

SERVICE MANUAL

Hungry Chickens

Ver 1.1



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

PRECAUTIONS FOR USE

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

For safety reasons.

- The following suggestions should be adhered to:



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

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, 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.

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

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.

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PRECAUTIONS IN HANDLING

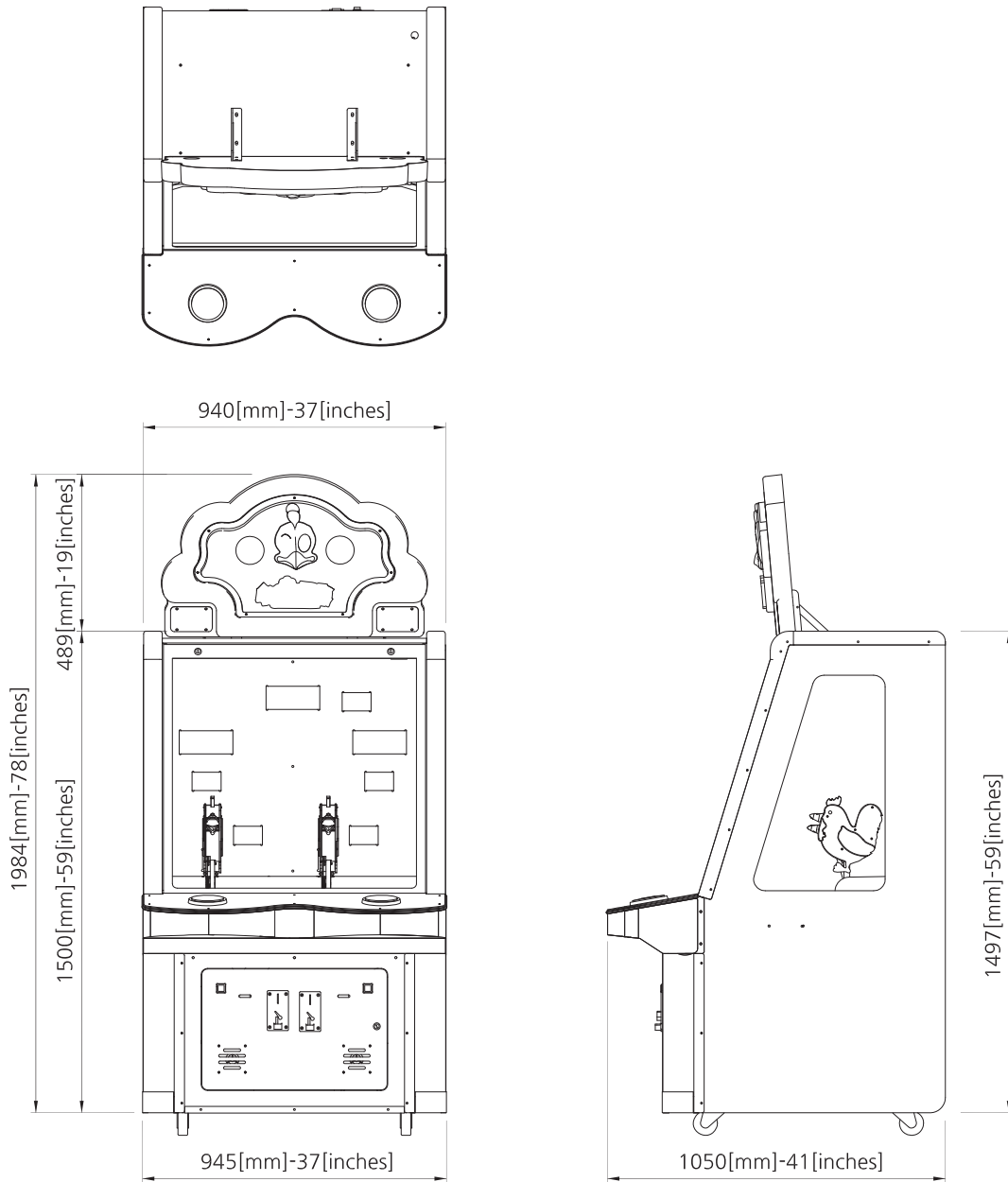
- When setting up, inspecting, maintaining, moving or transporting this product, follow the procedures and instructions set forth in this manual and perform such work safely.
- Do not set up, handle, inspect, maintain, move or transport this product under conditions equivalent to the condition of "WARNING" 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 DIMENSIONP02
1-1. DIMENSIONP02
1-2. SPECIFICATIONP03
1-3. NAME OF PARTSP03
1-4. STICKER LOCATIONP04
1-5. COMPONENTSP04
2. INSTALLATIONP05
3. SETUP MENUP06
3-1. SETUP BUTTONP06
3-2. EXPLANATION FOR DIRECTION OF ENTERING THE MENUP06
3-3. PROGRAMMING SETTING MODEP07
3-4. BOOKKEEPING DATAP08
3-5. TEST MODEP09
3-6. BOOKKEEPING DATA CLEARP10
3-7. FACTORY SETTINGP10
3-8. ERROR CODEP10
3-9. TROUBLESHOOTINGP10
4. EXPLODED VIEWP11
4-1. MAIN CABINET PART_01P11
4-2. MAIN CABINET PART_02P12
5. BLOCK DIAGRAMP13

