SERVICE MANUAL

– FUNNY CUBE –

WINNERS' RINGER

Ver 1.0

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 safty 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 resu t 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, 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.

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, etc., be sure to give this manual to the new owner.

CONTENTS

1. SPECIFICATION AND DIMENSION

1-1. DIMENSION

984[mm]-39[inches]

704[mm]-28[inches]

855[mm]-34[inches]

1902[mm]-75[inches]

866[mm]-34[inches]

866[mm]-34[inches]
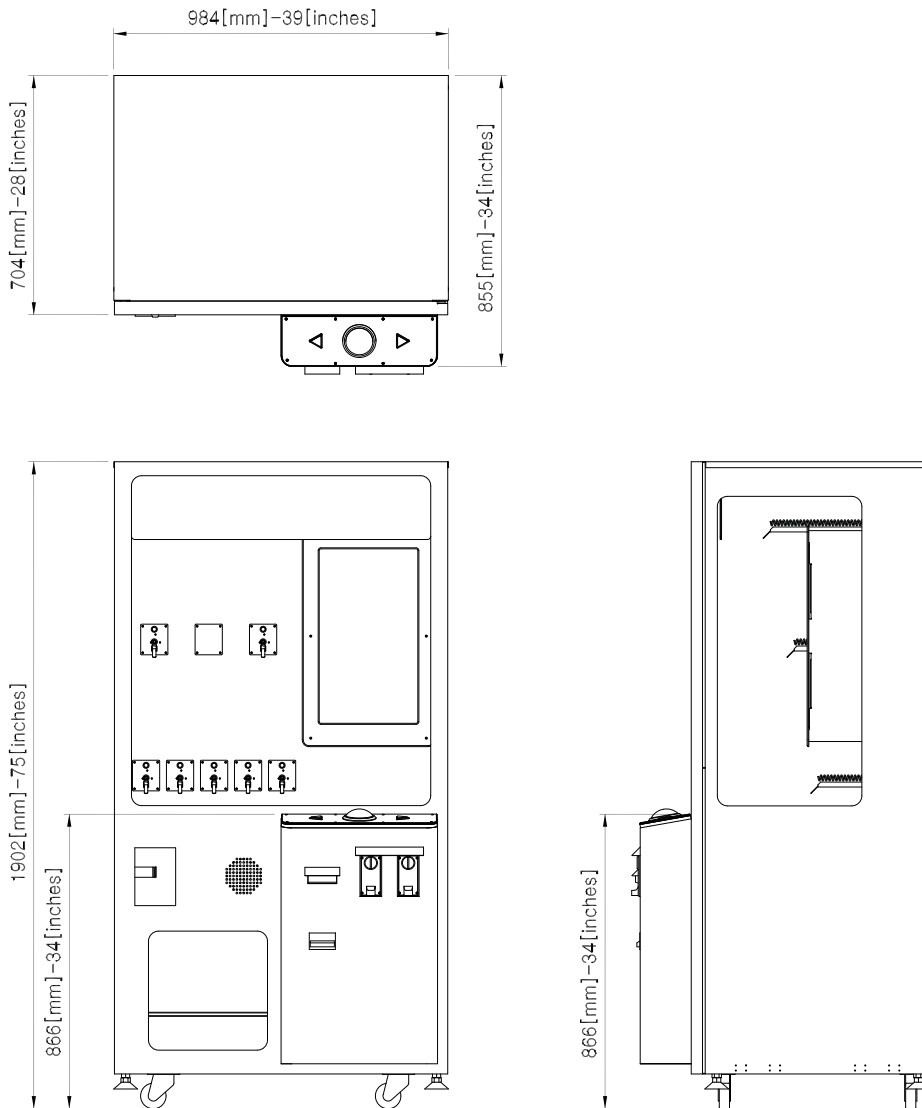
1-2. SPECIFICATION

DIMENSION (W x D x H)	984 x 855 x 1902 (mm)	
PACKING DIMENSION (W x D x H)	1140 x 790 x 2150 (mm)	
WEIGHT (kg)	225 kg [WEIGHT INCLUDING PACKAGING : 260 kg]	
VOLTAGE	AC 110V	AC 220V
FREQUENCY RANGE	50 ~ 60 Hz	
CONSUMPTION	400 W	

2

1-3. NAME OF PARTS

BILLBOARD

MAJOR PRIZE HANGER

MINOR PRIZE HANGER

FRONT DOOR

FRONT KEY DOOR

SPEAKER

PRIZE OUT DOOR

BILL ACCEPTOR

MAIN CABINET

LCD DISPLAY 23"

SIDE GLASS

BUTTON PLATE [BUTTON]

COIN SELECTOR

CONTROL BOX

PRIZE GUIDE BOX

PRIZE OUT DOOR

SMPS PANEL ASS'Y

CONTROL PANEL

MAIN BOX ASS'Y

MAIN CABINET

COIN BOX

BILL COVER BOX
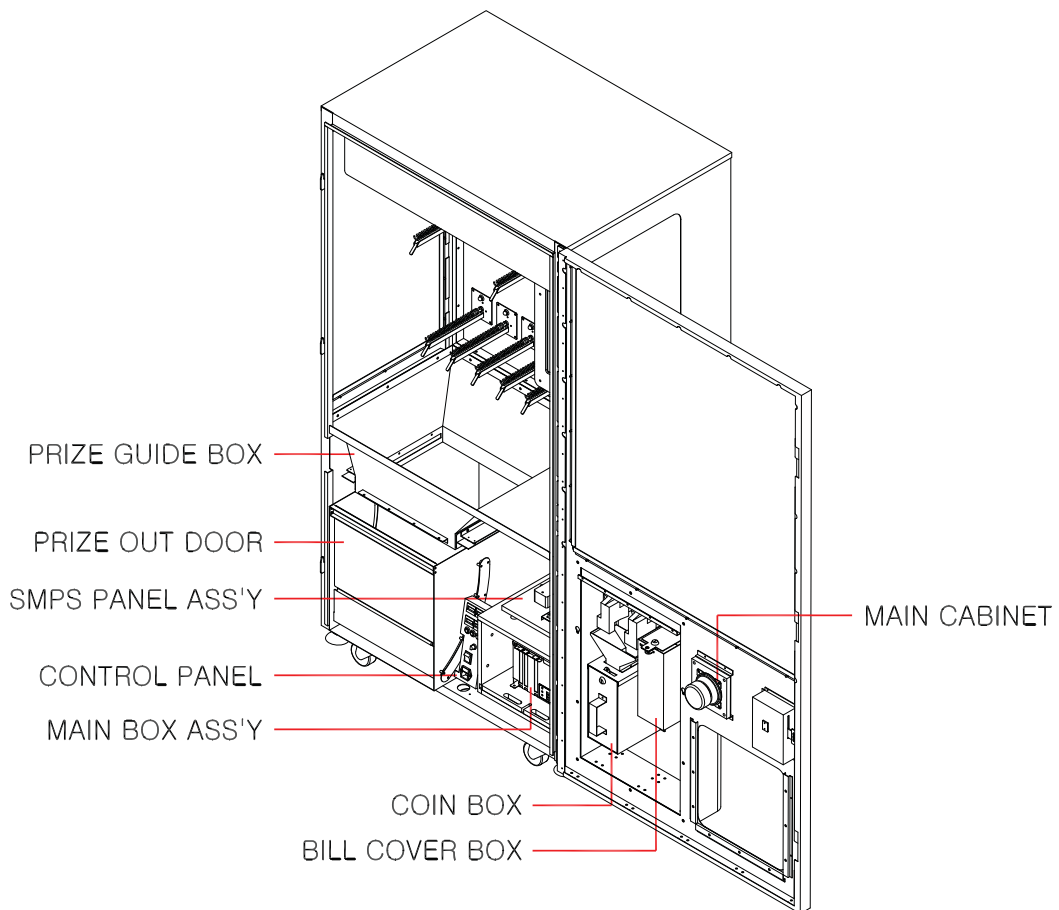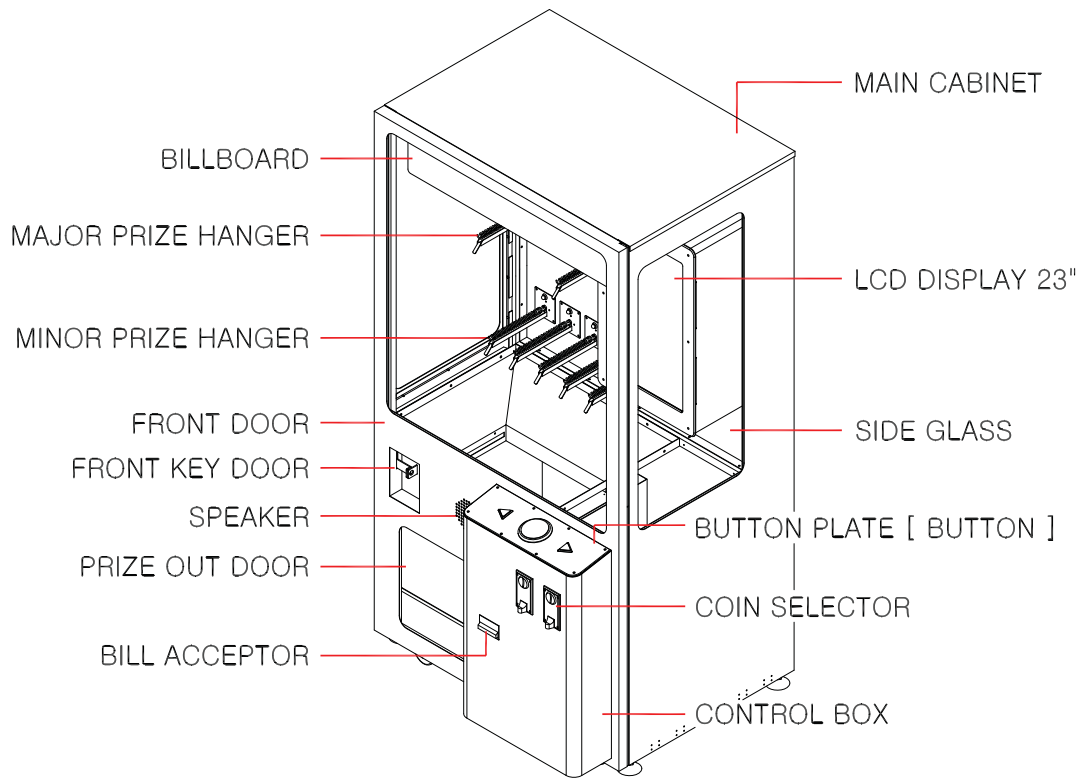
1-4. STICKER LOCATION
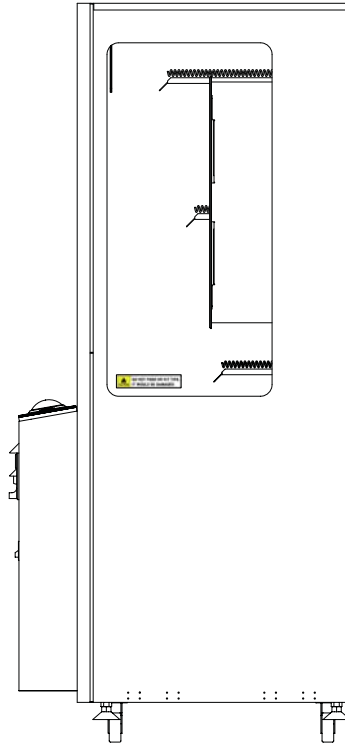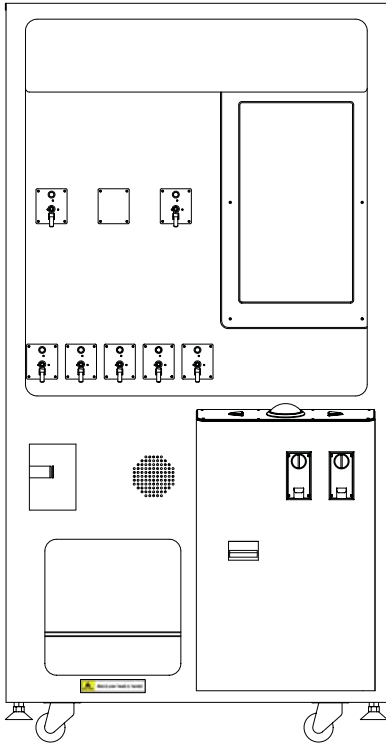
CONTROL BOX LOCATION INSIDE

PRIZE OUT

①

①	⚠ CAUTION Watch your head or hands!
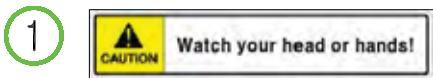
: Beware of the head and hands exit prizes.

