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SERVICE MANUAL

JURASSIC WORLD

Ver 1.0

[IMPORTANT]

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

ISSUE DATE:Apr. 13, 2022

PRODUCT INFO	PART INFO	SUPPORT INFO	NEW PRODUCT INFO

※ QR(SUPPROT) - Leaflets, manuals, solution(error code,trouble shooting decument, watch&solve)

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 and etc..

- Do not give shock the surface of glass products.

- Please do not play this game if
  - When you do drinking;
  - When your physical condition is not normal;
  - When you are in pregnancy;
  - When you have on a pulse controller;
  - When you have recently experienced a cramp or fainting away while watching TV.
- Avoid excessive force/shock while playing/moving the game.
- While do games, pay attention to surrounding.

Do not plug or unplug the power cord with wet hands.

In handling the power cord, follow the instructions below.

- Do not damage the power cord.
- Do not 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, and etc., be sure to give this manual to the new owner.

PRÉCAUTION D'EMPLOI

Les consignes de sécurité suivantes sont données dans ce manuel. Elles doivent être strictement suivies pour protéger ceux qui les installent. Utiliser ou entretenir ce produit pour la sécurité des utilisateurs, des visiteurs et des biens.

Pour des raisons de sécurité.

- **Les suggestions suivantes doivent être respectées:**

⚠ATTENTION
Le non-respect peut entraîner des blessures graves.

⚠PRUDENCE
Le non-respect peut entraîner des blessures ou des dommages au produit.

- **Les suggestions graphiques suivantes décrivent les types de précautions à prendre.**

⚠
Indique qu'attention est requise.

⃠
Interdit.


Indique que quelque chose doit être effectuée.

- **Les précautions à prendre :**

Certaines procédures exigent une personne de maintenance qualifiée en atelier ou un spécialiste de l'industrie. Pour ces instructions, une personne qualifiée doit prendre soin des travaux.

- Sinon, un choc électrique, un dysfonctionnement de la machine, ou un accident grave peut en résulter.
- Remplacement des pièces de machines, l'inspection et la maintenance des machines, et le dépannage doit être attribué qu'à une personne de maintenance qualifiée en atelier ou spécialiste de l'industrie. Cette brochure donne des instructions que les emplois dangereux, en particulier, doivent être traités par un spécialiste de l'industrie. La personne de maintenance qualifiée en atelier et le spécialiste de l'industrie sont définis comme suit.

La personne de maintenance qualifiée en atelier

- Un personnel de service doit avoir de l'expérience dans les opérations de machines de jeux. Le personnel est responsable pour l'assemblage, l'installation, l'inspection et l'entretien de la machine.

Le spécialiste de l'industrie

- Un spécialiste de l'industrie doit être engagé dans la conception, la fabrication, l'inspection et l'entretien des appareils d'amusement.
  Il ou elle doit avoir une formation en génie électrique, électronique et mécanique, et de maintenir régulièrement et de réparer les appareils d'amusement.

PRÉCAUTION D'EMPLOI

⚠ ATTENTION

Si il y a une anomalie comme fumée, mauvaise odeur ou bruit anormal émis par la machine, couper immédiatement l'interrupteur principal et débranchez le câble d'alimentation de la prise pour arrêter son fonctionnement.

- L'utilisation de l'appareil dans des conditions anormales peut provoquer un incendie ou un accident.

En cas d'anomalie

1. Mettez l'interrupteur principal sur ARRÊT.
2. Débranchez le câble d'alimentation de la prise.
3. Contactez votre revendeur le plus proche.

Ne pas brancher le câble d'alimentation incorrectement ou le laisser être recouvert de poussière.

Cela pourrait nuire le câble d'alimentation.

⚠ PRUDENCE

Ne pas utiliser ce produit ailleurs que dans les zones industrielles.

- L'utiliser dans une zone résidentielle ou d'une zone à côté d'un quartier résidentiel pourrait nuire à la réception des radios, téléviseurs, téléphones, etc.
- Ne donnez pas de choc à la surface d'un produit en verre.

- S'il vous plaît ne pas jouer à ce jeu.
  - Quand vous buvez;
  - Lorsque votre condition physique n'est pas normale;
  - Lorsque vous êtes dans une période de grossesse;
  - Lorsque vous avez un contrôleur d'impulsion;
  - Lorsque vous avez récemment subi une crampe ou évanouissement en regardant la télévision.
- Évitez une force excessive / un choc pendant la lecture / de déplacer le jeu.
- Quand vous jouez les jeux, 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.

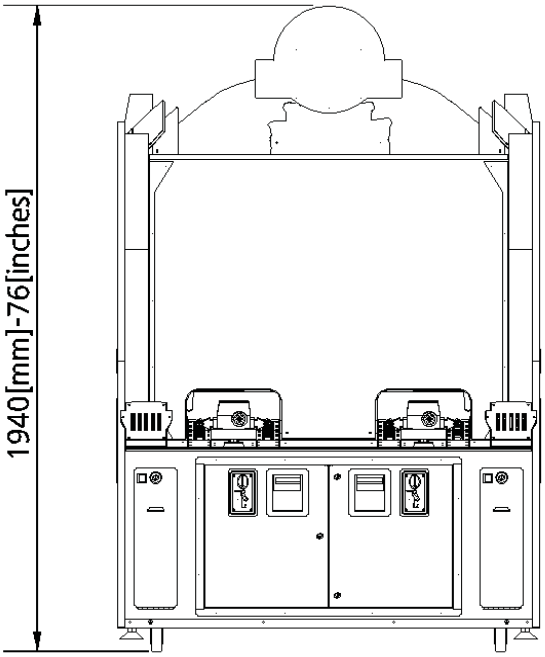
PRÉCAUTIONS LORS DU MANIEMENT

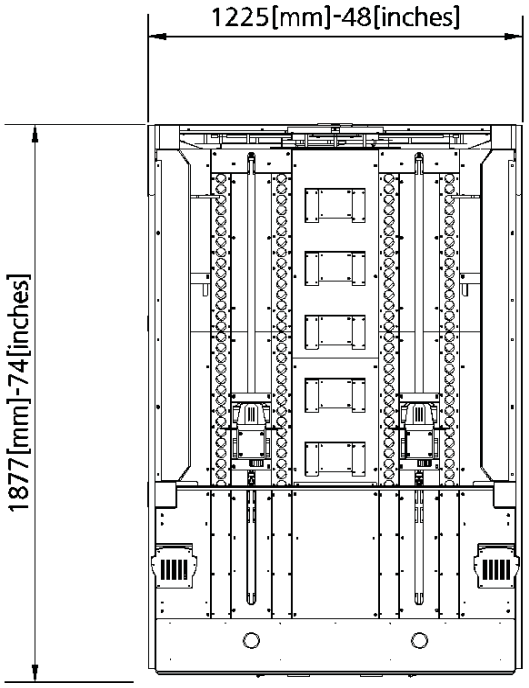
- Lors de la mise en place, l'inspection, l'entretien, déplacement ou le transport de ce produit, suivez les procédures et les instructions énoncées dans ce manuel et effectuer ce travail en toute sécurité.
- Ne pas mettre en place, manipuler, inspecter, entretenir, déplacer ou transporter ce produit 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.

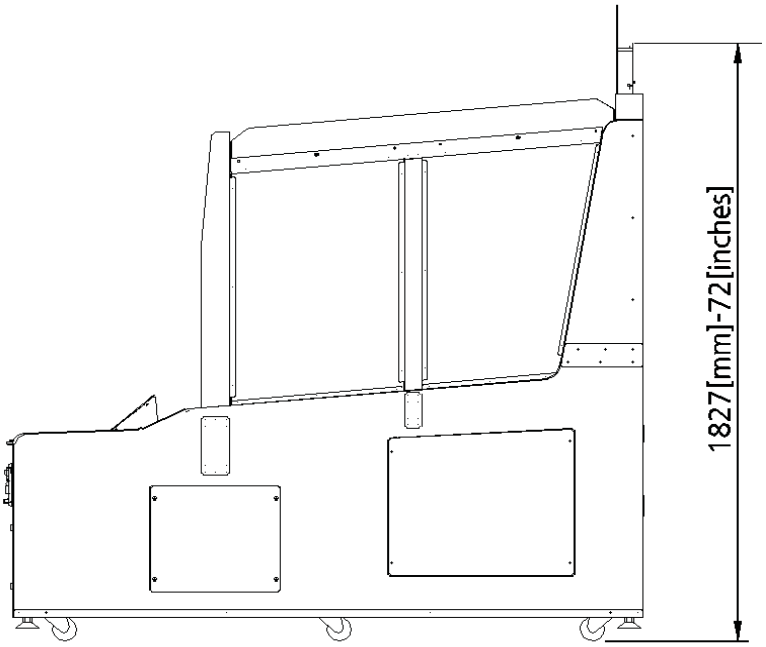
- CONTENTS

1 SPECIFICATION AND DIMENSION

1) DIMENSION



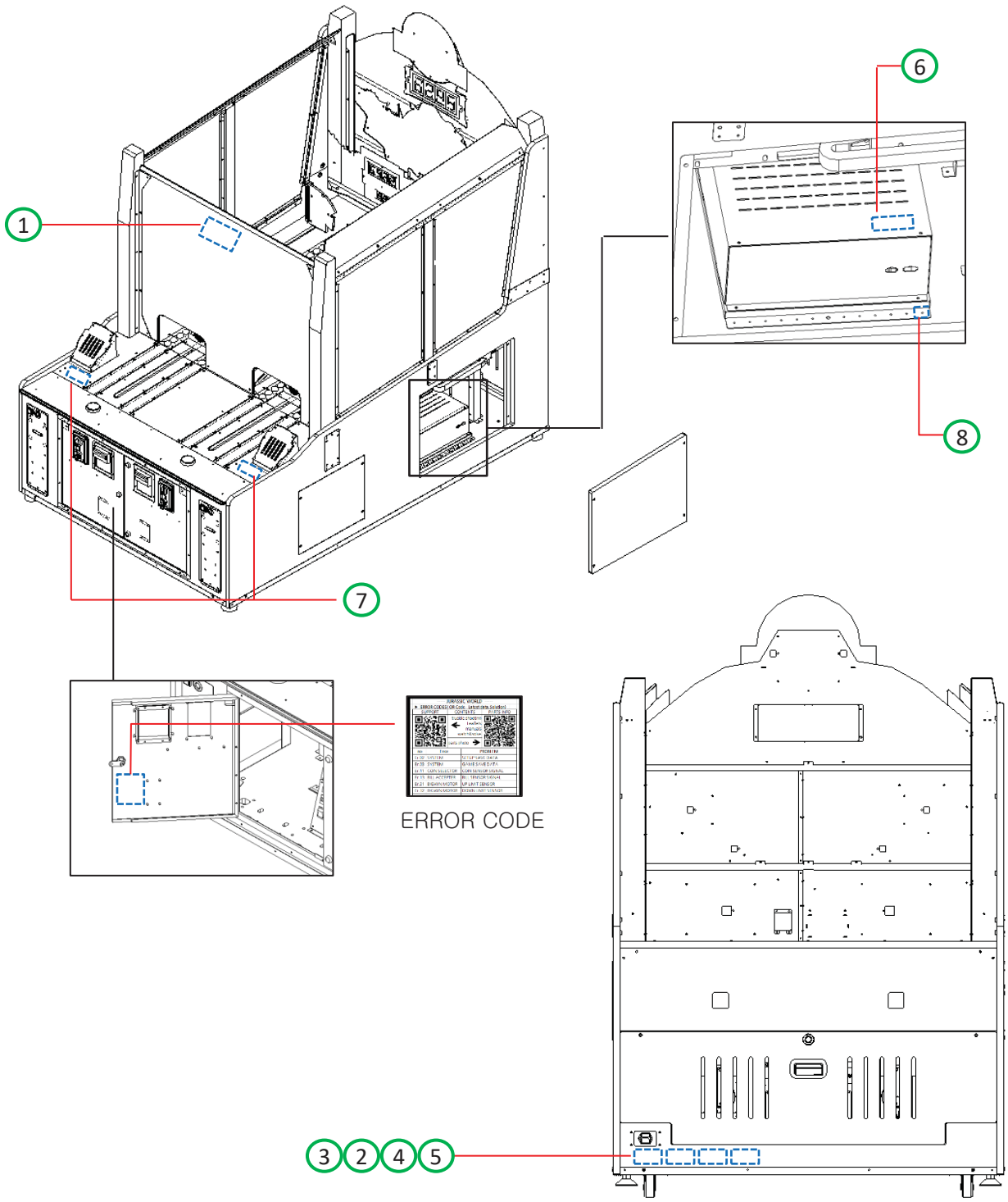




2) SPECIFICATION

ITEM	DETAILS	
VOLTAGE	AC 120V	AC 230V
FREQUENCY RANGE	50/60 Hz	50/60 Hz
CONSUMPTION	400 W	
INSTALL DIMENSION(W*D*H)	1877*1225*1940mm, 74*48*76 inch	
PACKING DIMENSION(W*D*H)	1980*1330*2060mm, 74*52*81 inch	
WEIGHT(kg), packing weight(kg)	302 kg, 358 kg	
CERTIFICATION	ETL	
※NOTE : This product is a free bolt product.(AC 120-230V)		

3) STICKER LOCATION



ERROR CODE

▼ 1)	▼ 2)	▼ 3)	▼ 4)
CAUTION/ PRUDENCE Do not push or hit this. It would be damaged. Ne pas la pousser ou frapper. Elle serait endommagée.	⚠CAUTION/PRUDENCE "For continuous protection against risk of fire, replace only with the same type T10A-250V fuse" "Pour une protection continue contre les risques d'incendie, remplacer un fusible avec seulement le même type T10A-250V"	Certification Label	WARNING ROCKING, SHAKING, OR TIPPING MAY CAUSE INJURY OR DEATH ! This unit must be fastened securely to the wall, floor or adjacent object in compliance with the installation instructions. ATTENTION AGITER, SECOUER OU BASCULER PEUT CAUSER DES BLESSURES OU ENTRAINER LA MORT! Cette unité doit être fixée au mur, au plancher ou à un objet à proximité conformément aux instructions d'installation.
▼ 5)	▼ 6)	▼ 7)	▼ 8)
1 YEAR LIMITED WARRANTY	⚠WARNING/ATTENTION Except service personnal, please never open the product as there is a risk of electric shock. Il y a un risque d'électrocution, n'ouvrez pas le produit excepté le responsable, s'il vous plaît.	⚠CAUTION/PRUDENCE Placing your hands or head near truck area while truck is operating can cause injuries. Le fait de placer vos mains ou votre tête à proximité de la zone du véhicule pendant le fonctionnement peut vous blesser gravement.	

2 INSTALL INFORMATION

1) INSTALLATION SPACE

※ Maintenance zone & Play zone distance maintenance

: should have at least 1800 mm * 2400mm each

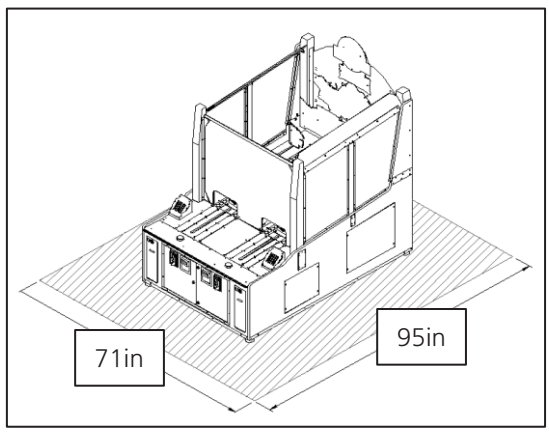
2) MAINTAIN PRODUCT FLATNESS

※ After installation is complete

: adjust the 4 adjuster so that the product is stably leveled.

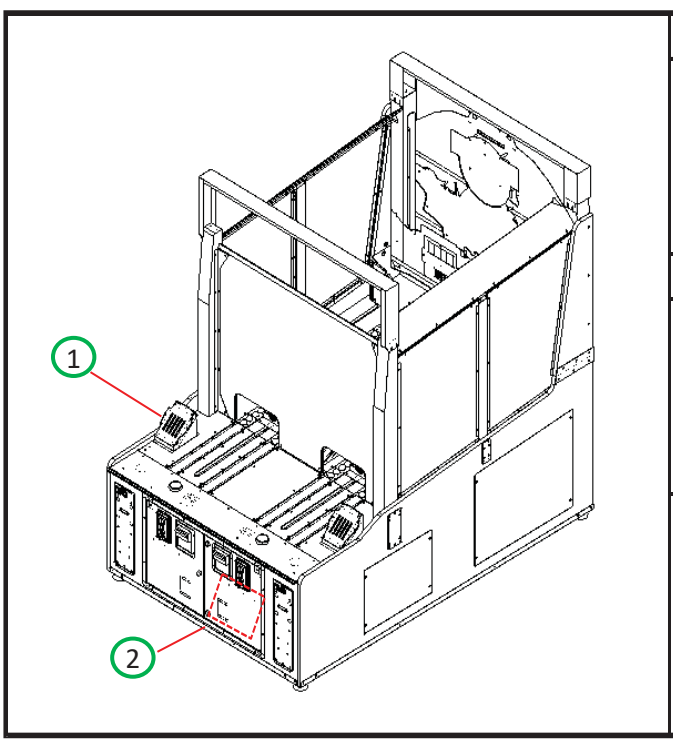
3) IMPORTANCE

※ This product should be indoor use and out of direct sunlight.



