www.andamiro.com

SERVICE MANUAL

Ver 1.4

ISSUEDATE:June. 8, 2018

STOP

IMPORTANT

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

PRECAUTIONS FOR USE

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

For 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

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 bend the power cord excessively.
- Do not heat the power cord.
- Do not bind the power cord.
- Do not sandwich the power cord.
- Do not modify the power cord.
- Do not twist the power cord.
- Do not pull the power cord.
- Do not stand on the power cord.
- Do not drive a nail into the power cord.

If the power cord or power plug becomes damaged, stop using the machine immediately and ask your nearest dealer to replace the parts.

*** Electromagnetic wave may cause unexpected noise from speaker.**

PRECAUTIONS FOR USE

⚠ WARNING

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

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

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

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

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

To clean the game machine, wipe it with a soft cloth dampened in a neutral detergent.

- Using thinner of other organic solvent or alcohol may decompose the material.
- Electrical shock or equipment failure could be caused by water entering the inside of the machine.

⚠ CAUTION

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

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

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

Avoid excessive force while moving the machine.

PRECAUTIONS IN HANDLING

- When setting up, inspecting, maintaining, moving or transporting this product, follow the procedures and instructions set forth in this manual and perform such work safely.
- Do not set up, handle, inspect, maintain, move or transport this product under conditions equivalent to the condition of "WARNING" or "CAUTION" specified in this manual.
- If a new owner is to have this product as a result of transfer, etc., be sure to give this manual to the new owner.

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 plier le câble d'alimentation de manière excessive.
- Ne pas chauffer le câble d'alimentation.
- Ne pas lier le câble d'alimentation.
- Ne pas prendre en sandwich le câble d'alimentation.
- Ne pas modifier le câble d'alimentation.
- Ne tordez pas le câble d'alimentation.
- Ne tirez pas sur le câble d'alimentation.
- Ne montez pas sur 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 conseiller 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

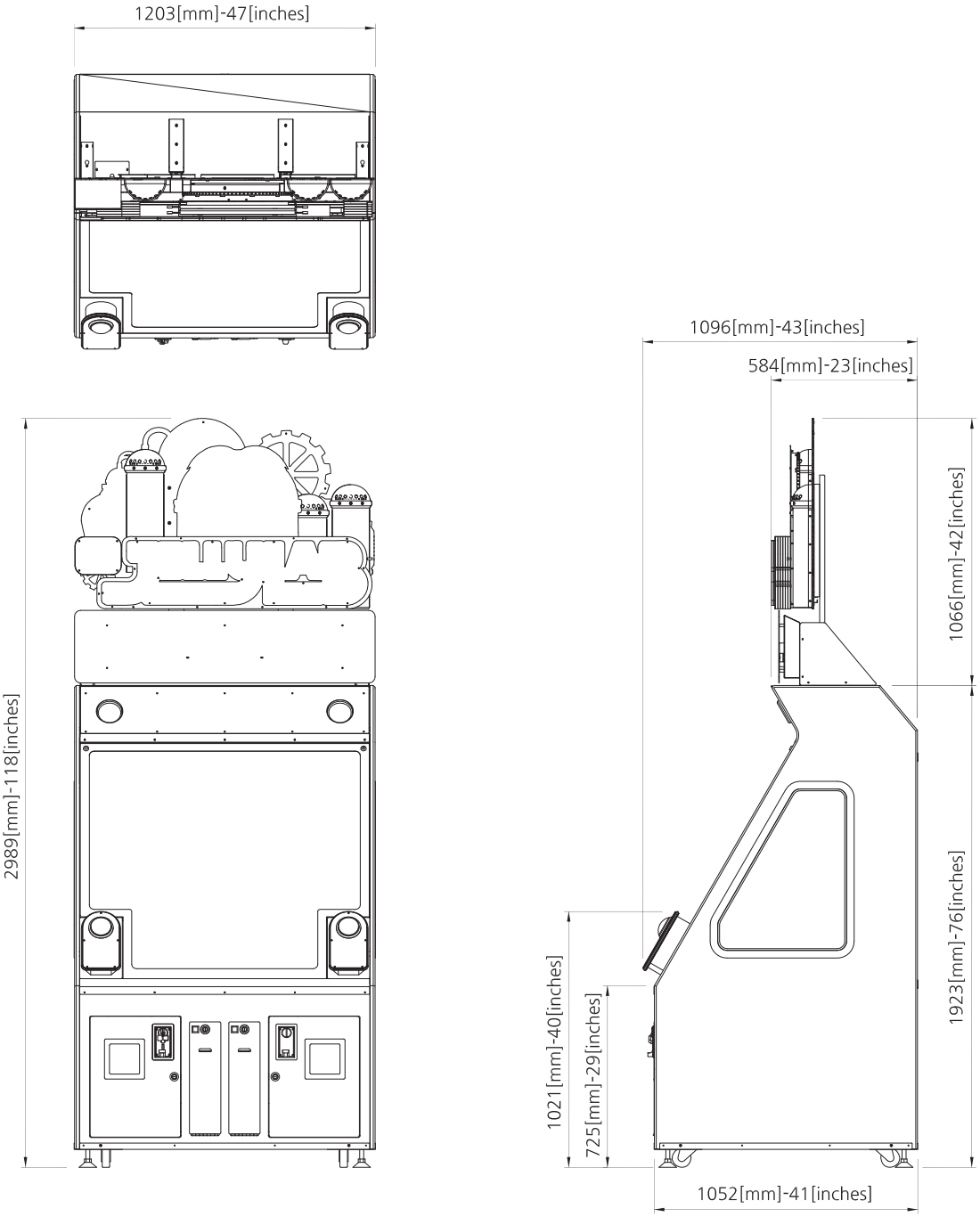
- Lors de la mise en place, l'inspection, l'entretien, déplacement ou le transport de ce produit, suivez les procédures et les instructions énoncées dans ce manuel et effectuer ce travail en toute sécurité.
- Ne pas mettre en place, manipuler, inspecter, entretenir, déplacer ou transporter ce produit dans des conditions équivalentes à l'état de "ATTENTION" ou "PRUDENCE" spécifiée dans ce manuel.
- ISi 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 P02
   1-1. DIMENSION P02
   1-2. SPECIFICATION P02
   1-3. NAME OF PARTS P03
   1-4. STICKER LOCATION P04
   1-5. COMPONENTS P05
2. INSTALLATION P06
   2-1. INSTALLATION SPACE P06
   2-2. HOW TO INSTALL P07
3. GAME CHARACTERISTICS P09
4. SETUP SETTING P10
   4-1. MACHINE SETUP P10
   4-2. SETUP MODE P12
   4-3. CLEAR MODE P18
   4-4. TEST MODE P21
   4-5. ERROR CODE P24
* THE CHECKING METHOD FOR WRONGLY WORKING SENSOR P25
* CHECKING METHOD OF DM JELLY'S TOKEN SENSOR PCB P26
* HOW TO DO CALIBRATION P27
5. TROUBLESHOOTING P28
   5-1. CREDIT FND PCB ERROR P28
   5-2. 1P TICKET FND PCB ERROR P29
   5-3. 2P TICKET FND PCB ERROR P30
   5-4. JACKPOT FND PCB ERROR P31
   5-5. COIN SELECTOR ERROR P32
   5-6. MAIN GAME BELT MOTOR ERROR P33
   5-7. CARD BELT DROP MOTOR ERROR P35
   5-8. BELT SCAN SENSOR ERROR P37
   5-9. TOKEN DROP HOPPER ERROR P39
   5-10. CARD DISPENSER ERROR P42
   5-11. TICKET DISPENSER ERROR P44
   5-12. COUNTER ERROR P45
   5-13. SOUND ERROR P46
   5-14. 2813B 16EA, 21EA WHEN NOT LIT P47
   5-15. 2813B 30EA, 21EA WHEN NOT LIT P48
   5-16. 2813B FLEX or SIDE LIGHT WHEN NOT LIT P49
6. EXPLODED VIEW P50
   6-1. MAIN CABINET PART P50
   6-2. TOP BILLBOARD PART P51
   6-3. BILLBOARD MAIN PART P52
   6-4. BACK BOARD PART P53
   6-5. CABINET UPPER DISPLAY PART P54
   6-6. BUTTON PLATE PART P55
   6-7. COIN CONVEYOR PART P56
   6-8. CARD CONVEYOR PART P57
   6-9. CARD DISPENSER PART P58
   6-10. FRONT UPPER DOOR PART P59
   6-11. SETUP PANEL PART P60
   6-12. TICKET DOOR PART P60
   6-13. SMPS PART P61
   6-14. FRONT LOWER DOOR PART P61
   6-15. REAR LIGHTING-L PART P62
   6-16. GAME PLATE MIDDLE DISPLAY PART P62
   6-17. MAIN BOARD PART P63
   6-18. BACK BOARD REAR PART P63
   6-19. GAME PLATE MIDDLE PCB PART P64
   6-20. CABINET UPPER BAR LED PART P64
   6-21. TOKEN DROP HOPPER PART P65
   6-22. CARD OUT CHUTE PART P66
   6-23. COIN BOX COVER PART P66
   6-24. GAME BOTTOM FLEXIBLE LED PCB PART P67
   * HOW TO ADJUST THE GAP OF CARD DISPENSER P68
7. BLOCK DIAGRAM P70

1. SPECIFICATION AND DIMENSION

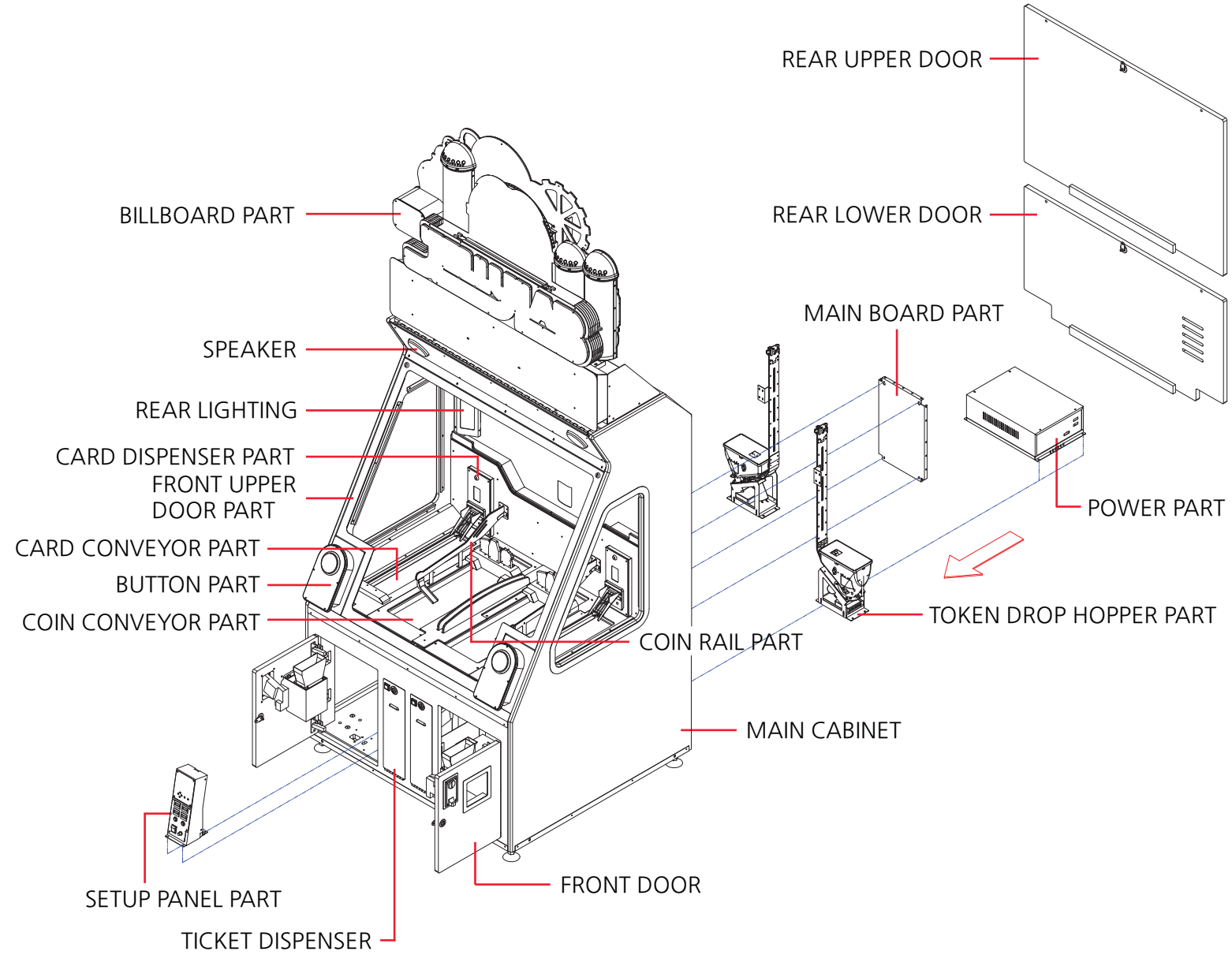
1-1. DIMENSION



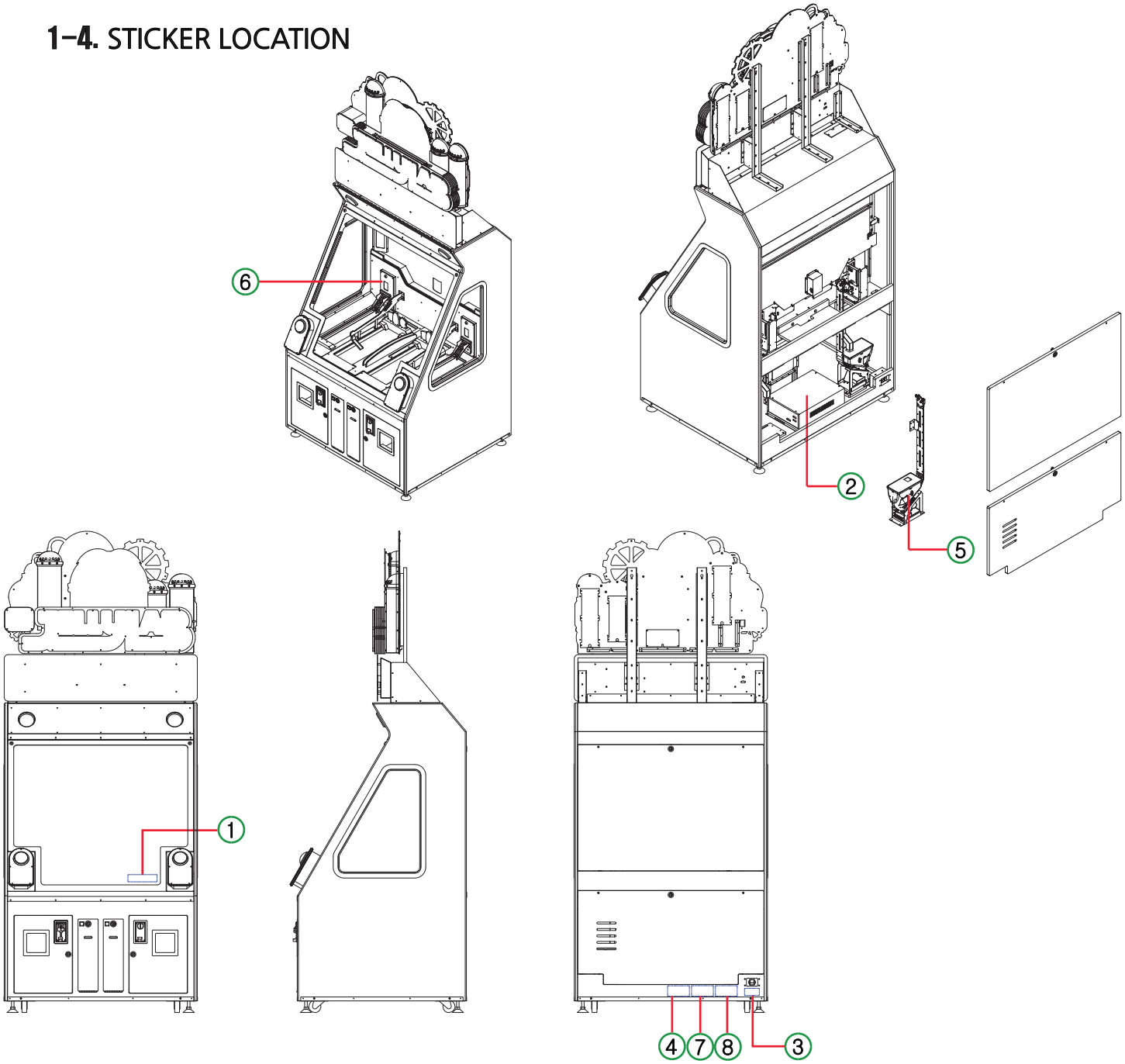
1-2. SPECIFICATION

DIMENSION (W x D x H)	1203 x 1096 x 2989 (mm)
PACKING DIMENSION (W x D x H)	1150 x 1700 x 2100 (mm)
WEIGHT (kg)	320 kg [WEIGHT INCLUDING : 355 kg] PACKAGING]
VOLTAGE	AC 120V
FREQUENCY RANGE	60Hz
CONSUMPTION	360 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 la pousser ou frapper.
Elle serait endommagée.

2

WARNING/ATTENTION

Except service personnal, please never open the product as there is a risk of electric shock.

Il y a un risque d'éléctrocution, 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 ENTRAÎNER LA MORT!
Cette unité doit être fixée au mur, au plancher ou à un objet à proximite conformément aux instructions d'installation.

5

NOTICE

Please be sure to use the coins supplied by Andamiro. Otherwise, it will cause troubles to operation of hopper.

To clear out error 06 (ER06), tap the coin hopper by hand. then, push the reset button.

6

NOTICE

Before loading new cards, shuffule all cards properly.

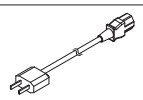
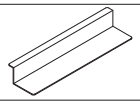
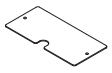
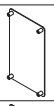
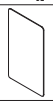
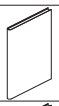
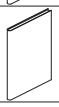
7

1 YEAR LIMITED WARRANTY

8

Product Name: GAME MACHINE
Model No. : DM JELLY LAB
Rating: 120V~, 60Hz, 210W
Web site: http://www.andamiro.com
ANDAMIRO
MADE IN KOREA
Intertek 5001493
Serial Number

1-5. COMPONENTS

NO.	PART NAME	SPEC.	QTY
1	AC POWER CORD	– 	1
2	KEY [INT]	6001, 7001	EACH 2
	KEY [CEC]	CEC	EACH 2
3	BOLT	4x8	13
4	BOLT	4x10	10
5	BOLT	4x25	3
6	BOLT	6x20	22
7	BOLT	6x30	19
8	WRENCH	3mm	EACH 1
9	STICKET REMOVER	–	1
10	COIN CHECK SENSOR BKT	– 	1
11	CARD HEAVY PUSH BKT	–	2
12	CABINET TOP HARNESS COVER BKT	– 	1
13	COIN FIX BKT	– 	1
14	CARD SETTING JIG	– 	1
15	TOKEN	–	130
16	RETAIL COIL	–	2
17	MANUAL	– 	1
18	TROUBLE SHOOTING MANUAL	– 	1

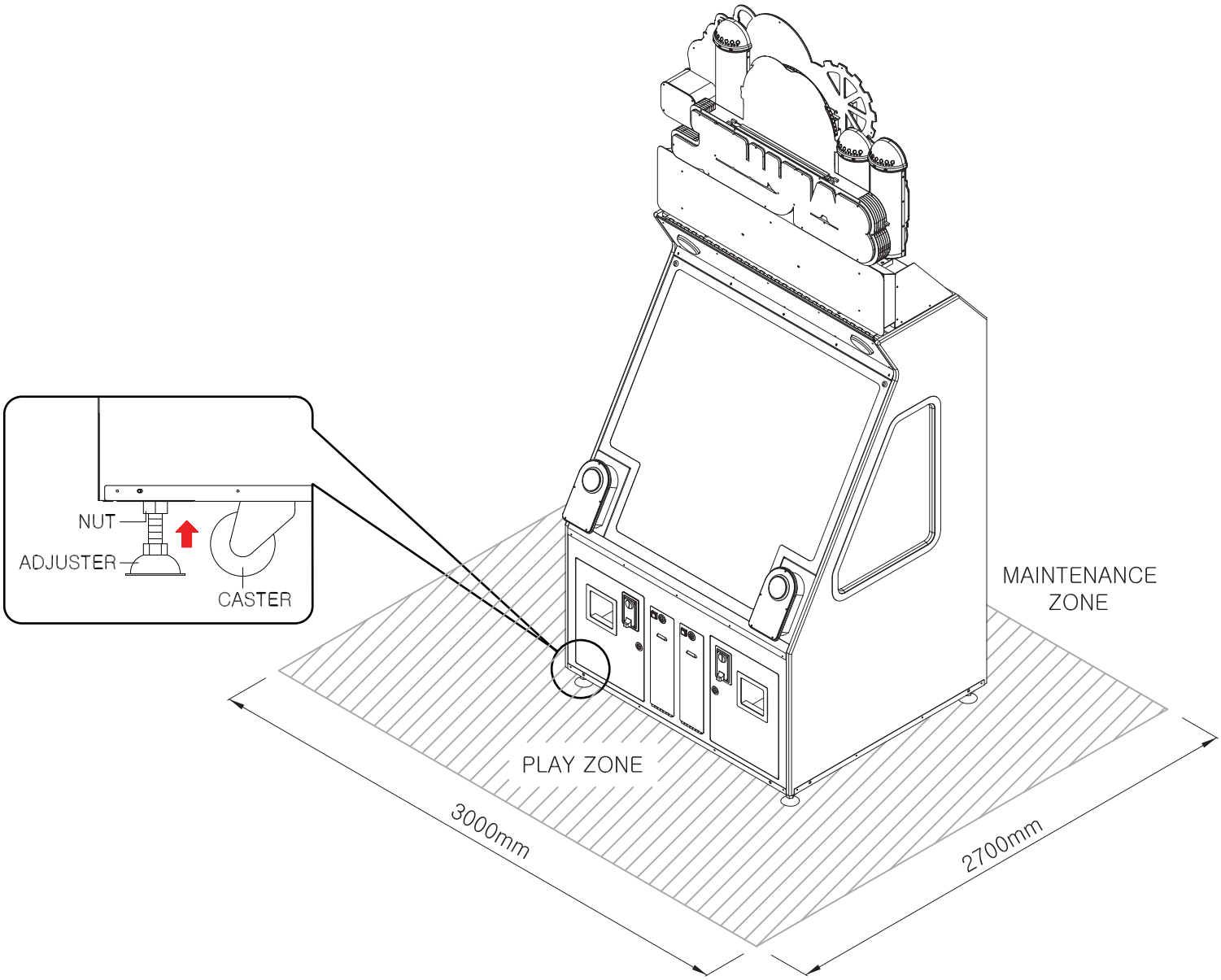
2. INSTALLATION

2-1. INSTALLATION SPACE

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

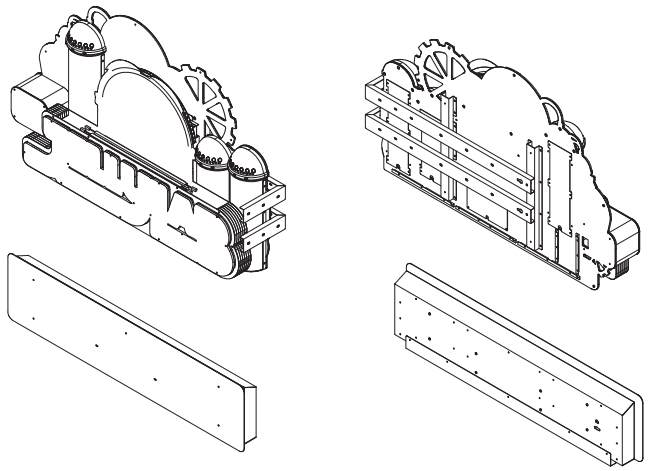
IMPORTANT

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



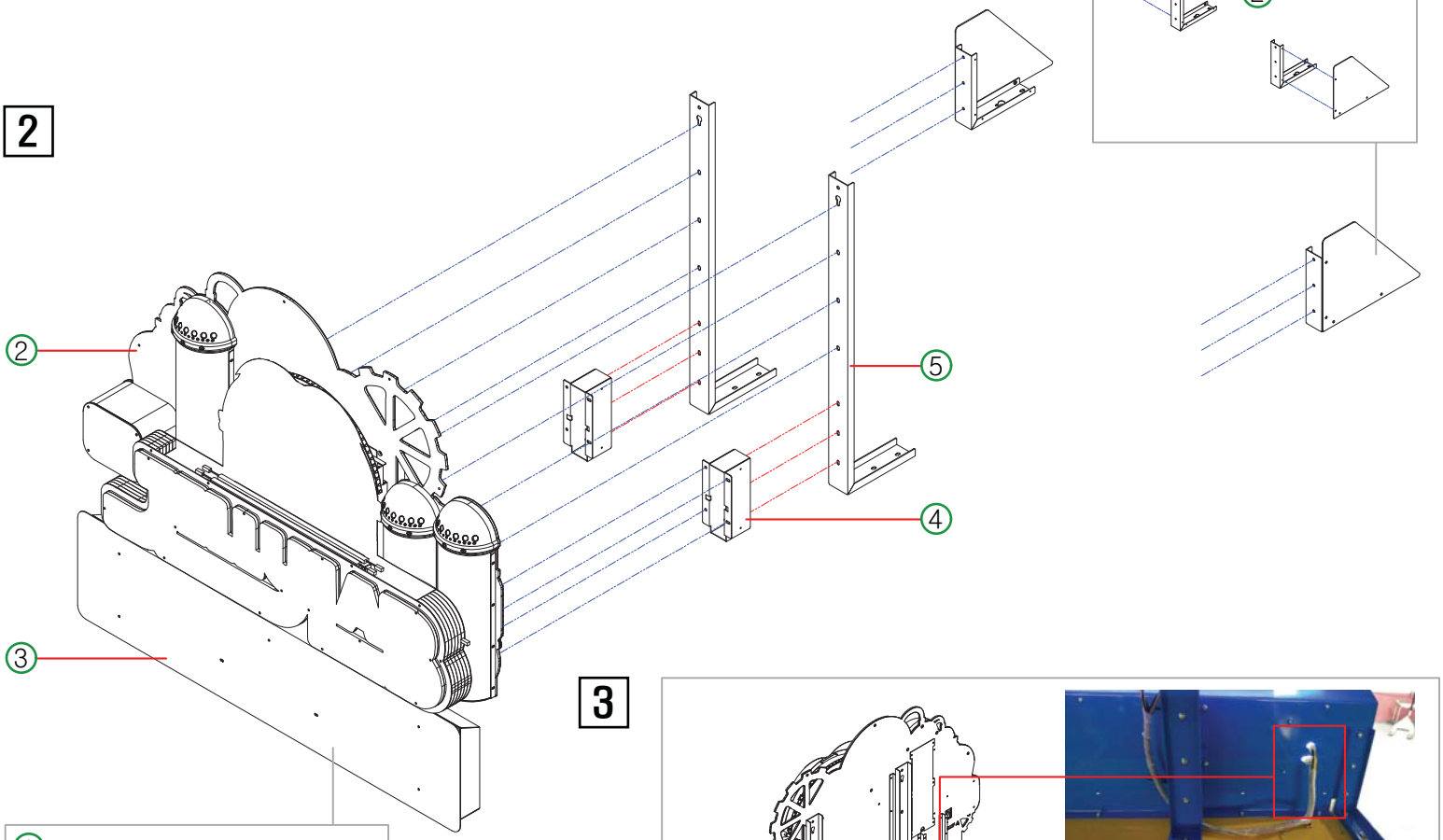
2-2. HOW TO INSTALL

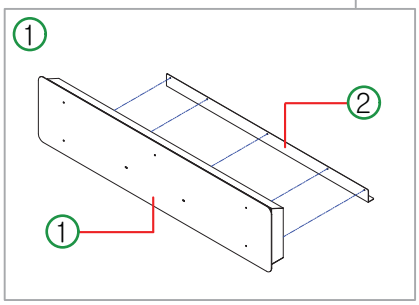
1



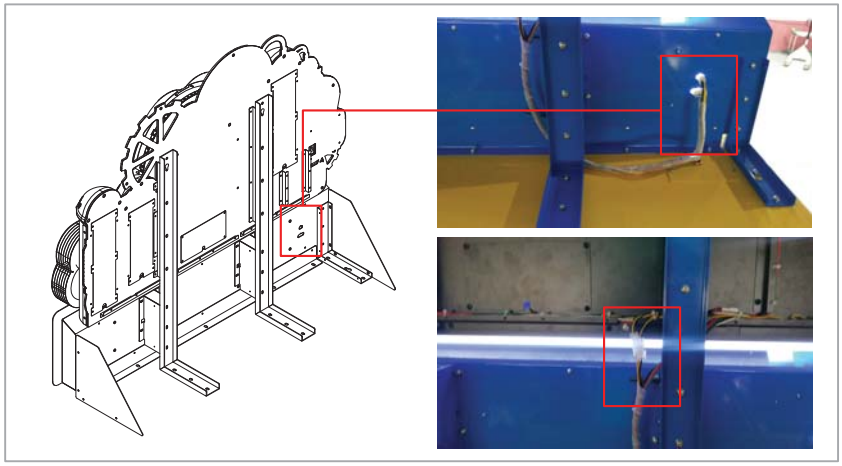
- Billboard part is separately packed in TOP BILLBOARD and BILLBOARD MAIN ASS'Y.

2





3

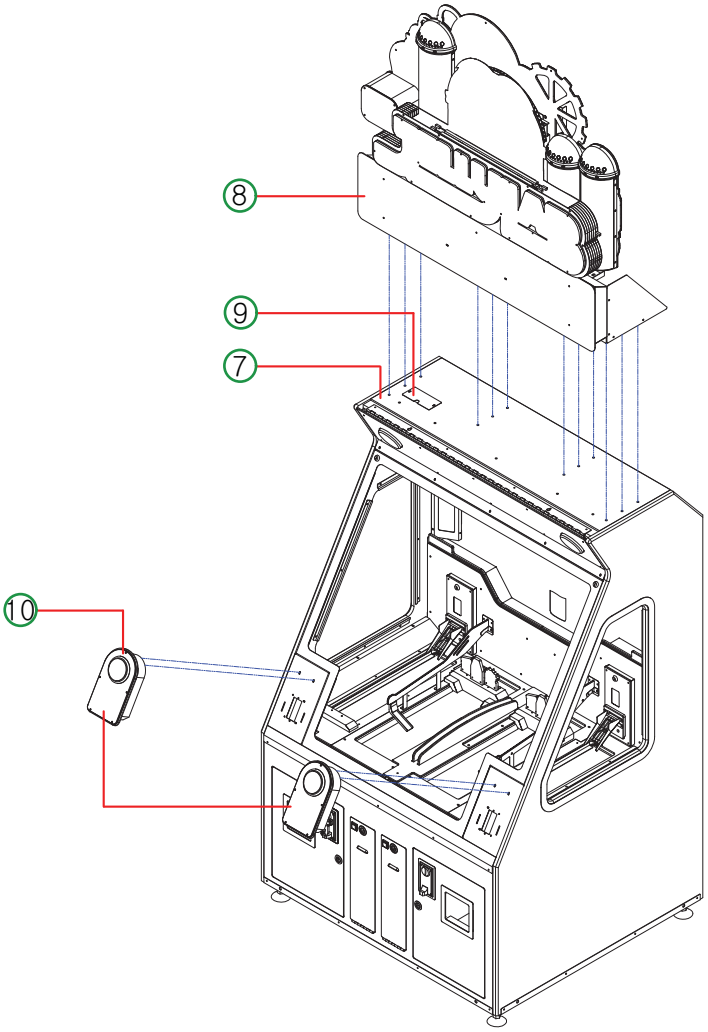


- Combine ②BILLBOARD MAIN REAR LOWER SUPPORT BKT to ①BILLBOARD MAIN ASS'Y as picture. [M4 bolt, 5pcs]

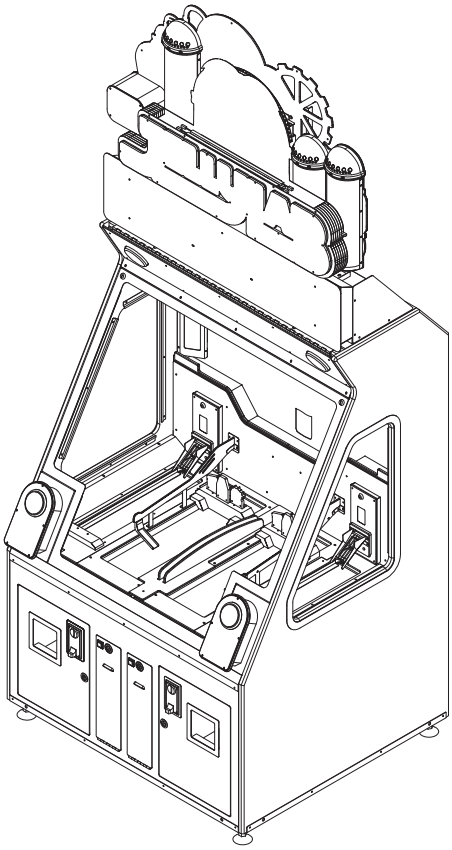
- Attach ④BILLBOARD MAIN REAR MID SUPPORT BKT[2pcs]_[M6 bolt, 4pcs], ⑤BILLBOARD ASS'Y REAR FIX BKT[2pcs]_[M6 bolt, 4pcs] to ②TOP BILLBOARD+ ③BILLBOARD MAIN ASS'Y.

- Finally, complete the assemble as **3** picture by using [M6 bolt, 6pcs] after combine ⑥BILLBOARD SIDE ACRYL-L,R ASS'Y.

4



5



- Combine ⑧BILLBOARD ASS'Y +⑨CABINET TOP HARNESS COVER BKT to ⑦MAIN CABINET. [M6 bolt, 12pcs]
- Assembly after hook MAIN CABINET by using ⑩BUTTON PLATE ASS'Y[2pcs]_[M4 bolt, 2pcs].

3. GAME CHARACTERISTICS

3-1. JELLY LAB, IS 1 IN A MINION!

