

# SERVICE MANUAL

# GOLDEN EMPIRE



Ver 1.0\_CEC



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

# PRECAUTIONS FOR USE

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

## For safety reasons.

- The following suggestions should be adhered to:



Disregarding could result in serious injury.



Disregarding could result in injury or product damage.

- The following graphic suggestions describe the types of precautions to be followed.



Indicates a care should be taken.



Forbidden.



Indicates a matter which must be performed.

- **Precautions to be followed:**

**Certain procedures require a qualified in-shop maintenance person or industry specialist. For such instructions, a qualified person must take care of the jobs.**

- Otherwise an electric shock, machine trouble, or a serious accident may result.
- Replacing the machine parts, inspecting and maintaining the machines, and troubleshooting must be assigned only to a qualified in-shop maintenance person or industry specialist. This booklet gives instructions that hazardous jobs in particular must be handled by an industry specialist. Qualified in-shop maintenance person and industry specialist are defined as follows.

### **Qualified in-shop maintenance person**

- A service staff shall have experience in operations of game machines. The staff shall be responsible for assembly, installation, inspection and maintenance of the machine.

### **Industry specialist**

- An industry specialist must be engaged in designing, manufacturing, inspecting and servicing amusement machines. He or she must have an education in electrical, electronic and mechanical engineering, and routinely maintain and repair amusement machines.

# PRECAUTIONS FOR USE

## WARNING

**Be sure to consult an industry specialist when setting up, moving or transporting this product.**

- This product should not be set up, moved or transported by any one other than an industry specialist.
- When installing this product, set the 4 leg levelers evenly on the floor and make sure that the product is installed stably in a horizontal position. Unstable installation may result in injury or accident.
- When installing this product, do not apply undue force on movable parts. Otherwise, injury and accident may result, or the product may be damaged.

**The machine for indoor usage only does not install outside.**



**Do not set the game machine up near emergency exits.**



**Protect the game machine from:**

- Rain or moisture.
- Direct sunlight.
- Direct heat from air-conditioning and heating equipment, etc..
- Hazardous flammable substances.
- Otherwise an accident or malfunction may result.



**Do not place containers holding chemicals or water on or near the game machine.**



**Do not place objects near the ventilating holes.**



**Do not bend the power cord by force or place heavy objects on it.**



**Never plug or unplug the power cord with wet hands.**



**Never unplug the game machine by pulling the power cord.**



## CAUTION

**Be sure to use indoor wiring within the specified voltage requirements. For extension cord, use the specified rating or more.**

**Be sure to use the attached power cord.**

**Never plug more than one cord at a time into the electrical receptacle.**



**Do not lay the power cord where people walk through.**



**Be sure to ground this product.**



**Do not exert excessive force when moving the machine.**




**For proper ventilation, keep the game machine 100mm(4") away from the walls.**

**Do not alter the system related dipswitch settings.**

# PRECAUTIONS FOR USE


## WARNING

**If there is any abnormality such as smoke, bad smell or abnormal noise being emitted from the machine, immediately turn OFF the main power switch and unplug the power cord from the receptacle to stop operating it.** 

- Using the machine in abnormal conditions could result in fire or accidents.

### In case of abnormality

1. Turn OFF the main power switch.
2. Unplug the power cord from the receptacle.
3. Contact your nearest dealer.

**Do not leave the power cord plugged in improperly or covered with dust.** 

- Doing so could result the power cord periodically.

## CAUTION

**Do not use this product anywhere other than industrial areas.** 

- Using in a residential area or an area next to a residential area could affect signal reception of radios, television sets, telephones, 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, 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, faite 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.

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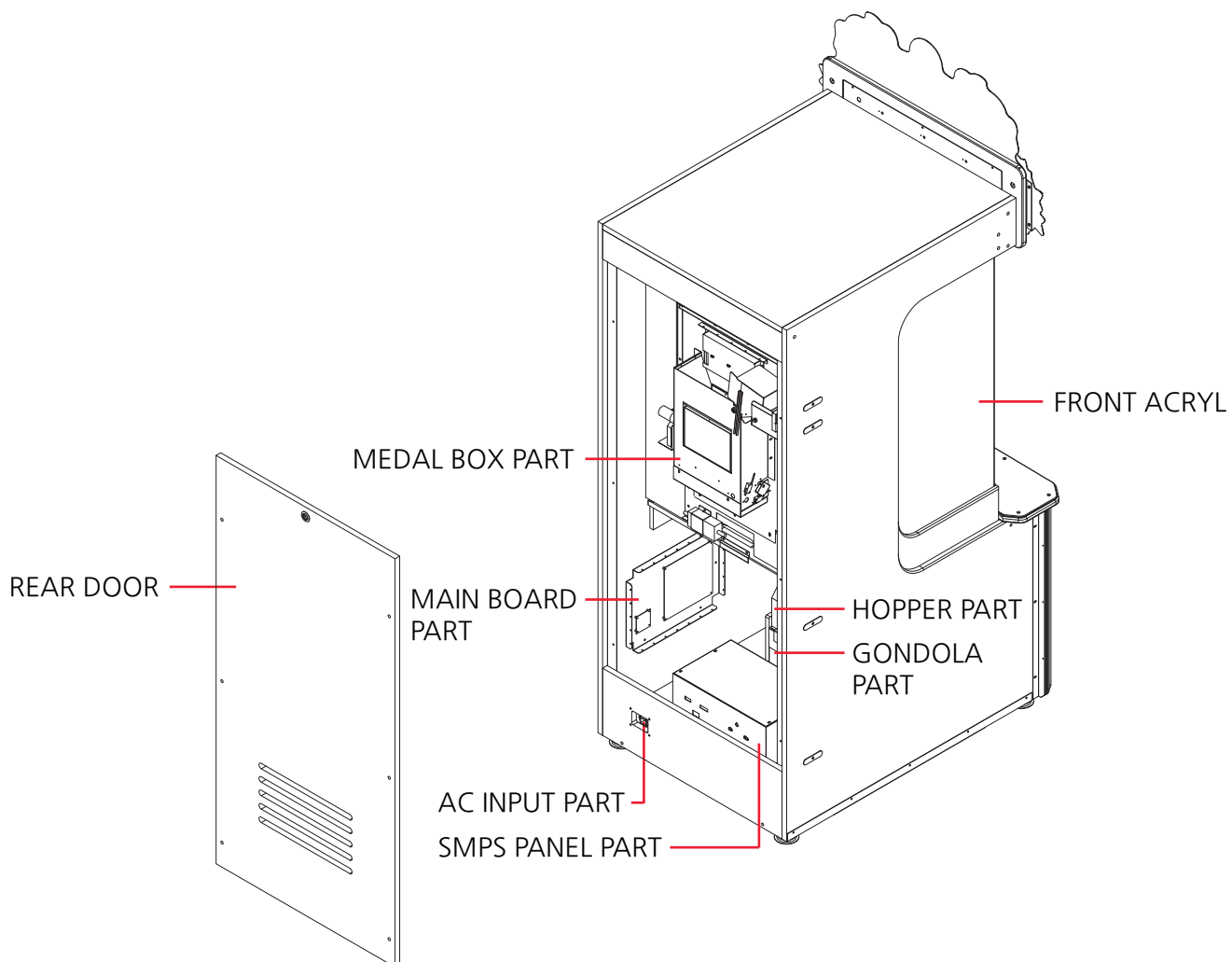
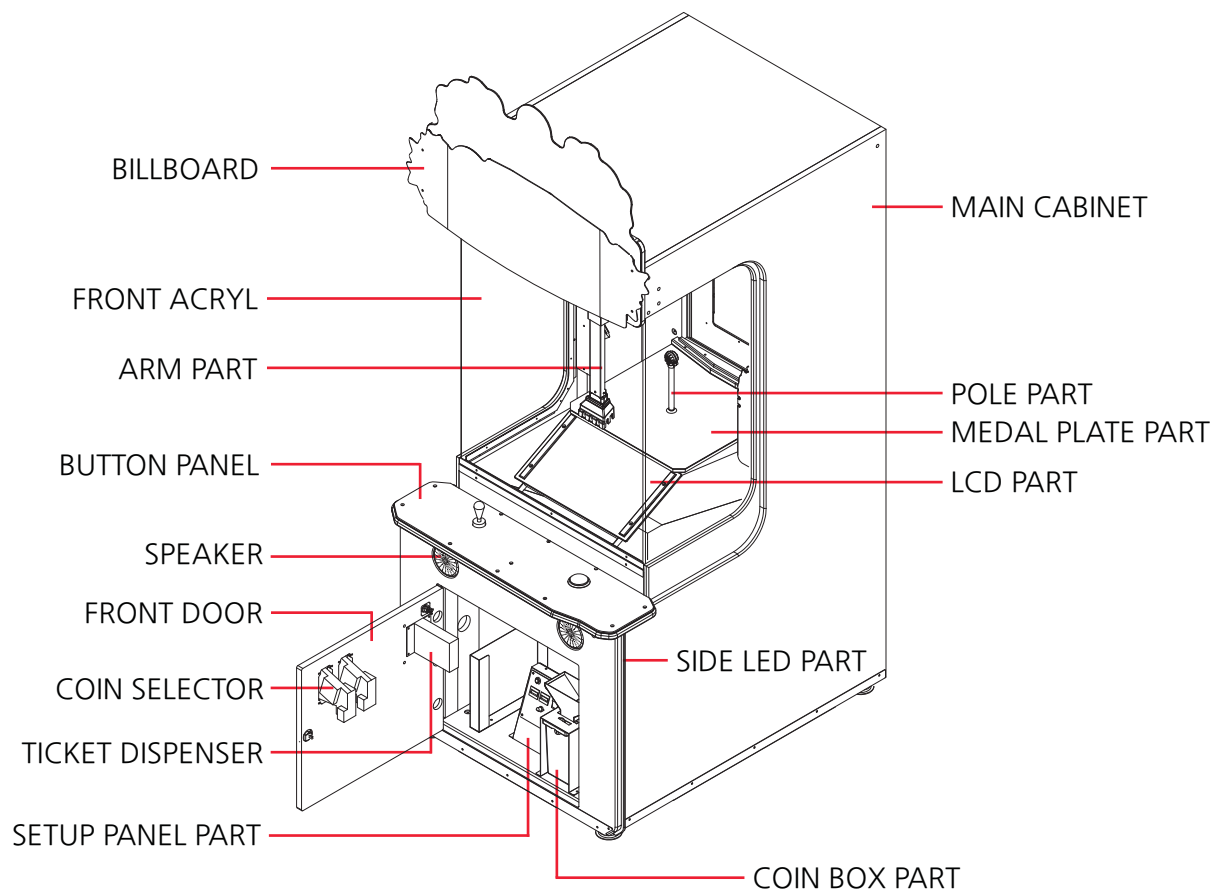
## PRÉCAUTIONS LORS DU MANIEMENT

- Lors de la mise en place, l'inspection, l'entretien, déplacement ou le transport de ce produit, suivez les procédures et les instructions énoncées dans ce manuel et effectuer ce travail en toute sécurité.
- Ne pas mettre en place, manipuler, inspecter, entretenir, déplacer ou transporter ce produit dans des conditions équivalentes à l'état de "ATTENTION" ou "PRUDENCE" spécifiée dans ce manuel.
- Si un nouveau propriétaire obtient ce produit à la suite d'un transfert, etc., soyez sûr de donner ce manuel au nouveau propriétaire.

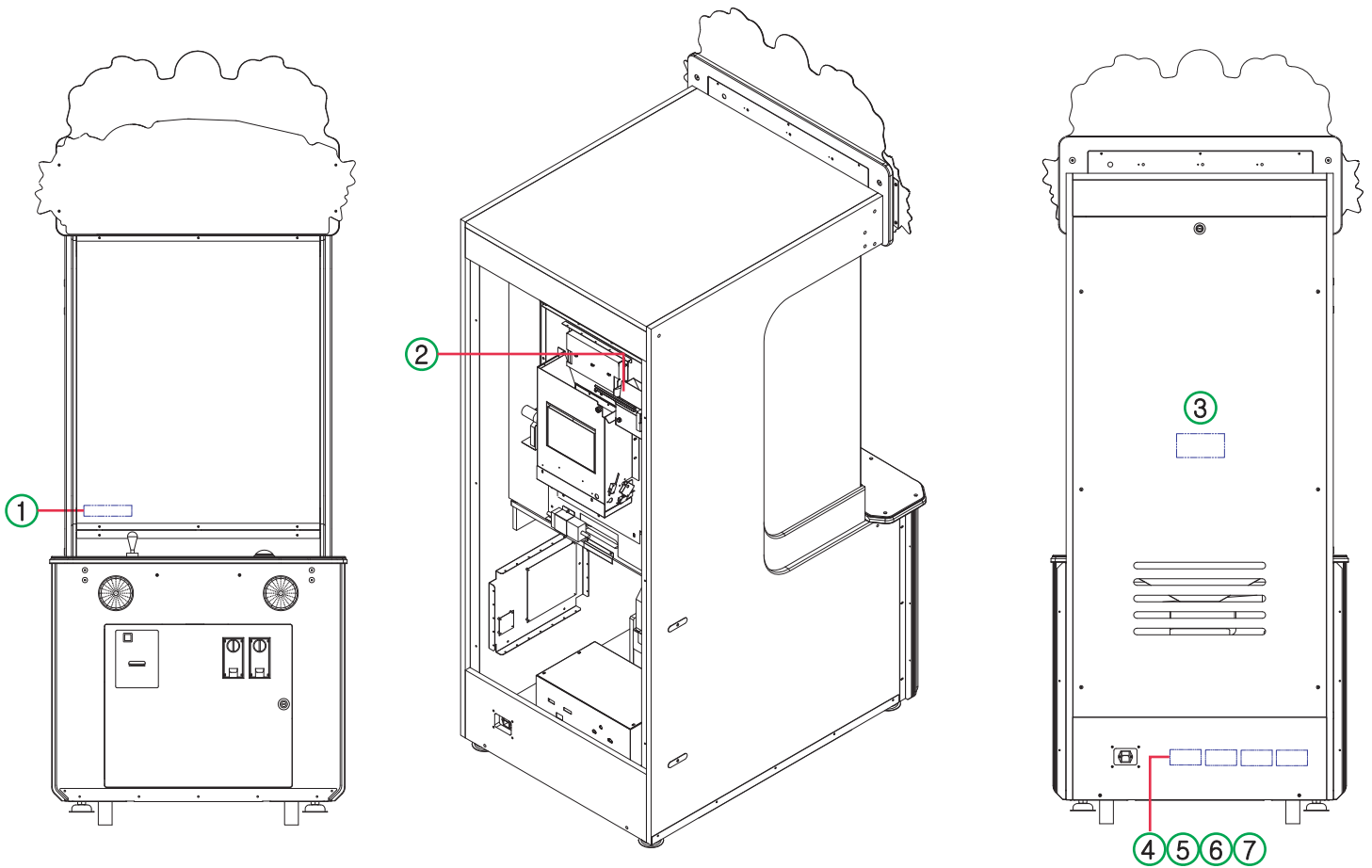
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### 1-3. NAME OF PARTS



# 1-4. STICKER LOCATION



1

	<b>Do not push or hit this.</b> It would be damaged.
	<b>Ne pas la pousser ou frapper.</b> Elle serait endommagée.

2

	<b>Please be careful for possible injury</b> when operating the machine.
	<b>Faites attention s'il vous plaît ,</b> des risques de blessure peuvent être liés à l'utilisation de cette machine .

3

	<b>WARNING/ATTENTION</b>
	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.

