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SERVICE MANUAL

TICKET MAN
COIN CATCHER

WARRANTY 1YEAR LIMITED WARRANTY

Ver 1.0

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STOP
IMPORTANT

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

PRECAUTIONS FOR USE

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

For safety reasons.

- The following suggestions should be adhered to:

⚠ WARNING
Disregarding could result in serious injury.

⚠ CAUTION
Disregarding could result in injury or product damage.

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

⚠
Indicates a care should be taken.

⃠
Forbidden.

Indicates a matter which must be performed.

- **Precautions to be followed:**

Certain procedures require a qualified in-shop maintenance person or industry specialist.
For such instructions, a qualified person must take care of the jobs.

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

Qualified in-shop maintenance person

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

Industry specialist

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

PRECAUTIONS FOR USE

⚠WARNING

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

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

The machine for indoor usage only does not install outside.

Do not set the game machine up near emergency exits.

Protect the game machine from:

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

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

Do not place objects near the ventilating holes.

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

Never plug or unplug the power cord with wet hands.

Never unplug the game machine by pulling the power cord.

⚠ CAUTION

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

Be sure to use the attached power cord.

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

Do not lay the power cord where people walk through.

Be sure to ground this product.

Do not exert excessive force when moving the machine.

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

Do not alter the system related dipswitch settings.

PRECAUTIONS FOR USE

⚠ WARNING

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

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

In case of abnormality

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

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

- Doing so could result the power cord periodically.

⚠ CAUTION

Do not use this product anywhere other than industrial areas.

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

- Do not give shock the surface of glass products.

- Please do not play this game if
  - When you do drinking;
  - When your physical condition is not normal;
  - When you are in pregnancy;
  - When you have on a pulse controller;
  - When you have recently experienced a cramp or fainting away while watching TV.
- Avoid excessive force/shock while playing/moving the game.
- While do games, pay attention to surrounding.

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

In handling the power cord, follow the instructions below.

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

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

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

PRECAUTIONS FOR USE

⚠ WARNING

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

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

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

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

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

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

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

⚠ CAUTION

Components in the game are sensitive to vibrations and impact. Care should be used when moving and transporting the game machine.
Be sure not to let the machine tip over.

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

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

Avoid excessive force while moving the machine.

PRECAUTIONS IN HANDLING

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

PRÉCAUTION D'EMPLOI

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

Pour des raisons de sécurité.

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

⚠ ATTENTION
Le non-respect peut entraîner des blessures graves.

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

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

⚠
Indique qu'attention est requise.

⃠
Interdit.

Indique que quelque chose doit être effectuée.

- **Les précautions à prendre :**

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

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

La personne de maintenance qualifiée en atelier

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

Le spécialiste de l'industrie

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

PRÉCAUTION D'EMPLOI

⚠ ATTENTION

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

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

En cas d'anomalie

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

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

Cela pourrait nuire le câble d'alimentation.

⚠ PRUDENCE

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

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

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

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

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

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

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

PRÉCAUTION D'EMPLOI

⚠ ATTENTION

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

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

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

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

Protéger la machine de jeu de:

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

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

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

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

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

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

⚠ PRUDENCE

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

Veillez à utiliser le cordon d'alimentation fourni.

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

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

Soyez sûr de mettre à la terre ce produit.

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

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

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

PRÉCAUTION D'EMPLOI

⚠ ATTENTION

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

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

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

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

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

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

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

⚠ PRUDENCE

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

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

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

Éviter une force excessive lors du déplacement de la machine.

PRÉCAUTIONS LORS DU MANIEMENT

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

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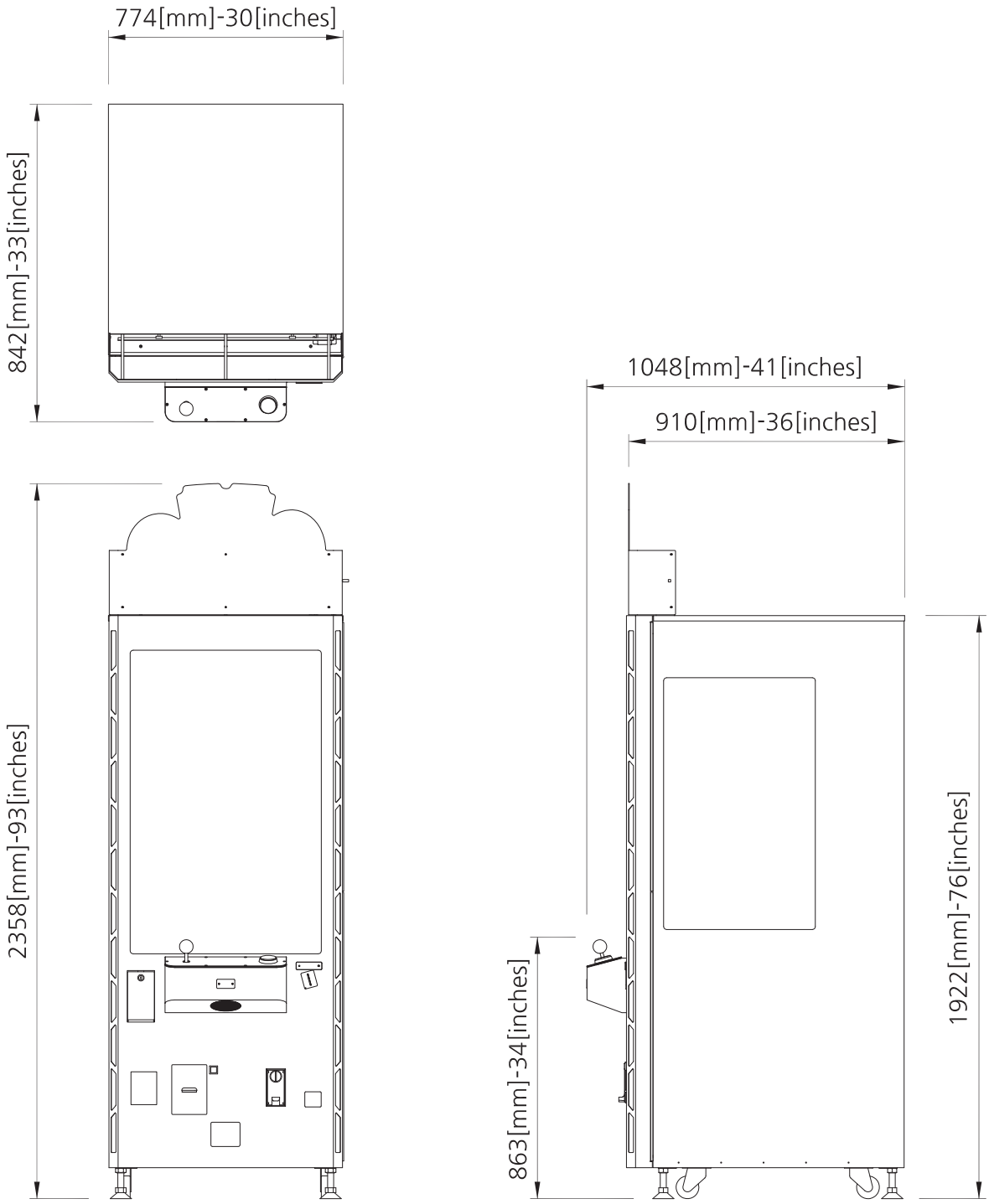
1. SPECIFICATION AND DIMENSION

1-1. DIMENSION

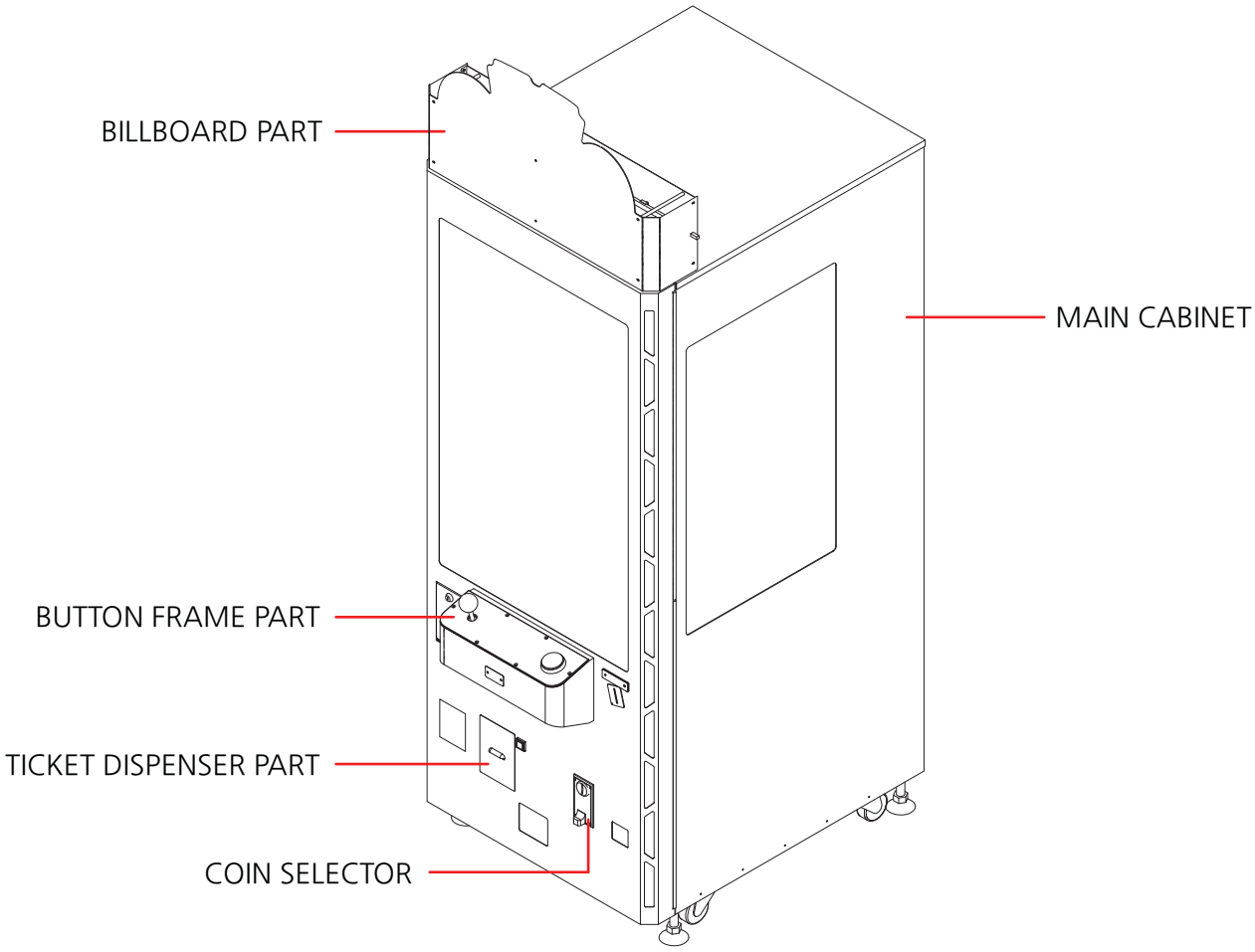


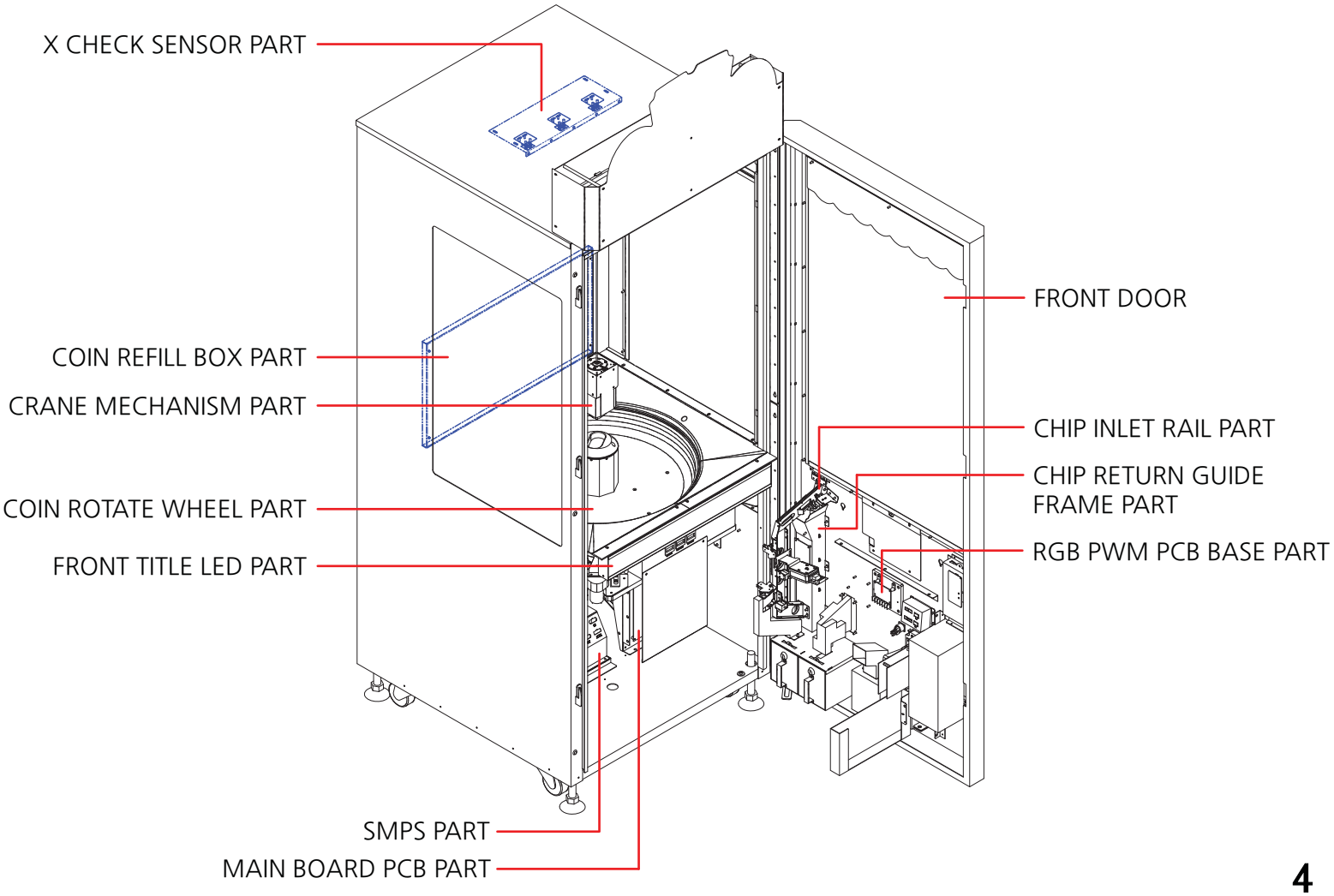
1-2. SPECIFICATION

DIMENSION (W x D x H)	774 x 1048 x 2358 (mm)
PACKING DIMENSION (W x D x H)	1150 x 850 x 2110 (mm)
WEIGHT (kg)	210 kg [WEIGHT INCLUDING : 230 kg] PACKAGING
VOLTAGE	AC 120V
FREQUENCY RANGE	60Hz
CONSUMPTION	240W

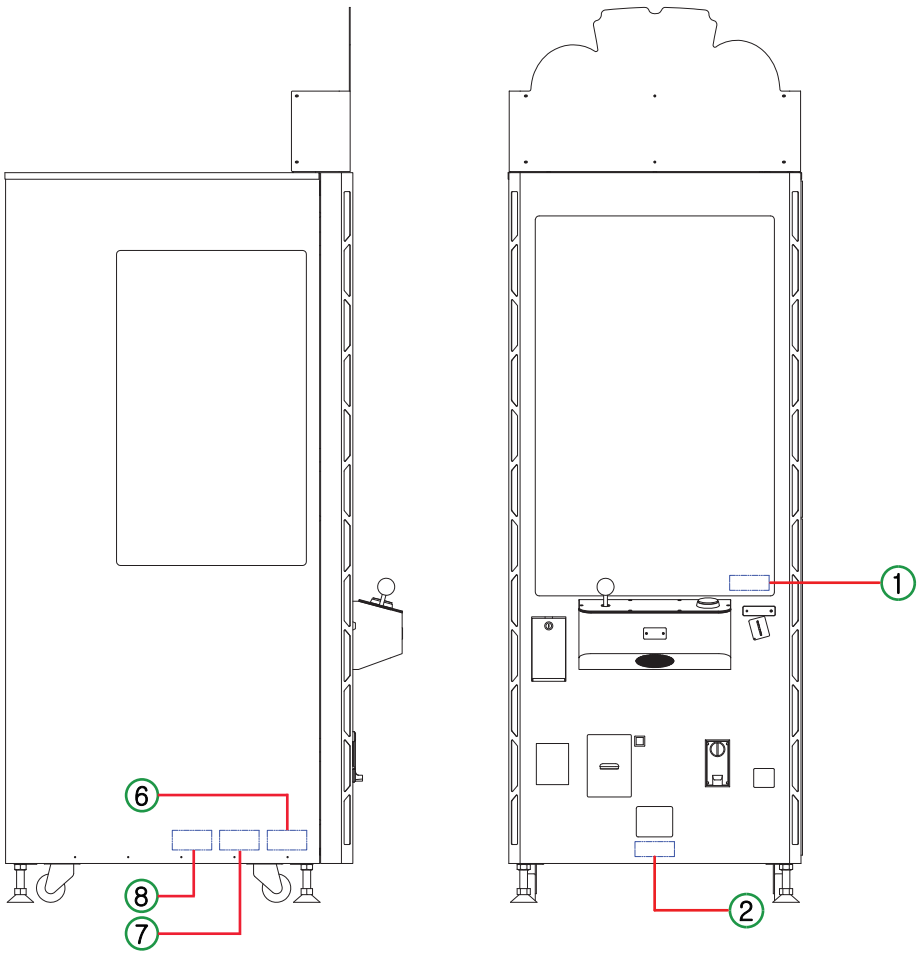
* The 120V voltage specification is for the Americas only, and the 230V (50/60Hz) voltage specifications are for other countries.

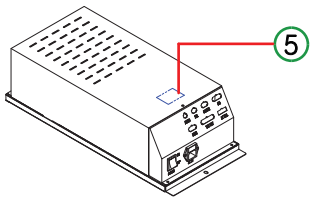
1-3. NAME OF PARTS



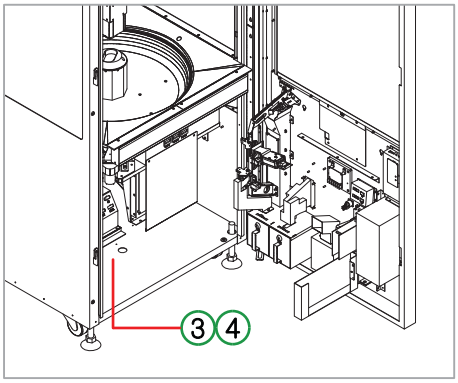


1-4. STICKER LOCATION





- SMPS BOX COVER



1

CAUTION/ PRUDENCE

Do not push or hit this.
It would be damaged.

Ne pas la pousser ou frapper.
Elle serait endommagée.

2

CAUTION/ PRUDENCE

Watch your head or hands!

Attention à votre tête ou à vos mains!

3

NOTICE

To turn the power switch on from off status,
Please try it in 10 seconds from your turning Off

4

CAUTION/PRUDENCE

"For continuous protection against risk of fire, replace only with the same type 10A-250V fuse"

"Pour une protection continue contre les risques d'incendie, remplacer un fusible avec seulement le même type 10A-250V"

5

WARNING/ATTENTION

Except service personnal, please never open the product as there is a risk of electric shock.

Il y a un risque d'électrocution, n'ouvrez pas le produit excepté le responsable, s'il vous plaît.

6

1 YEAR LIMITED WARRANTY

7

WARNING

ROCKING, SHAKING, OR TIPPING
MAY CAUSE INJURY OR DEATH !
This unit must be fastened securely
to the wall, floor or adjacent object in
compliance with the installation instructions.

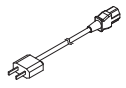
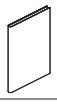
ATTENTION

AGITER, SECOUER OU BASCULER
PEUT CAUSER DES BLESSURES
OU ENTRAÎNER LA MORT!
Cette unité doit être fixée
au mur, au plancher ou à un objet à proximite
conformément aux instructions d'installation.

