SERVICE MANUAL

WARRANTY
1 YEAR
WARRANTY

HIT THE BEAT

Ver 1.1

ISSUEDATE:Jan. 12, 2016

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.

* Electromagnetic wave may cause unexpected noise from speaker.

PRECAUTIONS FOR USE

⚠ WARNING

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

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

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

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

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

To clean the game machine, wipe it with a soft cloth dampened in a neutral detergent.
- Using thinner of other organic solvent or alcohol may decompose the material.
- Electrical shock or equipment failure could be caused by water entering the inside of the machine.

⚠ CAUTION

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

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

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

Avoid excessive force while moving the machine.

PRECAUTIONS IN HANDLING

- When setting up, inspecting, maintaining, moving or transporting this product, follow the procedures and instructions set forth in this manual and perform such work safely.

- Do not set up, handle, inspect, maintain, move or transport this product under conditions equivalent to the condition of "WARNING" or "CAUTION" specified in this manual.

- If a new owner is to have this product as a result of transfer, etc., be sure to give this manual to the new owner.

CONTENTS

1. SPECIFICATION AND DIMENSION

1-1. DIMENSION

461[mm]-18[inches]

1100[mm]-43[inches]

951[mm]-37[inches]

2061[mm]-81[inches]

1025[mm]-40[inches]

926[mm]-36[inches]

1552[mm]-61[inches]

1-2. SPECIFICATION

DIMENSION (W x D x H)	1100 x 1025 x 2061 (mm)	
PACKING DIMENSION (W x D x H)	1150 x 1150 x 1770 (mm)	
WEIGHT (kg)	170 kg [WEIGHT INCLUDING : 209 kg] PACKAGING	
VOLTAGE	AC 110V	AC 220V
FREQUENCY RANGE	60Hz	60Hz
CONSUMPTION	300 W	
CERTIFICATION	-	

1-3. NAME OF PARTS

BILLBOARD

BILLBOARD LED

LCD MONITOR 32"

WOOFER BOX

DRUM CONTROL L,R

DRUM STICK

BUTTON S/W

TICKET DISPENSER

COIN SELECTOR

COIN BOX DOOR

WOOFER SPEAKER

SPEAKER

CONTROL PANEL

MAIN BOX

SMPS PANEL

I/O PCB PANEL

3
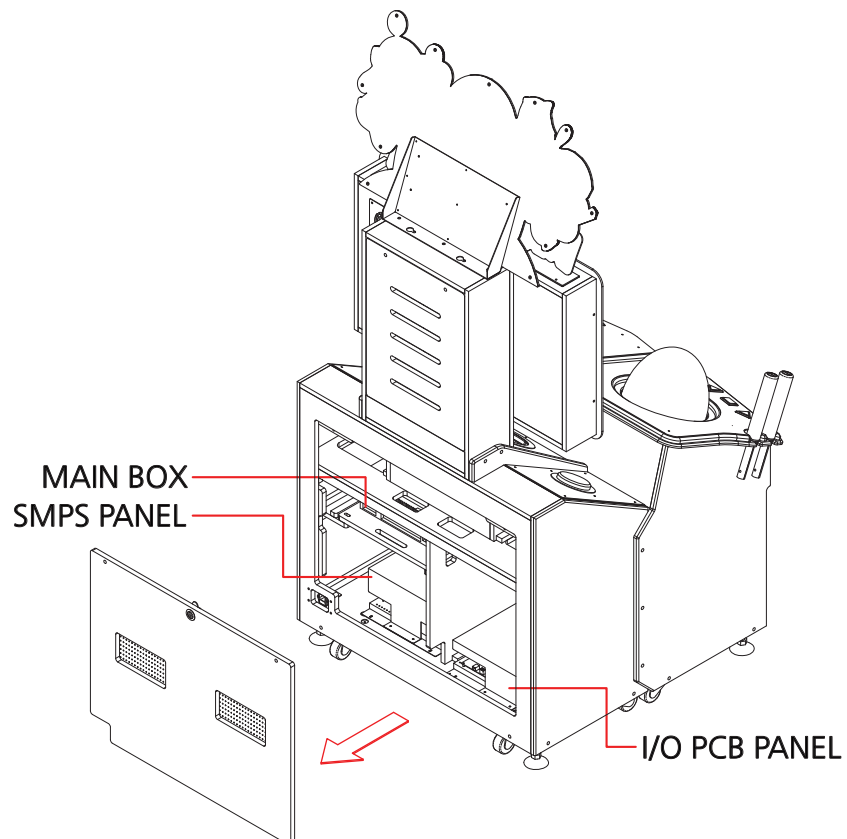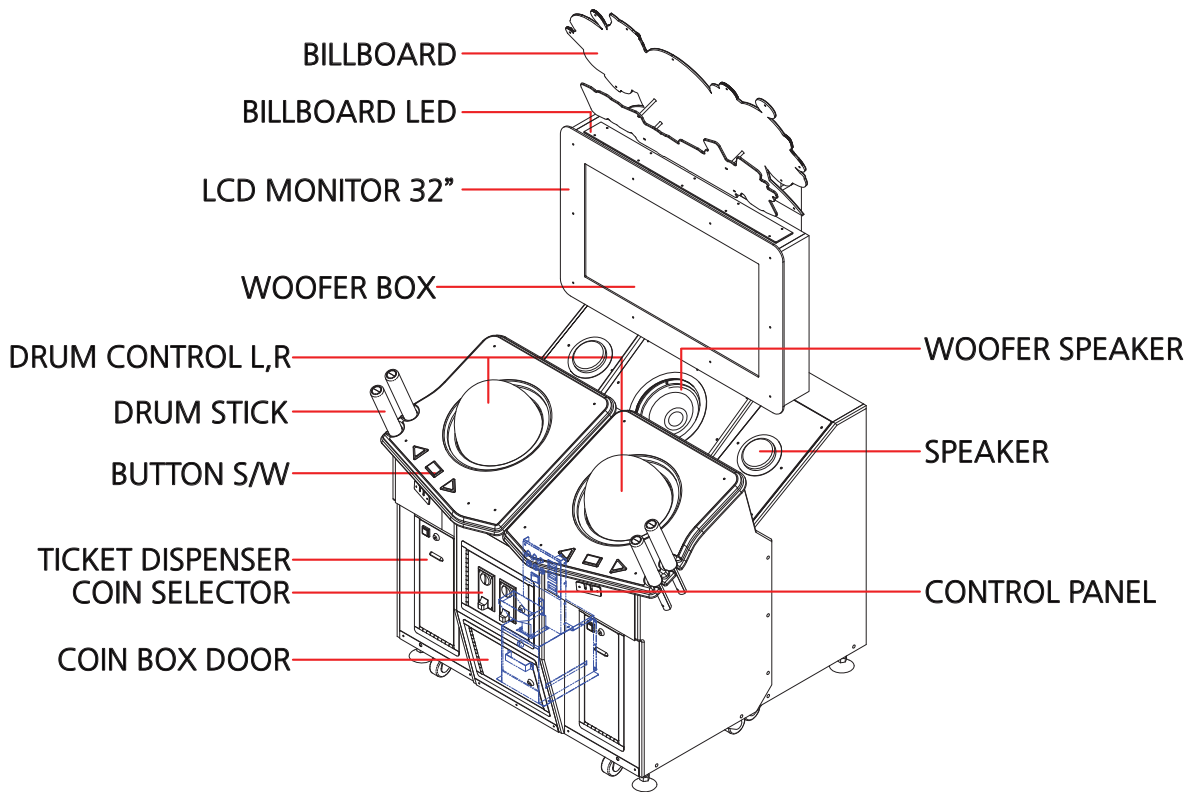
1-4. STICKER LOCATION
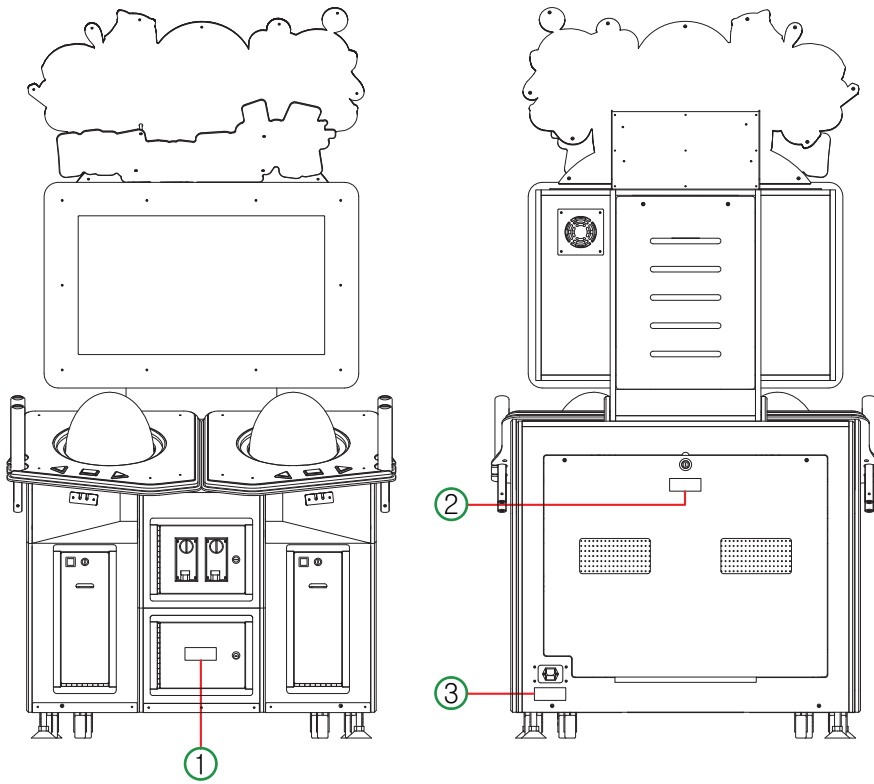
MODEL NAME	HIT THE BEAT DX	
PRODUCT S/N	–	
MAIN BOX S/N	–	
LCD S/N	–	
CERTIFICATE	–	

MADE IN KOREA

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

② ⚠ WARNING

" SERVICE BEFORE DISCONNECTION OF POWER SUPPLY"

③ ⚠ CAUTION

"CAUTION" "TO REDUCE THE RISK OF FIRE, REPLACE ONLY WITH SAMPLE TYPE

10A-250V FUSE"
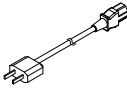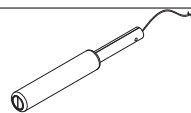
1-5. COMPONENTS

NO.	PART NAME	SPEC.	QTY
1	AC POWER CORD	-	1
2	DRUM STICK	-	4
3	KEY	6001	2
4	KEY	7001	2
5	WRENCH	M2.5, M3	1
6	BOLT	M4x25	2
7	BOLT	M6x35	3
8	MANUAL	-	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 evevly on
  the floor and make sure that the product is installed stably in
  a horizontal position.
  Otherwise the set winning percentage can be twisted.

NUT

CASTER   ADJUSTER

MAINTENANCE
ZONE

PLAY ZONE

2000mm

2500mm
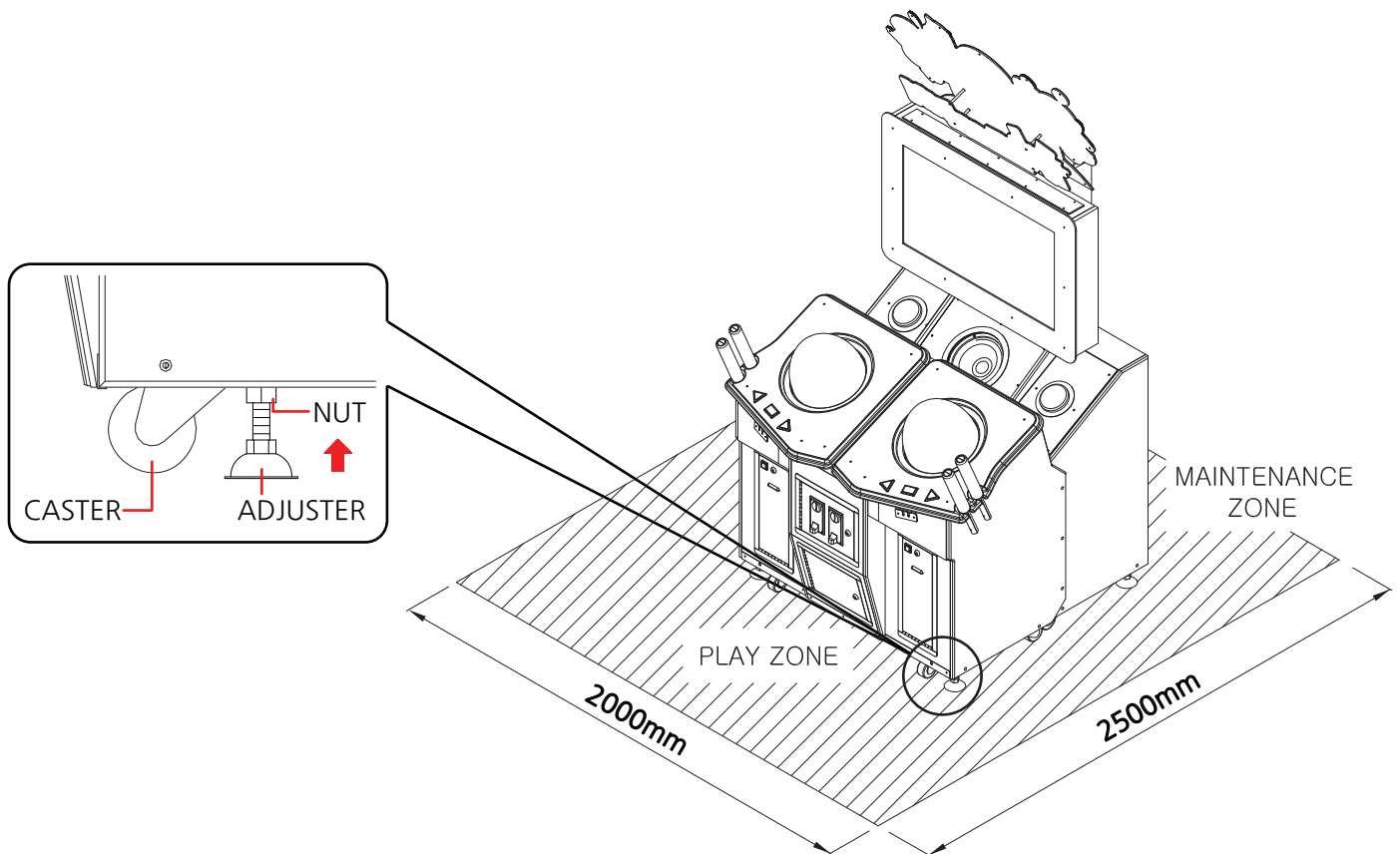
2-2. HOW TO INSTALL BILLBOARD & DRUM STIC

1
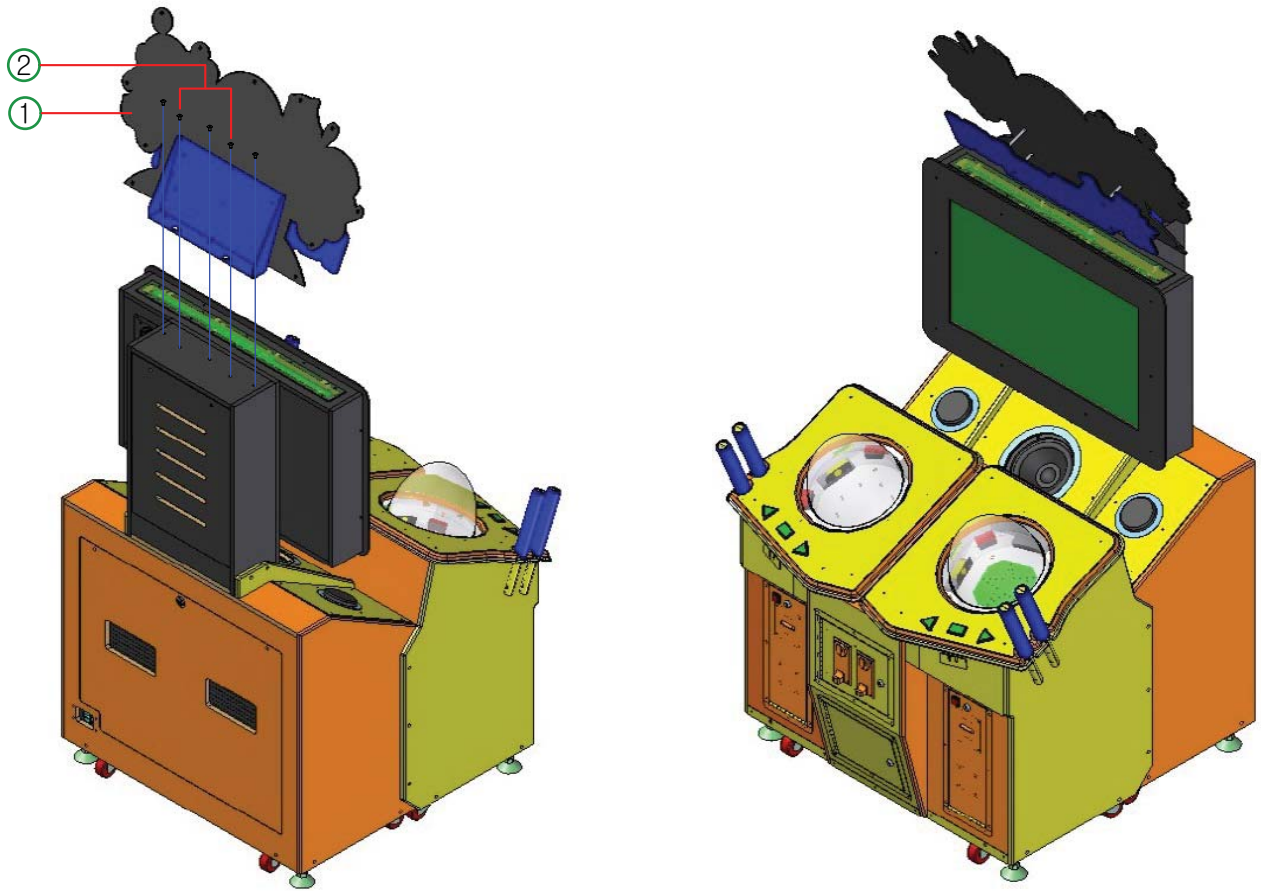
1) Place ①Billboard Ass'y with ②M6 bolt(2ea) on cabinet and fix it with rest of bolts(3ea)