1. SPECIFICATION AND DIMENSION

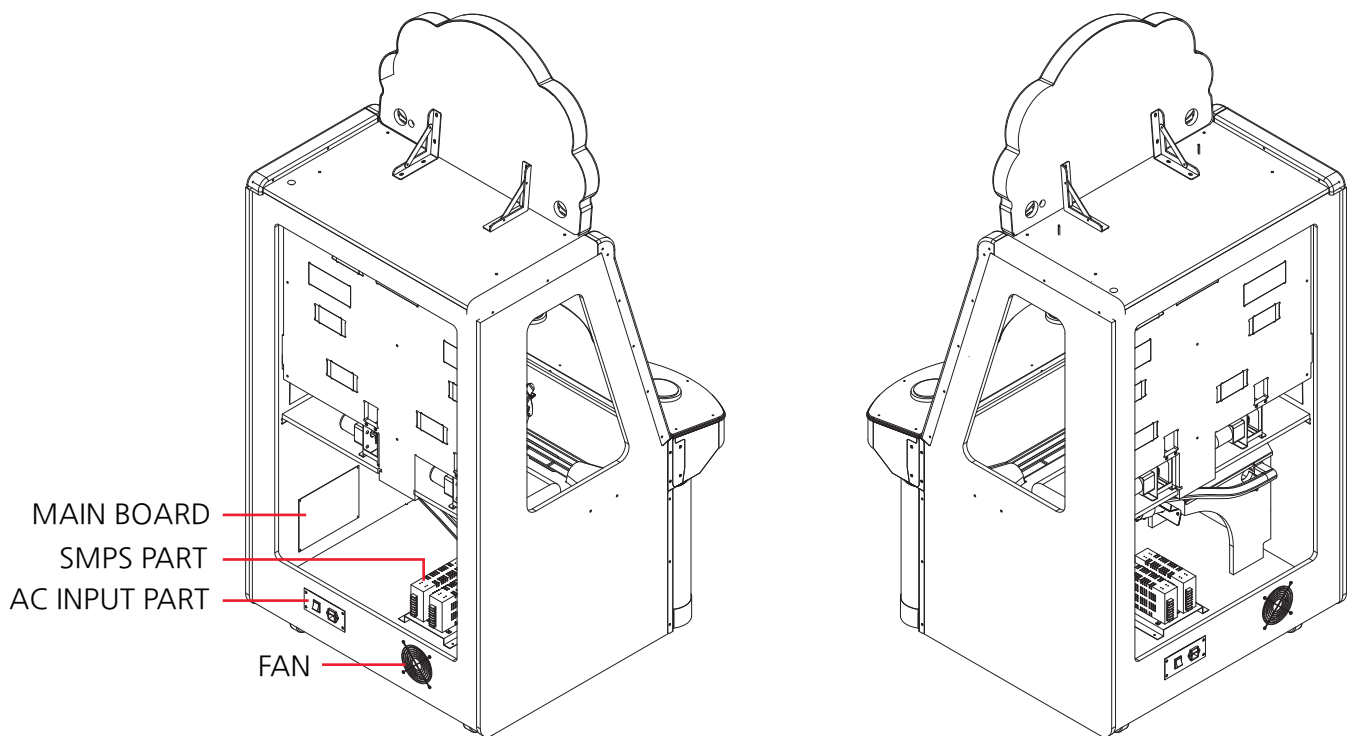
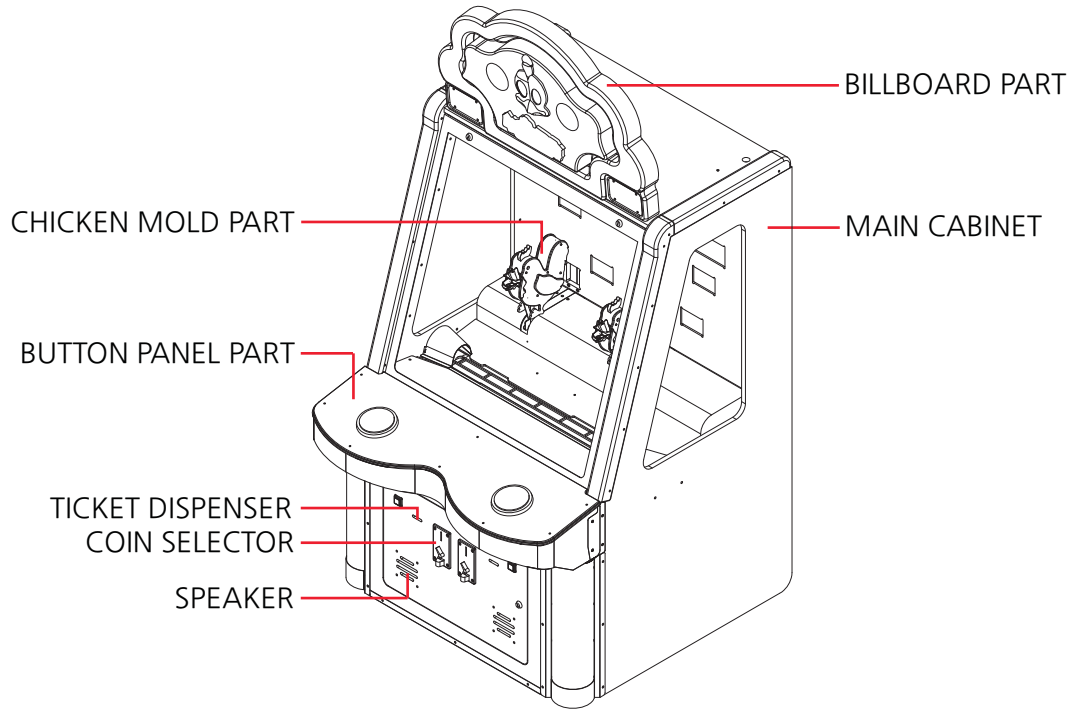
1-1. DIMENSION



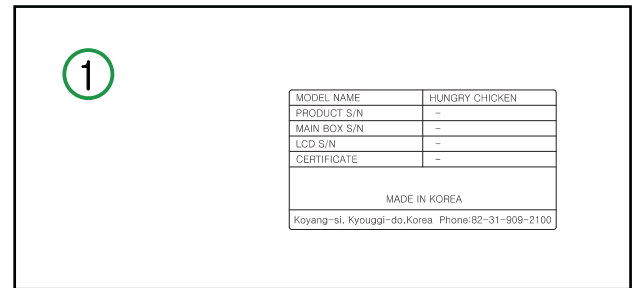
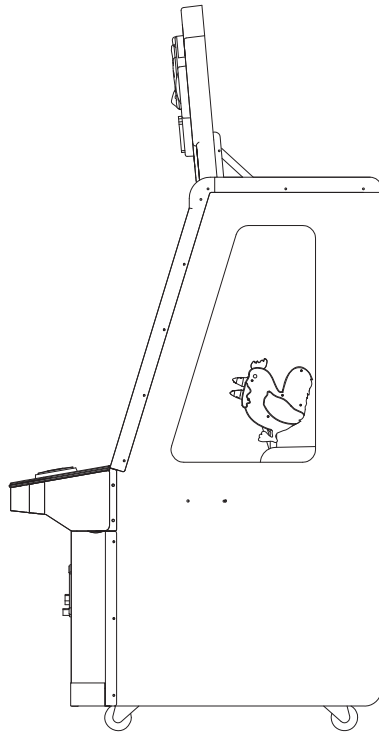
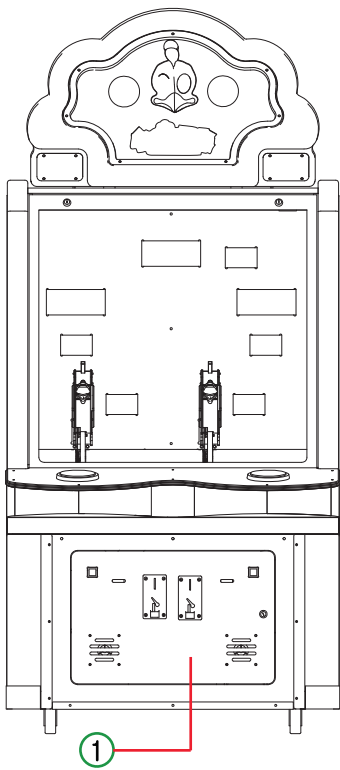
1-2. SPECIFICATION

