

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

**- One Year Limited Warranty : Electronic Boards**

**- 6 Month Limited Warranty : Moving Parts**

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### **\* WARNING CODE**

| <b>CODE CLASSIFICATION<br/>( TIME FND :<br/>ERROR CODE)</b> | <b>CONTENTS</b> | <b>DESCRIPTION<br/>(GAMES CAN BE PLAYED AGAINST WARNING NOTICE)</b>                                                                                             |
|-------------------------------------------------------------|-----------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------|
| TIME FND : "tI"<br>CREDIT FND : "LT"                        | TILT            | 1. It happened when the machine is shaken up<br>2. Game ends after Arm moves above pusher while game is being played<br>3. Games can be played after 15 seconds |
| Et                                                          | TICKET EMPTY    | 1. Ticket Box is Empty<br>2. Display remaining number of tickets and Et at intervals of one second                                                              |
| SL                                                          | SETUP LCD ERROR | 1. SETUP LCD Communication was Defected<br>2. This Error Display only in Demo                                                                                   |

# [ 1. ERROR CODE ]

| CODE CLASSIFICATION<br>( TIME FND : Er )<br>(CREDIT FND : ERROR CODE) | CONTENTS             | DESCRIPTION<br>(PRESS RESET BUTTON AFTER TROUBLESHOOTING )                                                               |
|-----------------------------------------------------------------------|----------------------|--------------------------------------------------------------------------------------------------------------------------|
| <b>0</b>                                                              | BACKUP ERROR         | 1. BACKUP Memory Error in Main Board<br>2. Replace Main Board if such error happens repeatedly while booting the machine |
| <b>10</b>                                                             | COIN ERROR           | 1. COIN JAM<br>(Solve the Coin Jam problem inside Coin Selector )                                                        |
| <b>20</b>                                                             | TICKET ERROR         | 1. TICKET JAM<br>(Solve the Ticket Jam problem inside Ticket Dispenser)                                                  |
| <b>30</b>                                                             | PUSHER ERROR         | 1. MOTOR Functional Defects or SENSOR Sensing Defects<br>(TEST MODE → Check Motor Functions at Pusher Test)              |
| <b>40</b>                                                             | X-Arm ERROR          | 1. X-Arm Motor Function Defect or Left Switch Sensing Defect                                                             |
| <b>41</b>                                                             |                      | 1. X-Arm Motor Function Defect or Right Switch Sensing Defect                                                            |
| <b>42</b>                                                             |                      | 1. X-Arm Motor Function Defect or Magnetic Front Sensor Sensing Defect                                                   |
| <b>43</b>                                                             |                      | 1. X-Arm Motor Function Defect or Magnetic Left Sensor Sensing Defect                                                    |
| <b>44</b>                                                             |                      | 1. X-Arm Motor Function Defect or Magnetic Right Sensor Sensing Defect                                                   |
| <b>50</b>                                                             | Y-Arm ERROR          | 1. Y-Arm Motor Function Defect or Front Switch Sensing Defect                                                            |
| <b>51</b>                                                             |                      | 1. Y-Arm Motor Function Defect or Rear Switch Sensing Defect                                                             |
| <b>52</b>                                                             |                      | 1. Y-Arm Motor Function Defect or Magnetic Rear Sensor Sensing Defect                                                    |
| <b>60</b>                                                             | Z-Arm ERROR          | 1. Z-Arm Motor Function Defect or UP Switch Sensing Defect                                                               |
| <b>61</b>                                                             |                      | 1. Z-Arm Motor Function Defect or Down Switch Sensing Defect                                                             |
| <b>70</b>                                                             | COIN OUT MOTOR ERROR | 1. Coin Out Motor Function Defect or Starting Point Sensor Sensing Defect                                                |
| <b>71</b>                                                             |                      | 1. Coin Out Motor Function Defect or Separate Sensor Sensing Defect                                                      |
| <b>72</b>                                                             |                      | 1. COIN OUT LEFT Sensor failure or COIN jam                                                                              |
| <b>73</b>                                                             |                      | 1. COIN OUT RIGHT Sensor failure or COIN jam                                                                             |

## [ 2. TEST MODE ]

| TEST MODE - It will be functioned by pressing SELECT Button in related player Menu.<br>Exit by pressing CANCEL Button. |                                 |                                                                                                                                                                                  |
|------------------------------------------------------------------------------------------------------------------------|---------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| LCD DISPLAY                                                                                                            | CONSTITUTION                    | DESCRIPTION                                                                                                                                                                      |
| INPUT TEST                                                                                                             | (Refer to below table)          | Input - Signal Test                                                                                                                                                              |
| FND & LAMP                                                                                                             | OFF<br>STEP<br>ON/OFF<br><br>ON | FND & LAMP Function Test<br>OFF : Complete turn OFF<br>STEP : Functioning in organized sequence<br>ON/OFF : Functioning regularly between ON<br>and OFF<br>ON : Complete turn ON |
| ARM & JOYSTICK                                                                                                         | (Refer to below table)          | Function Test of Arm and Joystick                                                                                                                                                |
| COIN OUT                                                                                                               | (Refer to below table)          | Function Test of Coin Out                                                                                                                                                        |
| PUSHER                                                                                                                 | (Refer to below table)          | Function Test of Pusher                                                                                                                                                          |
| COIN                                                                                                                   | (Refer to below table)          | Function Test of Coin                                                                                                                                                            |
| TICKET                                                                                                                 | (Refer to below table)          | Function Test of Ticket Releasing                                                                                                                                                |
| COUNTER                                                                                                                | (Refer to below table)          | Function Test of Counter                                                                                                                                                         |
| SOUND                                                                                                                  | (Refer to below table)          | Sound Test                                                                                                                                                                       |
| EXIT                                                                                                                   | Exit from TEST MODE             |                                                                                                                                                                                  |

| TEST MODE -> INPUT TEST                                                               |                                                                                                                                                                                                                      |
|---------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| LCD DISPLAY                                                                           | DESCRIPTION                                                                                                                                                                                                          |
| -1P--- INPUT TEST ---2P-<br>000000000 000000000<br>000000 0 000000<br>0000000 0000000 | Indicating the status of Input Signal and changed value<br>(In case of any change in Input Signal, Sound will be re-produced once)<br>"0" in the middle is Tilt Sensor<br>Exit by pressing Cancel Button             |
| EXPLANATION                                                                           |                                                                                                                                                                                                                      |
| 000000000                                                                             | 1. COIN OUT LEFT 2. COIN OUT RIGHT 3. COIN OUT MOTOR ENC UP<br>4. COIN OUT MOTOR ENC SIDE 5. BLDC PUSHER ENC<br>6. MAGNETIC FRONT SENSOR 7. MAGNETIC REAR SENSOR<br>8. MAGNETIC LEFT SENSOR 9. MAGNETIC RIGHT SENSOR |
| 000000                                                                                | 1. X MOTOR LEFT SWITCH 2. X MOTOR RIGHT SWITCH 3. Y MOTOR FRONT SWITCH<br>4. Y MOTOR REAR SWITCH 5. Z MOTOR UP SWITCH 6. Z MOTOR DOWN SWITCH                                                                         |
| 0000000                                                                               | 1. JOYSTICK UP 2. JOYSTICK DOWN 3. JOYSTICK LEFT 4. JOYSTICK RIGHT<br>5. DROP BUTTON 6. SERVICE BUTTON 7. TICKET BUTTON                                                                                              |
















**TEST MODE -> ARM & JOYSTICK TEST**

Function Test of ARM by moving Joystick.

1P Solenoid : SETUP Left Button ( or Ticket Button).

2P Solenoid : SETUP Right Button (or Ticket Button).

Exit by Pressing CANCEL Button.

| LCD DISPLAY                                                                       | DESCRIPTION                                                                                                                                       |                                                                                                          |
|-----------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------|
| --ARM & JOYSTICK --<br>1P SOL:LEFT BUTTON<br>2P SOL:RIGHT BUTTON<br>EXIT : CANCEL | TIME FND and CREDIT FND will be displayed when related sensor and switch are functioned. No display in case they are not functioned<br>TIME FND : |                                                                                                          |
|                                                                                   |  MAGNETIC LEFT SENSOR,                                           |  MAGNETIC FRONT SENSOR |
|                                                                                   |  MAGNETIC RIGHT SENSOR,                                          |  X-ARM LEFT SWITCH     |
|                                                                                   |  X-ARM RIGHT SWITCH,                                             |  Y-ARM REAR SWITCH     |
|                                                                                   |  MAGNETIC REAR SENSOR,                                           |  Y-ARM FRONT SWITCH    |
|                                                                                   |  Z-ARM UP SWITCH,                                                |  Z-ARM DOWN SWITCH     |
|                                                                                   | CREDIT FND :                                                                                                                                      |                                                                                                          |
|                                                                                   |  JOYSTICK UP,                                                   |  JOYSTICK DOWN        |
|                                                                                   |  JOYSTICK LEFT,                                                |  JOYSTICK RIGHT      |
|                                                                                   |  DROP BUTTON                                                   |                                                                                                          |
| EXIT                                                                              | Exit from ARM & JOYSTICK TEST                                                                                                                     |                                                                                                          |

**TEST MODE -> COIN OUT TEST**

It is functioned when pressing SELECT Button among related items or DROP Button of related player. Exit by pressing CANCEL Button.

| LCD DISPLAY                                                                 | CONSTITUTION                                                               | DESCRIPTION                                                                                                                                                                               |
|-----------------------------------------------------------------------------|----------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| --- COIN OUT TEST ---<br>1 PLAYER            OFF<br>2 PLAYER            OFF | OFF/CW/CCW<br>OFF : Stop<br>CW : Normal Rotation<br>CCW : Counter Rotation | Function Test of COIN OUT<br>Sensor Function is shown as 0, 1 or (.) at FND<br>Credit FND : Coin Out Left, Coin Out Right<br>Time FND : Coin Out Motor ENC UP,<br>Coin Out Motor ENC SIDE |
| EXIT                                                                        | Exit from Coin Out Test                                                    |                                                                                                                                                                                           |

**TEST MODE -> PUSHER TEST**

It is functioned when pressing SELECT Button among related items or DROP Button of related player. Exit by pressing CANCEL Button.

| LCD DISPLAY                                                                          | CONSTITUTION                          | DESCRIPTION                                                                     |
|--------------------------------------------------------------------------------------|---------------------------------------|---------------------------------------------------------------------------------|
| --- PUSHER TEST ---<br>1 PLAYER            OFF<br>2 PLAYER            OFF<br>1P + 2P | OFF/ON<br>Display of Operation Status | Function Test of Pusher<br>Time FND : Display of Sensor functioning status 0, 1 |
| EXIT                                                                                 | Exit from Pusher Test                 |                                                                                 |

| <b>TEST MODE -&gt; COIN TEST</b>                                                                                                   |                                          |                                                                              |
|------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------|------------------------------------------------------------------------------|
| It is functioned when pressing SELECT Button among related items or DROP Button of related player. Exit by pressing CANCEL Button. |                                          |                                                                              |
| LCD DISPLAY                                                                                                                        | CONSTITUTION                             | DESCRIPTION                                                                  |
| --- COIN TEST --<br>1 PLAYER            OFF<br>2 PLAYER            OFF                                                             | OFF/ON<br>Display of operation<br>status | Function Test of COIN INHIBIT<br>Credit FND: Display of number of Input Coin |
| EXIT                                                                                                                               | Exit from Coin Test                      |                                                                              |

| <b>TEST MODE -&gt; TICKET TEST</b>                                                                                                 |                                          |                                                                                                             |
|------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------|-------------------------------------------------------------------------------------------------------------|
| It is functioned when pressing SELECT Button among related items or DROP Button of related player. Exit by pressing CANCEL Button. |                                          |                                                                                                             |
| LCD DISPLAY                                                                                                                        | CONSTITUTION                             | DESCRIPTION                                                                                                 |
| --- TICKET TEST --<br>1 PLAYER            OFF<br>2 PLAYER            OFF                                                           | OFF/ON<br>Display of Operation<br>status | Ticket Release Test<br>If operated, three tickets shall be released<br>Time FND: Number of released tickets |
| EXIT                                                                                                                               | Exit from TICKET TEST                    |                                                                                                             |

| <b>TEST MODE -&gt; COUNTER TEST</b>                                                                                            |                        |                                                                                                                                                                                                                                                          |
|--------------------------------------------------------------------------------------------------------------------------------|------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| It is functioned by pressing the SELECT Button or manipulating the Joystick of related player. Exit by pressing CANCEL Button. |                        |                                                                                                                                                                                                                                                          |
| LCD DISPLAY                                                                                                                    | CONSTITUTION           | DESCRIPTION                                                                                                                                                                                                                                              |
| --- COUNTER TEST ---<br>1 PLAYER    0   0   0<br>2 PLAYER    0   0   0                                                         | Functioning of Counter | Counter Test<br>Left Button (or JoyStick Left) :<br>To be increased by 1 at Coin Counter<br>Right Button (or JoyStick Right) :<br>To be increased by 1 at Coin Out Counter<br>SELECT Button (or DROP Button) :<br>To be increased by 1 at Ticket Counter |
| EXIT                                                                                                                           | Exit from COUNTER TEST |                                                                                                                                                                                                                                                          |

| <b>TEST MODE -&gt; SOUND</b> |                      |                                                                                                                                                                                                     |
|------------------------------|----------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| LCD DISPLAY                  | CONSTITUTION         | DESCRIPTION                                                                                                                                                                                         |
| CHANNEL    STOP    1         | 1 ~ 8                | Output from one to eight at IP and 2P alternately                                                                                                                                                   |
| SOUND      STOP    AUTO      | AUTO<br>1 ~ 64       | Sound is generated when pressing the SELECT Button after selecting desired Sound No with Left/Right Button<br>AUTO : The whole sounds are generated in sequence<br>1 ~ 64 : Output of desired Sound |
| EXIT                         | Exit from SOUND TEST |                                                                                                                                                                                                     |

| PLAYFIELD - SETUP |                                                             |                                      |
|-------------------|-------------------------------------------------------------|--------------------------------------|
| LCD DISPLAY       | DESCRIPTION                                                 | EXECUTION                            |
| TABLE SET. A      | Overall Product Test Mode. (Refer to below table).          | Execute by pressing<br>SELECT Button |
| TABLE SET. B      | Product Test Mode for long hours<br>(Refer to below table). |                                      |
| EXIT              | Exit                                                        |                                      |

**PLAYFIELD - SETUP -> TABLE SET. A**

To be used for overall Function Test (Aging Test).

Just like real games, it plays 3,000 times automatically and release the output when winning a prize.

| LCD DISPLAY        | DESCRIPTION                           | EXECUTION                                    |
|--------------------|---------------------------------------|----------------------------------------------|
| 1 PLAYER      STOP | Execute only 1P                       | PLAY : SELECT Button<br>STOP : CANCEL Button |
| 2 PLAYER      STOP | Execute only 2P                       |                                              |
| 1P+2P              | Execute both 1P and 2P simultaneously |                                              |
| EXIT               | Exit                                  |                                              |

**PLAYFIELD - SETUP -> TABLE SET. B**

To be used for overall Function Test (Aging Test).

Just like real games, it plays 100,000 times automatically and release the output when winning a prize.

| LCD DISPLAY        | DESCRIPTION                           | EXECUTION                                    |
|--------------------|---------------------------------------|----------------------------------------------|
| 1 PLAYER      STOP | Execute only 1P                       | PLAY : SELECT Button<br>STOP : CANCEL Button |
| 2 PLAYER      STOP | Execute only 2P                       |                                              |
| 1P+2P              | Execute both 1P and 2P simultaneously |                                              |
| EXIT               | Exit                                  |                                              |

**PLAYFIELD - SETUP -> BOOKKEEPING**

When PLAYFIELD SETUP is running, screen moves as below.

Check BOOKKEEPING by using UP DOWN button.

Press CANCEL to stop test and exit to previous screen.

| LCD DISPLAY                                                                                                | DESCRIPTION | EXECUTION                                     |
|------------------------------------------------------------------------------------------------------------|-------------|-----------------------------------------------|
| <pre> === 1P+2P  RUN === ----- PLAY IN -----                         10                         20 </pre>  | TOTAL PLAY  | UP, DOWN :<br>MOVE<br>STOP : CANCEL<br>BUTTON |
| <pre> === 1P+2P  RUN === ----- COIN OUT -----                         1                         2 </pre>   | COIN OUT    |                                               |
| <pre> === 1P+2P  RUN === ----- TICKET OUT -----                         5                         6 </pre> | TICKET OUT  |                                               |

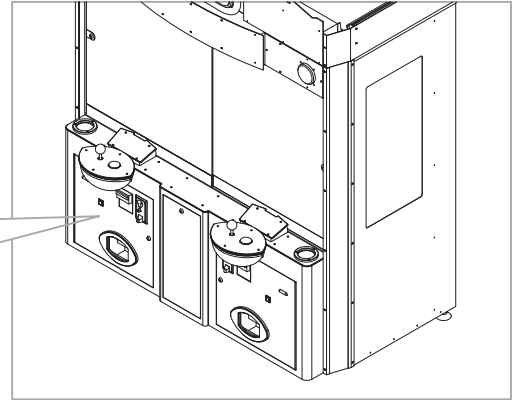
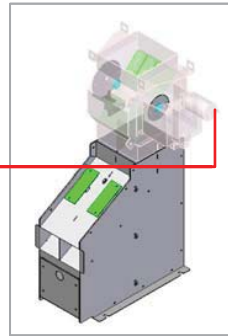
**BOOKKEEPING MONITOR WHILE PLAYING GAMES.**

| [↑↓] IT CAN BE CHECKED BY PRESSING UP/DOWN BUTTON. |          |                                                                     |
|----------------------------------------------------|----------|---------------------------------------------------------------------|
| LCD DISPLAY                                        | 1P<br>2P | DESCRIPTION                                                         |
| ----- COIN IN -----                                | 12<br>25 | Total COIN                                                          |
| ----- BILL IN -----                                | 1<br>3   | Total BILL IN<br>To be accumulated as many as Input-Pulse.          |
| ----- SERVICE IN -----                             | 5<br>10  | Total SERVICE IN<br>To be increased by "1" when pressing Service In |
| ----- PLAY IN -----                                | 20<br>50 | Total Play                                                          |
| ----- COIN OUT -----                               | 10<br>20 | Coin Out                                                            |
| ----- TICKET OUT -----                             | 10<br>20 | Released Tickets                                                    |

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

# [ 3. TROUBLESHOOTING ]

## 3-1. COIN OUT MOTOR ERROR [E70, E71]



COIN OUT MOTOR

COIN OUT MOTOR IS MALFUNCTION

TEST THE COIN OUT MOTOR  
(ENTER TO THE TEST MODE)

YES

END

NO

[HOW TO TEST]  
1. TEST MODE  
# COIN OUT TEST  
2. TEST COIN OUT MOTOR ON/OFF

CHECK THE COIN OUT MOTOR

NO

1. TAKE AWAY COINS  
2. REMOVE TRUOBLE FACTOR  
(RE-ARRANGE OR REPLACE)

YES

[HOW TO CHECK]  
1. CHECK THERE ARE TOO MANY  
COINS IN THE COIN OUT MOTOR  
2. CHECK THE MOTOR OPERATE  
PROPERLY (FIXING OF THE MOTOR,  
BRACKET INTERRUPTION AND ETC.)