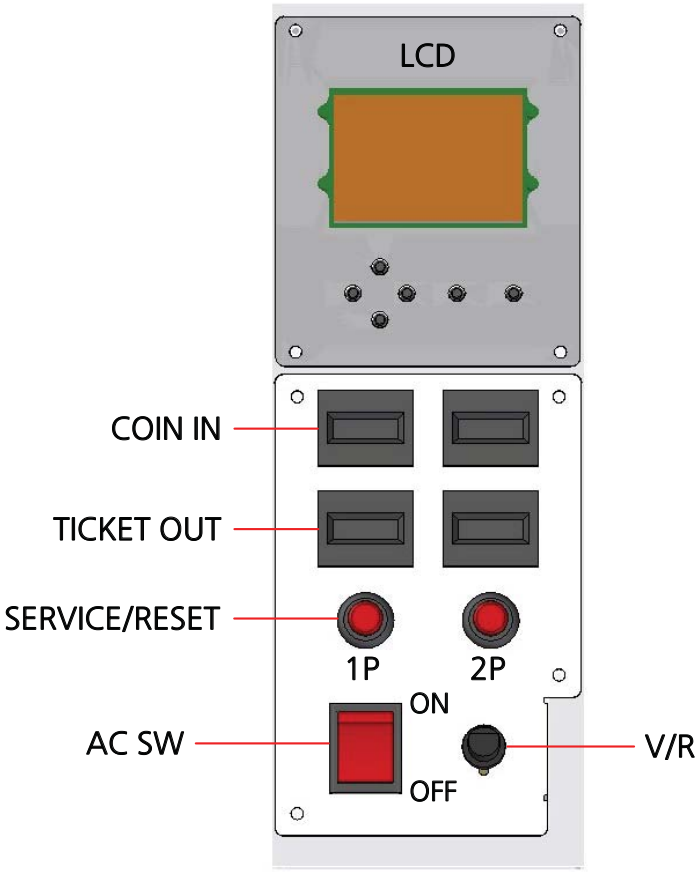
: Gru and his Minions are back with a dazzling new game that will dazzling new game that will bring Despicable Me Fans of all ages into your location and the collectible card feature will keep them comming back!

4. SETUP SETTINGS

4-1. MACHINE SETUP

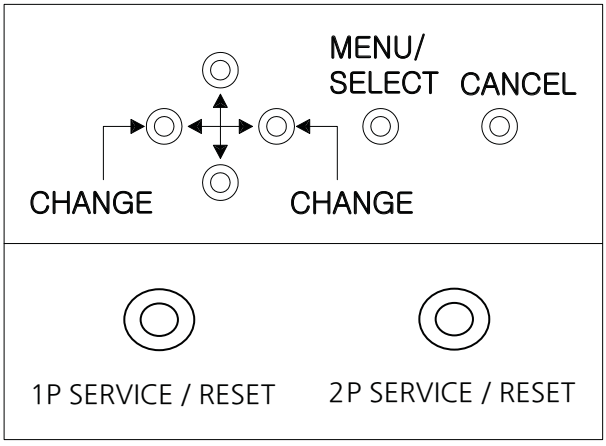
1. HOW TO ENTER SETUP MENU

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



[CONTROL PANEL]

2. SETUP BUTTON LAYOUT



1) [↑↓] Up/Down Key : Menu Up/Down move
2) [←→] Left/Right Key : Change Setting value
3) MENU/SELECT key : Set up Menu mode, Select perform
4) CANCEL key : Exit

Normally Service In,
On ERROR, use to cancel ERROR.
* 1Credit per 1 service in

[OPERATION MENU]

PRESS MENU BUTTON. [MENU/SELECT : ENTER SETUP MODE]	
PROGRAM SETTINGS	SETUP MODE FOR OPERATION OPTIONS
CLEAR MODE	CLEAR MODE FOR DATA
BOOKKEEPING	BOOKKEEPING DATA
FACTORY SETTING	SET GAME TO FACTORY-SET VALUES
TEST MODE	TEST MODE
EXIT	EXIT OPERATION OPTIONS

4-2. SETUP MODE

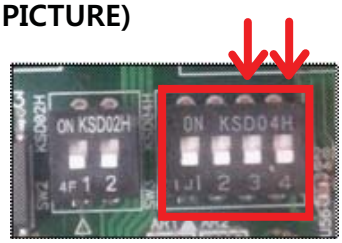
LCD DISPLAY	DESCRIPTION	RANGE	DEFAULT
PLAYS / COIN *** DIP**	SET PLAYS (CREDITS) QTY PER COIN. IF USING COIN OR SWIPE CARD CONTINUOUSLY WITHOUT PLAY, DIFFERENT PLAY (CREDITS) QTY ARE PAID ACCORDING TO THE CONTINUOUS SWIPING NUMBERS.	-> SUB MENU (REFER TO THE TABLE #1 BELOW)	(REFER TO THE TABLE #1 BELOW)
CONTINUE PLAY	FUNCTION THAT CAN BLOCK ADDING CREDIT DURING GAME PLAY. "OFF": MAXIMUM 5 CREDITS & AFTER GAME STARTS, BLOCK ADDING CREDIT UNTIL PLAY QTY IS 0. "ON": ALWAYS POSSIBLE TO ADD CREDIT NO MATTER OF GAME PLAY.	"OFF", "ON"	**"ON"**
SHOT INTERVAL	WAITING TIME FOR SHOOTNG NEXT TOKEN (PER SEC.)	0.4 ~ 1.0 (SEC.)	**0.5**
BELT SPEED	SET BELT MOVING SPEED.	-> SUB MENU (REFER TO THE TABLE #2 BELOW)	(REFER TO THE TABLE #2 BELOW)
SCORE TYPE *** DIP**	SET SCORE ON BELT	-> SUB MENU (REFER TO THE TABLE #3 BELOW)	(REFER TO THE TABLE #3 BELOW)
SENSOR DETAIL	SET DETAILS OF SCAN SENSOR OF BELT	-> SUB MENU (REFER TO THE TABLE #4 BELOW)	(REFER TO THE TABLE #4 BELOW)
SUPER BONUS *** DIP**	SET SUPER BONUS.	100 ~ 9999 (INCREASED BY 10)	**2000**
MERCY TICKET *** DIP**	SET MERCY TICKET QTY PER PLAY.	0 ~ 20 (INCREASED BY 1)	**2**
TICKET/SCORE	SET TICKET QTY PER SCORE. NONE: NO TICKET OUT PUT.	"NONE", "1/1", "1/2"	**1/2**
ATTRACT VOLUME	SET SOUND VOLUME. "OFF": NO SOUND. 10 ~ 100 : SOUND VOLUME	"OFF" , 10 ~ 100 (INCREASED BY 10)	**60**
SAVE AND EXIT	SAVE THE SET VALUE AND EXIT.	PUSH SELECT BUTTON TO PERFORM.	
CANCEL AND	CANCEL THE SET VALUE AND EXIT		

*** Default setting of DIP can be changed by setting of No.3, 4 DIP S/W (KSD04H).**
For more information please refer to the below <DIP S/W DEFAULT SETTING>

< DIP S/W DEFAULT SETTING >

✧ **DEFAULT SETTING OF DIP CAN BE CHANGED BY SETTING OF NO.3, 4 DIP S/W (KSD04H). (PLEASE REFER TO THE YELLOW ARROW ON DIP S/W OF LEFT PICTURE)**

- We call A, B, C, D Type according to the DIP S/W setting.



	A		B		C		D	
DIP 3	**OFF**		**ON**		**OFF**		**ON**	
DIP 4	**OFF**		**OFF**		**ON**		**ON**	
PLAYS / COIN	MININUM COIN	**1**	MININUM OIN	**1**	MININUM COIN	**1**	MININUM COIN	**1**
	1st. COIN	**5**	1st. COIN	**5**	1st. COIN	**3**	1st. COIN	**1**
	2nd. COIN	**11**	2nd. COIN	**11**	2nd. COIN	**6**	2nd. COIN	**2**
	3rd. COIN	**18**	3rd. COIN	**18**	3rd. COIN	**9**	3rd. COIN	**3**
	4th. COIN	**24**	4th. COIN	**24**	4th. COIN	**12**	4th. COIN	**4**
	5th. COIN	**30**	5th. COIN	**30**	5th. COIN	**15**	5th. COIN	**5**
SCORE TYPE	TYPE	**3**	TYPE	**2**	TYPE	**7**	TYPE	**2**
	LOW (ORANGE)	**8**	LOW (ORANGE)	**10**	LOW (ORANGE)	**2**	LOW (ORANGE)	**10**
	MIDDLE (GREEN)	**16**	MIDDLE (GREEN)	**20**	MIDDLE (GREEN)	**4**	MIDDLE (GREEN)	**20**
	HIGH (RED)	**24**	HIGH (RED)	**30**	HIGH (RED)	**6**	HIGH (RED)	**30**
SUPER BONUS	**2000**		**2000**		**100**		**2000**	
MERCY TICKET	**2**		**2**		**0**		**2**	
TICKET/SCORE	**1/2**		**1/1**		**1/1**		**1/1**	

< TABLE #1 >

- **PROGRAM SETTINGS -> PLAYS / COIN**

✧ **SET PLAYS (CREDITS) PER COIN OR SWIPE.**
IN CASE OF SWIPING THE CARD REPEATEDLY TILL 5 TIMES WITHOUT ANY PLAY, PLAY QTY WILL BE INCREASED AS BELOW.
FROM 6TH TIMES, IT WILL GO BACK TO 1ST COIN AGAIN. (5 times standard)

LCD DISPLAY	DESCRIPTION	RANGE	DEFAULT
MININUM COIN	SET MINIMUM COIN QTY FOR PLAY. "FREE": FREE GAME PLAY. EXAMPLE) IF MININUM COIN IS SET TO 5, 1st. COIN > 5 PLAYS: WHEN 5 COINS ARE INSERTED, 5 PLAYS ARE ALLOWED.	"FREE", 1 ~ 9 (INCREASED BY 1)	**1**
1st. COIN	SET PLAY QTY PER COIN.	1 ~ 100 (INCREASED BY 1)	**5**
2nd. COIN	**SET PLAY QTY PER COIN.**		**11**
3rd. COIN	SET PLAY QTY PER COIN.		**18**
4th. COIN	SET PLAY QTY PER COIN.		**24**
5th. COIN	SET PLAY QTY PER COIN.		**30**
SAVE AND EXIT	SAVE SET VALUE AND EXIT.	PUSH SELECT BUTTON TO PERFORM.	
CANCEL AND EXIT	CANCEL SET VALUE AND EXIT		

< TABLE #2 >

● **PROGRAM SETTINGS -> BELT SPEED**

✧ **SET TOKEN BELT SPEED.**

ACCORDING TO TYPE SETTING, DETAIL SETTING MENU IS CHANGED TOWARD "RANDOM" AND OTHER ITEMS.

▶ **SETUP MENU FOR 'TYPE : RANDOM**

※ IF "RANDOM" SPEED IS CHOSEN CONTINUE AND CHECK THE DESIRE SPEED TO CONTINUE FROM GAME START TO THE END.

※ IF YOU CHOOSE ONLY 1 SPEED, THEN SPEED IS DECIDED ONLY THAT 1 SPEED.

LCD DISPLAY	DESCRIPTION	RANGE	DEFAULT
TYPE	SPEED IS SELECTED BETWEEN 5 KINDS; IF RANDOM IS SELECTED THEN SELECT THE DESIRE SPEEDS.	"RANDOM" "VERY SLOW" "SLOW" "NORMAL" "FAST" "VERY FAST"	**"RANDOM"**
PICK THE DESIRE SPEEDS FOR "RANDOM" SELECTION		**([ ]: NOT CHECKED, [o]:CHECKED)**	
VERY SLOW	VERY SLOW	[ ] or [o]	**[O]**
SLOW	SLOW	[ ] or [o]	**[O]**
NORMAL	NORMAL	[ ] or [o]	**[O]**
FAST	FAST	[ ] or [o]	**[O]**
VERY FAST	VERY FAST	[ ] or [o]	**[O]**
SAVE AND EXIT	SAVE THE SET VALUE AND EXIT. (SAVE IS ABLE AT LEAST 1 IS CHECKED)	PUSH SELECT BUTTON TO PERFORM.	
CANCEL AND EXIT	CANCEL THE SET VALUE AND EXIT		

▶**SETUP MENU FOR 'TYPE : OTHER THAN RANDOM'**

(ALWAYS 1 SPEED AMONG "VERY SLOW", "SLOW", "NORMAL", "FAST", "VERY FAST")

LCD DISPLAY	DESCRIPTION	RANGE	DEFAULT
TYPE	**FIXED SPEED AMONG BELOW** "VERY SLOW" "SLOW" "NORMAL" "FAST" "VERY FAST"	"RANDOM" "VERY SLOW" "SLOW" "NORMAL" "FAST" "VERY FAST"	**"RANDOM"**
SAVE AND EXIT	SAVE THE SET VALUE AND EXIT.	PUSH SELECT BUTTON TO PERFORM.	
CANCEL AND EXIT	CANCEL THE SET VALUE AND EXIT		

< TABLE #3 >

● **PROGRAM SETTINGS -> SCORE TYPE**

✧ **SET SCORE FOR EACH COLOR ON THE BELT.**

SET SCORE TYPE OR SET LOW, MIDDLE, HIGH SCORE SEPARATELY

LCD DISPLAY	DESCRIPTION	RANGE	DEFAULT
TYPE	REFER TO BELOW SCORE TABLE	1 ~ 9 (INCREASED BY 1)	**3**
LOW (ORANGE)	SET LOW SCORE SEPARATELY (ORANGE COLOR)	1 ~ 100 (INCREASED BY 1)	**8**
MIDDLE (GREEN)	SET MIDDLE SCORE SEPARATELY (GREEN COLOR)		**16**
HIGH (RED)	SET HIGH SCORE SEPARATELY (RED COLOR)		**24**
SAVE AND EXIT	SAVE THE SET VALUE AND EXIT. (SAVED VALUES WILL NOT BE CHANED EVEN FACTORY SETTING.)	PUSH SELECT BUTTON TO PERFORM.	
CANCEL AND EXIT	CANCEL THE SET VALUE AND EXIT		

<SCORE TABLE PER TYPE>

TYPE	1	2	**3**	4	5	6	7	8	9
ORANGE (LOW)	14	10	**8**	6	6	4	2	2	1
GREEN (MIDDLE)	24	20	**16**	12	10	6	4	3	2
RED (HIGH)	40	30	**24**	20	16	10	8	4	3

*** SCORE TYPE WILL BE INITIALIZED WITH ONLY 1st FACTORY SETTING WHEN SETTING OF DIP S/W 3 AND 4 WAS CHANGED.**
(SCORE TYPE WILL BE NOT INITIALIZED FROM 2nd FACTORY SETTING.)

< TABLE #4 >

● **PROGRAM SETTINGS -> SENSOR DETAIL**

✧ **SET PROXIMITY RANGE OF SCAN SENSOR ON THE TOKEN BELT**

BASED ON DEFAULT PROXIMITY SENSOR RANGE, YOU CAN SET MORE DETAIL PROXIMITY RANGE.

WHEN YOU GET INTO THE MODE OF SENSOR DETAIL IN THE SET-UP, THE TOKEN BELTS OF 1P AND 2P AUTOMATICALLY RUN.

WHEN YOU PRESS THE TOKEN SHOOTING BUTTON, THE TOKENS ARE DISPENSED. AT THIS TIME, YOU ARE ABLE TO PROCEED CALIBRATION OF THE TOKEN SENSOR BY MANUALLY PLACING THE TOKENS INSIDE THE WIN BOXES. PLEASE REFER TO "[TABLE #3]" HOW TO CALIBRATE THE SENSORS. YOU CAN SET UP THE ALLOWANCE RANGE OF SENSING TOKENS OVER THE BOXES.

YOU ARE ABLE TO SEE THE WIN OR FAIL IN SEEING THE FIRST DIGIT OF TICKET FND. IF THE FIRST DIGIT SHOWS "1", IT MEANS TOKEN IS LOCATED OUT BOX. ACCORDING TO THIS RESULT YOU CAN PROCEED THE CALIBRATION OF THE TOKEN SENSOR.
THE 3RD DIGIT MEANS THE NUMBER OF BOX.
5 MEANS CAED OUT. 2 MEANS ORANGE BOX. 3 MEANS GREEN BOX. 4 MEANS RED BOX.

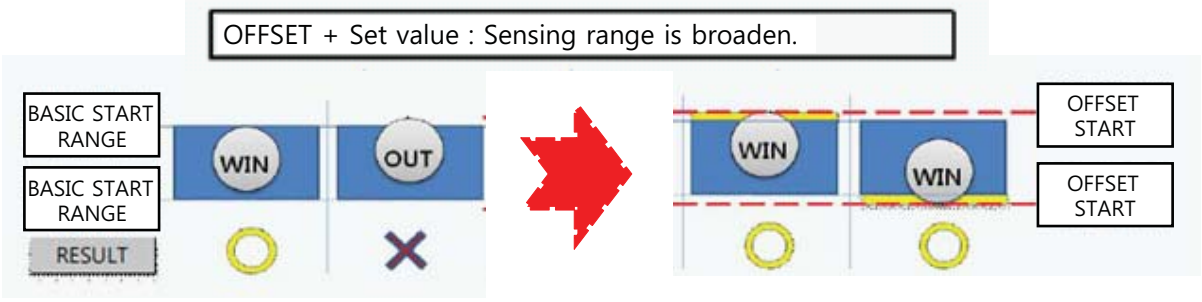
1 : NG 2 : ORANGE (LOW) 3 : GREEN (MIDDLE) 4 : RED (HIGH)
5 : WIN CARD

LCD DISPLAY	DESCRIPTION	RANGE	DEFAULT
1P OFFSET START	1P SENSING RANGE FOR INNER LINE	-7 ~ 0 ~ +7 (INCREASED BY 1)	**0**
1P OFFSET END	1P SENSING RANGE FOR OUTER LINE		**0**
2P OFFSET START	2P SENSING RANGE FOR INNER LINE		**0**
2P OFFSET END	2P SENSING RANGE FOR OUTER LINE		**0**
SAVE AND EXIT	SAVE SET VALUE AND EXIT (This This calibration status is not changed by Factory Default setting.	PUSH SELECT BUTTON TO PERFORM.	
CANCEL AND EXIT	CANCEL THE SET VALUE AND EXIT		

! CAUTION - If you set "-" to START and END both, CARD WIN may not be functioned.

☆ The setting values of (Token) Sensor Detail are not changed by Factory Set. When the Token Sensor PCB is disassembled or replaced with different one, proceed Calibration and set the values according to the picture below.

> Reference



If the range value is up, the win box's area is incrased.

If the range value is down, the win box's area is decreased.

4-3. CLEAR MODE

✧ TO CLEAR OR DELETE GAME DATA & BOOKKEEPING.		
LCD DISPLAY	**DESCRIPTION**	**RUN**
CLEAR TICKETS	CLEAR NUMBER OF TICKETS THAT SHOULD BE PAID NOW	PUSH SELECT BUTTON TO PERFORM.
CLEAR PLAYS	CLEAR DATA OF CURRENT PLAY. (CLEAR CARD NUMBER SHOULD BE PAID ALSO)	
CLEAR DATA	CLEAR ALL OF GAME DATA AND BOOKKEEPING DATA	
EXIT	EXIT	

● **BOOKKEEPING**	
LCD DISPLAY **1P : 1 Player** **2P : 2 Player** **TOTAL : SUM UP 1P, 2P**	**DESCRIPTION**
--------- COIN IN ------- 1P: 0 2P: 0 TOTAL: 0	TOTAL COIN IN.
----SERVICE IN---- 1P: 0 2P: 0 TOTAL: 0	TOTAL SERVICE IN. IF YOU PRESS SERVICE IN BUTTON FOR EACH PLAYER SIDE.
------ GAME PLAYS ------ 1P: 0 2P: 0 TOTAL: 0	TOTAL GAME PLAY COUNT.
------- TICKET OUT ------ 1P: 0 2P: 0 TOTAL: 0	NUMBER OF TOTAL TICKET OUT.
-- WIN CARD DROP -- 1P: 0 2P: 0 TOTAL: 0	TOTAL WON CARD DROP.
- WIN TICKET LOW - 1P: 0 2P: 0 TOTAL: 0	TOTAL WON LOW TICKET NUMER.
- WIN TICKET MIDDLE - 1P: 0 2P: 0 TOTAL: 0	TOTAL WON MIDDLE TICKET NUMBER.
-- WIN TICKET HIGH - 1P: 0	TOTAL WON HIGH TICKET NUMBER.

● **FACTORY-SETTING**

CLEAR ALL DATA AND SET BACK TO FACTORY DEFUALT SETTING

! Default setting of DIP can be changed by setting of No.3, 4 DIP S/W (KSD04H).
For more information please refer to the below <DIP S/W DEFAULT SETTING>

☆ The setting values of Token Sensor are not changed by Factory Set.

LCD DISPLAY		LCD DISPLAY
FACTORY-SETTING ARE YOU SURE? YES or [NO]	RECONFIRM	**FACTORY-SETTING** REALLY? YES or [NO]

4-4. TEST MODE

TEST MODE			
TEST	**SETTING**	**DESCRIPTION**	
1. INPUT TEST	[=>]	ENTER INPUT TEST	
	INPUT CONDITION IS ON LCD DISPLAY		
	(BUTTON, COIN, TICKET, SENSOR... ETC)		
2. FND & LAMP	LAMP, FND, LED TEST		
	"OFF"	WHOLE FND & LAMP OFF	
	"STEP"	LAMP	▶WHOLE LAMP FLICKERING ▶1P TICKET LAMP ON ▶2P TICKET LAMP ON ▶1P BUTTON LAMP ON ▶2P BUTTON LAMP ON REPEAT
		FND	▶WHOLE LAMP FLICKERING ▶WHOLE NUMBER COUNTING [0000] ~ [9999] ▶1P PLAYS FND [00], 1P TICKET FND [222] ▶2P PLAYS FND [11], 2P TICKET FND [333] ▶SUPER BONUS FND [0000] REPEAT
		LED	▶WHOLE WHITE LED FLICKERING ▶ RED ▶ GREEN ▶ BLUE ▶ WHITE LED ON ▶ EACH TYPE OF LED IS ON FROM RED COLOR. (SEPARATE LED SUCH AS BUTTON PLATE SIDE, MAIN WHEEL PLATE OR TOP MARQUEE IS ONLY RED LED) REPEAT
	"ON"	WHOLE FND & LAMP ON (THIS WILL LAST IF YOU MOVE TO ANOTHER TEST MODE.)	
	"ON/OFF"	WHOLE FND & LAMP ON AND OFF REPEATEDLY	
3.TOKEN SENSOR	=>	ENTER TOKEN SENSOR DETAIL 1P, 2P TOKEN BELT MOVE TO WHITE AREA FOR SENSOR CHECK	
	TOKEN SENSOR DETAIL FEDCBA9876543210 1P:0000000000000000 2P:0000000000000000 (**FEDCBA987654321** : TOKEN SENSING SENSOR) (**0** : MAIN POSITION SENSOR)	DISPLAY 0 AND 1 FOR EACH 16 SENSORS. 0 – NO SIGNAL, 1 – SIGNAL IS ON 1P TOKEN IR SENSOR CONDITION DISPLAY 2P TOKEN IR SENSOR CONDITION DISPLAY * The right-end number(zero digit) could become "1" according to the starting check point.	
	TICKETS FND : [■□□] : DISPLAY TOKEN & POSITION SENSOR SIGNAL 1 – POSITION SENSOR SIGNAL 2 – TOKEN SENSOR SIGNAL 3 - TOKEN & POSITION SENSOR SIGNAL [□■■] : EACH SENSOR CONDITION DISPLAY (0 ~ 15)		

<table>
<tr><td rowspan="5">4. TOKEN BELT</td><td colspan="2">MAIN GAME BELT TEST
◎ CHOOSE TEST BY LEFT, RIGHT BUTTON AND RUN BY SELECT BUTTON</td></tr>
<tr><td>“ALL”</td><td>1P, 2P TOKEN BELT</td></tr>
<tr><td>“1P”</td><td>1P TOKEN BELT</td></tr>
<tr><td>“2P”</td><td>2P TOKEN BELT</td></tr>
<tr><td colspan="2">PLAYS FND : DISPLAY ON, OFF MOTOR CONDITION
TICKETS FND : [■□□] : TOKEN SENSING KINDS NUMBER
5 - WIN CARD
4,3,2 - TICKETS (High, Middle, Low)
1 - OUT
[□■■] : DISPLAY BELT SCORE LOCATION NUMBER (0 ~ 19)
SP-BONUS FND : [■■□□] : DISPLAY 1P BELT ENCODER COUNT
[□□■■] : DISPLAY 2P BELT ENCODER COUNT</td></tr>
<tr><td rowspan="5">5. CARD BELT</td><td colspan="2">MAIN GAME BELT TEST
◎ CHOOSE TEST BY LEFT, RIGHT BUTTON AND RUN BY SELECT BUTTON</td></tr>
<tr><td>“ALL”</td><td>1P, 2P CARD BELT</td></tr>
<tr><td>“1P”</td><td>1P CARD BELT</td></tr>
<tr><td>“2P”</td><td>2P CARD BELT</td></tr>
<tr><td colspan="2">1P, 2P TICKETS FND : [■□□] : DISPLAY CARD OUT SENSOR CONDITION (0, 1)
[□■□] : DISPLAY BELT CARD POINT SENSOR CONDITION (0, 1)
[□□■] : DISPLAY BELT MOTOR ENCODER CONDITION (0, 1)
SP-BONUS FND : [■■□□] : DISPLAY 1P COUNT OF BELT ENCORDER
[□□■■] : DISPLAY 2P COUNT OF BELT ENCORDER</td></tr>
<tr><td rowspan="5">6.TOKEN OUT</td><td colspan="2">COIN HOPPER TEST
◎ CHOOSE TEST BY LEFT, RIGHT BUTTON AND TEST BY SELECT BUTTON</td></tr>
<tr><td>“1P”</td><td>1 COIN OUT FROM COIN HOPPER</td></tr>
<tr><td>"2P"</td><td>2 COIN OUT FROM COIN HOPPER</td></tr>
<tr><td>"ALL"</td><td>CONTINUOUSLY COIN OUT FROM COIN HOPPER</td></tr>
<tr><td colspan="2">PLAYS FND : DISPLAY ON, OFF OF HOPPER CONDITION
TICKETS FND : DISPLAY NUMBER OF CARD TO BE OUT
S-P BONUS FND : [■□□□] : DISPLAY 1P CONDITION OF HOPPER SENSOR (0, 1)
[□□□■] : DISPLAY 2P CONDITION OF HOPPER SENSOR (0, 1)</td></tr>
<tr><td rowspan="5">7. CARD OUT (Card Dispenser)</td><td colspan="2">CARD DISPENSER TEST</td></tr>
<tr><td>"ALL"</td><td>1PC OF CARD OUT FROM 1P, 2P</td></tr>
<tr><td>"1P"</td><td>1PC OF CARD OUT FROM 1P</td></tr>
<tr><td>"2P"</td><td>1PC OF CARD OUT FROM 2P</td></tr>
<tr><td colspan="2">PLAYS FND : DISPLAY ON, OFF OF HOPPER CONDITION
TICKETS FND : DISPLAY NUMBER OF CARD TO BE OUT
S-P BONUS FND : [■□□□] : DISPLAY 1P CONDITION OF CARD DISPENSER (0, 1)
[□□□■] : DISPLAY 2P CONDITION OF CARD DISPENSER (0, 1)</td></tr>
</table>

8. COIN	COIN MACHINE TEST	
	"ON", "OFF"	COIN MACHINE ON, OFF
	PLAYS FND : DISPLAY COUNT OF COIN SENSOR TICKETS FND : DISPLAY WORK OF COIN MACHINE S-P BONUS FND : DISPLAY CONDITION OF COIN SENSOR	
9. TICKET	TICKET MACHINE TEST ◎ CHOOSE TEST BY LEFT, RIGHT BUTTON AND TEST BY SELECT BUTTON ◎ 1P, 2P SERVICE BUTTON FOR EACH TICKET DISPENSOR (3 TICKETS OUT)	
	"ALL"	TEST OF TICKET DISPENSER FOR WHOLE PLAYER (BASIC 3PCS OUT)
	"1P", "2P",	TEST OF TICKET DISPENSER FOR EACH PLAYER (3PCS OUT)
	PLAYS FND : DISPLAY CONDITION OF TICKET BUTTON & SENSOR TICKETS FND : DISPLAY CONDITION OF TICKET MACHINE & TICKET OUT NUMBER	
10. COUNTER	COUNTER TEST ◎ CHOOSE TEST BY LEFT, RIGHT BUTTON AND PRESS SELECT BUTTON (1 COUNT UP)	
	"COIN"	COIN COUNTERS OF WHOLE PLAYER WORK IN ORDER OF 1P ▶ 2P, 1 COUNT IS UP
	"TICKET"	TICKET COUNTERS OF WHOLE PLAYER WORK IN ORDER OF 1P ▶ 2P, 1 COUNT IS UP
11. SOUND TEST	SOUND TEST ◎ CHOOSE TEST BY LEFT, RIGHT BUTTON AND TEST BY SELECT BUTTON (PLAY, STOP)	
	"CH"	EACH CHANNEL SPEAKER TEST LEFT 1, 3, 5, 7 RIGHT 2. 4. 6. 8
	"BGM"	BGM VOLUME TEST
	"SFX"	SOUND EFFECT VOLUME TEST
	"VOC"	VOICE VOLUME TEST
EXIT	EXIT TO OPERATING OPTIONS	

4-5. ERROR CODE

ERROR CODE	CATEGORY OF ERROR	DESCRIPTION	CHECK POINT
E.02	**SYSTEM**	FAILURE OF SETUP SAVE DATA MEMORY READ & WRITE	STILL PROBLEM AFTER POWER OFF & ON, REPLACE MAIN BOARD.
E.03		PROBLEM ON SETUP SAVE DATA	1. SETUP SETTING CHECK & SAVE 2. STILL PROBLEM AFTER NO.1, AND TURN OFF & ON. REPLACE MAIN BOARD.
E.04		FAILURE OF GAME SAVE DATA MEMORY READ & WRITE	STILL PROBLEM AFTER POWER OFF & ON, REPLACE MAIN BOARD.
E.11	**COIN ACCEPTOR**	SIGNAL OF PLAYER COIN SENSOR IS CONTINUOUSLY ON.	CHECK INPUT OF ACCEPTOR
E.31	**MAIN GAME BELT MOTOR**	NO ENCODER SIGNAL	1. CHECK MOTOR OPERATION 2. CHECK INPUT OF THE ENCODER SENSOR.
E.41	**CARD BELT DROP MOTOR**	NO ENCODER SIGNAL	1. CHECK MOTOR OPERATION 2. CHECK INPUT OF ENCODER SENSOR
E.43		SENSOR SIGNAL OF CARD DROP IS CONTINUOUSLY ON	1. CHECK MOTOR OPERATION 2. CHECK CARD DROP SENSOR 3. CHECK CARD JAM ON BELT
E.44		NO SIGNAL OF THE CARD DROP SENSOR	
E.51	**BELT SCAN SENSOR**	PROBLEM ON MAIN POSITION SENSOR	1. CHECK WORKING STATUS OF THE MAIN POSITION SENSOR 2. CHECK WORKING STATUS OF THE TOKEN BELT MOTOR
E.52		PROBLEM ON COIN SENSOR	1. CHECK WORKING STATUS OF TOKEN SENSING SENSOR 2. CHECK WORKING STATUS OF THE TOKEN BELT MOTOR 3. CHECK IF THE TOKEN IS STUCK IN THE TOKEN FLOW SYSTEM (HOPPER & GUIDE RAIL)
E.61	**TOKEN DROP HOPPER**	NO TOKEN OUT (EMPTY) OR HOPPER JAM	1. CHECK IF TOKEN BOX IS EMPTY 2. CHECK INPUT OF TOKEN OUT SENSOR.
E.62		SIGNAL OF TOKEN OUT SENSOR IS CONTINUOUSLY ON TOKEN FLOW SYSTEM JAM CHECK	1. CHECK IF TOKEN IS JAMMED 2. CHECK INPUT OF TOKEN OUT SENSOR
E.81	**CARD DISPENSER**	CARD DISPENSER SIGNAL IS CONTINUOULY ON OR NO CARD	1. CHECK CARD 2. CHECK CARD DISPENSER
E-t	**TICKET ERROR**	NO TICKET	1. CHECK TICKET 2. CHECK TICKET MOTOR 3. CHECK TICKET OUT SENSOR

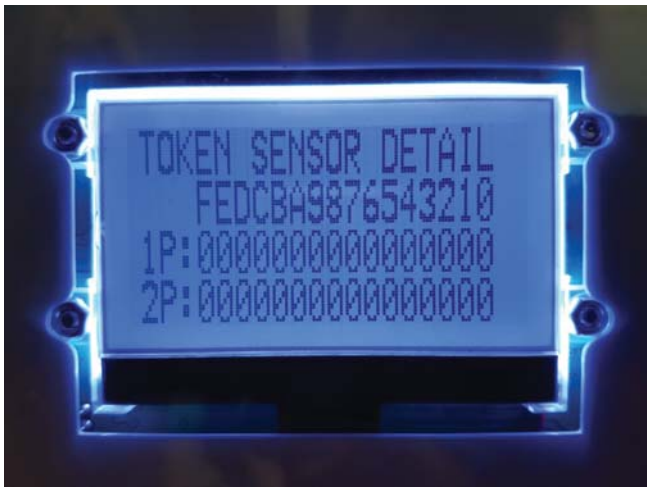
※ BASICALLY, ALL ERROR CODES ARE DISPLAYED ON THE "TICKET FND" AT THE SIDE OF ERROR PLAYER.

* THE CHECKING METHOD FOR THE WRONGLY WORKING SENSOR

- In case the sensor wrongly decide as a success although the token is located out of the box.
- In case the sensor could not recognize the tokens.

In case of these problems, check out as following method.

1) Get into the TOKEN SENSOR of the TEST MODE of MENU/SELECT

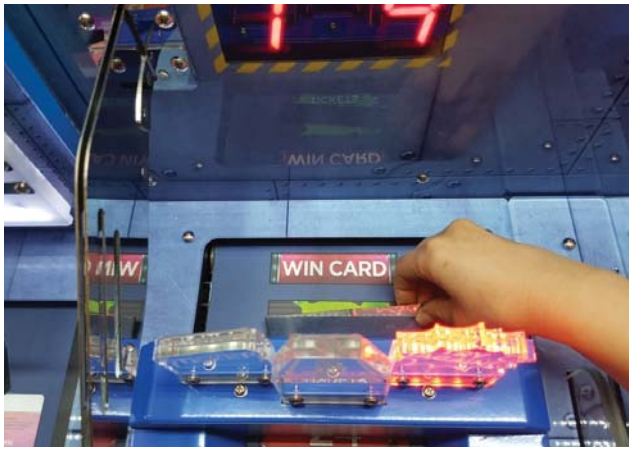


2) Set the supplied Bracket to the right-end side below the TOKEN CHECK SENSOR ASS'Y as the shown picture.

If "O" is changed to "1" in the TOKEN SENSOR of the TEST MODE, it is normal.

