

SERVICE MANUAL



Ver 1.4



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- ▶ 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:



Disregarding could result in serious injury.



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 modify the power cord. |
| • Do not bend the power cord excessively. | • Do not twist the power cord. |
| • Do not heat the power cord. | • Do not pull the power cord. |
| • Do not bind the power cord. | • Do not stand on the power cord. |
| • Do not sandwich 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 or 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 from 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, faites 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 modifier le câble d'alimentation. |
| • Ne pas plier le câble d'alimentation de manière excessive. | • Ne tordez pas le câble d'alimentation. |
| • Ne pas chauffer le câble d'alimentation. | • Ne tirez pas sur le câble d'alimentation. |
| • Ne pas lier le câble d'alimentation. | • Ne montez pas sur le câble d'alimentation. |
| • Ne pas prendre en sandwich 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 conseillé 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.
- Si un nouveau propriétaire obtient ce produit à la suite d'un transfert, etc., soyez sûr de donner ce manuel au nouveau propriétaire.

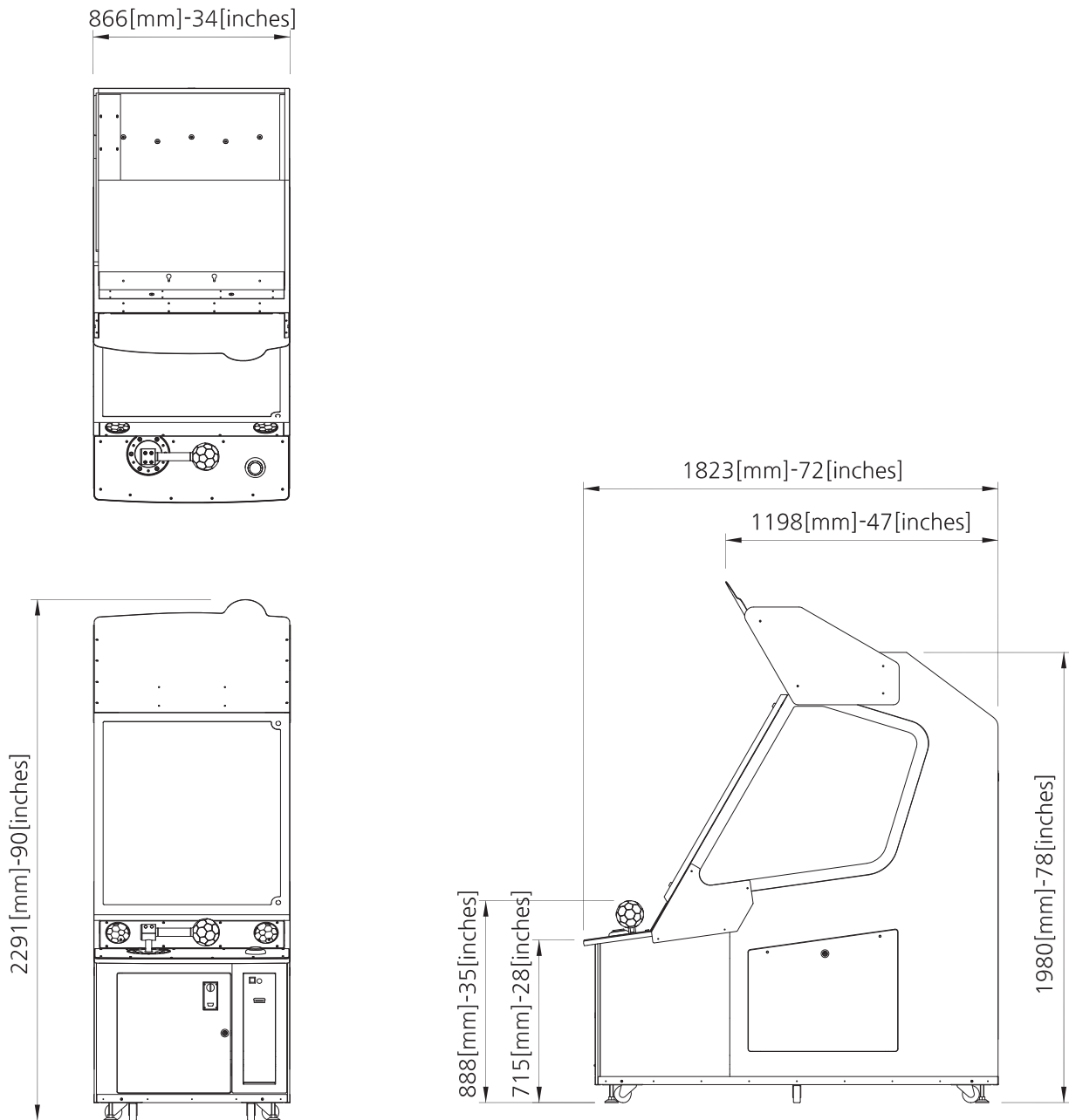
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1. SPECIFICATION AND DIMENSION

1-1. DIMENSION

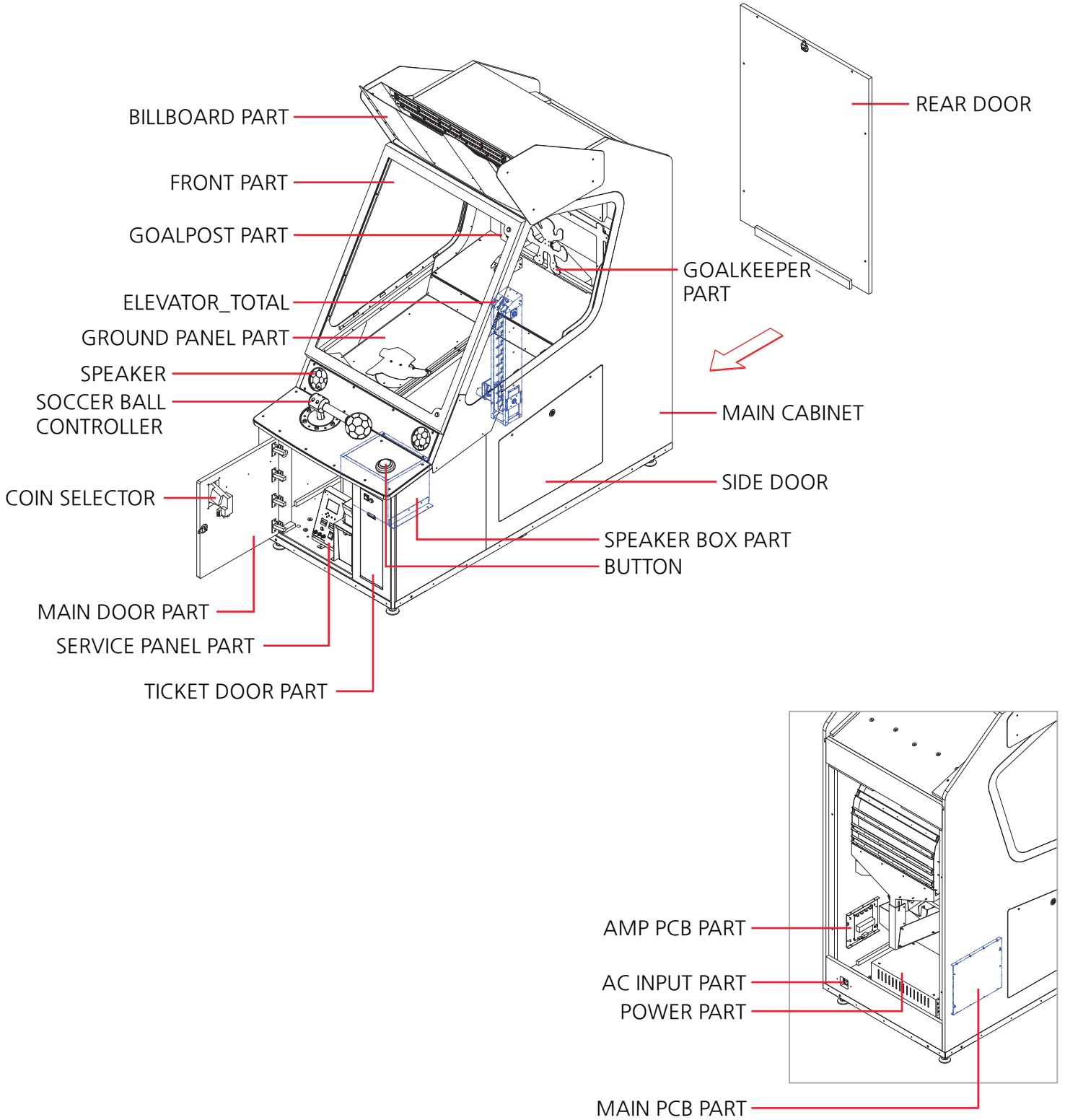


1-2. SPECIFICATION

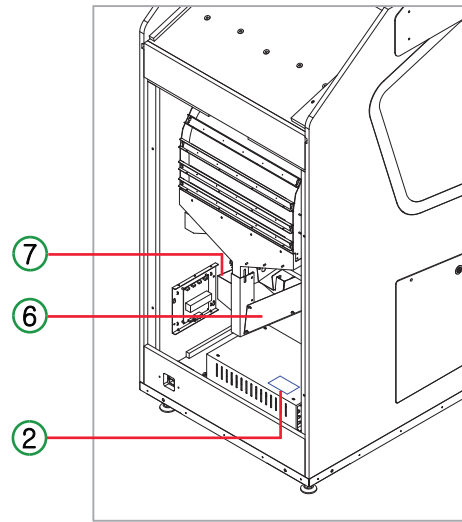
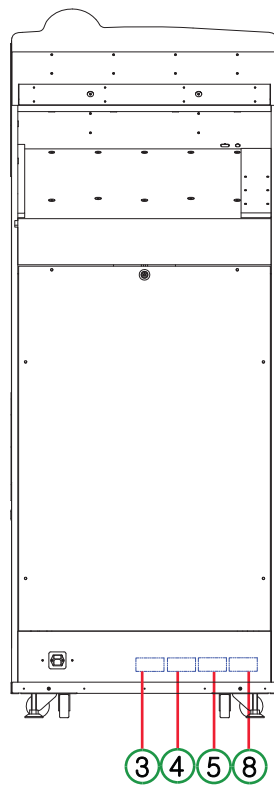
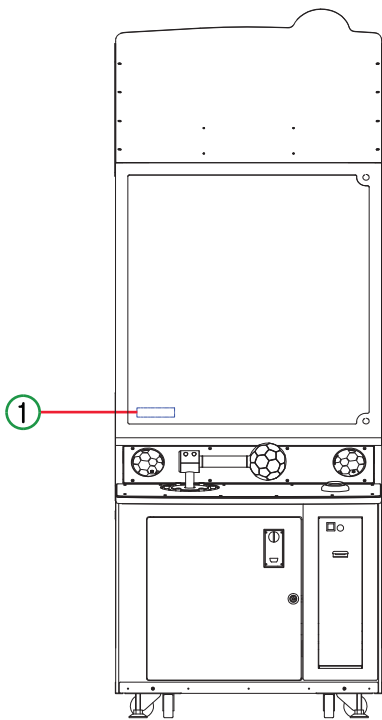
| | |
|-------------------------------|---|
| DIMENSION (W x D x H) | 866 x 1823 x 2291 (mm) |
| PACKING DIMENSION (W x D x H) | 1920 x 990 x 2200 (mm) |
| WEIGHT (kg) | 300 kg [WEIGHT INCLUDING : 340 kg] PACKAGING |
| VOLTAGE | AC 120V |
| FREQUENCY RANGE | 60Hz |
| CONSUMPTION | 280 W |

* 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



1

| | |
|--|--|
| | Do not push or hit this. It would be damaged. |
| | Ne pas le pousser ou frapper. Elle serait endommagée. |

2

| | |
|--------------------------|--|
| WARNING/ATTENTION | |
| | Except service personnel, 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. |

3

| | |
|---|--|
| 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" | |

4

| |
|--|
| 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 ENTRAINER LA MORT! Cetle unité doit être fixée au mur, au plancher ou à un objet à proximité conformément aux instructions d'installation. |

5



6

| | |
|--|---|
| | NOTICE |
| | If balls are loaded into the machine more than marked point, it will not work properly. |

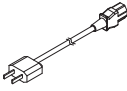













7

| |
|--|
| NOTICE |
| Keep 15 and 17 balls for the play. |
| The machine will not operate properly if less than 15 balls. |

8

Certification Label

1-5. COMPONENTS

| NO. | PART NAME | SPEC. | | QTY |
|-----|----------------------------|-------------------|---|--------|
| 1 | AC POWER CORD | - |  | 1 |
| 2 | KEY | 6001, 7001 |  | 2 EACH |
| 3 | BOLT | 4x8L |  | 15 |
| 4 | BOLT | 4x10L |  | 6 |
| 5 | BOLT | 4x16L |  | 5 |
| 6 | BOLT | 6x25L |  | 14 |
| 7 | WASHER | M4 |  | 5 |
| 8 | WRENCH | 2.5 / 3 / 5 / 8mm |  | 1 EACH |
| 9 | SOCCER BALL | - |  | 17 |
| 10 | COIN SELECTOR BKT_CLOSE | - |  | 1 |
| 11 | CLEANER | - |  | 1 |
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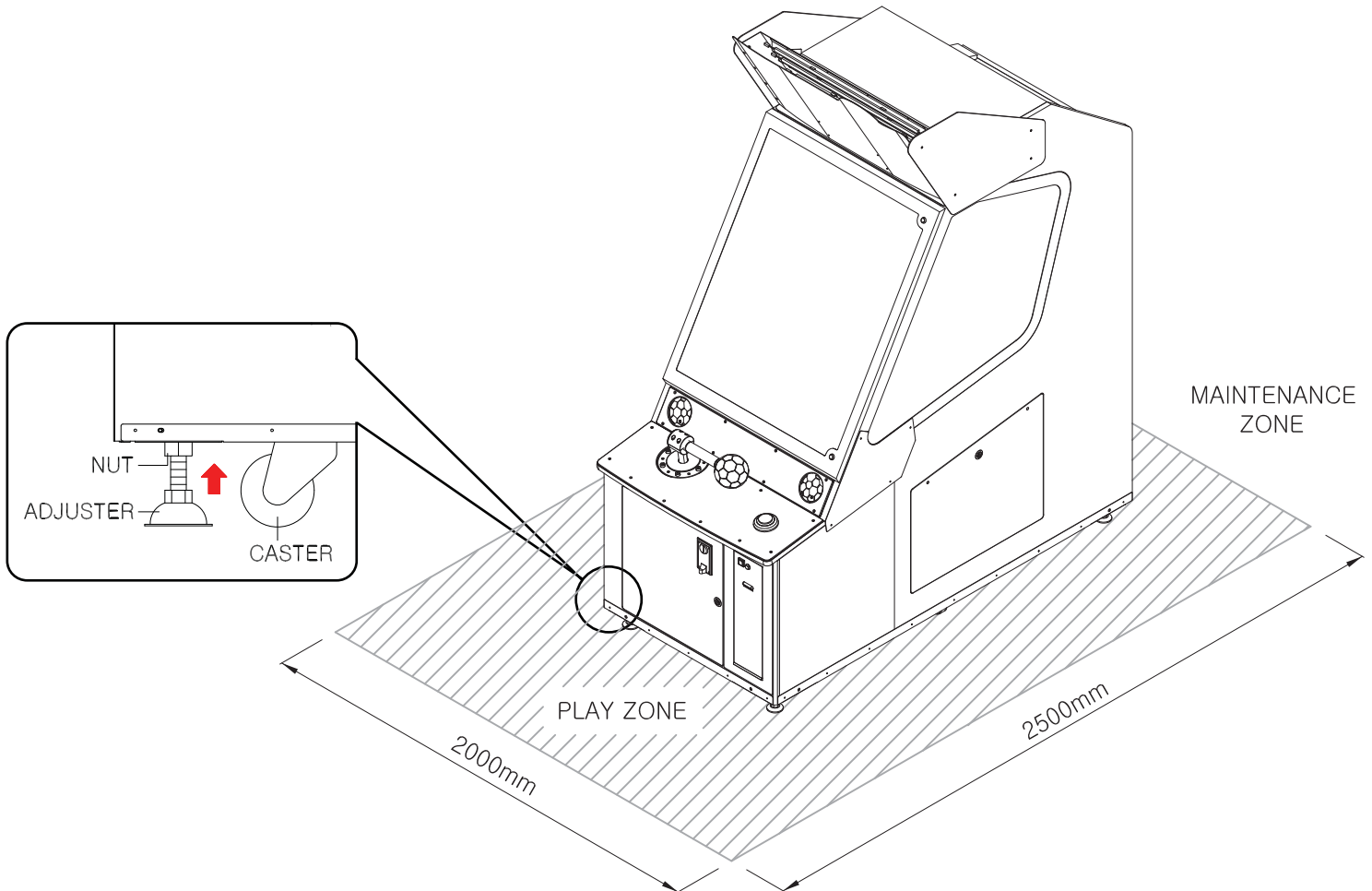
2. INSTALLATION

2-1. INSTALLATION SPACE

- Need to have installation place.
Maintenance zone & Play zone should have at least 2000mm x 2500mm each.

***IMPORTANT**

- Once you set up the machine with required game-play area, 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. Otherwise the set winning percentage can be twisted.



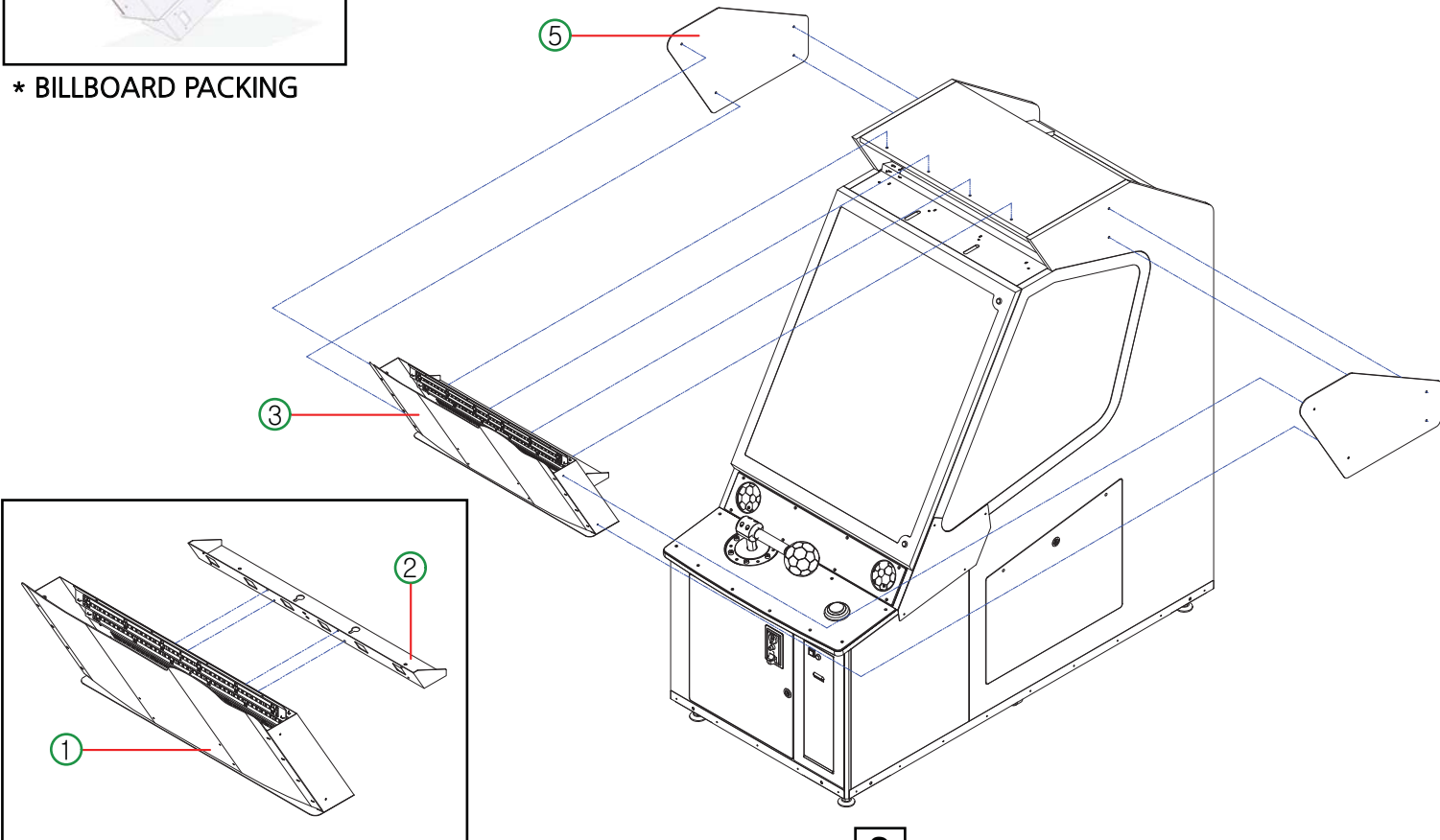
2-2. HOW TO INSTALL

1



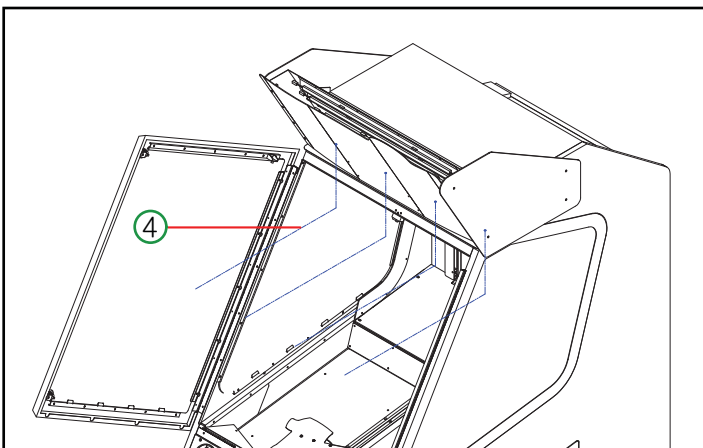
* BILLBOARD PACKING

- ① The Billboard Back Fix BKT of Billboard Parts is packed as shown in the drawing
- ② Loosen one fixing hole in the Billboard Back Fix BKT and combine it as shown in ③④
And then, move it to the top of cabinet and combine Billboard Part Ass'y with cabinet
- Lastly, complete the assembly by combining ⑤ Side Deco L and R (M6 Bolt, 4 points)



2

- You complete it like picture.



3. GAME CHARACTERISTICS

* UNIQUE SOCCER BALL LEVER INTERFACE !!

HOW TO PLAY

①  **PULL LEVER**

Pull the lever all the way and wait for the ball to come out

②  **RELEASE LEVER**

Return the lever at the timing when the ball is coming down

GAME FEATURES

-  Single Player
-  Card Swipe System
-  Ticket Dispensing
-  Coin Acceptor

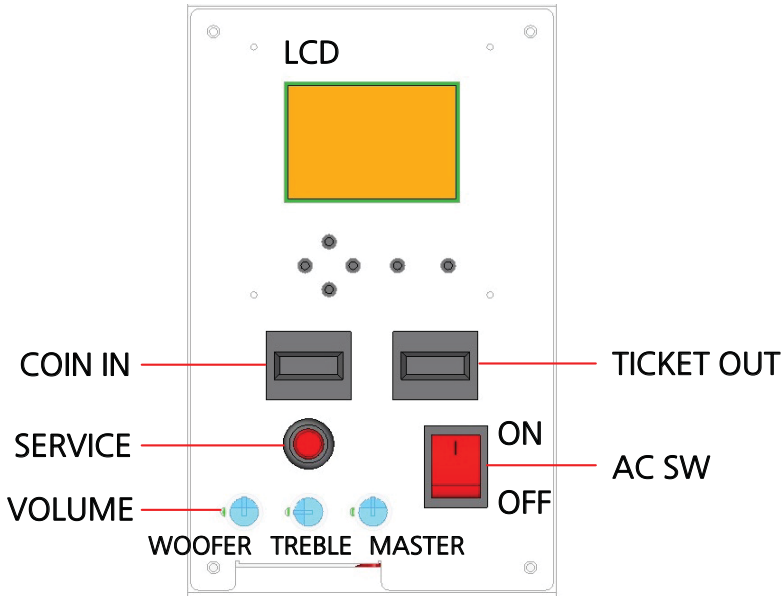


4. SETUP SETTINGS

4-1. MACHINE SETUP

1. HOW TO ENTER SETUP

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



[CONTROL PANEL]

2. SETUP BUTTON LAYOUT

| | |
|--|--|
| <p>The diagram shows a central cross-shaped button layout. The top button is labeled MENU/SELECT, the right button is labeled CANCEL, and the left and bottom buttons are labeled CHANGE. Below this is a separate SERVICE button.</p> | <ol style="list-style-type: none"> 1) [↑↓] Up/Down Button : Menu Up/Down Move. 2) [←→] Left/Right Button : Change Setting value L/R. 3) Menu/Select Button : Set up menu mode. Execute the selection. 4) Cancel Button : Exit. |
| <p>A single circular button labeled SERVICE.</p> | <p>SERVICE Button : Credit Button.</p> |

[OPERATINGOPTIONS]

| PRESS MENU BUTTON [SELECT BUTTON : ACEESS] | |
|--|----------------------------------|
| #OPERATING OPTIONS # | |
| PROGRAM SETTINGS | Set up mode. |
| CLEAR MODE | Clear Mode. |
| BOOKKEEPING DATA | Display of Bookkeeping. |
| FACTORYSETTING | Initializing to factory setting. |
| TEST MODE | Test Mode. |
| EXIT | Exit to Operation options. |

4-2. SETUP MODE

| PROGRAM SETTINGS | | | |
|------------------|--------|--|---|
| LCD DISPLAY | | DESCRIPTION | RANGE |
| ★ CREDIT/COIN | 1/1 | Setting Credits per Coin. | "FREE", 1/1, 1/2, 1/3, 1/4, 1/5 1/6, 1/7, 1/8, 1/9, 1/10, 2/1, 3/1, 4/1, 5/1 |
| DIFFICULTY | NORMAL | SetDifficulty Level. "SLOW": Slow progress "NORMAL": Normal speed progress "FAST": Fast progress | "SLOW", "NORMAL", "FAST" |
| 1~5 SCORE T/O | 20 | Number of tickets for 1~5 goals. | 0 ~ 600 (increase by 1) |
| 6~7 SCORE T/O | 25 | Number of tickets for 6~7 goals. | 0 ~ 600 (increase by 1) |
| 8~11 SCORE T/O | 30 | Number of tickets for 8~11 goals. | 0 ~ 600 (increase by 1) |
| 12~13 SCORE T/O | 50 | Number of tickets for 12~13 goals. | 0 ~ 600 (increase by 1) |
| 14 SCORE T/O | 200 | Number of tickets for 14 goals. | 0 ~ 600 (increase by 1) |
| BIG-WIN VALUE | 1000 | Number of tickets for Big Win. | 100~3000(increaseby 50) |
| BIG-WIN LIMIT | 3000 | Cumulative maximum score of Big Win. | 100~5000(increaseby 50) |
| BIG INCREMENT | 0 | Cumulative score increases in BIG WIN. If you do not get a Big Win and the game ends, the Big win score will be increased by the setting value. | 0 ~ 50 (increase by 1) |
| MERCY TICKET | 0 | Number of mercy tickets. (Release of ticket when making no score) | 0 ~ 10 (increase by 1) |
| TICKET/SCORE | 1/1 | Setting the ratio of tickets for score NONE :No tickets. | "NONE", "1/1", "1/2" |
| START TIME | 20 | Waiting time before game starts after credit was increased. NONE : Wait until pressing the start button. 0 : immediate start, 5~60 : Set up in seconds. | "NONE", 0~60 (increase by 5) |
| DEMO ATTRACT | ON | Setting Keeper's Movement at Demo Mode. When Turning Off "Demo Attract", Keeper will not move during Demo. | "OFF", "ON" |
| ATTRACT VOLUME | 80 | Setting DEMO sound and volume . "OFF" : No DEMO sound. 10 ~ 100 : The ratio of sound volume. | "OFF" , 10 ~ 100 (increase by 10) |
| SAVE AND EXIT | | Save and exit. | Press SELECT button and move to [YES] or [NO] |
| CANCEL AND EXIT | | Cancel and exit. | |

Attention! In case the set value with the sign of "★" changes, the internal **bookkeeping data** and all information about **game data, credit & ticket** will be deleted.