3 UNPACKING

1) PACKING LOCATION



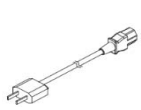
▼ 1

▼ 2

COMPONENTS

2) COMPONENTS

no	PART NAME	Q'TY	SPARE	no	PART NAME	Q'TY	SPARE
1	AC CORD	1		5	SCREW TH_NI 4x8	3	2
2	MANUAL	1		6	SCREW TH_BL 4x10	28	4
3	KEY 7001	2		7	SCREW TH_BL 4x16	14	4
4	WRENCH 2.5, 3, 4, 5 mm	EACH 1					

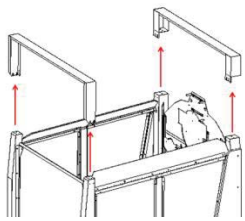
▼ 1	▼ 2	▼ 3	▼ 4	▼ 5	▼ 6, 7
					

4 INSTALL

1) HOW TO INSTALL

no	PROCESS	ITEM	Q'ty	BOLT	SPEC	Q'ty	BOLT	SPEC	Q'ty
1	Remove	CABINET PACKING BKT	2	SEMS	5*12	12			
2	Remove	PILLAR COVER ACRYL FIX BKT	2	TH_BL	4*16	6			
	Remove	PILLAR COVER SUPPORT ACRYL	2	TH_BL	4*16	4			
3	Remove	PILLAR SIDE ACRYL	4	TH_BL	4*10	8			
4	Remove	PILLAR SIDE ACRYL	4						
5	Remove	CAR HOLD BKT	4	FH_NI	6*25	8			
6	Remove	BIGWIN HOLD BKT	2	FH_NI	6*25	4			
7	Remove	BILLBOARD LOGO ACRYL	1	TH_NI	4*8	2			
8	Assemble	BILLBOARD LOGO ACRYL	1	TH_NI	4*8	5			
9	Assemble	PILLAR SIDE ACRYL	4						
10	Assemble	PILLAR SIDE ACRYL	4	TH_BL	4*10	36			
11	Assemble	PILLAR COVER SUPPORT ACRYL	2	TH_BL	4*16	4			
	Assemble	PILLAR COVER ACRYL FIX BKT	2	TH_BL	4*16	20			
12	POWER ON	NOTE : This product is a free bolt product.(AC 120-230V)							

▼ 1



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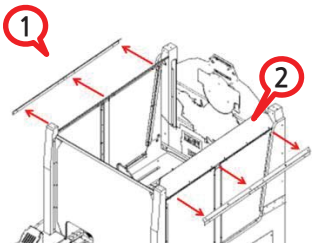

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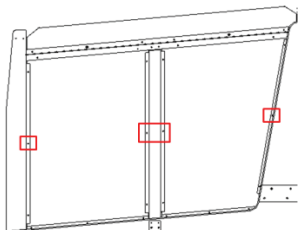
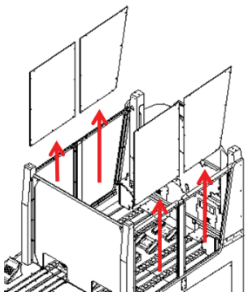


*Remove the other side in the same way

▼ 4



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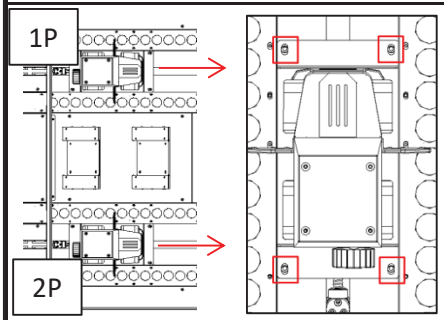
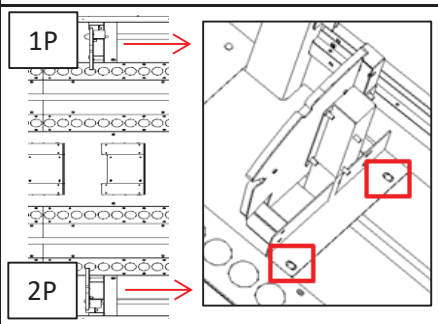


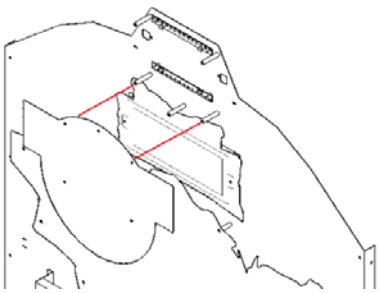
* After removing the bkt, the bolts are reassembled

▼ 6

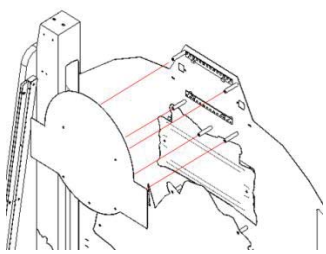


* After removing the bkt, the bolts are reassembled

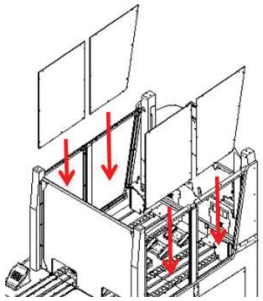
▼ 7



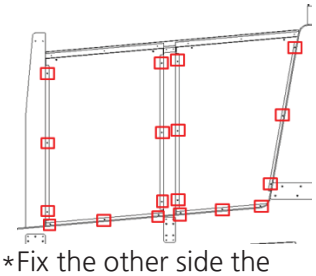
▼ 8



▼ 9

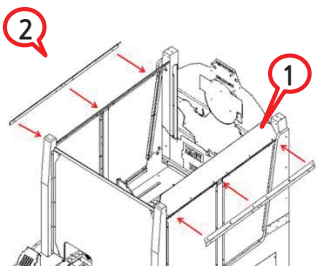


▼ 10



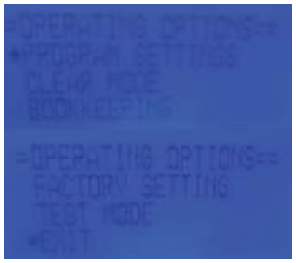
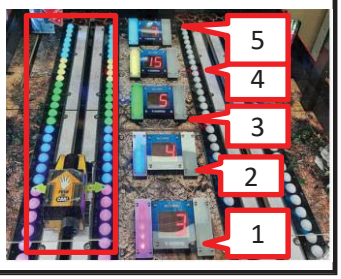
*Fix the other side the same

▼ 11



5 SETUP SETTINGS

▶ SETUP LAYOUT

SETUP BUTTON	OPERATING OPTIONS	FND (TRY AGAIN ,CREDIT)	SLOPE LED /SCORE FND1~5
			

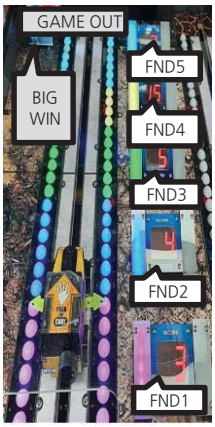
▶ SETUP BUTTON LAYOUT	▶ OPERATING OPTIONS
* [↑↓] Up/Down : Menu Up/Down Move	[MENU] -> [UP / DOWN]-> [MENU/SELECT]
* [←→] Left/Righ : Setting Value Change	1) PROGRAM SETTINGS
* Menu/Select : MENU-Execution of Set Up Menu	2) CLEAR MODE
* Menu/Select : Select-menu selection	3) BOOKKEEPING DATA
* Cancel : Exit	4) FACTORY SETTING
* service/reset : service - service coin	5) TEST MODE
* service/reset : reset - When error happens, error clear	6) EXIT

1) PROGRAM SETTING

<table>
<tr><th>LCD DISPLAY</th><th>DESCRIPTION</th><th>RANGE</th><th>DEFAULT</th></tr>
<tr><td>★
CREDIT/COIN</td><td>Setting for credit per coin</td><td>"FREE",1/1~10,
1~5/1</td><td>1/1</td></tr>
<tr><td>★
CREDIT / BILL</td><td>Setting for credit per bill</td><td>1~10</td><td>1</td></tr>
<tr><td>CHEAT
DETECT</td><td>Setting for cheating prevention when judged cheating,
game end by processing game out</td><td>“OFF”, “ON”</td><td>ON</td></tr>
<tr><td>CHEAT STOP
TIME</td><td>Setting reference time to judge sudden stop of the car
by cheating
(Time between sensors just before car stops)
(It is to be applied when cheat detect option value is "ON")
(It can not be initialized against factory setting)

Example) If the set value is 120, if the time between the
sensors before stopping is more than 120 ms, OK,
if it is less than 120 ms, it is judged to be cheating
and game out, and the game ends.
Thank you and best regards</td><td>50 ~ 300 (ms)
(Increases by 10)</td><td>120</td></tr>
<tr><td>TIME OVER</td><td>Setting for time over</td><td>10 ~ 99
(Seconds),OFF</td><td>60</td></tr>
<tr><td>★
SCORE TYPE</td><td colspan="3">Setting ticket score by type according to the color of led light

Change score and type by setting default type.
Separately individual score setting by color is possible
(Score type is not initialized against factory setting.
In case dip s/w 3,4 was changed, score type is initialized once for the first time
when factory setting.)

<table>
<tr><th>TYPE</th><th>1</th><th>2</th><th>3</th><th>4</th><th>5</th><th>6</th><th>7</th><th>8</th><th>9</th><th>10</th><th>11</th><th>12</th></tr>
<tr><td>AVERAGE</td><td>5</td><td>7.5</td><td>10</td><td>12</td><td>15</td><td>20</td><td>25</td><td>30</td><td>35</td><td>45</td><td>50</td><td>60</td></tr>
<tr><td>BIG WIN</td><td>50</td><td>50</td><td>100</td><td>100</td><td>100</td><td>150</td><td>200</td><td>250</td><td>300</td><td>400</td><td>450</td><td>500</td></tr>
<tr><td>GAMEOUT</td><td>1</td><td>1</td><td>1</td><td>2</td><td>2</td><td>2</td><td>2</td><td>4</td><td>4</td><td>6</td><td>6</td><td>6</td></tr>
<tr><td>YELLOW</td><td>5</td><td>10</td><td>10</td><td>15</td><td>20</td><td>20</td><td>30</td><td>30</td><td>30</td><td>36</td><td>40</td><td>50</td></tr>
<tr><td>GREEN</td><td>3</td><td>4</td><td>4</td><td>5</td><td>6</td><td>10</td><td>10</td><td>10</td><td>16</td><td>20</td><td>20</td><td>30</td></tr>
<tr><td>CYAN</td><td>2</td><td>5</td><td>5</td><td>7</td><td>10</td><td>14</td><td>14</td><td>20</td><td>20</td><td>26</td><td>30</td><td>40</td></tr>
<tr><td>BLUE</td><td>2</td><td>3</td><td>3</td><td>4</td><td>8</td><td>8</td><td>8</td><td>8</td><td>10</td><td>16</td><td>16</td><td>20</td></tr>
<tr><td>MAGENTA</td><td>1</td><td>2</td><td>2</td><td>3</td><td>4</td><td>6</td><td>6</td><td>6</td><td>8</td><td>10</td><td>10</td><td>10</td></tr>
</table>
* FND5 CYAN / FND 4 YELLOW / FND3 GREEN / FND2 BLUE / FND1 MAGENTA</td></tr>
<tr><td></td><td>TYPE - Reference score table basically set internally</td><td colspan="2">1 ~ 12
(Increases by 1)</td></tr>
<tr><td></td><td>GAME OUT - Game out score setting</td><td colspan="2">1 ~ 99
(Increases by 1)</td></tr>
<tr><td></td><td>YELLOW : LED LIGHT - Yellow color score setting</td><td colspan="2" rowspan="5">1 ~ 99
(Increases by 1)</td></tr>
<tr><td></td><td>GREEN : LED LIGHT - Green color score setting</td></tr>
<tr><td></td><td>CYAN : LED LIGHT - Cyan color score setting</td></tr>
<tr><td></td><td>BLUE: LED LIGHT - Blue color score setting</td></tr>
<tr><td></td><td>MAGENTA LED LIGHT - Magenta color score setting</td></tr>
<tr><td></td><td>SAVE AND EXIT</td><td colspan="2">Press select button and
execute by moving the cursor
to [YES] OR [NO]</td></tr>
</table>

			TYPE 4	TYPE 9
BIG-WIN VALUE	BIG-WIN first starting value (FACTORY SET not initialized)	30 ~ 9999 (Increases by 10)	100	300
BIG-WIN LIMIT	BIG-WIN maximum value (FACTORY SET not initialized)	30 ~ 9999 (Increases by 10)	150	1000
BIG INCREMENT	BIG-WIN increase value (Increase value by 1 play)	0 ~ 50 (Increases by 1)	0	0
BIG MOVE/PLAY	Setting frequency of moving BIG-WIN position "HOLD" : Fixed position of BIG-WIN 1/1~5 : Move BIG-WIN position after 1~5 plays	HOLD, 1/1~5	1/1	1/1
BIG POSITION	Setting position of BIG-WIN when BIGWIN is fixed position. To be applied when setting value of BIG MOVE/PLAY option is "HOLD"	19 ~ 28 (Position means position of slope led #1~#30 from the front of the machine)	25	25
DIFFICULTY	Setting difficulty level (Pattern change at movement of BIG-WIN position) (It changes +/- 5 tickets from average ticket pay out) EASY : Easy level (+5) NORMAL : Basic level (0) HARD : Difficult level (-5)	EASY, NORMAL, HARD	NORMAL	NORMAL
TICKET/ SCORE	Setting for ticket per score NONE : Automatic deletion of ticket count without dispensing tickets	NONE, 1/1, 1/2	1/1	1/1
ATTRACT VOLUME	Setting use of demo sound and volume OFF : No sound 10 ~ 100 : Ratio of sound volume	OFF , 10 ~ 100 (Increases by 10)	50	50
SAVE AND EXIT	Save and exit	Press select button and execute by moving the cursor to [YES] OR [NO]		
CANCEL AND EXIT	Cancel and exit			
If setting value with (★) changes, internal bookkeeping data and information about game data & credit & ticket will be deleted.				

2) CLEAR MODE

LCD DISPLAY	DESCRIPTION	EXECUTION
CLEAR TICKETS	Delete current ticket count to be dispensed now	Press select button and execute by moving the cursor to [YES] OR [NO]
CLEAR PLAYS	Delete current play	
CLEAR DATA	Delete both game data and bookkeeping data	
EXIT		

3) BOOKKEEPING

LCD DISPLAY	DESCRIPTION	LCD DISPLAY	DESCRIPTION
-- COIN IN -- 1P: 0 2P: 0 TOTAL: 0	Each player and total coin in	-- WIN YELLOW -- 1P: 0 2P: 0 TOTAL: 0	Each player and total number of wining yellow color
-- BILL IN -- 1P: 0 2P: 0 TOTAL: 0	Each player and total bill in	-- WIN CYAN -- 1P: 0 2P: 0 TOTAL: 0	Each player and total number of wining cyan color
--SERVICE IN -- 1P: 0 2P: 0 TOTAL: 0	Each player and total service in. Increases by 1 play when pressing service in	-- WIN BLUE -- 1P: 0 2P: 0 TOTAL: 0	Each player and total number of wining blue color
-- GAME PLAY -- 1P: 0 2P: 0 TOTAL: 0	Each player and total number of game play	- WIN MAGENTA - 1P: 0 2P: 0 TOTAL: 0	Each player and total number of wining magenta color
-- TICKET OUT -- 1P: 0 2P: 0 TOTAL: 0	Each player and total number of ticket out	-- SYSTEM DATA -- POWER: 0, 0:00	Display of system data Number of machine start and time that machine is switched on
-- BIG WIN -- 1P: 0 2P: 0 TOTAL: 0	Each player and total number of winning BIG-WIN	-- VER INFO -- V_.__ LED IO Ver __	Display of version information - program version of main board and date - LED IO BOARD firmware version
-- GAME OUT -- 1P: 0 2P: 0 TOTAL: 0	Each player and total number of game out	CANCEL BUTTON : EXIT	

4) FACTORY SETTING

FACTORY-SETTING initializes to factory setting

(Clearing total data and setting default value)

- Setting value of score type will not be initialized against factory setting

LCD DISPLAY(EXECUTION)		LCD DISPLAY(EXECUTION)
FACTORY-SETTING ARE YOU SURE? YES or [NO] EXECUTE BY MOVING THE CURSOR	RE-CONFIRM →	FACTORY-SETTING ARE YOU SURE? YES or [NO] EXECUTE BY MOVING THE CURSOR

5) TEST MODE

<table>
<tr><th>LCD DISPLAY</th><th colspan="3">DESCRIPTION</th></tr>
<tr><td>INPUT TEST</td><td colspan="3">Display of input status of each item at LCD (Button, Coin, Ticket, sensor… ETC)</td></tr>
<tr><td rowspan="4">FND & LAMP</td><td colspan="3">OFF : Total off, ON : Total on, ON/OFF : Repeation of total on, off</td></tr>
<tr><td colspan="3">STEP : Repeat in the following order</td></tr>
<tr><td>LAMP</td><td>-Total on, off flickering
-BOTTOM LAMP ON
-1P/2P TICKET LAMP ON
-1P/2P START BUTTON LAMP ON</td><td>-HOW TO LAMP ON
-1P/2P CAR SPOT LAMP ON
-1P/2P RETRY LAMP ON
-BILLBOARD LAMP ON</td></tr>
<tr><td>FND</td><td>-Total on, off flickering
-Total number count [0000] ~ [9999]
-CREDIT 1P [11] / 2P [22]</td><td>-RETRY 1P [11] / 2P [22]
-TICKET 1P [3333] / 2P [4444]
-SCORE [11] ~ [55], BIGWIN [5555]</td></tr>
<tr><td>LED</td><td colspan="2">-Total white on, off flickering
-Turning on in sequence of 1P LED RED / 2P LED BLUE
-Turning on in sequence of R - G - B - W</td></tr>
<tr><td>SLOPE
SENSOR</td><td>*SLOPE SENSOR *
FEDCBA9876543210
1-> (1~30)

EX0:0000000000000000
EX1:0000000000000000
EX2:0000000000000000
EX3:1111000000000000</td><td colspan="2">Display of input status of I/O expansion board with 0 and 1.
0 - Not sensing sensor signal, 1 - Sensor signal detected
SLOPE LED : Display of sensor status 1~30 by led color
Red - Sensor signal detected
White - not sensing sensor signal

TRY AGAIN FND [■■] : Display of detected sensor
SCORE FND top [■■] : Display of slope sensor (On, Er)
SCORE FND bottom [□■] : Display of sensor no in error

◎ up/down operation of stopper with 1p,2p start button</td></tr>
<tr><td>MOT
BIGWIN</td><td colspan="3">Operation test of BIG-WIN motor
◎ Select type with left/right button and then press select button
◎ Alternate operation of ascent and descent of stopper motor

- ALL, 1P, 2P : Operate the motor of that part

SCORE FND top [■■] : Display of motor operation status on, off and error “Er”
SCORE FND bottom [■□] : Display when the motor sensor is recognized
(1-top sensor, 2-bottom sensor, 3-All upper and lower sensors)
[□■] : Position sensor status display (0, 1)
RETRY FND [■■] : Display of position sensor check count (1 ~ 9)
CREDIT FND [■■] : Motor operating state ([--] stop, [uP] top move, [dn] down move)</td></tr>
<tr><td>MOT STOPPER</td><td colspan="3">Operation test for stopper motor
◎ Select type with left/right button and then press select button
◎ Alternate operation of ascent and descent of stopper motor

- ALL, 1P, 2P : Operate the motor of that part

SCORE FND top [■■] : Display of motor operation on,off and error “Er”
SCORE FND bottom [■□] : Top position sensor status display (0, 1)
[□■] : Bottom position sensor status display (0, 1)
CREDIT FND [■■] : Stopper operation status display [uP], [dn]
TICKET FND [■■■■] : Display of movement time for increase (By 1ms)</td></tr>
</table>

COIN	Coin selector operation test ◎ When pressing select button, 1p and 2p operate on, off simultaneously ◎ when pressing start button, 1p and 2p operates on, off separately -ON, OFF : Coin selectoroperation on, off SCORE FND top [■■] : Operation status of coin selector, display of on, off and error “Er” SCORE FND bottom [□■] : Display of coin sensor status (0 or 1) CREDIT FND [■■] : Display of coin sensor check count (0 ~ 99 repeats)
BILL	Operation test of bill accepter ◎ When pressing select button, 1p and 2p operates on, off simultaneously ◎ When pressing start button, 1p and 2p operates on, off separately - ON, OFF : Bill accepter operation on, off SCORE FND top [■■] : Operation status of bill accepter, display of on, off and error “Er” SCORE FND bottom [□■] : Display of bill accepter sensor status (0 or 1) CREDIT FND [■■] : Display of bill accepter sensor check ount (0 ~ 99 repeats)
TICKET	Operation test of ticket dispenser ◎ Select type with left, right button and press select button to test ◎ Ticket button of 1p and 2p operates separately (dispenses 3 tickets) - ALL, 1P, 2P : Ticket test (3 tickets) SCORE FND top [■■] : Operation status of ticket dispenser, display of on, off and error “Er” SCORE FND bottom [□■] : Display of number of tickets dispensed CREDIT FND : [■□] : Display of ticket button status (0, 1) [□■] : Display of ticket dispenser sensor status (0, 1)
COUNTER	Counter test ◎ After selecting type with left,right button press select button and then it creases by 1 ◎ Press the 1P/2P service button to increase 1 counter -COIN, TICKET : The counter goes up by 1 in the order of 1P and 2P.
SOUND TEST	Sound test ◎ After selecting type with left, right button and press select to teset(play, stop) - CH : Voice output per each channel speaker one, two~eight LEFT 1, 3, 5, 6 / RIGHT 2, 4, 6, 8 - BGM : Output test of background music - SFX : Output test of effect music - VOC : Voice output test
EXIT	Exit to operating options

6 MAINTENANCE

1) Precautions for turning on the power.