DIMENSION (W x D x H)	940 x 1050 x 1984 (mm)	
PACKING DIMENSION (W x D x H)	- x - x - (mm)	
WEIGHT (kg)	- kg [WEIGHT INCLUDING PACKAGING : - kg]	
VOLTAGE	AC 110V	AC 220V
FREQUENCY RANGE	60Hz	60Hz
CONSUMPTION	- W	- W
CERTIFICATION	-	

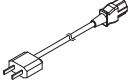



1-3. NAME OF PARTS



1-4. STICKER LOCATION



1-5. COMPONENTS

NO.	PART NAME	SPEC.	QTY
1	AC POWER CORD	110V or 220V 	1
2	KEY	AH78 	1
3	KEY	AH58 	1
4	MANUAL	- 	1

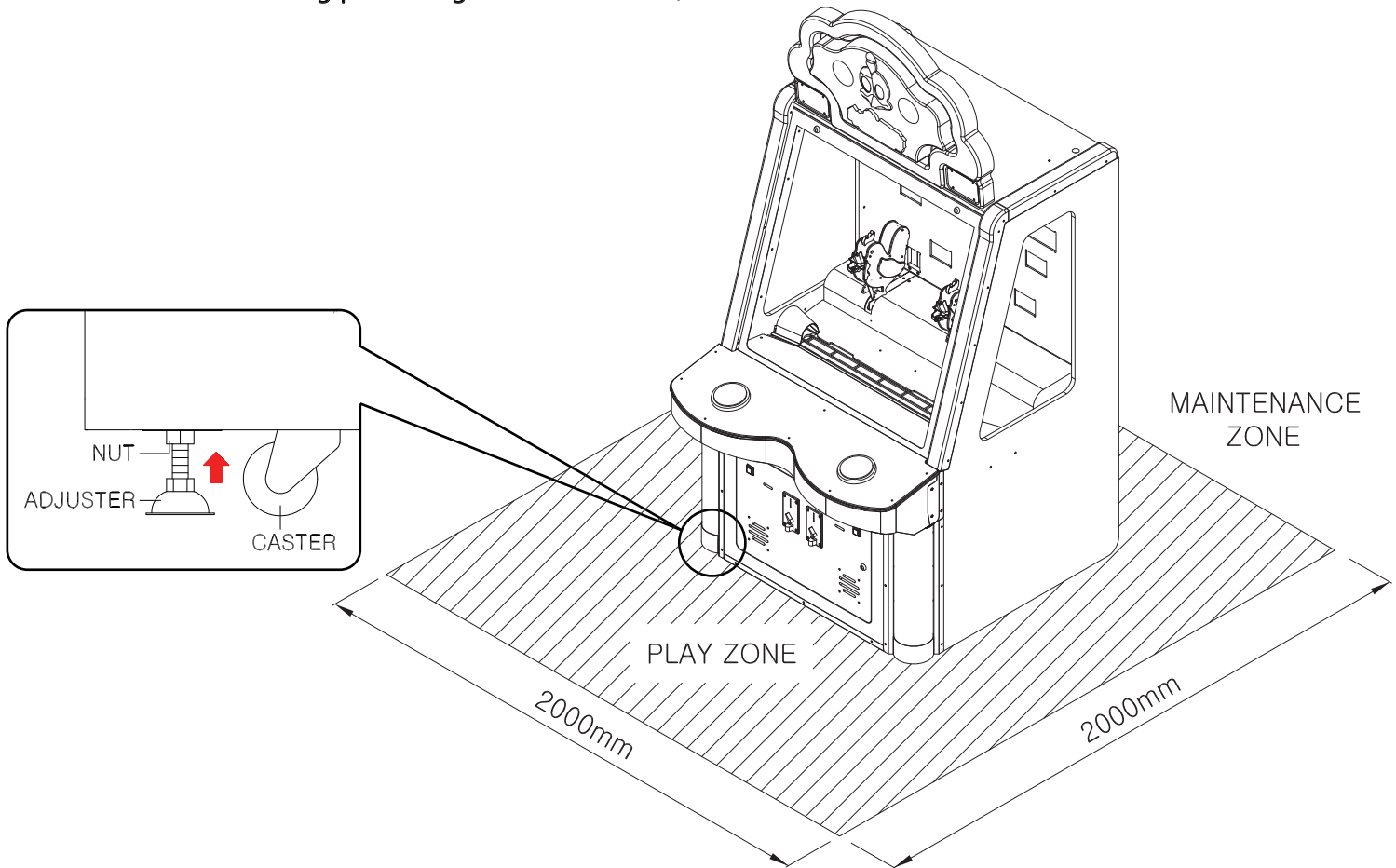
2. INSTALLATION

2-1. INSATALLATION

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

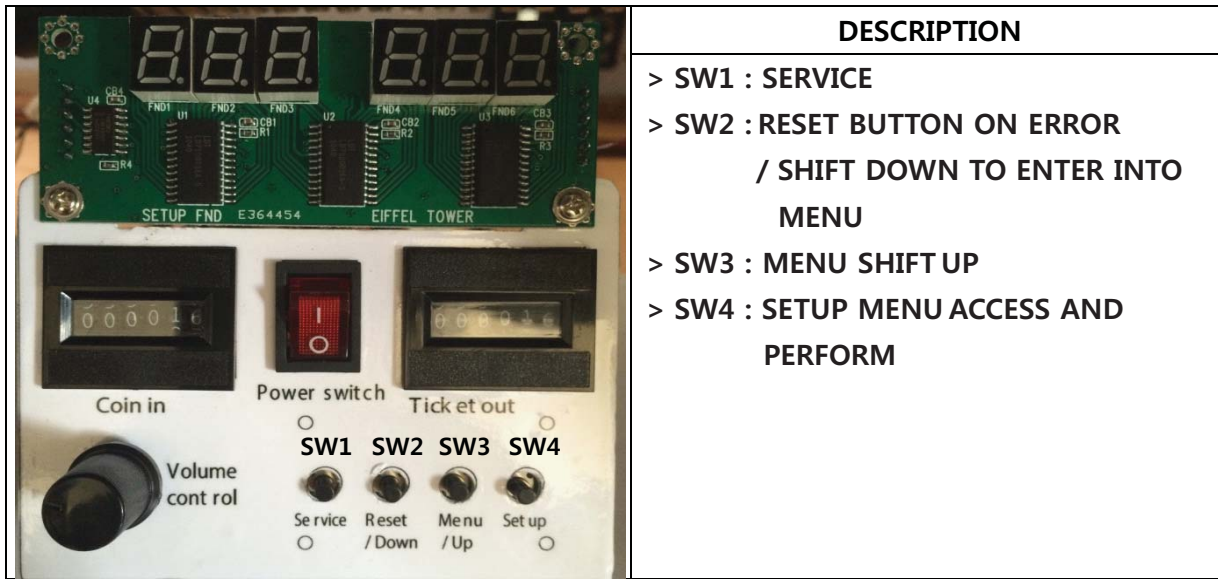
IMPORTANT

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



3. SETUP MENU

3-1. SETUP BUTTON



[CONTROL PANEL]

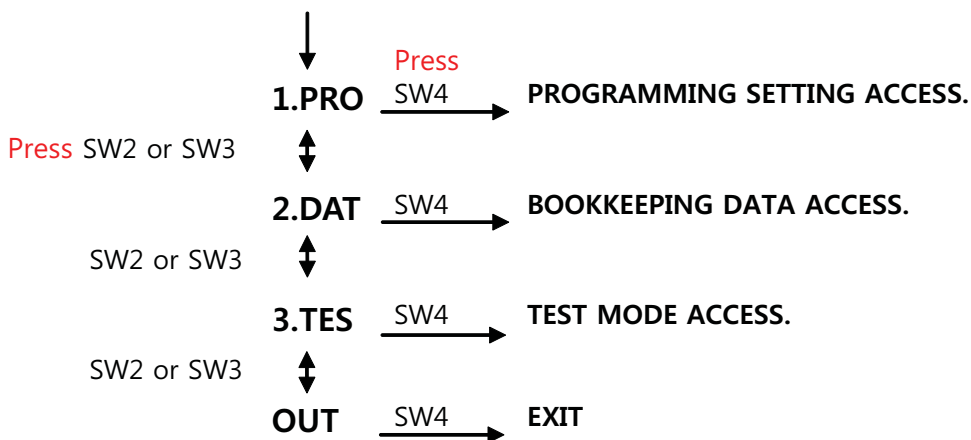
DESCRIPTION
> SW1 : SERVICE
> SW2 : RESET BUTTON ON ERROR / SHIFT DOWN TO ENTER INTO MENU
> SW3 : MENU SHIFT UP
> SW4 : SETUP MENU ACCESS AND PERFORM

* IN NORMAL SETUP FND DISPLAY CONTENTS :

DISPLAY (SETUP FND)	DESCRIPTION	REMARK
C00003	TOTAL COIN IN Q'TY	MOVE TO SW3
T00075	TOTAL TICKET OUT Q'TY	MOVE TO SW3

3-2. EXPLANATION FOR DIRECTION OF ENTERING THE MENU

PRESS SW4 TO ENTER THE MAIN MENU.
(DISPLAY "SET" ON CHALLENGE SCORE FND)



3-3. PROGRAMMING SETTING MODE

(DISPLAY "PRO" ON CHALLENGE SCORE FND, DISPLAY "MENU COLUMN" ON BONUS TICKET FND)

DISPLAY (SETUP & BONUS FND)		DESCRIPTION	SETTING RANGE	DEFAULT
P-1	001	COINS PER CREDIT SET COIN Q'TY PER CREDIT	FREE, 1 ~ 10 (INCREASE BY 1)	1
P-2	001	PLAY PER CREDIT SET GAME Q'TY PER CREDIT	1 ~ 3 (INCREASE BY 1)	1
P-3	040	PLAY TIME SET GAME PLAY TIME	10 ~ 90 (INCREASE BY 5)	40
