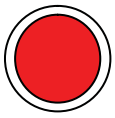
(2) After fixing the card swipe selected by the shops at top of table, connect the connector.

(3) And then enter program set up and set up “ON” after moving general -> CARD SYSTEM, which completes installation.

3. SETUP SETTING

3-1. MACHINE SETUP

1. SETUP BUTTON LAYOUT

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

[OPERATING OPTIONS]

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

3-2. SETUP MODE

● **PROGRAM SETTINGS**		
DISPLAY	**DESCRIPTION**	**RANGE**
GENERAL	BASIC SETTING	(Refer to below table)
SPONGEBOB PINEAPPLE ARCADE	SPONGEBOB PINEAPPLE ARCADE SETTING	
DESPICABLE ME JELLYLAB	DESPICABLE ME JELLYLAB SETTING	
DC SUPER HEROES	DC SUPER HEROES SETTING	
WWE SUPERSTAR RUMBLE	WWE SUPERSTAR RUMBLE SETTING	
DC SUPER HEROES 2P	DC SUPER HEROES 2P SETTING	
SPONGEBOB PINEAPPLE ARCADE SECOND	SPONGEBOB PINEAPPLE ARCADE SECOND SETTING	
COMMON CHIP	COMMON CHIP SETTING	
EXIT	MOVE TO PREVIOUS SCREEN	

● **PROGRAM SETTINGS -> GENERAL**			
DISPLAY	DESCRIPTION	RANGE	**DEFAULT**
SUPER BONUS STAFF CALL	CHECK FUNCTION TO CALL STAFF, PRIOR TO GETTING TICKETS BY SUPER BONUS	OFF, ON	**ON**
DUPLICATE ITEM VALUE	NUMBER OF INPUT FOR THE SAME ITEM	NONE, 1 ~ 10	**2**
COLOR SENSOR	USE OR NON-USE OF COLOR SENSOR	OFF, ON	**OFF**
CARD SYSTEM	USE OR NON-USE OF CARD SYSTEM	OFF, ON	**OFF**
E-TICKET	RELEASE TICKET 1 IN CASE OF TICKET ON	OFF, ON	**ON**
TICKET	OPTIONS FOR TICKET RELEASE	NONE, 1/1, 1/2, 1/5	**1/5**
EXIT	MOVE BACK TO PREVIOUS SCREEN		

● **PROGRAM SETTINGS -> SPONGEBOB PINEAPPLE ARCADE**			
DISPLAY	**DESCRIPTION**	**RANGE**	**DEFAULT**
ACTIVATION	USE OR NON-USE OF RELATED GAME ITEM	OFF, ON	**ON**
RFID ACTIVATION	USE OR NON-USE OF RFID	OFF, ON	**ON**
BARCODE ACTIVATION	USE OR NON-USE OF BAR CODE	OFF, ON	**ON**
NORMAL	NORMAL TICKET SCORE	1 ~ 999	**50**
SPECIAL	SPECIAL TICKET SCORE	1 ~ 999	**0**
SUPER BONUS	SUPER BONUS TICKET SCORE	1 ~ 99,999	**2,000**
SAVE & EXIT	SAVE AND EXIT		
CANCEL & EXIT	CANCEL AND EXIT		

● PROGRAM SETTINGS -> DESPICABLE ME JELLYLAB			
DISPLAY	**DESCRIPTION**	**RANGE**	**DEFAULT**
ACTIVATION	USE OR NON-USE OF RELATED GAME ITEM	OFF, ON	**ON**
RFID ACTIVATION	USE OR NON-USE OF RFID	OFF, ON	**ON**
BARCODE ACTIVATION	USE OR NON-USE OF BARCODE	OFF, ON	**ON**
NORMAL	NORMAL TICKET SCORE	1 ~ 999	**50**
SPECIAL	SPECIAL TICKET SCORE	1 ~ 999	**100**
SUPER BONUS	SUPER BONUS TICKET SCORE	1 ~ 99,999	**2,000**
SAVE & EXIT	SAVE AND EXIT		
CANCEL & EXIT	CANCEL AND EXIT		

● PROGRAM SETTINGS -> DC SUPER HEROES			
DISPLAY	**DESCRIPTION**	**RANGE**	**DEFAULT**
ACTIVATION	USE OR NON-USE OF RELATED GAME ITEM	OFF, ON	**OFF**
RFID ACTIVATION	USE OR NON-USE OF RFID	OFF, ON	**ON**
BARCODE ACTIVATION	USE OR NON-USE OF BAR CODE	OFF, ON	**ON**
NORMAL BONUS	NORMAL TICKET SCORE	1 ~ 999	**50**
SPECIAL BONUS	SPECIAL TICKET SCORE	1 ~ 999	**100**
HERO BONUS	HEOR BONUS TICKET SCORE	1 ~ 99,999	**3,000**
VILLAIN BONUS	VILLAIN BONUS TICKET SCORE	1 ~ 99,999	**5,000**
SUPER BONUS	SUPER BONUS TICKET SCORE	1 ~ 99,999	**10,000**
SAVE & EXIT	SAVE AND EXIT		
CANCEL & EXIT	CANCEL AND EXIT		

● PROGRAM SETTINGS -> WWE SUPERSTAR RUMBLE			
DISPLAY	**DESCRIPTION**	**RANGE**	**DEFAULT**
ACTIVATION	USE OR NON-USE OF RELATED GAME ITEM	OFF, ON	**ON**
RFID ACTIVATION	USE OR NON-USE OF RFID	OFF, ON	**ON**
BARCODE ACTIVATION	USE OR NON-USE OF BAR CODE	OFF, ON	**ON**
NORMAL	NORMAL TICKET SCORE	1 ~ 999	**50**
SPECIAL	SPECIAL TICKET SCORE	1 ~ 999	**100**
SUPER BONUS	SUPER BONUS TICKET SCORE	1 ~ 99,999	**2,000**
SAVE & EXIT	SAVE AND EXIT		
CANCEL & EXIT	CANCEL AND EXIT		

● PROGRAM SETTINGS -> DC SUPER HEROES 2P			
DISPLAY	**DESCRIPTION**	**RANGE**	**DEFAULT**
ACTIVATION	USE OR NON-USE OF RELATED GAME ITEM	OFF, ON	**OFF**
RFID ACTIVATION	USE OR NON-USE OF RFID	OFF, ON	**ON**
BARCODE ACTIVATION	USE OR NON-USE BAR CODE	OFF, ON	**ON**
NORMAL BONUS	NORMAL TICKET SCORE	1 ~ 999	**50**
SPECIAL BONUS	SPECIAL TICKET SCORE	1 ~ 999	**100**
HERO BONUS	HEOR BONUS TICKET SCORE	1 ~ 99,999	**3,000**
VILLAIN BONUS	VILLAIN BONUS TICKET SCORE	1 ~ 99,999	**5,000**
SUPER BONUS	SUPER BONUS TICKET SCORE	1 ~ 99,999	**10,000**
SAVE & EXIT	SAVE AND EXIT		
CANCEL & EXIT	CANCEL AND EXIT		

● PROGRAM SETTINGS -> SPONGEBOB PINEAPPLE ARCADE SECOND			
DISPLAY	**DESCRIPTION**	**RANGE**	**DEFAULT**
ACTIVATION	USE OR NON-USE OF RELATED GAME ITEM	OFF, ON	**ON**
RFID ACTIVATION	USE OR NON-USE OF RFID	OFF, ON	**ON**
BARCODE ACTIVATION	USE OR NON-USE BAR CODE	OFF, ON	**ON**
NORMAL	NORMAL TICKET SCORE	1 ~ 999	**50**
SPECIAL	SPECIAL TICKET SCORE	1 ~ 999	**0**
SUPER BONUS	SUPER BONUS TICKET SCORE	1 ~ 99,999	**2,000**
SAVE & EXIT	SAVE AND EXIT		
CANCEL & EXIT	CANCEL AND EXIT		

● PROGRAM SETTINGS -> COMMON CHIP			
DISPLAY	**DESCRIPTION**	**RANGE**	**DEFAULT**
ACTIVATION	USE OR NON-USE OF RELATED GAME ITEM	OFF, ON	**ON**
GREEN	GREEN TICKET SCORE	1 ~ 999	**15**
RED	RED TICKET SCORE	1 ~ 999	**15**
BLUE	BLUE TICKET SCORE	1 ~ 999	**15**
ORANGE	ORANGE TICKET SCORE	1 ~ 999	**15**
SAVE & EXIT	SAVE AND EXIT		
CANCEL & EXIT	CANCEL AND EXIT		

3-3. CLEAR MODE

● CLEAR MODE		
DISPLAY	**DESCRIPTION**	**EXECUTION**
CLEAR TICKETS	CLEARANCE OF TICKETS TO RELEASE NOW	[YES] or [NO] CHOICE
CLEAR CURRENT PLAY DATA	CLEARANCE OF PRESENT PLAY DATA	
CLEAR BOOKKEEPING	CLEARANCE OF PRESENT BOOKKEEPING DATA CLEAR	
EXIT	MOVE BACK TO PREEVIOUS SCREEN	

● **BOOKKEEPING**		
DISPLAY AT TOP SCREEN	**DESCRIPTION**	
TOTAL COUNT	OBTAINED TOTAL COUNTS	
TOTAL TICKET	RELEASED TOTAL TICKETS	
TOTAL CARD	OBTAINED TOTAL CARD COUNTS	
TOTAL CARD TICKET	CARD ONLY RELEASED TOTAL TICKETS	
TOTAL CHIP	OBTAINED TOTAL CHIP COUNT	
TOTAL CHIP TICKET	CHIP ONLY RELEASED TOTAL TICEKTS	
TOTAL SWIPE	CARD SWIPE TOTAL COUNT	
TOTAL INVALID	RETURN COUNT DUE TO INCORRECT DATA OF INPUT ITEM (CARD OR CHIP)	
DISPLAY AT BOTTOM SCREEN	**DESCRIPTION**	
SPONGEBOB PINEAPPLE ARCADE	SPONGEBOB PINEAPPLE ARCADE DETAILS	(REFER TO BELOW TABLE)
DESPICABLE ME JELLYLAB	DESPICABLE ME JELLYLAB DETAILS	
DC SUPER HEROES	DC SUPER HEROES DETAILS	
WWE SUPERSTAR RUMBLE	WWE SUPERSTAR RUMBLE DETAILS	
DC SUPER HEROES 2P	DC SUPER HEROES 2P DETAILS	
SPONGEBOB PINEAPPLE ARCADE SECOND	SPONGEBOB PINEAPPLE ARCADE SECOND DETAILS	
COMMON CHIP	COMMON CHIP DETAILS	
EXIT	MOVE BACK TO PREVIOUS SCREEN	

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

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

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

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

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

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

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

3-4. TEST MODE

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

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

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

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

● TEST MODE -> CHIP REDEEM	
DISPLAY ON SCREEN	**DESCRIPTION**
COMPANY	COMPANY INFORMATION FOR INPUT CHIP
GAME	GAME INFORMATION FOR INPUT CHIP
NUMBERING	GAME NUMBERING INFORMATION FOR INPUT CHIP
ACQUIRE	RECEIVING INPUT CHIP
RETURN	RETURN OF INPUT CHIP
EXIT	MOVE BACK TO PREVIOUS SCREEN

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

● TEST MODE -> SOUND		
DISPLAY ON SCREEN	**COMPOSITION**	**DESCRIPTION**
[<-] 1 [->] PLAY	1 ~ 25	[<-], [->] SELECT DESIRED SOUND NUMBER BY BUTTON AND PLAY SOUND
EXIT	EXIT FROM SOUND TEST	

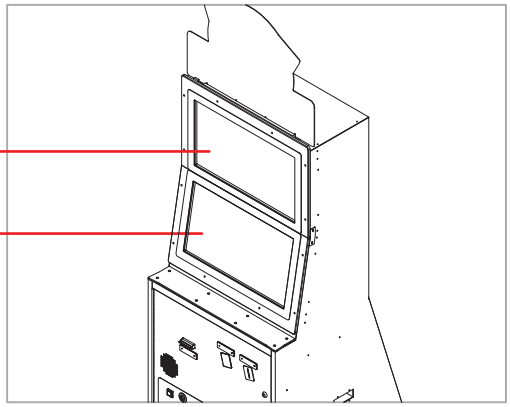
3-5. ERROR CODE

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

4. TROUBLESHOOTING

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

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



POWER SUPPLY ERROR OF TOUCH MONITER OR LCD MONITER

CHECK LINK CABLE — NO → 1. RECONNECT

YES

[HOW TO TEST]
- TOUCH MONITOR DEFECT
1. CHECK VGA CABLE ON THE MAIN PCB
2. CHECK VGA CABLE ON THE BACKSIDE OF TOUCH MONITOR
3. CHECK TOUCH MONITOR ADAPTOR

- LCD MONITOR DEFECT
1. CHECK HDMI CABLE ON THE MAIN PCB
2. LCD MONITOR REAR HDMI CABLE
3. LCD MONITOR POWER ADAPTOR

CHECK ADAPTOR — NO → 1. RECONNECT
2. REPLACE ADAPTOR

[HOW TO CHECK]
1. CHECK VOLTAGE(120V or 220V) OF AC POWER PLUG
2. CHECK CONNECTOR OF THE JOIN CONNECTOR

YES

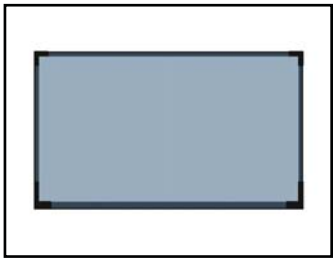
REPLACE IMAGE BOARD OF DEFECTICE MONITOR

