

SERVICE MANUAL



ISSUE DATE: Jan. 28, 2011



- ▶ 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 in the power cord being damaged periodically.

CAUTION

Do not use this product anywhere other than industrial areas.



- Using in a residential area or an area next to a residential area could affect signal reception of radios, television sets, telephones, etc..
- Do not give shock the surface of glass products.

- Please do not play this game if

- When you do drinking;
- When your physical condition is not normal;
- When you are in pregnancy;
- When you have on a pulse controller;
- When you have recently experienced a cramp or fainting away while watching TV.

- Avoid excessive force/shock while playing/moving the game.

- While do games, pay attention to surrounding.

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



In handling the power cord, follow the instructions below.



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

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

PRECAUTIONS FOR USE

⚠ WARNING

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



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



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



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



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



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

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

⚠ CAUTION

Components in the game are sensitive to vibrations and impact. Care should be used when moving and transporting the game machine.



Be sure not to let the machine tip over.

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



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

Avoid excessive force while moving the machine.

PRECAUTIONS IN HANDLING

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

CONTENTS

1. SPECIFICATION AND DIMENSION

1-1. DIMENSION

1-2. SPECIFICATION

1-3. NAME OF PARTS & STICKER LOCATION

[COMPONENTS]

2. INSTALLATION

3. PRODUCT CHARACTER

4. SETUP MENU

4-1. SETUP METHOD

4-2. MENU

5. TROUBLESHOOTING

6. LIST

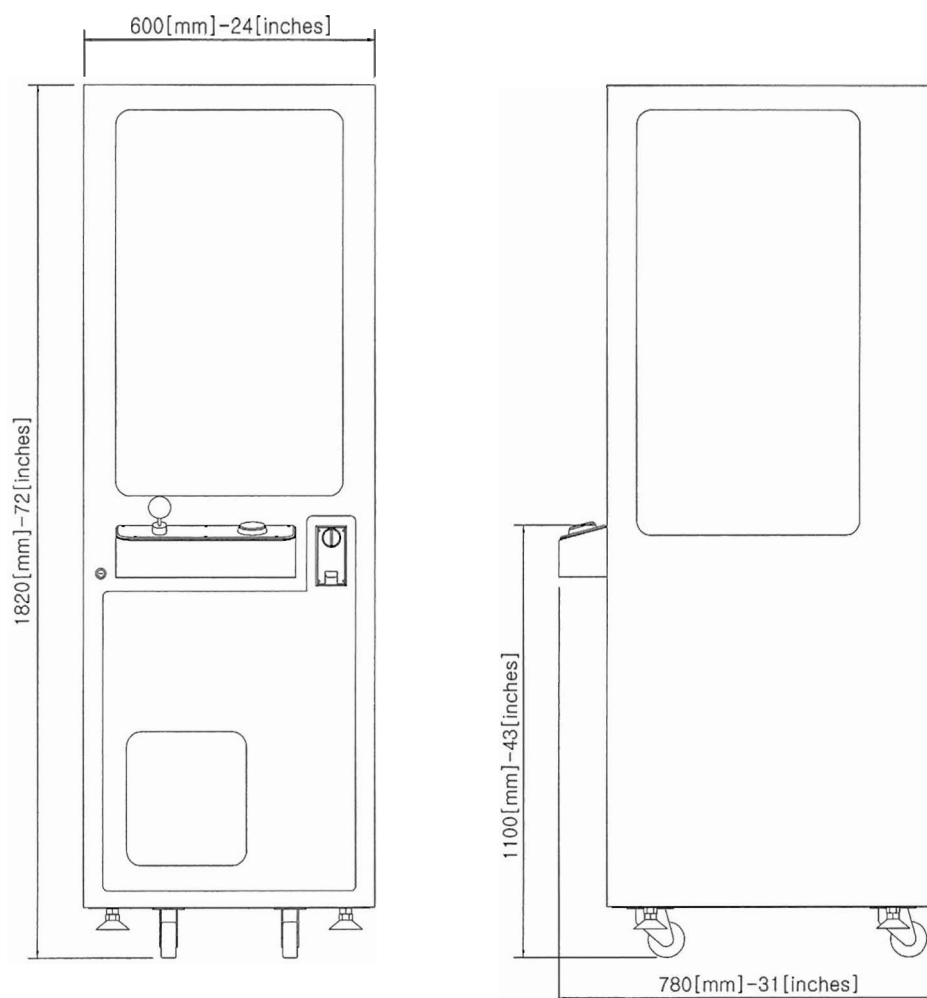
7. PICTURE

8. PIN LAYOUT OF MAINBOARD

9. PIN LAYOUT OF SUB-BOARD

1. SPECIFICATION AND DIMENSION

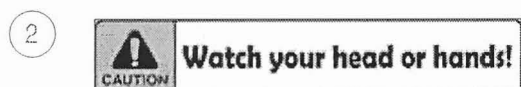
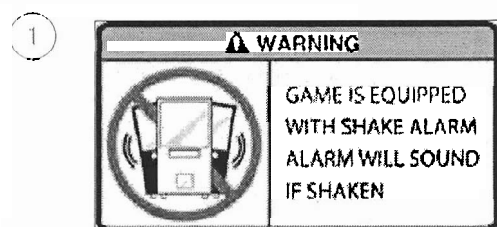
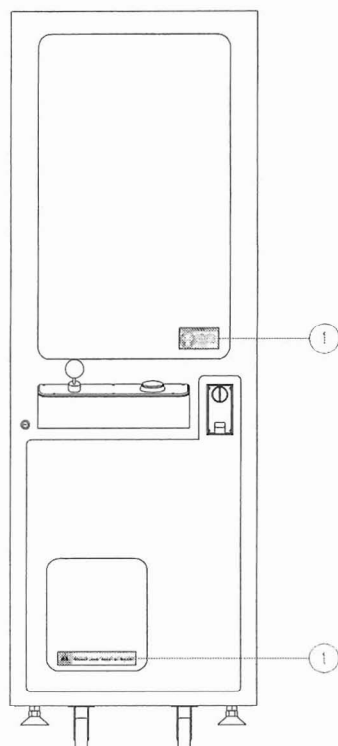
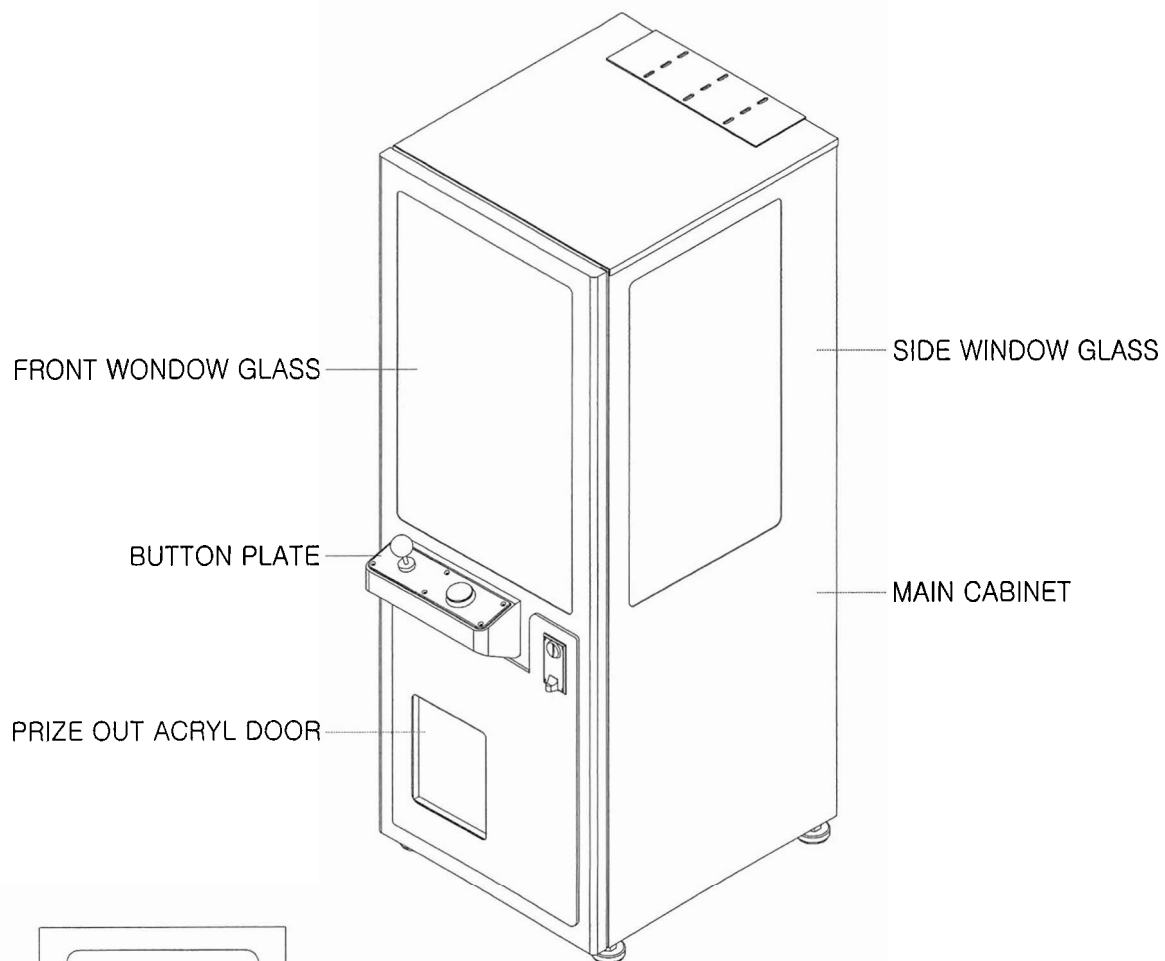
1-1. DIMENSION



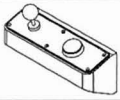
1-2. SPECIFICATION

DIMENSION (W x D x H)	600 x 780 x 1820 (mm)	
PACKING DIMENSION (W x D x H)	760 x 840 x 1940 (mm)	
WEIGHT (kg)	200 kg	
VOLTAGE	AC 110V	AC 220V
FREQUENCY RANGE	50 Hz	60 Hz
CONSUMPTION	200 W	