: When it is newly turned on after power is turned off, the power must be turned on after 10 seconds.

2) When installing the device

: Connect the device with a ground outlet to which fg is connected.

3) Main board management.

: Dust removal on the main board will be carried out once a month.

4) Basic product management : Clean it regularly

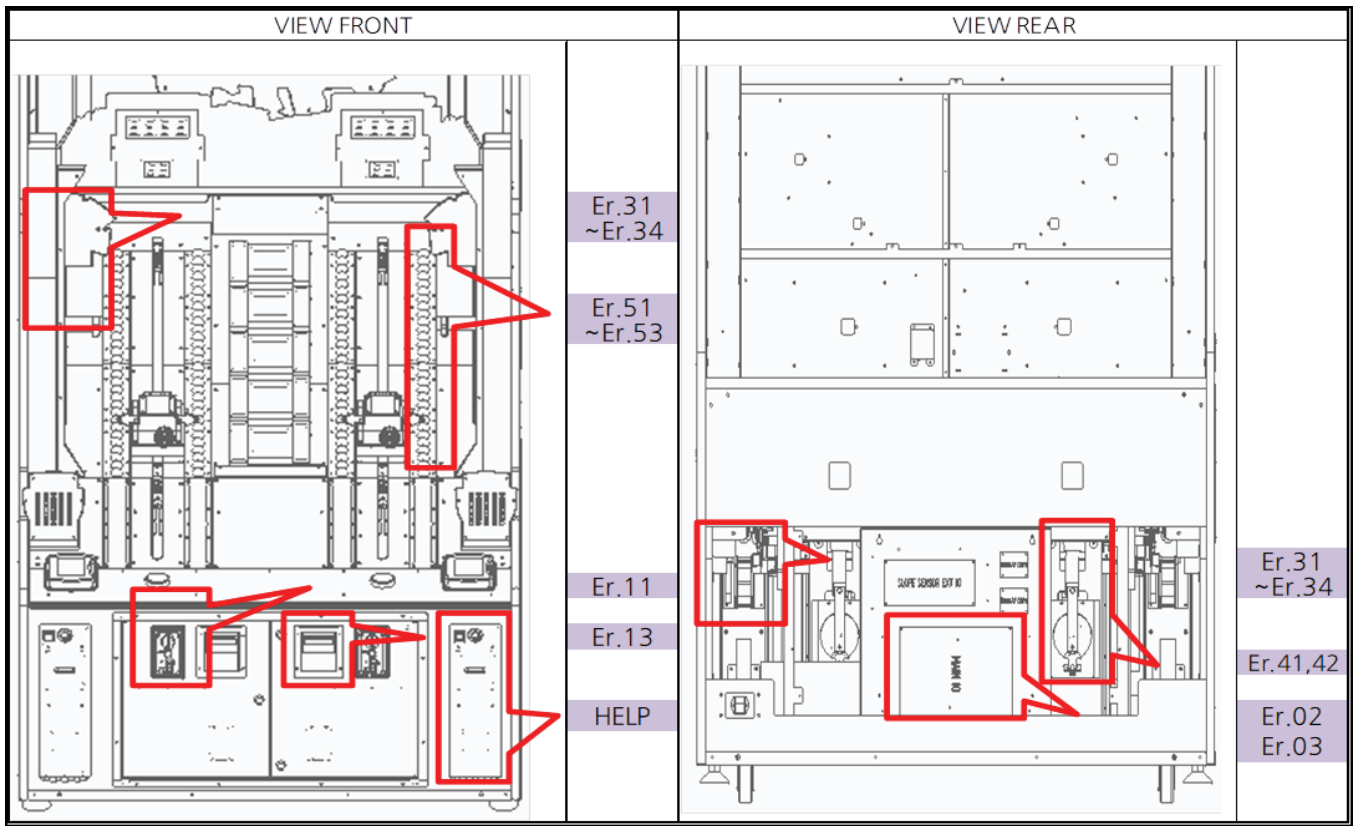
5) This product should only be used for indoor use

7 SOLUTION

▶ ERROR CODES JURASSIC WORLD MINI

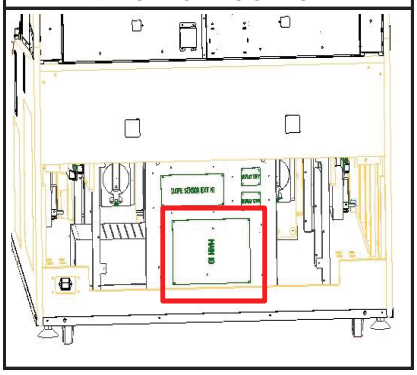
CODE	ERROR	NOTE
Er.02	MAIN IO PCB	Setup Stored Data Problem. Factory set. Power off on.
Er.03	MAIN IO PCB	Save data problem. Clear Data. Power off on.
Er.11	COIN SELECTOR	Coin Sensor Signal problem
Er.13	BILL ACCEPTOR	Bill Sensor Signal problem
Er.31	BIGWIN MOTOR	Top limit sensor signal continuously on
Er.32	BIGWIN MOTOR	Lower limit sensor signal continuously on
Er.33	BIGWIN MOTOR	No change in position sensor signal
Er.34	BIGWIN MOTOR	Position sensor signal abnormality
Er.41	CAR STOPER MOTOR	No top sensor signal
Er.42	CAR STOPER MOTOR	No lower sensor signal
Er.51	SLOPE SENSOR	Sensor signal continuously on
Er.52	SLOPE SENSOR	Stopped while moving a car
Er.53	SLOPE SENSOR	Sensor out of order
HELP	TICKET	No Tickets

※ Reset button after taking actions



▶ TROUBLESHOOTING

(1) SYSTEM ERROR (Er.02 , Er.03)

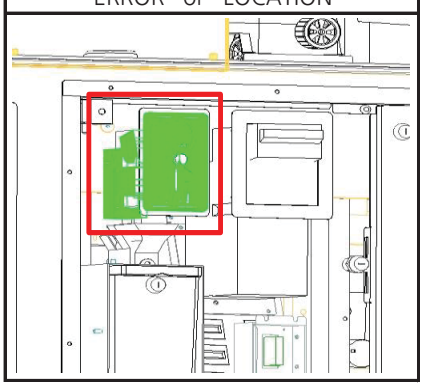
ERROR or LOCATION


▶SOLUTION

1. CHECK :
   1) Recheck after power off/on
   2) Recheck after factory set
   3) MAIN PCB replacement

PART NAME	CODE
MAIN IO PCB ASS'Y	AJIE0PCB007

(2) COIN MACHINE ERROR (Er.11)

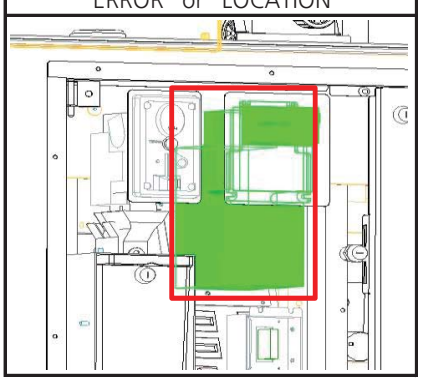
ERROR or LOCATION


▶SOLUTION

1.TEST MODE → COIN TEST
2. CHECK :
   1) Check whether COIN JAM
   2) Check the cable connection status
   3) COIN MACHINE replacement
   4) MAIN PCB replacement

PART NAME	CODE	PART NAME	CODE
COIN SELECTOR	MZZZ0COS052	MAIN IO PCB ASS'Y	AJIE0PCB007

(3) BILL ACCEPTOR ERROR (Er.13)

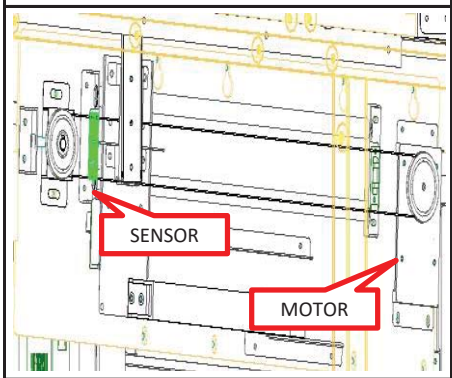
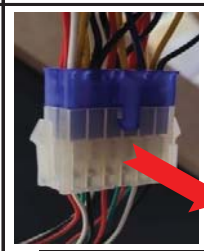
ERROR or LOCATION


▶SOLUTION

1. TEST MODE → BILL TEST
2. CHECK :
   1) Check whether BILL JAM
   2) Check the cable connection status
   3) BILL ACCEPTOR replacement
   4) MAIN PCB replacement

PART NAME	CODE
MAIN IO PCB ASS'Y	AJIE0PCB007

(4) BIGWIN LIMIT UP SENSOR & MOTOR ERROR (Er.31)

ERROR or LOCATION	P1	P2
		

1	2	3

1	Over 9V
2	GND
3	Not used

7	8	9	10	11	12
1	2	3	4	5	6

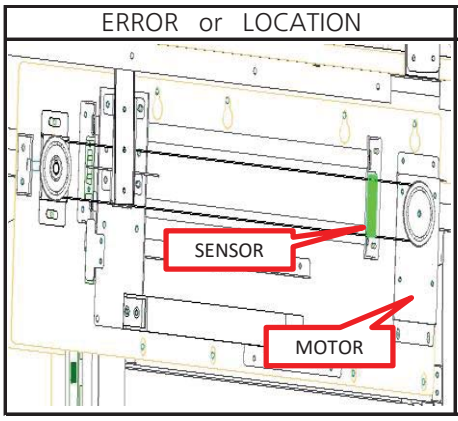
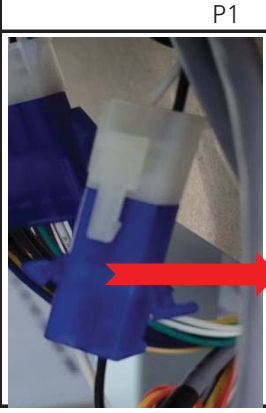
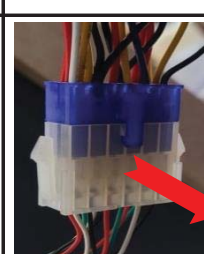
9	Over 4.5V	
10	Below 1.0V	
11	Over 4.0v	Detect
	Below 0.5V	Undetected
12	GND	

▶SOLUTION

1. TEST MODE → MOT BIGWIN TEST
   - ▶ Upper SCORE FND : Motor operation status (On,Off,Er)
   - ▶ Under SCORE FND : First digit → Upper sensor is recognized "1"
2. CHECK :
   1) Check the assembly status of pully and other motor machine parts
   2) Check the cable connection (P1,P2)
   3) Check belt and machine parts deformation
   4) Check motor voltage (P1)
   5) Replace MOTOR
   6) Check Sensor PCB voltage (P2)
   7) Replace SENSOR PCB
   8) Replace MAIN PCB

PART NAME	CODE	PART NAME	CODE
MOTOR	MZZZ0MOT156	PHOTO INT-1 PCB ASS'Y	AZZZ0PCB103
MAIN IO PCB ASS'Y	AJIE0PCB007		

(5) BIGWIN LIMIT DOWN SENSOR & MOTOR ERROR (Er.32)

ERROR or LOCATION	P1	P2
		

1	2	3

1	Over 9V
2	GND
3	Not used

7	8	9	10	11	12
1	2	3	4	5	6

1	Over 4.5V	
2	Below 1.0V	
3	Over 4.0v	Detect
	Below 0.5V	Undetected
4	GND	

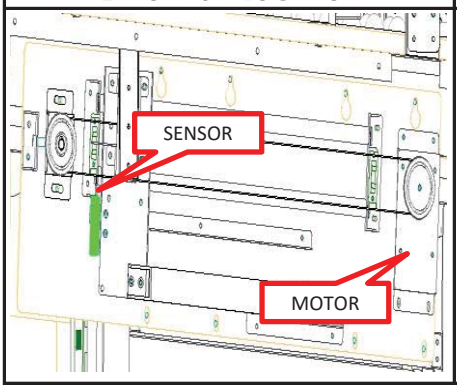
▶SOLUTION

1. TEST MODE → MOT BIGWIN TEST
   - ▶ Upper SCORE FND : Motor operation status (On,Off,Er)
   - ▶ Under SCORE FND : First digit → lower sensor is recognized "2"
2. CHECK :
   1) Check the assembly status of pully and other motor machine parts
   2) Check the cable connection (P1,P2)
   3) Check belt and machine parts deformation
   4) Check Motor voltage (P1)
   5) Replace MOTOR
   6) Check Sensor PCB voltage (P2)
   7) Replace SENSOR PCB
   8) Replace MAIN PCB

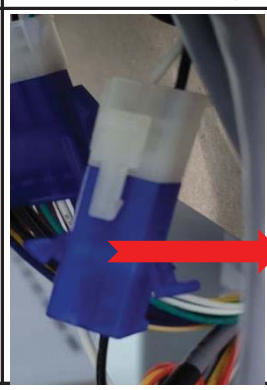
PART NAME	CODE	PART NAME	CODE
MOTOR	MZZZ0MOT156	PHOTO INT-1 PCB ASS'Y	AZZZ0PCB103
MAIN IO PCB ASS'Y	AJIE0PCB007		

(6) BIGWIN LOCATION SENSOR & MOTOR ERROR (Er.33,Er34)

ERROR or LOCATION



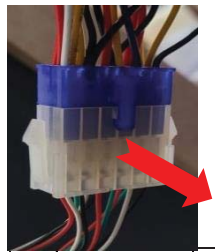
P1



1	2	3

1	Over 9V
2	GND
3	Not used

P2



7	8	9	10	11	12
1	2	3	4	5	6

5	Over 4.5V	
6	Below 1.0V	
7	Over 4.0v	Detect
	Below 0.5V	Undetected
8	GND	

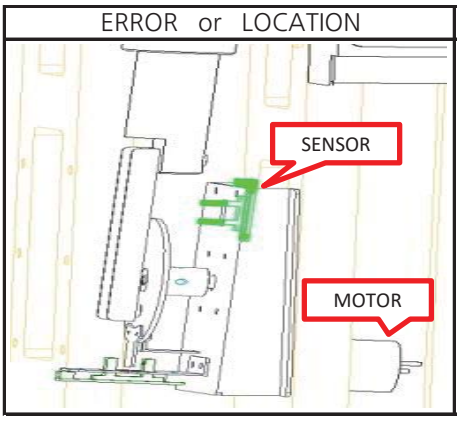
▶SOLUTION

1. TEST MODE → MOT BIGWIN TEST
   ▶ Upper SCORE FND : Motor operation status (On,Off,Er)
   ▶ RETRY FND : Show sensor check count (1~9)
2. CHECK :
   1) Check the assembly status of pully and other motor machine parts
   2) Check the cable connection (P1,P2)
   3) Check belt and machine parts deformation
   4) Check Motor voltage (P1)
   5) Replace MOTOR
   6) Check Sensor PCB voltage (P2)
   7) Replace SENSOR PCB
   8) Replace MAIN PCB

PART NAME	CODE	PART NAME	CODE
MOTOR	MZZZ0MOT156	PHOTO INT-1 PCB ASS'Y	AZZZ0PCB103
MAIN IO PCB ASS'Y	AJIE0PCB007		

(7) STOPPER UP SENSOR & MOTOR ERROR (Er.41)

ERROR or LOCATION



P1

1	2	3

1	Over 11V
2	GND
3	Not used

P2

8	7	6	5
4	3	2	1

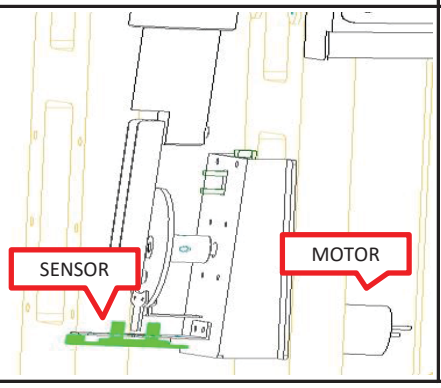
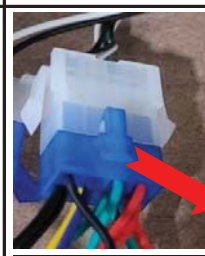
5	Over 4.5V	
6	Below 1.0V	
7	Over 4.0v	Detect
	Below 0.5V	Undetected
8	GND	

▶SOLUTION

1. TEST MODE → MOT STOPPER TEST
   Operating by using the SELECT and GAME button
2. CHECK :
   1) Check the assembly status of LINK and ROTARY bracket and other motor machine parts
   2) Check the cable connection (P1,P2)
   3) Check machine parts deformation
   4) Check Motor voltage (P1)
   5) Replace MOTOR
   6) Check Sensor PCB voltage (P2)
   7) Replace SENSOR PCB
   8) Replace MAIN PCB

PART NAME	CODE	PART NAME	CODE
MOTOR	MZZZ0MOT157	PHOTO INT-1 PCB ASS'Y	AZZZ0PCB103
MAIN IO PCB ASS'Y	AJIE0PCB007		

(8) STOPPER DOWN SENSOR & MOTOR ERROR (Er.42)

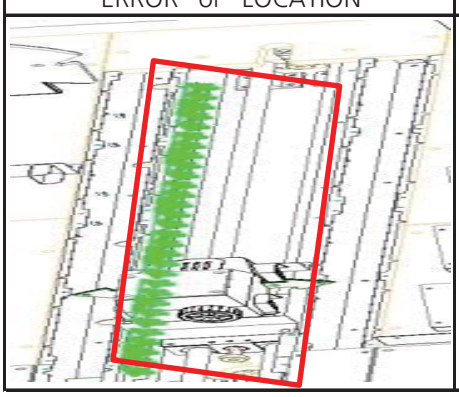
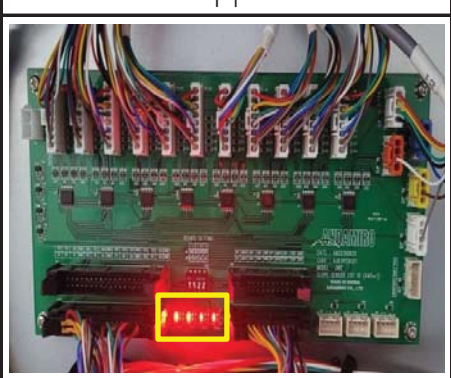
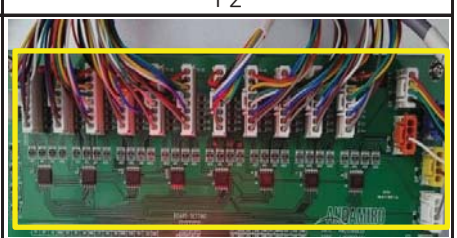
ERROR or LOCATION	P1	P2
	 1 Over 11V 2 GND 3 Not used	 1 Over 4.5V 2 Below 1.0V 3 Over 4.0v Detect Below 0.5V Undetected 4 GND