YES

REPLACE MONITOR

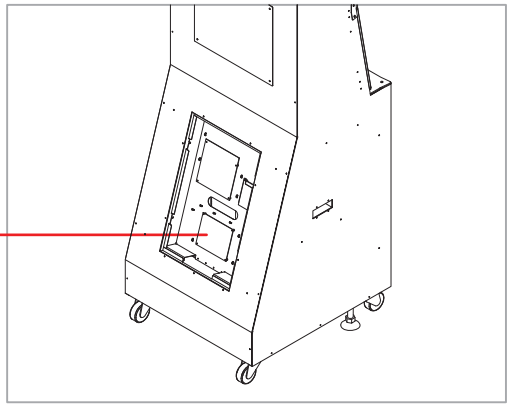
END

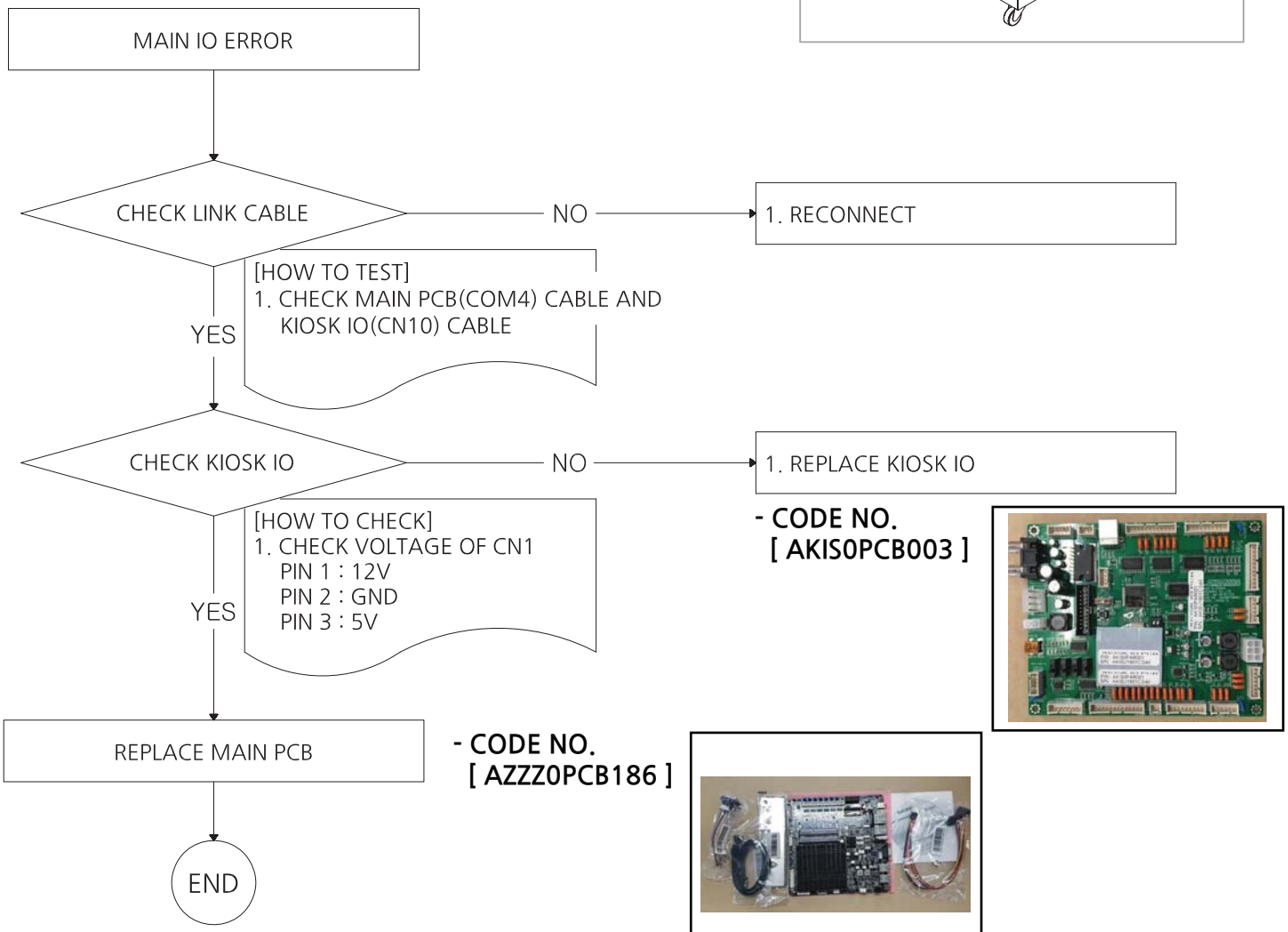
- CODE NO.
[MZZZ0LCD019]
[MZZZ0LCD018]-TOUCH



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

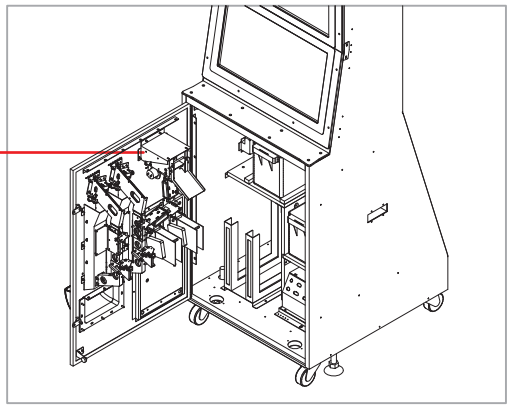
4-2. MAIN IO ERROR

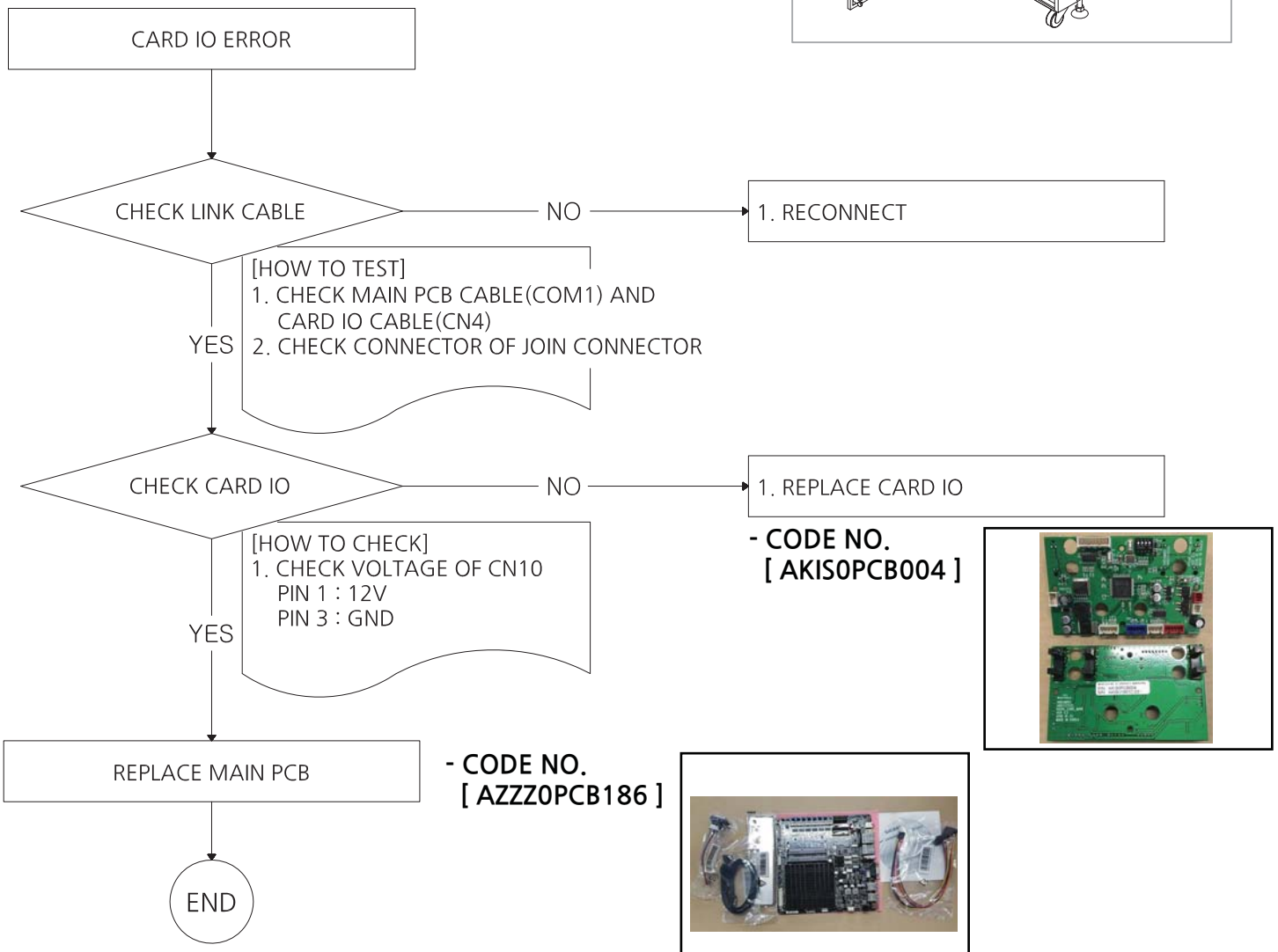




* General check up : Check the supply voltage and wiring connection properly
* "NO" : Means faulty of the check up result.

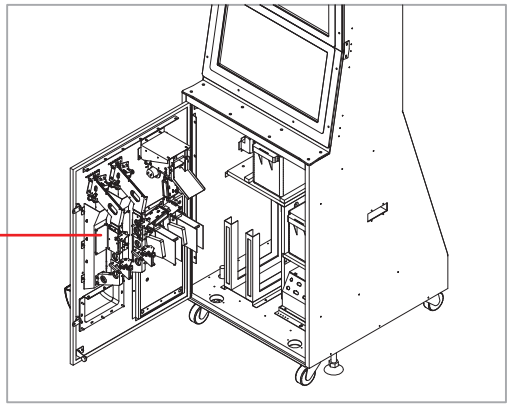
4-3. CARD IO ERROR





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

4-4. CHIP IO ERROR



CHIP IO ERROR

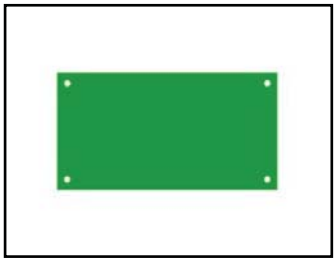
CHECK LINK CABLE — NO → 1. RECONNECT

YES

[HOW TO TEST]
1. CHECK MAIN PCB CABLE(COM3) AND CARD IO CABLE(CN4)
2. CHECK CONNECTOR OF JOIN CONNECTOR

CHECK CHIP IO — NO → 1. REPLACE CHIP IO

- CODE NO.
[AKIS0PCB006]



YES

[HOW TO CHECK]
1. CHECK VOLTAGE OF CN11
PIN 1 : 12V
PIN 3 : GND

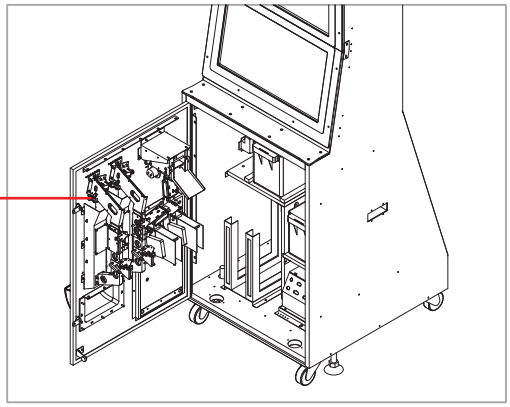
REPLACE MAIN PCB

- CODE NO.
[AZZZ0PCB186]

END

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

4-5. CHIP TOP SENSOR ERROR



CHIP TOP SENSOR ERROR

CHIP INPUT TEST

YES → END

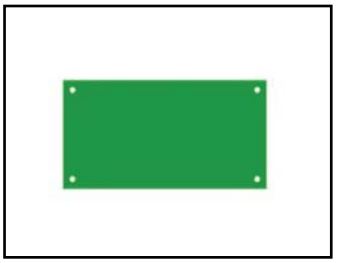
NO

[HOW TO TEST]
1. CHECK SOLENOID OPERATION
2. CHECK JAM AND FOREIGN SUBSTANCE ON THE SENSOR
3. CHECK CONNECTOR

CHECK COIN IO

NO → 1. REPLACE CHIP IO

- CODE NO.
[AKIS0PCB006]



YES

[HOW TO CHECK]
1. CHECK VOLTAGE OF CN3 12V
2. CHECK VOLTAGE OF CN8
   PIN 1 : 5V
   PIN 2 : 0V(ENABLE)
   PIN 4 : GND

REPLACE CHIP TOP SENSOR

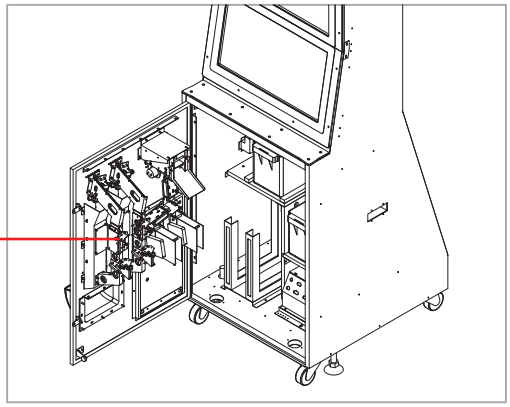
NO → 1. REPLACE MAIN PCB

- CODE NO.
[AZZZ0PCB186]