②	⚠ CAUTION DO NOT PUSH OR HIT THIS. IT WOULD BE DAMAGED.
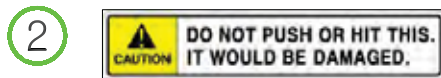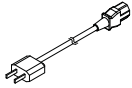
: Do not beat me up by sliding glass.
  May be damaged.

③

MODEL NAME	FUNNY CUBE
PRODUCT S/N	–
MAIN BOX S/N	–
LCD S/N	–
CERTIFICATE	–

MADE IN KOREA

Koyang-si, Kyouggi-do.Korea Phone:82-31-909-2100

COMPONENTS

NO.	PART NAME	SPEC.		QTY
1	AC POWER CORD	110V or 220V		1
2	KEY	6001		2
3	WRENCH	3mm		1
4	WRENCH	2mm		1
5	BOLT	M6x16L		10
6	MANUAL	–		1

[WARNING]

Please make sure LOCK and IO USB should be put in right place as following picture.
It may lead malfunction of machine in case it's located in wrong place.
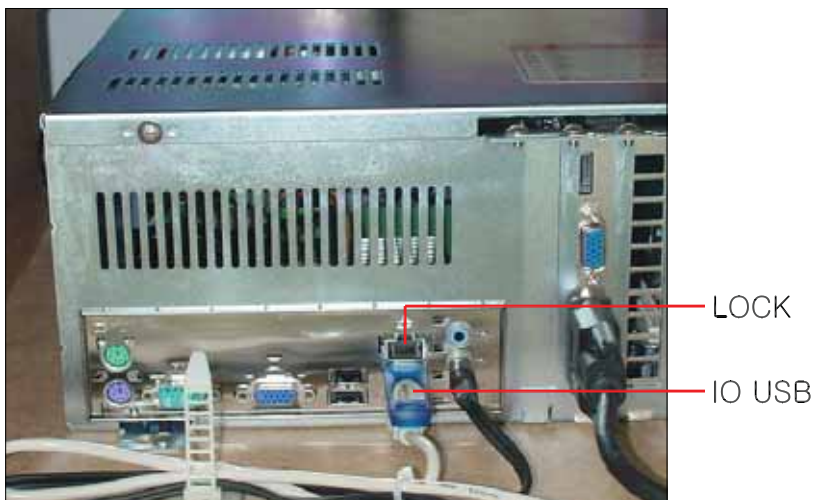
2. INSTALLATION

1-1. INSTALLATION SPACE

- Please make sure to reserve installation space as following.
   Game play AREA : more than 1500mm
   Maintenance AREA : more than 1600mm

PLAY ZONE +
MAINTENANCE
ZONE
1500mm
1600mm
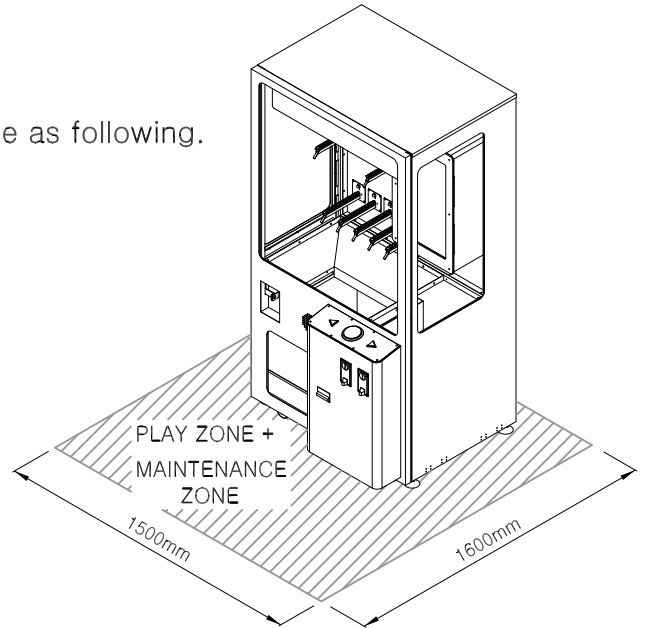
1-1. HOW TO INSTALL

- A broad description of the installation is shown in the following figure.
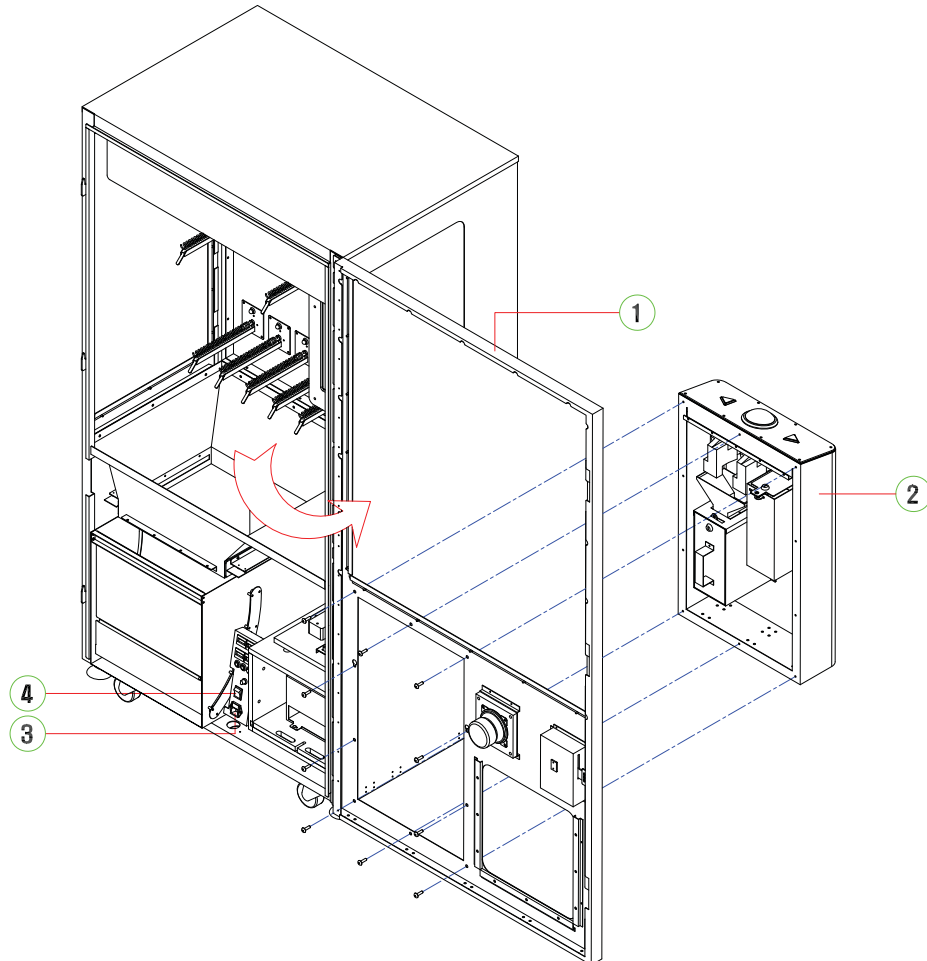
1

1) Please open front door.

2) Assemble bolts in the mid-point of
  ① CONTROL BOX ② [M6 bolt : 10ea]
  – Refer to Pic.10

3) Please hang the case on the bolts,
  and then tighten up bolts from inside.

2
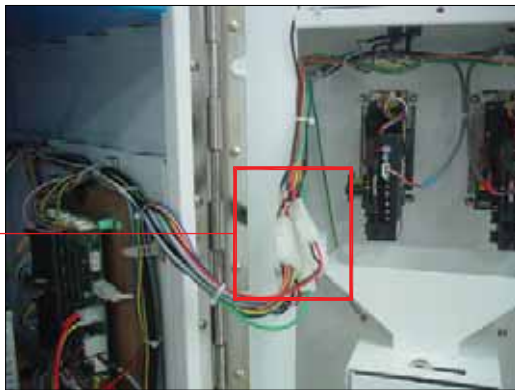
4) After assembling, ③ connect cables from
  CABINET and CONTROL PANEL .

3
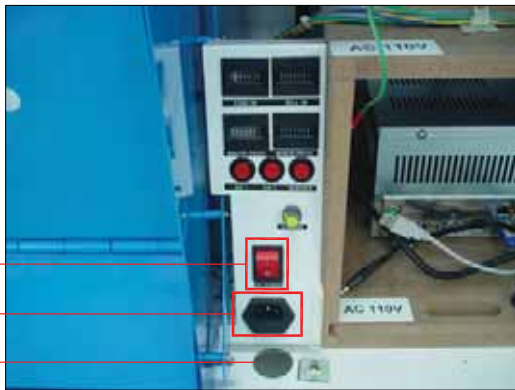
5) After connect ⑤ AC POWER CODE in ⑥
  AC SOCKET, Turn on ④ POWER S/W IN
  CONTROL PANEL.

4

6) Close the door.

3. HOW TO DISPLAY PRIZES

1

– Open the door.

2

– After you select a gift giveaways that hook, straps, tie Enclose the prizes.
[At this point the length of the strap goes into the three fingers The length of the recommended level.]

* Presents the horizontal size of the height of 2cm x 2cm x 2cm vertical or more.
[If the size of prizes given away sensors can not detect.]

– Place prizes on prize hangers with certain distance between prizes.

* CAUTION

– This product giveaways prizes of less than ten thousand 5pound hook into them is a mistake.

4. GAME CHARACTERISTICS

4-1. SIMPLE TO UNDERSTAND AND EASY TO PLAY

- Player needs to drop rings one after the other from swinging arm by pressing SRART/DROP button.

4-2. PAYOUT STABILITY IS ATTAINED BY USING OUR SYSTEM

- Video game-specific probability of stable control, and operation of the game We've got grave.

4-3. HIGH QUALITY GRAPHIC AND CHARISMATIC DESIGN

- Advanced technology system is used in designing this game.
  We use Physx 3D physical engine from NVIDIA and apply full screed with HD resolution.

4-4. BIG & HIGH VALUE PRIZES CAN BE USED IN THE GAME

- Prize hanger is detachable which allows prize sizes up to 320mm box.

5. HOW TO PLAY

1) When you insert coins and bills that the game is played.

2) Press the START/DROP button to drop rings from the swinging arm.

3) Players can choose to accept a minor prize at the successful dropping of 7th ring around the poll or continue pitting skills to win a major prize at the successful drop of the 10th ring.

