

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



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

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

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## **[ ERROR CODE ]**

<b>ERROR CODE</b>	<b>CONTENT</b>	<b>STATUS</b>
<b>1. EE-12</b>	Home(Origin) Return Error - This Error code is generated in case of you cannot check the origin point due to origin point switch error or motors malfunction because the origin switch should be detected when you turn on the power or PusherBox returns back to origin point(Home) during the machine operation. Check and change the Origin switch or motor connected with PusherBox on back side of target Acryl inside of the machine.	<b>ERROR EVENT, STOP</b>
<b>2. EE-AC</b>	Prize Out Door Error ( In case all switches are pressed or no checking) - This Error code is generated in case of the prize door is closed when you turn on the power or the prize door is not working because the Prize door on the down side of the game should be opened and closed to dispense the prize when a game succeeds. Check and change the switch or motor connected with Prize Door.	<b>ERROR EVENT, STOP</b>
<b>3.</b> 	Prize Out Door Close S/W. Error - This Error code is generated in case of the prize door is not stopped at normal position or not working properly. In case of the prize door is closed when you turn on the power or when the game is success, prize door on the down side of machine should be closed after dispensing the prize.	<b>ERROR EVENT, STOP</b>
<b>4.</b> 	Prize Out Door Open S/W. Error - This Error code is generated in case of the prize door on the down side of the machine is not opening properly when you turn on the power or in case of game success because the prize door should be opened when Prize-Loader dispenses the prize. Check and change the motor connected with Prize Door or the switch on open location (Rear SW.)	<b>ERROR EVENT, STOP</b>

<b>5. EE-Ln</b>	PrizeLoader Front S/W, Rear S/W Error n:Hole no.  1. When power is on. Front and Rear SW of Prizeloder are checked together in the process of initializing, 2. Front and Rear SW of Prizeloder are checked together on game mode or demo mode. 3. check and change the Front SW., Rear SW. the allocated prizeLoader.	<b>ERROR EVENT, STOP</b>
<b>6. EE-Fn</b>	PrizeLoader Front S/W or Motor Error n: Hole No.  - This Error code is generated in case of a prize is not dispensed when a game succeeds and then the prize loader forwards in order to dispense the prize. Check and Change the motor on the back of PrizeLoader	<b>ERROR EVENT, STOP</b>
<b>7. EE-rn</b>	PrizeLoader Rear S/W or Motor Error n: Hole No.  - This error code is generated when you cannot check the origin point due to motor faulty or origin switch faulty because origin switch should be detected by returning back to origin point after the prizeloder dispenses a prize in case game succeeds or prizeloder is located at origin point when power is off.	<b>ERROR EVENT, STOP</b>
<b>8. EE-06</b>	Pusherbox Front/Back Moving Error, REAR SW ERROR  - This Error code is generated in case of the bar of Pushbar succeeds but does not return back to Player direction after moving forward to the inner side. Check and Change the motor or the switch in the Pushbox.	<b>ERROR EVENT, STOP</b>
<b>9. EE-08</b>	Pusherbox Front/Back Moving Error, FRONT SW ERROR  - This error code is generated in case the bar of pusher box does not retrun back to player direction cause the bar should be at plyer direction after moving forward when power is on or the machine is on operating. PusherBox Check and change inside motor or Front SW.	<b>ERROR EVENT, STOP</b>
<b>10. EE-15</b>	TILT Error  - This Error code is generated in case of the machine is shaken or shocked. The machine will operate normally after performing the Error Event for 10 seconds.	
<b>11. EE-16</b>	- EE-16 / Success SW. ERROR  1. Stop game play and display error when it sensor in front of limit sensor or block sensor after game start until before pushing. 2. Stop game play and display error when it sensor back switch, in front of limit sensor or in front of block sensor in normal.	<b>ERROR EVENT, STOP</b>

**12. EE-CA**

- Calibration ERROR

**Notice 1 :** When succeeding each hole at a first try without a failure or succeeding at a second try, the number of success of the related holes is displayed on the screen and the process of Error Event will start. And then the machine stops after displaying Error Code "EE CA" on FND. Turn off the machine and adjust the Arrow, and then proceed with Calibration. The process is as above.

**Notice 2 :** When the number of success of each hole exceeds 6 times, the number of success of the related hole is displayed on the screen and the process of Error Event will start. And then the machine stops after displaying Error Code "EE CA" on FND. Turn off the machine and check the condition of Arrow. Replace the Arrow if it is worn-out or damaged and then proceed with calibration. The process is as above.

**ERROR EVENT, STOP**

# [ TEST MODE ]

\* Press and hold UP & DOWN buttons at the same time to enter "TEST MENU" .

## 1. CHECKING HOLE POSITION(S)

```
* TEST MENU *  
V_x_ -----  
Hole Check  
0 (CLR=Reset)
```

Press the [CLEAR] Button, first, at the bottom of the consoles has yeodat 4th Prize Door.

```
* TEST MENU *  
V_x_ -----  
PROGRESS...
```

[ Acryl display[right below]\_1H ]

Hole check screen as like below, the succeed times of each hole is 2~4 times.  
Only below 4 times are allowed

[ Acryl display[right below]\_3H ]

Hole check screen as like below, the succeed times of each hole is 1~3 times.  
Only below 4 times are allowed

```
* TEST MENU *  
V_x_ -----  
Hole: 1 2 3 4 5 6 7  
CNT: 0 0 0 0 0 0 0
```

"Catn" displays on the front FND when you perform Calibration. "n" means the number of each hole.  
When it is done, "do ne" displays.

In case of performing Calibration, if it is succeed at it's first try without failure or 2nd try, Error Event will be performed and "EE CA" Error Message shows on FND then the Game machine stops.

After turning off the machine, please perform the calibration again after adjusting Arrow or Acryl Panel.  
Exit to upper menu mode by pushing [SELECT] BUTTON.

**Notice 1 :** When succeeding each hole at a first try without a failure or succeeding at a second try, the number of success of the related holes is displayed on the screen and the process of Error Event will start.

And then the machine stops after displaying Error Code "EE CA" on FND. Turn off the machine and adjust the Arrow, and then proceed with Calibration. The process is as above.

[ Acryl display[right below]\_1H ]

**Notice 2 :** When the number of success of each hole exceeds 4 times, the number of success of the related hole is displayed on the screen and the process of Error Event will start. And then the machine stops after displaying Error Code "EE CA" on FND. Turn off the machine and check the condition of Arrow. Replace the Arrow if it is worn-out or damaged and then proceed with calibration. The process is as above.

[ Acryl display[right below]\_3H ]

**Notice 2 :** When the number of success of each hole exceeds 3 times, the number of success of the related hole is displayed on the screen and the process of Error Event will start. And then the machine stops after displaying Error Code "EE CA" on FND. Turn off the machine and check the condition of Arrow. Replace the Arrow if it is worn-out or damaged and then proceed with calibration. The process is as above.

## 2. Prize Motor Test

```
* TEST MENU *
V_x_ -----
Prize Motor
    ALL (CLR=PUSH)
```

\*\*\* Test each prize motor/switch installed on PrizeLoader dispensing Prizes.

1) Default is "ALL". If you press [CLEAR]Button, 7 motors in PrizeLoader operate at a time and move forward and test them. all of 7 PrizeLoaders stop when Front SW in PrizeLoader is switched.

```
* TEST MENU *
V_x_ -----
Prize Motor
    ALL (CLR=PUSH)
```

To return back to the origin position, press [CLEAR]Button again. Then 7 motors in PrizeLoader move backward all of 7 PrizeLoaders stop when Rear SW in PrizeLoader is switched. The test will repeat everytime when you press [CLEAR]Button.

2) Press [SELECT] Button to select PrizeLoader and then enter into PrizeLoader select mode. "[ALL]" displays.

3) When you press [CLEAR]Button after choosing PrizeLoader for testing by [Up],[Dn]Button, allocated PrizeLoader moves forward and perform the same process.

### 3. Pusher Box Motor/Sensor Test

```
* TEST MENU *
V_x_ -----
Motor Test
Press SELECT Button
```

\*\*\* Testing all motors and sensors installed in Pusher Box by moving Pusher Box on left, right or front ,rear.

Press [SELECT] Button and next screen displays, It means Test Mode is activated, Prizeout Door is closed. Orinin position is recognized.

```
* TEST MENU *
V_x_ -----
-- S2 X0 RL -- --
Press CLEAR TO Exit
```

#### 1) Prize out Door Test

If you press start button on the status like picture, Prizeout door will be open and display S1. And press start button again, prizeout door will be closed and display S2.

S1 : Door Open SW ON, S2 : Door Close SW ON

#### 2) Pusher Box Motor/Sensor Test

2-A) For Pusher box testing, button function for moving pusher box are as below

{<} : move left, {>} : move right  
{Up} : forward, {Dn} : backward

2-B) Once a sensor perceives movement of pusher Box, relevant sensor will be displayed. Then next sensor will be activated. After moving again and if other sensors are recognized, the previous sensor will be shown as "-- "

2-C) 4 options display

X0: Origin Sensor, RL:Rear Sensor, ML: Middle Sensor(Fail), FL: Front Sensor(Success)

```
* TEST MENU *
V_x_ -----
S1 S2 X0 RL ML FL
Press CLEAR TO Exit
```

4) After finishing Motor/Sensor Test, press [CLEAR]Button and then move to [Motor Test] menu screen.

## 4. Led Test

```
* TEST MENU *
V_x_ -----
LED = Off
Press SEL/Left/Right
```

\*\*\* Test menu for LED.

Press [SELECT] button to move to the screen below, then test mode will be activated.

```
* TEST MENU *
V_x_ -----
LED = [BLACK]
Press SEL/Left/Right
```

RED/GREEN/BLUE/WHITE/MAGENTA/CYAN/YELLOW/BLACK will be displayed step by step when you press [RIGHT] button.

Press [SELECT] button to stop testing LED and return to the top menu.

## 5. Media Test

```
* TEST MENU *
V_x_ -----
LCD/LED,Sound= Off
Press SEL/Left/Right
```

\*\*\* Test menu for LCD/LED/FND and Sound.

Press [SELECT] button to move to the screen below, then test mode will be activated.

```
* TEST MENU *
V_x_ -----
LCD/LED,Sound=[Off]
Press SEL/Left/Right
```

1) LCD Monitor / LED, FND Test  
RED/GREEN/BLUE/WHITE, Time, Error=99 ... will be displayed on LCD / LED step by step.  
Number 0~9 will be displayed on FND in order.

2) Sound Test  
Press [Right] button from the above screen to play sounds from speaker, displaying Sound=[001].  
Press [Right] button again to change sound list.

Press [SELECT] button to stop testing LCD / LED / FND and return to the top menu.

## 6. Counter Test

```
* TEST MENU *
V_x_ -----
Left-CNT1  Right-CNT2
Press Left/Right BTN
```

\*\*\* Test 2 Counters, Coin Counters and Prize counter.  
Screen is as below.