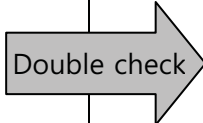
4-3. CLEAR MODE

CLEAR MODE

The game setting value is to be maintained against deleting game data.

| LCD DISPLAY | DESCRIPTION | EXECUTION |
|---------------|---|---|
| CLEAR TICKETS | Delete the number of tickets to release now. | Press SELECT button and and move to [YES] or [NO] |
| CLEAR CREDITS | Delete the number of remaining credits now. | |
| CLEAR DATA | Delete all game data. (The game setting value is maintained) | |
| EXIT | Exit. | |

| BOOKKEEPING DATA | |
|--|---|
| LCD DISPLAY | DESCRIPTION |
| == BOOKKEEPING == GAMES TICKETS AVERAGE | Display of Game Information. . Number of total played games. . Number of total released tickets. . Average number of tickets per play. |
| == TOTAL CREDITS == COINS SERVICE CREDITS | Display of Total Credits. . Number of total input coins. . Number of total service buttons. . Indication of total number of credits. |
| == BIG WIN == SUCCESS TICKETS | Display of total "BIG WIN" success. . Number of "BIG WIN" success. . Number of tickets gained by "BIG WIN" success. |
| == BALL COUNT INFO = OUTPUTS GOALS PERCENTAGE | Display of number of balls and goals during the game. . Total number of released balls. . Total number of balls with goal in. . Percentage of goal in. |
| == WIN LEVEL == 0 : 0 0.0% 1 : 0 0.0% 2 : 0 0.0% | Counting the player's goal score. Number of plays gaining 0 score. Number of plays gaining 1 score. Number of plays gaining 2 score. |
| 3 : 0 0.0% 4 : 0 0.0% 5 : 0 0.0% 6 : 0 0.0% | Number of plays gaining 3 score. Number of plays gaining 4 score. Number of plays gaining 5 score. Number of plays gaining 6 score. |
| 7 : 0 0.0% 8 : 0 0.0% 9 : 0 0.0% 10 : 0 0.0% | Number of plays gaining 7 score. Number of plays gaining 8 score. Number of plays gaining 9 score. Number of plays gaining 10 score. |
| 11 : 0 0.0% 12 : 0 0.0% 13 : 0 0.0% 14 : 0 0.0% | Number of plays gaining 11 score. Number of plays gaining 12 score. Number of plays gaining 13 score. Number of plays gaining 14 score. |
| == PLAY TIME INFO == PLAYS TIMES AVERAGE | Display of Play Time Information. . Counting number of plays. . Counting total play time. . Average play time. |
| **VER INFO INT ** V_._, MMM DD YYYY RUNTIME h:mm:ss | Display about version & operation hours. . Display of version information.(month day year) . Total run time (hour:min:sec) |

| FACTORY- SETTINGS Initializing to factory setting value. (Clearing all data and setting basic set up value) | |
|---|--|
| LCD DISPLAY (EXECUTION) | LCD DISPLAY (EXECUTION) |
| FACTORY - SETTING ARE YOU SURE? [YES] or [<u>NO</u>] Execute by moving cursor | FACTORY - SETTING REALLY ? [YES] or [<u>NO</u>] Execute by moving cursor |
|  | |

4-4. TEST MODE

| TEST MODE | | |
|--------------|------------|---|
| LCD DISPLAY | SET VALUE | DESCRIPTIONS |
| 1.INPUT TEST | Basic Test | The basic status of switch can be checked at a status in which the cursor is on Input test items instead of entering into serve menu. Output Contents per each switch. Start button : Zero. Service button : One. Ticket button : Two. Keeper left switch : Three. Keeper right switch : Four. Elevator ball switch : Five. Goal gate IR sensor : One goal. Goal gate hole switch : Two goal. |
| | [=>] | Enter into confirming mode of input state.(Refer to separate input test items) |
| 2. GOAL GATE | [=>] | Only when pressing SELECT Button it is possible to enter into Confirmation Mode of Sensor Status. |
| | | Time FND Display : Display of Test Count(1~30), "---"is Standby Status. Goals FND Display : PS Without Check Observation CK With Check Observation. Ticket FND, Big Win FND Display : Display of perceived beat value of sensor. In case all is sensed, Big Win FND shows FFFF and Ticket FND shows FFFc. "0~,15~," at Set Up LCD displays the "Check Status" of each sensor. Display of status from 0 to 29 at upper part of goal post: if checked, it shows "V". When Check is 30, it means "All Checked" Sensor Version is shown as SV at the bottom of Set Up LCD right side. When pressing the SELECT Button, Check Value will be initialized. When getting out due to long test hour, press CANCEL Button for a long time. |

| | | | |
|---|---|--|--|
| 3. FND & LAMP | LAMP, FND, LED Operation Test. | | |
| | “OFF” | Turn off all Lamp, FND and LED. | |
| | “STEP” | LAMP | Flickering On/Off at all Lamps in following sequence Ticket Lamp ▶ Button Lamp ▶ BIGWIN Lamp ▶ Spot Left Lamp ▶ Spot Right Lamp ▶ Goal Gate Lamp (Proceeding in sequence from the bottom to upper direction) |
| | | FND | Flickering On/Off at all FNDs repeating in following sequence ->Count the number 1111 ~ 9999 ->Credit FND: 00 / Score 5 FND 111 / Score 4 FND 222 / Score 3 FND 333 / Score 2 FND 444 / Score 1 FND 555 / Goals FND 66 / Times FND 777 / Tickets FND 8888 / BIG WIN FND 9999 |
| | | WS2813 | The color of All LED changes in sequence of Red, Green, Blue and White. |
| | | BUTTON LED | The whole ON, OFF flickering Color changes in sequence Red, Green, Blue and White. |
| | “ON” | Turn On all Lamp, FND and LED. (This value will be maintained at other test mode if they are ON status) | |
| “ON/OFF” | Repeating ON, OFF | | |
| 4.ELEVATOR | Ball Elevator Operation Test. | | |
| | “OFF” | Stop Ball Elevator. | |
| | “ON” | Operate Ball Elevator. | |
| | Display of Goals FND : display of motor On/OFF [Move:On, Stop: Off] Display of Tickets FND : 1 st place : Status of Motor encoder “_” : Off, “1” : On 2 nd place: Ball Check Sensor “_” : Off, “1” : On Adjust the interval of automatic releasing the ball with Left and Right button: Minimum 50 to Maximum 300 per 10 Displayed at Times FND (100 = One second) | | |
| 5.KEEPER MOT | Operation test of Goal Keeper Motor. | | |
| | “OFF” | Stop at Center position. | |
| | “LEFT” | Stop after moving to left. | |
| | “RIGHT” | Stop after moving to right. | |
| | “CENTER” | Stop after moving to center. | |
| Indicating the coordinate value in motion at TICKET FND as a criterion of “0” at left side. When pressing SELECT Button, it changes in sequence of Left, Right, center and OFF. | | | |
| 6.COIN | “OFF”, “ON” | Operation of Coin selector. | |
| | Goals FND Display : Display of Inhibit movement, On/Off of coin selector, [Move: On, Stop: Off] Times FND Display : Coin input signal. (On: input signal , Off: No signal) Ticket FND Display : Display of number of input coins. When pressing SELECT Button, “ON” and “OFF” are functioning. | | |

| | | |
|---------------|-------------|---|
| 7. TICKET | "OFF", "ON" | Ticket dispensing operation test. (Dispensing 3 tickets basically) |
| | | Time FND Display : Display of Movement and On/Off ticket dispenser. [Move: On, Stop: Off] |
| | | Ticket FND Display : Display of number of dispensed tickets and status of error. |
| 8. COUNTER | "COIN" | Movement of coin counter. |
| | "TICKET" | Movement of ticket counter. |
| | | When pressing "SELECT" button after selecting "Coin" or "Ticket" by Left/Right button, The counter is increased by "1". |
| 9. SOUND TEST | [=>] | Enter into "Sound Test" Mode. |
| EXIT | | Exit to SET UP mode. |

| TEST MODE -> INPUT TEST | | |
|--|---|---|
| Input Test displays INPUT which can be checked with naked eyes in front of the machine Exit in case pressing the Cancel Button. | | |
| LCD DISPLAY | STATUS | DESCRIPTIONS |
| GAME BUTTON | Off, On | Status of Game Button. |
| SERVICE B UTTON | Off, On | Status of Service Button. |
| TICKET SENSOR | Off, On | Status of Ticket Sensor. |
| TICKET BUTTON | Off, On | Status of Ticket Button. |
| COIN SENSOR | Off, On | Status of Coin Sensor. |
| BILL SENSOR | Off, On | Status of Bill Acceptor Sensor. |
| GOAL IR SENSOR | Off, On | Status of Goalpost Sensor. |
| GOAL HOLE S/W | Off, On | Status of Hole Switch at the Bottom of Goalpost. |
| OUTPUT S/W | Off, On | Status of Ball Check Sensor at the Top of Elevator. |
| KEEPER LEFT S/W | Off, On | Status of Limit Switch at Left -side of Keeper. |
| KEEPER RIGHT S/W | Off, On | Status of Limit Switch at Right -side of Keeper. |
| SETUP UP | Off, On | Status of Button above SETUP. |
| SETUP DOWN | Off, On | Status of Button below SETUP. |
| SETUP LEFT | Off, On | Status of Button at Left -side of SETUP. |
| SETUP RIGHT | Off, On | Status of Button at Right -side of SETUP. |
| SETUP SELECT | Off, On | Status of SETUP Select. |
| SETUP CANCEL | Off, On | Status of SETUP Cancel. |
| SERVICE BUTTON | Off, On | Status of Service Button. |
| 0 : 0000000000000000 | To check internal switch and status of sensor with the value 0 and 1. 0 -No Input 1 -Existence of Input | |
| 1 : 0000000000000000 | | |
| 2 : 0000000000000000 | | |

| TEST MODE -> SOUND TEST | | |
|-----------------------------------|------------------------|--|
| LCD DISPLAY | SET VALUE | DESCRIPTIONS |
| TEST | "Channel " | Output of Sound "One, Two, ~ Seven" per channel. |
| | "BGM" | Output Test of Back -ground Music. |
| | "FX" | Output Test of Sound Effect. |
| | "VOC" | Output Test of Voice. |
| -EXIT- | Exit to Previous Menu. | |

| |
|---|
| EXIT |
| Exit to Previous Menu (SETUP MODE) SELECT Button : Press the Button |

4-5. ERROR CODE

| ERROR CODE | TICKETS FND DISPLAY | ERROR TYPE | NOTE | CHECK LIST |
|------------|-----------------------------|---------------------|---|---|
| E0-1 | | SETUP LCD | No Response of SETUP LCD | Check SETUP LCD (Game will be played normally) |
| E0-2 | | SYSTEM | Failure of Reading and Writing the Memory of SETUP saved data. | Replace MainBoard if problem continues to happen when turning on/off the power. |
| E0-3 | | | Saved SETUP data problem. | Enter into SETUP Mode and check the setting and save it. Replace MainBoard if problem continues to happen. |
| E0-4 | | | Failure of Reading and Writing the Memory of SETUP saved data. | Replace MainBoard if problem continues to happen when turning on/off the power. |
| E1-1 | | | Coin Selector | Coin 1 sensor signal continues. |
| E3-1 | | Goal Keeper | Malfunctioning of Left Limit Switch. | 1. Check Functioning of switch |
| E3-2 | | | Malfunctioning of Right Limit Switch. | 1. Check functioning of switch. |
| E3-3 | | | Malfunction of Motor | 1. Check functioning of StepMotor 2. Check functioning of Left/Right Limit Switch. |
| E6-1 | | Ball Elevator | No Encoder Signal Change. | 1. Check functioning of Motor. 2. Check status of Encoder Sensor. |
| E6-2 | | | Ball Releasing Problem. | 1. Check existence of ball. 2. Check ball releasing sensor. |
| E6-3 | | | Non-existence of Ball. | 1. Check existence of ball 2. Check if there is anycongested area. |
| 0000 | Show 0000 during demo play. | Goal Post IR Sensor | Signal on goal sensor when the machine is booting Continuous signal on goal sensor | Check goal sensor Check debris on goal post or goal sensor |
| Et-1 | | Ticket Error | Non-Existence of Ticket or Non-movement of Ticket Motor. | Check Existence of Ticket or Functioning of Ticket Dispenser. |
| Et-2 | | | Tickets jamming or Act in reverse way of Ticket Sensor Signal. | 1. Check if tickets are jammed. 2. Check status of Ticket Dispenser DIP switch sensor. |

* Games can be played against E0 - 1, Et - 1, Et - 2 errors but other errors make it impossible to play games.

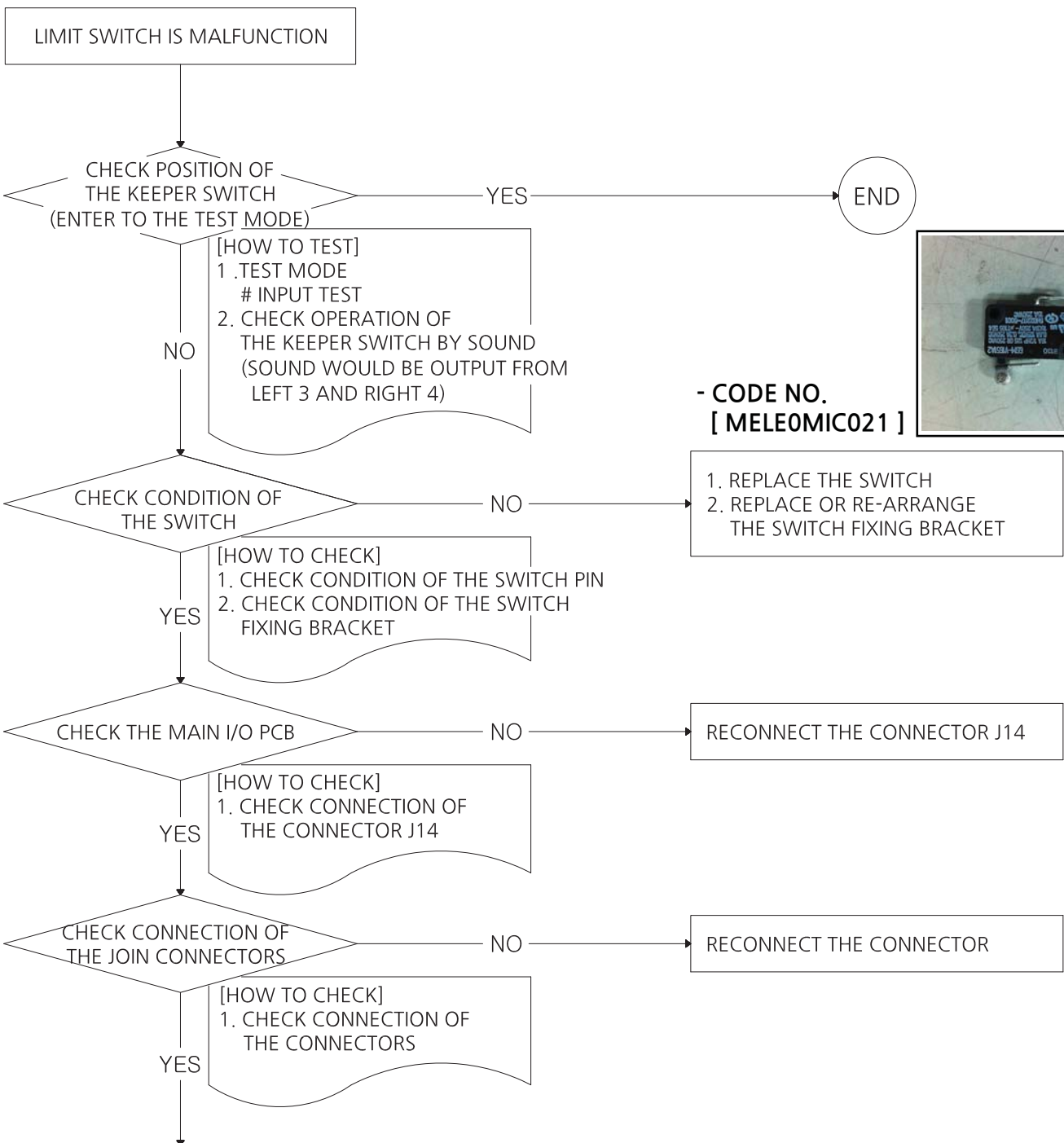
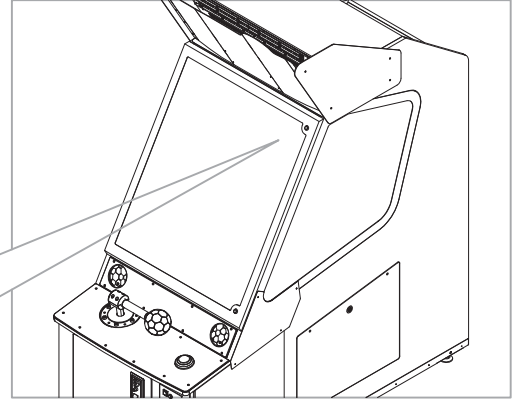
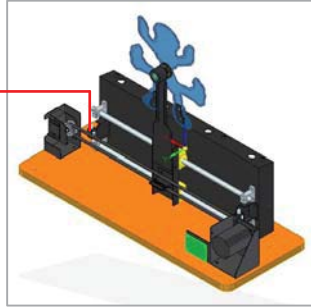
* In case of 0000 error, goal sensor function will be automatically off until power reset, and only micro switch will be functioning.

5. TROUBLESHOOTING

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

5-1. LIMIT SWITCH ERROR [E3-1, E3-2, E3-3]

LIMIT SWITCH

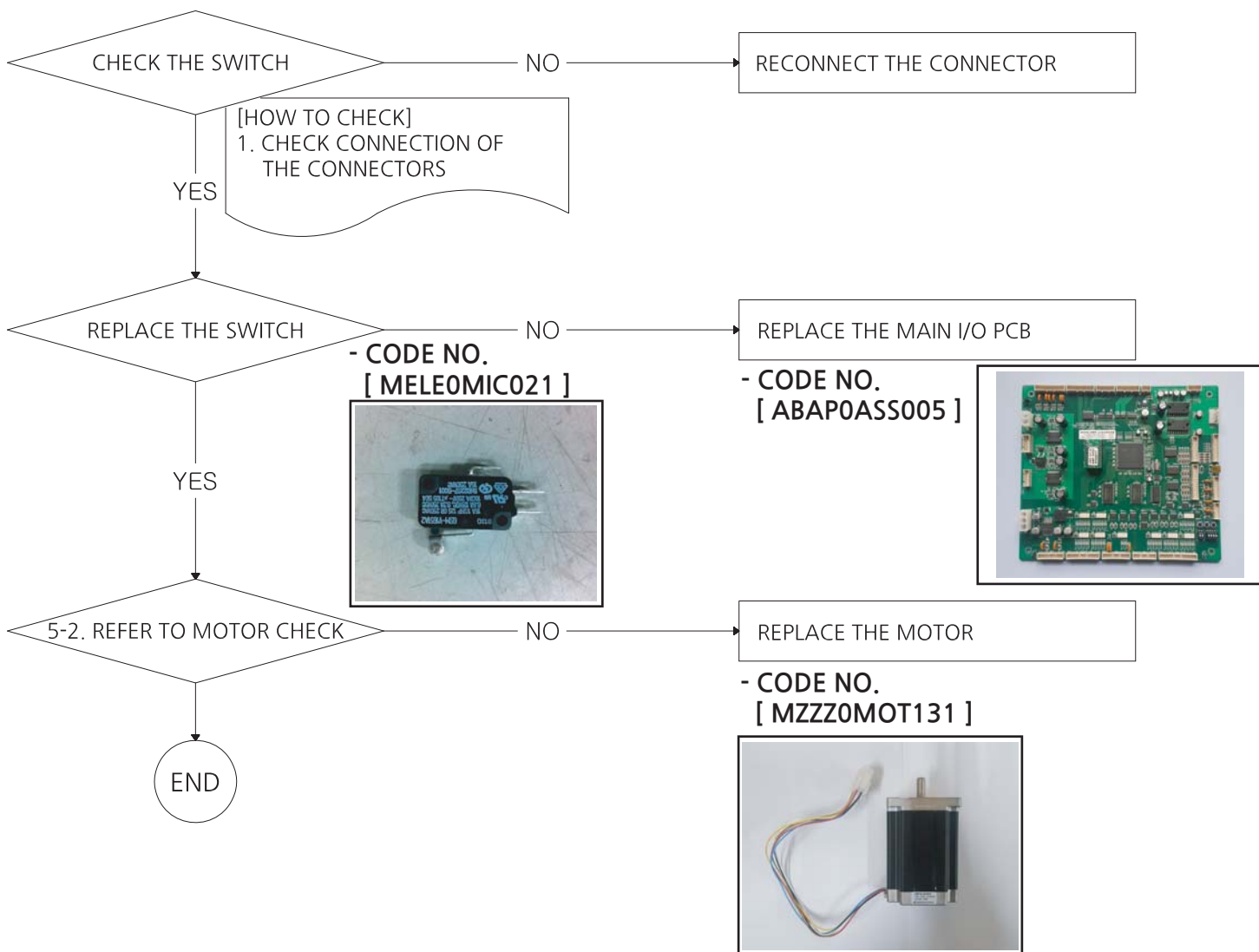


- CODE NO. [MELEOMIC021]

1. REPLACE THE SWITCH
2. REPLACE OR RE-ARRANGE THE SWITCH FIXING BRACKET

RECONNECT THE CONNECTOR J14

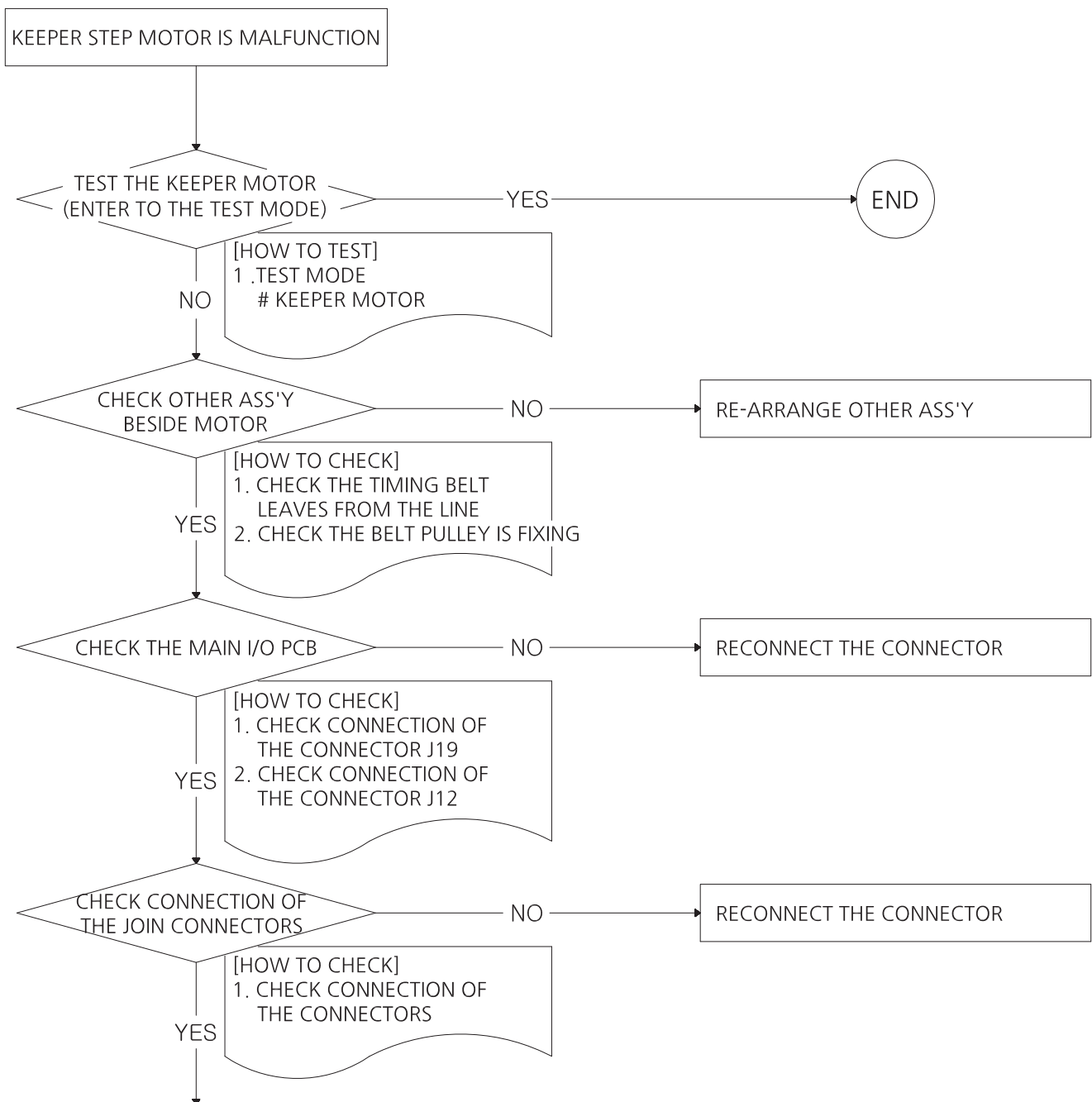
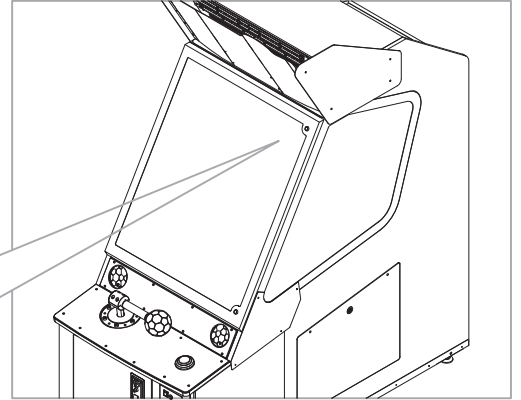
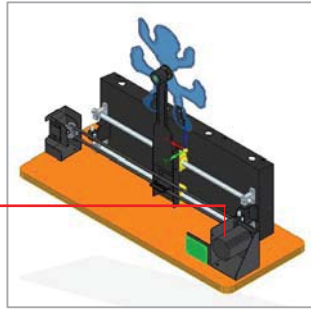
RECONNECT THE CONNECTOR

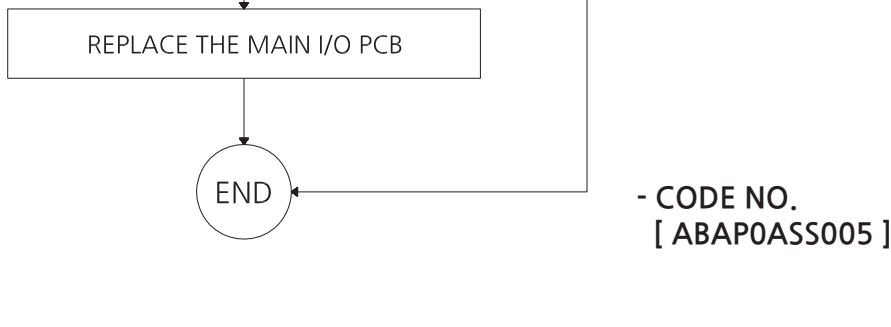
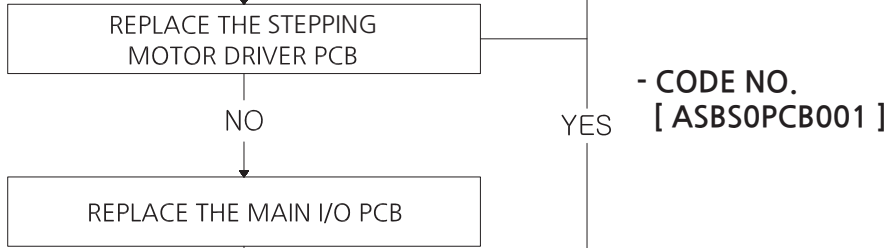
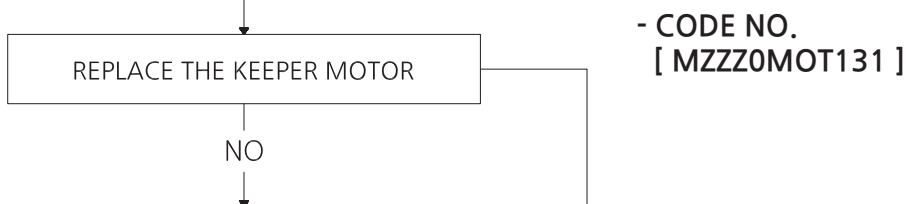
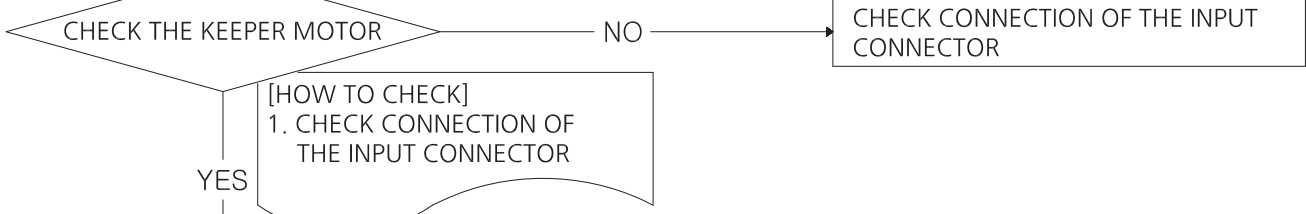
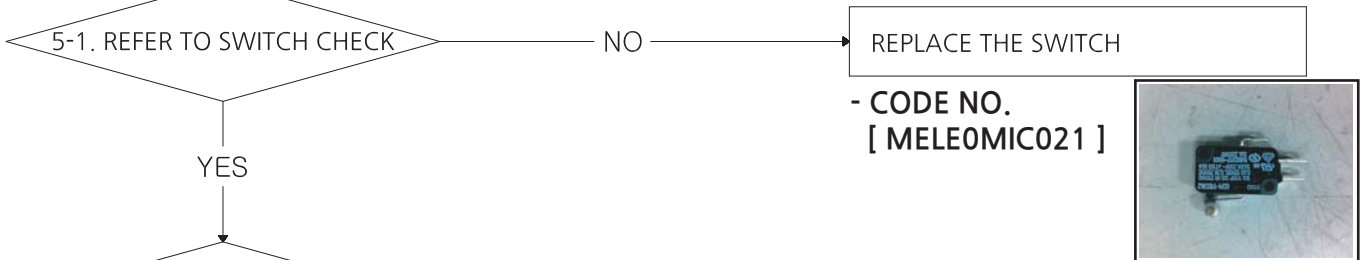
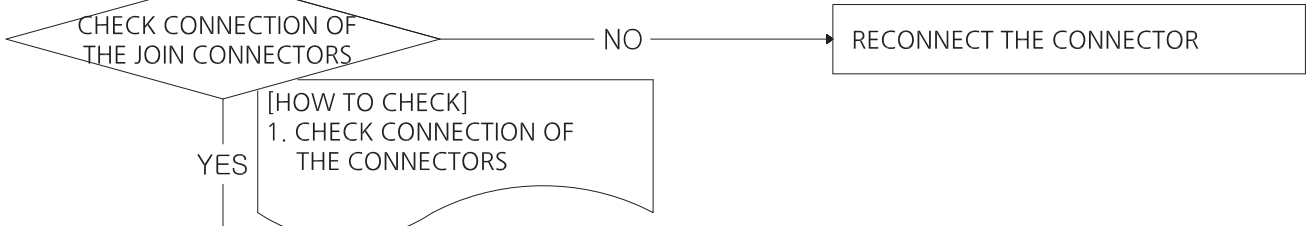
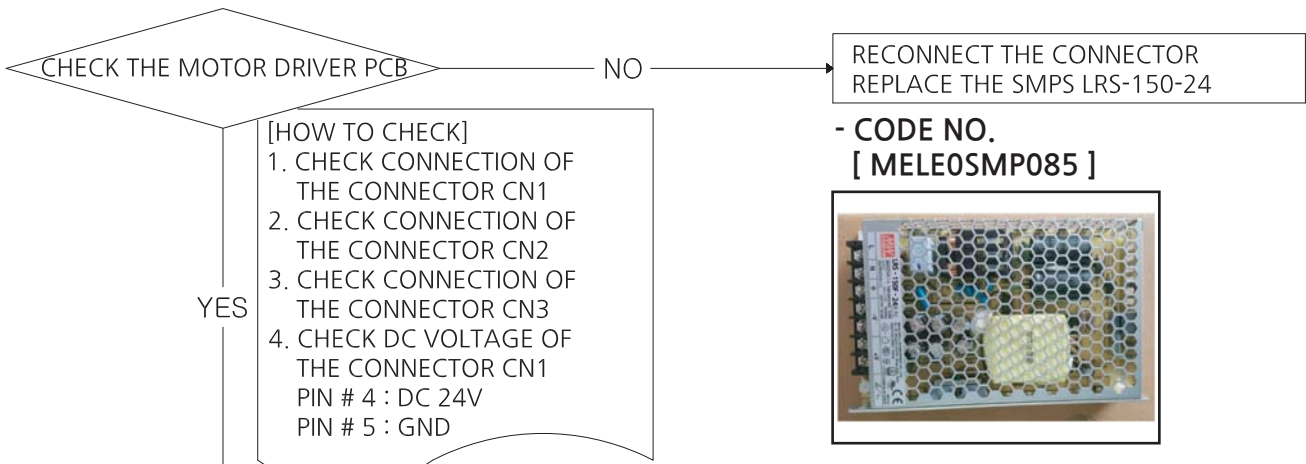


* General check up : Check the supply voltage and wiring connection properly
 * "NO" : Means faulty of the check up result.

