

SERVICE MANUAL

NFLPA SUPERSTAR FOOTBALL COINS

Ver 1.0



ISSUE DATE: Nov. 17, 2017



- ▶ 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.

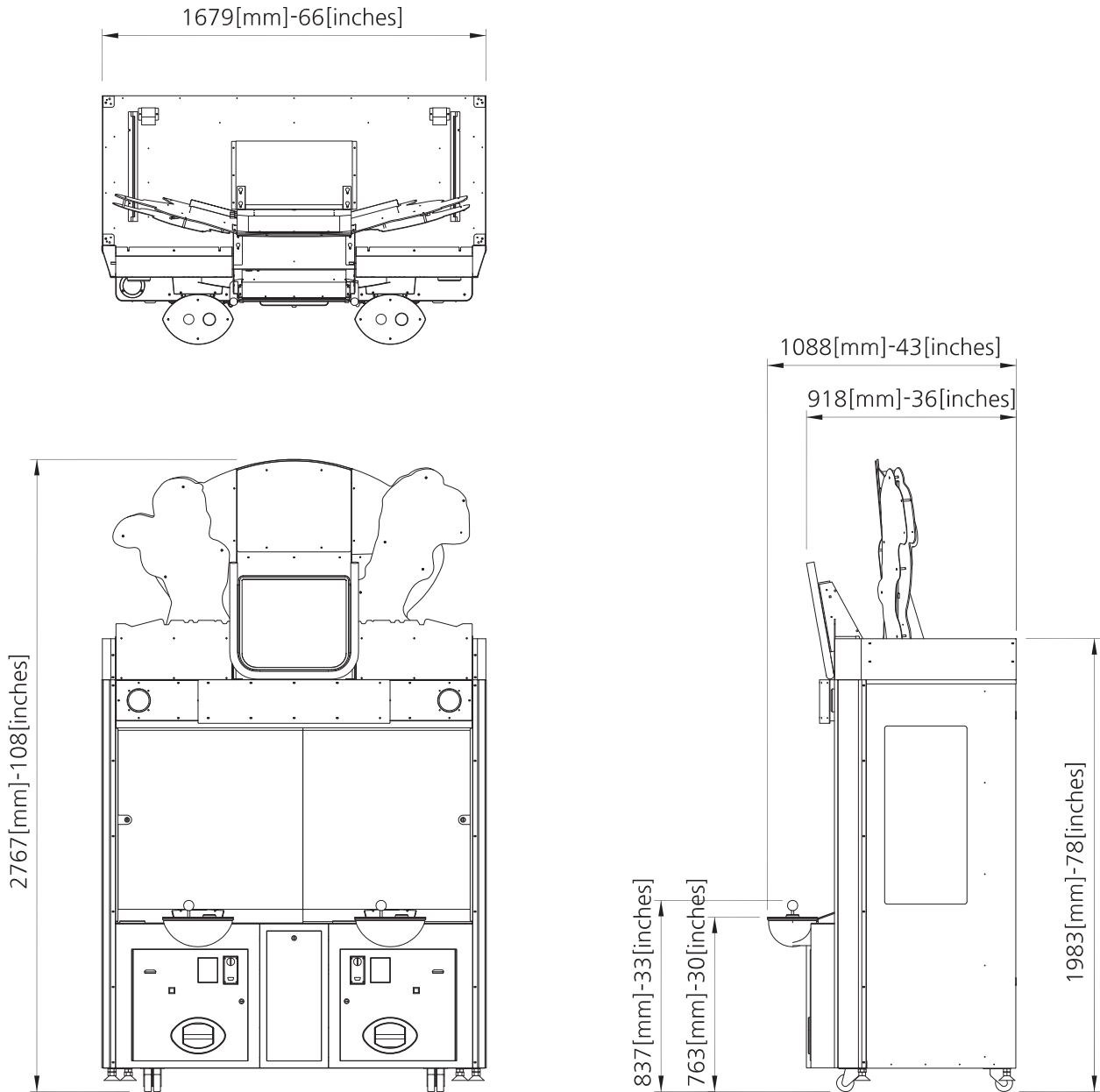
CONTENTS

1. SPECIFICATION AND DIMENSION	P03
1-1. DIMENSION	P03
1-2. SPECIFICATION	P03
1-3. NAME OF PARTS	P04
1-4. STICKER LOCATION	P05
1-5. COMPONENTS	P06
2. INSTALLATION	P07
2-1. INSTALLATION SPACE	P07
2-2. HOW TO INSTALL	P08
3. GAME CHARACTERISTICS	P09
4. SETUP SETTINGS	P10
4-1. MACHINE SETUP	P10
4-2. SETUP MODE	P11
4-3. CLEAR MODE	P12
4-4. TEST MODE	P13
4-5. ERROR CODE	P18
5. TROUBLESHOOTING	P20
5-1. COIN OUT MOTOR ERROR [E70, E71]	P20
5-2. COIN OUT SENSOR ERROR [E70, E71]	P22
5-3. COIN OUTLET SENSOR ERROR [E72, E73]	P24
5-4. PUSHER MOTOR ERROR	P26
5-5. PUSHER SENSOR ERROR [E30]	P28
5-6. SOLENOID ERROR	P30
5-7. X-AXIS MAGNETIC SENSOR ERROR [E42, E44]	P32
5-8. X-AXIS MOTOR ERROR [E40, E41]	P34
5-9. X-AXIS SWITCH ERROR [E40, E41]	P36
5-10. Y-AXIS MAGNETIC SENSOR ERROR [E52]	P38
5-11. Y-AXIS MOTOR ERROR [E50, E51]	P40
5-12. Y-AXIS SWITCH ERROR [E50, E51]	P42
5-13. Z-AXIS MOTOR ERROR [E60, E61]	P44
5-14. Z-AXIS SWITCH ERROR [E60, E61]	P46

5-15. SOUND ERROR	P48
5-16. JACKPOT FND ERROR	P49
5-17. TIME FND ERROR	P50
5-18. SIDE FLEX LED ERROR	P51
5-19. CONTINUOUS LED ERROR	P52
5-20. SERIES LED OR FND ERROR	P53
6. EXPLODED VIEW	P55
6-1. MAIN CABINET PART	P55
6-2. BILLBOARD DECO PART	P56
6-3. BONUS FND BOX PART	P57
6-4. SUPER BONUS DECO COIN PART	P58
6-5. SPEAKER COVER FRAME PART	P59
6-6. BILLBOARD SIDE LAMP PART	P60
6-7. SUPER BONUS FND PART	P61
6-8. BUTTON PANEL PART	P62
6-9. CENTER FRAME PART	P63
6-10. FRONT FRAME PART	P64
6-11. SMPS POWER PART	P65
6-12. COIN COUNTER ROLLER PART	P66
6-13. COIN OUTLET GUIDE PART	P67
6-14. PUSHER PANEL BASE PART	P68
6-15. PUSHER PANEL PART	P69
6-16. FRONT WINDOW L PART	P70
6-17. FRONT WINDOW R PART	P70
6-18. CRANE MOVING PART	P71
6-19. Y MOTOR BKT	P72
6-20. Y MOTOR GUIDE PULLY	P72
6-21. Y LM HOUSING_FRONT	P73
6-22. Y LM HOUSING_REAR	P74
6-23. Y CHECK SENSOR	P74
6-24. CRANE MECHANISM & RUGBY CRANE	P75
7. PART PICTURE	P76
8. BLOCK DIAGRAM	P77

1. SPECIFICATION AND DIMENSION

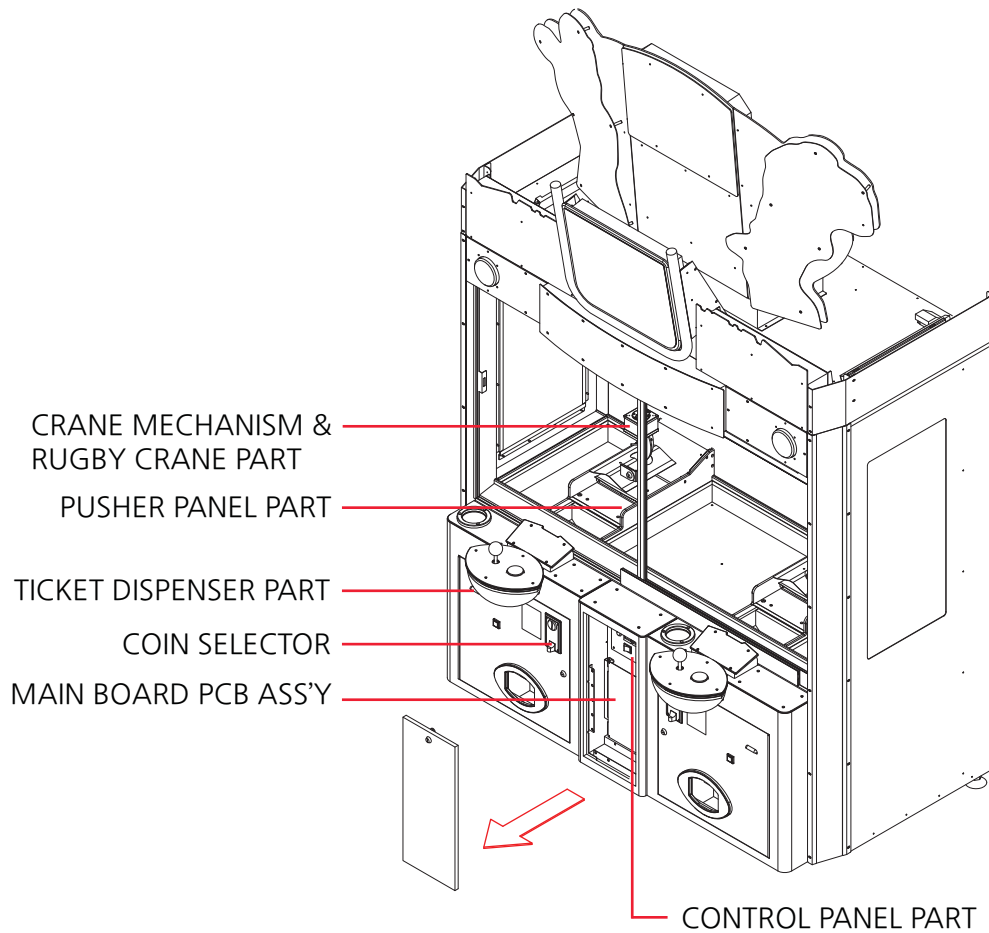
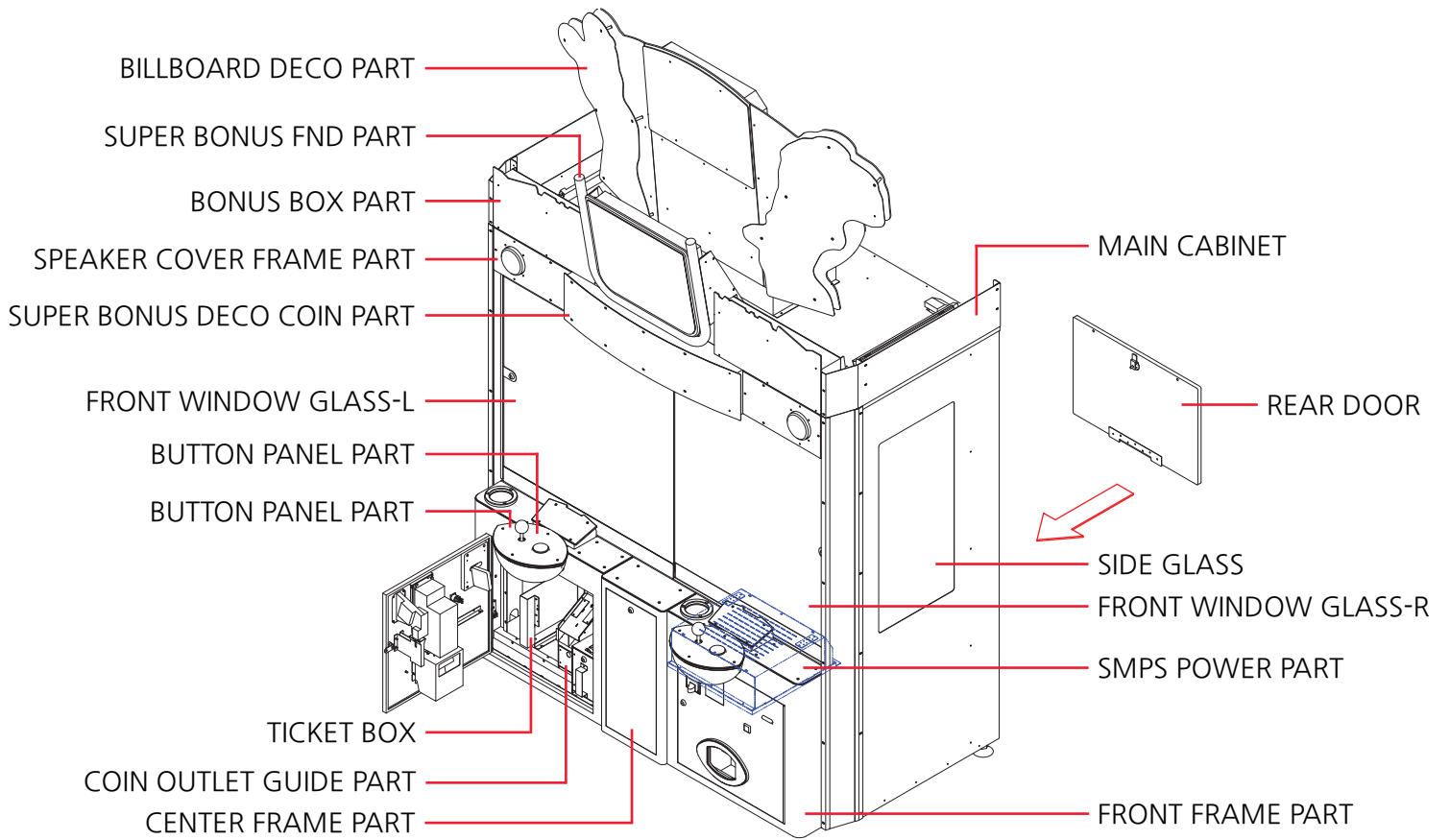
1-1. DIMENSION



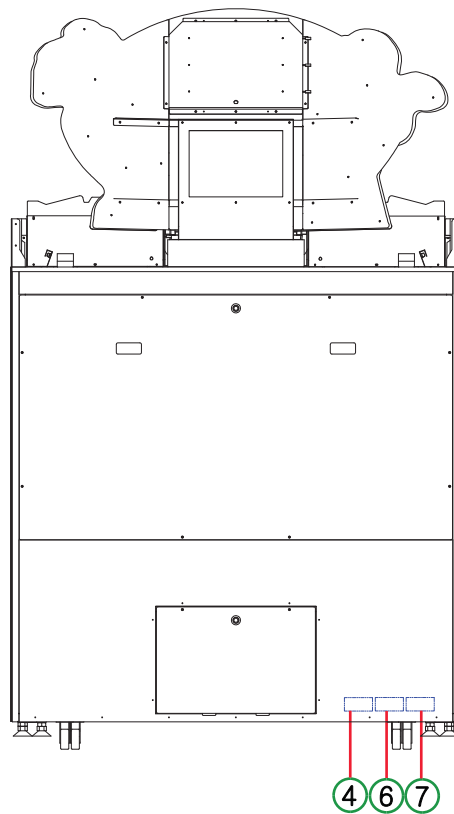
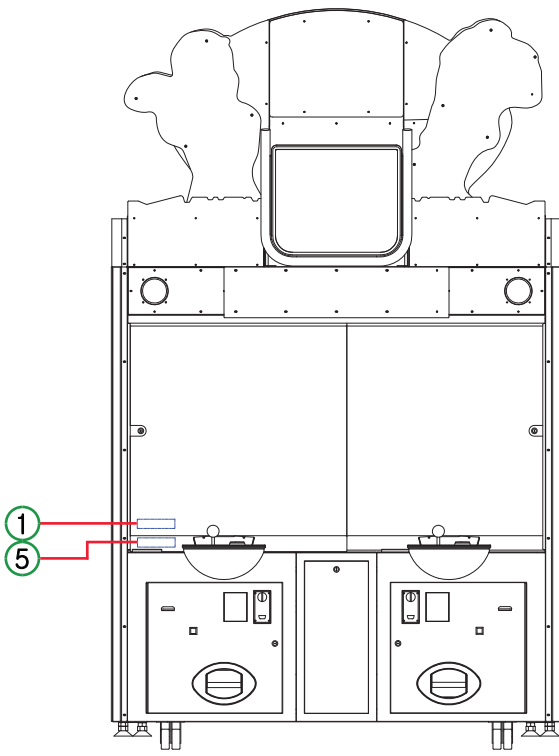
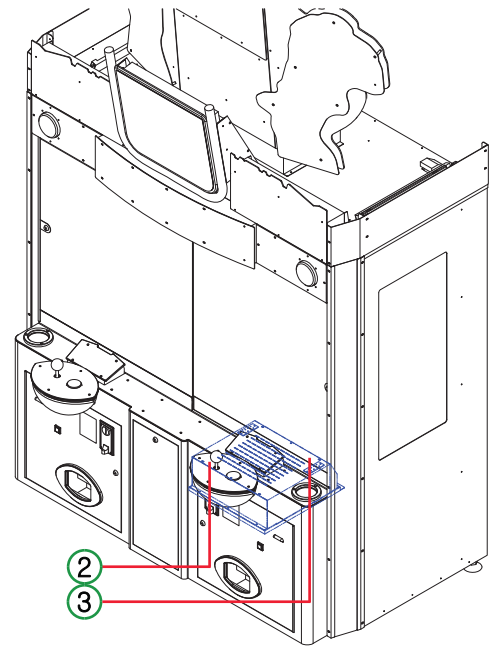
1-2. SPECIFICATION

DIMENSION (W x D x H)	1679 x 1088 x 2767 (mm)	
PACKING DIMENSION (W x D x H)	2280 x 990 x 2180 (mm)	
WEIGHT (kg)	350 kg [WEIGHT INCLUDING : 456 kg] PACKAGING]	
VOLTAGE	AC 120V	AC 230V
FREQUENCY RANGE	60Hz	50,60Hz
CONSUMPTION	450 W	450 W
CERTIFICATION	-	


1-3. NAME OF PARTS




1-4. STICKER LOCATION



1

CAUTION/PRUDENCE

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!
 Cette unité doit être fixée au mur, au plancher ou à un objet à proximité conformément aux instructions d'installation.

5

NOTICE

 GAME IS EQUIPPED WITH SHAKE ALARM
 ALARM WILL SOUND IF SHAKEN

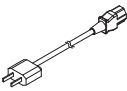
















6

1 YEAR LIMITED WARRANTY

7

MODEL NAME	-
PRODUCT S/N	-
MAIN BOX S/N	-
LOD S/N	-
CERTIFICATE	-
MADE IN KOREA	
Koyang-si, Kyonggi-do, Korea Phone:82-31-909-2100	

1-5. COMPONENTS

NO.	PART NAME	SPEC.		QTY
1	AC POWER CORD	-		1
2	KEY	6001, 7001		2 EACH
3	BOLT	4x8L		8
4	BOLT	4x10L		20
5	BOLT	4x12L		4
6	BOLT	4x16L		6
7	BOLT	6x20L		20
8	WASHER	M4		5
9	WASHER	M6		10
10	NUT	M4		5
11	WRENCH	2 / 2.5 / 3 / 4 mm		1 EACH
12	WIRE	-		2
13	COIN	1BOX		4284
14	COIN BOOK	-		50
15	COIN SELECTOR BKT_CLOSE	-		1
16	MANUAL	-		1
17	TROUBLE SHOOTING MANUAL	-		1

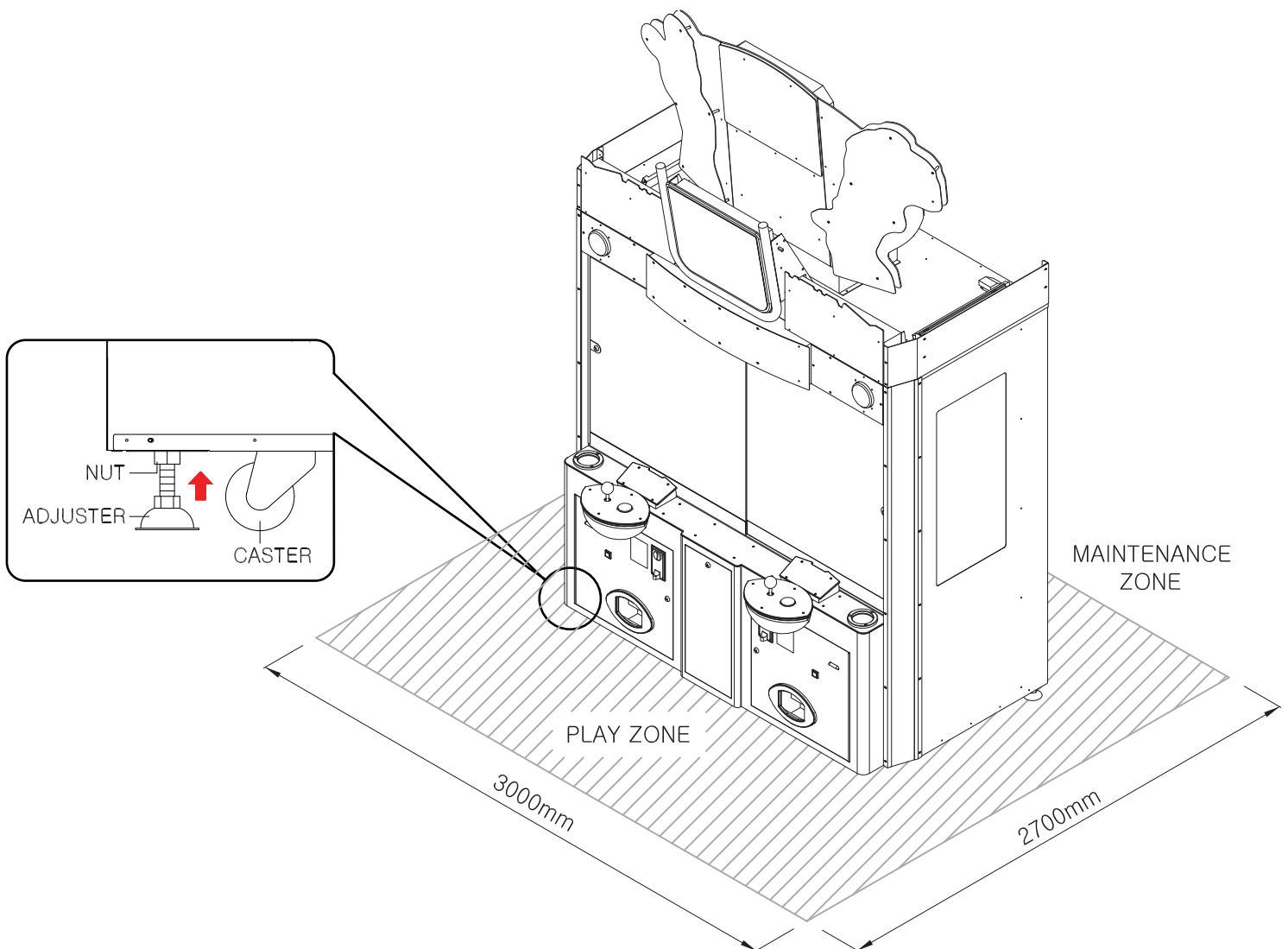
2. INSTALLATION

2-1. INSTALLATION SPACE

- Need to have installation place.
Maintenance Zone & Play zone should have at least 3000mm x 2700mm each.

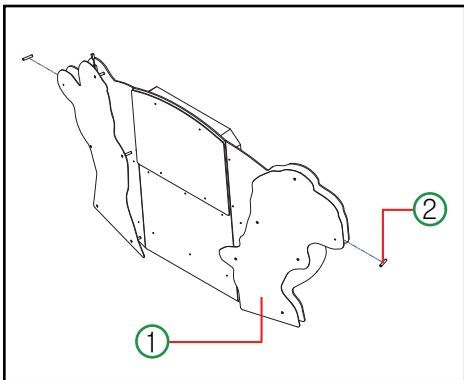
***IMPORTANT**

- 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.

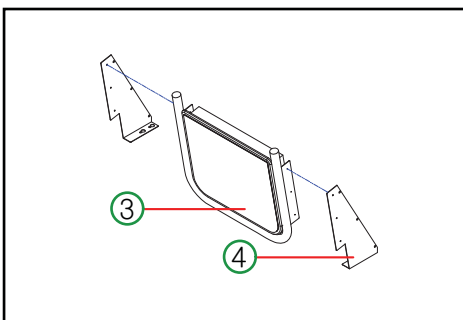


2-2. HOW TO INSTALL

1



* SUPER BONUS FND PART



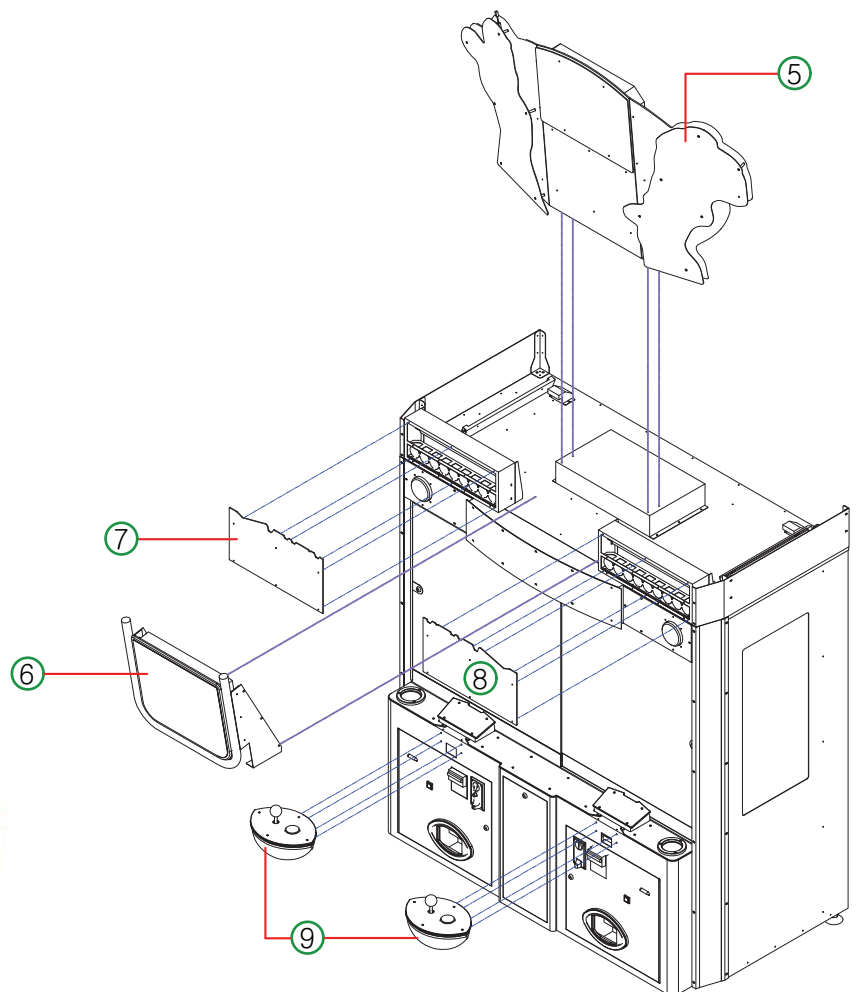
* BILLBOARD DECO PART

- ① Fix by inserting Left and Right of Billboard Deco Parts and two points of ② Billboard POP Support Shaft into POP (M4 Bolt, 2 points)

- Combine Left and Right of ③ Super Bonus FND Parts and Super Bonus Side Pipe BKT-C (M4 Bolt, 6 points)
Combine assembled ⑤ Billboard Deco Part Ass'y and ⑥ Super Bonus FND Part Ass'y by moving them to the top of cabinet (M6 Bolt, 4 points)

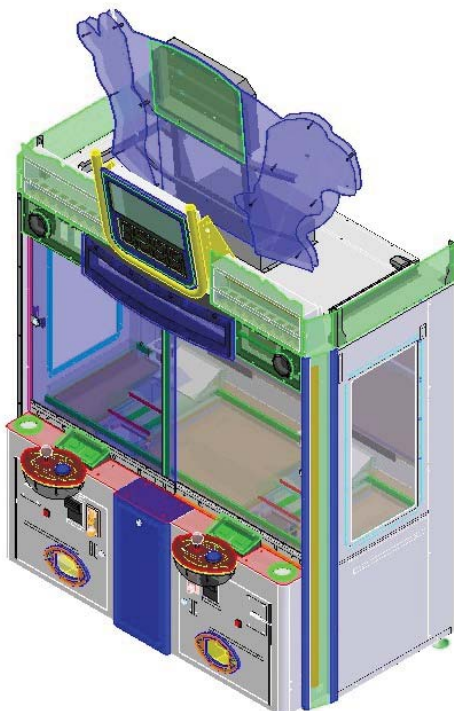
- And then, combine ⑦ ⑧ Bonus FND Box Cover Acryl L and R (M4 Bolt, 6 points)

- Lastly, after connecting ⑨ Button Panel Part Ass'y to connector, combine them with the cabinet. (M6 Bolt, 4 points)



- You complete to assemble it like picture.

2



3. GAME CHARACTERISTICS

3-1. THE WORLD'S GREATEST FOOTBALL PLAYERS IN ONE CABINET!
PATRONS CAN COLLECT ALL 60, OR TRADE THEM

**SHIPS
WITH 4,000
NFLPA COINS.
60 PLAYERS
FEATURED!**



**ALSO SHIPS
WITH 50 NFLPA
COLLECTOR
ALBUMS**



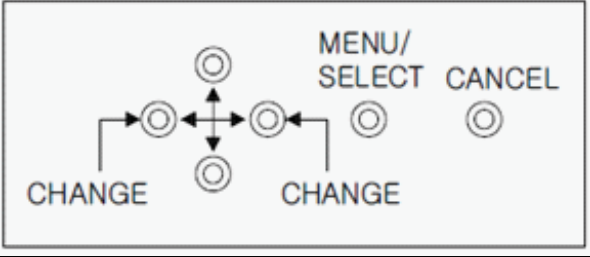

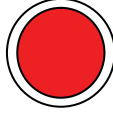
**Limited Time Only '50 Booklets'
F.O.C Offer expires 3/31/2018**



4. SETUP SETTINGS

4-1. MACHINE SETUP

1. SETUP BUTTON LAYOUT

	<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 Select 4) Cancel Button : Exit
<div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;">  <p>1P RESET/ SERVICE CREDIT</p> </div> <div style="text-align: center;">  <p>2P RESET / SERVICE CREDIT</p> </div> </div>	<p>Use this button for SERVICE IN under normal operation and clearing errors in case any error occurs.</p> <p>One (1) Credit is to be increased when pressing Service Button once</p>

[VOLUME DISPLAY]

LCD DISPLAY	DESCRIPTION
<pre>----- NFLPA S. S. V_._ _ ---- ===== VOLUME : 60 =====</pre>	<p>It is displayed when pressing the button "VOLUME UP/DOWN" on Main Board and reverts to the original condition after two seconds</p> <p>It starts with 60 as default value and increases/ decreases by two (2) when pressing the button</p>

[OPERATINGOPTIONS]

Press "MENU/SELECT" Button	SELECT Button : Enter into MENU CANCEL Button : Move to previous MENU or Exit
## OPERATION OPTIONS ##	
PROGRAM SETTING	Set Up Mode
CLEAR MODE	Deletion Mode
BOOKKEEPING	Check Internal Data
FACTORY -SETTING	Initializing to Factory Setting
TEST MODE	Test Mode
PLAYFIELD -SETUP	Playfield Test
GAME MODE	Return to playing games

4-2. SETUP MODE

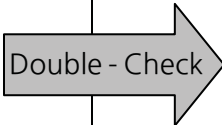
PROGRAM SETTING			
LCD DISPLAY	DESCRIPTION	RANGE	DEFAULT VALUE
CREDIT / COIN	Coin Input /Setting Credits	FREE, 1 ~ 80 (increased by 1)	1
COIN / BILL	Bill Input /Coin Setting	(Refer to below table)	
CREDIT LIMIT	Credit Maximum Value (Prohibiting Input of Coin and Bill)	1 ~ 80 (to be increased by 1)	20
SUPER BONUS	Setting Super Bonus FND	100 ~ 9950 (to be increased by 50)	1,000
PLAYTIME	Setting Play Time	FREE , 1 ~ 99 (to be increased by 1)	30
ARM DROP TIME	Time for Rugby Arm to reach Pusher	2.00 ~ 3.00 seconds (to be increased by 0.01)	2.50
DROPWAITTIME	Time for Rugby Arm to wait abovepusher	FREE, 1 ~ 30	10
MERCY TICKET	Ticket releases unconditionally when game ends	0 ~ 10	0
DEMO SOUND	Setting to use or not Demo Sound	OFF / ON	ON
SAVE AND EXIT	Save Settings and Exit	Execute the Select Button	
CANCEL AND EXIT	Cancel Settings and Exit		

PROGRAM SETTING -> COIN / BILL			
BILL INPUT / COIN SETTING			
Being interlocked with the Pulse from BILL, it is to be increased as following Set Value .			
LCD DISPLAY (APPLIED TO ALL PLAYERS)	DESCRIPTION	RANGE	DEFAULT VALUE
1 BILL	Input 1 Bill, Set Coin	1 ~ 999 (to be increased by 1)	4
2 BILL	Input 2 Bill, Set Coin		8
5 BILL	Input 5 Bill, Set Coin		20
10 BILL	Input 10 Bill, Set Coin		40
20 BILL	Input 20 Bill, Set Coin		80
50 BILL	Input 50 Bill, Set Coin		200
100 BILL	Input 100 Bill, Set Coin		400
SAVE AND EXIT	Save Settings and Exit		
CANCEL AND EXIT	Cancel Settings and Exit		

4-3. CLEAR MODE

CLEAR MODE		
Game Data and Bookkeeping can be deleted.		
LCD DISPLAY	DESCRIPTION	EXECUTION
CLEAR CREDIT	Delete Current Credits	Use SELECT Button CLEAR XXXX DATA Use Select Button Clear XXXX Data ARE YOU SURE? YES or <u>NO</u> Execute by moving cursor
CLEAR TICKET	Delete currentTickets	
CLEAR GAME DATA	Delete Game Data and Bookkeeping	
EXIT	Exit	

BOOKKEEPING	
LCD DISPLAY (APPLIED TO ALL PLAYERS) 1P / 2P	DESCRIPTION
----- COIN IN ----- 12 25	TOTAL COIN
----- BILL IN ----- 1 3	TOTAL BILL IN To be accumulated as many as Input Pulse
----- SERVICE IN ----- 10 5	TOTAL SERVICE IN One (1) credit is to be increased with pressing SERVICE IN
----- PLAY IN ----- 20 20	TOTAL PLAY
----- COIN OUT ----- 10 20	COIN OUT
----- TICKET OUT ----- 10 20	RELEASED TICKETS
CANCEL Button : EXIT	

FACTORY - SETTING	
Initializing to Factory Setting Value (Clearing complete data and setting it up as default value).	
LCD DISPLAY (EXECUTION)	LCD DISPLAY (EXECUTION)
<p>FACTORY - SETTING ARE YOU SURE? YES or [<u>NO</u>] Execute by moving cursor</p>	<p>FACTORY - SETTING REALLY ? YES or [<u>NO</u>] Execute by moving cursor</p>
	

4-4. TEST MODE

TEST MODE - It will be functioned by pressing SELECT Button in related player Menu. Exit by pressing CANCEL Button.		
LCD DISPLAY	CONSTITUTION	DESCRIPTION
INPUT TEST	(Refer to below table)	Input - Signal Test
FND & LAMP	OFF STEP ON/OFF ON	FND & LAMP Function Test OFF : Complete turn OFF STEP : Functioning in organized sequence ON/OFF : Functioning regularly between ON and OFF ON : Complete turn ON
ARM & JOYSTICK	(Refer to below table)	Function Test of Arm and Joystick
COIN OUT	(Refer to below table)	Function Test of Coin Out
PUSHER	(Refer to below table)	Function Test of Pusher
COIN	(Refer to below table)	Function Test of Coin
TICKET	(Refer to below table)	Function Test of Ticket Releasing
COUNTER	(Refer to below table)	Function Test of Counter
SOUND	(Refer to below table)	Sound Test
EXIT	Exit from TEST MODE	

TEST MODE -> INPUT TEST		
LCD DISPLAY	DESCRIPTION	
-1P--- INPUT TEST ---2P- 000000000 000000000 000000 0 000000 0000000 0000000	Indicating the status of Input Signal and changed value (In case of any change in Input Signal, Sound will be re-produced once) "0" in the middle is Tilt Sensor Exit by pressing Cancel Button	
EXPLANATION		
000000000	1. COIN OUT LEFT 2. COIN OUT RIGHT 3. COIN OUT MOTOR ENC UP 4. COIN OUT MOTOR ENC SIDE 5. BLDC PUSHER ENC 6. MAGNETIC FRONT SENSOR 7. MAGNETIC REAR SENSOR 8. MAGNETIC LEFT SENSOR 9. MAGNETIC RIGHT SENSOR	
0000000	1. X MOTOR LEFT SWITCH 2. X MOTOR RIGHT SWITCH 3. Y MOTOR FRONT SWITCH 4. Y MOTOR REAR SWITCH 5. Z MOTOR UP SWITCH 6. Z MOTOR DOWN SWITCH	
0000000	1. JOYSTICK UP 2. JOYSTICK DOWN 3. JOYSTICK LEFT 4. JOYSTICK RIGHT 5. DROP BUTTON 6. SERVICE BUTTON 7. TICKET BUTTON	
















TEST MODE -> ARM & JOYSTICK TEST

Function Test of ARM by moving Joystick.

1P Solenoid : SETUP Left Button (or Ticket Button).

2P Solenoid : SETUP Right Button (or Ticket Button).

Exit by Pressing CANCEL Button.

LCD DISPLAY	DESCRIPTION
--ARM & JOYSTICK -- 1P SOL:LEFT BUTTON 2P SOL:RIGHT BUTTON EXIT : CANCEL	TIME FND and CREDIT FND will be displayed when related sensor and switch are functioned. No display in case they are not functioned TIME FND :  MAGNETIC LEFT SENSOR,  MAGNETIC RIGHT SENSOR,  X-ARM RIGHT SWITCH,  MAGNETIC REAR SENSOR,  Z-ARM UP SWITCH,  MAGNETIC FRONT SENSOR  X-ARM LEFT SWITCH  Y-ARM REAR SWITCH  Y-ARM FRONT SWITCH  Z-ARM DOWN SWITCH CREDIT FND :  JOYSTICK UP,  JOYSTICK LEFT,  DROP BUTTON  JOYSTICK DOWN  JOYSTICK RIGHT
EXIT	Exit from ARM & JOYSTICK TEST

TEST MODE -> COIN OUT TEST

It is functioned when pressing SELECT Button among related items or DROP Button of related player. Exit by pressing CANCEL Button.

LCD DISPLAY	CONSTITUTION	DESCRIPTION
--- COIN OUT TEST --- 1 PLAYER OFF 2 PLAYER OFF	OFF/CW/CCW OFF : Stop CW : Normal Rotation CCW : Counter Rotation	Function Test of COIN OUT Sensor Function is shown as 0, 1 or (.) at FND Credit FND : Coin Out Left, Coin Out Right Time FND : Coin Out Motor ENC UP, Coin Out Motor ENC SIDE
EXIT	Exit from Coin Out Test	

TEST MODE -> PUSHER TEST

It is functioned when pressing SELECT Button among related items or DROP Button of related player. Exit by pressing CANCEL Button.