6. SETUP SETTINGS

6-1. SETUP MENU

(1) HOW TO ENTER SETUP MENU

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

PICTURE A
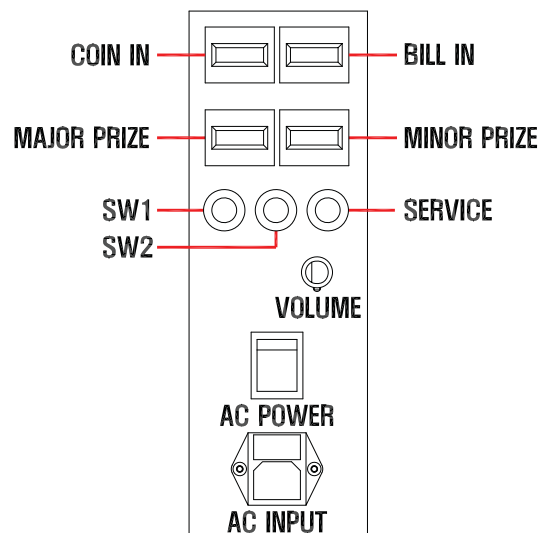
[CONTROL PANEL]

[BUTTON DESCRIPTION]

1) **SW1** : "Setup mode" button and "Up" button.

2) **SW2** : "Down" button.

3) **SERVICE** : "Select" button.

10

7. SETUP MENU

Select your own settings on installation of the game.

Press SW1 Button to enter setup mode.

< SETUP MODE >

1. BOOKKEEPING
2. GAME SETTING
3. TEST MODE
4. INITIALIZATION
5. MANAGER INCOME CLEAR
6. EXIT

< SHORTCUT VIEW >

1. MANAGER INCOME
   Coin In _____ 0
   Prize Out (Major) _____ 0
   Prize Out (Minor) _____ 0
2. TOTAL INCOME
   Total Coin In _____ 0
   Total Prize Out (Major) _____ 0
   Total Prize Out (Minor) _____ 0

[Up : SW1] [Down : SW2] [Select : Service]
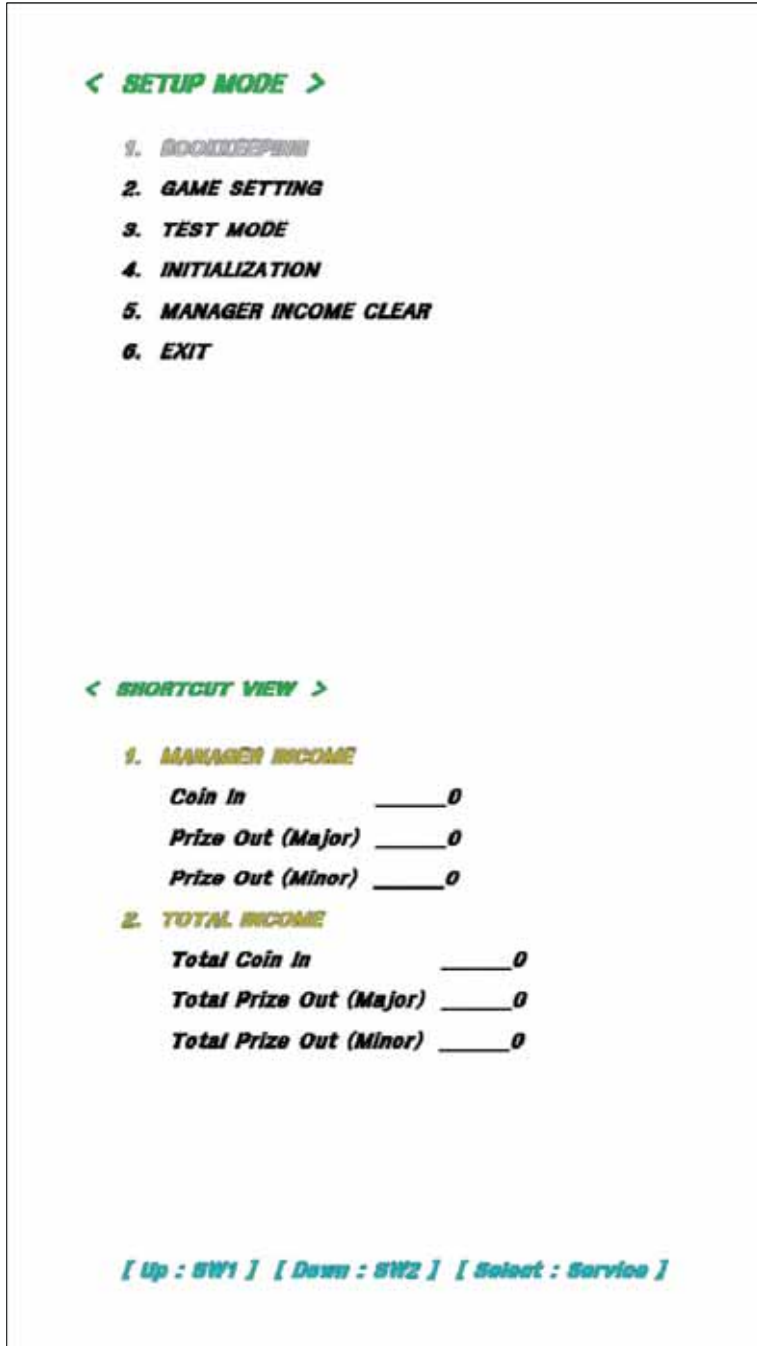
< SETUP MODE >
Shows income status, make change to game settings, initialization and machine test.

< SHORTCUT VIEW >
It displays In-Out status briefly.

1. MANAGER INCOME -
In addition to the administrator of a comprehensive information BOOKKEEPING After initialization, you can see the cumulative Income Information Can.

– Prize Out (Major) Major prizes went the Wed
– Prize Out(Minor) Minor prizes went the Wed

2. TOTAL INCOME - Total up to date income status.

7-1. BOOKKEEPING

It shows accumulated income status and comprehensive income information.

---

1. BOOKKEEPING

1-1) MANAGER INCOME

Coins In	_____0
Service In	_____0
Prize Out (Major)	_____0
Prize Out (Minor)	_____0

1-2) TOTAL INCOME

Total Coins In	_____0
Total Service In	_____0
Total Prize Out (Major)	_____0
Total Prize Out (Minor)	_____0

1-3) GAMES PLAYED

Games Played	_____0
Total Games Played	_____0

1-4) GAME HISTORY

Last Game Played (1st~ 10th)

1st_2nd_3rd_4th_5th_6th_7th_8th_9th_10th

0___0___0___0___0___0___0___0___0___0

Total Result (1 Level ~ 10 Level)

1v_ 2v_ 3v_ 4v_ 5v_ 6v_ 7v_ 8v_ 9v_ 10v

0__0__0__0__0__0__0__0__0__0

[Exit : Service Button]

1-1) It displays information after initialized by manager.

1-2) It shows the number of coin/s and service play/s from the set up time of the machine.

1-3) It displays the number of play/s after the game was initialized.

1-4) Up to 10 previous play results are kept in the bookkeeping.

– 1ST is the newest one. The number indicates the stage player achieved.

(EX) When it is marked "7", it means player won minor prize or failed at 8th stage. When it is marked "10", it means player won Major prize.

Total Result : It shows the number of total plays. Manager may check players' average playing skill.

7-2. GAME SETTING

Press "Service Button" to access game setting as shown below :

2. GAME SETTING

2- 1) GAME COST _____18
2- 2) DIFFICULTY (Major Prize) _____11
2- 3) DIFFICULTY (Minor Prize) _____2
2- 4) DIFFICULTY (Game Speed) _____3
2- 5) DEMO SOUND _____2
2- 6) RANDOM TYPE _____2
2- 7) DROP TIME _____1
2- 8) BILL TO COIN NUMBER _____4
2- 9) PRIZE HANGER SETTING
2-10) DEFAULT SETTING
2-11) DON'T SAVE & EXIT
2-12) SAVE & EXIT

(2 - 1) Game Cost

1 = 1 Coin 1 Play
2 = 1 Coin 1 Play - 2 Coin(s) 3 Play(s) (Bill)
3 = 1 Coin 1 Play - 3 Coin(s) 4 Play(s) (Bill)
4 = 1 Coin 1 Play - 4 Coin(s) 5 Play(s) (Bill)
5 = 1 Coin 1 Play - 5 Coin(s) 6 Play(s) (Bill)
6 = 2 Coin(s) 1 Play
7 = 2 Coin 1 Play - 3 Coin(s) 2 Play(s) (Bill)
8 = 2 Coin 1 Play - 4 Coin(s) 3 Play(s) (Bill)
9 = 2 Coin 1 Play - 5 Coin(s) 3 Play(s) (Bill)
10 = 2 Coin 1 Play - 6 Coin(s) 4 Play(s) (Bill)
11 = 3 Coin(s) 1 Play
12 = 3 Coin 1 Play - 4 Coin(s) 2 Play(s) (Bill)
13 = 3 Coin 1 Play - 5 Coin(s) 2 Play(s) (Bill)
14 = 3 Coin 1 Play - 6 Coin(s) 2 Play(s) (Bill)
15 = 3 Coin 1 Play - 7 Coin(s) 3 Play(s) (Bill)
16 = 3 Coin 1 Play - 8 Coin(s) 3 Play(s) (Bill)
17 = 3 Coin 1 Play - 9 Coin(s) 4 Play(s) (Bill)
18 = 4 Coin(s) 1 Play
19 = 5 Coin(s) 1 Play
20 = 6 Coin(s) 1 Play
21 = 8 Coin(s) 1 Play
22 = 9 Coin(s) 1 Play
23 = 10 Coin(s) 1 Play
24 = 12 Coin(s) 1 Play
25 = FREE GAME

[Up : SW1] [Down : SW2] [Select : Service]

2-1) **GAME COST -** Cost per credit/play

2-2) **DIFFICULTY (Major Prize) -**
You may set difficulty payout level for a Major prize.

2-3) **DIFFICULTY (Minor Prize) -**
You may set difficulty payout level for a Minor prize.

2-4) **DIFFICULTY (Game Speed) -**
You may set game speed.

2-5) **DEMO SOUND -** It is possible to turn ON or OFF the DEMO SOUND or have DEMO SOUND come out once per two to five demo plays by setting number of cycle.

2-6) **RANDOM TYPE -** This is related with DIFFICULTY LEVEL 2-2 and 2-3.
- Type A, player win randomly within the set number of plays.
- Type B, player may win around the set number of plays.

2-7) **DROP TIME -** Possible to set time limit to drop a ring.

2-8) **BILL TO COIN NUMBER -**
Set accordingly to the currency in your country. Set the number of coins per a bill to be used.
For example : in USA, a one doller bill has the same value with four a quarter coins, BILL TO COIN NUMBER is 4.

2-9) **PRIZE HANGER SETTING -**
Select major prize hangers to be used. In USA version, we use four hangers as a default setting.
(1, 3, 4, 6 major hangers)

2-10) **DEFAULT SETTING -** You can go back to factory default setting by selecting menu.

2-11) Don't Save and Exit.

2-12) Save and Exit.