▶SOLUTION

1. TEST MODE → MOT STOPPER TEST
   Operating by using the SELECT and GAME button
2. CHECK :
   1) Check the assembly status of LINK and ROTARY bracket and other motor machine parts
   2) Check the cable connection (P1,P2)
   3) Check machine parts deformation
   4) Check Motor voltage (P1)
   5) Replace MOTOR
   6) Check Sensor PCB voltage (P2)
   7) Replace SENSOR PCB
   8) Replace MAIN PCB

PART NAME	CODE	PART NAME	CODE
MOTOR	MZZZ0MOT157	PHOTO INT-1 PCB ASS'Y	AZZZ0PCB103
MAIN IO PCB ASS'Y	AJIE0PCB007		

(9) SLOPE SENSOR ERROR (Er.51,Er.52,Er.53)

ERROR or LOCATION	P1	P2
		 1 Over 4.5V 2 GND 3 Below 1.0V 4~8 Over 4.5V detect Below 0.5V undetected

▶SOLUTION

1. TEST MODE → SLOPE SENSOR TEST
   ▶ Upper SCORE FND : Sensor operation status(On,Er)
   ▶ Under SCORE FND : Display sensor number where the error occurred
   ▶ RETRY FND : Signal detection sensor number display(1~30)
2. CHECK :
   2) Check rail for debris and deformation
   3) Check cable connection status (check fastening by number)
   4) Verify that the four LEDs are lit on the PCB(P1)
   5) Check Sensor PCB voltage(P2)
   6) Replace SLOPE SENSOR INT 1X5 PCB
   7) Replace SLOPE SENSOR EXT IO PCB
   8) Replace MAIN PCB

PART NAME	CODE	PART NAME	CODE
SLOPE SENSOR_INT1X5_ PCB ASS'Y	AJIE0PCB002	SLOPE SENSOR EXT IO PCB ASS'Y	AJIE0PCB001
MAIN I/O PCB ASS'Y	ASBT0ASS001		

(10) TICKET ERROR (HELP)

ERROR or LOCATION

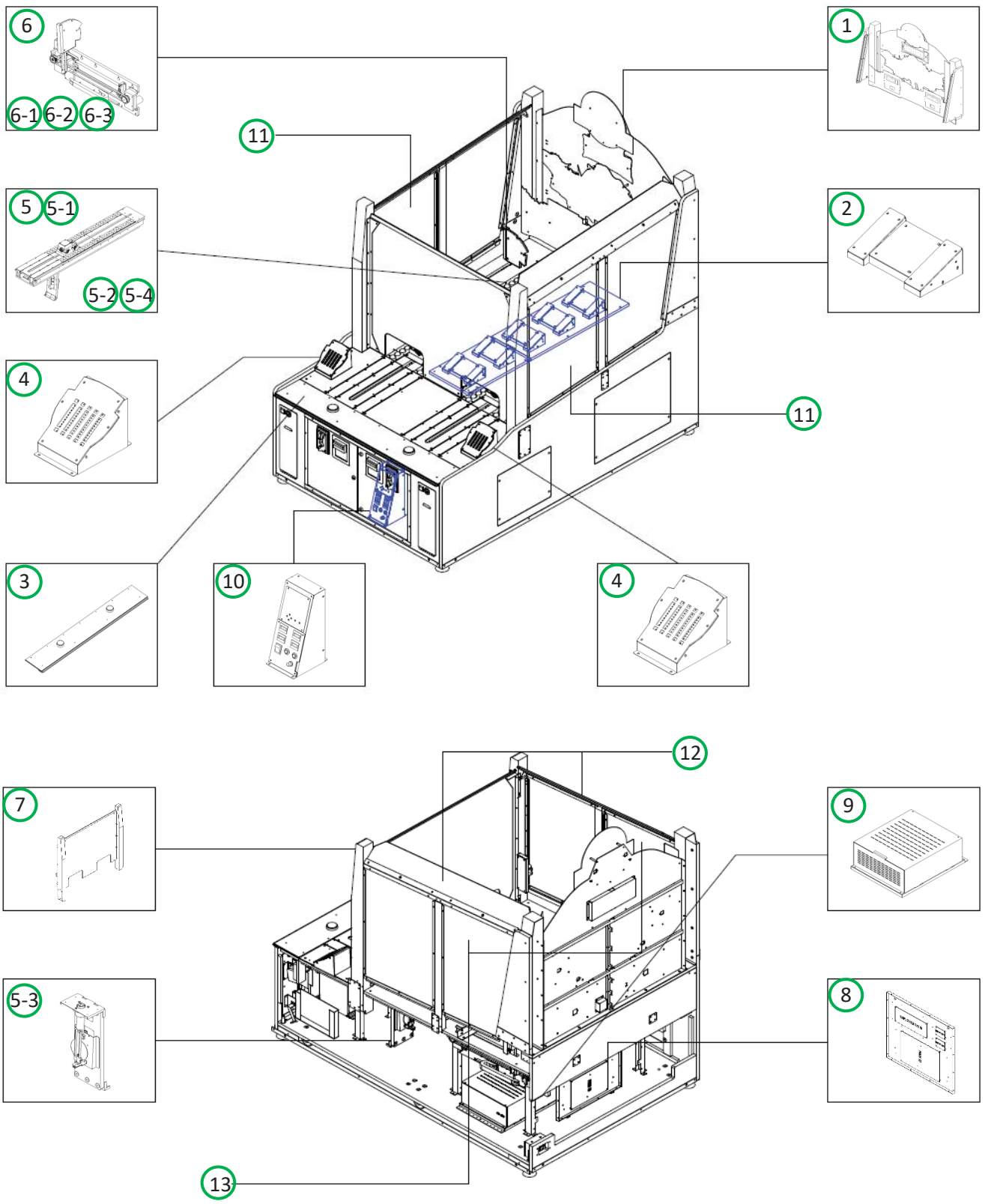
▶SOLUTION

1. TEST MODE → TICKET TEST
2. CHECK :
   1) Check whether TICKET JAM
   2) Check the cable connection status
   3) Replace TICKET DISPENSER
   4) Replace MAIN PCB

PART NAME	CODE	PART NAME	CODE
MAIN I/O PCB ASS'Y	ASBT0ASS001	TICKET DISPENSER	MZZZ0TID010

8 EXPLODED VIEW

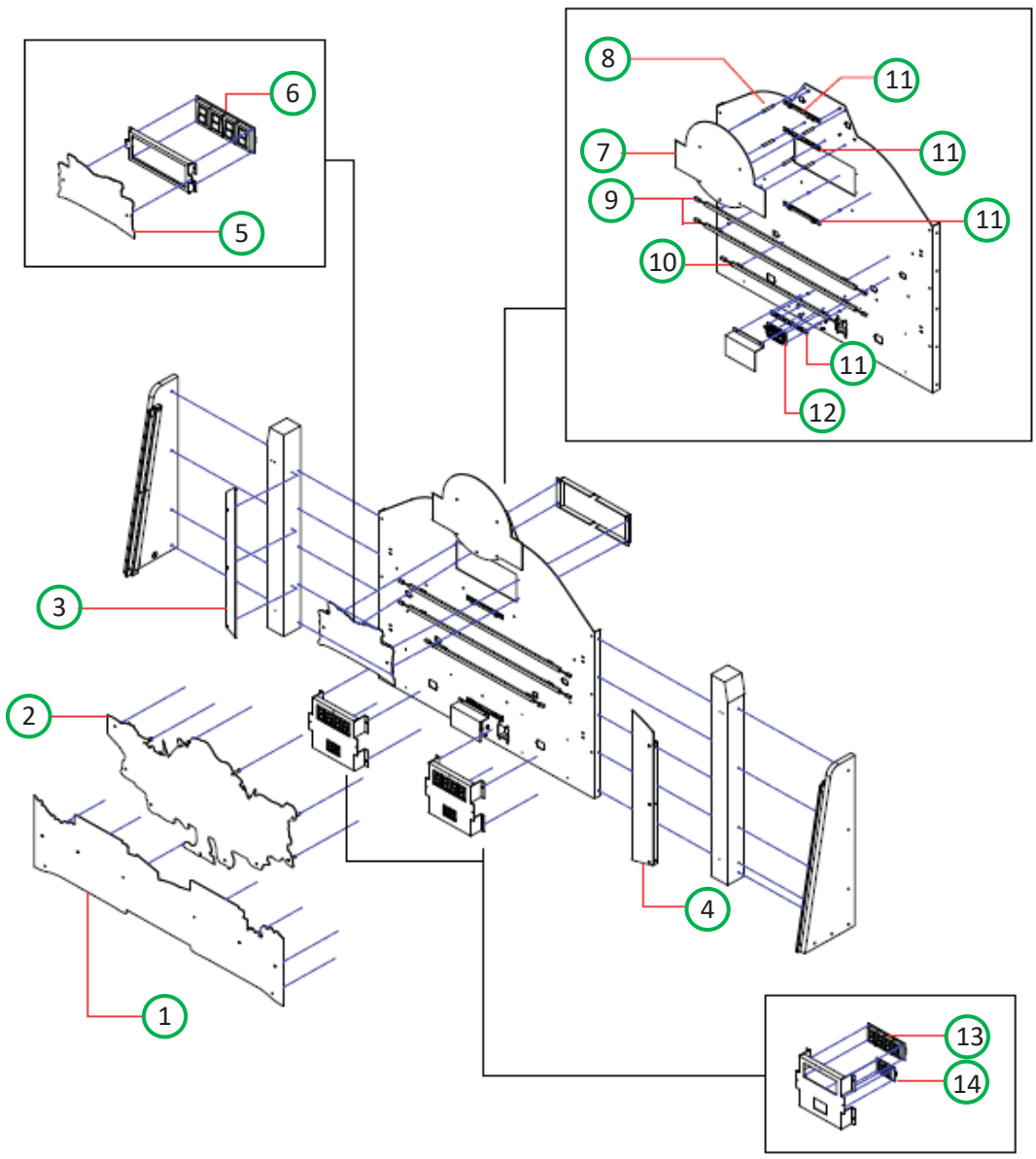
▶ FULL DESCRIPTION



NO	PART NAME	SPEC	Q'TY	CODE
1	ASS'Y-BILLBOARD PART	-	1	-
2	ASS'Y-SCORE FND PART	-	5	-
3	ASS'Y- BUTTON COVER PART	-	1	-
4	ASS'Y- SPEAKER PLATE PART L, R	-	2	-
5	ASS'Y- RAILL PART	-	2	-
5-1	ASS'Y- RAIL SIDE MAIN BKT - L	-	2	-
5-2	ASS'Y- RAIL LAMP DOME PART	-	8	-
5-3	ASS'Y- CAR STOPPER PART	-	2	-
5-4	ASS'Y- CAR PART	-	2	-
6	ASS'Y- BIGWIN PART	-	2	-
6-1	BIGWIN LM SHAFT PART	-	2	-
6-2	BIGWIN PART	-	2	-
6-3	BIGWIN MOTOR PART	-	2	-
7	ASS'Y- PILLAR FRONT PART	-	1	-
8	ASS'Y- MAIN BOARD PART	-	1	-
9	ASS'Y- POWER SMPS BOX PART	-	1	-
10	ASS'Y- CONTROL PANEL PART	-	1	-
11	FRONT PILLAR SIDE ACRYL	ACRYL-4.7t	2	MJWM0ACR006
12	PILLAR COVER SUPPORT ACRYL	ACRYL-4.7t	2	MJWM0ACR030
13	REAR PILLAR SIDE ACRYL	ACRYL-4.7t	2	MJWM0ACR009

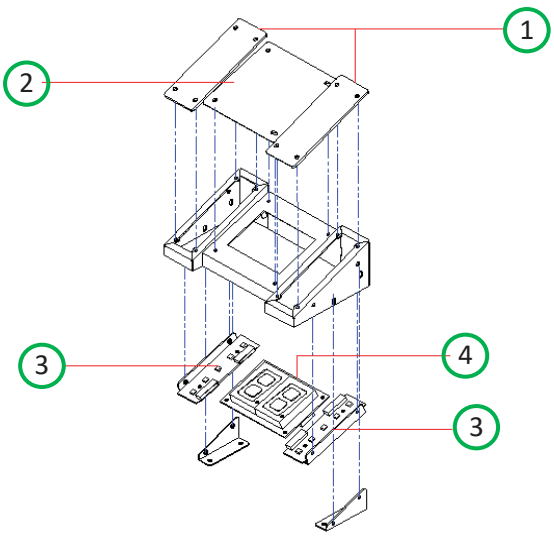
▶ DETAILED EXPLANATION

1) BILLBOARD TOTAL PART

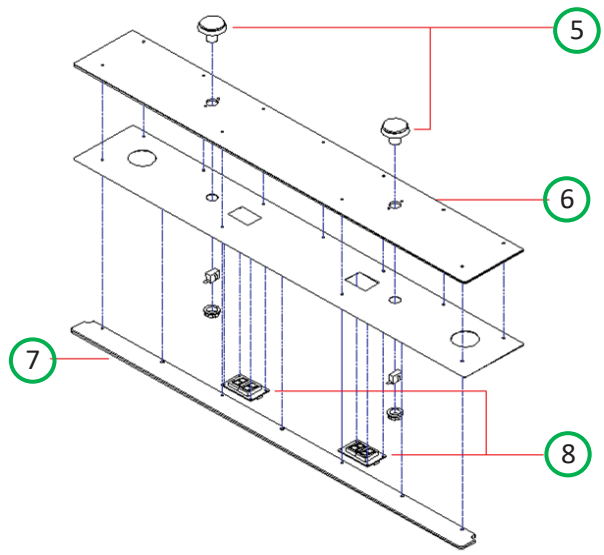


NO	PART NAME	SPEC	Q'TY	CODE NO
1	BILLBOARD JURASSIC FND ACRYL	PET 1T	1	AJWM0ACP005
2	BILLBOARD JURASSIC ACRYL	PET 1T	1	AJWM0ACP003
3	BILLBOARD PILLAR DECO DOOR ACRYL-L	PET 1T	1	AJWM0ACP007
4	BILLBOARD PILLAR DECO DOOR ACRYL-R	PET 1T	1	AJWM0ACP008
5	BILLBOARD BIGWIN FND ACRYL	PET 1T	1	AJWM0ACP004
6	FND PCB ASS'Y	6390-4(STRAIGHT)	1	AFND0PCB011
7	BILLBOARD JURASSIC LOGO ACRYL	PET 1T	1	AJWM0ACP006
8	BILLBOARD LOGO FIX SHAFT	SUS 303	5	MJWM0PRO005
9	LED BAR 12V ASS'Y	710MM	2	AZZZ0PCB165
10	LED BAR 12V ASS'Y	460MM	1	AZZZ0PCB124
11	JWIE LED PCB ASS'Y	170*21 WHITE	3	AJIE0PCB006
12	FND-EXT-IO-PCB ASS'Y	90*50 16BIT EXT	1	ABSP0PCB005
13	FND PCB ASS'Y	3856-4(STRAIGHT)	2	AFND0PCB007
14	FND PCB ASS'Y	2941-2(STRAIGHT)		AFND0PCB003

2) ASS'Y- SCORE FND PART

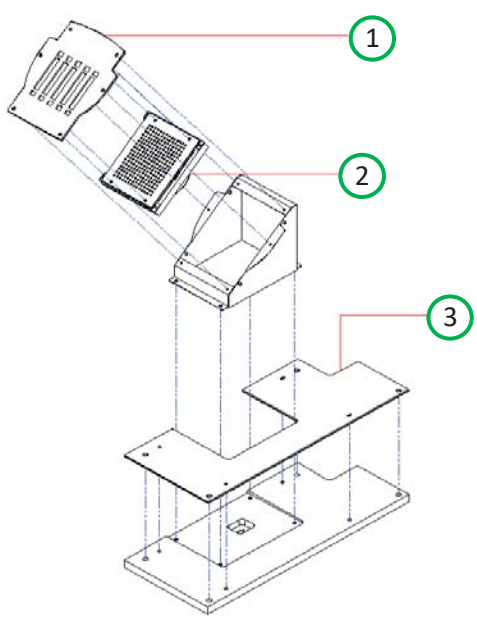


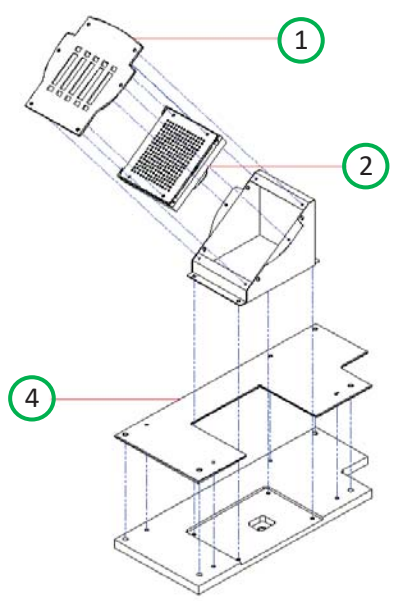
3) ASS'Y- BUTTON COVER PART



NO	PART NAME	SPEC	Q'TY	CODE NO
1	SCORE FND SIDE COVER ACRYL	PET-2.7t	2	MJWM0ACR010
2	SCORE FND COVER ACRYL	PET-2.7t	1	AJWM0ACP019
3	SCORE LED PCB ASS'Y	-	2	AJIE0PCB004
4	FND PCB ASS'Y	3856-2(STRAIGHT)	1	AFND0PCB006
5	BUTTON SWITCH	AMIPB-60HR-W12D	2	MZZZ0BUT054
6	CABINET BUTTON COVER ACRYL	ACRYL 4.5T		AJWM0ACP009
7	CABINET BUTTON LED ACRYL	ACRYL-8.0t	1	MJWM0ACR003
8	FND PCB ASS'Y	2941-2(STRAIGHT)	2	AFND0PCB003

