

SERVICE MANUAL





STAR WARS



[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.

ISSUE DATE:Nov. 27, 2024

PRODUCT INFO	PART INFO	SUPPORT INFO	NEW PRODUCT INFO
			

※ QR(SUPPROT) - Leaflets, manuals, solution(error code,trouble shooting document, watch&solve)

PRECAUTIONS FOR USE

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

For safety reasons.

- The following suggestions should be adhered to:



Disregarding could result in serious injury.



Disregarding could result in injury or product damage.

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



Indicates a care should be taken.



Forbidden.



Indicates a matter which must be performed.

- **Precautions to be followed:**

Certain procedures require a qualified in-shop maintenance person or industry specialist.

For such instructions, a qualified person must take care of the jobs.

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

Qualified in-shop maintenance person

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

Industry specialist

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

PRECAUTIONS FOR USE

WARNING

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

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

The machine for indoor usage only does not install outside.



Do not set the game machine up near emergency exits.



Protect the game machine from:

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



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



Do not place objects near the ventilating holes.



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



Never plug or unplug the power cord with wet hands.



Never unplug the game machine by pulling the power cord.



CAUTION

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

Be sure to use the attached power cord.

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



Do not lay the power cord where people walk through.



Be sure to ground this product.



Do not exert excessive force when moving the machine.




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

Do not alter the system related dipswitch settings.

PRECAUTIONS FOR USE

WARNING

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

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

In case of abnormality

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

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

- Doing so could result the power cord periodically.

CAUTION

Do not use this product anywhere other than industrial areas. 

- Using in a residential area or an area next to a residential area could affect signal reception of radios, television sets, telephones and etc..
- Do not give shock the surface of glass products.

- Please do not play this game if
 - When you do drinking;
 - When your physical condition is not normal;
 - When you are in pregnancy;
 - When you have on a pulse controller;
 - When you have recently experienced a cramp or fainting away while watching TV.
- Avoid excessive force/shock while playing/moving the game.
- While do games, pay attention to surrounding.

Do not plug or unplug the power cord with wet hands. 

In handling the power cord, follow the instructions below. 

- | | |
|---|--|
| • Do not damage the power cord. | • Do not modify the power cord. |
| • Do not bend the power cord excessively. | • Do not twist the power cord. |
| • Do not heat the power cord. | • Do not pull the power cord. |
| • Do not bind the power cord. | • Do not stand on the power cord. |
| • Do not sandwich the power cord. | • Do not drive a nail into the power cord. |

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

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

PRECAUTIONS FOR USE

⚠ WARNING

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



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



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



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



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



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

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

⚠ CAUTION

Components in the game are sensitive to vibrations and impact. Care should be used when moving and transporting the game machine.



Be sure not to let the machine tip over.

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



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

Avoid excessive force while moving the machine.

.....

PRECAUTIONS IN HANDLING

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

PRÉCAUTION D'EMPLOI

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

Pour des raisons de sécurité.

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

ATTENTION

Le non-respect peut entraîner des blessures graves.

PRUDENCE

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

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



Indique qu'attention est requise.



Interdit.



Indique que quelque chose doit être effectuée.

- **Les précautions à prendre :**

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

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

La personne de maintenance qualifiée en atelier

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

Le spécialiste de l'industrie

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

PRÉCAUTION D'EMPLOI

ATTENTION

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

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

En cas d'anomalie

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

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

Cela pourrait nuire le câble d'alimentation.

PRUDENCE

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

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

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

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

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

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

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

PRÉCAUTION D'EMPLOI

⚠ ATTENTION

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

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

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



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



Protéger la machine de jeu de:



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

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



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



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



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



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



⚠ PRUDENCE

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

Veillez à utiliser le cordon d'alimentation fourni.

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



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



Soyez sûr de mettre à la terre ce produit.



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



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

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


PRÉCAUTION D'EMPLOI

ATTENTION

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

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

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

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

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


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

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

PRUDENCE

Les composants de la machine de jeu sont sensibles aux vibrations et aux chocs. Il faut faire attention lors du déplacement et le transport de la machine de jeu. 

Veillez à ne pas laisser la machine se renverser.

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

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

Éviter une force excessive lors du déplacement de la machine.

.....

PRÉCAUTIONS LORS DU MANIEMENT

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

CONTENTS

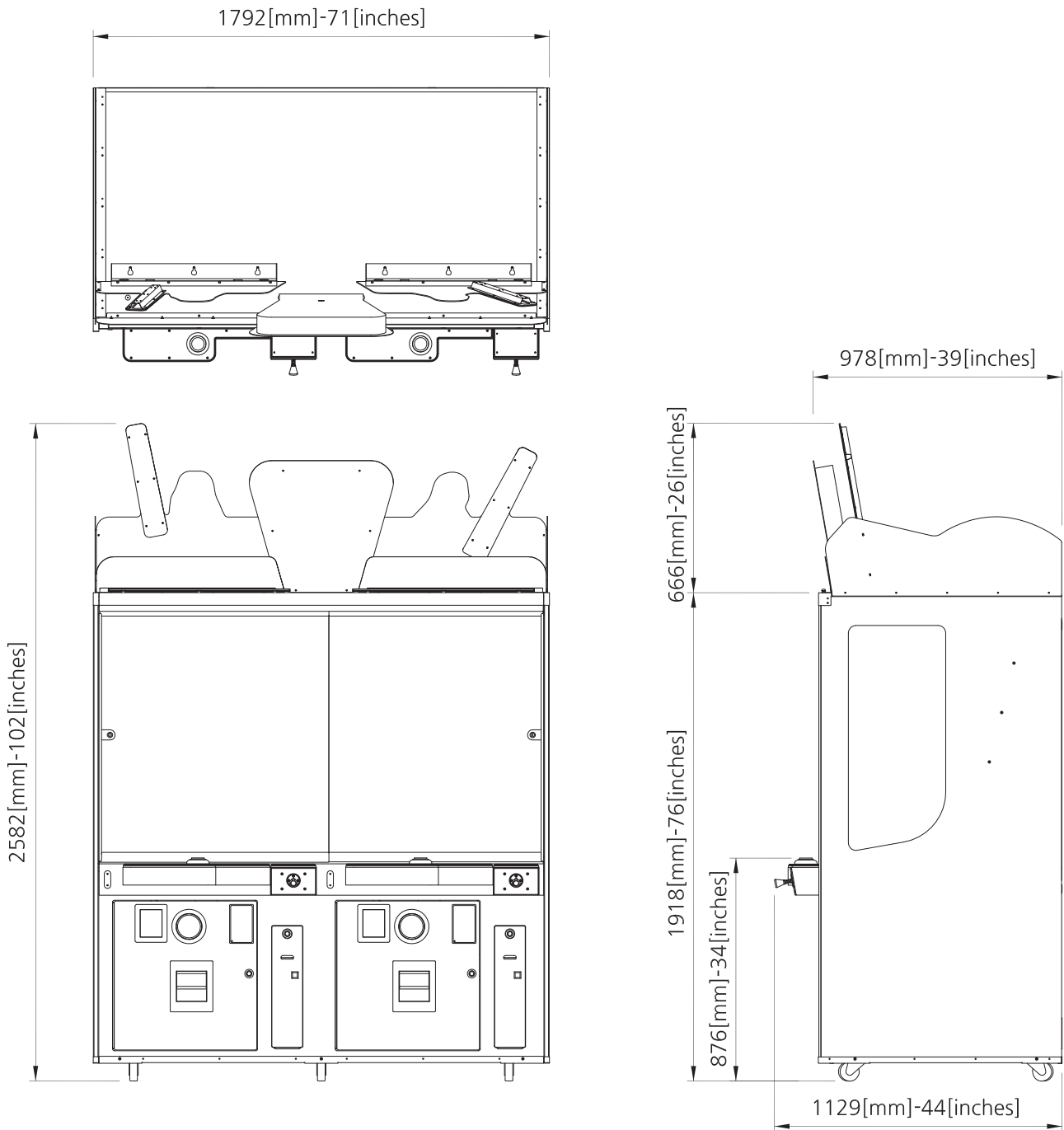
1. SPECIFICATION AND DIMENSION	P04
1-1. DIMENSION	P04
1-2. SPECIFICATION	P04
1-3. STICKER LOCATION	P05
2. INSTALL INFOMATION	P06
2-1. INSTALLATION SPACE	P06
2-2. MAINTAIN PRODUCT FLATNESS	P06
2-3. IMPORTANCE	P06
3. COMPONENTS	P07
4. INSTALL	P08
4-1. HOW TO INSTALL BILLBOARD	P08
5. SETUP SETTING	P10
5-1. MACHINE SETUP	P10
5-2. PROGRAM SETTINGS	P11
5-3. CLEAR MODE	P18
5-4. BOOKKEEPING DATA	P19
5-5. FACTORY SETTINGS	P20
5-6. TEST MODE	P21
5-7. PLAY FIELD SETUP	P26
5-8. ERROR CODE	P27
6. MAINTENANCE	P29
6-1. PRECAUTIONS FOR TURNING ON THE POWER	P29
6-2. WHEN INSTALLING THE DEVICE	P29
6-3. MAIN BOARD MANAGEMENT	P29
6-4. BASIC PRODUCT MANAGEMENT CLEAN IT REGULARLY	P29
6-5. THIS PRODUCT SHOULD ONLY BE USED FOR INDOOR USE	P29
7. EXPLODED VIEW	P30
7-1. MAIN CABINET PART	P30
7-2. BILLBOARD REAR DECO MAIN-L PART	P32
7-3. BILLBOARD REAR DECO MAIN-R PART	P32
7-4. BILLBOARD SB FND BOX PART	P33
7-5. TICKET & CREDIT FND PCB BKT PART	P33
7-6. BILLBOARD & TOKEN FND PCB BKT PART	P33
7-7. BILLBOARD FRONT DECO PANEL L PART	P33
7-8. BILLBOARD FRONT DECO R PART	P33
7-9. MOTOR DRIVE PCB PART	P34
7-10. FND IO EXT PCB BASE PANEL PART	P34

7-11. SETUP PANEL PART	P34
7-12. AC INPUT BKT PART	P34
7-13. BIG WHEEL SUCCESS BALL LAMP PART	P35
7-14. TARGET WHEEL FRONT DECO PART	P35
7-15. TARGET WHEEL PART	P36
7-16. SCORE BOARD COVER PART	P37
7-17. SHOOTER OUTER TABLE PART	P38
7-18. BUTTON PANEL PART	P38
7-19. INNER SLOPE PART	P39
7-20. PUSHER PANEL BASE PART	P40
7-21. STAR WARS DECO PART-1P	P40
7-22. STAR WARS DECO PART-2P	P40
7-23. TOP LED LAMP PART	P41
7-24. COIN SHOOTER RAIL PART	P41
7-25. WINDOW GLASS DOOR-L PART	P41
7-26. BIG WHEEL TOTAL PART	P42
7-27. BIG WHEEL ROTATE BODY PART	P43
7-28. BIG WHEEL MOVING BODY PART	P44
7-29. MOVING PUSHER PART	P45
7-30. CABINET PART INNER SHOOTER BASE BKT PART	P46
7-31. BONUS WIN OUTLET COVER ACRYL PART	P46
7-32. MEDAL DIVIDE OUTLET GUIDE PART	P47
7-33. COIN BOX PART	P47
7-34. TICKET DISPENSER PART	P47
7-35. FRONT DOOR PART	P48
7-36. MAIN IO PCB PANEL PART	P49
7-37. SMPS PART	P49
7-38. MEDAL EV HOPPER (FRONT) PART-1P	P50
7-39. MEDAL EV HOPPER (FRONT) PART-2P	P50
7-40. MEDAL EV HOPPER (REAR) PART	P50
7-41. CARD DISPENSER PART	P51
7-42. MEDAL ROLLER PART	P52
8. SOLUTION	P53
9. PCB CONNECTION LOCATION	P56
9-1. MAIN PCB ASS'Y	P56
9-2. CONNECTOR PCB ASS'Y	P57
9-3. L6205 4PORT PCB ASS'Y	P58
9-4. STEPMOTOR TB560	P59

9-5. FND EXT IO PCB ASS'Y	P59
9-6. SOL FET 2CH PCB ASS'Y	P59
10. BLOCK DIAGRAM	P60
11. WARRANTY ITEM	P76
12. TROUBLE SHOOTING	P81
12-1. MEMORY ERROR (E001)	P81
12-2. COIN MACHINE ERROR (E101)	P81
12-3. BILL ACCEPTOR ERROR (E103)	P81
12-4. SOUND COMMUNICATION ERROR (E201)	P82
12-5. WS2813 COMMUNICATION ERROR (E202)	P82
12-6. REEL FRONT & REAR MOVE MOTOR & SENSOR ERROR (E301)	P82
12-7. REEL FRONT MOVE ERROR (E0302)	P83
12-8. REEL REAR MOVE ERROR (E0303)	P83
12-9. REEL UP & DOWN MOVE MOTOR & SWITCH ERROR (E304)	P84
12-10. REEL DOWN MOVE ERROR (E305)	P84
12-11. REEL UP MOVE ERROR (E306)	P85
12-12. REEL ROTATION SENSOR ERROR (E307)	P85
12-13. REEL UNKNOW LOCATION ERROR (E308)	P86
12-14. REEL FRONT & REAR MOVE SENSOR ERROR (E309)	P86
12-15. REEL UP & DOWN MOVE SWITCH ERROR (E301)	P87
12-16. PUSHER MOTOR & SENSOR ERROR (E401_E402)	P87
12-17. WHEEL TARGET SENSOR ERROR (E501)	P88
12-18. WHEEL MOTOR & SENSOR ERROR (E502)	P88
12-19. FRONT HOPPER MOTOR & EMPTY SENSOR ERROR (E601)	P89
- WHAT TO DO IF THERE IS NO MEDAL ON THE FRONT HOPPER	P90
12-20. FRONT HOPPER SENSOR ERROR (E602)	P91
12-21. REAR HOPPER MOTOR ERROR (E604)	P92
12-22. REAR HOPPER SENSOR ERROR (E605)	P92
12-23. MEDAL DIVIDER MOTOR & SENSOR ERROR (E801_E802)	P93
12-24. MEDAL DIVIDER MOTOR & SENSOR ERROR (E901)	P94
12-25. EIFFEL SHOOTER SOLENOID & SENSOR ERROR (E902)	P95
12-26. EIFFEL SHOOTER FRONT & SENSOR ERROR (E903_E904)	P96
12-27. CARD DISPENSOR ERROR (Ec03_Ec04)	P97
12-28. TICKET ERROR (Et01_Et02)	P97
* HOW TO ADJUST THE GAP OF CARD DISPENSER	P98

1. SPECIFICATION AND DIMENSION

1-1. DIMENSION

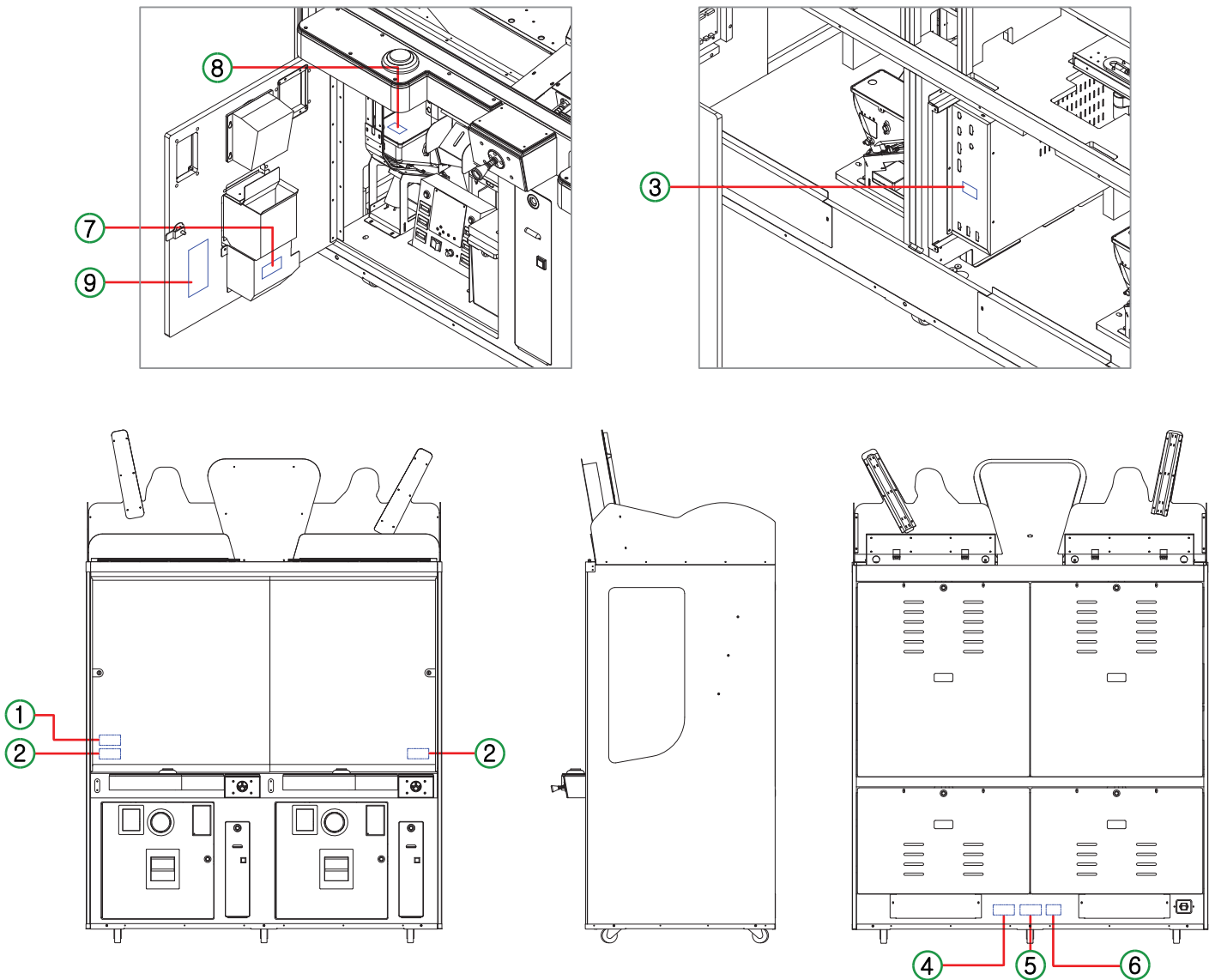


1-2. SPECIFICATION


DIMENSIONS (W x D x H)	1792 x 1129 x 2582 (mm)	
PACKING DIMENSIONS (W x D x H)	- x - x - (mm)	
WEIGHT (kg)	440 kg [WEIGHT INCLUDING : 560 kg] PACKAGING	
VOLTAGE	AC 120V	AC 230V
FREQUENCY RANGE	60Hz	50/60Hz
CONSUMPTION	600W	
CERTIFICATION	-	

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


1-3. STICKER LOCATION




1

NOTICE	
	GAME IS EQUIPPED WITH SHAKE ALARM ALARM WILL SOUND IF SHAKEN

2

CAUTION/PRUDENCE	
	Do not push or hit this. It would be damaged. Ne pas la pousser ou frapper. Elle serait endommagée.

3

WARNING/ATTENTION	
	Except service personal, please never open the product as there is a risk of electric shock. Il y a un risque d'électrocution, n'ouvrez pas le produit excepté le responsable, s'il vous plaît.

4



5

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

MADE IN KOREA

Koyang-si, Kyunggi-do, Korea. Phone: 82-31-908-2100

6

WARNING	
ROCKING, SHAKING, OR TIPPING MAY CAUSE INJURY OR DEATH! This unit must be fastened securely to the wall, floor or adjacent object in compliance with the installation instructions.	
ATTENTION	
AGITER, SECOUER OU BASCULER PEUT CAUSER DES BLESSURES OU ENTRAINER LA MORT! Cette unité doit être fixée au mur, au plancher ou à un objet à proximité conformément aux instructions d'installation.	

7

NOTICE	
Please put the collected coins to the elevator hopper.	

8

NOTICE	
Please always keep the cover on hopper bucket.	

9

COIN REVENUE REPORT	
Please check the coin meter (located on the left side of the machine)	
←	
→	
DATE	REVENUE

2. INSTALL INFORMATION

*** PLEASE DO NOT INSTALL PRODUCT IN A PLACE WITH A LOT OF SUNLIGHT. IT CAN BE A PROBLEM FOR THE OPERATION OF THE PRODUCT.**

2-1. INSTALLATION SPACE

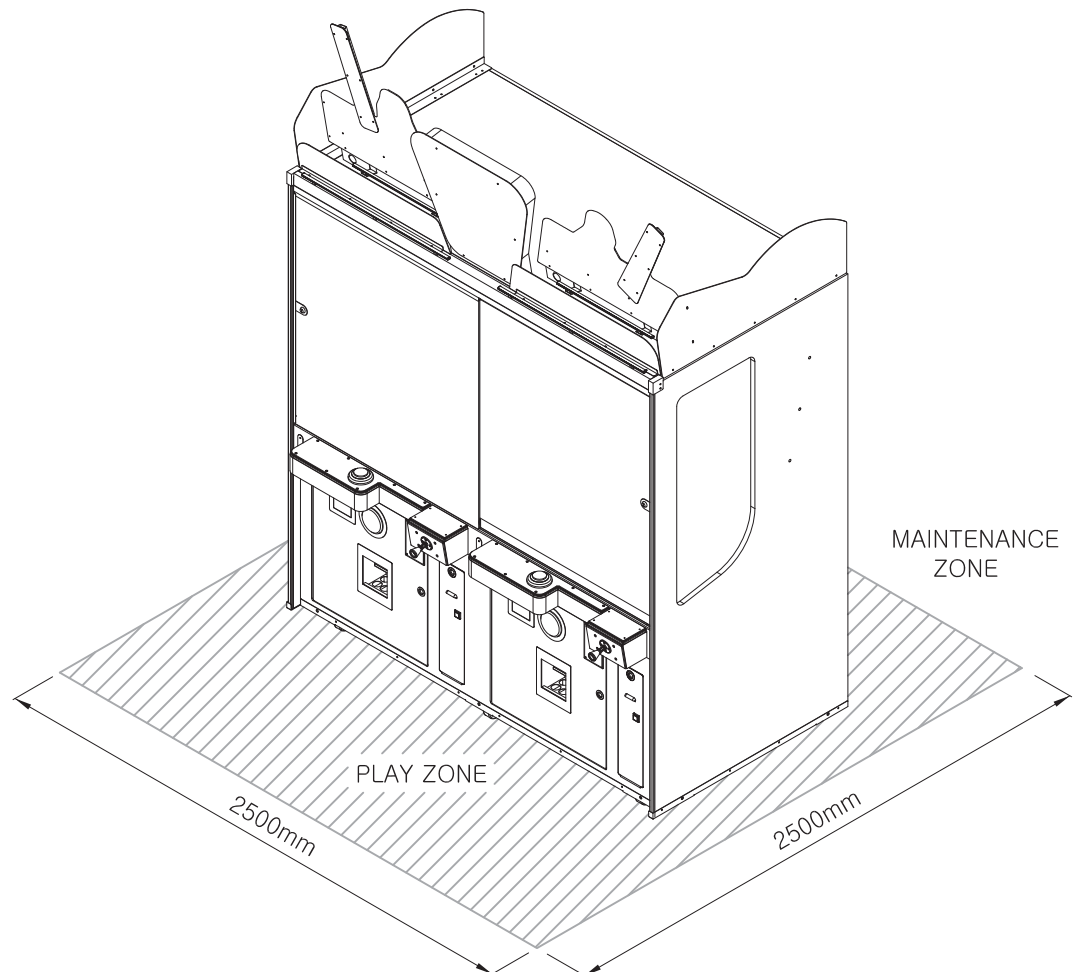
- ※ Maintenance zone & Play zone should have at least 2500mm(99 inch) * 2500mm(99inch) each

2-2. MAINTAIN PRODUCT FLATNESS

- ※ After installation is complete
- ※ 2-1 After securing space, adjust the 4 adjuster so that the product is stably leveled








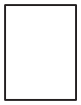
2-3. IMPORTANCE

- ※ **This product should be indoor use and out of direct sunlight**



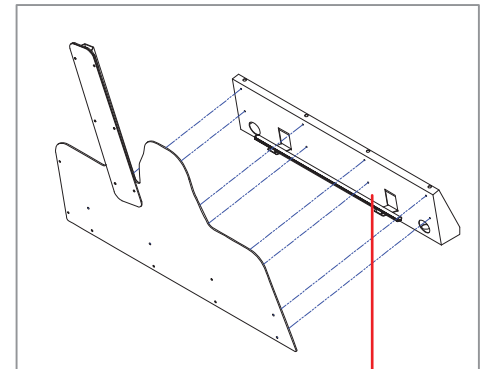
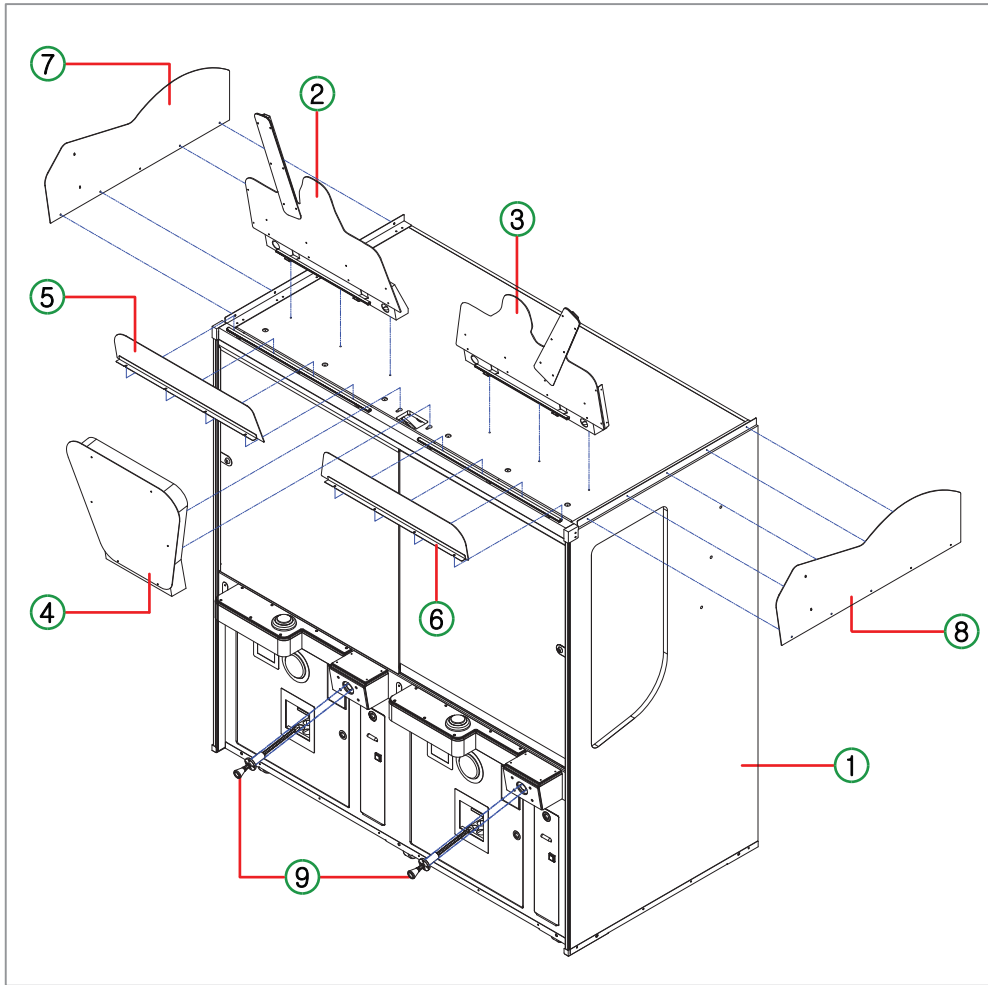
3. COMPONENTS

NO	PART NAME	Q'TY	SPARE	NO	PART NAME	Q'TY
1	AC POWER CORD	1		8	MEDAL	2200 / 1100 per P
2	KEY 7001	2		9	MEDAL SPARE	200 / 100 per P
3	KEY 6001	1		10	CARD HEAVY PUSH BKT	2
4	SCREW TH [M4x20L]	-	4	11	CARD DISPENSER SETTING JIG	1
5	RENCH [2.5mm]	1		12	MANUAL	1
6	RENCH [3mm]	1				
7	RENCH [4mm]	1				

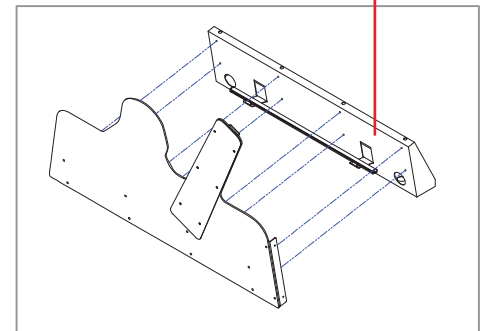
▼ 1	▼ 2,3	▼ 4	▼ 5,6,7	▼ 8,9	▼ 10
					
▼ 11	▼ 12				
					

4. INSTALL

4-1. HOW TO INSTALL BILLBOARD



* Packed in box



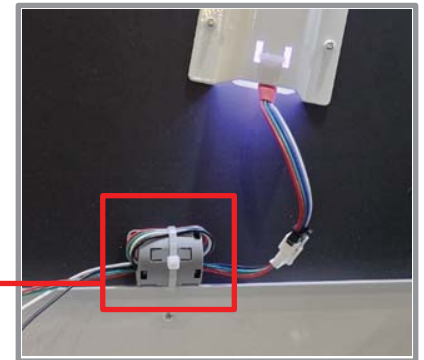
NO	PROCESS	ITEM	Q'TY	BOLT	SPEC	Q'TY
1		MAIN CABINET	1			
2	ASSEMBLE	BILLBOARD REAR DECO MAIN-L + Wiring connection	1	SEMS NI	M6*20L	3
3	ASSEMBLE	BILLBOARD REAR DECO MAIN-R + Wiring connection	1	SEMS NI	M6*20L	3
4	ASSEMBLE	BILLBOARD SB FND BOX ASS'Y + Wiring connection	1	SEMS NI	M6*30L	2
5	ASSEMBLE	BILLBOARD FRONT DECO-L	1	TH NI	M4*8L	4
6	ASSEMBLE	BILLBOARD FRONT DECO-R	1	TH NI	M4*8L	4
7	ASSEMBLE	BILLBOARD SIDE DECO	1	TH NI	M4*8L	7
8	ASSEMBLE	BILLBOARD SIDE DECO	1	TH NI	M4*8L	7
9	ASSEMBLE	SHOOTER PART	2	WRENCH	M5*12L	8

⑩ * WIRING CONNECTION

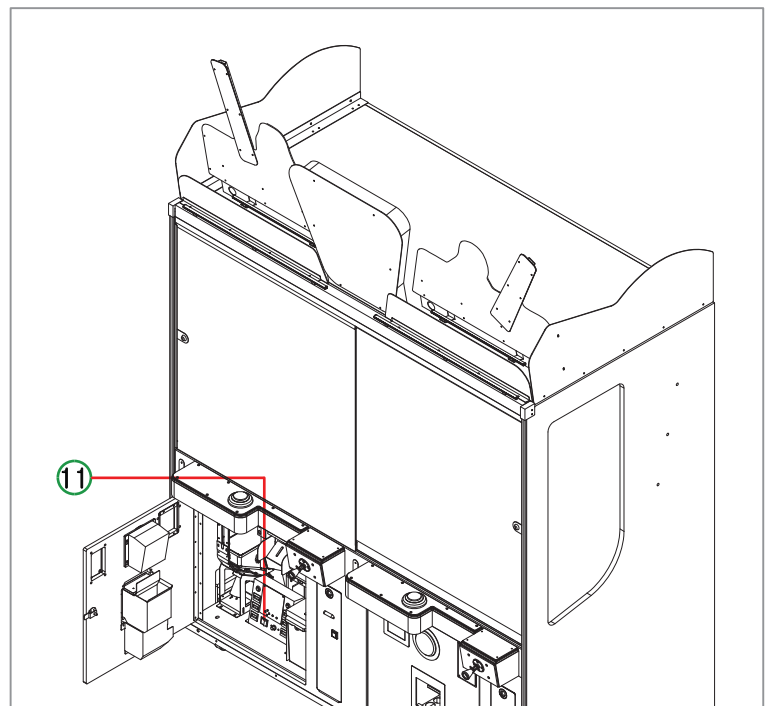
- BILLBOARD REAR DECO MAIN-R
connection

- BILLBOARD SB FND BOX ASS'Y
Rear low connection

- BILLBOARD REAR DECO MAIN-L
connection



*Formed with ferrite core ties [L, R]

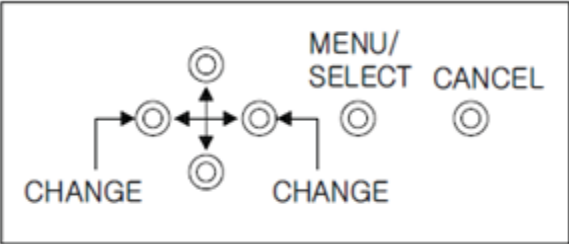




NO	PROCESS	EXPLANATION
10	CONNECTION	BILLBOARD CONNECTOR
11	POWER ON	The voltage of this product is (120V or 230V)

5. SETUP SETTING

5-1. MACHINE SETUP

- SETUP BUTTON LAYOUT

	<ol style="list-style-type: none"> 1) [↑↓] Up/Down : Move menu up/down 2) [←→] Left/Right : Change setting left/right 3) MENU/SELECT : Enter and select menu 4) CANCEL : Exit
<div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;">  1P SERVICE/RESET </div> <div style="text-align: center;">  2P SERVICE/RESET </div> </div>	<p>SERVICE/RESET BUTTON</p> <ul style="list-style-type: none"> * Each time SERVICE button is pressed, it goes up by the number set in PLAYS/COIN. * RESET when error is occurred (ERROR CLEAR) <p>Used as ERROR CLEAR button for each player</p>

OPERATING OPTIONS

OPERATING OPTIONS, [UP, DOWN : Move, SELECT : Enter]	
==OPERATING OPTIONS==	
PROGRAM SETTINGS	Game setting
CLEAR MODE	Data clear
BOOKKEEPING DATA	Game data records
FACTORY SETTING	Factory setting
TEST MODE	Test mode
PLAYFIELD SETUP	Set the game in progress at installation and test the instrument mode
EXIT	Exit

5-2. PROGRAM SETTINGS

LCD display	Description	Range
PLAYS/COIN =>	Setting for play/coin	Refer to menu 1-1
PLAYS/BILL =>	Setting for play/bill	Refer to menu 1-2
GAME SETTING =>	Game setting	Refer to menu 1-3
SHOOTER SET =>	Setting for shooter game	Refer to menu 1-4
PARTY TIME SET =>	Setting for party time game	Refer to menu 1-5
OUTPUT SET =>	Output setting	Refer to menu 1-6
EXIT	Exit	

5-2-1. PLAYS/COIN Sub menu

LCD display	Description	Range
★MINIMUM COIN 1	Minimum coin setting	FREE, 1~10, Default 1
★1st. COIN 12	Setting for 1st coin play	1~100, Increment by 1, Default 12
★2nd. COIN 26	Setting for 2nd coin play	1~100, Increment by 1, Default 26
★3rd. COIN 42	Setting for 3rd coin play	1~100, Increment by 1, Default 42
★4th. COIN 60	Setting for 4th coin play	1~100, Increment by 1, Default 60
★5th. COIN 75	Setting for 5th coin play	1~100, Increment by 1, Default 75
★SHOOTER BONUS 1	Shooting game bonus setting when inserting the fifth coin in a row When SERVICE is used continuously, PLAYS increases, but shooting game bonuses are not paid	OFF, 1~10, in 1 increment, default 1
SAVE AND EXIT	Save and exit	PRESS SELECT BUTTON AND CHOOSE [YES] OR [NO]
CANCEL AND EXIT	Cancel and exit	

CAUTION! If the value of the setting item with the ★ mark is changed, the internal BOOKKEEPING DATA entry and GAME DATA & CREDIT information will also be erased.

5-2-2. PLAYS/BILL Sub menu

LCD display	Description	Range
★1 BILL-> 12	Setting for play/1 bill	1~1000, Increment by 1, Default 12
★2 BILLS-> 26	Setting for play/2 bills	1~1000, Increment by 1, Default 26
★3 BILLS-> 42	Setting for play/3 bills	1~1000, Increment by 1, Default 42
★4 BILLS-> 60	Setting for play/4 bills	1~1000, Increment by 1, Default 60
★5 BILLS-> 75	Setting for play/5 bills	1~1000, Increment by 1, Default 75
★10 BILLS-> 175	Setting for play/10 bills	1~1000, Increment by 1, Default 175
★20 BILLS-> 400	Setting for play/20 bills	1~1000, Increment by 1, Default 400
SAVE AND EXIT	Save and exit	PRESS SELECT BUTTON AND CHOOSE [YES] OR [NO]
CANCEL AND EXIT	Cancel and exit	

CAUTION! If the value of the setting item with the ★ mark is changed, the internal BOOKKEEPING DATA entry and GAME DATA & CREDIT information will also be erased.

5-2-3. GAME SETTING Sub menu

LCD display	Description	Range
★GAME PRESET A	Preset setting for WHEEL, REEL, DOUBLE REEL The preset for each game is changed according to this setting	A~D, Default A
★WHEEL SET =>	Wheel score setting	Refer to menu 1-3-1
★REEL SET =>	Reel score setting	Refer to menu 1-3-3
★DOUBLE REEL SET =>	Double reel score setting	Refer to menu 1-3-5
REEL COUNT ON	Set display on accumulated reel game count at token FND	OFF, ON, Default ON
REEL STOP OFF	Enable stop button in reel game	OFF, ON, Default OFF
★REEL LIMIT OFF	Set the maximum cumulative number of reel games	OFF, 1~30, Default OFF
★REEL TICKETS 0	Set the number of tickets that you pay instead if you exceed the maximum accumulated number of reel games	0~100, increase by 1 unit, Default 0
TILT NORMAL	Cabinet impact detection settings	NONE, SLOW, NORMAL, FAST, Default NORMAL
WARNING TIME 10s	Set cabinet impact detection alarm time s:sec, m:min, game stopped while alarm goes off	5s, 10s, 20s, 30s, 40s, 50s, 1m, 2m, 3m, 5m, 10m, Default 10s
ATTRACT VOLUME 60	Demo volume setting	OFF, 10~100, Increment by 10, Default 60
PUSHER DEMO AUTO	Setting up pusher action during demo OFF: ACTION STOP, ON: ALWAYS ACTION, AUTO: ACTION/STOP When set to AUTO, it operates for 30 seconds at approximately 5-minute intervals	OFF, ON, AUTO, Default AUTO
WHEEL DEMO ON	Set WHEEL LED during demo	OFF, ON, Default ON
SHOOTER DEMO ON	SHOOTER FND and LAMP settings during demo	OFF, ON, Default ON
SPIN LED DEMO ON	Set SPIN LED during demo	OFF, ON, Default ON
REEL DEMO ON	REEL action settings during demo	OFF, ON, Default ON

SAVE AND EXIT	Save and exit	PRESS SELECT BUTTON AND CHOOSE [YES] OR [NO]
CANCEL AND EXIT	Cancel and exit	

CAUTION! If the value of the setting item with the ★ mark is changed, the internal BOOKKEEPING DATA entry and GAME DATA & CREDIT information will also be erased.

★ WEEL SET Sub menu

LCD display	Description	Range
WHEEL PRESET A =>	WHEEL PRESET A setting	Refer to menu 1-3-2
WHEEL PRESET B =>	WHEEL PRESET B setting	
WHEEL PRESET C =>	WHEEL PRESET C setting	
WHEEL PRESET D =>	WHEEL PRESET D setting	
WHEEL SETUP	WHEEL rotation speed and LED rotation speed settings	Refer to menu 1-3-2-2
EXIT	Exit	

- WEEL PRESET Sub menu

LCD display	Description	Range																																																																																					
LED[nn] TYPE [type]	Set the LED and Type on WHEEL	[nn] : 01~24 Select LED and value by UP, DOWN [type] : TOKEN, TICKET, BALL, REEL, CARD Select value by LEFT, RIGHT																																																																																					
VALUE [value]	WHEEL LED light location Winning type value or quantity setting	[value] : 1~1000, Increment by 1 Select value by LEFT, RIGHT The [value] value means the quantity or score of the LED[nn] TYPE immediately above.																																																																																					
PRESET Default	<table border="1"> <thead> <tr> <th></th> <th colspan="2">PRESET A</th> <th colspan="2">PRESET B, C, D</th> </tr> <tr> <th>LED</th> <th>TYPE</th> <th>VALUE</th> <th>TYPE</th> <th>VALUE</th> </tr> </thead> <tbody> <tr><td>01</td><td>CARD</td><td>1</td><td>CARD</td><td>1</td></tr> <tr><td>02</td><td>TOKEN</td><td>5</td><td>TOKEN</td><td>5</td></tr> <tr><td>03</td><td>TICKET</td><td>2</td><td>TICKET</td><td>2</td></tr> <tr><td>04</td><td>TOKEN</td><td>5</td><td>TOKEN</td><td>5</td></tr> <tr><td>05</td><td>TICKET</td><td>4</td><td>TICKET</td><td>4</td></tr> <tr><td>06</td><td>TOKEN</td><td>5</td><td>TOKEN</td><td>5</td></tr> <tr><td>07</td><td>TICKET</td><td>2</td><td>TICKET</td><td>2</td></tr> <tr><td>08</td><td>TOKEN</td><td>5</td><td>TOKEN</td><td>5</td></tr> <tr><td>09</td><td>BALL</td><td>1</td><td>BALL</td><td>1</td></tr> <tr><td>10</td><td>TOKEN</td><td>5</td><td>TOKEN</td><td>5</td></tr> <tr><td>11</td><td>TICKET</td><td>2</td><td>TICKET</td><td>2</td></tr> <tr><td>12</td><td>TOKEN</td><td>5</td><td>TOKEN</td><td>5</td></tr> <tr><td>13</td><td>TICKET</td><td>4</td><td>TICKET</td><td>4</td></tr> <tr><td>14</td><td>TOKEN</td><td>5</td><td>TOKEN</td><td>5</td></tr> <tr><td>15</td><td>TICKET</td><td>2</td><td>TICKET</td><td>2</td></tr> </tbody> </table>		PRESET A		PRESET B, C, D		LED	TYPE	VALUE	TYPE	VALUE	01	CARD	1	CARD	1	02	TOKEN	5	TOKEN	5	03	TICKET	2	TICKET	2	04	TOKEN	5	TOKEN	5	05	TICKET	4	TICKET	4	06	TOKEN	5	TOKEN	5	07	TICKET	2	TICKET	2	08	TOKEN	5	TOKEN	5	09	BALL	1	BALL	1	10	TOKEN	5	TOKEN	5	11	TICKET	2	TICKET	2	12	TOKEN	5	TOKEN	5	13	TICKET	4	TICKET	4	14	TOKEN	5	TOKEN	5	15	TICKET	2	TICKET	2	Ex) LED22 TYPE TOKEN VALUE 5 If you win LED22, you will get 5 tokens Ex) LED03 TYPE TICKET VALUE 2 If you win LED03, you will get 2 tickets
	PRESET A		PRESET B, C, D																																																																																				
LED	TYPE	VALUE	TYPE	VALUE																																																																																			
01	CARD	1	CARD	1																																																																																			
02	TOKEN	5	TOKEN	5																																																																																			
03	TICKET	2	TICKET	2																																																																																			
04	TOKEN	5	TOKEN	5																																																																																			
05	TICKET	4	TICKET	4																																																																																			
06	TOKEN	5	TOKEN	5																																																																																			
07	TICKET	2	TICKET	2																																																																																			
08	TOKEN	5	TOKEN	5																																																																																			
09	BALL	1	BALL	1																																																																																			
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11	TICKET	2	TICKET	2																																																																																			
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13	TICKET	4	TICKET	4																																																																																			
14	TOKEN	5	TOKEN	5																																																																																			
15	TICKET	2	TICKET	2																																																																																			

	16	TOKEN	5	TOKEN	5	
	17	BALL	1	BALL	1	
	18	TOKEN	5	TOKEN	5	
	19	TICKET	2	TICKET	2	
	20	TOKEN	5	TOKEN	5	
	21	TICKET	4	TICKET	4	
	22	TOKEN	5	TOKEN	5	
	23	TICKET	2	TICKET	2	
	24	TOKEN	5	TOKEN	5	
DEFAULT SET	Back to default setting				PRESS SELECT BUTTON AND CHOOSE [YES] OR [NO]	
SAVE AND EXIT	Save and exit				PRESS SELECT BUTTON AND CHOOSE [YES] OR [NO]	
CANCEL AND EXIT	Cancel and exit					

★ REEL SET Sub menu

LCD display	Description	Range
REEL PRESET A =>	REEL PRESET A setting	Refer to menu 1-3-4
REEL PRESET B =>	REEL PRESET B setting	
REEL PRESET C =>	REEL PRESET C setting	
REEL PRESET D =>	REEL PRESET D setting	
EXIT	Exit	

- WHEEL SETUP Sub menu

LCD display	Description	Range
TARGET SPD SLOW	Setting the winning type of REEL[n]	[n] : 1~8 Select REEL by UP, DOWN
LED SPD SLOW	Set the winning value or quantity or multiplier of REEL[n]	[value] : 1~1000, Increment by 1 Select value by LEFT, RIGHT
SAVE AND EXIT	Save and exit	Press the SELECT button [YES] or [NO] Move the cursor and execute it
SAVE AND EXIT	Cancel and exit	

- REEL PRESET Sub menu

LCD display		Description				Range
REEL[n] TYPE [type]		Setting the winning type of REEL[n]				[n] : 1~8 Select RELL by UP, DOWN [type] : TOKEN, TICKET, BALL, PLAYS, PARTY, D.REEL, CARD Select type by LEFT, RIGHT
VALUE [value]		Set the winning value or quantity or multiplier of REEL[n]				[value] : 1~1000, Increment by 1 Select value by LEFT, RIGHT [value] means the quantity or score of the REEL[n] TYPE immediately above If TYPE is PARTY, it means magnification.
PRESET Default		PRESET A		PRESET B, C, D		Ex) REEL3 TYPE TICKET VALUE 30 If you win REEL3, you will get 30 tickets. Ex) REEL2 TYPE TOKEN VALUE 20 If you win REEL2, you will get 20 tokens. Ex) REEL5 TYPE PARTY VALUE 5 If you win REEL5, you will get PARTY TIME x5.
	REEL	TYPE	VALUE	TYPE	VALUE	
	1	D.REEL	1	D.REEL	1	
	2	TOKEN	20	TOKEN	20	
	3	TICKET	30	TICKET	30	
	4	TOKEN	30	TOKEN	30	
	5	PARTY	5	PARTY	5	
	6	TOKEN	35	TOKEN	35	
	7	TICKET	20	TICKET	20	
8	TOKEN	25	TOKEN	25		
DEFAULT SET		Back to default setting				PRESS SELECT BUTTON AND
						CHOOSE [YES] OR [NO]
SAVE AND EXIT		Save and exit				PRESS SELECT BUTTON AND CHOOSE [YES] OR [NO]
CANCEL AND EXIT		Cancel and exit				

★ DOUBLE REEL SET Sub menu

LCD display	Description	Range
PRESET A =>	DOUBLE REEL PRESET A setting	Refer to menu 1-3-6
PRESET B =>	DOUBLE REEL PRESET B setting	
PRESET C =>	DOUBLE REEL PRESET C setting	
PRESET D =>	DOUBLE REEL PRESET D setting	
EXIT	Exit	

- DOUBLE REEL PRESET Sub menu

LCD display	Description	Range																																																		
REEL[n] TYPE [type]	Setting the winning type of REEL[n]	REEL1 is BIGWIN [n] : 2~8 Select REEL by UP, DOWN [type] : TOKEN, TICKET, BALL, PLAYS, PARTY, CARD, BIGWIN Select type by LEFT, RIGHT																																																		
VALUE [value]	Set winning value or quantity of REEL[n]	REEL1 is VALUE 100~50000 Increment by 100 REEL2~8 [value] : 1~1000, Increment by 1 Select value by LEFT, RIGHT																																																		
PRESET Default	<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th></th> <th colspan="2">PRESET A</th> <th colspan="2">PRESET B, C, D</th> </tr> <tr> <th>REEL</th> <th>TYPE</th> <th>VALUE</th> <th>TYPE</th> <th>VALUE</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>BIGWIN</td> <td>1000</td> <td>BIGWIN</td> <td>1000</td> </tr> <tr> <td>2</td> <td>TICKET</td> <td>200</td> <td>TICKET</td> <td>200</td> </tr> <tr> <td>3</td> <td>TICKET</td> <td>500</td> <td>TICKET</td> <td>500</td> </tr> <tr> <td>4</td> <td>TICKET</td> <td>100</td> <td>TICKET</td> <td>100</td> </tr> <tr> <td>5</td> <td>PARTY</td> <td>10</td> <td>PARTY</td> <td>10</td> </tr> <tr> <td>6</td> <td>TICKET</td> <td>200</td> <td>TICKET</td> <td>200</td> </tr> <tr> <td>7</td> <td>TICKET</td> <td>400</td> <td>TICKET</td> <td>400</td> </tr> <tr> <td>8</td> <td>TICKET</td> <td>100</td> <td>TICKET</td> <td>100</td> </tr> </tbody> </table>		PRESET A		PRESET B, C, D		REEL	TYPE	VALUE	TYPE	VALUE	1	BIGWIN	1000	BIGWIN	1000	2	TICKET	200	TICKET	200	3	TICKET	500	TICKET	500	4	TICKET	100	TICKET	100	5	PARTY	10	PARTY	10	6	TICKET	200	TICKET	200	7	TICKET	400	TICKET	400	8	TICKET	100	TICKET	100	Ex) REEL3 TYPE TICKET VALUE 500 If you win REEL3, you will get 500 tickets. Ex) REEL1 TYPE BIGWIN VALUE 1000 If you win REEL1, you will get BIGWIN TICKET 1000pcs. Ex) REEL5 TYPE PARTY VALUE 10 If you win REEL5, you will get PARTY TIME x10.
	PRESET A		PRESET B, C, D																																																	
REEL	TYPE	VALUE	TYPE	VALUE																																																
1	BIGWIN	1000	BIGWIN	1000																																																
2	TICKET	200	TICKET	200																																																
3	TICKET	500	TICKET	500																																																
4	TICKET	100	TICKET	100																																																
5	PARTY	10	PARTY	10																																																
6	TICKET	200	TICKET	200																																																
7	TICKET	400	TICKET	400																																																
8	TICKET	100	TICKET	100																																																
DEFAULT SET	Back to default setting	PRESS SELECT BUTTON AND CHOOSE [YES] OR [NO]																																																		
SAVE AND EXIT	Save and exit	PRESS SELECT BUTTON AND CHOOSE [YES] OR [NO]																																																		
CANCEL AND EXIT	Cancel and exit																																																			

5-2-4. SHOOTER SET Sub menu

LCD display	Description	Range
★MIN TICKETS 5	Setting for minimum tickets	5~20, Increment by 1, Default 5
★MAX TICKETS 20	Setting for maximum tickets	5~50, Increment by 1, Default 20
★FAIL TICKETS 2	Dividend settings in case of overhaul	0~10, Increment by 1, Default 2
★FAIL SPIN OFF	Bonus reel game settings based on number of failed attempts If set to 3, if the SHOOTER fails 3 times (TICKET or OVER HOLE), reel game will be played once	OFF, 1~10, Increment by 1, Default OFF
★GAME LIMIT 10	Set the maximum cumulative number of SHOOTER GAME	OFF, 5~50, Increment by 1, Default OFF
★LIMIT TICKETS 10	SHOOTER GAME Ticket settings that will be paid if the ball drops after the maximum cumulative number of times	1~100, Increment by 1, Default 10
★STAGE 1 LAMP 3	Number of LAMPs turned on without SPIN LAMP	1~5, Increment by 1, Default 3
★STAGE 1 SPLIT OFF	Set the LAMP interval to be turned on	OFF, ON, Default OFF
★STAGE 2 LAMP 3	Number of LAMPs turned on when one SPIN LAMP is turned on	1~5, Increment by 1, Default 3
★STAGE 2 SPLIT OFF	Set the LAMP interval to be turned on	OFF, ON, Default OFF
★STAGE 3 LAMP 3	Number of LAMPs turned on when two SPIN LAMPs are turned on	1~5, Increment by 1, Default 3
★STAGE 3 SPLIT OFF	Set the LAMP interval to be turned on	OFF, ON, Default OFF
★STAGE 4 LAMP 2	Number of LAMPs turned on when three SPIN LAMPs are turned on	1~5, Increment by 1, Default 2
★STAGE 4 SPLIT OFF	Set the LAMP interval to be turned on	OFF, ON, Default OFF
★STAGE 5 LAMP 2	Number of LAMPs turned on when four SPIN LAMPs are turned on	1~5, Increment by 1, Default 2
★STAGE 5 SPLIT ON	Set the LAMP interval to be turned on	OFF, ON, Default ON
SAVE AND EXIT	Save and exit	PRESS SELECT BUTTON AND CHOOSE [YES] OR [NO]
CANCEL AND EXIT	Cancel and exit	

CAUTION! If the value of the setting item with the ★ mark is changed, the internal BOOKKEEPING DATA entry and GAME DATA & CREDIT information will also be erased.

