

# SERVICE MANUAL



Ver 1.0



ISSUE DATE:Feb. 21, 2020



- ▶ Please read the manual carefully and keep it in mind before using this machine.
- ▶ Put this manual within touch of your reference in anytime.

# PRECAUTIONS FOR USE

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

## For safety reasons.

- The following suggestions should be adhered to:



Disregarding could result in serious injury.



Disregarding could result in injury or product damage.

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



Indicates a care should be taken.



Forbidden.



Indicates a matter which must be performed.

- **Precautions to be followed:**

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

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

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

### **Qualified in-shop maintenance person**

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

### **Industry specialist**

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

# PRECAUTIONS FOR USE

## WARNING

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

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

**The machine for indoor usage only does not install outside.**



**Do not set the game machine up near emergency exits.**



**Protect the game machine from:**

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



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



**Do not place objects near the ventilating holes.**



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



**Never plug or unplug the power cord with wet hands.**



**Never unplug the game machine by pulling the power cord.**



## CAUTION

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

**Be sure to use the attached power cord.**

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



**Do not lay the power cord where people walk through.**



**Be sure to ground this product.**



**Do not exert excessive force when moving the machine.**




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

**Do not alter the system related dipswitch settings.**

# PRECAUTIONS FOR USE


## WARNING

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

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

### In case of abnormality

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

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

- Doing so could result the power cord periodically.

## CAUTION

**Do not use this product anywhere other than industrial areas.** 

- Using in a residential area or an area next to a residential area could affect signal reception of radios, television sets, telephones and etc..

- Do not give shock the surface of glass products.

- Please do not play this game if
  - When you do drinking;
  - When your physical condition is not normal;
  - When you are in pregnancy;
  - When you have on a pulse controller;
  - When you have recently experienced a cramp or fainting away while watching TV.

- Avoid excessive force/shock while playing/moving the game.

- While do games, pay attention to surrounding.

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

**In handling the power cord, follow the instructions below.** 

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

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

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

# PRECAUTIONS FOR USE

## WARNING

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



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



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



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



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



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

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

## CAUTION

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



Be sure not to let the machine tip over.

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



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

Avoid excessive force while moving the machine.

.....

## PRECAUTIONS IN HANDLING

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

# PRÉCAUTION D'EMPLOI

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

Pour des raisons de sécurité.

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

## **ATTENTION**

Le non-respect peut entraîner des blessures graves.

## **PRUDENCE**

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

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



Indique qu'attention est requise.



Interdit.



Indique que quelque chose doit être effectuée.

- **Les précautions à prendre :**

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

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

### **La personne de maintenance qualifiée en atelier**


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

### **Le spécialiste de l'industrie**

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

# PRÉCAUTION D'EMPLOI


## ATTENTION

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

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

En cas d'anomalie

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

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

Cela pourrait nuire le câble d'alimentation.

## PRUDENCE

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

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

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

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

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

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

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

# PRÉCAUTION D'EMPLOI

## ⚠ ATTENTION

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

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

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



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



**Protéger la machine de jeu de:**



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

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



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



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



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



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



## ⚠ PRUDENCE

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

**Veillez à utiliser le cordon d'alimentation fourni.**

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



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



**Soyez sûr de mettre à la terre ce produit.**



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



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


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





# PRÉCAUTION D'EMPLOI


## ATTENTION

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

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

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


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

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


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

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

## PRUDENCE

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

Veillez à ne pas laisser la machine se renverser.

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

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

Éviter une force excessive lors du déplacement de la machine.

.....

## PRÉCAUTIONS LORS DU MANIEMENT

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

# CONTENTS

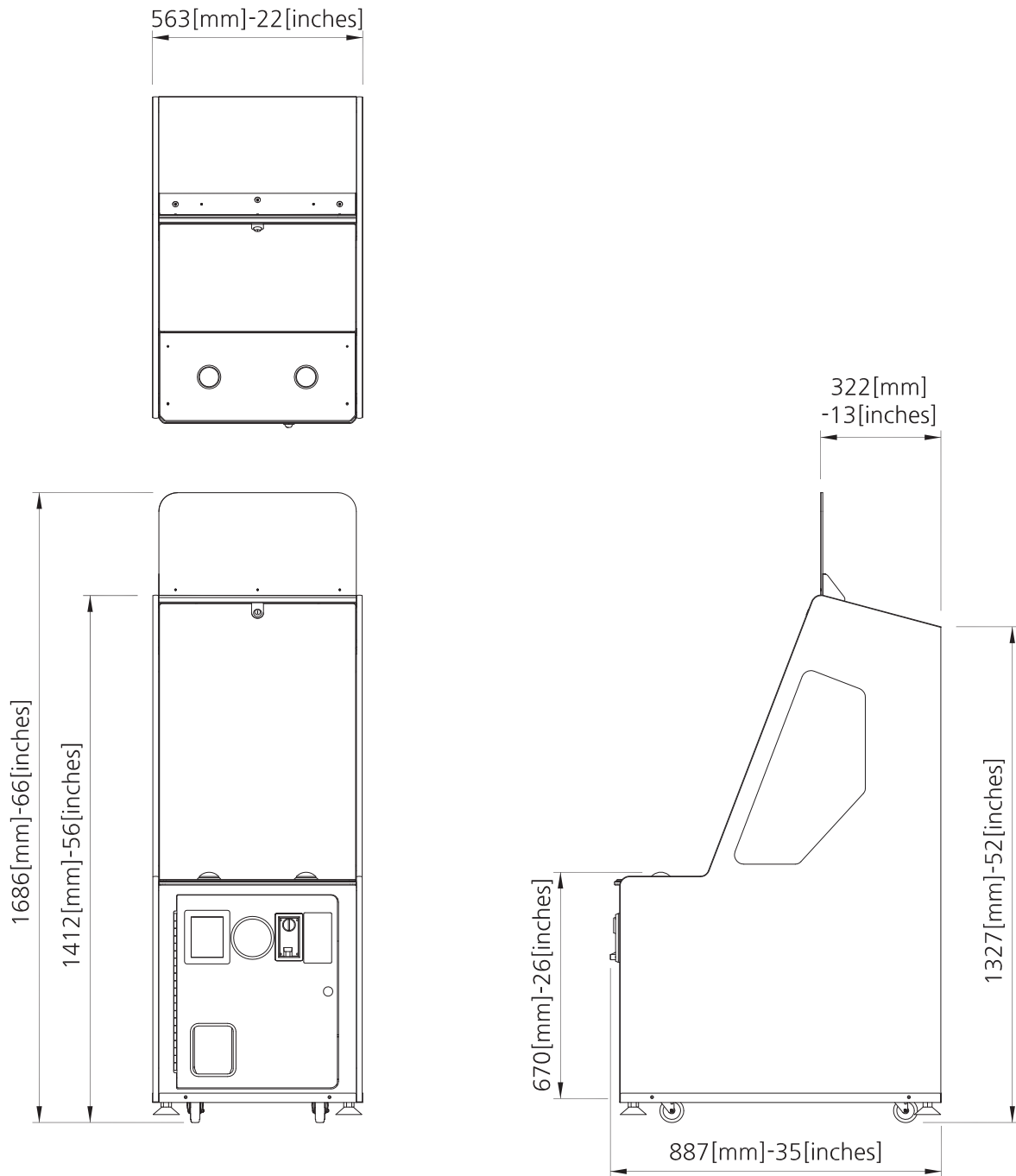
---

<b>1. SPECIFICATION AND DIMENSION</b>	P03
1-1. DIMENSION	P03
1-2. SPECIFICATION	P04
1-3. NAME OF PARTS	P04
1-4. STICKER LOCATION	P05
1-5. COMPONENTS	P06
<b>2. INSTALLATION</b>	P07
2-1. INSTALLATION SPACE	P07
2-2. HOW TO INSTALL	P08
<b>3. SETUP SETTINGS</b>	P09
3-1. MACHINE SETUP	P09
3-2. SETUP MODE	P10
3-3. CLEAR MODE	P12
3-4. TEST MODE	P14
3-5. ERROR CODE	P18
<b>4. TROUBLESHOOTING</b>	P21
4-1. IN CASE OF GOALKEEPER MOTOR PROBLEM [ Er. 31 ]	P21
4-2. IN CASE OF GOALKEEPER SENSOR PROBLEM [ Er. 31 ]	P22
4-3. IN CASE OF BALL LOADING MOTOR PROBLEM [ Er. 41 ]	P24
4-4. IN CASE OF BALL LOADING MOTOR SENSOR PROBLEM [ Er. 41 ]	P25
4-5. IN CASE OF GOAL HOLE SENSOR PROBLEM [ Er. 71 ]	P27
4-6. IN CASE OF PRIZE HOPPER MOTOR PROBLEM [ Er. 81 ]	P29
4-7. IN CASE OF PRIZE HOPPER PROBLEM [ Er. 82 ]	P30
4-8. IN CASE OF SOLENOID LEFT PROBLEM	P31
4-9. IN CASE OF SOLENOID RIGHT PROBLEM	P33

<b>5. EXPLODED VIEW</b>	P35
5-1. MAIN CABINET PART	P35
5-2. BILLBOARD PART	P36
5-3. PLAYFIELD PART	P37
5-4. GOALKEEPER MOVING PART	P38
5-5. BALL TRAFFLC JAM PART	P39
5-6. SOLENOID-1P, 2P PART	P40
5-7. PLAYFIELD BOTTOM LED FIX BKT PART	P40
5-8. GOALKEEPER PART	P40
5-9. BALL GROUND MOLD PART	P41
5-10. GOAL POST PART	P42
5-11. BILLBOARD LED PART	P42
5-12. BUTTON ACRYL PART	P43
5-13. SETUP PANEL PART	P43
5-14. FRONT DOOR PART	P44
5-15. FRONT GLASS DOOR PART	P44
5-16. MAIN BOARD PCB PART	P45
5-17. AC INPUT PART	P45
5-18. SMPS BOX PART	P45
5-19. CAPSULE HOPPER PART	P46
5-20. MAIN CABINET REAR DOOR PART	P46
<b>6. WARRANTY ITEM &amp; PART PICTURE</b>	P47
<b>7. BLOCK DIAGRAM</b>	P49

# 1. SPECIFICATION AND DIMENSION

## 1-1. DIMENSION

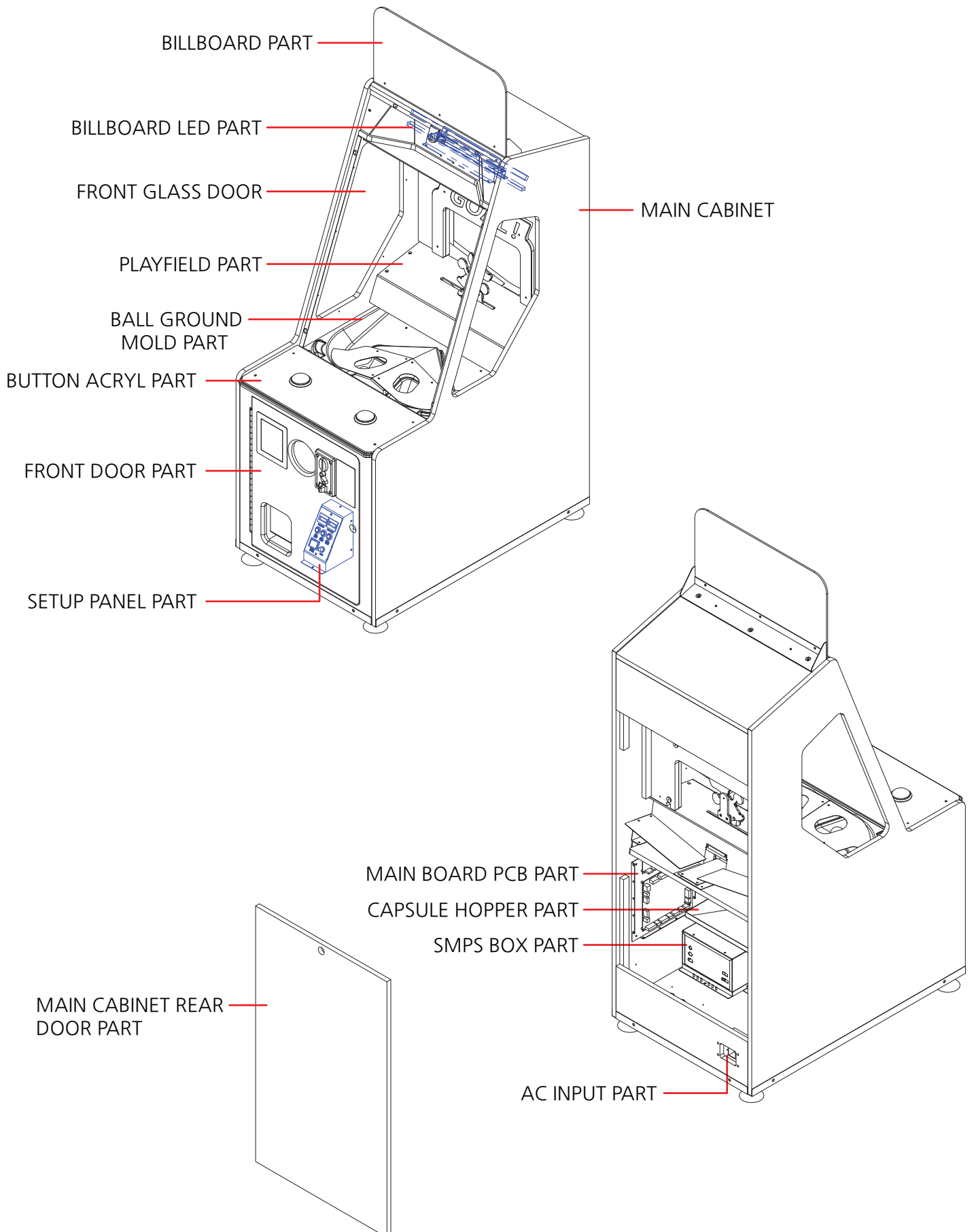


## 1-2. SPECIFICATION

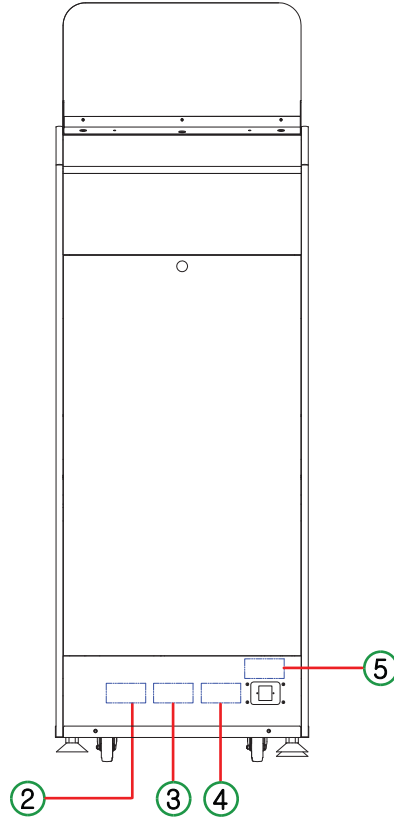
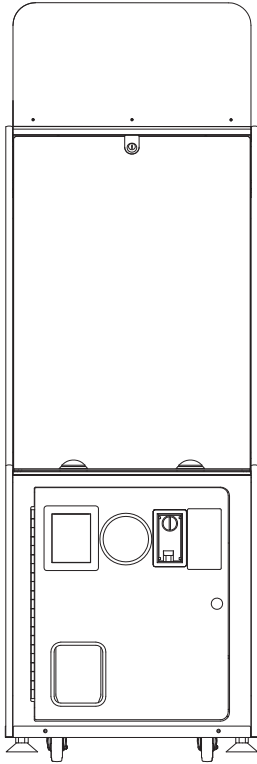
DIMENSION (W x D x H)	- x - x - (mm)
PACKING DIMENSION (W x D x H)	- x - x - (mm)
WEIGHT (kg)	- kg [ WEIGHT INCLUDING : - kg ] PACKAGING
VOLTAGE	AC 120V
FREQUENCY RANGE	60Hz
CONSUMPTION	90W

\* The 120V voltage specification is for the Americas only, and the 230V (50/60Hz) voltage specifications are for other countries. 3

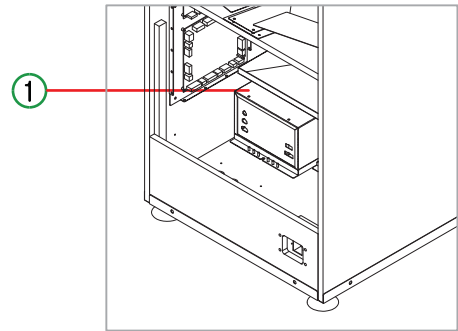
### 1-3. NAME OF PARTS



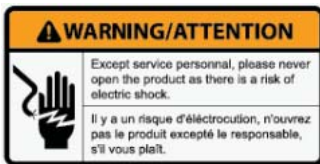
# 1-4. STICKER LOCATION



- SMPS BOX COVER



1



2



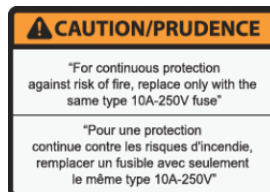
3



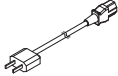








4

Certification Label

5



## 1-5. COMPONENTS

NO.	PART NAME	SPEC.		QTY
1	AC POWER CORD	-		1
2	KEY	6001, 7001		2 EACH
3	BOLT	M4x10L		3
4	WRENCH	2.5, 3 mm		1 EACH
5	BALL	-		6
6	STATIC OFF SPRAY	-		1
7	COIN SELECTOR BLANK BKT			1
8	MANUAL			1
9	TROUBLESHOOTING MANUAL			1

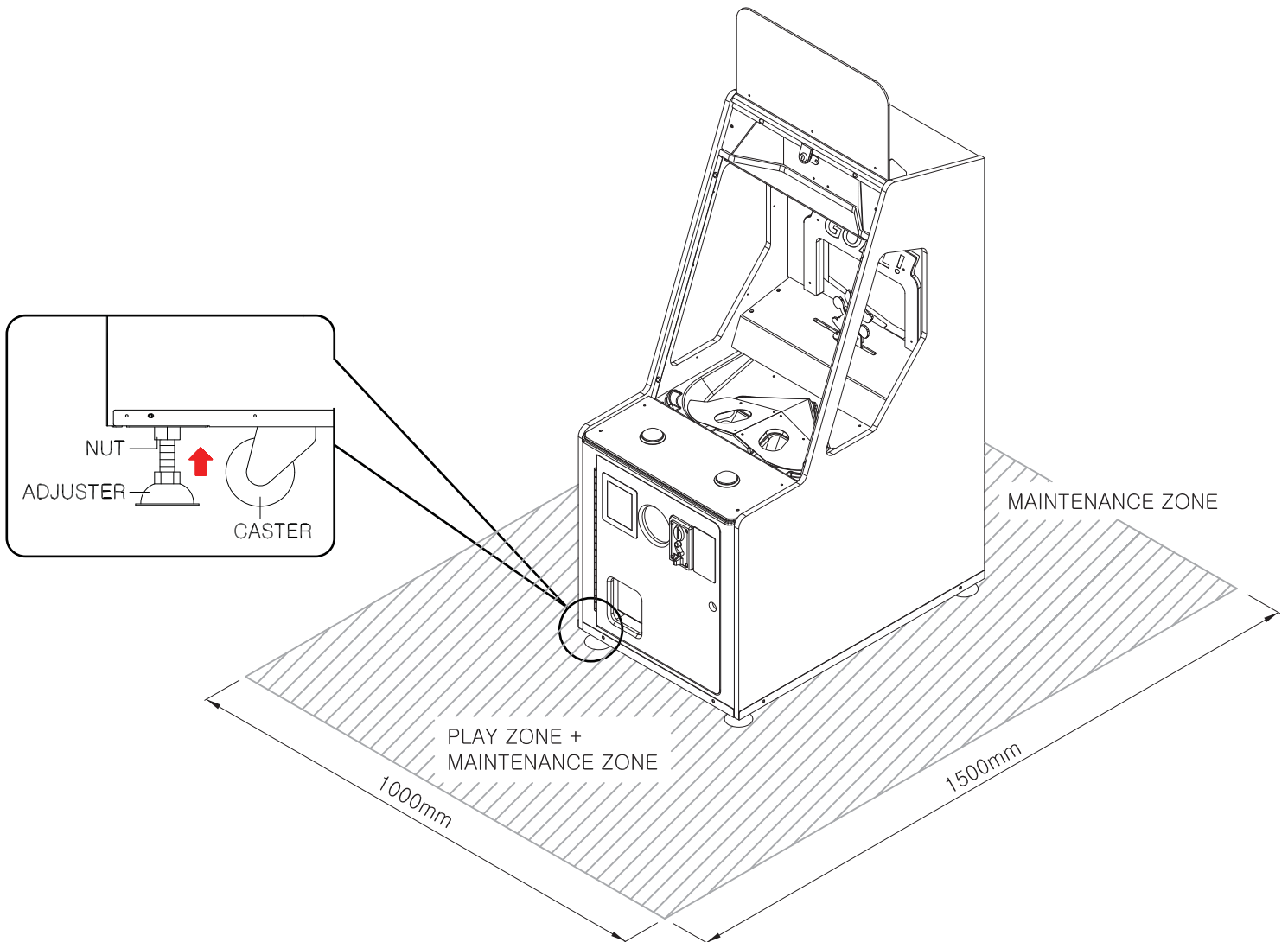
## 2. INSTALLATION

### 2-1. INSTALLATION SPACE

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

#### **\*IMPORTANT**

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

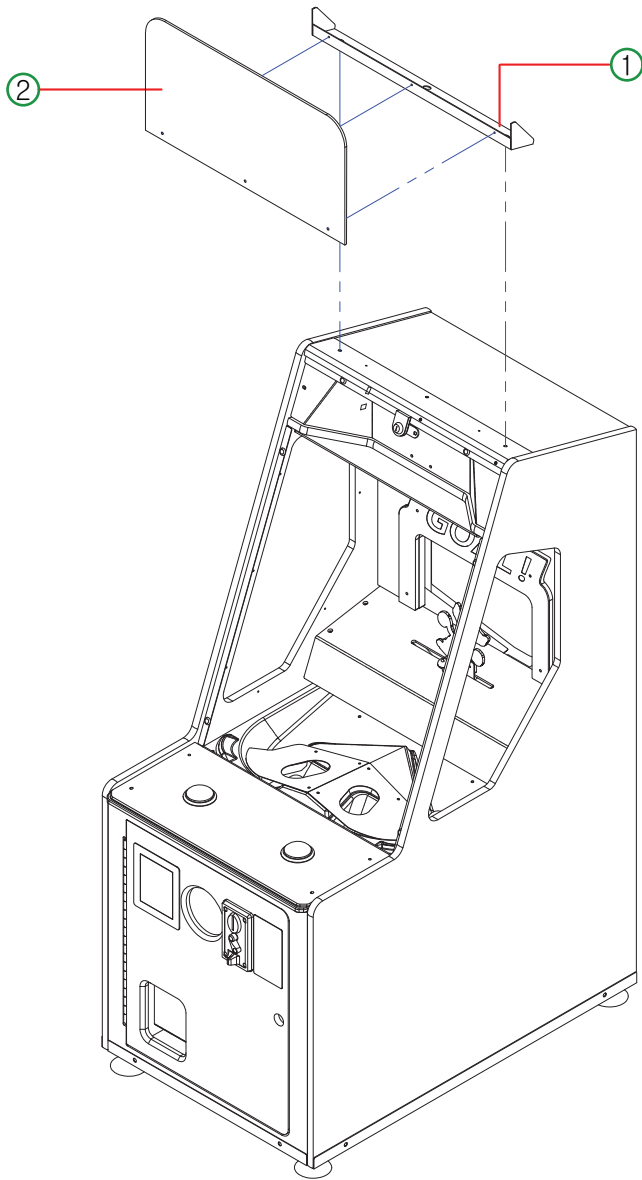




## 2-2. HOW TO INSTALL

1

### \* BILLBOARD ASS'Y



- After assembling ① TITLE ACRYL BKT + ② BILLBOARD FORMAX connect connector using [M4 bolts, 5pcs]

2







- Please complete assembling as shown in the picture.




