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

- One Year Limited Warranty : Electronic Boards

- 6 Month Limited Waranty : Moving Parts

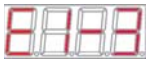
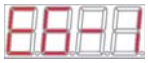
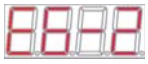
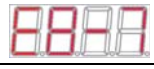
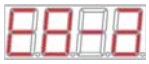
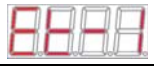
CONTENTS

1. ERROR CODE P01

2. TEST MODE P02

3. TROUBLESHOOTING P06

[ERROR CODE]

ERROR CODE	TICKET FND DISPLAY	ERROR TYPE	NOTE	CHECK LIST
E0-1		**SETUP LCD**	NO SETUP LCD RESPONSE	CHECK SET UP LCD (GAME WILL BE PLAYED NORMALLY)
E0-2		**SYSTEM**	FAILURE OF READING AND WRITING OF SET UP SAVED DATA MEMORY	TURN POWMER On, Off. IF IT CONTINUES, SUBSTITUE THE MAINBOARD
E0-3			SAVED SET UP DATA PROBLEM	ENTER INTO SETUP MODE AND CHECK THE SETTING AND SAVE (IF IT CONTINUES, SUBSTITUE THE MAINBOARD)
E0-4			SAVED SET UP DATA PROBLEM	TURN POWMER On, Off. IF IT CONTINUES, SUBSTITUE THE MAINBOARD
E1-1		**COIN MECH**	CONTINUOUS COIN 1 SENSOR SIGNAL	1. CHECK COIN MECH 1 2. CHECK DIP SWITCH N/O SETTING
E1-3		**BILL ACCEPTOR**	CONTINUOUS BILL ACCEPTOR SENSOR SIGNAL.	CHECK BILL ACCEPTOR
E6-1		**BALL ELEVATOR**	NO ENCODER SIGNAL CHANGE	1. CHECK MOTOR MOVEMENT 2. CHECK ENCODER SENSOR STATUS
E6-2			BALL RELEASING PROBLEM	1. CHECK THE BALL EXISTENCE 2. CHECK THE BALL RELEASING SENSOR
E6-3			NO BALL TOP SENSOR SIGNAL	1. CHECK THE BALL EXISTENCE 2. CHECK THE BALL TOP SENSOR
E8-1		**GOALIN SWITCH (FROM LEFT GOALIN HOLE, 1, 2, 3, 4, 5, 6, 7) & FOUL OUT SENSOR**	CONTINUOUS GOAL IN HOLE NO 1 SWITCH SIGNAL	CHECK GOALIN HOLE NO 1 SWITCH
E8-2			CONTINUOUS GOAL IN HOLE NO 2 SWITCH SIGNAL	CHECK GOALIN HOLE NO 2 SWITCH
E8-3			CONTINUOUS GOAL IN HOLE NO 3 SWITCH SIGNAL	CHECK GOALIN HOLE NO 3 SWITCH
E8-4			CONTINUOUS GOAL IN HOLE NO 4 SWITCH SIGNAL	CHECK GOALIN HOLE NO 4 SWITCH
E8-5			CONTINUOUS GOAL IN HOLE NO 5 SWITCH SIGNAL	CHECK GOALIN HOLE NO 5 SWITCH
E8-6			CONTINUOUS GOAL IN HOLE NO 6 SWITCH SIGNAL	CHECK GOALIN HOLE NO 6 SWITCH
E8-7			CONTINUOUS GOAL IN HOLE NO 7 SWITCH SIGNAL	CHECK GOALIN HOLE NO 7 SWITCH
E8-8			CONTINUOUS SIGNALS OF HOMERUN INTERANL GOALIN SWITCH	CHECK THE SWITCH OF HOMERUN GOAL IN SWITCH
E8-9			CONTINUOUS SIGNALS OF INTERAL FOUL OUT SENSOR	CHECK THE SENSOR OF INTERNAL FOUL OUT
E8-a			MORE THAN 3 TIMES TRYING TO RELEASE BALLS NO GOAL IN & INTERNAL FOULD OUT SENSOR SIGANL	1. CHECK GOAL IN SWICH 2. CHECK INTERANL FOUL OUT SENSOR 3. CHECK BALL ELEVATOR STATUS
Et-1		**TICKET ERROR**	NO TICKET OR NO MOVEMNT OF TICKE DISPENSOR MOTOR	CHECK TICKETS OR MOVEMNT
Et-2			TICKET JAMMED OR ACT IN REVERSE WAY OF TICKET SENSOR	1. CHECK TICKET JAMMED STATUS 2. CHECK THE DIP SWITCH OF TICKET DISPENSOR DIP SWITCH SENSOR

[TEST MODE]

TEST MODE			
LCD DISPLAY	**SET VALUE**	**DESCRIPTION**	
INPUT TEST	BASIC TEST	AT THE STATUS OF CURSOR ON INPUT TEST MENU, BASIC SWITCH STATUS CAN BE CHECKED LED OR LAMP TWINGKLING OR SOUND (One, Two, Three~) COME OUT (One, Two, Three~)	
	[=>]	INTO INPUT STATUS CONFORM MODE (REFER TO INPUT STATUS)	
	HI-SCORE FND "ON/OFF" DISPLAY	> SET THE INHIBIT TEST WITH REGARD TO IR SENSOR BY USING LEFT / RIGHT KEYS WHEN THE CURSER IS LOCATED ON INPUT TEST (ON, OFF) (HOMERUN IR SENSOR, BALL ELEVATOR RELEASING SENSOR, FOUL OUT SENSOR)	
FND & LAMP	LAMP, FND, LED FUNTION TEST		
	"OFF"	TOTAL OFF .	
	"STEP"	LAMP	TOTAL ON, OFF BLINKING ▶ TICKET LAMP ▶ BUTTON LAMP ▶ FOUL OUT LAMP ▶ MAIN BACK BOARD LAMP ▶ DOOR TOP LED BAR ▶ BILL BOARD LAMP ON REPEATS (FROM THE BOTTOM LINE TO UPPER LINE)
		FND	TOTAL ON, OFF BLINKING -> NUMBER COUNT 1111 ~ 9999 -> CREDIT FND: 11 / RUN TICKET FND 22 / BIG WIN TARGET FND 33 / TICKETS FND : 4444 / MYRUN FND : 55 / 2ND FND: 66 / 1ST FND: 77 / 3RD FND: 88 / BIG WIN FND 9999 DISPLAY CONTINUOULY FIELD FND : FROM LEFT 111, 222, 333, 444, 555, 666 ,777 DISPLAY AND RED, GREEN, DISPLAY COLOR CHANGE
		LED	TOTAL ON, OFF BLINKING ▶ RED COLOR, LIGHT ON IN SEQUENCE ▶ RED ▶ GREEN ▶ BLUE ▶ WHITE LIGHT ON
	"ON"	TOTAL ON (UNDER ON STATUS, THIS VALUE WILL BE REMAINED ON OTHER TEST MODES.)	
	"ON/OFF"	TOTAL ON, OFF REPEAT	

