










[QR CODE]

* If a problem occurs, enter the appropriate QR code. Once connected, you can watch a YouTube video about the inspection details.

NO	DEFECT SYMPTOM	QR CODE
1	E.31 MAIN CHECKER MOTOR ERROR : MOTOR OR ENCODER SENSOR	E.31 
2	E.35 MAIN CHECKER SENSOR ERROR	E.35 
3	E.41 PUSHER ERROR : MOTOR OR SENSOR	E.41 
4	E.51 BONUS BALL ENCODER ERROR : MOTOR OR ENCODER SENSOR CHECK IF BALL JAM OCCURS DUE TO A BALL OR FOREIGN MATERIAL IN THE BALL BOX	E.51 

5	<p>E.52 BONUS BALL SENSOR ERROR : UP SENSOR OR EMPTY SENSOR. CHECK IF THE BALL IS SEPARATED FROM THE RAIL AND INTO THE PRODUCT. IN CASE THERE IS NO BALL IN THE BALL BOX (SEE BELOW)</p> <ol style="list-style-type: none"> 1. IN CASE BALL IS SEPARATED FROM THE BALL ELEVATOR AND DROPPED INTO THE PRODUCT 2. IN CASE BALL TRANSFER IS WRONG DUE TO AN ERROR IN INTERNAL BALL CIRCULATION DEVICE 	<p>E.52</p> 
6	<p>E.61 MAIN BALL ENCODER ERROR : MOTOR OR ENCODER SENSOR. CHECK IF BALL JAM HAS OCCURRED DUE TO A BALL FOREIGN MATERIAL IN THE BALL BOX</p>	<p>E.61</p> 
7	<p>E.62 MAIN BALL SENSOR ERROR : UP SENSOR OR EMPTY SENSOR. CHECK IF THE BALL IS SEPARATED FROM THE RAIL AND INTO THE PRODUCT IN CASE THERE IS NO BALL IN THE BALL BOX (SEE BELOW)</p> <ol style="list-style-type: none"> 1. IN CASE BALL IS SEPARATED FROM THE BALL ELEVATOR AND DROPPED INTO THE PRODUCT 2. IN CASE BALL TRANSFER IS WRONG DUE TO AN ERROR IN INTENMAL BALL CIRCULATION DEVICE 	<p>E.62</p> 
8	<p>E.71 INTERNAL BALL ELEVATOR ERROR : MOTOR OR ENCODER SENSOR. IN CASE BALL IS SEPARATED FROM THE BALL ELEVATOR AND DROPED INTO THE PRODUCT IN CASE JAM OCCURS IN THE WAITING AREA OF BALL ELEVATOR RAIL DUE TO A LARGE NUMBER OF BALLS FALLING FROM THE PUSHER PLATE</p>	<p>E.71</p> 
9	<p>E.72 INTERNAL BALL CIRCULATION BRIDGE ERROR : MOTOR OR SENSOR. IN CASE BALL IS LOADED DUE TO MALFUNCTION OF EMPTY SENSOR AND INTERFERES WITH LIFT MOVEMENT</p>	<p>E.72</p> 

*** 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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1. ERROR MODEP04
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[1. ERROR CODE]

"E.02", "E.03", "E.21" MAKE MACHINE STOP AND THE OTHER ERROR MAKES ONLY RELATED PLAYER STOP THE GAME. "TICKET ERROR", "CARD DISPENSOR ERROR" JUST DISPLAYS ERROR ONLY WITHOUT STOPPING THE GAME

ERROR CODE	CONTENTS	DESCRIPTION	CHECK
E.02	SYSTEM	PROBLEM AT SET-UP DATA SAVING	1. CHECK SET-UP AND SAVE 2. FASTORY SETTING 3. POWER ON, OFF 4. IF PROBLEM NOT SOLVED, REPLACE MAIN BOARD
E.03		PROBLEM AT GAME DATA SAVING	1. CLEAR DATA AT CLEAR MODE 2. POWER ON, OFF 3. IF PROBLEM NOT SOLVED, REPLACE MAIN BOARD
E.11	COIN SELECTOR	COIN SENSOR SIGNAL CONTINUES	CHECK COIN SENSOR INPUT
E.21	MK(PC) SERIAL COMMUNICATION	COMMUNICATION PROBLEM BETWEEN DISPLAY MONITOR AND MK (PC). COMMUNICATION ERROR CAN NOT BE CONTROLLED IN DISPLAY MONITOR. VIDEO ERROR IS TREATED SEPARATELY AND MAIN BOARD IS AT FND	1. CHECK WIRING CONNECTION 2. CHECK BOOTING MK(PC) 3. CHECK COMMUNICATION OF MAIN BOARD
E.31	MAIN CHECKER MOTOR	NO SIGNAL FROM DIVIDED ENCODER	1. CHECK MOTOR OPERATION 2. CHECK ENCODER SENSOR INPUT STATUS
E.35		CHECKER SENSOR PROBLEM (SIGNAL CONTINUES)	1. CHECK WIRING CONNECTION 2. CHECK SENSOR INPUT STATUS
E.41	PUSHER MOTOR	PUSHER MOTOR FUNCTION PROBLEM	1. CHECK MOTOR FUNCTION STATUS 2. CHECK ENCODER SENSOR INPUT STATUS
E51	BONUS BALL SHOOTING MOTOR	BONUS BALL SHOOTING BALL JAM PROBLEM	1. CHECK BALL JAMMING 2. CHECK ENCODER SENSOR INPUT STATUS
E52		NO BONUS BALL OR SENSOR PROBLEM	1. CHECK BALL PRESENCE 2. CHECK UPPER SENSOR INPUT STATUS

E.61	MAIN BALL SHOOTING MOTOR	SHOOTING BALL JAM PROBLEM	1. CHECK BALL JAMMING 2. CHECK ENCODER SENSOR INPUT STATUS
E.62		NO SHOOTING BALL OR SENSOR PROBLEM	1. CHECK BALL PRESENCE 2. CHECK UPPER SENSOR INPUT STATUS
E.71	INTERNAL BALL CIRCULATION DEVICE	INTERNAL BALL CIRCULATION ELEVATOR MOTOR PROBLEM	1. CHECK MOTOR OPERATION 2. CHECK ENCODER SENSOR INPUT STATUS
E.72		PROBLEM OF BALL POSITION MOTOR AT INTERNAL BALL CIRCULATION SYSTEM	1. CHECK MOTOR OPERATION 2. CHECK POSITION SENSOR INPUT STATUS
E.81 (CARD EMPTY)	CARD DISPENSER	NO CARD OR CARD DISPENSER WORKING PROBLEM DISPLAY CARD EMPTY IN 1ST ERROR AND CARD ERROR FROM 2ND ERROR	1. CHECK CARD PRESENCE 2. CHECK CARD DISPENSER OPERATION
E.82 (CHIP EMPTY)	CHIP HOPPER	NO CHIP OR CHIP HOPPER WORKING PROBLEM DISPLAY CHIP EMPTY IN 1ST ERROR AND CHIP ERROR FROM 2ND ERROR	1. CHECK CHIP PRESENCE 2. CHECK CHIP HOPPER FUNCTION
HELP (IN VIDEO TICKET WINDOW)	TICKET	NO TICKET	1. CHECK TICKET PRESENCE 2. CHECK TICKET MOTOR FUNCTION 3. CHECK TICKET DISPENSING SENSOR
!CHECK RFID IO	RFID IO PROBLEM		

※ BASICALLY ERROR CODE IS DISPLAYED IN SETUP LCD AND PLAYER'S MONITOR.
IN CASE ERROR HAPPENS BOTH AT 1P AND 2P, ERROR CODE IS DISPLAYED AT SUPER BONUS FND AND PLAYER'S MONITOR. BOTH "Er" and ERROR CODE ARE DISPLAYED.

* ERROR CODE ERROR DETECTION METHOD

ERROR CODE	CONTENTS	DESCRIPTION	CHECK
E.02	SYSTEM	SET-UP DATA SAVING PROBLEM	POWER ON, CHECK BACK UP MEMORY IN MAIN BOARD SET-UP
E.03		GAME SAVING DATA PROBLEM	POWER ON, CHECK BACK UP MEMORY IN MAIN BOARD SET-UP
E.11	COIN SELECTOR	PLAYER COIN SENSOR SIGNAL CONTINUES	SIGNAL CONTINUES OVER 2 SEC WHILE INHIBIT IS ON
E.21	MK(PC) SERIAL COMMUNICATION	COMMUNICATION PROBLEM BETWEEN DISPLAY MONITOR AND MK (PC). COMMUNICATION ERROR CAN NOT BE CONTROLLED IN DISPLAY MONITOR. VIDEO ERROR IS TREATED SEPARATELY AND MAIN BOARD IS AT FND	1. BEFORE MK BOOTING : ERROR IF NO SIGNAL FOR 1 MIN 2. AFTER MK BOOTING (MAIN BOOT FINISHED) : ERROR IF NO SIGNAL FOR 30 SEC, (10 TIMES SIGNAL AT 3 SEC INTERVAL)
E.31	MAIN CHECKER MOTOR	NO SIGNAL FROM DIVIDED POINTS ENCORDER	IF NO SIGNAL OVER 1 SEC, TRY REVERSE ROTATION AND FORWARD ROTATION. REPEAT 3 TIMES. IF STILL THE SAME THEN ERROR
E.35		CHECKER SENSOR PROBLEM (CONTINUED SIGNAL)	SIGNAL CONTINUES FOR OVER 3 SEC
E.41	PUSHER MOTOR	PUSHER MOTOR OPERATION PROBLEM	NO SIGNAL FROM ENCORDER FOR OVER 1 SEC
E51	BONUS BALL SHOOTING MOTOR	BONUS BALL, SHOOTING BALL JAM PROBLEM	IF NO SIGNAL OVER 2 SEC FROM ENCORDER, TRY REVERSE AND FORWARD ROTATION 3 TIMES. IF STILL THE SAME, THEN ERROR
E52		NO BONUS BALL OR SENSOR PROBLEM	NO SIGNAL FROM UPPER SENSOR WHILE DISPENSING BALL 8 TIMES AT AN INTERVAL OF 3 SEC
E.61	MAIN BALL SHOOTING MOTOR	SHOOTING BALL JAM PROBLEM	TRY REVERSE ROTATION IF NO SIGNAL OVER 2 SEC AND FORWARD ROTATION. REPEAT 3 TIMES
E.62		NO BALL OR SENSOR ERROR	NO SENSOR SIGNAL FROM UPPER SENSOR WHILE DISPENSING 8 BALLS AT AN INTERVAL OF 3 SEC

E.71	INTERNAL BALL CIRCULATION SYSTEM	INTERNAL BALL CIRCULATION ELEVATOR MOTOR PROBLEM	IF NO ENCODER SIGNAL OVER 1 SEC, TRY REVERSE AND FORWARD ROTATION 3 TIMES. IF STILL NO SIGNAL, IT'S AN ERROR
E.72		BALL SUPPLY MOTOR PROBLEM AT INTERNAL BALL CIRCULATION SYSTEM	IF NO POSITION SENSOR SIGNAL FOR 3 SEC DURING MOTOR OPERATION, TRY REVERSE ROTATION 2 TIMES. IF STILL NO SIGNAL. IT'S AN ERROR
E.81 (CARD EMPTY)	CARD DISPENSER	NO CARD OR CARD DISPENSER FUNCTION PROBLEM 1ST ERROR IS DISPLAYED AS CARD EMPTY AT MONITOR AND THEN CARD ERROR IF CARD IS STILL NOT DISPENSED	IF NO SENSOR SIGNAL WHILE CARD DISPENSER IS BEING OPERATED, IT'S AN ERROR EVEN AFTER RE-TRYING 3 TIMES
E.82 (CHIP EMPTY)	CHIP HOPPER	NO CHIP OR CHIP HOPPER FUNCTION PROBLEM 1ST ERROR IS DISPLAYED AS CHIP EMPTY AT MONITOR WHEN THERE IS NO CHIP AND THEN CHIP ERROR IF CHIP IS STILL NOT DISPENSED	IF NO SENSOR SIGNAL FOR OVER 2 SEC WHILE CHIP HOPPER IS BEING OPERATED, RE-TRY AFTER WAITING 0.5 SEC. IT'S AN ERROR IF THERE IS NO SIGNAL AFTER RETRYING 5 TIMES
HELP (IN VIDEO TICKET WINDOW)	TICKET	NO TICKET	

[2. TEST MODE]

TEST MODE		
TEST ITEMS	SET UP ITEMS	DESCRIPTION
INPUT TEST	[=>]	ENTER INTO CHECK MODE OF INPUT STATUS 1P GAME BTN, 2P GAME BTN 1P COIN SEN, 2P COIN SEN 1P TICKET BTN, 2P TICKET BTN, 1P TICKET SEN, 2P TICKET SEN, 1P SERVICE, 2P SERVICE, SETUP UP, DOWN, LEFT, RIGHT, SELECT, CANCEL BUTTON
FND & LAMP	“OFF” “STEP” “ON” “ON/OFF”	LAMP, FND, LED OPERATION TEST WHEN PRESSING SELECT BUTTON, IT PERFORMS EACH STAGE - TOTALLY OFF - DISPLAY IN SEQUENCE : LAMP → FND → LED - TOTALLY ON - REPEATION ON / OFF TO TALLY
MOT PUSHER	“ALL” “1P” “2P”	MAIN PUSHER MOTOR MOVING TEST ◎ SELECT A PLAYER BY PRESSING LEFT, RIGHT BUTTON AND THEN PRESS SELECT BUTTON TO START (OR WITH SHOOTING BUTTONFOR 1P,2P, IT OPERATES ON, OFF RESPECTIVELY) DISPLAY SUPER BONUS FND 4DIGIT SENSOR STATUS FND [■□□□] : 1P DISPLAY OF ENCORDER SENSOR STATUS (0 or 1) FND [□■□□] : 1P DISPLAY OF ENCORDER SENSOR CHECK COUNT(0 ~ 9) FND [□□■□] : 2P DISPLAY OF ENCORDER SENSOR STATUS(0 or 1) FND [□□□■] : 2P DISPLAY OF ENCORDER SENSOR CHECK COUNT (0 ~ 9) [DISPLAY ITEMS AT SETUP LCD] 1P, 2P ENC: DISPLAY OF ENCORDER SENSOR STATUS AND NUMBER OF SENSOR CHECK COUNT
MOT CHECKER	“ALL” “1P” “2P”	MAIN CHECKER MOTOR OPERATION TEST ◎ SELECT A PLAYER BY PRESSING LEFT, RIGHT BUTTON AND THEN PRESS SELECT BUTTON TO START (OR WITH SHOOTING BUTTON FOR 1P, 2P, IT OPERATES ON, OFF RESPECTIVELY) DISPLAY SUPER BONUS FND 4DIGIT SENSOR STATUS FND [■□□□] : 1P STARTING POINT ENCORDER SENSOR CHECK COUNT (0 ~ 9) FND [□■□□] : 1P DIVIDED POINTS ENCORDER SENSOR CHECK COUNT (0 ~ 9) FND [□□■□] : 2P STARTING POINT ENCORDER SENSOR CHECK COUNT (0 ~ 9) FND [□□□■] : 2P DIVIDED POINTS ENCORDER SENSOR CHECK COUNT (0 ~ 9) ※ WHEN CHECKER SENSOR IS SENSED, CHECKER LED LIGHTS BLUE [DISPLAY ITEMS AT SETUP LCD] DISPLAY OF CHECKER MOTOR ENCORDER STARTING POINT, DIVIDED POINT, NUMBER OF DIVIDED POINT CHECK COUNT

<p>MOT SHOOTER</p>	<p>“ALL” “1P” “2P”</p>	<p>MAIN BALL SHOOTER OPERATION TEST</p> <p>◎ SELECT A PLAYER BY PRESSING LEFT, RIGHT BUTTON AND THEN PRESS SELECT BUTTON TO START (OR WITH SHOOTING BUTTON FOR 1P, 2P, IT OPERATES ON, OFF RESPECTIVELY)</p> <p>DISPLAY SUPER BONUS FND 4DIGIT SENSOR STATUS FND [■□□□] : 1P SHOOTER, DISPLAY OF UPPER BALL DISPENSING SENSOR STATUS(0 or 1) FND [□■□□] : 1P SHOOTER, LOWER ENCORDER SENSOR CHECK COUNT (0 ~ 9) FND [□□■□] : 2P SHOOTER, DISPLAY OF UPPER BALL DISPENSING SENSOR STATUS(0 or 1) FND [□□□■] : 2P SHOOTER, LOWER ENCORDER SENSOR CHECK COUNT (0 ~ 9)</p> <p>DISPLAY OF MONITOR LEFT/RIGHT LED COLOR (1P, 2P IN OPPOSITE DIRECTION) 1P LEFT LED : RED ON → MAIN SHOOTER BALL EMPTY SENSOR SIGNAL 1P RIGHT LED : GREEN ON → BONUS BALL EMPTY SENSOR SIGNAL 2P LEFT LED : GREEN ON → BONUS BALL EMPTY SENSOR SIGNAL 2P RIGHT LED : RED ON → MAIN SHOOTER BALL EMPTY SENSOR SIGNAL</p> <p>[DISPLAY ITEMS AT SETUP LCD] 1P, 2P SEN : STATUS OF BALL ELEVATOR UPPER SENSOR OF MAIN SHOOTER 1P, 2P ENC : STATUS OF LOWER ENCORDER SENSOR OF MAIN SHOOTER 1P, 2P EMPTY: STATUS OF BALL CHECKING SENSOR FOR BALL BOX OF MAIN SHOOTER (0 - NO BALL, 1 - FULL OF BALLS)</p>
<p>MOT BNS BALL</p>	<p>“ALL” “1P” “2P”</p>	<p>BONUS BALL SHOOTER OPERATION TEST</p> <p>◎ SELECT A PLAYER BY PRESSING LEFT, RIGHT BUTTON AND THEN PRESS SELECT BUTTON TO START (OR WITH SHOOTING BUTTON FOR 1P, 2P, IT OPERATES ON, OFF RESPECTIVELY)</p> <p>DISPLAY SUPER BONUS FND 4DIGIT SENSOR STATUS FND [■□□□] : 1P BONUS BALL, DISPLAY OF UPPER BALL DISPENSING SENSOR STATUS(0 or 1) FND [□■□□] : 1P BONUS BALL, LOWER ENCORDER SENSOR CHECK COUNT (0 ~ 9) FND [□□■□] : 2P BONUS BALL, DISPLAY UPPER BALL DISPENSING SENSOR STATUS(0 or 1) FND [□□□■] : 2P BONUS BALL, LOWER ENCORDER SENSOR CHECK (0 ~ 9)</p>

MOT CIRC BRID		<p>DISPLAY SUPER BONUS FND 4DIGIT SENSOR STATUS FND [■□□□] : 1P DISPLAY OF BRIDGE POSITION SENSOR STATUS (0 - NO SENSOR SIGNAL, 1 - MAIN SHOOTER POSITION, 2 - BONUS BALL POSITION) FND [□□□■] : 1P DISPLAY OF BRIDGE POSITION SENSOR STATUS (0 - NO SENSOR SIGNAL, 1 - MAIN SHOOTER POSITION, 2 - BONUS BALL POSITION)</p> <p>DISPLAY MONITOR LEFT/RIGHT LED COLOR (1P, 2P OPPOSITE DIRECTION) 1P LEFT LED : RED ON → MIAN SHOOTER BALL EMPTY SENSOR SIGNAL 1P RIGHT LED : GREEN ON → BONUS BALL EMPTY SENSOR SIGNAL 2P LEFT LED : GREEN ON → BONUS BALL EMPTY SENSOR SIGNAL 2P RIGHT LED : RED ON → MAIN SHOOTER BALL EMPTY SENSOR SIGNAL</p> <p>[DISPLAY ITEMS AT SETUP LCD] 1P, 2P SHOT : STATUS OF INTERNAL BALL CIRCULATION - SUPPLY MOTOR AND DIRECTION SENSOR OF MAIN SHOOTER 1P, 2P BNS : STATUS OF INTERNAL BALL CIRCULATION - SUPPLY MOTOR AND DIRECTION SENSOR OF BONUS BALL ELEVATOR</p>
CARD DISPENS	“ALL” “1P” “2P”	<p>CARD DISPENSER OPERATION TEST ☉ SELECT A PLAYER BY PRESSING LEFT, RIGHT BUTTON AND THEN PRESS SELECT BUTTON TO START (OR WITH SHOOTING BUTTON FOR 1P, 2P, IT OPERATES ON, OFF RESPECTIVELY)</p> <p>DISPLAY SUPER BONUS FND 4DIGIT SENSOR STATUS FND [■□□□] :1P DISPLAY OF CARD DISPENSER OPERATION FND [□■□□] :1P DISPLAY OF CARD OUT QUANTITY FND [□□■□] :2P DISPLAY OF CARD DISPENSER OPERATION FND [□□□■] :2P DISPLAY OF CARD OUT QUANTITY</p> <p>[DISPLAY ITEMS AT SETUP LCD] 1P, 2P CARD OUT : DISPLAY OF CARD DISPENSING STATUS (SENSOR STATUS, NUMBER OF DISPENSED CARDS, NUMBER OF RE-TRIAL TO DISPENSE CARDS)</p>
CHIP HOPPER	“ALL” “1P” “2P”	<p>CHIP HOPPER OPERATION TEST</p> <p>☉ SELECT A PLAYER BY PRESSING LEFT, RIGHT BUTTON AND THEN PRESS SELECT BUTTON TO START (OR WITH SHOOTING BUTTON FOR 1P, 2P, IT OPERATES ON, OFF RESPECTIVELY)</p>

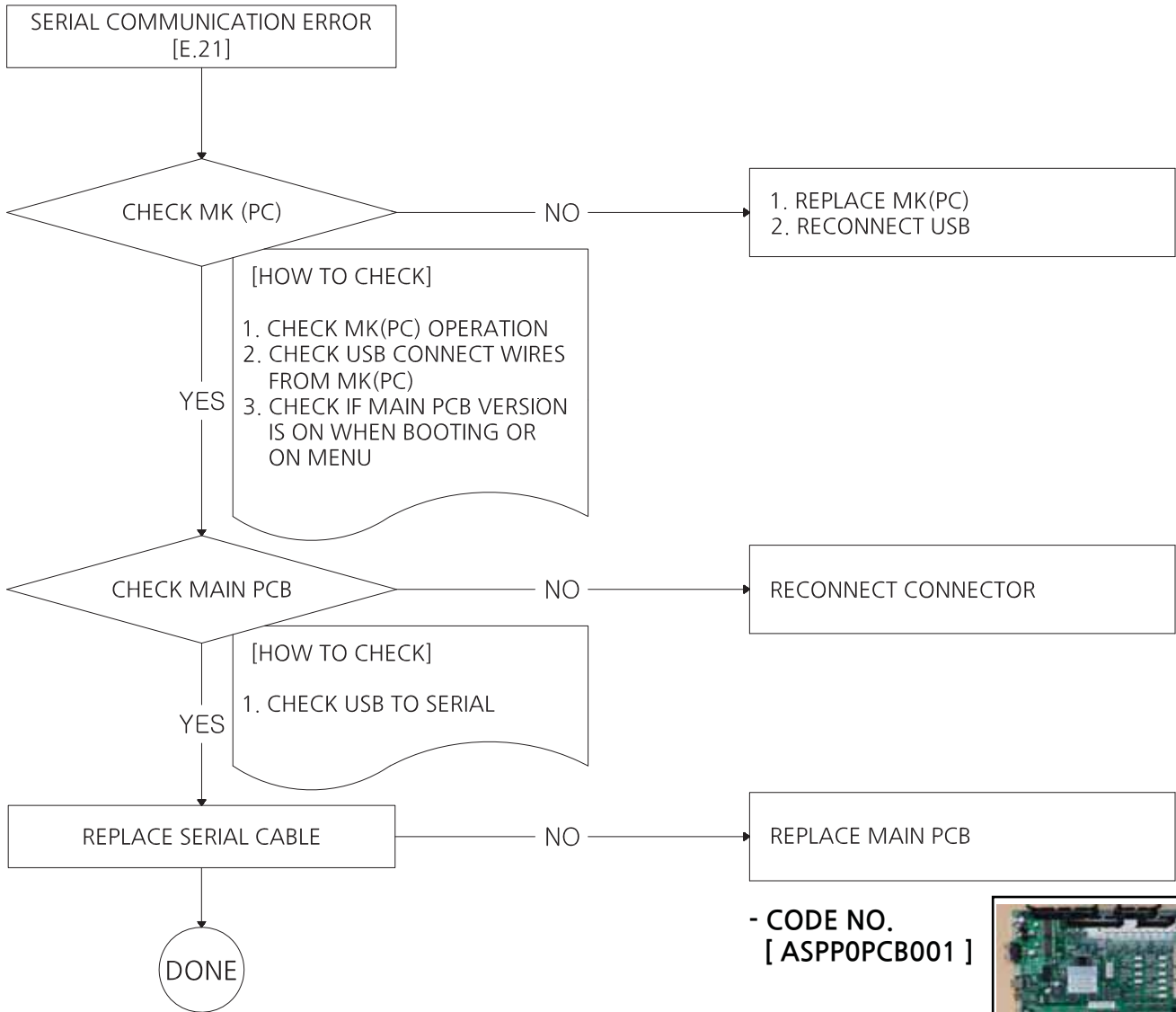
CHIP HOPPER		<p>DISPLAY SUPER BONUS FND 4DIGIT SENSOR STATUS FND [■□□□] : 1P DISPLAY OF CHIP HOPPER OPERATION FND [□■□□] : 1P DISPLAY OF CHIP OUT QUANTITY FND [□□■□] : 2P DISPLAY OF CHIP HOPPER OPERATION FND [□□□■] : 2P DISPLAY OF CHIP OUT QUANTITY</p> <p>[DISPLAY ITEMS AT SETUP LCD] 1P, 2P CHIP OUT : STATUS OF CHIP DISPENSING (SENSOR STATUS, NUMBER OF DISPENSED CHIPS, NUMBER OF RE-TRIAL TO DISPENSE CHIPS)</p>
RFID CHIP IO	[=>]	<p>RFID CHIP IO MODULE TEST</p> <p>◎ SELECT A PLAYER BY PRESSING LEFT, RIGHT IN MODE AND PRESS SELECT BUTTON TO TEST</p> <p>[DISPLAY ITEMS AT SETUP LCD] MODE : “ALL OFF” : TOTAL CHIP SELECTOR OFF “ALL ON” : TOTAL CHIP SELECTOR ON “1P OFF” : 1P CHIP SELECTOR OFF “1P ON” : 1P CHIP SELECTOR ON “2P OFF” : 2P CHIP SELECTOR OFF “2P ON” : 2P CHIP SELECTOR ON</p> <p>1P SEPARATE DISPLAY (OFF, ON, CHIP ID COLOR, STORE CODE, ERROR AND ETC) 2P SEPARATE DISPLAY (OFF, ON, CHIP ID COLOR, STORE CODE, ERROR AND ETC)</p> <p>※ WHEN CHIP SELECTOR IS NOT CONNECTED ‘NOT FOUND’ IS DISPLAYED</p>
COIN	“OFF” “ON”	<p>COIN OPERATION TEST</p> <p>◎ WHEN PRESSING SELECT BUTTON, 1P AND 2P ON/OFF OPERATES TOGETHER (WHEN PRESSING SHOOTING BUTTON OF 1P/2P, IT OPERATES SEPARATELY)</p> <p>[DISPLAY ITEMS AT SETUP] COIN 0 0 (DISPLAY OF COIN SENSOR CHECK COUNT 1P, 2P)</p>
TICKET	“ALL” “1P” “2P”	<p>TICKET DISPENSER OPERATION TEST(DISPENSING 3 TICKETS)</p> <p>◎ SELECT A TYPE BY PRESSING LEFT, RIGHT BUTTON AND PRESS SELECT BUTTON TO TEST (WHEN PRESSING SHOOTING BUTTON OF 1P/2P, IT OPERATES SEPARATELY)</p> <p>[DISPLAY ITEMS AT SETUP LCD] TICKET 0 0 (DISPLAY OF TICKET COUNT TO BE DISPENSED FOR 1P, 2P)</p>