4

<b>CAUTION/PRUDENCE</b>
"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"

5

<b>WARNING</b>
<b>ROCKING, SHAKING, OR TIPPING MAY CAUSE INJURY OR DEATH!</b> This unit must be fastened securely to the wall, floor or adjacent object in compliance with the installation instructions.
<b>ATTENTION</b>
<b>AGITER, SECOUER OU BASCULER PEUT CAUSER DES BLESSURES OU ENTRAINER LA MORT!</b> Cette unité doit être fixée au mur, au plancher ou à un objet à proximité conformément aux instructions d'installation.

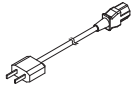

6



7

Product Name: GAME MACHINE Model No.: GOLDEN EMPIRE Rating: 120V~, 60Hz, 170W Web site: <a href="http://www.andamiro.com">http://www.andamiro.com</a>	
<b>ANDAMIRO</b> MADE IN KOREA	Intertek 5001493
Serial Number	

# 1-5. COMPONENTS

NO.	PART NAME	SPEC.	QTY
1	AC POWER CORD	- 	1
2	COIN	-	600
3	SPARE COIN	-	50
4	KEY	6001, 7001 	2
5	BOLT	M6 x 30L 	5
6	WRENCH	2.5mm, 3mm, 	2
7	MANUAL	- 	1

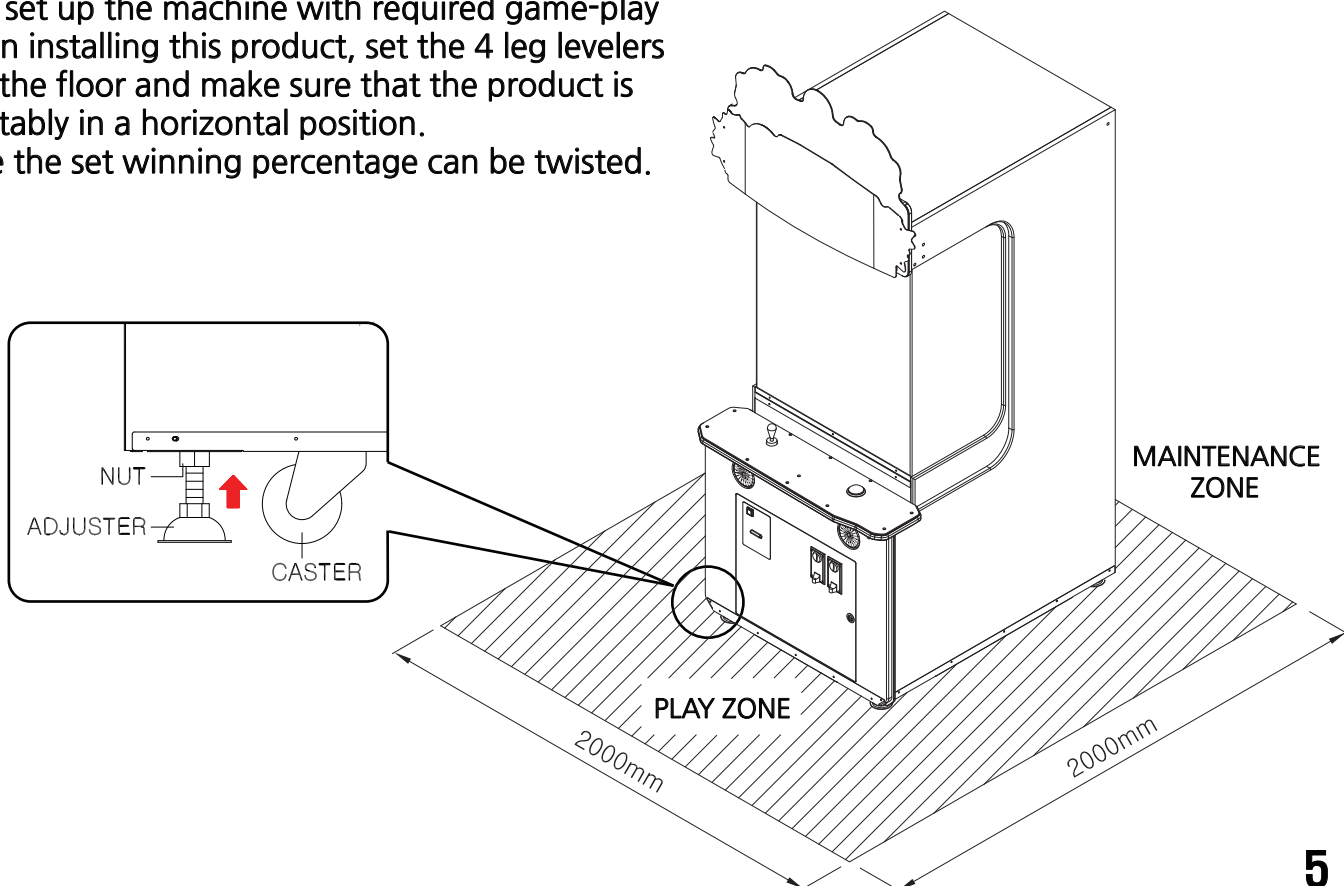
## 2. INSTALLATION

### 2-1. INSTALLATION SPACE

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

**IMPORTANT**

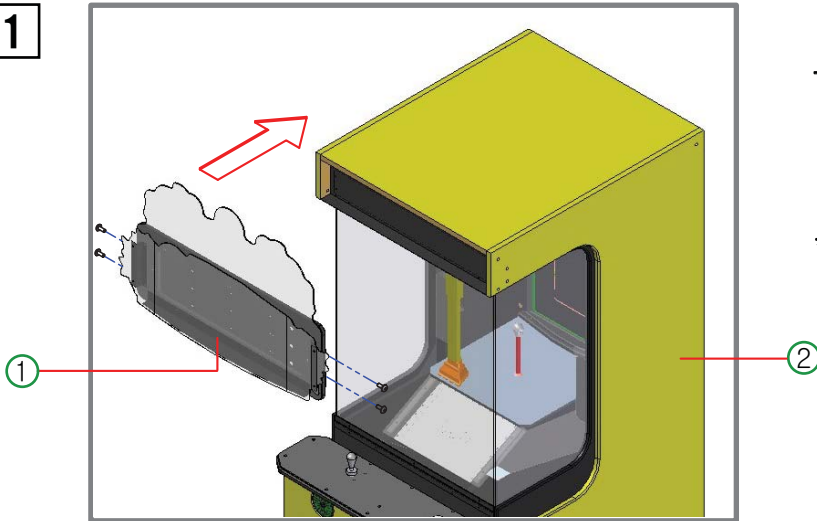
- Once you set up the machine with required game-play area, when installing this product, set the 4 leg levelers evenly on the floor and make sure that the product is installed stably in a horizontal position. Otherwise the set winning percentage can be twisted.



## 2-2. HOW TO INSTALL

### \* BILLBOARD

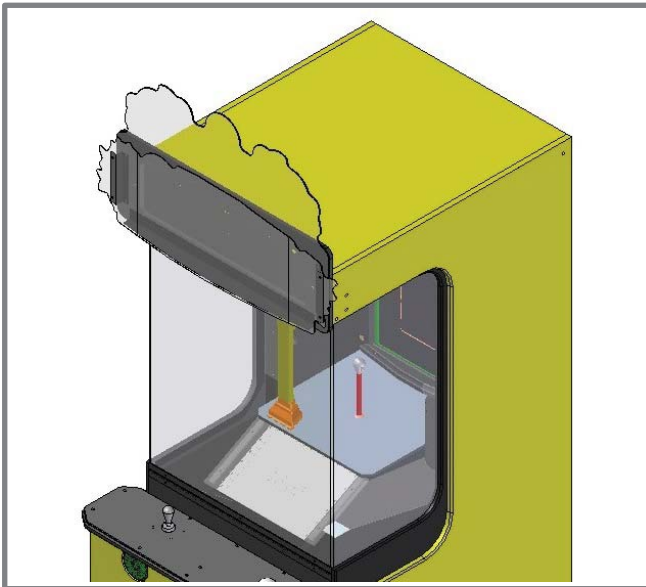
1



- When you assemble the billboard,  
Connect ① billboard ass'y on ② main cabinet after  
connecting Billboard and Maincabinet.  
[M6bolts, 4 places]

\* At least 2 people need to assemble the machine  
in order to prevent any injury from assembling.

2



- You complete it like picture.

### \* COIN

3



- Put 650 coins on Game Field.

- Complete Coin Setting.



AC POWER

- Coins dropped through a HOPPER are  
provided to the Game Field by godola  
when the power is on.

### 3. GAME CHARACTERISTICS

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- 3-1.** Let's take a trip to the golden empire!
- 3-2.** A- Luxurious interior & exterior cabinet design.
- 3-3.** Realistic sound effects create excitement and fun.
- 3-4.** Beat the challenge score to win super bonus.
- 3-5.** The monitor shows your performance with the number of winning tickets.

### 4. HOW TO PLAY

---



- Use the joystick to control the crane to drop gold conis to win tickets!



# 5. SETUP SETTINGS

## 5-1. MACHINE SETUP

### 1. BUTTON LAYOUT

	<p>(1) JOYSTICK Up/Down : UP/DOWN                  (2) JOYSTICK Left/Right : LEFT/RIGHT OR CHANGE                  (3) UP/DOWN BUTTON : ENTER/SELECT</p>
	<p>(1) SERVICE / RESET : SERVICE CREDIT BUTTON / ERROR RESET BUTTON                  (2) MENU : ENTER OPERATING OPTIONS MENU</p>

### [ OPERATION MENU ]

## OPERATING OPTIONS ##	MENU BUTTON : ENTER
PROGRAM SETTINGS	SETUP MODE
CLEAR MODE	CLEAR MODE
BOOKKEEPING DATA	BOOKKEEPING
FACTORY-SETTINGS	INITIALIZING FACTORY SETTING
TEST MODE	TEST MODE
PLAYFIELD TEST	MACHINE AGING / ENTIRE TEST
EXIT	EXIT OPERATION MENU

## 5-2. SETUP MODE

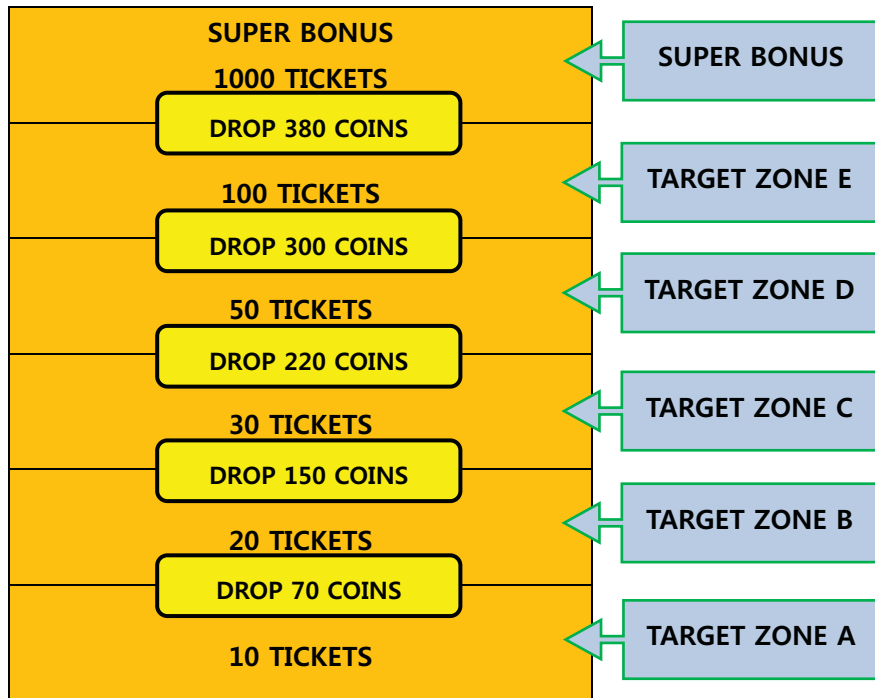
PROGRAM SETTINGS			
● CHANGE SETTING VALUE BY USING JOYSTICK LEFT/RIGHT			
LCD DISPLAY	DESCRIPTION	RANGE	DEFAULT
CREDIT/COIN : 1/1	SETTING CREDIT / COIN RATE	FREE, 1/1, 1/2, 1/3, 1/4, 1/5, 1/6, 1/7, 1/8, 1/9, 1/10, 2/1, 3/1, 4/1, 5/1	<b>1/1</b>
GAME TIME : 40	SETTING GAME PLAY TIME	10 ~ 99 (Increment by 5 units)	<b>40</b>
TARGET ZONE B : 70	SETTING VALUE OF TARGET ZONE B From setting value to Target zone C Minimum setting range is 60 (Refer to following picture)	60 ~ 190 (Increment by 10 units)	<b>70</b>



TARGET ZONE C : 150	SETTING VALUE OF TARGET ZONE C From setting value to Target zone D Minimum setting range is 60 (Refer to following picture)	120 ~ 250 (Increment by 10 units)	<b>150</b>
TARGET ZONE D : 220	SETTING VALUE OF TARGET ZONE D From setting value to Target zone E Minimum setting range is 60 (Refer to following picture)	180 ~ 330 (Increment by 10 units)	<b>220</b>
TARGET ZONE E : 300	SETTING VALUE OF TARGET ZONE E From setting value to S-BONUS Minimum setting range is 60 (Refer to following picture)	250 ~ 390 (Increment by 10 units)	<b>300</b>
S-BONUS ZONE : 380	SETTING VALUE OF S-BONUS ZONE From setting value to maximum range Minimum setting range is 60 (Refer to following picture)	310 ~ 450 (Increment by 10 units)	<b>380</b>
TARGET VALUE A : 10	SETTING TARGET ZONE A TICKET NUMBER (Refer to following picture)	0 ~ 999 (Increment by 1 unit)	<b>10</b>
TARGET VALUE B : 20	SETTING TARGET ZONE B TICKET NUMBER (Refer to following picture)	0 ~ 999 (Increment by 1 unit)	<b>20</b>
TARGET VALUE C : 30	SETTING TARGET ZONE C TICKET NUMBER (Refer to following picture)	0 ~ 999 (Increment by 1 unit)	<b>30</b>
TARGET VALUE D : 50	SETTING TARGET ZONE D TICKET NUMBER (Refer to following picture)	0 ~ 999 (Increment by 1 unit)	<b>50</b>
TARGET VALUE E : 100	SETTING TARGET ZONE E TICKET NUMBER (Refer to following picture)	0 ~ 999 (Increment by 1 unit)	<b>100</b>
S-BONUS VALUE : 1000	SETTING SUPER BONUS SCORE	50 ~ 9999	<b>1000</b>
S-BONUS LIMIT : 9999	SETTING MAXIMUM SUPER BONUS ACCUMULATION LIMIT	50 ~ 9999 (Increment by 50 units)	<b>9999</b>
S-BONUS VARIABLE : 0	If there is no S-Bonus after 1 game play, it reduces TARGET MEDAL amount as much as this setting value per game. After winning S-Bonus, it will return to the initial value. (Applicable for maximum 10 games)	0 ~ 10 (Increment by 1 unit)	<b>0</b>
<b>S-BONUS INCREMENT : 0</b>	<b>SETTING S-BONUS ACCUMULATION VALUE PER USAGE OF CREDIT AUTO : ACCUMULATING WON TICKET NUMBERS TO S-BONUS. FAIL TICKET or MERCY TICKET numbers are exceptions.</b>	<b>AUTO, 0 ~ 50 (Increment by 1 unit) DIP SW2 ONLY</b>	<b>0</b>
FAIL TICKET : 2	DISPENSING TICKETS WHEN THE POLE IS FALLEN DOWN	0 ~ 50 (Increment by 1 unit)	<b>2</b>

