*** ANDAMIRO WARRANTS the parts from date of shipment as follows.**
**- 6 Month Limited Warranty : Electronic Boards**
**- 3 Month Limited Warranty : Solenoid Ass'y**

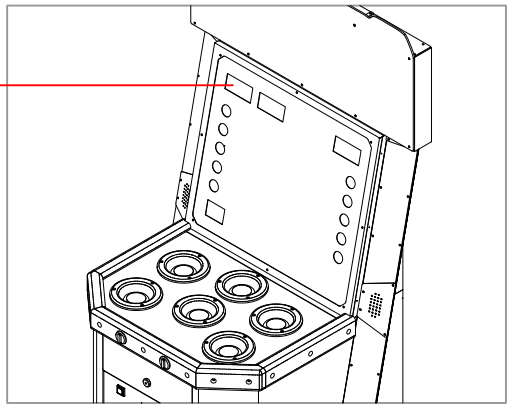
# CONTENTS

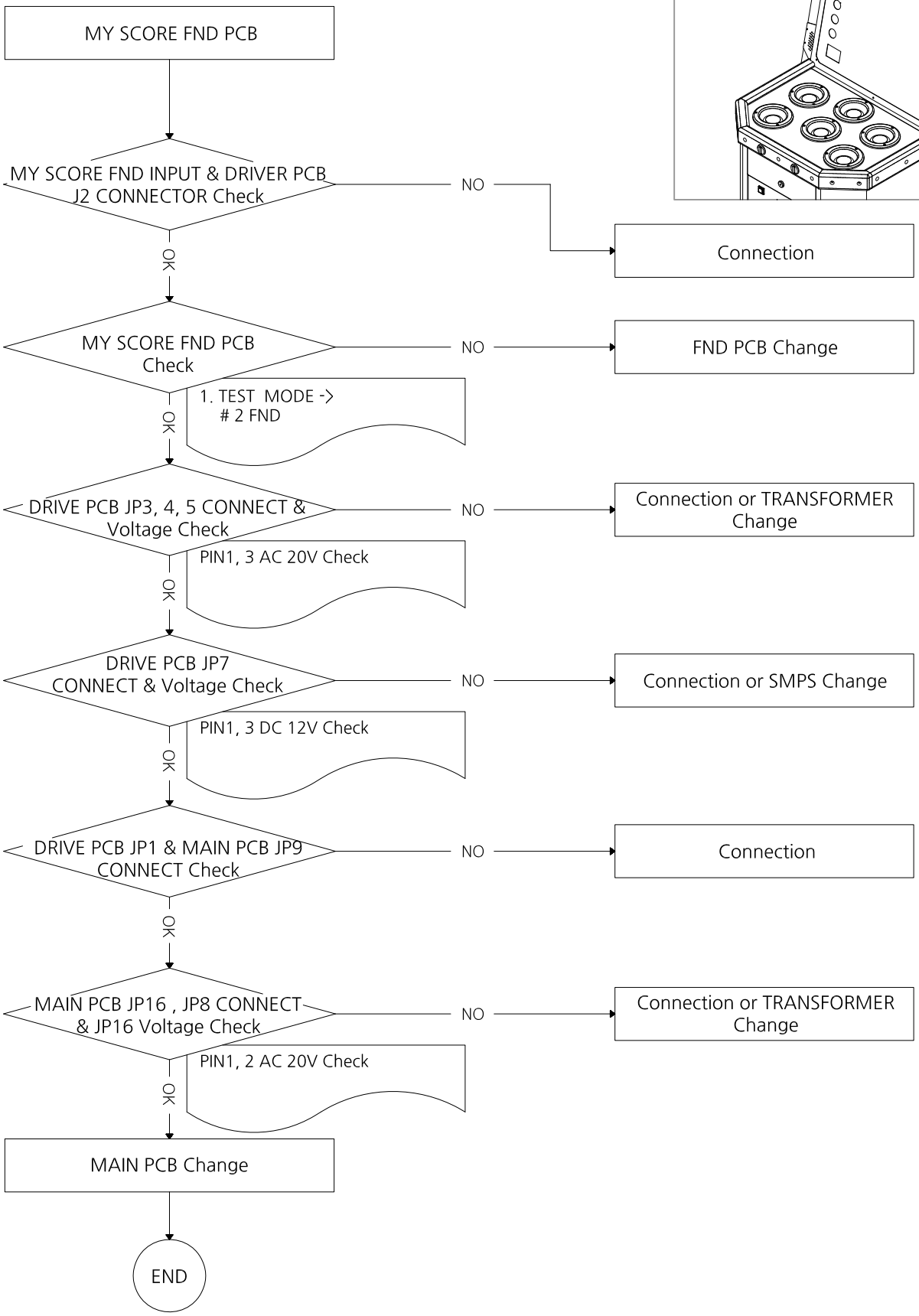

1. TROUBLESHOOTING .....P01
2. TEST MODE .....P15


# [ TROUBLESHOOTING ]

*Common: Check the input voltage, check wiring

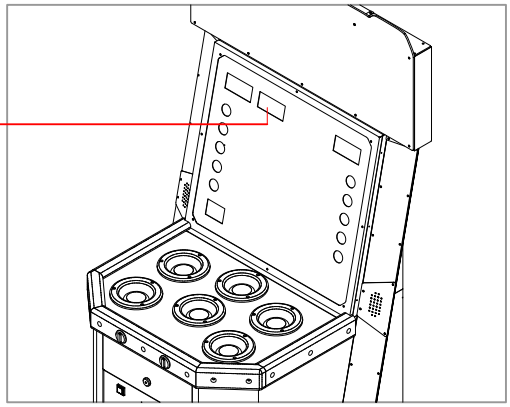
## 1. MY SCORE FND ERROR



*Common: Check the input voltage, check wiring

# 2. HIGH SCORE FND PCB ERROR




HIGH SCORE FND PCB

HIGH SCORE FND INPUT, DRIVE PCB J5 CONNECTOR Check — NO → INPUT, J5 Connection

OK

HIGH SCORE FND PCB Check — NO → FND PCB Change

OK

1. TEST MODE -> # 2 FND

DRIVE PCB JP3, 4, 5 CONNECT & Voltage Check — NO → Connection or TRANCEFORMER Change