COUNTER	"COIN" "TICKET" "CHIP"	COUNTER TEST ◎ SELECT A TYPE BY PRESSING LEFT, RIGHT BUTTON AND PRESS SELECT BUTTON TO TEST (WHEN PRESSING SHOOTING BUTTON OF 1P/2P, IT OPERATES SEPARATELY)
SOUND	"OFF" "CH" "PLAY"	SOUND TEST ◎ SELECT THE TYPE BY PRESSING LEFT, RIGHT BUTTON AND PRESS SELECT BUTTON TO TEST (PLAY, STOP) - STOP SOUND PLAY - TEST OF EACH SPEAKER (1P LEFT, 2P RIGHT) - PLAY TOTAL SOUND
SCREEN	"OFF" "GRID" "COLOR" "RED" "GREEN" "BLUE" "WHITE"	VIDEO MONITOR SCREEN TEST ◎ SELECT BY PRESSING LEFT, RIGHT BUTTON, PRESS SELECT BUTTON TO TEST EACH ITEM IN SEQUENCE. - MONITOR SCREEN : IDLE STATUS - MONITOR SCREEN : GRID TEST - MONITOR SCREEN : DISPLAY OF COLORS - MONITOR SCREEN : DISPLAY OF RED COLOR - MONITOR SCREEN : DISPLAY OF GREEN COLOR - MONITOR SCREEN : DISPLAY OF BLUE COLOR - MONITOR SCREEN : DISPLAY OF WHITE COLOR
EXIT		END OF TEST MODE (EXIT TO OPERATING OPTIONS)

[3. TROUBLESHOOTING]

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

1. SERIAL COMMUNICATION ERROR [E.21] - IN CASE OF SERIAL COMMUNICATION PROBLEM BETWEEN MAIN PCB AND MK(PC)

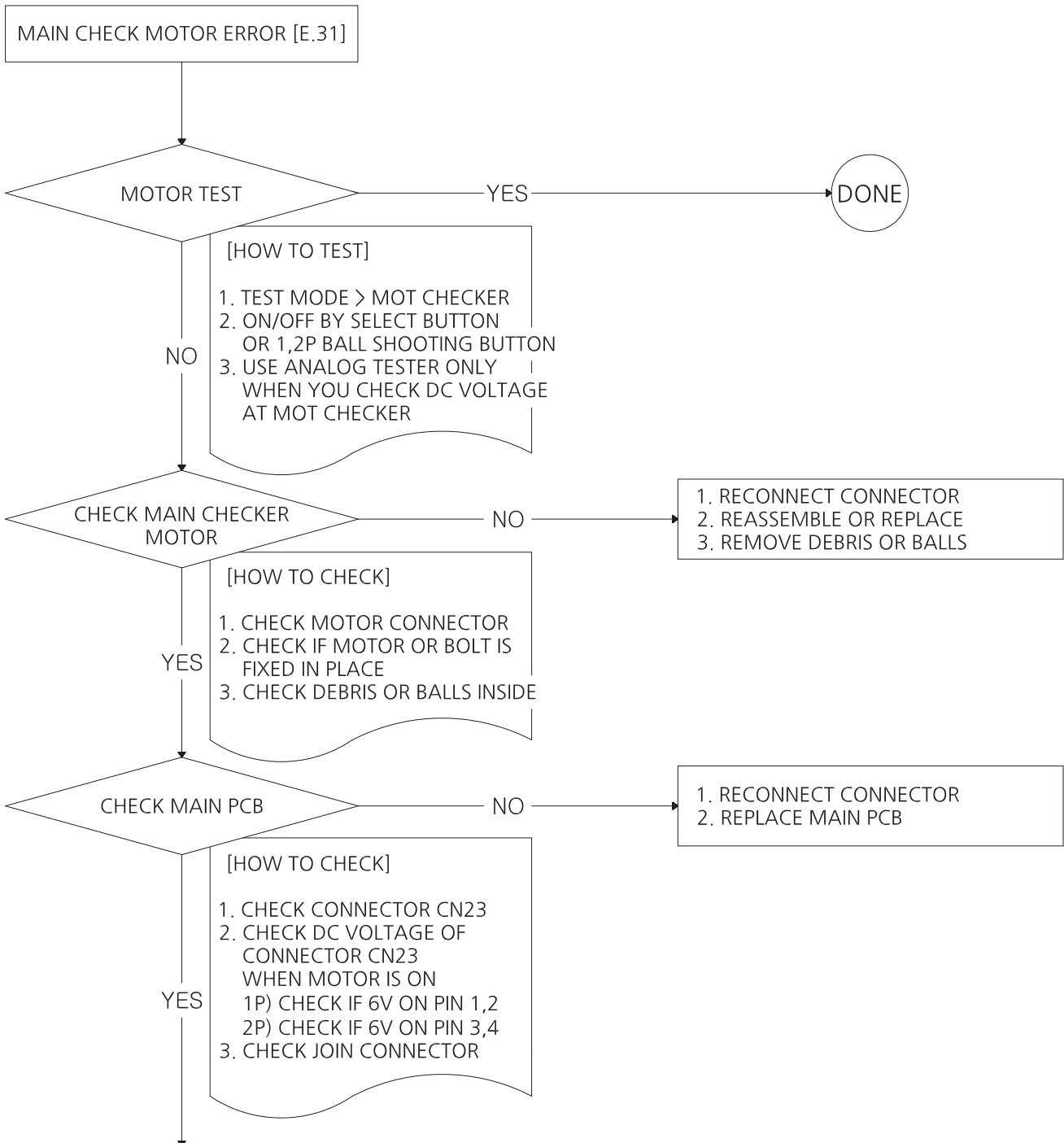
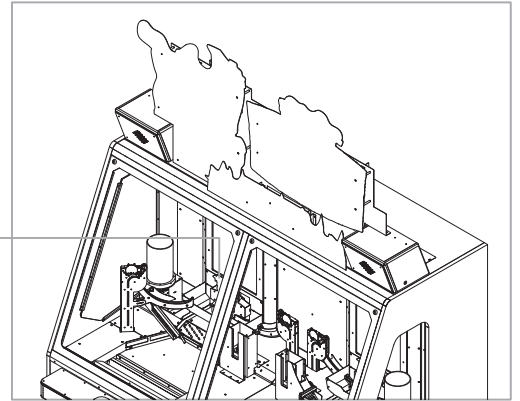
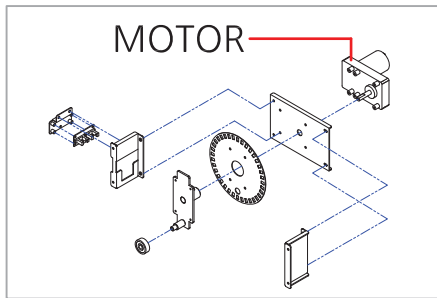


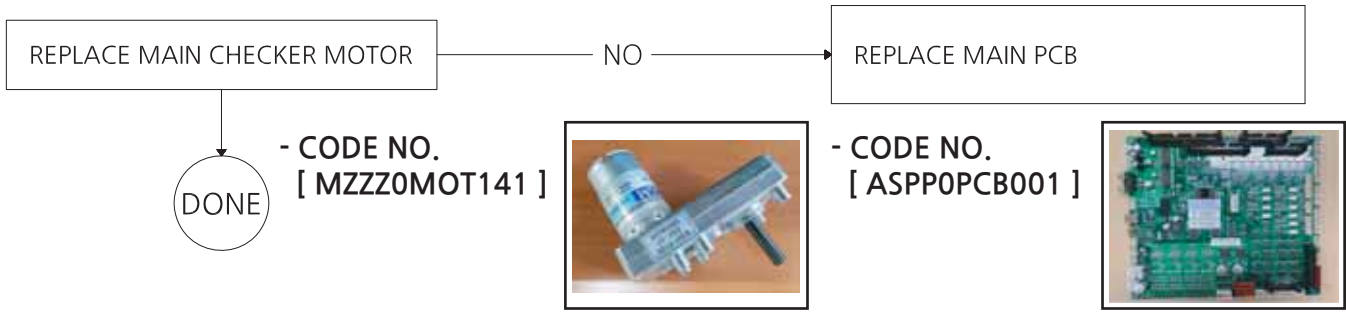
- CODE NO.
[ASPP0PCB001]



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 * "NO" : Means faulty of the check up result.

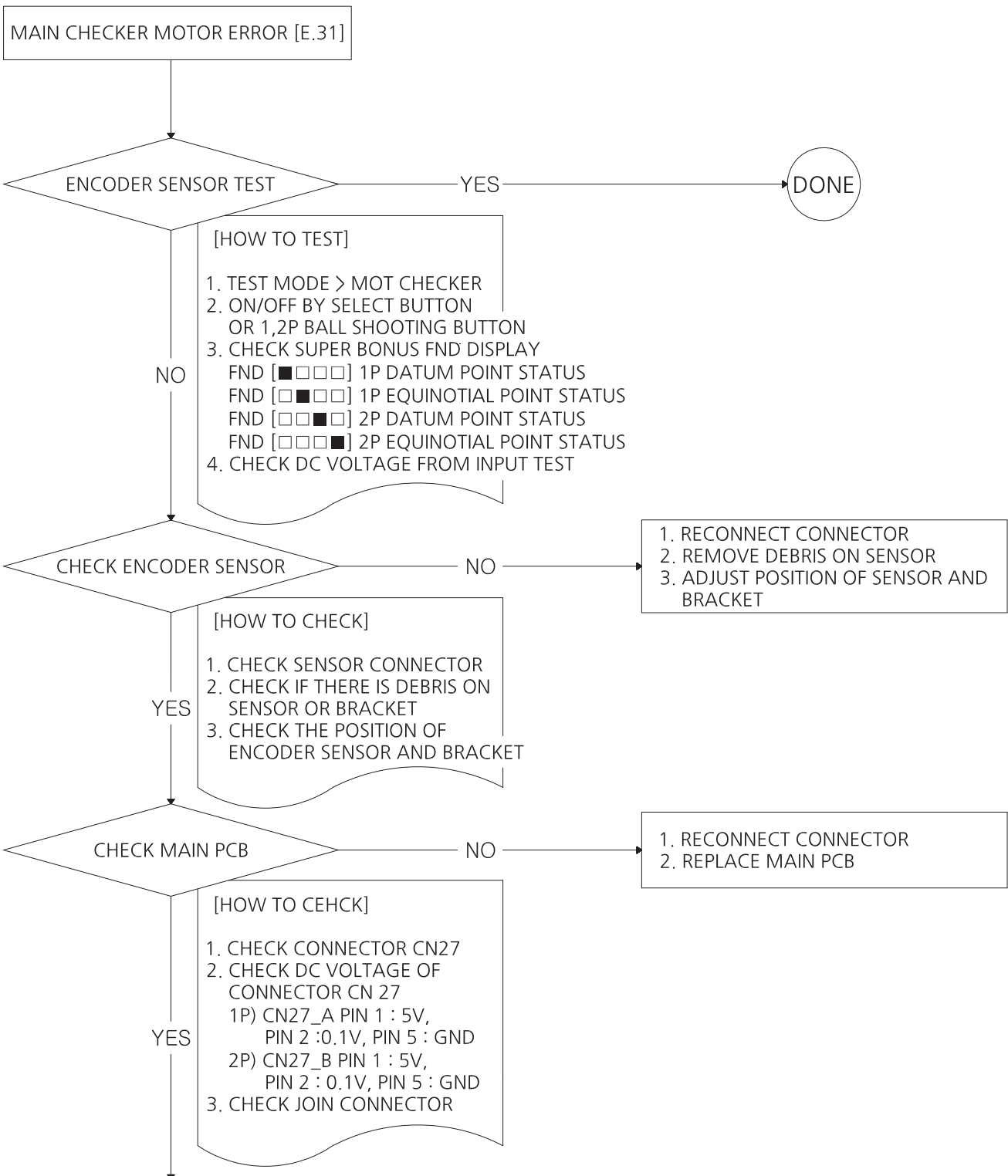
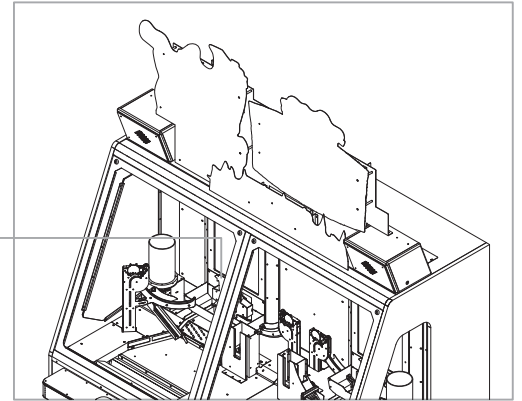
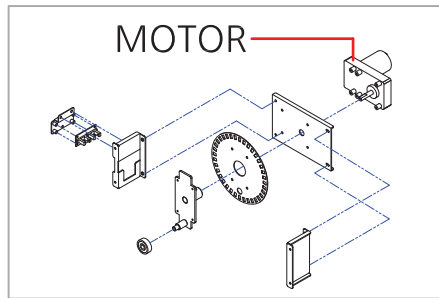
2. MAIN CHECKER MOTOR ERROR [E.31] - IN CASE OF MOTOR PROBLEM

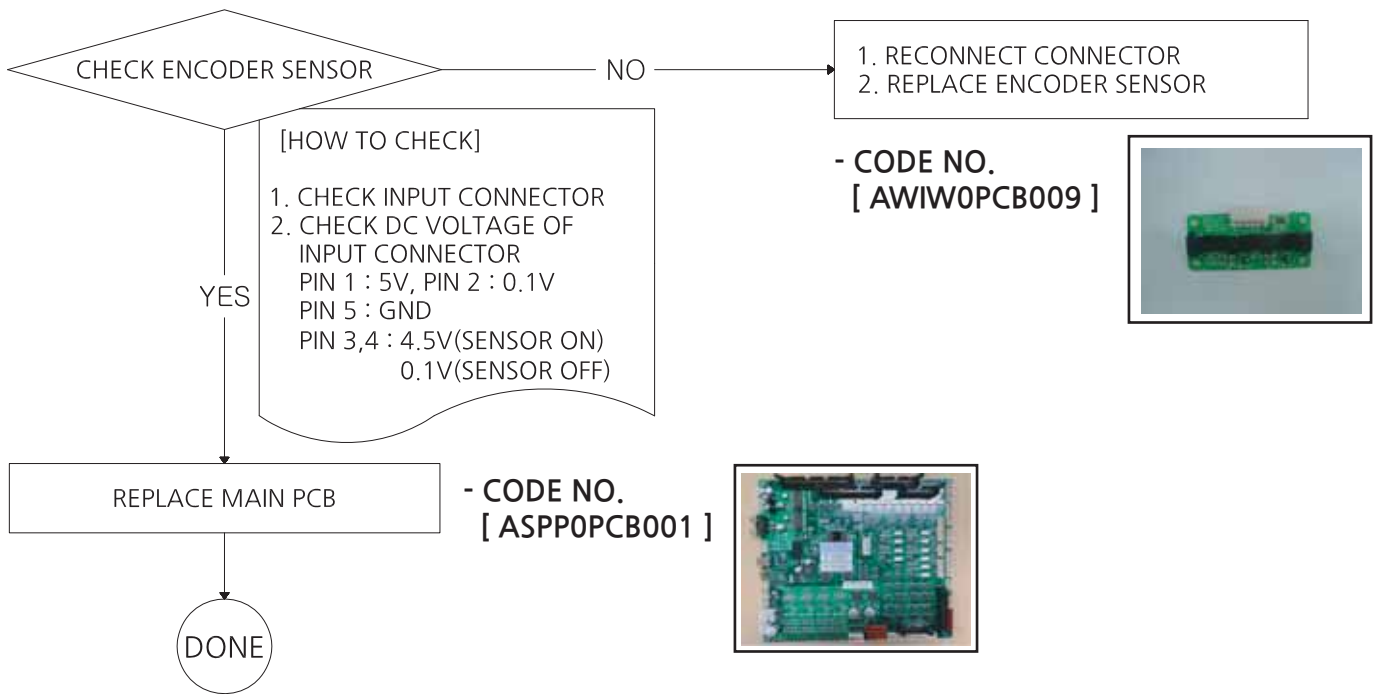




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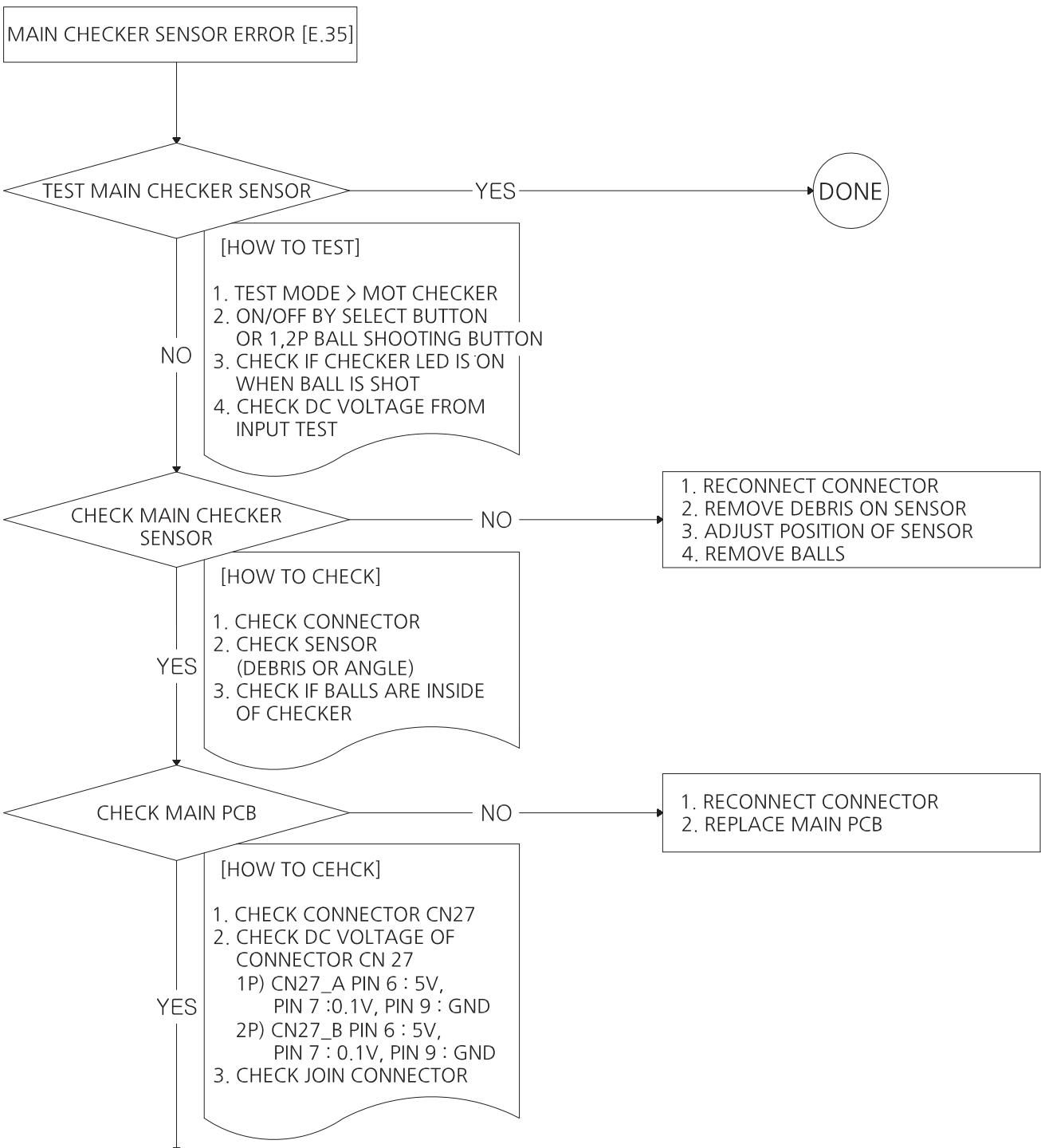
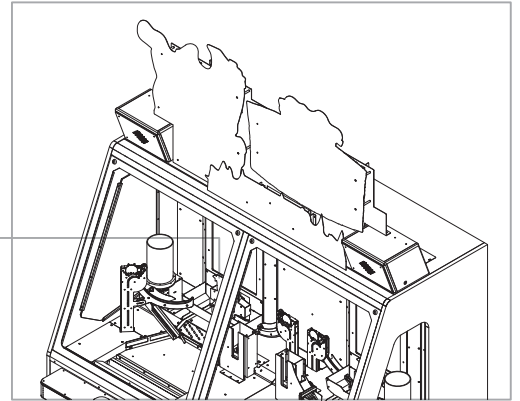
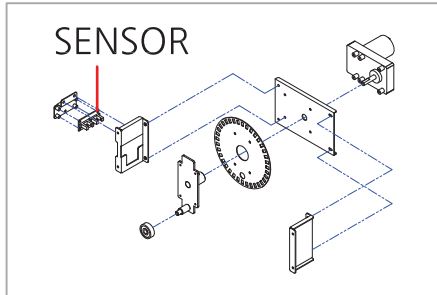
3. MAIN CHECKER MOTOR ERROR [E.31] - IN CASE OF NO SIGNAL FROM ENCODER

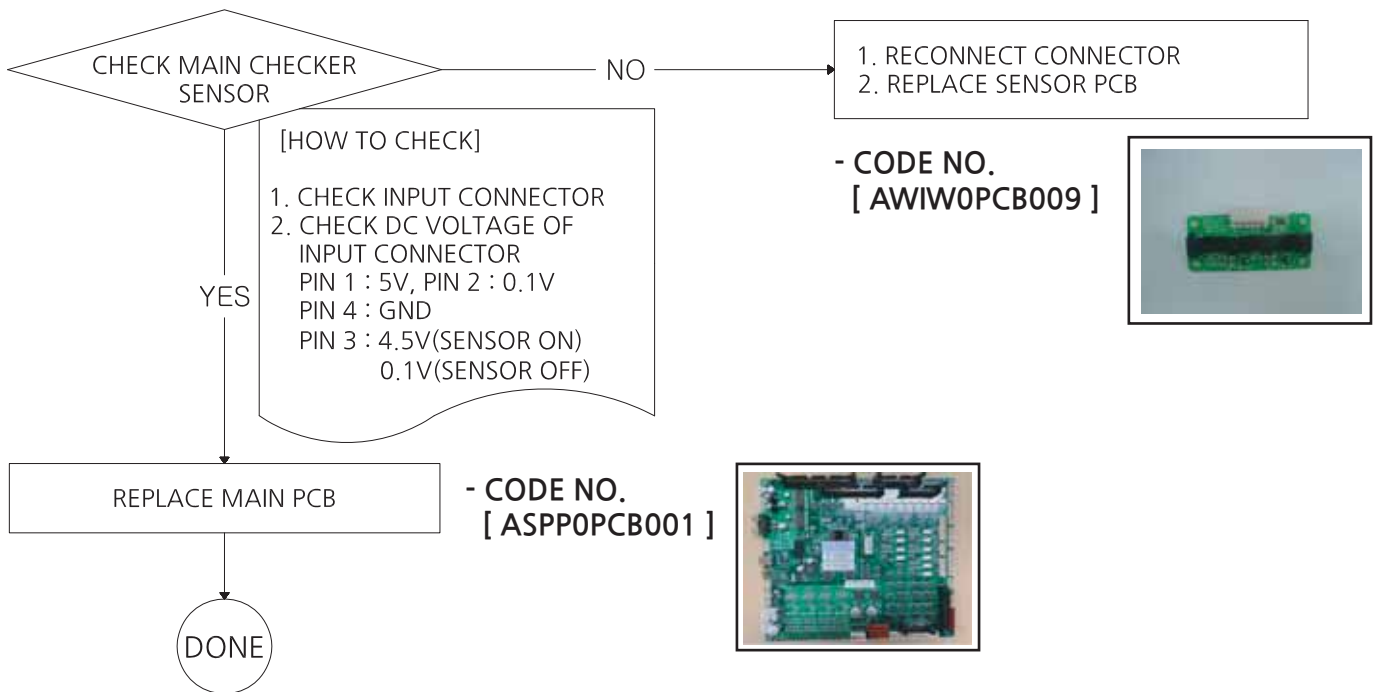




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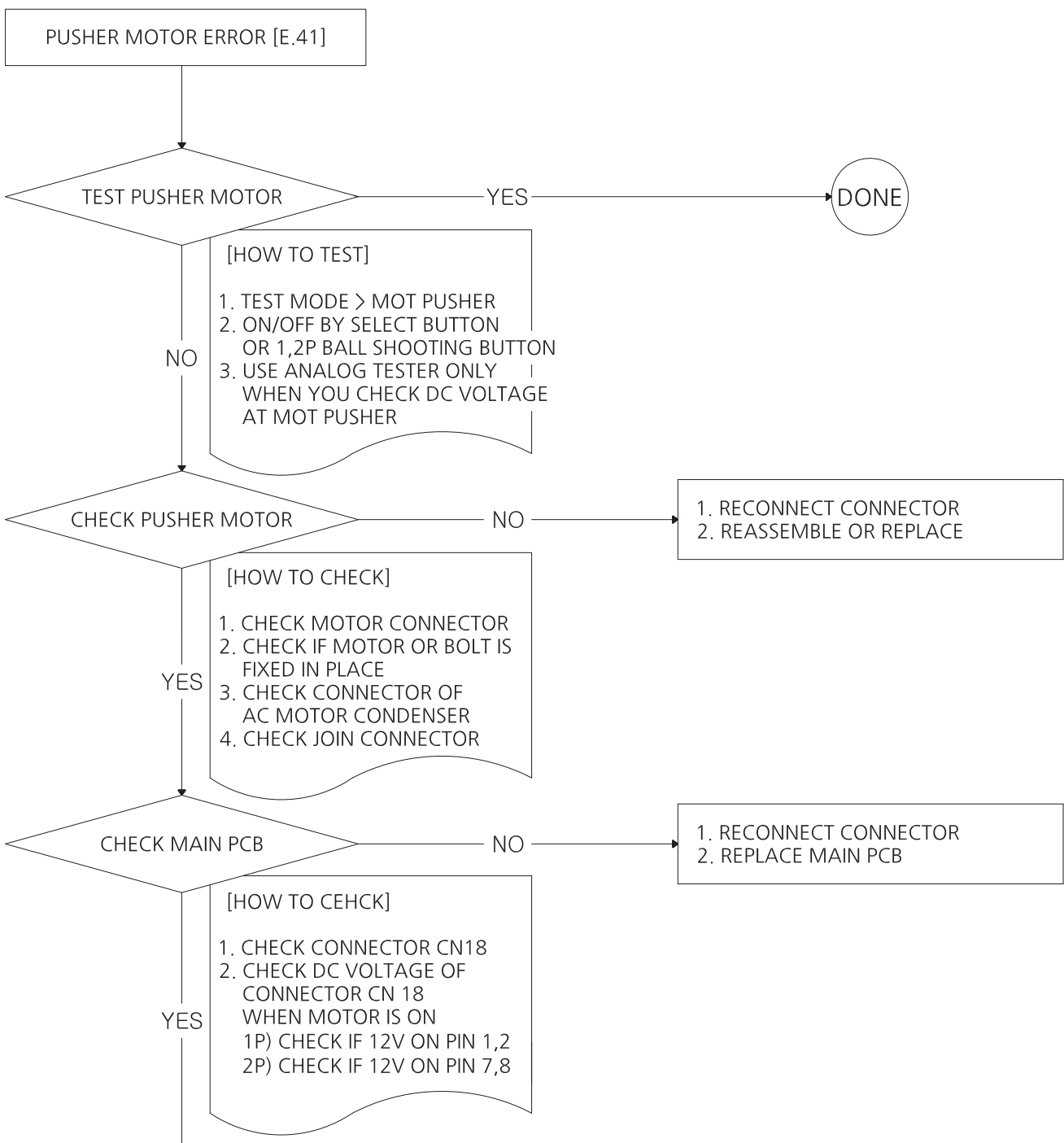
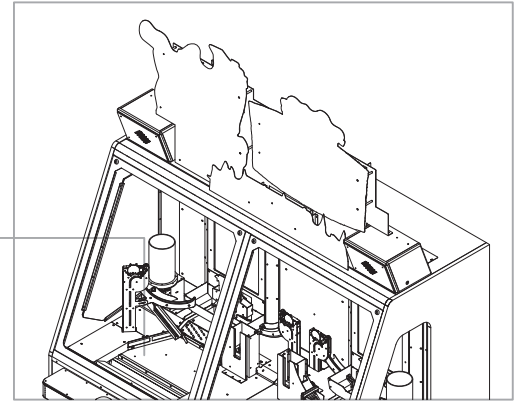
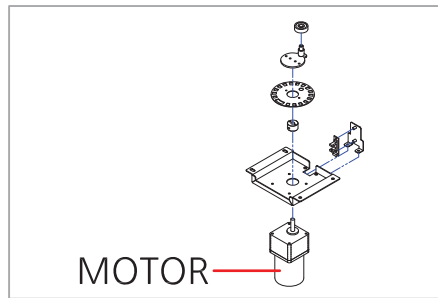
4. MAIN CHECKER SENSOR ERROR [E.35] (BONUS TARGET SENSOR PCB) - SIGNAL OF CHECKER SENSOR KEEPS ON