2
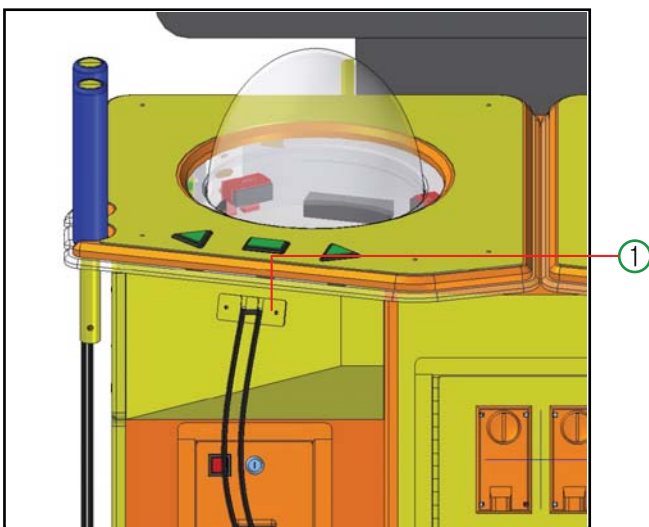
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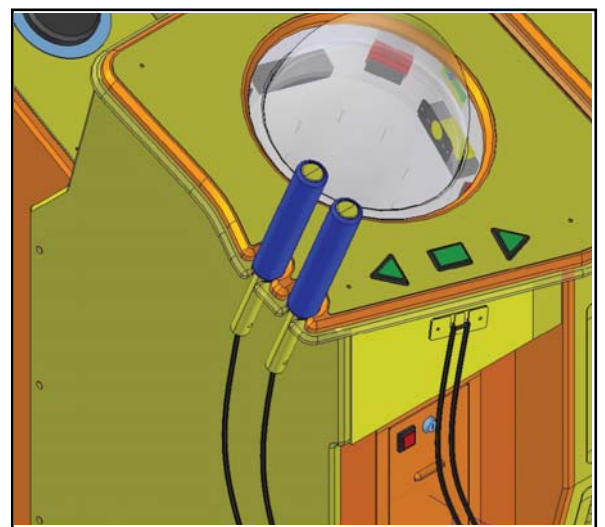
1) ①After disconnecting of [M4 bolts, 2 points] fixed on the DRUM STICK FIX BKT, then DRUM STICK is
   connected to a string fixed to the inside like the picture, BKT, then re-assemble the bolt .
   [Right, left are same / Drum stick : 2 of each]

   You can use as complete mounting like 3

* HOW TO INSTALL STRING OF DRUM STICK
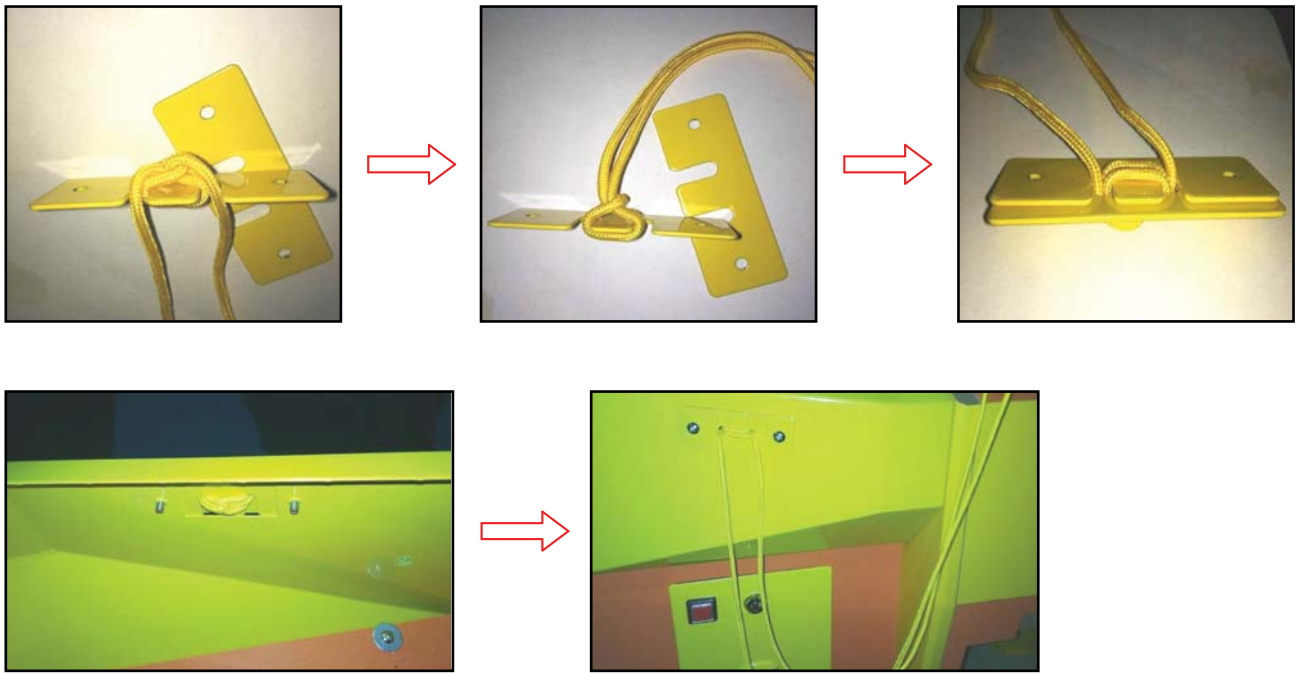
* HOW TO DISASSEMBLE CABINET (If necessary)
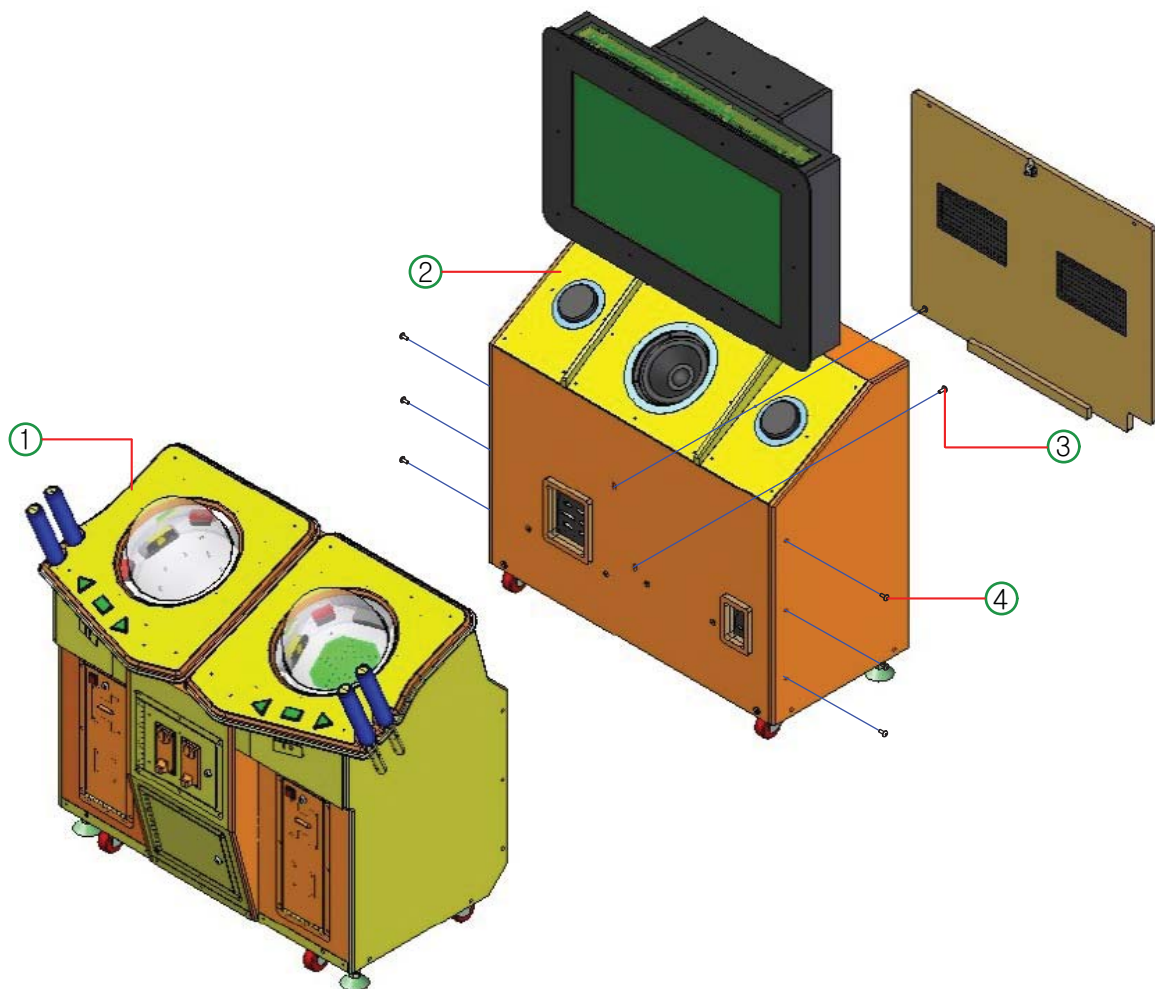
1) Separate front ①FRONT CABINET and ②REAR CABINET ③[M6 Bolt, 2] ④[M6 Bolt, Right, left 6]

2) Disconnect cables between FRONT, REAR CABINET

   * Please note that the length of cables between FRONT, REAR CABINET may extend up to 300mm

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3. GAME CHARACTERISTICS

After choose music and characters familiar to children, and then targets come out with the music and the using drumsticks to hit the target.

At the same time, feeling a sense of rhythm and action, beating the children that are designed to give pleasure to the kids as a kids rhythm action game.

4. HOW TO PLAY

4-1. Put a coin in and presses the button, and then game starts.

4-2. Press the center button to start the game.
[Press select button or hit drum after insert coin]

4-3. Choose a character.
[Press select button or hit drum to chose character]

4-4. Select the music source.
[Press select button or hit the drum to select music]

4-5. Once you start game, Plankton throw note like hamburgers and etc
1P plays in upper stage and 2P plays I lower stage on game screen
Hit drum with given drum stick when note is closed to character.
When you face long note, you may need to hit drum continuously

4-6. When you reach end of stage you will front out with Plankton.
Hit drum with given drum stick in timely manner to attack Plankton.

4-7. The score will display after clear the stage.
You may enjoy second stage with same way as first stage.

4-8. Player will be given award by star.
Ticket will be dispensed according to star player achieved

4-9. You may heard funny sound if you hit drum during ending scene.
Once you press select button game will be over and turn to title scene

5. SETUP SETTING

5-1. MACHINE SETUP

1. HOW TO ENTER SETUP MENU

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

[CONTROL PANEL]
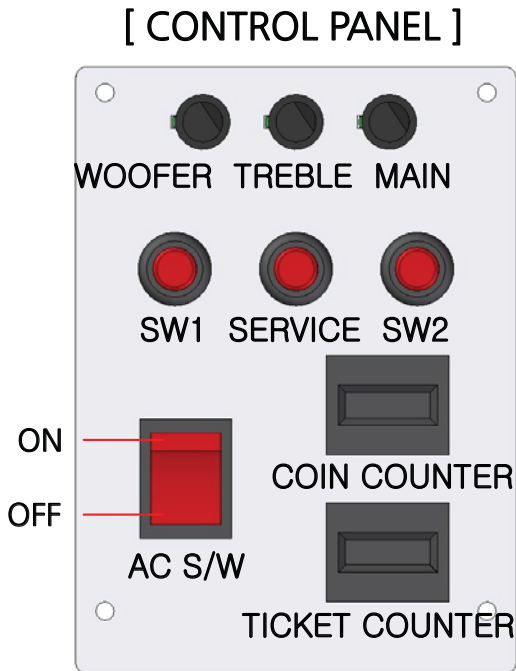
[SELECT THE MENU ITEM]
- S/W1 Button : Move up, S/W2 Button : Move down

[DETERMINATION OF THE MENU ITEM]
- SERVICE Button

[BUTTON PANEL]

LEFT   SELECT   RIGHT
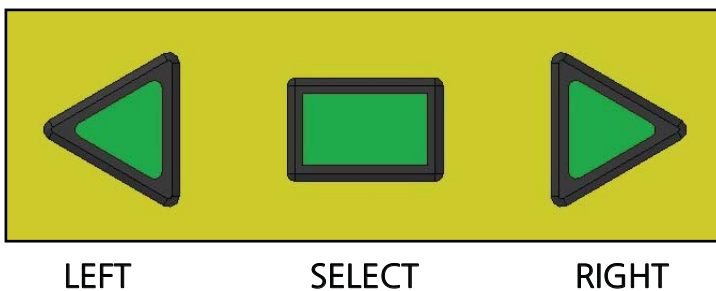
[THE START OF THE GAME AND THE CHARACTER SELECTION]
- SELECT Button

[SELECT A CHARACTER TO MOVE AND MUSIC SOUND]
- LEFT, RIGHT Button

6. SETUP MENU

Please adjust setup for locations.

Please perform hardware test after setting options .