# 3. SETUP SETTING







## 3-1. MACHINE SETUP

### 1. SETUP BUTTON LAYOUT













 MENU/SELECT	 MOVE/CHANGE	 CANCEL/SERVICE	1) MENU/SELECT : SET UP MENU/SELECT 2) MOVE/ CHANGE: MENU MOVE /VALUE CHANGE 3) CANCEL/SERVICE: CANCEL/SERVICE BUTTON (IN CASE OF ERROR, ERROR CLEAR BUTTON)
FND DISPLAY FOR MENU ITEMS AT SET UP IS DISPLAYED AT GOALS FND AND TIME/CREDIT(s) FND			
			






### [ OPERATING OPTIONS ]

OPERATING OPTIONS		
※HOW TO OPERATE BUTTONS		
1	2	3
 MOVE/CHANGE	 MENU/SELECT	 CANCEL/SERVICE
MANU ITEM MOVE	ITEM SELECT	CANCEL/EXIT











MENU ITEMS	FND DISPLAY	DESCRIPTIONS
1.PROGRAM SETTINGS	GOALS TIME 	SET UP MODE SETTING ITEMS RELATED WITH PROGRESS OF GAME SUCH AS CREDIT/COIN, GAME TIME AND ETC
2.CLEAR MODE	GOALS TIME 	DELETE MODE DELETE ITEMS RELATED WITH CREDIT AND GAME DATA
3.BOOKKEEPING	GOALS TIME 	DISPLAY OF GAME DATA (PAYIN, PAYOUT)
4.FACTORY SETTING	GOALS TIME 	INITIALIZING TO FACTORY SETTING
5.TEST MODE	GOALS TIME 	TEST MODE
6.EXIT (Out)	GOALS TIME 	EXIT TO OPERATION OPTIONS

## 3-2. SETUP MODE





PROGRAM SETTINGS					
※ HOW TO MANIPULATE SETTING BUTTONS					
1	2	3	4	5	6
 MOVE/CHANGE	 MENU/SELECT	 MOVE/CHANGE	 MENU/SELECT	 MOVE/CHANGE	 MENU/SELECT
MOVE TO MENU ITEMS	SELECT ITEMS TO CHANGE (FLICKERING)	SETTING VALUE CHANGE	CHECK (FLICKERING STOP)	SAVE EXIT MOVE	EXECUTION
7	8	CANCEL / SERVICE			
 MOVE/CHANGE	 MENU/SELECT	 CANCEL/SERVICE			
SELECT [ye] BETWEEN [ye] AND [no]	CHECK SELECT	SELECT CANCEL OR EXIT			
SETTING ITEMS	FND DISPLAY	DESCRIPTION	RANGE	DEFAULT	
11. CREDIT / COIN	GOALS TIME 	SETTING THE RATIO CREDIT/COIN SETTING REQUIRED COIN INPUT TO INCREASE CREDIT(S) "Fr" : Free Game "11" : 1 Coin Input 1 Credit Increase "12" : 2 CoinsInput 1 Credit Increase ~ "15" : 5 CoinsInput 1 Credit Increase "21" : 1 Coin Input 2 CreditsIncrease ~ "51" : 1 Coin Input 5 CreditsIncrease	"Fr", 11, 12, 13, 14, 15, 21, 31,41, 51	11	
12. CREDIT / BILL	GOALS TIME 	SETTING THE RATIO CREDIT/BILL INCREASE OF CREDIT(S) RESPONDING TO BILL SIGNAL INPUT INCREASE VALUE OF CREDIT(S) RESPONDING TO BILL SIGNAL INPUT 1 : 1 Credit increases responding to 1 Bill Signal 2 : 2 Credits increase responding to 1 Bill Signal ~ 9 : 9 Credits increase responding to 1 Bill Signal 10 : 10 Credits increase responding 1 BillSignal	1 ~ 10 (INCREASES BY 1)	1	
13. PLAY TIME	GOALS TIME 	LIMIT TIME FOR GAME PLAY 15 ~ 99 : GAME ENDS WHEN TIME REDUCES TO "0" SECOND FROM SETTING TIME	15 ~ 90 (BY SECOND) (INCREASES BY 5)	30	

14. WIN PRIZE OUT	GOALS TIME 	ONE PRIZE IS TO BE DISPENSED WHEN MAKING GOALS FOR MORE THAN SET SCORE "--" :NO PRIZE DISPENSE. 1 ~ 30 : ONE PRIZE IS TO BE DISPENSED WHEN MAKING GOALS MORE THAN SET SCORE	"--" 1 ~ 30 (INCREASE BY 1)	15
15. DIFFICULTY	GOALS TIME 	CONTROL OF DIFFICULTY LEVEL (MOVEMENT OF GOAL KEEPER) 01: CONTINUOUS MOVEMENT WITHOUT STOP 02: GOAL KEEPER MOVES AFTER PAUSING ONE SECOND AT LEFT OR RIGHT END	"01", "02"	"01"
16. ATTRACT VOLUME	GOALS TIME 	USE OF DEMO SOUND AND	"00", 10 ~ 99 (INCREASES BY 10)	60
SAVE EXIT	GOALS TIME 	SAVE AND EXIT	PRESSS SELECT BUTTON AND EXECUTE BY MOVING CURSOR TO [yes] or [no]	
EXIT(out)	GOALS TIME 	SAVE AND EXIT TO PREVIOUS MENU		










※SAVE ANDEXIT HOW TO OPERATE [yes] or [no] SELECT BUTTON





1	2	3	4
 MENU/SELECT	 MOVE/CHANGE	 MENU/SELECT	
SELECT ITEMS	CHECK FLICKERING [yes] ITEM		CHECK YES SELECT
GOALS TIME 	GOALS TIME  GOALS TIME 	GOALS TIME  GOALS TIME 	GOALS TIME  GOALS TIME 


### 3-3. CLEAR MODE










2. CLEAR MODE			
◇ DELETE REMAINING CREDIT(S), GAME DATA AND BOOKKEEPING			
SETTING ITEM	FND DISPLAY	DESCRIPTION	EXECUTION
21. CLEAR CREDIT	GOALS TIME 	DELETE REMAINING CREDIT(S) & PRIZE TO BE DISPENSED	PRESS SELECT BUTTON AND EXECUTE BY MOVING CURSOR TO [yes] or [no]
22. CLEAR PRIZE	GOALS TIME 	DELETE REMAINING PRIZE OUT	
23. CLEAR DATA	GOALS TIME 	DELETE ALL CREDIT(s), GAMEDATA, BOOKKEEPING	
EXIT (Out)	GOALS TIME 	EXIT	

※ CLEAR MODE HOW TO OPERATE [yes] or [no] and [select]

1	2	3	4
			
SELECT ITEM	CHECK FLICKERING [yes] ITEM		CHECK "YES" SELECT [OK] FLICKERING
	GOALS TIME  GOALS TIME 	GOALS TIME  GOALS TIME 	GOALS TIME  GOALS TIME 

3. BOOKKEEPING			
✧ CHECK GAME PLAY COUNT, COIN & BILL IN, PRIZE OUT COUNT			
SETTING ITEM	FND DISPLAY	DESCRIPTION	EXECUTION
31. GAME PLAY	GOALS TIME 	GAME PLAY COUNT	MOVE TO PREVIOUS MENU BY PRESSING SELECT BUTTON
32. PAYIN	GOALS TIME 	COIN & BILL INPUT COUNT (Free Game &Service: NOT INCLUDED)	
33. PAYOUT	GOALS TIME 	PRIZE OUT COUNT	
EXIT (Out)	GOALS TIME 	EXIT (TO PREVIOUS MENU)	
CREDIT FND AND TIME FND ARE DISPLAYED IN TOTAL 4 DIGITS. IF THEY EXCEED 4 DIGITS, EXCEEDED NUMBER ARE DISPLAYED IN SEQUENCE TONUMBER OF DIGITS			

4. FACTORY SET		
✧ INITIALIZING TO FACTORY SETTING VALUE (CLEAR ALL DATA AND SET DEFAULT VALUE OF PROGRAM SETTING ITEM)		
SETTING ITEM	FND DISPLAY	DESCRIPTION
4. FACTORY SET	GOALS TIME 	SELECT [yes] or [no] BY PRESSING SELECT BUTTON AND MOVE TO [yes] BY CURSOR





1	2	3	4
			
EXECUTE	SELECT [yes] ITEM AND CHECK FLICKERING		CHECK "YES" SELECT [OK] FLICKERING
	GOALS TIME  GOALS TIME 	GOALS TIME  GOALS TIME 	GOALS TIME  GOALS TIME 












### 3-4. TEST MODE










#### 5. TEST MODE

##### ◇ OPERATION TEST













##### ※ TEST MODE HOW TO OPERATE SELECT CHECK BUTTON








1	2	3
 MOVE/CHANGE	 MENU/SELECT <span style="margin: 0 10px;">or</span>  SHOOT	 CANCEL/SERVICE
MOVE TO TEST MENU ITEM	OPERATE TEST ITEM ON/OFF	EXIT (TO PREVIOUS MENU)


TEST ITEM	FND DISPLAY	DESCRIPTION
51. INPUT TEST	GOALS TIME 	<b>CHECK INPUT STATUS OF BUTTON AND SENSOR</b> (TO BE PLAYED BY SOUND WHEN INPUT STATUS OF EACH BUTTON AND SENSOR IS CHECKED) BASICALLY INPUT STATUS NUMBER IS DISPLAYED IN THE 1ST PLACE OF TIME FND
	TIME 	0. SET UPMENU/SELECT BUTTON [Sound: ZERO]
	TIME 	1. LEFT SHOOT BUTTON [Sound: ONE]
	TIME 	2. RIGHT SHOOT BUTTON [Sound: TWO]
	TIME 	3. GOAL IN HOLE SENSOR [Sound: THREE]
	TIME 	4. BALL MOUNTING SENSOR [Sound: FOUR]
	TIME 	5. COIN SELECTOR SENSOR 1 [Sound: FIVE]
	TIME 	6. COIN SELECTOR SENSOR 2 [Sound: SIX]
	TIME 	7. BILL ACCEPTER SIGNAL [Sound: SEVEN]
	TIME 	8. PRIZE OUT SENSOR [Sound: EIGHT]
	TIME 	DISPLAY OF INPUT STATUS IN THE 2ND PLACE OF TIME FND 9. GOAL KEEPER MOTOR CHECK SENSOR [Sound: NINE]

52. LAMP & FND	GOALS TIME 	<b>LAMP, FND, LED TEST</b> SELECT or SHOOTBUTTON :TEST BY PRESSING IN SEQUENCE OF [STEP] ▶ [ON] ▶ [ON/OFF] ▶ [OFF]
		[STEP] : TEST IN SEQUENCE AS BELOW ▶ LAMP :LEFT SHOOT BUTTON LAMP ON ▶ LAMP :RIGHT SHOOT BUTTON LAMP ON ▶ FND :TOTAL ON, OFF FLICKERING ▶ FND :DISPLAY [12] [34] IN SEQUENCE ▶ FND :DISPLAY TOTAL [11] [11] ~ [99] [99] NUMBER COUNT ▶ LED :GREEN LED AT TABLE FLANGE ON ▶ LED :FLICKERING OF GOAL IN HOLE ACRYL IN SEQUENCE OF WHITE, RED, BLUE, GREEN [ON] : STATUS OF TOTAL LAMP, FND, LED ON [ON/OFF] : ON/OFF TOTAL LAMP, FND, LED AT AN INTERVAL OF ONE SECOND [OFF] : STATUS OF TOTAL OFF (FND: DISPLAY OF CURRENT MENU ITEM [52] [--] )
53. GOALKEEPER MOTOR	GOALS TIME 	<b>GOAL KEEPER MOTOR TEST</b> SELECT or SHOOTBUTTON :MOTOR OPERATION "ON" / "OFF"
	TIME 	DISPLAY OF MOTOR OPERATION STATUS IN THE 1ST PLACE OF TIME FND [o-] : MOTOR ON, [--] : MOTOR OFF
	TIME 	DISPLAY OF GOAL KEEPER SENSOR CHECK COUNT IN THE 2ND PLACE OF TIME FND
	TIME 	DISPLAY OF GOAL KEEPER SENSOR ON/OFF AT DOT OF THE 2ND PLACE OF TIME FND
54. PRIZE HOPPER MOTOR	GOALS TIME 	<b>PRIZE HOPPER MOTOR TEST</b> SELECTBUTTON: MOTOR OPERATION "ON" / "OFF" SHOOT BUTTON : TEST FOR DISPENSING ONE PRIZE (FORWARD TOTATION / REVERSE ROTATION)
	TIME 	DISPLAY OF MOTOR OPERATION STATUS IN THE 1ST PLACE OF TIME FND [o-] : MOTOR ON, [--] : MOTOR OFF
	TIME 	DISPLAY OF PRIZE HOPPER SENSOR STATUS COUNT IN THE 2ND PLACE OF TIME FND
	TIME 	DISPLAY OF PRIZE HOPPER SENSOR ON/OFF STATUS AT DOT IN THE 2ND PLACE OF TIME FND





















55. SOLENOID	<b>GOALS TIME</b> 	<b>SOLENOID TEST</b> SELECTBUTTON: AUTOMATIC OPERATION OF SOLENOID "ON", "OFF" REPETION OF OPERATION FROM LEFT SOLENOID TO RIGHT SOLENOID LEFT SHOOT BUTTON: LEFT SOLENOID #1 "ON", "OFF" RIGHT SHOOT BUTTON : RIGHT SOLENOID #1 "ON", "OFF"  <b>TO PREVENT OVER LOAD AT SOLENOID TEST, RETEST IS POSSIBLE AFTER WAITING ONE SECOND FROM SWITCHING ON (WAIT FOR ONE SECOND AFTER SWITCHING ON)</b>
	<b>TIME</b> 	DISPLAY OF LEFT SOLENOID OPERATION STATUS 1 IN THE 1ST PLACE OF TIME FND.WHEN IT IS BEING OPERATED, LEFT SHOOT BUTTON LAMP IS SWITCHED ON
	<b>TIME</b> 	DISPLAY OF RIGHT SOLENOID OPERATION STATUS 2 IN THE 2ND PLACE OF TIME FND. WHEN IT IS BEING OPERATED, RIGHT SHOOT BUTTON LAMP IS SWITCHED ON
56. COIN	<b>GOALS TIME</b> 	<b>COIN SELECTOR TEST</b> SELECT or SHOOT BUTTON :COIN SELECTOR OPERATION "ON" / "OFF". STATUS OF COIN SELECTOR "ON" IS DISPLAYED BY FLICKERING OF TIME/CREDIT(s) FND
	<b>TIME</b> 	COIN SELECTOT 1 SENSOR CHECK COUNT IS DISPLAYED IN THE 1ST PLACE OF TIME FND. STATUS OF COIN SELECTOR SENSOR IS DISPLAYED BY LEFT SHOOT BUTTON(On / Off)
	<b>TIME</b> 	COIN SELECTOR 2 SENSOR CHECK COUNT IS DISPLAYED IN THE 2ND PLACE OF TIME FND STATUS OF COIN SELECTOR SENSOR IS DISPLAYED BY RIGHT SHOOT BUTTON (On / Off)
57. BILL	<b>GOALS TIME</b> 	<b>BILL ACCEPTER TEST</b> SELECT or SHOOT BUTTON :BILL ACCEPTER OPERATION "ON" / "OFF". STATUS OF BILL ACCEPTER"ON" IS DISPLAYED BY FLICKERING OF TIME/CREDIT(s) FND
	<b>TIME</b> 	DISPLAY OF BILL ACCEPTER SENSOR CHECK COUNT IN THE 2ND PLACE OF TIME FND
	<b>TIME</b> 	DISPLAY OF BILL ACCEPTER SENSOR ON/OFF IN THE 2ND PLACE OF TIME FND DOT
58. COUNTER	<b>GOALS TIME</b> 	<b>COUNTER TEST</b> SELECT or SHOOT BUTTON : COIN IN AND PRIZE OUT COUNTER OPERATES AT AN INTERVAL OF ONE SECOND
	<b>TIME</b> 	DISPLAY OF COIN IN COUNER OPERATION IN THE 1ST PLACE OF TIME FND
	<b>TIME</b> 	DISPLAY OF PRIZE OUT COUNER OPERATION IN THE 2ND PLACE OF TIME FND




59. SOUND	GOALS TIME 	<b>SOUND TEST</b> SELECT BUTTON : AUTOMATIC PLAY OF SOUND, ON/OFF TEST SHOOT BUTTON : PLAY OF SOUND (ONE TIME)
	TIME 	DISPLAY OF SOUND PLAY "ON" IN THE 1ST PLACE OF TIME FND
60. BALL MOUNTED MOTOR	GOALS TIME 	<b>BALL MOUNTING MOTOR TEST</b> SELECT or SHOOT BUTTON : MOTOR OPERATION "ON" / "OFF"
	TIME 	DISPLAY OF MOTOR OPERATION STATUS IN THE 1
	TIME 	DISPLAY OF BALL MOUNTING MOTOR SENSOR CHECK COUNT
	TIME 	DISPLAY OF BALL MOUNTING SENSOR ON/OFF STATUS IN THE
EXIT	GOALS TIME 	EXIT (TO PREVIOUS MENU)

