

SERVICE MANUAL



Ver 1.1_CEC



ISSUE DATE: July. 13, 2018



- ▶ 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, faite attention aux alentours.

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

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

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

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

PRÉCAUTION D'EMPLOI

⚠ ATTENTION

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

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

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



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



Protéger la machine de jeu de:



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

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



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



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



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



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



⚠ PRUDENCE

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

Veillez à utiliser le cordon d'alimentation fourni.

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



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



Soyez sûr de mettre à la terre ce produit.



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





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


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


PRÉCAUTION D'EMPLOI


ATTENTION

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

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

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


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


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

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

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

PRUDENCE

Les composants de la machine de jeu sont sensibles aux vibrations et aux chocs. Il faut faire attention lors du déplacement et le transport de la machine de jeu. 
Veillez à ne pas laisser la machine se renverser.

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

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

Éviter une force excessive lors du déplacement de la machine.

.....

PRÉCAUTIONS LORS DU MANIEMENT

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

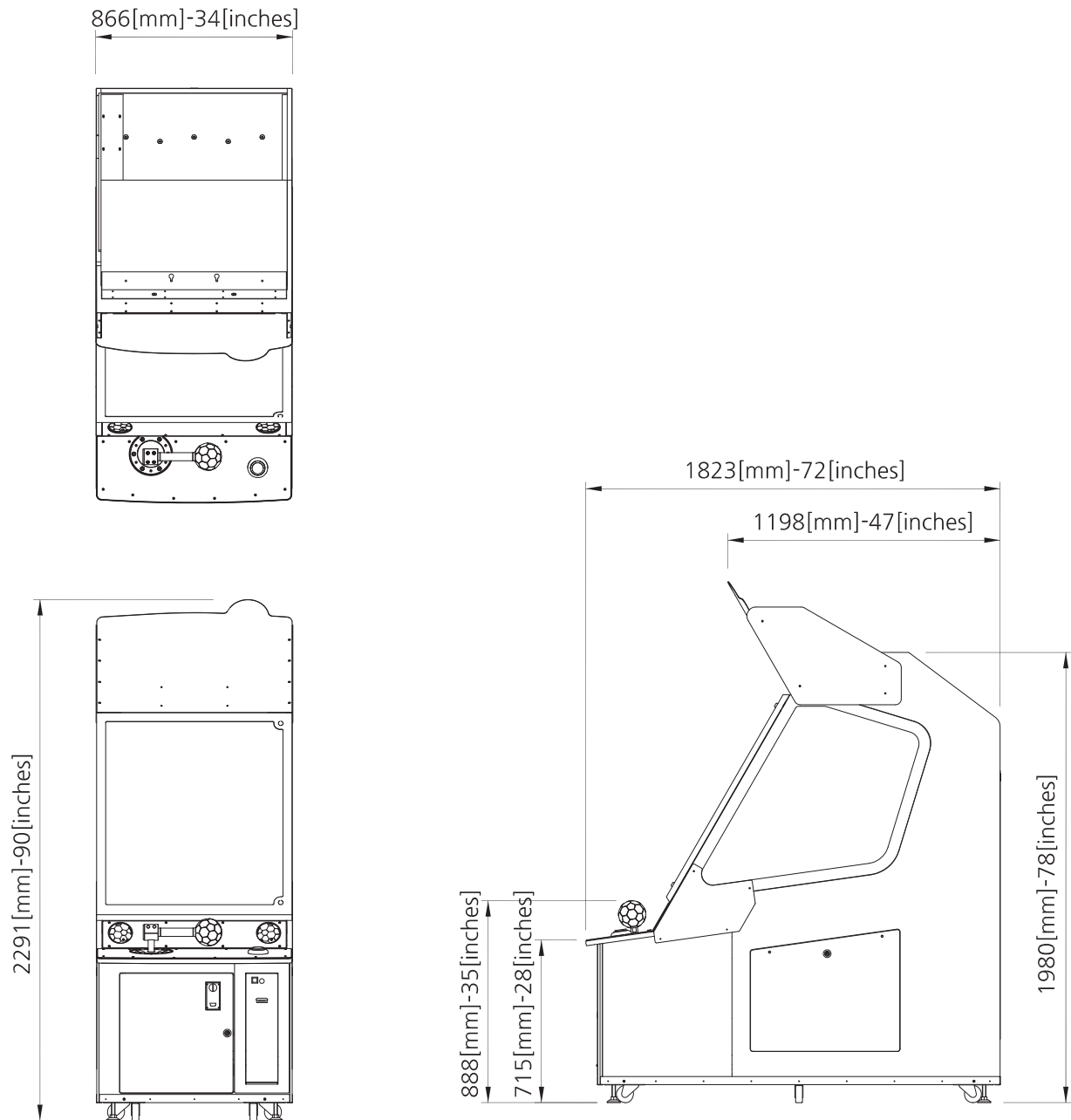
CONTENTS

1. SPECIFICATION AND DIMENSION	P03
1-1. DIMENSION	P03
1-2. SPECIFICATION	P03
1-3. NAME OF PARTS	P04
1-4. STICKER LOCATION	P05
1-5. COMPONENTS	P06
2. INSTALLATION	P07
2-1. INSTALLATION SPACE	P07
2-2. HOW TO INSTALL	P08
3. GAME CHARACTERISTICS	P09
4. SETUP SETTINGS	P10
4-1. MACHINE SETUP	P10
4-2. SETUP MODE	P11
4-3. CLEAR MODE	P12
4-4. TEST MODE	P14
4-5. ERROR CODE	P18
5. TROUBLESHOOTING	P19
5-1. LIMIT SWITCH ERROR [E3-1, E3-2, E3-3]	P19
5-2. KEEPER STEP MOTOR ERROR [E3-1, E3-2, E3-3]	P21
5-3. ELEVATOR SENSOR ERROR [E6-1]	P23
5-4. ELEVATOR MOTOR ERROR [E6-1]	P25
5-5. DISCHARGING SWITCH ERROR [E6-2]	P27
5-6. GOAL IR SENSOR ERROR [E8-1, E8-2]	P29
5-7. BACKBOARD SCORE FND ERROR	P31
5-8. SCORE FND ERROR	P32
5-9. GOAL NET LED ERROR	P34
5-10. GROUND GOAL DECO LED ERROR	P36
5-11. SPOT LED ERROR	P38
5-12. SOUND ERROR	P40
5-13. COUNTER ERROR	P42

5-14. CONTINOUS LED ERROR	P43
5-15. SERIES LED OR FND ERROR	P44
6. EXPLODED VIEW	P46
6-1. MAIN CABINET PART	P46
6-2. BILLBOARD PART	P47
6-3. GOALPOST PART	P48
6-4. GROUND PANEL PART	P49
6-5. FRONT FRAME PART	P50
6-6. FRONT FRAME SPEAKER COVER PART	P50
6-7. GROUND GOAL DECO-L PART	P51
6-8. GROUND FND PART	P51
6-9. CREDIT FND PCB PART	P52
6-10. RAIL PART	P52
6-11. BAT SHAFT & BEARING HOUSING PART	P53
6-12. CONTROLLER & BEARING HOUSING PART	P53
6-13. ELEVATOR_TOTAL PART	P54
6-14. GOAL NET PART	P55
6-15. GOALKEEPER PART	P56
6-16. MAIN DOOR PART	P57
6-17. SIDE WINDOW CONNECT PART	P58
6-18. POWER PART	P59
6-19. TICKET DOOR PART	P60
6-20. SERVICE PANEL PART	P60
6-21. SPEAKER BOX PART	P61
6-22. FRONT DOOR PART	P61
6-23. MAIN PCB PART	P62
6-24. AMP PCB PART	P62
6-25. BOTTOM FLEXIBLE LED PCB PART	P63
6-26. AC INPUT PART	P63
7. PART PICTURE	P64
* HOW TO REPLACE GOALKEEPER ACRYLIC [FOR EASY LEVEL]	P67
8. BLOCK DIAGRAM	P68

1. SPECIFICATION AND DIMENSION

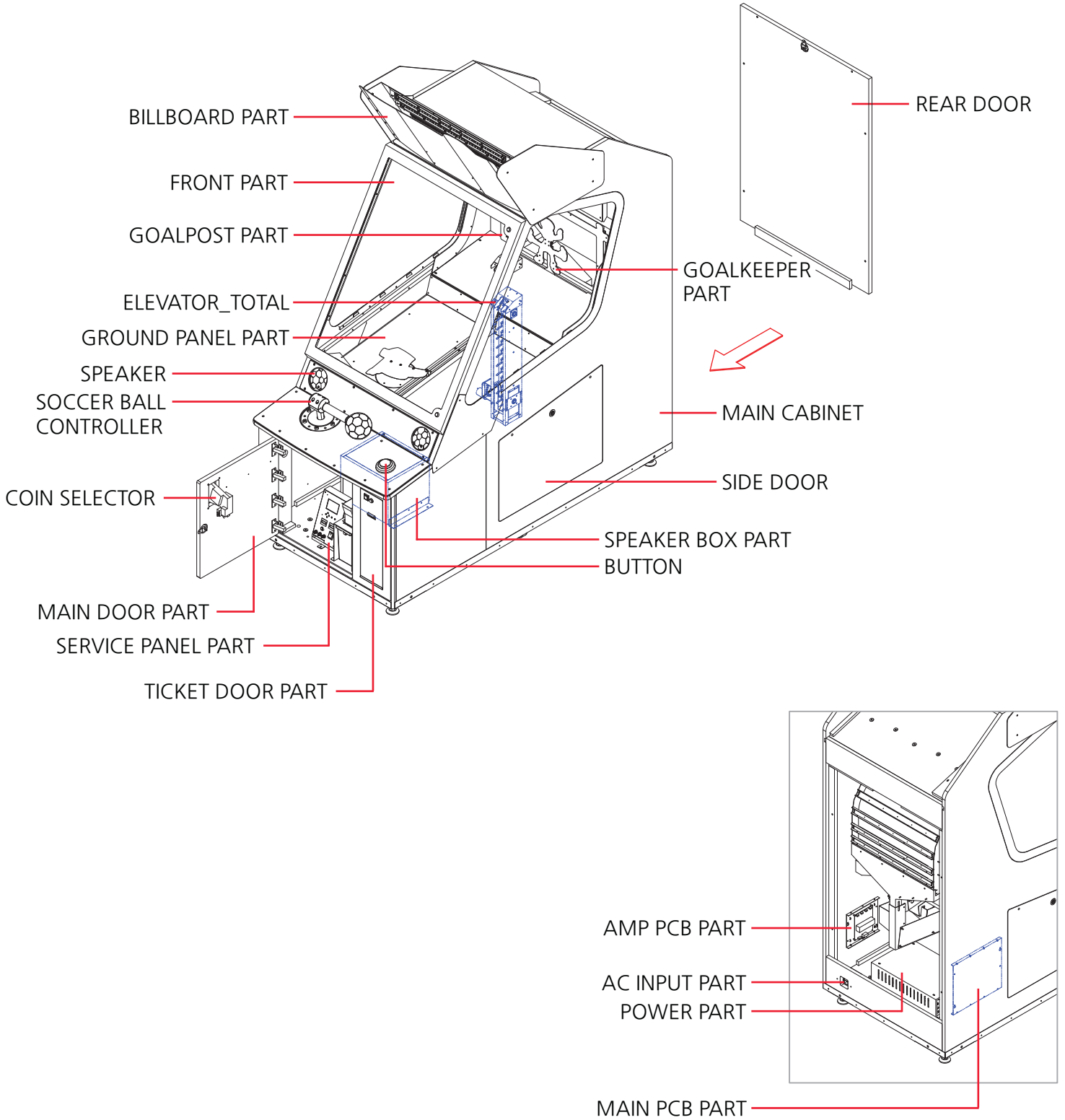
1-1. DIMENSION



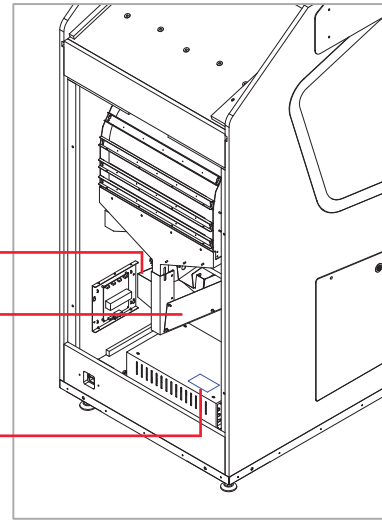
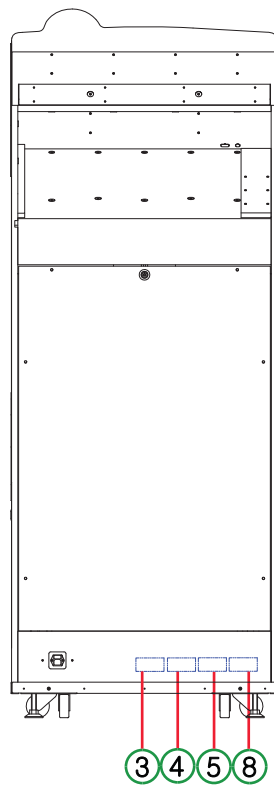
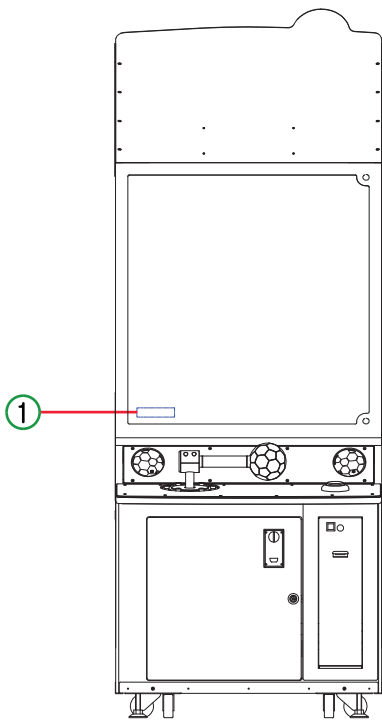
1-2. SPECIFICATION

DIMENSION (W x D x H)	866 x 1823 x 2291 (mm)	
PACKING DIMENSION (W x D x H)	1920 x 990 x 2200 (mm)	
WEIGHT (kg)	300 kg [WEIGHT INCLUDING : 340 kg] PACKAGING	
VOLTAGE	AC 120V	AC 230V
FREQUENCY RANGE	60Hz	50,60Hz
CONSUMPTION	280 W	280 W
CERTIFICATION	-	

1-3. NAME OF PARTS



1-4. STICKER LOCATION



1



**Do not push or hit this.
It would be damaged.**
**Ne pas le pousser ou frapper.
Elle serait endommagée.**

2



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

3

CAUTION/PRUDENCE

"For continuous protection against risk of fire, replace only with the same type 10A-250V fuse"
"Pour une protection continue contre les risques d'incendie, remplacer un fusible avec seulement le même type 10A-250V"

4



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

5



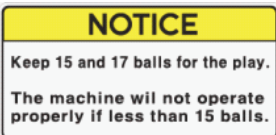
6



NOTICE

If balls are loaded into the machine more than marked point, it will not work properly.

7

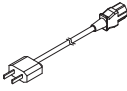















NOTICE
Keep 15 and 17 balls for the play.
The machine will not operate properly if less than 15 balls.

8



1-5. COMPONENTS

NO.	PART NAME	SPEC.		QTY
1	AC POWER CORD	-		1
2	KEY	6001, 7001		2 EACH
3	BOLT	4x8L		15
4	BOLT	4x10L		6
5	BOLT	4x16L		5
6	BOLT	6x25L		14
7	WASHER	M4		5
8	WRENCH	2.5 / 3 / 5 / 8mm		1 EACH
9	SOCCER BALL	-		17
10	COIN SELECTOR BKT_CLOSE	-		1
11	CLEANER	-		1
12	GOALKEEPER ACRYL_PLANKTONS	-		1
13	MANUAL	-		1
14	TROUBLE SHOOTING MANUAL	-		1

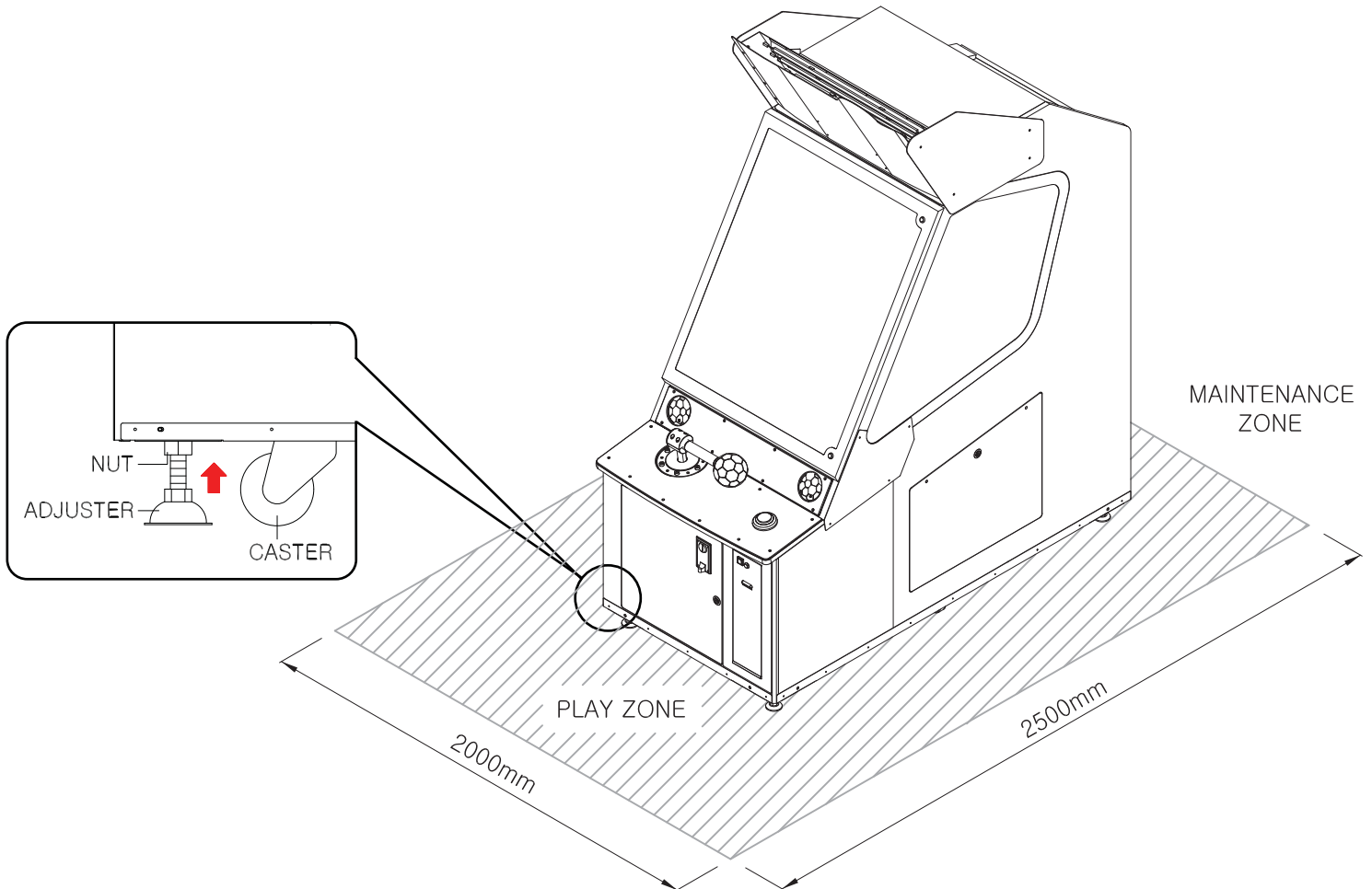
2. INSTALLATION

2-1. INSTALLATION SPACE

- Need to have installation place.
Maintenance zone & Play zone should have at least 2000mm x 2500mm 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. Otherwise the set winning percentage can be twisted.



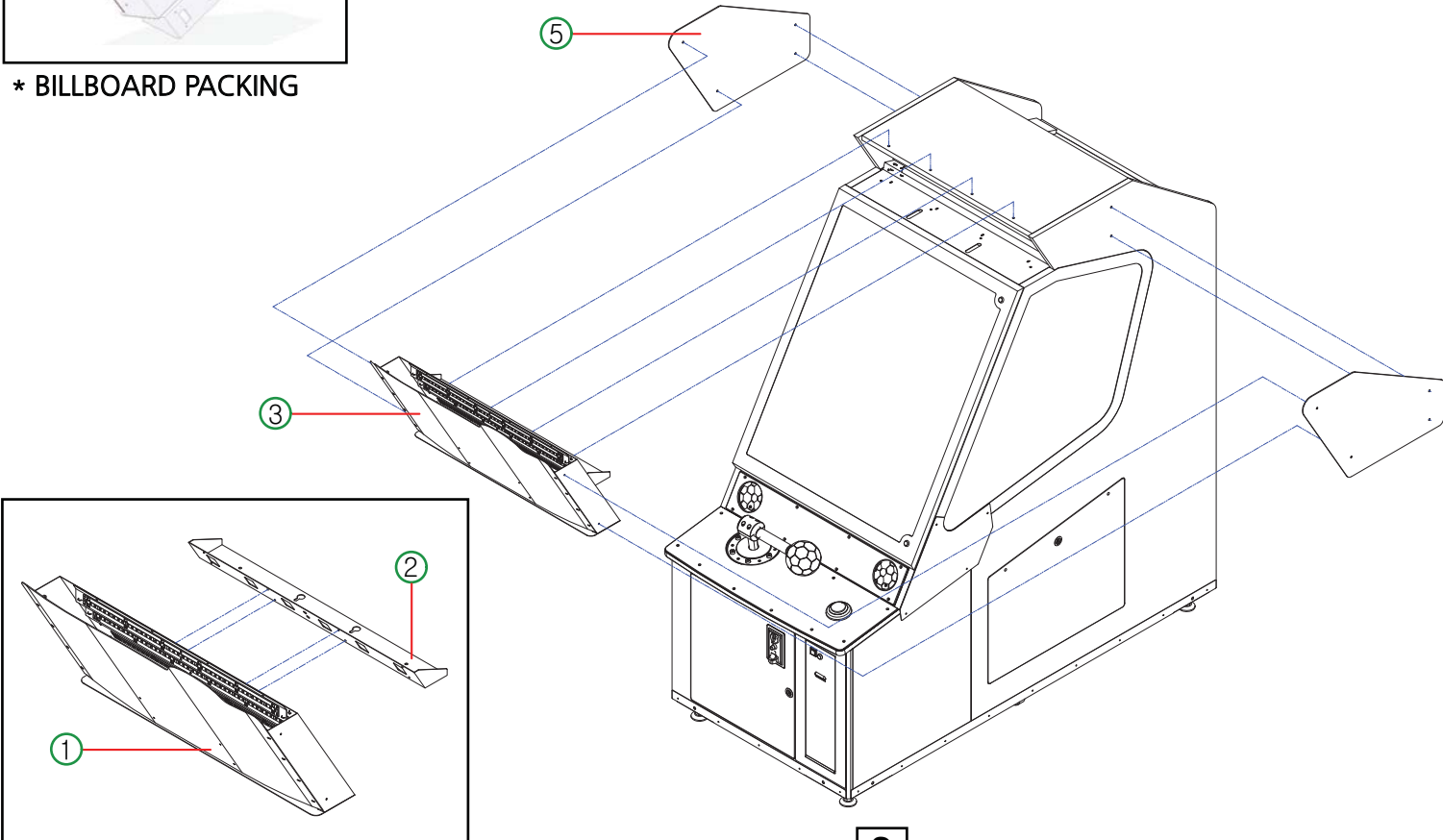
2-2. HOW TO INSTALL

1



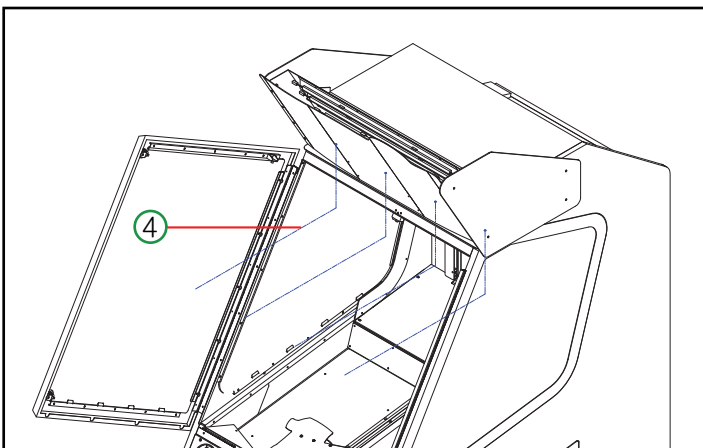
* BILLBOARD PACKING

- ① The Billboard Back Fix BKT of Billboard Parts is packed as shown in the drawing
- ② Loosen one fixing hole in the Billboard Back Fix BKT and combine it as shown in ③④
And then, move it to the top of cabinet and combine Billboard Part Ass'y with cabinet
- Lastly, complete the assembly by combining ⑤ Side Deco L and R (M6 Bolt, 4 points)



2

- You complete it like picture.



3. GAME CHARACTERISTICS

* UNIQUE SOCCER BALL LEVER INTERFACE !!

HOW TO PLAY

①  **PULL LEVER**

Pull the lever all the way and wait for the ball to come out

②  **RELEASE LEVER**

Return the lever at the timing when the ball is coming down

GAME FEATURES

-  Single Player
-  Card Swipe System
-  Ticket Dispensing
-  Coin Acceptor

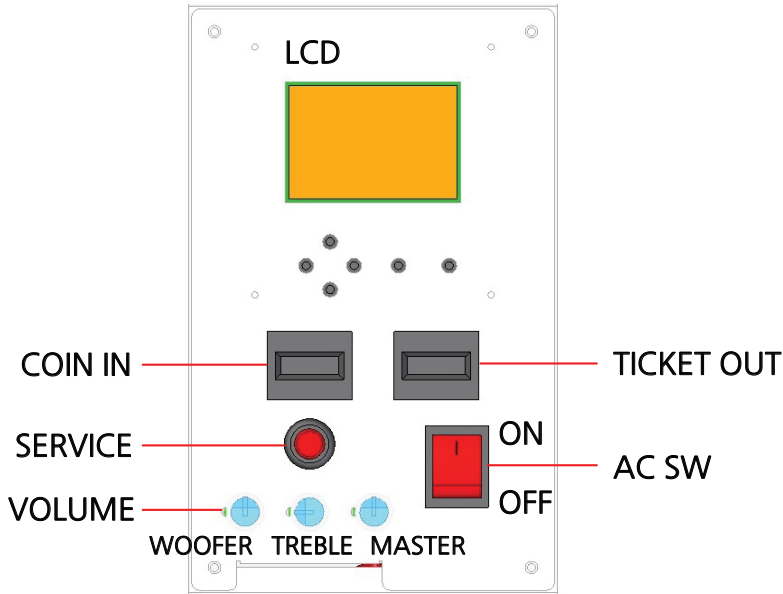


4. SETUP SETTINGS

4-1. MACHINE SETUP

1. HOW TO ENTER SETUP

- There is "Control panel" inside cabinet. User may set any setting using following.



[CONTROL PANEL]

2. SETUP BUTTON LAYOUT

<p>The diagram shows a central cross-shaped button layout. The top button is labeled MENU/SELECT, the right button is labeled CANCEL, and the left and bottom buttons are labeled CHANGE. Below this is a separate SERVICE button represented by a circle with a smaller circle inside.</p>	<ol style="list-style-type: none"> 1) [↑↓] Up/Down Button : Menu Up/Down Move. 2) [←→] Left/Right Button : Change Setting value L/R. 3) Menu/Select Button : Set up menu mode. Execute the selection. 4) Cancel Button : Exit.
<p>SERVICE</p>	<p>SERVICE Button : Credit Button.</p>

[OPERATINGOPTIONS]

PRESS MENU BUTTON [SELECT BUTTON : ACEESS]	
#OPERATING OPTIONS #	
PROGRAM SETTINGS	Set up mode.
CLEAR MODE	Clear Mode.
BOOKKEEPING DATA	Display of Bookkeeping.
FACTORYSETTING	Initializing to factory setting.
TEST MODE	Test Mode.
EXIT	Exit to Operation options.

4-2. SETUP MODE

PROGRAM SETTINGS			
LCD DISPLAY		DESCRIPTION	RANGE
★ CREDIT/COIN	1/1	Setting Credits per Coin.	"FREE", 1/1, 1/2, 1/3, 1/4, 1/5 1/6, 1/7, 1/8, 1/9, 1/10, 2/1, 3/1, 4/1, 5/1
DIFFICULTY	NORMAL	SetDifficulty Level. "EASY" : Normal 12 balls, Bonus 9 balls. "NORMAL": Normal 12 balls, Bonus 8 balls. "HARD" : Normal 12 balls, Bonus 8 balls. Control the number of balls of Normal game for 30seconds and the same of Bonusgame for 15 seconds.	"EASY", "NORMAL", "HARD"
1~5 SCORE T/O	2	Number of tickets for 1~5 goals.	0 ~ 600 (increase by 1)
6~7 SCORE T/O	4	Number of tickets for 6~7 goals.	0 ~ 600 (increase by 1)
8~11 SCORE T/O	6	Number of tickets for 8~11 goals.	0 ~ 600 (increase by 1)
12~13 SCORE T/O	8	Number of tickets for 12~13 goals.	0 ~ 600 (increase by 1)
14 SCORE T/O	10	Number of tickets for 14 goals.	0 ~ 600 (increase by 1)
BIG-WIN VALUE	100	Number of tickets for Big Win.	20 ~ 200 (increase by 10)
BIG-WIN LIMIT	500	Cumulative maximum score of Big Win.	100 ~ 1000(increase by 50)
BIG INCREMENT	0	Cumulative score increases in BIG WIN. If you do not get a Big Win and the game ends, the Big win score will be increased by the setting value.	0 ~ 50 (increase by 1)
MERCY TICKET	0	Number of mercy tickets. (Release of ticket when making no score)	0 ~ 10 (increase by 1)
TICKET/SCORE	1/1	Setting the ratio of tickets for score NONE :No tickets.	"NONE", "1/1", "1/2"
START TIME	20	Waiting time before game starts after credit was increased. NONE : Wait until pressing the start button. 0 : immediate start, 5~60 : Set up in seconds.	"NONE", 0~60 (increase by 5)
ATTRACT VOLUME	80	Setting DEMO sound and volume . "OFF" : No DEMO sound. 10 ~ 100 : The ratio of sound volume.	"OFF" , 10 ~ 100 (increase by 10)
SAVE AND EXIT		Save and exit.	Press SELECT button and move to [YES] or [NO]
CANCEL AND EXIT		Cancel and exit.	

