

# SERVICE MANUAL







Ver 1.1



[ 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: May. 23, 2022

| 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.

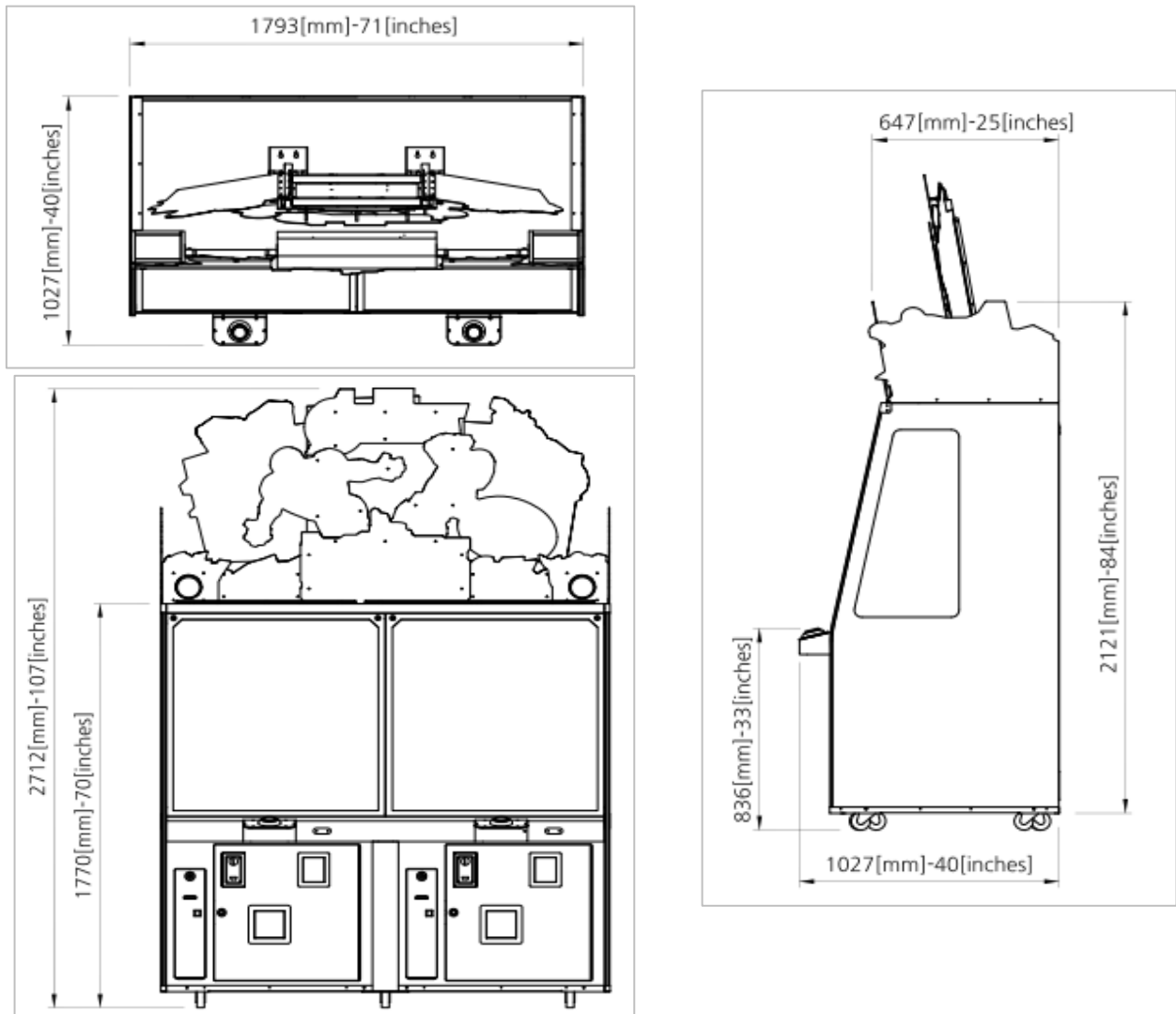
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# 1 SPECIFICATION AND DIMENSION

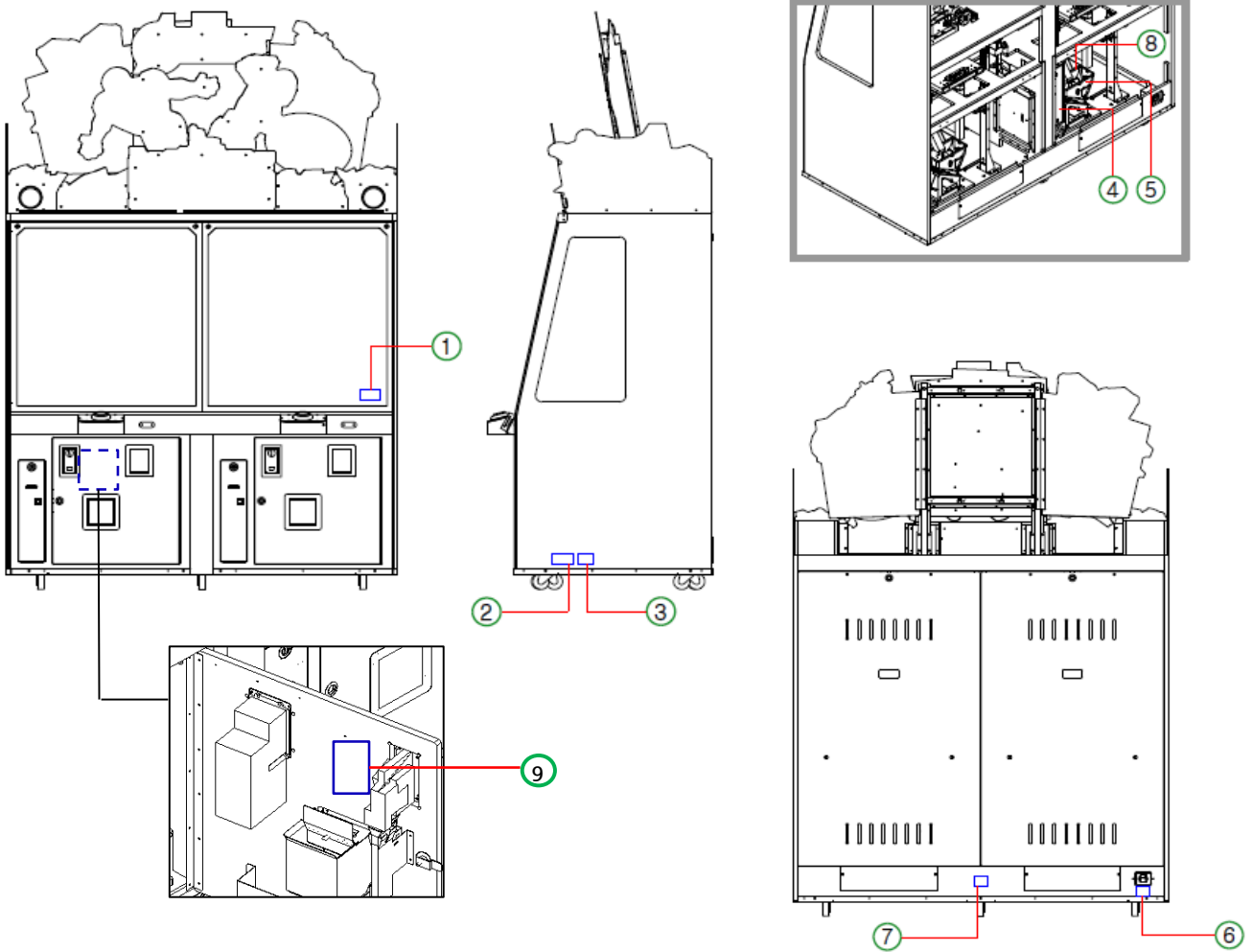
## 1) DIMENSION



## 2) SPECIFICATION

| ITEM   | DETAILS  |          |
|--|--|----------|
| VOLTAGE  | AC 120V  | AC 230V  |
| FREQUENCY RANGE  | 60 Hz  | 50/60 Hz |
| CONSUMPTION  | 500W   |          |
| INSTALL DIMENSION (W*D*H)                                    | 1793 * 1027 * 2712 (mm) , 71 * 40 * 107 (inch) |          |
| PACKING DIMENSION(W*D*H)                                     | 1150 *1900 * 2230 (mm) , 45 * 75 * 88 (inch)   |          |
| WEIGHT(kg), packing weight(kg)                               | 390 kg, 440kg                                  |          |
| CERTIFICATION  | ETL  | -        |
| ※ NOTE : This product is a free bolt product.( AC 120-230V ) |  |          |

3) STICKER LOCATION



| ▼ 1                        | ▼ 2       | ▼ 3   |    |       |         |      |        |                          |      |           |                      |      |      |          |      |      |                 |      |          |                        |
|----------------------------|-----------|---|----|-------|---------|------|--------|--------------------------|------|-----------|----------------------|------|------|----------|------|------|-----------------|------|----------|------------------------|
|                            |           |   |    |       |         |      |        |                          |      |           |                      |      |      |          |      |      |                 |      |          |                        |
| ▼ 4                        | ▼ 5       | ▼ 6   |    |       |         |      |        |                          |      |           |                      |      |      |          |      |      |                 |      |          |                        |
|                            |           |   |    |       |         |      |        |                          |      |           |                      |      |      |          |      |      |                 |      |          |                        |
| ▼ 7                        | ▼ 8       | ▼ 9   |    |       |         |      |        |                          |      |           |                      |      |      |          |      |      |                 |      |          |                        |
| <p>Certification Label</p> |           | <table border="1"> <thead> <tr> <th>no</th> <th>Error</th> <th>PROBLEM</th> </tr> </thead> <tbody> <tr> <td>E 01</td> <td>MEMORY</td> <td>Save data - Power off on</td> </tr> <tr> <td>E 05</td> <td>SETUP LCD</td> <td>Setup lcd connection</td> </tr> <tr> <td>E 11</td> <td>COIN</td> <td>Coin jam</td> </tr> <tr> <td>E 31</td> <td>REEL</td> <td>Reel step motor</td> </tr> <tr> <td>E 41</td> <td>DISKHEAD</td> <td>Diskhead motor trouble</td> </tr> </tbody> </table> | no | Error | PROBLEM | E 01 | MEMORY | Save data - Power off on | E 05 | SETUP LCD | Setup lcd connection | E 11 | COIN | Coin jam | E 31 | REEL | Reel step motor | E 41 | DISKHEAD | Diskhead motor trouble |
| no                         | Error     | PROBLEM   |    |       |         |      |        |                          |      |           |                      |      |      |          |      |      |                 |      |          |                        |
| E 01                       | MEMORY    | Save data - Power off on  |    |       |         |      |        |                          |      |           |                      |      |      |          |      |      |                 |      |          |                        |
| E 05                       | SETUP LCD | Setup lcd connection  |    |       |         |      |        |                          |      |           |                      |      |      |          |      |      |                 |      |          |                        |
| E 11                       | COIN      | Coin jam  |    |       |         |      |        |                          |      |           |                      |      |      |          |      |      |                 |      |          |                        |
| E 31                       | REEL      | Reel step motor   |    |       |         |      |        |                          |      |           |                      |      |      |          |      |      |                 |      |          |                        |
| E 41                       | DISKHEAD  | Diskhead motor trouble  |    |       |         |      |        |                          |      |           |                      |      |      |          |      |      |                 |      |          |                        |

## 2 INSTALL INFORMATION

### 1) INSTALLATION SPACE

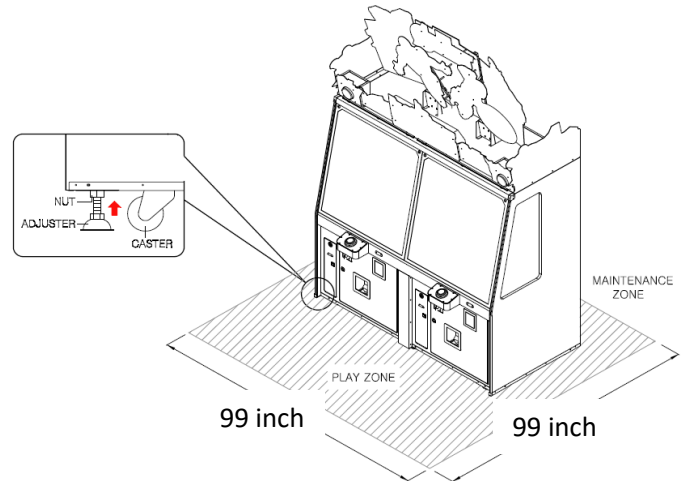
Maintenance zone & Play zone should have at  
 ※ least 2500 mm(99 inch) \* 2500mm(99inch)  
 each

### 2) MAINTAIN PRODUCT FLATNESS

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

### 3) IMPORTANCE

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



## 3 UNPACKING

### 1) PACKING LOCATION

|  |  |     |     |  |
|--|--|-----|-----|--|
|  |  | ▼ 1 | ▼ 2 |  |
|  |  |     |     |  |
|  |  |     |     |  |
|  |  |     |     |  |
|  |  |     |     |  |













### 2) NOTES ON UNPACKING

|  |   |  |
|--|---|--|
|  | <p>* Please make sure to remove all items below<br/>             before turning on product.</p> |  |
|  | <p>← BIG WHEEL Tape + DECO Cable tie</p>  |  |
|  | <p>TILT Cable tie →</p>   |  |

3) COMPONENTS

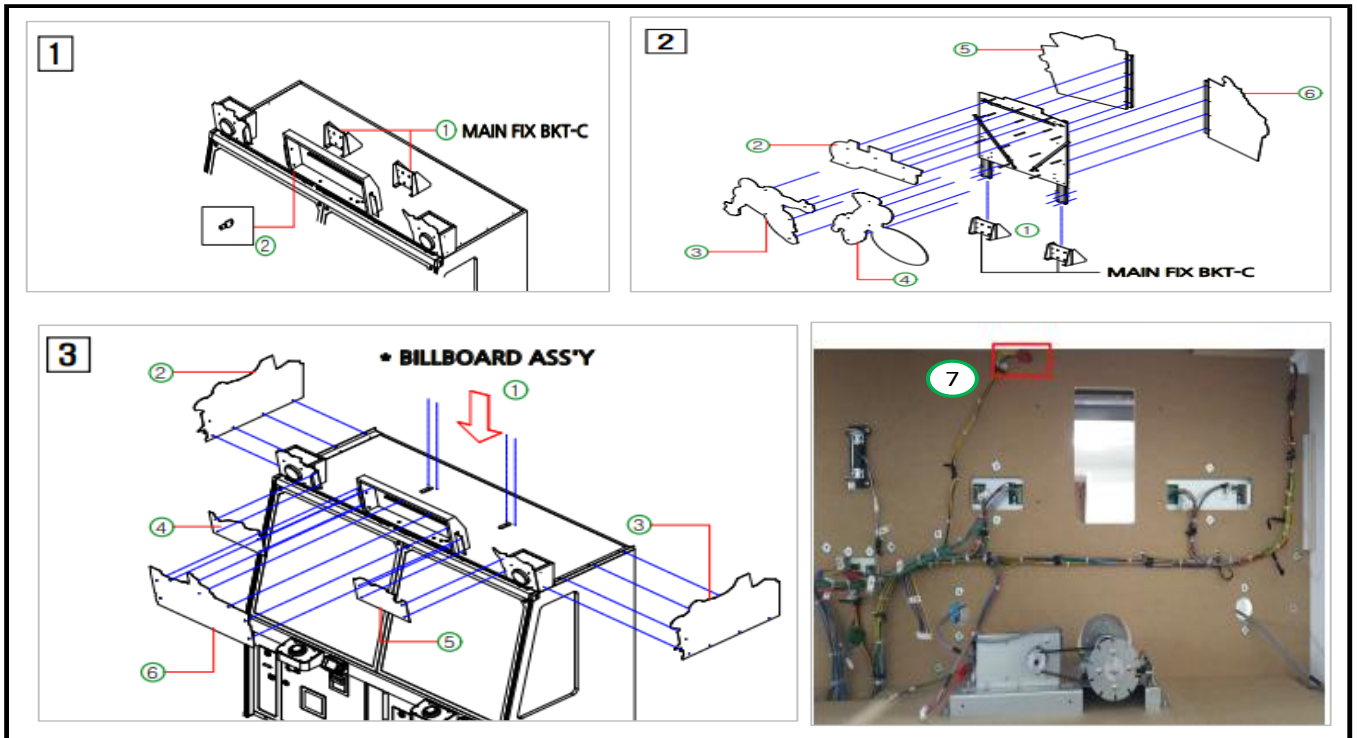
| no | PART NAME           | Q'TY   | SPARE | no | PART NAME             | Q'TY  | SPARE |
|----|---------------------|--------|-------|----|-----------------------|-------|-------|
| 1  | AC POWER CORD       | 1      |       | 10 | CARD 150PCS           | 1 box |       |
| 2  | KEY 7001            | 2      |       | 11 | TOCKEN                | 2,200 |       |
| 3  | SCREW TH_NI M4x8L   | 36     | 8     | 12 | BALL                  | 36    |       |
| 4  | SCREW TH_NI M4x10L  | 8      | 4     | 13 | CARD SETTING JIG *    | 1     |       |
| 5  | SCREW TH_NI_M4x14L  | 8      | 4     | 14 | CARD HEAVY PUSH BKT * | 2     |       |
| 6  | SCREW SEMS M6x16L   |        | 12    | 15 | MANUAL                | 1     |       |
| 7  | SCREW SEMS M6x25L   |        | 2     |    |                       |       |       |
| 8  | NUT M4              |        | 10    |    |                       |       |       |
| 9  | WRENCH 2.5, 3, 4 mm | EACH 1 |       |    |                       |       |       |

\* : Card version only

|   |   |   |   |   |   |
|---|---|---|---|---|---|
| ▼ 1   | ▼ 2   | ▼ 3,4,5   | ▼ 6,7   | ▼ 8   | ▼ 9   |
|    |    |    |    |    |    |
| ▼ 10  | ▼ 11  | ▼ 12  | ▼ 13  | ▼ 14  | ▼ 15  |
|  |  |  |  |  |  |




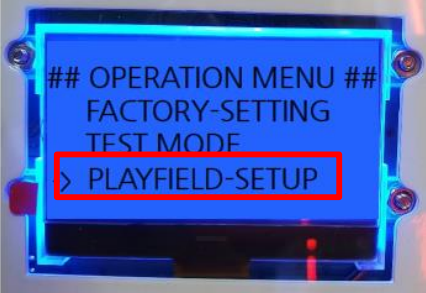
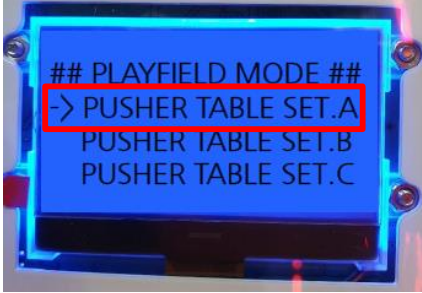


## 4 INSTALL

### 1) HOW TO INSTALL(BILLBOARD)



| no  | PROCESS  | ITEM  | Q'ty | BOLT    | SPEC   | Q'ty |  |
|-----|----------|---|------|---------|--------|------|--|
| 1-1 | REMOVE   | MAIN FIX BKT-C                                      | 1    | SEMS_NI | M6*25L | 4    |  |
| 1-2 | REMOVE   | KEY - Using the Administrator                       | 1    |         |        |      |  |
| 2   | ASSEMBLE | BILLBOARD ASS'Y 2-1~6                               | 1    |         |        |      |  |
| 2-1 | ASSEMBLE | BILLBOARD DECO MAIN PART                            | 1    | SEMS_NI | M6*16L | 8    |  |
| 2-2 | ASSEMBLE | BILLBOARD DECO MAIN COVER A                         | 1    | TH_NI   | M4*8L  | 6    |  |
| 2-3 | ASSEMBLE | BILLBOARD DECO MAIN COVER B                         | 1    | TH_NI   | M4*8L  | 5    |  |
| 2-4 | ASSEMBLE | BILLBOARD DECO MAIN COVER C                         | 1    | TH_NI   | M4*8L  | 4    |  |
| 2-5 | ASSEMBLE | BILLBOARD DECO MAIN SIDE L                          | 1    | TH_NI   | M4*10L | 4    |  |
| 2-6 | ASSEMBLE | BILLBOARD DECO MAIN SIDE R                          | 1    | TH_NI   | M4*10L | 4    |  |
| 3-1 | ASSEMBLE | BILLBOARD ASS'Y                                     | 1    | SEMS_NI | M6*25L | 4    |  |
| 3-2 | ASSEMBLE | BILLBOARD CABINET SIDE DECO ACRYL-L                 | 1    | TH_NI   | M4*8L  | 6    |  |
| 3-3 | ASSEMBLE | BILLBOARD CABINET SIDE DECO ACRYL-R                 | 1    | TH_NI   | M4*8L  | 5    |  |
| 3-4 | ASSEMBLE | BILLBOARD SIDE DECO L                               | 1    | TH_NI   | M4*8L  | 4    |  |
| 3-5 | ASSEMBLE | BILLBOARD SIDE DECO R                               | 1    | TH_NI   | M4*10L | 4    |  |
| 3-6 | ASSEMBLE | BILLBOARD MAIN FRONT COVER                          | 1    | TH_NI   | M4*10L | 4    |  |
| 3-7 | CONNECT  | WIRING  | 1    |         |        |      |  |
| 4   | POWER ON | This product is a free bolt product.( AC 120-230V ) |      |         |        |      |  |

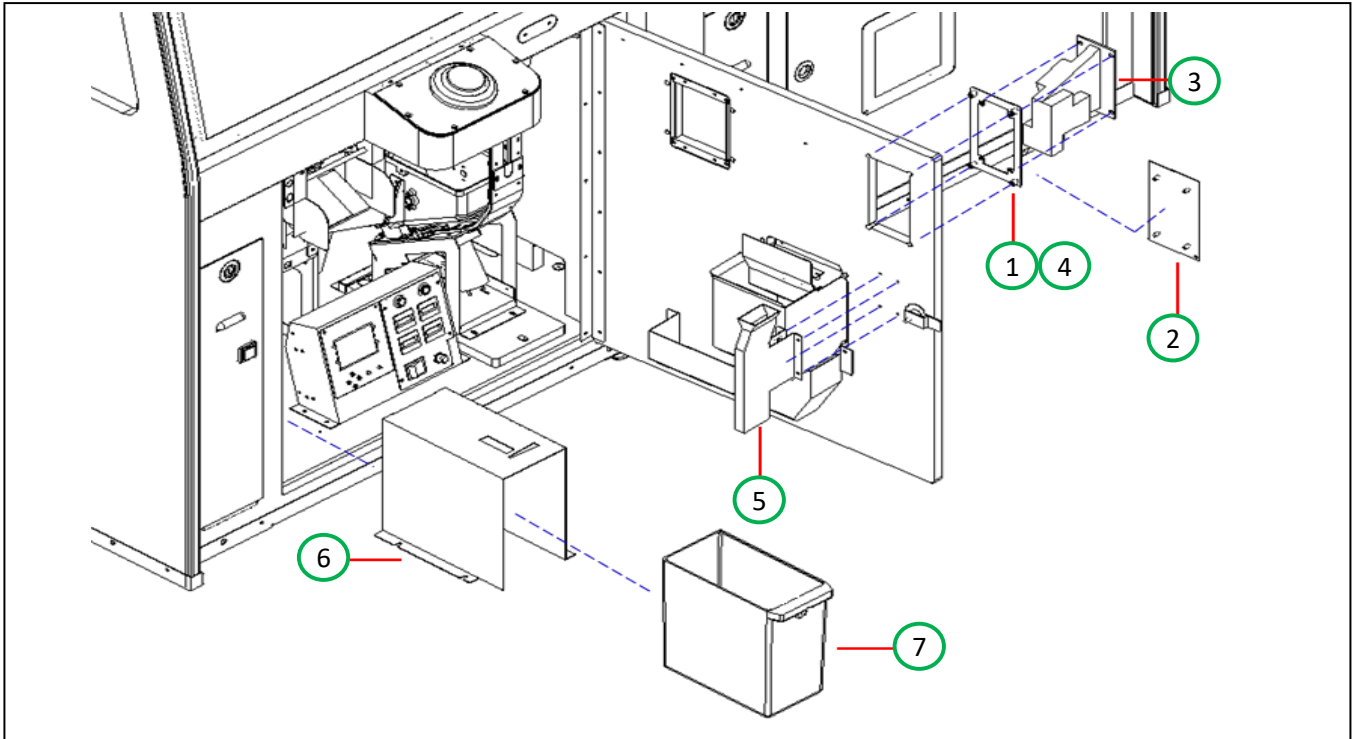
2) HOW TO INSTALL(TOKEN & CARD SETTING)

|   |   |  |
|---|---|--|
| ▼ 1   | ▼ 2   | ▼ 3  |
|    |    |   |
| PUSHER  | FRONT HOPPER  | REAR HOPPER  |
| ▼ 4   | ▼ 5   | ▼ 6  |
|    |   |   |
| ▼ 7   |   |  |
| <div style="border: 1px solid black; padding: 5px; margin-bottom: 10px;">7-1<br/>PUSHER BASE PANEL<br/>: BALL 6PCS</div> <div style="border: 1px solid black; padding: 5px; margin-bottom: 10px;">7-2<br/>BALL SUPPLY :BALL<br/>12PCS</div> |  | <div style="border: 1px solid black; padding: 5px; margin-bottom: 10px;">7-3<br/>CARD DISPENSOR: CARD<br/>146~147 PCS</div> <div style="border: 1px solid black; padding: 5px; margin-bottom: 10px;">7-4<br/>PUSHER BASE PANEL<br/>: CARD 3 OR 4 PCS</div> |

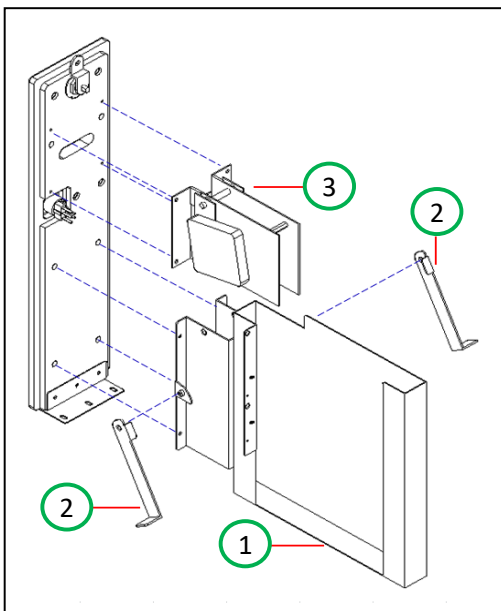
| no  | PROCESS    | ITEM   | Q'ty       |
|-----|------------|--|------------|
| 1   | 1P SETTING | TOKEN : PUSHER PANEL - ABOUT 500 PCS                     | 500        |
| 2   | 1P SETTING | TOKEN : FRONT HOPPER - ABOUT 300 PCS                     | 300        |
| 3   | 1P SETTING | TOKEN : REAR HOPPER - ABOUT 300 PCS                      | 300        |
| 4   | 1P SETTING | Enter SELECT Button -> OPERATION MENU -> PLAYFIELD-SETUP |            |
| 5   | 1P SETTING | PLAYFIELD-SETUP -> PUSHER TABLE SET.A                    |            |
| 6   | 1P SETTING | PUSHER TABLE SET.A -> START                              |            |
| 7-1 | 1P SETTING | BALL SETTING - PUSHER BASE PANEL                         | 6          |
| 7-2 | 1P SETTING | BALL SETTING - BALL SUPPLY ASS'Y                         | 12         |
| 7-3 | 1P SETTING | CARD SETTING -CARD DISPENSOR (*OPTION CARD VERSION)      | 146 or 147 |
| 7-4 | 1P SETTING | CARD SETTING -PUSHER BASE PANEL (*OPTION CARD VERSION)   | 3 or 4     |
| 8   | 2P SETTING | Set it the same as 1P                                    |            |



3) HOW TO INSTALL(OPTION-COIN, TICKET PART)



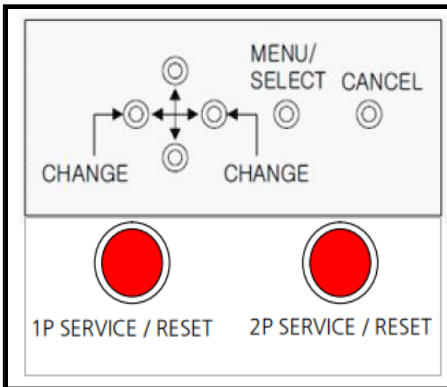
| no | PROCESS  | ITEM                      | Q'ty | BOLT     | SPEC | Q'ty |
|----|----------|---------------------------|------|----------|------|------|
| 1  | REMOVE   | COIN SELECTOR BKT         | 2    | SEMS     | 4*16 | 4    |
| 2  | REMOVE   | COIN SELECTOR BLANK COVER | 2    | NUT      | M4   | 4    |
| 3  | ASSEMBLE | COIN SELECTOR             | 2    | CARRIAGE | 4*20 | 4    |
|    |          |                           |      | NUT      | M4   | 4    |
| 4  | ASSEMBLE | COIN SELECTOR BKT         | 2    | SEMS     | 4*16 | 4    |
| 5  | ASSEMBLE | COIN BOX BKT ENTRY        | 2    | TH_NI    | 4*14 | 4    |
| 6  | ASSEMBLE | COIN BOX CASE             | 1    |          |      |      |
| 7  | ASSEMBLE | COIN BOX                  | 1    |          |      |      |



| NO | PROCESS  | ITEM             | Q'ty | BOLT   | SPEC | Q'ty |
|----|----------|------------------|------|--------|------|------|
| 1  | ASSEMBLE | TICKET BOX ASS'Y | 1    | SEMS   | 4*16 | 4    |
| 2  | ASSEMBLE | DOOR STOPPER BKT | 1    | TH_NI  | 4*10 | 2    |
|    |          |                  | 1    | WASHER | M8   | 2    |
| 3  | ASSEMBLE | TICKET DISPENSER | 1    | SEMS   | 4*16 | 4    |

## 5 SETUP SETTINGS

### ▶ SETUP BUTTON LAYOUT



| BUTTON   | NOTE                                |
|--|-------------------------------------|
| UP/DOWN  | MENU UP/DOWN MOVE                   |
| LEFT/RIGHT   | CHANGE SETTING VALUE                |
| MENU/SELECT  | SETUP MENU MODE, SELECT AND PERFORM |
| CANCEL   | EXIT                                |
| ※CANCEL : PERFORM SETTINGS ONLY WHEN OPERATION OF BALL SUPPLY, REEL, BIG WHEEL, CARD, BRIDGE IS STOOPPED |                                     |
| SERVICE/RESET : NORMALLY SERVICE IN, ABNORMAL(ERROR) - ERROR CLEAR                                       |                                     |

### ▶ OPERATION MENU

| PRESS MENU BUTTON. [MENU/SELECT BUTTON: TO ENTER] |                  |                                 |
|---|------------------|---------------------------------|
| 1   | PROGRAM SETTINGS | SETUP MODE                      |
| 2   | CLEAR MODE       | DELETE MODE                     |
| 3   | BOOKKEEPING DATA | VIEW GAME DATA                  |
| 4   | FACTORY SETTING  | INITIALIZING TO FACTORY SETTING |
| 5   | TEST MODE        | TESET MODE                      |
| 6   | PLAYFIELD-SETUP  | PLAYFIELD-SETUP                 |
| 7   | GAME MODE        | EXIT TO OPERATION OPTIONS       |