P-4	005	SCORE PER BALL SET POINTS PER BALL	1 ~ 100 (INCREASE BY 1)	5
P-5	001	TICKETS PER BALL SET TICKET NUMBER PER BALL "0" SETTING -> NO TICKET OUT "0.5" SETTING -> HALF TICKET OUT (REFER TO EXPLANATION BELOW)	0, 0.5, 1 ~ 50 (INCREASE BY 1)	1
P-6	000	MERCY TICKET VALUE SET MERCY TICKET Q'TY WHEN THERE IS NO TICKET ACQUIREMENT	0 ~ 10 (INCREASE BY 1)	0
P-7	035	CHALLENGE SCORE VALUE SET CHALLENGE SCORE	1 ~ 999 (INCREASE BY 1)	35
P-8	010	CHALLENGE TICKET VALUE "0" SETTING -> NO TICKET OUT	0 ~ 99 (INCREASE BY 1)	10
P-9	005	CHICKEN MOTOR SPEED SET MOTOR SPEED - CHICKEN	1 ~ 5 (INCREASE BY 1)	5
P-A	003	CONVEYER MOTOR SPEED SET MOTOR SPEED - CONVEYER	1 ~ 5 (INCREASE BY 1)	3
P-B	001	DEMO SOUND SET DEMO SOUND USAGE	0 / 1 (0:OFF / 1:ON)	1
OUT	OUT	EXIT EXIT		

- * When you try to set NO TICKET game, please set P-5, P-6, P-8 value as "0".
- * P-5 : In case of 0.5 setting, explanation of game process and ticket paying out.

On game BALL success No	TICKET FND Display and Actual TICKET out q'ty
1 BALL	1
2 BALL	1
3 BALL	2
4 BALL	2
5 BALL	3
6 BALL	3

3-4. BOOKKEEPING DATA

(DISPLAY "DAT" ON CHALLENGE SCORE FND, DISPLAY "MENU COLUMN" BONUS TICKET FND, DISPLAY ALLOCATED INFO NUMBER OF "000 003" ON 1P 2P SCORE FND)

DISPLAY (SETUP & TICKET FND)	SETUP FND DISPLAY "0" IS BLANK		DESCRIPTION	REMARK
B1	000	003	TOTAL COINS	
B2	000	075	TOTAL TICKETS	
B3	000	050	TOTAL CHALLENGE SUCCESS TICKETS Q'TY	
B4	000	006	REMAINING COIN 1P	
B5	000	005	REMAINING COIN 2P	
B6	000	010	REMAINING TICKET 1P	
B7	000	015	REMAINING TICKET 2P	
OUT	OUT	OUT	EXIT	

* DATA will be cleared in case you push SW4 on allocated in a long key.