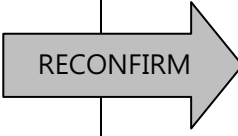
TICKET/SCORE : 1/1	SETTING TICKET / SCORE RATE NONE : NO USE TICKET	NONE, 1/1, 1/2,	<b>1/1</b>
MERCY TICKET : 0	NON-WINNING SCORE, DISPENSATION TICKET	0 ~ 10 (Increment by 1 unit)	<b>0</b>
ATTRACT VOLUME : ON	DEMO SOUND VOLUME	OFF / ON	<b>ON</b>
SAVE AND EXIT	SAVE AND EXIT	PUSH SELECT BUTTON	
CANCEL AND EXIT	CANCEL AND EXIT		

\* TARGET ZONE -> **Minimum setting range of each area is available from over 60 coins.**



CLEAR MODE		
● IF YOU DELETE GAME DATA, YOU CAN SAVE GAME SETTING VALUE.		
LCD DISPLAY	DESCRIPTION	PROCESS
CLEAR TICKETS	CLEAR TICKETS	PUSH UP/DOWN BUTTON. CLEAR XXXX DATA ARE YOU SURE? YES or <u>NO</u> MOVE AND PROCESS.
CLEAR CREDITS	CLEAR CREDITS	
CLEAR GAME DATA	CLEAR TICKETS, CREDITS AND GAME DATA (GAME SETTING VALUE IS SAVED)	
EXIT	EXIT	

<b>BOOKKEEPING DATA</b>	
<b>LCD DISPLAY</b>	<b>DESCRIPTION</b>
--- TOTAL GAMES --- 250	TOTAL NUMBER OF PLAY
--- TOTAL COIN IN ----- 250	TOTAL NUMBER OF COINS IN
---- TOTAL TICKETS ---- 6450	TOTAL NUMBER OF TICKETS OUT
--- AVERAGE TICKETS --- 25.8	DISPLAYING AVERAGE TICKETS OUT PER GAME (TOTAL TICKETS / TOTAL GAMES)
--SERVICE CREDIT IN-- 5	TOTAL NUMBER OF SERVICE CREDIT IN
----- TARGET ZONE A ---- 5	TOTAL COUNT OF WINNED TARGET ZONE A
----- TARGET ZONE B ---- 4	TOTAL COUNT OF WINNED TARGET ZONE B
----- TARGET ZONE C ---- 3	TOTAL COUNT OF WINNED TARGET ZONE C
----- TARGET ZONE D ---- 2	TOTAL COUNT OF WINNED TARGET ZONE D
----- TARGET ZONE E ---- 1	TOTAL COUNT OF WINNED TARGET ZONE E
---- SUPER BONUS ZONE -- 2	TOTAL COUNT OF WINNED SUPER BONUS
***** VER INFO *****	DISPLAYING VERSION INFORMATION
CANCEL BUTTON : EXIT	

<b>FACTORY-SETTINGS</b> INITIALIZING TO FACTORY SETTING VALUE (ALL DATA CLEAR AND RETURN TO THE DEFAULT SETTING)	
<b>LCD DISPLAY (PROCESS)</b>	<b>LCD DISPLAY (PROCESS)</b>
<b>FACTORY-SETTING</b> ARE YOU SURE? YES or <u>NO</u> MOVE CURSOR AND PROCESS	<b>FACTORY-SETTING</b> REALLY? YES or <u>NO</u> MOVE CURSOR AND PROCESS
	

## 5-3. TEST MODE

TEST MODE		
LCD DISPLAY	SET VALUE	DESCRIPTION
INPUT TEST	(Refer to following chart)	<p>○ INPUT SIGNAL TEST.</p> <p>If there is a change in input signal, it makes a short sound 1 time.</p> <p>➤ SUPER BONUS FND : Displaying input signal status.</p>
FND & LED OFF	OFF/ON	<p>○ FND &amp; LED OPERATION TEST.</p> <p>➤ Checking every operation status of FND and LED.</p>
DISPLAY TEST		<p>○ LCD MONITOR TEST.</p> <p>➤ Test color display of monitor</p> <p>➤ MOVE : JOYSTICK EXIT : UP/DOWN BUTTON</p>
X Y MOTOR TEST X-MOTOR : LEFT 00 Y-MOTOR : FRONT 00	DISPLAYING SENSOR&PROCESS STATUS	<p>○ X, Y-AXIS DRIVING MOTOR OPERATION TEST</p> <p>➤ Process the test when you move joystick to indicated direction. If LIMIT SW is checked, it stops automatically</p> <p>➤ MOVE : JOYSTICK EXIT : UP/DOWN BUTTON</p>
ARM MOTOR TEST ARM-MOVE : DOWN 10	DISPLAYING SENSOR&PROCESS STATUS	<p>○ ARM-AXIS DRIVING MOTOR OPERATION TEST</p> <p>➤ Process the test when you move joystick to indicated direction. If LIMIT SW is checked, it stops automatically</p> <p>➤ MOVE : JOYSTICK EXIT : UP/DOWN BUTTON</p>
POLE MOTOR TEST WIND 1 OFF UNWIND 0 OFF	OFF/ON DISPLAYING SENSOR STATUS	<p>○ POLE MOTOR OPERATION TEST</p> <p>➤ Process the test when you move joystick to indicated direction. If LIMIT SW is checked, it stops automatically</p> <p>➤ MOVE : JOYSTICK EXIT : UP/DOWN BUTTON</p>
LIFT MOTOR TEST UP 0 OFF DOWN 1 OFF	OFF/ON DISPLAYING SENSOR STATUS	<p>○ LIFT MOTOR OPERATION TEST (GONDORA)</p> <p>➤ Process the test when you move joystick to indicated direction. If LIMIT SW is checked, it stops automatically</p> <p>➤ MOVE : JOYSTICK EXIT : UP/DOWN BUTTON</p>
MEDAL CONTAINER TEST CLOSE 1 OFF OPEN 1 OFF	OFF/ON DISPLAYING SENSOR STATUS	<p>○ MEDAL CONTAINER MOTOR OPERATION TEST</p> <p>➤ Process the test when you move joystick to indicated direction. If LIMIT SW is checked, it stops automatically</p> <p>➤ MOVE : JOYSTICK EXIT : UP/DOWN BUTTON</p>
COUNT HOPPER TEST 3 MEDALS 3 OFF HOPPER 0 OFF EXIT	OFF/ON DISPLAYING SENSOR STATUS	<p>○ COUNT HOPPER OPERATION TEST</p> <p>➤ 3 MEDALS : If there are medals inside, it makes 3 medals out and stops automatically</p> <p>➤ Move by JOYSTICK, Process by UP/DOWN button</p> <p>➤ HOPPER ON/OFF : Display medal-out number</p>
TICKET TEST 0 OFF	OFF/ON DISPLAYING SENSOR STATUS	<p>○ TICKET DISPENSER TEST</p> <p>➤ If there is a ticket inside, it makes 3 tickets out and stops automatically</p>
COIN TEST OFF	OFF/ON	<p>○ COIN SELECTOR TEST.</p> <p>➤ Process by UP/DOWN button</p> <p>Check ON/OFF on COIN machine</p>

COUNTER TEST < >		O COUNTER TEST JOYSTICK LEFT (<) : COIN COUNTER TEST. JOYSTICK RIGHT (>) : TICKET COUNTER TEST. COUNT ONE WHENEVER MOVE ONCE
SOUND TEST	1~116	O UP/DOWN BUTTON TO START AND JOYSTICK LEFT/RIGHT TO PLAY LIST. ONE MORE PUSH UP/DOWN BUTTON, RETURN TO OFF
EXIT	TEST MODE EXIT	

TEST MODE -> INPUT TEST	
LCD DISPLAY	DESCRIPTION
INPUT TEST 0000000000 0000000000 00000000	DISPLAYING INPUT SIGNAL STATUS & CHANGE VALUE (If there is a change in input signal, it makes a short sound 1 time) TILT : NOT USE. SUPER BONUS FND : DISPLAYING EACH INPUT SIGNAL STATUS
EXPLANATION (ORDER AND EXPLANATION) FROM LEFT	
<ul style="list-style-type: none"> <li>➤ (X-AXIS LIMIT SW LEFT), (X-AXIS LIMIT SW RIGHT), (Y-AXIS LIMIT SW FRONT), (Y-AXIS LIMIT SW BACK), (Z-AXIS LIMIT SW UP), (Z-AXIS LIMIT SW DOWN), (POLE LIMIT SW), (POLE CHECK IR SENSOR), (LIFT SW UP), (LIFT SW DOWN),</li> <li>➤ (MEDAL CONTAINER LIMIT SW OPEN), (MEDAL CONTAINER LIMIT SW COLSE), (JOSTIC UP), (JOSTIC DOWN), (JOSTIC LEFT), (JOSTIC RIGHT), (UP/DOWN BUTTON), (SERVICE BUTTON)</li> <li>➤ (TICKET SENSOR1), (TICKET EMPTY SW1), (HOPPER SENSOR), (COIN SENSOR1), (COIN SENSOR2), (SERVICE, RESET), (MENU)</li> </ul>	

PLAYFIELD-TEST		
MODE TO SEE ALL OPERATIONS AT ONCE (USE AS MACHINE AGING MODE)		
● Show all results by operating driving parts repeatedly.		
LCD DISPLAY	DESCRIPTION	PROCESS
** PLAYFIELD-TEST **		
ARM TEST OK	➤ X-AXIS DRIVING PART TEST	PROCESS IMMEDIATELY WITH ENTER AND EXIT THE TEST IF YOU PUSH UP/DOWN BUTTON DURING TEST
X-AXIS TEST OK	➤ Y-AXIS DRIVING PART TEST	
Y-AXIS TEST OK	➤ ARM-Z-AXIS DRIVING TEST	
POLE TEST OK	➤ POLE DRIVING TEST	
COUNT HP TEST OK	➤ HOPPER DRIVING & COUNT TEST	
LIFT TEST OK	➤ LIFT DRIVING TEST.	
MEDAL CONATINER TEST OK	➤ MEDAL CONTAINER DRIVING TEST	
EXIT : UP/DOWN BUTTON	AUTOMATICALLY PROCESS AS ABOVE ORDER. AFTER 100 CIRCLES IT STOPS AUTOMATICALLY.	

# [ DIP SW SETTING ]

1. DIP SW1 ---- NOT USE

2. DIP SW2 ---- GAME OPTION

2	DESCRIPTION	REMARKS
OFF	A	DEFAULT
ON	B	➤ S-BONUS INCREMENT : AUTO A NUMBER OF WON TICKETS ACCUMULATES ON SUPER BONUS TICKET Q'TY. FAIL TICKET OR MERCY TICKET Q'TY ARE EXCEPTIONS.

3. DIP SW3~SW5 ---- NOT USE

4. DIP SW6~SW8 ---- DEFAULT VALUE SETTING

6	7	8	TYPE (EXPECTED TICKET PAYOUT)	TARGET VALUE	REMARKS
OFF	OFF	OFF	A ( 4 )	<ul style="list-style-type: none"> <li>➤ S-BONUS : 100 TICKET</li> <li>➤ ZONE E : 50 TICKET</li> <li>➤ ZONE D : 15 TICKET</li> <li>➤ ZONE C : 10 TICKET</li> <li>➤ ZONE B : 3 TICKET</li> <li>➤ ZONE A : 1 TICKET</li> </ul>	<ul style="list-style-type: none"> <li>➤ S-BONUS LIMIT : 1000</li> <li>➤ FAIL TICKET : 1</li> <li>➤ MERCY TICKET : 1</li> </ul>
OFF	OFF	ON	B ( 25 )	<ul style="list-style-type: none"> <li>➤ S-BONUS : 300 TICKET</li> <li>➤ ZONE E : 100 TICKET</li> <li>➤ ZONE D : 50 TICKET</li> <li>➤ ZONE C : 30 TICKET</li> <li>➤ ZONE B : 20 TICKET</li> <li>➤ ZONE A : 10 TICKET</li> </ul>	<ul style="list-style-type: none"> <li>➤ S-BONUS LIMIT : 1000</li> <li>➤ FAIL TICKET : 5</li> <li>➤ MERCY TICKET : 0</li> </ul>
OFF	ON	OFF	C ( 28 )	<ul style="list-style-type: none"> <li>➤ S-BONUS : 500 TICKET</li> <li>➤ ZONE E : 100 TICKET</li> <li>➤ ZONE D : 50 TICKET</li> <li>➤ ZONE C : 30 TICKET</li> <li>➤ ZONE B : 20 TICKET</li> <li>➤ ZONE A : 10 TICKET</li> </ul>	<ul style="list-style-type: none"> <li>➤ S-BONUS LIMIT : 1000</li> <li>➤ FAIL TICKET : 5</li> <li>➤ MERCY TICKET : 0</li> </ul>
OFF	ON	ON	D ( 30 )	<ul style="list-style-type: none"> <li>➤ S-BONUS : 500 TICKET</li> <li>➤ ZONE E : 150 TICKET</li> <li>➤ ZONE D : 50 TICKET</li> <li>➤ ZONE C : 30 TICKET</li> <li>➤ ZONE B : 20 TICKET</li> <li>➤ ZONE A : 10 TICKET</li> </ul>	<ul style="list-style-type: none"> <li>➤ S-BONUS LIMIT : 1000</li> <li>➤ FAIL TICKET : 5</li> <li>➤ MERCY TICKET : 0</li> </ul>
ON	OFF	OFF	E ( 30 )	<ul style="list-style-type: none"> <li>➤ S-BONUS : 1000 TICKET</li> <li>➤ ZONE E : 100 TICKET</li> <li>➤ ZONE D : 50 TICKET</li> <li>➤ ZONE C : 30 TICKET</li> <li>➤ ZONE B : 20 TICKET</li> <li>➤ ZONE A : 10 TICKET</li> </ul>	<ul style="list-style-type: none"> <li>➤ S-BONUS LIMIT : 9999</li> <li>➤ FAIL TICKET : 2</li> <li>➤ MERCY TICKET : 0</li> </ul>

<b>ON</b>	<b>OFF</b>	<b>ON</b>	<b>F ( 35 )</b>	<ul style="list-style-type: none"> <li>➤ S-BONUS : 1000 TICKET</li> <li>➤ ZONE E : 200 TICKET</li> <li>➤ ZONE D : 80 TICKET</li> <li>➤ ZONE C : 50 TICKET</li> <li>➤ ZONE B : 20 TICKET</li> <li>➤ ZONE A : 10 TICKET</li> </ul>	<ul style="list-style-type: none"> <li>➤ S-BONUS LIMIT : 9999</li> <li>➤ FAIL TICKET : 4</li> <li>➤ MERCY TICKET : 0</li> </ul>
<b>ON</b>	<b>ON</b>	<b>OFF</b>	<b>G ( 40 )</b>	<ul style="list-style-type: none"> <li>➤ S-BONUS : 1500 TICKET</li> <li>➤ ZONE E : 200 TICKET</li> <li>➤ ZONE D : 80 TICKET</li> <li>➤ ZONE C : 50 TICKET</li> <li>➤ ZONE B : 30 TICKET</li> <li>➤ ZONE A : 20 TICKET</li> </ul>	<ul style="list-style-type: none"> <li>➤ S-BONUS LIMIT : 9999</li> <li>➤ FAIL TICKET : 4</li> <li>➤ MERCY TICKET : 0</li> </ul>
<b>ON</b>	<b>ON</b>	<b>ON</b>	<b>H ( 55 )</b>	<ul style="list-style-type: none"> <li>➤ S-BONUS : 2000 TICKET</li> <li>➤ ZONE E : 200 TICKET</li> <li>➤ ZONE D : 100 TICKET</li> <li>➤ ZONE C : 60 TICKET</li> <li>➤ ZONE B : 40 TICKET</li> <li>➤ ZONE A : 20 TICKET</li> </ul>	<ul style="list-style-type: none"> <li>➤ S-BONUS LIMIT : 9999</li> <li>➤ FAIL TICKET : 6</li> <li>➤ MERCY TICKET : 0</li> </ul>

\* TYPE B, C, D are recommended in case DIP SW2 is ON only.

