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SERVICE MANUAL

MARVEL AVENGERS INFINITY STONE CHALLENGE

[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.

ISSUE DATE:Oct. 18, 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.

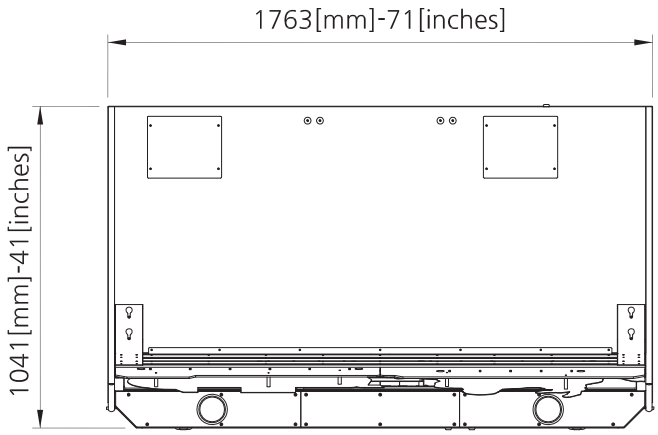
PRÉCAUTIONS LORS DU MANIEMENT

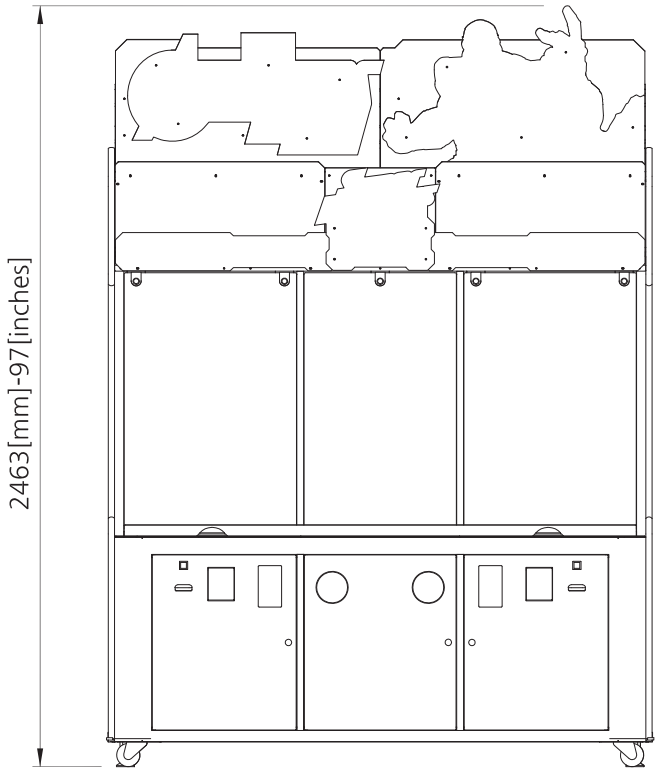
- Lors de la mise en place, l'inspection, l'entretien, déplacement ou le transport de ce produit, suivez les procédures et les instructions énoncées dans ce manuel et effectuer ce travail en toute sécurité.
- Ne pas mettre en place, manipuler, inspecter, entretenir, déplacer ou transporter ce produit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