5-2-5. PARTY TIME SET Sub menu

LCD display	Description	Range
★REEL TIME 10	Setting for play time of PARTY TIME from REEL game	10~99, Increment by 1, Default 10
★D. REEL TIME 10	Setting for play time of PARTY TIME from DOUBLE REEL game	10~99, Increment by 1, Default 10
SAVE AND EXIT	Save and exit	PRESS SELECT BUTTON AND CHOOSE [YES] OR [NO]
CANCEL AND EXIT	Exit	

CAUTION! If the value of the setting item with the ★ mark is changed, the internal BOOKKEEPING DATA entry and GAME DATA & CREDIT information will also be erased.

5-2-6. OUTPUT SET Sub menu

LCD display	Description	Range
★PAYOUT 40	Payout setting	10~300, Increment by 1, Default 40
★BALL/TOKENS 300	SHOOTER game additional settings according to used TOKEN	10~1000, Increment by 1, Default 300
★CARD/TOKENS 130	CARD DISCHARGE SETTINGS ACCORDING TO TOKEN USED	10~1000, Increment by 1, Default 130
SUPER BONUS 5000	SUPER BONUS SETTINGS	100~10000, 100unit increment, Default 5000
★CHECKER BONUS 0	Ticket setting for TARGET hitting	0~50, Increment by 1, Default 0
★TICKET/SHOOT 0	Ticket setting for SHOOTER GAME out	0~100, Increment by 1, Default 0
★TICKET/CARD 0	Ticket setting for CARD out	0~100, Increment by 1, Default 0
★MERCY TICKET 0	Settings for mercy ticket	0~10, Increment by 1, Default 0
★TICKET/SCORE 1/1	Setting for ticket per score	NONE, 1/1, 1/2, 1/3, 1/4, 1/5 Default 1/1
SAVE AND EXIT	Save and exit	PRESS SELECT BUTTON AND CHOOSE [YES] OR [NO]
CANCEL AND EXIT	Exit	

CAUTION! If the value of the setting item with the ★ mark is changed, the internal BOOKKEEPING DATA entry and GAME DATA & CREDIT information will also be erased.

5-3. CLEAR MODE


CLEAR MODE		
LCD display	Description	EXECUTION
CLEAR PLAYS	Clear remaining PLAYS	Press the SELECT button [YES] or [NO] Move the cursor and execute it
CLEAR TICKETS	Clear remaining TICKETS	
CLEAR ALL DATA	Delete all GAME DATA (Game settings are maintained)	Press the SELECT button ARE YOU SURE? [YES] or [NO] Move cursor and execute Re-confirmation process if [YES] is selected REALLY? [YES] or [NO] Move cursor and execute
EXIT	Exit	

5-4. BOOKKEEPING DATA

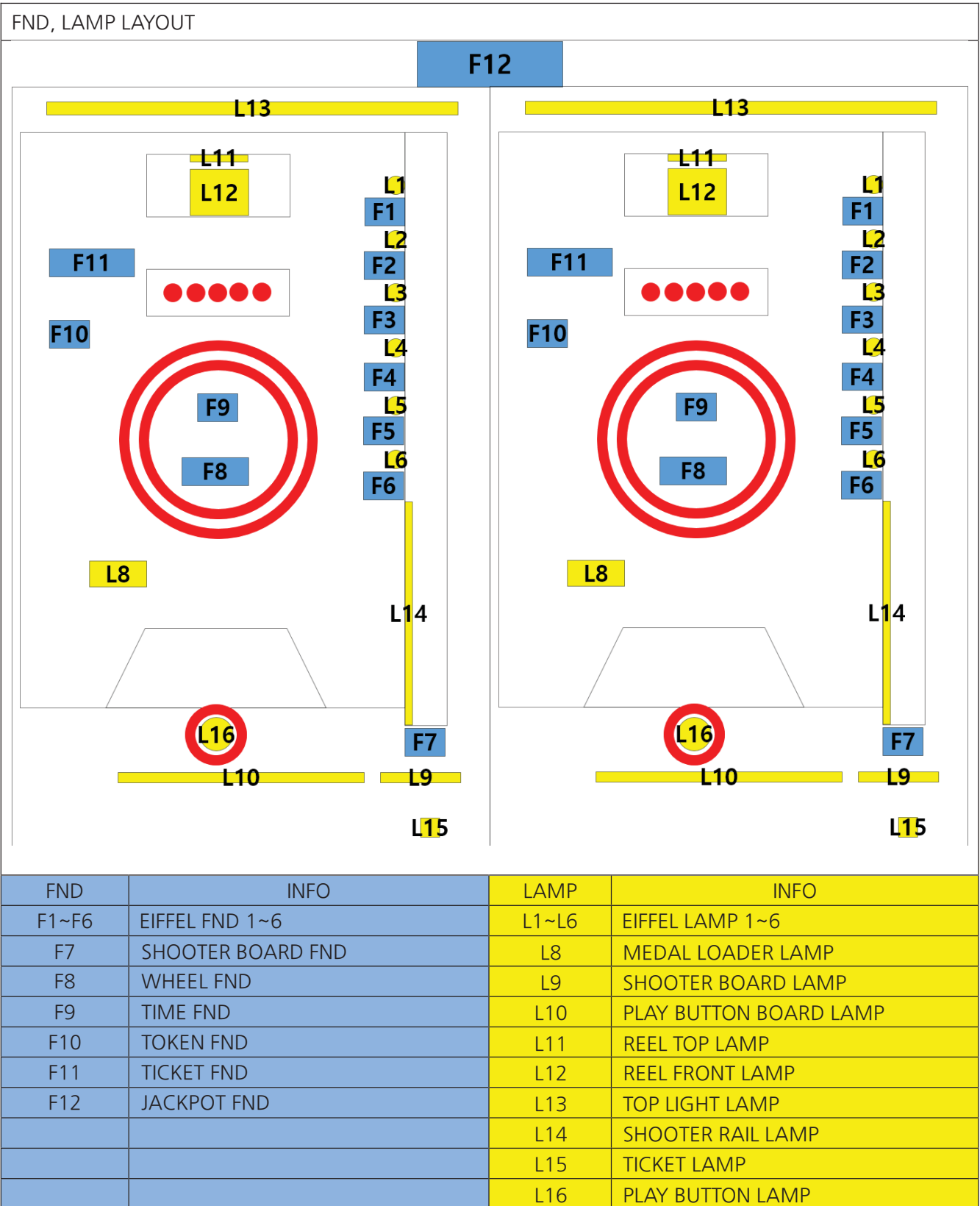
BOOKKEEPING DATA(UP, DOWN : Select Page, LEFT, RIGHT : TT-total, Select 1P, 2P)		
LCD display		Description
* PAYOUT TT PLAYS 0 TICKETS 0 PAYOUT 0.00	1	Page 1, Display game play, ticket out information . Total play . Total ticket out . Payout
* IN TT COINS 0 SERVICES 0	2	Page 2, Display coin in, service info . Total coin in . Total service in
* TARGET TT PLAYS 0 HITS 0 RATIO 0.00%	3	Page 3, Display target success rate information . Total number of PLAYS . Total target hits . Success rate (%)
* OUT TT CARDS 0	4	Page 4, Display ball, chip information . Total card out
* BONUS GAME TT SHOOTER 0 REEL 0 DOU. REEL 0	5	Page 5, Display bonus game information . Total SHOOTER game in . Total reel game in . Total double reel game in
* REEL PARTY TIME TT GAMES 0 SHOTS 0 HITS 0	6	Page 6, Display Reel party time information . Total play . Total shooting . Total hit
* REEL PARTY TIME TT GAMES 0 TICKETS 0 AVERAGE 0	7	Page 7, Display Reel party time information . Total play . Total number of tickets . Average tickets
* DOU. REEL PARTY TT GAMES 0 SHOOT 0 HITS 0	8	Page 8, Display Double reel party time information . Total play . Total shooting . Total hit
* DOU. REEL PARTY TT GAMES 0 TICKETS 0 AVERAGE 0	9	Page 9, Display Double reel party time information . Total play . Total tickets . Average tickets
* ERROR COUNT NOERROR	10	Page 10, Display error count (Error code change by LEFT, RIGHT button) . 1P E308 error 3 times E308 1P 3 2P 0 . Ec04 error 1P 7 times, 2P 5 times Ec04 1P 7 2P 5
* TIME INFO ON TIME 00:00:00 PWR TIME 00:00:00	11	Page 11, Display time info Total time after power application Total power-on time
* GAME INFO STAR WARS PUSHER VER. 1.0.0INT-SG BUILD YY/MM/DD	12	Page 12, Game info Game name Version info Build date (YY:Year, MM:Month, DD:Day)

*SYSTEM INFO	END	Page END, System info
SOUND V0.00		SOUND BOARD VERSION
WS2813 V1.00		WS2813 BOARD VERSION
CANCEL Button : Exit		

5-5. FACTORY SETTINGS

INITIALIZE TO FACTORY SETTING VALUE (DELETE DATA AND SET TO GAME DEFAULTVALUE)	
LCD DISPLAY (PERFORM)	LCD DISPLAY (PERFORM)
===FACTORY SETTING=== ARE YOU SURE? YES or [<u>NO</u>] PERFORM BY MONING THE CURSER	 ===FACTORY SETTING=== REALLY? YES or [<u>NO</u>] PERFORM BY MONING THE CURSER

5-6. TEST MODE



TEST MODE - INDIVIDUAL TESTING OF INSTRUMENT COMPONENTS

LCD Display	Setting	Description			
		Item	1 PLAYER SOUND	2 PLAYER SOUND	ect
INPUT TEST	You can check the status with the cursor in the INPUT TEST entry	PLAY BUTTON	A1	N1	LAMP L16
		TICKET BUTTON	A2	N2	LAMP L15
		SERVICE BUTTON	A3	N3	
		UPSIDE TILT	A4		
		PLAY BUTTON TILT	A5	N5	
		COIN	A6	N6	
		BILL	A7	N7	
		SHOOTER FRONT SENSOR	C1	P1	
		SHOOTER REAR SENSOR	C2	P2	
		SHOOTER LEVEL 1 SWITCH	C3	P3	LAMP L6, Lower
		SHOOTER LEVEL 2 SWITCH	C4	P4	LAMP L5
		SHOOTER LEVEL 3 SWITCH	C5	P5	LAMP L4
		SHOOTER LEVEL 4 SWITCH	C6	P6	LAMP L3
		SHOOTER LEVEL 5 SWITCH	C7	P7	LAMP L2
		SHOOTER LEVEL 6 SWITCH	C8	P8	LAMP L1, Top
		SHOOTER OVER SWITCH	C9	P9	Back
		REEL FRONT SENSOR	D1	Q1	
		REEL REAR SENSOR	D2	Q2	
		REEL UP SENSOR	D3	Q3	
		REEL DOWN SENSOR	D4	Q4	
		REEL LINK ENCODER	D5	Q5	
		REEL SPIN ENCODER	D6	Q6	
		WHEEL TARGET SENSOR	E1	R1	
		WHEEL ENCODER	E2	R2	
		PUSHER ENCODER	F1	S1	
		DIVIDER FRONT SENSOR	G1	T1	
		DIVIDER REAR SENSOR	G2	T2	
		CARD or CHIP DISPENSOR SENSOR	H1	U1	
		SHOOTER MEDAL HOPPER	I1	V1	
		LOADER MEDAL HOPPER	I2	V2	
ROLLER ENCODER	J1	W1			
LED TEST	LED test (Auto-run when selected by LEFT, RIGHT)				
	AUTO	Red, GREEN, BLUE, WHITE, OFF are displayed sequentially throughout the LED			
	WHITE	Display WHITE color throughout LED			
	RED	Display RED color throughout LED			
	GREEN	Display GREEN color throughout LED			
	BLUE	Display BLUE color throughout LED			
	OFF	ALL OFF			

FND TEST	FND test (Auto-run when selected by LEFT, RIGHT)	
	AUTO	Mark the numbering by FND The order is from F1 to F12, in the order of 00, 01, 02, 03, 04, 05, 06, 007, 08, 09, 0010, 00011
	ON	Sequential output of 00~99 to all FNDs, '.' output in even numbers
	FLASH	Blinking all FND
	OFF	ALL OFF
LAMP TEST	LAMP test (Auto-run when selected by LEFT, RIGHT)	
	AUTO	Turn on the LAMP sequentially The order is ON and OFF sequentially from L1 to L16
	ON	All LAMP on
	FLASH	Blinking all LAMP
	OFF	All OFF
WHEEL TEST	WHEEL operation test	
	STOP	Stop the 1P 2P WHEEL
	NORMAL	1P 2P Move the WHEEL at normal game speed
	FAST	Move the 1P 2P WHEEL at party time game speed
		F1 FND on/of F2 FND -- , If the target hits, display HT F3 FND display encoder status by 0, 1 F8 FND STo(stop), nor(normal), FAS(fast) Medals can be fired with play button during WHEEL movement 1P button sound 1, 1P target hit sound 2 2P button sound 3, 2P target hit sound 4 When WHEEL is driven, the PUSHER and ROLLER move, and if there is no medal launch, stop
REEL TEST	REEL test (Test for each player, run by SELECT)	
	FRONT/REAR	Move 1P, 2P REEL forward/backward Pressing the PLAY button moves only the corresponding digit forward/backward If the reel is down, it cannot operate
	UP/DOWN	Move 1P, 2P REEL up/down Pressing the PLAY button moves only the corresponding digit up/down If the reel is in a backward state, it cannot operate
	SPIN	Rotate the 1P and 2P REELS and stop after a certain period of time You can select sides 1 to 8 with the TICKET button When you press the PLAY button, the REEL rotates and stops at that location When the ENCODER is recognized during rotation, the REEL LAMP blinks
	RESET	Initialize 1P, 2P REEL Move to the back of the top and perform forward, downward, rotation, upward, backward, and rotation movements When the ENCODER is recognized during rotation, the REEL LAMP blinks
		F1 FND Move: Fr(FRONT), rE(REAR), do(DOWN), UP(UP), SP(SPIN), RS(RESET), --(STOP) F2 FND front sensor: F- FRONT SENSOR OFF, Fo FRONT SENSOR ON F3 FND rear sensor: r- REAR SENSOR OFF, ro REAR SENSOR ON F4 FND top switch: U- UP SWITCH OFF, Uo UP SWITCH ON F5 FND bottom switch: d- DOWN SWITCH OFF, do DOWN SWITCH ON F6 FND REEL ENCODER: 0 detected, 1 not detected, display ENCODER status on SPIN

		<p>F9 FND SPIN stops position 1~8 displayed</p> <p>F10 FND REEL VALUE displayed (SPINMENU mode only)</p> <p>F11 FND DOUBLE REEL VALUE display (SPINMENU mode only)</p> <p>When you press the TICKET button, the position value to stop at SPIN changes (F9 FND 1~8)</p>
PUSHER	PUSHER test (Test for each player, run by SELECT)	
	nP	<p>Operate/stop the PUSHER</p> <p>Press play button during pusher operation to eject BIG BALL</p>
		<p>F1 FND on/oFF</p> <p>F2 FND ENCODER CLOSE signal detection time (1/100sec)</p> <p>F3 FND ENCODER rotation count, PUSHER forward and backward movement count</p> <p>F4 FND Back-and-forth move time (1/10sec)</p> <p>F5 FND</p>
CARD DISPENSOR	CARD DISPENSOR test (Test for each player, run by SELECT or play button)	
	nP	<p>Operate the CARD DISPENSOR to discharge one card</p> <p>CARD OUT sound output when ejecting or discharging with the PLAY button</p>
		<p>F1 FND on/oFF</p> <p>F2 FND MOTOR ENCODER status indication 1 detected, 0 not detected</p> <p>F3 FND MICRO SWITCH status indication 1 detected, 0 not detected</p> <p>F4 FND ball drop sensor count (PUSHER bottom sensor)</p>
FRONT HOPPER	FRONT HOPPER test (Test for each player, run by SELECT)	
	1P	Operate the 1P FRONT MEDAL HOPPER to discharge one MEDAL Eject with 1P PLAY button
	2P	Operate the 2P FRONT MEDAL HOPPER to discharge one MEDAL Eject with 2P PLAY button
	1P CR	Operate the 1P FRONT MEDAL HOPPER to discharge all MEDAL Start/stop discharging with the SELECT button or 1P PLAY button
	2P CR	FRONT MEDAL HOPPER to discharge all MEDAL. Start/stop discharging with the SELECT button or 2P PLAY button
	AL CR	Operate the 2P FRONT MEDAL HOPPER to discharge all MEDAL Start/stop discharging with the SELECT button or each P PLAY button
		<p>F1 FND FRONT HOPPER on/oFF</p> <p>F2 FND Dispensed MEDAL qty</p> <p>F3 FND FRONT HOPPER EMPTY SENSOR Lo(LOW)/HI(HIGH)</p>
REAR HOPPER	REAR HOPPER test (Test for each player, run by SELECT)	
	1P	Operate the 1P REAR MEDAL HOPPER to discharge one MEDAL Eject with 1P PLAY button
	2P	Operate the 2P REAR MEDAL HOPPER to discharge one MEDAL Eject with 2P PLAY button
	1P CR	Operate the 1P REAR MEDAL HOPPER to discharge all MEDAL Start/stop discharging with the SELECT button or 1P PLAY button
	2P CR	REAR MEDAL HOPPER to discharge all MEDAL. Start/stop discharging with the SELECT button or 2P PLAY button
	AL CR	Operate the 2P REAR MEDAL HOPPER to discharge all MEDAL Start/stop discharging with the SELECT button or each P PLAY button
	<p>F1 FND REAR HOPPER on/oFF</p> <p>F2 FND Dispensed MEDAL qty</p>	
DIVIDER	DIVIDER test (Test for each player, run by SELECT)	
	nP FRONT	Move DIVIDER forward
	nP REAR	Move DIVIDER backward

DIVIDER		F1 FND on/oFF F2 FND Display current direction, Fr(FRONT), rE(REAR), Flashing indications during operation F3 FND Front digit front sensor, rear digit rear sensor detection (1) displayed F8 FND Display moving time during operation (1/100sec)
ROLLER	ROLLER test (Test for each player, run by SELECT)	
	nP	Operate/stop ROLLER
		F1 FND on/oF F2 FND ENCODER OPEN time (1/100sec) F3 FND ENCODER CLOSE time (1/100sec) F4 FND ENCODER detection 0, 1 displayed
SHOOTER	SHOOTER test (Test for each player, run by SELECT) Eject balls with the PLAY button	
	nP	Press SELECT button or PLAY button to dispense the ball and prepare for launch. When fired, it shows the corresponding result.
		F7 FND FRONT SENSOR (front digit), REAR SENSOR (rear digit) display, detection 1, non-detection 0 When it is ready to shoot F1~F6 FND Display 6, 5, 4, 3, 2, 1 L1~L6 LAMP flashing F8 FND Flashing of where the ball entered after launch (1~6, 7 top) L1~L6 LAMP OFF, Blinking LAMP where the ball entered
COIN BILL TEST	COIN, BILL operation test (input test from menu location without separate selection) BILL operates only when DIP S/W No. 2 is ON (Set after power off) Activate/deactivate operation with the PLAY button for each P	
		F1 FND COIN On input active, Of input inactive F2 FND COIN injection count F3 FND COIN input signal F4 FND BILL On input active, Of input inactive F5 FND BILL input count F6 FND BILL input signal Sound when insert
TICKET	TICKET DISPENSOR operation test (test for each P, SELECT execution) Test operation with the PLAY button or TICKET button	
	nP	Press SELECT button to dispense 3 tickets
		F1 FND on/oF F2 FND Remaining dispensing qty F3 FND Dispensed qty F4 FND Number of retries if not dispensed
COUNTER	COUNTER test	
	1P ALL	Counter operation in the order of 1P coin, ticket, and bill
	2P ALL	Counter operation in the order of 2P coin, ticket, and bill
	1P COIN	1P coin counter
	1P TICKET	1P ticket counter
	1P BILL	1P bill counter
	2P COIN	2P coin counter
	2P TICKET	2P ticket counter
2P BILL	2P bill counter	
SOUND TEST =>	SOUND test	
		Subreference
EXIT	TEST MODE EXIT	

- SOUND TEST [Reference]

LCD Display	Setting	Description
TEST	CHANNEL	1P - ONE, 2P - TWO Sequential output tests
	BGM	Background music output test
	FX	Sound effect output test
	LEFT, RIGHT : Select CHANNEL, BGM, FX, VOC, SELECT : Off/On	
EXIT	Back to previous menu	

5-7. PLAY FIELD SETUP

LCD Display	Description	Range
★PUSHER 500 1P	Only MEDAL, BALL, and CARD work to create a basic game state	1P, 2P, ALL
★ALL 1,000 1P	Fire the medal 1,000 times and proceed with the entire operation. When the shooting game is entered twice, the reels operate once every two times.	1P, 2P, ALL
★ALL 3,000 1P	Fire the medal 3,000 times and proceed with the entire operation. When the shooting game is entered twice, the reels operate once every two times.	1P, 2P, ALL
★ALL 100,000 1P	Fire the medal 100,000 times and proceed with the entire operation. When the shooting game is entered twice, the reels operate once every two times.	1P, 2P, ALL
	F1 FND Number of medals remaining in the front F2 FND Number of medals remaining in the rear F3 FND Count remaining until card dispensing F4 FND Number of remaining card dispensing F5 FND Count remaining until ball dispensing F6 FND Number of remaining ball dispensing If the target is not hit, press each P button to adjust the medal firing position Timing is displayed at FND F7 from 0 to 15 Target accuracy can be adjusted from 0 to 99% by pressing the SERVICE button, in 10% increments. It is controlled It is displayed with DOT at FND F7. (5.0 in case of 50%) FND F7 displays the firing location and hit rate alternately	
EXIT	Exit	

CAUTION! If the value of the setting item with the ★ mark is changed, the internal BOOKKEEPING DATA entry and GAME DATA & CREDIT information will also be erased.

5-8. ERROR CODE

ERROR CODE	FND DISPLAY	ERROR TYPE	NOTE	CHECK LIST
E001	E001	MEMORY	Setup save data memory Read & Write Failed	Enter SETUP to check and save setup settings (replace MAIN BOARD if you continue to have problems)
E101	E101	Coin acceptor	Coin sensor signal still present	1. Check coin acceptor 2. Check Deep Switch N/O Settings
E103	E103	Bill acceptor	Bill sensor signal still present	1. Check bill acceptor 2. Check Deep Switch N/O Settings
E201	E201	Communication	Sound communication failure	1. Check in test mode 2. Check sound memory
E202	E202		WS2813 communication failure	1. Check WS2813 board 2. Check mainboard and communication status
E301	E301	REEL	Front/rear sensor signals continue to be detected	1. Test front/rear INT1 sensor
E302	E302		Front/rear operation time out	1. Test front/rear INT1 sensor
E303	E303		Up position switch not detected at forward start	1. Test up micro switch
E304	E304		Up position switch not detected at reverse start	1. Test up micro switch
E305	E305		Up/down operation time out	1. Test up/down micro switch
E306	E306		Front position switch not detected at down start	1. Test front INT1 sensor
E307	E307		Front position switch not detected at up start	1. Test front INT1 sensor
E308	E308		Reel rotation sensor signal is still detected	1. Test reel bottom INT1 sensor
E309	E309		Unknown position	1. Sensor malfunction
E310	E310		Up and down switches detected simultaneously	1. Up and down micro switch test
E401	E401	PUSHER	No rotational signal	1. Test INT1 sensor
E402	E402		Sensor signal continuously detected	1. Test INT1 sensor
E501	E501	WHEEL	Target sensor signal is still detected	1. Test target INT1 sensor
E502	E502		Wheel encoder continuously detected	1. Test wheel encoder INT1 sensor

E601	E601	SHOOTER HOPPER	No front medal or jam	1. Check medal status
E602	E602		Front sensor signal continued	1. Check medal dispensing sensor
E604	E604	LOADER HOPPER	No rear medal or jam	1. Check medal status
E605	E605		Rear sensor signal continued	1. Check medal dispensing sensor
E802	E801	DIVIDER	Operation Timeout	1. Operation Test 2. Test front/rear INT1 sensor
E803	E802		Sensor signal continuously detected	1. Operation Test 2. Test front/rear INT1 sensor
E901	E901	ROLLER	Encoder sensor signal is still detected	1. Test motor and INT1 sensor
E902	E902	SHOOTER	Solenoid operation failed or rear ball jammed, rear sensor signal continuously detected	1. Check rear ball jam status 2. Check solenoid
E903	E903		Front and rear sensor simultaneous detection, sensor failure	1. Check front/rear sensor 2. Check dust around sensor
E904	E904		Both front and rear sensors not detected, no ball, or ball jammed	1. Check the ball jam 2. Check front/rear sensor
Et01	Et01	TICKET	No ticket	1. Check ticket dispenser
Et02	Et02		Ticket jam	1. Check ticket dispenser
Et03	Ec03	CARD DISPENSOR	No card	1. Check card dispenser
Et04	Ec04		Card jam	1. Check card dispenser
TIL1	TILT1	TILT	Shock detection across devices	1. TILT error disappears after a certain period of time 2. Location if not destroyed TILT SENSOR CHECK
TIL2	TILT2		1P button plate shock detection	
TIL3	TILT3		2P button plate shock detection	

6. MAINTENANCE

6-1. Precautions for turning on the power

: When it is newly turned on after power is turned off, the power must be turned on after 10 seconds.

6-2. When installing the device

: Connect the device with a ground outlet to which fg is connected.

6-3. Main board management

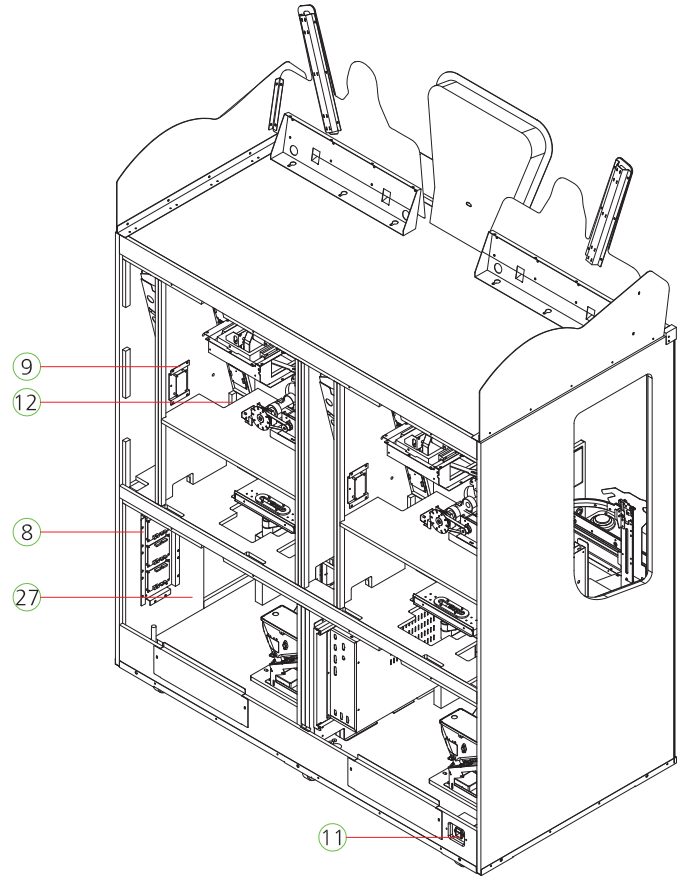
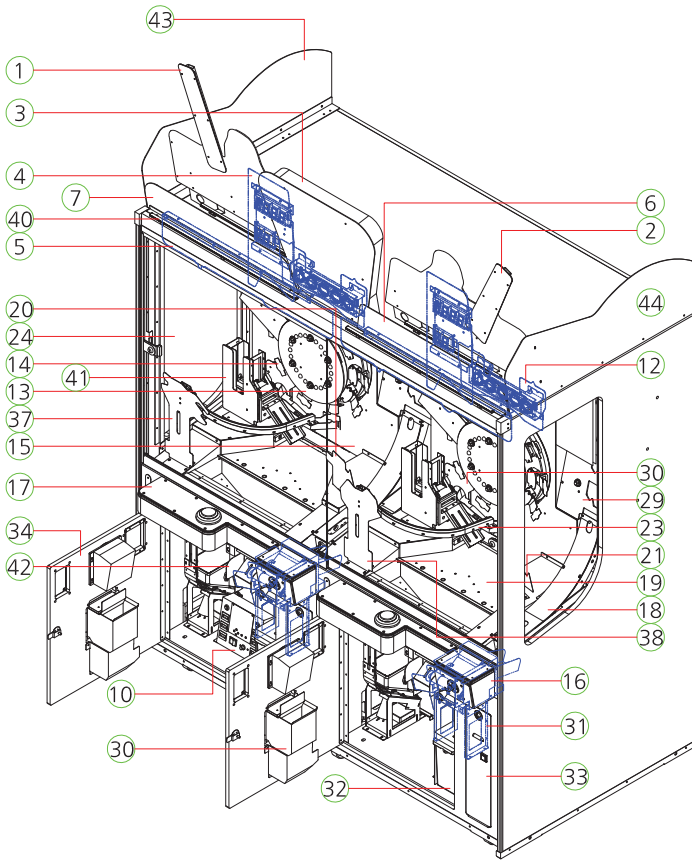
: Dust removal on the main board will be carried out once a month.

6-4. Basic product management : Clean it regularly

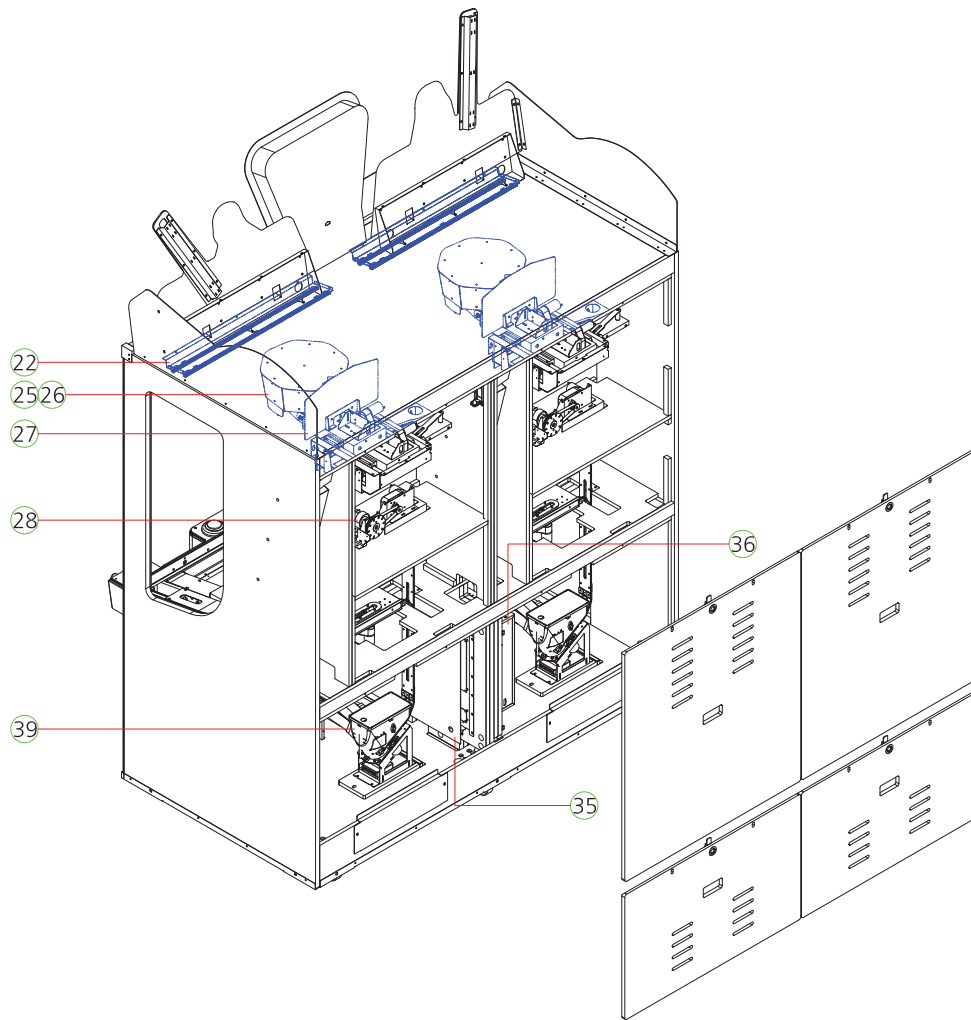
6-5. This product should only be used for indoor use

7. EXPLODE VIEW

7-1. MAIN CABINET PART

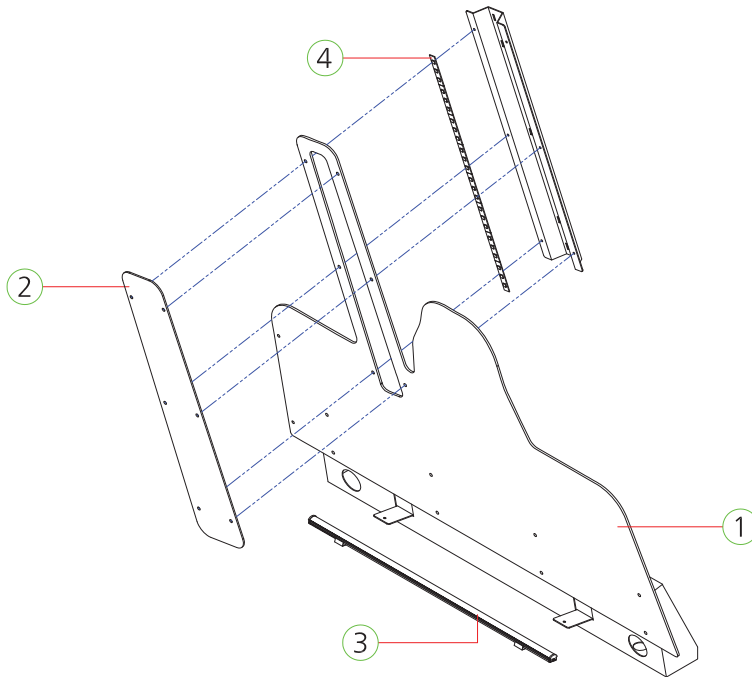


NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	BILLBOARD REAR DECO MAIN-L PART	-	1	-
2	BILLBOARD REAR DECO MAIN-R PART	-	1	-
3	BILLBOARD SB FND BOX PART	-	1	-
4	TICKET & CREDIT FND PCB BKT PART	-	1	-
5	CABINET INNER LIGHT COVER-L PART	-	1	-
6	CABINET INNER LIGHT COVER-R PART	-	1	-
7	BILLBOARD FRONT DECO PANEL L, R PART	-	2	-
8	MOTOR DRIVE PCB PART	-	1	-
9	FND IO EXT PCB BASE PANEL PART	-	1	-
10	SETUP PANEL PART	-	1	-
11	AC INPUT BKT PART	-	1	-
12	BIG WHEEL SUCCESS BALL LAMP PART	-	2	-
13	TARGET WHEEL FRONT DECO PART PART	-	2	-
14	TARGET WHEEL PART	-	2	-
15	SCORE BOARD COVER PART	-	2	-
16	SHOOTER OUTER TABLE PART	-	2	-
17	BUTTON PANEL PART	-	2	-
18	INNER SLOPE PART	-	2	-
19	PUSHER PANEL BASE PART	-	2	-
20	STAR WARS DECO PART-1P	-	1	-
21	STAR WARS DECO PART-2P	-	1	-



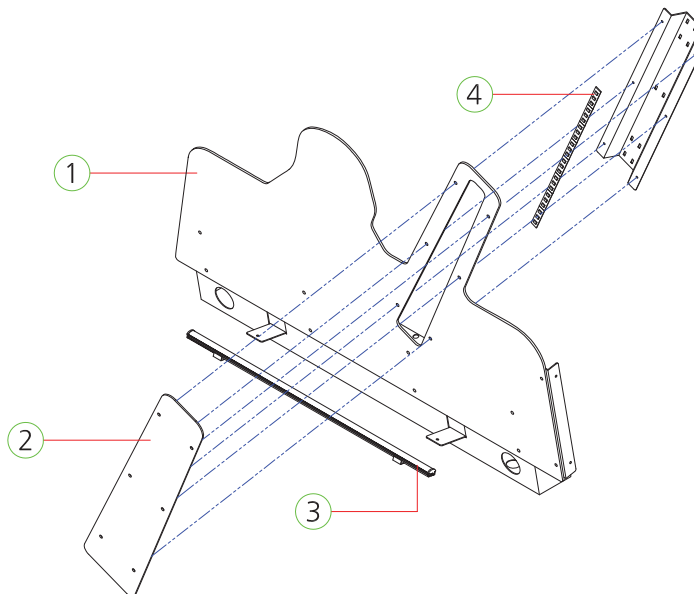
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
22	TOP LED LAMP PART	-	2	-
23	COIN SHOOTER RAIL PART	-	2	-
24	WINDOW GLASS DOOR PART	-	2	-
25	BIG WHEEL TOTAL PART	-	2	-
26	BIG WHEEL ROTATE BODY PART	-	2	-
27	BIG WHEEL MOVING BODY PART	-	2	-
28	MOVING PUSHER PART	-	2	-
29	CABINET PART INNER SHOOTER BASE BKT PART	-	2	-
30	BONUS WIN OUTLET COVER ACRYL PART	-	2	-
31	MEDAL DIVIDE OUTLET GUIDE PART	-	2	-
32	COIN BOX PART	-	2	-
33	TICKET DISPENSER PART	-	2	-
34	FRONT DOOR PART	-	2	-
35	MAIN IO PCB PANEL PART	-	1	-
36	SMPS PANEL PART	-	1	-
37	MEDAL EV HOPPER (FRONT) PART-1P	-	1	-
38	MEDAL EV HOPPER (FRONT) PART-2P	-	1	-
39	MEDAL EV HOPPER (REAR) PART	-	2	-
40	LED BAR	710mm	2	AZZZ0PCB241
41	CARD DISPENSER PART	-	2	-
42	MEDAL ROLLER PART	-	2	-
43	BILLBOARD SIDE DECO PANEL-L	PET-2t	1	MTP20ACR062
44	BILLBOARD SIDE DECO PANEL-R	PET-2t	1	MTP20ACR063

7-2. BILLBOARD REAR DECO MAIN-L PART



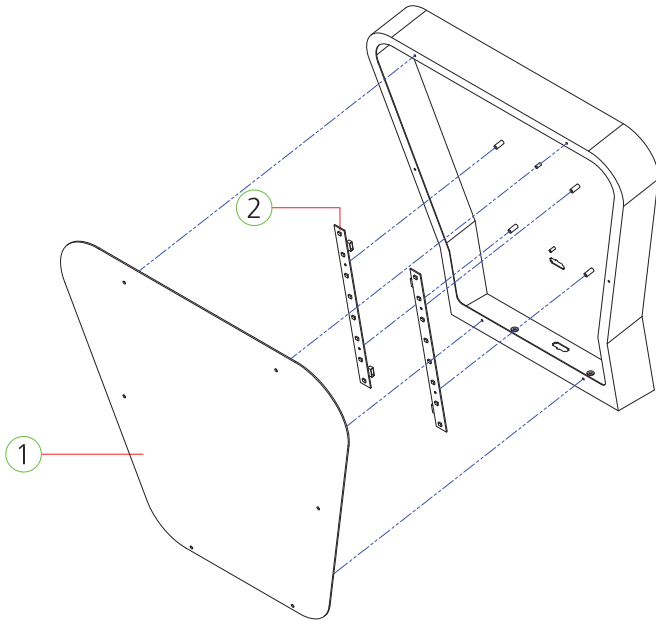
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	BILLBOARD REAR DECO PANEL-L	FORMAX-3t	1	ASTP0ACP011
2	BILLBOARD REAR DECO PANEL COVER-L	PET-2t	1	ASTP0ACP012
3	LED BAR	460MM	1	AZZZ0PCB124
4	FLEX_WS2813B_400_NWP_LR_24	WS2813 V5 TOP300, 24	1	MELE0LED116

7-3. BILLBOARD REAR DECO MAIN-R PART

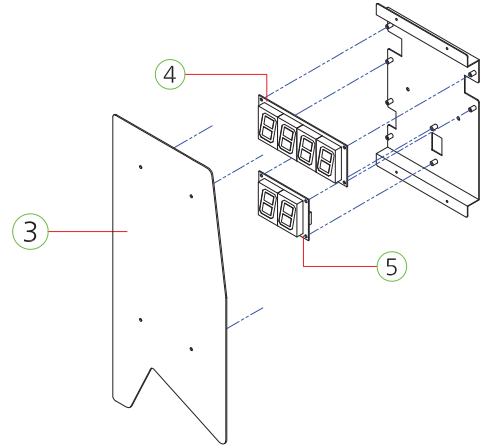


NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	BILLBOARD REAR DECO COVER-R	FORMAX-3t	1	ASTP0ACP013
2	BILLBOARD REAR DECO PANEL COVER-R	PET-2t	1	ASTP0ACP014
3	LED BAR	460MM	1	AZZZ0PCB124
4	FLEX_WS2813B_400_NWP_LR_24	WS2813 V5 TOP300, 24	1	MELE0LED116