5. EXIT ✧ EXIT TO OPERATION OPTIONS		
SETTING ITEM	FND DISPLAY	DESCRIPTION
5. EXIT	GOALS TIME 	EXIT TO OPERATION OPTIONS

### 3-5. ERROR CODE

ERROR CODE			
ERROR CODE FND DISPLAY	ERROR TYPE	DESCRIPTION	CHECK POINTS
[Er] [02] GOALS TIME 	SYSTEM	PROBLEM AT MAIN BOARD BACK-UP MEMORY (FRAM)	REPLACE MAIN BOARD IF PROBLEM IS STILL NOT FIXED AFTER TURNING POWER OFF AND ON
[Er] [03] GOALS TIME 		PROBLEM AT SET UP STORAGE DATA	1. PERFORM FACTORY SETTING 2. CHECK SET UP AND SAVE 3. REPLACE MAINBOARD IF PROBLEM IS STILL NOT FIXED
[Er] [04] GOALS TIME 		PROBLEM AT GAME STORAGE DATA	REPLACE MAIN BOARD IF PROBLEM IS STILL NOT FIXED AFTER TURNING POWER OFF AND ON
[Er] [11] GOALS TIME 	COIN SELECTOR	CONTINUOUS SENSOR SIGNAL AT COIN SELECTOR 1	1. OPERATION CHECK OF COIN SELECTOR #1 2. SENSOR INPUT CHECK OF COIN SELECTOR #1
[Er] [12] GOALS TIME 		CONTINUOUS SENSOR SIGNAL AT COIN SELECTOR 2	1. OPERATION CHECK OF COIN SELECTOR #2 2. SENSOR INPUT CHECK OF COIN SELECTOR #2
[Er] [13] GOALS TIME 	BILL ACCEPTER	CONTINUOUS SENSOR SIGNAL AT BILL ACCEPTER	1. OPERATION CHECK OF BILL ACCEPTER 2. SENSOR INPUT CHECK OF BILL ACCEPTER
[Er] [31] GOALS TIME 	GOAL KEEPER MOTOR	PROBLEM AT GOAL KEEPER MOTION SENSOR SIGNAL (NO SENSOR SIGNAL OR CONTINUOUS SIGNAL)	1. CHECK MOTOR OPERATION STATUS 2. CHECK INPUT STATUS OF MOTION SENSOR
[Er] [41] GOALS TIME 	BALL MOUNTING MOTOR	PROBLEM AT BALL MOUNTING MOTION SENSOR SIGNAL (NO SIGNAL OR CONTINUS SIGNAL)	1. CHECK MOTOR OPERATION STATUS 2. CHECK OPERATION SENSOR INPUT STATUS
[Er] [71] GOALS TIME 	GOAL IN HOLE SENSOR	CONTINUOUS GOAL IN HOLE SENSOR SIGNAL	1. CHECK BALL JAMMING STATUS 2. CHECK GOAL IN HOLE SENSOR STATUS
[Er] [81] GOALS TIME 	PRIZE HOPPER	NO DISPENSING SENSOR SIGNAL DURING OPERATION OF PRIZE HOPPER	1. CHECK WHETHER THERE IS NO CANSULE 2. CHECK MOTOR OPERATION 3. CHECK SENSOR SATUS
[Er] [82] GOALS TIME 		CONTINUOUS PRIZE OUT SENSOR SIGNAL	1. CHECK BALL JAMMING 2. CHECK OPERATION STATUS OF SENSOR

ERROR CODE ERROR DETECTION METHOD			
ERROR CODE FND DISPLAY	ERROR TYPE	DESCRIPTION	CHECK POINTS
[Er] [03] GOALS TIME 	SYSTEM	PROBLEM AT SET UP STORAGE DATA	ERROR OCCURS IF THERE IS ANY PROBLEM READING SET UP BACK UP MEMORY AFTER POWER IS TURNED ON
[Er] [04] GOALS TIME 		PROBLEM AT GAME STORAGE DATA	ERROR OCCURS IF THERE IS ANY PROBLEM READING GAME BACK UP MEMORY AFTER POWER IS TURNED ON
[Er] [11] GOALS TIME 	COIN SELECTOR	CONTINUOUS SENSOR SIGNAL AT COIN SELECTOR #1	ERROR OCCURS IF SIGNAL IS CONTINUED MORE THAN 2 SECONDS WHILE INHIBIT IS ON
[Er] [12] GOALS TIME 		CONTINUOUS SENSOR SIGNAL AT COIN SELECTOR #2	
[Er] [13] GOALS TIME 	BILL ACCEPTER	CONTINUOUS SENSOR SIGNAL AT BILL ACCEPTER	ERROR OCCURS IF SIGNAL IS CONTINUED MORE THAN 2 SECONDS WHILE INHIBIT IS ON
[Er] [31] GOALS TIME 	GOAL KEEPER MOTOR	PROBLEM AT GOAL KEEPER OPERATION SENSOR SIGNAL (NO SIGNAL OR CONTINUOUS SIGNAL)	ERROR HAPPENS IF THERE IS NO SENSOR SIGNAL FOR MORE THAN 5 SECONDS DURING MOTOR OPERATION.
[Er] [41] GOALS TIME 	BALL MOUNTING MOTOR	PROBLEM AT BALL MOUNTING OPERATION SENSOT SIGNAL (NO SIGNAL OR CONTINUOUS SIGNAL)	IF THERE IS NO SENSOR SIGNAL FOR MORE THAN THREE SECONDS DURING MOTOR OPERATION, IT STOPS AND ROTATES IN REVERSE FOR TWO SECONDS AND THEN ROTATES FORWARD. IF THERE IS STILL NO SENSOR SIGNAL FOR THREE SECONDS DURING THIS PROCESS, ERROR OCCURS

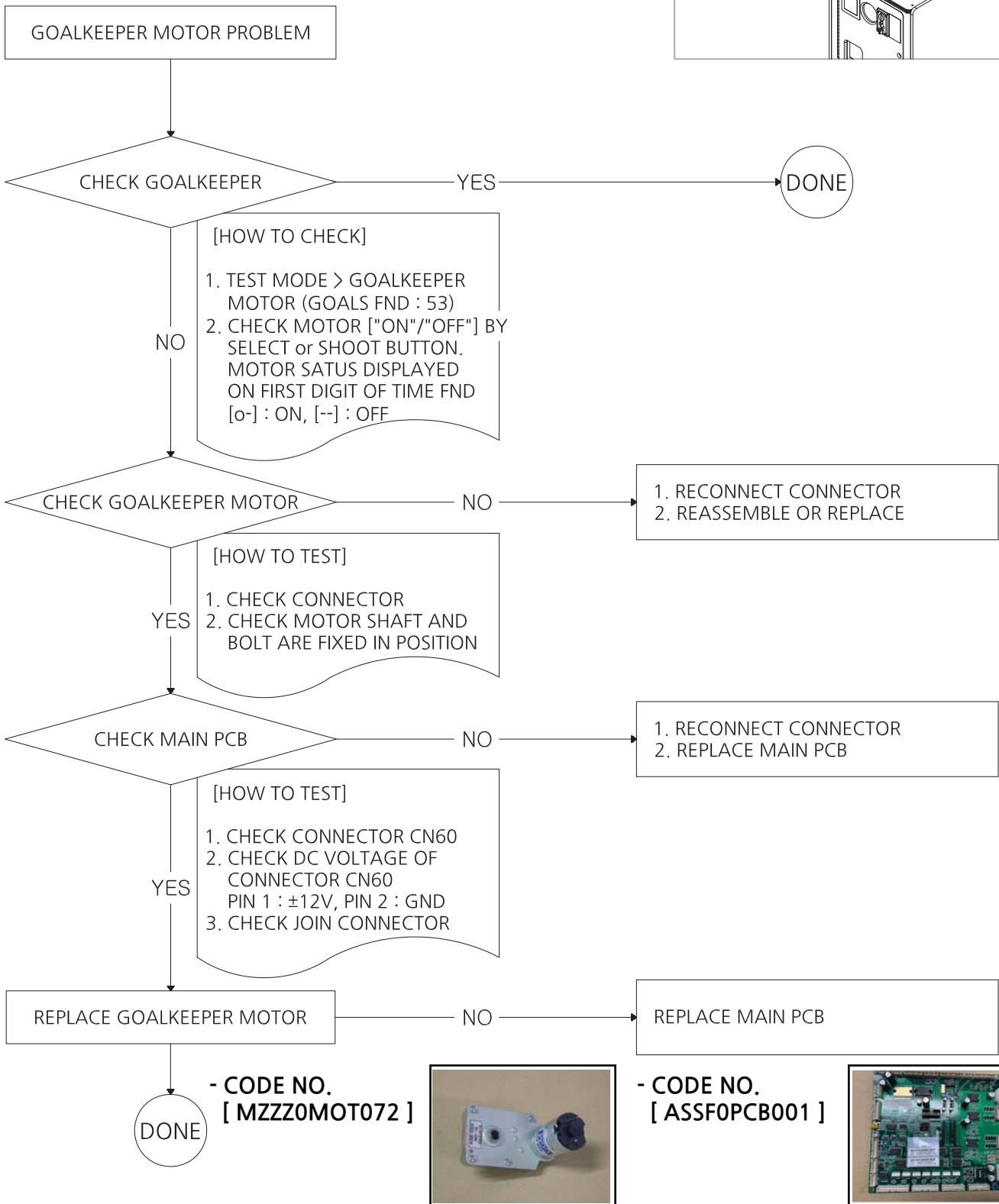
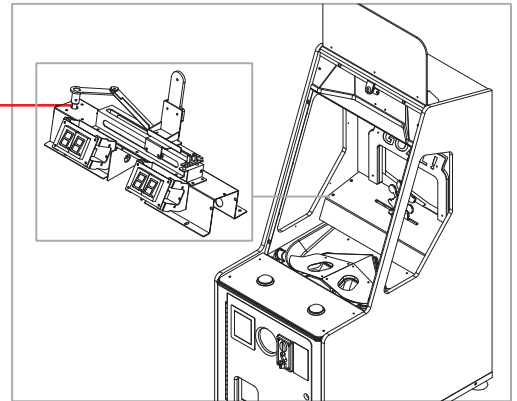
<p>[Er] [71] GOALS TIME </p>	<p>GOAL IN HOLE SENSOR</p>	<p>CONTINUOUS GOAL HOLE SENSOR SIGNAL</p>	<p>ERROR HAPPENS PERIODICALLY DUE TO DEFECTS OF ERROR DETECTING SENSOR IF THERE IS GOAL IN HOLE SENSOR SIGNAL FOR MORE THAN 3 SECONDS DURING GAME PLAY</p>
<p>[Er] [81] GOALS TIME </p>	<p>PRIZE HOPPER</p>	<p>NO DISPENSING SIGNAL WHILE PRIZEHOPPER IS IN OPERATION</p>	<p>IF PRIZE IS NOT DISPENSED FOR 5 SECONDS, THE MOTOR ROTATES IN REVERSE FOR 3 SECOND AND THEN ROTATES FORWARD FOR 5 SECONDS. IF PRIZE IS NOT DISPENSED EVEN AFTER REPEATING THIS PROCESS 3 TIMES, ERROR OCCURS</p>
<p>[Er] [82] GOALS TIME </p>		<p>CONTINUOUS SIGNAL FOR PRIZE OUT SENSOR</p>	<p>WHILE DISPENSING PRIZE, ERROR OCCURS IF DISPENSING SIGNAL KEEPS MORE THAN 2 SECONDS</p>

# 4. TROUBLESHOOTING

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

## 4-1. IN CASE OF GOALKEEPER MOTOR PROBLEM [ Er. 31 ]

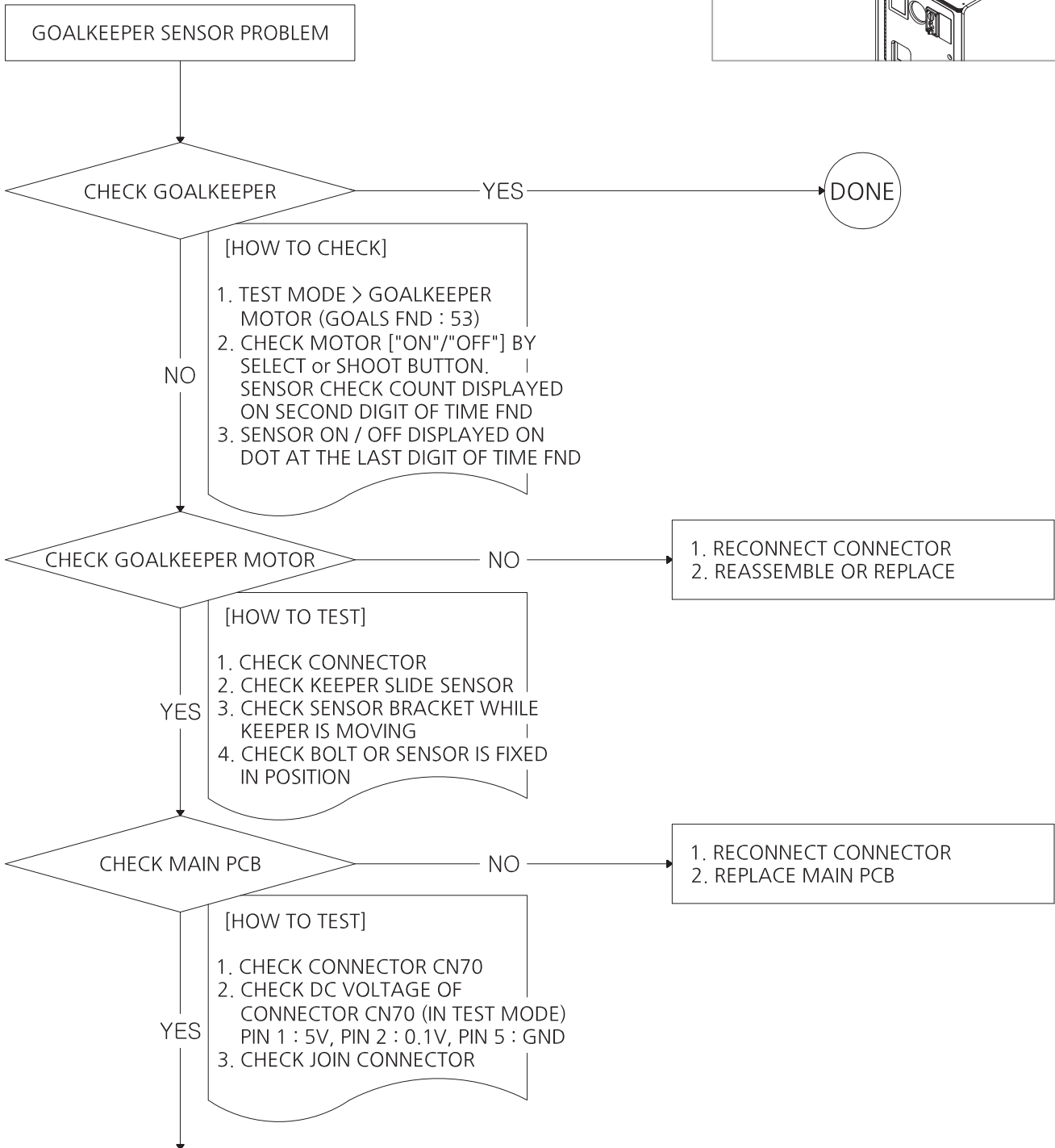
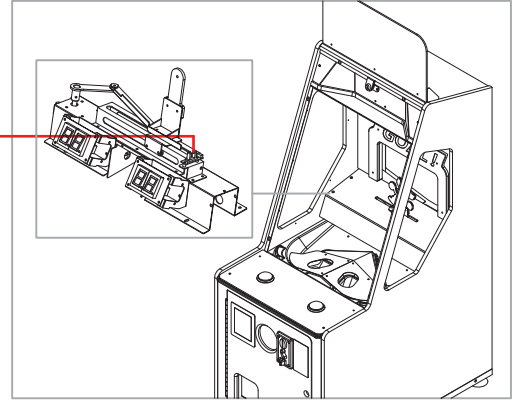
GOALKEEPER MOTOR

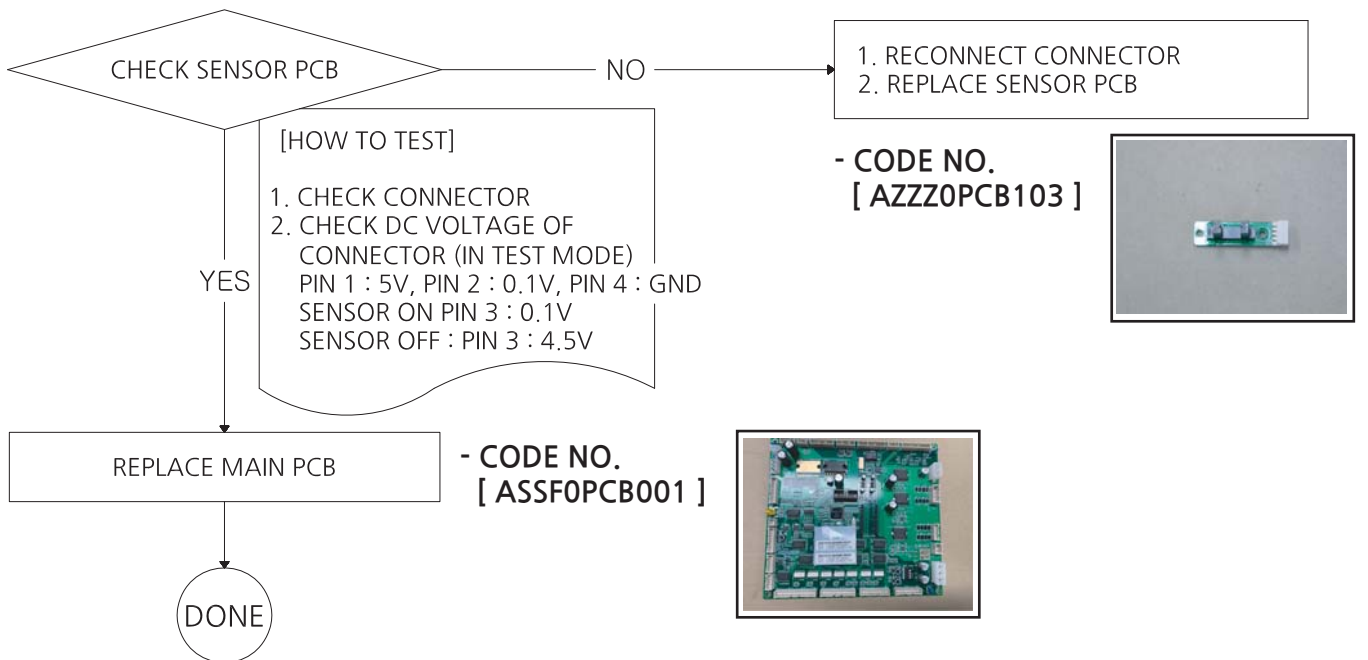


\* General check up : Check the supply voltage and wiring connection properly  
 \* "NO" : Means faulty of the check up result.

## 4-2. IN CASE OF GOALKEEPER SENSOR PROBLEM [ Er. 31 ]

GOALKEEPER SENSOR

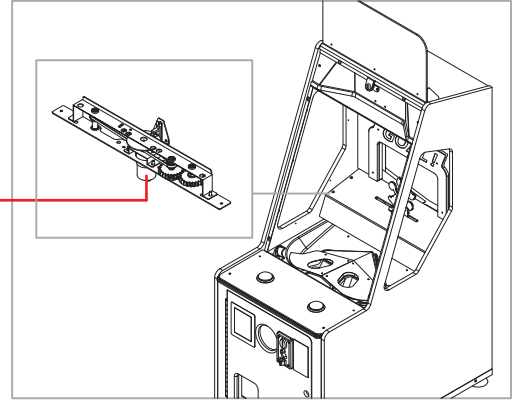




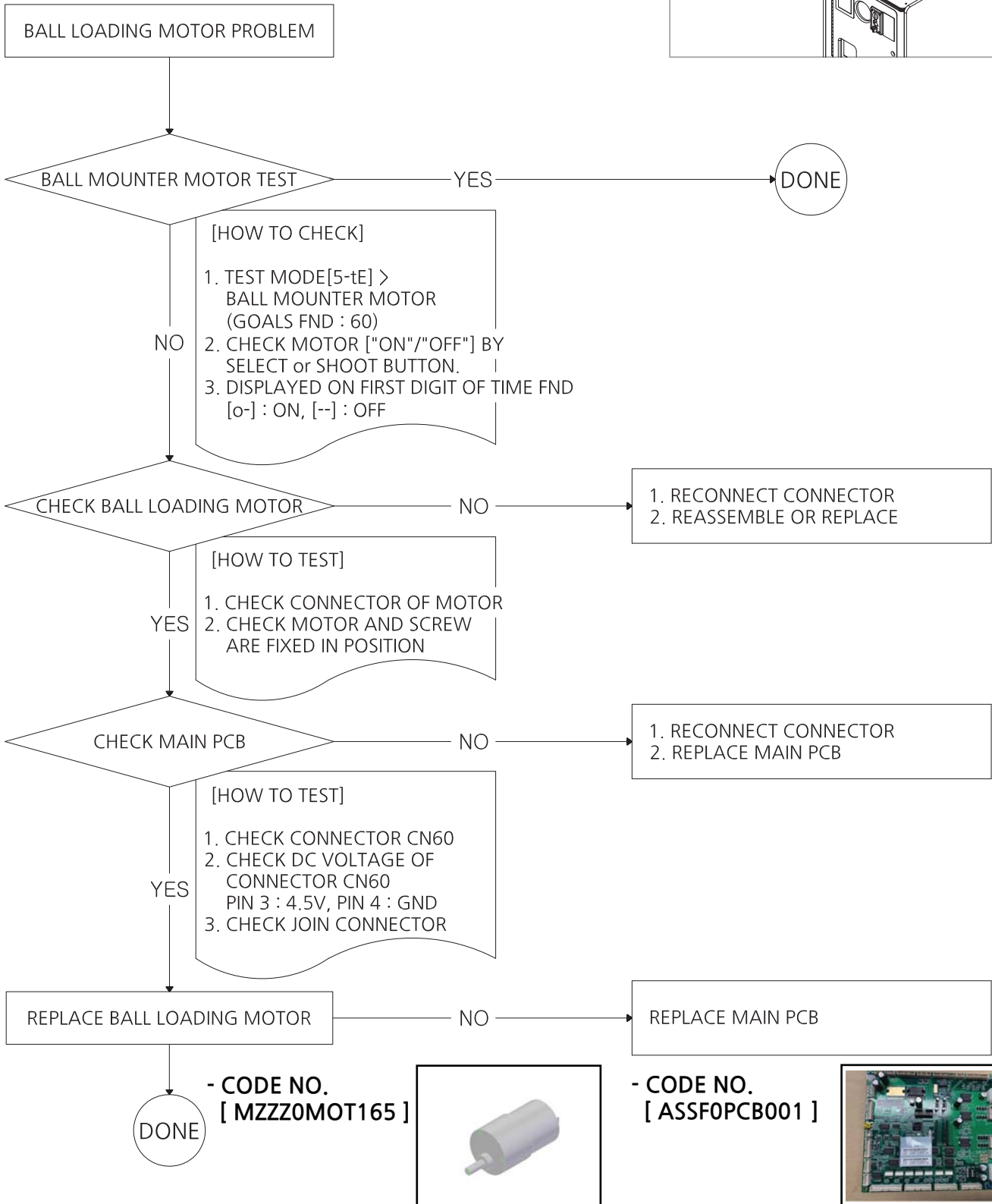


\* General check up : Check the supply voltage and wiring connection properly  
 \* "NO" : Means faulty of the check up result.