CHECK THE MAIN PCB

NO

1. RECONNECT THE CONNECTOR  
2. REPLACE THE SMPS#1 RSP-320-12

- CODE NO.  
[ MELE0SMP109 ]



YES

[HOW TO CHECK]  
1. CHECK CONNECTION OF  
THE CONNECTOR CN23  
2. CHECK VOLTAGE OF THE  
CONNECTOR CN23  
PIN # 1, 3 : 12V, PIN # 2, 4 : GND  
3. CHECK CONNECTION OF  
THE CONNECTOR CN21 (1P), CN22 (2P)  
4. CHECK VOLTAGE OF THE CONNECTOR  
CN21(1P), CN22(2P)  
1P(CN21) - PIN # 7 : 12V, PIN # 8 : GND  
2P(CN22) - PIN # 7 : 12V, PIN # 8 : GND

<CHECK CONNECTION OF THE JOIN  
CONNECTORS

NO

RECONNECT THE JOIN CONNECTOR

YES

[HOW TO CHECK]  
1. CHECK CONNECTION OF  
THE JOIN CONNECTORS





[HOW TO CHECK]  
 1. CHECK CONNECTION OF THE INPUT CONNECTOR  
 2. CHECK DC VOLTAGE OF THE INPUT CONNECTOR  
 PIN # 1 : 12V, PIN # 2 : GND

1. RECONNECT THE INPUT CONNECTOR  
 2. REPLACE THE SMPS#1 RSP-320-12

- CODE NO.  
 [ MELE0SMP109 ]



REPLACE THE COIN OUT MOTOR

REPLACE THE MAIN PCB

- CODE NO.  
 [ ANFLOPCB005 ]

END

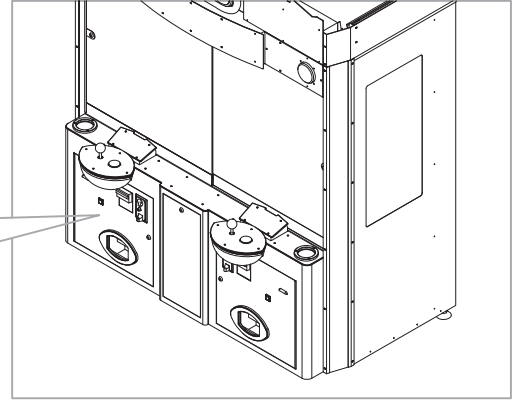
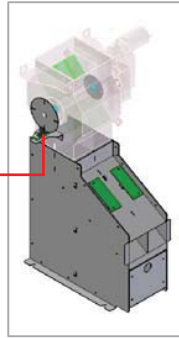
- CODE NO.  
 [ MZZZ0MOT130 ]



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

### 3-2. COIN OUT SENSOR ERROR [E70, E71]

COIN OUT SENSOR



COIN OUT SENSOR  
(STARTING POINT, DEVIDED POINT SENSOR)  
IS MALFUNCTION

TEST THE COIN OUT SENSOR  
(ENTER TO THE TEST MODE)

YES

END

NO

[HOW TO TEST]  
1. TEST MODE  
# COIN OUT TEST  
2. CHECK THE STARTING POINT  
AND DEVIDED POINT SENSOR  
AT THE TIME FND

CHECK BRACKET POSITION OF THE  
STARTING POINT AND DEVIDED POINT

NO

1. RE-POSITIONING OR REPLACE  
THE STARTING POINT AND DEVIDED  
POINT BRACKET

YES

[HOW TO CHECK]  
1. CHECK POSITION OF THE  
STARTING POINT AND DEVIDED  
POINT BRACKET IS MIDDLE  
OF SENSOR

CHECK THE MAIN PCB

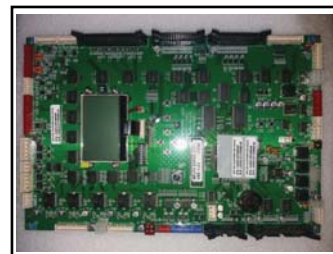
NO

1. RECONNECT THE CONNECTOR CN27  
2. REPLACE THE MAIN PCB

YES

[HOW TO CHECK]  
1. CHECK CONNECTION OF THE  
CONNECTOR CN27  
2. CHECK DC VOLTAGE OF THE  
CONNECTOR CN27  
1P LEFT - PIN #A9 : 5V, PIN #A12 : GND  
1P RIGHT - PIN #A13 : 5V, PIN #A16 : GND  
2P LEFT - PIN #B9 : 5V, PIN #B12 : GND  
2P RIGHT - PIN #B13 : 5V, PIN #B16 : GND

- CODE NO.  
[ ANFLOPCB005 ]



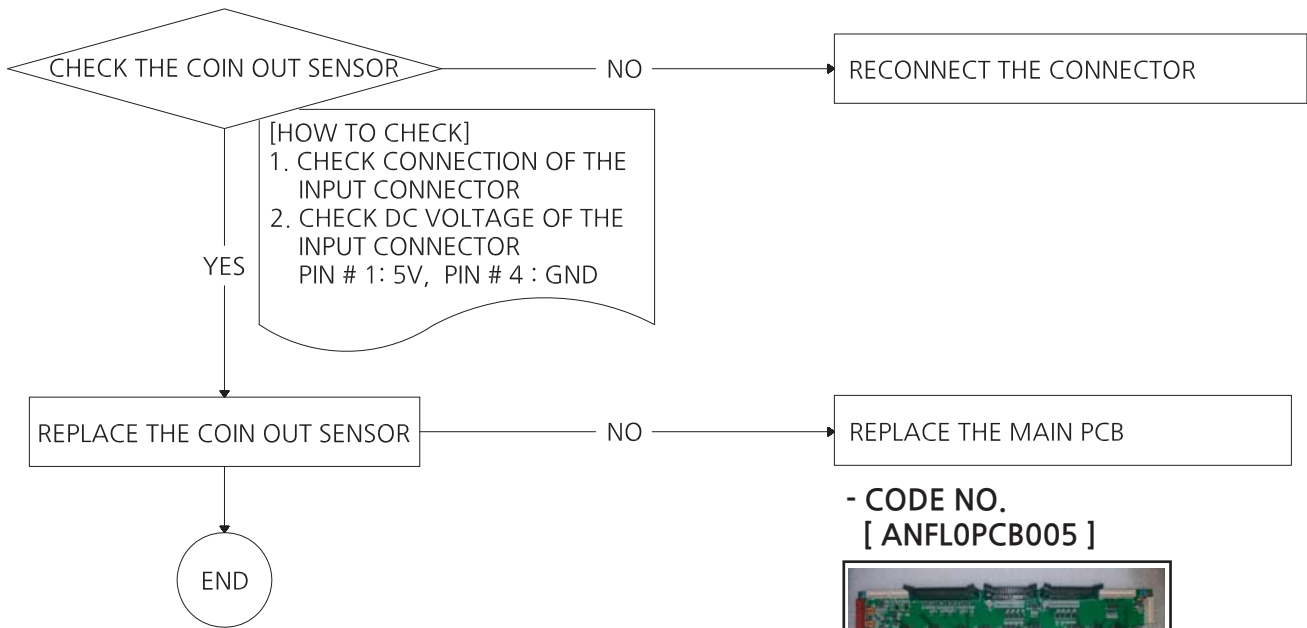
CEHCK CONNECTION OF THE  
JOIN CONNECTORS

NO

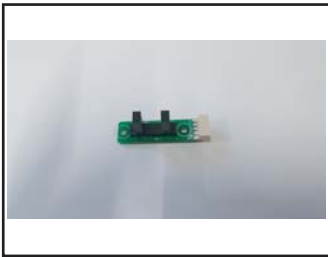
RECONNECT THE CONNECTOR

YES

[HOW TO CHECK]  
1. CHECK CONNECTION OF  
THE CONNECTORS



- CODE NO.  
[ AZZZ0PCB103 ]



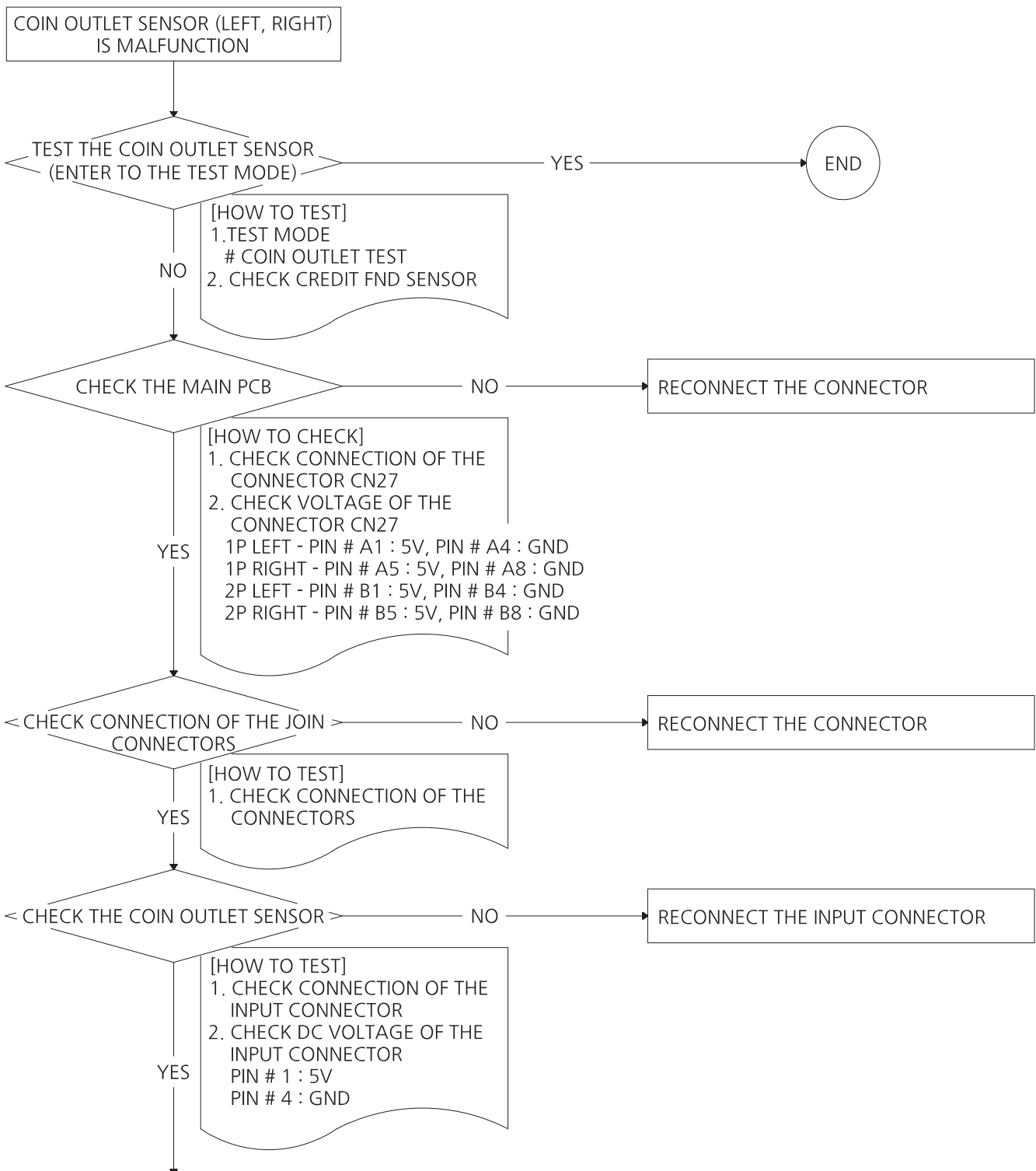
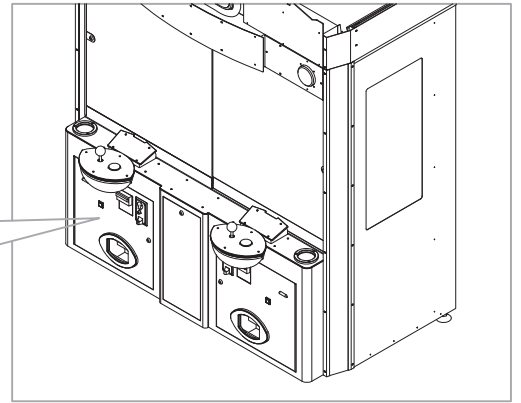
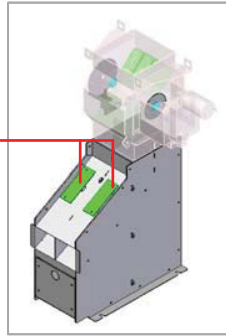
- CODE NO.  
[ ANFLOPCB005 ]



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

### 3-3. COIN OUTLET SENSOR ERROR [E72, E73]

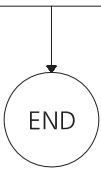
COIN OUTLET SENSOR



REPLACE THE COIN OUTLET SENSOR

NO

REPLACE THE MAIN PCB



- CODE NO.  
[ ASAW0PCB001 ]

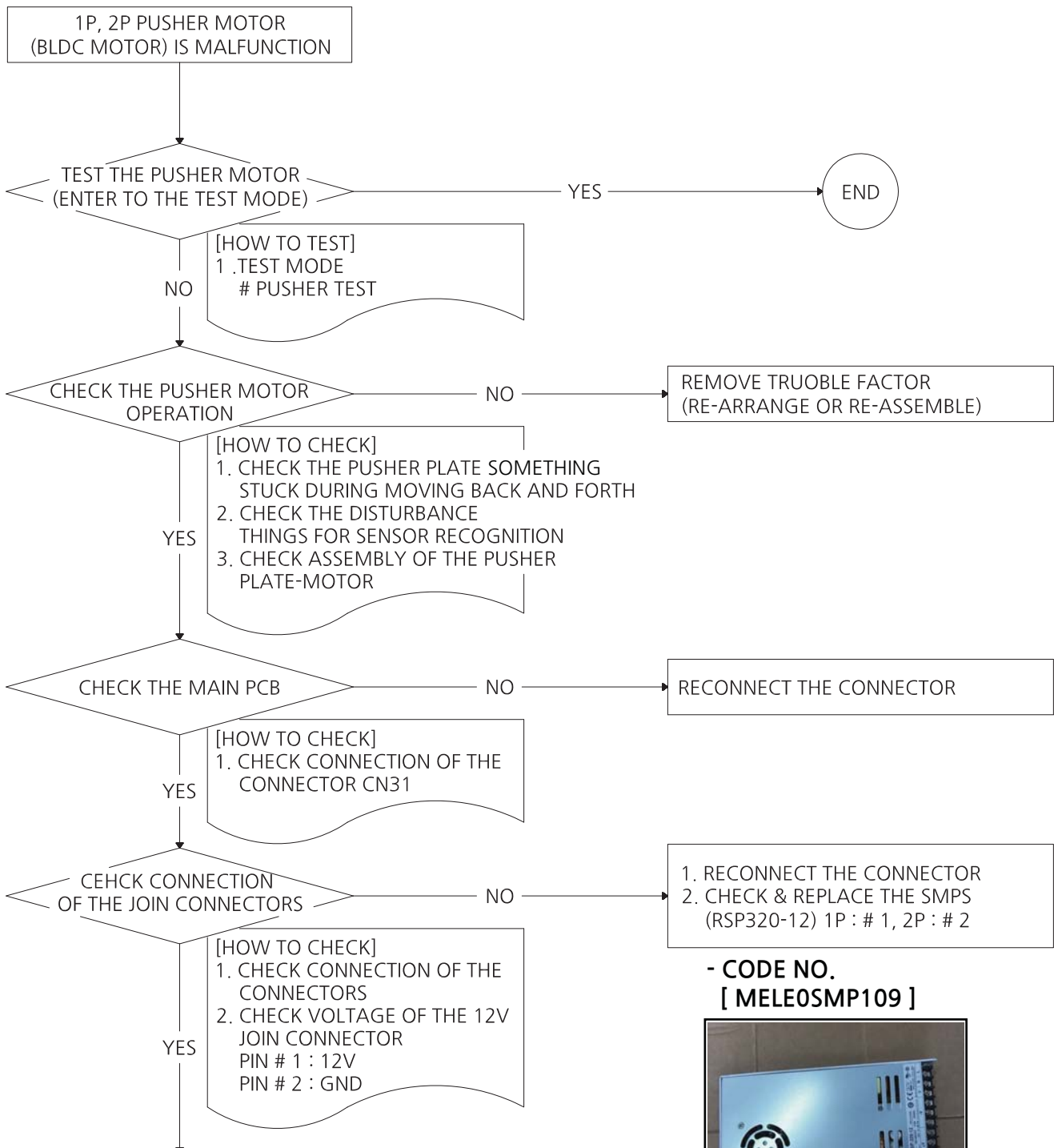
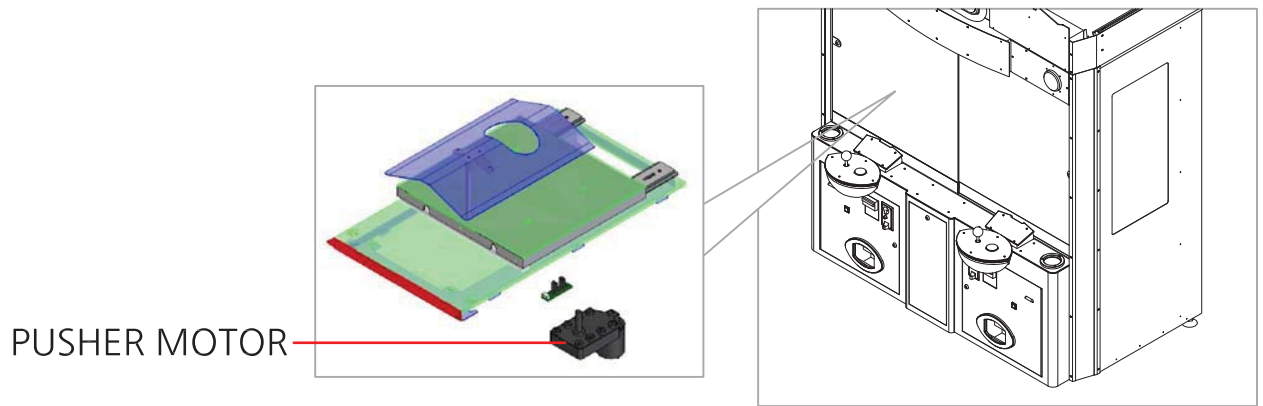


- CODE NO.  
[ ANFLOPCB005 ]



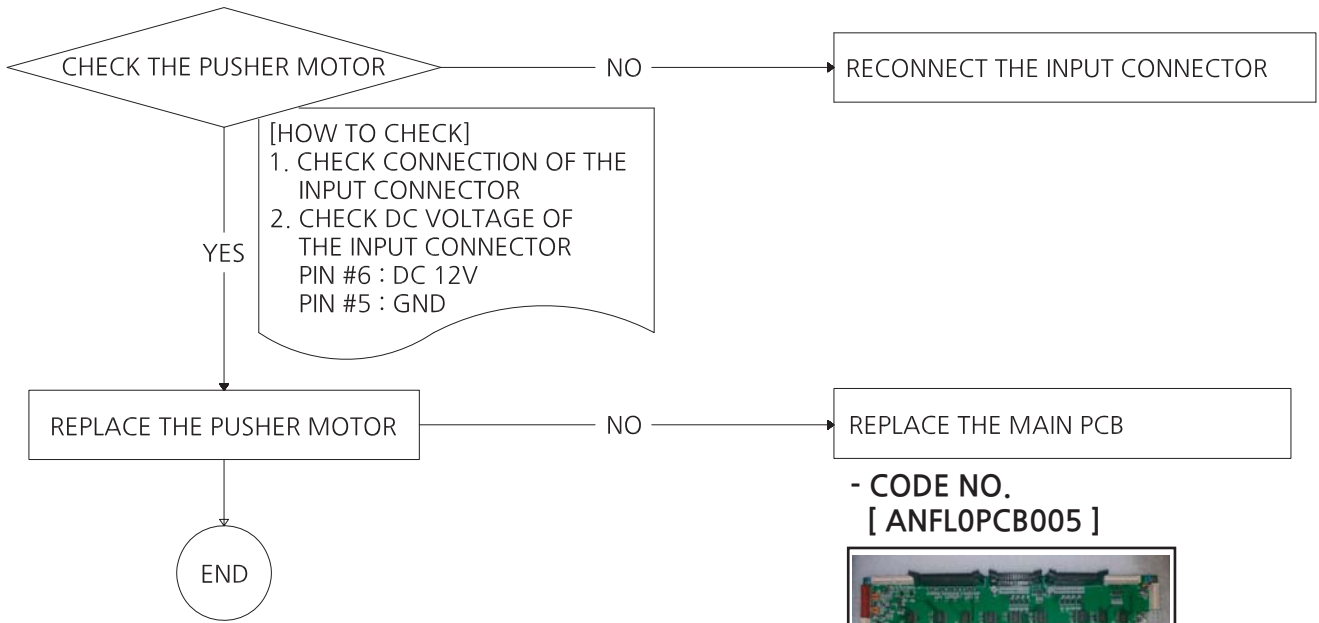
- \* General check up : Check the supply voltage and wiring connection properly
- \* "NO" : Means faulty of the check up result.

### 3-4. PUSHER MOTOR ERROR



**- CODE NO.  
[ MELE0SMP109 ]**





- CODE NO.  
[ MZZ0MOT129 ]

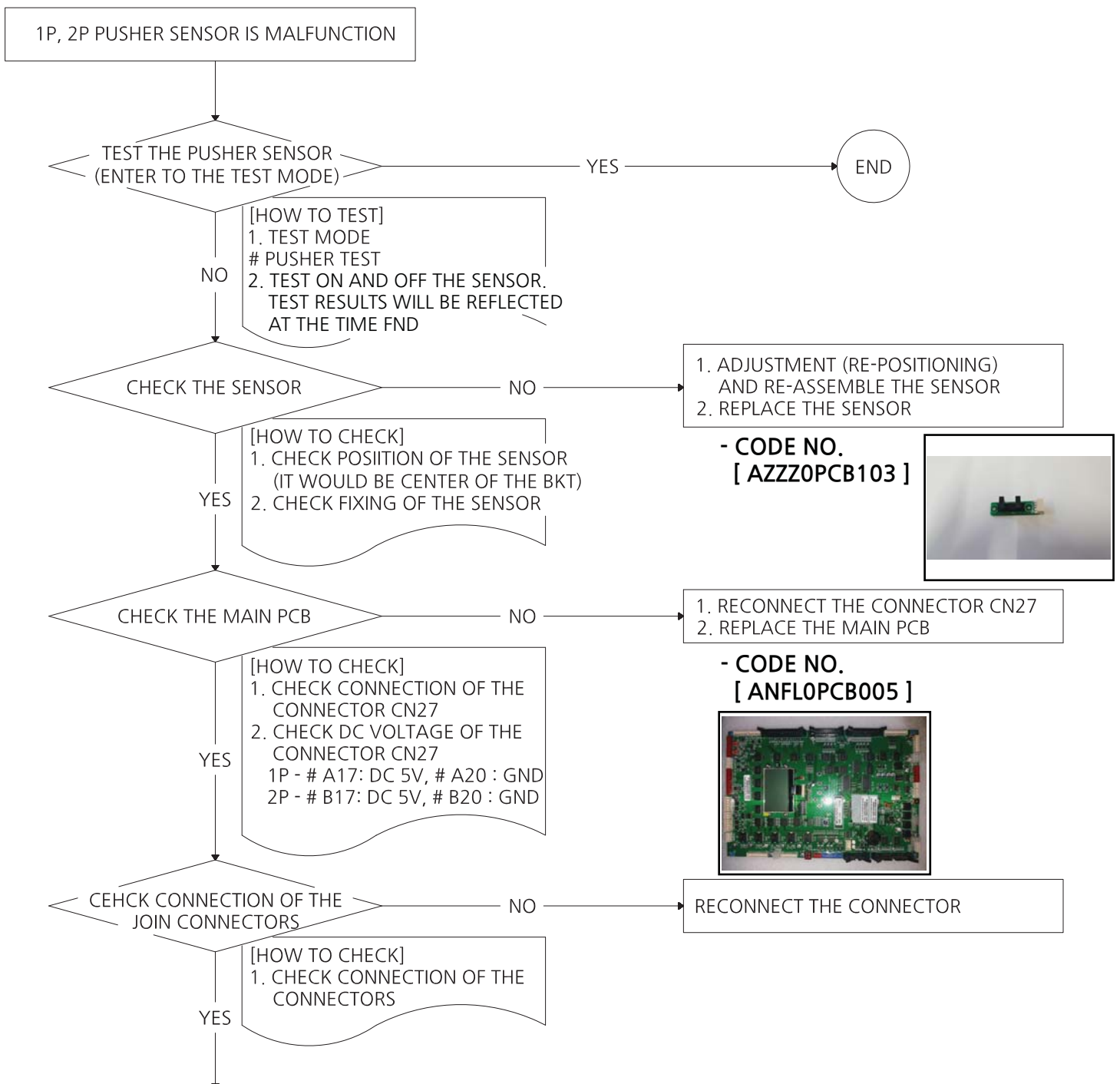
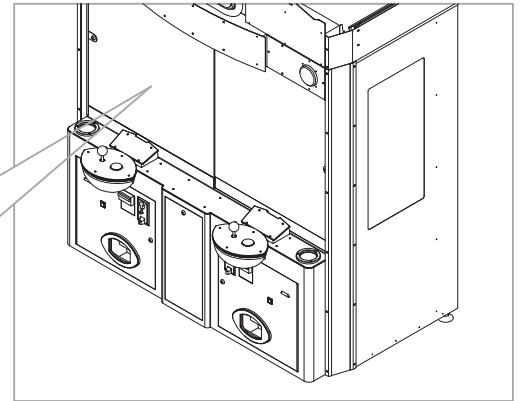
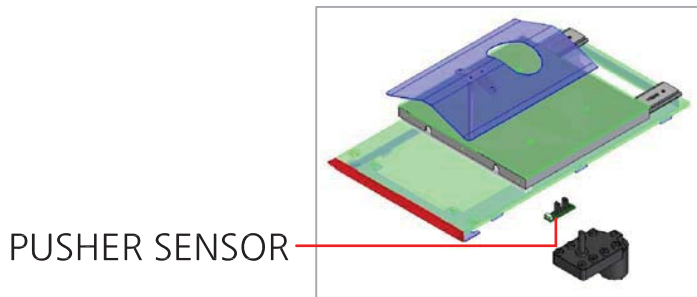


