

DRAGON PUNCH

SERVICE MANUAL



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.

ANDAMIRO[®]
ENTERTAINMENT



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1. Precaution

- a. Check after receiving your stuff.
- b. Installation
- c. Shipping the unit.

2. Specification

3. Table of contents

- a. the front
- b. the inside
- c. mechanism
- d. PCB wiring diagram

4. Operation

5. Contents list

6. Troubleshooting

7. Assembling



precaution

1. Check point

- Check immediately after receiving.
- Check your power requirements.

2. Installaton Requirements.

- Installing, must be done by an "experiauced engineer"
- Follow the introduction of this maunal.
- Use the proper wire, or it can cause a fire or electric shock.
- Be sure to locate the machine in proper place, Make the place to install the unit level, and install safely using appointed parts.
- Install the Machin in level groud

3. Shipping the unit

- If the machine is damaged drug transportation, do not install, accident or problem.



SPAC

- a. Power requirement : private use 110V or 220V
- b. Power consumption : (approx) 80W
- c. Dimensions : W830 D1115 H2200
- d. Mass : (approx) 120Kg

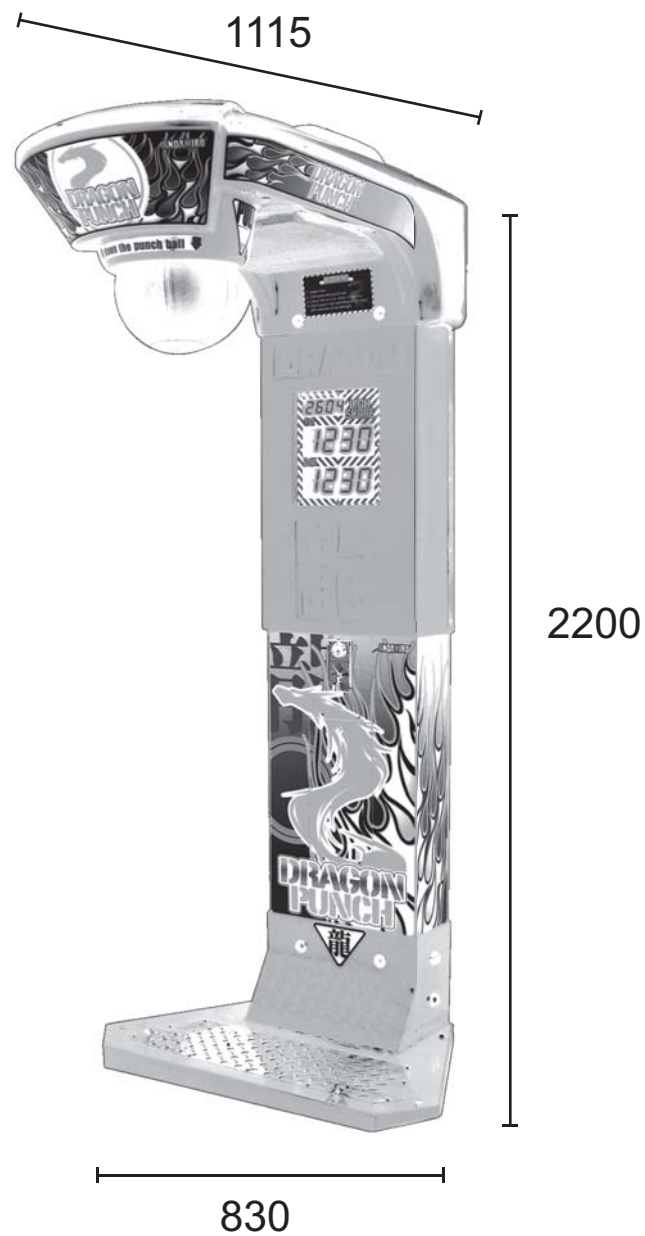




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The front

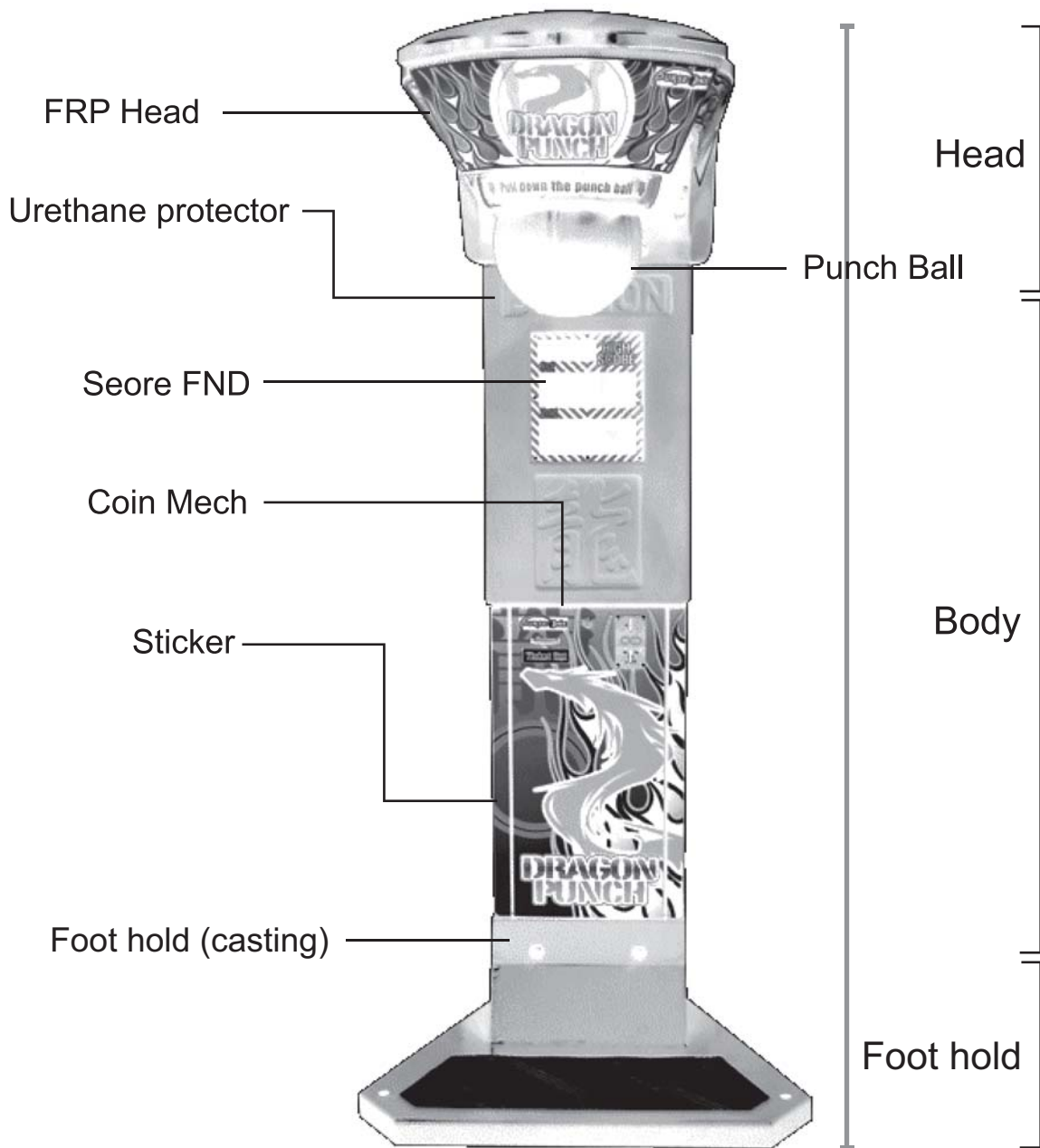




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The backside

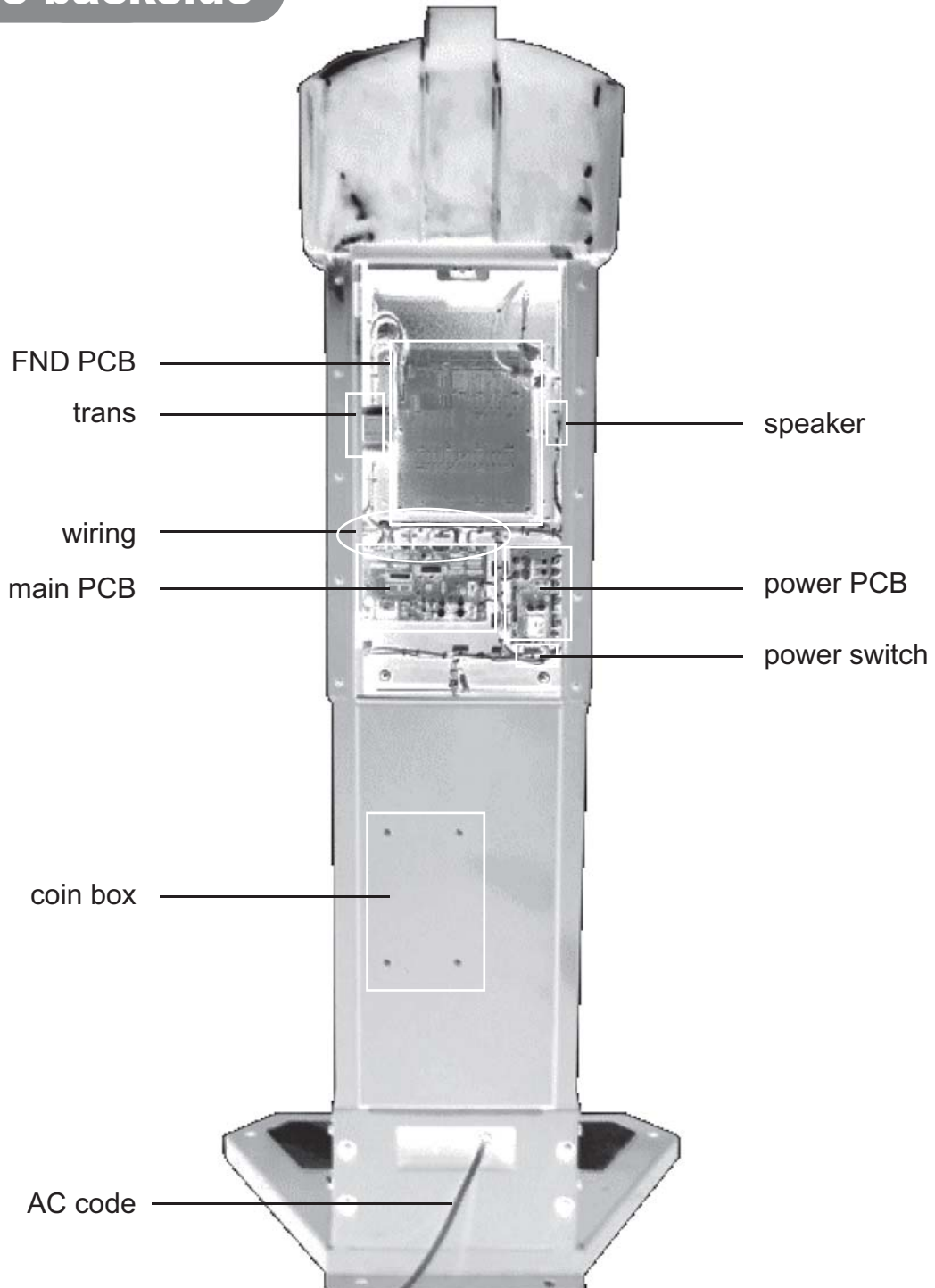
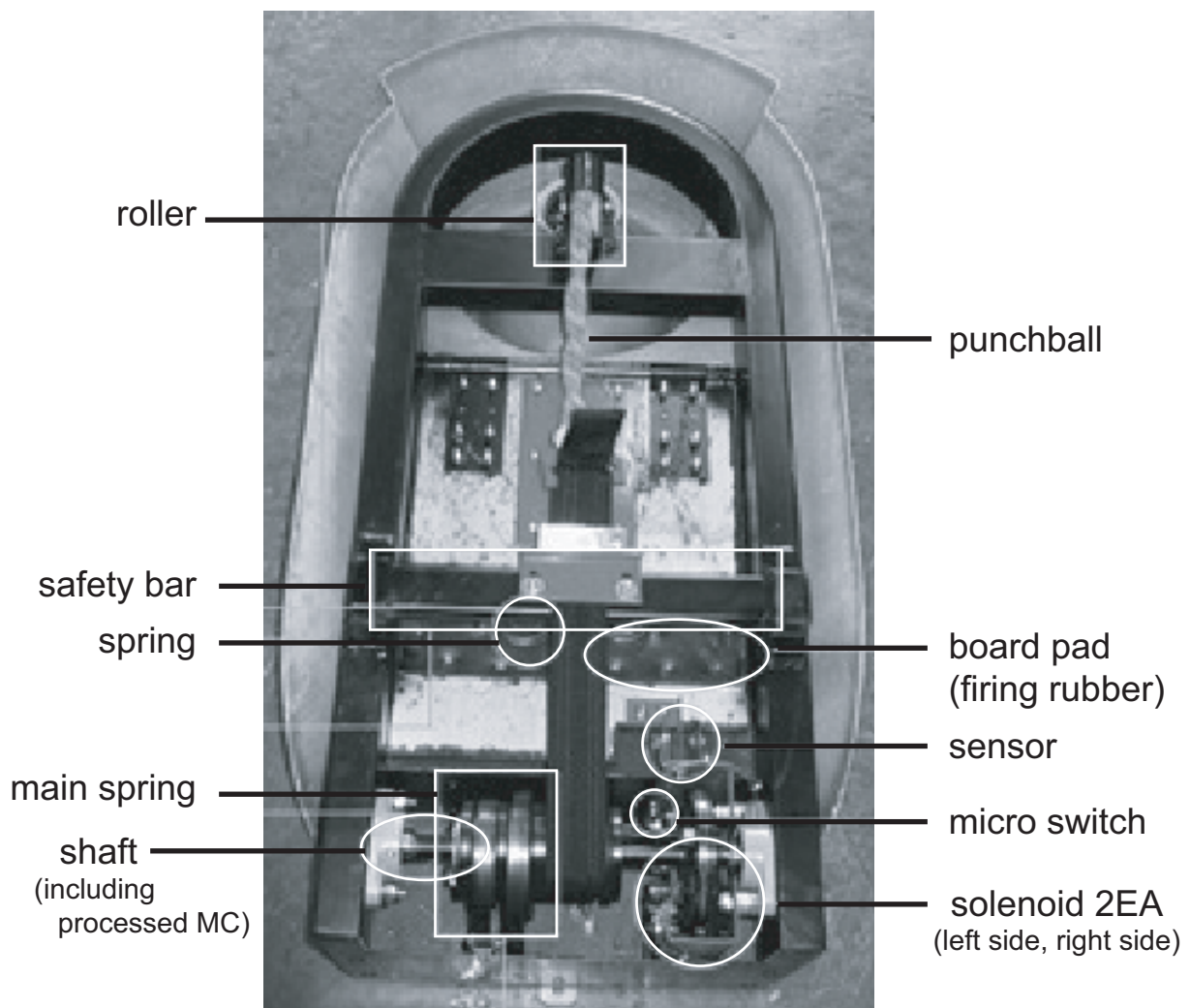