13

2-1) GAME COST

```
                (2 - 1) Game Cost
 1  =  1 Coin  1 Play
 2  =  1 Coin  1 Play ~ 2 Coin(s)  3 Play(s) [Bill]
 3  =  1 Coin  1 Play ~ 3 Coin(s)  4 Play(s) [Bill]
 4  =  1 Coin  1 Play ~ 4 Coin(s)  5 Play(s) [Bill]
 5  =  1 Coin  1 Play ~ 5 Coin(s)  6 Play(s) [Bill]
 6  =  2 Coin(s) 1 Play
 7  =  2 Coin(s) 1 Play ~ 3 Coin(s)  2 Play(s) [Bill]
 8  =  2 Coin(s) 1 Play ~ 4 Coin(s)  3 Play(s) [Bill]
 9  =  2 Coin(s) 1 Play ~ 5 Coin(s)  3 Play(s) [Bill]
10  =  2 Coin(s) 1 Play ~ 6 Coin(s)  4 Play(s) [Bill]
11  =  3 Coin(s) 1 Play
12  =  3 Coin(s) 1 Play ~ 4 Coin(s)  2 Play(s) [Bill]
13  =  3 Coin(s) 1 Play ~ 5 Coin(s)  2 Play(s) [Bill]
14  =  3 Coin(s) 1 Play ~ 6 Coin(s)  3 Play(s) [Bill]
15  =  3 Coin(s) 1 Play ~ 7 Coin(s)  3 Play(s) [Bill]
16  =  3 Coin(s) 1 Play ~ 8 Coin(s)  3 Play(s) [Bill]
17  =  3 Coin(s) 1 Play ~ 9 Coin(s)  4 Play(s) [Bill]
18  =  4 Coin(s) 1 Play
19  =  5 Coin(s) 1 Play
20  =  6 Coin(s) 1 Play
21  =  8 Coin(s) 1 Play
22  =  9 Coin(s) 1 Play
23  =  10 Coin(s) 1 Play
24  =  12 Coin(s) 1 Play
25  =  FREE GAME
```

– Please see the detailed game cost settings on page 15.
Setting 1, 6, 11 and 18~24 are STANDARD.
Setting 2~5, 7~10, 12~17 can be used for events or to encourage players to insert dollar bils to play more by giving additional bonus play.
In USA, quarter coins and one doller bills, we set BILL TO COIN NUMBERS 4 so in the cost setting table settings 4, 8 and 12 can be used.

For example, if we use setting 8 the table says:

8 = <u>2 coins 1 play</u> ~ <u>4 coins 3 play [BILL]</u>
      FOR COINS   FOR BILLS

There are two setting explanations before and after ' ~ ' the explanation before ' ~ ' is for coins and the second explanation after ' ~ ' is for bills.
If **player** inserts 2 coins then the game gives 1 play chance.
If **player** inserts 1 a dollar bill then the game gives 3 play chances

2-2) DEFFICULTY (Major Prize)

```
              (2 - 2) Difficulty (Major Prize)
 1  =  Easiest (1 Win in 20 Games)
 2  =  Very Easy (1 Win in 30 Games)
 3  =  Easy (1 Win in 40 Games)
 4  =  Easy to Medium (1 Win in 50 Games)
 5  =  Medium (1 Win in 100 Games)
 6  =  Medium to Hard (1 Win in 200 Games)
 7  =  Hard (1 Win in 300 Games)
 8  =  Very Hard (1 Win in 400 Games)
 9  =  Very, Very Hard (1 Win in 600 Games)
10  =  Hardest 1 (1 Win in 800 Games)
11  =  Hardest 2 (1 Win in 1000 Games)
12  =  Hardest 3 (1 Win in 1500 Games)
13  =  Hardest 4 (1 Win in 2000 Games)
```

– You may set major difficulty.

(EX) 1 Win in **1000** Games :

Player may win major prize around every **1000** plays.

2-3) DEFFICULTY (Minor Prize)

```
              (2 - 3) Difficulty (Minor Prize)
 1  =  1 Minor Prize in Every Game
 2  =  1 Minor Prize in 2 Games
 3  =  1 Minor Prize in 3 Games
```

– You may set minor difficulty.

(EX) 1 Minor Prize in 2 GAMES :

Player may win minor prize in about 2 plays.

[2-1) More information about GAME COST]

	ITEM	[Bill] SETTING DESCRIPTION	REMARKS
1	1 = 1 Coin 1Play		STANDARD SETTING
2	2 = 1 Coin 1Play ~ **2 Coin(s) 3Play(s) [BILL]**	Set with 1Bill = 2Coins : It gives 3 Credits in case a 1bill is inserted.	Settings 2~5, 7~10, 12~17 can be used ONLY for BILL users. For events or to encourage players who inserts dollar bills to play more by giving additional bonus play.
3	3 = 1 Coin 1Play ~ **3 Coin(s) 4Play(s) [BILL]**	Set with 1Bill = 3 Coins : It gives 4 Credits in case a 1bill is inserted.	
4	4 = 1 Coin 1Play ~ **4 Coin(s) 5Play(s) [BILL]**	Set with 1Bill = 4 Coins : It gives 5 Credits in case a 1bill is inserted.	
5	5 = 1 Coin 1Play ~ **5 Coin(s) 6Play(s) [BILL]**	Set with 1Bill = 5 Coins : It gives 6 Credits in case a 1bill is inserted.	
6	6 = 2 Coin 1Play		STANDARD SETTING
7	7 = 2 Coin 1Play ~ **3 Coin(s) 2Play(s) [BILL]**	Set with 1Bill = 3 Coins : It gives 2 Credits in case a 1bill is inserted.	Settings 2~5, 7~10, 12~17 can be used ONLY for BILL users. For events or to encourage players who inserts dollar bills to play more by giving additional bonus play.
8	8 = 2 Coin 1Play ~ **4 Coin(s) 3Play(s) [BILL]**	Set with 1Bill = 4 Coins : It gives 3 Credits in case a 1bill is inserted.	
9	9 = 2 Coin 1Play ~ **5 Coin(s) 3Play(s) [BILL]**	Set with 1Bill = 5 Coins : It gives 3 Credits in case a 1bill is inserted.	
10	10 = 2 Coin 1Play ~ **6 Coin(s) 4Play(s) [BILL]**	Set with 1Bill = 6 Coins : It gives 4 Credits in case a 1bill is inserted.	
11	11 = 3 Coin 1Play		STANDARD SETTING
12	12 = 3 Coin 1Play ~ **4 Coin(s) 2Play(s) [BILL]**	Set with 1Bill = 4 Coins : It gives 2 Credits in case a 1bill is inserted.	Settings 2~5, 7~10, 12~17 can be used ONLY for BILL users. For events or to encourage players who inserts dollar bills to play more by giving additional bonus play.
13	13 = 3 Coin 1Play ~ **5 Coin(s) 2Play(s) [BILL]**	Set with 1Bill = 5 Coins : It gives 2 Credits in case a 1bill is inserted.	
14	14 = 3 Coin 1Play ~ **6 Coin(s) 3Play(s) [BILL]**	Set with 1Bill = 6 Coins : It gives 3 Credits in case a 1bill is inserted.	
15	15 = 3 Coin 1Play ~ **7 Coin(s) 3Play(s) [BILL]**	Set with 1Bill = 7 Coins : It gives 3 Credits in case a 1bill is inserted.	
16	16 = 3 Coin 1Play ~ **8 Coin(s) 3Play(s) [BILL]**	Set with 1Bill = 8 Coins : It gives 3 Credits in case a 1bill is inserted.	
17	17 = 3 Coin 1Play ~ **9 Coin(s) 4Play(s) [BILL]**	Set with 1Bill = 9 Coins : It gives 4 Credits in case a 1bill is inserted.	
18	18 = 4 Coin 1Play		STANDARD SETTING
19	19 = 5 Coin 1Play		STANDARD SETTING
20	20 = 6 Coin 1Play		STANDARD SETTING
21	21 = 7 Coin 1Play		STANDARD SETTING
22	22 = 8 Coin 1Play		STANDARD SETTING
23	23 = 9 Coin 1Play		STANDARD SETTING
24	24 = 10 Coin 1Play		STANDARD SETTING
25	25 = FREE GAME		Free play

2-4) DEFFICULTY (Game Speed)

```
(2 - 4) Difficulty (Game Speed)

1  =  Level 1
2  =  Level 2
3  =  Level 3
4  =  Level 4
5  =  Level 5
```
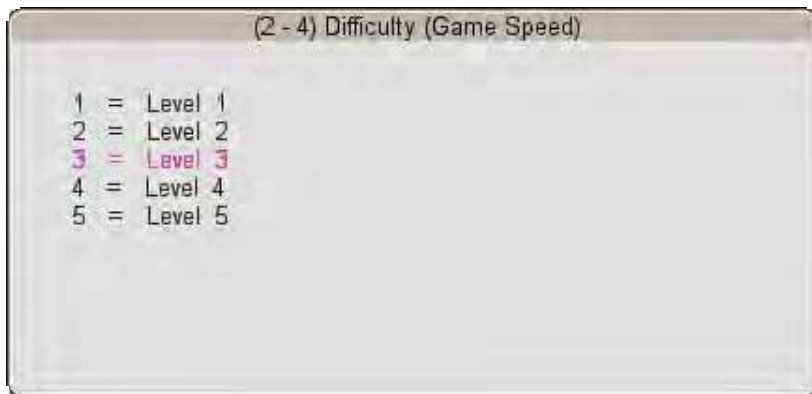
- The level gets higher, the game speed gets faster, and rings get smaller and smaller in size.

2-5) DEMO SOUND

```
(2 - 5) Demo Sound

1  =  OFF
2  =  ANY TIME
3  =  2 CYCLE
4  =  3 CYCLE
5  =  4 CYCLE
6  =  5 CYCLE
```

- You may turn on/off demo sound and choose demo sound cycle time.

2-6) RANDOM TYPE

```
(2 - 6) Random Type

1  =  A TYPE
2  =  B TYPE
```
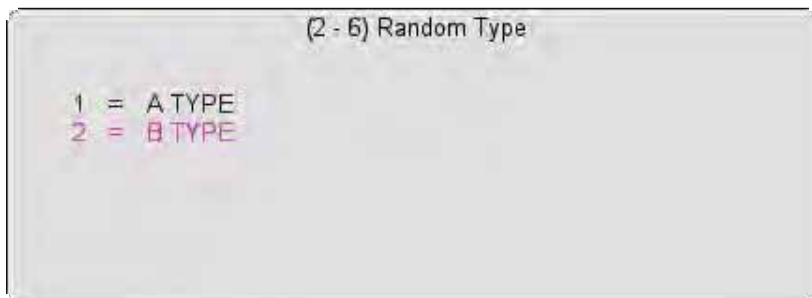
- (EX) If difficulty is set to 1 (the easiest)

In type A : Player will win a prize any time within 20 plays.
In type B : Player will win a prize around 20 plays. (B type setting is recommended)

2-7) DROP TIME

(2 - 7) Drop Time

```
1  =  10 SEC
2  =  15 SEC
3  =  20 SEC
4  =  25 SEC
5  =  30 SEC
6  =  FREE
```
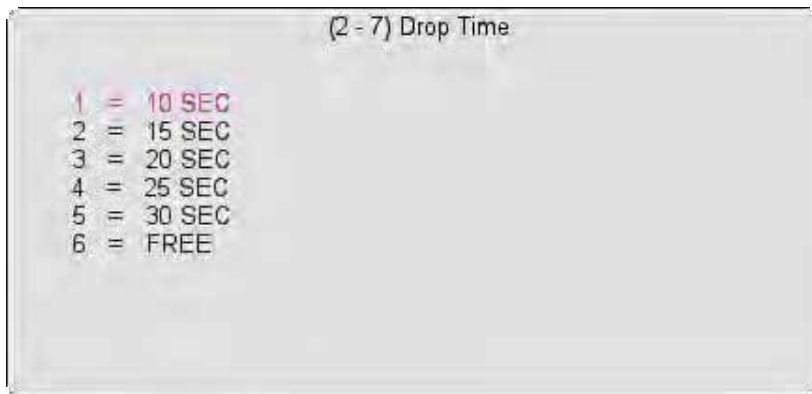
– Ring drop time is adjustable.