8

Certification Label

1-5. COMPONENTS

NO.	PART NAME	SPEC.	QTY
1	AC POWER CORD	- 	1
2	KEY	7001	2 EACH
3	BOLT	6x16L	5
4	WRENCH	2.5 / 3mm	1 EACH
5	WIRE	1000mm	1
6	G-COIN	-	2205
7	COIN BLANK BKT	-	1
8	MANUAL	-	1
9	TROUBLE SHOOTING MANUAL	- 	1

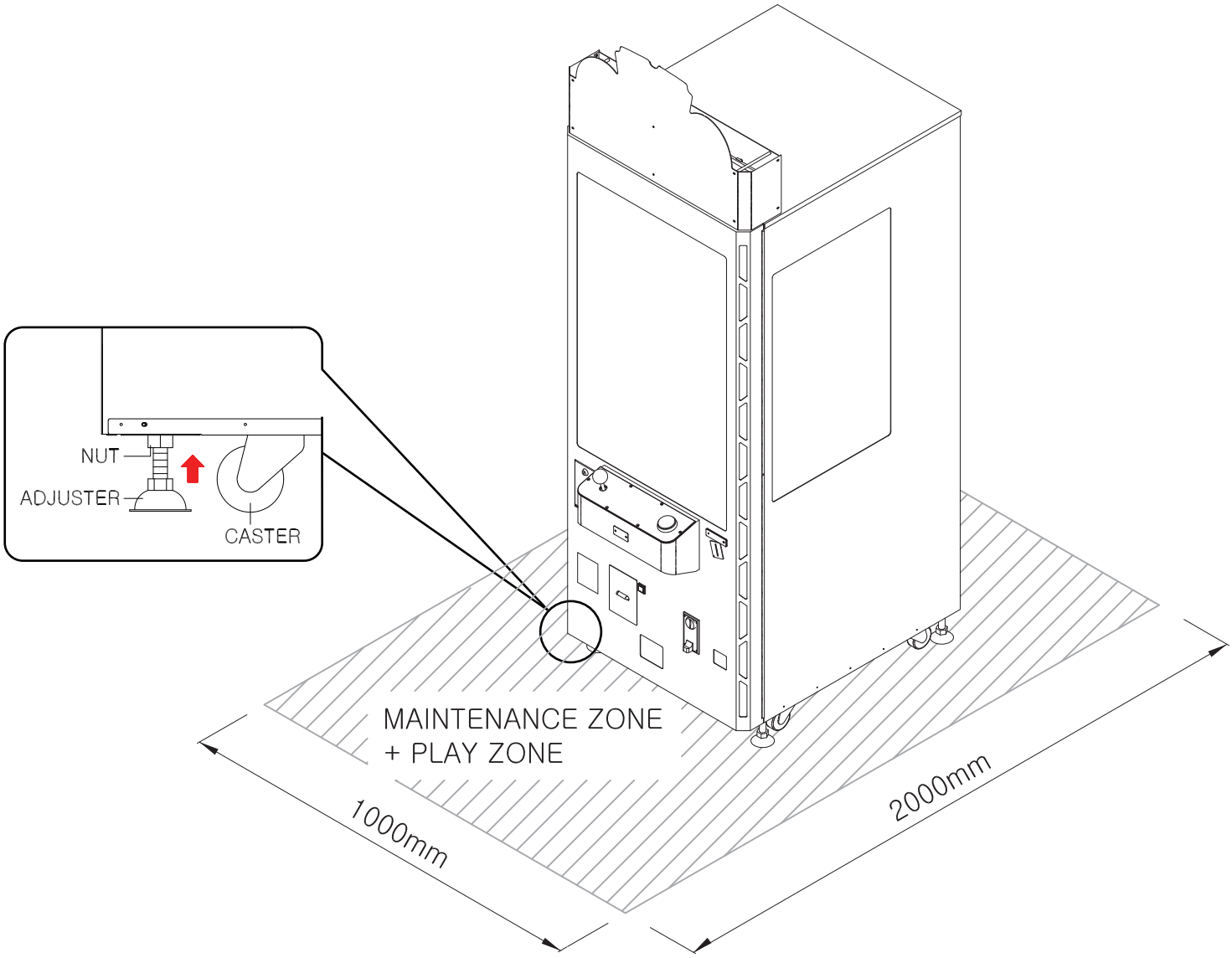
2. INSTALLATION

2-1. INSTALLATION SPACE

- Need to have installation place.
  Maintenance zone & Play zone should have at least
  1000mm x 2000mm each.

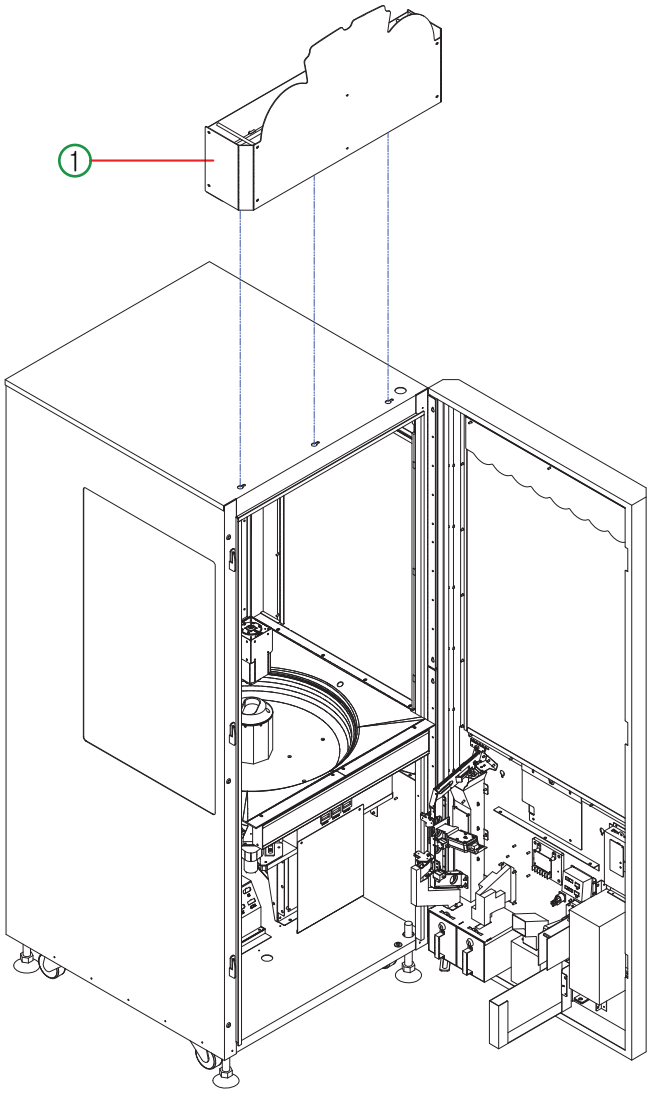
***IMPORTANT**

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



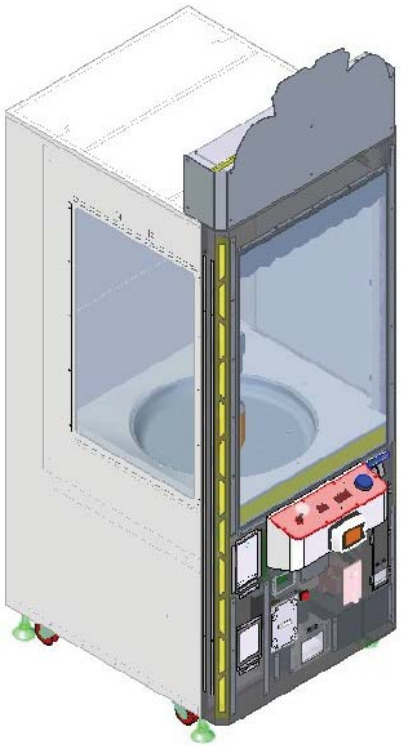
2-2. HOW TO INSTALL

1 * BILLBOARD ASS'Y



- After assembling ① BILLBOARD FRAME PART connect connector using [M6 bolts, 3pcs]

2

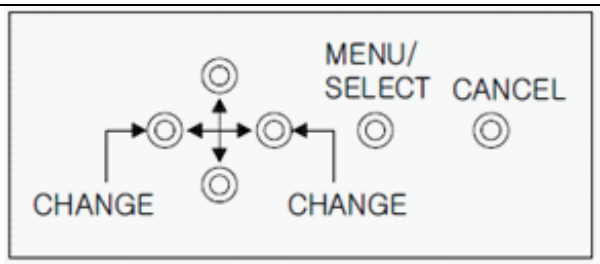
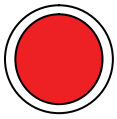


- Please complete assembling as shown in the picture.

3. SETUP SETTING

3-1. MACHINE SETUP

1. SETUP BUTTON LAYOUT

	1) [↑↓] Up/Down Button : Menu Up/Down Move 2) [←→] Left/Right Button : Setting Value Change 3) Menu/Select Button : Execution of Set Up Menu Mode and Select 4) Cancel Button : Exit
 RESET / SERVICE CREDIT	Normally service credit. When error occurs, use this button to clear error. * Service credit : Increases by 1 play per one press.

[VOLUME DISPLAY]

LCD DISPLAY	DESCRIPTION
---- TICKET MAN V_.__ ---- ===== VOLUME : 60 =====	MENU POPS UP WHEN YOU PRESSVOLUME UP/DOWN BUTTON IN MAINBOARD. RETURN TO THE MAIN AFTER 2 SECONDS. DEFAULT IS 60,INCREASED/DECREASED BY 2 WHEN YOU PRESS THE BUTTON.

[OPERATING OPTIONS]

MENU/SELECTBUTTON	SELECT : ENTER MENU
	CANCEL : MOVE TO PREVIOUS MENU OR EXIT
## OPERATION OPTIONS ##	
PROGRAM SETTING	SETTING MODE
CLEAR MODE	DELETE MODE
BOOKKEEPING	CHECK GAME DATA
FACTORY-SETTING	INITIALIZE TO FACTORY SETTING
TEST MODE	TEST MODE
PLAYFIELD-SETUP	PLAYFIELD TEST
EXIT	EXIT TO GAME MODE

3-2. SETUP MODE

PROGRAM SETTING			
LCD DISPLAY	DESCRIPTION	RANGE	DEFAULT
CREDIT / COIN	CREDITSETTING PER COIN	FREE, 1/1 ~ 1/10, 2/1	1
COIN / BILL	COIN SETTING PER BILL	(REFER TO BELOW TABLE)	
WIN/PLAY	G-COINOUT RATE SETTING PER PLAY	0.1~2.0	1.0
CREDIT LIMIT	MAXIMUM CREDIT SETTING	1 ~ 80(±1)	20
PLAY TIME	PLAY TIME SETTING	FREE, 1 ~ 99(±1)	30
ARM DROP POSITION	- WHERE THE ARM DESCENDS FROM THE CENTER AND WAITS (the higher the number, the higher) - AUTO: Automatically change the position when the amount of COIN is not discharged	1 ~ 10, AUTO	5
DROP WAIT TIMER	SETTING FOR WAITING TIME OF ARMAT THE CENTER	1 ~ 5	3
RETRY GAME	PROVIDE RETRY IF G-COIN IS NOT OUT WIN : RETRY UNTIL G-COIN OUT	0 ~ 10, WIN	0
MERCY TICKET	MERCY TICKET SETTING	0 ~ 10	0
DEMO SOUND	DEMO SOUND SETTING	OFF / ON	ON
WHEEL STOP	WHEEL TABLE SPIN SETTING WHEN ARM IS GOING DOWN	OFF / ON	ON
G-COIN TIME	G-COIN BARCODE READING ALLOW TIME AFTER GAME PLAY	OFF,ON,1~60	20
SAVE AND EXIT	SAVE AND EXIT	SELECT FOR EXECUTION	
CANCEL AND EXIT	CANCEL AND EXIT		

PROGRAM SETTING -> COIN / BILL COIN SETTING PER BILL			
LCD DISPLAY	DESCRIPTION	RANGE	DEFAULT
1 BILL	COIN SETTING PER 1 BILL	1 ~ 999(±1)	4
2 BILL	COIN SETTING PER 2 BILL		8
5 BILL	COIN SETTING PER 5 BILL		20
10 BILL	COIN SETTING PER 10 BILL		40
20 BILL	COIN SETTING PER 20 BILL		80
50 BILL	COIN SETTING PER 50 BILL		200
100 BILL	COIN SETTING PER 100 BILL		400
SAVE AND EXIT	SAVE AND EXIT		
CANCEL AND EXIT	CANCEL AND EXIT		

3-3. CLEAR MODE

CLEAR MODE CLEAR GAME DATA ANDBOOKKEEPING.		
LCD	DESCRIPTION	EXECUTION
CLEAR CREDIT	CLEAR CURRENTCREDIT	BY SELECT BUTTON "CLEAR XX DATA ARE YOU SURE? YES or NO"
CLEAR TICKET	CLEAR CURRENTTICKET	
CLEAR GAME DATA	CLEAR GAME DATA AND BOOKKEEPING	
EXIT	EXIT	

BOOKKEEPING	
LCD DISPLAY	DESCRIPTION
--------- COIN IN --------- 0	TOTAL COIN
--------- BILL IN --------- 0	TOTAL BILL IN
------ SERVICE IN ------ 0	TOTAL SERVICE IN 1 CREDIT UP PER SERVICE IN.
-------- PLAY IN -------- 0	TOTAL PLAY
----- RETRY COUNT ----- 0	RETRY PLAY
------ G-COIN OUT ------ 0	TOTAL G-COIN OUT
------ TICKET OUT ------ 0	TOTAL TICKET OUT
TICKET MAN Ver. _.__	VERTION INFO
CANCEL	

FACTORY-SETTING INITIALIZING TO FACTORY SETTING VALUE. CLEAR TOTAL DATA AND SET IT UP TO DEFAULT VALUE		
LCD DISPLAY		LCD DISPLAY
FACTORY-SETTING ARE YOU SURE? YES or[NO]	RE-CONFIRM	FACTORY-SETTING REALLY ? YES or[NO]

3-4. TEST MODE

TEST MODE CANCEL BUTTON TO EXIT		
LCD DISPLAY	SELECTION	DECRIPTION
INPUT TEST	(REFER TO BELOW TABLE)	INPUT TEST
FND & LAMP	OFF STEP ON/OFF ON	FND & LAMP TEST OFF : ALL OFF STEP : TEST IN ORDER ON/OFF : TEST ON AND OFF ON : ALL ON
ARM & JOYSTICK	(REFER TO BELOW TABLE)	ARM AND JOYSTICK TEST
WHEEL	(REFER TO BELOW TABLE)	WHEEL TEST
COIN	(REFER TO BELOW TABLE)	COIN TEST
TICKET	(REFER TO BELOW TABLE)	TICKET OUT TEST
G-COIN	(REFER TO BELOW TABLE)	G-COIN TEST
COUNTER	(REFER TO BELOW TABLE)	COUNTER TEST
SOUND	(REFER TO BELOW TABLE)	SOUND TEST
EXIT	EXT TEST MODE	

TEST MODE -> INPUT TEST	
LCD DISPLAY	DESCRIPTION
--- INPUT TEST --- 000000 0000 00000	INPUT TEST (1 BEEP SOUND IF THERE IS INPUT SIGNAL) CANCEL BUTTON TO EXIT

DESCRIPTION	
000000	1.WHEEL ENCODER SENSOR2.G-COIN OUT SENSOR UP 3.G-COIN OUT SENSOR RIGHT 4.LEFT MAGNETIC SENSOR 5.CENTER MAGNETIC SENSOR 6.RIGHT MAGNETIC SENSOR
0000	1.X-MOTOR LEFTSWITCH 2.X-MOTOR RIGHTSWITCH 3.Z-MOTOR UP SWITCH 4.Z-MOTOR DOWN SWITCH
00000	1.DROPBUTTON 2.JOYSTICK LEFT 3.JOYSTICK RIGHT 4.TICKET BUTTON 5.SERVICE(ERROR CLEAR) BUTTON

TEST MODE -> ARM & JOYSTICK ARM TEST BY JOYSTICK SOLENOID : SETUP LEFT BUTTON (or TICKET BUTTON) CANCEL BUTTON TO EXIT	
LCD DISPLAY	DESCRIPTION
---- ARM & JOYSTICK ---- SOLENOID : TICKET BUTTON EXIT : CANCEL	TIME / TICKETS FND : MAGNETIC LEFT SENSOR, Z-ARM UP SWITCH MAGNETIC CENTER SENSOR, X-ARM LEFT SWITCH MAGNETIC RIGHT SENSOR X-ARM RIGHT SWITCH Z-ARM DOWN SWITCH CREDIT FND : ARM STATUS (UP,) ARM STATUS (DOWN) ARM STATUS (MOVEMENT), DROP BUTTON JOYSTICK LEFT JOYSTICK RIGHT
EXIT	EXIT ARM & JOYSTICK TEST

TEST MODE -> WHEEL
SELECT BUTTON ORDROP BUTTONAT THE MENUTO TEST.
CANCEL BUTTON TOEXIT

LCD DISPLAY	SELECTION	DESCRIPTION
----- WHEELTEST ----- WHEEL OFF	OFF/ON	WHEELTEST TIMEFND : SENSOR CHECK BY DISPLAYING 0, 1
EXIT	EXIT WHEEL TEST	

TEST MODE -> COIN
SELECT BUTTON OR DROP BUTTON AT THE MENU TO TEST.
CANCEL BUTTON TO EXIT

LCD DISPLAY	SELECTION	DESCRIPTION
---- COINTEST ---- COIN OFF	OFF/ON	COIN INHIBIT TEST CREDIT FND : DISPLAY INSERTED COIN QTY
EXIT	EXIT COIN TEST	

TEST MODE -> TICKET
SELECT BUTTON OR DROP BUTTON AT THE MENU TO TEST.
CANCEL BUTTON TO EXIT

LCD DISPLAY	SELECTION	DESCRIPTION
---- TICKETTEST ---- TICKET OFF	OFF/ON	TICKET OUT TEST. 3 TICKETS OUT PER TEST TIME FND : DISPLAY TICKET OUT QTY
EXIT	EXIT TICKET TEST	

TEST MODE -> G-COIN
SELECT BUTTON OR DROP BUTTON AT THE MENU TO TEST.
CANCEL BUTTON TO EXIT

LCD DISPLAY	SELECTION	DESCRIPTION
---- G-COIN TEST ---- G-COIN OFF	OFF/ON	G-COIN TEST. OFF : NO TEST ON : READED G-COIN GOES TO G-COIN BOX TIME FND : DISPLAY READED G-COIN QTY
EXIT	EXIT G-COIN TEST	

TEST MODE -> COUNTER
SELECT BUTTON AT THE MENU TO TEST.
CANCEL BUTTON TO EXIT

LCD DISPLAY	SELECTION	DESCRIPTION
---- COUNTER TEST ---- COUNTER 0 0 0 0		COUNTER TEST LEFT BUTTON : COIN COUNTER +1 RIGHT BUTTON : G-COIN COUNTER +1 SELECT BUTTON : TICKET COUNTER +1
EXIT	EXIT COUNTER TEST	

TEST MODE -> SOUND
SELECT BUTTON AT THE MENU TO TEST.
VOLUME CONTROLVOL_DOWN BUTTON: DECREASE, VOL_UP BUTTON: INCREASE

LCD DISPLAY	SELECTION	DESCRIPTION
SOUND STOP 1 AUTO	AUTO 1 ~ 64	SELECT SOUND NO BY LEFT/RIGHT BUTTON, SELECT BUTTON TO PLAY AUTO : PLAY ALL SOUND IN ORDER 1 ~ ?? : PLAY SOUND
EXIT	EXIT SOUND TEST	

PLAYFIELD MODE
MOVE BELOW SCREEN BY SELECTING TABLE SET, A/B.
CANCEL BUTTON TO STOP TESTING AND EXIT.

LCD DISPLAY	DESCRIPTION	EXECUTION
TABLE SET, A === RUN === -------- PLAY IN -------- 0	AGING TEST RUN TOTAL PLAY 3,000 TIMES	RUN & STOP : SELECT BUTTON
TABLE SET, A === RUN === -------- PLAY IN -------- 0	LONG TIME AGING TEST RUN TOTAL PLAY 100,000TIMES	
EXIT	EXIT TEST	

BOOKKEEPING SCREEN IN GAME PLAY
[<-, ->] LEFT/RIGHT BUTTON TO CHECK

LCD DISPLAY	DESCRIPTION
-------- COIN IN -------- 0	TOTAL COIN
--------BILL IN --------- 0	TOTAL BILL IN
------ SERVICE IN ------ 0	TOTAL SERVICE IN. 1 CREDIT UP PER SERVICE IN
-------- PLAY IN -------- 0	TOTAL PLAY
------ RETRY PLAY ------ 0	TOTAL RETRY PLAY
------ G-COIN OUT ------ 0	TOTAL G-COIN
------ TICKET OUT ------ 0	TOTAL TICKET OUT

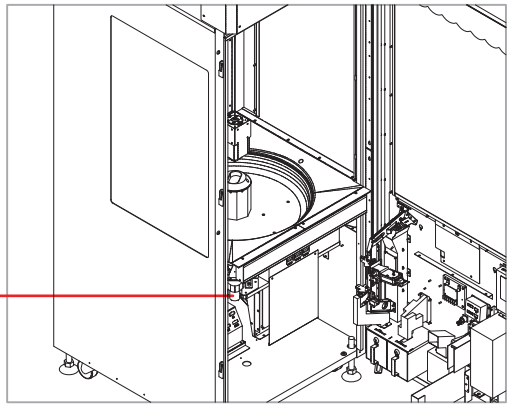
3-5. ERROR CODE

ERROR CODE (TIME FND : Er) (CREDIT FND : ERROR CODE)	PROBLEM	DESCRIPTION (RESET BUTTON AFTER TROUBLE SHOOTING)
01	BACKUP ERROR	1. MAINBOARD BACKUP MEMORY ERROR 2. IN CASE OF CONTIUOUS ERROR IN BOOTING, REPLACE MAINBOARD
10	COIN ERROR	1. COIN JAM (CLEAR COIN JAM INSIDE OF COIN MACHINE)
E-T	TICKET ERROR	1. TICKET JAM (CLEAR TICKET JAM INSIDE OF TICKETDISPENSOR)
30	WHEEL ERROR	1. MOTOR OR SENSOR PROBLEM (TEST MODE ->MOTOR TEST FROM WHEEL TEST)
40	X-Arm ERROR	1. X-ARM OR LEFT SWITCH PROBLEM
41		1. X-ARM OR RIGHT SWITCH PROBLEM
42		1. X-ARM OR MAGNETIC CENTER SENSOR PROBLEM
43		1. X-ARM OR MAGNETIC LEFT SENSOR PROBLEM
44		1. X-ARM OR MAGNETIC RIGHT SENSOR PROBLEM
60	Z-Arm ERROR	1. Z-ARM OR UP SWITCH PROBLEM
61		1. Z-ARM OR DOWN SWITCH PROBLEM
80	G-COIN ERROR	G-COIN COMMUNICATION ERROR
81		G-COIN TOP SENSOR ERROR
82		G-COIN MIDDLE SENSOR ERROR
83		G-COIN BOTTOM SENSOR ERROR

4. TROUBLESHOOTING

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

4-1. WHEEL MOTOR ERROR [Er. 30]



WHEEL MOTOR ERROR (Er. 30)

WHEEL TEST — YES → DONE

NO

[HOW TO CHECK]

1. TEST MODE > WHEEL
2. ON/OFF BY SELECT BUTTON OR DROP BUTTON
3. CHECK MOTOR
4. TIME FND : CHECK IF IT SHOWS 0,1 WHEN WHEEL SPINS

CHECK WHEEL MOTOR — NO → 1. RECONNECT CONNECTOR 2. REASSEMBLE OR REPLACE

YES

[HOW TO TEST]

1. CHECK MOTOR CONNECTOR
2. CHECK 6-PIN JOIN CONNECTOR
3. CHECK IF MOTOR OR BOLT IS FIXED IN PLACE

CHECK WHEEL MOTOR — NO → 1. RECONNECT CONNECTOR 2. REPLACE MAIN PCB

YES

[HOW TO TEST]