OK

PIN1, 3 AC 20V Check

DRIVE PCB JP7 CONNECT & Voltage Check — NO → Connection or SMPS Change

OK

PIN1, 3 DC 12V Check

DRIVE PCB JP1 & MAIN PCB JP9 CONNECT Check — NO → Connection

OK

MAIN PCB JP16, J8 CONNECT & JP16 Voltage Check — NO → Connection or TRANCEFORMER Change

OK

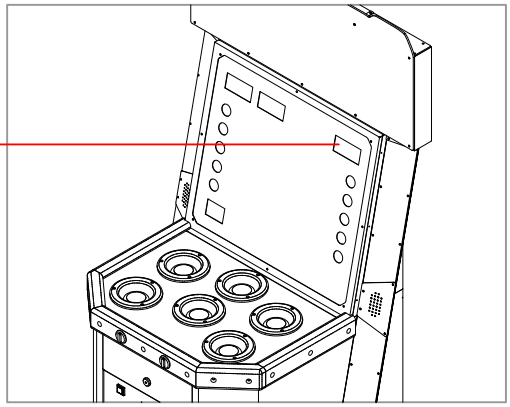
PIN1, 2 AC 20V Check

MAIN PCB Change

END

*Common: Check the input voltage, check wiring

# 3. TICKET FND PCB ERROR




HIGH SCORE FND PCB

TICKET FND INPUT, DRIVE PCB J6 CONNECTOR Check — NO → Connection or J6 Connection

OK

TICKET FND PCB Check — NO → FND PCB Change

OK

1. TEST MODE -> # 2 FND

DRIVE PCB JP3, 4, 5 CONNECT & Voltage Check — NO → Connection or TRANCEFORMER Change

OK

PIN1, 3 AC 20V Check

DRIVE PCB JP7 CONNECT & Voltage Check — NO → Connection or SMPS Change

OK

PIN1, 3 DC 12V Check

DRIVE PCB JP1 & MAIN PCB JP9 CONNECT Check — NO → Connection

OK

MAIN PCB JP16, JP8 CONNECT & JP16 Voltage Check — NO → Connection or TRANCEFORMER Change

OK

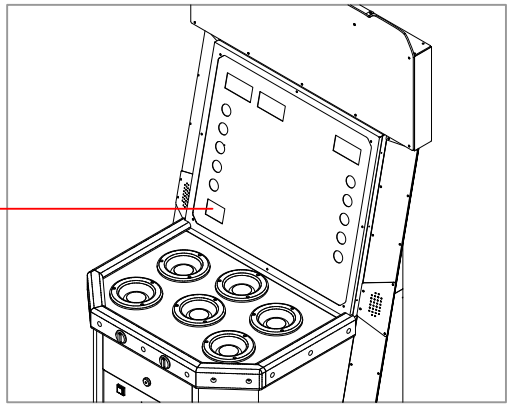
PIN1, 2 AC 20V Check

MAIN PCB Change

END

*Common: Check the input voltage, check wiring

# 4. CREDIT FND PCB ERROR




CREDIT FND PCB

CREDIT FND INPUT, DRIVE PCB J22 CONNECTOR Check — NO → Connection or J22 Connection

OK

CREDIT FND PCB Check — NO → FND PCB Change

OK — 1. TEST MODE -> # 2 FND

DRIVE PCB JP3, 4, 5 CONNECT & Voltage Check — NO → Connection or TRANCEFORMER Change

OK — PIN1, 3 AC 20V Check

<DRIVE PCB JP7 CONNECT & Voltage Check — NO → Connection or SMPS Change

OK — PIN1, 3 DC 12V Check

DRIVE PCB JP1 & MAIN PCB JP9 CONNECT Check — NO → Connection

OK

MAIN PCB JP16, JP8 CONNECT & JP16 Voltage Check — NO → Connection or TRANCEFORMER Change

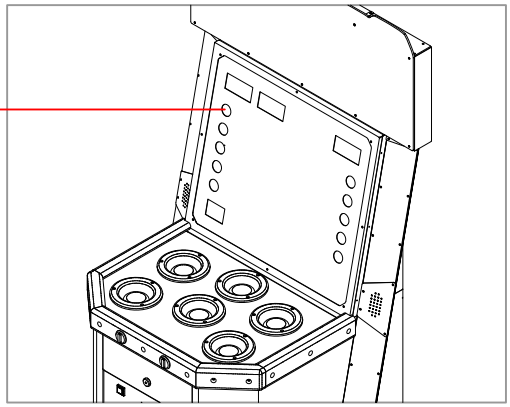
OK — PIN1, 2 AC 20V Check

MAIN PCB Change

END

*Common: Check the input voltage, check wiring

# 5. COMBO LED LEFT ERROR




COMBO LED LEFT PCB

COMBO LED LEFT PCB — OK → (1. TEST MODE -> # 2 FND)