LCD DISPLAY	CONSTITUTION	DESCRIPTION
--- PUSHER TEST --- 1 PLAYER OFF 2 PLAYER OFF 1P + 2P	OFF/ON Display of Operation Status	Function Test of Pusher Time FND : Display of Sensor functioning status 0, 1
EXIT	Exit from Pusher Test	

TEST MODE -> COIN TEST		
It is functioned when pressing SELECT Button among related items or DROP Button of related player. Exit by pressing CANCEL Button.		
LCD DISPLAY	CONSTITUTION	DESCRIPTION
--- COIN TEST -- 1 PLAYER OFF 2 PLAYER OFF	OFF/ON Display of operation status	Function Test of COIN INHIBIT Credit FND: Display of number of Input Coin
EXIT	Exit from Coin Test	

TEST MODE -> TICKET TEST		
It is functioned when pressing SELECT Button among related items or DROP Button of related player. Exit by pressing CANCEL Button.		
LCD DISPLAY	CONSTITUTION	DESCRIPTION
--- TICKET TEST -- 1 PLAYER OFF 2 PLAYER OFF	OFF/ON Display of Operation status	Ticket Release Test If operated, three tickets shall be released Time FND: Number of released tickets
EXIT	Exit from TICKET TEST	

TEST MODE -> COUNTER TEST		
It is functioned by pressing the SELECT Button or manipulating the Joystick of related player. Exit by pressing CANCEL Button.		
LCD DISPLAY	CONSTITUTION	DESCRIPTION
--- COUNTER TEST --- 1 PLAYER 0 0 0 2 PLAYER 0 0 0	Functioning of Counter	Counter Test Left Button (or JoyStick Left) : To be increased by 1 at Coin Counter Right Button (or JoyStick Right) : To be increased by 1 at Coin Out Counter SELECT Button (or DROP Button) : To be increased by 1 at Ticket Counter
EXIT	Exit from COUNTER TEST	

TEST MODE -> SOUND		
LCD DISPLAY	CONSTITUTION	DESCRIPTION
CHANNEL STOP 1	1 ~ 8	Output from one to eight at IP and 2P alternately
SOUND STOP AUTO	AUTO 1 ~ 64	Sound is generated when pressing the SELECT Button after selecting desired Sound No with Left/Right Button AUTO : The whole sounds are generated in sequence 1 ~ 64 : Output of desired Sound
EXIT	Exit from SOUND TEST	

PLAYFIELD - SETUP		
LCD DISPLAY	DESCRIPTION	EXECUTION
TABLE SET. A	Overall Product Test Mode. (Refer to below table).	Execute by pressing SELECT Button
TABLE SET. B	Product Test Mode for long hours (Refer to below table).	
EXIT	Exit	

PLAYFIELD - SETUP -> TABLE SET. A

To be used for overall Function Test (Aging Test).

Just like real games, it plays 3,000 times automatically and release the output when winning a prize.

LCD DISPLAY	DESCRIPTION	EXECUTION
1 PLAYER STOP	Execute only 1P	PLAY : SELECT Button STOP : CANCEL Button
2 PLAYER STOP	Execute only 2P	
1P+2P	Execute both 1P and 2P simultaneously	
EXIT	Exit	

PLAYFIELD - SETUP -> TABLE SET. B

To be used for overall Function Test (Aging Test).

Just like real games, it plays 100,000 times automatically and release the output when winning a prize.

LCD DISPLAY	DESCRIPTION	EXECUTION
1 PLAYER STOP	Execute only 1P	PLAY : SELECT Button STOP : CANCEL Button
2 PLAYER STOP	Execute only 2P	
1P+2P	Execute both 1P and 2P simultaneously	
EXIT	Exit	

PLAYFIELD - SETUP -> BOOKKEEPING

When PLAYFIELD SETUP is running, screen moves as below.

Check BOOKKEEPING by using UP DOWN button.

Press CANCEL to stop test and exit to previous screen.

LCD DISPLAY	DESCRIPTION	EXECUTION
<pre> === 1P+2P RUN === ----- PLAY IN ----- 10 20 </pre>	TOTAL PLAY	UP, DOWN : MOVE STOP : CANCEL BUTTON
<pre> === 1P+2P RUN === ----- COIN OUT ----- 1 2 </pre>	COIN OUT	
<pre> === 1P+2P RUN === ----- TICKET OUT ----- 5 6 </pre>	TICKET OUT	

BOOKKEEPING MONITOR WHILE PLAYING GAMES.

[↑↓] IT CAN BE CHECKED BY PRESSING UP/DOWN BUTTON.		
LCD DISPLAY	1P 2P	DESCRIPTION
----- COIN IN -----	12 25	Total COIN
----- BILL IN -----	1 3	Total BILL IN. To be accumulated as many as Input-Pulse.
----- SERVICE IN -----	5 10	Total SERVICE IN. To be increased by "1" when pressing Service In
----- PLAY IN -----	20 50	Total Play
----- COIN OUT -----	10 20	Coin Out
----- TICKET OUT -----	10 20	Released Tickets

4-5. ERROR CODE

* WARNING CODE

CODE CLASSIFICATION (TIME FND : ERROR CODE)	CONTENTS	DESCRIPTION (GAMES CAN BE PLAYED AGAINST WARNING NOTICE)
TIME FND : "t" CREDIT FND : "LT"	TILT	1. It happened when the machine is shaken up 2. Game ends after Arm moves above pusher while game is being played 3. Games can be played after 15 seconds
Et	TICKET EMPTY	1. Ticket Box is Empty 2. Display remaining number of tickets and Et at intervals of one second
SL	SETUP LCD ERROR	1. SETUP LCD Communication was Defected 2. This Error Displays only in Demo

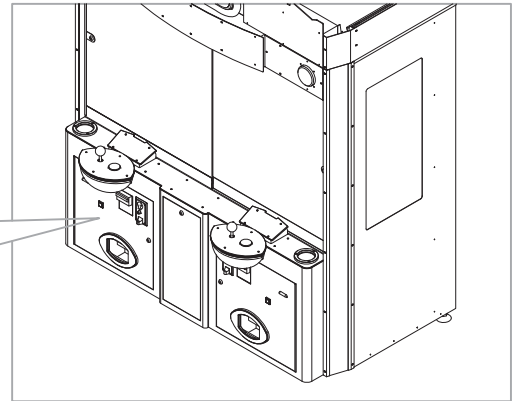
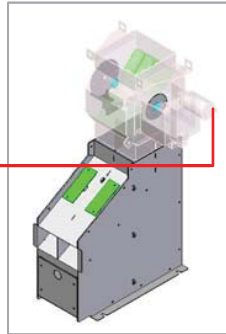
CODE CLASSIFICATION (TIME FND : Er) (CREDIT FND : ERROR CODE)	CONTENTS	DESCRIPTION (PRESS RESET BUTTON AFTER TROUBLESHOOTING)
0	BACKUP ERROR	1. BACKUP Memory Error in Main Board 2. Replace Main Board if such error happens repeatedly while booting the machine
10	COIN ERROR	1. COIN JAM (Solve the Coin Jam problem inside Coin Selector)
20	TICKET ERROR	1. TICKET JAM (Solve the Ticket Jam problem inside Ticket Dispenser)
30	PUSHER ERROR	1. MOTOR Functional Defects or SENSOR Sensing Defects (TEST MODE → Check Motor Functions at Pusher Test)
40	X-Arm ERROR	1. X-Arm Motor Function Defect or Left Switch Sensing Defect
41		1. X-Arm Motor Function Defect or Right Switch Sensing Defect
42		1. X-Arm Motor Function Defect or Magnetic Front Sensor Sensing Defect
43		1. X-Arm Motor Function Defect or Magnetic Left Sensor Sensing Defect
44		1. X-Arm Motor Function Defect or Magnetic Right Sensor Sensing Defect
50	Y-Arm ERROR	1. Y-Arm Motor Function Defect or Front Switch Sensing Defect
51		1. Y-Arm Motor Function Defect or Rear Switch Sensing Defect
52		1. Y-Arm Motor Function Defect or Magnetic Rear Sensor Sensing Defect
60	Z-Arm ERROR	1. Z-Arm Motor Function Defect or UP Switch Sensing Defect
61		1. Z-Arm Motor Function Defect or Down Switch Sensing Defect
70	COIN OUT MOTOR ERROR	1. Coin Out Motor Function Defect or Starting Point Sensor Sensing Defect
71		1. Coin Out Motor Function Defect or Separate Sensor Sensing Defect
72		1. COIN OUT LEFT Sensor failure or COIN jam
73		1. COIN OUT RIGHT Sensor failure or COIN jam

5. TROUBLESHOOTING

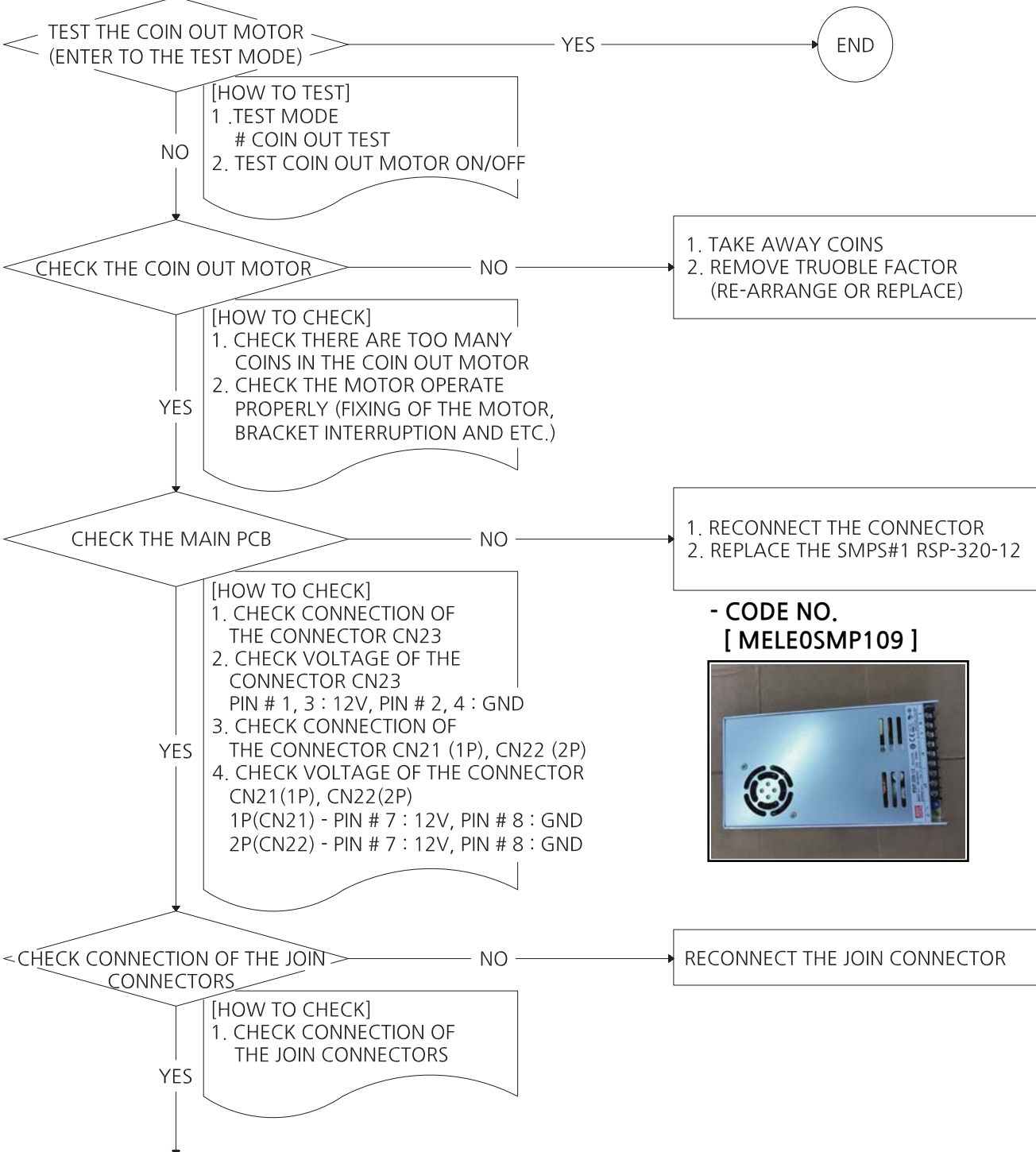
* General check up : Check the supply voltage and wiring connection properly
 * "NO" : Means faulty of the check up result.

5-1. COIN OUT MOTOR ERROR [E70, E71]

COIN OUT MOTOR



COIN OUT MOTOR IS MALFUNCTION



- CODE NO.
[MELE0SMP109]





[HOW TO CHECK]
 1. CHECK CONNECTION OF THE INPUT CONNECTOR
 2. CHECK DC VOLTAGE OF THE INPUT CONNECTOR
 PIN # 1 : 12V, PIN # 2 : GND

1. RECONNECT THE INPUT CONNECTOR
 2. REPLACE THE SMPS#1 RSP-320-12

- CODE NO.
 [MELE0SMP109]



REPLACE THE COIN OUT MOTOR

REPLACE THE MAIN PCB

- CODE NO.
 [ANFLOPCB005]



END

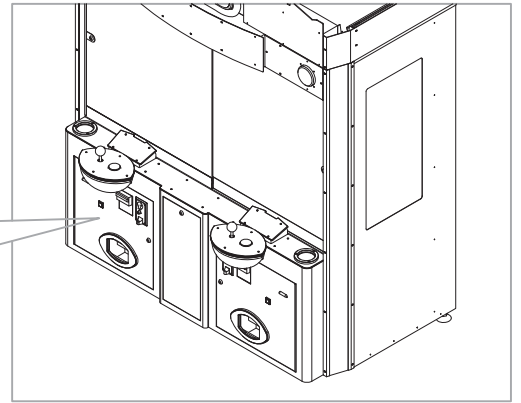
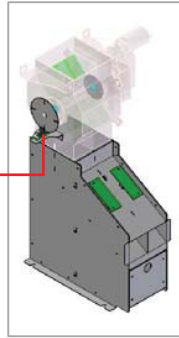
- CODE NO.
 [MZZZ0MOT130]



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

5-2. COIN OUT SENSOR ERROR [E70, E71]

COIN OUT SENSOR



COIN OUT SENSOR
(STARTING POINT, DEVIDED POINT SENSOR)
IS MALFUNCTION

TEST THE COIN OUT SENSOR
(ENTER TO THE TEST MODE)

YES

END

NO

[HOW TO TEST]
1. TEST MODE
COIN OUT TEST
2. CHECK THE STARTING POINT
AND DEVIDED POINT SENSOR
AT THE TIME FND

CHECK BRACKET POSITION OF THE
STARTING POINT AND DEVIDED POINT

NO

1. RE-POSITIONING OR REPLACE
THE STARTING POINT AND DEVIDED
POINT BRACKET

YES

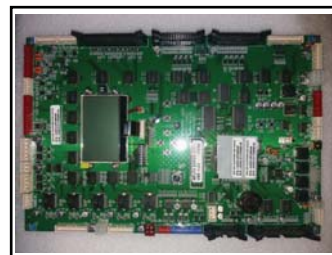
[HOW TO CHECK]
1. CHECK POSITION OF THE
STARTING POINT AND DEVIDED
POINT BRACKET IS MIDDLE
OF SENSOR

CHECK THE MAIN PCB

NO

1. RECONNECT THE CONNECTOR CN27
2. REPLACE THE MAIN PCB

- CODE NO.
[ANFLOPCB005]



YES

[HOW TO CHECK]
1. CHECK CONNECTION OF THE
CONNECTOR CN27
2. CHECK DC VOLTAGE OF THE
CONNECTOR CN27
1P LEFT - PIN #A9 : 5V, PIN #A12 : GND
1P RIGHT - PIN #A13 : 5V, PIN #A16 : GND
2P LEFT - PIN #B9 : 5V, PIN #B12 : GND
2P RIGHT - PIN #B13 : 5V, PIN #B16 : GND

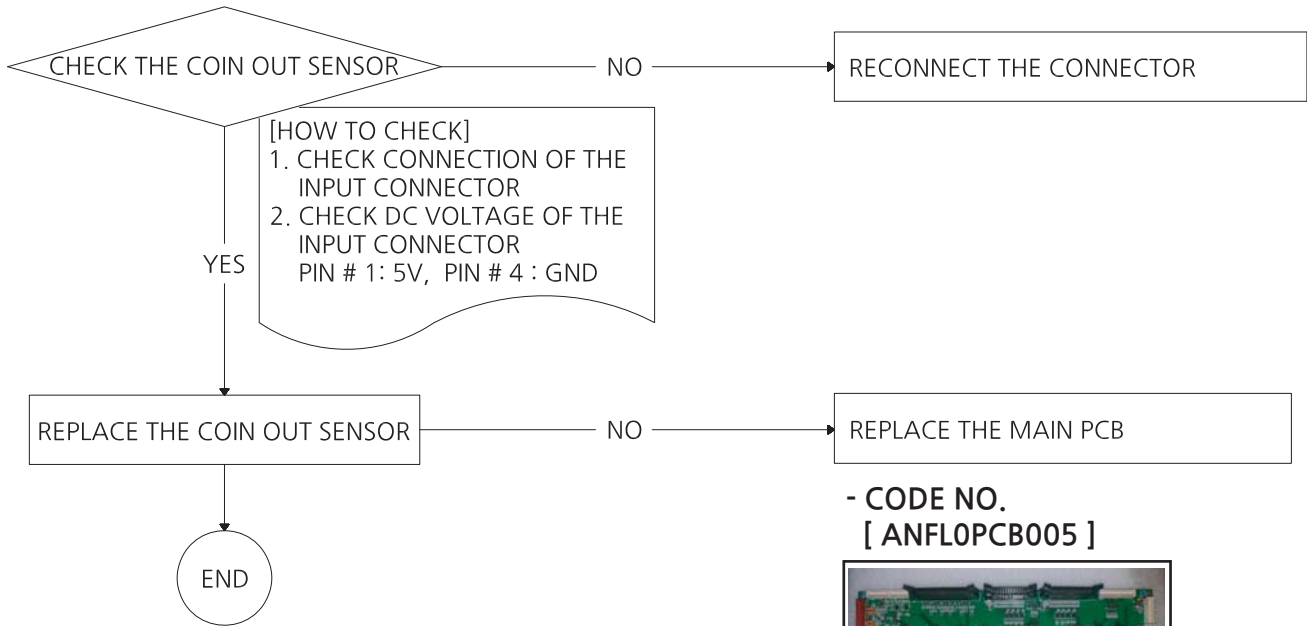
CEHCK CONNECTION OF THE
JOIN CONNECTORS

NO

RECONNECT THE CONNECTOR

YES

[HOW TO CHECK]
1. CHECK CONNECTION OF
THE CONNECTORS



- CODE NO.
[AZZZ0PCB103]



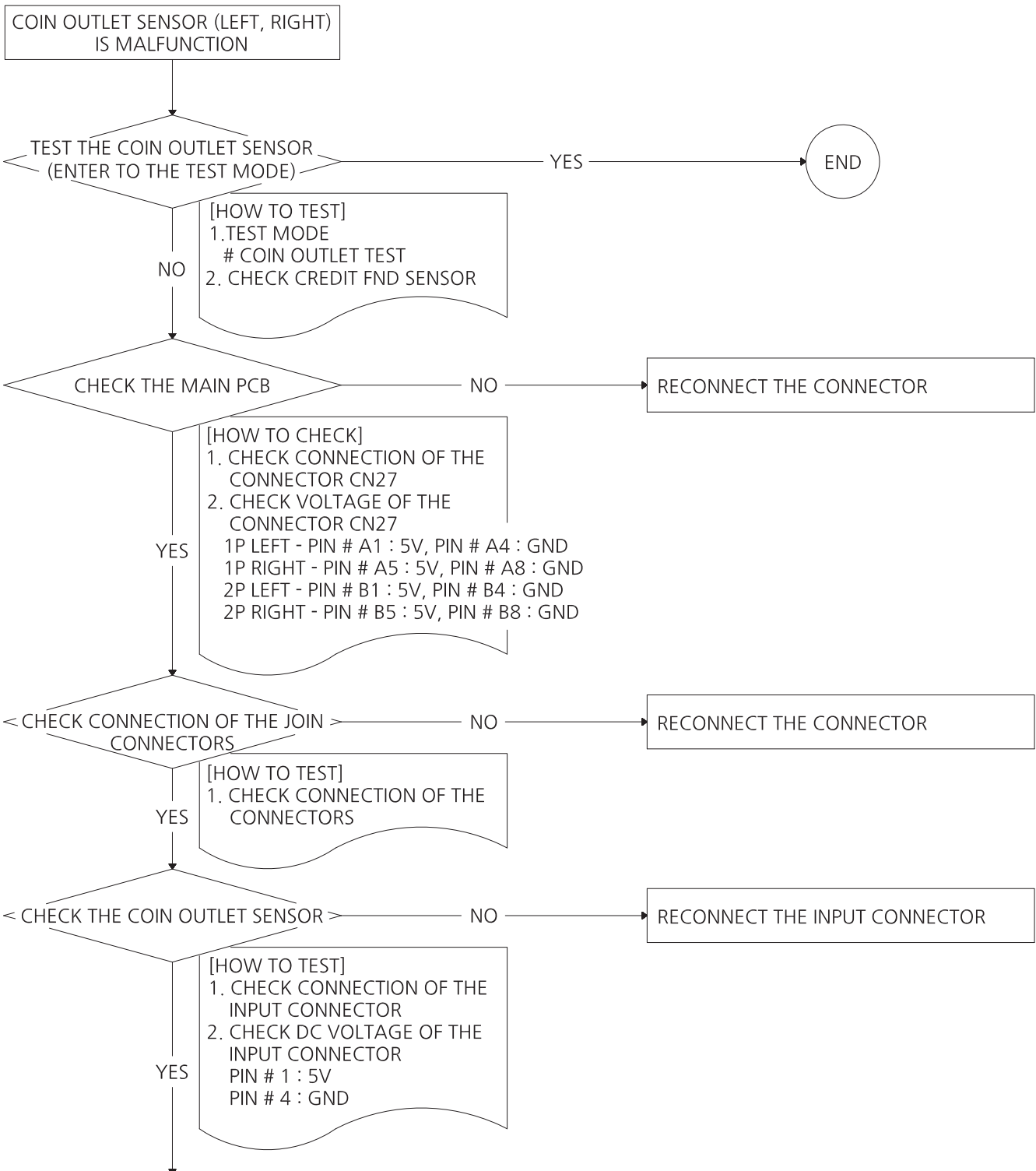
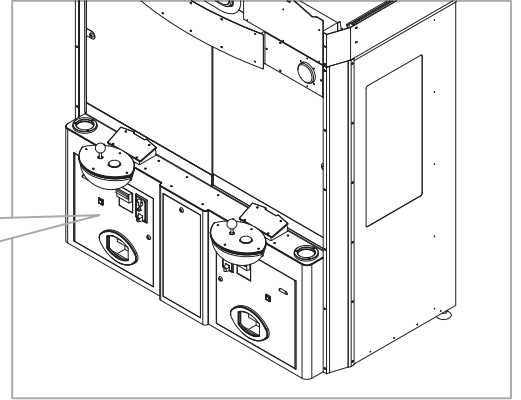
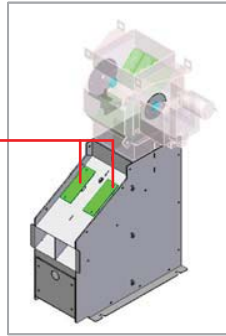
- CODE NO.
[ANFLOPCB005]



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

5-3. COIN OUTLET SENSOR ERROR [E72, E73]

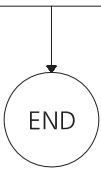
COIN OUTLET SENSOR



REPLACE THE COIN OUTLET SENSOR

NO

REPLACE THE MAIN PCB



- CODE NO.
[ASAW0PCB001]

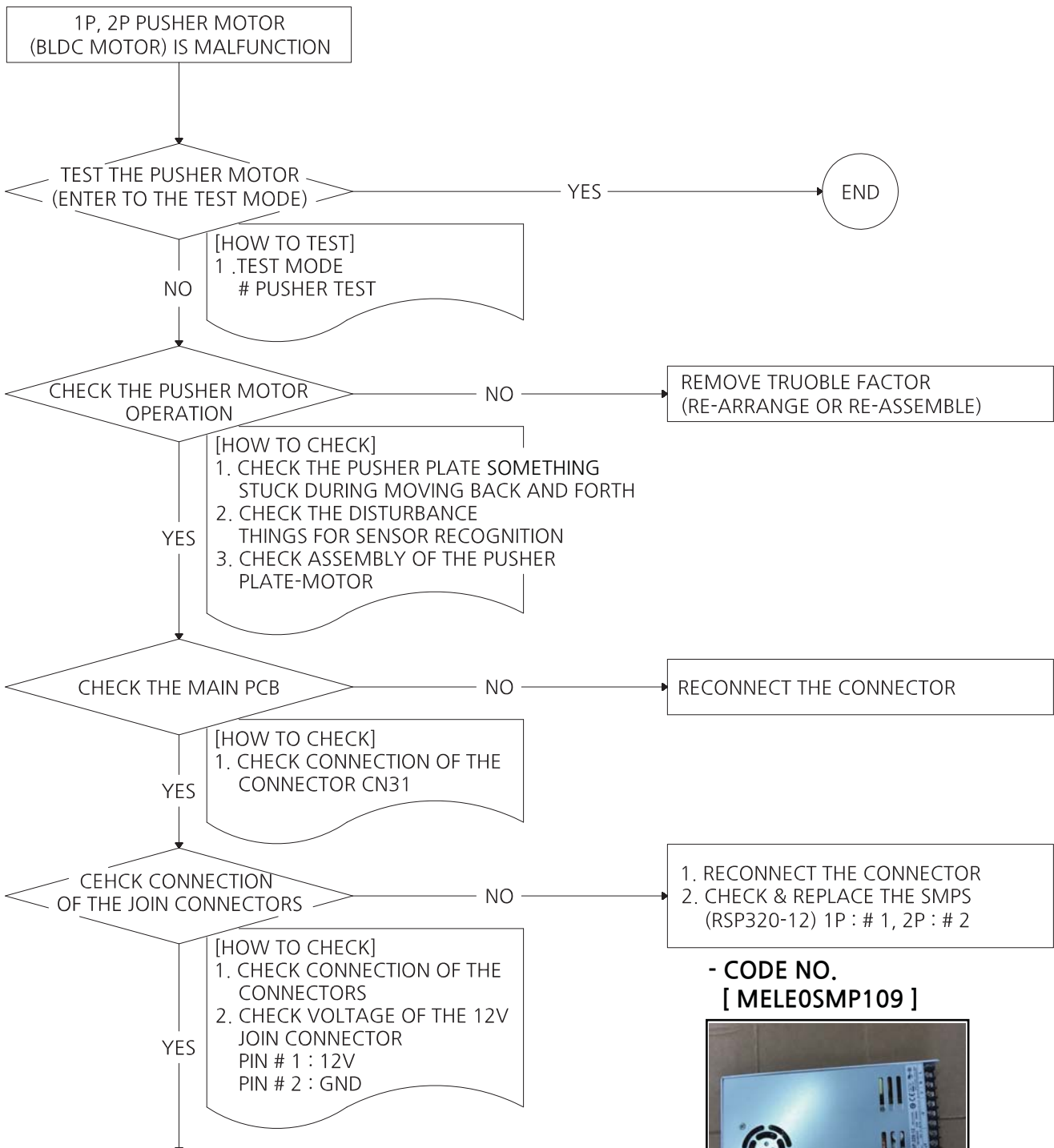
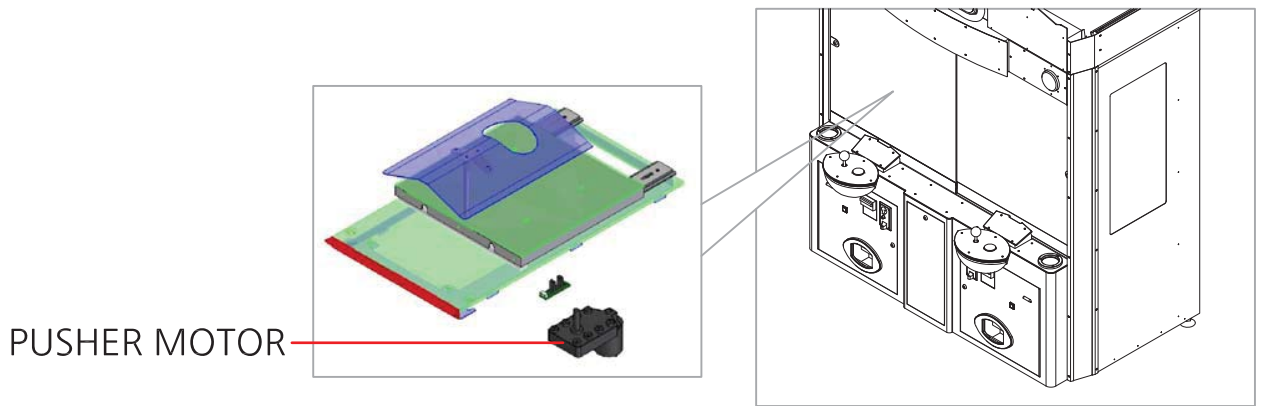


- CODE NO.
[ANFLOPCB005]



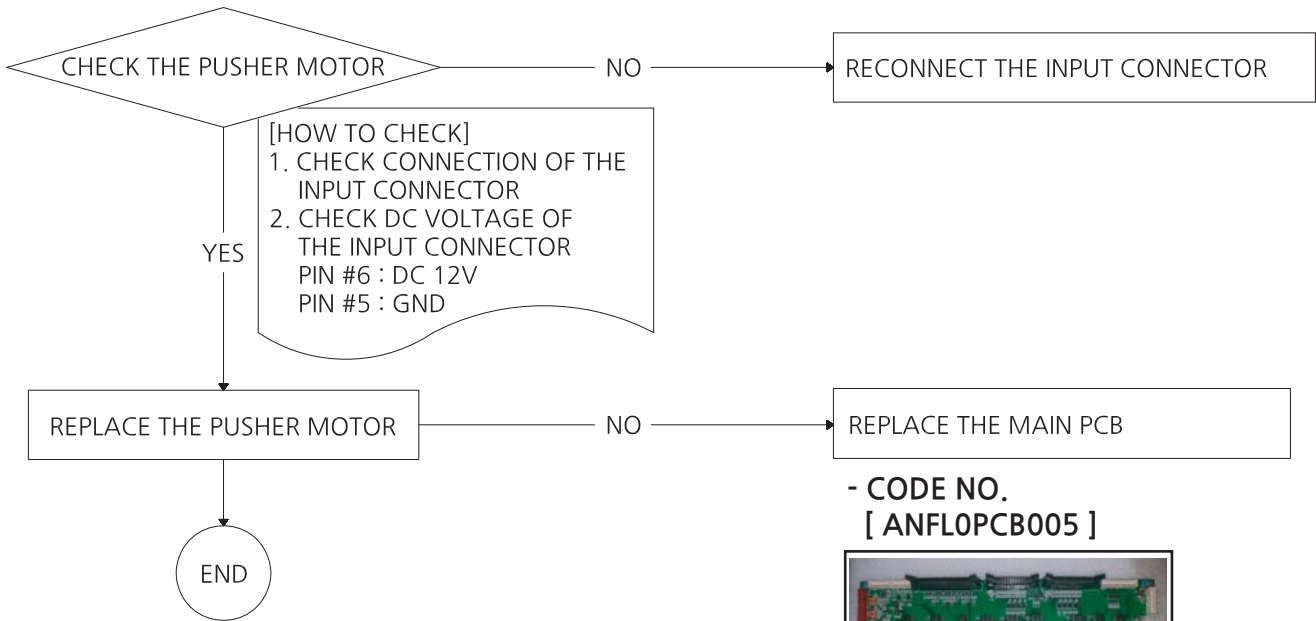
- * General check up : Check the supply voltage and wiring connection properly
- * "NO" : Means faulty of the check up result.

5-4. PUSHER MOTOR ERROR



- CODE NO.
[MELE0SMP109]





- CODE NO.
[MZZZ0MOT129]

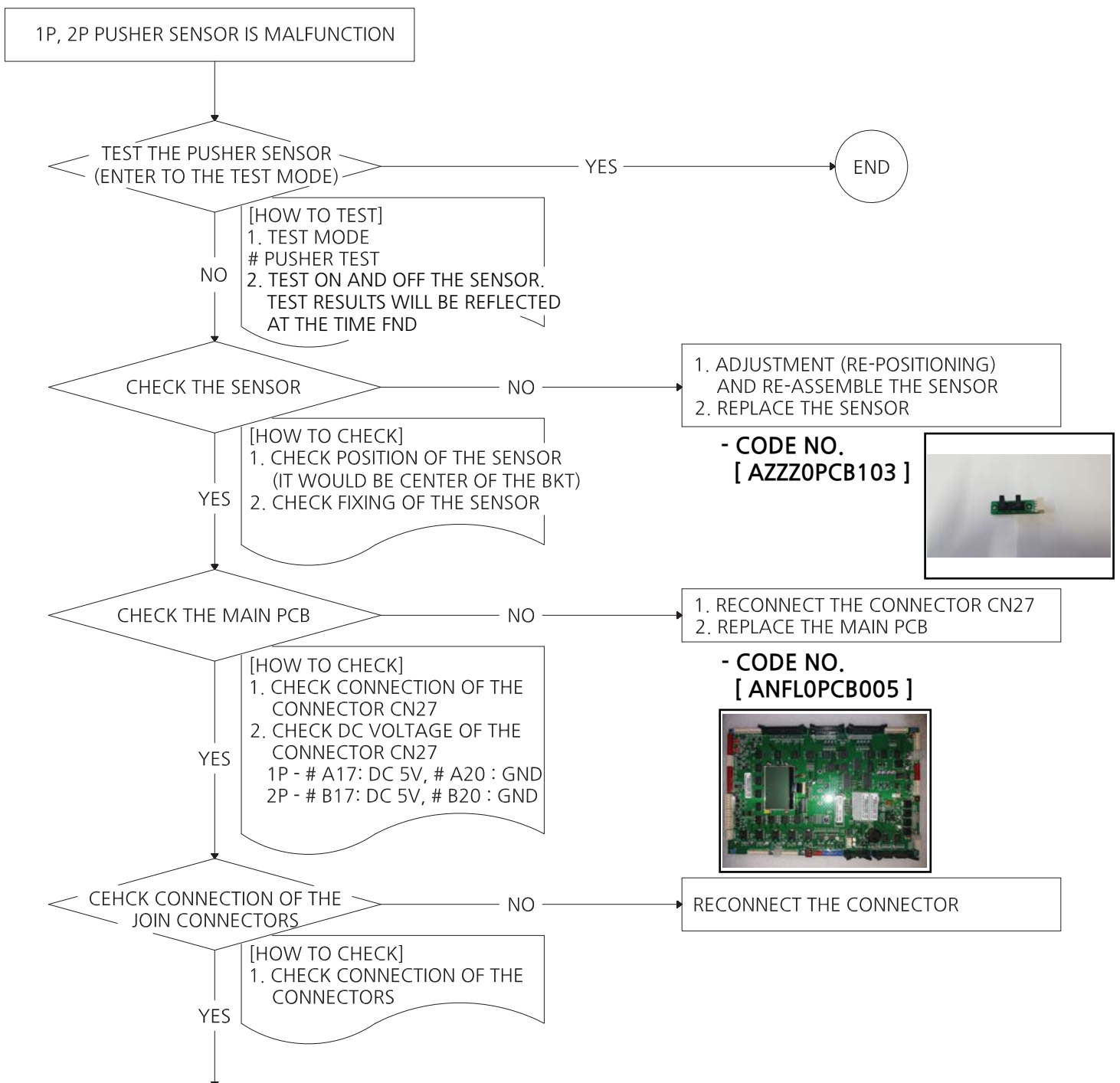
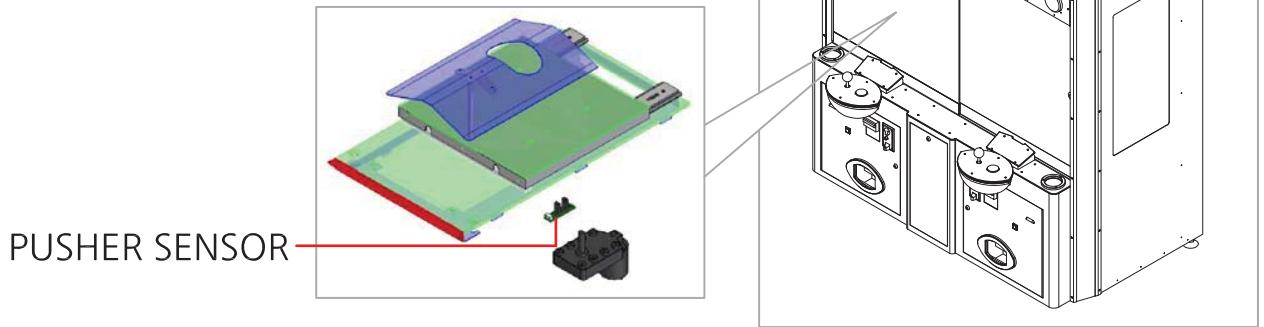


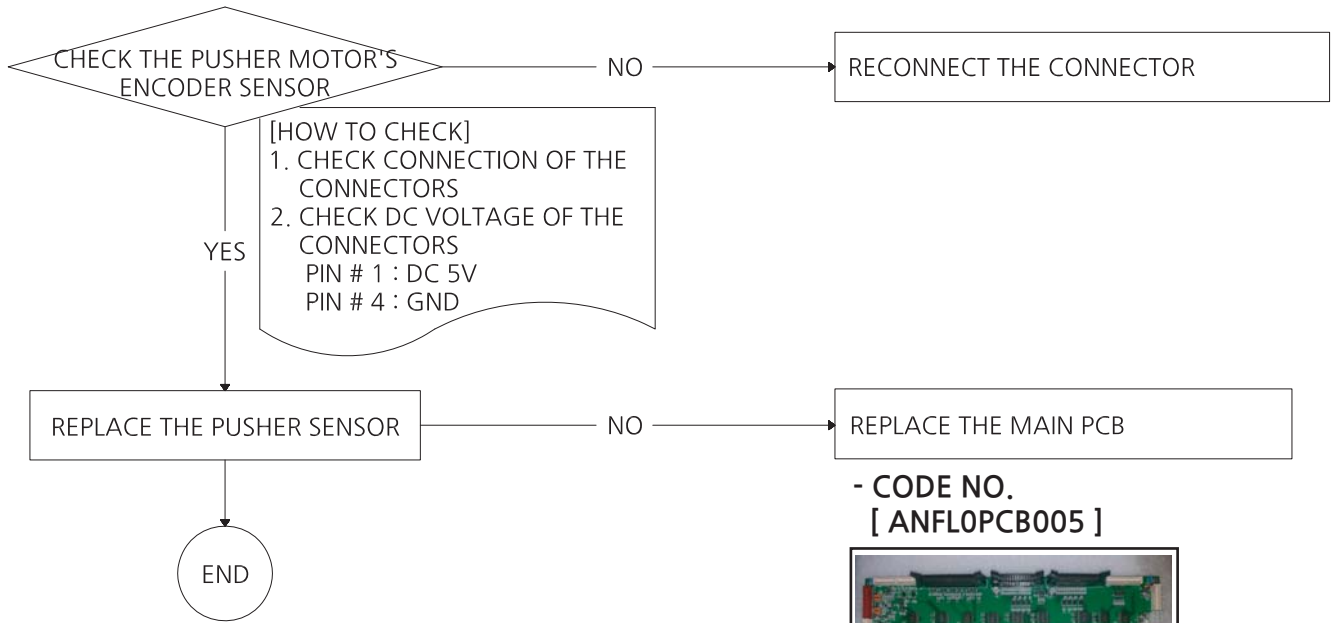
- CODE NO.
[ANFLOPCB005]



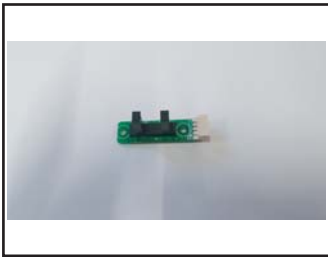
- * General check up : Check the supply voltage and wiring connection properly
- * "NO" : Means faulty of the check up result.