END

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

4-6. CHIP CENTER SENSOR ERROR



CHIP CENTER SENSOR ERROR

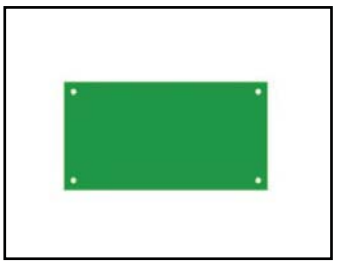
CHIP INPUT TEST — YES → END

NO

[HOW TO TEST]
1. CHECK SOLENOID OPERATION
2. CHECK JAM AND FOREIGN SUBSTANCE ON THE SENSOR
3. CHECK CONNECTOR

CHECK COIN IO — NO → 1. REPLACE CHIP IO

- **CODE NO.**
  [AKIS0PCB006]



YES

[HOW TO CHECK]
1. CHECK VOLTAGE OF CN6 12V
2. CHECK VOLTAGE OF CN12
   PIN 1 : 5V
   PIN 2 : 0V(ENABLE)
   PIN 4 : GND

REPLACE CHIP CENTER SENSOR — NO → 1. REPLACE CENTER SOLENOID

- **CODE NO.**
  [MELE0SOL004]

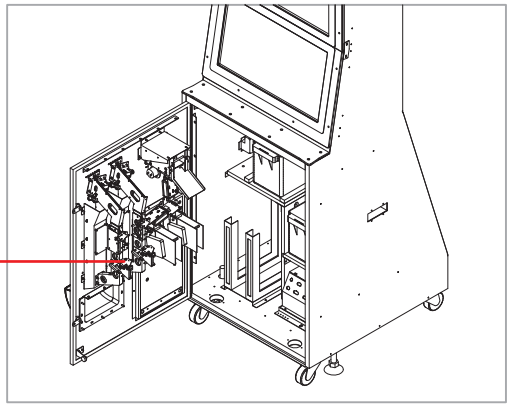
REPLACE MAIN PCB

- **CODE NO.**
  [AZZZ0PCB186]

END

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

4-7. CHIP BOTTOM SENSOR ERROR



CHIP BOTTOM SENSOR ERROR

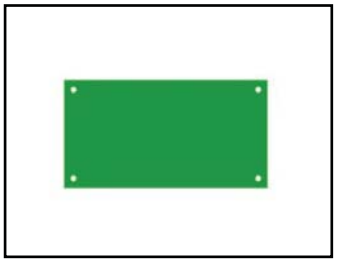
CHIP INPUT TEST — NO → 1. RECONNECT

YES

[HOW TO TEST]
1. CHECK SOLENOID OPERATION
2. CHECK JAM AND FOREIGN SUBSTANCE ON THE SENSOR
3. CHECK CONNECTOR

CHECK COIN IO — NO → 1. REPLACE CHIP IO

- CODE NO.
[AKIS0PCB006]



YES

[HOW TO CHECK]
1. CHECK VOLTAGE OF CN9 12V
2. CHECK VOLTAGE OF CN13
   PIN 1 : 5V
   PIN 2 : 0V(ENABLE)
   PIN 4 : GND

REPLACE CHIP BOTTOM SENSOR — NO → 1. REPLACE BOTTOM SOLENOID

- CODE NO.
[MELE0SOL004]

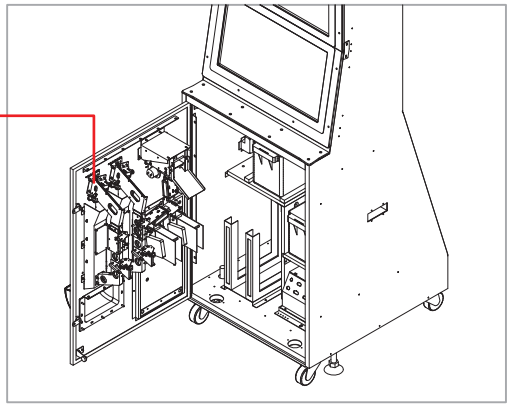
REPLACE MAIN PCB

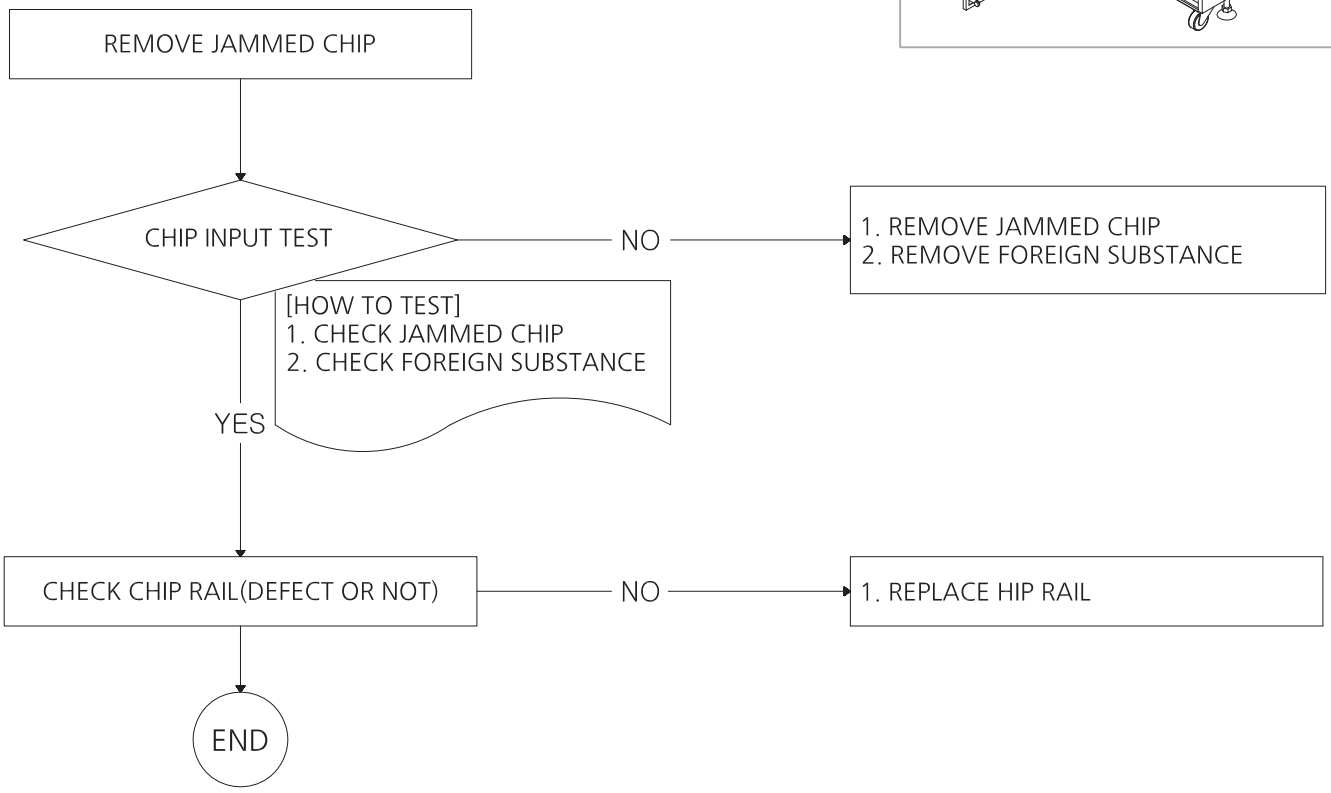
- CODE NO.
[AZZZ0PCB186]