When you press [Left] button, coin counter number will be increased by 1.  
Press [Right] button to increase prize counter by 1.

Please note the increased number cannot be returned.

## 7. FACTORY INITIALIZE

```
* TEST MENU *
V_x_ -----
Factory Initialize
Press CLEAR Button
```

\*\*\* All setting becomes the factory default status and then perform Calibration.

Press the [CLEAR] Button, first, at the bottom of the consoles has yeodat 4th Prize Door.

```
* TEST MENU *
V_x_ -----
PROGRESS...
```

### [ Acryl display[right below]\_1H ]

Hole check screen as like below, the succeed times of each hole is 2~4 times.  
Only below 4 times are allowed

### [ Acryl display[right below]\_3H ]

Hole check screen as like below, the succeed times of each hole is 1~3 times.  
Only below 4 times are allowed

```
* TEST MENU *
V_x_ -----
Hole: 1 2 3 4 5 6
CNT: 0 0 0 0 0 0
```

"Catn" displays on the front FND when you perform Calibration.  
"n" means the number of each hole. When it is done, "do ne" displays.  
In case of performing Calibration, if it is succeed at it's first try without failure or 2nd try, Error Event will be performed and "EE CA" Error Message shows on FND then the Game machine stops.  
After turning off the machine, please perform the calibration again after adjusting Arrow or Acryl Panel.  
Exit to upper menu mode by pushing [SELECT] BUTTON.

**Notice 1 :** When succeeding each hole at a first try without a failure or succeeding at a second try, the number of success of the related holes is displayed on the screen and the process of Error Event will start.

And then the machine stops after displaying Error Code "EE CA" on FND. Turn off the machine and adjust the Arrow, and then proceed with Calibration. The process is as above.



[ Acryl display[right below]\_1H ]

**Notice 2 :** When the number of success of each hole exceeds 4 times, the number of success of the related hole is displayed on the screen and the process of Error Event will start. And then the machine stops after displaying Error Code "EE CA" on FND. Turn off the machine and check the condition of Arrow. Replace the Arrow if it is worn-out or damaged and then proceed with calibration. The process is as above.

[ Acryl display[right below]\_3H ]

**Notice 2 :** When the number of success of each hole exceeds 3 times, the number of success of the related hole is displayed on the screen and the process of Error Event will start. And then the machine stops after displaying Error Code "EE CA" on FND. Turn off the machine and check the condition of Arrow. Replace the Arrow if it is worn-out or damaged and then proceed with calibration. The process is as above.

## 8. INITIALIZING SET-UP VALUES

```
* TEST MENU *
V_x_ -----
Initialize Setup
Press CLEAR Button
```

\*\*\* Initialize all settings of "Set Menu" and some game data.

Press [CLEAR] Button, all settings in "Set Menu" and some game data are initialized.

Calibration/Total is not affected.

## 9. SAVING THE TEST MENU AND EXIT

```
* TEST MENU *
V_x_ -----
Save & Cancel
Press [SEL] & [CLR]
```

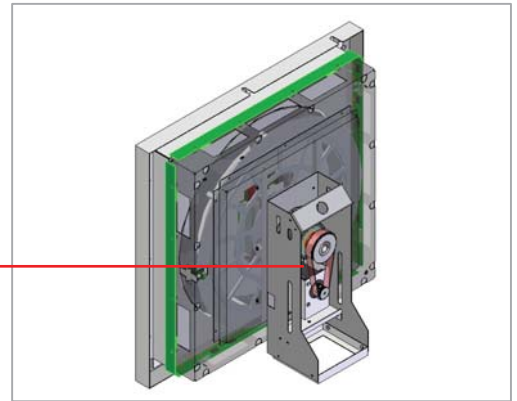
Press [SELECT]Button. Save setting and exit.

Press [CLEAR]Button with Long-Key. Exit without saving.

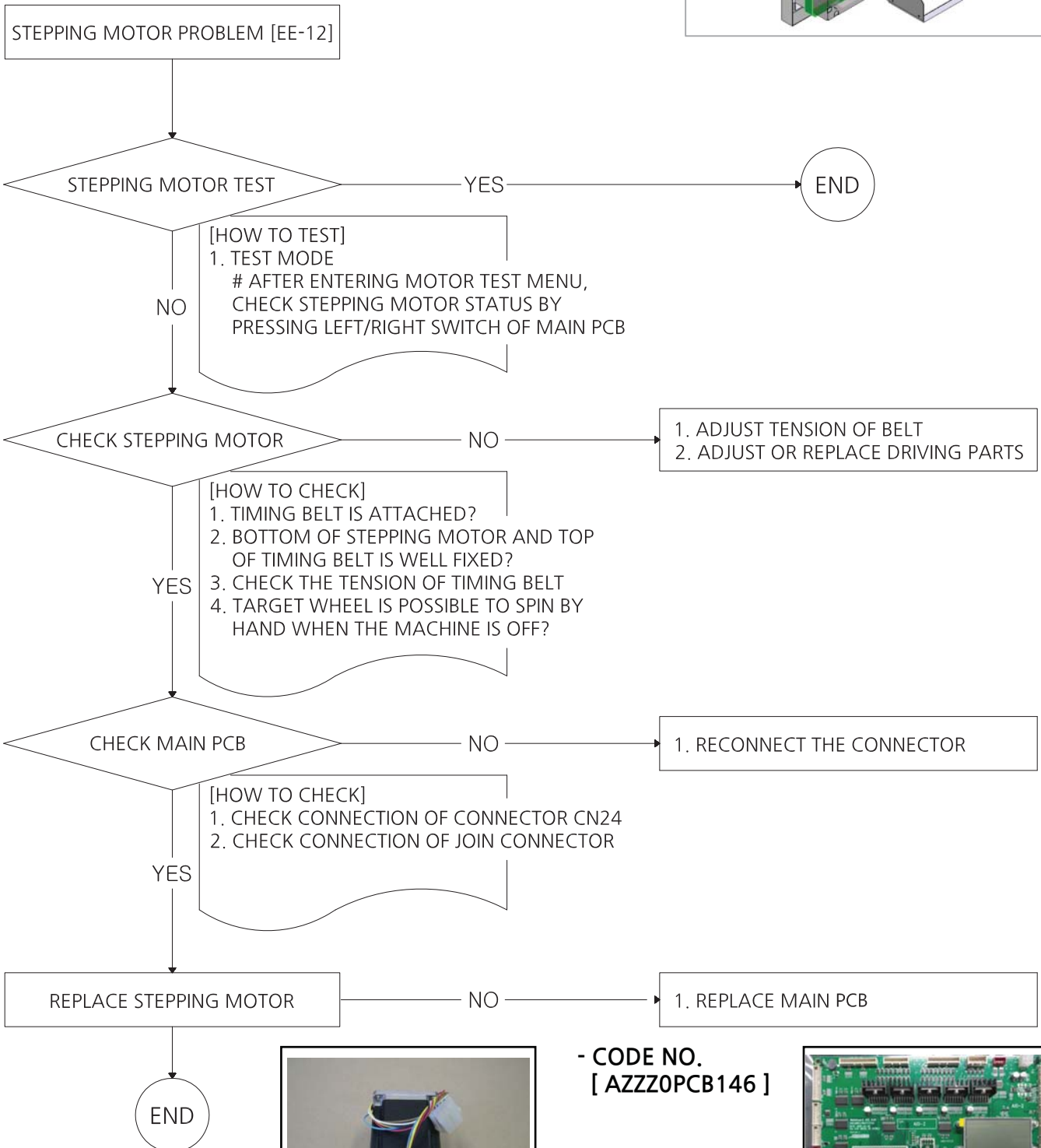
# [ TROUBLESHOOTING ]

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

## 1. STEPPING MOTOR PROBLEM [EE-12]



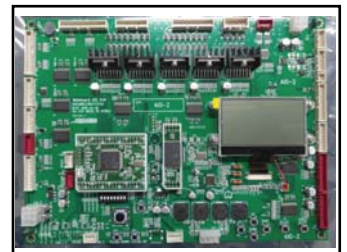
**STEPPING MOTOR**



- CODE NO.  
[ MZZ0MOT064 ]

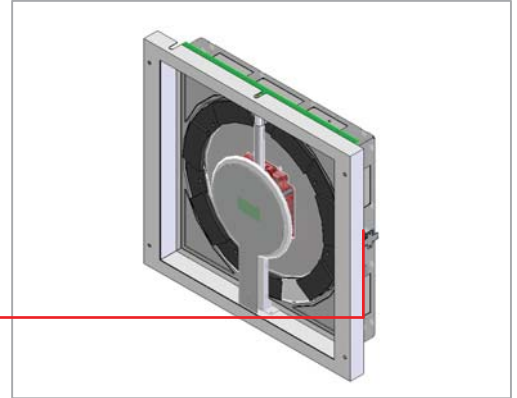


- CODE NO.  
[ AZZZ0PCB146 ]