Attention! In case the set value with the sigh of "★" changes, the internal **bookkeeping data** and all information about **game data, credit & ticket** will be deleted.

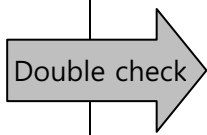
4-3. CLEAR MODE

CLEAR MODE

The game setting value is to be maintained against deleting game data.

LCD DISPLAY	DESCRIPTION	EXECUTION
CLEAR TICKETS	Delete the number of tickets to release now.	Press SELECT button and and move to [YES] or [NO]
CLEAR CREDITS	Delete the number of remaining credits now.	
CLEAR DATA	Delete all game data. (The game setting value is maintained)	
EXIT	Exit.	

BOOKKEEPING DATA	
LCD DISPLAY	DESCRIPTION
== BOOKKEEPING == GAMES TICKETS AVERAGE	Display of Game Information. . Number of total played games. . Number of total released tickets. . Average number of tickets per play.
== TOTAL CREDITS == COINS SERVICE CREDITS	Display of Total Credits. . Number of total input coins. . Number of total service buttons. . Indication of total number of credits.
== BIG WIN == SUCCESS TICKETS	Display of total "BIG WIN" success. . Number of "BIG WIN" success. . Number of tickets gained by "BIG WIN" success.
== BALL COUNT INFO = OUTPUTS GOALS PERCENTAGE	Display of number of balls and goals during the game. . Total number of released balls. . Total number of balls with goal in. . Percentage of goal in.
== WIN LEVEL == 0 : 0 0.0% 1 : 0 0.0% 2 : 0 0.0%	Counting the player's goal score. Number of plays gaining 0 score. Number of plays gaining 1 score. Number of plays gaining 2 score.
3 : 0 0.0% 4 : 0 0.0% 5 : 0 0.0% 6 : 0 0.0%	Number of plays gaining 3 score. Number of plays gaining 4 score. Number of plays gaining 5 score. Number of plays gaining 6 score.
7 : 0 0.0% 8 : 0 0.0% 9 : 0 0.0% 10 : 0 0.0%	Number of plays gaining 7 score. Number of plays gaining 8 score. Number of plays gaining 9 score. Number of plays gaining 10 score.
11 : 0 0.0% 12 : 0 0.0% 13 : 0 0.0% 14 : 0 0.0%	Number of plays gaining 11 score. Number of plays gaining 12 score. Number of plays gaining 13 score. Number of plays gaining 14 score.
== PLAY TIME INFO == PLAYS TIMES AVERAGE	Display of Play Time Information. . Counting number of plays. . Counting total play time. . Average play time.
**VER INFO INT ** V_._, MMM DD YYYY RUNTIME h:mm:ss	Display about version & operation hours. . Display of version information.(month day year) . Total run time (hour:min:sec)

FACTORY- SETTINGS Initializing to factory setting value. (Clearing all data and setting basic set up value)	
LCD DISPLAY (EXECUTION)	LCD DISPLAY (EXECUTION)
FACTORY - SETTING ARE YOU SURE? [YES] or [NO] Execute by moving cursor	FACTORY - SETTING REALLY ? [YES] or [NO] Execute by moving cursor
	

4-4. TEST MODE

TEST MODE		
LCD DISPLAY	SET VALUE	DESCRIPTIONS
1.INPUT TEST	Basic Test	<p>The basic status of switch can be checked at a status in which the cursor is on Input test items instead of entering into serve menu.</p> <p>Output Contents per each switch.</p> <p>Start button : Zero.</p> <p>Service button : One.</p> <p>Ticket button : Two.</p> <p>Keeper left switch : Three.</p> <p>Keeper right switch : Four.</p> <p>Elevator ball switch : Five.</p> <p>Goal gate IR sensor : One goal.</p> <p>Goal gate hole switch : Two goal.</p>
	[=>]	Enter into confirming mode of input state.(Refer to separate input test items)
2. GOAL GATE	[=>]	Only when pressing SELECT Button it is possible to enter into Confirmation Mode of Sensor Status.
		<p>Time FND Display : Display of Test Count(1~30), "---"is Standby Status.</p> <p>Goals FND Display : PS Without Check Observation CK With Check Observation.</p> <p>Ticket FND, Big Win FND Display : Display of perceived beat value of sensor.</p> <p>In case all is sensed, Big Win FND shows FFFF and Ticket FND shows FFFc.</p> <p>"0~,15~," at Set Up LCD displays the "Check Status" of each sensor.</p> <p>Display of status from 0 to 29 at upper part of goal post: if checked, it shows "V".</p> <p>When Check is 30, it means "All Checked"</p> <p>Sensor Version is shown as SV at the bottom of Set Up LCD right side.</p> <p>When pressing the SELECT Button, Check Value will be initialized.</p> <p>When getting out due to long test hour, press CANCEL Button for a long time.</p>

3. FND & LAMP	LAMP, FND, LED Operation Test.		
	“OFF”	Turn off all Lamp, FND and LED.	
	“STEP”	LAMP	Flickering On/Off at all Lamps in following sequence Ticket Lamp ► Button Lamp ► BIGWIN Lamp ► Spot Left Lamp ► Spot Right Lamp ► Goal Gate Lamp (Proceeding in sequence from the bottom to upper direction)
		FND	Flickering On/Off at all FNDs repeating in following sequence ->Count the number 1111 ~ 9999 ->Credit FND: 00 / Score 5 FND 111 / Score 4 FND 222 / Score 3 FND 333 / Score 2 FND 444 / Score 1 FND 555 / Goals FND 66 / Times FND 777 / Tickets FND 8888 / BIG WIN FND 9999
		WS2813	The color of All LED changes in sequence of Red, Green, Blue and White.
		BUTTON LED	The whole ON, OFF flickering Color changes in sequence Red, Green, Blue and White.
	“ON”	Turn On all Lamp, FND and LED. (This value will be maintained at other test mode if they are ON status)	
“ON/OFF”	Repeating ON, OFF		
4.ELEVATOR	Ball Elevator Operation Test.		
	“OFF”	Stop Ball Elevator.	
	“ON”	Operate Ball Elevator.	
	Display of Goals FND : display of motor On/OFF [Move:On, Stop: Off] Display of Tickets FND : 1 st place : Status of Motor encoder “_” : Off, “1” : On 2 nd place: Ball Check Sensor “_” : Off, “1” : On Adjust the interval of automatic releasing the ball with Left and Right button: Minimum 50 to Maximum 300 per 10 Displayed at Times FND (100 = One second)		
5.KEEPER MOT	Operation test of Goal Keeper Motor.		
	“OFF”	Stop at Center position.	
	“LEFT”	Stop after moving to left.	
	“RIGHT”	Stop after moving to right.	
	“CENTER”	Stop after moving to center.	
Indicating the coordinate value in motion at TICKET FND as a criterion of “0” at left side. When pressing SELECT Button, it changes in sequence of Left, Right, center and OFF.			
6.COIN	“OFF”, “ON”	Operation of Coin selector.	
	Goals FND Display : Display of Inhibit movement, On/Off of coin selector, [Move: On, Stop: Off] Times FND Display : Coin input signal. (On: input signal , Off: No signal) Ticket FND Display : Display of number of input coins. When pressing SELECT Button, “ON” and “OFF” are functioning.		

7. TICKET	"OFF", "ON"	Ticket dispensing operation test. (Dispensing 3 tickets basically)
		Time FND Display : Display of Movement and On/Off ticket dispenser. [Move: On, Stop: Off]
		Ticket FND Display : Display of number of dispensed tickets and status of error.
8. COUNTER	"COIN"	Movement of coin counter.
	"TICKET"	Movement of ticket counter.
		When pressing "SELECT" button after selecting "Coin" or "Ticket" by Left/Right button, The counter is increased by "1".
9. SOUND TEST	[=>]	Enter into "Sound Test" Mode.
EXIT		Exit to SET UP mode.

TEST MODE -> INPUT TEST		
Input Test displays INPUT which can be checked with naked eyes in front of the machine Exit in case pressing the Cancel Button.		
LCD DISPLAY	STATUS	DESCRIPTIONS
GAME BUTTON	Off, On	Status of Game Button.
SERVICE B UTTON	Off, On	Status of Service Button.
TICKET SENSOR	Off, On	Status of Ticket Sensor.
TICKET BUTTON	Off, On	Status of Ticket Button.
COIN SENSOR	Off, On	Status of Coin Sensor.
BILL SENSOR	Off, On	Status of Bill Acceptor Sensor.
GOAL IR SENSOR	Off, On	Status of Goalpost Sensor.
GOAL HOLE S/W	Off, On	Status of Hole Switch at the Bottom of Goalpost.
OUTPUT S/W	Off, On	Status of Ball Check Sensor at the Top of Elevator.
KEEPER LEFT S/W	Off, On	Status of Limit Switch at Left -side of Keeper.
KEEPER RIGHT S/W	Off, On	Status of Limit Switch at Right -side of Keeper.
SETUP UP	Off, On	Status of Button above SETUP.
SETUP DOWN	Off, On	Status of Button below SETUP.
SETUP LEFT	Off, On	Status of Button at Left -side of SETUP.
SETUP RIGHT	Off, On	Status of Button at Right -side of SETUP.
SETUP SELECT	Off, On	Status of SETUP Select.
SETUP CANCEL	Off, On	Status of SETUP Cancel.
SERVICE BUTTON	Off, On	Status of Service Button.
0 : 0000000000000000	To check internal switch and status of sensor with the value 0 and 1. 0 -No Input 1 -Existence of Input	
1 : 0000000000000000		
2 : 0000000000000000		

TEST MODE -> SOUND TEST		
LCD DISPLAY	SET VALUE	DESCRIPTIONS
TEST	"Channel"	Output of Sound "One, Two, ~ Seven" per channel.
	"BGM"	Output Test of Back -ground Music.
	"FX"	Output Test of Sound Effect.
	"VOC"	Output Test of Voice.
-EXIT-	Exit to Previous Menu.	

EXIT
Exit to Previous Menu (SETUP MODE) SELECT Button : Press the Button

4-5. ERROR CODE

ERROR CODE	TICKETS FND DISPLAY	ERROR TYPE	NOTE	CHECK LIST
E0-1		SETUP LCD	No Response of SETUP LCD	Check SETUP LCD (Game will be played normally)
E0-2		SYSTEM	Failure of Reading and Writing the Memory of SETUP saved data.	Replace MainBoard if problem continues to happen when turning on/off the power.
E0-3			Saved SETUP data problem.	Enter into SETUP Mode and check the setting and save it. Replace MainBoard if problem continues to happen.
E0-4			Failure of Reading and Writing the Memory of SETUP saved data.	Replace MainBoard if problem continues to happen when turning on/off the power.
E1-1			Coin Selector	Coin 1 sensor signal continues.
E3-1		Goal Keeper	Malfunctioning of Left Limit Switch.	1. Check Functioning of switch
E3-2			Malfunctioning of Right Limit Switch.	1. Check functioning of switch.
E3-3			Malfunction of Motor	1. Check functioning of StepMotor 2. Check functioning of Left/Right Limit Switch.
E6-1		Ball Elevator	No Encoder Signal Change.	1. Check functioning of Motor. 2. Check status of Encoder Sensor.
E6-2			Ball Releasing Problem.	1. Check existence of ball. 2. Check ball releasing sensor.
E6-3			Non-existence of Ball.	1. Check existence of ball 2. Check if there is anycongested area.
0000	Show 0000 during demo play.	Goal Post IR Sensor	Signal on goal sensor when the machine is booting Continuous signal on goal sensor	Check goal sensor Check debris on goal post or goal sensor
Et-1		Ticket Error	Non-Existence of Ticket or Non-movement of Ticket Motor.	Check Existence of Ticket or Functioning of Ticket Dispenser.
Et-2			Tickets jamming or Act in reverse way of Ticket Sensor Signal.	1. Check if tickets are jammed. 2. Check status of Ticket Dispenser DIP switch sensor.

* Games can be played against E0 - 1, Et - 1, Et - 2 errors but other errors make it impossible to play games.

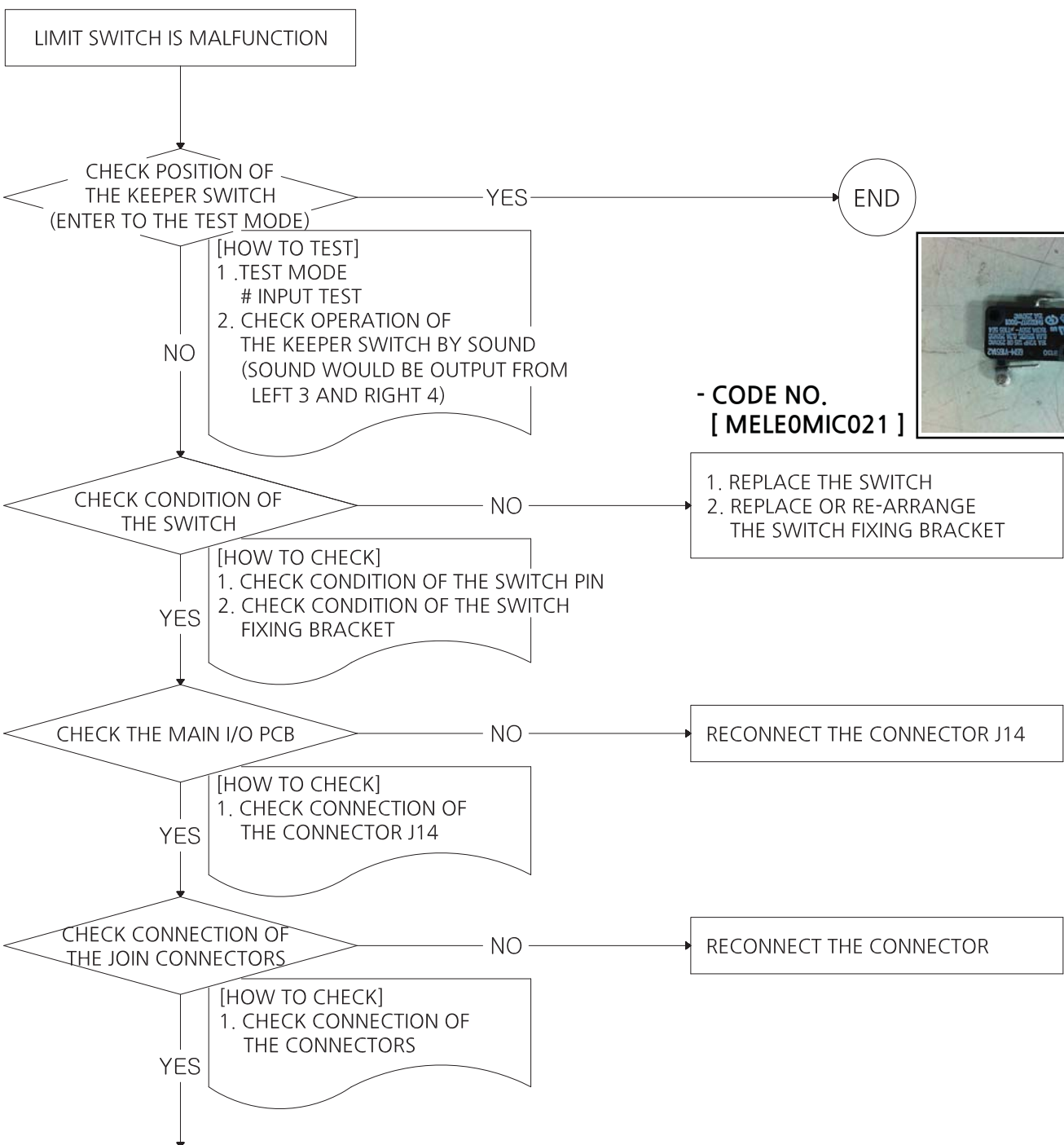
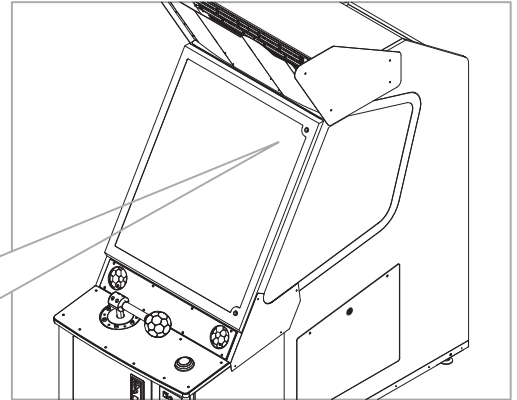
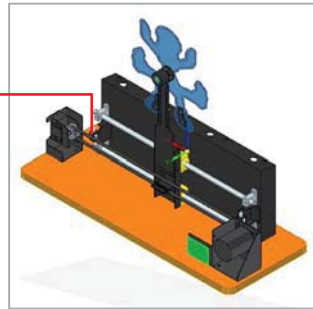
* In case of 0000 error, goal sensor function will be automatically off until power reset, and only micro switch will be functioning.

5. TROUBLESHOOTING

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

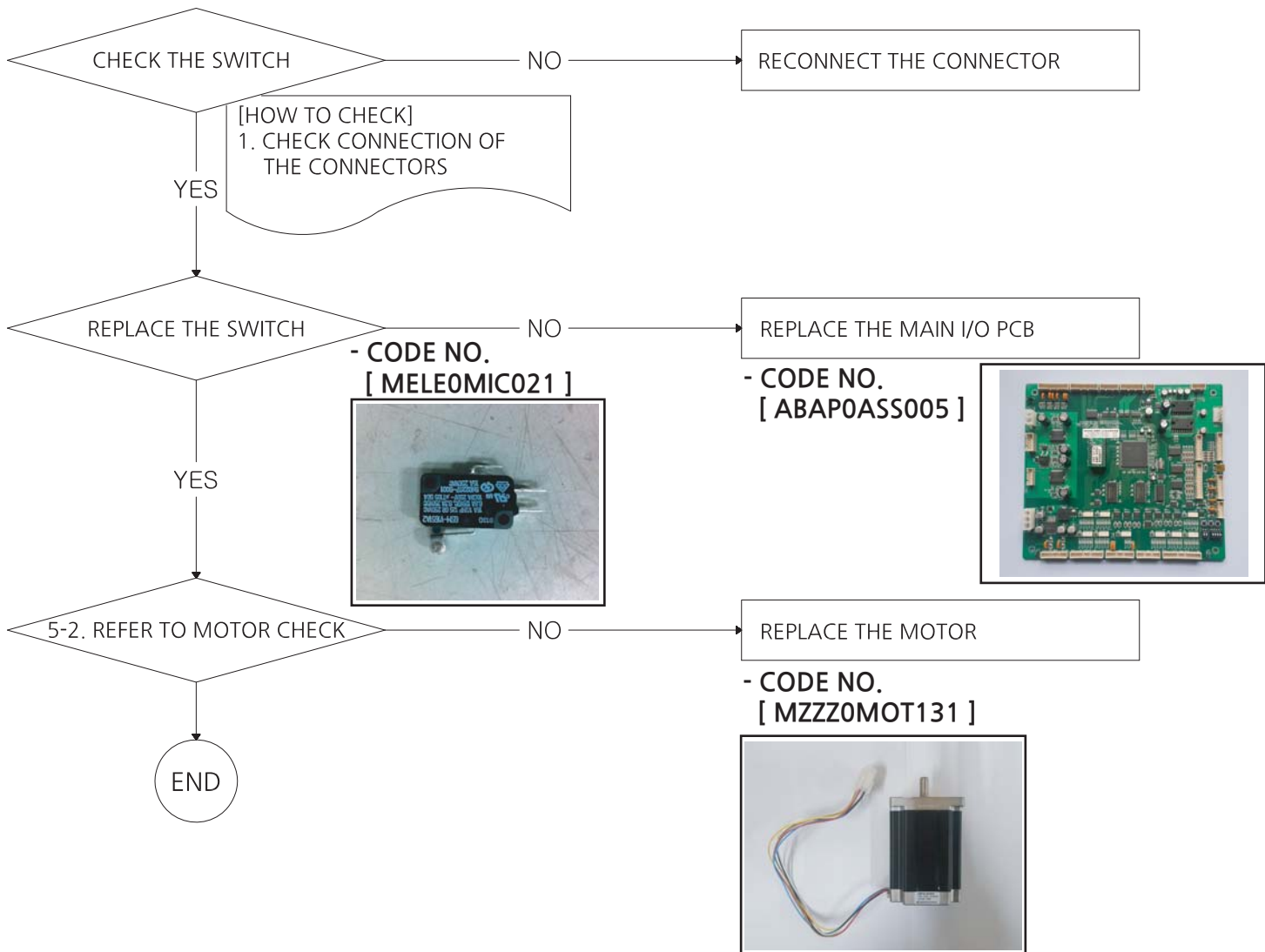
5-1. LIMIT SWITCH ERROR [E3-1, E3-2, E3-3]

LIMIT SWITCH



- CODE NO. [MELEOMIC021]

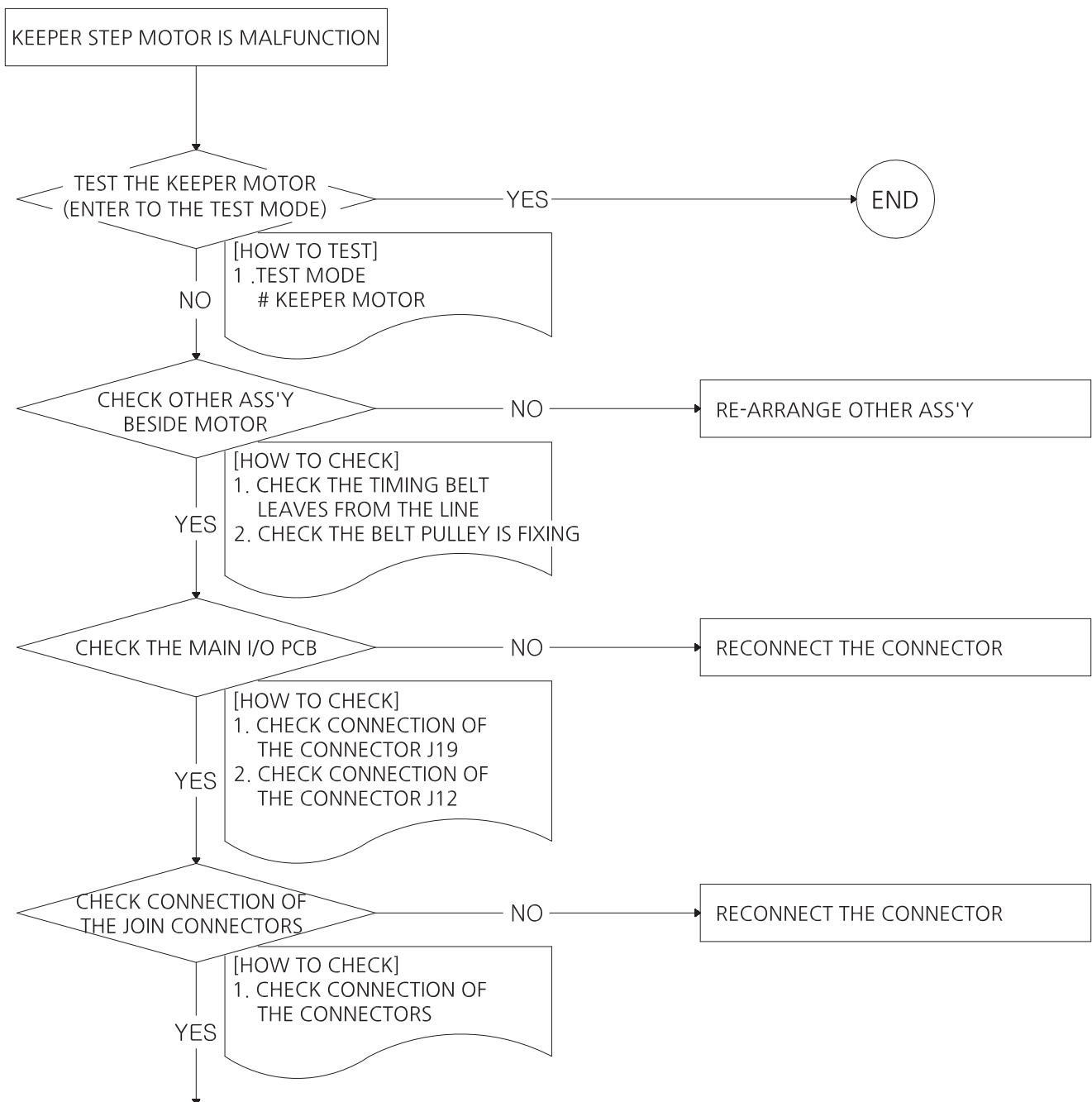
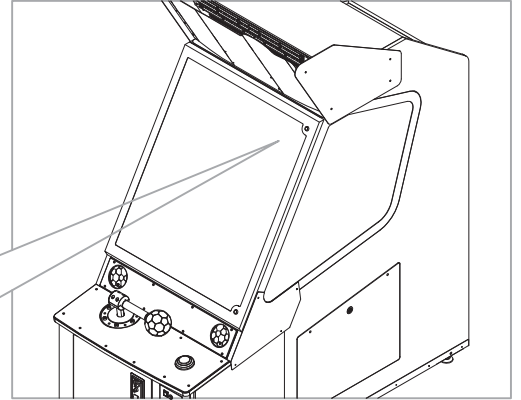
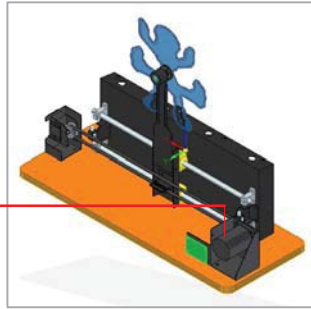


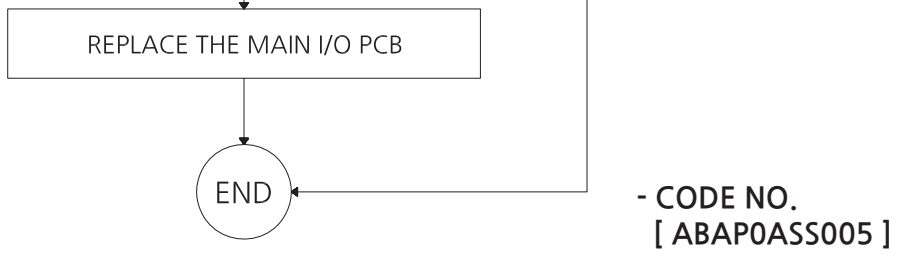
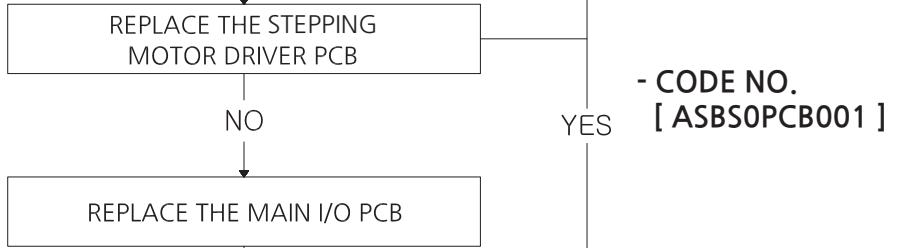
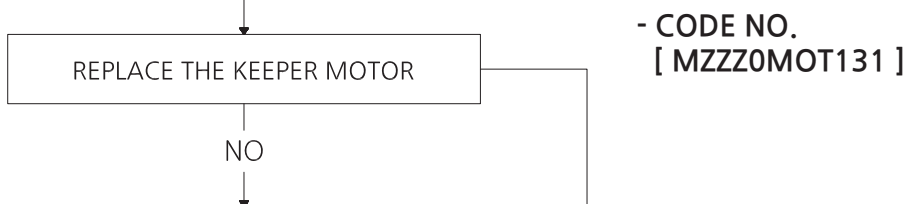
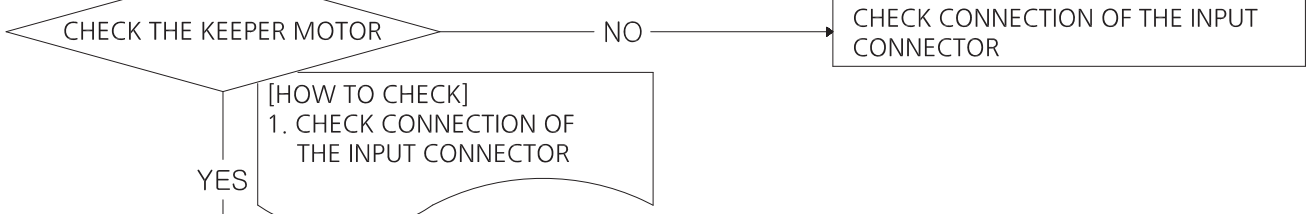
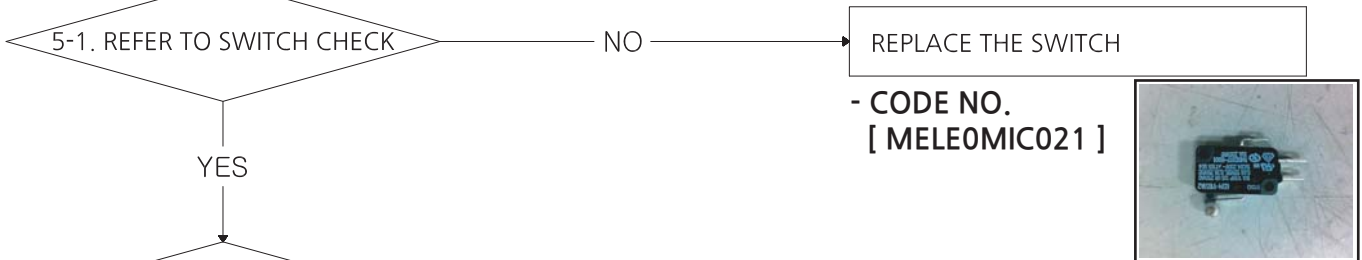
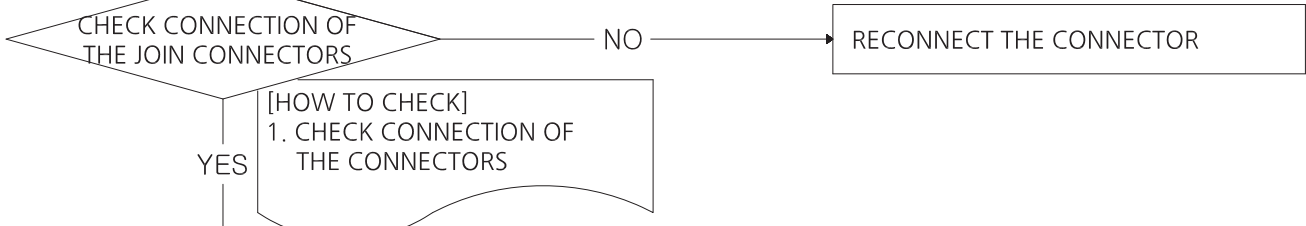
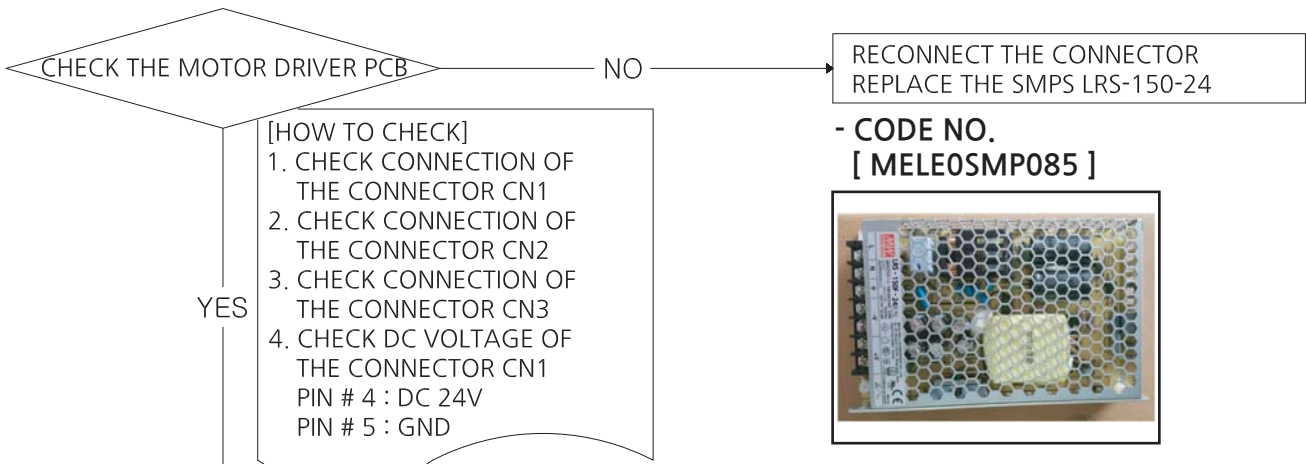


* General check up : Check the supply voltage and wiring connection properly
 * "NO" : Means faulty of the check up result.