1-3. NAME OF PARTS & STICKER LOCATION



COMPONENTS

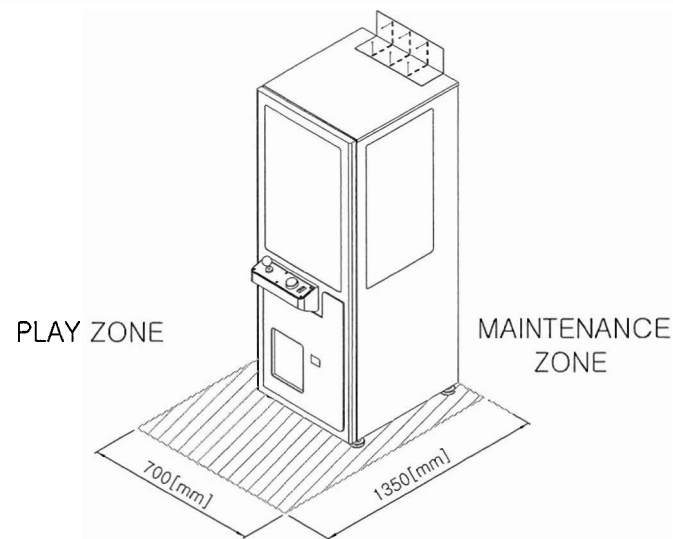
NO.	PART NAME	SPEC.	QTY
1	AC POWER CORD	110V / 220V 	1
2	CONTROL BOX ASS'Y	- 	1
3	BOLT	M4x10L 	20
4	MANUAL	- 	1

2. INSTALLATION

- Need to have installation place.
Maintenance Zone & Play zone should have at least 700mm x 1350mm each.

IMPORTANT

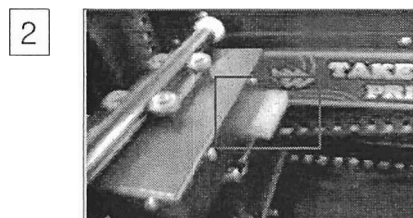
- Once you set up the machine with required game-play area, when installing this product, set the 2 leg levelers evenly on the floor and make sure that it and you must fixed, The product is installed stably in a horizontal position by bracket. Otherwise the set winning percentage can be twisted.



[How to installation]



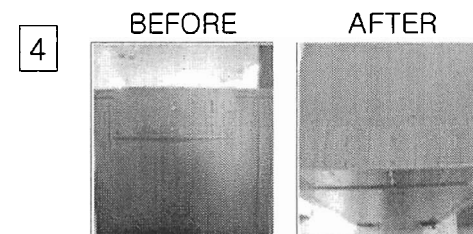
1
FIX BRACKET
[WITH SCREW 1 PCS]



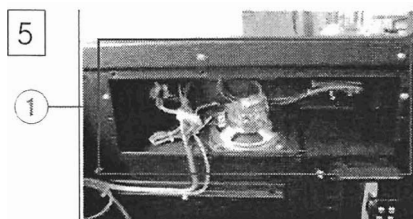
2
SPONGE



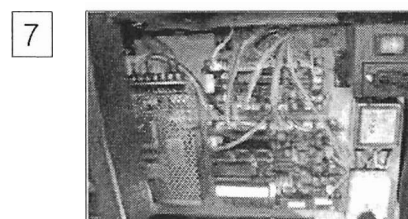
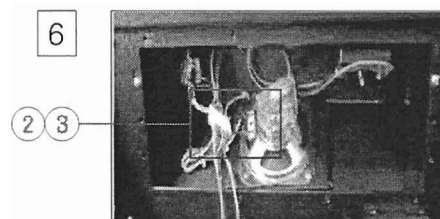
3
CABLE TIE



4
BEFORE
AFTER
BRACKET INSTALL



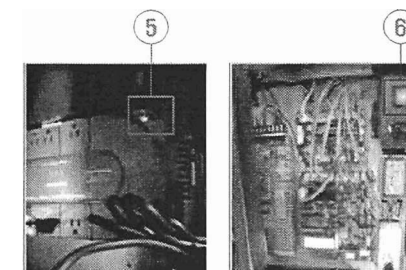
- Assemble ① the button ass'y by screws
- Connect ③ the button ass'y harness with ② speaker harness as follows.
- Plug the ④ AC Power cord into the outlet of outside.
- Turn on the ⑤ UPS power s/w at first. Turn on ⑥ the Power switch.



CALIBRATION

Hole Y1 Center
* Press Mode S/W *

- Press "MODE" and goto the "14. HOLE Y1 CENTER" by press "UP" and then press "MODE"
You can see that push ass'y is moving H1-H4-H9 hole step by step.
**If the pole is passed through Hole H4->H1->H9 Pole position is correctly set. Maybe it takes 2 minutes, Shortening key : Press DOWN



3. PRODUCT CHARACTER

3-1. SPECIALIZED PRODUCT

- Customized product especially, small location, restaurant, pub and so on.

3-2. INDIVIDUAL PAYOUT RATE

- Each cube(12ea) can be set with individual payout rate.

3-3. DISPLAY EFFECT

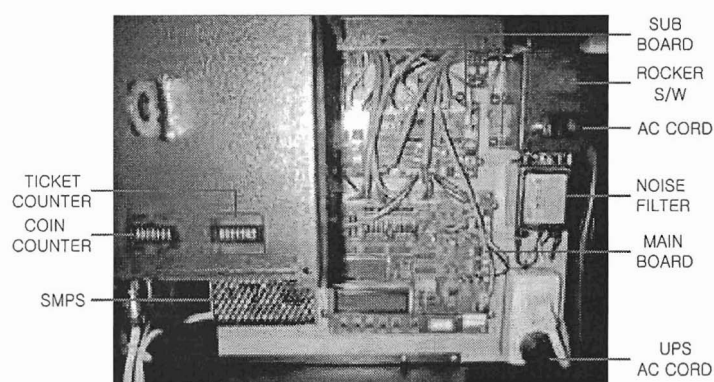
- Using various LED, Fabulous displaying effect give customer satisfaction.