5-2. KEEPER STEP MOTOR ERROR [E3-1, E3-2, E3-3]

KEEPER STEP MOTOR

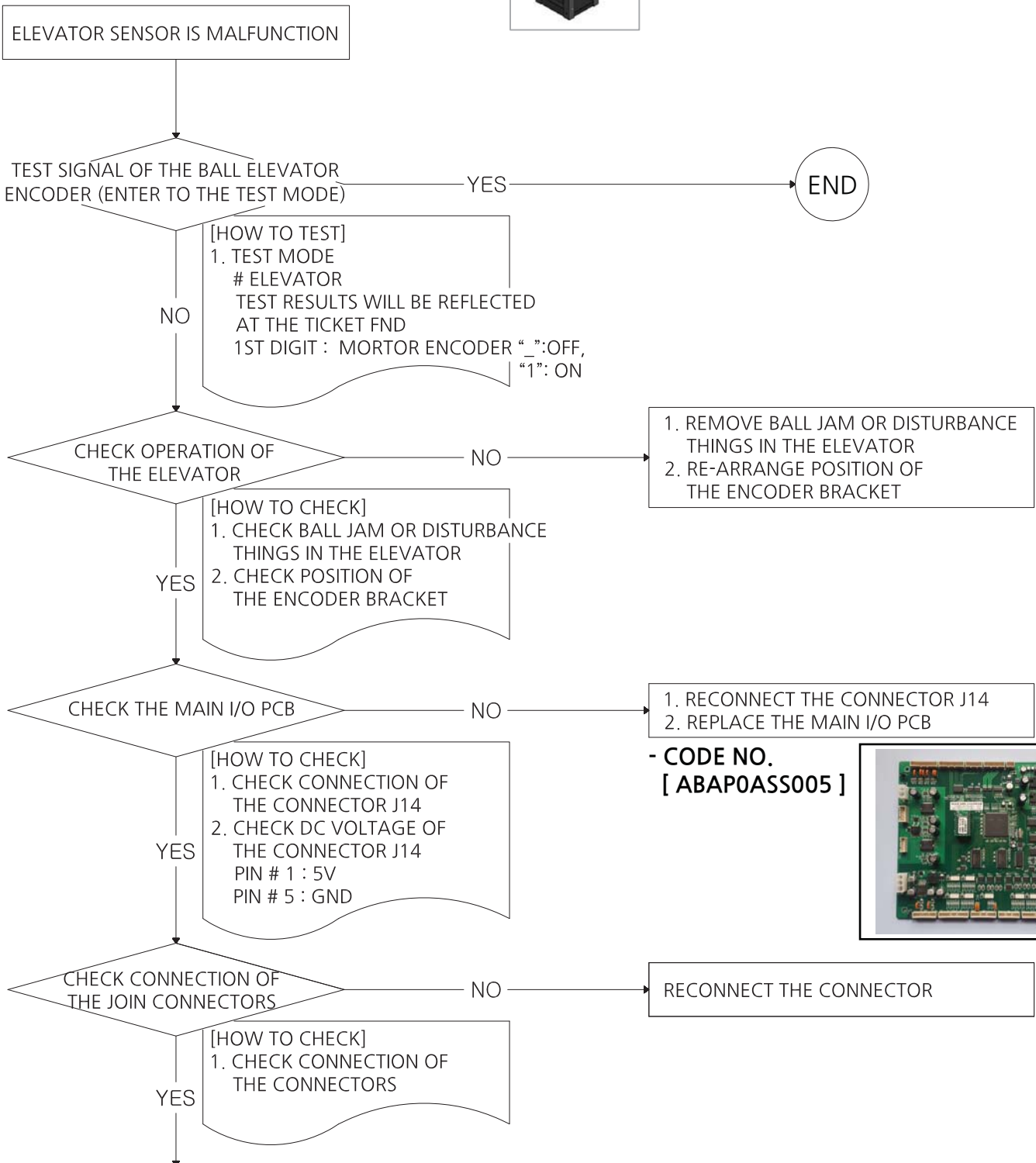
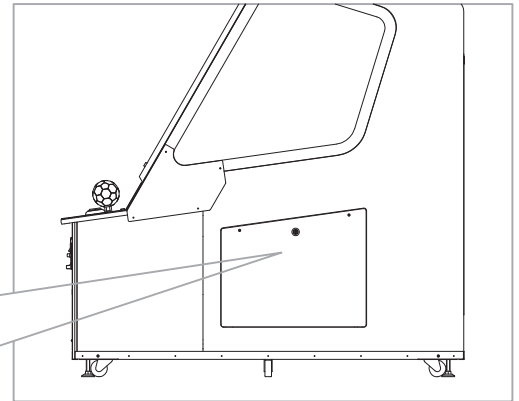
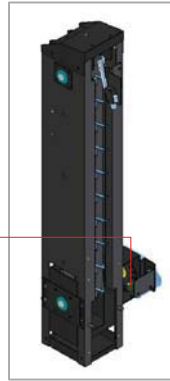


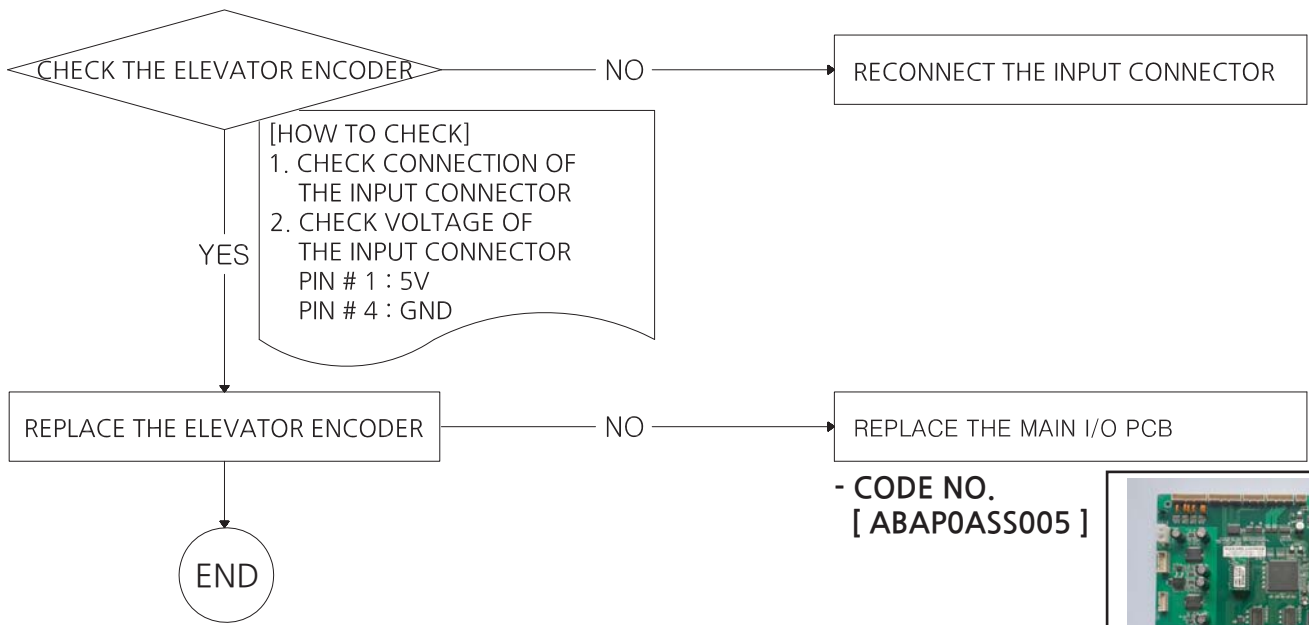


* General check up : Check the supply voltage and wiring connection properly
 * "NO" : Means faulty of the check up result.

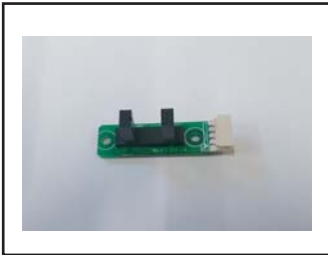
5-3. ELEVATOR SENSOR ERROR [E6-1]

ELEVATOR SENSOR





- CODE NO.
[AZZZ0PCB103]



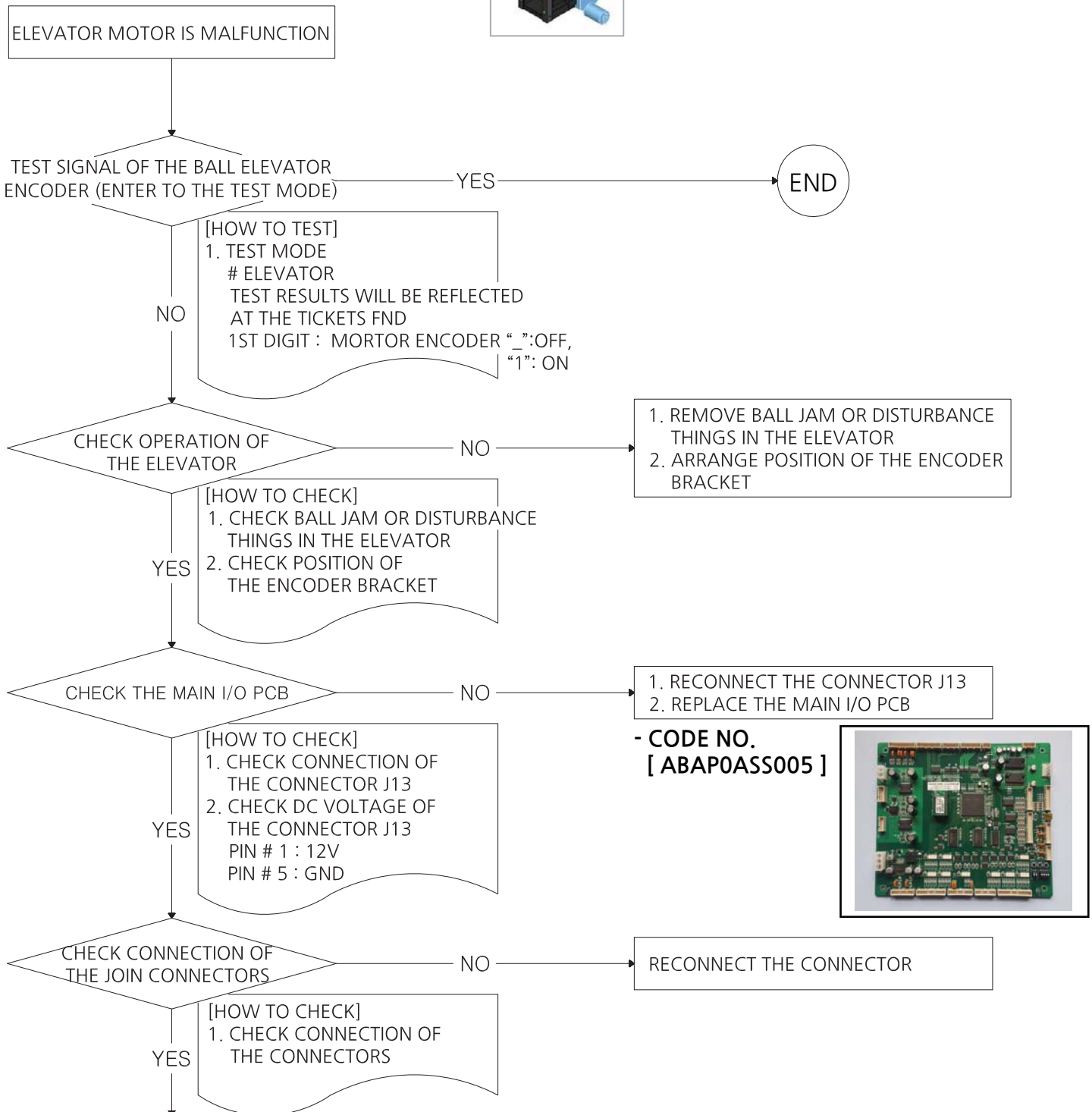
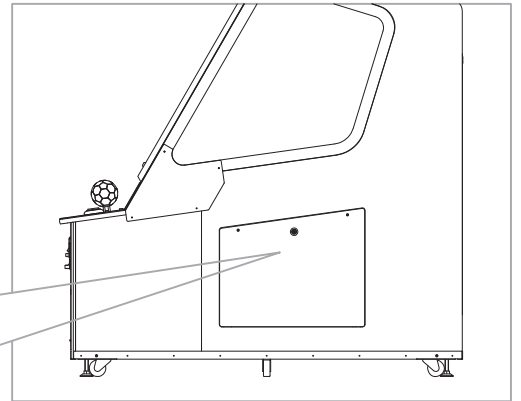
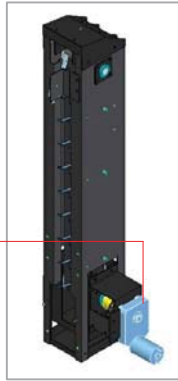
- CODE NO.
[ABAP0ASS005]

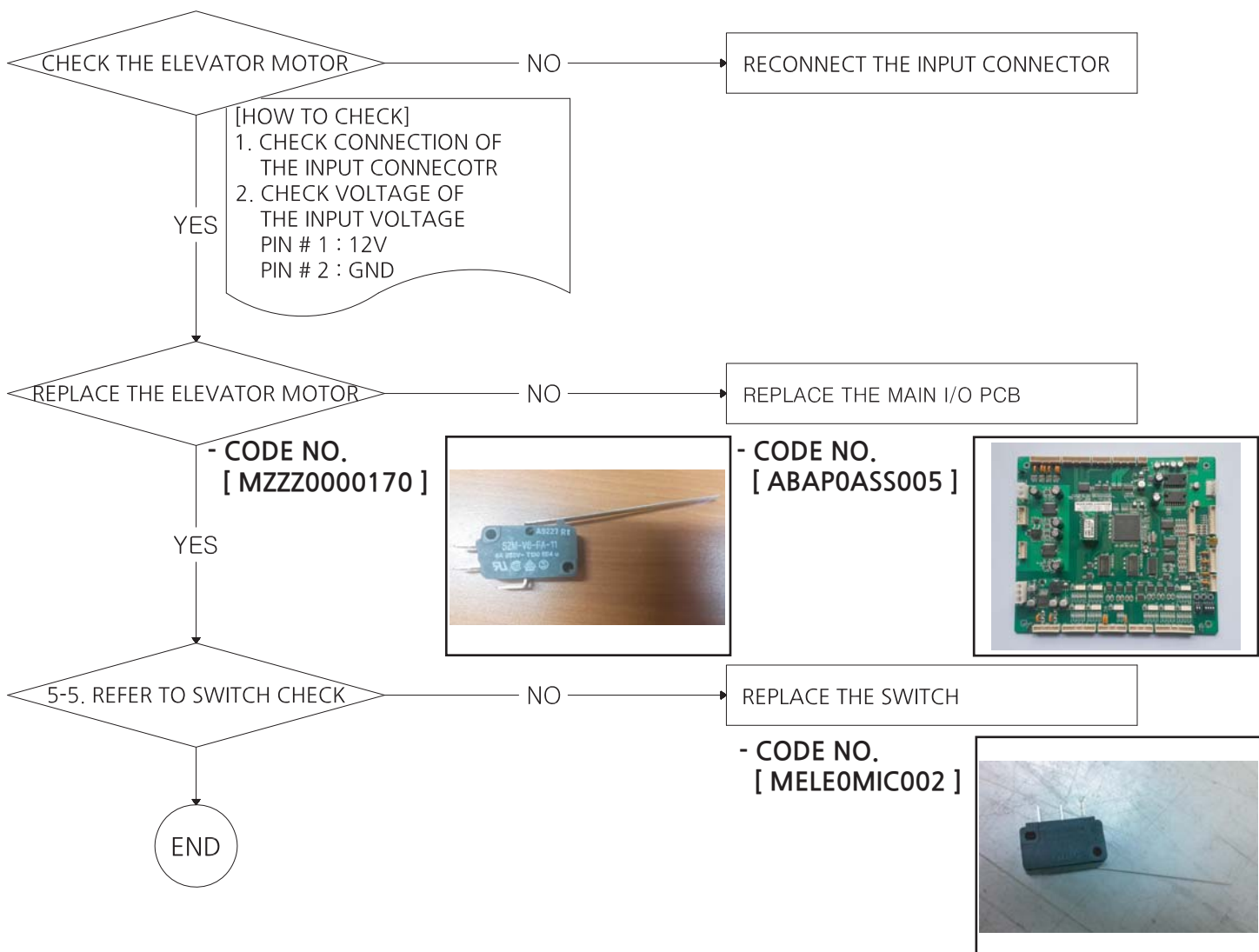


- * General check up : Check the supply voltage and wiring connection properly
- * "NO" : Means faulty of the check up result.

5-4. ELEVATOR MOTOR ERROR [E6-1]

ELEVATOR MOTOR

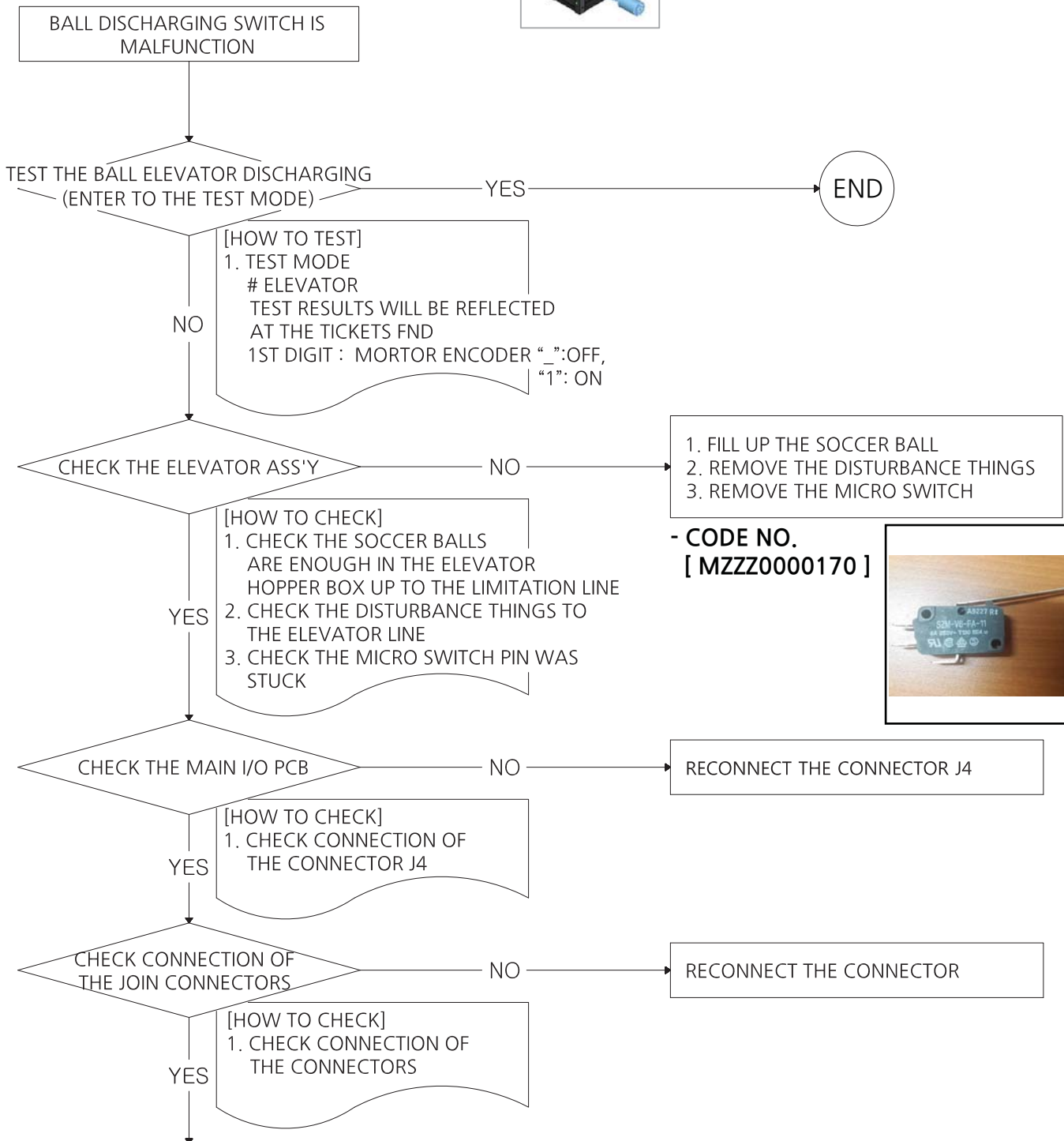
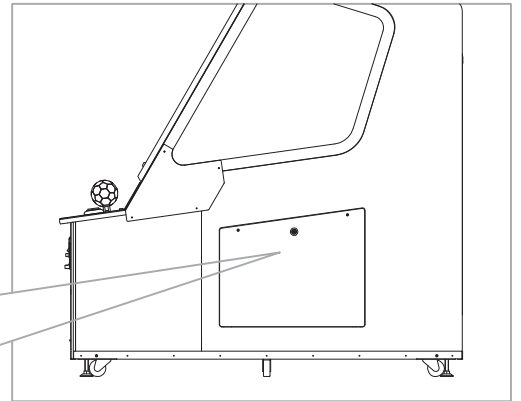


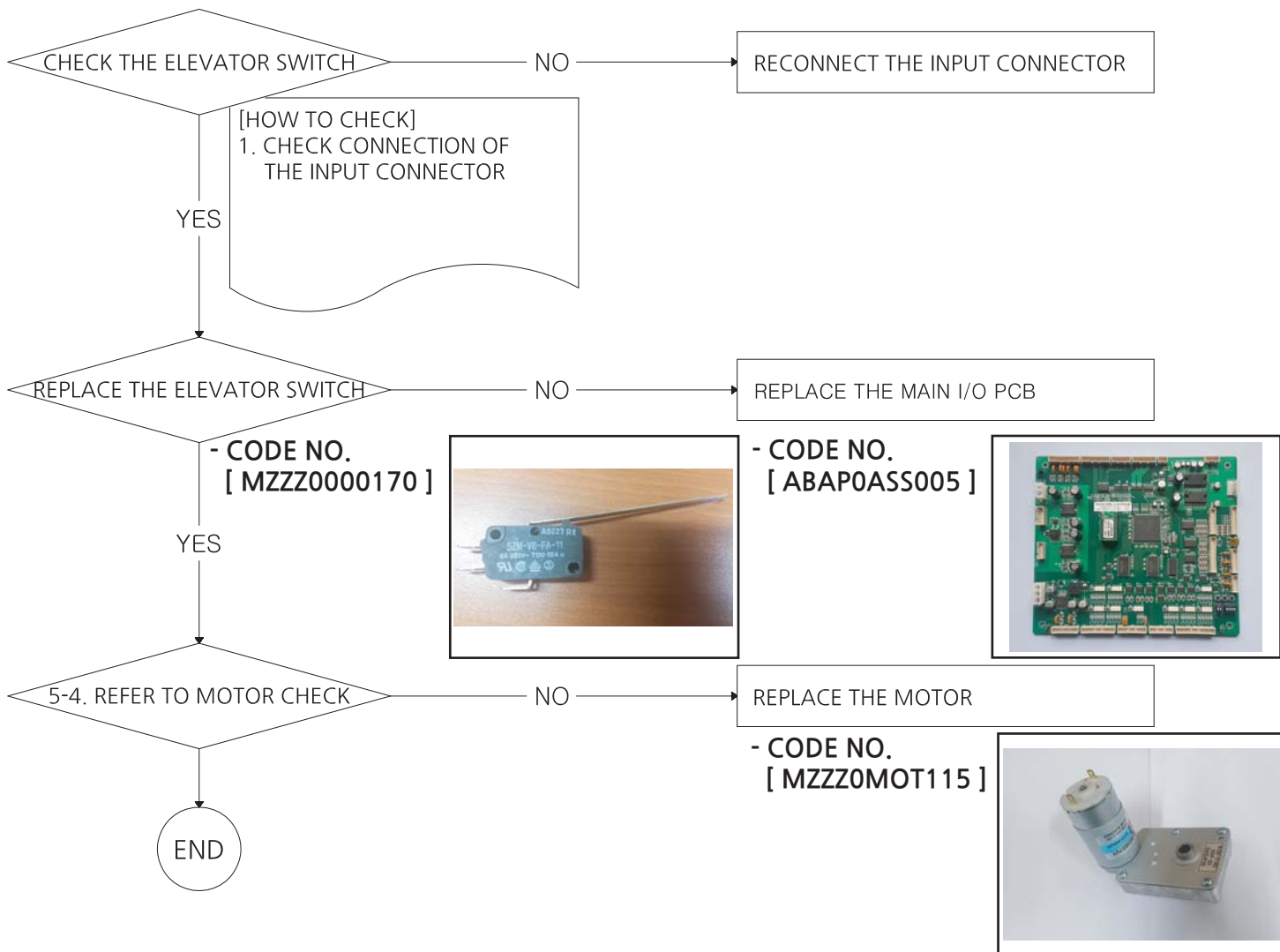


* General check up : Check the supply voltage and wiring connection properly
 * "NO" : Means faulty of the check up result.

5-5. DISCHARGING SWITCH ERROR [E6-2]

DISCHARGING SWITCH

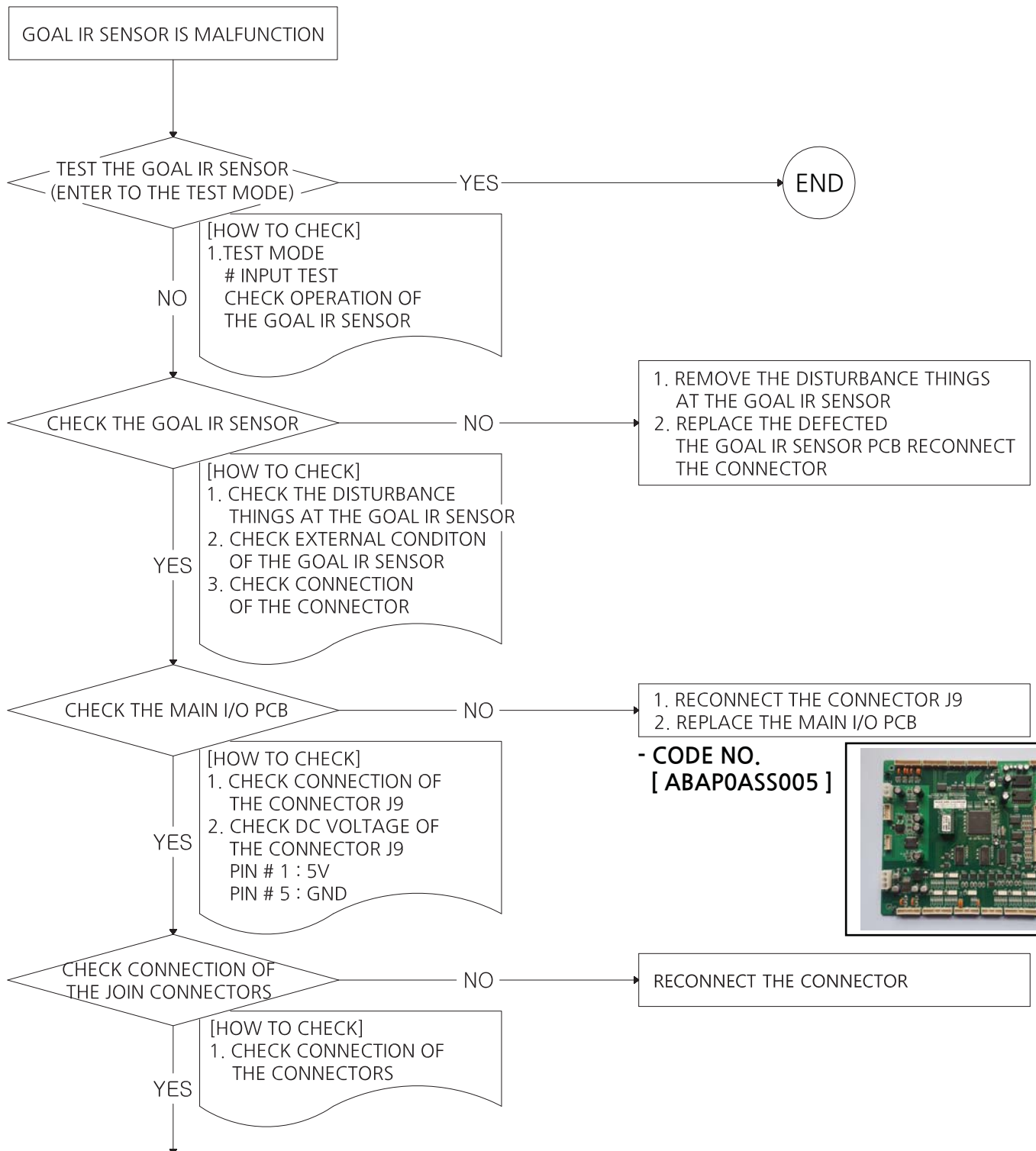
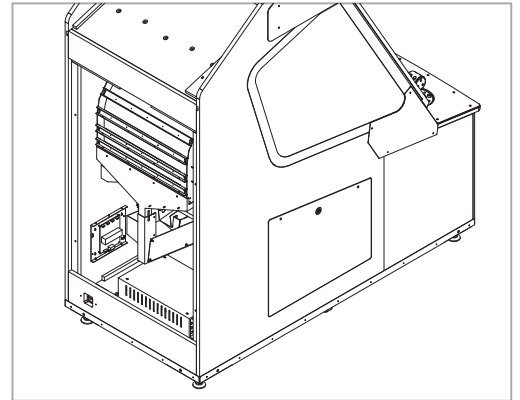
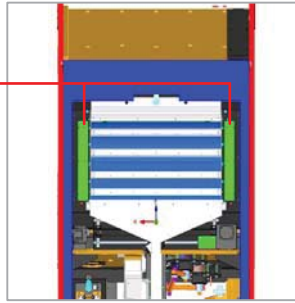




- * General check up : Check the supply voltage and wiring connection properly
- * "NO" : Means faulty of the check up result.