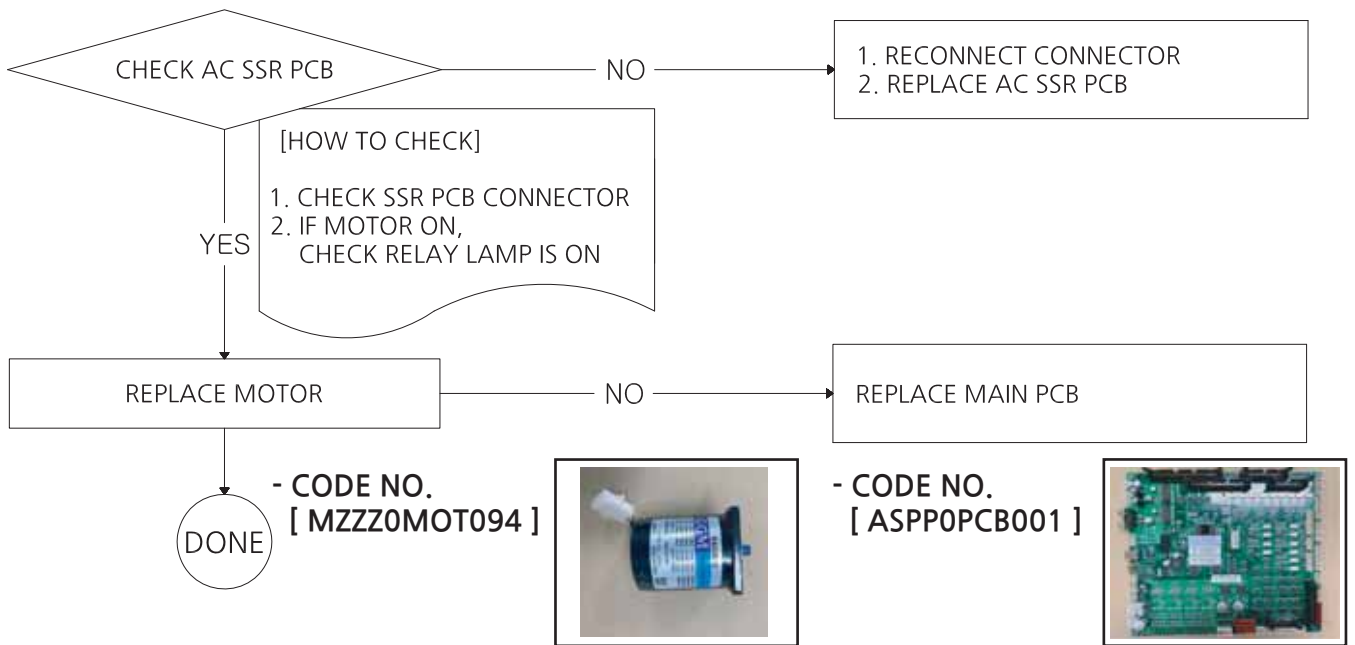




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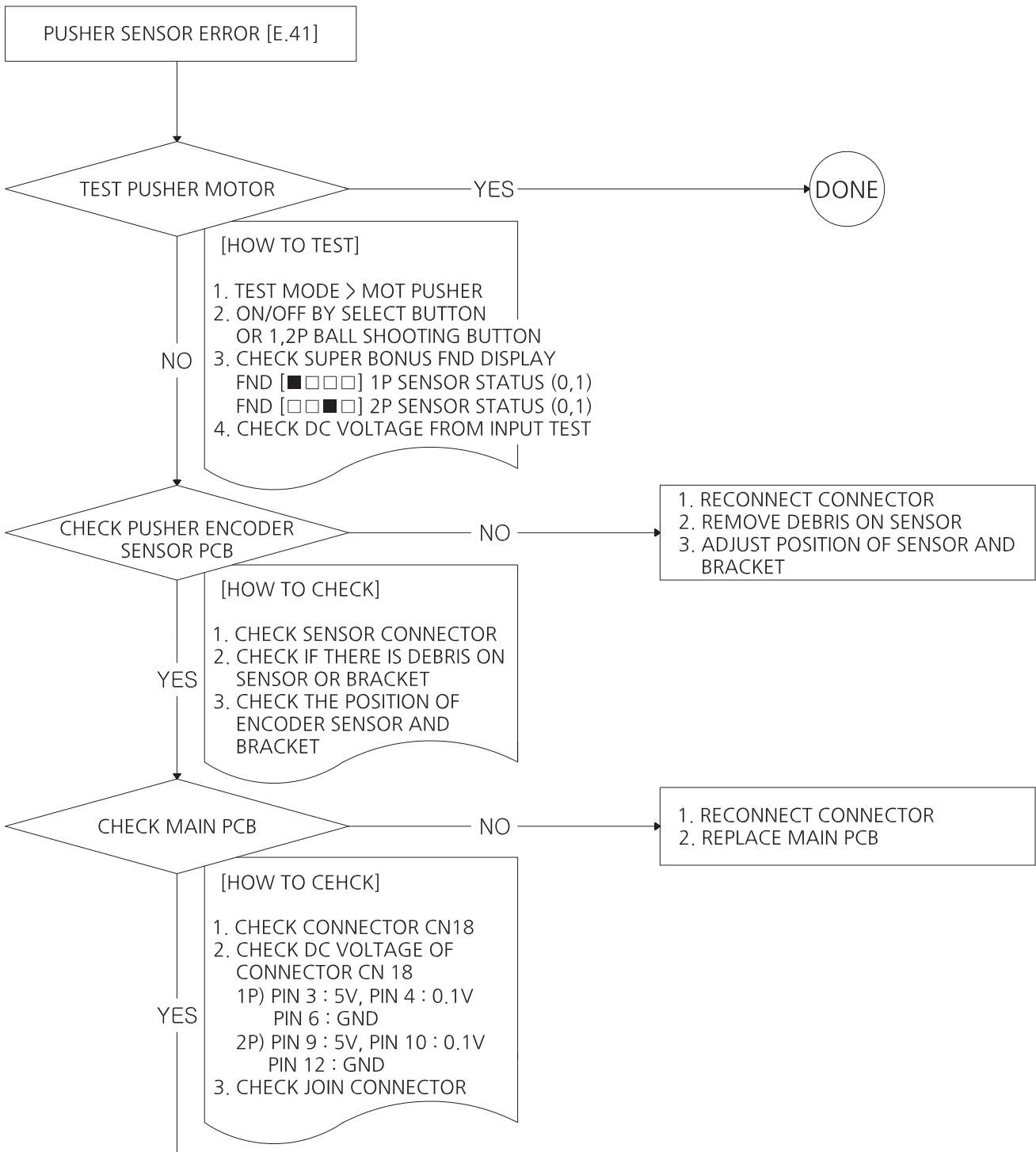
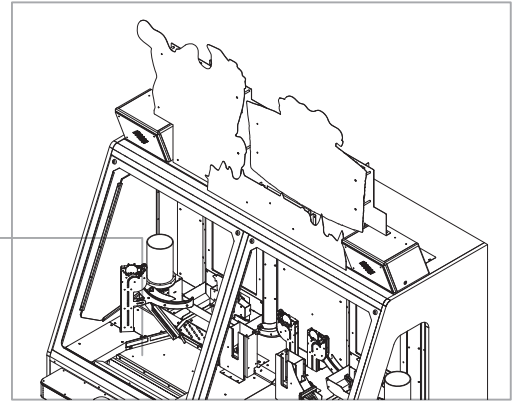
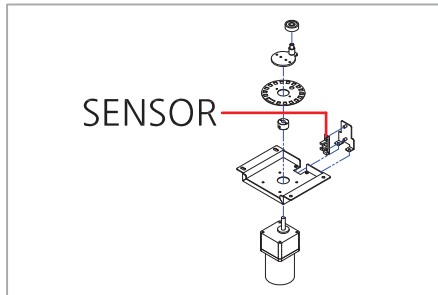
5. PUSHER MOTOR ERROR [E.41] - IN CASE OF MOTOR PROBLEM

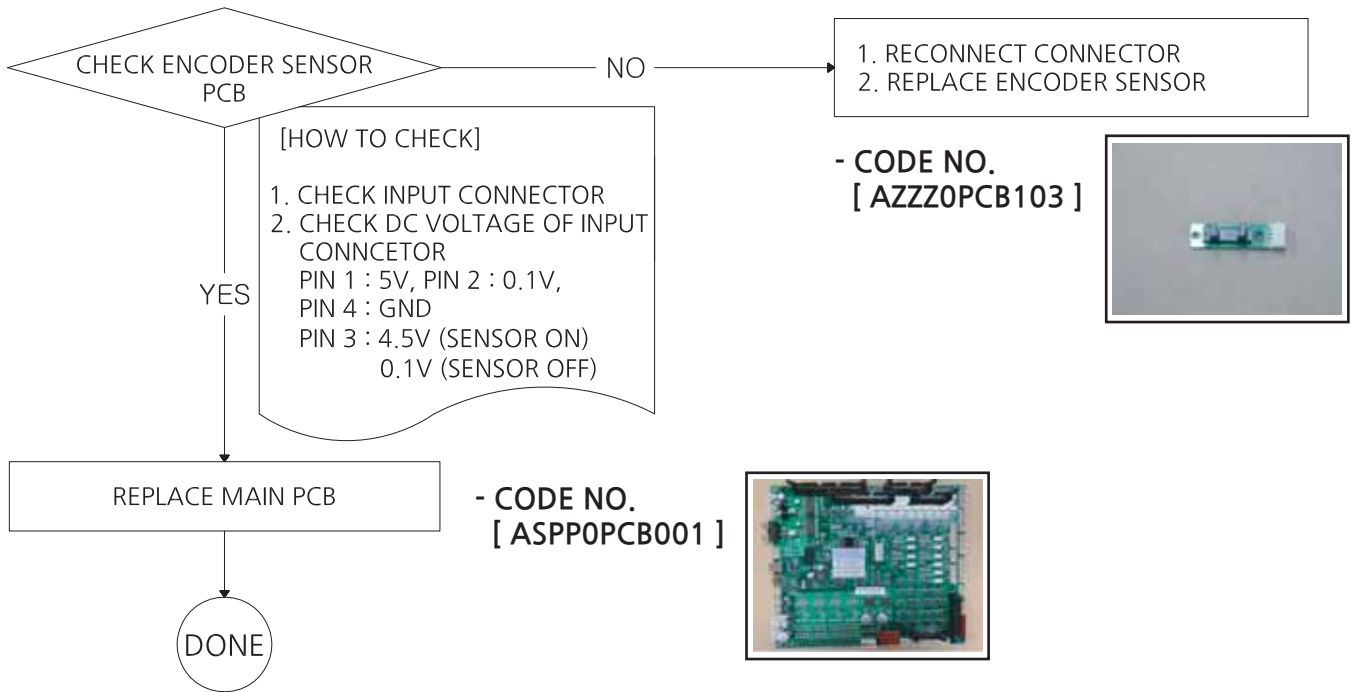




* General check up : Check the supply voltage and wiring connection properly
 * "NO" : Means faulty of the check up result.

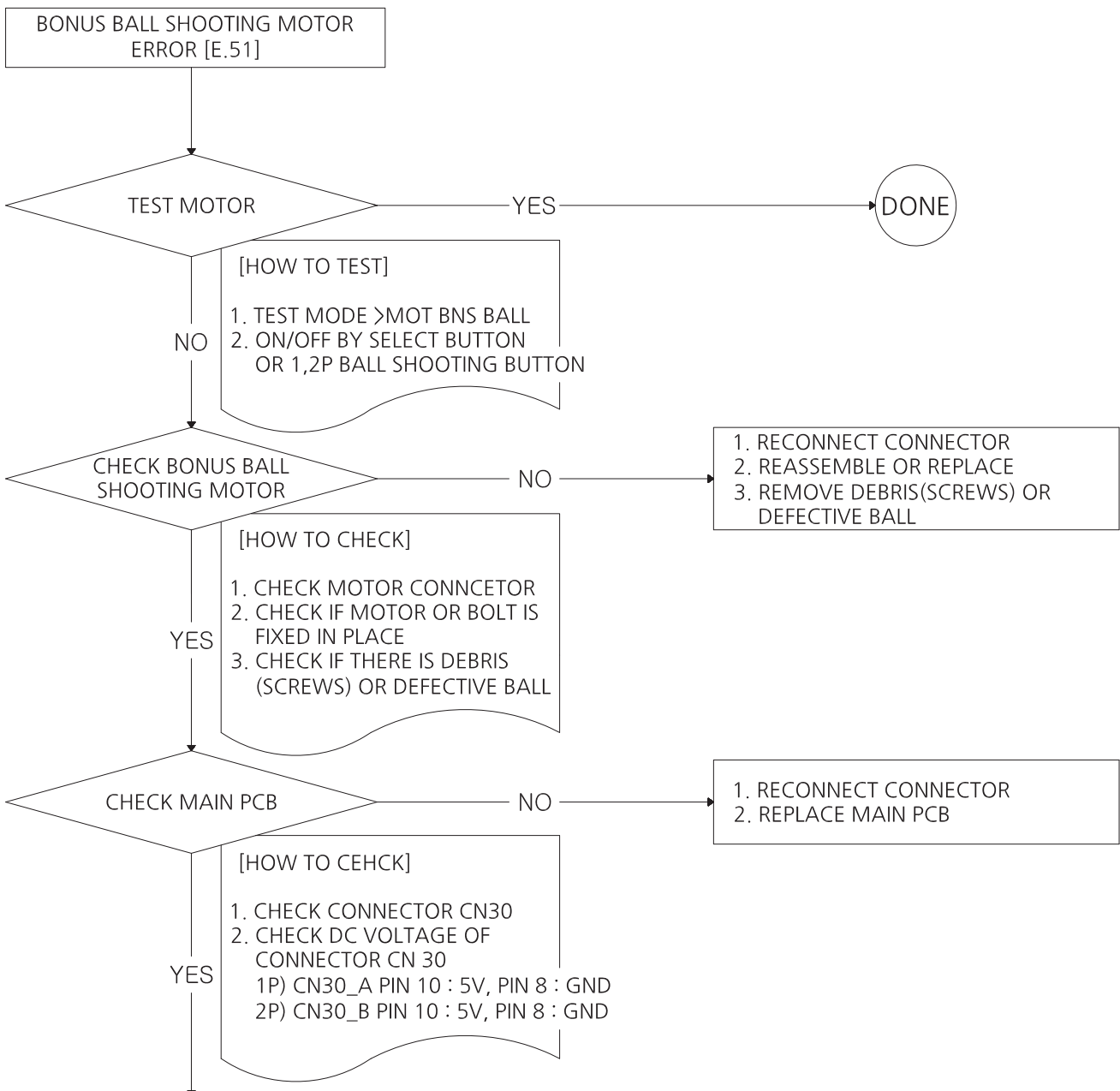
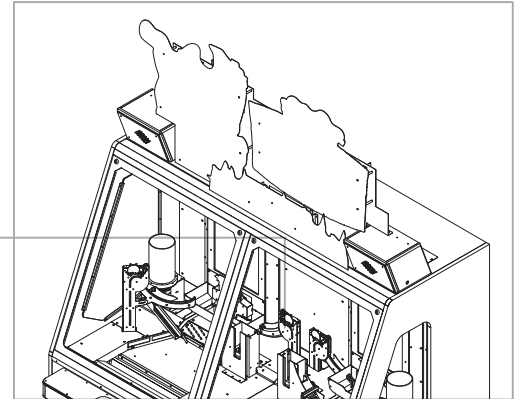
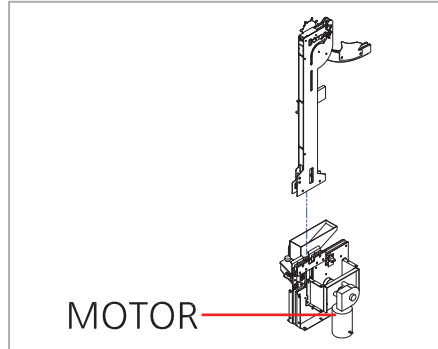
6. PUSHER SENSOR ERROR [E.41] - IN CASE OF SENSOR PROBLEM

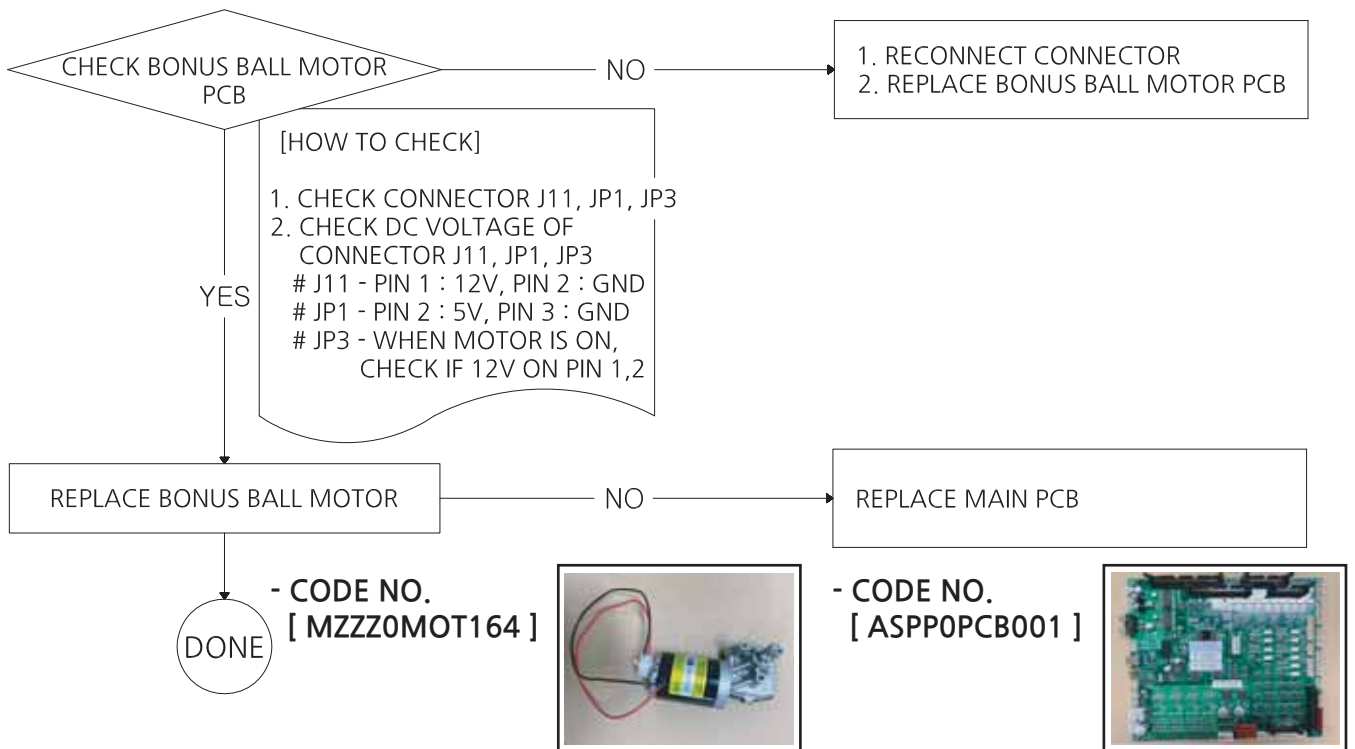




* General check up : Check the supply voltage and wiring connection properly
 * "NO" : Means faulty of the check up result.

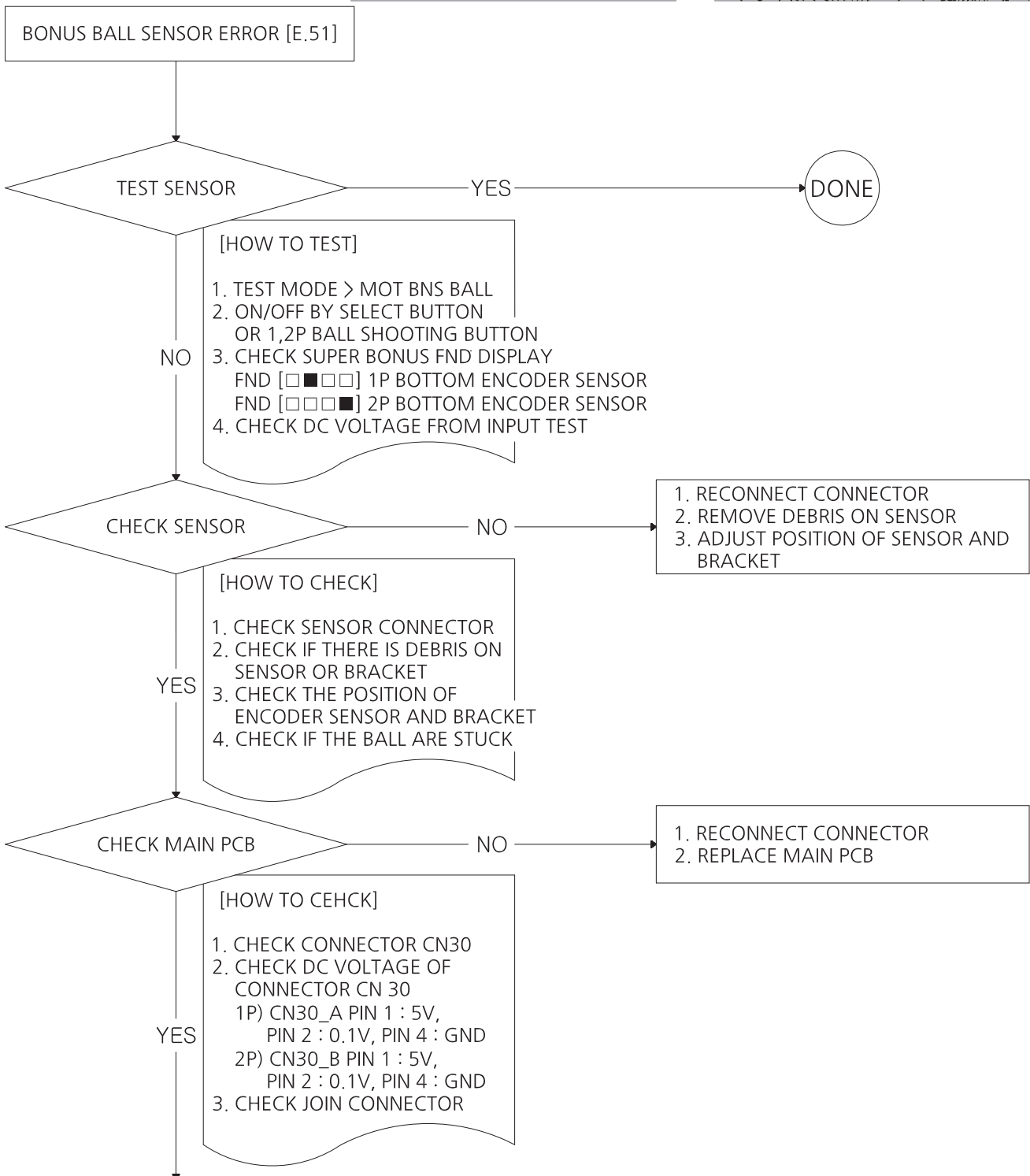
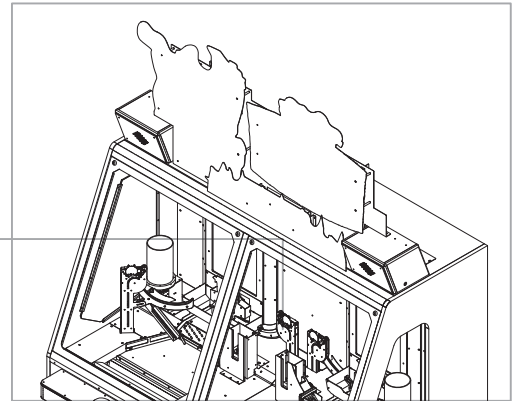
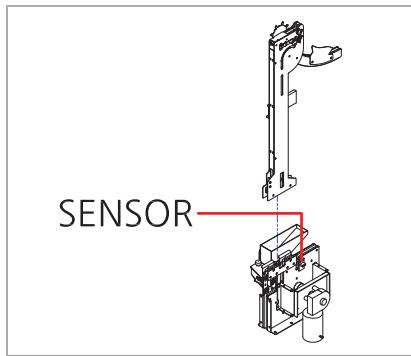
7. BONUS BALL SHOOTING MOTOR ERROR [E.51] - IN CASE MOTOR IS NOT WORKING

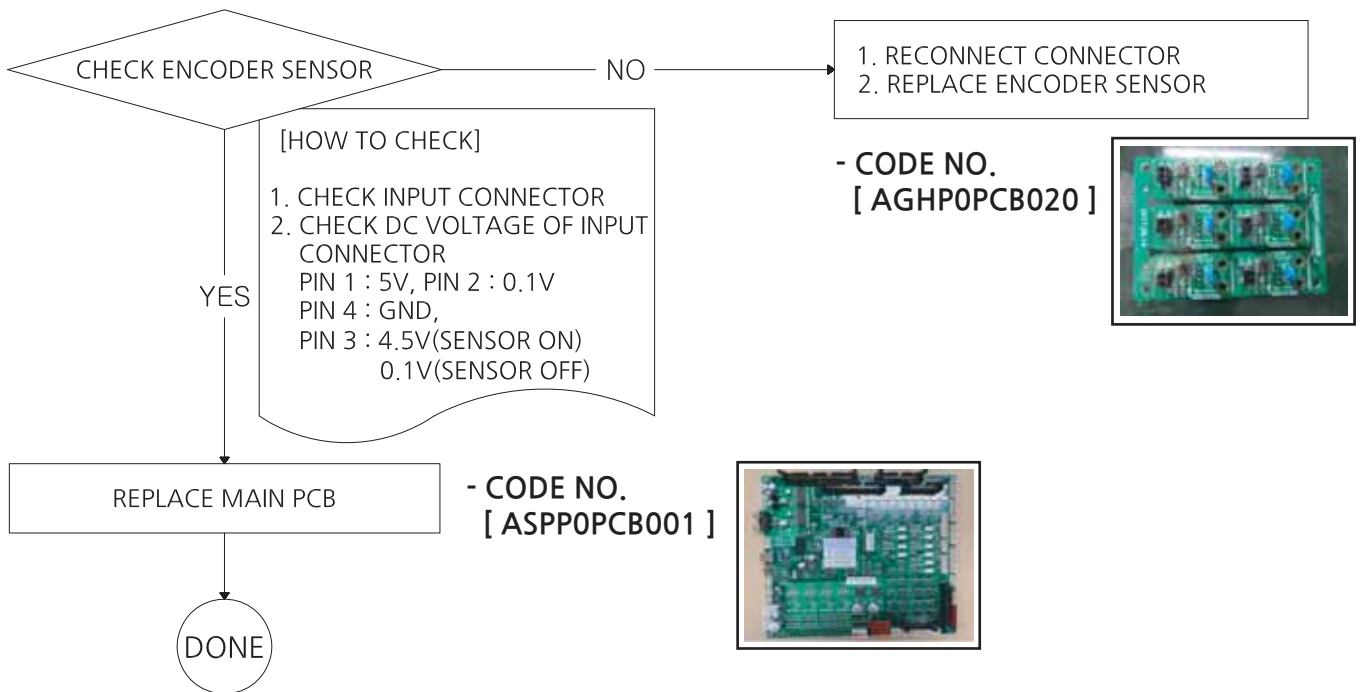




* General check up : Check the supply voltage and wiring connection properly
 * "NO" : Means faulty of the check up result.