NO

COMBO LED PCB CONNECT & Voltage Check — NO → Connection or COMBO LED PCB Change

OK

DC 12V Check

DRIVE PCB J23, 25, 27, 29, 31 CONNECT & Voltage Check — NO → Connection or DC DRIVER PCB Change

OK

PIN 1,2 DC 12V Check

DRIVE PCB JP3, 4, 5 CONNECT & Voltage Check — NO → Connection or TRANCEFORMER Change

OK

PIN1, 3 AC 20V Check

DRIVE PCB JP7 CONNECT & Voltage Check — NO → Connection or SMPS Change

OK

PIN 1, 3 DC 12V Check

DRIVE PCB JP1 & MAIN PCB JP9 CONNECT Check — NO → Connection

OK

MAIN PCB JP16, JP8 CONNECT & JP16 Voltage Check — NO → Connection or TRANCEFORMER Change

OK

PIN1, 2 AC 20V Check

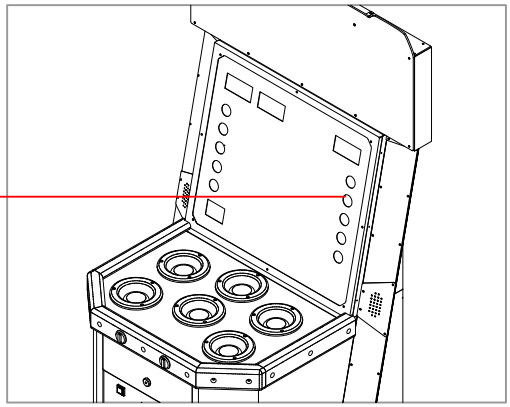
OK

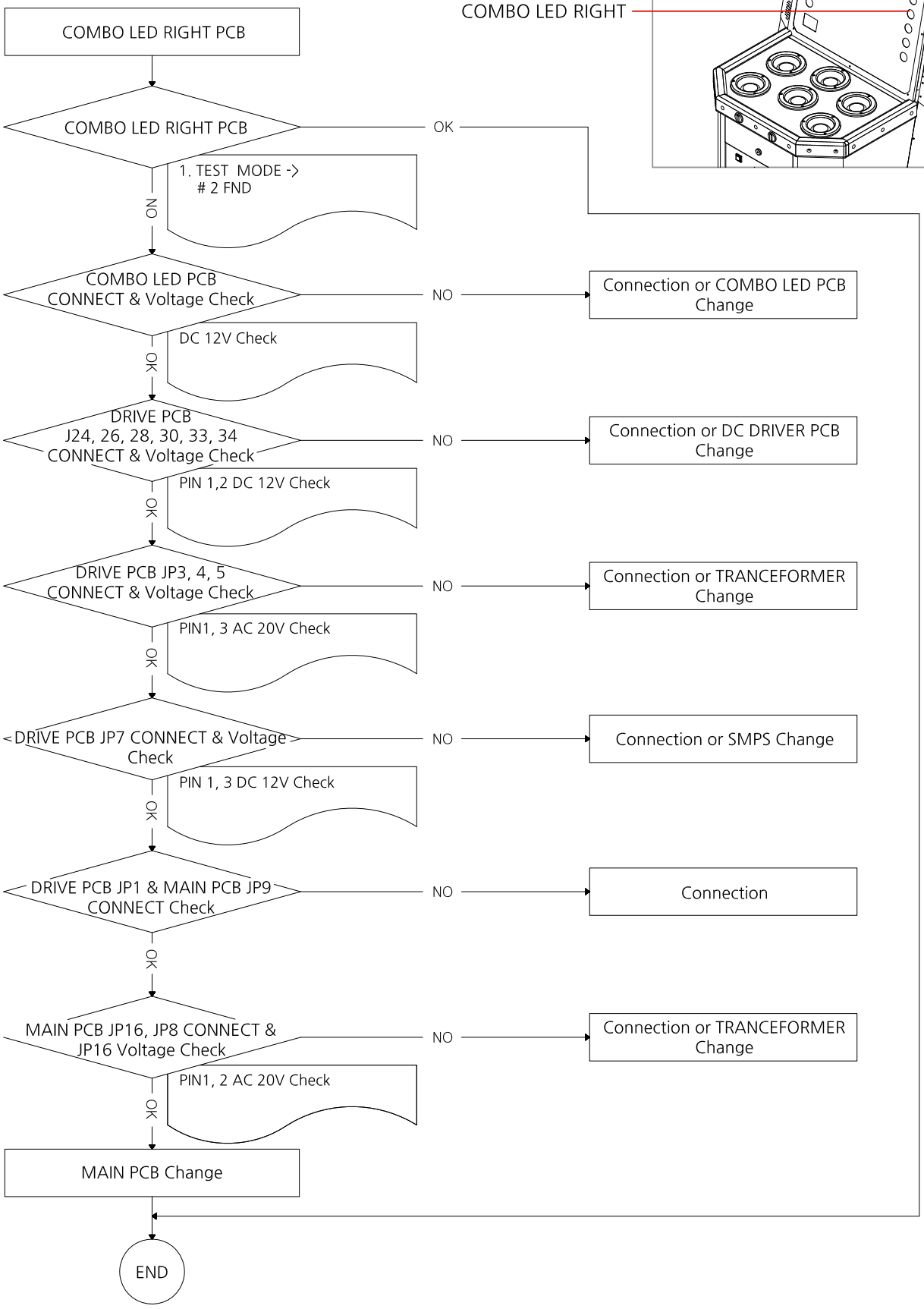