- CODE NO.  
[ ANFLOPCB005 ]

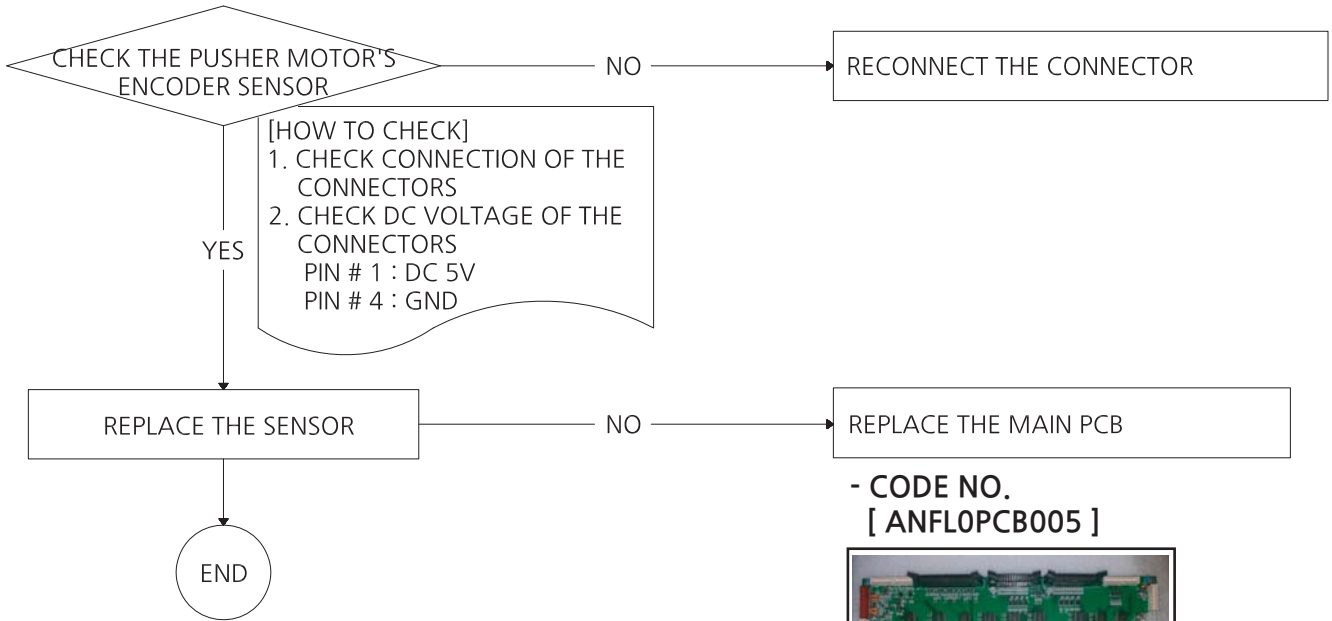


- \* General check up : Check the supply voltage and wiring connection properly
- \* "NO" : Means faulty of the check up result.

### 3-5. PUSHER SENSOR ERROR [E30]







- CODE NO.  
[ AZZ0PCB103 ]

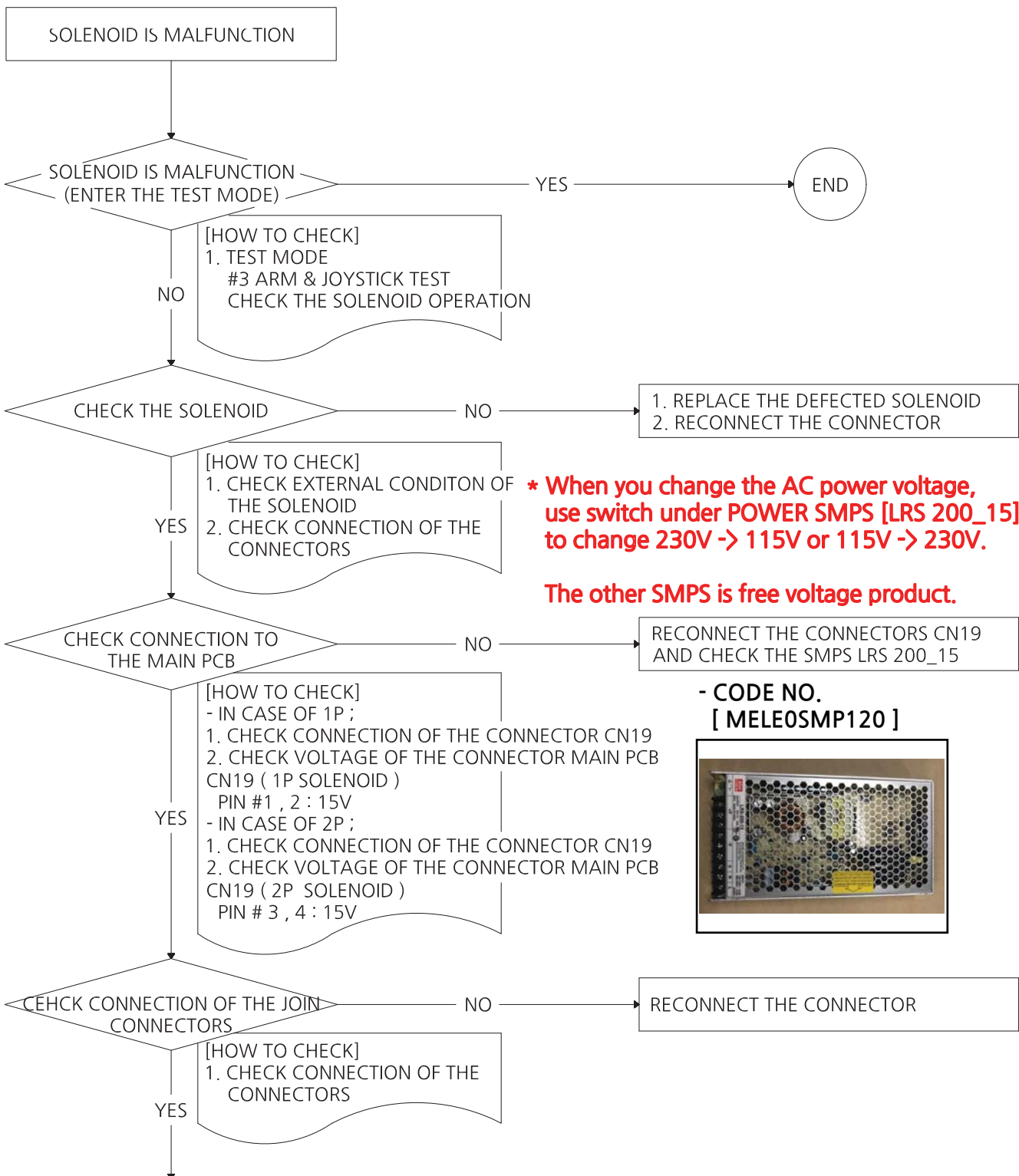
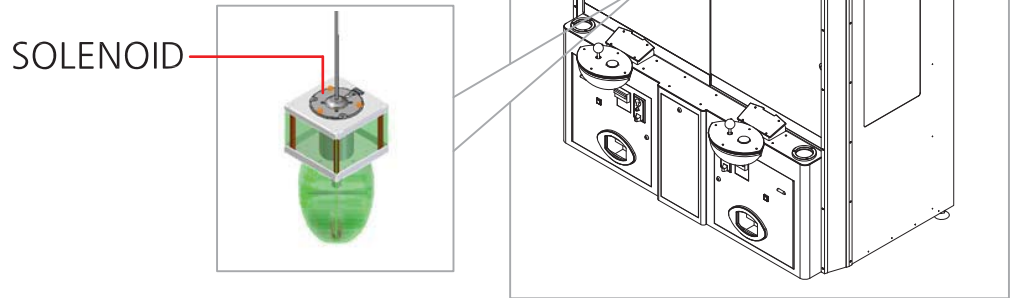


- CODE NO.  
[ ANFLOPCB005 ]



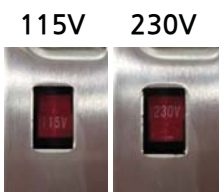
\* General check up : Check the supply voltage and wiring connection properly  
 \* "NO" : Means faulty of the check up result.

### 3-6. SOLENOID ERROR



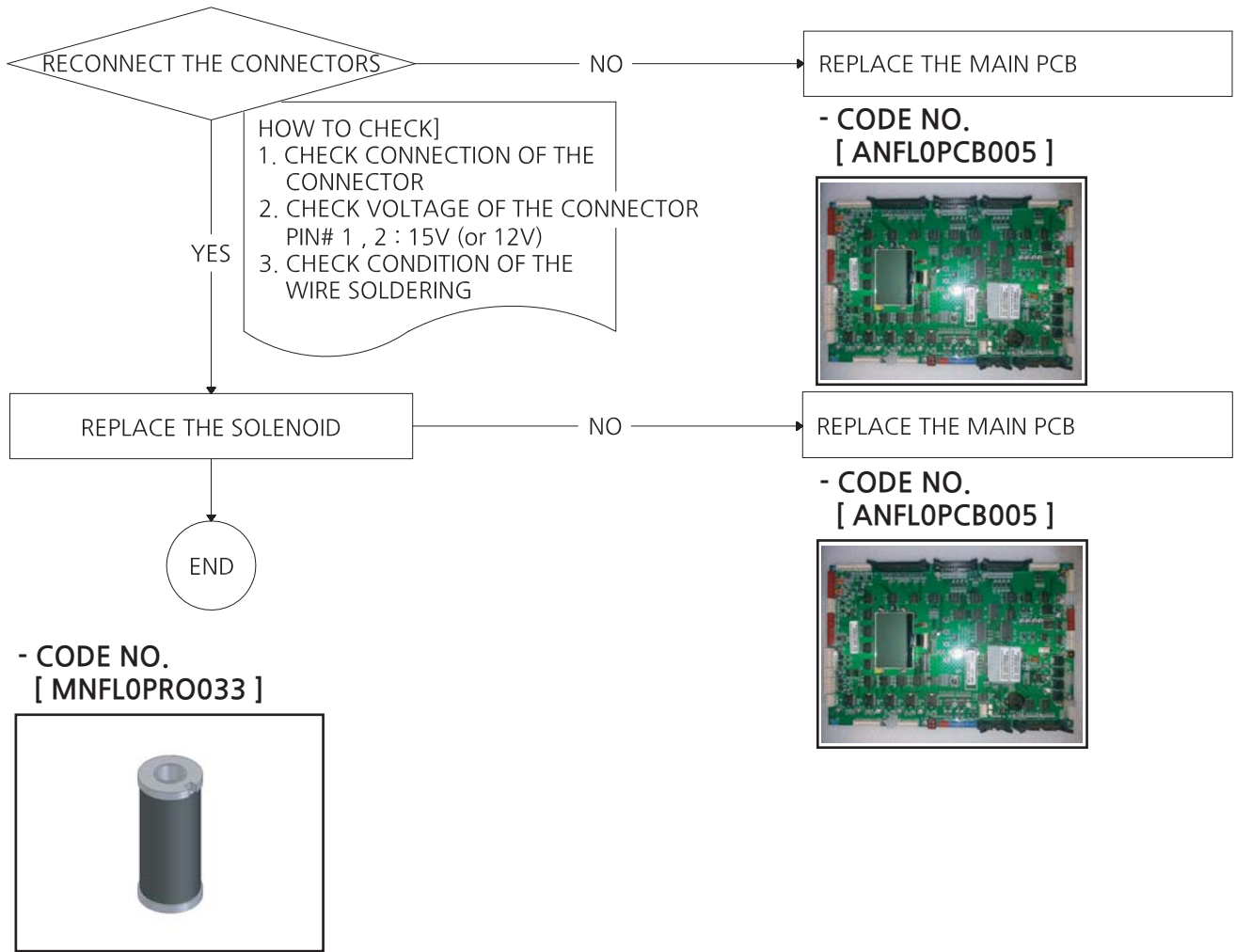
**\* When you change the AC power voltage, use switch under POWER SMPS [LRS 200\_15] to change 230V -> 115V or 115V -> 230V.**

**The other SMPS is free voltage product.**



**- CODE NO. [ MELE0SMP120 ]**

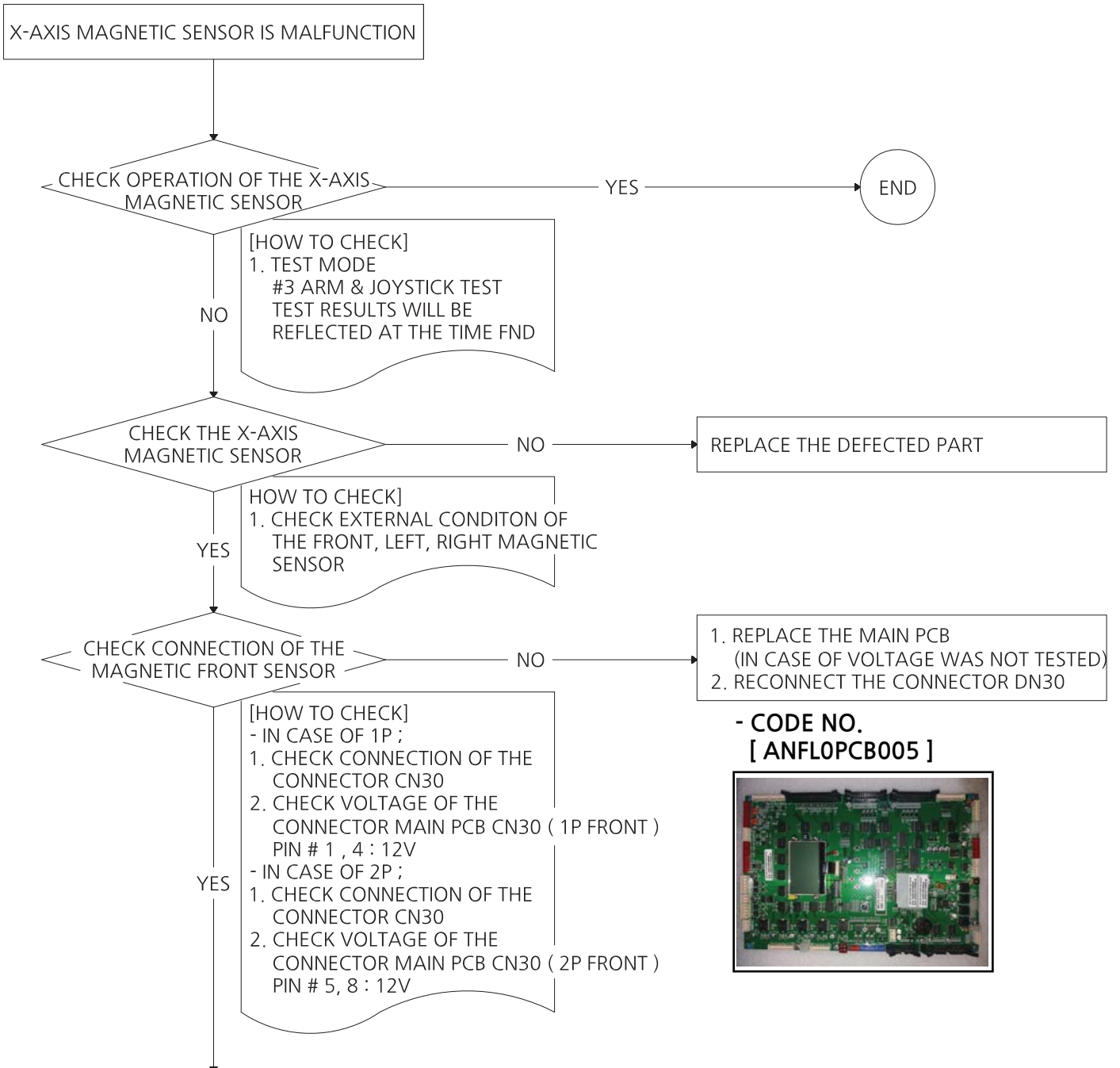
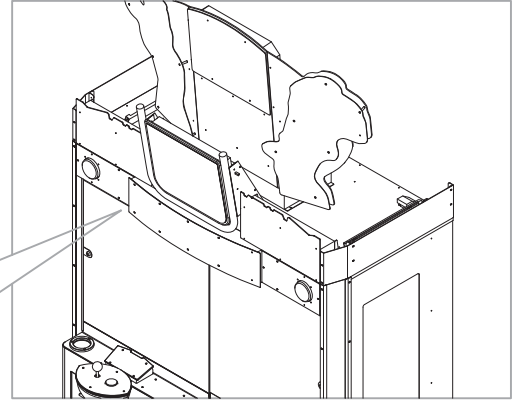
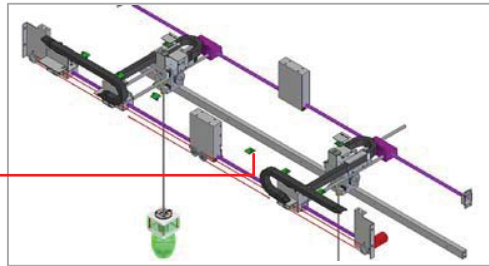


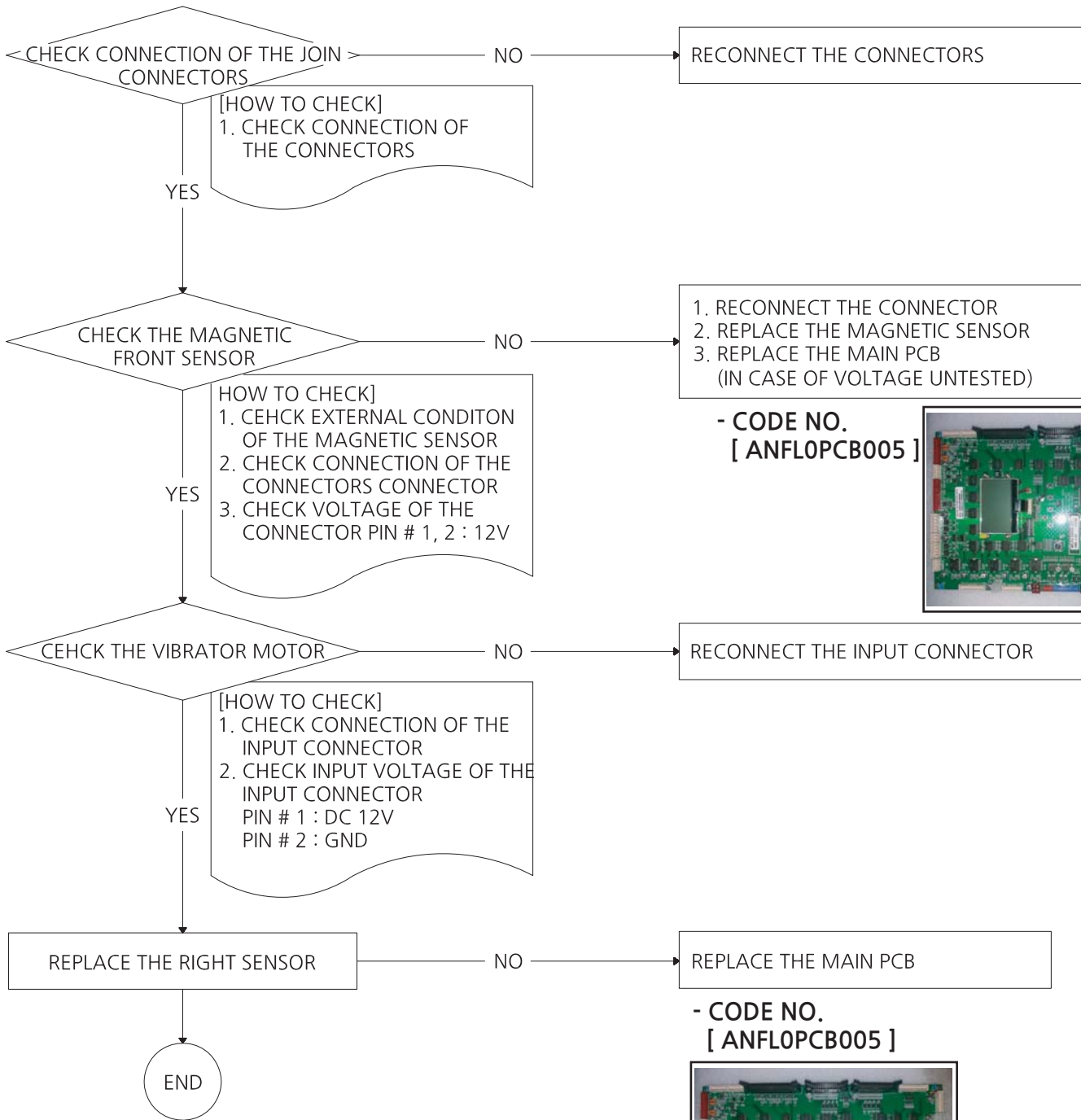


- \* General check up : Check the supply voltage and wiring connection properly
- \* "NO" : Means faulty of the check up result.