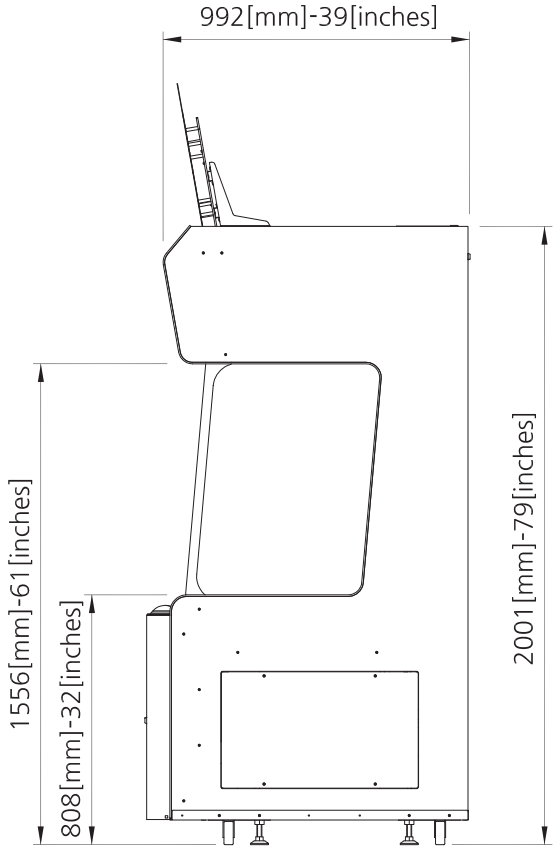
CONTENTS

1. SPECIFICATION AND DIMENSION

1-1. DIMENSION





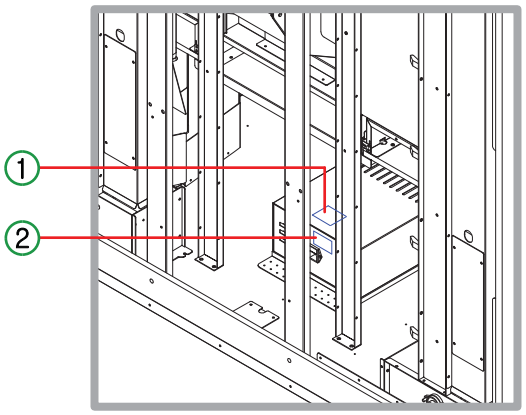


1-2. SPECIFICATION

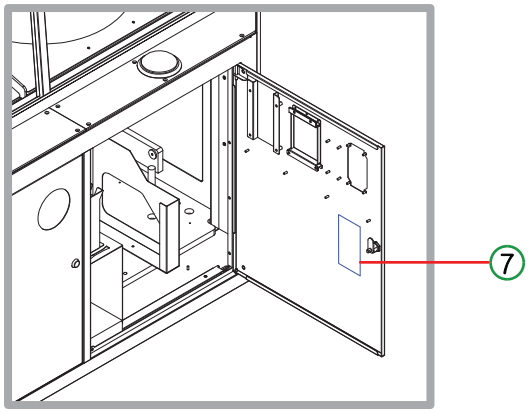
DIMENSIONS (W x D x H)	1763 x 1041 x 2463 (mm)	
PACKING DIMENSIONS (W x D x H)	1150 x 1900 x 2210 (mm)	
WEIGHT (kg)	426 kg [WEIGHT INCLUDING : 492 kg] PACKAGING	
VOLTAGE	AC 120V	AC 230V
FREQUENCY RANGE	60Hz	50/60Hz
CONSUMPTION	400W	
CERTIFICATION	–	

* The 120V voltage specification is for the Americas only,
and the 230V (50/60Hz) voltage specifications are for other countries.

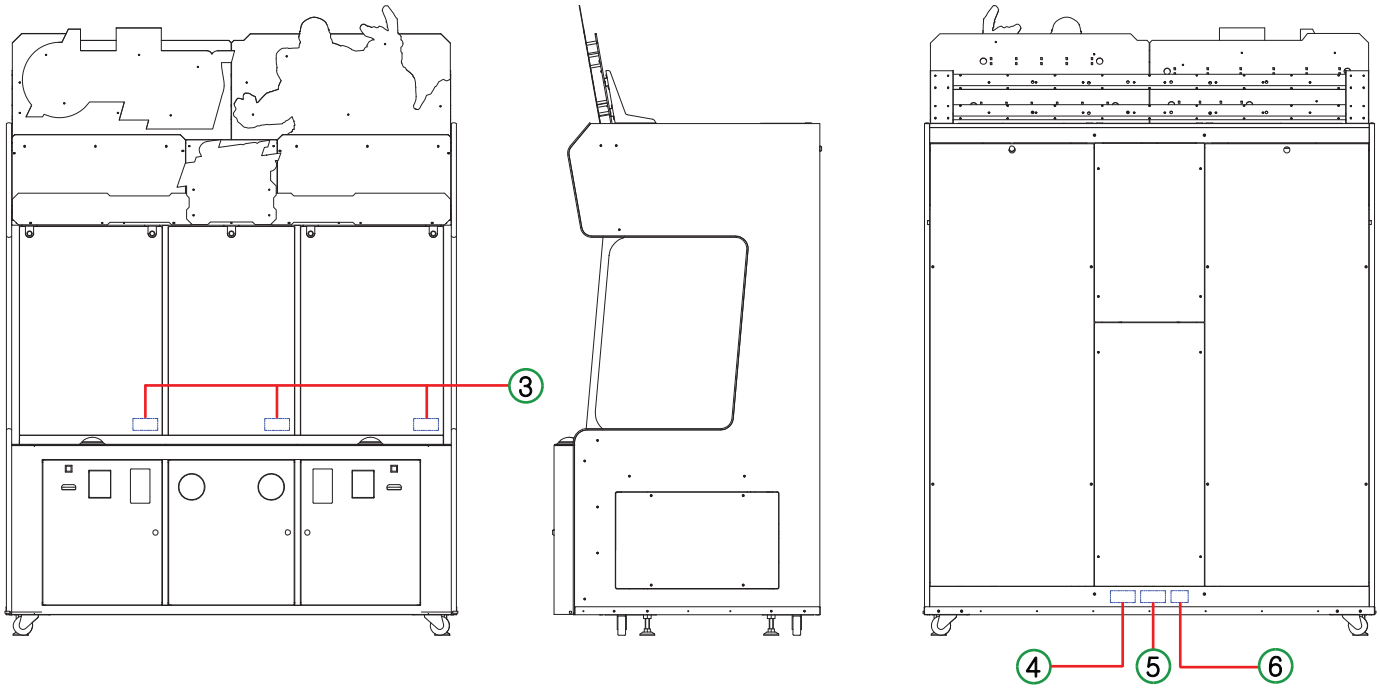
1-3. STICKER LOCATION



SMPS COVER



ERROR STICKER



1

⚠WARNING/ATTENTION

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

Il y a un risque d'éléctrocution, n'ouvrez pas le produit excepté le responsable, s'il vous plaît.

2

⚠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"

3

CAUTION/ PRUDENCE

Do not push or hit this. It would be damaged.

Ne pas la pousser ou frapper. Elle serait endommagée.

4

WARNING

ROCKING, SHAKING, OR TIPPING MAY CAUSE INJURY OR DEATH ! This unit must be fastened securely to the wall, floor or adjacent object in compliance with the installation instructions.

ATTENTION

AGITER, SECOUER OU BASCULER PEUT CAUSER DES BLESSURES OU ENTRAÎNER LA MORT! Cette unité doit être fixée au mur, au plancher ou à un objet à proximite conformément aux instructions d'installation.