7-4. BILLBOARD SB FND BOX PART

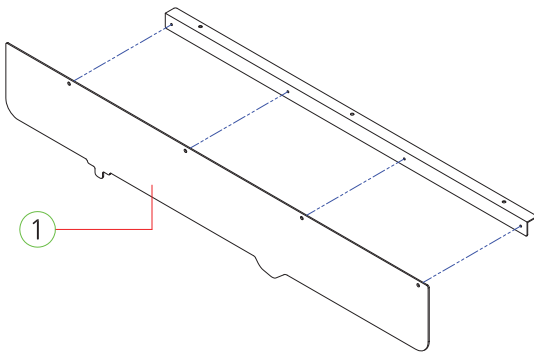


7-5. TICKET & CREDIT FND PCB BKT PART

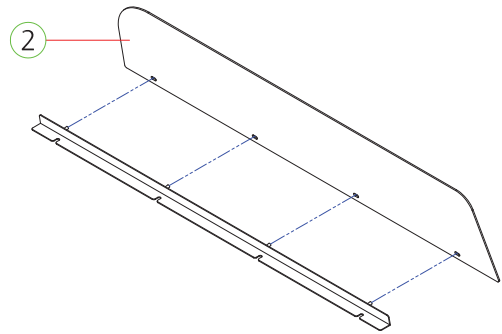


NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	BILLBOARD SB FRONT BOX COVER	PET-2t	1	ASTP0ACP015
2	JACKPOT LIGHTING PCB ASS'Y	-	2	ADC20PCB001
3	TICKET & TOKEN FND DECO COVER 1P, 2P	PET-2t	1	ASTP0ACP005, 006
4	FND PCB ASS'Y	3856-4(STRAIGHT)	1	ANFD0PCB007
5	FND PCB ASS'Y	3856-2(STRAIGHT)	1	ANFD0PCB006

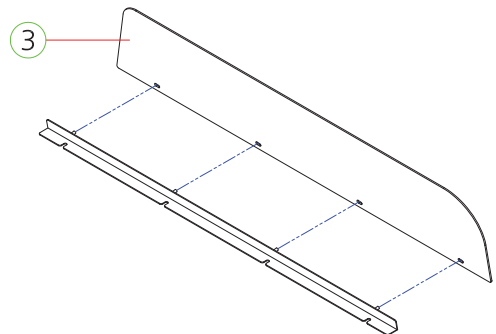
7-6. CABINET INNER LIGHT COVER -L, R PART



7-7. BILLBOARD FRONT DECO PANEL L PART



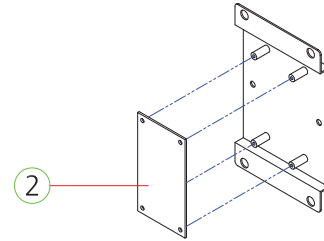
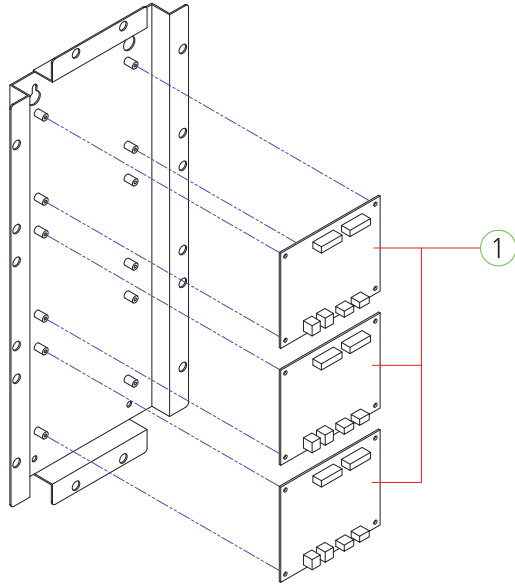
7-8. BILLBOARD FRONT DECO PANEL R PART



NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	CABINET INNER LIGHT COVER-L, R	PET-2t	2	ASTP0ACP035, 036
2	BILLBOARD FRONT DECO PANEL-L	PET-2t	1	ASTP0ACP018
3	BILLBOARD FRONT DECO PANEL-R	PET-2t	1	ASTP0ACP019

7-9. MOTOR DRIVE PCB PART

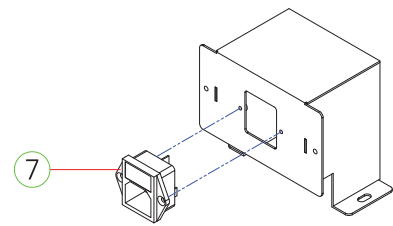
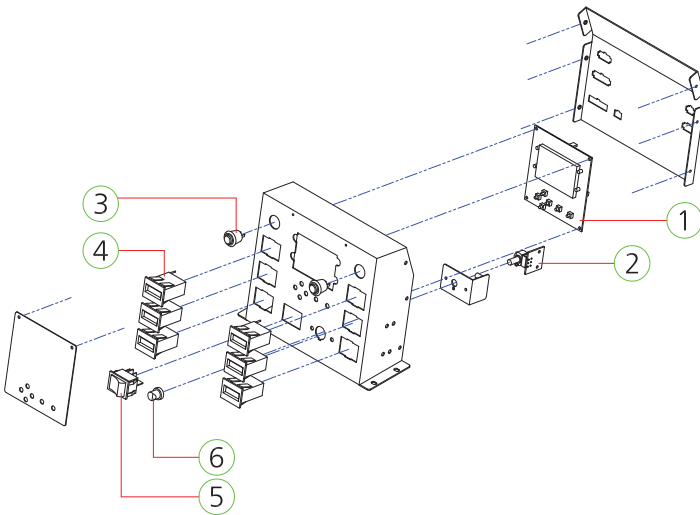
7-10. FND IO EXT PCB BASE PANEL PART



NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	L6205 4PORT PCB ASS'Y	DC MOTOR DRIVER	3	AZZZ0PCB237
2	FND-EXT-IO-PCB ASS'Y	90 X 50 16BIT EXT	1	ABSP0PCB005

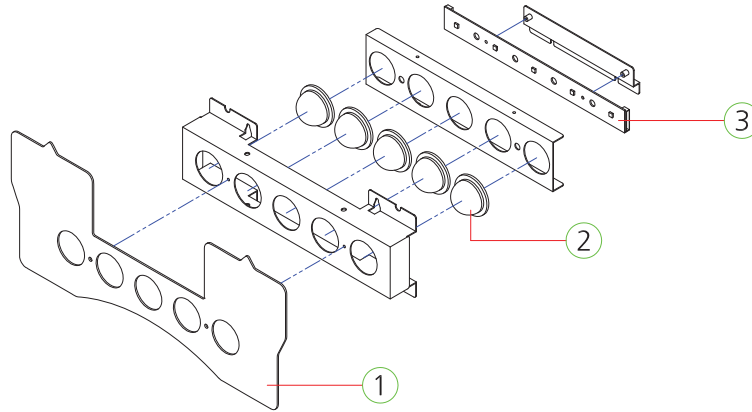
7-11. SETUP PANEL PART

7-12. AC INPUT BKT PART



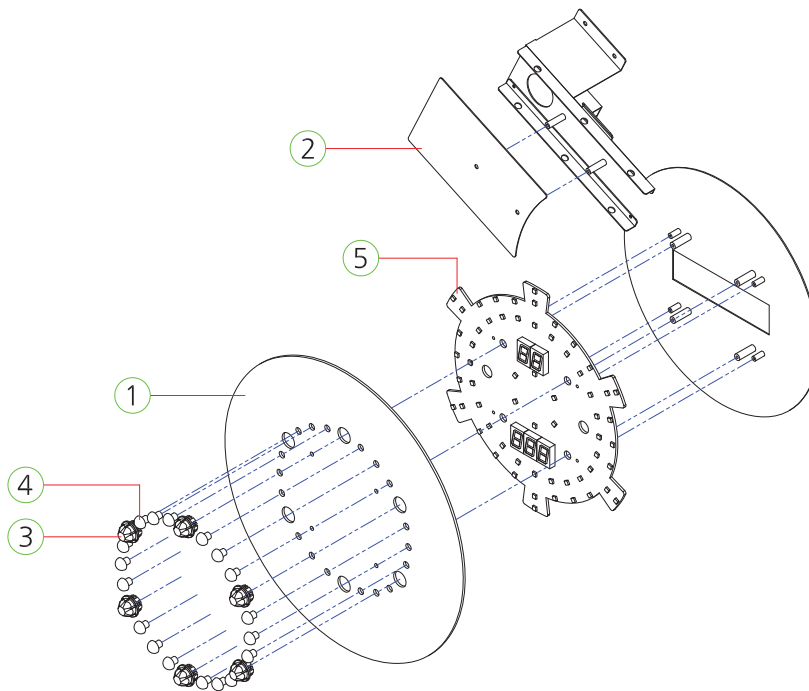
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	SETUP LCD PCB ASS'Y	-	1	AZZZ0PCB113
2	VOLUME PCB ASS'Y	1 VOLUME	1	AHM20PCB016
3	PUSH BUTTON SWITCH	DS-412R ROSH	2	MELE0PUS006
4	COUNTER	AMMC-712(OA127CL)	6	MZZZ0COU002
5	ROCKER SWITCH	R595KDF	1	MELE0SWI021
6	VOLUME KNOB	-	1	MELE0VOL007
7	AC INPUT ASS'Y	DAC-13H	1	AELE0FUS002

7-13. BIG WHEEL SUCCESS BALL LAMP PART



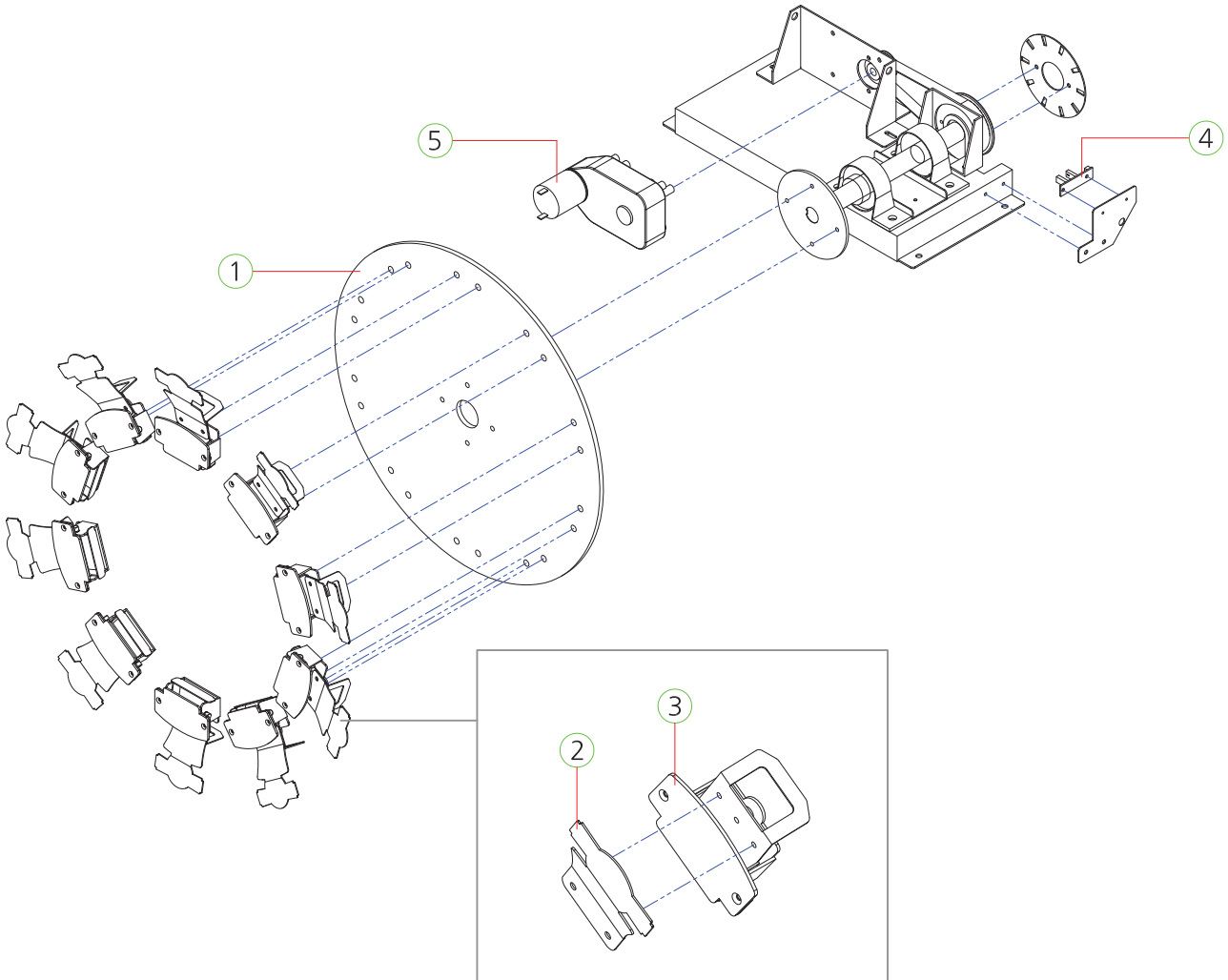
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	BIG SUCCESS BALL LAMP DECO COVER 1P, 2P	PET-2t	1	ASTP0ACP022, 023
2	DOME ACRYL CAP	φ40-3t	5	MZZZ0000787
3	BIG WHEEL SUCCESS BALL LAMP PCB ASS'Y	-	1	ATP20PCB002

7-14. TARGET WHEEL FRONT DECO PART



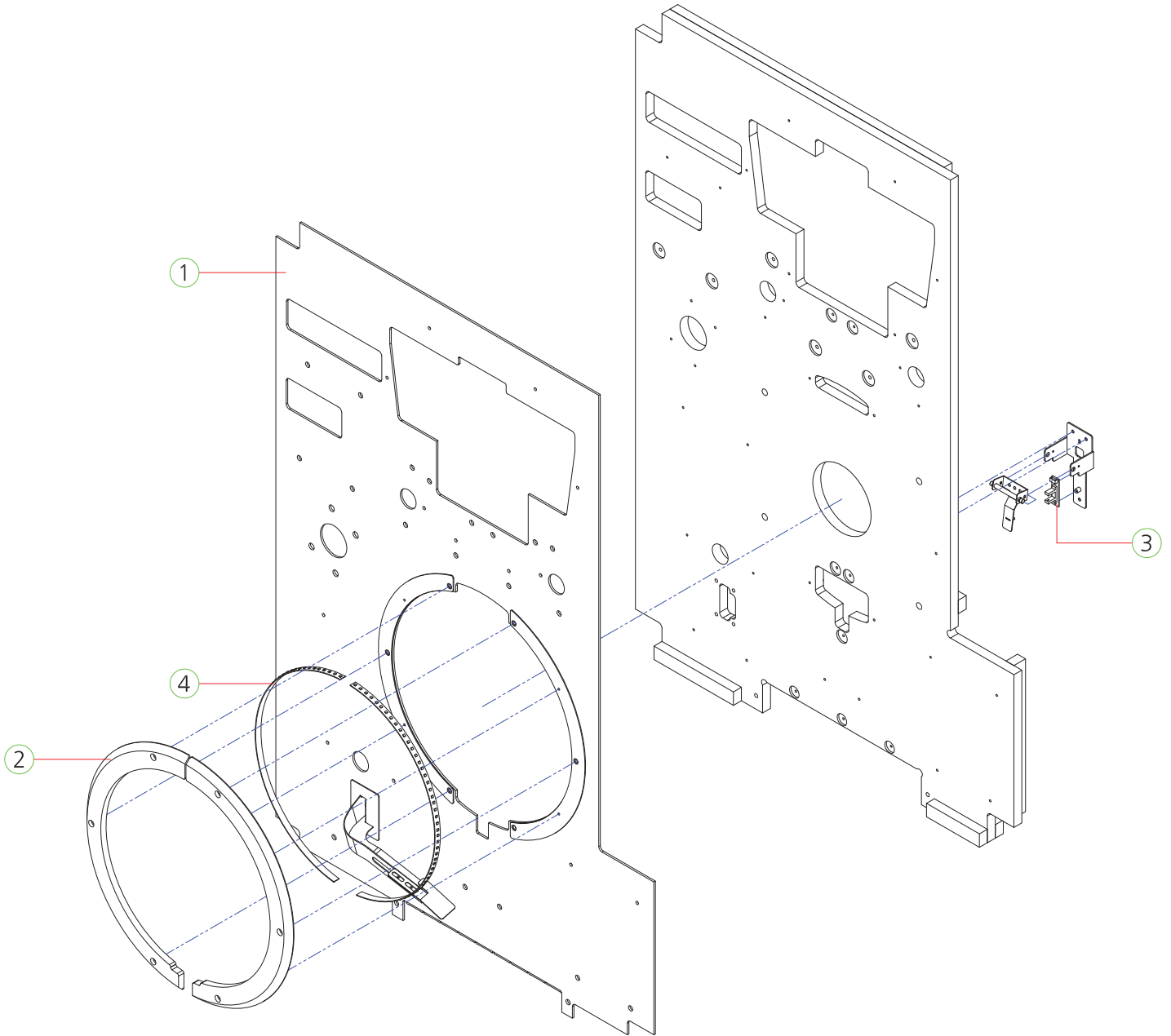
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	TARGET WHEEL SPIN SUB COVER	ACRYL-3t	1	MTP20ACR068
2	TARGET WHEEL SPIN SUB COVER 1P, 2P	PET-1t	1	ASTP0ACP020, 021
3	LED CAP	φ20	6	MZZZ0PLA037
4	LED CAP	φ15	18	MWOL0PLA002
5	TARGET WHEEL LED PCB ASS'Y	-	1	ATP20PCB003

7-15. TARGET WHEEL PART



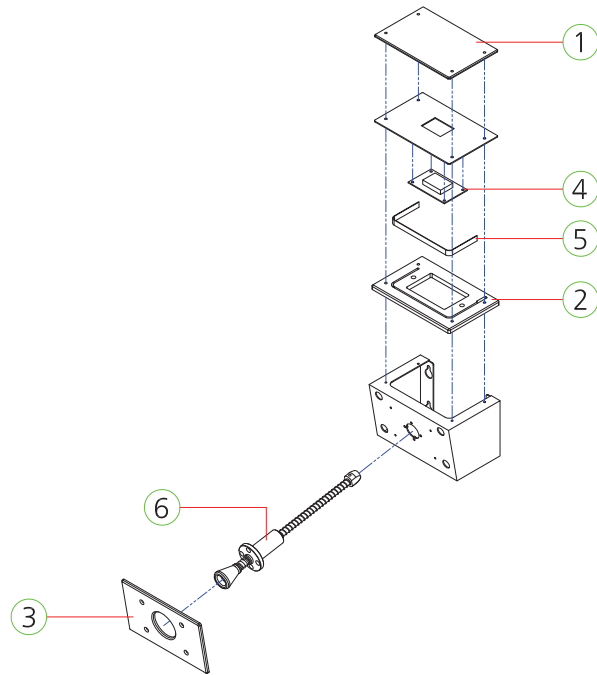
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	TARGET WHEEL BASE ACRYL	ACRYL-5t	1	MTP20ACR034
2	MOVING TARGET PLATE	PET-1t	10	MTP20ACR081
3	MOVING TARGET DECO COVER	PET-2t	10	ASTP0ACP001
4	PHOTO INT-1 PCB ASS'Y	ANGLE TYPE	1	AZZZ0PCB103
5	MOTOR	KGV2-0200-K(N)B3640S1	1	MZZZ0MOT175

7-16. SCORE BOARD COVER PART



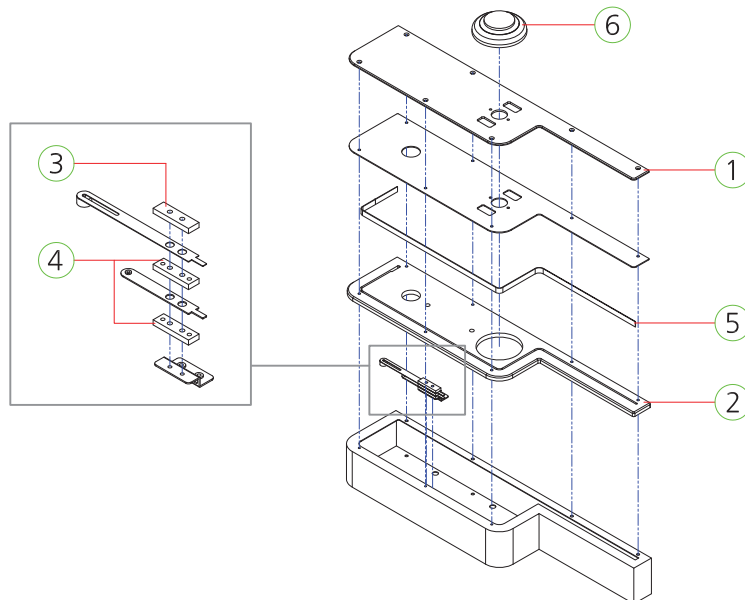
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	SCORE BOARD COVER PANEL	ACRYL-3t	1	ASTP0ACP029
2	TARGET SUCCESS LIGHTING ACRYL-A	PET-1t	2	MTP20ACR033
3	PHOTO INT-1 PCB ASS'Y	ANGLE TYPE	1	AZZZ0PCB103
4	FLEX_WS2813B_500_NWP_LR_30	WS2813 V5 TOP300, 30	2	MELE0LED156

7-17. SHOOTER OUTER TABLE PART



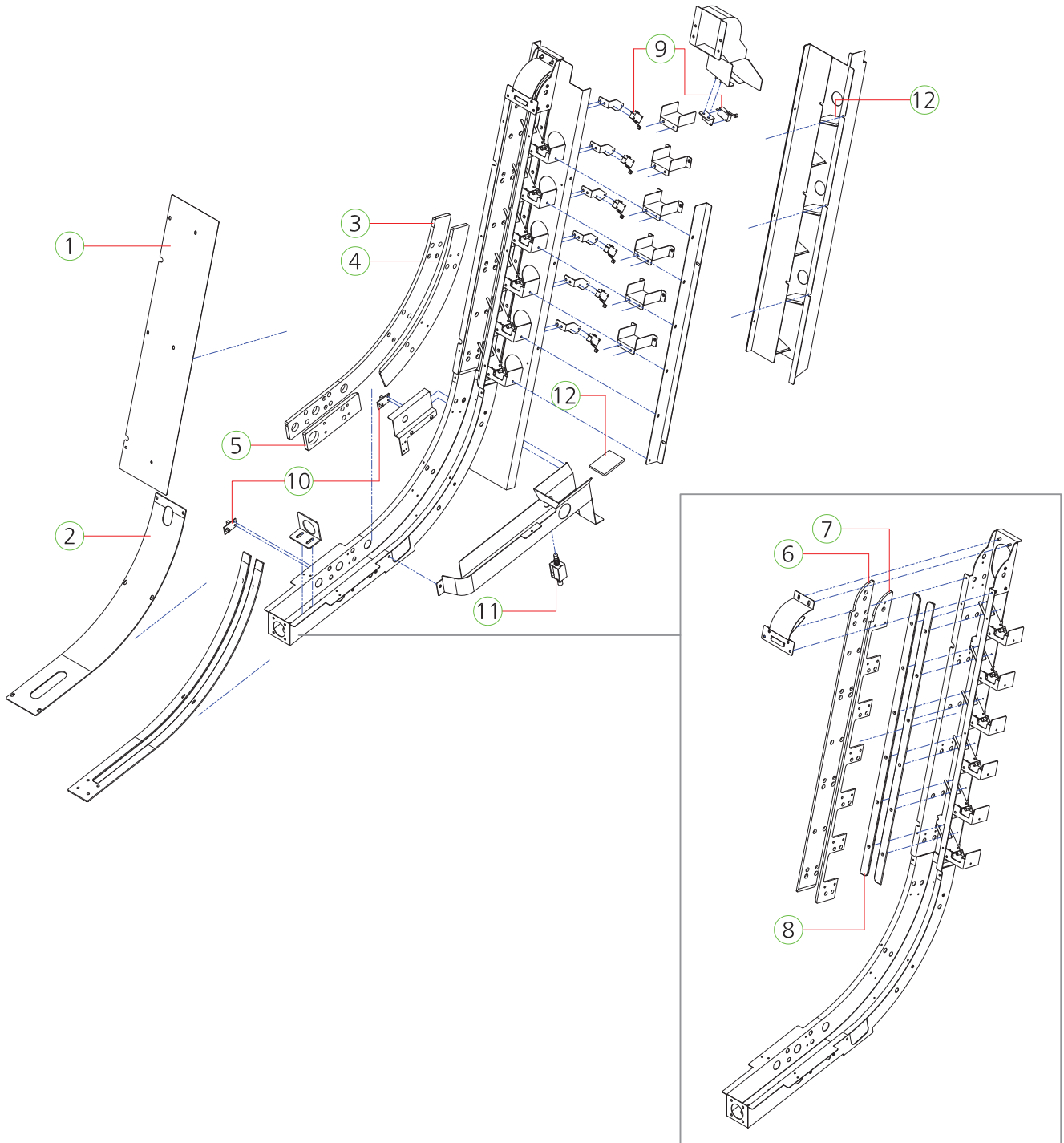
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	SHOOTER TABLE COVER ACRYL	ACRYL-3t	1	ASTP0ACP008
2	SHOOTER TABLE ACRYL	ACRYL-8t	1	MTP20ACR032
3	SHOOTER COVER ACRYL	ACRYL-5t	1	ASTP0ACP004
4	FND PCB ASS'Y	2920-2(STRAIGHT)	1	AFND0PCB001
5	FLEX_5050_WHITE_250_NWP_L_15	T5050 TOP300, 15	1	MELE0LED153
6	SHOOTER PART ASS'Y	-	1	ATP20ASS007

7-18. BUTTON PANEL PART



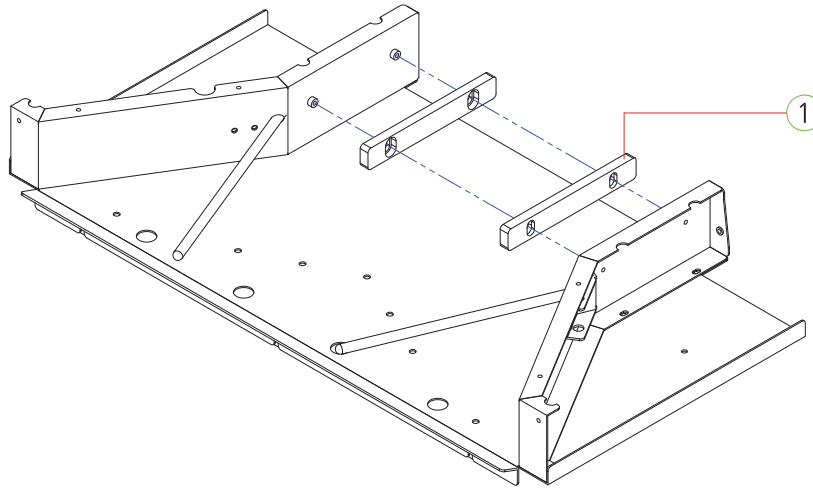
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	BUTTON COVER ACRYL	ACRYL-3t	1	ASTP0ACP007
2	BUTTON ACRYL	ACRYL-8t	1	MTP20ACR015
3	TABLE TILT BLOCK-B	ACRYL-5t	1	MAV20ACR055
4	TABLE TILT BLOCK-A	ACRYL-5t	2	MAV20ACR054
5	FLEX_5050_WHITE_700_NWP_L_42	T5050 TOP300, 42	1	MELE0LED152
6	BUTTON	CL-2020 65 TYPE LED, (SW & LED)	1	AZZZ0BUT009

7-19. INNER SLOPE PART



NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	INNER SLOPE COVER ACRYL	PET-1t	1	MTP20ACR022
2	INNER SLOPE-B COVER ACRYL	PC-2t	1	MTP20ACR047
3	INNER SLOPE SIDE ACRYL-B	ACRYL-8t	1	MTP20ACR024
4	INNER SLOPE SIDE ACRYL-A	ACRYL-8t	1	MTP20ACR023
5	INNER SLOPE SIDE ACRYL-C	ACRYL-8t	1	MTP20ACR025
6	INNER SLOPE SIDE ACRYL-L	ACRYL-5t	1	MTP20ACR026
7	INNER SLOPE SIDE ACRYL-R	ACRYL-5t	1	MTP20ACR027
8	INNER SLOPE BOTTOM ACRYL-B	PC-3t	2	MTP20ACR020
9	MICRO SWITCH	CNR-05H-03 ZIPPY-FOR COIN	7	MELE0MIC002
10	ELEVATOR DISK SENSOR PCB ASS'Y	GHP_REZ	2	AGHP0PCB020
11	SOLENOID ASS'Y	DS-08AS12V	1	MELE0SOL013
12	BALL OUTLET GUIDE SPONGE-A	SPONGE-5T_BLACK	7	MTP20SPO002

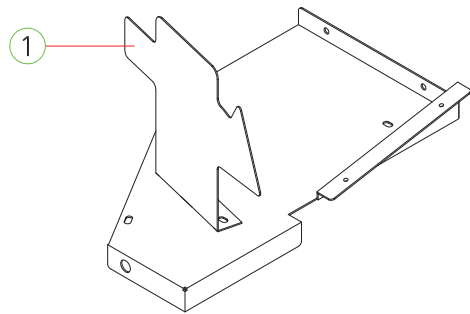
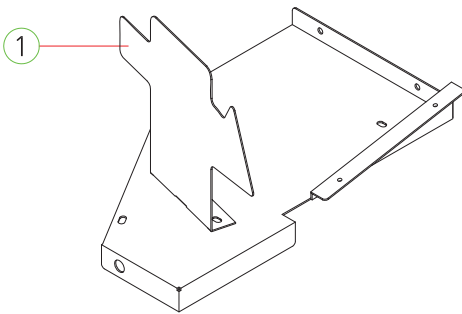
7-20. PUSHER PANEL BASE PART



NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	SIDE PAYOUT GUIDE ACRYL	ACRYL-8t	2	MSBP0ACR038

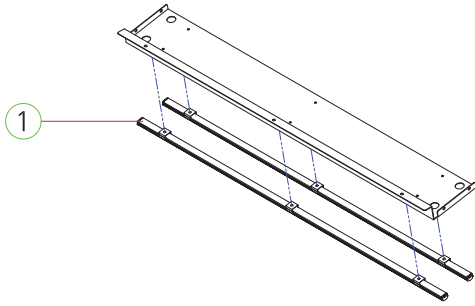
7-21. STAR WARS DECO PART-1P

7-22. STAR WARS DECO PART-2P

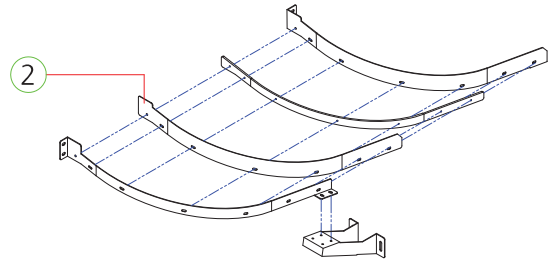


NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	SIDE PAYOUT GUIDE ACRYL	ACRYL-1t	2	MTP20ACR089

7-23. TOP LED LAMP PART

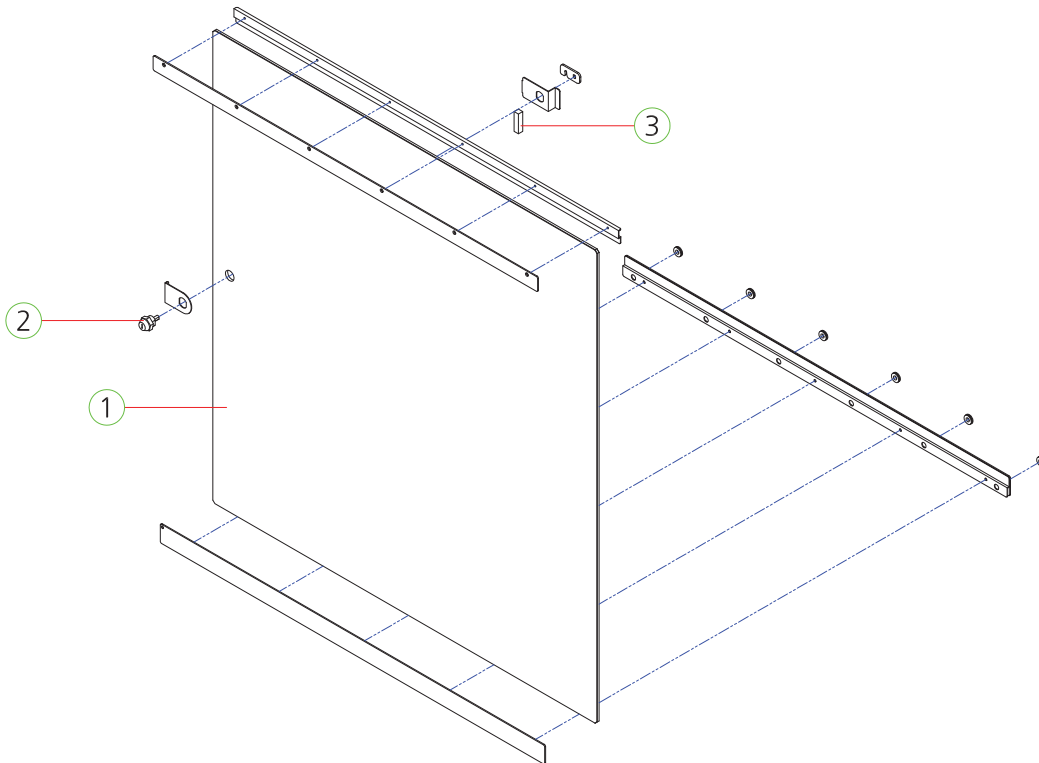


7-24. COIN SHOOTER RAIL PART



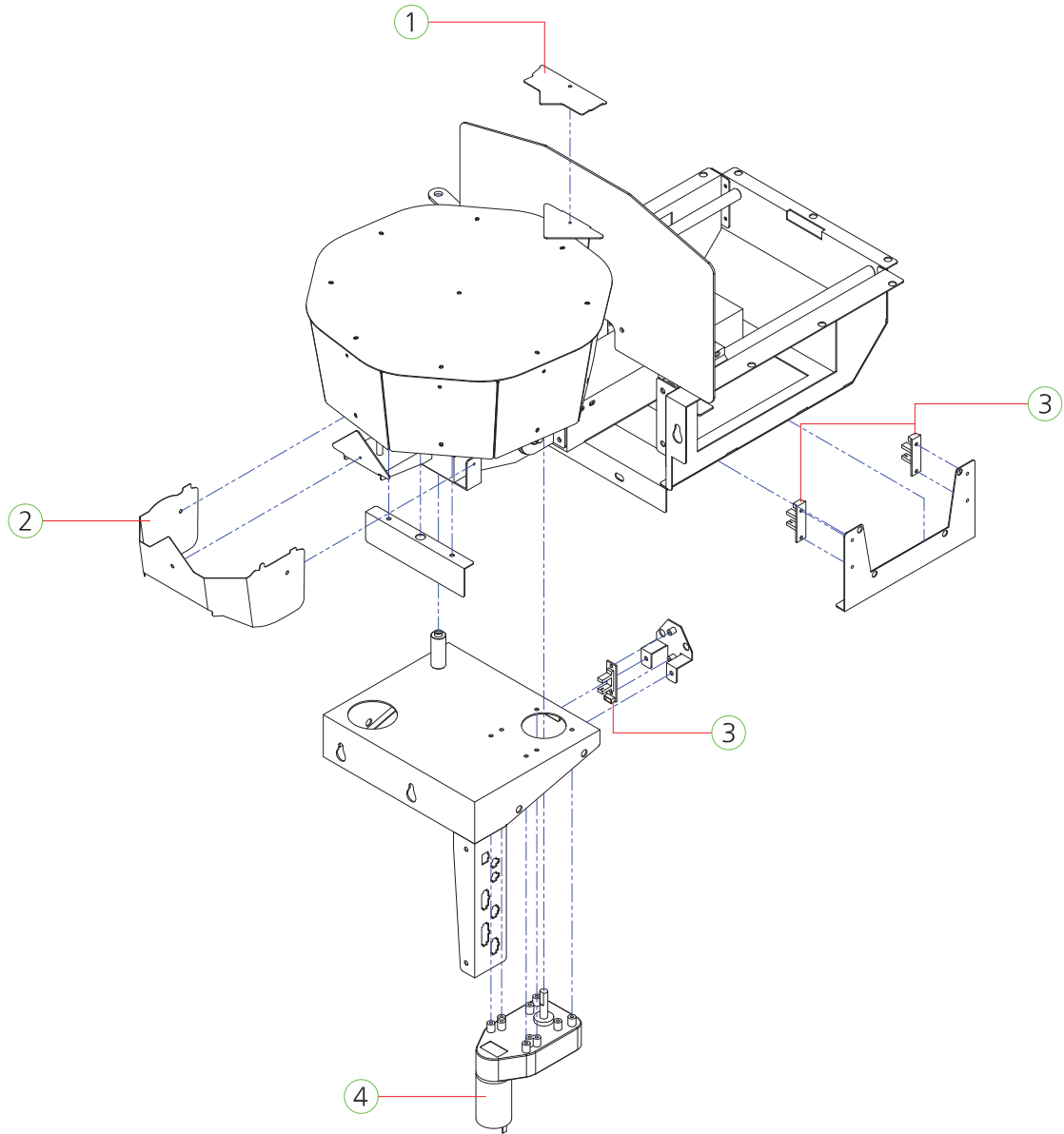
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	12V_LED BAR PCB ASS'Y	710mm	2	AZZZ0PCB165
2	COIN SHOOTER RAIL OUTER COVER	PET-1t	1	MTP20ACR041

7-25. WINDOW GLASS DOOR-L PART



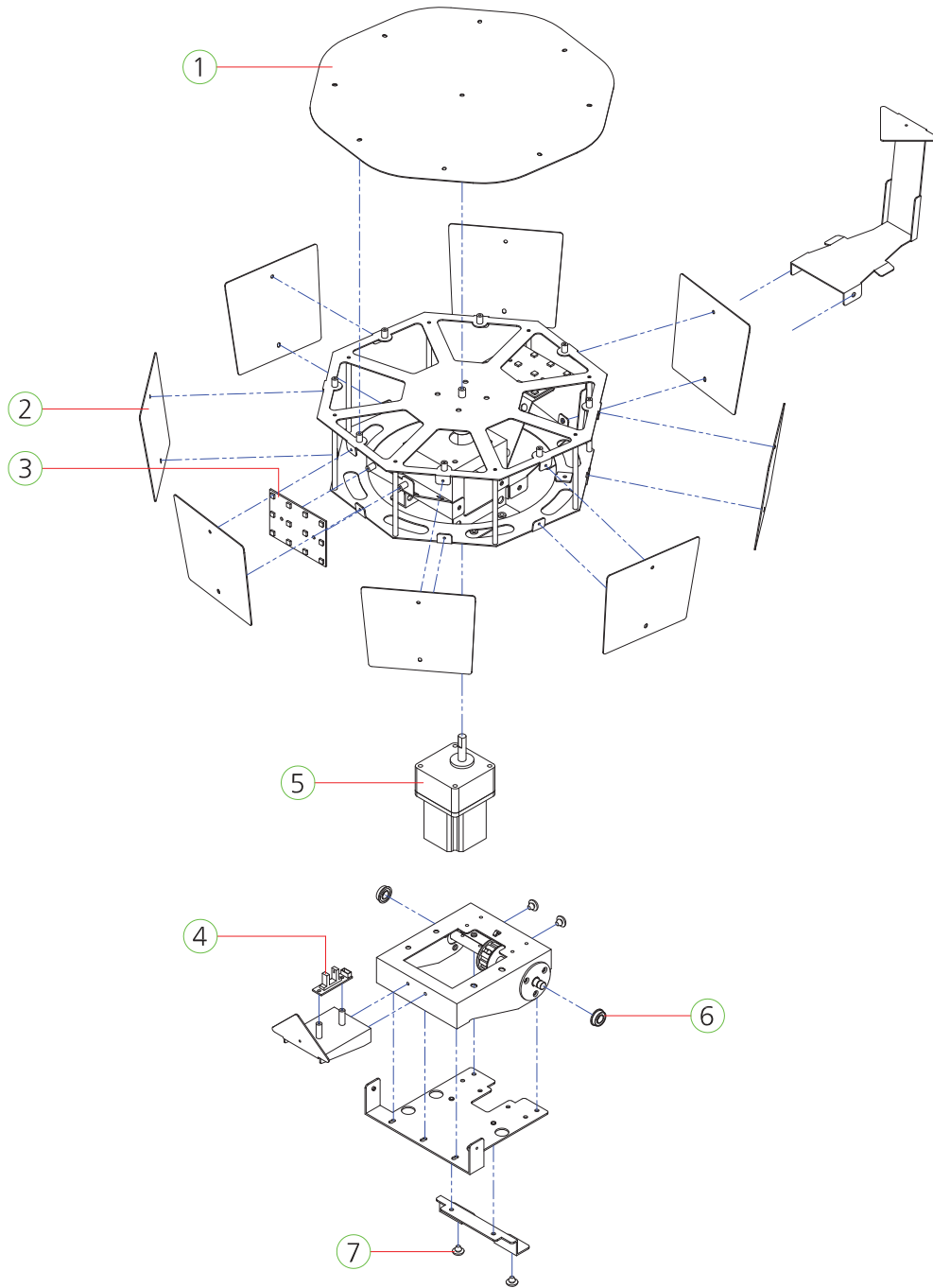
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	WINDOW GLASS DOOR	GLASS-5t	1	MTP20GLA002
2	KEY ASS'Y	7001-KEY BODY	1	MZZZ0KEY076
3	WINDOW GLASS DOOR SPONGE-A	SPONGE-10T	1	MNFL0SPO001

7-26. BIG WHEEL TOTAL PART



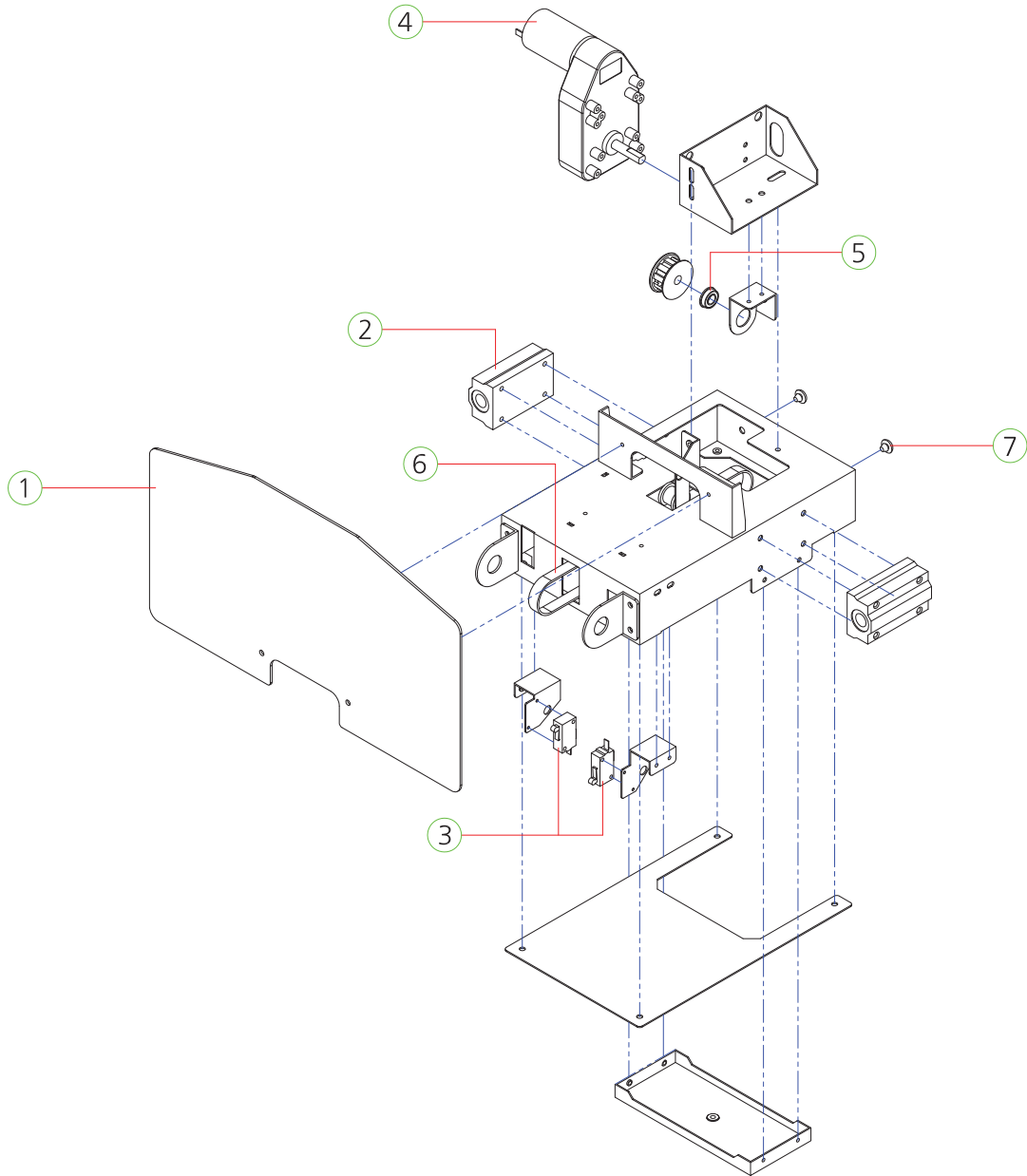
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	BIG WHEEL WIN LED ACRYL-A	PET-1t	1	ASTP0ACP033
2	BIG WHEEL WIN LED ACRYL-B	PET-0.5t	1	ASTP0ACP034
3	PHOTO INT-1 PCB ASS'Y	ANGLE TYPE	3	AZZZ0PCB103
4	MOTOR	KGV2-0660-KD3657U1	1	MZZZ0MOT178