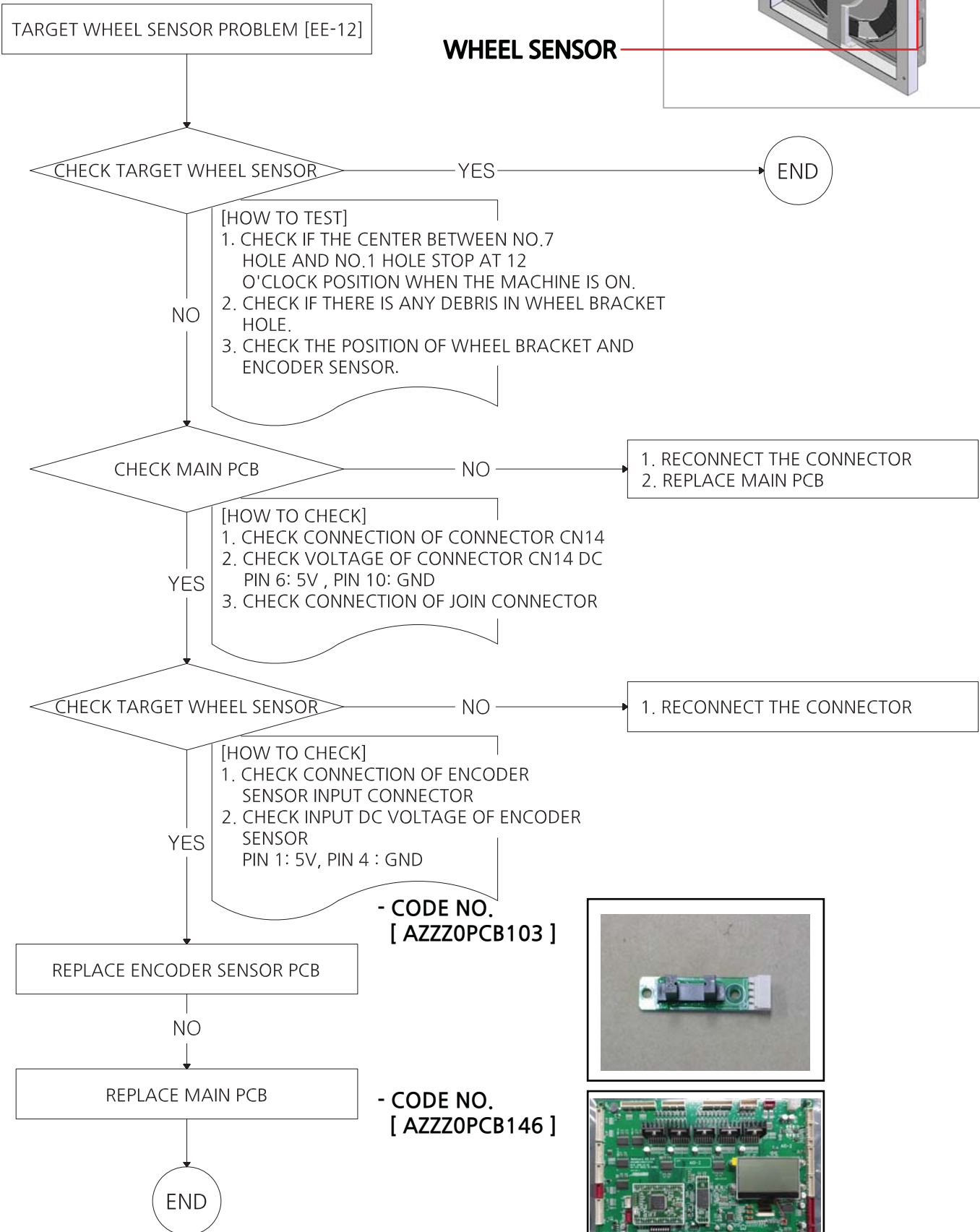


\* General check up : Check the supply voltage and wiring connection properly  
 \* "NO" : Means faulty of the check up result.

## 2. TARGET WHEEL SENSOR PROBLEM [EE-12]



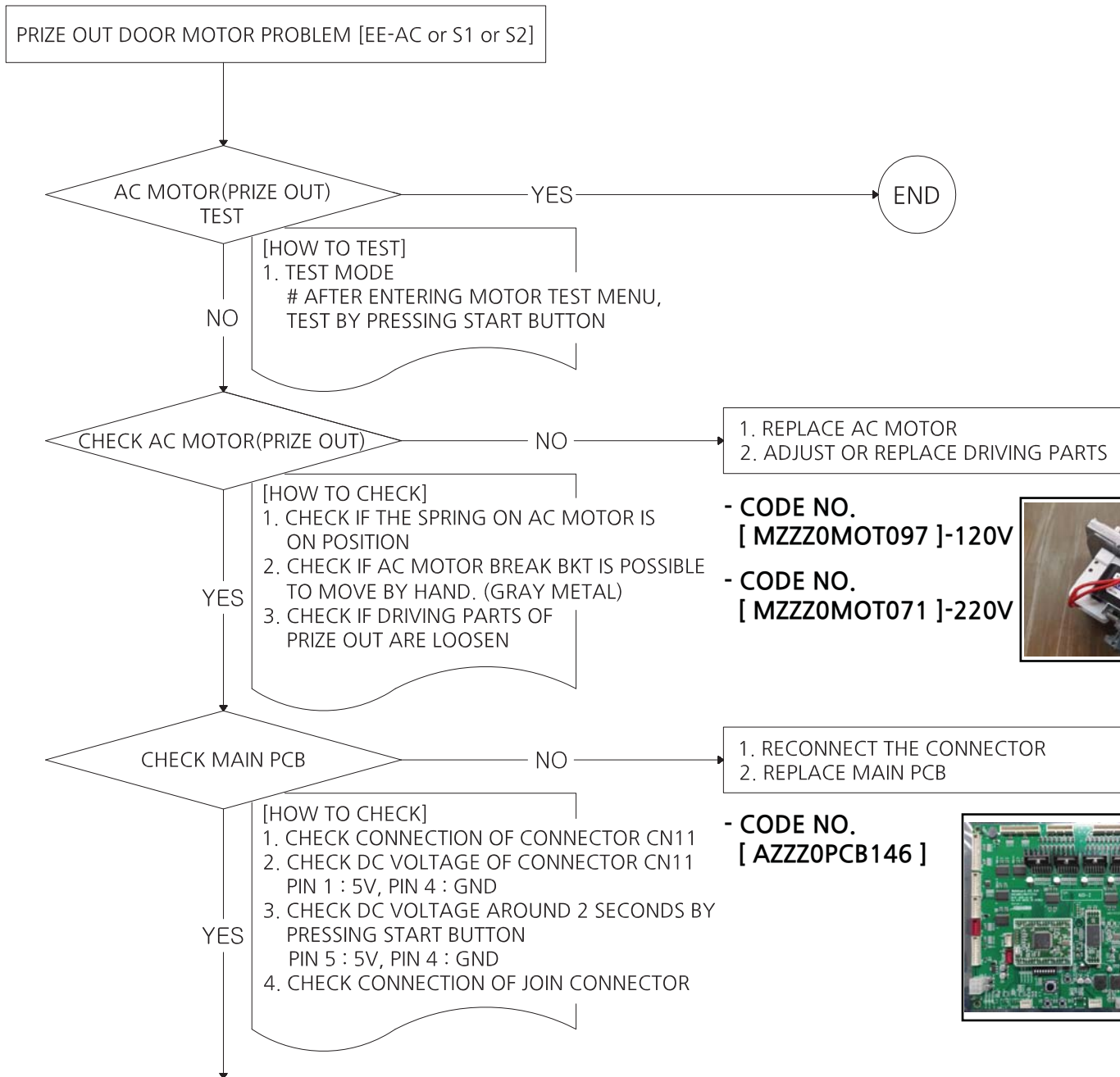
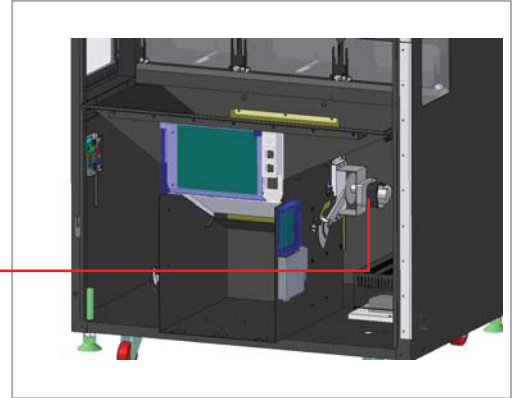
**WHEEL SENSOR**

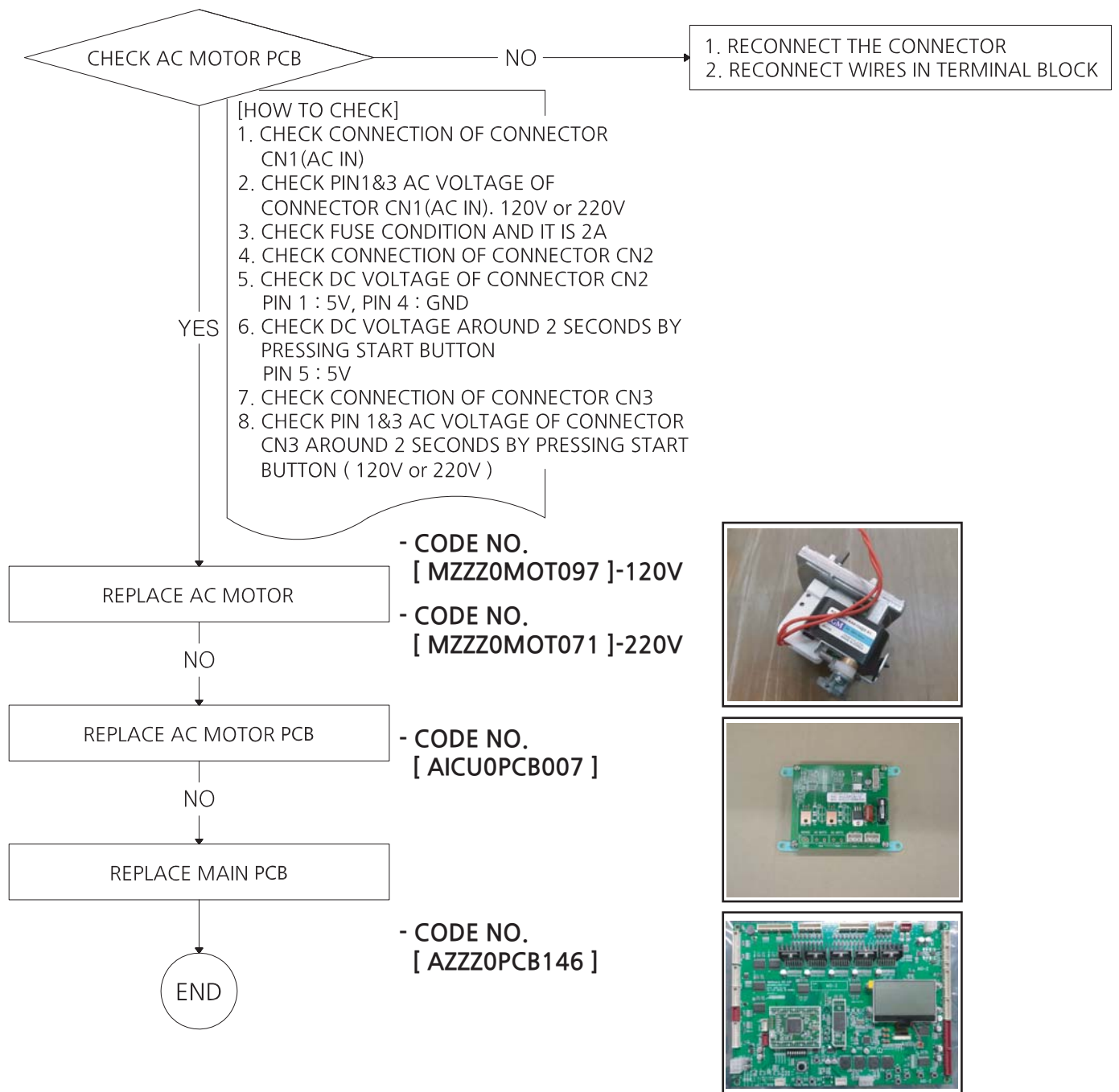


- \* General check up : Check the supply voltage and wiring connection properly
- \* "NO" : Means faulty of the check up result.