* In demo play, you may access setup menu by pressing "SW1" button.

```
                        SETUP MENU


                    INPUT I/O TEST
                    OUTPUT I/O TEST
                    SCREEN TEST
                    GAME SETTING
                    COIN SETTING
                    TICKET SETTING
                    SYSTEM UPDATE
                    SOUND TEST
                    BOOKKEEPING
                    STATISTICS
                    RESTRICTION
                    LANGUAGE            ENGLISH

                    EXIT
                        Lock OK = 2 Err = 0



                        MOVE - SW1, SW2 BUTTON
HIT THE BEAT [SBD] (EN)         SELECT - SERVICE BUTTON
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```

- INPUT I/O TEST : TEST INPUT SYSTEM

- OUTPUT I/O TEST : TEST OUTPUT SYSTEM

- SCREEN TEST : TEST SCREEN COLOR

- GAME SETTING : SET UP GAME SETTING

- COIN SETTING : SET UP COIN SETTING

- TICKET SETTING : SET UP TICKET SETTING

- SYSTEM UPDATE : SYSTEM UPDATE

- SOUND TEST : SET UP SOUND SETTING

- BOOKKEEPING : DISPLAY BOOKKEEPING

- STATISTICS : CHECK PLAYERS' PREFERENCES

- RESTRICTION : RESTRICTION ON SONGS

- LANGUAGE : SET UP LANGUAGE

6-1. INPUT I/O TEST

- TEST EACH BUTTON, DRUM SENSORS, AND COIN SELECTOR

```
                        INPUT I/O TEST                              13


              SW1 BUTTON:              OFF
              SW2 BUTTON:              OFF
              SERVICE BUTTON:          OFF
              COIN 1:                  OFF
              COIN 2:                  OFF

              1P DRUM SENSOR:          OFF
              1P LEFT BUTTON:          OFF
              1P RIGHT BUTTON:         OFF
              1P CENTER BUTTON:        OFF

              2P DRUM SENSOR:          OFF
              2P LEFT BUTTON:          OFF
              2P RIGHT BUTTON:         OFF
              2P CENTER BUTTON:        OFF




HIT THE BEAT [SBD] (EN)              EXIT - SERVICE BUTTON
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```

- SW1 BUTTON : TEST SW1 BUTTON

- SW2 BUTTON : TEST SW2 BUTTON

- SERVICE BUTTON : TEST SERVICE BUTTON

- COIN 1 : TEST COIN INSERT 1

- COIN 2 : TEST COIN INSERT 2

- 1P DRUM SENSOR : 1P TEST DRUM SENSOR

- 1P LEFT BUTTON : 1P TEST LEFT BUTTON

- 1P RIGHT BUTTON : 1P TEST RIGHT BUTTON

- 1P CENTER BUTTON : 1P TEST CENTER BUTTON

- 2P DRUM SENSOR : 2P TEST DRUM SENSOR

- 2P LEFT BUTTON : 2P TEST LEFT BUTTON

- 2P RIGHT BUTTON : 2P TEST RIGHT BUTTON

- 2P CENTER BUTTON : 2P TEST CENTER BUTTON

6-2. OUTPUT I/O TEST

- TEST TICKET-OUT, DRUM LIGHTING, AND TICKET BUTTON LAMP


```
                    OUTPUT I/O TEST                              14


            1P ADVANCE FIVE TICKETS        0
            2P ADVANCE FIVE TICKETS        0
            1P DRUM LAMP                  OFF
            2P DRUM LAMP                  OFF
            1P TICKET BUTTON LAMP         OFF
            2P TICKET BUTTON LAMP         OFF

            EXIT




                           MOVE - SW1, SW2 BUTTON
                           SELECT - SERVICE BUTTON
 HIT THE BEAT [D] (EN)
 (C) 1999-2014 ANDAMIRO CO., LTD.
 (v2.00 (2014.03.19.01))
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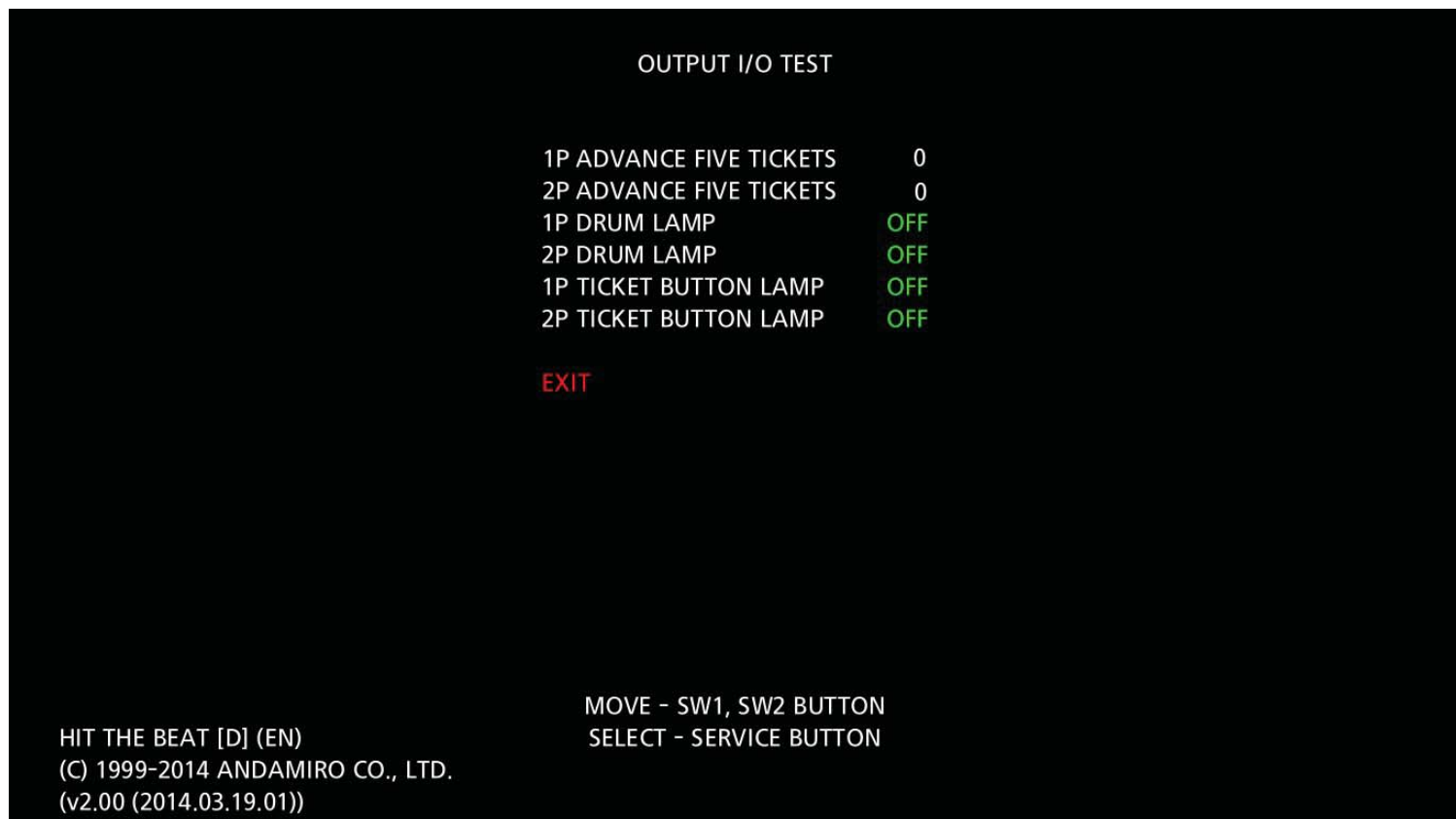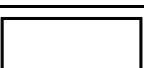
- DISPENSE 5TICKETS AT 1P : CHECK TICKET FUNCTION OF 1P

- DISPENSE 5TICKETS AT 2P : CHECK TICKET FUNCTION OF 2P

- DRUM LIGHT 1P : CHECK DRUM LIGHT 1P

- DRUM LIGHT 2P : CHECK DRUM LIGHT 2P

- TICKET BUTTON LIGHT 1P : CHECK TICKET BUTTON LIGHT 1P

- TICKET BUTTON LIGHT 2P : CHECK TICKET BUTTON LIGHT 2P

6-3. SCREEN TEST

- TEST COLOR DISPLAY & POOR PIXELS ON THE MONITOR.
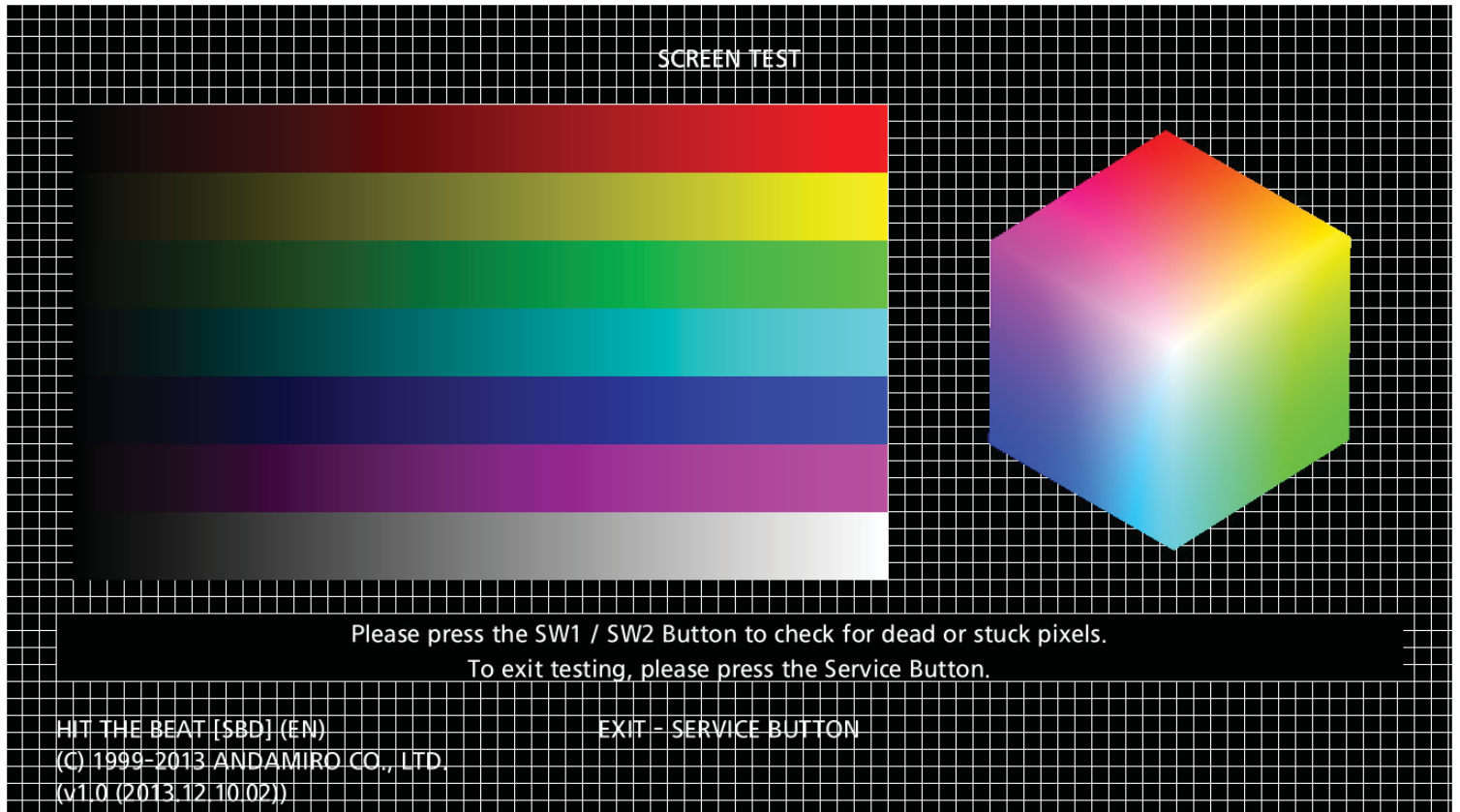
- THE MONITOR CAN BE TESTED IN THE ORDER (OR IN THE REVERSE ORDER) AS BELOW :

	SCREEN TEST
	FULL SCREEN TURNS RED
	FULL SCREEN TURNS GREEN
	FULL SCREEN TURNS BLUE
	FULL SCREEN TURNS WHITE
	FULL SCREEN TURNS BLACK

6-4. GAME SETTING

- TO CHANGE VARIOUS OPTIONS

```
                          GAME SETTING


          MAX TUNE                    2 TUNES
          LEVEL                          EASY
          SELECT TIME                      60
          SUBTITLE                         ON
          DEMO SOUND                       ON
          START MUSIC                  Ladybug


          DEFAULT SETTING
          EXIT




                          MOVE - SW1, SW2 BUTTON
HIT THE BEAT [D] (EN)     SELECT - SERVICE BUTTON
(C) 1999-2014 ANDAMIRO CO., LTD.
(v2.1 (2014.05.21.01))
```
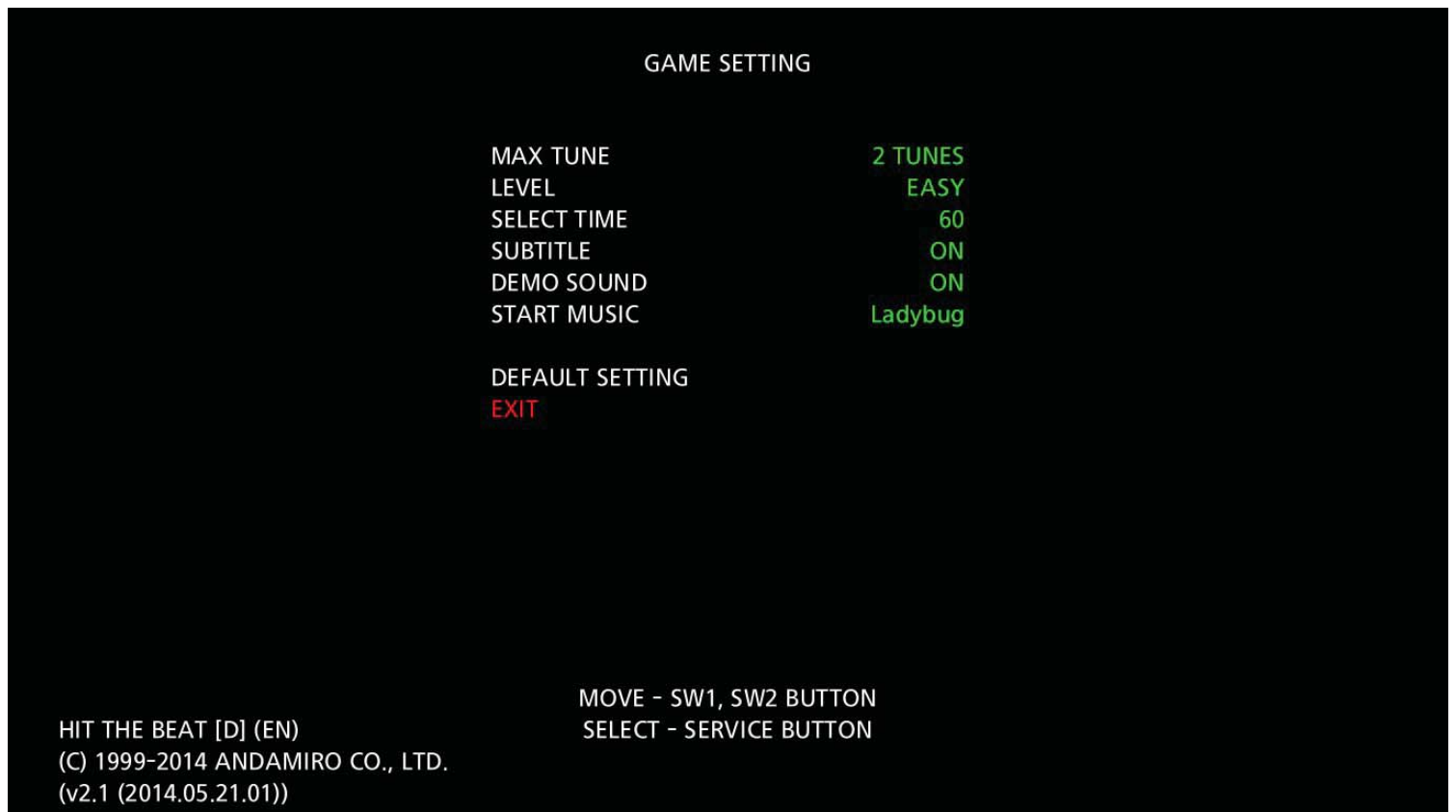
- MAX TUNE : SET # OF PLAYS PER GAME

- LEVEL : SET DIFFICULTY LEVEL [EASY / NORMAL / HARD]

- SELECT TIME : SET TIME ALLOWED FOR SONG SELECTION
               [30, 40, 50, 60, 70, 80, 90SECONDS]

- SUBTITLE : SET SUBTUTLE
               ! Subtitle is given when it has lyrics.

- DEMO SOUND : SET DEMO SOUND [ON, OFF]

- FIRST SONG : SETTIMG FIRST SONG STARTING GAME

- DEFAULT SETTING : RESET TO DEFAULT SETTING

6-5. COIN SETTING

- SET COIN-IN PER PLAY, CREDIT LIMIT, AND COIN CLEAR