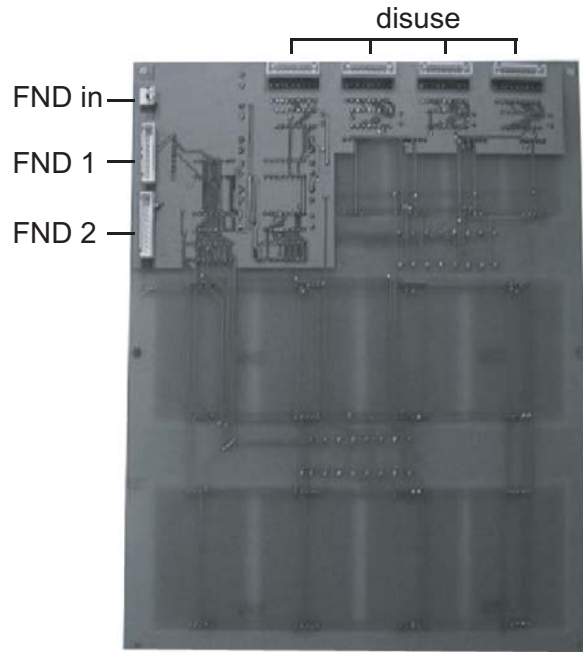
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Upper mechanism