<table>
<tr><td rowspan="4">HOME RUN
MOT</td><td colspan="2">HOME RUN MOVEMENT TEST</td></tr>
<tr><td>“OFF”</td><td>STOP</td></tr>
<tr><td>“ON”</td><td>MOVING UP AND DOWN</td></tr>
<tr><td colspan="2">HI SCORE FND DISPLAY : MOTOR MOVEMENT, On, Off DISPLAY [MOVE:On, STOP:off]
GOALIN FIELD FND (GREEN COLOR "_"(UNDERBAR) CHANGE INTO 1 WITH INPUT SIGNAL)
NO 1 : [E1_] MOTOR ORIGINAL POINT ENCODER SENSOR STATUS
NO 2 : [E2_] MOTOR CHANGE POINT ENCODER SENSOR STATUS
NO 4 : [Su_] HOMERUN GOALIN SENSOR STATUS
NO 5: [I1_] HOMERUN GOALIN IR SENSOR 1 STATUS ("_"(UNDERBAR) CHANGE INTO 1 WITH INPUT SIGNAL
NO 6 : [I2_] HOMERUN GOALIN IR SENSOR 2 STATUS ("_"(UNDERBAR) CHANGE INTO 2 WITH INPUT SIGNAL</td></tr>
<tr><td rowspan="4">ELEVATOR</td><td colspan="2">BALL ELEVATOR MOVEMENT TEST</td></tr>
<tr><td>“OFF”</td><td>BALL ELEVATOR STOP</td></tr>
<tr><td>“ON”</td><td>BALL ELEVATOR MOVE</td></tr>
<tr><td colspan="2">HI SCORE FND DISPLAY : MOTOR MOVEMENT, On, Off DISPLAY [MOVE:On, STOP:off]
GOALIN FIELD FND (GREEN COLOR "_"(UNDERBAR) CHANGE INTO 1 WITH INPUT SIGNAL)
NO 1 : [En_] MOTOR ENCODER SENSOR STATUS
NO 3 : [TP_] UPPER BALL SENSOR STATUS
NO 5 : [Ot_] BALL RELEASING SENSOR STATUS
NO 7 : [b__] SATUS OF INTERNAL FOUL BALL RECOGNIZATION SENSROR ON BAT REAR AREA (2PCS)
BY LEFT, RIGHT BUTTONS, ADJUST AUTO BALL RELEASING TERM. INCREMENT BY 1O. MAXIMUM TILL 300
TIME DISPLAY ON TICKETS FND (100 == 1 SECOND)</td></tr>
<tr><td rowspan="2">COIN</td><td>“OFF”, “ON”</td><td>COIN MECH MOVEMENT</td></tr>
<tr><td colspan="2">HI SCORE FND DISPLAY : COIN MECH INHIBIT MOVEMENT, On, OFF DISPLAY [MOVE:On, STOP:off]
GOALIN FIELD FND (GREEN COLOR "_"(UNDERBAR) CHANGE INTO 1 WITH INPUT SIGNAL)
NO 1 : [On_] COIN MECH 1 MOVEMENT STATUS
NO 2 : [C1_] COIN MECH 1 SENSOR STATUS
NO 3 : [0] COIN MECH 1 SENSOR RECOGNIZATION COUNT (COIN MECH MOVEMENT. IN CASE OF On, Off, IT BECOMES INITIAL VALUE)</td></tr>
<tr><td rowspan="2">BILL</td><td>“OFF”, “ON”</td><td>BILL ACCEPTOR MOVEMENT</td></tr>
<tr><td colspan="2">HI SCORE FND DISPLAY : BILL ACCEPTOR INHIBIT MOVEMENT, On, OFF DISPLAY [MOVE:On, STOP:off] GOALIN FIELD FND (GREEN COLOR "_"(UNDERBAR) CHANGE INTO 1 WITH INPUT SIGNAL)
NO 1 : [On] BILL ACCEPTOR MOVEMENT STATUS
NO 2 : [B1_] COIN MECH 1 SENSOR STATUS
NO 3 : [0] COIN MECH 1 SENSOR RECOGNIZATION COUNT (BILL ACCEPTOR MOVEMENT. IN CASE OF On, Off, IT BECOMES INITIAL VALUE)</td></tr>
</table>

TICKET	"OFF", "ON"	TICKET DISPENSER MOVEMENT TEST(BASIC 3 TICKETS OUT)
	HI-SCORE FND DISPLAY : TICKET DISPENSER MOVEMENT On, OFF DISPLAY [MOVE:On, STOP:off] GOALIN FIELD FND (GREEN COLOR "_"(UNDERBAR) CHANGE INTO 1 WITH INPUT SIGNAL) NO 1: [t-1] DIPLAY THE CURRENT TEST TICKET DISPENSER NO NO 2: [S _] TICKET DISPENSER DISPENSING SENSOR STATUS NO 3: [0] TICKET DISPENSER DISPENSING TICKET NO NO 4: [. . .] TICKET DISPENSER DISPENSING BUTTON STATUS (IN CASE OF BUTTON INPUT, "btn" DISPLAYS) TICKET FND : TICKET DISPENSING Q'TY AND ERROR STATUS (ERROR DISPLAYS AS "Err")	
COUNTER	"COIN"	COIN COUNTER MOVEMENT
	"TICKET"	TICKET COUNTER MOVEMENT
	SELECT IT USING BY LEFT, RIGHT BUTTORNS THEN PUSH THE SELECT BUTTON. 1 COUNTER INCREASES	
SOUND TEST	[=>]	SOUND TEST MODE
EXIT	EXIT SETUP MODE	

TEST MODE -> INPUT TEST

Input Test DIPLAY THE INPUT AREA CHECKABLE BY EYES ON THE FRONT OF GAME.