### 4-3. IN CASE OF BALL LOADING MOTOR PROBLEM [ ER. 41 ]

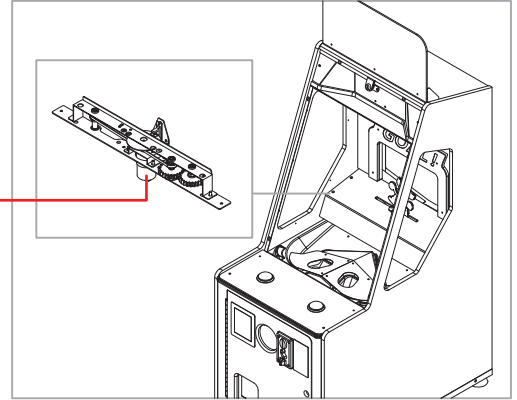


BALL LOADING MOTOR

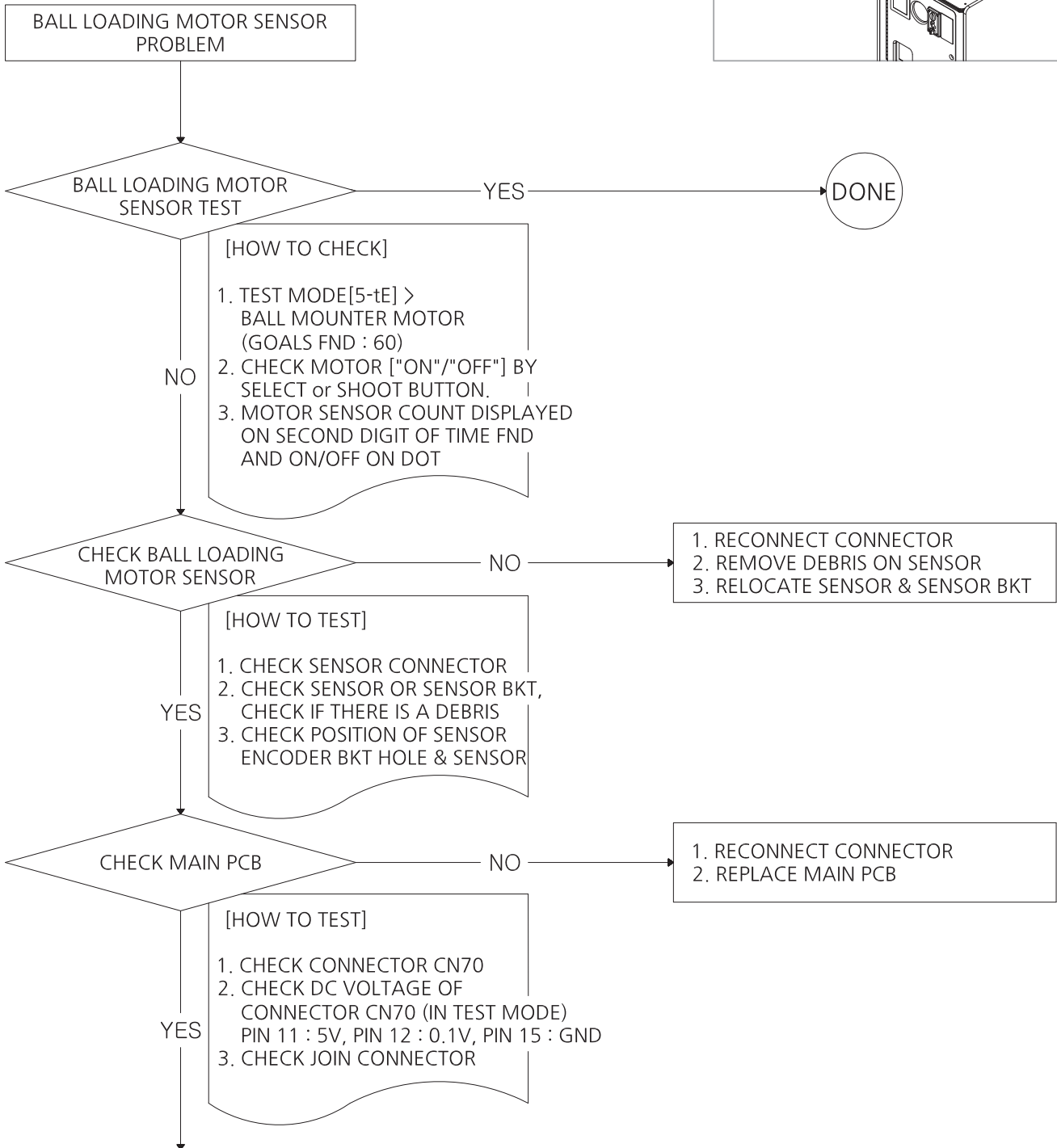


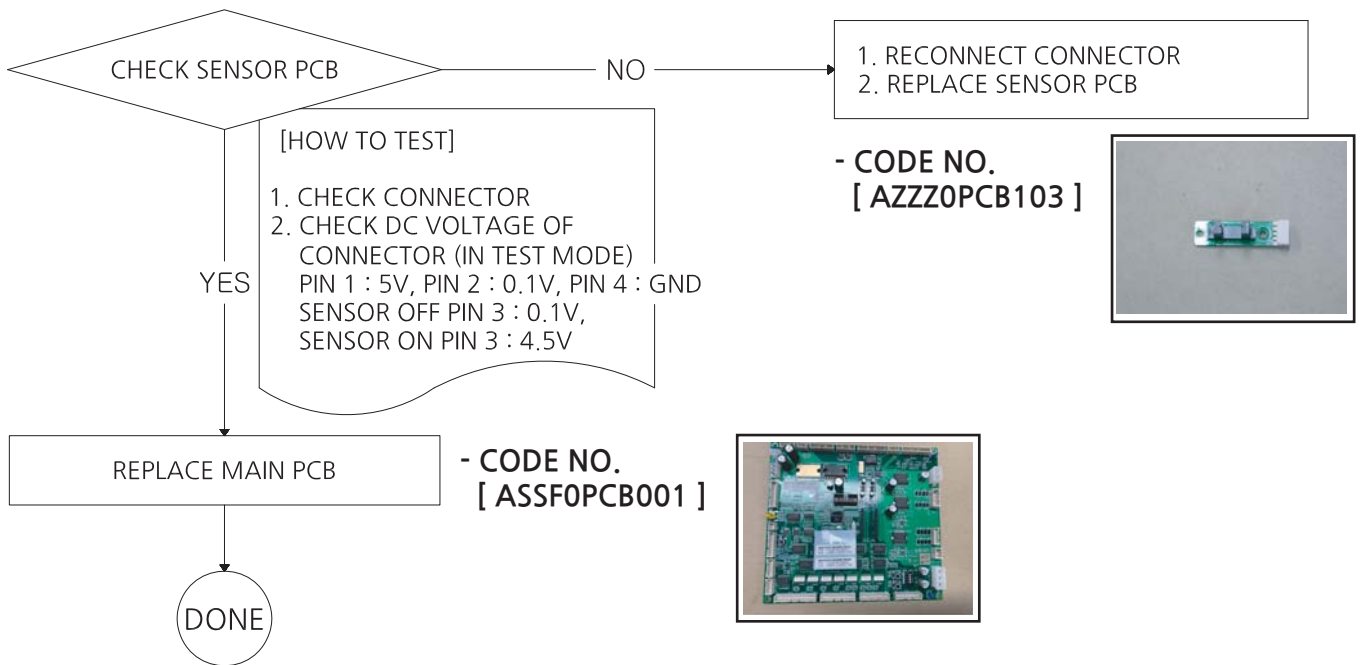
\* General check up : Check the supply voltage and wiring connection properly  
 \* "NO" : Means faulty of the check up result.

## 4-4. IN CASE OF BALL LOADING MOTOR SENSOR PROBLEM [ ER. 41 ]



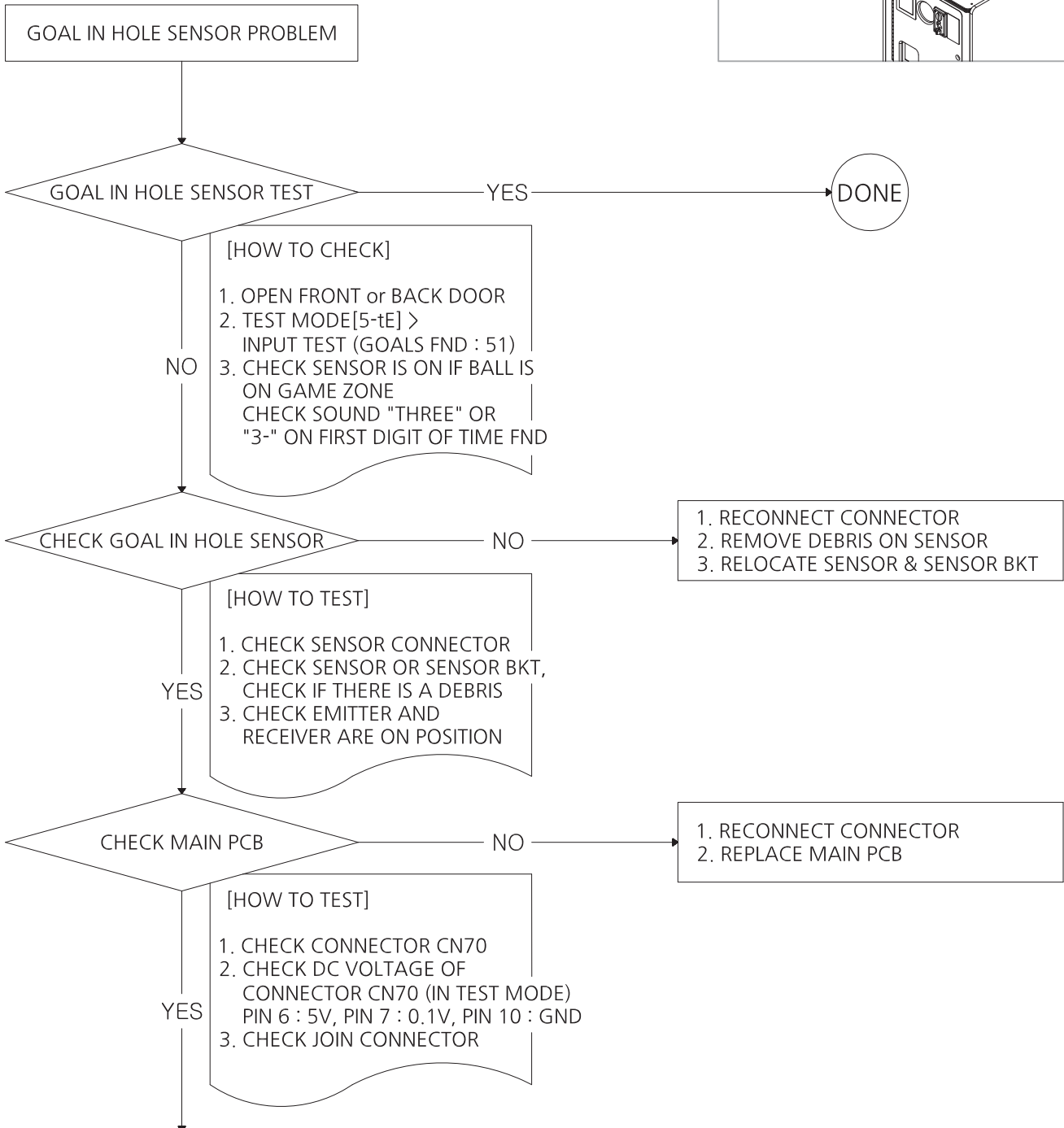
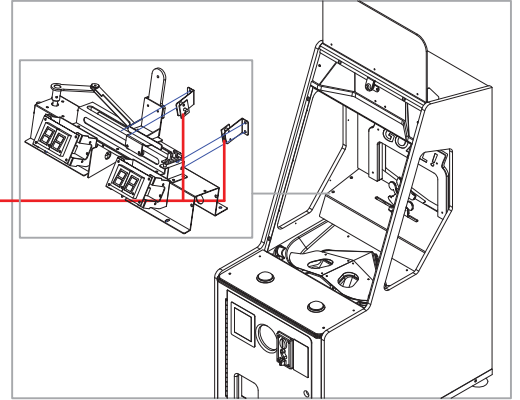
BALL LOADING MOTOR

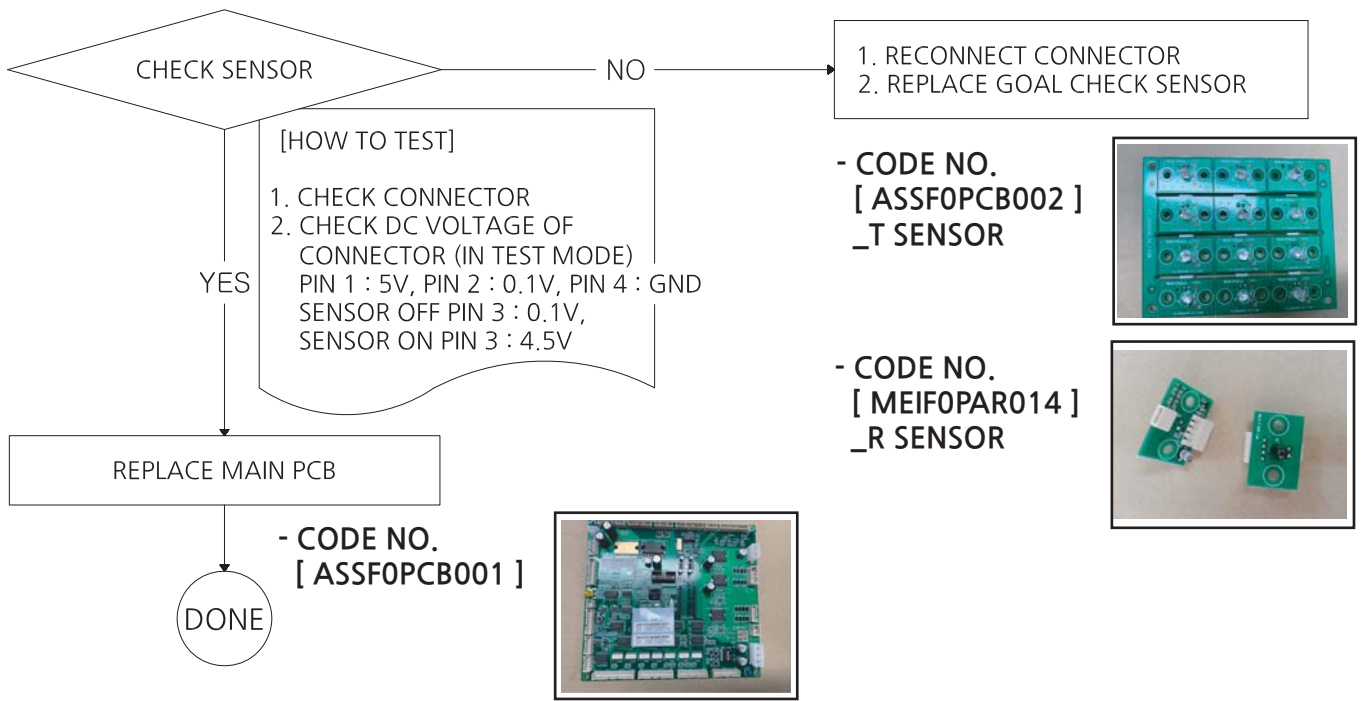




- \* General check up : Check the supply voltage and wiring connection properly
- \* "NO" : Means faulty of the check up result.

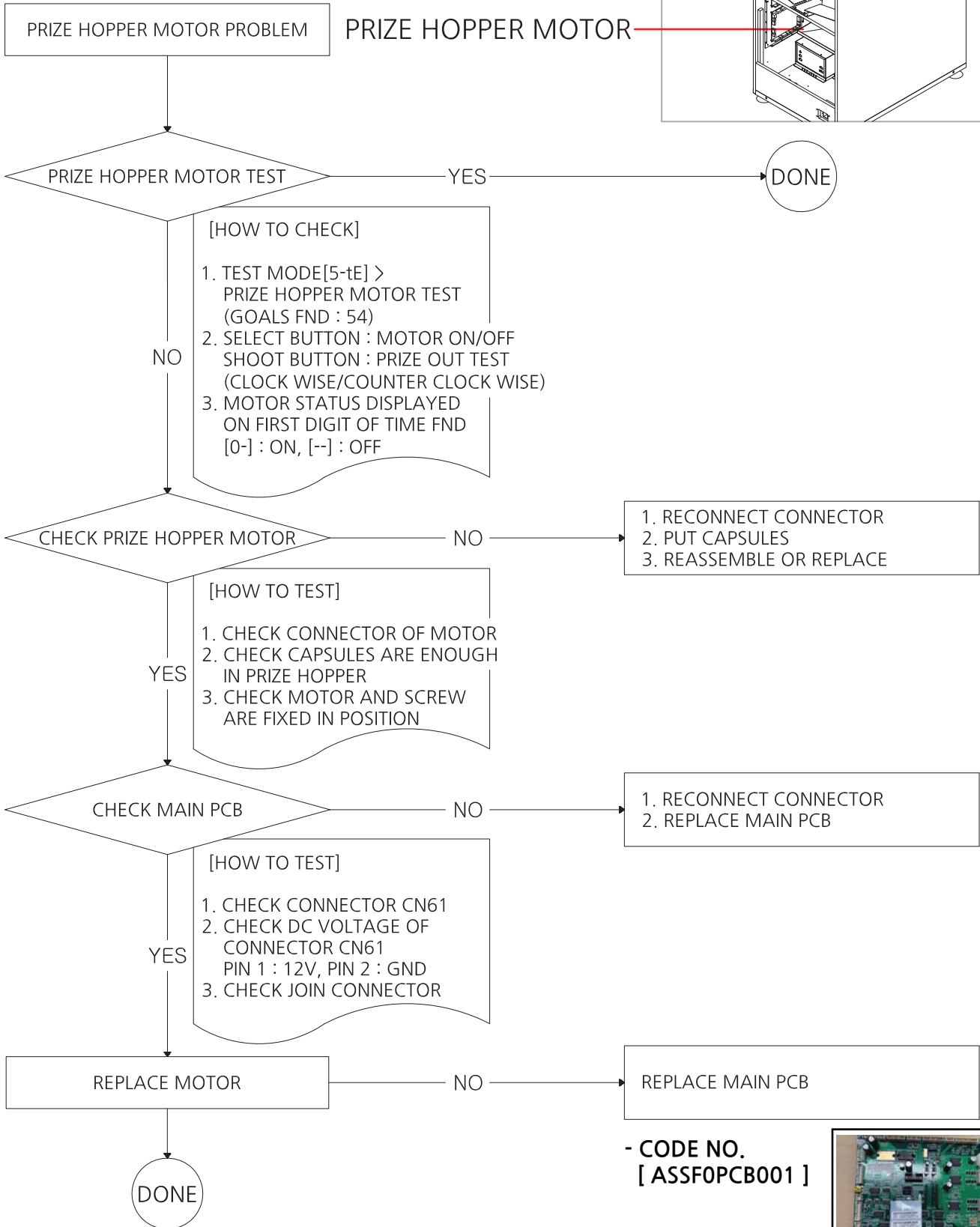
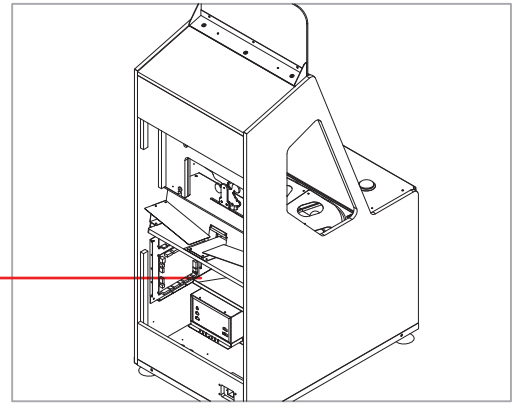
## 4-5. IN CASE OF GOAL IN HOLE SENSOR PROBLEM [ ER. 71 ]