MAIN PCB Change

END

*Common: Check the input voltage, check wiring

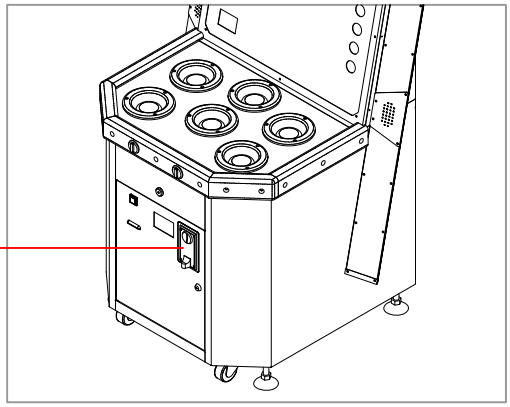
# 6. COMBO LED RIGHT ERROR



*Common: Check the input voltage, check wiring

# 7. COIN SELECTOR ERROR




COIN SELECTOR

COIN SELECTOR Check
- OK → (proceed)
- NO → 1. GAME MODE -> # COIN IN

COIN SELECTOR CONNECTOR Check
- NO → Connection
- OK

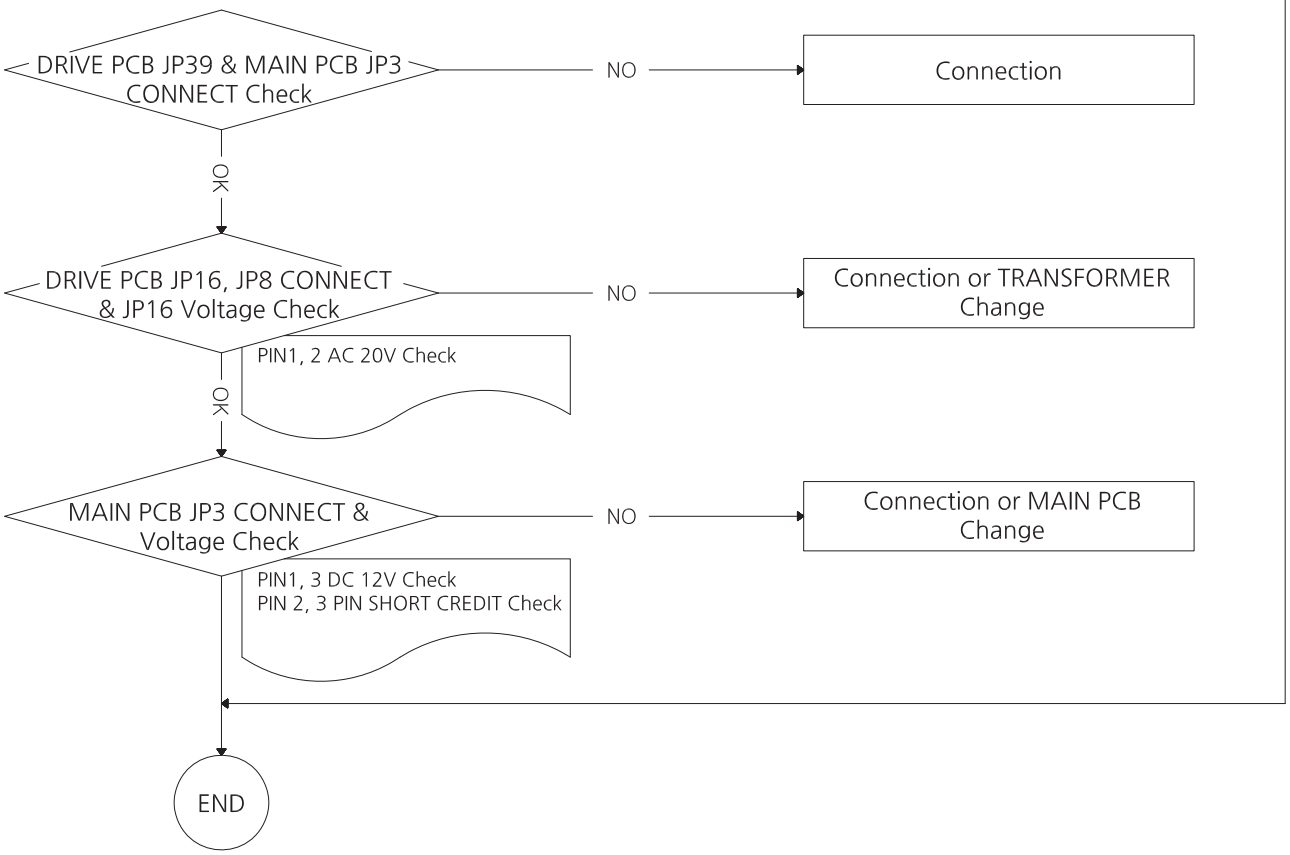
COIN SELECTOR S/W Check
- NO → COIN CONNECTOR S/W LOCATION Change
- OK

COIN SELECTOR Voltage & CREDIT Check
- NO → COIN SELECTOR Change
- OK → COIN SELECTOR 1, 3 PIN DC 12V Check 2, 3 PIN SHORT CREDIT Check

DRIVE PCB JP7 CONNECT & Voltage Check
- NO → Connection or SMPS Change
- OK → PIN1, 3 DC 12V Check