5

MODEL NAME	
PRODUCT S/N	
MAIN BOX S/N	
LCD S/N	
CERTIFICATE	

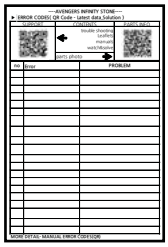
MADE IN KOREA

Koyang-si, Kyouggi-do,Korea Phone:82-31-909-2100

6

1 YEAR LIMITED WARRANTY

7



2. INSTALL INFORMATION

*** PLEASE DO NOT INSTALL PRODUCT IN A PLACE WITH A LOT OF SUNLIGHT. IT CAN BE A PROBLEM FOR THE OPERATION OF THE PRODUCT.**

2-1. INSTALLATION SPACE

※ Maintenance zone & Play zone should have at least 2500mm(99 inch) * 2500mm(99inch) each

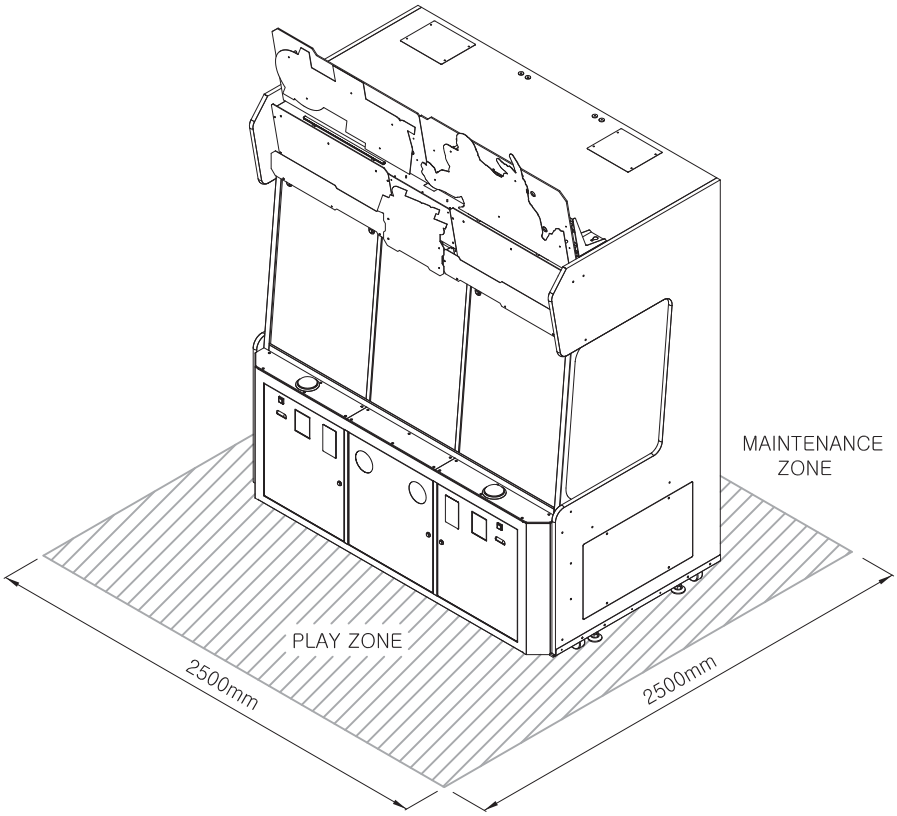
2-2. MAINTAIN PRODUCT FLATNESS

※ After installation is complete

※ 2-1 After securing space, adjust the 4 adjuster so that the product is stably leveled

2-3. IMPORTANCE

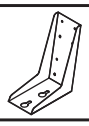
※ **This product should be indoor use and out of direct sunlight**



3. COMPONENTS

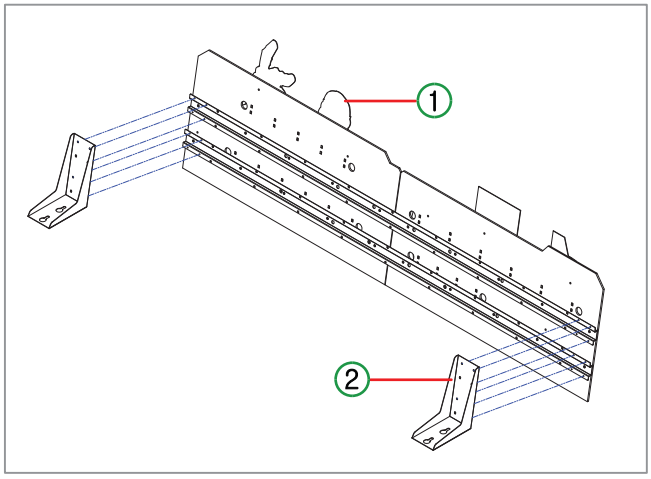
NO	PART NAME	Q'TY	SPARE
1	AC POWER CORD	1	
2	KEY 7001	2	
3	SCREW TH [M4x8L]	28	8
4	SCREW TH [M4x14L]	4	2
5	SCREW R.H.C [M6x20L]	4	2
6	MAIN BILLBOARD FIX BKT	2	
7	AC CORD COVER BKT	1	
8	RENCH [2mm]	1	
9	RENCH [2.5mm]	1	
10	RENCH [3mm]	1	

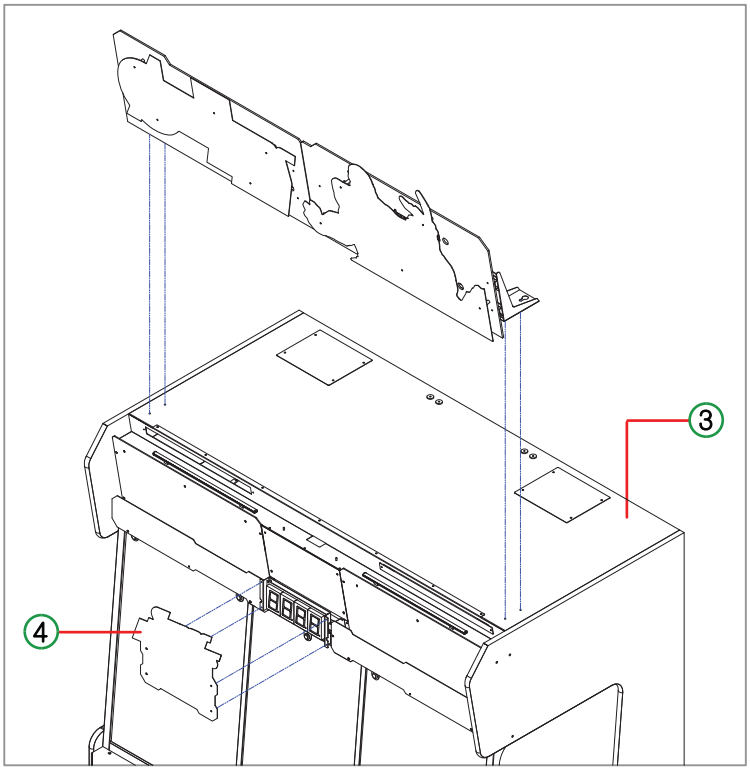
NO	PART NAME	Q'TY	SPARE
11	BALL (RED)	10	
12	BALL (BLUE)	10	
13	BALL (GREEN)	10	
14	BALL (PURPLE)	10	
15	BALL (YELLOW)	10	
16	BALL (BLACK)	4	
17	MANUAL	1	