EXIT WITH Cancel BUTTON.

LCD DISPLAY	SET VALUE	DESCRIPTION
GAME BUTTON	Off, On	GAME BUTTON STATUS
TICKET1 SENSOR	Off, On	TICKET DISPENSER 1 SENSOR STATUS
TICKET BUTTON	Off, On	TICKET DISPENSER BUTTON STATUS
COIN 1 SENSOR	Off, On	COIN 1 SENSOR STATUS
BILL SENSOR	Off, On	BILL ACCEPTOR SENSOR STATUS
SETUP UP	Off, On	SETUP UPPER BUTTON STATUS
SETUP DOWN	Off, On	SETUP DOWN BUTTON STATUS
SETUP LEFT	Off, On	SETUP LEFT BUTTON STATUS
SETUP RIGHT	Off, On	SETUP RIGHT BUTTON STATUS
SETUP SELECT	Off, On	SETUP SELECT BUTTON STATUS
SETUP CANCEL	Off, On	SETUP CANCEL BUTTON STATUS
SERVICE BUTTON	Off, On	SERVICE BUTTON STATUS
0 : 0000000000000000	INTERNAL STATUS, SENSOR STATUS TO VERIFY WITH VALUE 0, 1	
1 : 0000000000000000	0 – INPUT	
2 : 0000000000000000	1 – NO INPUT	

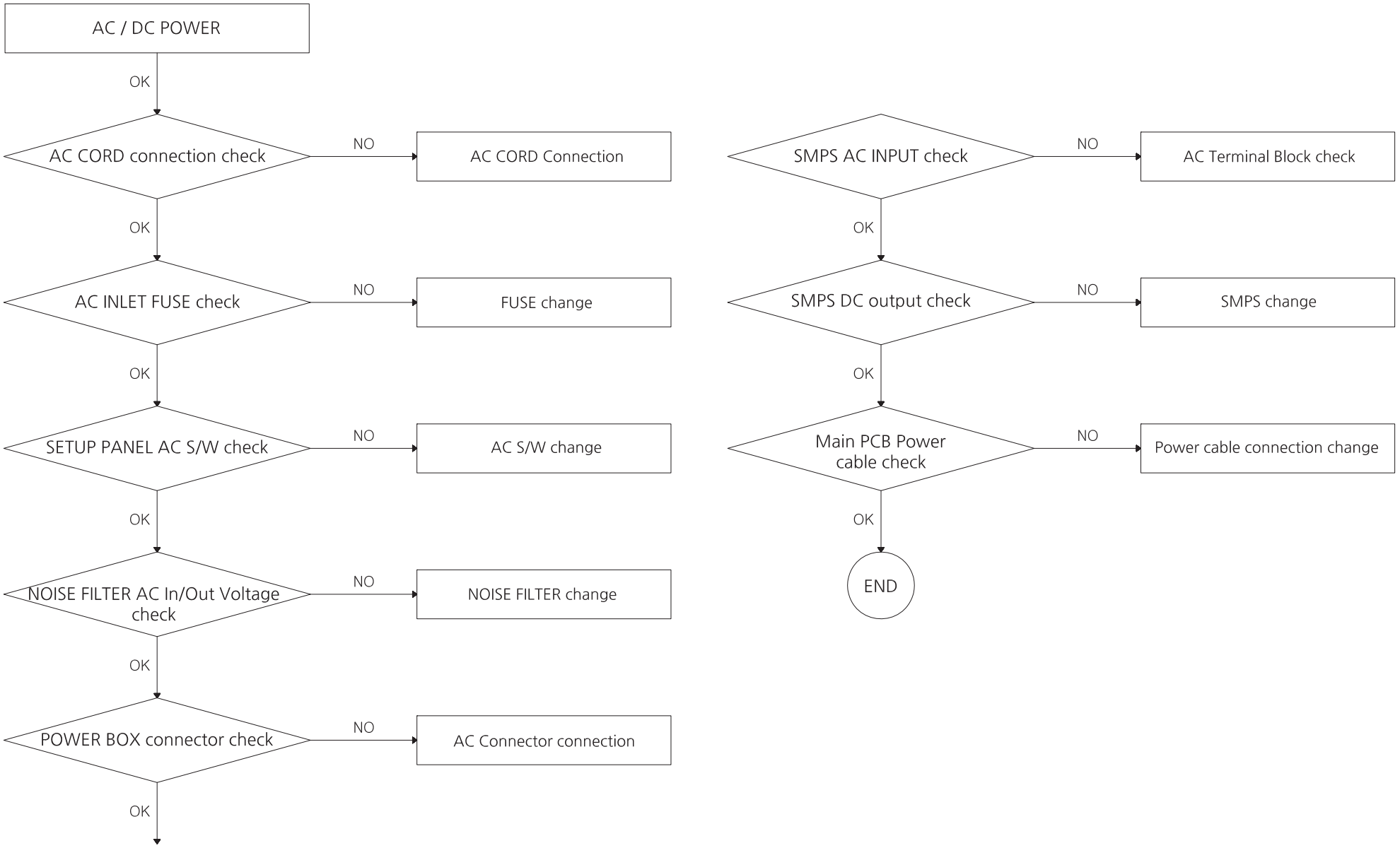
TEST MODE -> SOUND TEST

LCD DISPLAY	SET VALUE	DESCRIPTION
TEST	"Channel"	VOICE OF One, Two, ~ Eight ON EACH CHANNER
	"BGM"	BGM TEST
	"FX"	FX TEST
	"VOC"	VOICE TEST
-EXIT-	RETURN TO PREVIOUS MENU (SETUP MODE) (EXT MENU) SELECT BUTTON : EXIT	

[TROUBLESHOOTING]