1. CHECK CONNECTOR CN27, CN31
2. CHECK DC VOLTAGE OF CONNECTOR
   CN27, CN31,CN27 PIN 1 : 12V,
   CN31 PIN 5 : GND
   WHEEL ON;
   CN31 PIN 2, PIN 3 : 5V
   WHEEL OFF;
   CN31 PIN 2 : 0.5V, PIN 3 : 5V
3. CHECK JOIN CONNECTOR

REPLACE WHEEL MOTOR — NO → REPLACE MAIN PCB

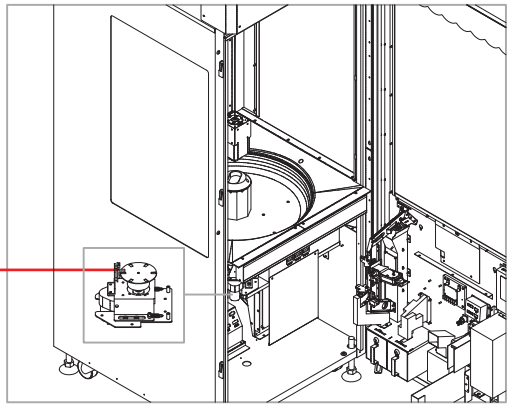
DONE

- CODE NO.
  [MZZZ0MOT146]

- CODE NO.
  [ATKM0ASS001]

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

4-2. WHEEL SENSOR ERROR [Er. 30]



WHEEL SENSOR ERROR (Er. 30)

WHEEL TEST — YES → DONE

NO

[HOW TO CHECK]

1. TEST MODE > WHEEL
2. ON/OFF BY SELECT BUTTON OR DROP BUTTON
3. CHECK MOTOR
4. TIME FND : CHECK IF IT SHOWS 0.1 WHEN WHEEL SPINS

CHECK WHEEL ENCODER SENSOR — NO →

1. RECONNECT CONNECTOR
2. REMOVE DUST ON SENSOR
3. REASSEMBLE OR REPLACE SENSOR OR SENSOR BKT

YES

[HOW TO TEST]

1. CHECK SENSOR CONNECTOR
2. CHECK IF THERE IS DEBRIS ON SENSOR OR SENSOR BKT
3. CHECK SENSOR ENCORER BRK HOLE AND SENSOR LOCATION ARE CORRECT

CHECK MAIN PCB — NO →

1. RECONNECT CONNECTOR
2. REPLACE MAIN PCB

YES

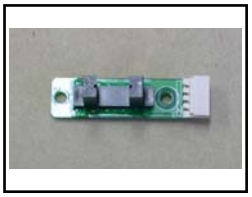
[HOW TO TEST]

1. CHECK CONNECTOR CN37 (ENCODER 345)
2. CHECK DC VOLTAGE OF CONNECTOR CN37 PIN 1 : 5V , PIN 4 : GND
   WHEEL ON;
   PIN 2 : 0.5V
   WHEEL OFF;
   PIN 2 : BELOW 4.5V
3. CHECK JOIN CONNECTOR

REPLACE ENCODER SENSOR — NO → REPLACE MAIN PCB

DONE

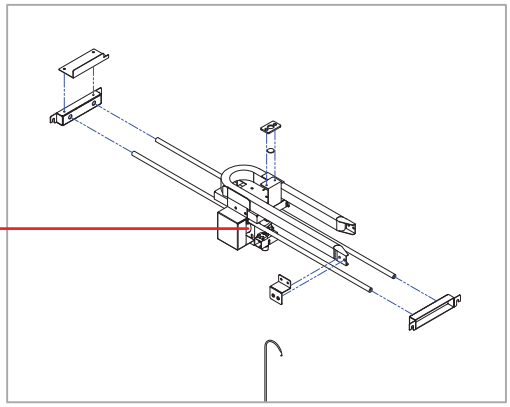
- CODE NO.
[AZZZ0PCB103]



- CODE NO.
[ATKM0ASS001]

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

4-3. IN CASE OF X-ARM MOTOR PROBLEM
[Er. 40 or Er. 44]



X-ARM MOTOR PROBLEM

CHECK X-ARM — YES → DONE

NO

[HOW TO CHECK]

1. TEST MODE > ARM &JOYSTICK
2. CHECK X-ARM IS MOVING LEFT/RIGHT WHEN YOU CONTROL JOYSTICK LEFT/RIGHT
3. CHECK IF CREDIT FND SHOWS "C" AT FIRST DIGIT WHEN YOU CONTROL JOYSTICK LEFT/RIGHT

CHECK X-ARM MOTOR — NO → 1. RECONNECT CONNECTOR 2. REASSEMBLE OR REPLACE

YES

[HOW TO TEST]

1. CHECK CONNECTOR
2. CHECK CRANE RAIL GUIDE PULLY AND BOLT ARE FIXED IN POSITION
3. CHECK IF X-ARM IS MOVING BY HAND WHILE POWER OFF (JAM CHECK)
4. CHECK IF LEFT/RIGHT SWITCH ARE CONNECTED ON N.C (SHOULD BE CONNECTED ON N.O)

CHECK MAIN PCB — NO → 1. RECONNECT CONNECTOR 2. REPLACE MAIN PCB

YES

[HOW TO TEST]

1. CHECK CONNECTOR CN22
2. CHECK DC VOLTAGE OF CONNECTOR CN22 WHEN YOU CONTROL JOYSTICK LEFT/RIGHT PIN 1 : 12V, PIN 2 : GND
3. CHECK JOIN CONNECTOR

REPLACE X-ARM MOTOR — NO → REPLACE MAIN PCB

DONE

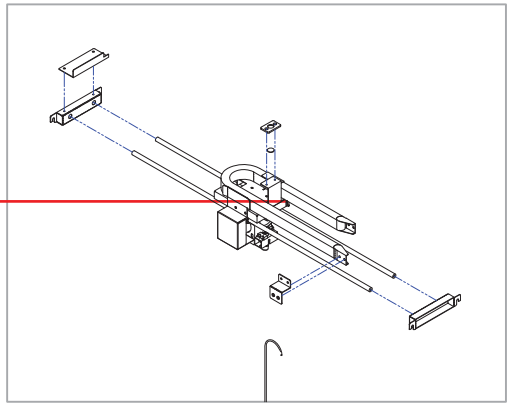
- CODE NO.
[MZZZ0MOT127]

- CODE NO.
[ATKM0ASS001]

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

4-4. IN CASE OF X-ARM SWITCH PROBLEM
[Er. 40 or Er. 41]

X-ARM SWITCH



X-ARM SWITCH PROBLEM

CHECK X-ARM — YES → DONE

NO

[HOW TO CHECK]

1. TEST MODE > ARM &JOYSTICK
2. CHECK DISPLAY OF TIME / TICKET FND
   AS BELOW WHEN X-ARM LEFT SWITCH IS DETECTED

3. CHECK DISPLAY OF TIME / TICKET FND
   AS BELOW WHEN X-ARM RIGHT SWITCH IS DETECTED

CHECK SWITCH — NO →
1. RECONNECT CONNECTOR
2. REASSEMBLE OR REPLACE

YES

[HOW TO TEST]

1. CHECK CONNECTOR
2. CHECK SWITCH AND BOLT ARE
   FIXED IN POSITION
3. CHECK SWITCH

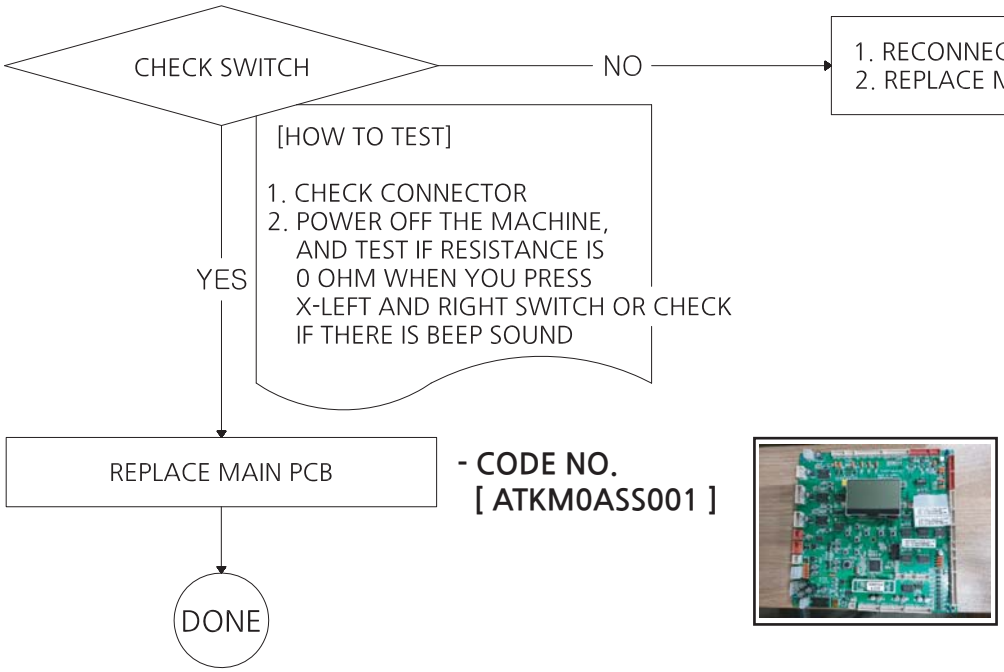
CHECK MAIN PCB — NO →
1. RECONNECT CONNECTOR
2. REPLACE MAIN PCB

- CODE NO.
[ATKM0ASS001]

YES

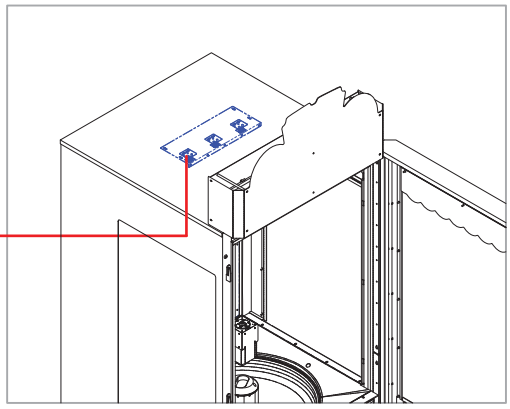
[HOW TO TEST]

1. CHECK CONNECTOR CN32
2. CHECK DC VOLTAGE OF
   CONNECTOR CN32 WHEN
   ARM IS LOCATED IN CENTOR
   PIN 7 : 12V, PIN 8 : 12V,
   PIN 13, 14 : GND
3. CHECK JOIN CONNECTOR


CHECK SWITCH
NO
1. RECONNECT CONNECTOR
2. REPLACE MAIN PCB
[HOW TO TEST]
1. CHECK CONNECTOR
2. POWER OFF THE MACHINE,
AND TEST IF RESISTANCE IS
0 OHM WHEN YOU PRESS
X-LEFT AND RIGHT SWITCH OR CHECK
IF THERE IS BEEP SOUND
YES
REPLACE MAIN PCB
- CODE NO.
[ATKM0ASS001]
DONE

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

4-5. IN CASE OF X-ARM MAGNETIC SENSOR PROBLEM [Er. 40, Er.43, Er. 44]



CHECK X-ARM

CHECK X-ARM — YES → DONE

NO

[HOW TO CHECK]

1. TEST MODE > ARM &JOYSTICK
2. CHECK DISPLAY OF TIME / TICKET FND AS BELOW WHEN X-ARM MAGNETIC LEFT SENSOR IS DETECTED
3. CHECK DISPLAY OF TIME / TICKET FND AS BELOW WHEN X-ARM MAGNETIC CENTER SENSOR IS DETECTED
4. CHECK DISPLAY OF TIME / TICKET FND AS BELOW WHEN X-ARM MAGNETIC RIGHT SENSOR IS DETECTED

CHECK SENSOR — NO → 1. RECONNECT CONNECTOR 2. REASSEMBLE OR REPLACE

YES

[HOW TO TEST]

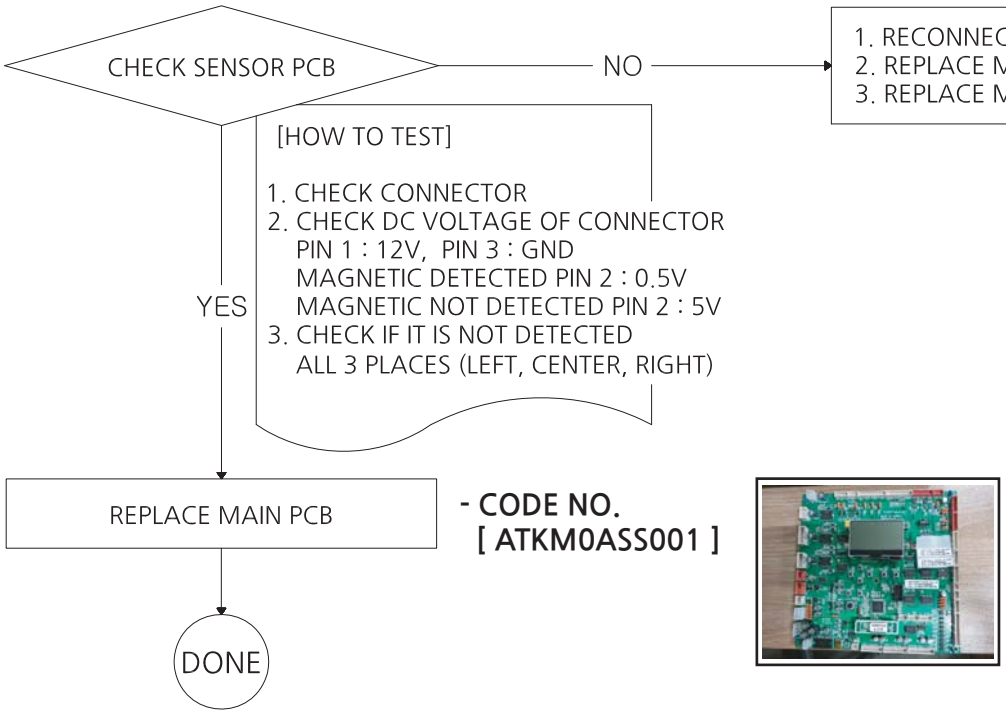
1. CHECK CONNECTOR
2. CHECK SENSOR PCB AND BOLT ARE FIXED IN POSITION
3. CHECK MAGNETIC

CHECK MAIN PCB — NO → 1. RECONNECT CONNECTOR 2. REPLACE MAIN PCB

YES

[HOW TO TEST]

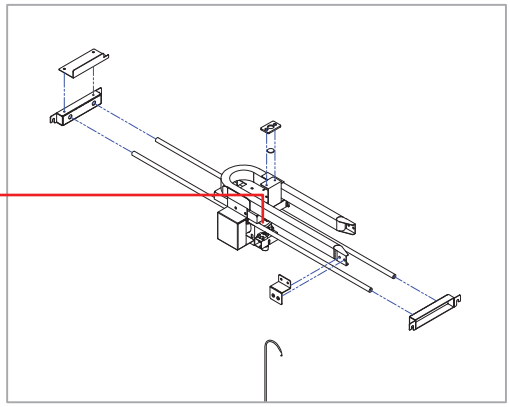
1. CHECK CONNECTOR CN30
2. CHECK VOLTAGE OF CONNECTOR PIN 1, 4, 7 : 12V, PIN 3, 6, 9 : GND
3. CHECK JOIN CONNECTOR



- CODE NO.
[ATKM0ASS001]

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

4-6. IN CASE OF Z-ARM MOTOR PROBLEM
[Er. 60 or Er. 61]



CHECK Z-ARM

CHECK Z-ARM — YES → DONE

NO →

[HOW TO CHECK]

1. TEST MODE > ARM &JOYSTICK
2. CHECK Z-ARM IS MOVING UP/DOWN WHEN YOU PRESS DROP BUTTON
3. CHECK IF CREDIT FND SHOWS "-" ON SECOND DIGIT WHEN YOU PRESS DROP BUTTON

CHECK Z-ARM MOTOR — NO → 1. RECONNECT CONNECTOR 2. REASSEMBLE OR REPLACE

YES →

[HOW TO TEST]

1. CHECK CONNECTOR
2. CHECK CRANE WIRE PULLY AND BOLT ARE FIXED IN POSITION
3. CHECK WIRE
4. CHECK UP/DOWN SWITCH IS CORRECTLY CONNECTED
   UP SWITCH : CONNECT TO N.C
   DOWN SWITCH : CONNECT TO N.O

CHECK MAIN PCB — NO → 1. RECONNECT CONNECTOR 2. REPLACE MAIN PCB

YES →

[HOW TO TEST]

1. CHECK CONNECTOR CN23
2. CHECK DC VOLTAGE OF CONNECTOR CN23 WHEN DROP BUTTON IS PRESSED
   PIN 1 : 12V, PIN 2 : GND
3. CHECK JOIN CONNECTOR

REPLACE Z-ARM MOTOR — NO → REPLACE MAIN PCB

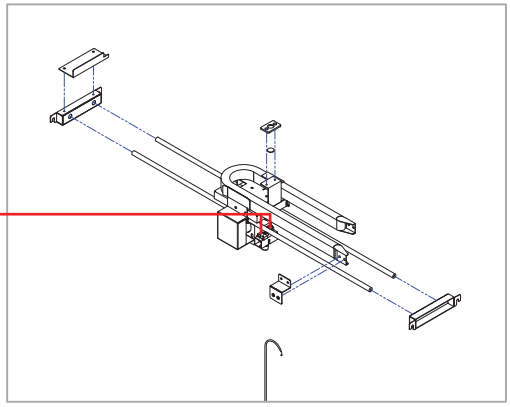
DONE

- CODE NO.
[MZZZ0MOT127]

- CODE NO.
[ATKM0ASS001]

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

4-7. IN CASE OF Z-ARM SWITCH PROBLEM
[Er. 60 or Er. 61]



Z-ARM SWITCH PROBLEM

CHECK Z-ARM — YES → DONE

NO

[HOW TO CHECK]

1. TEST MODE > ARM &JOYSTICK
2. ARM UP/DOWN BY DROP BUTTON
   CHECK DISPLAY OF TIME / TICKET FND
   AS BELOW WHEN Z-ARM UP SWITCH
   IS DETECTED

3. CHECK DISPLAY OF TIME / TICKET FND
   AS BELOW WHEN X-ARM RIGHT
   SWITCH IS DETECTED

CHECK SWITCH — NO →
1. RECONNECT CONNECTOR
2. REASSEMBLE OR REPLACE

YES

[HOW TO TEST]

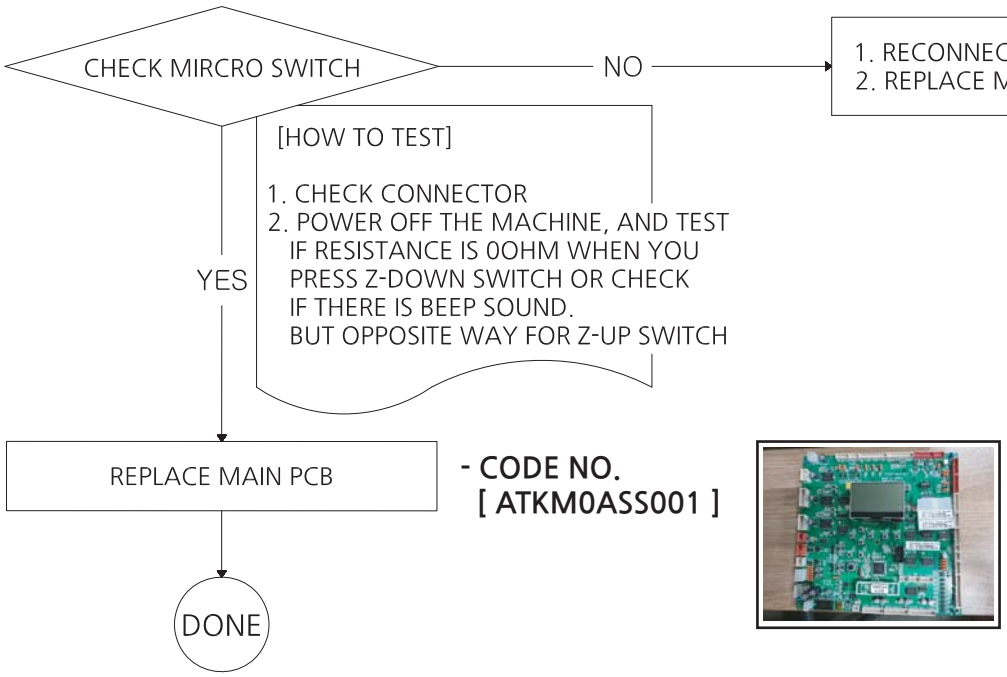
1. CHECK CONNECTOR
2. CHECK SWITCH AND BOLT ARE FIXED
   IN POSITION
3. CHECK SWITCH IS NOT DETECTED
   BY WIRES
4. CHECK OTHER PARTS ARE FIXED
   INPOSITION