▼ 1	▼ 2	▼ 3,4	▼ 5	▼ 6	▼ 7
					
▼ 8, 9, 10	▼ 11 ~ 16	▼ 17			
					

4. INSTALL

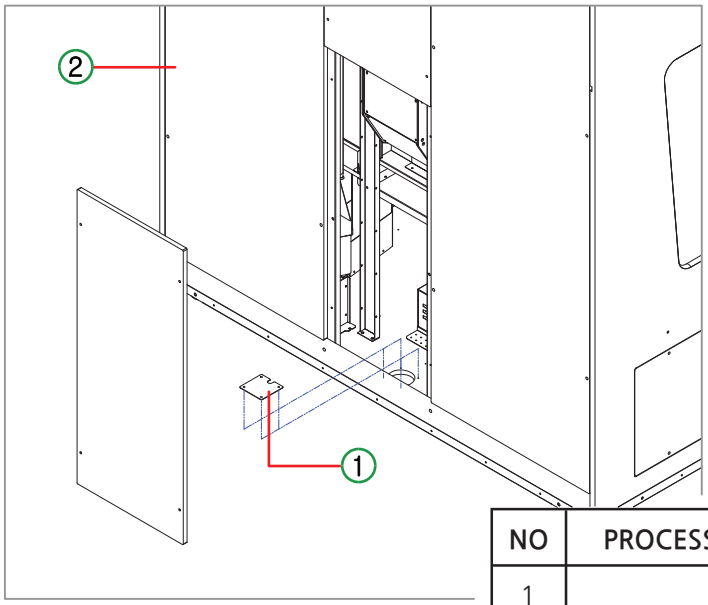
4-1. HOW TO INSTALL_BILLBOARD





NO	PROCESS	ITEM	Q'TY	BOLT	SPEC	Q'TY
1		BILLLBOARD	1			
2	ASSEMBLE	MAIN BILLBOARD FIX BKT	2	TH	M4*8L	16
3	ASSEMBLE	MAIN CABINET	1	R.H.C	M6*20L	4
4	ASSEMBLE	SUPER BONUS FND ACRYL	1	TH	M4*8L	4
*	CONNECTOR	CONNECTION				

4-2. HOW TO INSTALL_AC COVER BKT

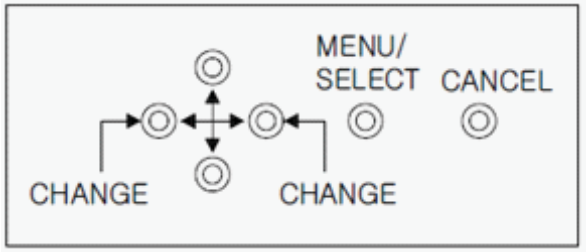
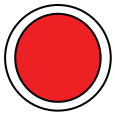
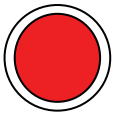


NO	PROCESS	ITEM	Q'TY	BOLT	SPEC	Q'TY
1		MAIN CABINET	1			
2	ASSEMBLE	AC CORD COVER BKT	1	TH	M4*14L	4
*	POWER ON	This product is a free bolt product. (AC 120-230V)				

5. SETUP SETTING

5-1. MACHINE SETUP

1.SETUP BUTTON LAYOUT

	1) [↑↓] UP/DOWN KEY : MENU UP / DOWN MOVE 2) [←→] LEFT/RIGHT KEY : CHANGE SETTING VALUE 3) MENU/SELECT KEY : SET UP MENU MODE, SELECT AND PERFORM 4) CANCEL KEY : EXIT
 1P SERVICE / RESET  2P SERVICE / RESET	NORMALLY SERVICE IN, IN CASE OF ERROR, USE THIS BUTTON TO CLEAR ERROR * EACH TIME SERVICE IN IS PRESSED ONCE, THE NUMBER SET IN PLAYS / COIN GOES UP

[OPERATION MENU]

OPERATING OPTIONS	
PRESS MENU BUTTON. [MENU/SELECT BUTTON : ENTER]	
PROGRAM SETTINGS	MODE FOR SETTING
COLOR ADJUST	ADJUSTING COLOR
CLEAR MODE	MODE FOR CLEAR
BOOKKEEPING	CHECKING GAME DATA
FACTORY SETTING	INITIALIZING TO FACTORY SETTING
TEST MODE	MODE FOR TESTING
PLAYFIELD-SETUP	PLAYFIELD SETUP
CALIBRATION-SPIN	SUPER SPIN MOTOR CALIBRATION
GAME MODE	EXIT OPERATION OPTIONS