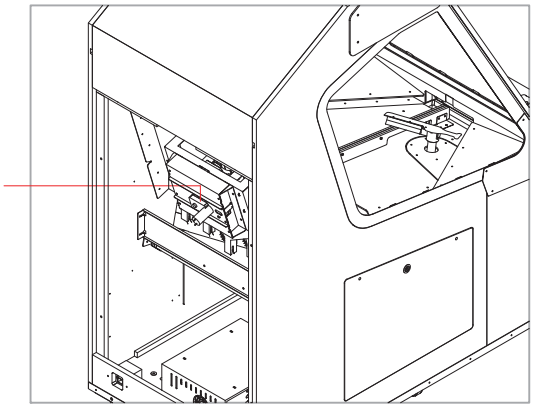
- IN CASE OF POWER FAILURE

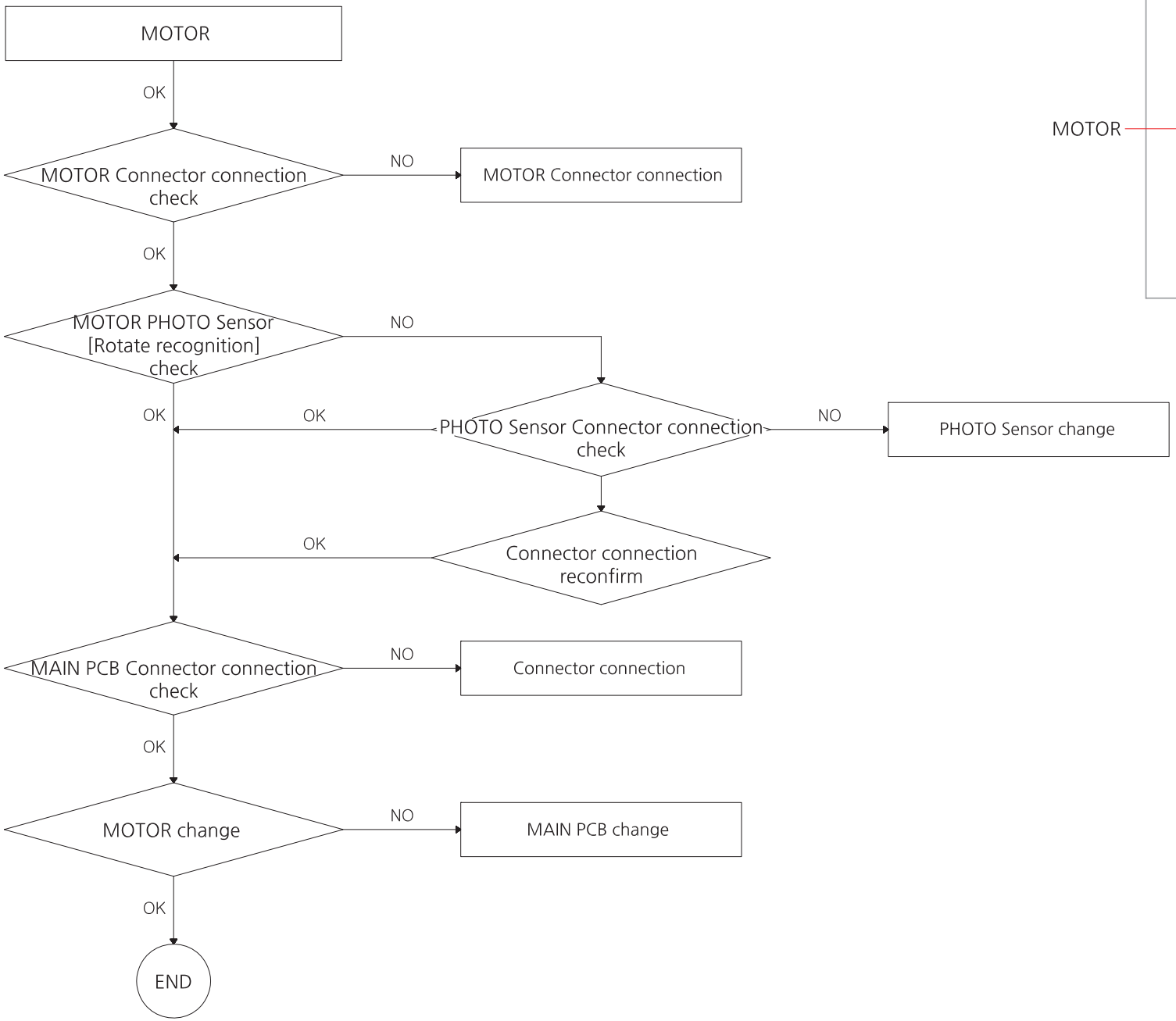
*Common: Check the input voltage, check wiring



- MOTOR ERROR [HOME RUN, ELEVATOR]

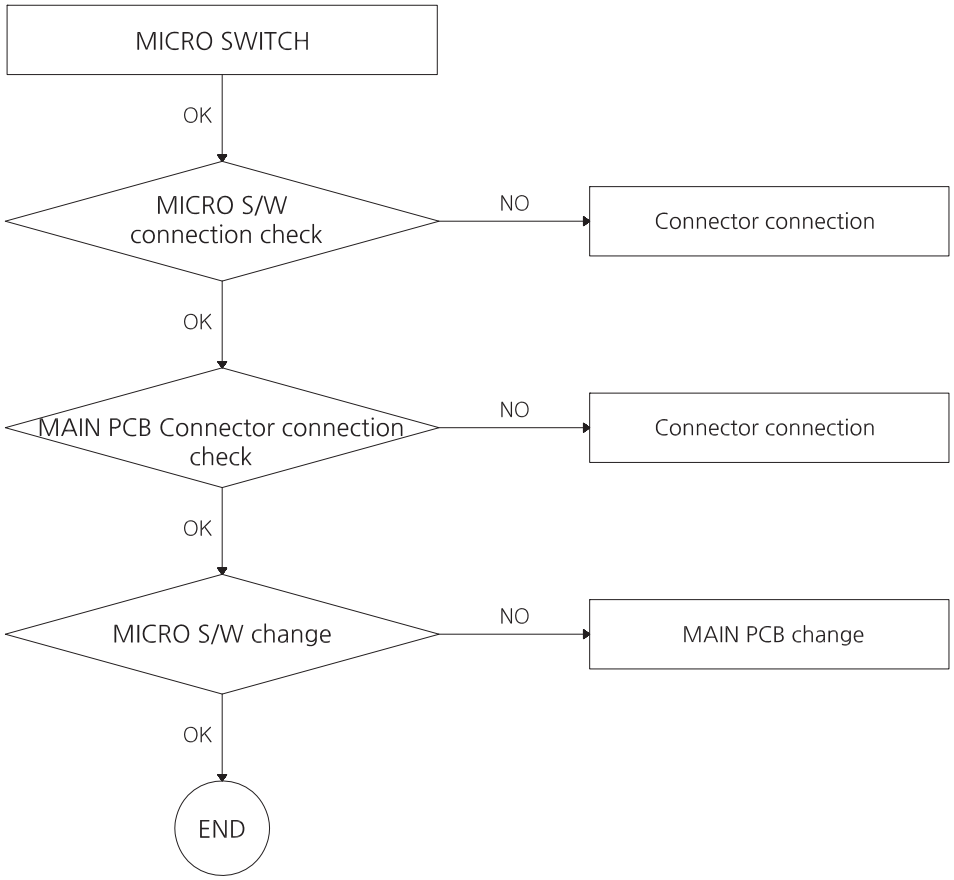
*Common: Check the input voltage, check wiring