5-6. GOAL IR SENSOR ERROR [0000]

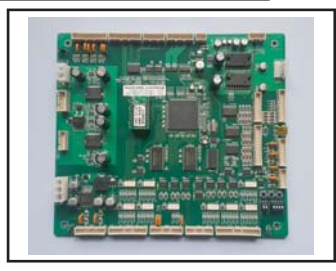
GOAL IR SENSOR





[HOW TO CHECK]
 1. CHECK CONNECTION OF THE INPUT CONNECOTR (RECEIVER , TRANSMITTER)
 2. CHECK VOLTAGE OF THE CONNECTOR (RECEIVER , TRANSMITTER)
 PIN # 1 : 5V
 PIN # 4 : GND

- CODE NO. [ABAP0ASS005]

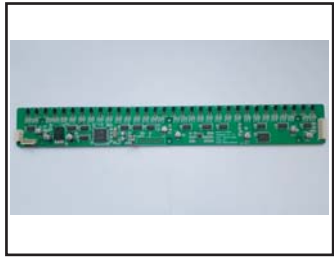


- CODE NO. [ABAP0ASS005]



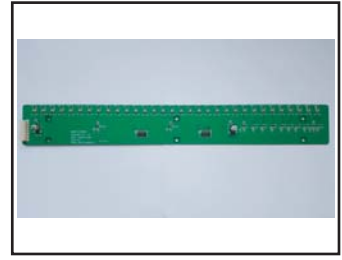
YES → END

- CODE NO. [ASBS0PCB002]



* RECEIVER

- CODE NO. [AFCU0PCB001]

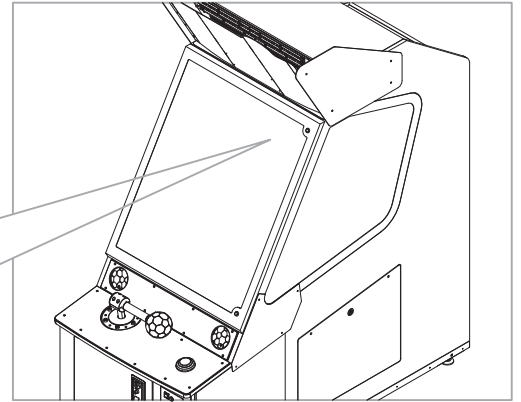
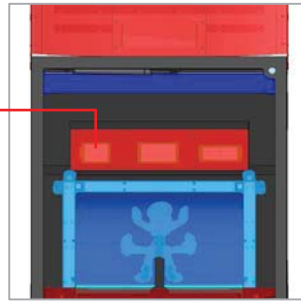


* TRANSMITTER

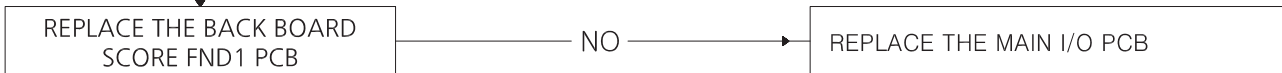
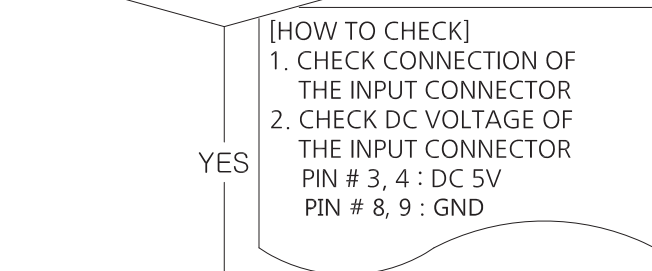
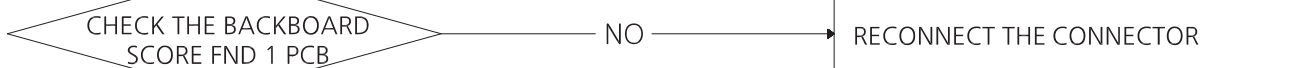
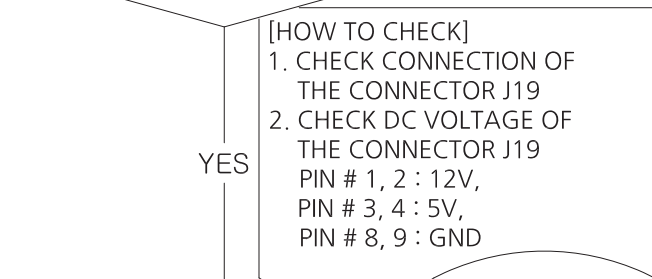
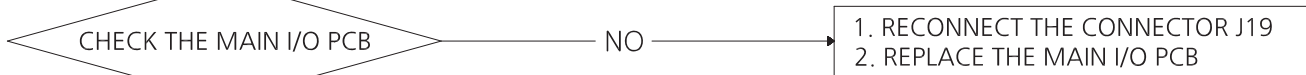
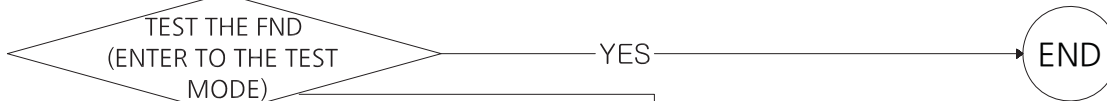
- * General check up : Check the supply voltage and wiring connection properly
- * "NO" : Means faulty of the check up result.

5-7. BACKBOARD SCORE FND ERROR

BACKBOARD SCORE FND



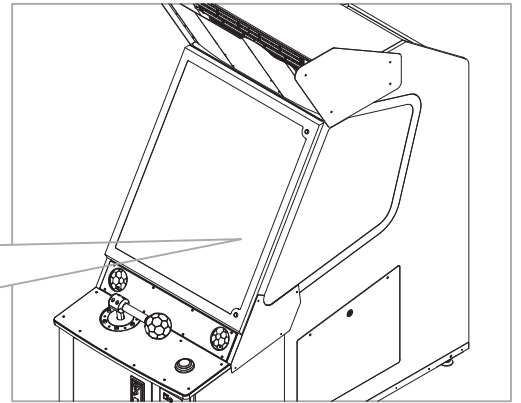
THE BACKBOARD SCORE FND IS MALFUNCTION
 ARRANGEMENT : BACK BOARD SCORE FND 1 -> BACK BOARD SCORE FND 2 -> BACK BOARD SCORE FND 3 -> JACKPOT FND



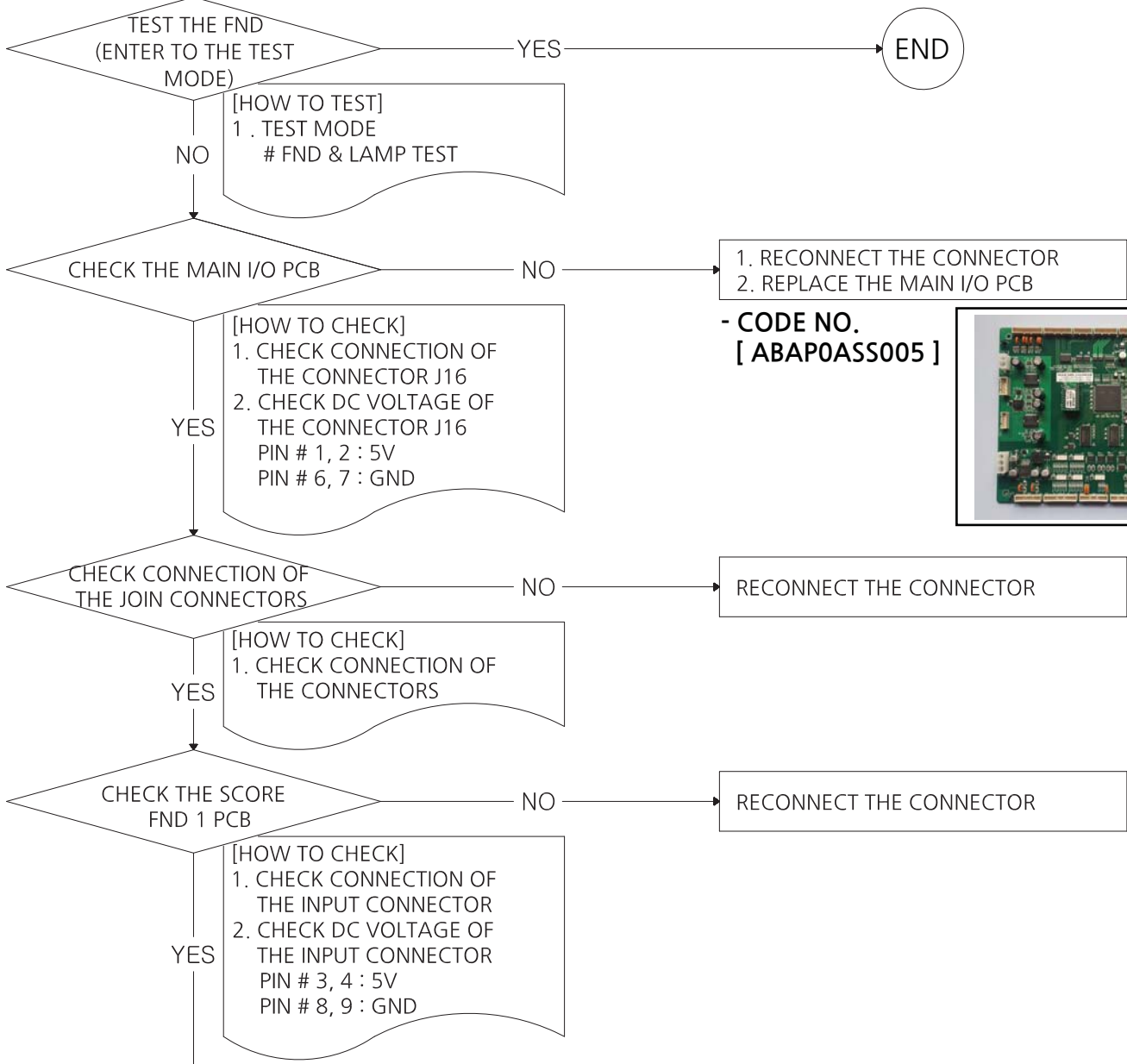
* General check up : Check the supply voltage and wiring connection properly
 * "NO" : Means faulty of the check up result.

5-8. SCORE FND ERROR

SCORE FND



SCORE FND IS MALFUNCTION
 ARRANGEMENT : SCORE FND 1 -> SCORE FND 2 -> SCORE FND 3 -> SCORE FND 4 ->
 SCORE FND 5 -> CREDIT FND -> BUTTON LED



- CODE NO.
[ABAP0ASS005]

REPLACE THE
SCORE FND1 PCB

NO

REPLACE THE MAIN I/O PCB

END

- CODE NO.
[AFND0PCB028]



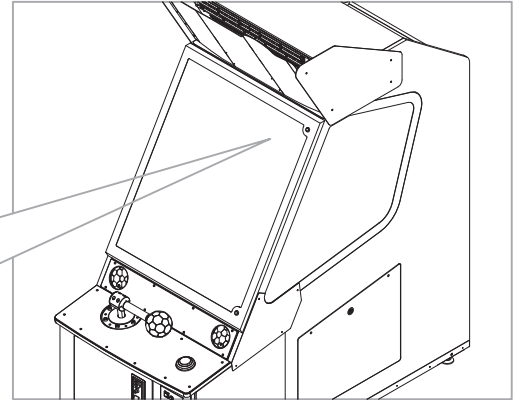
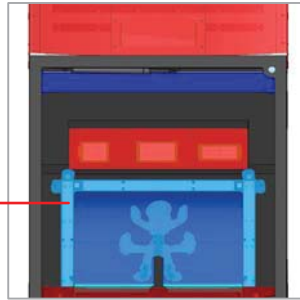
- CODE NO.
[ABAP0ASS005]



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

5-9. GOAL NET LED ERROR

GOAL NET LED



GOAL NET LED IS MALFUNCTION
 ARRANGEMENT : GOALNET 2813LED1 -> GOALNET 2813LED2 -> GOALNET 2813LED3 ->
 GOALNET 2813LED4 -> GOALNET 2813LED5

TEST THE FND
 (ENTER TO THE TEST
 MODE) YES → END

NO

[HOW TO TEST]
 1. TEST MODE
 # FND & LAMP TEST

CHECK THE MAIN I/O PCB NO → RECONNECT THE CONNECTOR J8

YES

[HOW TO CHECK]
 1. CHECK CONNECTION OF
 THE CONNECTOR J8

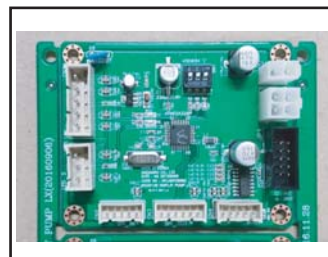
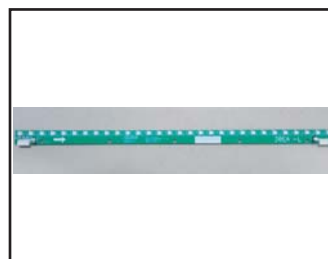
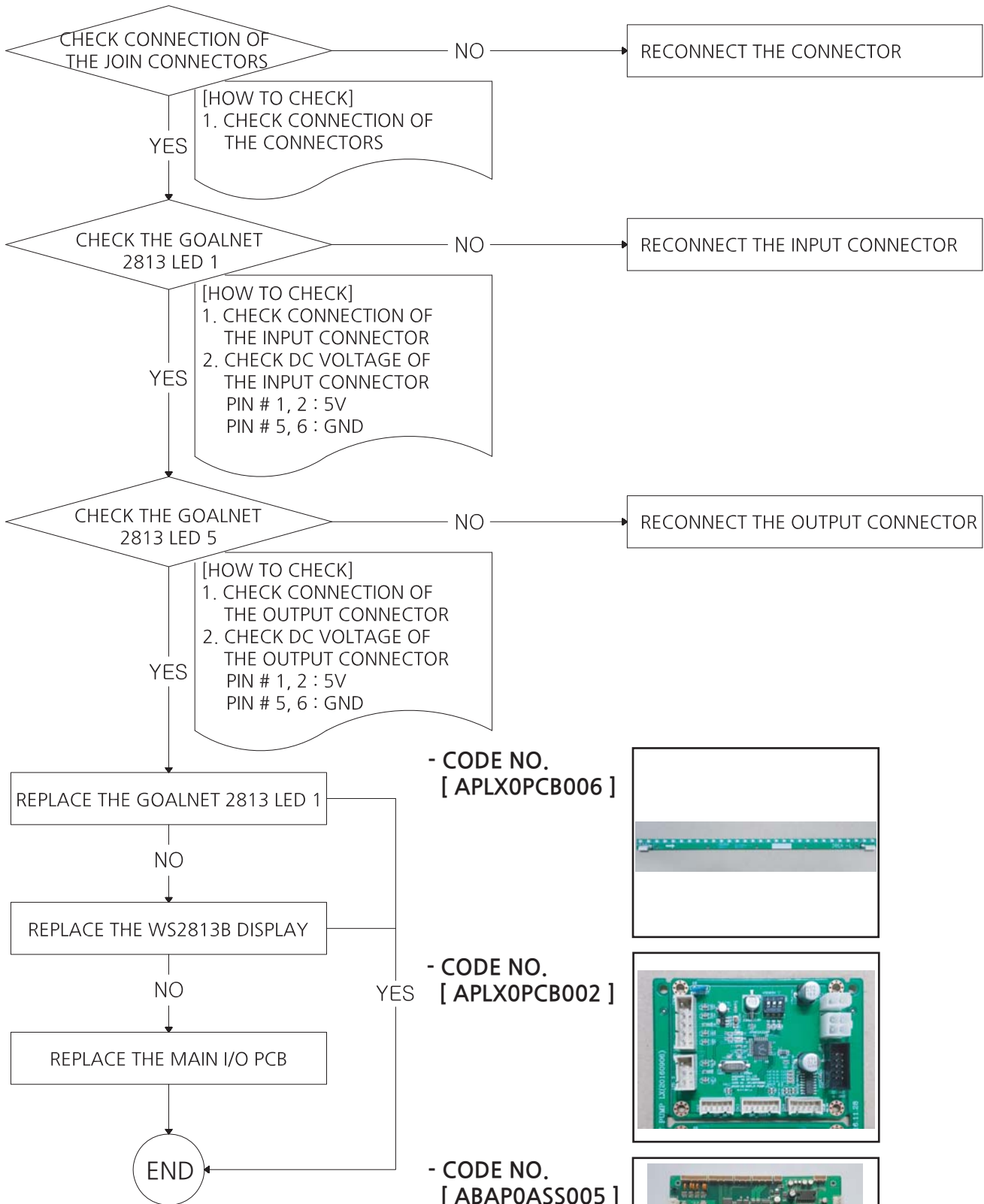
CHECK THE WS2812B
 DISPLAY NO → 1. RECONNECT THE CONNECTOR
 2. REPLACE THE SMPS LRS150-5

YES

[HOW TO CHECK]
 1. CHECK CONNECTION OF
 THE CONNECTOR CN4
 2. CHECK CONNECTION OF
 THE CONNECTOR J1
 3. CHECK DC VOLTAGE OF
 THE CONNECTOR J1
 PIN # 1, 2 : 5V
 PIN # 3, 4 : GND
 4. CHECK CONNECTION OF
 THE CONNECTOR CN1
 5. CHECK DC VOLTAGE OF
 THE CONNECTOR CN1
 PIN # 1, 2 : 5V
 PIN # 4, 5 : GND

- CODE NO.
 [MELE0SMP096]

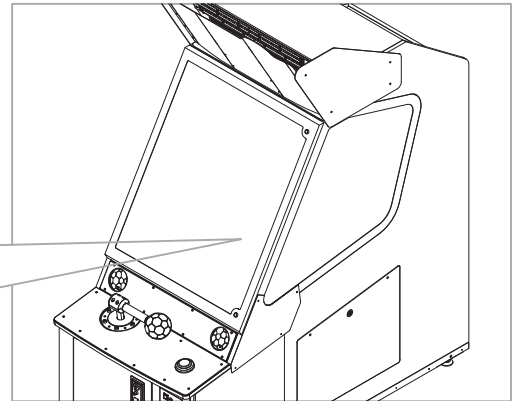




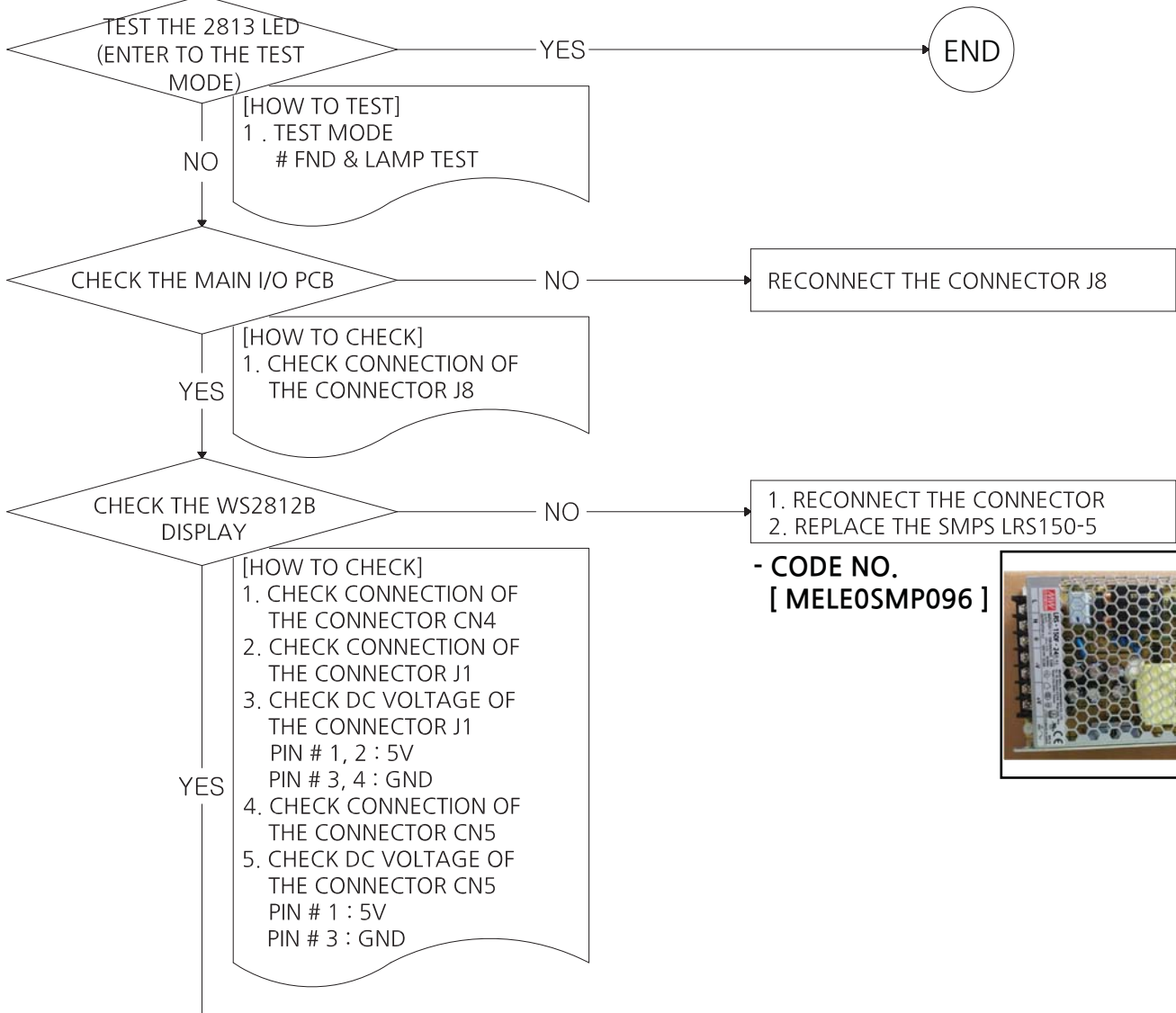
* General check up : Check the supply voltage and wiring connection properly
 * "NO" : Means faulty of the check up result.

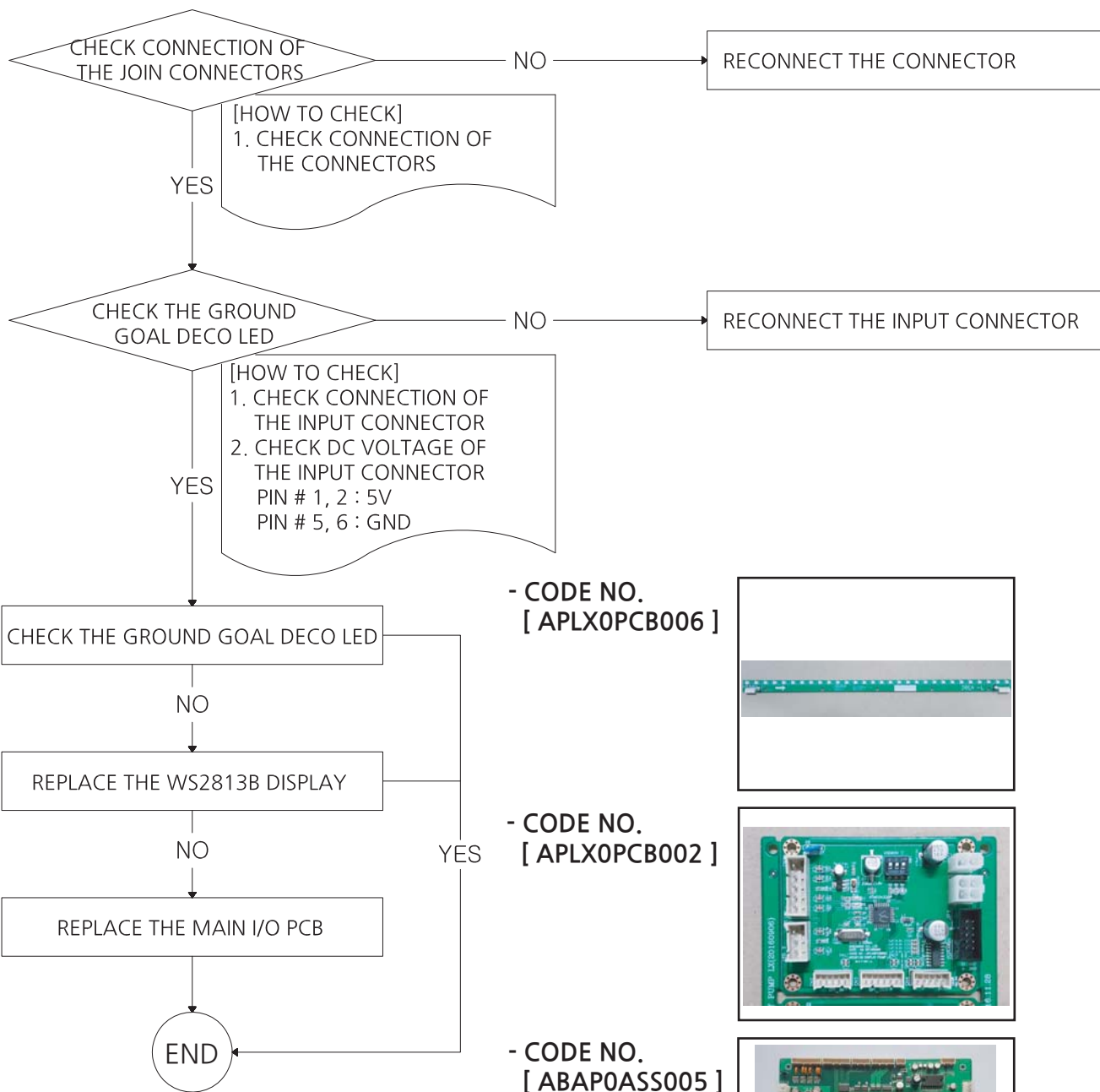
5-10. GROUND GOAL DECO LED ERROR

GROUND GOAL DECO LED

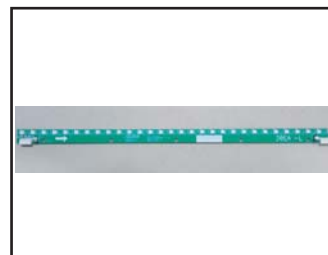


GROUND GOAL DECO LED IS MALFUNCTION
 ARRANGEMENT : GROUND GOAL DECO LED -> GROUND GOAL DECO LED ->
 RAIL FLEXIBLE LED

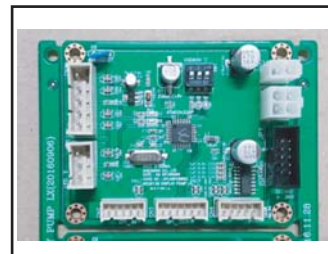




- CODE NO.
[APLX0PCB006]



- CODE NO.
[APLX0PCB002]

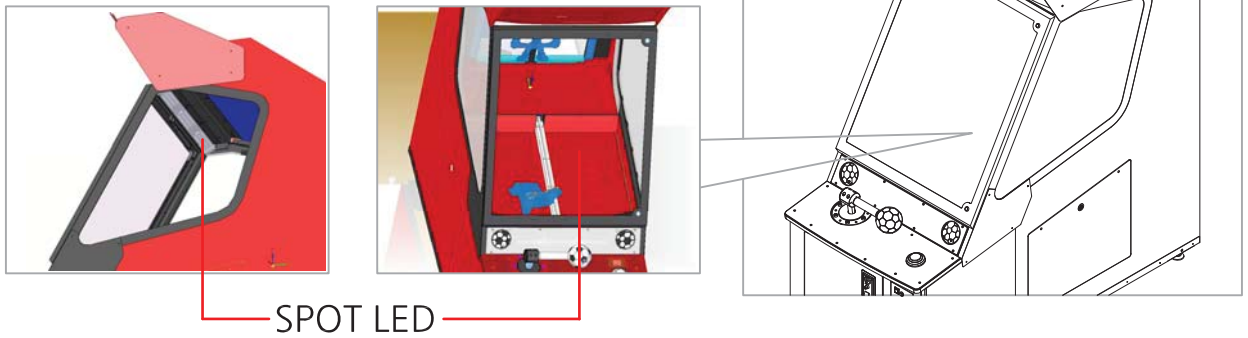


- CODE NO.
[ABAPOASS005]



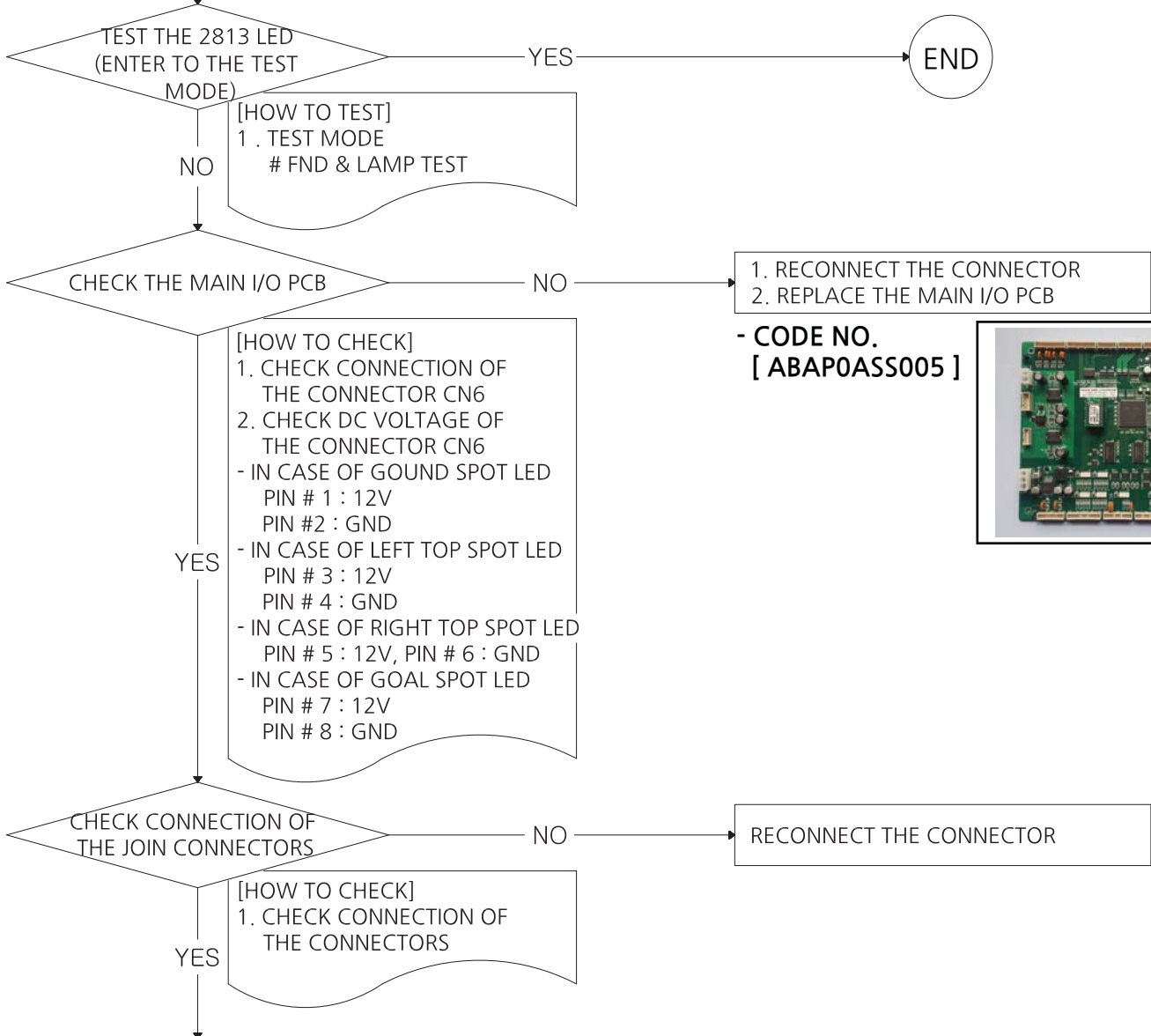
* General check up : Check the supply voltage and wiring connection properly
 * "NO" : Means faulty of the check up result.