If "O" is not changed to "1" in the TOKEN SENSOR of the TEST MODE,

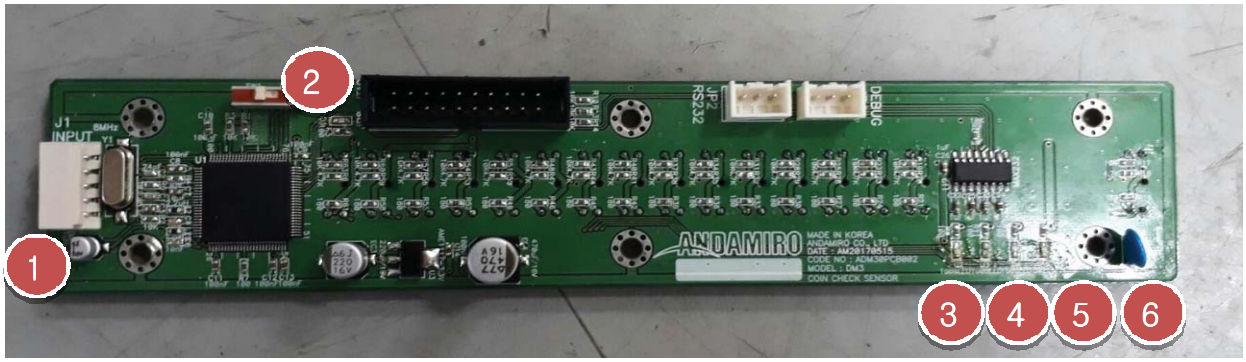
proceed the SENSOR calibration. If it could not be solved in the calibration, replace it with new one.



★ If "E51" error does not happen in the said "O"'s position sensor during the game it can be used regardless "0" or "1".

* CHECKING METHOD OF DM JELLY'S TOKEN SENSOR PCB

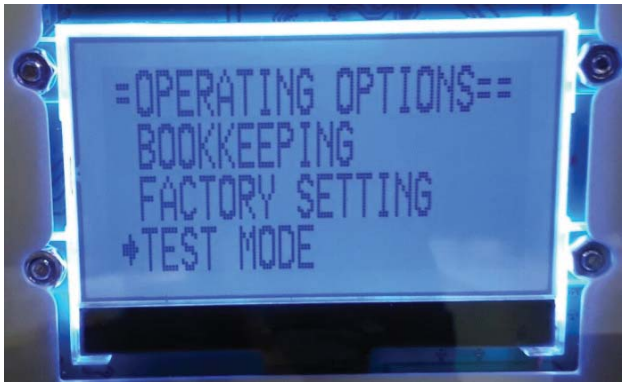
1) Explanation on Token Check Sensor PCB

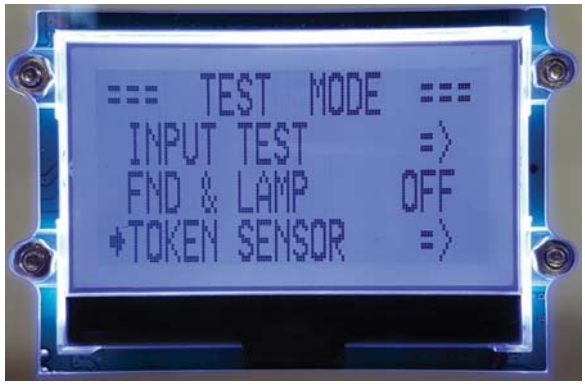


NO	NAME	NORMAL MODE	CAL MODE
1	Communication Port	Communication with the Main Board	
2	SYSTEM LED	LED lighting every 1 sec when the Sensor PCB is ON. LED lighting every 30 sec when the Sensor PCB is OFF.	LED lighting every 1 sec
3	TEST LED1	Level 1 of token recognition	ON if the 1st calibration does work
4	TEST LED2	Level 2 of token recognition	ON if the 2nd calibration does work
5	TEST LED3	Level 3 of token recognition	LED lighting every 1 sec
6	ENCODE LED	ON in the winning box	Always OFF

2) Checking the status of SENSOR

○ Get into the Token Sensor Test Mode in the set-up mode





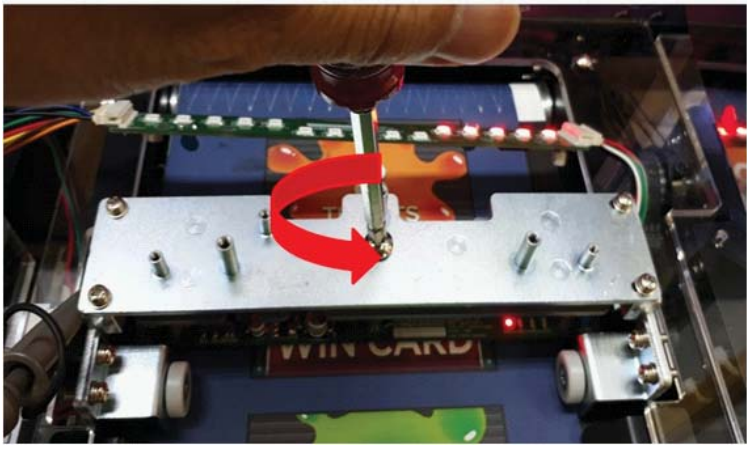
○ Place an object of the same thickness & color with the token on the belt
The object should cover all the sensors.

※ "O" means the sensor does not work.
In the left picture, all 1P sensors do not work.
And B,A & 9 sensors in 2P sensor work.

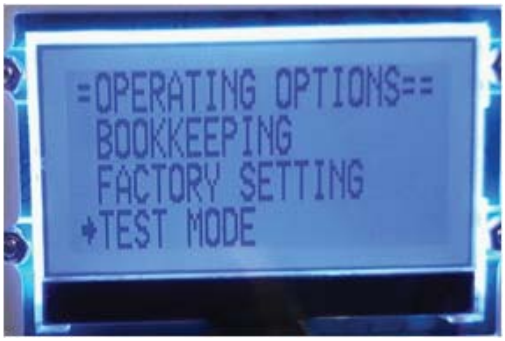
* HOW TO DO CALIBRATION

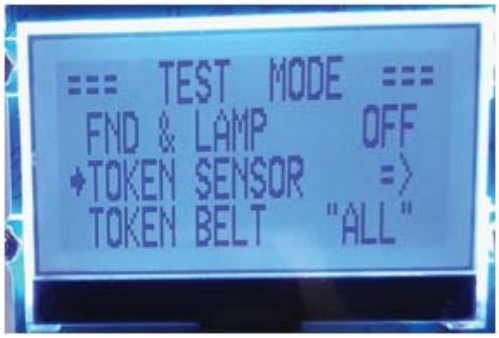
1) Remove COIN Sensor acrylic and COIN CHECK LED PCB.

2) Move Sensor PCB to the bottom by hand driver to turn counter clock wise as attached picture.

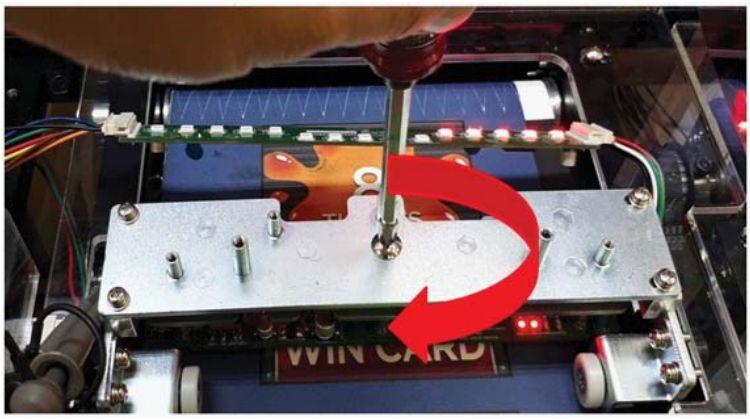


3) Ender COIN Sensor Test Mode. (Convey belt will be automatically moved)





4) Slowly turn clock wise by hand driver to make Sensor PCB apart 5mm from the belt. And then turn counter clock wise again to make sensor close to the belt. (Process getting maximum quantity of light)



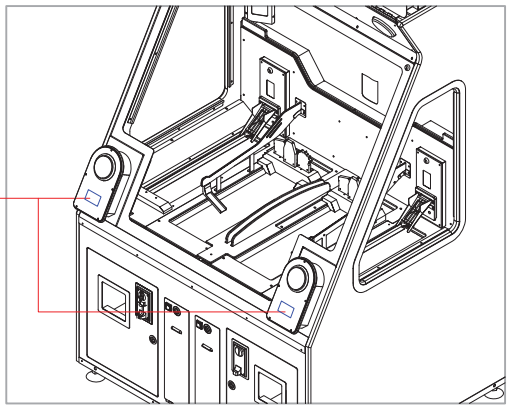
5) 1. Turn clock wise to adjust the sensor to make TEST LED 1, 2 ON as above picrture.
2. Check if there is a point that TEST LED 1 , 2 is once OFF and then ON when you adjust the sensor to ON.
3. Finish the calibration when you find the point that TEST LED 1 , 2 is ON again.
4. If there is no point that TEST LED 1, 2 is on again, turn counter clock wise and make TEST LED 1, 2 ON which is the point you did at no. 2 above and finish the calibration.

※ After calibration, even if LED 1,2 is off right away there will be no problem for operation.
※ Normally the height is for passing 2 tokens.

5. TROUBLESHOOTING

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

5-1. CREDIT FND PCB ERROR



THE CREDIT FND PCB IS MALFUNCTION

CHECK THE CREDIT FND PCB

[HOW TO TEST]
1. TEST MODE ->
2. FND & LAMP TEST

NO

CHECK CONNECTION OF THE CREDIT FND INPUT AND MAIN PCB

NO → RECONNECT FND INPUT & THE MAIN PCB [CN3]

[HOW TO CHECK]
- PORT : CN3

YES

CHECK CREDIT FND

NO → REPLACE THE CREDIT FND PCB

YES

CHECK VOLTAGE OF THE MAIN PCB

NO → RECONNECT THE MAIN PCB

[HOW TO CHECK]
- PORT : CN3
- 1P : A3, 4PIN = 5V
A9, 10PIN = GND
- 2P : B3, 4PIN =5V
B9, 10PIN = GND

YES

CHECK THE JOIN CONNECTOR

NO → RECONNECT THE JOIN CONNECTOR

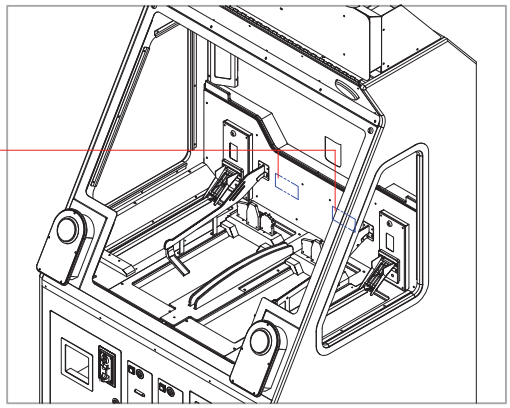
YES

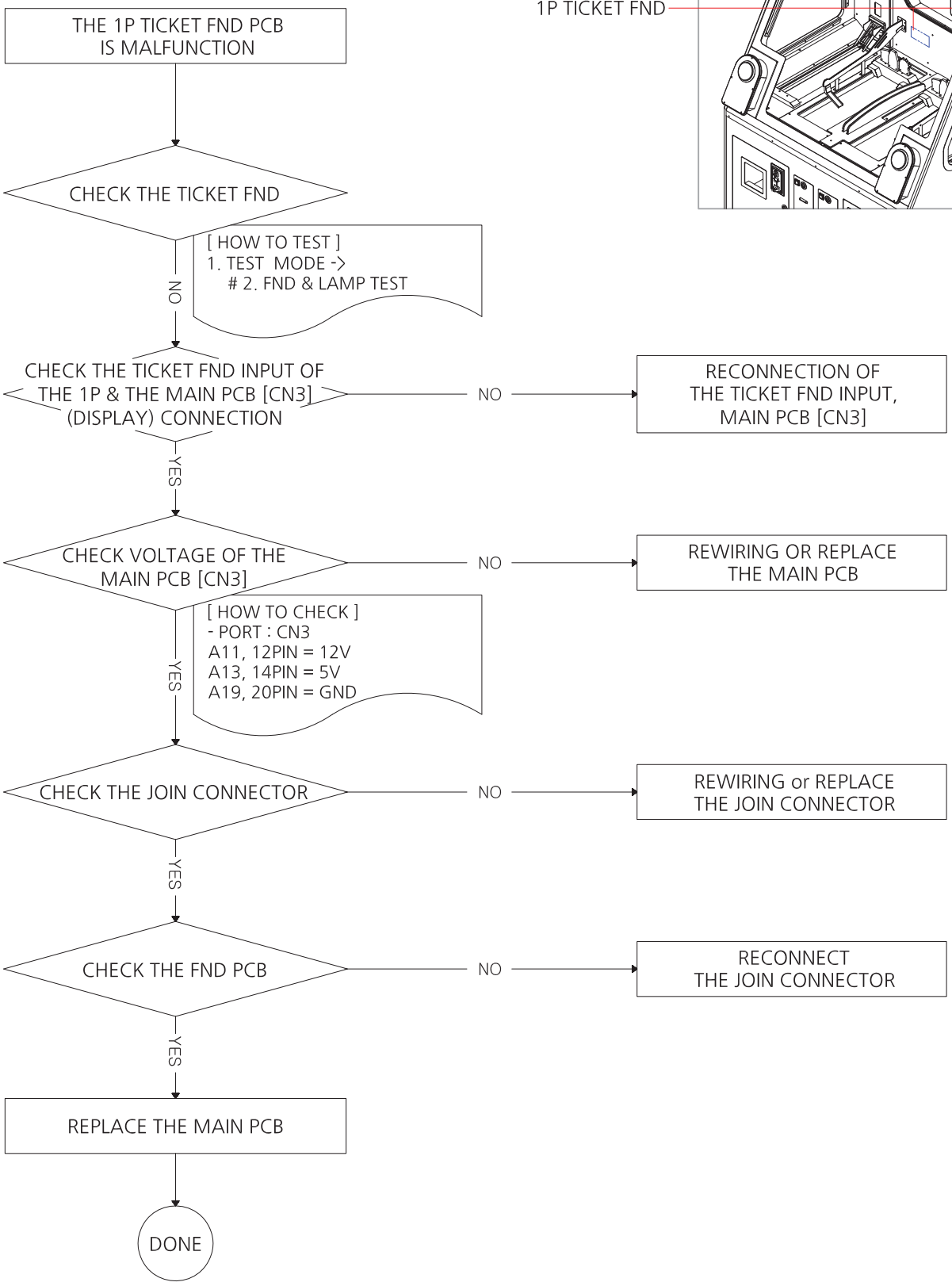
REPLACE THE MAIN PCB

DONE

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

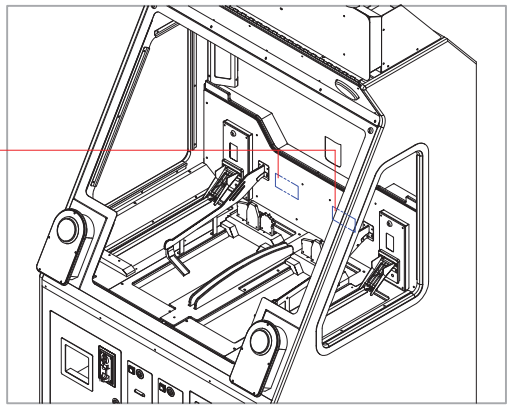
5-2. 1P TICKET FND PCB ERROR

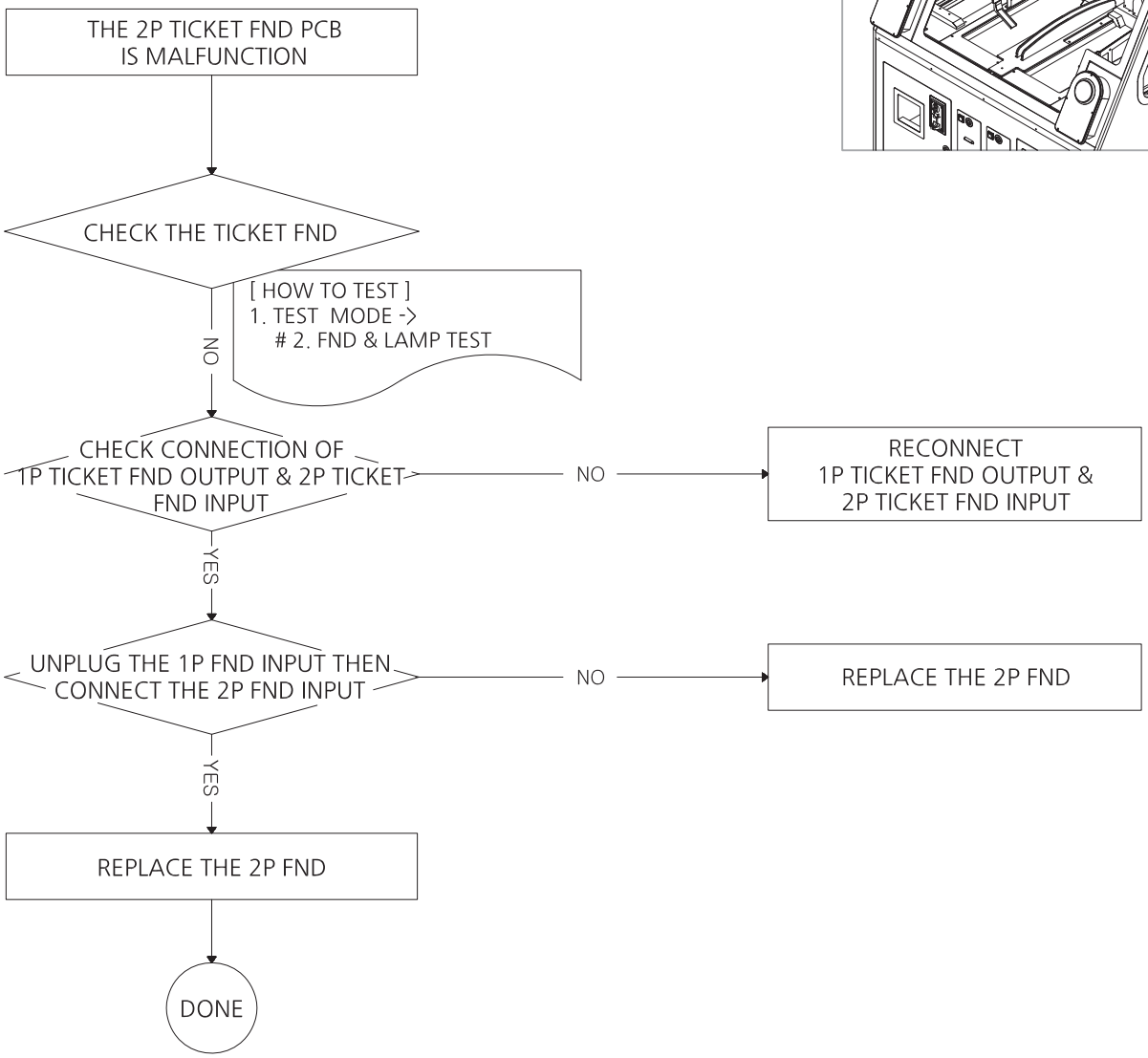




*General: Check the supply voltage and wiring connection properly
* "NO" : Means faulty of the check up result.

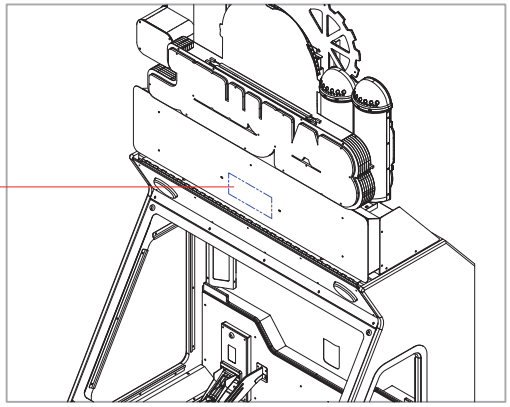
5-3. 2P TICKET FND PCB ERROR





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

5-4. JACKPOT FND PCB ERROR



THE JACKPOT FND PCB IS MALFUNCTION

CHECK THE JACKPOT FND PCB

NO

[HOW TO TEST]
1. TEST MODE ->
2. FND & LAMP TEST

CHECK CONNECTION OF THE JACKPOT FND INPUT & THE MAIN PCB [CN3] (DISPLAY)

NO → RECONNECT THE INPUT & THE MAIN PCB [CN3]

YES

CHECK THE JACKPOT FND

NO → REPLACE THE JACKPOT FND PCB

YES

CHECK VOLTAGE OF THE MAIN PCB [CN3]

NO → REPLACE THE MAIN PCB

YES

[HOW TO CHECK]
- PORT : CN3
B11, 12PIN = 12V
B13, 14PIN = 5V
B19, 20PIN = GND

CHECK THE JOIN CONNECTOR CONNECTION

NO → RECONNECT THE JOIN CONNECTOR

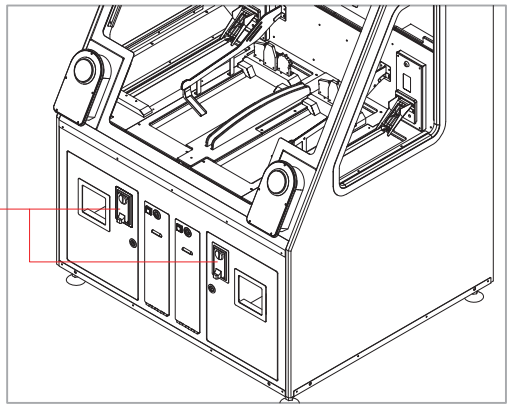
YES

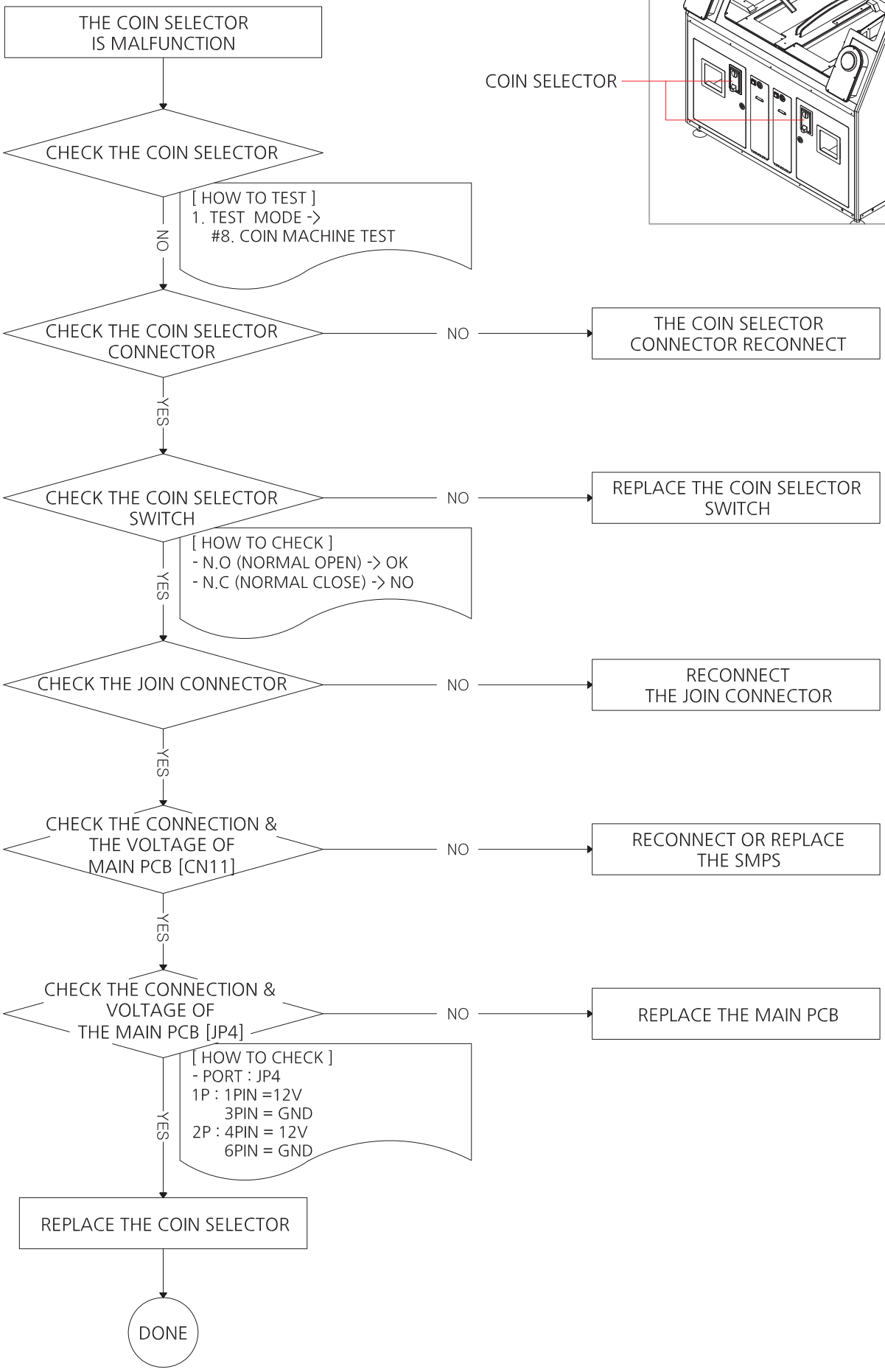
REPLACE THE MAIN PCB

DONE

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

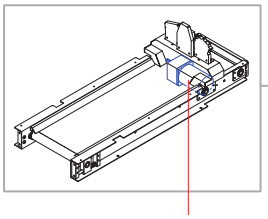
5-5. COIN SELECTOR ERROR [1~2P] - E.11



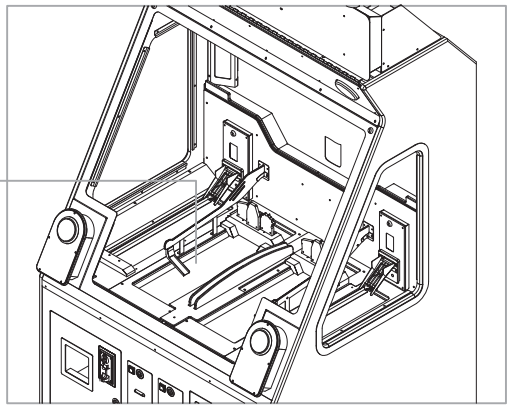


*General: Check the supply voltage and wiring connection properly
* "NO" : Means faulty of the check up result.

5-6. MAIN GAME BELT MOTOR ERROR [1~2P] - E.31



MAIN GAME BELT MOTOR



THE MAIN GAME BELT MOTOR IS MALFUNCTION

ENTER TO THE CARD BELT TEST

NO

[HOW TO TEST]
1. TEST MODE ->
#4. TOKEN BELT TEST

CHECK THE BELT AND & CARD JAM

NO → REMOVE JAM FACTOR CLEANING OR CHANGE COING

YES

CHECK CONNECTION OF THE MAIN PCB [CN1, JP15]

NO → RECONNECT THE MAIN PCB

YES

[HOW TO CHECK]
- PORT : CN1, JP15

CHECK VOLTAGE (12V & 5V) OF THE MAIN PCB [CN1, JP15]

NO → REPLACE THE 12V OR 5V SMPS

YES

[HOW TO CHECK]
- PORT : CN1, JP15
YELLOW : 12V
RED : 5V
BLACK : GND

CHECK CONNCTION (CON2) & VOLTAGE(12V) OF THE MAIN PCB

NO → RECONNECT OR REPLACE THE MAIN PCB

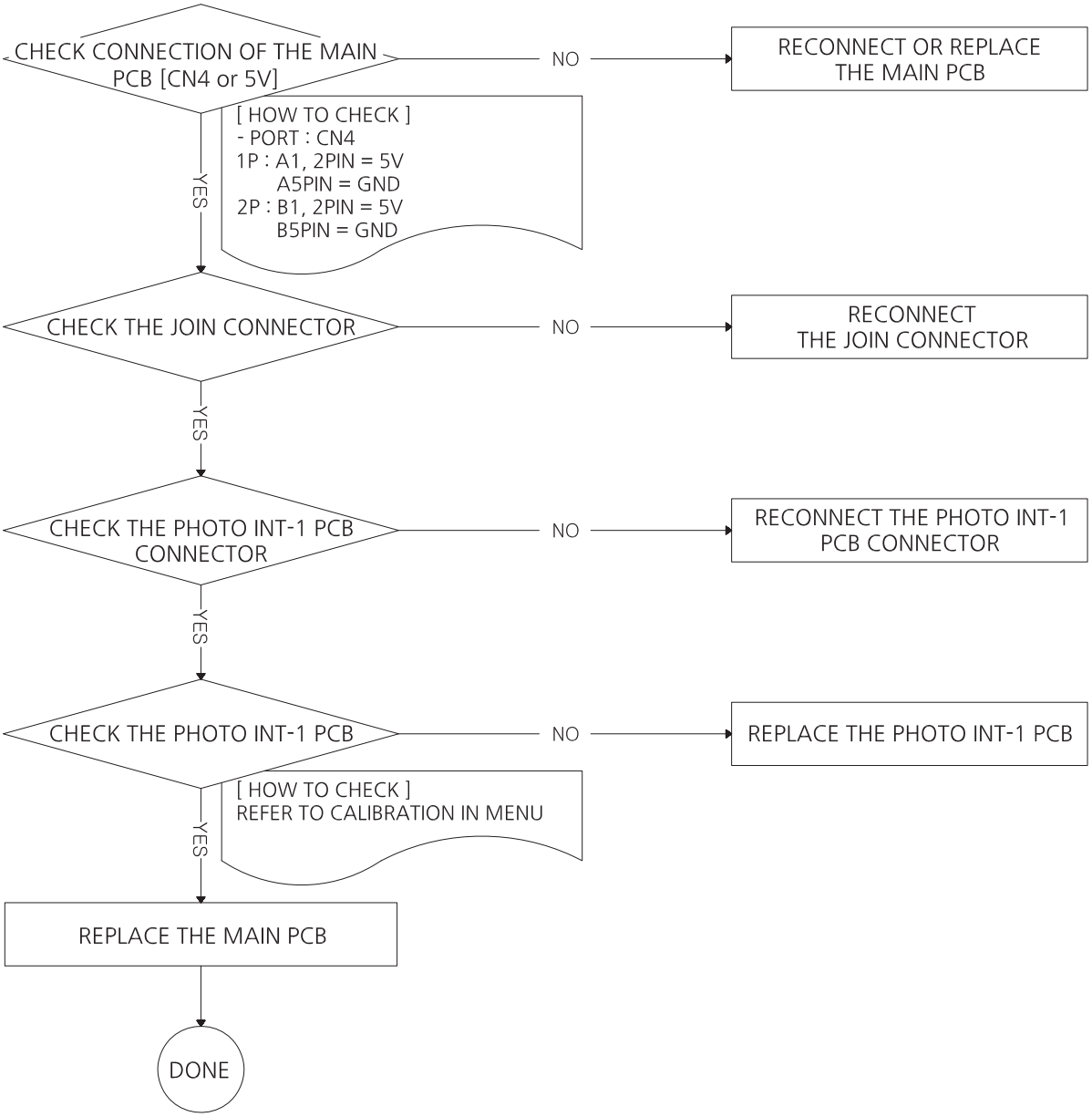
YES

[HOW TO CHECK]
1P : 1,2 PIN
2P : 3,4 PIN

CHECK CONNCTION & OPERATION OF THE MOTOR

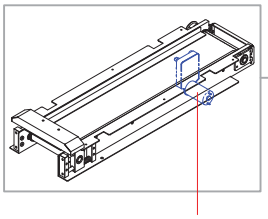
NO → RECONNECT OR REPLACE THE MOTOR

YES

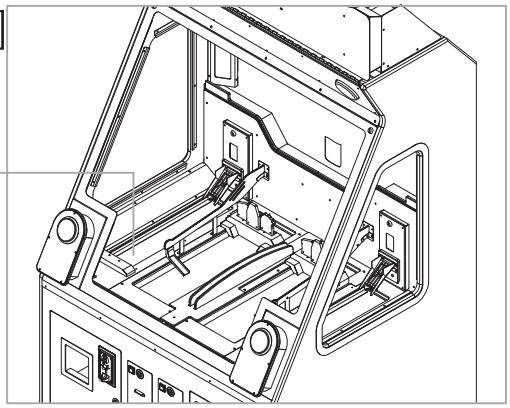

CHECK CONNECTION OF THE MAIN PCB [CN4 or 5V]
NO
RECONNECT OR REPLACE THE MAIN PCB
[HOW TO CHECK]
- PORT : CN4
1P : A1, 2PIN = 5V
A5PIN = GND
2P : B1, 2PIN = 5V
B5PIN = GND
YES
CHECK THE JOIN CONNECTOR
NO
RECONNECT THE JOIN CONNECTOR
YES
CHECK THE PHOTO INT-1 PCB CONNECTOR
NO
RECONNECT THE PHOTO INT-1 PCB CONNECTOR
YES
CHECK THE PHOTO INT-1 PCB
NO
REPLACE THE PHOTO INT-1 PCB
[HOW TO CHECK]
REFER TO CALIBRATION IN MENU
YES
REPLACE THE MAIN PCB
DONE

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

5-7. CARD BELT DROP MOTOR ERROR [1~2P] - E.41 / E.43 / E.44



CARD BELT DROP MOTOR



THE CARD BELT DROP MOTOR IS MALFUNCTION

ENTER TO THE "CARD BELT TEST"