5-2. KEEPER STEP MOTOR ERROR [E3-1, E3-2, E3-3]

KEEPER STEP MOTOR

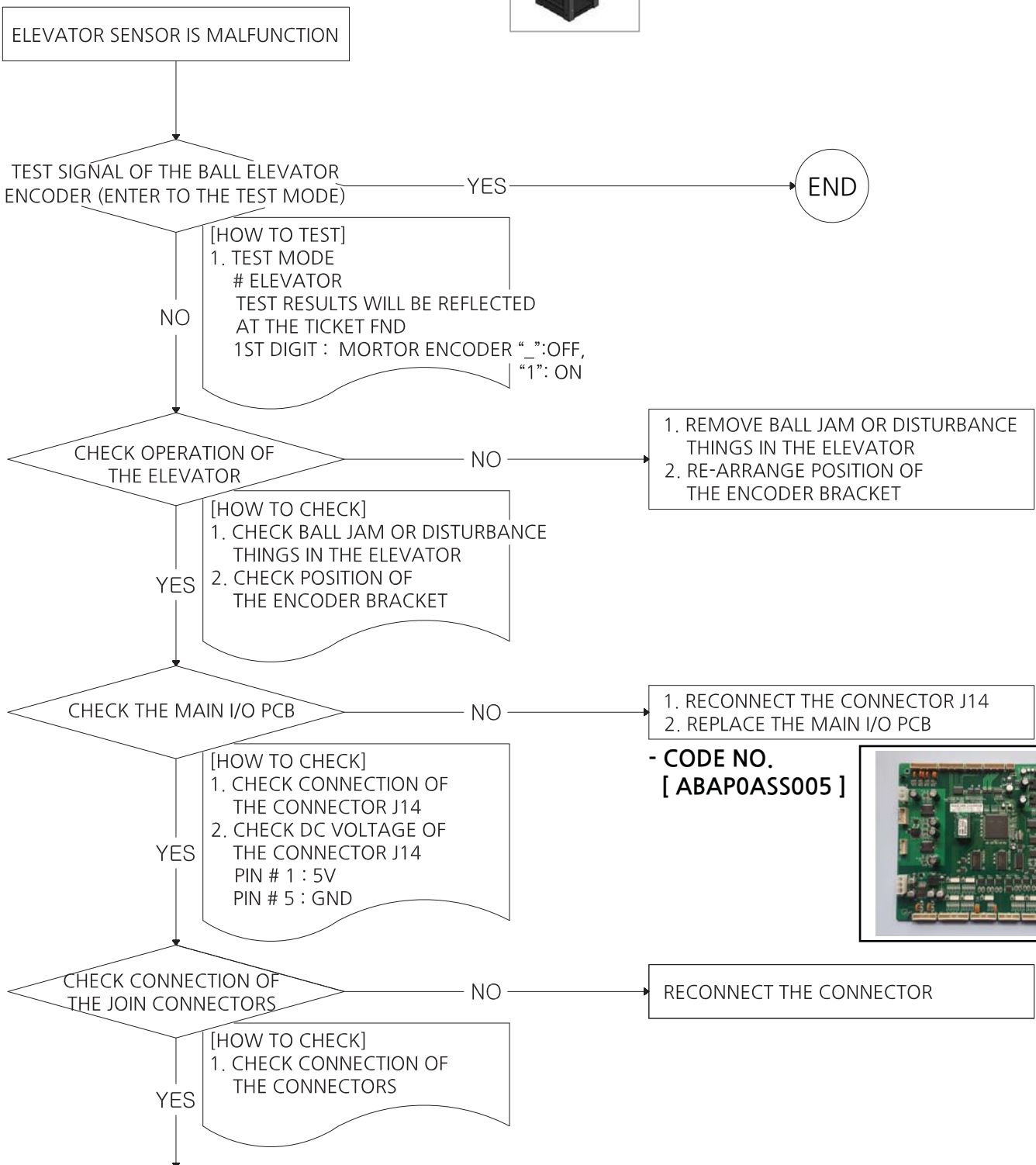
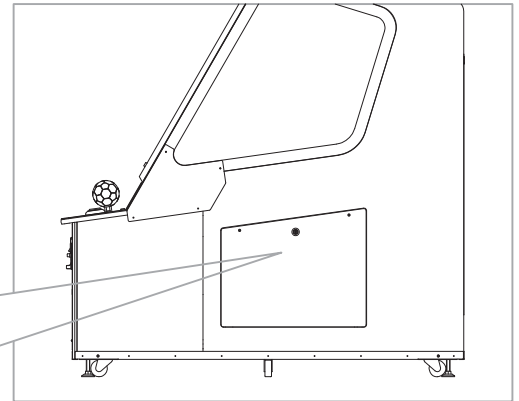
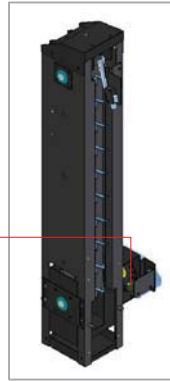


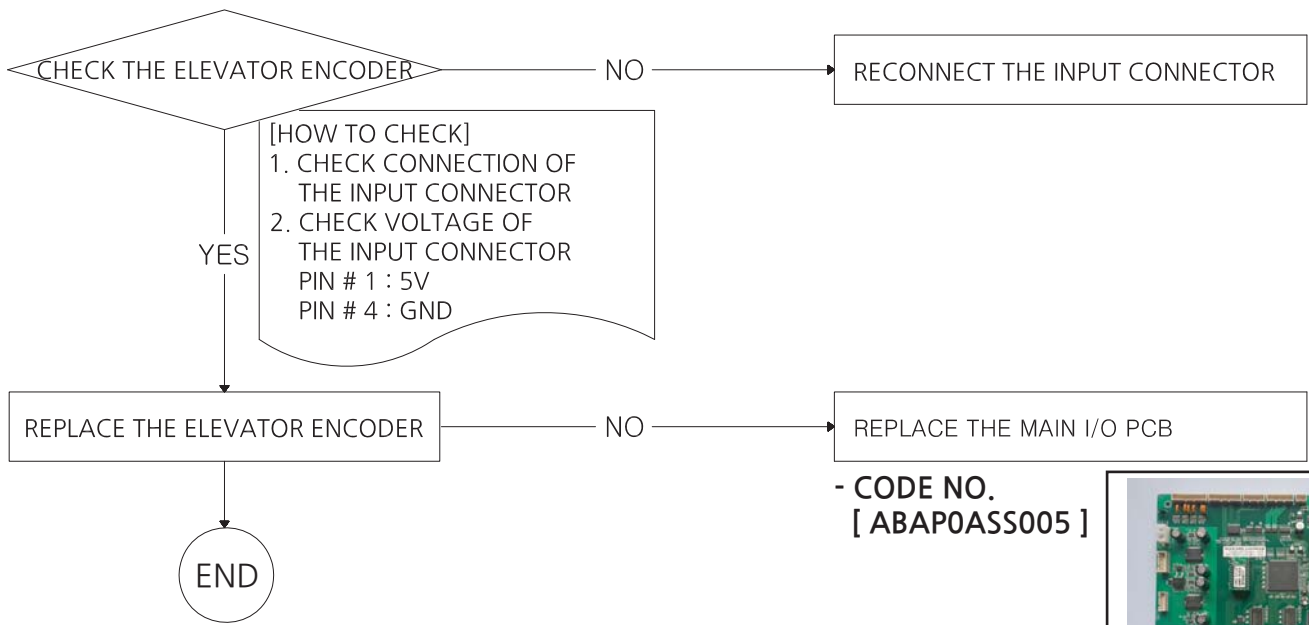


* General check up : Check the supply voltage and wiring connection properly
 * "NO" : Means faulty of the check up result.

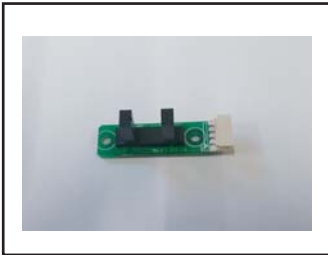
5-3. ELEVATOR SENSOR ERROR [E6-1]

ELEVATOR SENSOR





- CODE NO.
[AZZZ0PCB103]



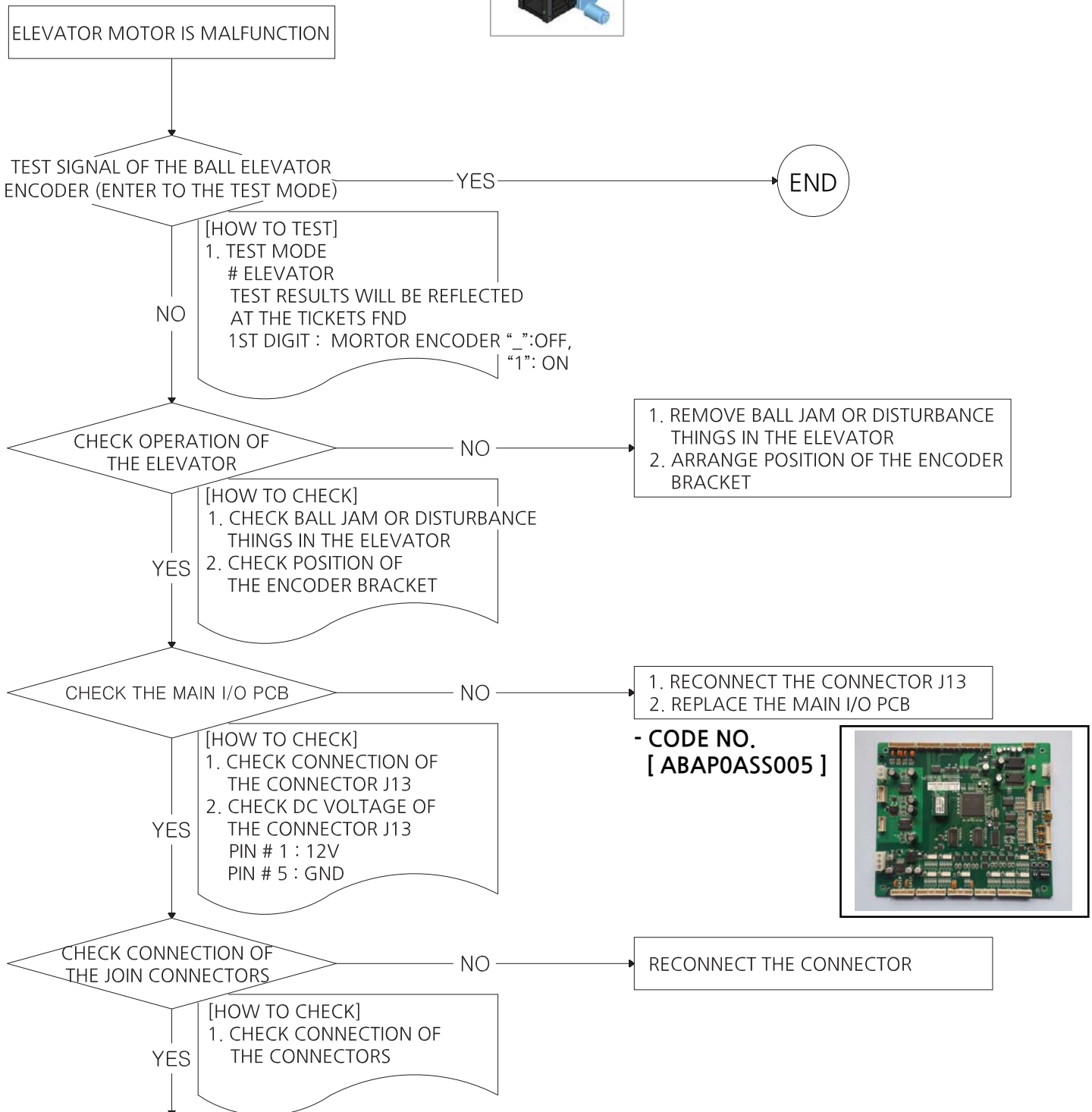
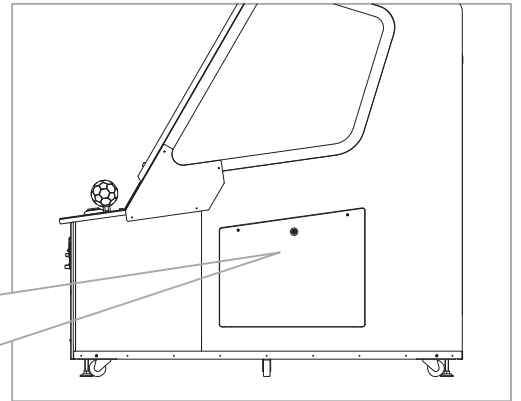
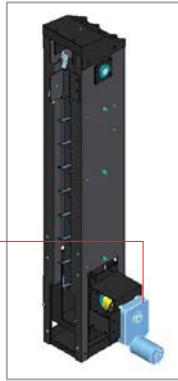
- CODE NO.
[ABAP0ASS005]

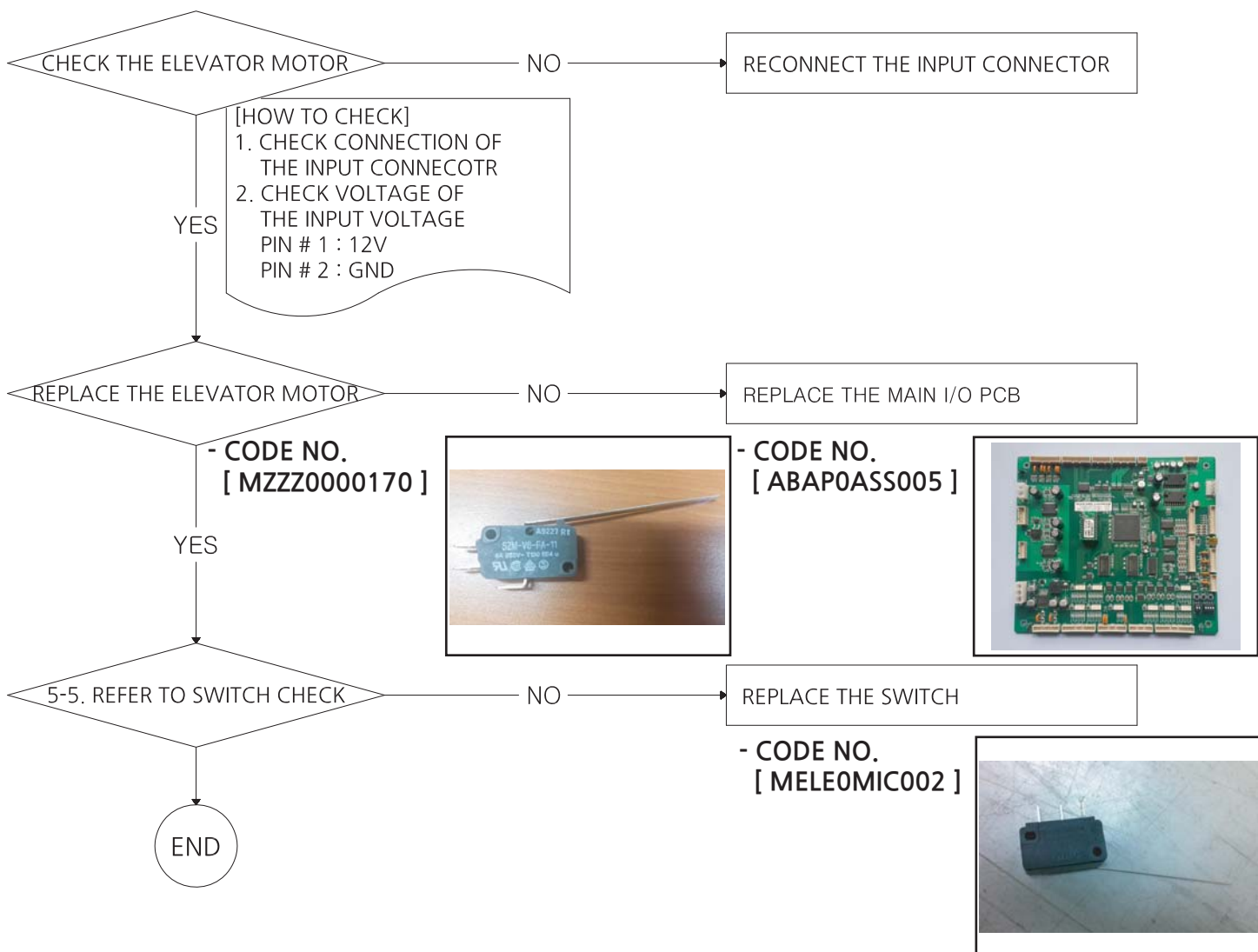


- * General check up : Check the supply voltage and wiring connection properly
- * "NO" : Means faulty of the check up result.

5-4. ELEVATOR MOTOR ERROR [E6-1]

ELEVATOR MOTOR

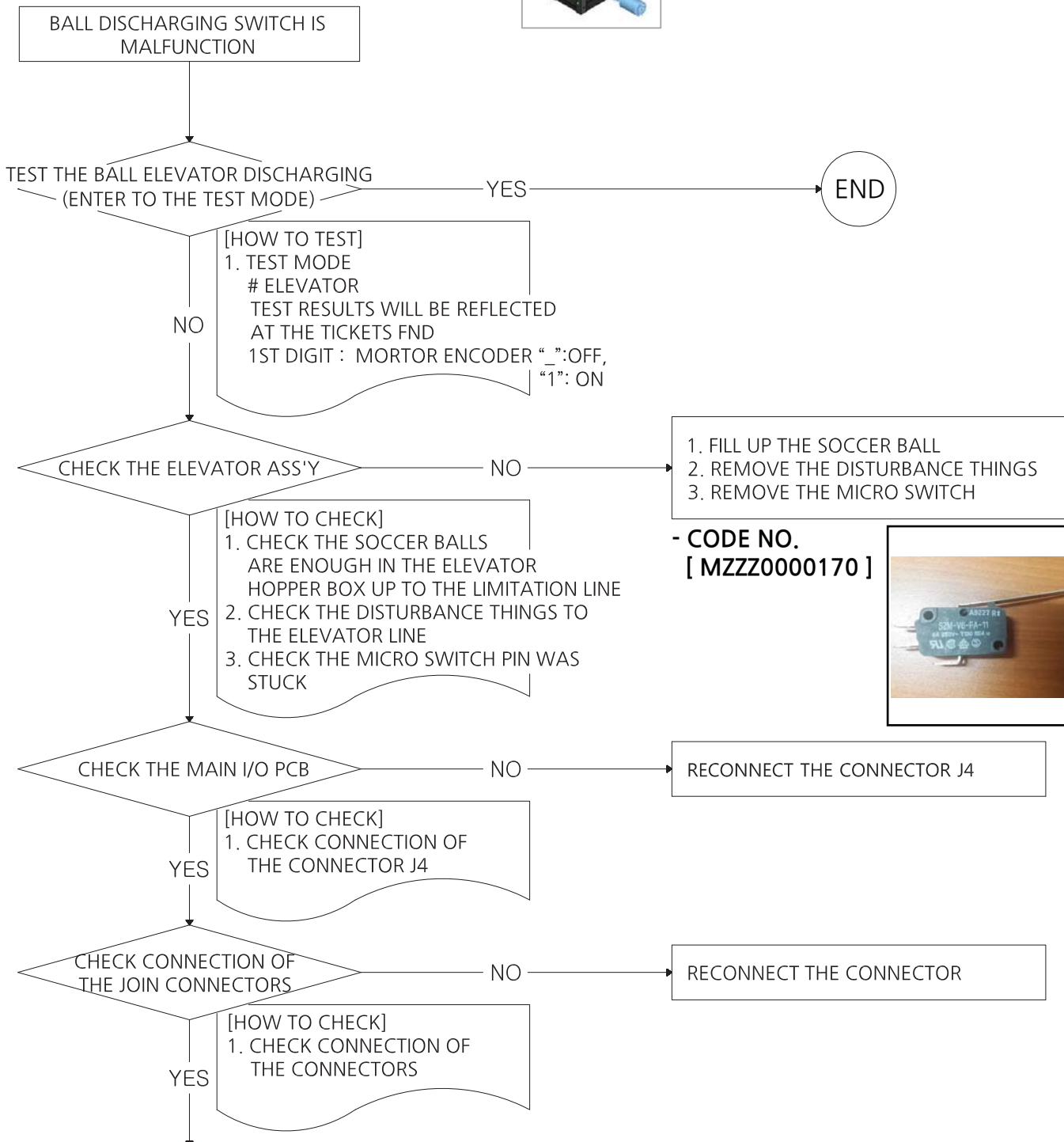
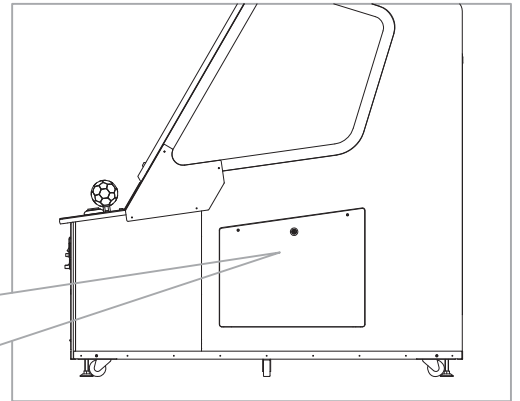


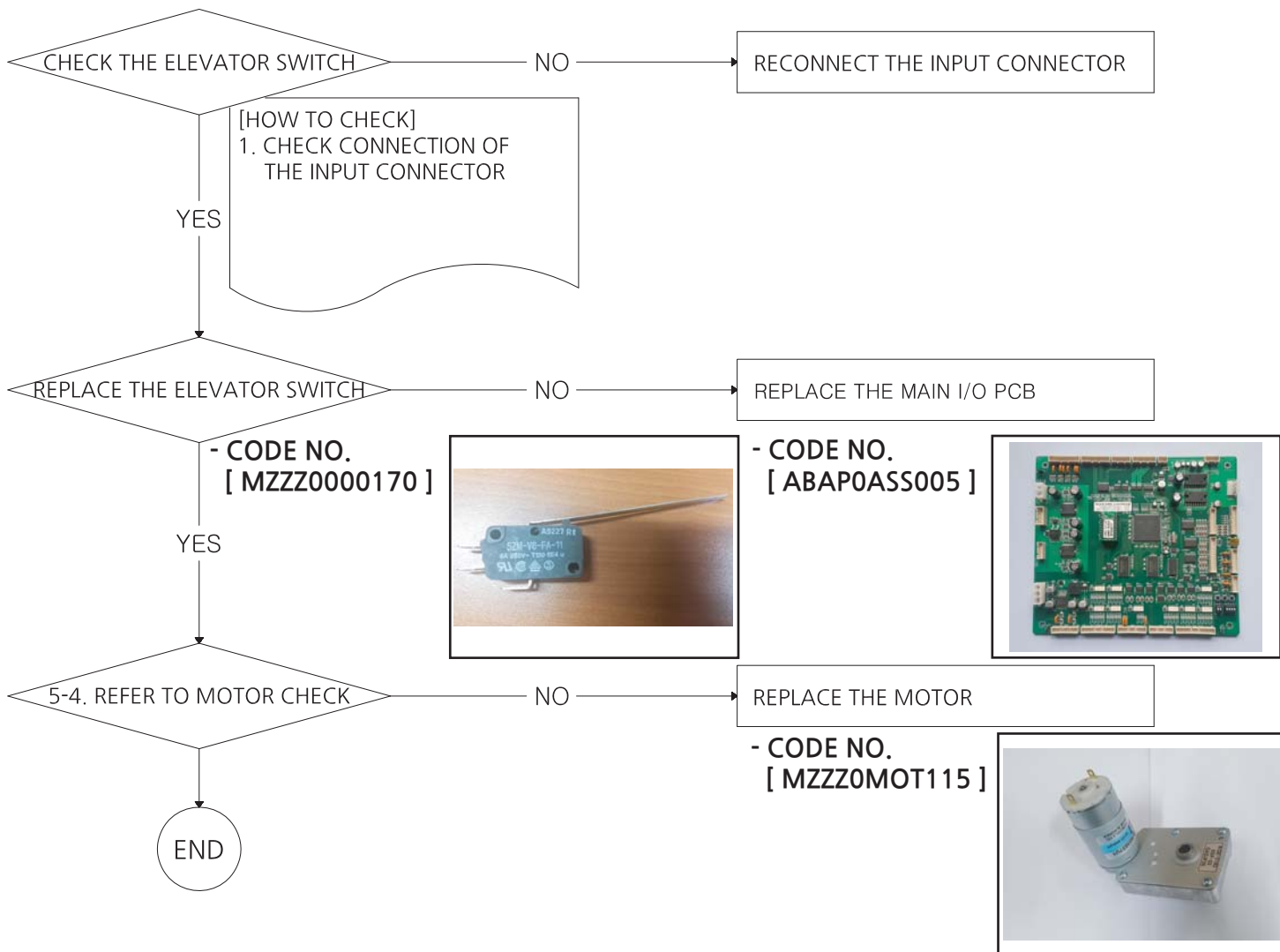


- * General check up : Check the supply voltage and wiring connection properly
- * "NO" : Means faulty of the check up result.

5-5. DISCHARGING SWITCH ERROR [E6-2]

DISCHARGING SWITCH

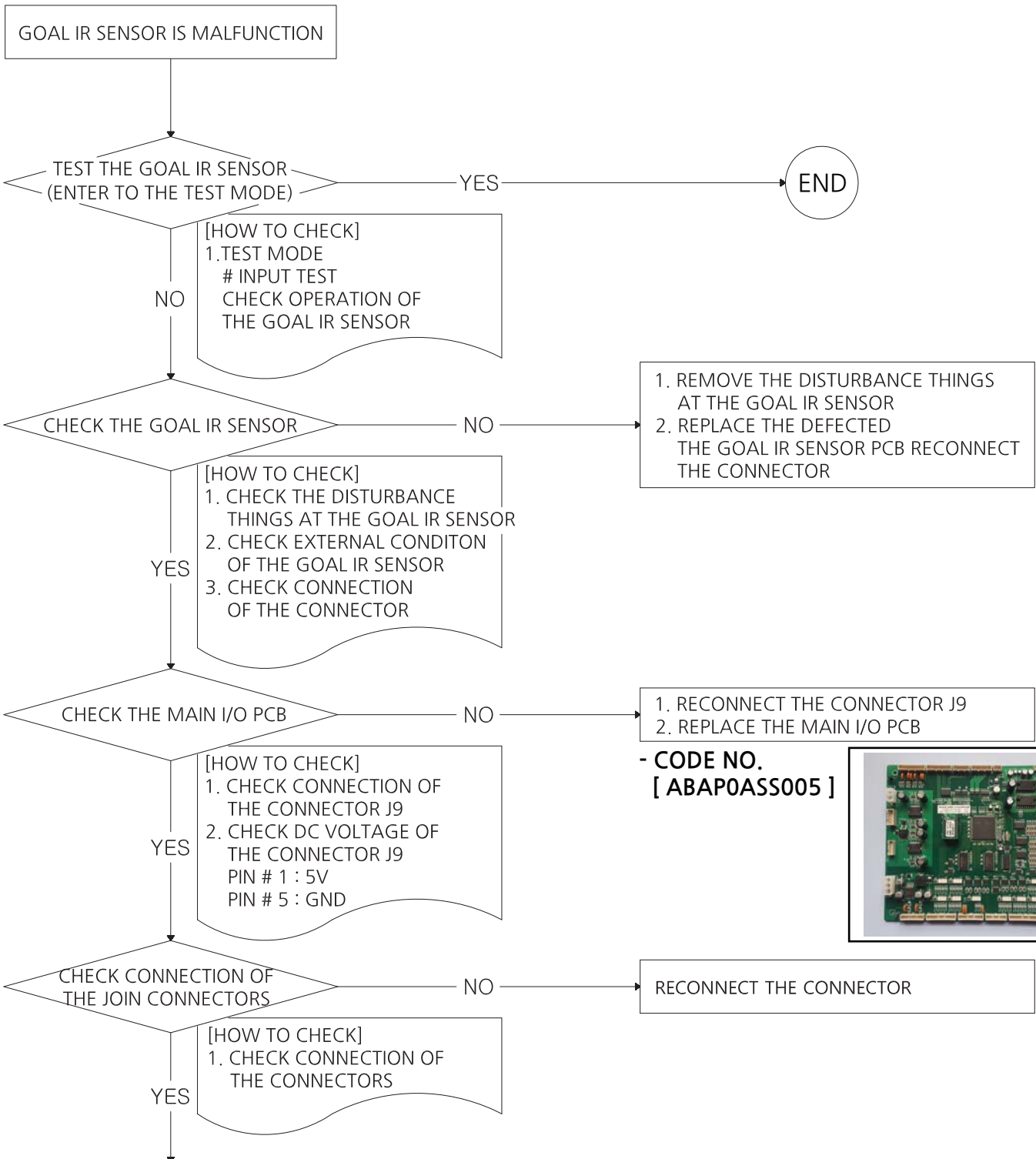
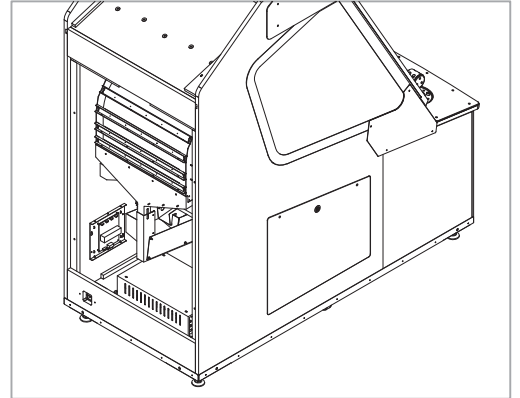
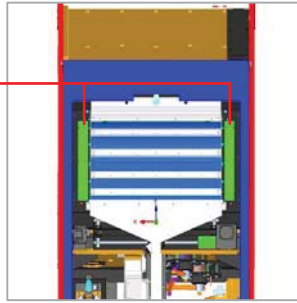




* General check up : Check the supply voltage and wiring connection properly
 * "NO" : Means faulty of the check up result.