5-5. PUSHER SENSOR ERROR [E30]





- CODE NO.
[AZZZ0PCB103]

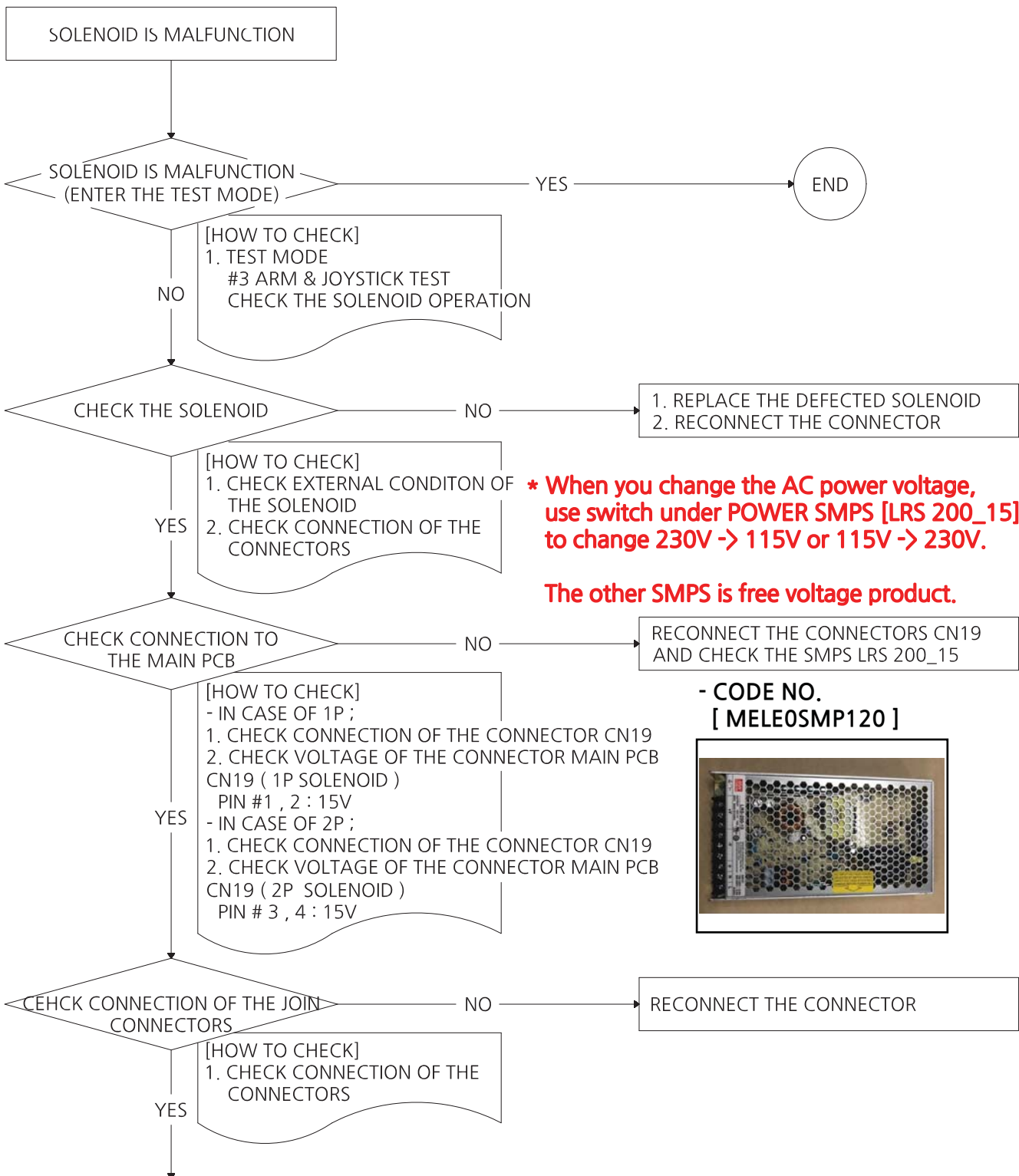
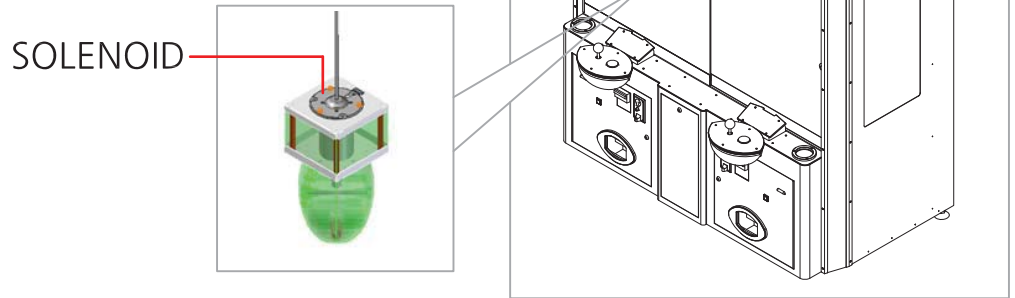


- CODE NO.
[ANFLOPCB005]



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

5-6. SOLENOID ERROR



*** When you change the AC power voltage,
use switch under POWER SMPS [LRS 200_15]
to change 230V -> 115V or 115V -> 230V.**

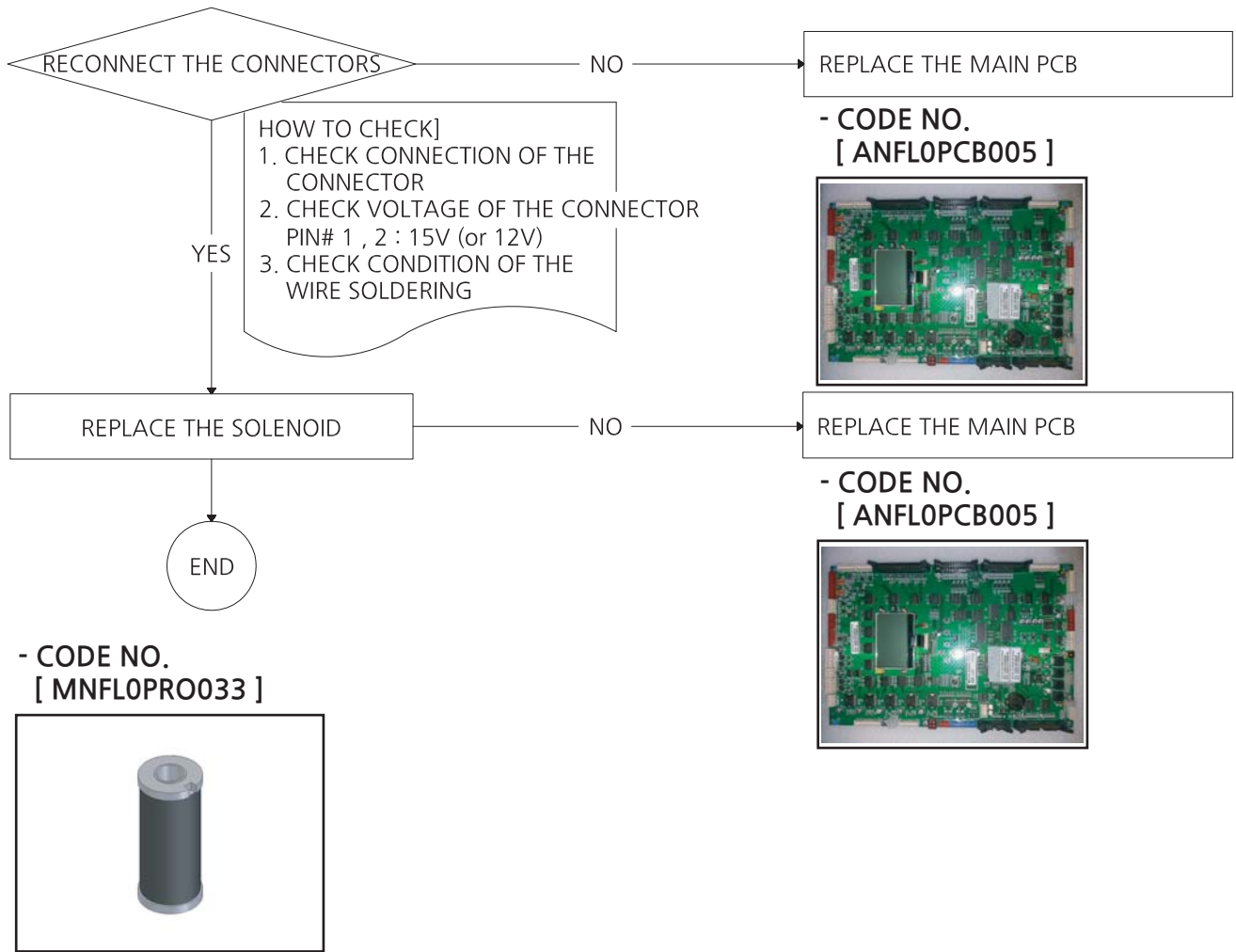
The other SMPS is free voltage product.

115V 230V



**- CODE NO.
[MELE0SMP120]**

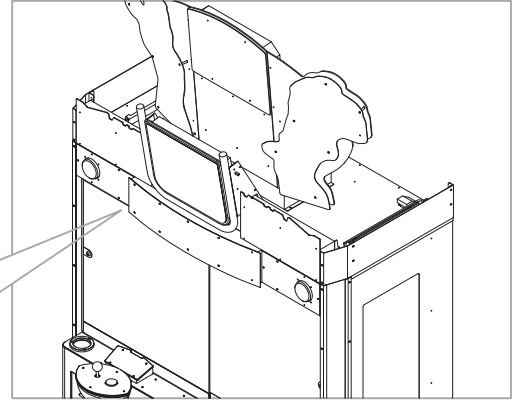
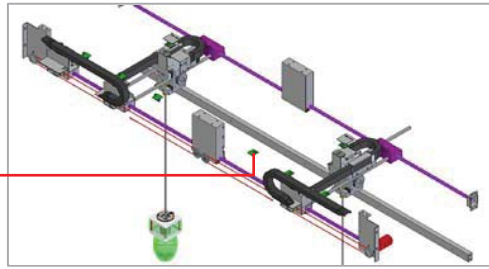




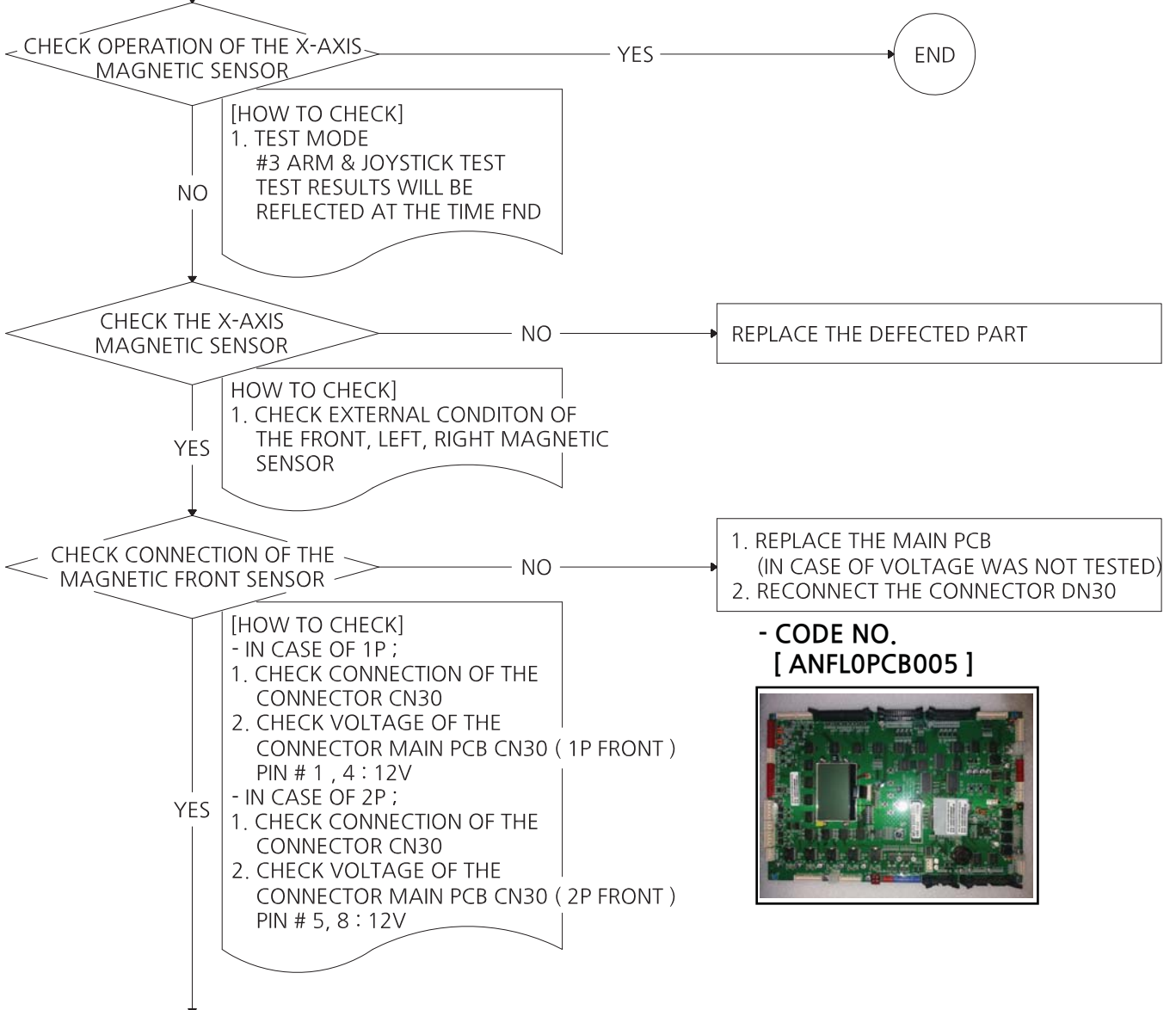
- * General check up : Check the supply voltage and wiring connection properly
- * "NO" : Means faulty of the check up result.

5-7. X-AXIS MAGNETIC SENSOR ERROR [E42, E44]

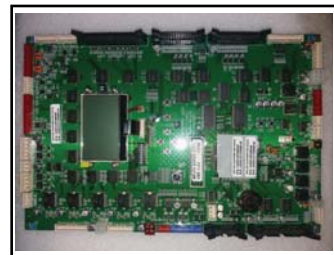
X-AXIS
MAGNETIC SENSOR

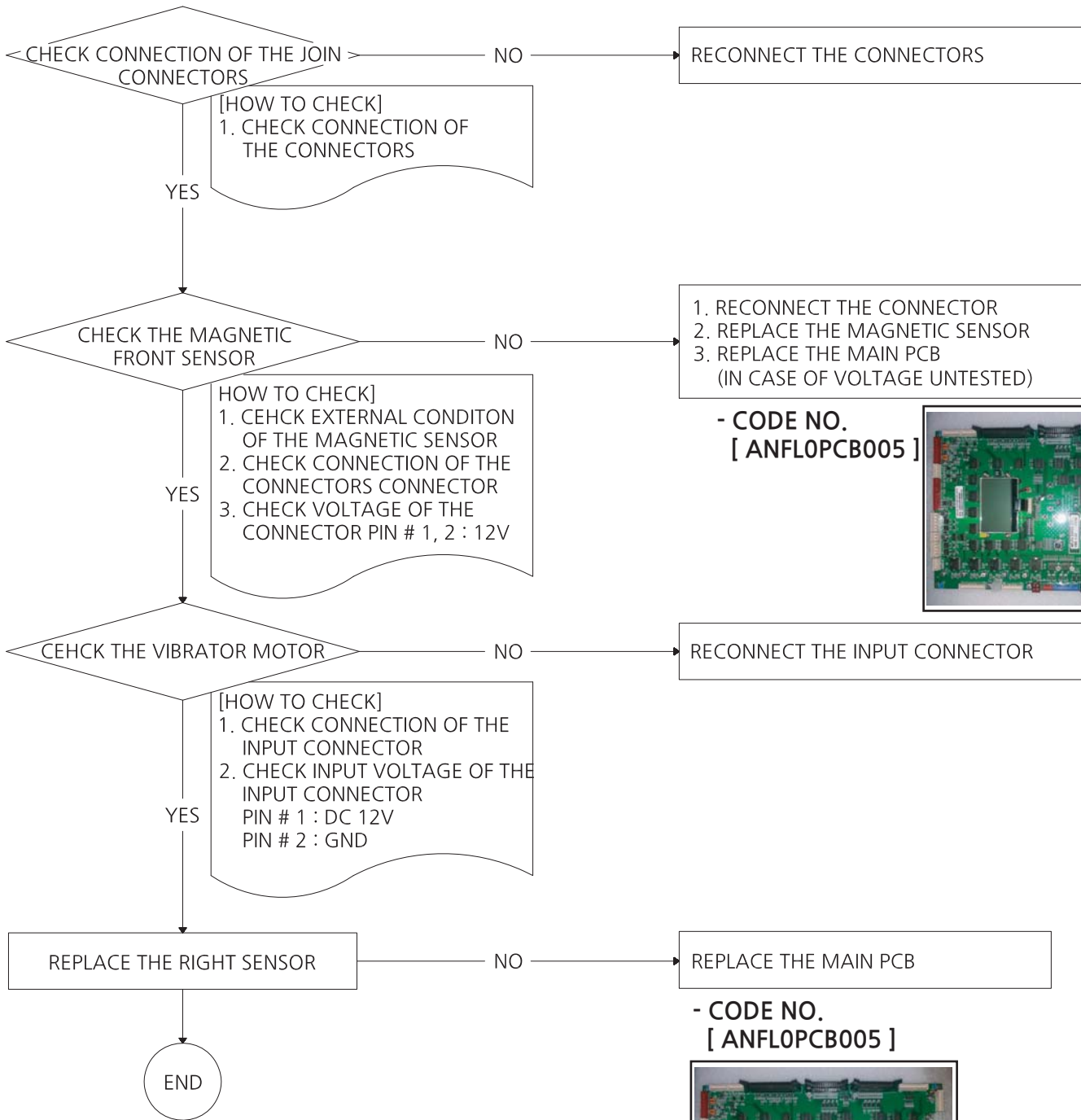


X-AXIS MAGNETIC SENSOR IS MALFUNCTION



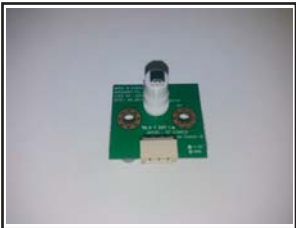
- CODE NO.
[ANFLOPCB005]





- CODE NO. [ANFLOPCB005]

- CODE NO. [AZZZ0PCB168]

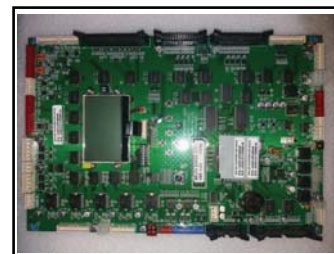
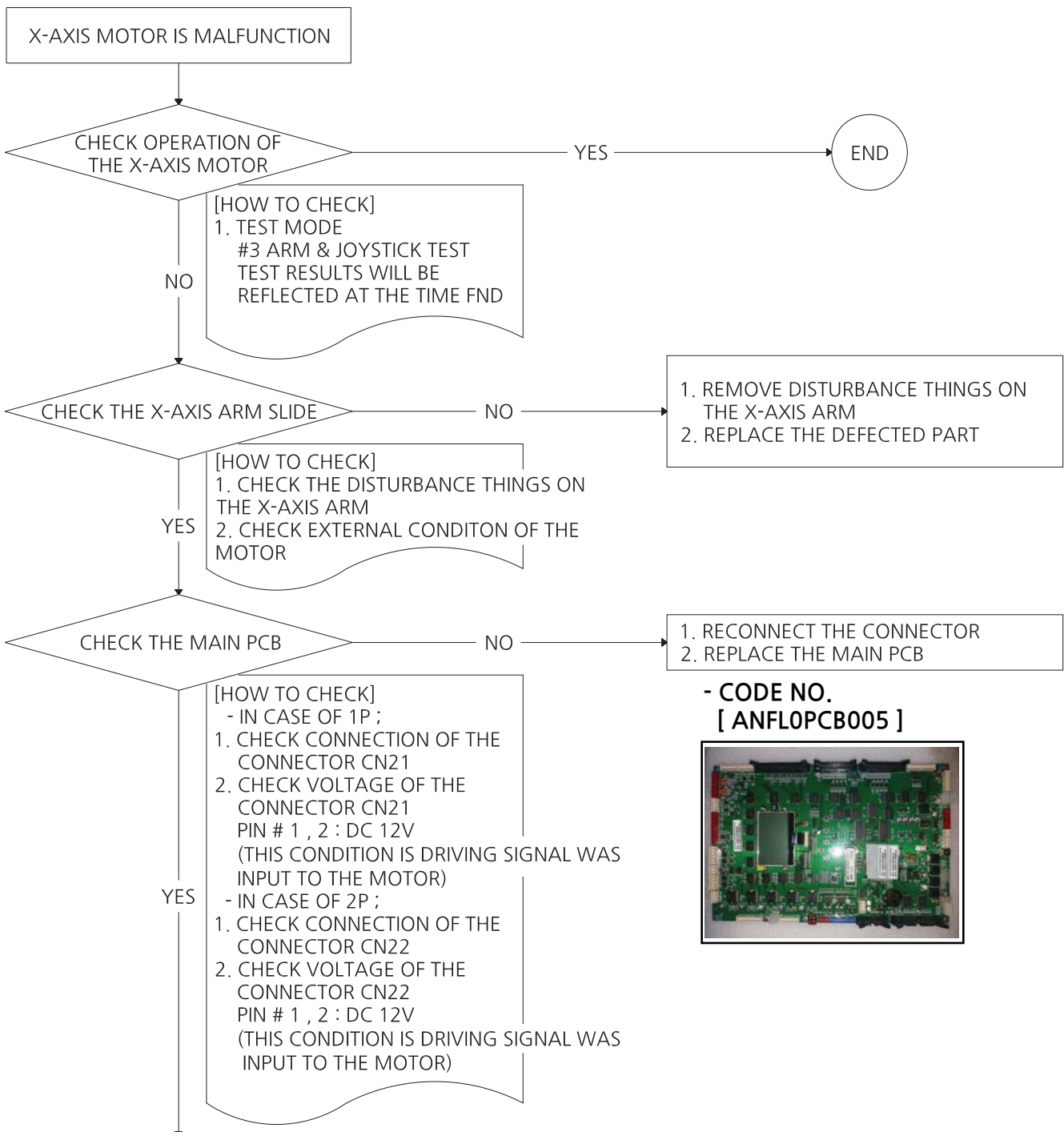
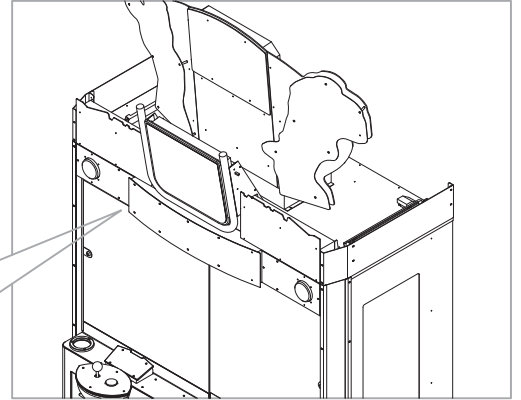
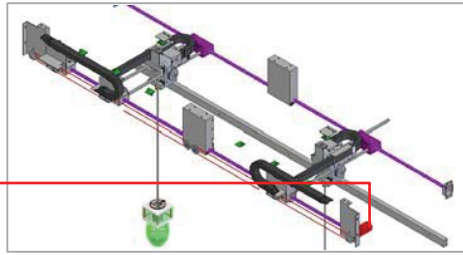


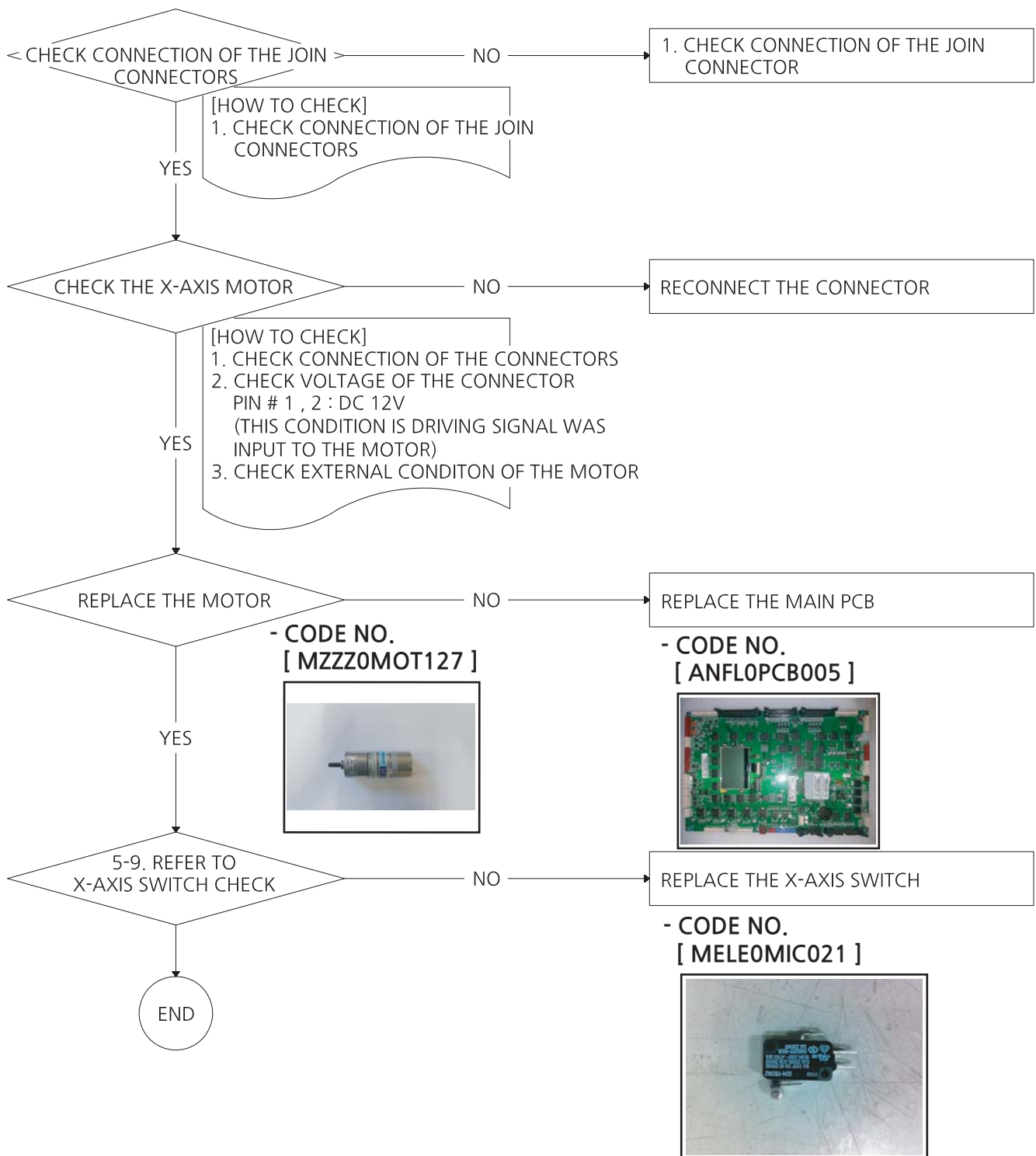
- CODE NO. [ANFLOPCB005]

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

5-8. X-AXIS MOTOR ERROR [E40, E41]

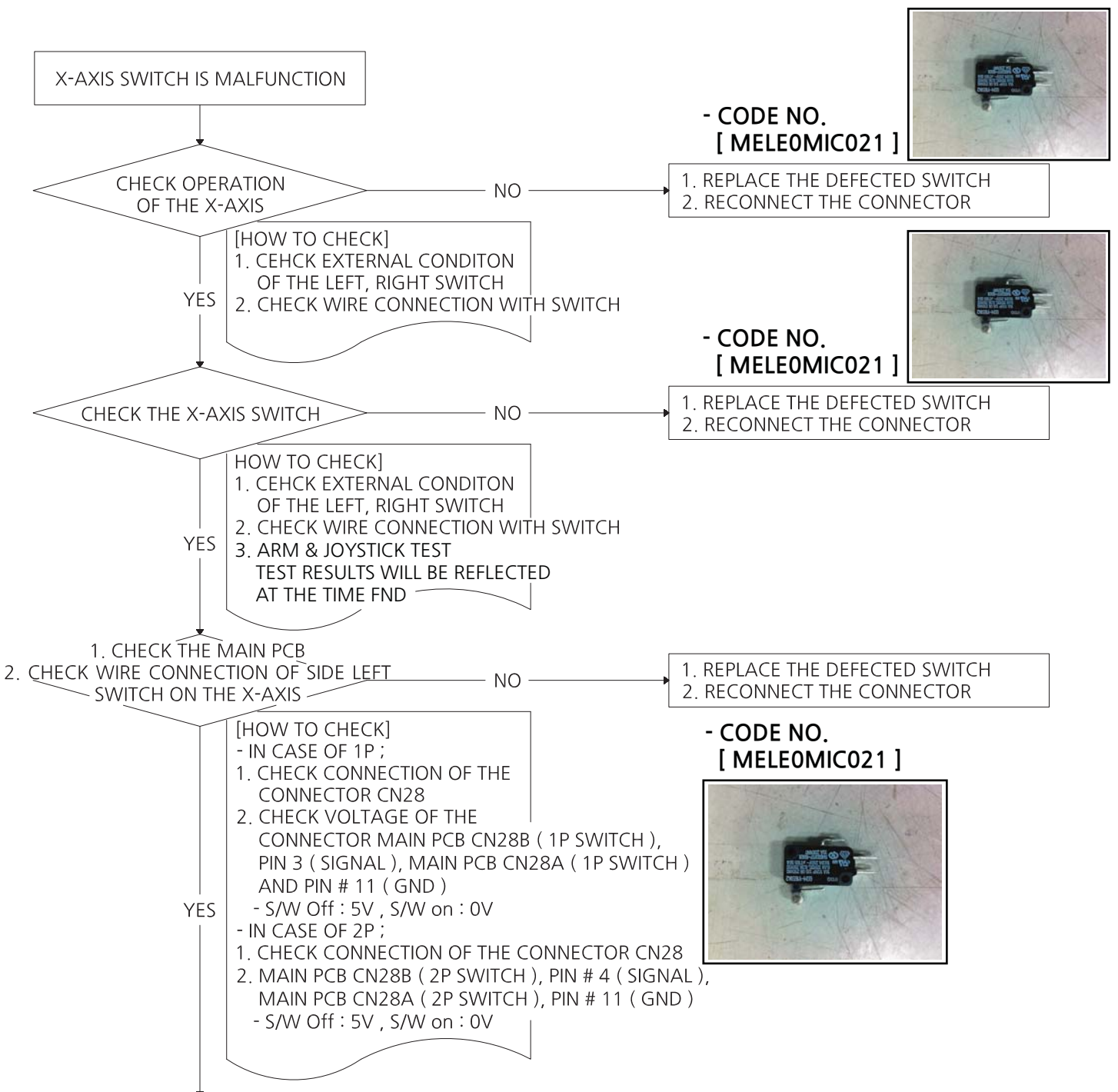
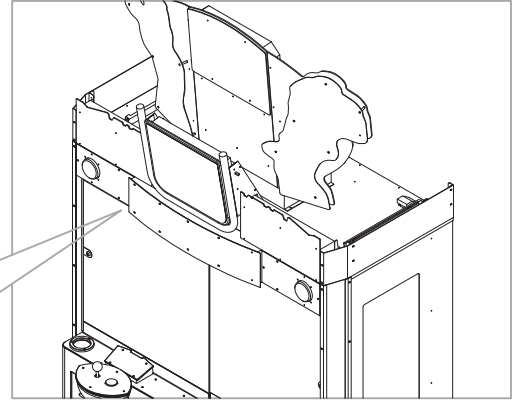
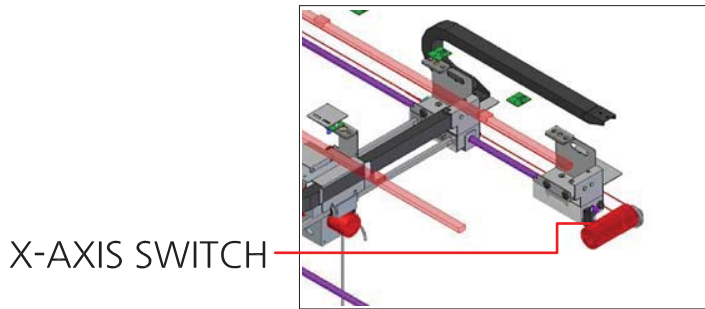
X-AXIS MOTOR

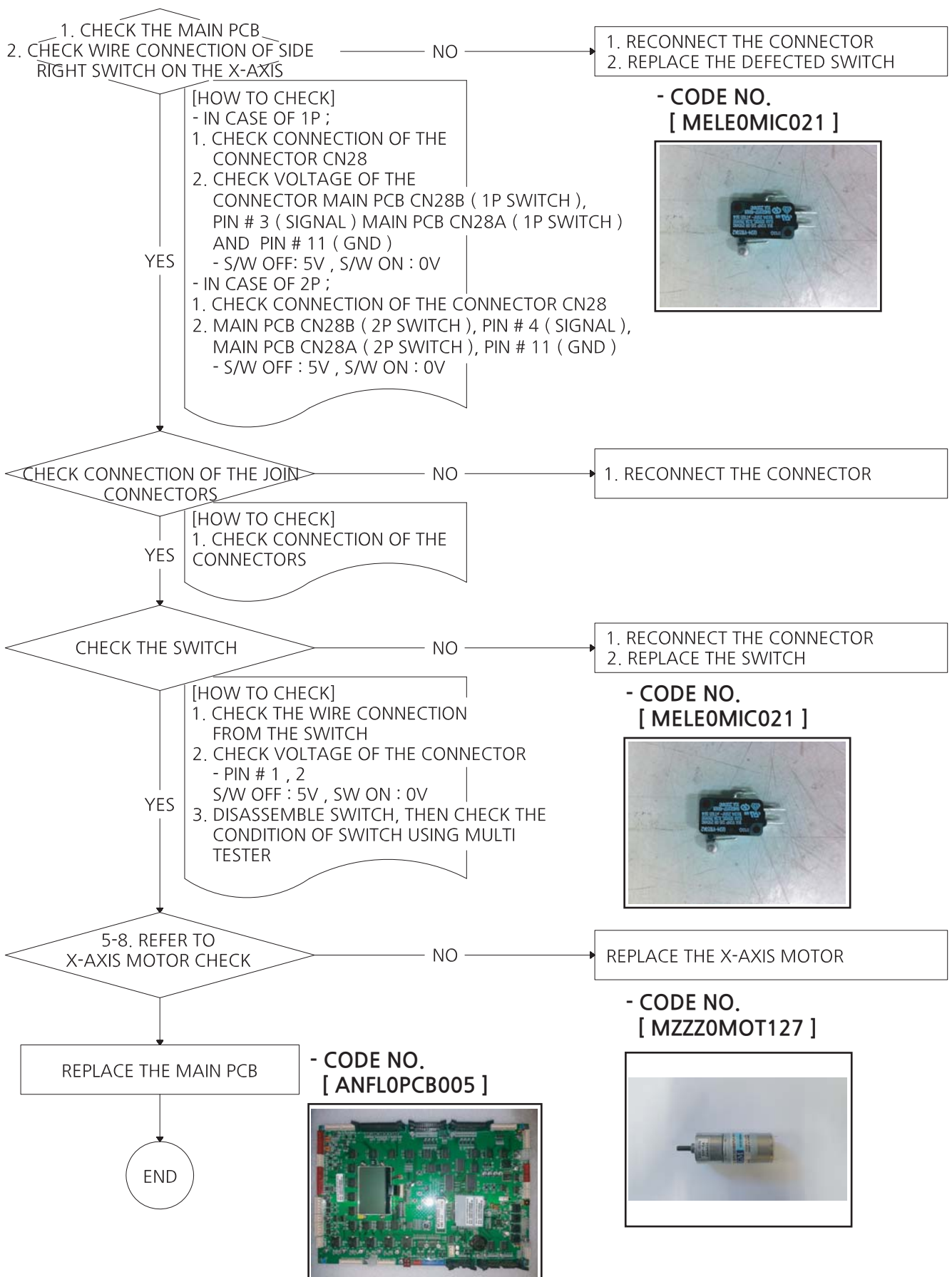




- * General check up : Check the supply voltage and wiring connection properly
- * "NO" : Means faulty of the check up result.