1) PROGRAM SETTING


1-1) PLAYS / CREDIT

| LCD DISPLAY       | DESCRIPTION   | RANGE                            | DEFAULT |          |
|-------------------|---|----------------------------------|---------|----------|
|                   |   |                                  | CARD    | NON CARD |
| MINIMUM COIN      |   | FREE, 1 ~ 10<br>(Increases by 1) | 1       | 1        |
| 1st.COIN ->_PLAYS | Setting number of plays per coin<br>(SWIPE CARD) in<br>* bonus for consecutive inputs | 1 ~ 400<br>(Increases by 1)      | 12      | 12       |
| 2nd.COIN ->_PLAYS |   |                                  | 26      | 26       |
| 3rd.COIN ->_PLAYS |   |                                  | 42      | 42       |
| 4th.COIN ->_PLAYS |   |                                  | 60      | 60       |
| 5th.COIN ->_PLAYS |   |                                  | 75      | 75       |

1-2) PLAYS / BILL

| LCD DISPLAY     | DESCRIPTION                                  | RANGE                       | DEFAULT |          |
|-----------------|--|-----------------------------|---------|----------|
|                 |  |                             | CARD    | NON CARD |
| 1 BILL->_PLAYS  | Setting number of plays per BILL<br>or SWIPE | 1 ~ 500<br>(Increases by 1) | 12      | 12       |
| 2 BILL->_PLAYS  |  |                             | 26      | 26       |
| 3 BILL->_PLAYS  |  |                             | 42      | 42       |
| 4 BILL->_PLAYS  |  |                             | 60      | 60       |
| 5 BILL->_PLAYS  |  |                             | 75      | 75       |
| 10 BILL->_PLAYS |  |                             | 175     | 175      |
| 20 BILL->_PLAYS |  |                             | 400     | 400      |

1-3) WHEEL LED SET


| LCD DISPLAY | DESCRIPTION   | RANGE                      | DEFAULT |          |
|-------------|---|----------------------------|---------|----------|
|             |   |                            | CARD    | NON CARD |
| W-LED01     | Setting function and Score for<br>each led lamp zone<br><br> | 1 ~ 50<br>(Increases by 1) | TN15    | TN10     |
| W-LED02     |   |                            | TN4     | TN6      |
| W-LED03     |   |                            | TN8     | TN12     |
| W-LED04     |   |                            | TN4     | TN6      |
| W-LED05     |   |                            | TI10    | TN6      |
| W-LED06     |   |                            | TN4     | TN6      |
| W-LED07     |   |                            | TN8     | TN12     |
| W-LED08     |   |                            | TN4     | TN6      |
| W-LED09     |   |                            | TN15    | TN10     |
| W-LED10     |   |                            | TN4     | TN6      |
| W-LED11     |   |                            | TN8     | TN12     |
| W-LED12     |   |                            | TN4     | TN6      |
| W-LED13     |   |                            | CA1     | BA1      |
| W-LED14     |   |                            | TN4     | TN6      |
| W-LED15     |   |                            | TN8     | TN12     |
| W-LED16     |   |                            | TN4     | TN6      |
| W-LED17     |   |                            | TN15    | TN10     |
| W-LED18     |   |                            | TN4     | TN6      |
| W-LED19     |   |                            | TN8     | TN12     |
| W-LED20     |   |                            | TN4     | TN6      |
| W-LED21     |   |                            | TI10    | TN6      |
| W-LED22     |   |                            | TN4     | TN6      |
| W-LED23     |   |                            | TN8     | TN10     |
| W-LED24     |   |                            | TN4     | TN6      |

\* TOKEN=TN,  
TICKET=TI,  
CARD=CA,  
BALL=BA


– Set type with left button  
"TOKEN", "TICKET",  
"PLAY", "BALL",  
"REEL", "CARD"

– Set score with right button  
BALL, REEL, CARD are fixed at 1

1-4) REEL SET

| LCD DISPLAY | DESCRIPTION   | RANGE                  | DEFAULT |          |
|-------------|---|------------------------|---------|----------|
|             |   |                        | CARD    | NON CARD |
| REEL#1      | Setting function and score for each reel zone<br><br>- Set type with left button 1 ~ 100 (Increases by 1)<br>- Set score with right button | TOKEN=TN,<br>TICKET=TI | TI50    | TI50     |
| REEL#2      |   |                        | TN20    | TN20     |
| REEL#3      |   |                        | TI30    | TI30     |
| REEL#4      |   |                        | TN30    | TN30     |
| REEL#5      |   |                        | TN35    | TN35     |
| REEL#6      |   |                        | TI20    | TI20     |
| REEL#7      |   |                        | TN25    | TN25     |

1-5) BIG WHEEL SET

| LCD DISPLAY | DESCRIPTION   | RANGE                           | DEFAULT |          |
|-------------|---|---------------------------------|---------|----------|
|             |   |                                 | CARD    | NON CARD |
| BIG_WHEEL#1 | Setting contents of winning by zone at big wheel<br> | 100 ~ 5000<br>(Increases by 10) | 500     | 1000     |
| BIG_WHEEL#2 |   |                                 | 100     | 120      |
| BIG_WHEEL#3 |   |                                 | 150     | 250      |
| BIG_WHEEL#4 |   |                                 | 130     | 200      |
| BIG_WHEEL#5 |   |                                 | 200     | 500      |
| BIG_WHEEL#6 |   |                                 | 120     | 150      |
| BIG_WHEEL#7 |   |                                 | 180     | 300      |
| BIG_WHEEL#8 |   |                                 | 80      | 100      |

| LCD DISPLAY     | DESCRIPTION  | RANGE                             | DEFAULT |          |
|-----------------|--|-----------------------------------|---------|----------|
|                 |  |                                   | CARD    | NON CARD |
| CHECKER BONUS   | Setting bonus tickets when making goal into main checker at main game  | 0 ~ 50                            | 0       | 0        |
| TICKET / BALL   | Dispensing tickets when ball drops   | 0 ~ 20                            | 0       | 0        |
| BALL / TOKENS   | Dispense one ball according to total number of tokens (Tokens shoot by the player and tokens dispensed by the machine) | 1 ~ 500                           | 80      | 70       |
| CARD / TOKENS   | Dispense one card according to total number of tokens (Tokens shoot by the player and tokens dispensed by the machine) | 10 ~ 500                          | 200     | 200      |
| PAYOUT          | Setting number of tickets per swipe  | 10 ~ 100                          | 40      | 60       |
| MERCY TICKET    | Setting number of tickets to be dispensed in case of failuer   | 0 ~ 10                            | 0       | 0        |
| TICKET / SCORE  | Setting ticket ratio per score, None : Automatically reducing ticket counts without dispensing tickets                 | NONE,<br>1/1,<br>1/2,<br>1/3, 1/4 | 1/1     | 1/1      |
| ATTRACT VOLUME  | Use of demo sound and setting volume   | OFF,<br>10 ~                      | 60      | 60       |
| SAVE AND EXIT   | SAVE AND EXIT :Select button - [YES] or [NO]   |                                   |         |          |
| CANCEL AND EXIT | Cancel and exit  |                                   |         |          |

2) CLEAR MODE : Game data and bookkeeping data can be deleted

| LCD DISPLAY   | DESCRIPTION   | EXECUTION  |
|---------------|---|--|
| CREAR TICKETS | Delete remaining tickets to be dispensed now  | By pressing select button, perform by moving the cursor to [YES] or [NO] |
| CLEAR PLAYS   | Delete remaining plays(credits) and bonus ball<br>(Delete all cards & tokens to be dispensed) |  |
| CLEAR DATA    | Delete all game data and bookkeeping data including credits and tickets                       |  |
| EXIT          | Exit  |  |

3) BOOKKEEPING

| LCD DISPLAY  | DESCRIPTION                               | LCD DISPLAY  | DESCRIPTION                                     |
|--|---|--|---|
| --- COIN IN ---<br>1P : 0<br>2P : 0<br>TOTAL :0      | Number of coins inputs                    | -CARD OUT --<br>1P : 0<br>2P : 0<br>TOTAL :0           | NUMBER OF 6 BALL COLLECTION                     |
| ---BILL IN ---<br>1P : 0<br>2P : 0<br>TOTAL :0       | Number of bill inputs                     | --REAL 1,2,3 --<br>1P : 0<br>2P : 0<br>TOTAL :0        | NUMBER OF WINNING REEL 1,2,3                    |
| ---SERVICE IN ---<br>1P : 0<br>2P : 0<br>TOTAL :0    | Number of service inputs                  | --REAL 4,5,6 --<br>1P : 0<br>2P : 0<br>TOTAL :0        | NUMBER OF WINNING REEL 4, 5, 6                  |
| --GAME PLAY SHOT --<br>1P : 0<br>2P : 0<br>TOTAL :0  | NUMBER OF BALL SHOOTING FROM MAIN SHOOTER | --REAL 7,T --<br>1P : 0<br>2P : 0<br>TOTAL :0          | NUMBER OF WINNING REEL 7,T                      |
| --BONUS COIN SHOT --<br>1P : 0<br>2P : 0<br>TOTAL :0 | NUMBER OF BONUS COIN SHOOTING             | --BIG WHEEL,1,2,3 --<br>1P : 0<br>2P : 0<br>TOTAL :0   | NUMBER OF WINNING BIG WHEEL 1, 2, 3             |
| --TICKET OUT --<br>1P : 0<br>2P : 0<br>TOTAL :0      | NUMBER OF TICKET OUT                      | --BIG WHEEL,4,5,6,3 --<br>1P : 0<br>2P : 0<br>TOTAL :0 | NUMBER OF WINNING BIG WHEEL 4, 5, 6             |
| --CHECKER GOALIN --<br>1P : 0.0%<br>2P : 0.0%        | SUCCESS RATE OF GOALIN                    | --BIG WHEEL 7,8,T --<br>1P : 0<br>2P : 0<br>TOTAL :0   | NUMBER OF WINNING WHEEL 7, 8, T                 |
| -6 BALL COLLECTION -<br>1P : 0<br>2P : 0<br>TOTAL :0 | NUMBER OF 6 BALL COLLECTION               | -- VER INFO --<br>AVENGERS Ver_---<br>MM. DD. YYYY     | VERSION INFORMATION AND DATE OF PROGRAM COMPILE |
| CANCEL BUTTON : EXIT                                 |   |  |   |

4) FACTORY – SETTING : Initialize to factory setting

※ CAUTION : Clear all data and set to default value of game set up

5) TEST MODE

| LCD DISPLAY   | COMPOSITION            | DESCRIPTION   |
|---|------------------------|---|
| INPUT TEST  | INPUT TEST<br>00000000 | Input signal test<br>TICKET FND & TOKEN FND : Display of input signal status  |
|   | 00000000               | 1.BALL SUPPLY SENSOR 2.BALL SUPPLY SW 3.REAR HOPPER SENSOR 4.FRONT HOPPER SENSOR 5.CONVEYER ENCODER 6.SHOT BUTTON 7.BILL SENSOR 8.COIN SENSOR                         |
|   | 00000000               | 1.BRIDGE FRONT SENSOR 2.BRIDGE REAR SENSOR 3.FRONT HOPPER FULL SENSOR 4.BALL SENSOR 5.CARD SENSOR 6.TICKET BUTTON 7.TICKET SENSOR 8.SERVICE BUTTON                    |
| FND & LED OFF   | ON/STEP/OFF            | FND & LED operation test<br>Check operation status<br>PLAYS FND: Display of sensor status   |
| WHEEL MOTOR TEST<br>1P TEST 01 OFF<br>2P TEST 01 OFF  | OFF/ON                 | Wheel operation status<br>PLAYS FND : Display of sensor stauts  |
| PUSHER MOTOR TEST<br>1P TEST 1 OFF<br>2P TEST 1 OFF   | OFF/ON                 | Pusher motor operation test<br>PLAYS FND : Display of sensor stauts   |
| FRONT HOPPER TEST<br>1P TEST 0 OFF<br>2P TEST 0 OFF   | OFF/ON                 | Front elevator hopper operation test<br>When performed, it automatically stops after discharging 3 medals<br>PLAYS FND : Display of sensor status and quantity        |
| REAR HOPPER TEST<br>1P TEST 0 OFF<br>2P TEST 0 OFF    | OFF/ON                 | Rear elevator hopper operation test<br>When performed, it automatically stops after discharging 3 medals<br>PLAYS FND : Display of sensor status and quantity         |
| BALL SUPPLY TEST<br>1P TEST 0 OFF<br>2P TEST 0 OFF    | OFF/ON                 | Ball supply operation test<br>When performed, it automatically stops after discharging one if there is a ball<br>PLAYS FND : Display of sensor status                 |
| TOKEN BRIDGE TEST<br>1P TEST 01 OFF<br>2P TEST 01 OFF | OFF/ON                 | Token bridge motor test<br>PLAYS FND : Display of sensor status   |
| CARD DISPEN TEST<br>1P TEST 0 OFF<br>2P TEST 0 OFF    | OFF/ON                 | ※ ONLY CARD VERSION<br>Card dispenser test<br>When performed, it automatically stops after discharging one card   |
| CONVEYER TEST<br>1P TEST 1 OFF<br>2P TEST 1 OFF       | OFF/ON                 | ※ ONLY CARD VERSION<br>Conveyer test<br>PLAYS FND : Display of sensor stauts  |
| TICKET MACHINE TEST<br>1P TEST 0 OFF<br>2P TEST 0 OFF | OFF/ON                 | Ticket dispenser test<br>When performed, it automatically stops after discharging 3 tickets if there are tickets<br>PLAYS FND : Display of sensor status and quantity |
| COIN TEST<br>1P TEST 0 OFF<br>2P TEST 0 OFF           | OFF/ON                 | Coin selector inhibit test<br>Check whether power of coin selector is thrned off by performing<br>PLAYS FND : Display of sensor status                                |

|   |                           |  |
|---|---------------------------|--|
| COUNTER TEST<br>COIN TICKET<br>1P 0 0<br>2P 0 0 | Display of counter signal | Counter test<br>Left button : coin counter test, Right button : ticket counter test                  |
| REEL TEST<br>1P TEST 1 OFF<br>2P TEST 1 OFF     | OFF/ON                    | Reel test<br>When performed, it works<br>PLAYS FND : Display of sensor status                        |
| BIG WHEEL TEST<br>TEST 1 OFF                    | OFF/ON                    | Big wheel test<br>When performed, it works<br>PLAYS FND : Display of sensor status                   |
| SOUND TEST                                      | OFF/2~93                  | Automatic sequential sound playback with select button<br>Play sound using the left and right button |
| EXIT  | Test mode exit            |  |

6) PLAYFIELD – SETUP

When installing the machine initially, fill supplied medal to the front hopper and proceed with pusher table set A

| LCD DISPLAY   | DESCRIPTION   |
|---|---|
| PUSHER TABLE SET.A<br><br>1P START<br>2P START<br>1P+2P STATR | : Test the product until the medal is fired 1,000 times.<br>: When installing the machine initially, pusher table setting( Perform by select button)<br>1.Fill up 1,100 medals into front hopper<br>2.Select the relevant mode<br>3.The wheel spins and stops and then automatically fires 1,000 medals<br>4.When all 1,000 medals are fired, it automatically stopped and pusher table medal setting is completed<br>: 1P START- 1P ONLY, 2P START- 2P ONLY, 1P+2P – 1P+2P |
| PUSHER TABLE SET.B  | : Test the product until the medal is fired 3,000 times.  |
| PUSHER TABLE SET.C  | : Test the product until the medal is fired 1,000 times.  |
| EXIT  | Exit  |

7) GAME MODE : return to the game mode

## 6 MAINTENANCE

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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.

2) When installing the device

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

3) Main board management.

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

4) Basic product management : Clean it regularly

5) This product should only be used for indoor use

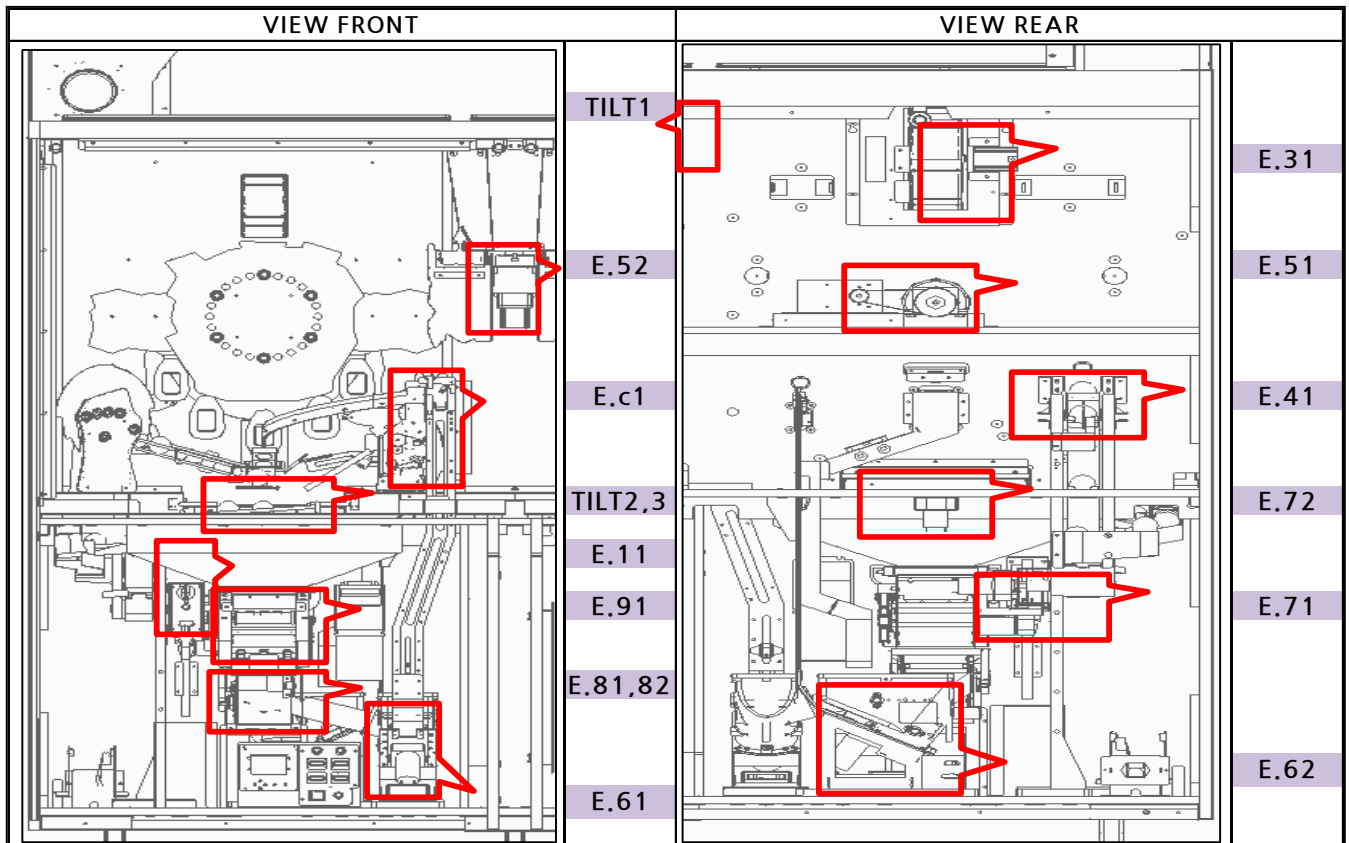


# 7 SOLUTION

## 1) ERROR CODES

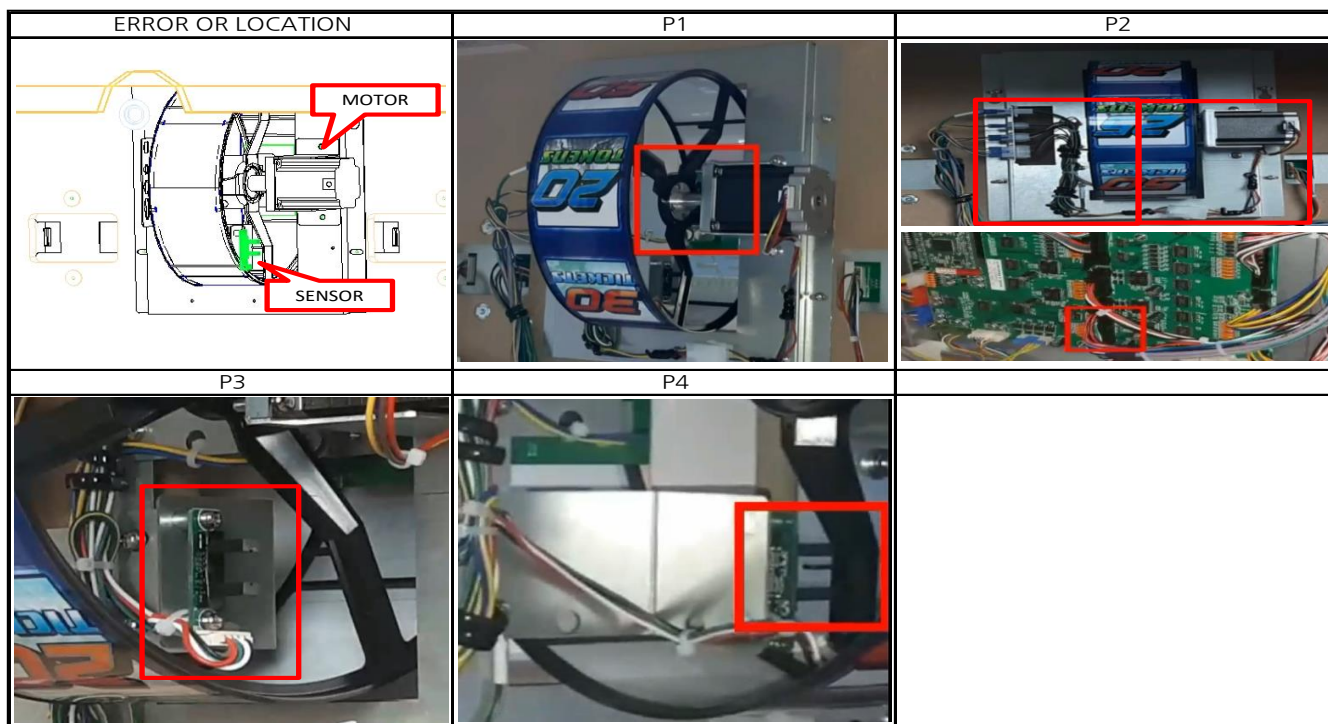
AVENGERS 2P

| CODE  | ERROR                | NOTE  |
|-------|----------------------|---|
| E.01  | BACKUP MEMORY        | Save data problem. Power off on                               |
| E.05  | SETUP LCD ERROR      | Setup lcd connection problem                                  |
| E.11  | COIN ERROR           | Coin jam problem  |
| E.31  | REEL ERROR           | Reel step motor defects                                       |
| E.41  | PUSHER ERROR         | Pusher motor problem or pusher encoder problem                |
| E.51  | WHEEL ERROR          | Wheel motor problem ,encoder problem                          |
| E.52  | BIG WHEEL ERROR      | Big wheel step motor problem or photo sensor defects          |
| E.61  | F_ELEVATOR HOPPER    | Front elevator hopper or coin jam                             |
| E.62  | R_ELEVATOR HOPPER    | rear elevator hopper or coin jam                              |
| E.71  | BALL SUPPLY          | Problem of ball supply motor or photo sensor                  |
| E.72  | BALL SUPPLY          | limit switch defects  |
| E.73  | BALL IN SENSOR       | Ball in sensor  |
| E.81  | TOKEN BRIDGE         | motor problem , front encoder sensor                          |
| E.82  | TOKEN BRIDGE         | motor problem , rear encoder sensor                           |
| E.91  | CONVEYER ERROR       | (MEDAL ROLLER)Motor or encoder sensor problem                 |
| E.c1  | CARD DISPENSER       | Card empty ,card jam,card dispensor                           |
|       | TOKEN SUCCESS SENSOR | Token success sensor  |
| E.t1  | TICKET ERROR         | No tickets or ticket jam                                      |
| TILT1 | Upper backside       | When shaking the machine but will be cleared after 15 seconds |
| TILT2 | 1P Button panel      |   |
| TILT3 | 2P Button panel      |   |



2) TROUBLESHOOTING

1) REEL MOTOR ERROR [E.31], REEL SENSOR ERROR [E.31]



► SOLUTION : REEL MOTOR ERROR [E.31]

- 1 HOW TO TEST : TEST MODE → REEL TEST
- 2 Check connection of motor connector ( P2 )
- 3 Check assembly status of motor ( P1 )
- 4 Check connection of join connector and main pcb connector ( P2 )
- 5 Replace MOTOR
- 6 Replace MAIN PCB

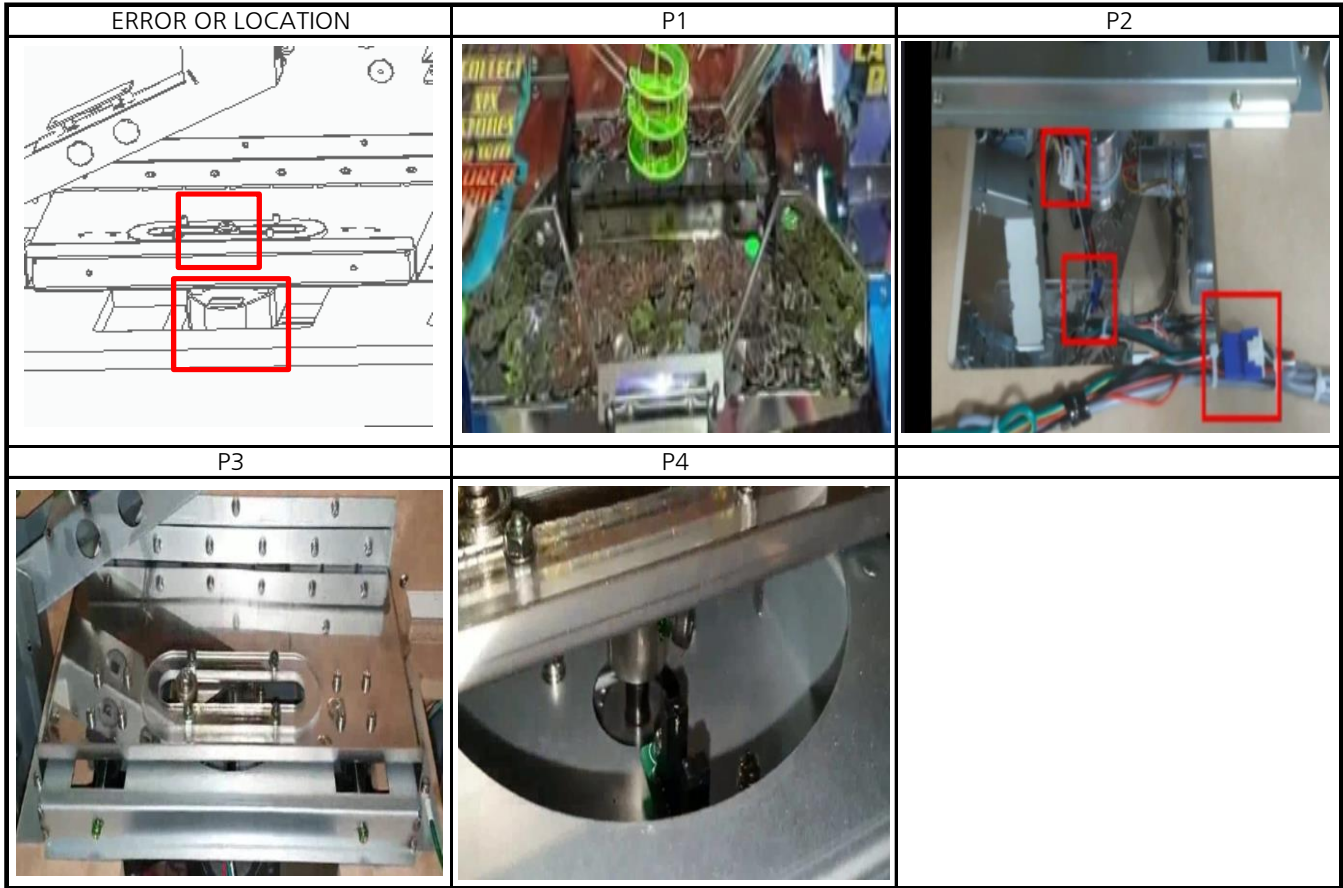
| PART NAME              | CODE        | PART NAME      | CODE        |
|------------------------|-------------|----------------|-------------|
| STEPPING MOTOR NO WIRE | MZZZ0MOT167 | MAIN PCB ASS'Y | AAV20PCB001 |

► SOLUTION : REEL SENSOR ERROR [E.31]

- 1 HOW TO TEST : TEST MODE → REEL TEST  
Setup pcb- Select button -Shooting button-Sensor status check  
( PLAY FND : Detected Sensor : " 1 " / Non-Detected sensor : " 0 ")
- 2 Check connection of sensor connector ( P2,P3 )
- 3 Check assembly status of sensor , Check position of sensor bracket ( Center ) ( P4 )
- 4 Check the dc voltage ( SENSOR PCB )  
: PIN 1 : over 4.5V , PIN 2 : below 0.5V , PIN 4 : GND ,  
PIN 3 : Detected Sensor over 4.5V / Non-detected sensor below 0.1V
- 5 Replace SENSOR PCB
- 6 Check the dc voltage ( MAIN PCB / CN8 ) :A/B PIN 11 : Over 4.5V , PIN 12 : Below 0.1V , PIN 15 : GND
- 7 Replace MAIN PCB

| PART NAME             | CODE        | PART NAME      | CODE        |
|-----------------------|-------------|----------------|-------------|
| PHOTO INT-1 PCB ASS'Y | ACIROPCB011 | MAIN PCB ASS'Y | AAV20PCB001 |

2) PUSHER MOTOR ERROR [E.41], PUSHER SENSOR ERROR [E.41]



► SOLUTION : PUSHER MOTOR ERROR [E.41]

- 1 HOW TO TEST TEST MODE → PUSHER MOTOR TEST → SELECT BUTTON → SHOOTING button
- 2 Check if tokens, cards, balls, side token are jamming the pusher plate ( P1 )
- 3 Check connection of motor connector , Check assembly status of motor ( P2,P3 )
- 4 Check the dc voltage ( MAIN PCB / CN8 )  
: A/B PIN 1 : Over 11V , PIN 2 : GND ,
- 5 Replace MOTOR
- 6 Replace MAIN PCB

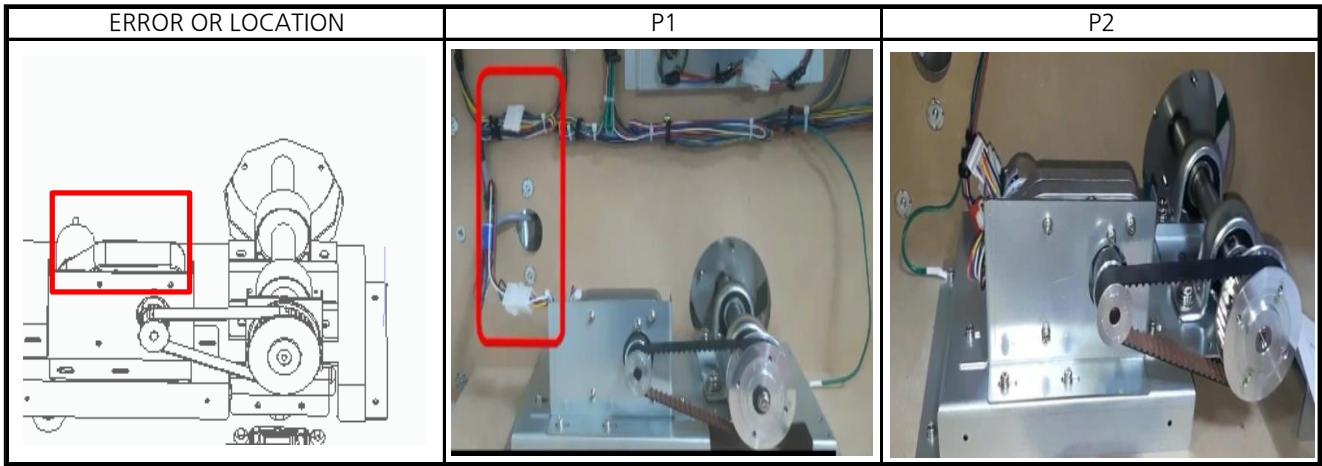
| PART NAME  | CODE        | PART NAME      | CODE        |
|------------|-------------|----------------|-------------|
| MOTOR_BLDC | MZZZ0MOT152 | MAIN PCB ASS'Y | AAV20PCB001 |