### 3. PRIZE OUT DOOR MOTOR PROBLEM [EE-AC or S1 or S2]

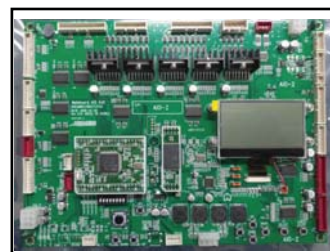
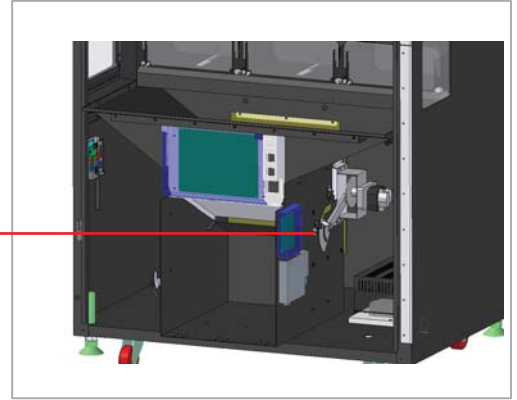
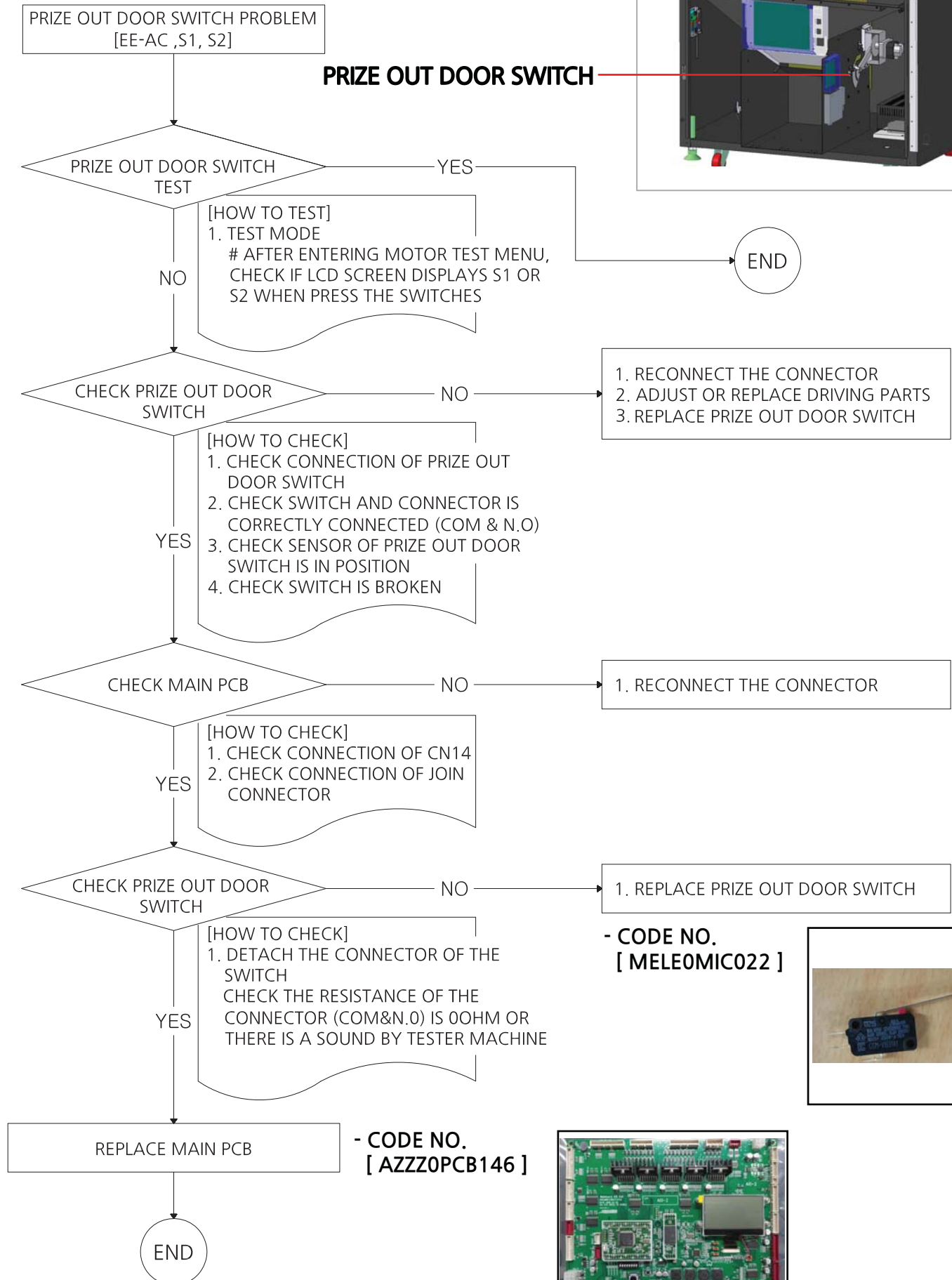
#### PRIZE OUT DOOR MOTOR





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

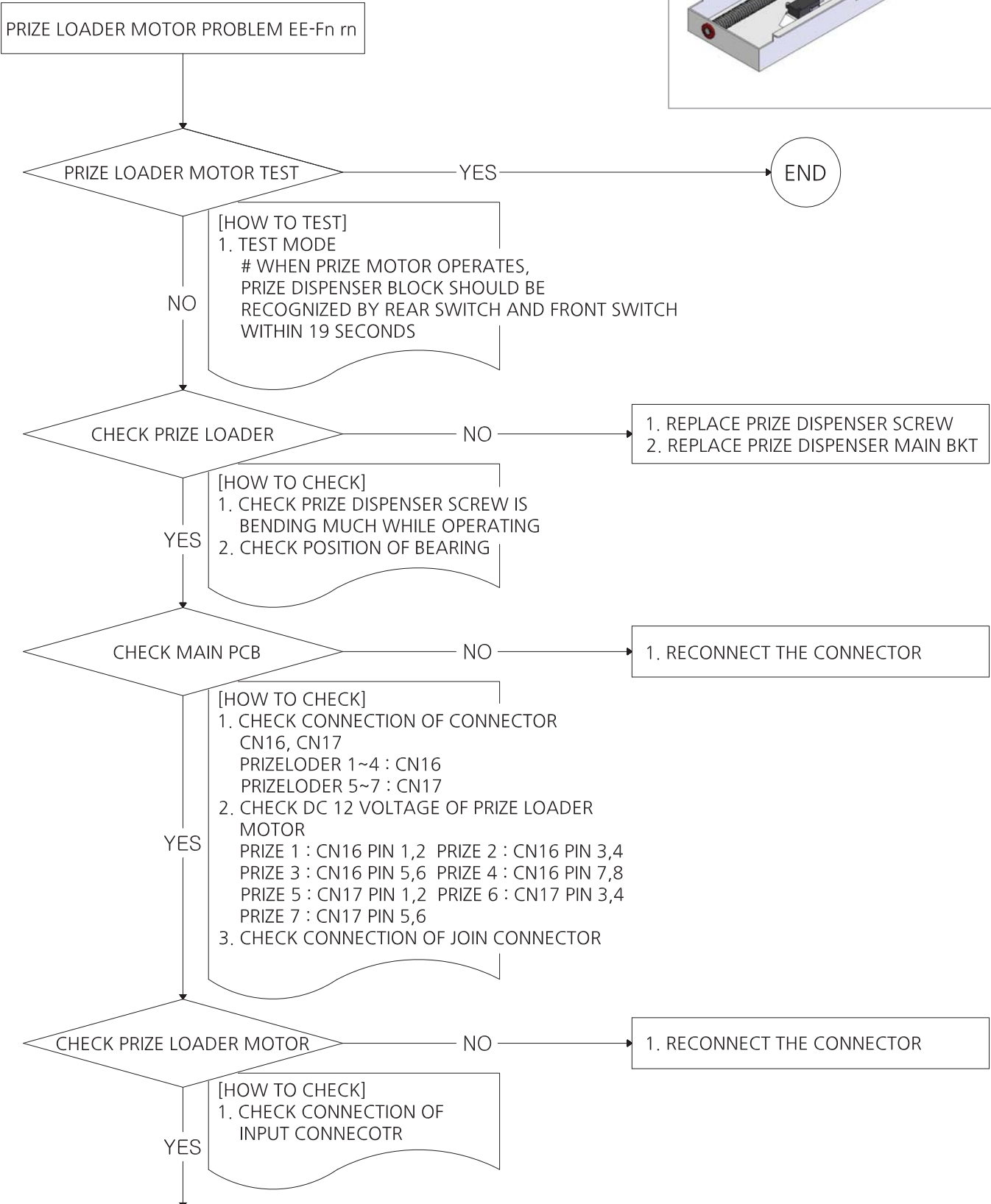
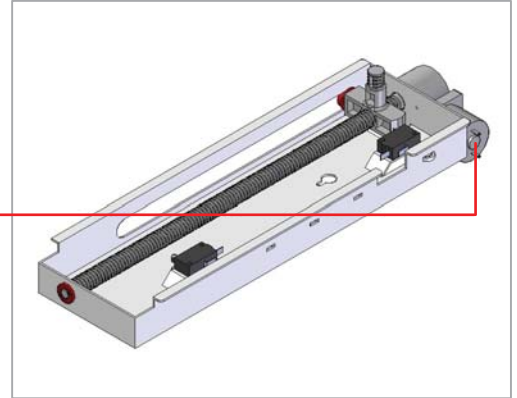
## 4. PRIZE OUT DOOR SWITCH PROBLEM [EE-AC ,S1, S2]



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

## 5. PRIZE DISPENSER [LOADER] MOTOR PROBLEM [EE-Fn rn]

### PRIZE DISPENSER MOTOR





REPLACE PRIZE LOADER MOTOR

NO

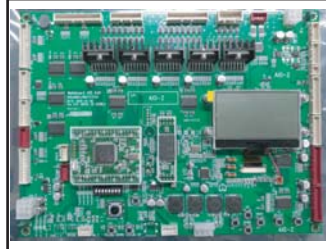
REPLACE MAIN PCB

END

- CODE NO.  
[ MZZZ0MOT063 ]



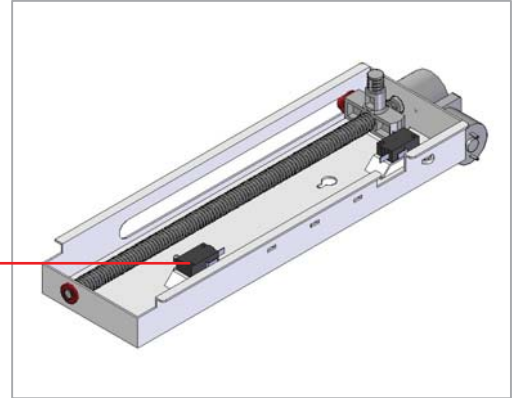
- CODE NO.  
[ AZZZ0PCB146 ]