5-9. X-AXIS SWITCH ERROR [E40, E41]

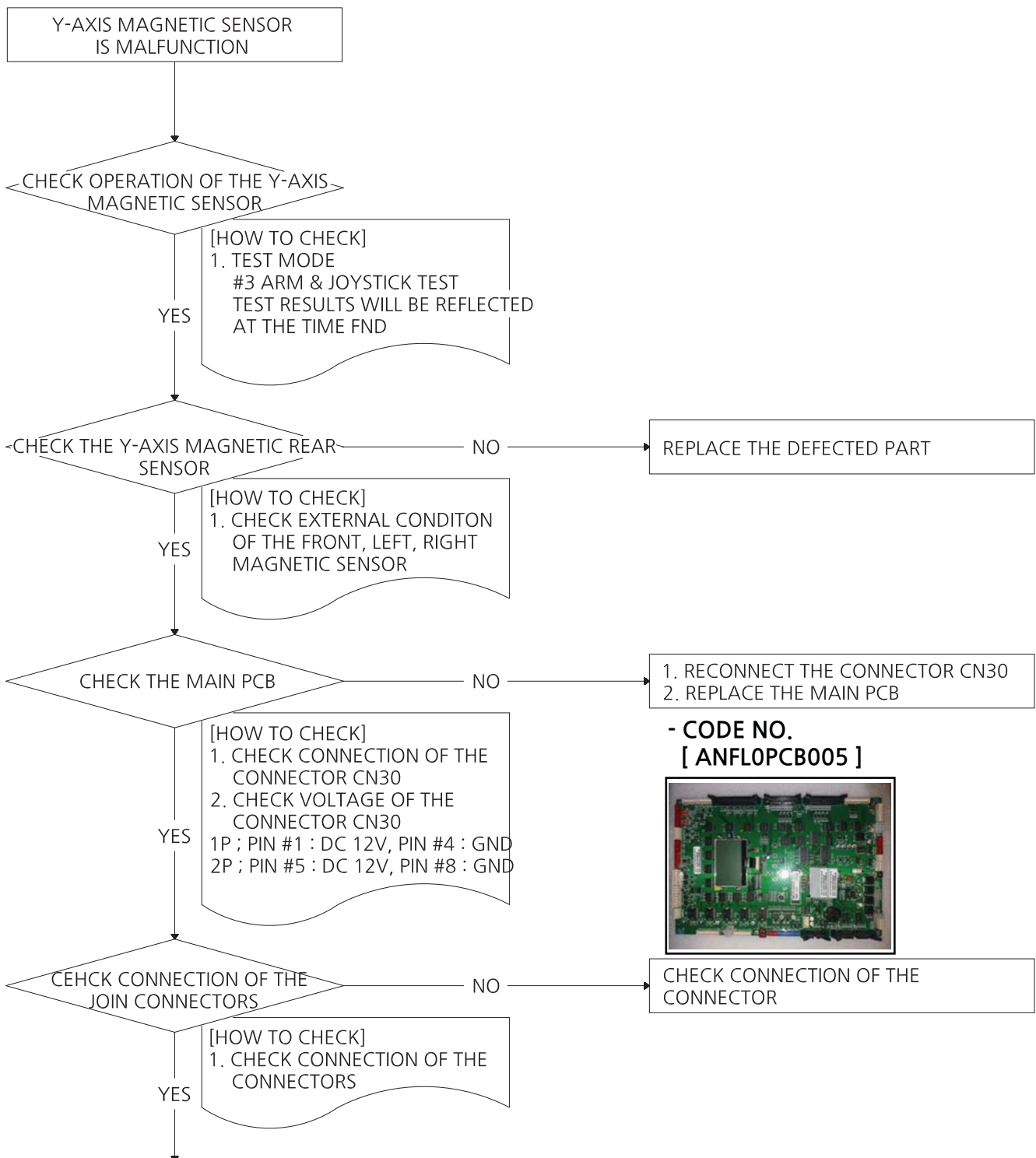
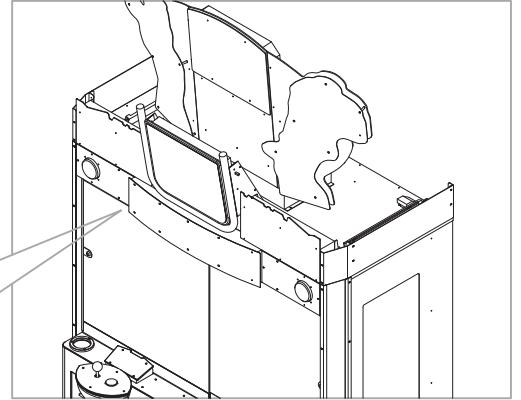
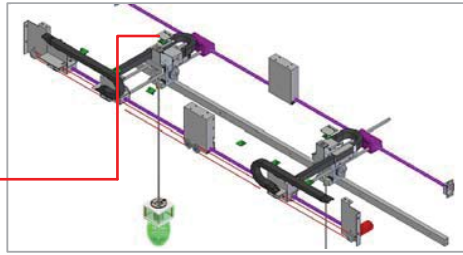


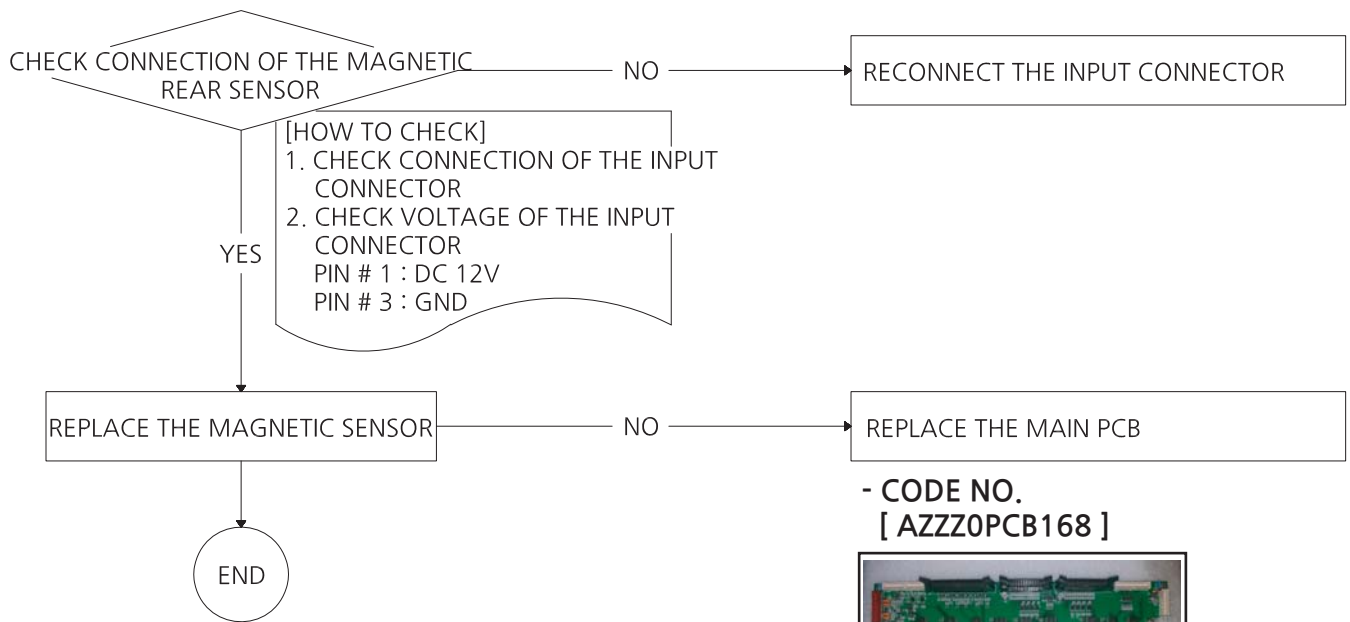


- * General check up : Check the supply voltage and wiring connection properly
- * "NO" : Means faulty of the check up result.

5-10. Y-AXIS MAGNETIC SENSOR ERROR [E52]

Y-AXIS
MAGNETIC SENSOR





- CODE NO.
[AZZZ0PCB168]

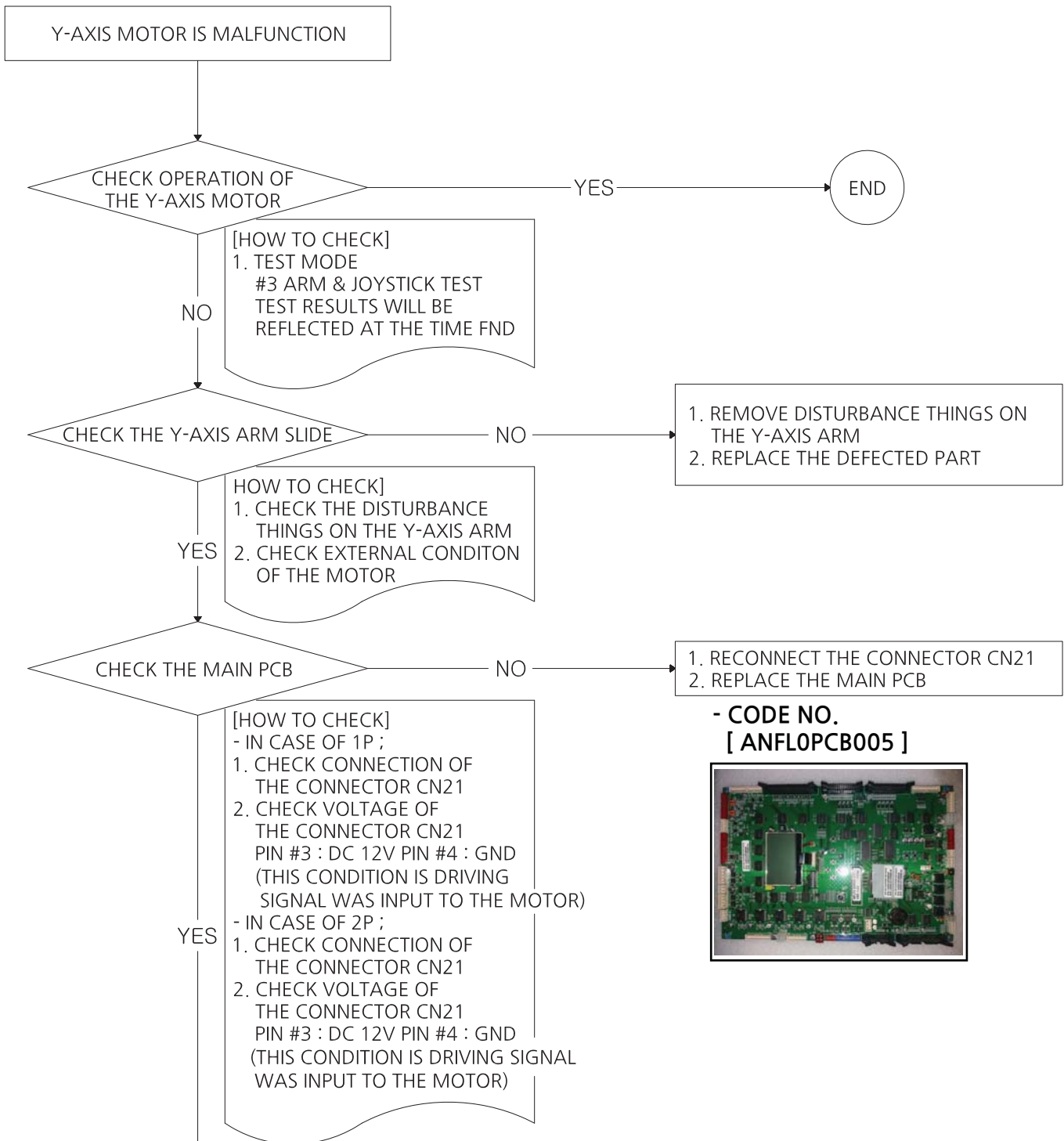
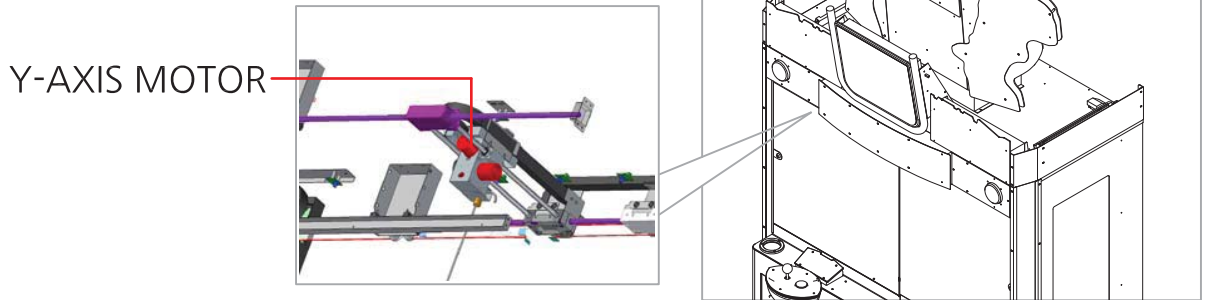


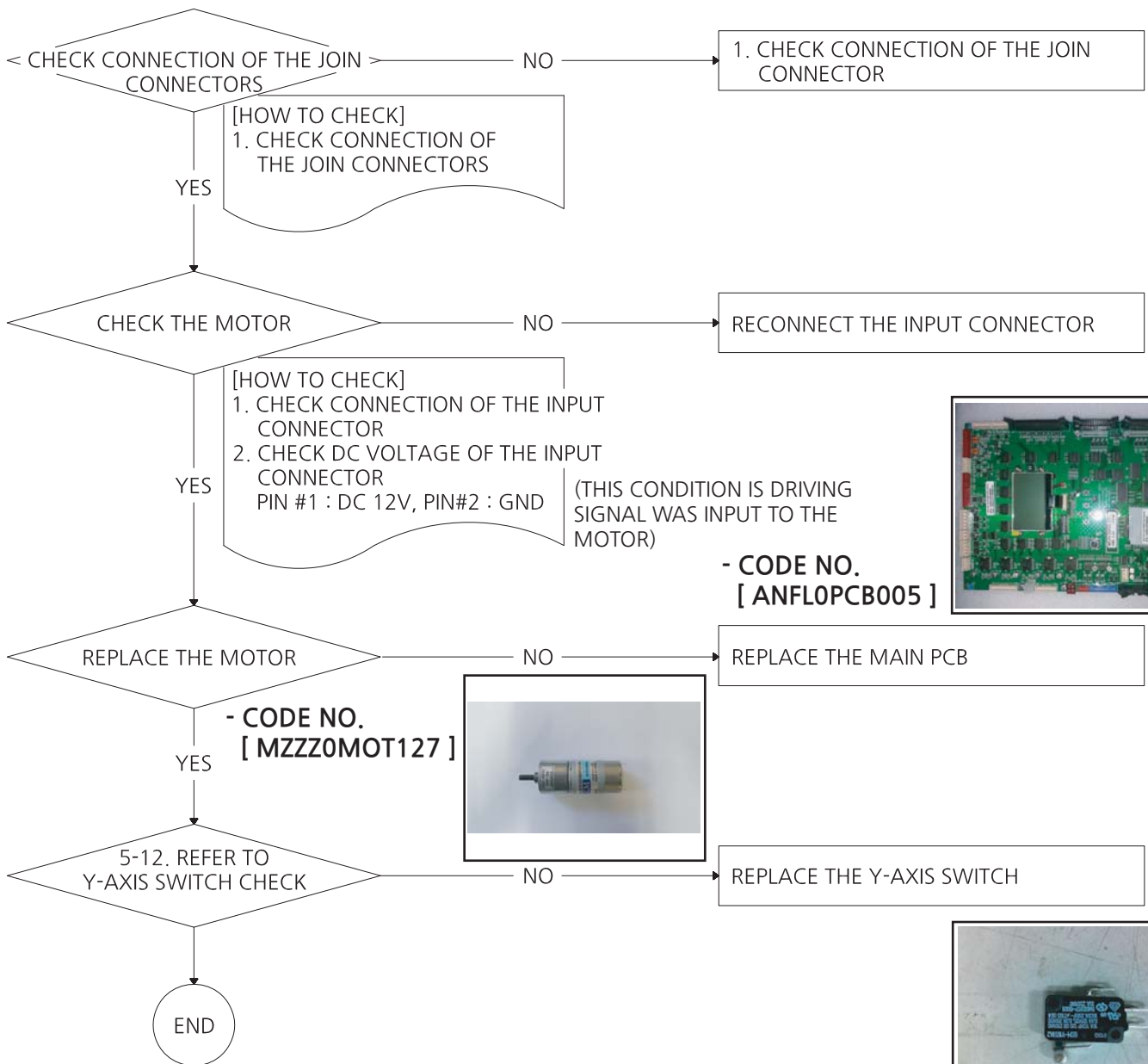
- CODE NO.
[AZZZ0PCB168]



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

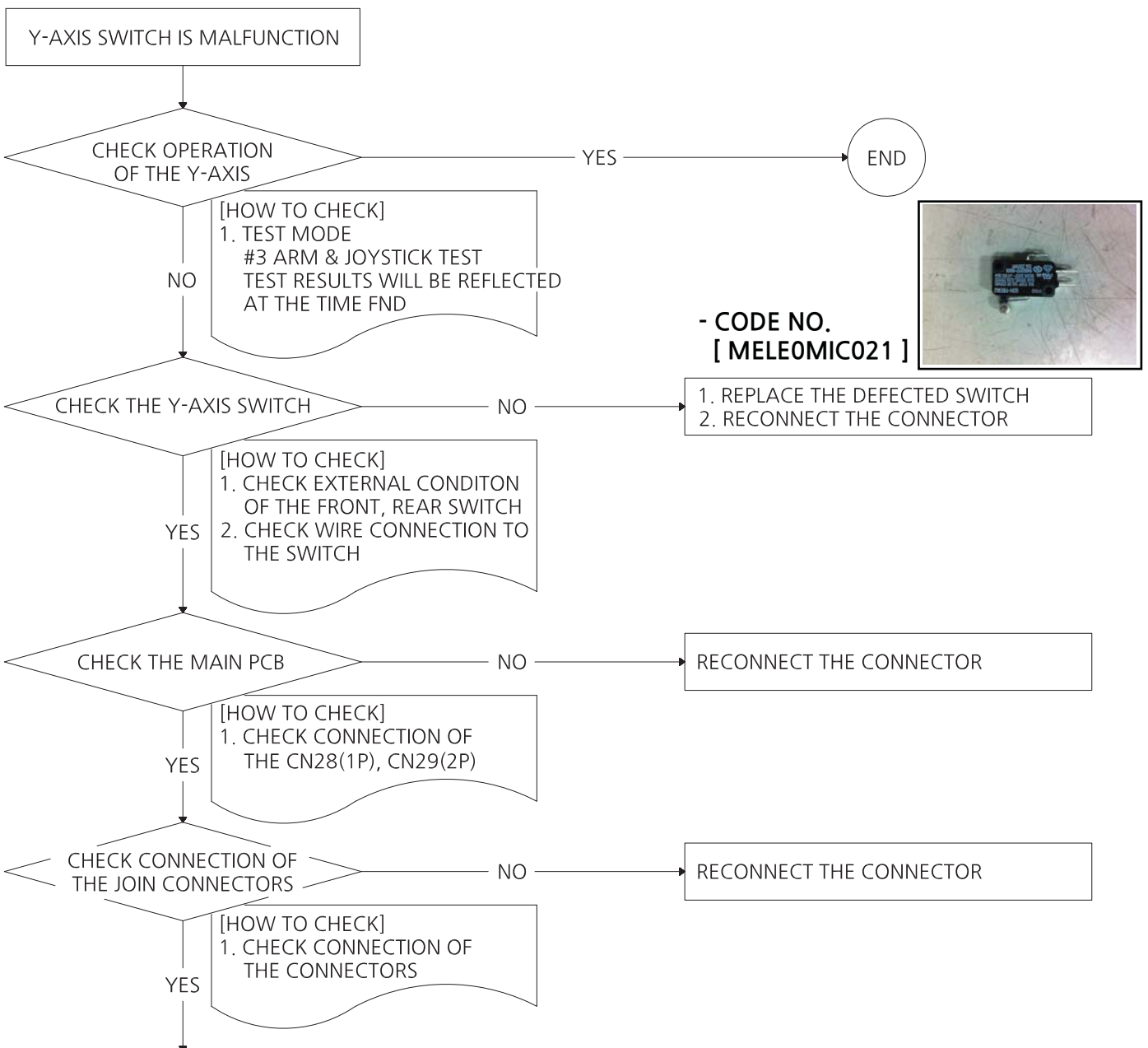
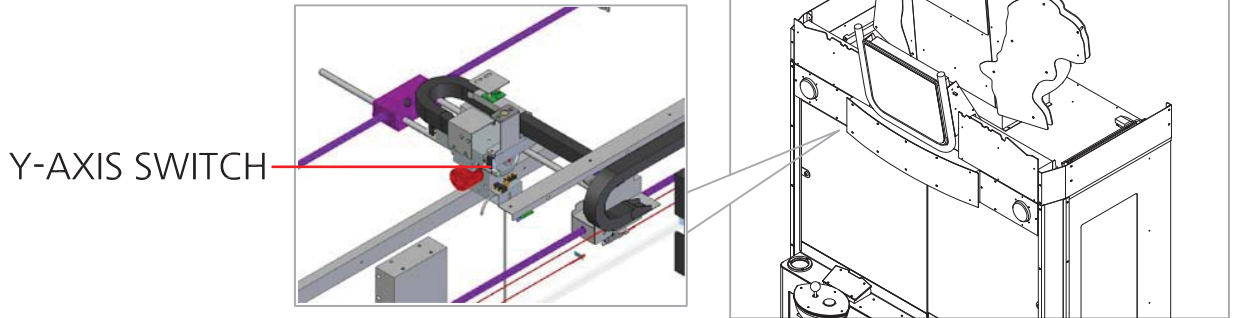
5-11. Y-AXIS MOTOR ERROR [E50, E51]

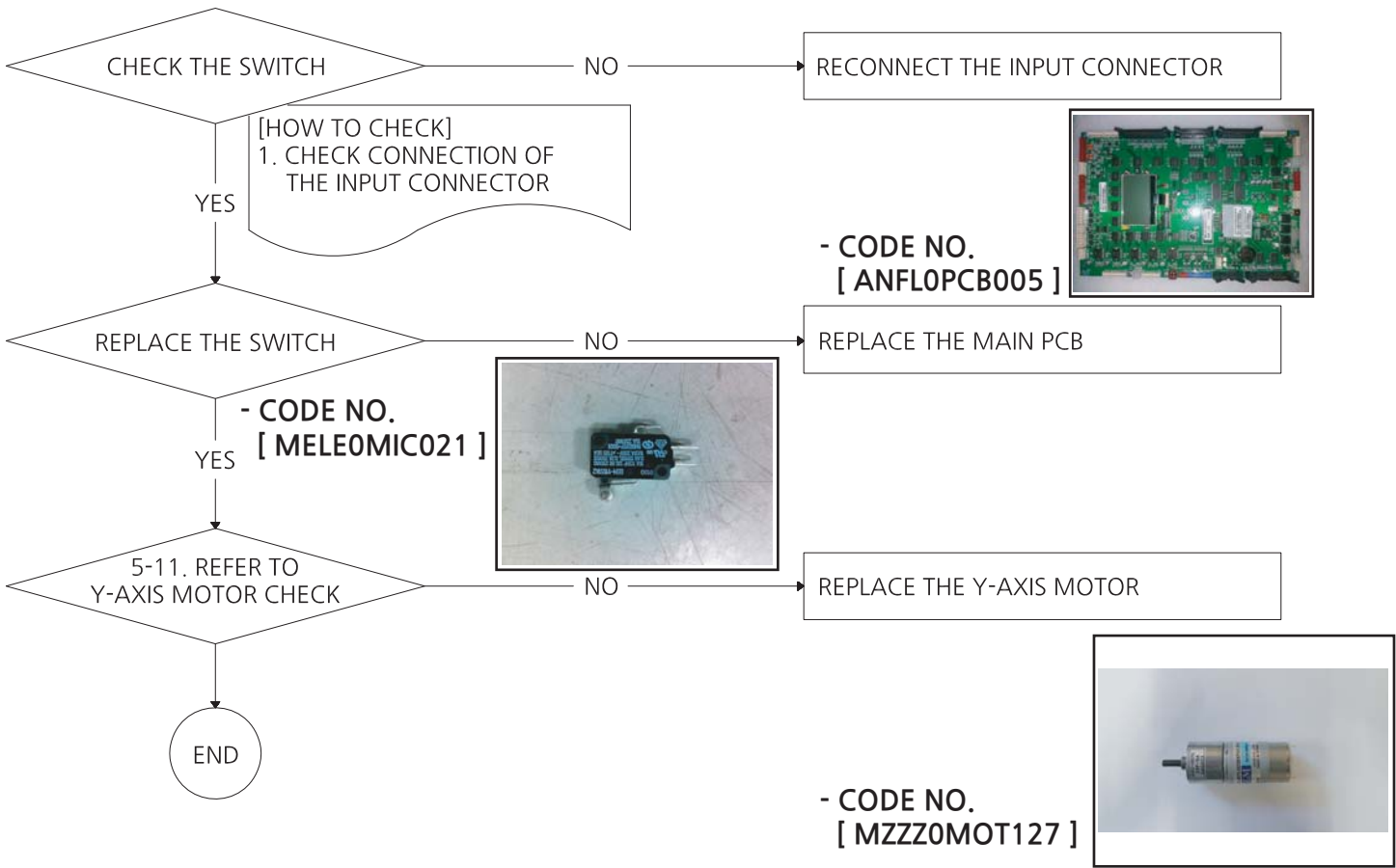




- * General check up : Check the supply voltage and wiring connection properly
- * "NO" : Means faulty of the check up result.

5-12. Y-AXIS SWITCH ERROR [E50, E51]

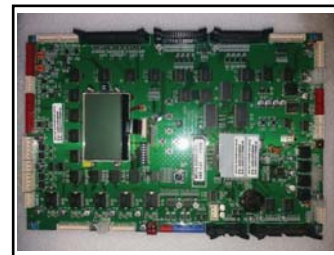
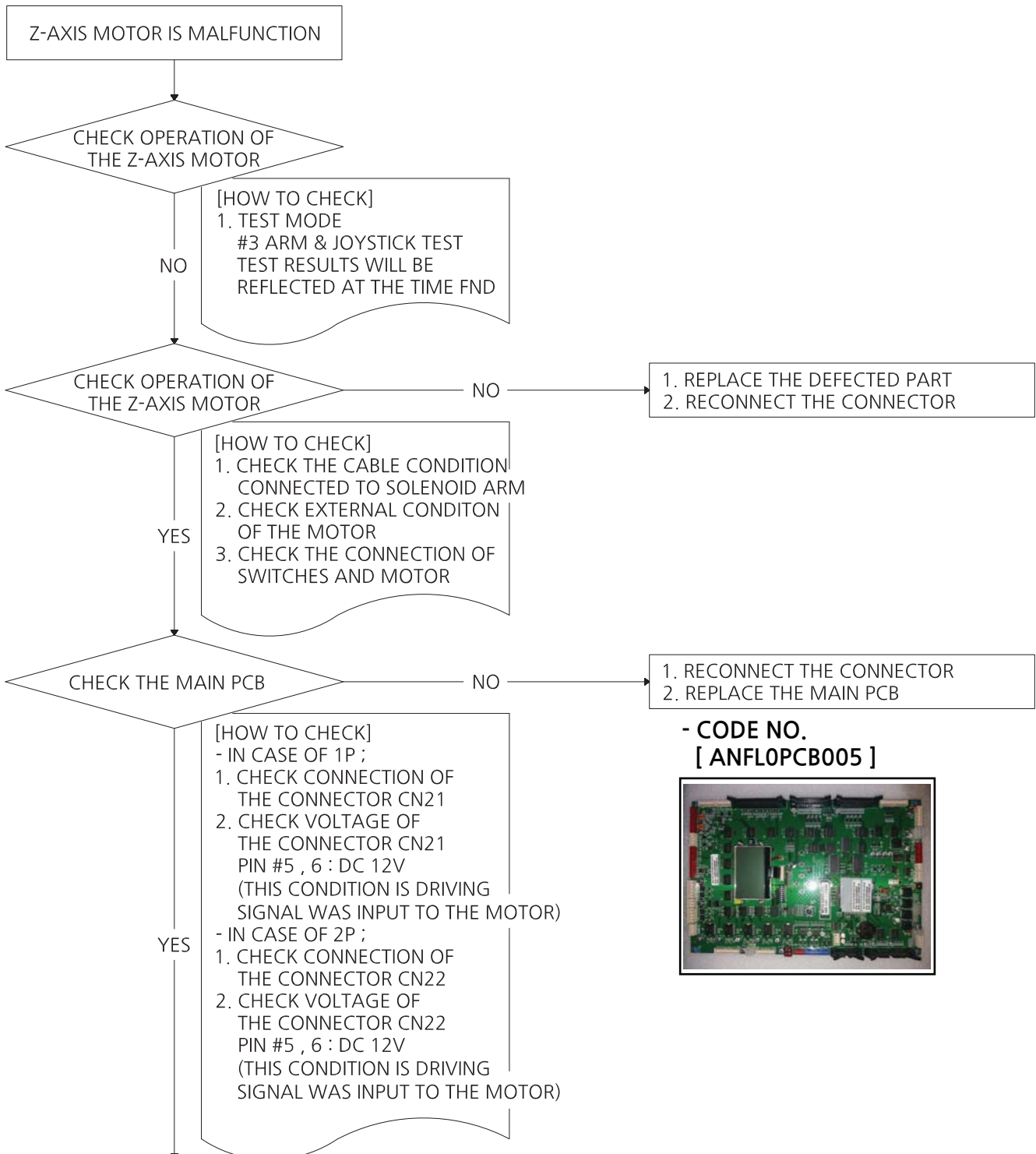
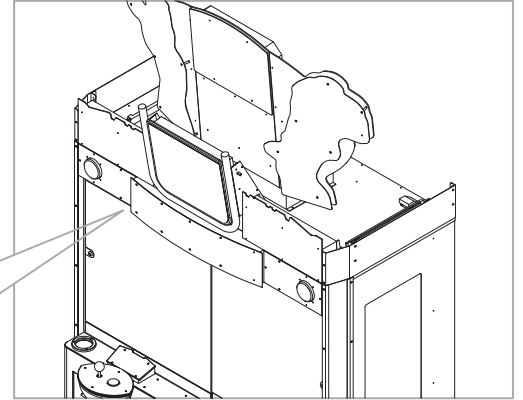
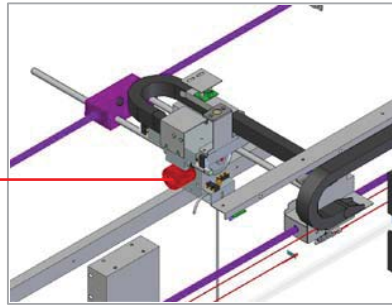


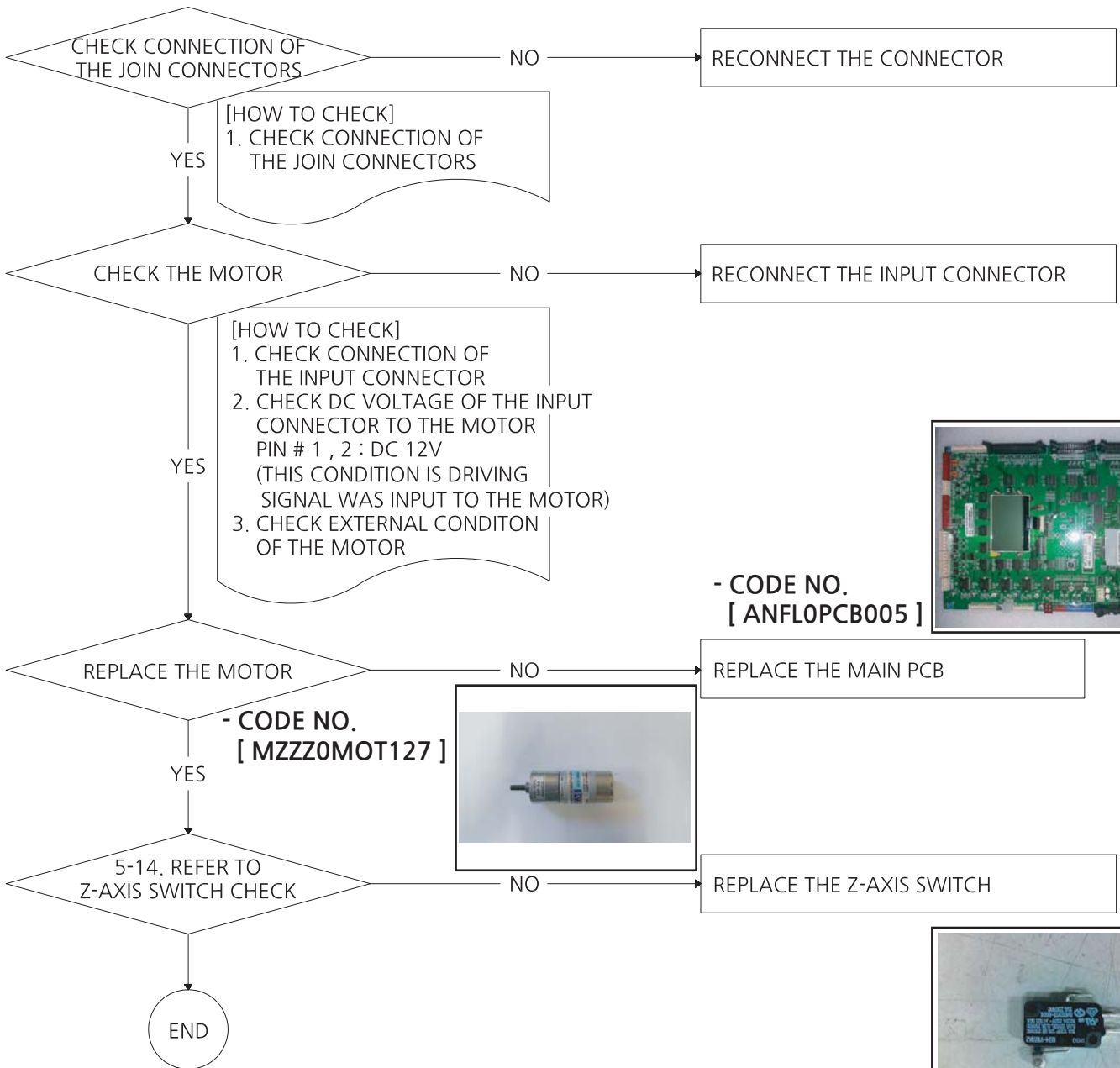


- * General check up : Check the supply voltage and wiring connection properly
- * "NO" : Means faulty of the check up result.

5-13. Z-AXIS MOTOR ERROR [E60, E61]

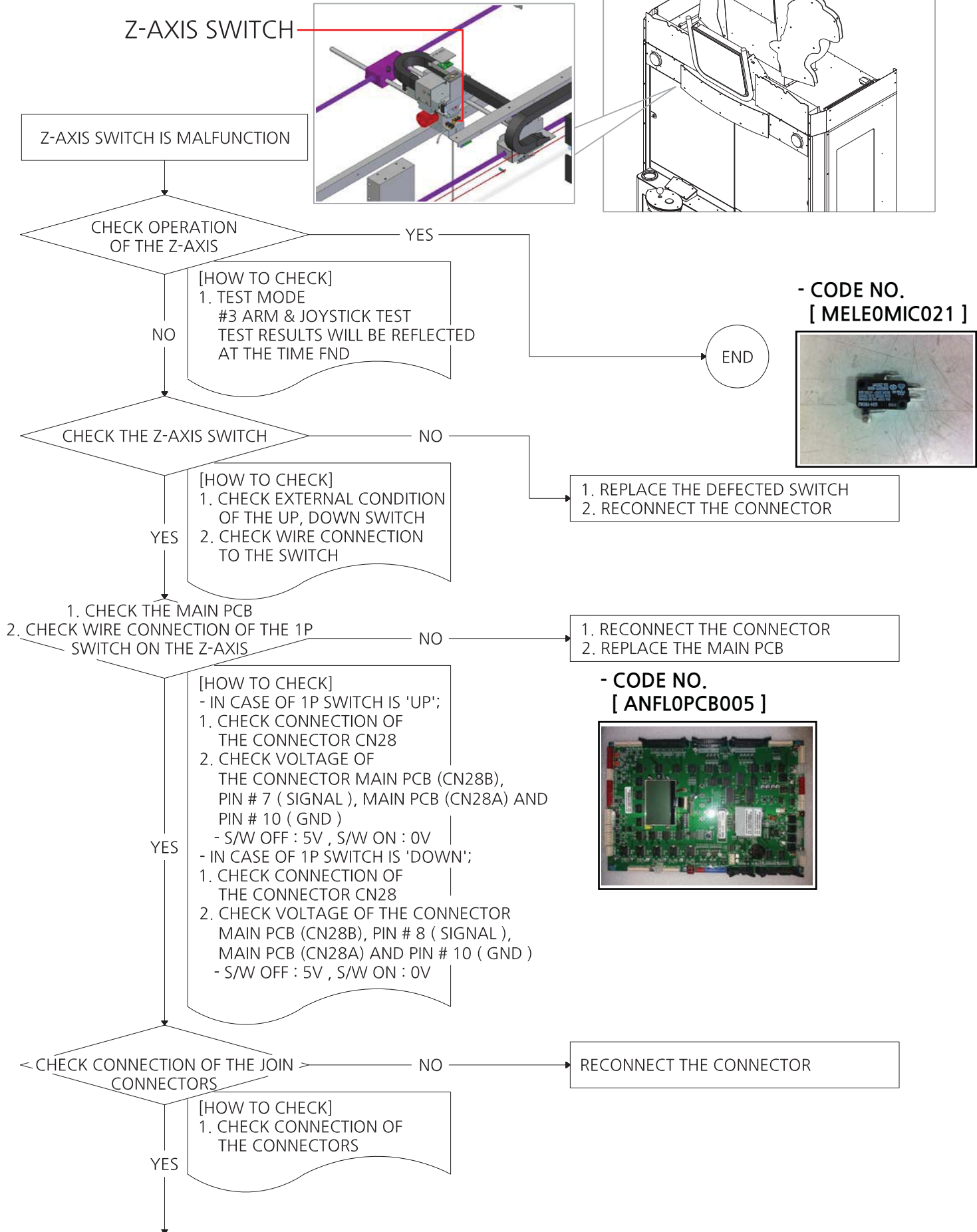
Z-AXIS MOTOR

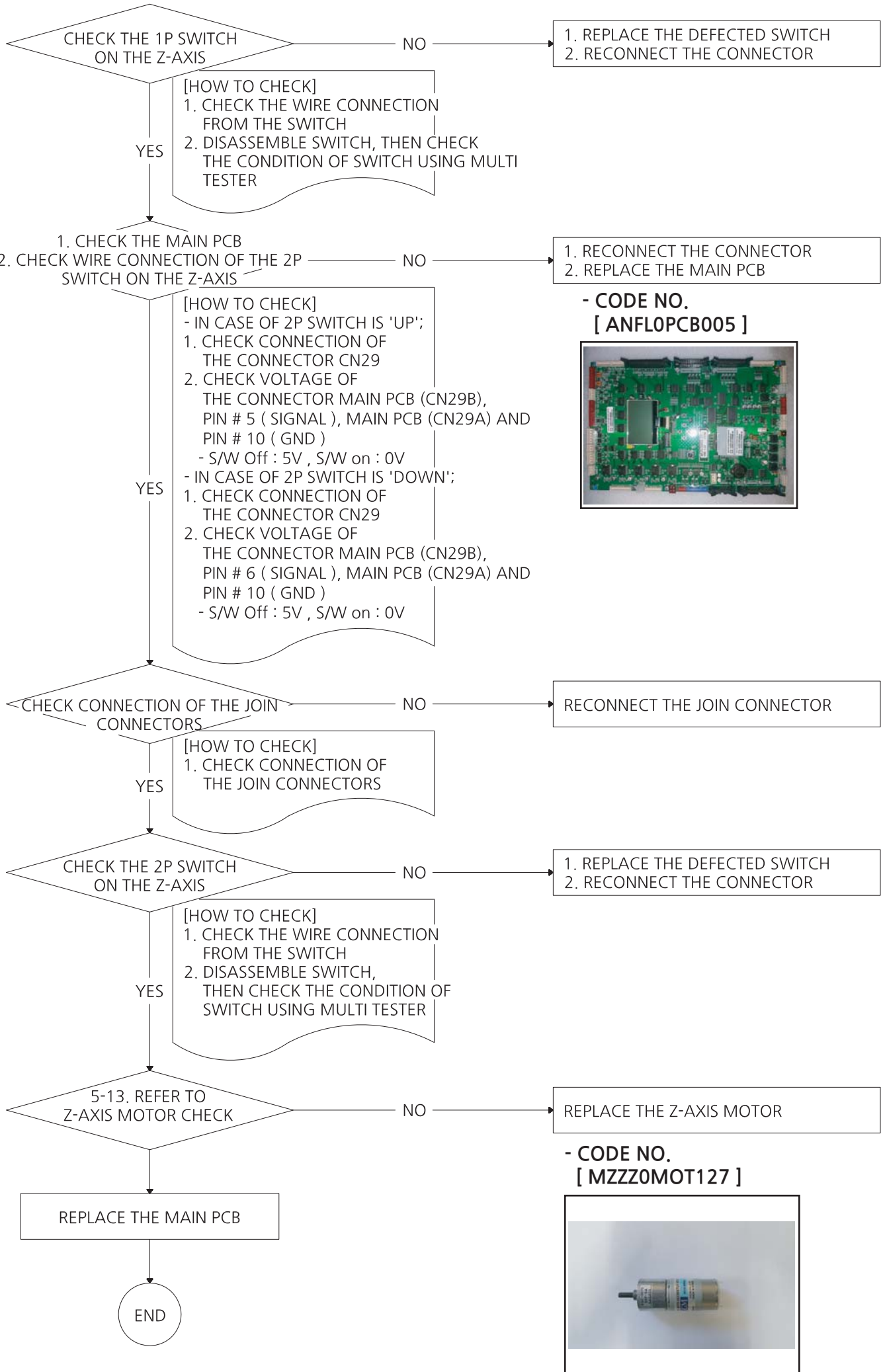




- * General check up : Check the supply voltage and wiring connection properly
- * "NO" : Means faulty of the check up result.