► SOLUTION -PUSHER SENSOR ERROR [E.41]

- 1 HOW TO TEST TEST MODE → PUSHER MOTOR TEST → SELECT BUTTON → SHOOTING button  
PLAY FND : Sensor operation status / Detected Sensor : " 1 " / Non-Detected sensor : " 0 "
- 1 Check if tokens, cards, balls, side token are jamming the pusher plate ( P1 )
- 2 Check connection of sensor connector , Check assembly status of sensor ( P4 )
- 3 Check the dc voltage ( SENSOR PCB )  
: PIN 1 : over 4.5V , PIN 2 : below 0.1V , PIN 4 : GND ,  
PIN 3 : Detected Sensor over 4.5V / Non-detected sensor below 0.1V
- 4 Replace SENSOR PCB
- 5 Check the dc voltage ( MAIN PCB / CN8 ) : A/B PIN 3 : Over 4.5V , PIN 4 : Below 0.1V , PIN 6 : GND
- 6 Replace MAIN PCB

| PART NAME             | CODE        | PART NAME      | CODE        |
|-----------------------|-------------|----------------|-------------|
| PHOTO INT-1 PCB ASS'Y | AZZZ0PCB103 | MAIN PCB ASS'Y | AAV20PCB001 |

3) TARGET WHEEL MOTOR & SENSOR ERROR [E.51]

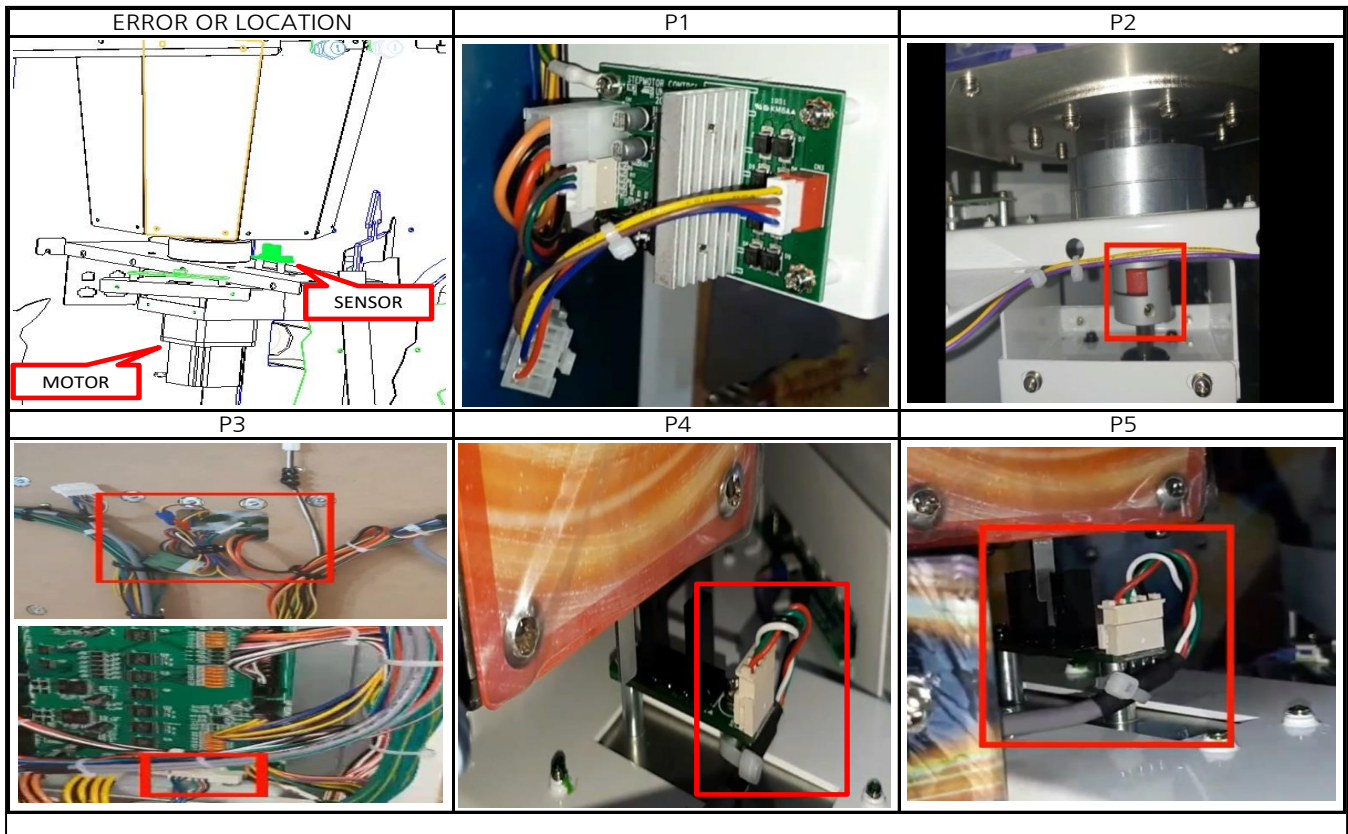


► SOLUTION

- ※ 1 HOW TO TEST MODE → WHEEL MOTOR TEST  
 SELECT button - SHOOTING button -Sensor operation status : First digit of the PLAY FND  
 Detected Sensor : " 1 " / Non-Detected sensor : " 0 "
- 2 Check connection of motor connector ( P1 )
- 3 Check assembly status of belt and motor ( P2 )
- 4 Check the dc voltage ( MAIN PCB / CN12,13 )  
 : PIN 1 : Over 11V , PIN 2 : GND ,
- 5 Replace MOTOR ( The sensor is in the motor,if the sensor is Not detected,replace the motor )
- 6 Replace MAIN PCB

| PART NAME  | CODE        | PART NAME      | CODE        |
|------------|-------------|----------------|-------------|
| MOTOR_BLDC | MZZZ0MOT160 | MAIN PCB ASS'Y | AAV20PCB001 |

4) BIG WHEEL MOTOR ERROR [E.52],BIG WHEEL SENSOR ERROR [E.52]



► SOLUTION : BIG WHEEL MOTOR ERROR [E.52]

- 1 HOW TO TEST : TEST MODE → BIG WHEEL TEST→ SELECT Button → SHOOTING button
- 2 Check connection of motor connector ( P1 )
- 3 Check assembly status of motor ( P2 )
- 4 Check connection of join connector and motor connector ( CN25 ) ( P3 )
- 5 Check DIP SWITCH setting status of step motor control pcb : 1,2,3,5,6 → ON / 4 → OFF
- 6 Replace MOTOR
- 7 Replace STEPPING MOTOR DRIVER PCB ASS'Y
- 8 Replace MAIN PCB

| PART NAME                       | CODE        | PART NAME      | CODE        |
|---------------------------------|-------------|----------------|-------------|
| STEPPING MOTOR NO WIRE          | MZZZ0MOT166 | MAIN PCB ASS'Y | AAV20PCB001 |
| STEPPING MOTOR DRIVER PCB ASS'Y | ASBS0PCB001 |                |             |

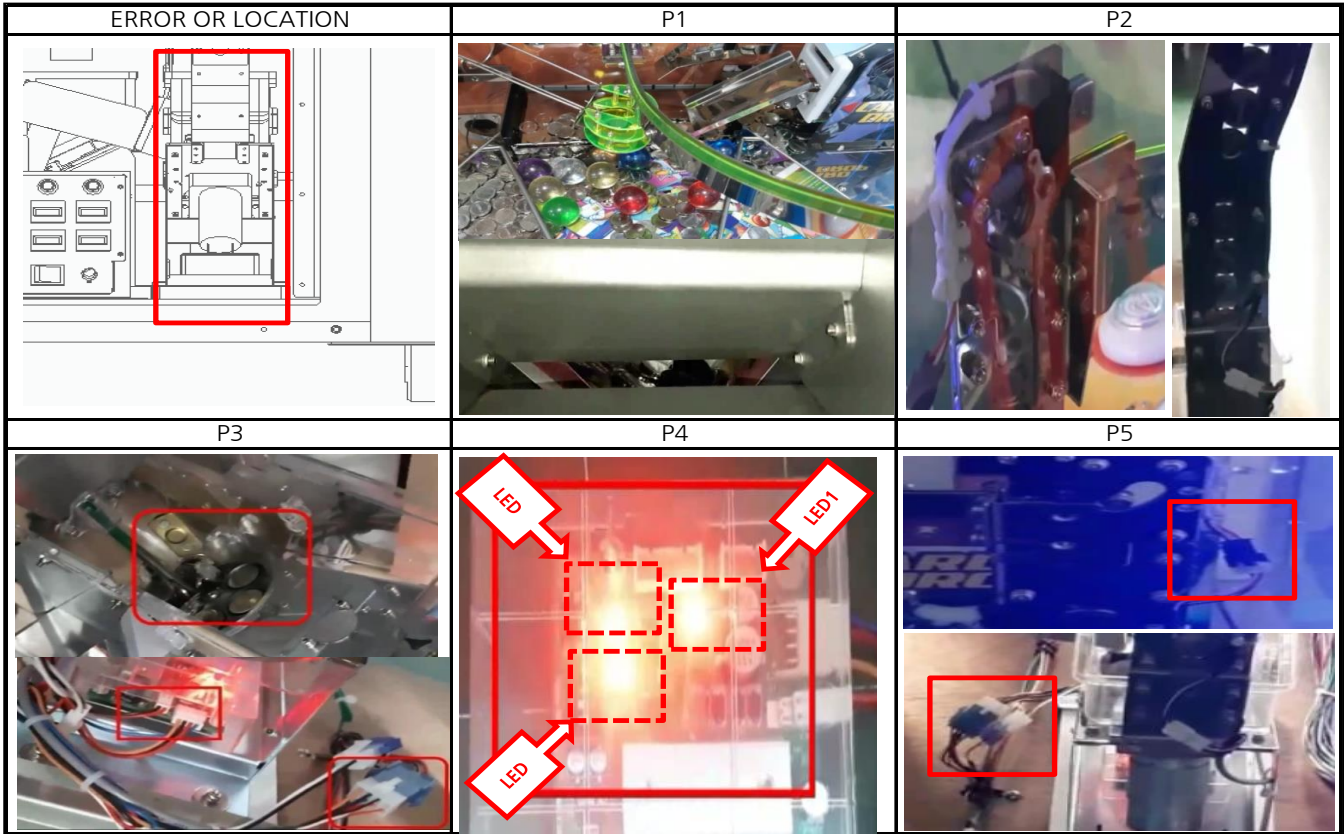
► SOLUTION : BIG WHEEL SENSOR ERROR [E.52]

※ 1 HOW TO TEST MODE → BIG WHEEL TEST→ SELECT button →SHOOTING button  
 PLAY FND : Sensor operation status / Detected Sensor : flicker " 0 " / Non-Detected sensor : " 1 "

- 2 Check connection of sensor connector ( P4 )
- 3 Check assembly status of sensor , Check position of sensor bracket ( Center ) ( P5 )
- 4 Check the dc voltage ( SENSOR PCB )  
 : PIN 1 : over 4.5V , PIN 2 : below 0.1V , PIN 4 : GND ,  
 PIN 3 : Detected Sensor over 4.5V / Non-detected sensor below 0.1V
- 5 Replace SENSOR PCB
- 6 Check the dc voltage ( MAIN PCB / CN25 ) : PIN 6 : Over 4.5V , PIN 7 : Below 0.1V , PIN 5 : GND
- 7 Replace MAIN PCB

| PART NAME             | CODE        | PART NAME      | CODE        |
|-----------------------|-------------|----------------|-------------|
| PHOTO INT-1 PCB ASS'Y | AZZZ0PCB103 | MAIN PCB ASS'Y | AAV20PCB001 |

5) FRONT HOPPER MOTOR ERROR [E.61], FRONT HOPPER SENSOR ERROR [E.61]



► SOLUTION : FRONT HOPPER MOTOR ERROR [E.61]

- ※ 1 HOW TO TEST : TEST MODE → FRONT HOPPER TEST → SELECT button → SHOOTING button
- 2 Check the jamming location Token Bridge, Pusher Plate and Conveyor ( P1 )
- 3 Foreign objects inside the HOPPER, Check jamming hopper disk, Check jamming hopper rail ( P2 )
- 4 Check the disk rotation direction, Check connection of motor connector ( P3 )
- 5 Check the operation of HOPPER PCB internal LED1 ( lights up during operation ), LED2 ( flashes when 5V input ), LED3 ( flashes when 24V is input ) ( P4 )
- 6 Check the dc voltage ( HOPPER PCB / JP2 ) : PIN 1 : Over 23V , PIN 2 : GND
- 7 Replace HOPPER PCB
- 8 Check the dc voltage ( MAIN PCB / CN5 ): A/B PIN 1 : Over 23V , PIN 2 : Over 4.5V , PIN 3 : GND
- 9 Replace MAIN PCB

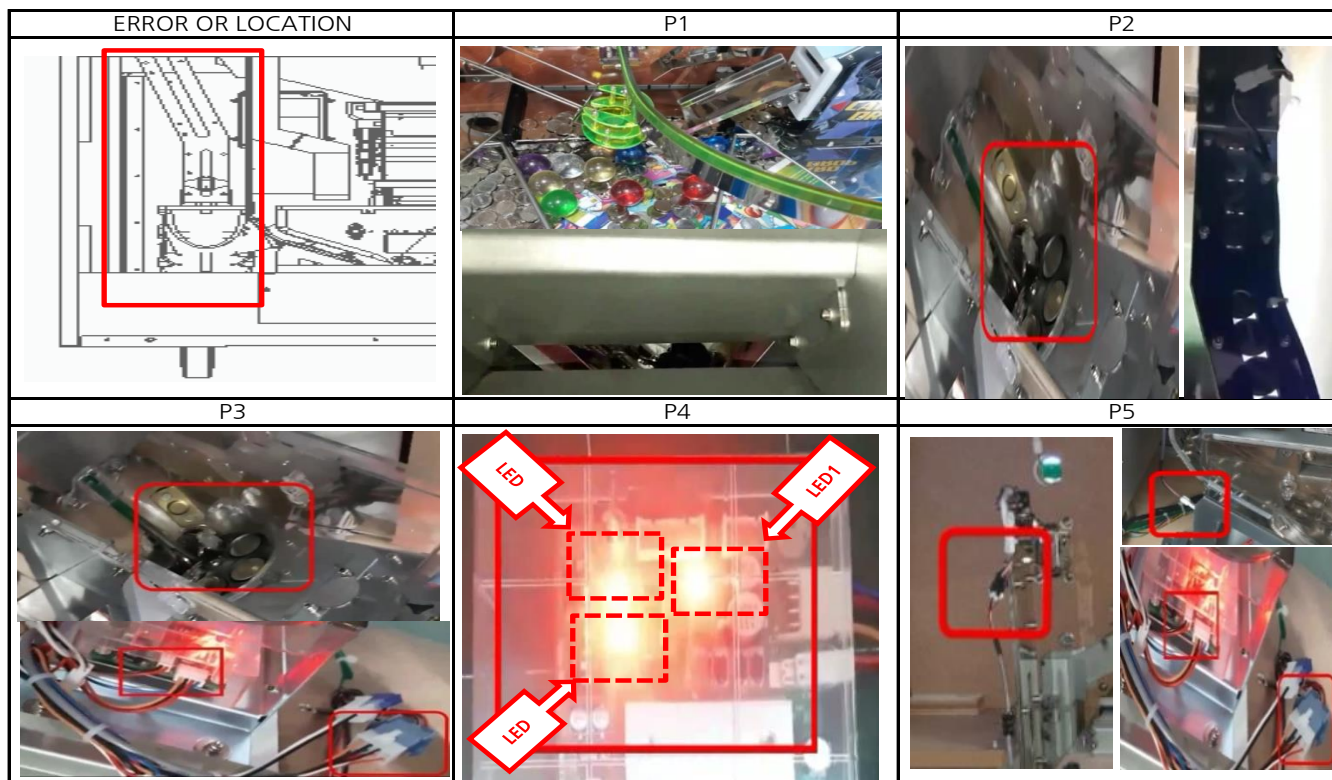
| PART NAME                 | CODE        | PART NAME      | CODE        |
|---------------------------|-------------|----------------|-------------|
| ELEVATOR HOPPER PCB ASS'Y | AZZZ0PCB143 | MAIN PCB ASS'Y | AAV20PCB001 |

► SOLUTION : FRONT HOPPER SENSOR ERROR [E.61]

- 1 HOW TO TEST : TEST MODE → FRONT HOPPER TEST → SELECT button → SHOOTING button
- ※ CHECK LIST
- 1 Check the jamming location Token Bridge, Pusher Plate and Conveyor ( P1 )
- 2 Check the jamming launch part exit ( P2 )
- 3 Check the jamming hopper rail ( P2 )
- 4 Check connection of sensor connector ( P5 )
- 5 Check the foreign substances in the sensor part and the assembly status of the launch part ( P4 )
- 6 Check the dc voltage ( SENSOR ASS'Y ) : PIN 1 : over 4.5V , PIN 3 : GND , PIN 2 : Detected Sensor over 4.5V / Non-detected sensor below 0.1V
- 7 Replace SENSOR PCB
- 8 Replace MAIN PCB

| PART NAME             | CODE        | PART NAME      | CODE        |
|-----------------------|-------------|----------------|-------------|
| ELEVATOR SENSOR ASS'Y | AZZZ0PCB173 | MAIN PCB ASS'Y | AAV20PCB001 |

6) REAR HOPPER MOTOR ERROR [E.62]



► SOLUTION : REAR HOPPER MOTOR ERROR [E.62]

- 1 HOW TO TEST TEST MODE → REAR HOPPER TEST→ SELECT button→SHOOTING button
- 2 Check the jamming location Token Bridge, Pusher Plate and Conveyor ( P1 )
- 3 Foreign objects inside the HOPPER,Check jamming hopper disk,Check jamming hopper rail ( P2 )
- 4 Check the disk rotation direction, Check connection of motor connector ( P3 )
- 5 Check the operation of HOPPER PCB internal LED1 (lights up during operation), LED2 (flashes when 5V input), LED3 (flashes when 24V is input) ( P4 )
- 5 Check the dc voltage ( HOPPER PCB / JP2 ) : PIN 1 : Over 23V , PIN 2 : GND
- 6 Replace HOPPER PCB
- 7 Check the dc voltage ( MAIN PCB / CN5 ) : A/B PIN 11 : Over 23V , PIN 12 : Over 4.5V , PIN 13 : GND
- 8 Replace MAIN PCB

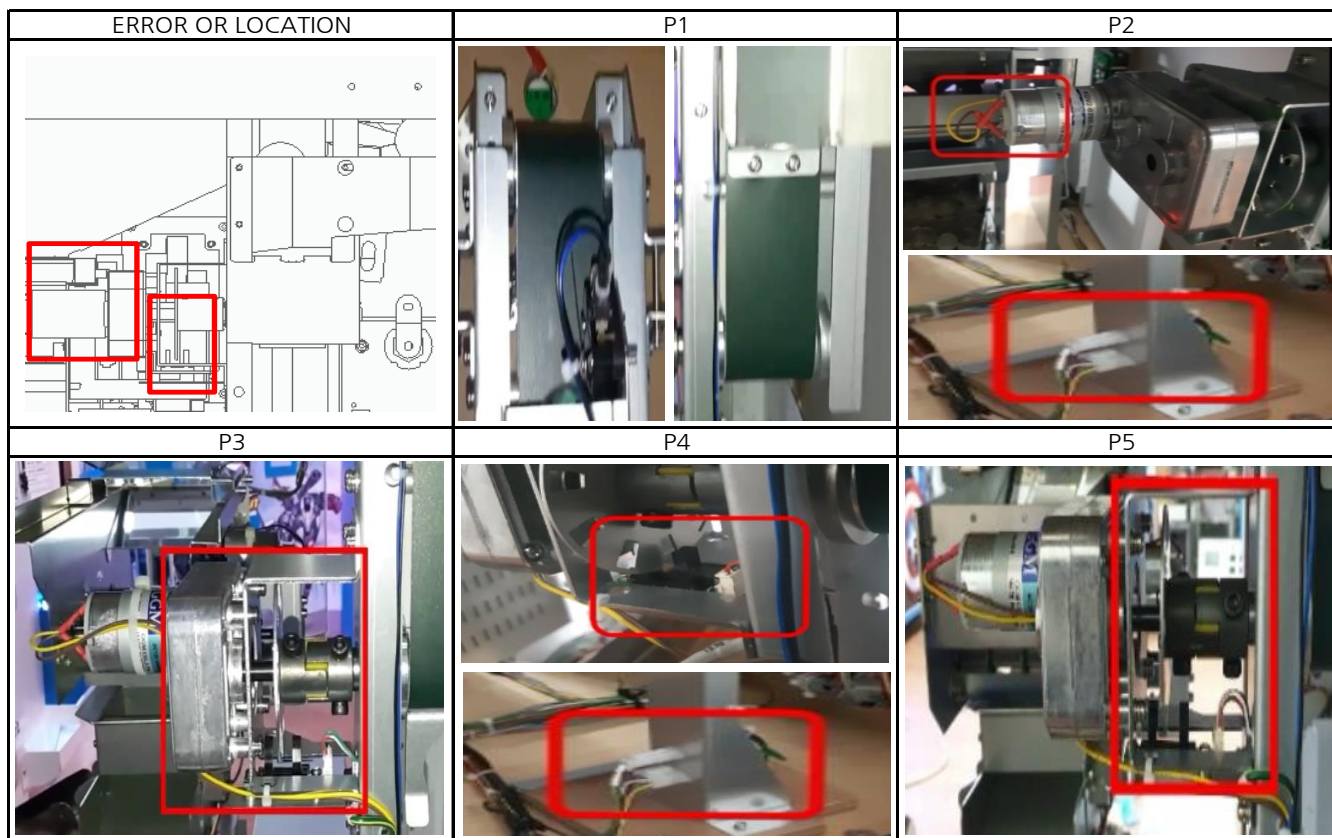
| PART NAME                 | CODE        | PART NAME      | CODE        |
|---------------------------|-------------|----------------|-------------|
| ELEVATOR HOPPER PCB ASS'Y | AZZZ0PCB143 | MAIN PCB ASS'Y | AAV20PCB001 |

► SOLUTION : REAR HOPPER SENSOR ERROR [E.62]

- 1 HOW TO TEST TEST MODE → REAR HOPPER TEST→ SELECT button→SHOOTING button  
PLAY FND 3rd digit confirms quantity change ( reduced sequentially when sensor is detected )
- 2 Check the jamming location Token Bridge, Pusher Plate and Conveyor ( P1 )
- 3 Check the jamming launch part exit ( P2 ) Check the jamming hopper rail ( P2 )
- 4 Check connection of sensor connector ( P5 )
- 5 Check the foreign substances in the sensor part and the assembly status of the launch part (P4 )
- 6 Check the dc voltage ( SENSOR ASS'Y ) : PIN 1 : over 4.5V , PIN 3 : GND ,  
PIN 2 : Detected Sensor over 4.5V / Non-detected sensor below 0.1V
- 7 Replace SENSOR PCB
- 8 Replace MAIN PCB

| PART NAME             | CODE        | PART NAME      | CODE        |
|-----------------------|-------------|----------------|-------------|
| ELEVATOR SENSOR ASS'Y | AZZZ0PCB173 | MAIN PCB ASS'Y | AAV20PCB001 |

7) BALL SUPPLY MOTOR ERROR [E.71], BALL SUPPLY SENSOR ERROR [E.71]



► SOLUTION : BALL SUPPLY MOTOR ERROR [E.71]

- 1 HOW TO TEST : TEST MODE → BALL SUPPLY TEST → SELECT button → SHOOTING button
- 2 Check the jamming ball supply rail ,Check for BKT jams during belt drive ( P1 )
- 3 Check connection of motor connector ( P2 )
- 4 Check assembly status of motor ( P3 )
- 5 Check the dc voltage ( MAIN PCB / CN7 ) : A/B PIN 1 : Over 11V , PIN 2 : GND
- 6 Replace MOTOR
- 7 Replace MAIN PCB

| PART NAME | CODE        | PART NAME      | CODE        |
|-----------|-------------|----------------|-------------|
| MOTOR     | MZZZ0MOT161 | MAIN PCB ASS'Y | AAV20PCB001 |

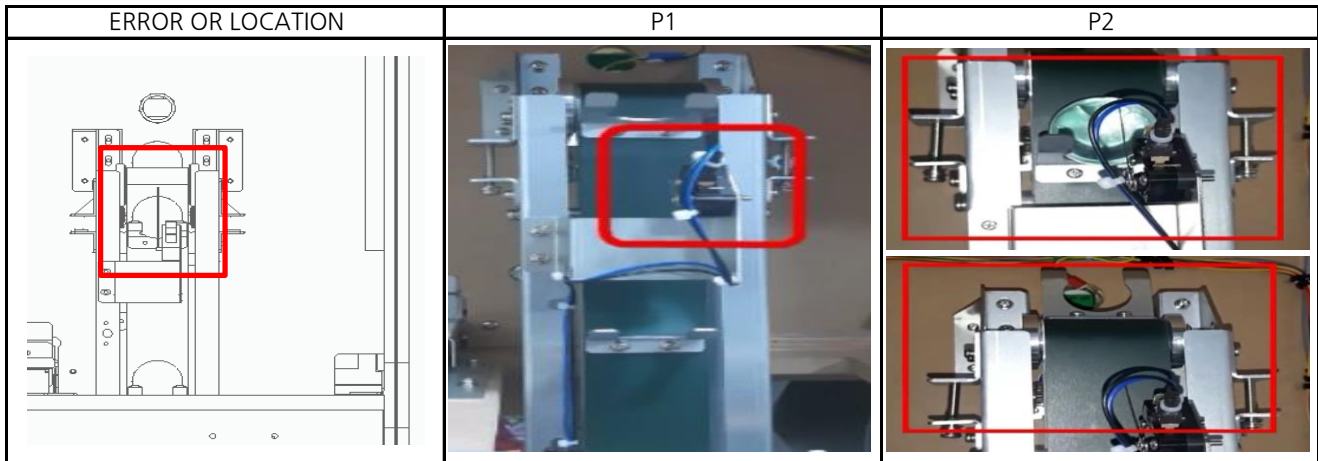
► SOLUTION : BALL SUPPLY SENSOR ERROR [E.71]

- 1 HOW TO TEST : TEST MODE → BALL SUPPLY TEST → SELECT button → SHOOTING button  
: Second digit of the PLAY FND - Detected Sensor : flicker " 1 " / Non-Detected sensor : " 0 "
- 2 Check connection of sensor connector ( P4 )
- 3 Check assembly status of sensor , Check position of sensor bracket ( Center ) ( P5 )
- 4 Check the dc voltage ( SENSOR PCB ) : PIN 1 : over 4.5V , PIN 2 : below 0.1V , PIN 4 : GND ,  
PIN 3 : Detected Sensor over 4.5V / Non-detected sensor below 0.1V
- 5 Replace SENSOR PCB
- 6 Check the dc voltage ( MAIN PCB / CN7 ) : A/B PIN 3 : Over 4.5V , PIN 4 : Below 0.1V , PIN 6 : GND
- 7 Replace MAIN PCB

| PART NAME             | CODE        | PART NAME      | CODE        |
|-----------------------|-------------|----------------|-------------|
| PHOTO INT-1 PCB ASS'Y | AZZZ0PCB103 | MAIN PCB ASS'Y | AAV20PCB001 |



8) BALL SUPPLY SWITCH ERROR [E.72]

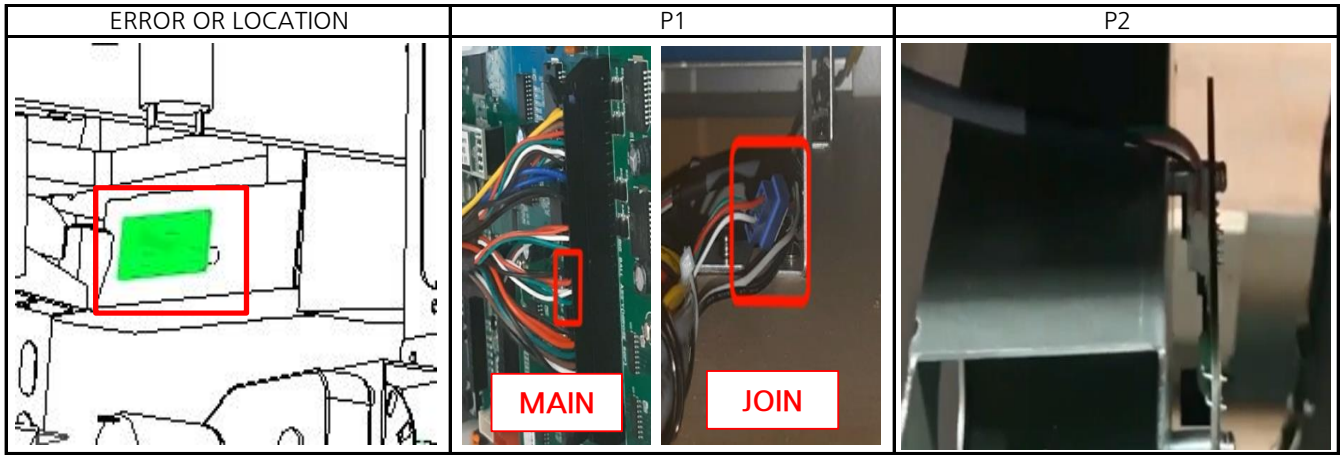


► SOLUTION

- 1 HOW TO TEST :TEST MODE → BALL SUPPLY TEST →SELECT button→ SHOOTING button  
PLAY FND first digit : Sensor operation status / Detected Switch : " 0 " / Non-Detected switch : " 1 "
- 2 Check connection of switch connector and pin connector ( P1 ), SWITCH external status check ( P1 )
- 3 When SWITCH is recognized, it checks whether it was pressed normally, and returns to its original state if not recognized. ( P2 )
- 4 Check the dc voltage ( SWITCH )  
: NO PIN : over 4.5V ( ball is not mounting ) / Below 0.1V ( ball is mounting ) , COM PIN : GND
- 5 Replace SWITCH PCB
- 6 Check the dc voltage ( MAIN PCB / CN7 )  
: A/B PIN 7 : over 4.5V / PIN 9 : GND
- 7 Replace MAIN PCB

| PART NAME    | CODE        | PART NAME      | CODE        |
|--------------|-------------|----------------|-------------|
| MICRO SWITCH | MELEOMIC002 | MAIN PCB ASS'Y | AAV20PCB001 |

9) BALL IN SENSOR ERROR [E.73]



► SOLUTION

1 HOW TO TEST :TEST MODE → INPUT TEST

Insert the ball into the inlet and check the sensor operation status at the Speaker sound