\* Payout can be different by playtime, playfield coin or circumstances of game center.

\* Above data is based on default playfield coin number, 600 coins. Providing numbers are 650 coins.

## 5-4. ERROR CODE

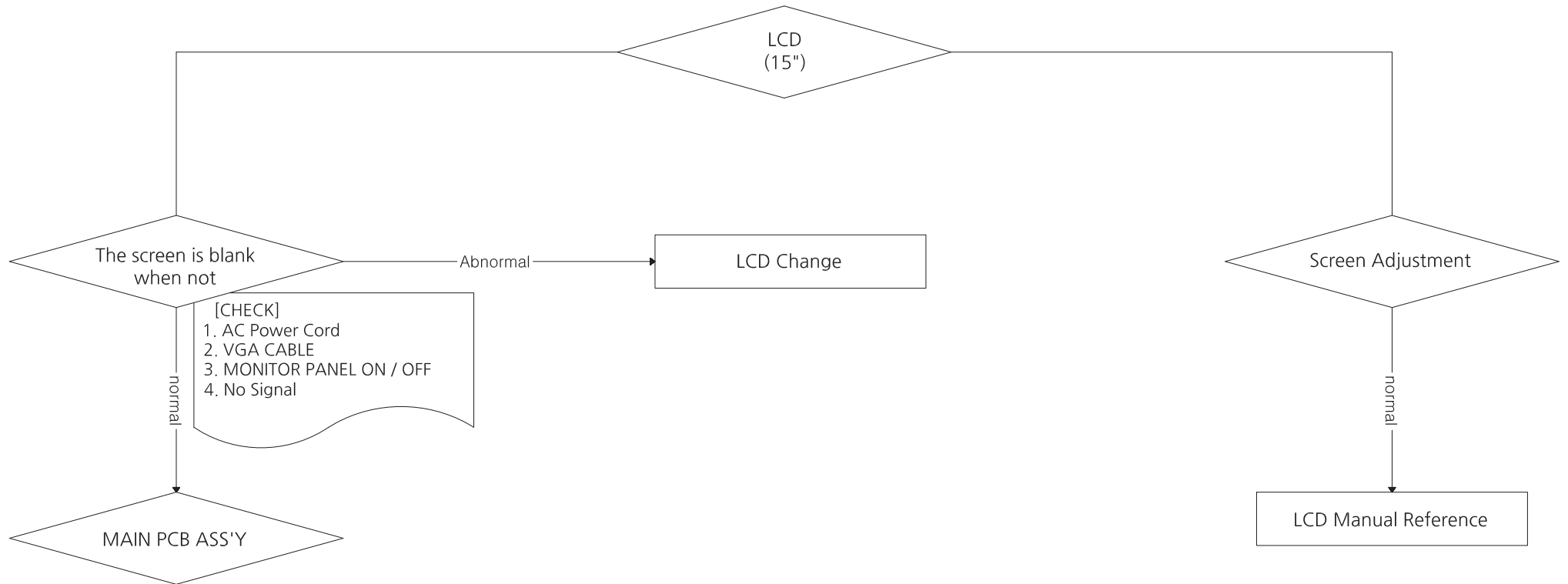
ERROR CODE	EXPLANATION	DESCRIPTION
<b>ERROR 01</b>	TICKET DISPENSER ERROR	NO TICKET OR TICKET DISPENSER PROBLEM. (AFTER TROUBLE SHOOTING, PUSH RESET BUTTON)
<b>ERROR 02</b>	COIN SELECTOR ERROR	COIN JAM OR COIN SELECTOR PROBLEM. (AFTER TROUBLE SHOOTING, PUSH RESET BUTTON)
<b>ERROR 03</b>	X-AXIS DRIVING PART ERROR	DRIVING MOTOR OR LOOSEN BELT OR LIMIT SW PROBLEM (AFTER TROUBLE SHOOTING, PUSH RESET BUTTON)
<b>ERROR 04</b>	Y-AXIS DRIVING PART ERROR	DRIVING MOTOR OR LOOSEN BELT OR LIMIT SW PROBLEM (AFTER TROUBLE SHOOTING, PUSH RESET BUTTON)
<b>ERROR 05</b>	Z-AXIS (ARM-AXIS) DRIVING PART ERROR	DRIVING MOTOR OR LOOSEN WIRE OR LIMIT SW PROBLEM (AFTER TROUBLE SHOOTING, PUSH RESET BUTTON)
<b>ERROR 06</b>	POLE DRIVING PART ERROR	DRIVING MOTOR OR LOOSEN WIRE OR POLE LIMIT SW OR POLE CHECK IR SENSOR PROBLEM (AFTER TROUBLE SHOOTING, PUSH RESET BUTTON)
<b>ERROR 07</b>	MEDAL CONTAINER DRIVING PART ERROR	DRIVING MOTOR OR LIMIT SW PROBLEM. (AFTER TROUBLE SHOOTING, PUSH RESET BUTTON)
<b>ERROR 08</b>	COUNT HOPPER ERROR	COUNT HOPPER OR COIN JAM OR COUNT SENSOR PROBLEM (AFTER TROUBLE SHOOTING, PUSH RESET BUTTON)
<b>ERROR 09</b>	LIFT MOTOR ERROR	LIFT MOTOR OR LIFT MOTOR LIMIT SW PROBLEM. (AFTER TROUBLE SHOOTING, PUSH RESET BUTTON)