5-6. GOAL IR SENSOR ERROR [0000]

GOAL IR SENSOR





[HOW TO CHECK]
 1. CHECK CONNECTION OF THE INPUT CONNECOTR (RECEIVER , TRANSMITTER)
 2. CHECK VOLTAGE OF THE CONNECTOR (RECEIVER , TRANSMITTER)
 PIN # 1 : 5V
 PIN # 4 : GND

- CODE NO. [ABAP0ASS005]

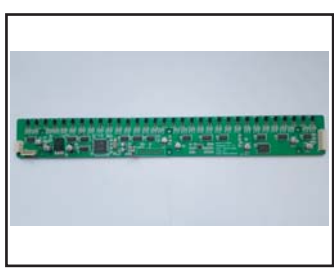


- CODE NO. [ABAP0ASS005]



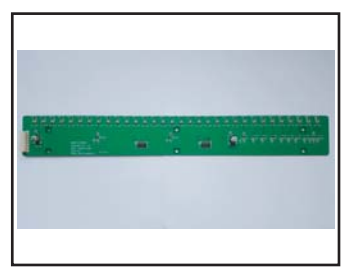
YES → END

- CODE NO. [ASBS0PCB002]



* RECEIVER

- CODE NO. [AFCU0PCB001]

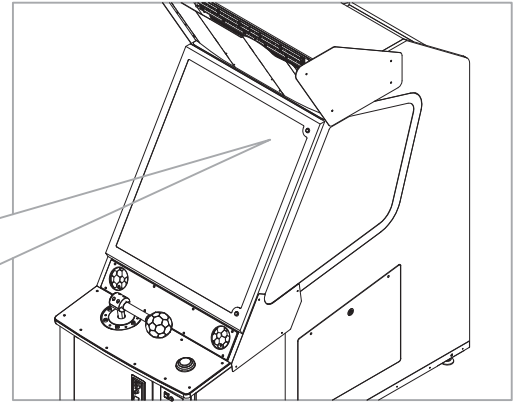
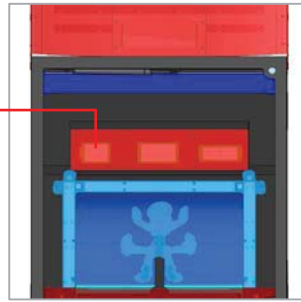


* TRANSMITTER

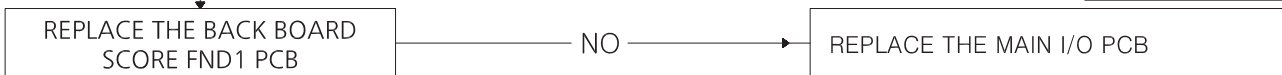
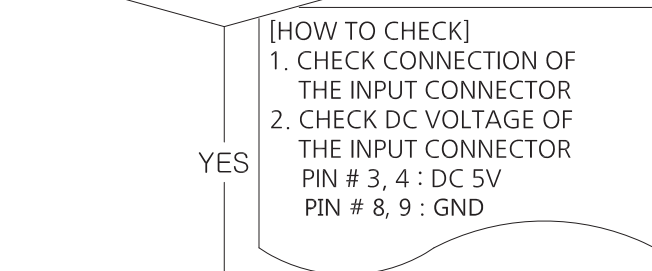
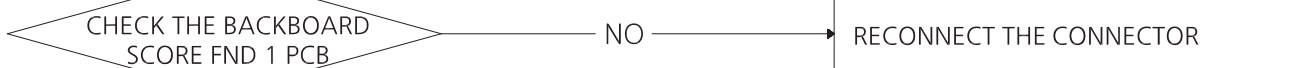
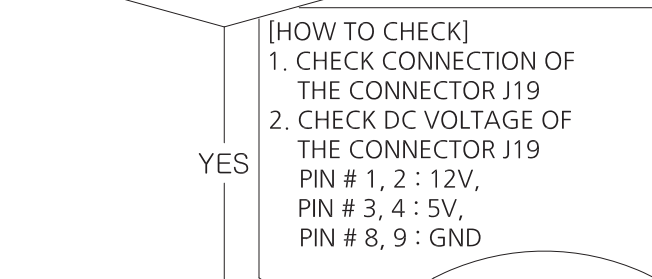
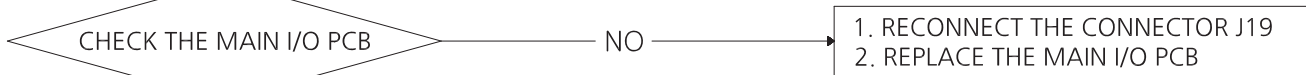
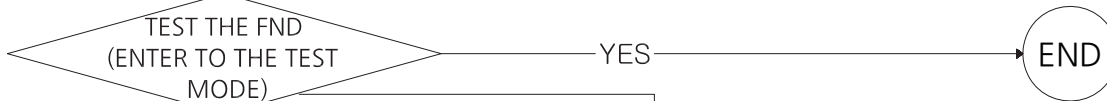
- * General check up : Check the supply voltage and wiring connection properly
- * "NO" : Means faulty of the check up result.

5-7. BACKBOARD SCORE FND ERROR

BACKBOARD SCORE FND



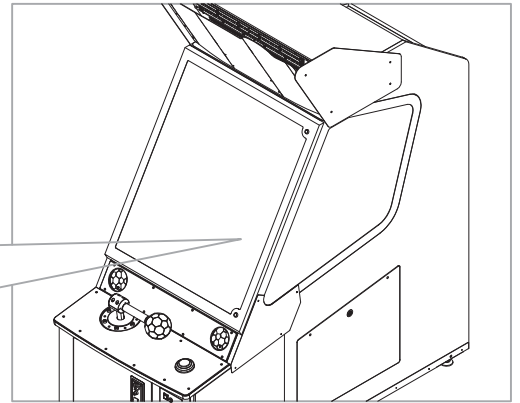
THE BACKBOARD SCORE FND IS MALFUNCTION
 ARRANGEMENT : BACK BOARD SCORE FND 1 -> BACK BOARD SCORE FND 2 -> BACK BOARD SCORE FND 3 -> JACKPOT FND



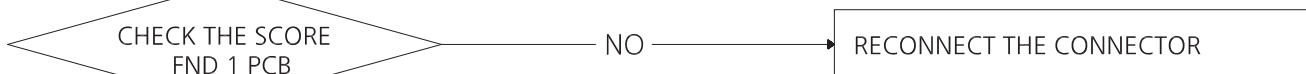
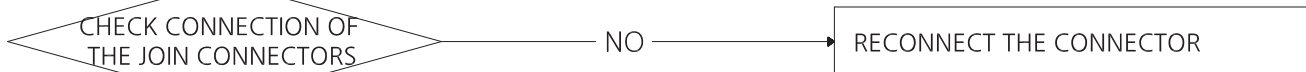
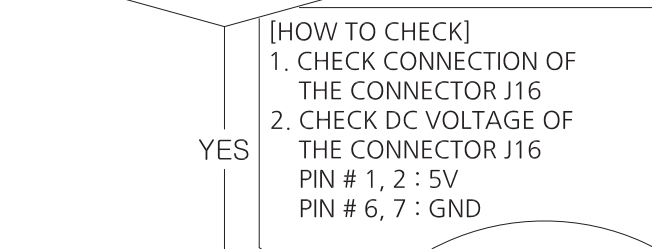
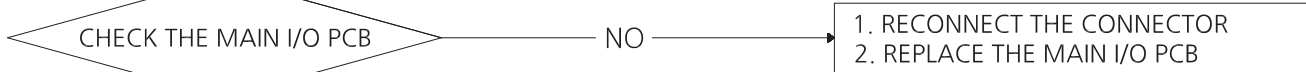
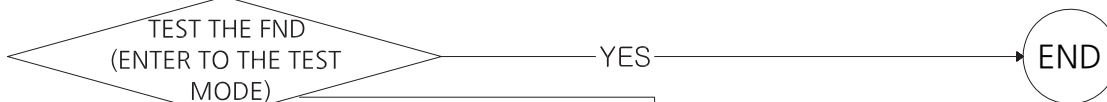
- * General check up : Check the supply voltage and wiring connection properly
- * "NO" : Means faulty of the check up result.

5-8. SCORE FND ERROR

SCORE FND



SCORE FND IS MALFUNCTION
 ARRANGEMENT : SCORE FND 1 -> SCORE FND 2 -> SCORE FND 3 -> SCORE FND 4 ->
 SCORE FND 5 -> CREDIT FND -> BUTTON LED



REPLACE THE
SCORE FND1 PCB

NO

REPLACE THE MAIN I/O PCB

END

- CODE NO.
[AFND0PCB028]



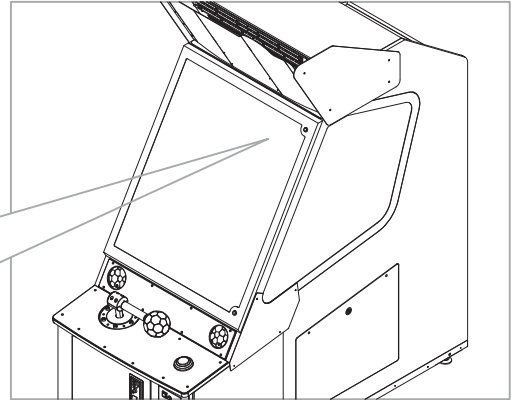
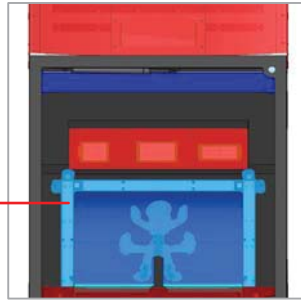
- CODE NO.
[ABAP0ASS005]



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

5-9. GOAL NET LED ERROR

GOAL NET LED



GOAL NET LED IS MALFUNCTION
 ARRANGEMENT : GOALNET 2813LED1 -> GOALNET 2813LED2 -> GOALNET 2813LED3 ->
 GOALNET 2813LED4 -> GOALNET 2813LED5

TEST THE FND
 (ENTER TO THE TEST
 MODE)

YES

END

NO

[HOW TO TEST]
 1. TEST MODE
 # FND & LAMP TEST

CHECK THE MAIN I/O PCB

NO

RECONNECT THE CONNECTOR J8

YES

[HOW TO CHECK]
 1. CHECK CONNECTION OF
 THE CONNECTOR J8

CHECK THE WS2812B
 DISPLAY

NO

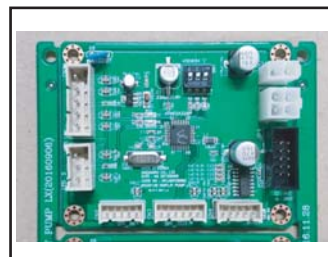
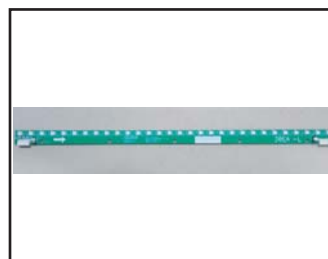
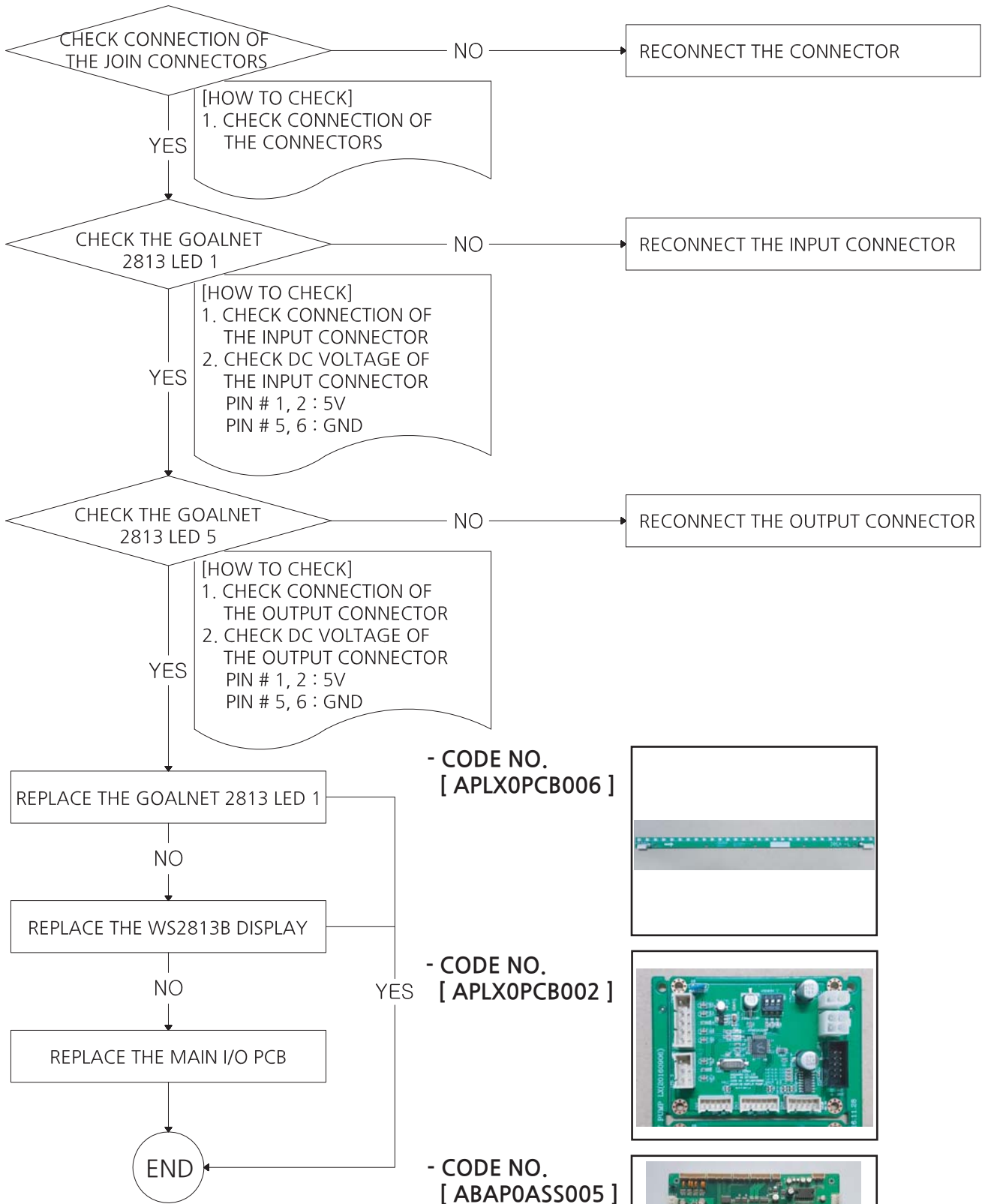
1. RECONNECT THE CONNECTOR
 2. REPLACE THE SMPS LRS150-5

- CODE NO.
 [MELE0SMP096]



YES

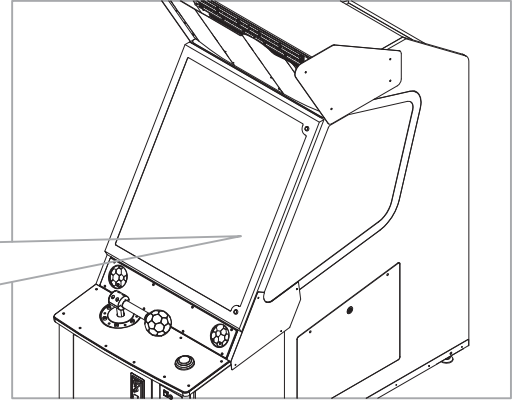
[HOW TO CHECK]
 1. CHECK CONNECTION OF
 THE CONNECTOR CN4
 2. CHECK CONNECTION OF
 THE CONNECTOR J1
 3. CHECK DC VOLTAGE OF
 THE CONNECTOR J1
 PIN # 1, 2 : 5V
 PIN # 3, 4 : GND
 4. CHECK CONNECTION OF
 THE CONNECTOR CN1
 5. CHECK DC VOLTAGE OF
 THE CONNECTOR CN1
 PIN # 1, 2 : 5V
 PIN # 4, 5 : GND



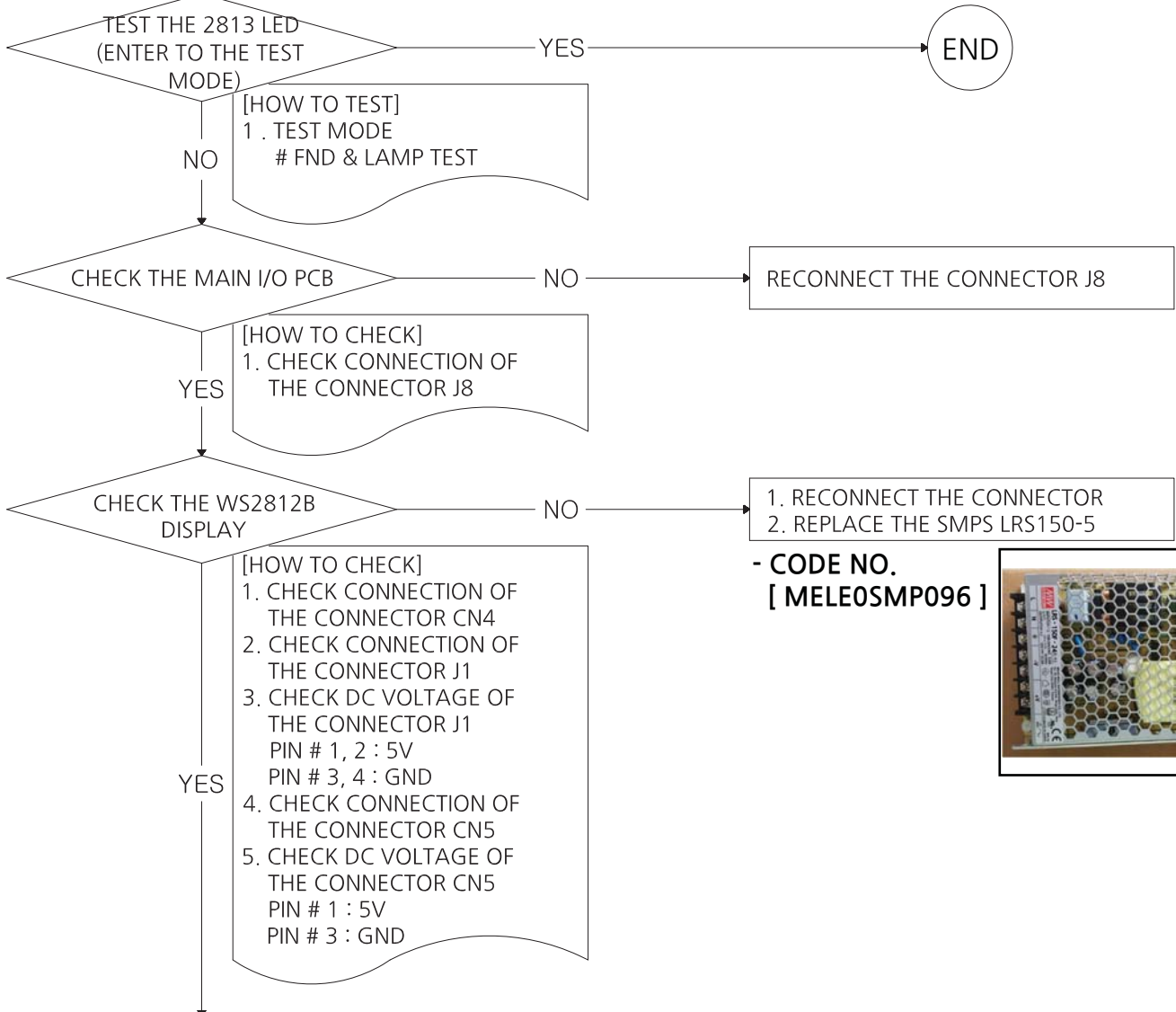
* General check up : Check the supply voltage and wiring connection properly
 * "NO" : Means faulty of the check up result.

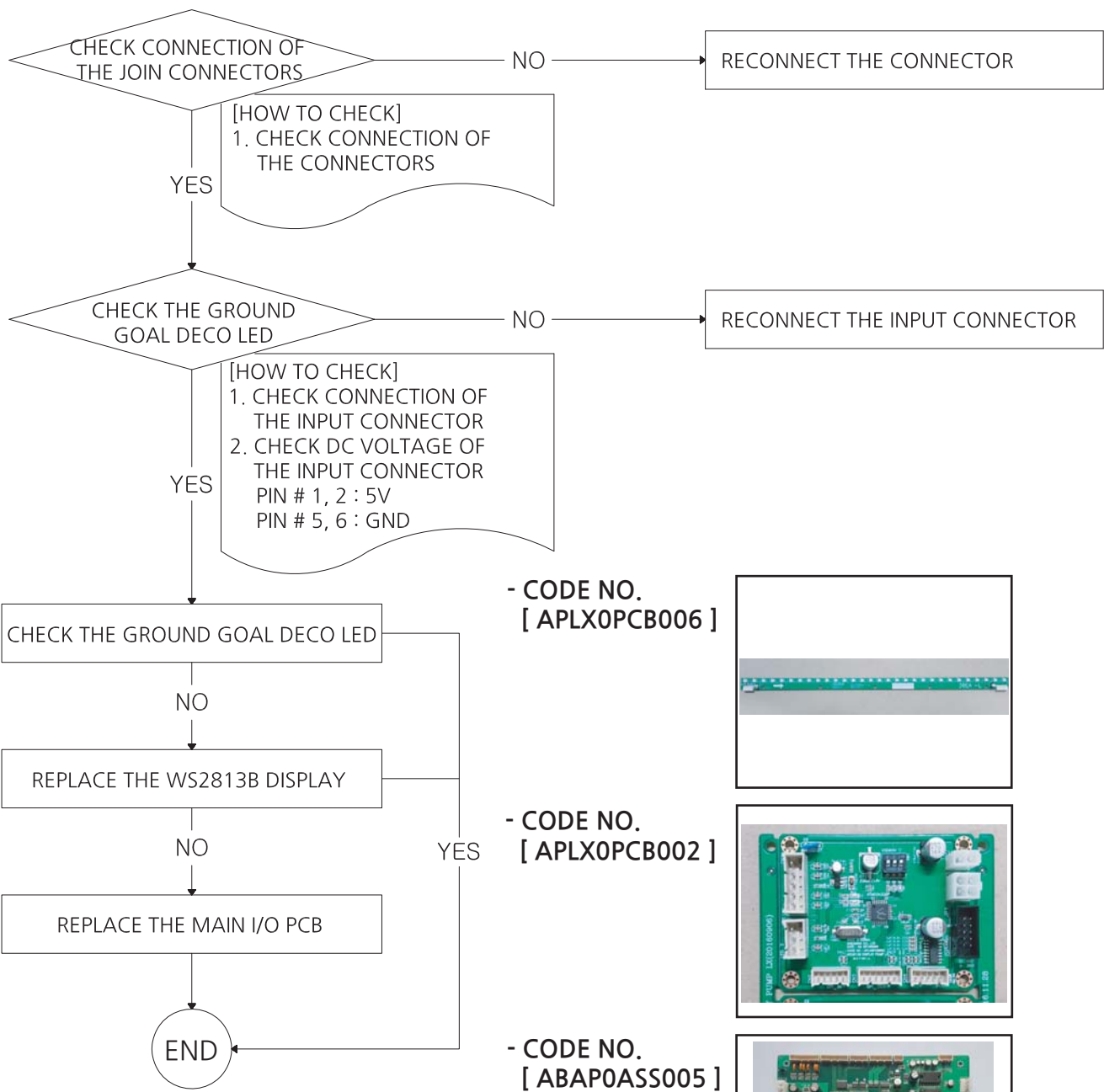
5-10. GROUND GOAL DECO LED ERROR

GROUND GOAL DECO LED

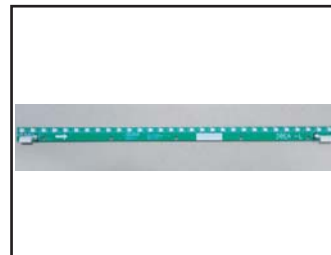


GROUND GOAL DECO LED IS MALFUNCTION
 ARRANGEMENT : GROUND GOAL DECO LED -> GROUND GOAL DECO LED ->
 RAIL FLEXIBLE LED

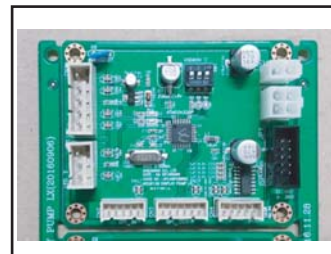




- CODE NO.
[APLX0PCB006]



- CODE NO.
[APLX0PCB002]

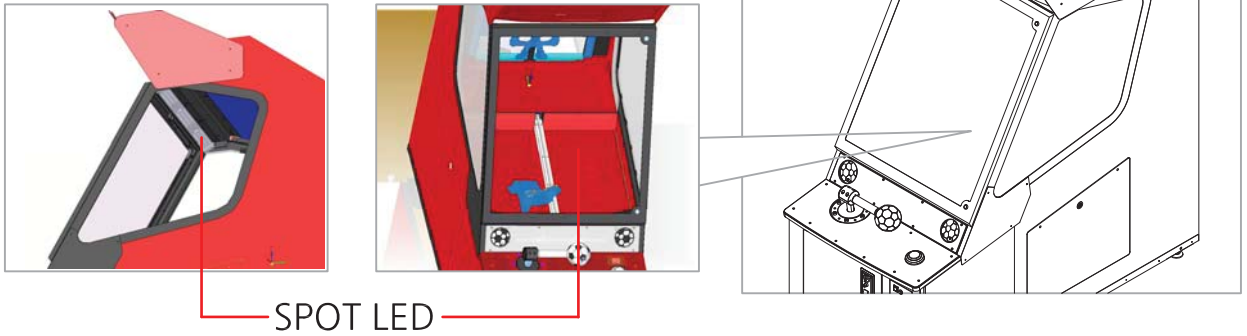


- CODE NO.
[ABAPOASS005]



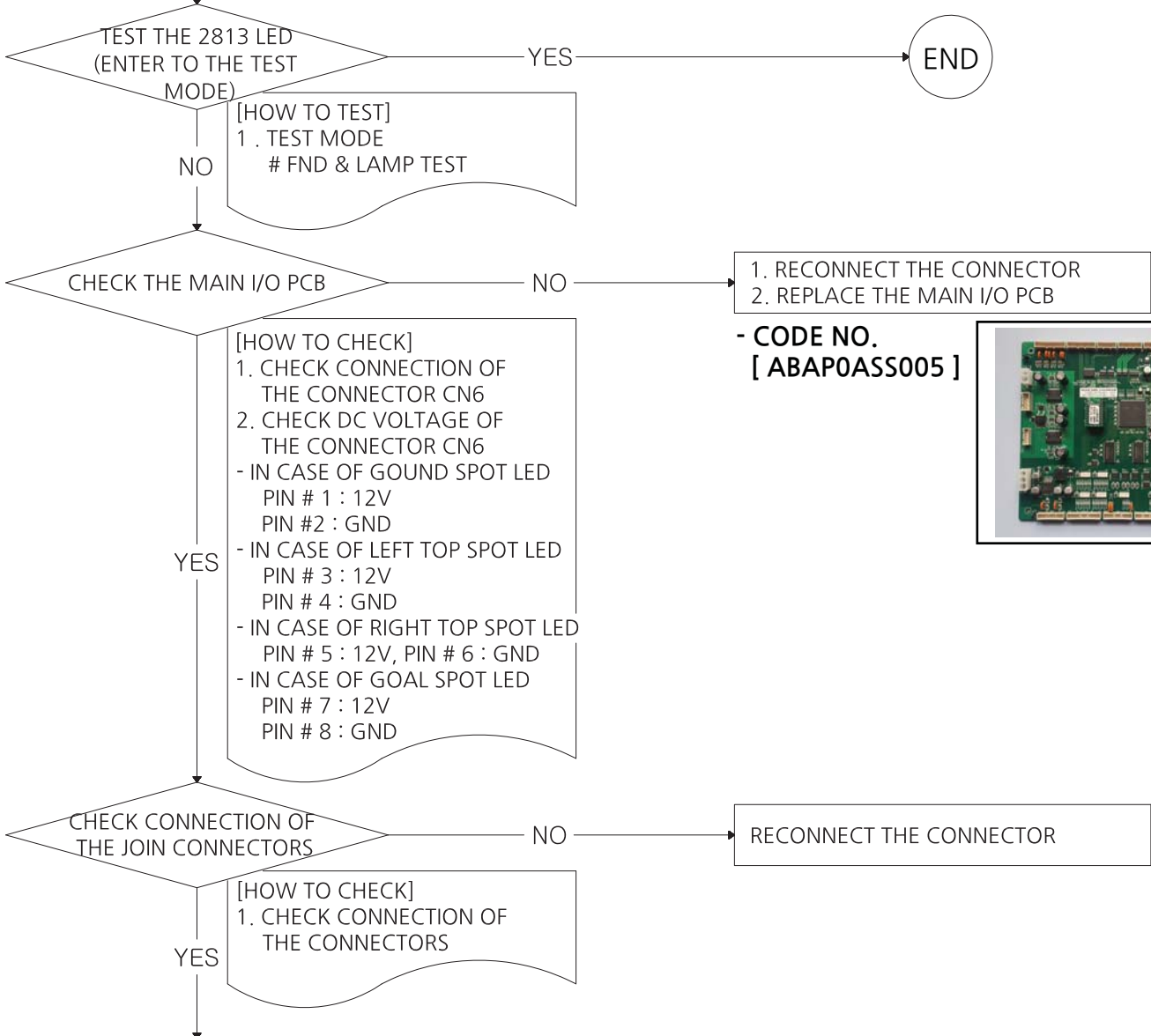
* General check up : Check the supply voltage and wiring connection properly
 * "NO" : Means faulty of the check up result.