END

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

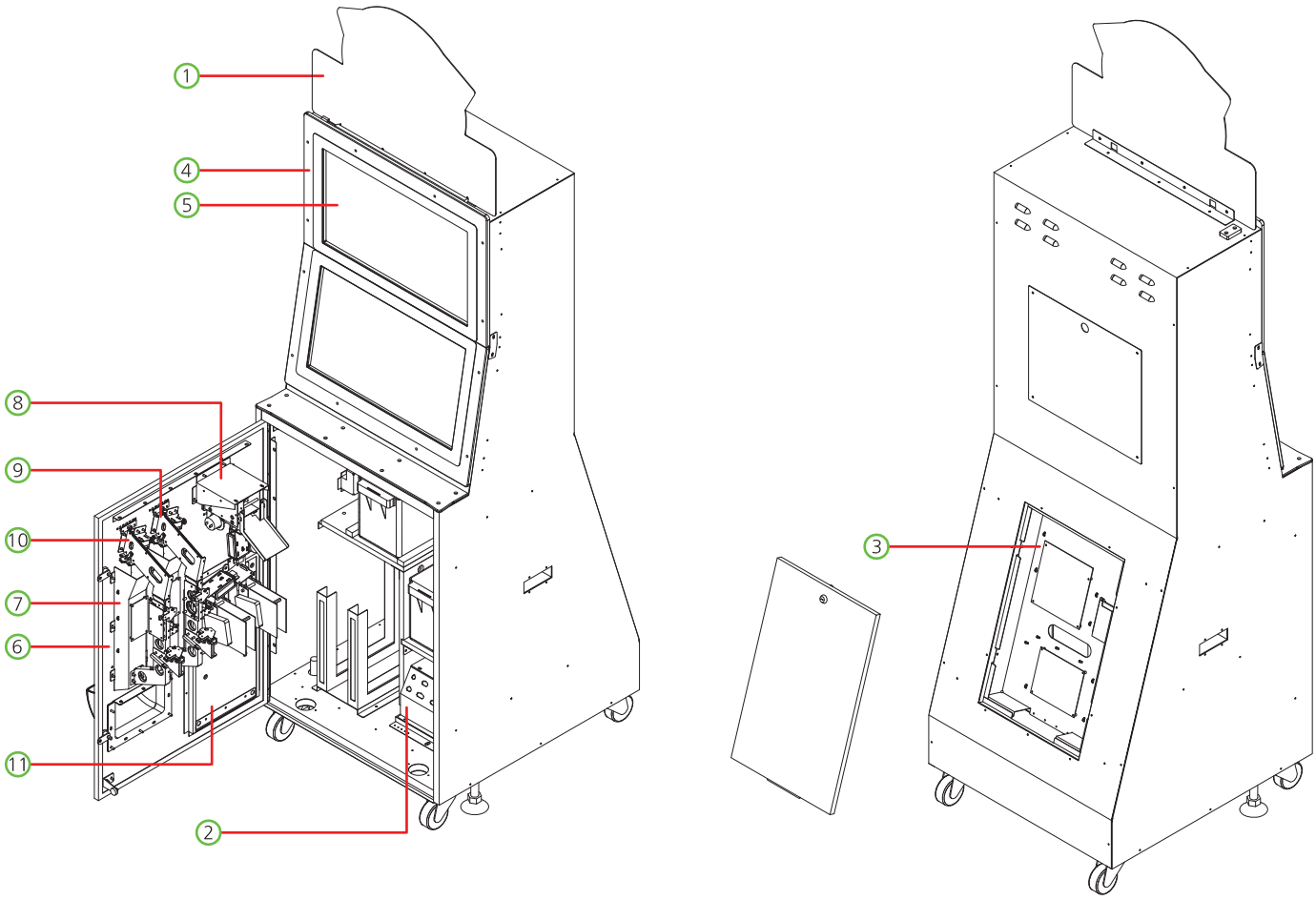
4-8. REMOVE JAMMED CHIP





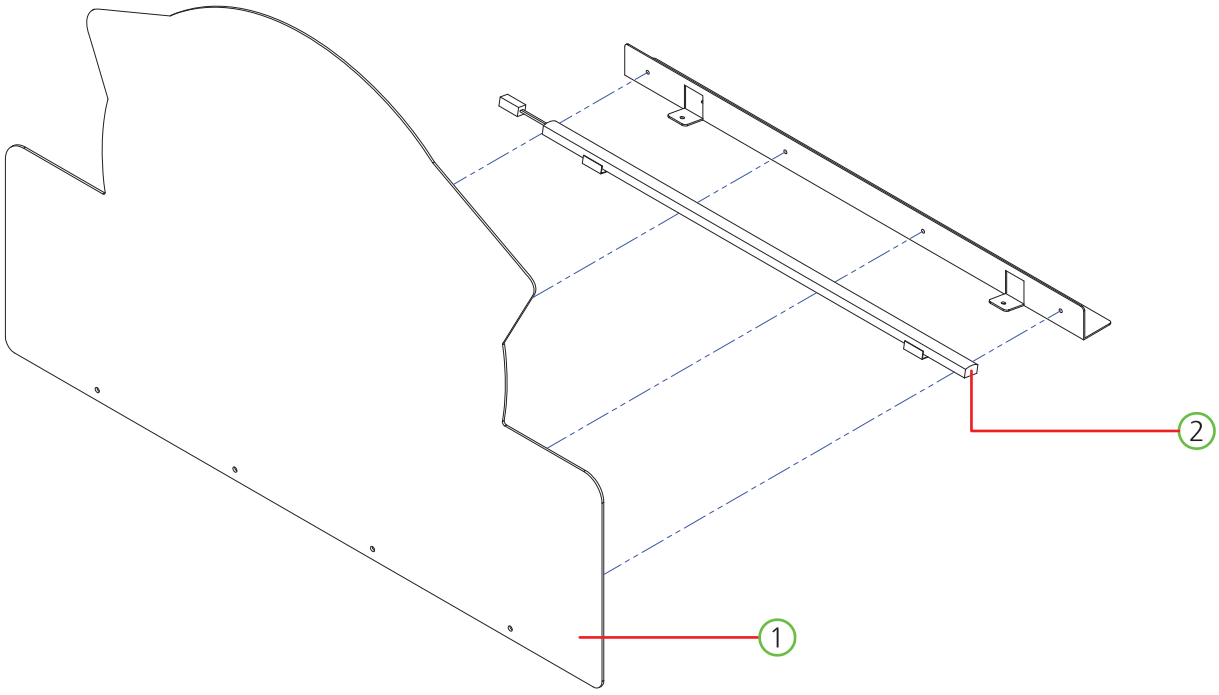
5. EXPLODED VIEW

5-1. MAIN CABINET PART



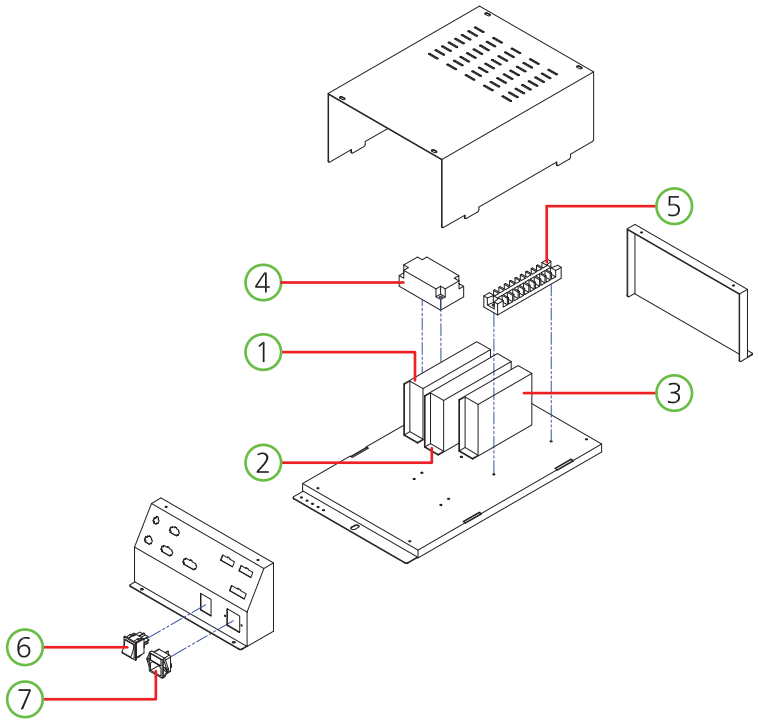
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	BILLBOARD PART	-	1	-
2	SMPS PART	-	1	-
3	PCB PANEL PART	-	1	-
4	LCD MONITOR MASK PART	-	1	-
5	LCD MONITOR PART	-	1	-
6	FRONT DOOR PART	-	1	-
7	COIN, CHIP RETURN GUIDE PART	-	2	-
8	CARD DISPENSER PART	-	1	-
9	COIN INLET RAIL PART	-	1	-
10	CHIP INLET RAIL PART	-	1	-
11	TICKET DISPENSER PART	-	1	-

5-2. BILLBOARD PART



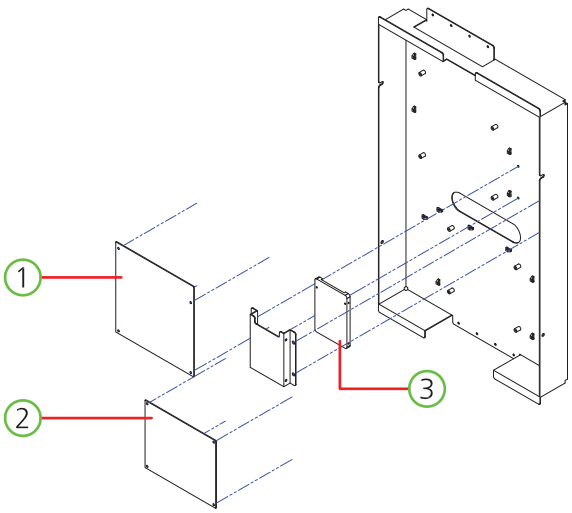
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	BILLBOARD ACRYL	PET-2.0t	1	MKIS0ACR006
2	LED BAR 12V PCB ASS'Y	460mm	1	AZZZ0PCB124

5-3. SMPS PART



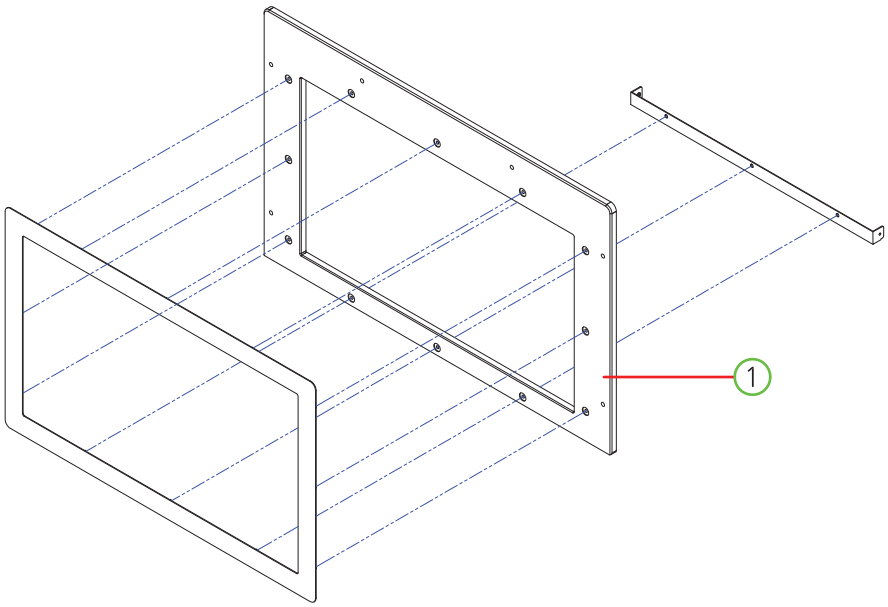
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	POWER SMPS	LRS 150F-12	1	MELE0SMP090
2	POWER SMPS	LRS 150F-5	1	MELE0SMP096
3	POWER SMPS	LRS 100_12	1	MELE0SMP084
4	NOISE FILTER	RNS-2010	1	MELE0NOI009
5	TERMINAL BLOCK	10P UL	1	MELE0TEB001
6	AC INPUT	DAC-13H	1	MELE0SWI015
7	ROCKER SWITCH	R595KDF	1	MELE0SWI021

5-4. PCB PANEL PART



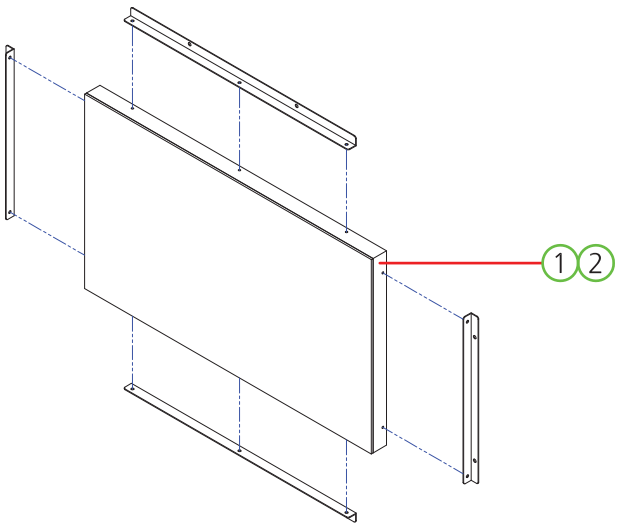
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	MAIN BOARD ASS'Y	GA-N3160TN	1	AZZZ0PCB186
2	KIOSK IO PCB ASS'Y	-	1	AKIS0PCB003
3	SSD CARD	120GIGA WD GREEDN	1	MZZZ0MEM025

5-5. LCD MONITOR MASK (UPPER)



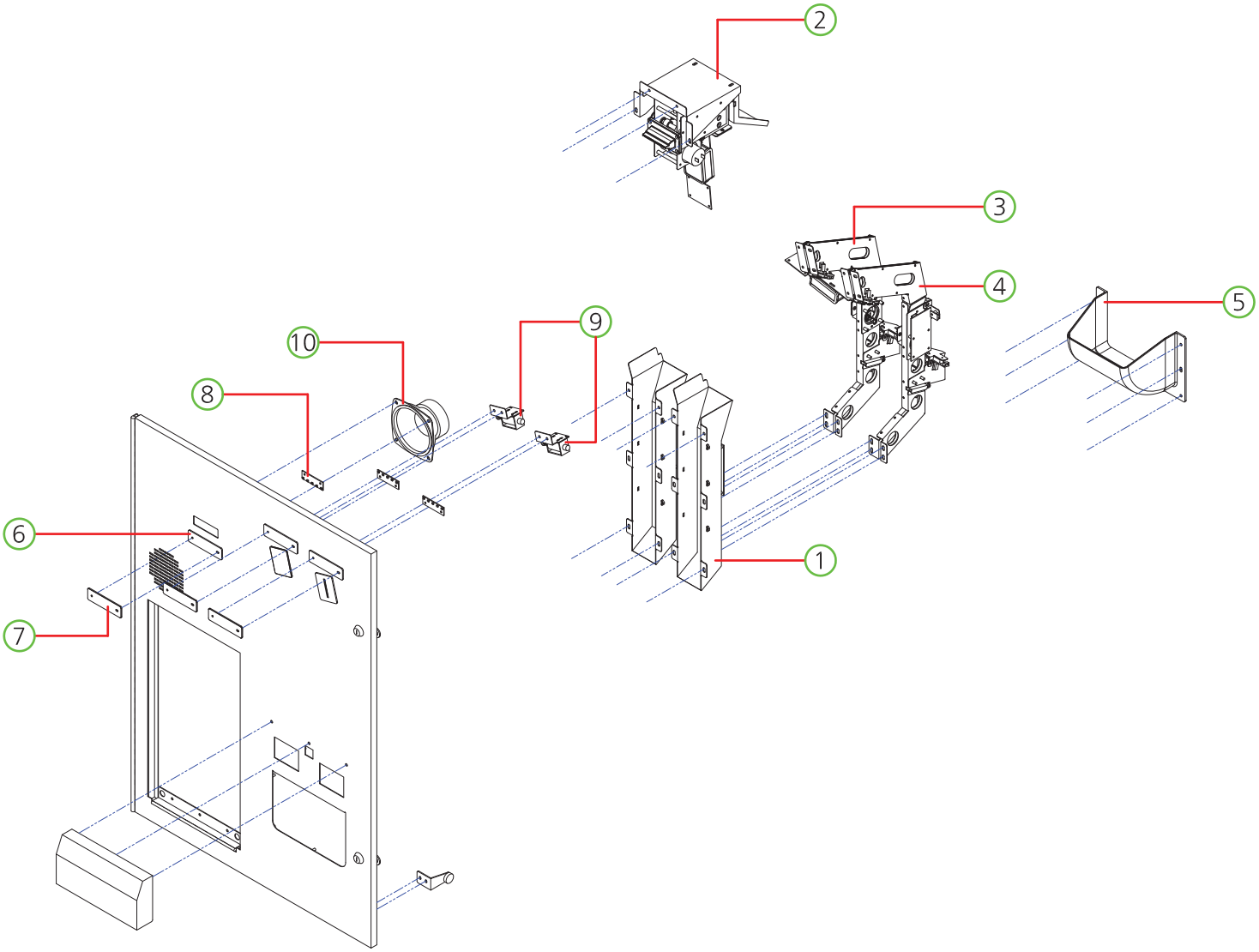
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	LCD MONITOR MASK ACRYL	ACRYL-10t	1	MKIS0ACR004

5-6. LCD MONITOR



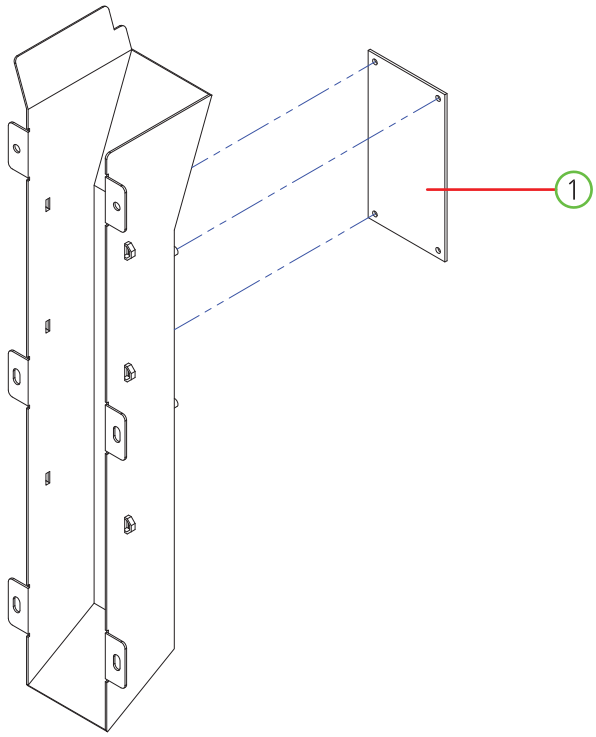
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	LCD MONITOR (UPPER)	GLASS	1	MZZZ0LCD019
2	LCD MONITOR (LOWER)	TOUCH	1	MZZZ0LCD018