4. SET UP

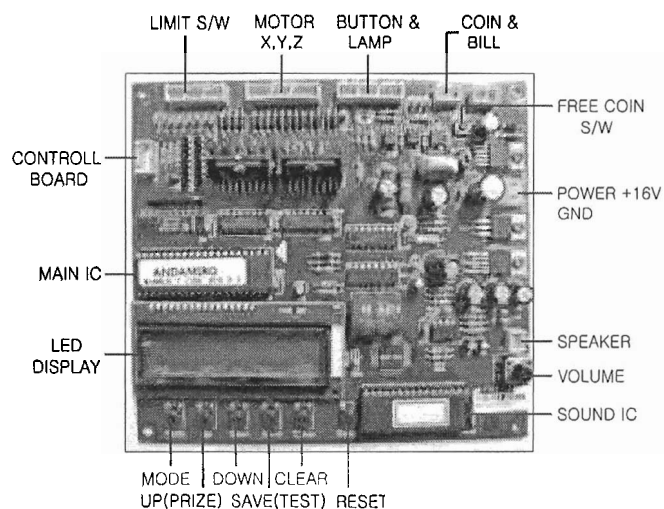
4-1. SETUP METHOD

(1) OPERATIONAL MODE

- 1 There is "Control panel" when you open front door.



[CONTROL PANEL]



[BUTTON EXPLANATION]

- Key is composed mode , up, down ,select, clear, reset, credit key and all key are operated short key and long key.

MODE S/W	Access setup mode
UP(PRIZE) S/W	The number of Prize out
DOWN S/W	Perform calibration.
SAVE(TEST) S/W	Test mode
CLEAR S/W	Delete daily income and prize payout
RESET S/W	Turn off /On Main PCB power
VOLUME S/W	Volume S/W
FREE COIN S/W	Free game set: it display "20" in FND and Free play start. You may cancel it with "Reset S/W"



CAUTION – Please make sure it announces "setting saved" after saving value when it's changed.

– HOW TO CHANGE VALUE

UP, DOWN S/W	Move section
MODE S/W	Select menu to change value
SAVE S/W	Save value

[HOLE POSITION]

H4	H8	H12
H3	H7	H11
H2	H6	H10
H1	H5	H9

4-2. MENU

		LCD DISPLAY	DESCRIPTION
1	PROGRAM VERSION	WINNER'S CUBE CLASSIC 2.0	The current program version will be display for 2sec when Main PCB turns on.
2	INCOME	TODAY : 0 TOTAL : 0	Check status of account by pressing "UP" switch In case you want to change the value at "0", please press "Clear" & "Reset" button at the same time and press "Free coin" S/W.
	PAYOUT	Total Out Gift 0	Check the number of prize payout : you may delete it by using Clear S/W.
	PAYPUT BY Y-ROW		Term : RND – Payout rate , CNT–the number of trail (before prize payout), PRZ–the number of prize payout – CNT value comes to "0" when prize is dispensed – If you want to value for " Y1 TRY COUNT", please change "payout rate of RND" and save it.
	Y? RND CNT PRZ 1 999 000 000 Y1 TRY COUNT 0 ~ Y? RND CNT PRZ 12 999 000 000 Y12 TRY COUNT 0 – You may check them from Y1 ~ Y12		
3	MODE MENU		How to change vaule
	1) HOLE Y1 Random	HOLE Y1 Random 999	– Payout setting from Y1 ~ Y12. Default : 999 (You may change this value as you want) – Win prize : It give a change for player to win prize easily from set value "N" until wining.
	12) HOLE Y1 Random	HOLE Y12 Random 999	
	13) LOSE STEP	Lose Step N	Modify difficulty It's getting more difficult as the number is higher. (1~9) Default : 3
	14) HOLE Y1 CENTER	Hole Y1 Center Press Mode sw	Calibration: Please perform this calibration whenever machine is moved. – In case default position is OK The Pole move to H4 → H1 → H9 step by step to check default position and save value automatically – In case default position is wrong. The pole move to H4 → H3 → H2 → H1 → H9 step by step and save value automatically.
	15) CREDIT SET	Credit Set 1 CREDIT 1 COIN	Set CREDIT /COIN Set value are 1/1, 1/2, 1/3, 1/4, 2/1 Default : 1/1

		LCD DISPLAY	DESCRIPTION
	16) GAME TIME	Game time 20 sec	Game time per a game Default : 20sec
	17) DEMO SOUND	DEMO SOUND	Demo sound On/Off Default : ON
	18) BUTTON & LEVER	LEVER GAME	It's optional to chose "Button" & Lever" Type (Need to change aseembly) Default : Lever game
	19) MENU EXIT	Menu Exit Press Mode Key	Exit menu.

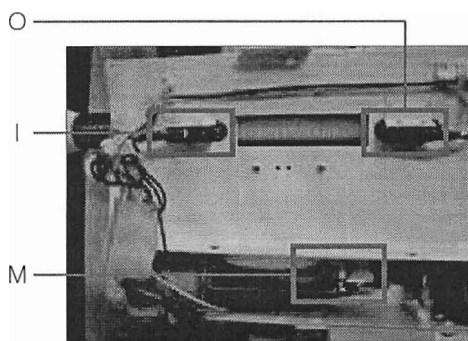
5. TROUBLESHOOTING

– MAIN COMPONENTS ERROR CHECK

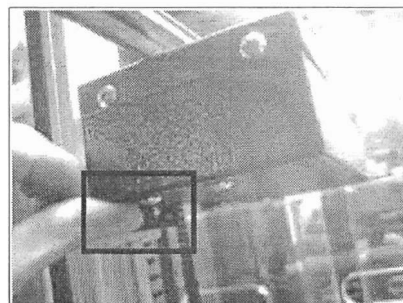
* SAVE + RESET : You may find below message when you press "Save" and "Reset" button at the same time.