# 6. TROUBLESHOOTING

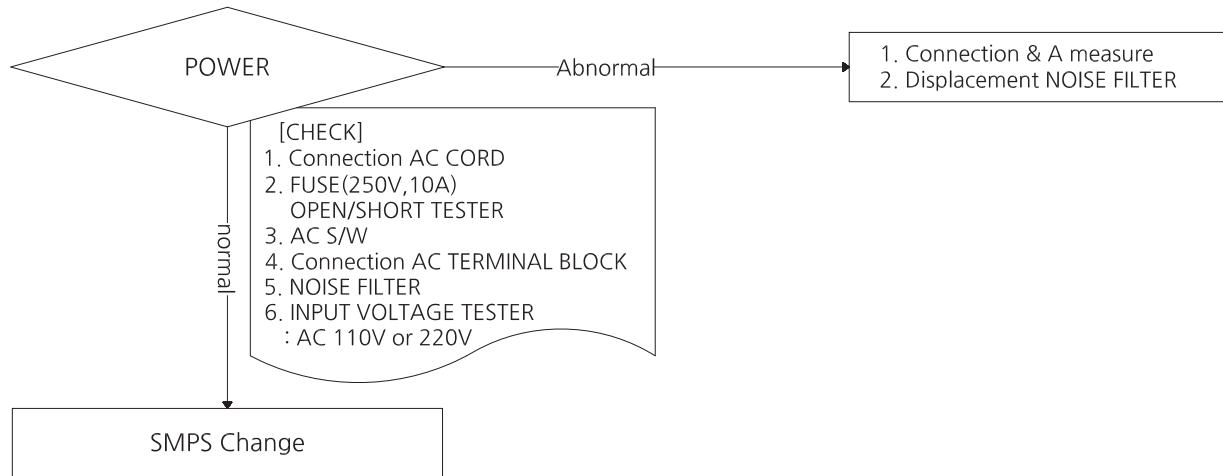
## 6-1. SCREEN PROBLEM

\*Common: Check the input voltage, check wiring



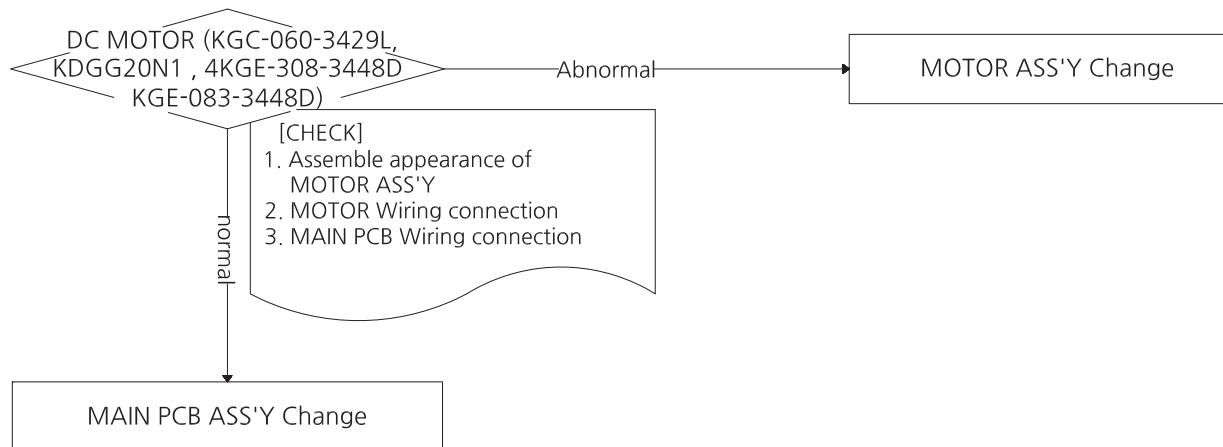
## 6-2. IN CASE OF POWER FAILURE

\*Common: Check the input voltage, check wiring



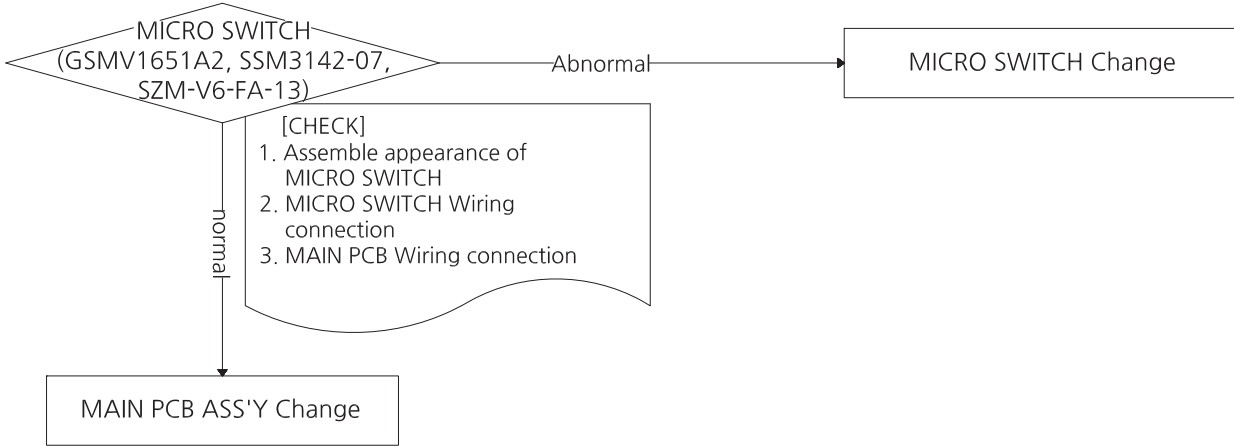
## 6-3. MOTOR ERROR

\*Common: Check the input voltage, check wiring



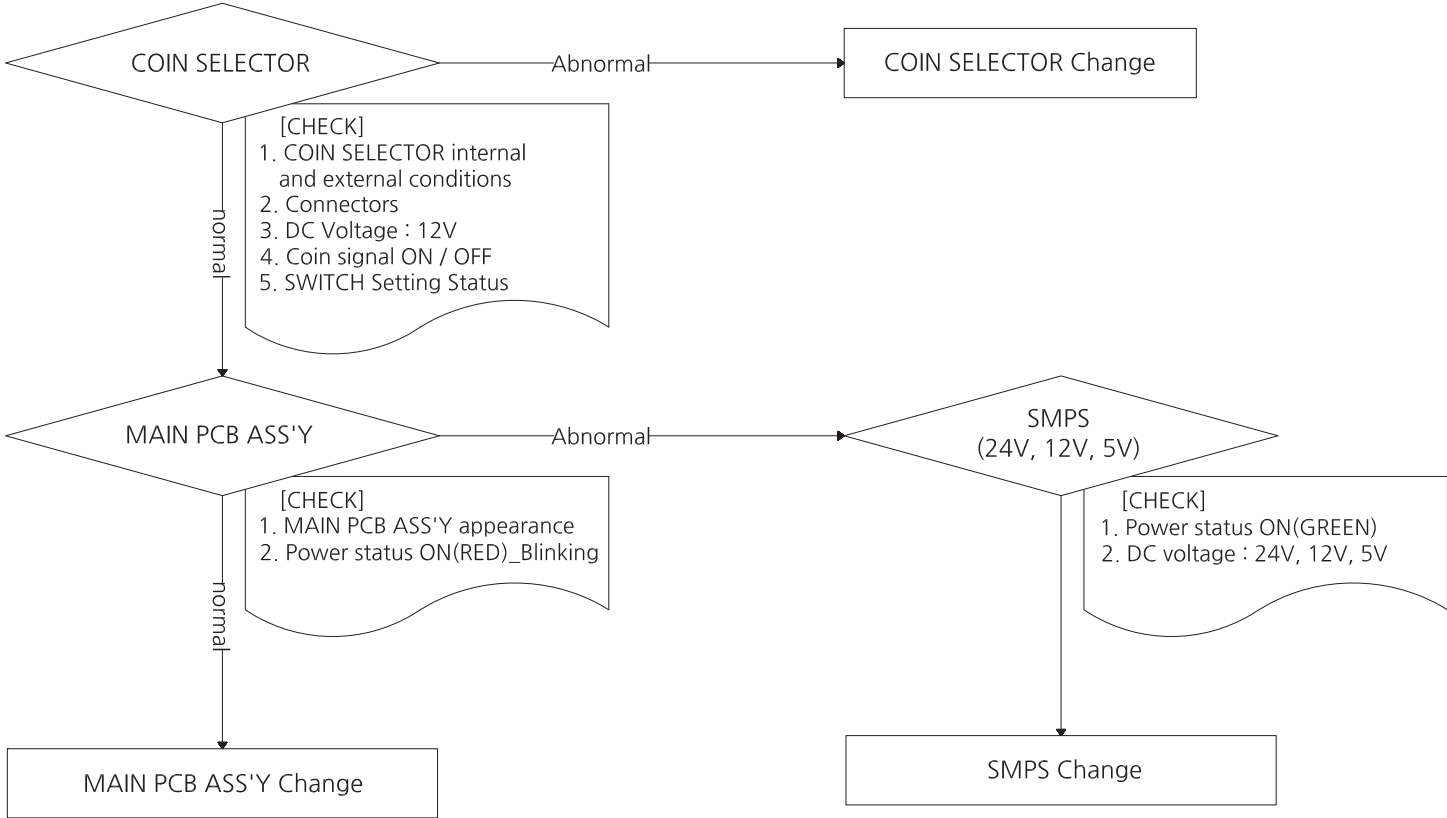
# 6-4. MICRO SWITCH ERROR

\*Common: Check the input voltage, check wiring



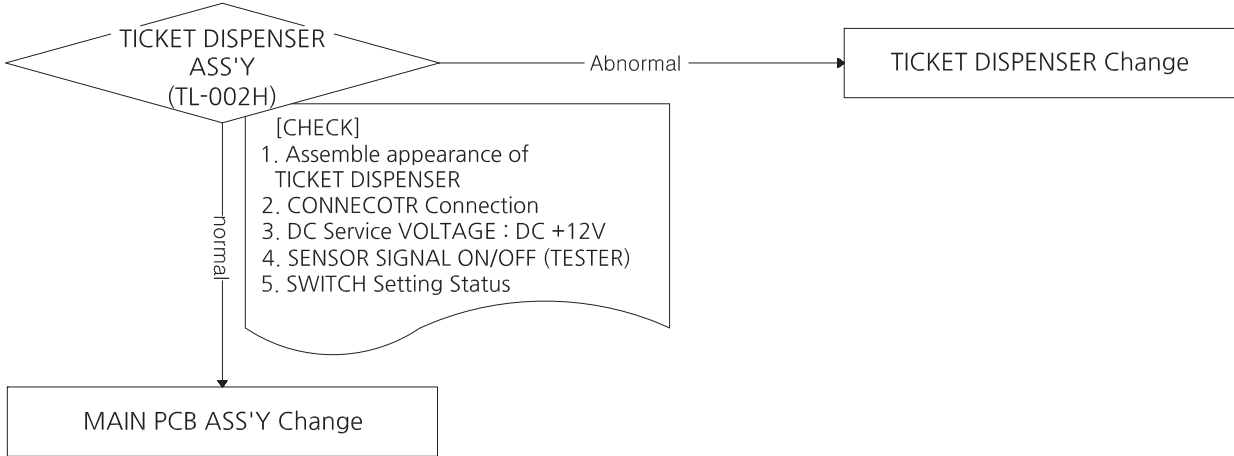
# 6-5. COIN SELECTOR ERROR

\*Common: Check the input voltage, check wiring



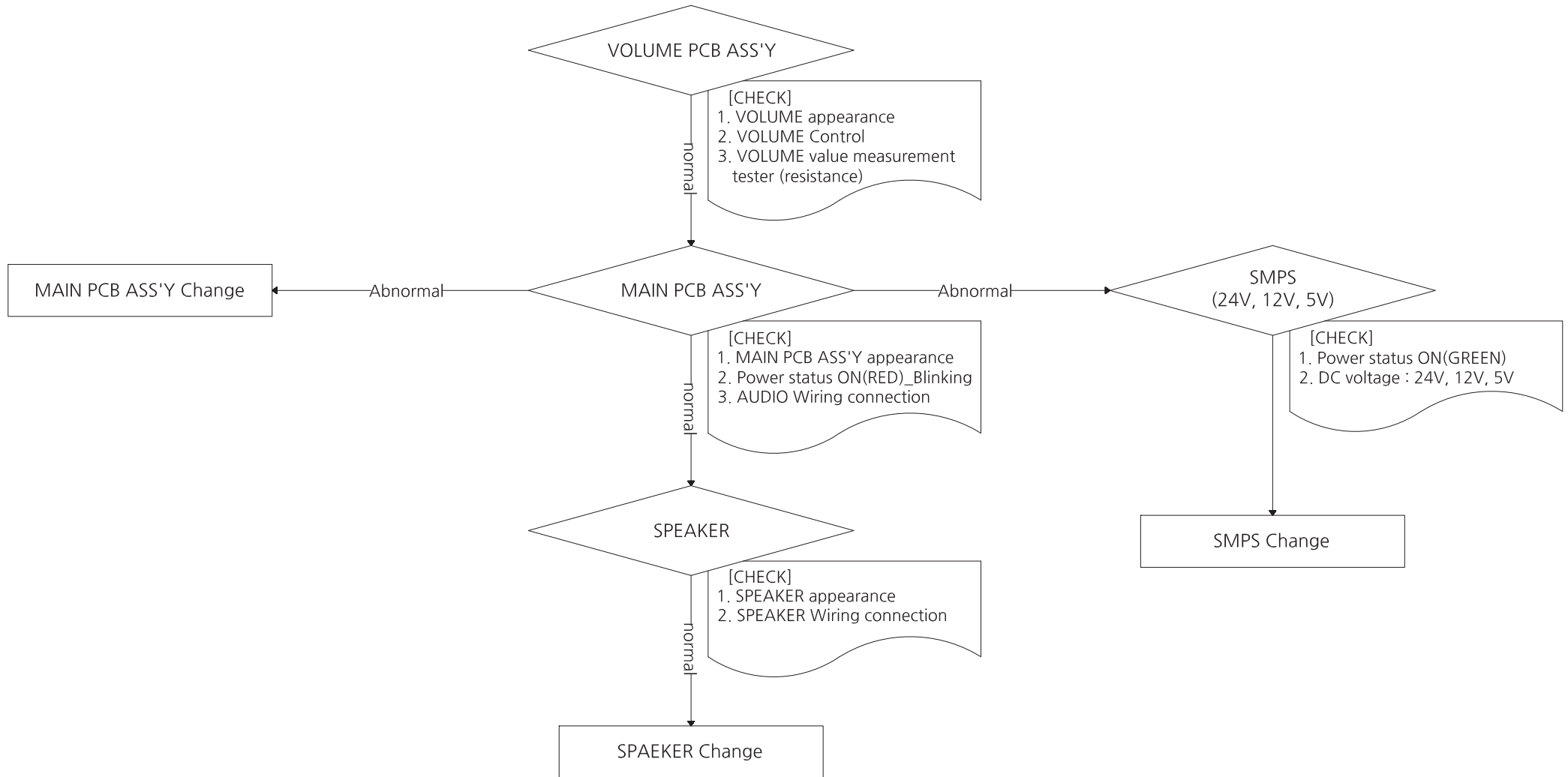
# 6-6. TICKET DISPENSER ERROR

\*Common: Check the input voltage, check wiring



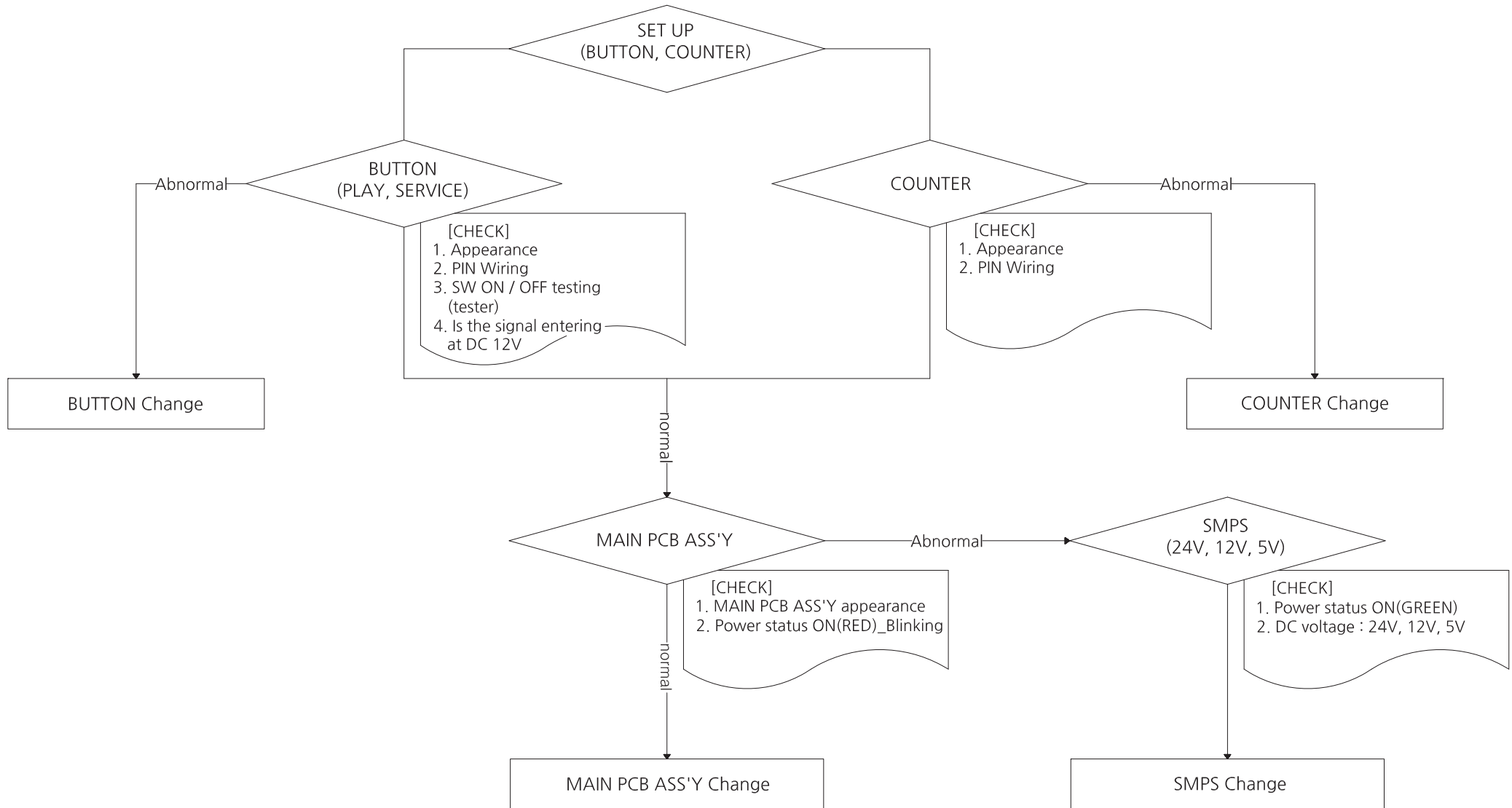
# 6-7. SOUND ERROR

\*Common: Check the input voltage, check wiring



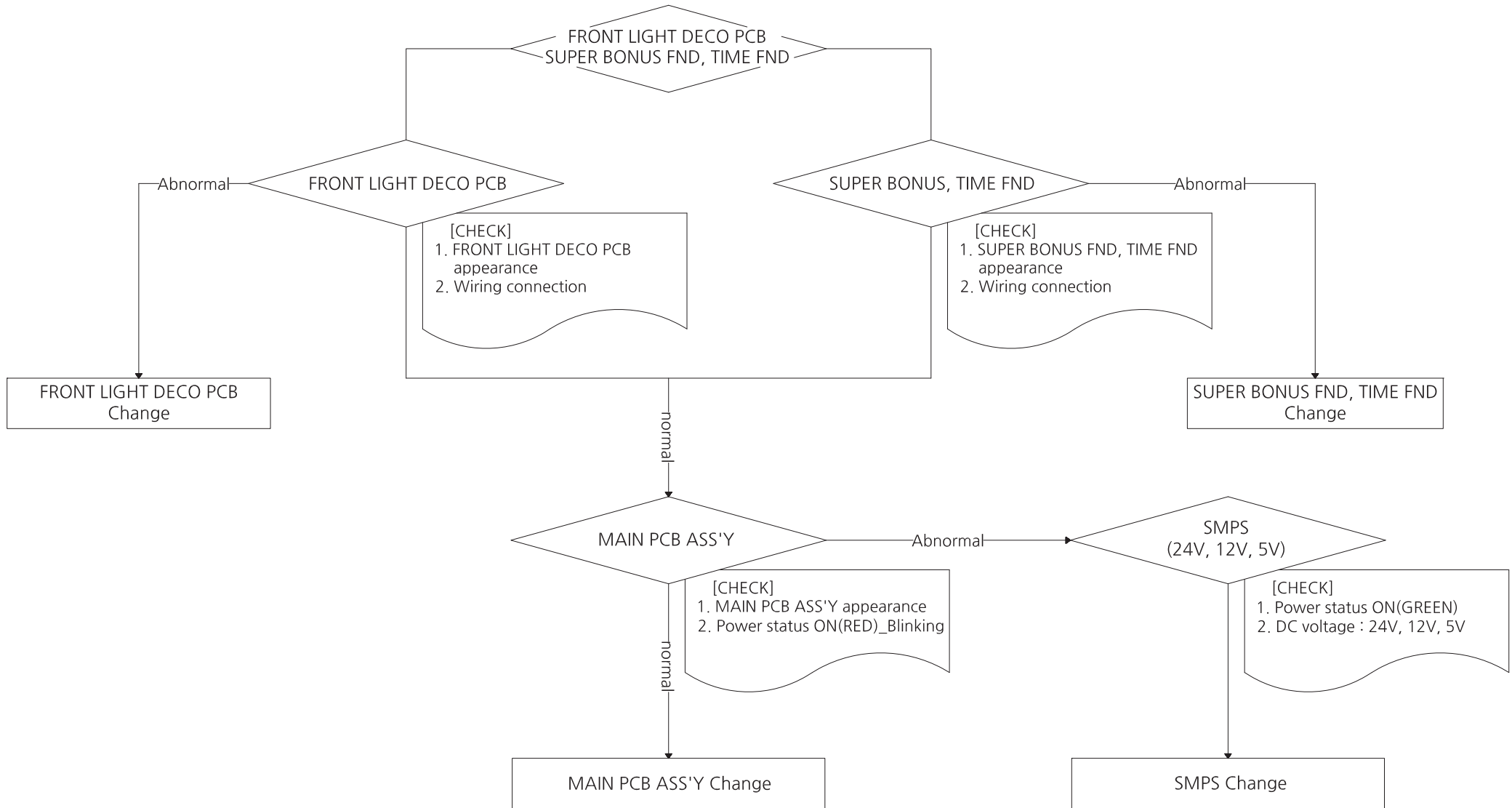
## 6-8. BUTTON & COUNTER ERROR

\*Common: Check the input voltage, check wiring



# 6-9. FRONT LIGHT DECO PCB & SUPER BONUS FND, TIME FND ERROR

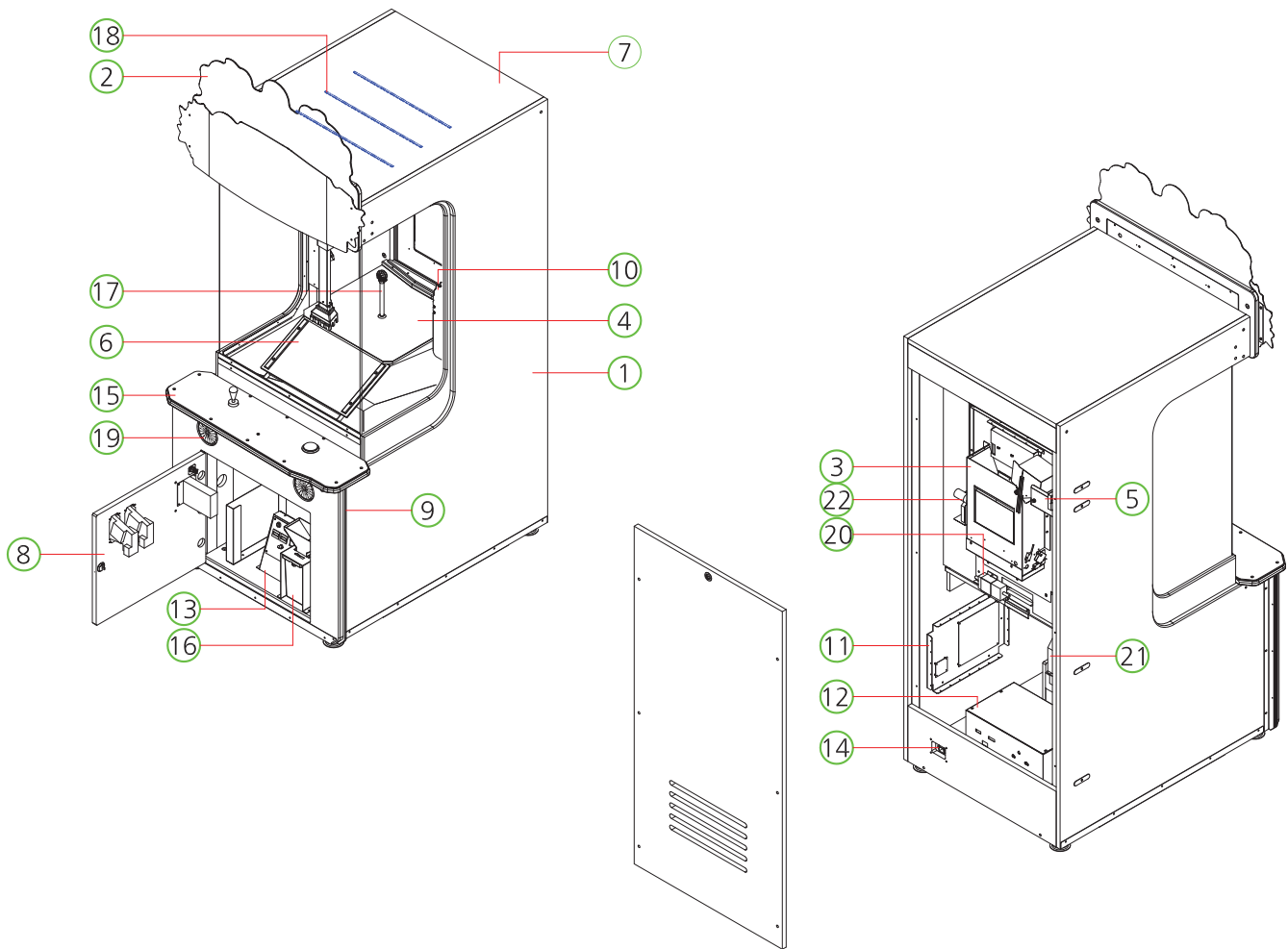
\*Common: Check the input voltage, check wiring