5-7. FRONT DOOR PART



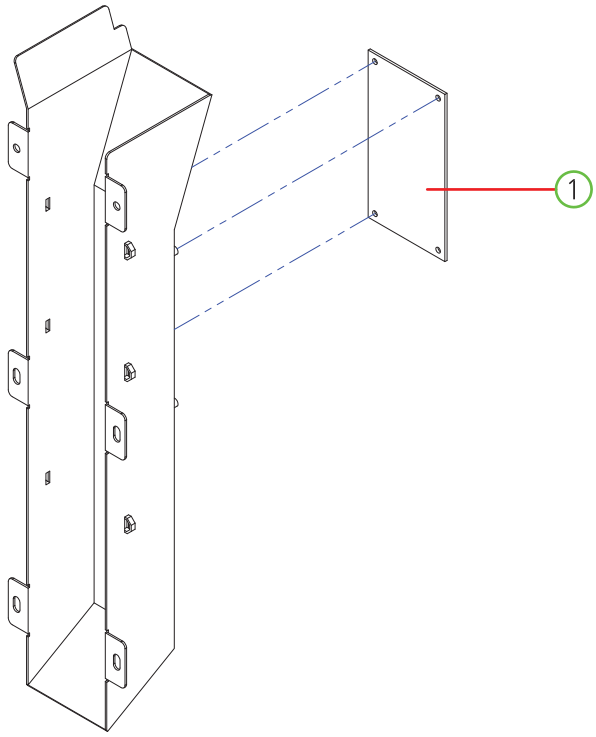
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	COIN RETURN GUIDE	-	1	-
2	CARD DISPENSER	-	1	-
3	COIN INLET RAIL	-	1	-
4	CHIP INLET RAIL	-	1	-
5	PRIZE OUTLET COVER MOLD	PC-3.0t	1	MKIS0PLA001
6	INLET DECO ACRYL	ACRYL-2.0t	3	MKIS0ACR008
7	COVER ACRYL	ACRYL-2.0t	3	MKIS0ACR007
8	LED PCB ASS'Y	-	1	AMUM0PCB005
9	SOLENOID	DS08AS12V	2	MELE0SOL006
10	SPEAKER	MID4.5"+TW1/2" 8Ω	1	MZZZ0SPE021

5-8. COIN RETURN GUIDE PART



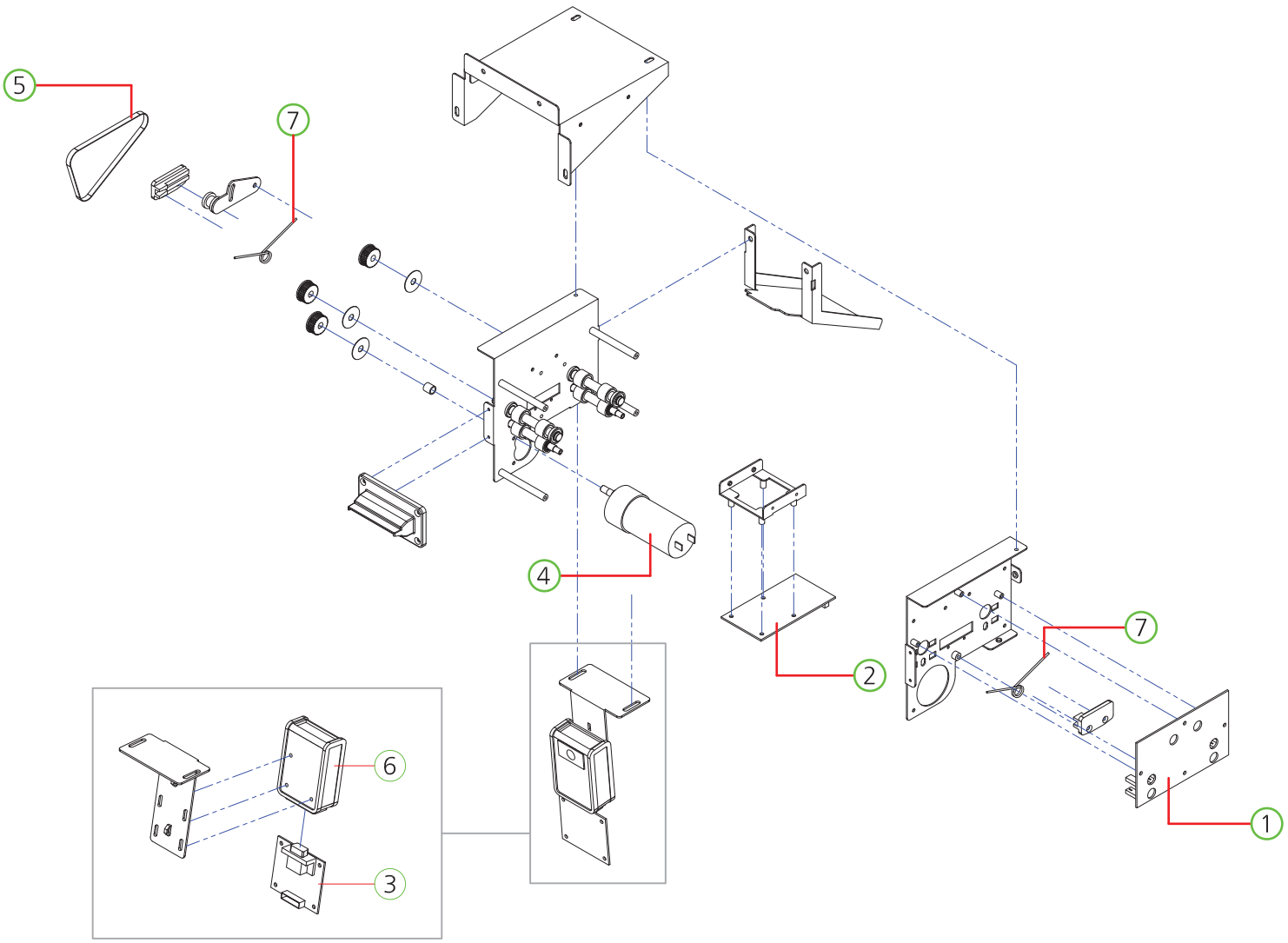
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	COIN MAIN PCB ASS'Y	-	1	AKISOPCB007

5-9. CHIP RETURN GUIDE PART



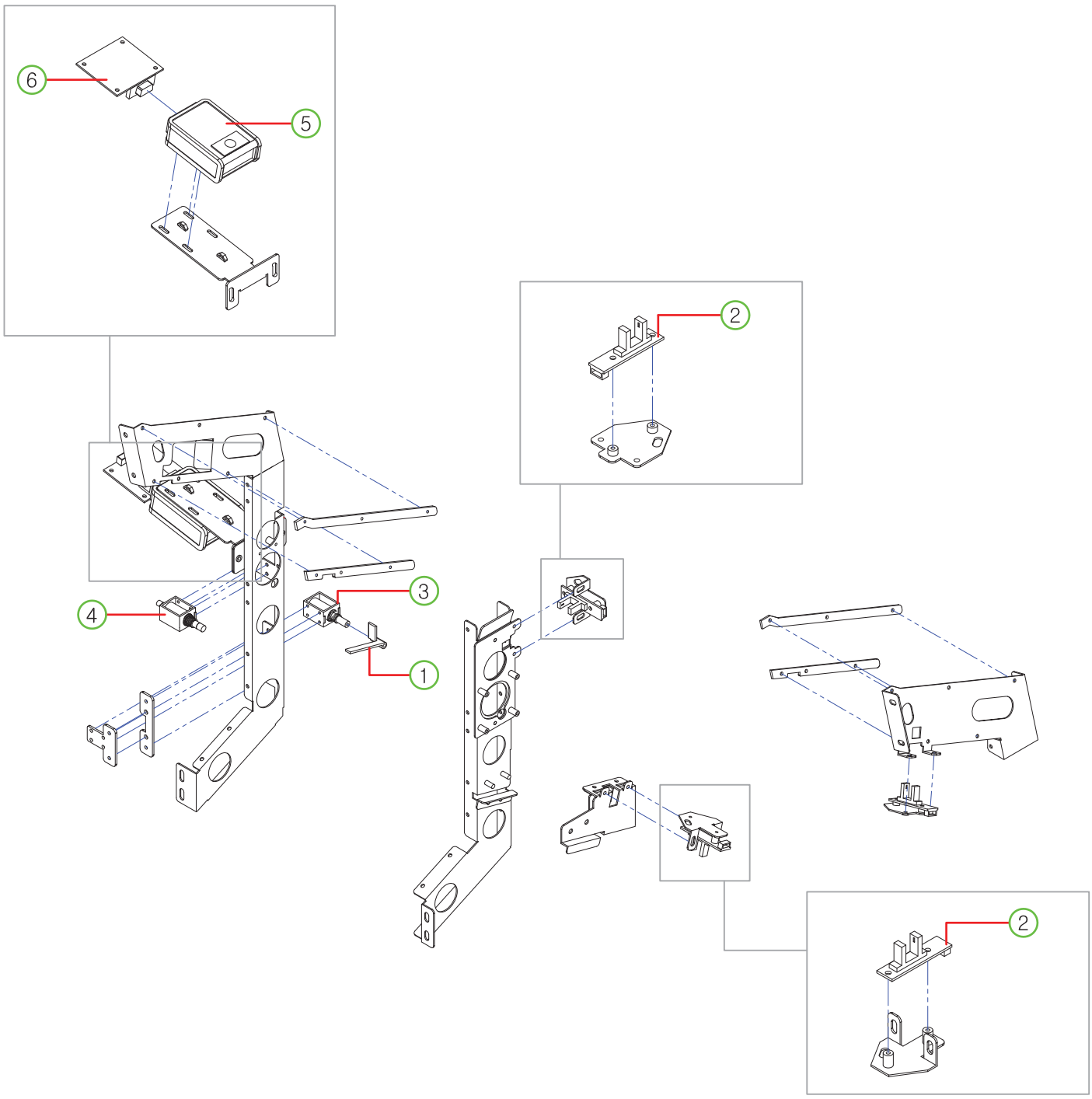
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	CHIP MAIN PCB ASS'Y	-	1	AKISOPCB006

5-10. CARD DISPENSER PART



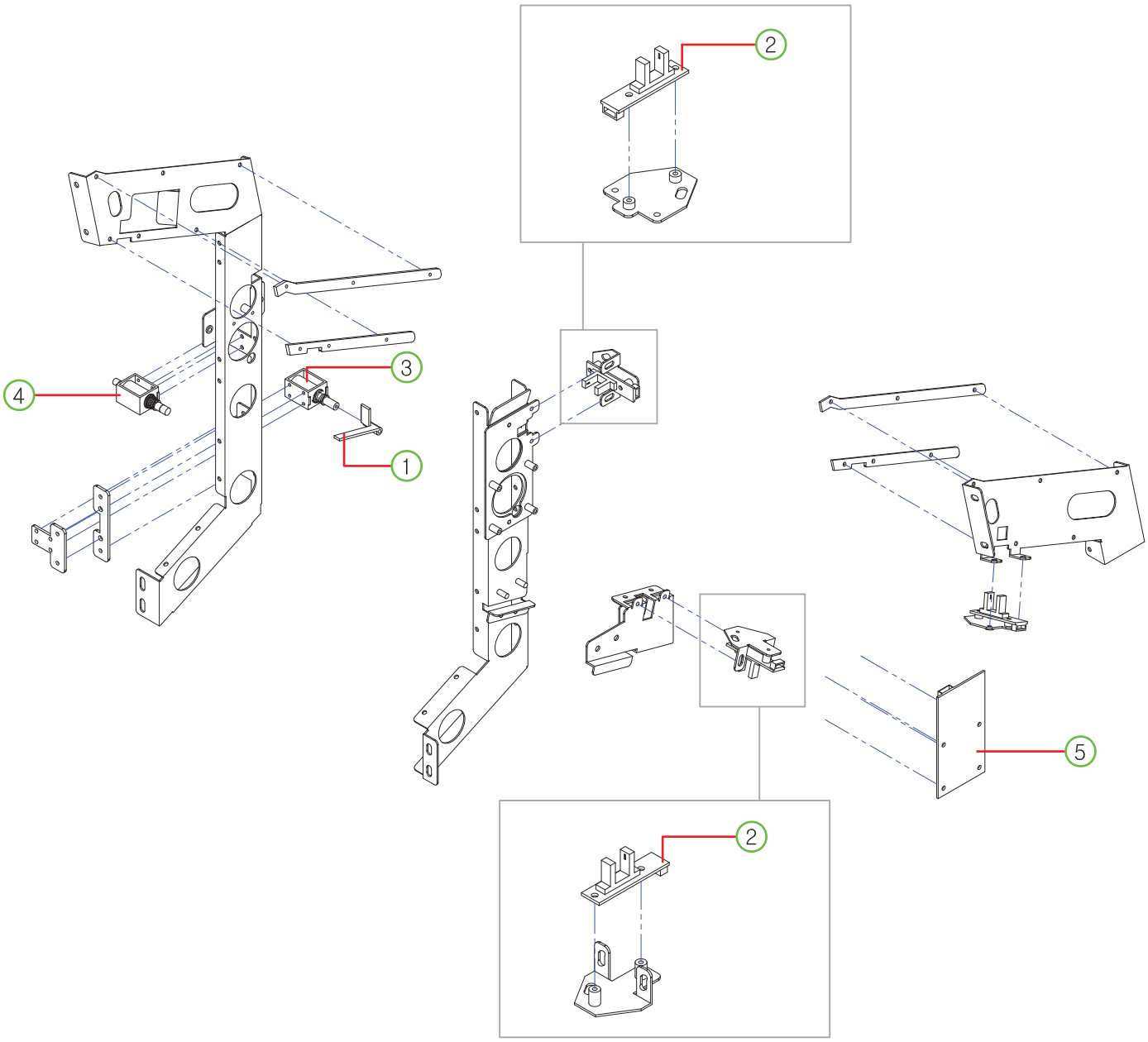
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	CARD MAIN PCB ASS'Y	-	1	AKIS0PCB004
2	RFID CARD SENSOR PCB ASS'Y	-	1	AKIS0PCB005
3	VGA ANGLE PCB ASS'Y	-	1	AKIS0PCB009
4	DC MOTOR	KGC-ND3657U1-030_166RPM	1	MZZZ0MOT140
5	TIMMING BELT	126MXL * 4.8	1	MZZZ0BEL038
6	BAR CODE READER	HONEYWELL,3330G	1	MZZZ0000696
7	CARD DISPENSER SPRING-A	⌀1.2	2	MKIS0SPR001