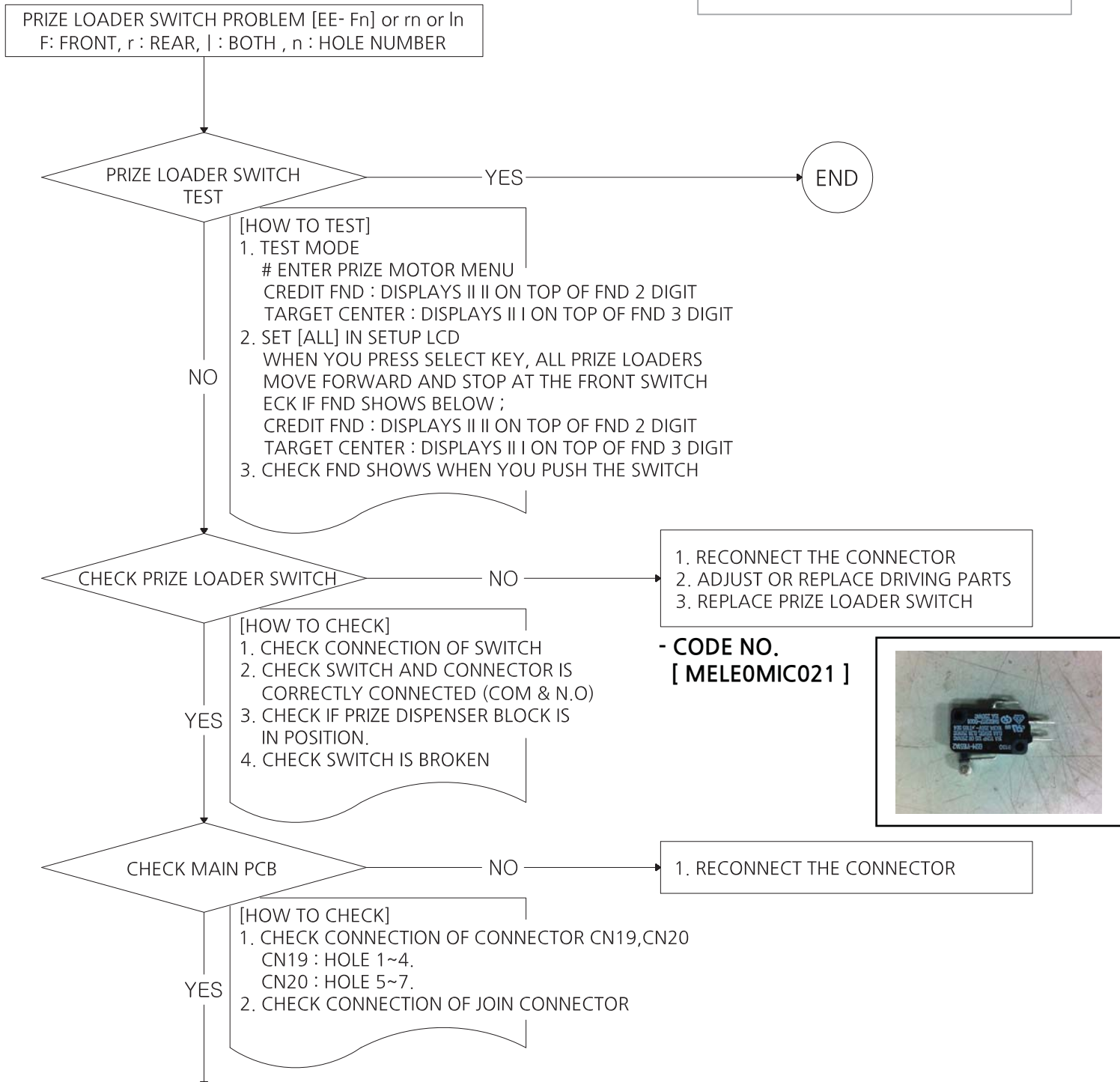


\* General check up : Check the supply voltage and wiring connection properly  
 \* "NO" : Means faulty of the check up result.

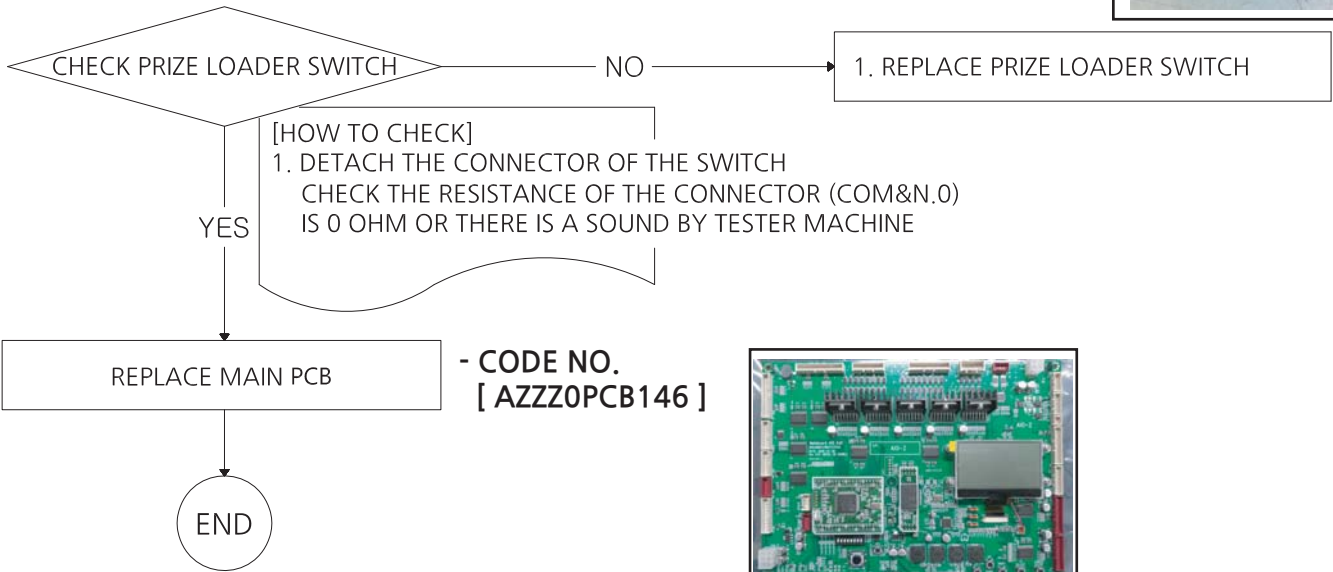
## 6. PRIZE DISPENSER [LOADER] SWITCH PROBLEM [EE- Fn] or rn or ln F: FRONT, r : REAR, | : BOTH, n : HOLE NUMBER



**PRIZE DISPENSER SWITCH**

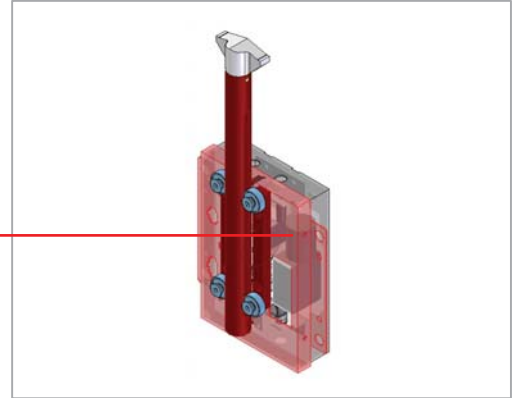


- CODE NO.  
[ MELE0MIC021 ]

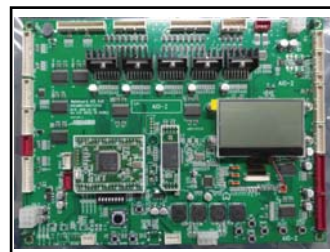
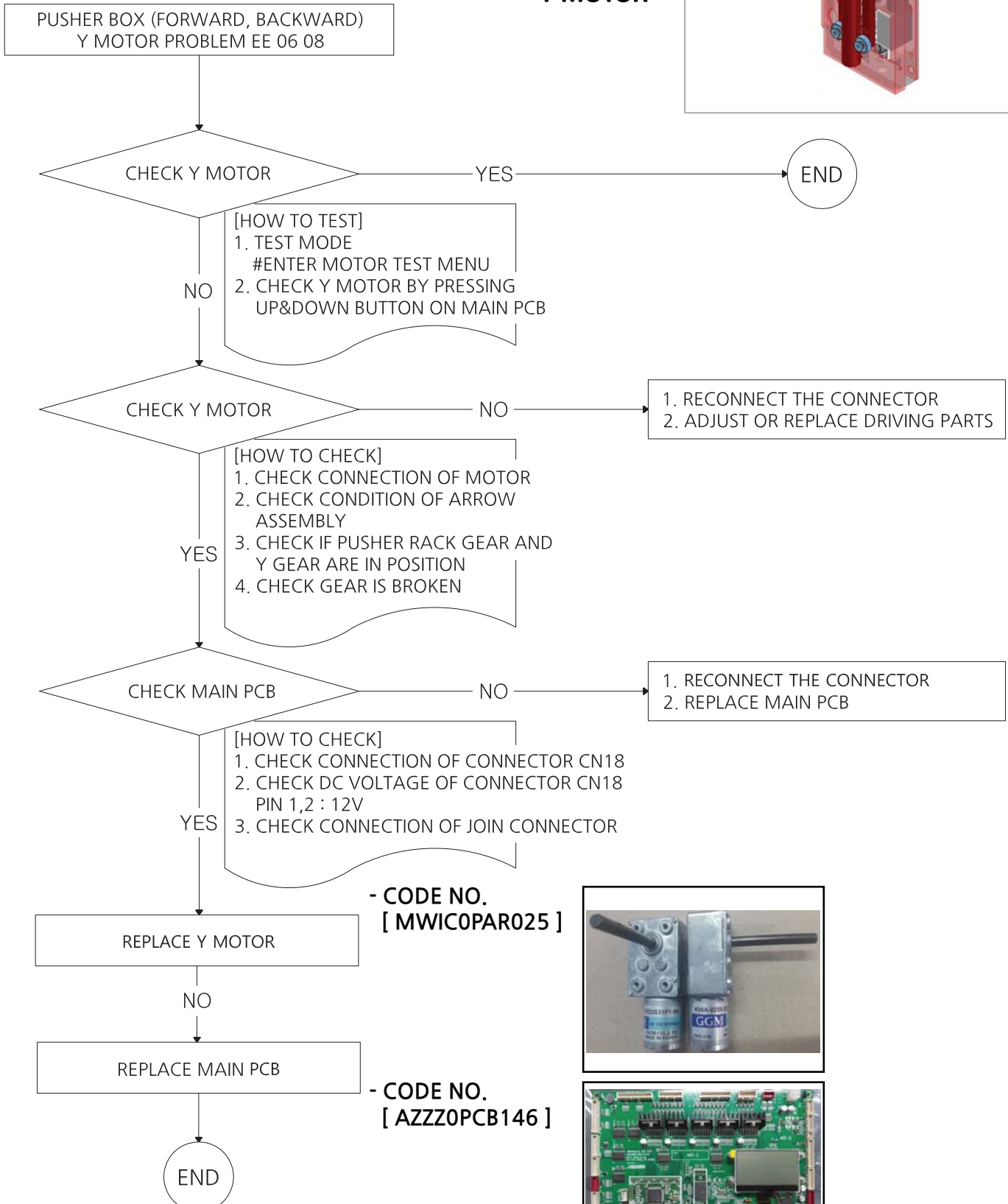


\* General check up : Check the supply voltage and wiring connection properly  
 \* "NO" : Means faulty of the check up result.