CHECK MAIN PCB — NO →
1. RECONNECT CONNECTOR
2. REPLACE MAIN PCB

YES

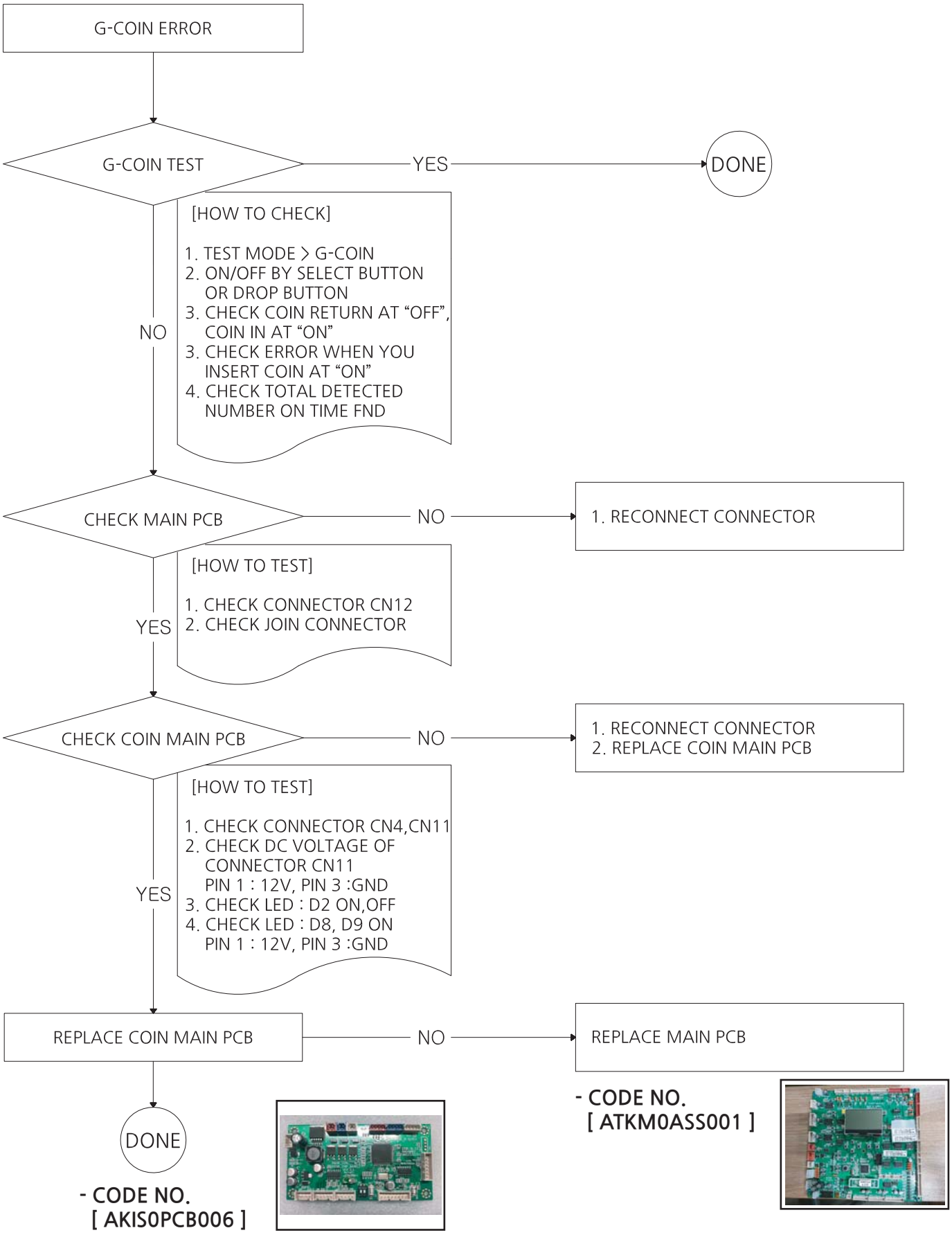
[HOW TO TEST]

1. CHECK CONNECTOR CN32
2. CHECK DC VOLTAGE OF
   CONNECTOR CN32
   PIN 13, 14 : GND
   WHEN ARM IS LOCATED IN CENTOR
   PIN 9 : 0.5V, PIN 10 : 12V
3. CHECK JOIN CONNECTOR


CHECK MIRCRO SWITCH
NO
1. RECONNECT CONNECTOR
2. REPLACE MICRO SWITCH
[HOW TO TEST]
1. CHECK CONNECTOR
2. POWER OFF THE MACHINE, AND TEST
IF RESISTANCE IS 0OHM WHEN YOU
PRESS Z-DOWN SWITCH OR CHECK
IF THERE IS BEEP SOUND.
BUT OPPOSITE WAY FOR Z-UP SWITCH
YES
REPLACE MAIN PCB
- CODE NO.
[ATKM0ASS001]
DONE

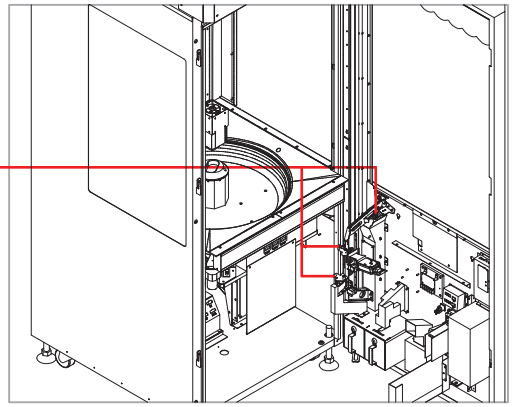
* General check up : Check the supply voltage and wiring connection properly
* "NO" : Means faulty of the check up result.

4-8. G-COIN COMMUNICATION ERROR [Er. 80]



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

4-9. G-COIN SENSOR ERROR
[Er. 81 ~ Er. 83]



G-COIN SENSOR ERROR

G-COIN TEST
YES → DONE
NO

[HOW TO CHECK]

1. TEST MODE > G-COIN
   CHECK ERROR AT SETUP LCD
2. COIN RETURN AT “OFF”, COIN
   IN AT “ON”
3. CHECK ERROR WHEN YOU
   INSERT COIN AT “ON”

CHECK ENCODER SENSOR
NO →
1. REMOVE DEFECTIVE COIN
2. RECONNECT CONNECTOR
3. REPLACE ENCODER SENSOR

YES

[HOW TO TEST]

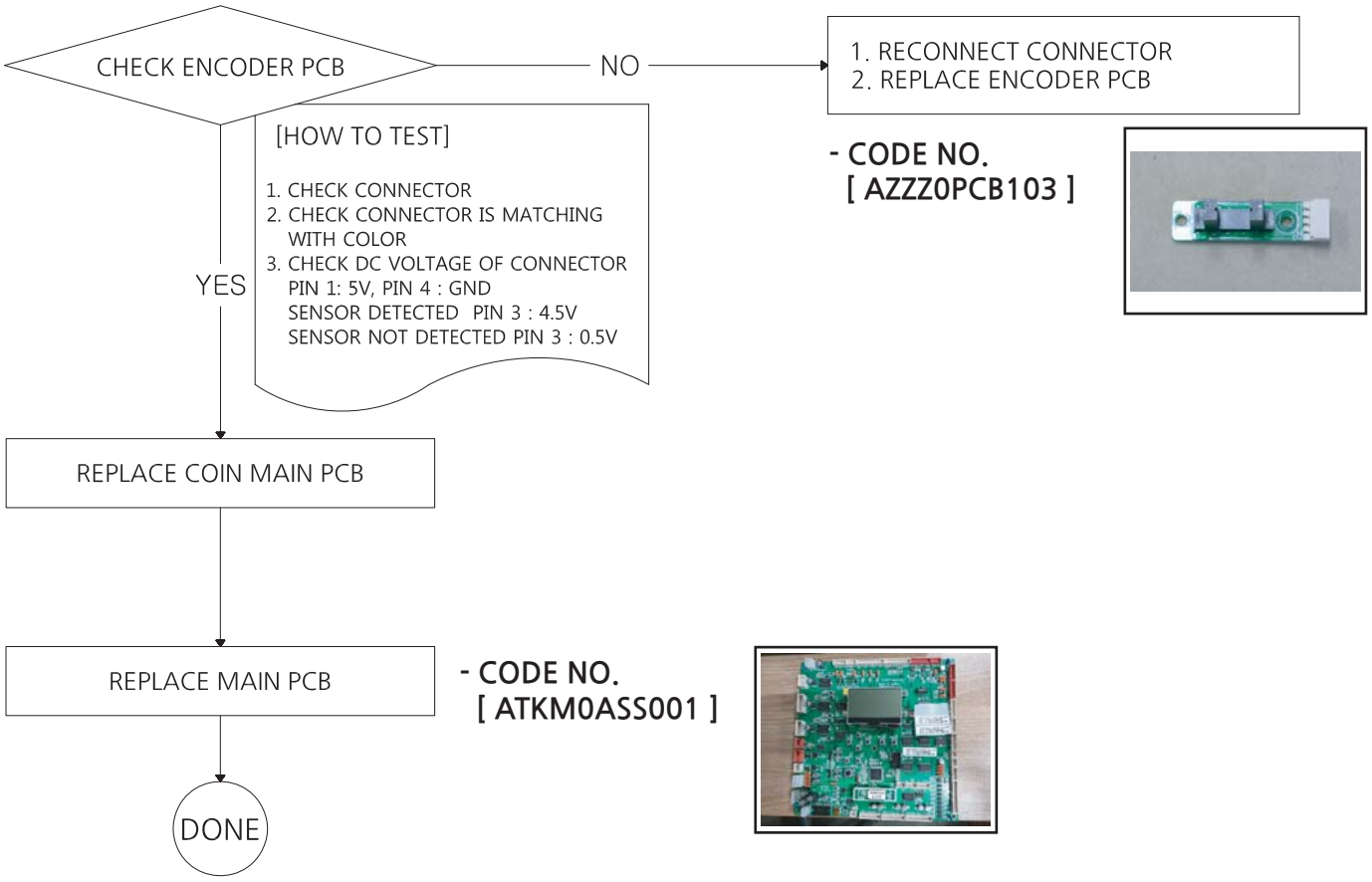
1. CHECK IF IT IS DEFECTIVE COIN
2. CHECK CONNECTOR
   INLET(RED), CHECK(BLUE),
   REJECT(WHITE)
3. CHECK SENSOR

CHECK COIN MAIN PCB
NO →
1. RECONNECT CONNECTOR
2. REPLACE COIN MAIN PCB

YES

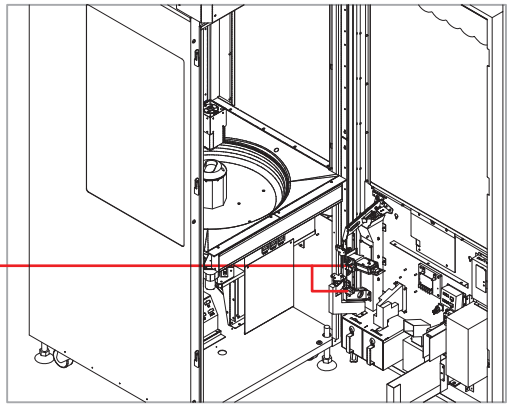
[HOW TO TEST]

1. CHECK CONNECTOR
   CN8, CN12, CN13
2. CHECK CONNECTOR IS
   MATCHING WITH COLOR
3. CHECK DC VOLTAGE OF
   CONNECTOR CN8, CN12, CN13
   PIN 1 : 5V, PIN 2 : 0.5V,
   PIN 4 : GND


CHECK ENCODER PCB
NO
1. RECONNECT CONNECTOR
2. REPLACE ENCODER PCB
- CODE NO.
[AZZZ0PCB103]
[HOW TO TEST]
1. CHECK CONNECTOR
2. CHECK CONNECTOR IS MATCHING WITH COLOR
3. CHECK DC VOLTAGE OF CONNECTOR
PIN 1: 5V, PIN 4 : GND
SENSOR DETECTED PIN 3 : 4.5V
SENSOR NOT DETECTED PIN 3 : 0.5V
YES
REPLACE COIN MAIN PCB
REPLACE MAIN PCB
- CODE NO.
[ATKM0ASS001]
DONE

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

4-10. G-COIN SOLENOID ERROR



G-COIN SOLENOID ERROR

G-COIN TEST

YES → DONE

NO

[HOW TO CHECK]

1. TEST MODE > G-COIN
   CHECK ERROR AT SETUP LCD
2. CHECK G - COIN IS WORKING
   FINE

CHECK SELENOID

NO →
1. RECONNECT CONNECTOR
2. REPLACE SOLENOID

YES

[HOW TO TEST]

1. CHECK CONNECTOR
   INLET(RED), CHECK(BLUE),
   REJECT(WHITE)
2. CHECK SOLENOID PIN IS
   WORKING BY HAND
3. CHECK IF SOLENOID SPRING &
   PIN ARE DEFECTIVE

CHECK COIN MAIN PCB

NO →
1. RECONNECT CONNECTOR
2. REPLACE COIN MAIN PCB

YES

[HOW TO TEST]

1. CHECK CONNECTOR
   CN9, CN6, CN3
2. CHECK CONNECTOR IS
   MATCHING WITH COLOR
3. CHECK DC VOLTAGE OF
   CONNECTOR CN9, CN6, CN3
   PIN 1: 12V, PIN 2 : GND

REPLACE SOLENOID

REPLACE COIN MAIN PCB

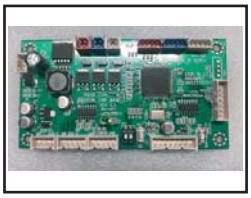
REPLACE MAIN PCB

DONE

- CODE NO.
[AKIS0ASS013]

- CODE NO.
[MELE0SOL005]

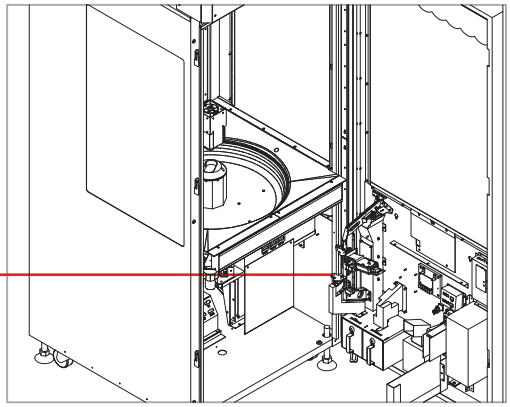
- CODE NO.
[AKIS0PCB006]



- CODE NO.
[ATKM0ASS001]

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

4-11. MEDAL OUT SENSOR ERROR



MEDAL OUT SENSOR

MEDAL OUT SENSOR ERROR

MEDAL OUT SENSOR TEST — YES → DONE

NO

[HOW TO CHECK]

1. TEST MODE > INPUT TEST
2. CHECK IF SETUP LCD 2ND LINE(UP SENSOR) AND 3RD LINE(RIGHT SENSOR) ARE CHANGING FROM 0 TO 1 WHEN MEDAL OUT SENSOR AT G - COIN OUT IS DETECTED

CHECK MEDAL OUT SENSOR — NO → 1. RECONNECT CONNECTOR 2. REMOVE DEBRIS ON SENSOR OR REPLACE

YES

[HOW TO TEST]

1. CHECK SENSOR CONNECTOR
2. CHECK IF THERE IS DEBRIS ON SENSOR OR SENSOR IS BROKEN.
   CHECK IF THERE IS DEBRIS IN G-COIN OUT RAIL OR BLOCKED BY THING IN OPPOSITE HOLE.

CHECK MAIN PCB — NO → 1. RECONNECT CONNECTOR 2. REPLACE MAIN PCB

YES

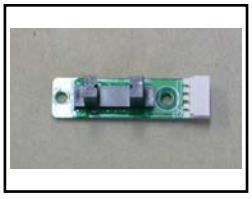
[HOW TO TEST]

1. CHECK CONNECTOR CN37 (ENCODER 345)
2. CHECK DC VOLTAGE OF CONNECTOR CN37
   PIN 5 : 5V, PIN 6 : 0.5V, PIN 12 : GND
   SENSOR NOT DETECTED
   PIN 7 OR 8 : 5V
   SENSOR DETECTED
   PIN 7 OR 8 : BELOW 0.5V
3. CHECK JOIN CONNECTOR

REPLACE MEDAL OUT SENSOR — NO → REPLACE MAIN PCB

DONE

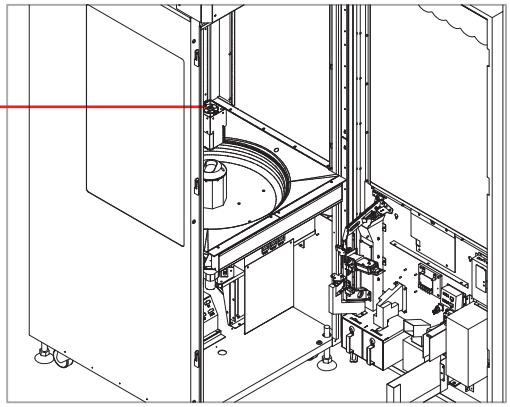
- CODE NO.
[AZZZ0PCB103]



- CODE NO.
[ATKM0ASS001]

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

4-12. IN CASE OF SOLENOID PROBLEM



SOLENOID PROBLEM

CHECK SOLENOID — YES → DONE

NO

[HOW TO CHECK]

1. TEST MODE > ARM &JOYSTICK
2. CHECK IF SOLENOID SHAFT END CAP IS MOVING WHEN YOU PRESS TICKET EMPTY BUTTON OR SELECT BUTTON. OR CHECK TICK SOUND

CHECK SOLENOID & PIN — NO →

1. RECONNECT CONNECTOR
2. REASSEMBLE OR REPLACE

YES

[HOW TO TEST]

1. CHECK CONNECTOR
2. CHECK IF THERE IS DEBRIS ON SOLENOID SHAFT END CAP
3. CHECK IF SOLENOID SHAFT END CAP IS MOVING BY HAND

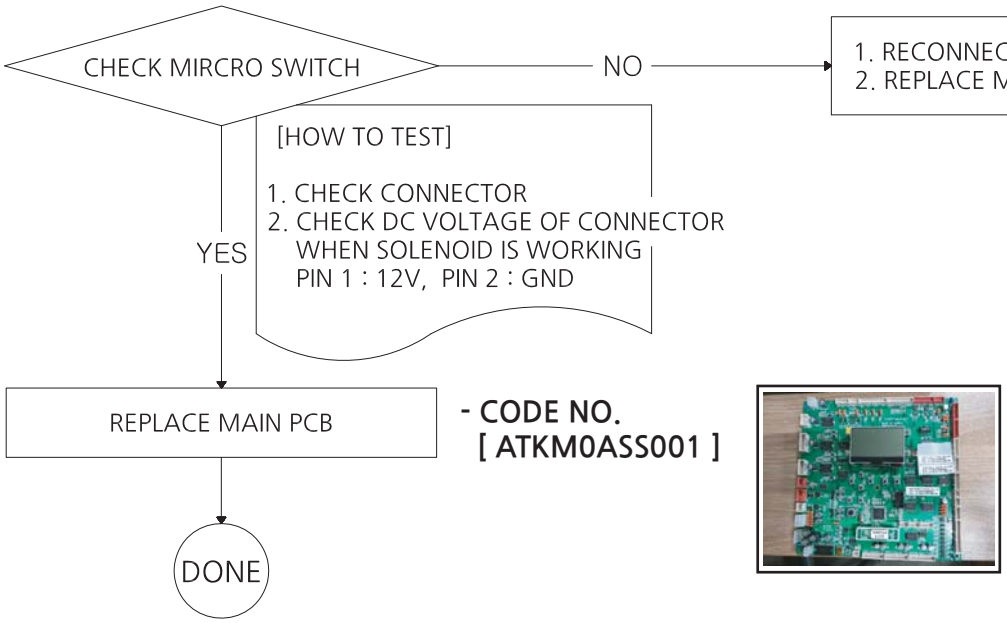
CHECK MAIN PCB — NO →

1. RECONNECT CONNECTOR
2. ADJUST VOLUME OF SMPS LRS 150F-15 OR REPLACE
3. REPLACE MAIN PCB

YES

[HOW TO TEST]

1. CHECK CONNECTOR CN29
2. CHECK DC VOLTAGE OF CONNECTOR CN29
   PIN 1 : 17.5V, PIN 2 : GND
   (IF IT IS BELOW 17.5V, ADJUST VOLUME OF SMPS AND MAKE IT 17.5V)
3. CHECK CONNECTOR CN28
4. CHECK DC VOLTAGE OF CONNECTOR CN28
   WHEN SOLENOID IS WORKING
   PIN 1 : 17.5V, PIN 2 : GND
5. CHECK JOIN CONNECTOR


CHECK MIRCRO SWITCH
NO
1. RECONNECT CONNECTOR
2. REPLACE MICRO SWITCH
[HOW TO TEST]
1. CHECK CONNECTOR
2. CHECK DC VOLTAGE OF CONNECTOR
WHEN SOLENOID IS WORKING
PIN 1 : 12V, PIN 2 : GND
YES
REPLACE MAIN PCB
- CODE NO.
[ATKM0ASS001]
DONE

4-13. IN CASE SOLENOID PIN IS NOT COMING DOWN AFTER GOING UP

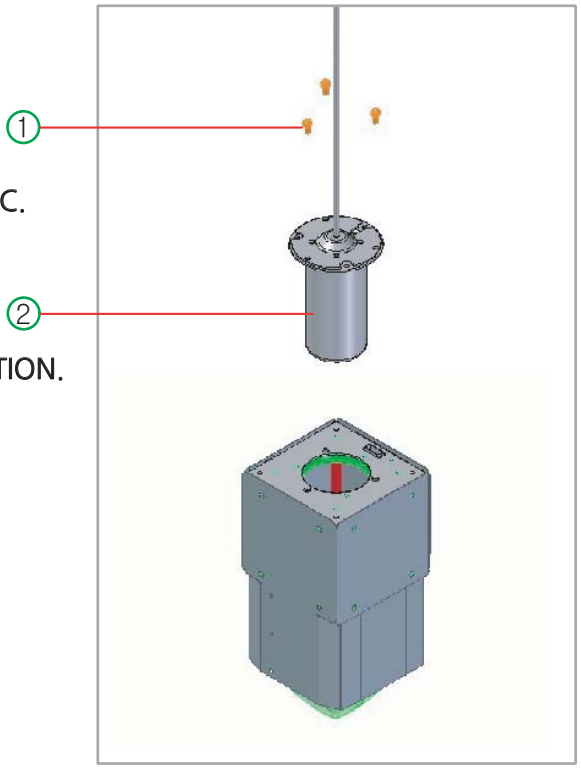
1. DETACH SOLENOID BODY UPPER CAP OF TOP OF RUGBY CRANE.

(UNLOCK THE 3 x BOLTS ONLY. CAUTION : PLEASE TAKE A PICURE OF POSITION OF WIRE CLAMP BECAUSE IF IT IS IN WRONG POSITION AFTER CLEANING, UPPER SWITCH CAN BE UNABLE TO DETECT.)