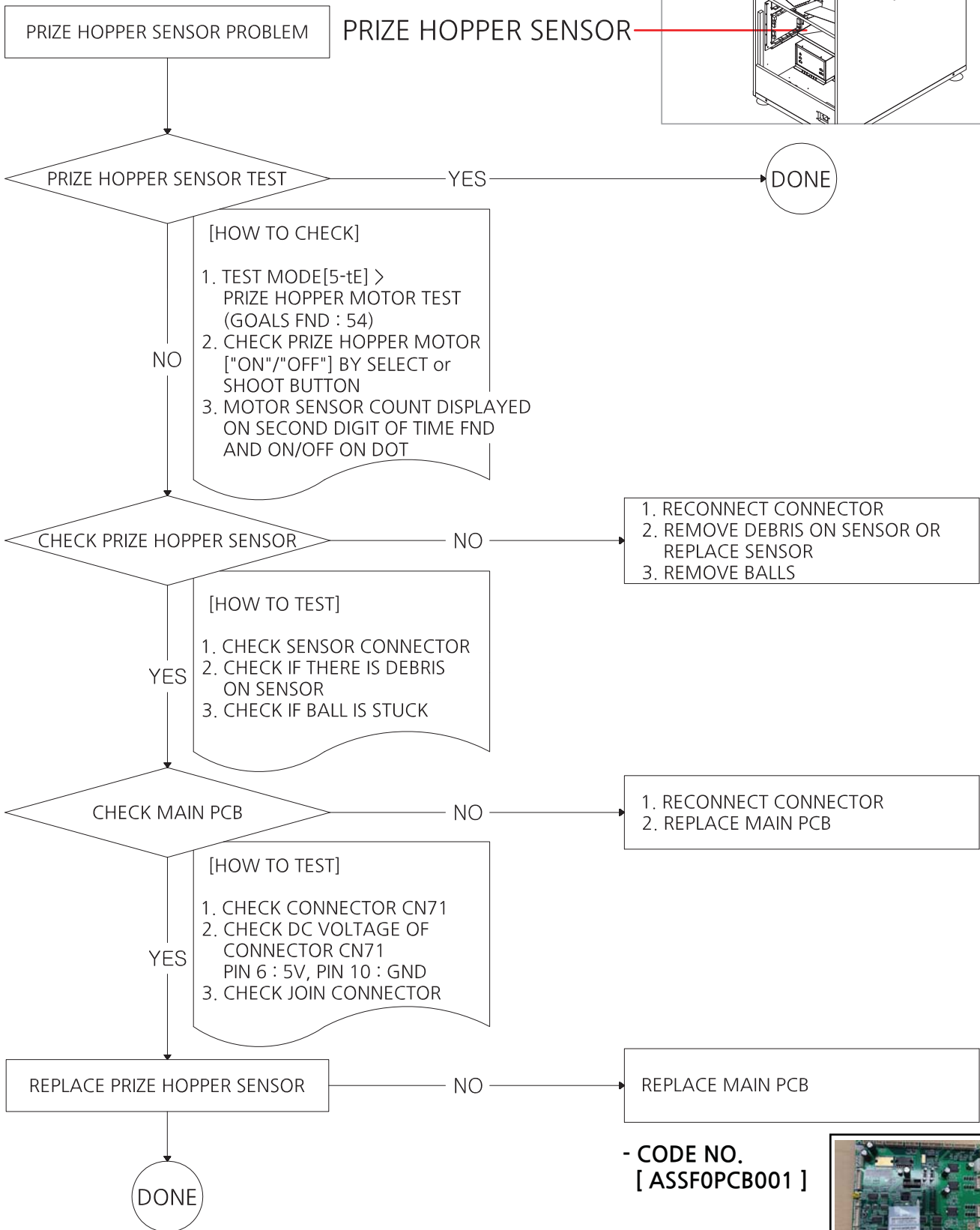
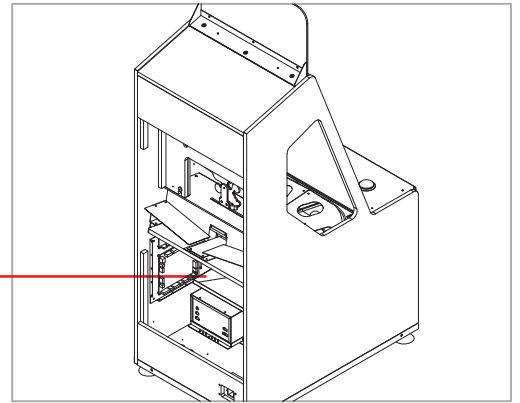
\* General check up : Check the supply voltage and wiring connection properly  
 \* "NO" : Means faulty of the check up result.

## 4-6. IN CASE OF PRIZE HOPPER MOTOR PROBLEM [ Er. 81 ]



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

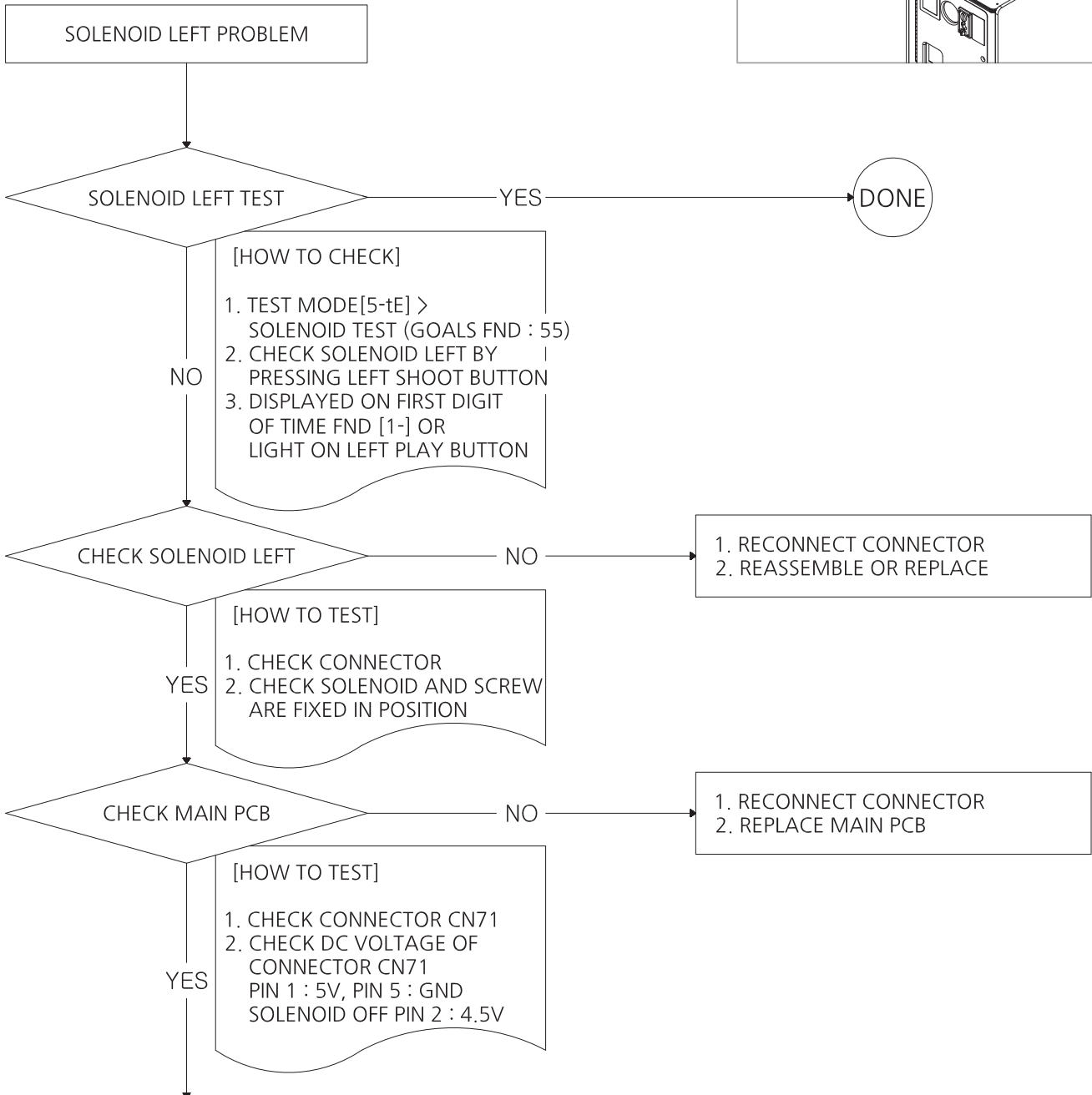
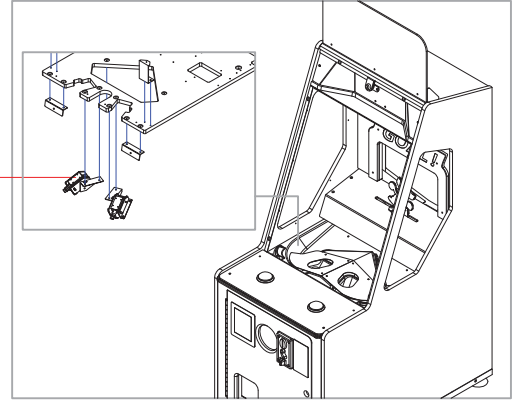
## 4-7. IN CASE OF PRIZE HOPPER SENSOR PROBLEM [ Er. 82 ]



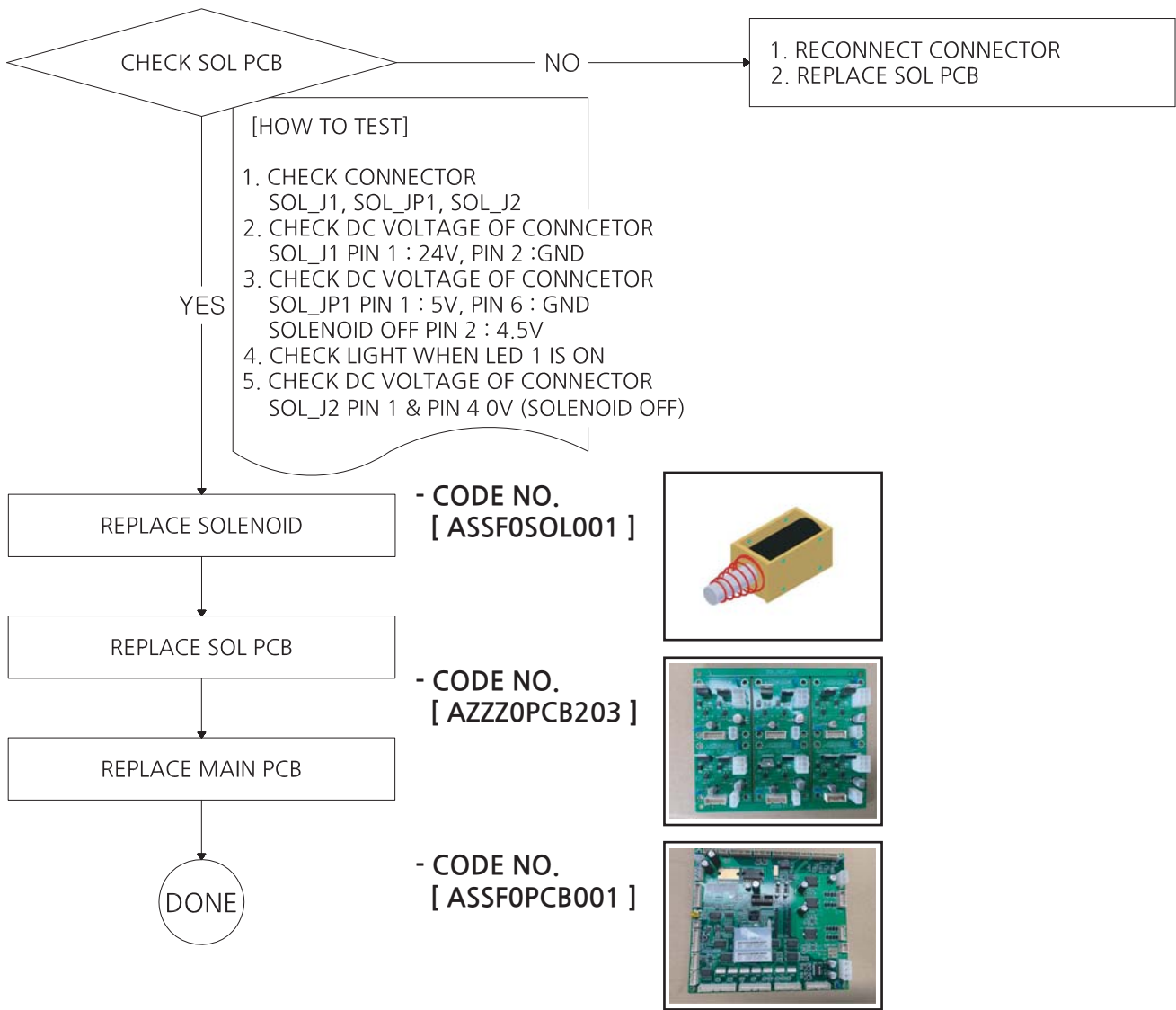
\* General check up : Check the supply voltage and wiring connection properly  
 \* "NO" : Means faulty of the check up result.

## 4-8. IN CASE OF SOLENOID LEFT PROBLEM

SOLENOID LEFT



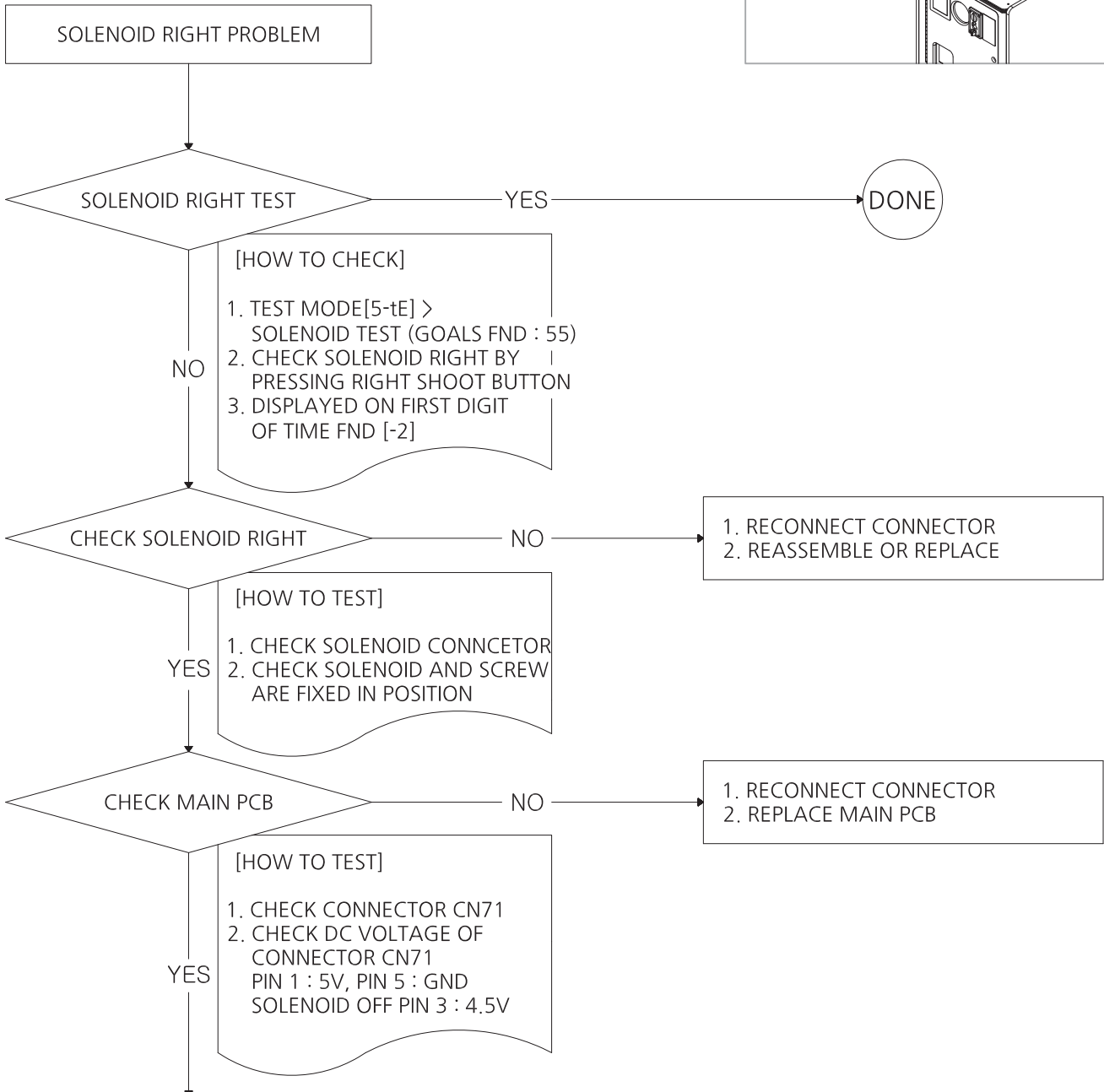
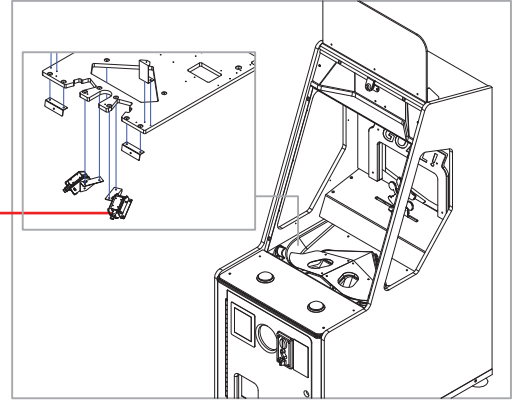


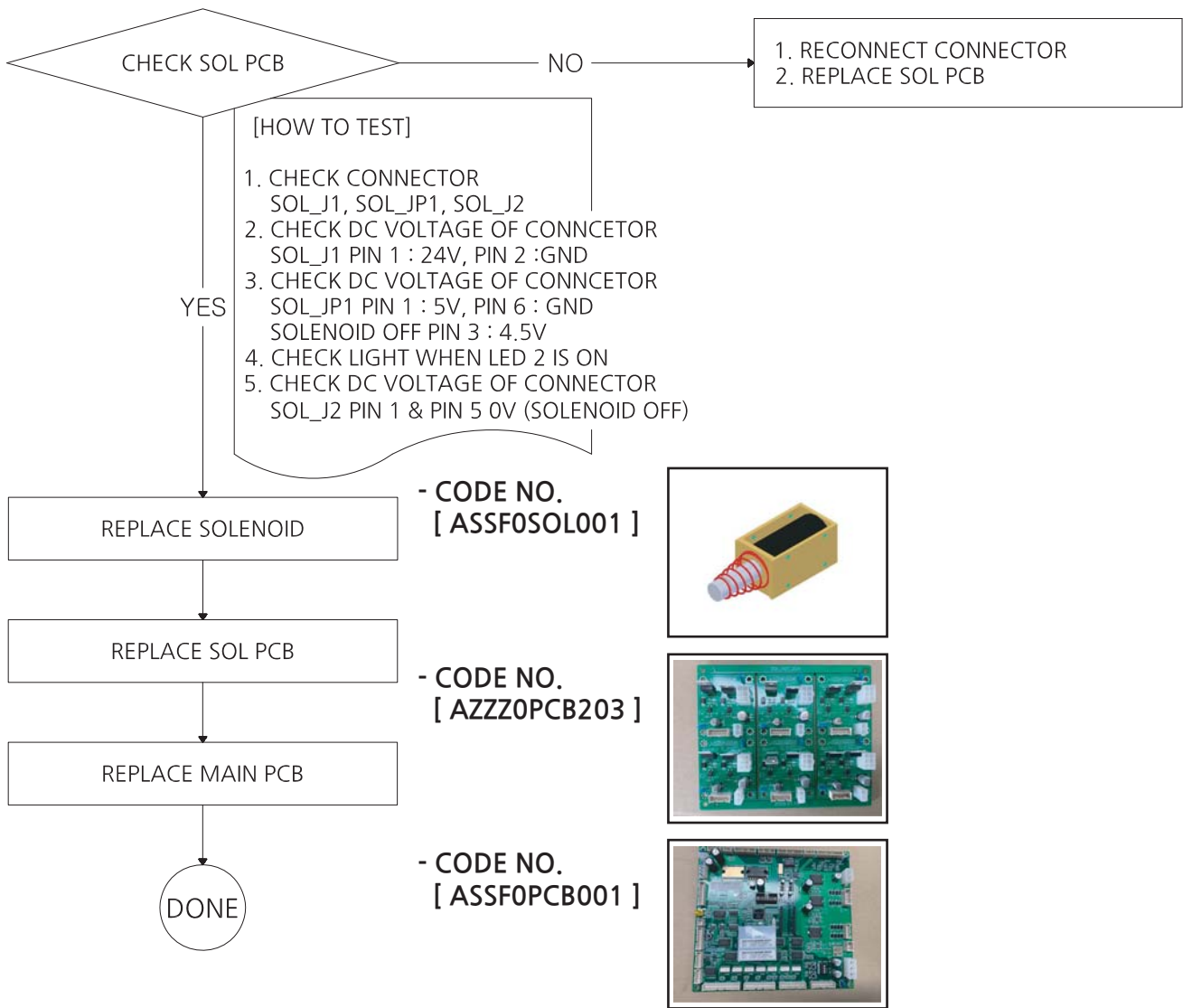


\* General check up : Check the supply voltage and wiring connection properly  
 \* "NO" : Means faulty of the check up result.