```
                          COIN SETTING


              COIN SETTING        1 CREDIT / 1 COIN
              CREDIT LIMIT                      OFF

              COIN CLEAR

              DEFAULT SETTING
              EXIT




                              MOVE - SW1, SW2 BUTTON
                              SELECT - SERVICE BUTTON
HIT THE BEAT [SBD] (EN)
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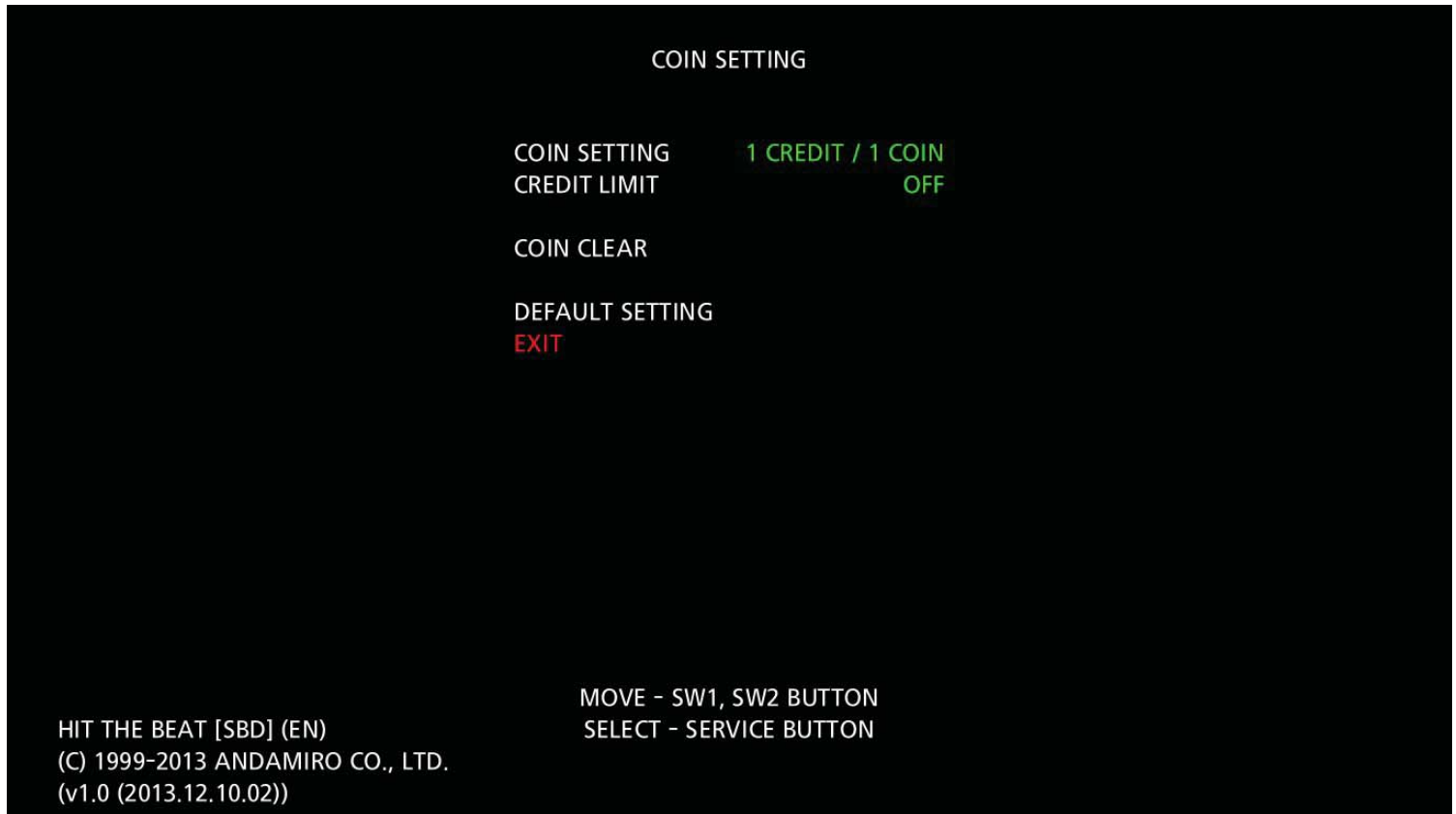
- COIN SETTING : SET NUMBER OF COIN(S) PER PLAY

1 CREDIT / 1 COIN	SET 1 CREDIT / 1 COIN
1 CREDIT / 9 COIN	SET 1 CREDIT / 9 COIN
1 CREDIT / 1 COIN	SET 1 CREDIT / 1 COIN
9 CREDIT / 1 COIN	SET 1 CREDIT / 2 COIN
FREE PLAY	SET TO FREE PLAY (NO COIN REQUIRED)

- CREDIT LIMIT : SET CREDIT LIMIT [OFF, 1~10]