5-11. SPOT LED ERROR



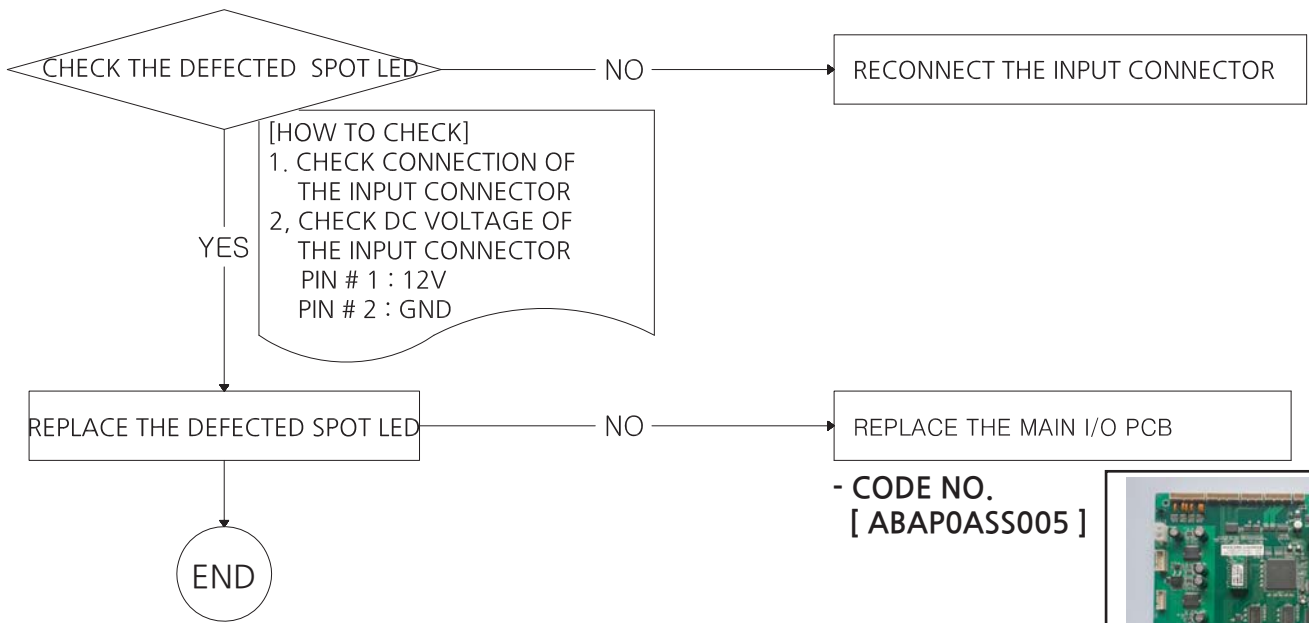
SPOT LED

SPOT LED (LEFT & RIGHT TOP SPOT LED, GROUND SPOT LED, GOAL SPOT LED) IS MALFUNCTION

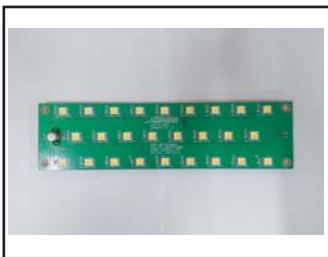


- CODE NO.
[ABAP0ASS005]





- CODE NO.
[ABAP0PCB008]

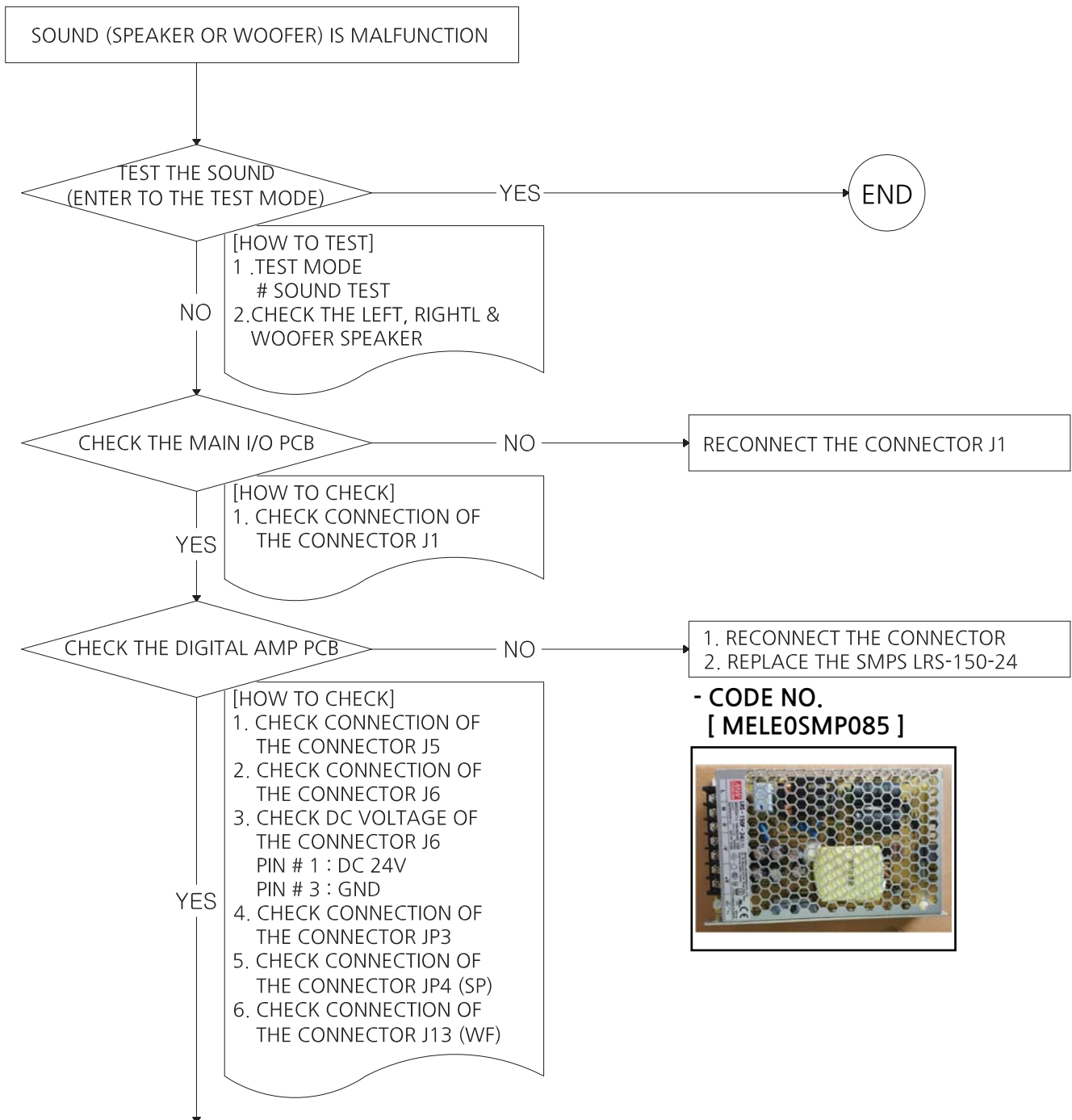
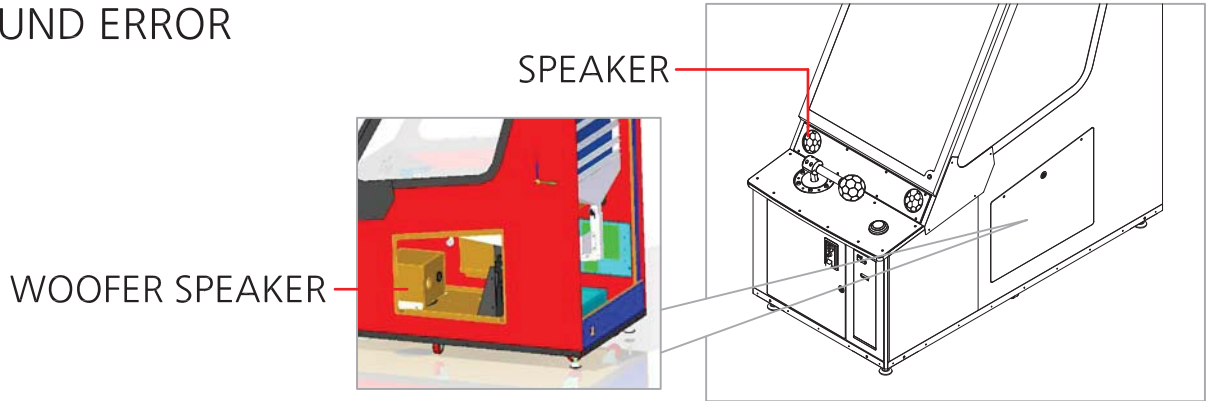


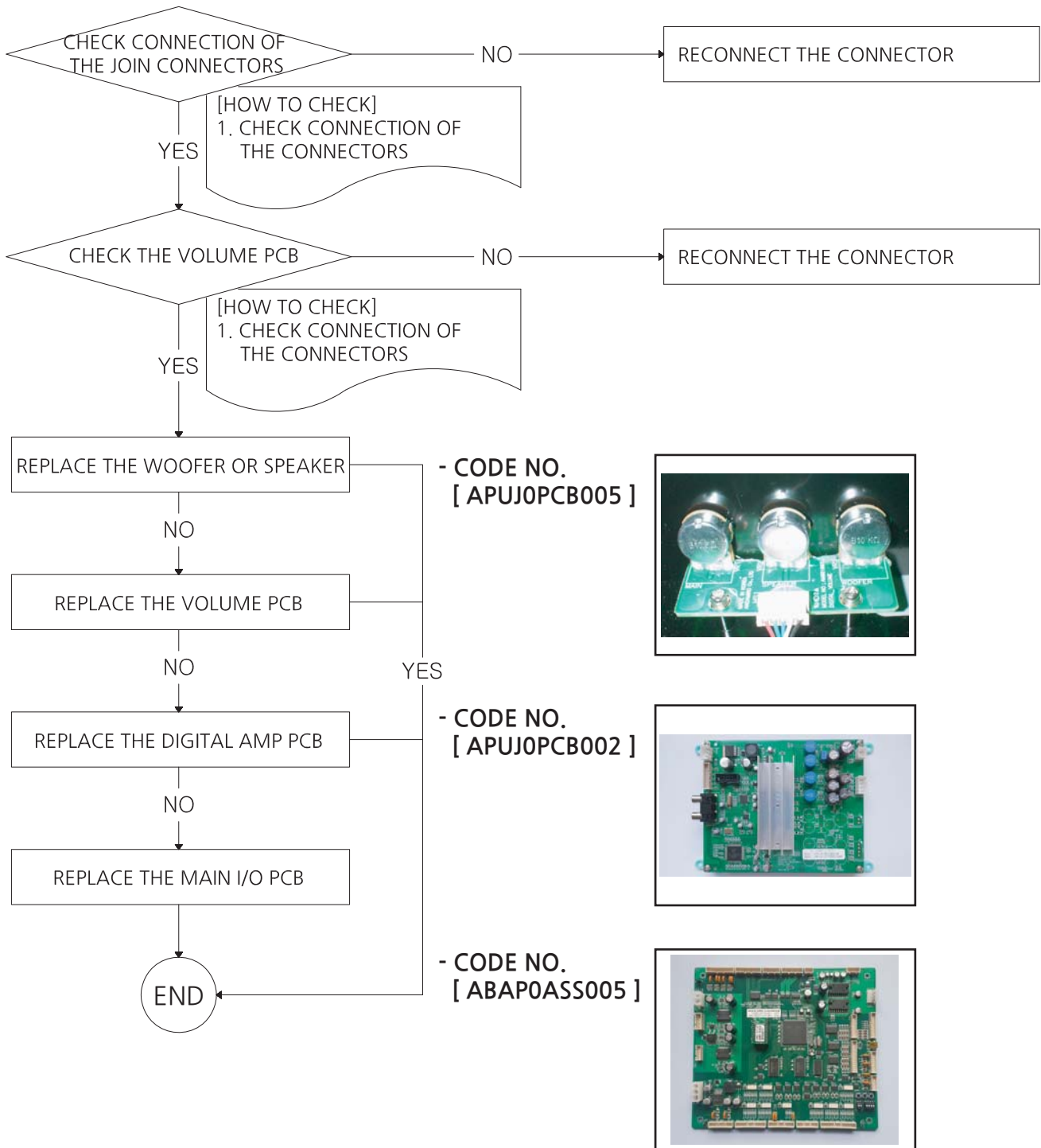
- CODE NO.
[ABAP0ASS005]



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

5-12. SOUND ERROR

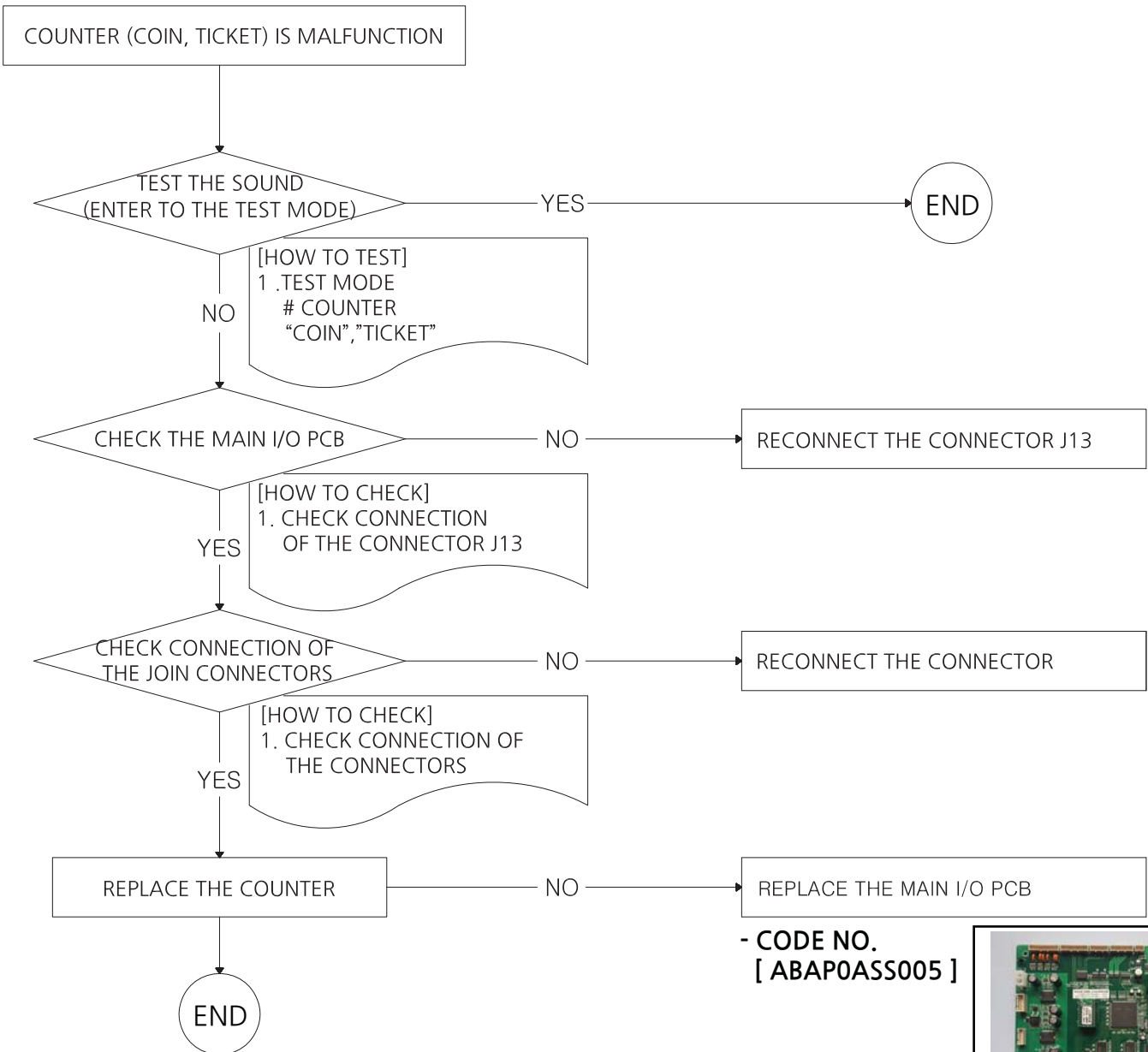
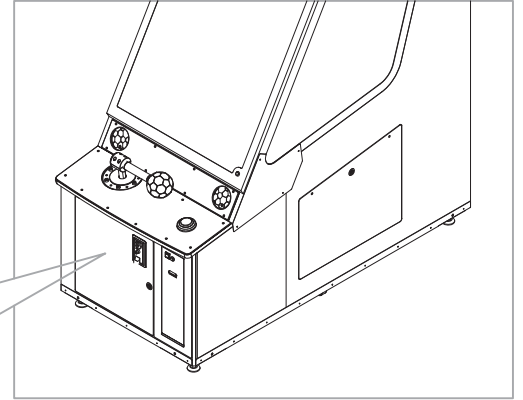




* General check up : Check the supply voltage and wiring connection properly
 * "NO" : Means faulty of the check up result.

5-13. COUNTER ERROR

COUNTER



- CODE NO.
[MZZZ0COU002]

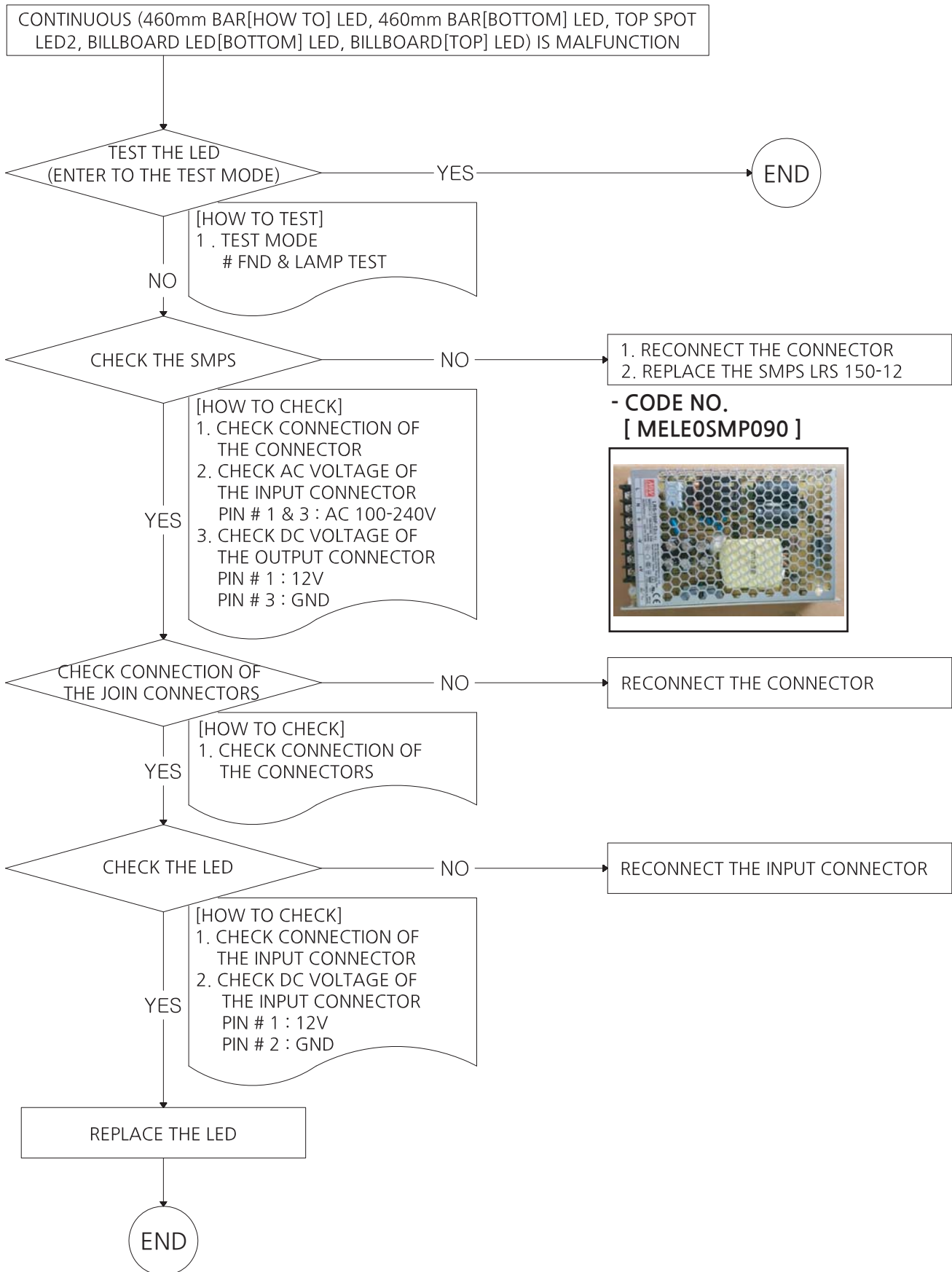


- CODE NO.
[ABAP0ASS005]



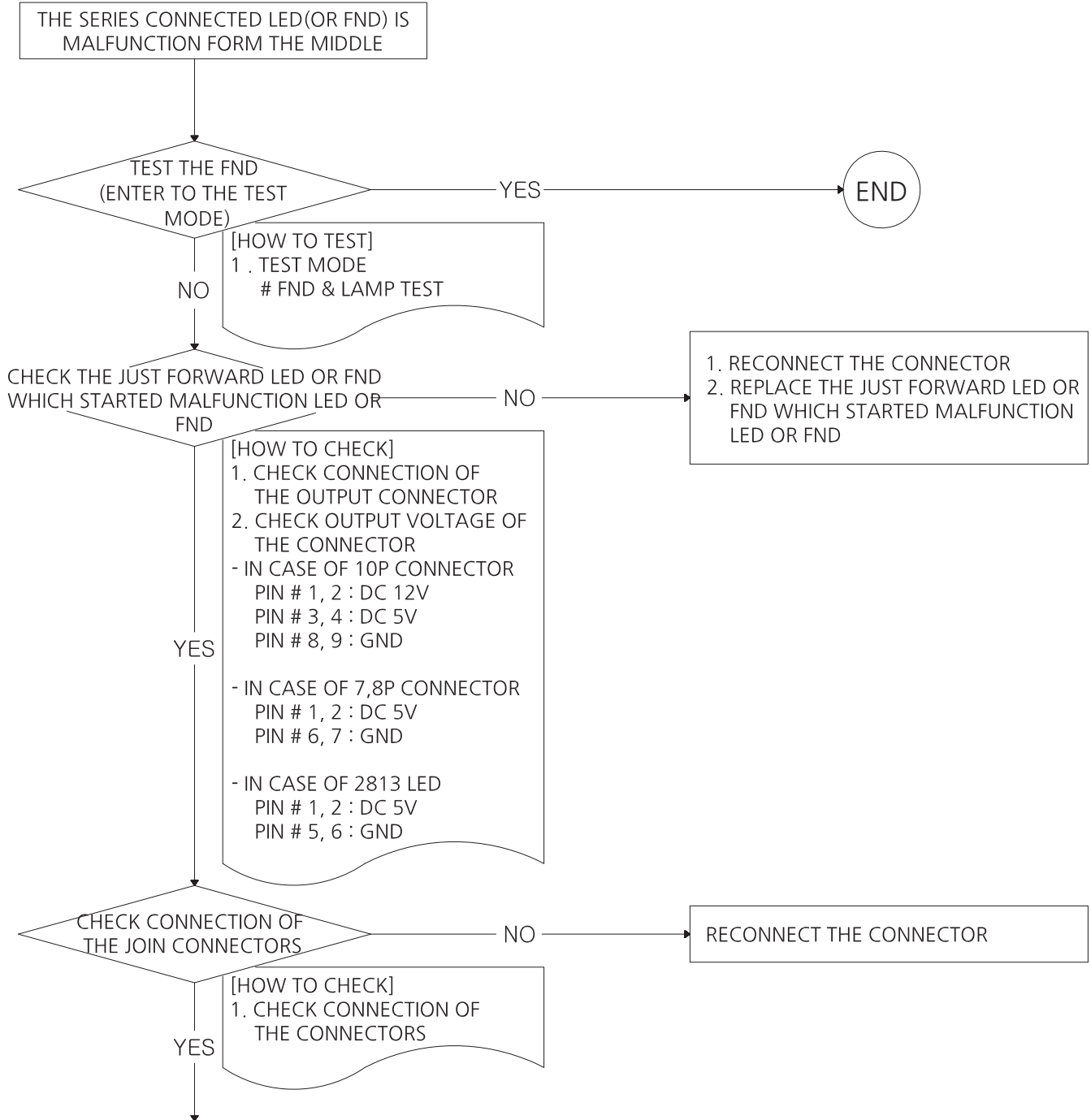
* General check up : Check the supply voltage and wiring connection properly
 * "NO" : Means faulty of the check up result.