### 3-7. X-AXIS MAGNETIC SENSOR ERROR [E42, E44]

X-AXIS  
MAGNETIC SENSOR



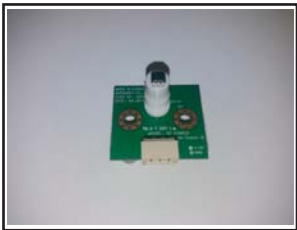


- CODE NO. [ ANFLOPCB005 ]



- CODE NO. [ ANFLOPCB005 ]

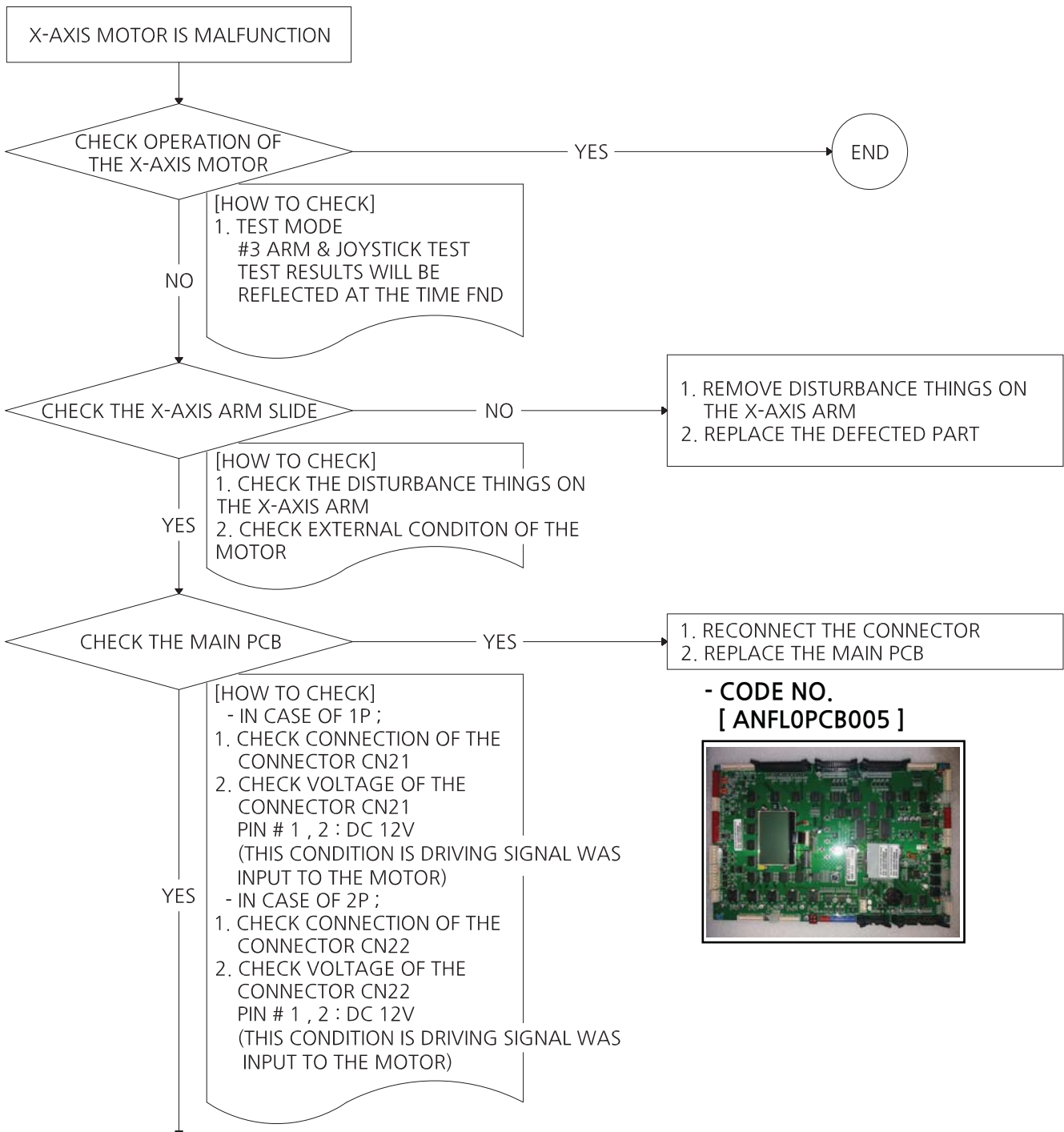
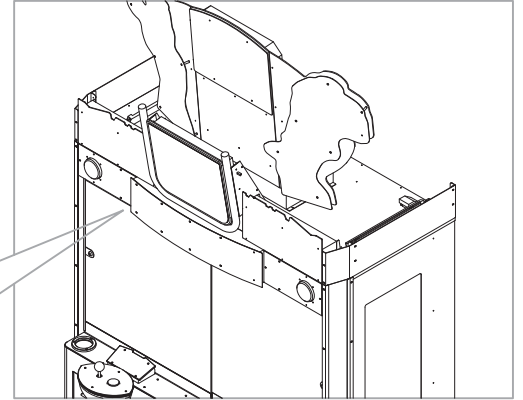
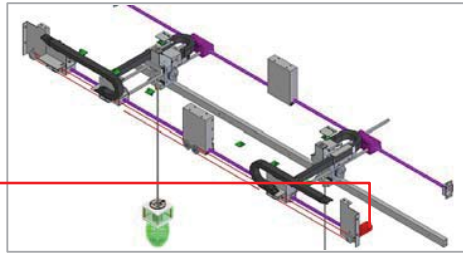
- CODE NO. [ AZZZ0PCB168 ]



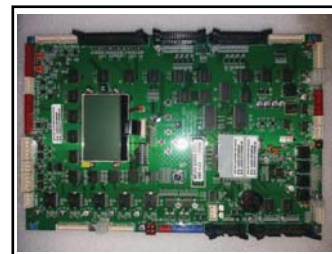
- \* General check up : Check the supply voltage and wiring connection properly
- \* "NO" : Means faulty of the check up result.

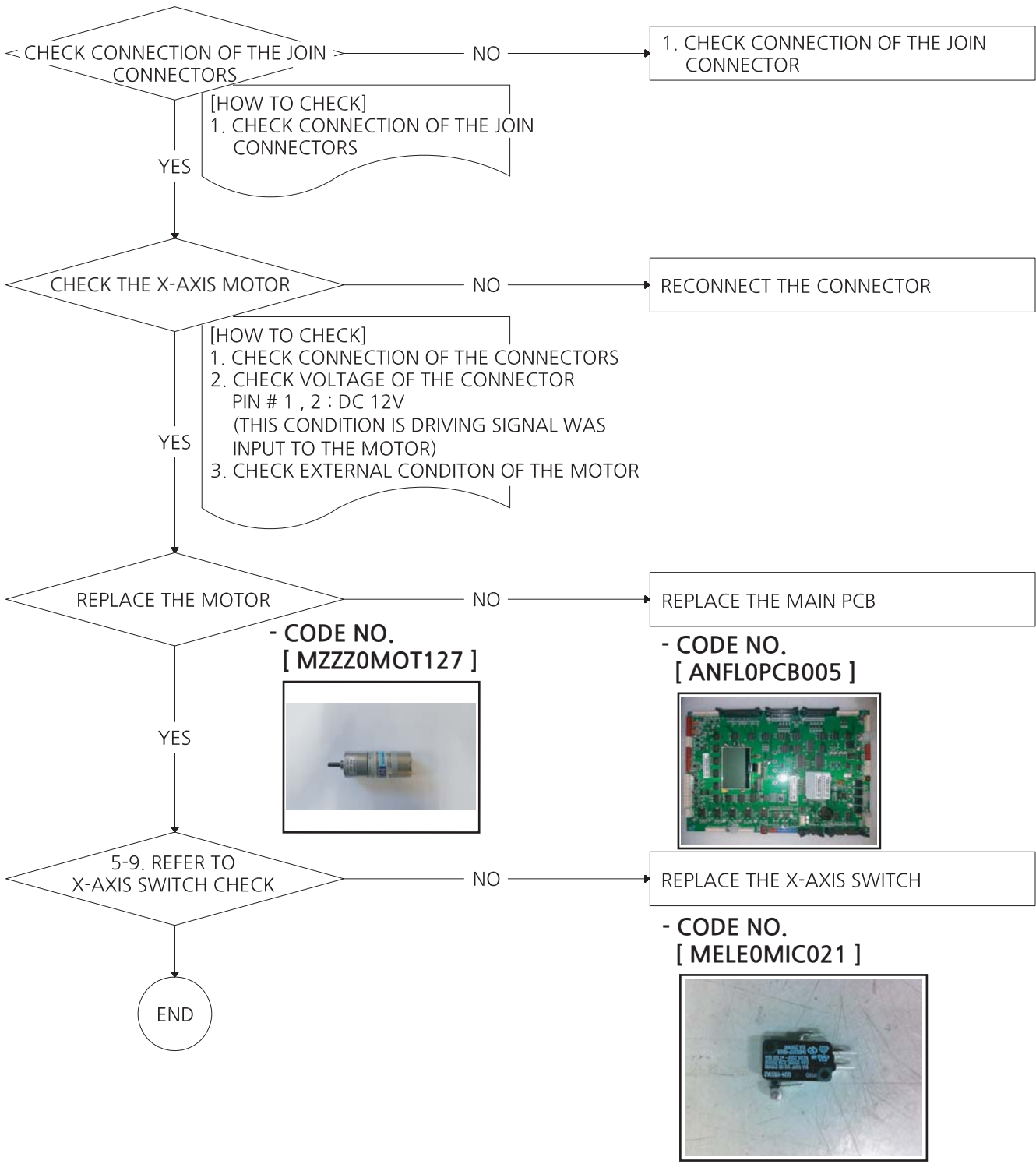
### 3-8. X-AXIS MOTOR ERROR [E40, E41]

X-AXIS MOTOR



- CODE NO.  
[ ANFLOPCB005 ]

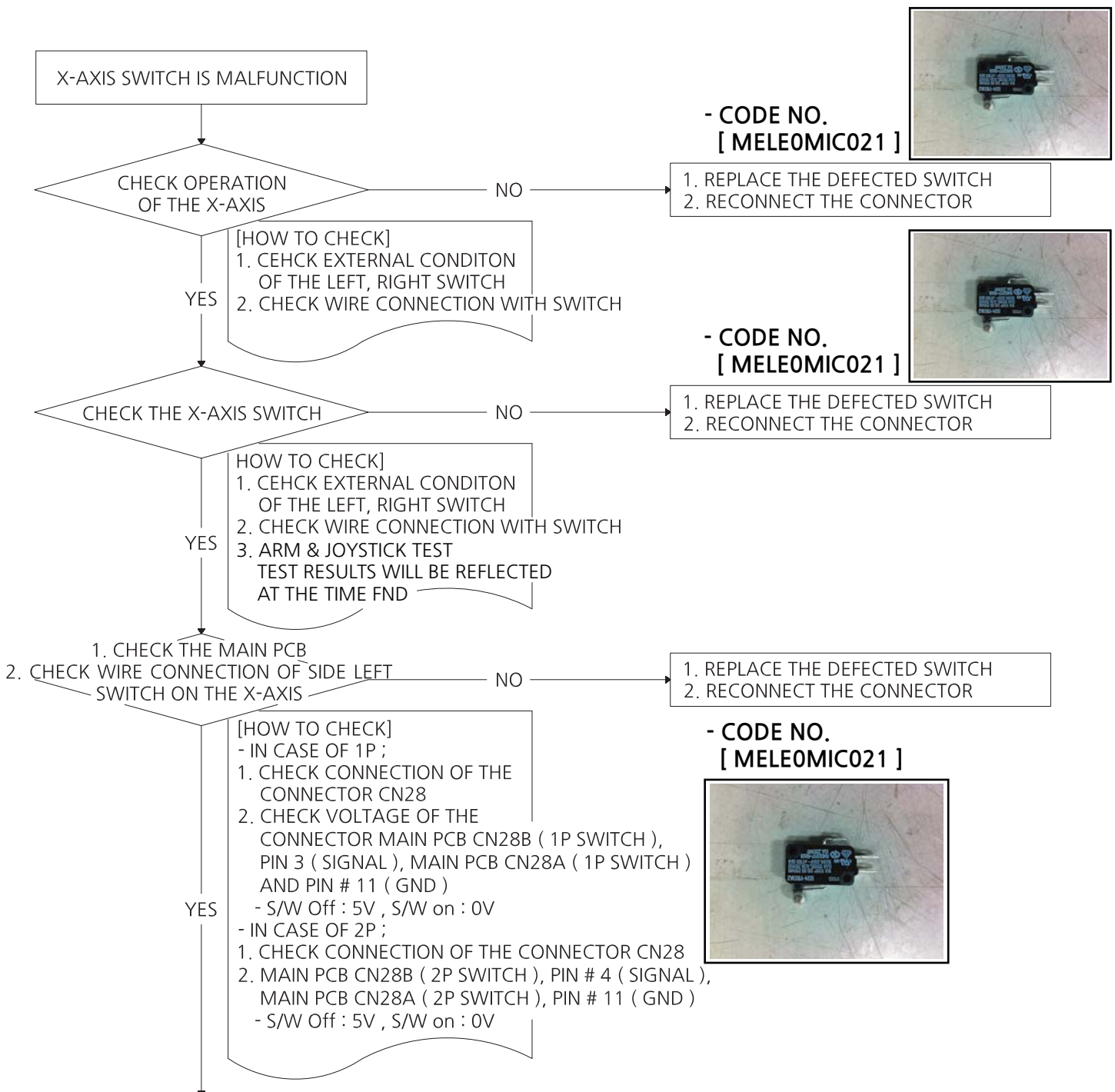
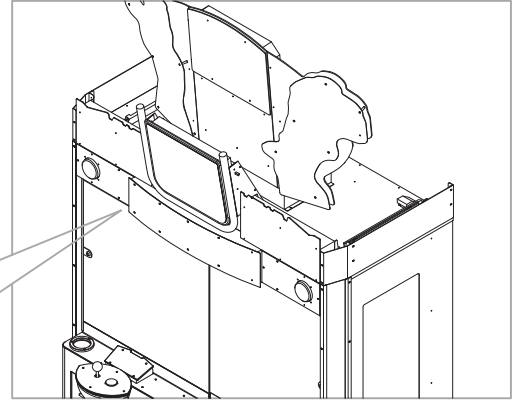
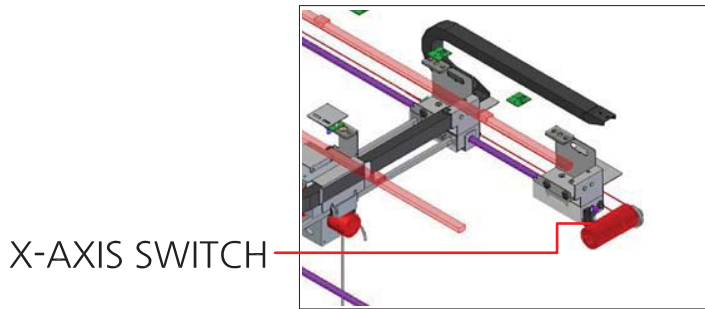




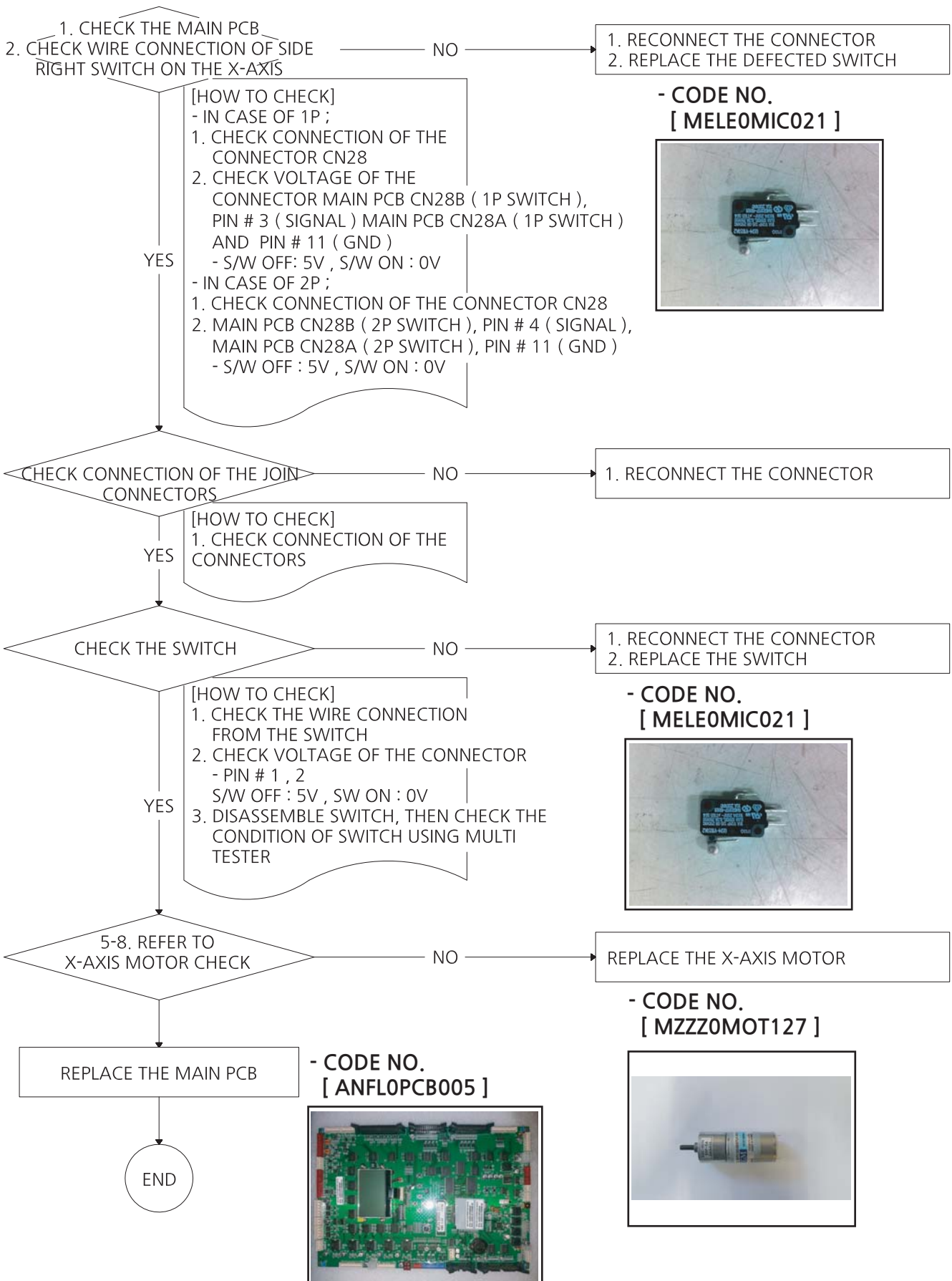


- \* General check up : Check the supply voltage and wiring connection properly
- \* "NO" : Means faulty of the check up result.