- COIN CLEAR : CLEAR CREDIT FOR THE COIN INSTERTED

- DEFAULT SETTING : RESET COIN SETTING TO FACTORY SETTING


```
                    COIN SETTING
                     COIN CLEAR

                        NO
                        YES







                   MOVE - SW1, SW2 BUTTON
                   SELECT - SERVICE BUTTON
HIT THE BEAT [SBD] (EN)
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```

* ONCE INITIALIZED, PREVIOUS COIN COUNT CANNOT BE RETRIEVED.

6-6. TICKET SETTING

- SET UP TICKET-OUT MODE, EMPTY TICKET ALARM, AND TICKET PER CREDIT

TICKET SETTING

TICKET MODE   CREDIT
EMPTY TICKET ALARM   ON
TICKET PER CREDIT   1 TICKET / 1 CREDIT
TICKET PER STAR   1 TICKET / 1 STAR
MERCY TICKET   OFF

DEFAULT SETTING
EXIT

MOVE - SW1, SW2 BUTTON
SELECT - SERVICE BUTTON

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- TICKET MODE : SET TICKET OUT MODE

CREDIT	GIVES TICKET(S) PER CREDIT, REGARDLESS OF THE GAME RESULT
STAR	GIVES TICKET(S) BASED ON THE # OF STARS EARNED PER GAME
OFF	NO TICKETS GIVEN (NO TICKET IMAGE ON DISPLAY)

- EMPTY TICKET ALARM : SET EMPTY TICKET ALARM

- TICKET PER CREDIT : SET TICKET PER CREDIT (CREDIT MODE)

1 TICKET / 1 CREDIT	GIVES 1 TICKET PER PLAY
	. .
10 TICKETS / 1 CREDIT	GIVES 10 TICKETS PER PLAY

- TICKET PER STAR : SET TICKET PER CREDIT (STAR MODE)

1 TICKET / 1 STAR	GIVES 1 TICKET PER STAR
	. .
9 TICKETS / 1 STAR	GIVES 2 TICKETS PER STAR

- MERCY TICKET : YOU MAY SET MERCY TICKET AS BELOW TABLE

OFF	NO MERCY TICKET
1	DISPENSE 1 MERCY TICKET
	. .
9	DISPENSE 9 MERCY TICKET

- To default : initialized setup for ticket.

6-7. SYSTEM UPDATE

- UPDATE SOFTWARE

SYSTEM UPDATE

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UPDATE

EXIT

MOVE - SW1, SW2 BUTTON
SELECT - SERVICE BUTTON

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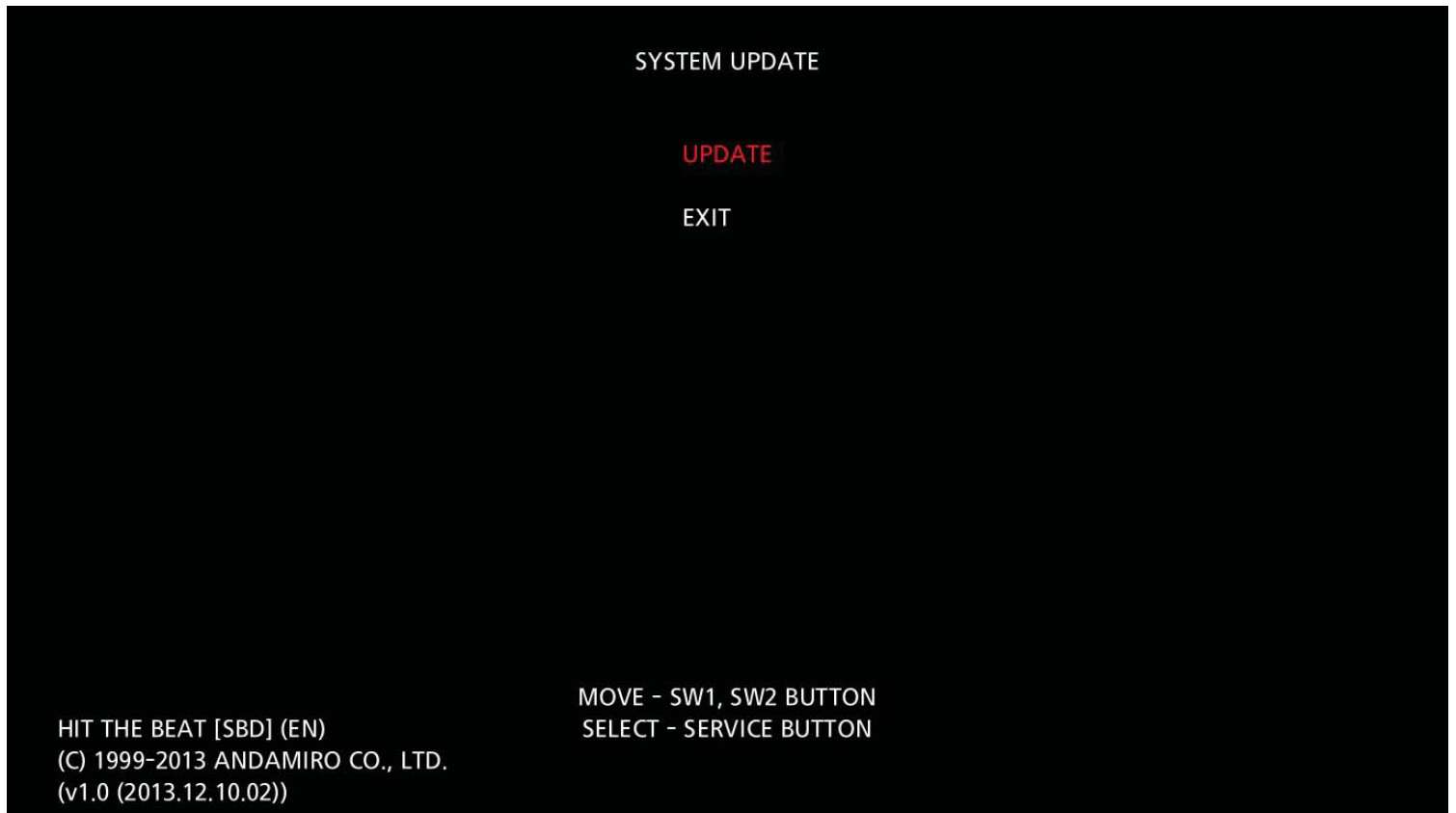
- SYSTEM UPDATE CAN BE DONE VIA USB PROVIDED BY MANUFACTURER.

! For upgrading, please insert programmed USB in main box and select "UPDATE" on screen.

6-8. SOUND TEST

- CAN SELECT A SONG TO PLAY AND ADJUST VOLUME

SOUND TEST

GAME PLAY VOLUME   80
DEMO PLAY VOLUME   80

AUDIO   #---

DEFAULT SETTING
EXIT

MOVE - SW1, SW2 BUTTON
SELECT - SERVICE BUTTON

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(C) 1999-2013 ANDAMIRO CO., LTD.
(v1.0 (2013.12.10.02))
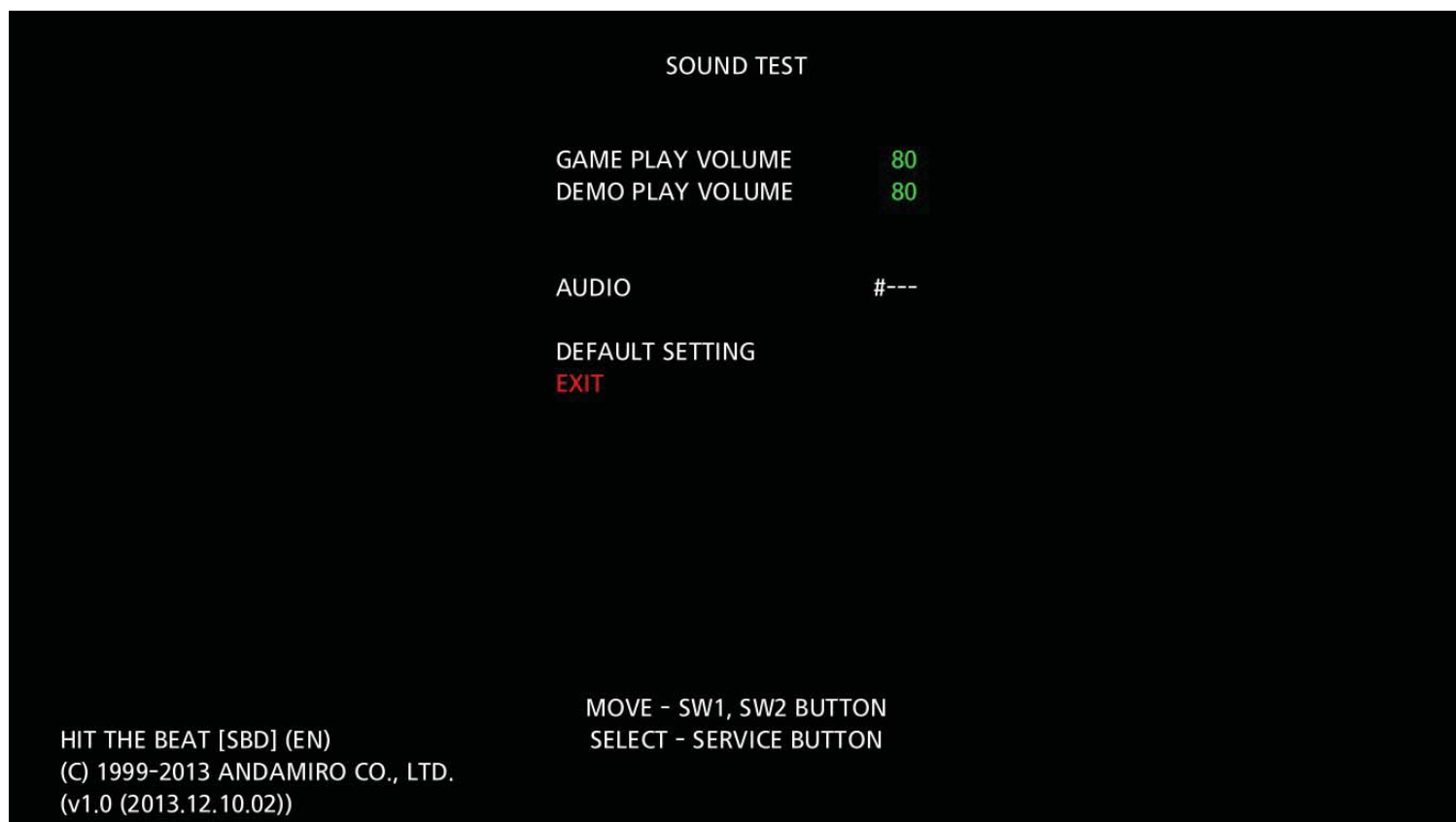
- GAME PLAY VOLUME : ADJUST VOLUME FOR GAME PLAY [0% ~ 100%]
                     GAME PLAY VOLUME REFERS TO ONLY WHEN THERE IS CREDIT AVAILABLE.

- DEMO PLAY VOLUME : ADJUST VOLUME FOR DEMO PLAY [0% ~ 100%]
                     DEMO PLAY VOLUME REFERS TO WHEN THERE IS NO CREDIT.

- AUDIO : SELECT/PLAY A SONG FROM THE PLAYLIST

! WHEN A SONG ENDS, IT DOESN'T AUTOMATICALLY REPEAT OR PLAY THE NEXT SONG ON THE LIST.
! SONGS ON THE PLAYLIST MAY BE DIFFERENT DEPENDING ON THE VERSION.

6-9. BOOKKEEPING

- RESET SERVICE COUNT, COIN COUNT, AND TICKET COUNT TO FACTORY SETTING

BOOKKEEPING

SERVICE: 23
COIN: 0

1P TICKET: 0
2P TICKET: 0

RESET BOOKKEEPING
EXIT

MOVE - SW1, SW2 BUTTON
SELECT - SERVICE BUTTON

HIT THE BEAT [D] (EN)
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(v2.1 (2014.05.21.01))
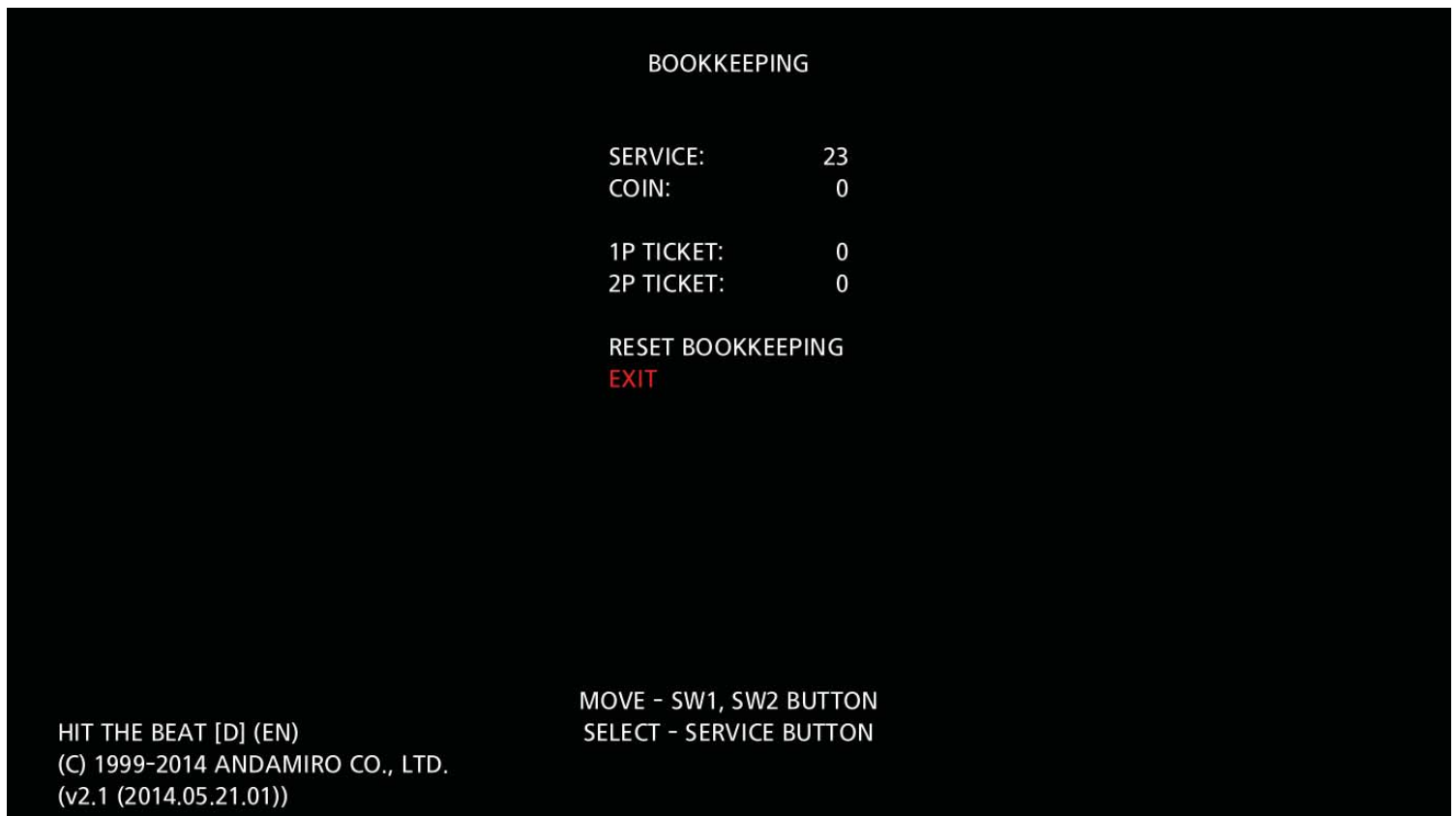
- SERVICE : CHECK SERVICE COUNT

- COIN : CHECK COIN COUNT

- 1P TICKET : CHECK TICKET-OUT COUNT 1P

- 2P TICKET : CHECK TICKET-OUT COUNT 2P

- RESET BOOKKEEPING : RESET TO FACTORY SETTING

6-10. RESET BOOKKEEPING

- INITIALIZE SERVICE COUNT, COIN COUNT, AND TICKET COUNT TO "0".
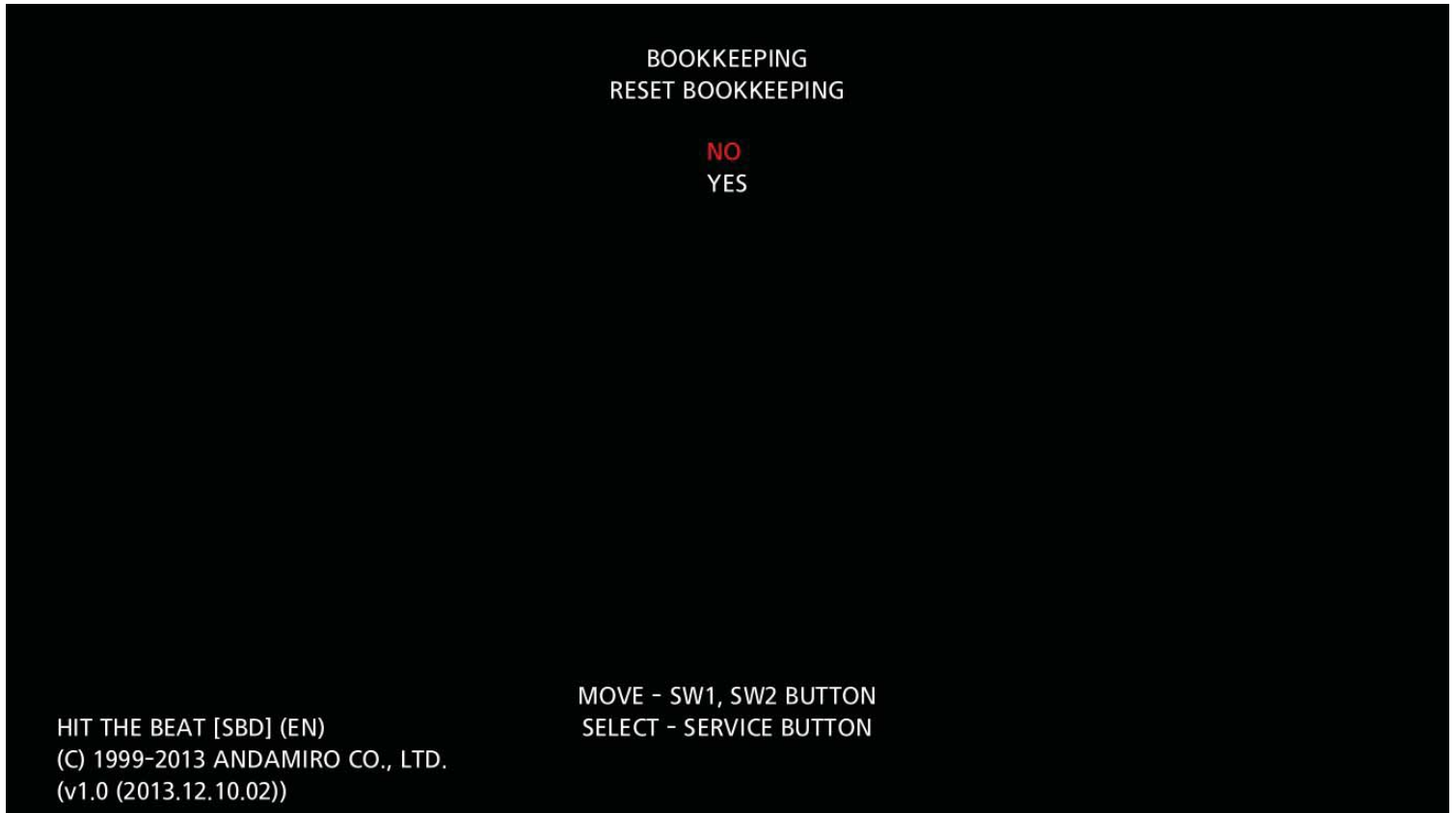
- WHEN SELECTED TO INITIALIZE, ALL SERVICE COUNT, COIN COUNT, AND TICKET COUNT
  WILL BE RESET TO "0".

- ONCE INITIALIZED, PREVIOUS COUNTS CANNOT BE RE-DISPLAYED.

6-11. STATISTICS

- CHECK PLAYERS' PREFERENCES FROM STATISTICS

STATISTICS

SONGS
CHARACTORS

RESET STATISTICS
EXIT

MOVE - SW1, SW2 BUTTON
SELECT - SERVICE BUTTON

HIT THE BEAT [SBD] (EN)
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- SONGS : SONG PREFERENCE

- CHARACTERS : CHARACTER PREFERENCE

- RESET STATISTICS : RESET STATISTICS TO DEFAULT SETTING

* SONG / CHARACTERS

- CHECK PLAYERS' PREFERENCE OF SONGS.

STATISTICS
SONGS

01.[0000] BINGO
02.[0000] Kitty Cat
03.[0000] Get Up and go
04.[0000] The Monkey Song
05.[0000] Take Out
06.[0000] Hello William
07.[0000] Csikos Post
08.[0000] Ladybug
09.[0000] Mary Had a Little Lamb
10.[0000] London Bridge
11.[0000] Happy and You Know It
12.[0000] The Wheels On The Bus

13.[0000] Yankee Doodle
14.[0000] Rolling Christmas
15.[0000] Caprice of Otada
16.[0000] DJ Otada
17.[0000] Beethoven Virus
18.[0000] Dr.M

01/01

HIT THE BEAT [SBD] (EN)
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EXIT - SERVICE BUTTON

: DISPLAYS IN THE ORDER OF FREQUENCY OF PLAYED

: EVERY TIME EACH SONG IS PLAYED, THE COUNT INCREASES BY "1"

: STATISTICS CAN BE CHECKED ON EVERY SONG LISTED IN THE GAME

- CAN CHECK PLAYERS' PREFERENCE ON CHARACTERS FROM STATISTIC.

STATISTICS
CHARACTORS

BORANO   0
FURUTO   0
WINKERBELL   0

EXIT

MOVE - SW1, SW2 BUTTON
SELECT - SERVICE BUTTON

HIT THE BEAT [D] (EN)
(C) 1999-2014 ANDAMIRO CO., LTD.
(v2.00 (2014.03.19.01))
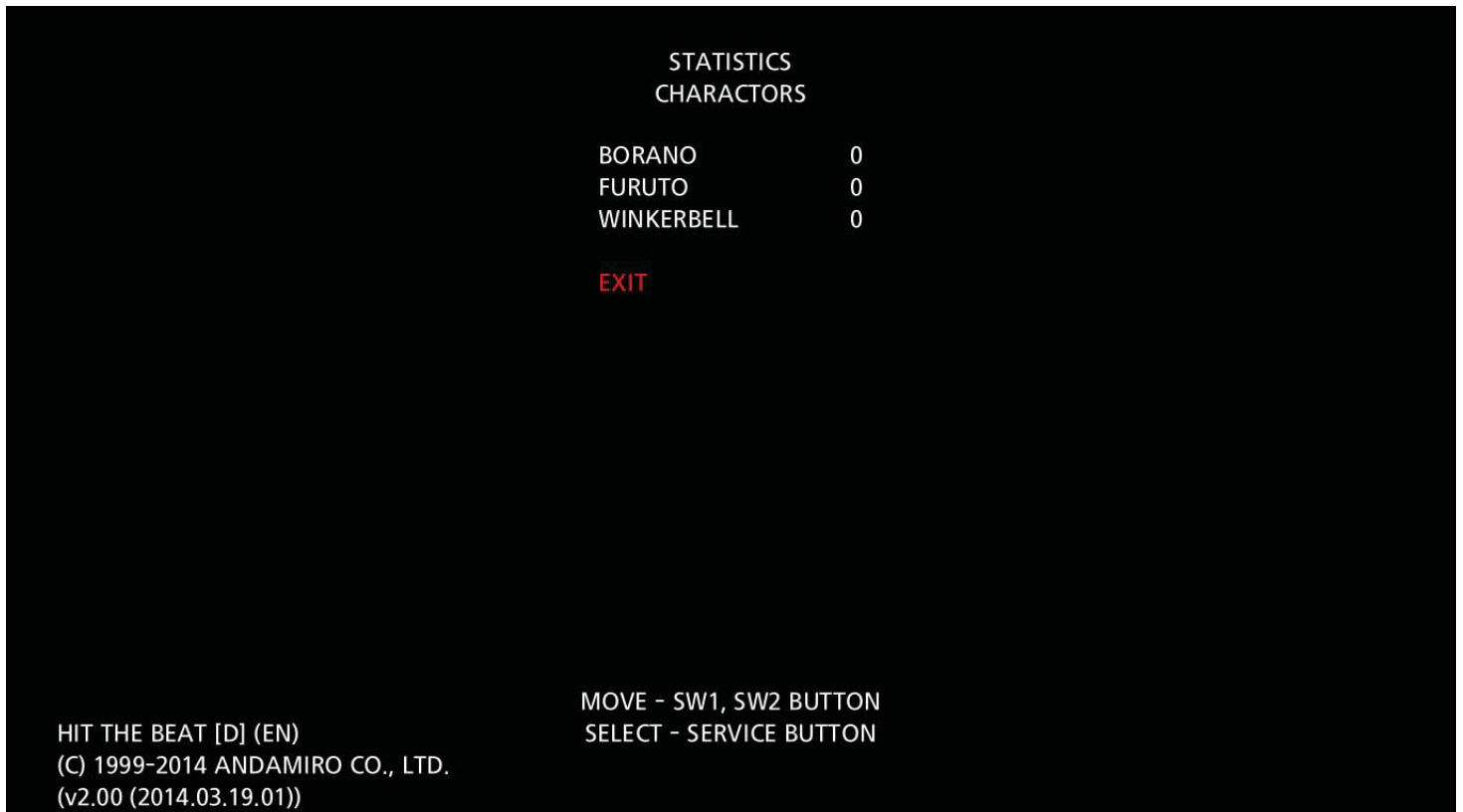
BORANO : THIS IS A DINOSAUR CHARACTER IN PURPLE-COLOORED SHAPE
HURUTO : THIS IS A HUMAN CHARACTER IN NINZA SHAPE
WINKERBEL : THIS IS A FAIRY CHARACTER IN WIZARD SHAPE

: EVERY TIME A CHARACTER IS PLAYED, THE COUNT INCREASES BY 1.

6-12. RESET STATISTICS

- CAN RESET THE STATISTICS TO DEFAUL

- BOTH SONG AND CHARACTER STATISTICS WILL BE INITIALIZED AND SET TO "0"

- ONCE INITIALIZED, THE PREVIOUS STATISTICS CANNOT BE RETRIEVED.

6-13. RESTRICTION

- CAN SET RESTRICTIONS ON SONGS ON THE PLAYLIST

RESTRICTION

BINGO	[ENABLED]
Kitty Cat	[ENABLED]
Get Up and go	[ENABLED]
The Monkey Song	[ENABLED]
Take Out	[ENABLED]
Hello William	[ENABLED]
Csikos Post	[ENABLED]
Ladybug	[ENABLED]
Mary Had a Little Lamb	[ENABLED]
London Bridge	[ENABLED]
Happy and You Know It	[ENABLED]
The Wheels On The Bus	[ENABLED]
Yankee Doodle	[ENABLED]
Rolling Christmas	[ENABLED]
Caprice of Otada	[ENABLED]
DJ Otada	[ENABLED]

MOVE – SW1, SW2 BUTTON
SELECT – SERVICE BUTTON

HIT THE BEAT [SBD] (EN)
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(v1.0 (2013.12.10.02))

ONCE A SONG IS DISABLED, A PLAYER CANNOT CHOOSE THE SONG.

6-14. LANGUAGE

- YOU CAN CHECK CURRENT LANGUAGE

ENGLISH	ENGLISH Version

7. HOW TO REPLACE MAJOR COMPONENTS

7-1. Replacing MONITOR ASS'Y & BILLBOARD LED PCB ASS'Y
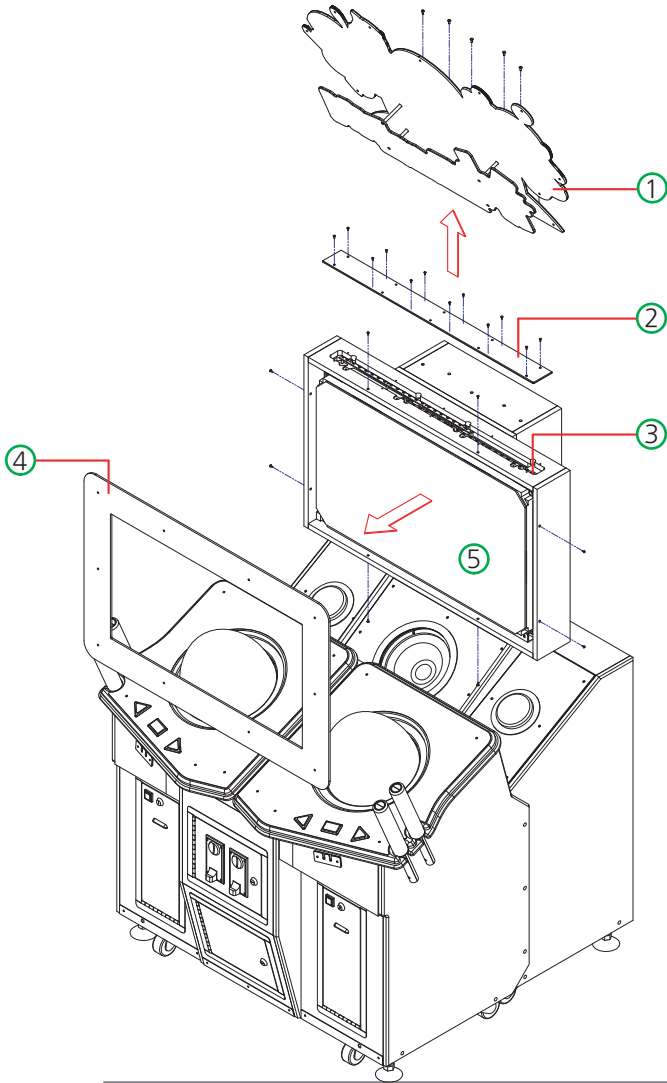
* BILLBOARD LED PCB ASS'Y

(1) ①After disassemble the BILLBOARD ASS'Y, [M6 bolts, 5 places],
②disassemble the BILLBOARD UPPER LIGHT ACRYL
[M4 bolts, 12 places]
(2) ③After disassemble the connectors which connected with
BILLBOARD LED PCB ASS'Y, and then replace PCB.

* MONITOR ASS'Y

(1) Open the UPPER CABINET REAR DOOR,
④Disassemble the LCD MONITOR FRAME COVER. [M4 bolts,
8 places]
(2) After disassemble ⑤MONITOR ASS'Y, [M6 bolts, 4 places],
then replace the MONITOR

NO.	PART NAME	SPEC.	CODE NO.
③	BILLBOARD LED PCB ASS'Y	WHITE TYPE	ASUP0PCB001
⑤	LCD MONITOR 32"	LM3212	AKID0LCD002

7-2. Replacing MID SPEAKER LED PCB ASS'Y & WOOFER LIGHTING PCB
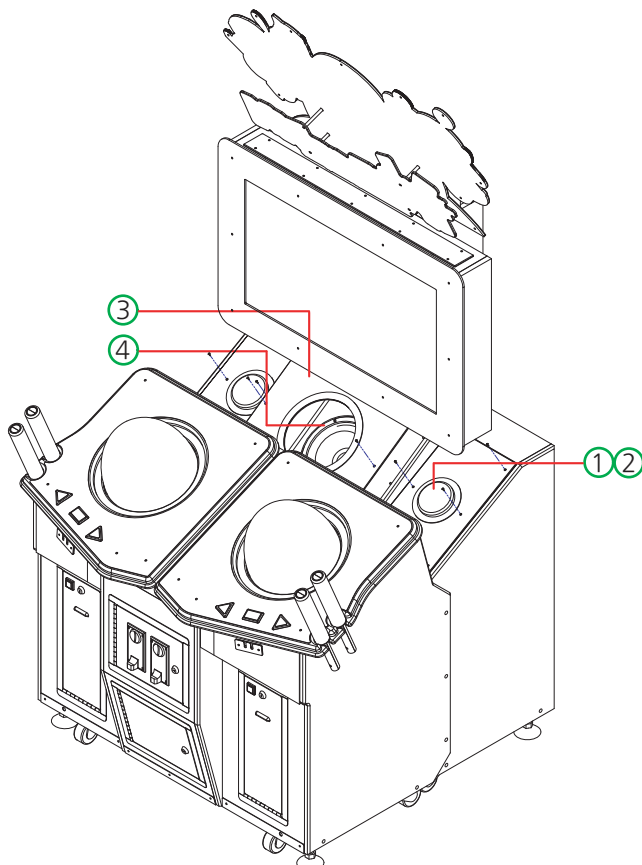
* MID SPEAKER LED PCB

(1) After disassemble ①MID SP DECO COVER ASS'Y, [M4 bolts,
6 places]
②After disconnect the combined connector which connected
with MID SPEAKER LED PCB, and then replace the PCB.
[M3 bolts, 6 places.]

* WOOFER LIGHTING PCB

(1) After disassemble ③WOOFER DECO COVER ASS'Y [M4 bolt,
8 places]
④disassemble WOOFER LIGHTING PCB [M3 bolts, 8 places]

NO.	PART NAME	SPEC.	CODE NO.
②	MID SPEAKER LED PCB ASS'Y	-	APUT0PCB012
④	WOOFER LIGHTING PCB ASS'Y	-	AKID0PCB001

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7-3. Replacing MONITOR ASS'Y & BILLBOARD LED PCB ASS'Y
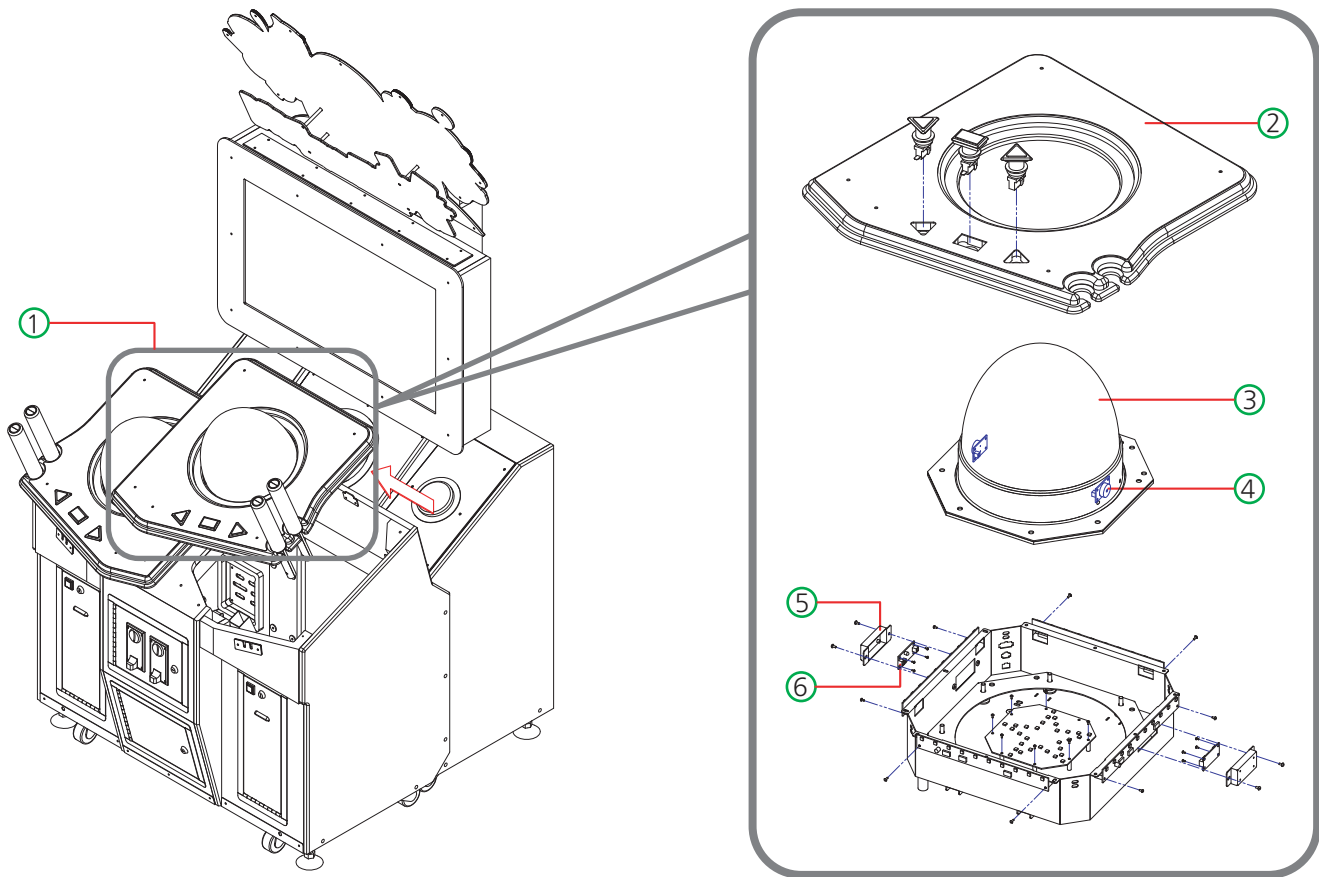
* SHOCK SENSOR PCB & COIN SHOCK PCB ASS'Y

(1) ①Disassemble DRUM CONTROL PART [connector included], [M4 bolts, 5 places]
②Disconnect DRUM DECO TABLE. [M4 bolts, 12 places]
③After disassemble DRUM BODY ASS'Y [M4 bolts, 8 places]
DRUM BODY inside ④Separate SHOCK SENSOR PCB, and then replace it. [M4 bolts, 2 places]
⑤After disassemble DRUM GUIDE BKT [M4 bolt, two places], ⑥disassemble COIN SHOCK PCB ASS'Y.
[M3 bolt, 4 places] and then replace it.

NO.	PART NAME	SPEC.	CODE NO.
③	DRUM BODY MOLD	-	MKID0PLA001
④	SHOCK SENSOR	-	AENS0ASS024
⑤	COIN SHOCK PCB ASS'Y	-	AKID0PCB005

8. TROUBLESHOOTING

8-1. SCREEN PROBLEM

*Common: Check the input voltage, check wiring

LCD
(32")

The screen is blank
when not

Abnormal ────→ LCD Change

[CHECK]
1. AC Power Cord
2. VGA CABLE
3. MONITOR PANEL 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

8-2. SOUND ERROR

*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

AMP PCB ASS'Y Change ← Abnormal — **AMP PCB ASS'Y** — Abnormal →

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

↓ normal

SOUND CONTROL PCB ASS'Y Change ← Abnormal — **SOUND CONTROL PCB ASS'Y**

[CHECK]
1. Power status ON(RED)
2. DC 12V

↓ normal

MAIN BOX ASS'Y (MK-7) Change ← Abnormal — **MAIN BOX ASS'Y (MK-7)**

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

↓ normal

SPEAKER (MID, WOOFER)

[CHECK]
1. SPEAKER appearance
2. SPEAKER wire

↓ normal

SPAEKER Change

SMPS

[CHECK]
1. Power status ON(GREEN)
2. DC Voltage 24V

↓ Abnormal

SMPS Change

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```
         ╱────────────────────╲
        ╱                      ╲        Abnormal        ┌─────────────────────────────────────┐
       ╱        POWER           ╲ ──────────────────────│ Connection and measures the noise filter │
        ╲                      ╱                         │            replacement                │
         ╲────────────────────╱                         └─────────────────────────────────────┘
                  │
           normal │         [CHECK]
                  │         1. AC CORD
                  │         2. FUSE(250V)
                  │         3. AC S/W
                  │         4. AC connector
                  │         5. Voltage with a tester
                  │            (AC 220V) measurements
                  ▼
       ┌─────────────────────────────┐
       │   AC JOIN PCB ASS'Y Change   │
       └─────────────────────────────┘
```