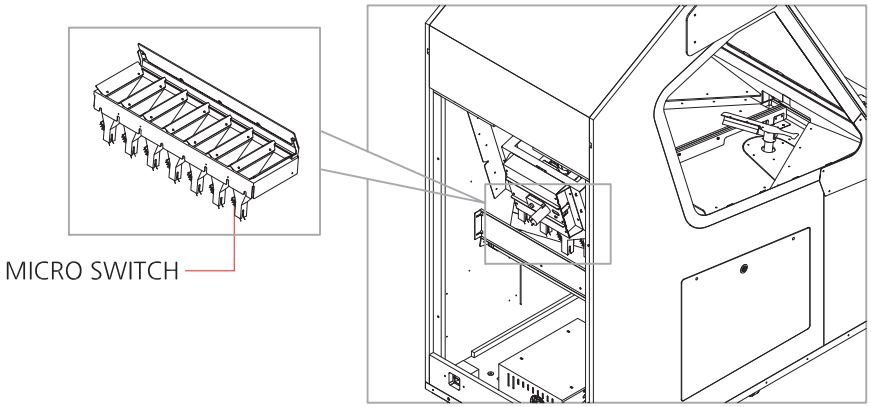




- MICRO SWITCH ERROR

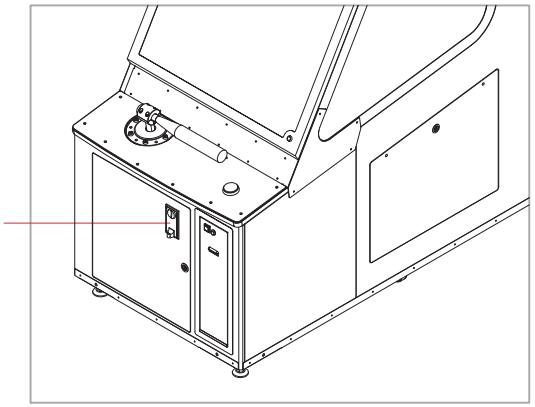
*Common: Check the input voltage, check wiring