### 3-9. X-AXIS SWITCH ERROR [E40, E41]



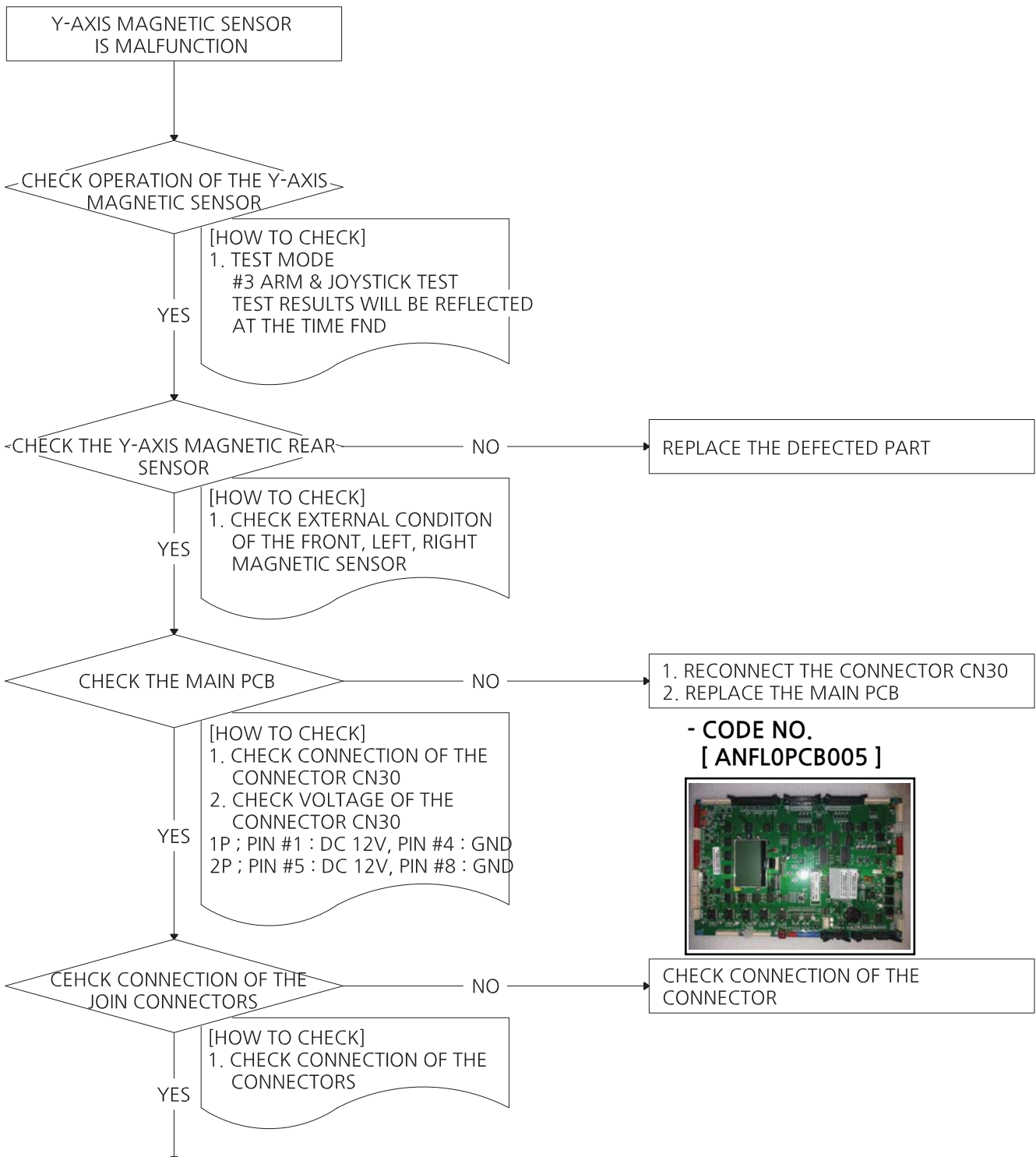
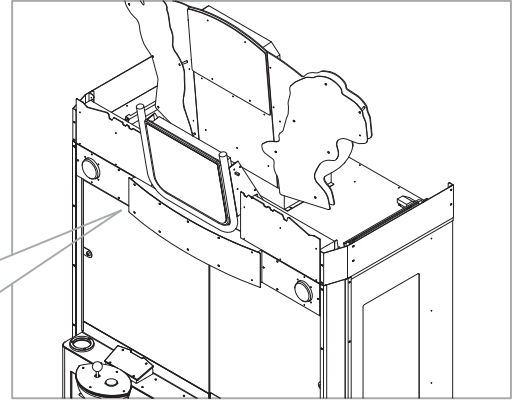
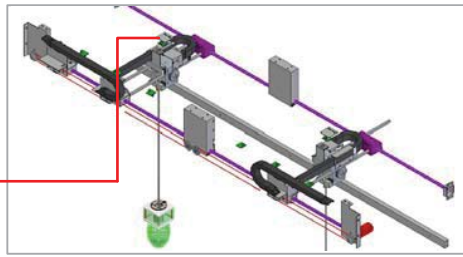


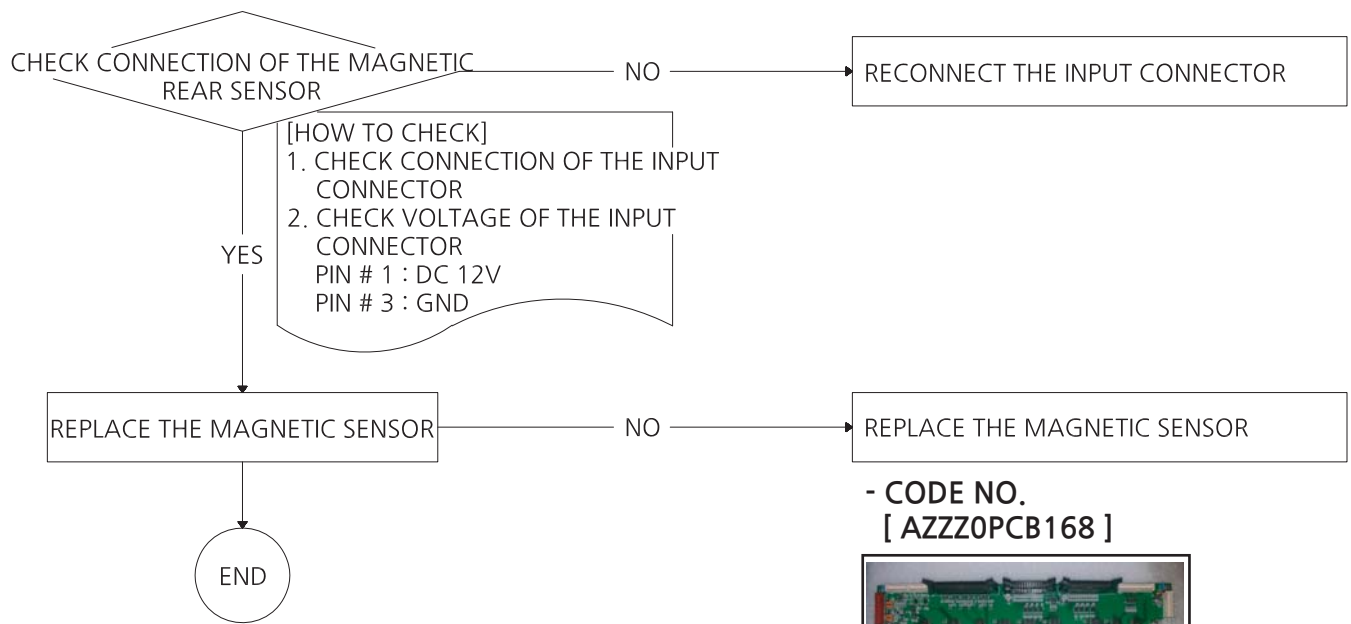


- \* General check up : Check the supply voltage and wiring connection properly
- \* "NO" : Means faulty of the check up result.

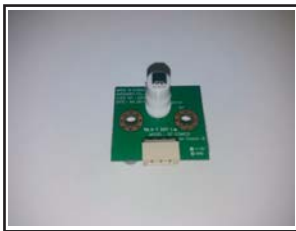
### 3-10. Y-AXIS MAGNETIC SENSOR ERROR [E52]

Y-AXIS  
MAGNETIC SENSOR





- CODE NO.  
[ AZZZ0PCB168 ]

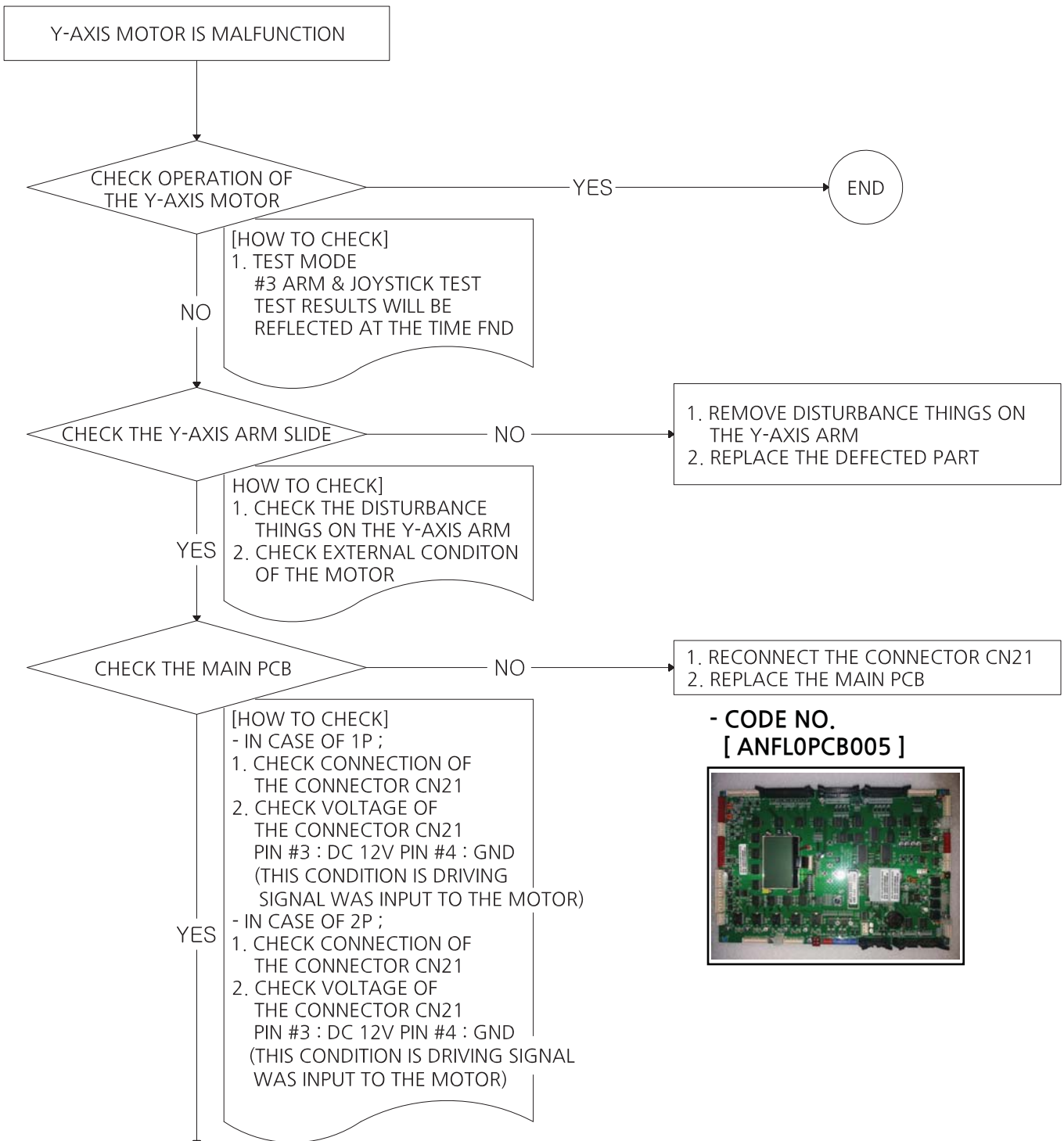
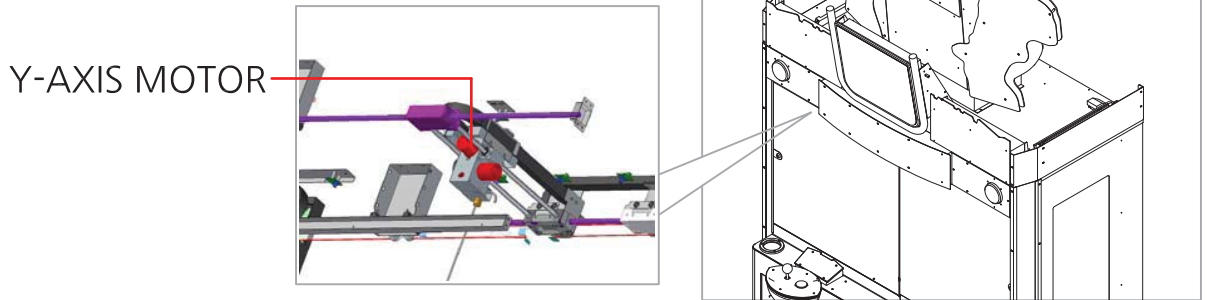


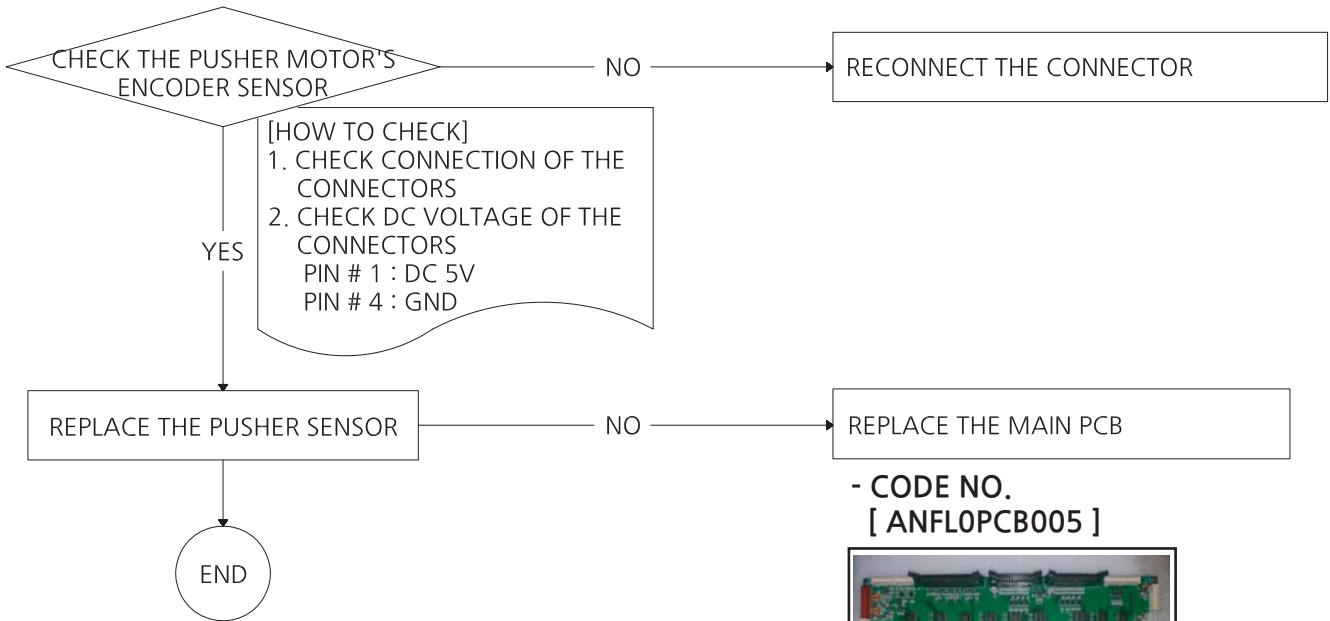
- CODE NO.  
[ AZZZ0PCB168 ]



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

### 3-11. Y-AXIS MOTOR ERROR[E50, E51]





- CODE NO.  
[ AZZZ0PCB103 ]

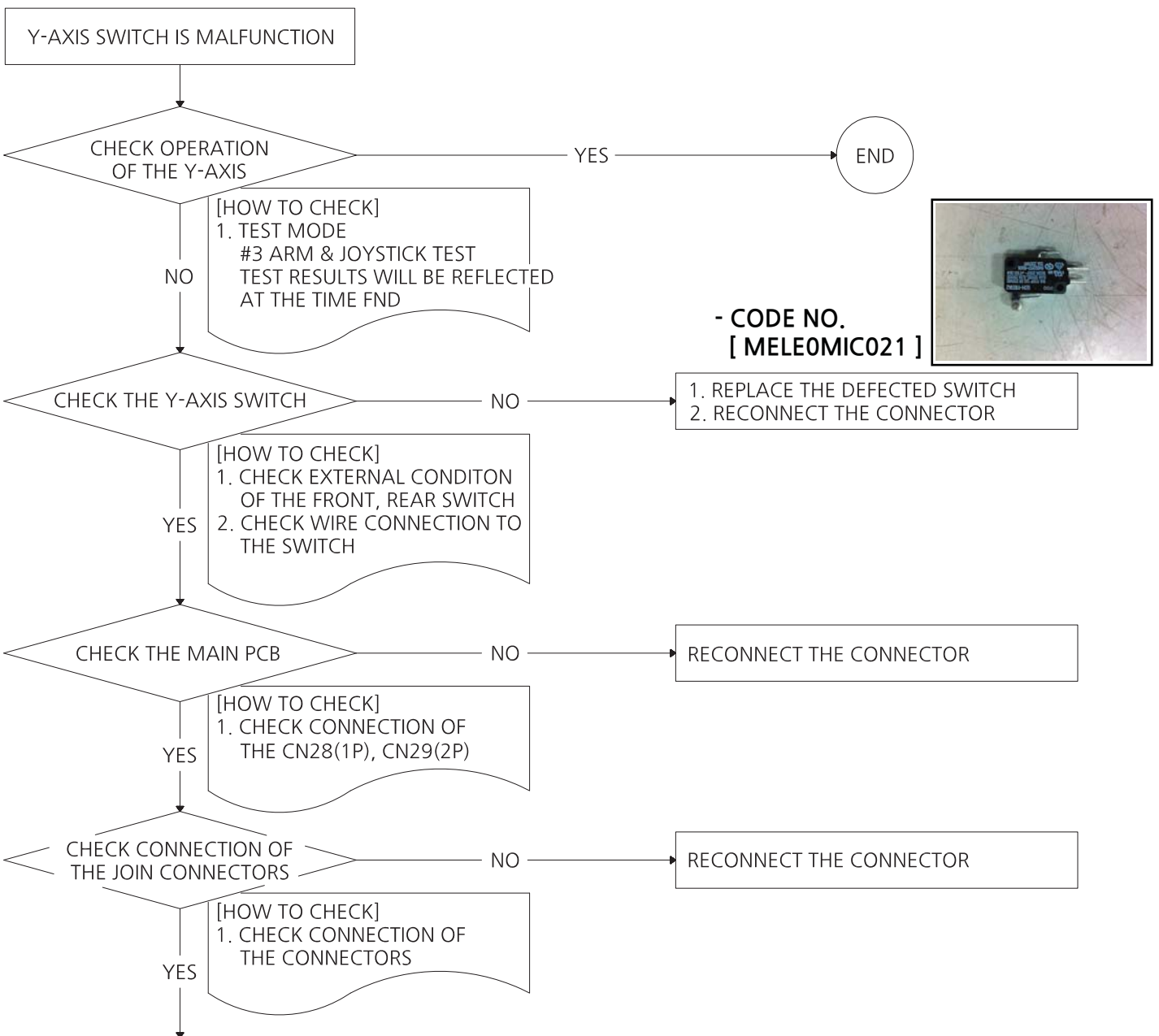
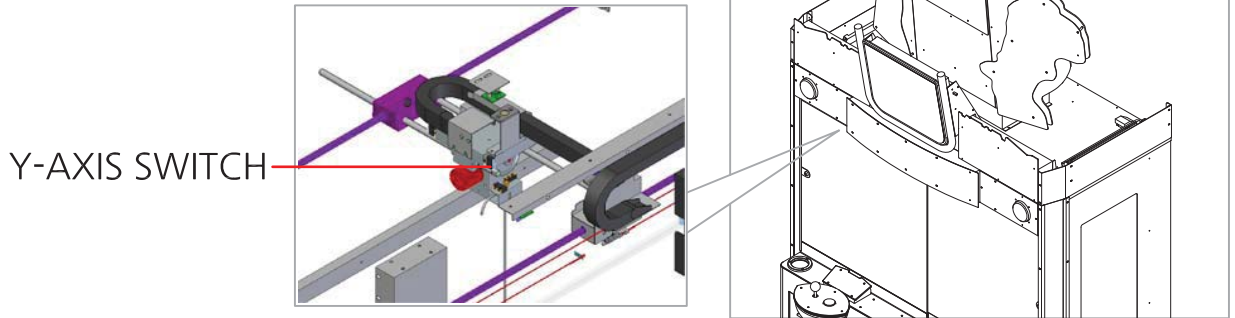


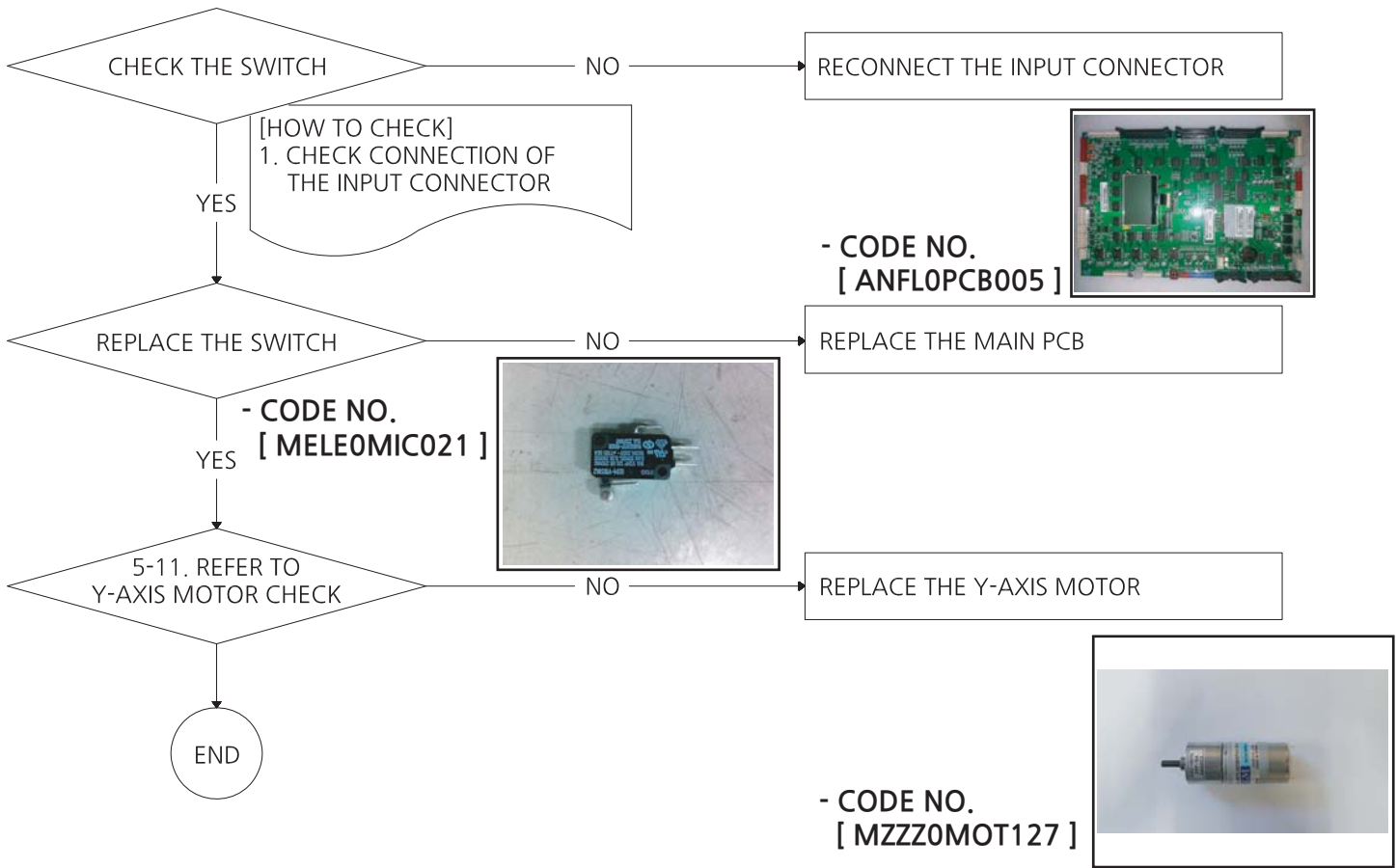
- CODE NO.  
[ ANFLOPCB005 ]