5-11. COIN INLET RAIL PART



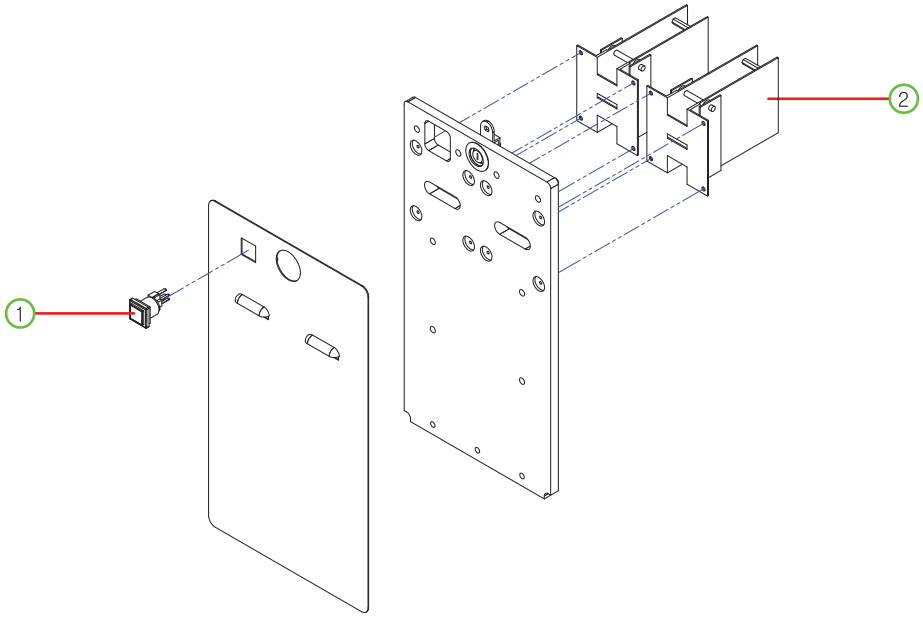
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	SOLENOID GUIDE HINGE	ABS	1	MKIS0PLA002
2	PHOTO INT-1 PCB ASS'Y	-	2	ACIR0PCB011
3	SOLENOID ASS'Y	DS06AS12V, W/ TAP	1	MELE0SOL005
4	SOLENOID ASS'Y	DS06AS12V, W/ BRASS	1	MELE0SOL004
5	BAR CODE READER	HONEYWELL, 3330G	1	MZZZ0000696
6	VGA ANGLE PCB ASS'Y	-	1	AKIS0PCB009

5-12. CHIP INLET RAIL PART



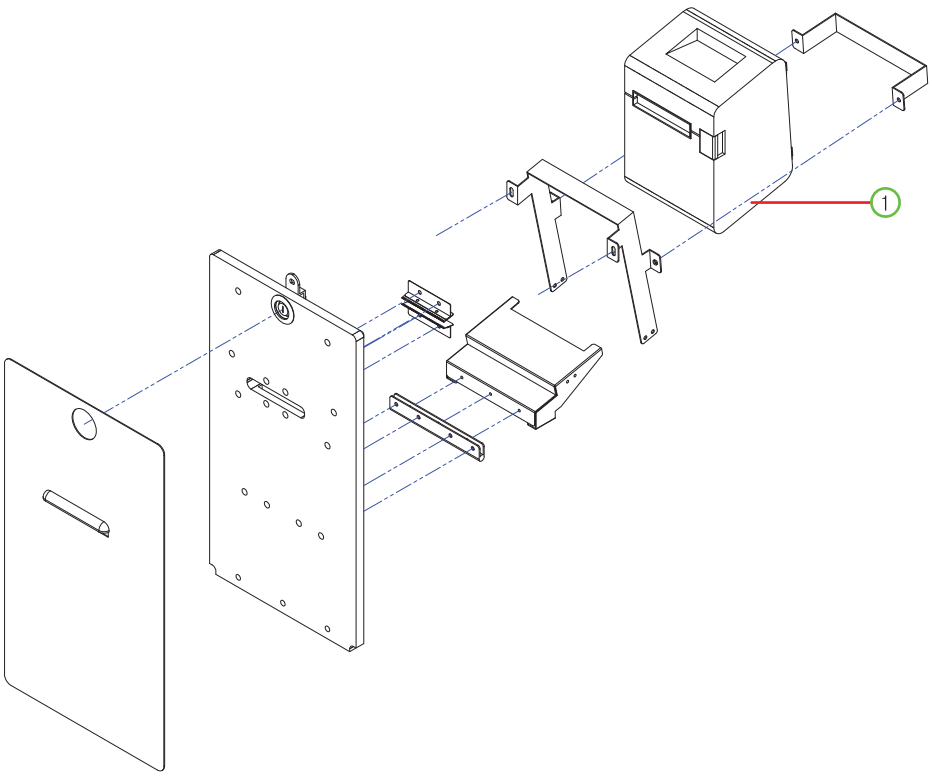
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	SOLENOID GUIDE HINGE	ABS	1	MKIS0PLA002
2	PHOTO INT-1 PCB ASS'Y	-	2	ACIR0PCB011
3	SOLENOID ASS'Y	DS06AS12V, W/ TAP	1	MELE0SOL005
4	SOLENOID ASS'Y	DS06AS12V, W/ BRASS	1	AKIS0PRO003
5	RFID CARD SENSOR PCB ASS'Y	-	1	AKIS0PCB005

5-13. TICKET DOOR PART



NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	BUTTON	AM1PB-26SH R12D	1	MMUM0BUT002
2	TICKET DISPENSER	DL-1275	1	MZZZ0TID008

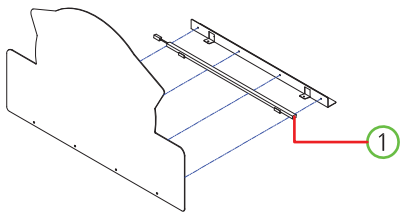
5-14. FRONT DOOR PART [OPTION]



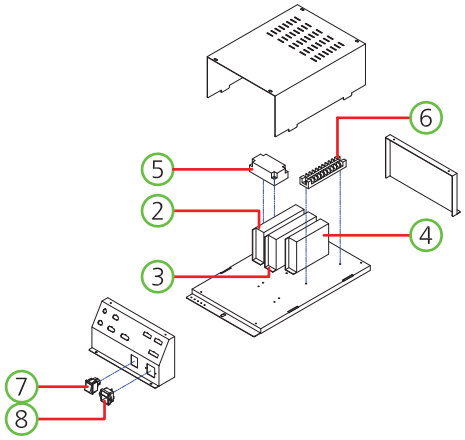
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	PRINTER	GP-L801601, 24V	1	MZZZ0000695