## 4-9. IN CASE OF SOLENOID RIGHT PROBLEM

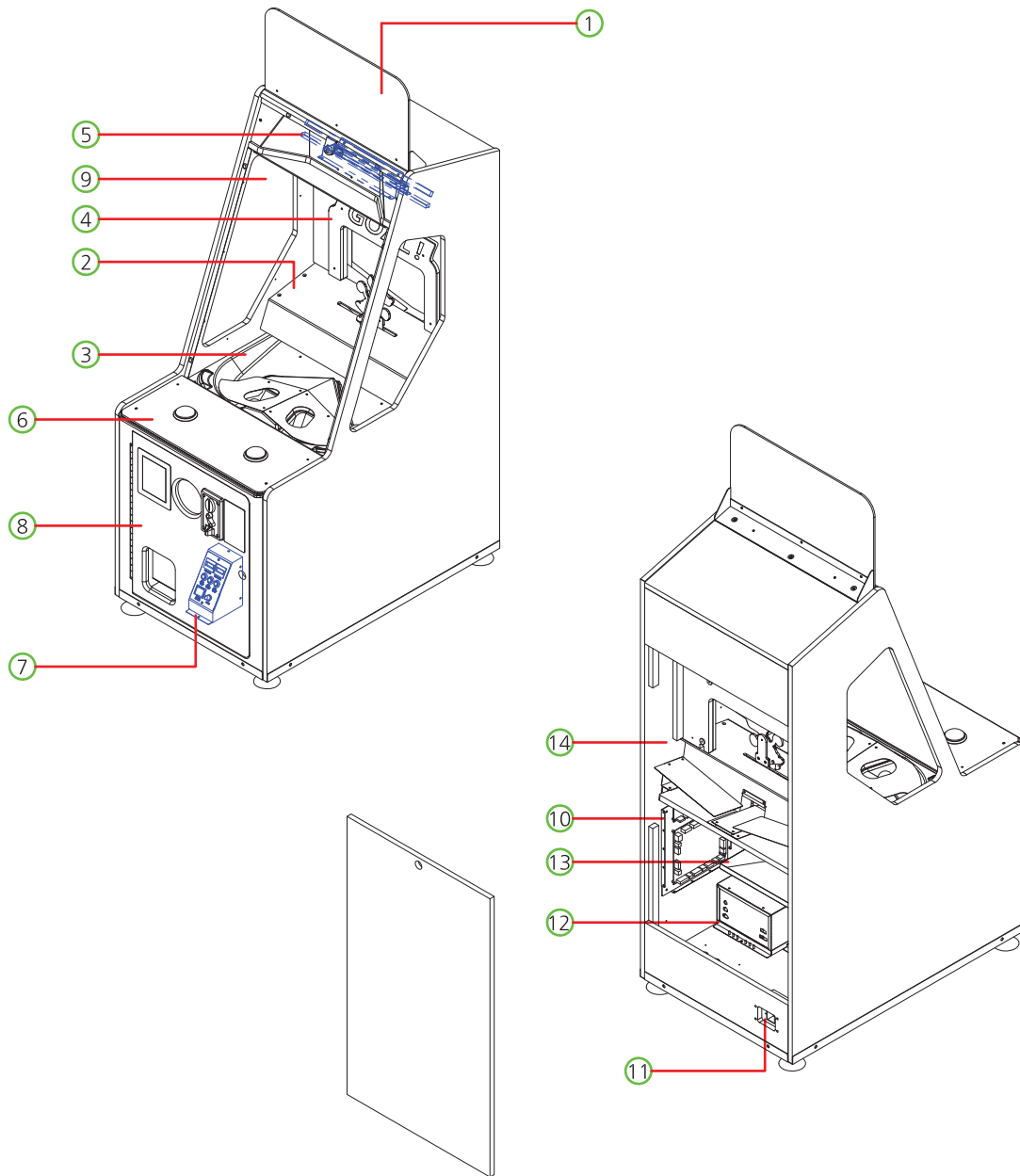
SOLENOID RIGHT





# 5. EXPLODED VIEW

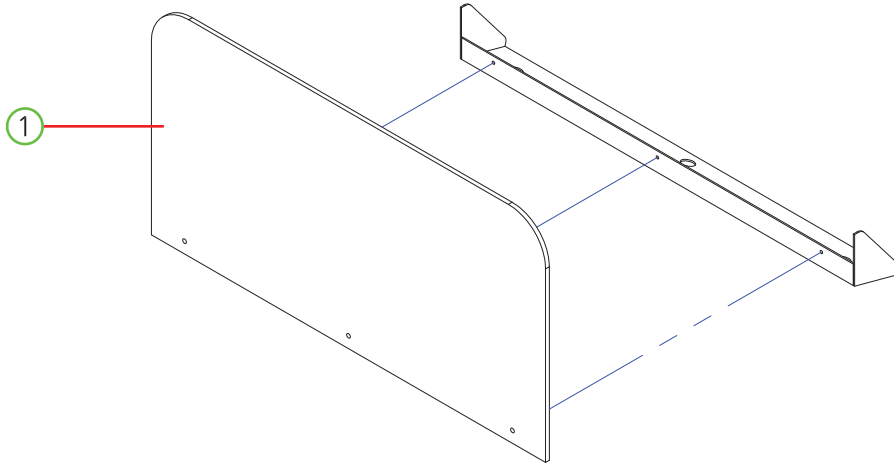
## 5-1. MAIN CABINET PART



NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	BILLBOARD PART	-	1	-
2	PLAYFIELD PART	-	1	-
3	BALL GROUND MOLD PART	-	1	-
4	GOAL POST PART	-	1	-
5	BILLBOARD LED PART	-	1	-
6	BUTTON PL ACRYL PART	-	1	-
7	SETUP PANEL PART	-	1	-
8	FRONT DOOR PART	-	1	-
9	FRONT GLASS DOOR PART	-	1	-
10	MAIN BOARD PCB PART	-	1	-
11	AC INPUT PART	-	1	-
12	SMPS BOX PART	-	1	-
13	CAPSULE HOPPER PART	-	1	-
14	MAIN CABINET REAR DOOR PART	-	1	-

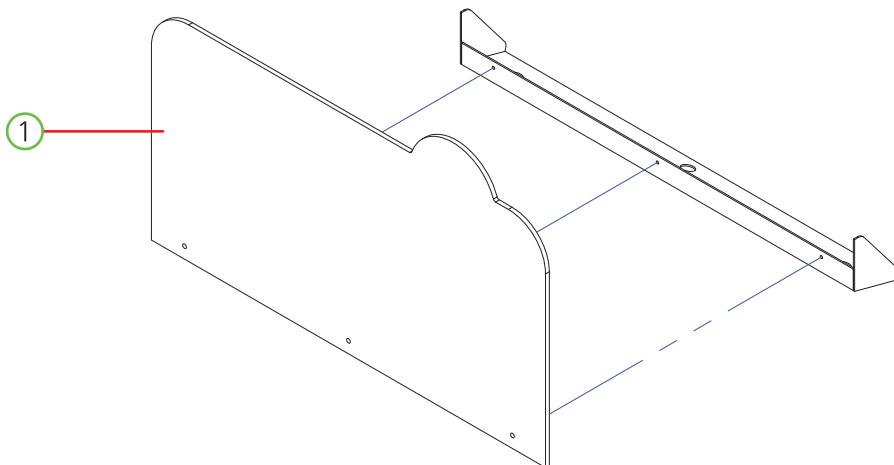
## 5-2. BILLBOARD PART

### - SOCCER SAFARI TITLE



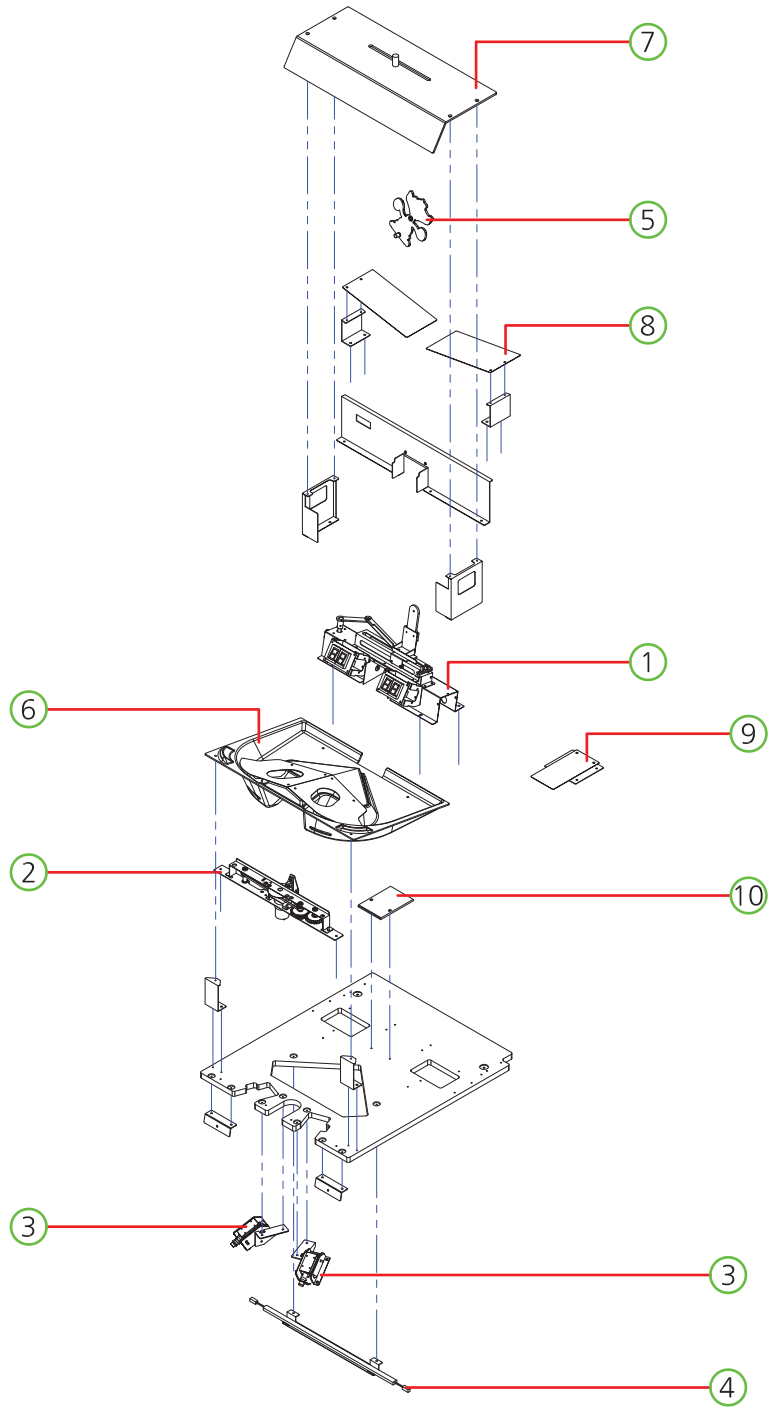
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	SOCCER TITLE_SAFARI	FROMAX-5.0t	1	MSSF0ACR005

### - SPONGEBOB SOCCER STAR TITLE



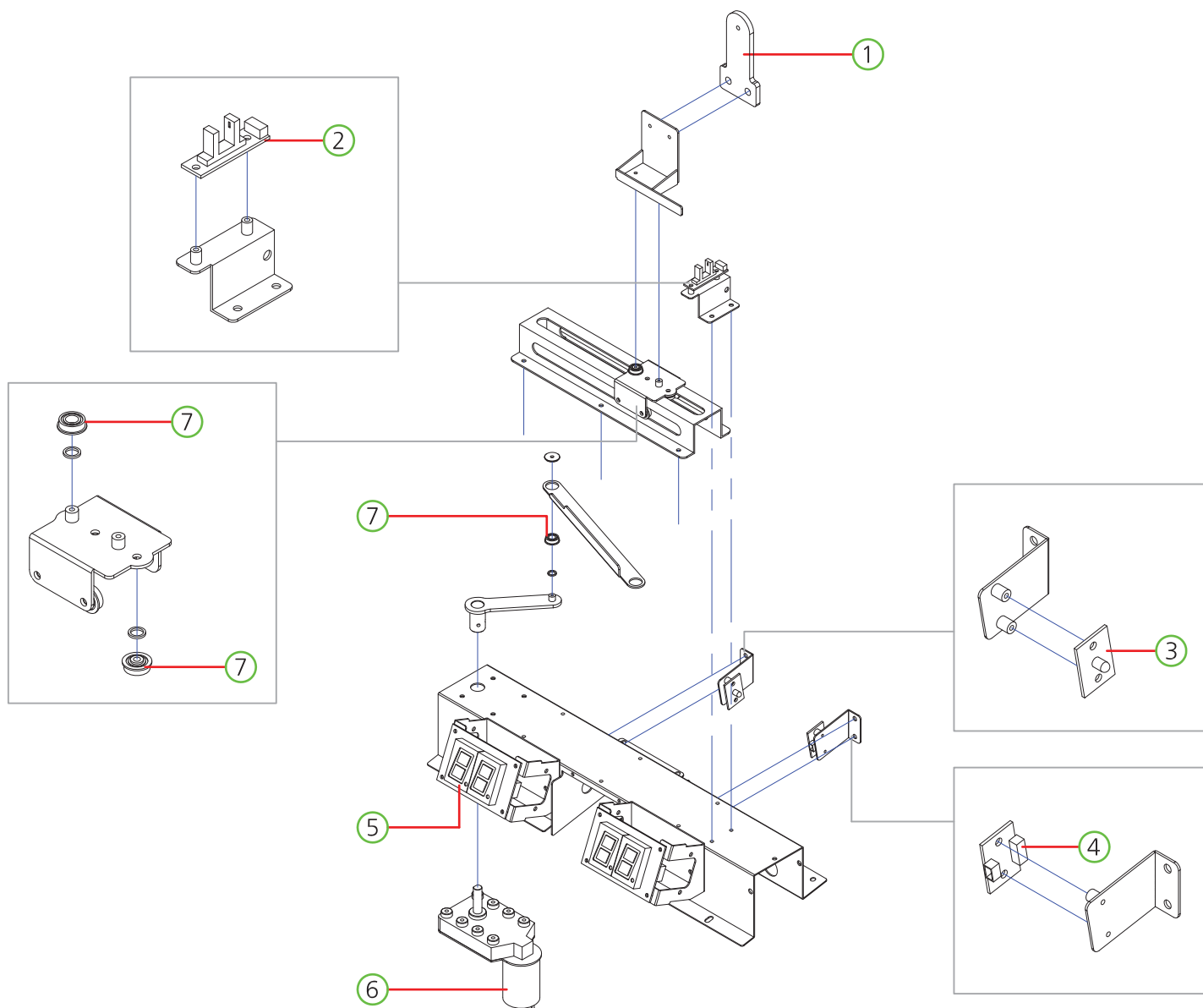
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	SOCCER TITLE_SPONGEBOB	FROMAX-5.0t	1	MSSF0ACR015

### 5-3. PLAYFIELD PART



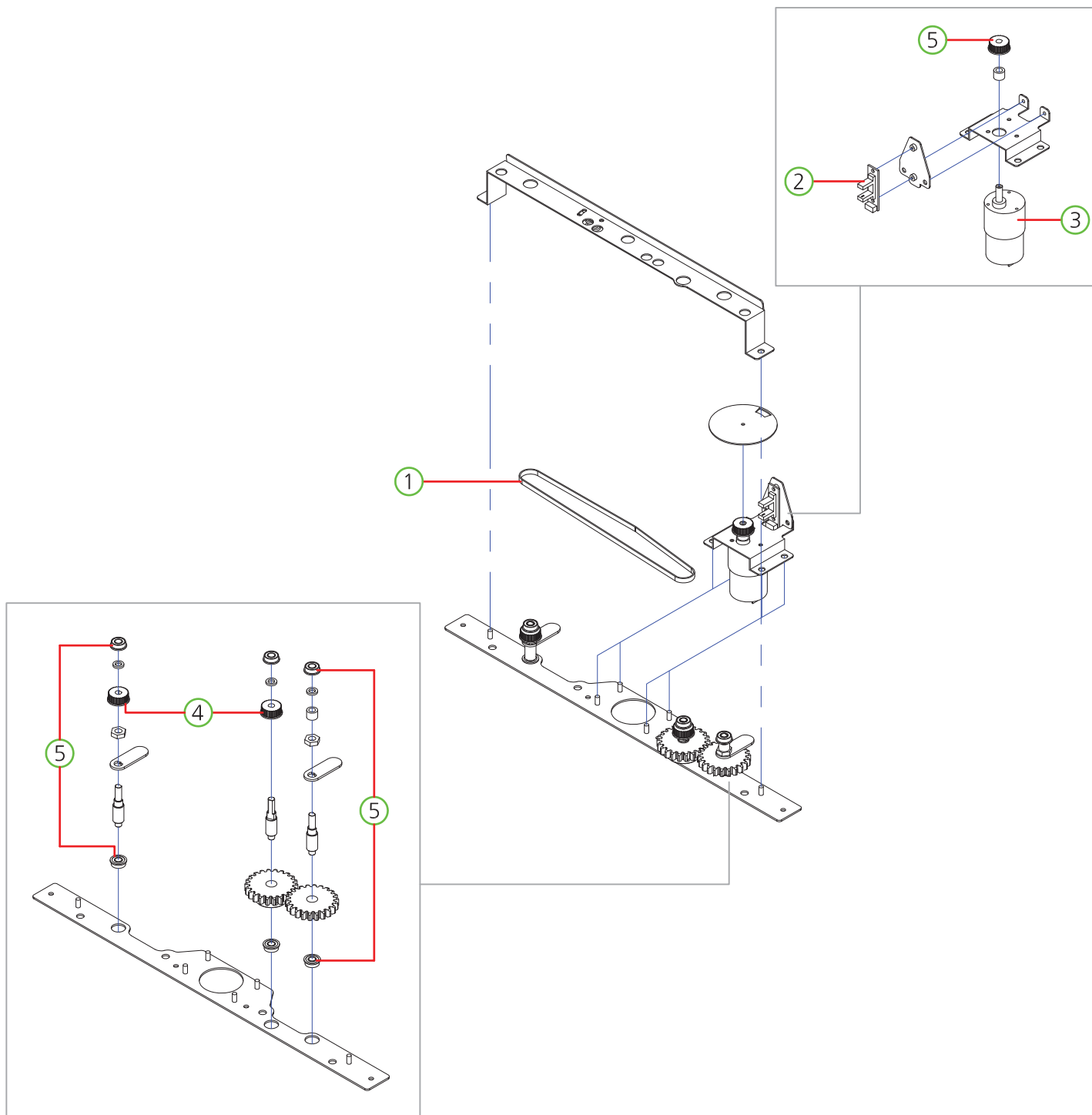
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	GOALKEEPER MOVING ASS'Y	-	1	-
2	BALL TRAFFIC JAM ASS'Y	-	1	-
3	SOLENOID ASS'Y	-	2	ASSF0SOL001
4	PLAYFIELD BOTTOM LED FIX BKT ASS'Y	-	1	-
5	GOALKEEPER ASS'Y	-	1	-
6	BALL GROUND MOLD ASS'Y	-	1	-
7	PLAYFIELD UPPER ACRYL	ACRYL-4.7t	1	MSSF0ACR004
8	BALL BUFFER PLATE	PC-1.0t	1	MSSF0ACR019
9	BALL BUFFER CENTER PLATE	PC-1.0t	1	MSSF0ACR018
10	GUIDE PL ACRYL	ACRYL-5.0t	1	MSSF0ACR011

## 5-4. GOALKEEPER MOVING PART



NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	GOALKEEPER FIX ACRYL	-	1	MSSF0ACR010
2	PHOTO INT-1 PCB ASS'Y	-	1	AZZZ0PCB103
3	SENSOR_T PCB ASS'Y	-	1	ASSF0PCB002
4	SENSOR_R PCB ASS'Y	-	1	MEIF0PAR014
5	FND PCB ASS'Y	2941-2(STRAIGHT)	2	AFND0PCB003
6	MOTOR	KGE-3448-050-12V_1/204 F-TYPE	1	MZZZ0MOT072
7	BEARING	FMR126ZZ	3	MZZZ0BEA137

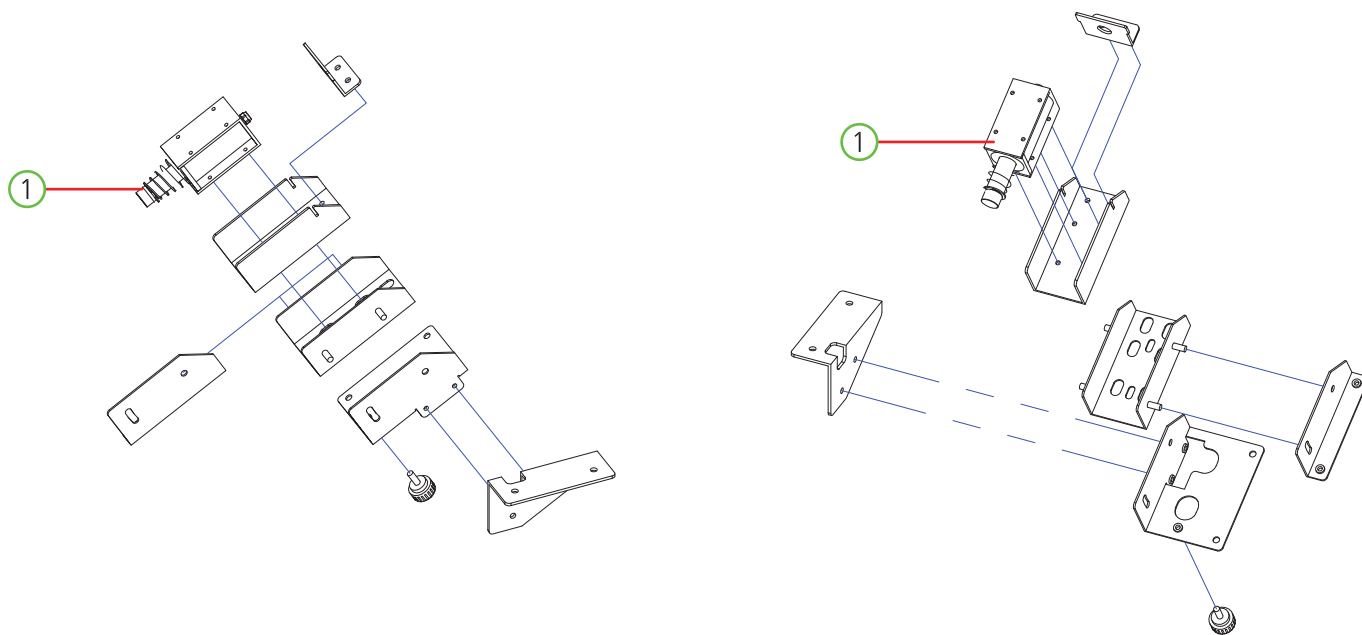
## 5-5. BALL TRAFFIC JAM PART



NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	TIMMING BELT	232MXL,W4.8 RUBBER	1	MZZZ0BEL048
2	PHOTO INT-1 PCB ASS'Y	ANGLE TYPE	1	AZZZ0PCB103
3	MOTOR	KGC-0090-3429 50RPM(W/TAP)	1	MZZZ0MOT165
4	TIMMING PULLEY	MXL-29	1	MZZZ0PLA040
5	BEARING	F686ZZ	6	MZZZ0BEA094