2 Check connection of sensor connector ( P1 )

3 Check assembly status of sensor ( P2 )

4 Check the dc voltage ( SENSOR PCB ) : PIN 1 : over 4.5V , PIN 4 : GND ,

PIN 2 : Detected Sensor over 4.5V / Non-detected sensor below 0.1V

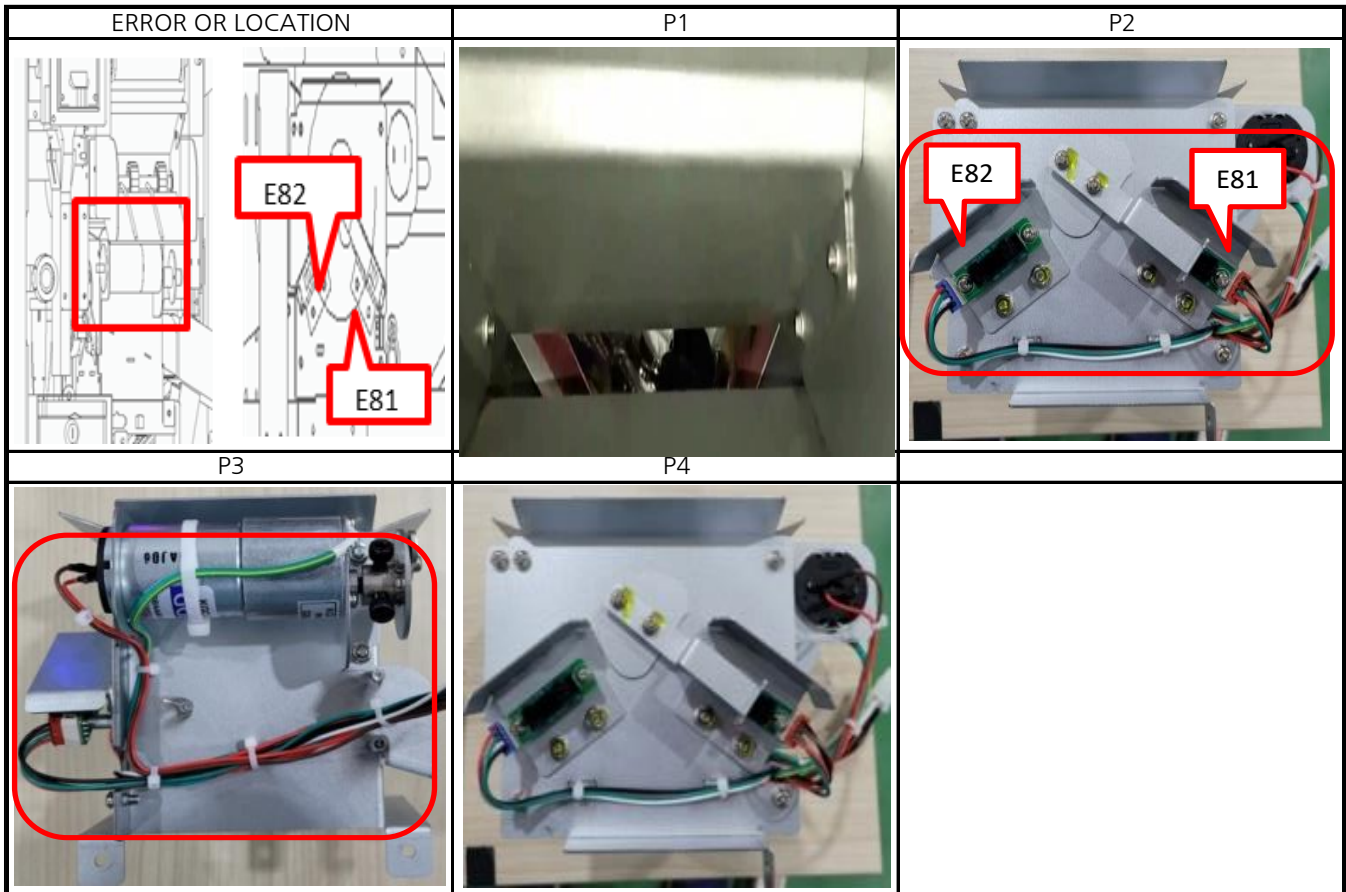
5 Replace SENSOR PCB

6 Check the dc voltage ( MAIN PCB / CN7 ) : A/B PIN 17 : over 4.5V , PIN 18 : Below 0.1V , PIN 12 : GND

7 Replace MAIN PCB

| PART NAME              | CODE        | PART NAME      | CODE        |
|------------------------|-------------|----------------|-------------|
| CHUTE SENSOR PCB ASS'Y | ASAW0PCB001 | MAIN PCB ASS'Y | AAV20PCB001 |

10) TOKEN BRIDGE MOTOR ERROR [E.81 & 82]



- SOLUTION : TOKEN BRIDGE MOTOR ERROR [E.81 & 82]
- 1 HOW TO TEST TEST MODE → TOKEN BRIDGE TEST → SELECT button → SHOOTING button
  - 2 Check internal JAM by foreign material, card, token ( P1 )
  - 3 Check MOTOR connector connection status ( P3 )
  - 4 Check assembly status ( P3,P4 )
  - 5 voltage check ( MAIN PCB / CN11 ) : A/B PIN 1 : 11V , PIN 2 : GND
  - 6 MOTOR replacement
  - 7 MAIN PCB replacement

| PART NAME | CODE        | PART NAME      | CODE        |
|-----------|-------------|----------------|-------------|
| MOTOR     | MZZZ0MOT173 | MAIN PCB ASS'Y | AAV20PCB001 |

- SOLUTION : TOKEN BRIDGE FRONT SENSOR ERROR [E.81]
- 1 HOW TO TEST : TEST MODE → TOKEN BRIDGE TEST  
PLAY FND : sensor status check / Detected Sensor : " 1 " / Non-Detected sensor : " 0 "
  - 2 Check internal JAM by foreign material, card, token ( P1 )
  - 3 SENSOR PCB wiring connection and connector connection status check ( P2 )
  - 4 Check the sensor assembly status ( P4 )
  - 5 voltage check ( SENSOR PCB ) : PIN 1 : 4.5V, PIN 2 : 0.1V, PIN 4 : GND ,  
PIN 3 : Detected Sensor over 4.5V / Non-detected sensor below 0.1V
  - 5 SENSOR PCB replacement
  - 6 voltage check ( MAIN PCB / CN7 ) : A PIN 23: Over 4.5V , PIN 24: Below 0.1V, PIN 27: GND
  - 7 MAIN PCB replacement

| PART NAME             | CODE        | PART NAME      | CODE        |
|-----------------------|-------------|----------------|-------------|
| PHOTO INT-1 PCB ASS'Y | ACIROPCB011 | MAIN PCB ASS'Y | AAV20PCB001 |

► SOLUTION : TOKEN BRIDGE REAR SENSOR ERROR [E.82]

1 HOW TO TEST : TEST MODE → TOKEN BRIDGE TEST

PLAY FND : sensor status check / Detected Sensor : " 1 " / Non-Detected sensor : " 0 "

2 Check internal JAM by foreign material, card, token ( P1 )

3 SENSOR PCB wiring connection and connector connection status check ( P2 )

4 Check the sensor assembly status ( P4 )

5 voltage check ( SENSOR PCB ) : PIN 1 : 4.5V, PIN 2 : 0.1V, PIN 4 : GND ,

PIN 3 : Detected Sensor over 4.5V / Non-detected sensor below 0.1V

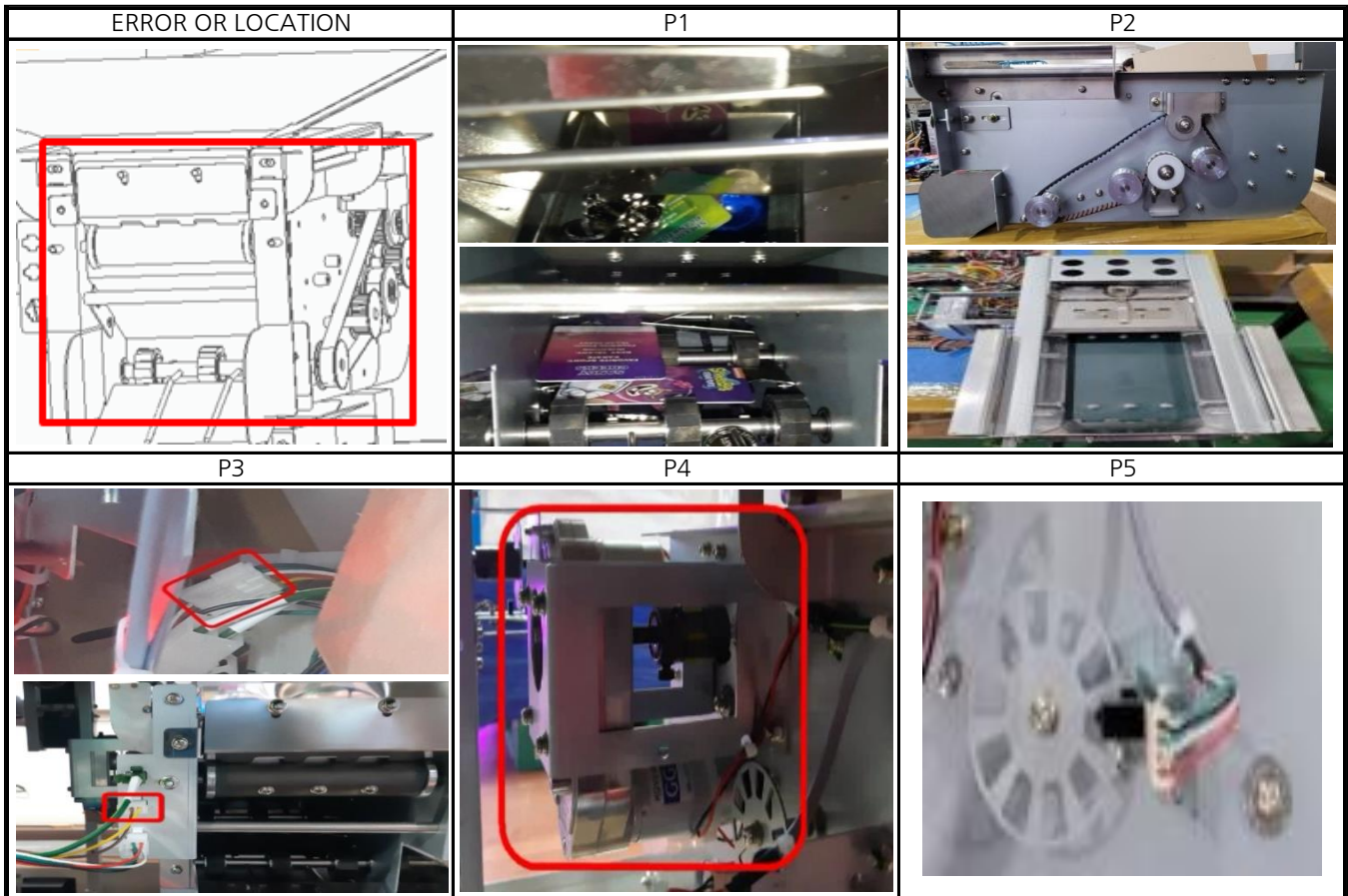
4 SENSOR PCB replacement

5 voltage check ( MAIN PCB / CN7 ) : B PIN 23: Over 4.5V , PIN 24: Below 0.1V, PIN 27: GND

6 MAIN PCB replacement

| PART NAME             | CODE        | PART NAME      | CODE        |
|-----------------------|-------------|----------------|-------------|
| PHOTO INT-1 PCB ASS'Y | ACIR0PCB011 | MAIN PCB ASS'Y | AAV20PCB001 |

11) CONVEYER MOTOR ERROR [E.91],CONVEYER SENSOR ERROR [E.91]



► SOLUTION : CONVEYER MOTOR ERROR [E.91]

- 1 HOW TO TEST TEST MODE → CONVEYER TEST→ SELECT button→ SHOOTING button
- 2 Check internal JAM by TOKEN , CARD , BALL ( P1 )
- 3 TIMING BELT , MAIN BELT Check for abnormalities ( P2 )
- 4 Check MOTOR connector connection status ( P3 )
- 5 Check the assembly status of the equipment and check whether the parts are deformed ( P4 )
- 6 voltage check ( MAIN PCB / CN11 ) : A/B PIN 1: Over 11V , PIN 2: GND
- 7 MOTOR replacement
- 8 MAIN PCB replacement

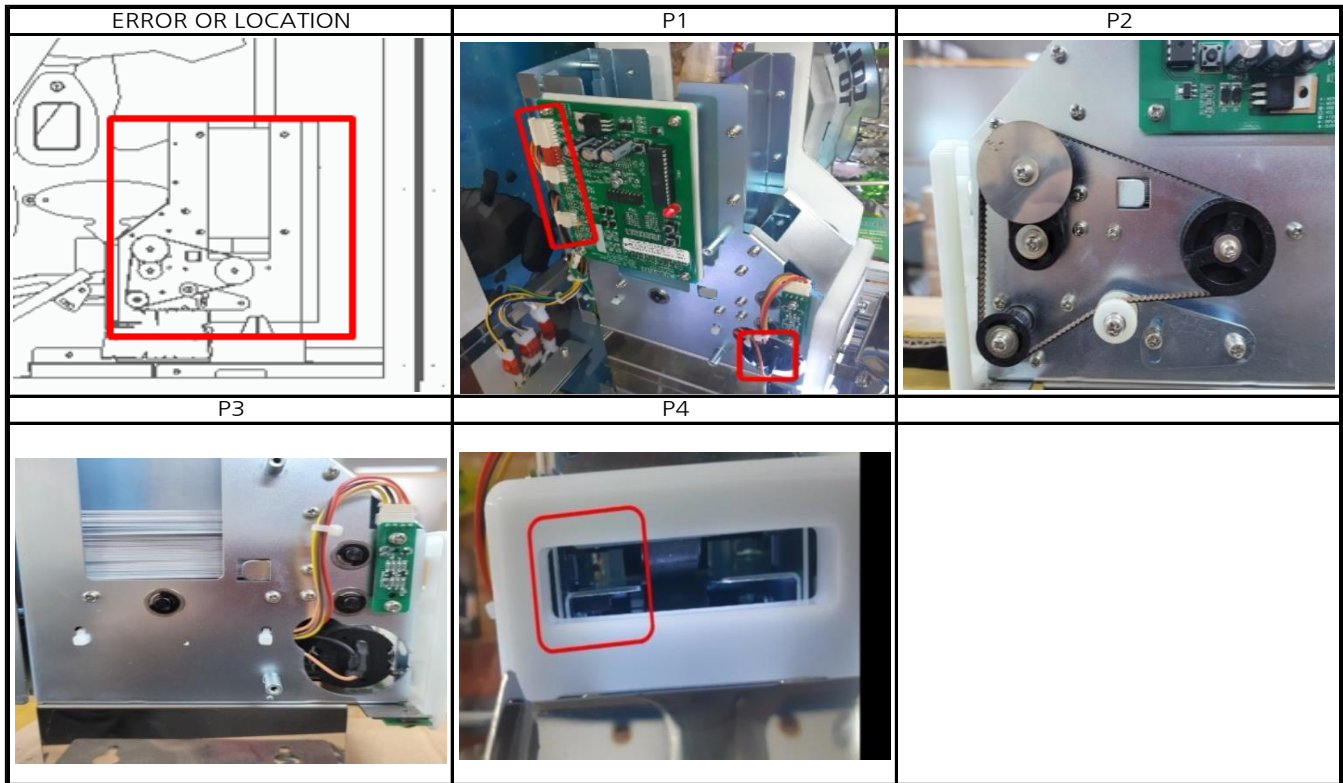
| PART NAME | CODE        | PART NAME      | CODE        |
|-----------|-------------|----------------|-------------|
| MOTOR     | MZZZ0MOT168 | MAIN PCB ASS'Y | AAV20PCB001 |

► SOLUTION :CONVEYER SENSOR ERROR [E.91]

- 1 HOW TO TEST MODE → CONVEYER TEST
- 2 Check the sensor status of PLAY FND:When detected: " 1 " / When not detected: " 0 "
- 3 Check internal JAM by TOKEN , CARD , BALL ( P1 )
- 4 SENSOR PCB wiring connection and connector connection status check ( P3 )
- 5 Check the sensor assembly status, check the sensor check bracket position (center) ( P5 )
- 6 voltage check ( SENSOR PCB ) : PIN 1: Over 4.5V, PIN 2: Below 0.1V, PIN 4: GND ,  
PIN 3 : Detected Sensor over 4.5V / Non-detected sensor below 0.1V
- 7 SENSOR PCB replacement
- 8 voltage check ( MAIN PCB / CN6 ) : A/B PIN 14 : Over 4.5V, PIN 15 : below 0.1V, PIN 17 : GND
- 9 MAIN PCB replacement

| PART NAME             | CODE        | PART NAME      | CODE        |
|-----------------------|-------------|----------------|-------------|
| PHOTO INT-1 PCB ASS'Y | AZZZ0PCB103 | MAIN PCB ASS'Y | AAV20PCB001 |

12) CARD DISPENSER MOTOR ERROR [E.c1],CARD DISPENSER SENSOR ERROR [E.c1]



▶ SOLUTION : CARD DISPENSER MOTOR ERROR [E.c1]

- 1 HOW TO TEST TEST MODE → CARD DISPEN TEST → SELECT button →SHOOTING button
- 2 Check MOTOR connector connection status ( P3 )
- 3 Check assembly status ( P2,P3 )
- 4 Check operation status ( P 2 )
- 5 voltage check ( CARD DISPENSER PCB / CN7 ) : PIN 5 : 11V 이상 , PIN 2 : GND
- 6 voltage check ( CARD DISPENSER PCB / CN1 ) : PIN 1 : GND , PIN 3 : 11V 이상
- 7 MOTOR replacement
- 8 voltage check ( MAIN PCB / CN9 ) : A/B PIN 1,2 : Over 11V , PIN 5,6 : GND
- 9 MAIN PCB replacement

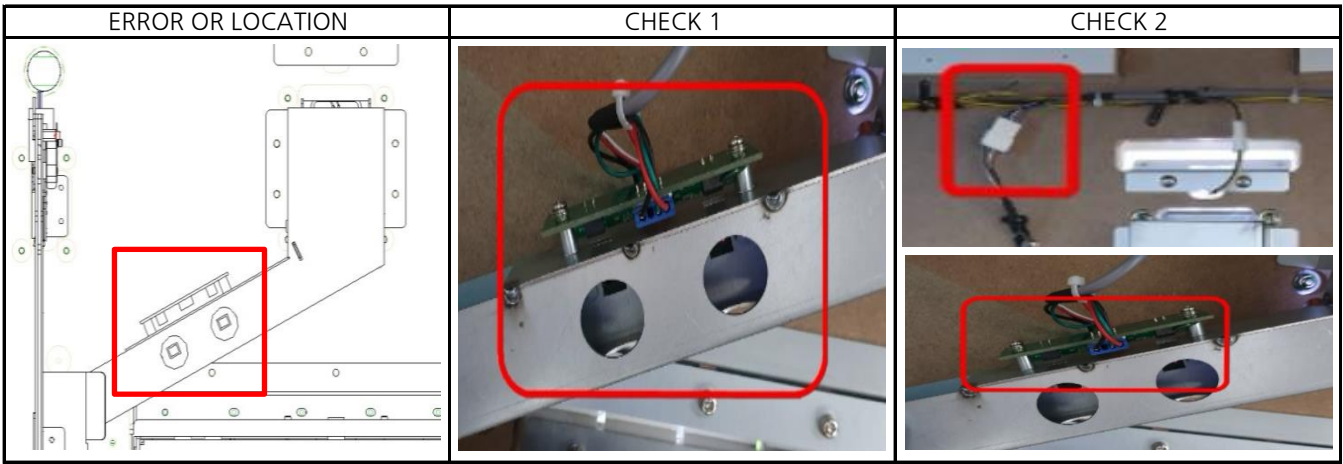
| PART NAME | CODE        | PART NAME      | CODE        |
|-----------|-------------|----------------|-------------|
| MOTOR     | MZZZ0MOT089 | MAIN PCB ASS'Y | AAV20PCB001 |

▶ SOLUTION : CARD DISPENSER SENSOR ERROR [E.c1]

- 1 HOW TO TEST TEST MODE → CARD DISPEN TEST → SELECT button →SHOOTING button  
Check the sensor status of PLAY FND:When detected: " 0 " / When not detected: " 1 "
- 2 SENSOR PCB wiring connection and connector connection status check ( P1 )
- 3 Check the sensor assembly status and check the sensor bracket hole and sensor position( P3,P4)
- 4 voltage check ( SENSOR PCB ) : PIN 1: Over 4.5V , PIN 2: Below 0.1V, PIN 4: GND ,  
PIN 3 : Detected Sensor over 4.5V / Non-detected sensor below 0.1V
- 5 SENSOR REPLACEMENT
- 6 voltage check(CARD DISPENSER PCB/CN5 ) : PIN 1: Over 4.5V, PIN 2: Below 0.1V, PIN 3: GND
- 7 CARD DISPENSER PCB replacement
- 8 voltage check ( MAIN PCB / CN9 ) : A/B PIN 1,2 : Over 11V , PIN 5,6 : GND
- 9 MAIN PCB replacement

| PART NAME             | CODE        | PART NAME      | CODE        |
|-----------------------|-------------|----------------|-------------|
| PHOTO INT-1 PCB ASS'Y | AZZZ0PCB103 | MAIN PCB ASS'Y | AAV20PCB001 |

13) TOKEN SUCCESS SENSOR ERROR



► SOLUTION

※ 1 HOW TO TEST TEST MODE → INPUT TEST

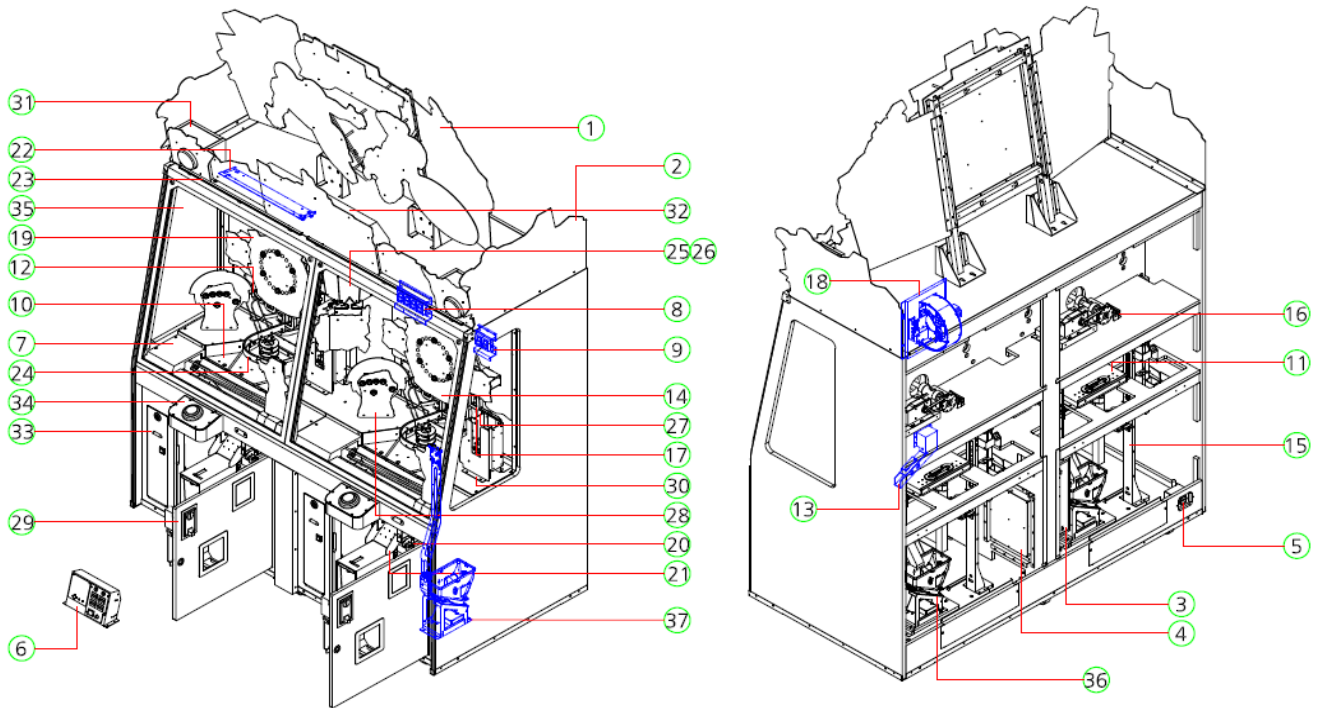
TICKET FND 2ND,3RD DIGIT : sensor operation status / detected: " 0 " / When not detected: " \_ "

- 2 Check if sunlight penetrates into the sensor area ( P1 )
- 3 SENSOR PCB wiring connection and connector connection status check ( P2 )
- 4 Check the sensor assembly status, check the presence of foreign substances inside ( P1 )
- 5 voltage check ( SENSOR PCB ) : PIN 1: Over 4.5V , PIN 3: Below 0.1V, PIN 4: GND ,  
PIN 2 : Detected Sensor below 0.1V / Non-detected sensor over 4.5V
- 6 SENSOR PCB replacement
- 7 voltage check ( MAIN PCB / CN12,13 ) : 1P CN12 / 2P CN13 ( PIN 8: Over 4.5V, PIN 12: GND )
- 8 MAIN PCB replacement

| PART NAME              | CODE        | PART NAME      | CODE        |
|------------------------|-------------|----------------|-------------|
| CHUTE SENSOR PCB ASS'Y | ASAW0PCB001 | MAIN PCB ASS'Y | AAV20PCB001 |

## 8 EXPLODED VIEW

### ► FULL DESCRIPTION



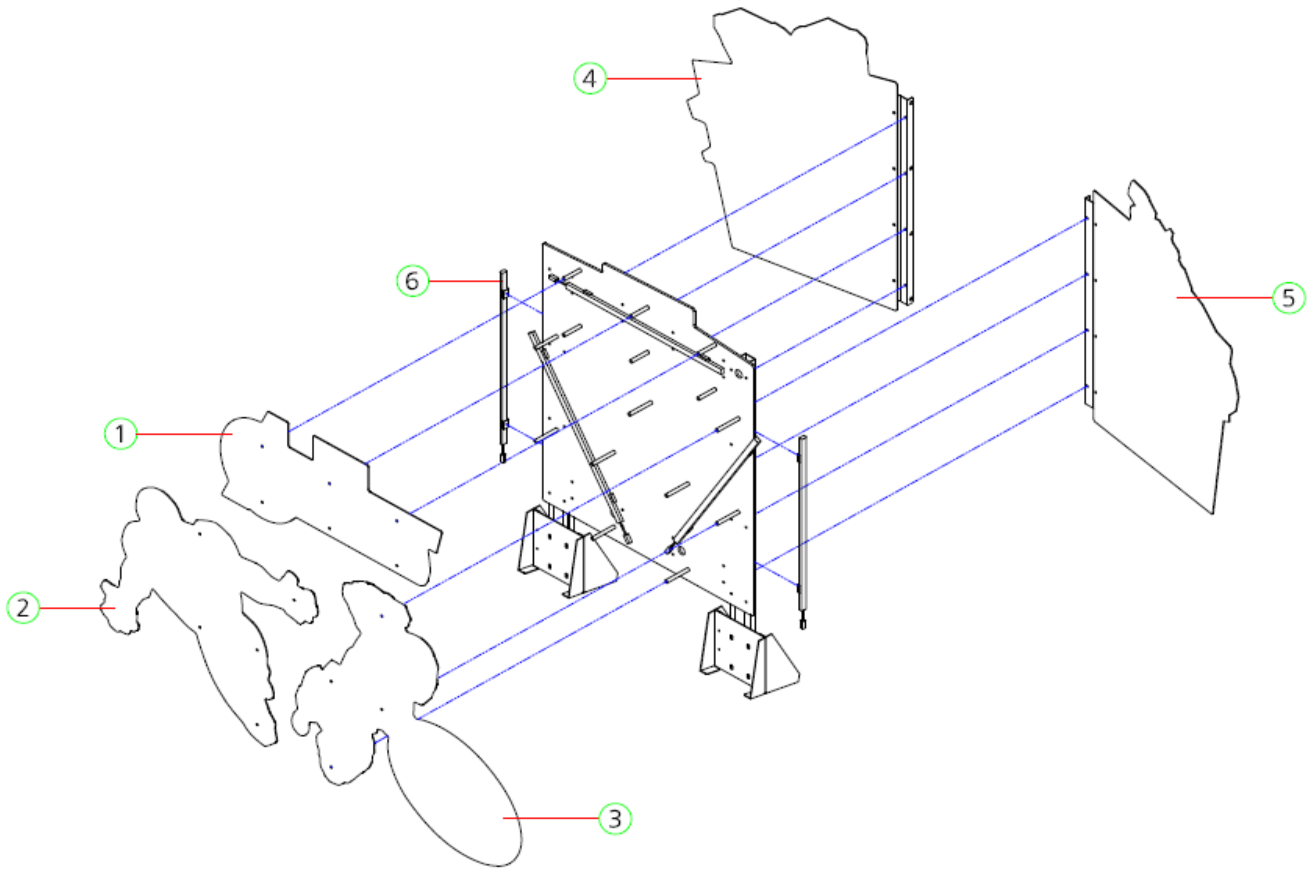
| NO | PART NAME                        | Q'TY | PAGE | NO | PART NAME                       | Q'TY | PAGE |
|----|----------------------------------|------|------|----|---------------------------------|------|------|
| 1  | BILLBOARD PART                   | 1    | p32  | 20 | TOKEN BRIDGE PART               | 2    | p41  |
| 2  | BI_C SIDE DECO ACRYL - L, R PART | 2    | p32  | 21 | MEDAL ROLLER PART               | 2    | p42  |
| 3  | SMPS PART                        | 1    | p33  | 22 | TOP LED LAMP PART               | 2    | p43  |
| 4  | MAIN BOARD PART                  | 1    | p33  | 23 | GLASS DOOR TIP SUPT-A PART      | 2    | p43  |
| 5  | AC INPUT PART                    | 1    | p33  | 24 | COIN SHOOTING RAIL PART         | 2    | p43  |
| 6  | CONTROLL PANEL PART              | 1    | p34  | 25 | BIG WHEEL LIGHTING PCB PART     | 1    | p43  |
| 7  | BIG BALL OUTLET SENSOR PART      | 2    | p34  | 26 | BIG WHEEL PART                  | 1    | p44  |
| 8  | TICKET FND PCB PART              | 2    | p34  | 27 | B_S WIN OUTLET COVER ACRYL PART | 2    | p45  |
| 9  | TOCKEN FND PCB PART              | 2    | p34  | 28 | GAUNTLET DECO PART              | 2    | p45  |
| 10 | PUSHER PANEL BASE PART           | 2    | p35  | 29 | FRONT DOOR PART                 | 2    | p45  |
| 11 | MOVING PUSHER PART               | 2    | p35  | 30 | CARD DISPENSER PART             | 2    | p46  |
| 12 | BIG BALL INLET GUIDE RAIL PART   | 2    | p36  | 31 | SPEAKER BOX - L, R PART         | 2    | p47  |
| 13 | WHEEL COIN INLET RAIL PART       | 2    | p36  | 32 | BILLBOARD MAIN BOX PART         | 2    | p47  |
| 14 | TARGET WHEEL LIGHTING PCB PART   | 2    | p36  | 33 | TICKETDISPENSER PART            | 2    | p47  |
| 15 | BIG BALL ELEVATOR PART           | 2    | p37  | 34 | BUTTON PANEL PART               | 2    | p48  |
| 16 | TARGET WHEEL MOTOR PART          | 2    | p37  | 35 | FRONT DOOR GLASS PART           | 2    | p48  |
| 17 | TARGET WHEEL PART                | 2    | p38  | 36 | MEDAL EV HOPPER - FRONT         | 2    | p49  |
| 18 | SLOT WHEEL PART                  | 2    | p39  | 37 | MEDAL EV HOPPER - REAR          | 2    | p50  |
| 19 | TARGET WHEEL DECO COVER PART     | 2    | p40  | 38 | THANOS DECO PART                | 2    | p51  |