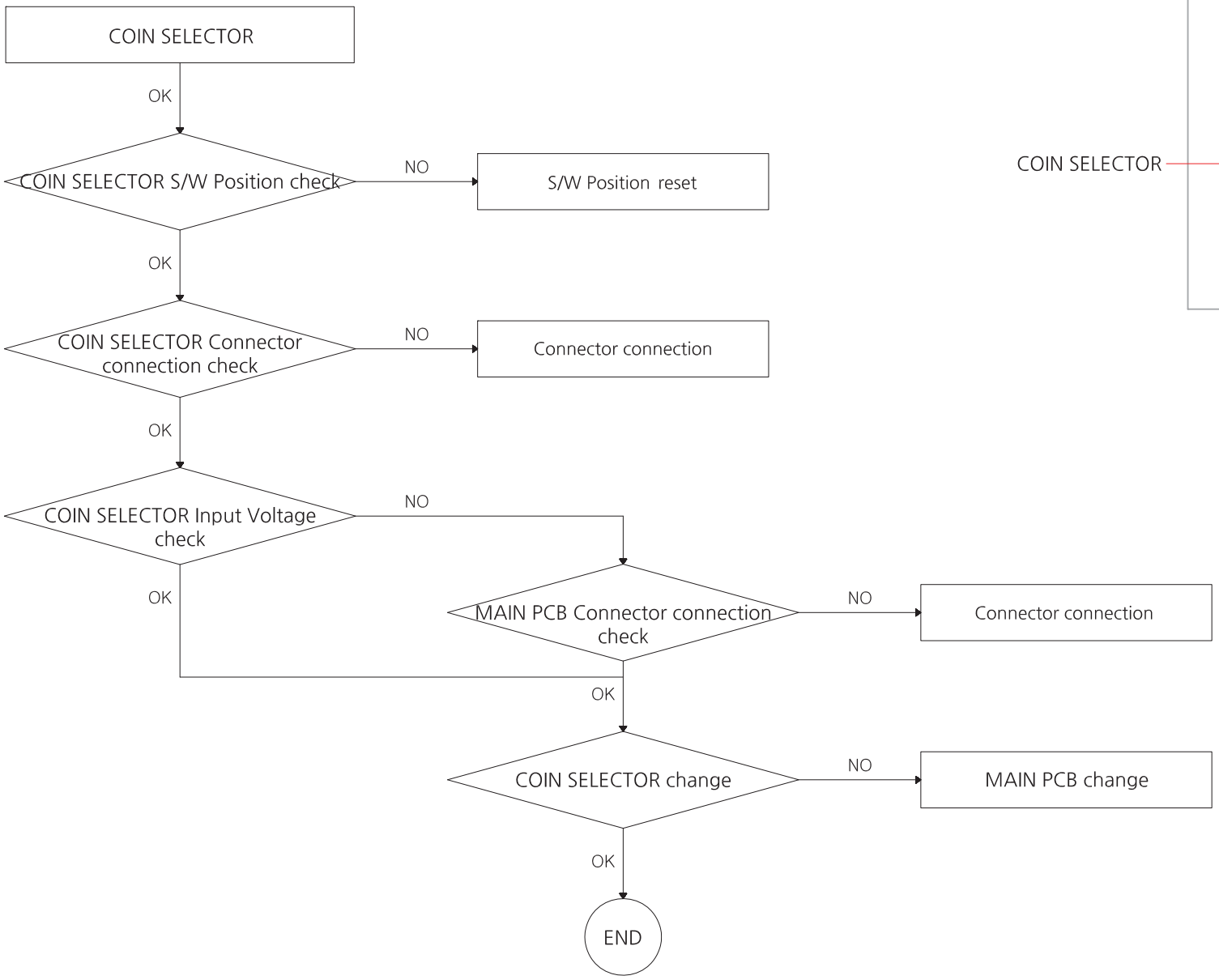




- COIN SELECTOR ERROR

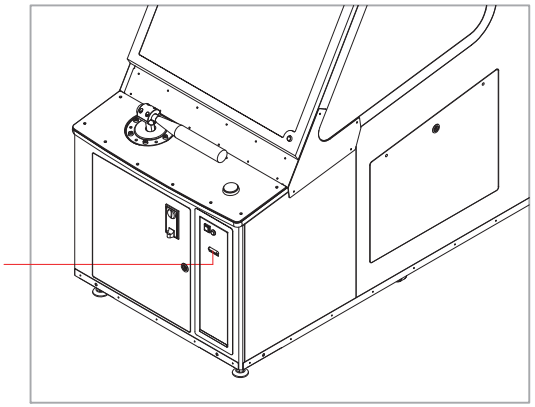
*Common: Check the input voltage, check wiring

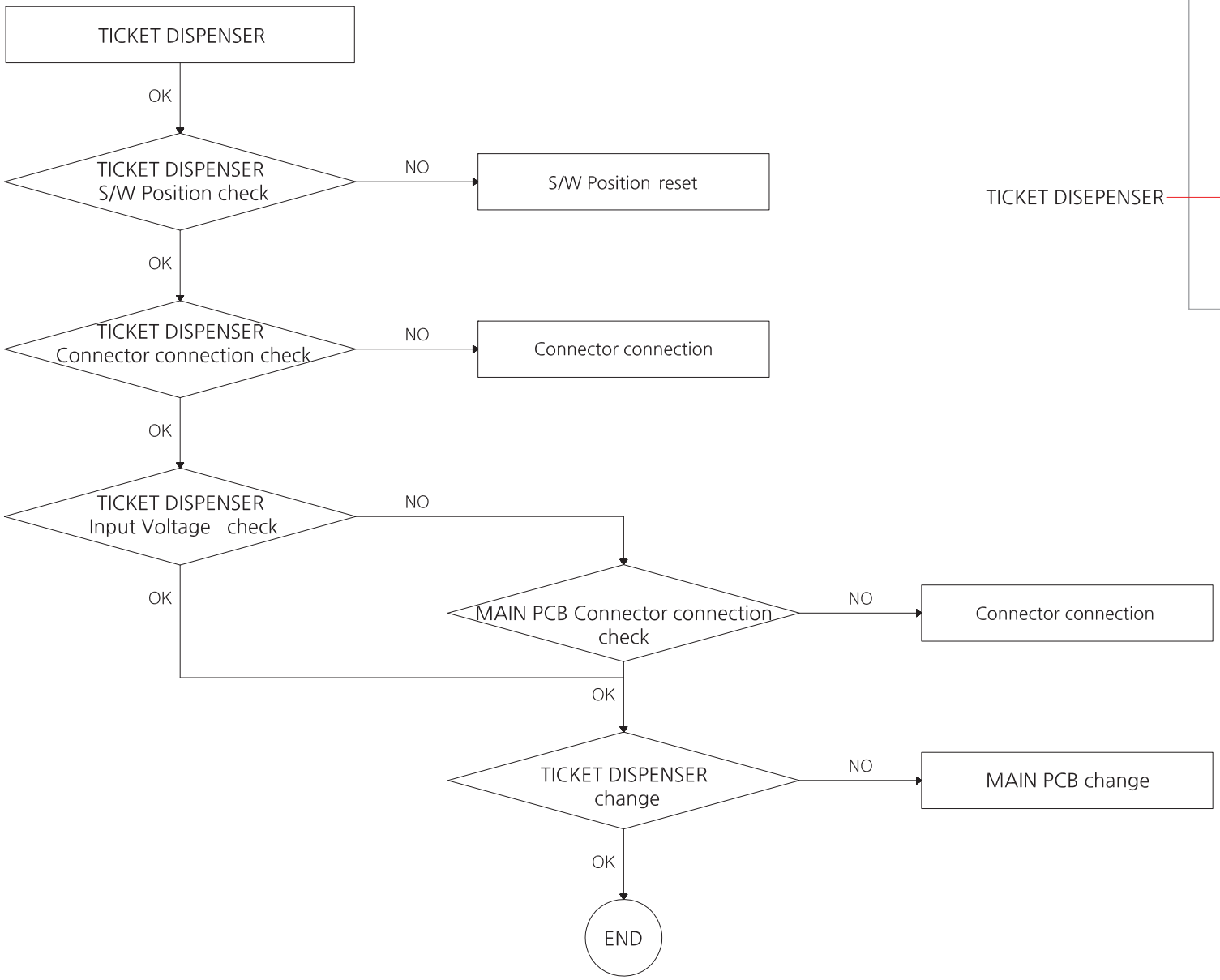




- TICKET DISPENSER ERROR

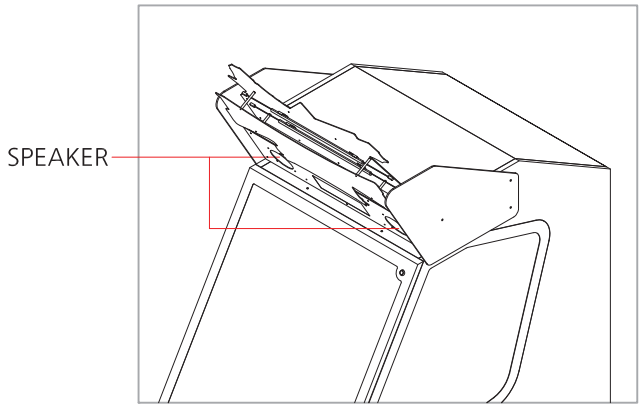
*Common: Check the input voltage, check wiring