5-11. SPOT LED ERROR



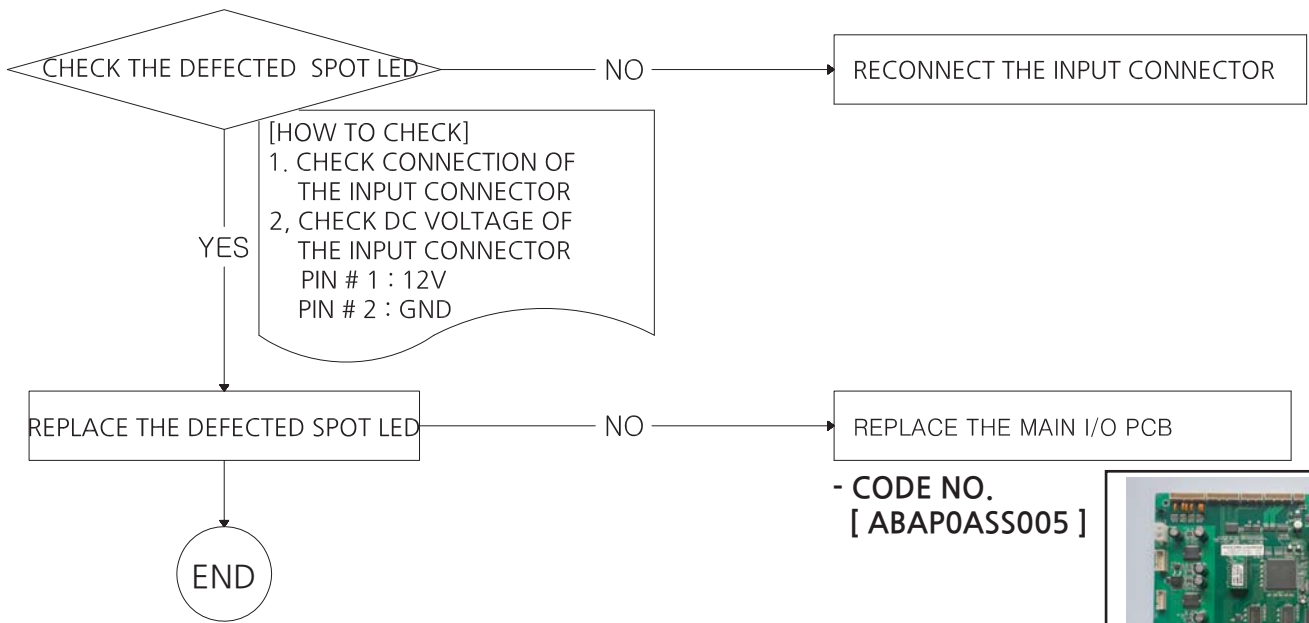
SPOT LED

SPOT LED (LEFT & RIGHT TOP SPOT LED, GROUND SPOT LED, GOAL SPOT LED) IS MALFUNCTION

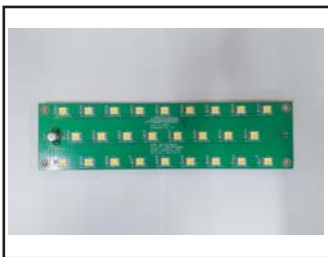


- CODE NO.
[ABAP0ASS005]





- CODE NO.
[ABAP0PCB008]

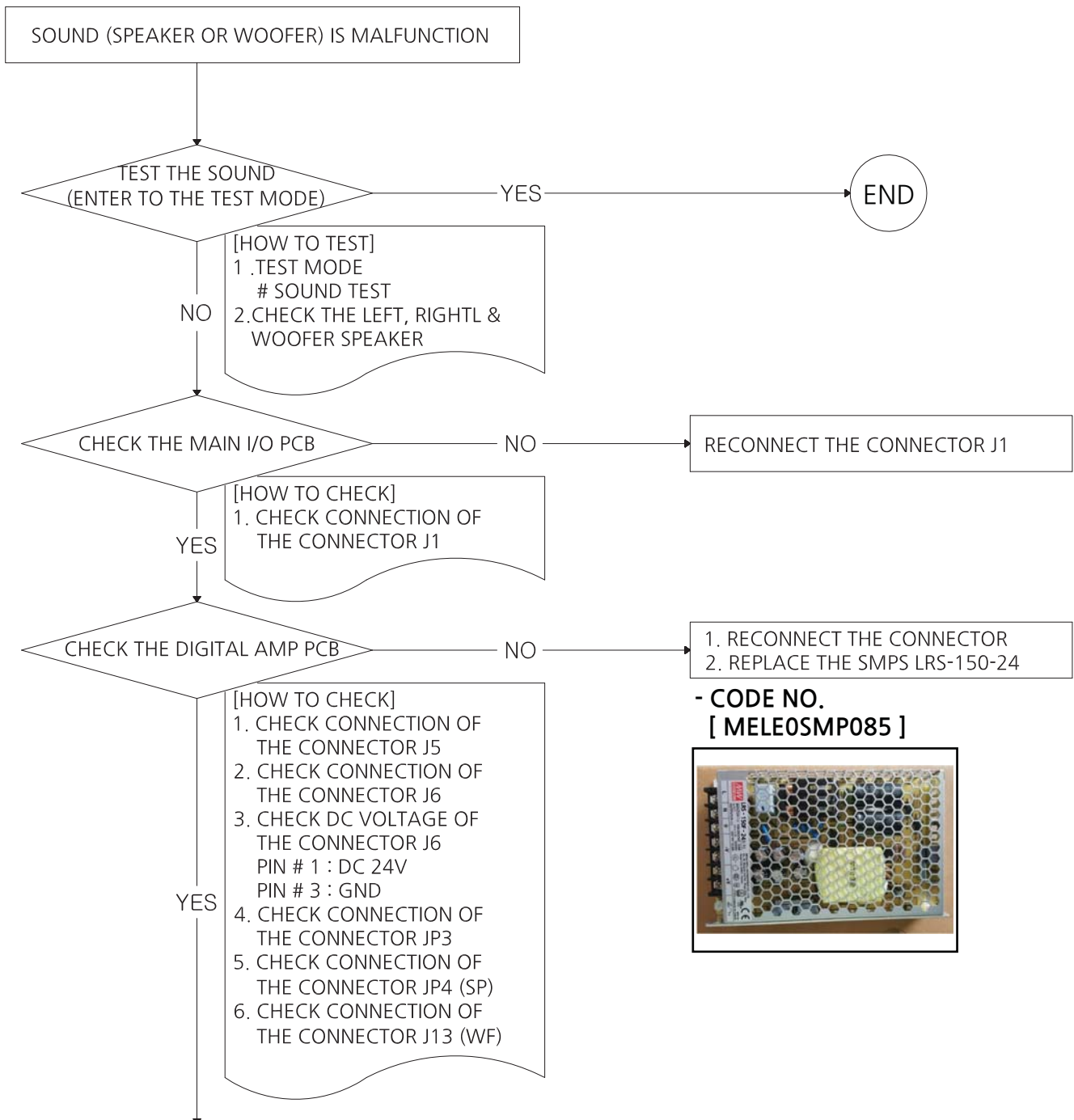
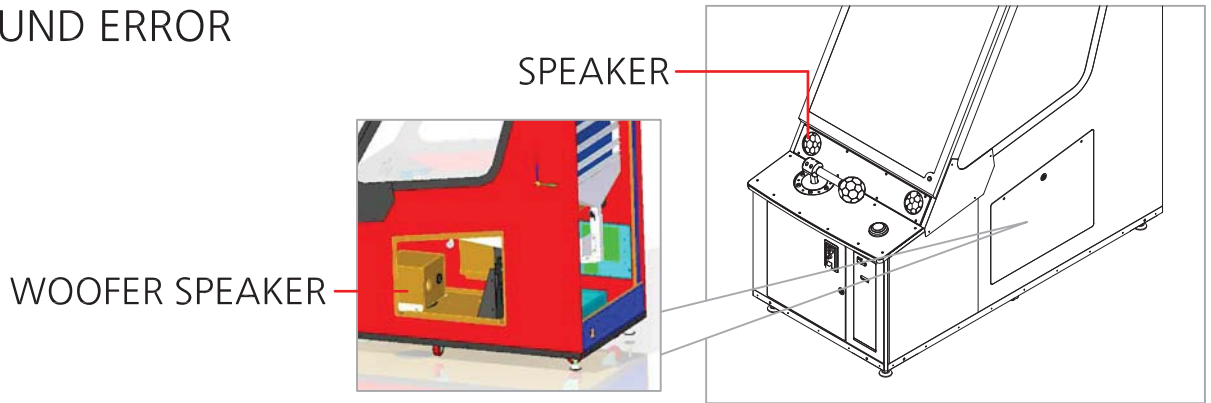


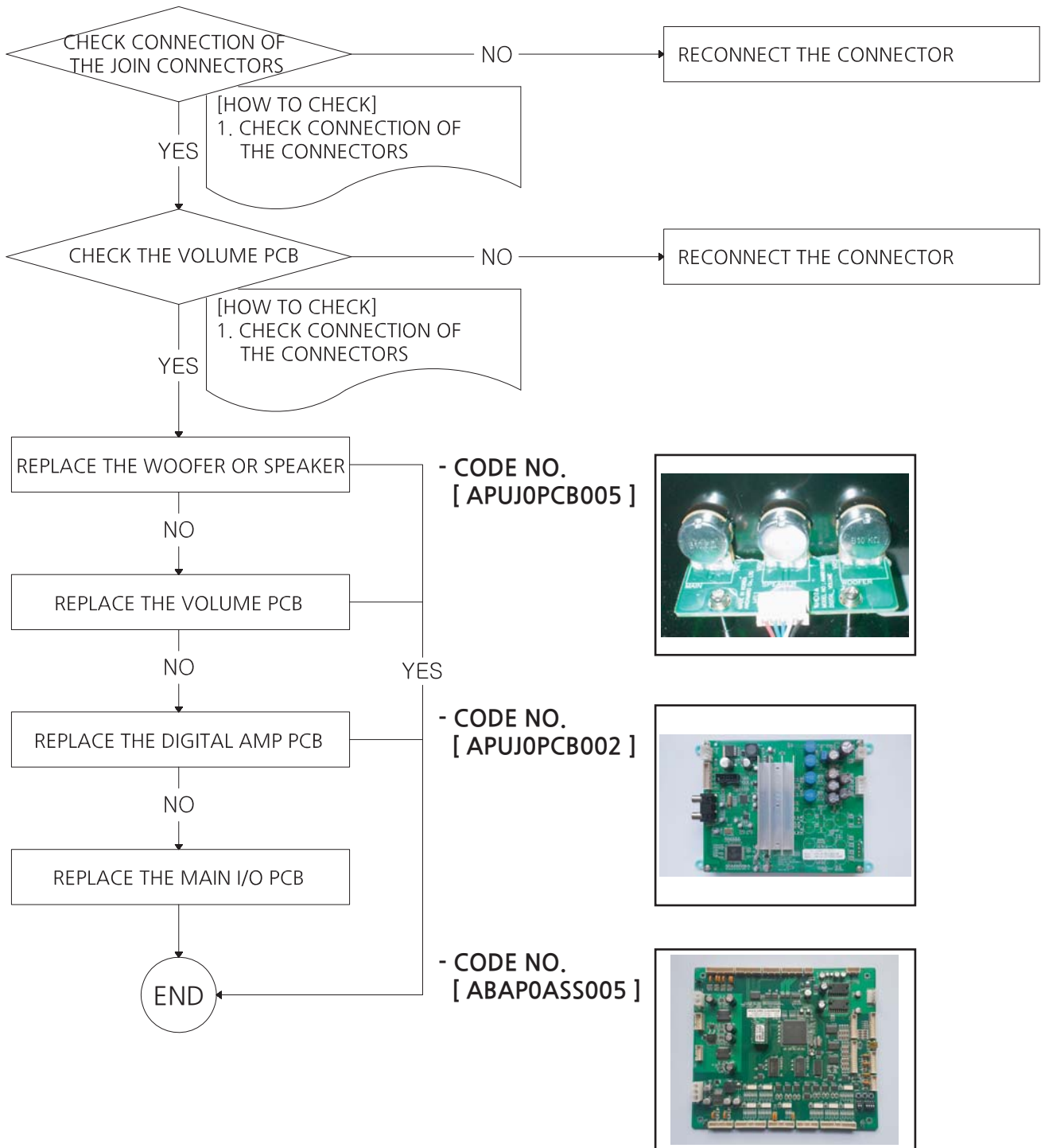
- CODE NO.
[ABAP0ASS005]



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

5-12. SOUND ERROR

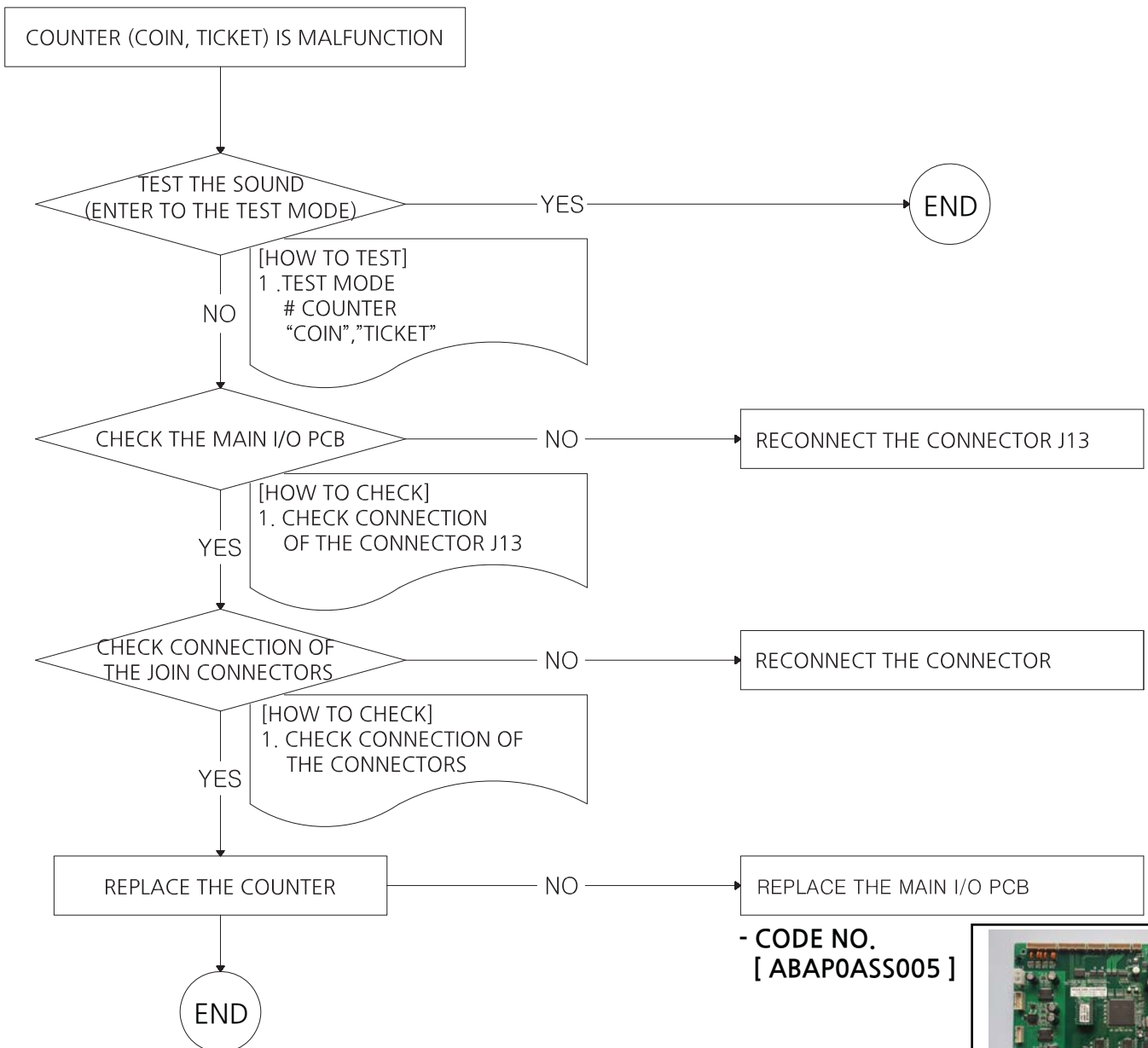
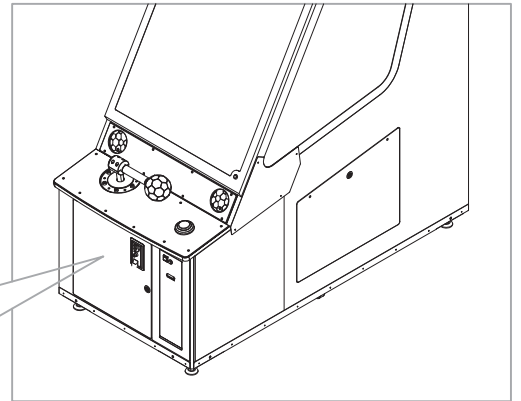
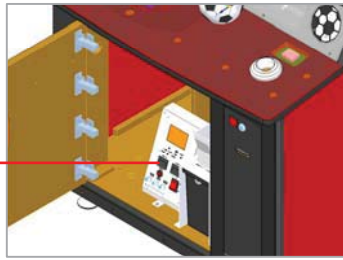




- * General check up : Check the supply voltage and wiring connection properly
- * "NO" : Means faulty of the check up result.

5-13. COUNTER ERROR

COUNTER



- CODE NO.
[MZZZ0COU002]

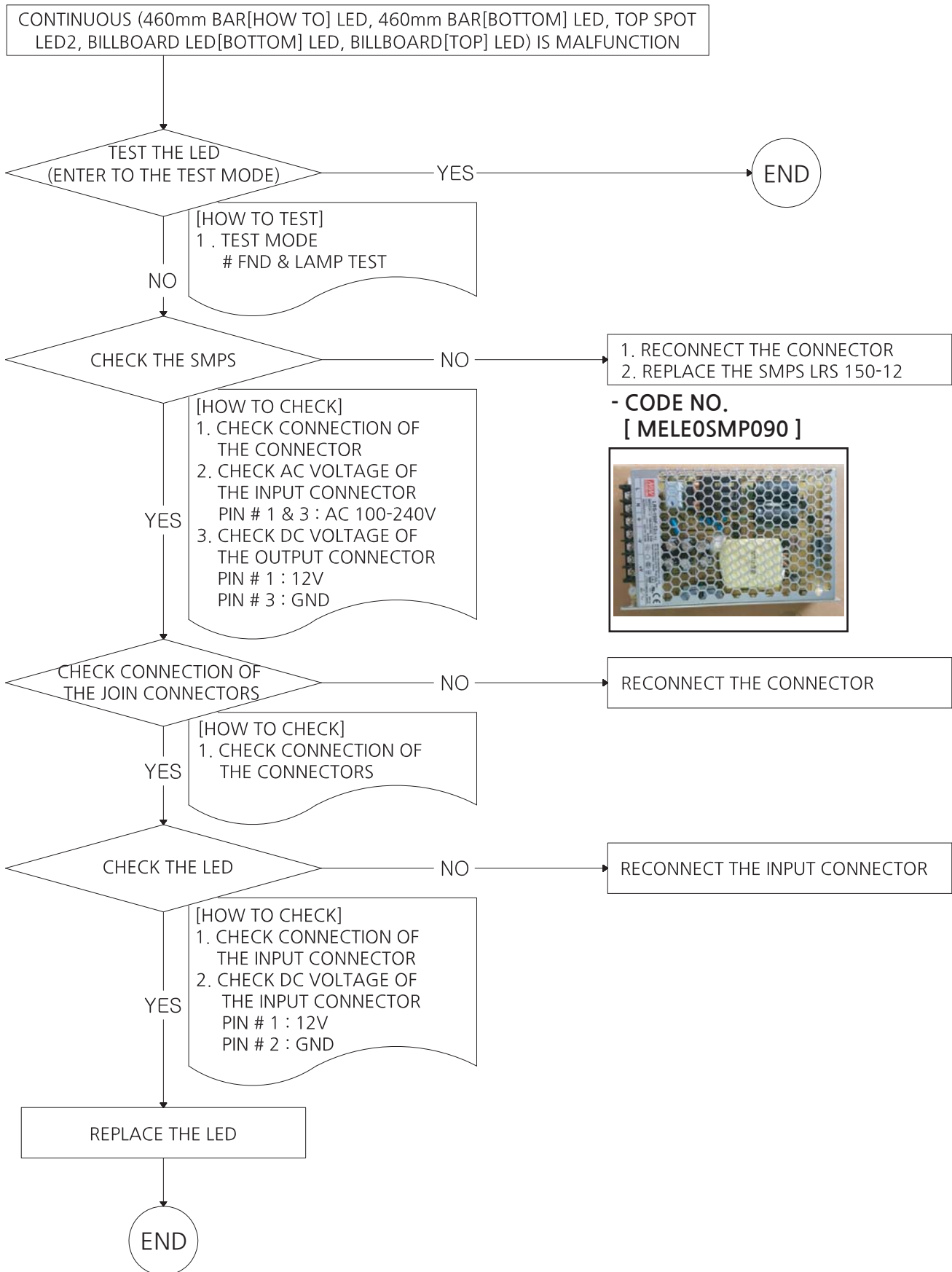


- CODE NO.
[ABAP0ASS005]

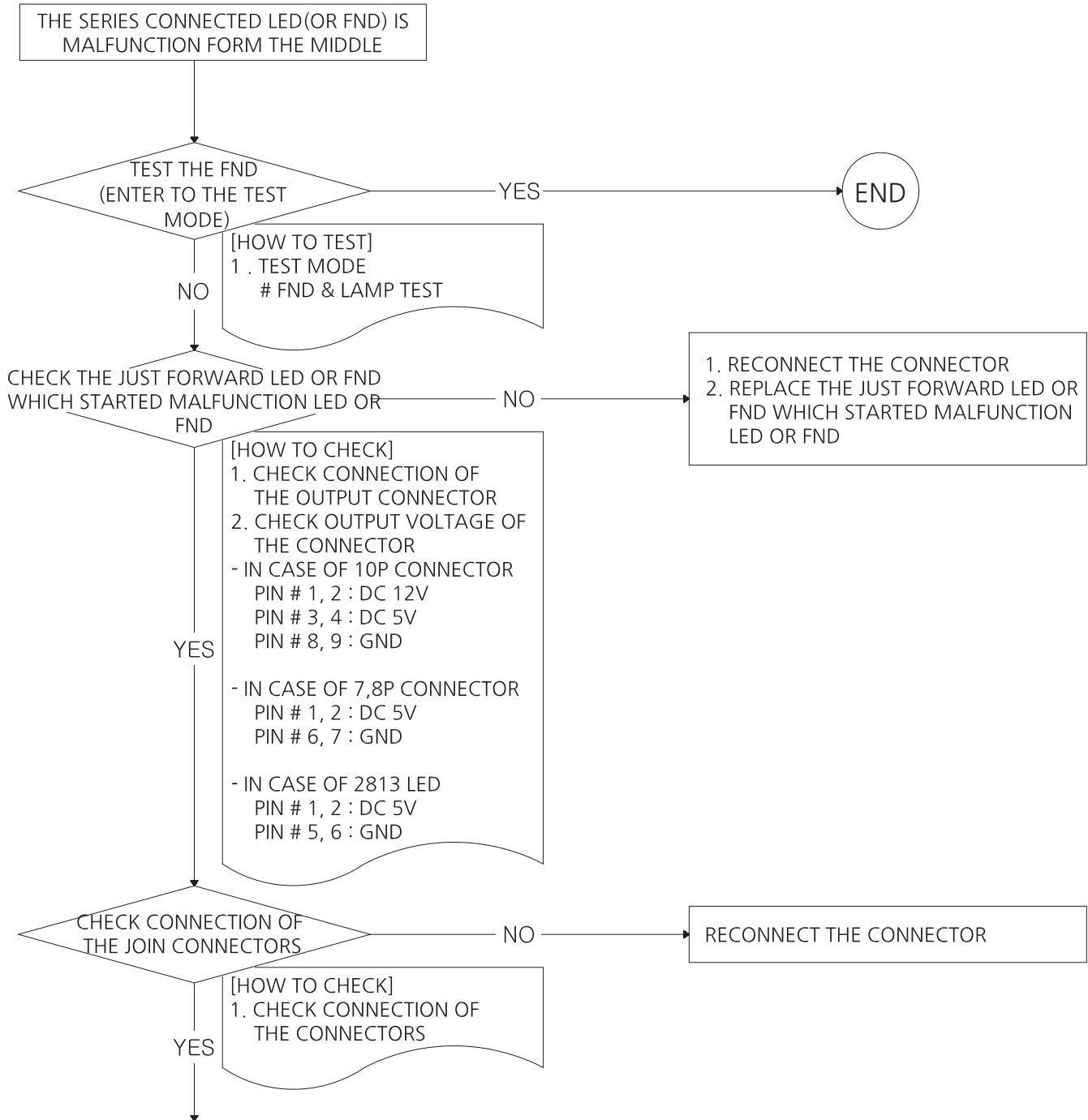


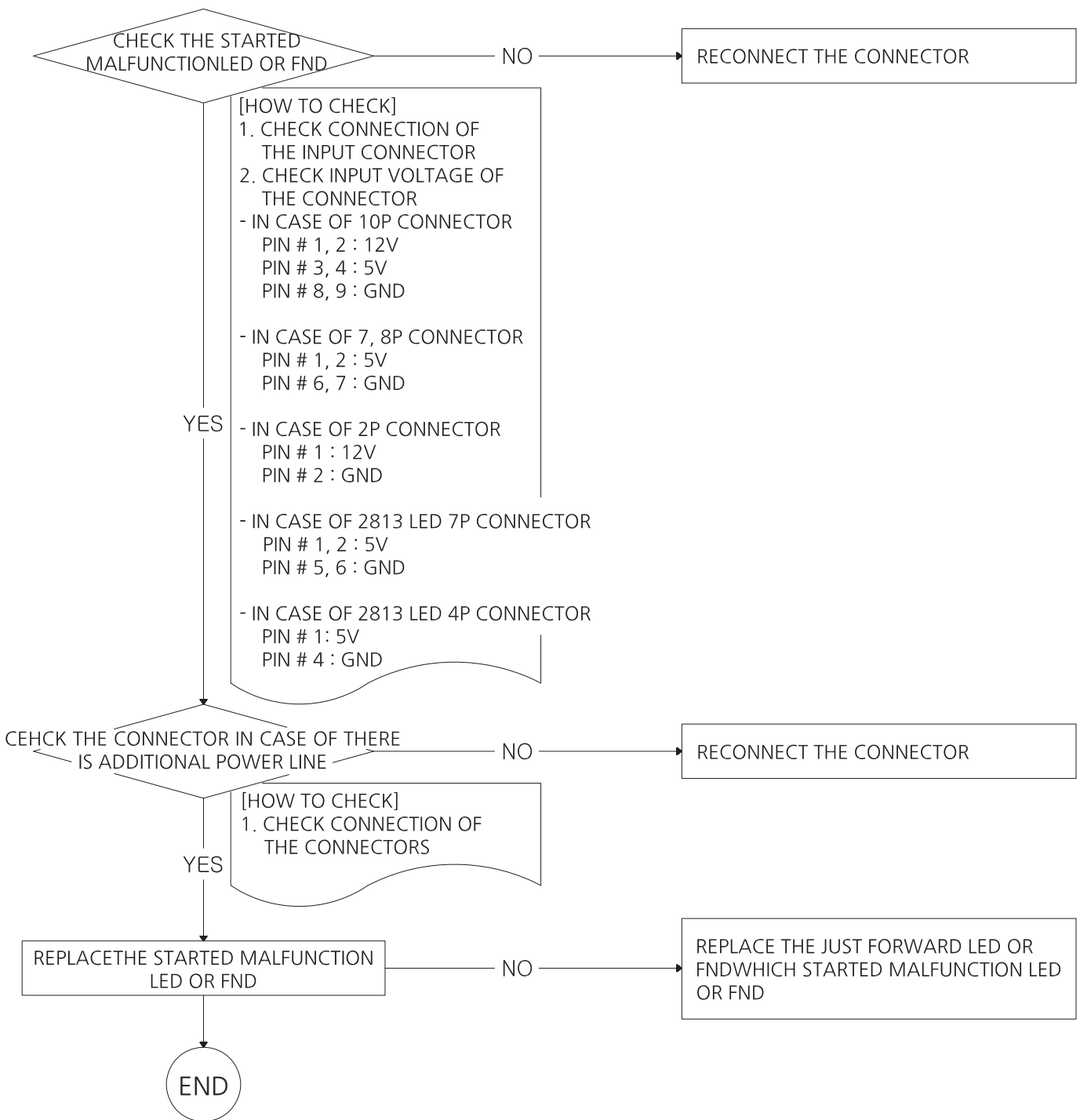
* General check up : Check the supply voltage and wiring connection properly
 * "NO" : Means faulty of the check up result.