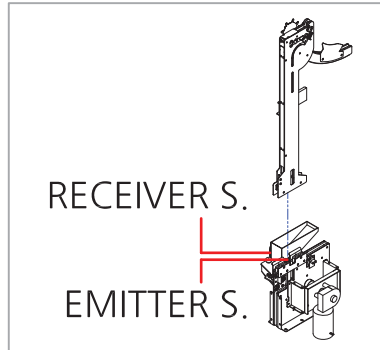
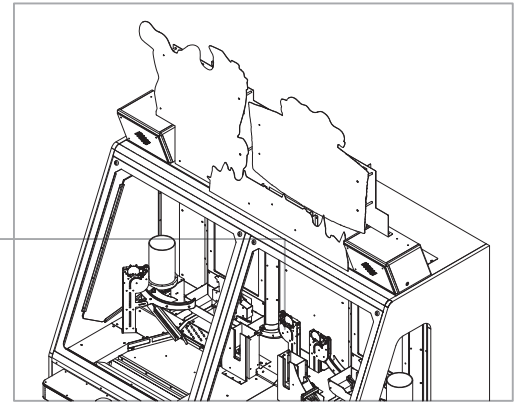
8. BONUS BALL SENSOR ERROR [E.51] - IN CASE OF DISC ENCODER SENSOR PROBLEM



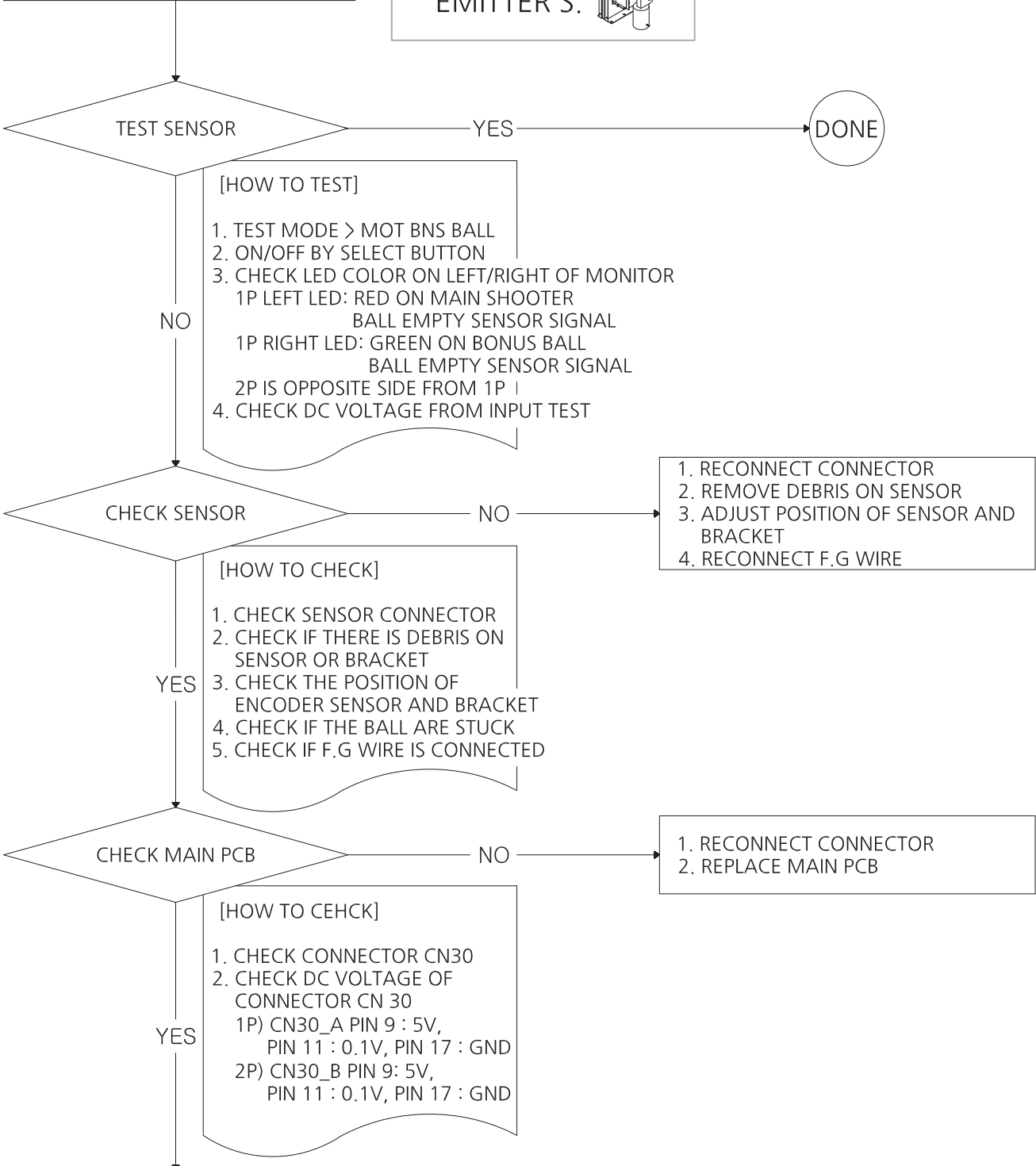


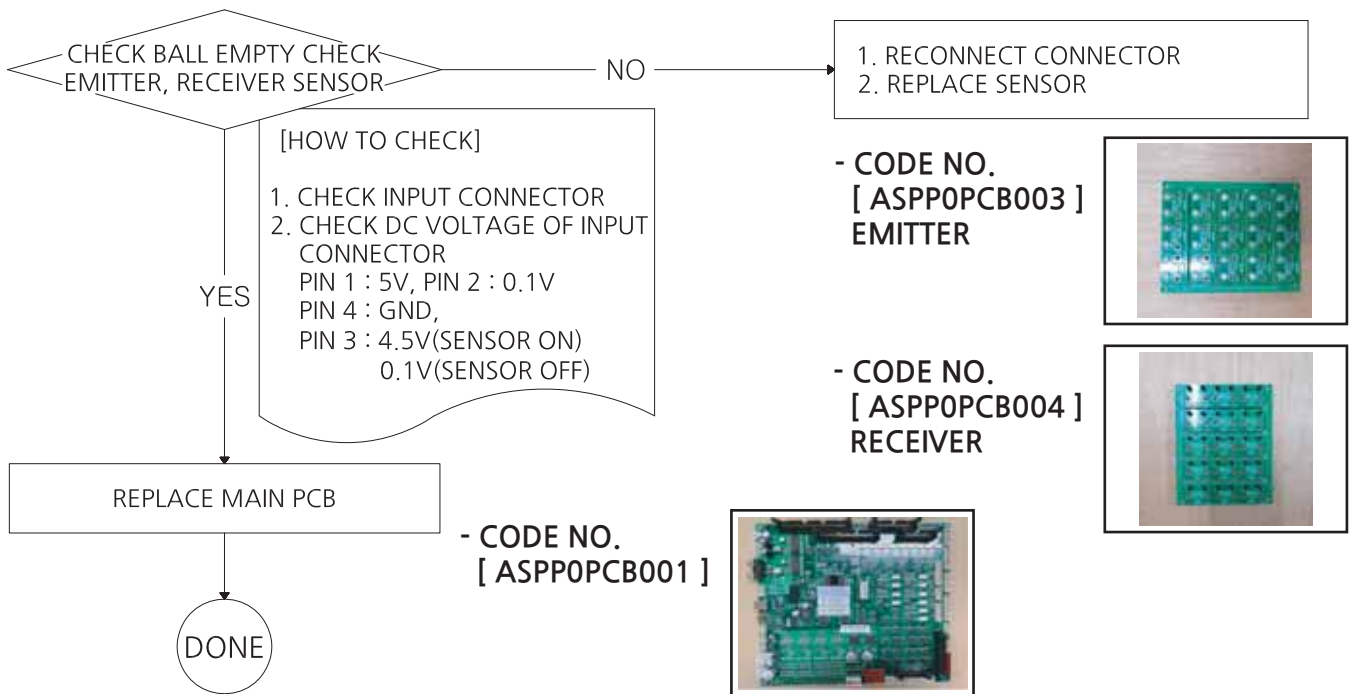
* General check up : Check the supply voltage and wiring connection properly
 * "NO" : Means faulty of the check up result.

9. BONUS BALL SHOOTING ERROR [E.52] - IN CASE OF BALL EMPTY CHECK EMITTER, RECEIVER SENSOR PROBLEM



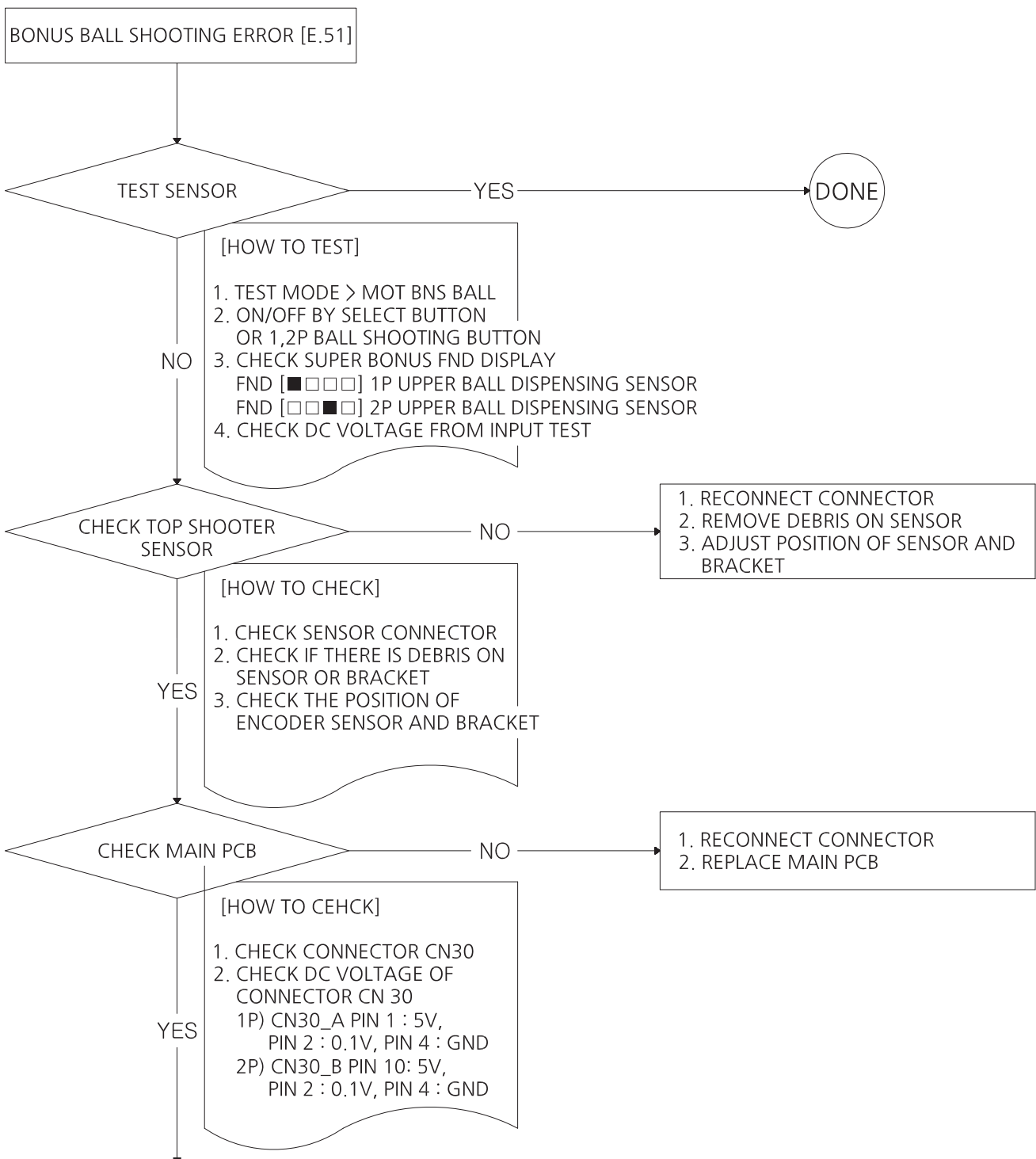
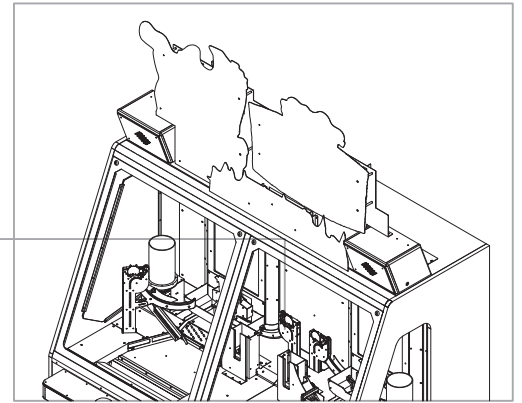
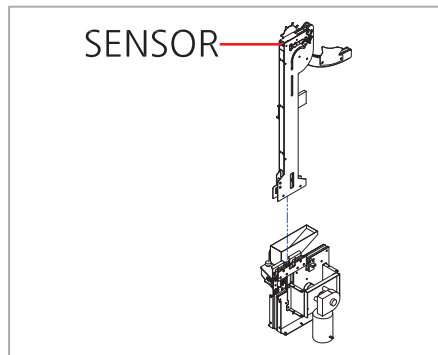
BONUS BALL SHOOTING ERROR [E.52]

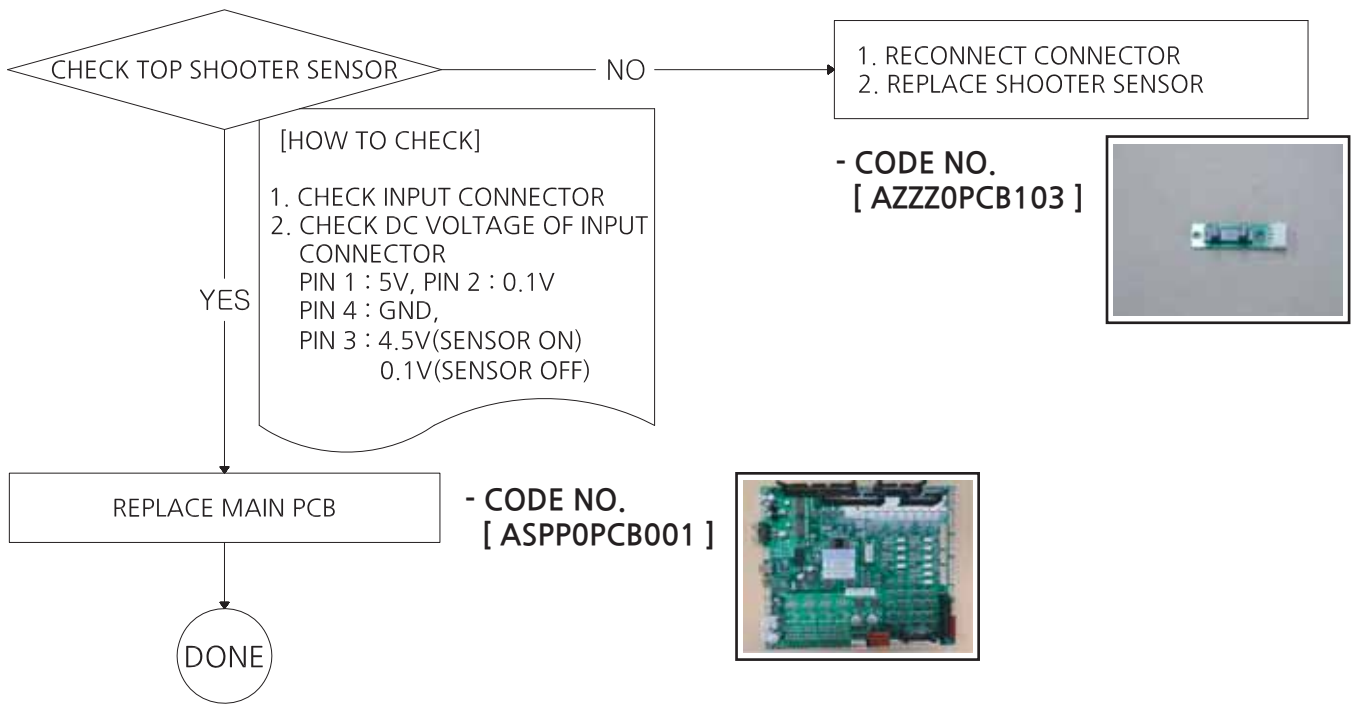




* General check up : Check the supply voltage and wiring connection properly
 * "NO" : Means faulty of the check up result.

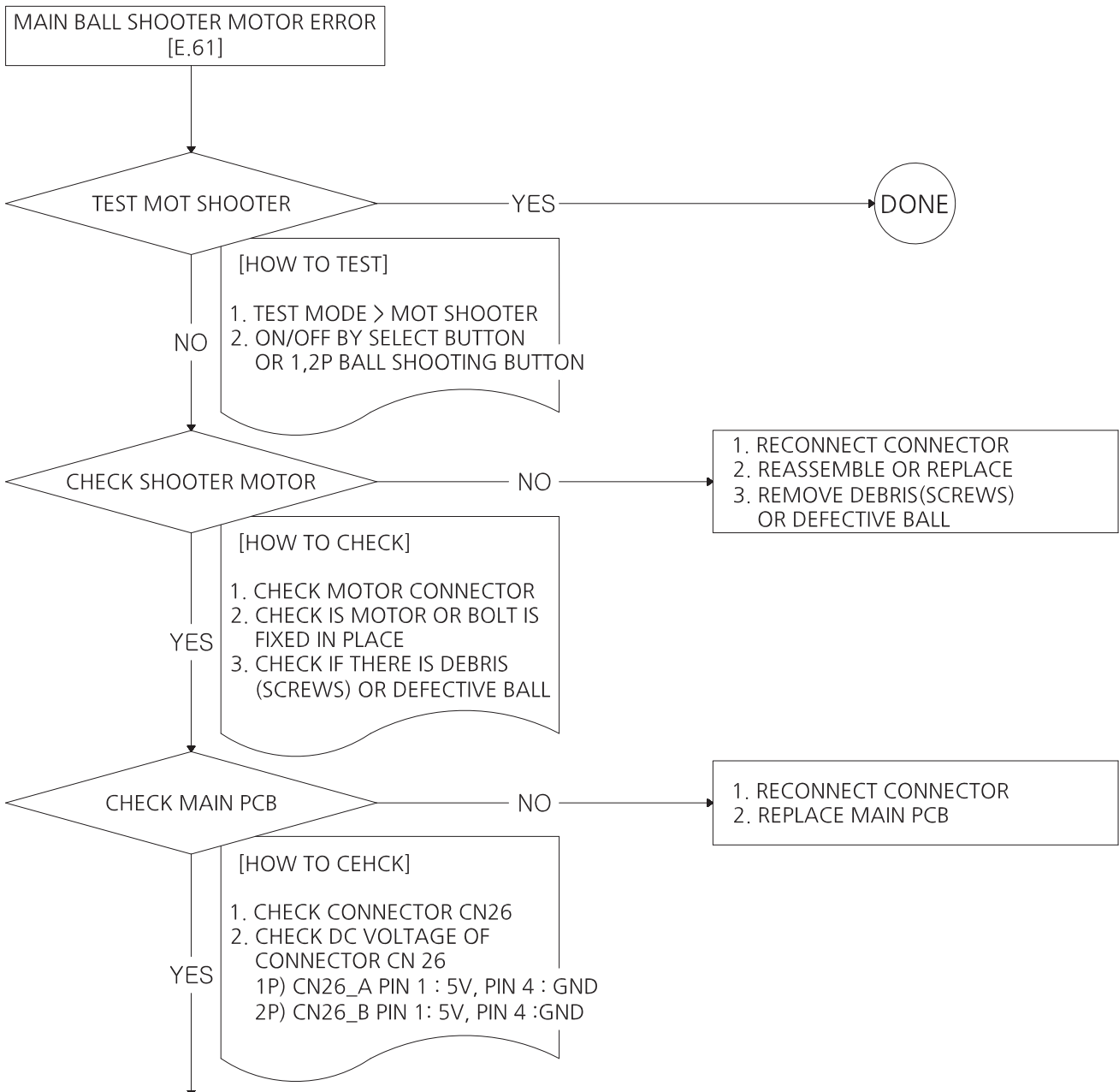
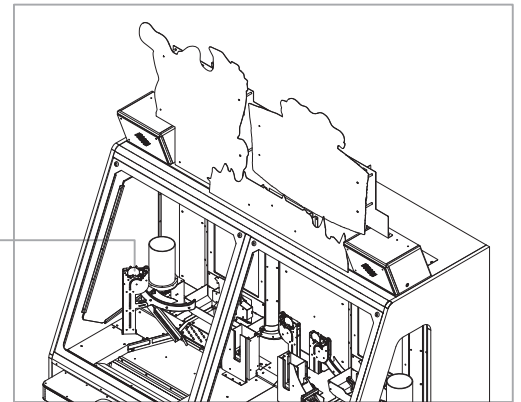
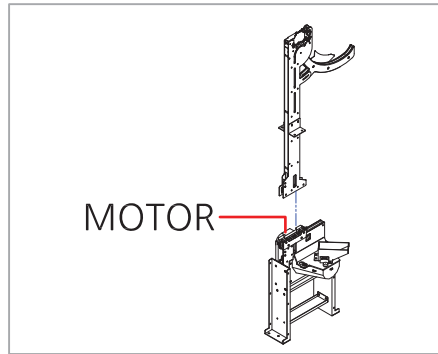
10. BONUS BALL SHOOTING ERROR [E.52] - IN CASE OF TOP SENSOR(SHOOTER) PROBLEM

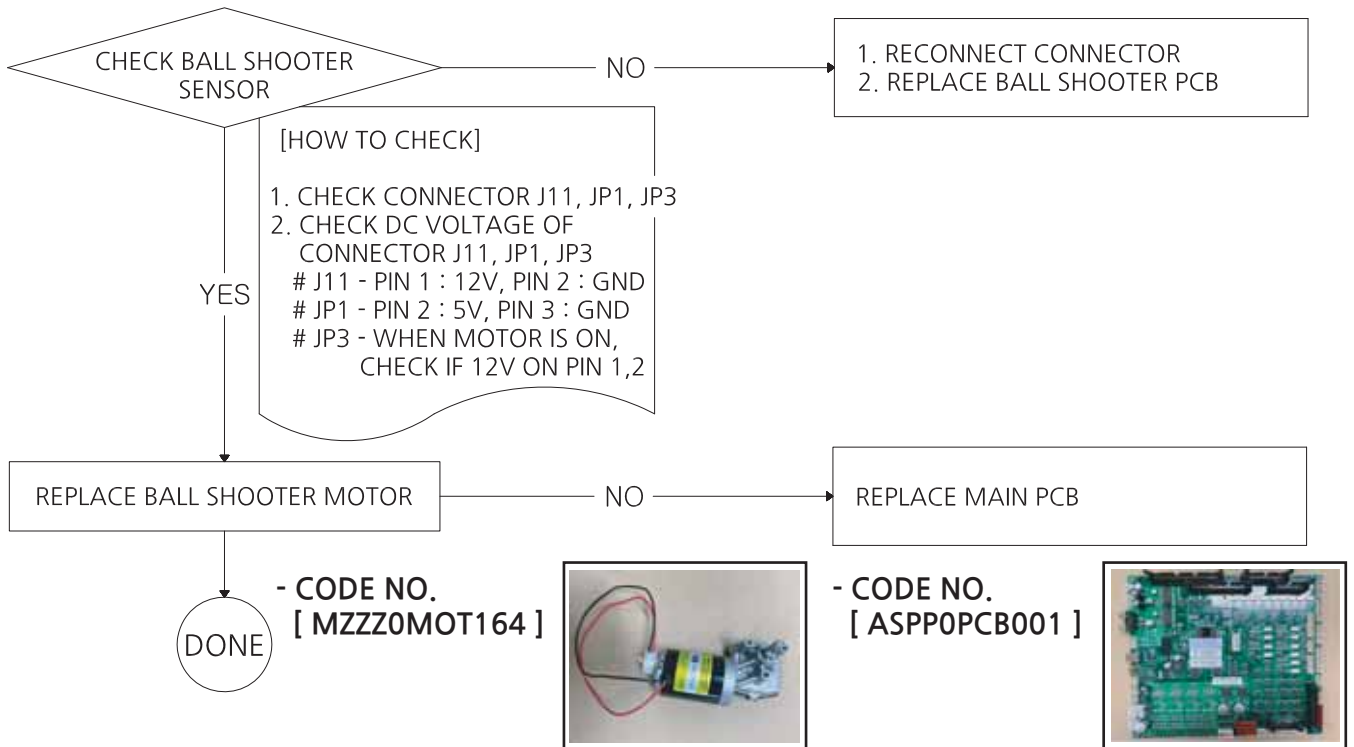




* General check up : Check the supply voltage and wiring connection properly
 * "NO" : Means faulty of the check up result.