NO

[HOW TO TEST]
1. TEST MODE ->
#5. CARD BELT TEST

CHECK THE BELT JAM & CARD — NO → REMOVE THE JAMMED FACTOR

YES

CHECK THE CONNECTOR OF MAIN PCB [CN1, JP15] — NO → RECONNECT THE MAIN PCB

YES

[HOW TO CHECK]
- PORT : CN1, JP15

CHECK VOLTAGE OF THE MAIN PCB [CN1, JP15] — NO → REPLACE THE 12V OR 5V SMPS

YES

[HOW TO CHECK]
- PORT : CN1, JP15
YELLOW : 12V
RED : 5V
BLACK : GND

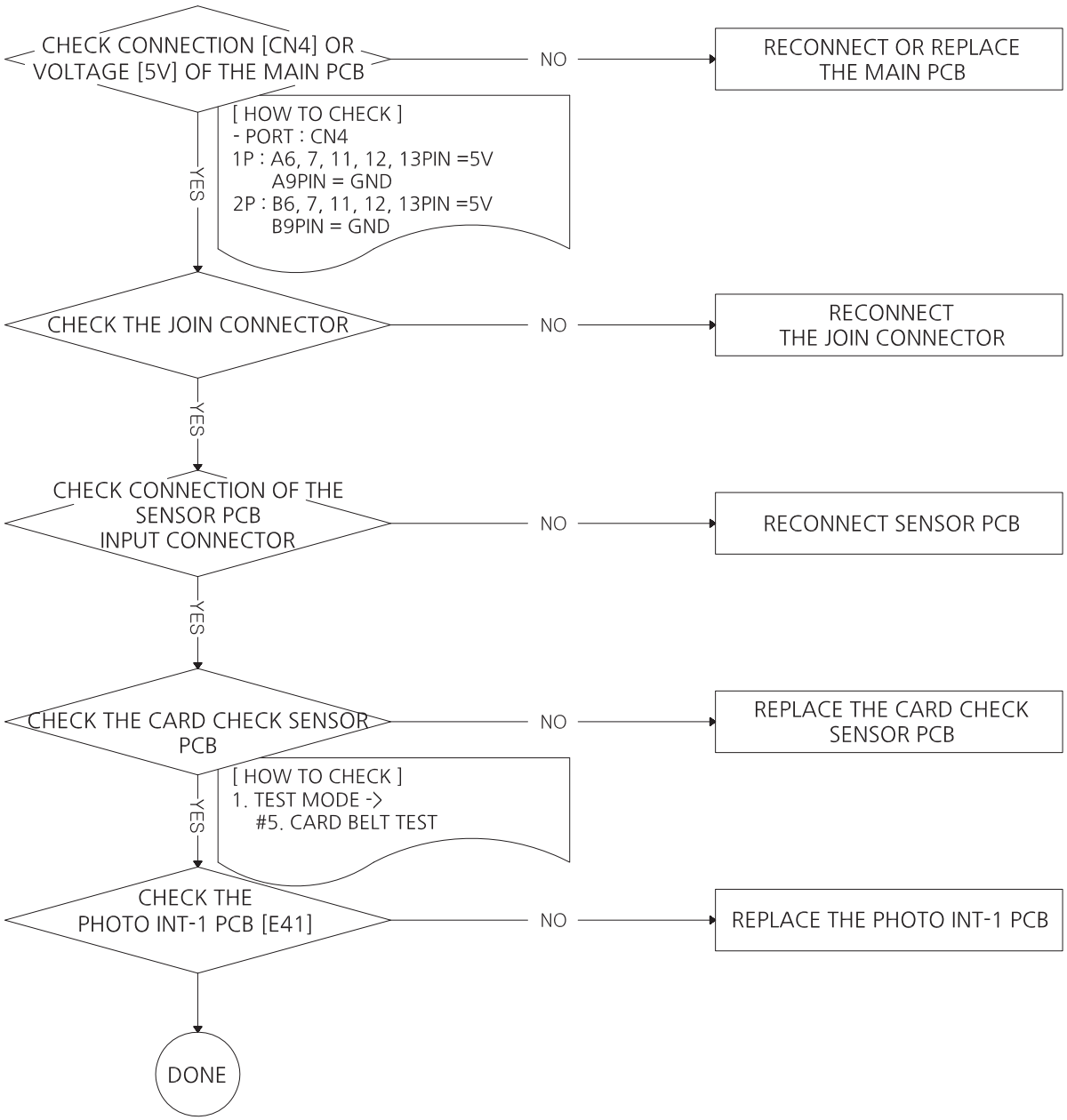
CHECK CONNCTION OF THE MAIN PCB [CON1 or 12V] — NO → RECONNECT OR REPLACE THE MAIN PCB

YES

[HOW TO CHECK]
1P : 5,6 PIN
2P : 7,8 PIN

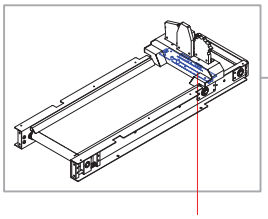
CHECK CONNECTION OR OPERATION OF MOTOR — NO → RECONNECT OR REPLACE THE MOTOR

YES

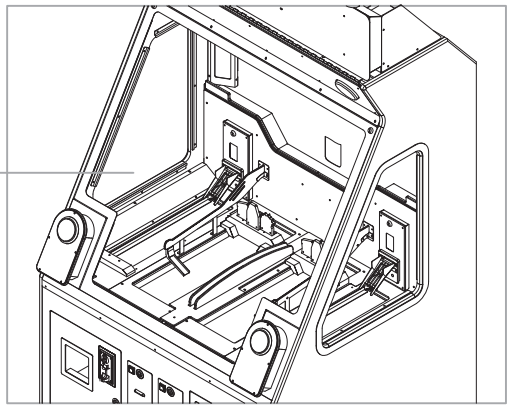

CHECK CONNECTION [CN4] OR VOLTAGE [5V] OF THE MAIN PCB
NO
RECONNECT OR REPLACE THE MAIN PCB
[HOW TO CHECK]
- PORT : CN4
1P : A6, 7, 11, 12, 13PIN =5V
A9PIN = GND
2P : B6, 7, 11, 12, 13PIN =5V
B9PIN = GND
YES
CHECK THE JOIN CONNECTOR
NO
RECONNECT THE JOIN CONNECTOR
YES
CHECK CONNECTION OF THE SENSOR PCB INPUT CONNECTOR
NO
RECONNECT SENSOR PCB
YES
CHECK THE CARD CHECK SENSOR PCB
NO
REPLACE THE CARD CHECK SENSOR PCB
[HOW TO CHECK]
1. TEST MODE ->
#5. CARD BELT TEST
YES
CHECK THE PHOTO INT-1 PCB [E41]
NO
REPLACE THE PHOTO INT-1 PCB
DONE

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

5-8. BELT SCAN SENSOR ERROR [1~2P] - E.51 / E.52



BELT SCAN SENSOR



THE BELT SCAN SENSOR IS MALFUNCTION

ENTER TO THE "CARD BELT TEST"

NO

[HOW TO TEST]
1. TEST MODE ->
#3. TOKEN SENSOR TEST

CHECK THE BELT & COIN JAM — NO → REMOVE JAM FACTOR, CLEANING or CHANGE COINS

YES

CHECK CONNECTION OF THE MAIN PCB [CN1, JP15] — NO → RECONNECT THE MAIN PCB

[HOW TO CHECK]
- PORT : CN1, JP15

YES

CHECK VOLTAGE OF THE MAIN PCB [CN1, JP15] — NO → REPLACE THE 12V OR 5V SMPS

[HOW TO CHECK]
- PORT : CN1, JP15
YELLOW : 12V
RED : 5V
BLACK : GND

YES

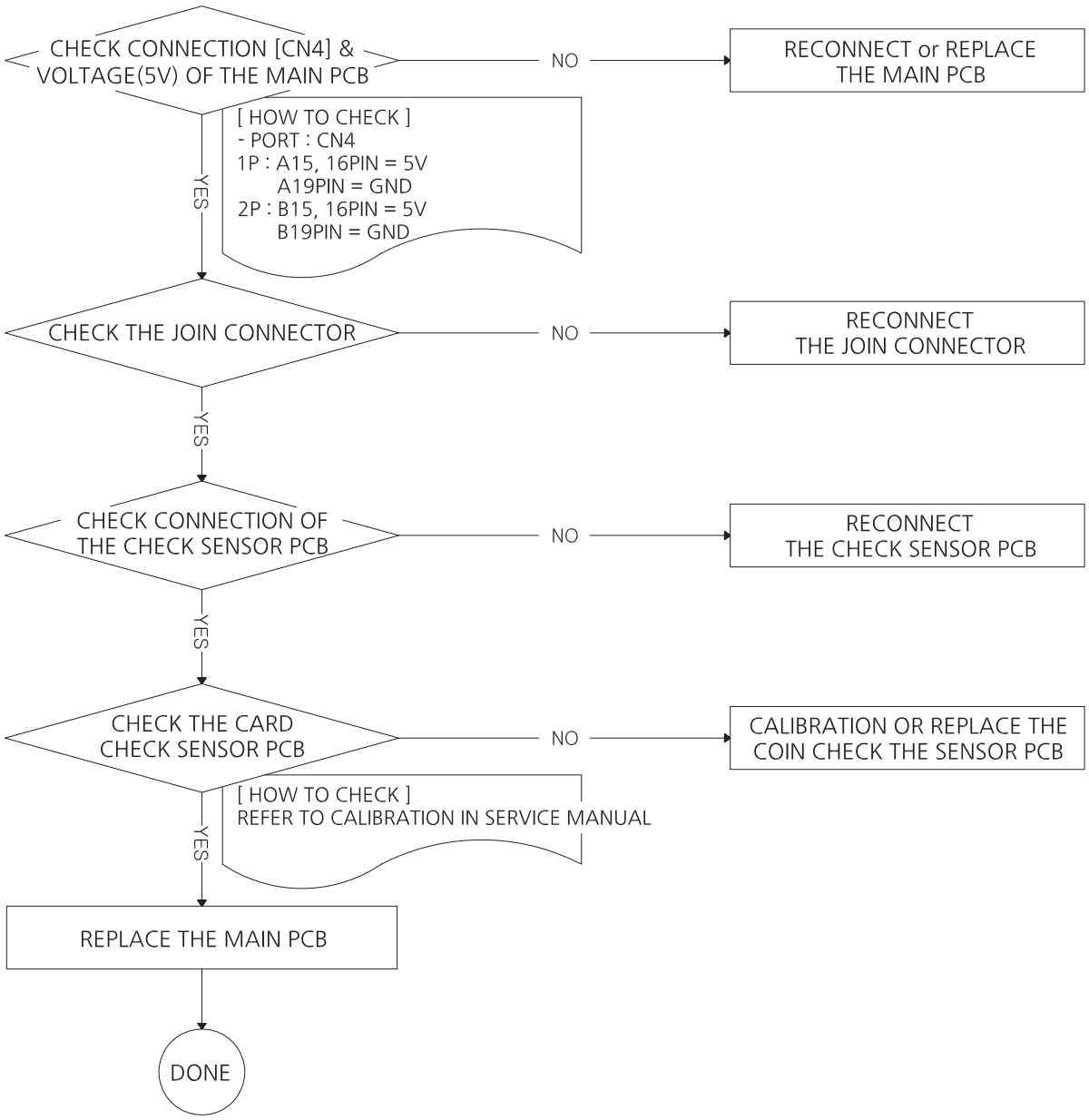
CHECK CONNECTION [CON2] OR VOLTAGE(12V) OF MAIN PCB — NO → RECONNECT OR REPLACE THE MAIN PCB

[HOW TO CHECK]
1P : 1,2 PIN
2P : 3,4 PIN

YES

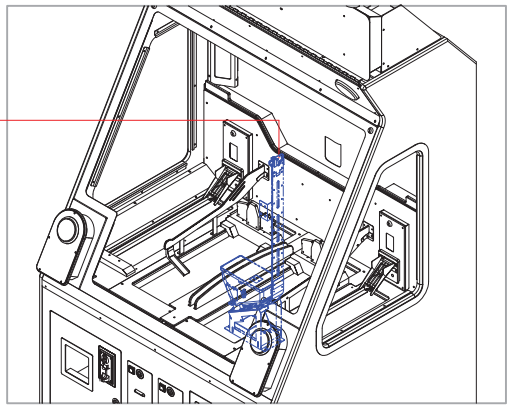
CHECK CONNECTION & OPERATION OF THE MOTOR — NO → RECONNECT OR REPLACE OF THE MOTOR

YES


CHECK CONNECTION [CN4] &
VOLTAGE(5V) OF THE MAIN PCB
NO
RECONNECT or REPLACE
THE MAIN PCB
[HOW TO CHECK]
- PORT : CN4
1P : A15, 16PIN = 5V
A19PIN = GND
2P : B15, 16PIN = 5V
B19PIN = GND
YES
CHECK THE JOIN CONNECTOR
NO
RECONNECT
THE JOIN CONNECTOR
YES
CHECK CONNECTION OF
THE CHECK SENSOR PCB
NO
RECONNECT
THE CHECK SENSOR PCB
YES
CHECK THE CARD
CHECK SENSOR PCB
NO
CALIBRATION OR REPLACE THE
COIN CHECK THE SENSOR PCB
[HOW TO CHECK]
REFER TO CALIBRATION IN SERVICE MANUAL
YES
REPLACE THE MAIN PCB
DONE

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

5-9. TOKEN DROP HOPPER ERROR [1~2P] - E.61 / E.62



THE TOKEN DROP HOPPER IS MALFUNCTION

ENTER TO THE "MEDAL OUT TEST"

NO

[HOW TO TEST]
1. TEST MODE ->
#6. TOKEN OUT TEST

CHECK THE TOKEN DROP RAIL MEDAL JAM

NO → REMOVE JAMMED MEDAL

YES

CHECK THE COIN IS IN THE HOPPER & CHECK THE EXTRANEOUS THINGS

NO → SUPPLY COINS OR REMOVE EXTRANEOUS THINGS

YES

CHECK VOLTAGE(12V, 5V) OF THE MAIN PCB [CN1, JP15]

NO → REPLACE THE 12V OR 5V SMPS

YES

[HOW TO CHECK]
- PORT : CN1, JP15

CHECK THE RAIL MEDAL JAM

NO → REMOVE JAMMED MEDAL OR REPLACE THE RAIL

YES

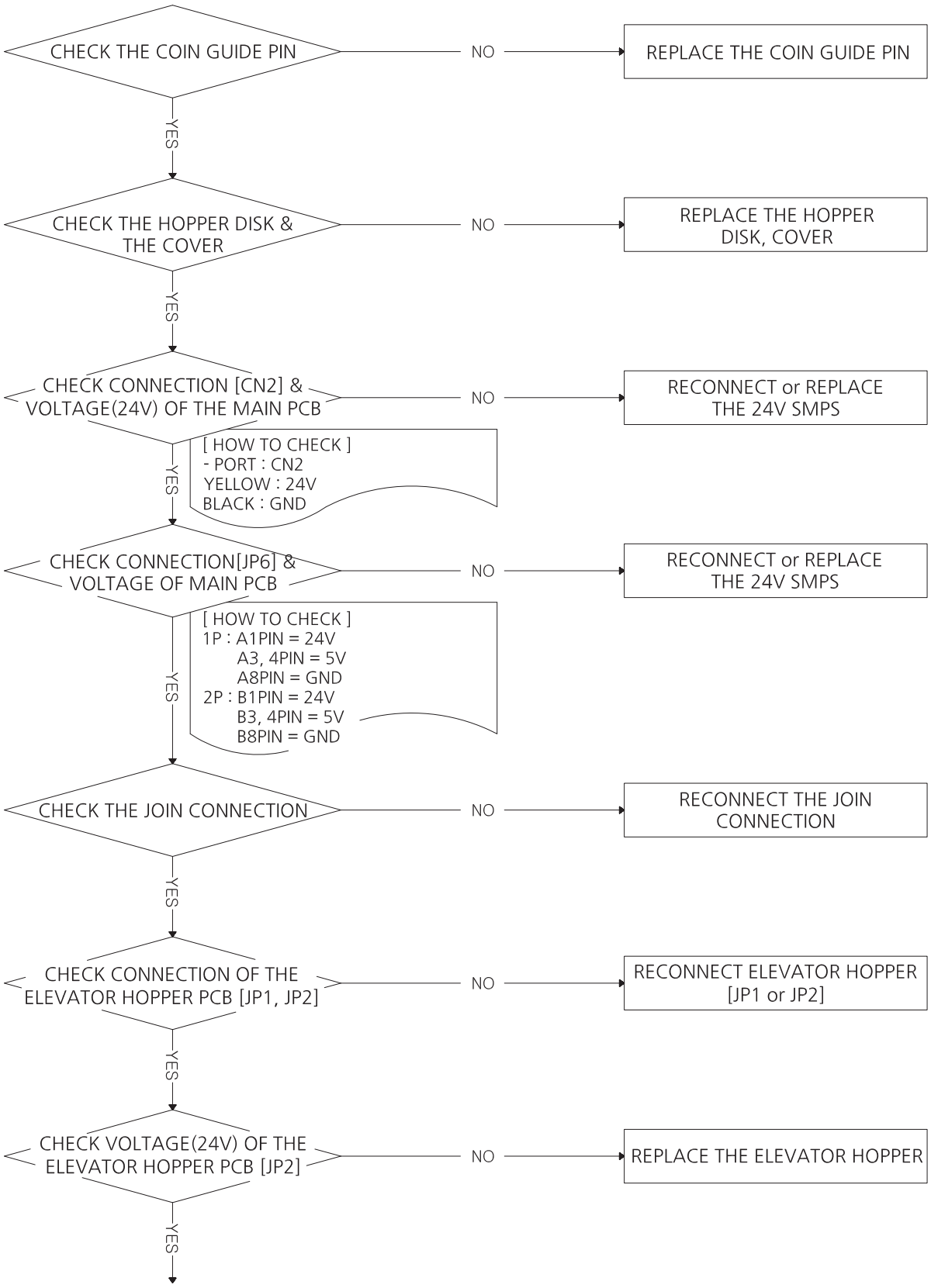
CHECK THE COIN HOLDER(BEARING, SUPPORT) SENSOR CHECK THE BROKEN OR SEPERATED PART

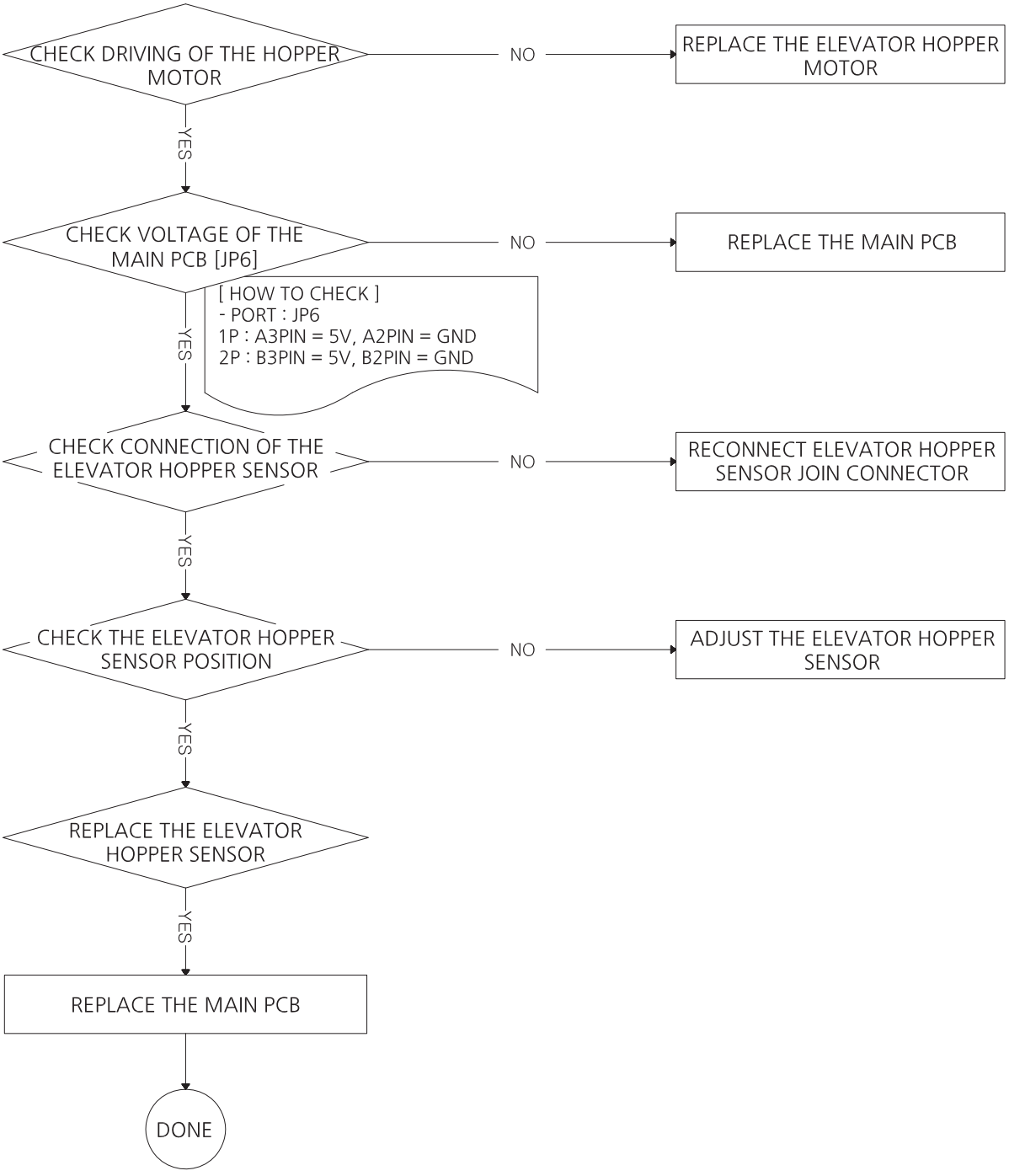
NO → REPLACE THE COIN HOLDER OR THE SENSOR

YES

CHECK COIN IS IN THE DISK OF HOPPER

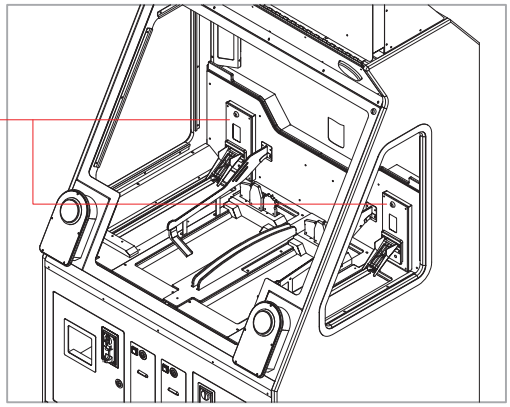
NO → PRESS HOPPER CASE 10 TIMES BY HAND & CLEAR IT, THEN PREDD RESET BUTTON


CHECK THE COIN GUIDE PIN
NO
REPLACE THE COIN GUIDE PIN
YES
CHECK THE HOPPER DISK & THE COVER
NO
REPLACE THE HOPPER DISK, COVER
YES
CHECK CONNECTION [CN2] & VOLTAGE(24V) OF THE MAIN PCB
NO
RECONNECT or REPLACE THE 24V SMPS
[HOW TO CHECK]
- PORT : CN2
YELLOW : 24V
BLACK : GND
YES
CHECK CONNECTION[JP6] & VOLTAGE OF MAIN PCB
NO
RECONNECT or REPLACE THE 24V SMPS
[HOW TO CHECK]
1P : A1PIN = 24V
A3, 4PIN = 5V
A8PIN = GND
2P : B1PIN = 24V
B3, 4PIN = 5V
B8PIN = GND
YES
CHECK THE JOIN CONNECTION
NO
RECONNECT THE JOIN CONNECTION
YES
CHECK CONNECTION OF THE ELEVATOR HOPPER PCB [JP1, JP2]
NO
RECONNECT ELEVATOR HOPPER [JP1 or JP2]
YES
CHECK VOLTAGE(24V) OF THE ELEVATOR HOPPER PCB [JP2]
NO
REPLACE THE ELEVATOR HOPPER
YES


CHECK DRIVING OF THE HOPPER MOTOR
NO
REPLACE THE ELEVATOR HOPPER MOTOR
YES
CHECK VOLTAGE OF THE MAIN PCB [JP6]
NO
REPLACE THE MAIN PCB
[HOW TO CHECK]
- PORT : JP6
1P : A3PIN = 5V, A2PIN = GND
2P : B3PIN = 5V, B2PIN = GND
YES
CHECK CONNECTION OF THE ELEVATOR HOPPER SENSOR
NO
RECONNECT ELEVATOR HOPPER SENSOR JOIN CONNECTOR
YES
CHECK THE ELEVATOR HOPPER SENSOR POSITION
NO
ADJUST THE ELEVATOR HOPPER SENSOR
YES
REPLACE THE ELEVATOR HOPPER SENSOR
YES
REPLACE THE MAIN PCB
DONE

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

5-10. CARD DISPENSER ERROR [1~2P] - E.81 / E.82



THE CARD DISPENSER IS MALFUNCTION

ENTER TO THE "CARD DISPENSER" TEST

NO

[HOW TO TEST]
1. TEST MODE ->
7. CARD OUT TEST

CHECK CARD IN THE DISPENSER — NO → INSERT CARDS

YES

CARD Jam — NO → REMOVE JAMMED FACTOR

YES

CHECK CONNECTION OF THE [JP10] — NO → RECONNECT THE JP10 CONNECTOR

YES

CHECK VOLTAGE(12V) OF THE MAIN PCB 4,5 PIN — NO → REPLACE THE MAIN PCB

YES

CHECK THE JOIN CONNECTOR — NO → RECONNECT THE JOIN CONNECTOR

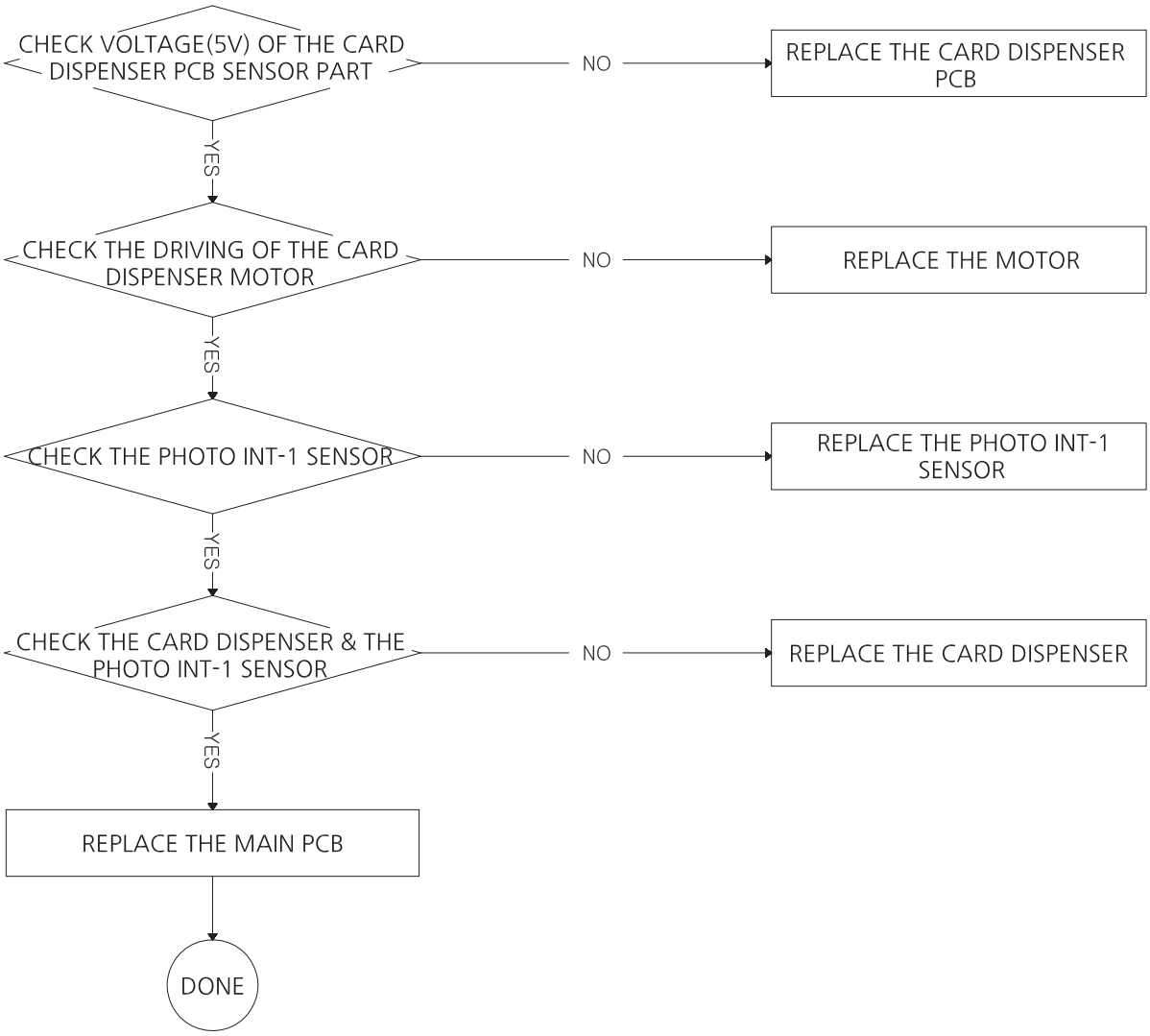
YES

CHECK 5, 6 PIN VOLTAGE(12V) OF THE CARD DISPENSER PCB — NO → DOUBLE CHECK CONNECTION OF WORES & CONNECTORS — NO → REPLACE THE CARD DISPENSER PCB

YES

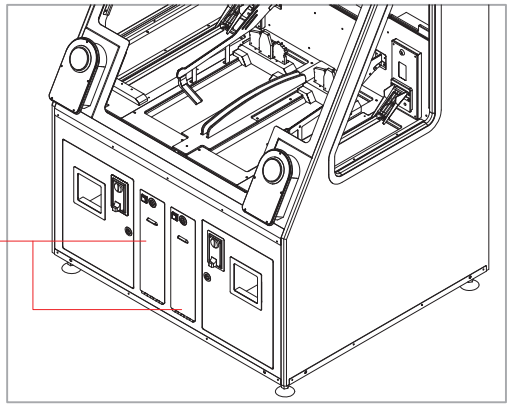
CHECK VOLTAGE OF THE CARD DISPENSER PCB MOTOR OUT (1,3 PIN) — NO → REPLACE THE CARD DISPENSER

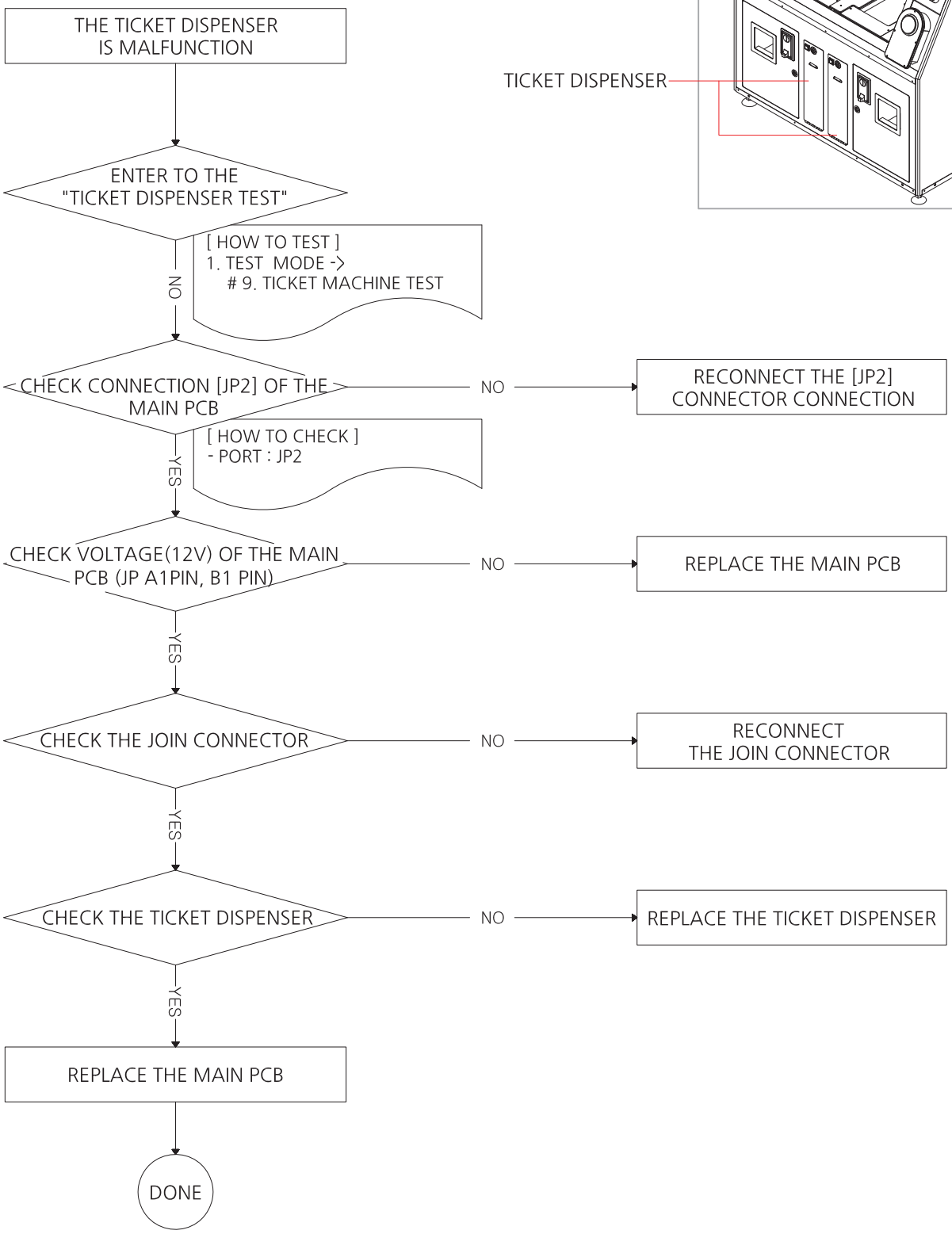
YES


CHECK VOLTAGE(5V) OF THE CARD DISPENSER PCB SENSOR PART
NO
REPLACE THE CARD DISPENSER PCB
YES
CHECK THE DRIVING OF THE CARD DISPENSER MOTOR
NO
REPLACE THE MOTOR
YES
CHECK THE PHOTO INT-1 SENSOR
NO
REPLACE THE PHOTO INT-1 SENSOR
YES
CHECK THE CARD DISPENSER & THE PHOTO INT-1 SENSOR
NO
REPLACE THE CARD DISPENSER
YES
REPLACE THE MAIN PCB
DONE

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

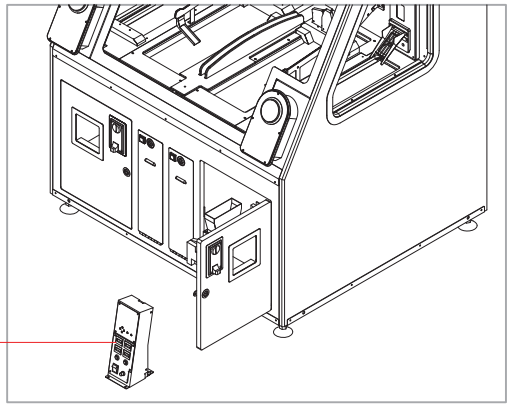
5-11. TICKET DISPENSER ERROR [E-t]

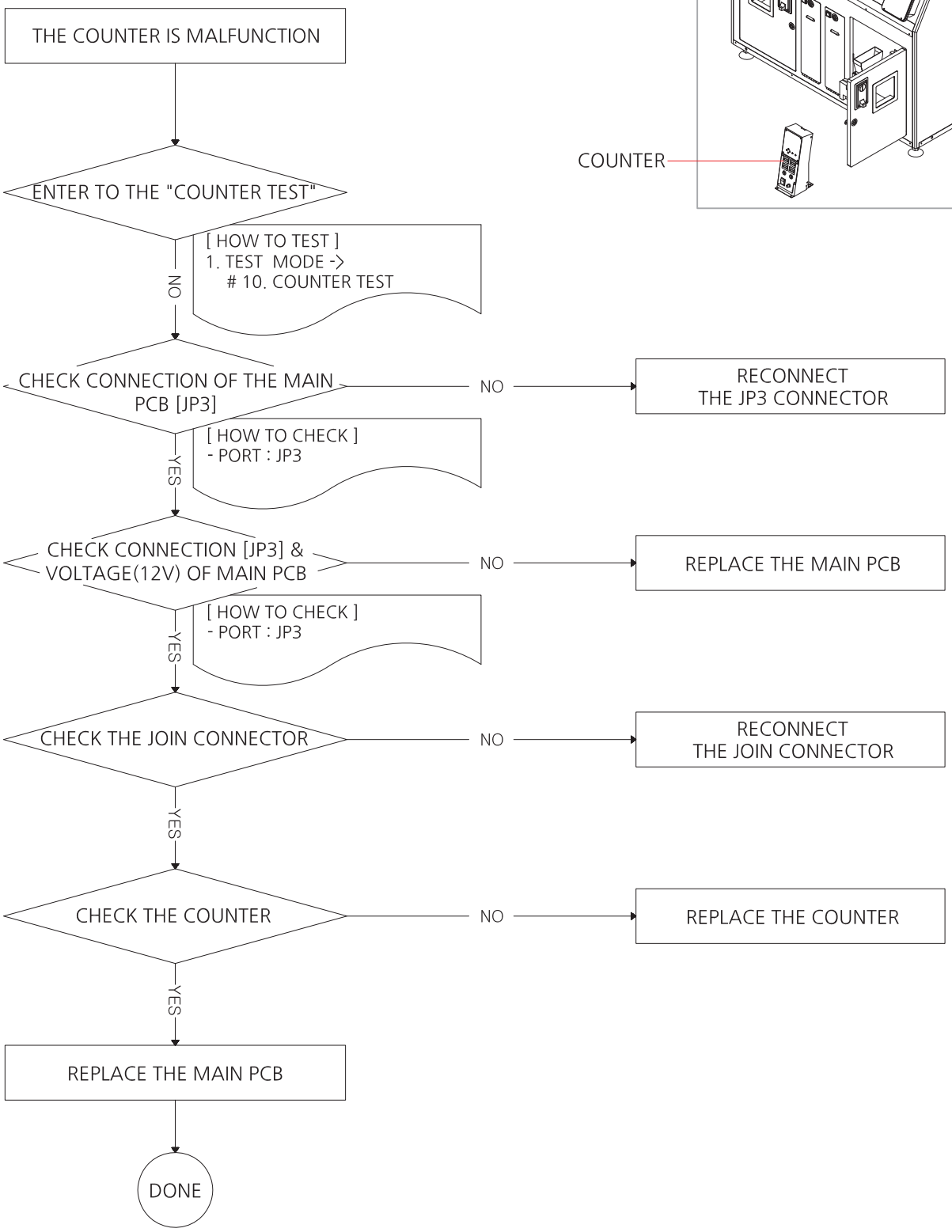




*General: Check the supply voltage and wiring connection properly
* "NO" : Means faulty of the check up result.