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

### 3-12. Y-AXIS SWITCH ERROR [E50, E51]

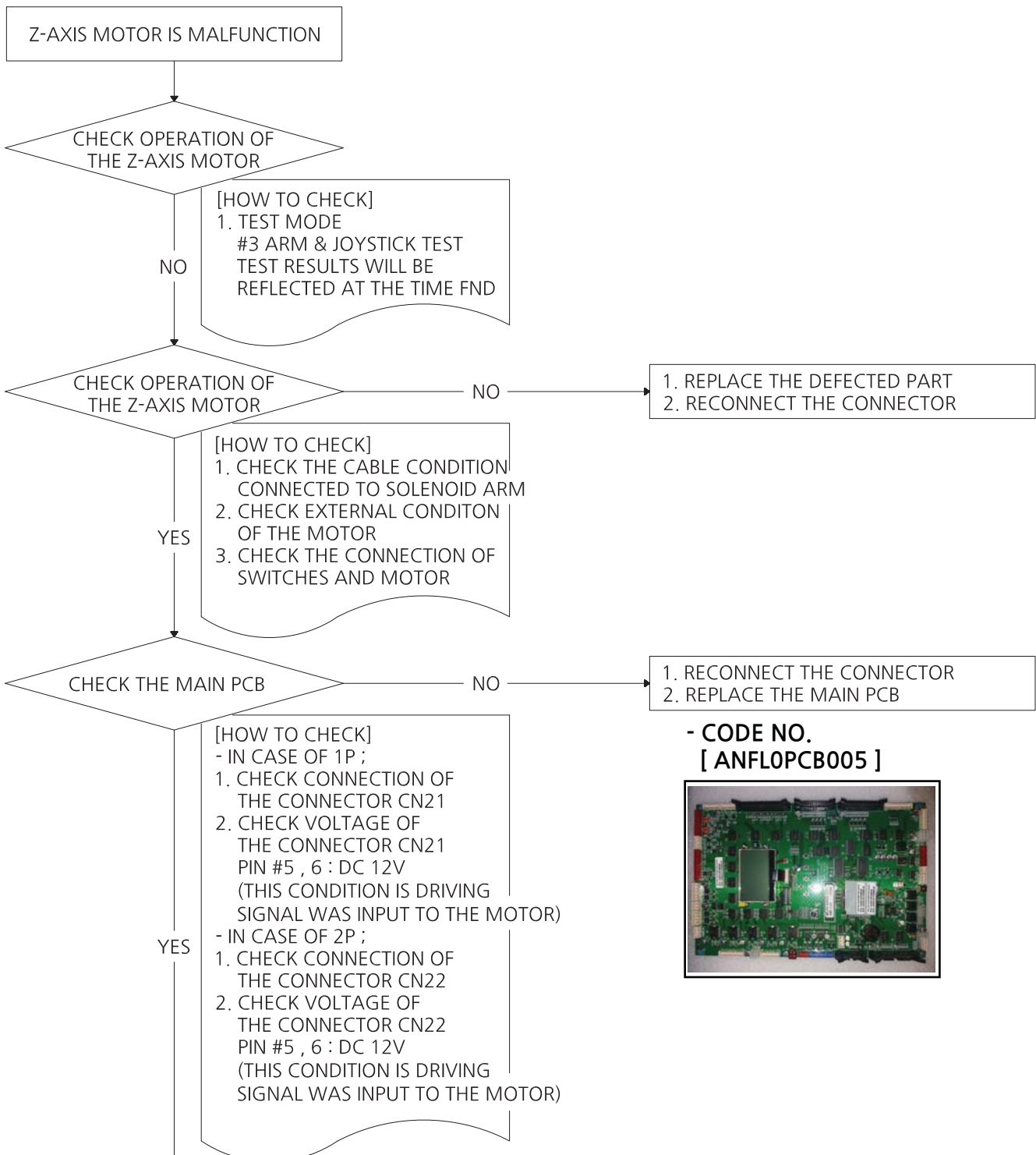
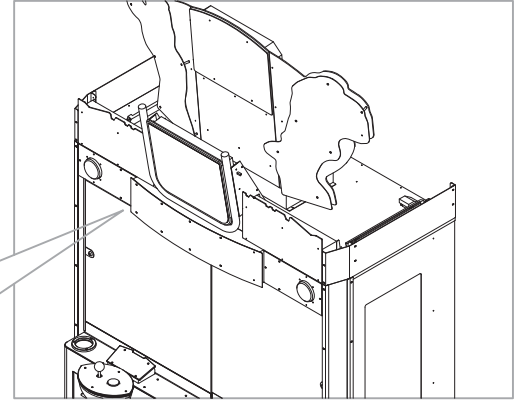
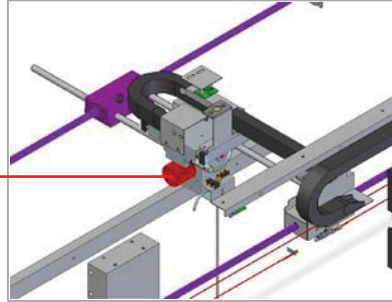




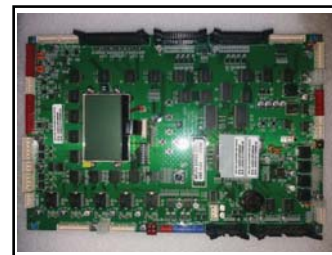
- \* General check up : Check the supply voltage and wiring connection properly
- \* "NO" : Means faulty of the check up result.

### 3-13. Z-AXIS MOTOR ERROR[E60, E61]

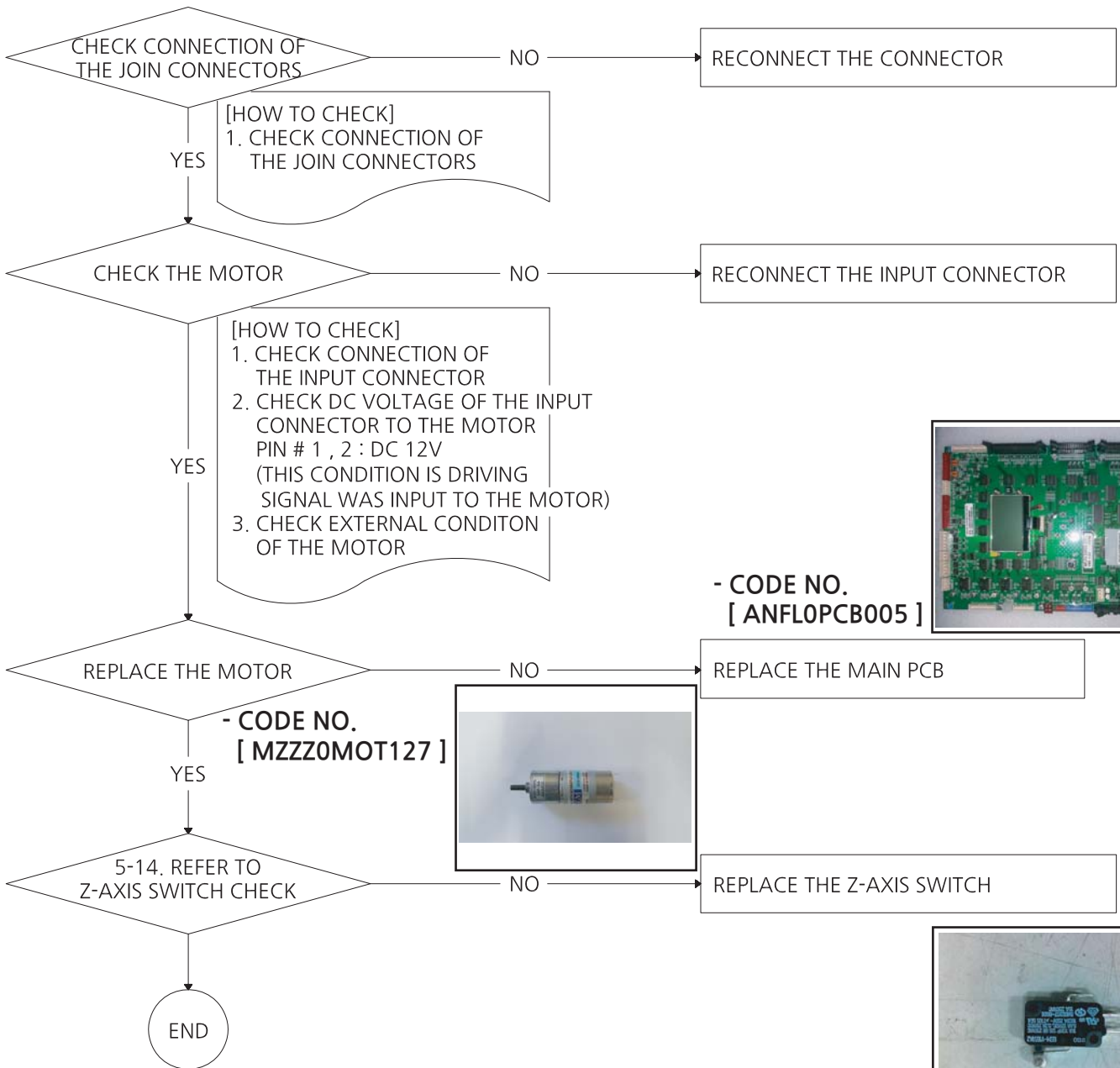
Z-AXIS MOTOR



**- CODE NO.  
[ ANFLOPCB005 ]**

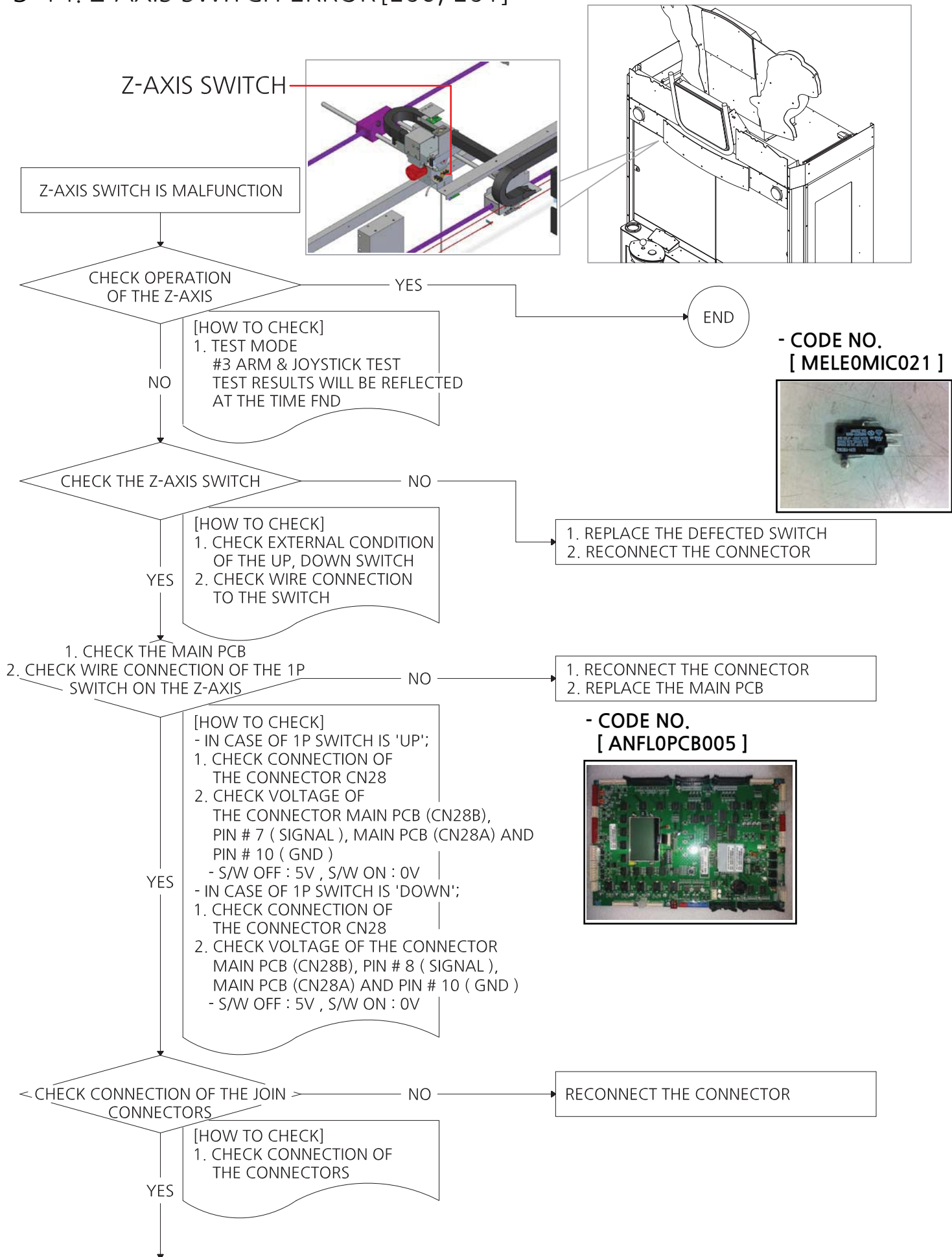


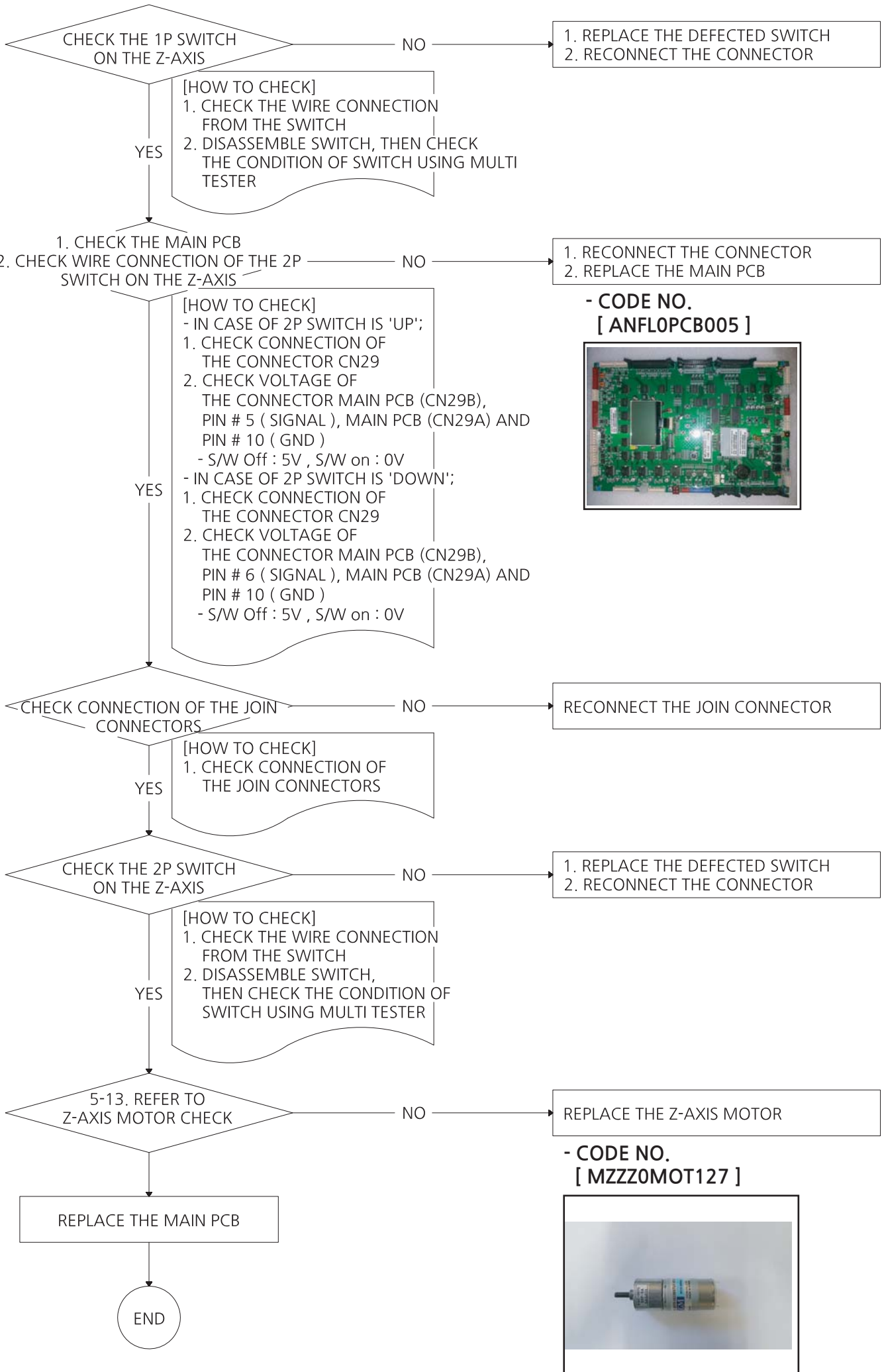




- \* General check up : Check the supply voltage and wiring connection properly
- \* "NO" : Means faulty of the check up result.

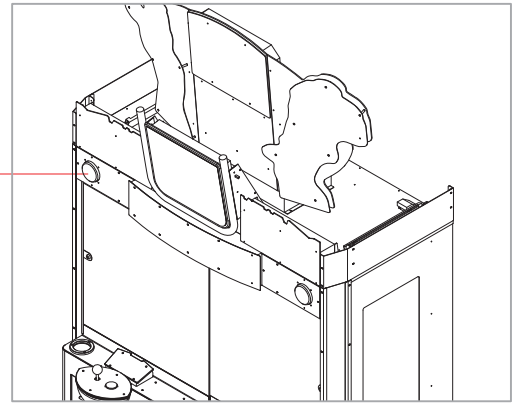
### 3-14. Z-AXIS SWITCH ERROR [E60, E61]



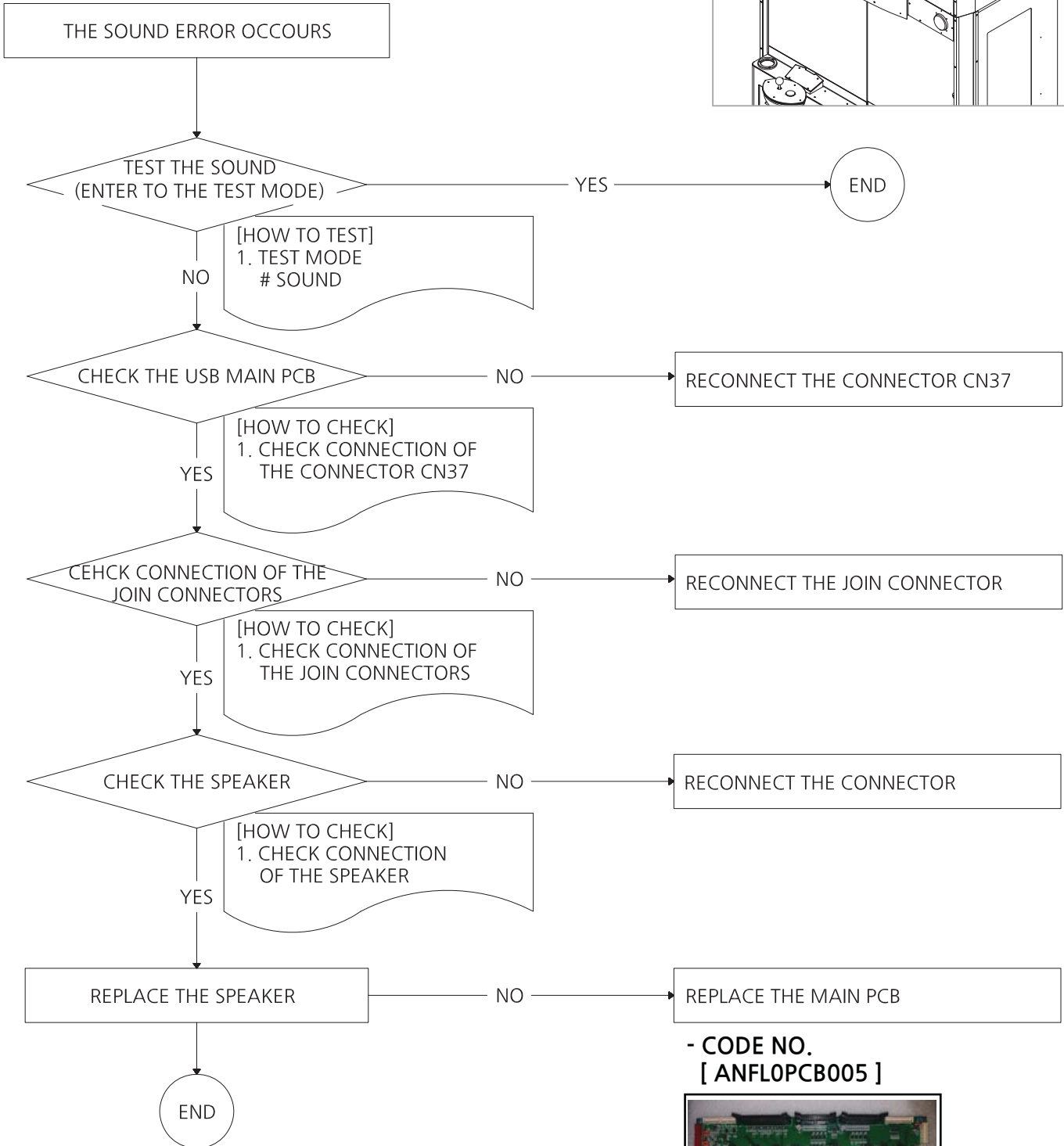


- \* General check up : Check the supply voltage and wiring connection properly
- \* "NO" : Means faulty of the check up result.