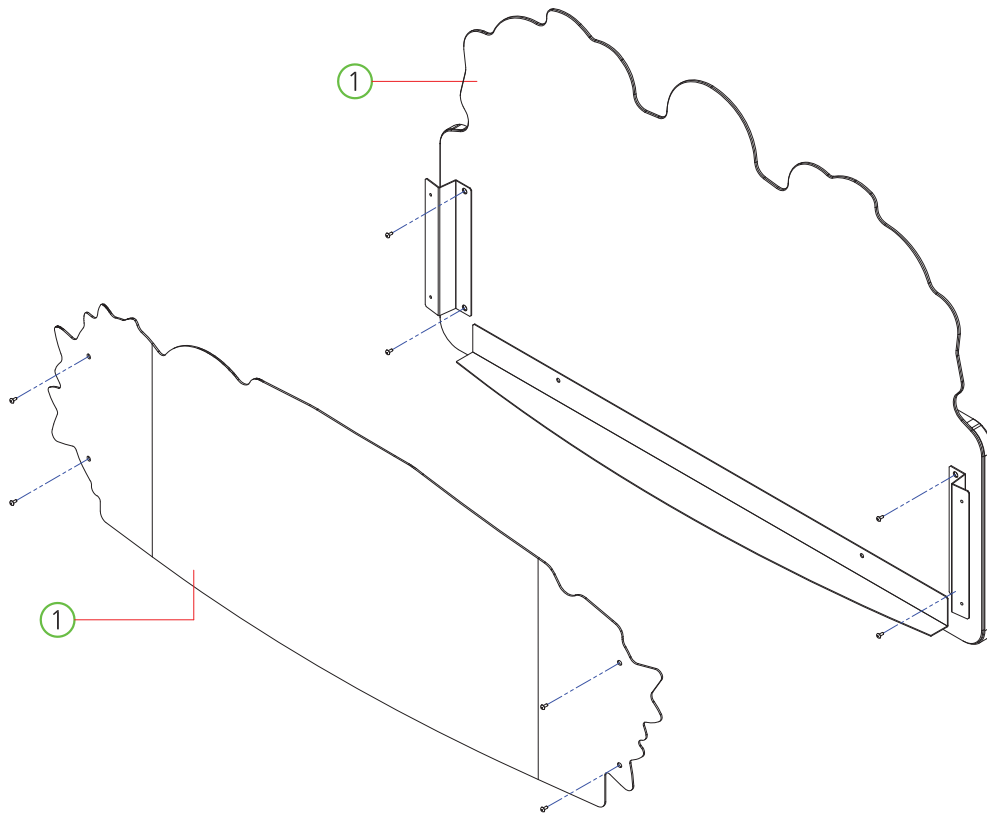
# 7. EXPLODED VIEW

## 7-1. MAIN CABINET



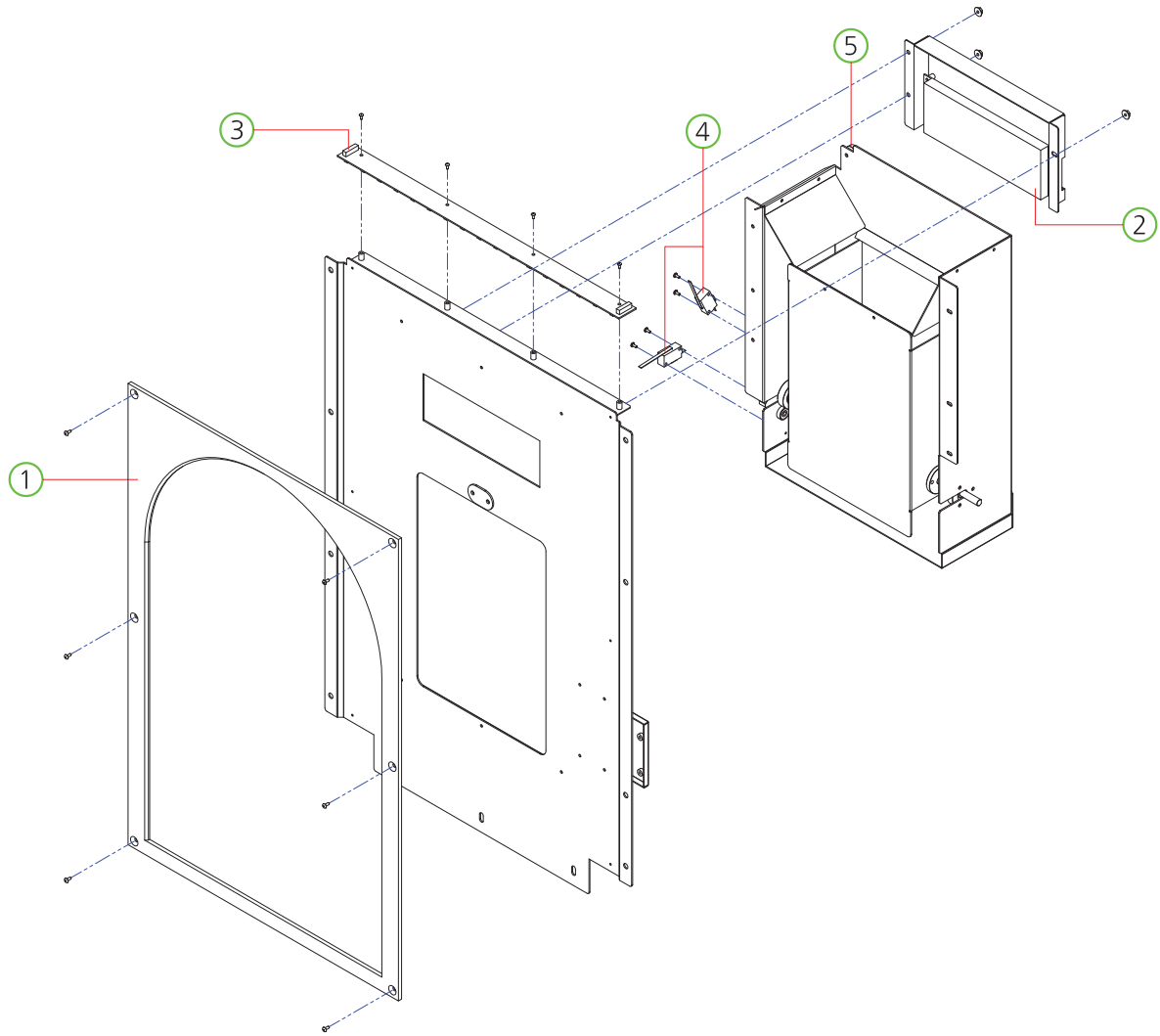
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	MAIN CABINET PART	-	1	-
2	BILLBOARD PART	-	1	-
3	MEDAL BOX PART	-	1	-
4	MEDAL PLATE PART	-	1	-
5	GONDOLA PART	-	1	-
6	LCD PART	-	1	-
7	N-XY PART	-	1	-
8	FRONT DOOR PART	-	1	-
9	SIDE LED PART	-	1	-
10	SENSOR PART	-	2	-
11	MAIN BOARD PART	-	1	-
12	SMPS PANEL PART	-	1	-
13	SETUP PANEL PART	-	1	-
14	AC INPUT PART	-	1	-
15	BUTTON PANEL PART	-	1	-
16	COIN BOX PART	-	1	-
17	POLE PART	-	1	-
18	LED STICK BAR	CW500	3	MELE0LED002
19	SPEAKER	MID4.5"+TW1/2" 8Ω	2	MZZZ0SPE021
20	LCD ADAPTER	12V-3.3A	1	MELE0ADA001
21	HOPPER MACHINE	JSH666DD5	1	AZZZ0HOP020
22	DC MOTOR	KGE-308-3448D_12V5000RPM_1:308	1	MZZZ0MOT092

## 7-2. BILLBOARD PART



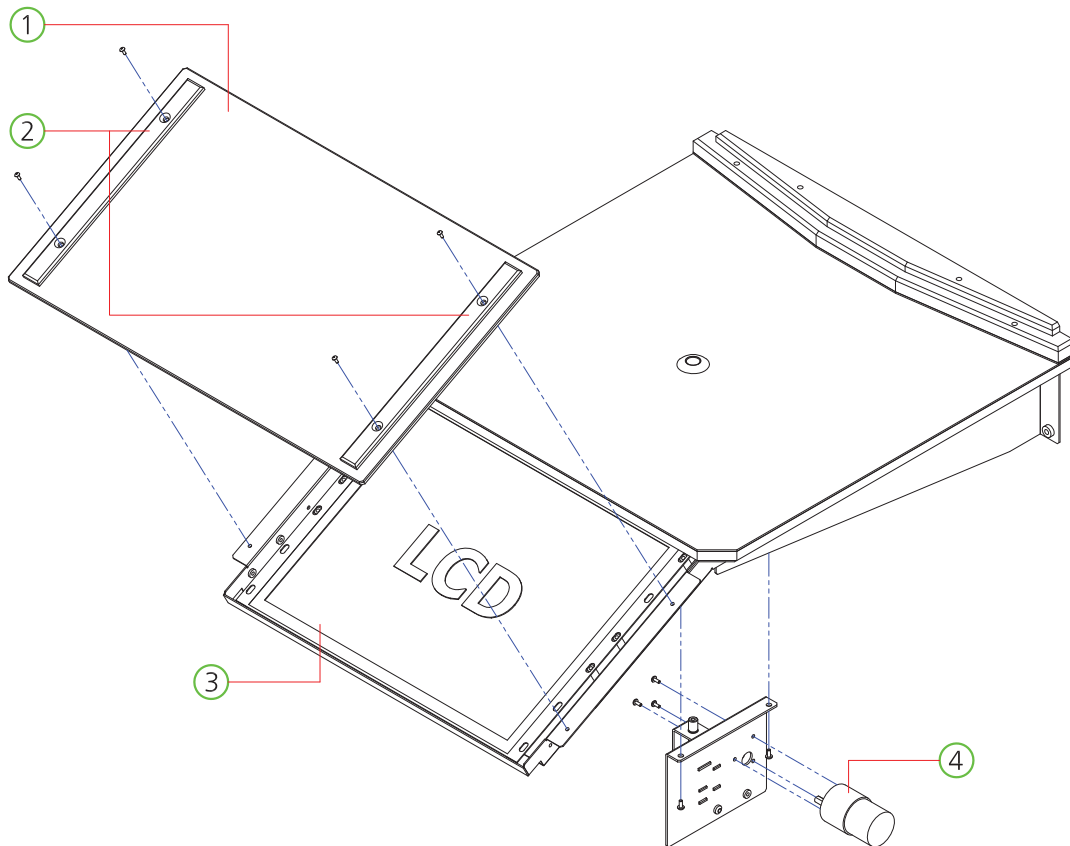
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	FRONT ACRYL	ACRYL-2.0t	1	MGDM0ACR001
2	POP ACRYL	ACRYL-3.0t	1	MGDM0ACR007

### 7-3. MEDAL BOX PART



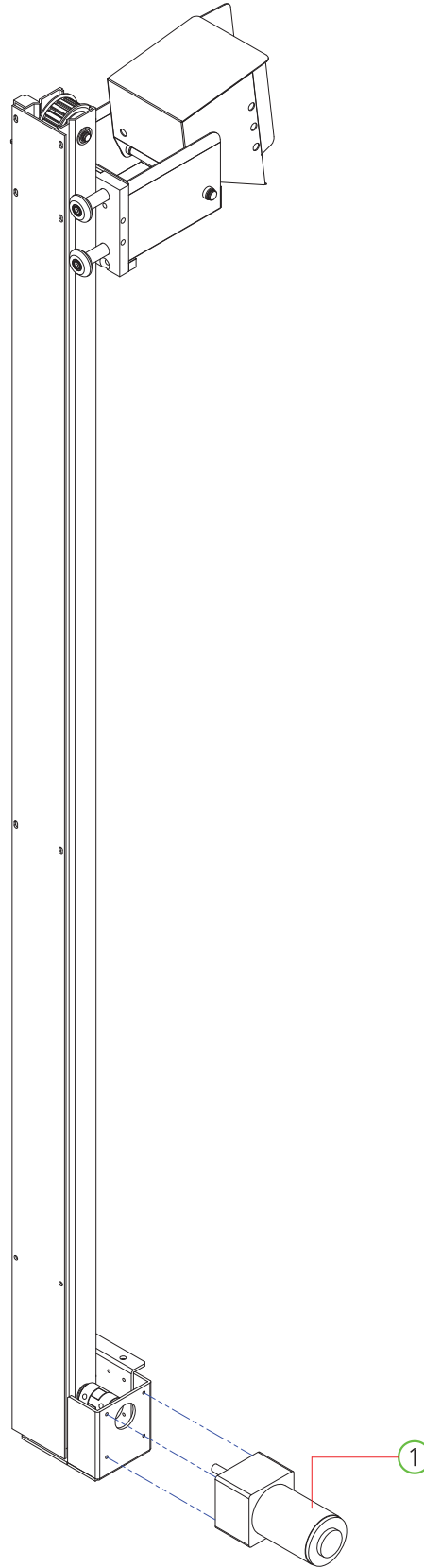
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	FROTN LED ACRYL	ACRYL-5.0t	1	MGDM0ACR002
2	FRONT FND PCB ASS'Y	4870-4(STRAIGHT)	1	AFND0PCB009
3	FRONT LIGHT DECO PCB ASS'Y	-	1	ATTC0PCB004
4	MICRO SWITCH-S	SSM3142	2	MELE0MIC003