7-27. BIG WHEEL ROTATE BODY PART



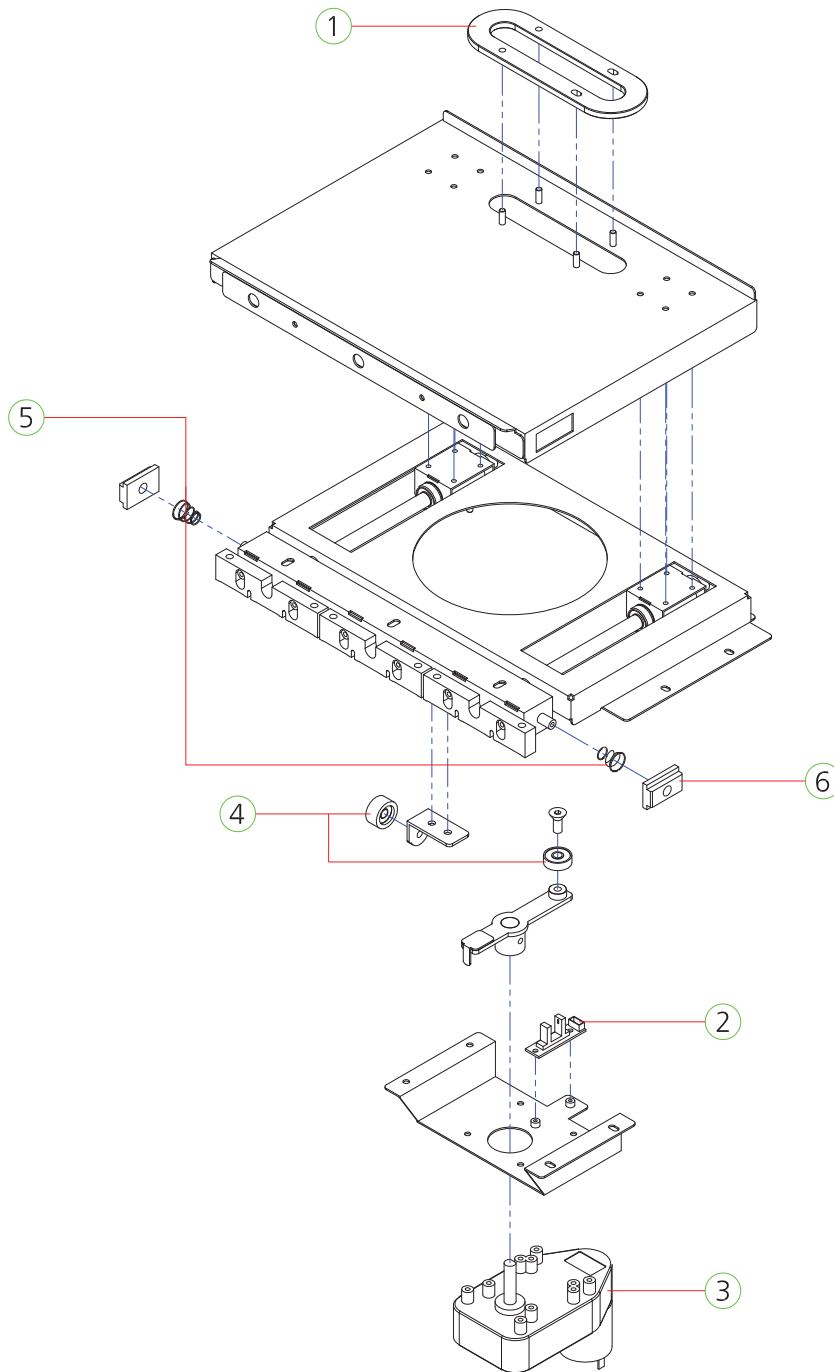
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	BIG WHEEL SPIN WHEEL UPPER ACRYL	PET-1t	1	MTP20ACR007
2	BIG WHEEL SPIN WHEEL OUTER ACRYL	PET-1t	8	MTP20ACR006
3	NEW BONUS SPIN LED PCB ASS'Y	-	1	AAV20PCB003
4	PHOTO INT-1 PCB ASS'Y	ANGLE TYPE	1	AZZZ0PCB103
5	STEPPING MOTOR	4S56Q-P02554SG	1	MZZZ0MOT166
	GEAR HEAD	K6G3C	1	MWIC0PAR028
6	BEARING	F688ZZ	2	MZZZ0BEA076
7	PLUG CUSHION RUBBER	[KD-96R-9] 6mm	4	MCIR0RUB001

7-28. BIG WHEEL MOVING BODY PART



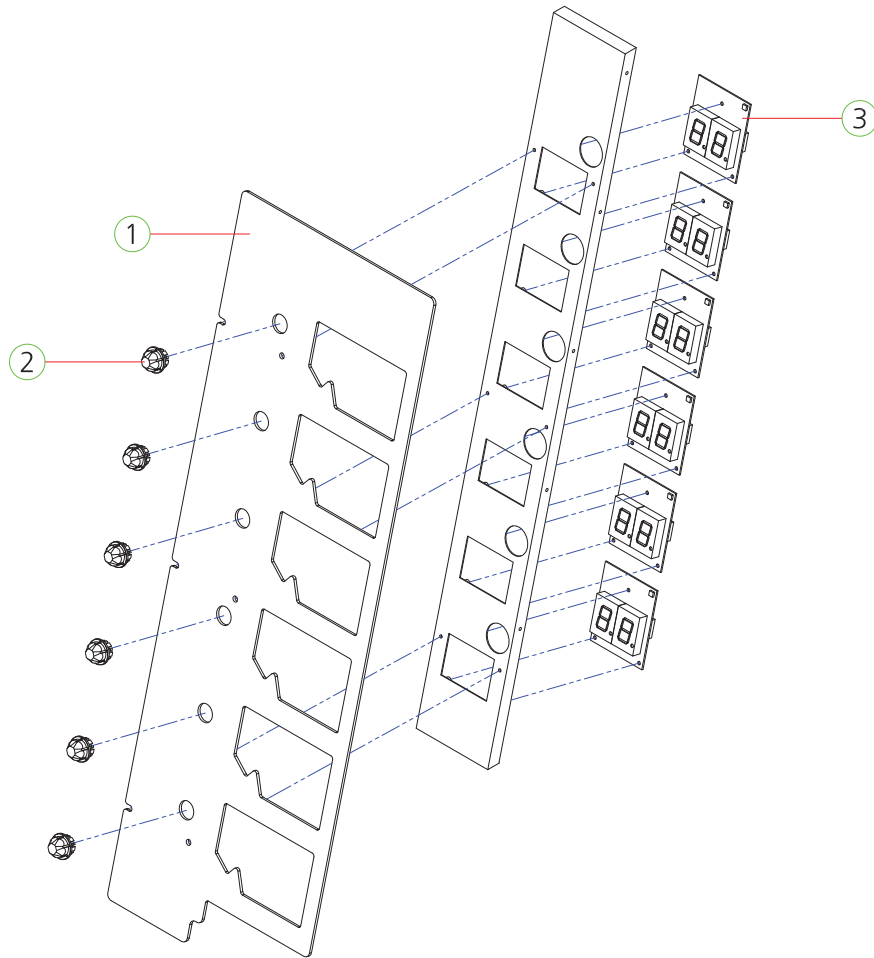
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	BIG WHEEL MOVING BODY END COVER ACRYL	PET-2t	1	ASTP0ACP010
2	LM BEARING UNIT	SCS12LUU	2	MZZZ0BEA149
3	MICRO SWITCH	GSMV1651A2	2	MELE0MIC021
4	MOTOR	KGV2-0660-KD3657U1	1	MZZZ0MOT178
5	BEARING	F688ZZ	1	MZZZ0BEA076
6	BIG WHEEL ROTATE TIMMING BELT	-	1	MZZZ0BEL063
7	PLUG CUSHION RUBBER	[KD-96R-9] 6mm	2	MCIR0RUB001

7-29. MOVING PUSHER PART



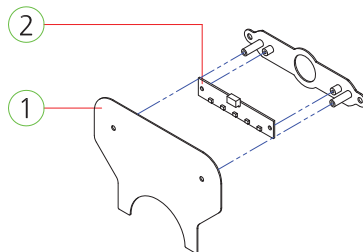
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	MOVING PUSHER ROTATE GUIDE	-	1	MTP20MEP263
2	PHOTO INT-1 PCB ASS'Y	ANGLE TYPE	1	AZZZ0PCB103
3	MOTOR	KGV2-0350-NB3640S1	1	MZZZ0MOT152
4	BEARING	626ZZ	2	MZZZ0BEA087
5	MOVING PUSHER FRAME SPACER SPRING	-	2	MTP20SPR003
6	MOVING PUSHER FRAME SIDE SPACER	ACETAL-8t	2	MTP20ACR055

7-30. CABINET PART INNER SHOOTER BASE BKT PART



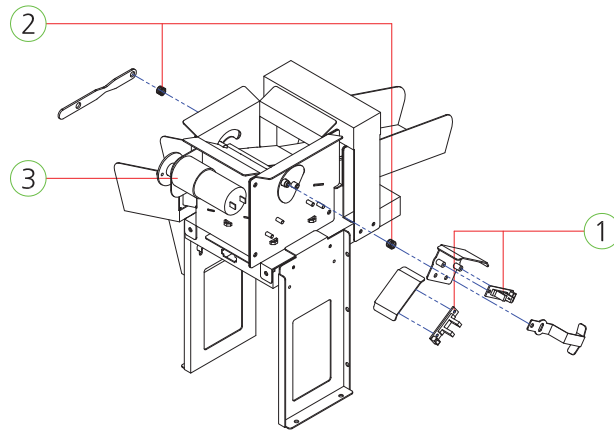
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	BALL SHOOTER FND COVER ACRYL-A	ACRYL-3t	1	MTP20ACR001
2	MOLD	Φ20	6	MZZZ0PLA037
3	FND 2941 WHITE LED PCB ASS'Y	-	6	ATP20PCB001

7-31. BONUS WIN OUTLET COVER ACRYL PART



NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	BONUS WIN OUTLET COVER ACRYL	ACRYL-5t	1	ASTP0ACP026
2	LED PCB ASS'Y	-	1	AMUN0PCB005

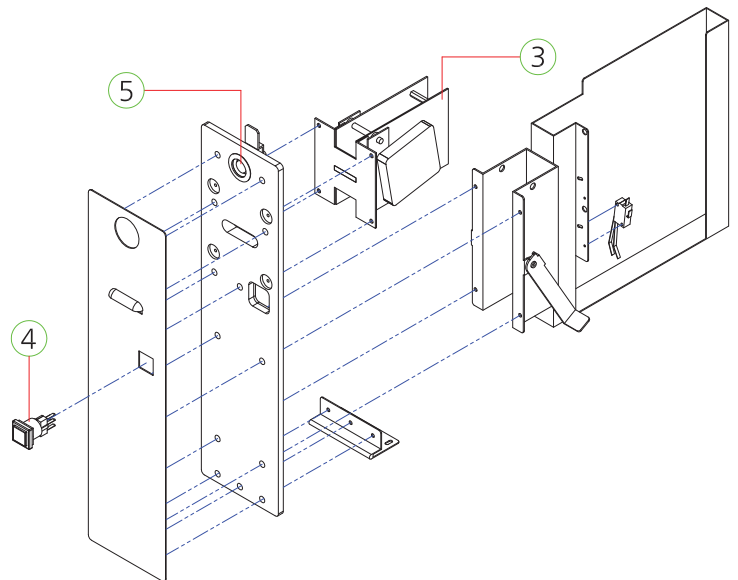
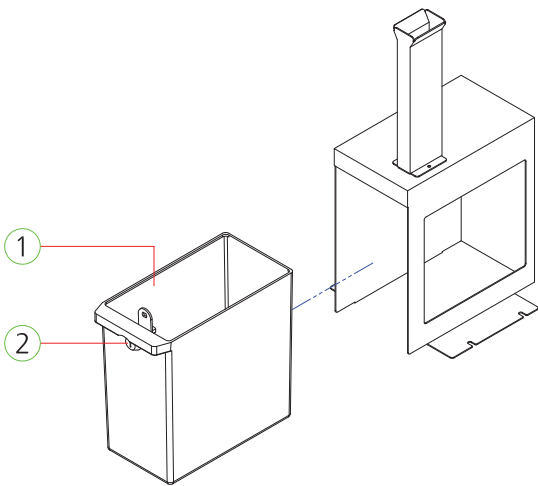
7-32. MEDAL DIVIDE OUTLET GUIDE PART



NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	PHOTO INT-1 PCB ASS'Y	ANGLE TYPE	2	AZZZ0PCB103
2	MEDAL DIVIDE OUTLET SPRING	-	2	MAV20SPR004
3	MOTOR	KGC-240-KD3448 S2	1	MZZZ0MOT173

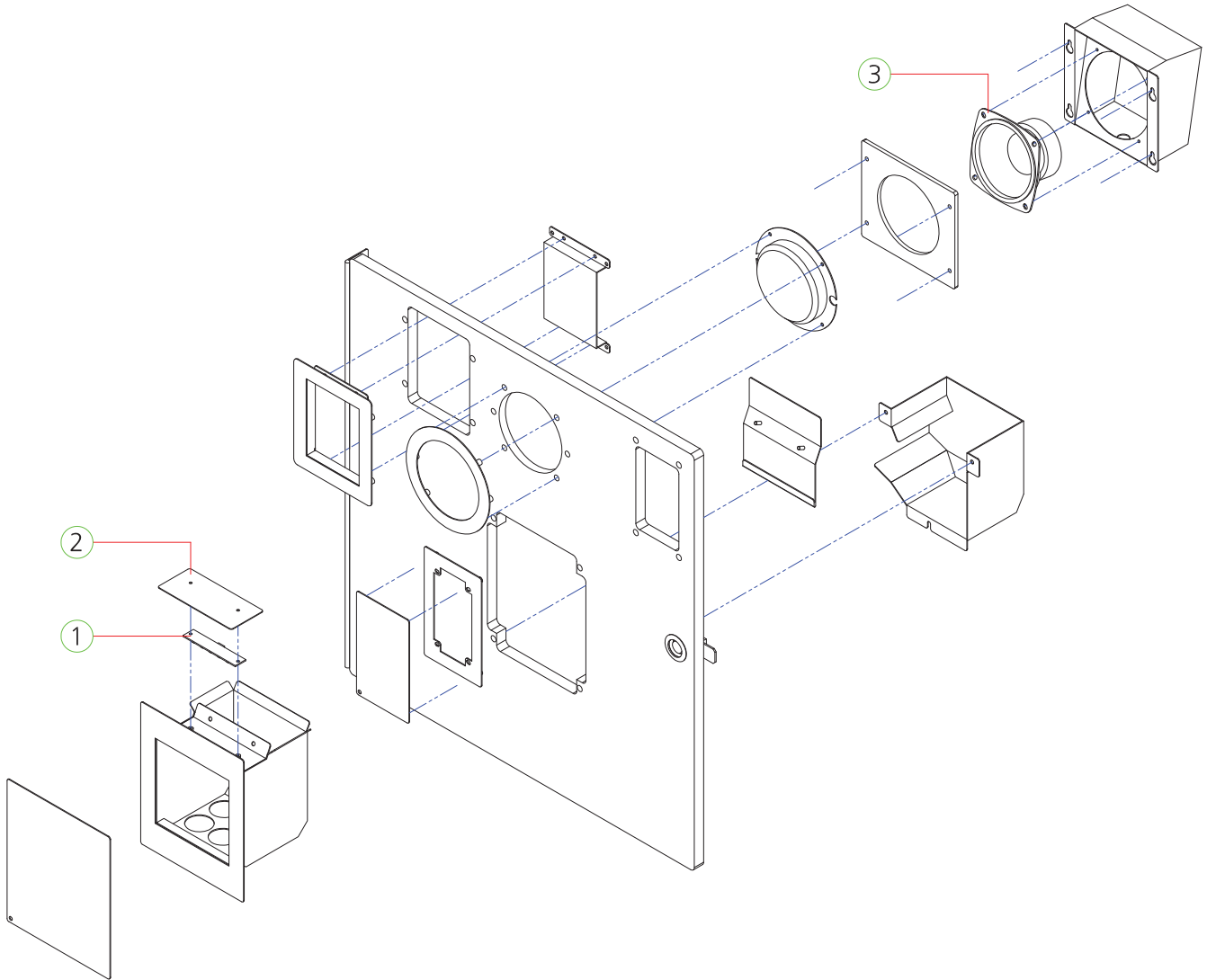
7-33. COIN BOX PART

7-34. TICKET DISPENSER PART



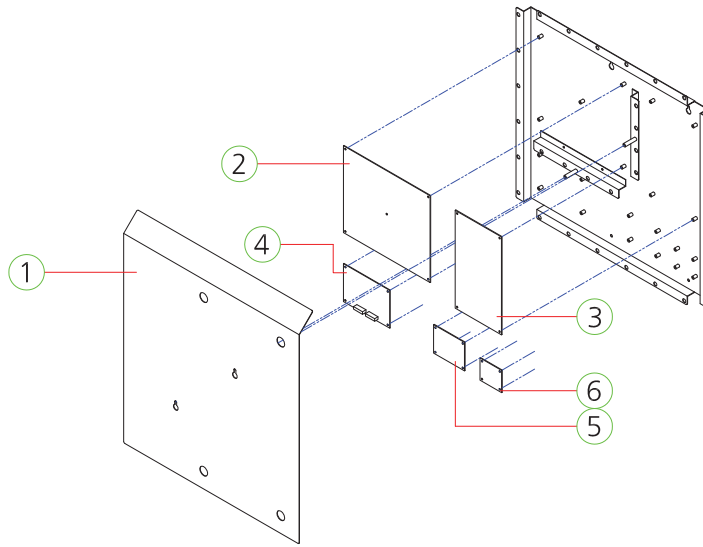
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	COIN BOX	200*198*107 BLACK	1	MDRE0PLA007
2	KEY ASS'Y	6001-KEY BODY	1	MZZZ0KEY076
3	[OPTION] TICKET DISPENSER	-	1	-
4	BUTTON SWITCH	TICKET AM1PB-26SH R12D	1	MMUM0BUT002
5	KEY ASS'Y	7001	1	MZZZ0KEY076

7-35. FRONT DOOR PART



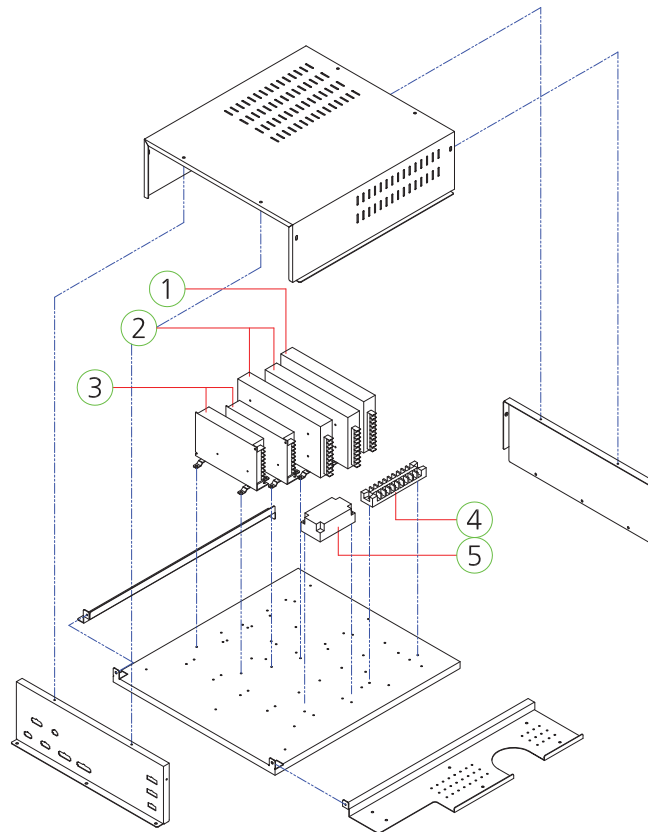
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	LED PCB ASS'Y	-	1	AMUM0PCB005
2	LED PCB COVER	PET-1t	1	MAV20ACR070
3	SPEAKER	MID4.5"+TW1/2" 8Ω	1	MZZZ0SPE021

7-36. MAIN IO PCB PANEL PART



NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	MAIN IO PCB PANEL COVER	PET-1.0t	1	MTP20ACR056
2	MAIN BOARD ASS'Y	-	1	-
3	CONNECT PCB ASS'Y	-	1	ATP20PCB004
4	STEP MOTOR DRIVE PCB ASS'Y	-	1	AZZZ0PCB238
5	WS2812B DISPLAY PCB ASS'Y	-	1	APLX0PCB002
6	L6205 4PORT PCB ASS'Y	-	1	AZZZ0PCB237

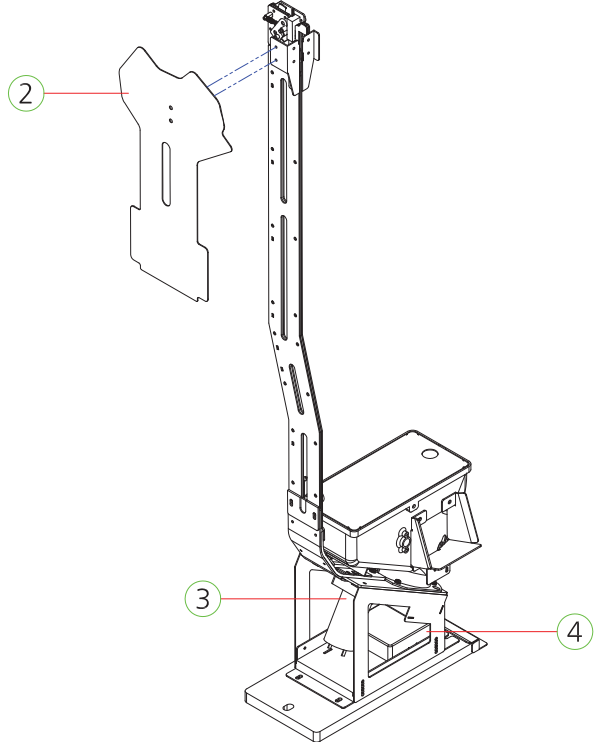
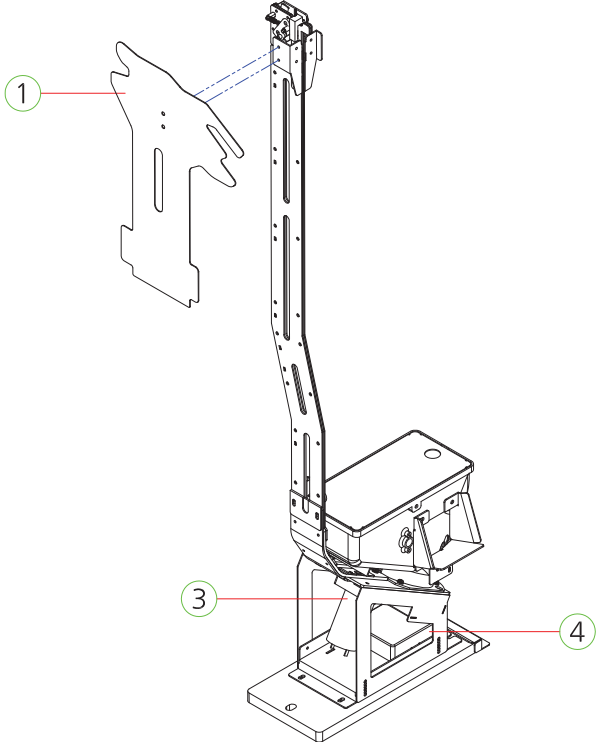
7-37. SMPS PART



NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	POWER SMPS	RSP-320-24	1	MELE0SMP101
2	POWER SMPS	RSP-320-12	2	MELE0SMP109
3	POWER SMPS	LRS 150F-5	2	MELE0SMP096
4	TERMINAL BLOCK	250V 10P UL_CE	1	MELE0TEB003
5	NOISE FILTER	RNS-2010	1	MELE0NOI009

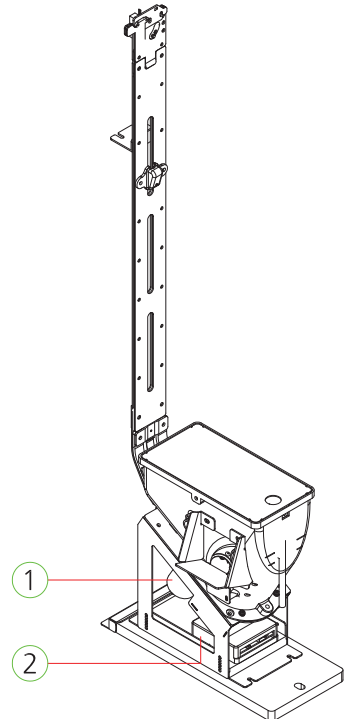
7-38. MEDAL EV HOPPER (FRONT) PART-1P

7-39. MEDAL EV HOPPER (FRONT) PART-2P



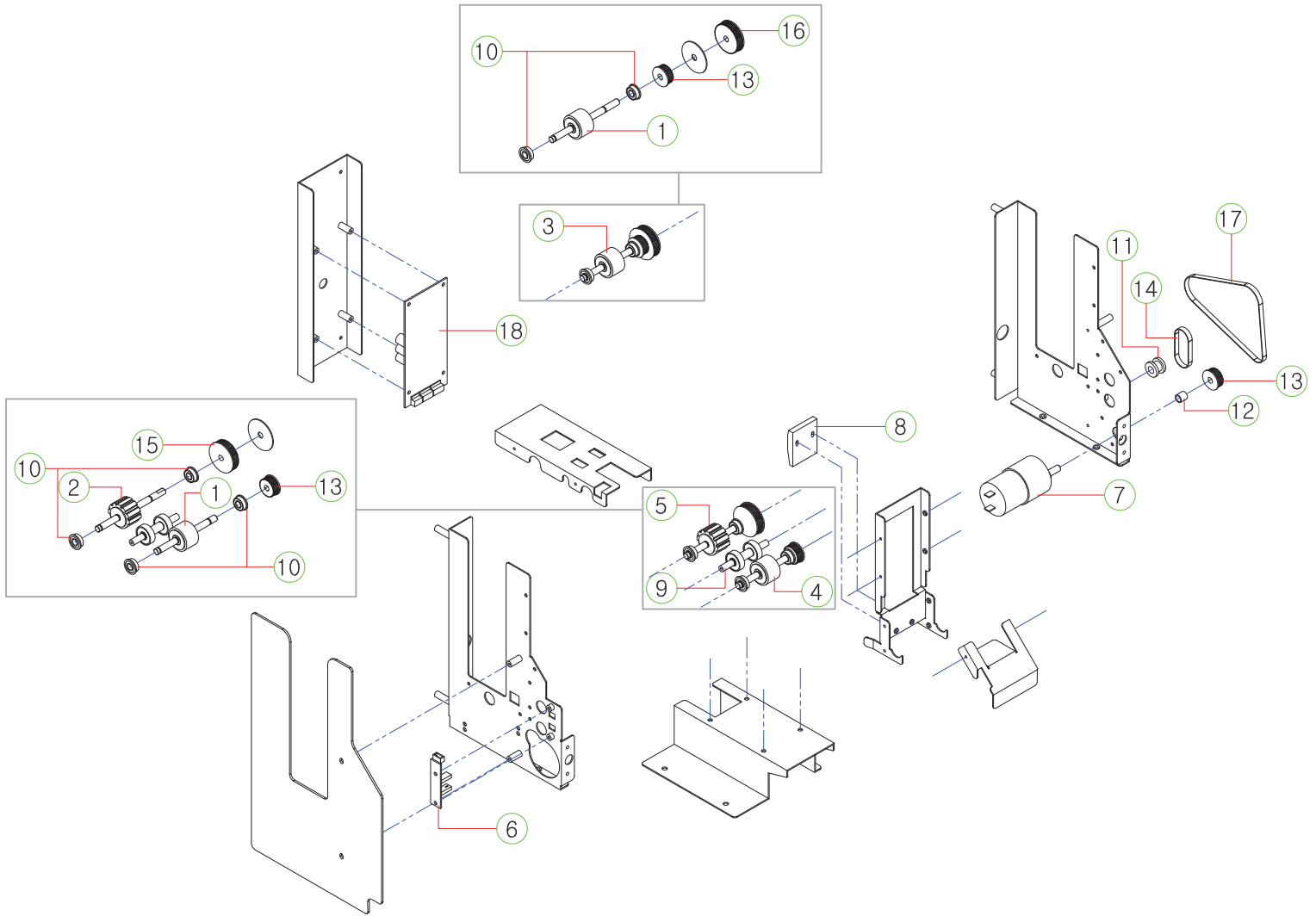
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	FRONT EV HOPPER 1P DECO COVER	PET-1t	1	ASTP0ACP037
2	FRONT EV HOPPER 2P DECO COVER	PET-1t	1	ASTP0ACP038
3	MOTOR	KGV2-0070-KD3657U2-02S	2	MZZZ0MOT181
4	ELEVATOR HOPPER PCB ASS'Y	-	2	AZZZ0PCB143

7-40. MEDAL EV HOPPER (REAR) PART



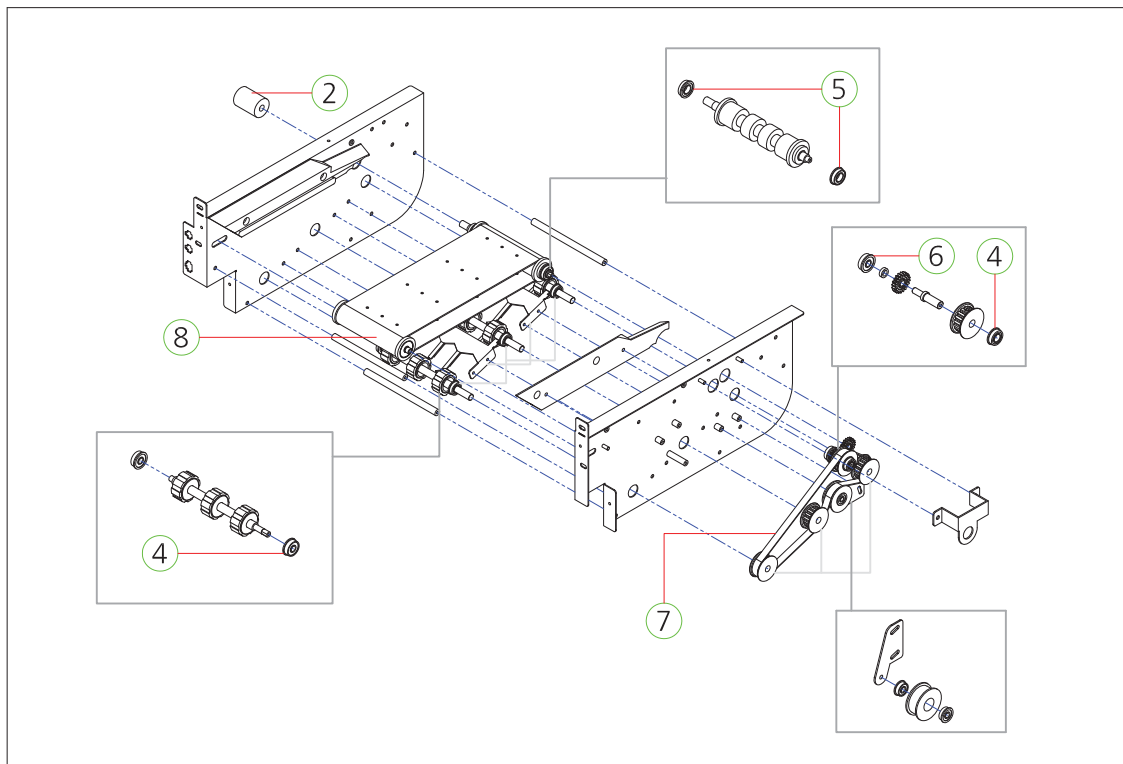
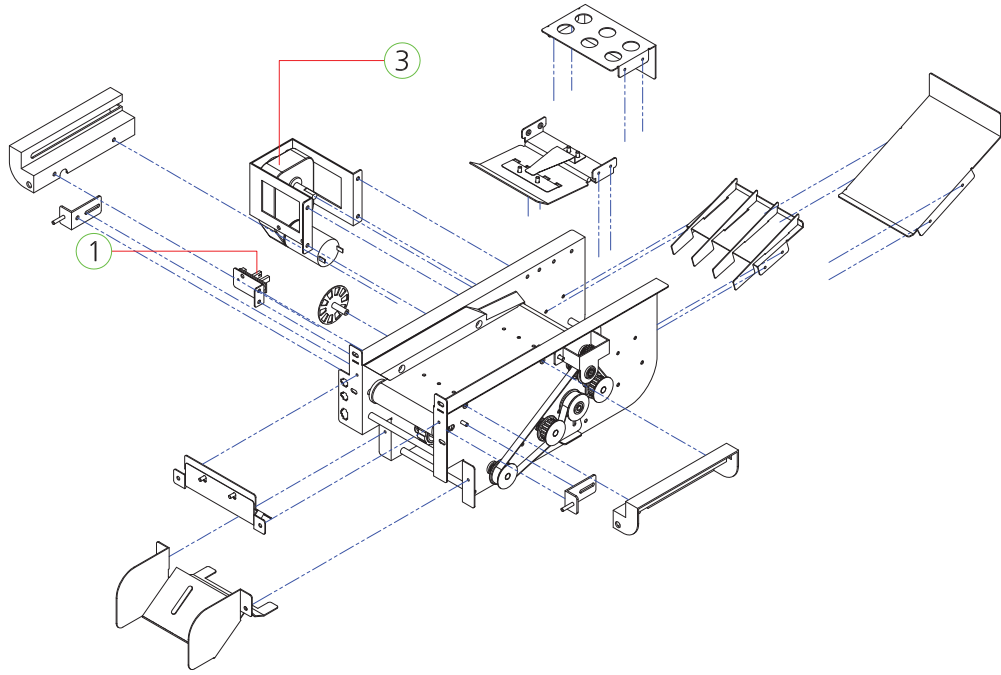
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	MOTOR	KGV2-0070-KD3657U2-02S	1	MZZZ0MOT181
2	ELEVATOR HOPPER PCB ASS'Y	-	1	AZZZ0PCB143

7-41. CARD DISPENSER PART



NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	CARD DISPENSER RUBBER HOUSING-A	SILICON	2	MZZZ0RUB017
2	CARD DISPENSER RUBBER HOUSING-B	SILICON	1	MZZZ0RUB018
3	CARD ROLLER SHAFT-A ASS'Y	-	1	-
4	CARD ROLLER SHAFT-B ASS'Y	-	1	-
5	CARD ROLLER SHAFT-C ASS'Y	-	1	-
6	PHOTO INT-1 PCB ASS'Y	ANGLE TYPE	1	AZZZ0PCB103
7	MOTOR	KGC-3429(KD1-3429-075), 1/40(163RPM)	1	MZZZ0MOT089
8	CARD OUTLET GUIDE BLOCK	ABS	1	MZZZ0PLA042
9	BEARING GUIDE SHAFT ASS'Y	-	1	MSBP0PRO009
10	BEARING	F686ZZ	6	MZZZ0BEA094
11	TIMMING BELT TENSION ROLLER	ACETAL	1	MSBP0PRO017
12	DU-BUSH	0608DU	1	MZZZ0BEA096
13	MOLD_TIMMING PULLEY-A	MXL-29_ABS	3	MZZZ0PLA040
14	CARD DISPENSER TIMMING BELT-A	52MXL	1	MZZZ0BEL018
15	MOLD_TIMMING PULLEY-B	MXL-47	1	MZZZ0PLA039
16	MOLD_TIMMING PULLEY-B	MXL-47	1	MZZZ0PLA039
17	CARD DISPENSER TIMMING BELT-B	147MXL	1	MZZZ0BEL019
18	CARD DISPENSOR I/O PCB ASS'Y	-	1	ASBP0PCB008

7-42. MEDAL ROLLER PART



NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	PHOTO-INT1 (ANGLE) PCB ASS'Y	ANGLE TYPE	1	AZZZ0PCB103
2	COUPLING	CR050	1	AZZZ0COP002
3	MOTOR	KGV-0060-ND3657 U2	1	MZZZ0MOT168
4	BEARING	F688ZZ	7	MZZZ0BEA076
5	BEARING	F689ZZ	2	MZZZ0BEA068
6	BEARING	F606ZZ	1	MZZZ0BEA073
7	TIMMING BELT	176XL (W : 10)	1	MZZZ0BEL054
8	MEDAL ROLLER CONVEYOR	L : 538.5 x W : 100	1	MAV20RUB001

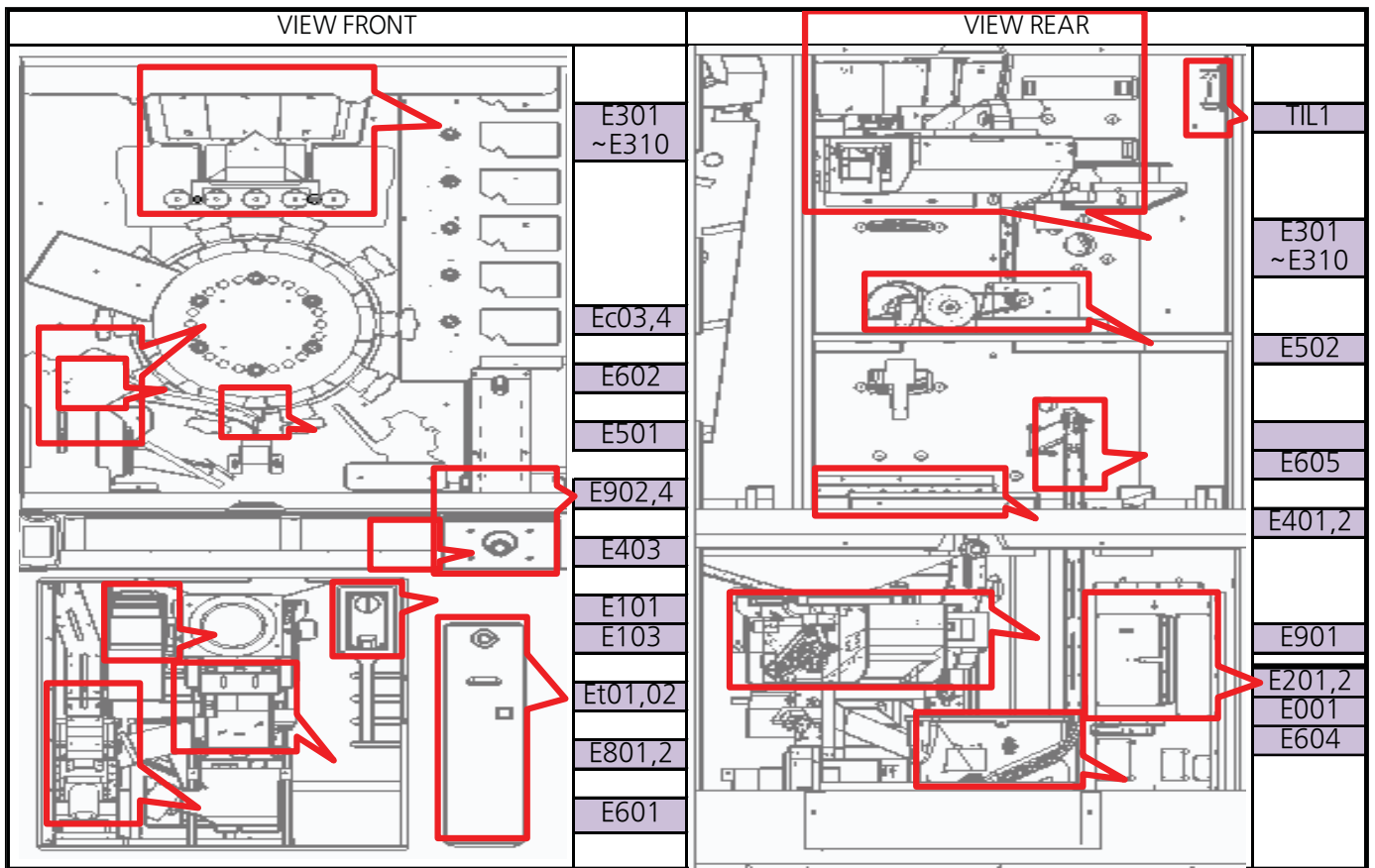
8. SOLUTION

* ERROR CODES

ERROR CODE	FND DISPLAY	ERROR TYPE	NOTE	CHECK LIST
E001	E001	MEMORY	Setup save data memory Read & Write Failed	Enter SETUP to check and save setup settings (replace MAIN BOARD if you continue to have problems)
E101	E101	Coin acceptor	Coin sensor signal still present	1. Check coin acceptor 2. Check Deep Switch N/O Settings
E103	E103	Bill acceptor	Bill sensor signal still present	1. Check bill acceptor 2. Check Deep Switch N/O Settings
E201	E201	Communication	Sound communication failure	1. Check in test mode 2. Check sound memory
E202	E202		WS2813 communication failure	1. Check WS2813 board 2. Check mainboard and communication status
E301	E301	REEL	Front/rear sensor signals continue to be detected	1. Test front/rear INT1 sensor
E302	E302		Front/rear operation time out	1. Test front/rear INT1 sensor
E303	E303		Up position switch not detected at forward start	1. Test up micro switch
E304	E304		Up position switch not detected at reverse start	1. Test up micro switch
E305	E305		Up/down operation time out	1. Test up/down micro switch
E306	E306		Front position switch not detected at down start	1. Test front INT1 sensor
E307	E307		Front position switch not detected at up start	1. Test front INT1 sensor
E308	E308		Reel rotation sensor signal is still detected	1. Test reel bottom INT1 sensor
E309	E309		Unknown position	1. Sensor malfunction
E310	E310		Up and down switches detected simultaneously	1. Up and down micro switch test
E401	E401	PUSHER	No rotational signal	1. Test INT1 sensor
E402	E402		Sensor signal continuously detected	1. Test INT1 sensor
E501	E501	WHEEL	Target sensor signal is still detected	
E502	E502		Wheel encoder continuously detected	1. Test wheel encoder INT1 sensor

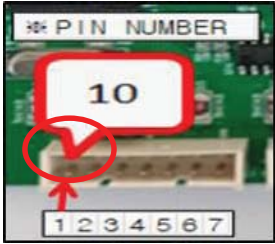
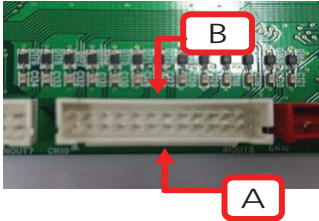
E601	E601	SHOOTER HOPPER	No front medal or jam	1. Check medal status
E602	E602		Front sensor signal continued	1. Check medal dispensing sensor
E604	E604	LOADER HOPPER	No rear medal or jam	1. Check medal status
E605	E605		Rear sensor signal continued	1. Check medal dispensing sensor
E802	E801	DIVIDER	Operation Timeout	1. Operation Test 2. Test front/rear INT1 sensor
E803	E802		Sensor signal continuously detected	1. Operation Test 2. Test front/rear INT1 sensor
E901	E901	ROLLER	Encoder sensor signal is still detected	1. Test motor and INT1 sensor
E902	E902	SHOOTER	Solenoid operation failed or rear ball jammed, rear sensor signal continuously detected	1. Check rear ball jam status 2. Check solenoid
E903	E903		Front and rear sensor simultaneous detection, sensor failure	1. Check front/rear sensor 2. Check dust around sensor
E904	E904		Both front and rear sensors not detected, no ball, or ball jammed	1. Check the ball jam 2. Check front/rear sensor
Et01	Et01	TICKET	No ticket	1. Check ticket dispenser
Et02	Et02		Ticket jam	1. Check ticket dispenser
Et03	Ec03	CARD DISPENSOR	No card	1. Check card dispenser
Et04	Ec04		Card jam	1. Check card dispenser
TIL1	TILT1	TILT	Shock detection across devices	1. TILT error disappears after a certain period of time 2. Location if not destroyed TILT SENSOR CHECK
TIL2	TILT2		1P button plate shock detection	
TIL3	TILT3		2P button plate shock detection	

※ Reset button after taking actions

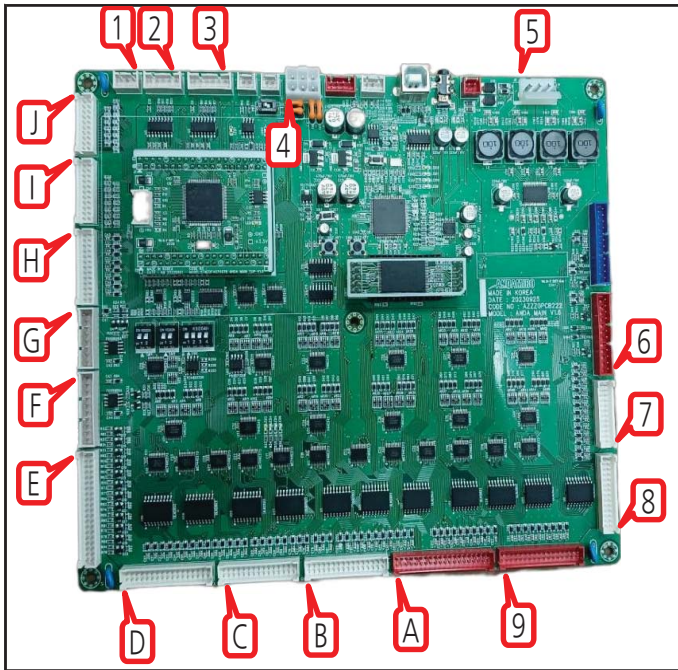


9. PCB CONNECTOR LOCATION

* PIN INFORMATION

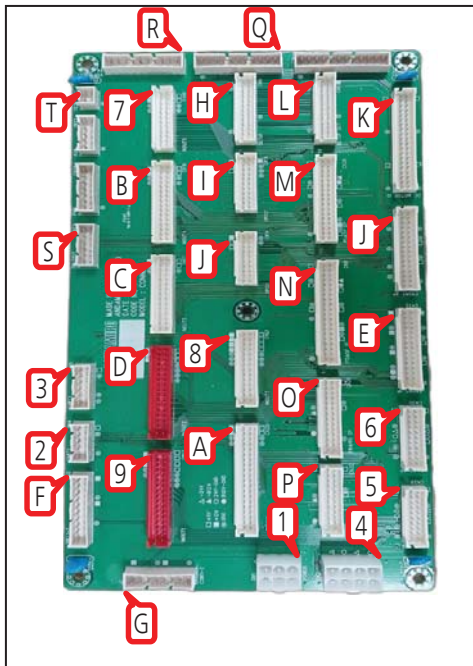
1	2	PIN DESCRIPTION
		<p>1. The arrow point means the contact pin number 1</p> <p>2. direction of Hirose connector</p>

9-1. MAIN PCB ASS'Y



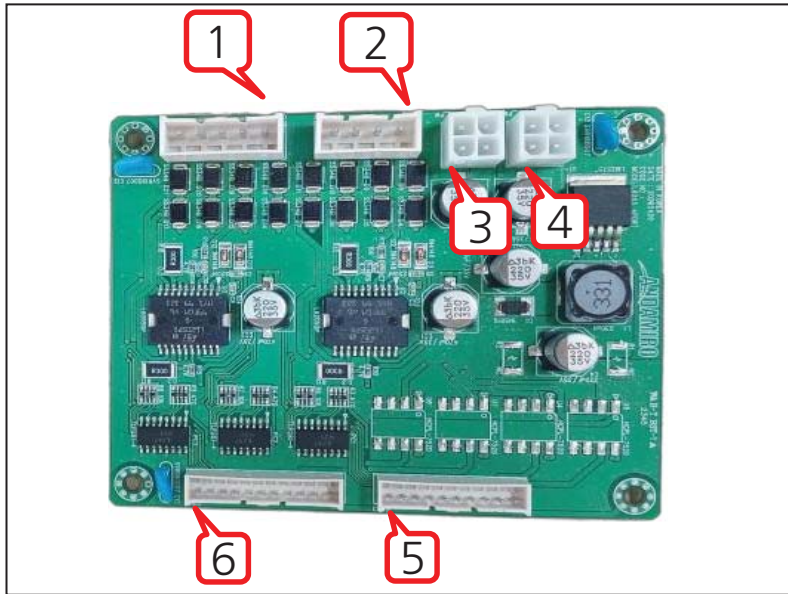
n o	FUNCTION	LOCATI ON	PIN
1	WS2813B IO PCB ASS'Y	CN8	3
2	CONNET PCB CN4	CN4	5
3	CONNET PCB CN5	CN5	6
4	MAIN POWER 5V,12V	CN1	6
5	1P,2P SPEAKER	J6	4
6	1P,2P TICKET & BUTT	CN10	12
7	BIG WHEEL STEP MOTOR,SENSOR, SWITCH	CN19	24
8	GAME BUTTON, SLOPE SENSOR 2P	CN21	28
9	FRONT&REAR ELV HOPPER, BIGBALL MOTOR & SENSOR, REAR TILT	CN13	34
A	TARGET SENSOR, INNER SLOPE SENSOR F&R BIG WHEEL MOVING UP/DOWN SW, MOTOR	CN20	40
B	PUSHER SENSOR & MOTOR, BUTTON TILT, BIGBALL OUTSENSOR, WHEEL MOTOR	CN18	32
C	INNER SLOPE 2P SW, MEDAL DIVIDE 2P SENSOR & MOTOR, PUSHER SENSOR, 2P SOL	CN17	30
D	INNER SLOPE 1P SW, MEDAL DIVIDE 1P SENSOR TARGET WHEEL SENSOR, BIGBALL MOTOR	CN16	34
E	SCORE FND, FND EXT IO,ONE COLOR LED, TARGET WHEEL LED	CN12	40
F	COIN SELECTOR	J2	10
G	BILL ACCEPTOR	J1	8
H	SETUP, COUNTER,VOLUME, SERVICE BUT	CN9	26
I	HP EMPTY SW & 1P BIG WHEEL STEP MOT	CN15	22
J	WHEEL & 2P BIG WHEEL MOT	CN14	20