### 3-15. SOUND ERROR



SPEAKER



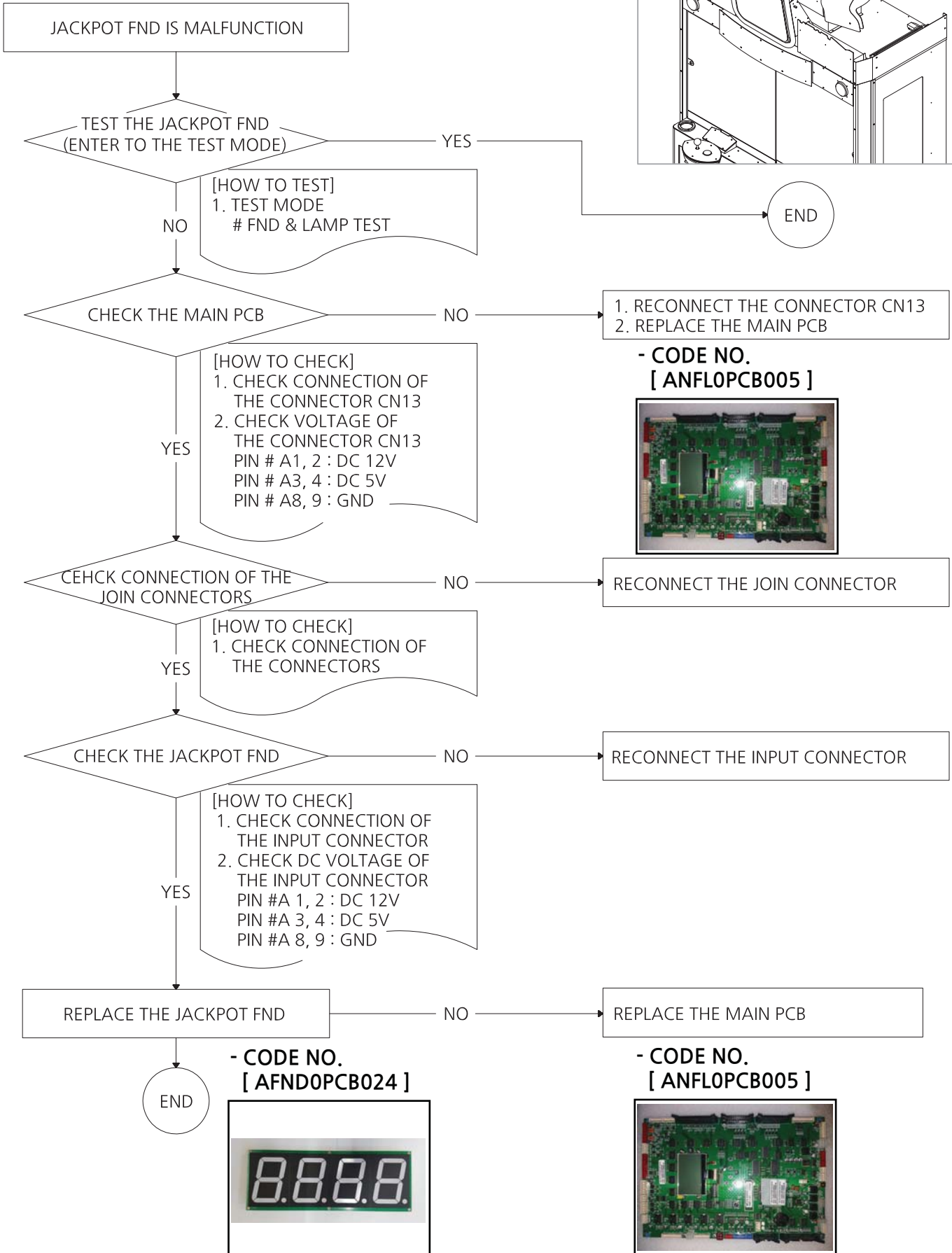
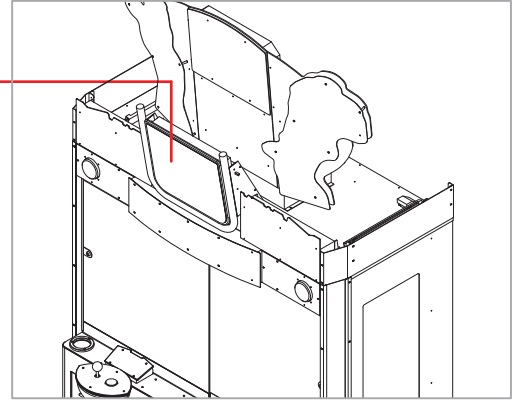
- CODE NO.  
[ ANFLOPCB005 ]



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

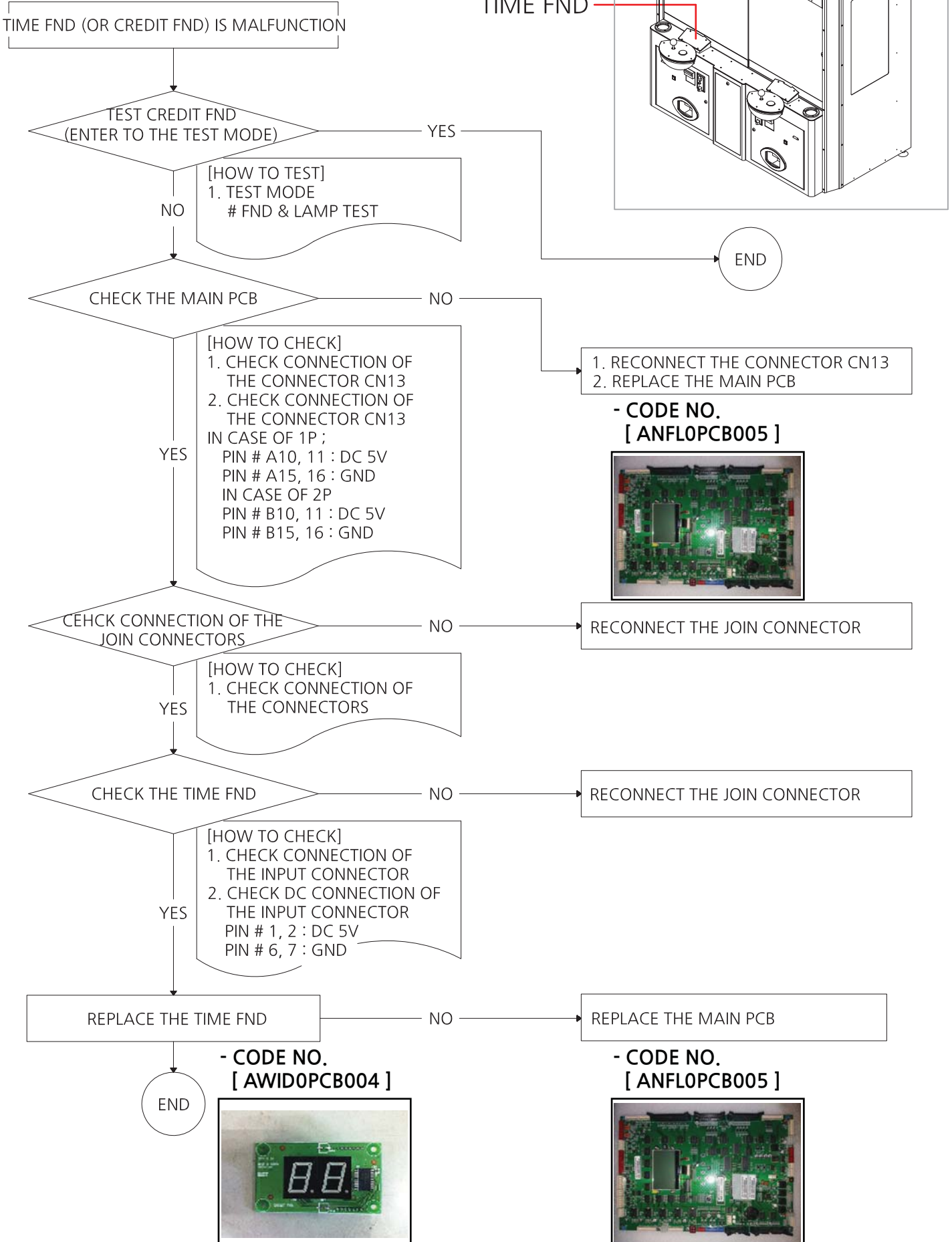
### 3-16. JACKPOT FND ERROR

JACKPOT FND



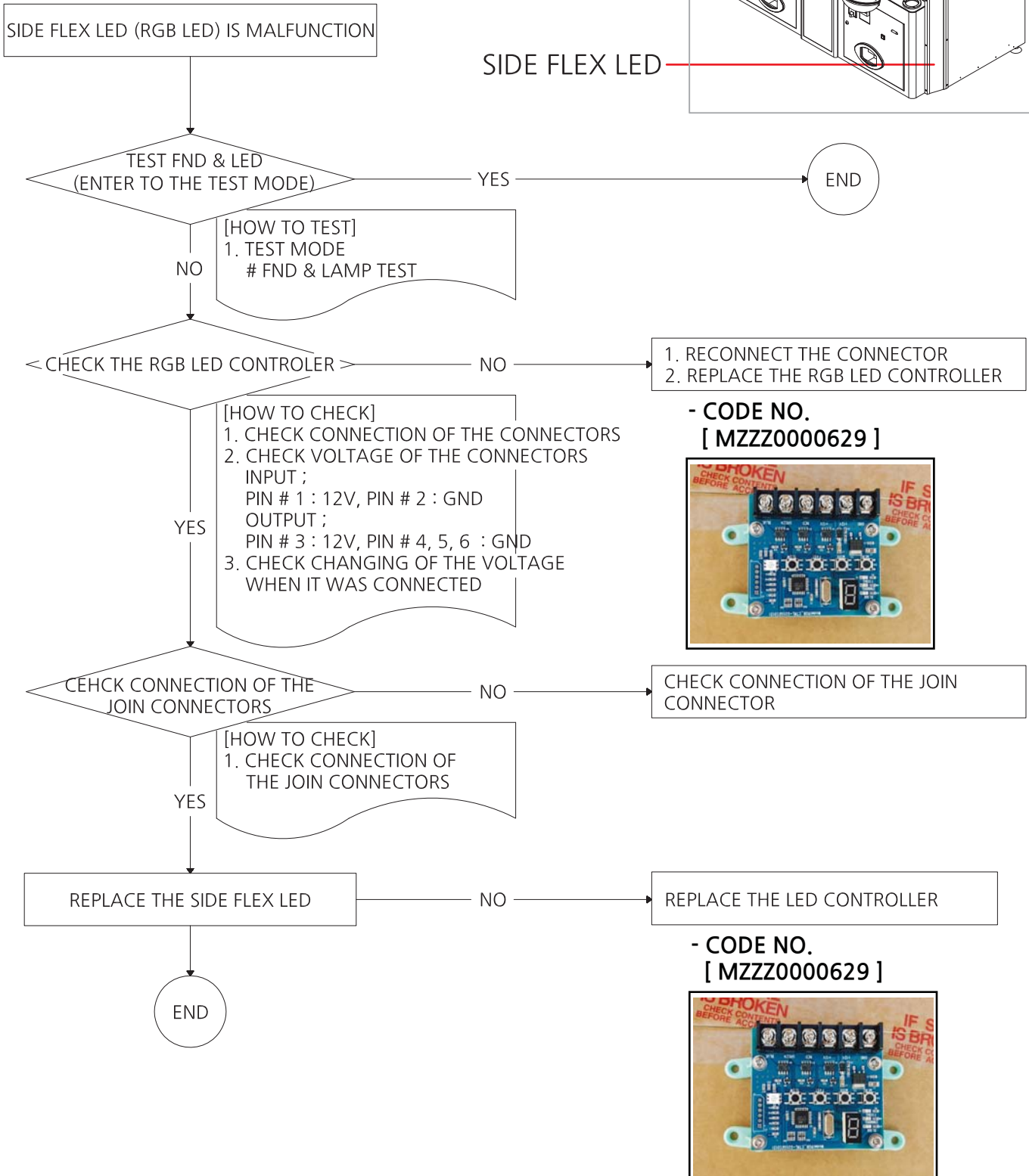
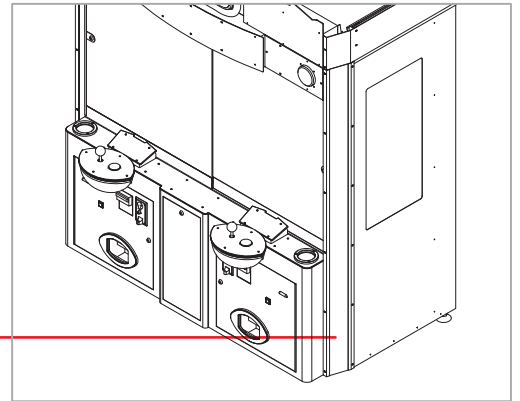
- \* General check up : Check the supply voltage and wiring connection properly
- \* "NO" : Means faulty of the check up result.

### 3-17. TIME FND ERROR



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

### 3-18. SIDE FLEX LED ERROR

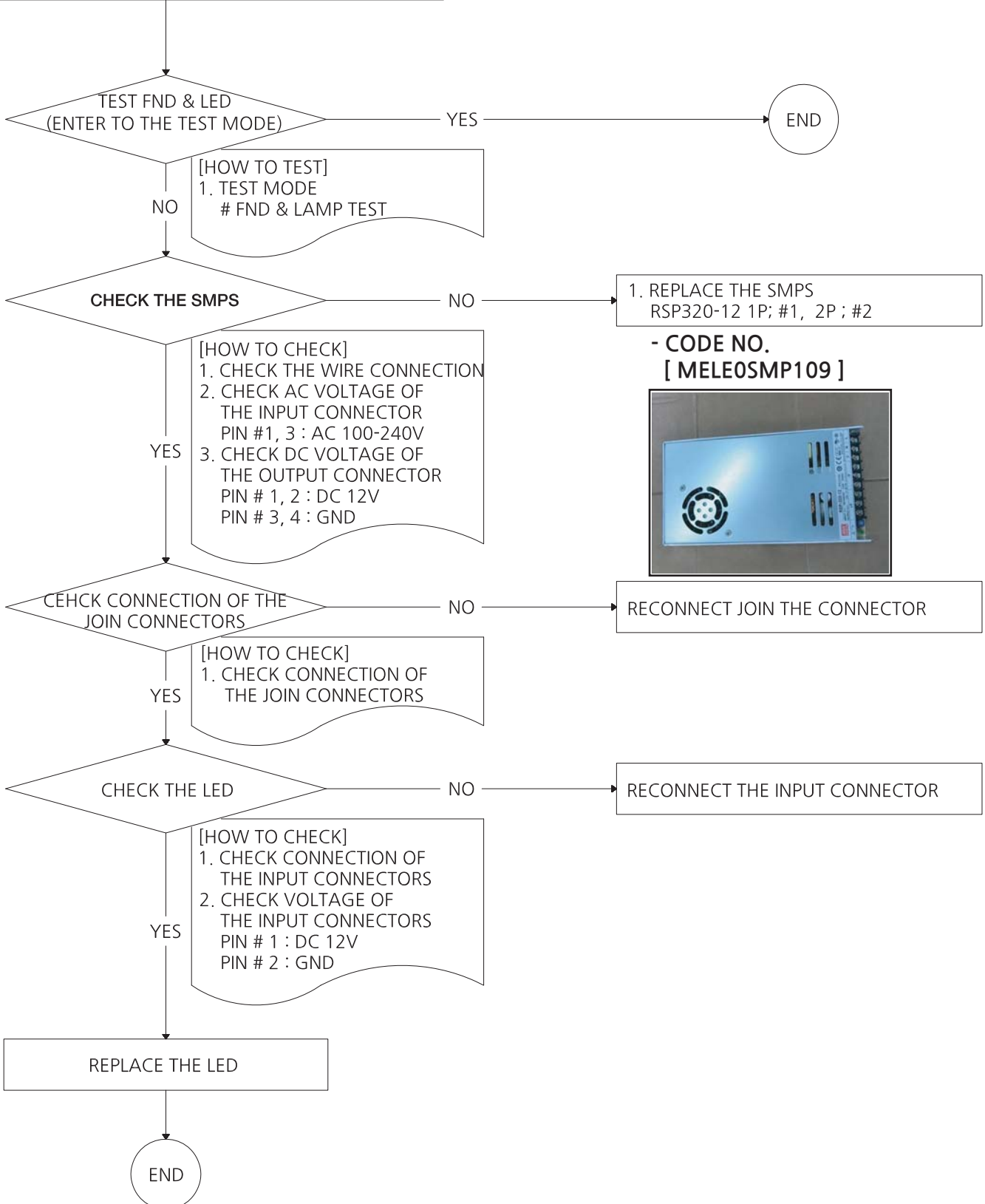




- \* General check up : Check the supply voltage and wiring connection properly
- \* "NO" : Means faulty of the check up result.

### 3-19. CONTINUOUS LED ERROR

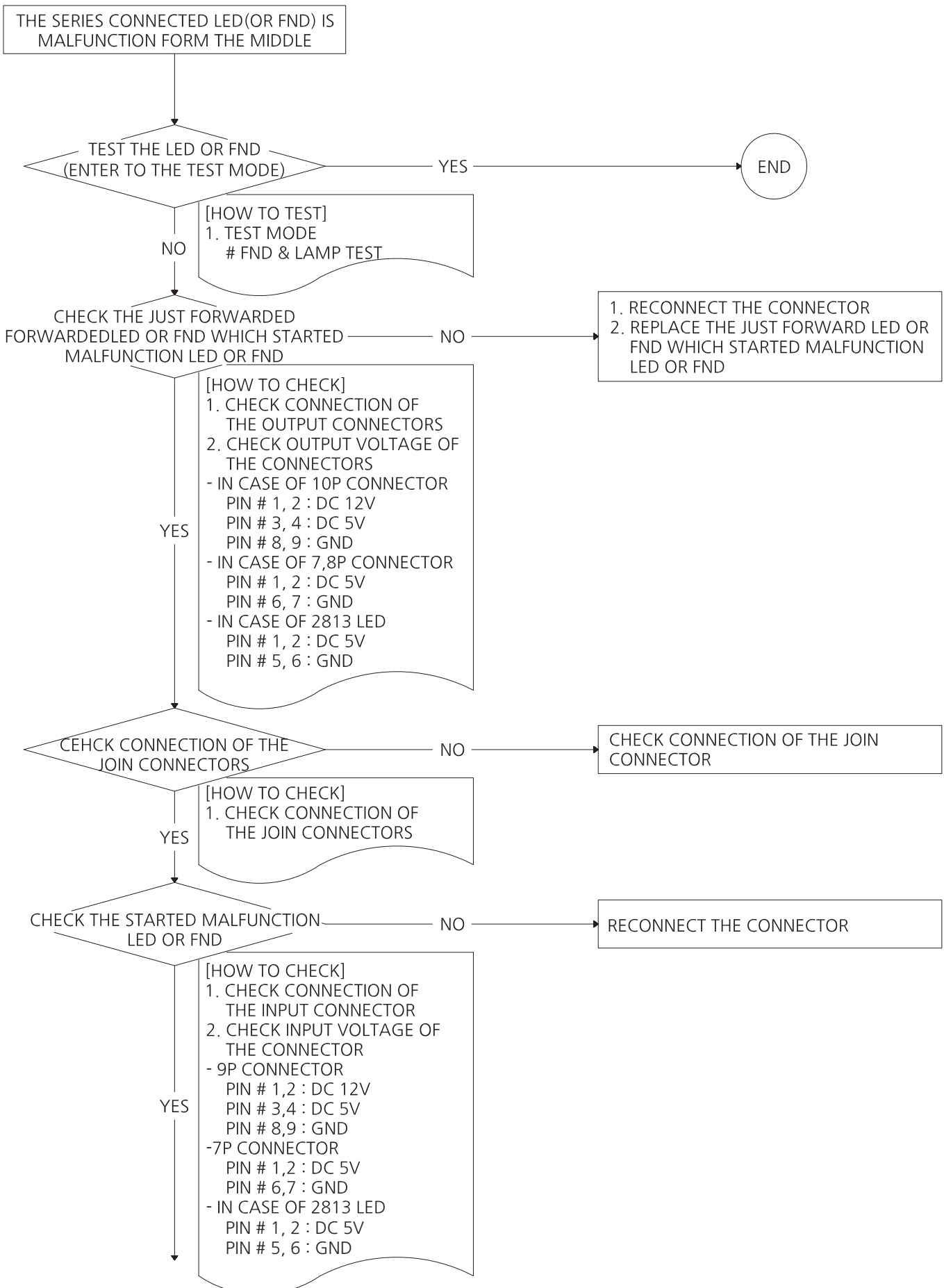
CONTINUOUS LED (PUSHER BOTTOM, GAMEZONE HORIZONTAL, GAMEZONE VERTICAL, SIDE BAR, RACK, SUPER BONUS, SUPER BONUS FLEX and etc.) IS MALFUNCTION

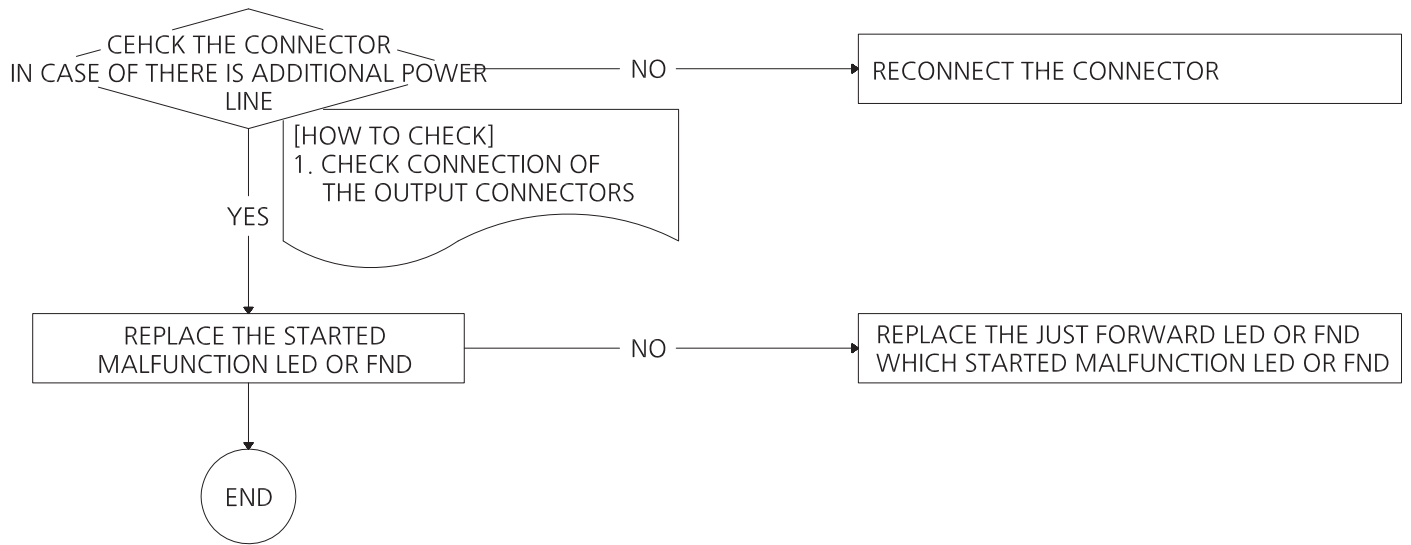




\* General check up : Check the supply voltage and wiring connection properly  
 \* "NO" : Means faulty of the check up result.