## 7-4. MEDAL PLATE PART



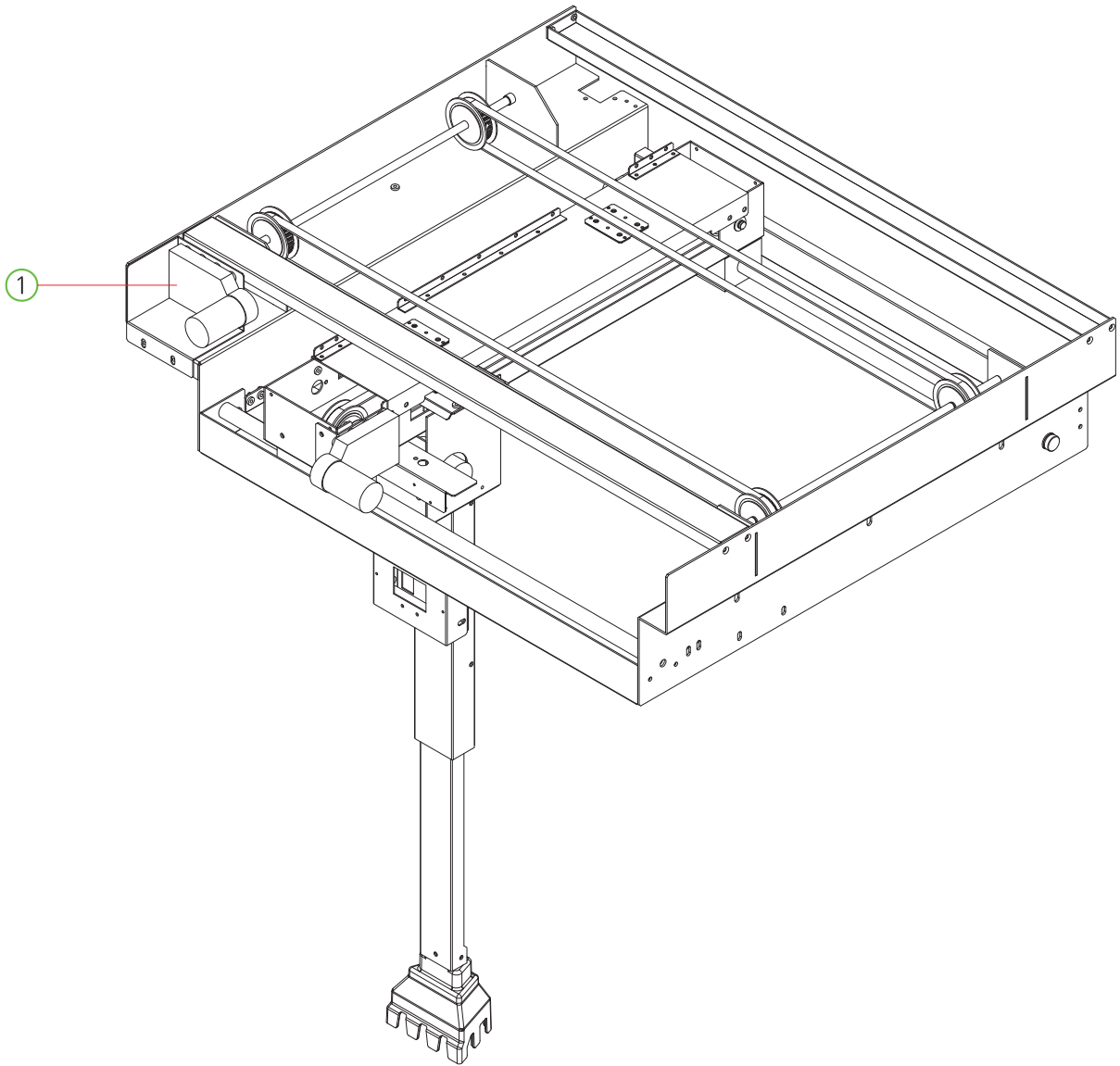
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	LCD GLASS	GLASS-5.0t	2	AGDM0ASS005
2	BOLT COVER ACRYL	-	1	MGDM0ACR005
3	LCD MONITOR	15"	1	MZZZ0MON028
4	DC MOTOR	KGC-060-3429L_ 12V5000RPM_1:60	1	MZZZ0MOT090

## 7-5. GONDOLA PART



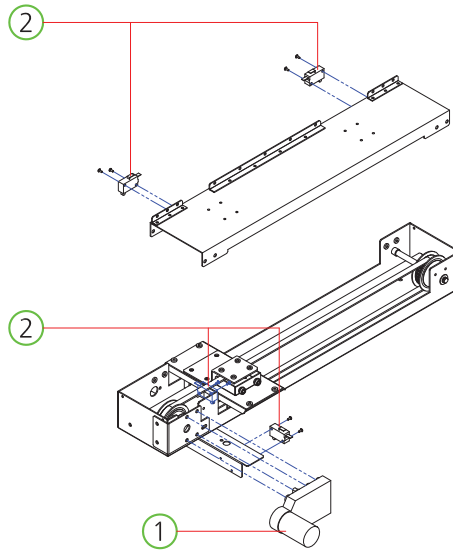
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	MOTOR	KDGG20N1_1:100_ 12V3000RPM	1	MZZZ0MOT091
	GEAR BOX	K6G30C	1	MZZZ0MOS011

## 7-6. N-XY PART



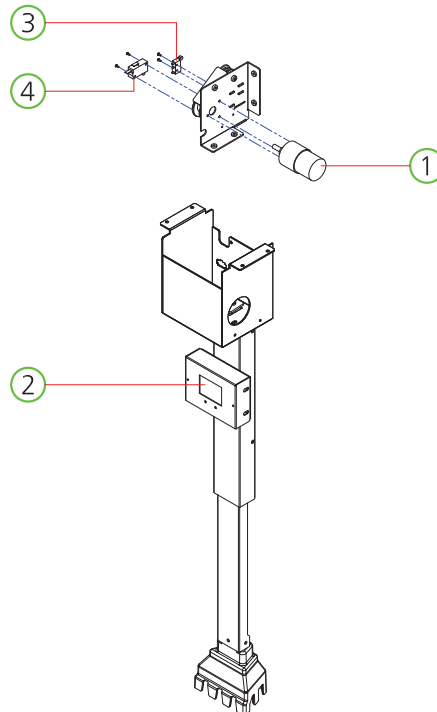
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	MOTOR	KGE-083-3448D _12V5000RPM	1	MZZZ0MOT093

## - Y MECHA PART



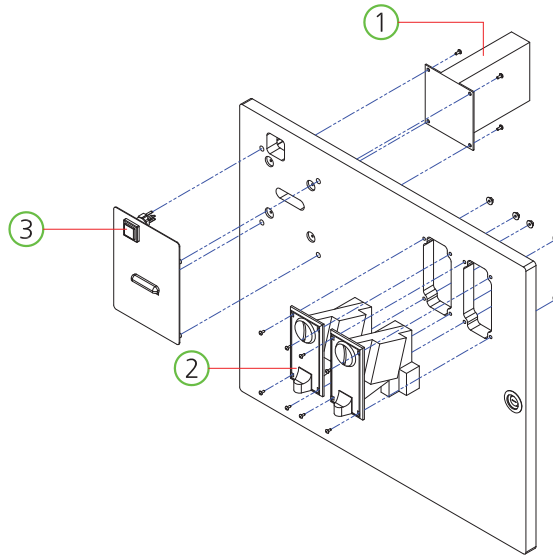
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	MOTOR	KGE-083-3448D _12V5000RPM	1	MZZZ0MOT093
2	MICRO SWITCH	GSMV1651A2(S.R)	4	-

## - ARM PART



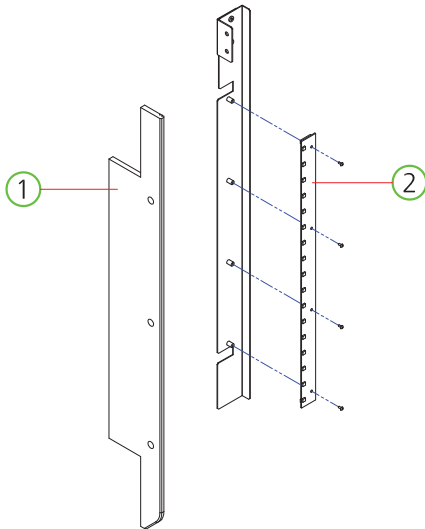
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	MOTOR	KGC-060-3429L_ 12V5000RPM_1:60	1	MZZZ0MOT090
2	TIME FND PCB ASS'Y	2029-2(STRAIGHT)	1	AFND0PCB001
3	MICRO SWITCH-S	SSM3142-07	1	MELE0MIC003
4	MICRO SWITCH	GSMV1651A2(S.R)	1	MELE0MIC021

## 7-7. FRONT DOOR PART



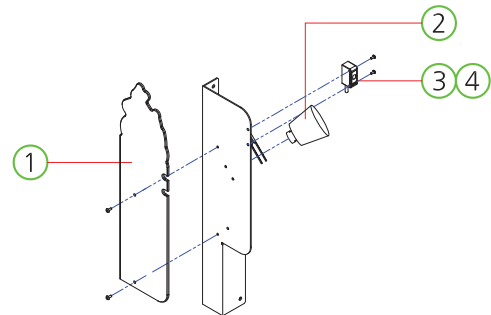
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	TICKET DISPENSER	TL-002H	1	MZZZ0TID007
2	COIN SELECTOR	TW-333	2	MZZZ0COS045
3	BUTTON SWITCH	AM1PB-26SH R12D	1	MMUM0BUT002

## 7-8. SIDE LED PART



NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	SIDE LED ACRYL L,R	ACRYL-8.0t	1	MGDM0ACR003,4
2	FRONT LIGHT DECO PCB ASS'Y	-	1	ATTC0PCB004

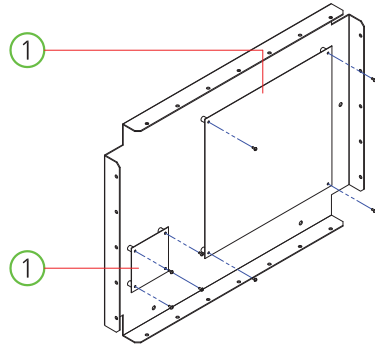
## 7-9. SENSOR PART



NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	SENSOR COVER ACRYL L,R	ACRYL-3.0t	1	MGDM0ACR003,4
2	HALOGEN	12V 5W 3000K	1	MELE0LAM083
3	PHOTO SENSOR_M	BYD3M-TDT2	1	MELE0PHO029
4	PHOTO SENSOR_F	BYD3M-TDT1	1	MELE0PHO028

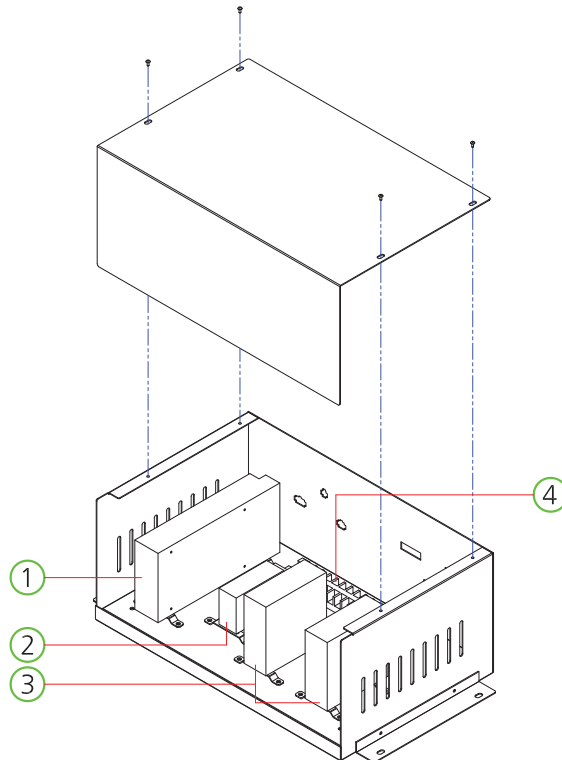


## 7-10. MAIN BOARD PART



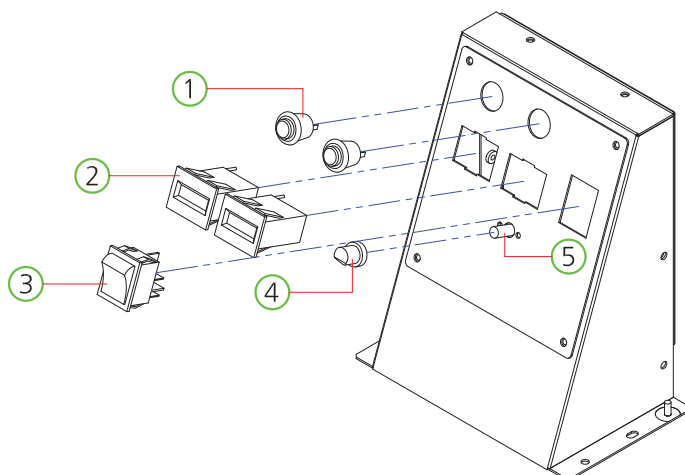
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	MAIN PCB ASS'Y	-	1	AGDM0PCB001
2	JOY HOPPER PCB ASS'Y	24V	1	AGDM0PCB002

## 7-11. SMPS PANEL PART



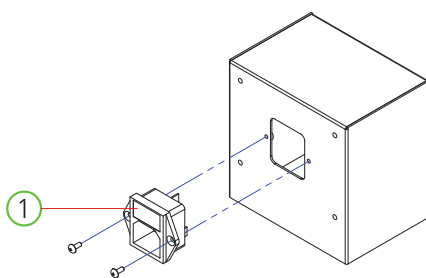
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	POWER SMPS	NSE-150_24V	1	MELE0SMP049
2	POWER SMPS	RS25-5V	1	MELE0SMP056
3	POWER SMPS	RS25-12V	2	MELE0SMP055
4	TERMINAL BLOCK	250V 10P	1	MELE0TEB003

## 7-12. SETUP PANEL PART



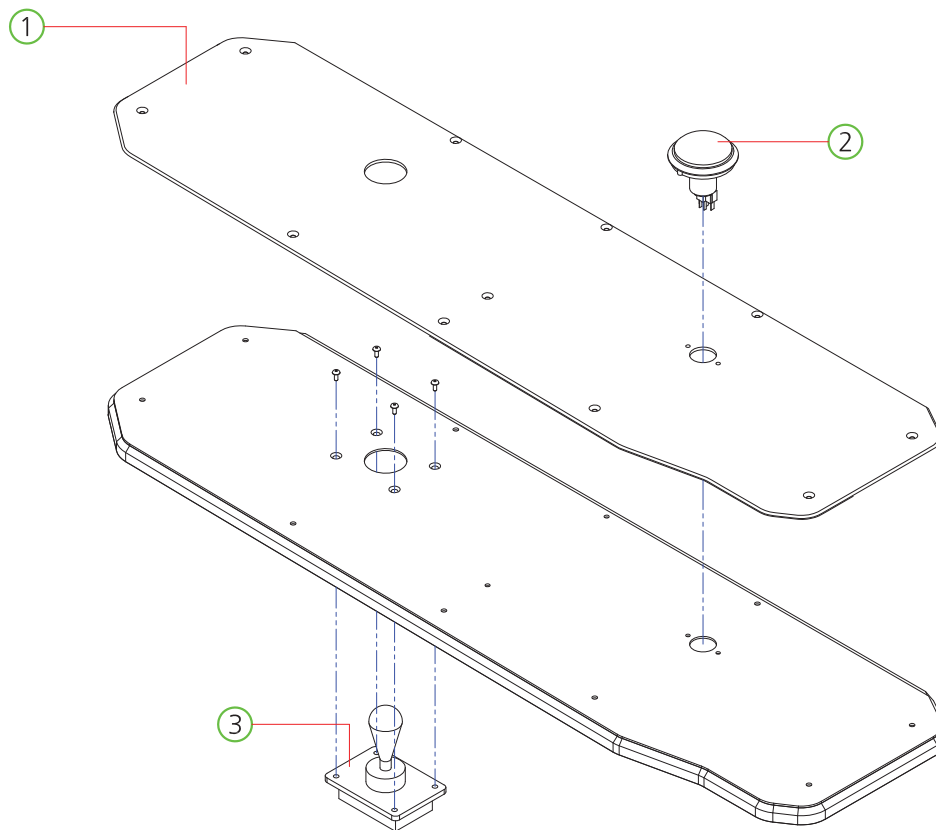
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	PUSH BUTTON SWITCH	HS 412R	2	MELE0PUS001
2	COUNTER	AMMC-712(OA127CL)	2	MZZZ0COU002
3	ROCKER SWITCH	T-125 4P	1	MELE0SWI004
4	VOLUME KNOB	-	1	MELE0VOL007
5	VOLUME PCB ASS'Y	-	1	AHM20PCB016