3-5. TEST MODE

(DISPLAY "TES" ON CHALLENGE SCORE FND, DISPLAY "MENU COLUMN" ON BONUS TICKET FND)

DISPLAY (SETUP FND & BONUS TICKET FND)		DESCRIPTION	ACTIVATING SW4 ENTER	REMARK
T-1	000	INPUT TEST DISPLAY INPUT STATUS ON EACH SCORE FND	PERFORM ON MENU STATUS	
T-2	OFF	LED AND FND TEST REPEAT LED LITS ON AND OFF / FND 0~9 DISPLAY	ON / OFF	
T-3	OFF	1P CHICKEN MOTOR TEST ACTIVATE 1 TIME AND AUTOSTOP/OFF	ON > OFF	
T-4	OFF	2P CHICKEN MOTOR TEST ACTIVATE 1 TIME AND AUTOSTOP /OFF	ON > OFF	
T-5	OFF	CONVEYER MOTOR TEST BALL MOTOR TEST - CONVEYER	ON/OFF	
T-6	OFF	BALL HOPPER MOTOR TEST	ON/OFF	
T-7	OFF	1P TICKET DISPENSER TEST DISPENSE 3 TICKETS AND AUTOSTOP/OFF IN CASE OF NO TICKET, KEEP MOVING	ON > OFF or ON / OFF	
T-8	OFF	2P TICKET DISPENSER TEST DISPENSE 3 TICKETS AND AUTOSTOP/OFF IN CASE OF NO TICKET, KEEP MOVING	ON > OFF or ON / OFF	
T-9	OFF	COIN INHIBIT TEST COIN POWER OFF	ON / OFF	
T-A	OFF	TICKET COUNTER TEST ACTIVATE 1 TIME AND STOP /OFF	ON > OFF	
T-B	OFF	COIN COUNTER TEST ACTIVATE 1 TIME AND STOP /OFF	ON > OFF	
T-C	OFF	SOUND TEST ACTIVATE AND PLAY 1~? IN SERIES BY USING UP/DOWN BUTTON/ STOP SW4	ON / OFF	
OUT	OUT			

3-6. BOOKKEEPING DATA CLEAR

PRESS SW4 + POWER ON, DISPLAYS "CLR" ON SETUP FND AND ON CHALLENGE SCORE FND, AND INITIALIZE BOOKKEEPING DATA.
SET UP VALUE OF PROGRAMMING MAINTAINS

3-7. FACTORY SETTING

PRESS SW3 + SW4 + POWER ON, DISPLAYS "FAC" ON SETUP FND AND ON CHALLENGE SCORE FND, AND INITIALIZE BOOKKEEPING DATA.
SET UP VALUE OF PROGRAMMING BECOMES DEFAULT VALUE

3-8. ERROR CODE

CODE	DESCRIPTION	REMARK
ERROR 01	CHICKEN ASS'Y ERROR / IN CASE OF NO LIMIT SW SIGNAL AFTER MOTOR ACTIVATING	CHICKEN MOTOR or LIMIT SW
ERROR 02	TICKET ERROR / OCCUR IN CASE OF TICKET DISPENSING PROBLEM	CHECK TICKET EMPTY OR JAM

3-9. ERROR CODES

* ERROR 01 (CHICKEN ASS'Y ERROR)

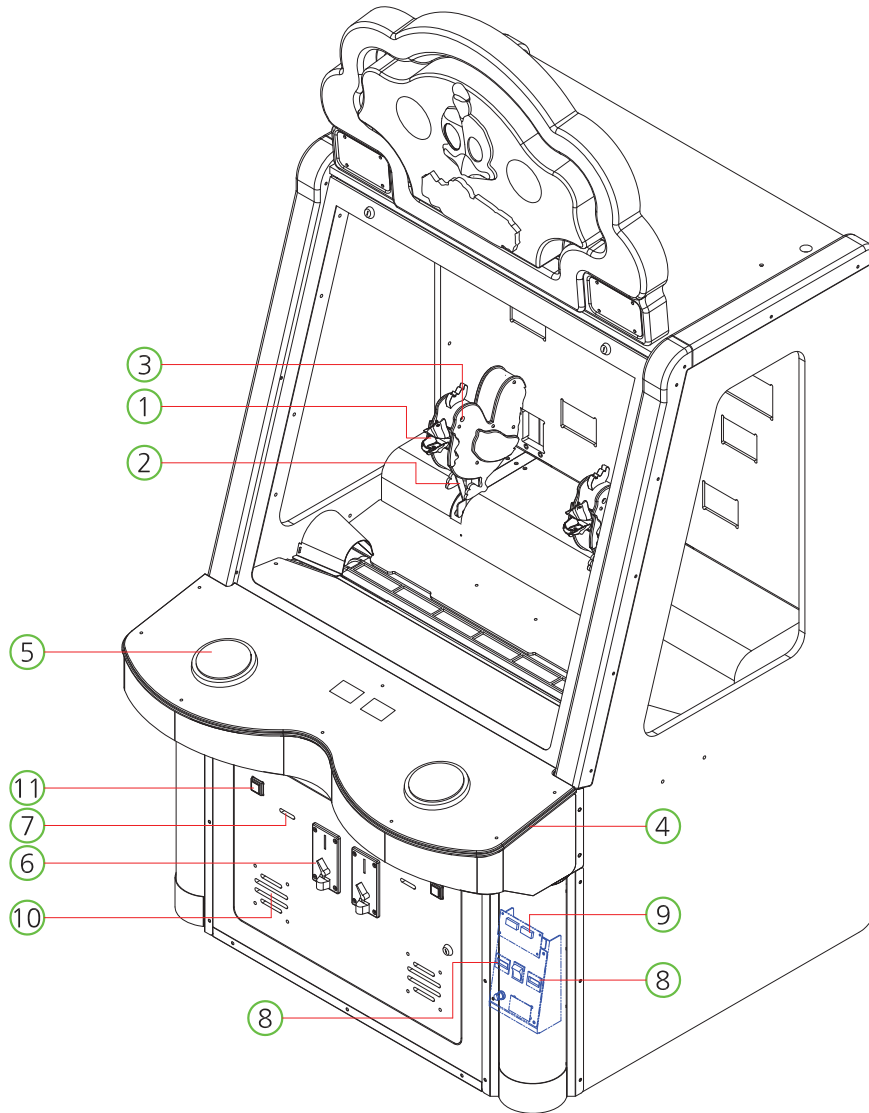
- (1) CHECK THE CHICKEN ASS'Y CONNECTOR OR WIRES CONNECTION.
- (2) CHECK MOVING STATUS ON TEST MODE BY T-3 or T-4 ACTIVATING.
- (3) CHANGE A MOTOR IN CASE A MOTOR DOESN'T MOVE.
- (4) CHANGE LIMIT SW IN CASE LIMIT SW DOESN'T WORK.
- (5) CHANGE MAINBOARD IN CASE A TROUBLE CONTINUES.