6. PART PICTURE

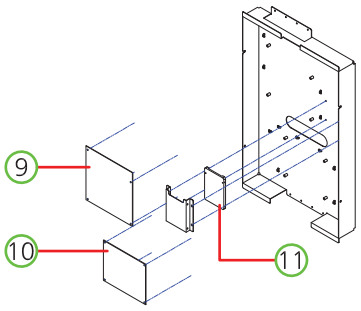
- BILLBOARD PART



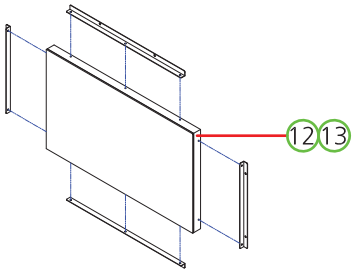
- SMPS PART



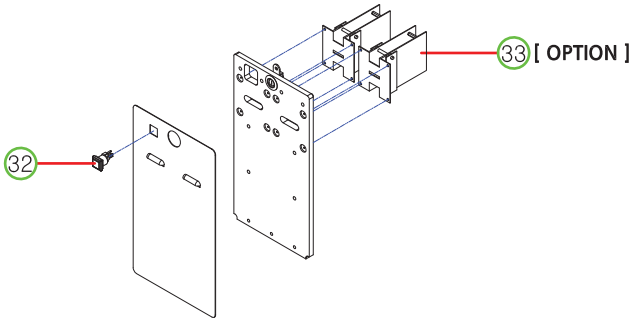
- PCB PANEL PART



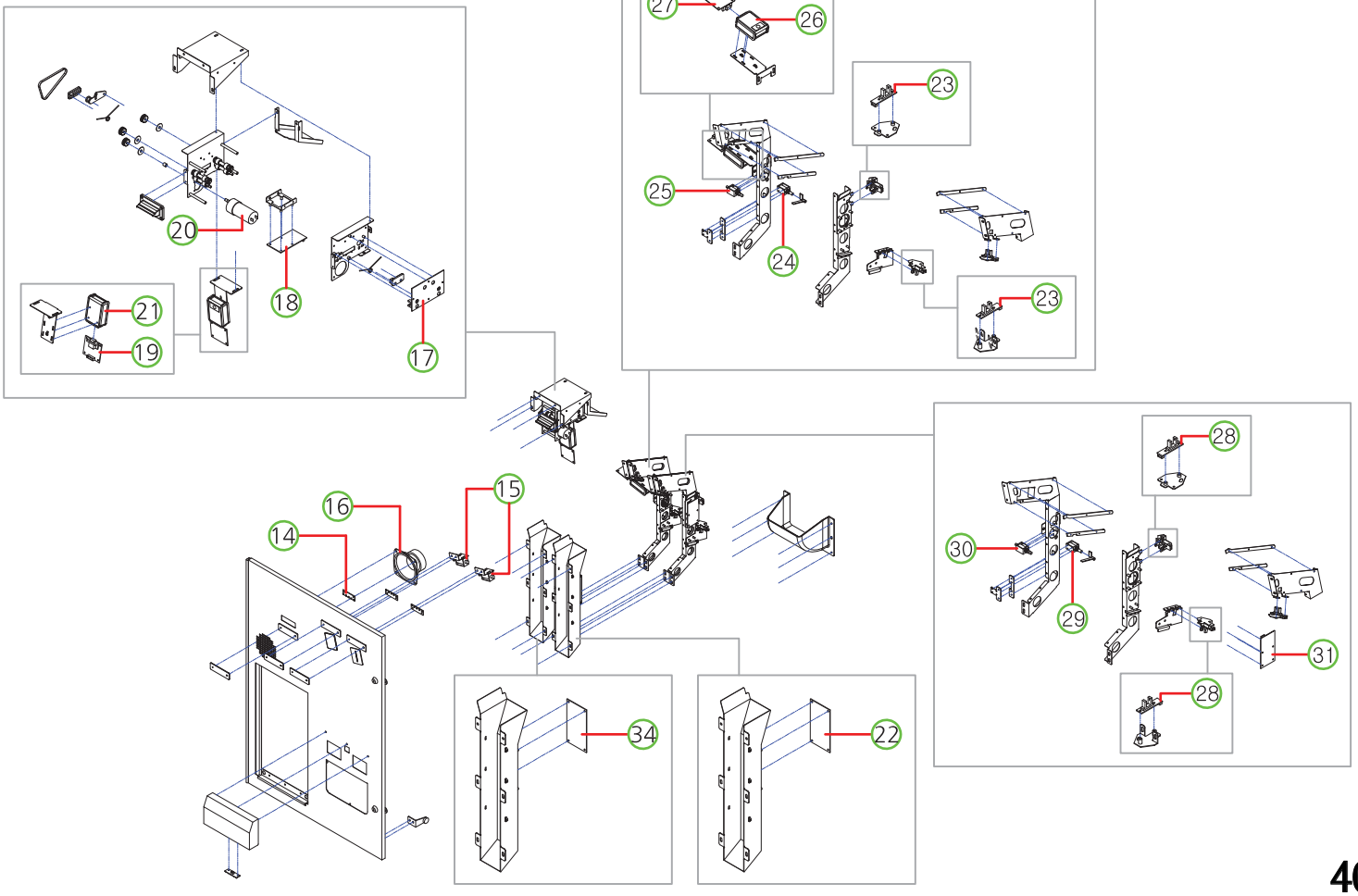
- LCD MONITOR PART



- TICKET DOOR PART



- FRONT DOOR PART



NO.	PIC	PART NAME	SPEC.	QTY	CODE NO.	WARRANTY	
						6 Month	One Year
1	O	LED BAR 12V PCB ASS'Y	460mm	1	AZZZ0PCB124	N / A	N / A
2	O	POWER SMPS	LRS 150F-12	1	MELE0SMP090		O
3	O	POWER SMPS	LRS 150F-5	1	MELE0SMP096		O
4	O	POWER SMPS	LRS 100_12	1	MELE0SMP084		O
5	O	NOISE FILTER	RNS-2010	1	MELE0NOI009	N / A	N / A
6	O	TERMINAL BLOCK	10P UL	1	MELE0TEB001	N / A	N / A
7	O	AC INPUT	DAC-13H	1	MELE0SWI015	N / A	N / A
8	O	ROCKER SWITCH	R595KDF	1	MELE0SWI021	N / A	N / A
9	O	MAIN BOARD ASS'Y	GA-N3160TN	1	AZZZ0PCB186		O
10	O	KIOSK IO PCB ASS'Y	-	1	AKIS0PCB003		O
11	O	SSD CARD	120GIGA WD GREEDN	1	MZZZ0MEM025	N / A	N / A
12	O	LCD MONITOR (UPPER)	GLASS	1	MZZZ0LCD019	N / A	N / A
13	O	LCD MONITOR (LOWER)	TOUCH	1	MZZZ0LCD018	N / A	N / A
14	O	LED PCB ASS'Y	-	1	AMUM0PCB005	N / A	N / A
15	O	SOLENOID	DS08AS12V	2	MELE0SOL006	O	
16	O	SPEAKER	MID4.5"+TW1/2" 8Ω	1	MZZZ0SPE021	N / A	N / A
17	O	CARD MAIN PCB ASS'Y	-	1	AKIS0PCB004		O
18	O	RFID CARD SENSOR PCB ASS'Y	-	1	AKIS0PCB005		O
19	O	VGA ANGLE PCB ASS'Y	-	1	AKIS0PCB009		O
20	O	DC MOTOR	KGC-ND3657U1-030 _166RPM	1	MZZZ0MOT140	O	
21	O	BAR CODE READER	HONEYWELL, 3330G	1	MZZZ0000696	N / A	N / A
22	O	CHIP MAIN PCB ASS'Y	-	1	AKISOPCB006		O
23	O	PHOTO INT-1 PCB ASS'Y	-	2	ACIR0PCB011		O
24	O	SOLENOID ASS'Y	DS06AS12V, W/ TAP	1	MELE0SOL005	O	
25	O	SOLENOID ASS'Y	DS06AS12V, W/ BRASS	1	MELE0SOL004	O	
26	O	BAR CODE READER	HONEYWELL, 3330G	1	MZZZ0000696	N / A	N / A
27	O	VGA ANGLE PCB ASS'Y	-	1	AKIS0PCB009		O
28	O	PHOTO INT-1 PCB ASS'Y	-	2	ACIR0PCB011		O
29	O	SOLENOID ASS'Y	DS06AS12V, W/ TAP	1	MELE0SOL005	O	
30	O	SOLENOID ASS'Y	DS06AS12V, W/ BRASS	1	AKIS0PRO003	O	
31	O	RFID CARD SENSOR PCB ASS'Y	-	1	AKISOPCB005		O
32	O	BUTTON	AM1PB-26SH R12D	1	MMUM0BUT002	N / A	N / A
33	O	TICKET DISPENSER	DL-1275	1	MZZZ0TID008	N / A	N / A
34	O	COIN MAIN PCB ASS'Y	-	1	AKISOPCB007		O

1	2	3	4	5	6
AZZZ0PCB124	MELE0SMP090	MELE0SMP096	MELE0SMP084	MELE0NOI009	MELE0TEB001

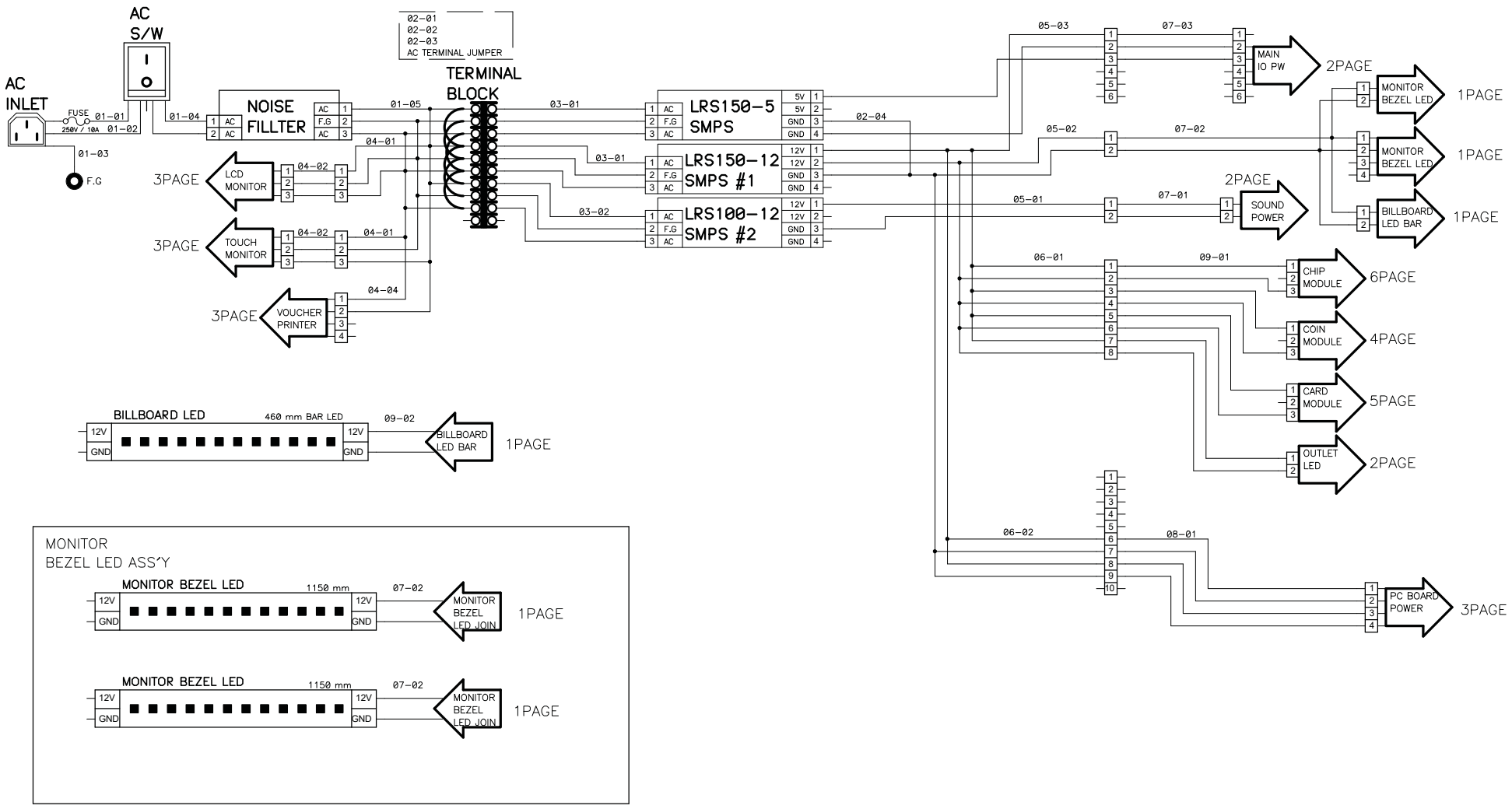
7	8	9	10	11	12
MELE0SWI015	MELE0SWI021	AZZZ0PCB186	AKIS0PCB003	MZZZ0MEM025	MZZZ0LCD019

13	14	15	16	17	18
MZZZ0LCD018	AMUM0PCB005	MELE0SOL006	MZZZ0SPE021	AKIS0PCB004	AKIS0PCB005

19	20	21	22	23	24
AKIS0PCB009	MZZZ0MOT140	MZZZ0000696	AKISOPCB006	ACIR0PCB011	MELE0SOL005

25	26	27	28	29	30
MELE0SOL004	MZZZ0000696	AKIS0PCB009	ACIR0PCB011	MELE0SOL005	AKIS0PRO003

31	32	33	34
AKISOPCB005	MMUM0BUT002	MZZZ0TID008	AKISOPCB007



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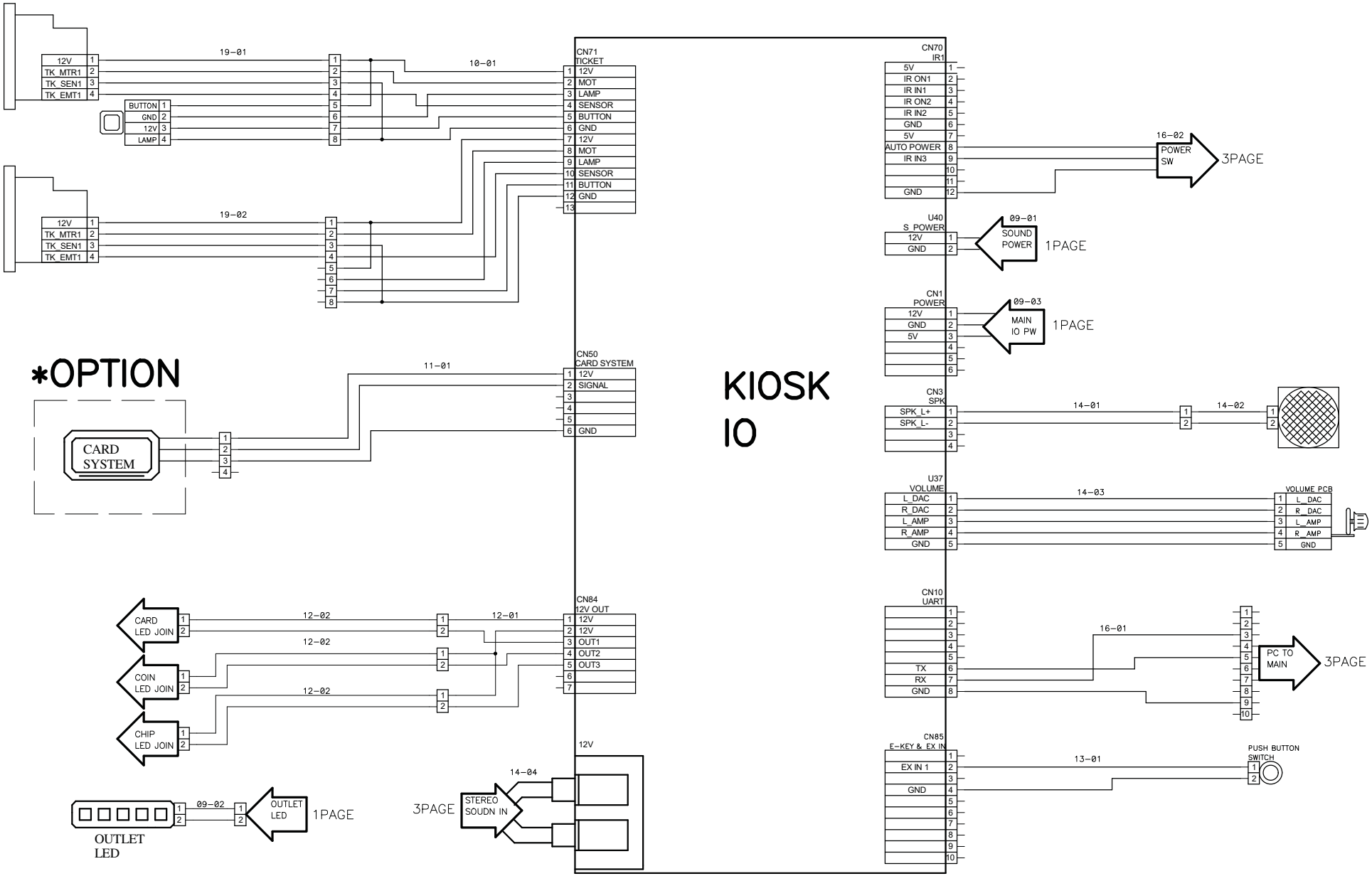
DEPARTMENT	DRAWN BY	CHECKED BY	APPROVED BY	ITEM	KIOSK
H/W				PAGE	1/6
		ANDAMIRO		DATE	



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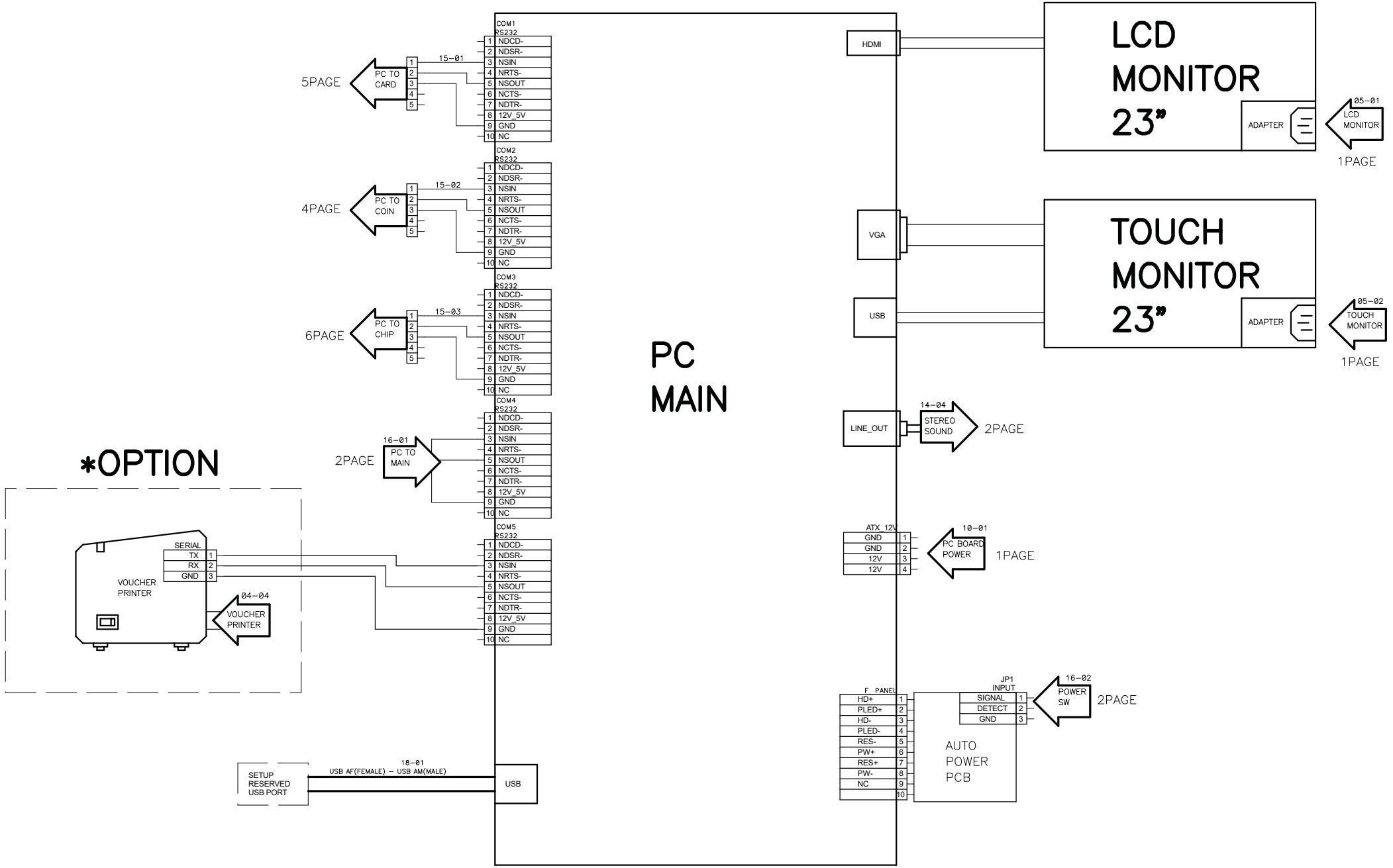
H/W				PAGE	2/6
		ANDAMIRO		DATE	