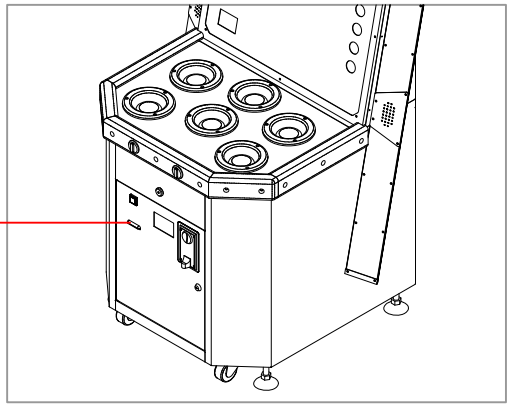
DRIVE PCB JP3, 4, 5 CONNECT & Voltage Check
- NO → Connection or TRANSFORMER Change
- OK → PIN1, 3 DC 20V Check

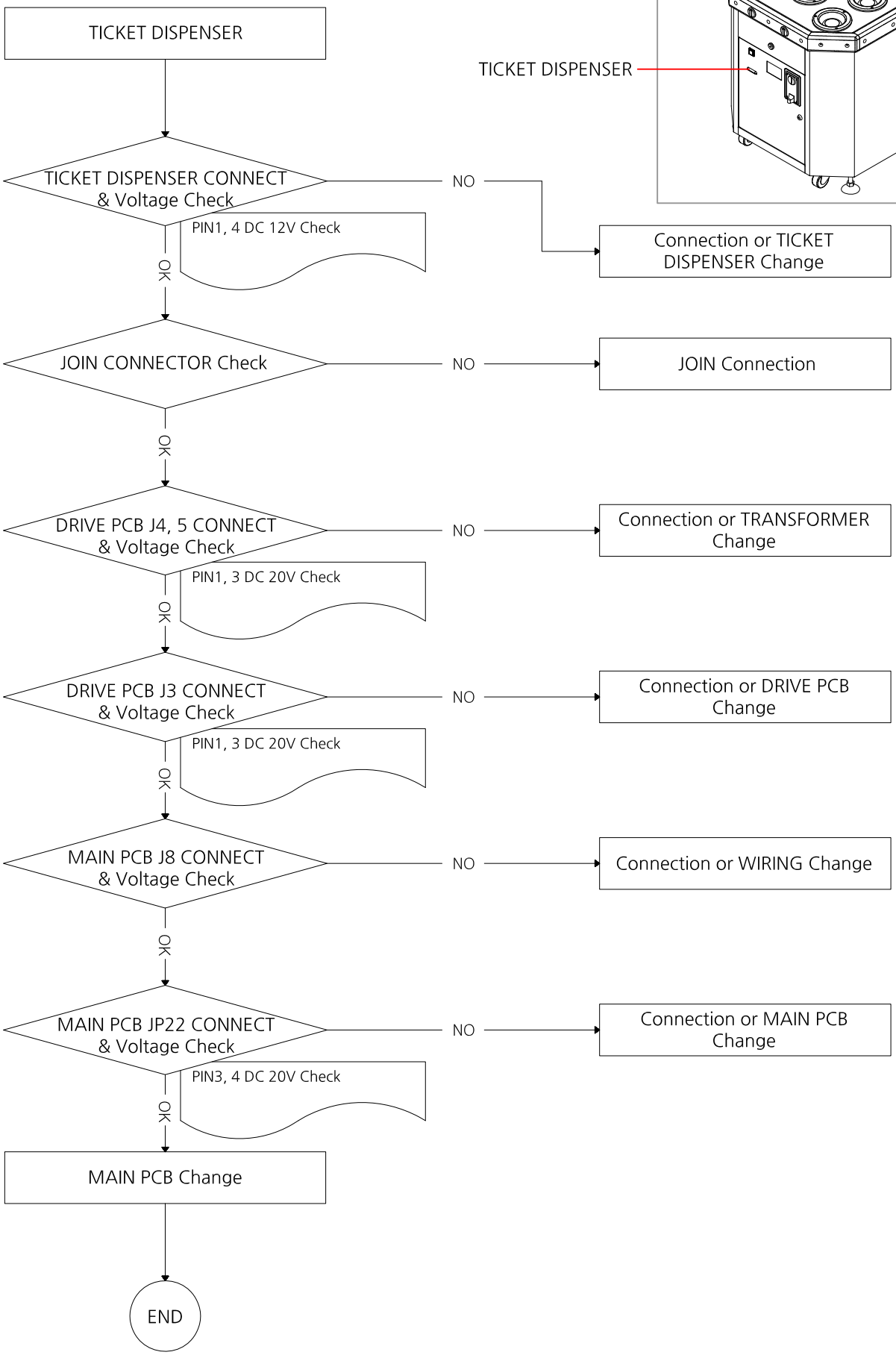
DRIVE PCB JP40 CONNECT & Voltage Check
- NO → Connection or DRIVER PCB Change
- OK → PIN1, 3 DC 12V Check PIN 2, 3 PIN SHORT CREDIT Check


DRIVE PCB JP39 & MAIN PCB JP3 CONNECT Check
NO
Connection
OK
DRIVE PCB JP16, JP8 CONNECT & JP16 Voltage Check
NO
Connection or TRANSFORMER Change
PIN1, 2 AC 20V Check
OK
MAIN PCB JP3 CONNECT & Voltage Check
NO
Connection or MAIN PCB Change
PIN1, 3 DC 12V Check
PIN 2, 3 PIN SHORT CREDIT Check
END