BI\_C = BILLBOARD CABINET, B\_ = BONUS



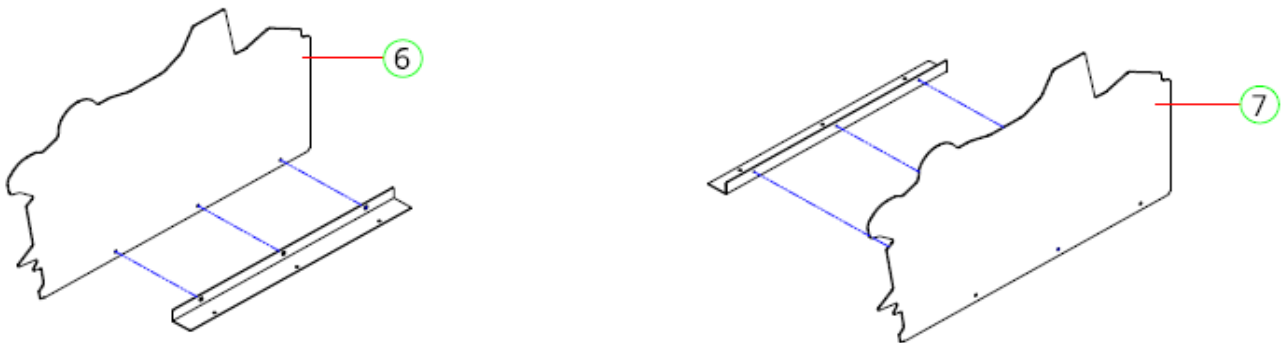
► DETAILED EXPLANATION

1) BILLBOARD TOTAL PART



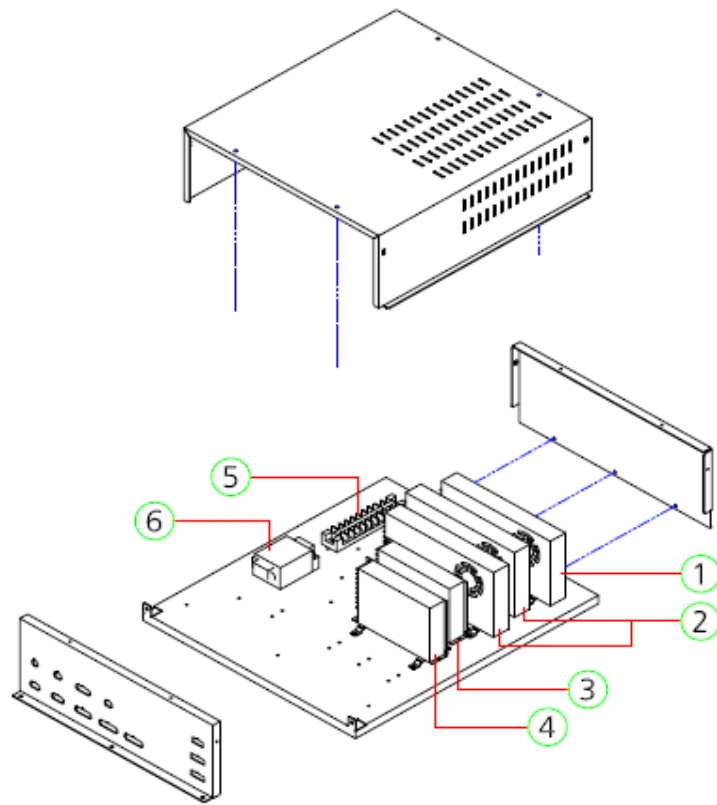
| NO | PART NAME                   | SPEC   | Q'TY | CODE NO     |
|----|-----------------------------|--------|------|-------------|
| 1  | BILLBOARD DECO MAIN COVER-A | PET 2T | 1    | AAV20ACP015 |
| 2  | BILLBOARD DECO MAIN COVER-B | PET 2T | 1    | AAV20ACP016 |
| 3  | BILLBOARD DECO MAIN COVER-C | PET 2T | 1    | AAV20ACP017 |
| 4  | BILLBOARD DECO MAIN SIDE-L  | PET 2T | 1    | AAV20ACP013 |
| 5  | BILLBOARD DECO MAIN SIDE-R  | PET 2T | 1    | AAV20ACP012 |
| 6  | LED BAR PCB ASS'Y           | 460mm  | 5    | AZZZ0PCB124 |

2) BILLBOARD CABINET SIDE DECO ACRYL-L, R PART



| NO | PART NAME                           | SPEC   | Q'TY | CODE NO     |
|----|-------------------------------------|--------|------|-------------|
| 1  | BILLBOARD CABINET SIDE DECO ACRYL-L | PET 2T | 1    | AAV20ACP018 |
| 2  | BILLBOARD CABINET SIDE DECO ACRYL-R | PET 2T | 1    | AAV20ACP019 |

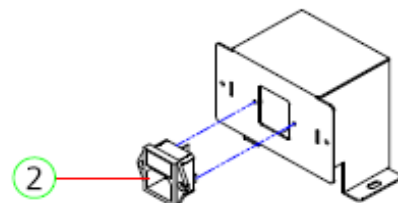
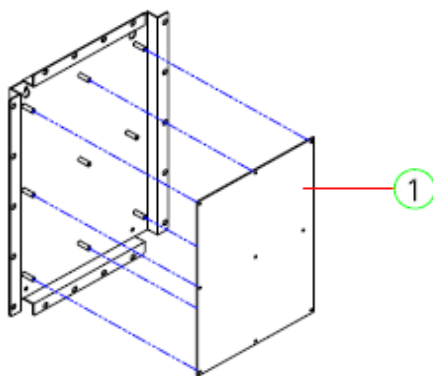
3) SMPS PART



| NO | PART NAME      | SPEC           | Q'TY | CODE NO     |
|----|----------------|----------------|------|-------------|
| 1  | POWER SMPS     | LRS 150F-5     | 1    | MELEOSMP096 |
| 2  | POWER SMPS     | RSP-320-12     | 2    | MELEOSMP109 |
| 3  | POWER SMPS     | RSP-320-24     | 1    | MELEOSMP089 |
| 4  | POWER SMPS     | LRS 150-24     | 1    | MELEOSMP092 |
| 5  | TERMINAL BLOCK | 250V 10P UL_CE | 1    | MELE0TEB003 |
| 6  | NOISE FILTER   | RNS-2010       | 1    | MELE0NOI009 |

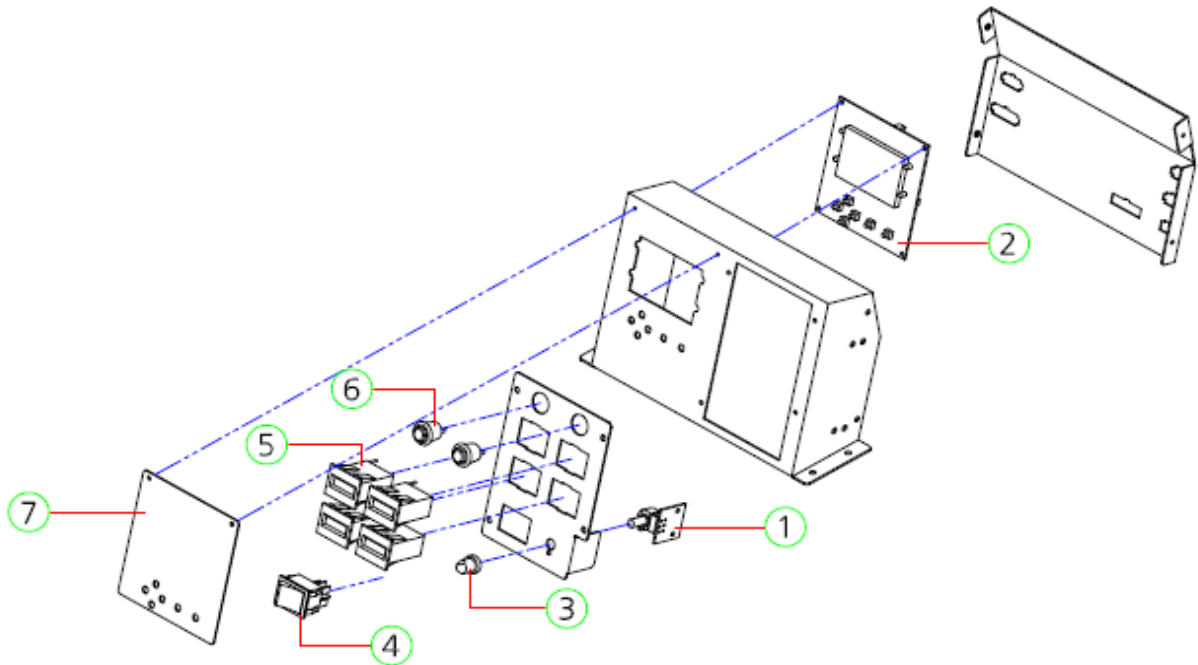
4) MAIN BOARD PART

5) AC INPUT PART



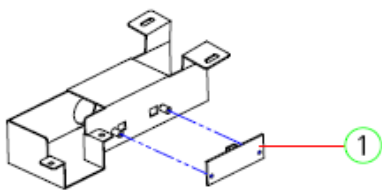
| NO | PART NAME            | SPEC    | Q'TY | CODE NO     |
|----|----------------------|---------|------|-------------|
| 1  | MAIN BOARD PCB ASS'Y | -       | 1    | AAV20PCB001 |
| 2  | AC INPUT             | DAC013H | 1    | MELE0SWI015 |

6) CONTROL PANEL PART

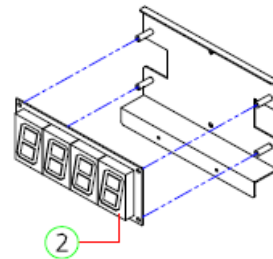


| NO | PART NAME                 | SPEC              | Q'TY | CODE NO     |
|----|---------------------------|-------------------|------|-------------|
| 1  | VOLUME PCB ASS'Y          | -                 | 1    | AHM20PCB016 |
| 2  | SETUP LCD PCB ASS'Y       | -                 | 1    | AZZZ0PCB113 |
| 3  | VOLUME KNOB               | -                 | 1    | MELEOVOL007 |
| 4  | POCKER SWITCH             | R595KDF           | 1    | MELE0SWI021 |
| 5  | COUNTER                   | AMMC-712(OA127CL) | 4    | MZZZ0COU002 |
| 6  | PUSH BUTTON SWITCH        | DS-412R           | 2    | MELE0PUS006 |
| 7  | CONTROL PANEL COVER ACRYL | -                 | 1    | ASPG0ACP022 |

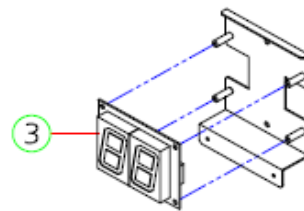
7) BIG BALL OUTLET SENSOR PART



8) TICKET FND PCB PART

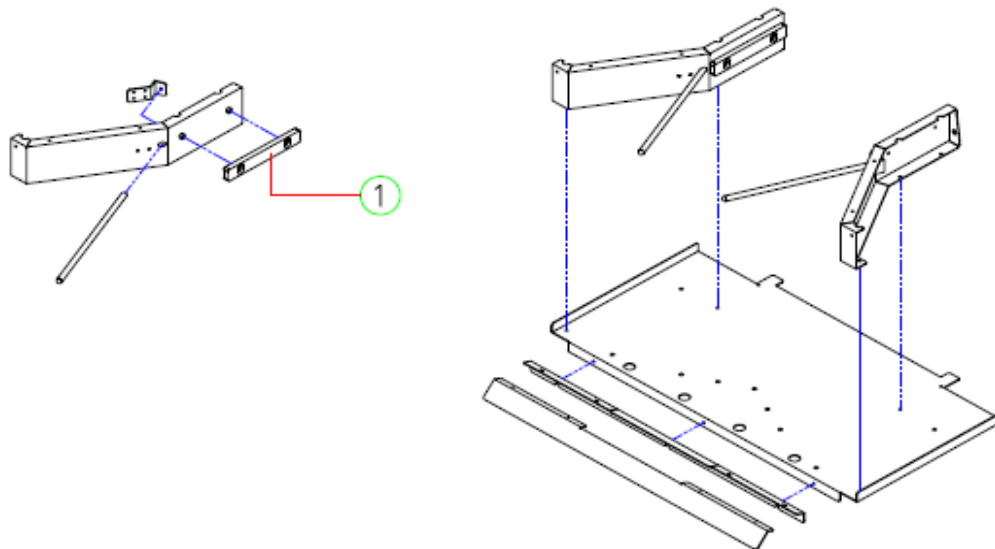


9) TOKEN FND PCB PART



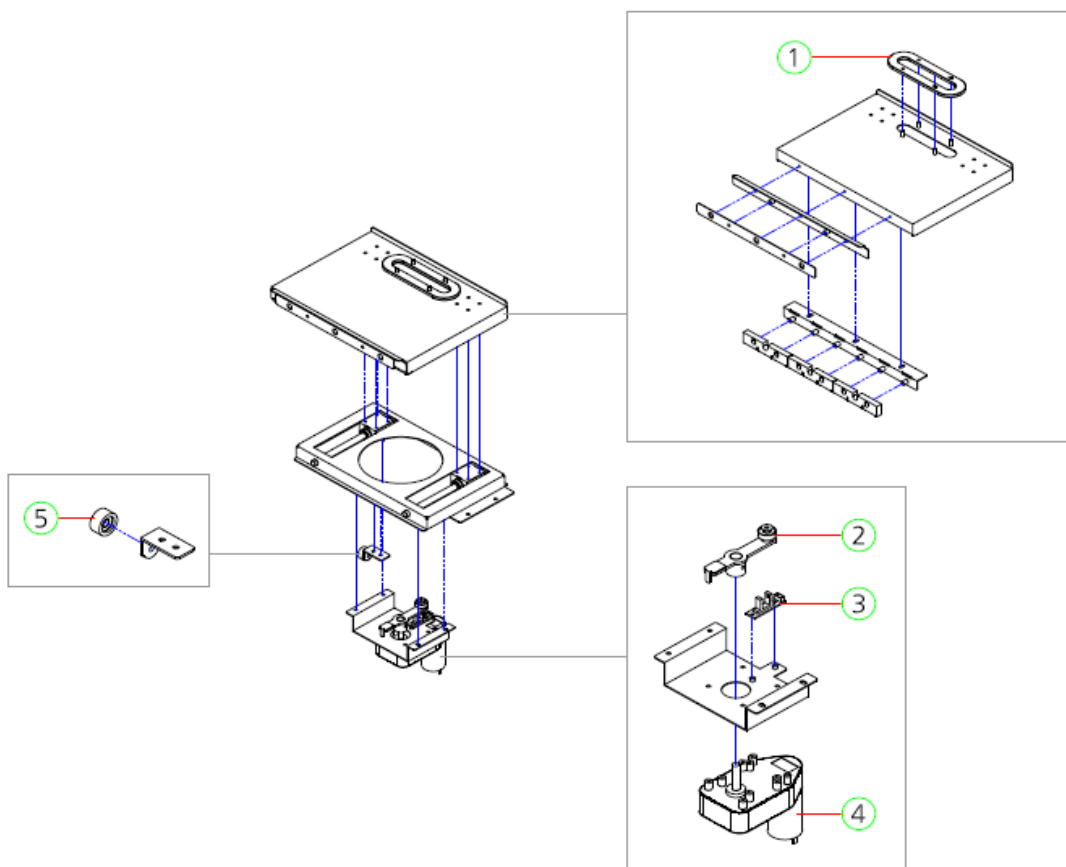
| NO | PART NAME              | SPEC             | Q'TY | CODE NO     |
|----|------------------------|------------------|------|-------------|
| 1  | CHUTE SENSOR PCB ASS'Y | -                | 1    | ASAW0PCB001 |
| 2  | FND PCB ASS'Y          | 3856-4(STRAIGHT) | 1    | AFND0PCB007 |
| 3  | FND PCB ASS'Y          | 3856-2(STRAIGHT) | 1    | AFND0PCB006 |

10) PUSHER PANEL BASE PART



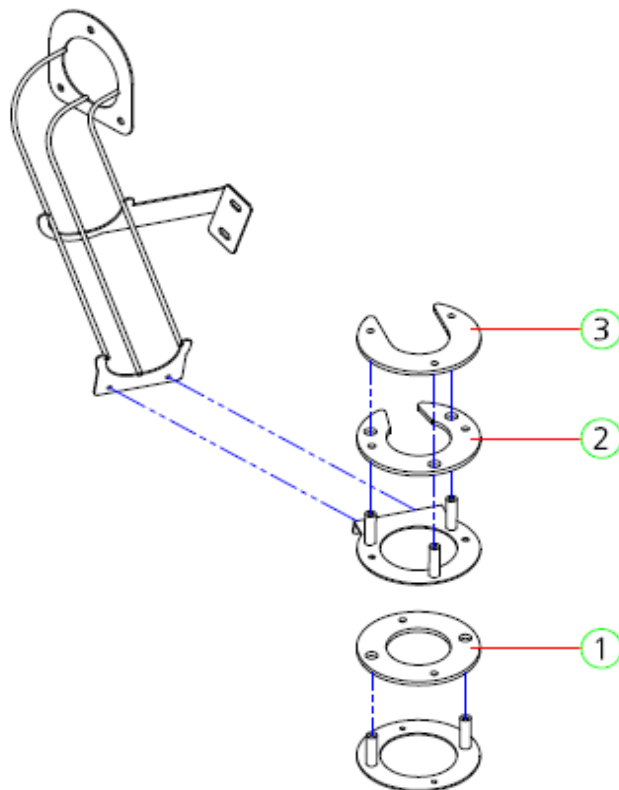
| NO | PART NAME              | SPEC | Q'TY | CODE NO     |
|----|------------------------|------|------|-------------|
| 1  | SIDE PAYOUT GUIDE MOLD | -    | 2    | MDCC0PLA010 |

11) MOVING PUSHER PART



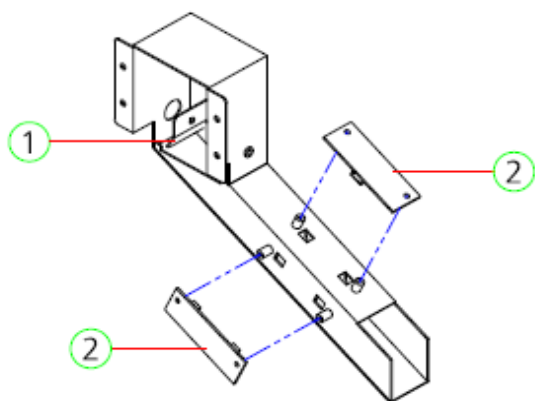
| NO | PART NAME                   | SPEC               | Q'TY | CODE NO     |
|----|-----------------------------|--------------------|------|-------------|
| 1  | MOVING PUSHER ROTATE GUIDE  | ACRYL-5t           | 1    | MAV20ACR010 |
| 2  | BEARING                     | 626ZZ              | 1    | MZZZ0BEA087 |
| 3  | PHOTO-INT1(ANGLE) PCB ASS'Y | ANGLE TYPE         | 1    | AZZZ0PCB103 |
| 4  | MOTOR                       | KGV2-0350-NB3640S1 | 1    | MZZZ0MOT152 |
| 5  | PUSHER BEARING              | 696ZZ              | 4    | MSBP0PRO002 |

12) BIG BALL INLET GUIDE RAIL PART

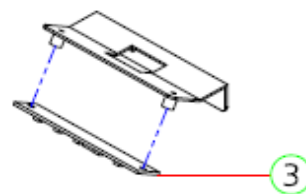


| NO | PART NAME                         | SPEC  | Q'TY | CODE NO     |
|----|-----------------------------------|-------|------|-------------|
| 1  | BIG BALL INLET GUIDE RAIL ACRYL-C | PC-3t | 1    | MAV20ACR043 |
| 2  | BIG BALL INLET GUIDE RAIL ACRYL-B | PC-3t | 1    | MAV20ACR042 |
| 3  | BIG BALL INLET GUIDE RAIL ACRYL-A | PC-3t | 1    | MAV20ACR041 |

13) WHEEL COIN INLET RAIL PART

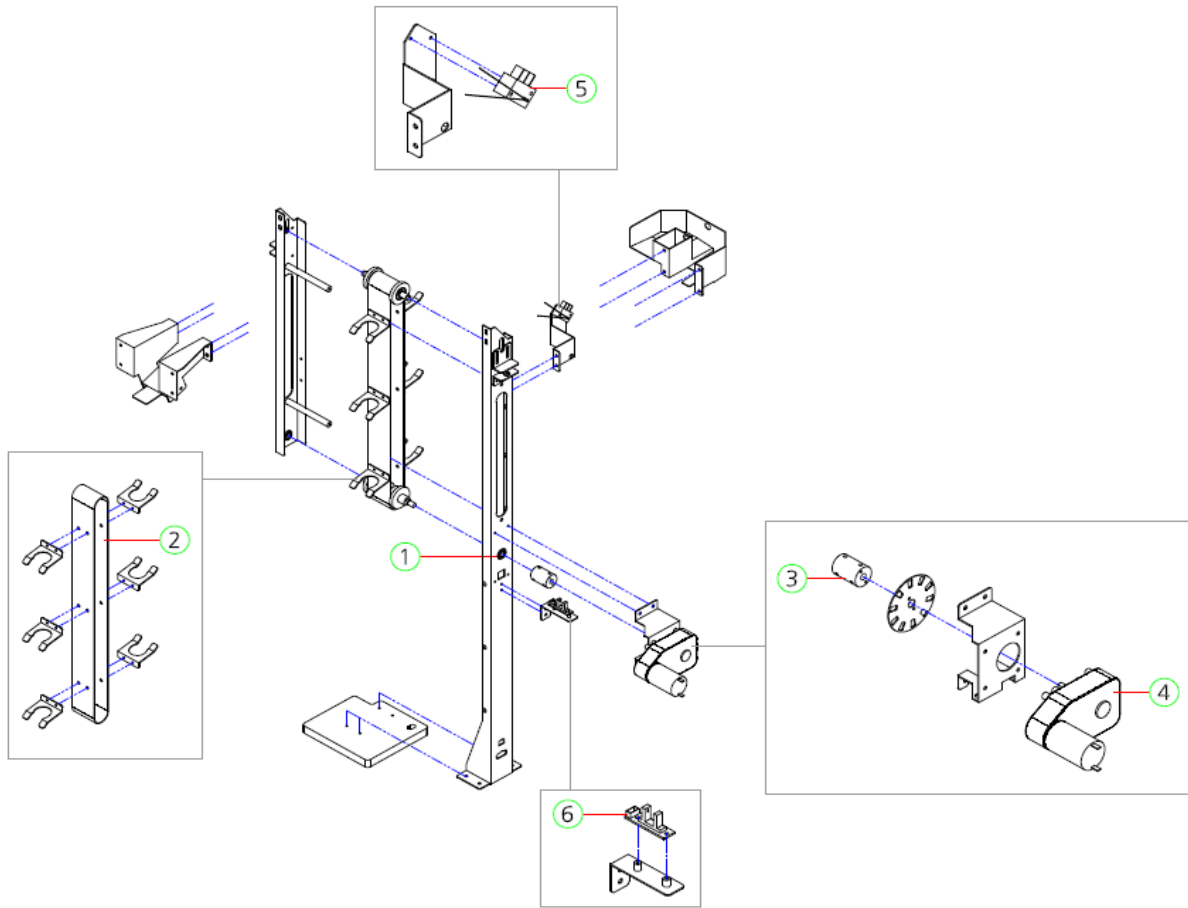


14) TARGET WHEEL LIGHTING PCB PART



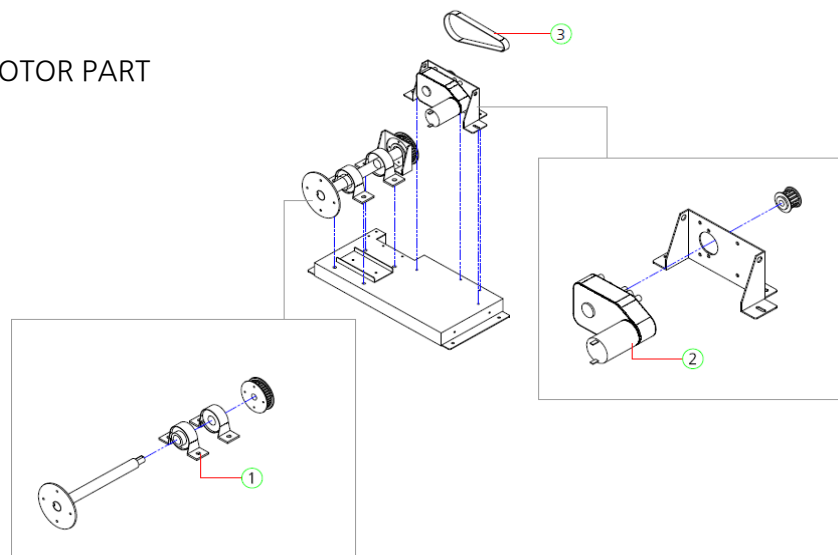
| NO | PART NAME                   | SPEC       | Q'TY | CODE NO     |
|----|-----------------------------|------------|------|-------------|
| 1  | WHEEL COIN INLET RAIL ACRYL | PC-1t      | 1    | MAV20ACR007 |
| 2  | CHUTE SENSOR PCB ASS'Y      | IR SENSOR  | 2    | ASAW0PCB001 |
| 3  | LED PCB ASS'Y               | ANGLE TYPE | 1    | AMUM0PCB005 |

15) BIG BALL ELEVATOR PART



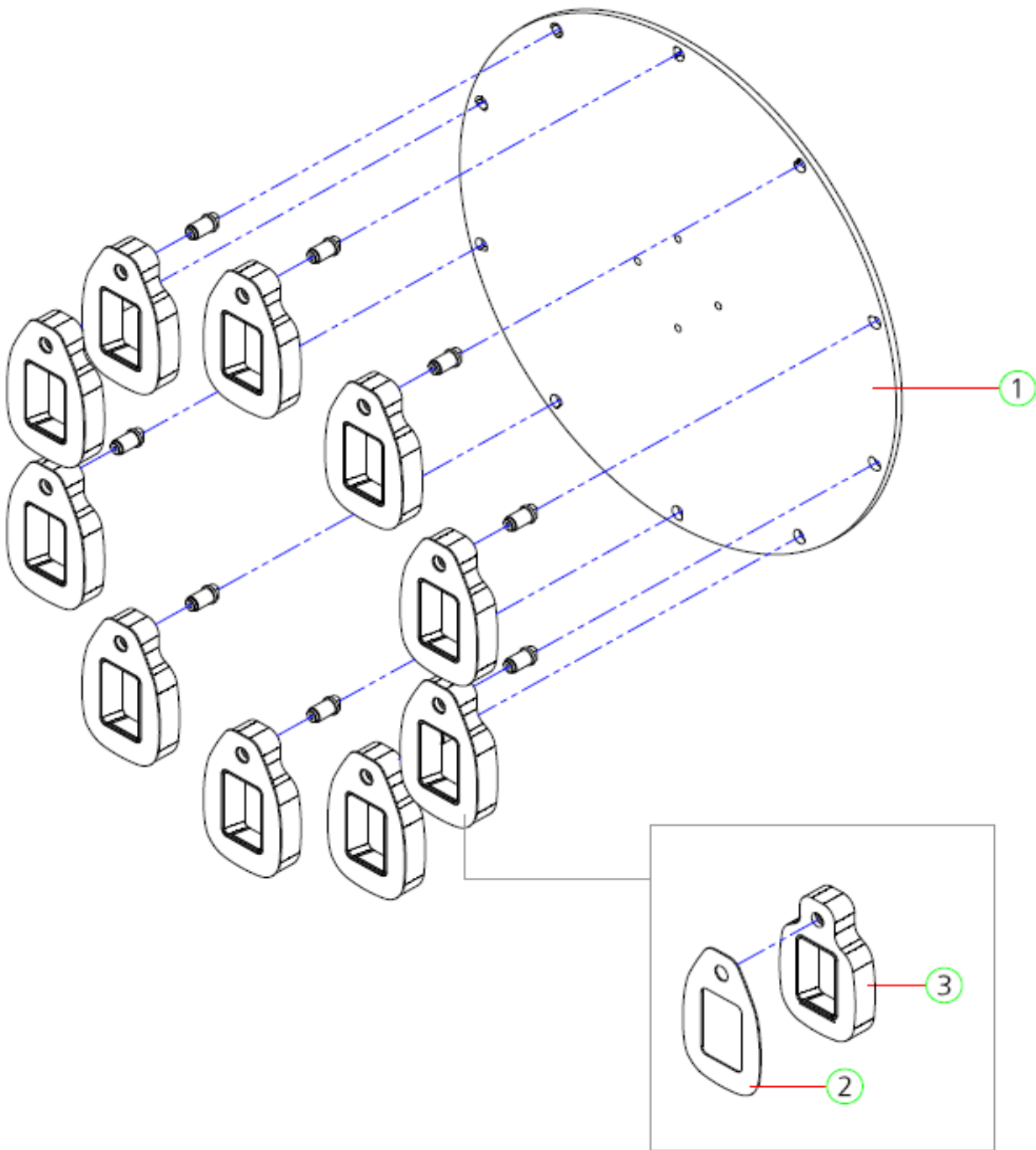
| NO | PART NAME                   | SPEC               | Q'TY | CODE NO     |
|----|-----------------------------|--------------------|------|-------------|
| 1  | MOVING PUSHER ROTATE GUIDE  | ACRYL-5t           | 1    | MAV20ACR010 |
| 2  | BEARING                     | 626ZZ              | 1    | MZZZ0BEA087 |
| 3  | PHOTO-INT1(ANGLE) PCB ASS'Y | ANGLE TYPE         | 1    | AZZZ0PCB103 |
| 4  | MOTOR                       | KGV2-0350-NB3640S1 | 1    | MZZZ0MOT152 |
| 5  | PUSHER BEARING              | 696ZZ              | 4    | MSBP0PRO002 |