5-14. Z-AXIS SWITCH ERROR [E60, E61]

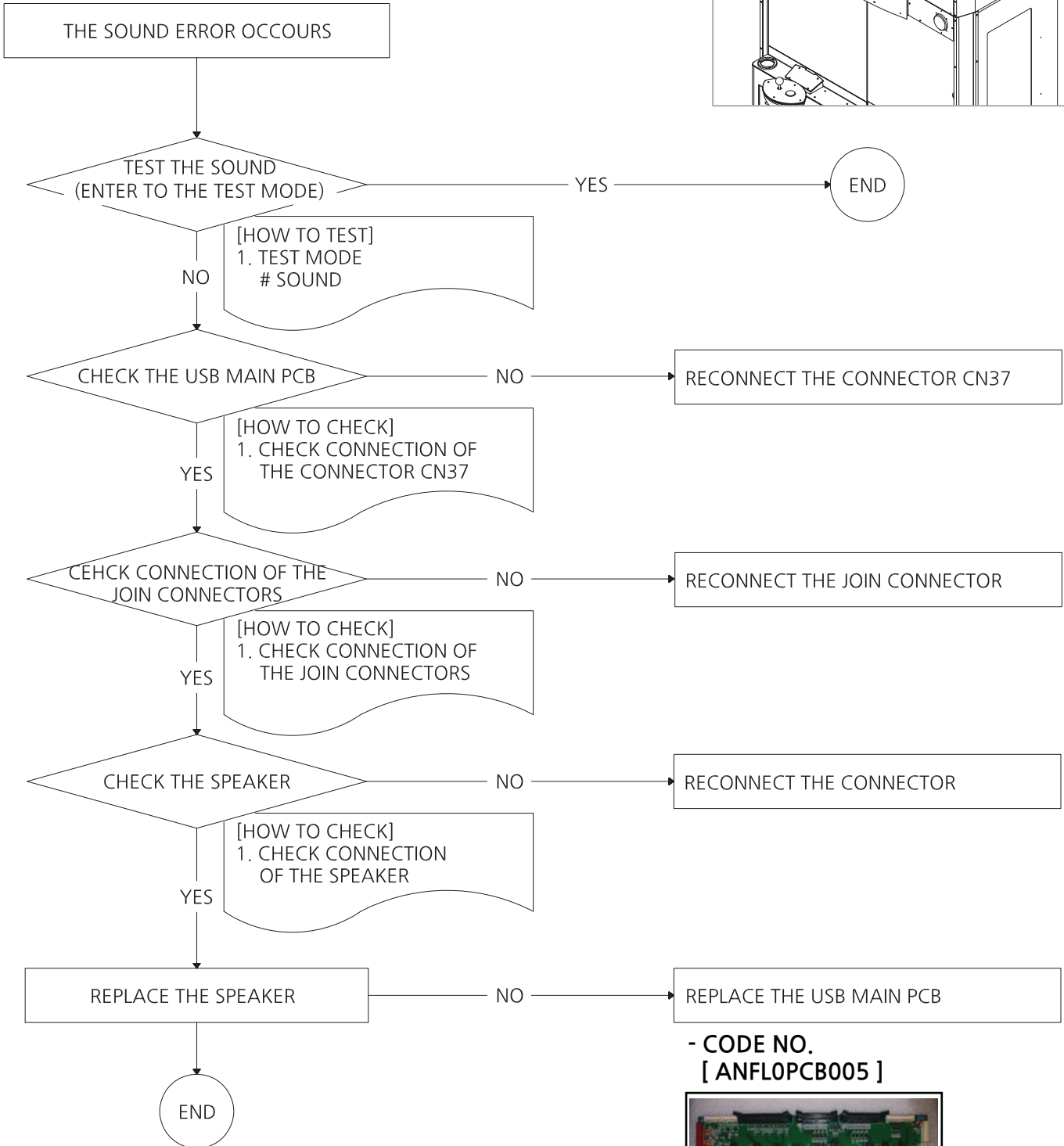
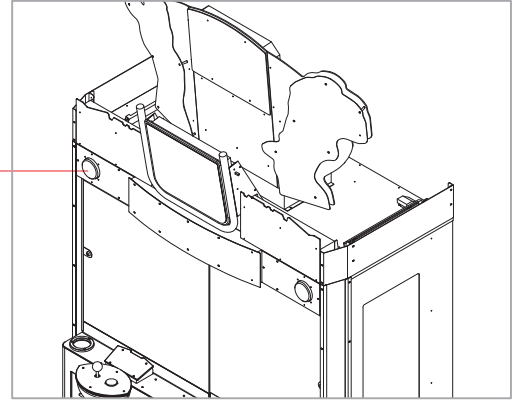




* General check up : Check the supply voltage and wiring connection properly
 * "NO" : Means faulty of the check up result.

5-15. SOUND ERROR

SOUND



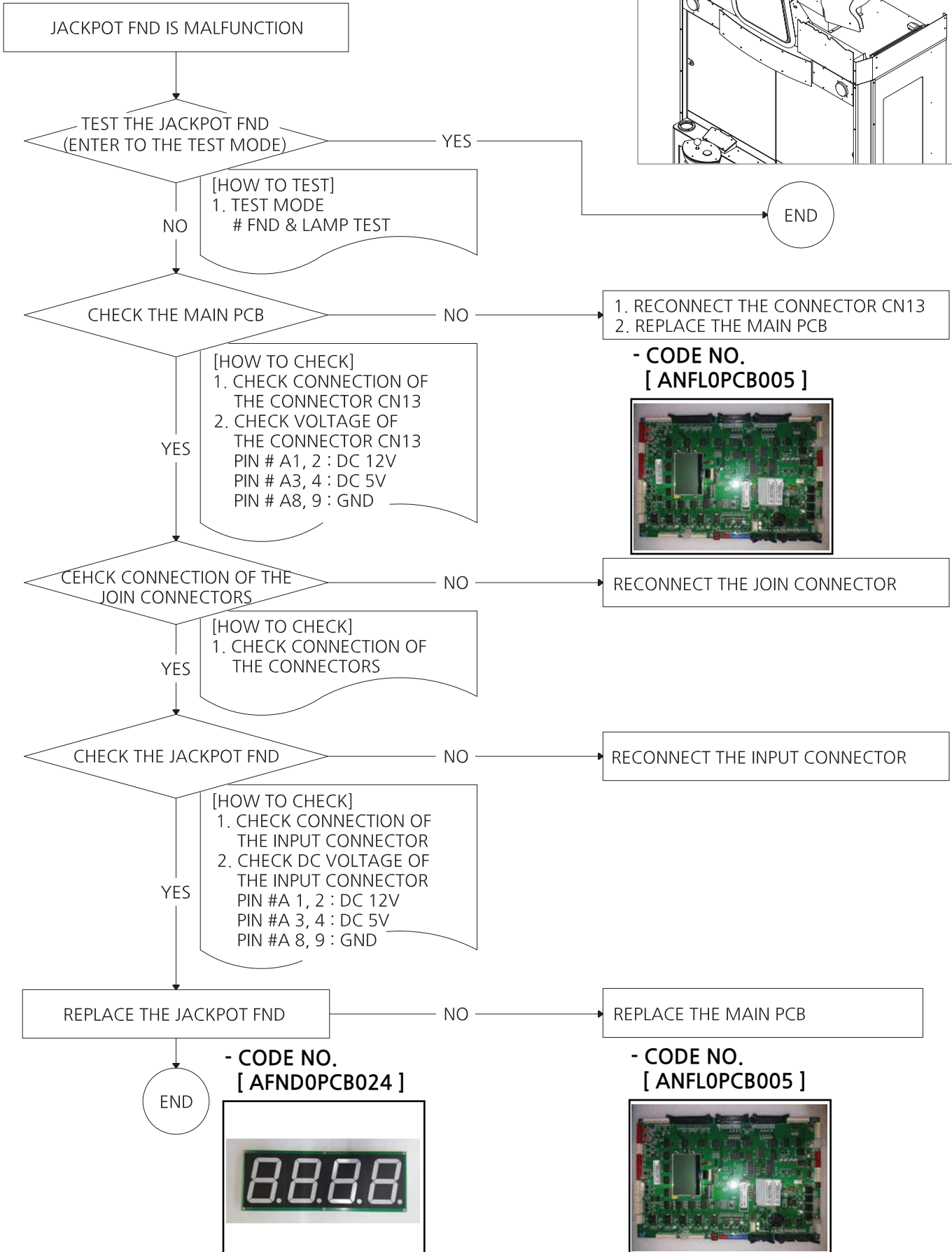
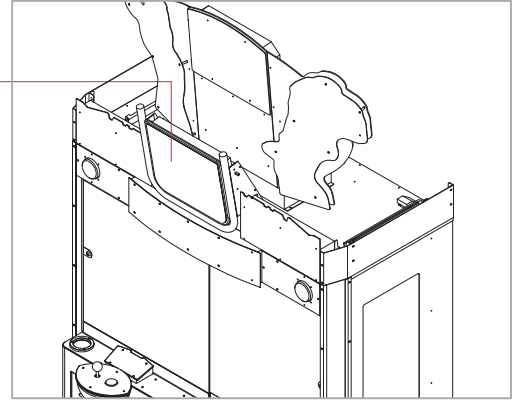
- CODE NO.
[ANFLOPCB005]



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

5-16. JACKPOT FND ERROR

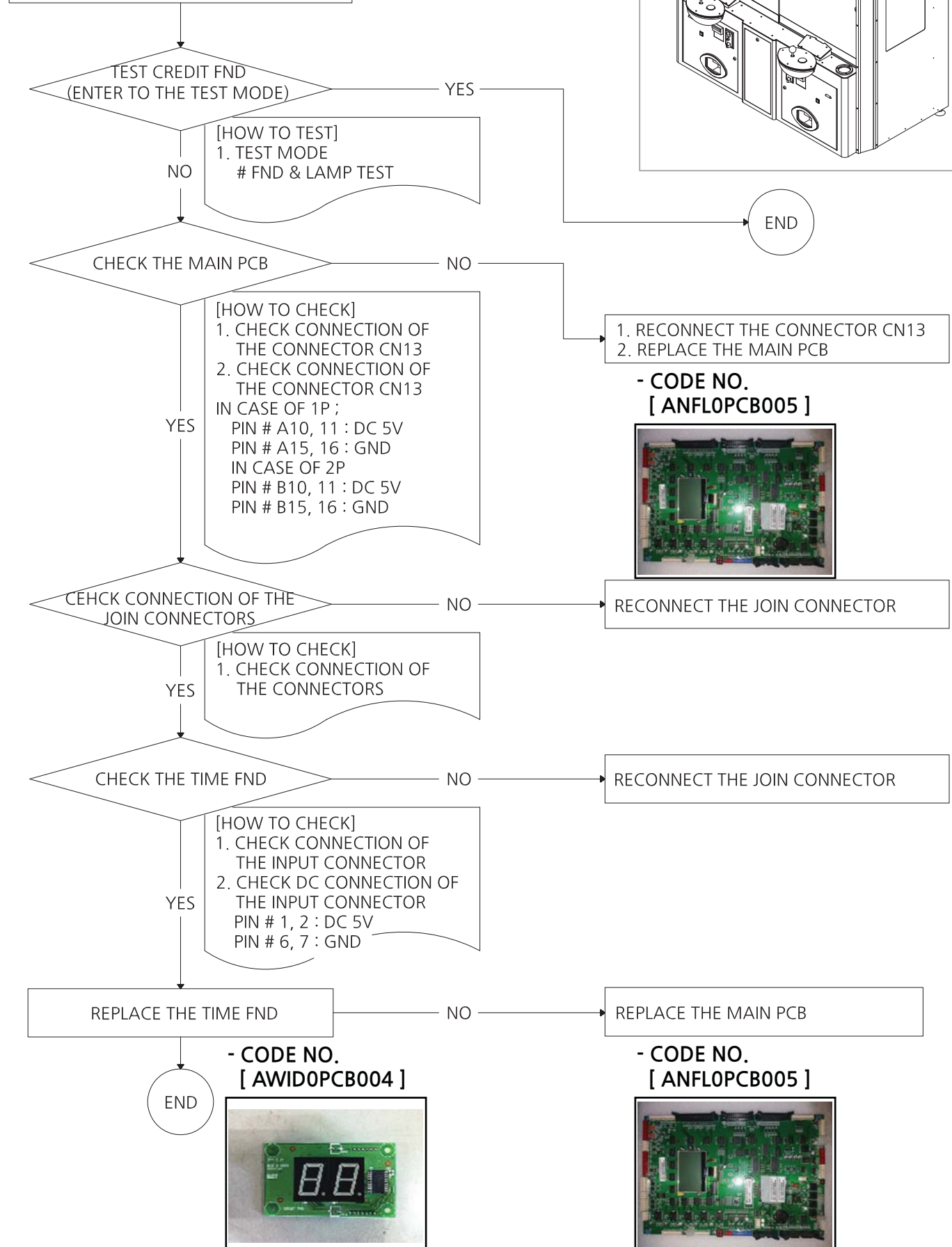
JACKPOT FND



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

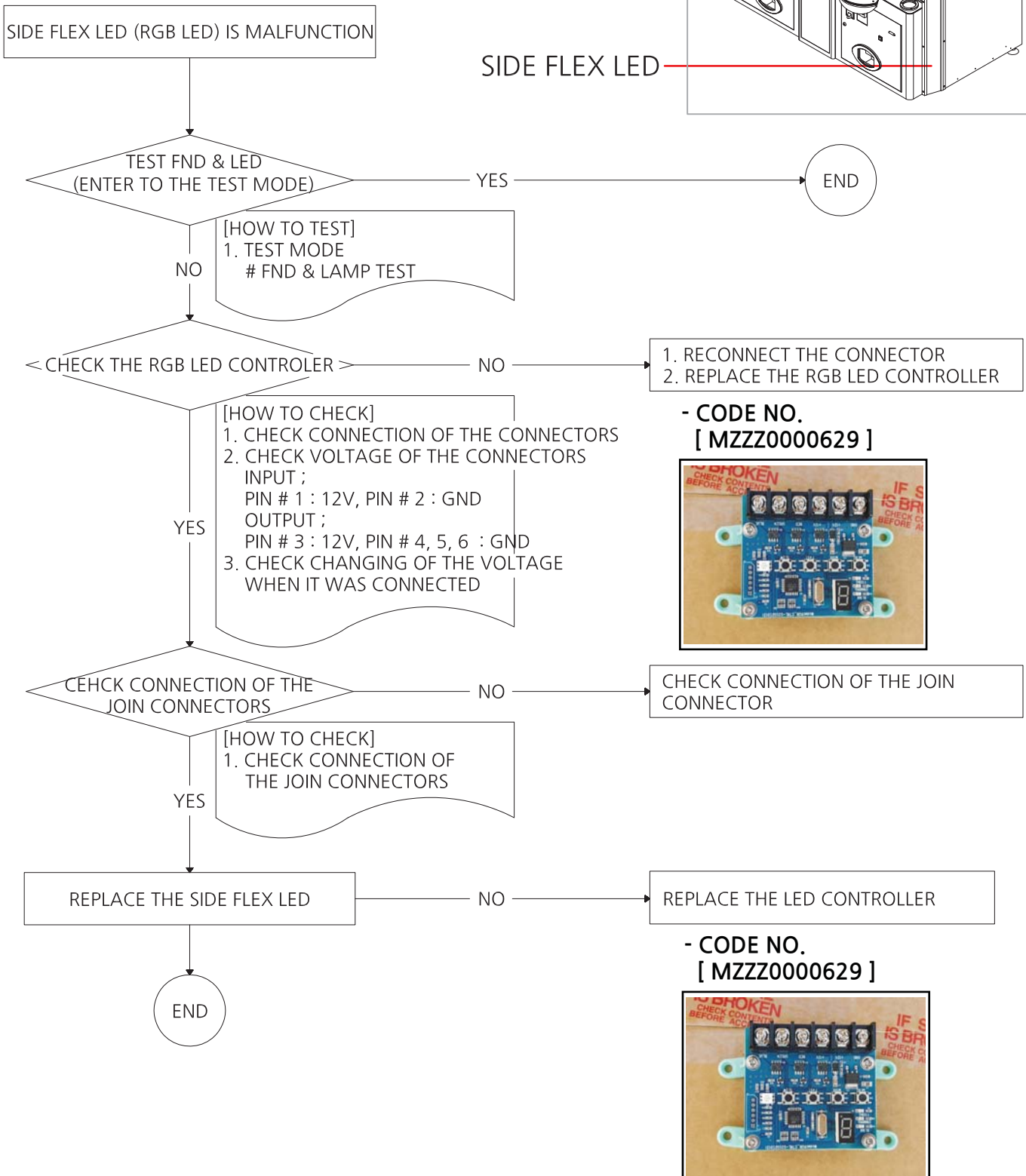
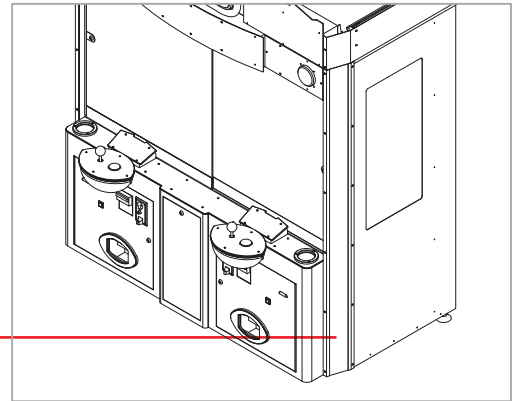
5-17. TIME FND ERROR

TIME FND (OR CREDIT FND) IS MALFUNCTION



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

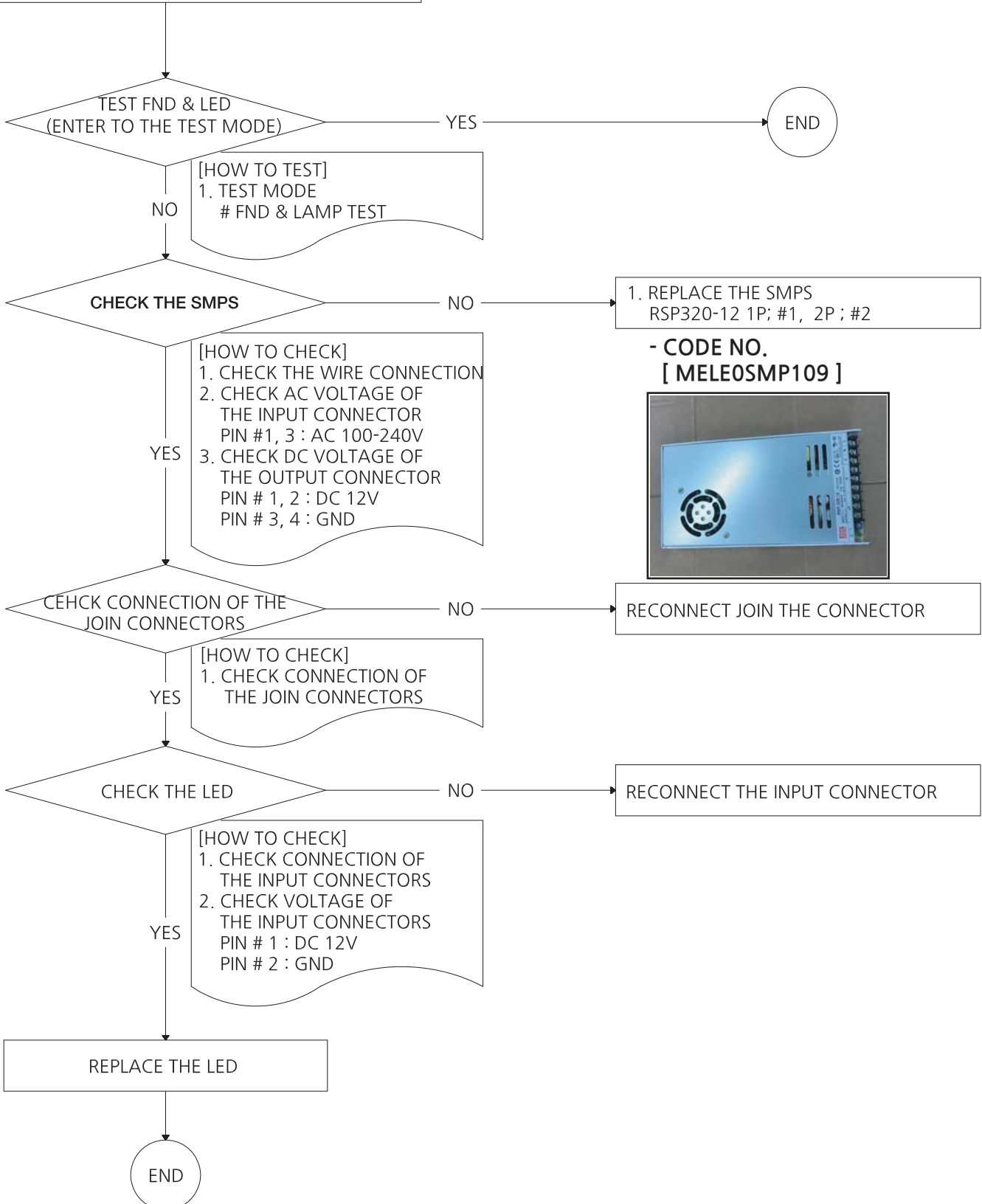
5-18. SIDE FLEX LED ERROR



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

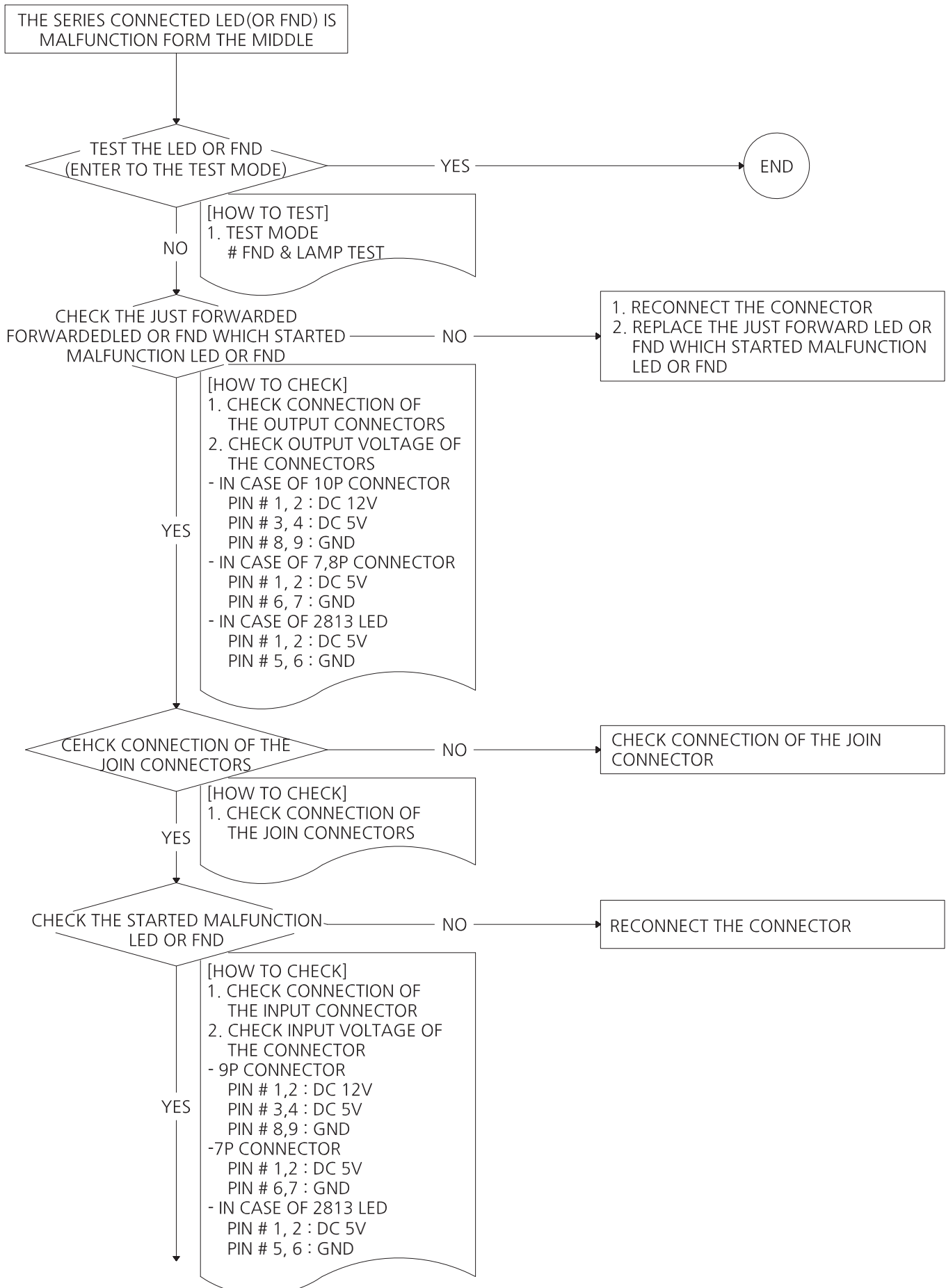
5-19. CONTINUOUS LED ERROR

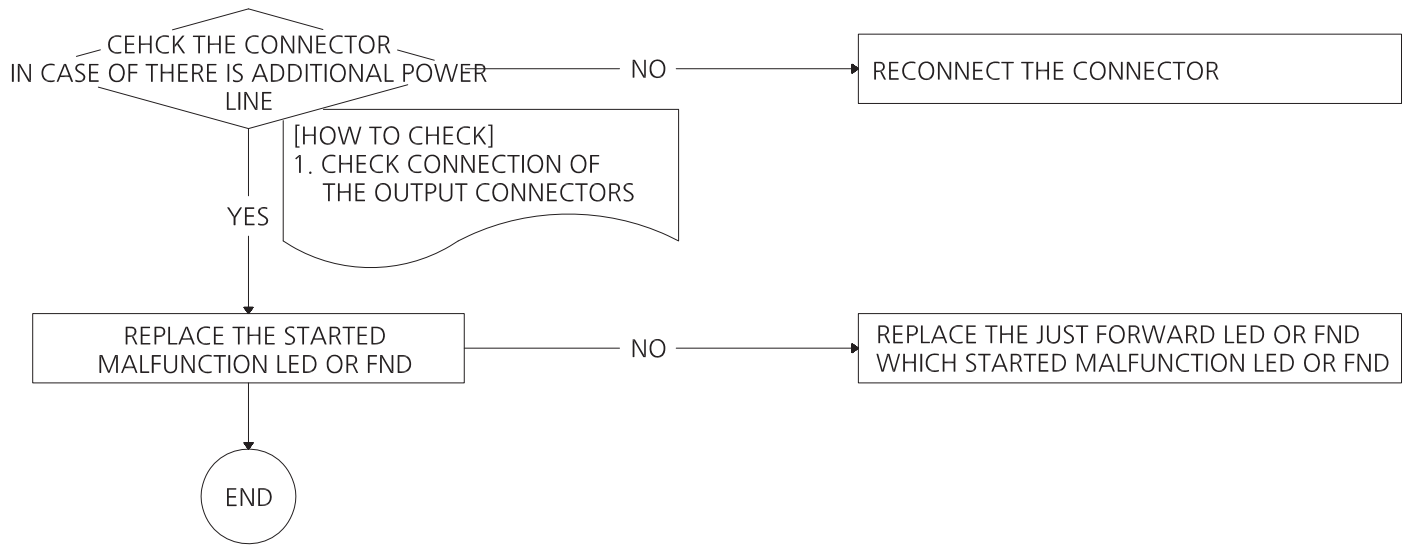
CONTINUOUS LED (PUSHER BOTTOM, GAMEZONE HORIZONTAL, GAMEZONE VERTICAL, SIDE BAR, RACK, SUPER BONUS, SUPER BONUS FLEX and etc.) IS MALFUNCTION



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

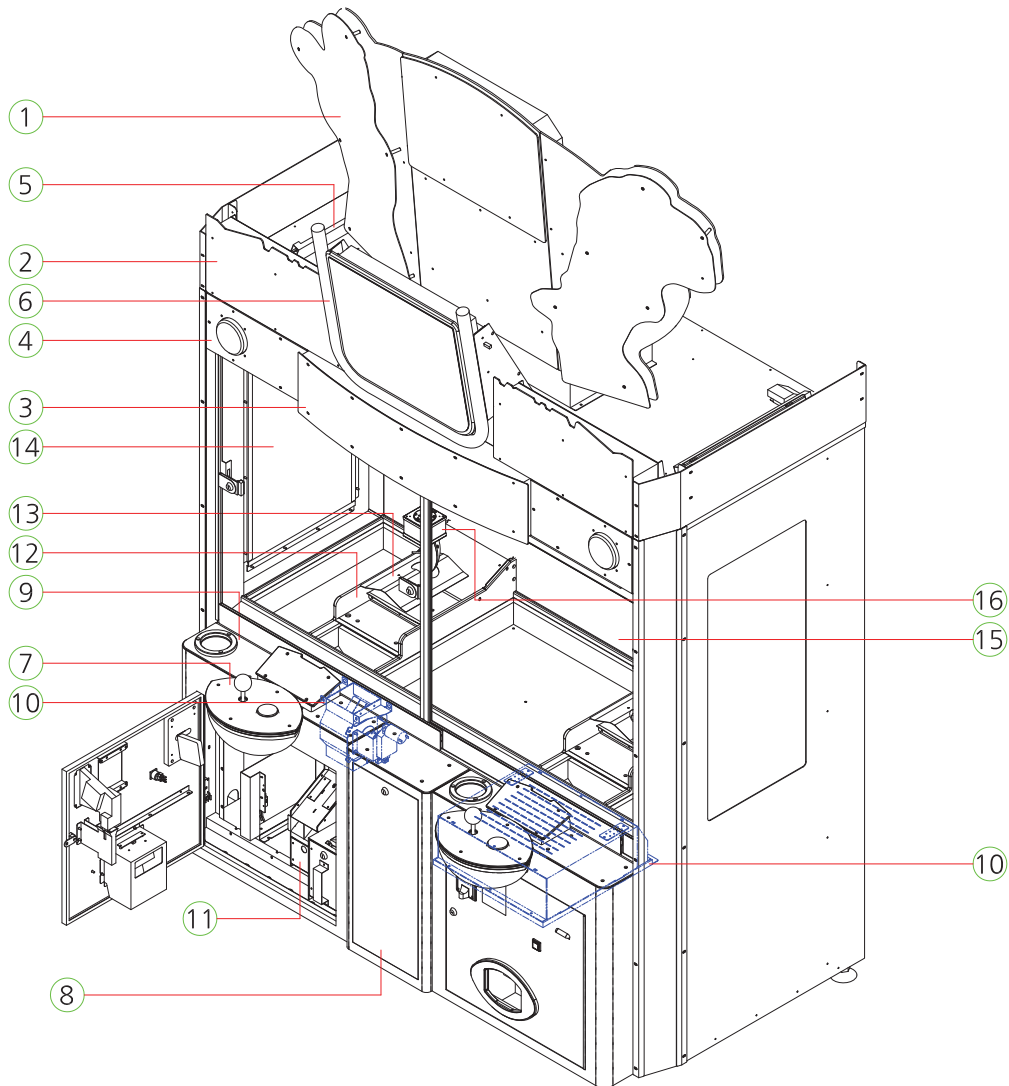
5-20. SERIES LED OR FND ERROR





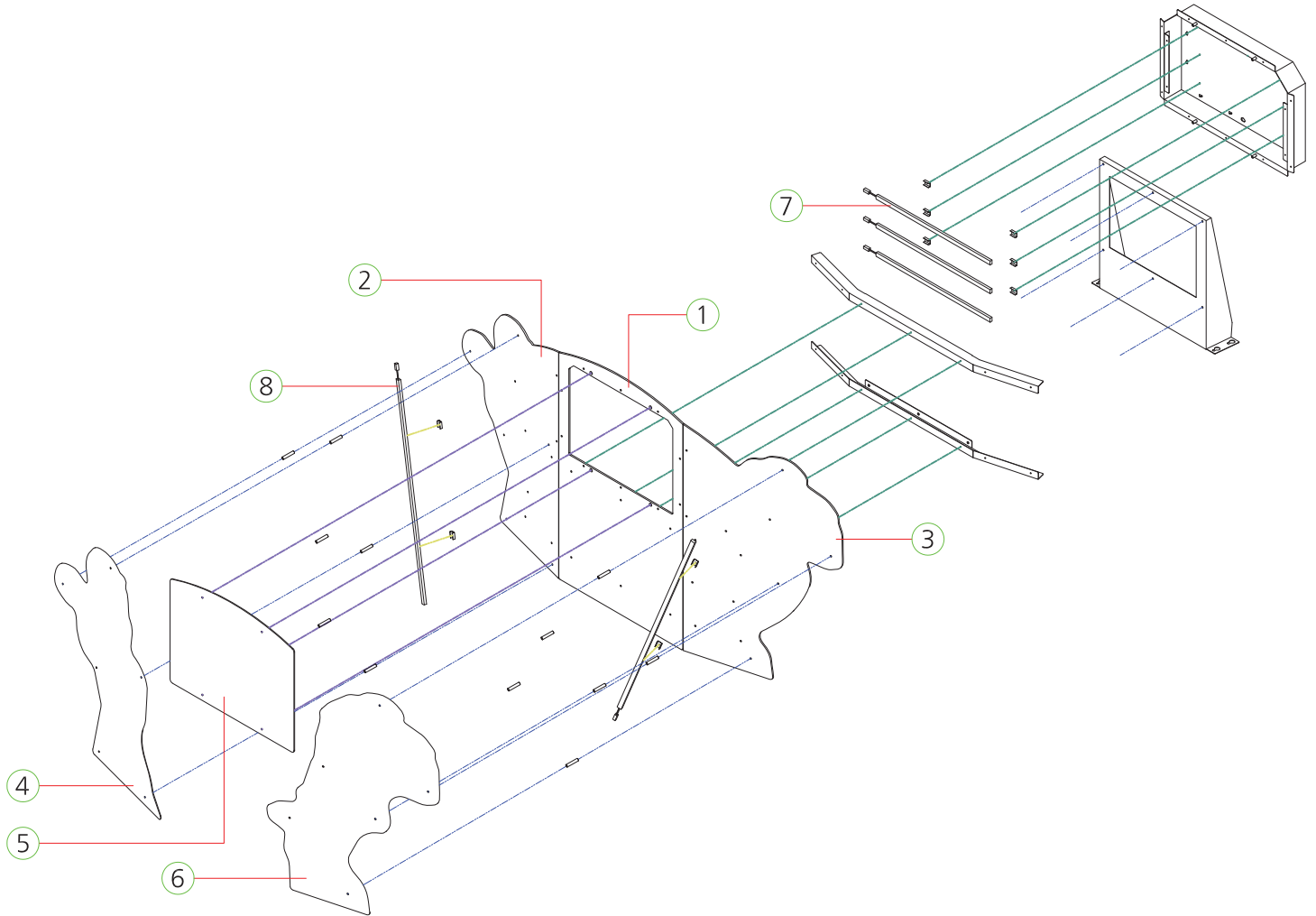
6. EXPLODED VIEW

6-1. MAIN CABINET PART



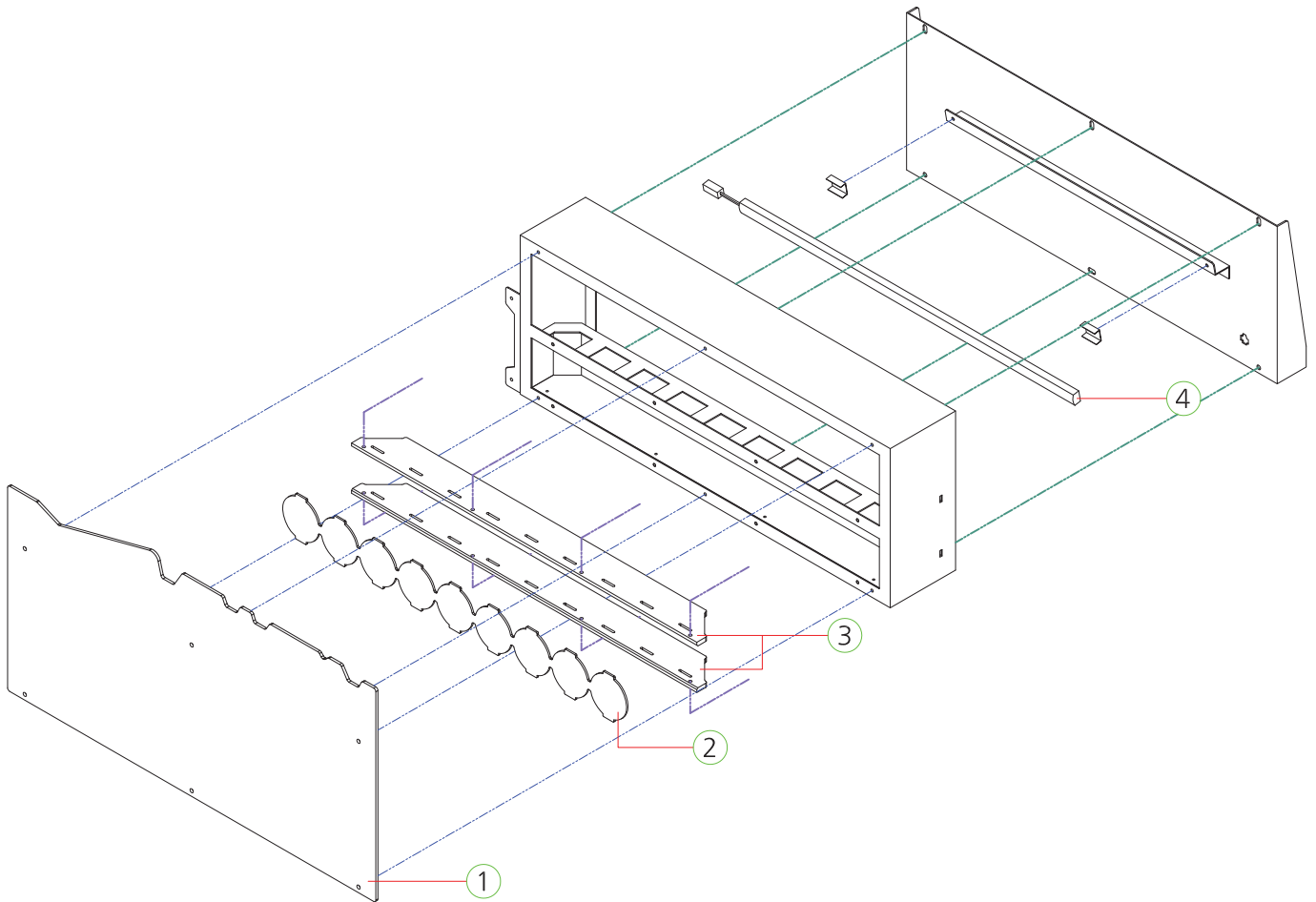
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	BILLBOARD DECO PART	-	1	-
2	BONUS BOX ASS'Y_L, R	-	1	-
3	SUPER BONUS DECO COIN ASS'Y	-	1	-
4	SPEAKER COVER FRAME ASS'Y	-	1	-
5	BILLBOARD SIDE LAMP ASS'Y	-	2	-
6	SUPER BONUS FND ASS'Y	-	1	-
7	BUTTON PANEL ASS'Y	-	2	-
8	CENTER FRAME ASS'Y	-	1	-
9	FRONT FRAME ASS'Y	-	1	-
10	COIN COUNTER ROLLER ASS'Y	-	2	-
11	COIN OUTLET GUIDE ASS'Y	-	2	-
12	PUSHER PANEL BASE ASS'Y	-	2	-
13	PUSHER PANEL ASS'Y	-	2	-
14	FRONT WINDOW - L ASS'Y	-	1	-
15	FRONT WINDOW - R ASS'Y	-	1	-
16	CRANE MOVING PARTS - TOTAL	-	1	-