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

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

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

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

normal

normal

MAIN BOARD ASS'Y (MK-7) Change

SMPS Change

8-6. BUTTON & COUNTER ERROR

```
                           SET UP&CONTROL
                           (BUTTON, COUNTER)


            BUTTON                                    COUNTER
Abnormal  (LEFT, SELECTOR, RIGHT)                                      Abnormal
          (SW1, SERVICE, SW2)

              [CHECK]                                   [CHECK]
              1. Appearance                             1. Appearance
              2. PIN Wiring                             2. PIN Wiring
              3. SW ON / OFF testing                    3. Is the signal entering
                 (tester)                                  at DC 12V


  BUTTON Change                                                    COUNTER Change


                                   normal


MAIN IO PCB ASS'Y Change  Abnormal   MAIN I/O PCB ASS'Y   Abnormal      SMPS
                                                                      (12V, 5V)

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

                                       normal                        normal


                                   MAIN BOARD ASS'Y               SMPS Change
                                     (MK-7) Change
```

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8-7. MID SPEAKER LED PCB & WOOFER LED PCB ASS'Y ERROR

MID SPEAKER LED PCB & WOOFER LED PCB —Abnormal→ MID SPEAKER LED PCB & WOOFER LED PCB Change

[CHECK]
1. Appearance
2. Wiring Connection

normal

MAIN IO PCB ASS'Y —Abnormal→ MAIN IO PCB ASS'Y Change

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

normal

MAIN BOARD ASS'Y
(MK-7) Change

8-8. MALFUNCTION OF TICKET DISPENSER

```
TICKET DISPENSER ──Abnormal──► TICKET DISPENSER Change

  [CHECK]
  1. Appearance
  2. DC voltage : 12V
  3. TICKET STUCK

  │ normal
  ▼

MAIN IO PCB ASS'Y ──Abnormal──► MAIN IO PCB ASS'Y Change

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

  │ normal
  ▼

MAIN BOARD ASS'Y
(MK-7) Change
```

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9. EXPLODED VIEW

9-1. MAIN CABINET

NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	MAIN CABINET ASS'Y	-	1	-
2	BILLBOARD ASS'Y	-	1	-
3	LCD CABINET ASS'Y	-	1	-
4	SPEAKER BOX ASS'Y	-	2	-
5	WOOFER BOX ASS'Y [WOOFER]	8"	1	-
6	DRUM CONTROL ASS'Y_L,R	-	2	-
7	TICKET BOX ASS'Y	-	2	-
8	COIN DOOR ASS'Y	-	1	-
9	COIN BOX & CONTROL PANEL ASS'Y	-	1	-
10	DRUM STIC ASS'Y	-	1	-
11	COIN BOX ASS'Y	-	1	-
12	MAIN BOX ASS'Y	-	1	-
13	SMPS ASS'Y	-	1	-
14	AC INPUT ASS'Y	-	1	-
15	WOOFER DISPLAY COVER ACRYL	ACRYL-3.0T	1	MHTD0ACR006
16	SPEAKER DISPLAY COVER ACRYL	ACRYL-3.0T	2	MHTD0ACR005

9-2. BILLBOARD
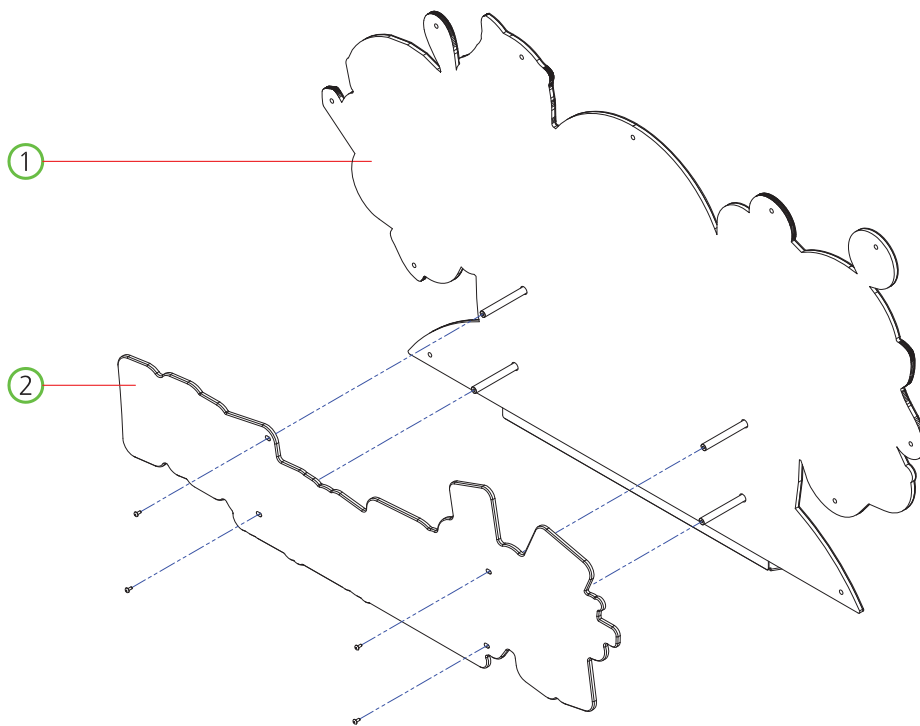
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	BILLBOARD FOMAX	FOMAX-5.0t	1	MHTD0ACR009
2	BILLBOARD LOGO ACRYL	ACRYL-5.0t	1	MHTD0ACR004