* ERROR 02 (TICKET ERROR)

- (1) CHECK WHETHER TICKET IS THERE OR NOT, IN CASE OF NO TICKET, FILL UP TICKETS AND PUSH RESET BUTTON.
- (2) CHECK THE JAM IN THE TICKET DISPENSER IN CASE ERROR OCCURS THOUGH THERE ARE TICKETS.
- (3) CHECK THE CONNECTION OF WIRING AND TICKET DISPENSER CONNECTOR.
- (4) CHECK OPERATING STATUS BY ENTERING INTO TEST MODE AND PERFORMING T-7 OR T-8.
- (5) CHECK TICKET DISPENSER IN CASE OF TICKET DISPENSER MALFUNCTION.
- (6) CHANGE MAIN BOARD IN CASE ERROR IS NOT FIXED BY TROUBLE SHOOTINGS ABOVE.

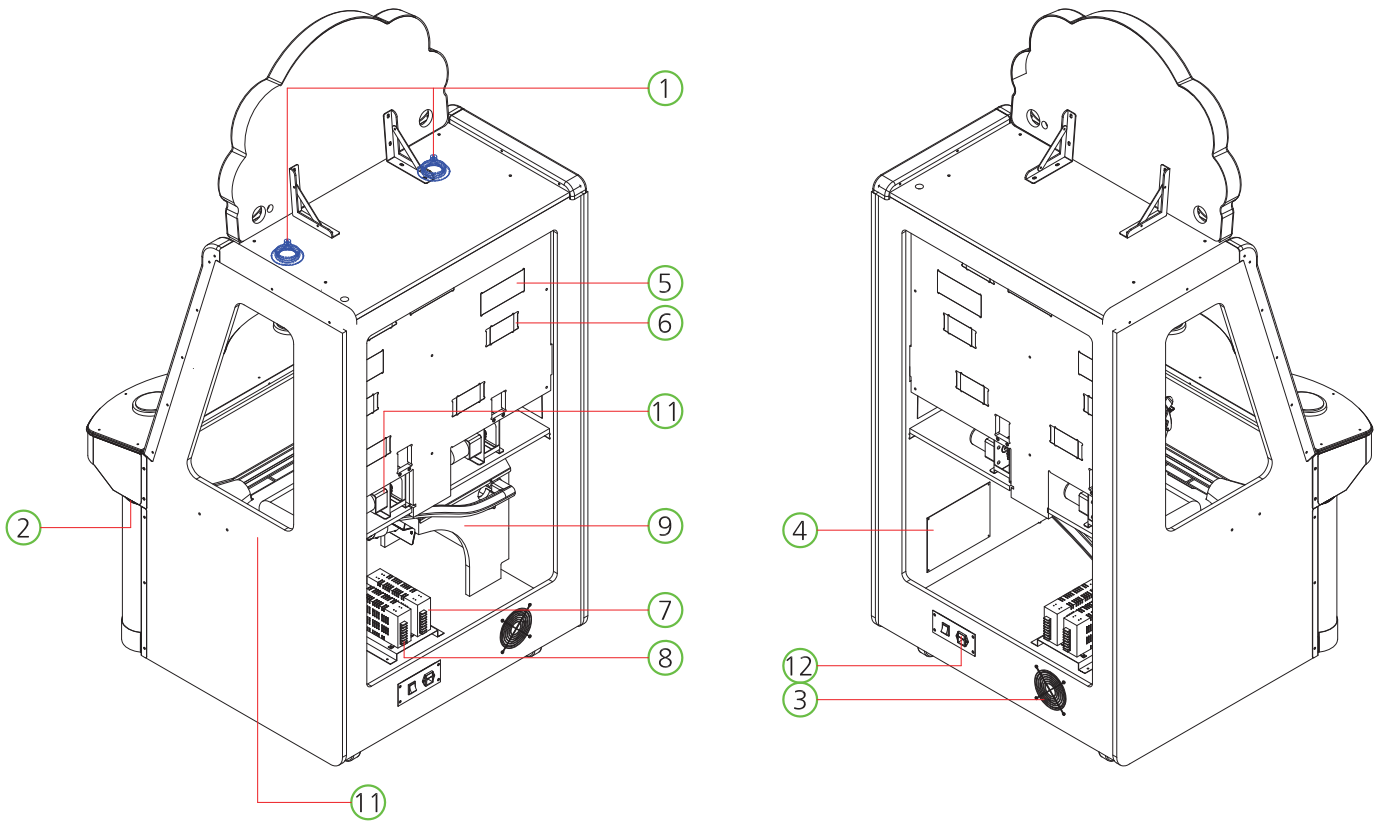
4. EXPLODED VIEW

4-1. MAIN CABINET PART