16) TARGET WHEEL MOTOR PART



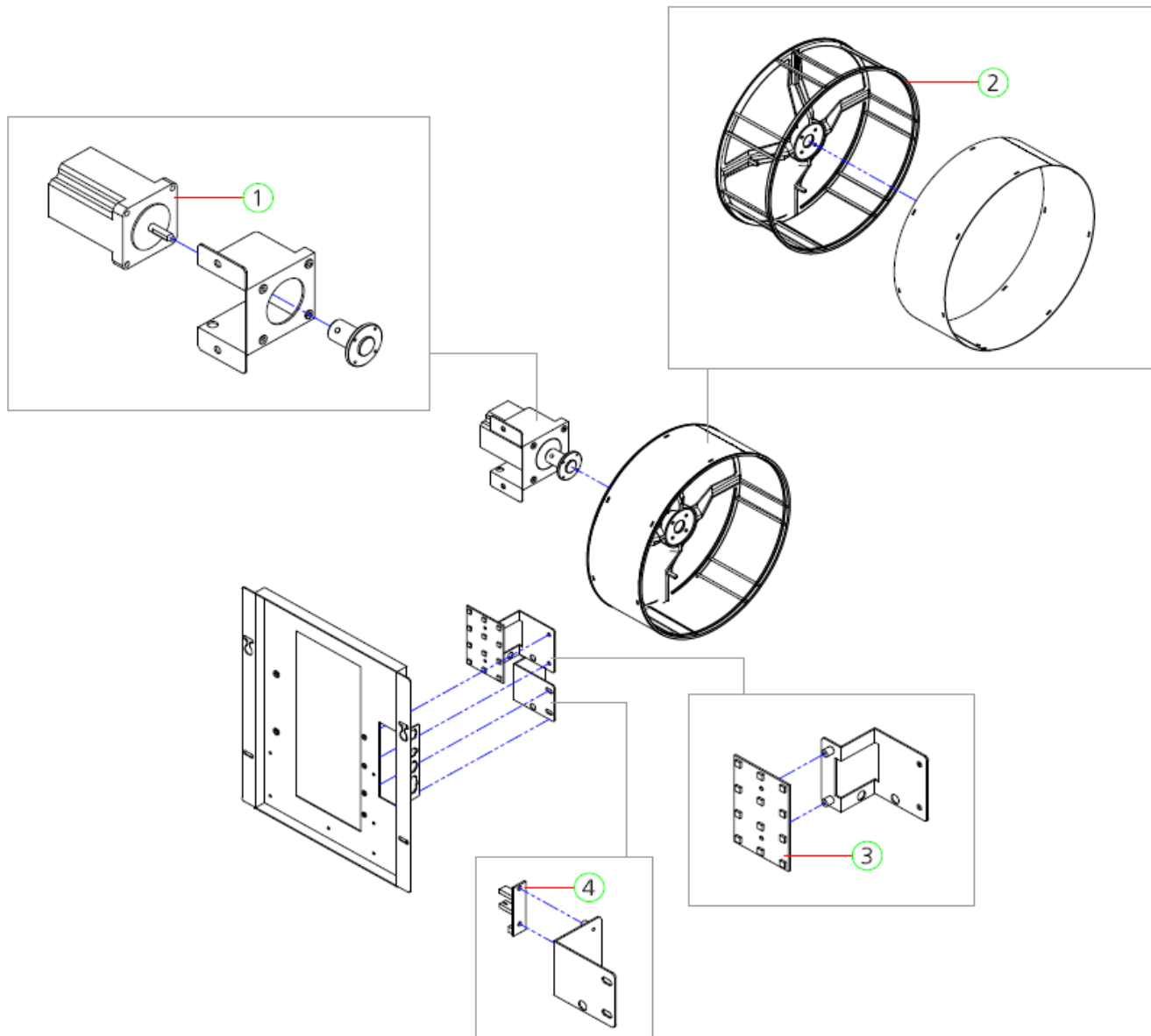
| NO | PART NAME                   | SPEC       | Q'TY | CODE NO     |
|----|-----------------------------|------------|------|-------------|
| 1  | MOVING PUSHER ROTATE GUIDE  | ACRYL-5t   | 1    | MAV20ACR010 |
| 2  | BEARING                     | 626ZZ      | 1    | MZZZ0BEA087 |
| 3  | PHOTO-INT1(ANGLE) PCB ASS'Y | ANGLE TYPE | 1    | AZZZ0PCB103 |

17) TARGET WHEEL PART



| NO | PART NAME               | SPEC     | Q'TY | CODE NO     |
|----|-------------------------|----------|------|-------------|
| 1  | TARGET WHEEL BASE ACRYL | ACRYL-5t | 1    | MAV20ACR008 |
| 2  | TARGET COVER ACRYL      | PC-1t    | 10   | AAV20ACP022 |
| 3  | TARGET MOLD             | ABS-2t   | 10   | MAV20PLA001 |

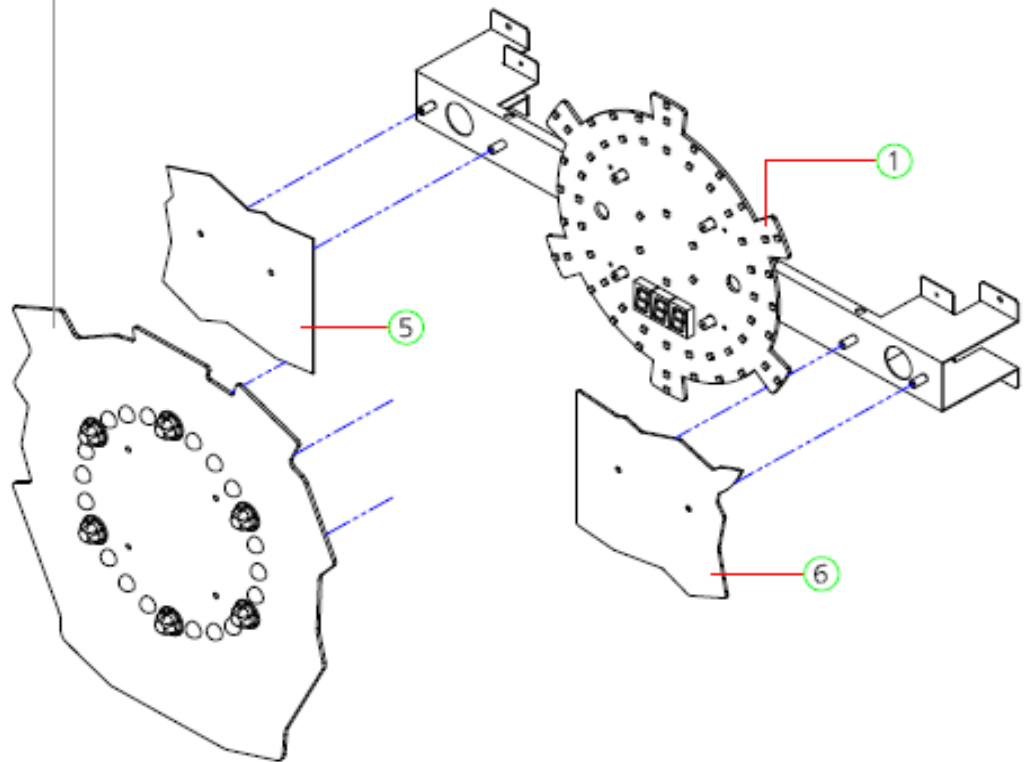
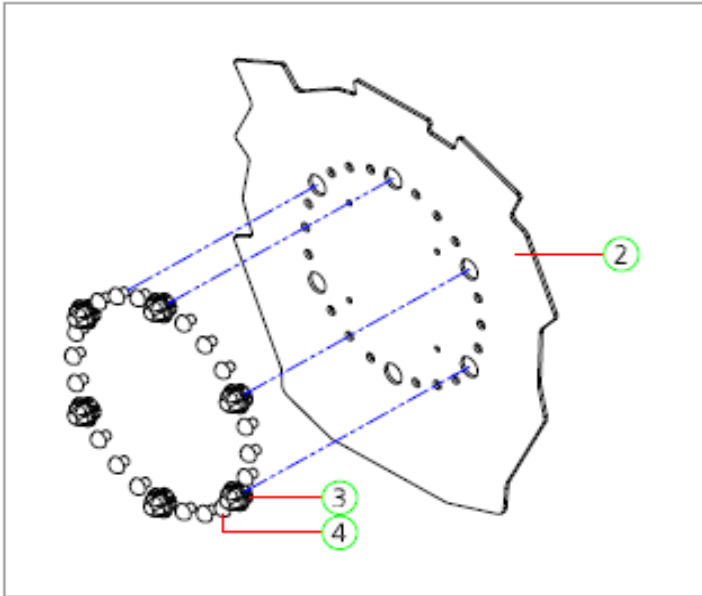
18) SLOT WHEEL PART



| NO | PART NAME                    | SPEC         | Q'TY | CODE NO     |
|----|------------------------------|--------------|------|-------------|
| 1  | SETEPPING MOTOR              | 4S56Q-08576S | 1    | MZZ0MOT167  |
| 2  | SLOT WHEEL MOLD              | -            | 1    | MAV20PLA002 |
| 3  | NEW BONUS SPIN LED PCB ASS'Y | -            | 1    | AAV20PCB003 |
| 4  | PHOTO INT-1 PCB ASS'Y        | -            | 1    | ACIR0PCB011 |

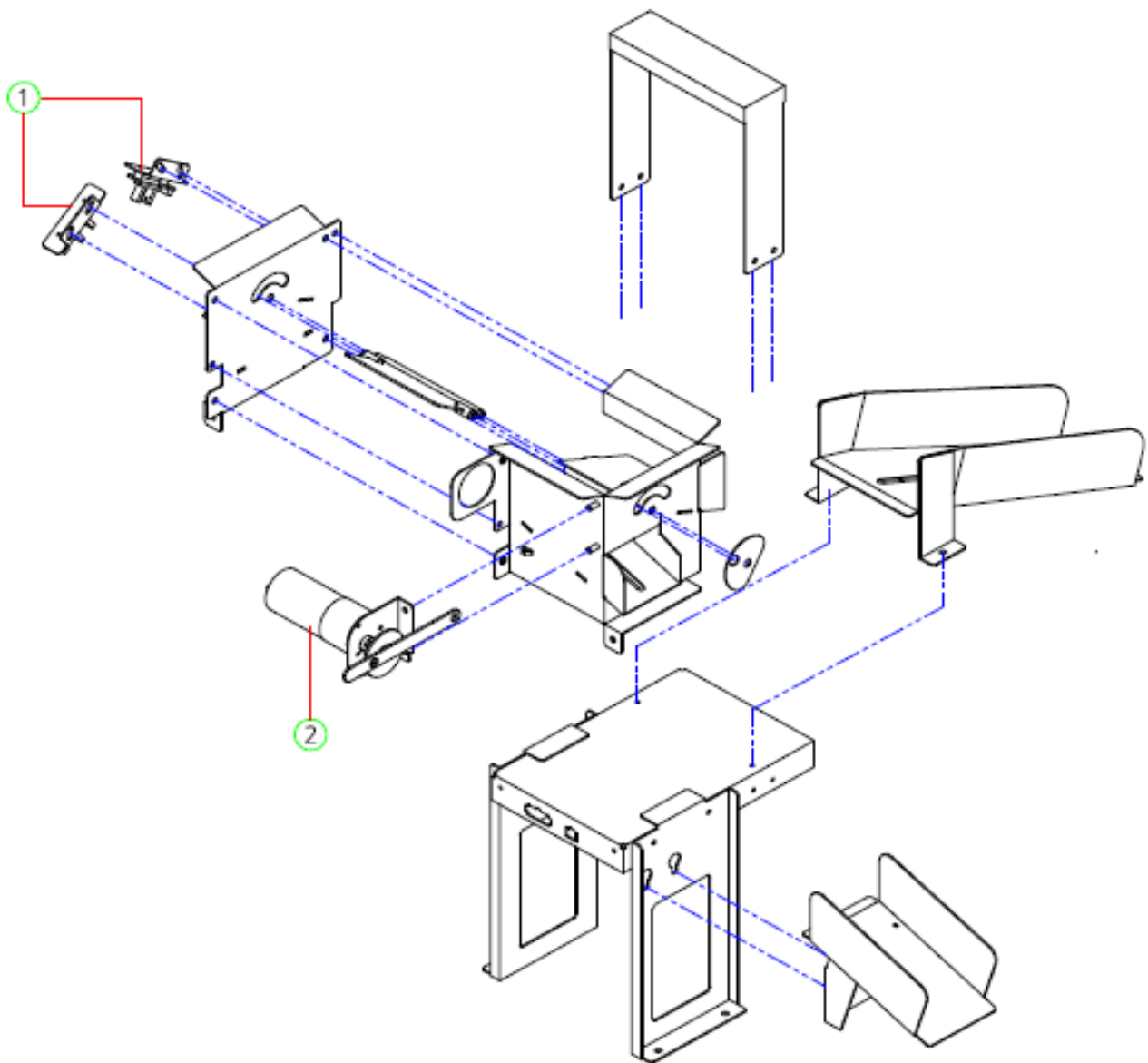


19) TARGET WHEEL DECO COVER PART



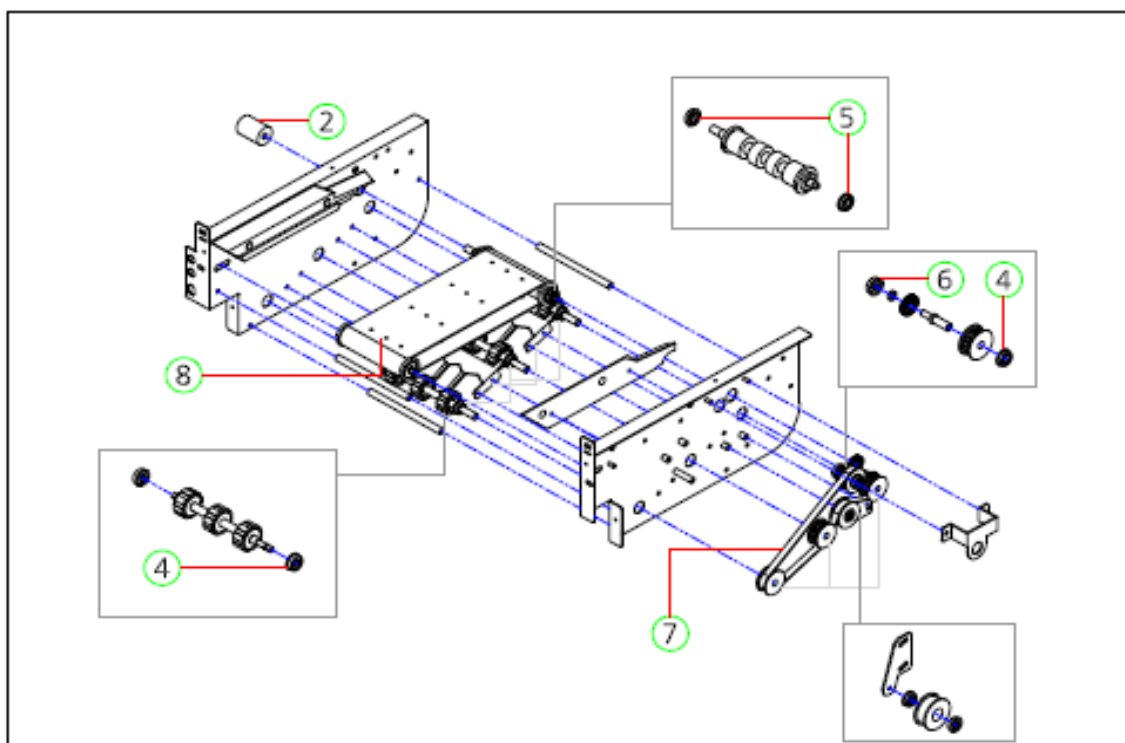
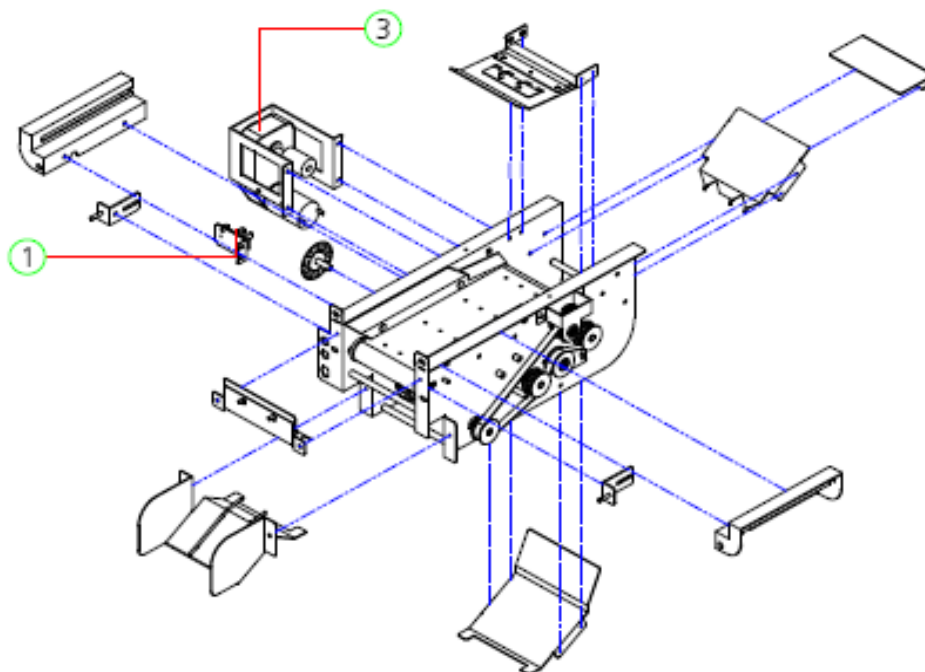
| NO | PART NAME                     | SPEC        | Q'TY | CODE NO     |
|----|-------------------------------|-------------|------|-------------|
| 1  | TARGET WHEEL LED PCB ASS'Y    | -           | 1    | AAV20PCB004 |
| 2  | TARGET WHEEL DECO COVER-A(1P) | ACRYL-3t    | 1    | AAV20ACP036 |
|    | TARGET WHEEL DECO COVER-A(2P) | ACRYL-3t    | 1    | AAV20ACP037 |
| 3  | LED CAP                       | ø20 LED CAP | 6    | MZZZ0PLA037 |
| 4  | LED CAP                       | ø15 LED CAP | 18   | MWOL0PLA002 |
| 5  | TARGET WHEEL DECO COVER-B     | PET-1t      | 1    | AAV20ACP003 |
| 6  | TARGET WHEEL DECO COVER-C     | PET-1t      | 1    | AAV20ACP004 |

20) TOKEN BRIDGE PART



| NO | PART NAME                   | SPEC              | Q'TY | CODE NO     |
|----|-----------------------------|-------------------|------|-------------|
| 1  | PHOTO-INT1(ANGLE) PCB ASS'Y | ANGLE TYPE        | 2    | AZZZ0PCB103 |
| 2  | MOTOR                       | KGC-0500-KB3640S1 | 1    | MZZZ0MOT149 |

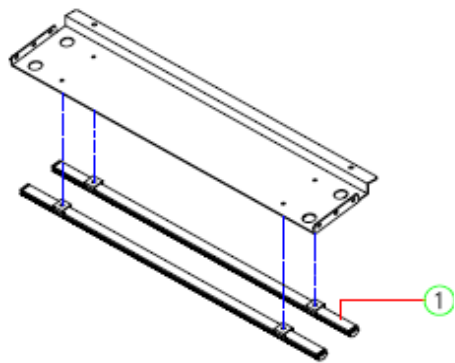
21) MEDAL ROLLER PART



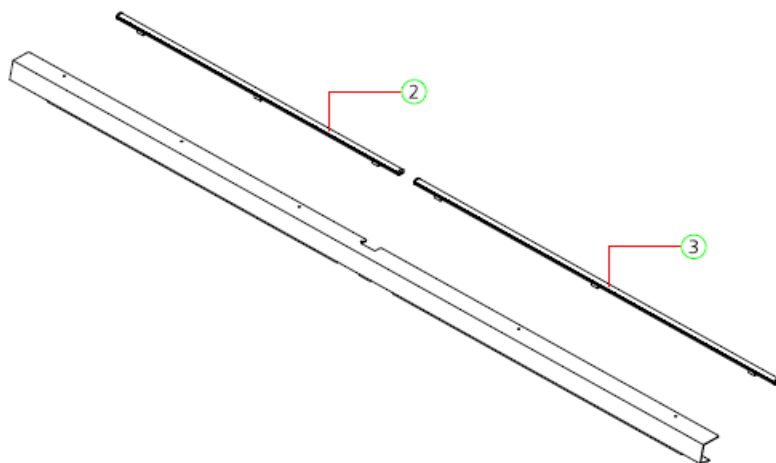
\* CARD VERSION ONLY

| NO | PART NAME                  | SPEC               | Q'TY | CODE NO     |
|----|----------------------------|--------------------|------|-------------|
| 1  | PHOTO-INT(ANGLE) PCB ASS'Y | ANGLE TYPE         | 1    | AZZZOPCB103 |
| 2  | COUPLING                   | CR050              | 1    | AZZZOCOP002 |
|    | MOTOR                      | KGV-0060-ND3657 U2 | 1    | MZZZOMOT168 |
| 3  | BEARING                    | F688ZZ             | 7    | MZZZ0BEA076 |
| 4  | BEARING                    | F689ZZ             | 2    | MZZZ0BEA068 |
| 5  | BEARING                    | F606ZZ             | 1    | MZZZ0BEA073 |
| 4  | TIMMING BELT               | 176XL (W:10)       | 1    | MZZZ0BEL054 |
| 5  | MEDAL ROLLER CONVEYOR      | L:538.5 x W:100    | 1    | MAV20RUB001 |

22) TOP LED LAMP PART

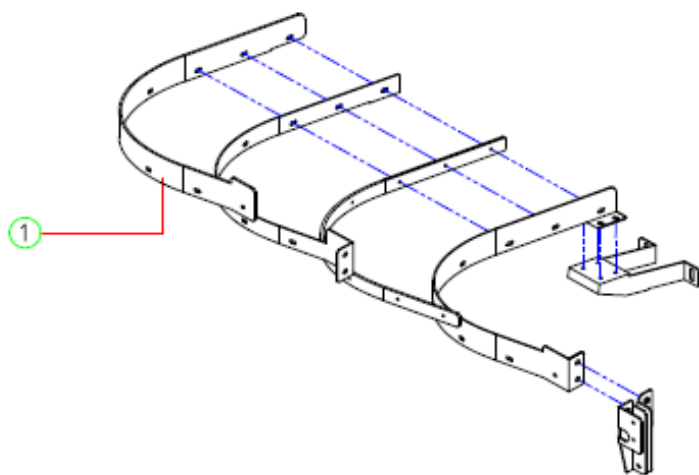


23) GLASS DOOR TIP SUPT-A PART

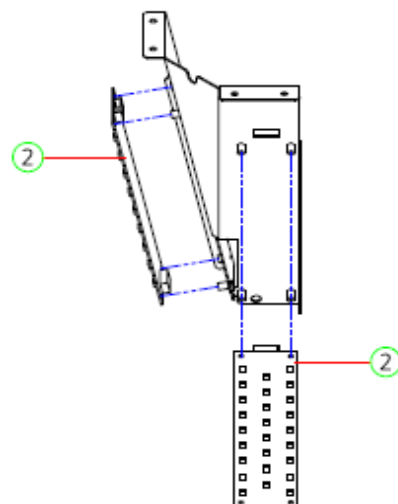


| NO | PART NAME         | SPEC  | Q'TY | CODE NO     |
|----|-------------------|-------|------|-------------|
| 1  | LED BAR PCB ASS'Y | 460mm | 2    | AZZZ0PCB124 |
| 2  | LED BAR 710 ASS'Y | 710mm | 1    | AZZZ0PCB165 |
| 3  | LED BAR 900 ASS'Y | 900mm | 1    | AZZZ0LED002 |

24) COIN SHOOTER RAIL PART

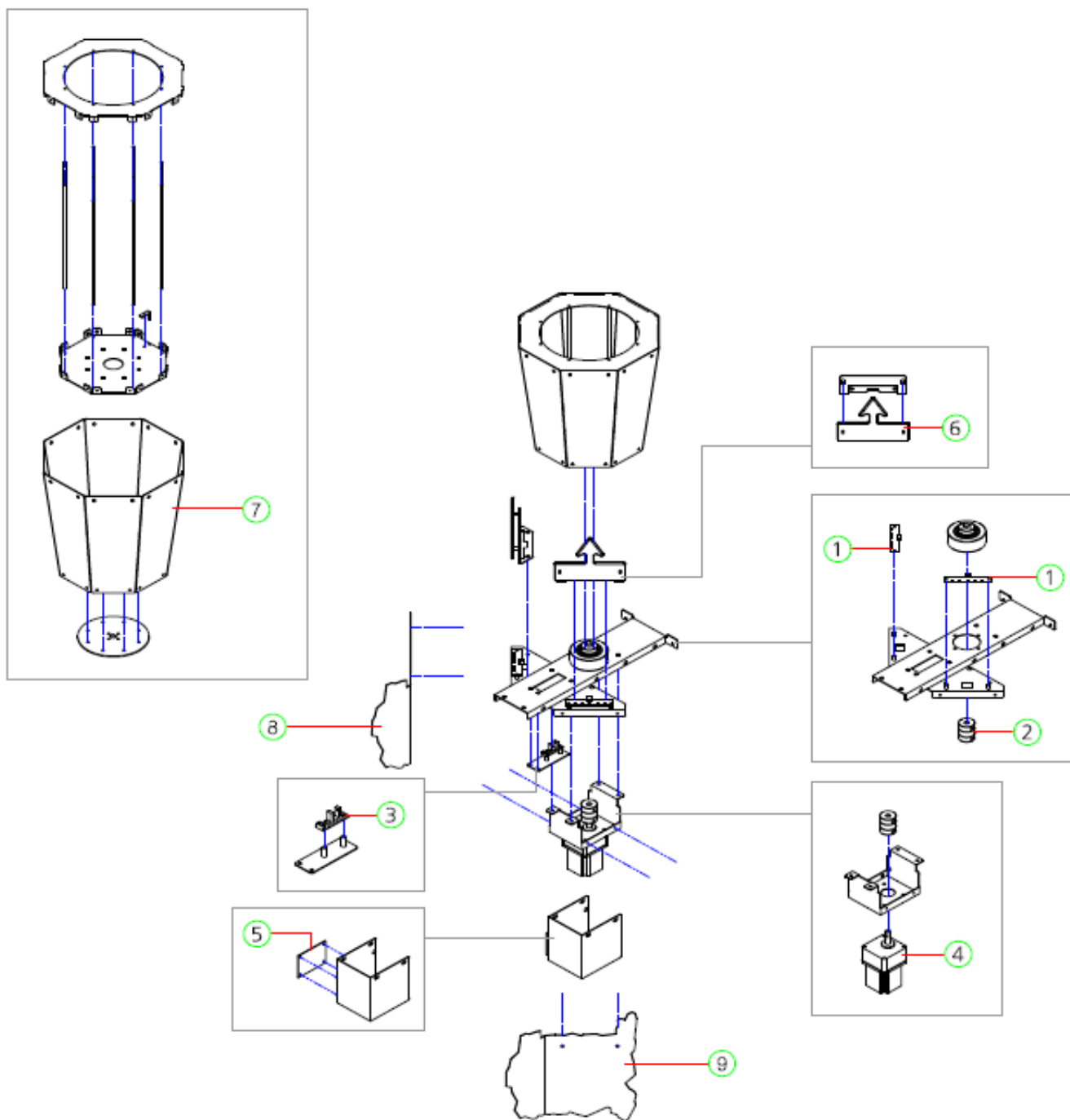


25) BIG WHEEL LIGHTING PCB PART



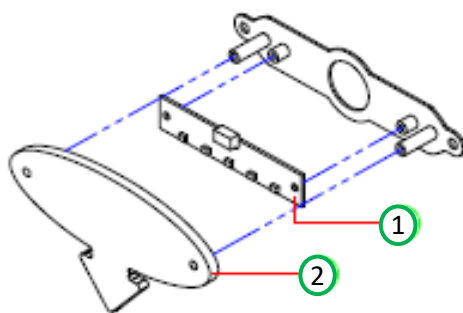
| NO | PART NAME                     | SPEC   | Q'TY | CODE NO     |
|----|-------------------------------|--------|------|-------------|
| 1  | COIN SHOOTER RAIL OUTER COVER | PET-1t | 1    | MAV20ACR051 |
| 2  | SPOT LED PCB ASS'Y            | -      | 2    | ABAP0PCB008 |

26) BIG WHEEL PART



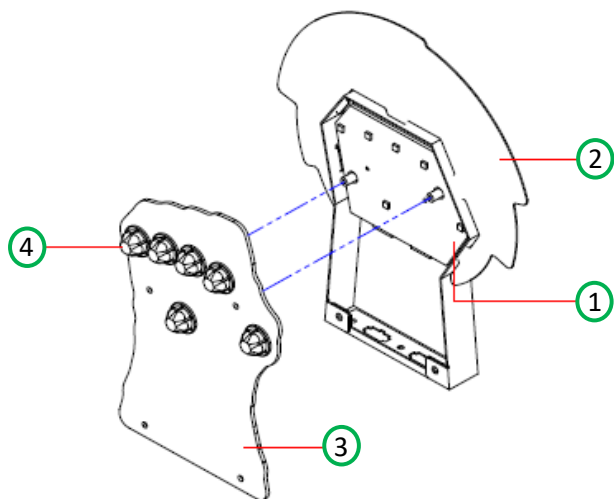
| NO | PART NAME                       | SPEC               | Q'TY | CODE NO        |
|----|---------------------------------|--------------------|------|----------------|
| 1  | LED PCB ASS'Y                   | -                  | 2    | AMUM0PCB005    |
| 2  | COUPLING                        | JOC30              | 1    | MZZZ0COP002    |
| 3  | PHOTO-INT1(ANGLE) PCB ASS'Y     | ANGLE TYPE         | 1    | AZZZ0PCB103    |
| 4  | STEPPING MOTOR                  | 4S56Q-P02554SG     | 1    | MZZZ0MOT166    |
|    | GEAR HEAD                       | K6G3C              | 1    | MWIC0PAR028    |
| 5  | STEPPING MOTOR DRIVER PCB ASS'Y | TB6560AHQ_40V_3.5A | 1    | ASBS0PCB001    |
| 6  | BIG WHEEL WIN LED ACRYL         | ACRYL-5t           | 2    | AAV20ACP025    |
| 7  | BIG WHEEL OUTER DECO COVER      | PET-1t             | 8    | AAV20ACP026~43 |
| 8  | BIG WHEEL SIDE DECO COVER 1P    | PET-1t             | 1    | AAV20ACP032    |
| 9  | BIG WHEEL SIDE DECO COVER 2P    | PET-1t             | 1    | AAV20ACP033    |

27) BONUS WIN OUTLET COVER ACRYL PART

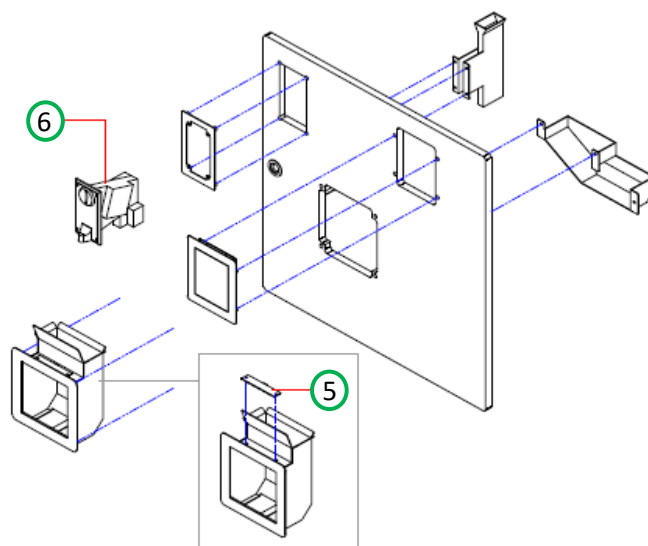


| NO | PART NAME                         | SPEC     | Q'TY | CODE NO     |
|----|-----------------------------------|----------|------|-------------|
| 1  | LED PCB ASS'Y                     | -        | 1    | AMUM0PCB005 |
| 2  | BONUS WIN OUTLET LED ACRYL(STONE) | ACRYL-5t | 1    | AAV20ACP023 |
|    | BONUS WIN OUTLET LED ACRYL(TOKEN) | ACRYL-5t | 1    | AAV20ACP024 |