6-2. BILLBOARD DECO PART



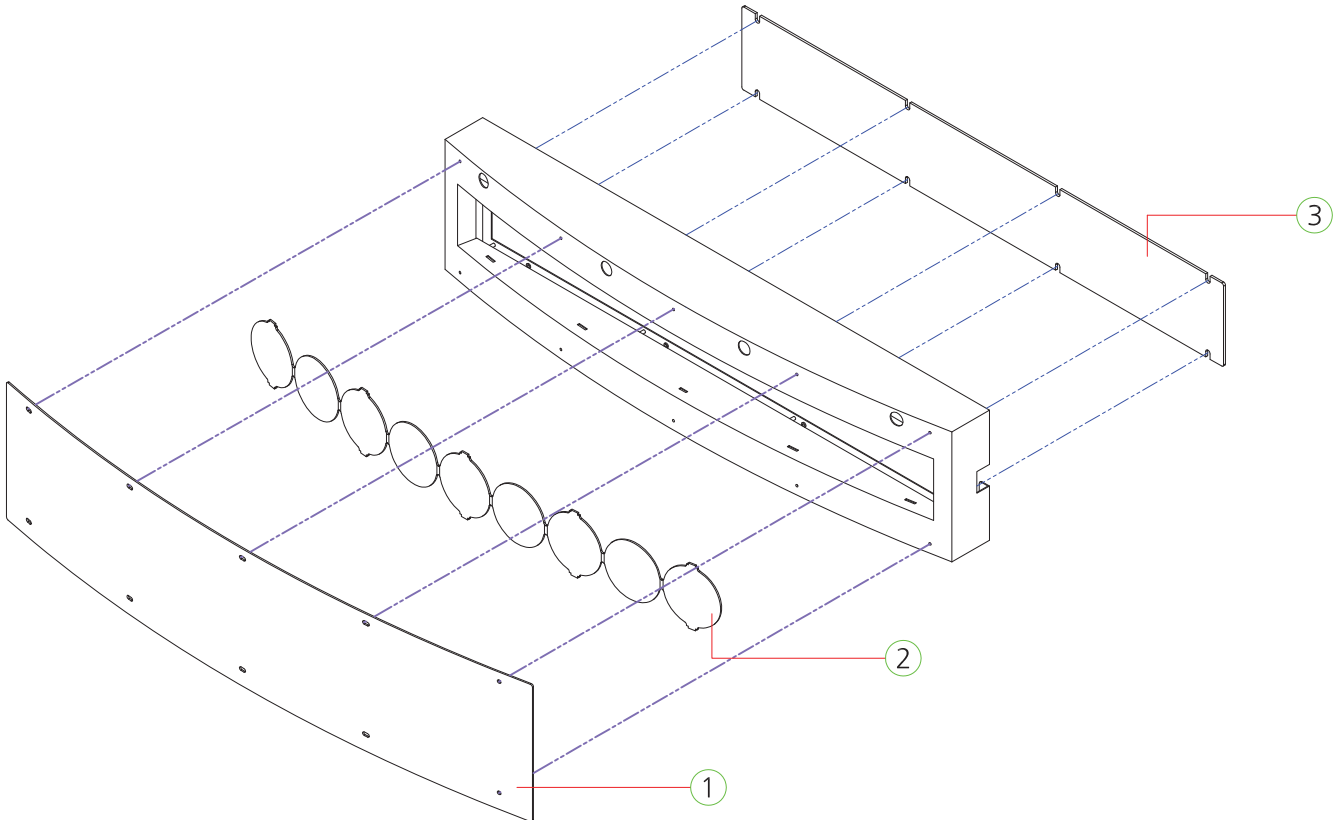
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	BILLBOARD MAIN DECO_CENTER	FORMAX-5.0T	1	MNFL0ACR033
2	BILLBOARD MAIN DECO_L	FORMAX-5.0T	1	MNFL0ACR034
3	BILLBOARD MAIN DECO_R	FORMAX-5.0T	1	MNFL0ACR035
4	BILLBOARD SUB DECO PANEL-L	PET-2.0T	1	MNFL0ACR004
5	BILLBOARD LIGHT BOX COVER ACRYL	ACRYL-3.0T	1	MNFL0ACR001
6	BILLBOARD SUB DECO PANEL-R	PET-2.0T	1	MNFL0ACR005
7	LED BAR 12V ASS'Y	460mm	3	AZZZ0PCB124
8	LED BAR 12V ASS'Y	710mm	2	AZZZ0PCB165

6-3. BONUS BOX PART



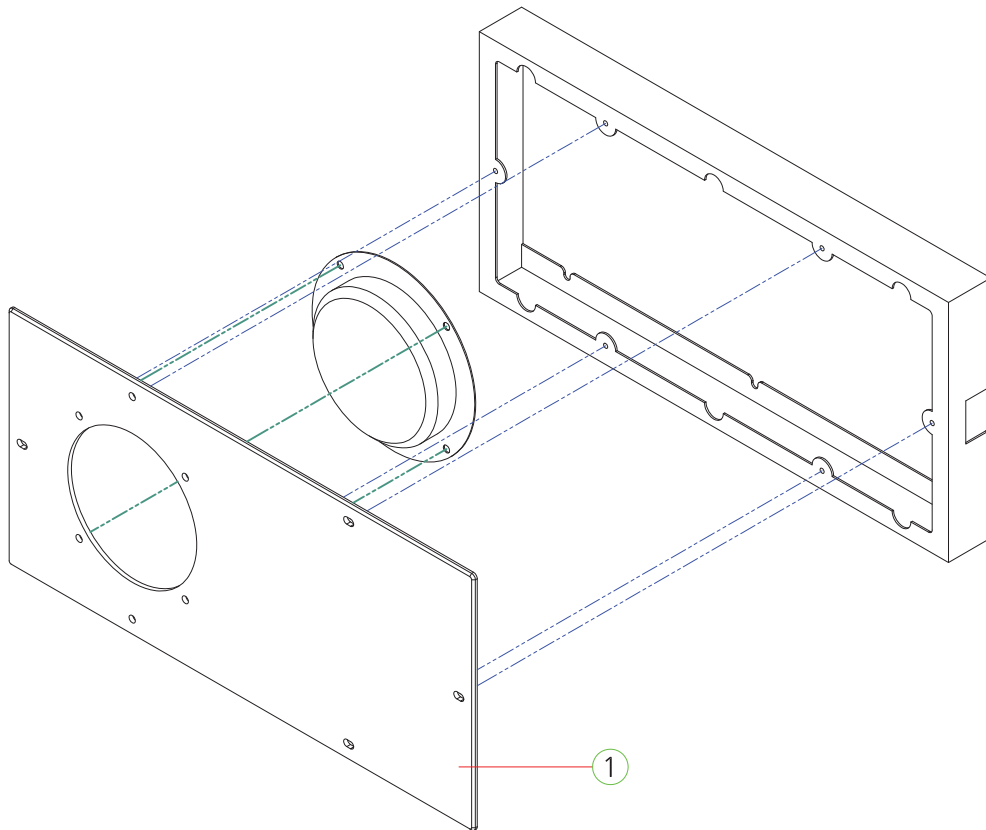
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	[L] BONUS BOX COVER ACRYL	ACRYL-3.0T	1	MNFL0ACR007
	[R] BONUS BOX COVER ACRYL	ACRYL-3.0T	1	MNFL0ACR008
2	BONUS BOX COIN	ACRYL-3.0T	1	MNFL0ACR007
3	BONUS BOX ACRYL	ACRYL-5.0T	2	MNFL0ACR006
4	LED BAR 12V ASS'Y	460mm	1	AZZZ0PCB124

6-4. SUPER BONUS DECO COIN PART



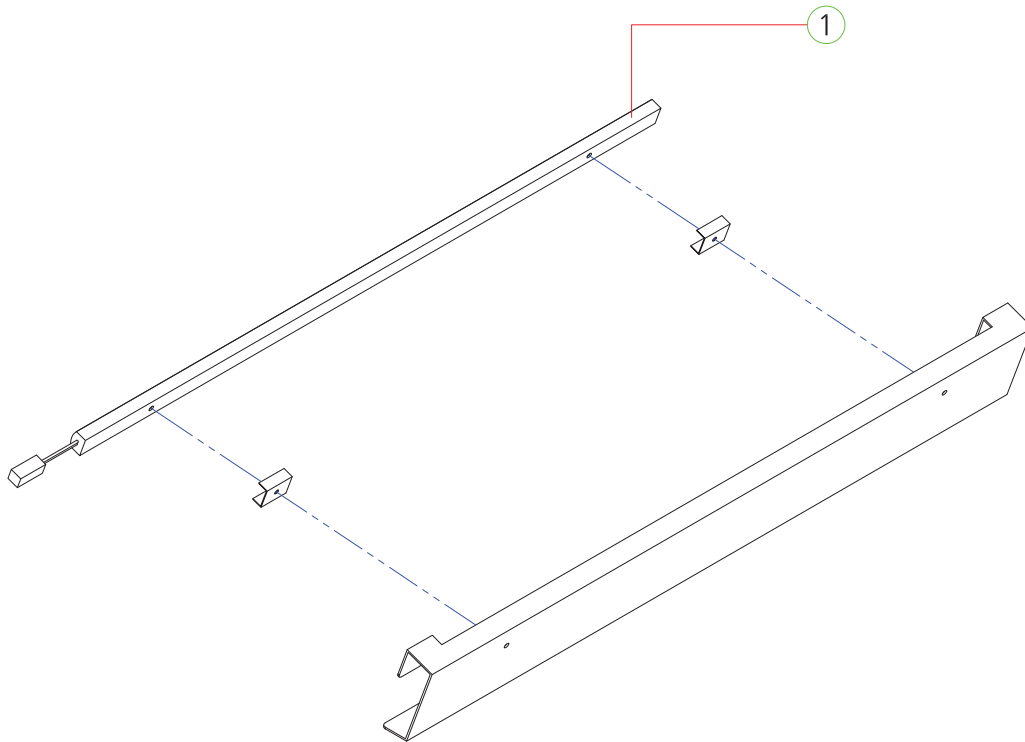
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	SUPER BONUS DECO FRAME COVER ACRYL	PET-3.0T	1	MNFL0ACR029
2	SUPER BONUS DECO COIN ACRYL	ACRYL-5T	1	MNFL0ACR028
3	SUPER BONUS DECO ACRYL-A	ACRYL-3T	1	MNFL0ACR026

6-5. SPEAKER COVER FRAME PART



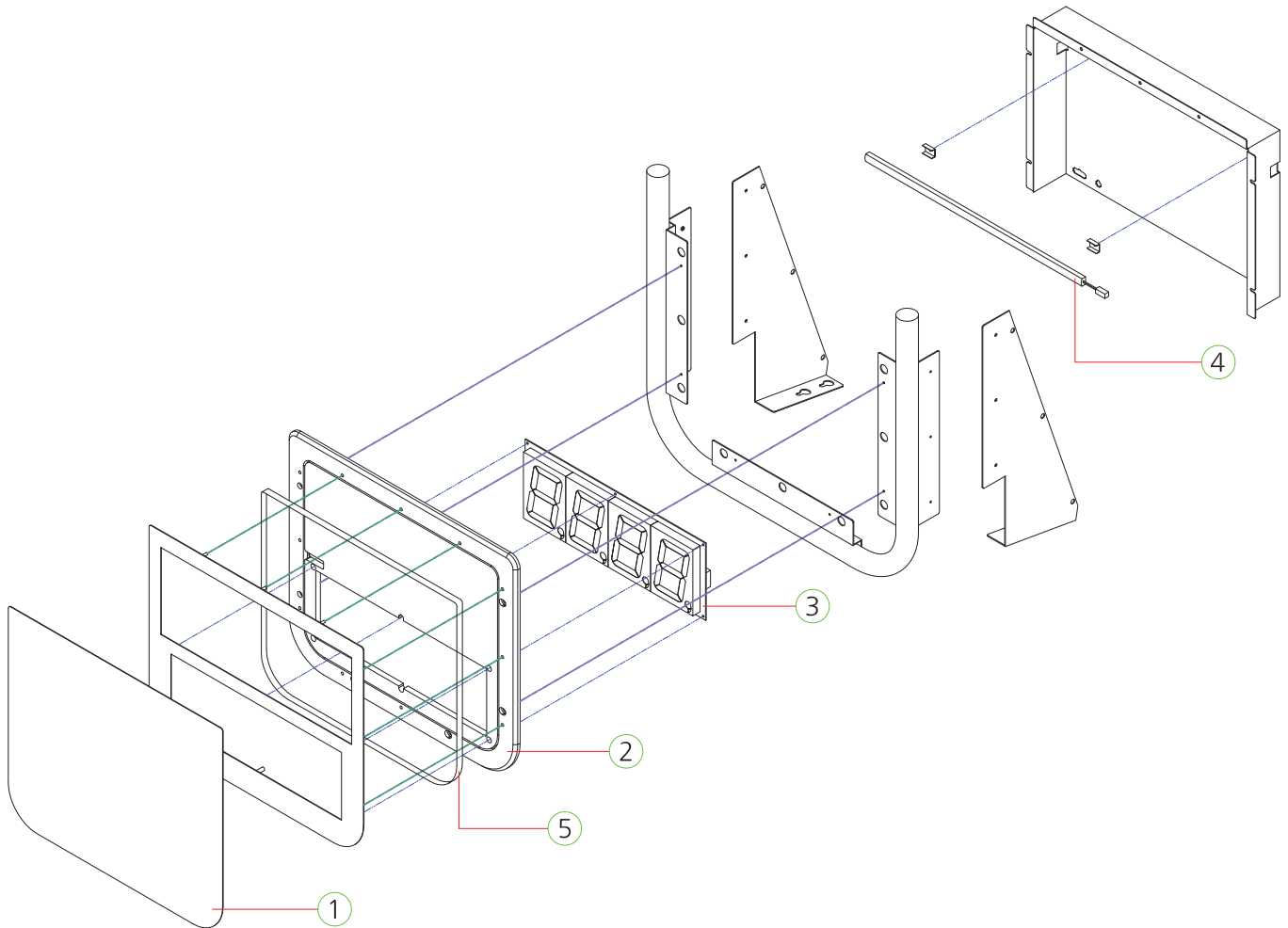
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	SPEAKER COVER ACRYL	ACRYL-3.0T	1	MNFL0ACR025

6-6. BILLBOARD SIDE LAMP PART



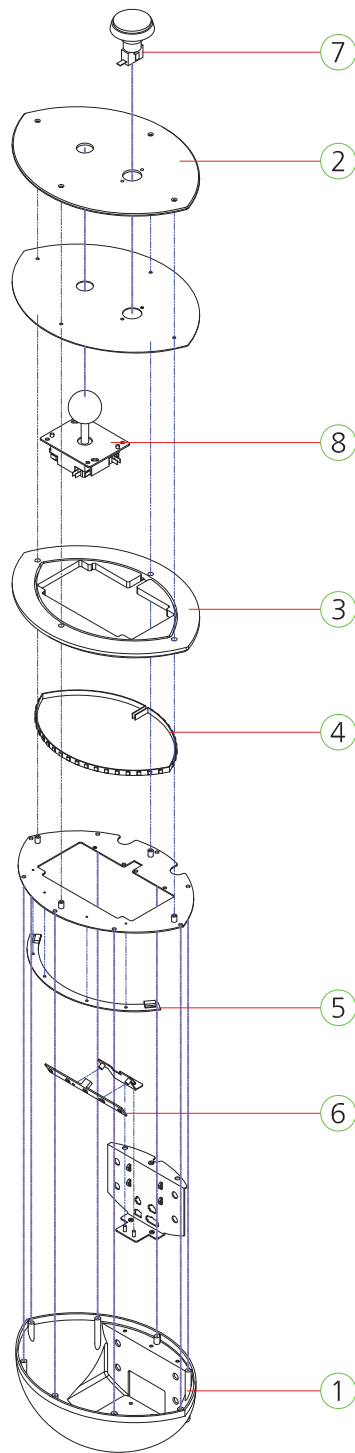
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	LED BAR 12V ASS'Y	460mm	1	AZZZ0PCB124

6-7. SUPER BONUS FND PART



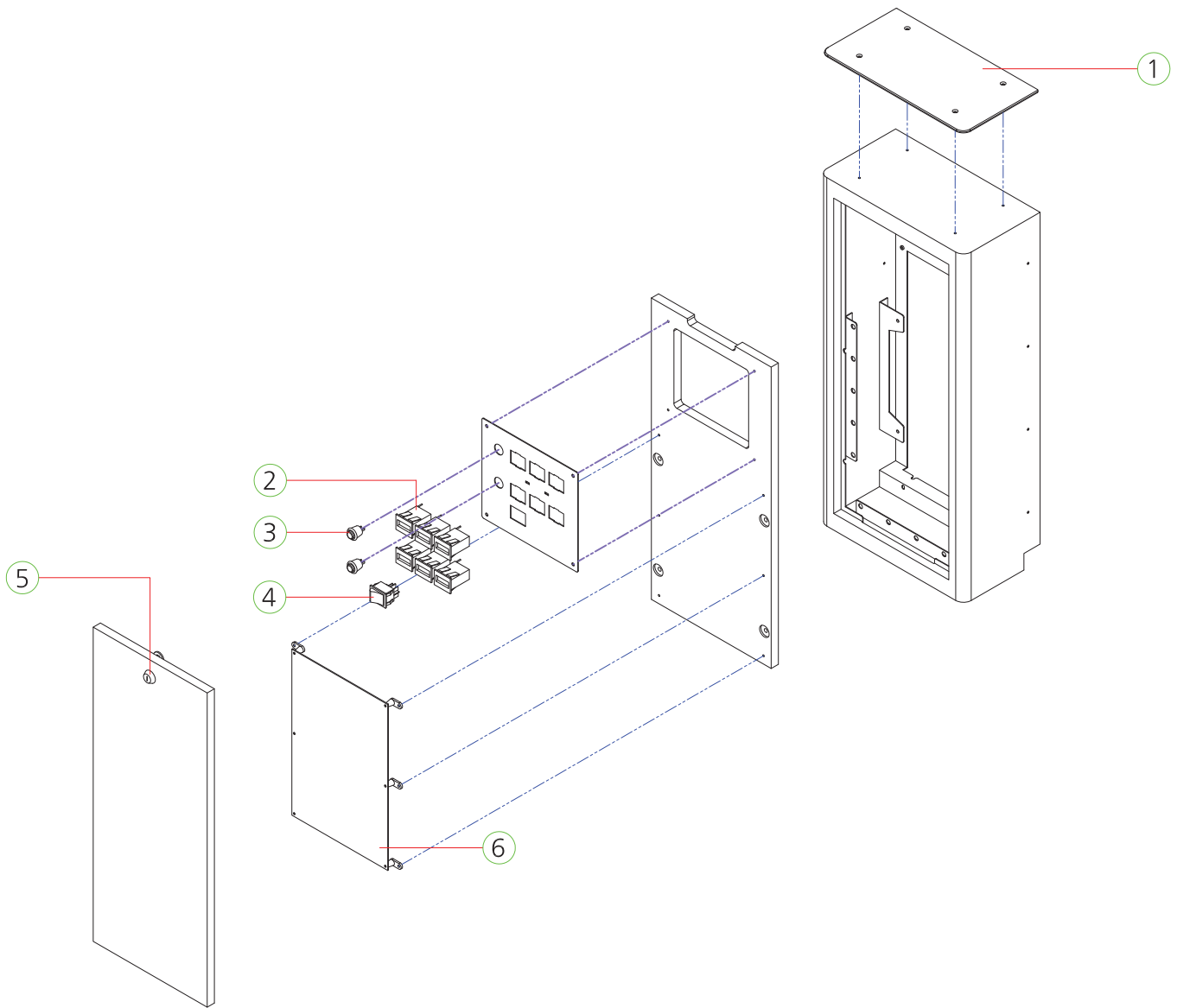
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	SUPER BONUS FND COVER ACRYL	ACRYL-3T	1	MNFL0ACR031
2	SUPER BONUS FND ACRYL	ACRYL-10T	1	MNFL0ACR030
3	FND PCB ASS'Y	90120-4(STRAIGHT)	1	AFND0PCB024
4	LED BAR 12V ASS'Y	460mm	1	AZZZ0PCB124
5	GREEN FLEX LED	1450mm	1	-

6-8. BUTTON PANEL PART



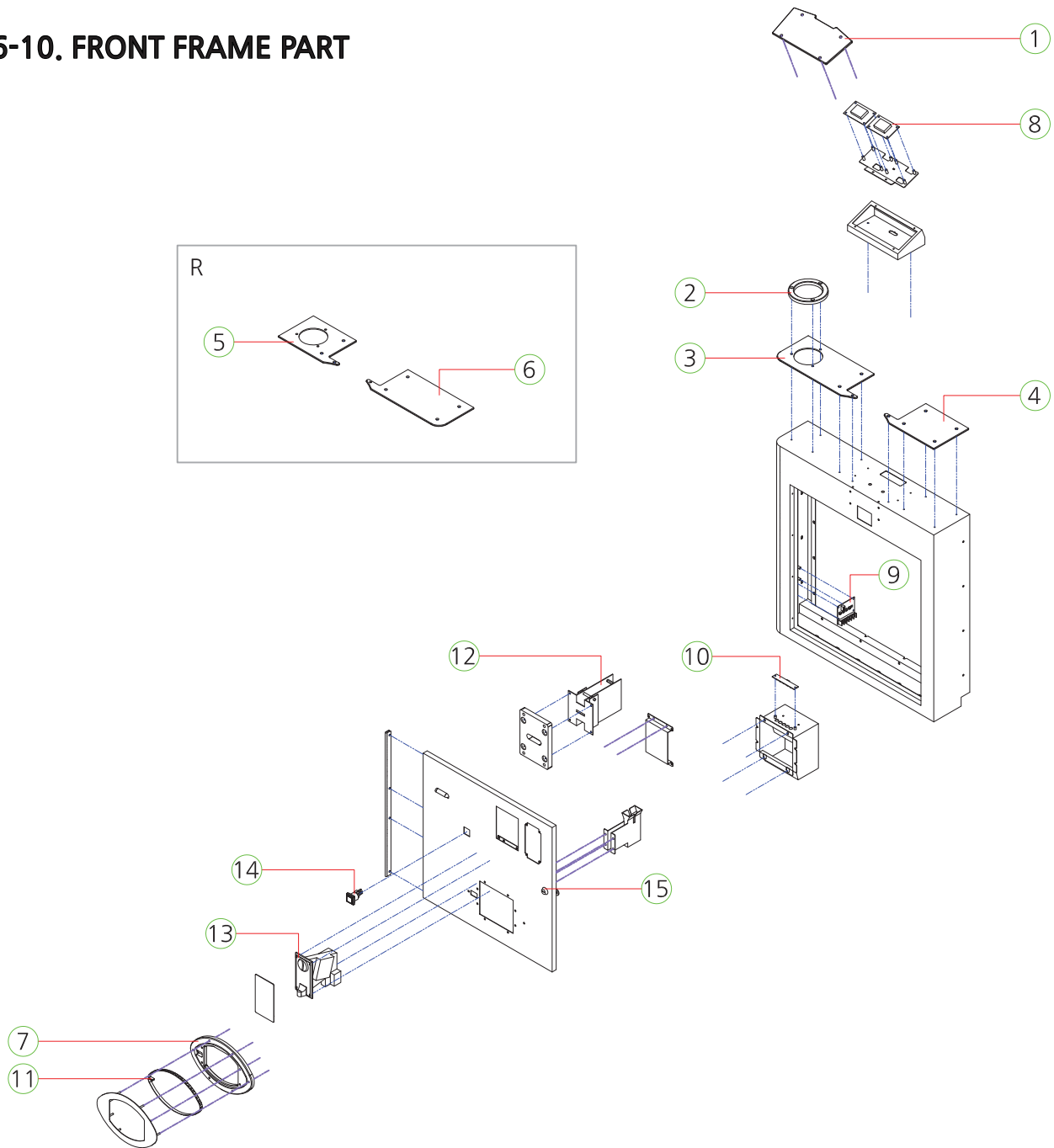
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	BUTTON FRAME MOLD	-	1	MNFL0PLA001
2	BUTTON FRAME COVER ACRYL-B	ACRYL-5T	1	MNFL0ACR010
3	BUTTON FRAME COVER ACRYL-A	ACRYL-10T	1	MNFL0ACR009
4	GREEN FLEX LED	600mm	1	MDM30HAN099
5	BUTTON MOLD LED PCB-A ASS'Y	NFLPA	1	ANFL0PCB001
6	BUTTON MOLD LED PCB-B ASS'Y	NFLPA	1	ANFL0PCB002
7	BUTTON SWITCH	AMIPB-60HR-B12D	1	MZZZ0BUT026
8	JOYSTICK	JS-EPCM- BU-45-CW-CT	1	MZZZ0JOY014

6-9. CENTER FRAME PART



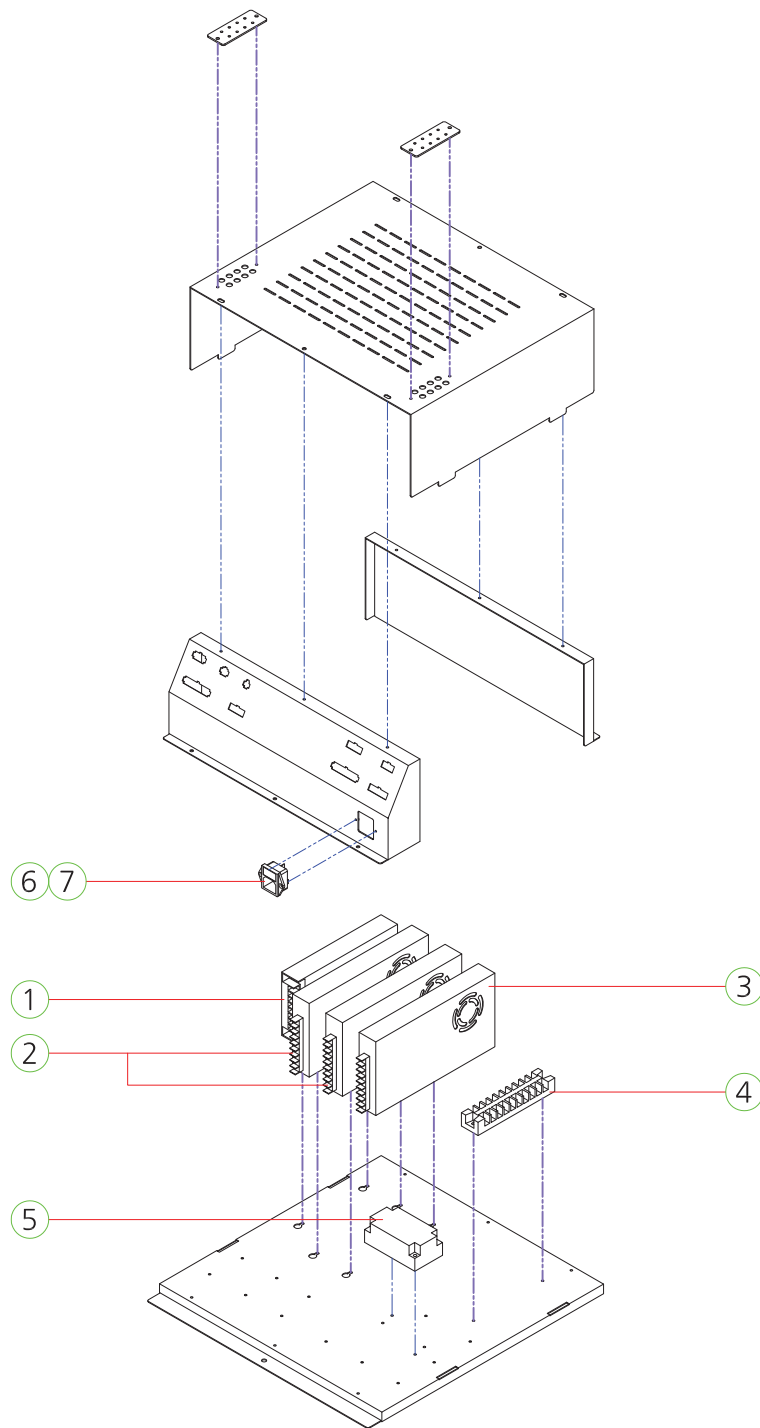
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	BUTTON PANEL ACRYL-C	ACRYL-3.0T	1	MNFL0ACR046
2	COUNTER	OA127CL	6	MZZZ0COU002
3	PUSH SWITCH	DS-412R	2	MELE0PUS006
4	ROCKER SW	R595KDF	1	MELE0SWI021
5	KEY ASS'Y	7001	1	MZZZ0KEY076
6	MAIN BOARD PCB ASS'Y	NFLPA	1	ANFL0PCB005

6-10. FRONT FRAME PART



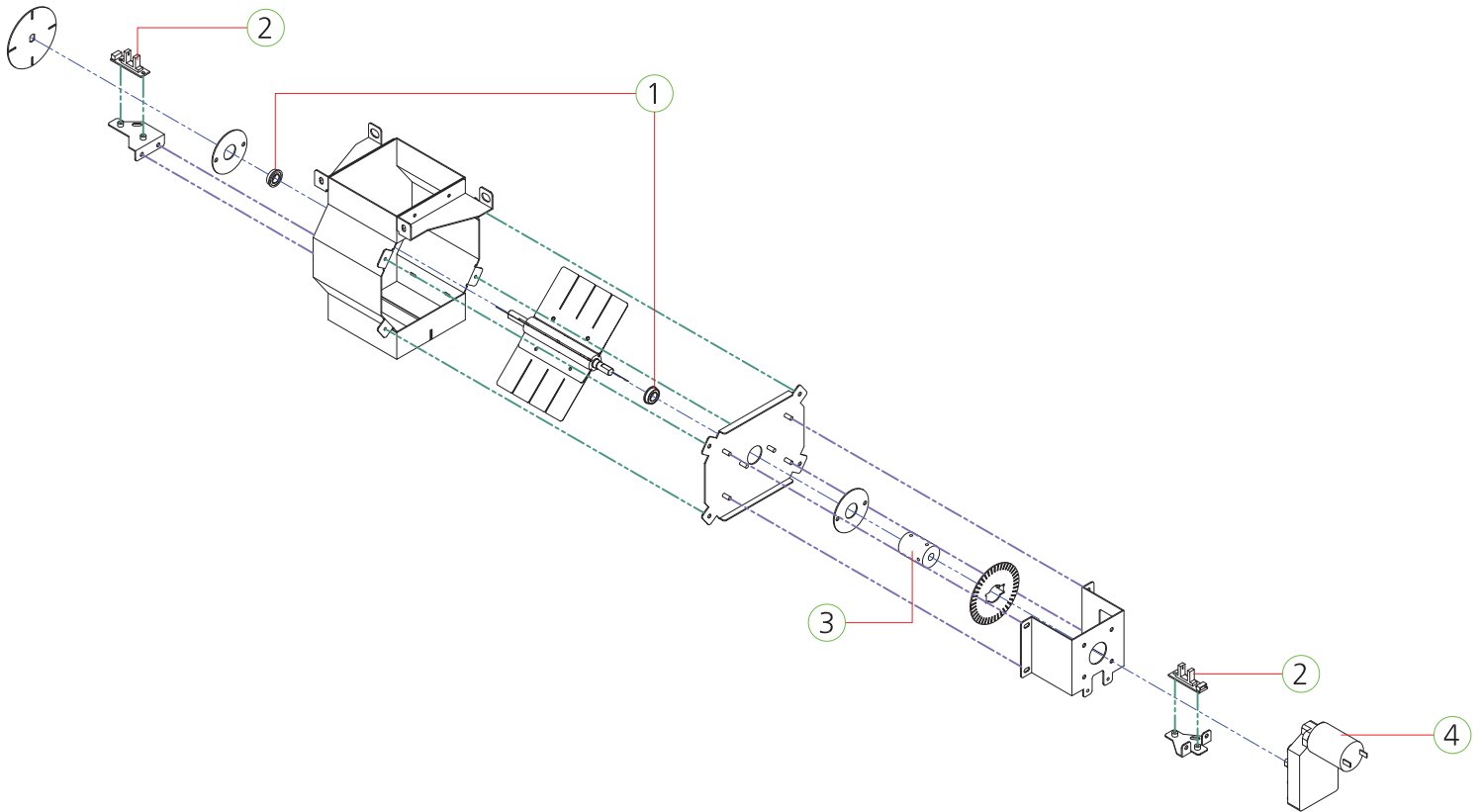
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	PLAY BOX ACRYL	ACRYL-5.0T	1	MNFL0ACR017
2	CUP HOLDER ACRYL	ACRYL-10.0T	1	MNFL0ACR043
3	[L] BUTTON PANEL ACRYL-A	ACRYL-3.0T	1	MNFL0ACR011
4	[L] BUTTON PANEL ACRYL-B	ACRYL-3.0T	1	MNFL0ACR012
5	[R] BUTTON PANEL ACRYL-A	ACRYL-3.0T	1	MNFL0ACR047
6	[R] BUTTON PANEL ACRYL-B	ACRYL-3.0T	1	MNFL0ACR048
7	COIN OUTLET DECO COVER ACRYL	ACRYL-10T	1	MNFL0ACR033
8	CREDIT FND PCB ASS'Y	WINNERS CUBE DX	2	AWID0PCB004
9	RGB PWM PCB ASS'Y	RGB_CTRL-G2GSTC0131	1	MZZZ0000629
10	LED PCB ASS'Y	MULTI MAGIC	1	AMUM0PCB005
11	GREEN FLEX LED	500mm	1	MDM30HAN099
12	TICKET DISPENSOR	DL-1275	1	MZZZ0TID008
13	COIN SELECTOR	TW-389	1	MZZZ0COS052
14	BUTTON SWITCH	AM1PB-26SH R12D	1	MMUM0BUT002

6-11. SMPS POWER PART



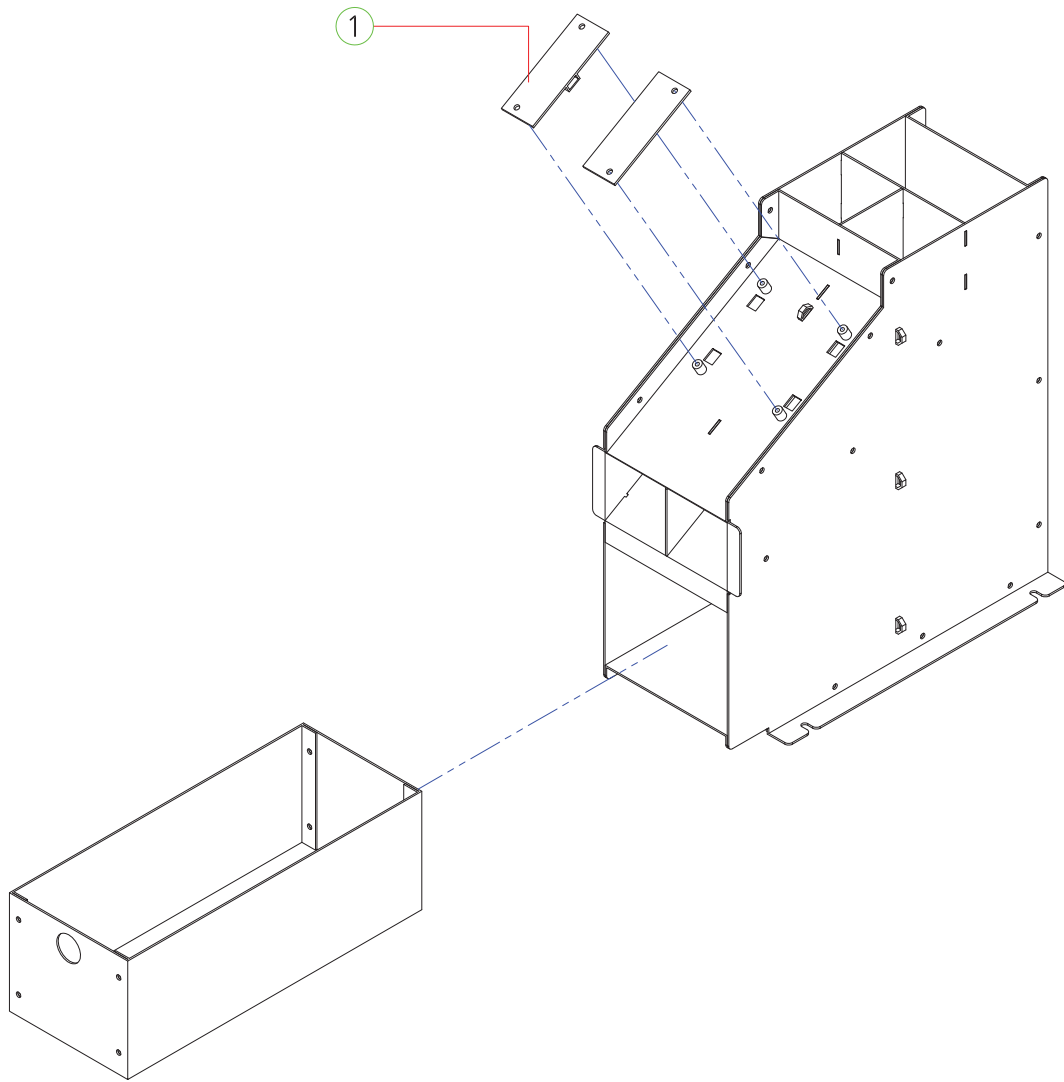
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	POWER SMPS	RSP-100-5V	1	MELE0SMP104
2	POWER SMPS	RSP-320-12V	2	MELE0SMP109
3	POWER SMPS	LRS 200_15	1	MELE0SMP120
4	TERMINAL BLOCK	250V, 10P	1	MELE0TEB003
5	NOISE FILTER	RNS-2010	1	MELE0NOI009
6	AC INPUT	DAC-13H	1	MELE0SWI015
7	FUSE	0218010.MXP 250V, 10A, 4PA	2	MELE0FUS018