If you press "Down" Switch, It moves to the left and right side to check motor.

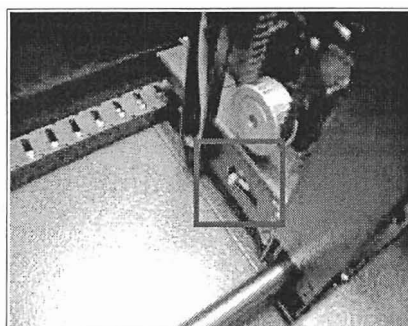
If you press "up" Switch, It moves to up and down to check motor.



PICTURE I, M, O



PICTURE D



PICTURE L



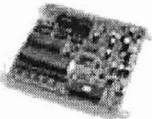
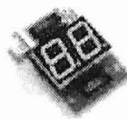
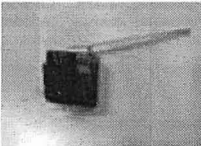
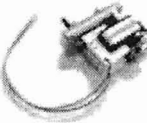
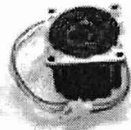
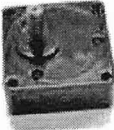
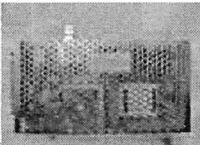
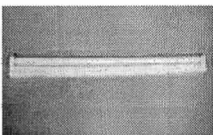
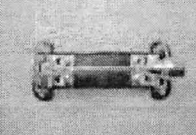
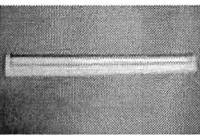
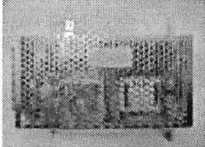
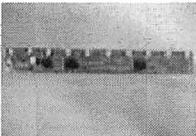
PICTURE R

	NORMAL	ERROR	DESCRIPTION	PROCESSING
I	1	0	PUSH ASS'Y Inner Switch ON/FF	CHANGE
M	1	0	PUSH ASS'Y Inner motor switch ON/OFF	CHANGE
O	0	1	PUSH ASS'Y rare switch ON/FF	CHANGE
U	1	0	–	–
D	0	1	PUSH ASS'Y Bottom switch ON/FF	CHANGE
L	0	1	PUSH ASS'Y L S/W ON/OFF	CHANGE
R	1	0	PUSH ASS'Y R S/W ON/OFF	CHANGE
1	1	0	No #1 button ON/OFF	CHANGE
2	1	0	No #2 button ON/OFF	CHANGE