9-3. MONITOR CABINET
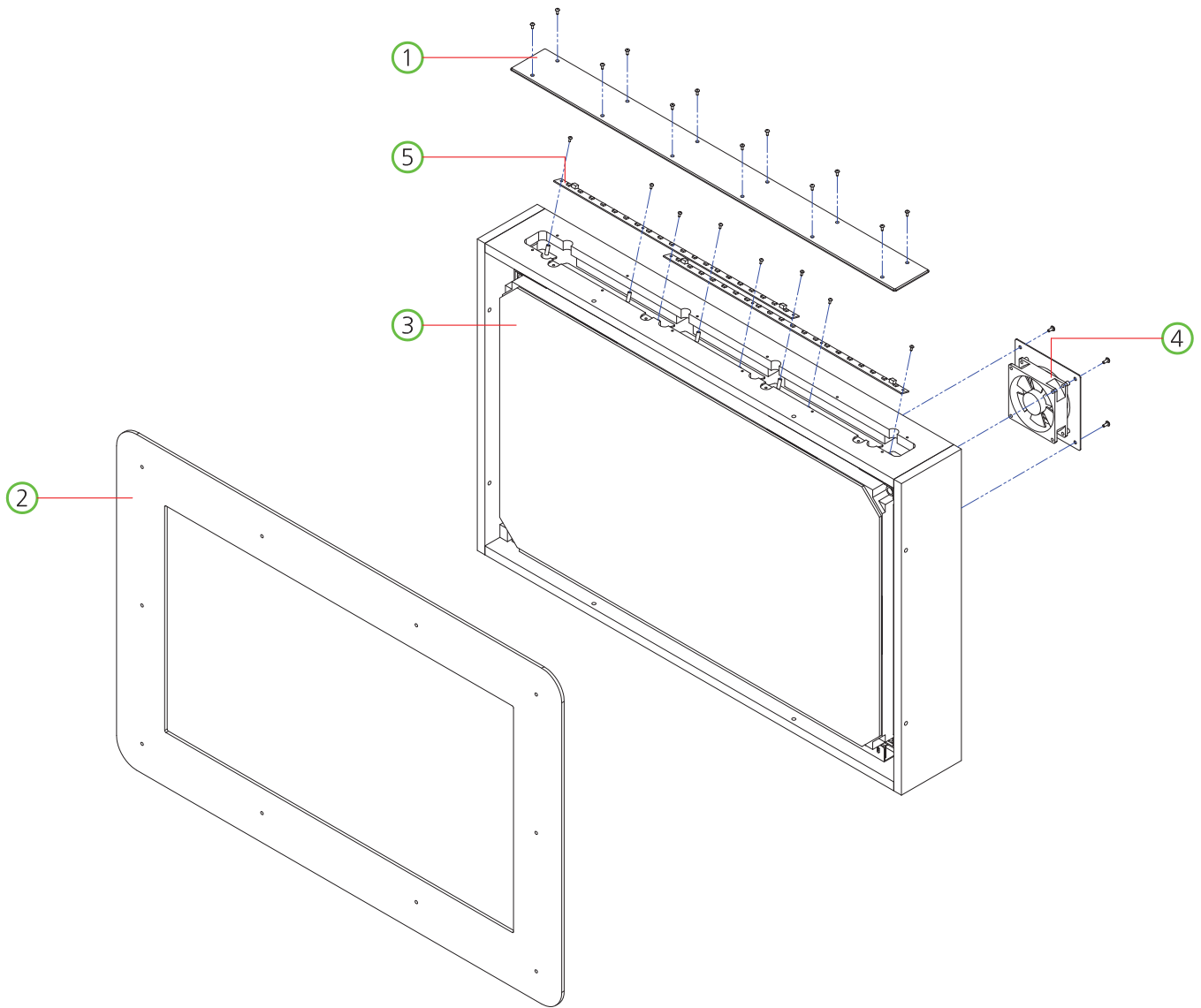
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	BILLBOARD UPPER LIGHT ACRYL	ACRYL-3.0t	1	MHTD0ACR001
2	LCD MASK BEZEL FOMAX	FOMAX-5.0t	1	MHTD0ACR010
3	LCD MONITOR 32"	LM3212	1	AKID0LCD002
4	DC FAN	NMB 3610KL-04W-B30	1	MELE0FAN007
5	BILLBOARD LED PCB ASS'Y	-	2	ASUP0PCB001

9-4. DRUM CONTROL
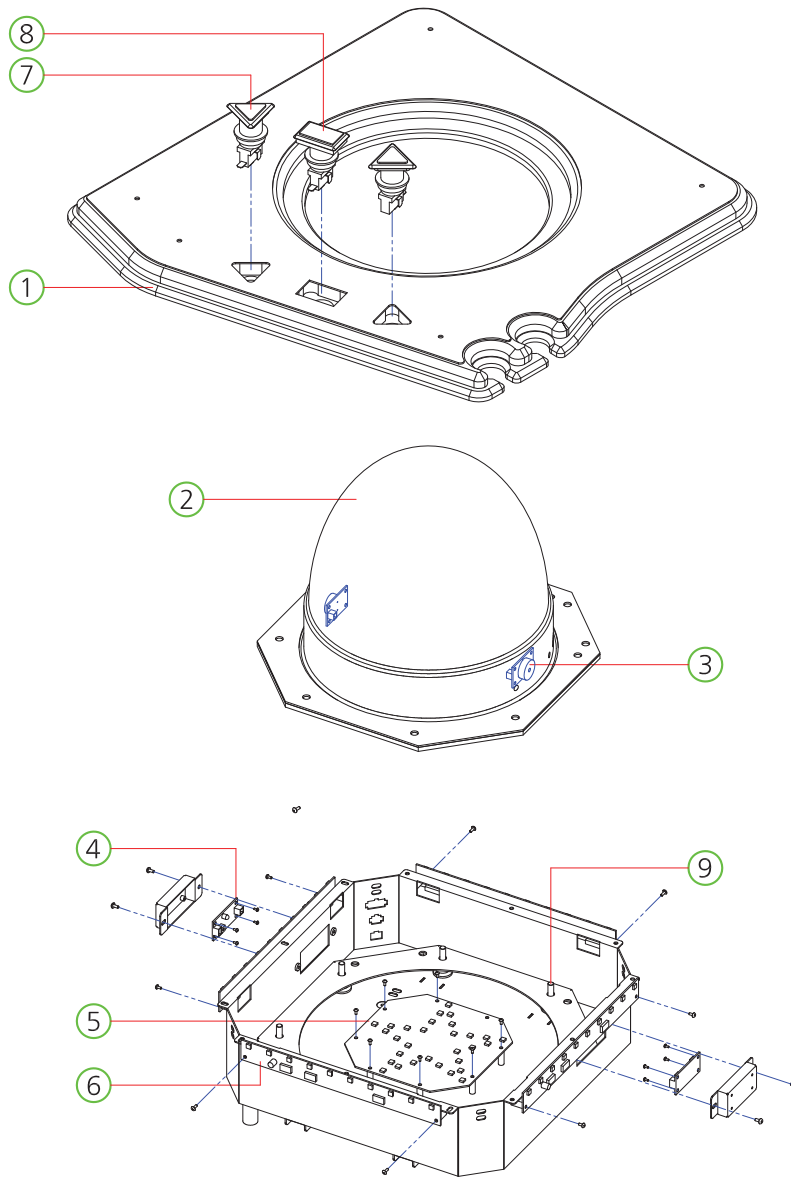
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	DRUM ACRYL L,R	ACRYL-10.0t	2	MSPD0PRI003 / MSPD0PRI004
2	DRUM BODY MOLD	-	1	MKID0PLA001
3	SHOCK SENSOR	-	2	AENS0ASS024
4	COIN SHOCK PCB ASS'Y	-	2	AKID0PCB005
5	BUTTON LED PCB ASS'Y	-	1	ATTC0PCB003
6	DOOR LED RIGHT PCB ASS'Y	-	4	AKID0PCB002
7	BUTTON SWITCH ASS'Y	TN-G-CY	2	AZZZ0BUT005
8	BUTTON SWITCH ASS'Y	TN-F-CG	1	AZZZ0BUT004
9	VIBRATION RUBBER BOLT	-	8	MZZZ0RUB009

9-5. MID SPEAKER
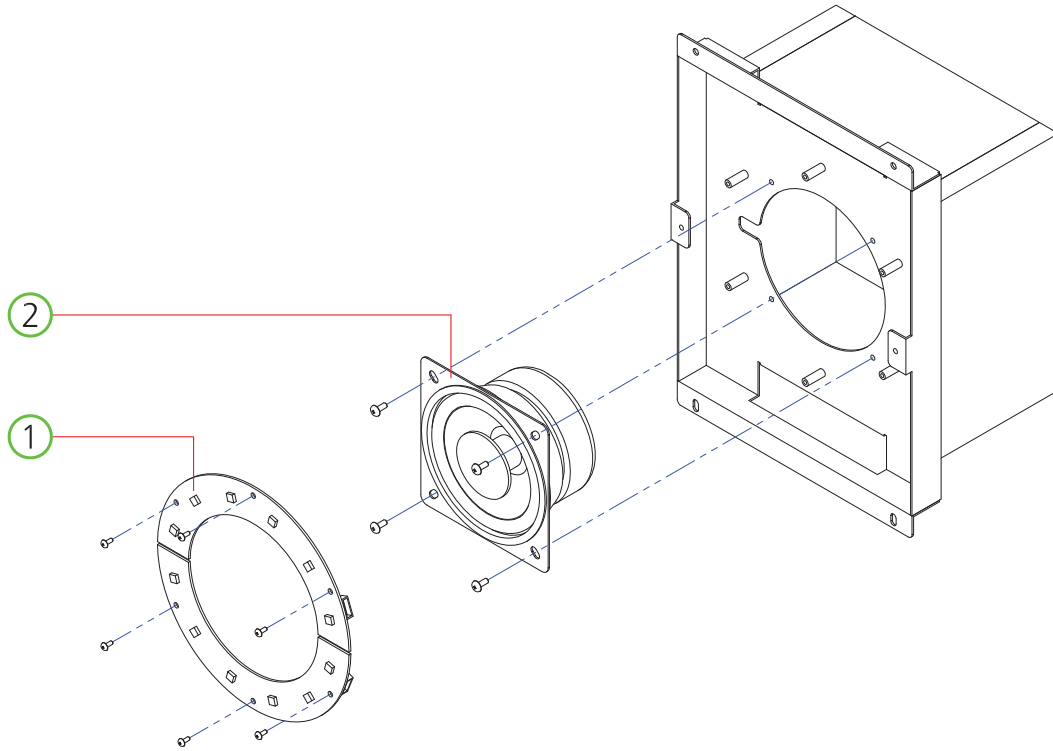
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	MID SPEAKER LED PCB ASS'Y	-	1	APUT0PCB012
2	SPEAKER	MID4.5"+TW1/2" 8Ω	1	MZZZ0SPE021

9-7. SMPS PANEL
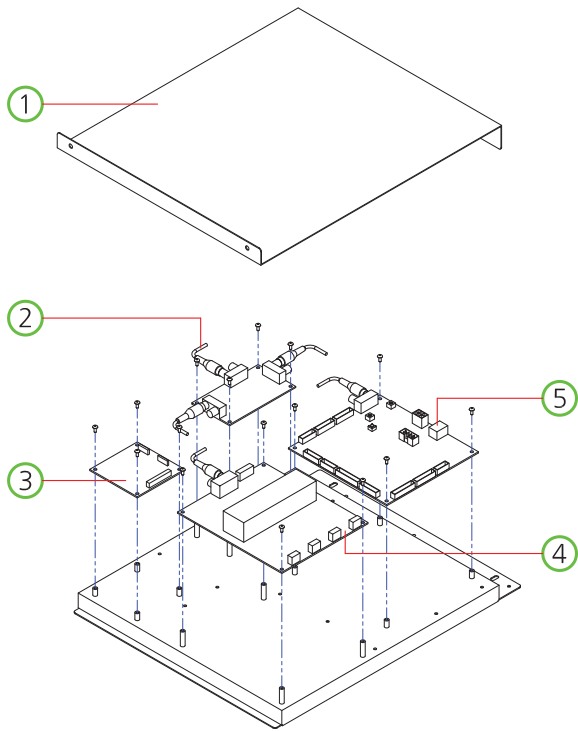
9-8. PCB BOARD

NO.	PART NAME	SPEC.	Q'TY	CODE NO.
1	I/O PCB BOARD COVER ACRYL	ACRYL-1.0t	1	MSPD0ACR002
2	SOUND CONTROL PCB ASS'Y	-	1	APCX0PCB005
3	AND GATE PCB ASS'Y		1	ASPD0PCB001
4	DIGITAL AMP PCB ASS'Y	2.1CH	1	APUJ0PCB002
5	KIDS MUSIC I/O PCB ASS'Y		1	ASPD0PCB002
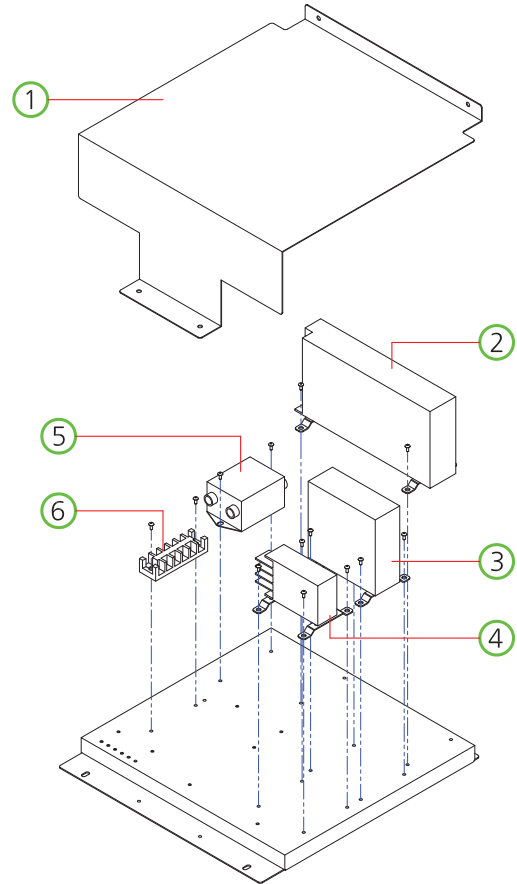
NO.	PART NAME	SPEC.	Q'TY	CODE NO.
1	SMPS COVER ACRYL	ACRYL-1.0t	1	MSPD0ACR003
2	SMPS ASS'Y	NES-150-24V	1	MELE0SMP049
3	SMPS ASS'Y	RS50-12V	1	MELE0SMP055
4	SMPS ASS'Y	RS25-5V	1	MELE0SMP056
5	NOISE FILTER	ES1-F05	1	MELE0NOI005
6	TERMINAL BLOCK	-	1	MELE0TEB001

9-9. COIN BOX & CONTROL PANEL
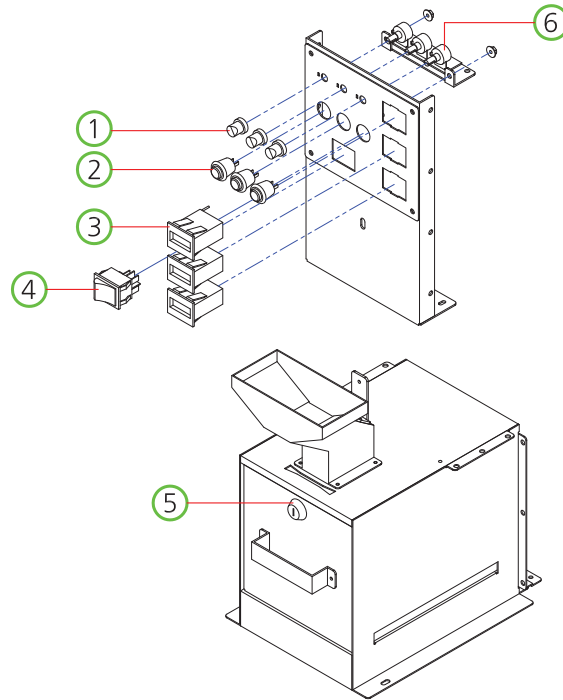
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	VOLUME KONB	-	3	MELE0VOL007
2	PUSH BUTTON SWITCH	HS-412R	3	MELE0PUS001
3	COUNTER	AMMC-712(OA127CL)	2	MZZZ0COU002
4	ROCKER SWITCH	T-125 4P	1	MELE0SWI004
5	KEY ASS'Y	6001	1	MZZZ0KEY075
6	VOLUME PCB	3CH	1	APUJ0PCB005

9-10. TICKET BOX
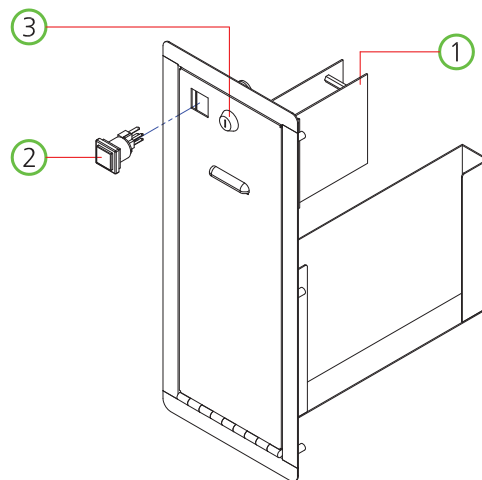
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	TICKET DISPENAER	TL-002H	1	MZZZ0TID007
2	BUTTON SWITCH	-	1	MMUM0BUT002
3	KEY ASS'Y	7001	1	MZZZ0KEY076