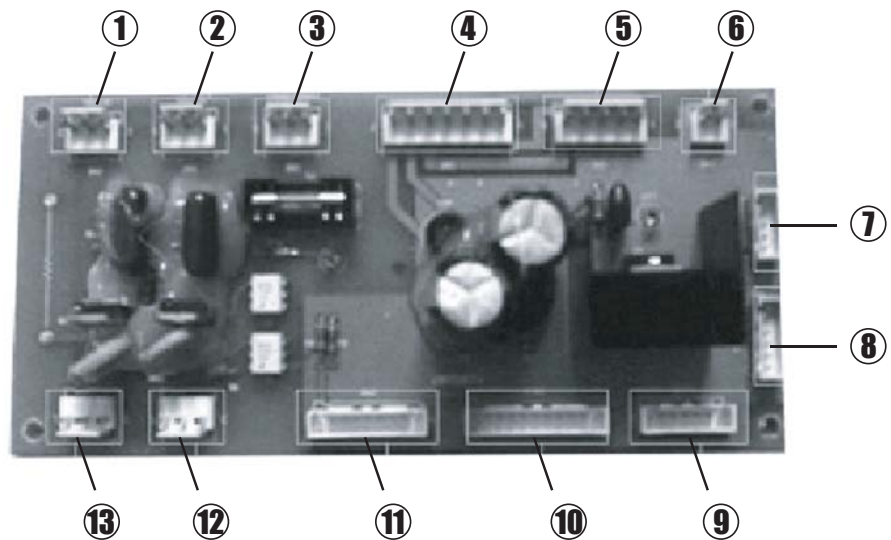
Main of parts

FND PCB



POWER PCB

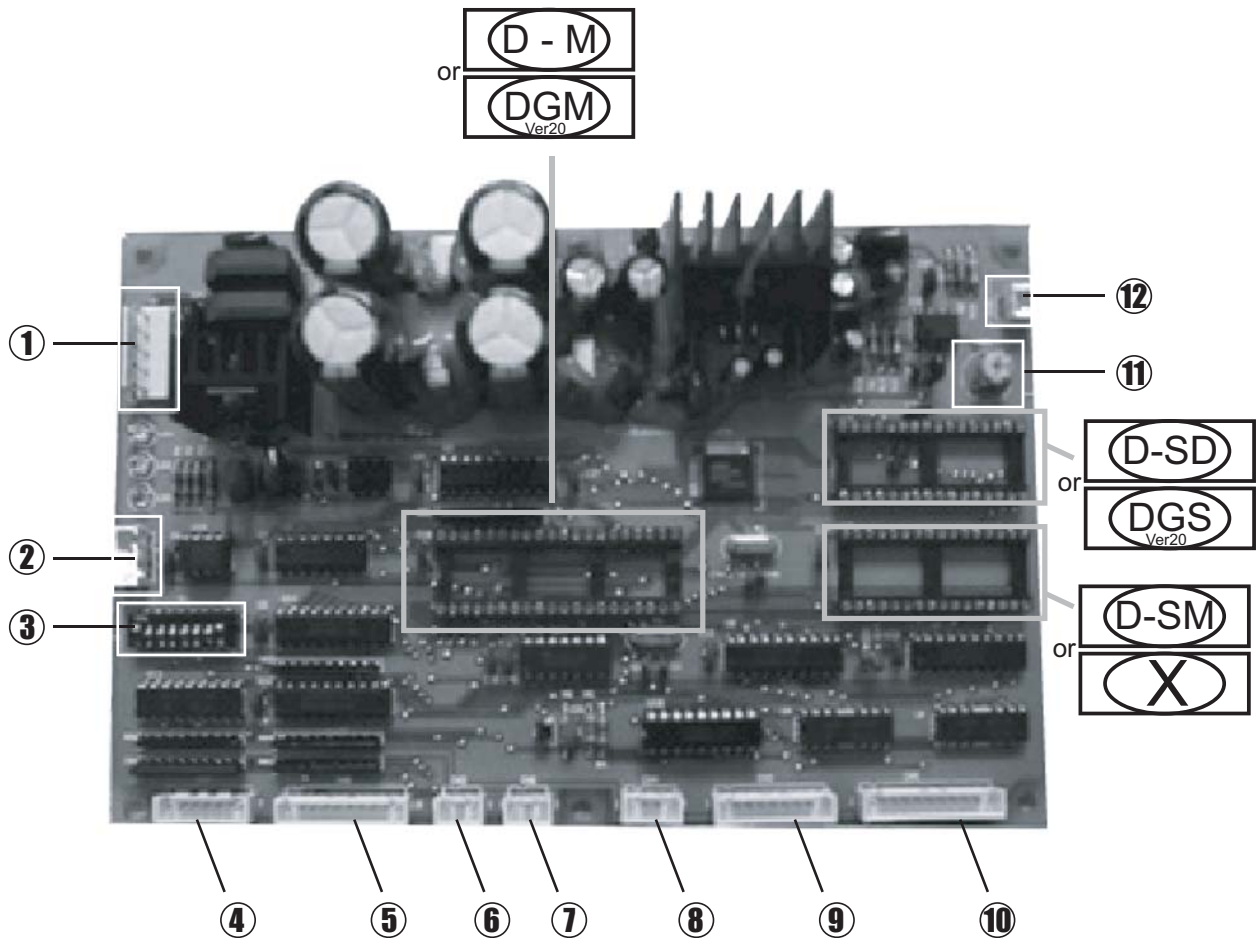
1. Power in
2. Power
3. Trans in
4. Trans out
5. Main PCB in
6. FND in
7. Counter machine & test button
8. Micro switch
9. Main PCB connection 1
10. Disuse
11. Main PCB connection 2
12. Solenoid 1
13. Solenoid 2





Main of parts

MAIN PCB



- 1. power connection
- 2. disuse
- 3. deep switch
- 4. power connection1
- 5. FND output
- 6. 2

- 7. slot
- 8. sensor
- 9. power connection1
- 10. FND2 output
- 11. Volume
- 12. Speaker