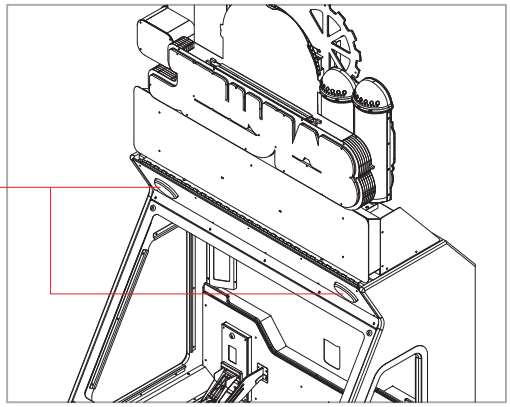
5-12. COUNTER ERROR

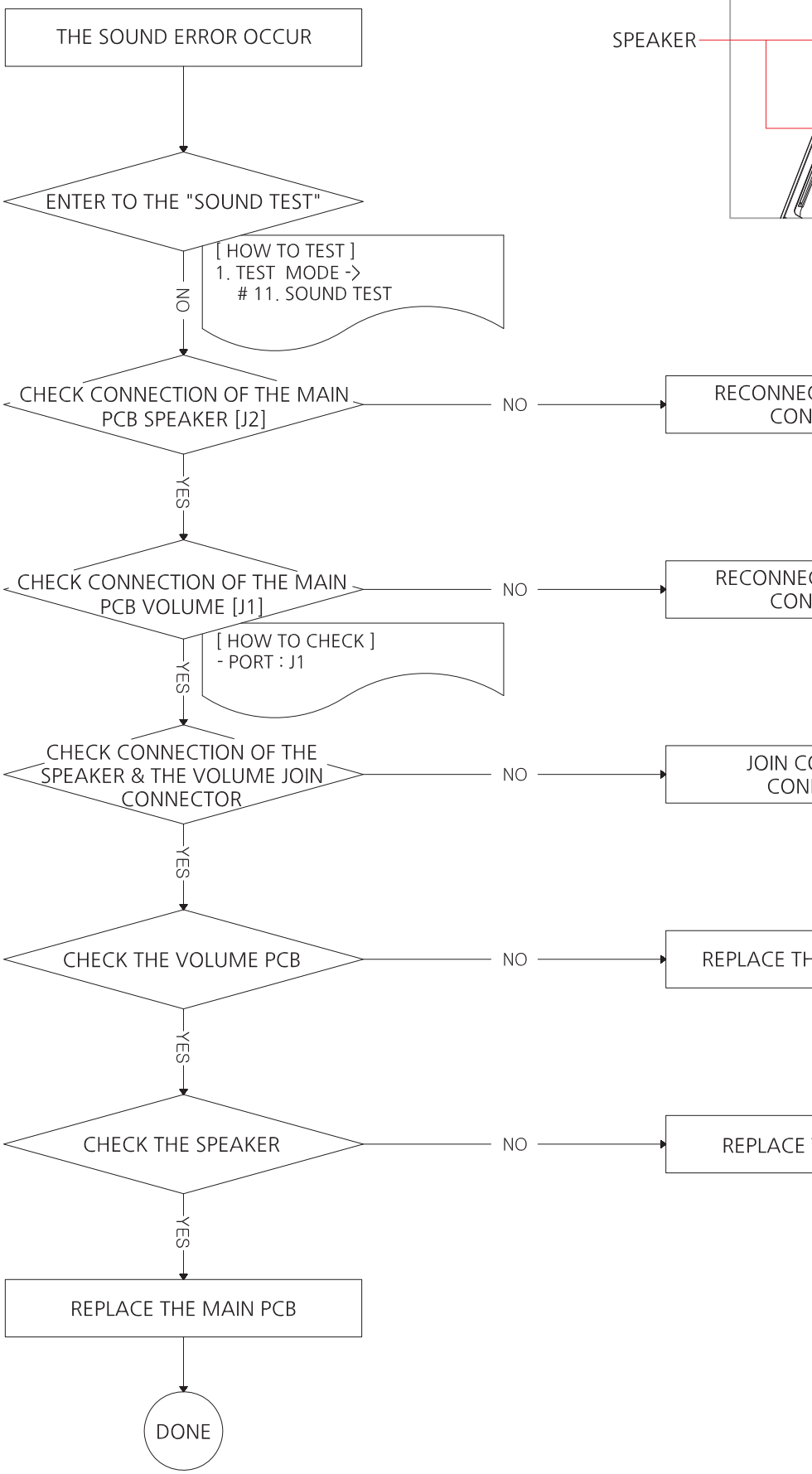




*General: Check the supply voltage and wiring connection properly
* "NO" : Means faulty of the check up result.

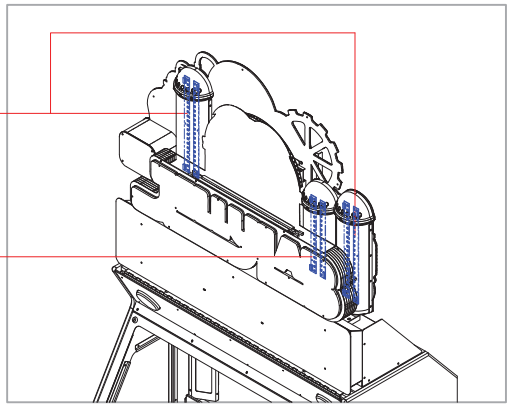
5-13. SOUND ERROR

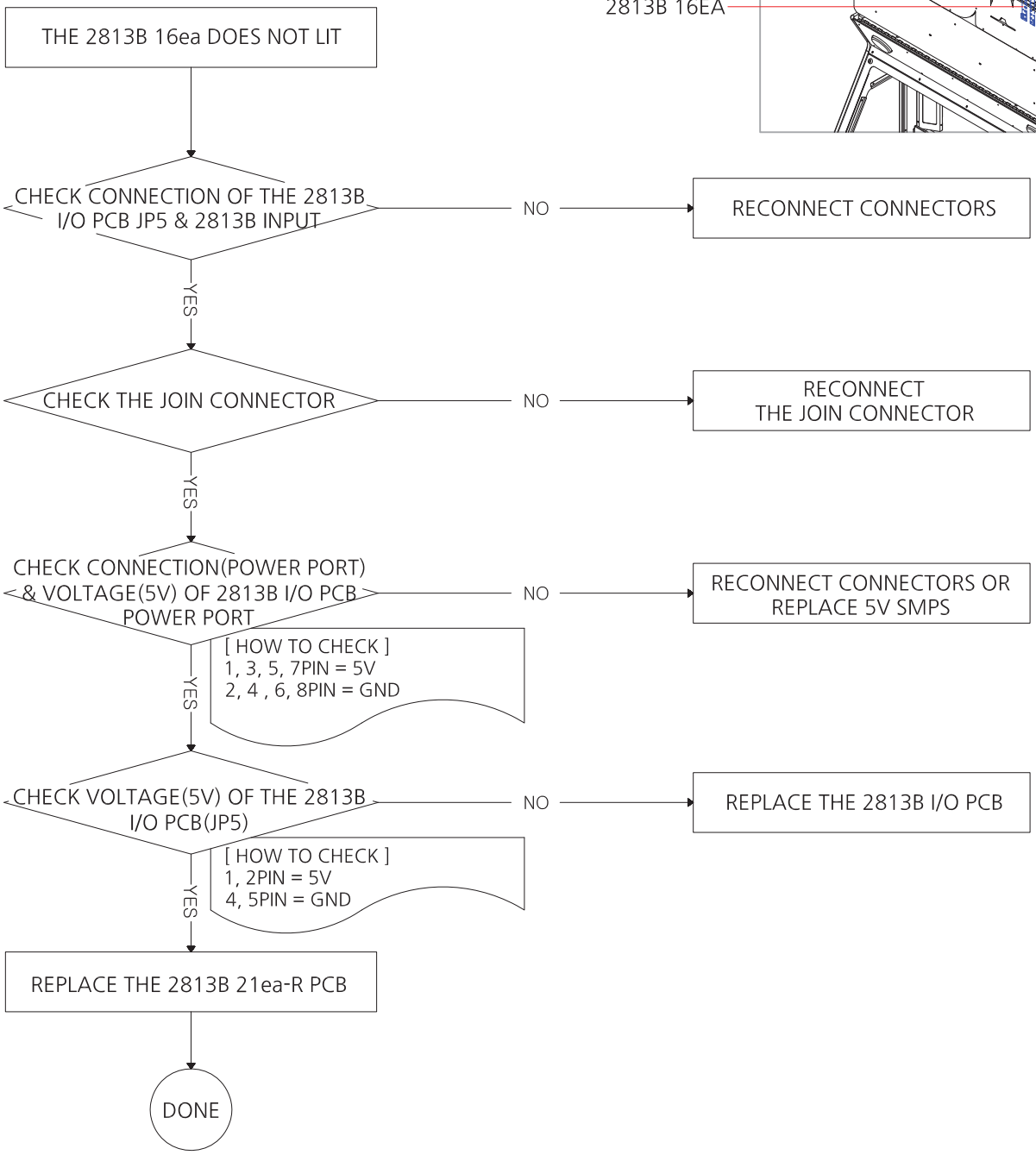




*General: Check the supply voltage and wiring connection properly
* "NO" : Means faulty of the check up result.

5-14. 2813B 16ea, 21ea When not lit
(TOP BILLBOARD)

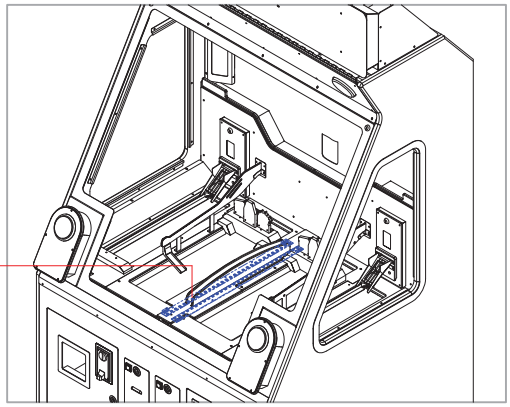


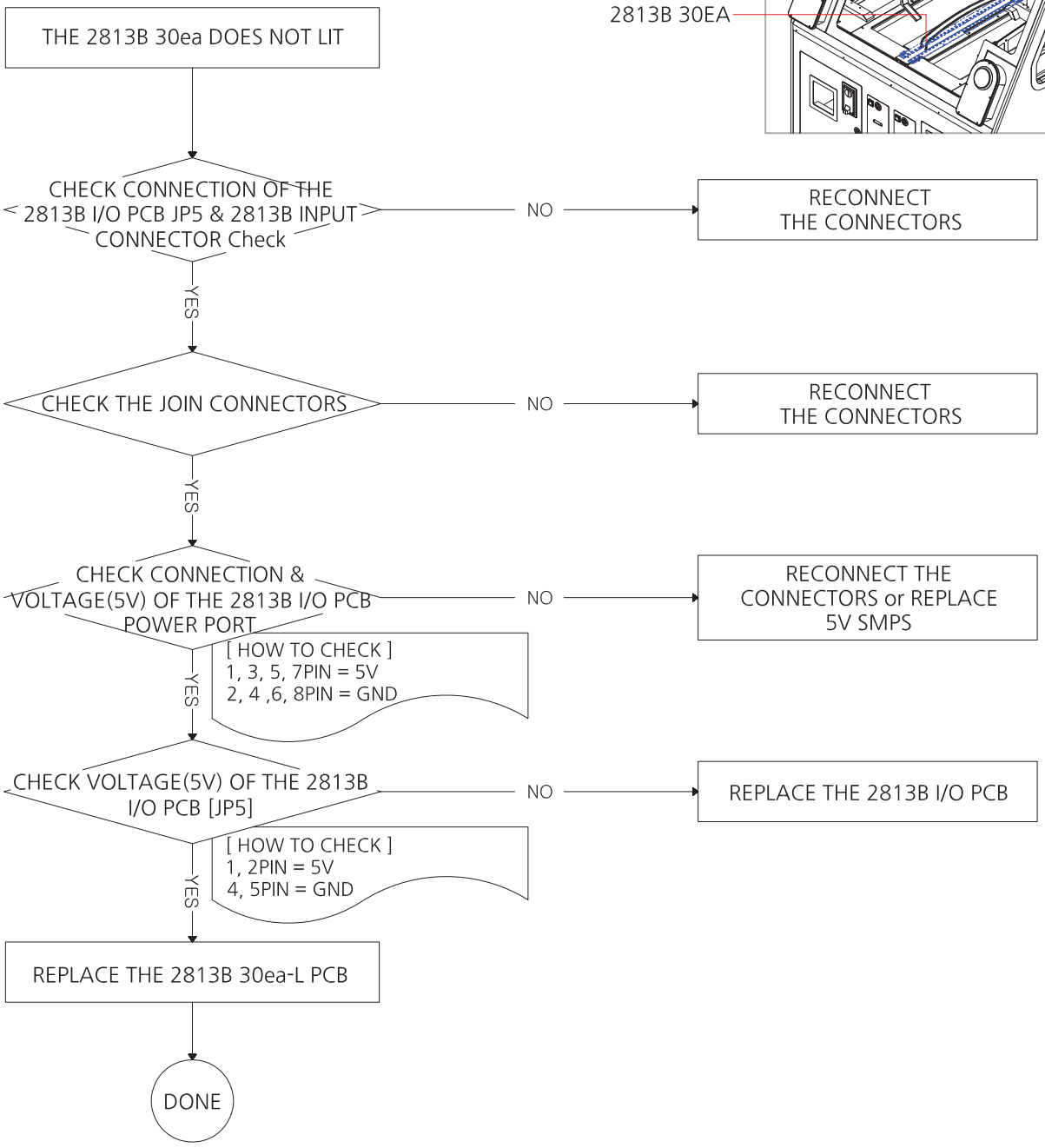


* If the middle LED PCB does not light up, check the front LED PCB connection status then check again

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

5-15. 2813B 30ea, L When does not lit
(GAME PLATE MIDDLE)

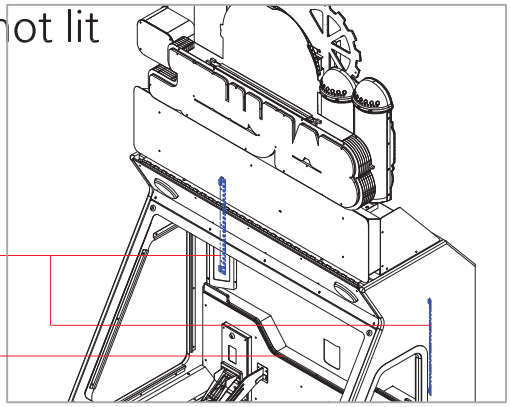


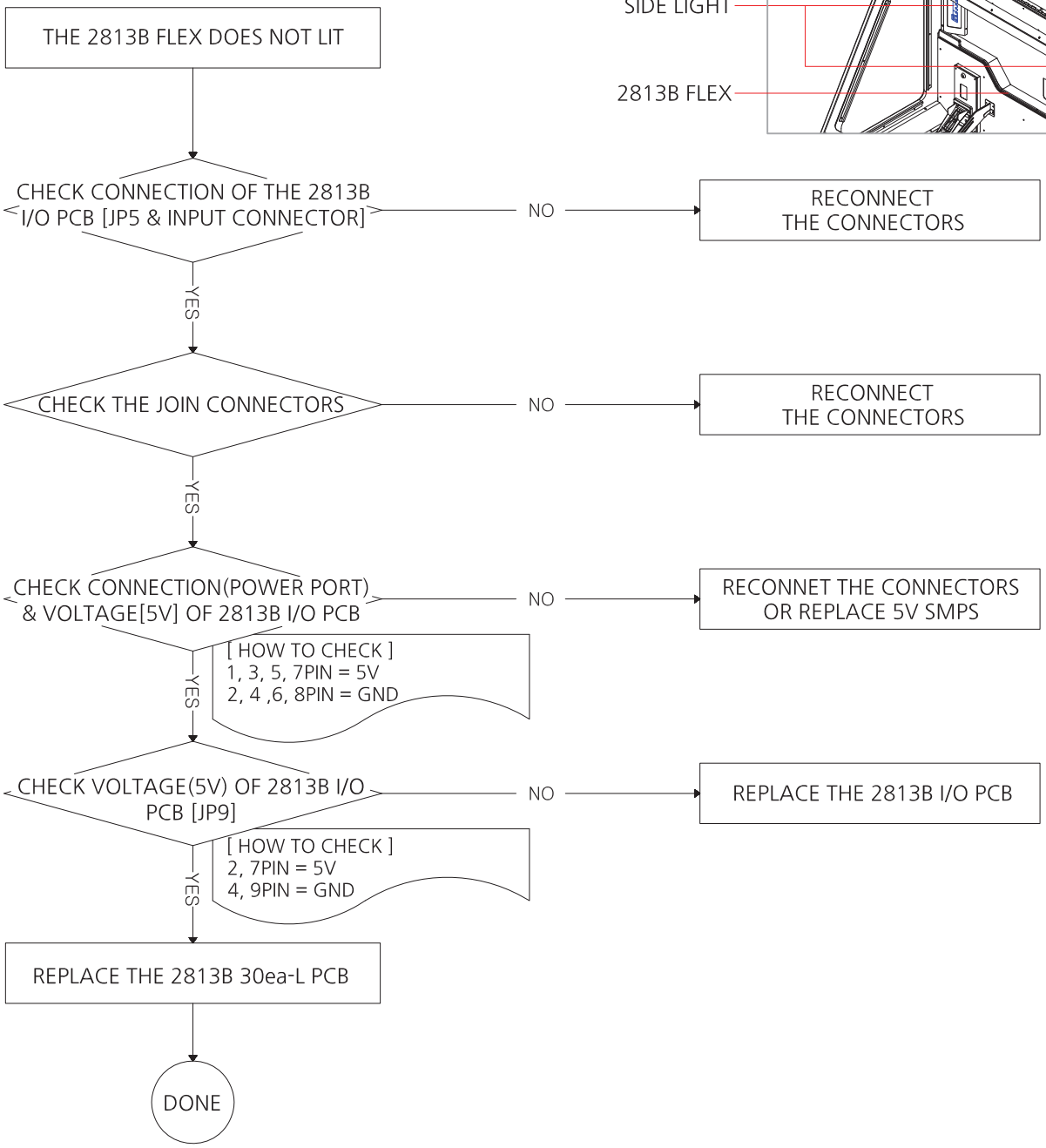


* If the middle LED PCB does not light up, check the front LED PCB connection status then check again

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

5-16. 2813B FLEX or SIDE LIGHT When does not lit

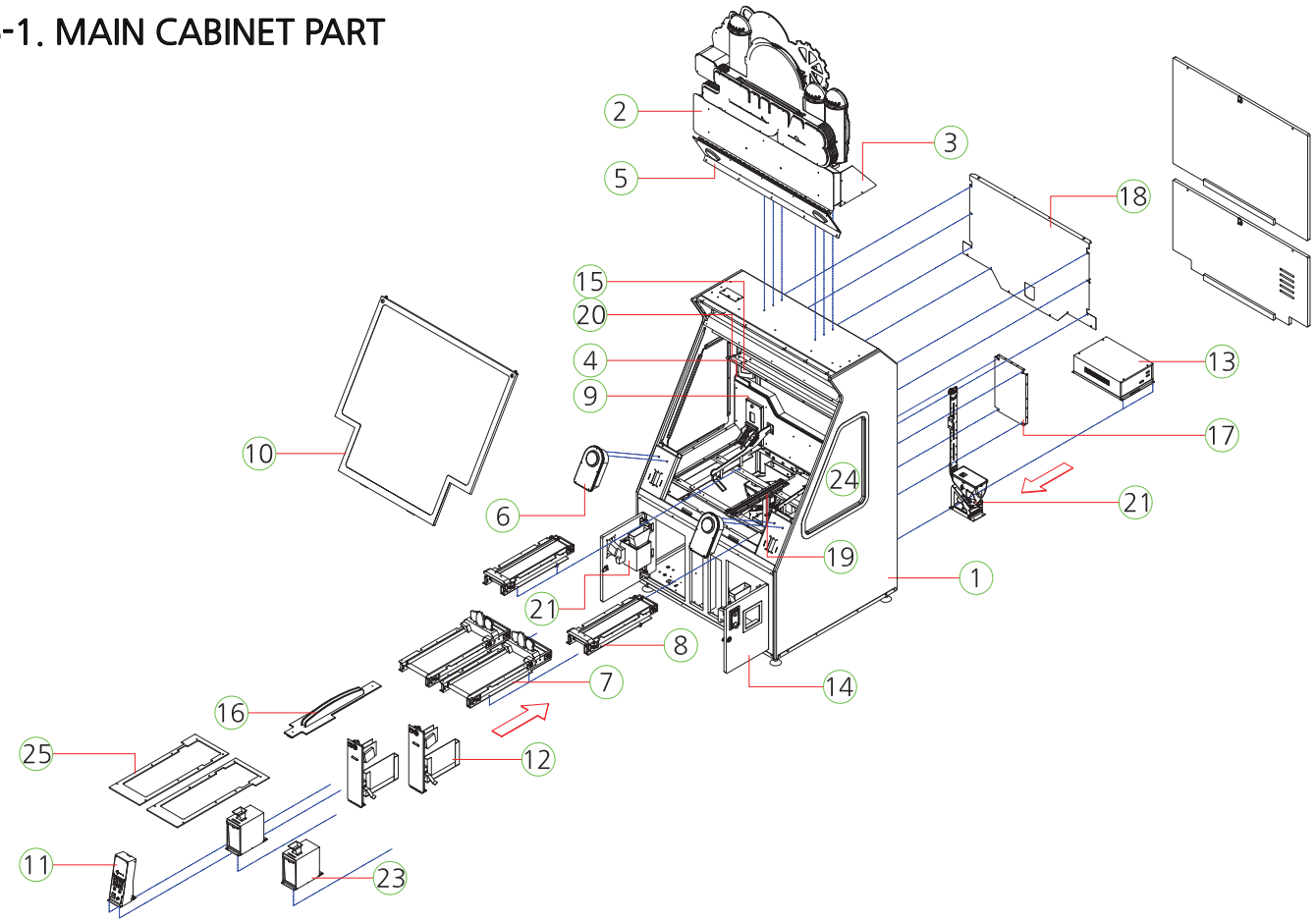




* If the middle LED PCB does not light up, check the front LED PCB connection status then check again

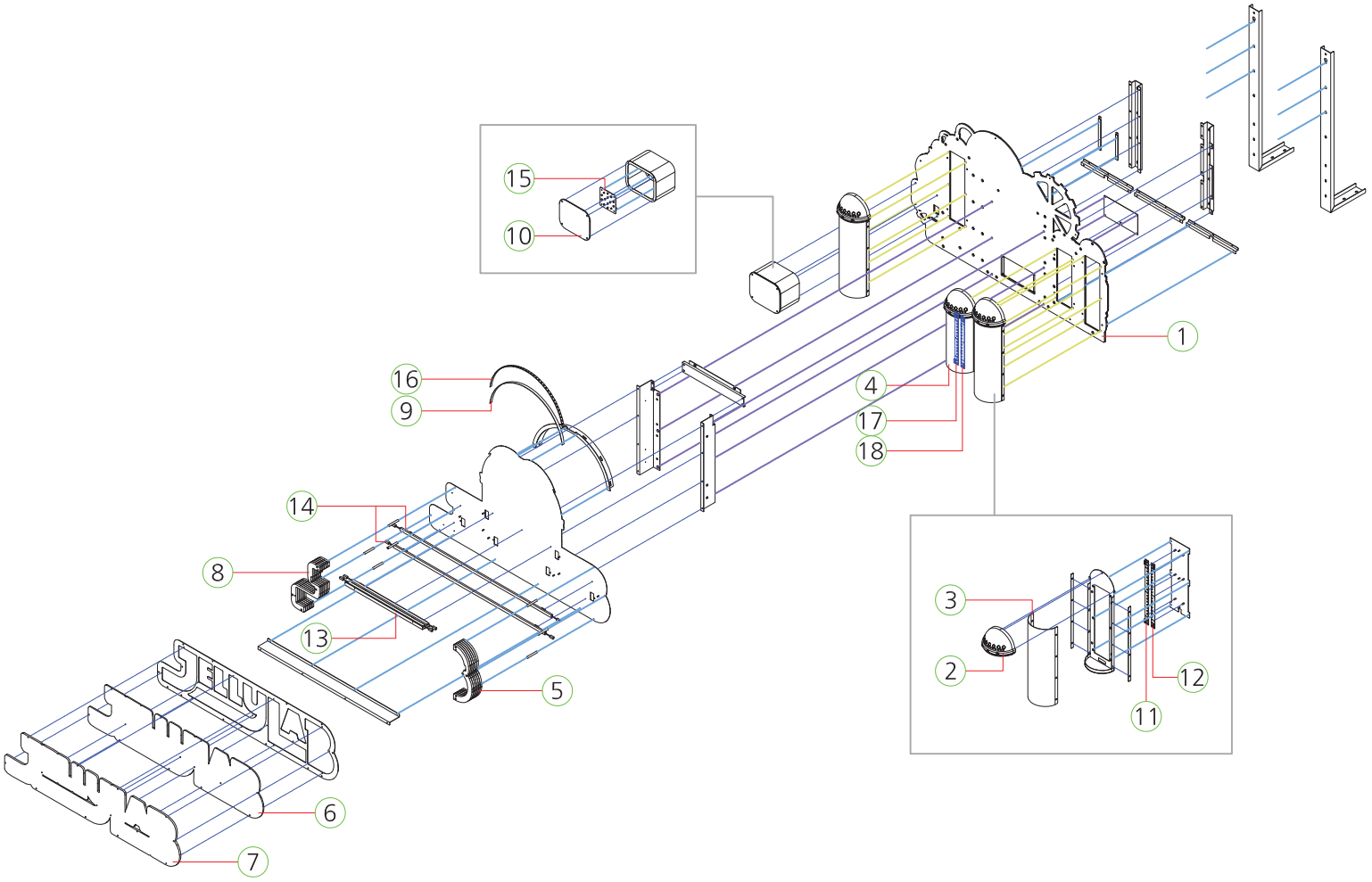
6. EXPLODED VIEW

6-1. MAIN CABINET PART



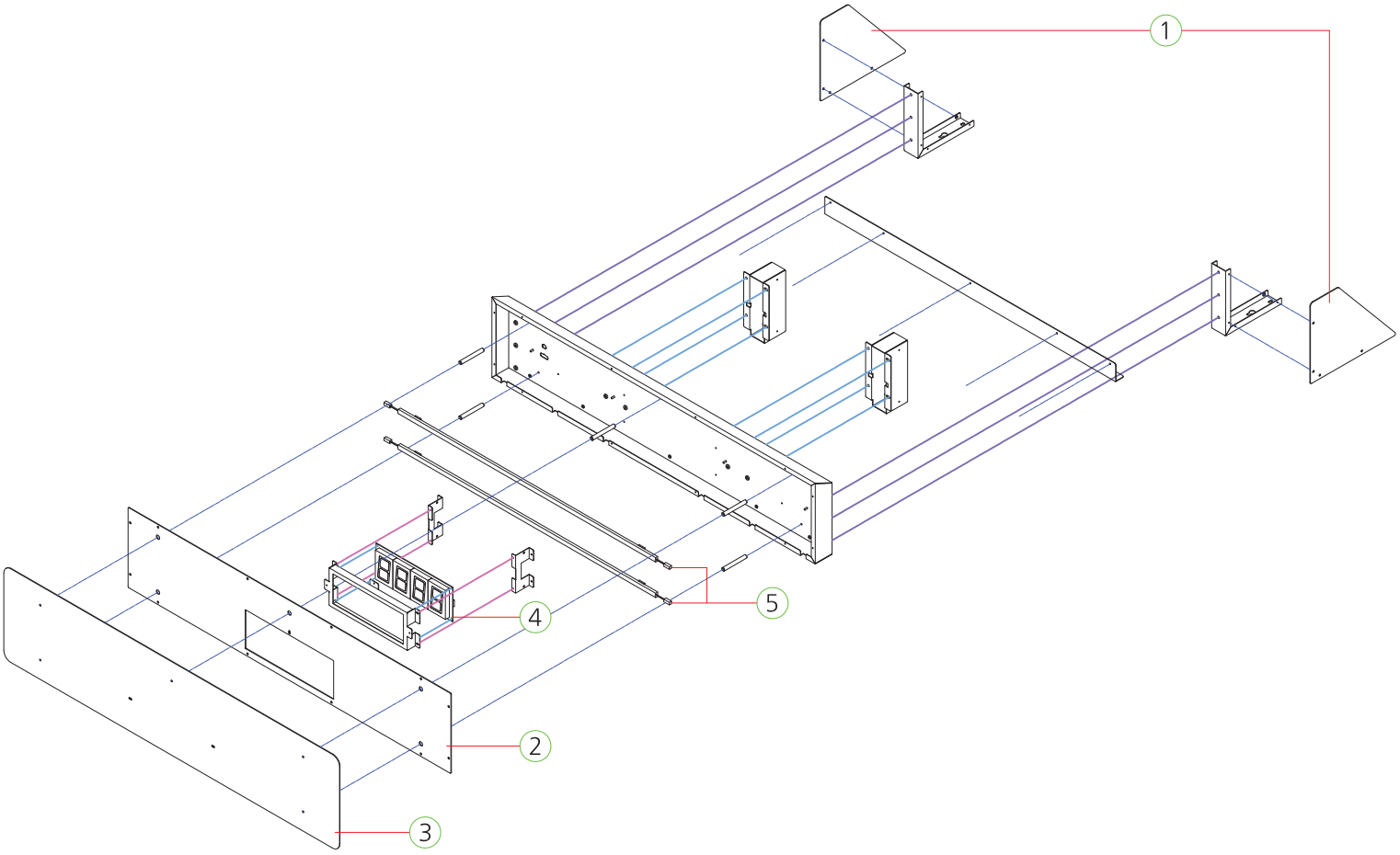
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	MAIN CABINET PART	-	1	-
2	TOP BILLBOARD PART	-	1	-
3	BILLBOARD MAIN PART	-	1	-
4	BACK BOARD PART	-	1	-
5	CABINET UPPER DISPLAY PART	-	1	-
6	BUTTON PLATE PART	-	2	-
7	COIN CONVEYOR PART	-	2	-
8	CARD CONVEYOR PART	-	2	-
9	CARD DISPENSER PART	-	1	-
10	FRONT UPPER DOOR PART	-	1	-
11	CONTROL PANEL PART	-	1	-
12	TICKET DOOR PART	-	2	-
13	SMPS PART	-	1	-
14	FRONT LOWER DOOR PART	-	2	-
15	REAR LIGHTING-L,R PART	-	2	-
16	GAME PLATE MIDDLE DISPLAY PART	-	1	-
17	MAIN BOARD PART	-	1	-
18	BACK BOARD REAR PART	-	1	-
19	GAME PLATE MIDDLE PCB PART	-	1	-
20	CABINET UPPER BAR LED PART	-	1	-
21	ELEVATOR HOPPER ASS'Y-L,R PART	-	2	-
22	CARD OUT CHUTE PART	-	2	-
23	COIN BOX COVER PART	-	2	-
24	SIDE WINDOW GLASS	GLASS-5.0t	2	MDM30GLA001
25	COIN CONVEYOR COVER ACRYL-L, R	-	2	MDM30ACR029,030