9-11. MAIN BOX
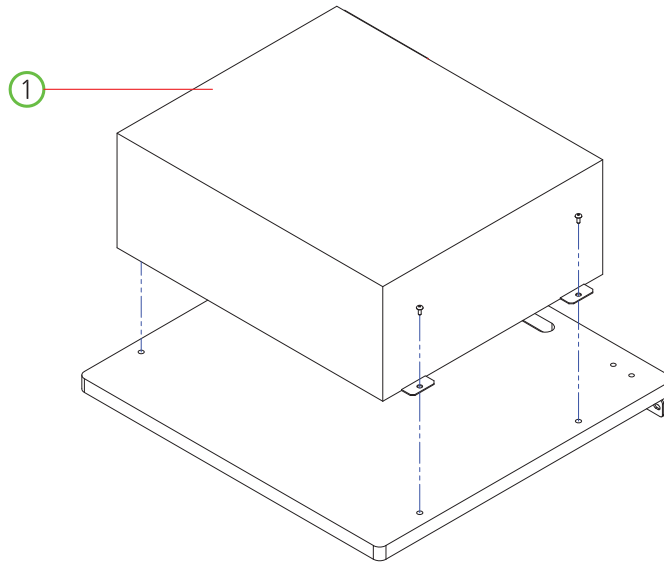
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	MAIN BOX ASS'Y	-	1	AKID0ASS005

9-12. COIN SELECTOR DOOR

9-13. AC INPUT
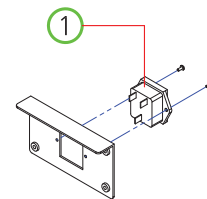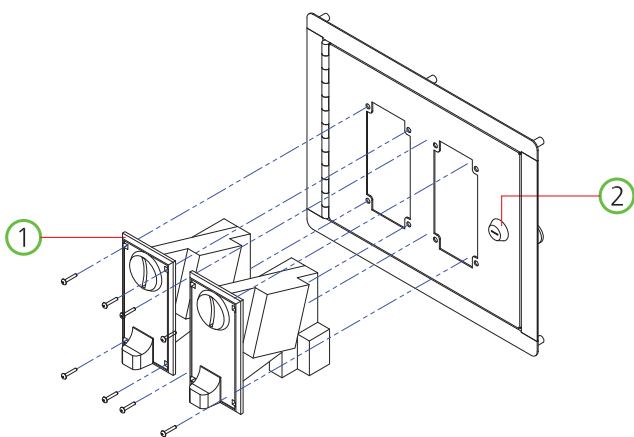
NO.	PART NAME	SPEC.	Q'TY	CODE NO.
1	COIN SELECTOR	TW-130B	2	MZZZ0COS032
2	KEY ASS'Y	7001	1	MZZZ0KEY076

NO.	PART NAME	SPEC.	Q'TY	CODE NO.
1	AC INPUT	DAC-13H	1	MELE0SWI015

COIN_1
F.G
COIN_2
F.G

COIN_COUNTER
TICKET COUNTER_1P
TICKET COUNTER_2P

SW 1
SW 2
SERVICE

3CH VOLUME PCB

R SPEAKER
L SPEAKER

WOOFER SPEAKER BOX

AC S/W
AC INLET
NOISE FILLTER
AC Terminal
NOISE FILLTER F.G HOLE

008-3 008-2 008-1
007-1 006-1
007-2
010-3 010-2 010-1
020-2 020-1
020-4

COIN [HS2]
1 COIN_1_12V
2 COIN_1
3
4 GND
5 COIN_2_12V
6 COIN_2
7
8 GND

SETUP/COUNTER [HS3]
1 12V
2 COIN COUNTER
3 TICKET COUNTER
4 ENTER LAMP_1P
5 SW1
6 SW2
7 SERVICE
8
9 GND

2P COUNTER [HS5]
1 12V
2 COUNTER_1
3 COUNTER_2

1P Enter Lamp Connector [2page]

AMP PCB 1/2

VOLUME [J3]
1 3.3V
2 MAIN VOL
3
4
5 F VOL
6
7
8 W VOL
9 GND

SPEAKER [J2]
1 R+
2 R-
3 L+
4 L-

WOOFER [J1]
1 W+
2 W-

VRAIL [J5]
24V 1
2
GND 3

MAIN I/O 1/2

TICKET [HS6]
1 12V
2 TICKET MOTOR_1P
3 TICKET SENSOR_1P
4 TICKET LAMP_1P
5 EMPTY SW_1P
6 TICKET MOTOR_2P
7 TICKET SENSOR_2P
8 TICKET LAMP_2P
9 EMPTY SW_2P
10 GND

009-1 009-2 009-3
009-3

BUTTON & LAMP
TICKET
F.G
BUTTON & LAMP
TICKET
F.G

J3 USB I/O
J2
021-1
021-4

SOUND CONTROL PCB

SOUND-IN [J1]
[J2]

INPUT [JP1]
1 12V
2
3 GND

[J3]
SOUND IN [J5]

AMP PCB 2/2

021-2
021-3

USB I/O
STEREO
GRAPHIC
MK7
F.G
AC IN
MK AC
004-2
MK AC

D-SUB CABLE

LCD
AC IN
LCD AC
004-1
LCD AC

J1
1 12V
2 GND
3 5V
4 12V
5 GND
6 5V

005-2 005-2

24V SMPS
1 AC
2 F.G
3 AC
4 24V
5 GND

12V SMPS
1 AC
2 F.G
3 AC
4 12V
5 GND

5V SMPS
1 AC
2 F.G
3 AC
4 5V
5 GND

003-3
003-2
003-1

005-1
005-2

1 12V
2 GND
3 5V
4 12V
5 GND
6 5V
7 12V
8 GND
9 24V
10 GND

LCD AC
LCD AC F.G AC
004-3
MK AC
MK AC F.G AC
004-4

001-5

AC
F.G
AC

BILLBOARD WHITE LED

016-1
016-2

1 12V
2 GND

LCD DC FAN

001-1 001-2 001-3 001-4
001-6

REVISION
MARK DATE REVISION DRAWN BY CHECKED BY APPROVED BY
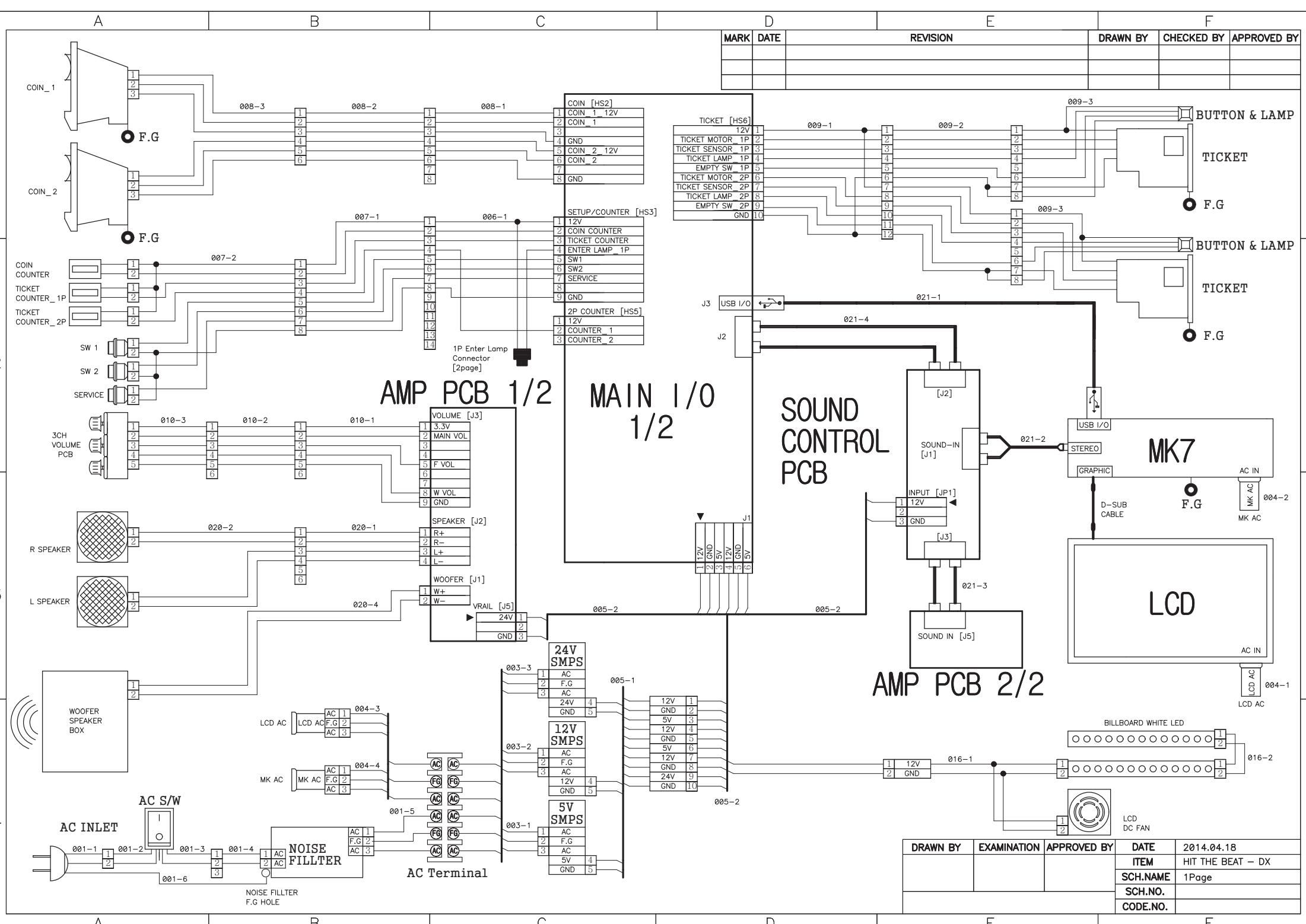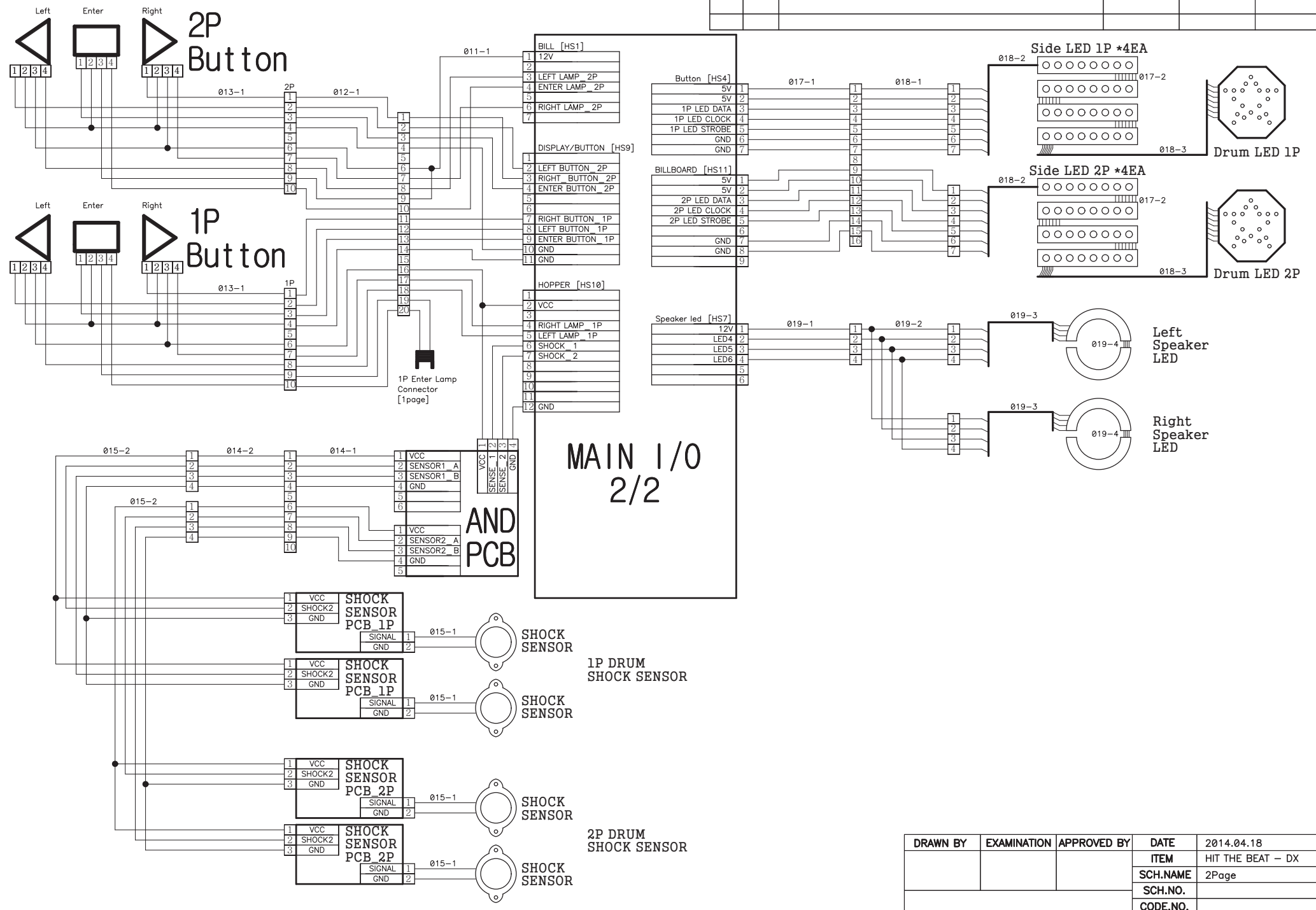
DRAWN BY | EXAMINATION | APPROVED BY | DATE | 2014.04.18
ITEM | HIT THE BEAT - DX
SCH.NAME | 1Page
SCH.NO.
CODE.NO.

Left Enter Right

2P Button

1 2 3 4   1 2 3 4   1 2 3 4

013-1   2P   012-1

Left Enter Right

1P Button

1 2 3 4   1 2 3 4   1 2 3 4

013-1   1P

1P Enter Lamp Connector [1page]

011-1

BILL [HS1]
1	12V
2	
3	LEFT LAMP_2P
4	ENTER LAMP_2P
5	
6	RIGHT LAMP_2P
7	

DISPLAY/BUTTON [HS9]
1	
2	LEFT BUTTON_2P
3	RIGHT_BUTTON_2P
4	ENTER BUTTON_2P
5	
6	
7	RIGHT BUTTON_1P
8	LEFT BUTTON_1P
9	ENTER BUTTON_1P
10	GND
11	GND

HOPPER [HS10]
1	
2	VCC
3	
4	RIGHT LAMP_1P
5	LEFT LAMP_1P
6	SHOCK_1
7	SHOCK_2
8	
9	
10	
11	
12	GND

VCC SENSE_1 SENSE_2 GND

MAIN I/O 2/2

Button [HS4]
1	5V
2	5V
3	1P LED DATA
4	1P LED CLOCK
5	1P LED STROBE
6	GND
7	GND

BILLBOARD [HS11]
1	5V
2	5V
3	2P LED DATA
4	2P LED CLOCK
5	2P LED STROBE
6	
7	GND
8	GND
9	

Speaker led [HS7]
1	12V
2	LED4
3	LED5
4	LED6
5	
6	

017-1   018-1

Side LED 1P *4EA
018-2   017-2

Drum LED 1P

Side LED 2P *4EA
018-2   017-2

018-3   **Drum LED 2P**

019-1   019-2   019-3

019-4   **Left Speaker LED**

019-3   019-4   **Right Speaker LED**

015-2   014-2   014-1

1	VCC
2	SENSOR1_A
3	SENSOR1_B
4	GND
5	
6	

1	VCC
2	SENSOR2_A
3	SENSOR2_B
4	GND
5	

AND PCB

015-2

SHOCK SENSOR PCB_1P
1	VCC
2	SHOCK2
3	GND

015-1
| 1 | SIGNAL |
| 2 | GND |
SHOCK SENSOR

SHOCK SENSOR PCB_1P
1	VCC
2	SHOCK2
3	GND

015-1
| 1 | SIGNAL |
| 2 | GND |
SHOCK SENSOR

1P DRUM SHOCK SENSOR

SHOCK SENSOR PCB_2P
1	VCC
2	SHOCK2
3	GND

015-1
| 1 | SIGNAL |
| 2 | GND |
SHOCK SENSOR

SHOCK SENSOR PCB_2P
1	VCC
2	SHOCK2
3	GND

015-1
| 1 | SIGNAL |
| 2 | GND |
SHOCK SENSOR

2P DRUM SHOCK SENSOR

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 Seven Key Components such as SMPS/ATX, Motor, Main PCB, I/O Board and MK Box from defects for a period of one year from ship date.

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

WARRANTY
1 YEAR
WARRANTY

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.

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