## 7. Y MOTOR PART [PUSHER BOX] (FORWARD, BACKWARD) Y MOTOR PROBLEM [EE 06 08]

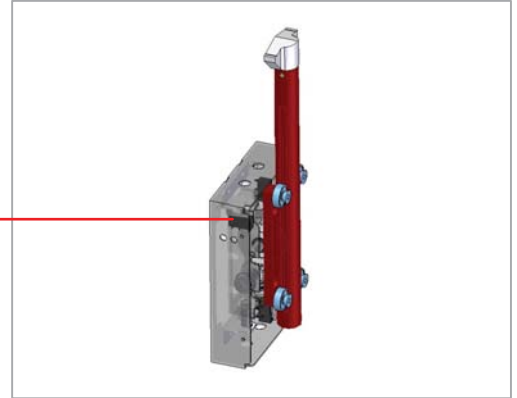


**Y MOTOR**

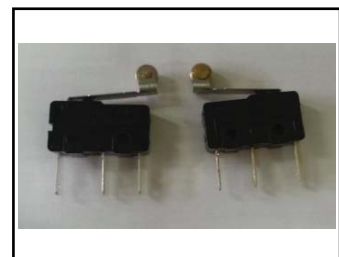
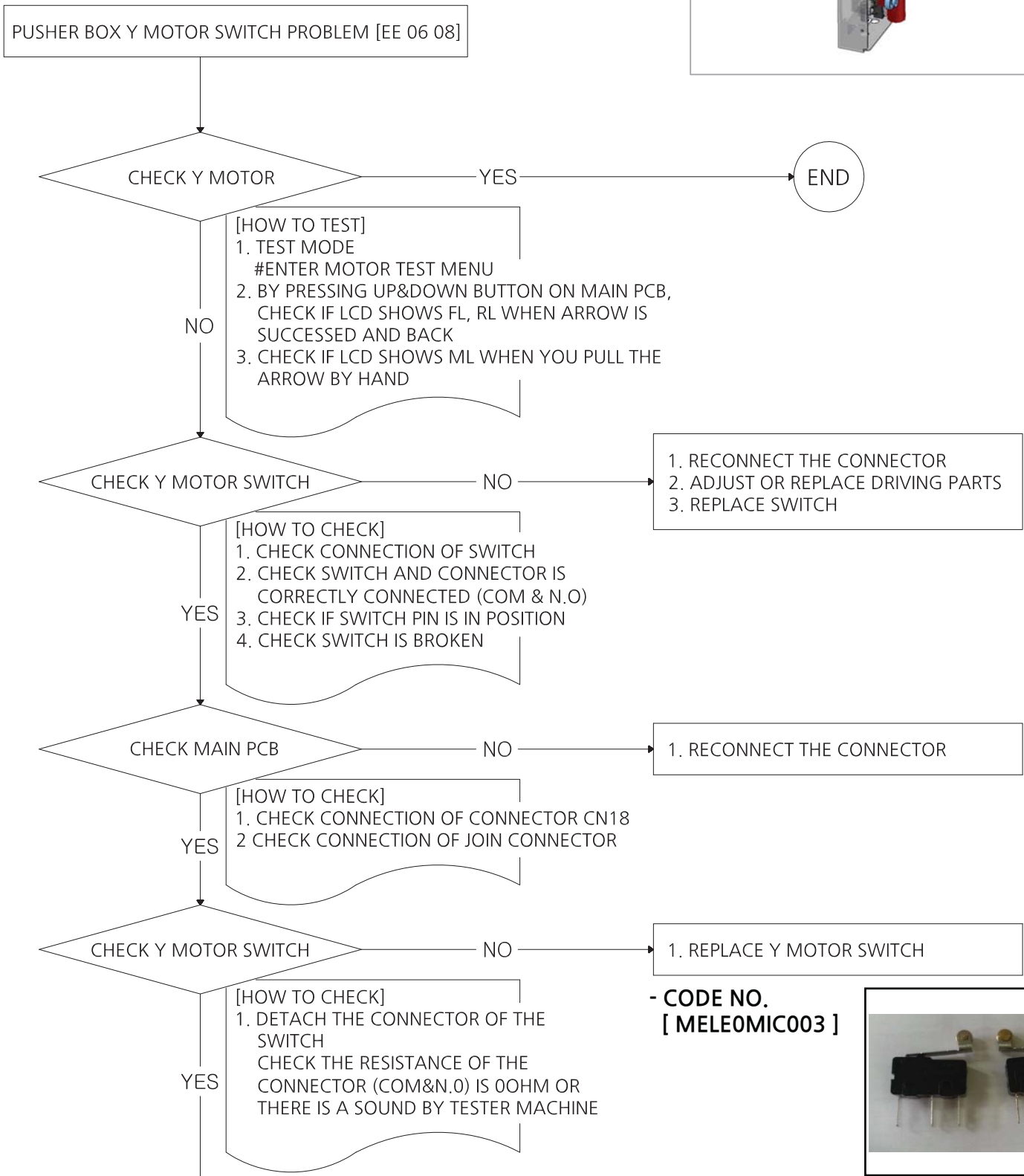


\* General check up : Check the supply voltage and wiring connection properly  
 \* "NO" : Means faulty of the check up result.

## 8. Y MOTOR PART [PUSHER BOX] Y MOTOR SWITCH PROBLEM [EE 06 08]



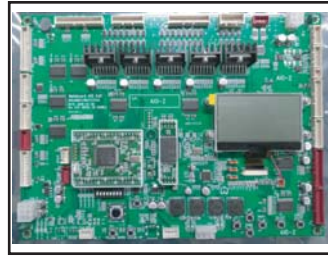
**Y MOTOR SWITCH**



REPLACE MAIN PCB

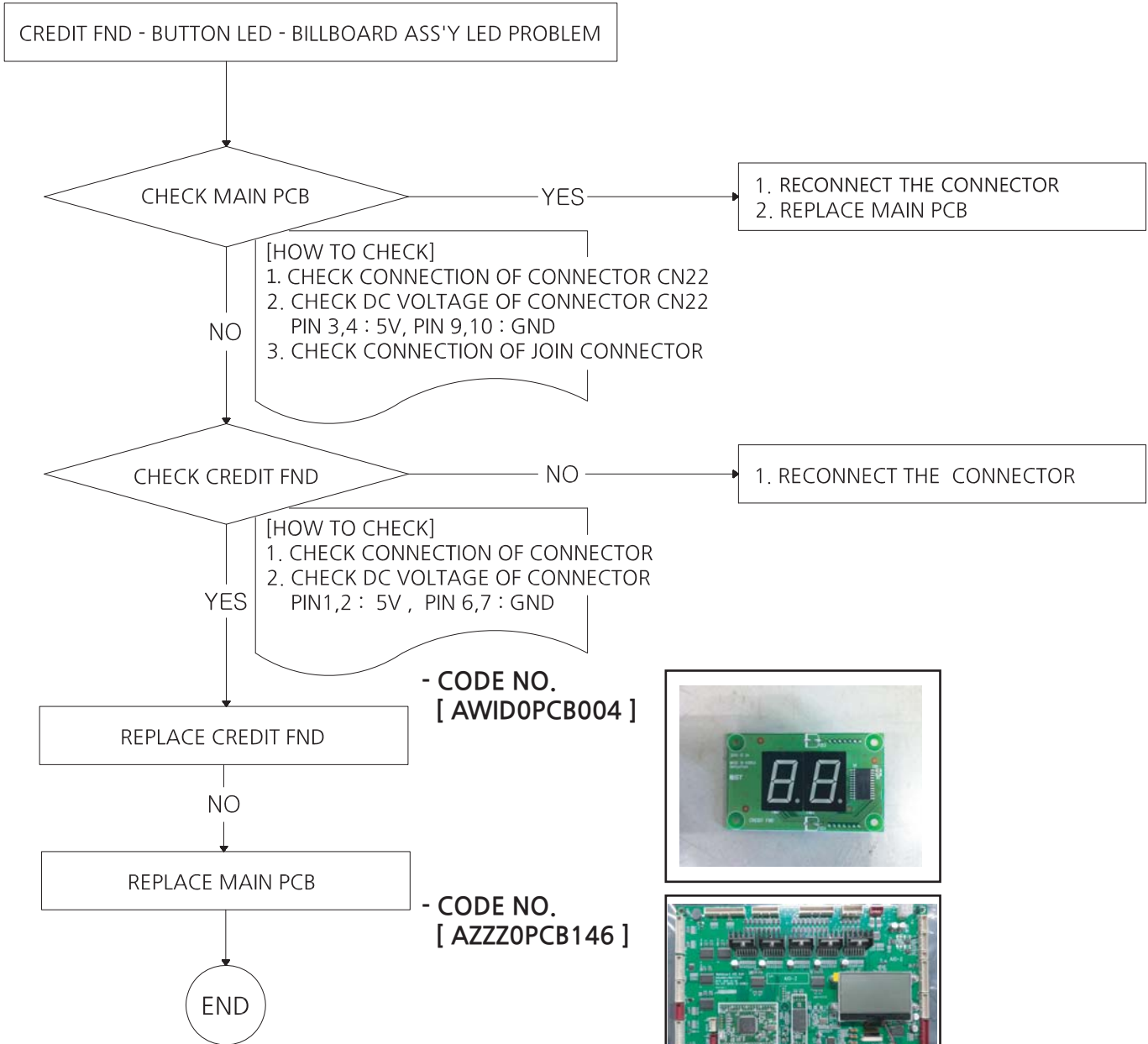
- CODE NO.  
[ AZZZ0PCB146 ]