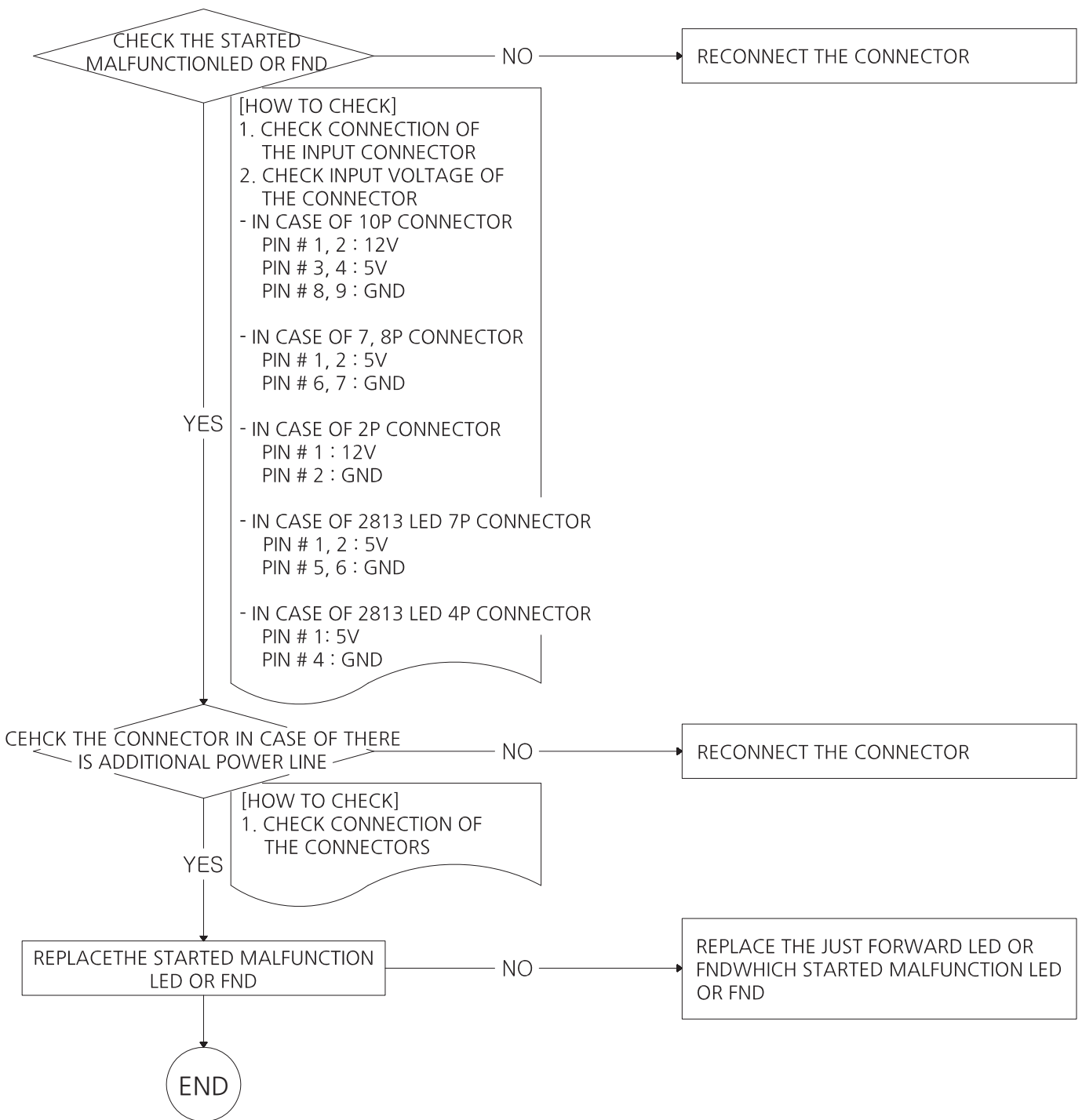
5-14. CONTINUOUS LED ERROR



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

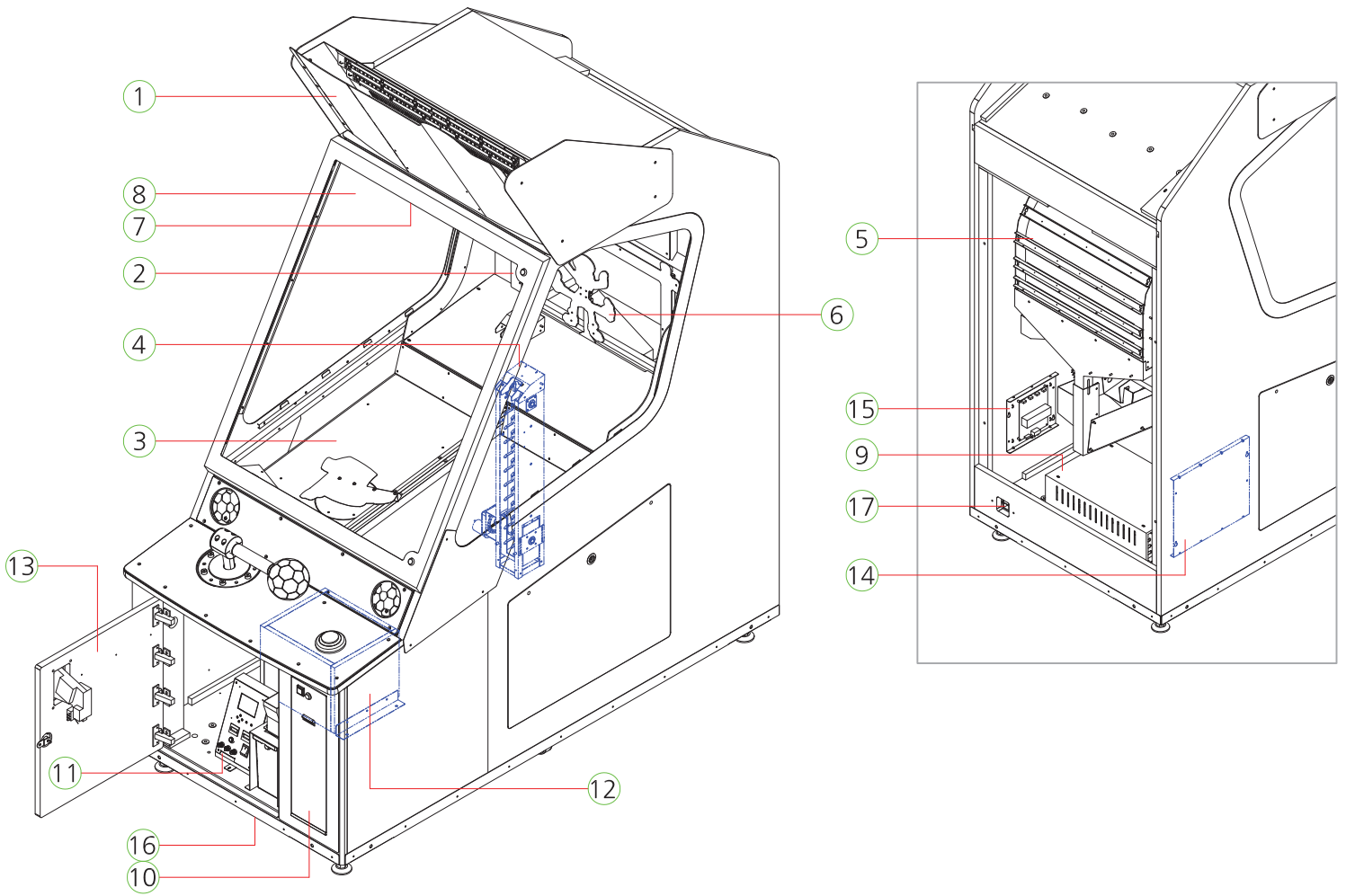
5-15. SERIES LED OR FND ERROR





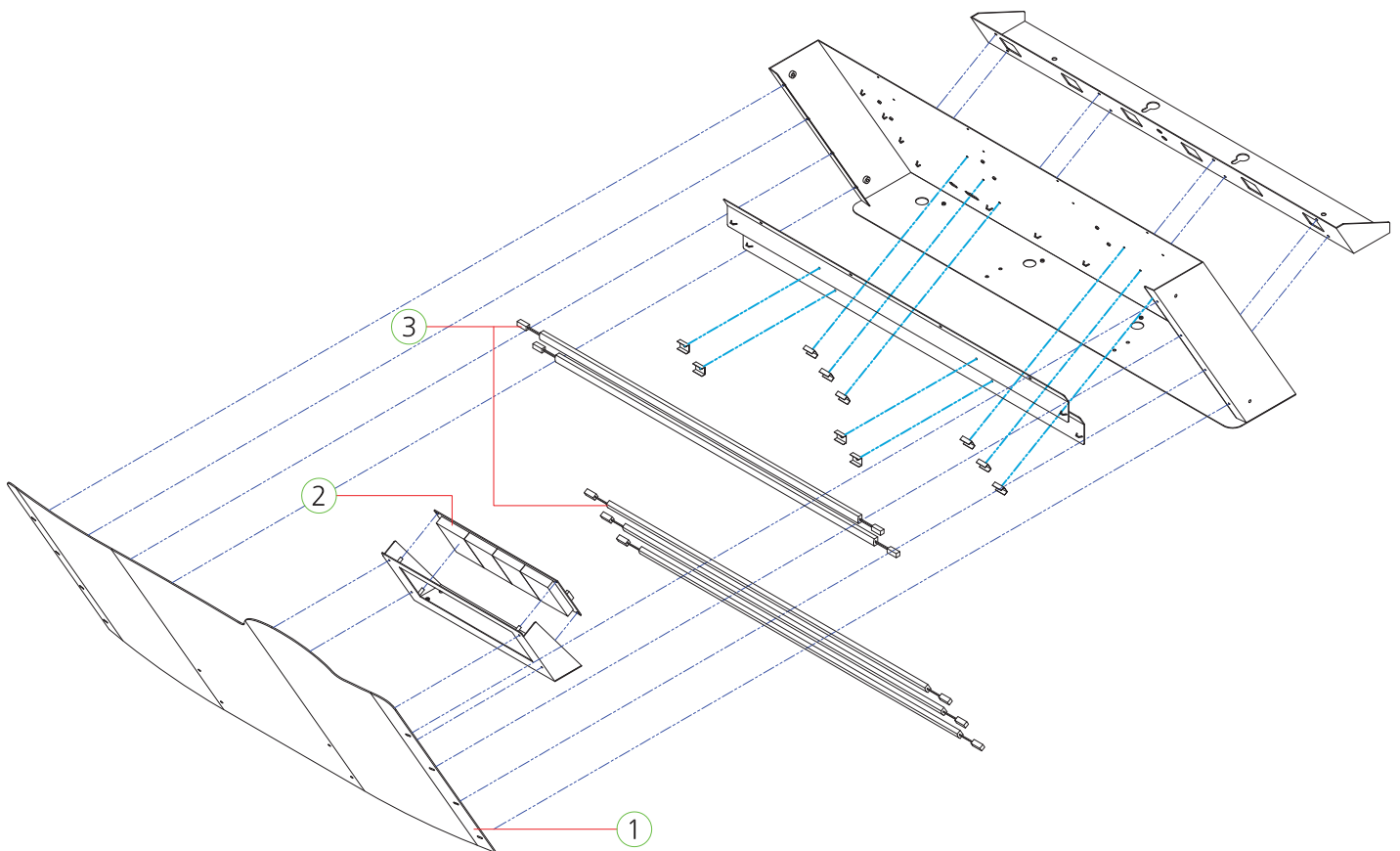
6. EXPLODED VIEW

6-1. MAIN CABINET PART



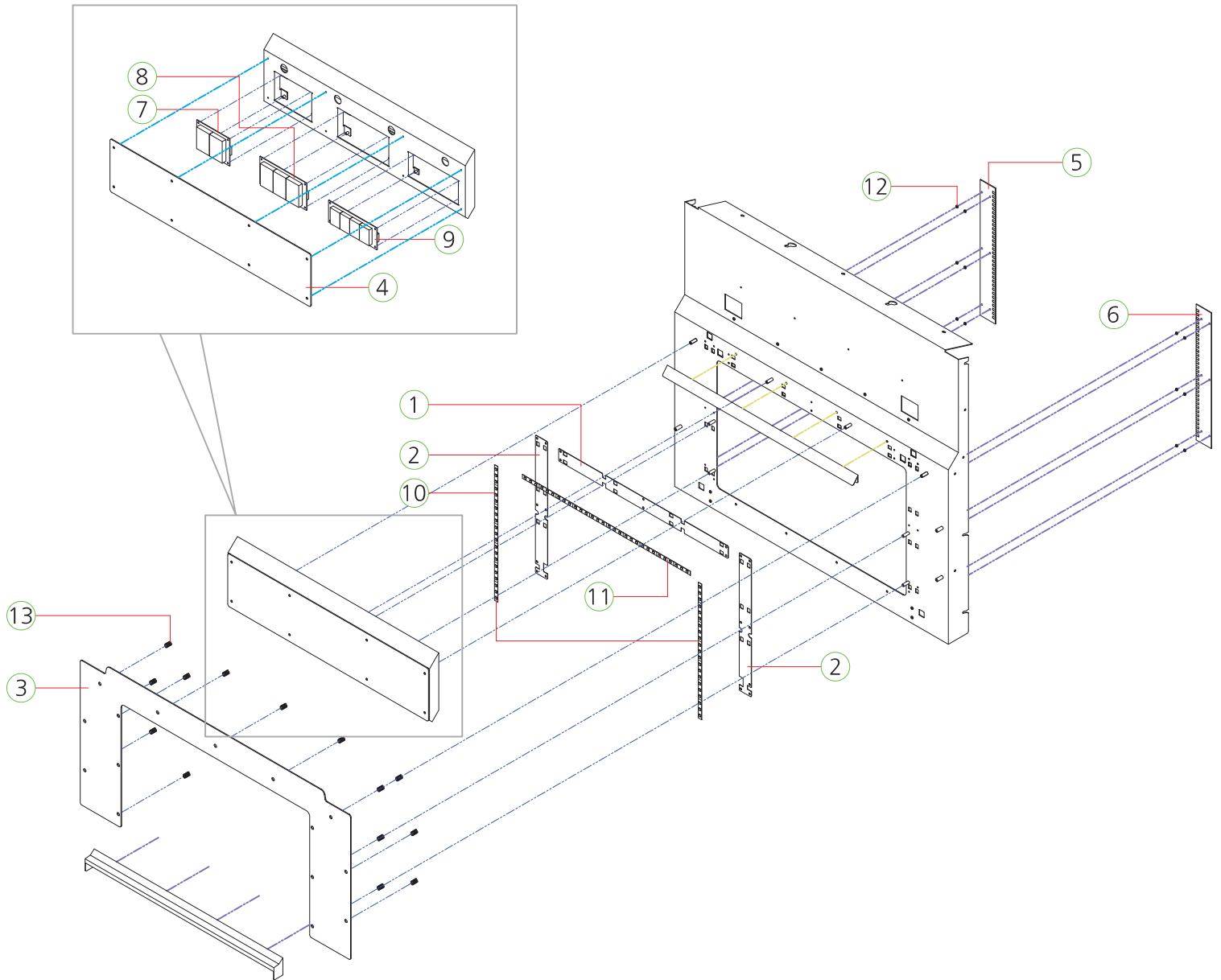
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	BILLBOARD PART	-	1	-
2	GOALPOST PART	-	1	-
3	GROUND PANEL PART	-	1	-
4	ELEVATOR_TOTAL PART	-	1	-
5	GOAL NET PART	-	1	-
6	GOALKEEPER PART	-	1	-
7	SIDE WINDOW CONNECT PART	-	1	-
8	MAIN DOOR PART	-	1	-
9	POWER PART	-	1	-
10	TICKET DOOR PART	-	1	-
11	SERVICE PANEL PART	-	1	-
12	SPEAKER BOX PART	-	1	-
13	FRONT DOOR PART	-	1	-
14	MAIN PCB PART	-	1	-
15	AMP PCB PART	-	1	-
16	BOTTOM FLEXIBLE LED PCB PART	-	1	-
17	AC INPUT PART	-	1	-

6-2. BILLBOARD PART



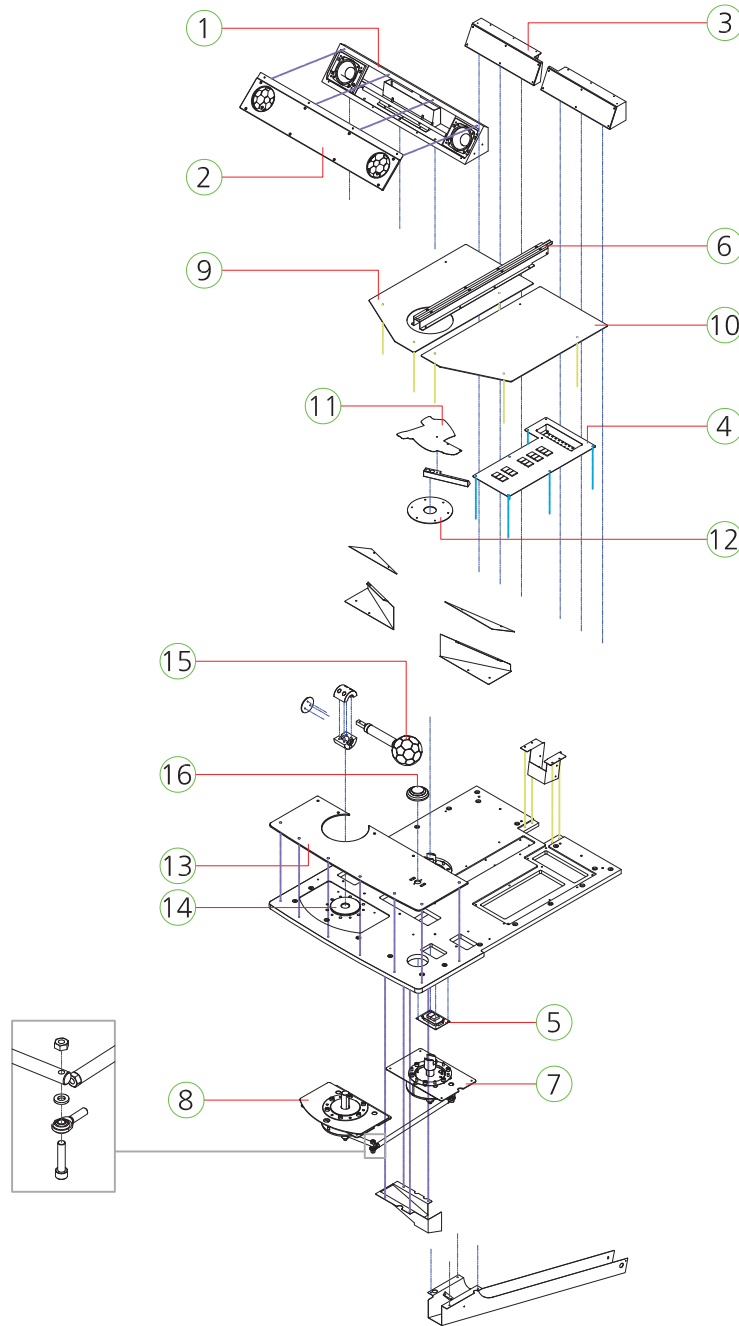
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	BILLBOARD MAIN ACRYL	PET-2.0T	1	MSBS0ACR002
2	FND PCB ASS'Y	6390-4 (STRAIGHT)	1	AFND0PCB011
3	LED BAR 12V ASS'Y	710mm	5	AZZZ0PCB165

6-3. GOALPOST PART



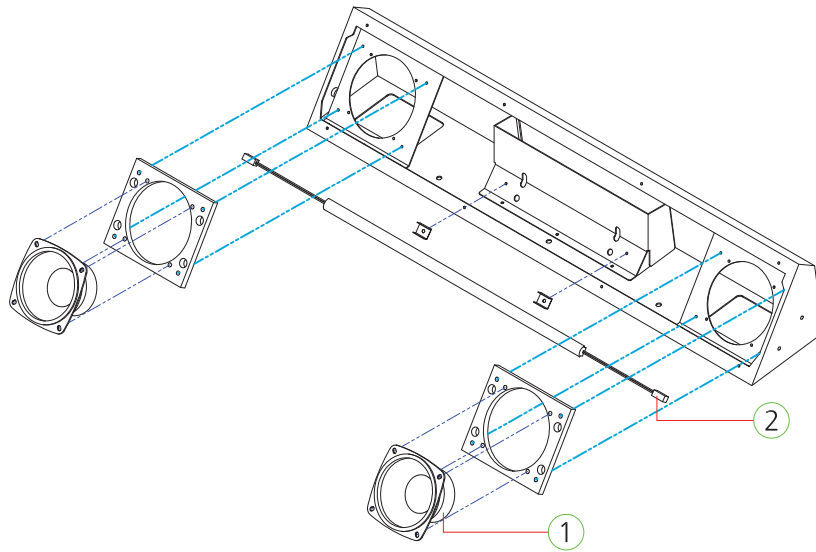
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	GOALPOST TOP LED ACRYL	PET-0.8T	1	MSBSOACR026
2	GOALPOST SIDE LED ACRYL	PET-0.8T	2	MSBSOACR025
3	GOALPOST ACRYL	PC-2.0T	1	MSBSOACR008
4	BACKBOARD FND ACRYL	PET-2.0T	1	MSBSOACR005
5	SENSOR PCB ASS'Y-B	RECEIVER	1	ASBSOPCB002
6	SENSOR PCB ASS'Y-A	EMITTER	1	AFCUOPCB001
7	FND PCB ASS'Y	3856-2-2C (STRAIGHT)	1	AFNDOPCB031
8	FND PCB ASS'Y	3856-3-2C (STRAIGHT)	1	AFNDOPCB032
9	FND PCB ASS'Y	2941-4 (STRAIGHT)	1	AFNDOPCB004
10	WHITE FLEX LED ASS'Y	21EA-350mm	2	MELEOLED028
11	WHITE FLEX LED ASS'Y	30EA-500mm	1	MELEOLED027
12	ORING	21EA-350mm	12	MELEOLED028
13	GOALPOST ACRYL TENSION SPRING	P3_d2.9_1.9t	15	MZZZOORI004

6-4. GROUND PANEL PART



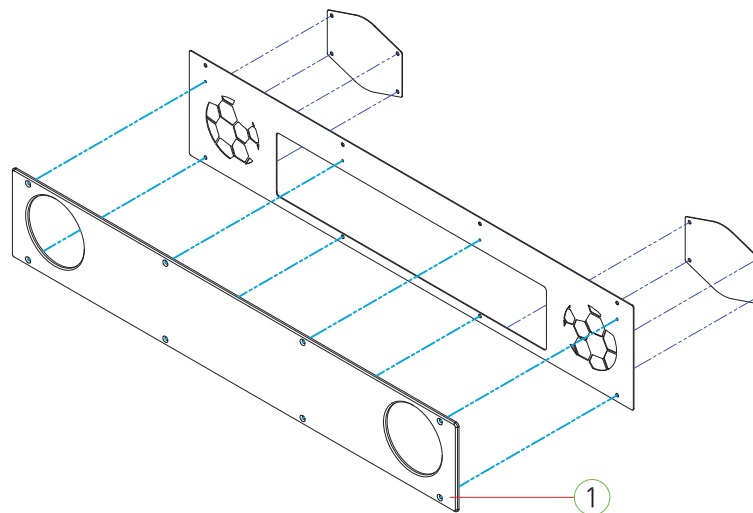
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	FRONT FRAME PART	-	1	-
2	FRONT FRAME SPEAKER COVER PART	-	1	-
3	GROUND GOAL DECO-L ASS'Y	-	1	-
4	GROUND FND PART	-	1	-
5	CREDIT FND PCB PART	-	1	-
6	RAIL PART	-	1	-
7	BAT SHAFT & BEARING HOUSING PART	-	1	-
8	CONTROLLER SHAFT & BEARING HOUSING PART	-	1	-
9	GROUND ACRYL_L	ACRYL-2.7T	1	MSBS0ACR012
10	GROUND ACRYL_R	ACRYL-2.7T	1	MSBS0ACR011
11	KICKER ACRYL	PET-1.0T	1	MSBS0ACR007
12	BAT SHAFT COVER ACRYL	ACRYL-2.7T	1	MSBS0ACR018
13	CONTROLLER PANEL ACRYL	ACRYL-4.5T	1	MSBS0ACR023
14	BAT SHAFT COVER ACRYL	ACRYL-2.8T	1	MSBS0ACR018
15	SOCCER BALL CONTROLLER	∅120	1	MSBS0PLA001
16	BUTTON LED HOUSING	-	1	-

6-5. FRONT FRAME PART



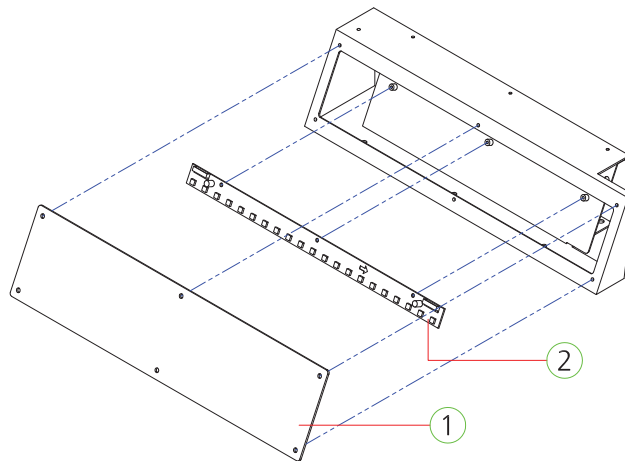
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	SPEAKER	4.5"	2	MZZZ0SPE021
2	LED BAR 12V ASS'Y	460mm	1	AZZZ0PCB124

6-6. FRONT FRAME SPEAKER COVER PART



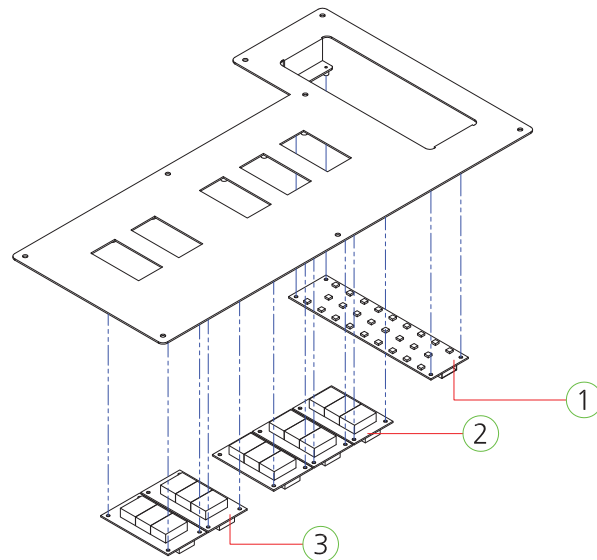
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	FRONT FRAME COVER ACRYL	ACRYL-4.5T	1	MSBS0ACR017

6-7. GROUND GOAL DECO-L PART



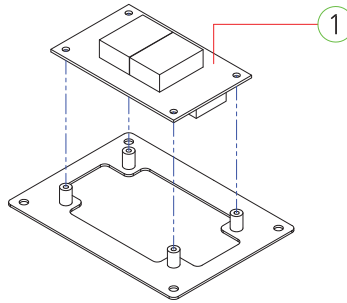
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	GOAL DECO LED COVER ACRYL_L	PC-2.0T	1	MSBS0ACR014
2	WS2813B LED PCB 21EA-R ASS'Y	-	1	APLX0PCB008

6-8. GROUND FND PART



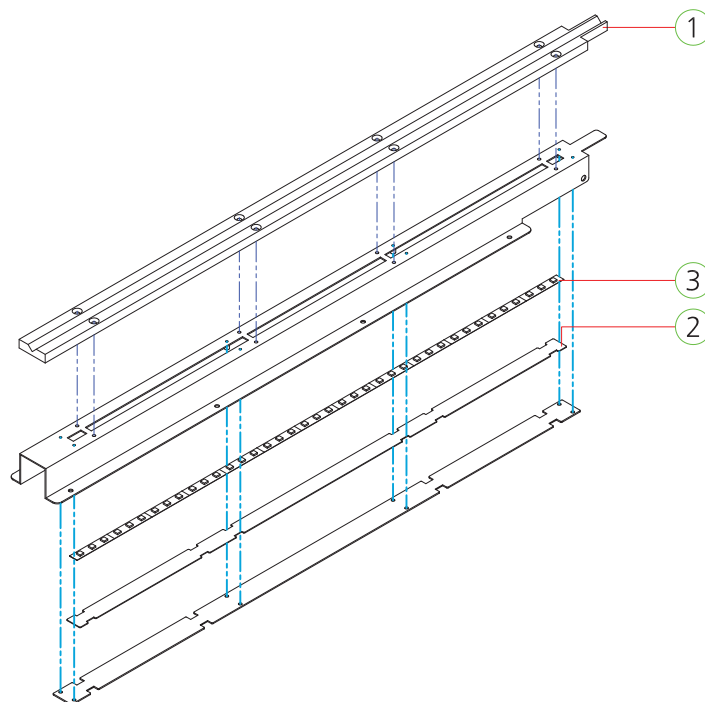
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	SPOT LED PCB ASS'Y	WHITE	1	ABAP0PCB008
2	FND PCB ASS'Y	2029-3 (STRAIGHT)	3	AFND0PCB028
3	FND PCB ASS'Y	2029-3-2 (STRAIGHT)	2	AFND0PCB025

6-9. CREDIT FND PCB PART



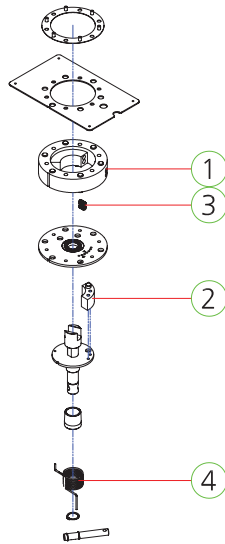
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	FND PCB ASS'Y	2029-2 (STRAIGHT)	1	AFND0PCB001

6-10. RAIL PART



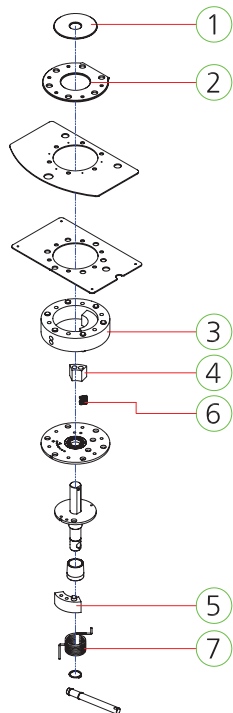
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	CENTER RAIL ACRYL	ACRYL-10T	1	MSBS0ACR004
2	RAIL LED FIX ACRYL	PET-0.8T	1	MSBS0ACR003
3	WS2813B FLEX LED ASS'Y	39EA-650mm	1	MELE0LED025

6-11. BAT SHAFT & BEARING HOUSING PART



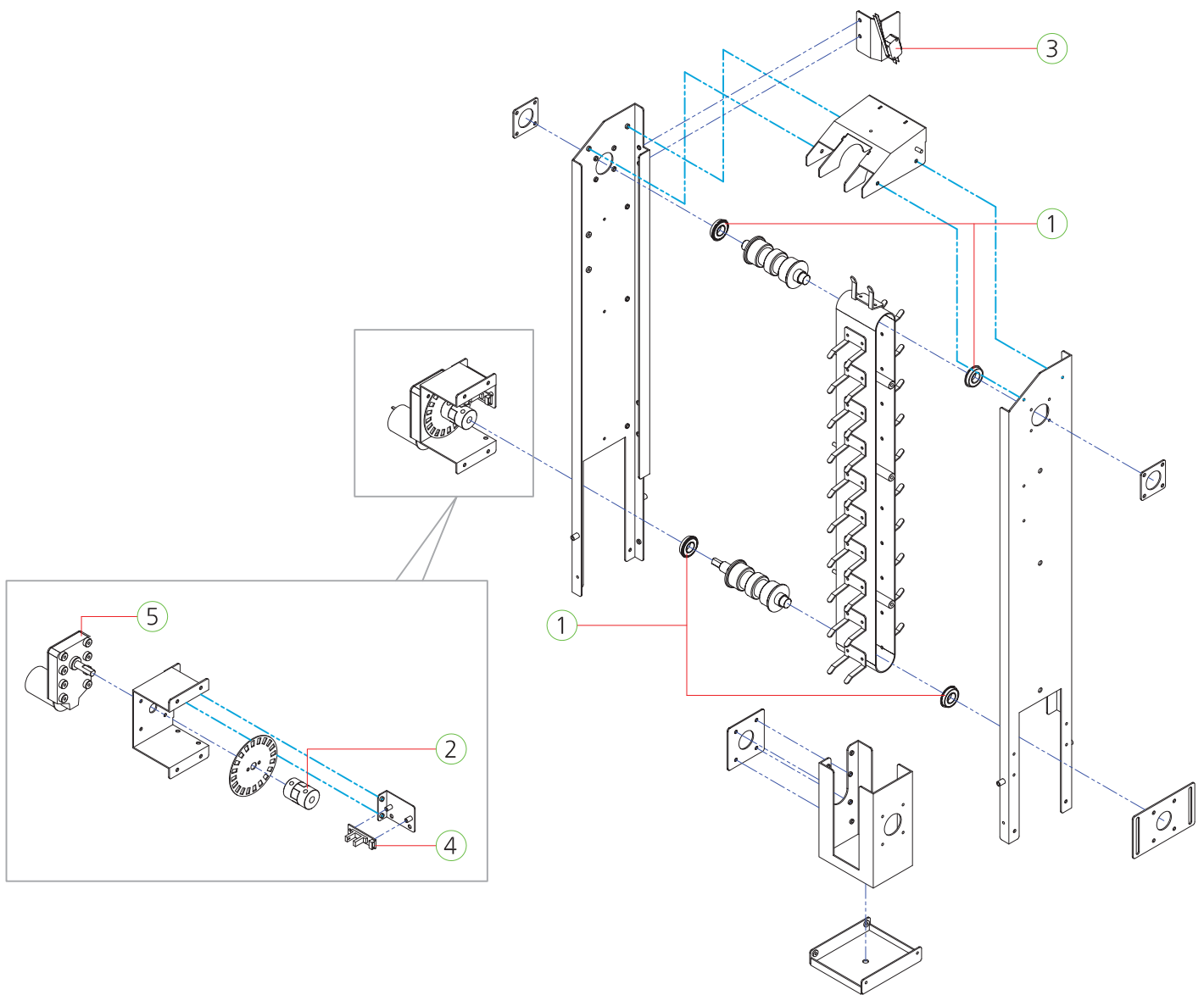
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	BEARING CUSHION MOLD	SHORE A70	1	MBAPOPLA001
2	BEARING CUSHION MOLD-STOPPER	SHORE A70	1	MBAPOPLA003
3	SPRING	SH12060020 DR D6 L20	1	MZZZOSPR032
4	BAT SPRING	PW \varnothing 3.5	1	MBAPOSPR003