*Common: Check the input voltage, check wiring

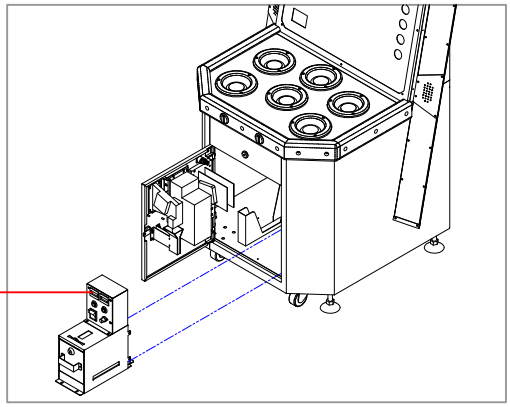
# 8. TICKET DISPENSER ERROR

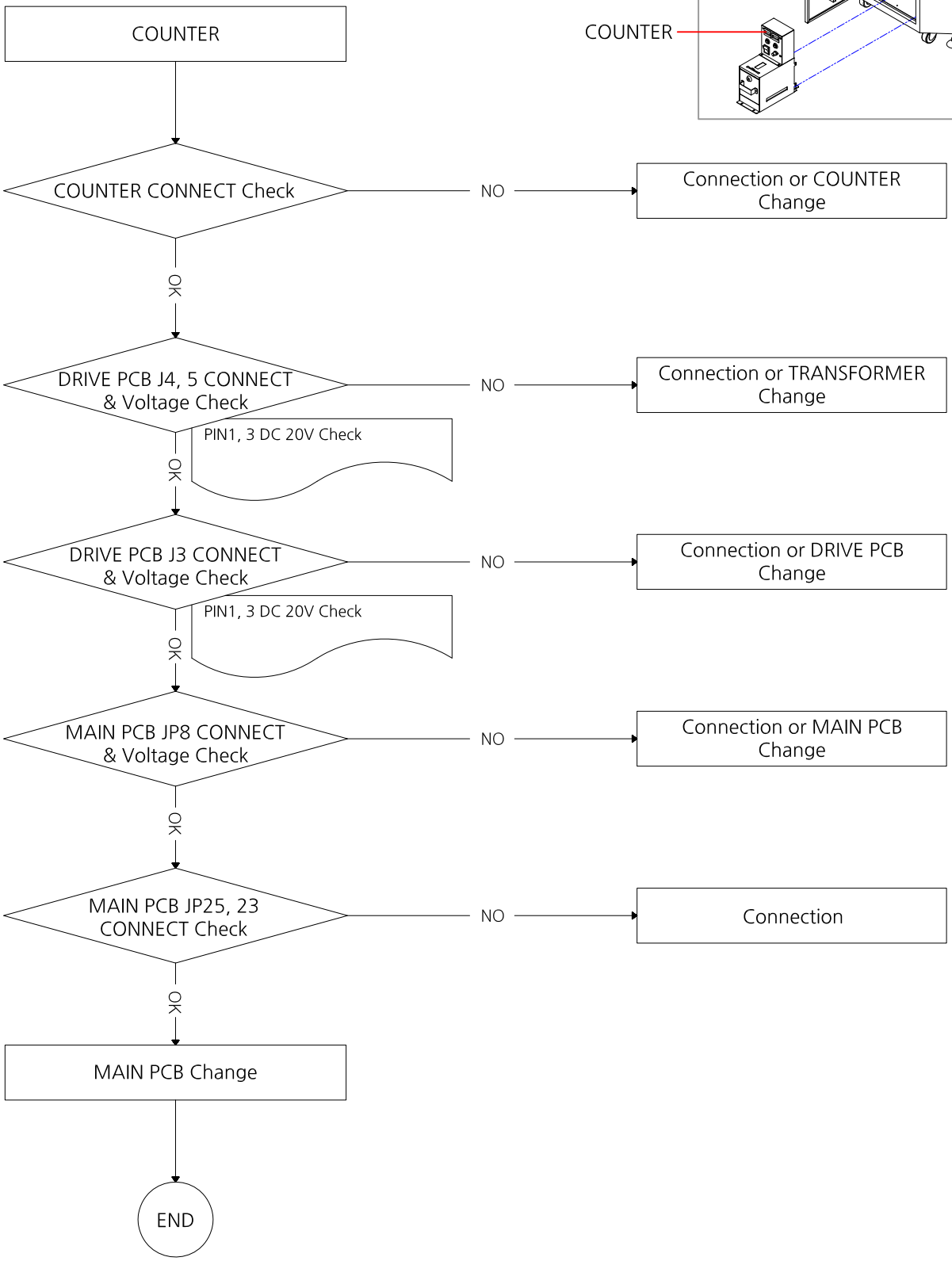


*Common: Check the input voltage, check wiring

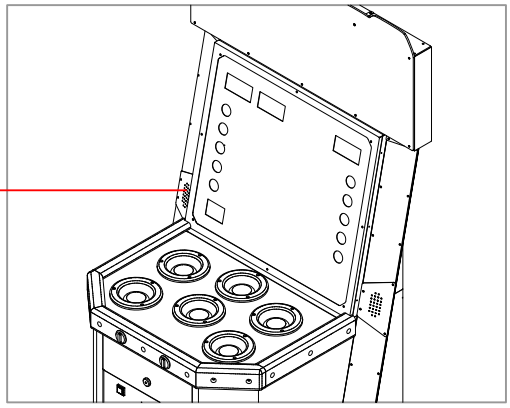
# 9. COUNTER ERROR

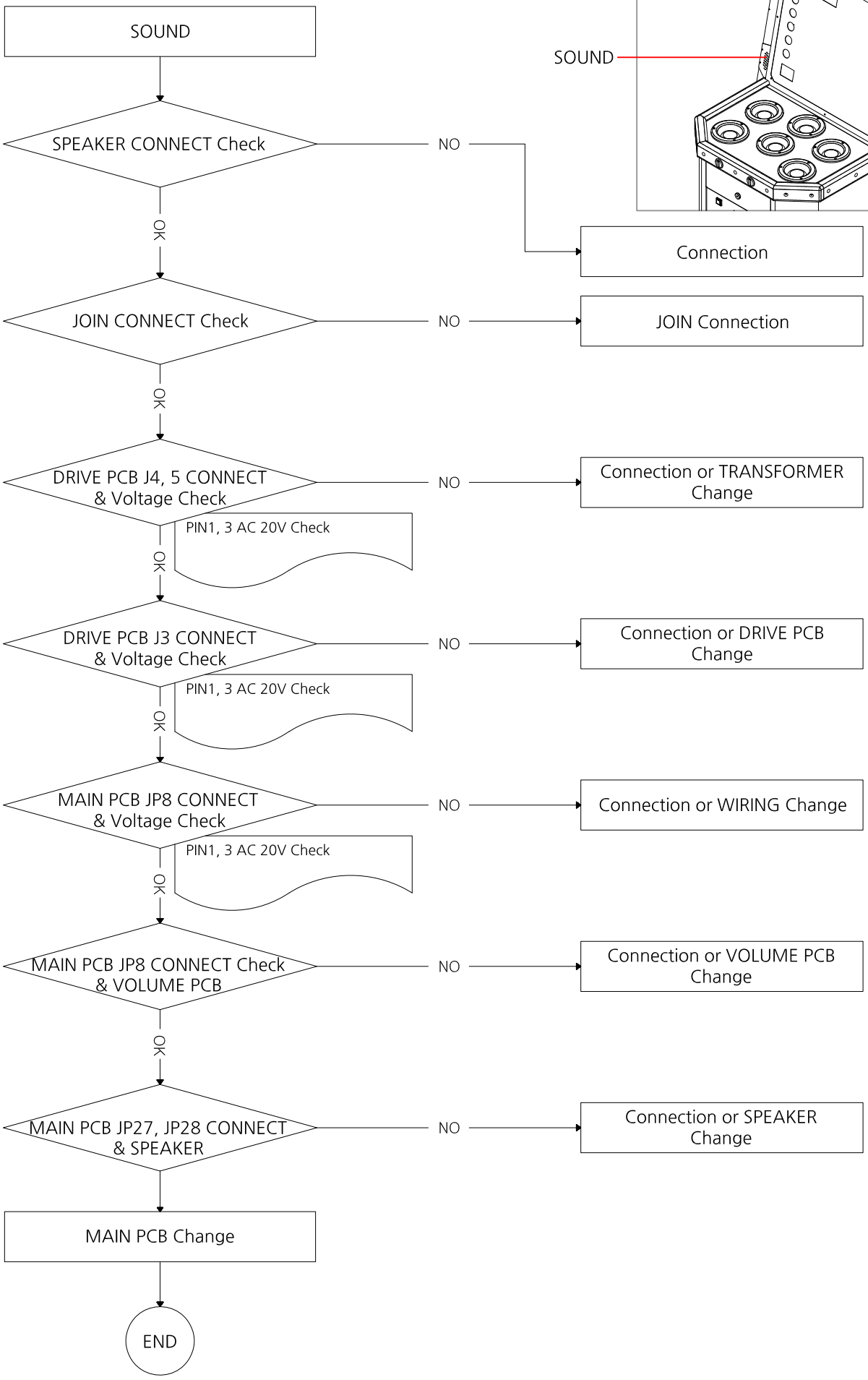


*Common: Check the input voltage, check wiring

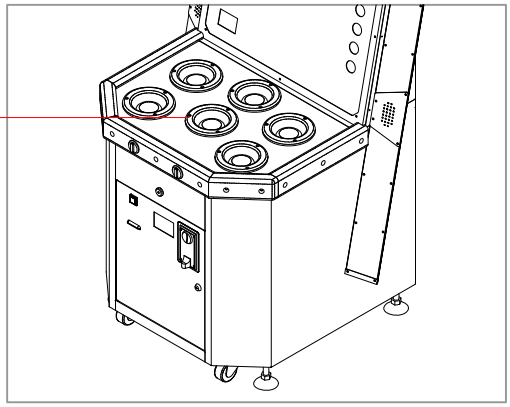
# 10. SOUND ERROR



*Common: Check the input voltage, check wiring

# 11. HAMBURGER SOLENOID ERROR




HAMBURGER SOLENOID

SOLENOID JOIN CONNECTOR Check — NO → JOIN Connection

OK

SOLENOID Check — NO → SOLENOID Change

OK

1. TEST MODE ->
   # 3. SOLENOID
   & SENSOR Check

SOL PCB FUSE Check — NO → FUSE Change

OK

SOL PCB CONNECT & OUT Voltage Check (JP2~JP7) — NO → Connection or SOL PCB Change