11. MAIN BALL SHOOTER MOTOR ERROR [E.61] - IN CASE OF MOTOR PROBLEM

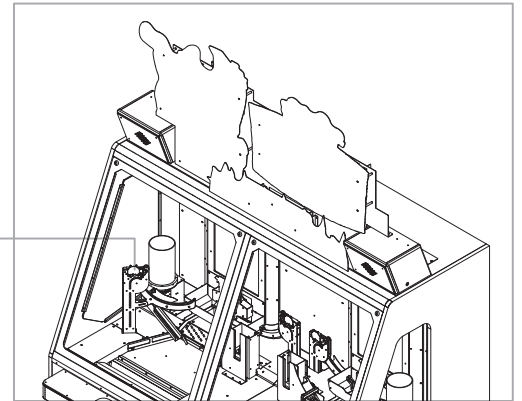
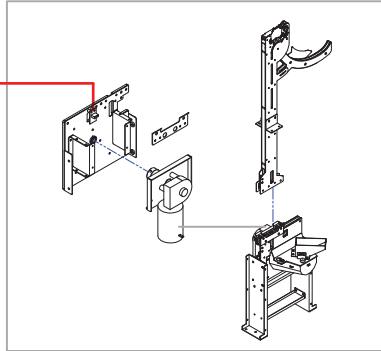




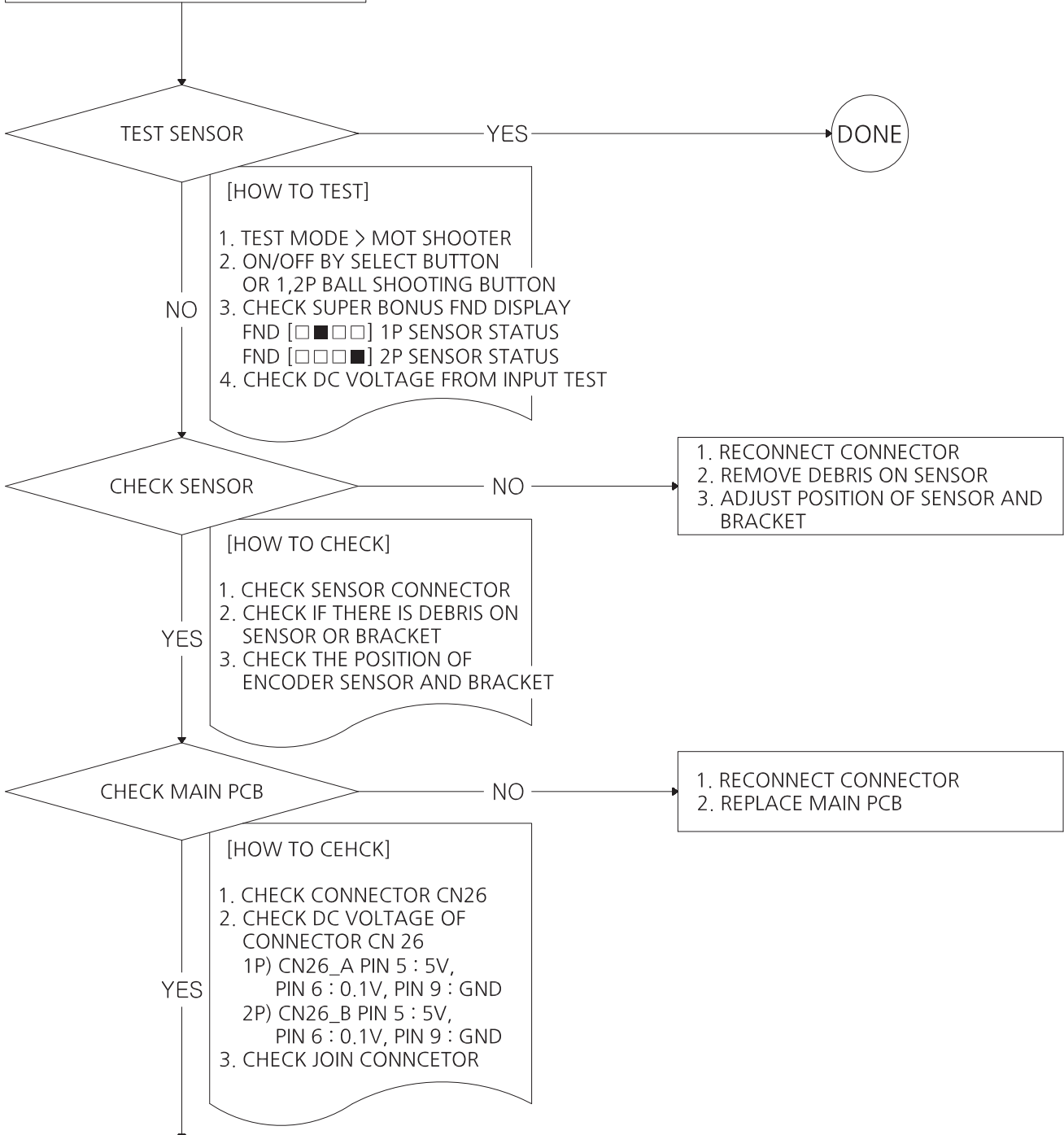
* General check up : Check the supply voltage and wiring connection properly
 * "NO" : Means faulty of the check up result.

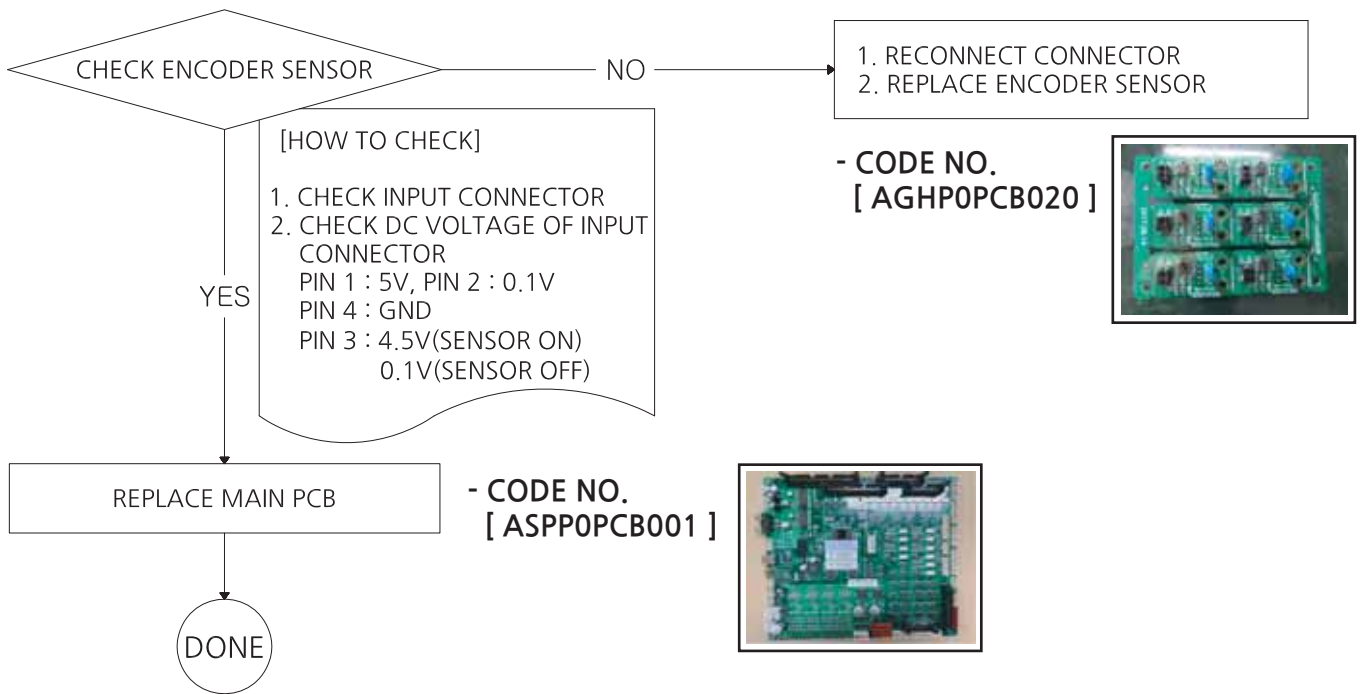
12. MAIN BALL SHOOTER SENSOR ERROR [E.61] - IN CASE OF DISC ENCODER SENSOR PROBLEM

SENSOR



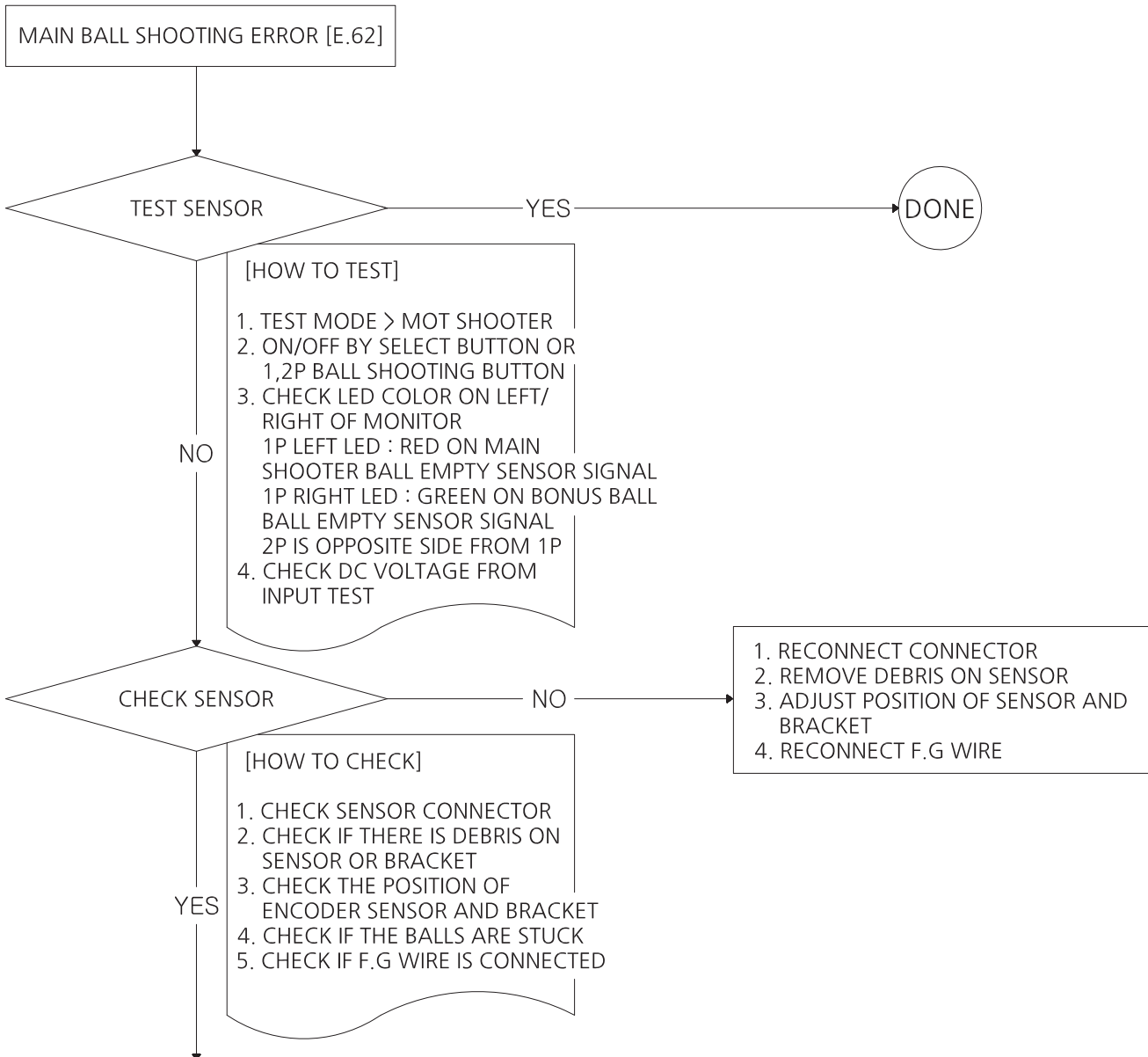
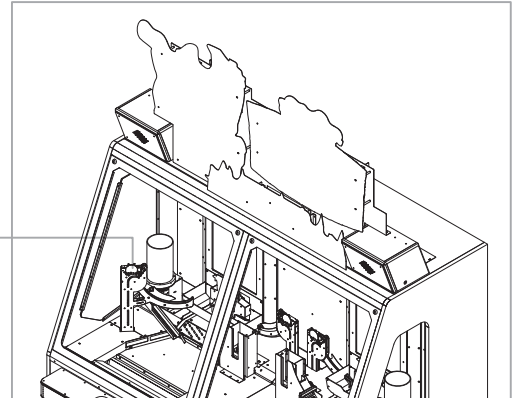
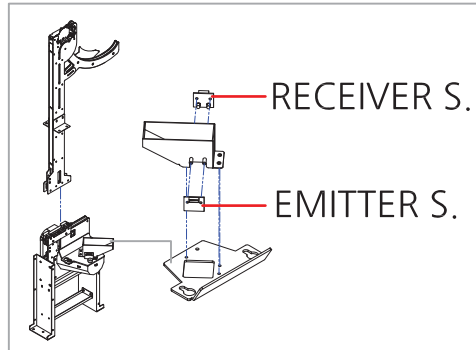
MAIN BALL SHOOTER SENSOR ERROR [E.61]

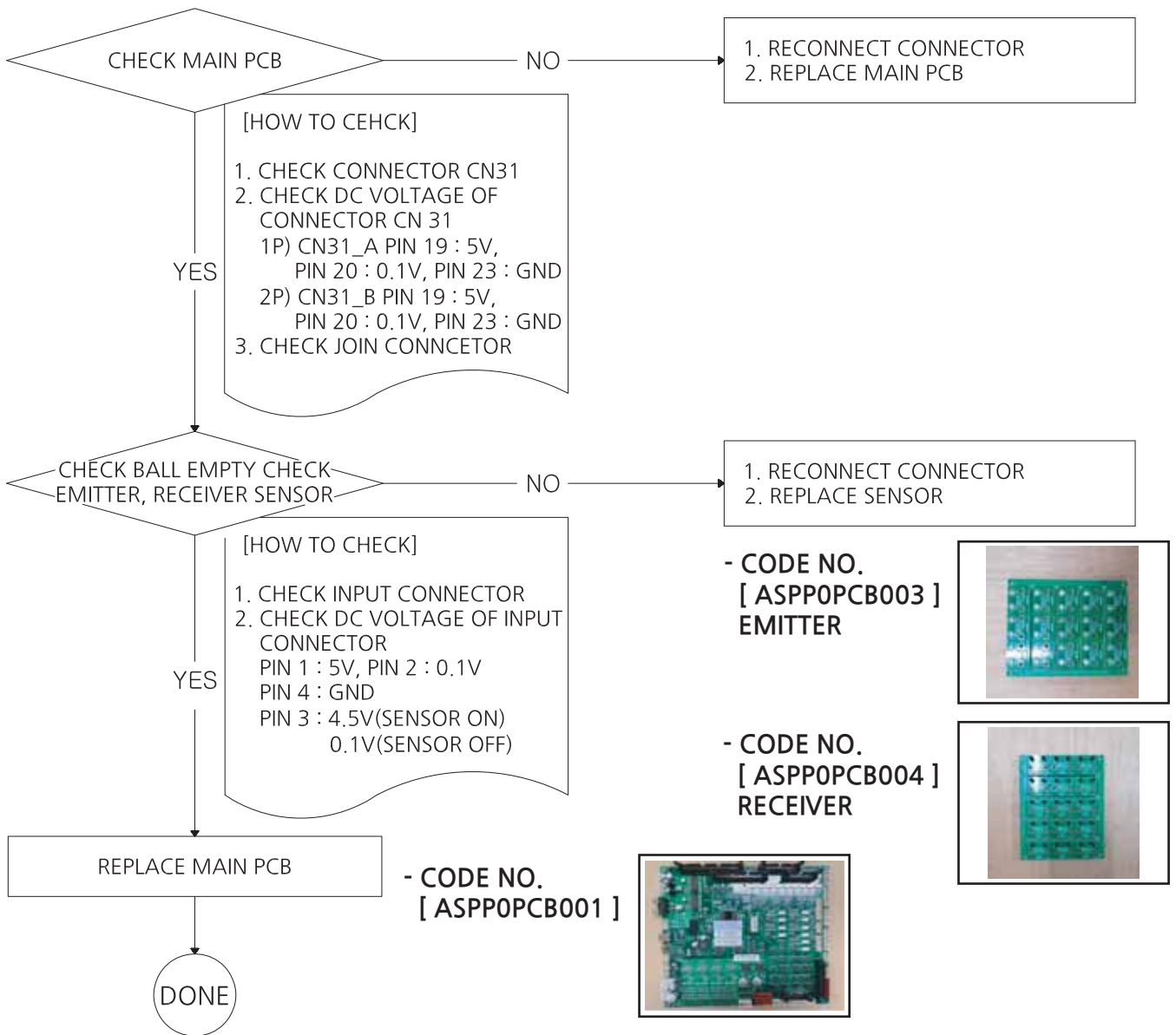




- * General check up : Check the supply voltage and wiring connection properly
- * "NO" : Means faulty of the check up result.

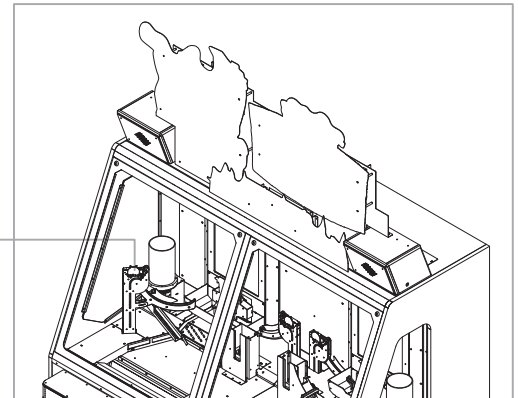
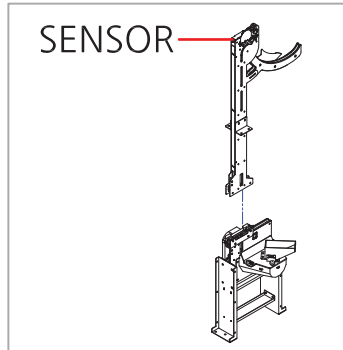
13. MAIN BALL SHOOTER ERROR [E.62] - IN CASE OF BALL EMPTY CHECK EMITTER, RECEIVER SENSOR PROBLEM



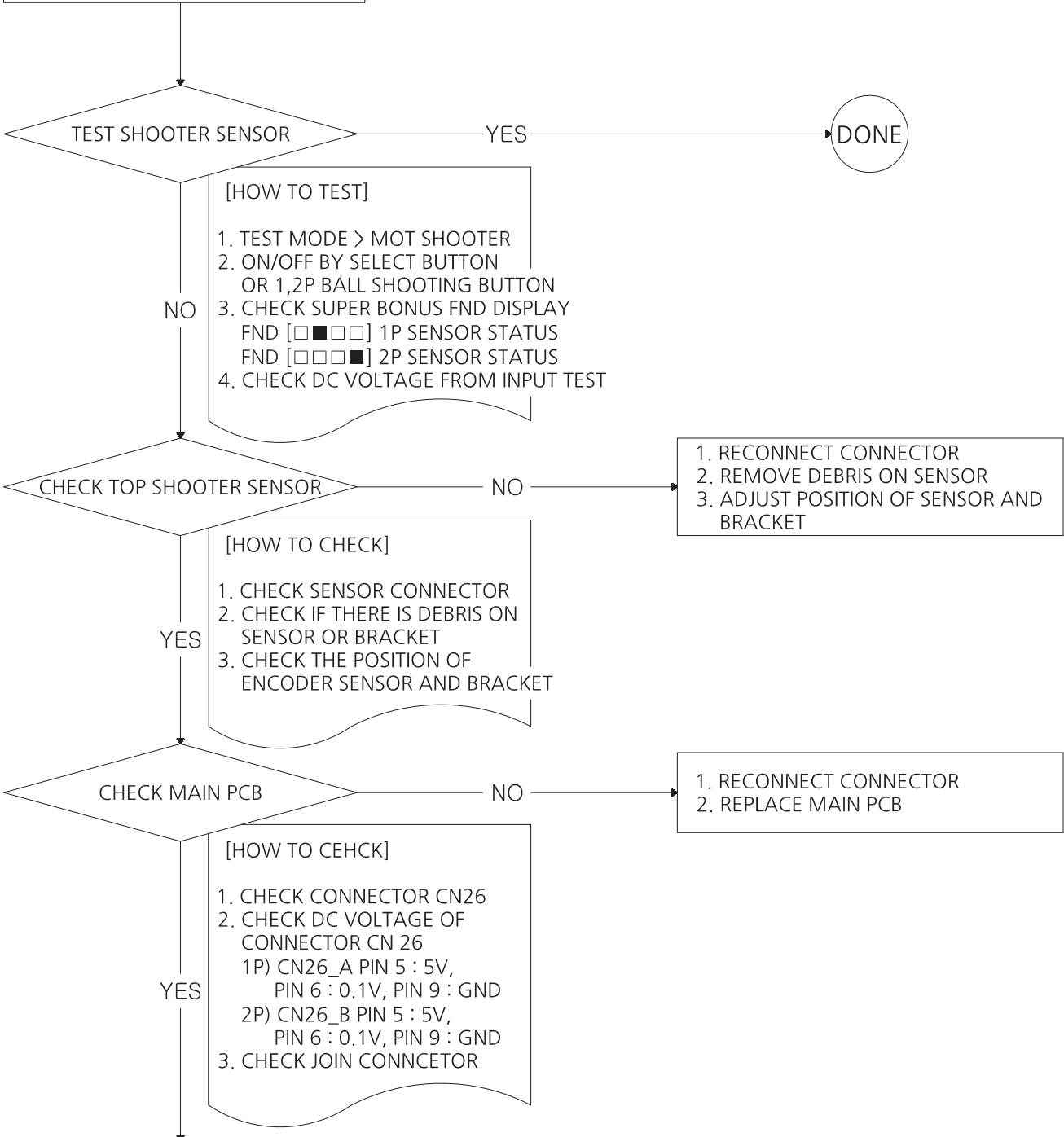


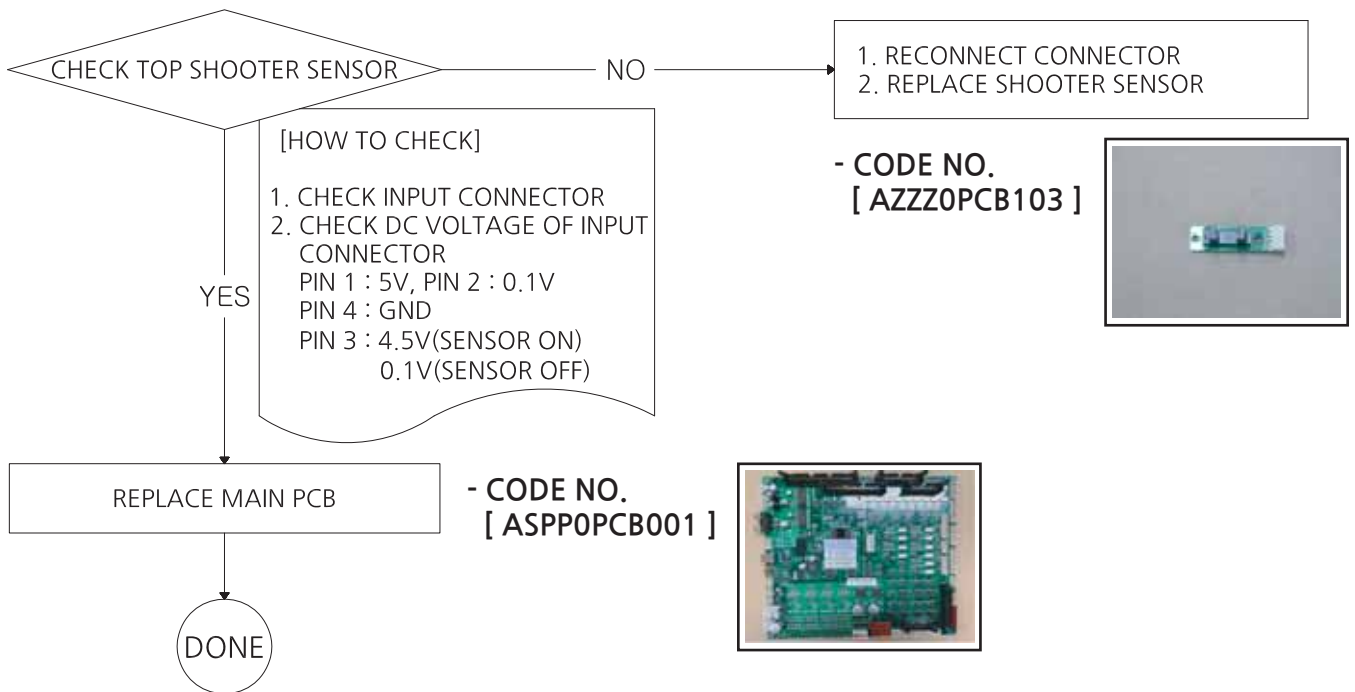
* General check up : Check the supply voltage and wiring connection properly
 * "NO" : Means faulty of the check up result.