6-12. CONTROLLER & BEARING HOUSING PART



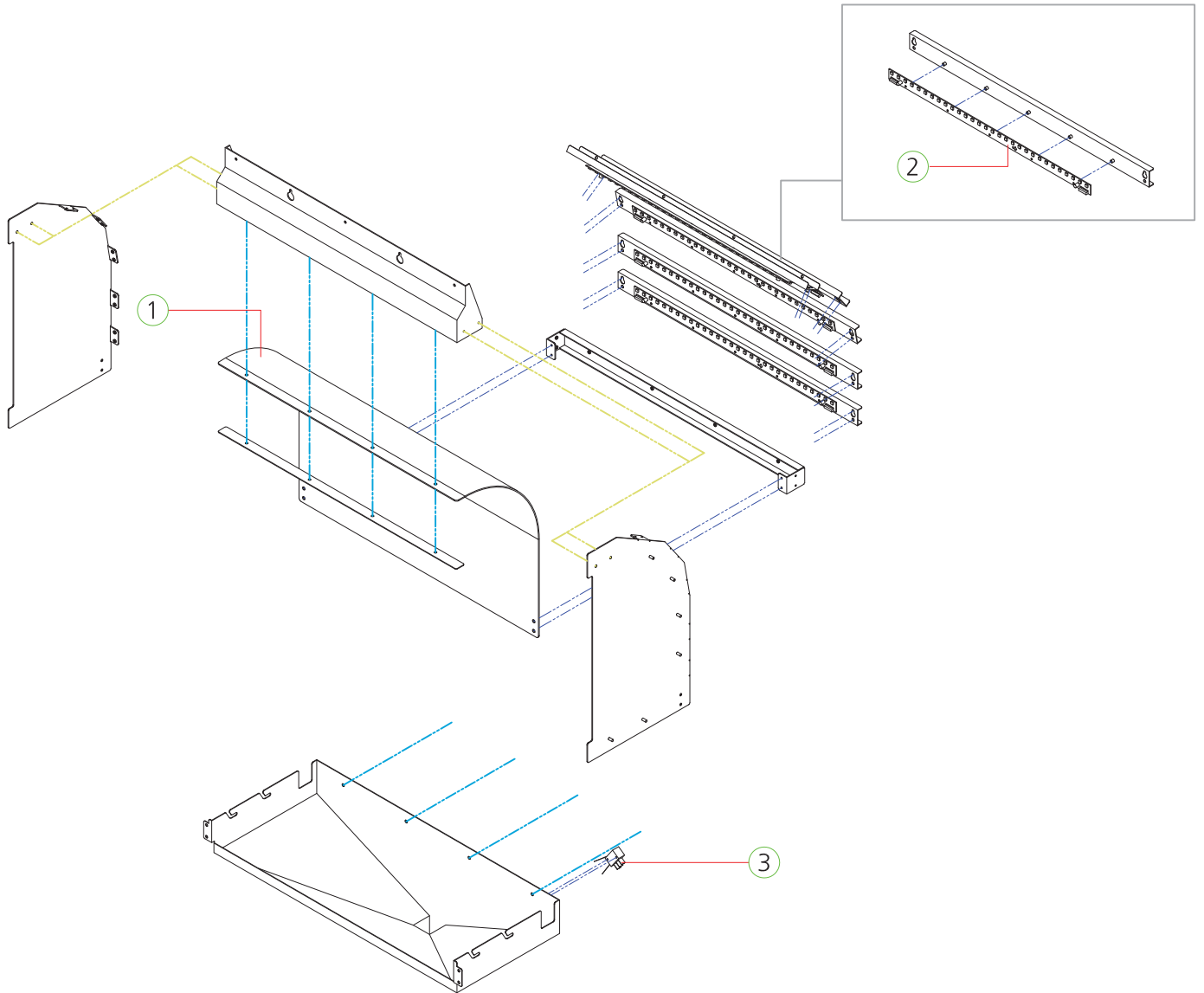
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	CONTROLLER SAFETY COVER ACRYL	ACRYL-2.8T	1	MSBS0ACR015
2	CONTROLLER SHAFT COVER ACRYL	ACRYL-4.5T	1	MSBS0ACR016
3	BEARING CUSHION MOLD	SHORE A70	1	MBAPOPLA001
4	BEARING CUSHION MOLD-STOPPER	SHORE A70	1	MBAPOPLA003
5	BAT CUSHION MOLD	SHORE A70	1	MBAPOPLA002
6	SPRING	SH12060020 DR D6 L20	1	MZZZOSPR032
7	BAT SPRING	PW \varnothing 4	1	MBAPOSPR001

6-13. ELEVATOR_TOTAL PART



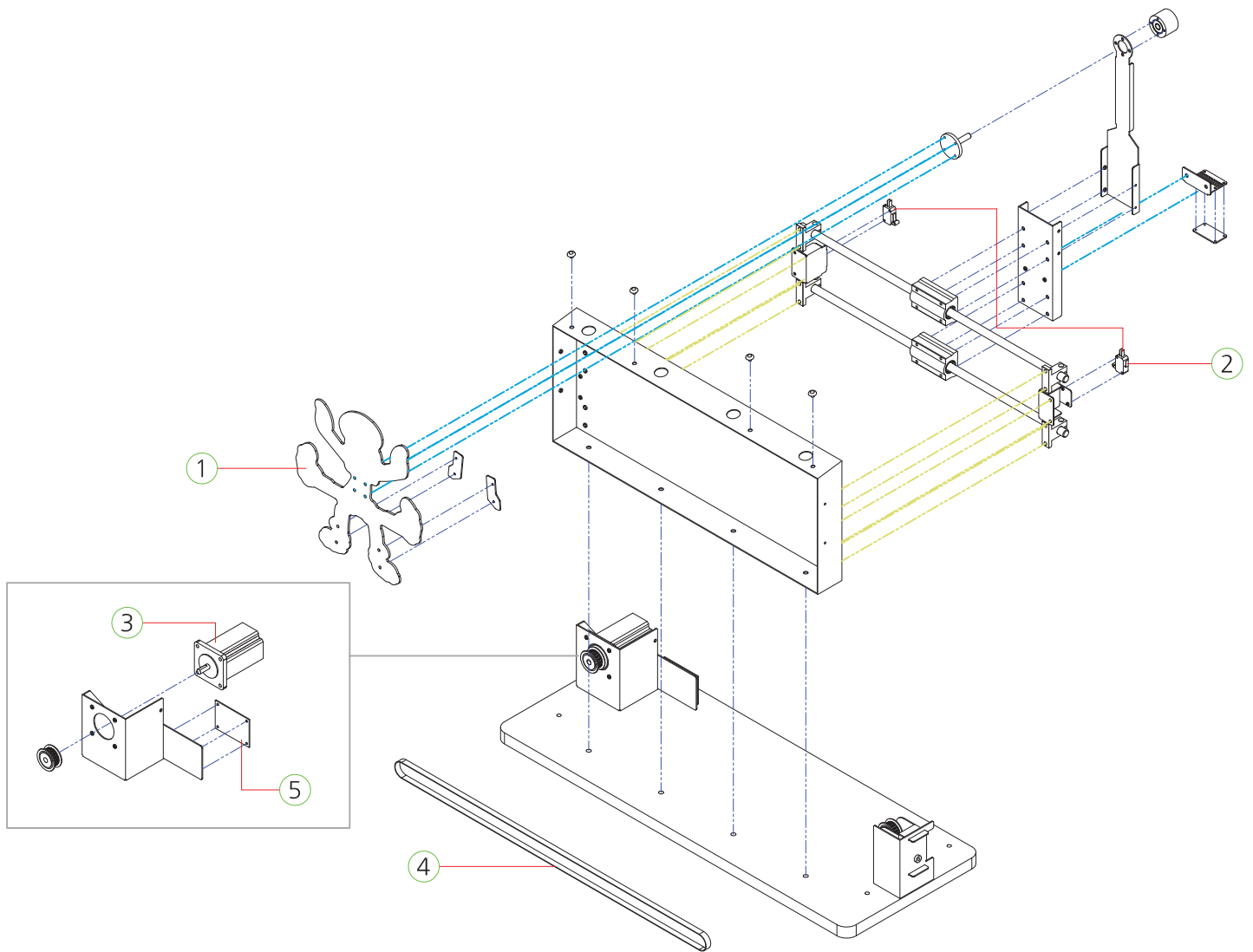
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	BEARING	6901ZZNR	4	MZZZ0BEA111
2	COUPLING	CR050 (D1-8 D2-8)	1	MSBS0PRO015
3	MICRO SWITCH	SZM_V6_FA_11A9227 DP	1	MZZZ0000170
4	PHOTO-INT1 PCB ASS'Y	ANGLE TYPE	1	AZZZ0PCB103
5	MOTOR	KGE-0182-ND3657U1 DC12V 27RPM	1	MZZZ0MOT115

6-14. GOAL NET PART



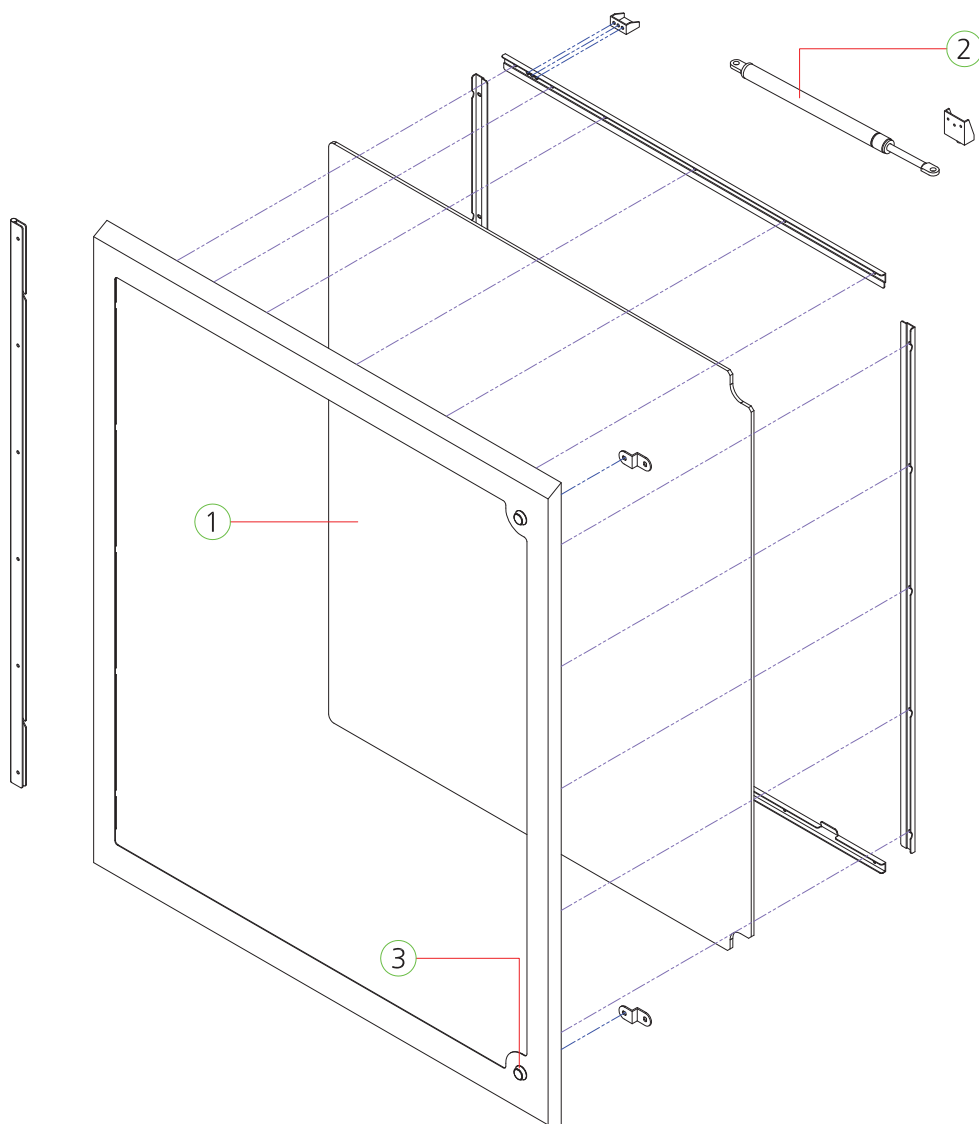
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	GOAL NET	PC 2t	1	MSBS0ACR006
2	WS2813B LED PCB 30EA-L ASS'Y	-	5	APLX0PCB006
3	MICRO SWITCH	CNR-05H-03	1	MELE0MIC002

6-15. GOALKEEPER PART



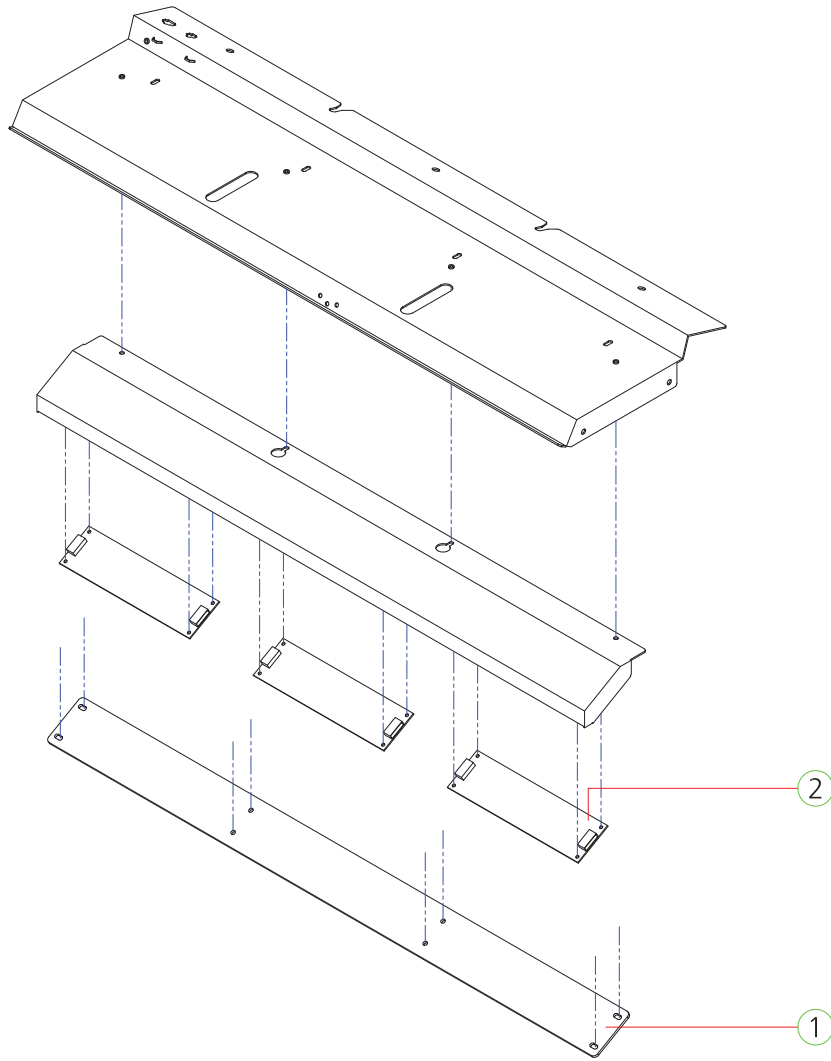
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	GOALKEEPER ACRYL	PC-3.0T	1	MSBS0ACR001
2	MICRO SWITCH	GSMV1651A2	2	MELE0MIC021
3	STEPPING MOTOR	4S60Q-04285S	1	MZZZ0MOT131
4	TIMMING BELT	522XL-037	1	MSBS0BEL002
5	STEPPING MOTOR DRIVER PCB ASS'Y	TB6560AHQ_40V_3.5A	1	ASBS0PCB001

6-16. MAIN DOOR PART



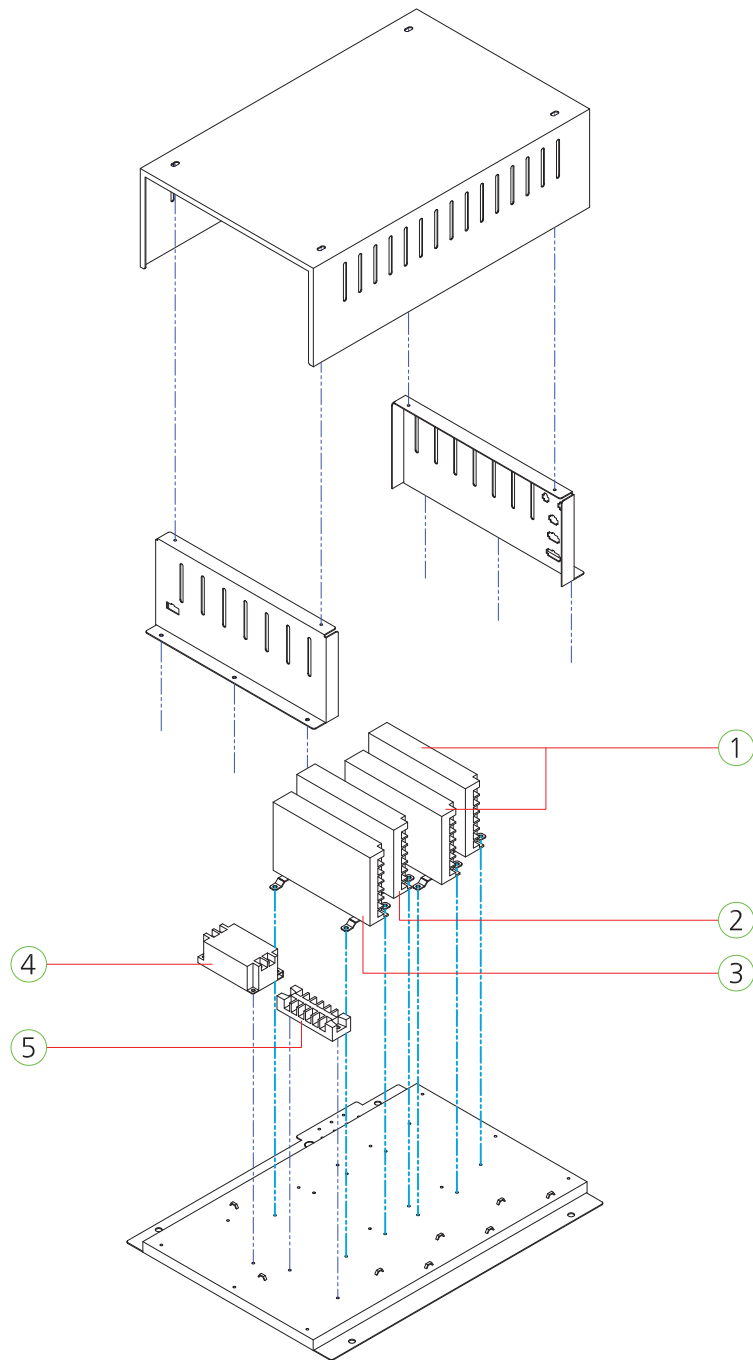
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	MAIN DOOR	800x950x5T	1	MSBS0GLA001
2	GAS SPRING	GS22x500, 15KG	1	MZZZ0SHO006
3	KEY ASS'Y	CEC	2	MZZZ0KEY069

6-17. SIDE WINDOW CONNECT PART



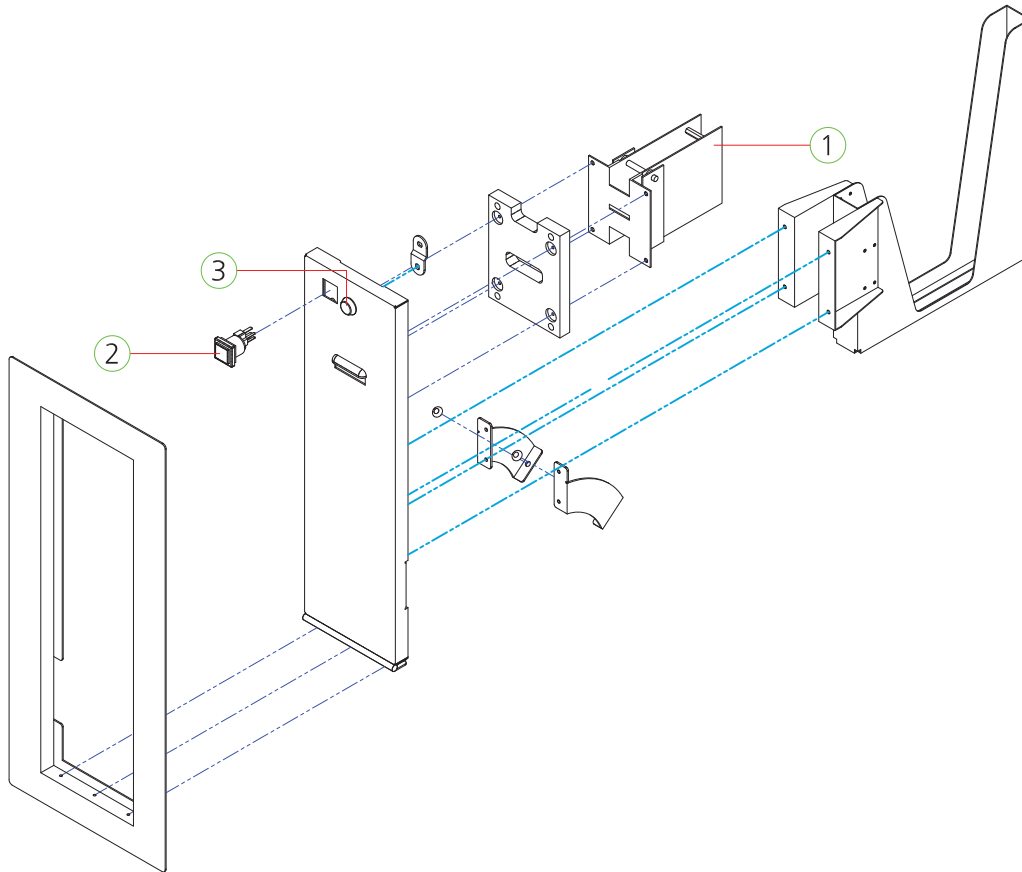
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	SPOT LED ACRYL	ACRYL-3.0T	1	MSBS0ACR027
2	SPOT LED PCB ASS'Y	WHITE	3	ABAP0PCB008

6-18. POWER PART



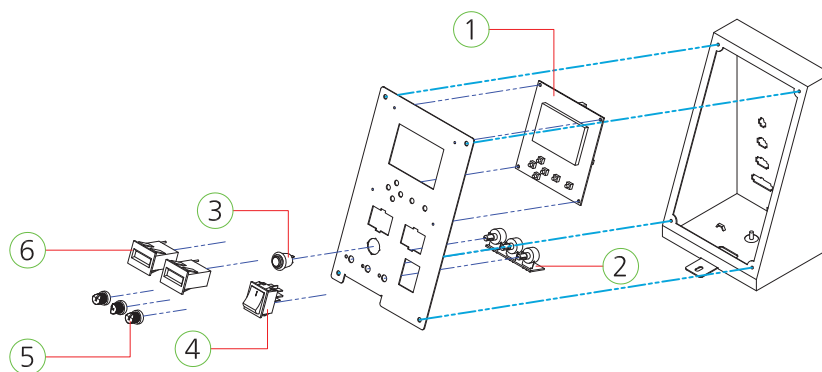
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	POWER SMPS	LRS-150F-24V	2	MELE0SMP085
2	POWER SMPS	LRS-150F-12V	1	MELE0SMP090
3	POWER SMPS	LRS-150F-5V	1	MELE0SMP096
4	NOISE FILTER	RNS-2010	1	MELE0NOI009
5	TERMINAL BLOCK	250V 6P	1	MELE0TEB001

6-19. TICKET DOOR PART



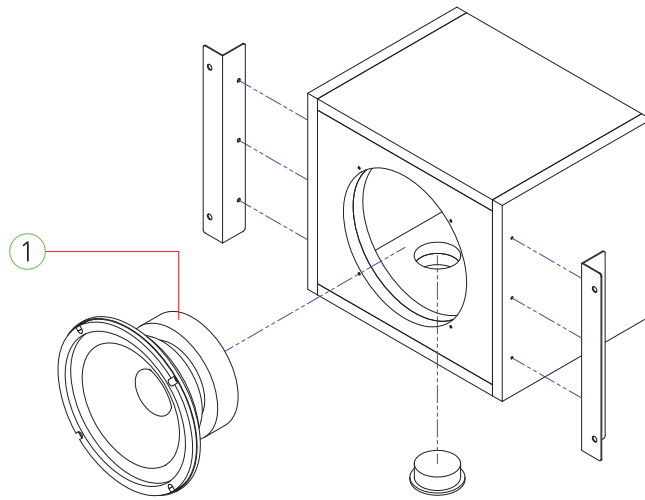
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	TICKET DISPENSER	-	1	MZZZ0TID010
2	BUTTON SWITCH	AM1PB-26SH R12D	1	MMUM0BUT002
3	KEY ASS'Y	CEC	2	MZZZ0KEY069

6-20. SERVICE PANEL PART



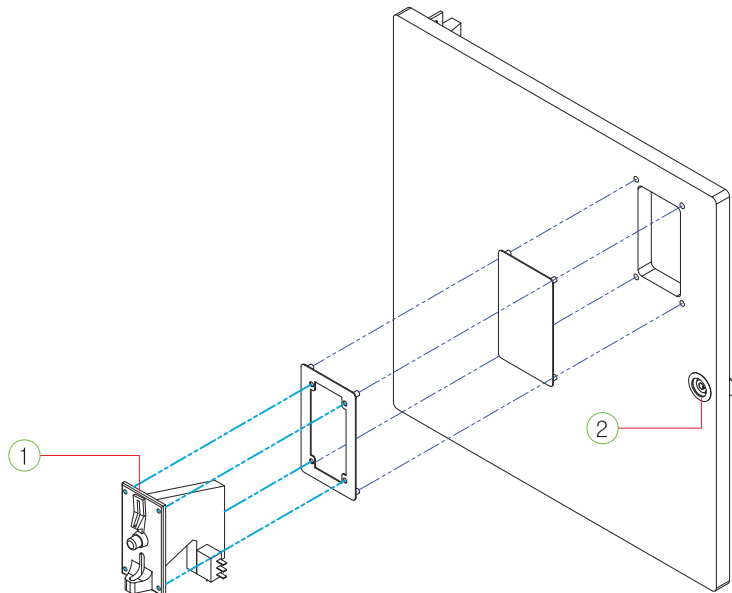
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	SETUP LCD PCB ASS'Y	-	1	AZZZ0PCB113
2	VOLUME PCB ASS'Y	3CH	1	APUJ0PCB005
3	PUSH BUTTON SWITCH	DS 412R	1	MELE0PUS006
4	ROCKER SWITCH	R595KDF	1	MELE0SWI021
5	VOLUME KNOB	-	3	MELE0VOL007
6	COUNTER	OA127CL	2	MZZZ0COU002

6-21. SPEAKER BOX PART



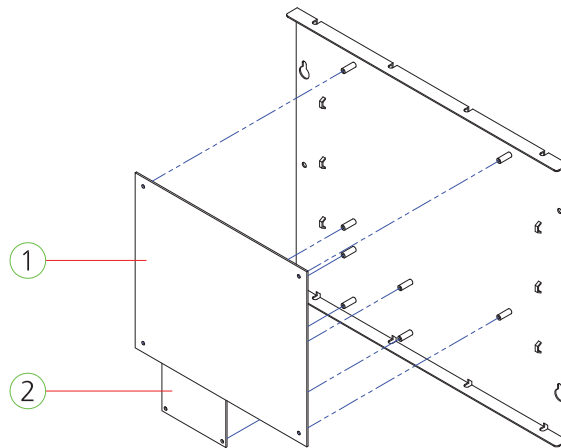
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	SPEAKER	8 inch	1	MZZZ0SPE036

6-22. FRONT DOOR PART



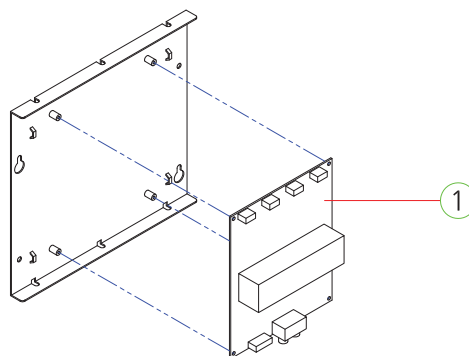
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	COIN SELECTOR	HS-03CS	1	MZZZ0COS028
2	KEY ASS'Y	CEC	2	MZZZ0KEY069

6-23. MAIN PCB PART



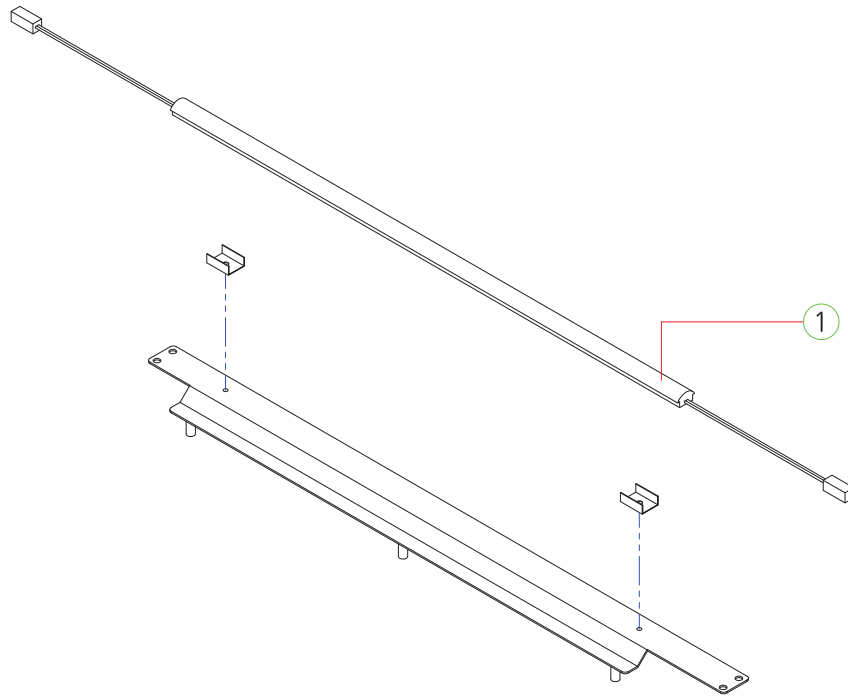
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	BASEBALL PRO IO PCB ASS'Y	-	1	ABAP0ASS005
2	WS2813B DISPLAY PCB ASS'Y	-	1	APLX0PCB002

6-24. AMP PCB PART



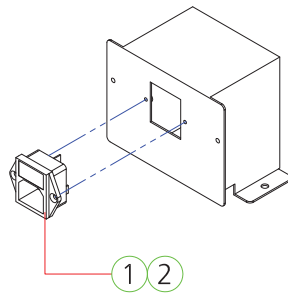
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	DIGITAL AMP PCB ASS'Y	2.1CH	1	APUJ0PCB002

6-25. BOTTOM FLEXIBLE LED PCB PART



NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	LED BAR 12V ASS'Y	460mm_BLUE	1	AZZZ0PCB167

6-26. AC INPUT PART



NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	AC INPUT	DAC-13H	1	MELE0SWI015
2	FUSE	0218010,MAP 250V.10A	2	MELE0FUS018