OK

1. Bad connector PIN4, 5
   AC 48V Check
2. Be sure to use analog tester

SOL PCB JP1 CONNECT & Voltage Check — NO → Connection or TANSFORMER Change

OK

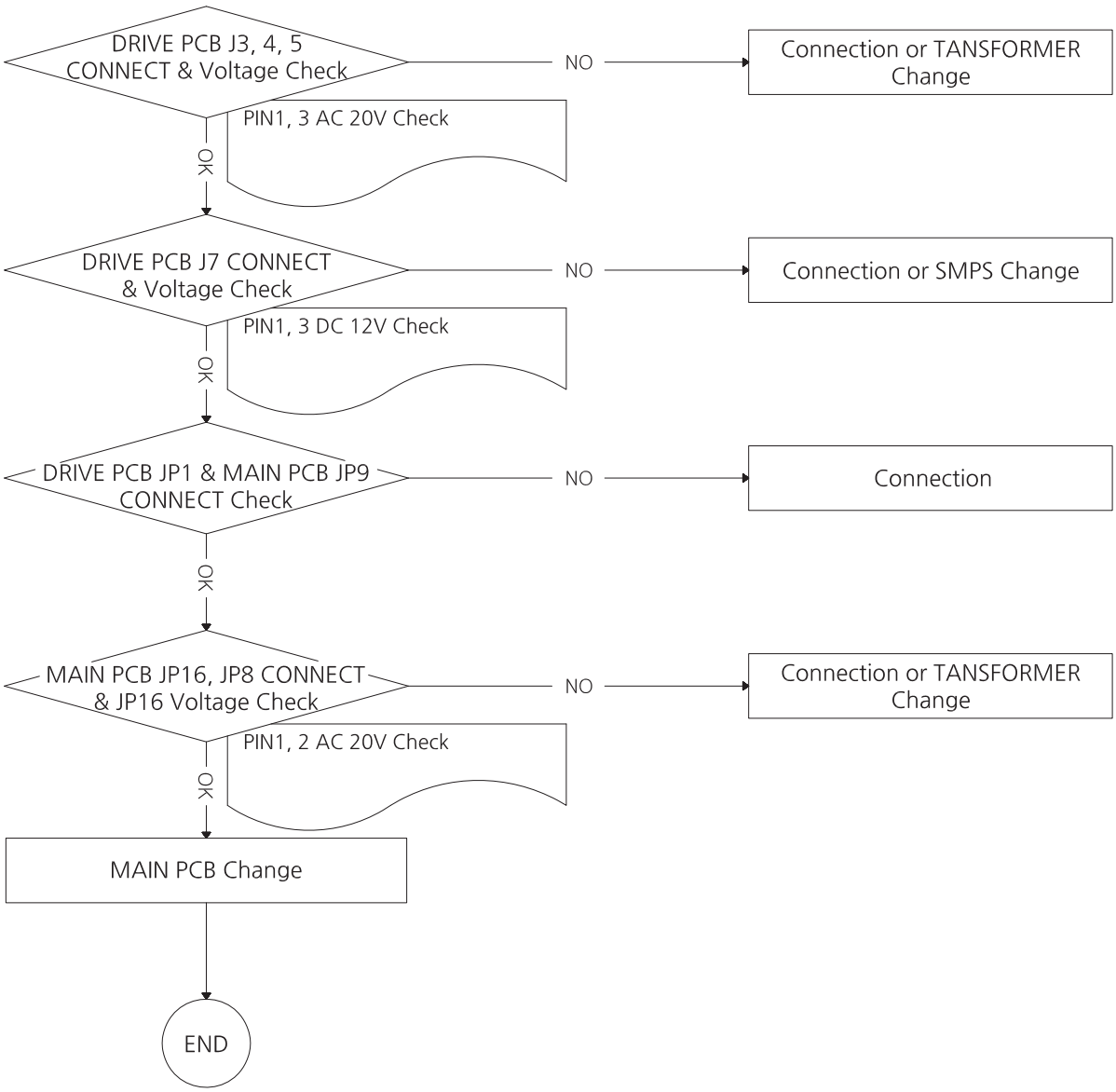
JP1 PIN1, 3 AC 48V Check

DRIVE PCB J14 CONNECT & Voltage — NO → Connection or DRIVE PCB Change

OK

JP14 PIN18, 19 DC 12V Check
JP14 PIN19, 20 DC 12V Check

OK


DRIVE PCB J3, 4, 5
CONNECT & Voltage Check
NO
Connection or TANSFORMER
Change
PIN1, 3 AC 20V Check
OK
DRIVE PCB J7 CONNECT
& Voltage Check
NO
Connection or SMPS Change
PIN1, 3 DC 12V Check
OK
DRIVE PCB JP1 & MAIN PCB JP9
CONNECT Check
NO
Connection
OK
MAIN PCB JP16, JP8 CONNECT
& JP16 Voltage Check
NO
Connection or TANSFORMER
Change
PIN1, 2 AC 20V Check
OK
MAIN PCB Change
END

# [ TEST MODE ]

To get into TEST mode, turn on th machine while pushing RESET button for 4~5 seconds.

Whenever RESET button is pushed in the test mode,
the test item is automatically changed. 1st SOUND, 2nd FND, 3rd Hamburger(Solenoid) Ass'y.

| Mode | Description |
|---|---|
| # 1 | Sound check : Sound operation automatically check |
| # 2 | FND check : FND(i.e. Flexible Numeric Displays) check for game point, high score, play time and credit |
| # 3 | Solenoid and sensor check - Check that hamburgers come up automatically and operate properly.<br>In the test of Hamburger(Solenoid) Ass'y,<br>1) sensor test<br>If each FND does not show up number when you hit each Hamburger(Solenoid) Ass'y, the sensor is in trouble.<br>In that case replace with new sensor.<br>2) Auto test<br>If each FND shows any number when the solenoid ass'y is automatically up and down, the sensor is so sensitive.<br>In that case replace with new sensor. |

FND DISPLAY =>

Hamburger(Solenoid) Ass'y =>