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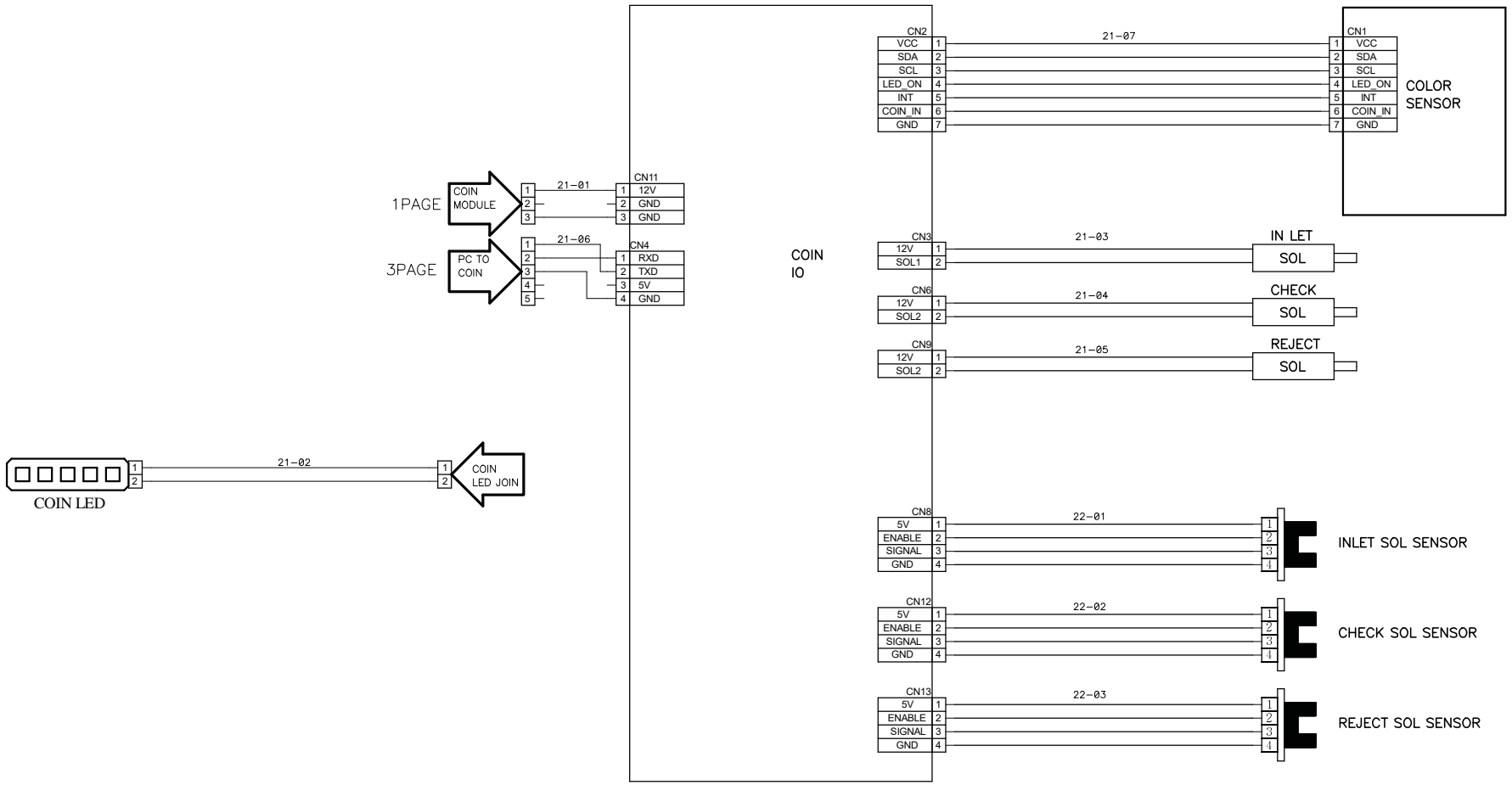
H/W				PAGE	3/6
		ANDAMIRO		DATE	

COIN ASS'Y



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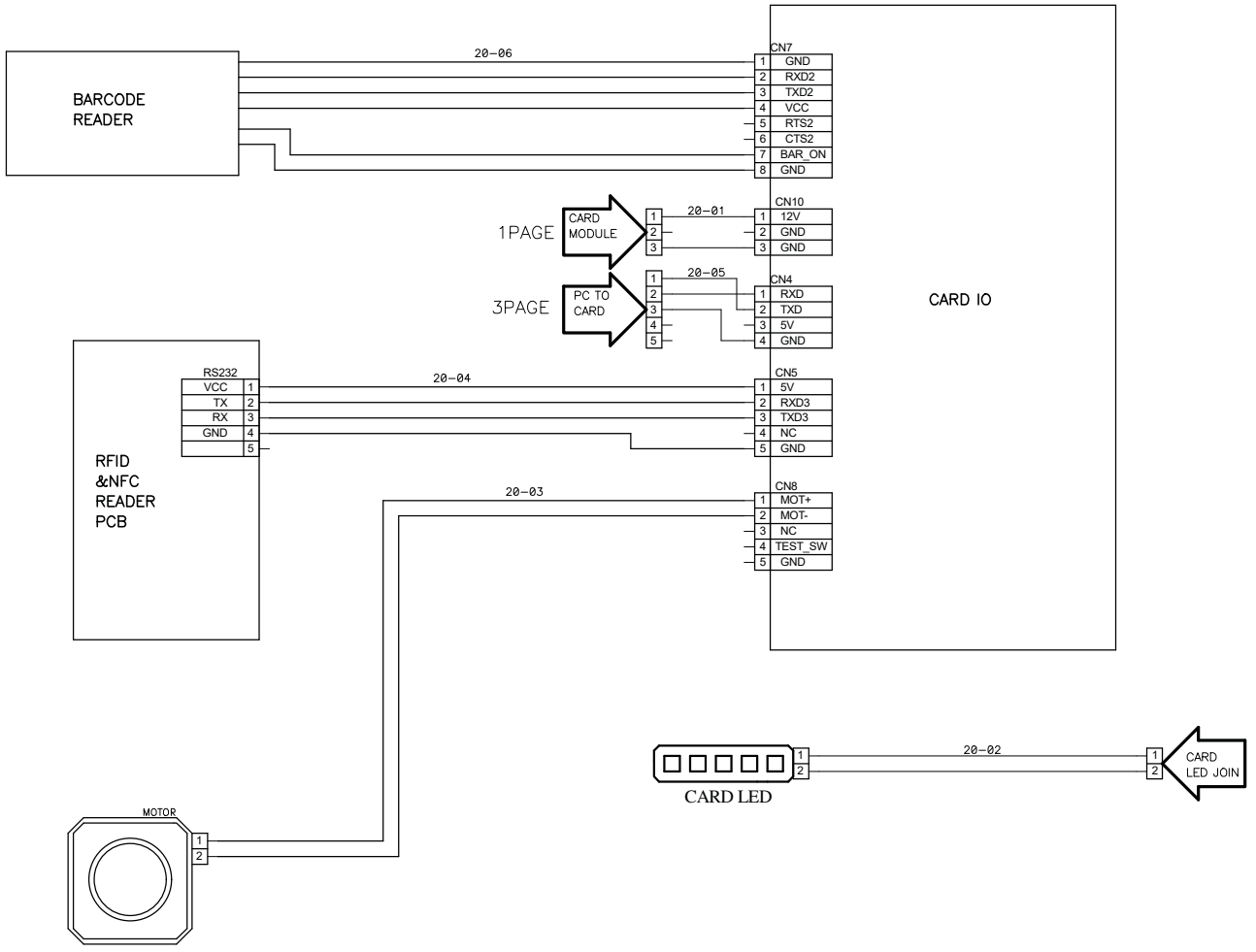
H/W				PAGE	4/6
		ANDAMIRO		DATE	

CARD ASS'Y



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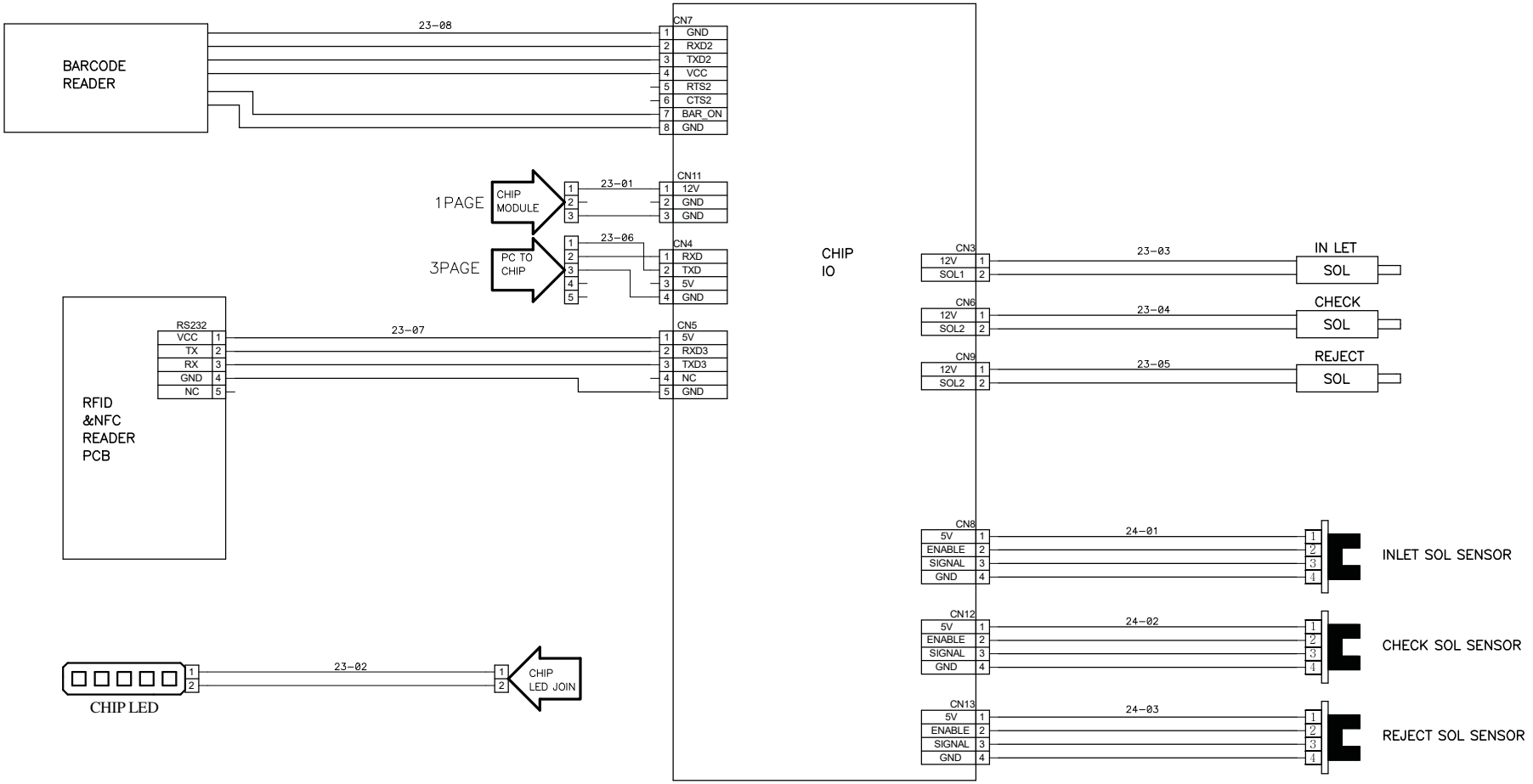
DEPARTMENT	DRAWN BY	CHECKED BY	APPROVED BY	ITEM	KIOSK
H/W				PAGE	5/6
		ANDAMIRO		DATE	

CHIP ASS'Y



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DEPARTMENT	DRAWN BY	CHECKED BY	APPROVED BY	ITEM	KIOSK
H/W				PAGE	6/6
		ANDAMIRO		DATE	

ANDAMIRO WARRANTY POLICY

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

Andamiro warrants the parts from date of shipment as follows.

- One Year Limited Warranty : Electronic Boards & Monitor

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

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

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

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

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

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

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.

TICKET REDEEM MACHINE

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/

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