2-8) BILL TO COIN NUMBER

: According to the currency in your country, it is needed to set the number of coins per
  a bill to be used. In USA, one dollar bill has the same value with four a quarter coins, BILL TO
  COIN NUMBER is set to "4"

2-9) PRIZE HANGER SETTING

(2 - 9) Prize Hanger Setting

Major 1	Major 2	Major 3
ON	ON	ON

Major 4	Major 5	Major 6
ON	ON	ON

Exit
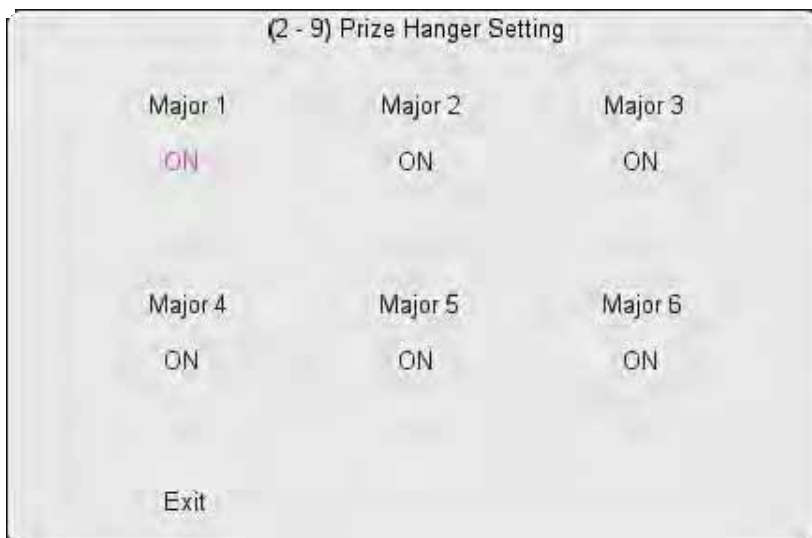
– Select major prize hangers to be used.
  For example, on this picture showing
  USA default setting, we use four
  hangers as default setting
  (1, 3, 4, 6 major hangers).
  It is possible to remove hangers
  # 4, 5, 6 and use three major prize
  hangers #1, 2, 3 for big size prizes.

2-10) DEFAULT SETTING

: Back to factory settings.

2-11) DON'T SAVE EXIT

2-12) SAVE & EXIT

7-3. TEST MODE

It tests various components of machine.

```
3.  TEST MODE

  3-1)  MACHINE TEST

  3-2)  SOUND TEST

  3-3)  DISPLAY TEST

  3-4)  EXIT




  [ Up : SW1 ]  [ Down : SW2 ]  [ Select : Service ]
```

3-1) In machine test mode, you may
     check the performance of lamps,
     prize hangers, buttons, counters,
     sensors, coin-mechs and bill acceptor.

3-2) It plays BGM, sound of winning
     celebrations.

3-3) It checks monitor status.

3-1) MACHINE TEST

3-1) MACHINE TEST

PRIZE LAMP & HANGER_1

PRIZE LAMP & HANGER_2

PRIZE LAMP & HANGER_3

PRIZE LAMP & HANGER_4

PRIZE LAMP & HANGER_5

PRIZE LAMP & HANGER_6

PRIZE LAMP & HANGER_7

PRIZE LAMP & HANGER_8

PRIZE LAMP & HANGER_9

PRIZE LAMP & HANGER_10

PRIZE LAMP & HANGER_11

COUNTER_1

COUNTER_2

COUNTER_3

COUNTER_4

SENSOR_STATE _____OFF

BUTTON LAMP & STATE_1 _____OFF

BUTTON LAMP & STATE_2 _____OFF

BUTTON LAMP & STATE_3 _____OFF

BILL _____0

COIN _____0

PRIZE HANGER ENDLESS LOOP (SENSING)_____0

EXIT

* PRIZE HANGER POSITION

- Use SW1 to enter SETUP MODE.
  Use SW2 to move selection forward,
  select **TEST MODE** and press **SERVICE**
  button.
  Select **3-1) MACHINE TEST** and press
  SERVICE button.

- **PRIZE LAMP & HANGER 1~11**
  Use SW1 and SW2 buttons, move to
  the **PRIZE LAMP & HANGER** up or down.
  When ready to TEST press SERVICE button.
  The selected **PRIZE LAMP & HANGER**
  will start tunning and the lamp will turn ON
  (red color). if this is successful then it's
  working correctly.

- Press the **Service** button once again to
  stop **PRIZE LAMP & HANGER** rotation
  and to turn OFF the lamp.
  Move on to the next test by pressing
  either SW1 or SW2.

- **COUNTER 1~4**
  Use SW1 or SW2 to select COUNTER
  # you want to test.
  Then press Service Button.

* **MECHANICAL COUNTERS CAN
NOT BE RESET BACK TO "0"**

- If the counter increases by one the counter
  is working correctly.
  The counter number increases only once
  and does not go up continuously even
  though you press again.

- **SENSOR STATUS**
  Use SW1 or SW2 to select
  SENSOR_STATE_____OFF
  Block the sensors in the prize chute by
  using any object or your hand.
  If **SENSOR_STATE_____OFF** changes to
  "ON" then sensors are working correctly.

19

- BUTTON LAMP & STATE
Press each play button to see if it works correctly.
When a button is pressed the STATE changes from OFF to ON.
For Example :
Press Major Button and on the Screen **BUTTON LAMP & STATE_1**
will change from "OFF" to "ON". (see pictures)

- BILL & COIN
Use SW1 or SW2 to select next test mode. Select BILL or COIN
Insert coins or bills to see if the coin selector and bill acceptors are
working correctly. You can see the numbers of coins/bills on the screen.

- PRIZE HANGER ENDLESS LOOP
Use SW1 or SW2. Select **PRIZE HANGER ENDLESS LOOP (SENSING)___0.**
Press SERVICE button to start an automatic checking sequence of all prize hangers.
It will start from Prize hanger number 1 and it will run for 25 seconds per hanger.
To stop checking sequence, press SERVICE button.
You will see total number of prizes out during the sequence on the screen.

3-2) SOUND TEST   3-3) DISPLAY TEST

3-2) SOUND TEST

SOUND #01___BGM

SOUND #02___DEMO

SOUND #03___COIN

SOUND #04___MAJOR WIN

SOUND #05___MINOR WIN
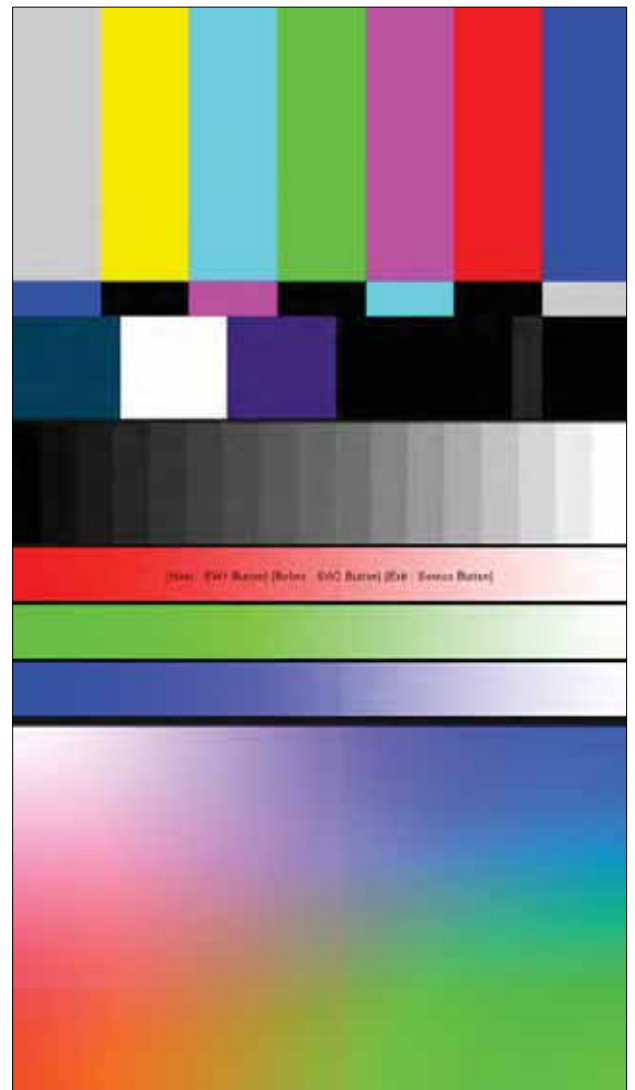
EXIT

7-4. INIT MODE

Current remaining credits can be initialized.
Because a significant portion of the initialization part will be asked to confirm.
Questions are chosen based on:

7-5. MANAGER INCOME CLEAR

MANAGER INCOME information is initialized.
Administrators from the time of initializing the initialization until the Coin in,
Prize Out to accumulate information.
In addition to comprehensive information by the administrator wants to separate out Income
should be used if there is time.

< SETUP MODE >

1. BOOKKEEPING
2. GAME SETTING
3. TEST MODE
4. INITIALIZATION
5. MANAGER INCOME CLEAR
6. EXIT

<Warning> Manager Income Clear

[Yes : SW1 Button]   [No : Service Button]

< SHORTCUT VIEW >

1. MANAGER INCOME
   Coin In   _____0
   Prize Out (Major) _____0
   Prize Out (Minor) _____0
2. TOTAL INCOME
   Total Coin In   _____0
   Total Prize Out (Major) _____0
   Total Prize Out (Minor) _____0

[Up : SW1] [Down : SW2] [Select : Service]

7-6. ERROR MESSAGE

1) **LOCK CHECK FAILED!!!** [Drop button does not work when this error message appear on the screed]

   : Please make sure USB lock(BLUE) is inserted firmly and re-boot the system.
   : It may occur when it does not match between Game Version and USB lock version : we have several game version depend on language.

2) **PRIZE SENSOR BLOCKED or PRIZE SENSOR FAULTY** [This error message appear with error sound]

   : Please remove any object around sensors.
   : Please check and make sure whether USB connector from Main board & I/O board is inserted stably.
   : Please make sure cables from sensors and connector to I/O board are placed without mistake.

3) **I/O COMMUNICATION ERROR** Error :

   : Please make sure USB connector from Main Box & I/O board is inserted stably and check LED on I/O board [One should be lit on and another one blink once a second]

   * If the above check for the error message disappears.

4) **Credit Limit**

   - We have a credit limitation for safety.
     In case the number of credit comes to 21, "Credit limit" message appear on the screen and whole input signals are blocked [Drop button, Bill(coin) acceptor]
     : In order to clear this error, please initialize credit at **4-1) CREDIT Clear in Setup mode**.

   : In case this error message occur continuously.
     Please contact Our C/S tesm as I/O board may get damaged.

8. HOW TO CHANGE PARTS

8-1. MAIN BOX

1
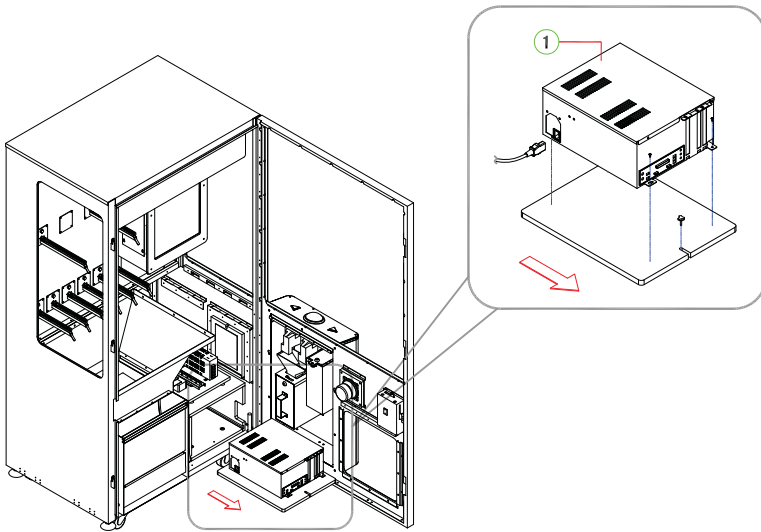
PICTURE A

PICTURE B

(1) You may find ①MAIN BOX when you open the front door.