6-12. COIN COUNTER ROLLER PART



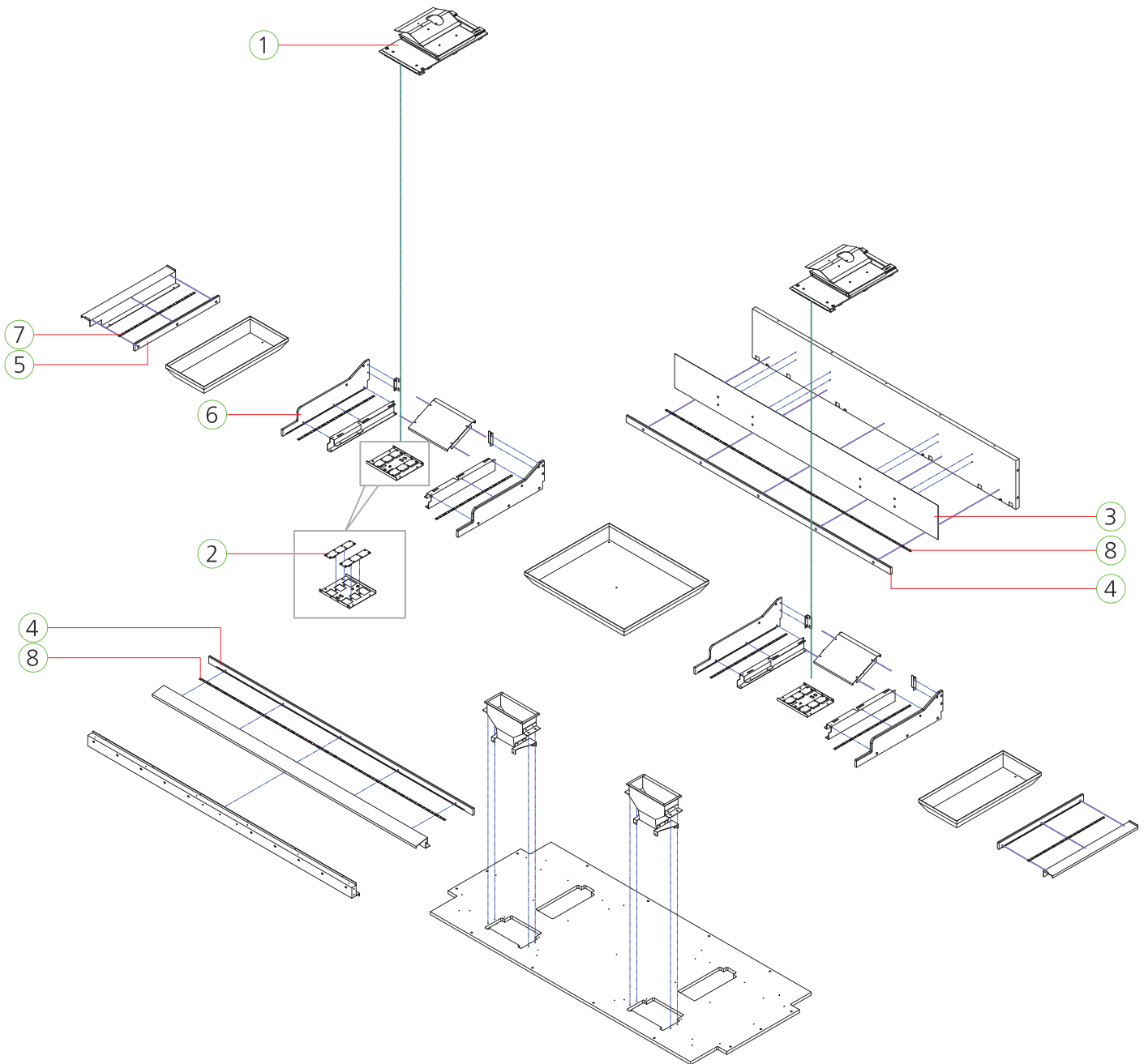
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	BEARING	F689ZZ	1	MZZZ0BEA068
2	PHOTO INT-1 PCB ASS'Y	ANGLE TYPE	2	AZZZ0PCB103
3	COUPLING	CR050	1	MNFL0PRO001
4	MOTOR	KGE-3657-240-U1 (20 RPM)	1	MZZZ0MOT130

6-13. COIN OUTLET GUIDE PART



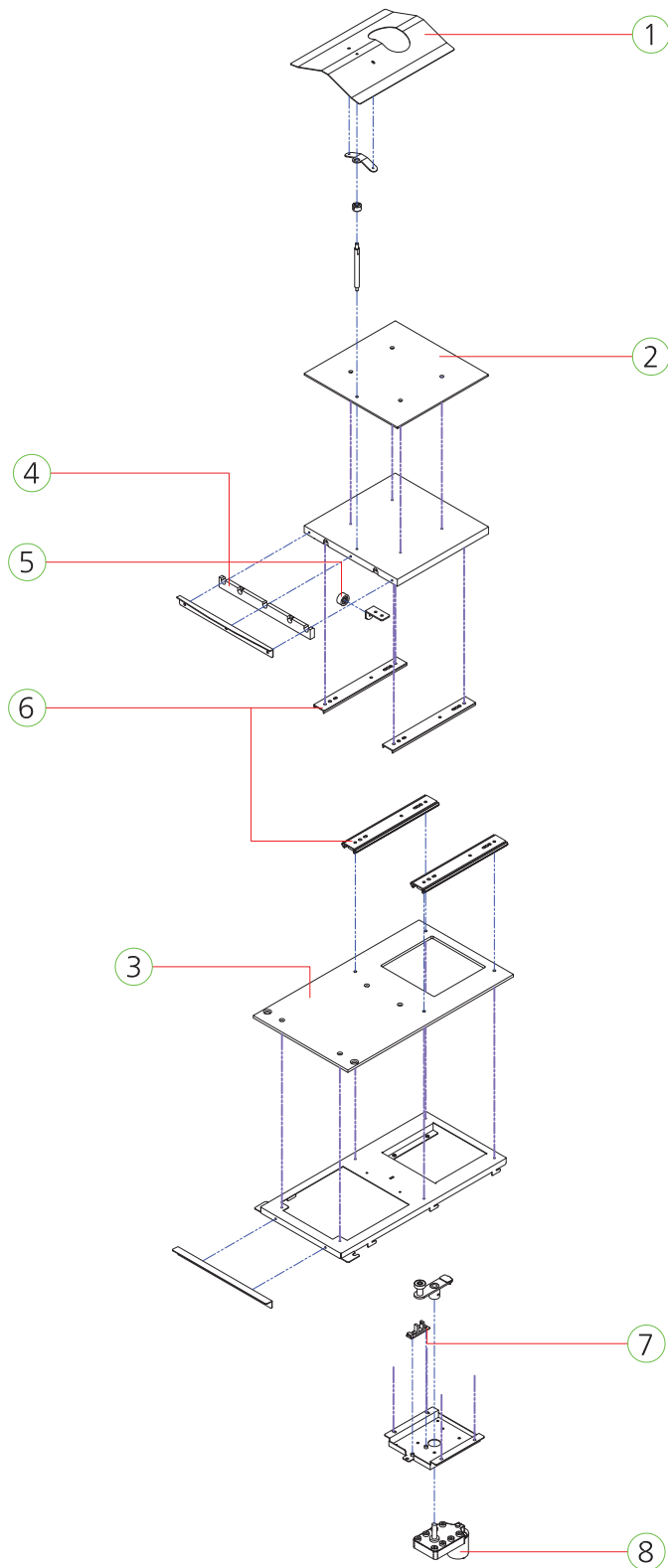
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	COIN OUTLET SENSOR PCB ASS'Y	IR SENSOR	2	ASAW0PCB001

6-14. PUSHER PANEL BASE PART



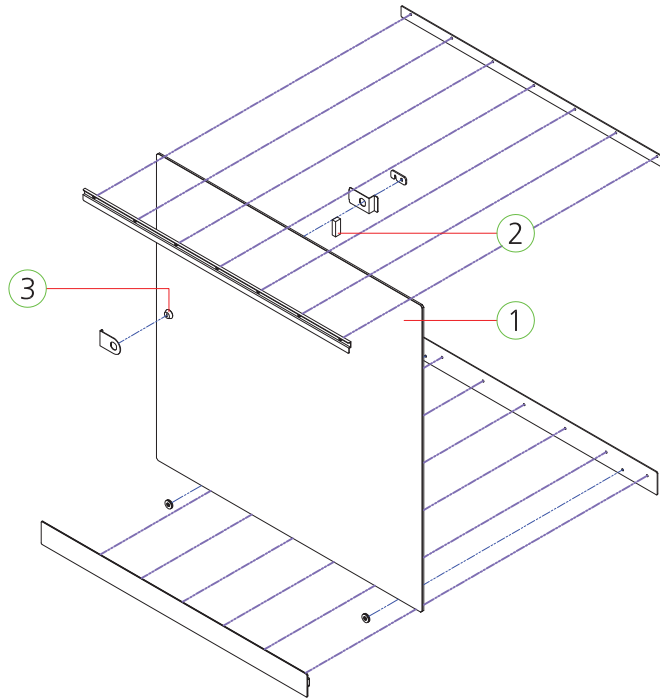
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	PUSHER PANEL ASS'Y_L, R	-	2	-
2	PLAY BOX LED PCB ASS'Y	-	4	ANFLOPCB004
3	PUSHER DECO REAR MIRROR ACRYL	ACRYL-0.5T	1	MNFLOACR045
4	PUSHER DECO ACRYL-A	ACRYL-10.0T	2	MNFLOACR019
5	PUSHER DECO ACRYL-B	ACRYL-10.0T	2	MNFLOACR020
6	PUSHER DECO ACRYL-C	ACRYL-10.0T	4	MNFLOACR021
7	GREEN FLEX LED	450mm	6	-
8	GREEN FLEX LED	1450mm	2	-

6-15. PUSHER PANEL PART



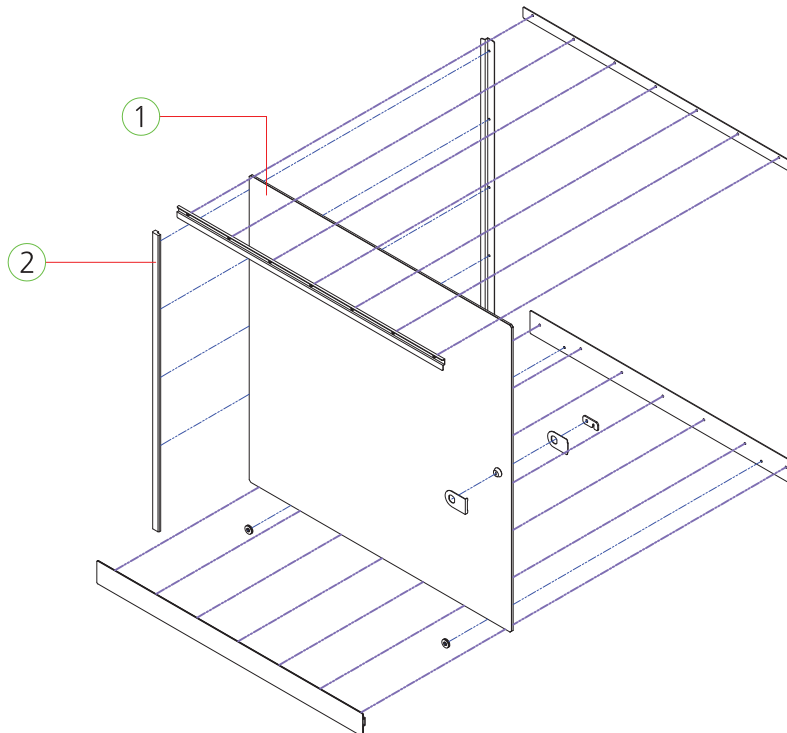
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	PUSHER PANEL TOP ROOF	PET-1.0T	1	MNFL0ACR042
2	PUSHER BODY ACRYL	ACRYL-3.0T	1	MNFL0ACR038
3	PUSHER PANEL COVER ACRYL-A	ACRYL-5.0T	1	MNFL0ACR023
4	PUSHER BODY COIN BAFFLE BLOCK	ACRYL-10.0T	1	MNFL0ACR018
5	PUSHER BEARING ASS'Y	-	1	MSBP0PRO002
6	PUSHER GUIDE RAIL	200mm	2	MSBP0ZZ011
7	PHOTO INT1 (ANGLE) PCB ASS'Y	ANGLE TYPE	1	AZZ0PCB103
8	MOTOR	KGE-240-3640-S1 BLDC (18.7 RPM)	1	MZZ0MOT129

6-16. FRONT WINDOW L PART



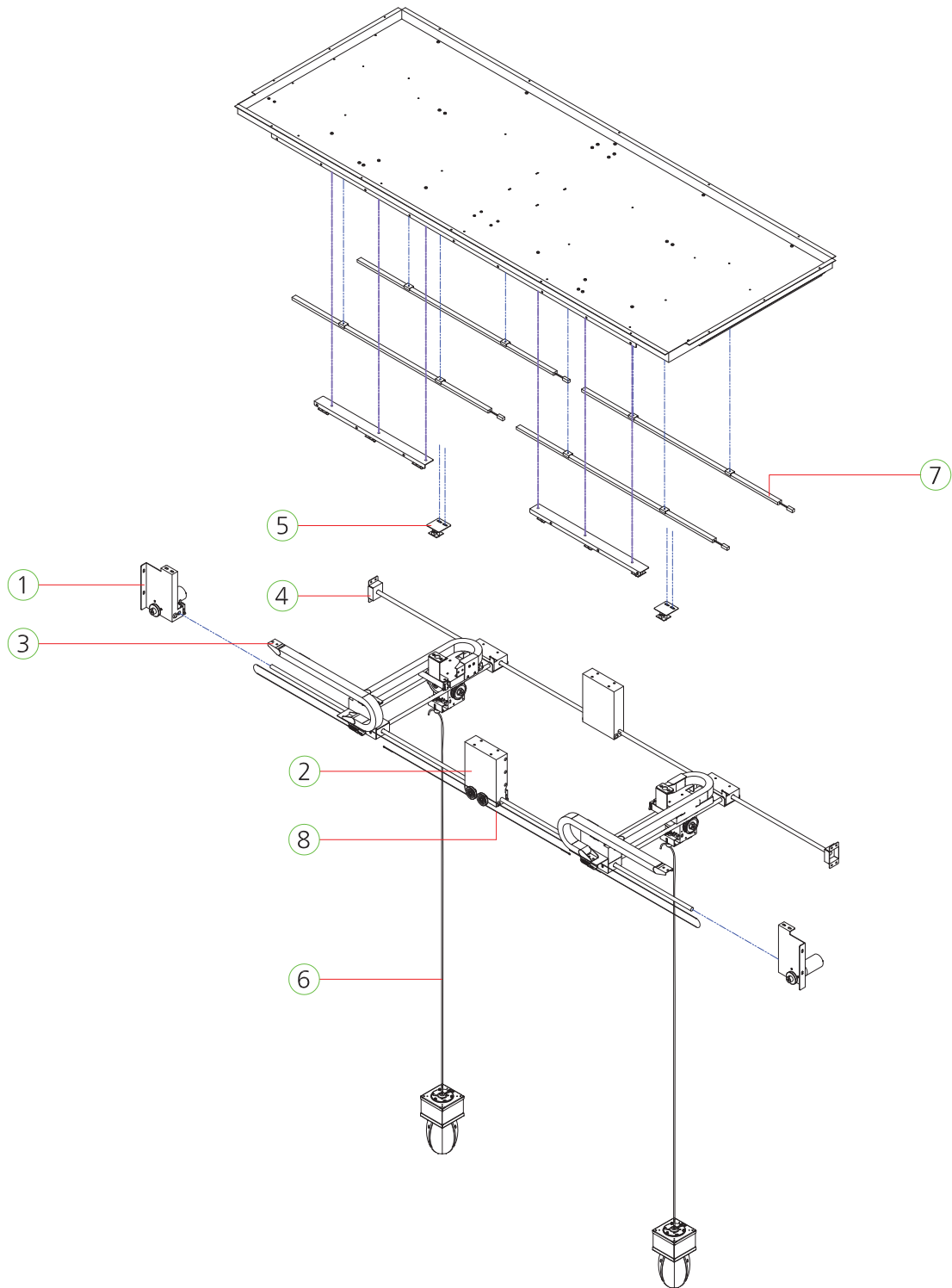
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	FRONT WINDOW GLASS-L	810 x 810 x 5.0T	1	MNFL0GLA001
2	FRONT WINDOW GLASS SPONGE-A	-	1	MNFL0SPO001
3	KEY ASS'Y	7001	1	MZZZ0KEY076

6-17. FRONT WINDOW R PART



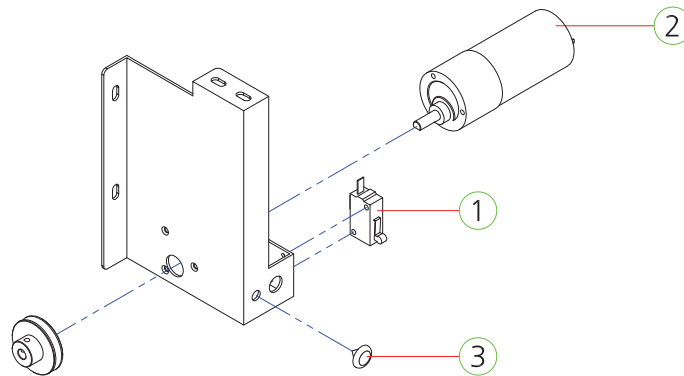
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	FRONT WINDOW GLASS-R	810 x 810 x 5.0T	1	MNFL0GLA002
2	FRONT WINDOW SIDE COVER-A	ACRYL-10.0T	1	MNFL0ACR044

6-18. CRANE MOVING PART



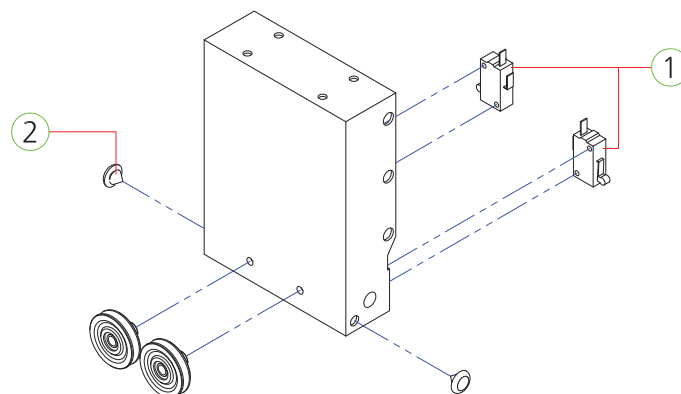
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	Y MOTOR BKT L, R PART	-	2	-
2	Y MOTOR GUIDE PULLY PART	-	1	-
3	Y LM HOUSING_FRONT L, R PART	-	2	-
4	Y LM HOUSING_REAR PART	-	1	-
5	Y CHECK SENSOR PART	-	2	-
6	CRANE MECHANISM & RUGBY CRANE L, R PART	-	2	-
7	LED BAR 12V ASS'Y	710mm	4	AZZZ0PCB165
8	Y WIRE	1560 mm	1	MNFLOPRO022

6-19. Y MOTOR BKT



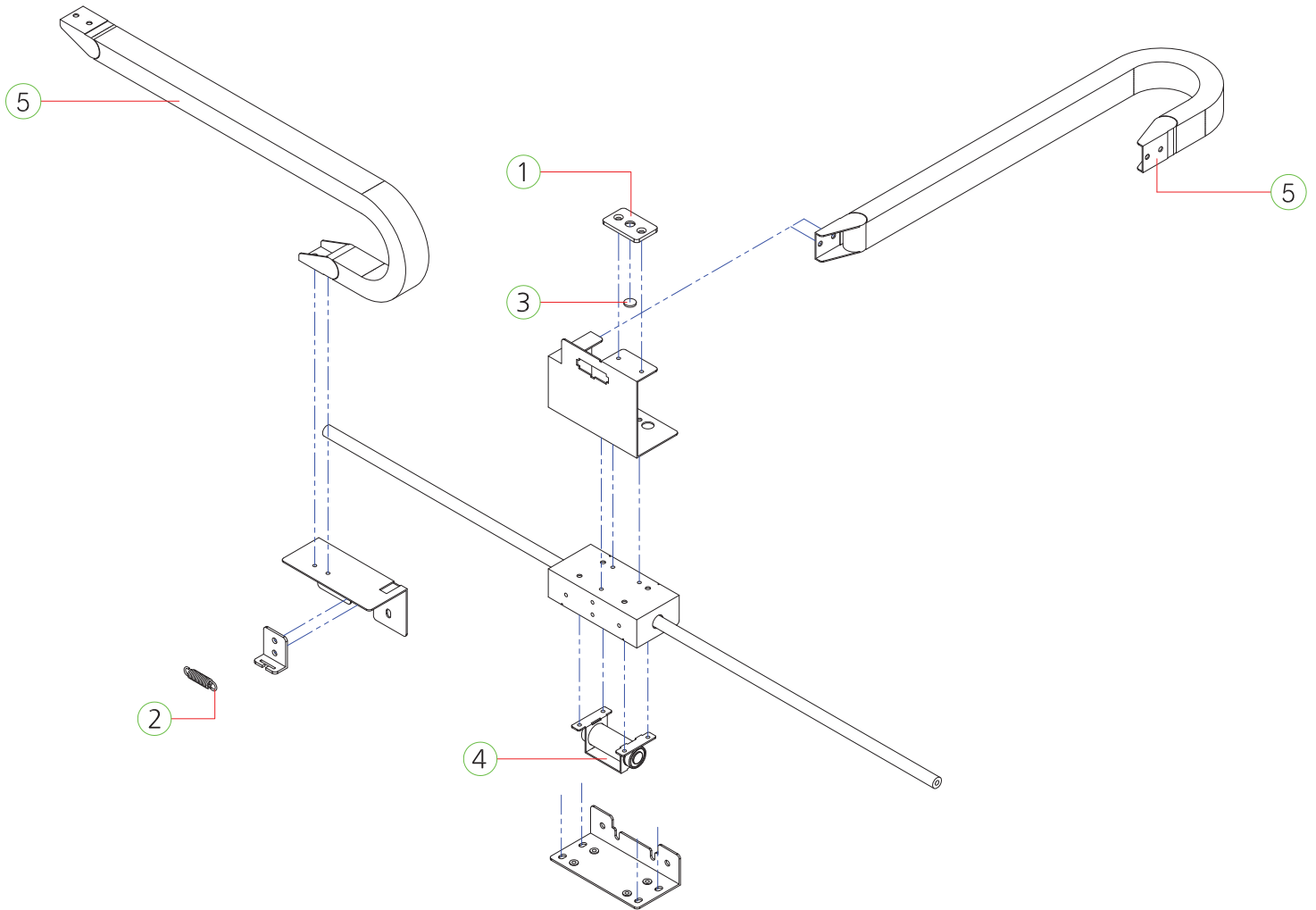
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	MICRO SWITCH	GSMV1651A2	1	MELE0MIC021
2	MOTOR	KGC-3657-0070-U1	1	MZZZ0MOT127
3	PLUG CUSHION RUBBER	KD-96R-9_6MM	1	MCIR0RUB001

6-20. Y MOTOR GUIDE PULLY



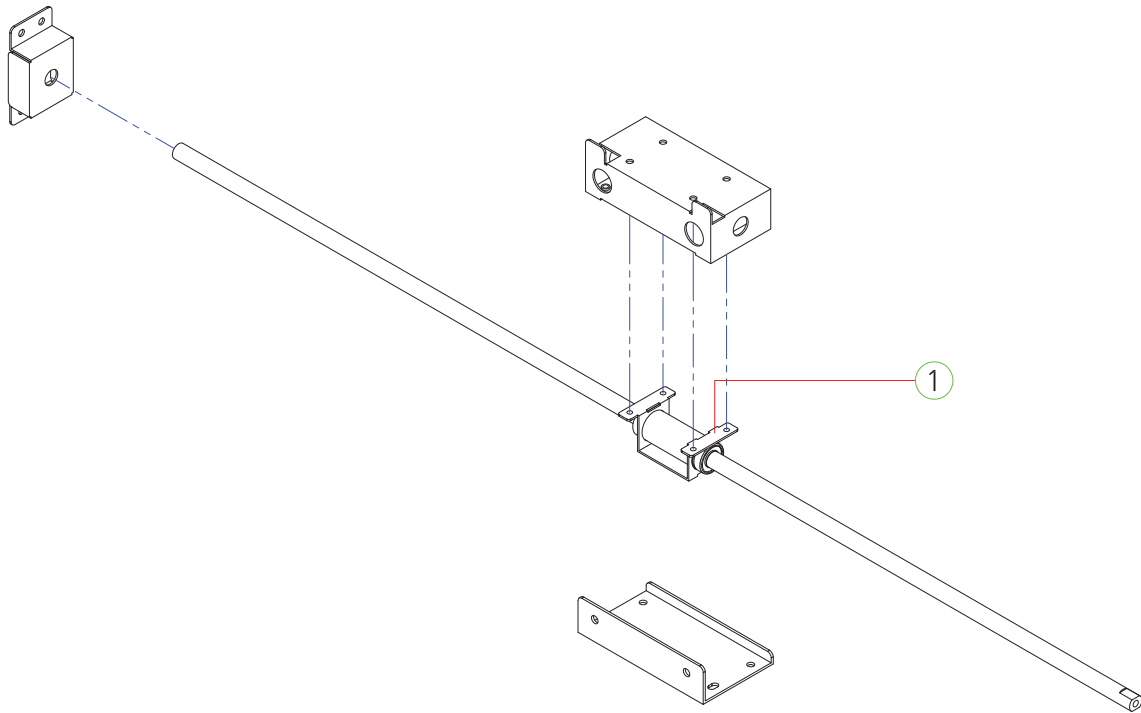
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	MICRO SWITCH	GSMV1651A2	2	MELE0MIC021
2	PLUG CUSHION RUBBER	KD-96R-9_6MM	2	MCIR0RUB001

6-21. Y LM HOUSING_FRONT



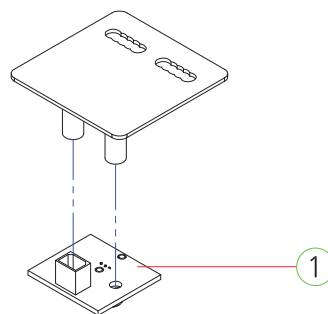
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	Y CHECK SENSOR ACRYL-B	ACRYL-3.0T	1	MNFL0ACR039
2	SPRING	-	1	MNFL0SPR001
3	MAGNETIC BLOCK	∅10 x T1.5 (N35SH)	1	MNFL0ZZZ004
4	LM BEARING BUSH PART	-	1	AZZZ0PRO006
5	CABLE CHAIN	KJP018-1B-26LINK	2	MZZZ0CBC015

6-22. Y LM HOUSING_REAR



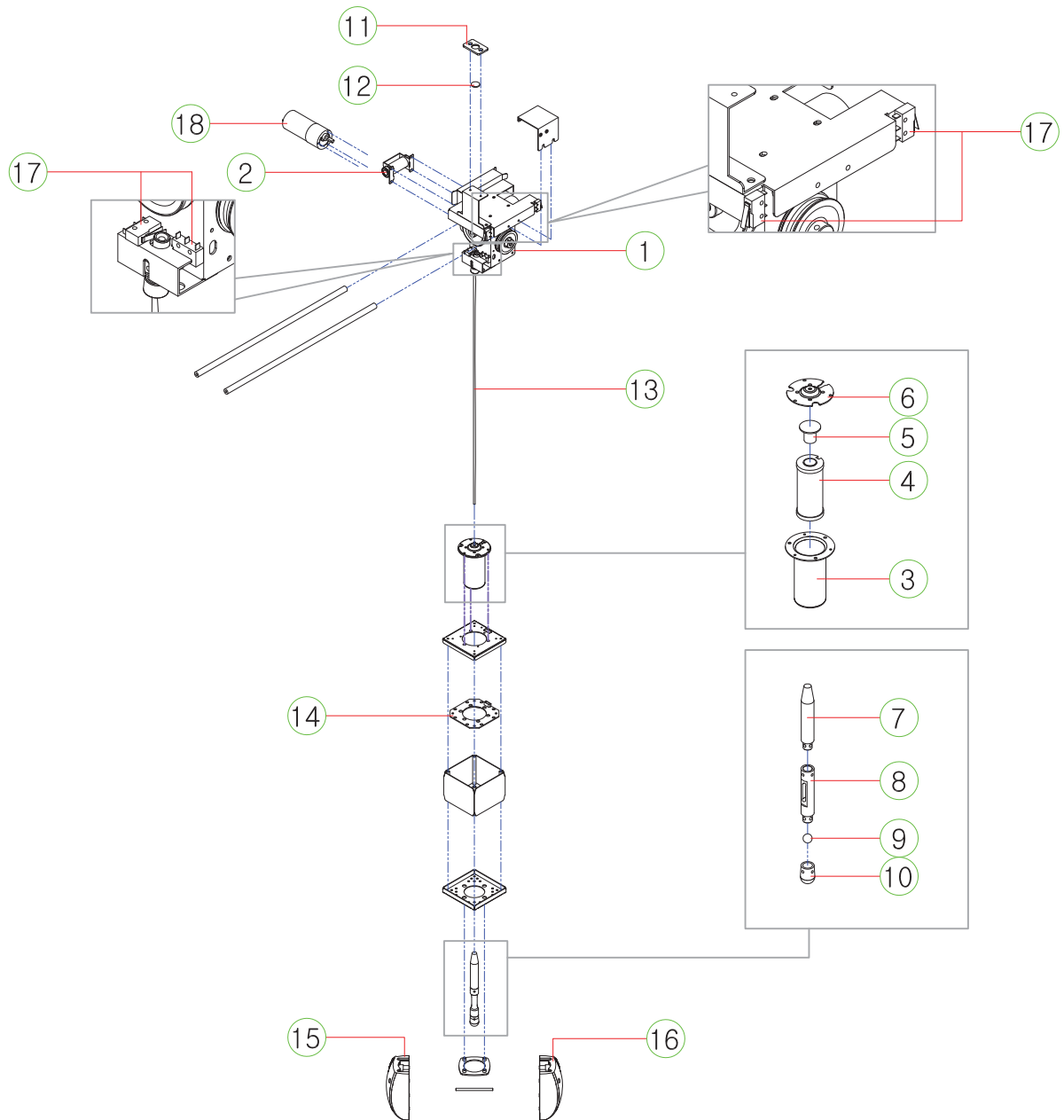
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	LM BEARING BUSH PART	-	1	AZZZ0PRO006

6-23. Y CHECK SENSOR



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

6-24. CRANE MECHANISM & RUGBY CRANE















NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	CRANE MECHANISM ASS'Y	-	1	ANFL0PRO001
2	LM BEARING BUSH PART	-	1	AZZZ0PRO007
3	SOLENOID BODY FLANGE	-	1	MNFL0PRO030
4	SOLENOID BODY	-	1	MNFL0PRO033
5	SOLENOID BODY FLANGE COVER	-	1	MNFL0PRO029
6	SOLENOID BODY UPPER CAP	-	1	MNFL0PRO032
7	SOLENOID BODY SHAFT	-	1	MNFL0PRO031
8	SOLENOID SHAFT GUIDE	BRASS	1	MNFL0PRO018
9	MAGNETIC BALL	BALL_φ10	1	MNFL0ZZZ002
10	SOLENOID SHAFT END CAP	BRASS	1	MNFL0PRO017
11	Y CHECK SENSOR ACRYL-A	ACRYL-3.0T	1	MNFL0ACR032
12	MAGNETIC BLOCK	φ15 x T1.5 (N35SH)	1	MNFL0ZZZ003
13	RUGBY CRANE MOLD WIRE	-	1	-
14	CRANE DECO LIGHT PCB ASS'Y	NFLPA	1	ANFL0PCB003
15	RUGBY CRANE MOLD-L	-	1	MNFL0PLA002
16	RUGBY CRANE MOLD-R	-	1	MNFL0PLA003
17	MICR SWITCH	KW4A(S)	4	MELE0MIC027
18	MOTOR	KGC-0070-3657-U1	2	MZZZ0MOT127

7. PART PICTURE

NO.	PIC	PART NAME	SPEC.	QTY	CODE NO.	WARRANTY	
						6 Month	One Year
①	○	LED BAR 12V ASS'Y	460mm	3	AZZZ0PCB124		
②	○	LED BAR 12V ASS'Y	710mm	2	AZZZ0PCB165		
③	○	FND PCB ASS'Y	90120-4(STRAIGHT)	1	AFND0PCB024		○
④	○	BUTTON SWITCH	AMIPB-60HR-B12D	1	MZZZ0BUT026		
⑤	○	JOYSTICK	JS-EPCM-BU-45-CW-CT	1	MZZZ0JOY014		
⑥	○	BUTTON MOLD LED PCB-A ASS'Y	NFLPA	1	ANFL0PCB001		○
⑦	○	BUTTON MOLD LED PCB-B ASS'Y	NFLPA	1	ANFL0PCB002		○
⑧	○	COUNTER	OA127CL	6	MZZZ0COU002		
⑨	○	PUSH SWITCH	DS-412R	2	MELE0PUS006		
⑩	○	ROCKER SW	R595KDF	1	MELE0SWI021		
⑪	○	MAIN BOARD PCB ASS'Y	NFLPA	1	ANFL0PCB005		○
⑫	○	CREDIT FND PCB ASS'Y	WINNERS CUBE DX	2	AWID0PCB004		○
⑬	○	RGB PWM PCB ASS'Y	RGB_CTRL-G2GSTC0131	1	MZZZ0000629		○
⑭	○	LED PCB ASS'Y	MULTI MAGIC	1	AMUM0PCB005		○
⑮	○	TICKET DISPENSOR	DL-1275	1	MZZZ0TID008		
⑯	○	BUTTON SWITCH	AM1PB-26SH R12D	1	MMUM0BUT002		
⑰	○	COIN SELECTOR	TW-389	1	MZZZ0COS052		
⑱	○	POWER SMPS	RSP-100-5V	1	MELE0SMP104		○
⑲	○	POWER SMPS	RSP-320-12V	2	MELE0SMP109		○
⑳	○	TERMINAL BLOCK	250V, 10P	1	MELE0TEB003		
㉑	○	NOISE FILTER	RNS-2010	1	MELE0NOI009		
㉒	○	AC INPUT	DAC-13H	1	MELE0SWI015		
㉓	○	FUSE	0218010. MXP 250V,10A,4PA	2	MELE0FUS018		
㉔	○	PLAY BOX LED PCB ASS'Y	-	2	ANFL0PCB004		○
㉕	○	PHOTO INT1(ANGLE) PCB ASS'Y	ANGLE TYPE	1	AZZZ0PCB103		○
㉖	○	MOTOR	KGE-240-3640-S1 BLDC (18.7 RPM)	1	MZZZ0MOT129	○	
㉗	○	MICRO SWITCH	GSMV1651A2	3	MELE0MIC021		
㉘	○	MOTOR	KGC-3657-0070-U1	1	MZZZ0MOT127	○	
㉙	○	MEDAL CIRCULATION CHECK-B(ANGLE) PCB ASS'Y	ANGLE TYPE	2	AZZZ0PCB168		○
㉚	○	SOLENOID BODY	-	1	MNFLOPRO033	○	
㉛	○	Y WIRE	1560 mm	1	MNFLOPRO022		
㉜	○	POWER SMPS	LRS 200_15	1	MELE0SMP120		○