5-14. CONTINUOUS LED ERROR



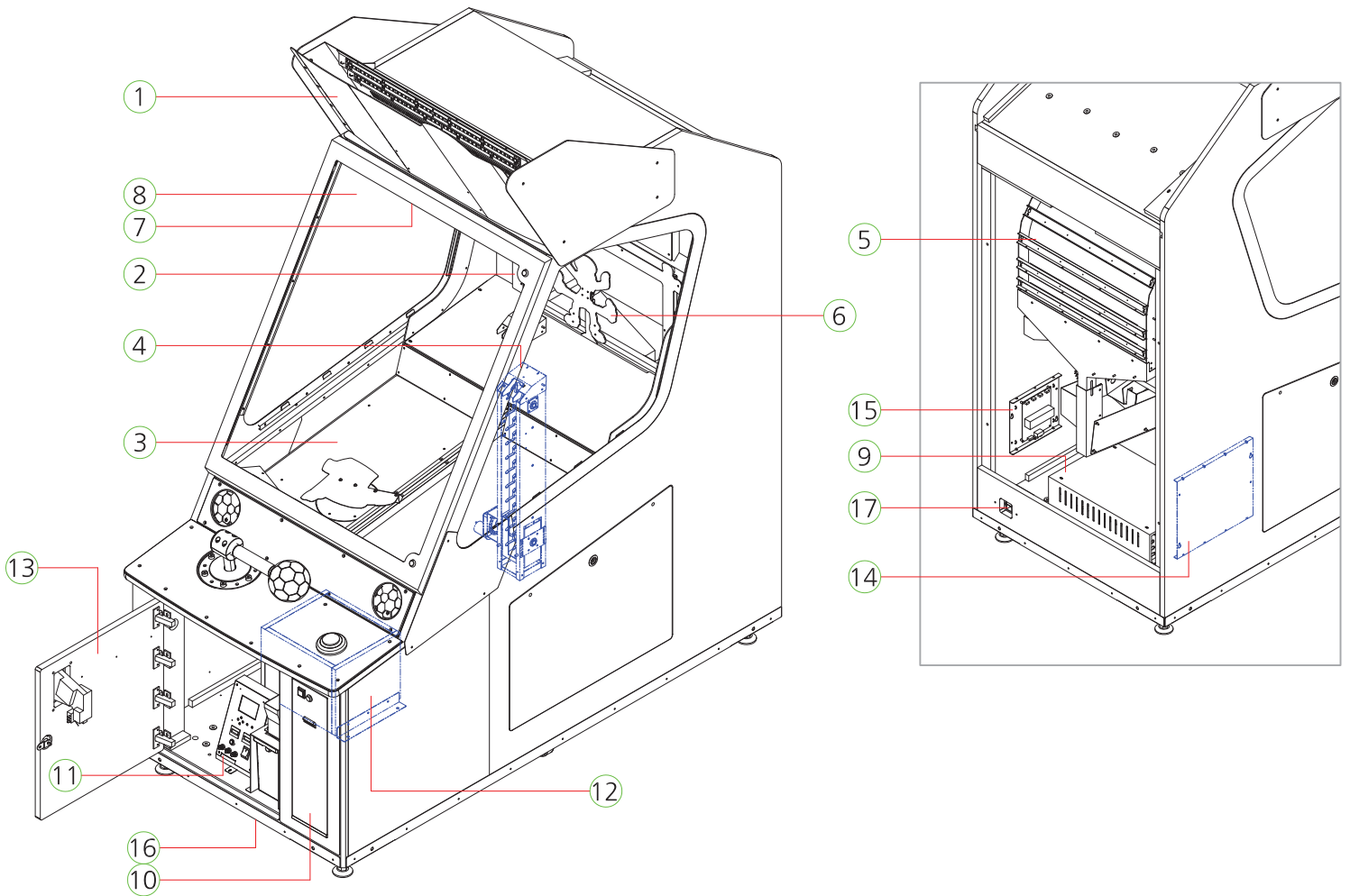
5-15. SERIES LED OR FND ERROR





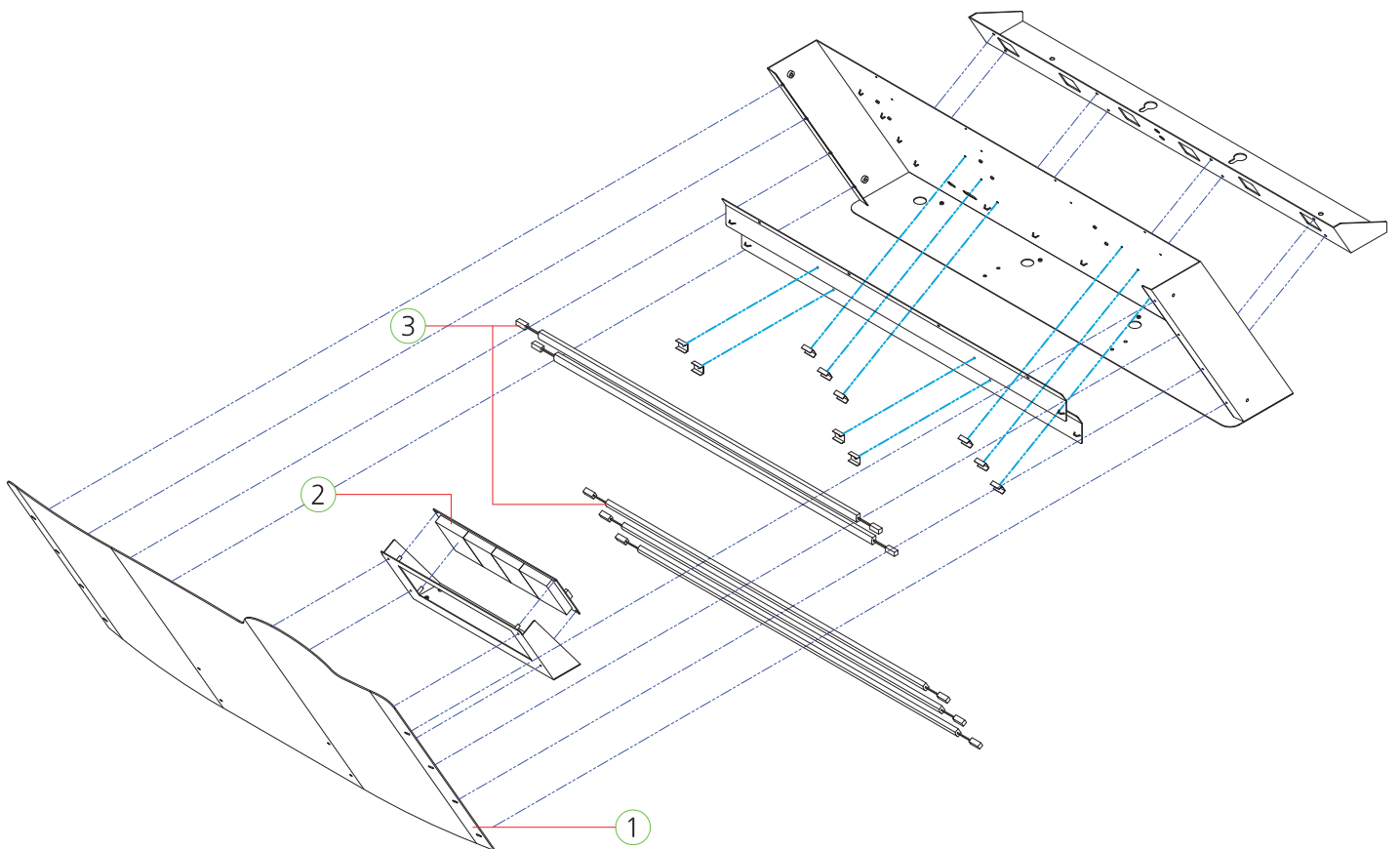
6. EXPLODED VIEW

6-1. MAIN CABINET PART



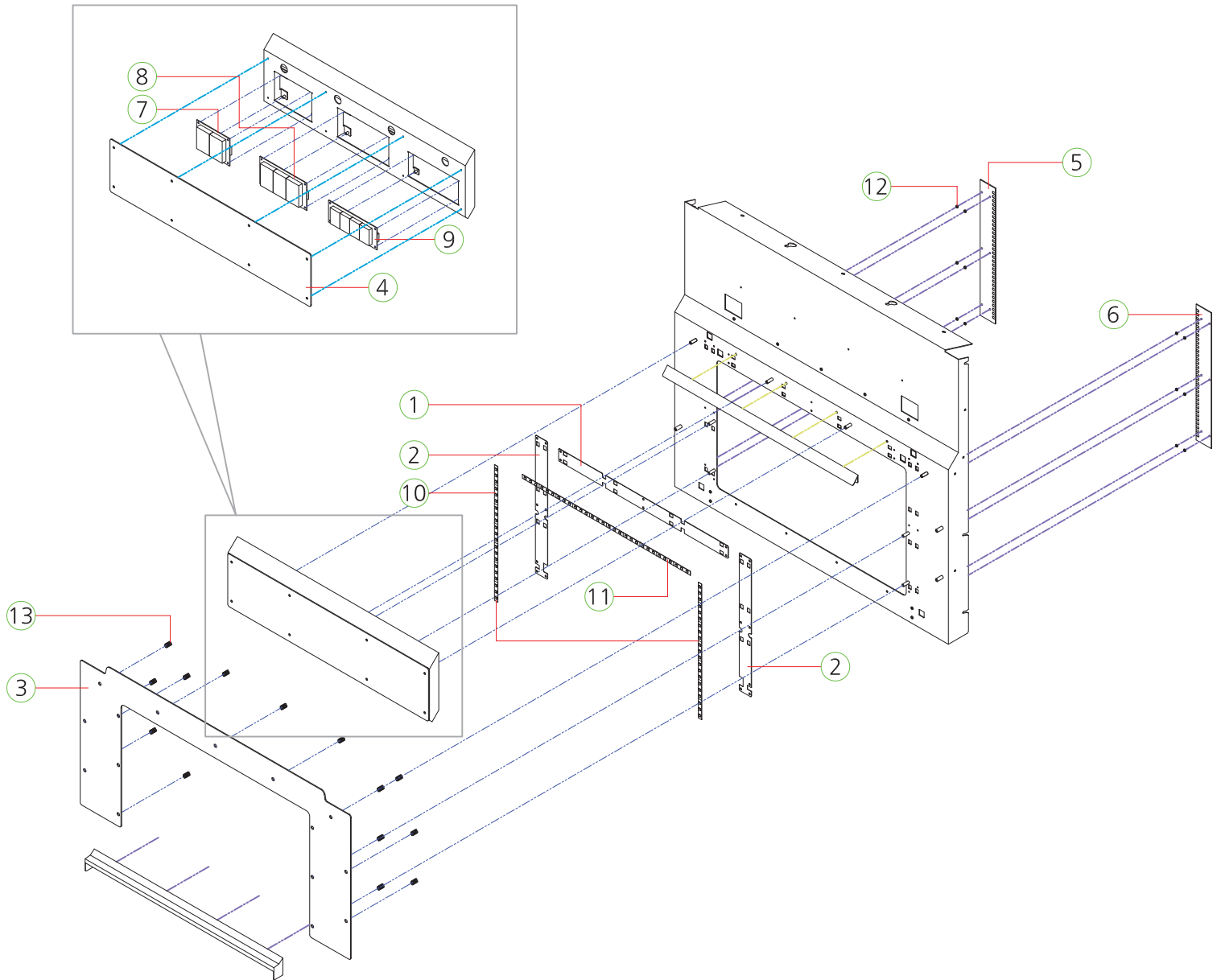
| NO. | PART NAME | SPEC. | QUANTITY | CODE NO. |
|-----|------------------------------|-------|----------|----------|
| 1 | BILLBOARD PART | - | 1 | - |
| 2 | GOALPOST PART | - | 1 | - |
| 3 | GROUND PANEL PART | - | 1 | - |
| 4 | ELEVATOR_TOTAL PART | - | 1 | - |
| 5 | GOAL NET PART | - | 1 | - |
| 6 | GOALKEEPER PART | - | 1 | - |
| 7 | SIDE WINDOW CONNECT PART | - | 1 | - |
| 8 | MAIN DOOR PART | - | 1 | - |
| 9 | POWER PART | - | 1 | - |
| 10 | TICKET DOOR PART | - | 1 | - |
| 11 | SERVICE PANEL PART | - | 1 | - |
| 12 | SPEAKER BOX PART | - | 1 | - |
| 13 | FRONT DOOR PART | - | 1 | - |
| 14 | MAIN PCB PART | - | 1 | - |
| 15 | AMP PCB PART | - | 1 | - |
| 16 | BOTTOM FLEXIBLE LED PCB PART | - | 1 | - |
| 17 | AC INPUT PART | - | 1 | - |

6-2. BILLBOARD PART



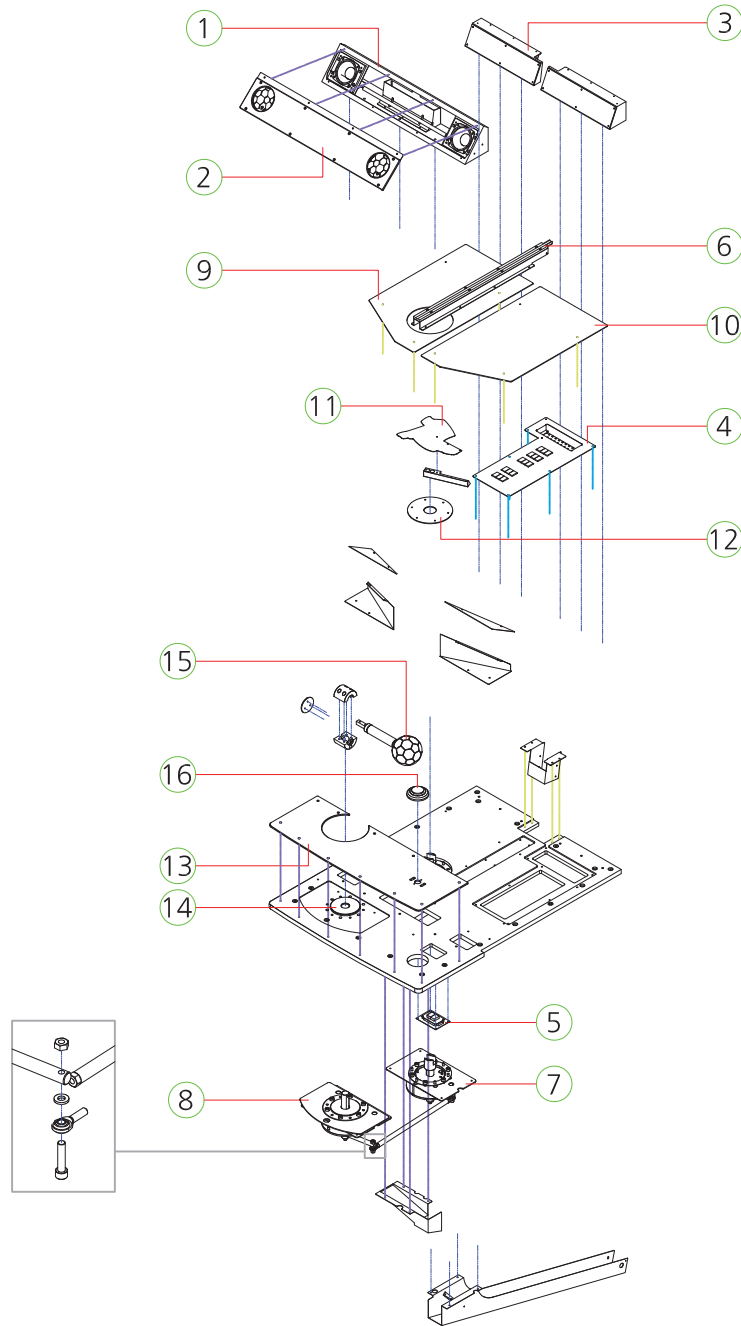
| NO. | PART NAME | SPEC. | QUANTITY | CODE NO. |
|-----|----------------------|-------------------|----------|-------------|
| 1 | BILLBOARD MAIN ACRYL | PET-2.0T | 1 | MSBS0ACR002 |
| 2 | FND PCB ASS'Y | 6390-4 (STRAIGHT) | 1 | AFND0PCB011 |
| 3 | LED BAR 12V ASS'Y | 710mm | 5 | AZZZ0PCB165 |

6-3. GOALPOST PART



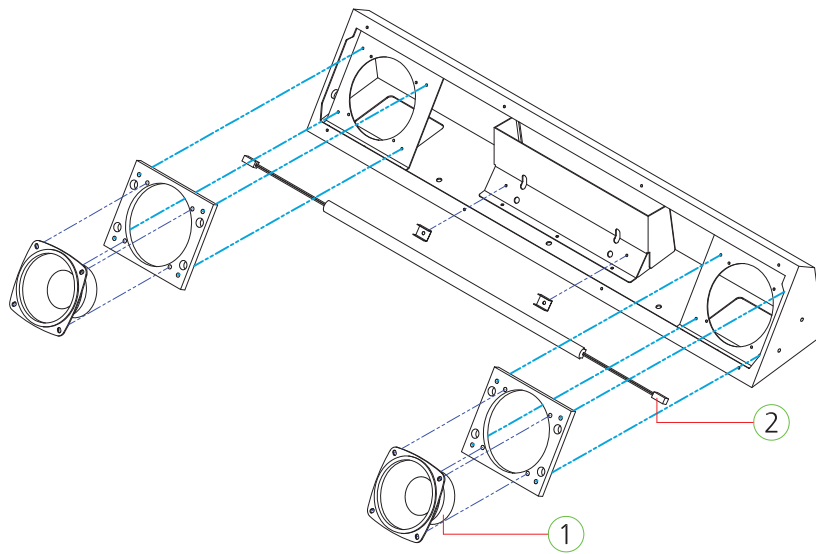
| NO. | PART NAME | SPEC. | QUANTITY | CODE NO. |
|-----|-------------------------------|----------------------|----------|-------------|
| 1 | GOALPOST TOP LED ACRYL | PET-0.8T | 1 | MSBSOACR026 |
| 2 | GOALPOST SIDE LED ACRYL | PET-0.8T | 2 | MSBSOACR025 |
| 3 | GOALPOST ACRYL | PC-2.0T | 1 | MSBSOACR008 |
| 4 | BACKBOARD FND ACRYL | PET-2.0T | 1 | MSBSOACR005 |
| 5 | SENSOR PCB ASS'Y-B | RECEIVER | 1 | ASBSOPCB002 |
| 6 | SENSOR PCB ASS'Y-A | EMITTER | 1 | AFCUOPCB001 |
| 7 | FND PCB ASS'Y | 3856-2-2C (STRAIGHT) | 1 | AFNDOPCB031 |
| 8 | FND PCB ASS'Y | 3856-3-2C (STRAIGHT) | 1 | AFNDOPCB032 |
| 9 | FND PCB ASS'Y | 2941-4 (STRAIGHT) | 1 | AFNDOPCB004 |
| 10 | WHITE FLEX LED ASS'Y | 21EA-350mm | 2 | MELEOLED028 |
| 11 | WHITE FLEX LED ASS'Y | 30EA-500mm | 1 | MELEOLED027 |
| 12 | ORING | 21EA-350mm | 12 | MELEOLED028 |
| 13 | GOALPOST ACRYL TENSION SPRING | P3_d2.9_1.9t | 15 | MZZZOORI004 |

6-4. GROUND PANEL PART



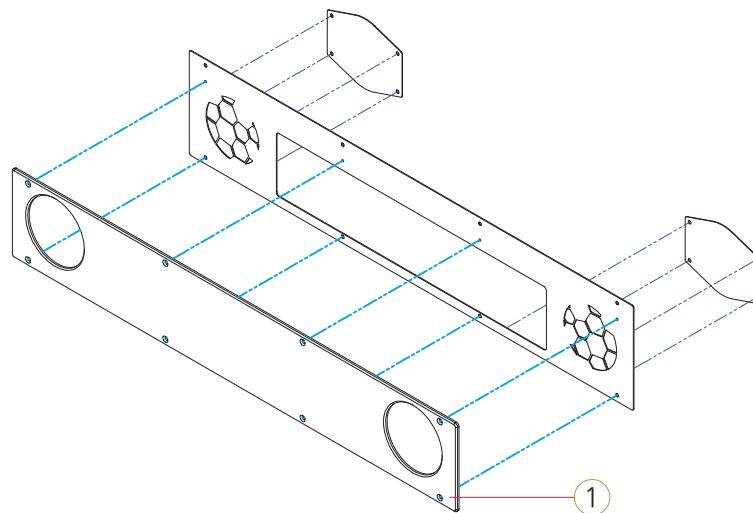
| NO. | PART NAME | SPEC. | QUANTITY | CODE NO. |
|-----|---|------------|----------|-------------|
| 1 | FRONT FRAME PART | - | 1 | - |
| 2 | FRONT FRAME SPEAKER COVER PART | - | 1 | - |
| 3 | GROUND GOAL DECO-L ASS'Y | - | 1 | - |
| 4 | GROUND FND PART | - | 1 | - |
| 5 | CREDIT FND PCB PART | - | 1 | - |
| 6 | RAIL PART | - | 1 | - |
| 7 | BAT SHAFT & BEARING HOUSING PART | - | 1 | - |
| 8 | CONTROLLER SHAFT & BEARING HOUSING PART | - | 1 | - |
| 9 | GROUND ACRYL_L | ACRYL-2.7T | 1 | MSBS0ACR012 |
| 10 | GROUND ACRYL_R | ACRYL-2.7T | 1 | MSBS0ACR011 |
| 11 | KICKER ACRYL | PET-1.0T | 1 | MSBS0ACR007 |
| 12 | BAT SHAFT COVER ACRYL | ACRYL-2.7T | 1 | MSBS0ACR018 |
| 13 | CONTROLLER PANEL ACRYL | ACRYL-4.5T | 1 | MSBS0ACR023 |
| 14 | BAT SHAFT COVER ACRYL | ACRYL-2.8T | 1 | MSBS0ACR018 |
| 15 | SOCCER BALL CONTROLLER | ∅120 | 1 | MSBS0PLA001 |
| 16 | BUTTON LED HOUSING | - | 1 | - |

6-5. FRONT FRAME PART



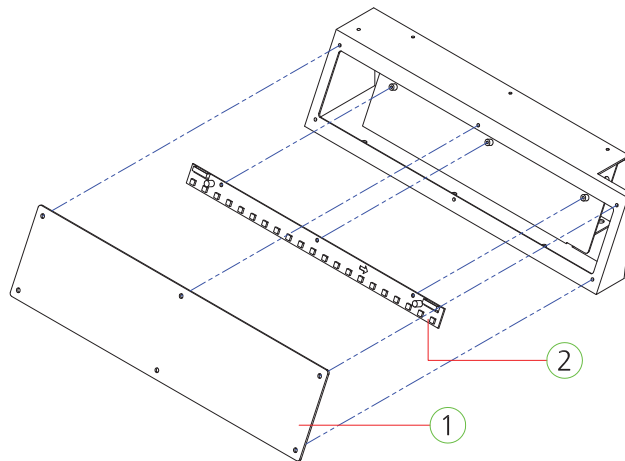
| NO. | PART NAME | SPEC. | QUANTITY | CODE NO. |
|-----|-------------------|-------|----------|-------------|
| 1 | SPEAKER | 4.5" | 2 | MZZZ0SPE021 |
| 2 | LED BAR 12V ASS'Y | 460mm | 1 | AZZZ0PCB124 |

6-6. FRONT FRAME SPEAKER COVER PART



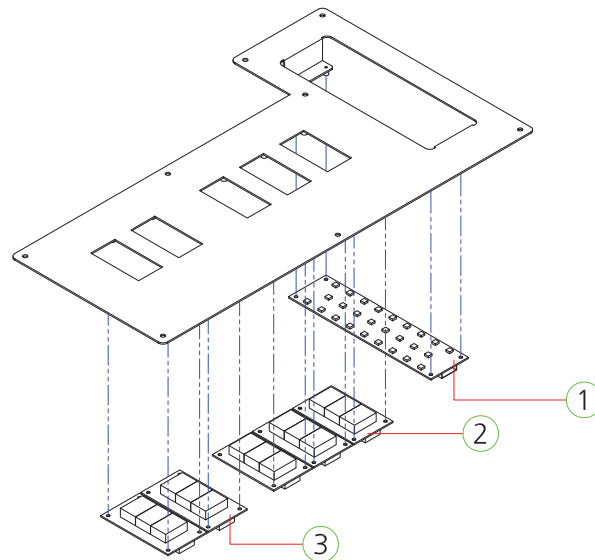
| NO. | PART NAME | SPEC. | QUANTITY | CODE NO. |
|-----|-------------------------|------------|----------|-------------|
| 1 | FRONT FRAME COVER ACRYL | ACRYL-4.5T | 1 | MSBS0ACR017 |

6-7. GROUND GOAL DECO-L PART



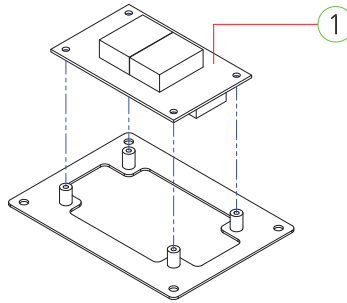
| NO. | PART NAME | SPEC. | QUANTITY | CODE NO. |
|-----|------------------------------|---------|----------|-------------|
| 1 | GOAL DECO LED COVER ACRYL_L | PC-2.0T | 1 | MSBS0ACR014 |
| 2 | WS2813B LED PCB 21EA-R ASS'Y | - | 1 | APLX0PCB008 |

6-8. GROUND FND PART



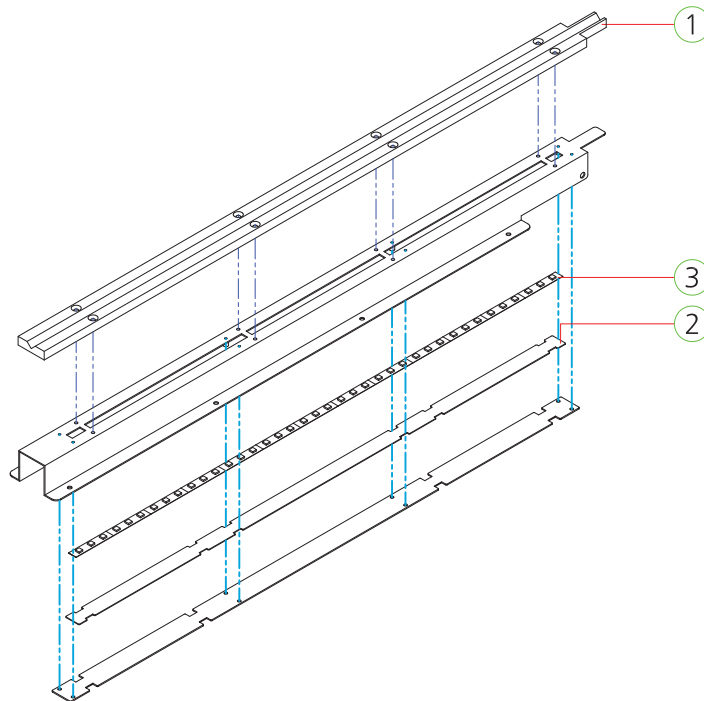
| NO. | PART NAME | SPEC. | QUANTITY | CODE NO. |
|-----|--------------------|---------------------|----------|-------------|
| 1 | SPOT LED PCB ASS'Y | WHITE | 1 | ABAP0PCB008 |
| 2 | FND PCB ASS'Y | 2029-3 (STRAIGHT) | 3 | AFND0PCB028 |
| 3 | FND PCB ASS'Y | 2029-3-2 (STRAIGHT) | 2 | AFND0PCB025 |

6-9. CREDIT FND PCB PART



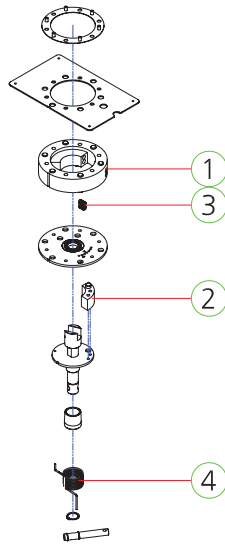
| NO. | PART NAME | SPEC. | QUANTITY | CODE NO. |
|-----|---------------|-------------------|----------|-------------|
| 1 | FND PCB ASS'Y | 2029-2 (STRAIGHT) | 1 | AFND0PCB001 |

6-10. RAIL PART



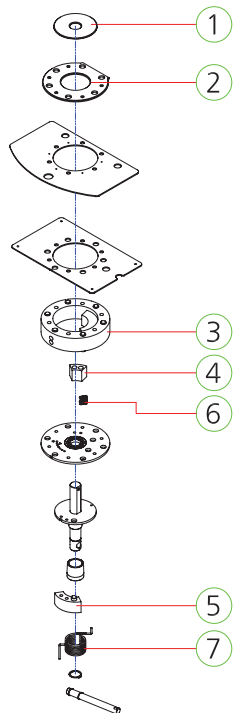
| NO. | PART NAME | SPEC. | QUANTITY | CODE NO. |
|-----|------------------------|------------|----------|-------------|
| 1 | CENTER RAIL ACRYL | ACRYL-10T | 1 | MSBS0ACR004 |
| 2 | RAIL LED FIX ACRYL | PET-0.8T | 1 | MSBS0ACR003 |
| 3 | WS2813B FLEX LED ASS'Y | 39EA-650mm | 1 | MELE0LED025 |

6-11. BAT SHAFT & BEARING HOUSING PART



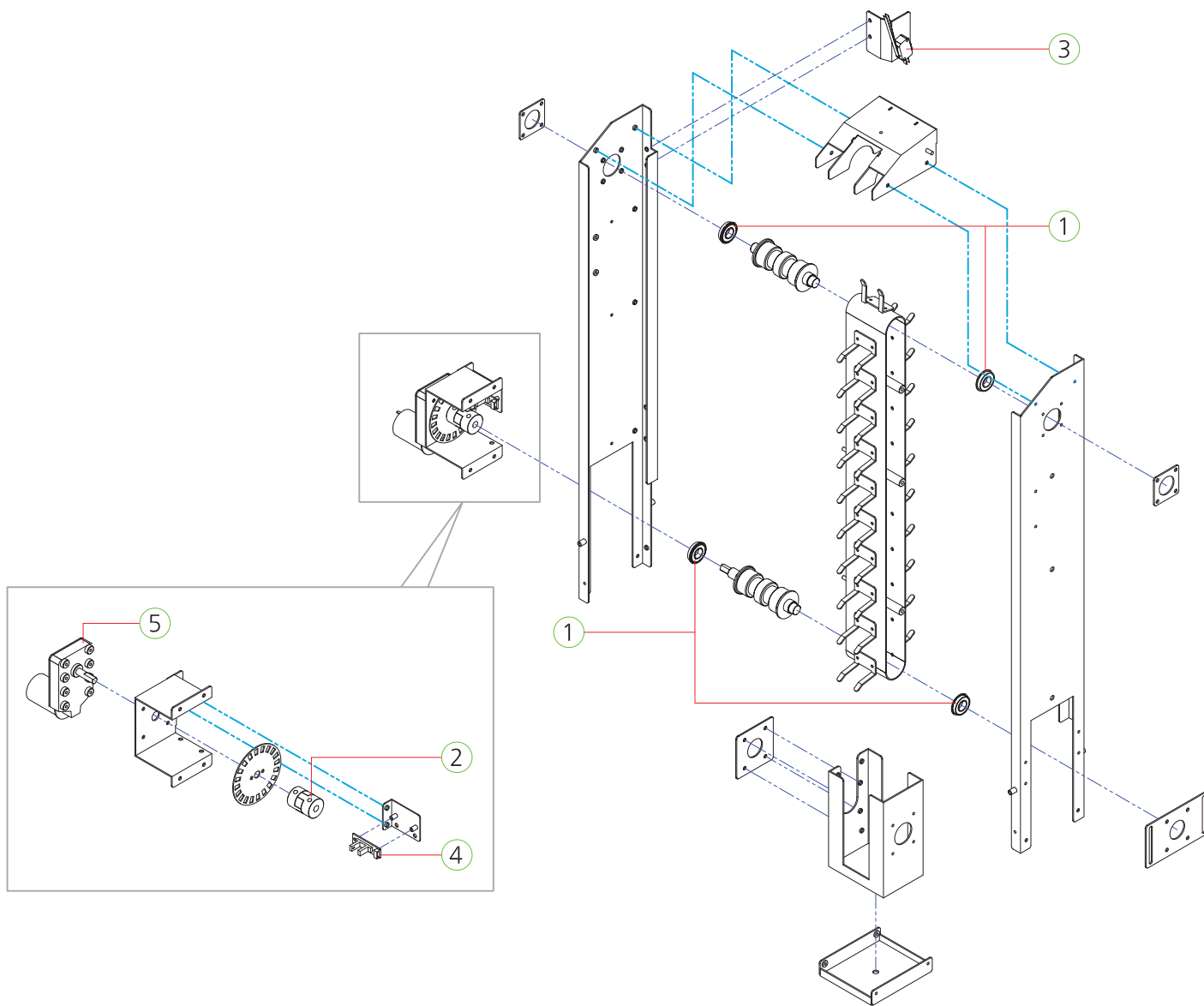
| NO. | PART NAME | SPEC. | QUANTITY | CODE NO. |
|-----|------------------------------|----------------------|----------|-------------|
| 1 | BEARING CUSHION MOLD | SHORE A70 | 1 | MBAPOPLA001 |
| 2 | BEARING CUSHION MOLD-STOPPER | SHORE A70 | 1 | MBAPOPLA003 |
| 3 | SPRING | SH12060020 DR D6 L20 | 1 | MZZZOSPR032 |
| 4 | BAT SPRING | PW \varnothing 3.5 | 1 | MBAPOSPR003 |

6-12. CONTROLLER & BEARING HOUSING PART



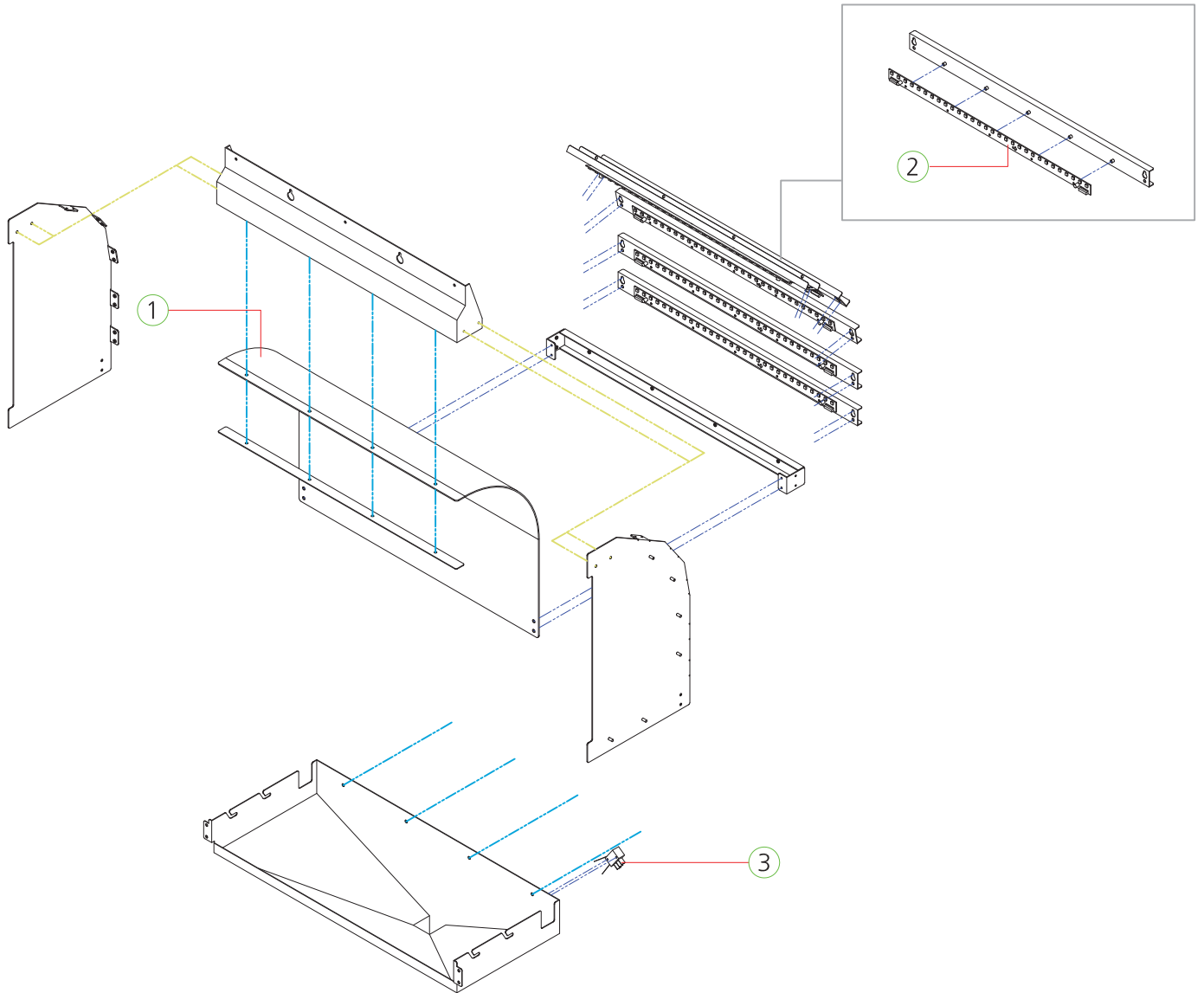
| NO. | PART NAME | SPEC. | QUANTITY | CODE NO. |
|-----|-------------------------------|----------------------|----------|-------------|
| 1 | CONTROLLER SAFETY COVER ACRYL | ACRYL-2.8T | 1 | MSBS0ACR015 |
| 2 | CONTROLLER SHAFT COVER ACRYL | ACRYL-4.5T | 1 | MSBS0ACR016 |
| 3 | BEARING CUSHION MOLD | SHORE A70 | 1 | MBAPOPLA001 |
| 4 | BEARING CUSHION MOLD-STOPPER | SHORE A70 | 1 | MBAPOPLA003 |
| 5 | BAT CUSHION MOLD | SHORE A70 | 1 | MBAPOPLA002 |
| 6 | SPRING | SH12060020 DR D6 L20 | 1 | MZZZOSPR032 |
| 7 | BAT SPRING | PW \varnothing 4 | 1 | MBAPOSPR001 |