7. PART PICTURE

NO.	PIC	PART NAME	SPEC.	QTY	CODE NO.	WARRANTY	
						6 Month	One Year
①	○	FND PCB ASS'Y	6390-4 (STRAIGHT)	1	AFND0PCB011		○
②	○	LED BAR 12V ASS'Y	710mm	5	AZZZ0PCB165		
③	○	SENSOR PCB ASS'Y-B	RECEIVER	1	ASBS0PCB002		○
④	○	SENSOR PCB ASS'Y-A	EMITTER	1	AFCU0PCB001		○
⑤	○	FND PCB ASS'Y	3856-2-2C (STRAIGHT)	1	AFND0PCB031		○
⑥	○	FND PCB ASS'Y	3856-2-2C (STRAIGHT)	1	AFND0PCB032		○
⑦	○	FND PCB ASS'Y	2941-4 (STRAIGHT)	1	AFND0PCB004		○
⑧	○	MICRO SWITCH	SZM_V6_FA_11A9227 DP	1	MZZZ0000170		
⑨	○	PHOTO-INT1 PCB ASS'Y	ANGLE TYPE	1	AZZZ0PCB103		○
⑩	○	MOTOR	KGE-0182-ND3657U1 DC12V 27RPM	1	MZZZ0MOT115	○	
⑪	○	WS2813B LED PCB 30EA-L ASS'Y	-	5	APLX0PCB006		○
⑫	○	MICRO SWITCH	CNR-05H-03	1	MELE0MIC002		
⑬	○	MICRO SWITCH	GSMV1651A2	2	MELE0MIC021		
⑭	○	STEPPING MOTOR	4S60Q-04285S	1	MZZZ0MOT131	○	
⑮	○	POWER SMPS	LRS-150F-24V	2	MELE0SMP085		○
⑯	○	POWER SMPS	LRS-150F-12V	1	MELE0SMP090		○
⑰	○	POWER SMPS	LRS-150F-5V	1	MELE0SMP096		○
⑱	○	NOISE FILTER	RNS-2010	1	MELE0NOI009		
⑲	○	TERMINAL BLOCK	250V, 10P	1	MELE0TEB003		
⑳	○	LED BAR 12V ASS'Y	460mm	1	AZZZ0PCB124		
㉑	○	WS2813B LED PCB 21EA-R ASS'Y	-	1	APLX0PCB008		○
㉒	○	SPOT LED PCB ASS'Y	WHITE	1	ABAP0PCB008		○
㉓	○	FND PCB ASS'Y	2029-3 (STRAIGHT)	3	AFND0PCB028		○
㉔	○	FND PCB ASS'Y	2029-3-2 (STRAIGHT)	2	AFND0PCB025		○
㉕	○	FND PCB ASS'Y	2029-2 (STRAIGHT)	1	AFND0PCB001		○
㉖	○	TICKET DISPENSER	-	1	MZZZ0TID010		
㉗	○	BUTTON SWITCH	AM1PB-26SH R12D	1	MMUM0BUT002		
㉘	○	SETUP LCD PCB ASS'Y	-	1	AZZZ0PCB113		○
㉙	○	VOLUME PCB ASS'Y	3CH	1	APUJ0PCB005		○
㉚	○	PUSH BUTTON SWITCH	DS 412R	1	MELE0PUS006		
㉛	○	ROCKER SWITCH	R595KDF	1	MELE0SWI021		
㉜	○	VOLUME KNOB	-	3	MELE0VOL007		
㉝	○	COUNTER	OA127CL	2	MZZZ0COU002		
㉞	○	COIN SELECTOR	TW-389	1	MZZZ0COS052		
㉟	○	AC INPUT	DAC-13H	1	MELE0SWI015		
㊱	○	FUSE	0218010. MXP 250V,10A,4PA	2	MELE0FUS018		
㊲	○	BASEBALL PRO IO PCB ASS'Y	-	1	ABAP0ASS005		○
㊳	○	WS2813B DISPLAY PCB ASS'Y	-	1	APLX0PCB002		○
㊴	○	DIGITAL AMP PCB ASS'Y	2.1CH	1	APUJ0PCB002		○
㊵	○	STEPPING MOTOR DRIVER PCB ASS'Y	TB6560AHQ_40V_3.5A	1	ASBS0PCB001		○

1	2	3	4	5	6
AFND0PCB011	AZZZ0PCB165	ASBS0PCB002	AFCU0PCB001	AFND0PCB031	AFND0PCB032





7	8	9	10	11	12
AFND0PCB004	MZZZ0000170	AZZZ0PCB103	MZZZ0MOT115	APLX0PCB006	MELE0MIC002

13	14	15	16	17	18
MELE0MIC021	MZZZ0MOT131	MELE0SMP085	MELE0SMP090	MELE0SMP096	MELE0NOI009

19	20	21	22	23	24
MELE0TEB003	AZZZ0PCB124	APLX0PCB008	ABAP0PCB008	AFND0PCB028	AFND0PCB025

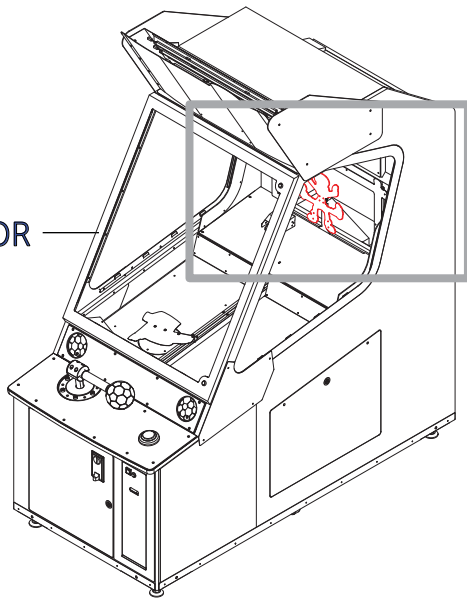
25	26	27	28	29	30
AFND0PCB001	MZZZ0TID010	MMUM0BUT002	AZZZ0PCB113	APUJ0PCB005	MELE0PUS006

31	32	33	34	35	36
MELE0SWI021	MELE0VOL007	MZZZ0COU002	MZZZ0COS052	MELE0SWI015	MELE0FUS018

37	38	39	40
			
ABAPOASS005	APLX0PCB002	APUJ0PCB002	ASBS0PCB001

* HOW TO REPLACE GOALKEEPER ACRYLIC [FOR EASY LEVEL]

1



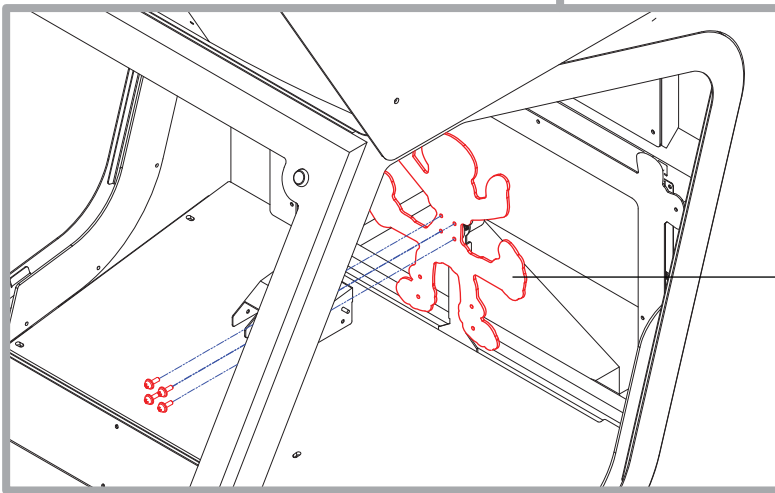
FRONT DOOR

* Please be aware that this is an optional choice, not compulsory.

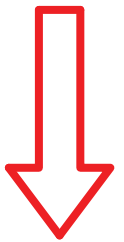
- Replacing Plankton Acrylic will make the chance of goal success higher.
- Please select Squidward Q. Tentacles or Plankton according to the location situation.

- Open **FRONT DOOR** with 7001 key[2EA].

2

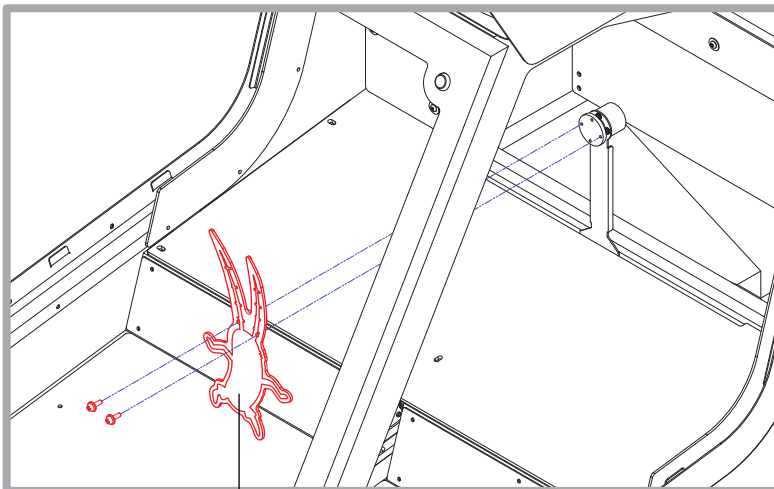


GOALKEEPER ACRYL

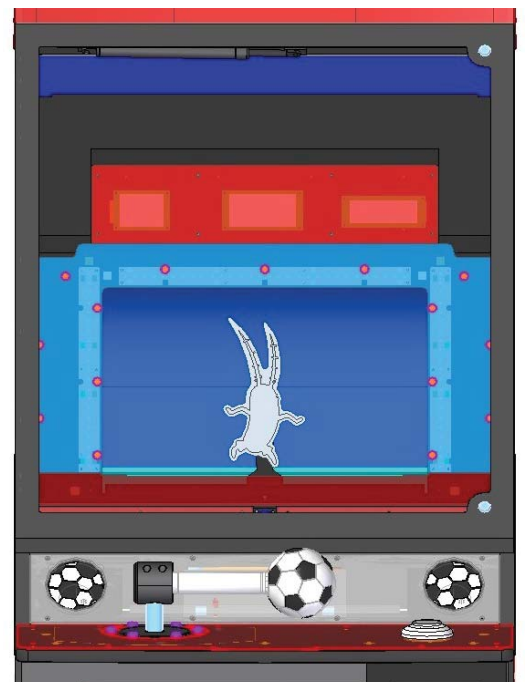


- **Detach GOALKEEPER ACRYL** from the front of the cabinet. [M4 bolts, 4pcs]
- * Please use the bolts again, when you re-fix the acrylic boards.

3



GOALKEEPER ACRYL
[PLANKTONS]

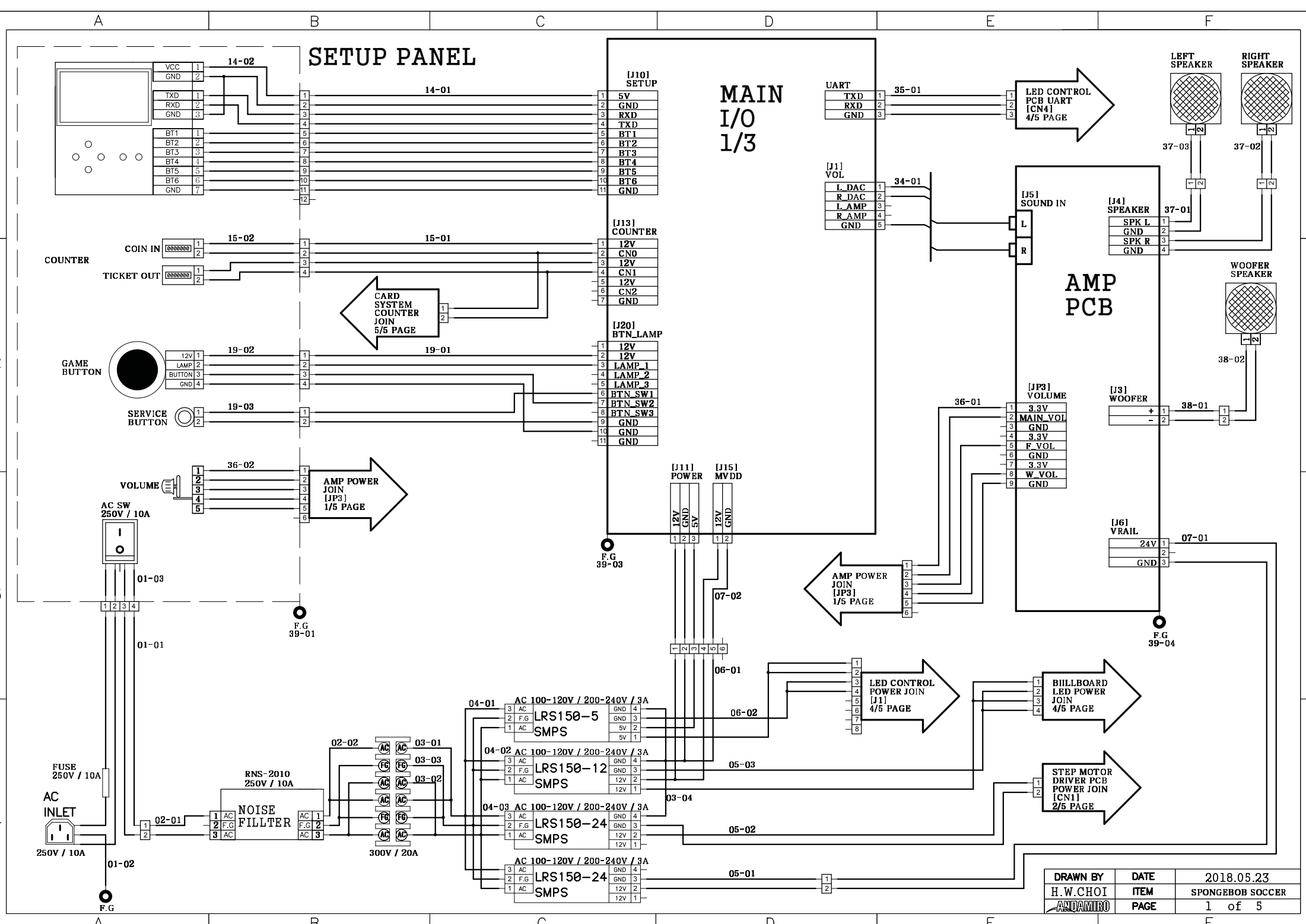


- Please **assemble new GOALKEEPER ACRYL PLANKTONS**. [M4 bolts, 2pcs]

SETUP PANEL

MAIN I/O 1/3

AMP PCB



VCC	1
GND	2
TXD	1
RXD	2
GND	3
BT1	1
BT2	2
BT3	3
BT4	4
BT5	5
BT6	6
GND	7

COIN IN	1
2	2
TICKET OUT	1
2	2

12V	1
LAMP	2
BUTTON	3
GND	4

1	1
2	2

1	1
2	2
3	3
4	4
5	5
6	6

1	1
2	2
3	3
4	4
5	5
6	6

1	1
2	2
3	3
4	4

1	AC
2	F.G
3	AC

1	5V
2	GND
3	RXD
4	TXD
5	BT1
6	BT2
7	BT3
8	BT4
9	BT5
10	BT6
11	GND

1	12V
2	CNO
3	12V
4	CN1
5	12V
6	CN2
7	GND

1	12V
2	12V
3	LAMP_1
4	LAMP_2
5	LAMP_3
6	BTN_SW1
7	BTN_SW2
8	BTN_SW3
9	GND
10	GND
11	GND

1	12V
2	GND
3	5V

1	12V
2	GND

1	TXD
2	RXD
3	GND

1	L_DAC
2	R_DAC
3	L_AMP
4	R_AMP
5	GND

1	3.3V
2	MAIN_VOL
3	GND
4	3.3V
5	F_VOL
6	GND
7	3.3V
8	W_VOL
9	GND

1	SPK L
2	GND
3	SPK R
4	GND

+	1
-	2

1	24V
2	GND
3	GND

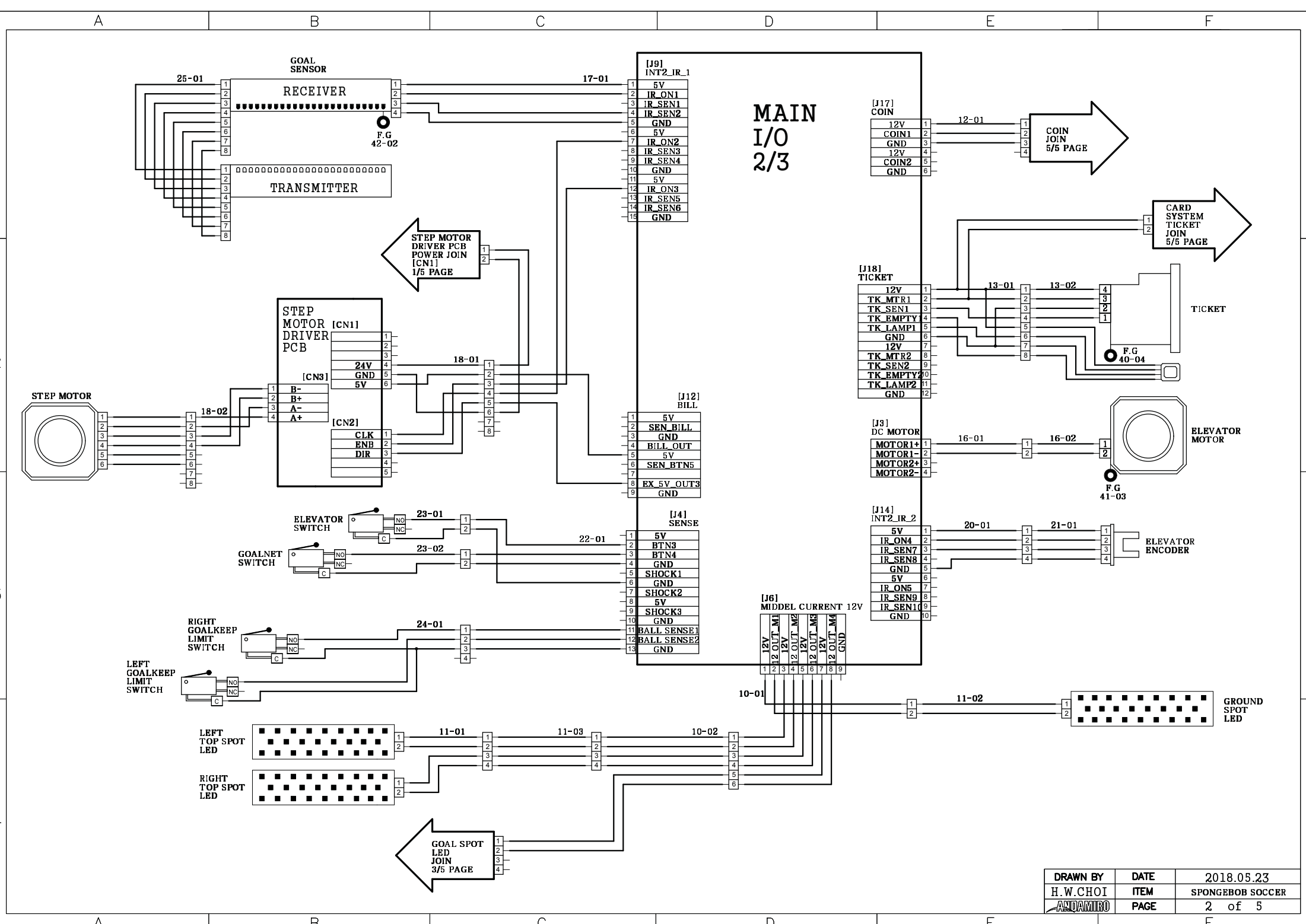
3	AC
2	F.G
1	AC
GND	4
GND	3
5V	2
5V	1

3	AC
2	F.G
1	AC
GND	4
GND	3
12V	2
12V	1

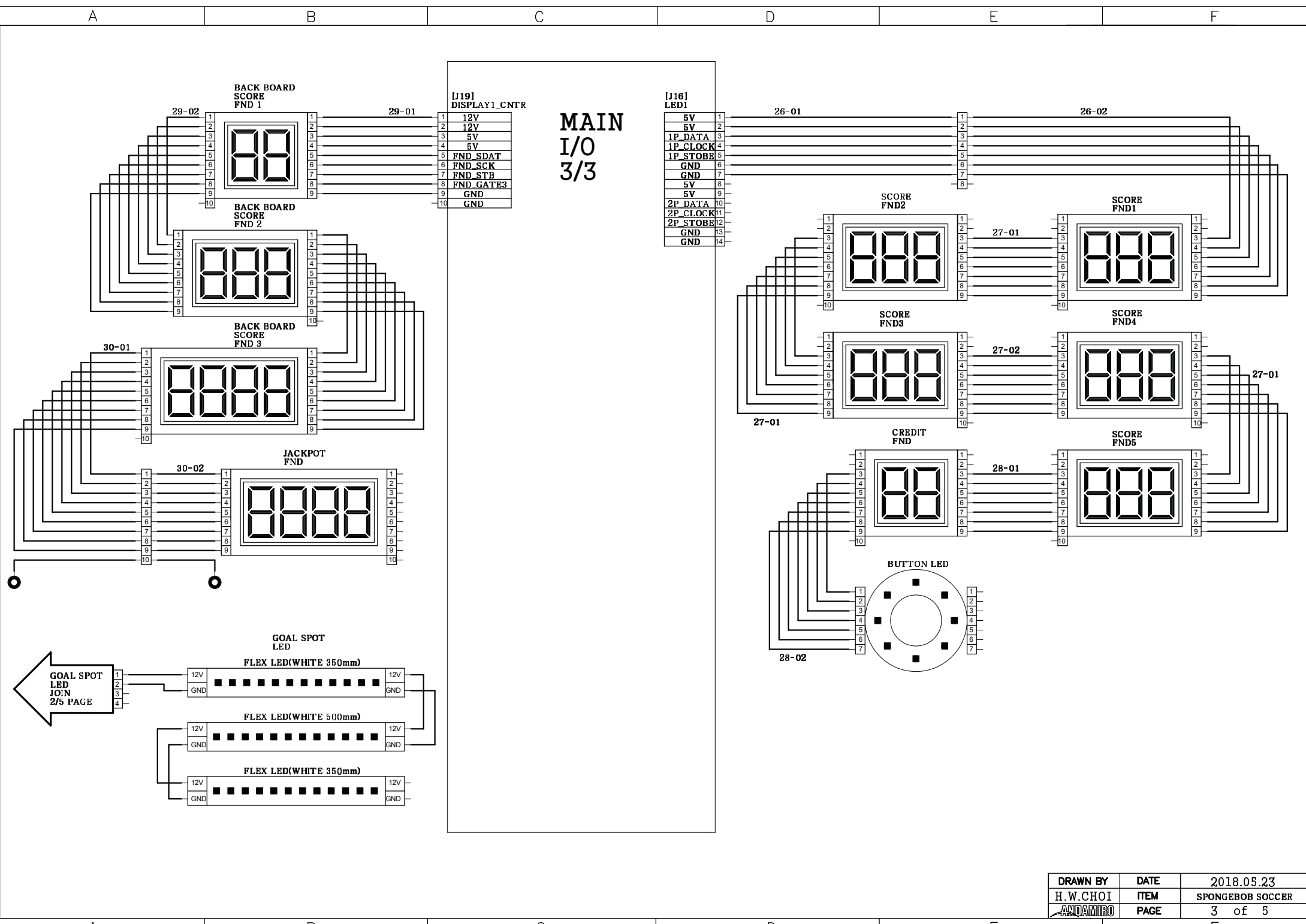
3	AC
2	F.G
1	AC
GND	4
GND	3
12V	2
12V	1

3	AC
2	F.G
1	AC
GND	4
GND	3
12V	2
12V	1

DRAWN BY	DATE	2018.05.23
H.W.CHOI	ITEM	SPONGEBOB SOCCER
ANDAMIRO	PAGE	1 of 5



DRAWN BY	DATE	2018.05.23
H.W.CHOI	ITEM	SPONGEBOB SOCCER
ANDAMIRO	PAGE	2 of 5



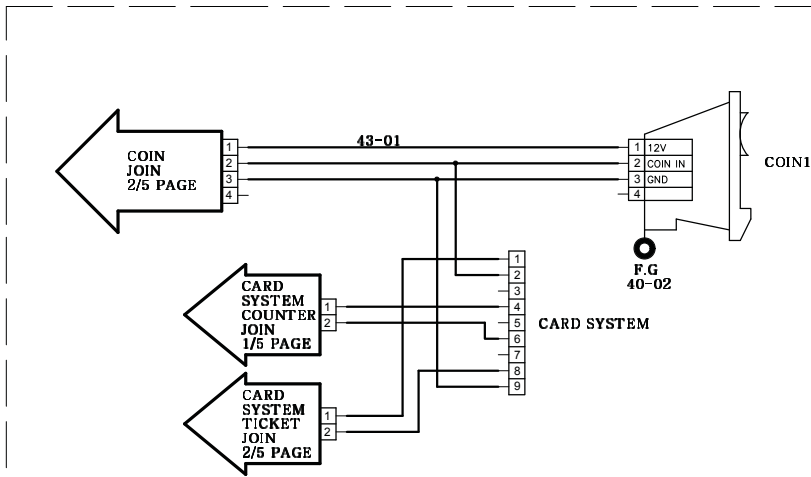
**MAIN
I/O
3/3**

[J19] DISPLAY1_CNTR

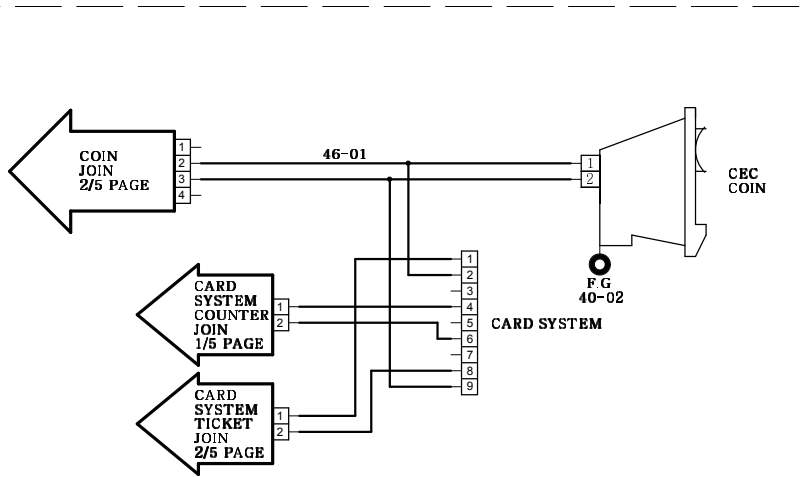
1	12V
2	12V
3	5V
4	5V
5	FND_SDAT
6	FND_SCK
7	FND_STB
8	FND_GATE3
9	GND
10	GND

[J16] LED1

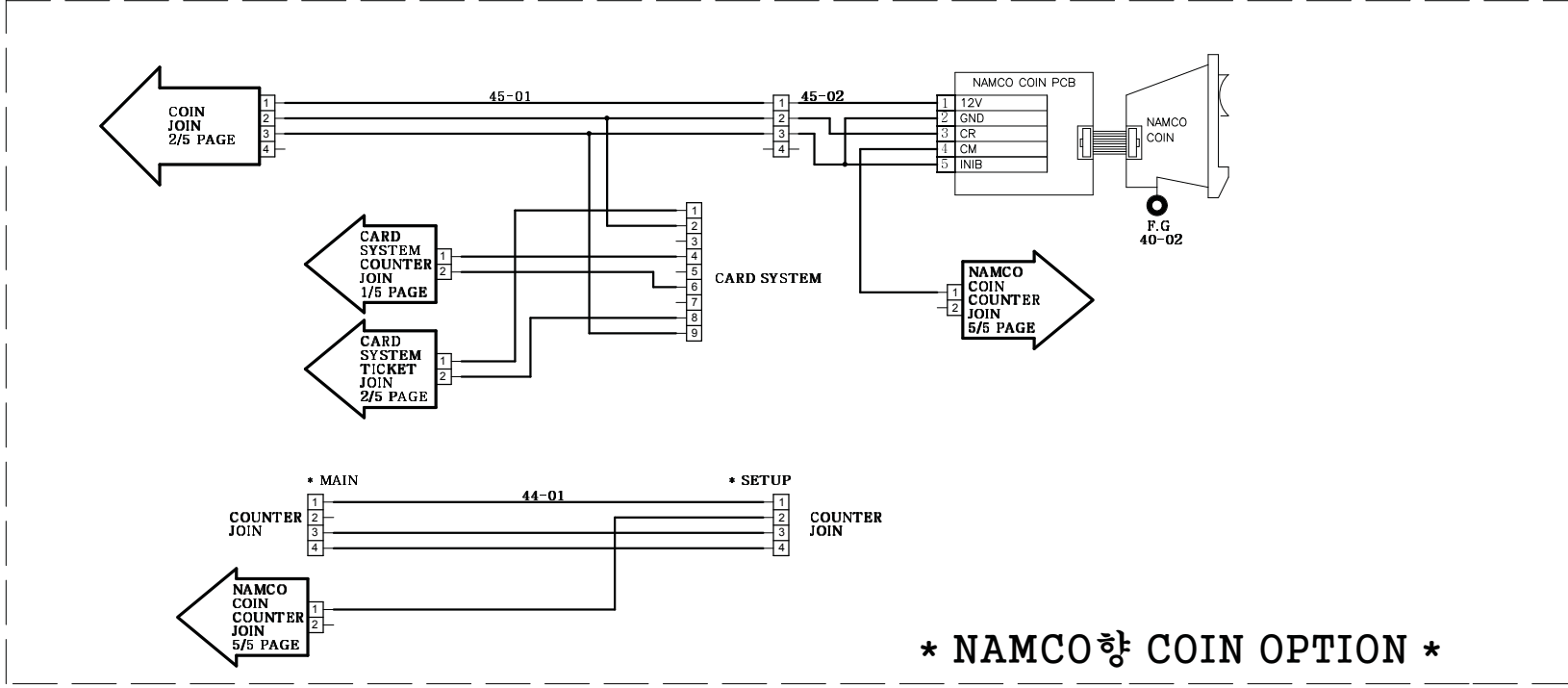
1	5V
2	5V
3	1P_DATA
4	1P_CLOCK
5	1P_STOBE
6	GND
7	GND
8	5V
9	5V
10	2P_DATA
11	2P_CLOCK
12	2P_STOBE
13	GND
14	GND



*** 일반향 COIN OPTION ***



*** CEC COIN OPTION ***



*** NAMCO향 COIN OPTION ***

DRAWN BY	DATE	2018.05.23
H.W.CHOI	ITEM	SPONGEBOB SOCCER
ANDAMIRO	PAGE	5 of 5



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 Month 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.

ANDAMIRO CO., LTD.
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

For the on-line request, please visit our web-site, 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/>