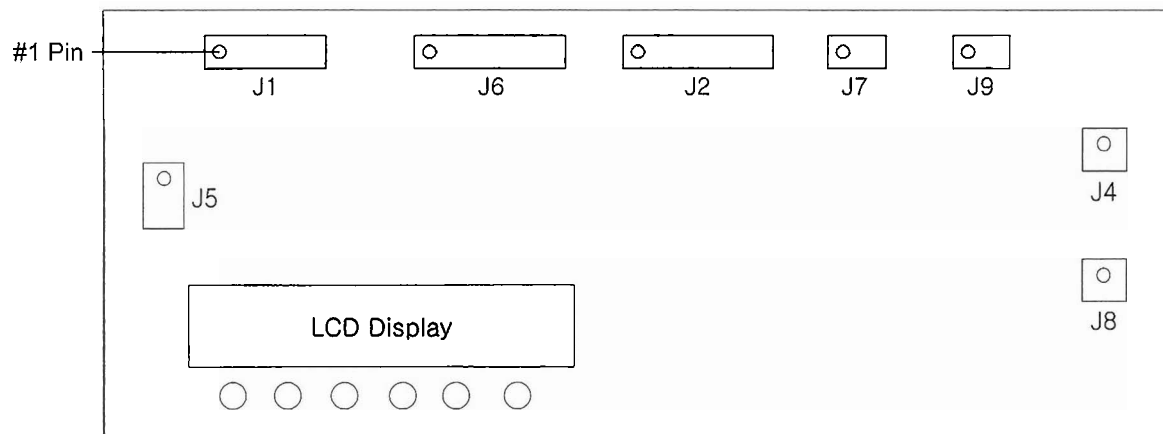
6. LIST

NO.	PIC	PART NAME	SPEC.	QTY	CODE NO.
1	○	CLASSIC MAIN PCB ASSY	—	1	MWIC0PAR101
2	○	CLASSIC SUB PCB ASSY	—	1	MWIC0PAR087
3	○	BELT	860XL W9.5	1	MWIC0PAR001
4		BILL ACCEPTER	OPTION		MWIC0PAR002
5	○	BUTTON UP	—	1	MWIC0PAR004
6		AS COVER	—	1	MWIC0PAR005
7	○	BUTTON ACRYL	—	1	MWIC0PAR006
8	○	DISPLAY ACRYL A	—	7	MWIC0PAR007
9	○	DISPLAY ACRYL B	—	3	MWIC0PAR008
10	○	ELECTRONIC BALLAST	110V / FPL 36W X 2	1	MWIC0PAR013
11	○	FND-1 PCB ASS'Y	CREDIT	1	MWIC0PAR014
12	○	LAMP	36W	2	MWIC0PAR017
13	○	MICRO SW B, F	5A 125-250VAC	2	MWIC0PAR020
14	○	MICRO SW BOTTOM	5A 125-250VAC	1	MWIC0PAR021
15	○	MICRO SW L, R	SZM-V16-5FA-63	2	MWIC0PAR022
16	○	MICRO SW	SZM-V16-FA-63	2	MWIC0PAR023
17	○	MOTOR	KGC-0083 DC12V, 7500 RPM	1	MWIC0PAR024
18	○	MOTOR	KWA-0255-IMF-04, DC12V 9100RPM	1	MWIC0PAR025
19	○	AC MOTOR	KAE-6130-TCB, AC 110V 50/60Hz	1	MWIC0PAR026
20	○	MOTOR STEPPING	4S56Q-08254SG	1	MWIC0PAR027
21	○	MOTOR STEPPING SUB	K6G3C	1	MWIC0PAR028
22	○	POWER SMPS	110V / 16V 7A, 5V 2A	1	MWIC0PAR030
23	○	SPEAKER	5W 8Ω	1	MWIC0PAR041
24	○	LAMP	T5 110V 21W	2	MWIC0PAR041
25	○	FND-2 PCB ASS'Y	TIME	1	MWIC0PAR056
26	○	TILT	—	1	MWIC0PAR100
27	○	LAMP	T5 220V 21W 60HZ	2	MWIC0PAR044
28	○	POWER SMPS	220V / 15V-7A 5V-2A KP-1033	1	MWIC0PAR042
29	○	AC MOTOR	KGB-0100 CMF01, AC 220V 50/60Hz	1	MWIC0PAR045
30	○	DOOR LED L PCB ASS'Y	—	1	AWCM0PCB004
31	○	DOOR LED R PCB ASS'Y	—	1	AWCM0PCB005

7. PICTURE

1	2	3	5	7
				
8	9	10	11	12
				
13	14	15	16	17
				
18	19	20	21	22
				
23	24	25	26	27
				
28	29	30	31	
				

8. PIN LAYOUT OF MAINBOARD



* J1 (Limit Connector)

1	Horizontal Left Limit SW (+)
2	Horizontal Right Limit SW (+)
3	Vertical Up Limit SW (+)
4	Vertical Down Limit SW (+)
5	Progress Bar in Limit SW (+)
6	Progress Bar Out Limit SW (+)
7	Progress Bar Stop Limit SW (+)
8	Ground

* J6 (Motor Connector)

1	Step Motor A
2	Step Motor /A
3	Step Motor B
4	Step Motor /B
5	Horizontal DC Motor (+)
6	Horizontal DC Motor (-)
7	Push DC Motor (+)
8	Push DC Motor (-)
9	DC +13V
10	DC -13V

* J2 (Button & Lamp Connector)

1	Display FND Data Signal
2	Display FND Clock Signal
3	Display FND Strobe Signal
4	Ground
5	Vertical Button Lamp (-)
6	Horizontal Button Lamp (-)
7	Vertical Button SW (+)
8	Horizontal Button SW (+)
9	DC +15V

* J7 (Sub Connector)

1	Credit In Signal
2	Ground
3	DC +15V

* J5 (Sub PCB Connector)

1	RS-232 Rx Data
2	RS-232 Tx Data
3	NC
4	Ground

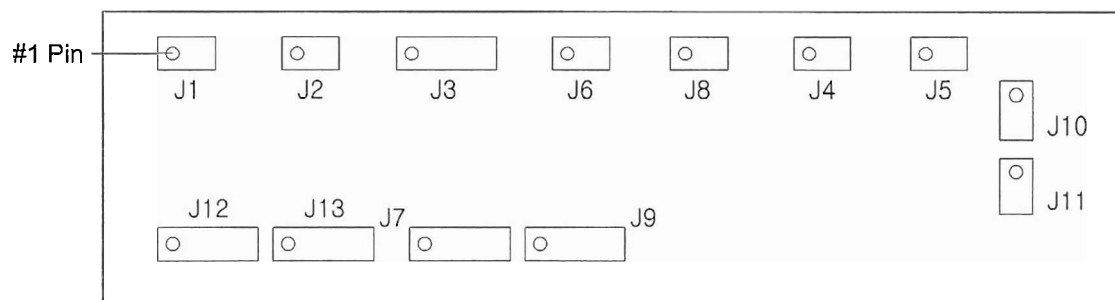
* J4 (Power Connector)

1	DC +15V
2	Ground

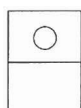
* J8 (Speaker Connector)

1	Speaker(+)
2	Ground

9. PIN LAYOUT OF SUB-BOARD



* J1 (115VAC Connector)

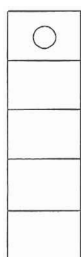


1. 115VAC hot.
2. 115VAC hot.

* J2 (AC Motor Connector)

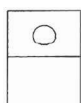
1. Door AC Motor
2. Door AC Motor

* J3 (Bill Acceptor Connector)



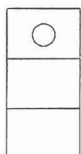
1. Bill Acceptor 115VAC
2. Bill Acceptor 115VAC
3. NC
4. Bill accept signal(+)
5. Bill accept signal(-)

* J6 (NC Connector)



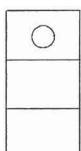
1. NC
2. Ground

* J4 (A Coin Selector Connector)



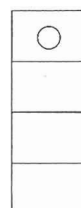
1. Accept signal(+)
2. Ground
3. DC+12V

* J5 (B Coin acceptor Connector)



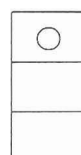
1. Accept signal(+)
2. Ground
3. DC+12V

* J7 (Main PCB Connector)