END



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

## 9. CREDIT FND - BUTTON LED - BILLBOARD ASS'Y LED PROBLEM

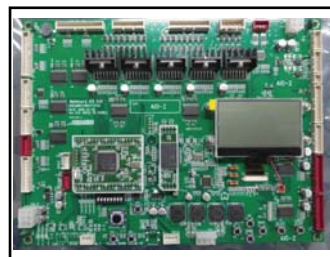
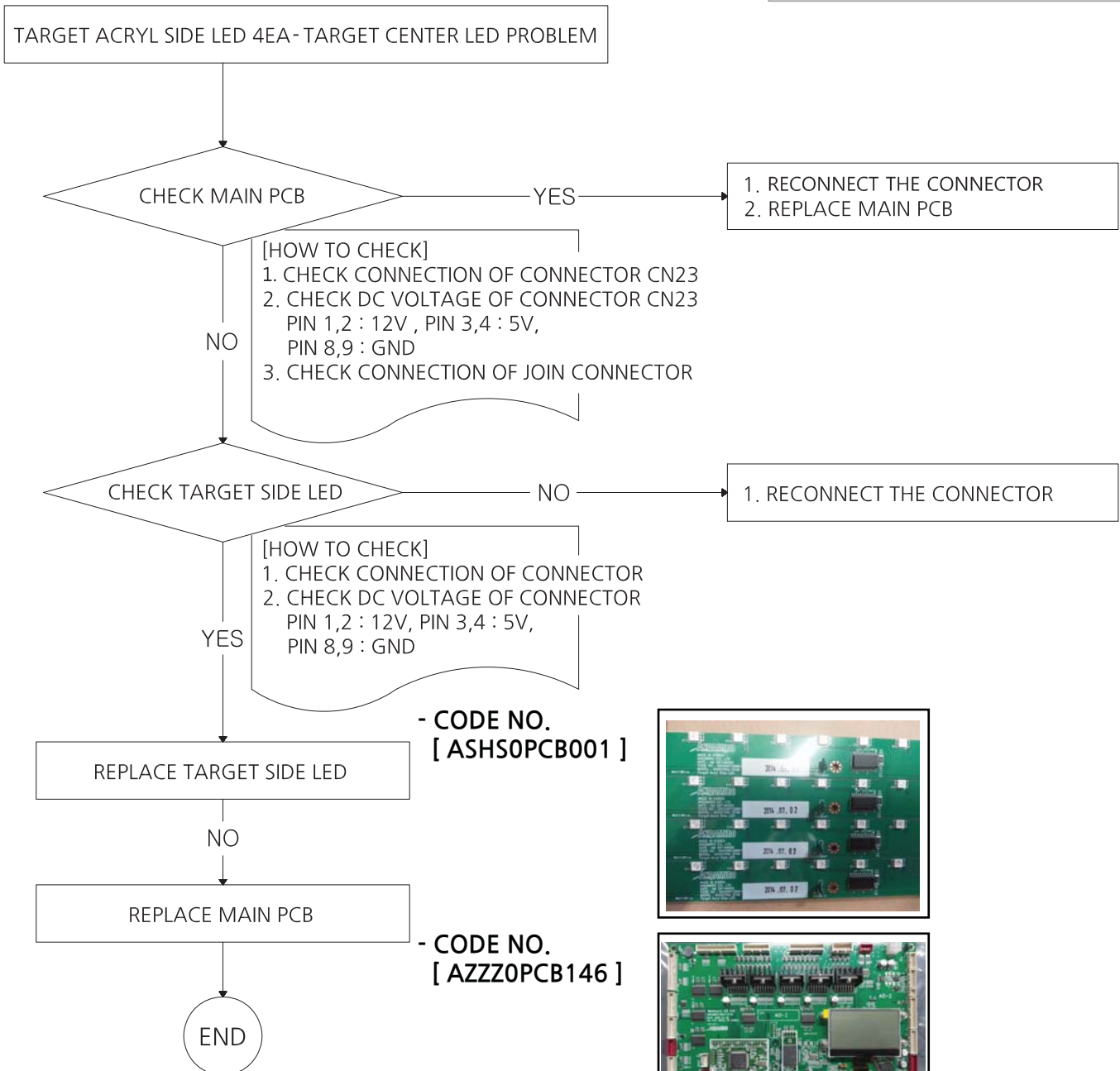
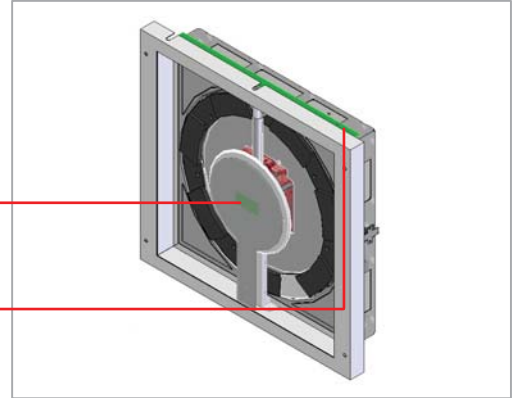


\* General check up : Check the supply voltage and wiring connection properly  
 \* "NO" : Means faulty of the check up result.

## 10. TARGET ACRYL SIDE LED 4EA - TARGET CENTER LED PROBLEM

**TARGET CENTER LED**

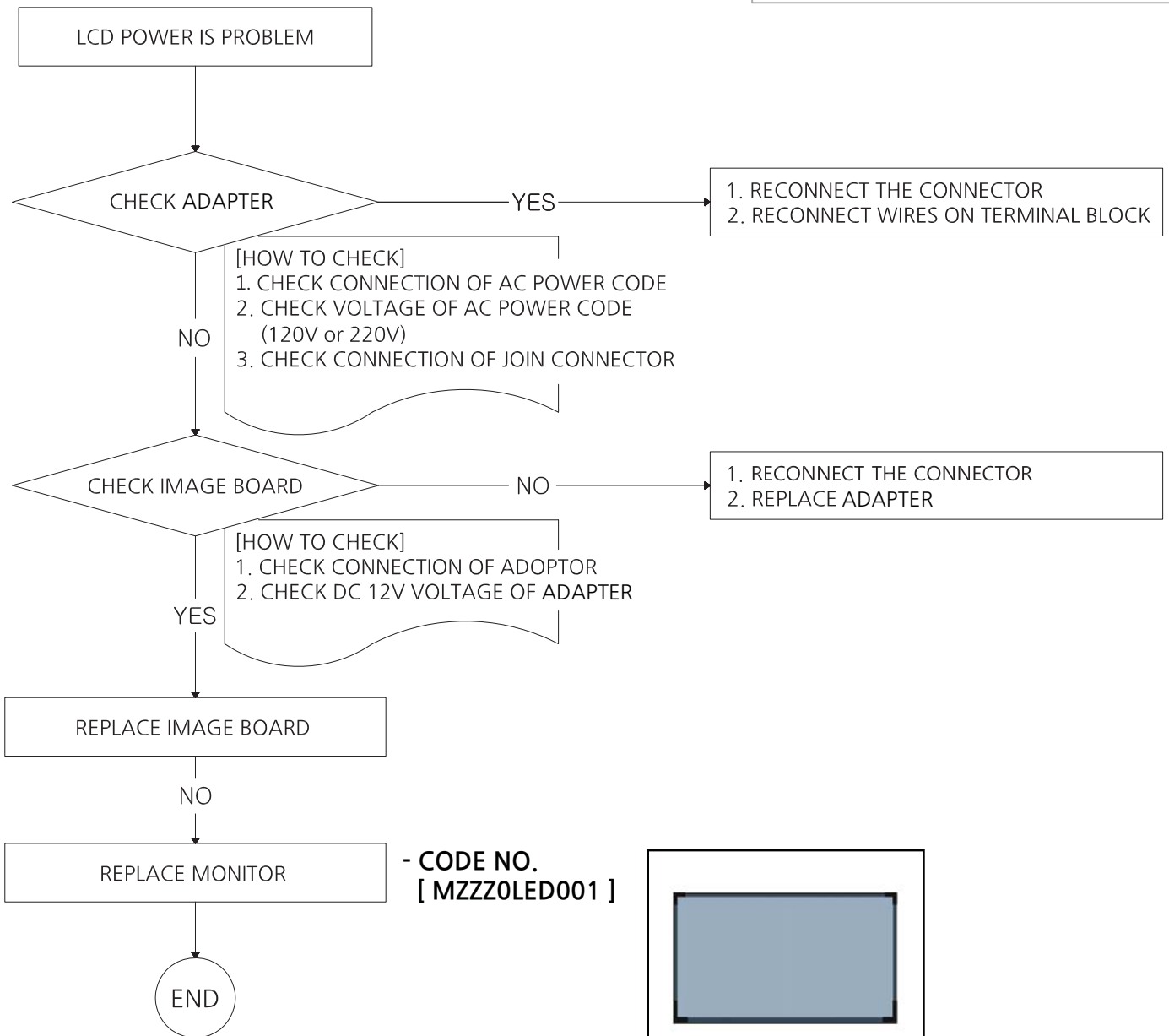
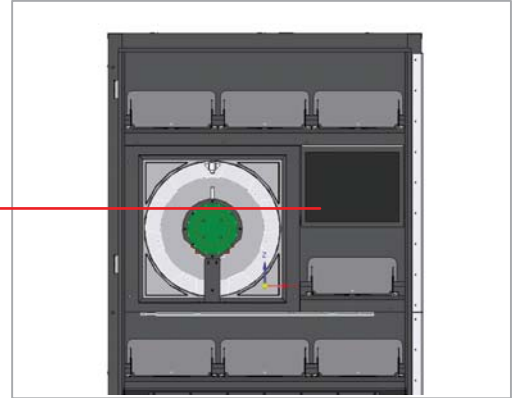
**TARGET ACRYL SIDE LED**