9-2. CONNECTOR PCB ASS'Y



n o	FUNCTION	LOCATI ON	PIN	n o	FUNCTION	LOCATI ON	PIN
1	POWER 5V,12V	CN1	6	K	MOTOR IO PCB 1~3	CN12	40
2	MAIN CN4	CN4	5	L	SETUP, COUNTER, VOLUME, SERVICE BUT	CN6	26
3	MAIN CN5	CN5	6				
4	MAIN POWER 12V, 24V	CN2	8	M	2P SLOPE F/R SEN,SW PUSHER MOT & SENSOR WHEEL TARGET SENSOR CARD DISPENSER	CN36	34
5	1P F&R ELV HOPPER	CN29	20				
6	2P F&R ELV HOPPER	CN30	22				
7	MAIN & CN31,CN32	CN19	24	N	1P SLOPE F/R SEN,SW PUSHER MOT & SENSOR WHEEL TARGET SENSOR CARD DISPENSER	CN8	40
8	MAIN & CN8,CN36,CN12	CN21	28				
9	MAIN & CN6,CN8,CN29, CN30	CN13	34	O	2P BIG WHEEL SENSOR WHEEL MOT,STEP MT IO	CN31	28
A	MAIN & CN7,CN8,CN12 CN31,CN36	CN20	40				
B	MAIN & CN8,CN23,CN31 CN32,CN34,CN36	CN18	32	P	1P BIG WHEEL SENSOR WHEEL MOT,STEP MT IO	CN32	24
C	MAIN & CN8,CN12,CN34 CN36	CN17	30	Q	2P MAIN WHEEL MOTOR	CN10	11
D	MAIN & CN8,CN12,CN23 CN29,CN30,CN33,CN34	CN16	34	R	MAIN WHEEL SENSOR	CN7	10
E	1P COIN, BILL, BUTTON TILT,MEDAL ROLLER SEN, DIVIDE SENSOR	CN33	30	S	MAIN WHEEL SENSOR	CN23	6
F	MAIN & CN33,CN34	J2	10	T	CABINET TILT	CN3	2
G	MAIN & CN33,CN34	J1	8				
H	MAIN & CN6	CN9	26				
I	MAIN & CN10,CN11,CN32	CN15	22				
J	CN10,CN31,CN32	CN14	20				

9-3. L6205 4PORT PCB ASS'Y



3-1) UP

n o	FUNCTION	LOCATI ON	PIN
1	MEDAL DIVIDE MOTOR	CON6	5
2	BIGBALL MOTOR	CON5	4
3	POWER 12V	CON1	4
4	L6205 4PORT PCB(MIDDLE)	CON2	4
5	MAIN PCB CN12	CON3	10
6	MAIN PCB CN12	CON4	11

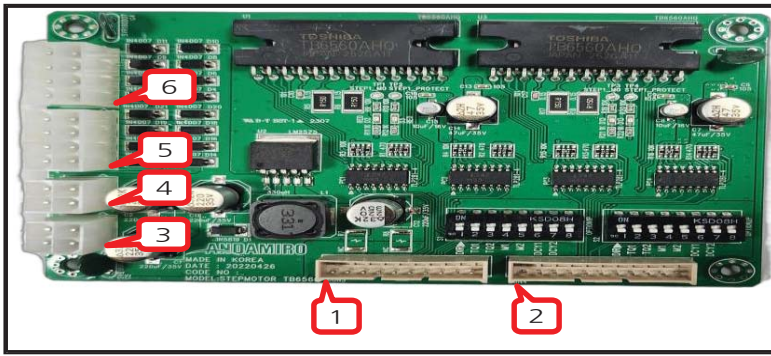
3-2) MIDDLE

n o	FUNCTION	LOCATI ON	PIN
1	1P BIG WHEEL MOTOR	CON6	5
2	2P BIG WHEEL MOTOR	CON5	4
3	L6205 4PORT PCB(UP)	CON1	4
4	L6205 4PORT PCB(DOWN)	CON2	4
5	MAIN PCB CN12	CON3	10
6	MAIN PCB CN12	CON4	11

3-3) DOWN

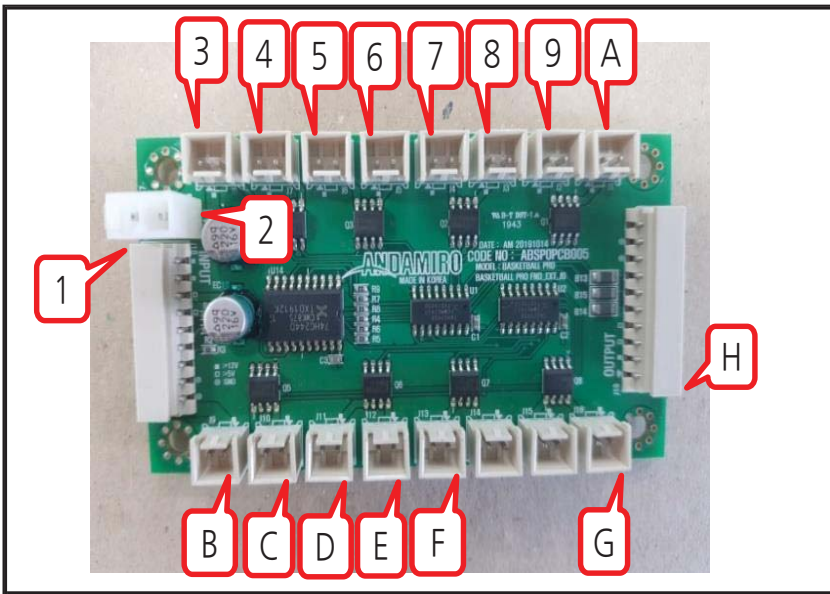
n o	FUNCTION	LOCATI ON	PIN
1	NOT USED	CON6	5
2	MEDAL ROLLER MOTOR	CON5	4
3	L6205 4PORT PCB(MIDDLE)	CON1	4
4	NOT USED	CON2	4
5	MAIN PCB CN12	CON3	10
6	MAIN PCB CN12	CON4	11

9-4. STEPMOTOR TB6560



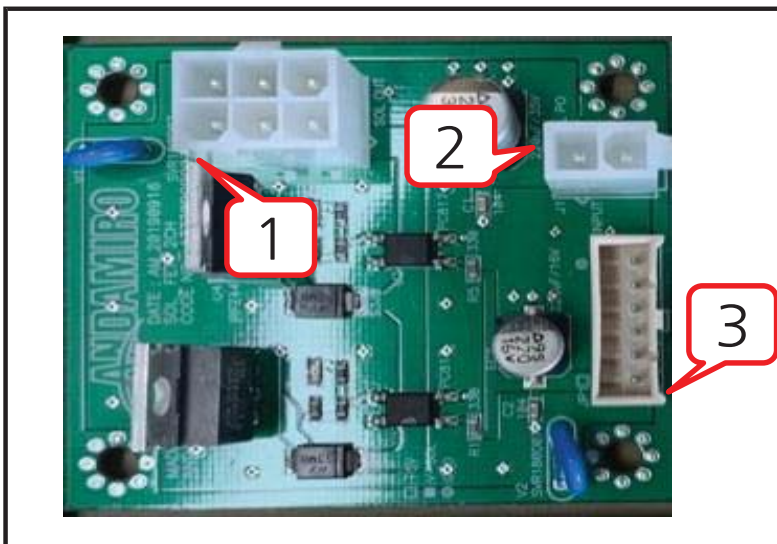
n o	FUNCTION	LOCATION	PIN
1	MAIN PCB CN31	CON3	10
2	MAIN PCB CN32	CON4	11
3	POWER 5V	CON1	4
4	NOT USED	CON2	4
5	1P BIG WHEEL MOTOR	CON5	8
6	2P BIG WHEEL MOTOR	CON6	8

9-5. FND EXT IO PCB ASS'Y

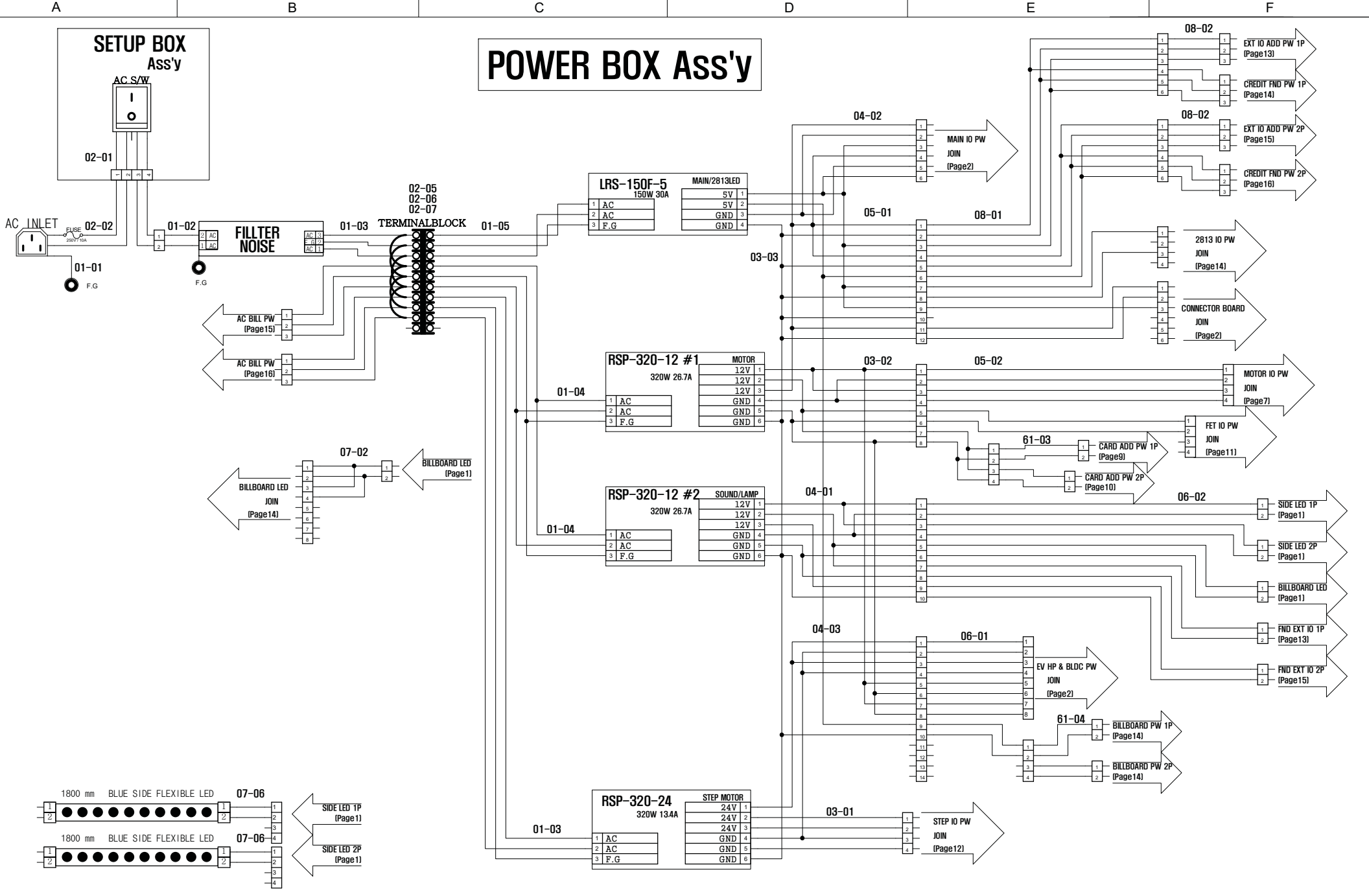


n o	FUNCTION	LOCATION	PIN
1	SCORE FND PCB	CN3	9
2	FND EXT IO POWER 12V	J17	2
3	BONUS COIN LED PCB	J8	2
4	BIG BALL LED PCB	J7	2
5	SCORE 6 FND PCB(LED)	J6	2
6	SCORE 5 FND PCB(LED)	J5	2
7	SCORE 4 FND PCB(LED)	J4	2
8	SCORE 3 FND PCB(LED)	J3	2
9	SCORE 2 FND PCB(LED)	J2	2
A	SCORE 1 FND PCB(LED)	J1	2
B	TOP BAR LED 710mm	J9	2
C	SHOOTER FLEXIBLE LED	J10	2
D	BIG WHEEL TOP LED PCB	J11	2
E	BIG WHEEL FORNT LED PCB	J12	2
F	BUTTON FLEXIBLE LED	J13	2
G	SLOPE FLEXIBLE LED	J16	2
H	SHOOTER FND PCB	J19	10

9-6. SOL FET 2CH PCB ASS'Y



n o	FUNCTION	LOCATION	PIN
1	SLOPE SOLENOID	J2	6
2	SOL FET 2CH PCB POWER 12V	J1	2
3	CONNECT PCB CN08	JP1	6



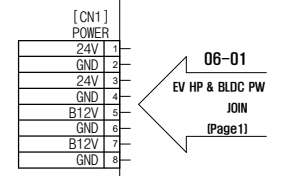
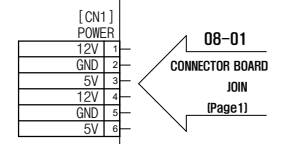
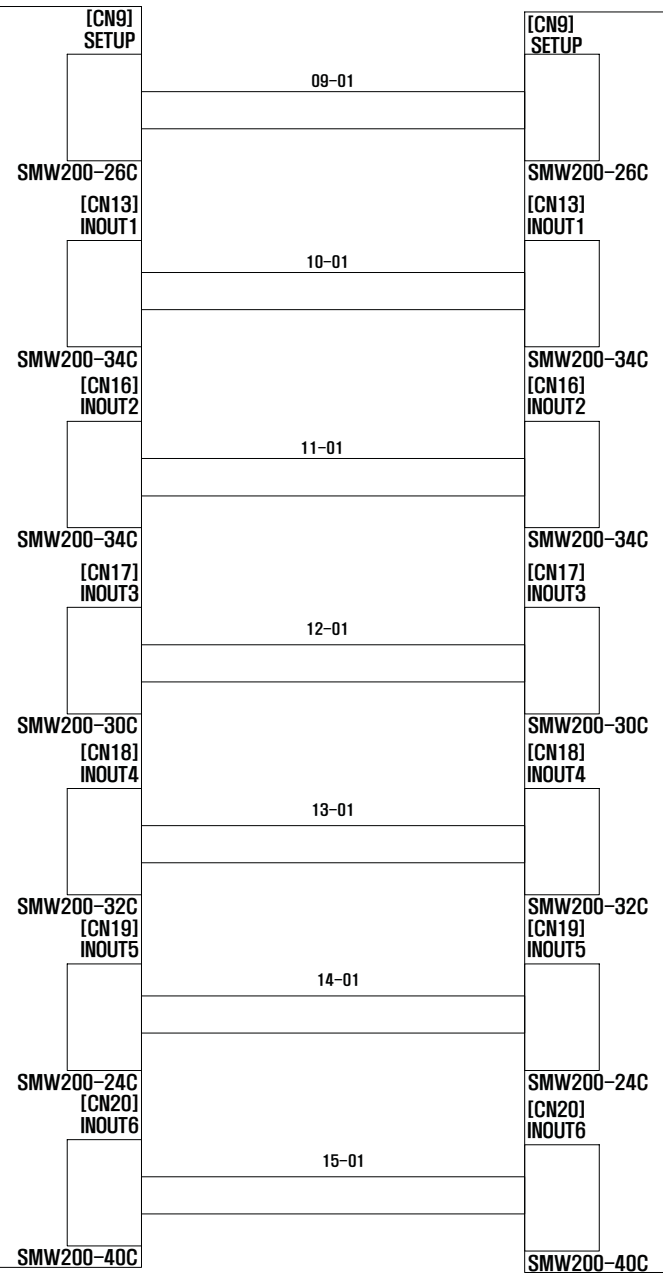
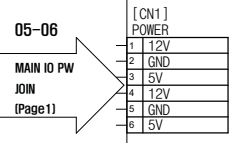
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H/W				PAGE	1 / 16
				DATE	

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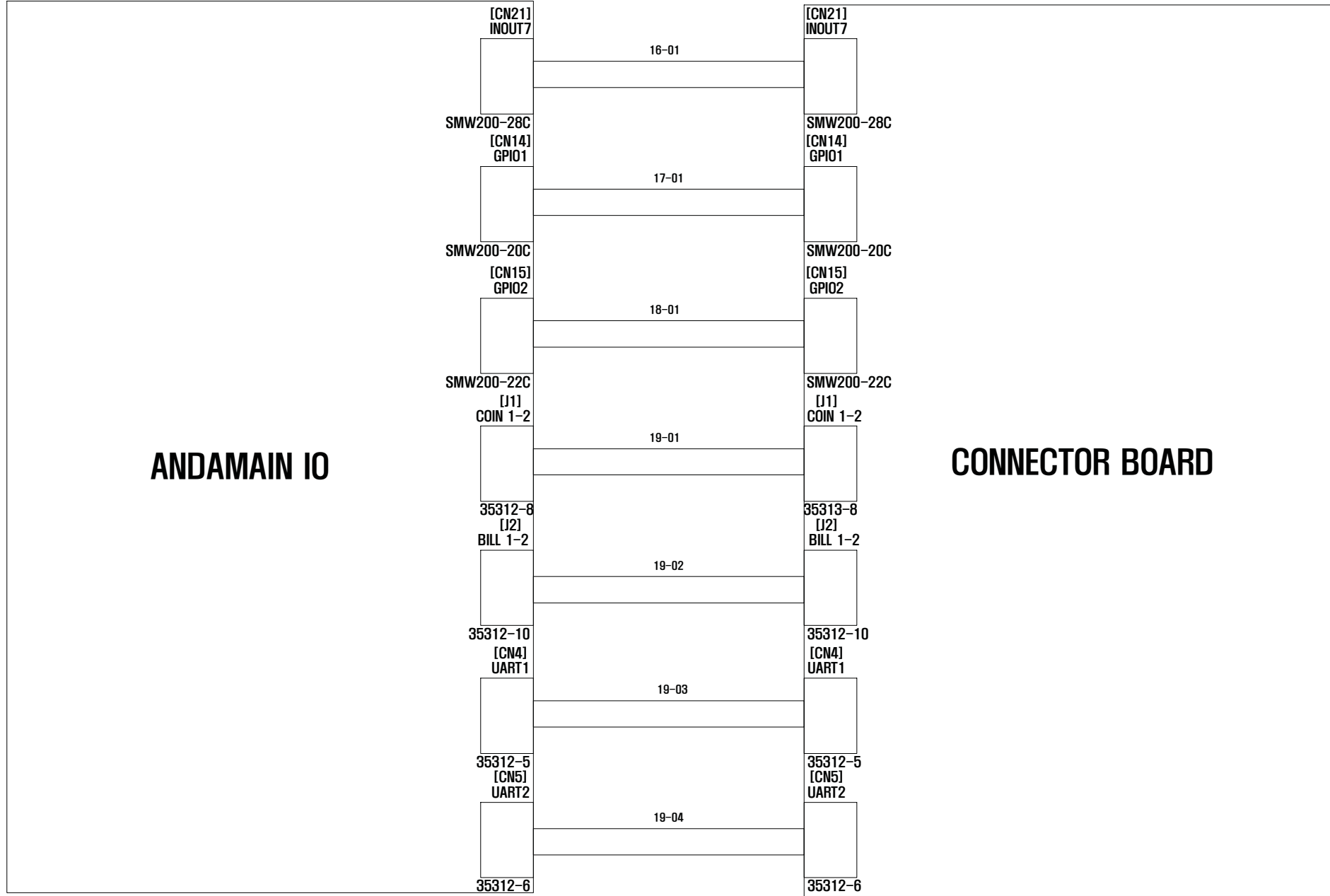
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H/W				PAGE	2 / 16
				DATE	



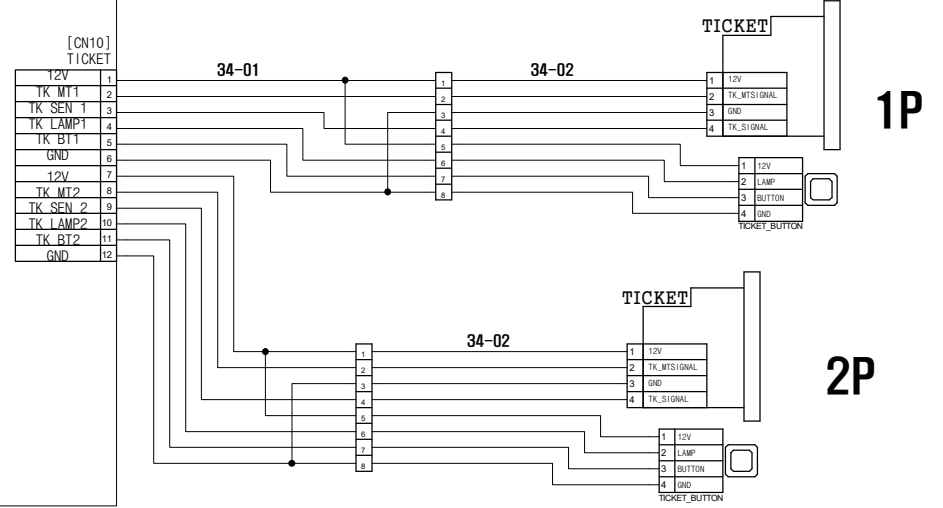
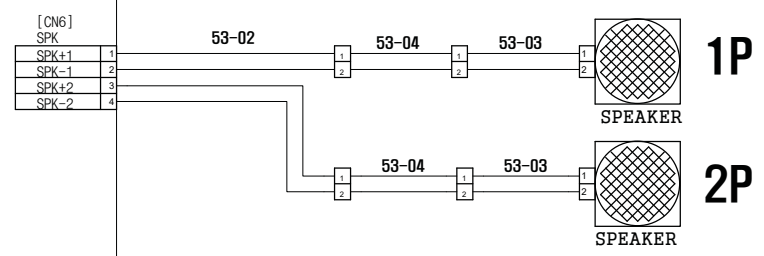
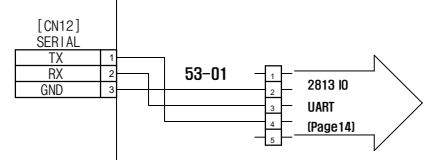
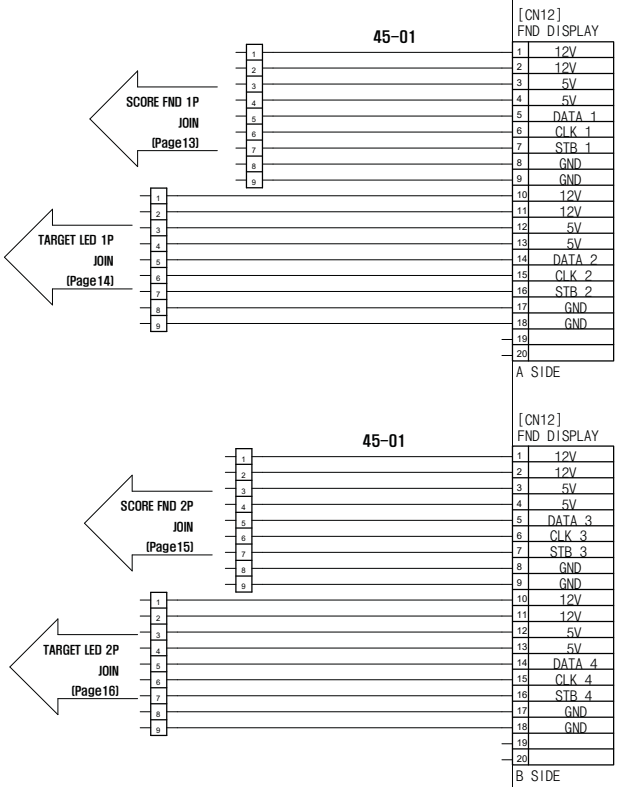
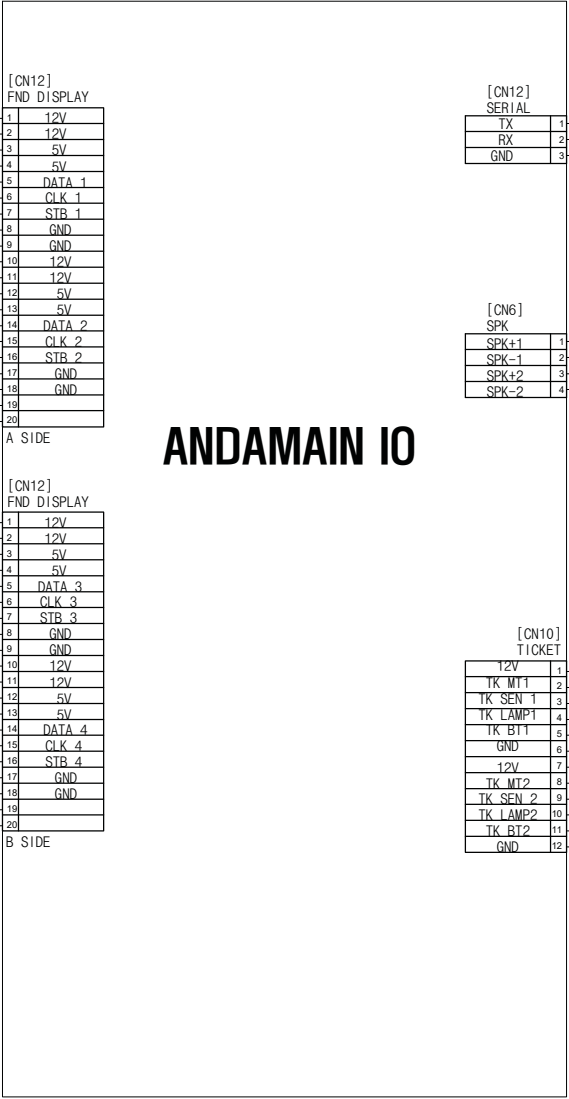


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H/W				PAGE	3 / 16
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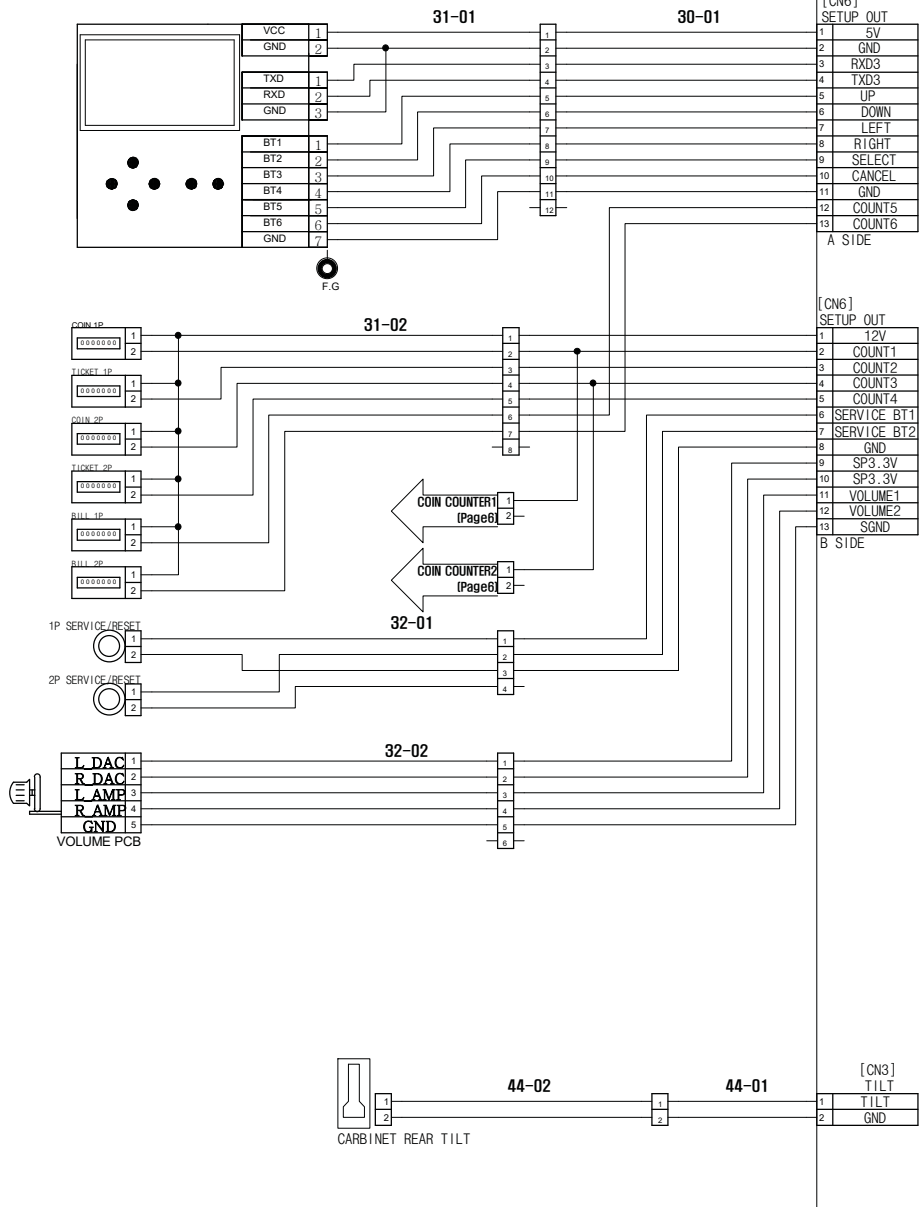


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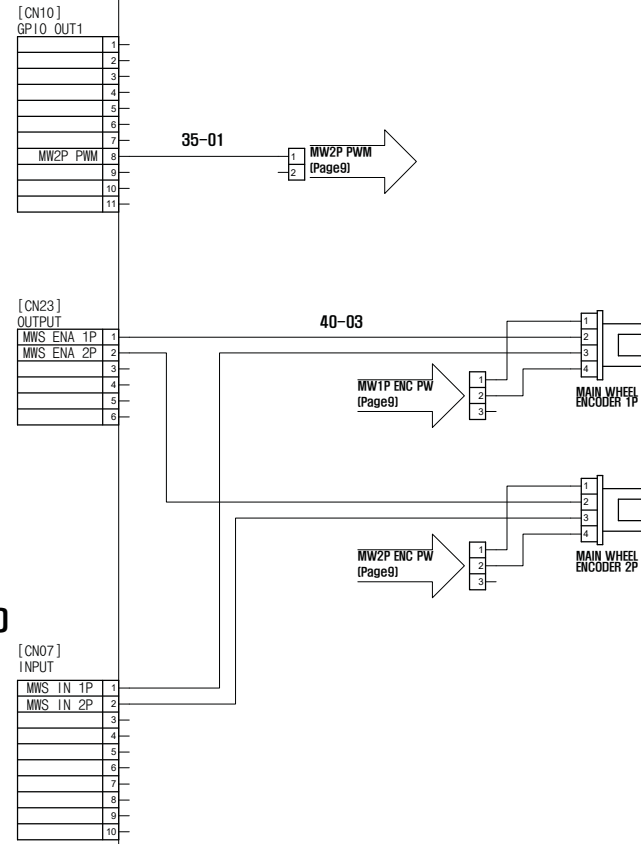
DEPARTMENT	DRAWN BY	CHECKED BY	APPROVED BY	ITEM	LED&SPK&UART
H/W				PAGE	4 / 16
				DATE	

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SETUP BOX Ass'y



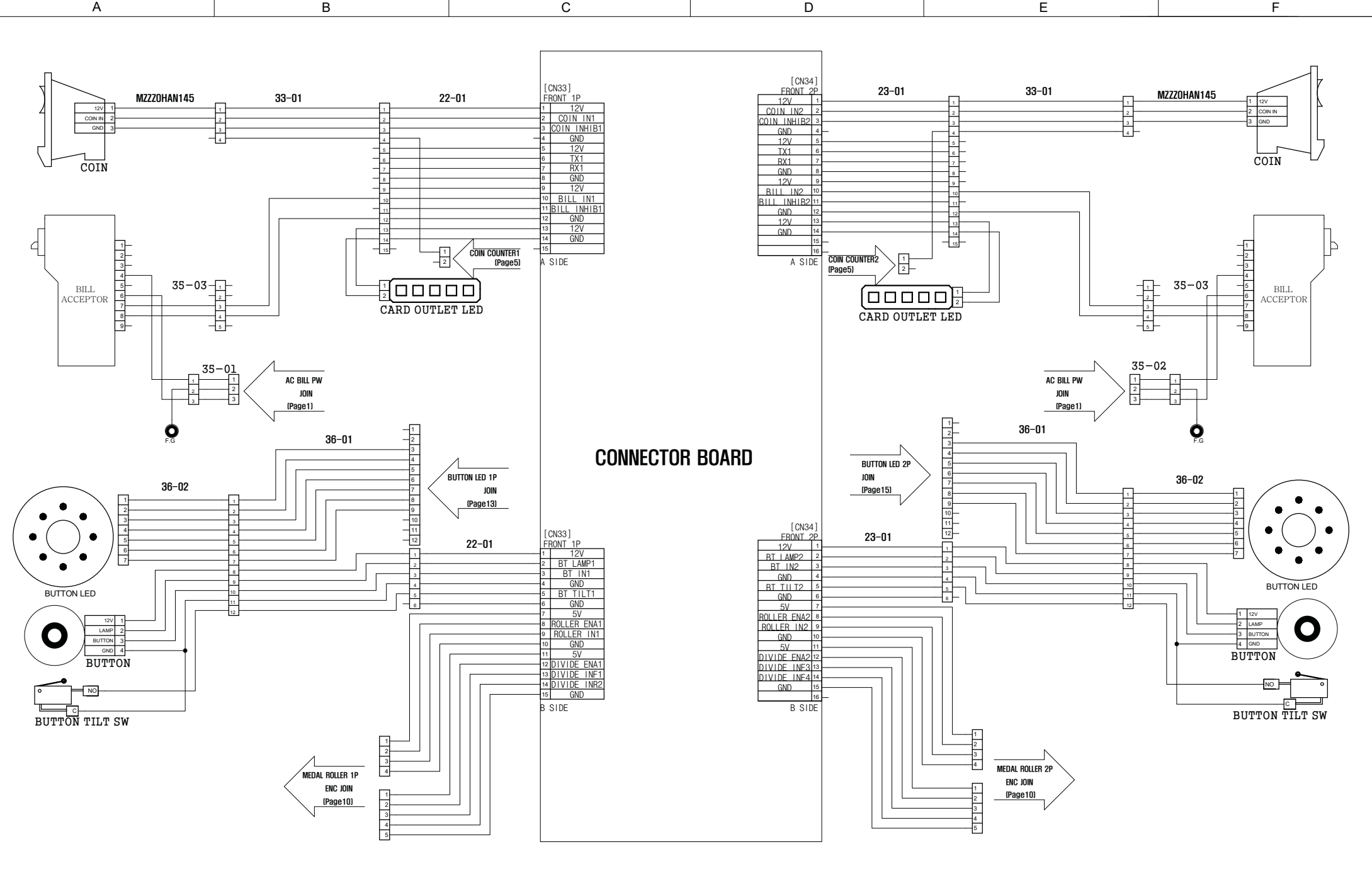
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H/W				PAGE	5 / 16
				DATE	

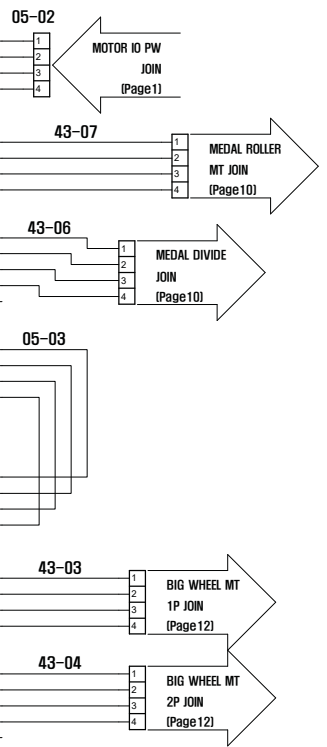
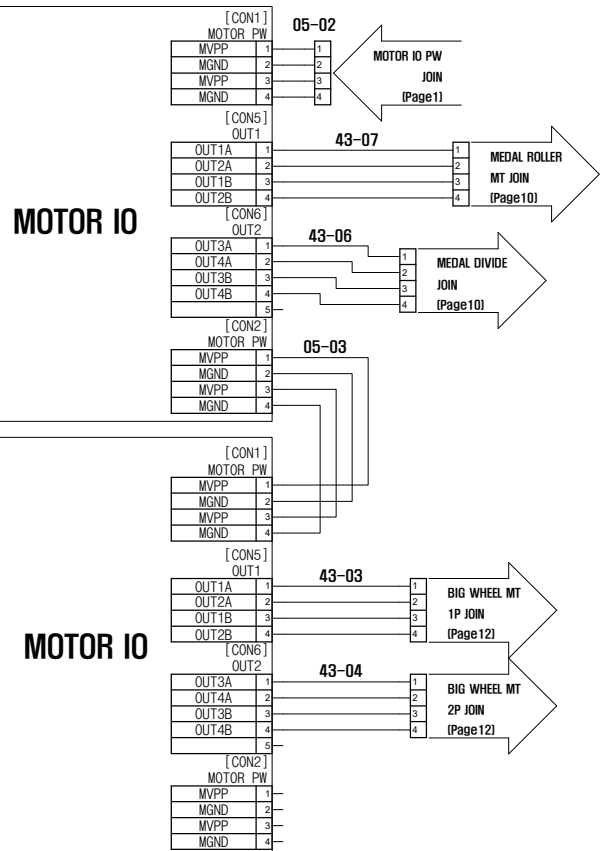
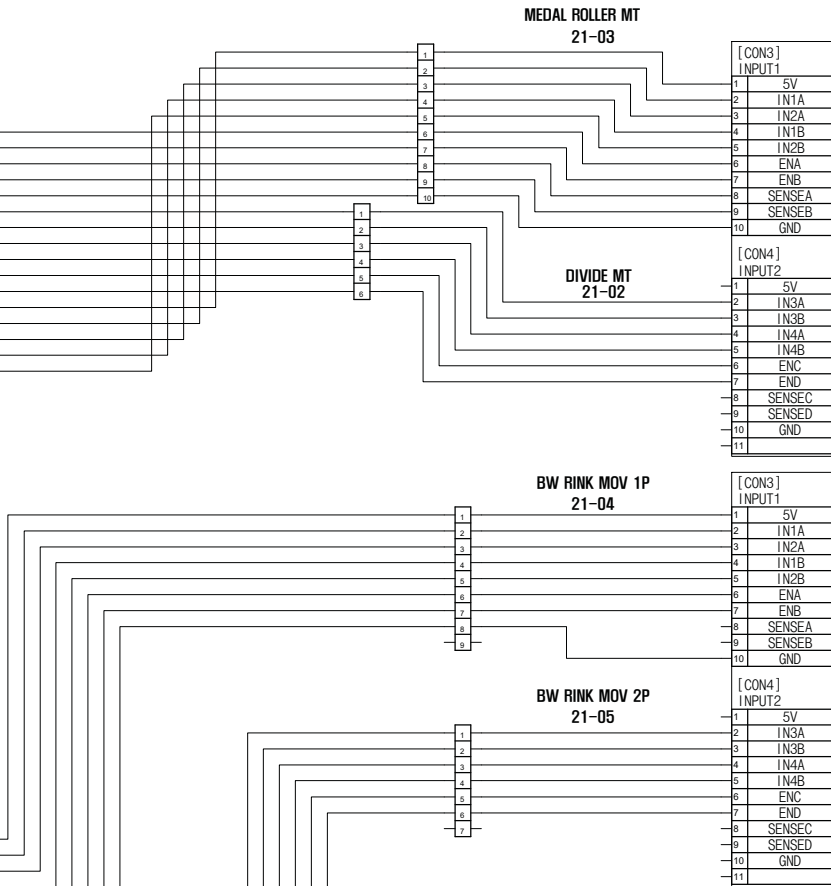
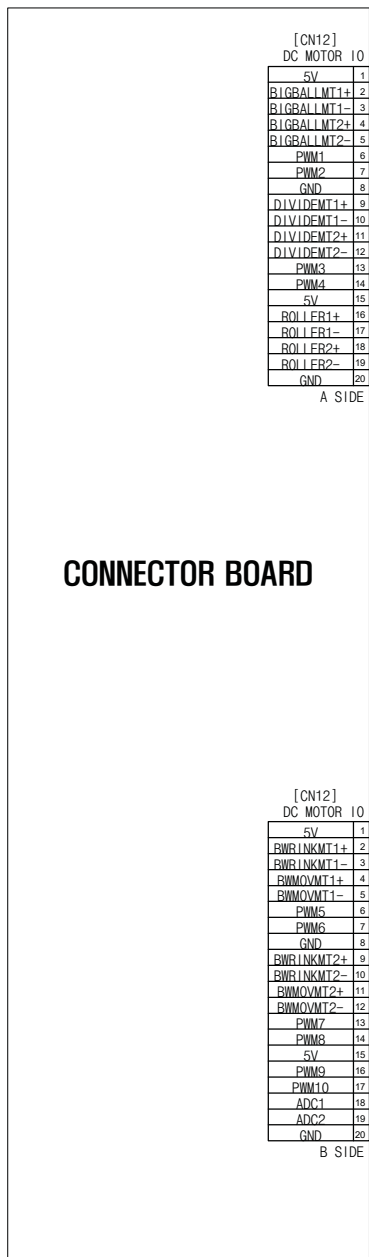