1. RS-232 Tx data
2. RS-232 Tx data
3. NC
4. Ground

* J9 (Main PCB Connector)



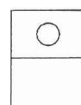
1. Credit out Signal
2. Ground
3. DC+15V

* J10 (Counter Connector)



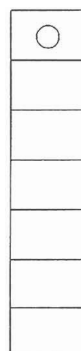
1. Signal
2. Ground

* J11 (Counter Connector)



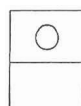
1. Signal
2. Ground

* J12 (A led Counter)



1. 5V
2. 5V
3. S data
4. Clock
5. Strobe
6. Ground
7. Ground

* J13 (B led Connector)



1. DC+15V
2. Ground

1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20
21
22
23
24
25
26
27
28
29
30
31
32
33
34
35
36
37
38
39
40
41
42
43
44
45
46
47
48
49
50
51
52
53
54
55
56
57
58
59
60
61
62
63
64
65
66
67
68
69
70
71
72
73
74
75
76
77
78
79
80
81
82
83
84
85
86
87
88
89
90
91
92
93
94
95
96
97
98
99
100
101
102
103
104
105
106
107
108
109
110
111
112
113
114
115
116
117
118
119
120
121
122
123
124
125
126
127
128
129
130
131
132
133
134
135
136
137
138
139
140
141
142
143
144
145
146
147
148
149
150
151
152
153
154
155
156
157
158
159
160
161
162
163
164
165
166
167
168
169
170
171
172
173
174
175
176
177
178
179
180
181
182
183
184
185
186
187
188
189
190
191
192
193
194
195
196
197
198
199
200
201
202
203
204
205
206
207
208
209
210
211
212
213
214
215
216
217
218
219
220
221
222
223
224
225
226
227
228
229
230
231
232
233
234
235
236
237
238
239
240
241
242
243
244
245
246
247
248
249
250
251
252
253
254
255
256
257
258
259
260
261
262
263
264
265
266
267
268
269
270
271
272
273
274
275
276
277
278
279
280
281
282
283
284
285
286
287
288
289
290
291
292
293
294
295
296
297
298
299
300
301
302
303
304
305
306
307
308
309
310
311
312
313
314
315
316
317
318
319
320
321
322
323
324
325
326
327
328
329
330
331
332
333
334
335
336
337
338
339
340
341
342
343
344
345
346
347
348
349
350
351
352
353
354
355
356
357
358
359
360
361
362
363
364
365
366
367
368
369
370
371
372
373
374
375
376
377
378
379
380
381
382
383
384
385
386
387
388
389
390
391
392
393
394
395
396
397
398
399
400
401
402
403
404
405
406
407
408
409
410
411
412
413
414
415
416
417
418
419
420
421
422
423
424
425
426
427
428
429
430
431
432
433
434
435
436
437
438
439
440
441
442
443
444
445
446
447
448
449
450
451
452
453
454
455
456
457
458
459
460
461
462
463
464
465
466
467
468
469
470
471
472
473
474
475
476
477
478
479
480
481
482
483
484
485
486
487
488
489
490
491
492
493
494
495
496
497
498
499
500
501
502
503
504
505
506
507
508
509
510
511
512
513
514
515
516
517
518
519
520
521
522
523
524
525
526
527
528
529
530
531
532
533
534
535
536
537
538
539
540
541
542
543
544
545
546
547
548
549
550
551
552
553
554
555
556
557
558
559
560
561
562
563
564
565
566
567
568
569
570
571
572
573
574
575
576
577
578
579
580
581
582
583
584
585
586
587
588
589
590
591
592
593
594
595
596
597
598
599
600
601
602
603
604
605
606
607
608
609
610
611
612
613
614
615
616
617
618
619
620
621
622
623
624
625
626
627
628
629
630
631
632
633
634
635
636
637
638
639
640
641
642
643
644
645
646
647
648
649
650
651
652
653
654
655
656
657
658
659
660
661
662
663
664
665
666
667
668
669
670
671
672
673
674
675
676
677
678
679
680
681
682
683
684
685
686
687
688
689
690
691
692
693
694
695
696
697
698
699
700
701
702
703
704
705
706
707
708
709
710
711
712
713
714
715
716
717
718
719
720
721
722
723
724
725
726
727
728
729
730
731
732
733
734
735
736
737
738
739
740
741
742
743
744
745
746
747
748
749
750
751
752
753
754
755
756
757
758
759
760
761
762
763
764
765
766
767
768
769
770
771
772
773
774
775
776
777
778
779
780
781
782
783
784
785
786
787
788
789
790
791
792
793
794
795
796
797
798
799
800
801
802
803
804
805
806
807
808
809
810
811
812
813
814
815
816
817
818
819
820
821
822
823
824
825
826
827
828
829
830
831
832
833
834
835
836
837
838
839
840
84

HOW TO CHANGE THE PAYOUT % NUMBER

For example: You want to change the 2nd row from the bottom up, "Y2 Random", to be 800; which means players will need to play 800 times on that row only, to have a chance to win.

Instructions :

WINNERS CUBE 8.1

* Setting Mode *

1. Turn on the game and you will see this display for about 2 seconds.

Today 0
Total 19

2. Then a display showing the quantity of plays will show **This display shows the TOTAL PLAYS**

* Payout % setting example

Setting Mode

Press any key!

Press the **MODE** button, below the display and you will enter the 'Setting Mode'. Press **UP** button to select desired rows.

2. Hole Y2 Random

500

At first Press the **UP** button twice, and you will see on the display setup for Y2 row.