14. MAIN BALL SHOOTER SENSOR ERROR [E.62] - IN CASE OF TOP SHOOTER(SHOOTER) PROBLEM



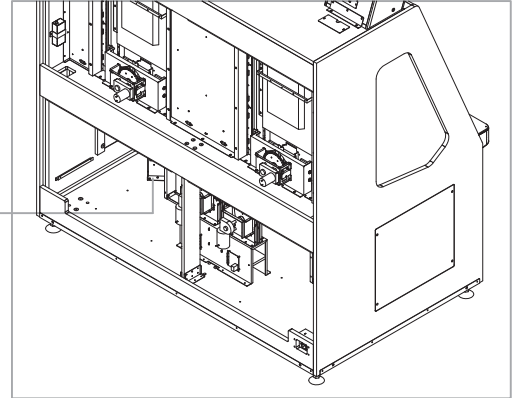
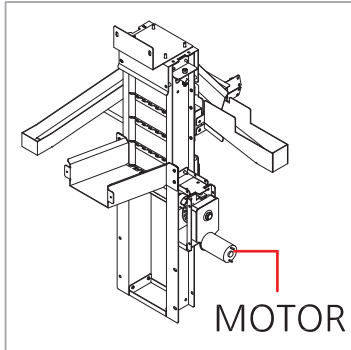
MAIN BALL SHOOTER SENSOR ERROR [E.62]



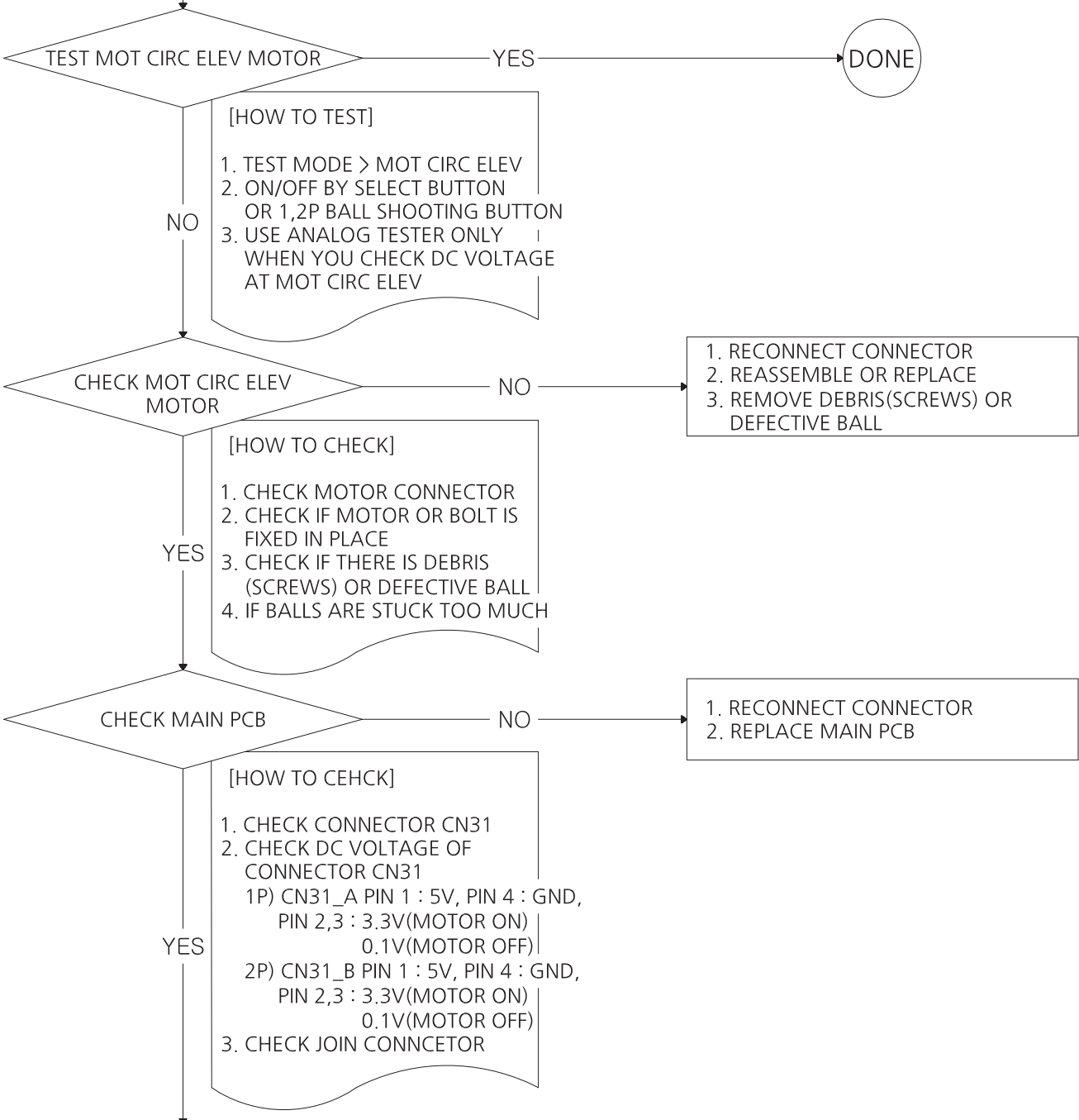


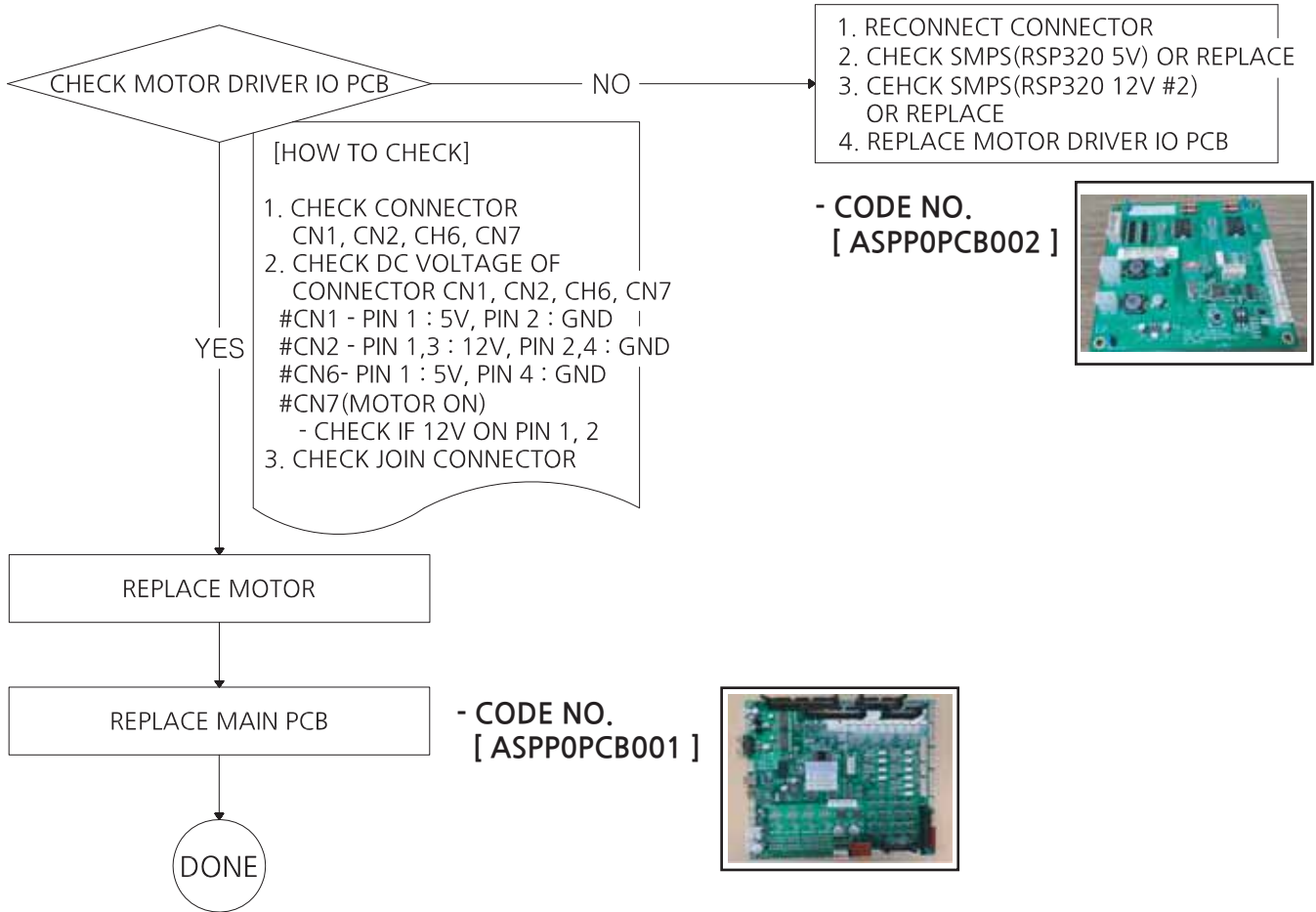
* General check up : Check the supply voltage and wiring connection properly
 * "NO" : Means faulty of the check up result.

15. INTERNAL BALL CIRCULATION EV MOTOR ERROR [E.71] - IN CASE OF MOTOR PROBLEM



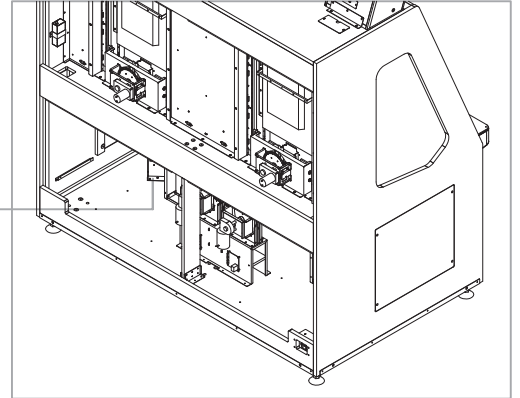
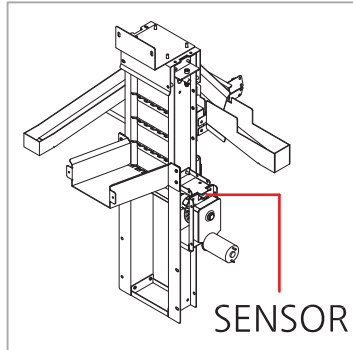
INTERNAL BALL CIRCULATION EV
 MOTOR ERROR [E.71]



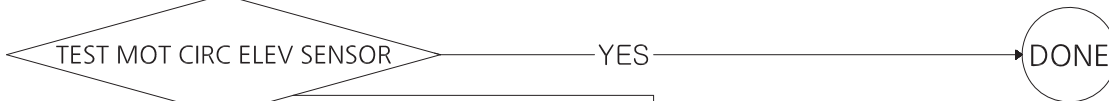


* General check up : Check the supply voltage and wiring connection properly
 * "NO" : Means faulty of the check up result.

16. INTERNAL BALL CIRCULATION EV SENSOR ERROR [E.71] - IN CASE OF ENCODER SENSOR PROBLEM

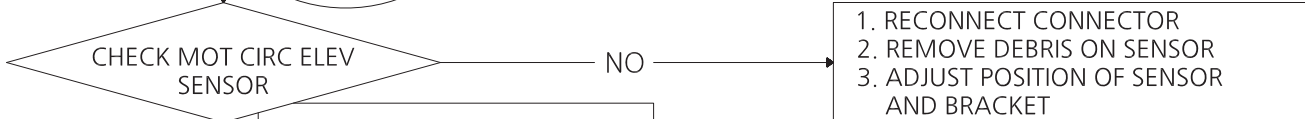


INTERNAL BALL CIRCULATION EV
 SENSOR ERROR [E.71]



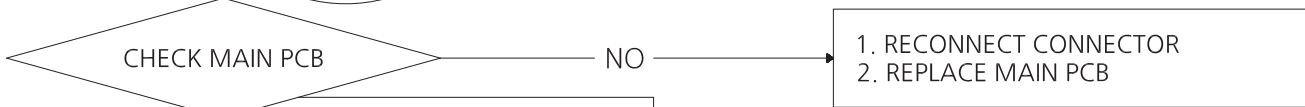
[HOW TO TEST]

1. TEST MODE > MOT CIRC ELEV
2. ON/OFF BY SELECT BUTTON OR 1,2P BALL SHOOTING BUTTON
3. CHECK SUPER BONUS FND DISPLAY
 FND [□■□□] 1P SENSOR STATUS
 FND [□□□■] 2P SENSOR STATUS
4. CHECK DC VOLTAGE FROM INPUT TEST



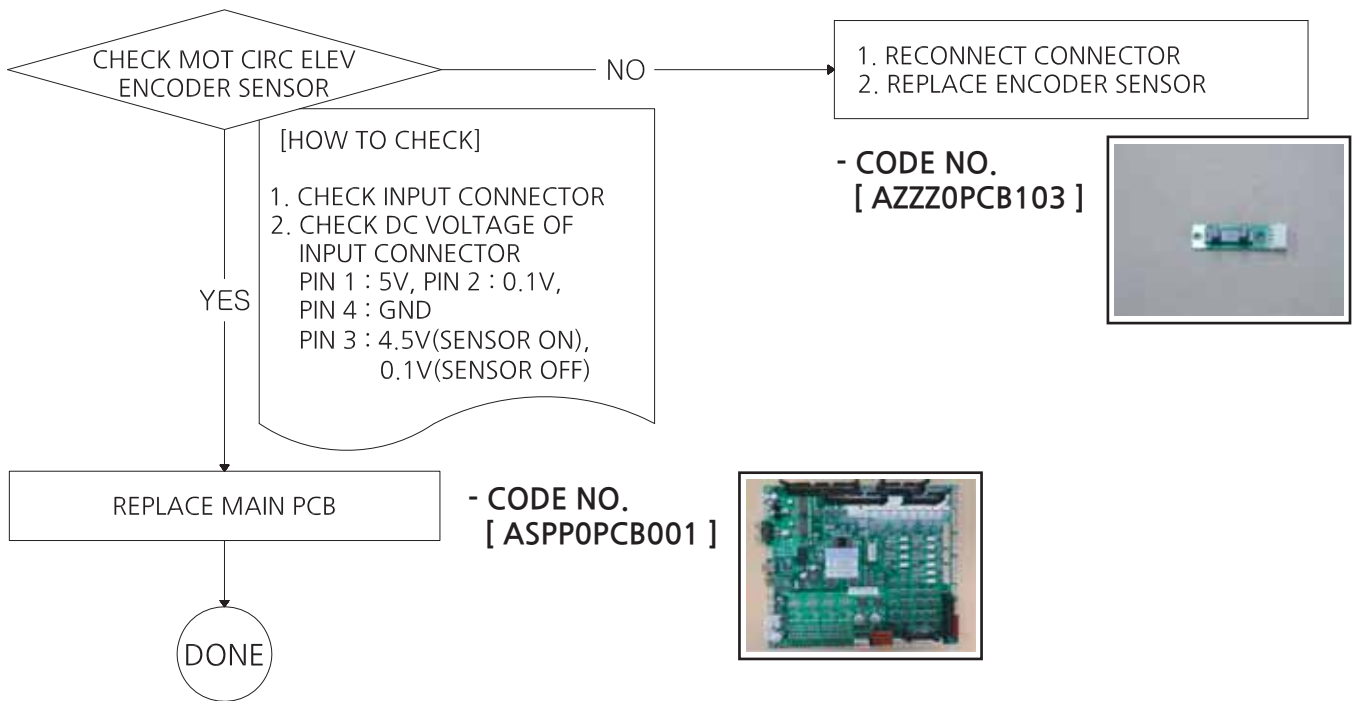
[HOW TO CHECK]

1. CHECK SENSOR CONNECTOR
2. CHECK IF THERE IS DEBRIS ON SENSOR OR BRACKET
3. CHECK THE POSITION OF ENCODER SENSOR AND BRACKET



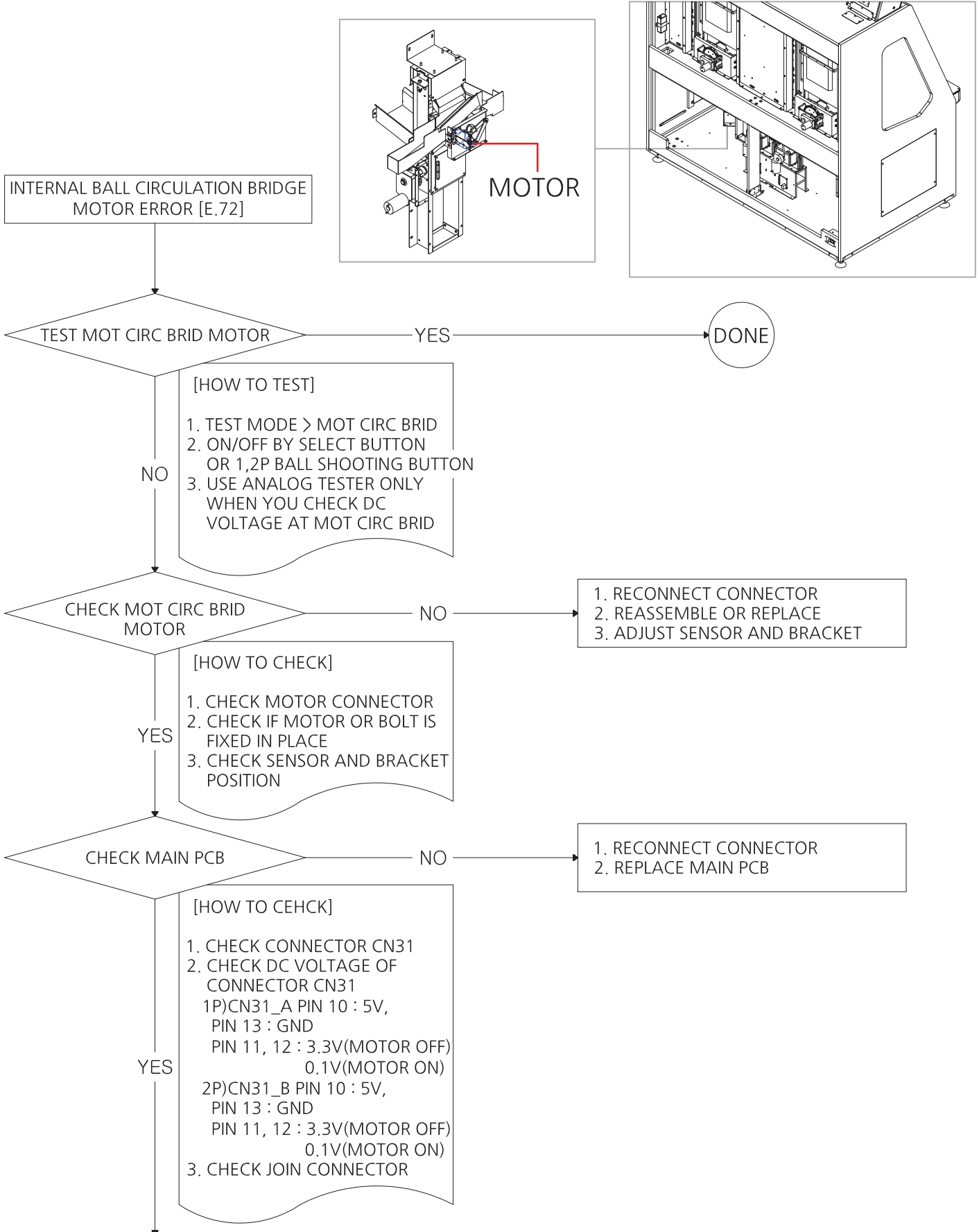
[HOW TO CEHCK]

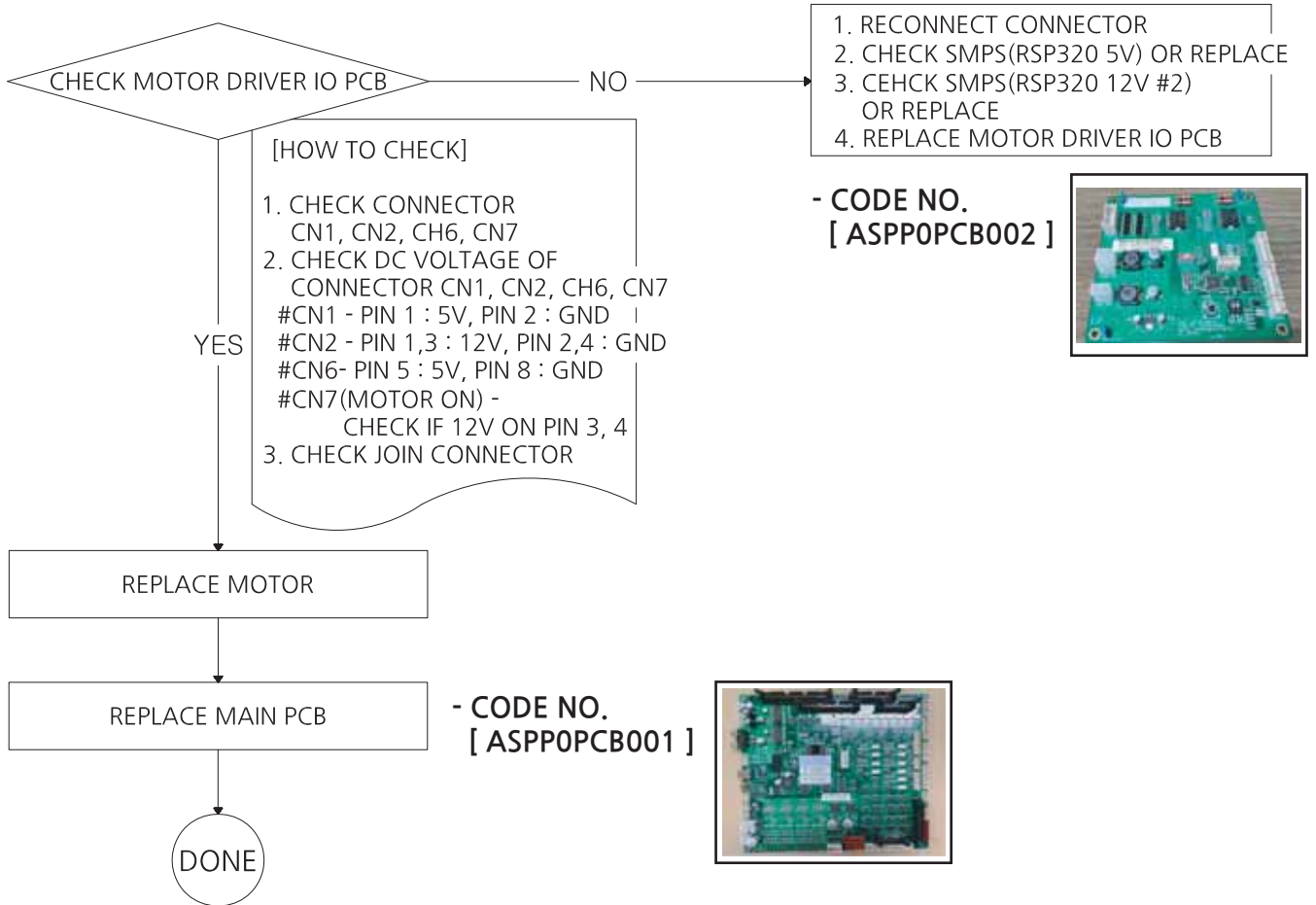
1. CHECK CONNECTOR CN31
2. CHECK DC VOLTAGE OF CONNECTOR CN31
 1P) CN31_A PIN 5 : 5V,
 PIN 6 : 0.1V, PIN 9 : GND
 2P) CN31_B PIN 5 : 5V,
 PIN 6 : 0.1V, PIN 9 : GND
3. CHECK JOIN CONNECTOR



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

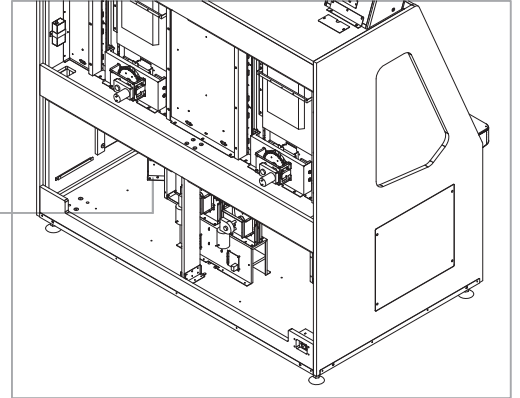
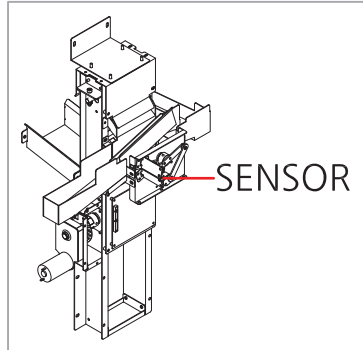
17. INTERNAL BALL CIRCULATION BRIDGE MOTOR ERROR [E.72] - IN CASE OF MOTOR PROBLEM



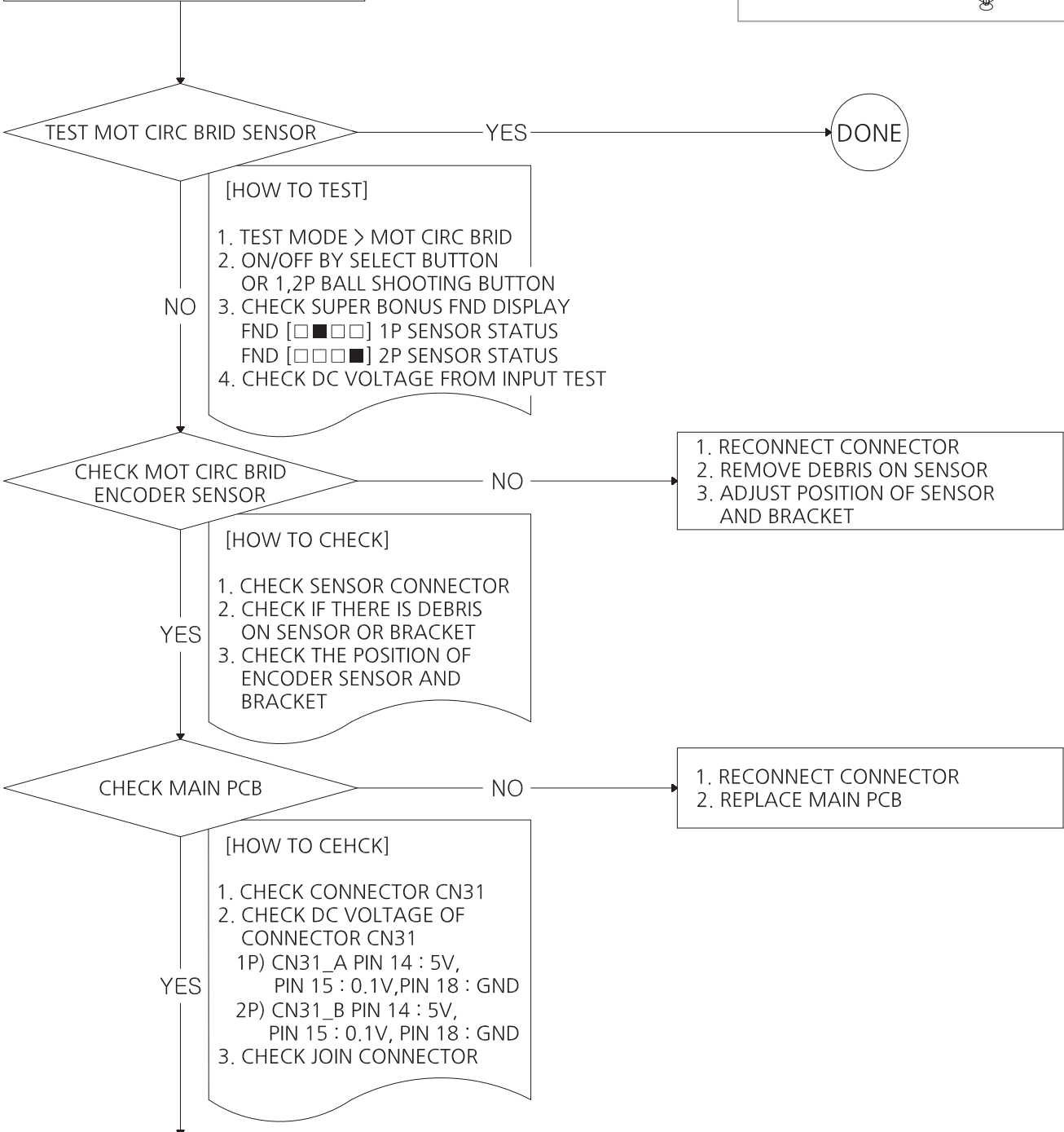


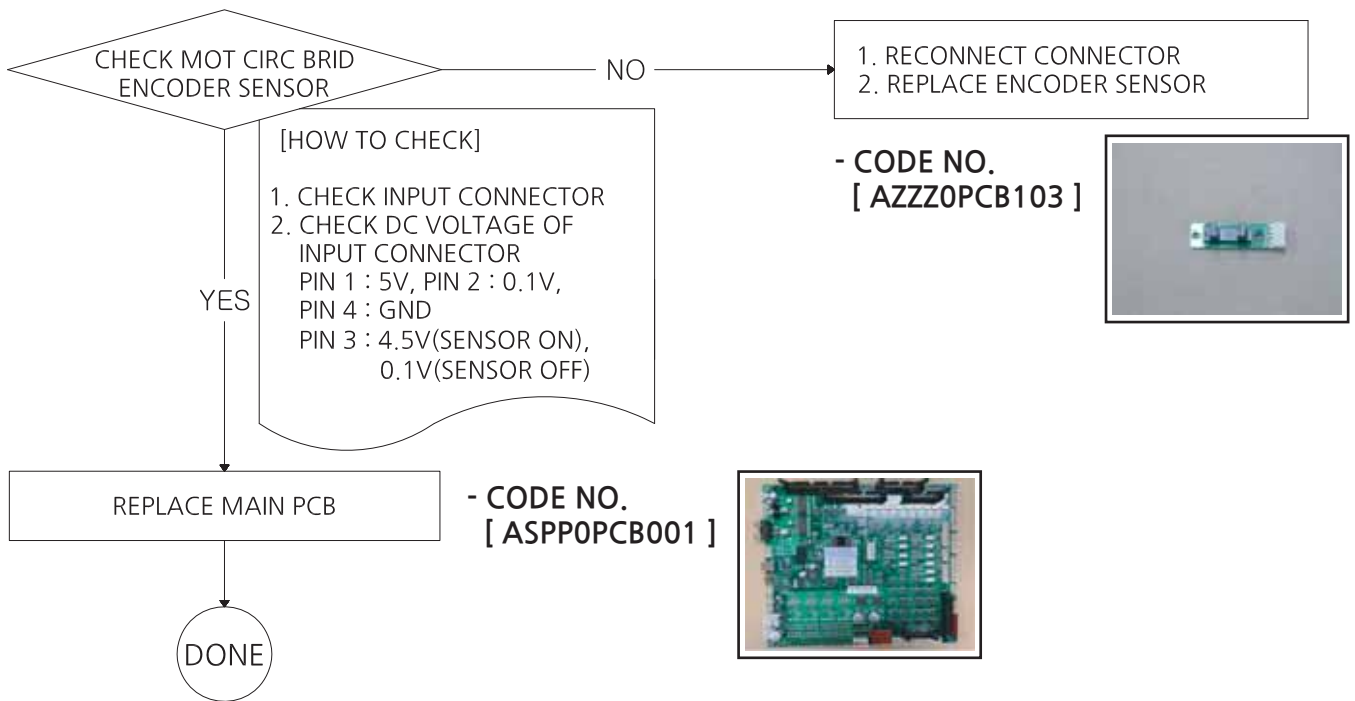
* General check up : Check the supply voltage and wiring connection properly
 * "NO" : Means faulty of the check up result.