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H/W				PAGE	6 / 16
				DATE	

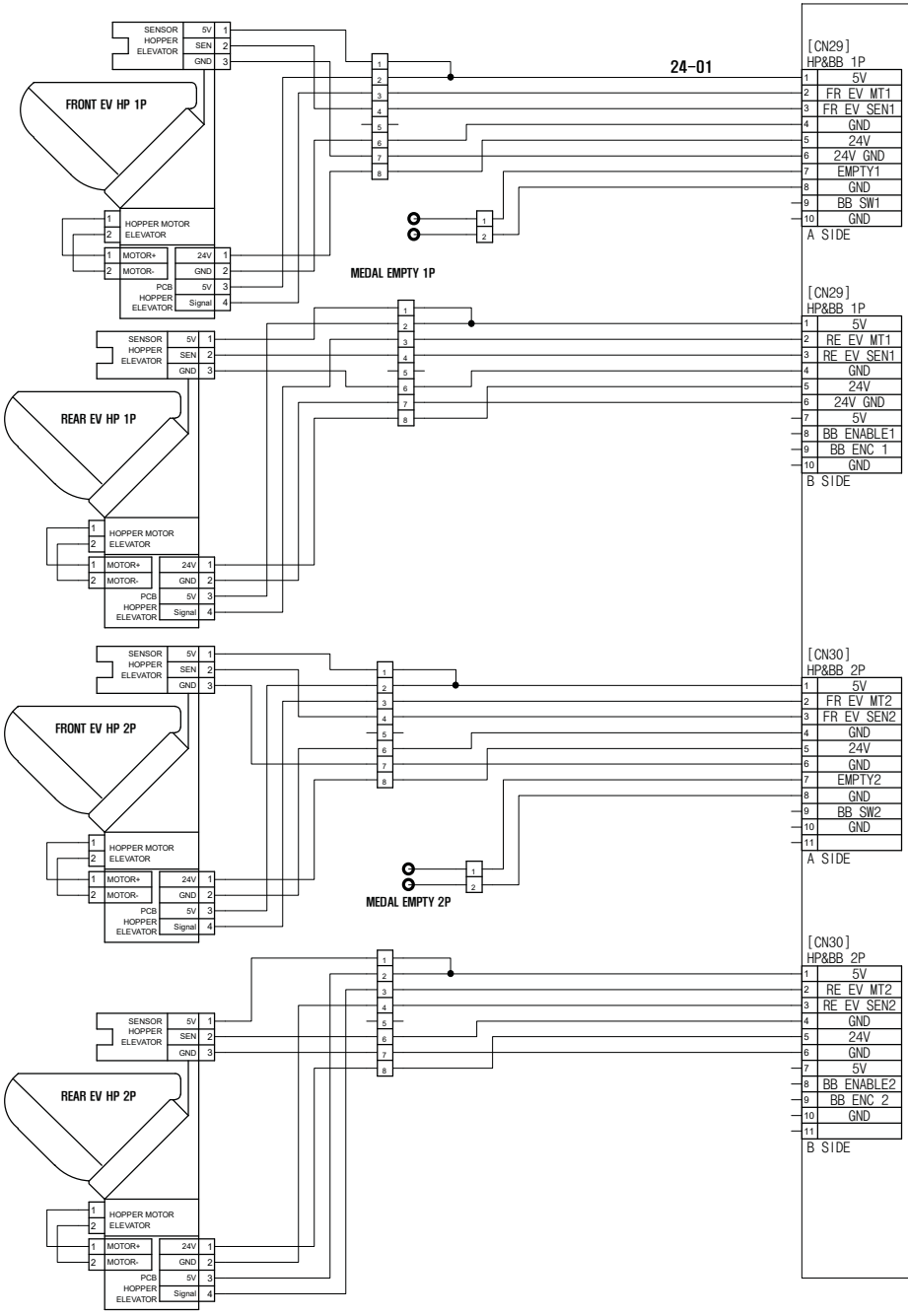




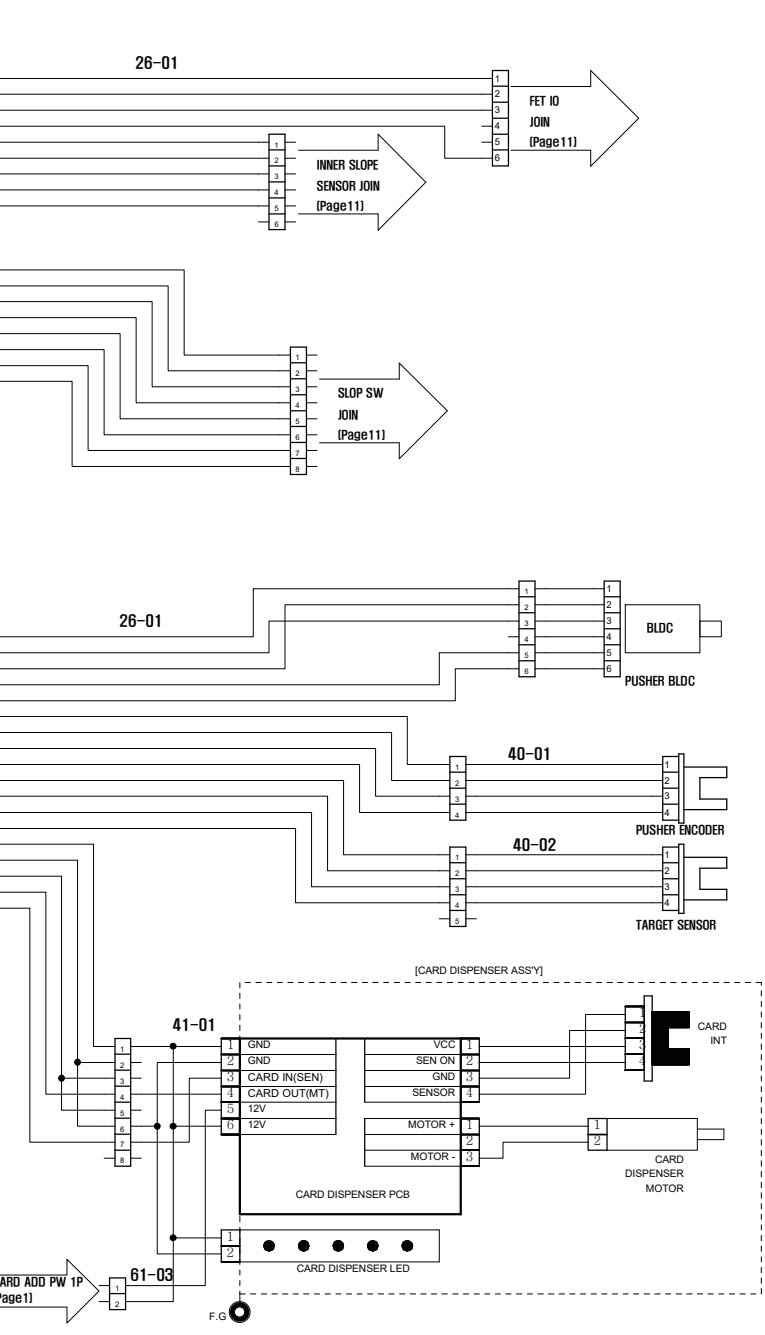
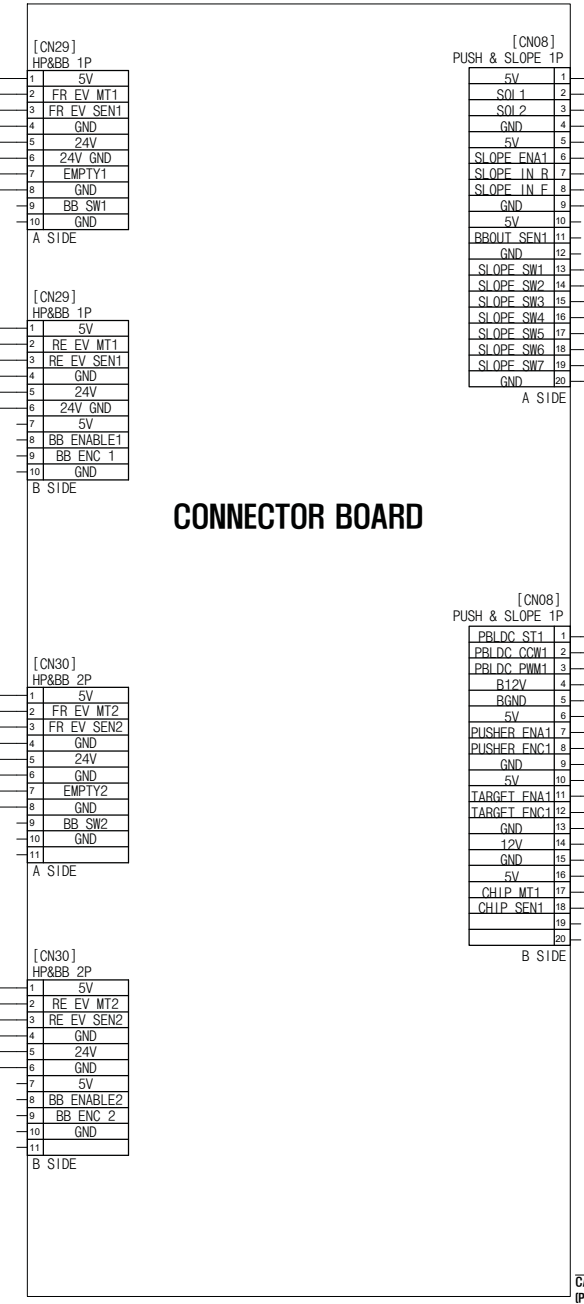
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				DATE	





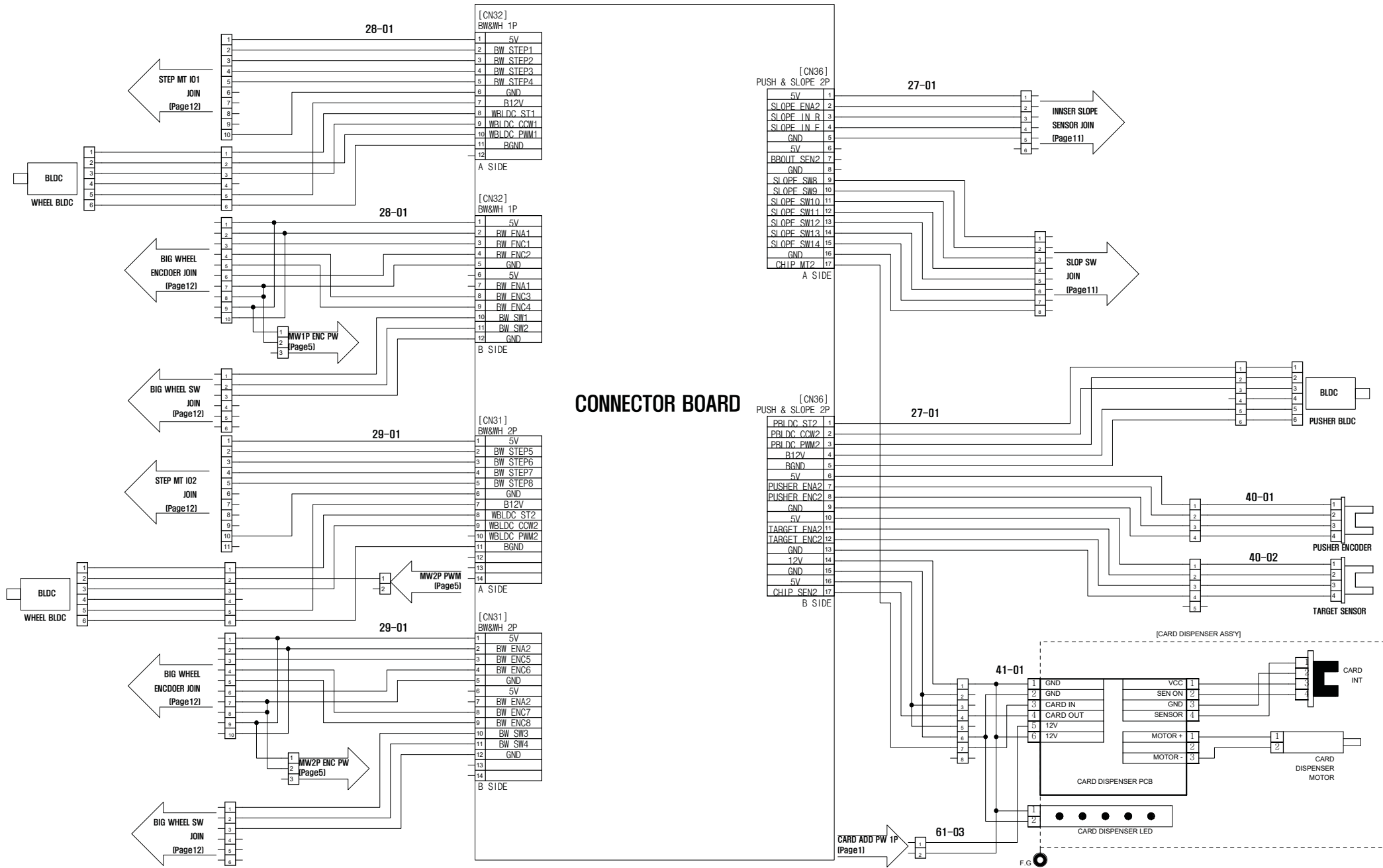
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DEPARTMENT	DRAWN BY	CHECKED BY	APPROVED BY	ITEM	PS1P&HP&BB
H/W				PAGE	8 / 16
				DATE	



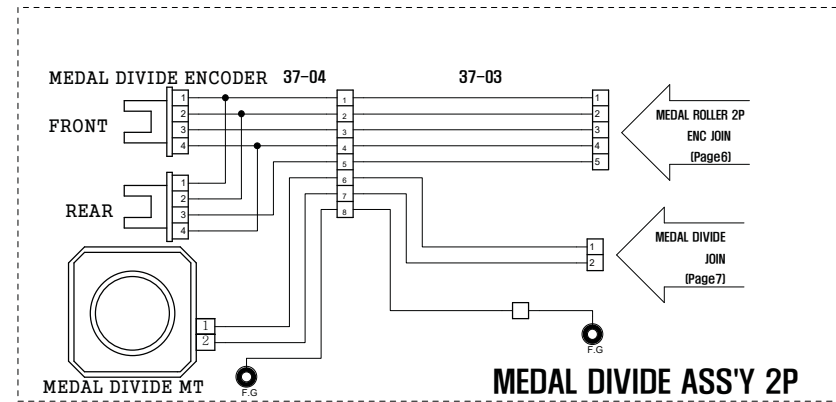
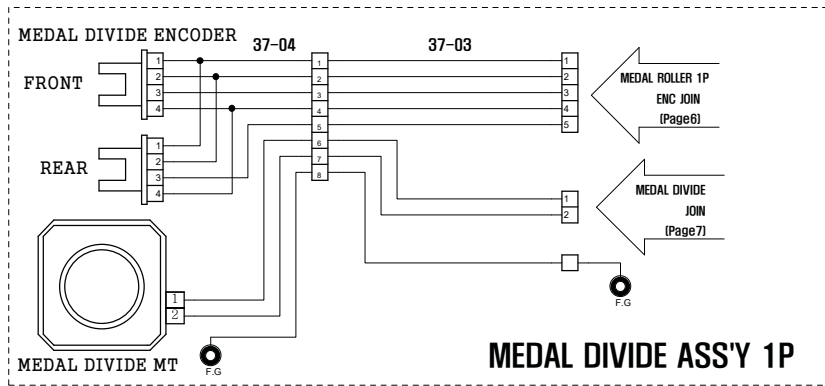
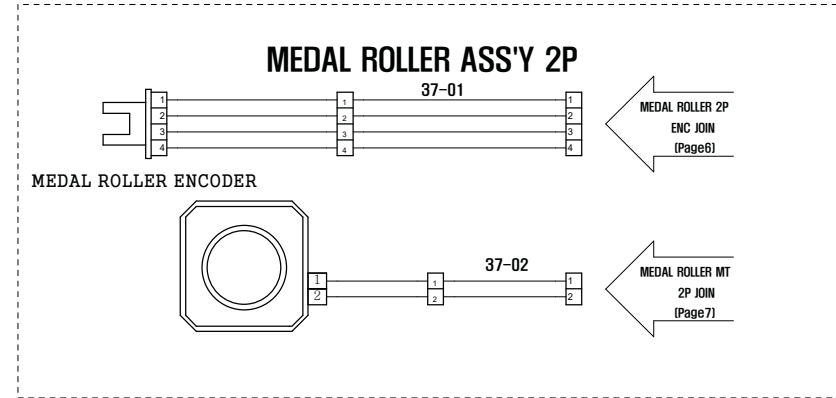
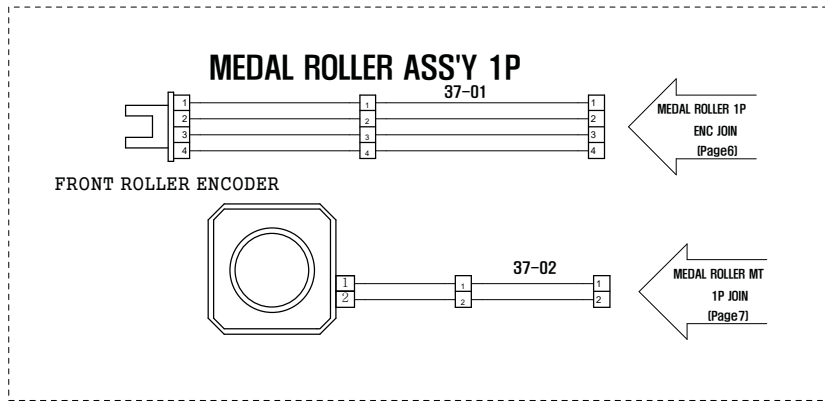


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DEPARTMENT	DRAWN BY	CHECKED BY	APPROVED BY	ITEM	PS2P&BW&WH
H/W				PAGE	9 / 16
				DATE	





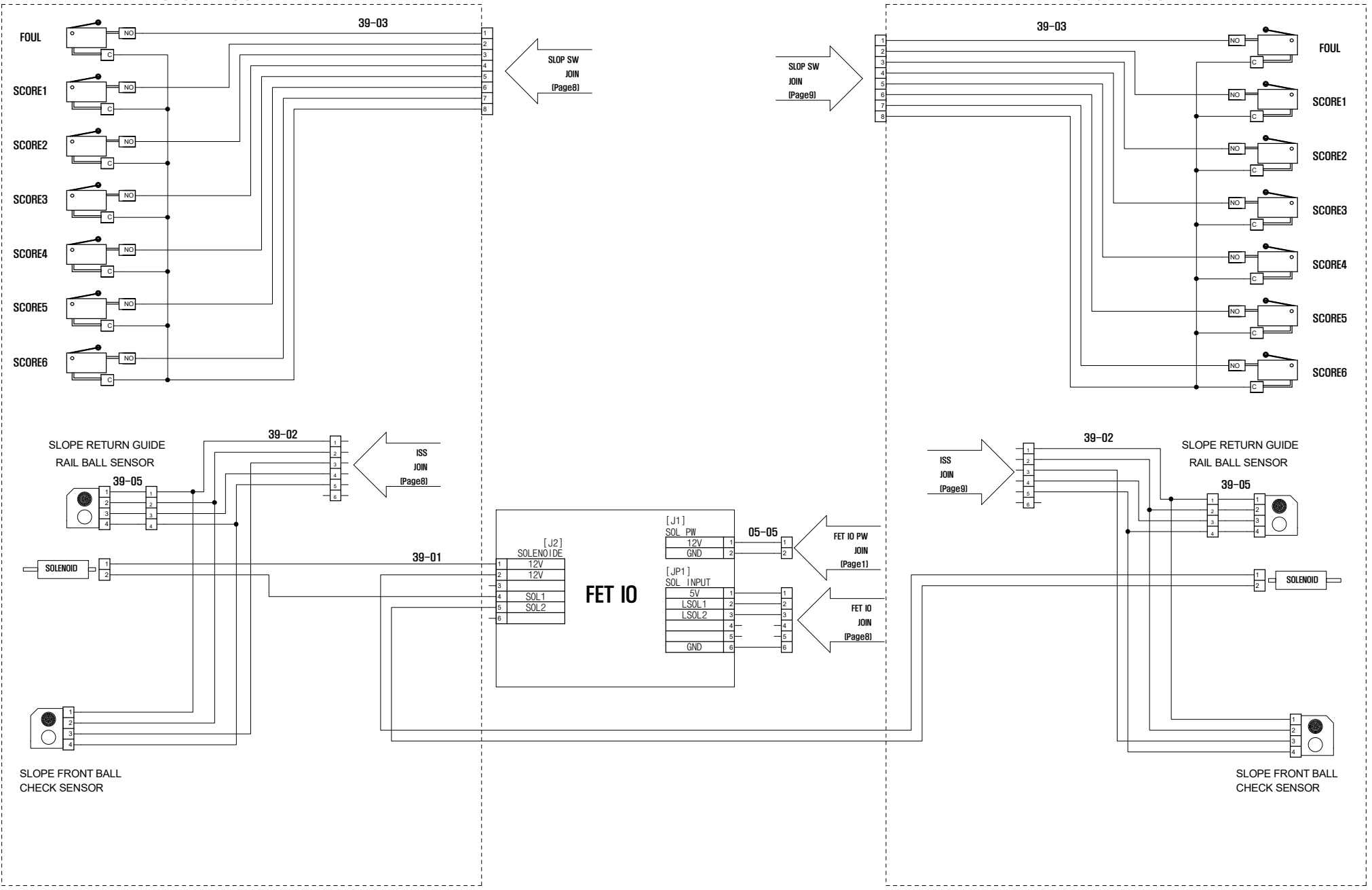
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DEPARTMENT	DRAWN BY	CHECKED BY	APPROVED BY	ITEM	ROLLER&BIGBAL_ASSY
H/W				PAGE	10 / 16
				DATE	

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SLOPE ASS'Y 1P

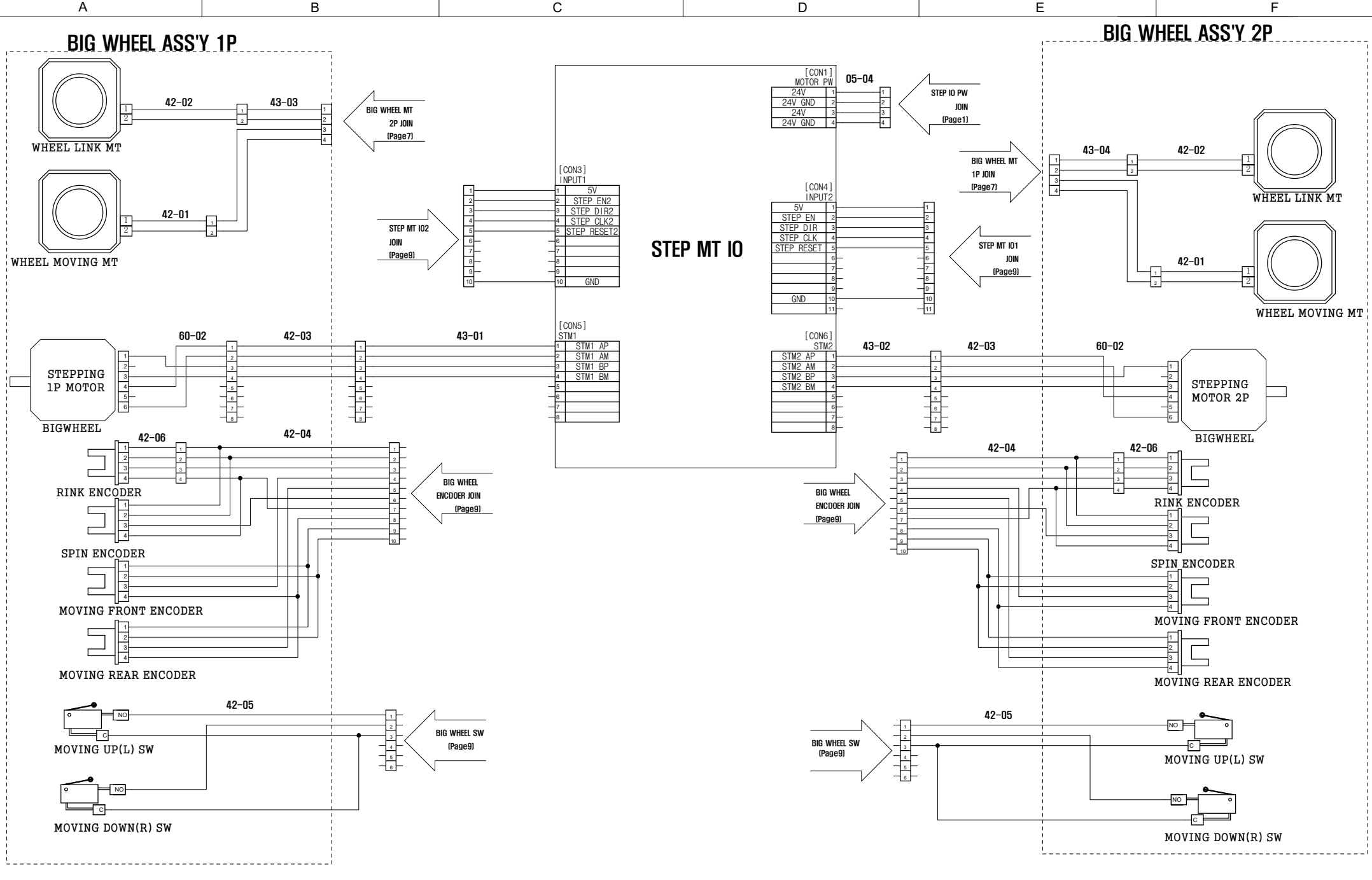
SLOPE ASS'Y 2P



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DEPARTMENT	DRAWN BY	CHECKED BY	APPROVED BY	ITEM	SLOPE_ASSY
H/W				PAGE	11 / 16
				DATE	

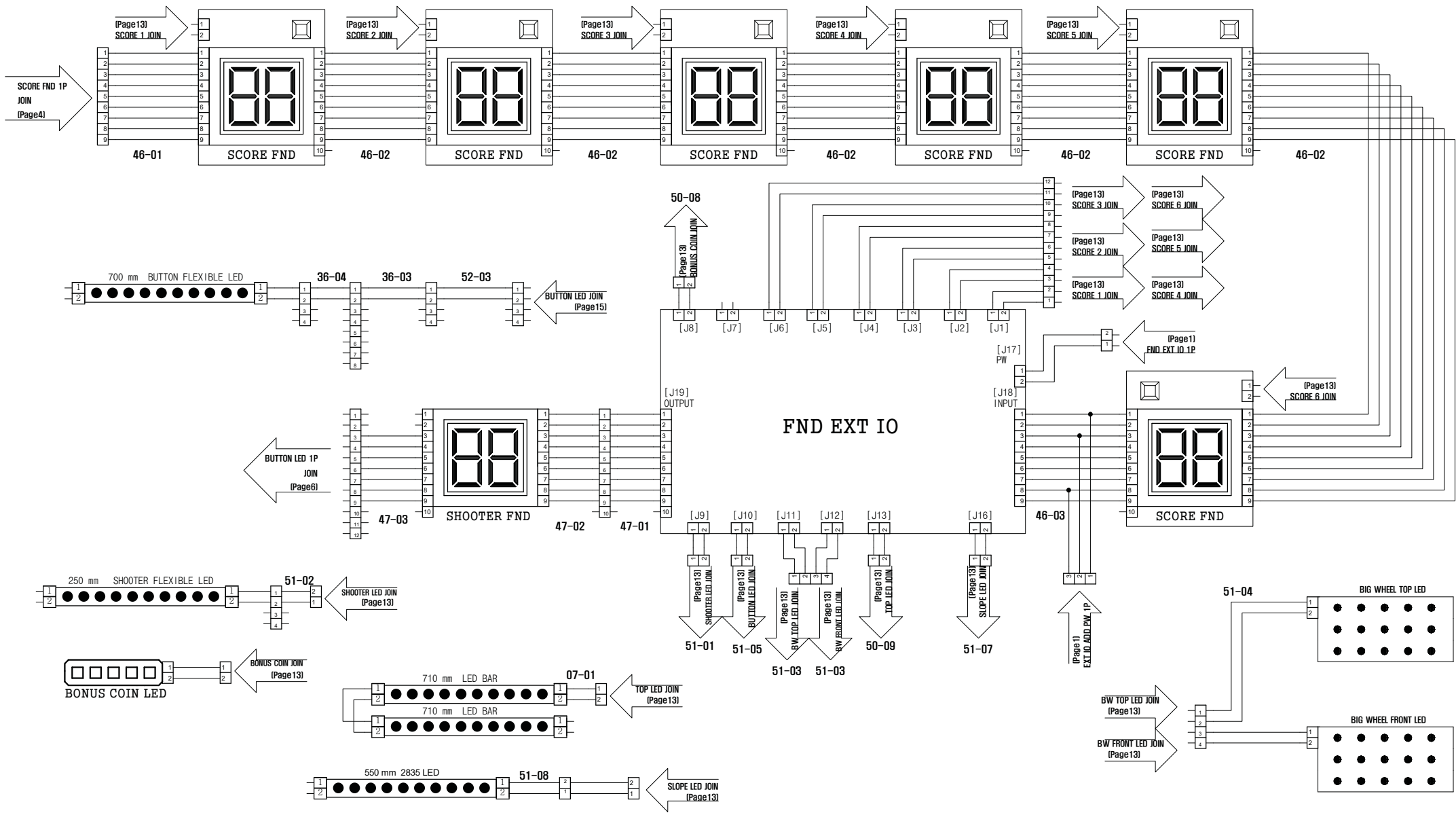




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DEPARTMENT	DRAWN BY	CHECKED BY	APPROVED BY	ITEM	BIG_WHEEL_ASSY
				PAGE	12 / 16
H/W				DATE	

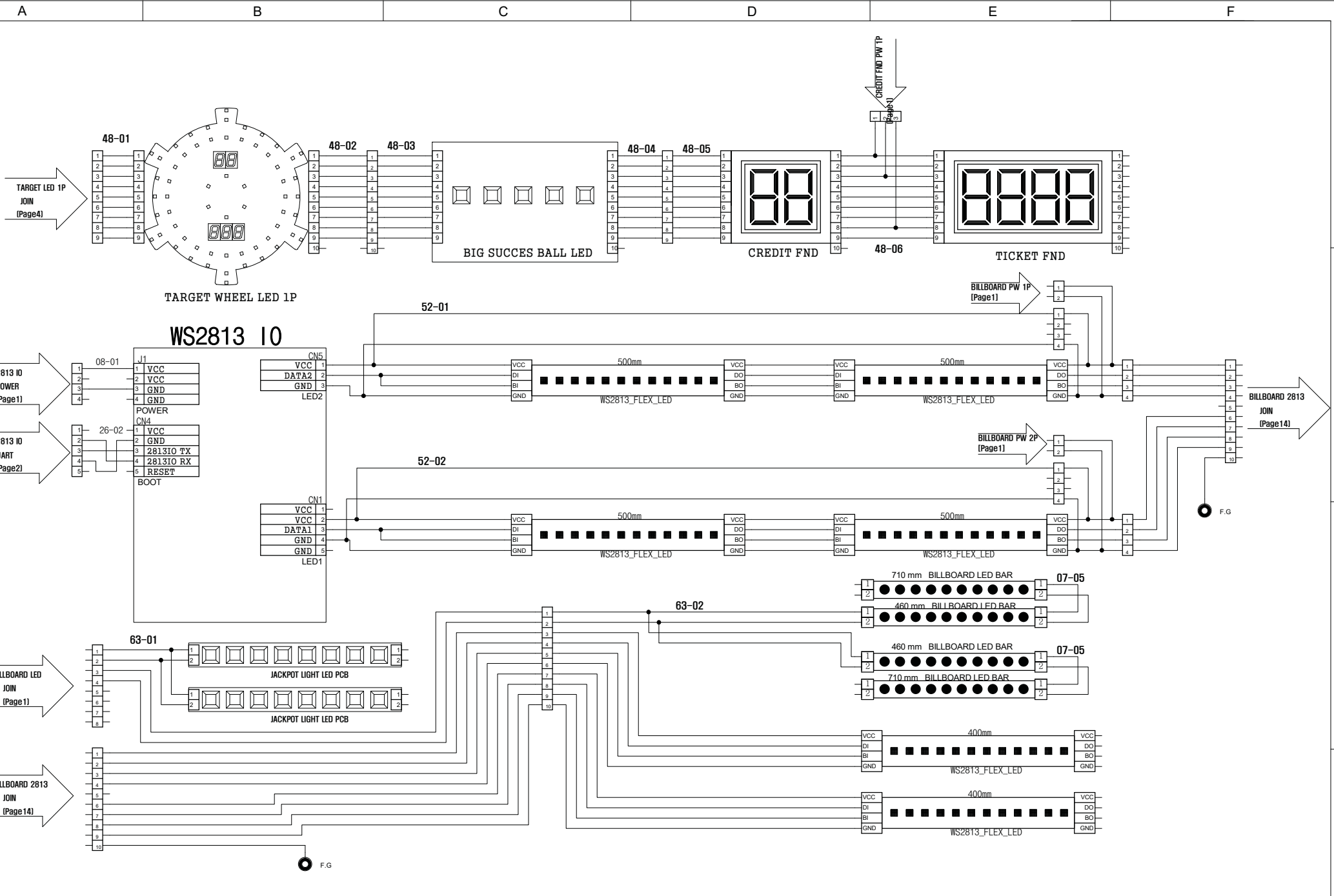




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DEPARTMENT	DRAWN BY	CHECKED BY	APPROVED BY	ITEM	SCORE_FND_1P
H/W				PAGE	13 / 16
				DATE	

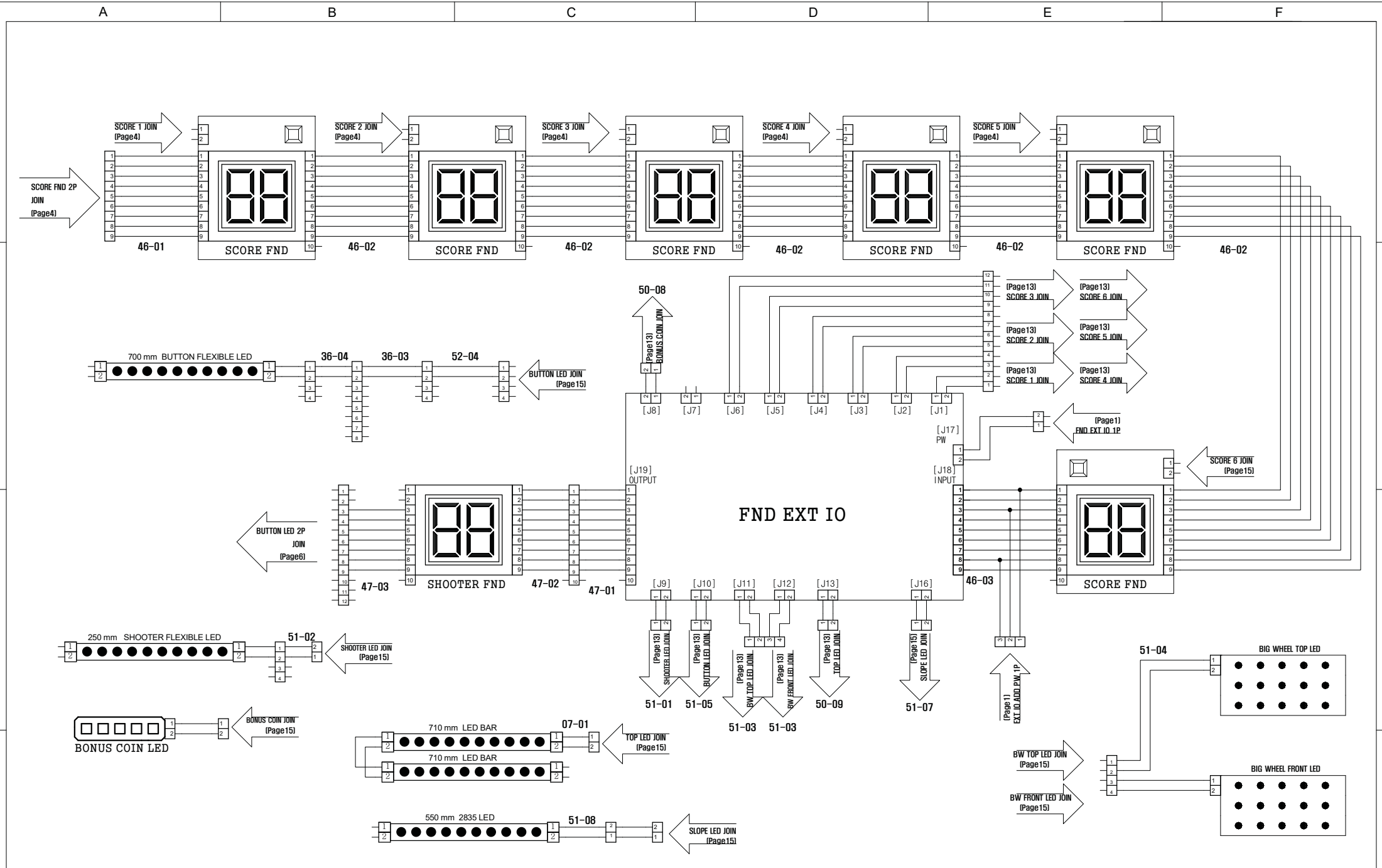




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DEPARTMENT	DRAWN BY	CHECKED BY	APPROVED BY	ITEM	TARGET_LED_1P
H/W				PAGE	14 / 16
				DATE	

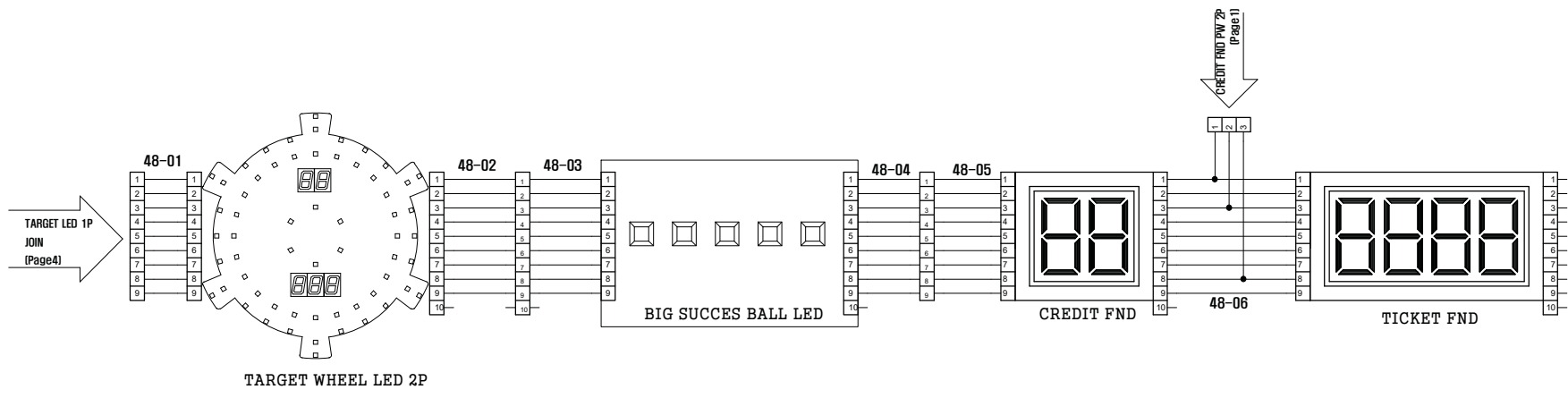




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DEPARTMENT	DRAWN BY	CHECKED BY	APPROVED BY	ITEM	SCORE_FND_2P
H/W				PAGE	15 / 16
				DATE	



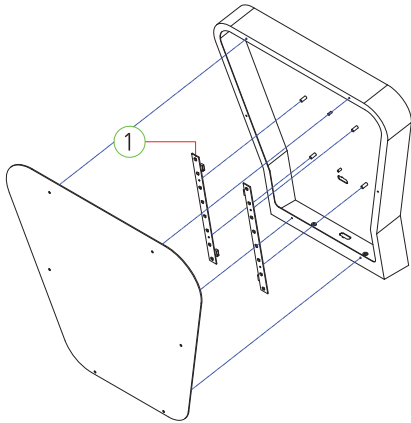


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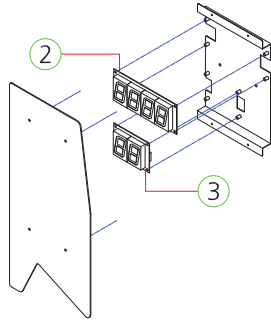
DEPARTMENT	DRAWN BY	CHECKED BY	APPROVED BY	ITEM	TARGET_LED_2P
H/W				PAGE	16 / 16
	ANDAMIRO			DATE	

11. WARRANTY ITEM

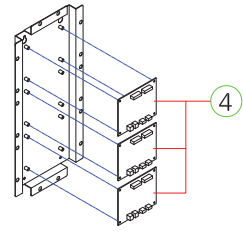
- BILLBOARD SD FND BOX PART



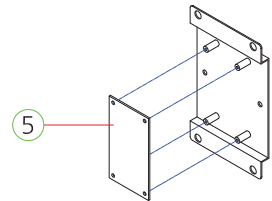
- TICKET & CREDIT FND PCB BKT PART



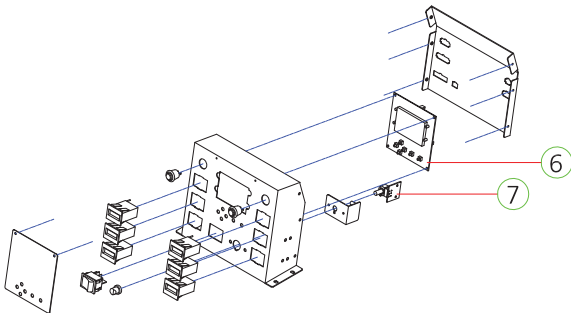
- MOTOR DRIVE PCB PART



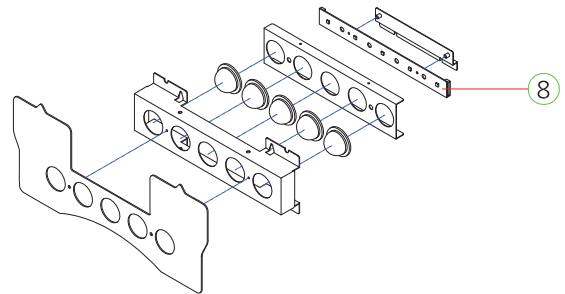
- FND IO EXT PCB BASE PANEL PART



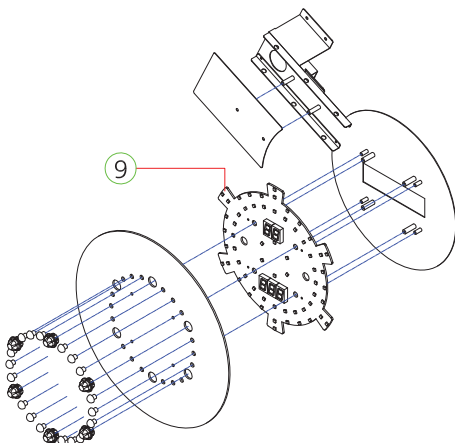
- SETUP PANEL PART



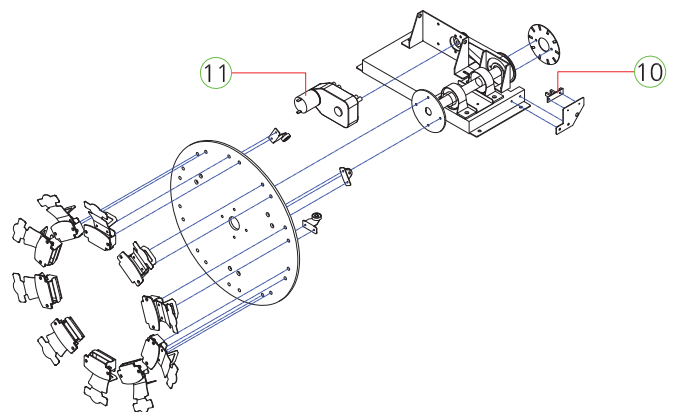
- BIG WHEEL SUCCESS BALL LAMP PART



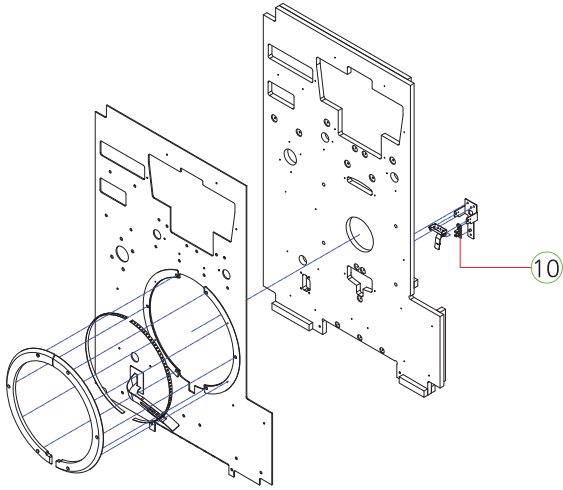
- TARGET WHEEL FRONT DECO PART



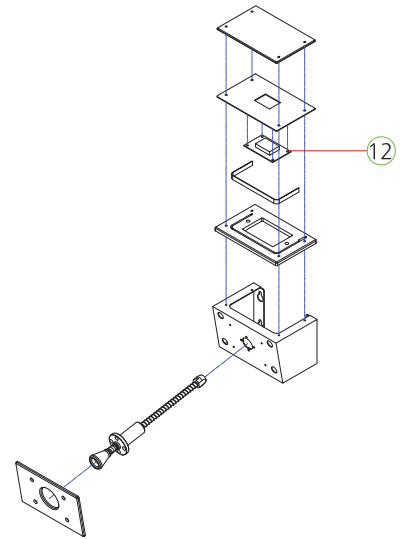
- TARGET WHEEL PART



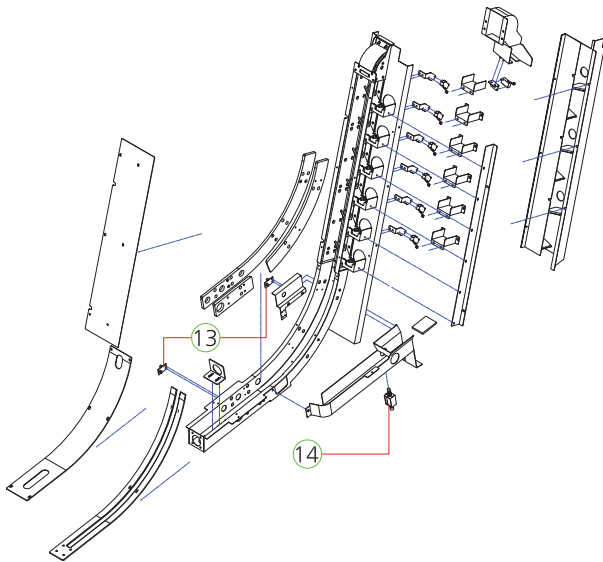
- SCORE BOARD COVER PART



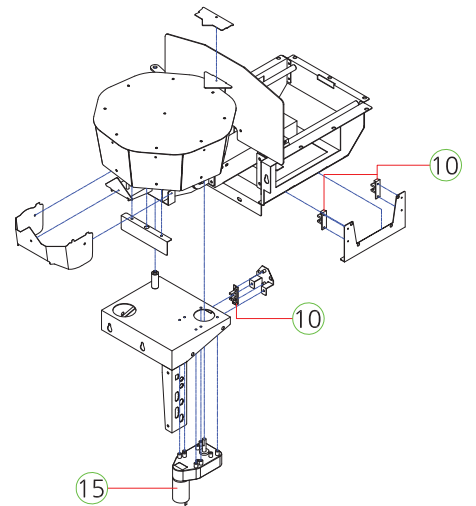
- SHOOTER OUTER TABLE PART



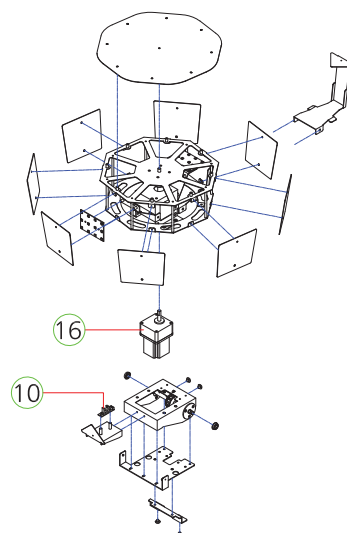
- INNER SLOPE PART



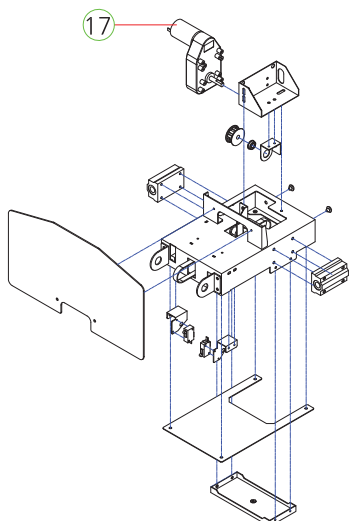
- BIG WHEEL TOTAL PART



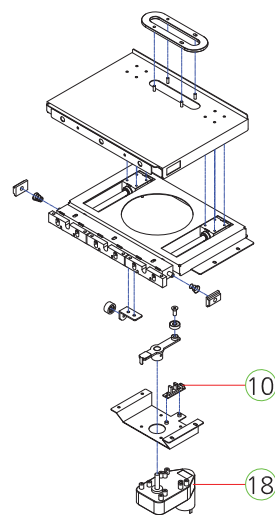
- BIG WHEEL ROTATE BODY PART



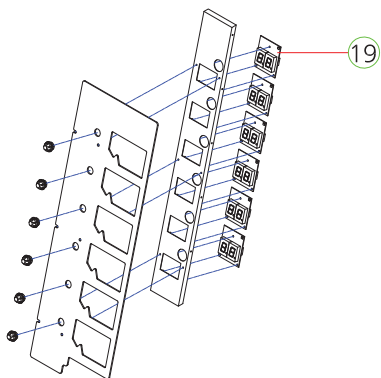
- BIG WHEEL MOVING BODY PART



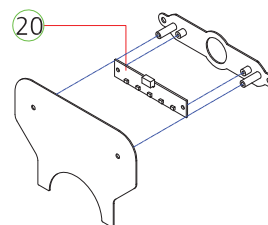
- MOVING PUSHER PART



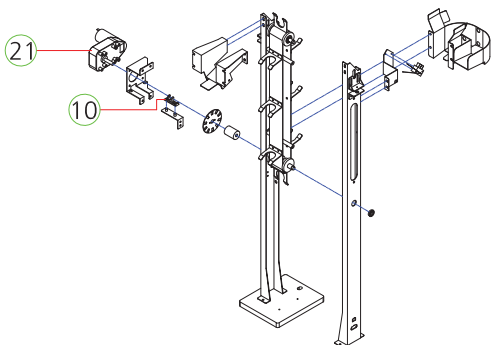
- CABINET PART INNER SHOOTER BASE BKT PART