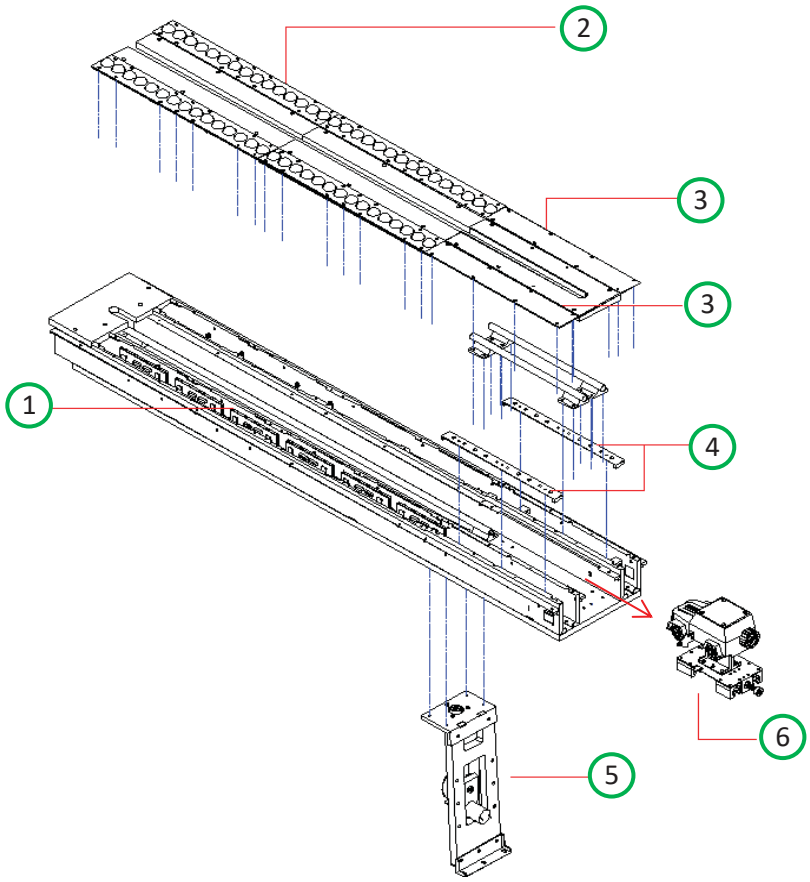
4) ASS'Y- SPEAKER PLATE PART L, R





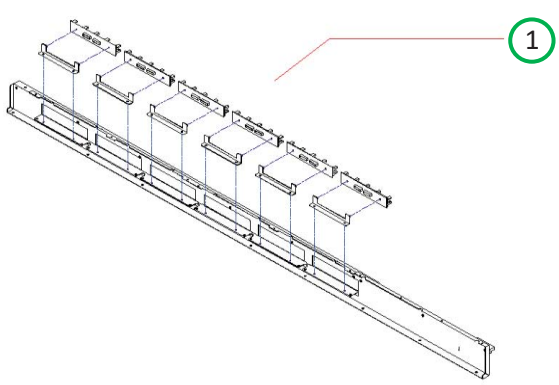
NO	PART NAME	SPEC	Q'TY	CODE NO
1	SPEAKER JURASSIC COVER ACRYL	ACRYL 2.7T	2	AJWM0ACP020
2	SPEAKER	MID4.5"+TW1/2" 8Ω	2	MZZZ0SPE021
3	CABINET SPEAKER COVER ACRYL-L	ACRYL 2.7T	1	AJWM0ACP012
4	CABINET SPEAKER COVER ACRYL-R	ACRYL 2.7T	1	AJWM0ACP013

5) ASS'Y- RAILL PART

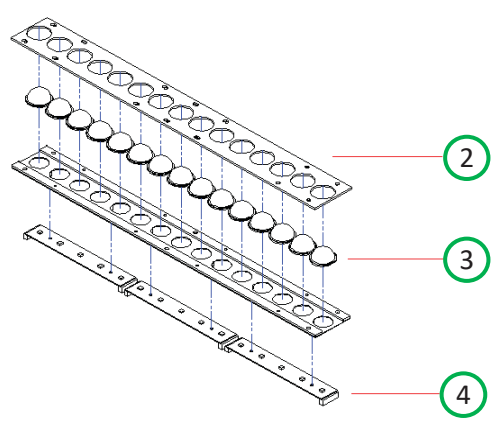


NO	PART NAME	SPEC	Q'TY	CODE NO
1	ASS'Y- RAIL SIDE MAIN BKT - L	-	1	-
2	ASS'Y- RAIL LAMP DOME PART	-	4	-
3	RAIL GO LED COVER ACRYL	-	2	-
4	SLOPE LED PCB ASS'Y	-	2	AJWM0PCB002
5	ASS'Y- CAR STOPPER PART	-	1	-
6	ASS'Y- CAR PART	-	1	-

5-1) ASS'Y- RAIL SIDE MAIN BKT - L

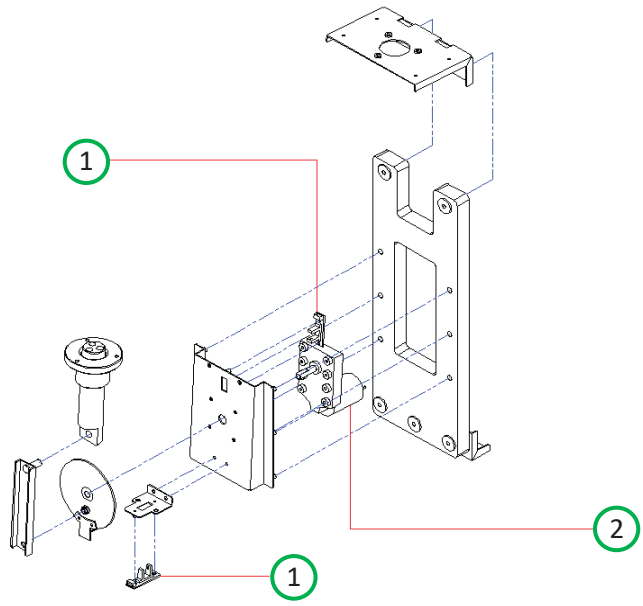


5-2) ASS'Y- RAIL LAMP DOME PART

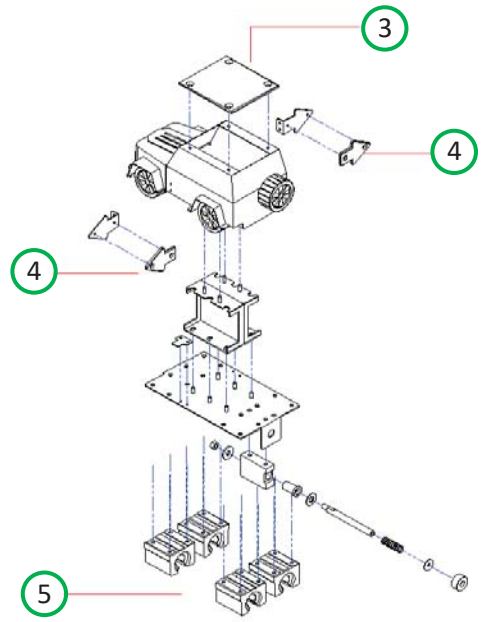


NO	PART NAME	SPEC	Q'TY	CODE NO
1	SLOPE SENSOR (INT1x5) PCB ASS'Y	-	6	AJIE0PCB002
2	RAIL RAMP DOME COVER ACRYL	ACRYL-2.7t	1	MJWM0ACR007
3	DOME ACRYL CAP_30	Ø30	15	MJIE0PLA001
4	SIDE LED PCB ASS'Y	-	3	AJIE0PCB003

5-3) ASS'Y- CAR STOPPER PART

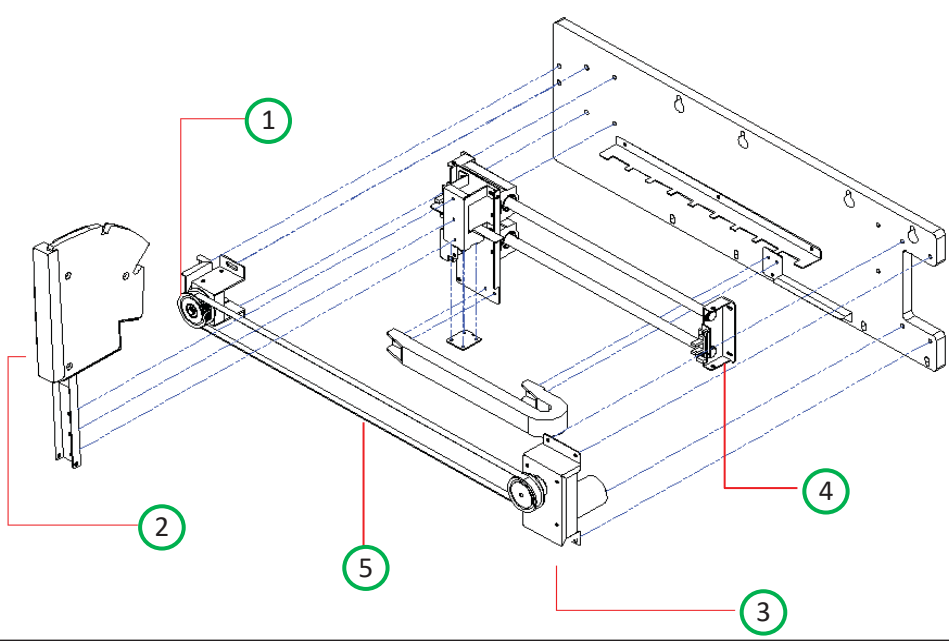


5-4) ASS'Y- CAR PART



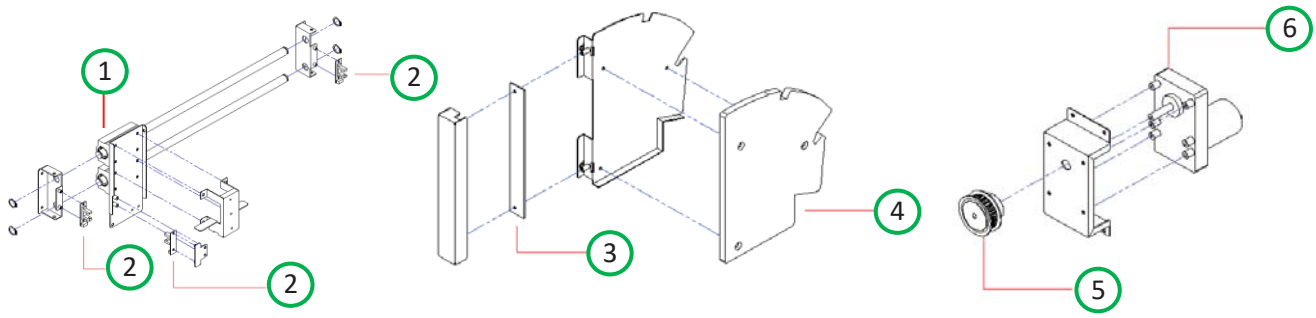
NO	PART NAME	SPEC	Q'TY	CODE NO
1	PHOTO INT-1 PCB ASS'Y	ANGLE TYPE	2	AZZZ0PCB103
2	MOTOR	KGE-0062-3448S1	1	MZZZ0MOT157
3	CAR TOP COVER ACRYL 1P	ACRYL 2.7T	1	AJWM0ACP015
	CAR TOP COVER ACRYL 2P	ACRYL 2.7T	1	AJWM0ACP016
4	CAR ARROW ACRYL	ACRYL 3T	2	AJWM0ACP014
5	LM BEARING UNIT	-	4	AJIE0ASS006

6) ASS'Y- BIGWIN PART



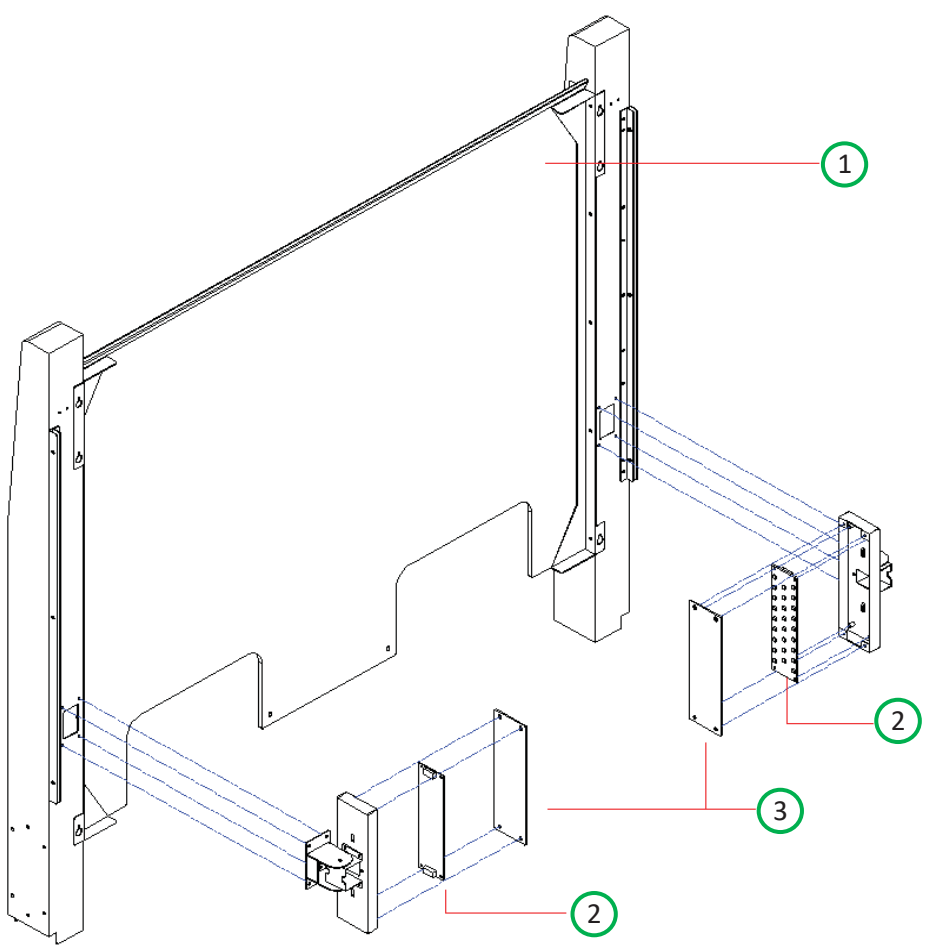
NO	PART NAME	SPEC	Q'TY	CODE NO
1	IDLE PULLEY_XL037-25t	Al, 698ZZ	1	MJWM0PRO019
2	ASS'Y- BIGWIN PART	-	2	-
3	ASS'Y- BIGWIN MOTOR PART	-	1	-
4	ASS'Y- BIGWIN LM SHAFT PART	-	1	-
5	TIMMING BELT	490XL-037	1	MZZZ0BEL059

6-1) BIGWIN LM SHAFT PART 6-2) BIGWIN PART 6-3) BIGWIN MOTOR PART



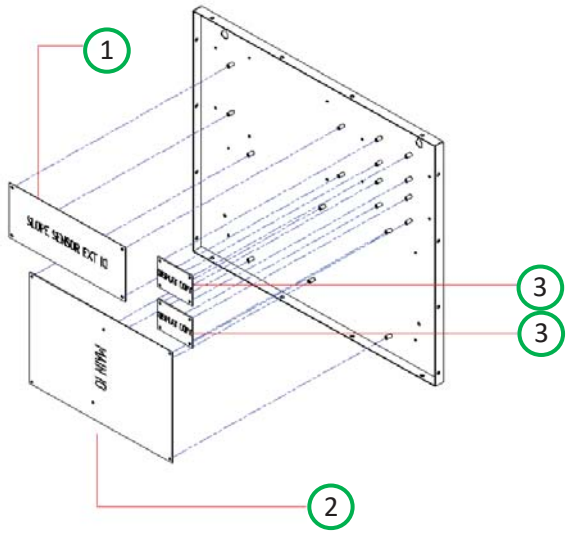
NO	PART NAME	SPEC	Q'TY	CODE NO
1	LM BEARING UNIT	-	2	AJIE0ASS006
2	PHOTO INT-1 PCB ASS'Y	ANGLE TYPE	3	AZZZ0PCB103
3	BIG WIN MAKER RGB LED PCB ASS'Y	-	1	AJWM0PCB001
4	BIGWIN ACRYL - L (1P)	ACRYL 8T	1	AJWM0ACP001
	BIGWIN ACRYL - R (2P)	ACRYL 8T	1	AJWM0ACP002
5	MOTOR PULLEY_XL037-25t	Al		MJWM0PRO020
6	MOTOR	KGV-0060-ND3657U1	1	MZZZ0MOT156

7) ASS'Y- PILLAR FRONT PART

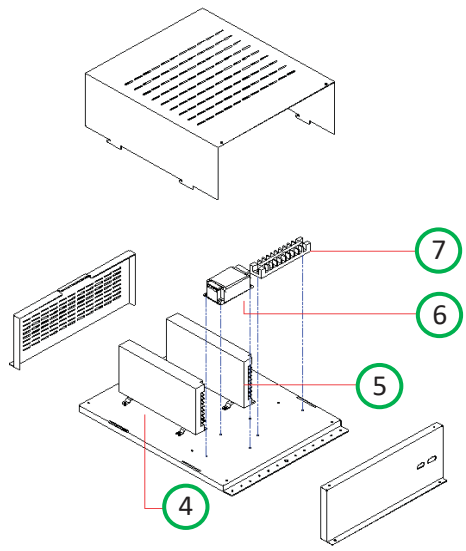


NO	PART NAME	SPEC	Q'TY	CODE NO
1	PILLAR FRONT ACRYL	ACRYL-4.7t	1	MJWM0ACR005
2	SPOT LED PCB	-	2	ABAP0PCB008
3	CAR SPOT LIGHT COVER ACRYL	ACRYL-2.7t	1	MJWM0ACR004

8) ASS'Y- MAIN BOARD PART

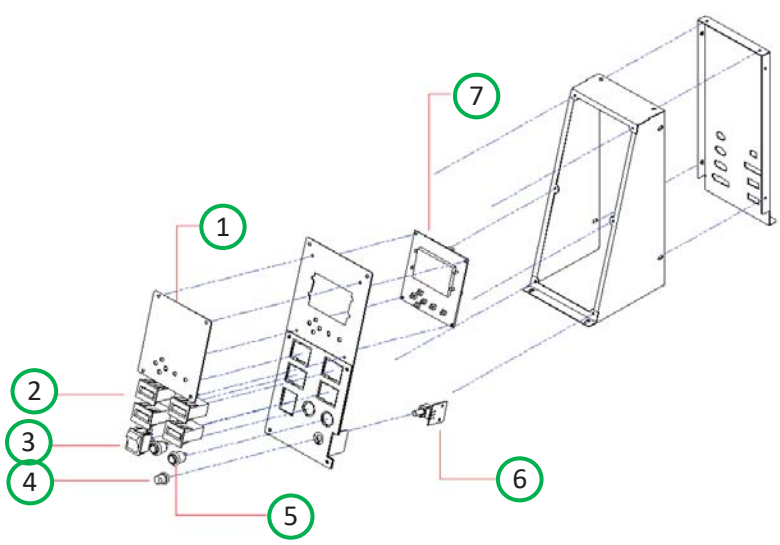


9) ASS'Y- POWER SMPS BOX PART



NO	PART NAME	SPEC	Q'TY	CODE NO
1	SLOPE SENSOR EXT IO PCB	64 PORT	1	AJIE0PCB001
2	MAIN IO PCB	-	1	AJIE0PCB007
3	DISPLAY COPY PCB	-	2	AGST0PCB008
4	POWER SMPS	RSP-320-12V	1	MELE0SMP109
5	POWER SMPS	RSP-320-5V	1	MELE0SMP126
6	NOISE FILTER	RNS-2010	1	MELE0NOI009
7	TERMINAL BLOCK	250V 10P UL_CE	1	MELE0TEB003