Table of contents

Table of contents Version: 4T

COIN	PLAY	1	2	3	4	5	6	7	8
1	1	off	off	off					
1	2	on	off	off					
2	2	off	on	off					
2	3	off	off	on					
3	2	on	on	off					
3	3	on	off	on					
4	2	off	on	on					
4	3	on	on	on					
Demo Sound					on				
Game over, in 15sec, if you don't pull the rope Game over, if you don't hit the ball in 30sec						off			
Game over, in 30sec, if you don't pull the rope Game over, if you don't hit the ball in 60sec						on			
Use Ticket							on		
AVE. TICKET OUT 12,335								off	
AVE. TICKET OUT 10,335								on	
Back up function									on

- 8time Back up function on = always auto back up / off = always do not back up
- A right score will become 1 point down ateach game

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~ Dragon punch - ticket new version Ver 4.T~

Dip 7 on			Dip 7 OFF		
BONUS TYPE	FND	TICKET OUT		FND	TICKET OUT
1. STANDARD TICKET OUT	XXX1	1	1. STANDARD TICKET OUT	XXX1	1
	XXX2	2		XXX2	2
	XXX3	3		XXX3	3
	XXX4	4		XXX4	4
	XXX5	5		XXX5	5
	XXX6	6		XXX6	6
	XXX7	7		XXX7	7
	XXX8	8		XXX8	8
	XXX9	9		XXX9	9
	XXX0	0		XXX0	0
	4.5 AVE. TICKET OUT			4.5 AVE. TICKET OUT	
2. SMALL JACKPOT	XX11	30	2. SMALL JACKPOT	XX11	30
	XX22			XX22	
XX33	XX33				
XX44	XX44				
XX55	XX55				
XX66	XX66				
XX77	XX77				
XX88	XX88				
XX99	XX99				
XX00	XX00				
	2.7 AVE. TICKET OUT			2.7 AVE. TICKET OUT	
3. MIDDLE JACKPOT	X111	80	3. MIDDLE JACKPOT	X111	80
	X222			X222	
X333	X333				
X444	X444				
X555	X555				
X666	X666				
X777	X777				
X888	X888				
X999	X999				
X000	X000				
	0.72 AVE. TICKET OUT			0.72 AVE. TICKET OUT	
4. BIG JACKPOT	7777	100	4. BIG JACKPOT	6666	100
	8888	200		7777	100
	3 AVE. TICKET OUT			8888	300
	3 AVE. TICKET OUT			5 AVE. TICKET OUT	
TOTAL TICKET OUT OPTION 1.+2.+3.+4. X n/n.	10,335 TOTAL AVE. TICKET OUT		TOTAL TICKET OUT OPTION 1.+2.+3.+4. X n/n	12,335 TOTAL AVE. TICKET OUT	

Table of contents(3T)

COIN	PLAY	1	2	3	4	5	6	7	8
1	2	off	off	off					
1	3	on	off	off					
2	2	off	on	off					
2	3	off	off	on					
3	2	on	on	off					
3	3	on	off	on					
4	2	off	on	on					
4	3	on	on	on					
Demo Sonund					on				
Game over, in 15sec, if you don't pull the rope Game over, if you don't hit the ball in 30sec						off			
Game over, in 30sec, if you don't pull the rope Game over, if you don't hit the ball in 60sec						on			
Use Ticket							on		
Normal-1 Ticket beat the high score -5 ticket								off	
Normal-1 Ticket beat the high score -10 ticket								on	
Back up function									on

- 8time Back up function on = always auto back up / off = always do not back up
- A high score will become 1 point down at each game



Contents list

Contents list

NAME	QUANTITY	SPECIFIC
case(including Iron parts)	1	Iron
FRP	2	FRP
Urethane protector	1	Urethane
Foothold	1	Casting
PCB(Main,power,FND)	1	
PC	1	Bulletproof PC
Punchball	1	Leather, Tube
Sticker	10	adhesive sheet
Trans	1	
Slot	1	
Wiring	1set	
Speaker	1	

Upper Mechanism Name	QUANTITY	SPECIFIC
Solenoid 1.5k	1	Solenoid 1.5k
Processed Iron parts	Shaft1, Shape parts1, Stain pin1	Processed Iron parts
Spring	Big 2, Middle2, Small2	Heat treatment
Bearing	2	
Punchball pad	1	15T board, 20T firing rubber
roller, safety rope	Each 1	
Porter sensor, Micro switch	Each 1	
Processed MC	1	MC
Safety bar	1	