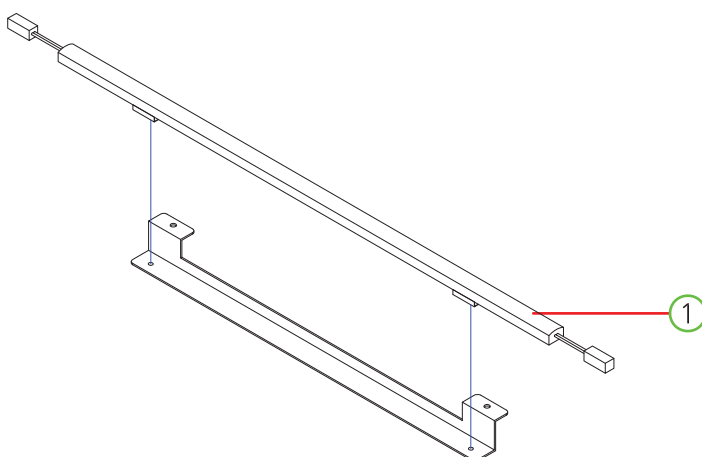


### 5-6. SOLENOID-1P, 2P PART

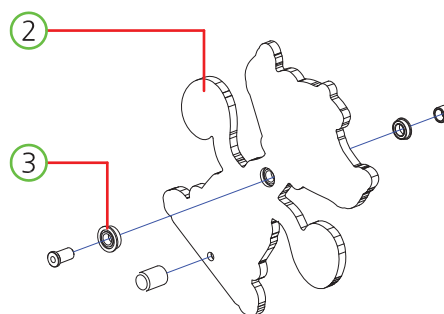


NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	SOLENOID ASS'Y	-	2	ASSF0SOL001

### 5-7. PLAYFIELD BOTTOM LED FIX BKT PART

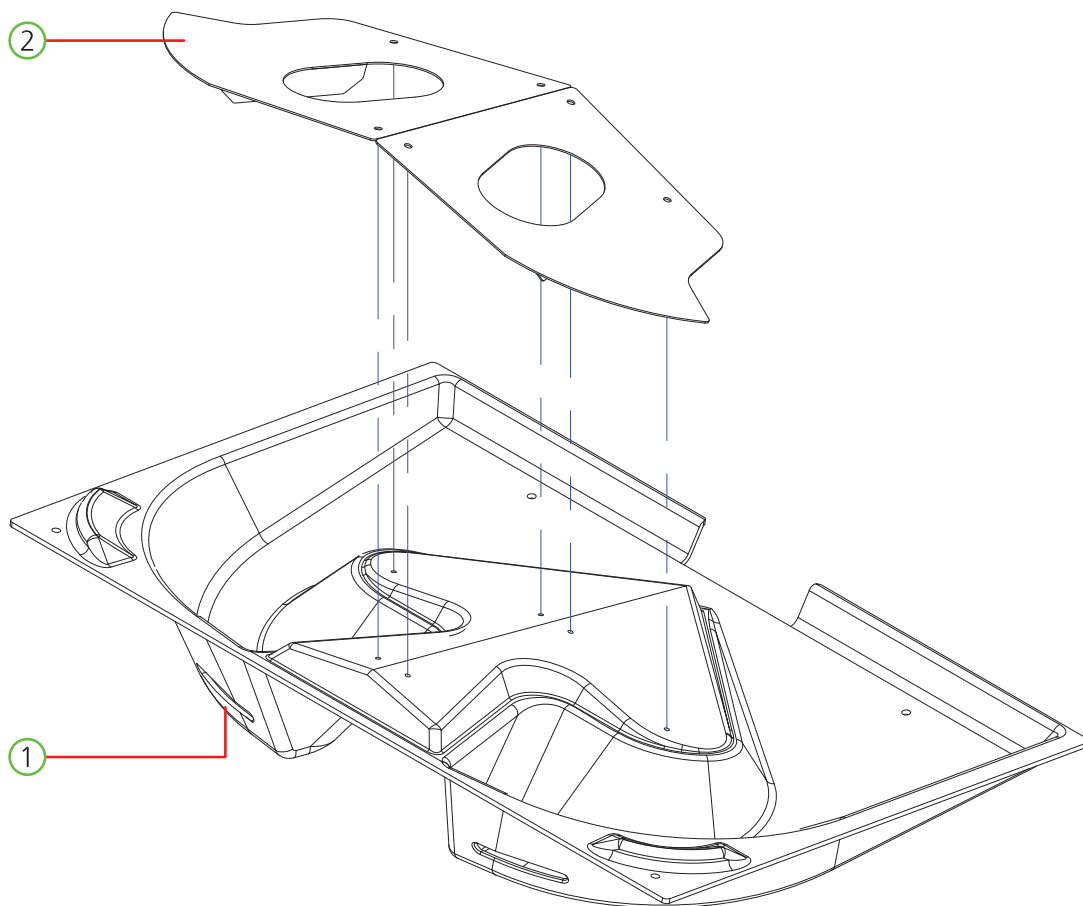


### 5-8. GOALKEEPER PART



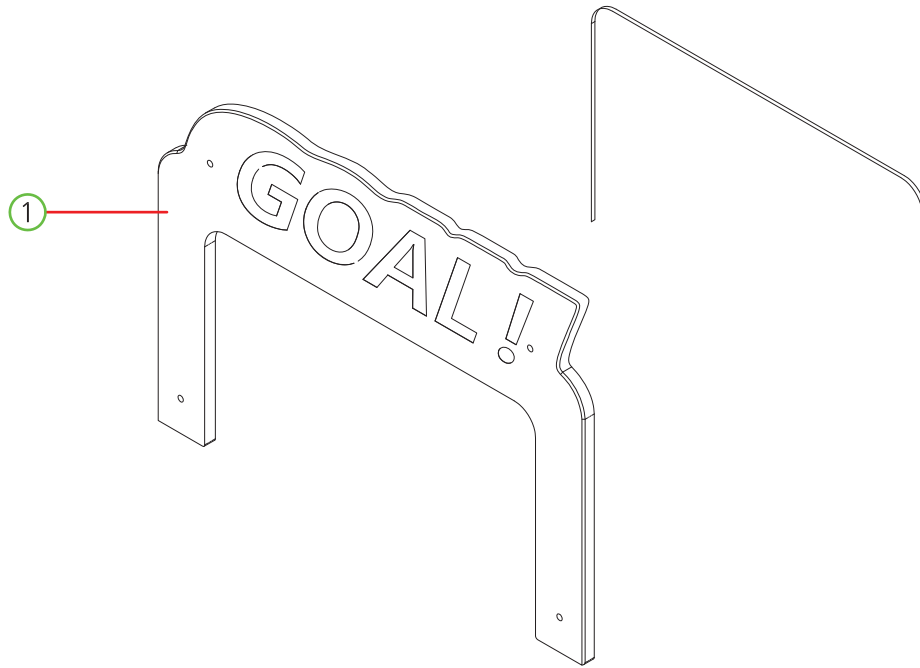
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	LED BAR 12V ASS'Y	460mm	1	AZZZ0PCB124
2	GOALKEEPER ACRYL	ACRYL-5.0t	1	MSSF0ACR003
3	BEARING	MF106ZZ	2	MZZZ0BEA138

## 5-9. BALL GROUND MOLD PART



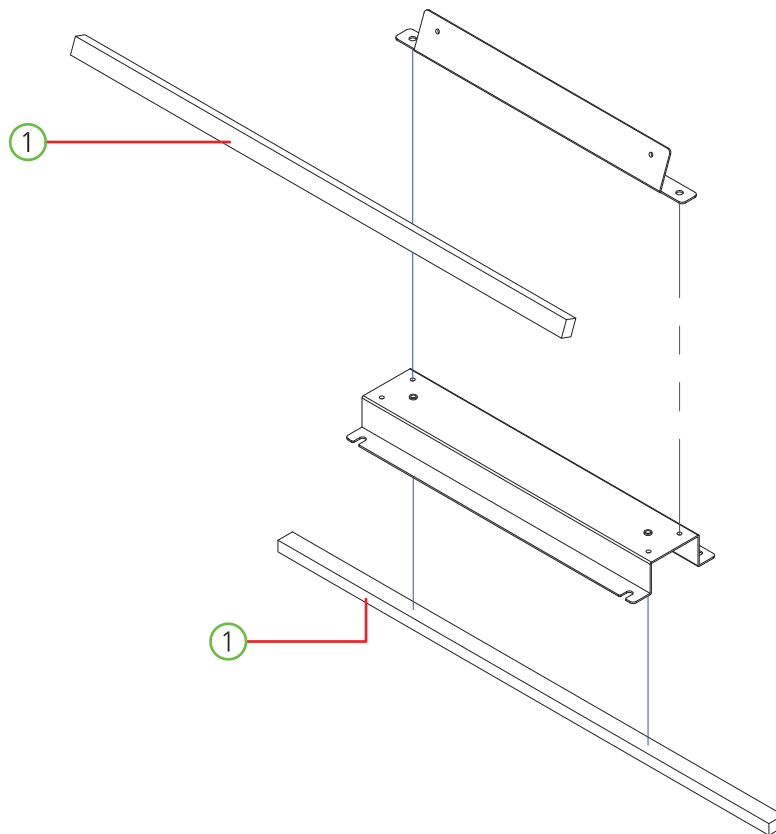
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	MOLD-BALL GROUND	PC-4.0t	1	MSSF0PLA001
2	ASS'Y-MOLD COVER ACRYL	PC-1.0t	2	ASSF0ACR001
				[ MSSF0ACR016, 017 ]

## 5-10. GOAL POST PART



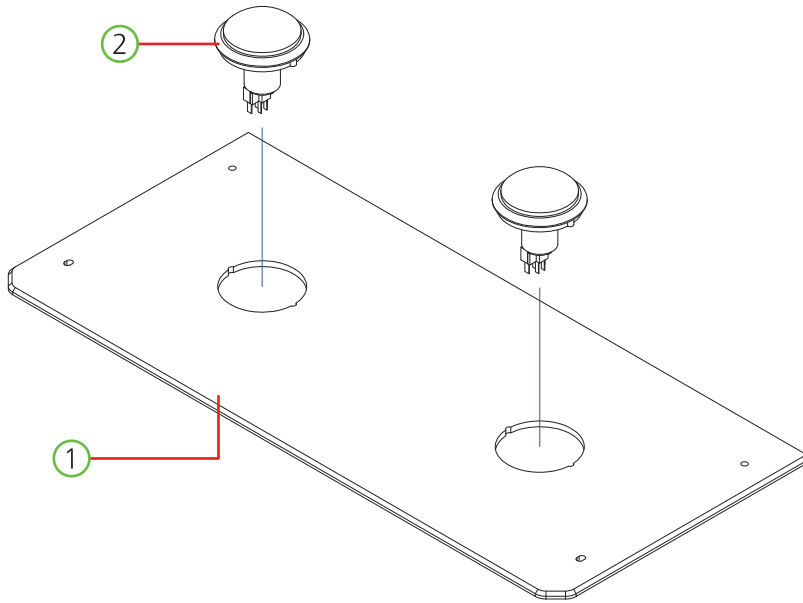
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	GOAL ACRYL	ACRYL-10.0t	1	MSSF0ACR009

## 5-11. BILLBOARD LED PART



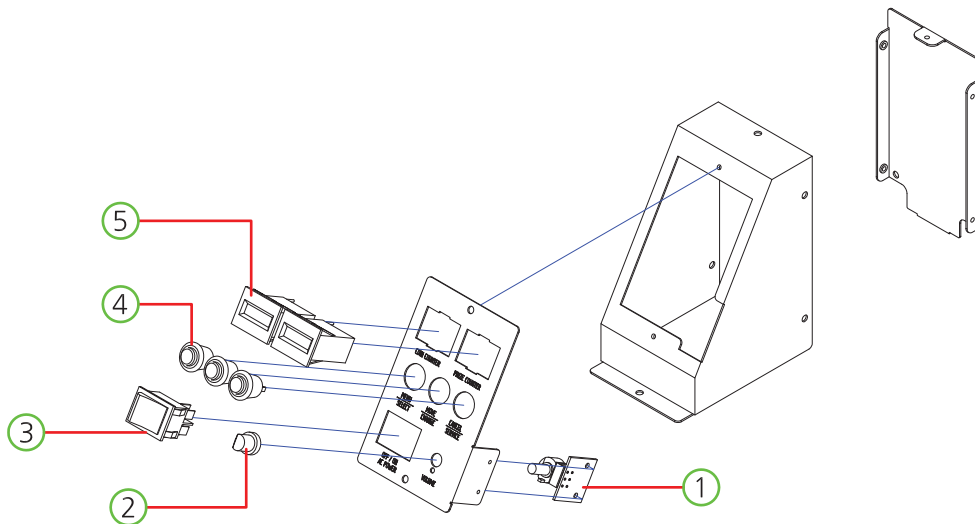
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	LED BAR 12V ASS'Y	460mm	2	AZZZ0PCB124

## 5-12. BUTTON ACRYL PART



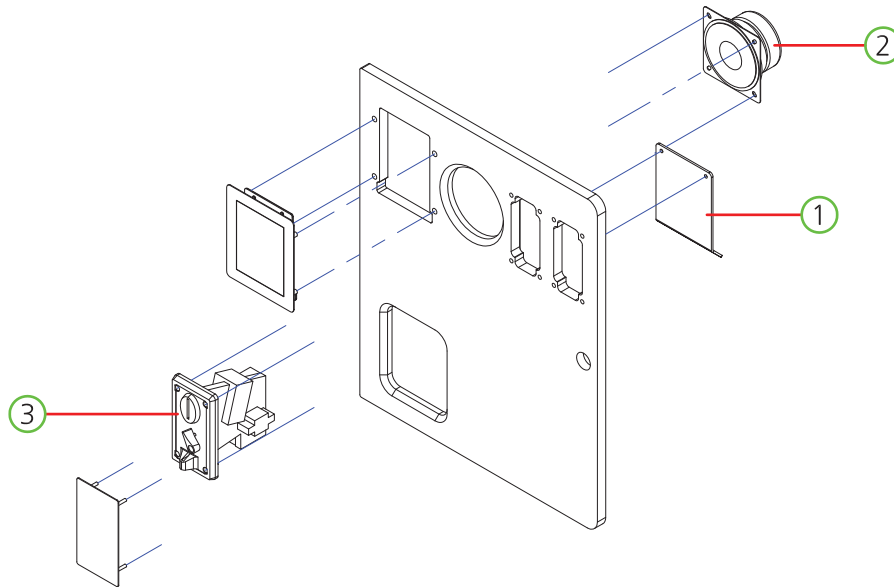
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	BUTTON PL ACRYL	ACRYL-4.7t	1	MSSF0ACR002
2	BUTTON SWITCH	AMIPB-60HR-W12D	2	MZZZ0BUT054

## 5-13. SETUP PANEL PART



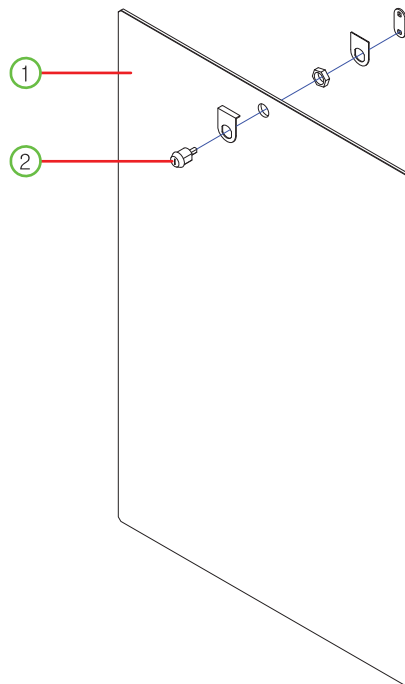
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	VOLUME PCB ASS'Y	1 VOLUME	1	AHM20PCB016
2	VOLUME KNOB	CAP BLUE	1	MELE0VOL007
3	ROCKER SWITCH	R595KDF	1	MELE0SWI021
4	PUSH BUTTON SWITCH	DS-412R ROHS	3	MELE0PUS006
5	COUNTER	OA127CL W/2P	2	MZZZ0COU002

## 5-14. FRONT DOOR PART



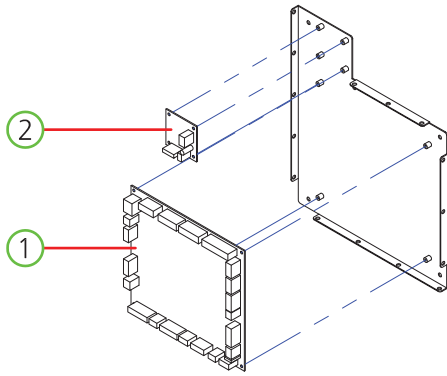
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	GIFT DOOR ACRYL	PC-3.0T	1	MSSF0ACR008
2	SPEAKER	MID4.5"+TW1/2" 8Ω	1	MZZZ0SPE021
3	COIN SELECTOR	TW-389	1	MZZZ0COS052

## 5-15. FRONT GLASS DOOR PART

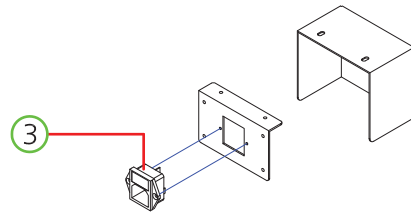


NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	FRONT DOOR GLASS	GLASS-5.0t	1	MSSF0GLA001
2	KEY ASS'Y	-	1	MZZZ0KEY076

### 5-16. MAIN BOARD PCB PART

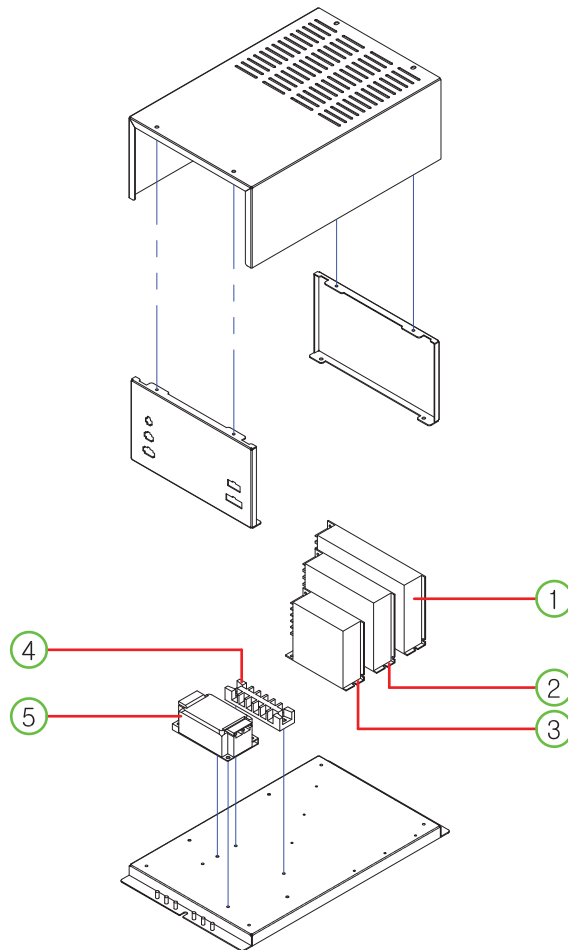


### 5-17. AC INPUT PART



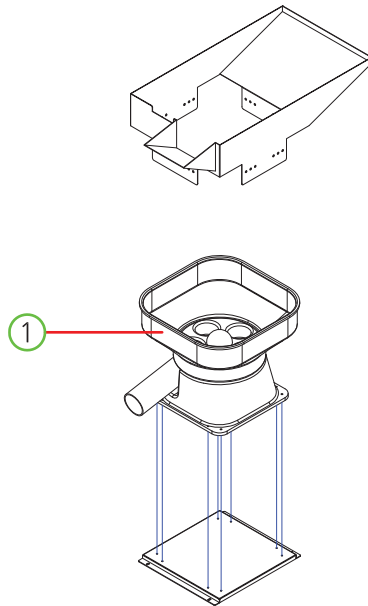
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	ADSTAR MAIN IO PCB ASS'Y	-	1	ASSF0PCB001
2	SOL FET 2CH PCB ASS'Y	12V_2CH	1	AZZZ0PCB203
3	AC INPUT	DAC-13H	1	MELE0SWI015