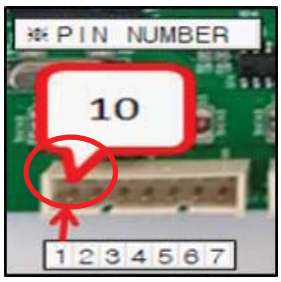
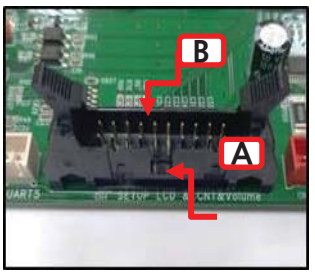
10) ASS'Y- CONTROL PANEL PART



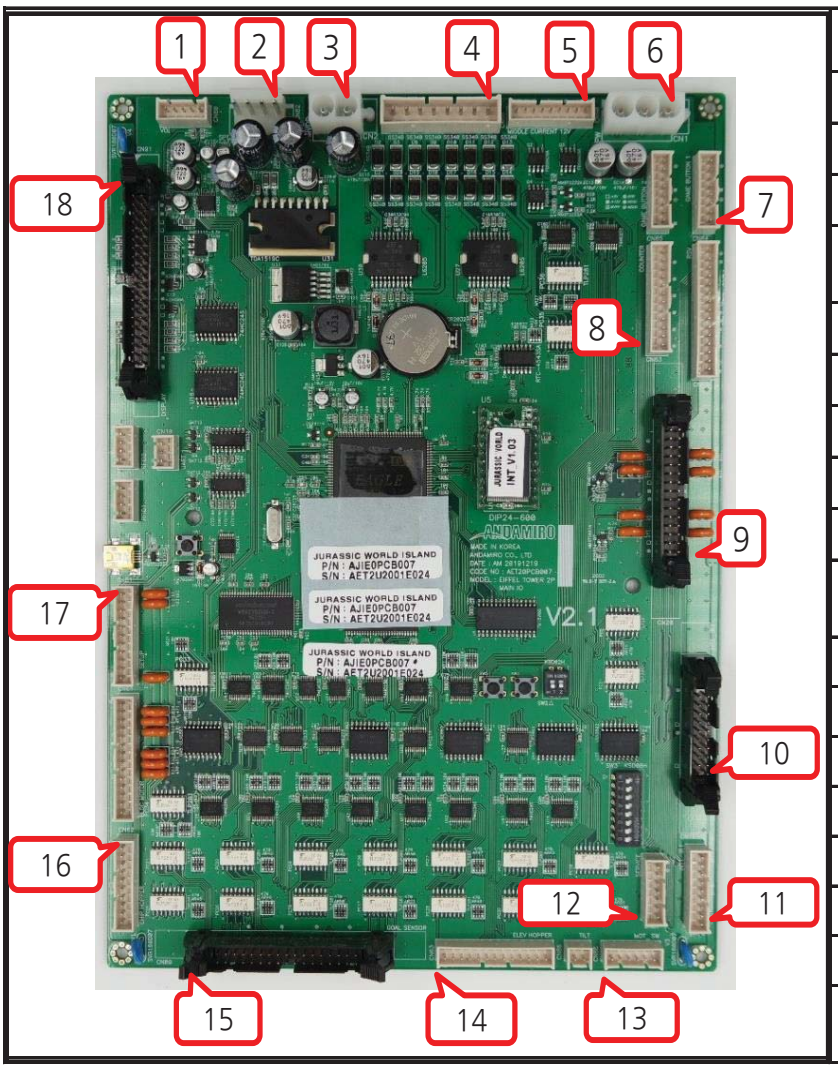
NO	PART NAME	SPEC	Q'TY	CODE NO
1	CONTROL PANEL COVER ACRYL	PET-1.0t	1	MJWM0ACR026
2	COUNTER	OA127CL	4	MZZZ0COU002
3	ROCKER SWITCH	R595KDF	1	MELE0SWI021
4	VOLUME KNOB	-	1	MELE0VOL007
5	PUSH BUTTON SWITCH	DS-412R ROSH	2	MELE0PUS006
6	VOLUME PCB	-	1	AHM20PCB016
7	SETUP LCD PCB	-	1	AZZZ0PCB113

9 PCB CONNETCOR LOCATION

▶ pin information

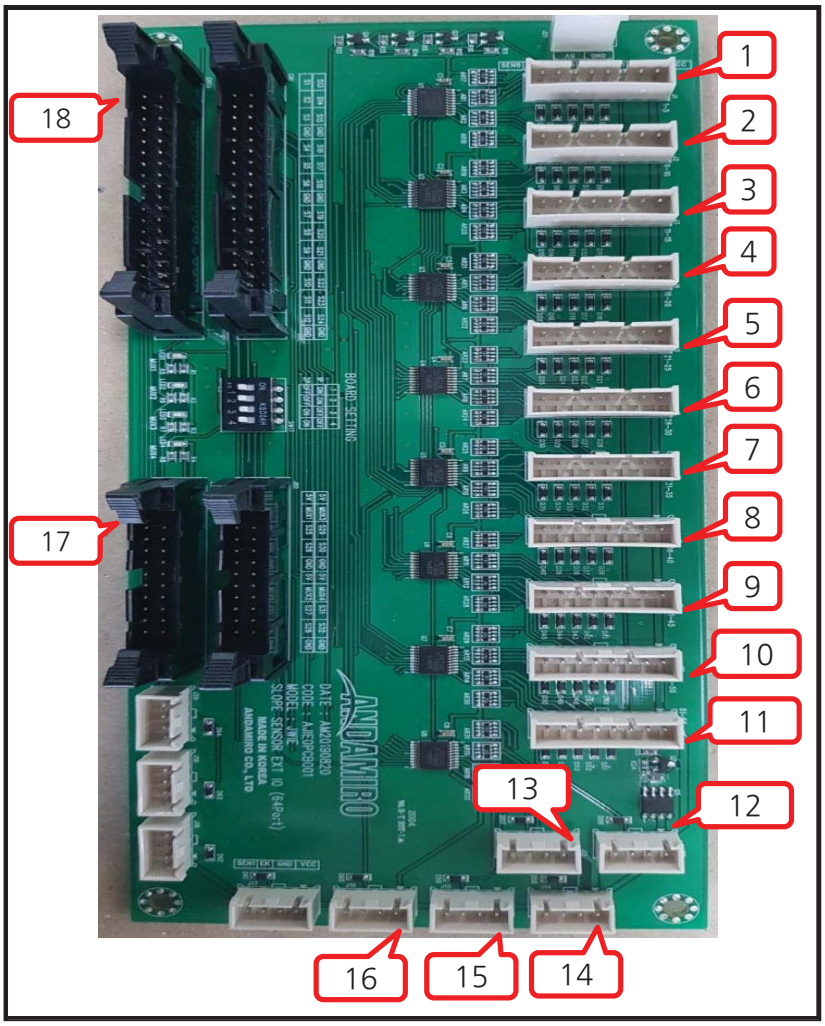
1	2	pin description
		1. The arrow point means the contact pin number 1. 2. direction of hirose connector

1) MAIN IO PCB ASS'Y



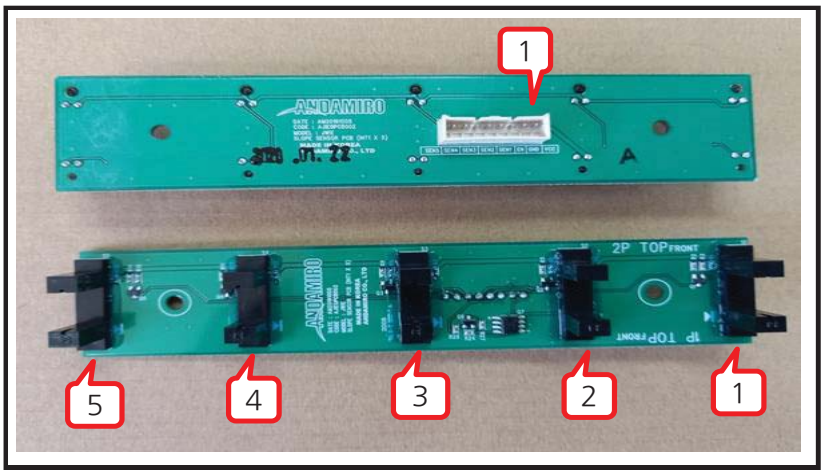
no	FUNCTION	LOCATI	PIN
1	VOLUME	CN80	5
2	SPEAKER	CN82	4
3	MOTOR POWER 12V	CN2	2
4	BIG WIN & CAR STOPPER MOTOR	CN60	8
5	SPOT & BOTTOM LED	CN90	9
6	MAIN POWER 5V, 12V	CN1	3
7	START BUTTON 1P,2P	CN84	8
8	COUNTER	CN83	12
9	COIN, BILL, TICKET	CN20	30
10	SLOPE SENSOR INPUT CONTROL 1P,2P	CN71	20
11	2P CAR STOPER SENSOR	CN70	9
12	SEVICE BUTTON 1P,2P	CN87	7
13	1P CAR STOPER SENSOR	CN88	6
14	2P BIGWIN SENSOR	CN63	13
15	SLOPE SENSOR 1P,2P	CN89	34
16	1P BIGWIN SENSOR	CN62	10
17	SETUP LCD PCB ASS'Y	CN81	10
18	BIGWIN LED & DISPLAY COPY PCB 1P,2P	CN91	40

2) SLOPE SENSOR EXT IO PCB ASS'Y



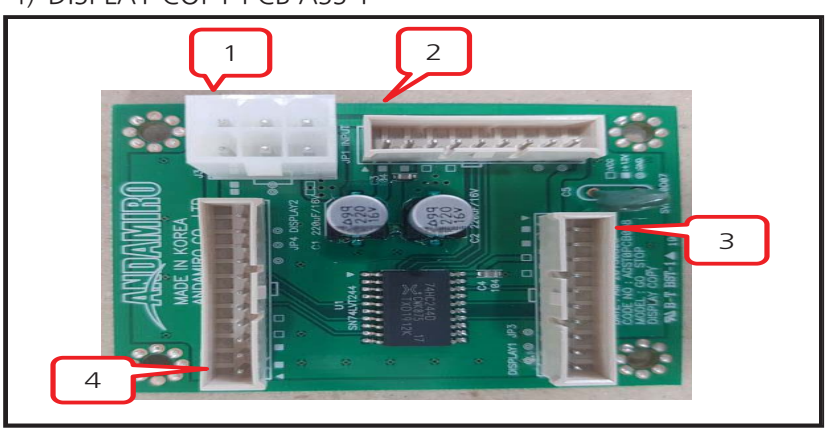
no	FUNCTION	LOCATION	PIN
1	1P 1~5 SLOPE SENSOR	J1	8
2	1P 6~10 SLOPE SENSOR	J2	4
3	1P 11~15 SLOPE SENSOR	J3	2
4	1P 16~20 SLOPE SENSOR	J4	8
5	1P 21~25 SLOPE SENSOR	J5	9
6	1P 26~30 SLOPE SENSOR	J6	3
7	2P 1~5 SLOPE SENSOR	J7	8
8	2P 6~10 SLOPE SENSOR	J8	12
9	2P 11~15 SLOPE SENSOR	J9	30
10	2P 16~20 SLOPE SENSOR	J10	20
11	2P 21~25 SLOPE SENSOR	J11	9
12	2P 26 SLOPE SENSOR	J12	7
13	2P 27 SLOPE SENSOR	J13	6
14	2P 28 SLOPE SENSOR	J14	13
15	2P 29 SLOPE SENSOR	J15	34
16	2P 30 SLOPE SENSOR	J16	10
17	SLOPE SENSOR INPUT CONTROL 1P,2P	J65	20
18	SLOPE SENSOR OUTPUT CONTROL 1P,2P	CN89	34

3) SLOPE SENSOR_INT1X5_ PCB ASS'Y



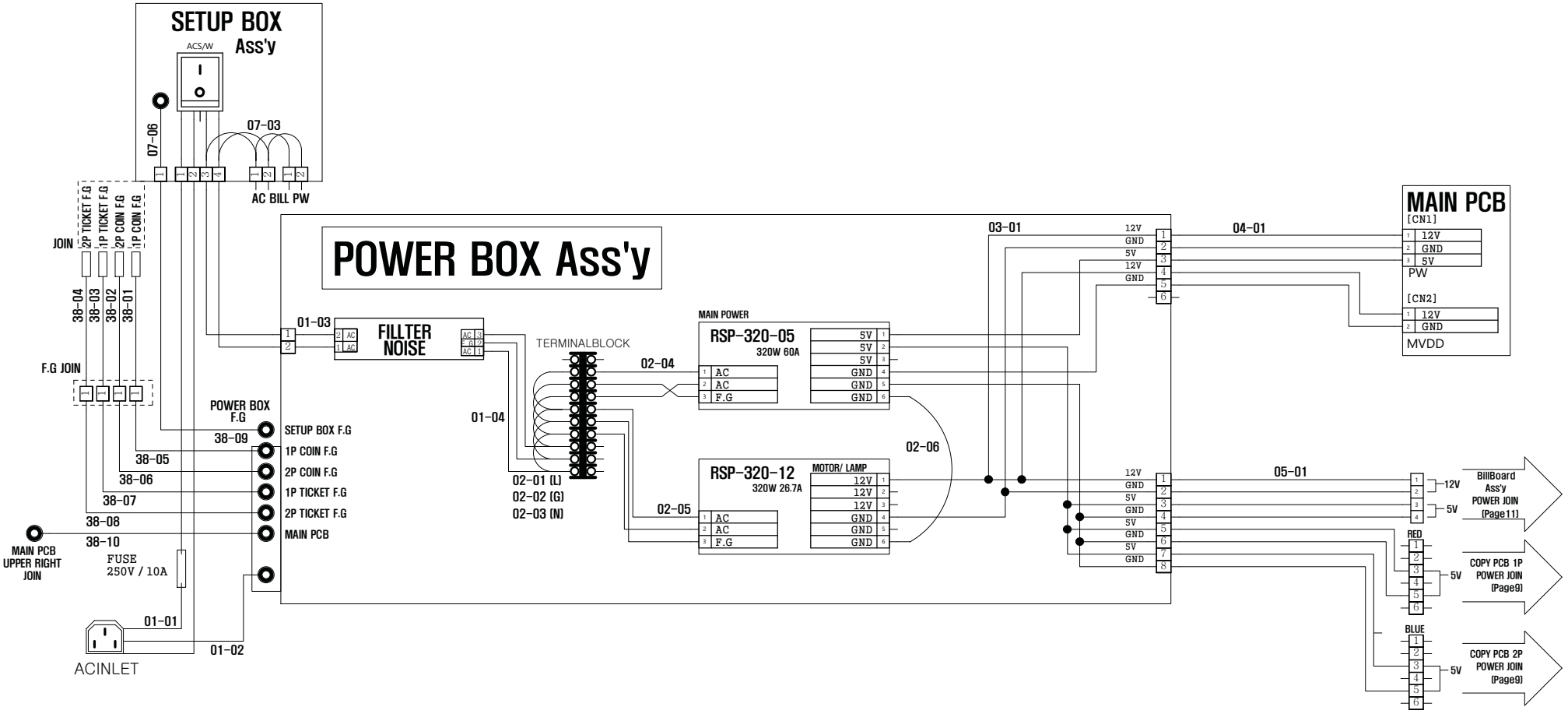
no	FUNCTION	PIN No
1	VCC 5V	1
2	SENSOR ENABLE	2
3	SLOPE SENSOR OUTPUT 1	3
4	SLOPE SENSOR OUTPUT 2	4
5	SLOPE SENSOR OUTPUT 3	5
6	SLOPE SENSOR OUTPUT 4	6
7	SLOPE SENSOR OUTPUT 5	7
8	GND	8

4) DISPLAY COPY PCB ASS'Y



no	FUNCTION	LOCATION	PIN
1	POWER 5V, 12V	J3	6
2	DISPLAY INPUT	J1	9
3	INSIDE SLOPE LED, CREDIT FND	J3	10
4	OUTSIDE SLOPE LED, CREDIT FND	J4	11