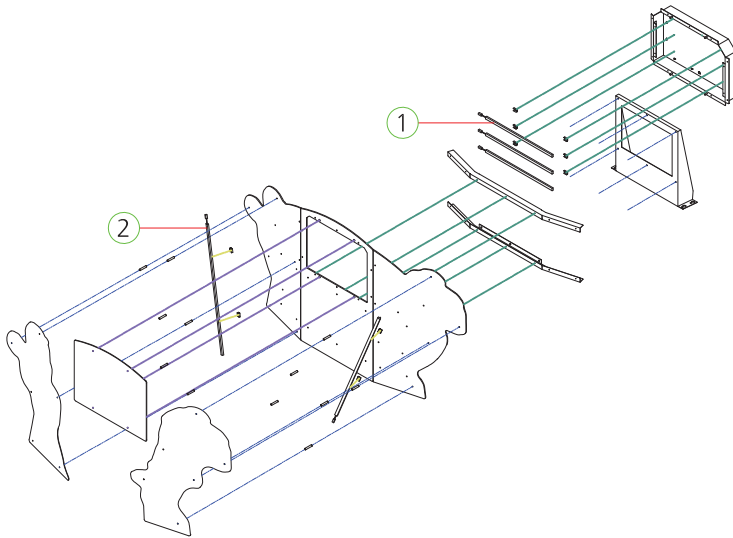
### 3-20. SERIES LED OR FND ERROR



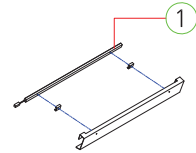


# [ 4. PART LIST ]

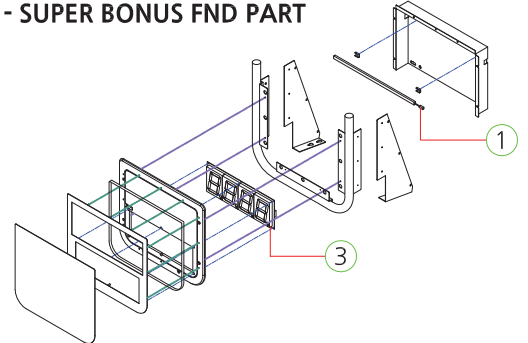
- BILLBOARD DECO PART



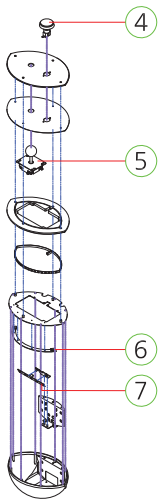
- BILLBOARD SIDE LAMP PART



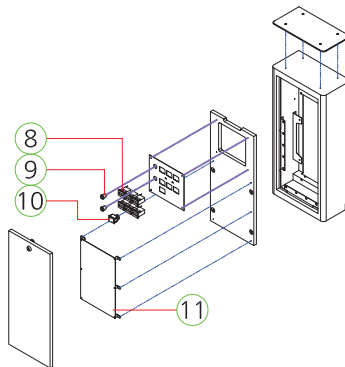
- SUPER BONUS FND PART



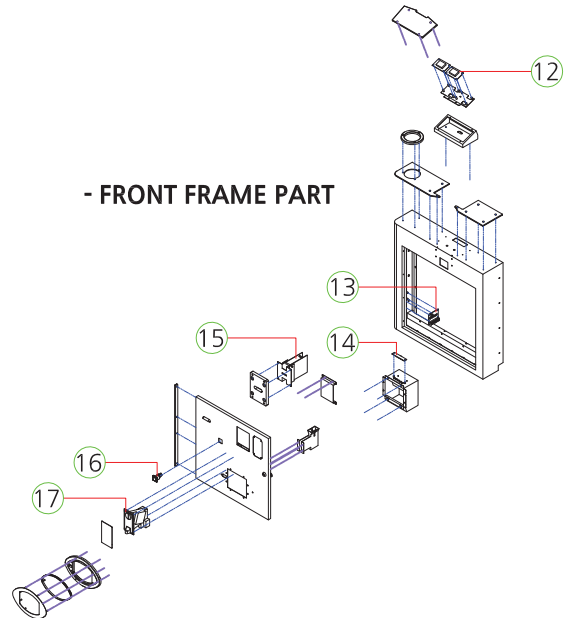
- BUTTON PANEL PART



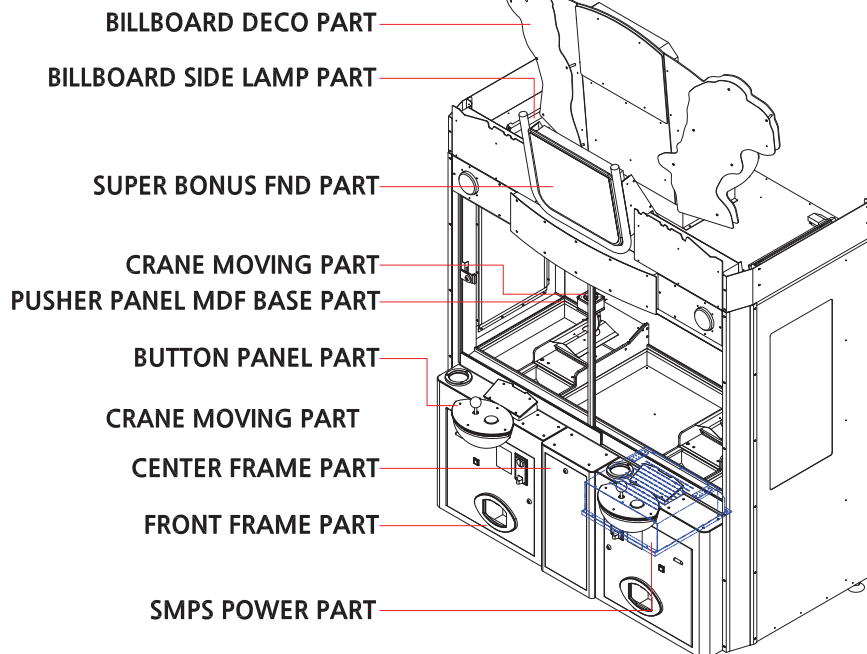
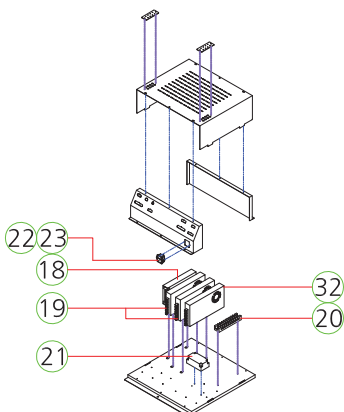
- CENTER FRAME PART



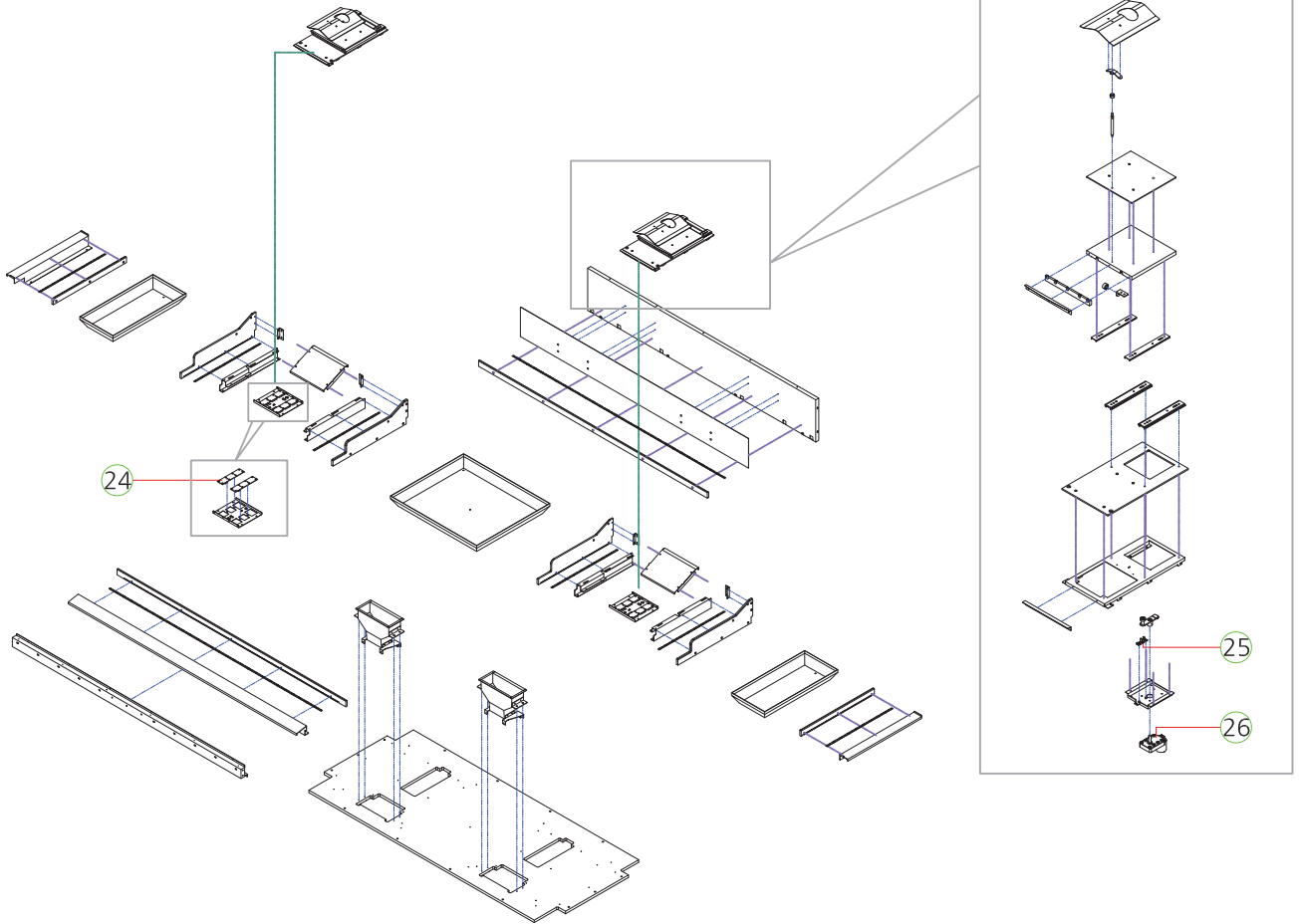
- FRONT FRAME PART



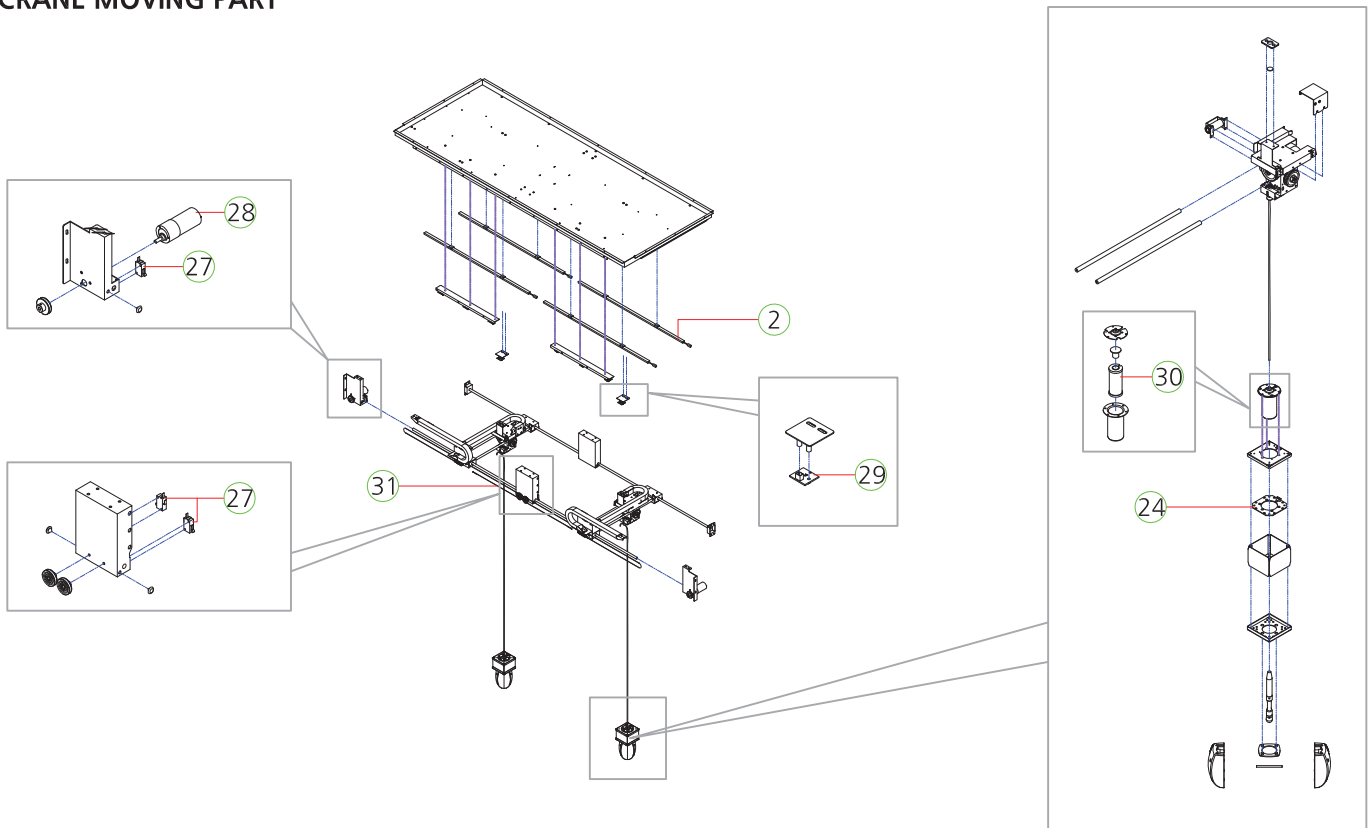
- SMPS POWER PART



- PUSHER PANEL MDF BASE PART









- CRANE MOVING PART



| NO. | PIC | PART NAME                                  | SPEC.                              | QTY | CODE NO.    | WARRANTY |          |
|-----|-----|--------------------------------------------|------------------------------------|-----|-------------|----------|----------|
|     |     |                                            |                                    |     |             | 6 Month  | One Year |
| ①   | ○   | LED BAR 12V ASS'Y                          | 460mm                              | 3   | AZZZ0PCB124 |          |          |
| ②   | ○   | LED BAR 12V ASS'Y                          | 710mm                              | 2   | AZZZ0PCB165 |          |          |
| ③   | ○   | FND PCB ASS'Y                              | 90120-4(STRAIGHT)                  | 1   | AFND0PCB024 |          | ○        |
| ④   | ○   | BUTTON SWITCH                              | AMIPB-60HR-B12D                    | 1   | MZZZ0BUT026 |          |          |
| ⑤   | ○   | JOYSTICK                                   | JS-EPCM-BU-45-CW-CT                | 1   | MZZZ0JOY014 |          |          |
| ⑥   | ○   | BUTTON MOLD LED PCB-A ASS'Y                | NFLPA                              | 1   | ANFL0PCB001 |          | ○        |
| ⑦   | ○   | BUTTON MOLD LED PCB-B ASS'Y                | NFLPA                              | 1   | ANFL0PCB002 |          | ○        |
| ⑧   | ○   | COUNTER                                    | OA127CL                            | 6   | MZZZ0COU002 |          |          |
| ⑨   | ○   | PUSH SWITCH                                | DS-412R                            | 2   | MELE0PUS006 |          |          |
| ⑩   | ○   | ROCKER SW                                  | R595KDF                            | 1   | MELE0SWI021 |          |          |
| ⑪   | ○   | MAIN BOARD PCB ASS'Y                       | NFLPA                              | 1   | ANFL0PCB005 |          | ○        |
| ⑫   | ○   | CREDIT FND PCB ASS'Y                       | WINNERS CUBE DX                    | 2   | AWID0PCB004 |          | ○        |
| ⑬   | ○   | RGB PWM PCB ASS'Y                          | RGB_CTRL-G2GSTC0131                | 1   | MZZZ0000629 |          | ○        |
| ⑭   | ○   | LED PCB ASS'Y                              | MULTI MAGIC                        | 1   | AMUM0PCB005 |          | ○        |
| ⑮   | ○   | TICKET DISPENSOR                           | DL-1275                            | 1   | MZZZ0TID008 |          |          |
| ⑯   | ○   | BUTTON SWITCH                              | AM1PB-26SH R12D                    | 1   | MMUM0BUT002 |          |          |
| ⑰   | ○   | COIN SELECTOR                              | TW-389                             | 1   | MZZZ0COS052 |          |          |
| ⑱   | ○   | POWER SMPS                                 | RSP-100-5V                         | 1   | MELE0SMP104 |          | ○        |
| ⑲   | ○   | POWER SMPS                                 | RSP-320-12V                        | 2   | MELE0SMP109 |          | ○        |
| ⑳   | ○   | TERMINAL BLOCK                             | 250V, 10P                          | 1   | MELE0TEB003 |          |          |
| ㉑   | ○   | NOISE FILTER                               | RNS-2010                           | 1   | MELE0NOI009 |          |          |
| ㉒   | ○   | AC INPUT                                   | DAC-13H                            | 1   | MELE0SWI015 |          |          |
| ㉓   | ○   | FUSE                                       | 0218010.<br>MXP 250V,10A,4PA       | 2   | MELE0FUS018 |          |          |
| ㉔   | ○   | PLAY BOX LED PCB ASS'Y                     | -                                  | 2   | ANFL0PCB004 |          | ○        |
| ㉕   | ○   | PHOTO INT1(ANGLE) PCB ASS'Y                | ANGLE TYPE                         | 1   | AZZZ0PCB103 |          | ○        |
| ㉖   | ○   | MOTOR                                      | KGE-240-3640-S1 BLDC<br>(18.7 RPM) | 1   | MZZZ0MOT129 | ○        |          |
| ㉗   | ○   | MICRO SWITCH                               | GSMV1651A2                         | 3   | MELE0MIC021 |          |          |
| ㉘   | ○   | MOTOR                                      | KGC-3657-0070-U1                   | 1   | MZZZ0MOT127 | ○        |          |
| ㉙   | ○   | MEDAL CIRCULATION CHECK-B(ANGLE) PCB ASS'Y | ANGLE TYPE                         | 2   | AZZZ0PCB168 |          | ○        |
| ㉚   | ○   | SOLENOID BODY                              | -                                  | 1   | MNFL0PRO033 | ○        |          |
| ㉛   | ○   | Y WIRE                                     | 1560 mm                            | 1   | MNFL0PRO022 |          |          |
| ㉜   | ○   | POWER SMPS                                 | LRS 200_15                         | 1   | MELE0SMP120 |          | ○        |



|                                                                                  |                                                                                   |                                                                                   |                                                                                   |                                                                                     |                                                                                     |
|----------------------------------------------------------------------------------|-----------------------------------------------------------------------------------|-----------------------------------------------------------------------------------|-----------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|
| 1                                                                                | 2                                                                                 | 3                                                                                 | 4                                                                                 | 5                                                                                   | 6                                                                                   |
|  |  |  |  |  |  |
| AZZZ0PCB124                                                                      | AZZZ0PCB165                                                                       | AFND0PCB024                                                                       | MZZZ0BUT026                                                                       | MZZZ0JOY014                                                                         | ANFLOPCB001                                                                         |

|                                                                                  |                                                                                   |                                                                                   |                                                                                    |                                                                                     |                                                                                     |
|----------------------------------------------------------------------------------|-----------------------------------------------------------------------------------|-----------------------------------------------------------------------------------|------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|
| 7                                                                                | 8                                                                                 | 9                                                                                 | 10                                                                                 | 11                                                                                  | 12                                                                                  |
|  |  |  |  |  |  |
| ANFLOPCB002                                                                      | MZZZ0COU002                                                                       | MELE0PUS006                                                                       | MELE0SWI021                                                                        | ANFLOPCB005                                                                         | AWID0PCB004                                                                         |

|                                                                                  |                                                                                   |                                                                                   |                                                                                    |                                                                                     |                                                                                     |
|----------------------------------------------------------------------------------|-----------------------------------------------------------------------------------|-----------------------------------------------------------------------------------|------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|
| 13                                                                               | 14                                                                                | 15                                                                                | 16                                                                                 | 17                                                                                  | 18                                                                                  |
|  |  |  |  |  |  |
| MZZZ0000629                                                                      | AMUM0PCB005                                                                       | MZZZ0TID008                                                                       | MMUM0BUT002                                                                        | MZZZ0COS052                                                                         | MELE0SMP104                                                                         |

|                                                                                    |                                                                                     |                                                                                     |                                                                                      |                                                                                       |                                                                                       |
|------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------|
| 19                                                                                 | 20                                                                                  | 21                                                                                  | 22                                                                                   | 23                                                                                    | 24                                                                                    |
|  |  |  |  |  |  |
| MELE0SMP109                                                                        | MELE0TEB003                                                                         | MELE0NOI009                                                                         | MELE0SWI015                                                                          | MELE0FUS018                                                                           | ANFLOPCB004                                                                           |

|                                                                                    |                                                                                     |                                                                                     |                                                                                      |                                                                                       |                                                                                       |
|------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------|
| 25                                                                                 | 26                                                                                  | 27                                                                                  | 28                                                                                   | 29                                                                                    | 30                                                                                    |
|  |  |  |  |  |  |
| AZZZ0PCB103                                                                        | MZZZ0MOT129                                                                         | MELE0MIC021                                                                         | MZZZ0MOT127                                                                          | AZZZ0PCB168                                                                           | MNFLOPRO033                                                                           |

|                                                                                    |                                                                                     |
|------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|
| 31                                                                                 | 32                                                                                  |
|  |  |
| MNFLOPRO022                                                                        | MELE0SMP120                                                                         |