### 5-18. SMPS BOX PART



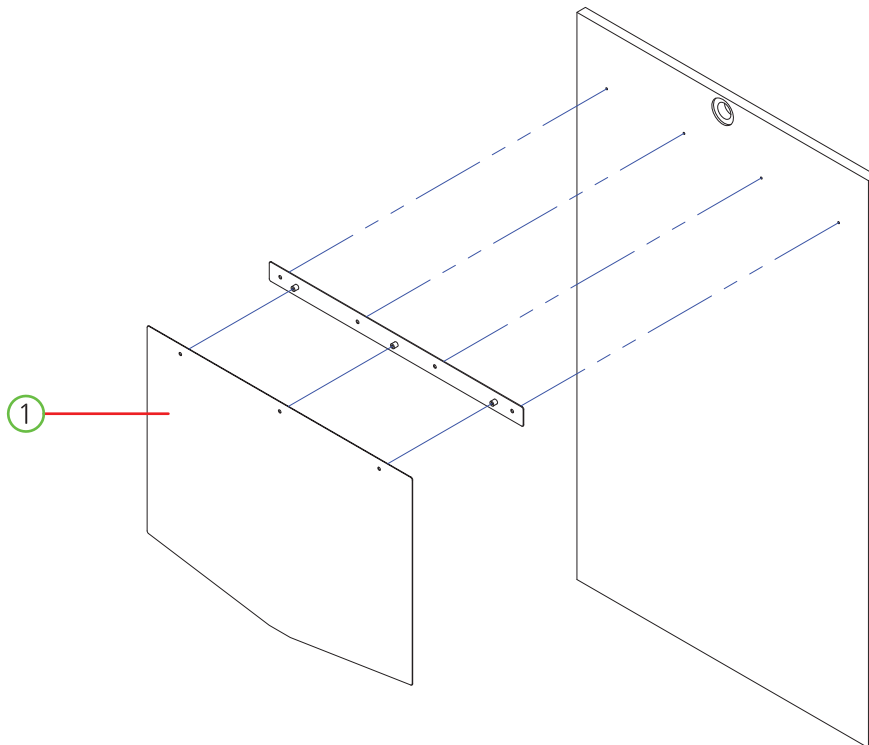
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	POWER SMPS	LRS 150F-24	1	MELE0SMP085
2	POWER SMPS	LRS 150F-12	1	MELE0SMP090
3	POWER SMPS	RS 75-5	1	MELE0SMP040
4	TERMINAL BLOCK	KTB1-020 6P UL_CE	1	MELE0TEB001
5	NOISE FILTER	RNS-2010	1	MELE0NOI009

## 5-19. CAPSULE HOPPER PART



NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	HOPPER BALL OVR G	-	1	-

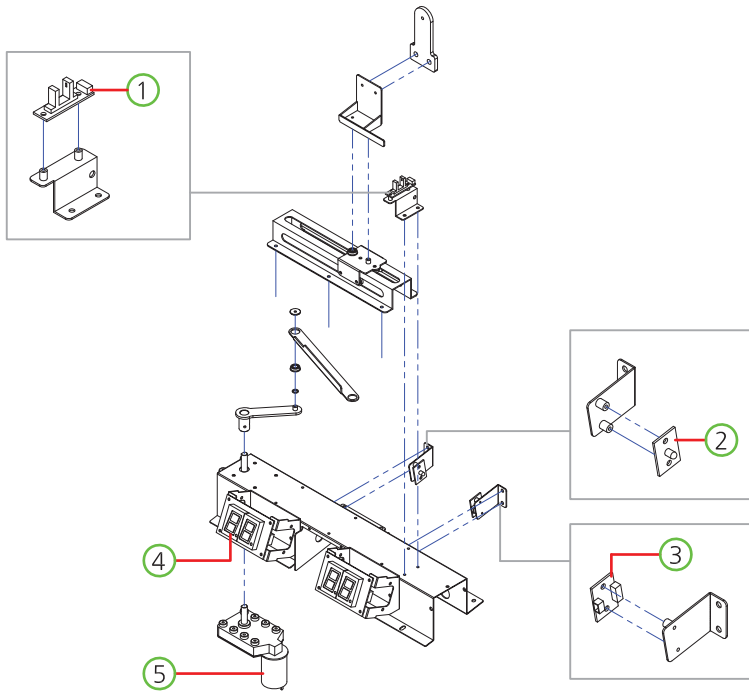
## 5-20. MAIN CABINET REAR DOOR PART



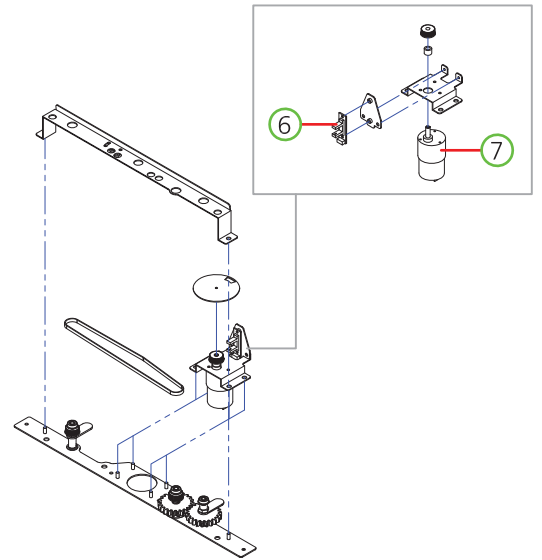
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	REAR DOOR BALL BUFFER PLATE	PC-1.0t	1	MSSF0ACR020

# 6. WARRANTY ITEM & PART PICTURE

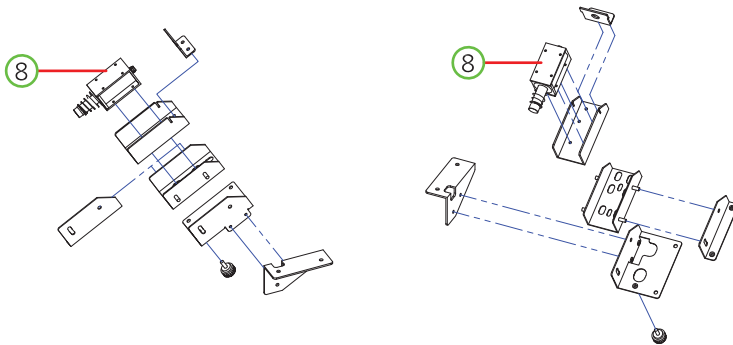
## - GOALKEEPER MOVING PART



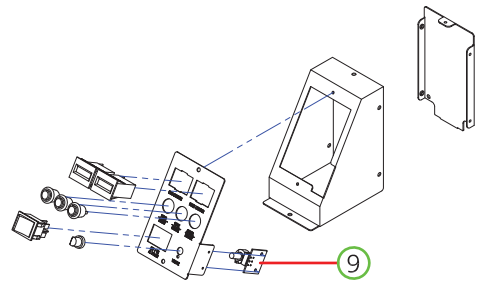
## - BALL TRAFFIC JAM PART



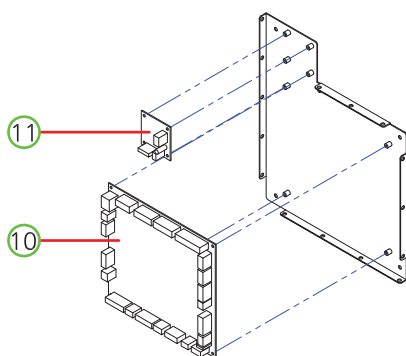
## - SOLENOID-1P, 2P PART



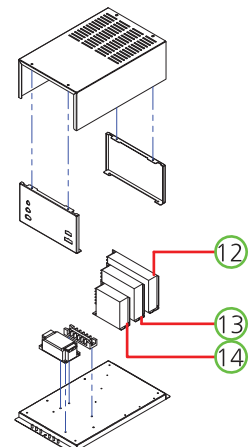
## - SETUP PANEL PART



## - MAIN BOARD PCB PART









## - SMPS BOX PART


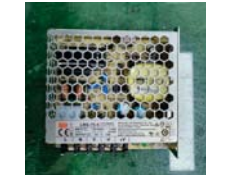




NO.	PIC	PART NAME	SPEC.	QTY	CODE NO.	WARRANTY	
						6 Month	One Year
①	○	PHOTO INT-1 PCB ASS'Y	-	1	AZZZ0PCB103		○
②	○	SENSOR_T PCB ASS'Y	-	1	ASSF0PCB002		○
③	○	SENSOR_R PCB ASS'Y		1	MEIF0PAR014		○
④	○	FND PCB ASS'Y	2941-2(STRAIGHT)	2	AFND0PCB003		○
⑤	○	MOTOR	KGE-3448-050-12V_1/204 F-TYPE	1	MZZZ0MOT072	○	
⑥	○	PHOTO INT-1 PCB ASS'Y	ANGLE TYPE	1	AZZZ0PCB103		○
⑦	○	MOTOR	KGC-0090-3429 50RPM(W/TAP)	1	MZZZ0MOT165	○	
⑧	○	SOLENOID ASS'Y	-	2	ASSF0SOL001	○	
⑨	○	VOLUME PCB ASS'Y	1 VOLUME	1	AHM20PCB016		○
⑩	○	ADSTAR MAIN IO PCB ASS'Y	-	1	ASSF0PCB001		○
⑪	○	SOL FET 2CH PCB ASS'Y	12V_2CH	1	AZZZ0PCB203		○
⑫	○	POWER SMPS	LRS 150F-24	1	MELE0SMP085		○
⑬	○	POWER SMPS	LRS 150F-12	1	MELE0SMP090		○
⑭	○	POWER SMPS	RS 75-5	1	MELE0SMP040		○

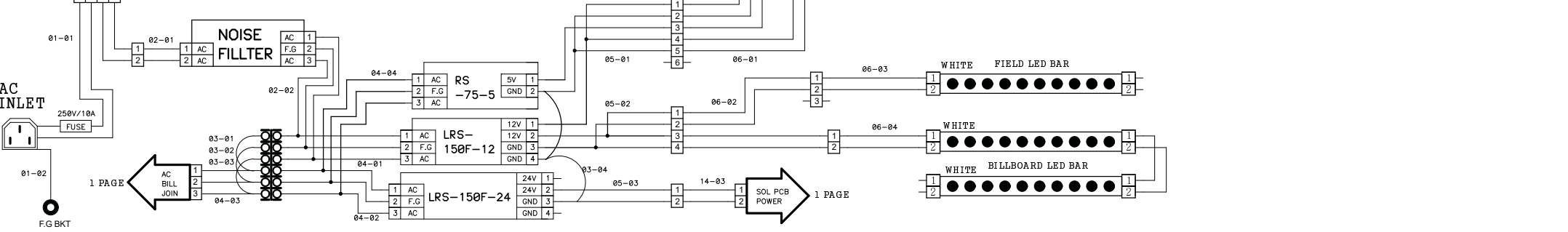
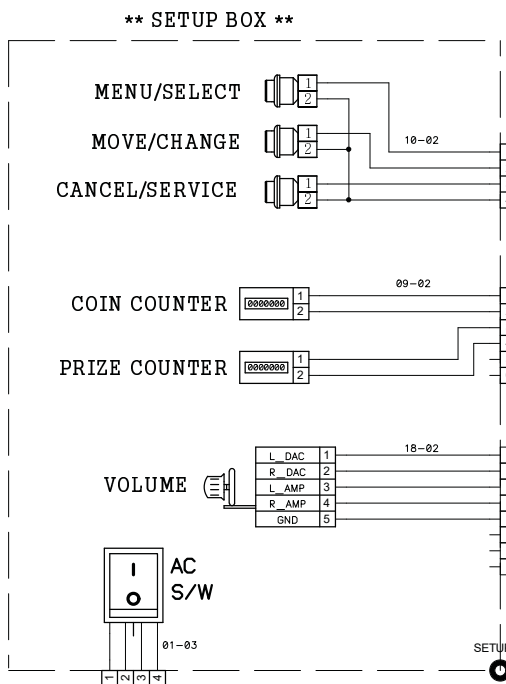
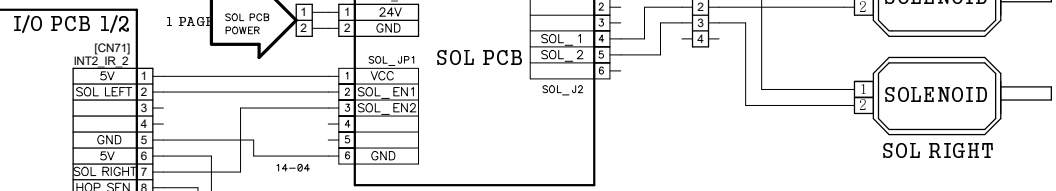
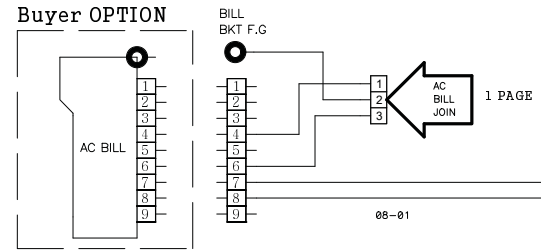
1	2	3	4	5	6
					
AZZZ0PCB103	ASSF0PCB002	MEIF0PAR014	AFND0PCB003	MZZZ0MOT072	AZZZ0PCB103

7	8	9	10	11	12
					
MZZZ0MOT165	ASSF0SOL001	AHM20PCB016	ASSF0PCB001	AZZZ0PCB203	MELE0SMP085

13	14
	
MELE0SMP090	MELE0SMP040

안다미로 1급 보안 문서  
 (당사 영업비밀 관리 규정 제27조(벌칙) 관계 법령에 의한 민. 형사상 책임과 사내 규정에 의하여 징계를 받을 수 있음)

MARK	DATE	REVISION
1		
2		
3		



REPRODUCTION, DISTRIBUTION AND UTILIZATION OF THIS DOCUMENT AS WELL AS COMMUNICATION OF ITS CONTENTS TO OTHERS WITHOUT EXPRESS AUTHORIZATION PROHIBITED. OFFENDERS WILL BE HELD LIABLE FOR THE PAYMENT OF DAMAGES. ALL RIGHT RESERVED. COPYRIGHT (c) ANDAMIRO

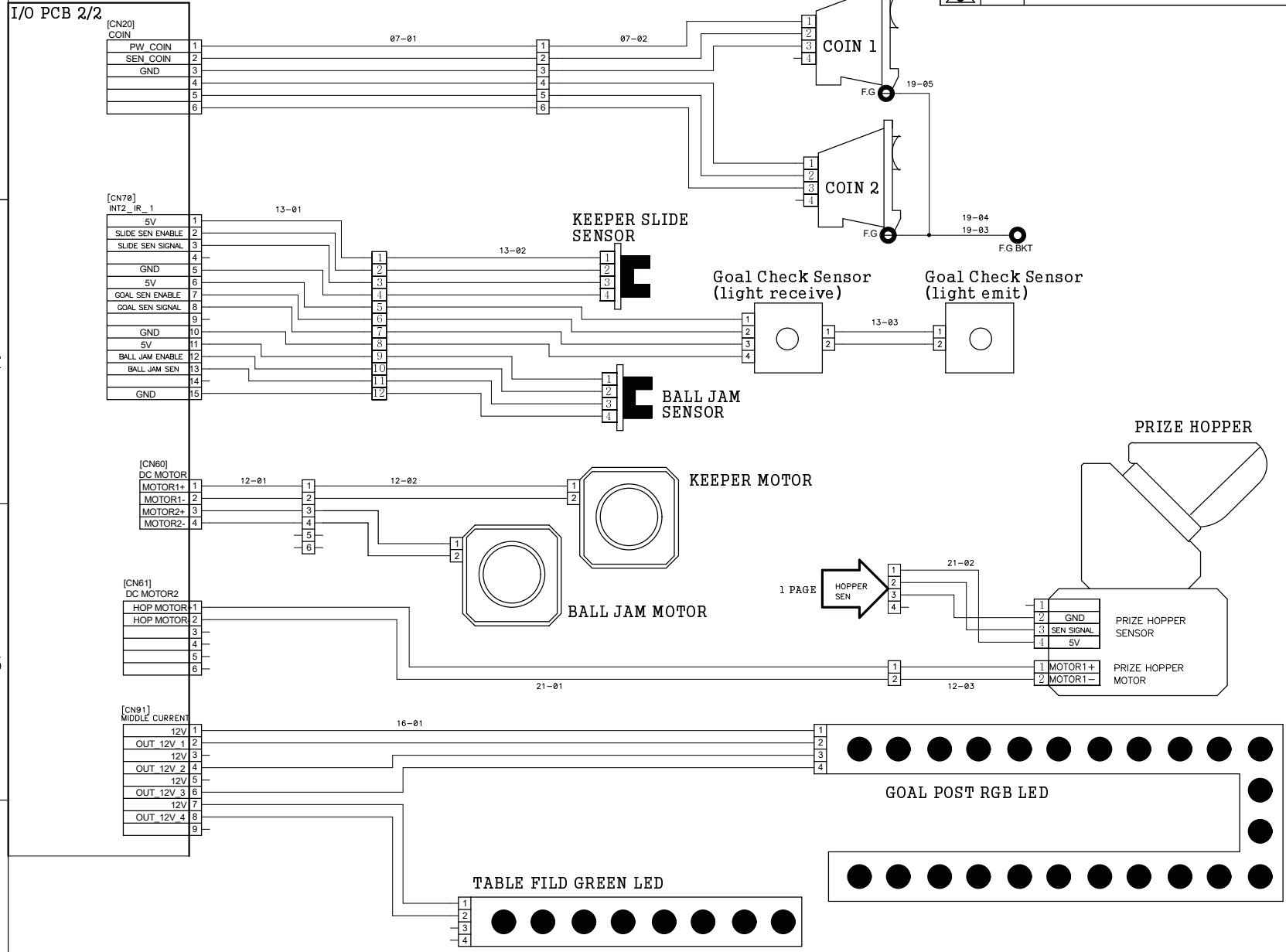
(복제, 배포 및 사용은 물론, 명시적 허가 없이는 타인에게 내용을 전달할 수 없으며 위반자는 손해 배상 책임을 집니다.)

DEPARTMENT	DRAWN BY	CHECKED BY	APPROVED BY	ITEM	SOCCER SAFARI
H/W	E.S.KIM			NAME	
				DWG.NO	1 PAGE
				CODE.NO	
				DATE	2020.02.20



안다미로 1급 보안 문서  
 (당사 영업비밀 관리 규정 제27조(벌칙) 관계 법령에 의한 민. 형사상 책임과 사내 규정에 의하여 징계를 받을 수 있음)

MARK	DATE	REVISION
1		
2		
3		



REPRODUCTION, DISTRIBUTION AND UTILIZATION OF THIS DOCUMENT AS WELL AS COMMUNICATION OF ITS CONTENTS TO OTHERS WITHOUT EXPRESS AUTHORIZATION PROHIBITED. OFFENDERS WILL BE HELD LIABLE FOR THE PAYMENT OF DAMAGES.ALL RIGHT RESERVED. COPYRIGHT (c) ANDAMIRO

(복제, 배포 및 사용은 물론, 명시적 허가 없이는 타인에게 내용을 전달할 수 없으며 위반자는 손해 배상 책임을 집니다.)

DEPARTMENT	DRAWN BY	CHECKED BY	APPROVED BY	ITEM	SOCCER SAFARI
H/W	E.S.KIM			NAME	
				DWG.NO	2 PAGE
				CODE.NO	
				DATE	2020.02.20





## **ANDAMIRO WARRANTY POLICY**



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

**Andamiro warrants the parts from date of shipment as follows.**

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

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

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

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

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

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

For warranty details on our product range please visit our website, [www.andamiro.com](http://www.andamiro.com).

ANDAMIRO CO., LTD.  
[www.andamiro.com](http://www.andamiro.com)



Please complete the following request form to place a warranty request and send it to ANDAMIRO Korea either by fax (Fax No: +82-31-908-7548) or by e-mail. The e-mail address of the person in charge of each region is shown in our web-site, [www.andamiro.com](http://www.andamiro.com)

For the on-line request, please visit our web-site, [www.andamiro.com](http://www.andamiro.com) and click "Customer Service" and then click "Contact Us" in which you shall find the e-mail address of the person in charge of each region.

**1. Company Name :** \_\_\_\_\_

**2. Mailing Address :** \_\_\_\_\_

\_\_\_\_\_

**3. E-Mail Address :** \_\_\_\_\_

**4. Phone No :** \_\_\_\_\_

**5. Name of the person in charge :** \_\_\_\_\_

**6. Description of the product defects**

6-1 ) Name of the Game : \_\_\_\_\_

6-2 ) Serial No : \_\_\_\_\_

6-3 ) Date of Purchase : \_\_\_\_\_

6-4 ) Detailed description of the product defects.

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Remarks: If possible, please provide us with related photos and videos which will be greatly appreciated to verify the cause of the problem.



---

**ANDAMIRO CO., LTD.**  
TEL : 82-31-909-2123~5

**[ADDRESS OFFICE]** 704-1 Techno Town, 138, Ilsan-ro, Ilsandong-gu, Goyang-si,  
Gyeonggi-do, Republic of Korea 10442  
**[FACTORY]** 72 Nochemgil, Ilsan-donggu Goyang-si, Gyonggi-do, 410-834 korea

**USA BRANCH**  
ANDAMIRO USA CORP.  
TEL : 1-310-767-5800

**[ADDRESS]** 17230 S. Main Street Gardena, California 90248 U.S.A.

Homepage <http://www.andamiro.com/>