6-2. TOP BILLBOARD PART



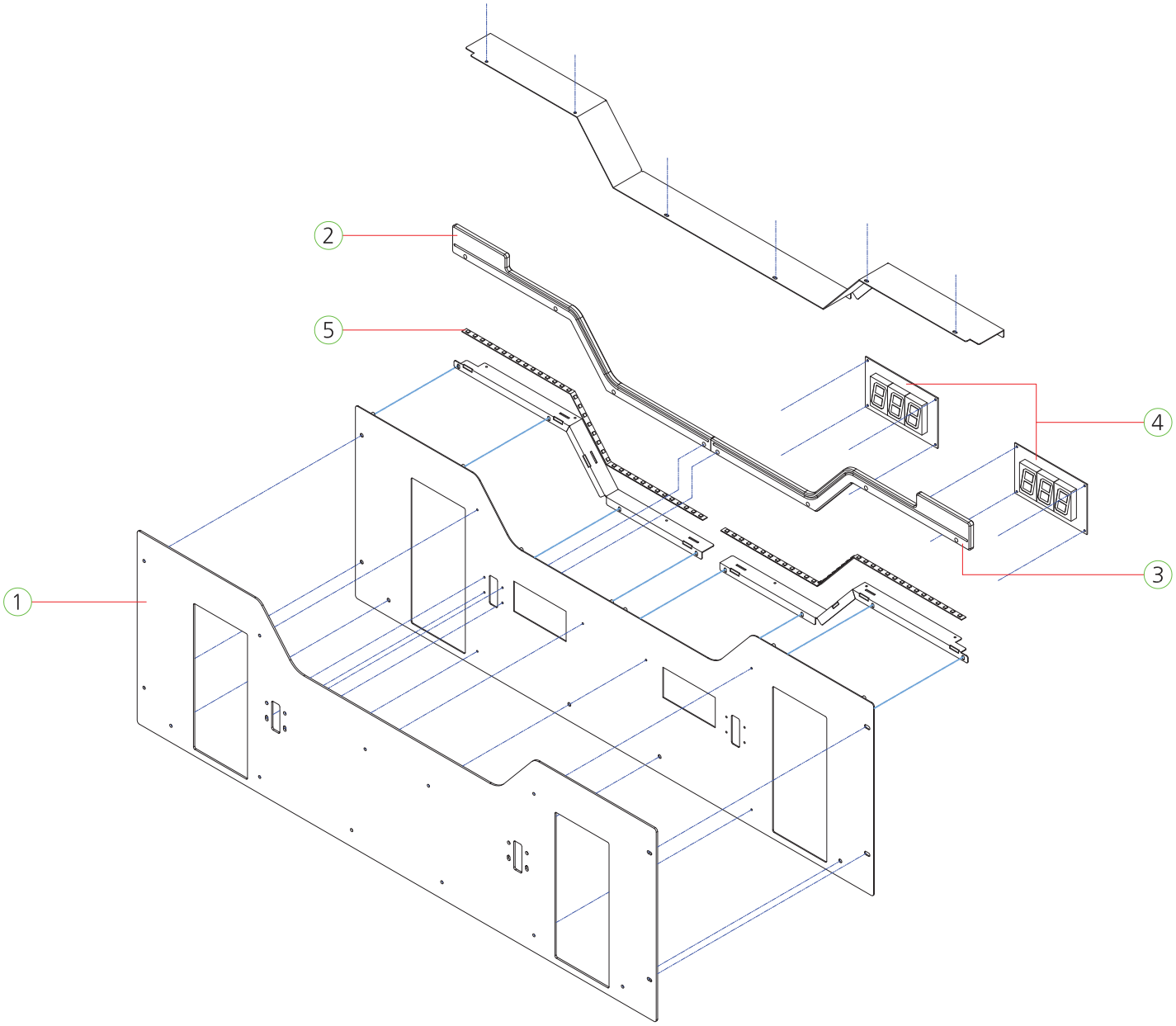
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	BILLBOARD FLASK REAR FOMAX	FOMAX-5.0t	1	MDM30ACR002
2	FLASK HEAD	ABS_BLACK	2	MDM3PLA001
3	FLASK COVER ACRYL-L	PET-1.0t	2	MDM30ACR012
4	FLASK COVER ACRYL-S	PET-1.0t	1	MDM30ACR013
5	BILLBOARD JELLY LAB SIDE COVER ACRYL-R	ACRYL-10.0t	6	MDM30ACR007
6	BILLBOARD JELLY LAB REAR ACRYL	ACRYL-5.0t	1	MDM30ACR005
7	BILLBOARD JELLY LAB ACRYL	ACRYL-8.0t	1	MDM30ACR004
8	BILLBOARD JELLY LAB SIDE COVER ACRYL-L	ACRYL-10.0t	6	MDM30ACR006
9	BILLBOARD MINIONS FLEXIBLE LED PCB ACRYL	PET-1.0t	1	MDM30ACR009
10	BILLBOARD DM COVER ACRYL	ACRYL-3.0t	1	MDM30ACR001
11	2813B-21EA L PCB ASS'Y	-	2	APLX0PCB004
12	2813B-21EA R PCB ASS'Y	-	2	APLX0PCB008
13	12V_LED BAR PCB ASS'Y	460mm	2	AZZZ0PCB124
14	12V_LED BAR PCB ASS'Y	1000mm	2	-
15	BILLBOARD MINIONS FLEXIBLE LED PCB ASS'Y	SMD3528 60PCS GREEN	1	-
16	OUT LED PCB ASS'Y	WHITE	1	ABAP0PCB003
17	2813B-16EA L PCB ASS'Y	-	1	APLX0PCB003
18	2813B-16EA R PCB ASS'Y	-	1	APLX0PCB007

6-3. BILLBOARD MAIN PART



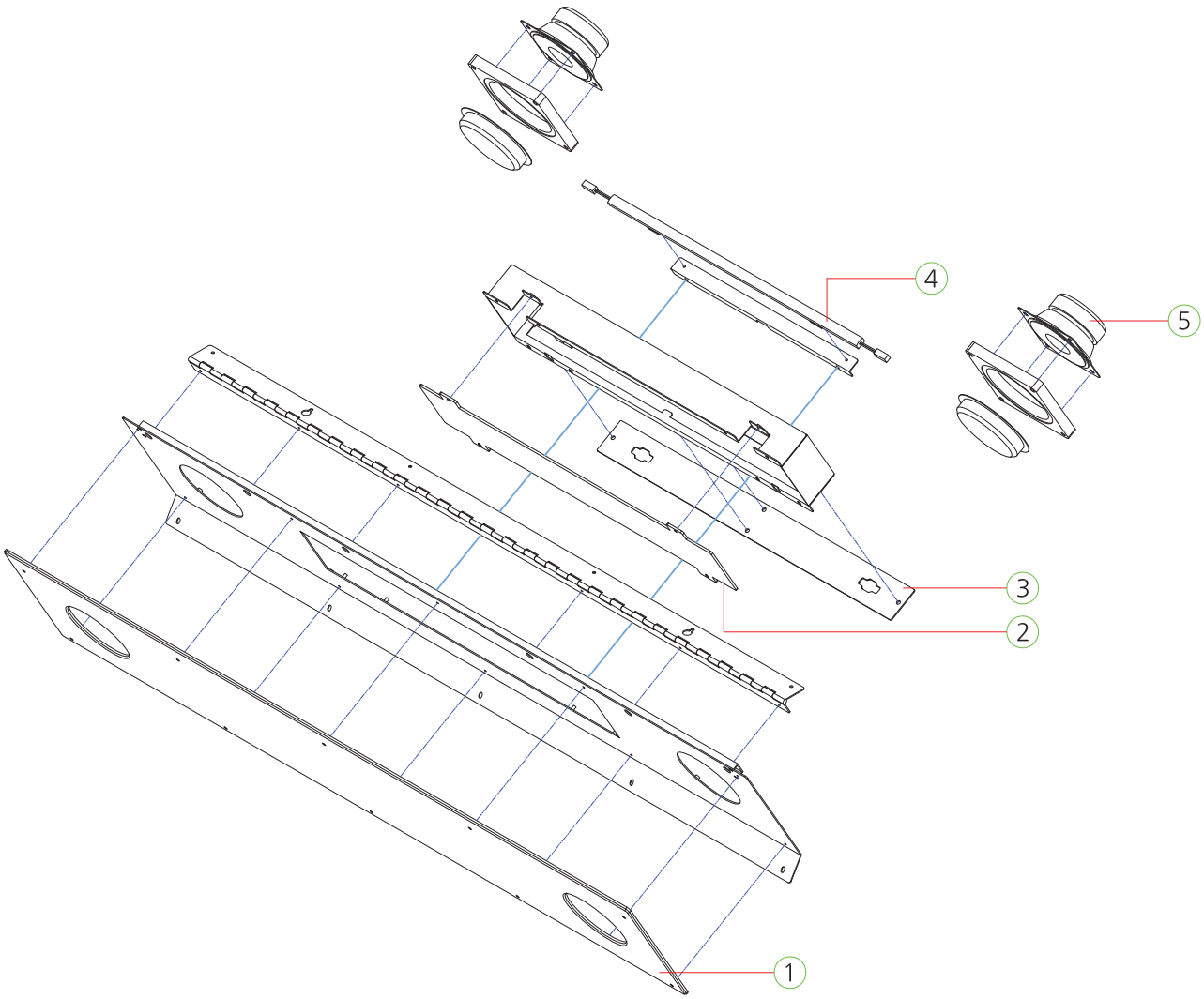
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	BILLBOARD SIDE ACRYL-L,R	PET-2.0t	1	MDM30ACR010, 011
2	BILLBOARD MAIN COVER ACRYL	PET-2.0t	1	MDM30ACR008
3	BILLBOARD FRONT ACRYL	PET-2.0t	1	MDM30ACR003
4	FND PCB ASS'Y	6390-4(STRAIGHT)	1	AFND0PCB011
5	12V_LED BAR PCB ASS'Y	960mm	2	AZZZ0PCB128

6-4. BACK BOARD PART



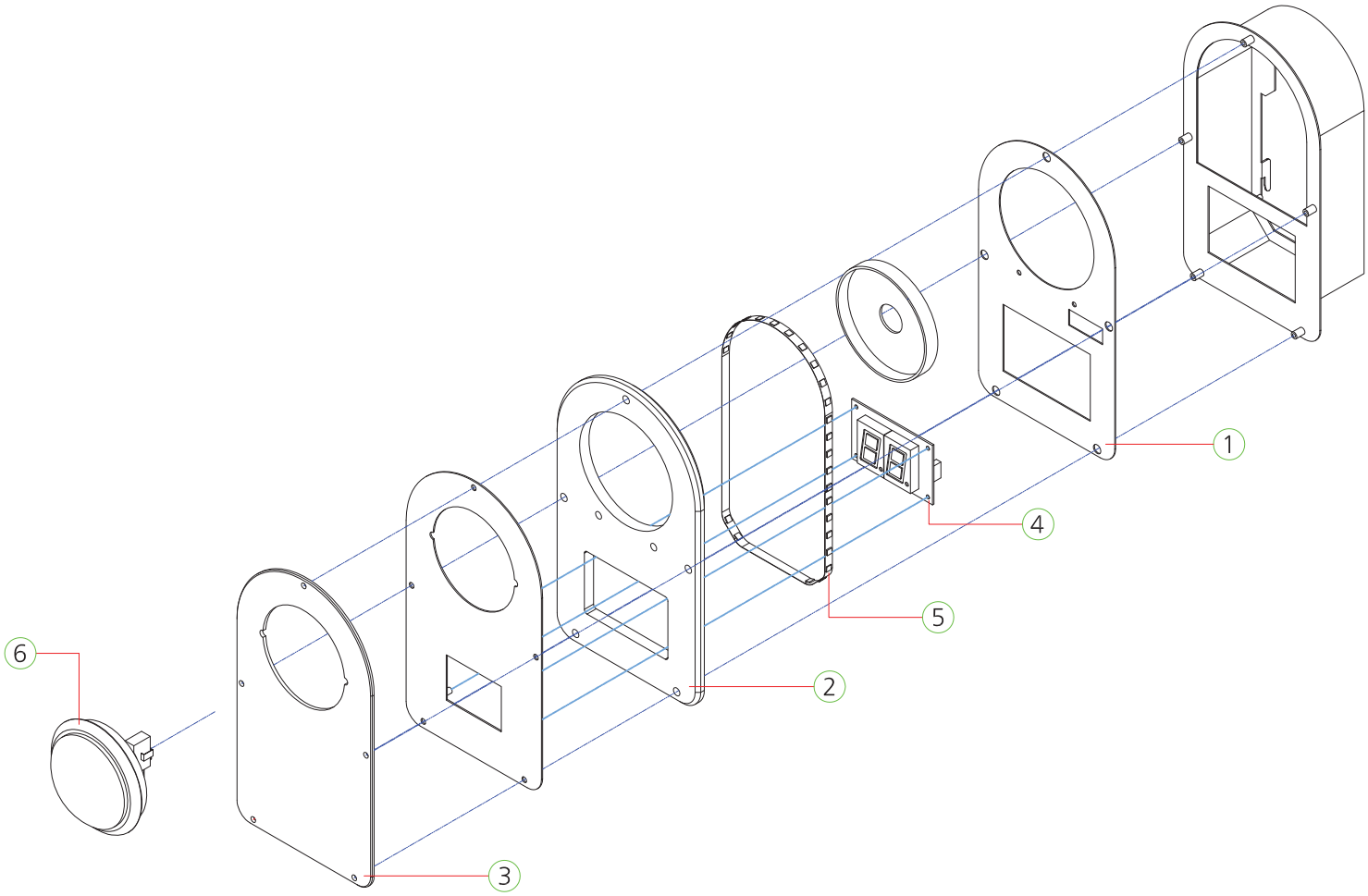
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	BACK BOARD ACRYL	ACRYL-3.0t	2	MDM30ACR014
2	BACK BOARD SIDE ACRYL-L	ACRYL-10.0t	1	MDM30ACR015
3	BACK BOARD SIDE ACRYL-R	ACRYL-10.0t	1	MDM30ACR016
4	BONUS FND PCB ASS'Y	SND1817-3	2	ASBP0PCB003
5	WS 2813B FLEXIBLE LED ASS'Y	-	2	-

6-5. CABINET UPPER DISPLAY PART



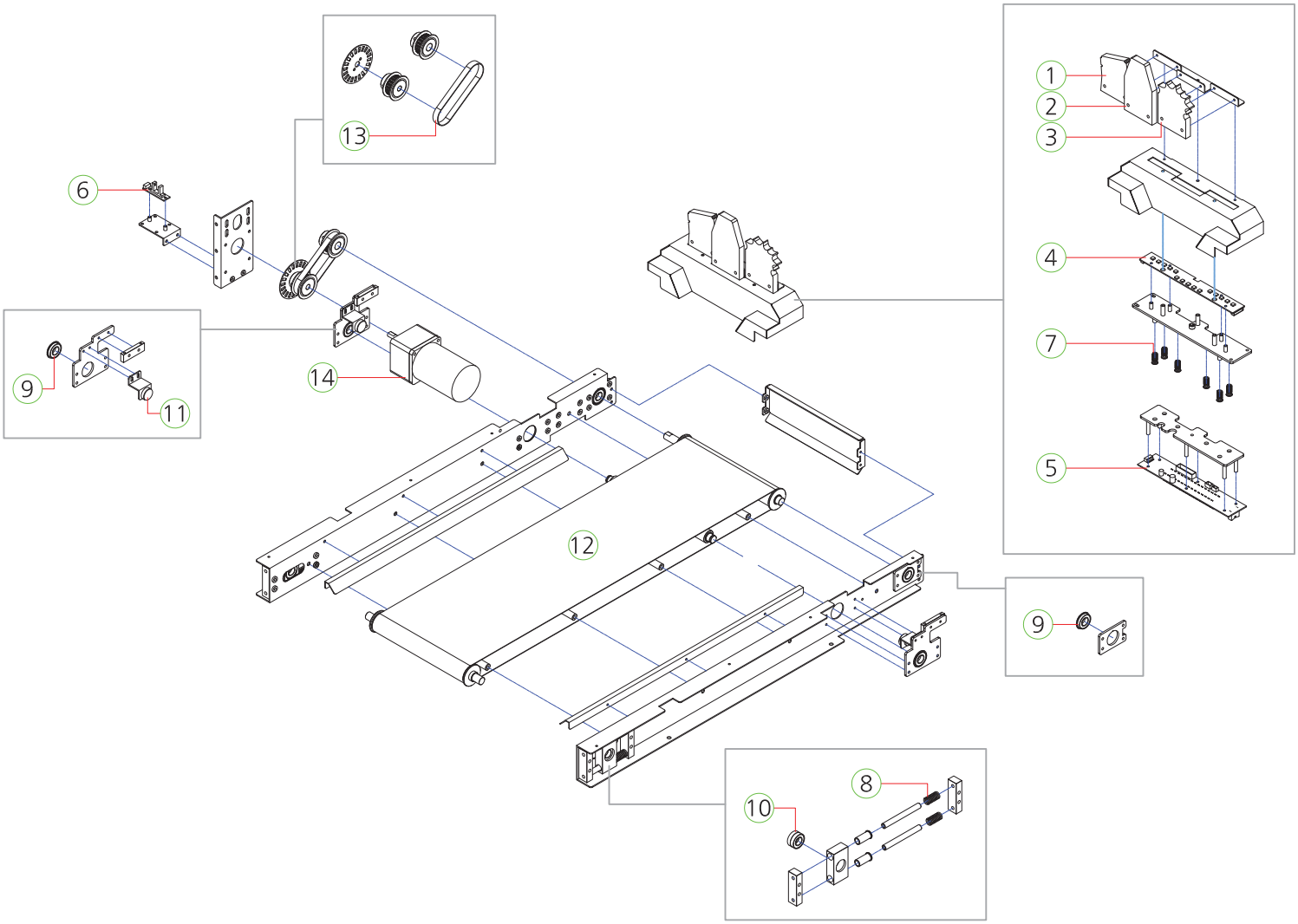
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	CABINET UPPER DISPLAY ACRYL	ACRYL-5.0t	1	MDM30ACR023
2	CARD DISPLAY ACRYL	ACRYL-3.0t	1	MDM30ACR026
3	CABINET DISPLAY LOWER ACRYL	PET-2.0t	1	MDM30ACR027
4	12V_LED BAR PCB ASS'Y	460mm	1	AZZZ0PCB124
5	SPEAKER	MID4.5+TW1/2" 8Ω"	2	MZZZ0SPE021

6-6. BUTTON PLATE PART



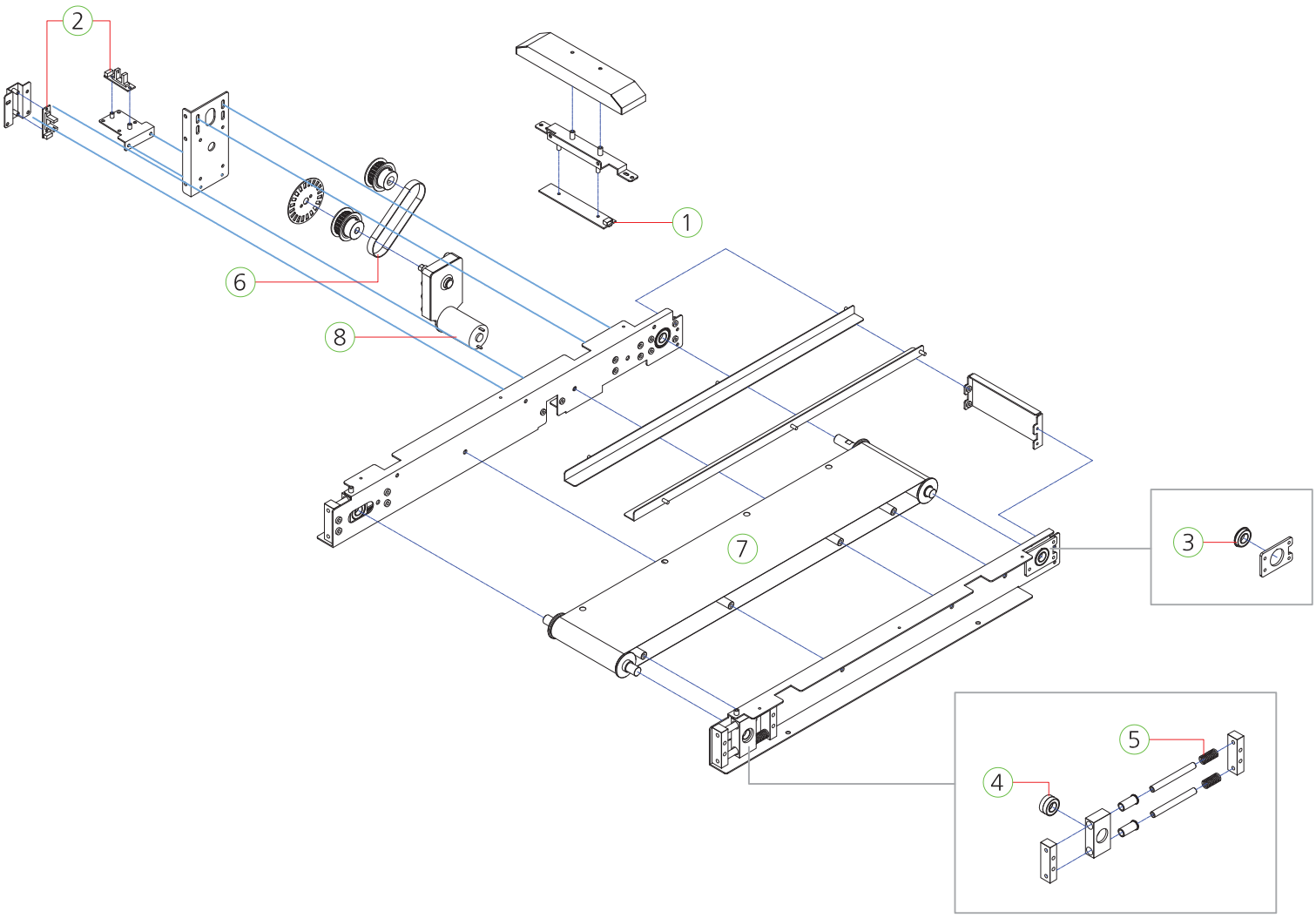
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	BUTTON LED PCB COVER ACRYL	PET-1.0t	1	MDM30ACR020
2	BUTTON ACRYL	ACRYL-10.0t	1	MDM30ACR018
3	BUTTON FRONT COVER ACRYL	ACRYL-3.0t	1	MDM30ACR019
4	FND PCB ASS'Y	2941-2(STRAIGHT)	1	AFND0PCB003
5	BUTTON FLEXIBLE LED ASS'Y	GREEN	1	-
6	BUTTON ASS'Y	CWB 401-WHITE COLOR (Ø100 DOME)_LED TYPE	1	MZZZ0BUT080

6-7. COIN CONVEYOR PART



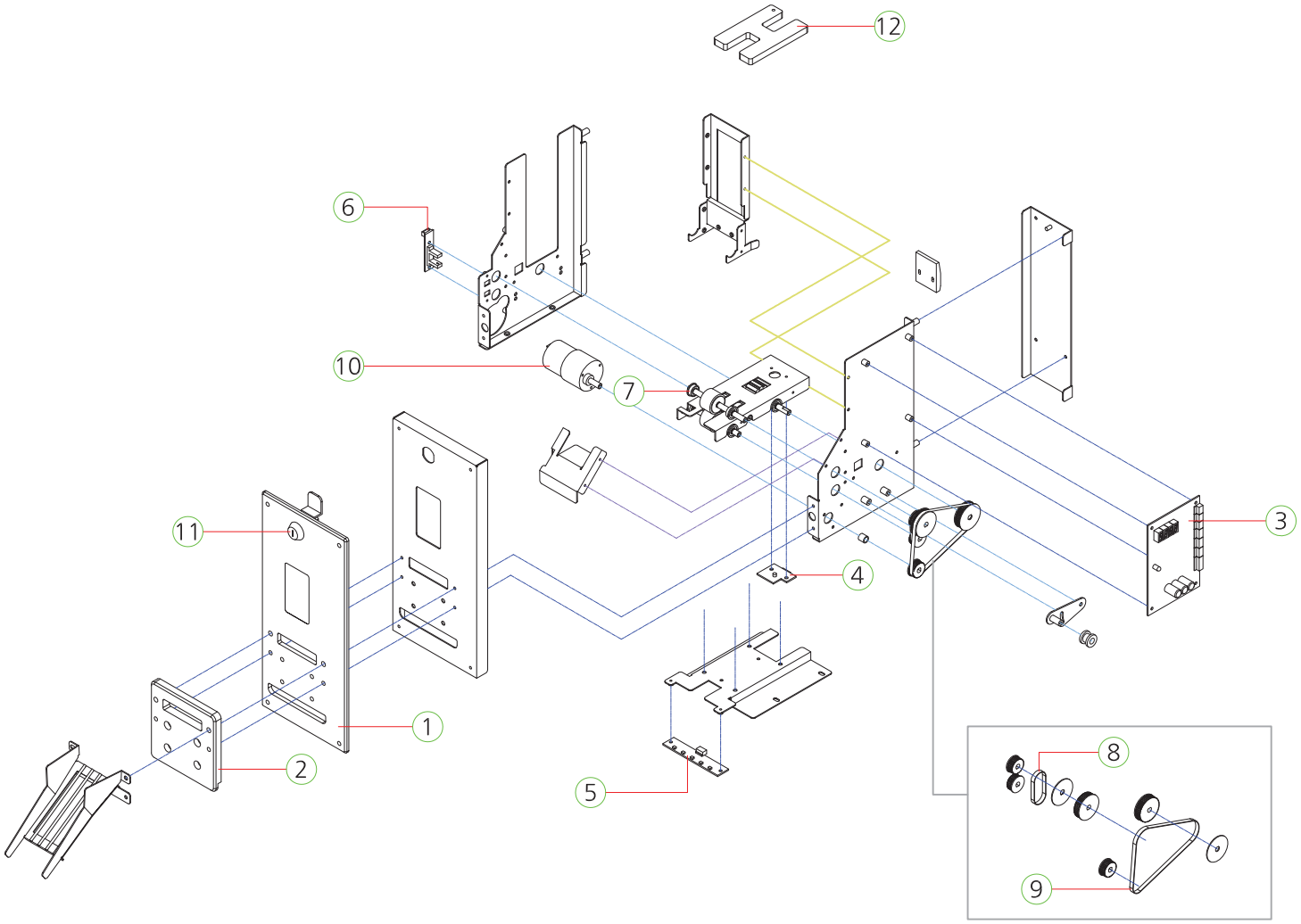
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	COIN CONVEYOR TICKET ACRYL	ACRYL-10.0t	1	MDM30ACR038
2	COIN CONVEYOR CARD ACRYL	ACRYL-10.0t	1	MDM30ACR037
3	COIN CONVEYOR TRY AGAIN ACRYL	ACRYL-10.0t	1	MDM30ACR039
4	COIN CHECK LED PCB ASS'Y	-	1	-
5	NEW COIN CHECK SENSOR PCB ASS'Y	-	1	ADM30PCB007
6	PHOTO INT1 PCB ASS'Y	ANGLE TYPE	1	AZZZ0PCB103
7	COIN CHECK SENSOR SPRING	SUS304-Ø0.7	6	MDM30SPR002
8	CONVEYOR TENSION SPRING	SUS304-Ø1.2	2	MDM30SPR001
9	BEARING	6901ZZNR	4	MZZZ0BEA111
10	BEARING	6901ZZ	4	MZZZ0BEA112
11	BEARING	DR19-B	1	MZZZ0BEA117
12	COIN CONVEYOR BELT	URETHANE-0.8t_WHITE	1	ADM30ASS002
13	CONVEYOR TIMMING BELT	100XL-037	1	MZZZ0BEL036
14	DC MOTOR	K6DG15N1 + K6G60C	1	MZZZ0MOT116

6-8. CARD CONVEYOR PART



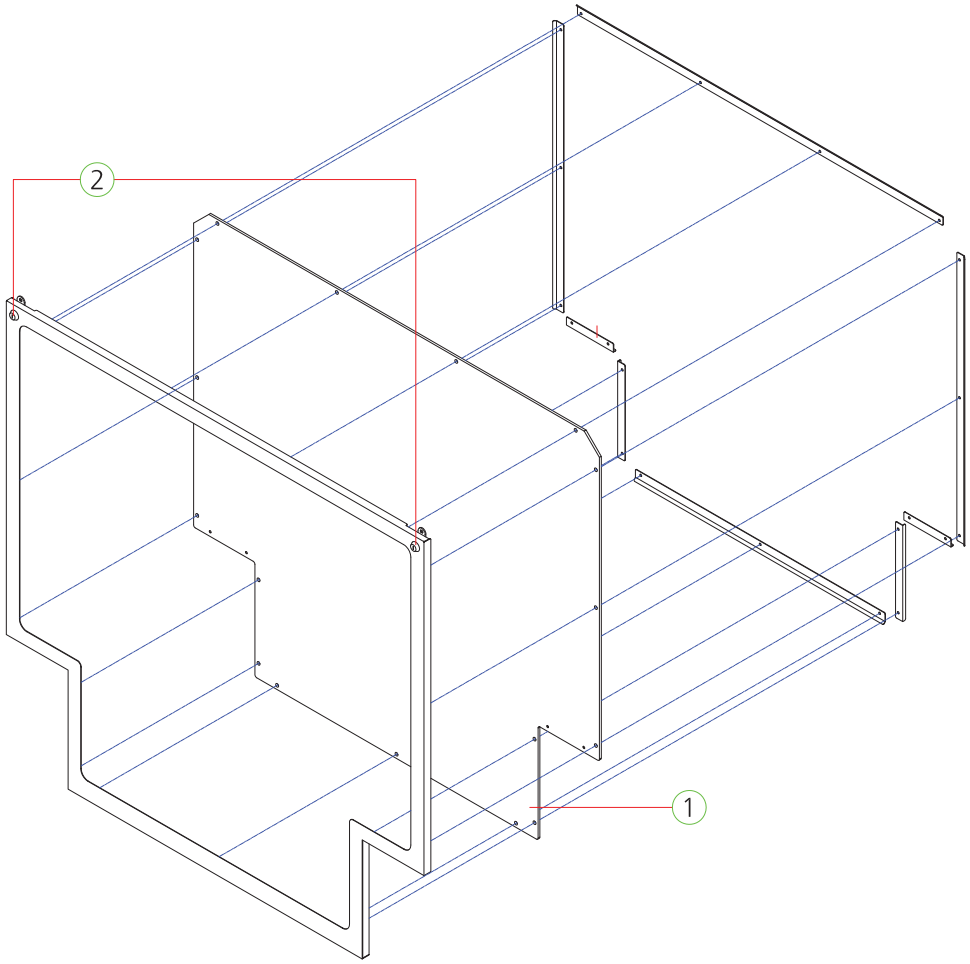
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	CARD SENSOR PCB ASS'Y	DM3	1	ADM30PCB003
2	PHOTO INT1 PCB ASS'Y	ANGLE TYPE	2	AZZZ0PCB103
3	BEARING	6901ZZNR	2	MZZZ0BEA111
4	BEARING	6901ZZ	4	MZZZ0BEA112
5	CONVEYOR TENSION SPRING	SUS304-Ø1.2	1	MDM30SPR001
6	CONVEYOR TIMMING BELT	100XL-037	1	MZZZ0BEL036
7	CARD CONVEYOR BELT	URETHANE-0.8t_WHITE	1	MDM30ASS003
8	MOTOR	KGE-0182-ND3657U1 (12V,27rpm)	1	MZZZ0MOT115

6-9. CARD DISPENSER PART



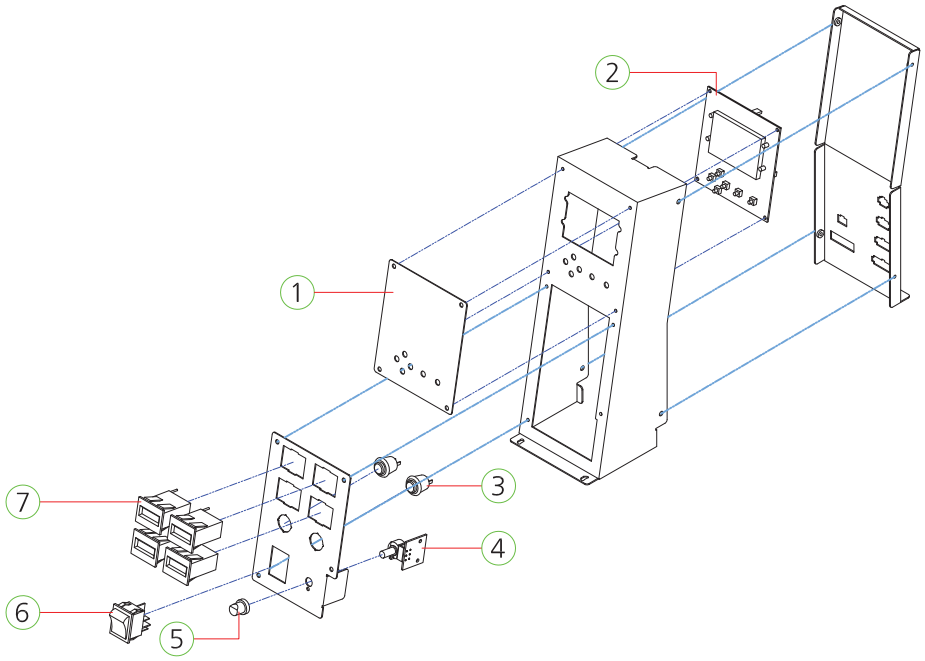
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	CARD DISPENSER FRONT COVER ACRYL	-	1	MDM30ACR041
2	CARD DISPENSER FRONT MASK	-	1	MDM30ACR040
3	CARD DISPENSER IO PCB ASS'Y	-	1	ASBP0PCB008
4	CARD IR SENSOR PCB ASS'Y	-	1	-
5	LED PCB ASS'Y	-	1	AMUM0PCB005
6	PHOTO INT1 PCB ASS'Y_ANGLE	-	1	AZZZ0PCB103
7	BEARING	F686ZZ	1	MZZZ0BEA094
8	TIMMING BELT-A	52MXL, W4.8	1	MZZZ0BEL018
9	TIMMING BELT-B	147MXL, W4.8	1	MZZZ0BEL019
10	DC MOTOR	KGC-040-3429C	1	MZZZ0MOT089
11	KEY ASS'Y [INT]	7001	1	MZZZ0KEY076
	KEY ASS'Y [CEC]	CEC C581	2	MZZZ0KEY069
12	CARD HEAVY PUSH BKT	-	1	MSBP0MEP023