18. INTERNAL BALL CIRCULATION BRIDGE SENSOR ERROR [E.72] - IN CASE OF SENSOR PROBLEM



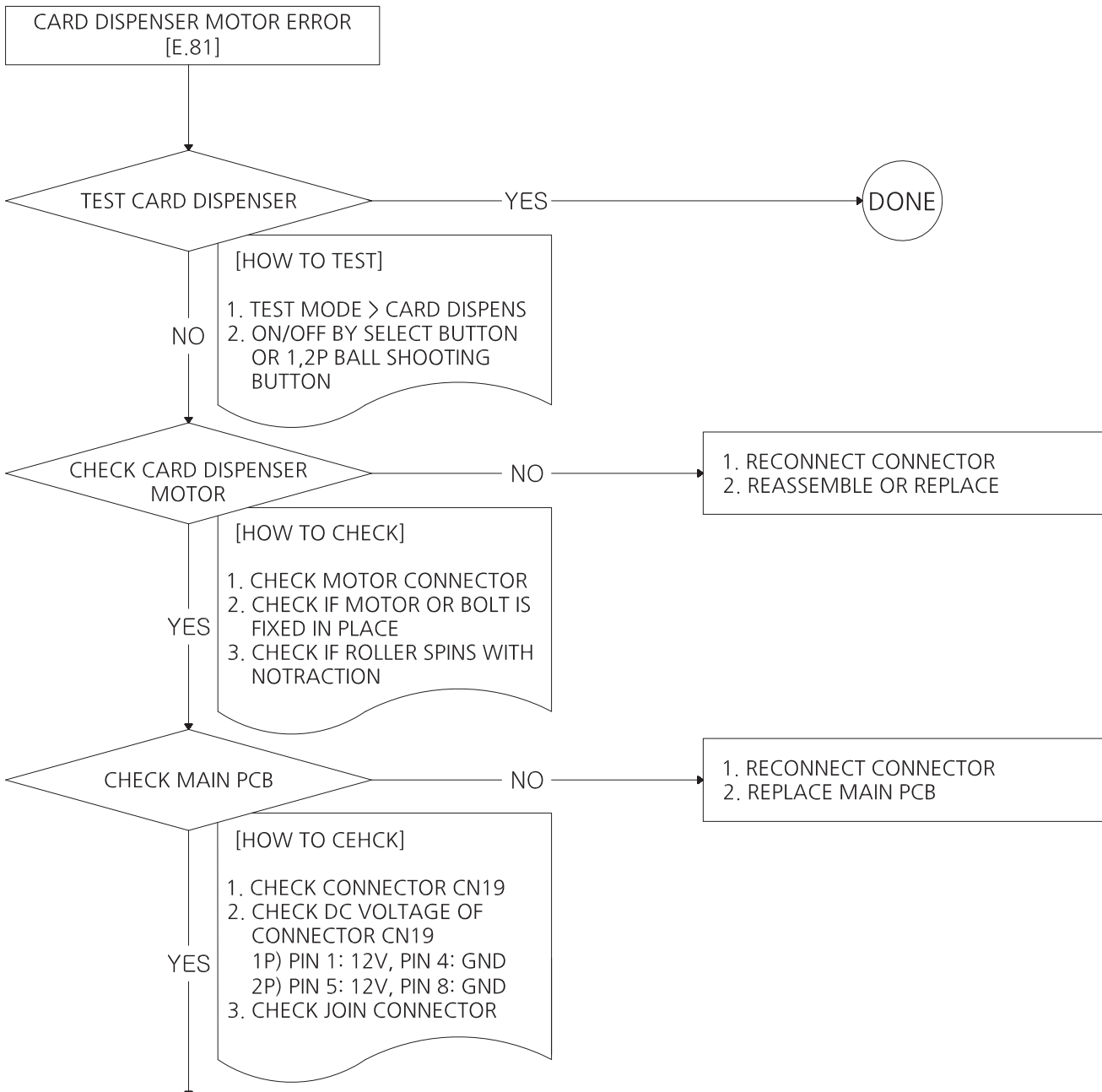
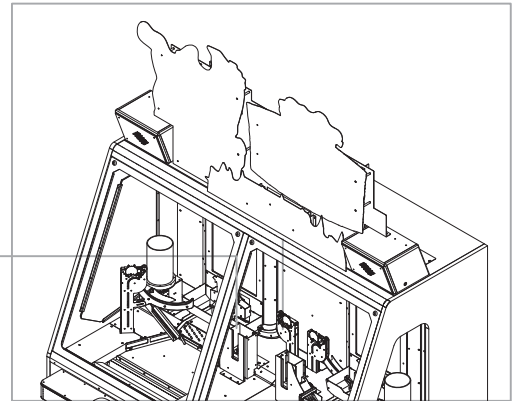
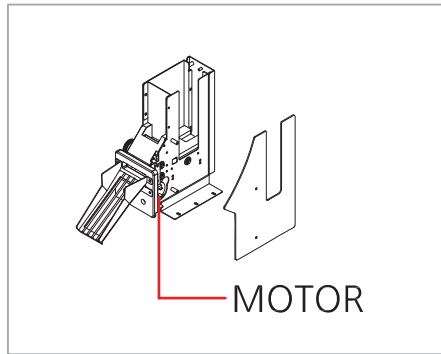
INTERNAL BALL CIRCULATION BRIDGE SENSOR ERROR [E.72]

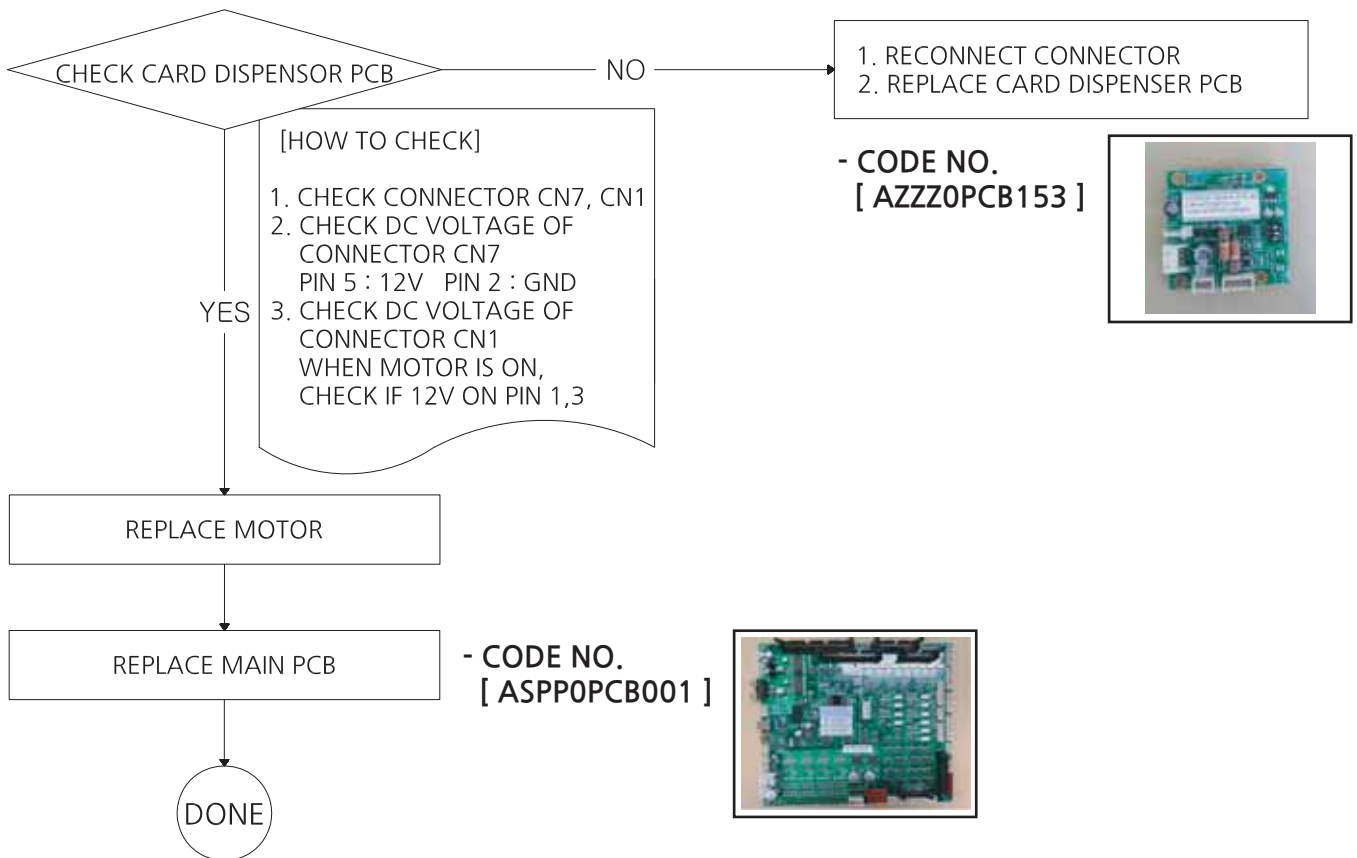




* General check up : Check the supply voltage and wiring connection properly
 * "NO" : Means faulty of the check up result.

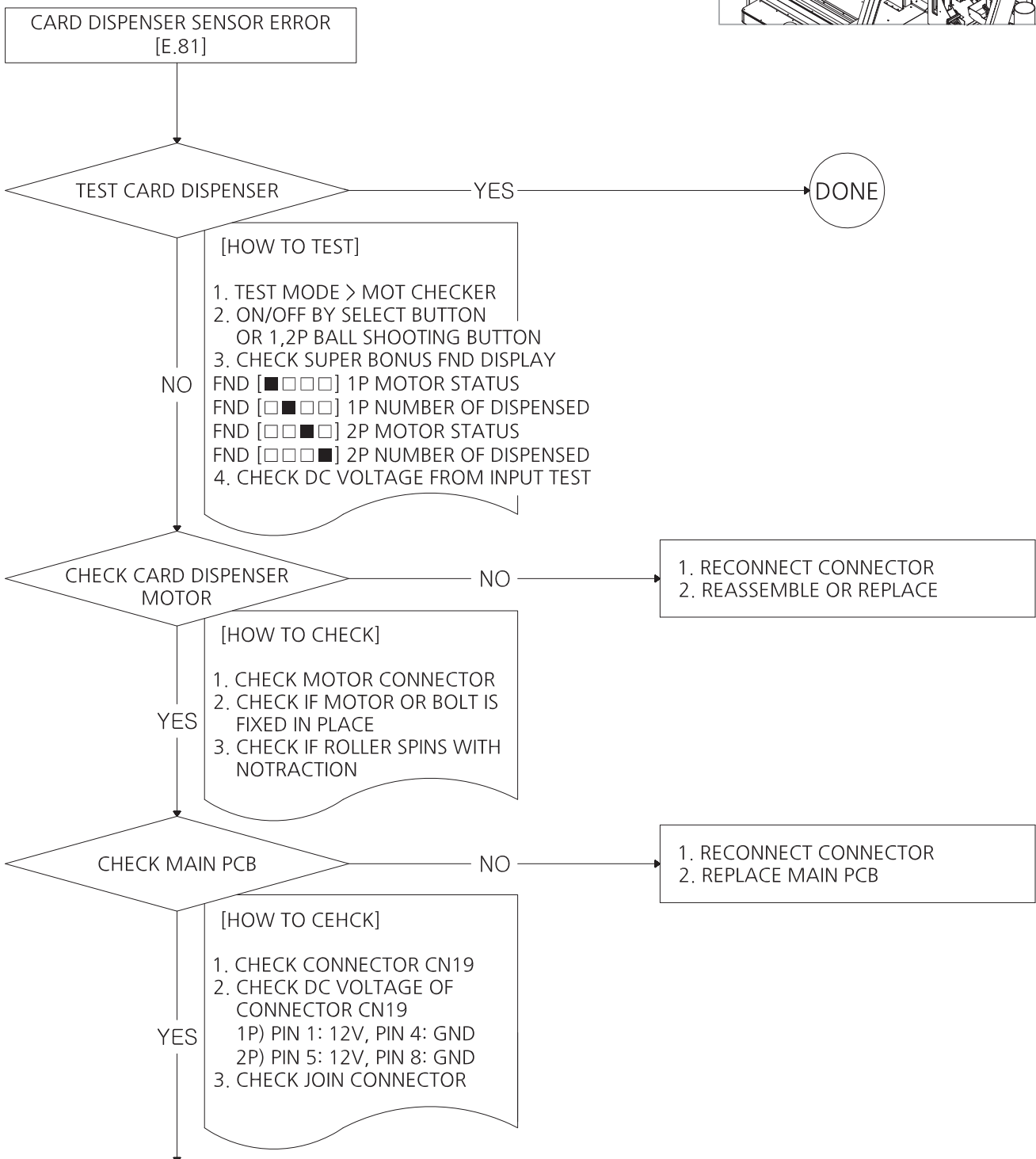
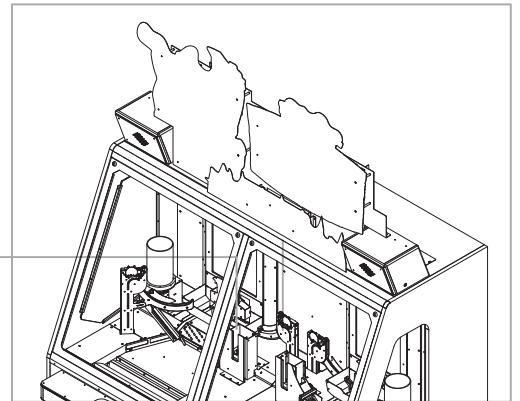
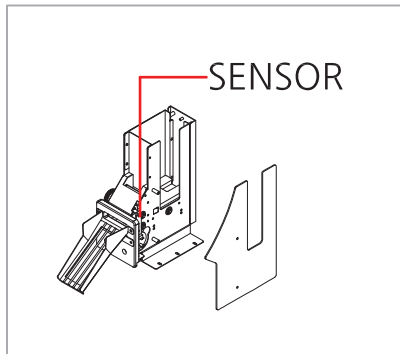
19. CARD DISPENSER MOTOR ERROR [E.81] - IN CASE OF MOTOR PROBLEM

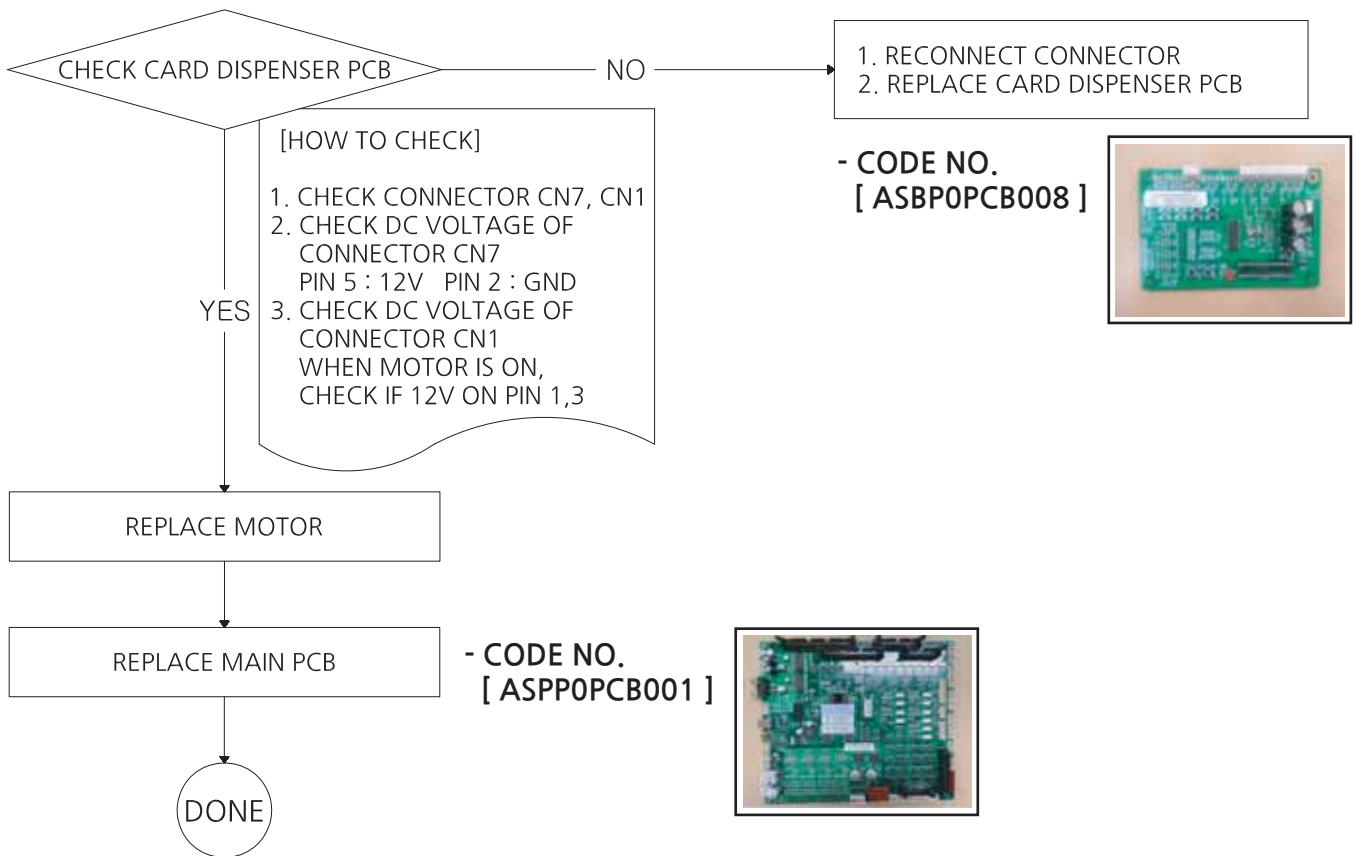




* General check up : Check the supply voltage and wiring connection properly
 * "NO" : Means faulty of the check up result.

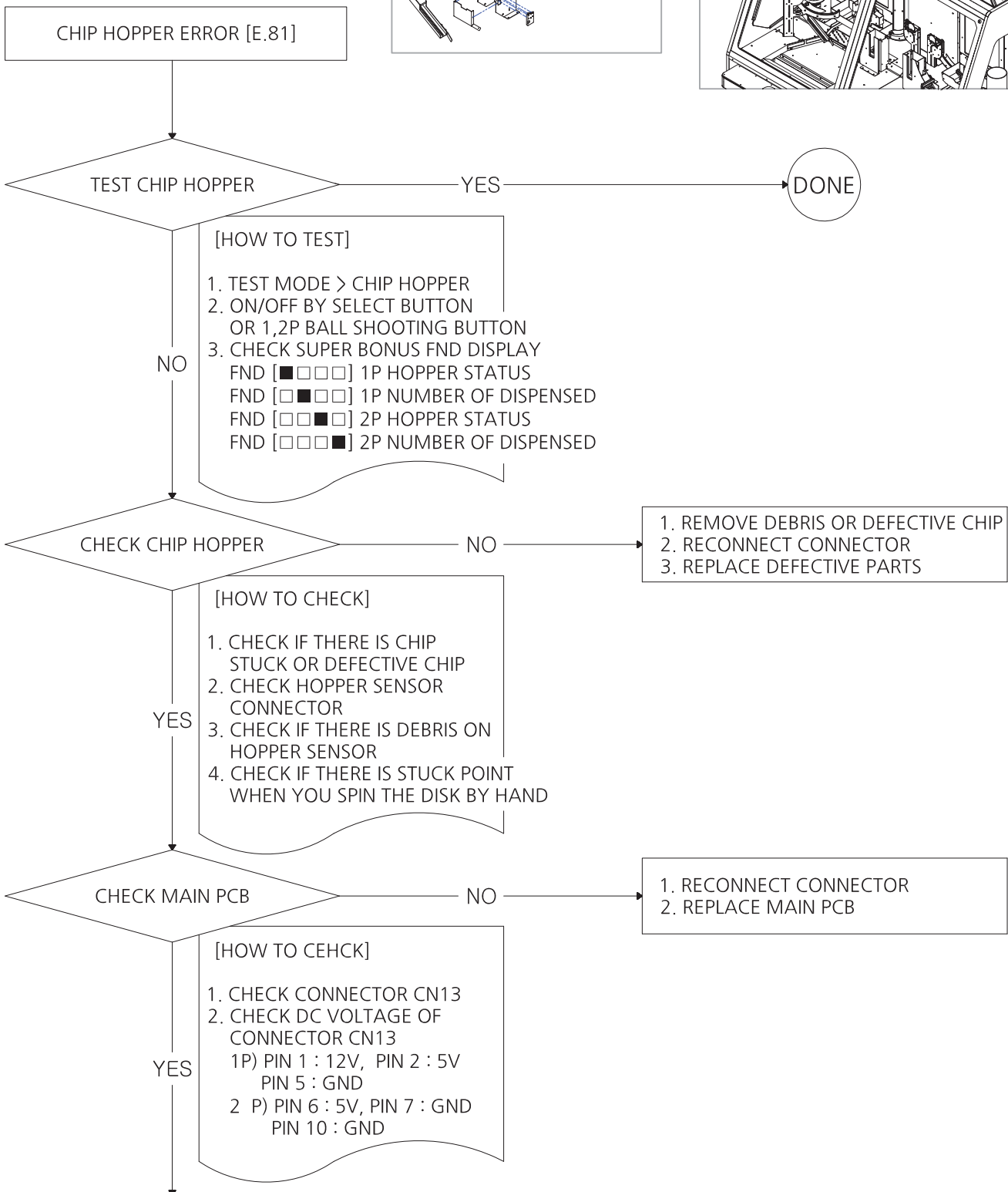
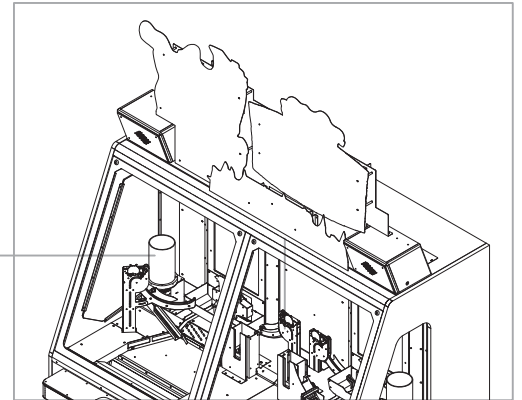
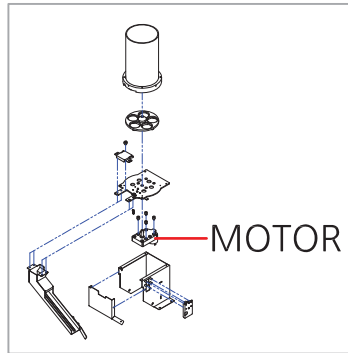
20. CARD DISPENSER SENSOR ERROR [E.81] - IN CASE OF SENSOR PROBLEM

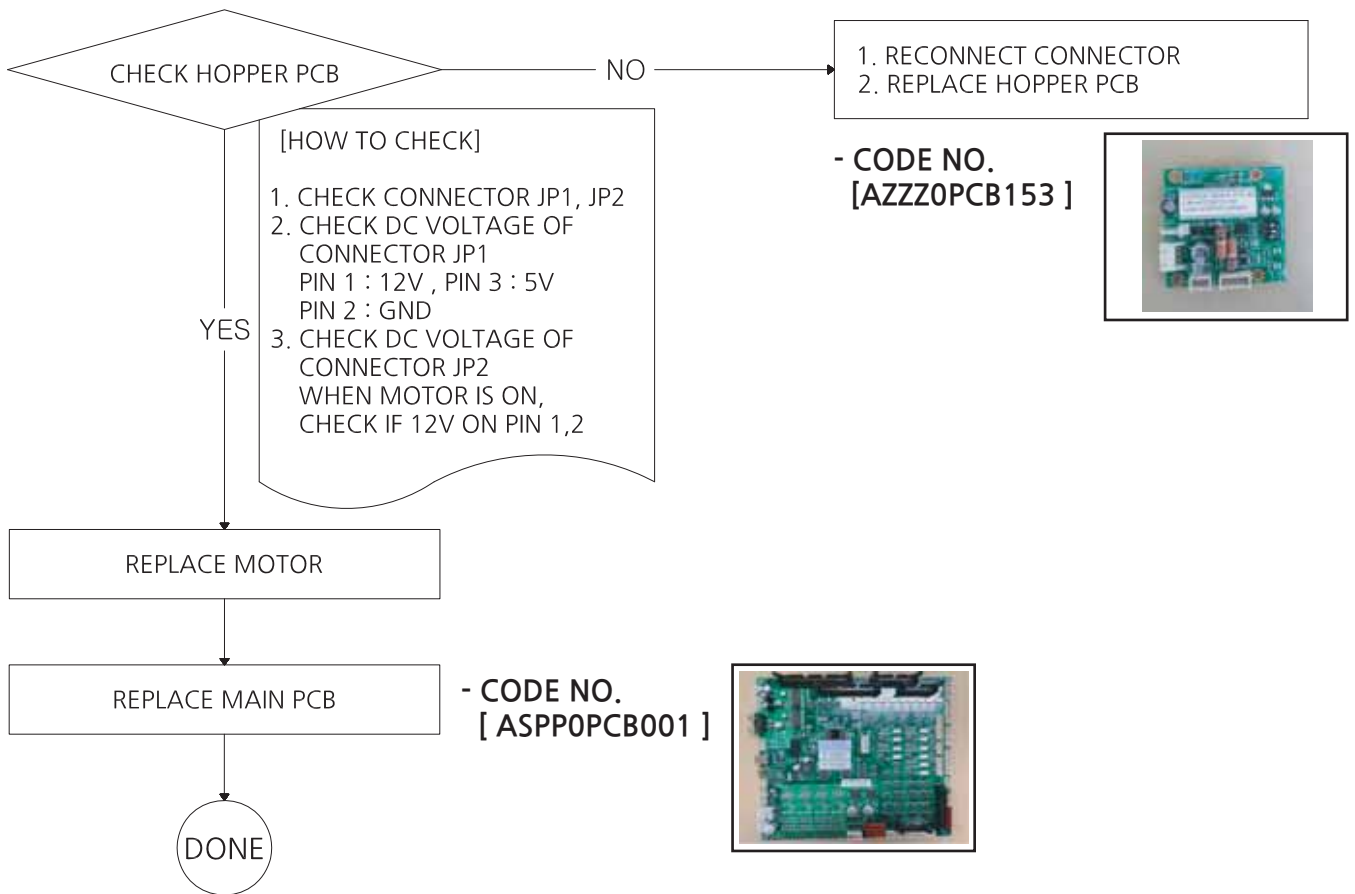




* General check up : Check the supply voltage and wiring connection properly
 * "NO" : Means faulty of the check up result.