6-13. ELEVATOR_TOTAL PART



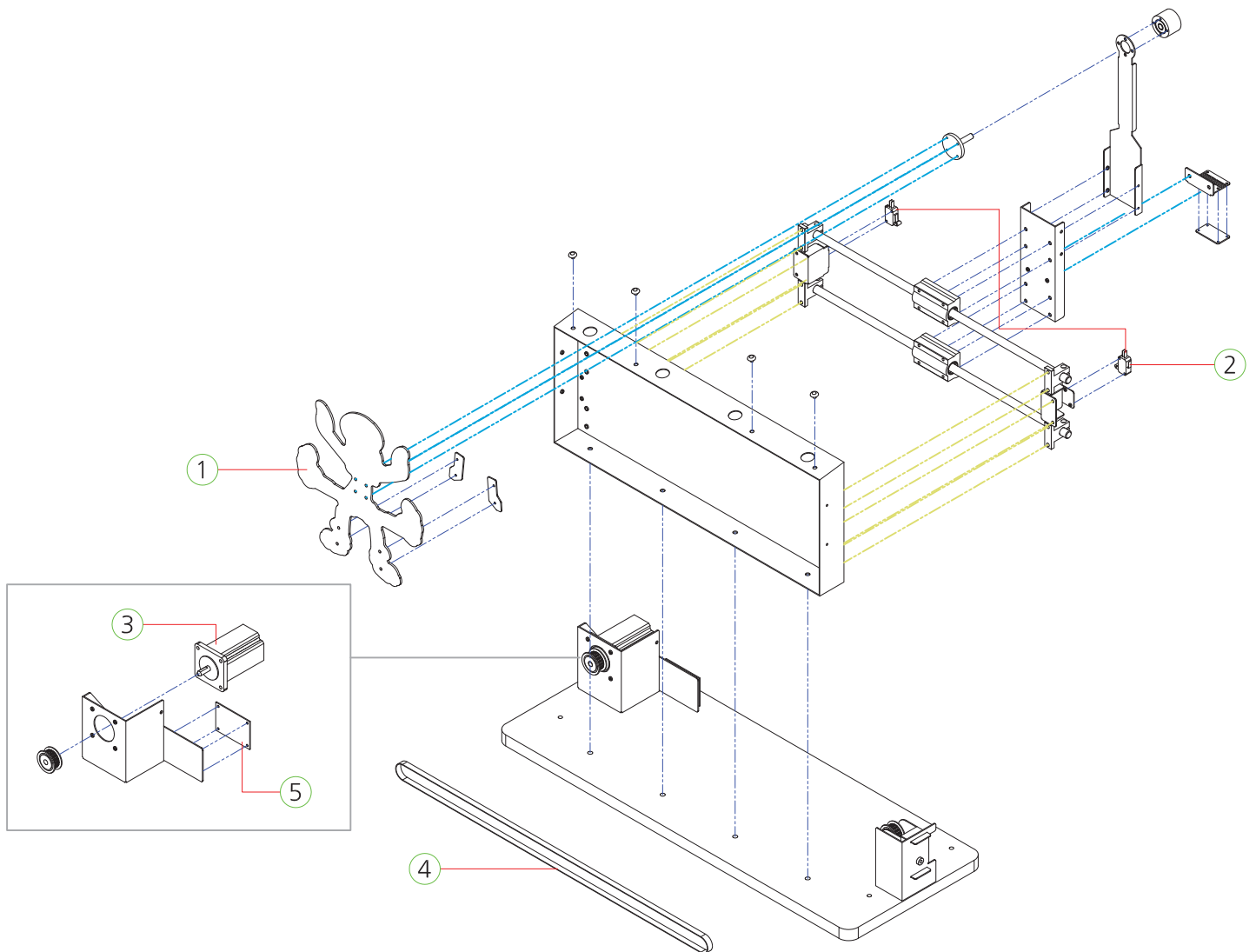
| NO. | PART NAME | SPEC. | QUANTITY | CODE NO. |
|-----|----------------------|----------------------------------|----------|-------------|
| 1 | BEARING | 6901ZZNR | 4 | MZZZ0BEA111 |
| 2 | COUPLING | CR050 (D1-8 D2-8) | 1 | MSBS0PRO015 |
| 3 | MICRO SWITCH | SZM_V6_FA_11A9227 DP | 1 | MZZZ0000170 |
| 4 | PHOTO-INT1 PCB ASS'Y | ANGLE TYPE | 1 | AZZZ0PCB103 |
| 5 | MOTOR | KGE-0182-ND3657U1 DC12V 27RPM | 1 | MZZZ0MOT115 |

6-14. GOAL NET PART



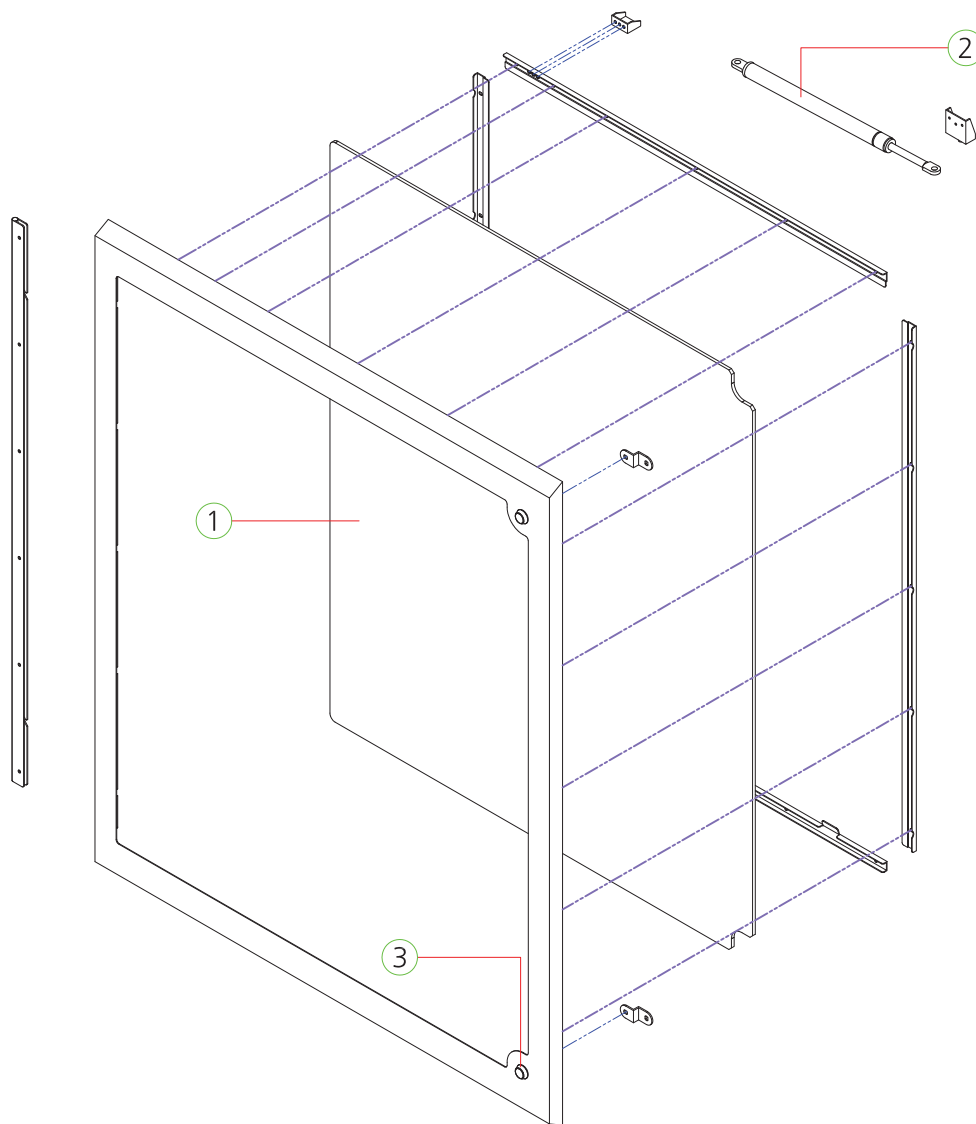
| NO. | PART NAME | SPEC. | QUANTITY | CODE NO. |
|-----|------------------------------|------------|----------|-------------|
| 1 | GOAL NET | PC 2t | 1 | MSBS0ACR006 |
| 2 | WS2813B LED PCB 30EA-L ASS'Y | - | 5 | APLX0PCB006 |
| 3 | MICRO SWITCH | CNR-05H-03 | 1 | MELE0MIC002 |

6-15. GOALKEEPER PART



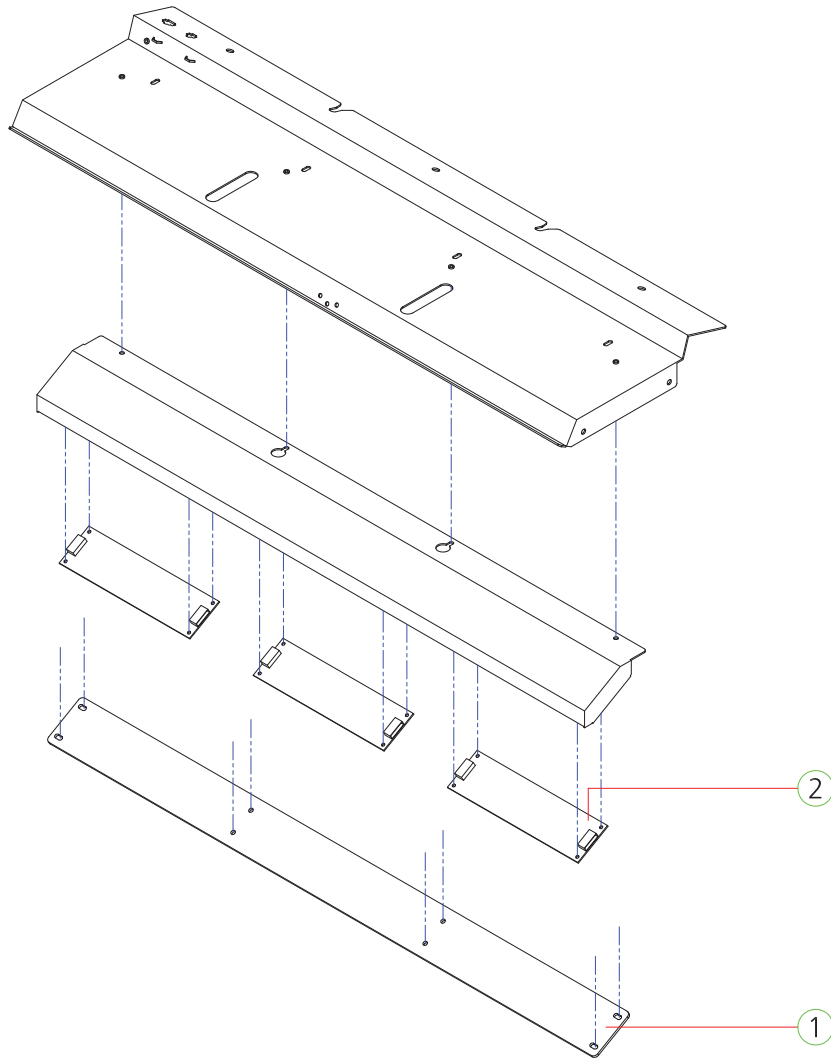
| NO. | PART NAME | SPEC. | QUANTITY | CODE NO. |
|-----|---------------------------------|--------------------|----------|-------------|
| 1 | GOALKEEPER ACRYL | PC-3.0T | 1 | MSBS0ACR001 |
| 2 | MICRO SWITCH | GSMV1651A2 | 2 | MELE0MIC021 |
| 3 | STEPPING MOTOR | 4S60Q-04285S | 1 | MZZZ0MOT131 |
| 4 | TIMMING BELT | 522XL-037 | 1 | MSBS0BEL002 |
| 5 | STEPPING MOTOR DRIVER PCB ASS'Y | TB6560AHQ_40V_3.5A | 1 | ASBS0PCB001 |

6-16. MAIN DOOR PART



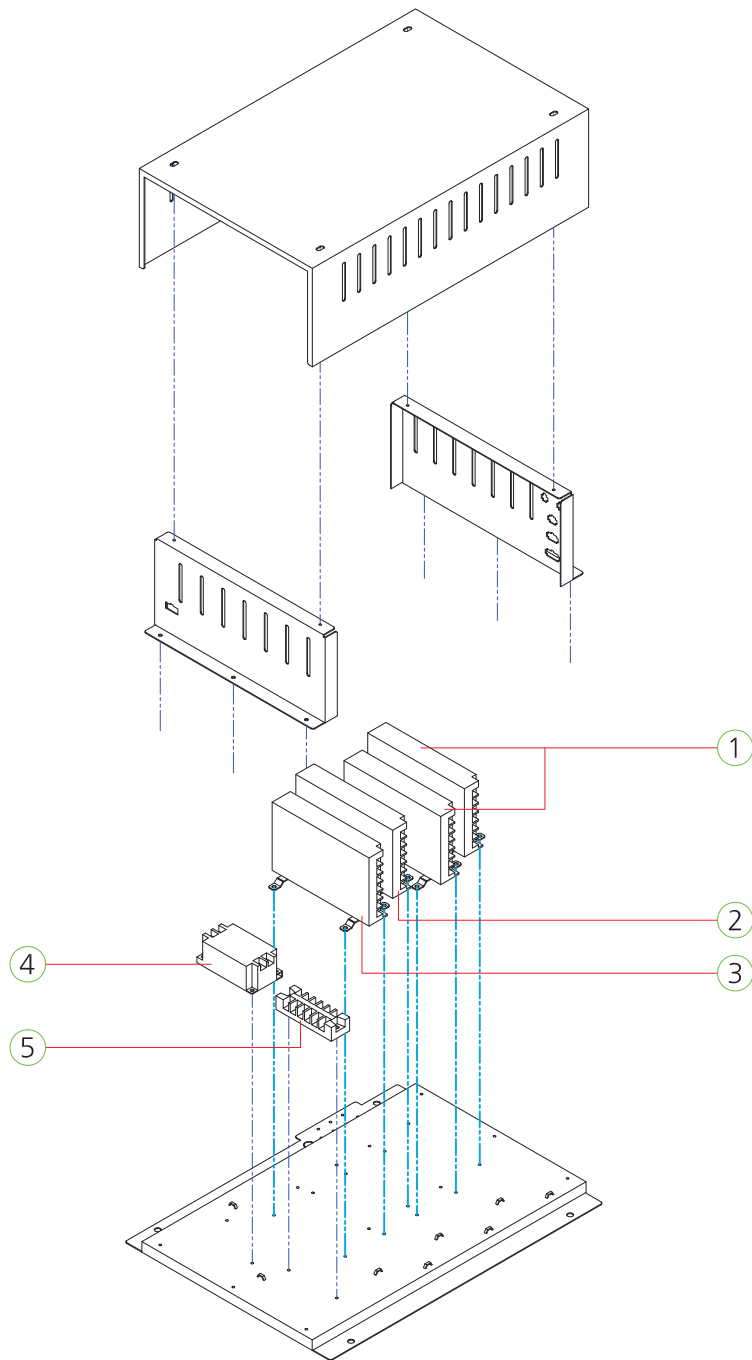
| NO. | PART NAME | SPEC. | QUANTITY | CODE NO. |
|-----|------------|----------------|----------|-------------|
| 1 | MAIN DOOR | 800x950x5T | 1 | MSBS0GLA001 |
| 2 | GAS SPRING | GS22x500, 15KG | 1 | MZZZ0SHO006 |
| 3 | KEY ASS'Y | 7001 | 2 | MZZZ0KEY076 |

6-17. SIDE WINDOW CONNECT PART



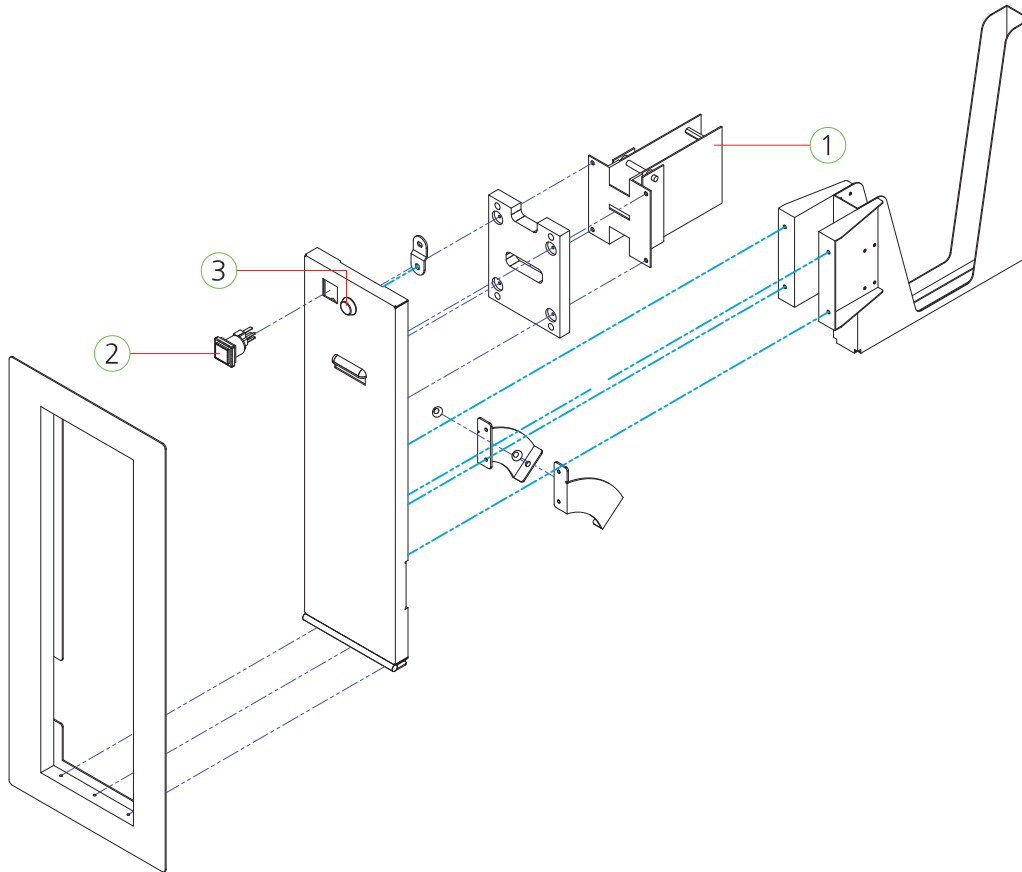
| NO. | PART NAME | SPEC. | QUANTITY | CODE NO. |
|-----|--------------------|------------|----------|-------------|
| 1 | SPOT LED ACRYL | ACRYL-3.0T | 1 | MSBS0ACR027 |
| 2 | SPOT LED PCB ASS'Y | WHITE | 3 | ABAP0PCB008 |

6-18. POWER PART



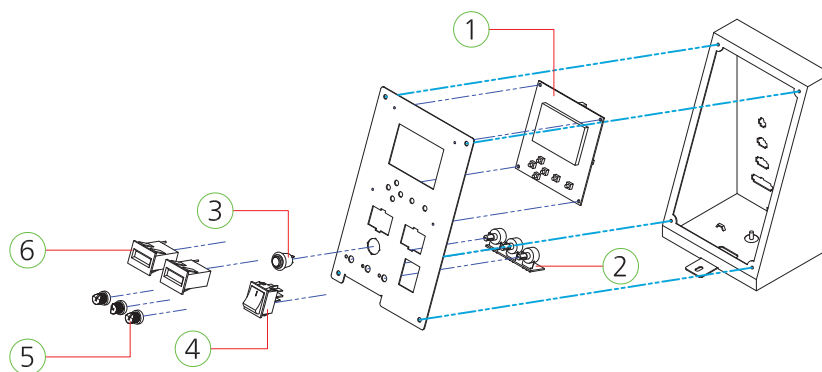
| NO. | PART NAME | SPEC. | QUANTITY | CODE NO. |
|-----|----------------|--------------|----------|-------------|
| 1 | POWER SMPS | LRS-150F-24V | 2 | MELE0SMP085 |
| 2 | POWER SMPS | LRS-150F-12V | 1 | MELE0SMP090 |
| 3 | POWER SMPS | LRS-150F-5V | 1 | MELE0SMP096 |
| 4 | NOISE FILTER | RNS-2010 | 1 | MELE0NOI009 |
| 5 | TERMINAL BLOCK | 250V 6P | 1 | MELE0TEB001 |

6-19. TICKET DOOR PART



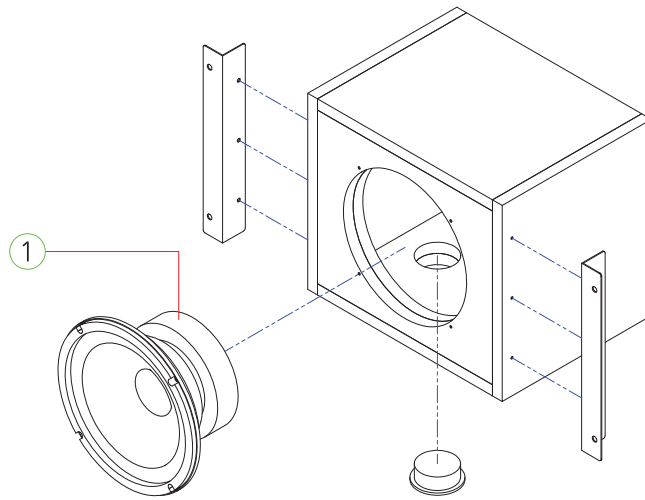
| NO. | PART NAME | SPEC. | QUANTITY | CODE NO. |
|-----|------------------|-----------------|----------|-------------|
| 1 | TICKET DISPENSER | - | 1 | MZZZ0TID010 |
| 2 | BUTTON SWITCH | AM1PB-26SH R12D | 1 | MMUM0BUT002 |
| 3 | KEY ASS'Y | 7001 | 1 | MZZZ0KEY076 |

6-20. SERVICE PANEL PART



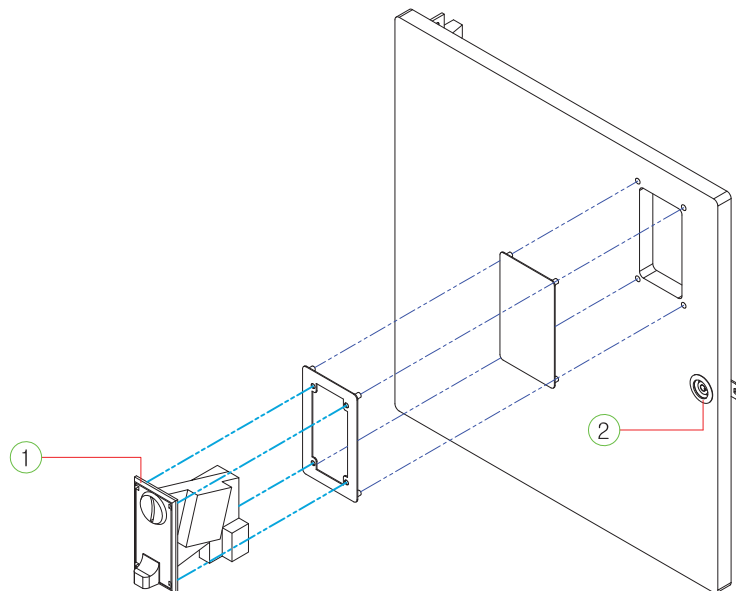
| NO. | PART NAME | SPEC. | QUANTITY | CODE NO. |
|-----|---------------------|---------|----------|-------------|
| 1 | SETUP LCD PCB ASS'Y | - | 1 | AZZZ0PCB113 |
| 2 | VOLUME PCB ASS'Y | 3CH | 1 | APUJ0PCB005 |
| 3 | PUSH BUTTON SWITCH | DS 412R | 1 | MELE0PUS006 |
| 4 | ROCKER SWITCH | R595KDF | 1 | MELE0SWI021 |
| 5 | VOLUME KNOB | - | 3 | MELE0VOL007 |
| 6 | COUNTER | OA127CL | 2 | MZZZ0COU002 |

6-21. SPEAKER BOX PART



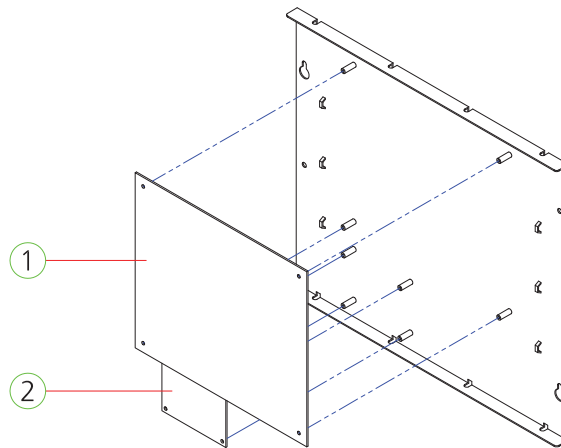
| NO. | PART NAME | SPEC. | QUANTITY | CODE NO. |
|-----|-----------|--------|----------|-------------|
| 1 | SPEAKER | 8 inch | 1 | MZZZ0SPE036 |

6-22. FRONT DOOR PART



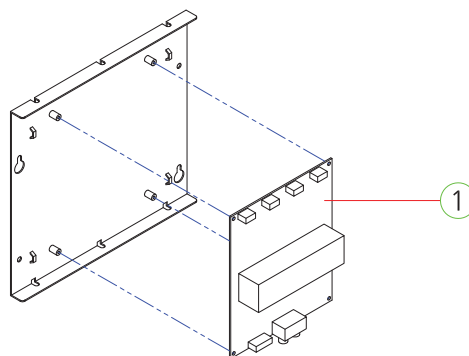
| NO. | PART NAME | SPEC. | QUANTITY | CODE NO. |
|-----|---------------|--------|----------|-------------|
| 1 | COIN SELECTOR | TW-389 | 1 | MZZZ0COS052 |
| 2 | KEY ASS'Y | 7001 | 1 | MZZZ0KEY076 |

6-23. MAIN PCB PART



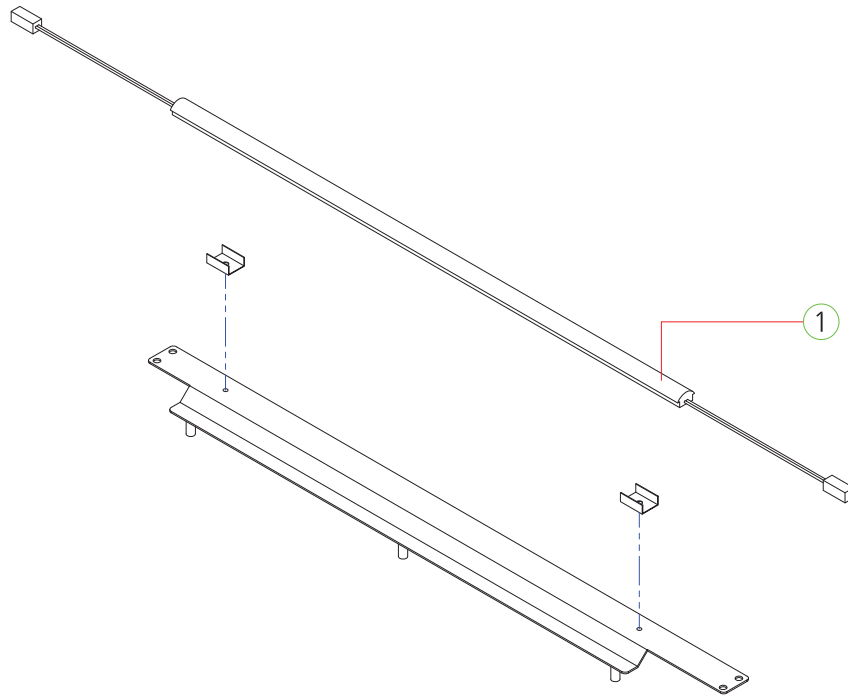
| NO. | PART NAME | SPEC. | QUANTITY | CODE NO. |
|-----|---------------------------|-------|----------|-------------|
| 1 | BASEBALL PRO IO PCB ASS'Y | - | 1 | ABAP0ASS005 |
| 2 | WS2813B DISPLAY PCB ASS'Y | - | 1 | APLX0PCB002 |

6-24. AMP PCB PART



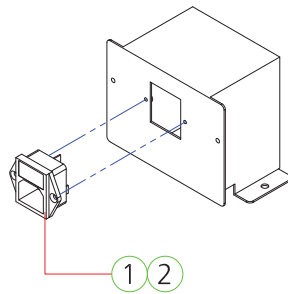
| NO. | PART NAME | SPEC. | QUANTITY | CODE NO. |
|-----|-----------------------|-------|----------|-------------|
| 1 | DIGITAL AMP PCB ASS'Y | 2.1CH | 1 | APUJ0PCB002 |

6-25. BOTTOM FLEXIBLE LED PCB PART



| NO. | PART NAME | SPEC. | QUANTITY | CODE NO. |
|-----|-------------------|------------|----------|-------------|
| 1 | LED BAR 12V ASS'Y | 460mm_BLUE | 1 | AZZZ0PCB167 |

6-26. AC INPUT PART



| NO. | PART NAME | SPEC. | QUANTITY | CODE NO. |
|-----|-----------|----------------------|----------|-------------|
| 1 | AC INPUT | DAC-13H | 1 | MELE0SWI015 |
| 2 | FUSE | 0218010,MAP 250V.10A | 2 | MELE0FUS018 |