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

## 11. LCD POWER IS PROBLEM

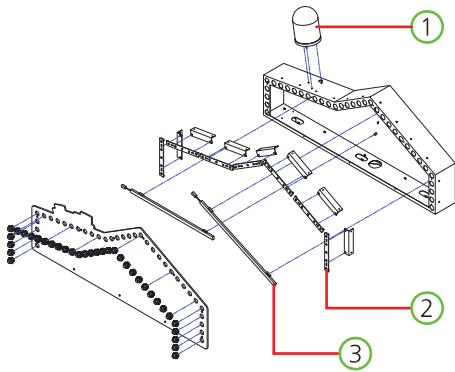
LCD MONITOR



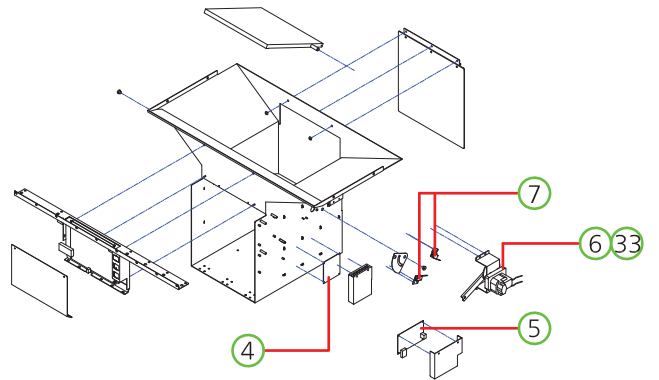


# [ 4. PART PICTURE ]

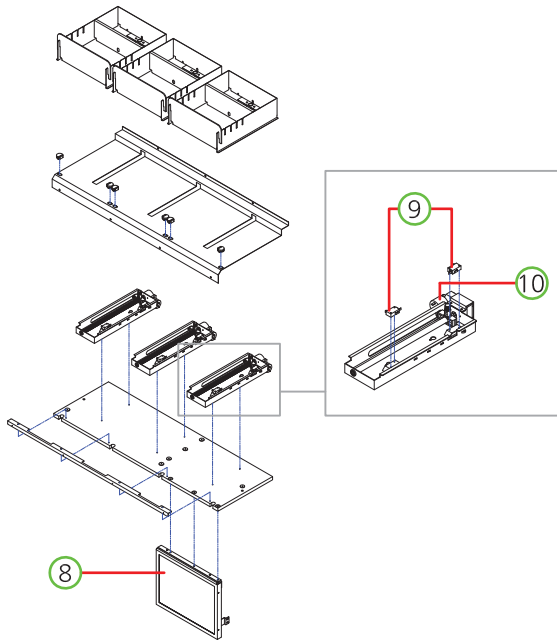
- BILLBOARD PART



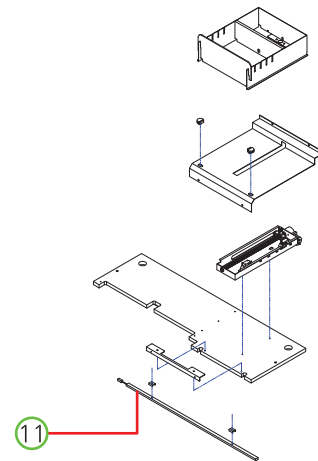
- PRIZE OUT DOOR PART



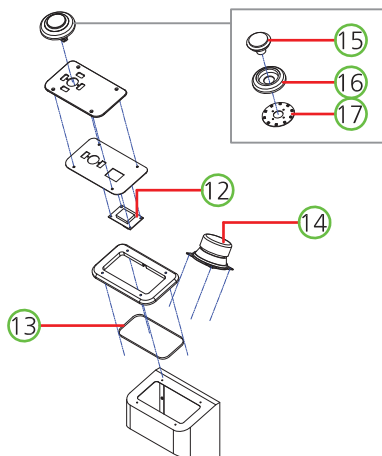
- PRIZE DISPENSER PART\_TOP



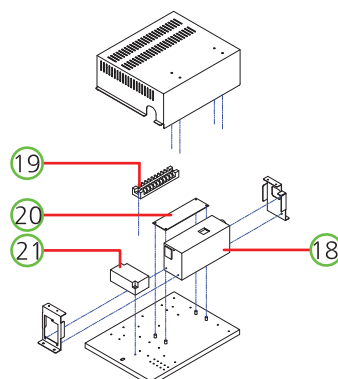
- PRIZE DISPENSER PART\_MIDDLE



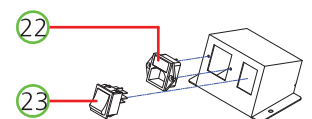
- BUTTON FRAME PART



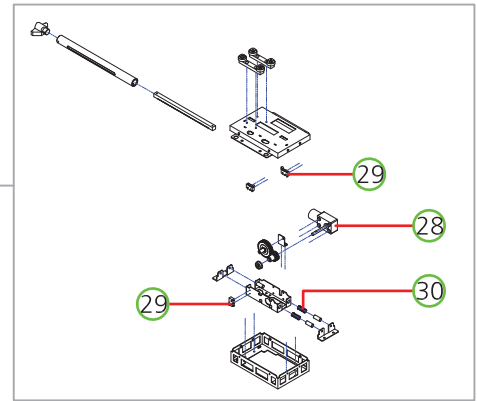
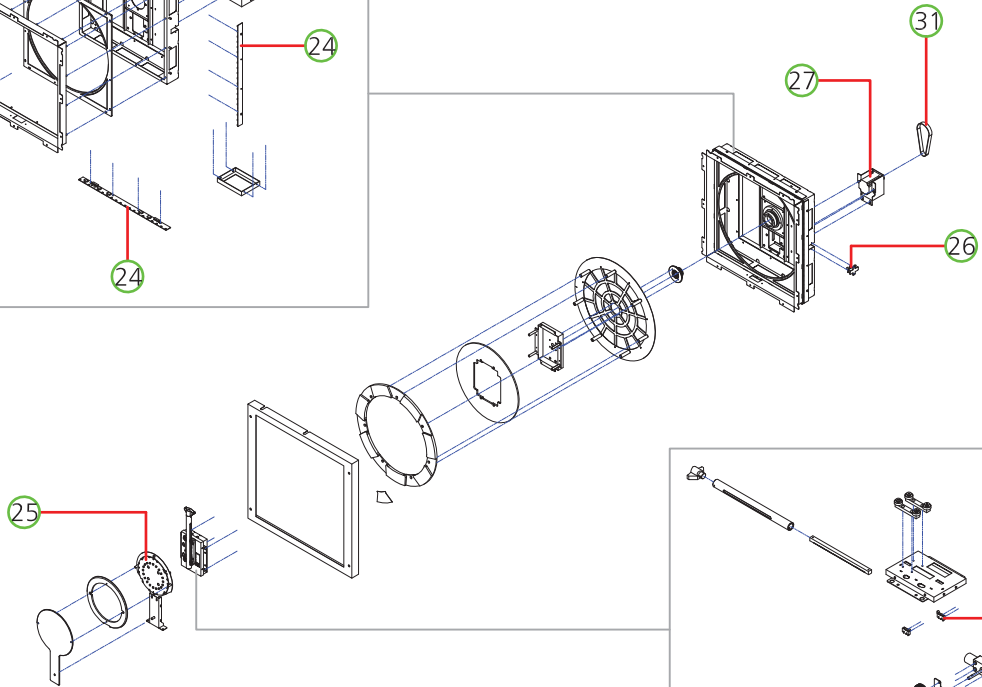
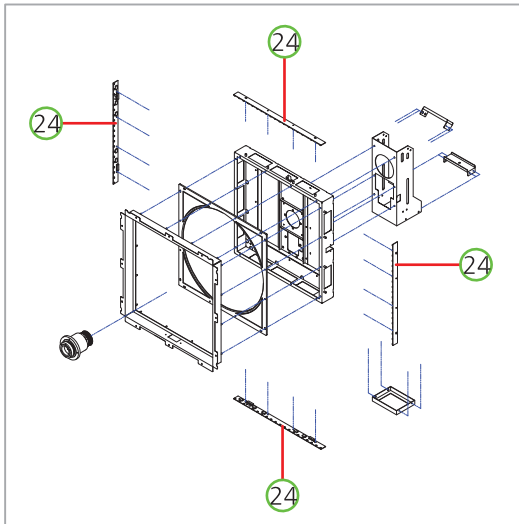
- POWER BOX PART









- AC INPUT PART









- TARGET DISPLAY PART



NO.	PIC	PART NAME	SPEC.	QTY	CODE NO.	WARRANTY	
						6 Month	One Year
①	○	SIREN	S100R-12-R	1	MSAC0ZZZ001	N / A	N / A
②	○	BILLBOARD LIGHTING PCB-C ASS'Y	-	7	ASHS0PCB008		○
③	○	LED BAR 12V ASS'Y	460mm	2	AZZZ0PCB124	N / A	N / A
④	○	AC MOTOR PCB ASS'Y	-	1	AICU0PCB007		○
⑤	○	VIDEO PCB ASS'Y	-	1	ASAC0PCB004		○
⑥	○	AC MOTOR [110V]	KGB_0154_6140-A1 UL	1	MZZZ0MOT097	○	
⑦	○	MICRO SWITCH	GSM-V1631A1	2	MELE0MIC022	N / A	N / A
⑧	○	LED MONITOR	15"_LM1503A01	1	MZZZ0LED001	N / A	N / A
⑨	○	MICRO SWITCH	GSMV1651A2	2	MELE0MIC021	N / A	N / A
⑩	○	DC MOTOR	KWC-0025-3429	1	MZZZ0MOT063	○	
⑪	○	LED BAR 12V ASS'Y	710mm	1	AZZZ0PCB165	N / A	N / A
⑫	○	CREDIT FND PCB ASS'Y	-	1	AWID0PCB004		○
⑬	○	FLEX RGB 500 NWP L	-	1	MELE0LED040	N / A	N / A
⑭	○	SPEAKER	MID4.5"+TW1/2" 8Ω	1	MZZZ0SPE021	N / A	N / A
⑮	○	BUTTON	CL-2020 65 TYPE LED	1	MZZZ0BUT101	N / A	N / A
⑯	○	BUTTON SWITCH HOUSING	-	1	MZZZ0PLA038	N / A	N / A
⑰	○	RGB BUTTON LED PCB ASS'Y	-	1	ASAC0PCB003		○
⑱	○	ATX POWER SUPPLY	FSP300_60GHT_85	1	MELE0SMP099		○
⑲	○	TERMINAL BKLOCK	250V 10P UL_CE	1	MELE0TEB003	N / A	N / A
⑳	○	ATX JOIN PCB ASS'Y	-	1	ASUP0PCB008		○
㉑	○	NOISE FILTER	RNS-2010	1	MELE0NOI009	N / A	N / A
㉒	○	AC INPUT	DAC-13H	1	MELE0SWI015	N / A	N / A
㉓	○	ROCKER SWITCH	R595KDF	1	MELE0SWI021	N / A	N / A
㉔	○	TARGET SIDE LED PCB ASS'Y	-	4	ASHS0PCB001		○
㉕	○	TARGET CENTER PCB ASS'Y	-	1	ASAC0PCB002		○
㉖	○	PHOTO INT-1 PCB ASS'Y	ANGLE TYPE	1	AZZZ0PCB103		○
㉗	○	STEPPING MOTOR	4S56Q-08576S	1	MZZZ0MOT064	○	
㉘	○	MOTOR	DC12V 9100RPM, KWA-0255-IMF-04	1	MWIC0PAR025	○	
㉙	○	MICRO SWITCH-S	SSM3142	3	MELE0MIC003	N / A	N / A
㉚	○	Y MOTOR PART TENSION SPRING	-	2	MSAC0SPR001	N / A	N / A
㉛	○	TIMMING BELT	BS3M-339 15mm	1	MZZZ0BEL023	N / A	N / A
㉜	○	MAIN PCB ASS'Y WITH CPU_SOUND	-	1	AZZZ0PCB146		○
㉝	○	AC MOTOR [220V]	KGB_0154_6130_BE	1	MZZZ0MOT071	○	



1	2	3	4	5	6
					
MSAC0ZZZ001	ASHS0PCB008	AZZZ0PCB124	AICU0PCB007	ASAC0PCB004	MZZZ0MOT097

7	8	9	10	11	12
					
MELE0MIC022	MZZZ0LED001	MELE0MIC021	MZZZ0MOT063	AZZZ0PCB165	AWID0PCB004

13	14	15	16	17	18
					
MELE0LED040	MZZZ0SPE021	MZZZ0PLA038	AGHP0PCB020	ASAC0PCB003	MELE0SMP099

19	20	21	22	23	24
					
MELE0TEB003	ASUP0PCB008	MELE0NOI009	MELE0SWI015	MELE0SWI021	ASHS0PCB001

25	26	27	28	29	30
					
ASAC0PCB002	AZZZ0PCB103	MZZZ0MOT064	MWIC0PAR025	MELE0MIC003	MSAC0SPR001

31	32
	
MZZZ0BEL023	MZZZ0BEL023