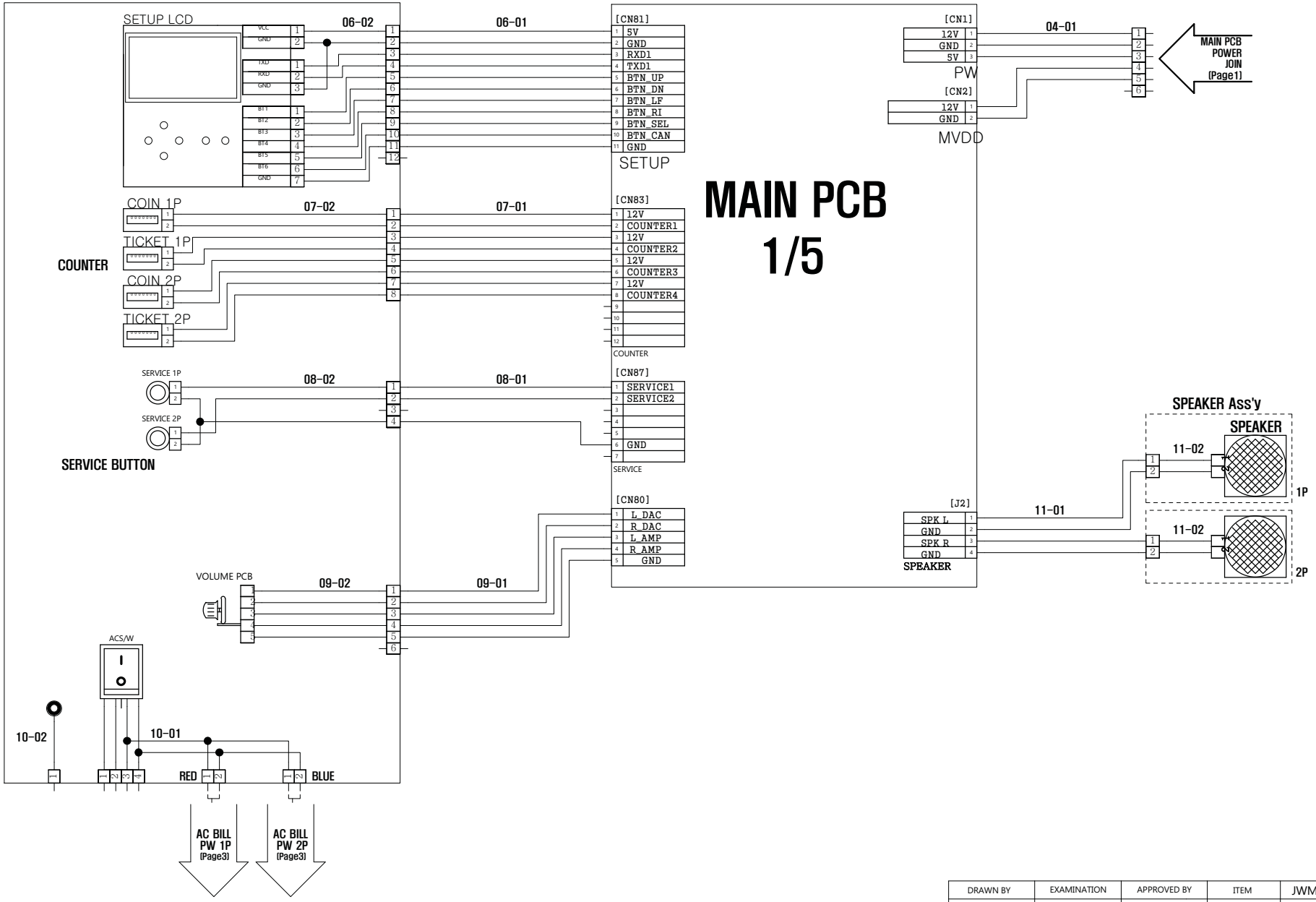
MARK	DATE	REVISION



DRAWN BY	EXAMINATION	APPROVED BY	ITEM	JWM
S.J.LEE			NAME	POWER BOX
			DWG.NO	1 of 11
ANDAMIRO			CODE.NO	
			DATE	

MARK	DATE	REVISION

SETUP BOX Ass'y

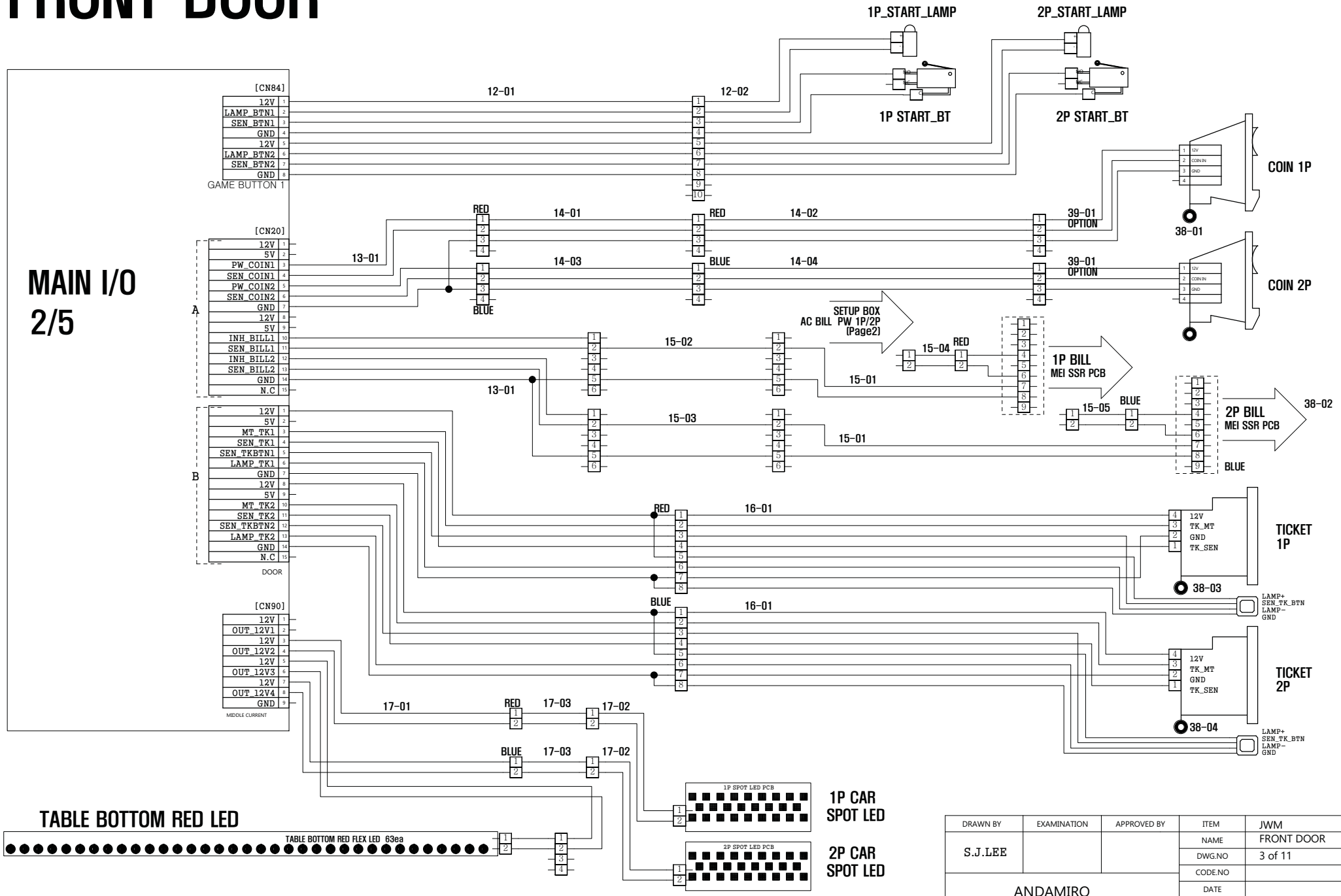


DRAWN BY	EXAMINATION	APPROVED BY	ITEM	JWM
S.J.LEE			NAME	SETUP
			DWG.NO	2 of 11
			CODE.NO	
ANDAMIRO			DATE	

FRONT DOOR

MARK	DATE	REVISION

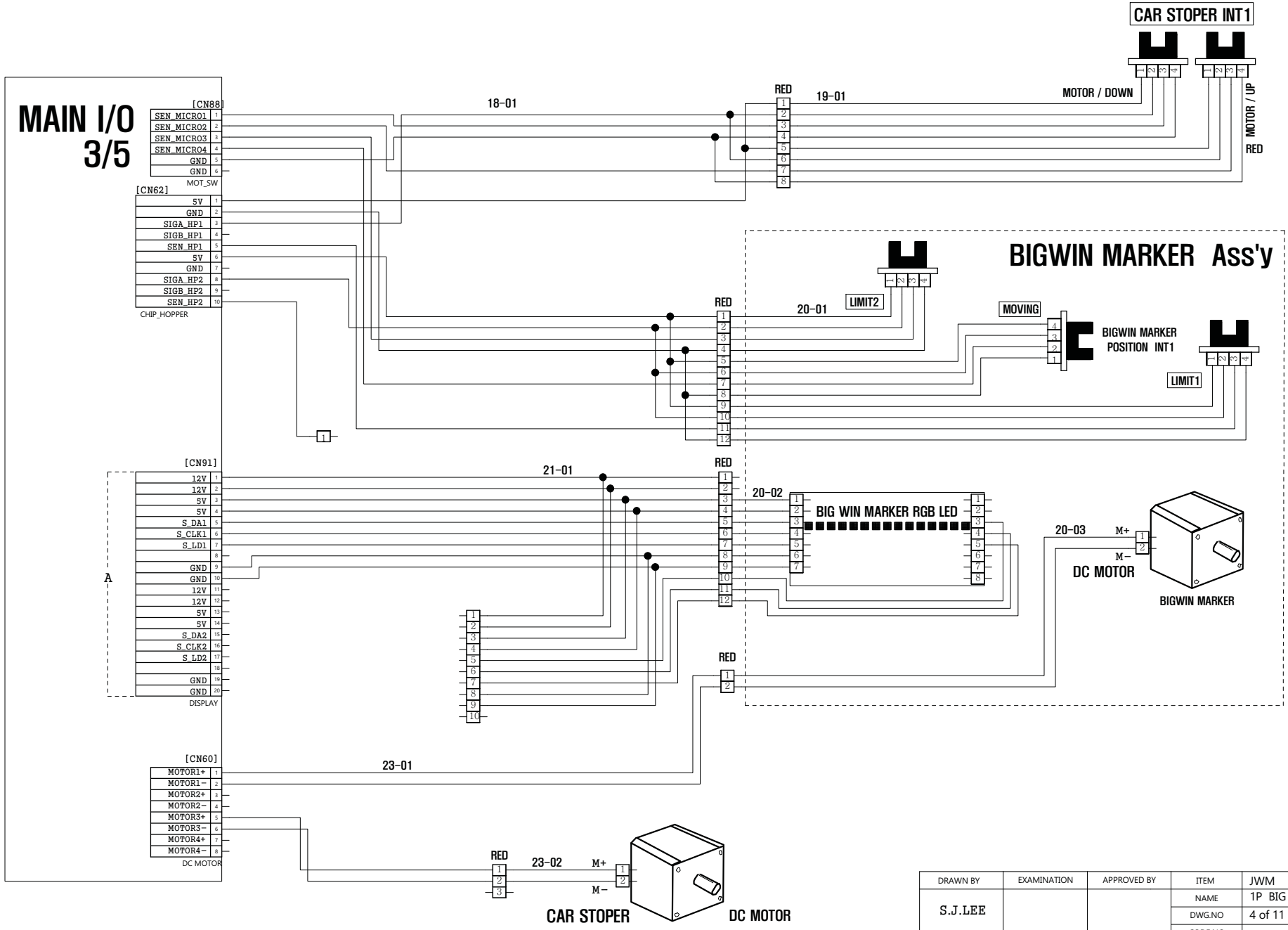
MAIN I/O 2/5



DRAWN BY	EXAMINATION	APPROVED BY	ITEM	JWM
S.J.LEE			NAME	FRONT DOOR
			DWG.NO	3 of 11
ANDAMIRO			CODE.NO	
			DATE	

1P CAR STOPER/ BIGWIN MARKER SENSOR

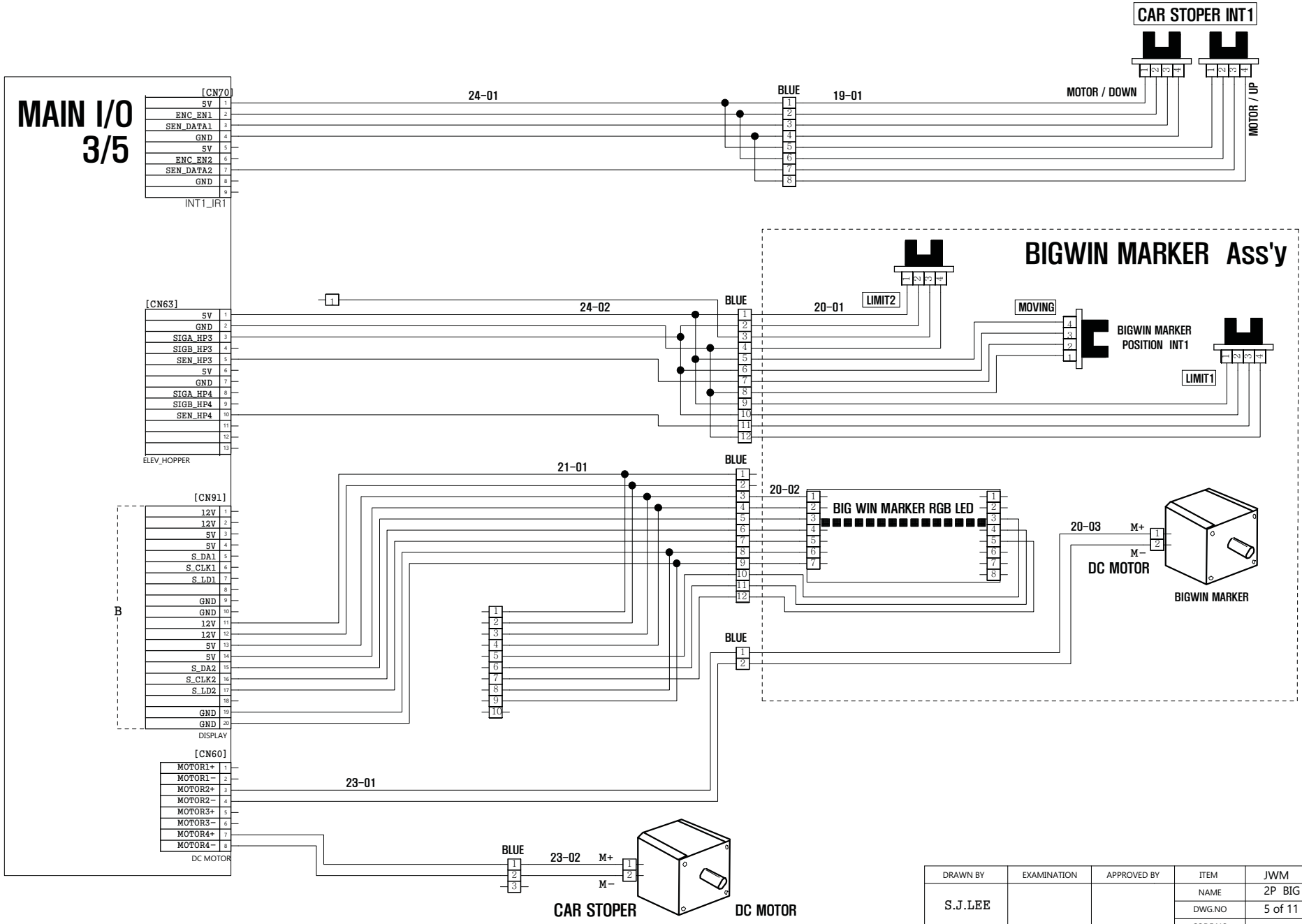
MARK	DATE	REVISION



DRAWN BY	EXAMINATION	APPROVED BY	ITEM	JWM
S.J.LEE			NAME	1P BIG WIN MARKER
			DWG.NO	4 of 11
ANDAMIRO			CODE.NO	
			DATE	

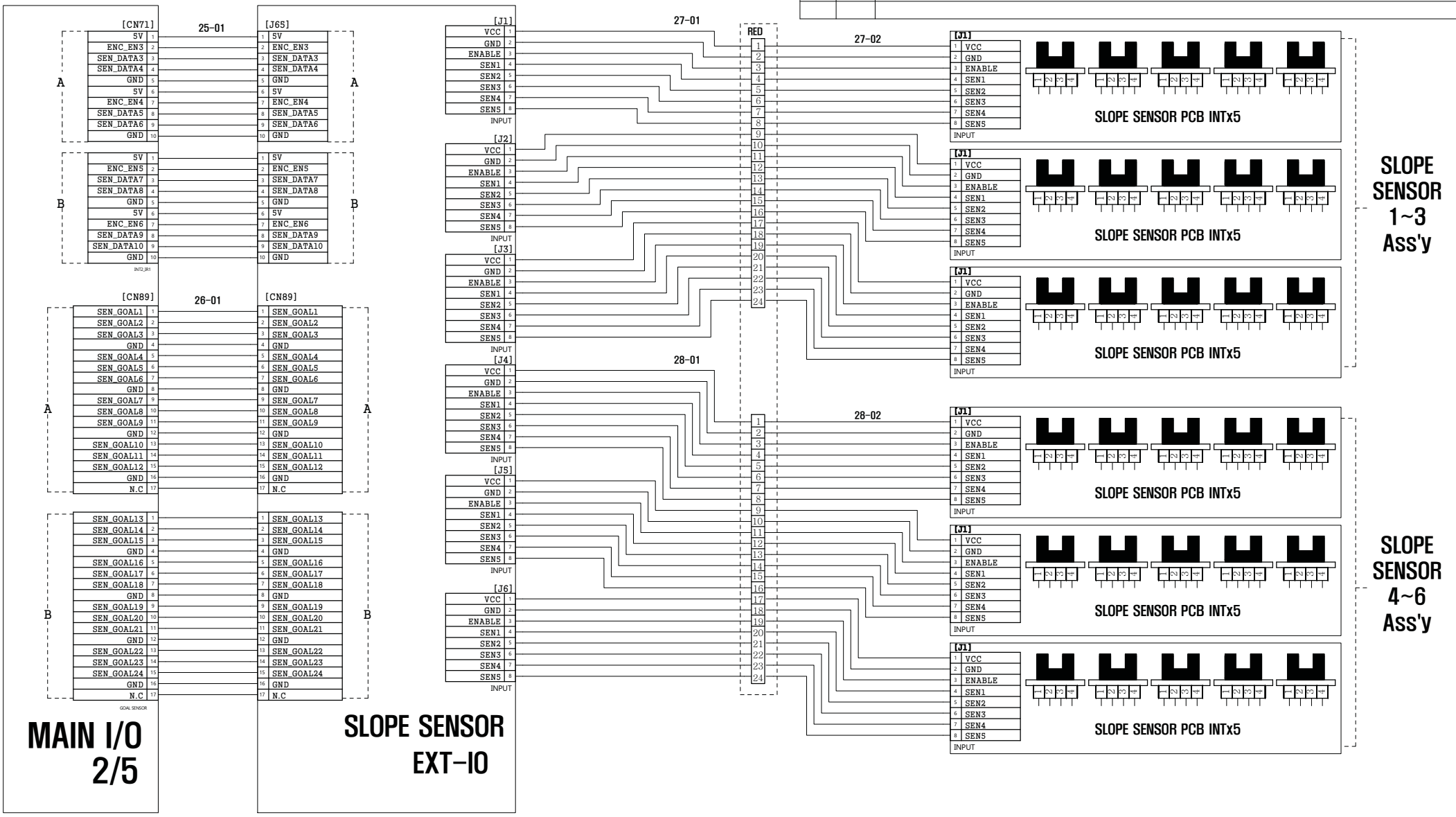
2P CAR STOPER/ BIGWIN MARKER SENSOR

MARK	DATE	REVISION



DRAWN BY	EXAMINATION	APPROVED BY	ITEM	JWM
S.J.LEE			NAME	2P BIG WIN MARKER
			DWG.NO	5 of 11
			CODE.NO	
ANDAMIRO			DATE	

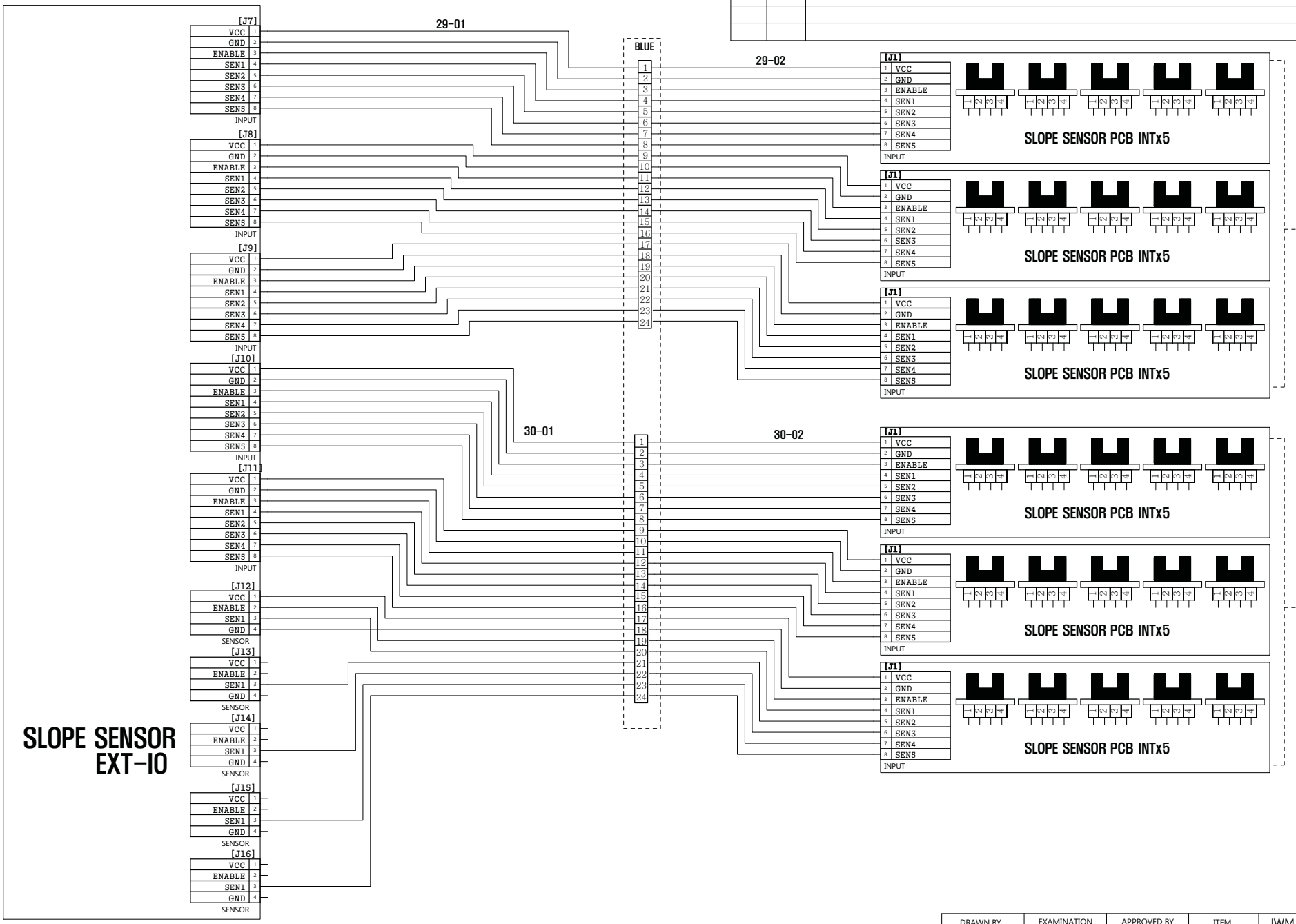
MARK	DATE	REVISION



1P SLOPE SENSOR PART

DRAWN BY	EXAMINATION	APPROVED BY	ITEM	JWM
S.J.LEE			NAME	1P_SLOPE SENSOR
			DWG.NO	6 of 11
ANDAMIRO			CODE.NO	
			DATE	

MARK	DATE	REVISION

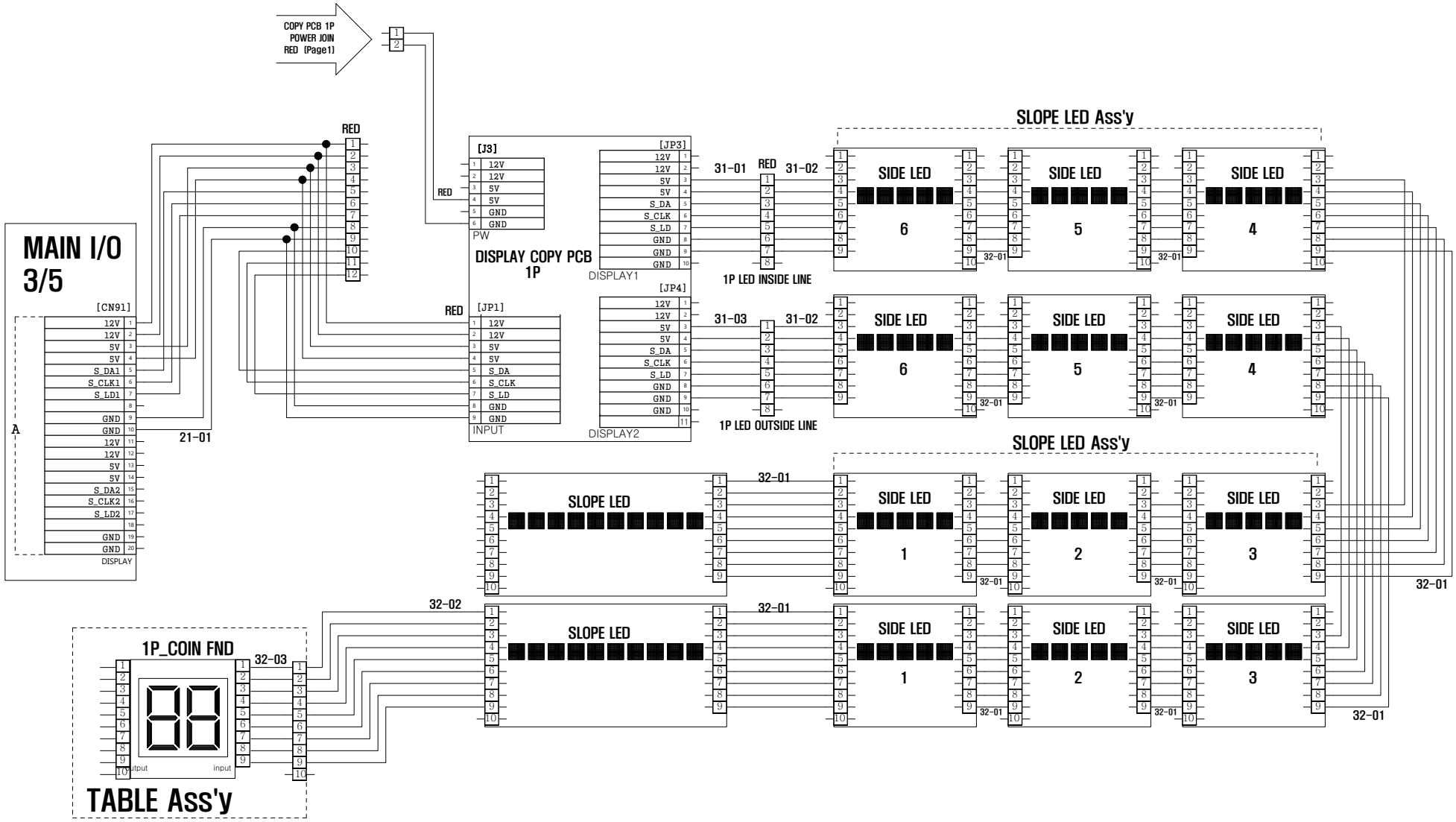


2P SLOPE SENSOR PART

DRAWN BY	EXAMINATION	APPROVED BY	ITEM	JWM