2. Hole Y2 Random

XXX

Press the **MODE** button to enter the edit mode, and number will STOP blinking.

2. Hole Y2 Random

800

Press the **UP** button and keep pressing until the desired number. When finished, press **SAVE** button and the number will blink again.

* Calibration of pole position

8. Hole Y1 Center

Press Mode SW

1. Press **MODE** button, go to "8. Hole Y1 Center" and press **MODE** button. *It is Mode SW to set the Pole position to correct position. **If the pole is passed through Hole Y1, Pole position is correctly set. --- Shortening key : PRESS **DOWN** KEY ---

*** NOTE :** In case that the standard pole position is wrong during Calibration, It automatically locates standard pole position.
However, it's strongly recommended to perform calibration one or two times more after relocating the pole position.
And any movement of this machine.

2. Then press the UP button until it displays, "EXIT MENU", then press the MODE button.

IMPORTANT

Calibration is required after adjusting the Payout % number any movement of this machine.

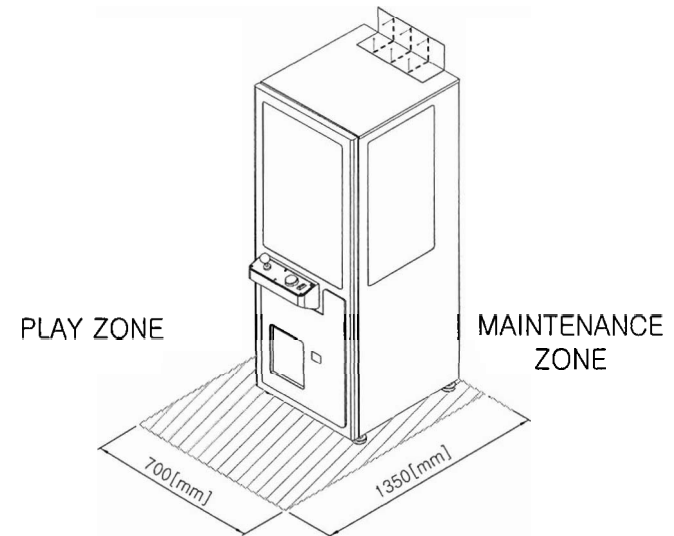
*** For any questions or concerns, please contact Andamiro USA Tech Support at (310) 525-1816 ***

* INSTALLATION

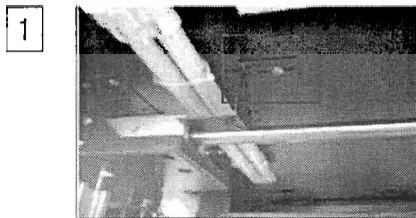
- Need to have installation place.
Maintenance Zone & Play zone should have at least 700mm x 1350mm each.

IMPORTANT

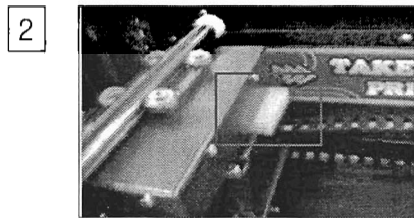
- Once you set up the machine with required game-play area, when installing this product, set the 2 leg levelers evenly on the floor and make sure that it and you must fixed, The product is installed stably in a horizontal position by bracket. Otherwise the set winning percentage can be twisted.



[How to installation]



1
FIX BRACKET
[WITH SCREW 1 PCS]

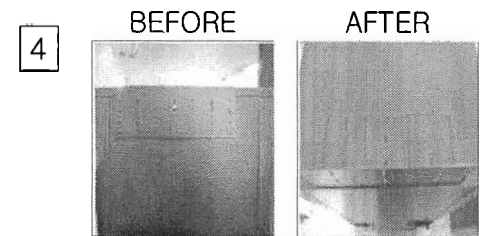


2
SPONGE

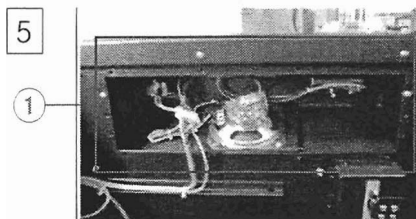
- 1 ~ 3 Remove package for each parts.



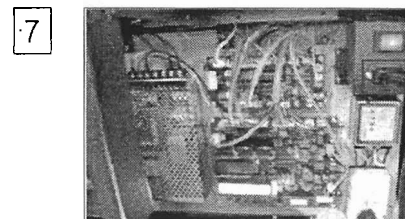
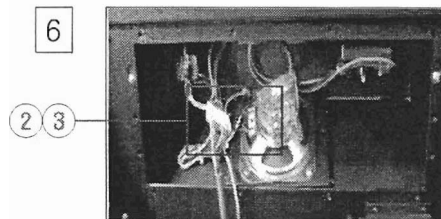
3
CABLE TIE



4
BRACKET INSTALL



- Assemble ① the button ass'y by screws
- Connect ③ the button ass'y harness with ② speaker harness as follows.
- Plug the ④ AC Power cord into the outlet of outside.
- Turn on the ⑤ UPS power s/w at first. Turn on ⑥ the Power switch.



8 CALIBRATION

Hole Y1 Center
* Press Mode S/W *

- Press "MODE" and goto the "14. HOLE Y1 CENTER" by press "UP" and then press "MODE"
You can see that push ass'y is moving H1-H4-H9 hole step by step.
**If the pole is passed through Hole H4->H1->H9 Pole position is correctly set. Maybe it takes 2 minutes, Shortening key : Press DOWN