5-2. PROGRAM SETTINGS

LCD DISPLAY	DESCRIPTION	RANGE	DEFAULT
CREDIT/COIN	SETTING NUMBER OF CREDIT PER COIN ※ IF YOU SAVE AFTER CHANGE, GAME DATA WILL BE CLEARED	FREE, 1/1, 1/2, 1/3, 1/4, 1/5, 1/6, 1/7, 1/8, 1/9, 1/10, 2/1, 3/1, 4/1, 5/1	**1/1**
CREDIT/BILL	SETTING NUMBER OF CREDIT PER BILL ※ IF YOU SAVE AFTER CHANGE, GAME DATA WILL BE CLEARED	1 ~ 10	**1**
PAYOUT PRESET	SETTING PAYOUT TYPE SET DEFAULT OF BALL TICKET, SUPER BONUS ※ IF YOU SAVE AFTER CHANGE, GAME DATA WILL BE CLEARED	1 ~ 5 (REFER TO BELOW TABLE #1) CUS: Display CUS when TYPE default value is changed in PAYOUT CUSTOM	**4**
PAYOUT CUSTOM [->sub menu]	PAYOUT RELATED DATAILS SETTING ※ IF YOU SAVE AFTER CHANGE, GAME DATA WILL BE CLEARED	=> (sub menu) (See Table #2 below)	
DIFFICULTY	SETTING GAME DIFFICULTY ※ IF YOU SAVE AFTER CHANGE, GAME DATA WILL BE CLEARED	EASY-1, EASY-2, EASY-3 EASY-4, NORM-5, NORM-6, NORM-7, NORM-8, HARD-9	**NORM-5**
MERCY TICKET	SETTING NUMBER OF TICKETS TO BE DISPENSED IN CASE OF TRY AGAIN	0 ~ 20	**0**
TICKET/SCORE	SETTING TICKET DISPENSING RATE	NONE, 1/1, 1/2	**1/1**
ATTRACT VOL	SETTING DEMO SOUND ON/OFF AND VOLUME "OFF" : NO SOUND 10 ~ 100 : SOUND VOLUME(%)	OFF, 10 ~ 100 (INCREASES BY 10)	**70**
HOLE 1P	SET 1P SUCCESS FAILURE RECOGNITION METHOD	SEN+SW, SENSOR, SWITCH	**SEN+SW**
HOLE 2P	SET 2P SUCCESS FAILURE RECOGNITION METHOD	SEN+SW, SENSOR, SWITCH	**SEN+SW**
SAVE & EXIT	SAVE AND EXIT	BY PRESSING SELECT BUTTON, PERFORM BY MOVING THE CURSOR TO [YES] or [NO]	
CANCEL & EXIT	CANCEL AND EXIT		

〈 TABLE #1 〉

PAYOUT PRESET – Default TABLE					
PAYOUT PRESET	TYPE-1	TYPE-2	TYPE-3	TYPE-4	TYPE-5
RED BALL	5	10	25	40	70
BLUE BALL	3	5	15	20	30
GREEN BALL	10	20	40	70	100
PURPLE BALL	7	15	30	50	90
YELLOW BALL	4	7	20	30	50
SUPER BONUS	100	250	500	1000	1000
BONUS INCREMENT	0	0	0	0	0
BONUS LIMIT	3000	3000	3000	3000	3000
SUPER SPIN 2	15	30	70	100	150
SUPER SPIN 3	20	50	90	150	200
SUPER SPIN 4	30	70	120	200	300
SUPER SPIN 5	20	50	90	150	200
SUPER SPIN 6	15	30	70	100	150
SUPER SPIN 7	50	150	250	300	500
SUPER SPIN 8	15	30	70	100	150
SUPER SPIN 9	20	50	90	150	200
SUPER SPIN 10	30	70	120	200	300
SUPER SPIN 11	20	50	90	150	200
SUPER SPIN 12	15	30	70	100	150

〈 TABLE # 2〉

PAYOUT CUSTOM ※ IF YOU SAVE AFTER CHANGE, GAME DATA WILL BE CLEARED			
LCD DISPLAY	DESCRIPTION	RANGE	DEFAULT
RED BALL	SET TICKETS FOR RED BALL	0 ~ 300	40
BLUE BALL	SET TICKETS FOR BLUE BALL	0 ~ 300	20
GREEN BALL	SET TICKETS FOR GREEN BALL	0 ~ 300	70
PURPLE BALL	SET TICKETS FOR PURPLE BALL	0 ~ 300	50
YELLOW BALL	SET TICKETS FOR YELLOW BALL	0 ~ 300	30
SUPER BONUS	SET TICKETS FOR SUPER BONUS	0 ~ 9950	1000
BONUS INCREMENT	SET SUPER BONUS INCREMENT	0 ~ 50	0
BONUS LIMIT	SET LIMIT OF SUPER BONUS	0 ~ 9950	3000
SUPER SPIN 2	SET TICKETS FOR SUPER SPIN 2	0 ~ 1000	100
SUPER SPIN 3	SET TICKETS FOR SUPER SPIN 3	0 ~ 1000	150
SUPER SPIN 4	SET TICKETS FOR SUPER SPIN 4	0 ~ 1000	200
SUPER SPIN 5	SET TICKETS FOR SUPER SPIN 5	0 ~ 1000	150
SUPER SPIN 6	SET TICKETS FOR SUPER SPIN 6	0 ~ 1000	100
SUPER SPIN 7	SET TICKETS FOR SUPER SPIN 7	0 ~ 1000	300
SUPER SPIN 8	SET TICKETS FOR SUPER SPIN 8	0 ~ 1000	100
SUPER SPIN 9	SET TICKETS FOR SUPER SPIN 9	0 ~ 1000	150
SUPER SPIN 10	SET TICKETS FOR SUPER SPIN 10	0 ~ 1000	200
SUPER SPIN 11	SET TICKETS FOR SUPER SPIN 11	0 ~ 1000	150
SUPER SPIN 12	SET TICKETS FOR SUPER SPIN 12	0 ~ 1000	100
EXIT	TEMPORARILY SAVE AND EXIT IF YOU SELECT “SAVE & EXIT ” FROM THE UPPER MENU, IT IS ACTUALLY SAVED		
CANCEL & EXIT	IF YOU SELECT “SAVE & EXIT” FROM		

5-3. COLOR ADJUST

COLOR ADJUST

BALL COLOR VALUE SETTING.