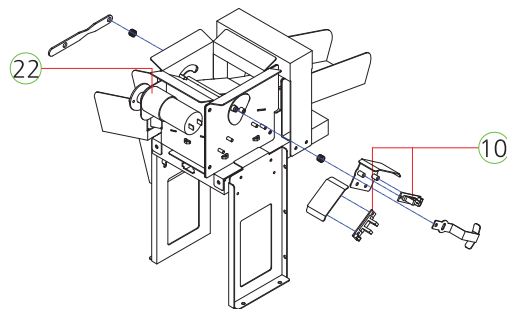
- BONUS WIN OUTLET COVER ACRYL PART



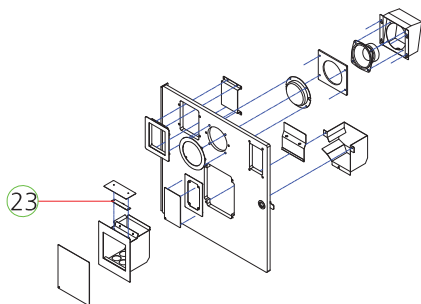
- BIG BALL ELEVATOR PART



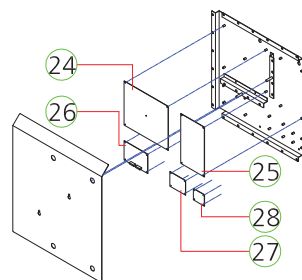
- MEDAL DIVIDE OUTLET GUIDE PART



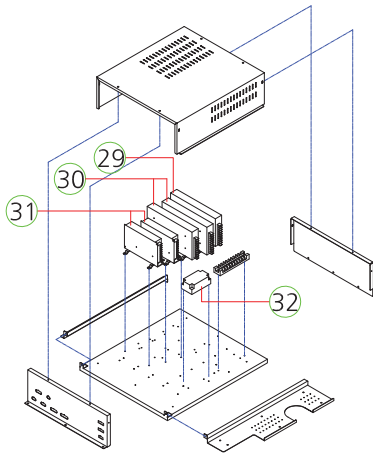
- FRONT DOOR PART



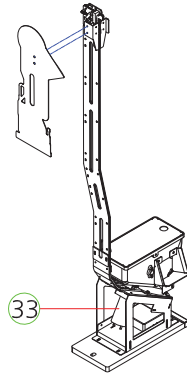
- MAIN IO PCB PANEL PART



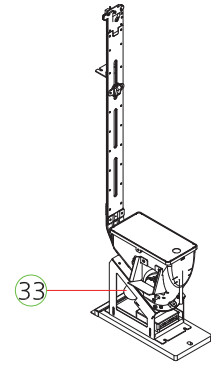
- SMPS PANEL PART



- MEDAL EV HOPPER (FRONT) PART



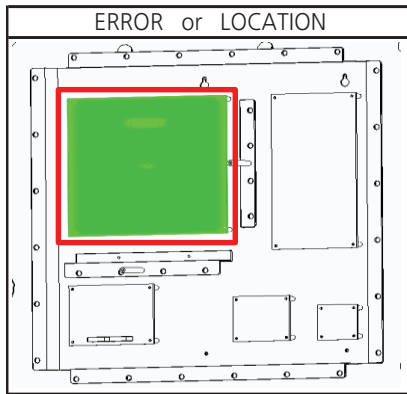
- MEDAL EV HOPPER (REAR) PART



NO.	PART NAME	SPEC.	QTY	CODE NO.	WARRANTY	
					6 Month	One Year
①	JACKPOT LIGHTING PCB ASS'Y	-	2	ADC20PCB001		○
②	FND PCB ASS'Y	3856-4(STRAIGHT)	1	ANFD0PCB007		○
③	FND PCB ASS'Y	3856-2(STRAIGHT)	1	ANFD0PCB006		○
④	L6205 4PORT PCB ASS'Y	DC MOTOR DRIVER	3	AZZZ0PCB237		○
⑤	FND-EXT-IO-PCB ASS'Y	90 X 50 16BIT EXT	1	ABSP0PCB005		○
⑥	SETUP LCD PCB ASS'Y	-	1	AZZZ0PCB113		○
⑦	VOLUME PCB ASS'Y	1 VOLUME	1	AHM20PCB016		○
⑧	BIG WHEEL SUCCESS BALL LAMP PCB ASS'Y	-	1	ATP20PCB002		○
⑨	TARGET WHEEL LED PCB ASS'Y	-	1	ATP20PCB003		○
⑩	PHOTO INT-1 PCB ASS'Y	ANGLE TYPE	8	AZZZ0PCB103		○
⑪	MOTOR	KGV2-0200-K(N)B3640S	1	MZZZ0MOT175	○	
⑫	FND PCB ASS'Y	2920-2(STRAIGHT)	1	AFND0PCB001		○
⑬	ELEVATOR DISK SENSOR PCB ASS'Y	GHP_REZ	2	AGHP0PCB020		○
⑭	SOLENOID ASS'Y	DS-08AS12V	1	MELE0SOL013	○	
⑮	MOTOR	KGV2-0660-KD3657U1	1	MZZZ0MOT178	○	
⑯	STEPPING MOTOR	4S56Q-P02554SG	1	MZZZ0MOT166	○	
	GEAR HEAD	K6G3C	1	MWIC0PAR028	○	
⑰	MOTOR	KGV2-0660-KD3657U1	1	MZZZ0MOT178	○	
⑱	MOTOR	KGV2-0350-NB3640S1	1	MZZZ0MOT152	○	
⑲	FND 2941 WHITE LED PCB ASS'Y	-	6	ATP20PCB001		○
⑳	LED PCB ASS'Y	-	1	AMUN0PCB005		○
㉑	MOTOR	KGV2-0200-3657U1 (25 RPM)	1	MZZZ0MOT161	○	
㉒	MOTOR	KGC-240-KD3448 S2	1	MZZZ0MOT173	○	
㉓	LED PCB ASS'Y	-	1	AMUM0PCB005		○
㉔	MAIN BOARD ASS'Y	-	1	-		○
㉕	CONNECT PCB ASS'Y	-	1	ATP20PCB004		○
㉖	STEP MOTOR DRIVE PCB ASS'Y	-	1	AZZZ0PCB238		○
㉗	WS2812B DISPLAY PCB ASS'Y	-	1	APLX0PCB002		○
㉘	L6205 4PORT PCB ASS'Y	-	1	AZZZ0PCB237		○
㉙	POWER SMPS	RSP-320-24	1	MELE0SMP101		○
㉚	POWER SMPS	RSP-320-12	2	MELE0SMP109		○
㉛	POWER SMPS	LRS 150F-5	2	MELE0SMP096		○
㉜	NOISE FILTER	RNS-2010	1	MELE0NOI009		○
㉝	MOTOR	KGV2-0070-KD3657U2-02S	2	MZZZ0MOT181	○	

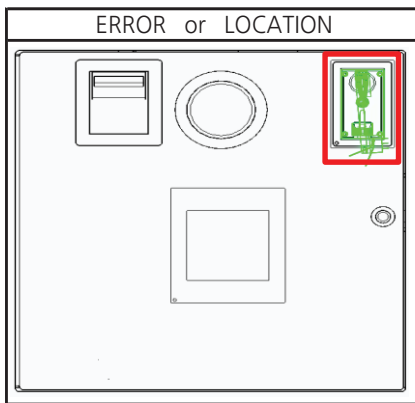
12. TROUBLE SHOOTING

12-1. MEMORY ERROR (E001)



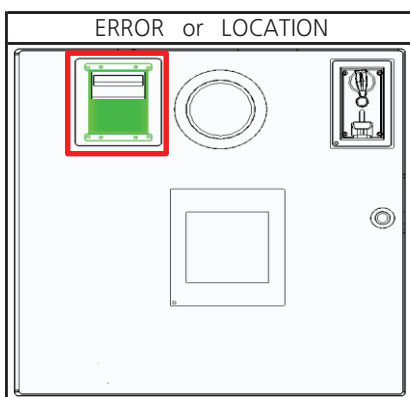
▶ SOLUTION			
1. CHECK : 1) Recheck after power off/on 2) Recheck after factory set 3) MAIN PCB replacement 4) MAIN TOP PCB replacement			
PART NAME	CODE	PART NAME	CODE
ANDA MAIN V1.6	AZZZ0PCB232	MAIN TOP PCB ASS'Y	ATP20PCB005

12-2. COIN MACHINE ERROR (E101)



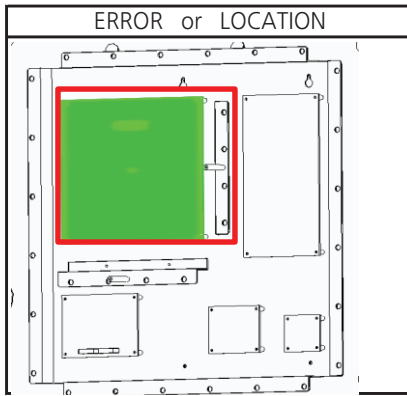
▶ SOLUTION			
1. TEST MODE → COIN TEST 2. CHECK : 1) Check whether COIN JAM 2) Check the cable connection status 3) REPLACE COIN MACHINE 4) MAIN PCB replacement			
PART NAME	CODE	PART NAME	CODE
COIN SELECTOR	MZZZ0COS052	ANDA MAIN V1.6	AZZZ0PCB232

12-3. BILL ACCEPTOR ERROR (E103)



▶ SOLUTION			
1. TEST MODE → BILL TEST 2. CHECK : 1) Check whether BILL JAM 2) Check the cable connection status 3) REPLACE BILL ACCEPTOR 4) MAIN PCB replacement			
PART NAME	CODE	PART NAME	CODE
ANDA MAIN V1.6	AZZZ0PCB232		

12-4. SOUND COMMUNICATION ERROR (E201)

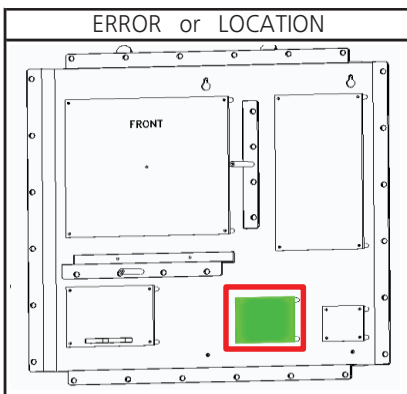


► SOLUTION

1. CHECK :
 - 1) Recheck after power off/on
 - 2) Recheck after factory set
 - 3) SOUND MEMORY PCB replacement
 - 4) MAIN PCB replacement

PART NAME	CODE	PART NAME	CODE
SOUND MEMORY PCB ASS'Y	ATP20PCB006	ANDA MAIN V1.6	AZZZ0PCB232

12-5. WS2813 COMMUNICATION ERROR (E202)



► SOLUTION

1. CHECK :
 - 1) Recheck after power off/on
 - 2) Recheck after factory set
 - 3) WS2813 DISPLAY PCB replacement
 - 4) MAIN PCB replacement

PART NAME	CODE	PART NAME	CODE
WS2813B DISPLAY PCB ASS'Y	APLX0PCB002	ANDA MAIN V1.6	AZZZ0PCB232

12-6. REEL FRONT & REAR MOVE MOTOR & SENSOR ERROR (E301)

ERROR or LOCATION	P1	P2																													
		<table border="1" style="margin-top: 10px;"> <tbody> <tr> <td>9</td> <td>Over 4.5V</td> <td></td> </tr> <tr> <td>10</td> <td>Bel ow 1.0V</td> <td></td> </tr> <tr> <td>4</td> <td>Over 4.0V</td> <td>detect</td> </tr> <tr> <td></td> <td>Bel ow 0.1V</td> <td>undetected</td> </tr> <tr> <td>5</td> <td>Over 4.0V</td> <td>detect</td> </tr> <tr> <td></td> <td>Bel ow 0.1V</td> <td>undetected</td> </tr> <tr> <td>8</td> <td>GND</td> <td></td> </tr> <tr> <td>FR</td> <td>Over 10V</td> <td>RE</td> <td>Over -10V</td> </tr> <tr> <td>FR</td> <td>GND</td> <td>RE</td> <td>GND</td> </tr> </tbody> </table>	9	Over 4.5V		10	Bel ow 1.0V		4	Over 4.0V	detect		Bel ow 0.1V	undetected	5	Over 4.0V	detect		Bel ow 0.1V	undetected	8	GND		FR	Over 10V	RE	Over -10V	FR	GND	RE	GND
9	Over 4.5V																														
10	Bel ow 1.0V																														
4	Over 4.0V	detect																													
	Bel ow 0.1V	undetected																													
5	Over 4.0V	detect																													
	Bel ow 0.1V	undetected																													
8	GND																														
FR	Over 10V	RE	Over -10V																												
FR	GND	RE	GND																												

► SOLUTION

1. TEST MODE → REEL TEST, INPUT TEST

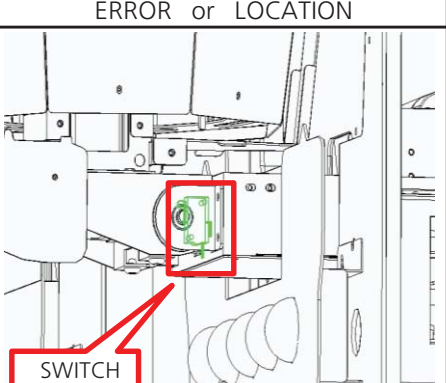
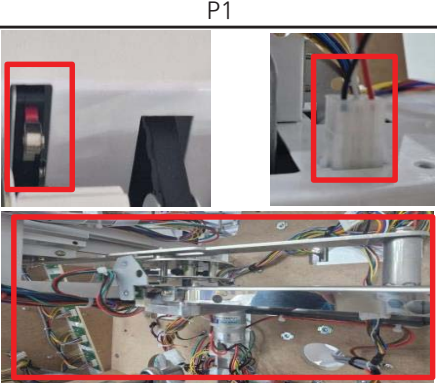
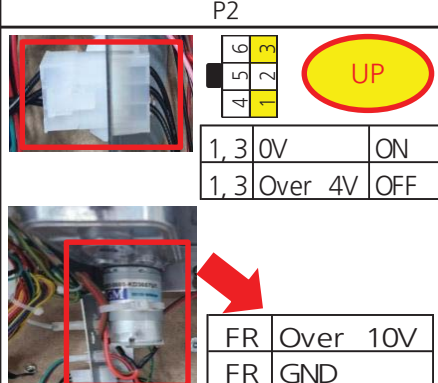

- F1 FND : Operation status display FRONT(Fr), REAR(rE)
- F2 FND : FRONT SENSOR Recognition status display
F-:SENSOR OFF, Fo:SENSOR ON
- F3 FND : REAR SENSOR Recognition status display
r-:SENSOR OFF, ro:SENSOR ON
- FRONT SESOR: 1P(D1), 2P(Q1)
- REAR SESOR: 1P(D2), 2P(Q2)

2. CHECK :

- 1) Check the assembly condition of the motor mechanism (P1)
- 2) Check BKT and sensor assembly status (P1)
- 3) Check wiring connection status (P1)
- 4) Check motor voltage (P2)
- 5) Motor replacement
- 6) MOTOR I/O PCB replacement
- 7) Check sensor voltage (P2)/Check INPUT MODE
- 8) Sensor PCB Replacement
- 9) Main PCB replacement

PART NAME	CODE	PART NAME	CODE
MOTOR	MZZZ0MOT178	L6205 4PORT PCB ASS'Y	AZZZ0PCB237
PHOTO INT-1 PCB ASS'Y	AZZZ0PCB103	ANDA MAIN V1.6	AZZZ0PCB232

12-7. REEL FRONT MOVE ERROR (E0302)

ERROR or LOCATION	P1	P2																
		 <div style="display: flex; align-items: center;"> <div style="margin-right: 10px;"> <table border="1"> <tr><td>4</td><td>5</td><td>6</td></tr> <tr><td>1</td><td>2</td><td>3</td></tr> </table> </div> <div style="margin-right: 10px;">  </div> </div> <table border="1" style="margin-top: 10px;"> <tr><td>1, 3</td><td>0V</td><td>ON</td></tr> <tr><td>1, 3</td><td>Over 4V</td><td>OFF</td></tr> </table> <table border="1" style="margin-top: 10px;"> <tr><td>FR</td><td>Over 10V</td></tr> <tr><td>FR</td><td>GND</td></tr> </table>	4	5	6	1	2	3	1, 3	0V	ON	1, 3	Over 4V	OFF	FR	Over 10V	FR	GND
4	5	6																
1	2	3																
1, 3	0V	ON																
1, 3	Over 4V	OFF																
FR	Over 10V																	
FR	GND																	

► SOLUTION

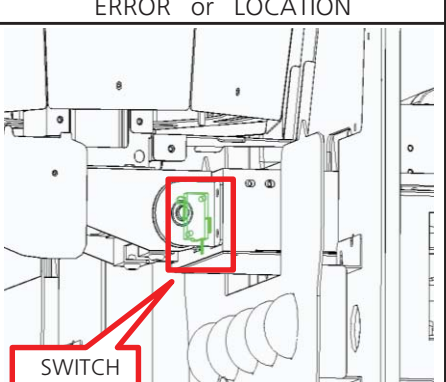
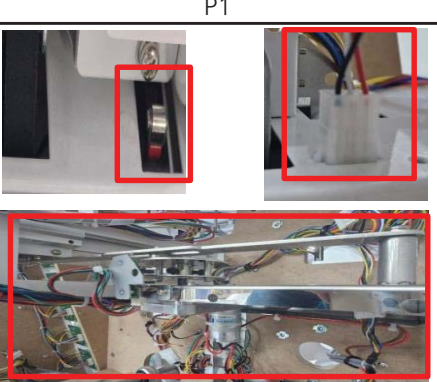
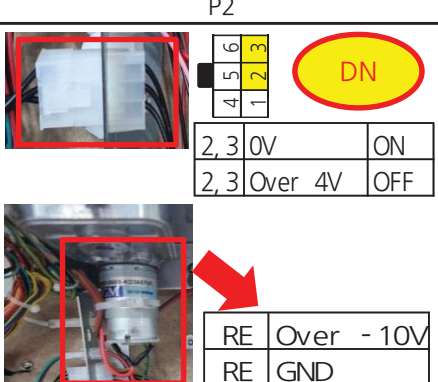

1. TEST MODE → REEL TEST, INPUT TEST
- F1 FND : Operation status display
FRONT(Fr), REAR(rE)
 - F2 FND : FRONT SENSOR recognition status display
F-: SENSOR OFF, Fo: SENSOR ON
 - F4 FND : UP SWITCH recognition status display
U-: SWITCH OFF, Uo: SWITCH ON
 - UP SWITCH: 1P(D3), 2P(Q3)

2. CHECK :

- 1) Check assembly status of equipment (P1)
- 2) Check SWITCH assembly status (P1)
- 3) Check wiring connection status (P1)
- 4) Check motor voltage (P2)
- 5) Motor replacement
- 6) MOTOR I/O PCB replacement
- 7) SWITCH voltage check (P2)
- 8) SWITCH replacement
- 9) MAIN PCB replacement

PART NAME	CODE	PART NAME	CODE
MOTOR	MZZZ0MOT178	L6205 4PORT PCB ASS'Y	AZZZ0PCB237
MICRO SWITCH	MEIF0PAR032	ANDA MAIN V1.6	AZZZ0PCB232

12-8. REEL REAR MOVE ERROR (E0303)

ERROR or LOCATION	P1	P2																
		 <div style="display: flex; align-items: center;"> <div style="margin-right: 10px;"> <table border="1"> <tr><td>4</td><td>5</td><td>6</td></tr> <tr><td>1</td><td>2</td><td>3</td></tr> </table> </div> <div style="margin-right: 10px;">  </div> </div> <table border="1" style="margin-top: 10px;"> <tr><td>2, 3</td><td>0V</td><td>ON</td></tr> <tr><td>2, 3</td><td>Over 4V</td><td>OFF</td></tr> </table> <table border="1" style="margin-top: 10px;"> <tr><td>RE</td><td>Over -10V</td></tr> <tr><td>RE</td><td>GND</td></tr> </table>	4	5	6	1	2	3	2, 3	0V	ON	2, 3	Over 4V	OFF	RE	Over -10V	RE	GND
4	5	6																
1	2	3																
2, 3	0V	ON																
2, 3	Over 4V	OFF																
RE	Over -10V																	
RE	GND																	

► SOLUTION

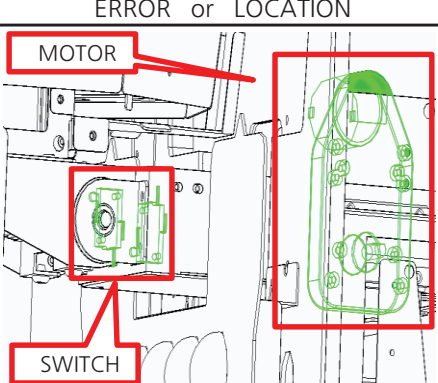

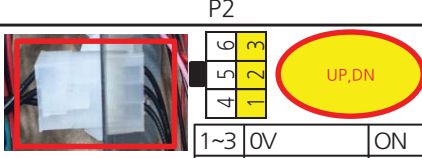


1. TEST MODE → REEL TEST, INPUT TEST
- F1 FND : Operation status display
FRONT(Fr), REAR(rE)
 - F3 FND : REAR SENSOR recognition status display
r-: SENSOR OFF, ro: SENSOR ON
 - F4 FND : UP SWITCH recognition status display
U-: SWITCH OFF, Uo: SWITCH ON
 - UP SWITCH: 1P(D3), 2P(Q3)

2. CHECK :

- 1) Check assembly status of equipment (P1)
- 2) Check SWITCH assembly status (P1)
- 3) Check wiring connection status (P1)
- 4) Check motor voltage (P2)
- 5) Motor replacement
- 6) MOTOR I/O PCB replacement
- 7) SWITCH voltage check (P2)
- 8) SWITCH replacement
- 9) MAIN PCB replacement

PART NAME	CODE	PART NAME	CODE
MOTOR	MZZZ0MOT178	L6205 4PORT PCB ASS'Y	AZZZ0PCB237
MICRO SWITCH	MEIF0PAR032	ANDA MAIN V1.6	AZZZ0PCB232

12-9. REEL UP & DOWN MOVE MOTOR & SWITCH ERROR (E304)

ERROR or LOCATION	P1	P2																				
		 <table border="1" data-bbox="1212 145 1444 235"> <tr><td>4</td><td>5</td><td>6</td></tr> <tr><td>1</td><td>2</td><td>3</td></tr> </table>  <table border="1" data-bbox="1212 235 1444 302"> <tr><td>1~3</td><td>0V</td><td>ON</td></tr> <tr><td>1~3</td><td>Over 4V</td><td>OFF</td></tr> </table>  <table border="1" data-bbox="1029 425 1444 492"> <tr><td>UP</td><td>Over 4V</td><td>DN</td><td>Over -4V</td></tr> <tr><td>UP</td><td>GND</td><td>DN</td><td>GND</td></tr> </table>	4	5	6	1	2	3	1~3	0V	ON	1~3	Over 4V	OFF	UP	Over 4V	DN	Over -4V	UP	GND	DN	GND
4	5	6																				
1	2	3																				
1~3	0V	ON																				
1~3	Over 4V	OFF																				
UP	Over 4V	DN	Over -4V																			
UP	GND	DN	GND																			

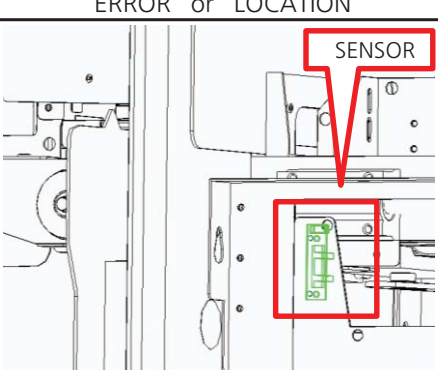
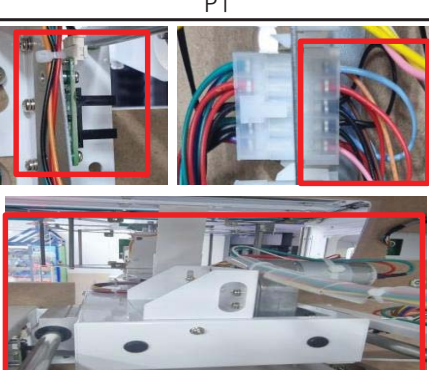
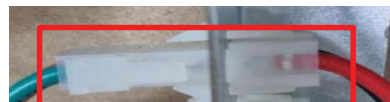

► SOLUTION

1. TEST MODE→REEL TEST, INPUT TEST
- ▶ F1 FND : Operation status display UP(UP),DOWN(do)
 - ▶ F4 FND : UP SWITCH recognition status display
U-:SWITCH OFF,Uo:SWITCH ON
 - ▶ F5 FND :DOWN SWITCH recognition status display
d-:SWITCH OFF,do:SWITCH ON
 - ▶ UP SWITCH : 1P(D3),2P(Q3)
 - ▶ DOWN SWITCH : 1P(D4),2P(Q4)

2. CHECK :
- 1) Check assembly status of equipment (P1)
 - 2) Check SWITCH assembly status (P1)
 - 3) Check wiring connection status (P1)
 - 4) Check motor voltage (P2)
 - 5) Motor replacement
 - 6) UP SWITCH voltage check (P2)
 - 7) UP SWITCH replacement
 - 8) DOWN SWITCH voltage check (P2)
 - 9) DOWN SWITCH replacement
 - 10) MAIN PCB replacement

PART NAME	CODE	PART NAME	CODE
MOTOR	MZZZ0MOT178	MICRO SWICH	MEIF0PAR032
ANDA MAIN V1.6	AZZZ0PCB232		

12-10. REEL DOWN MOVE ERROR (E305)

ERROR or LOCATION	P1	P2																			
		<table border="1" data-bbox="1029 1265 1444 1422"> <tr><td>9</td><td>Over 4.5V</td><td></td></tr> <tr><td>10</td><td>Bel ow 1.0V</td><td></td></tr> <tr><td>4</td><td>Over 4.0V</td><td>detect</td></tr> <tr><td>4</td><td>Bel ow 0.1V</td><td>undet ect ed</td></tr> <tr><td>8</td><td>GND</td><td></td></tr> </table>  <table border="1" data-bbox="1037 1545 1252 1612"> <tr><td>DN</td><td>Over -4V</td></tr> <tr><td>DN</td><td>GND</td></tr> </table> 	9	Over 4.5V		10	Bel ow 1.0V		4	Over 4.0V	detect	4	Bel ow 0.1V	undet ect ed	8	GND		DN	Over -4V	DN	GND
9	Over 4.5V																				
10	Bel ow 1.0V																				
4	Over 4.0V	detect																			
4	Bel ow 0.1V	undet ect ed																			
8	GND																				
DN	Over -4V																				
DN	GND																				

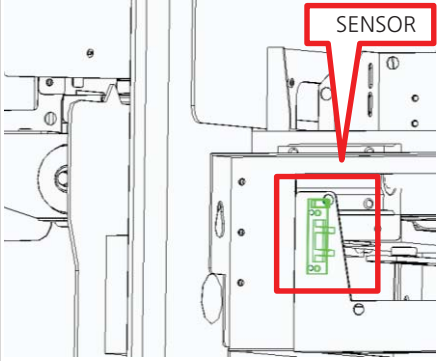
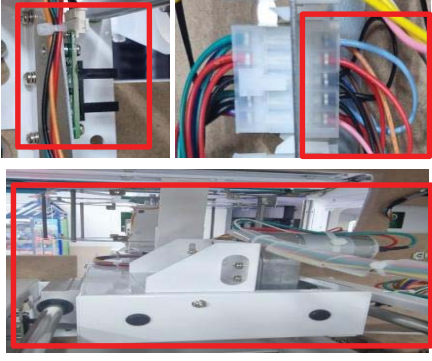


► SOLUTION

1. TEST MODE→REEL TEST, INPUT TEST
- ▶ F1 FND : Operation status display UP(UP),DOWN(do)
 - ▶ F2 FND:FRONT SENSOR recognition status display
F-:SENSOR OFF,Fo:SENSOR ON
 - ▶ F5 FND:DOWN SWITCH recognition status display
d-:SWITCH OFF,do:SWITCH ON
 - ▶ FRONT SESOR:1P(D1),2P(Q1)
 - ▶ DOWN SWITCH:1P(D4),2P(Q4)

2. CHECK :
- 1) Check assembly status of equipment (P1)
 - 2) Check SWITCH assembly status (P1)
 - 3) Check wiring connection status (P1)
 - 4) Check motor voltage (P2)
 - 5) Motor replacement
 - 6) Check sensor voltage (P2)/Check INPUT MODE
 - 7) SENSOR replacement
 - 8) MAIN PCB replacement

PART NAME	CODE	PART NAME	CODE
MOTOR	MZZZ0MOT178	PHOTO INT-1 PCB ASS'Y	AZZZ0PCB103
ANDA MAIN V1.6	AZZZ0PCB232		

12-11. REEL UP MOVE ERROR (E306)

ERROR or LOCATION	P1	P2																																												
		<table border="1"> <tr> <td>10</td> <td>9</td> <td>Over 4.5V</td> <td></td> </tr> <tr> <td>9</td> <td>10</td> <td>Bel ow 1.0V</td> <td></td> </tr> <tr> <td>8</td> <td>4</td> <td>Over 4.0V</td> <td>detect</td> </tr> <tr> <td>7</td> <td>6</td> <td>Bel ow 0.1V</td> <td>undetected</td> </tr> <tr> <td>6</td> <td>8</td> <td>GND</td> <td></td> </tr> <tr> <td>5</td> <td>1</td> <td></td> <td></td> </tr> <tr> <td>4</td> <td>2</td> <td></td> <td></td> </tr> <tr> <td>3</td> <td>3</td> <td></td> <td></td> </tr> <tr> <td>2</td> <td>4</td> <td></td> <td></td> </tr> <tr> <td>1</td> <td>5</td> <td></td> <td></td> </tr> </table>  <table border="1"> <tr> <td>UP</td> <td>Over 4V</td> </tr> <tr> <td>UP</td> <td>GND</td> </tr> </table> 	10	9	Over 4.5V		9	10	Bel ow 1.0V		8	4	Over 4.0V	detect	7	6	Bel ow 0.1V	undetected	6	8	GND		5	1			4	2			3	3			2	4			1	5			UP	Over 4V	UP	GND
10	9	Over 4.5V																																												
9	10	Bel ow 1.0V																																												
8	4	Over 4.0V	detect																																											
7	6	Bel ow 0.1V	undetected																																											
6	8	GND																																												
5	1																																													
4	2																																													
3	3																																													
2	4																																													
1	5																																													
UP	Over 4V																																													
UP	GND																																													

► SOLUTION

1. TEST MODE→REEL TEST, INPUT TEST

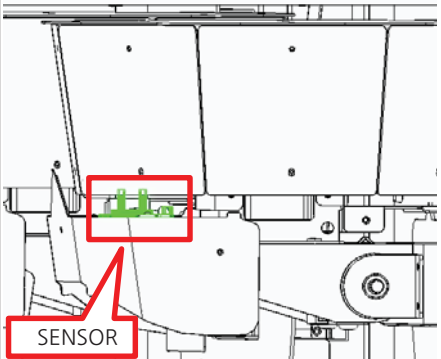
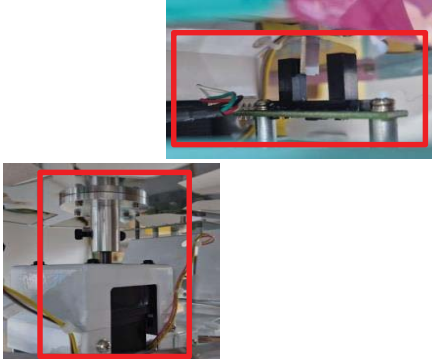
- ▶ F1 FND: Operation status display
UP(UP), DOWN(do)
- ▶ F2 FND: FRONT SENSOR recognition status display
F-: SENSOR OFF, Fo: SENSOR ON
- ▶ F4 FND: UP SWITCH recognition status display
U-: SWITCH OFF, Uo: SWITCH ON
- ▶ FRONT SESOR: 1P(D1), 2P(Q1)
- ▶ UP SWITCH: 1P(D3), 2P(Q3)

2. CHECK :

- 1) Check assembly status of equipment (P1)
- 2) Check SWITCH assembly status (P1)
- 3) Check wiring connection status (P1)
- 4) MOTOR voltage check (P2)
- 5) MOTOR replacement
- 6) Check sensor voltage (P2)/Check INPUT MODE
- 7) SENSOR replacement
- 8) MAIN PCB replacement

PART NAME	CODE	PART NAME	CODE
MOTOR	MZZZ0MOT178	PHOTO INT-1 PCB ASS'Y	AZZZ0PCB103
ANDA MAIN V1.6	AZZZ0PCB232		

12-12. REEL ROTATION SENSOR ERROR (E307)

ERROR or LOCATION	P1	P2																																								
		<table border="1"> <tr> <td>10</td> <td>1</td> <td>Over 4.5V</td> <td></td> </tr> <tr> <td>9</td> <td>2</td> <td>Bel ow 1.0V</td> <td></td> </tr> <tr> <td>8</td> <td>6</td> <td>Over 4.0V</td> <td>detect</td> </tr> <tr> <td>7</td> <td>6</td> <td>Bel ow 0.1V</td> <td>undetected</td> </tr> <tr> <td>6</td> <td>7</td> <td>GND</td> <td></td> </tr> <tr> <td>5</td> <td>10</td> <td></td> <td></td> </tr> <tr> <td>4</td> <td>9</td> <td></td> <td></td> </tr> <tr> <td>3</td> <td>8</td> <td></td> <td></td> </tr> <tr> <td>2</td> <td>7</td> <td></td> <td></td> </tr> <tr> <td>1</td> <td>6</td> <td></td> <td></td> </tr> </table>	10	1	Over 4.5V		9	2	Bel ow 1.0V		8	6	Over 4.0V	detect	7	6	Bel ow 0.1V	undetected	6	7	GND		5	10			4	9			3	8			2	7			1	6		
10	1	Over 4.5V																																								
9	2	Bel ow 1.0V																																								
8	6	Over 4.0V	detect																																							
7	6	Bel ow 0.1V	undetected																																							
6	7	GND																																								
5	10																																									
4	9																																									
3	8																																									
2	7																																									
1	6																																									

► SOLUTION

1. TEST MODE→REEL TEST, INPUT TEST

- ▶ F1 FND : Operation status display
SPIN(SP)
- ▶ F6 REEL ENCODER SENSOR recognition status display
O: SENSOR OFF, 1: SENSOR ON
- ▶ F9 FND: SPIN stop position indication(1~8)
- ▶ F10 FND: REEL VALUE display
- ▶ F11 FND: DOUBLE REEL VALUE display
- ▶ SPIN when you press the TICKET ejection button
Position to stop value changed

2. CHECK :

- 1) Check assembly status of equipment (P1)
- 2) Check BKT and sensor assembly status (P1)
- 3) Check wiring connection status (P1)
- 4) MOTOR replacement
- 5) Check sensor voltage (P2)/Check INPUT MODE
- 6) SENSOR replacement
- 7) MAIN PCB replacement

PART NAME	CODE	PART NAME	CODE
STEPPING MOTOR NO WIRE	MZZZ0MOT166	PHOTO INT-1 PCB ASS'Y	AZZZ0PCB103
ANDA MAIN V1.6	AZZZ0PCB232		

12-13. REEL UNKNOWN LOCATION ERROR (E308)

ERROR or LOCATION	P1	P2																																			
		<table border="1"> <tr> <td>9</td> <td>Over 4.5V</td> <td>FR,RE</td> </tr> <tr> <td>10</td> <td>Below 1.0V</td> <td></td> </tr> <tr> <td>4</td> <td>Over 4.0V</td> <td>detect</td> </tr> <tr> <td></td> <td>Below 0.1V</td> <td>undetected</td> </tr> <tr> <td>5</td> <td>Over 4.0V</td> <td>detect</td> </tr> <tr> <td></td> <td>Below 0.1V</td> <td>undetected</td> </tr> <tr> <td>8</td> <td>GND</td> <td></td> </tr> </table> <table border="1"> <tr> <td>4</td> <td>5</td> <td>6</td> <td></td> </tr> <tr> <td>1</td> <td>2</td> <td>3</td> <td></td> </tr> </table> <p>UP, DN</p> <table border="1"> <tr> <td>1~3</td> <td>0V</td> <td>ON</td> </tr> <tr> <td>1~3</td> <td>Over 4V</td> <td>OFF</td> </tr> </table>	9	Over 4.5V	FR,RE	10	Below 1.0V		4	Over 4.0V	detect		Below 0.1V	undetected	5	Over 4.0V	detect		Below 0.1V	undetected	8	GND		4	5	6		1	2	3		1~3	0V	ON	1~3	Over 4V	OFF
9	Over 4.5V	FR,RE																																			
10	Below 1.0V																																				
4	Over 4.0V	detect																																			
	Below 0.1V	undetected																																			
5	Over 4.0V	detect																																			
	Below 0.1V	undetected																																			
8	GND																																				
4	5	6																																			
1	2	3																																			
1~3	0V	ON																																			
1~3	Over 4V	OFF																																			

► SOLUTION

1. TEST MODE → REEL TEST

- ▶ F1 FND : Operation status display
FRONT(Fr), REAR(rE), UP(UP), DOWN(do)
- ▶ F2 FND: FRONT SENSOR recognition status display
F-: SENSOR OFF, Fo: SENSOR ON
- ▶ F3 FND: REAR SENSOR recognition status display
r-: SENSOR OFF, ro: SENSOR ON
- ▶ F4 FND: UP SWITCH recognition status display
U-: SWITCH OFF, Uo: SWITCH ON
- ▶ F5 FND: DOWN SWITCH recognition status display
d-: SWITCH OFF, do: SWITCH ON

2. CHECK :

- 1) Check assembly status of equipment (P1)
- 2) Check BKT and sensor assembly status (P1)
- 3) Check SWITCH assembly status (P1)
- 4) Check wiring connection status (P1)
- 5) If the REEL location is in an area where sensors or switches are not recognized, change the location to an area where they are recognized
- 6) 5) After number 1, turn on the power and check the status

PART NAME	CODE	PART NAME	CODE
PHOTO INT-1 PCB ASS'Y	AZZZ0PCB103	MICRO SWICH	MEIFOPAR032

12-14. REEL FRONT & REAR MOVE SENSOR ERROR (E309)

ERROR or LOCATION	P1	P2																					
		<table border="1"> <tr> <td>9</td> <td>Over 4.5V</td> <td>FR,RE</td> </tr> <tr> <td>10</td> <td>Below 1.0V</td> <td></td> </tr> <tr> <td>4</td> <td>Over 4.0V</td> <td>detect</td> </tr> <tr> <td></td> <td>Below 0.1V</td> <td>undetected</td> </tr> <tr> <td>5</td> <td>Over 4.0V</td> <td>detect</td> </tr> <tr> <td></td> <td>Below 0.1V</td> <td>undetected</td> </tr> <tr> <td>8</td> <td>GND</td> <td></td> </tr> </table>	9	Over 4.5V	FR,RE	10	Below 1.0V		4	Over 4.0V	detect		Below 0.1V	undetected	5	Over 4.0V	detect		Below 0.1V	undetected	8	GND	
9	Over 4.5V	FR,RE																					
10	Below 1.0V																						
4	Over 4.0V	detect																					
	Below 0.1V	undetected																					
5	Over 4.0V	detect																					
	Below 0.1V	undetected																					
8	GND																						

► SOLUTION

1. TEST MODE → REEL TEST, INPUT TEST

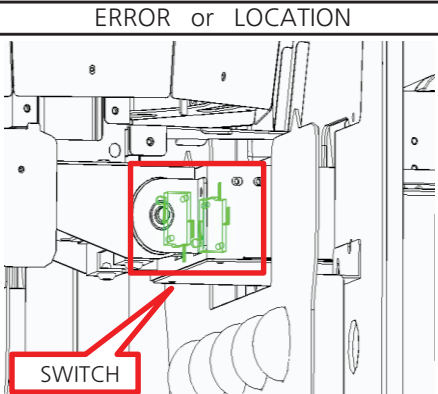
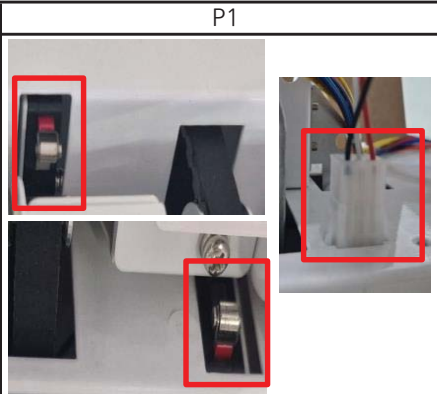
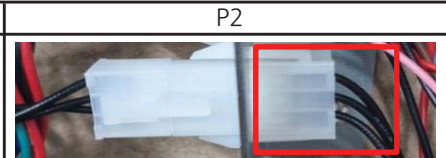
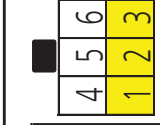
- ▶ F1 FND: Operation status display
FRONT(Fr), REAR(rE)
- ▶ F2 FND: FRONT SENSOR recognition status display
F-: SENSOR OFF, Fo: SENSOR ON
- ▶ F3 FND: REAR SENSOR recognition status display
r-: SENSOR OFF, ro: SENSOR ON
- ▶ FRONT SESOR: 1P(D1), 2P(Q1)
- ▶ REAR SESOR: 1P(D2), 2P(Q2)

2. CHECK :

- 1) Check BKT and sensor assembly status (P1)
- 2) Check wiring connection status (P1)
- 3) Check front sensor voltage (P2)/Check INPUT MODE
- 4) Front sensor PCB replacement
- 5) Check rear sensor voltage (P2)/Check INPUT MODE
- 6) Rear sensor PCB replacement
- 7) MAIN PCB replacement

PART NAME	CODE	PART NAME	CODE
PHOTO INT-1 PCB ASS'Y	AZZZ0PCB103	ANDA MAIN V1.6	AZZZ0PCB232

12-15. REEL UP & DOWN MOVE SWITCH ERROR (E301)

ERROR or LOCATION	P1	P2						
		  <table border="1" data-bbox="1013 436 1460 537"> <tr> <td>1~3</td> <td>0V</td> <td>ON</td> </tr> <tr> <td>1~3</td> <td>Over 4V</td> <td>OFF</td> </tr> </table>	1~3	0V	ON	1~3	Over 4V	OFF
1~3	0V	ON						
1~3	Over 4V	OFF						

► SOLUTION

1. TEST MODE→REEL TEST, INPUT TEST

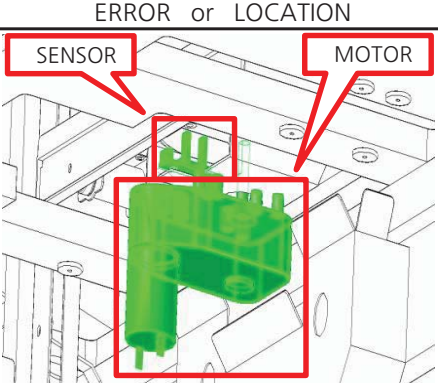
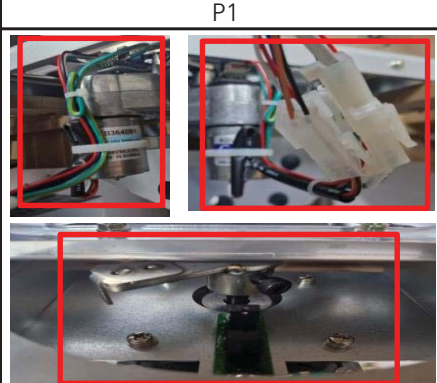
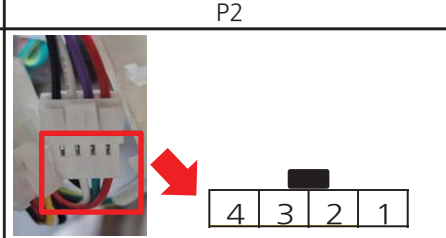
- ▶ F1 FND : Operation status display UP(UP), DOWN(do)
- ▶ F4 FND : UP SWITCH recognition status display U- : SWITCH OFF, Uo:SWITCH ON
- ▶ F5 FND: DOWN SWITCH recognition status display d-:SWITCH OFF, do:SWITCH ON
- ▶ UP SWITCH : 1P(D3),2P(Q3)
- ▶ DOWN SWITCH : 1P(D4),2P(Q4)

2. CHECK :

- 1) Check assembly status of equipment (P1)
- 2) Check SWITCH assembly status (P1)
- 3) Check wiring connection status (P1)
- 4) UP SWITCH voltage check (P2)
- 5) UP SWITCH replacement
- 6) DOWN SWITCH voltage check (P2)
- 7) DOWN SWITCH replacement
- 8) MAIN PCB replacement

PART NAME	CODE	PART NAME	CODE
MICRO SWITCH	MEIFOPAR032	ANDA MAIN V1.6	AZZZ0PCB232

12-16. PUSHER MOTOR & SENSOR ERROR (E401_E402)

ERROR or LOCATION	P1	P2															
		 <table border="1" data-bbox="1013 1456 1460 1601"> <tr> <td>1</td> <td>Over 4.5V</td> <td></td> </tr> <tr> <td>2</td> <td>Below 1.0V</td> <td></td> </tr> <tr> <td>3</td> <td>Over 4.0V</td> <td>detect</td> </tr> <tr> <td></td> <td>Below 0.1V</td> <td>undetected</td> </tr> <tr> <td>4</td> <td>GND</td> <td></td> </tr> </table>	1	Over 4.5V		2	Below 1.0V		3	Over 4.0V	detect		Below 0.1V	undetected	4	GND	
1	Over 4.5V																
2	Below 1.0V																
3	Over 4.0V	detect															
	Below 0.1V	undetected															
4	GND																

► SOLUTION

1. TEST MODE→PUSHER TEST, INPUT TEST

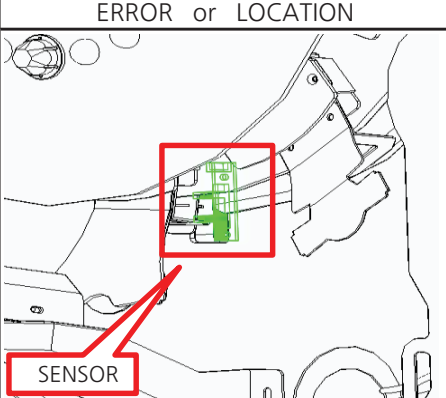
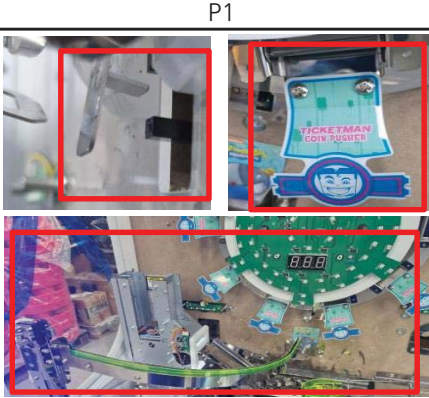
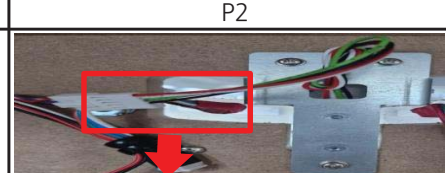
- ▶ F1 FND: Operation status display ON(on), OFF(oF)
- ▶ F3 FND: ENCODER, PUSHER rotation count display
- ▶ F5 FND: ENCODER recognition status display 0:SENSOR OFF, 1:SENSOR ON
- ▶ PUSHER SENSOR: 1P(F1), 2P(S1)