(2) Disassemble MAIN BOX panel after disconnecting connector from MAIN BOX.
   [M4 Bolt, 4ea]

NO.	PART NAME	SPEC.	CODE NO.
①	MAIN BOX ASS'Y	–	–

8-2. MOTOR

1
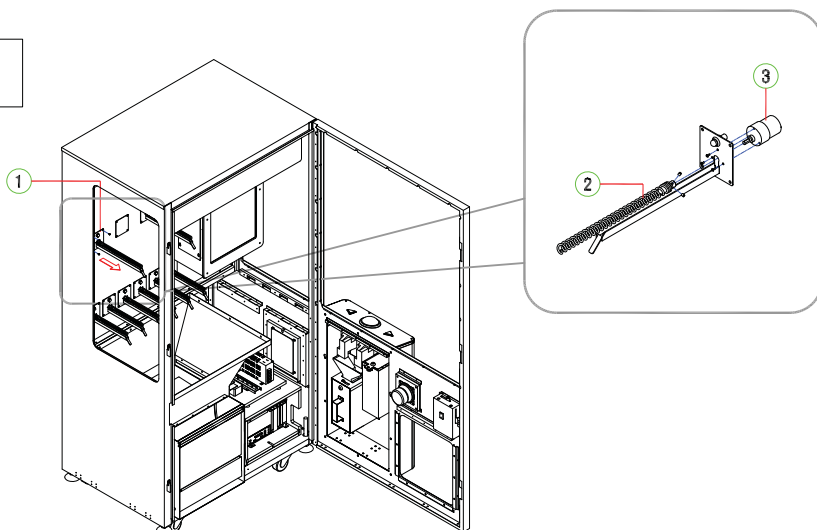
PICTURE A

PICTURE B

(1) ①After removing PRIZE HANGER, [M4 Bolts, 4ea] Remove the connectors attached.

(2) ②After separating PRIZE HANGER SPRING, ③MOTOR, replace it.
   [M4 Set screw, 2ea]   [M3 Bolt, 3ea]

NO.	PART NAME	SPEC.	CODE NO.
③	DC MOTOR	KGC_210_3429C	MHAM0MOT001

24

8-3. IO PCB

1
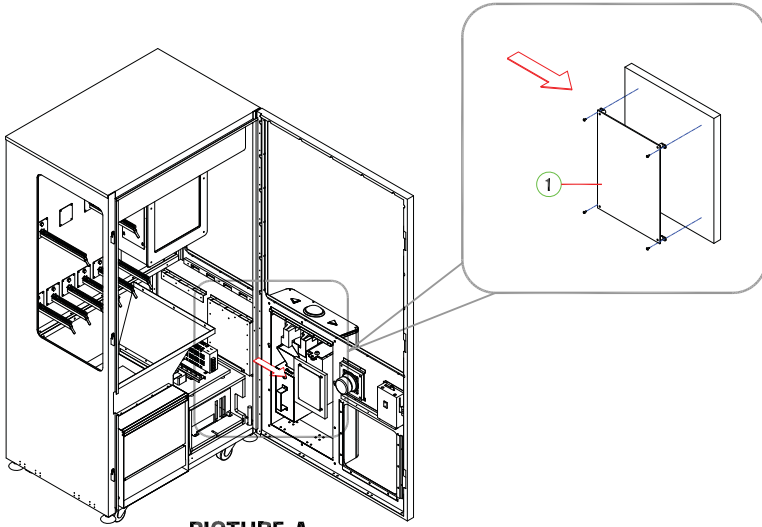
PICTURE A
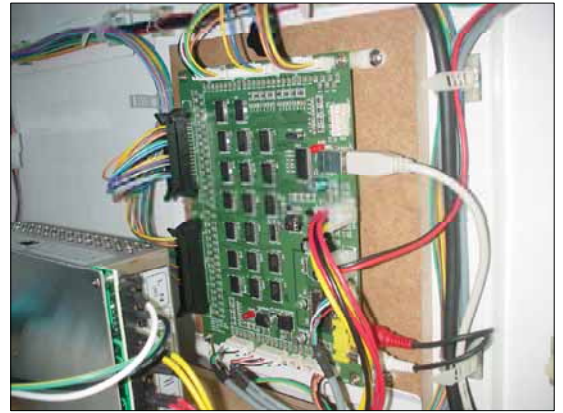
PICTURE B

(1) You may find ①IO PCB ASS'Y inside of front door (Please refer to Pic "A")
(2) Please change IO PCB ass'y after disconnecting connector.
    [M3 Bolt, 4ea]

NO.	PART NAME	SPEC.	CODE NO.
①	IO PCB ASS'Y	–	AFCU0PCB003

8-4. SENSOR PCB

1
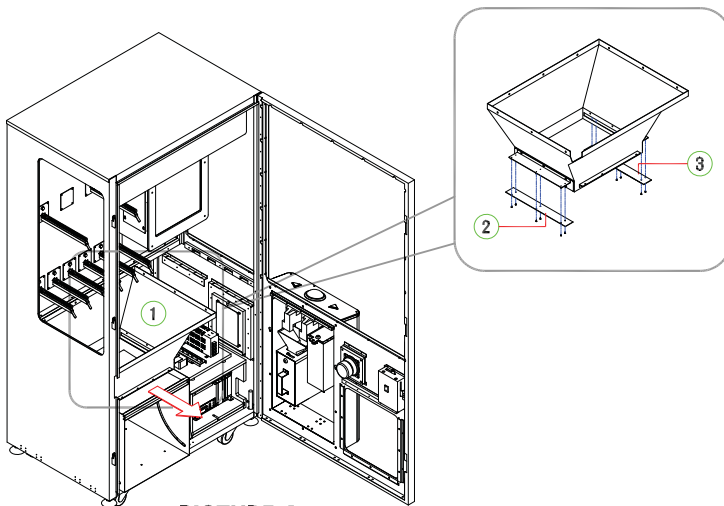
PICTURE A
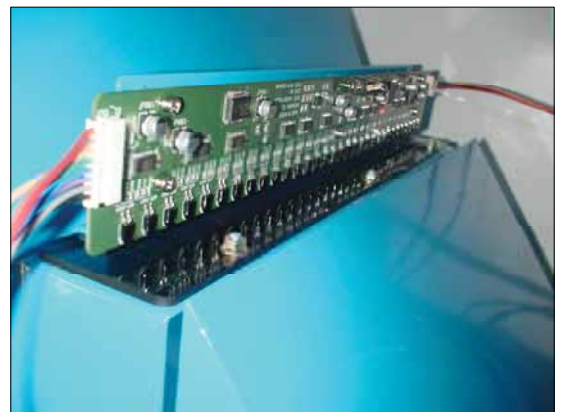
PICTURE B

(1) Please disassemble Prize guide parts after disconnecting connectors from ①SENSOR PCB.
(2) ②③Replace SENSOR PCB ASS'Y.
    [M3 Bolt, 12ea]

NO.	PART NAME	SPEC.	CODE NO.
②	SENSOR PCB ASS'Y	EMITTING	AFCU0PCB001
③	SENSOR PCB ASS'Y	RECEIVER	AFCU0PCB002

25

8-5. SPEAKER & COIN SELECTOR
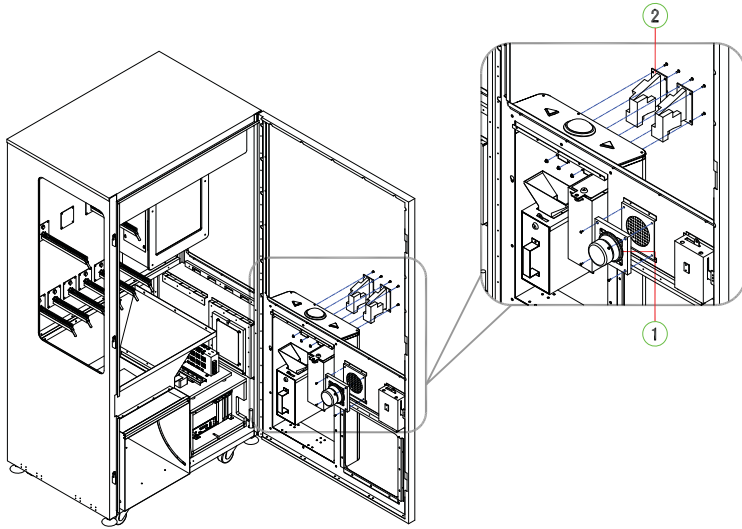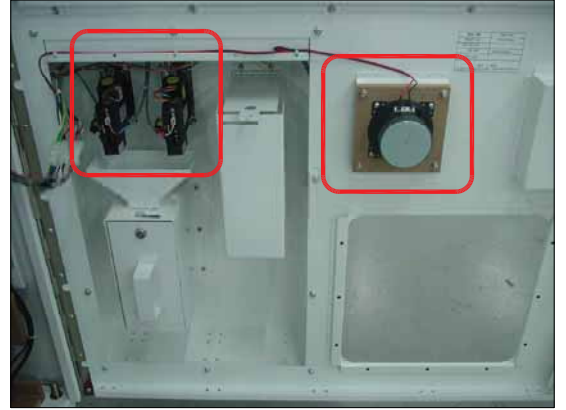
PICTURE A

PICTURE B

(1) There is fixing hole for ①SPEAKER and ②COIN SELECTOR inside of control panel case.

(2) You may replace them after disconnecting connector.

　　[COIN SELECTOR : M6 Bolt x 4ea, NUT / SPEAKER : M4 Bolt x 4ea]

NO.	PART NAME	SPEC.	CODE NO.
②	SPEAKER	MID 4.5"+TW1/2 8Ω	MZZZ0SPE021
③	COIN SELECTOR	TW-100B	MZZZ0COS029

9. HOW TO REPLACE CONSUMABLES

9-1. REPLACEMENT OF LAMP

1
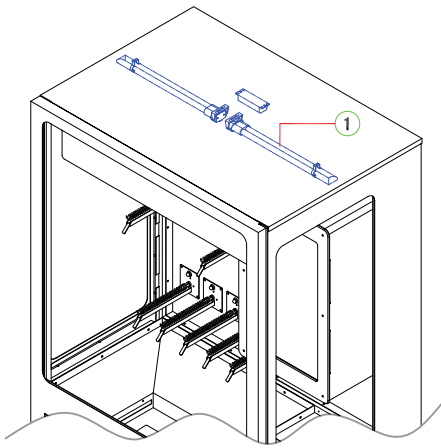
PICTURE A

PICTURE B

(1) As shown in Figure A has a unit inside the case at the top of the LAMP. ①
(2) Turn the power off, unplug the connectors, LAMP, replace it.