S.J.LEE			NAME	2P_SLOPE SENSOR
			DWG.NO	7 of 11
			CODE.NO	
ANDAMIRO			DATE	

SLOPE LED Ass'y FRONT

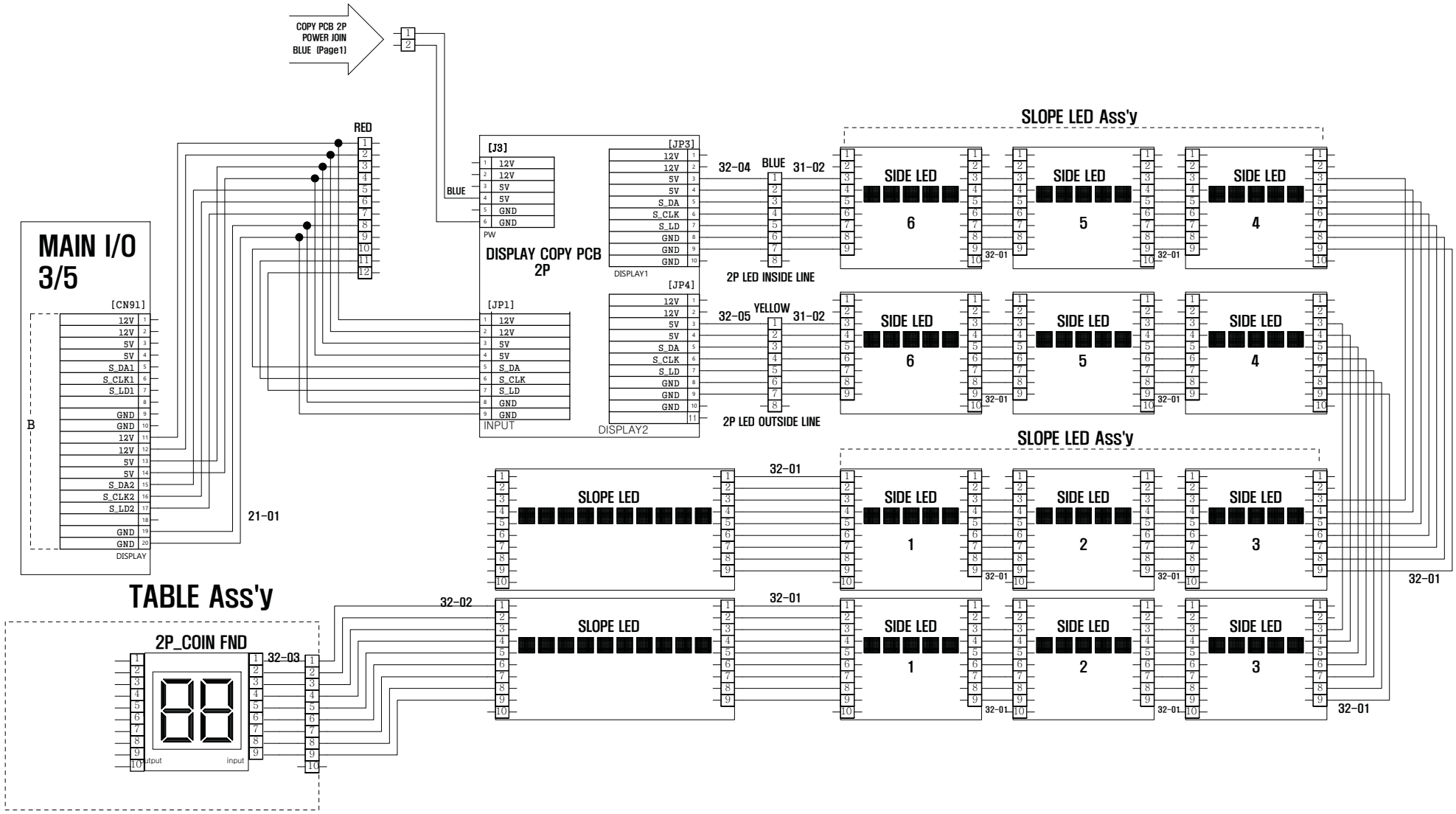
MARK	DATE	REVISION



DRAWN BY	EXAMINATION	APPROVED BY	ITEM	JWM
S.J.LEE			NAME	1P SLOPE LED
			DWG.NO	8 of 11
			CODE.NO	
ANDAMIRO			DATE	

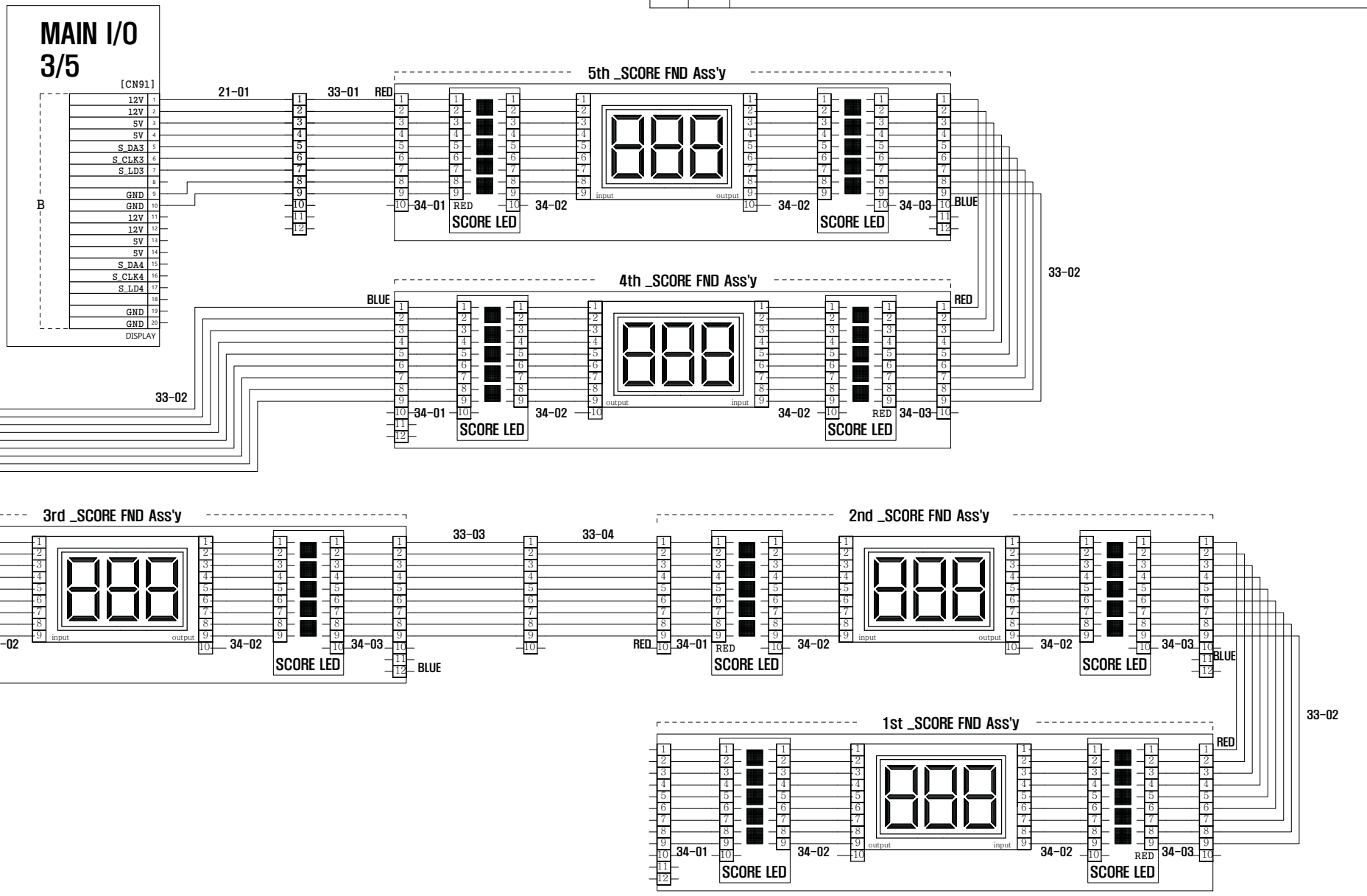
SLOPE LED Ass'y REAR PART

MARK	DATE	REVISION



DRAWN BY	EXAMINATION	APPROVED BY	ITEM	JWM
S.J.LEE			NAME	2P SLOPE LED
			DWG.NO	9 of 11
			CODE.NO	
ANDAMIRO			DATE	

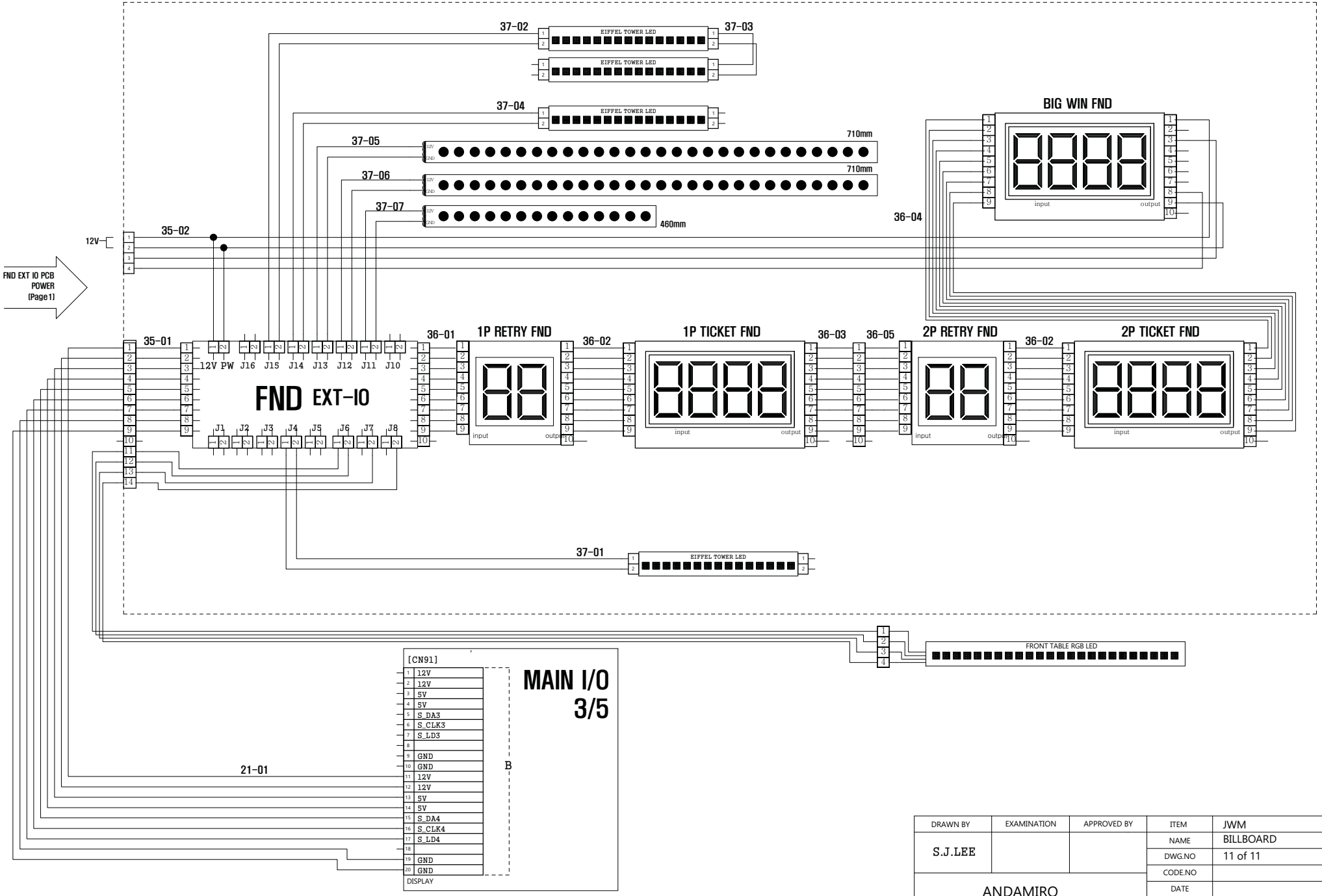
MARK	DATE	REVISION



DRAWN BY	EXAMINATION	APPROVED BY	ITEM	JWM
S.J.LEE			NAME	SCORE FND ASS'Y
			DWG.NO	10 of 11
			CODE.NO	
ANDAMIRO			DATE	

BILLBOARD Ass'y

MARK	DATE	REVISION



DRAWN BY	EXAMINATION	APPROVED BY	ITEM	JWM
S.J.LEE			NAME	BILLBOARD
			DWG.NO	11 of 11
			CODE.NO	
ANDAMIRO			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 shipment as follows.

- One Year Limited Warranty : Electronic Boards
- 6 Months Limited Warranty : Moving Parts

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

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

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

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

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

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

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