6-10. FRONT UPPER DOOR PART



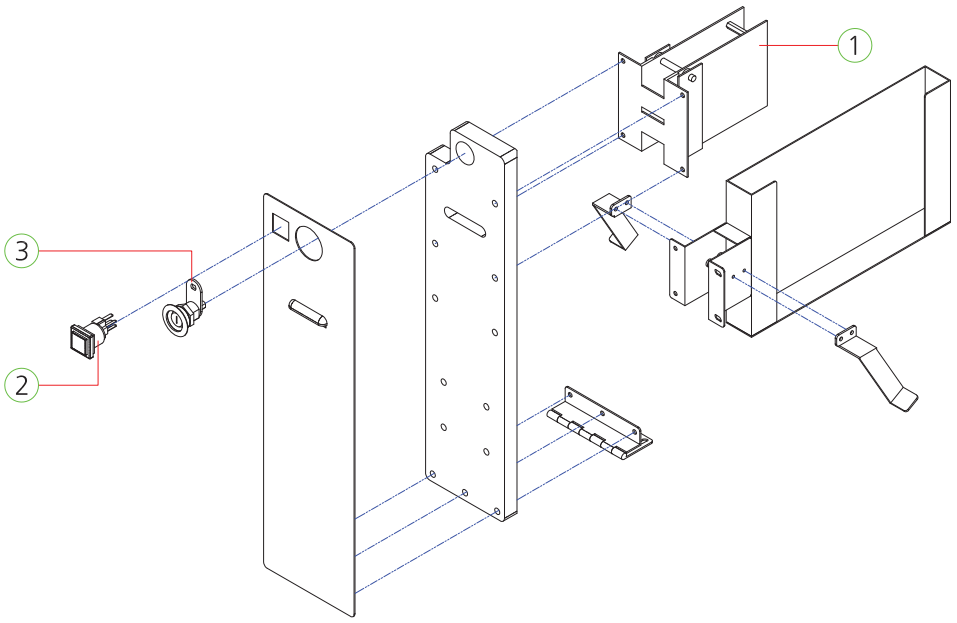
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	FRONT UPPER DOOR ACRYL	PC-5.0t	1	MDM30ACR032
2	KEY ASS'Y [INT]	7001	2	MZZZ0KEY076
	KEY ASS'Y [CEC]	CEC C581	2	MZZZ0KEY069

6-11. SETUP PANEL PART



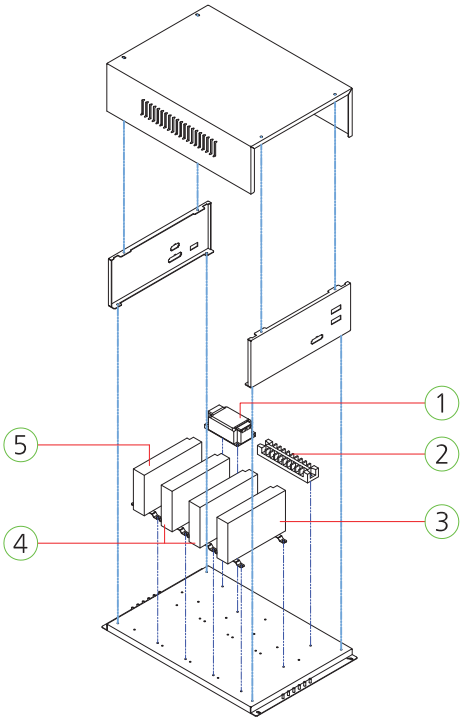
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	CONTROL PANEL COVER ACRYL	PET-1.0t	1	MDM30ACR031
2	SETUP LCD PCB ASS'Y	-	1	AZZZ0PCB113
3	PUSH BUTTON SWITCH	HS 412R	2	MELE0PUS001
4	VOLUME PCB ASS'Y	-	1	AHM20PCB016
5	VOLUME KNOB	-	1	MELE0VOL007
6	ROCKER SWITCH	T-125 4P	1	MELE0SWI004
7	COUNTER	OA127CL	4	MZZZ0COU002

6-12. TICKET DOOR PART



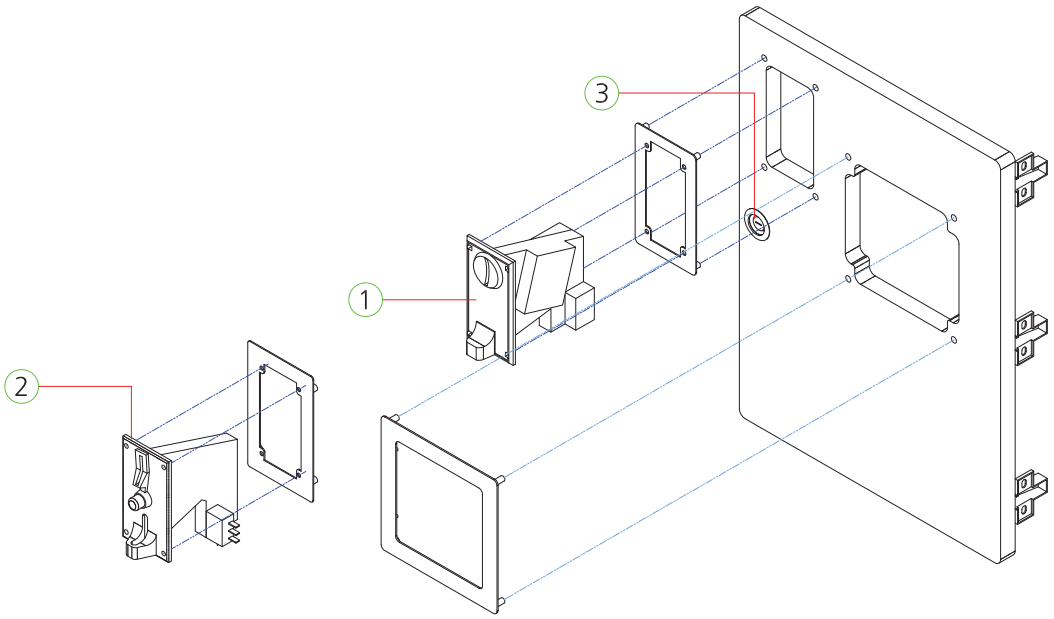
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	TICKET DISPENSER	CLE CL-002Q_270	1	MZZZ0TID010
	or TICKET DISPENSER	DL-1275	1	MZZZ0TID008
2	BUTTON SWITCH	AM1PB-26SH R12D	1	MMUM0BUT002
3	KEY ASS'Y [INT]	7001	1	MZZZ0KEY076
	KEY ASS'Y [CEC]	CEC C581	1	MZZZ0KEY069

6-13. SMPS PART



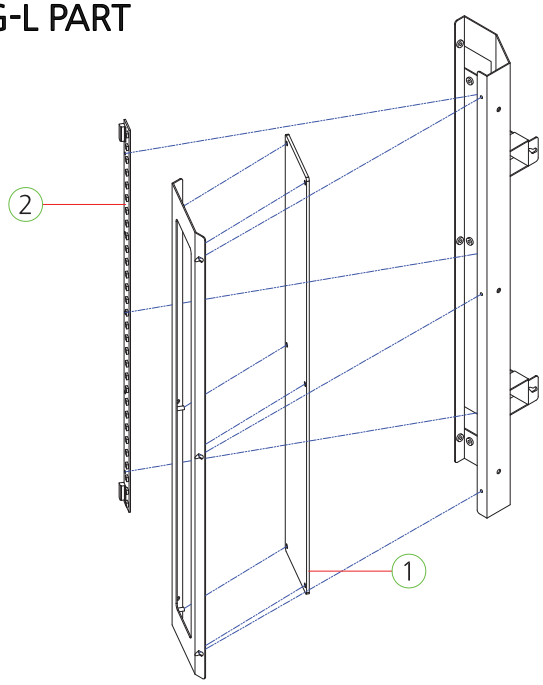
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	NOISE FILTER	RNS-2010	1	MELE0NOI009
2	TERMINAL BLOCK	250V 10P	1	MELE0TEB003
3	SMPS	LRS 150F_24	1	MELE0SMP085
4	SMPS	LRS 150F_12	2	MELE0SMP090
5	SMPS	LRS 150F_5	1	MELE0SMP096

6-14. FRONT LOWER DOOR PART



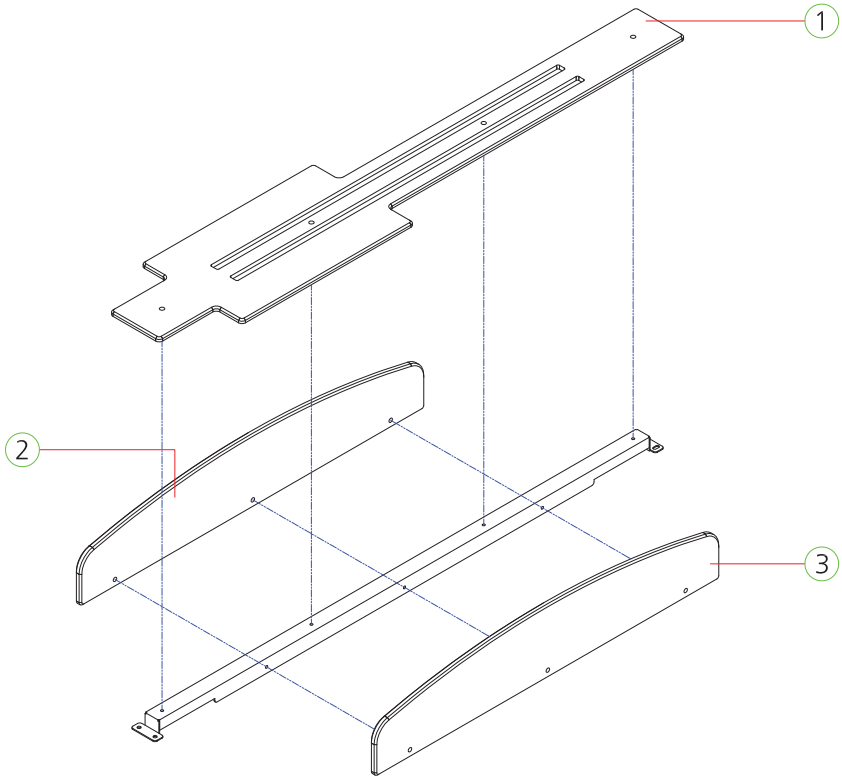
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	COIN SELECTOR [INT]	TW-389	1	MZZZ0COS052
2	COIN SELECTOR [CEC]	HS-03CS+SWITCH	1	MZZZ0COS028
3	KEY ASS'Y [INT]	7001	1	MZZZ0KEY076
	KEY ASS'Y [CEC]	CEC C581	1	MZZZ0KEY069

6-15. REAR LIGHTING-L PART



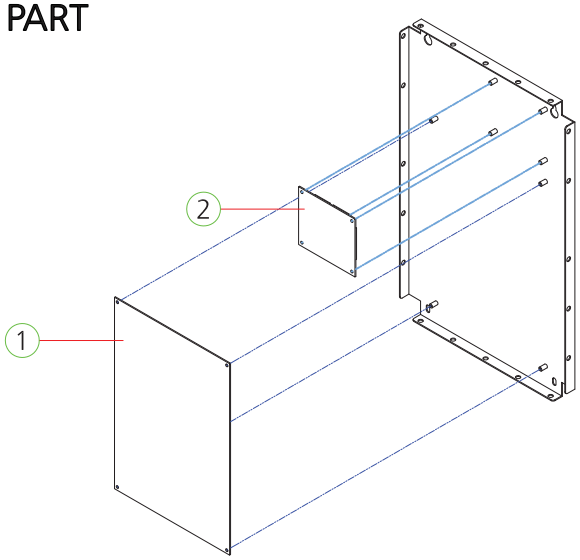
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	CABINET SIDE REAR LED ACRYL	ACRYL-3.0t	1	MDM30ACR022
2	WS2813B LED PCB 30EA-L ASS'Y	-	1	APLX0PCB006
R_PART	WS2813B LED PCB 30EA-R ASS'Y	-	1	APLX0PCB007

6-16. GAME PLATE MIDDLE DISPLAY PART



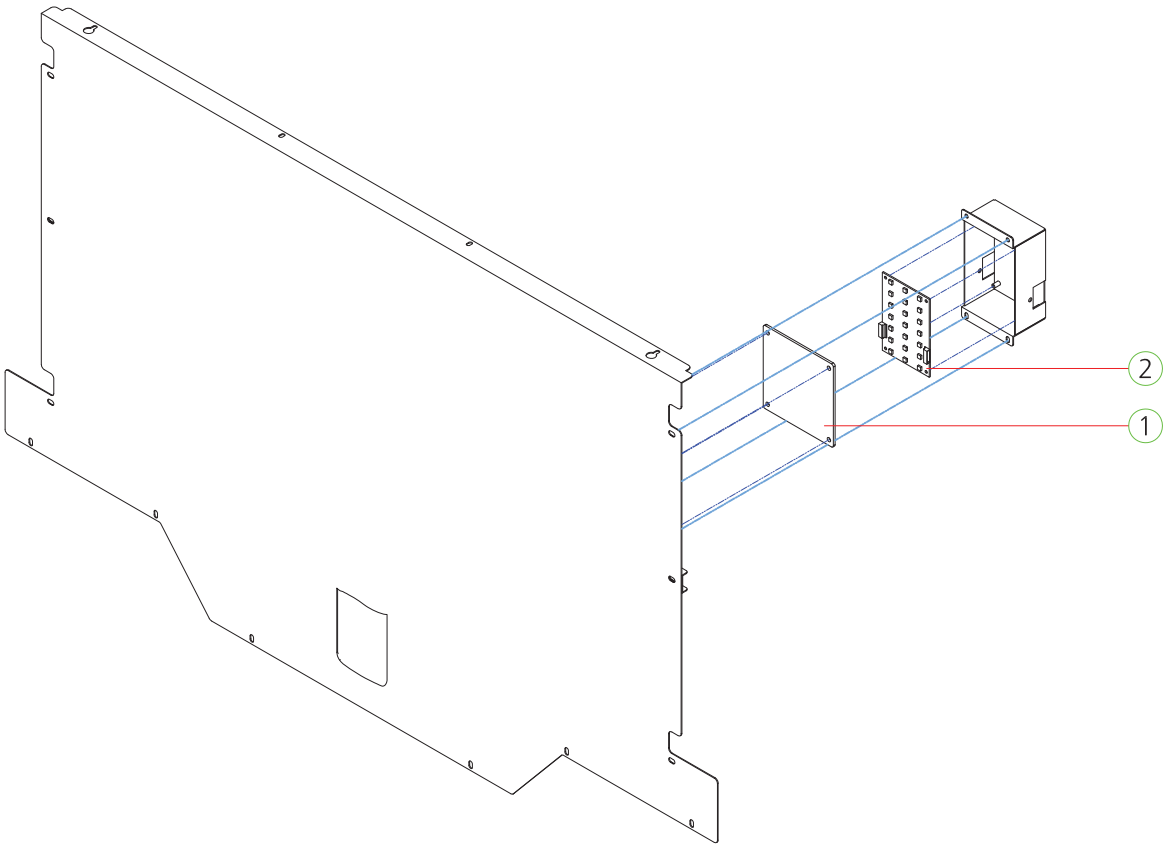
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	GAME PLATE MIDDLE COVER ACRYL	ACRYL-5.0t	1	MDM30ACR035
2	GAME PLATE MIDDLE ACRYL-L	ACRYL-8.0t	1	MDM30ACR033
3	GAME PLATE MIDDLE ACRYL-R	ACRYL-8.0t	1	MDM30ACR034

6-17. MAIN BOARD PART



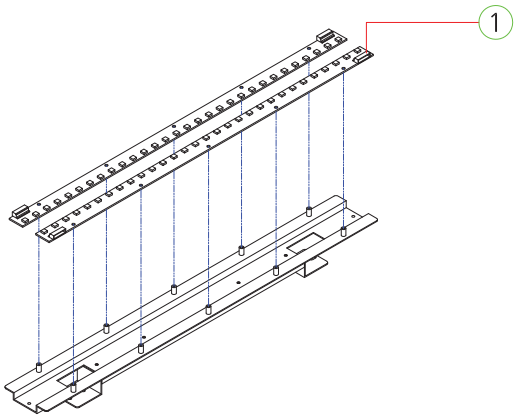
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	MAIN PCB ASS'Y	-	1	ADM30ASS011
2	WS2813B IO PCB ASS'Y	DM3	1	AZZZ0PCB152

6-18. BACK BOARD REAR PART



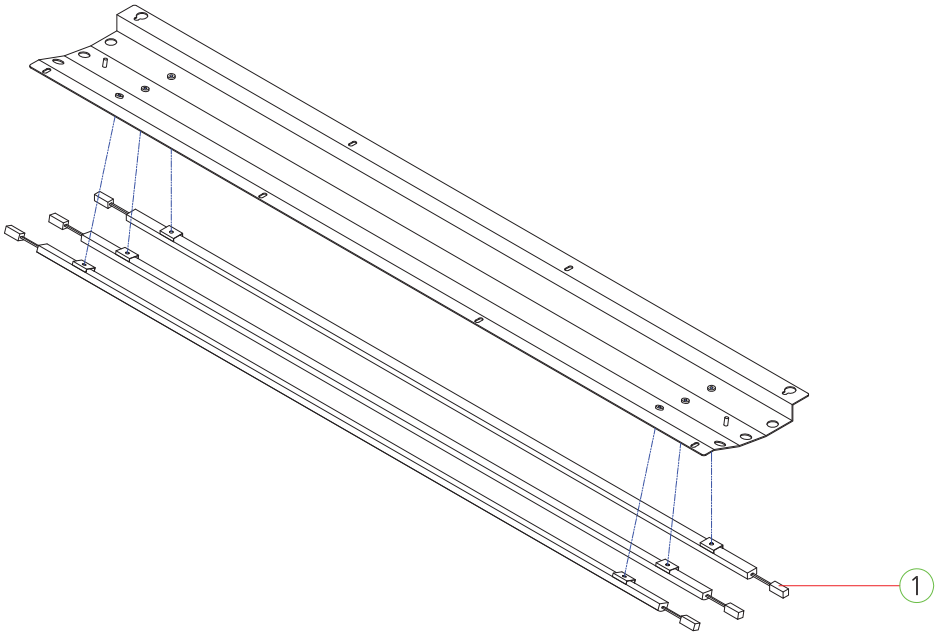
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	BEAKER REAR ACRYL	-	1	-
2	WS 2318B 3x7 LED	-	1	ADM30PCB005

6-19. GAME PLATE MIDDLE PCB PART



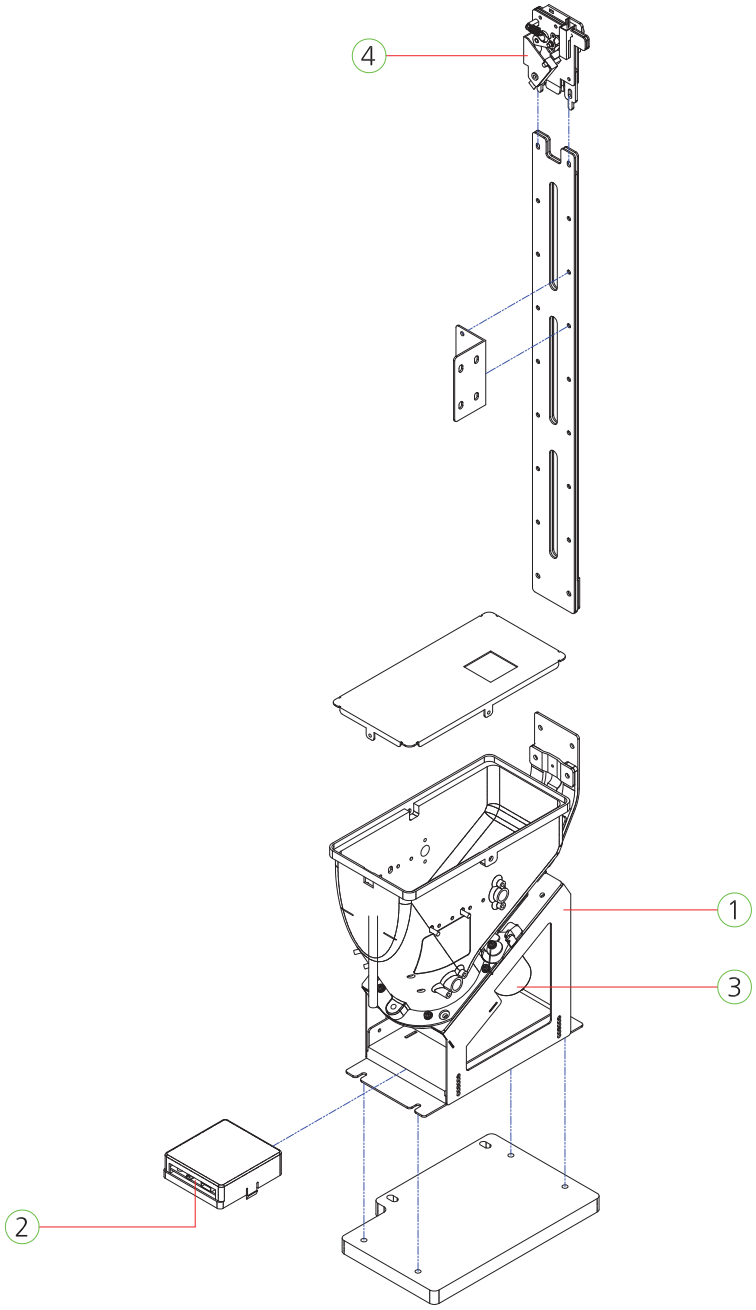
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	WS2813B LED PCB 30EA-L ASS'Y	-	2	APLX0PCB006

6-20. CABINET UPPER BAR LED PART



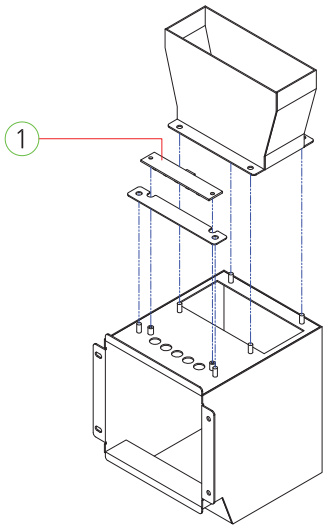
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	12V_LED BAR PCB ASS'Y	960mm	3	AZZZ0PCB128

6-21. TOKEN DROP HOPPER PART



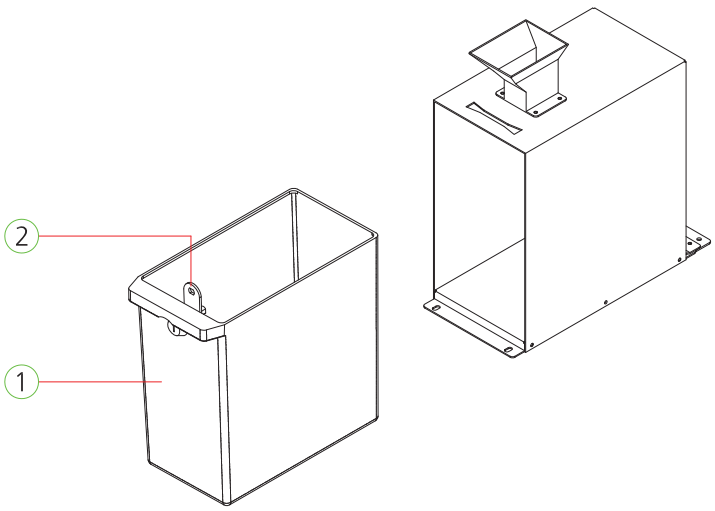
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	ELEVATOR HOPPER ASS'Y	-	1	AZZZ0HOP031
2	ELEVATOR HOPPER PCB ASS'Y	-	1	AZZZ0PCB143
3	ELEVATOR HOPPER MOTOR	KGV-0060-ND4266X2	1	MZZZ0ELH040
4	ELEVATOR SENSOR ASS'Y	-	1	AZZZ0PCB173

6-22. CARD OUT CHUTE PART



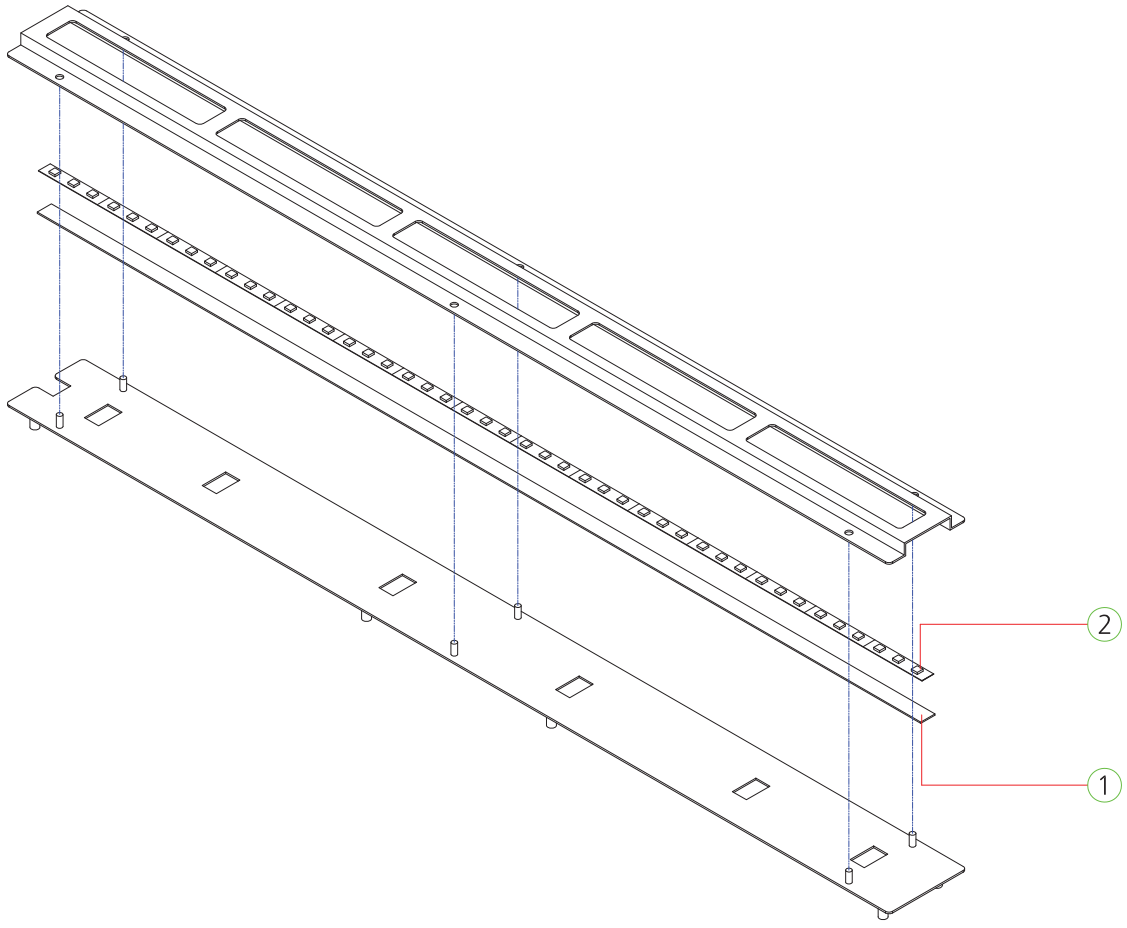
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	LED PCB ASS'Y	-	1	AMUM0PCB005

6-23. COIN BOX COVER PART



NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	COIN BOX	BLACK	1	MDRE0PLA007
2	KEY ASS'Y [INT]	6001	1	MZZZ0KEY075
	KEY ASS'Y [CEC]	CEC C581	1	MZZZ0KEY069

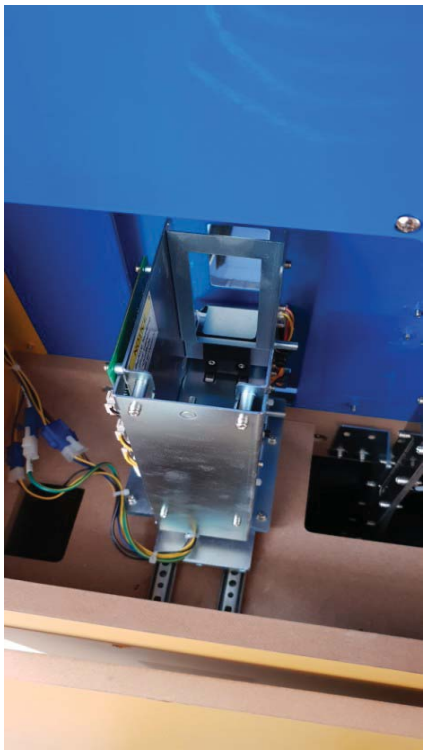
6-24. GAME BOTTOM FLEXIBLE LED PCB PART

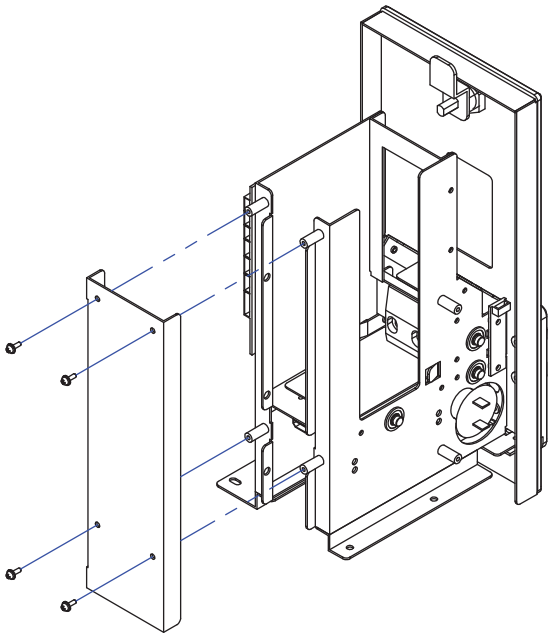


NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	CABINET BOTTOM LED FIX ACRYL	-	1	MDM30ACR021
2	FLEXIBLE LED ASS'Y	-	1	-

HOW TO ADJUST THE GAP OF CARD DISPENSER

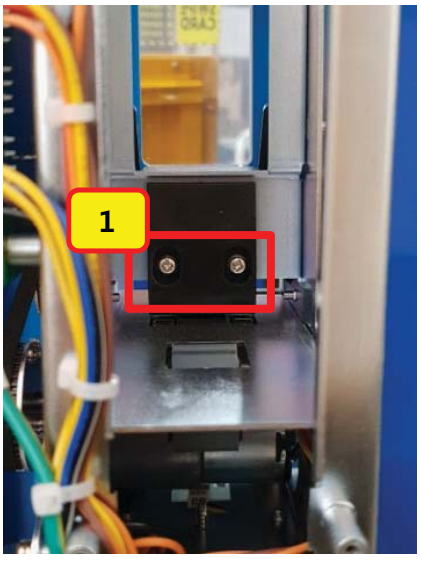
1





- Open upper door of back side of the machine and disassemble the metal part back side of card dispenser as a picture. [Bolt 4ea]

2

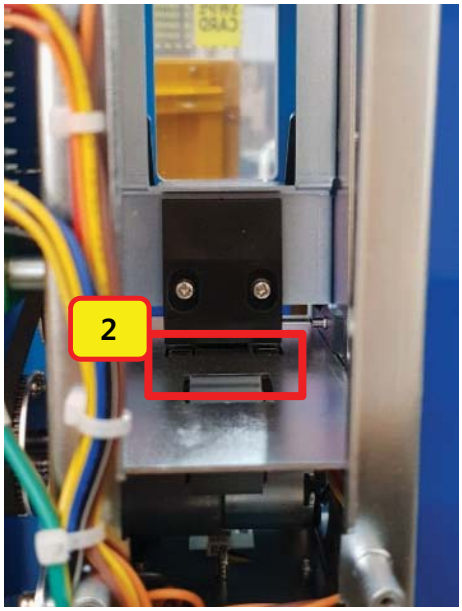


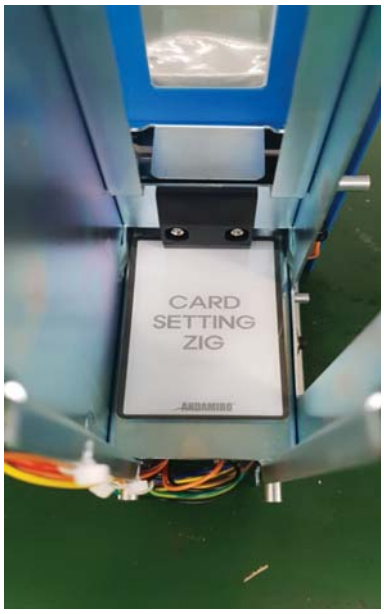
- Unlock little bit of fix bolt 2ea at No.1.

3

- Prepare CARD SETTING JIG as a picture.

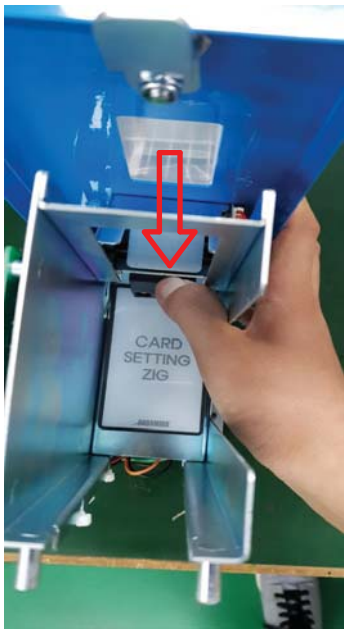
4





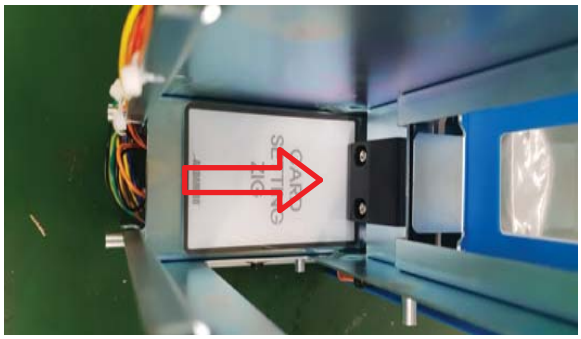
- Set CARD SETTING JIG to No.2 place. (lower side of black acrylic)
  [Refer to the right picture]

5



- Lock the bolt of section 2 pressing the upper side of black acrylic.
  After fixing, remove the card.