NO.	PART NAME	SPEC.	CODE NO.
①	LAMP	FPL36W WHITE	MELE0LAM028

10. TROUBLESHOOTING

10-1. THE SCREEN IS BLANK WHEN NOT

*Common: Check the input voltage, check wiring

LCD
(23")

The screen is
blank when not → Abnormal → LCD Change

[CHECK]
1. AC Power Cord
2. VGA CABLE
3. Remote ON / OFF
4. No Signal

normal

MAIN BOX ASS'Y
(MK-9)

[CHECK]
1. AC Power Cord
2. VGA CABLE
3. Graphics Card

normal

MAIN BOX ASS'Y
(MK-9) Change

Screen
Adjustment

normal

LCD Manual Reference

*Common: Check the input voltage, check wiring

VOLUME PCB ASS'Y

[CHECK]
1. **VOLUME appearance.**
2. **VOLUME control**
3. **VOLUME value measurement tester (resistance)**
   VOLUME - 10K

normal

USB IO PCB ASS'Y Change ← Abnormal — **USB IO PCB ASS'Y** — Abnormal →

[CHECK]
1. **Power status ON(RED)**
2. **DC 12V**
3. **AUDIO Connections**

normal

MAIN BOX ASS'Y (MK-9) Change ← Abnormal — **MAIN BOX ASS'Y (MK-9)**

[CHECK]
1. **AUDIO wiring and replacement**
2. **AC CONNECTOR**

normal

SMPS (D-120A)

[CHECK]
1. **Power status ON(GREEN)**
2. **DC Voltage 5V, 12V**

Abnormal

SMPS Change

SPEAKER

[CHECK]
1. **SPEAKER appearance**
2. **SPEAKER wire**

normal

SPAEKER Change

LAMP (FPL30W) ──Abnormal──→ **LAMP Change**

[CHECK]
1. LAMP Assembly Appearance
2. LAMP SOCKER Connection
3. Wire (L / R connection)

normal

BALLAST

[CHECK]
1. BALLST appearance
2. Input / Output Connections
3. AC Input Voltage

normal

BALLAST Change

10-4. WHEN NO POWER

POWER ──── Abnormal ────→ **Connection and measures the noise filter replacement**

[CHECK]
1. **AC CORD**
2. **FUSE(250V)**
3. **AC S/W**
4. **AC connector**
5. **Voltage with a tester (AC 220V) measurements**

normal ↓

AC JOIN PCB ASS'Y Change

10-5. COIN SELECTOR ERROR

COIN SELECTOR ──Abnormal──▶ **COIN SELECTOR Change**

[CHECK]
1. COIN SELECTOR internal and external conditions
2. Connectors
3. DC Voltage : 12V
4. Coin signal ON / OFF

│ normal

USB IO PCB ASS'Y Change ◀──Abnormal── **USB I/O PCB ASS'Y** ──Abnormal──▶ **SMPS (12V, 5V)**

[CHECK]
1. Power status ON (RED)
2. DC voltage : 12V, 5V
3. USB Cable Change

[CHECK]
1. Power status ON(GREEN)
2. DC voltage: 12V, 5V

│ normal

MAIN BOARD ASS'Y (MK-9) Change

│ normal

SMPS Change
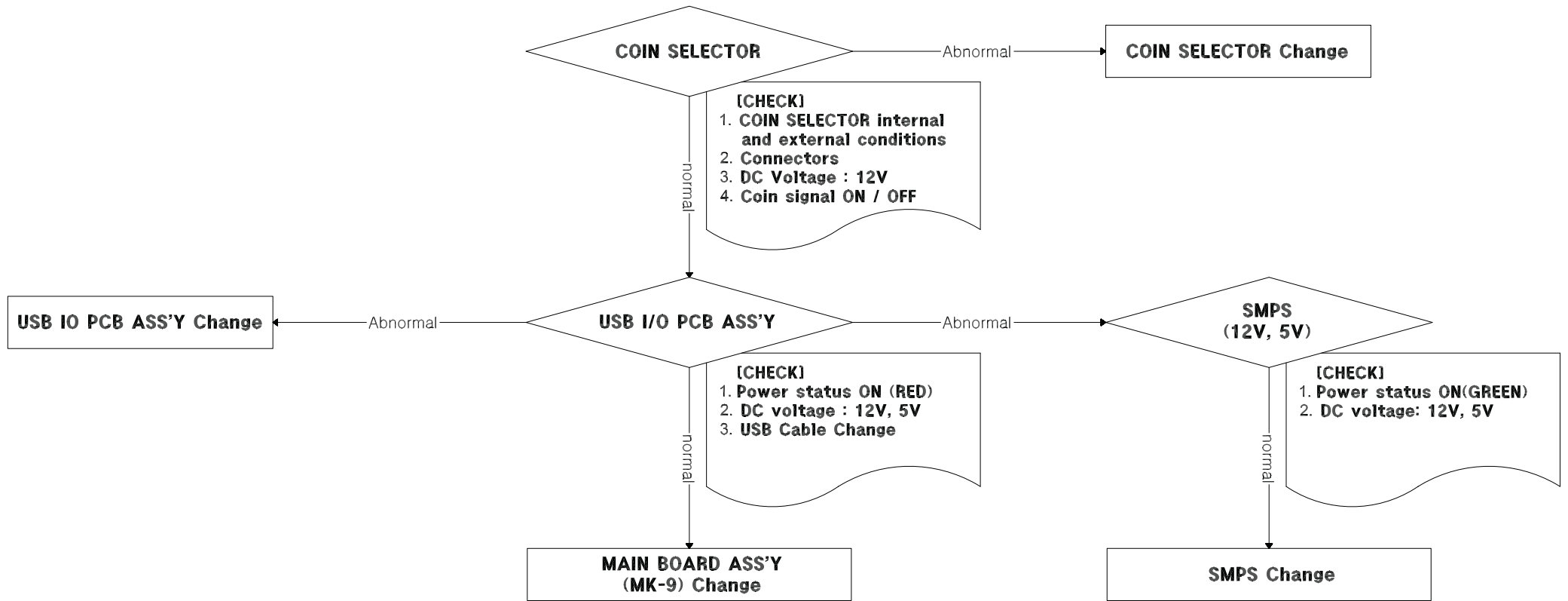
10-6. BUTTON & COUNTER ERROR

SET UP&CONTROL
(BUTTON, LAMP, COUNTER)

BUTTON
(MINOR, START, MAJOR)
(SW1, SW2, SERVICE)

—Abnormal—

LAMP
(MINOR, START, MAJOR)

—Abnormal—

COUNTER

—Abnormal—

[CHECK]
1. Appearance
2. PIN Wiring
3. SW ON / OFF testing
   (tester)

[CHECK]
1. PIN wiring connection
2. DC Voltage : 12V

LAMP
Change

[CHECK]
1. Appearance
2. PIN Wiring
3. Is the signal entering
   at DC 12V

BUTTON
Change

COUNTER
Change

normal

USB IO PCB ASS'Y Change ←—Abnormal— **USB I/O PCB ASS'Y** —Abnormal→ **SMPS**
(12V, 5V)

[CHECK]
1. Power status ON (RED)
2. DC voltage : 12V, 5V
3. USB Cable Change

[CHECK]
1. Power status ON (GREEN)
2. DC voltage : 12V, 5V

normal

normal

MAIN BOARD ASS'Y
(MK-9) Change

SMPS Change

*Common: Check the input voltage, check wiring

SENSOR PCB ASS'Y Change ←—Abnormal—— **SENSOR PCB ASS'Y (Part-emitting, Receiver Part)**

[CHECK]
1. Connections
2. DC Voltage : 5V
3. Part-emitting operation :
   a camera such as the red
   Check that the LED

MOTOR ——Abnormal—→ **MOTOR Change**

[CHECK]
1. Connections
2. DC Voltage : 12V

normal

USB I/O PCB ASS'Y ——Abnormal—→ **USB IO PCB ASS'Y Change**

[CHECK]
1. LED 1: lit, (RED)
2. LED 2: blinking (RED)
3. DC 5V/12V
4. USB CABLE

normal

MAIN BOX ASS'Y Change

11. PARTS LIST

11-1. EXPLODED VIEW

⑫ FRONT MIDDLE PANEL PART

⑮ PRIZE GUIDE-A PART

⑲ PRIZE HANGER PART

㉕ CONTROL BOX PART

① MAIN CABINET PART

㉜ CONTROL PANEL PART
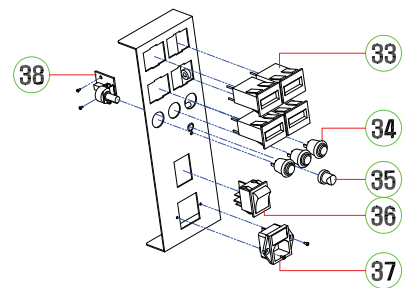
㊴ SMPS PANEL PART
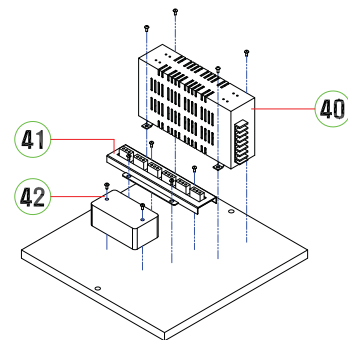
㊸ MAIN BOX PART
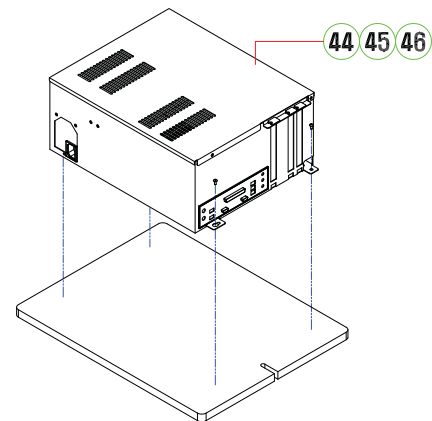
11-2. LIST