※ Please note that color ball recognition error may occur when changing the setting value of this item.

LCD DISPLAY	DESCRIPTION	RANGE	DEFAULT
COLOR PRESET	COLOR PRESET SETTING	1~4, CUS CUS : ADJUST COLOR WHEN CHANGING COLOR FROM BANK, IT IS DISPLAYED AS CUS	1
ADJ COLOR BANK 1	COLOR BANK 1 DETAILED SETTING (for indoor use)	=> (sub menu)	
ADJ COLOR BANK 2	COLOR BANK 2 DETAILED SETTING (for indoor use)	=> (sub menu)	
SAVE & EXIT	SAVE AND EXIT	PRESS THE SELECT BUTTON [YES] or [NO] EXECUTE AFTER MOVING THE CURSOR	
CANCEL & EXIT	CANCEL AND EXIT		

ADJ COLOR BANK 1, 2

TO CHANGE THE COLOR SETTING VALUE, PLACE THE CURSOR ON THE COLOR YOU WANT TO CHANGE AND PRESS THE SELECT BUTTON.

※ Please note that color ball recognition error may occur when changing the setting value of this item.

LCD DISPLAY	DESCRIPTION	RANGE	DEFAULT
BLACK	SET BLACK VALUE SHOW PRESET RGB DEFAULTS ON THE RIGHT	=> (sub menu)	
RED	SET RED VALUE SHOW PRESET RGB DEFAULTS ON THE RIGHT	=> (sub menu)	
GREEN	SET GREEN VALUE SHOW PRESET RGB DEFAULTS ON THE RIGHT	=> (sub menu)	
YELLOW	SET YELLOW VALUE SHOW PRESET RGB DEFAULTS ON THE RIGHT	=> (sub menu)	
BLUE	SET BLUE VALUE SHOW PRESET RGB DEFAULTS ON THE RIGHT	=> (sub menu)	
PURPLE BALL	SET PURPLE VALUE SHOW PRESET RGB DEFAULTS ON THE RIGHT	=> (sub menu)	
EXIT	KEEP MODIFIED VALUES AND EXIT		
CANCEL & EXIT	CANCEL AND EXIT		

BLACK, RED, GREEN, YELLOW, BLUE, PURPLE SET THE SELECTED COLOR VALUE

LCD DISPLAY	DESCRIPTION	RANGE	DEFAULT
R	CHANGE R VALUE / SHOW [DEFAULT] ON THE RIGHT	0 ~ 255	
G	CHANGE G VALUE / SHOW [DEFAULT] ON THE RIGHT	0 ~ 255	
B	CHANGE B VALUE / SHOW [DEFAULT] ON THE RIGHT	0 ~ 255	
EXIT	KEEP MODIFIED VALUES AND EXIT		
CANCEL & EXIT	CANCEL AND EXIT		

5-4. CLEAR MODE

CLEAR MODE GAME DATA AND BOOKKEEPING CAN BE DELETED		
LCD DISPLAY	**DESCRIPTION**	**EXECUTION**
CLEAR TICKETS	DLELETE REMAINING TICKETS TO BE DISPENSED NOW	BY PRESSING SELECT BUTTON, PERFORM BY MOVING THE CURSOR TO [YES] or [NO]
CLEAR CREDIT	DELETE REMAINING PLAYS (CREDITS)	
CLEAR GAME DATA	GAME ALL GAME DATA AND BOOKKEEPING DATA INCLUDING CREDITS AND TICKETS	
EXIT	EXIT	

5-5. BOOKKEEPING

BOOKKEEPING	
LCD DISPLAY	**DESCRIPTIONS**
- COIN COUNTER - 1P : 0 2P : 0 TOTAL: 0	NUMBER OF COIN IN
- BILL COUNTER - 1P : 0 2P : 0 TOTAL: 0	NUMBER OF BILL IN
- SERVICE COUNTER - 1P : 0 2P : 0 TOTAL: 0	NUMBEER OF SERVICE IN
- TICKET COUNTER - 1P : 0 2P : 0 TOTAL: 0	NUMBER OF TICKET OUT
- GAME PLAYS - 1P : 0 2P : 0 TOTAL: 0	NUMBER OF GAME PLAY
- PAYOUT AVERAGE - 1P : 0.0% 2P : 0.0% TOTAL: 0 .0%	AVERAGE PAYOUT
- PAYOUT DETAILS - MAIN GAME: 0 SUPER SPIN: 0 SUPER BONUS: 0	NUMBER OF TICKET OUT PER ITEMS
- HOLE SUCCESS - 1P : 0.0% 2P : 0.0% TOTAL: 0 .0%	BALL SUCCESS RATE
- BLACK BALL - 1P : 0 2P : 0 TOTAL: 0	NUMBER OF WIN BLACK BALL
- RED BALL - 1P : 0 2P : 0 TOTAL: 0	NUMBER OF WIN RED BALL