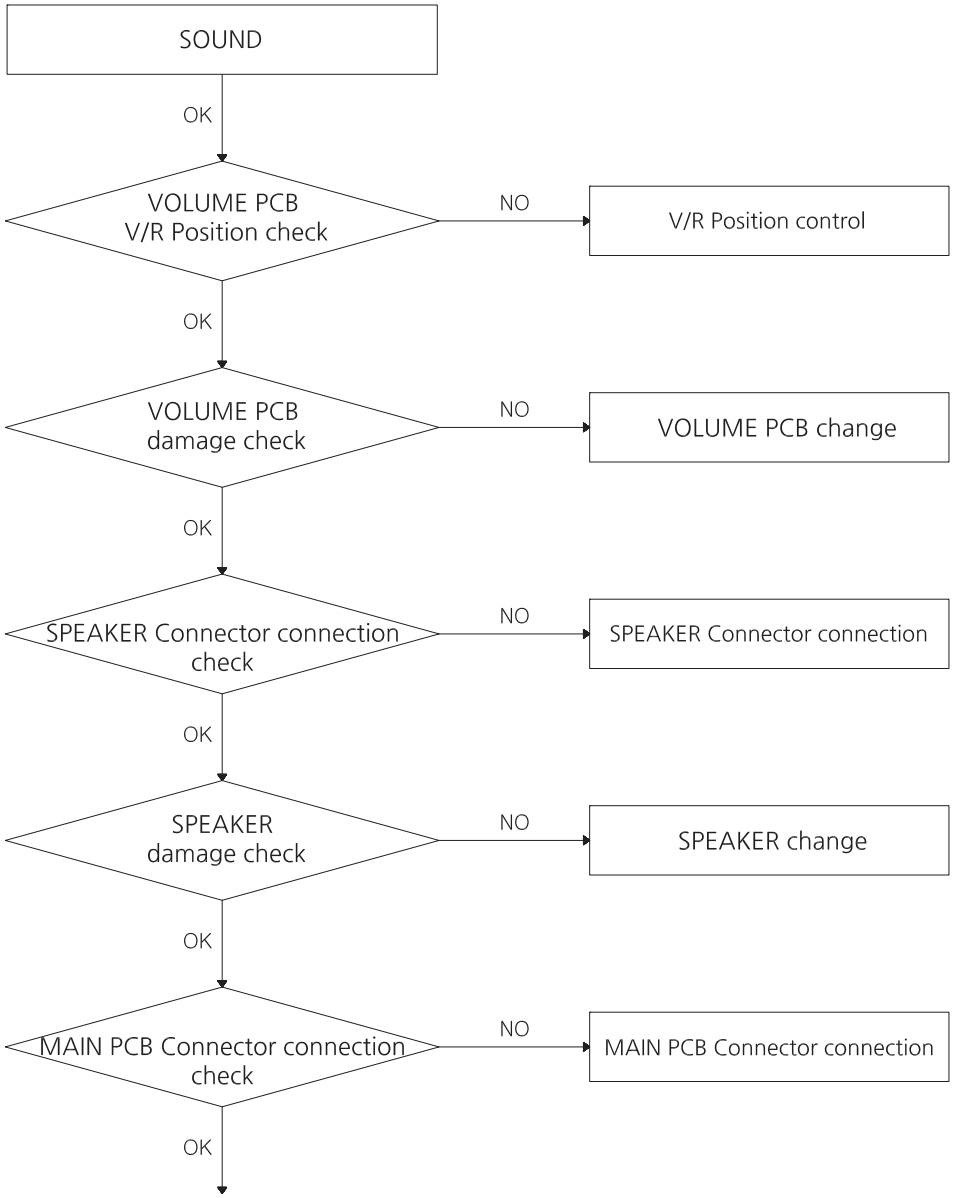


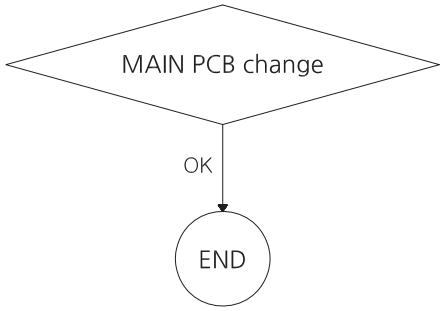


- SOUND ERROR

*Common: Check the input voltage, check wiring

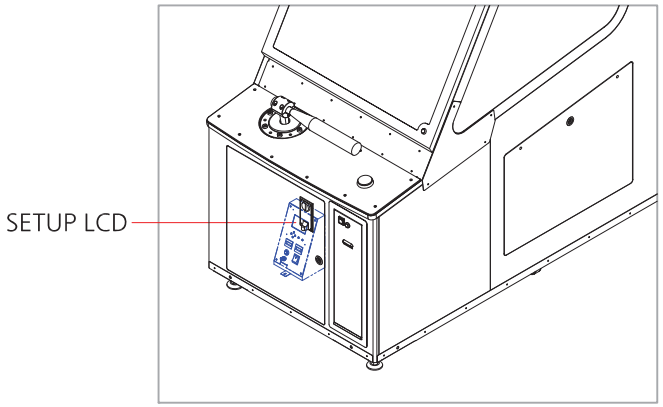


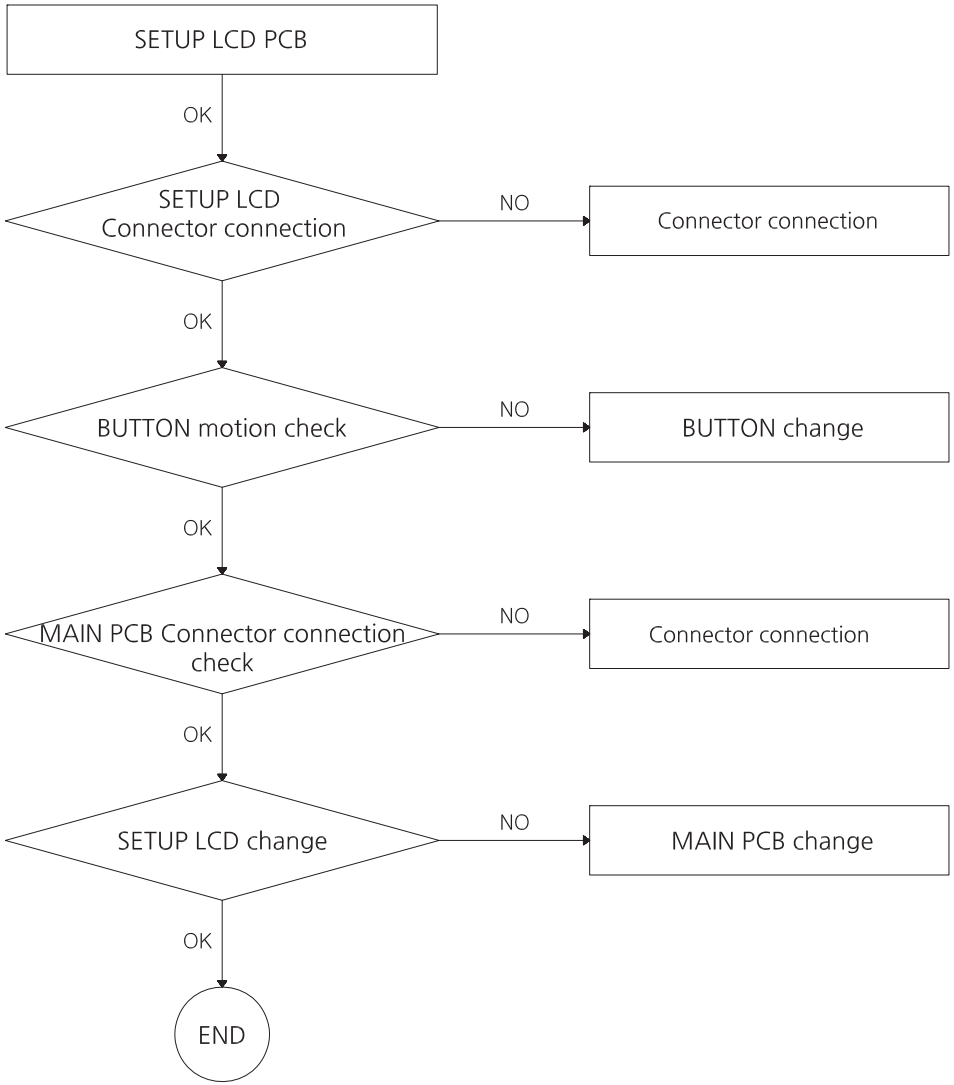




- SETUP LCD PCB ERROR

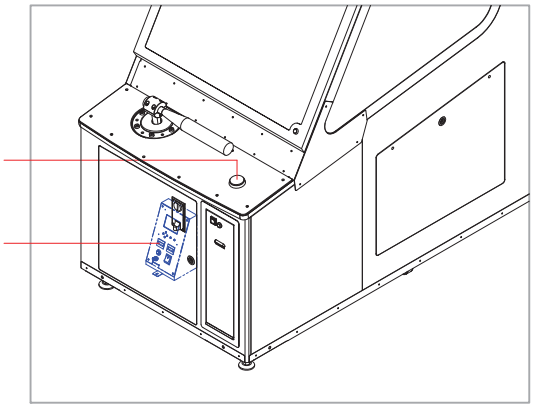
*Common: Check the input voltage, check wiring





- BUTTON & COUNTER ERROR

*Common: Check the input voltage, check wiring



SET UP
(BUTTON, COUNTER)

NO
BUTTON
(PLAY, SERVICE)

[CHECK]
1. Appearance
2. PIN Wiring
3. SW ON / OFF testing
(tester)

BUTTON Change

COUNTER

NO

[CHECK]
1. Appearance
2. PIN Wiring
3. Is the signal entering
at DC 12V

COUNTER Change

OK

MAIN PCB ASS'Y

NO

SMPS
(12V, 5V)

[CHECK]
1. MAIN PCB ASS'Y appearance
2. Power status ON(RED)_Blinking

OK