2. DETACH SOLENOID BODY FLANGE COVER.

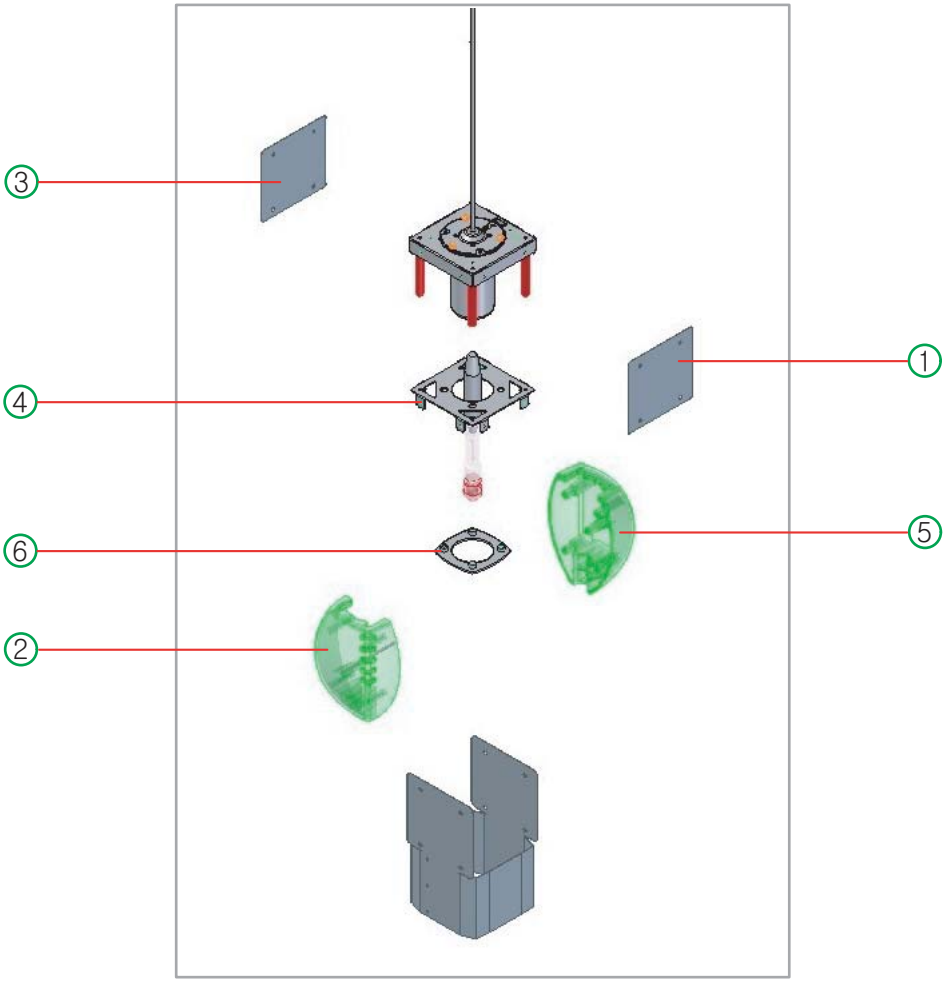
3. AFTER DETACHING SOLENOID BODY. CLEAN THE INSIDE WITH FABRIC.

4. ASSEMBLE IT AFTER CLEANING.
PLEASE REFER TO NO.1 AND MAKE SURE ABOUT WIRE CLAMP POSITION.



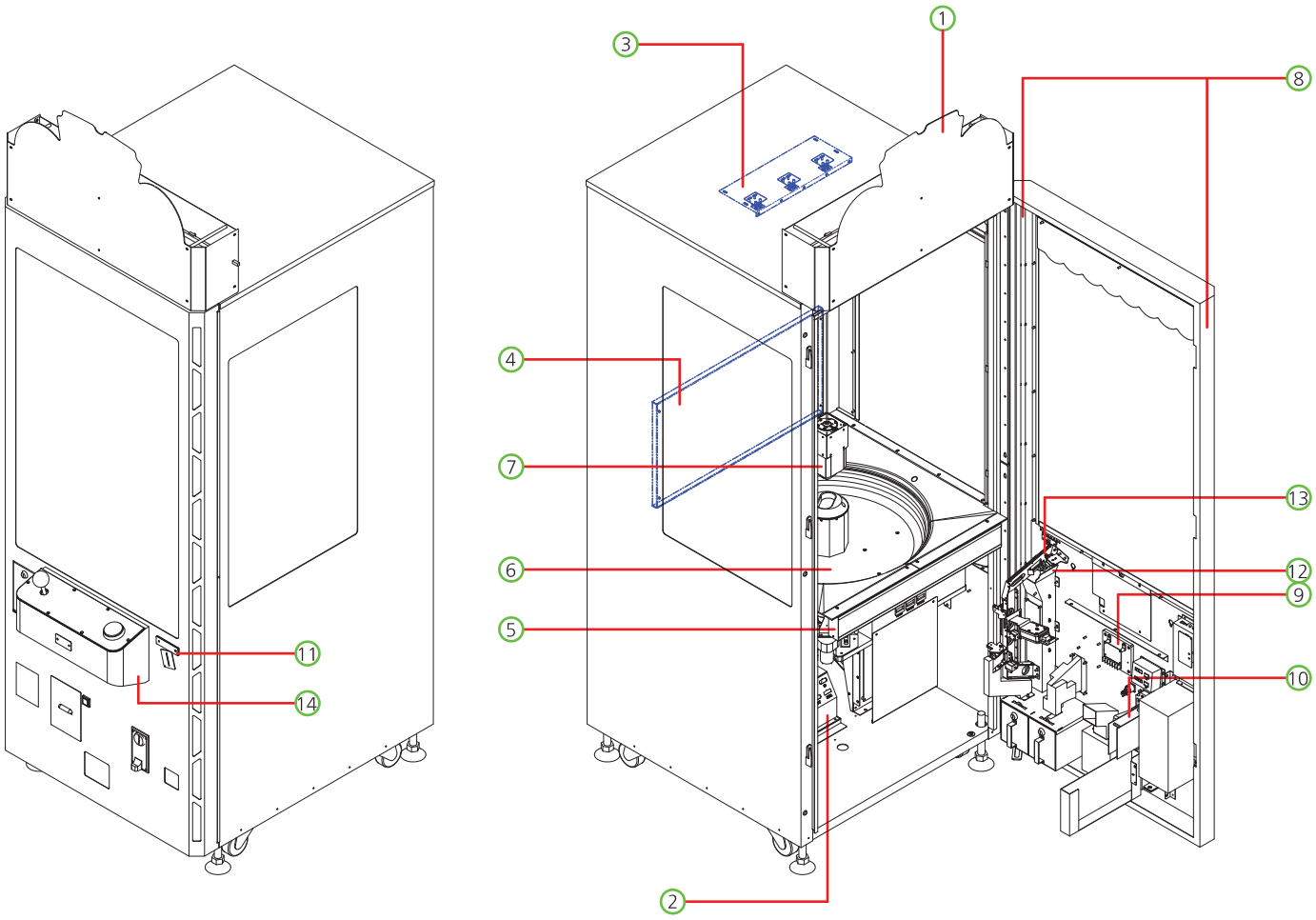
* HOW TO CLEAN INSIDE THE RUGBY CRANE MOLD

1. Loosen the bolts in the following order and wipe the inside of the mold with a clean cloth.



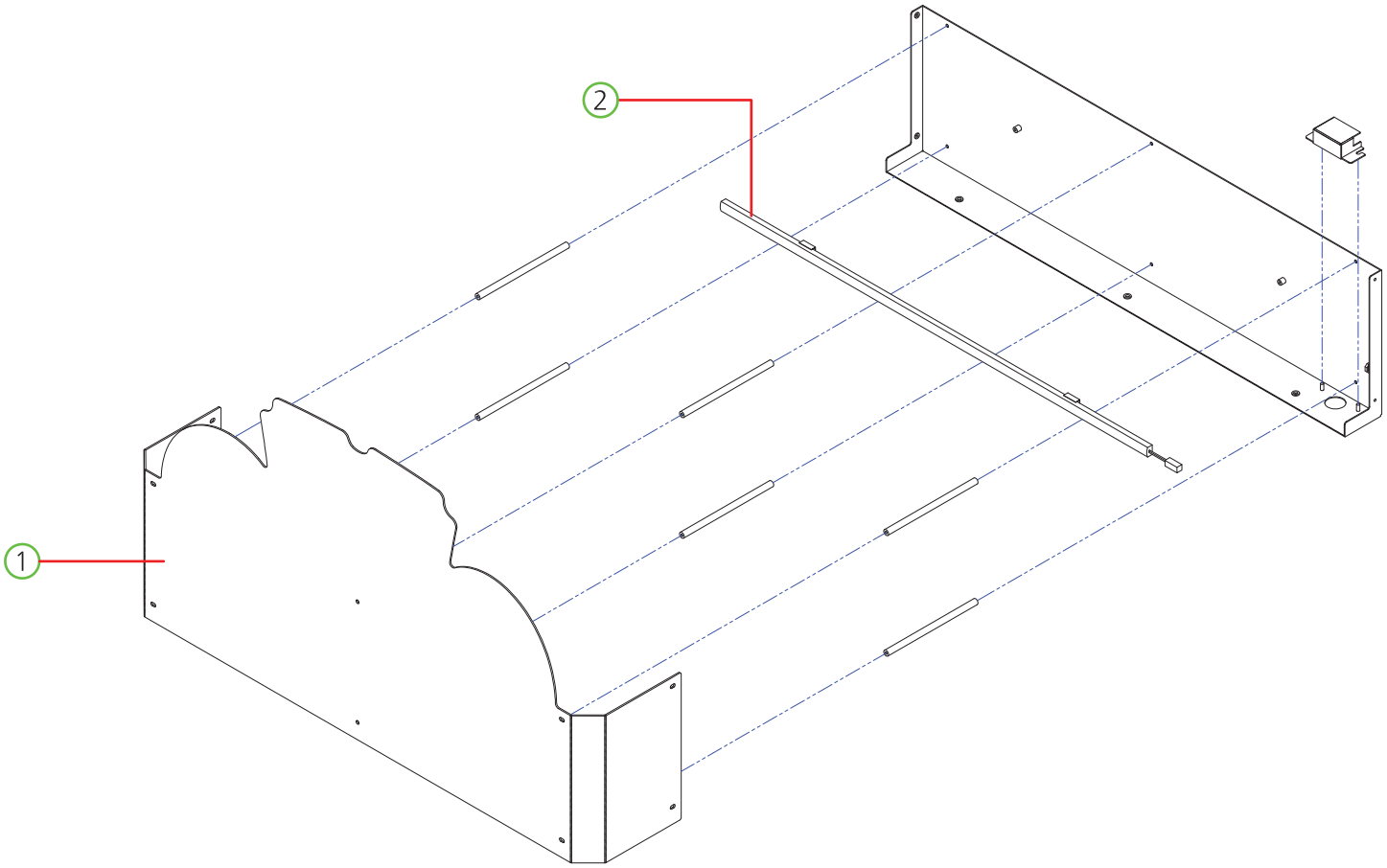
5. EXPLODED VIEW

5-1. MAIN CABINET PART



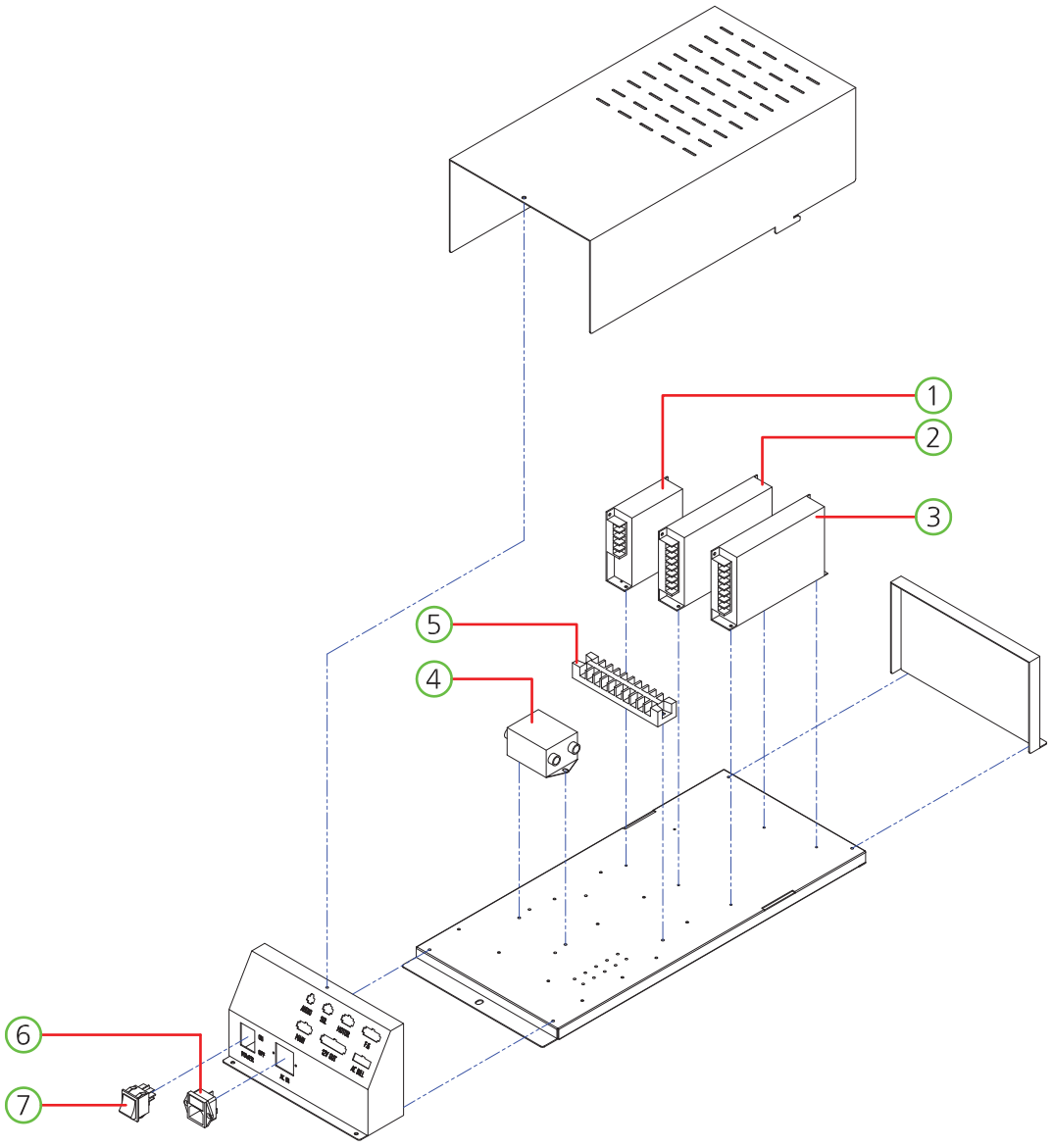
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	BILLBOARD PART	-	1	-
2	SMPS PART	-	1	-
3	X CHECK SENSOR PART	-	1	-
4	COIN REFILL BOX PART	-	1	-
5	COIN ROTATE WHEEL PART	-	1	-
6	FRONT TITLE LED PART	-	1	-
7	CRANE MECHANISM PART	-	1	-
8	FRONT DOOR GLASS L, R FIX BKT PART	-	1	-
9	RGB PWM PCB BASE PART	-	1	-
10	TICKET DISPENSER PART	-	1	-
11	INLET COVER ACRYL PART	-	1	-
12	CHIP RETURN GUIDE FRAME PART	-	1	-
13	CHIP INLET RAIL PART	-	1	-
14	BUTTON FRAME PART	-	1	-

5-2. BILLBOARD PART



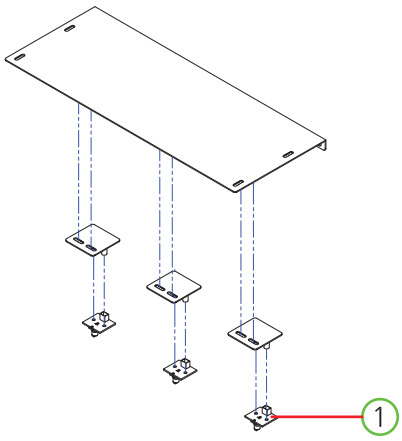
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	BILLBOARD MAIN ACRYL_TKM	PET-2.0t	1	MTKM0ACR001
2	LED STICK BAR	CW710	1	AZZZ0PCB165

5-3. SMPS PART



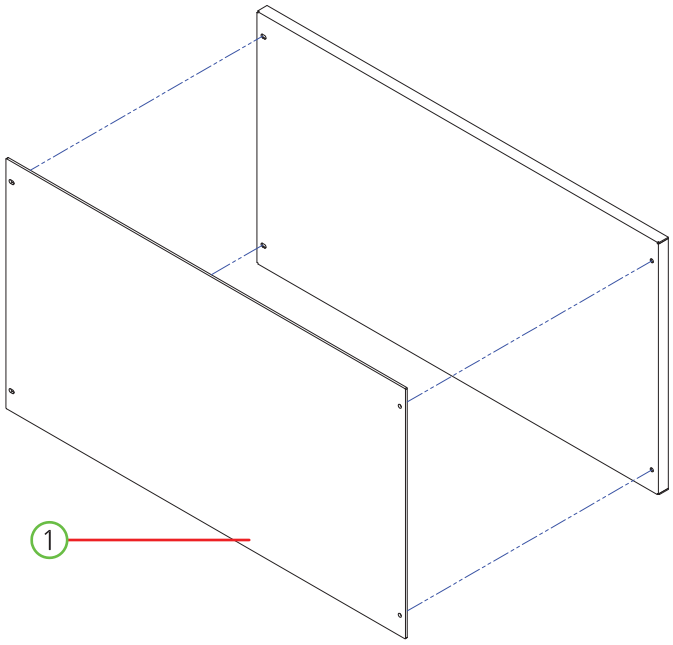
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	POWER SMPS	LRS 75-5	1	MELE0SMP094
2	POWER SMPS	LRS 150F-12	1	MELE0SMP090
3	POWER SMPS	LRS-150F-15	1	MELE0SMP131
4	NOISE FILTER	RNS-2010	1	MELE0NOI009
5	TERMINAL BLOCK	10P UL	1	MELE0TEB003
6	AC INPUT	DAC-13H	1	MELE0SWI015
7	ROCKER SWITCH	R595KDF	1	MELE0SWI021

5-4. X CHECK SENSOR PART



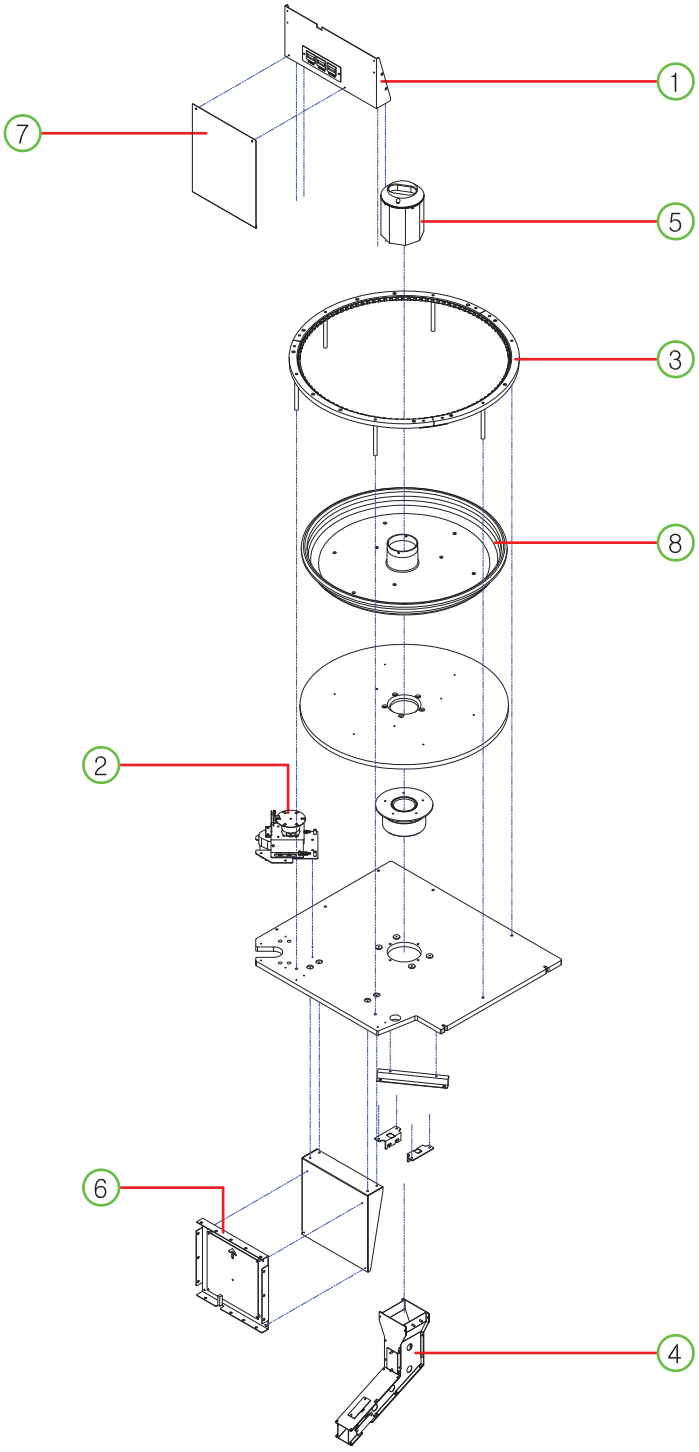
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	MEDAL CIRCULATION CHECK-B(ANGLE) PCB ASS'Y	ANGLE TYPE	3	AZZZ0PCB168

5-5. HOW TO PLAY PART



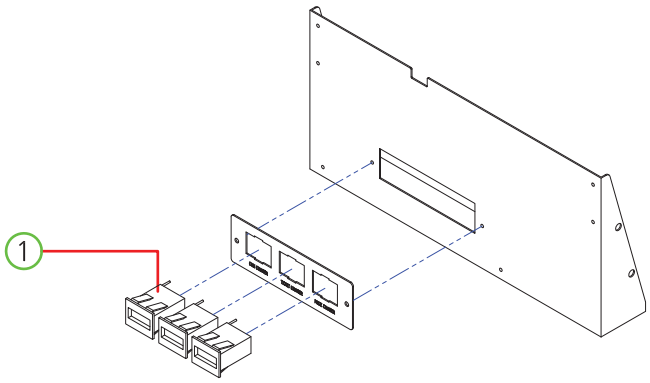
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	COIN REFILL DECO PLATE-B	ACRYL-3.0t	1	MCOC0ACR005