- BLUE BALL - 1P : 0 2P : 0 TOTAL: 0	NUMBER OF WIN BLUE BALL
- GREEN BALL - 1P : 0 2P : 0 TOTAL: 0	NUMBER OF WIN GREEN BALL
- PURPLE BALL - 1P : 0 2P : 0 TOTAL: 0	NUMBER OF WIN PURPLE BALL
- YELLOW BALL - 1P : 0 2P : 0	NUMBER OF WIN YELLOW BALL
- SUPER SPIN 6BALL - 1P : 0 2P : 0 TOTAL: 0	NUMBER OF SUPER SPIN BY WINNING 6-BALLS
- SUPER SPIN BLACK - 1P : 0 2P : 0 TOTAL: 0	NUMBER OF SUPER SPIN BY WINNING BLACK BALL
- SUPER BONUS - 1P : 0 2P : 0 TOTAL: 0	NUMBER OF WIN SUPER BONUS
- SUPER SPIN # 2 - 1P : 0 2P : 0 TOTAL: 0	NUMBER OF WIN SUPER SPIN #2
- SUPER SPIN # 3 - 1P : 0 2P : 0 TOTAL: 0	NUMBER OF WIN SUPER SPIN #3
- SUPER SPIN # 4 - 1P : 0 2P : 0 TOTAL: 0	NUMBER OF WIN SUPER SPIN #4
- SUPER SPIN #5 - 1P : 0 2P : 0 TOTAL: 0	NUMBER OF WIN SUPER SPIN #5
- SUPER SPIN #6 - 1P : 0 2P : 0 TOTAL: 0	NUMBER OF WIN SUPER SPIN #6
- SUPER SPIN #7 - 1P : 0 2P : 0 TOTAL: 0	NUMBER OF WIN SUPER SPIN #7
- SUPER SPIN #8 - 1P : 0 2P : 0 TOTAL: 0	NUMBER OF WIN SUPER SPIN #8
- SUPER SPIN #9 - 1P : 0 2P : 0 TOTAL: 0	NUMBER OF WIN SUPER SPIN #9
- SUPER SPIN #10 - 1P : 0 2P : 0 TOTAL: 0	NUMBER OF WIN SUPER SPIN #10

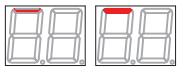
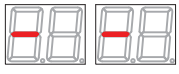
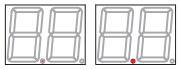
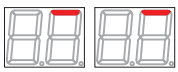
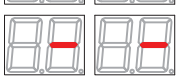
- SUPER SPIN #11 - 1P : 0 2P : 0 TOTAL: 0	NUMBER OF WIN SUPER SPIN #11
- SUPER SPIN #12 - 1P : 0 2P : 0 TOTAL: 0	NUMBER OF WIN SUPER SPIN #12
- VERSION INFO - AVENGERS INFINITY STONE	VERSION INFORMATION

FACTORY-SETTING

INITIALIZE TO FACTORY SETTING VALUE (DELETE DATA AND SET TO GAME DEFAULT VALUE)

LCD DISPLAY (PERFORM)		LCD DISPLAY (PERFORM)
FACTORY-SETTING ARE YOU SURE? YES or [NO] PERFORM BY MONING THE CURSER	RECONFIRM	**FACTORY-SETTING** REALLY ? YES or [NO] PERFORM BY MOVING THE CURSER

5-6. TEST MODE

TEST MODE		
LCD DISPLAY	**COMPOSITION**	**DISCRIPTIONS**
INPUT TEST	(REFER TO BELOW TABLE#3)	INPUT SIGNAL TEST TICKET FND & TOKEN FND : DISPLAY OF INPUT SIGNAL STATUS
FND & LED OFF	OFF/ON/STEP	FND & LED OPERATION TEST CHECK FND AND LED OPERATION STATUS
COIN TEST 1P TEST 1 OFF 2P TEST 1 OFF	OFF/ON DISPLAY OF COIN SENSOR	COIN SELECTOR INHIBIT TEST CHECK COIN SELECTOR POWER OFF BY PERFORMING BALL DROP FND : DISPLAY SENSOR STATUS
TICKET TEST 1P TEST 3 OFF 2P TEST 3 OFF	OFF/ON NUMBER OF TICKET DISPENSING	TICKET DISPENSER TEST WHEN EXECUTED, 3 TICKETS ARE DISPENSED AND STOP AUTOMATICALLY BALL DROP FND : DISPLAY SENSOR AND DISPENSING TICKETS
COUNTER TEST COIN TICKET 1P 0 0 2P 0 0	DISPLAY OF COUNTER SIGNAL	COUNTER TEST LEFT BUTTON : COIN COUNTER TEST RIGHT BUTTON : TICKET COUNTER TEST ONE COUNTS PER EACH PRESS
SUPER SPIN TEST TEST 0 OFF SAVE SPIN HOME POS	OFF/ON HOME POS CONTROL	SUPER SPIN TEST AUTO STOP AFTER SPIN WHEN RUNNING BALL DROP FND : DISPLAY SENSOR
BOTTOM WHEEL TEST 1P TEST 1 OFF 2P TEST 1 OFF	OFF/ON DISPLAY SENSOR STATUS	BOTTOM WHEEL TEST SPIN BOTTOM WHEEL WHEN EXECUTED BALL DROP FND : DISPLAY SENSOR
SOLENOID TEST 1P TEST 1 OFF 2P TEST 1 OFF	OFF/ON:	SOLENOID TEST WHEN EXECUTED, IT TURNS ON AND OFF AFTER 0.3 SECONDS
BALL MECH. TEST 1P TEST 0 OFF 2P TEST 0 OFF	NUMBER OF BALLS TO TEST	BALL MECHANISM TEST - WHEN EXECUTED, THE BALL ELEVATOR OPERATES AND THE SOLENOID OPERATION IS REPEATED 10 TIMES AFTER THE BALL IS AUTOMATICALLY DISCHARGED BALL DROP FND : DISPLAY THE NUMBER OF BALLS TO BE TESTED SUPER BONUS FND 1P : LEFT 2EA, 2P : RIGHT 2EA - ELEVATOR UP SWITCH : 1st TOP  - BALL HOPPER SENSOR : 1st MIDDLE  - BALL READY SWITCH : 1st BOTTOM  - ELEVATOR BLDC ENCODER : 1st DOT  - BALL SUCCESS SENSOR : 2nd TOP  - BALL FAIL SENSOR : 2nd MIDDLE  - WHEEL ENCODER SENSOR : 2nd BOTTOM 