Troubleshooting

Troubleshooting

SYMPTOM	CHECK (CAUSE)	CORRECTION
1. NO power	The power code is disconnected. The power switch is off. The power code is disconnected	Plug out. Switch on. Replace the fuse by new one (proper size)
2. The power is on, but FND viewer doesn't work	Check the FND connector. Plug in the FND connector.	The slot doesn't work. Check the power switch.
3. The slot is doesn't work	Check the power switch. Something is wrong with slot.	Switch on. Repair the slot.
4. No sound	Something is wrong with speaker. Check the speaker connector	Repair the speaker. Connect properly.
5. Unable to pull the punchball	Check the power. Make mistakes in connecting solenoid. The cause of solenoid trouble	Switch on. Connect the solenoid properly. Replace the solenoid.
6. Punchball is pulled of itself During the game.	Not gather in upon shape & I shape parts because the tension of spring is warn away.	Make the tension of spring strong or exchange it.
7. Not counted a score in spite of hilding the punchball	Microswitch trouble, or disconnction	Replace the miaro switch with new one.
8. Replace the punchball by another one		Open the cover, release M10bolt, exchange them in reverse order.

The method of assembling 3pieces



- a. The lower foothold :**
 Release M12 bolts (10EA), separate the body.
 To put together, do that in reverse order.



- b. The upper mechanism:**
 Release M12 bolts (10EA), take the head apart. (check the solenoid, micro switch, sensor wiring, and the connector) To put together, do that in reverse order.

The method of controlling the tension or spring



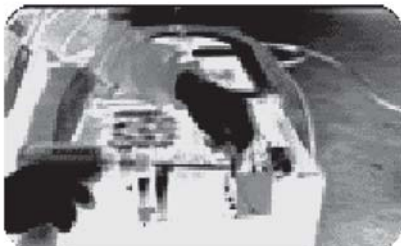
Loosen the bolt and fix the spring by adjusting the bottom side of it

The method of exchange the punchball



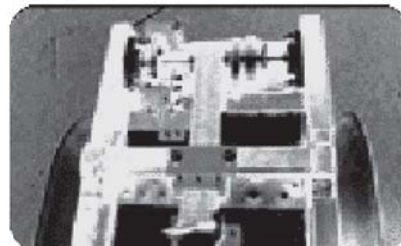
You should release M10 bolt.

The method of exchange the micro switch



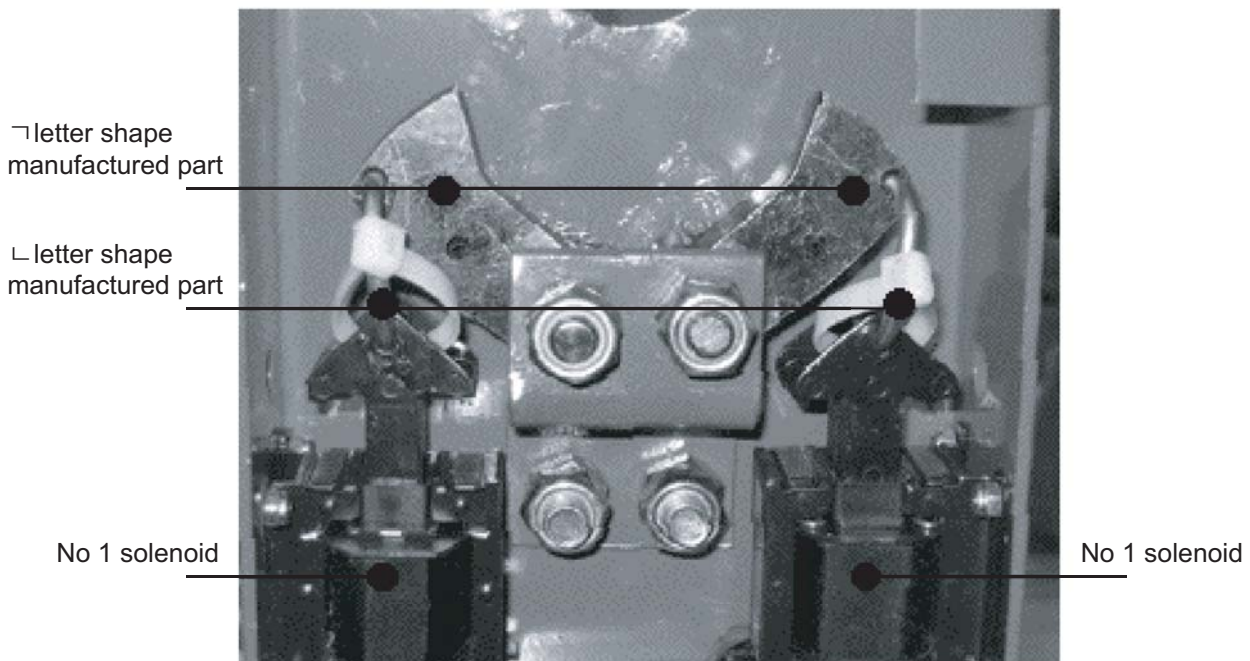
Replace it after releasing M3 bolts (2EA)