28) GAUNTLET DECO PART

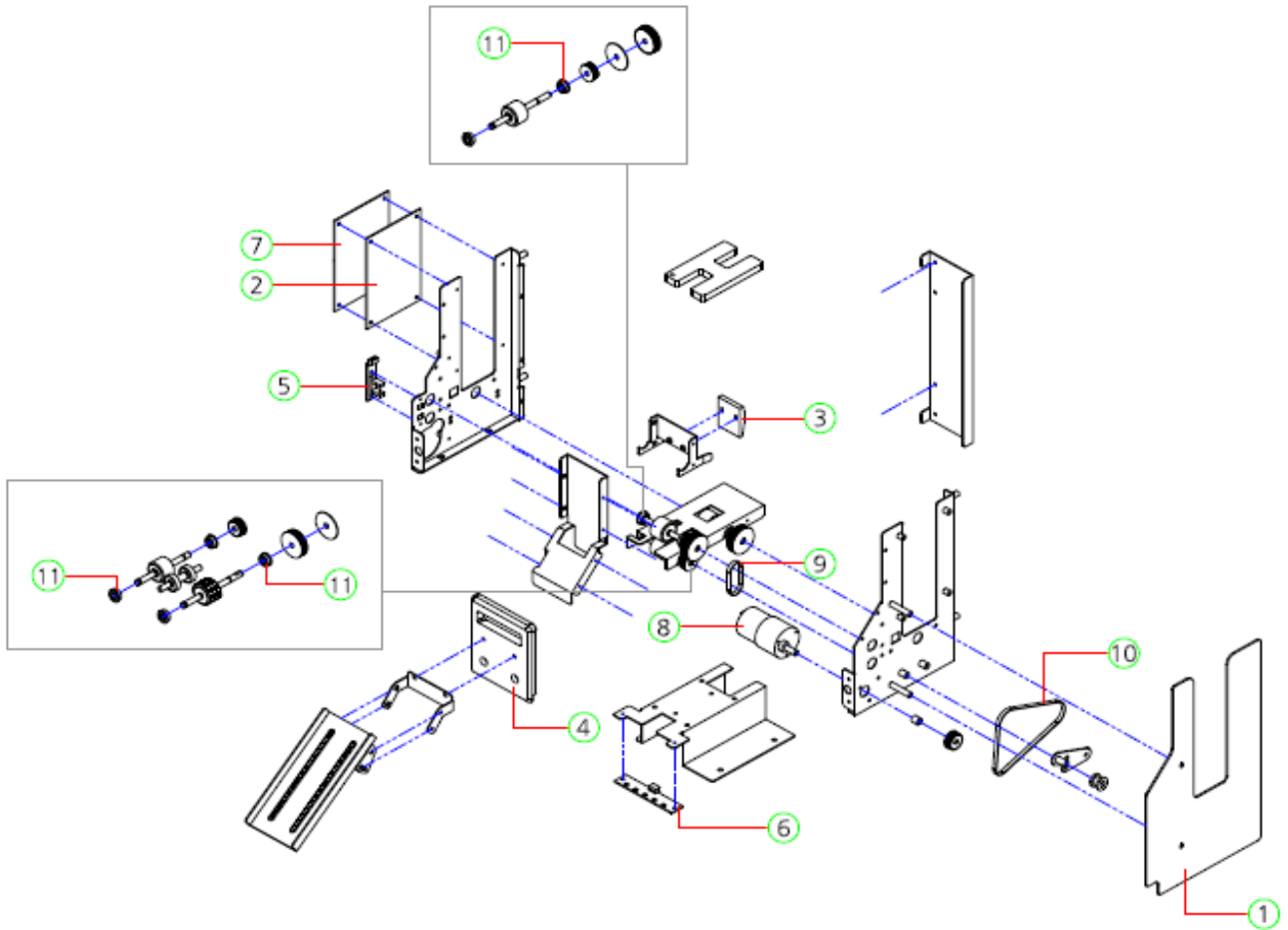


29) FRONT DOOR PART



| NO | PART NAME                  | SPEC   | Q'TY | CODE NO     |
|----|----------------------------|--------|------|-------------|
| 1  | GAUNTLET LED PCB ASS'Y     | -      | 1    | AAV20PCB002 |
| 2  | GAUNTLET REAR COVER ACRYL  | PET-1t | 1    | AAV20ACP031 |
| 3  | GAUNTLET FRONT COVER ACRYL | PET-2t | 1    | AAV20ACP030 |
| 4  | LED CAP                    | ø20    | 6    | MZZZ0PLA037 |
| 5  | LED PCB ASS'Y              | -      | 1    | AMUM0PCB005 |
| 6  | [OPTION] COIN SELECTOR-INT | TW-333 | 1    | MZZZ0COS045 |

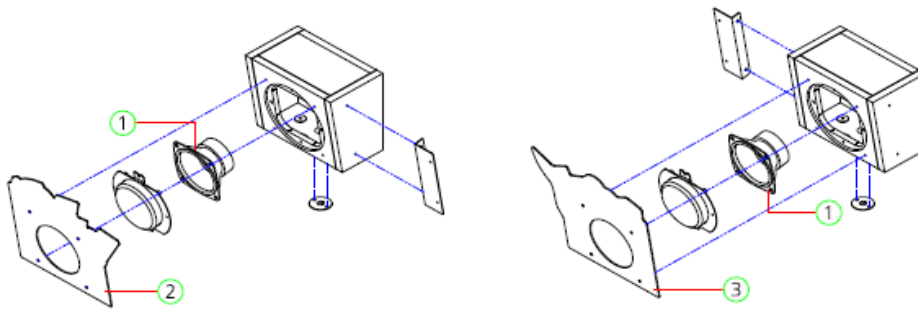
30) CARD DISPENSER PART



\* CARD VERSION ONLY

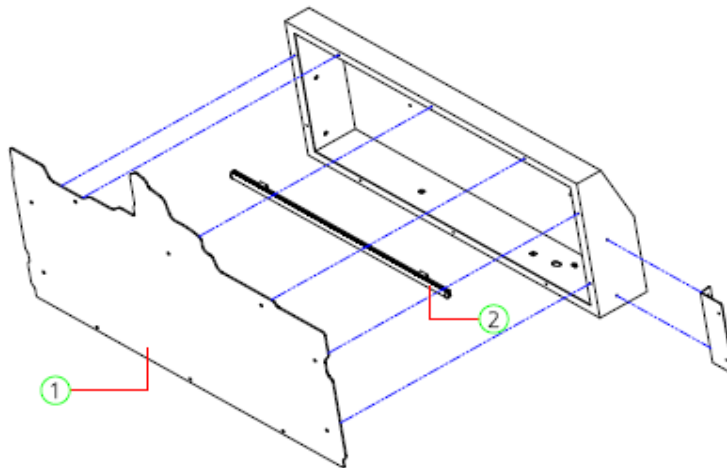
| NO | PART NAME                      | SPEC       | Q'TY | CODE NO     |
|----|--------------------------------|------------|------|-------------|
| 1  | CARD DISPENSER DECO COVER      | PET-1t     | 1    | AAV20ACP039 |
| 2  | CARD DISPENSER IO PCB COVER    | PET-1t     | 1    | AAV20ACP041 |
| 3  | CARD OUTLET GUIDE BLOCK        | -          | 1    | MZZZ0PLA042 |
| 4  | CARD DISPENSER FRONT MASK MOLD | -          | 1    | MDCC0PLA009 |
| 5  | PHOTO INT-1 PCB ASS'Y          | ANGLE TYPE | 1    | AZZZ0PCB103 |
| 6  | LED PCB ASS'Y                  | -          | 1    | AMUM0PCB005 |
| 7  | CARD DISPENSER IO PCB ASS'Y    | -          | 1    | ASBP0PCB008 |
| 8  | MOTOR                          | KGC-3429   | 1    | MZZZ0MOT089 |
| 9  | CARD DISPENSER TIMMING BELT-A  | 52MXL      | 1    | MZZZ0BEL018 |
| 10 | CARD DISPENSER TIMMING BELT-B  | 147MXL     | 1    | MZZZ0BEL019 |
| 11 | BEARING                        | F686ZZ     | 6    | MZZZ0BEA094 |

31) SPEAKER BOX-L, R PART



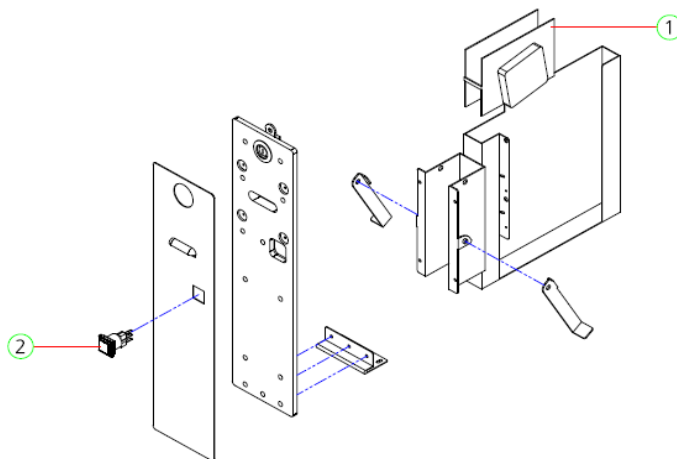
| NO | PART NAME           | SPEC   | Q'TY | CODE NO     |
|----|---------------------|--------|------|-------------|
| 1  | SPEAKER             | MID4.5 | 2    | MZZZ0SPE021 |
| 2  | SP BOX DECO COVER-L | PET-2t | 1    | AAV20ACP008 |
| 3  | SP BOX DECO COVER-R | PET-2t | 1    | AAV20ACP009 |

32) BILLBOARD MAIN BOX PART



| NO | PART NAME                  | SPEC   | Q'TY | CODE NO     |
|----|----------------------------|--------|------|-------------|
| 1  | BILLBOARD MAIN FRONT COVER | PET-2t | 1    | AAV20ACP038 |
| 2  | 12V_LED BAR PCB ASS'Y      | 460mm  | 1    | AZZZ0PCB124 |

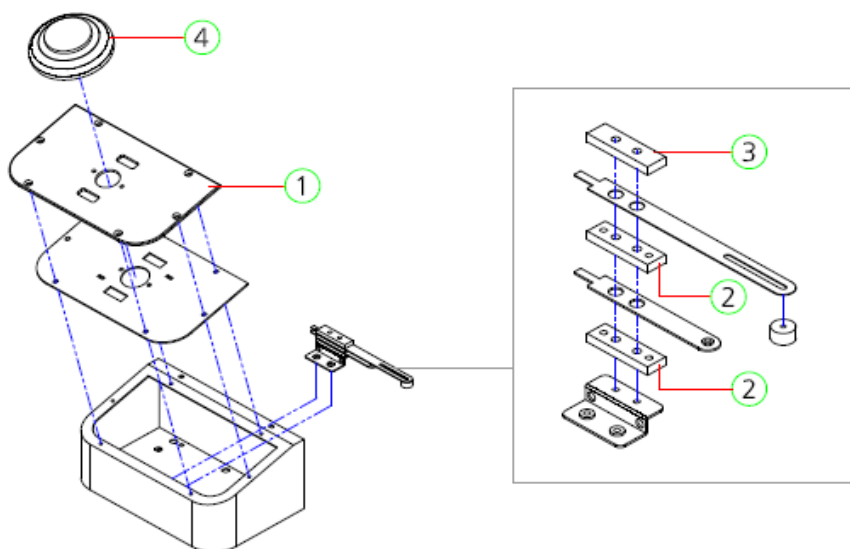
33) TICKET DISPENSER PART



| NO | PART NAME        | SPEC            | Q'TY | CODE NO     |
|----|------------------|-----------------|------|-------------|
| 1  | TICKET DISPENSER | DL-1275         | 1    | MZZZ0TID008 |
| 2  | BUTTON           | AM1PB-26SH R12D | 1    | MMUM0BUT002 |

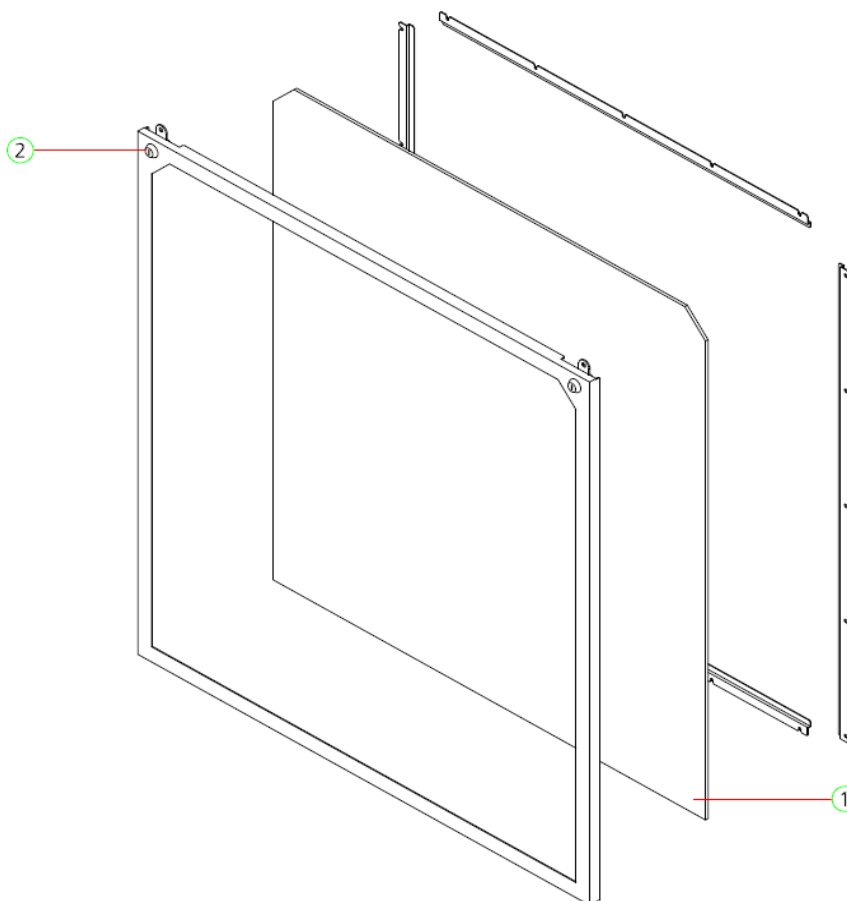


34) BUTTON PANEL PART



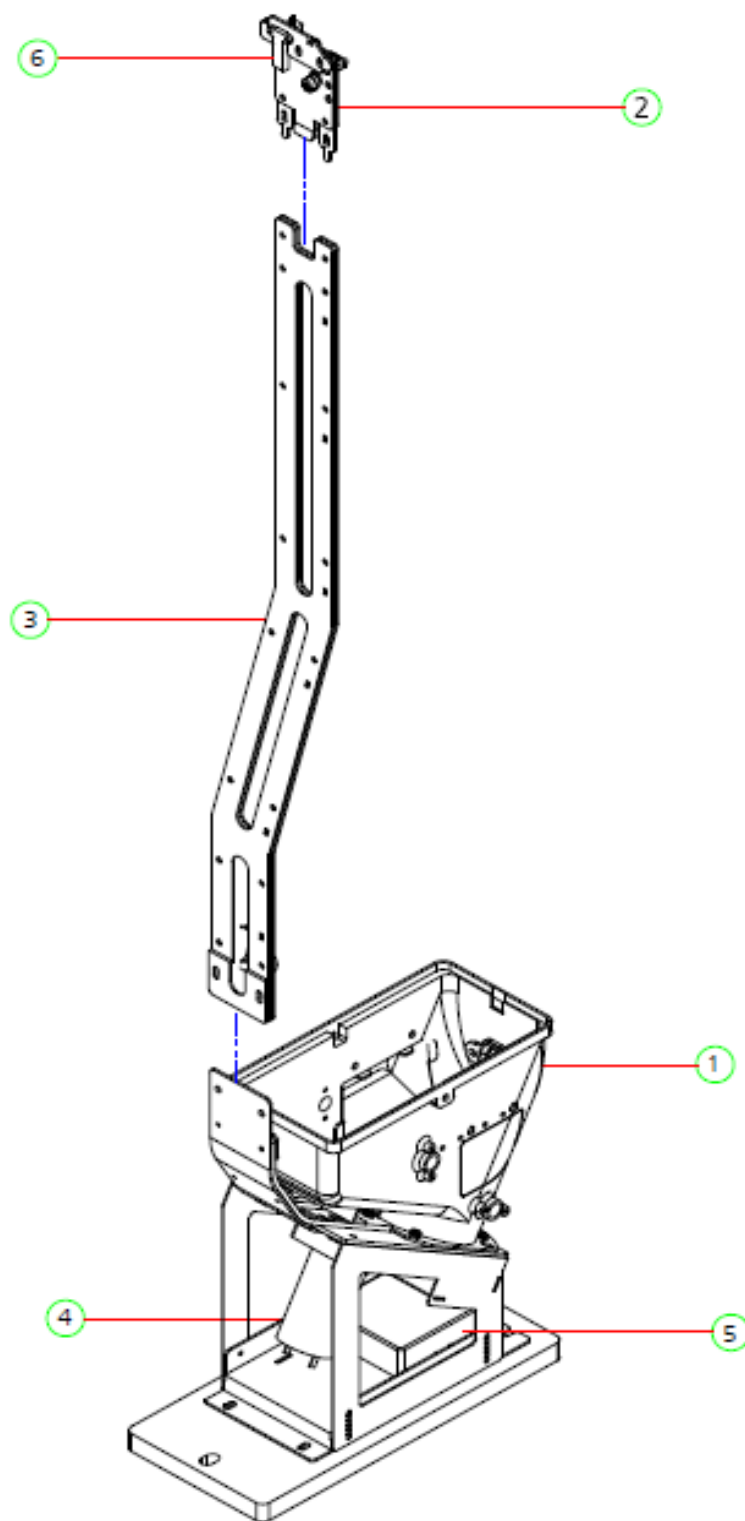
| NO | PART NAME          | SPEC                | Q'TY | CODE NO     |
|----|--------------------|---------------------|------|-------------|
| 1  | BUTTON ACRYL       | ACRYL-3t            | 1    | AAV20ACP007 |
| 2  | TABLE TILT BLOCK-A | ACRYL-8t            | 2    | MAV20ACR054 |
| 3  | TABLE TILT BLOCK-B | ACRYL-8t            | 1    | MAV20ACR055 |
| 4  | BUTTON ASS'Y       | CL-2020 65 WITH LED | 1    | AZZZ0BUT009 |

35) FRONT DOOR GLASS PART



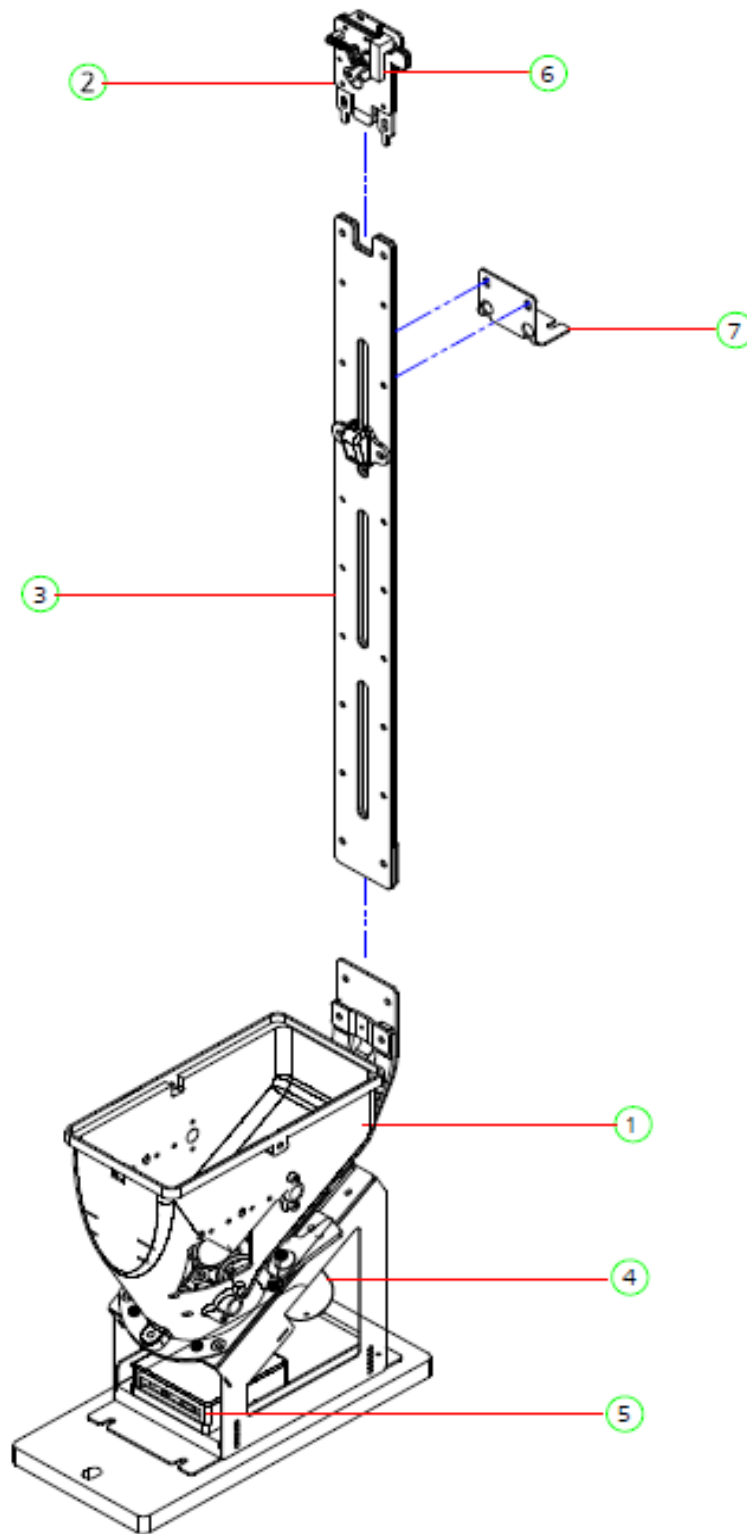
| NO | PART NAME   | SPEC     | Q'TY | CODE NO     |
|----|-------------|----------|------|-------------|
| 1  | FRONT GLASS | GLASS-5t | 1    | MAV20GLA001 |
| 2  | KEY ASS'Y   | -        | 2    | -           |

36) FRONT MEDAL EV HOPPER PART



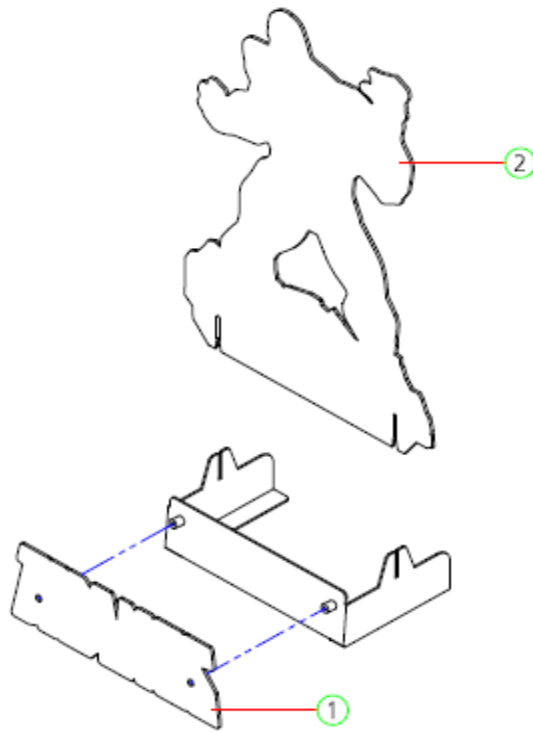
| NO | PART NAME                  | SPEC              | Q'TY | CODE NO     |
|----|----------------------------|-------------------|------|-------------|
| 1  | ELEVATOR HOPPER BODY ASS'Y | -                 | 1    | AZZZ0ELH001 |
| 2  | ELEVATOR HOPPER TOP        | -                 | 1    | AZZZ0ELH002 |
| 3  | EV-HOPPER FRONT RAIL ASS'Y | -                 | 1    | AAV20ASS042 |
| 4  | ELEVATOR HOPPER MOTOR      | KGV-0060-ND4266X2 | 1    | MZZZ0ELH040 |
| 5  | ELEVATOR HOPPER PCB ASS'Y  | -                 | 1    | AZZZ0PCB143 |
| 6  | ELEVATOR SENSOR ASS'Y      | -                 | 1    | AZZZ0PCB173 |

37) REAR MEDAL EV HOPPER PART



| NO | PART NAME                         | SPEC              | Q'TY | CODE NO     |
|----|-----------------------------------|-------------------|------|-------------|
| 1  | ELEVATOR HOPPER BODY ASS'Y        | -                 | 1    | AZZZ0ELH001 |
| 2  | ELEVATOR HOPPER TOP               | -                 | 1    | AZZZ0ELH002 |
| 3  | EV-HOPPER REAR RAIL ASS'Y         | -                 | 1    | AZZZ0ELH003 |
| 4  | ELEVATOR HOPPER MOTOR             | KGV-0060-ND4266X2 | 1    | MZZZ0ELH040 |
| 5  | ELEVATOR HOPPER PCB ASS'Y         | -                 | 1    | AZZZ0PCB143 |
| 6  | ELEVATOR SENSOR ASS'Y             | -                 | 1    | AZZZ0PCB173 |
| 7  | MEDAL EV HOPPER PART RAIL FIX BKT | -                 | 1    | MAV20MEP105 |

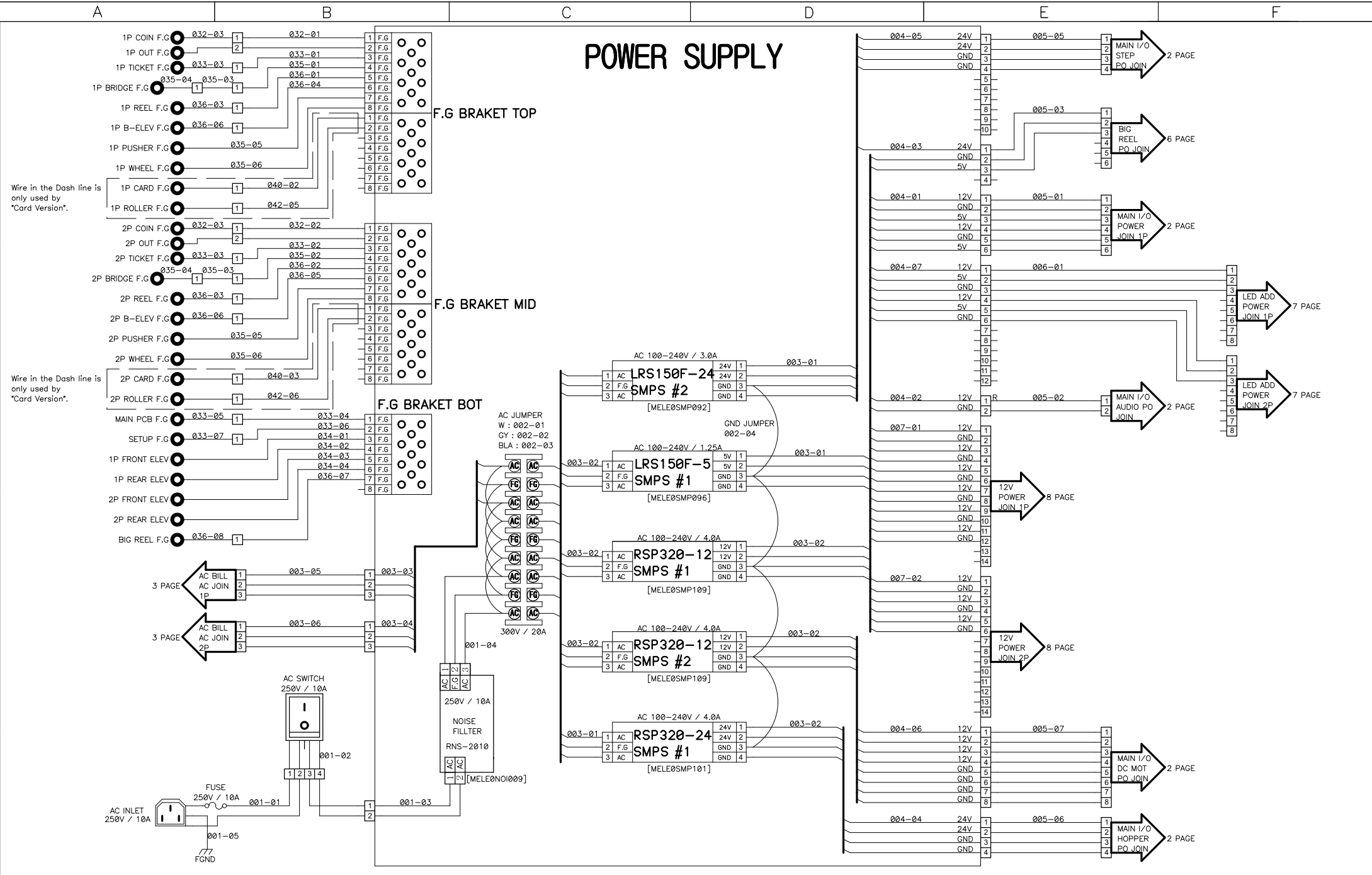
38) THANOS DECO PART



\* NONCARD VERSION ONLY

| NO | PART NAME               | SPEC   | Q'TY | CODE NO     |
|----|-------------------------|--------|------|-------------|
| 1  | THANOS DECO FRONT COVER | PET-1t | 1    | AAV20ACP050 |
| 2  | THANOS DECO MAIN COVER  | PET-1t | 1    | AAV20ACP051 |

# POWER SUPPLY



Wire in the Dash line is only used by "Card Version".

Wire in the Dash line is only used by "Card Version".