6



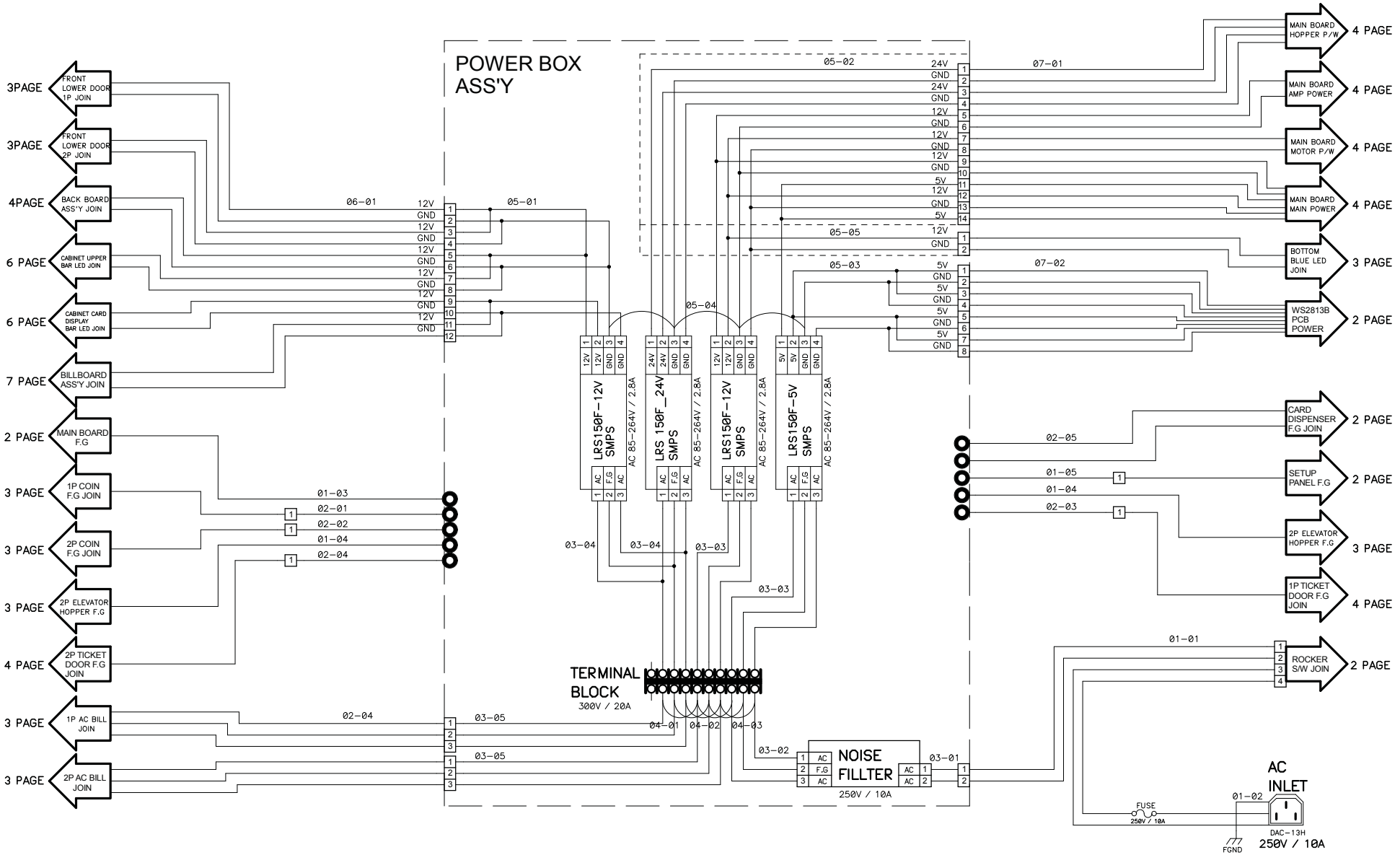
- Check if it is tight when you try to insert the CARD SETTING JIG again as left picture.
  If it is easy to insert or impossible to insert, go back to section 2 and work again.

- Gap between the arrows of left picture (No.2 of section 4)
  Allowable value: 1.1~1.3 mm
  Thickness of normal card: 0.8 mm

7

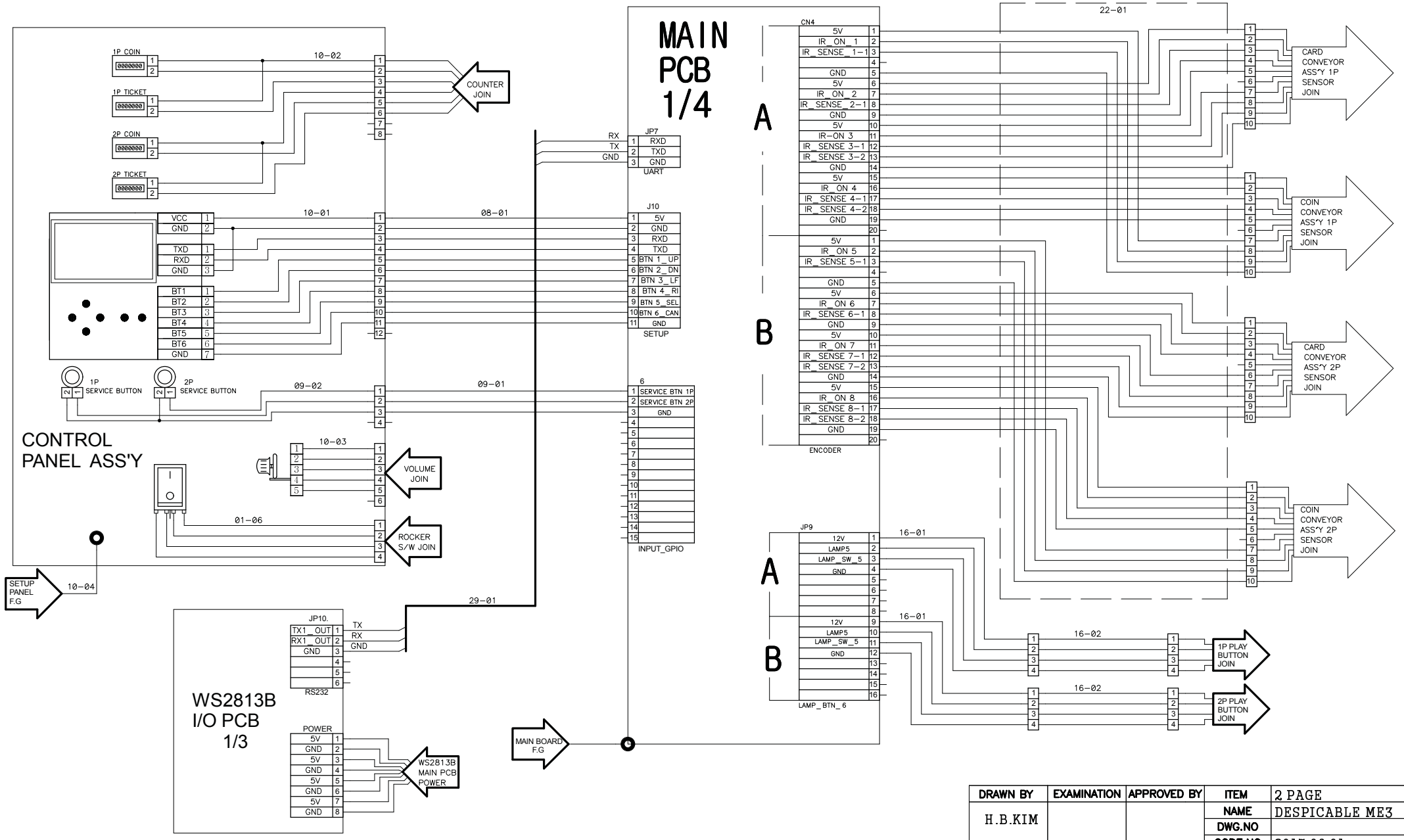
- After processing until section 6, run operation test.
  TEST MODE -> No. 7 CARD OUT TEST

MARK	DATE	REVISION



DRAWN BY	EXAMINATION	APPROVED BY	ITEM	1 PAGE
H.B.KIM			NAME	DESPICABLE ME3
			DWG.NO	
ANDAMIRO			CODE.NO	2017.09.01
			DATE	

MARK	DATE	REVISION



DRAWN BY	EXAMINATION	APPROVED BY	ITEM	2 PAGE
H.B.KIM			NAME	DESPICABLE ME3
			DWG.NO	
ANDAMIRO			CODE.NO	2017.09.01
			DATE	

MARK	DATE	REVISION

MAIN PCB 2/4

BIC MOTOR
MOTOR_A+ 1
MOTOR_A− 2
MOTOR_B+ 3
MOTOR_B− 4
MOTOR_C+ 5
MOTOR_C− 6
MOTOR_D+ 7
MOTOR_D− 8
CON2

20−01

COIN CONVEYOR ASS'Y 1P MOTOR — 5 PAGE
COIN CONVEYOR ASS'Y 2P MOTOR — 5 PAGE
CARD CONVEYOR ASS'Y 1P MOTOR — 5 PAGE
CARD CONVEYOR ASS'Y 2P MOTOR — 5 PAGE

HOPPER
V−HOPPER 1
GND 2
5V 3
MOT_SIG + 4
5
MEDAL_SENSE 6
7
GND 8
9
10
11
12
13
14
15
16
17
JP6

A
B

19−01

HOPPER ASS'Y

1P
ELEVATOR ASS'Y HARNESS
ELEVATOR HOPPER SENSOR (5V, SEN, GND)
ELEVATOR HOPPER MOTOR
ELEVATOR HOPPER PCB (24V, GND, 5V, Signal; MOTOR+, MOTOR−)
1P ELEVATOR HOPPER F.G
F.G

2P
ELEVATOR ASS'Y HARNESS
ELEVATOR HOPPER SENSOR (5V, SEN, GND)
ELEVATOR HOPPER MOTOR
ELEVATOR HOPPER PCB (24V, GND, 5V, Signal; MOTOR+, MOTOR−)
2P ELEVATOR HOPPER F.G
F.G

COIN
COIN_12V_1 1
COIN_IN_1 2
GND 3
COIN_12V_1 4
COIN_IN_1 5
GND 6
7
COIN_IN_1 8
GND 9
10
COIN_IN_1 11
GND 12
JP4

13−01
14−01
15−01
18−03

CARD SYSTEM 1P COIN
CARD SYSTEM 2P COIN
COIN JOIN
COIN JOIN
BUTTON FLEX LED 1P JOIN
BUTTON FLEX LED 1P JOIN

BOTTOM BLUE LED JOIN
12V_BLUE_LED (12V, GND)

NORMAL COIN OPTION

COIN JOIN — 034−01 — NORMAL COIN
COIN F.G — 14−02 — F.G
*1P,2P COMMON WIRING

CEC COIN OPTION

COIN JOIN — 035−01 — CEC COIN
COIN F.G — 14−02 — F.G
*1P,2P COMMON WIRING

NAMCO COIN OPTION

COIN JOIN — 036−02 — NAMCO COIN PCB (12V, GND, CR, CM, INIB)
NAMCO COIN JOIN
CARD_S COIN JOIN
COIN F.G — 14−02
F.G
*1P,2P COMMON WIRING

1P DOOR ASS'Y

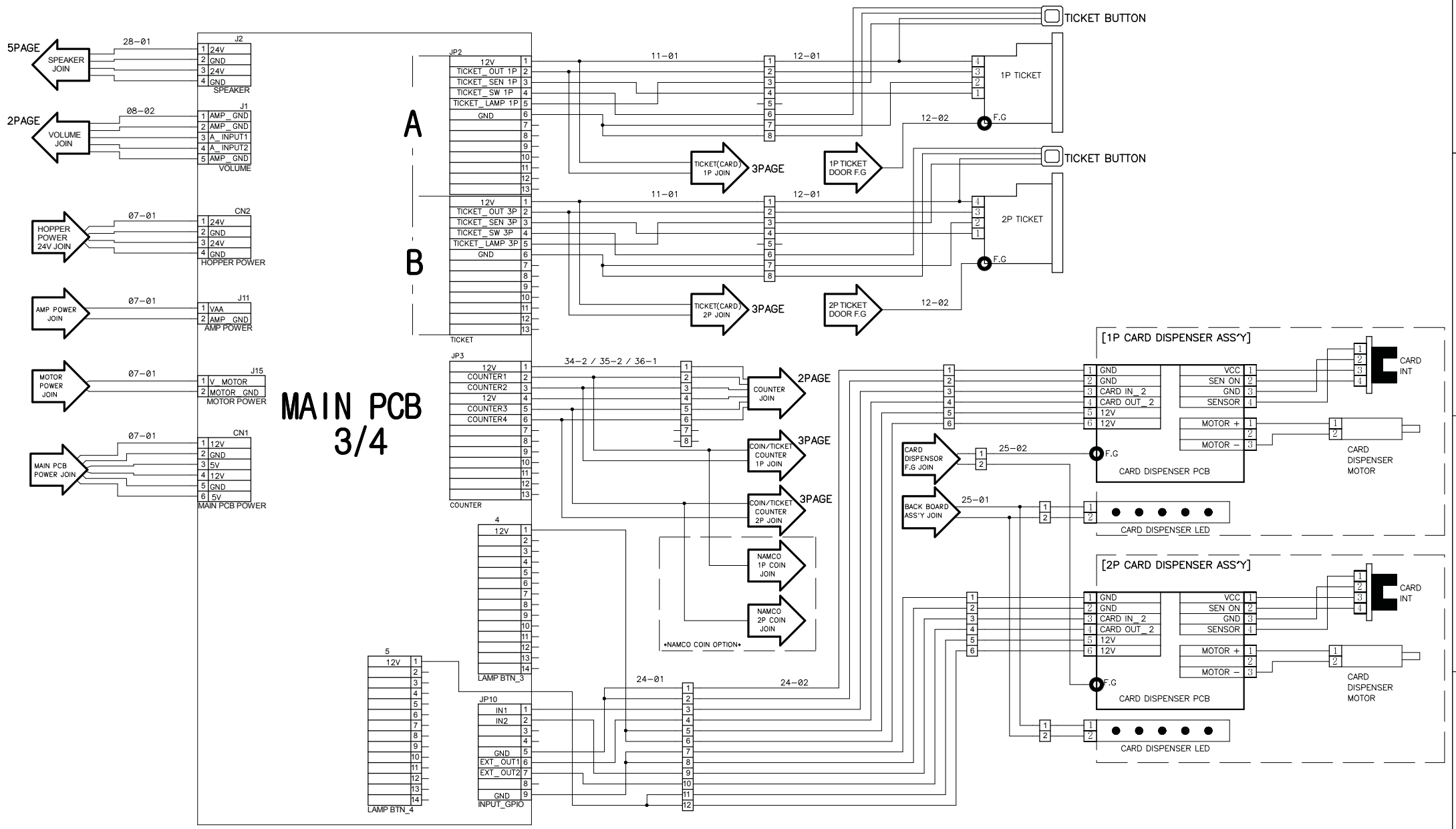
FRONT LOWER DOOR 1P JOIN — 18−05 — CARD OUT LED
BOTTOM BLUE FLEXIBLE LED JOIN
COIN/TICKET COUNTER 1P JOIN
TICKET(CARD) 1P JOIN
14−01 — 12V, CARD_COIN_IN, CARD_COUNTER, CARD_TIC_COUNT, CARD_TIC_OUT, GND
Buyer OPTION
CARD SYSTEM (1P)
CARD SYSTEM 1P COIN
AC BILL JOIN
AC BILL (1P)
AC BILL F.G

2P DOOR ASS'Y

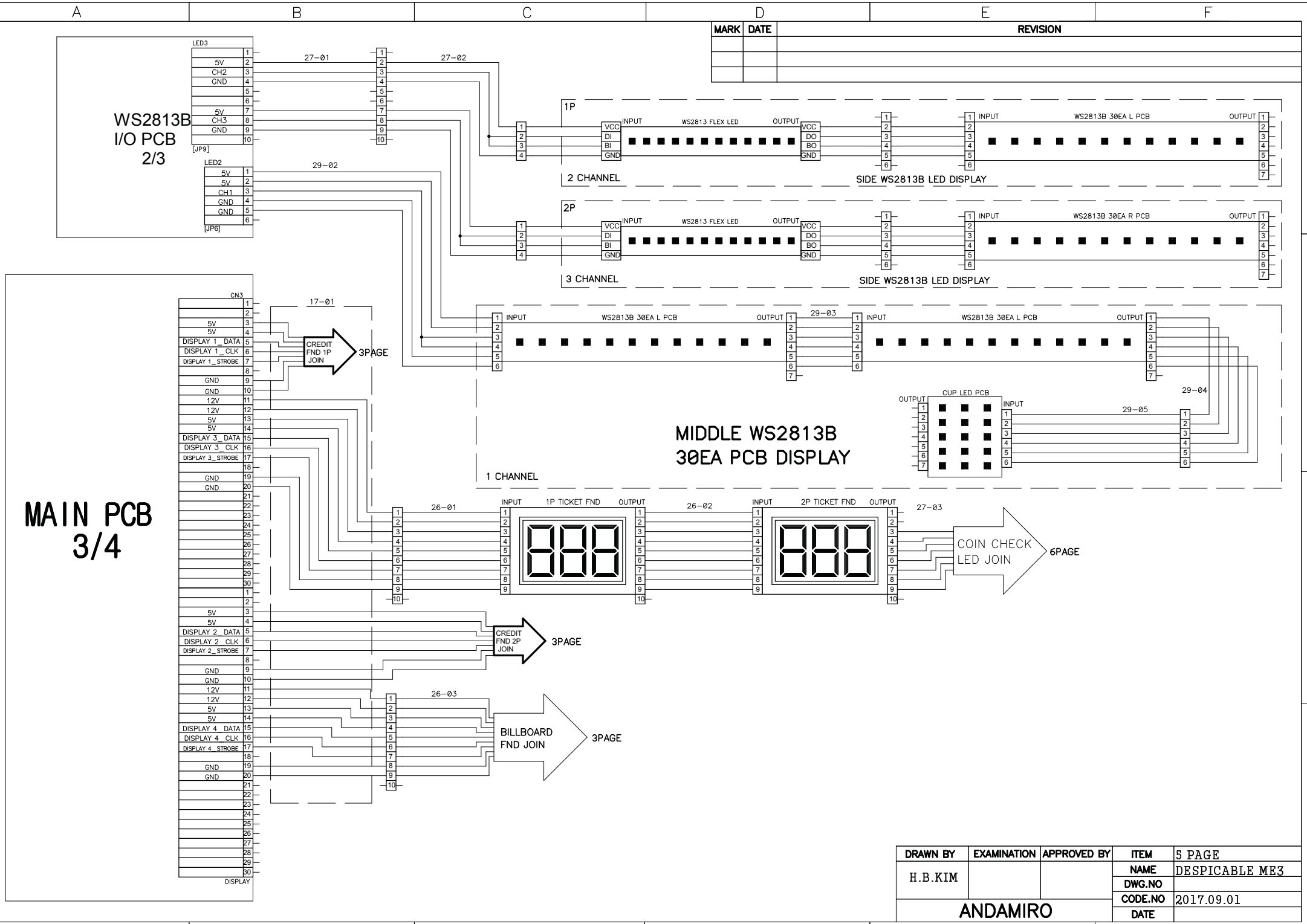
FRONT LOWER DOOR 2P JOIN — 18−04 — CARD OUT LED
COIN/TICKET COUNTER 2P JOIN
TICKET(CARD) 2P JOIN
14−01 — 12V, CARD_COIN_IN, CARD_COUNTER, CARD_TIC_COUNT, CARD_TIC_OUT, GND
Buyer OPTION
CARD SYSTEM (2P)
CARD SYSTEM 1P COIN
AC BILL JOIN
AC BILL (2P)
AC BILL F.G

DRAWN BY	EXAMINATION	APPROVED BY	ITEM	3 PAGE
H.B.KIM			NAME	DESPICABLE ME3
			DWG.NO	
ANDAMIRO			CODE.NO	2017.09.01
			DATE	

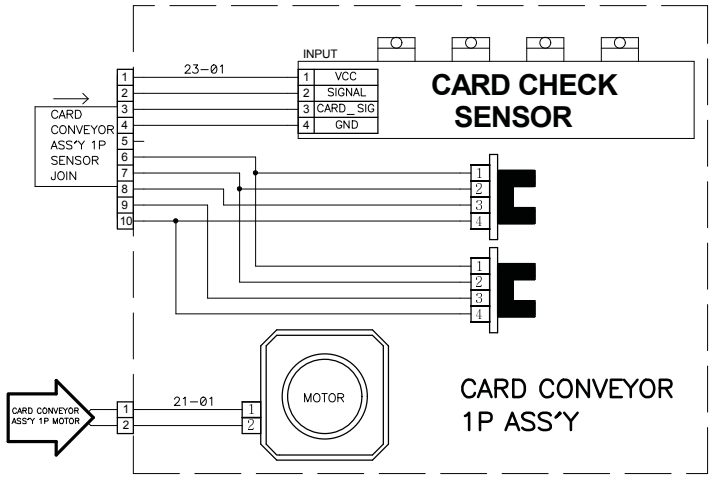
MARK	DATE	REVISION

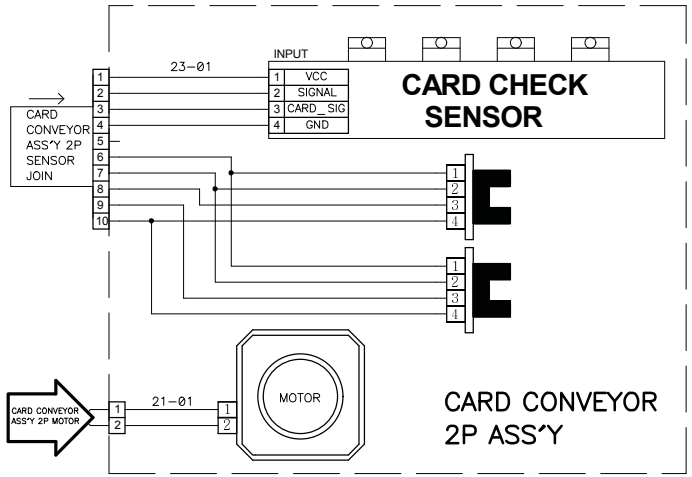


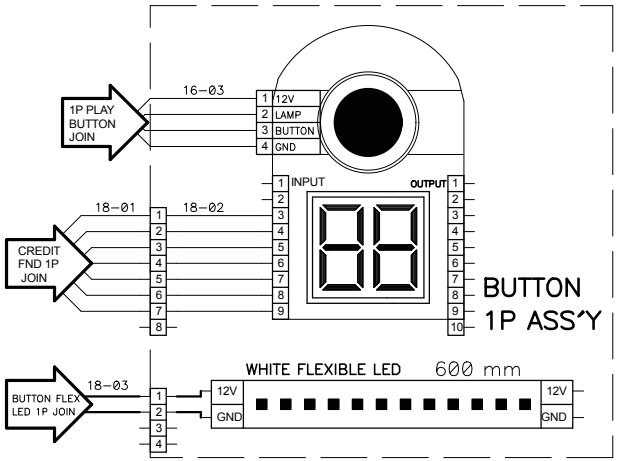
DRAWN BY	EXAMINATION	APPROVED BY	ITEM	4 PAGE
H.B.KIM			NAME	DESPICABLE ME3
			DWG.NO	
ANDAMIRO			CODE.NO	2017.09.01
			DATE	

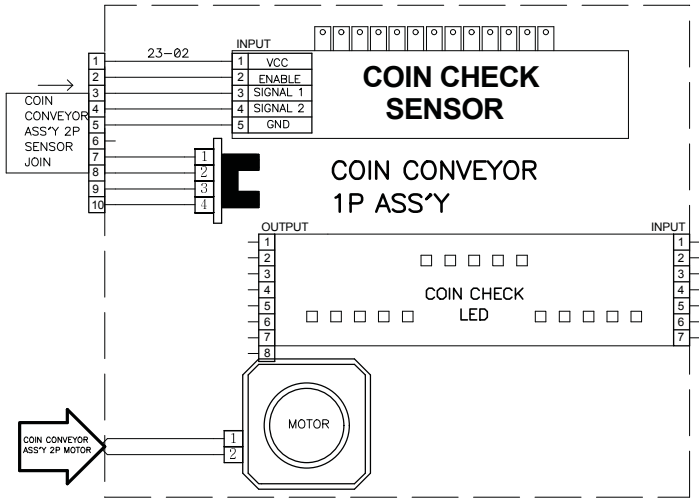

MARK
DATE
REVISION
WS2813B
I/O PCB
2/3
LED3
5V
CH2
GND
5V
CH3
GND
[JP9]
LED2
5V
5V
CH1
GND
GND
[JP6]
27-01
27-02
29-02
1P
2 CHANNEL
SIDE WS2813B LED DISPLAY
2P
3 CHANNEL
SIDE WS2813B LED DISPLAY
VCC
DI
BI
GND
DO
BO
INPUT
WS2813 FLEX LED
OUTPUT
WS2813B 30EA L PCB
WS2813B 30EA R PCB
MAIN PCB
3/4
CN3
DISPLAY 1_ DATA
DISPLAY 1_ CLK
DISPLAY 1_ STROBE
DISPLAY 3_ DATA
DISPLAY 3_ CLK
DISPLAY 3_ STROBE
DISPLAY 2_ DATA
DISPLAY 2_ CLK
DISPLAY 2_ STROBE
DISPLAY 4_ DATA
DISPLAY 4_ CLK
DISPLAY 4_ STROBE
DISPLAY
17-01
CREDIT FND 1P JOIN
3PAGE
CREDIT FND 2P JOIN
3PAGE
BILLBOARD FND JOIN
3PAGE
MIDDLE WS2813B
30EA PCB DISPLAY
1 CHANNEL
29-03
29-04
29-05
CUP LED PCB
26-01
1P TICKET FND
26-02
2P TICKET FND
26-03
27-03
COIN CHECK LED JOIN
6PAGE
DRAWN BY
H.B.KIM
EXAMINATION
APPROVED BY
ANDAMIRO
ITEM
5 PAGE
NAME
DESPICABLE ME3
DWG.NO
CODE.NO
2017.09.01
DATE

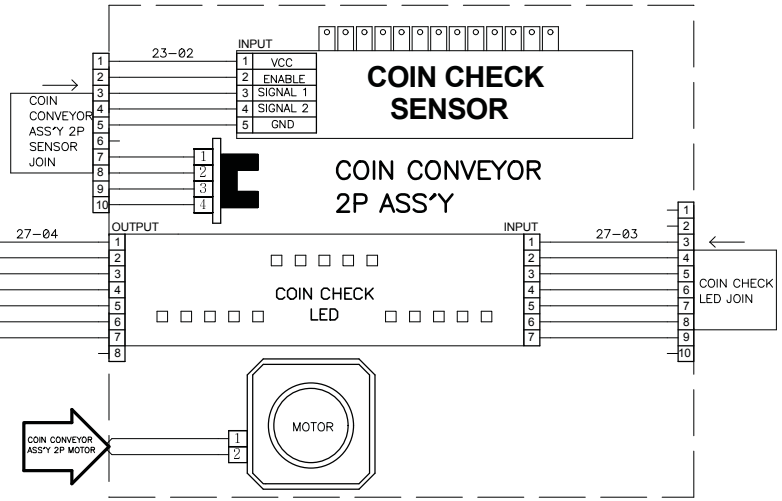
MARK	DATE	REVISION

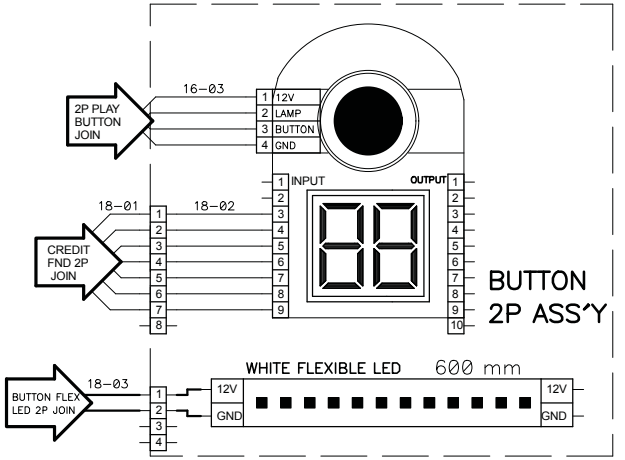


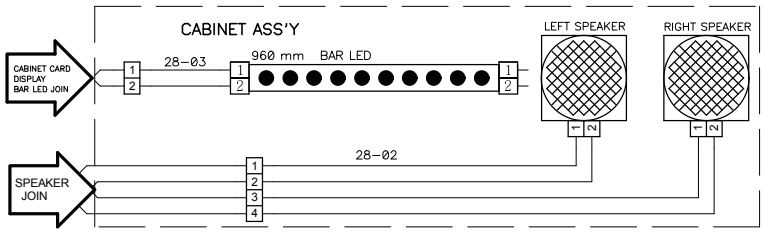


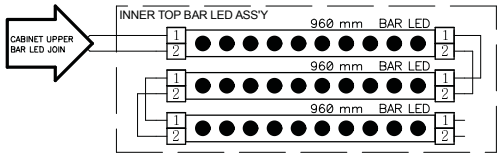






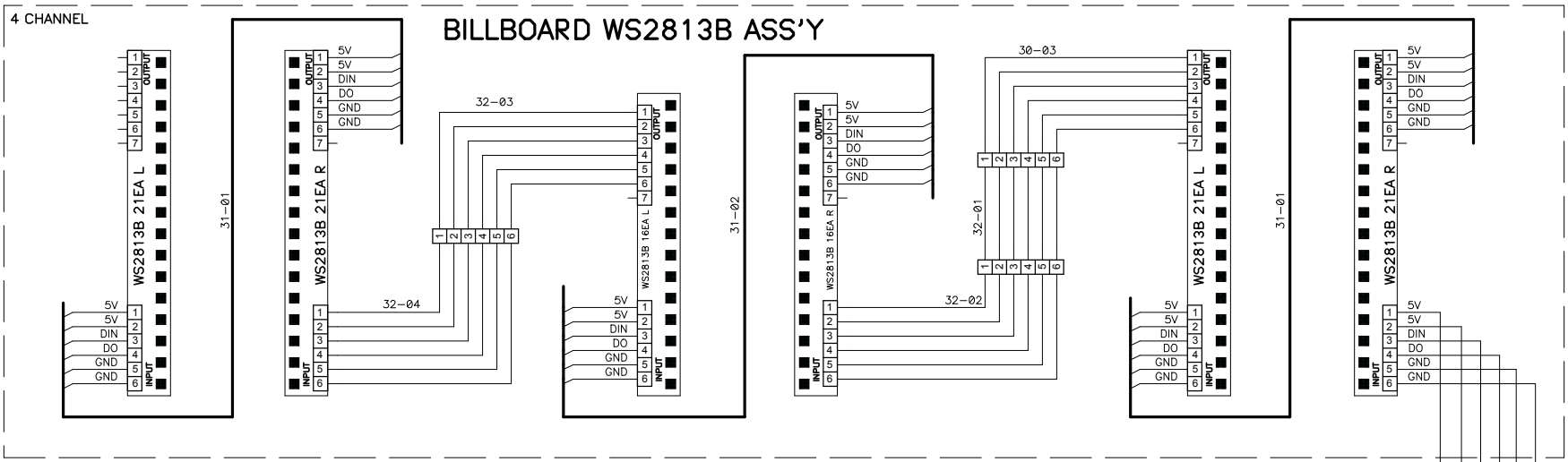


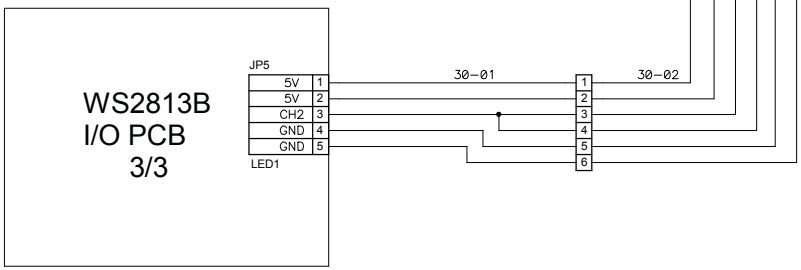


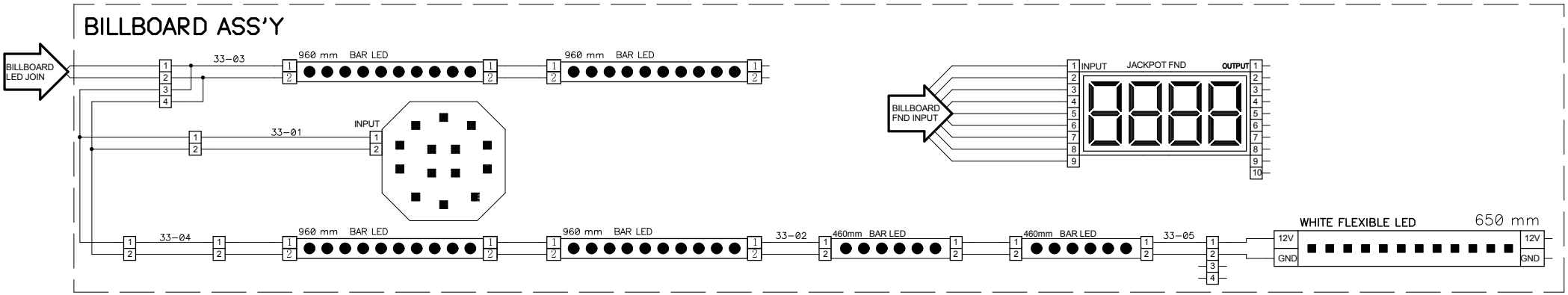


DRAWN BY	EXAMINATION	APPROVED BY	ITEM	6 PAGE
H.B.KIM			NAME	DESPICABLE ME3
			DWG.NO	
ANDAMIRO			CODE.NO	2017.09.01
			DATE	

MARK	DATE	REVISION







DRAWN BY	EXAMINATION	APPROVED BY	ITEM	7 PAGE
H.B.KIM			NAME	DESPICABLE ME3
			DWG.NO	
ANDAMIRO			CODE.NO	2017.09.01
			DATE	

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 shipmet as follows.

- One Year Limited Warranty : Electronic Boards
- 6 Month Limited Waranty : Moving Parts

For any key components within the warranty period, Andamiro will repair or replace defective components free of charge.

When placing a warranty request, the customer is requested to furnish the following information:

1. Name of the game.
2. Serial Number of the game.
3. A Detailed Description of the defect/s experienced.

This warranty does not apply to the defects caused due to misuse or abuse of the product.

Any alterations made to game or game parts will void this warranty.

For warranty details on our product range please visit our website, www.andamiro.com.

ANDAMIRO CO., LTD.
www.andamiro.com

Please complete the following request form to place a warranty request and send it to ANDAMIRO Korea either by fax (Fax No: +82-31-908-7548) or by e-mail. The e-mail address of the person in charge of each region is shown in our web-site, www.andamiro.com

For the on-line request, please visit our web-site, www.andamiro.com and click "Customer Service" and then click "Contact Us" in which you shall find the e-mail address of the person in charge of each region.

1. Company Name : _____

2. Mailing Address : _____

_____

3. E-Mail Address : _____

4. Phone No : _____

5. Name of the person in charge : _____

6. Description of the product defects

6-1) Name of the Game : _____

6-2) Serial No : _____

6-3) Date of Purchase : _____

6-4) Detailed description of the product defects.

_____

_____

_____

Remarks: If possible, please provide us with related photos and videos which will be greatly appreciated to verify the cause of the problem.

ANDAMIRO CO., LTD.
TEL : 82-31-909-2123~5

[ADDRESS OFFICE] 704-1 Techno Town, 138, Ilsan-ro, Ilsandong-gu, Goyang-si, Gyeonggi-do, Republic of Korea 10442
[FACTORY] 72 Nochemgil, Ilsan-donggu Goyang-si, Gyonggi-do, 410-834 korea

USA BRANCH
ANDAMIRO USA CORP.
TEL : 1-310-767-5800

[ADDRESS] 17230 S. Main Street Gardena, California 90248 U.S.A.

Homepage http://www.andamiro.com/

ANDAMIRO®