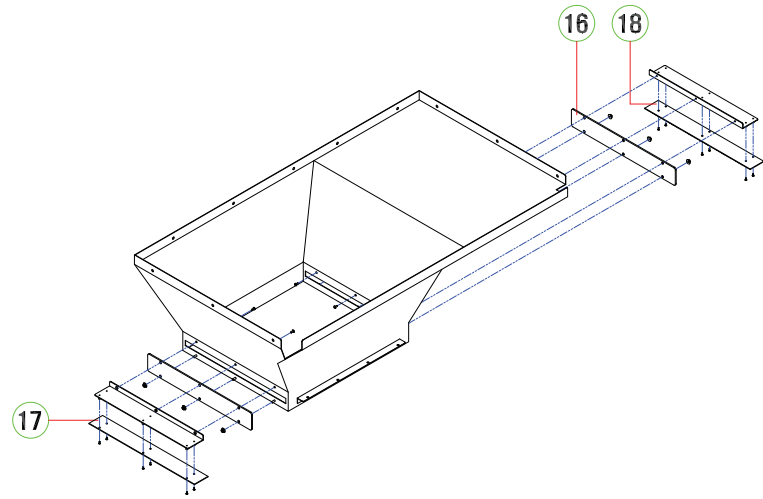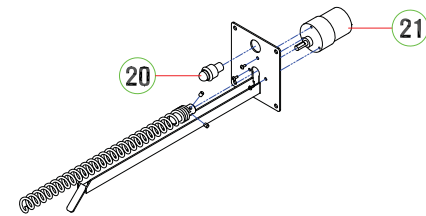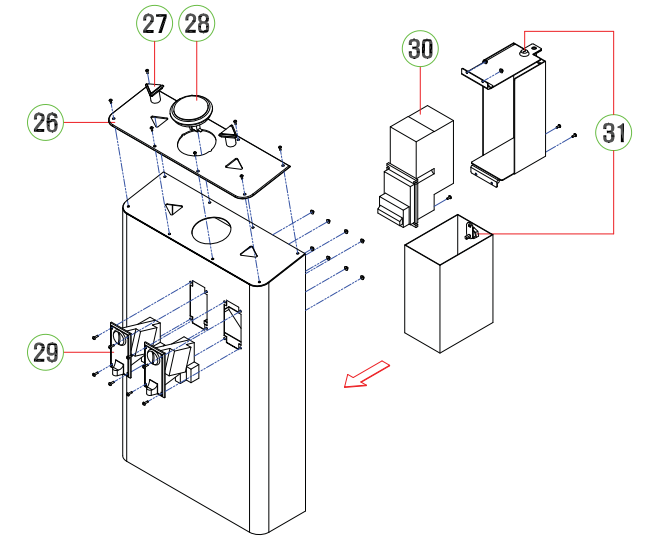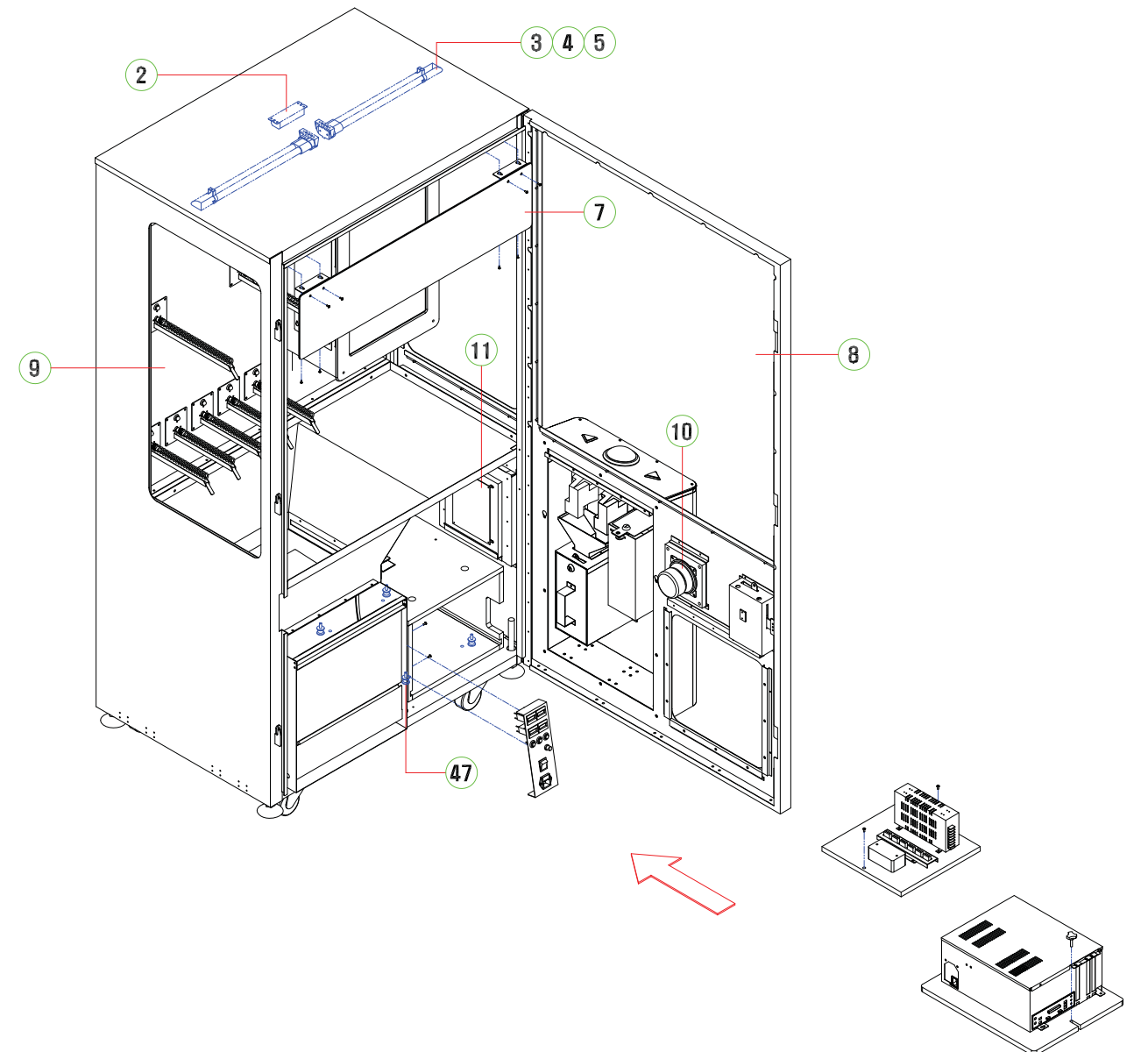| NO.	PIC	LEVEL	PART NAME	SPEC.	QTY	CODE NO.
1		1	**BILLBOARD PART**			
2	○	2	ELECTRONIC BALLAST	FPL36W_TWIN_220V	2	MELE0BAL026
3	○	2	LAMP SOCKET ASS'Y	–	2	AELE0SOC001
4	○	2	LAMP CLAMP	FPL_SUS CLAMP	2	–
5	○	2	LAMP	FPL36W WHITE	2	MELE0LAM028
6	○	2	BILLBOARD SHEET	TOWER OF HANOI	1	MFCU0SHE003
7	○	2	BILLBOARD ACRYL	ACRYL-2.0t	1	MFCU0ACR004
8		2	FRONT WINDOW GLASS	GLASS-8.0t	1	MFCU0GLA002
9		2	SIDE WINDOW GLASS	GLASS-8.0t	2	MFCU0GLA001
10	○	2	SPEAKER	MID 4.5"+TW1/2 8Ω	1	MZZZ0SPE021
11	○	2	IO PCB ASS'Y	–	1	AFCU0PCB003
12	○	1	**FRONT MIDDLE PANEL PART**			
13	○	2	23" MONITOR	OPEN FRAME	1	–
14		2	LCD MASK ACRYL	FUNNY CUBE	1	AFCU0ACR001
15	○	1	**PRIZE GUIDE-A PART**			
16	○	2	SENSOR COVER ACRYL	ACRYL-3.0t [345x50]	2	MFCU0ACR001
17	○	2	SENSOR PCB ASS'Y	EMISSION	1	AFCU0PCB001
18		2	SENSOR PCB ASS'Y	RECEIVER	1	AFCU0PCB002
19	○	1	**PRIZE HANGER PART**			
20	○	2	LED SIGNAL LAMP	KLCRAU_16D12R	12	MELE0LAM064
21	○	2	DC MOTOR	KGC_210_3429C	12	MHAM0MOT001
22	○	2	PRIZE HANGER SPRING A_LONG	–	3	–
23	○	2	PRIZE HANGER SPRING B_MIDDLE	–	3	–
24		2	PRIZE HANGER SPRING C_SHORT	–	6	–
25	○	1	**CONTROL BOX PART**			
26	○	2	BUTTON ACRYL	FUNNY CUBE INT	1	AFCU0ACR002
27	○	2	BUTTON SWITCH	CWB 408	2	MZZZ0BUT081
28	○	2	BUTTON SWITCH	CWB 401	1	MZZZ0BUT080
29	○	2	COIN SELECTOR	TW-130B	2	MZZZ0COS032
30	○	2	BILL ACCEPT	MEI_UP STAKER	1	–
31	○	2	KEY ASS'Y	6001	2	MZZZ0KEY041
32	○	1	**CONTROL PANEL PART**			
33		2	COUNTER	AMMC-712(7D12V)	4	MZZZ0COU002
34	○	2	PUSH BUTTON SWITCH	DS-421R	3	MELE0PUS006

NO.	PIC	LEVEL	PART NAME	SPEC.	QTY	CODE NO.
35	○	2	VOLUME KNOB	–	1	MELE0VOL007
36	○	2	ROCKER SWITCH	T-125 4P	1	MELE0SWI004
37	○	2	AC INPUT ASS'Y	DAC_13H, FUSE 10A	2	AELE0FUS002
38		2	VOLUME PCB ASS'Y	–	1	AHM20PCB016
39		1	**SMPS PANEL PART**			
40	○	2	POWER SMPS	D-120A 12V,5V	1	MELE0SMP045
41	○	2	AC JOIN PCB ASS'Y	–	1	AZZZ0PCB100
42	○	2	NOISE FILTER	ESI-F10	1	MELE0NOI006
43		1	**MAIN BOX PART**			
44	○	2	MAIN BOX	–	1	AFCU0SYS002
45		2	HDD	SATA	1	MZZZ0000349
46		2	USB LOCK	–	1	–
47		2	RUBBER ANTI-VIBRATION BOLTS	⌀20x16mm, M6	4	MZZZ0RUB009
Parts for 110V						
2	○	2	ELECTRONIC BALLAST	FPL36W_TWIN_110V	2	MELE0BAL027

11-3. PICTURE

2	3	4	5	6	7

10	11	13	14	16	17

18	20	21	22	23	24

26	27	28	29	30	32

33	34	35	36	37	40

41	42	43

WIRING DIAGRAM

SW1 SW2 SERVICE

COIN IN COUNTER BILL IN COUNTER

MINOR OUT COUNTER MAJOR OUT COUNTER

1 O

VR

MINOR START DROP MAJOR

FRONT BUTTON

SPEAKER

LOCK USB2 USB1 AUDIO MK9 DVI

23' LCD

AC AC

MINOR

MAJOR

PIGTAIL

FPL 30W AC LAMP

HS7 SETUP/COUNTER

9	8	7	6	5	4	3	2	1	11
GND	SETUP SW4	SETUP SW3	SETUP SW2	SETUP SW1	COUNTER3	COUNTER2	COUNTER1	12V	

HS9 EX INOUT

| GND | GND | EXINPUT4 | EXINPUT3 | EX INPUT2 | EX INPUT1 | COUNTER6 | COUNTER5 | COUNTER4 | 12V |

HS8 BUTTON/LAMP

10	9	8	7	6	5	4	3	2	1
GND	LAMP4	LAMP3	LAMP2	BUTTON3	BUTTON2	B_LAMP1	BUTTON1	B_LAMP1	12V

USB IO MAIN

A1	12V	12V	B1
A2	PIGTAIL M1	PIGTAIL M5	B2
A3	LAMP1	LAMP5	B3
A4	SENSOR1	SNESOR5	B4
A5	PIGTAIL M2	PIGTAIL M6	B5
A6	LAMP2	LAMP6	B6
A7	SENSOR2	SNESOR6	B7
A8	GND	GND	B8
A9	12V	12V	B9
A10	PIGTAIL M3	PIGTAIL M7	B10
A11	LAMP3	LAMP7	B11
A12	SENSOR3	SNESOR7	B12
A13	PIGTAIL M4	PIGTAIL M8	B13
A14	LAMP4	LAMP8	B14
A15	SENSOR4	SNESOR8	B15
A16	GND	GND	B16
A17			B17

A1	12V	12V	B1
A2	PIGTAIL M9	PIGTAIL M13	B2
A3	LAMP9	LAMP13	B3
A4	SENSOR9	SNESOR13	B4
A5	PIGTAIL M10	PIGTAIL M14	B5
A6	LAMP10	LAMP14	B6
A7	SENSOR10	SNESOR14	B7
A8	GND	GND	B8
A9	12V	12V	B9
A10	PIGTAIL M11	PIGTAIL M15	B10
A11	LAMP11	LAMP15	B11
A12	SENSOR3	SNESOR15	B12
A13	PIGTAIL M12	PIGTAIL M16	B13
A14	LAMP12	LAMP16	B14
A15	SENSOR12	SNESOR16	B15
A16	GND	GND	B16
A17			B17
A18			B18
A19			B19
A20			B20

HS4 JOYSTICK

GND	6
RIGHT	5
LEFT	4
DOWN	3
UP	2
VCC	1

J3 POWER

3	5V	5V	6
2	GND	GND	5
1	12V	12V	4

CN3 SPEAKER

AUDIO GND	4
SPEAKER L	3
AUDIO GND	2
SPEAKER R	1

JP10 VR

A_GND	5
VR_L	4
VR_R	3
SOUNDL	2
SOUNDR	1

RCA1 SOUND

J1 USB

HS5 BILL

| 12V | BILL | BILL INHIBIT1 | BILL2 | BILL INHIBIT2 | GND |

HS6 COIN

| 12V | COIN | COIN INHIBIT1 | GND | COIN2 | COIN INHIBIT2 | GND |

HS1 TILT

| 12V | GND |

HS2 DOOR SW

| VCC | DOOR SW | GND |

HS3 PRIZE DROP SENSOR

| VCC | PRIZE SENSOR1 | PRIZE SENSOR2 | GND |

PRIZE SENSOR

RECEIVER TRANSMITTER

ICT BILL ACCEPTOR

mei

COIN 2 COIN 1

AC IN
F.G
5V
GND
12V

12V,5V SMPS 1

AC IN

AC INLET

FUSE

ES1- F10 NOISE FILTER

POWER S/W

F.G

FRONT SETUP BRK'T

WINNERS' RINGER

ANDAMIRO®