2. CHECK :

- 1) Check assembly status of equipment (P1)
- 2) Check BKT and sensor assembly status (P1)
- 3) Check wiring connection status (P1)
- 4) MOTOR replacement
- 5) Check sensor voltage (P2)/Check INPUT MODE
- 6) SENSOR replacement
- 7) MAIN PCB replacement

PART NAME	CODE	PART NAME	CODE
MOTOR_BLDC	MZZZ0MOT152	PHOTO INT-1 PCB ASS'Y	AZZZ0PCB103
ANDA MAIN V1.6	AZZZ0PCB232		

12-17. WHEEL TARGET SENSOR ERROR (E501)

ERROR or LOCATION	P1	P2																								
		 <table border="1" data-bbox="1029 331 1460 548"> <tr> <td>1</td> <td>1</td> <td>Over 4.5V</td> <td></td> </tr> <tr> <td>2</td> <td>2</td> <td>Below 1.0V</td> <td></td> </tr> <tr> <td>3</td> <td>3</td> <td>Over 4.0V</td> <td>detect</td> </tr> <tr> <td>4</td> <td>4</td> <td>Below 0.1V</td> <td>undetected</td> </tr> <tr> <td>5</td> <td>4</td> <td>GND</td> <td></td> </tr> <tr> <td></td> <td>5</td> <td>N.C</td> <td></td> </tr> </table>	1	1	Over 4.5V		2	2	Below 1.0V		3	3	Over 4.0V	detect	4	4	Below 0.1V	undetected	5	4	GND			5	N.C	
1	1	Over 4.5V																								
2	2	Below 1.0V																								
3	3	Over 4.0V	detect																							
4	4	Below 0.1V	undetected																							
5	4	GND																								
	5	N.C																								

► SOLUTION

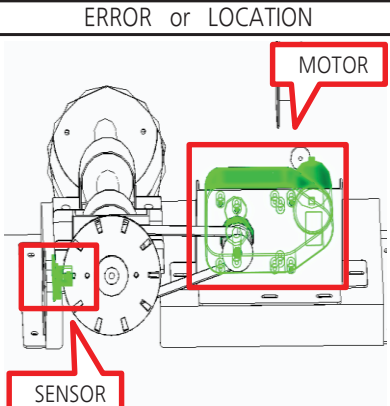
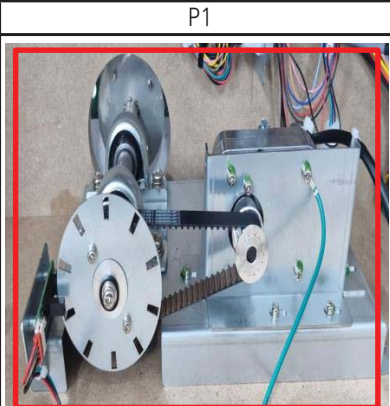
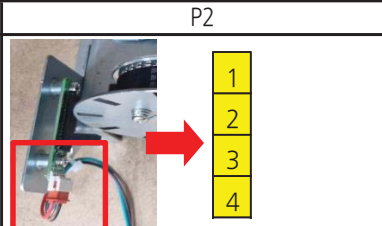
1. TEST MODE → WHEEL TEST, INPUT TEST
- ▶ F1 FND: Operation status display
ON(on), OFF(oF)
 - ▶ F2 FND: TARGET sensor status display
Not recognized (--), recognized (HT)
 - ▶ Sound is output when the target sensor is recognized by firing a medal with each "P" button. 1P(2), 2P(4)
 - ▶ WHEEL TARGET SENSOR: 1P(E1), 2P(R1)

2. CHECK :

- 1) Check BKT and sensor assembly status (P1)
- 2) Check MOVING TARGET assembly status (P1)
- 3) SHOOTER RAIL assembly status check (P1)
- 4) Check wiring connection status (P1)
- 5) Check sensor voltage (P2)/Check INPUT MODE
- 6) Sensor PCB Replacement
- 7) MAIN PCB Replacement

PART NAME	CODE	PART NAME	CODE
PHOTO INT-1 PCB ASS'Y	AZZZ0PCB103	ANDA MAIN V1.6	AZZZ0PCB232

12-18. WHEEL MOTOR & SENSOR ERROR (E502)

ERROR or LOCATION	P1	P2																				
		 <table border="1" data-bbox="917 1456 1292 1624"> <tr> <td>1</td> <td>1</td> <td>Over 4.5V</td> <td></td> </tr> <tr> <td>2</td> <td>2</td> <td>Below 1.0V</td> <td></td> </tr> <tr> <td>3</td> <td>3</td> <td>Over 4.0V</td> <td>detect</td> </tr> <tr> <td>4</td> <td>4</td> <td>Below 0.1V</td> <td>undetected</td> </tr> <tr> <td></td> <td>4</td> <td>GND</td> <td></td> </tr> </table>	1	1	Over 4.5V		2	2	Below 1.0V		3	3	Over 4.0V	detect	4	4	Below 0.1V	undetected		4	GND	
1	1	Over 4.5V																				
2	2	Below 1.0V																				
3	3	Over 4.0V	detect																			
4	4	Below 0.1V	undetected																			
	4	GND																				

► SOLUTION

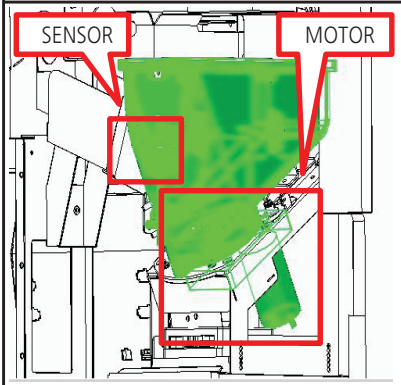

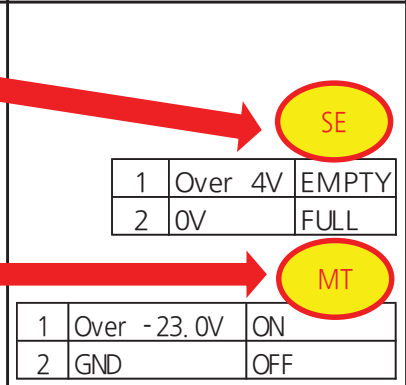
1. TEST MODE → WHEEL TEST, INPUT TEST
- ▶ F1 FND: Operation status display
ON(on), OFF(oF)
 - ▶ F3 FND: WHEEL SENSOR status display
Not detected (0), detected (1)
 - ▶ F8 FND: WHEEL SPEED display
Stop (STo), Normal (nor), Fast (FAS)
 - ▶ WHEEL ENCODER SENSOR: 1P(E2), 2P(R2)

2. CHECK :

- 1) Check the assembly status of the MOTOR mechanism (P1)
- 2) Check BKT and sensor assembly status (P1)
- 3) Check wiring connection status (P1)
- 4) Motor replacement
- 5) Check sensor voltage (P2)/Check INPUT MODE
- 6) Sensor PCB Replacement
- 7) Main PCB replacement

PART NAME	CODE	PART NAME	CODE
MOTOR_BLDC	MZZZ0MOT175	PHOTO INT-1 PCB ASS'Y	AZZZ0PCB103
ANDA MAIN V1.6	AZZZ0PCB232		

12-19. FRONT HOPPER MOTOR & EMPTY SENSOR ERROR (E601)

ERROR or LOCATION	P1	P2												
		 <table border="1" data-bbox="1021 302 1305 376"> <tr> <td>1</td> <td>Over 4V</td> <td>EMPTY</td> </tr> <tr> <td>2</td> <td>0V</td> <td>FULL</td> </tr> </table> <table border="1" data-bbox="925 443 1305 526"> <tr> <td>1</td> <td>Over -23.0V</td> <td>ON</td> </tr> <tr> <td>2</td> <td>GND</td> <td>OFF</td> </tr> </table>	1	Over 4V	EMPTY	2	0V	FULL	1	Over -23.0V	ON	2	GND	OFF
1	Over 4V	EMPTY												
2	0V	FULL												
1	Over -23.0V	ON												
2	GND	OFF												

► SOLUTION

1. TEST MODE→FRONT HOPPER TEST

- ▶ F1 FND:Operation status display
ON(on),OFF(oF)
- ▶ F2 FND:MEDAL discharge quantity display
- ▶ F3 FND:EMPTY SENSOR status display
Not detected (Lo), detected (HI)

2.CHECK :

- 1) HOPPER Check if there is a coin in the basket
- 2) Check the assembly status of the MOTOR mechanism (P1)
- 3) Check BKT and sensor assembly status (P1)
- 4) Check wiring connection status (P1)
- 5) MOTOR voltage check (P2)
- 6) MOTOR replacement
- 7) HOPPER PCB replacement
- 8) Check sensor voltage (P2)
- 9) Main PCB replacement

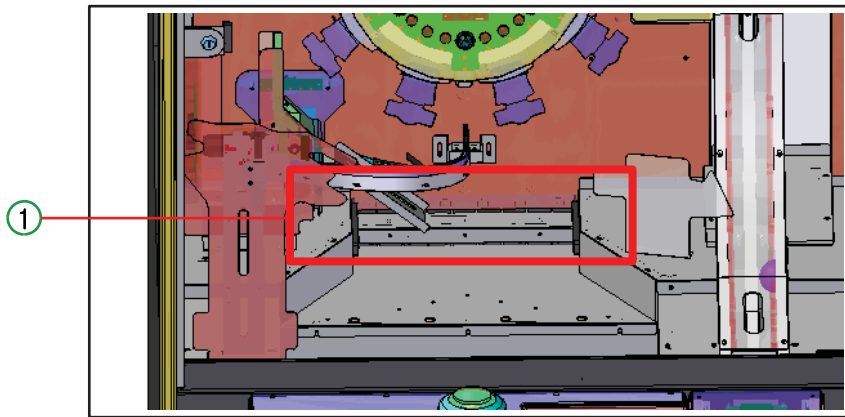
PART NAME	CODE	PART NAME	CODE
MOTOR ELEVATOR HOPPER	MZZ0ELH040	ELEVATOR HOPPER PCB ASS'Y	AZZZ0PCB143
ANDA MAIN V1.6	AZZZ0PCB232		

- WHAT TO DO IF THERE IS NO MEDAL ON THE FRONT HOPPER

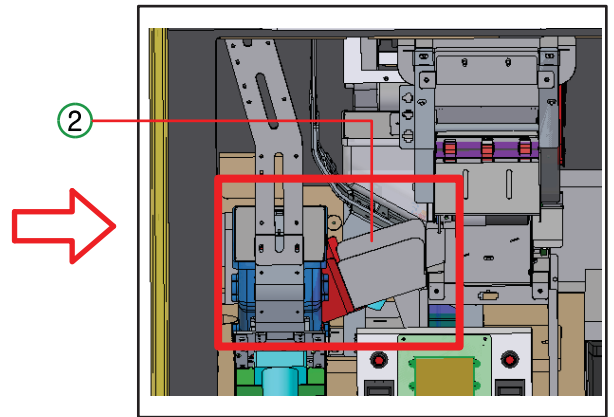
* In the following cases, there may be no medal on the front HOPPER.

1) When medals pile up at the top of the MOVING PUSHER MAIN PANEL of the PUSHER PART and do not come down

: ① Place the accumulated medals inside the ② GUIDE BKT and replenish the medals with the FRONT HOPPER.



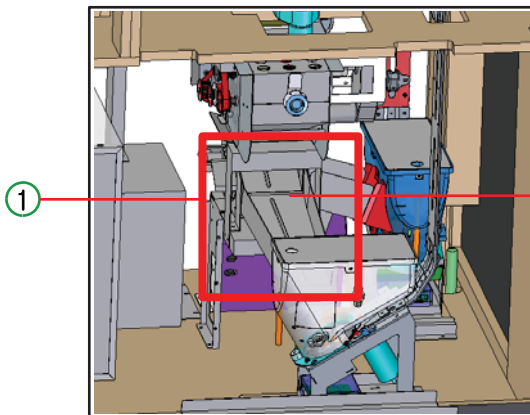
[PUSHER]



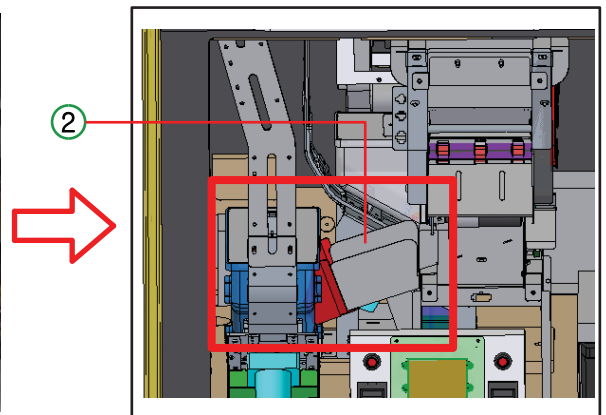
[FRONT HOPPER]

2) When the REAR HOPPER is full of medals, or even the MEDAL DIVIDE GUIDE is full.

: ① Put the stacked medals of the MEDAL DIVIDE GUIDE ② inside the GUIDE BKT and move them to the FRONT HOPPER. Replenishment of medals.



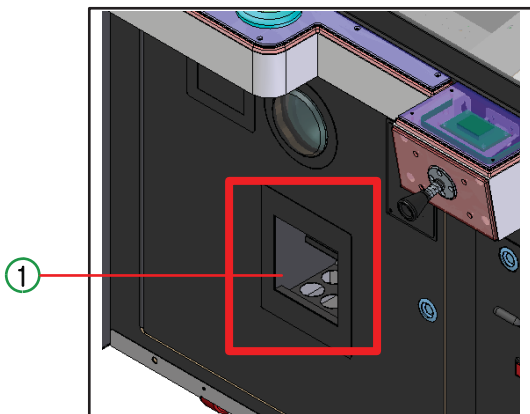
[REAR HOPPER]



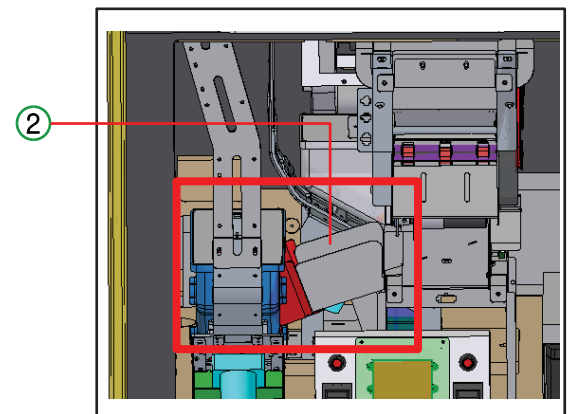
[FRONT HOPPER]

3) CARD OUTLET GUIDE When medals are piled up inside or have fallen inside the product.

: ① Take out the medal inside, or collect the medal from inside the product and ② put it inside the GUIDE BKT. Replenish medals with HOPPER.



[CARD OUTLET GUIDE]

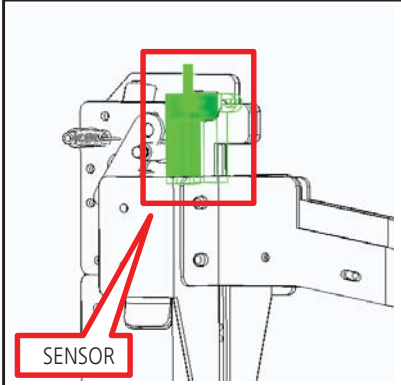
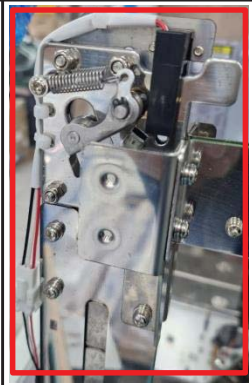



[FRONT HOPPER]

4) Place 200 EA of medals [100 EA per P] supplied as SPARE inside the ② GUIDE BKT of the corresponding P to FRONT

* See FRONT HOPPER image above

12-20. FRONT HOPPER SENSOR ERROR (E602)

ERROR or LOCATION	P1		P2														
			<table border="1" data-bbox="911 331 1316 557"> <tr> <td colspan="3" data-bbox="1050 331 1189 387" style="text-align: center;"> <div style="display: flex; justify-content: space-around;"> 3 2 1 </div> </td> </tr> <tr> <td data-bbox="927 405 970 439">1</td> <td data-bbox="975 405 1157 439">Over 4.5V</td> <td data-bbox="1161 405 1310 439"></td> </tr> <tr> <td data-bbox="927 461 970 495" rowspan="2">2</td> <td data-bbox="975 461 1157 495">Over 4.0V</td> <td data-bbox="1161 461 1310 495">detect</td> </tr> <tr> <td data-bbox="975 495 1157 528">Below 0.1V</td> <td data-bbox="1161 495 1310 528">undetected</td> </tr> <tr> <td data-bbox="927 528 970 562">3</td> <td data-bbox="975 528 1157 562">GND</td> <td data-bbox="1161 528 1310 562"></td> </tr> </table>	<div style="display: flex; justify-content: space-around;"> 3 2 1 </div>			1	Over 4.5V		2	Over 4.0V	detect	Below 0.1V	undetected	3	GND	
<div style="display: flex; justify-content: space-around;"> 3 2 1 </div>																	
1	Over 4.5V																
2	Over 4.0V	detect															
	Below 0.1V	undetected															
3	GND																

► SOLUTION

1. TEST MODE → FRONT HOPPER TEST, INPUT TEST

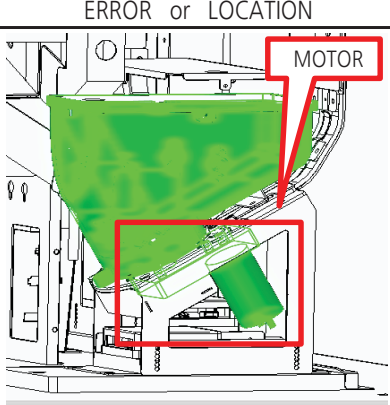
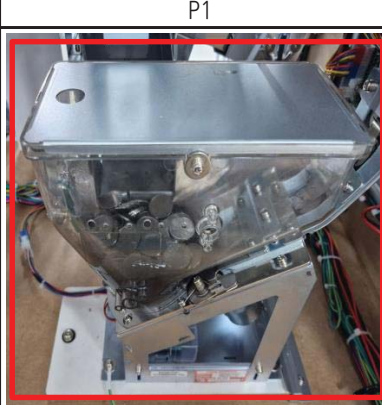
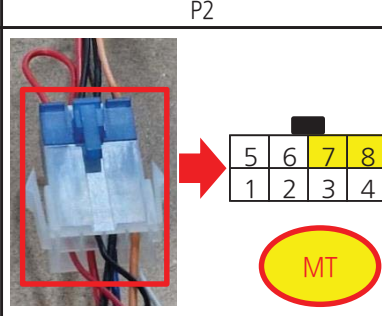
- ▶ F1 FND: Operation status display ON(on), OFF(oF)
- ▶ F2 FND: MEDAL discharge quantity display
- ▶ F3 FND: EMPTY SENSOR status display Not detected(Lo), detected(HI)
- ▶ FRONT HOPPER SENSOR: 1P(I1), 2P(V1)

2. CHECK :

- 1) Check the assembly condition of the motor mechanism (P1)
- 2) Check RAIL assembly status (P1)
- 3) Check wiring connection status (P1)
- 4) Check sensor voltage (P2)
- 5) Sensor ASS'Y replacement
- 6) Main PCB replacement

PART NAME	CODE	PART NAME	CODE
ELEVATOR SENSOR ASS'Y	AZZZ0PCB173	ANDA MAIN V1.6	AZZZ0PCB232

12-21. REAR HOPPER MOTOR ERROR (E604)

ERROR or LOCATION	P1	P2						
		 <table border="1"> <tr> <td>1</td> <td>Over -23.0V</td> <td>ON</td> </tr> <tr> <td>2</td> <td>GND</td> <td>OFF</td> </tr> </table>	1	Over -23.0V	ON	2	GND	OFF
1	Over -23.0V	ON						
2	GND	OFF						

► SOLUTION

1. TEST MODE→REAR HOPPER TEST

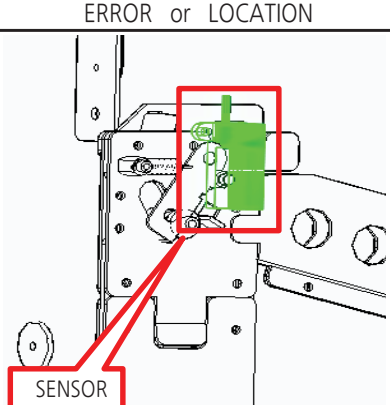
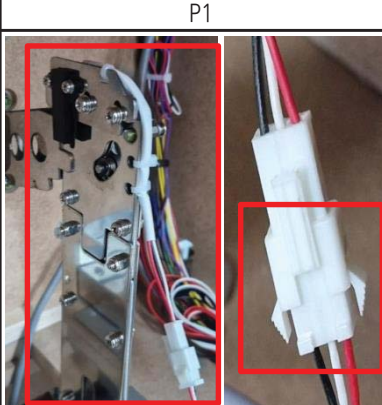
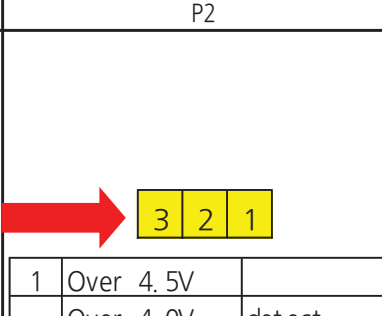
- ▶ F1 FND:Operation status display ON(on),OFF(oF)
- ▶ F2 FND:MEDAL discharge quantity display

2. CHECK :

- 1) HOPPER Check if there is a coin in the basket
- 2) Check the assembly condition of the motor mechanism (P1)
- 3) Check wiring connection status (P1)
- 4) Check motor voltage (P2)
- 5) MOTOR replacement
- 6) HOPPER PCB replacement
- 7) Main PCB replacement

PART NAME	CODE	PART NAME	CODE
MOTOR ELEVATOR HOPPER	MZZZ0ELH040	ELEVATOR HOPPER PCB ASS'Y	AZZZ0PCB143
ANDA MAIN V1.6	AZZZ0PCB232		

12-22. REAR HOPPER SENSOR ERROR (E605)

ERROR or LOCATION	P1	P2											
		 <table border="1"> <tr> <td>1</td> <td>Over 4.5V</td> <td></td> </tr> <tr> <td rowspan="2">2</td> <td>Over 4.0V</td> <td>detect</td> </tr> <tr> <td>Bel ow 0.1V</td> <td>undet ect ed</td> </tr> <tr> <td>3</td> <td>GND</td> <td></td> </tr> </table>	1	Over 4.5V		2	Over 4.0V	detect	Bel ow 0.1V	undet ect ed	3	GND	
1	Over 4.5V												
2	Over 4.0V	detect											
	Bel ow 0.1V	undet ect ed											
3	GND												

► SOLUTION

1. TEST MODE→REAR HOPPER TEST, INPUT TEST

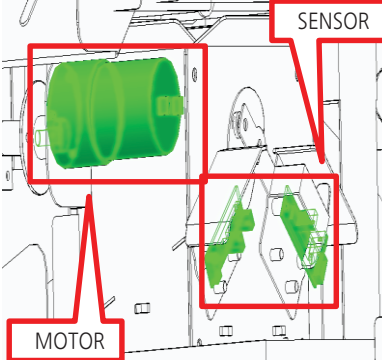
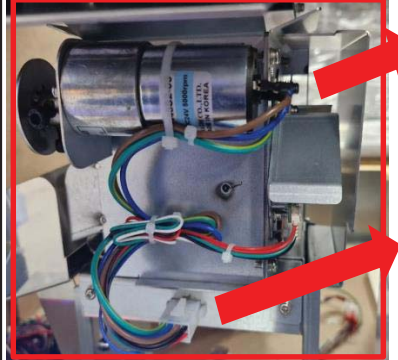
- ▶ F1 FND:Operation status display ON(on),OFF(oF)
- ▶ F2 FND:MEDAL discharge quantity display
- ▶ FRONT HOPPER SENSOR:1P(I2),2P(V2)

2. CHECK :

- 1) Check the assembly condition of the motor mechanism (P1)
- 2) Check RAIL assembly status (P1)
- 3) Check wiring connection status (P1)
- 4) Check sensor voltage (P2)
- 5) Sensor ASS'Y replacement
- 6) Main PCB replacement

PART NAME	CODE	PART NAME	CODE
ELEVATOR SENSOR ASS'Y	AZZZ0PCB173	ANDA MAIN V1.6	AZZZ0PCB232

12-23. MEDAL DIVIDER MOTOR & SENSOR ERROR (E801_E802)

ERROR or LOCATION	P1	P2																																			
 <p>SENSOR</p> <p>MOTOR</p>		<table border="1"> <tr> <td>1</td> <td>Over 11V</td> <td>ON</td> </tr> <tr> <td>2</td> <td>GND</td> <td>OFF</td> </tr> </table> <table border="1"> <tr> <td>8</td> <td>7</td> <td>6</td> <td>5</td> </tr> <tr> <td>4</td> <td>3</td> <td>2</td> <td>1</td> </tr> </table> <table border="1"> <tr> <td>1</td> <td>Over 4.5V</td> <td></td> </tr> <tr> <td>2</td> <td>Below 1.0V</td> <td></td> </tr> <tr> <td>3</td> <td>Over 4.0V</td> <td>detect</td> </tr> <tr> <td>FR</td> <td>Below 0.1V</td> <td>undetected</td> </tr> <tr> <td>4</td> <td>Over 4.0V</td> <td>detect</td> </tr> <tr> <td>RE</td> <td>Below 0.1V</td> <td>undetected</td> </tr> <tr> <td>5</td> <td>GND</td> <td></td> </tr> </table>	1	Over 11V	ON	2	GND	OFF	8	7	6	5	4	3	2	1	1	Over 4.5V		2	Below 1.0V		3	Over 4.0V	detect	FR	Below 0.1V	undetected	4	Over 4.0V	detect	RE	Below 0.1V	undetected	5	GND	
1	Over 11V	ON																																			
2	GND	OFF																																			
8	7	6	5																																		
4	3	2	1																																		
1	Over 4.5V																																				
2	Below 1.0V																																				
3	Over 4.0V	detect																																			
FR	Below 0.1V	undetected																																			
4	Over 4.0V	detect																																			
RE	Below 0.1V	undetected																																			
5	GND																																				

► SOLUTION

1. TEST MODE→DIVIDER TEST, INPUT TEST

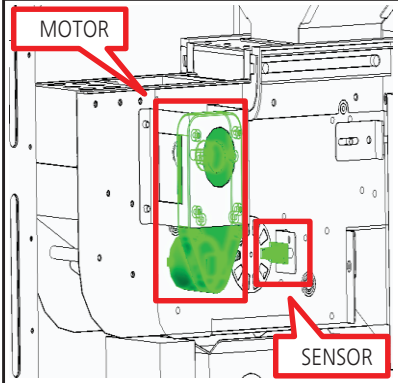
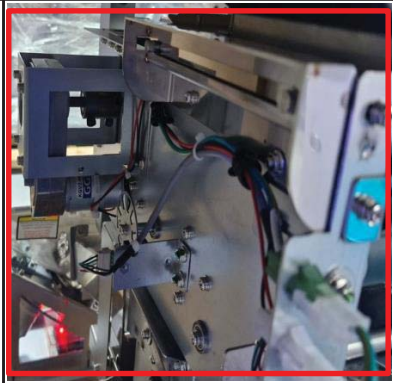
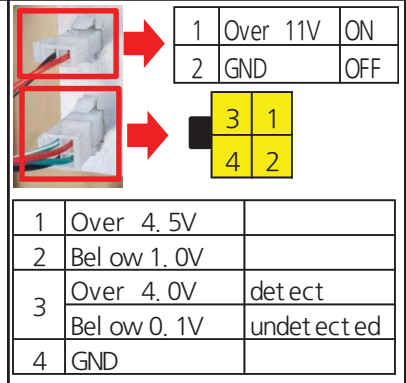
- ▶ F1 FND: Operation status display
ON(on), OFF(oF)
- ▶ F2 FND: Current direction indicator,
blinks when moving
FRONT(Fr), REAR(rE)
- ▶ F3 FND: SENSOR status display
FRONT POSITION(FRONT), REAR POSITION(REAR)
Not detected(0), detected(1)
- ▶ DIVIDER FRONT SENSOR: 1P(G1), 2P(T1)
- ▶ DIVIDER REAR SENSOR: 1P(G2), 2P(T2)

2. CHECK :

- 1) Check the assembly condition of the motor mechanism
- 2) Check BKT and sensor assembly status (P1)
- 3) Check wiring connection status (P1)
- 4) MOTOR voltage check (P2)
- 5) MOTOR replacement
- 6) MOTOR I/O PCB replacement
- 7) Check front sensor voltage (P2)/Check INPUT MODE
- 8) Front sensor PCB replacement
- 9) Check rear sensor voltage (P2)/Check INPUT MODE
- 10) Rear sensor PCB replacement
- 11) Main PCB replacement

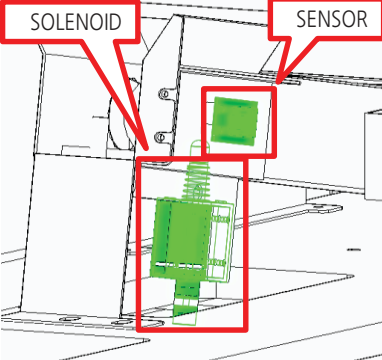
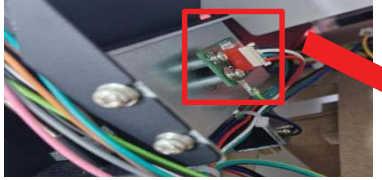


PART NAME	CODE	PART NAME	CODE
MOTOR	MZZZ0MOT173	L6205 4PORT PCB ASS'Y	AZZZ0PCB237
PHOTO INT-1 PCB ASS'Y	AZZZ0PCB103	ANDA MAIN V1.6	AZZZ0PCB232

12-24. MEDAL DIVIDER MOTOR & SENSOR ERROR (E901)

ERROR or LOCATION	P1	P2																								
		 <table border="1" data-bbox="1077 190 1305 264"> <tr> <td>1</td> <td>Over 11V</td> <td>ON</td> </tr> <tr> <td>2</td> <td>GND</td> <td>OFF</td> </tr> </table> <table border="1" data-bbox="1114 271 1198 360"> <tr> <td>3</td> <td>1</td> </tr> <tr> <td>4</td> <td>2</td> </tr> </table> <table border="1" data-bbox="917 383 1305 555"> <tr> <td>1</td> <td>Over 4.5V</td> <td></td> </tr> <tr> <td>2</td> <td>Below 1.0V</td> <td></td> </tr> <tr> <td rowspan="2">3</td> <td>Over 4.0V</td> <td>detect</td> </tr> <tr> <td>Below 0.1V</td> <td>undetected</td> </tr> <tr> <td>4</td> <td>GND</td> <td></td> </tr> </table>	1	Over 11V	ON	2	GND	OFF	3	1	4	2	1	Over 4.5V		2	Below 1.0V		3	Over 4.0V	detect	Below 0.1V	undetected	4	GND	
1	Over 11V	ON																								
2	GND	OFF																								
3	1																									
4	2																									
1	Over 4.5V																									
2	Below 1.0V																									
3	Over 4.0V	detect																								
	Below 0.1V	undetected																								
4	GND																									

► SOLUTION			
<p>1. TEST MODE → ROLLER TEST, INPUT TEST</p> <ul style="list-style-type: none"> ▶ F1 FND: Operation status display ON(on), OFF(oF) ▶ F4 FND: ENCODER SENSOR status display, Not detected(0), detected(1) ▶ MEDAL ROLLER SENSOR: 1P(J1), 2P(W1) 		<p>2. CHECK :</p> <ol style="list-style-type: none"> 1) Check the assembly condition of the motor mechanism (P1) 2) Check BKT and sensor assembly status (P1) 3) Check wiring connection status (P1) 4) MOTOR voltage check (P2) 5) MOTOR replacement 6) MOTOR I/O PCB replacement 7) Check sensor voltage (P2) 8) Sensor PCB replacement 9) Main PCB replacement 	
	CODE	PART NAME	CODE
MOTOR	MZZZ0MOT168	L6205 4PORT PCB ASS'Y	AZZZ0PCB237
PHOTO INT-1 PCB ASS'Y	AZZZ0PCB103	ANDA MAIN V1.6	AZZZ0PCB232

12-25. EIFFEL SHOOTER SOLENOID & SENSOR ERROR (E902)

ERROR or LOCATION	P1	P2																		
	  	<table border="1"> <tr> <td rowspan="2">4</td> <td>1</td> <td>Over 4.5V</td> <td></td> </tr> <tr> <td>2</td> <td>Below 1.0V</td> <td></td> </tr> <tr> <td rowspan="2">3</td> <td>3</td> <td>Below 1.0V</td> <td>detect</td> </tr> <tr> <td>2</td> <td>Over 3.5V</td> <td>undetected</td> </tr> <tr> <td>1</td> <td>4</td> <td>GND</td> <td></td> </tr> </table>	4	1	Over 4.5V		2	Below 1.0V		3	3	Below 1.0V	detect	2	Over 3.5V	undetected	1	4	GND	
		4		1	Over 4.5V															
2	Below 1.0V																			
3	3	Below 1.0V	detect																	
	2	Over 3.5V	undetected																	
1	4	GND																		
		<table border="1"> <tr> <td>1</td> <td>Over 11V</td> <td>ON</td> </tr> <tr> <td>2</td> <td>GND</td> <td>OFF</td> </tr> </table>	1	Over 11V	ON	2	GND	OFF												
1	Over 11V	ON																		
2	GND	OFF																		

► SOLUTION

1. TEST MODE → SHOOTER TEST, INPUT TEST

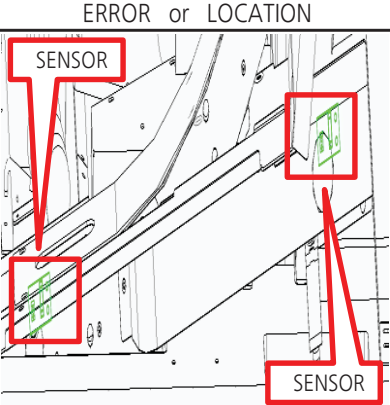
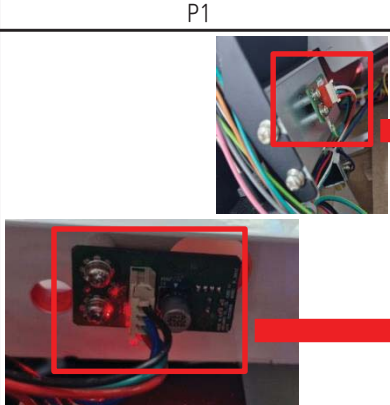
- ▶ F1~F6 FND: Shows 6,5,4,3,2,1
- ▶ F7 FND: SENSOR status display
FRONT POSITION(FRONT), REAR POSITION(REAR)
Not detected(0), detected(1)
- ▶ F8 FND: After launching the ball, the location blinks
1~6,7(Top)
- ▶ L1~L6 LAMP: When the ball enters during
the entire flashing operation, only that location
blinks
- ▶ SHOOTER REAR SENSOR: 1P(C2), 2P(P2)

2. CHECK :

- 1) Check SOLENOID and equipment assembly status (P1)
- 2) Check sensor assembly status (P1)
- 3) Check for ball jams
- 4) Check wiring connection status (P1)
- 5) SOLENOID voltage check (P2)
- 6) SOLENOID replacement
- 7) Check sensor voltage (P2)
- 8) Sensor PCB replacement
- 9) Main PCB replacement

PART NAME	CODE	PART NAME	CODE
SOLENOID ASS'Y	MELE0SOLO13	38KHZ IR SENSOR PCB VR ASS'Y_2CM	ASBT0PCB008
ANDA MAIN V1.6	AZZZ0PCB232		

12-26. EIFFEL SHOOTER FRONT & SENSOR ERROR (E903_E904)

ERROR or LOCATION	P1	P2																				
		<table border="1"> <tr><td>4</td><td>1</td><td>Over 4.5V</td><td></td></tr> <tr><td>3</td><td>2</td><td>Below 1.0V</td><td></td></tr> <tr><td>2</td><td>3</td><td>Below 1.0V</td><td>detect</td></tr> <tr><td>1</td><td>4</td><td>Over 3.5V</td><td>undetected</td></tr> <tr><td></td><td>4</td><td>GND</td><td></td></tr> </table>	4	1	Over 4.5V		3	2	Below 1.0V		2	3	Below 1.0V	detect	1	4	Over 3.5V	undetected		4	GND	
		4	1	Over 4.5V																		
3	2	Below 1.0V																				
2	3	Below 1.0V	detect																			
1	4	Over 3.5V	undetected																			
	4	GND																				
<table border="1"> <tr><td>4</td><td>1</td><td>Over 4.5V</td><td></td></tr> <tr><td>3</td><td>2</td><td>Below 1.0V</td><td></td></tr> <tr><td>2</td><td>3</td><td>Below 1.0V</td><td>detect</td></tr> <tr><td>1</td><td>4</td><td>Over 3.5V</td><td>undetected</td></tr> <tr><td></td><td>4</td><td>GND</td><td></td></tr> </table>	4	1	Over 4.5V		3	2	Below 1.0V		2	3	Below 1.0V	detect	1	4	Over 3.5V	undetected		4	GND			
4	1	Over 4.5V																				
3	2	Below 1.0V																				
2	3	Below 1.0V	detect																			
1	4	Over 3.5V	undetected																			
	4	GND																				

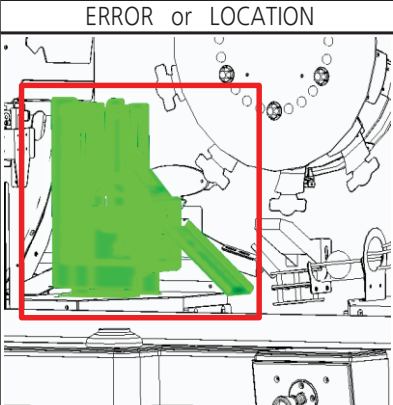
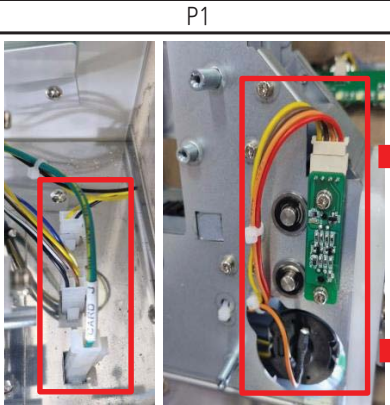
► SOLUTION

1. TEST MODE → SHOOTER TEST, INPUT TEST
- F1~F6 FND: Shows 6,5,4,3,2,1
 - F7 FND: SENSOR status display
FRONT POSITION(FRONT), REAR POSITION(REAR)
Not detected(0), detected(1)
 - F8 FND: After launching the ball, the location blinks 1~6,7(Top)
 - L1~L6 LAMP: When the ball enters during the entire flashing operation, only that location blinks
 - SHOOTER REAR SENSOR: 1P(C2), 2P(P2)

2. CHECK :
- 1) Check sensor assembly status (P1)
 - 2) Check whether ball is jammed or not
 - 3) Check wiring connection status (P1)
 - 4) Check front sensor voltage (P2)
 - 5) Front sensor PCB replacement
 - 6) Check rear sensor voltage (P2)
 - 7) Rear sensor PCB replacement
 - 8) Main PCB replacement

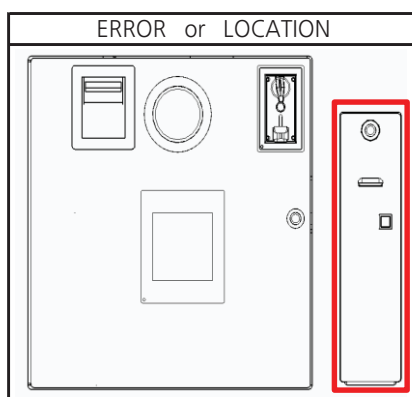
PART NAME	CODE	PART NAME	CODE
38KHZ IR SENSOR PCB VR ASS'Y_NORMAL	ASBT0PCB007	ANDA MAIN V1.6	AZZZ0PCB232

12-27. CARD DISPENSOR ERROR (Ec03_Ec04)

ERROR or LOCATION	P1	P2																													
		<table border="1"> <thead> <tr> <th>1</th> <th>2</th> <th>3</th> <th>4</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>Over 4.5V</td> <td></td> <td></td> </tr> <tr> <td>2</td> <td>Below 0.1V</td> <td></td> <td></td> </tr> <tr> <td rowspan="2">3</td> <td>Over 3.0V</td> <td>detect</td> <td></td> </tr> <tr> <td>Below 0.1V</td> <td>undetected</td> <td></td> </tr> <tr> <td>4</td> <td>GND</td> <td></td> <td></td> </tr> </tbody> </table> <table border="1"> <tbody> <tr> <td>1</td> <td>Over 9.0V</td> <td>ON</td> </tr> <tr> <td>2</td> <td>GND</td> <td>OFF</td> </tr> </tbody> </table>	1	2	3	4	1	Over 4.5V			2	Below 0.1V			3	Over 3.0V	detect		Below 0.1V	undetected		4	GND			1	Over 9.0V	ON	2	GND	OFF
1	2	3	4																												
1	Over 4.5V																														
2	Below 0.1V																														
3	Over 3.0V	detect																													
	Below 0.1V	undetected																													
4	GND																														
1	Over 9.0V	ON																													
2	GND	OFF																													

► SOLUTION			
<p>1. TEST MODE → CARD DISPENSOR TEST, INPUT TEST</p> <ul style="list-style-type: none"> ▶ F1 FND: Operation status display ON(on), OFF(oF) ▶ F2 FND: ENCODER SENSOR status display, Not detected(0), detected(1) ▶ F3 FND: CARD quantity display waiting for discharge ▶ F4 FND: Displays discharged CARD quantity ▶ SHOOTER REAR SENSOR: 1P(H1), 2P(U1) 		<p>2. CHECK :</p> <ol style="list-style-type: none"> 1) Check for presence of card and jam (P1) 2) Check assembly status of equipment 3) Check sensor assembly status (P1) 4) Check wiring connection status (P1) 5) Check sensor voltage (P2) 6) Sensor PCB Replacement 7) Main PCB replacement 	
PART NAME	CODE	PART NAME	CODE
PHOTO INT-1 PCB ASS'Y	AZZZ0PCB103	ANDA MAIN V1.6	AZZZ0PCB232

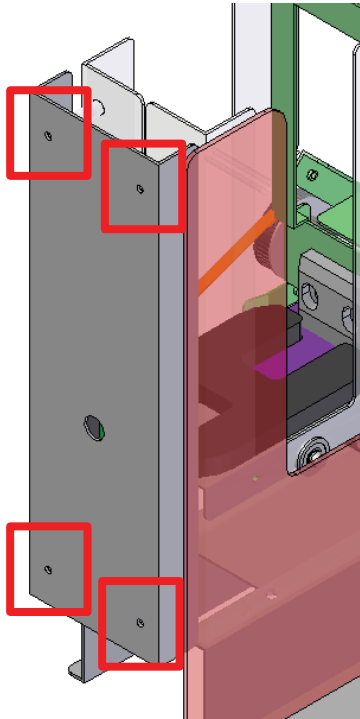
12-28. TICKET ERROR (Et01_Et02)



► SOLUTION			
<p>1. TEST MODE → TICKET TEST</p> <p>2. CHECK :</p> <ol style="list-style-type: none"> 1) Check whether TICKET JAM 2) Check the cable connection status 3) REPLACE TICKET DISPENSER 4) MAIN PCB replacement 			
PART NAME	CODE	PART NAME	CODE
TICKET DISPENSER	MZZZ0TID007	ANDA MAIN V1.6	AZZZ0PCB232

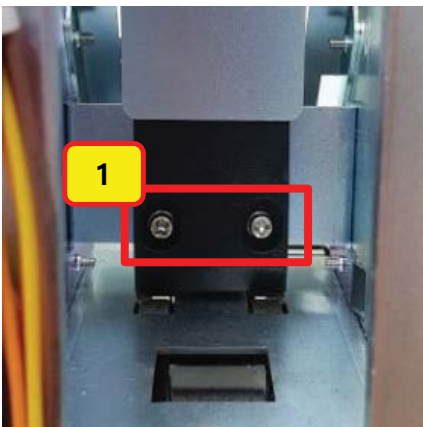
* HOW TO ADJUST THE GAP OF CARD DISPENSER

1



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

2



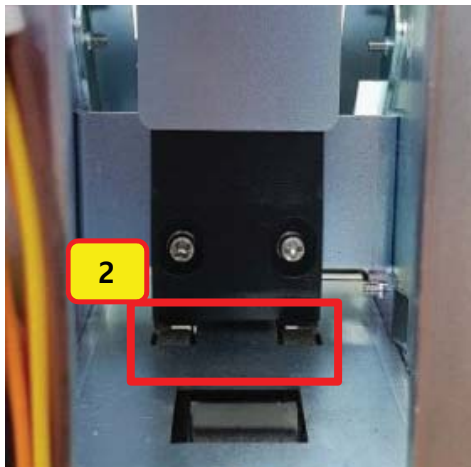
- Unlock little bit of fix bolt 2ea at No.1.

3



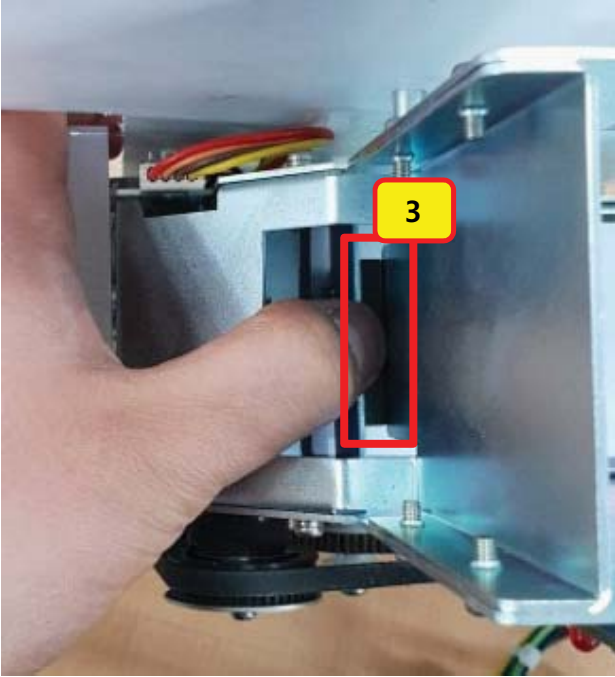
- Prepare CARD SETTING JIG as a picture.

4

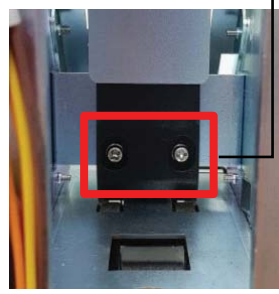


- Insert the CARD SETTING JIG at No.2.
(lower side of black acrylic)

5



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



6



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

- Gap between the arrows of left picture. (No.2 of section 4)
Allowable value: 1.1~1.3 mm
Thickness of normal card: 0.8 mm

7

- After processing until section 9, run operation test.
TEST MODE -> CARD DISPENSER TEST



ANDAMIRO WARRANTY POLICY



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

Andamiro warrants the parts from date of shipment as follows.

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

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

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

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

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

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

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

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ANDAMIRO USA CORP.

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