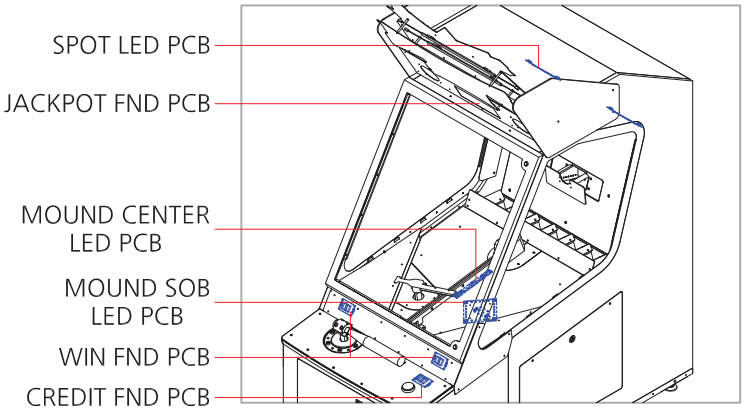
MAIN PCB ASS'Y Change

[CHECK]
1. Power status ON(GREEN)
2. DC voltage : 12V, 5V

SMPS Change

- MOUND SBO LED PCB, MOUND CENTER LED PCB, SPOT LED PCB / CREDIT FND, WIN FND, JACKPOT FND PCB ERROR

*Common: Check the input voltage, check wiring



MOUND SBO LED, MOUND CENTER LED...
CREDIT FND, WIN FND...

NO — MOUND SBO LED, MOUND CENTER LED...

[CHECK]
1. MOUND SBO LED... appearance
2. Wiring connection

MOUND SBO LED, MOUND CENTER LED... Change

CREDIT FND, WIN FND... — NO

[CHECK]
1. CREDIT FND... appearance
2. Wiring connection

CREDIT FND, WIN FND... Change

OK

MAIN PCB ASS'Y — NO — SMPS (12V, 5V)

[CHECK]
1. MAIN PCB ASS'Y appearance
2. Power status ON(RED)_Blinking

OK

MAIN PCB ASS'Y Change

[CHECK]
1. Power status ON(GREEN)
2. DC voltage : 12V, 5V

SMPS Change