The method of fixing the FRP cover



Assemble the front part first, fix the cover with a tool

A component inside of the head part



No 1 solenoid function

It pulls over a punching ball, after inserting a coin to start a game.

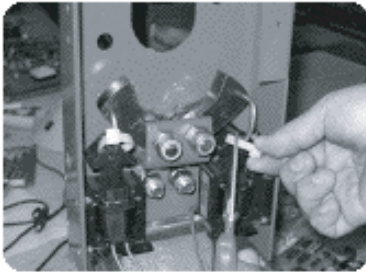
More details : a \lrcorner -shaped part and No 1 solenoid are connected to a \sqsubset -shaped part and when No 1 solenoid is pulled over, the punching ball can be pulled on, separate from a shaft. In \sqsubset -shaped part breakdown connected to No 1 solenoid, the punching ball can't be pulled.

No 2 solenoid function

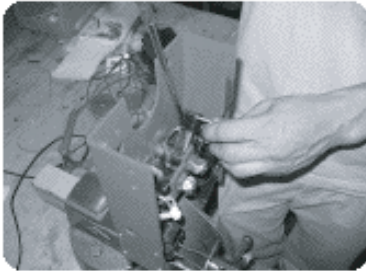
After the pinching ball is hit, FND scores up and No 2 solenoid works to make the punching ball go up. More details : a \lrcorner -shaped part and No 1 solenoid are connected to a \sqsubset -shaped part and when No 2 solenoid is pulled over, the punching ball can go up, separate from a shaft. In \sqsubset -shaped part breakdown connected to No 2 solenoid, the punching ball can't go up.

shaped part in a breakage

How to exchange the □ - shaped part in a breakage



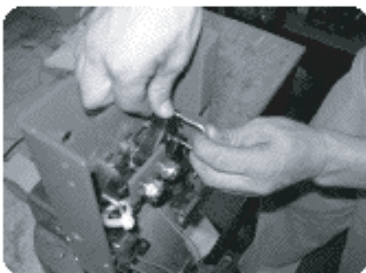
1. See picture ① -----
Cut cable tie with scissors



2. See picture ② -----
Using an I head screwdriver,
remove a tighten-up E-ring to prevent the
□ - shaped part and from sliding off.



3. See picture ③ -----
After removing the E-ring,
remove the broken □ - shaped part and
grease a new □ - shaped part and fasten it.



4. See picture ④ -----
Put a cable tie right to left under
the □ - shaped part, tight it up appropriately and
finish at a forty-five angle.



- ★ To tighten up only with a cable tie can prevent
the □ - shaped part from sliding off without fastening
an E-ring. Another cable tie tightening will make it
easier to prevent the part from sliding off.



How to assemble three parts



The lower bottom



Body



The top head

Assembly order



1. fix a body to the lower bottom and screw 12mm bolts (10ea) front, back, right and left.



2. Connect a power line (AC code)



3. Loose with a screwdriver the direct connection pieces(4mm) fastening the top head cover.



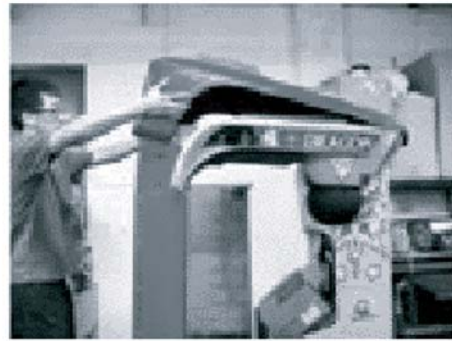
4. Open the head cover.

How to assemble three parts

Assembly order



5. Fasten the top head onto the body with 12mm bolts(10EA) front, back, right and left.
- Note : Back 4EA bolts should be fasten only with spring washer.



6. Stand behind the machine holding the cover and put on the cover to attach completely to the top head from the front.
- Note : Use an I-head driver.



7. Loose direct connection pieces (4mm) right and left, and fix the pieces again



8. Connect wirings from the top head and wirings from the body. Connection order.
- Solenoid 2EAe → Sensor → Micro switch.