## 7-13. AC INPUT PART

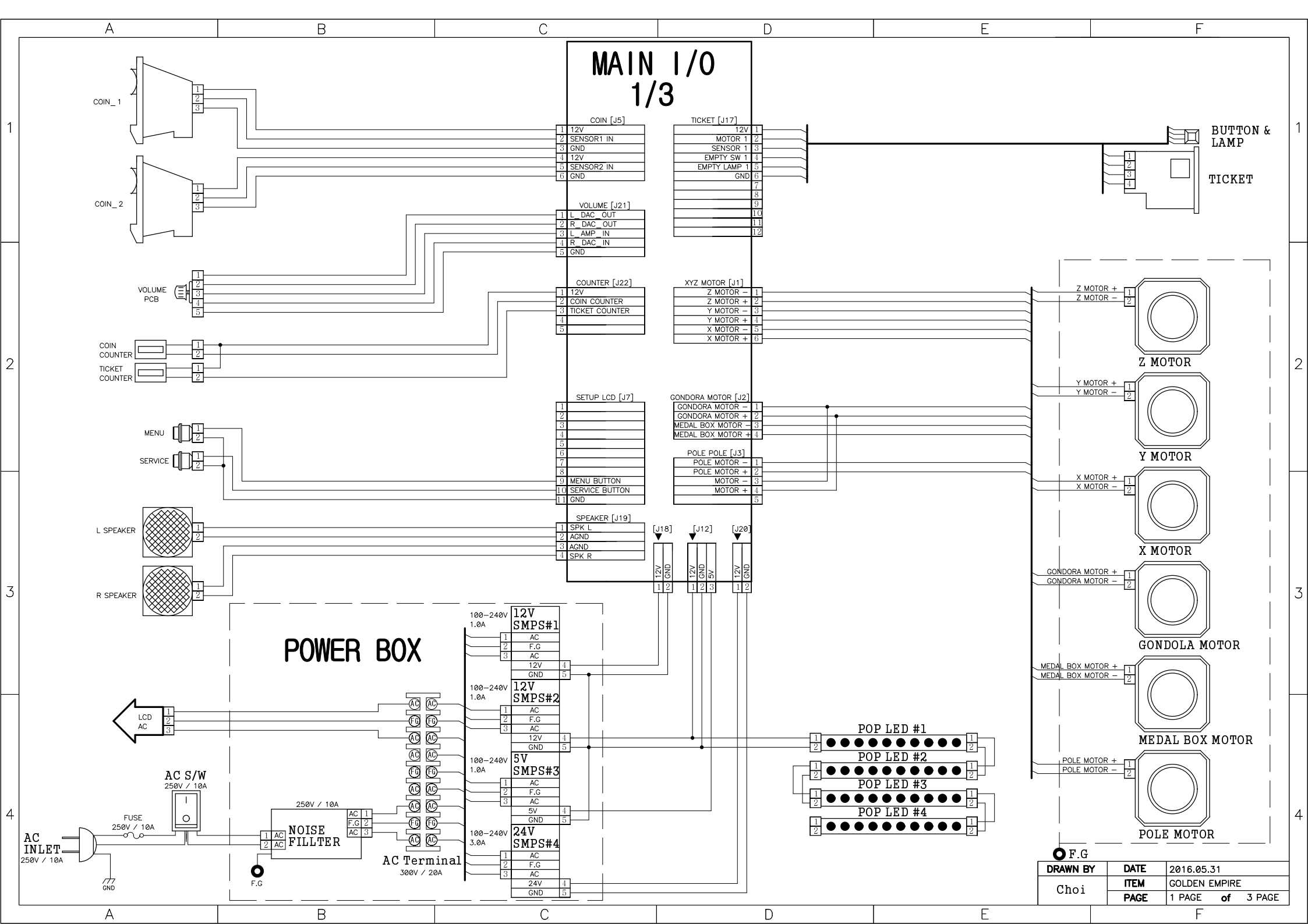


NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	AC INPUT	DAC-13H	1	MELE0SWI015

## 7-14. BUTTON PANEL PART



NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	BUTTON PLATE ACRYL	ACRYL-3.0t	1	MGDM0ACR011
2	BUTTON SWITCH	CWB-411WP_BLUE_ WITH COVER	1	MELE0PUS008
3	JOYSTIC	CWL-307-JMS BLACK WITH COVER	1	AZZZ0JOY013



# MAIN I/O 1/3

- COIN [J5]
- 1 12V
  - 2 SENSOR1 IN
  - 3 GND
  - 4 12V
  - 5 SENSOR2 IN
  - 6 GND

- VOLUME [J21]
- 1 L\_DAC\_OUT
  - 2 R\_DAC\_OUT
  - 3 L\_AMP\_IN
  - 4 R\_DAC\_IN
  - 5 GND

- COUNTER [J22]
- 1 12V
  - 2 COIN COUNTER
  - 3 TICKET COUNTER
  - 4
  - 5

- SETUP LCD [J7]
- 1
  - 2
  - 3
  - 4
  - 5
  - 6
  - 7
  - 8
  - 9 MENU BUTTON
  - 10 SERVICE BUTTON
  - 11 GND

- SPEAKER [J19]
- 1 SPK L
  - 2 AGND
  - 3 AGND
  - 4 SPK R

- TICKET [J17]
- 1 12V
  - 2 MOTOR 1
  - 3 SENSOR 1
  - 4 EMPTY SW 1
  - 5 EMPTY LAMP 1
  - 6 GND
  - 7
  - 8
  - 9
  - 10
  - 11
  - 12

- XYZ MOTOR [J1]
- 1 Z MOTOR -
  - 2 Z MOTOR +
  - 3 Y MOTOR -
  - 4 Y MOTOR +
  - 5 X MOTOR -
  - 6 X MOTOR +

- GONDORA MOTOR [J2]
- 1 GONDORA MOTOR -
  - 2 GONDORA MOTOR +
  - 3 MEDAL BOX MOTOR -
  - 4 MEDAL BOX MOTOR +

- POLE POLE [J3]
- 1 POLE MOTOR -
  - 2 POLE MOTOR +
  - 3 MOTOR -
  - 4 MOTOR +
  - 5

## POWER BOX

- 12V SMPS#1  
100-240V 1.0A
- 1 AC
  - 2 F.G
  - 3 AC
  - 4 12V
  - 5 GND

- 12V SMPS#2  
100-240V 1.0A
- 1 AC
  - 2 F.G
  - 3 AC
  - 4 12V
  - 5 GND

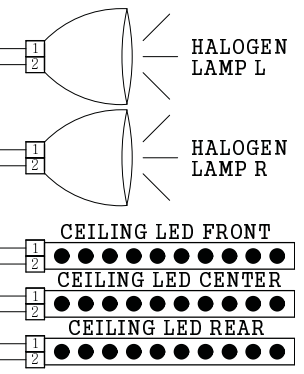
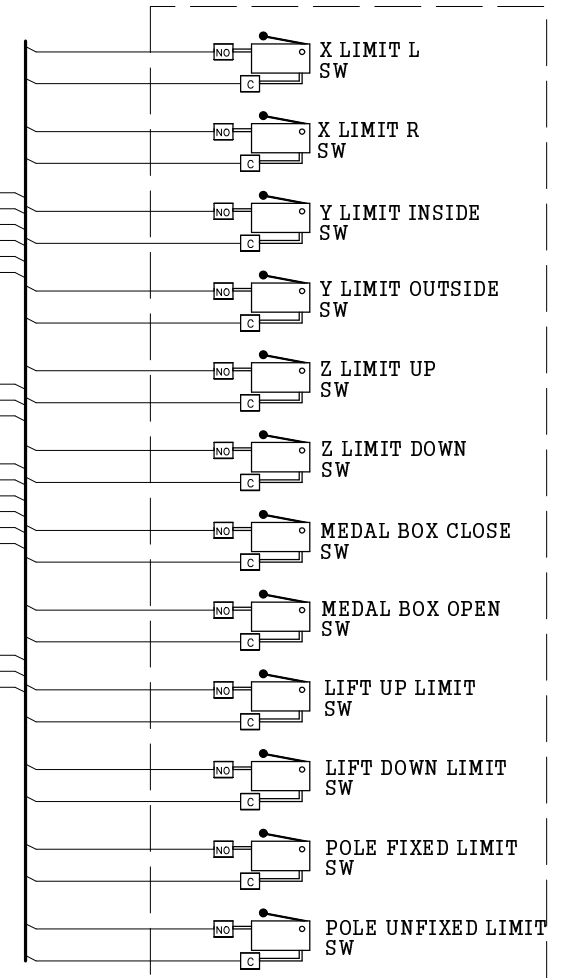
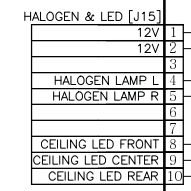
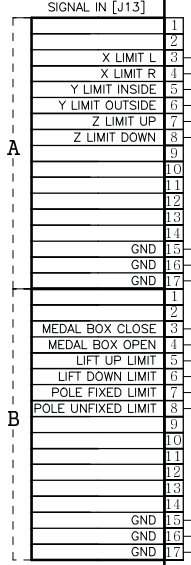
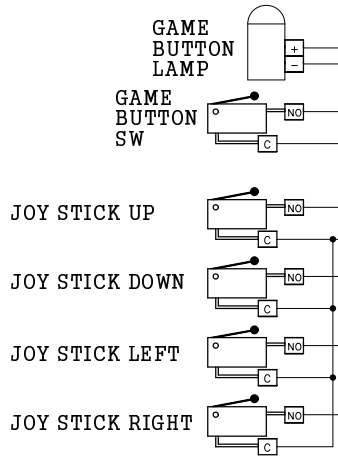
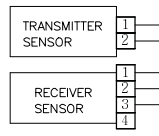
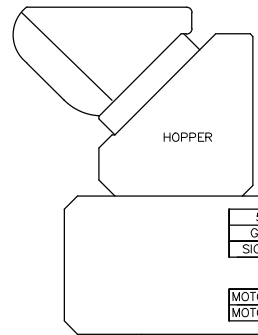
- 5V SMPS#3  
100-240V 1.0A
- 1 AC
  - 2 F.G
  - 3 AC
  - 4 5V
  - 5 GND

- 24V SMPS#4  
100-240V 3.0A
- 1 AC
  - 2 F.G
  - 3 AC
  - 4 24V
  - 5 GND

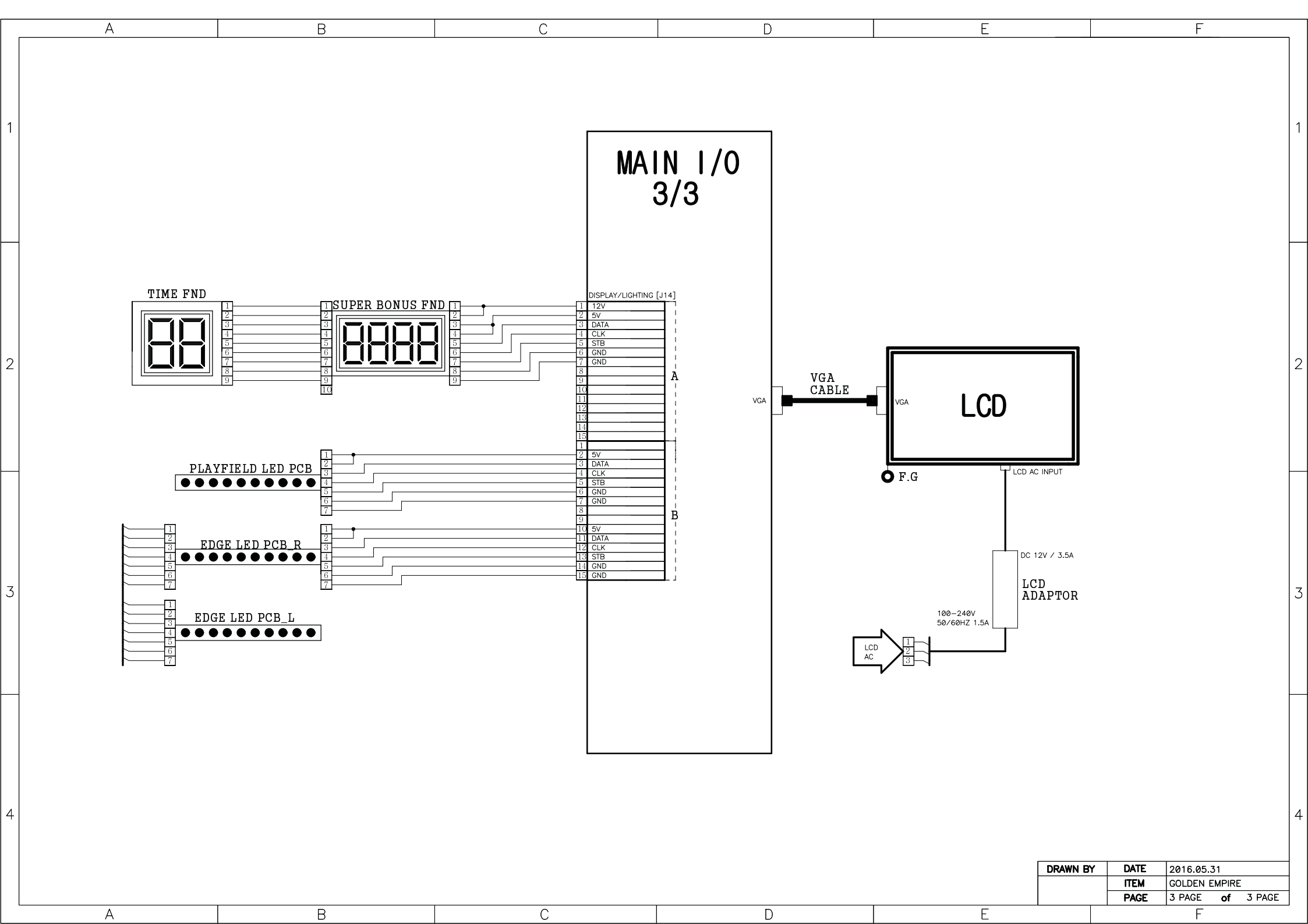
⊙ F.G

DRAWN BY Choi	DATE	2016.05.31
	ITEM	GOLDEN EMPIRE
	PAGE	1 PAGE of 3 PAGE

# MAIN I/O 2/3

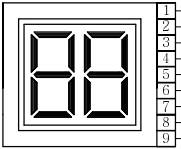


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	ITEM	GOLDEN EMPIRE
	PAGE	2 PAGE of 3 PAGE

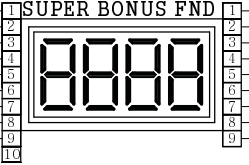


**MAIN I/O  
3/3**

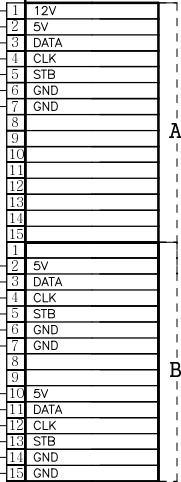
TIME FND



SUPER BONUS FND



DISPLAY/LIGHTING [J14]



PLAYFIELD LED PCB



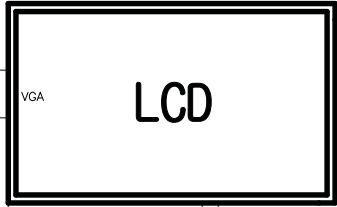
EDGE LED PCB R



EDGE LED PCB L



VGA CABLE

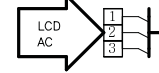


LCD AC INPUT

DC 12V / 3.5A

LCD ADAPTOR

100-240V  
50/60HZ 1.5A



DRAWN BY	DATE	2016.05.31
	ITEM	GOLDEN EMPIRE
	PAGE	3 PAGE of 3 PAGE



## **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 & Monitor**
- **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](http://www.andamiro.com).

ANDAMIRO CO., LTD.  
[www.andamiro.com](http://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](http://www.andamiro.com)

For the on-line request, please visit our web-site, [www.andamiro.com](http://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.



# GOLDEN EMPIRE

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