5-6. COIN ROTATE WHEEL PART



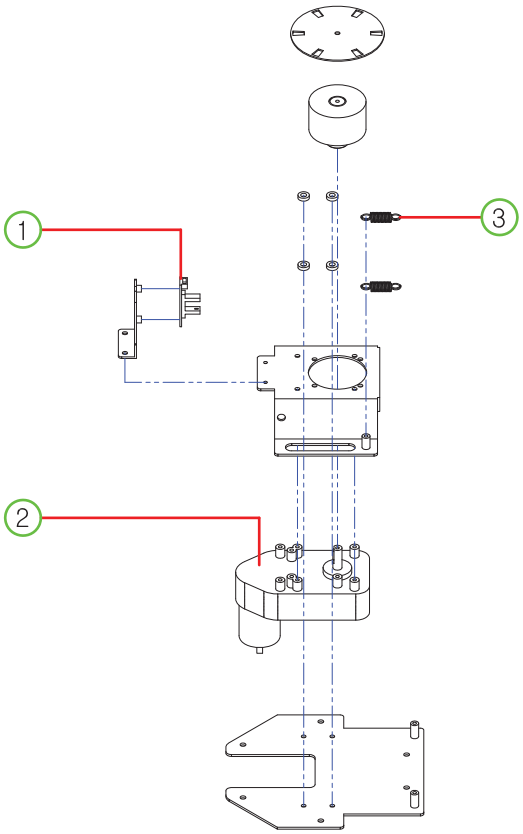
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	FRONT TITLE ASS'Y FIX BKT ASS'Y	-	1	-
2	WHEEL MOTOR ASS'Y	-	1	-
3	COIN ROTATE WHEEL LED ASS'Y	-	1	-
4	COIN OUT RAIL ASS'Y	-	1	-
5	COIN ROTATE MOLD ASS'Y	-	1	-
6	MAIN BOARD PCB ASS'Y	-	1	-
7	MAINBOARD PCB COVER ACRYL	PET-1.0t	1	MCOC0ACR011
8	COIN ROTATE WHEEL	PP-2.5t	1	MCOC0PLA001

(1) FRONT TITLE ASS'Y FIX BKT PART



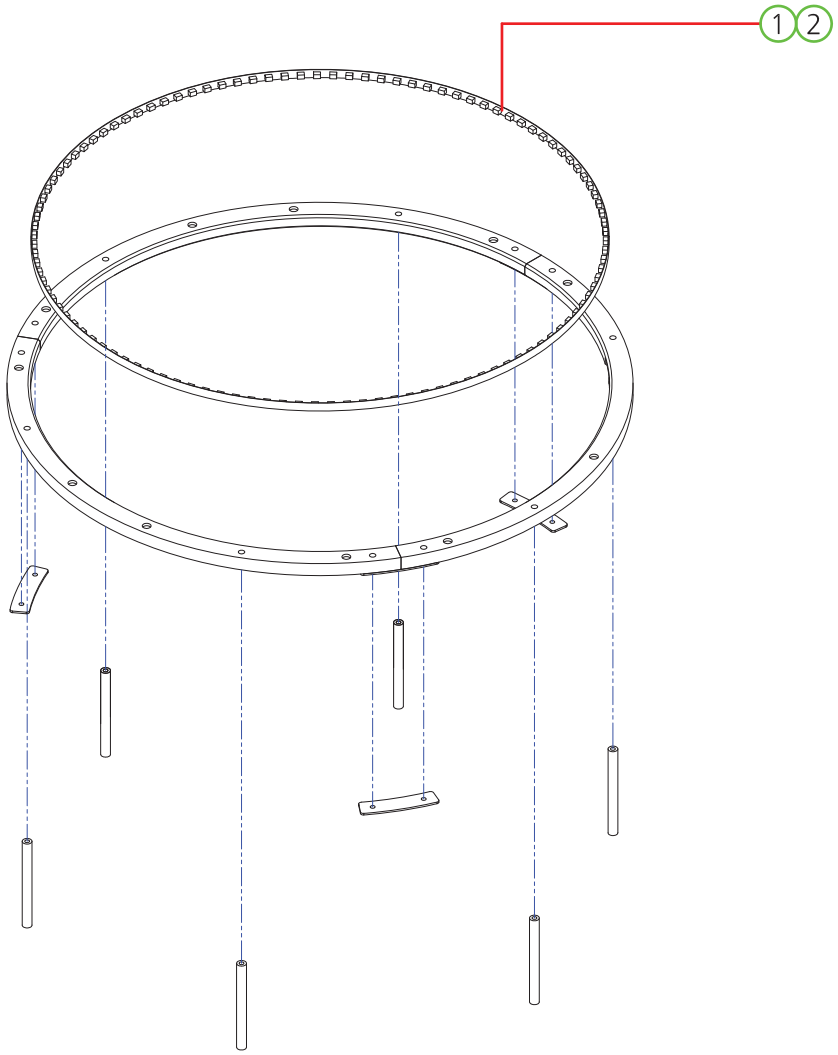
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	COUNTER	OA127CL W/2P	3	MZZZ0COU002

(2) WHEEL MOTOR PART



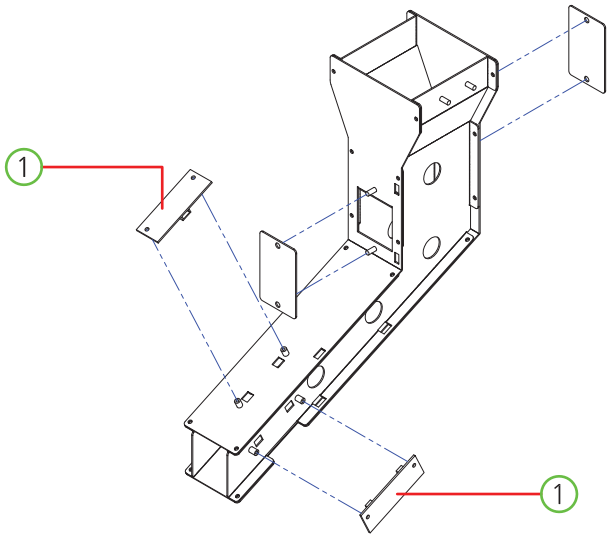
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	PHOTO INT-1 PCB ASS'Y	-	1	AZZZ0PCB103
2	MOTOR	KGV2-0105-NG3640S1 (42.8 RPM)	1	MZZZ0MOT146
3	SWITCH SPRING	-	2	MGAC0SPR002

(3) COIN ROTATE WHEEL LED PART



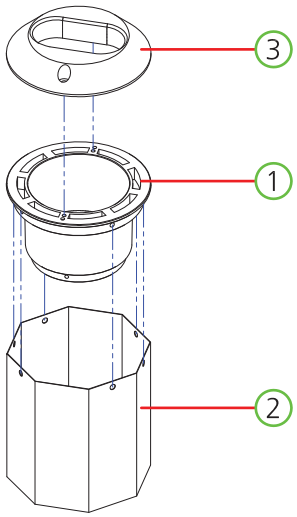
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	FLEX_RGB_1850_NWP_L	T5050	1	MELE0LED039
2	ROTATE WHEEL LED PET	PET-1.0t	1	MCOC0ACR002

(4) COIN OUT RAIL PART



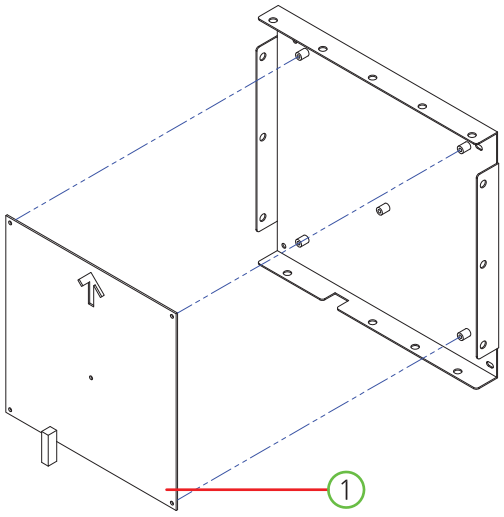
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	CHUTE SENSOR PCB ASS'Y	OA127CL W/2P	2	ASAW0PCB001

(5) COIN ROTATE MOLD PART



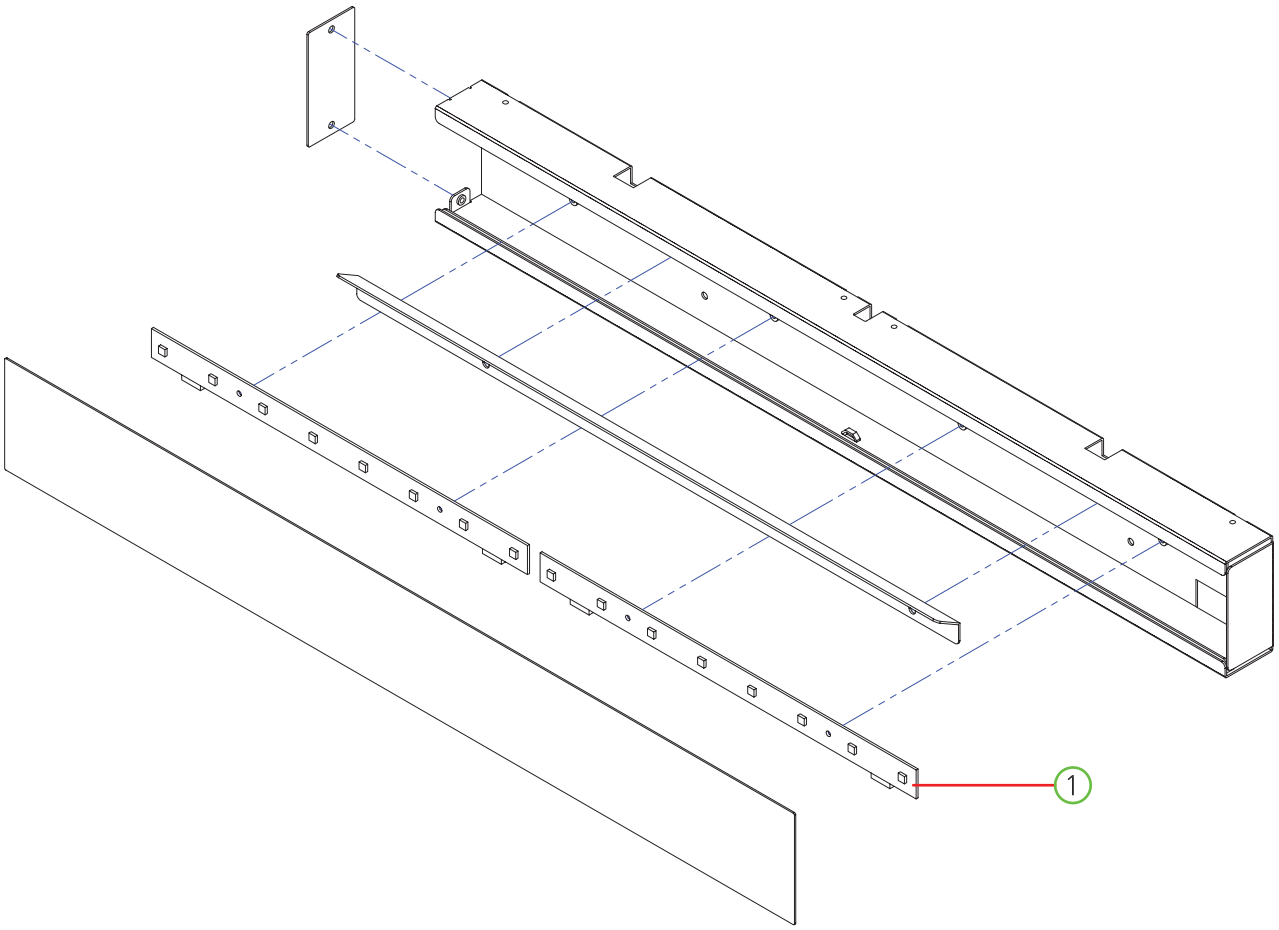
NO.	PART NAME	SPEC.	Q'TY	CODE NO.
1	MOLD-COIN ROTATE GOAL CUP	-	1	MCOC0PLA005
2	MOTOCOIN GOAL CUP DECO ACRYL	PET-0.5t	1	MCOC0ACR006
3	G-COIN GOAL CUP COVER	ACRYL-20t	1	MCOC0ACR007

(6) MAIN BOARD PCB PART



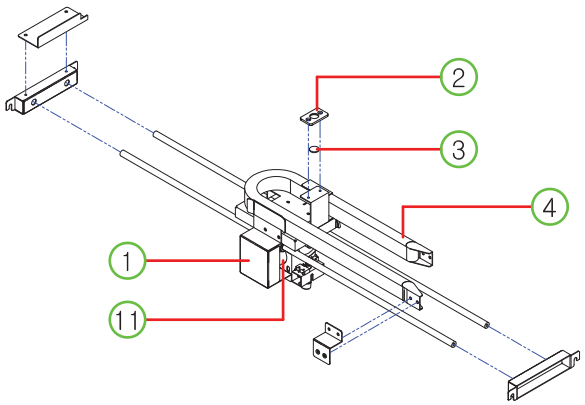
NO.	PART NAME	SPEC.	Q'TY	CODE NO.
1	MAIN BOARD ASS'Y	-	1	ATKM0ASS001

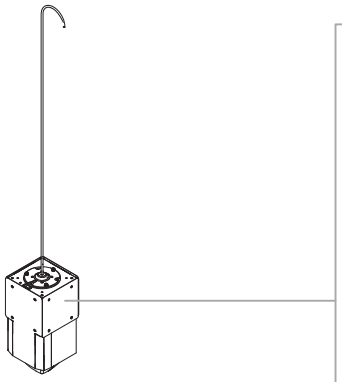
(7) FRONT TITLE LED PART



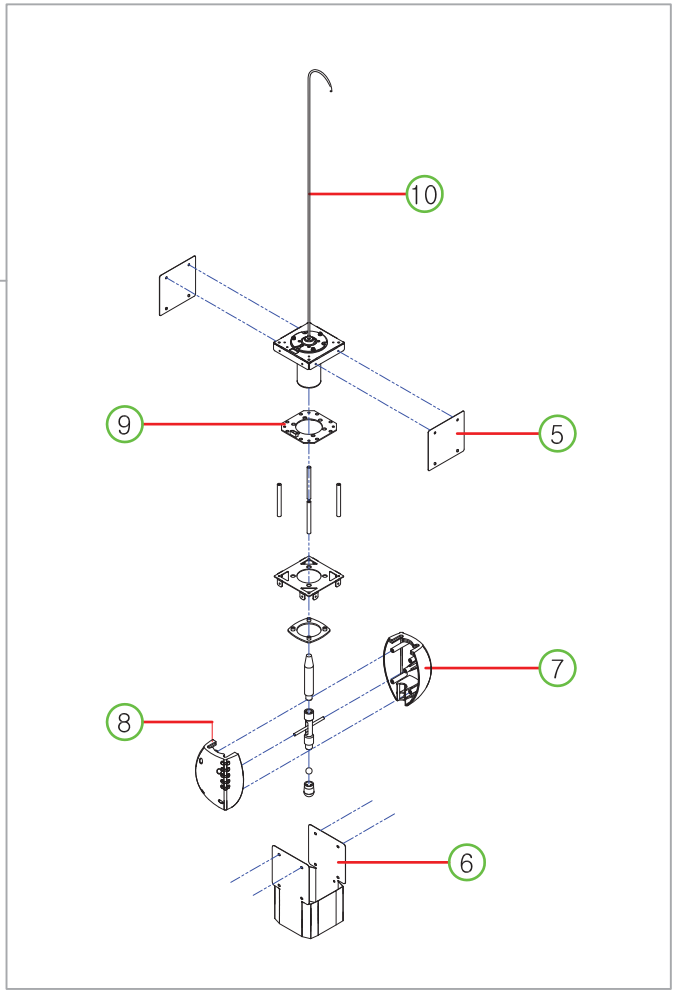
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	JACKPOT LIGHTING PCB ASS'Y	-	1	ADC20PCB001

(8) CRANE MECHANISM PART



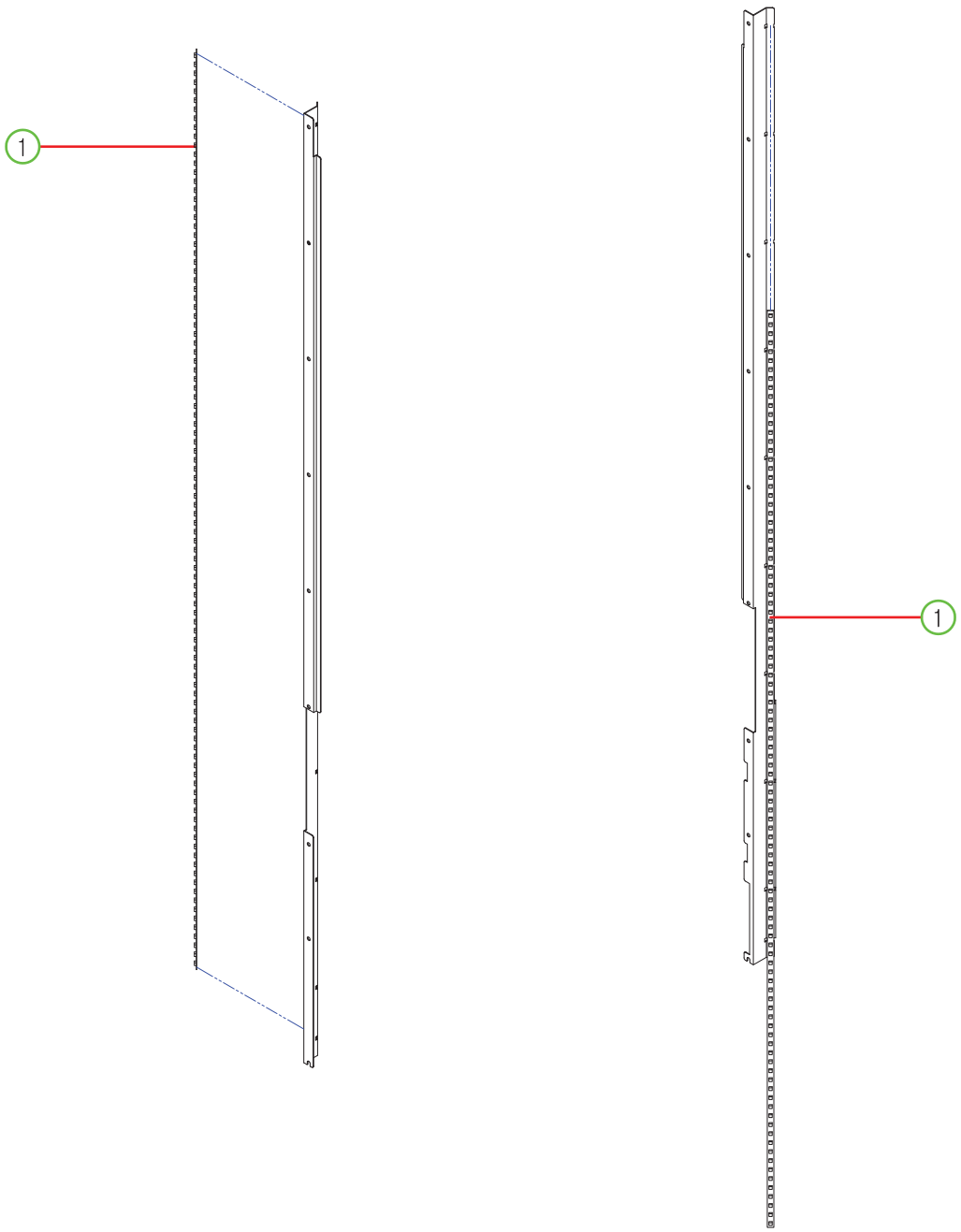


RUGBY CRANE ASS'Y



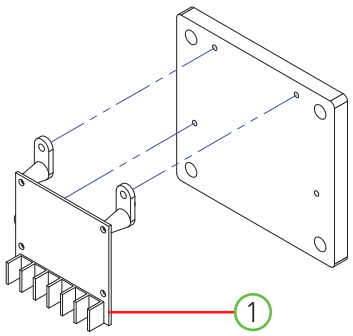
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	CRANE PART ASS'Y	-	1	ACOC0PAR001
2	Y CHECK SENSOR ACRYL	ACRYL-3.0t	1	MNFL0ACR032
3	MAGNETIC BLOCK	⊖15 X T1.5	1	MNFL0ZZZ003
4	CABLE CHAIN	KJP018-1B-40LINK	1	MZZZ0CBC016
5	SBP CRANE LIGHT ACRYL-B	PET-0.5t	1	MSBM0ACR003
6	TKM CRANE LIGHT ACRYL-A	PET-0.5t	1	MTKM0ACR003
7	TICKET MAN CRANE MOLD-L	-	1	MCOC0PLA003
8	TICKET MAN CRANE MOLD-R	-	1	MCOC0PLA004
9	CRANE DECO LIGHT PCB ASS'Y	-	1	ANFL0PCB003
10	RUGBY Z WIRE	1000mm	1	MNFL0PRO040
11	MOTOR	KGC-0070-3657-U1	2	MZZZ0MOT127

5-7. FRONT DOOR GLASS L, R FIX BKT PART



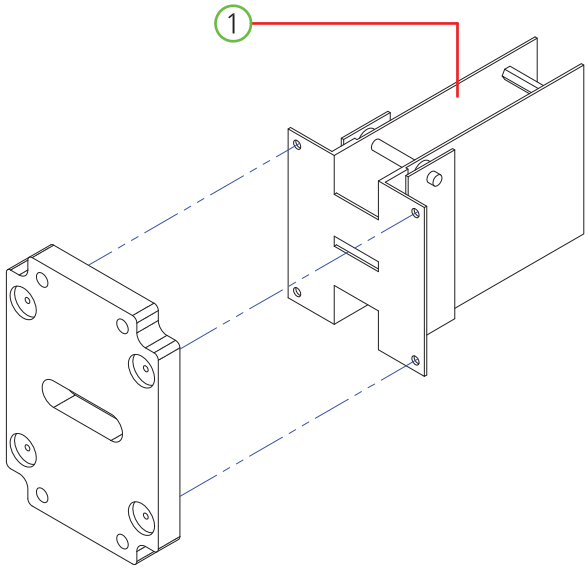
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	FLEX_RGB_1700_NWP_L	T5050	1	MELE0LED072