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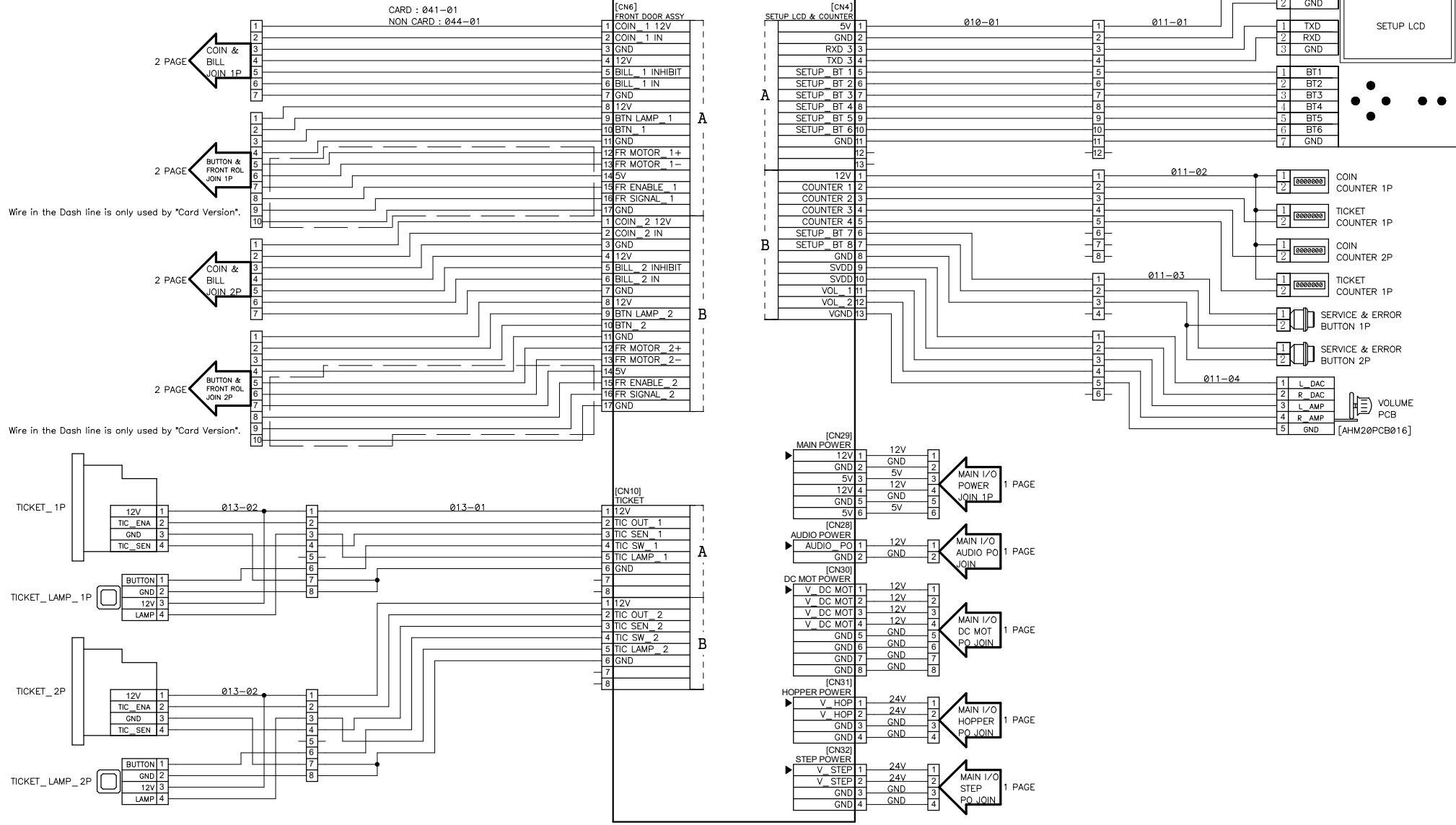
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# MAIN PCB 1/5

[AAV20PCB001]

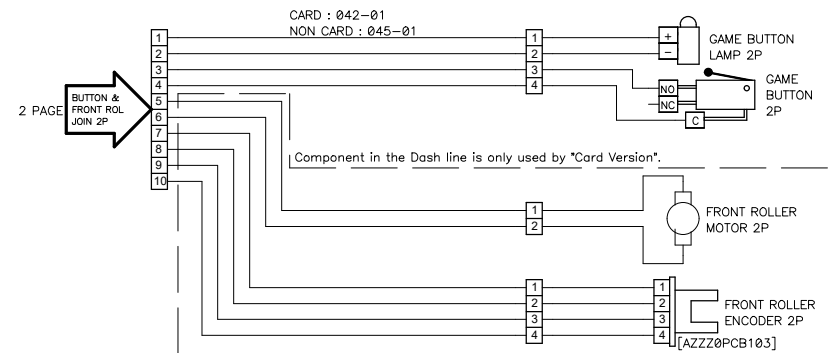
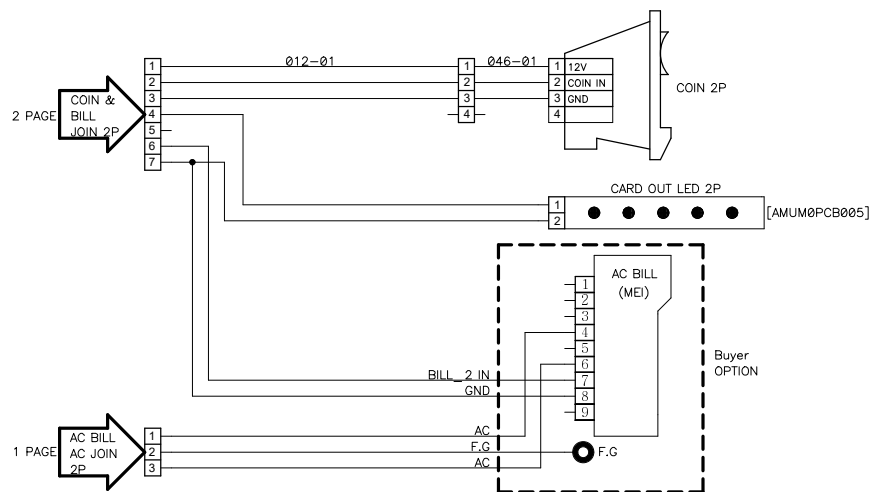
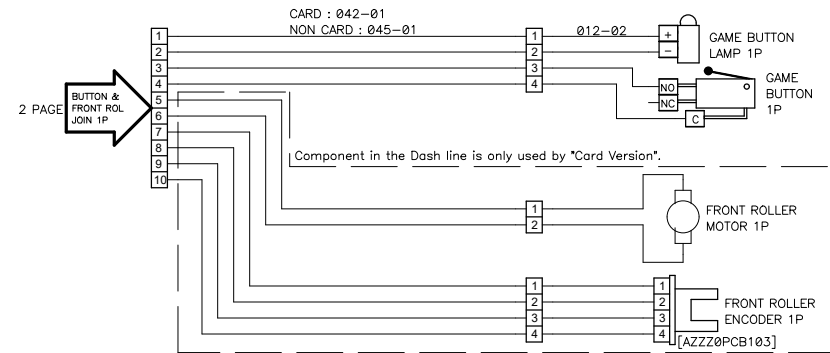
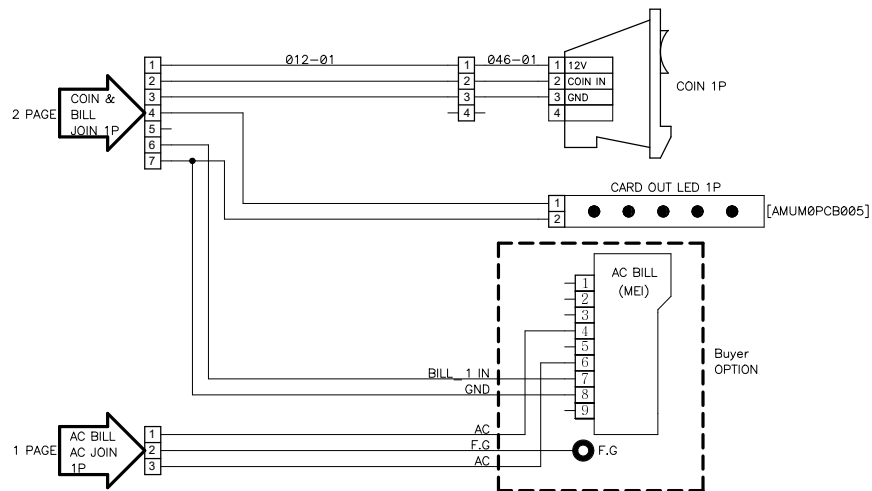


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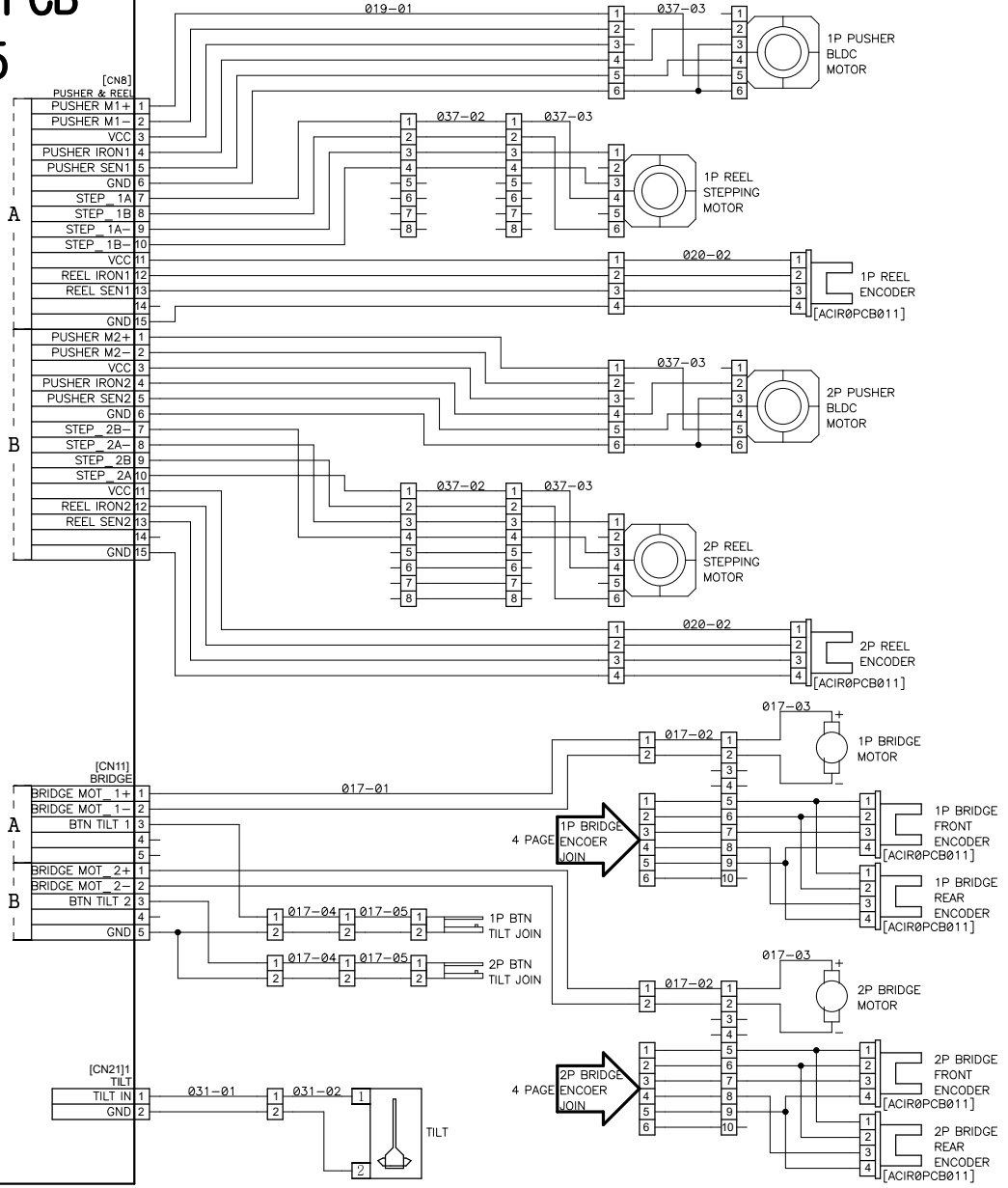
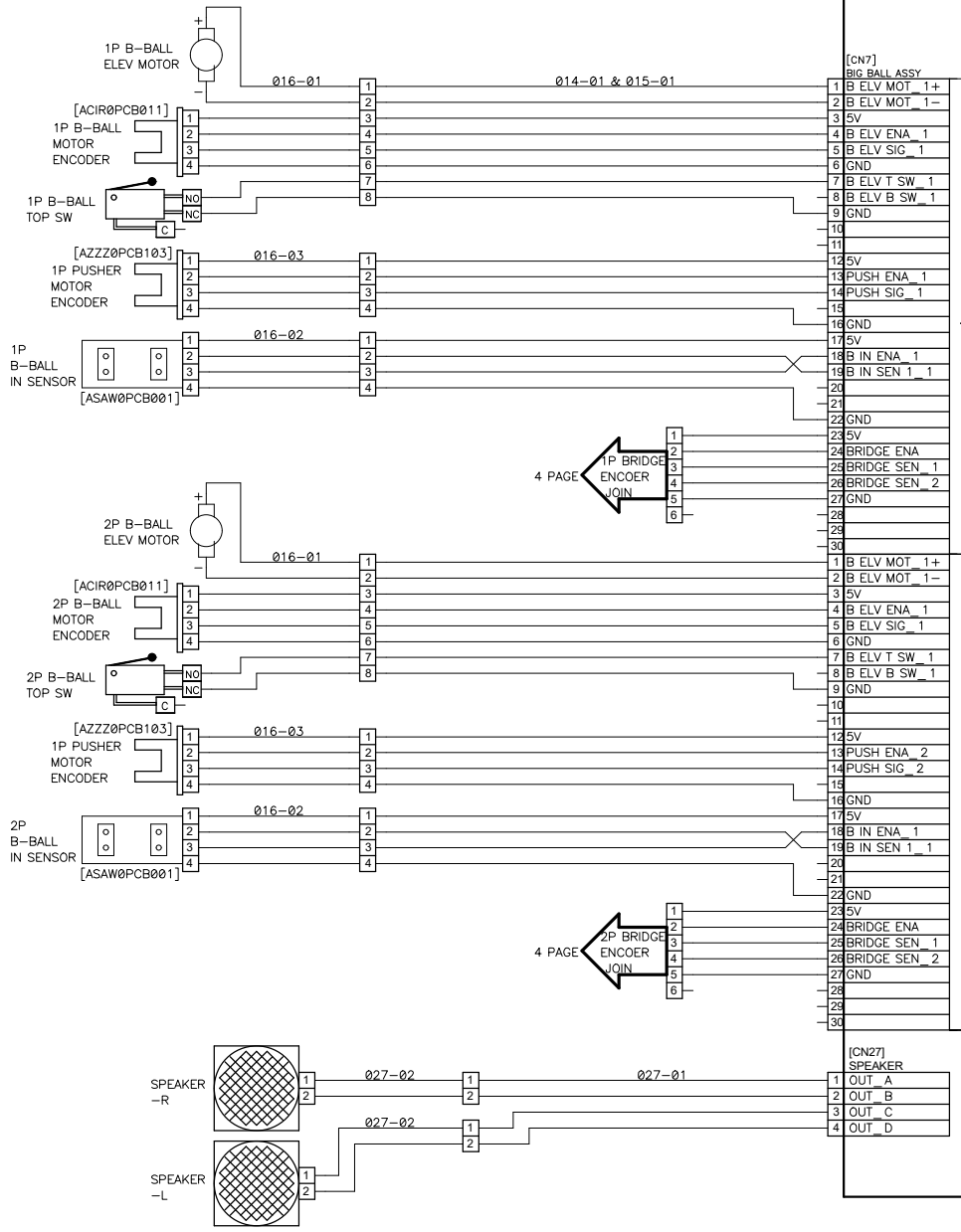
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# MAIN PCB

## 2/5

[AAV20PCB001]



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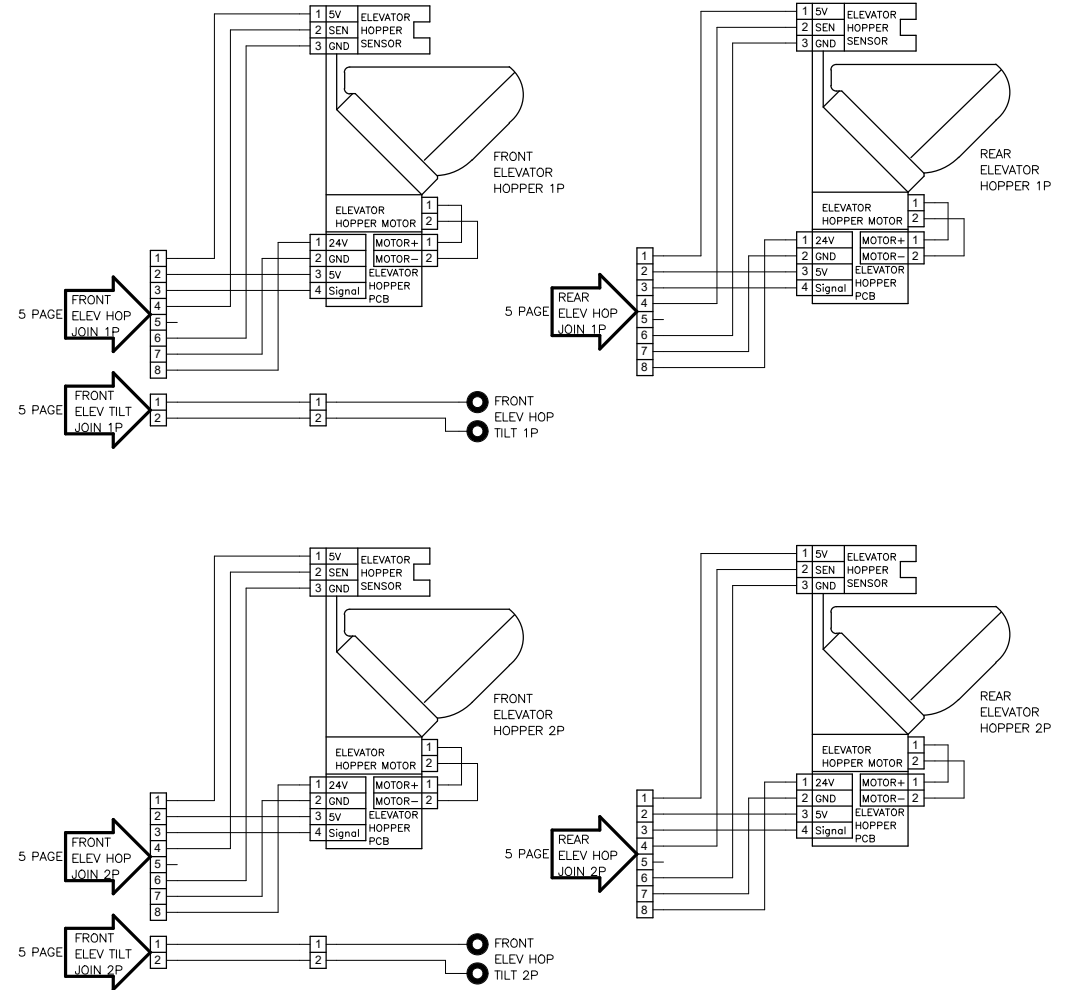
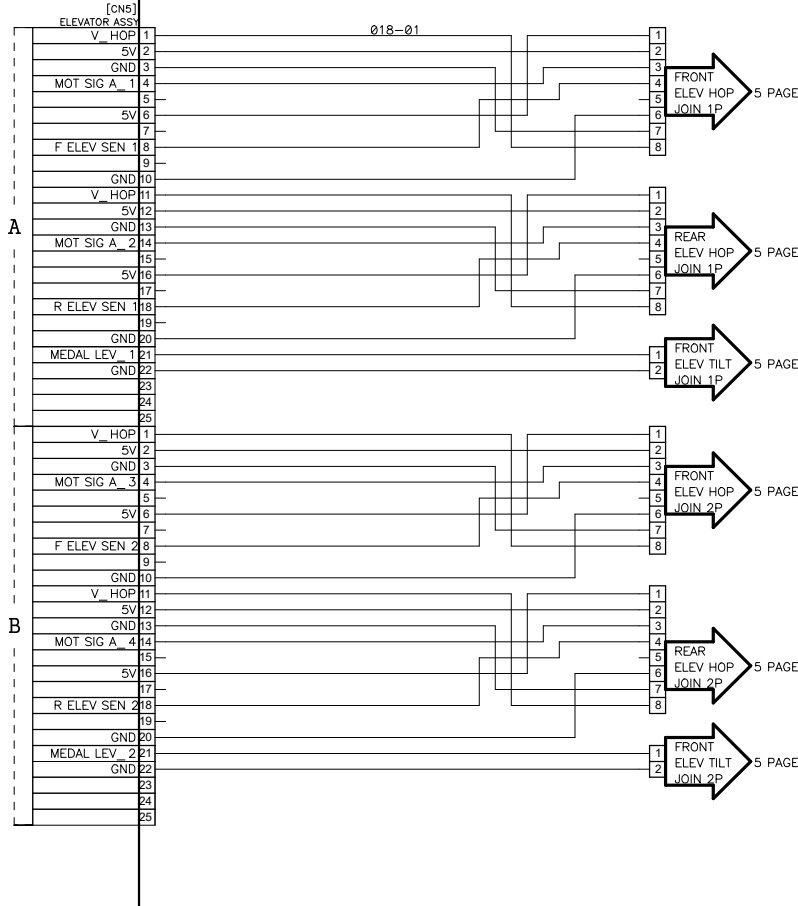
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# MAIN PCB 3/5

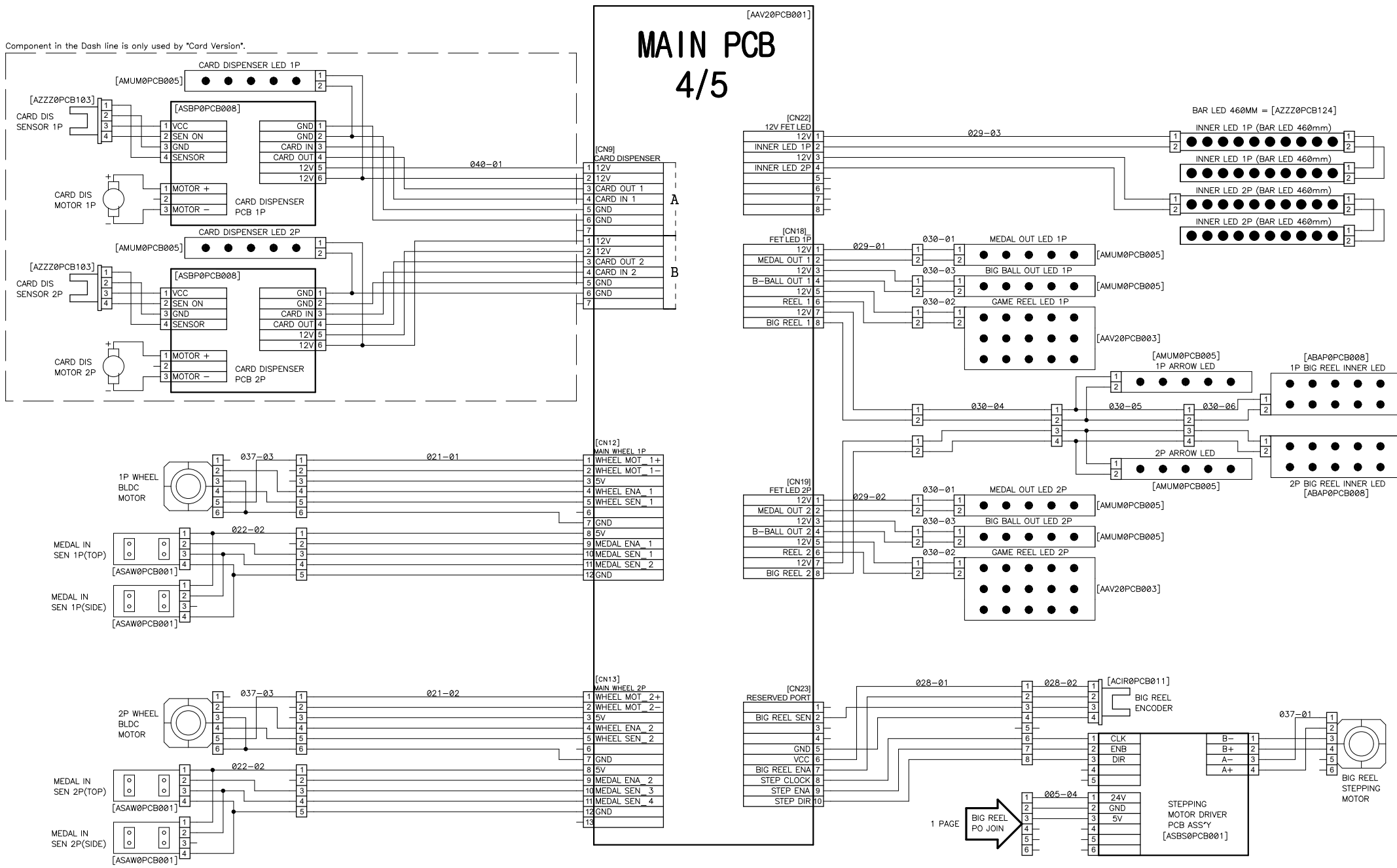
[AAV20PCB001]



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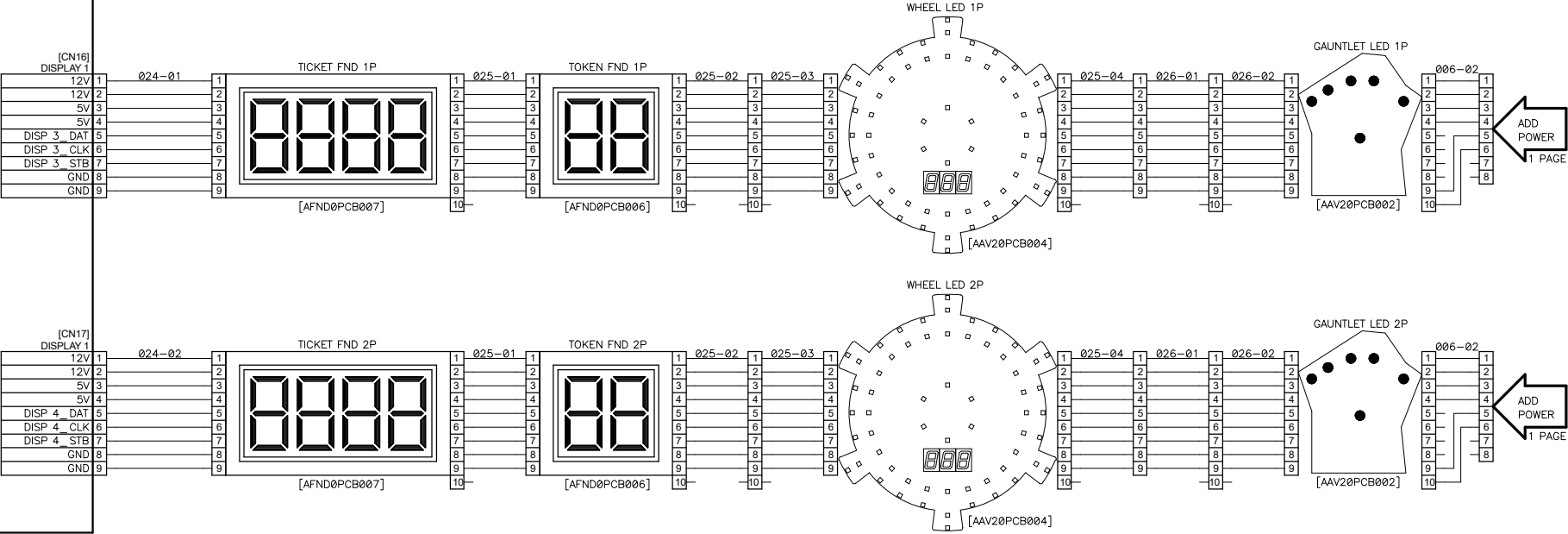
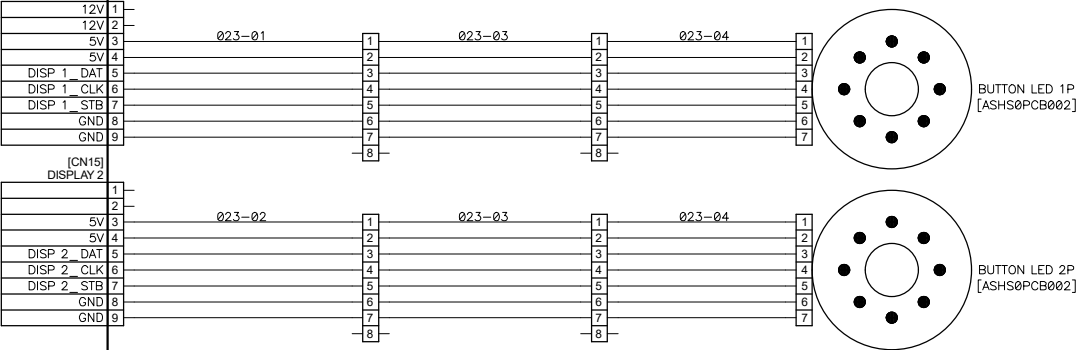
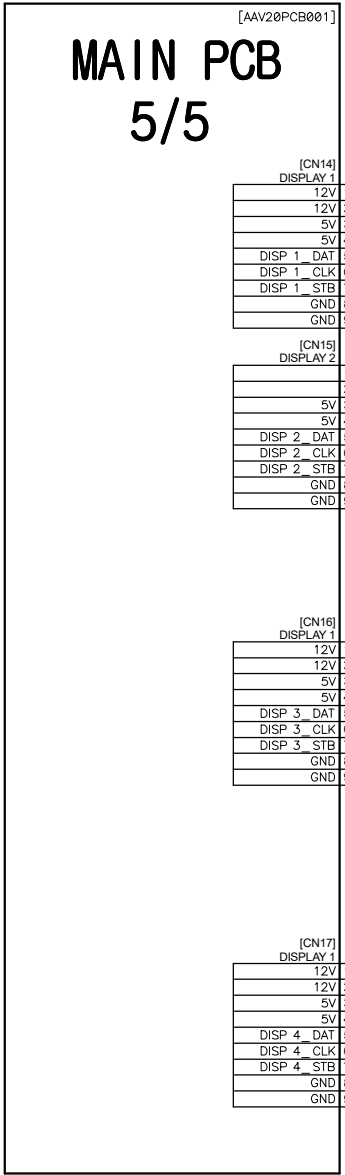
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| CH NO.       | DIRECTION   |
|--------------|---|
| DISPLAY_ 1-2 | BUTTON -> END   |
| DISPLAY_ 3-4 | TICKET FND -> TOKEN FND -> WHEEL LED<br>-> GAUNTLET LED ->END |

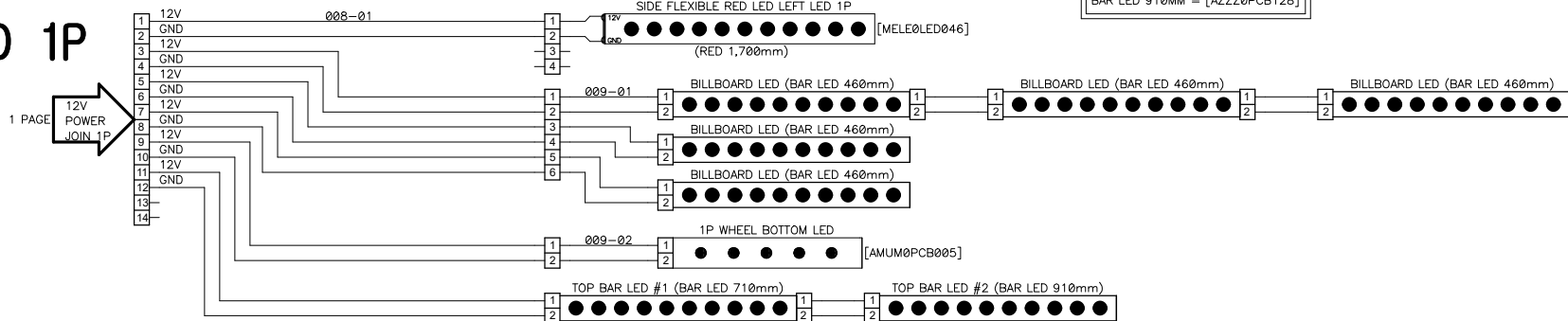


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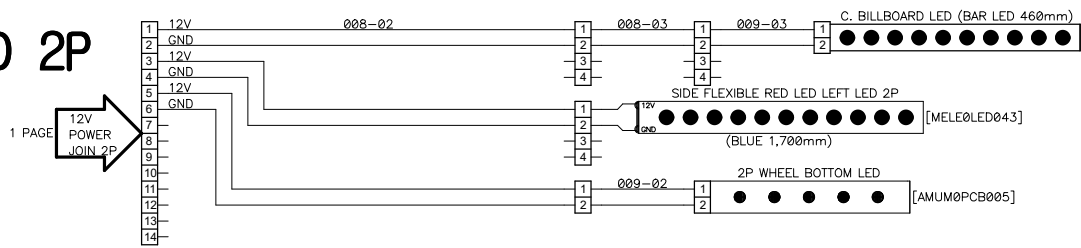
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# 12V LED 1P



# 12V LED 2P



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|            |                  |          |            |             | DATE |



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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](http://www.andamiro.com).

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