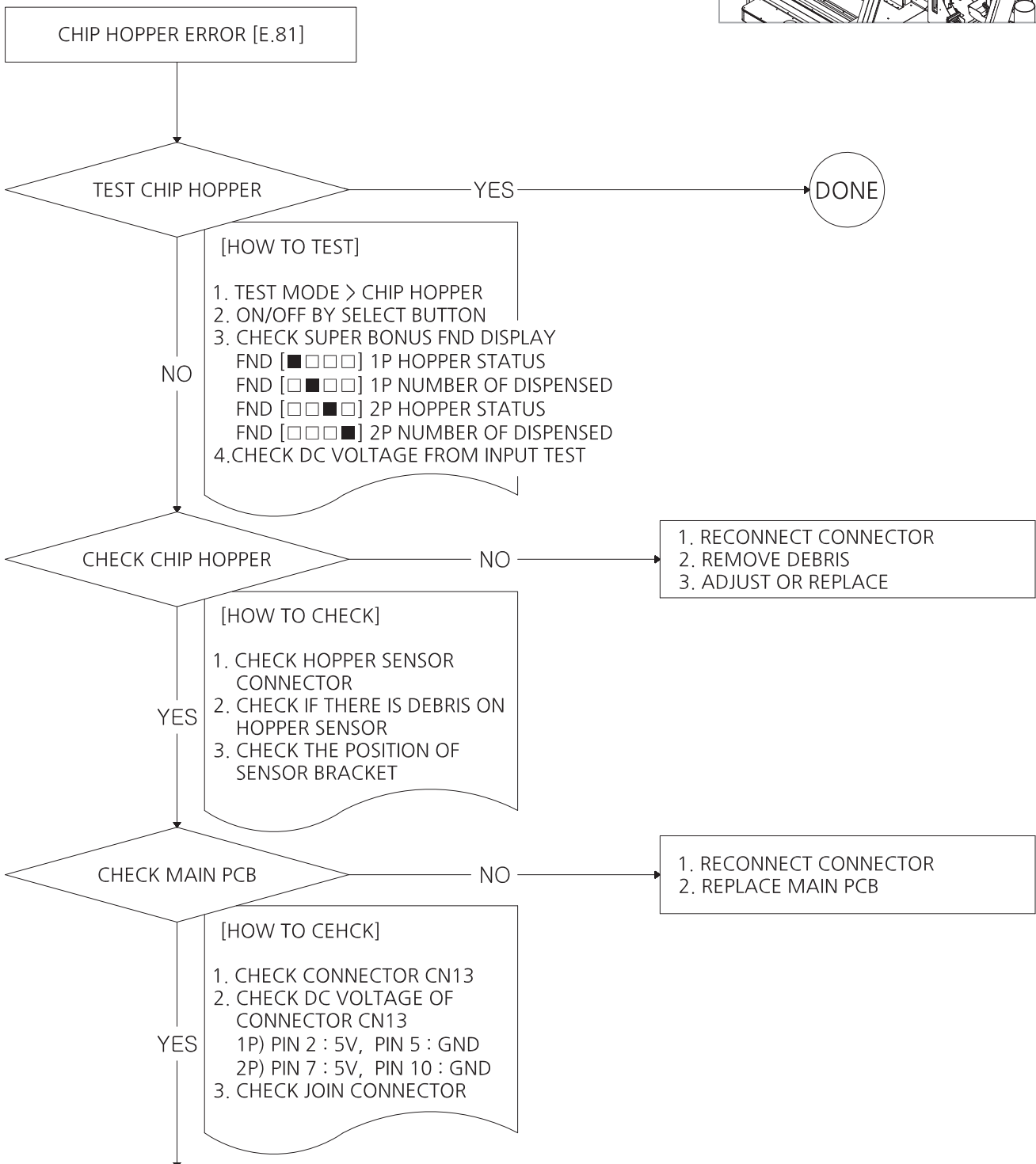
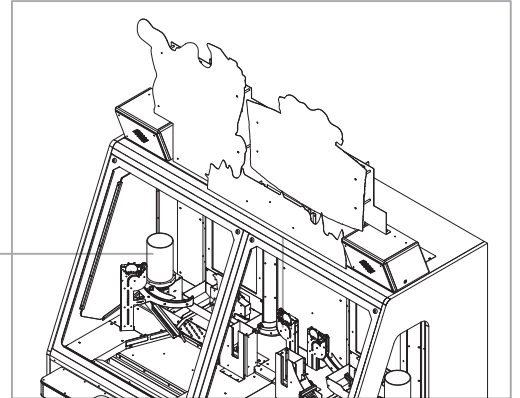
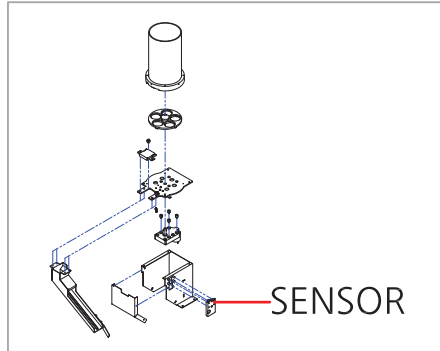
21. CHIP HOPPER ERROR [E.81] - IN CASE OF MOTOR PROBLEM

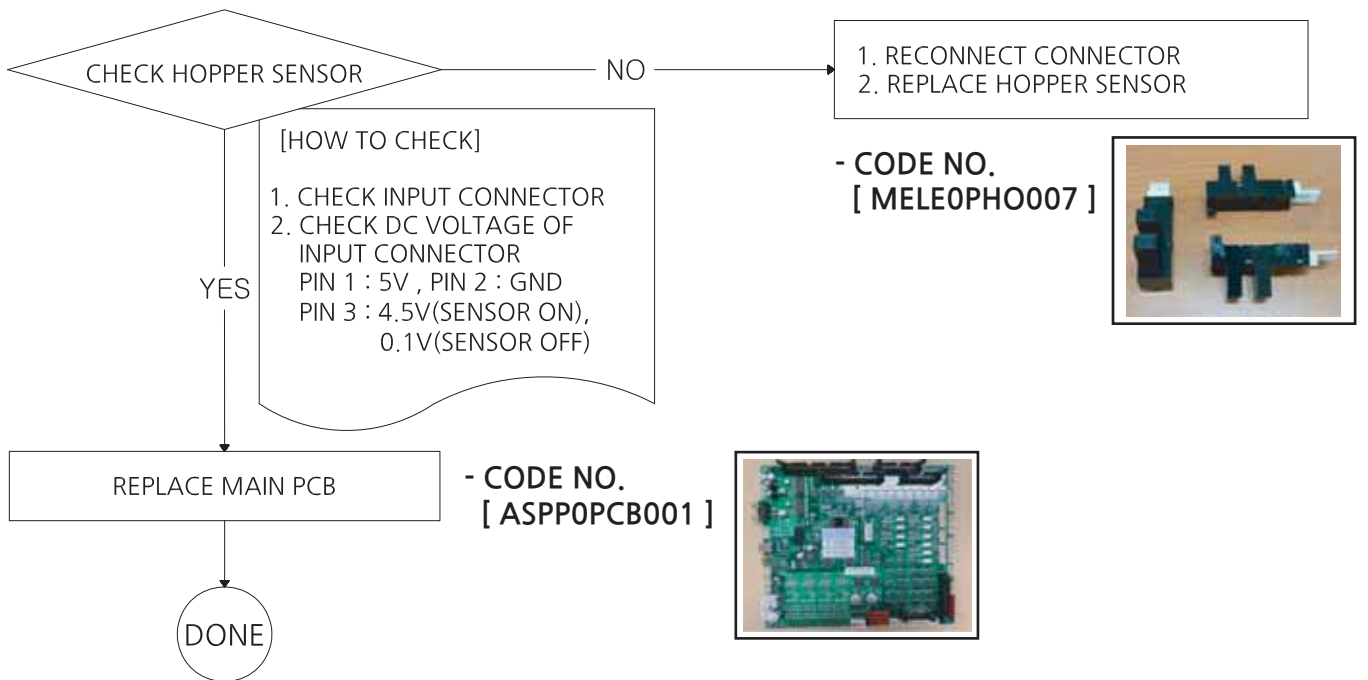




* General check up : Check the supply voltage and wiring connection properly
 * "NO" : Means faulty of the check up result.

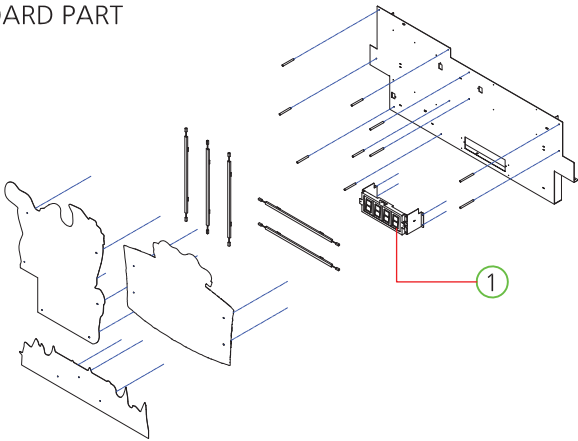
22. CHIP HOPPER ERROR [E.81] - IN CASE OF SENSOR PROBLEM



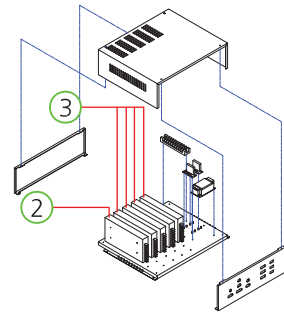


[4. WARRANTY ITEM & PART PICTURE]

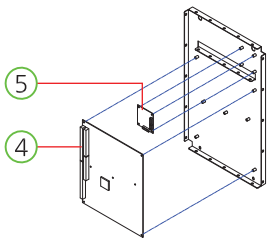
- BILLBOARD PART



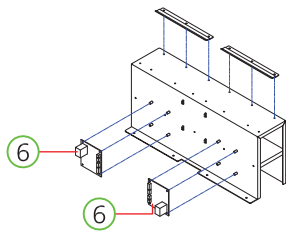
- SMPS PART



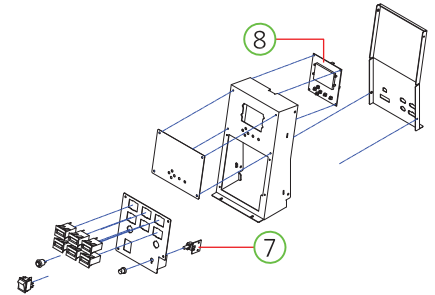
- MAIN BOARD PART



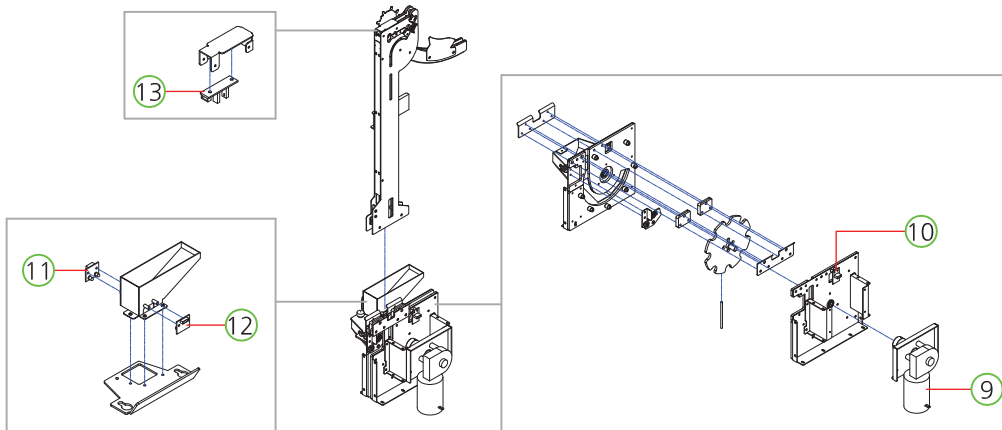
- BBE ASS'Y SUPPORT BKT PART



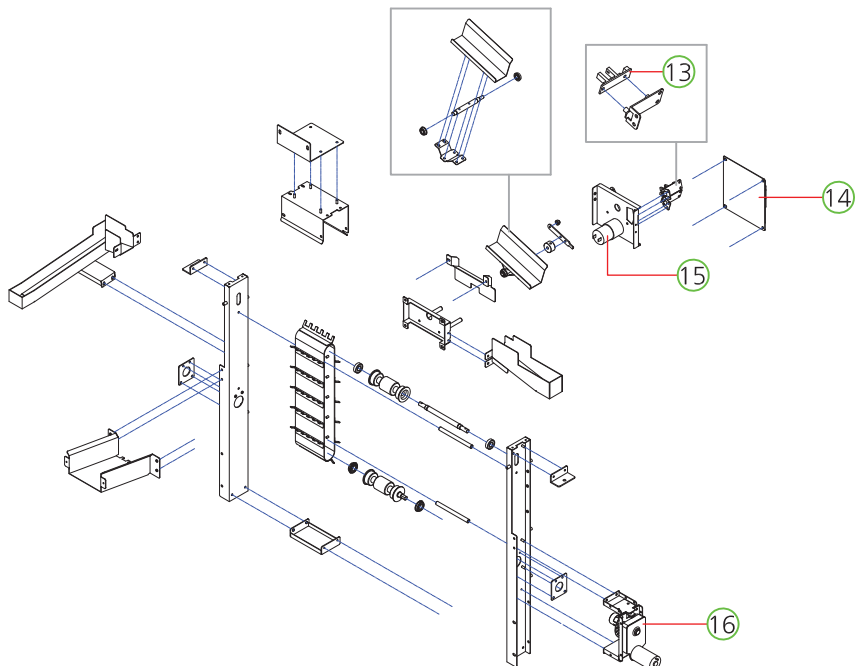
- CONTROL PANEL PART



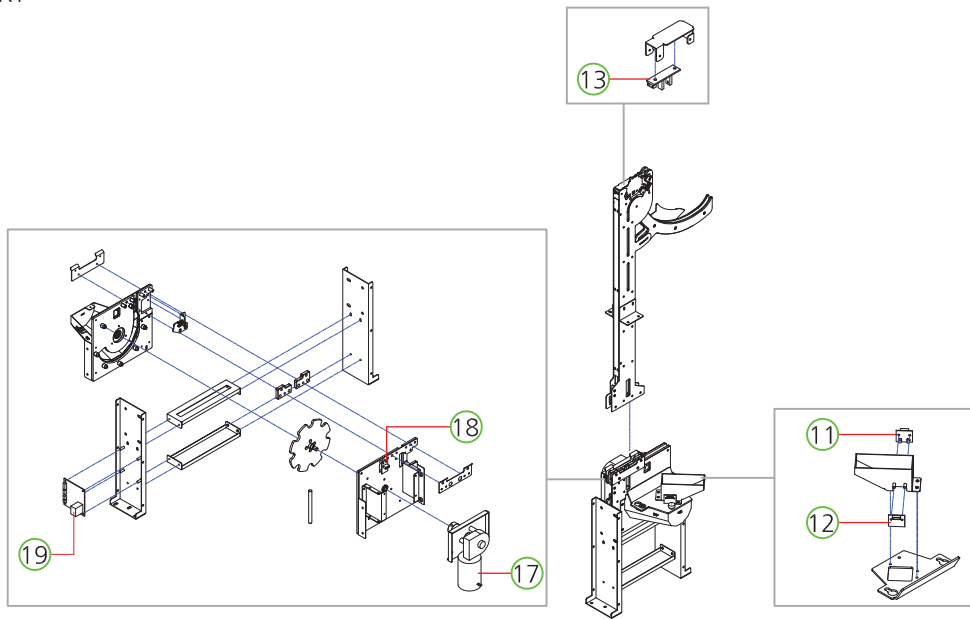
- BBE TOTAL PART



- BCE TOTAL PART



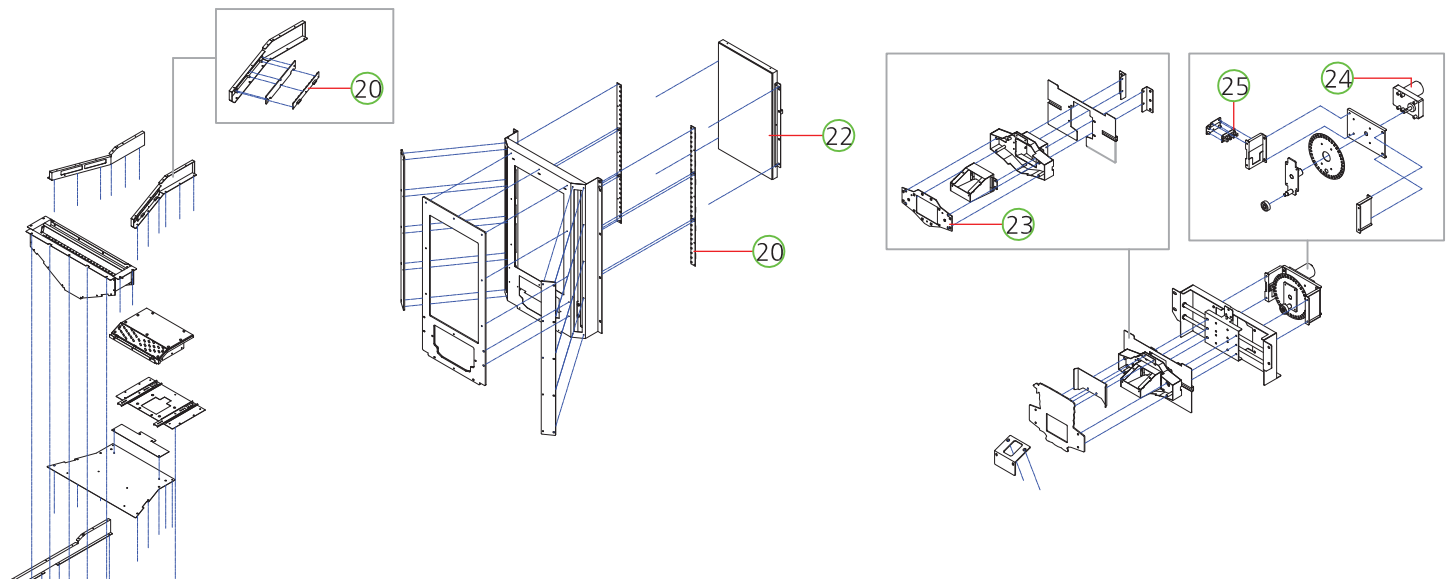
- BSE TOTAL PART



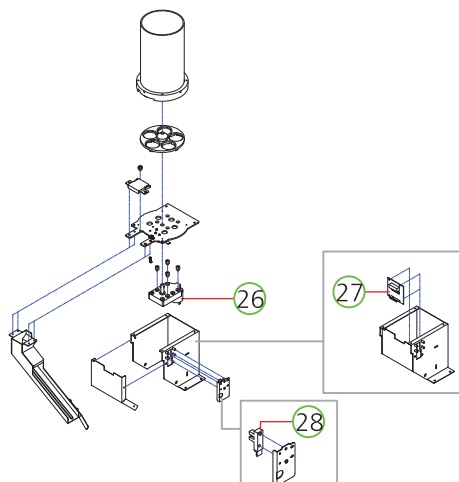
- PUSHER PLATE PART

- MONITOR PLATE PART

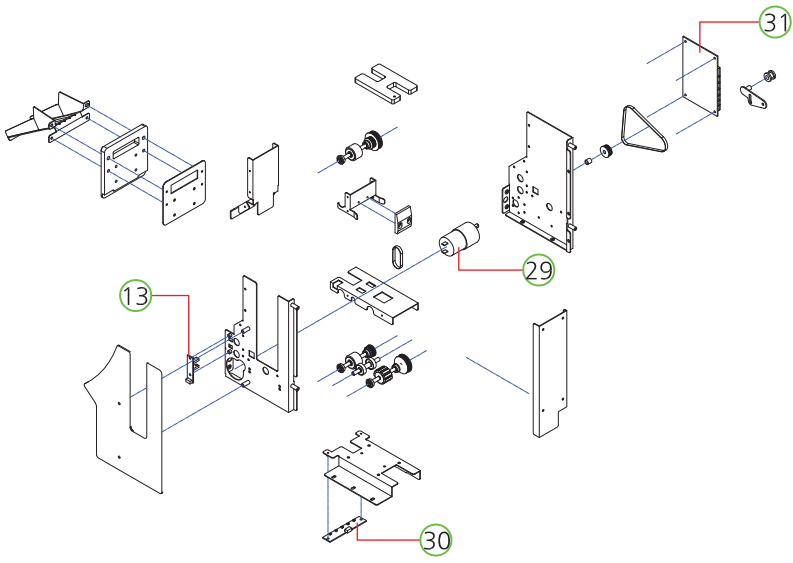
- BONUS TARGET PART



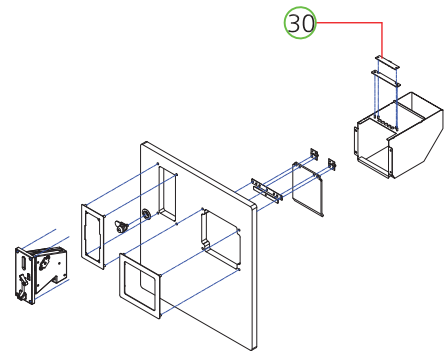
- CHIP HOPPER PART









- CARD DISPENSER PART









- FRONT LOWER DOOR PART



NO.	PIC	PART NAME	SPEC.	QTY	CODE NO.	WARRANTY	
						6 Month	One Year
①	○	FND PCB ASS'Y	6390-4(STRAIGHT)	1	AFND0PCB011		○
②	○	POWER SMPS	RSP-320-5	1	MELE0SMP126		○
③	○	POWER SMPS	RSP-320-12	4	MELE0SMP109		○
④	○	MAIN BOARD PCB ASS'Y	WITH CPU	1	ASPP0PCB001		○
⑤	○	SERIAL HUB PCB ASS'Y	-	1	AZZZ0PCB194		○
⑥	○	L6205 HOPPER PCB ASS'Y	-	2	AZZZ0PCB141		○
⑦	○	VOLUME PCB ASS'Y	-	1	AHM20PCB016		○
⑧	○	SETUP LCD PCB ASS'Y	-	1	AZZZ0PCB113		○
⑨	○	MOTOR	HM37-1232A-M005 (12V, 32rpm)	1	MZZZ0MOT164	○	
⑩	○	ELEVATOR DISK SENSOR PCB ASS'Y	-	1	AGHP0PCB020		○
⑪	○	WHEEL FAIL BALL CHECK PCB_RECEIVER	-	2	ASPP0PCB004		○
⑫	○	WHEEL FAIL BALL CHECK PCB_EMITTER	-	2	ASPP0PCB003		○
⑬	○	PHOTO INT-1 PCB ASS'Y	ANGLE TYPE	5	AZZZ0PCB103		○
⑭	○	MOTOR DRIVER IO PCB ASS'Y	-	1	ASPP0PCB002		○
⑮	○	MOTOR	KGC-3429(KD1-3429-075), 1/210(31RPM)	1	MZZZ0MOT088	○	
⑯	○	MOTOR	KGE-0116-ND3657 U1 (12V, 43rpm)	1	MZZZ0MOT155	○	
⑰	○	MOTOR	HM37-1232A-M005 (12V, 32rpm)	1	MZZZ0MOT164	○	
⑱	○	ELEVATOR DISK SENSOR PCB ASS'Y	-	1	AGHP0PCB020		○
⑲	○	L6205 HOPPER PCB ASS'Y	-	1	AZZZ0PCB141		○
⑳	○	MONITOR SIDE LED PCB ASS'Y	-	8	ASPP0PCB005		○
㉑	○	AC MOTOR	K6IG6NC	1	MZZZ0MOT094	○	
	○	[GEAR HEAD]	K6G90C	1	MSAW0ZZZ008		
㉒	○	MONITOR	23"	1	MZZZ0LCD017		○
㉓	○	BONUS TARGET SENSOR PCB ASS'Y	-	1	AWWE0PCB005		○
㉔	○	MOTOR	KGV-0120-ND3657 U1	1	MZZZ0MOT141	○	
㉕	○	PHOTO INT2 PCB ASS'Y	-	1	AWIW0PCB009		○
㉖	○	MOTOR	KGE-0162-KD3429T1-SSF	1	MZZZ0MOT134	○	
㉗	○	CHIP HOPPER PCB ASS'Y	-	1	AZZZ0PCB153		○
㉘	○	PHOTO SENSOR	LG-217L3	1	MELE0PHO007		○
㉙	○	MOTOR	KGC-3429(KD1-3429-075), 1/40(163RPM)	1	MZZZ0MOT089	○	
㉚	○	LED PCB ASS'Y	-	2	AMUM0PCB005		○
㉛	○	CARD DISPENSER IO PCB ASS'Y	-	1	ASBP0PCB008		○

1	2	3	4	5	6
					
AFND0PCB011	MELE0SMP126	MELE0SMP109	ASPP0PCB001	AZZZ0PCB194	AZZZ0PCB141

7	8	9	10	11	12
					
AHM20PCB016	AZZZ0PCB113	MZZZ0MOT164	AGHP0PCB020	ASPP0PCB004	ASPP0PCB003

13	14	15	16	17	18
					
AZZZ0PCB103	ASPP0PCB002	MZZZ0MOT088	MZZZ0MOT155	MZZZ0MOT164	AGHP0PCB020

19	20	21	22	23	24
					
AZZZ0PCB141	ASPP0PCB005	MZZZ0MOT094	MZZZ0LCD017	AWWE0PCB005	MZZZ0MOT141

25	26	27	28	29	30
					
AWIW0PCB009	MZZZ0MOT134	AZZZ0PCB153	MELE0PHO007	MZZZ0MOT089	AMUM0PCB005

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ASBPOPCB008