5-8. RGB PWM PCB BASE PART



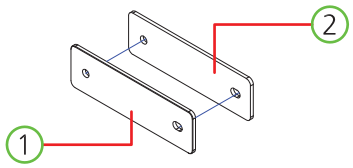
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	RGB PWM PCB ASS'Y	-	1	MZZZ0000629

5-9. TICKET DISPENSER PART



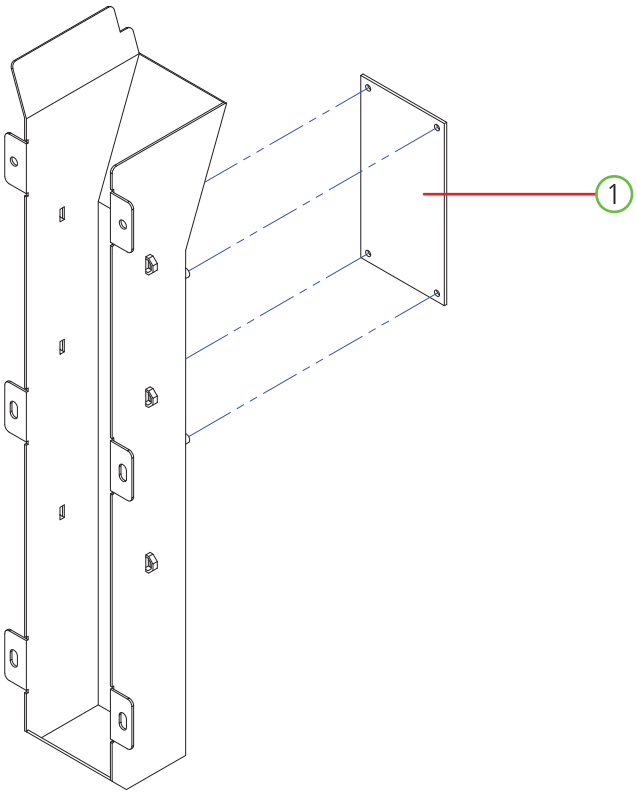
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	TICKET DISPENSER	DL-1275	1	MZZZ0TID008

5-10. INLET COVER ACRYL PART



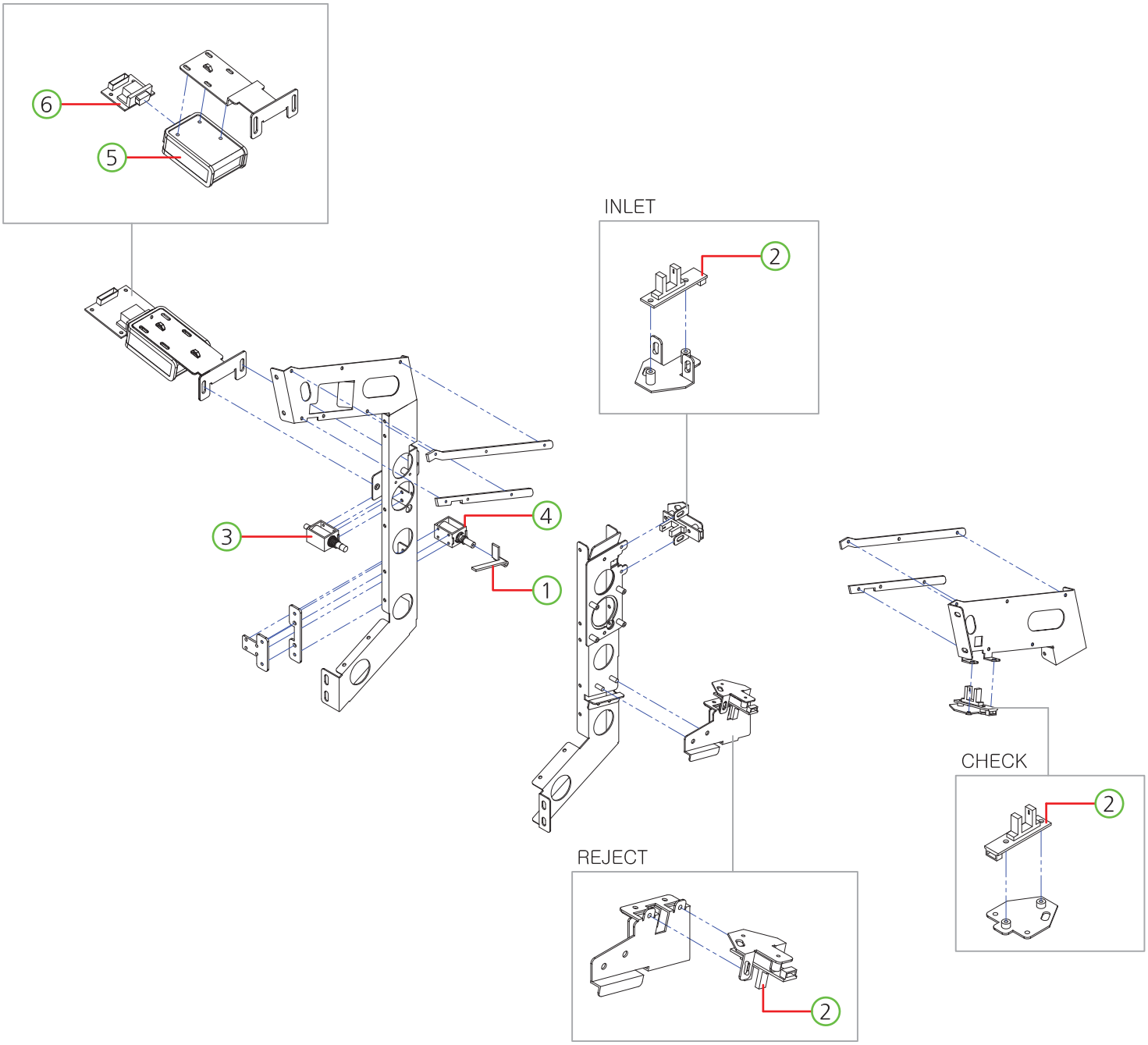
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	INLET COVER ACRYL	ACRYL-2.0t	1	MKIS0ACR007
2	INLET COVER DECO ACRYL	ACRYL-2.0t	1	MKIS0ACR008

5-11. COIN RETURN GUIDE FRAME PART



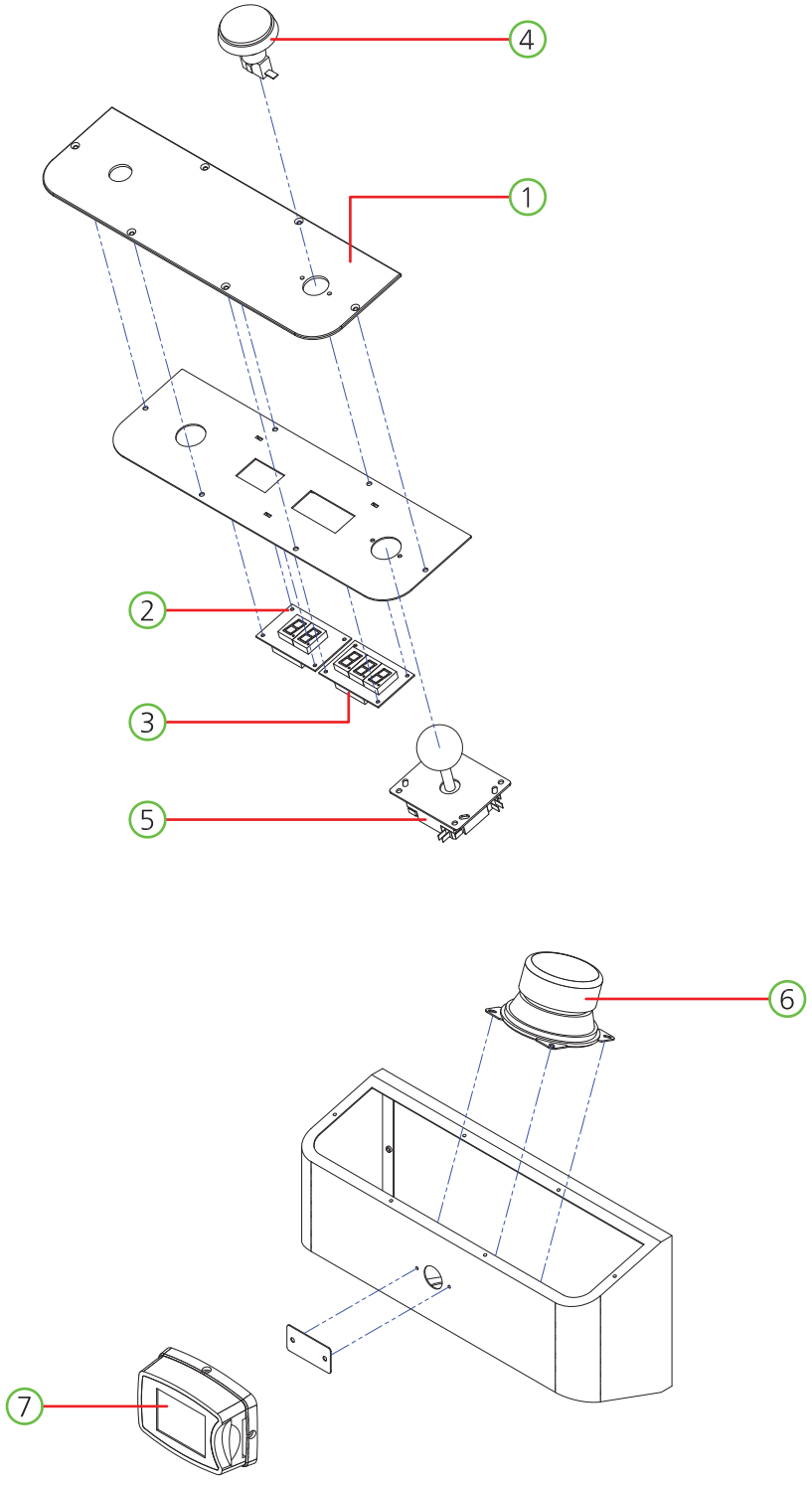
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	KIOSK COIN MAIN PCB ASS'Y	-	1	AKIS0PCB006

5-12. COIN INLET RAIL PART



NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	SOLENOID GUIDE HINGE	PC	1	MKIS0PLA002
2	PHOTO INT-1 PCB ASS'Y	-	3	AZZZ0PCB103
3	SOLENOID ASS'Y	DS06AS12V, W/BRASS	1	AKIS0ASS013
4	SOLENOID ASS'Y	DS026AS12V_W/TAP	1	MELE0SOL005
5	BAR CODE READER	HONEYWELL, 3330G	1	MZZZ0000696
6	VGA ANGLE PCB ASS'Y	-	1	AKIS0PCB009

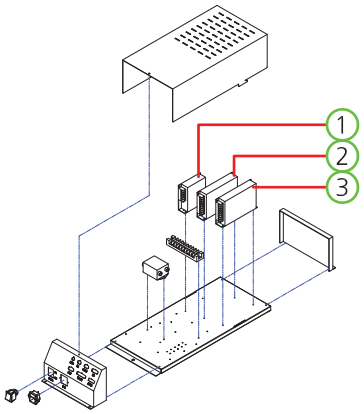
5-13. BUTTON FRAME PART



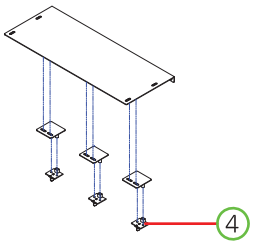
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	BUTTON ACRYL	-	1	MCOC0ACR010
2	FND PCB ASS'Y	2029-2(STRAIGHT)	1	AFND0PCB001
3	FND PCB ASS'Y	2029-3(STAIGHT)	1	AFND0PCB028
4	BUTTON SWITCH	AMIPB-60HR-W12D	1	MZZZ0BUT054
5	JOYSTICK RGB	JS-EPCM- BU-45-CW-CT	1	MZZZ0JOY014
6	SPEAKER	MID4.5"+TW1/2" 8Ω	1	MZZZ0SPE021
7	[OPTION] CARD SWIPE	-	1	-

6. WARRANTY ITEM & PART PICTURE

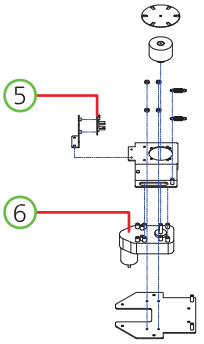
- SMPS PART



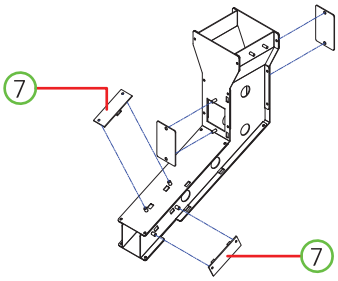
- X CHECK SENSOR PART



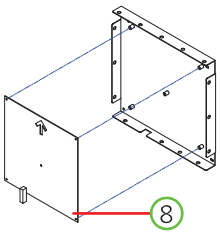
- WHEEL MOTOR PART



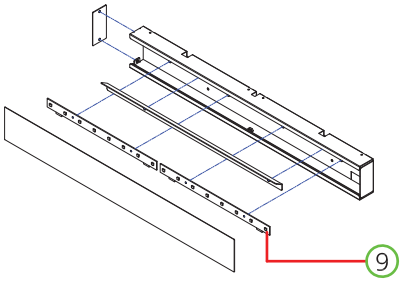
- COIN OUT RAIL PART



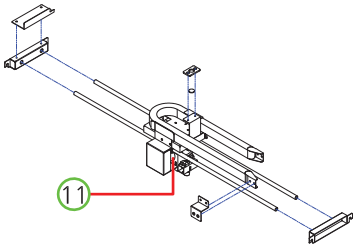
- MAIN BOARD PCB PART

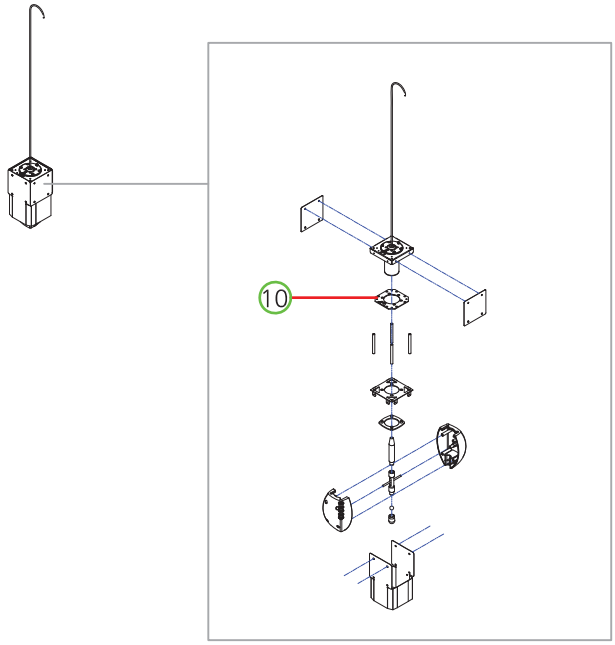


- FRONT TITLE LED PART

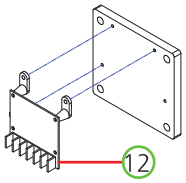


- CRANE MECHANISM(TOTAL) PART

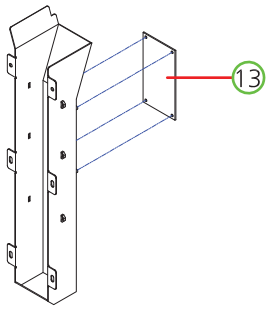




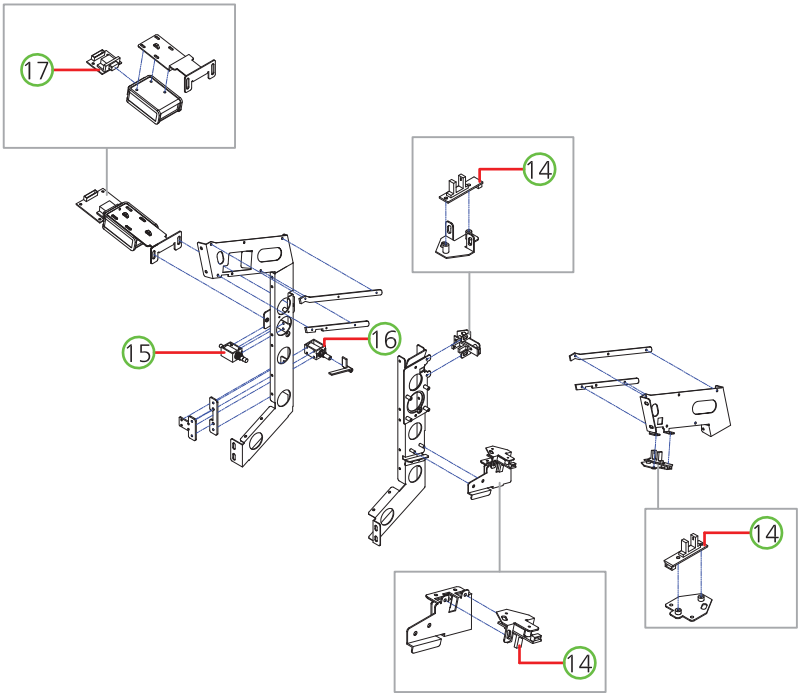
- RGB PWM PCB BASE PART



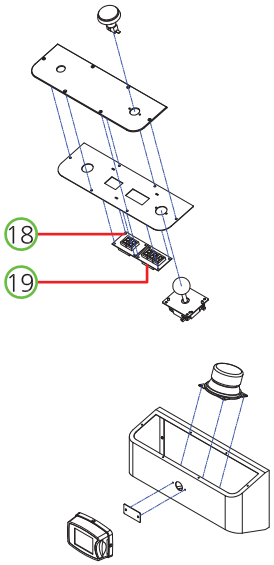
- COIN RETURN GUIDE FRAME PART



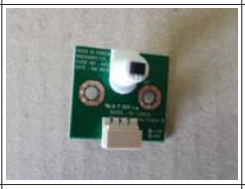
- COIN INLET RAIL PART(TOTAL) PART



- BUTON FRAME PART



NO.	PIC	PART NAME	SPEC.	QTY	CODE NO.	WARRANTY	
						6 Month	One Year
①	O	POWER SMPS	LRS 75-5	1	MELE0SMP094		O
②	O	POWER SMPS	LRS 150F-12	1	MELE0SMP090		O
③	O	POWER SMPS	LRS-150F-15	1	MELE0SMP131		O
④	O	MEDAL CIRCULATION CHECK-B(ANGLE) PCB ASS'Y	ANGLE TYPE	3	AZZZ0PCB168		O
⑤	O	PHOTO INT-1 PCB ASS'Y	KGV2-0105-NG3640S1 (42.8 RPM)	1	MZZZ0MOT146		O
⑥	O	MOTOR	DAC-13H	1	MELE0SWI015	O	
⑦	O	CHUTE SENSOR PCB ASS'Y	OA127CL W/2P	2	ASAW0PCB001		O
⑧	O	MAIN BOARD ASS'Y	-	1	ATKM0ASS001		O
⑨	O	JACKPOT LIGHTING PCB ASS'Y	-	1	ADC20PCB001		O
⑩	O	CRANE DECO LIGHT PCB ASS'Y	-	1	ANFL0PCB003		O
⑪	O	MOTOR	KGC-0070-3657-U1	2	MZZZ0MOT127	O	
⑫	O	RGB PWM PCB ASS'Y	-	1	MZZZ0000629		O
⑬	O	KIOSK COIN MAIN PCB ASS'Y	-	1	AKIS0PCB006		O
⑭	O	PHOTO INT-1 PCB ASS'Y	-	3	AZZZ0PCB103		O
⑮	O	SOLENOID ASS'Y	DS06AS12V, W/BRASS	1	AKIS0ASS013	O	
⑯	O	SOLENOID ASS'Y	DS026AS12V_W/TAP	1	MELE0SOL005	O	
⑰	O	VGA ANGLE PCB ASS'Y	-	1	AKIS0PCB009		O
⑱	O	FND PCB ASS'Y	2029-2(STRAIGHT)	1	AFND0PCB001		O
⑲	O	FND PCB ASS'Y	2029-3(STAIGHT)	1	AFND0PCB028		O

1	2	3	4	5	6
					
MELE0SMP094	MELE0SMP090	MELE0SMP131	AZZZ0PCB168	AZZZ0PCB103	MZZZ0MOT146

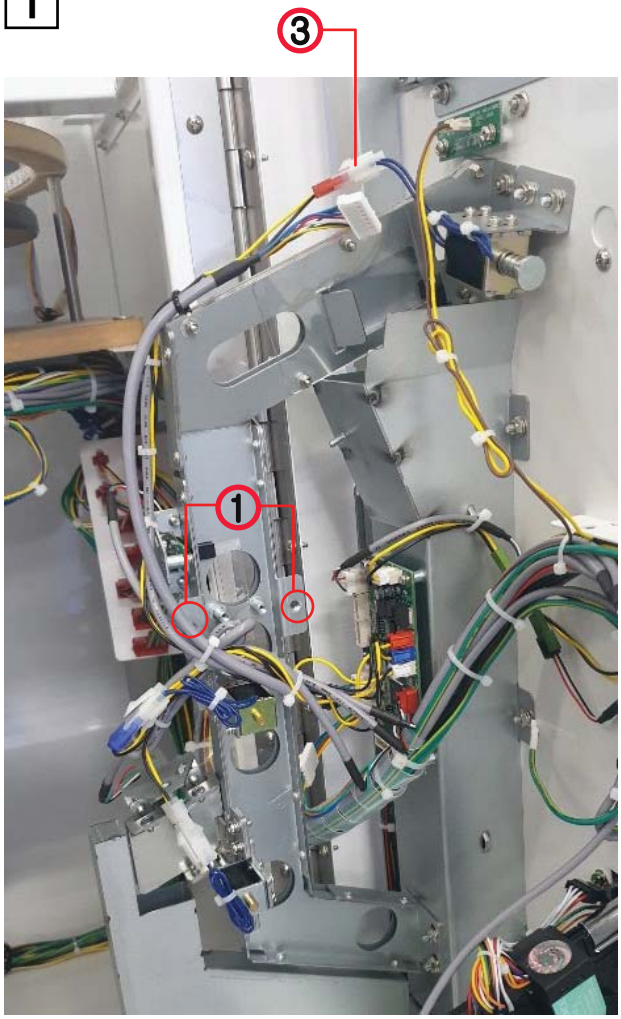
7	8	9	10	11	12
ASAW0PCB001	ATKM0ASS001	ADC20PCB001	ANFL0PCB003	MZZZ0MOT127	MZZZ0000629