1	2	3	4	5	6
					
AZZZ0PCB124	AZZZ0PCB165	AFND0PCB024	MZZZ0BUT026	MZZZ0JOY014	ANFLOPCB001

7	8	9	10	11	12
					
ANFLOPCB002	MZZZ0COU002	MELE0PUS006	MELE0SWI021	ANFLOPCB005	AWID0PCB004

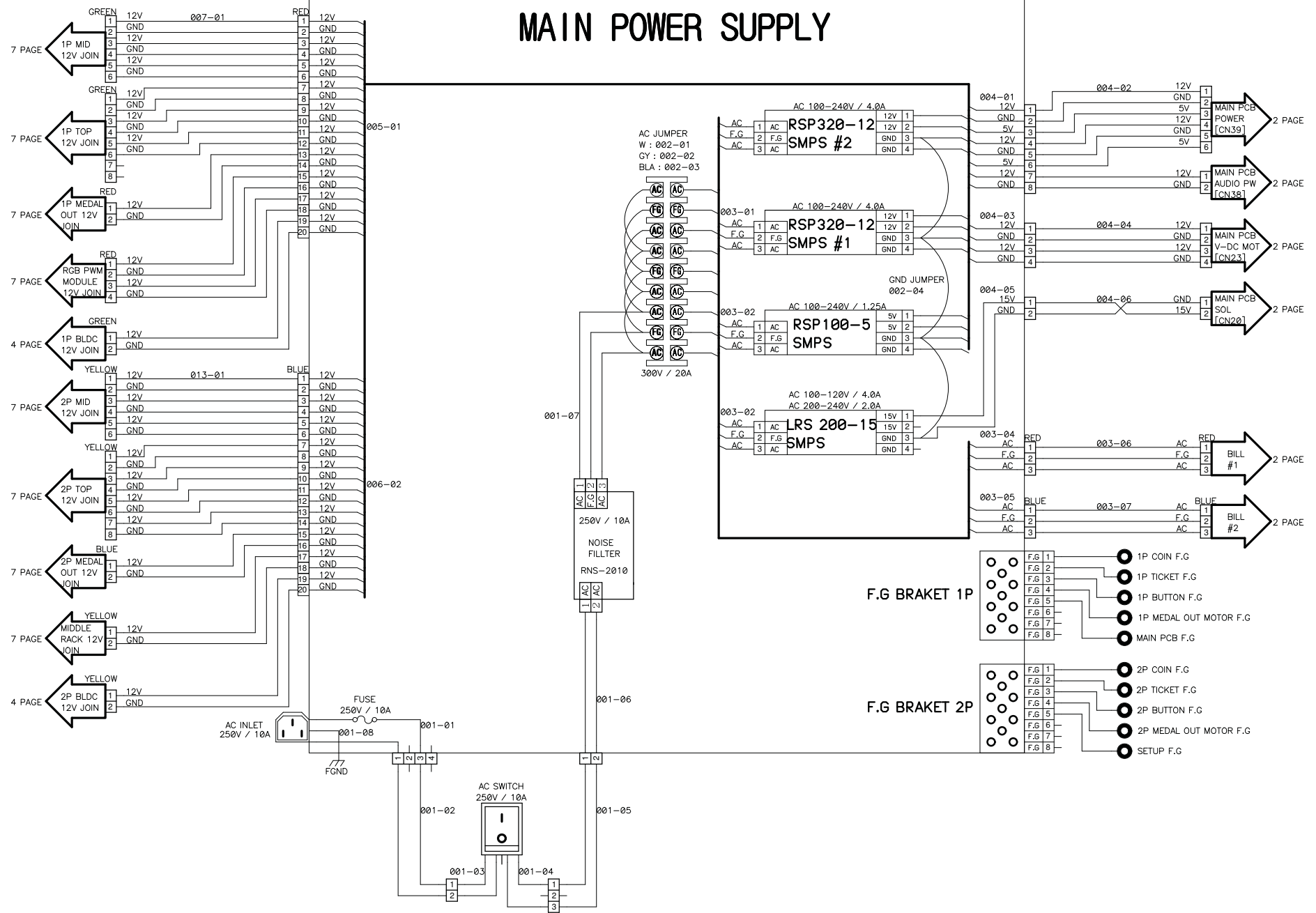
13	14	15	16	17	18
					
MZZZ0000629	AMUM0PCB005	MZZZ0TID008	MMUM0BUT002	MZZZ0COS052	MELE0SMP104

19	20	21	22	23	24
					
MELE0SMP109	MELE0TEB003	MELE0NOI009	MELE0SWI015	MELE0FUS018	ANFLOPCB004

25	26	27	28	29	30
					
AZZZ0PCB103	MZZZ0MOT129	MELE0MIC021	MZZZ0MOT127	AZZZ0PCB168	MNFLOPRO033

31	32
	
MNFLOPRO022	MELE0SMP120

MAIN POWER SUPPLY



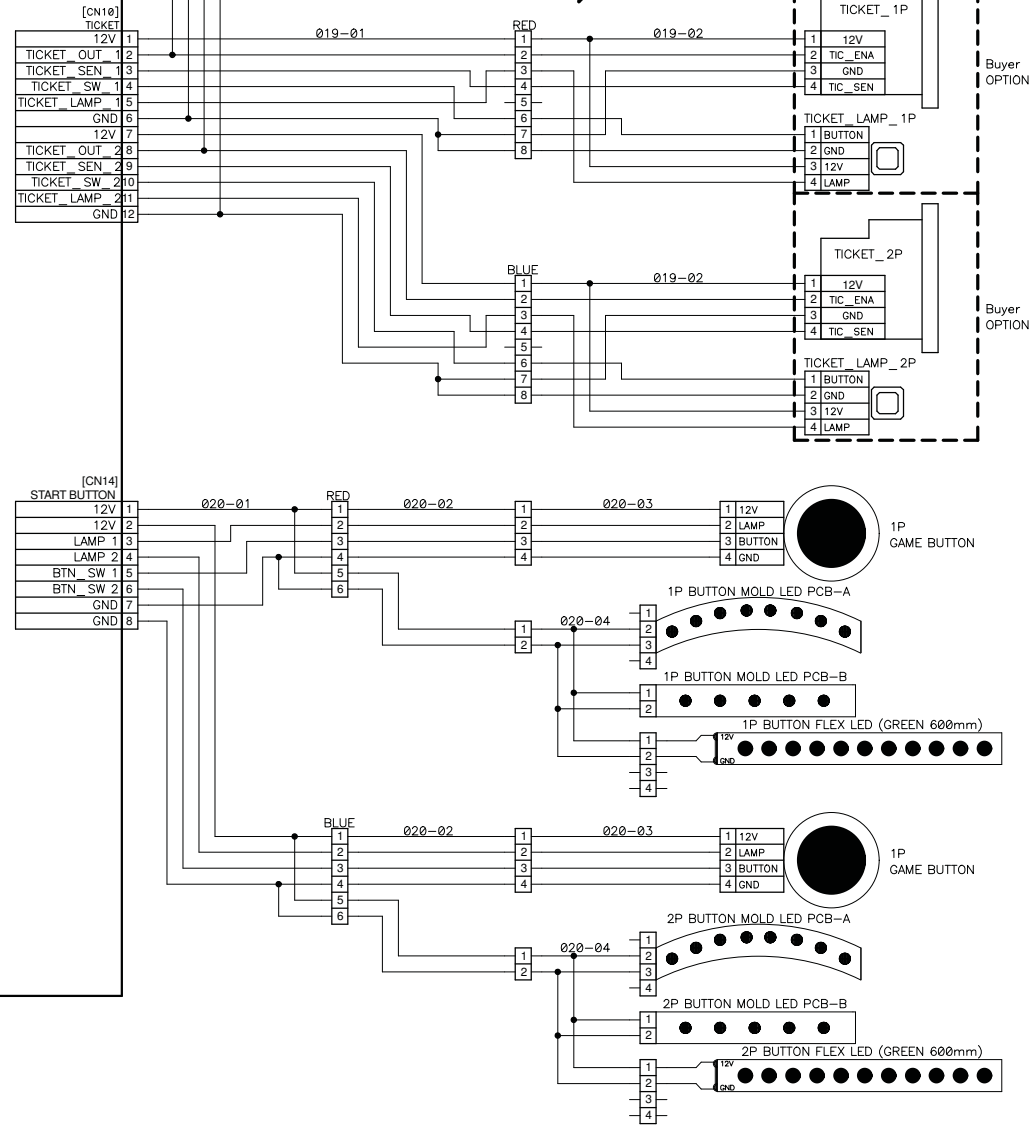
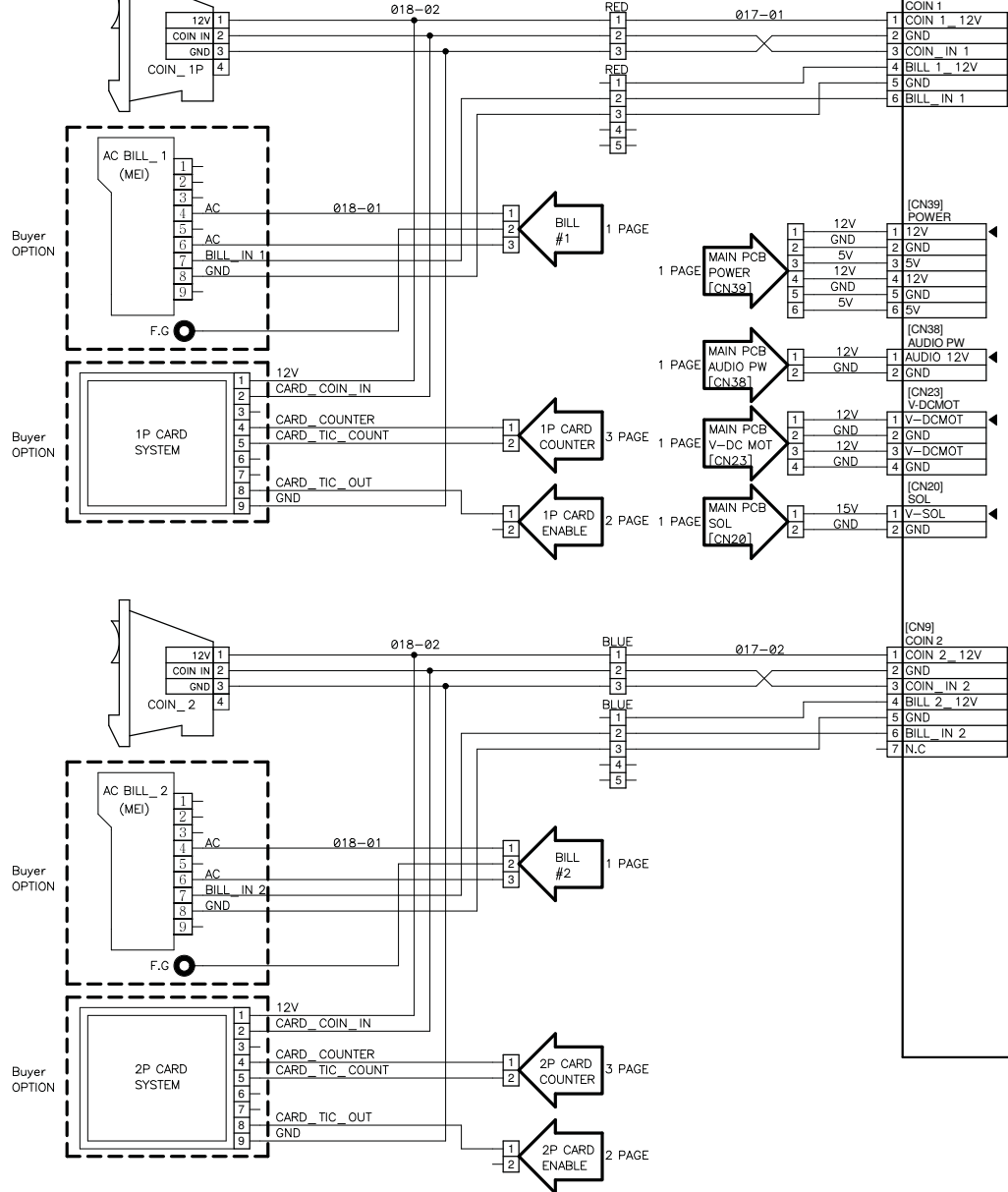
REPRODUCTION, DISTRIBUTION AND UTILIZATION OF THIS DOCUMENT AS WELL AS COMMUNICATION OF ITS CONTENTS TO OTHERS WITHOUT EXPRESS AUTHORIZATION PROHIBITED. OFFENDERS WILL BE HELD LIABLE FOR THE PAYMENT OF DAMAGES. ALL RIGHT RESERVED. COPYRIGHT (c) ANDAMIRO

(복제, 배포 및 사용은 물론, 명시적 허가 없이는 타인에게 내용을 전달할 수 없으며 위반자는 손해 배상 책임을 집니다.)

DEPARTMENT	DRAWN BY	CHECKED BY	APPROVED BY	ITEM	NFLPA SUPER STAR
H/W	K.H.LIM			PAGE	2017.11.22
				DATE	1 PAGE



MAIN PCB 1/4

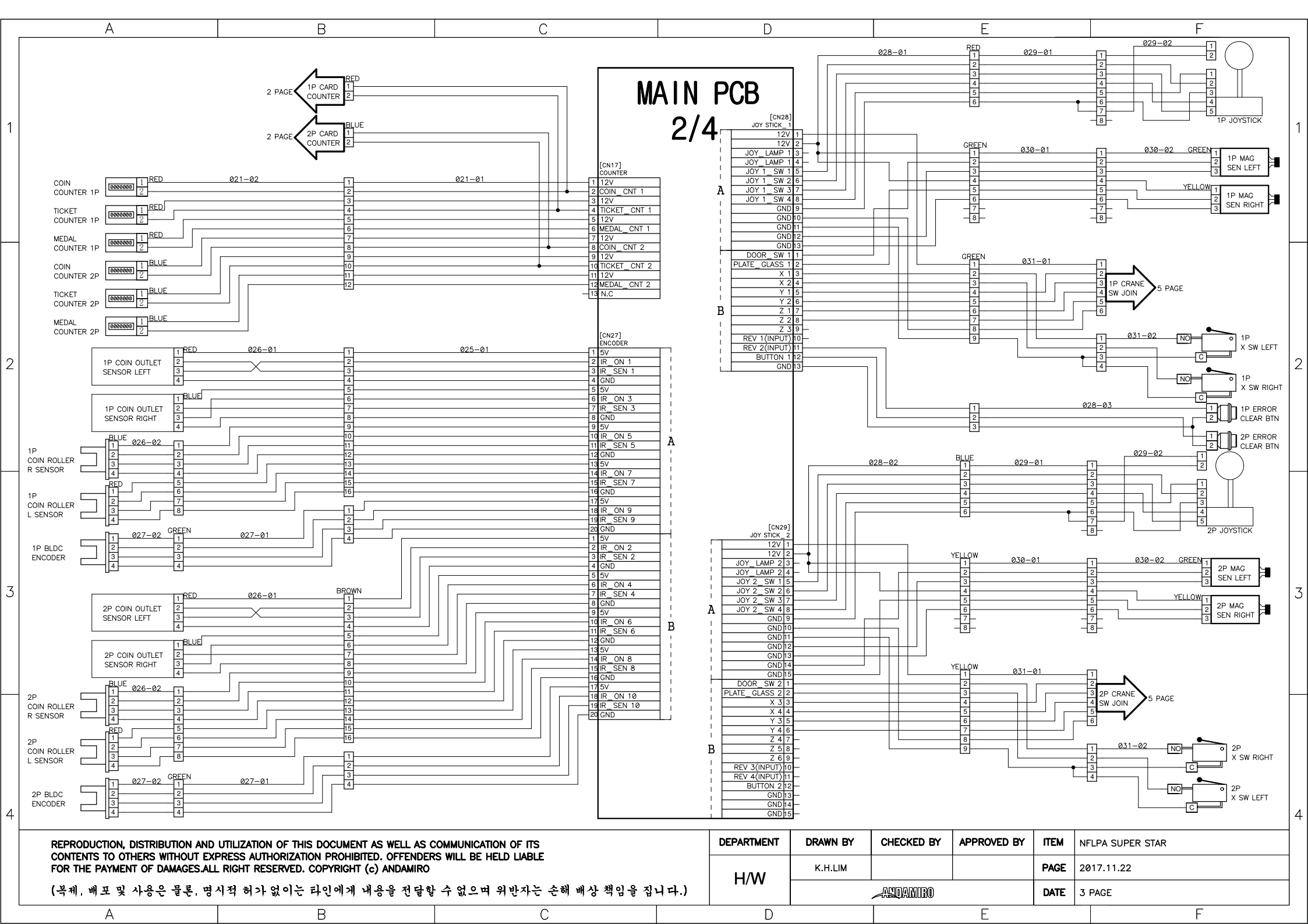


REPRODUCTION, DISTRIBUTION AND UTILIZATION OF THIS DOCUMENT AS WELL AS COMMUNICATION OF ITS CONTENTS TO OTHERS WITHOUT EXPRESS AUTHORIZATION PROHIBITED. OFFENDERS WILL BE HELD LIABLE FOR THE PAYMENT OF DAMAGES. ALL RIGHT RESERVED. COPYRIGHT (c) ANDAMIRO

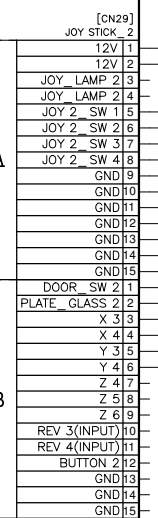
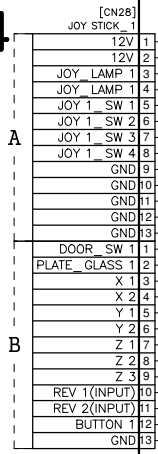
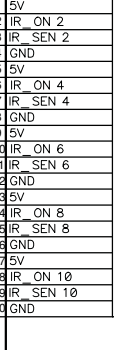
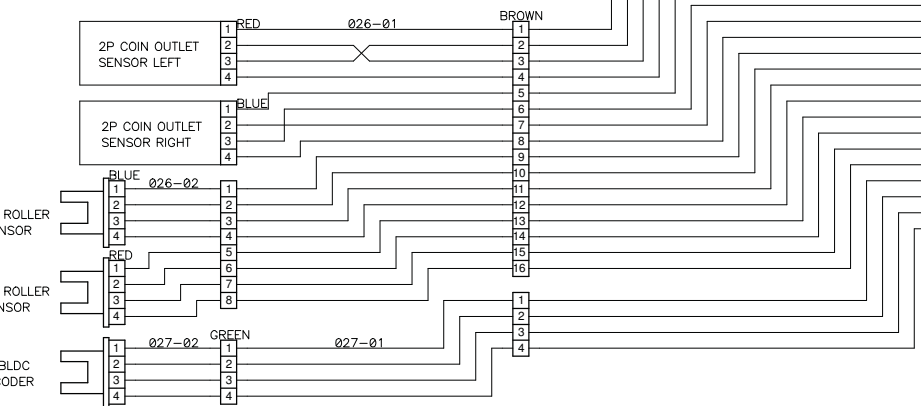
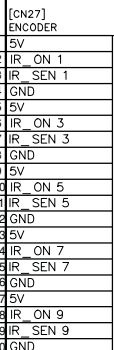
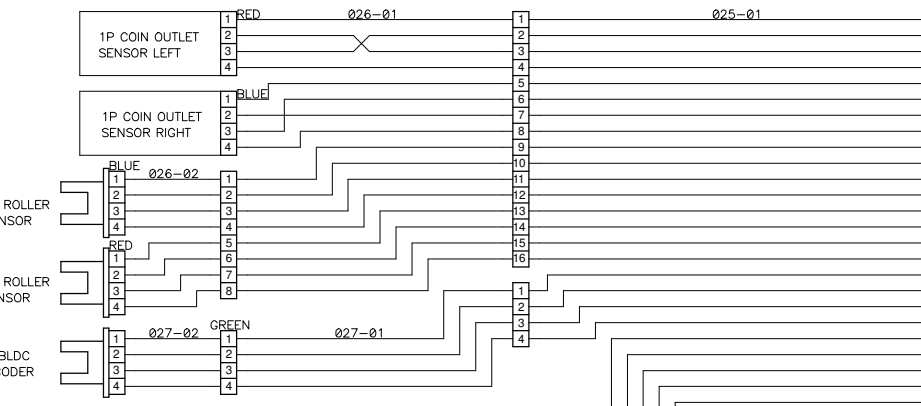
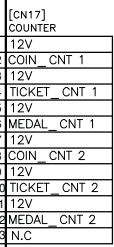
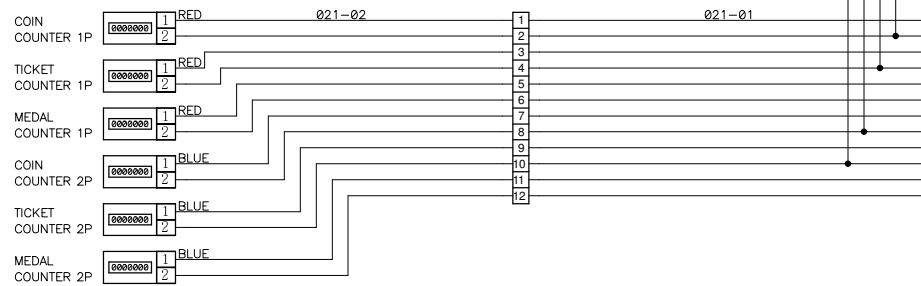
(복제, 배포 및 사용은 물론, 명시적 허가 없이는 타인에게 내용을 전달할 수 없으며 위반자는 손해 배상 책임을 집니다.)

DEPARTMENT	DRAWN BY	CHECKED BY	APPROVED BY	ITEM	NFLPA SUPER STAR
H/W	K.H.LIM			PAGE	2017.11.22
				DATE	2 PAGE





MAIN PCB 2/4



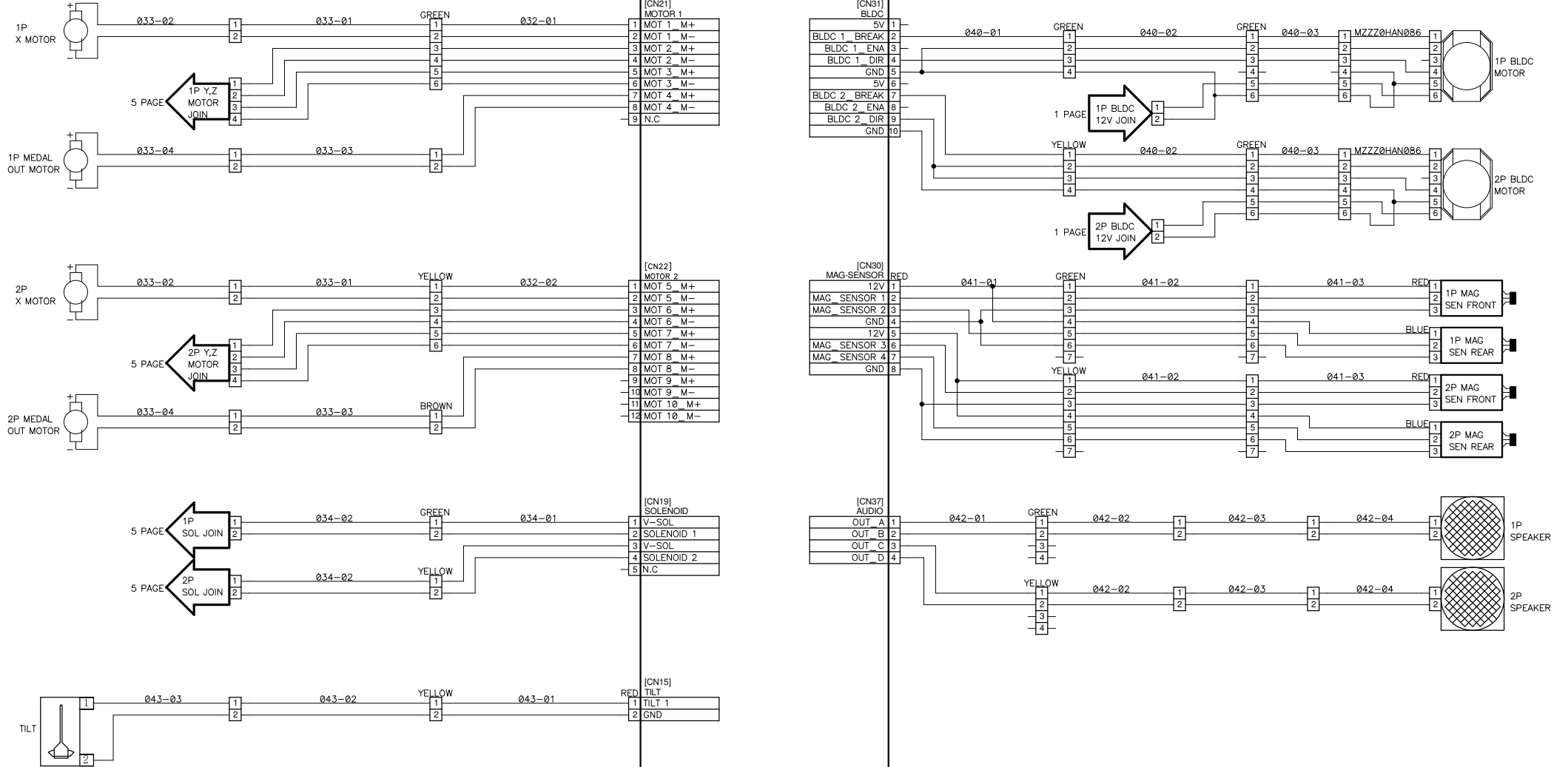
REPRODUCTION, DISTRIBUTION AND UTILIZATION OF THIS DOCUMENT AS WELL AS COMMUNICATION OF ITS CONTENTS TO OTHERS WITHOUT EXPRESS AUTHORIZATION PROHIBITED. OFFENDERS WILL BE HELD LIABLE FOR THE PAYMENT OF DAMAGES. ALL RIGHT RESERVED. COPYRIGHT (c) ANDAMIRO

(복제, 배포 및 사용은 물론, 명시적 허가 없이는 타인에게 내용을 전달할 수 없으며 위반자는 손해 배상 책임을 집니다.)

DEPARTMENT	DRAWN BY	CHECKED BY	APPROVED BY	ITEM	NFLPA SUPER STAR
H/W	K.H.LIM			PAGE	2017.11.22
				DATE	3 PAGE



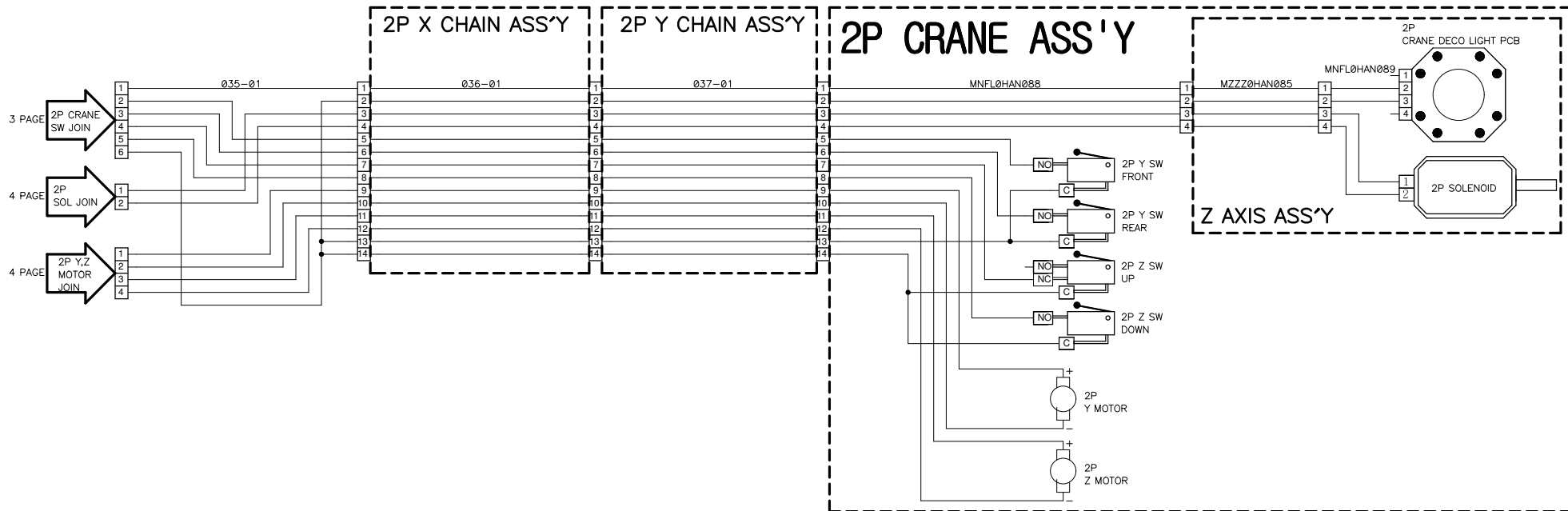
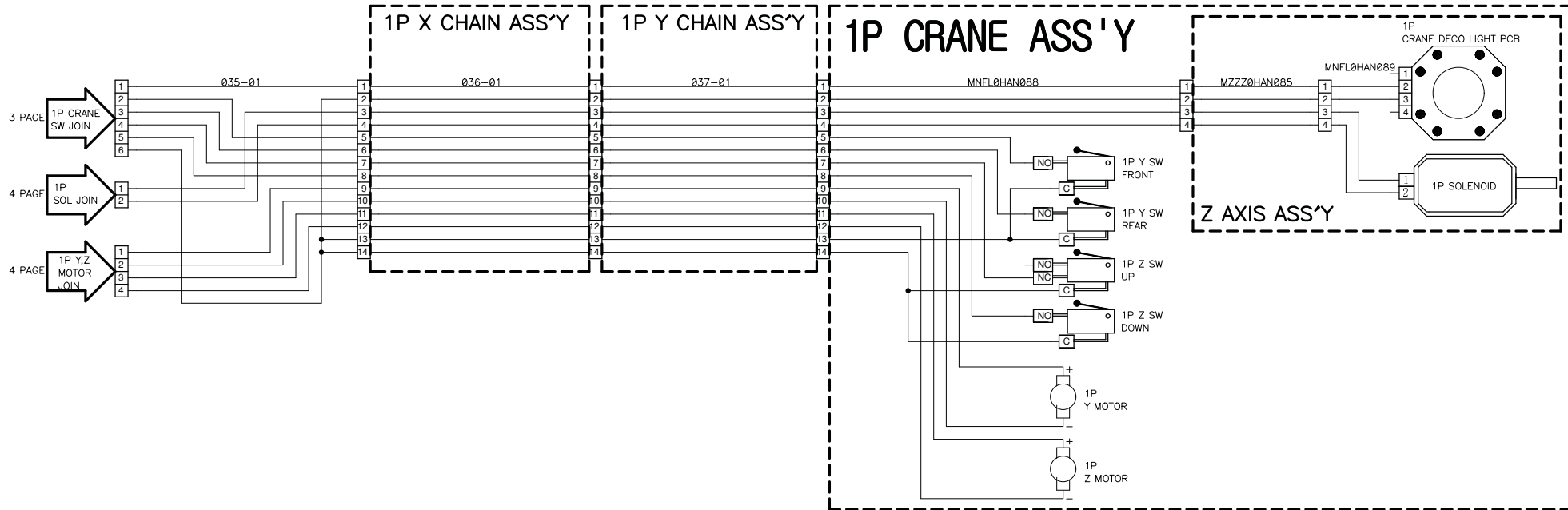
MAIN PCB 3/4



REPRODUCTION, DISTRIBUTION AND UTILIZATION OF THIS DOCUMENT AS WELL AS COMMUNICATION OF ITS CONTENTS TO OTHERS WITHOUT EXPRESS AUTHORIZATION PROHIBITED. OFFENDERS WILL BE HELD LIABLE FOR THE PAYMENT OF DAMAGES. ALL RIGHT RESERVED. COPYRIGHT (c) ANDAMIRO

(복제, 배포 및 사용은 물론, 명시적 허가 없이는 타인에게 내용을 전달할 수 없으며 위반자는 손해 배상 책임을 집니다.)

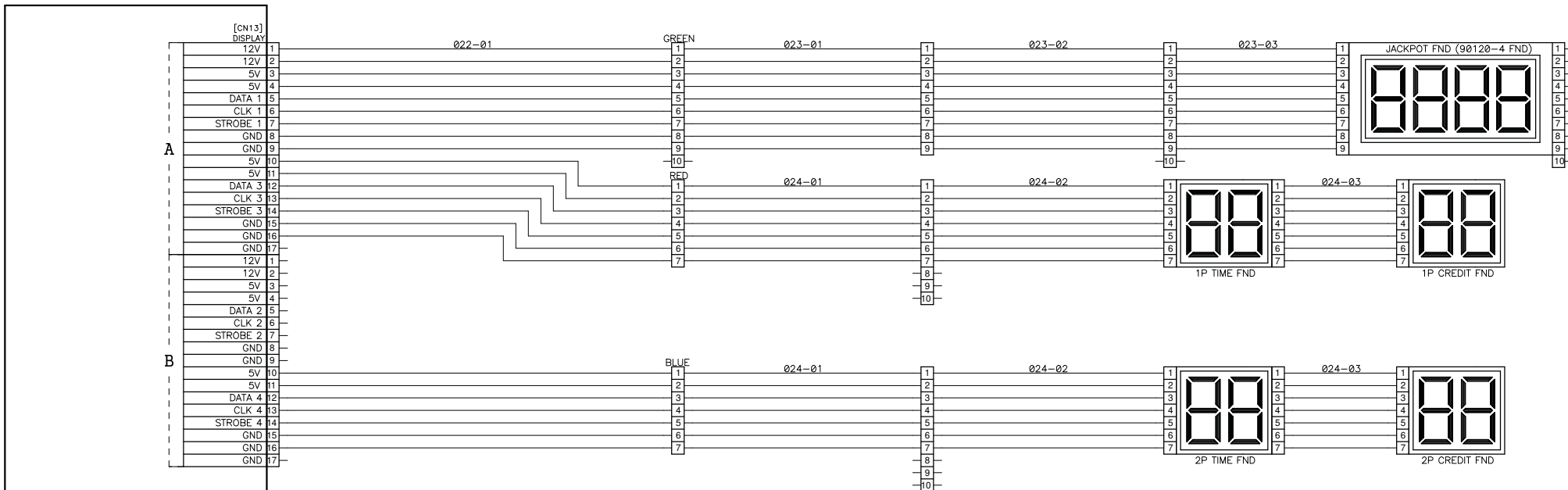
DEPARTMENT	DRAWN BY	CHECKED BY	APPROVED BY	ITEM	NFLPA SUPER STAR
H/W	K.H.LIM			PAGE	2017.11.22
				DATE	4 PAGE



REPRODUCTION, DISTRIBUTION AND UTILIZATION OF THIS DOCUMENT AS WELL AS COMMUNICATION OF ITS CONTENTS TO OTHERS WITHOUT EXPRESS AUTHORIZATION PROHIBITED. OFFENDERS WILL BE HELD LIABLE FOR THE PAYMENT OF DAMAGES. ALL RIGHT RESERVED. COPYRIGHT (c) ANDAMIRO

(복제, 배포 및 사용은 물론, 명시적 허가 없이는 타인에게 내용을 전달할 수 없으며 위반자는 손해 배상 책임을 집니다.)

DEPARTMENT	DRAWN BY	CHECKED BY	APPROVED BY	ITEM	NFLPA SUPER STAR
H/W	K.H.LIM			PAGE	2017.11.22
ANDAMIRO				DATE	5 PAGE



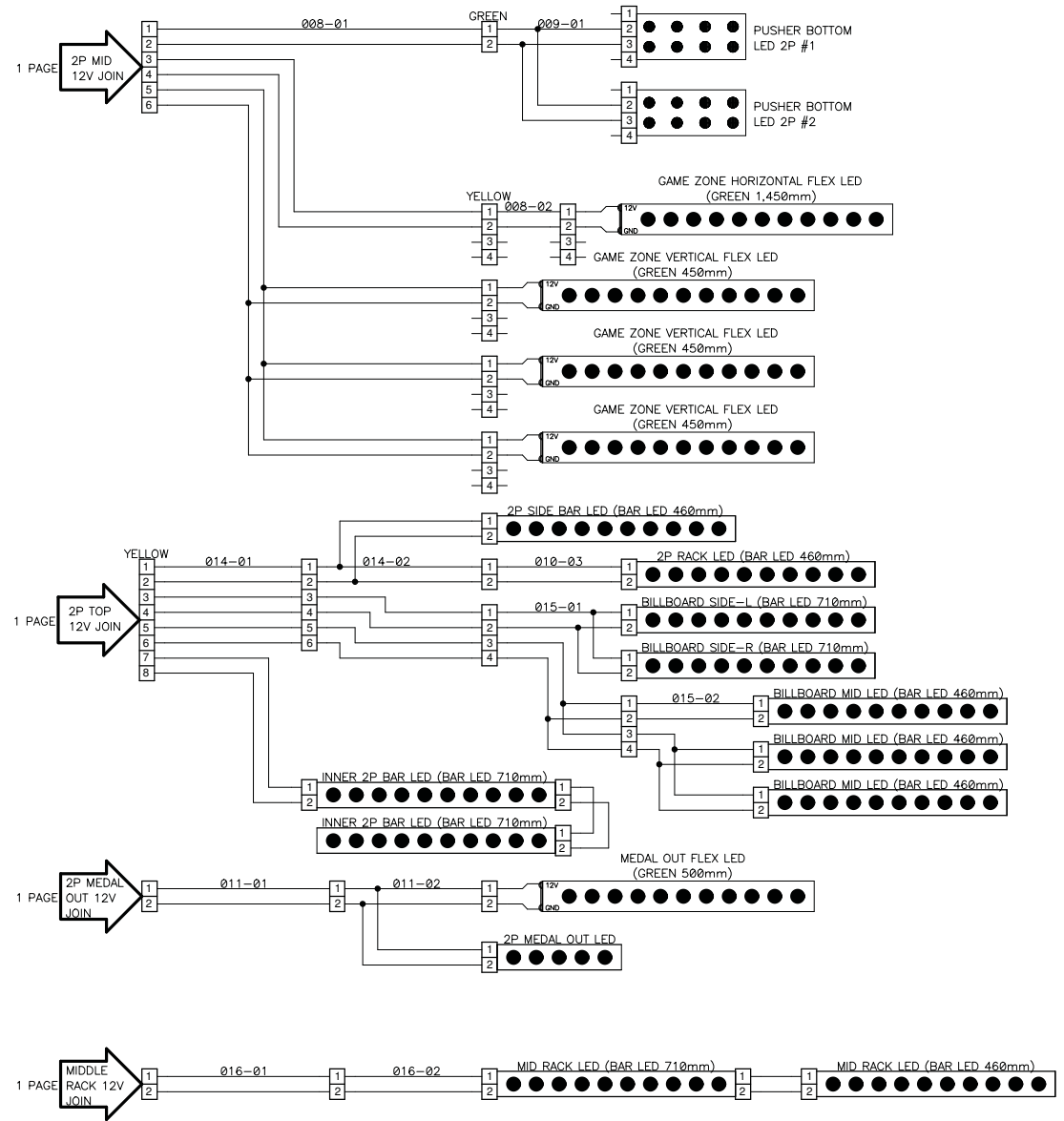
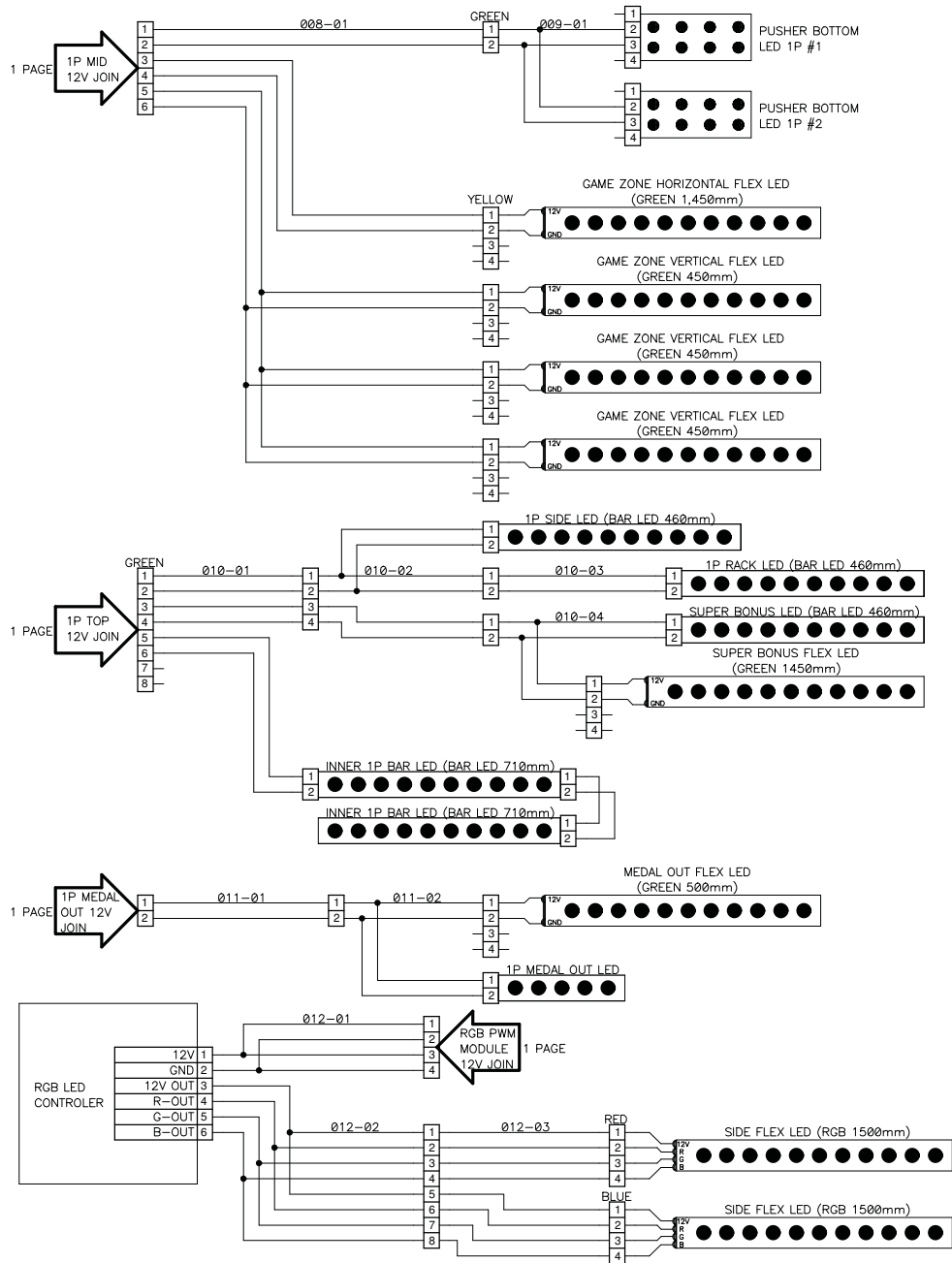
MAIN PCB
4/4

CH NO.	DIRECTION
CHANNEL_1	JACKPOT FND -> END
CHANNEL_2	RESERVED.
CHANNEL_3	1P TIME FND -> 1P CREDIT FND -> END
CHANNEL_4	2P TIME FND -> 2P CREDIT FND -> END

REPRODUCTION, DISTRIBUTION AND UTILIZATION OF THIS DOCUMENT AS WELL AS COMMUNICATION OF ITS CONTENTS TO OTHERS WITHOUT EXPRESS AUTHORIZATION PROHIBITED. OFFENDERS WILL BE HELD LIABLE FOR THE PAYMENT OF DAMAGES. ALL RIGHT RESERVED. COPYRIGHT (c) ANDAMIRO

(복제, 배포 및 사용은 물론, 명시적 허가 없이는 타인에게 내용을 전달할 수 없으며 위반자는 손해 배상 책임을 집니다.)

DEPARTMENT	DRAWN BY	CHECKED BY	APPROVED BY	ITEM	NFLPA SUPER STAR
H/W	K.H.LIM			PAGE	2017.11.22
	ANDAMIRO			DATE	6 PAGE



REPRODUCTION, DISTRIBUTION AND UTILIZATION OF THIS DOCUMENT AS WELL AS COMMUNICATION OF ITS CONTENTS TO OTHERS WITHOUT EXPRESS AUTHORIZATION PROHIBITED. OFFENDERS WILL BE HELD LIABLE FOR THE PAYMENT OF DAMAGES. ALL RIGHT RESERVED. COPYRIGHT (c) ANDAMIRO

(복제, 배포 및 사용은 물론, 명시적 허가 없이는 타인에게 내용을 전달할 수 없으며 위반자는 손해 배상 책임을 집니다.)

DEPARTMENT	DRAWN BY	CHECKED BY	APPROVED BY	ITEM	NFLPA SUPER STAR
H/W	K.H.LIM			PAGE	2017.11.22
				DATE	7 PAGE

ANDAMIRO



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 Month 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 : 82-31-909-2123~4,2051

[ADDRESS OFFICE] 6006 M-City Tower, 195, Baengmaro, Ilsandong-gu, Goyang-si,
Gyeonggi-do, 410-834 Korea
[FACTORY] 72 Nochemgil, Ilsan-donggu Goyang-si, Gyeonggi-do, 410-834 korea

USA BRANCH
ANDAMIRO USA CORP.
17230 S. Main Street
TEL : 1-310-767-5800

[ADDRESS] Gardena, California 90248 U.S.A.

Homepage <http://www.andamiro.com/>