7. PART PICTURE

| NO. | PIC | PART NAME | SPEC. | QTY | CODE NO. | WARRANTY | |
|-----|-----|---------------------------------|----------------------------------|-----|-------------|----------|----------|
| | | | | | | 6 Month | One Year |
| ① | ○ | FND PCB ASS'Y | 6390-4 (STRAIGHT) | 1 | AFND0PCB011 | | ○ |
| ② | ○ | LED BAR 12V ASS'Y | 710mm | 5 | AZZZ0PCB165 | | |
| ③ | ○ | SENSOR PCB ASS'Y-B | RECEIVER | 1 | ASBS0PCB002 | | ○ |
| ④ | ○ | SENSOR PCB ASS'Y-A | EMITTER | 1 | AFCU0PCB001 | | ○ |
| ⑤ | ○ | FND PCB ASS'Y | 3856-2-2C (STRAIGHT) | 1 | AFND0PCB031 | | ○ |
| ⑥ | ○ | FND PCB ASS'Y | 3856-2-2C (STRAIGHT) | 1 | AFND0PCB032 | | ○ |
| ⑦ | ○ | FND PCB ASS'Y | 2941-4 (STRAIGHT) | 1 | AFND0PCB004 | | ○ |
| ⑧ | ○ | MICRO SWITCH | SZM_V6_FA_11A9227 DP | 1 | MZZZ0000170 | | |
| ⑨ | ○ | PHOTO-INT1 PCB ASS'Y | ANGLE TYPE | 1 | AZZZ0PCB103 | | ○ |
| ⑩ | ○ | MOTOR | KGE-0182-ND3657U1 DC12V 27RPM | 1 | MZZZ0MOT115 | ○ | |
| ⑪ | ○ | WS2813B LED PCB 30EA-L ASS'Y | - | 5 | APLX0PCB006 | | ○ |
| ⑫ | ○ | MICRO SWITCH | CNR-05H-03 | 1 | MELE0MIC002 | | |
| ⑬ | ○ | MICRO SWITCH | GSMV1651A2 | 2 | MELE0MIC021 | | |
| ⑭ | ○ | STEPPING MOTOR | 4S60Q-04285S | 1 | MZZZ0MOT131 | ○ | |
| ⑮ | ○ | POWER SMPS | LRS-150F-24V | 2 | MELE0SMP085 | | ○ |
| ⑯ | ○ | POWER SMPS | LRS-150F-12V | 1 | MELE0SMP090 | | ○ |
| ⑰ | ○ | POWER SMPS | LRS-150F-5V | 1 | MELE0SMP096 | | ○ |
| ⑱ | ○ | NOISE FILTER | RNS-2010 | 1 | MELE0NOI009 | | |
| ⑲ | ○ | TERMINAL BLOCK | 250V, 10P | 1 | MELE0TEB003 | | |
| ⑳ | ○ | LED BAR 12V ASS'Y | 460mm | 1 | AZZZ0PCB124 | | |
| ㉑ | ○ | WS2813B LED PCB 21EA-R ASS'Y | - | 1 | APLX0PCB008 | | ○ |
| ㉒ | ○ | SPOT LED PCB ASS'Y | WHITE | 1 | ABAP0PCB008 | | ○ |
| ㉓ | ○ | FND PCB ASS'Y | 2029-3 (STRAIGHT) | 3 | AFND0PCB028 | | ○ |
| ㉔ | ○ | FND PCB ASS'Y | 2029-3-2 (STRAIGHT) | 2 | AFND0PCB025 | | ○ |
| ㉕ | ○ | FND PCB ASS'Y | 2029-2 (STRAIGHT) | 1 | AFND0PCB001 | | ○ |
| ㉖ | ○ | TICKET DISPENSER | - | 1 | MZZZ0TID010 | | |
| ㉗ | ○ | BUTTON SWITCH | AM1PB-26SH R12D | 1 | MMUM0BUT002 | | |
| ㉘ | ○ | SETUP LCD PCB ASS'Y | - | 1 | AZZZ0PCB113 | | ○ |
| ㉙ | ○ | VOLUME PCB ASS'Y | 3CH | 1 | APUJ0PCB005 | | ○ |
| ㉚ | ○ | PUSH BUTTON SWITCH | DS 412R | 1 | MELE0PUS006 | | |
| ㉛ | ○ | ROCKER SWITCH | R595KDF | 1 | MELE0SWI021 | | |
| ㉜ | ○ | VOLUME KNOB | - | 3 | MELE0VOL007 | | |
| ㉝ | ○ | COUNTER | OA127CL | 2 | MZZZ0COU002 | | |
| ㉞ | ○ | COIN SELECTOR | TW-389 | 1 | MZZZ0COS052 | | |
| ㉟ | ○ | AC INPUT | DAC-13H | 1 | MELE0SWI015 | | |
| ㊱ | ○ | FUSE | 0218010. MXP 250V,10A,4PA | 2 | MELE0FUS018 | | |
| ㊲ | ○ | BASEBALL PRO IO PCB ASS'Y | - | 1 | ABAP0ASS005 | | ○ |
| ㊳ | ○ | WS2813B DISPLAY PCB ASS'Y | - | 1 | APLX0PCB002 | | ○ |
| ㊴ | ○ | DIGITAL AMP PCB ASS'Y | 2.1CH | 1 | APUJ0PCB002 | | ○ |
| ㊵ | ○ | STEPPING MOTOR DRIVER PCB ASS'Y | TB6560AHQ_40V_3.5A | 1 | ASBS0PCB001 | | ○ |

| | | | | | |
|-------------|-------------|-------------|-------------|-------------|-------------|
| 1 | 2 | 3 | 4 | 5 | 6 |
| | | | | | |
| AFND0PCB011 | AZZZ0PCB165 | ASBS0PCB002 | AFCU0PCB001 | AFND0PCB031 | AFND0PCB032 |





| | | | | | |
|-------------|-------------|-------------|-------------|-------------|-------------|
| 7 | 8 | 9 | 10 | 11 | 12 |
| | | | | | |
| AFND0PCB004 | MZZZ0000170 | AZZZ0PCB103 | MZZZ0MOT115 | APLX0PCB006 | MELE0MIC002 |

| | | | | | |
|-------------|-------------|-------------|-------------|-------------|-------------|
| 13 | 14 | 15 | 16 | 17 | 18 |
| | | | | | |
| MELE0MIC021 | MZZZ0MOT131 | MELE0SMP085 | MELE0SMP090 | MELE0SMP096 | MELE0NOI009 |

| | | | | | |
|-------------|-------------|-------------|-------------|-------------|-------------|
| 19 | 20 | 21 | 22 | 23 | 24 |
| | | | | | |
| MELE0TEB003 | AZZZ0PCB124 | APLX0PCB008 | ABAP0PCB008 | AFND0PCB028 | AFND0PCB025 |

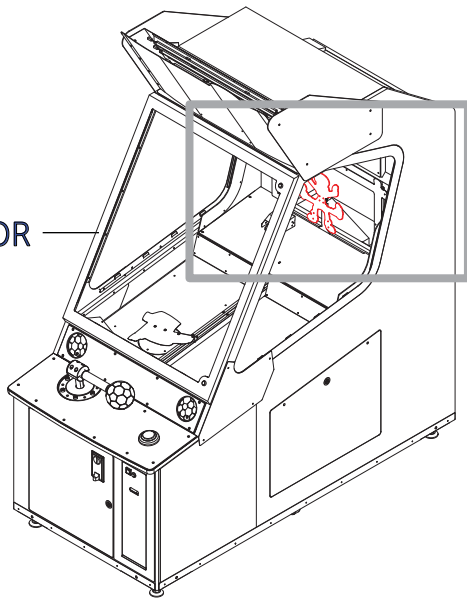
| | | | | | |
|-------------|-------------|-------------|-------------|-------------|-------------|
| 25 | 26 | 27 | 28 | 29 | 30 |
| | | | | | |
| AFND0PCB001 | MZZZ0TID010 | MMUM0BUT002 | AZZZ0PCB113 | APUJ0PCB005 | MELE0PUS006 |

| | | | | | |
|-------------|-------------|-------------|-------------|-------------|-------------|
| 31 | 32 | 33 | 34 | 35 | 36 |
| | | | | | |
| MELE0SWI021 | MELE0VOL007 | MZZZ0COU002 | MZZZ0COS052 | MELE0SWI015 | MELE0FUS018 |

| 37 | 38 | 39 | 40 |
|--|---|---|--|
|  |  |  |  |
| ABAPOASS005 | APLX0PCB002 | APUJ0PCB002 | ASBS0PCB001 |

* HOW TO REPLACE GOALKEEPER ACRYLIC [FOR EASY LEVEL]

1



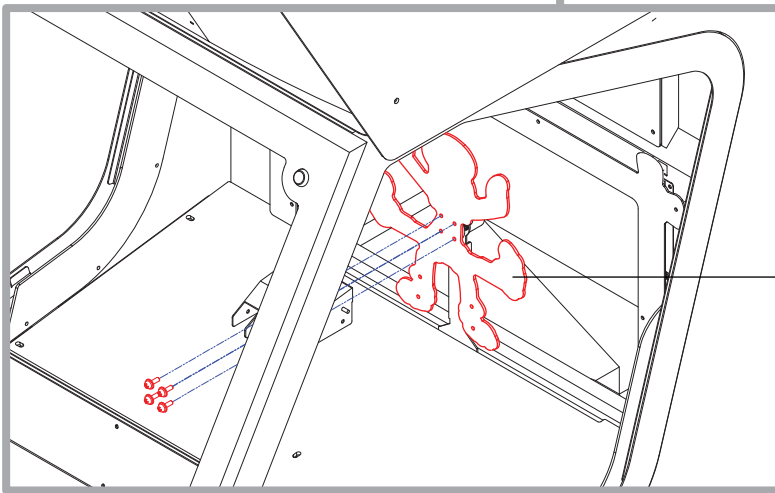
FRONT DOOR

* Please be aware that this is an optional choice, not compulsory.

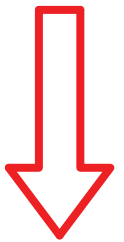
- Replacing Plankton Acrylic will make the chance of goal success higher.
- Please select Squidward Q. Tentacles or Plankton according to the location situation.

- Open **FRONT DOOR** with 7001 key[2EA].

2

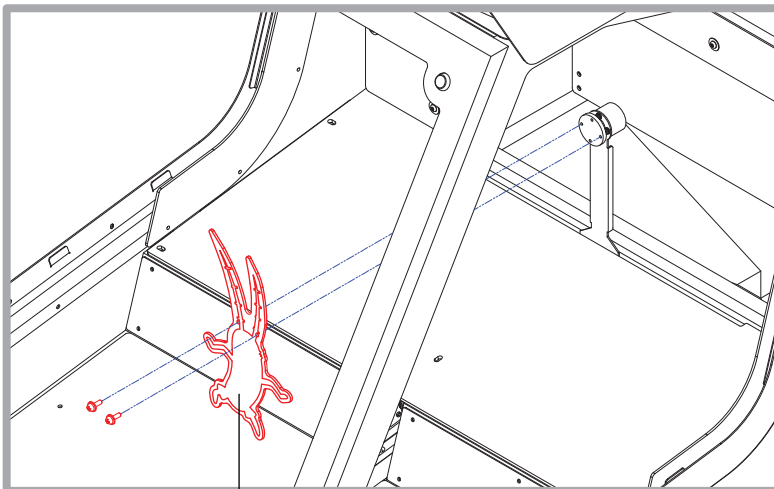


GOALKEEPER ACRYL

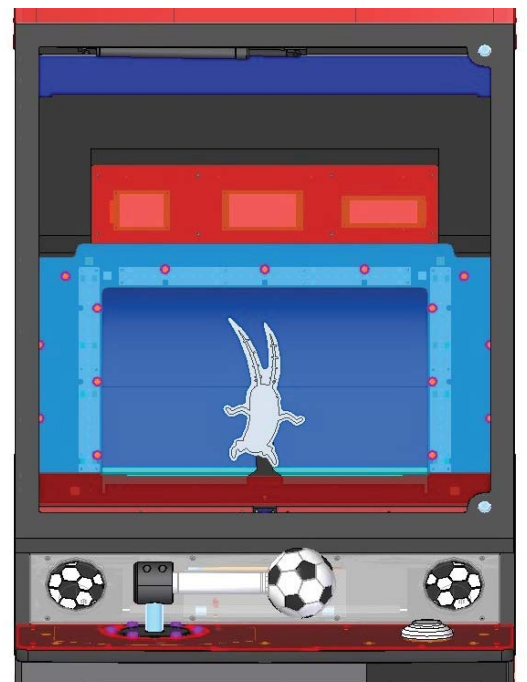


- **Detach GOALKEEPER ACRYL** from the front of the cabinet. [M4 bolts, 4pcs]
- * Please use the bolts again, when you re-fix the acrylic boards.

3



GOALKEEPER ACRYL
[PLANKTONS]

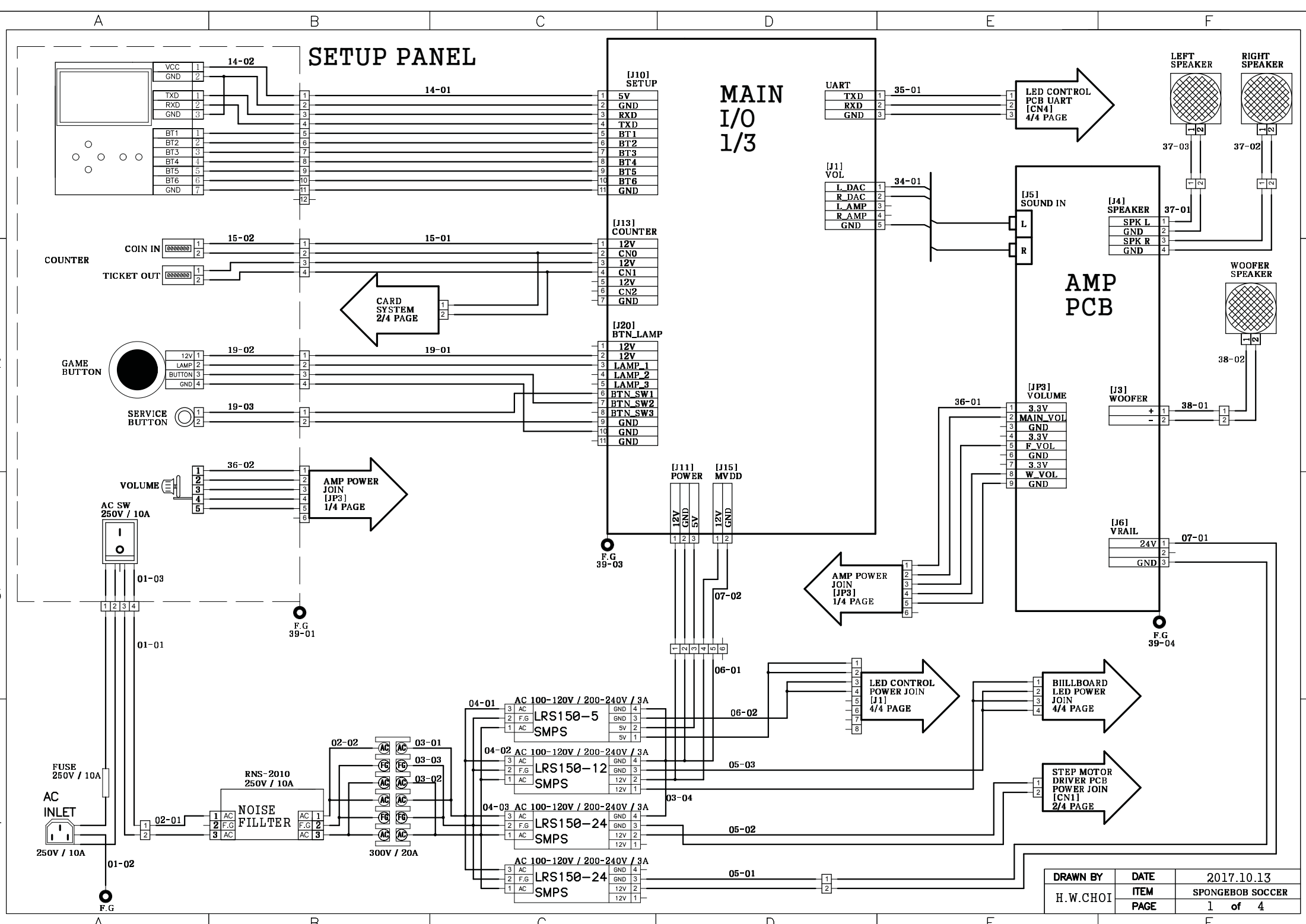


- Please **assemble new GOALKEEPER ACRYL PLANKTONS**. [M4 bolts, 2pcs]

SETUP PANEL

MAIN I/O 1/3

AMP PCB



| | |
|-----|---|
| VCC | 1 |
| GND | 2 |
| TXD | 1 |
| RXD | 2 |
| GND | 3 |
| BT1 | 1 |
| BT2 | 2 |
| BT3 | 3 |
| BT4 | 4 |
| BT5 | 5 |
| BT6 | 6 |
| GND | 7 |

| | |
|------------|---|
| COIN IN | 1 |
| | 2 |
| TICKET OUT | 1 |
| | 2 |

| | |
|--------|---|
| 12V | 1 |
| LAMP | 2 |
| BUTTON | 3 |
| GND | 4 |

| | |
|---|---|
| 1 | 1 |
| 2 | 2 |

| | |
|---|---|
| 1 | 1 |
| 2 | 2 |
| 3 | 3 |
| 4 | 4 |
| 5 | 5 |
| 6 | 6 |

| | |
|---|---|
| 1 | 1 |
| 2 | 2 |
| 3 | 3 |
| 4 | 4 |
| 5 | 5 |
| 6 | 6 |

| | |
|-----|---|
| AC | 1 |
| F.G | 2 |
| AC | 3 |

| | |
|-----|----|
| 5V | 1 |
| GND | 2 |
| RXD | 3 |
| TXD | 4 |
| BT1 | 5 |
| BT2 | 6 |
| BT3 | 7 |
| BT4 | 8 |
| BT5 | 9 |
| BT6 | 10 |
| GND | 11 |
| | 12 |

| | |
|-----|---|
| 12V | 1 |
| CNO | 2 |
| 12V | 3 |
| CN1 | 4 |
| 12V | 5 |
| CN2 | 6 |
| GND | 7 |

| | |
|---------|----|
| 12V | 1 |
| 12V | 2 |
| LAMP 1 | 3 |
| LAMP 2 | 4 |
| LAMP 3 | 5 |
| BTN_SW1 | 6 |
| BTN_SW2 | 7 |
| BTN_SW3 | 8 |
| GND | 9 |
| GND | 10 |
| GND | 11 |

| | |
|-----|---|
| 12V | 1 |
| GND | 2 |
| 5V | 3 |

| | |
|-----|---|
| 12V | 1 |
| GND | 2 |

| | |
|-----|---|
| TXD | 1 |
| RXD | 2 |
| GND | 3 |

| | |
|-------|---|
| L_DAC | 1 |
| R_DAC | 2 |
| L_AMP | 3 |
| R_AMP | 4 |
| GND | 5 |

| | |
|----------|---|
| 3.3V | 1 |
| MAIN_VOL | 2 |
| GND | 3 |
| 3.3V | 4 |
| F_VOL | 5 |
| GND | 6 |
| 3.3V | 7 |
| W_VOL | 8 |
| GND | 9 |

| | |
|-------|---|
| SPK L | 1 |
| GND | 2 |
| SPK R | 3 |
| GND | 4 |

| | |
|---|---|
| + | 1 |
| - | 2 |

| | |
|-----|---|
| 24V | 1 |
| GND | 2 |
| GND | 3 |

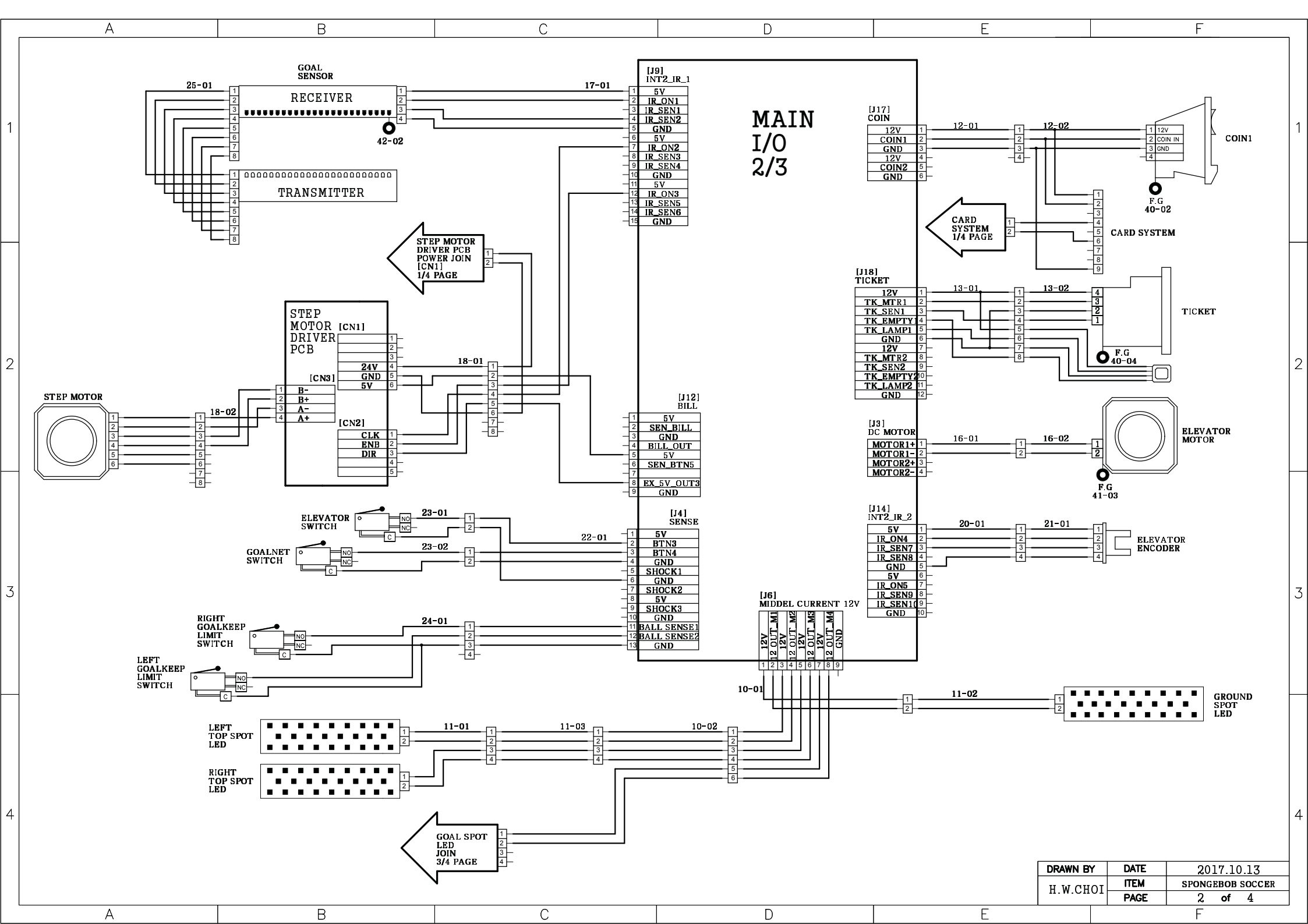
| | |
|-----|---|
| AC | 1 |
| F.G | 2 |
| AC | 3 |
| GND | 4 |
| 5V | 5 |
| 5V | 6 |

| | |
|-----|---|
| AC | 1 |
| F.G | 2 |
| AC | 3 |
| GND | 4 |
| 12V | 5 |
| 12V | 6 |

| | |
|-----|---|
| AC | 1 |
| F.G | 2 |
| AC | 3 |
| GND | 4 |
| 12V | 5 |
| 12V | 6 |

| | |
|-----|---|
| AC | 1 |
| F.G | 2 |
| AC | 3 |
| GND | 4 |
| 12V | 5 |
| 12V | 6 |

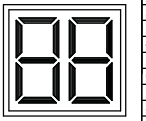
| | | |
|----------|------|------------------|
| DRAWN BY | DATE | 2017.10.13 |
| H.W.CHOI | ITEM | SPONGEBOB SOCCER |
| | PAGE | 1 of 4 |



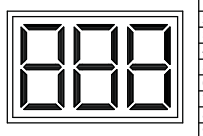
MAIN I/O 2/3

| | | |
|----------|------|------------------|
| DRAWN BY | DATE | 2017.10.13 |
| H.W.CHOI | ITEM | SPONGEBOB SOCCER |
| | PAGE | 2 of 4 |

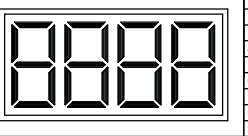
BACK BOARD
SCORE
FND 1



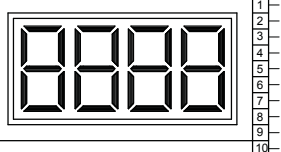
BACK BOARD
SCORE
FND 2



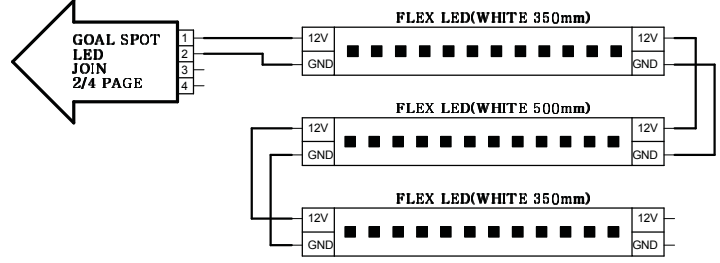
BACK BOARD
SCORE
FND 3



JACKPOT
FND



GOAL SPOT
LED



[J19] DISPLAY1_CNTR

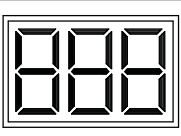
| | |
|----|-----------|
| 1 | 12V |
| 2 | 12V |
| 3 | 5V |
| 4 | 5V |
| 5 | FND_SDAT |
| 6 | FND_SCK |
| 7 | FND_STB |
| 8 | FND_GATE3 |
| 9 | GND |
| 10 | GND |

MAIN
I/O
3/3

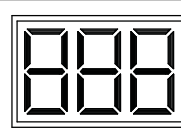
[J16] LED1

| | |
|----|----------|
| 1 | 5V |
| 2 | 5V |
| 3 | 1P_DATA |
| 4 | 1P_CLOCK |
| 5 | 1P_STOBE |
| 6 | GND |
| 7 | GND |
| 8 | 5V |
| 9 | 5V |
| 10 | 2P_DATA |
| 11 | 2P_CLOCK |
| 12 | 2P_STOBE |
| 13 | GND |
| 14 | GND |

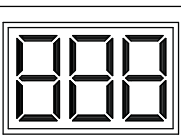
SCORE
FND2



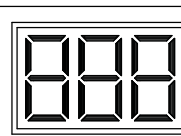
SCORE
FND1



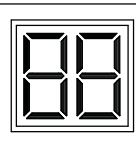
SCORE
FND3



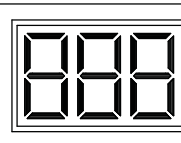
SCORE
FND4



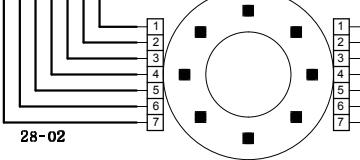
CREDIT
FND

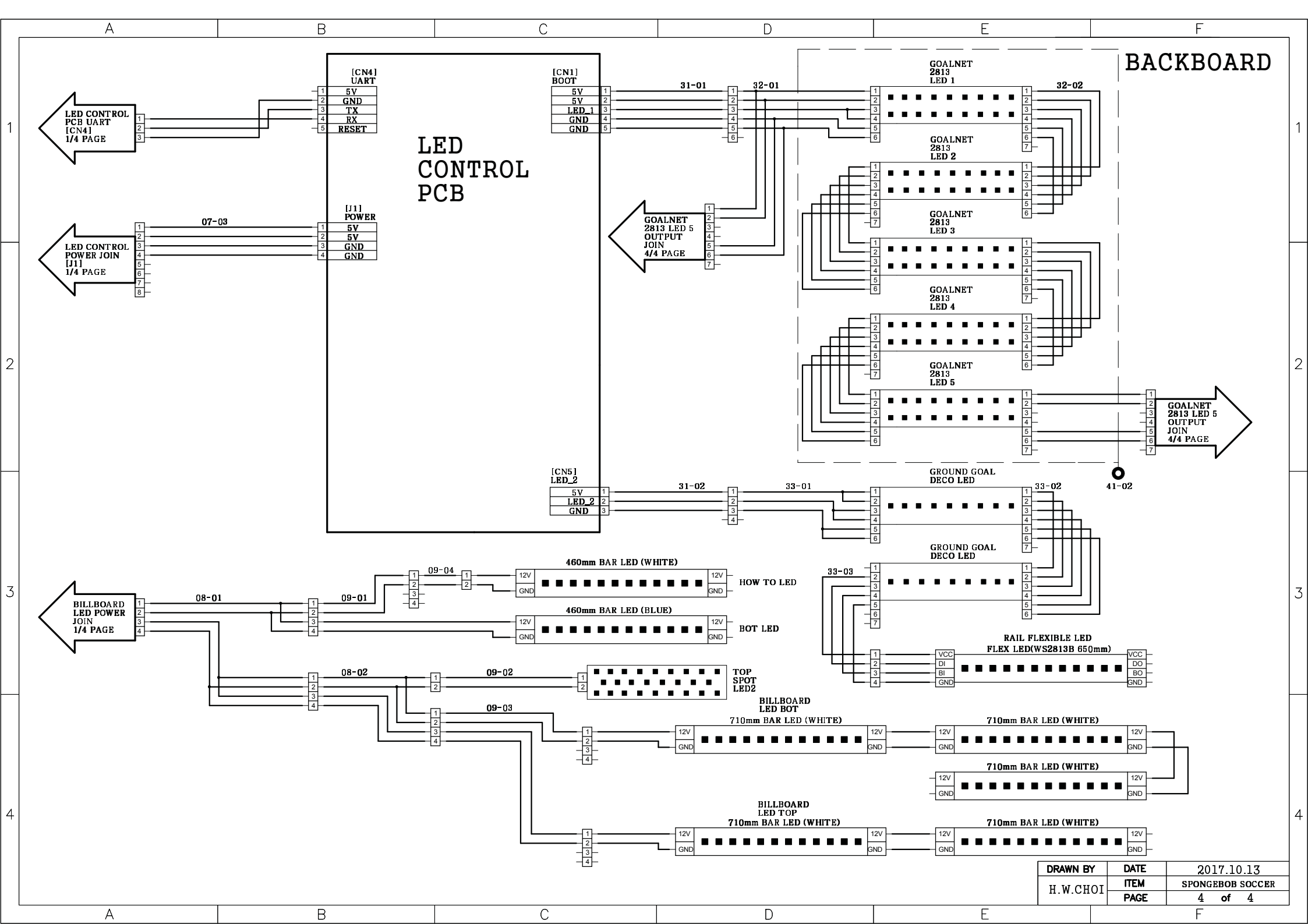


SCORE
FND5



BUTTON LED







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

[ADDRESS OFFICE] 704-1 Techno Town, 138, Ilsan-ro, Ilsandong-gu, Goyang-si,
Gyeonggi-do, Republic of Korea 10442

[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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