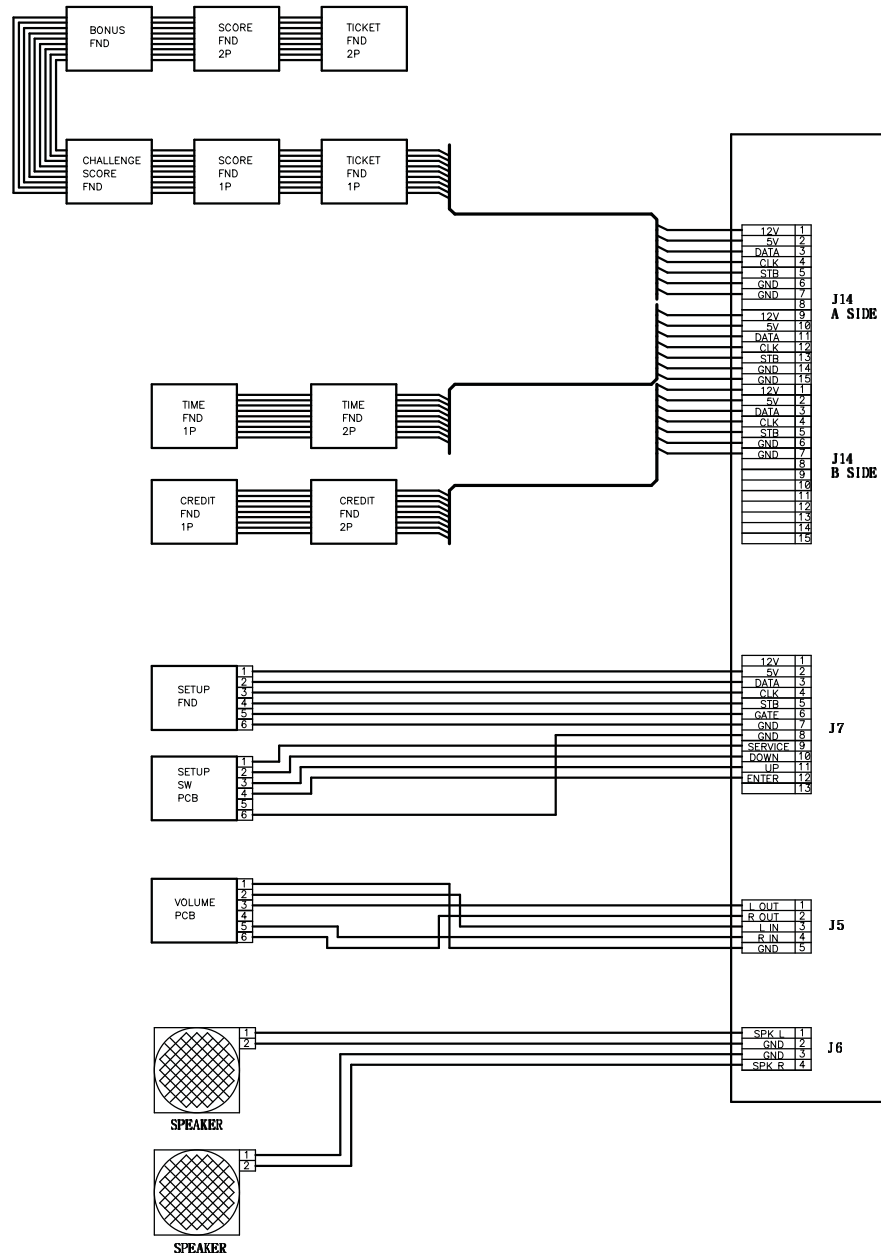
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	MICRO SWITCH	CHICKEN EAT	2	-
2	MICRO SWITCH	CHICKEN LIMIT	2	-
3	CHICKEN EYE LED	∅ 10 LED (GREEN)	4	-
4	BUTTON PANEL LED	1350mm (BLUE)	1	-
5	BUTTON	∅ 100mm	2	M2220HUN006
6	COIN SELECTOR	-	2	M2220HUN008
7	TICKET DISPENSOR	-	1	M2220HUN027
8	COUNTER	-	1	M2220HUN002
9	SETUP FND PCB ASS'Y	SETUP FND	1	-
10	SPEAKER	8Ω15W (4 inch)	2	M2220HUN026
11	BUTTON SWITCH	AM1PB-26SH R12D	1	MMUM0BUT002

4-2. MAIN CABINET PART_02

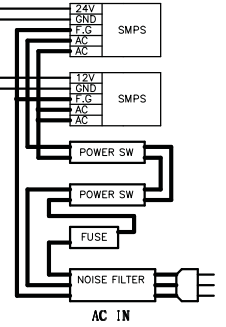
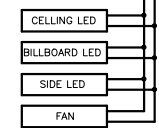
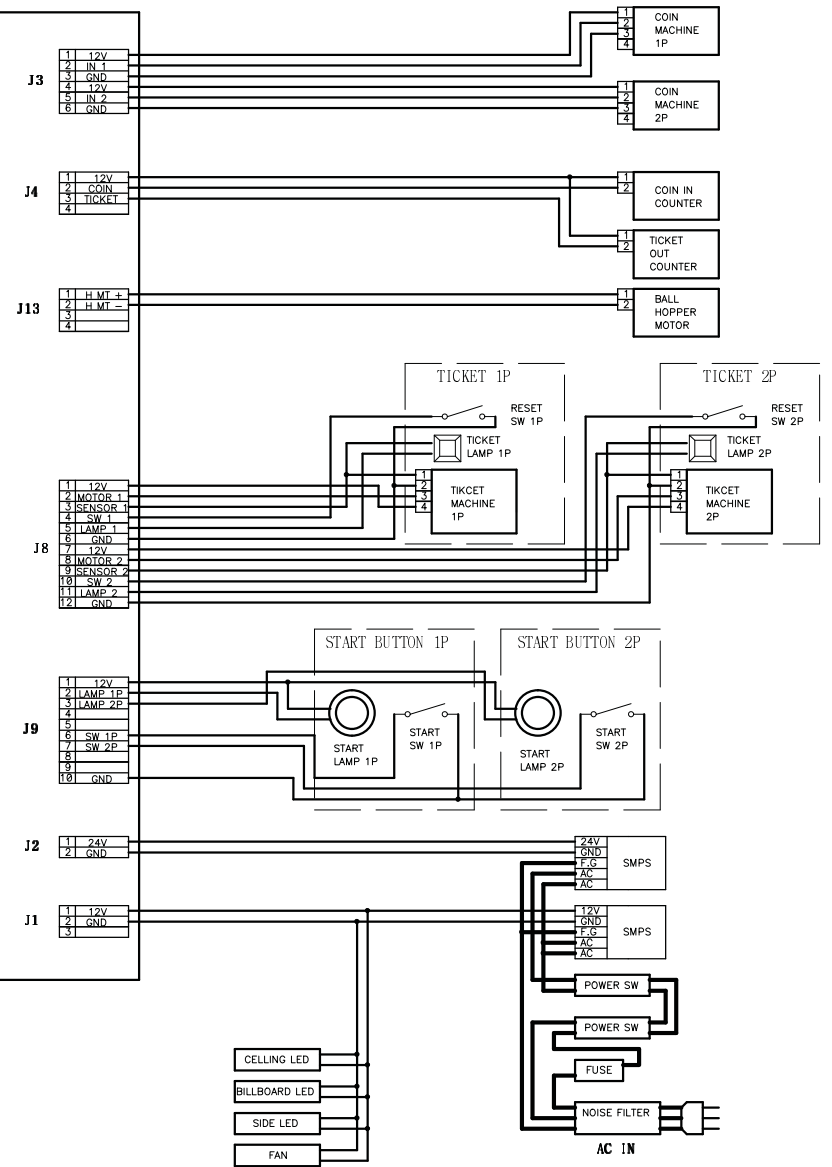


NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	HALLOGEN LED	CELLING_12V 1W (BLUE)	2	M2220HUN015
2	HALLOGEN LED	SIDE EDGE_12V 3W (ORANGE)	2	M2220HUN016
3	DC FAN	12V_0.5A(6W)	1	M2220HUN010
4	MAIN PCB ASS'Y	-	1	M2220PAR004
5	SCORE FND PCB ASS'Y	CHALLENGE SCORE FND & 1P2P SCORE FND	3	-
6	CREDIT FND PCB ASS'Y	CREDIT FND & TIME FND & TICKET FND	7	M2220HUN009
7	SMPS	12V 150W	1	M2220HUN024
8	SMPS	24V 150W	1	M2220HUN025
9	DC MOTOR	BALL HOPPER_ 55ZY24-15-01 60JB25G0833	1	M2220HUN011
10	DC MOTOR	CONBERYER_ 55ZY24-25-01 60JB90G0832	1	M2220HUN013
11	DC MOTOR	CHICKENS ASS'Y 55ZY24-25-01 60JB75G0832	1	M2220HUN012
12	FUSE	6.3A	1	M2220HUN014
*	BELT	HOPPER_160XL	1	M2220HUN004
*	BELT	CONBERYER_152XL	1	M2220HUN005
*	35BALL	35mm * 60EA (ABS)	90(SPARE PART 30EA)	M2220HUN001
*	WIRE LED	1400mm	2	M2220HUN028
*	WIRE LED	2000mm	1	M2220HUN029
*	WIRE LED	4mm*700mm (BLUE)	1	M2220HUN030

MARK	DATE	REVISION	DRAWN BY	CHECKED BY	APPROVED BY

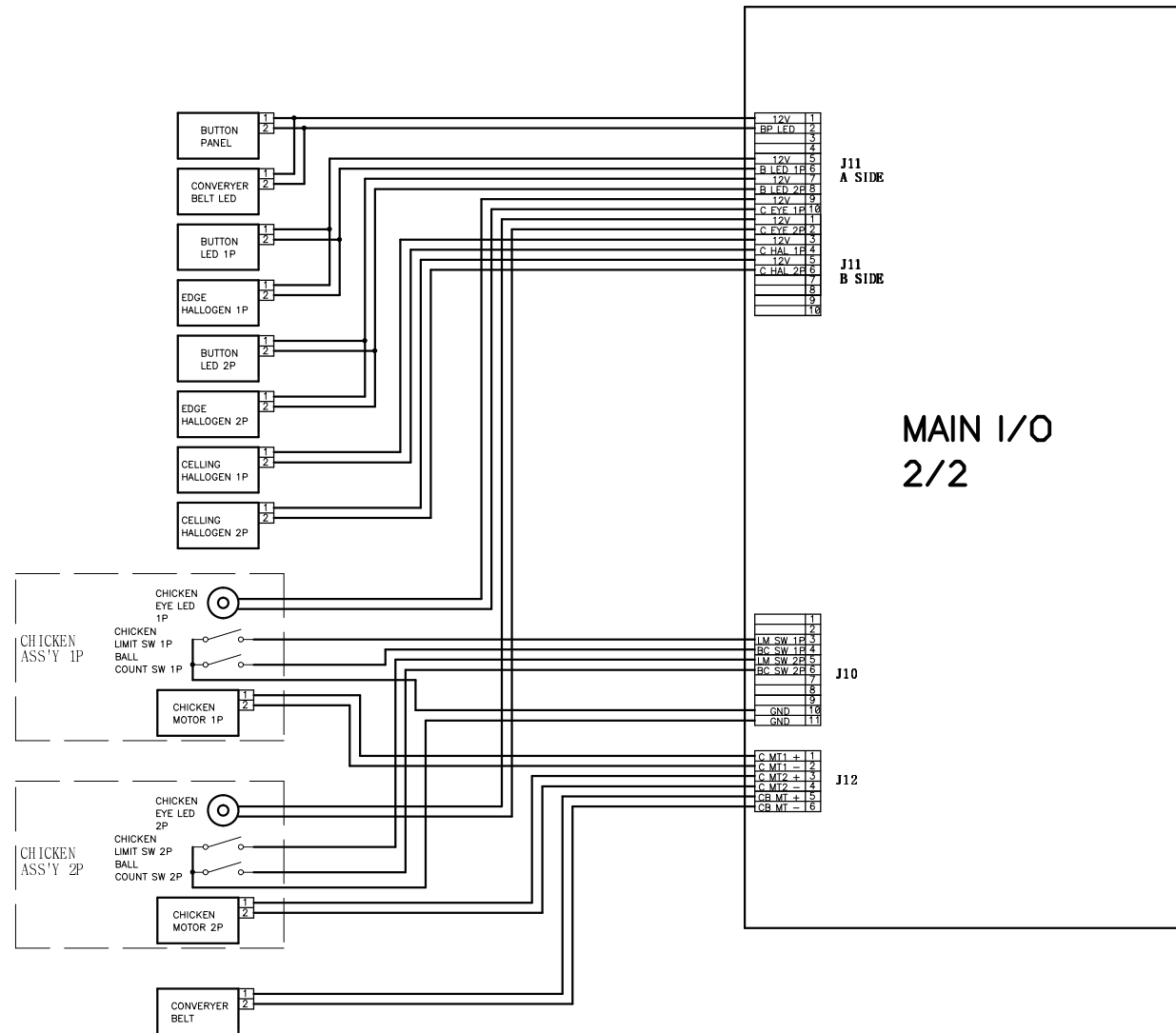


**MAIN I/O
1/2**



DRAWN BY	EXAMINATION	APPROVED BY	DATE	150527
CHOI.B.S			ITEM	HUNGRY CHICKEN
			SCH.NAME	MAIN 10
			SCH.NO.	1 / 2
			CODE.NO.	

MARK	DATE	REVISION	DRAWN BY	CHECKED BY	APPROVED BY



MAIN I/O
2/2

DRAWN BY	EXAMINATION	APPROVED BY	DATE	150527
CHOI.B.S			ITEM	HUNGRY CHICKEN
			SCH.NAME	MAIN 10
			SCH.NO.	2 / 2
			CODE.NO.	

Hungry Chickens

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