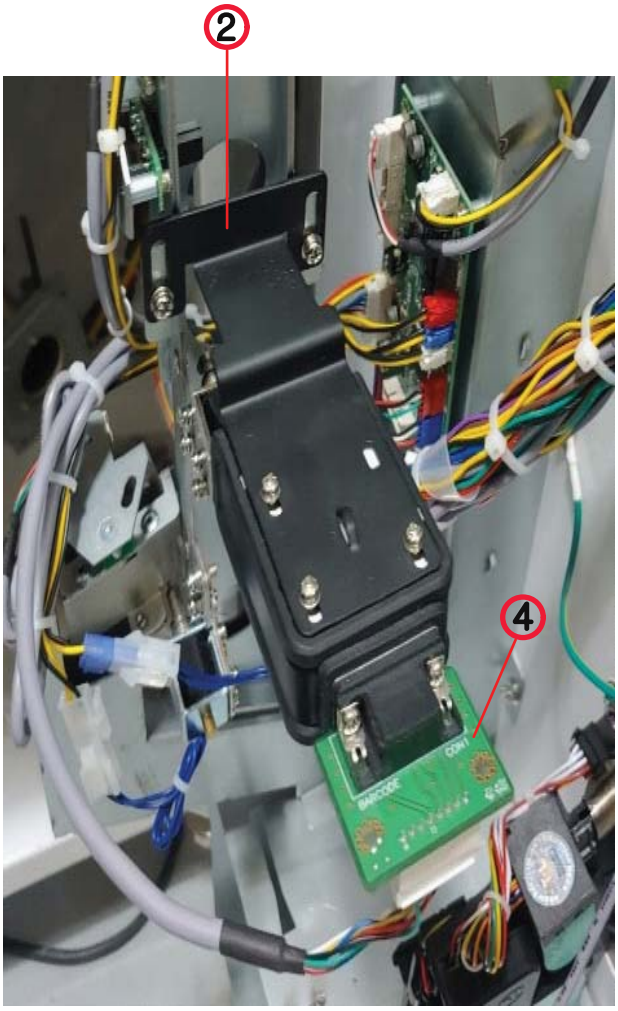
13	14	15	16	17	18
AKIS0PCB006	AZZZ0PCB103	AKIS0ASS013	MELE0SOL005	AKIS0PCB009	AFND0PCB001

19
AFND0PCB028

HOW TO INSTALL BAR-CODE READER

1



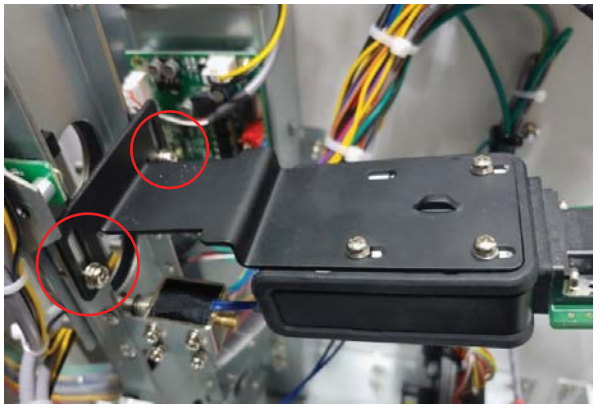


1) Assemble Coin Bar-Code Reader Ass'y ② to Chip Inlet Frame ① (M4 bolt, 2ea)

2) Connect the connector ③ to VGA ANgle PCB ④

2

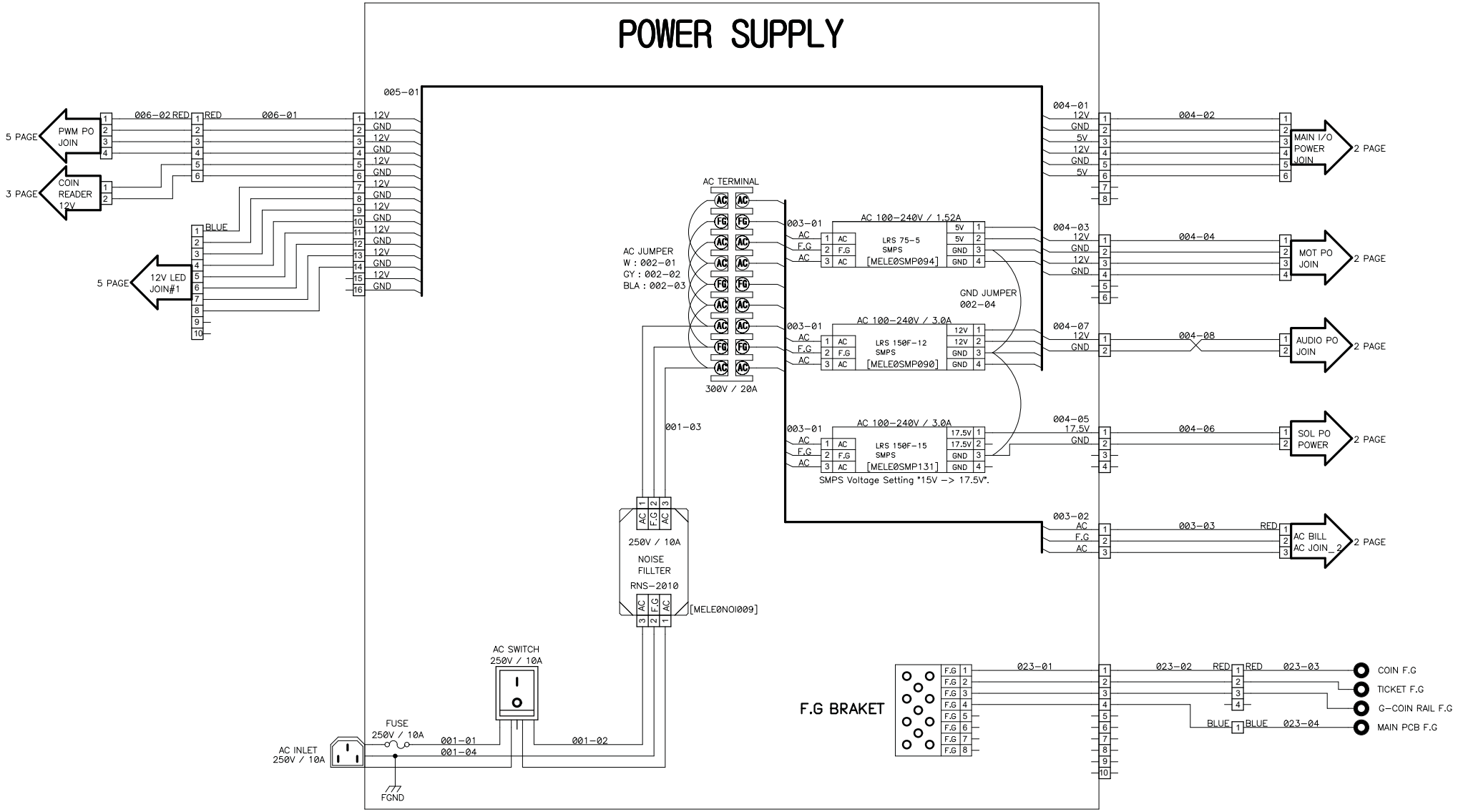
- After completing installation, be sure to check it works properly by putting coin at Test Mode -> G-COIN



※ In case it does not work

- Re-adjust assembling parts of Coin Bar-Code Reader Ass'y and then test it again

POWER SUPPLY



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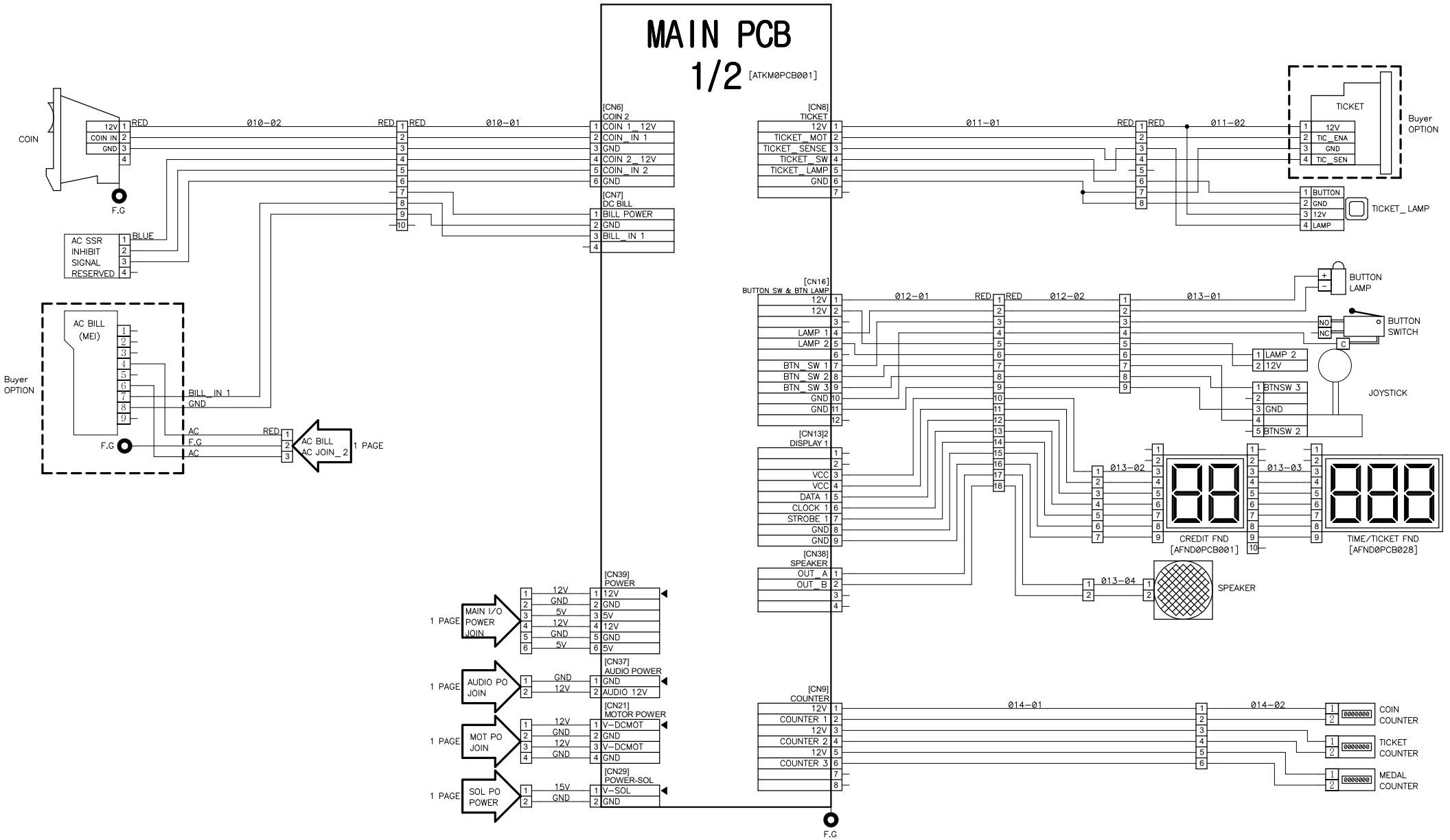
MAIN PCB 1/2 [ATKM0PCB001]



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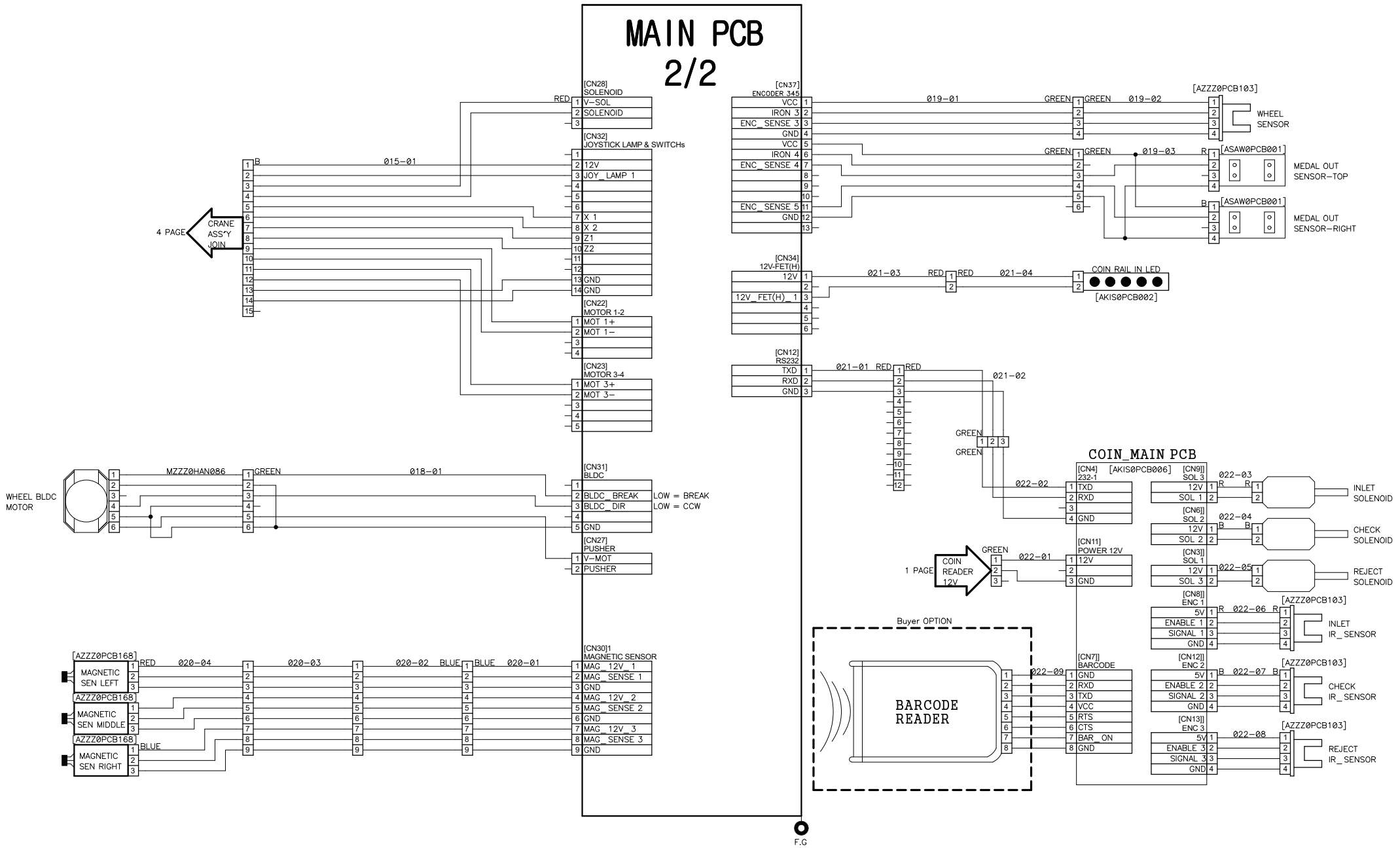
MAIN PCB 2/2



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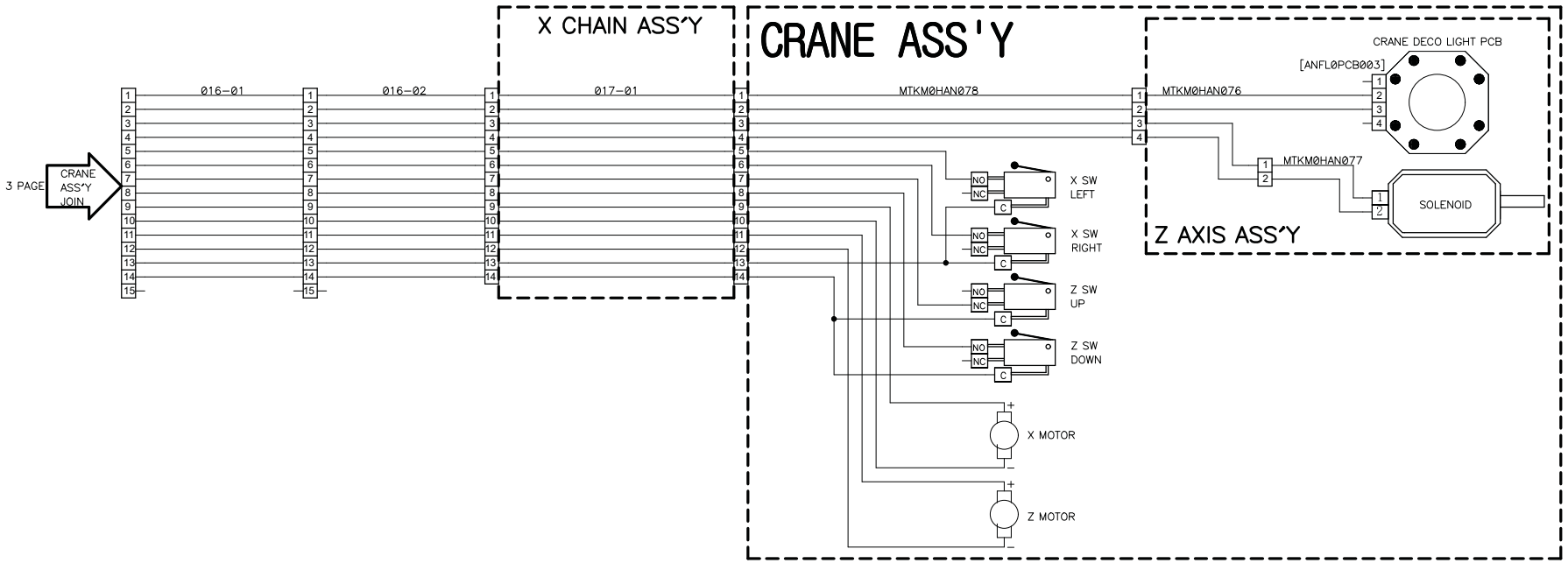

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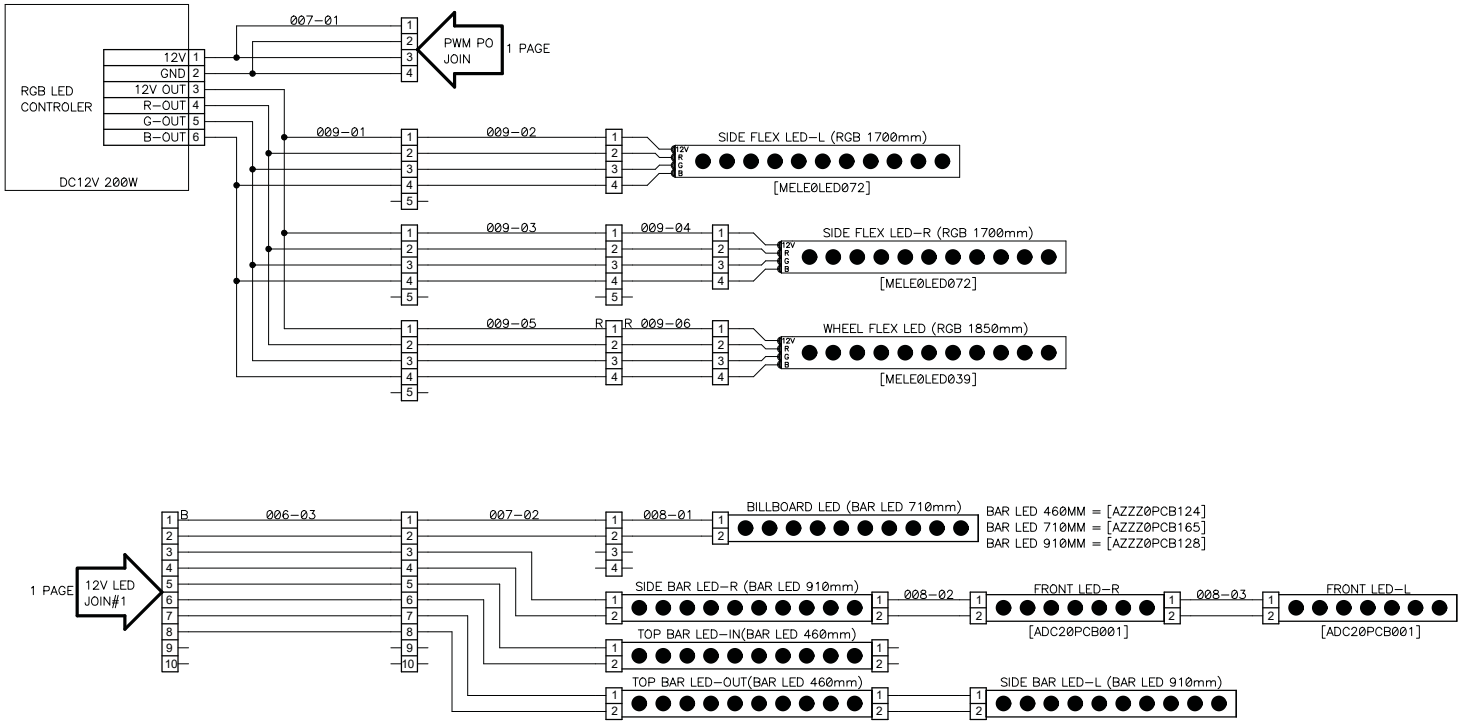

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ANDAMIRO WARRANTY POLICY

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

Andamiro warrants the parts from date of shipment as follows.

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

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

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

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

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

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

For warranty details on our product range please visit our website, www.andamiro.com.

ANDAMIRO CO., LTD.
www.andamiro.com

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

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

1. Company Name : _____

2. Mailing Address : _____

_____

3. E-Mail Address : _____

4. Phone No : _____

5. Name of the person in charge : _____

6. Description of the product defects

6-1) Name of the Game : _____

6-2) Serial No : _____

6-3) Date of Purchase : _____

6-4) Detailed description of the product defects.

_____

_____

_____

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

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

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[FACTORY] 72 Nochemgil, Ilsan-donggu Goyang-si, Gyonggi-do, 410-834 korea

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

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

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