SOUND TEST 153	2~175	AFTER PRESSING SELECT BUTTON, TEST IT USING “<, >” BUTTON IN SEQUENCE RETURNS TO OFF BY PRESSING SELECT BUTTON ONE MORE TIME
COLOR TEST 1P R:80 G:80 B:80 2P R:80 G:80 B:80 1P C:RED D:123	RGB VALUE SENSORED COLOR 3D DISTANCE	SELECT 1,2P BY UP, DOWN BUTTON LEFT BUTTON : READ COLOR RIGHT BUTTON : AFTER BALL LOADING, READ COLOR SELECT BUTTON : SOLENOID OPERATION (BALL DISPENSING) AFTER READING SELECTED PLAYER COLOR AND DISPLAY RGB VALUE, COLOR AND 3D DISTANCE
EXIT	EXIT TEST MODE	

< TABLE #3 >

TEST MODE -> INPUT TEST

LCD DISPLAY (1P, 2P SIMULTANEOUS DISPLAY)	DESCRIPTION
1P INPUT TES T 2P 0000000 0000000 0000000 00 0000000	DISPLAY OF INPUT SIGNAL STATUS AND CHANGED VALUE (IF THERE IS ANY CHANGE AT INPUT SIGNAL, SOUND PLAYS ONCE) 00 IN THE MIDDLE IS SENSOR OF SUPER SPIN TICKET FND : DISPLAY OF EACH INPUT SIGNAL STATUS **※ SOUND PER SENSOR (SENSORS OTHER THAN BELOW ARE SOUND EFFECTS)** ONE : BALL ELEVATOR UP SWITCH TWO : BALL HOPPER SENSOR THREE : READY SWITCH FOUR : BOTTON WHEEL ENCODER SENSOR FIVE : BALL IN SUCCESS SENSOR SIX : BALL IN FAIL SENSOR SEVEN : DROP BUTTON EIGHT : BALL IN FAIL SWITH NINE : DROP BUTTON

DESCRIPTIONS (2P IS THE SAME)	
0000000	1.TICKET BUTTON 2.TICKET SENSOR 3.SERVICE BUTTON 4.READY SWITCH 5.DROP BUTTON 6.BILL SENSOR 7.COIN SENSOR
0000000	1.BALL IN FAIL SWITCH 2.BALL IN SUCCESS SWITCH 3.BALL IN FAIL SENSOR 4.BALL IN SUCCESS SENSOR 5.BALL ELEVATOR UP SWITCH 6.BALL HOPPER SENSOR 7.BOTTON WHEEL ENCODER SENSOR

PLAYFIELD-SETUP

AUTO PLAY TEST

LCD DISPLAY (1P, 2P SIMULTANEOUS PERFORM)	DESCRIPTION	PERFORM
PLAYFIELD TEST A	PLAY 1000 TIMES	PERFORM BY SELECT BUTTON
PLAYFIELD TEST B	PLAY 5000 TIMES	
EXIT	EXIT	

5-7. CALIBRATION SPIN

CALIBRATION SPIN

SUPER SPIN MOTOR CALIBRATION

LCD DISPLAY	DESCRIPTIONS	PERFORM
START	SUPER SPIN MOTOR CALIBRATION SUPER BONUS FND "ST 0" : WAIT AND CALIBRATION COMPLETE "ST 2" : CALIBRATION OPERATION, "ST 3" : EXACT STOP TEST 1P TICKET FND : PWM VALUE 2P TICKET FND ST 2 : 1 ROTATION TIME ST 3 : NUMBER OF TEST 2P BALL DROP FND : ORIGIN AND BRANCH SENSOR STATUS	EXECUTION BY SELECT BUTTON
EXIT	EXIT	

CALIBRATION ALGORITHM

1. ADJUST THE SPEED (PWM) SO THAT SUPER SPIN MOTOR ROTATES ONCE EVERY 3.6~3.7 SECONDS
2. ERROR (62:MINIMUM, 63:MAXIMUM) OCCURS WHEN PWM IS OUT OF MINIMUM 1000 AND MAXIMUM 3000
3. CHECK WHETHER SUPER SPIN STOPS AT THE NORMAL POSITION
4. ENDS WHEN STOPPED AT THE NORMAL POSITION
5. IF DEVIATES FROM THE NORMAL POSITION, SPEED IS CORRECTED AND THE POSITION IS CHECKED AFTER STOPPING AND ROTATING AGAIN
6. IF IT CONTINUES TO DEVIATE FROM THE NORMAL POSITION, ERROR (64:BEFORE THE NORMAL POSITION, 65:AFTER THE NORMAL POSITION) OCCURS AFTER REPEATING UP TO 20 TIMES

5-8. ERROR CODE

ERROR CODE		
CODE NO	**CONTENTS**	**DESCRIPTIONS**
Er-t	TICKET ERROR	NO TICKETS OR TICKET JAM PROBLEM (RESET BUTTON AFTER TAKING ACTIONS)
Er 01	BACKUP MEMORY ERROR	SAVE DATA ERROR. TURN OFF THE POWER AND TURN IT ON (OCCURS ON NEW MACHINES)
Er 05	SETUP LCD ERROR	SETUP LCD CONNECTION PROBLEM (RESET BUTTON AFTER TAKING ACTIONS)
Er 10	BILL ERROR	BILL JAM PROBLEM (RESET BUTTON AFTER TAKING ACTIONS)
Er 11	COIN ERROR	COIN JAM PROBLEM (RESET BUTTON AFTER TAKING ACTIONS)
Er 20	BALL ELEVATOR MOTOR ERROR	BALL ELEVATOR MOTOR PROBLEM (RESET BUTTON AFTER TAKING ACTIONS)
Er 21	BALL ELEVATOR UP SWITCH ERROR	BALL JAM OR UP SWITCH PROBLEM (RESET BUTTON AFTER TAKING ACTIONS)
Er 22	BALL ELEVATOR UP SWITCH ERROR	NO BALL OR UP SWITCH PROBLEM (RESET BUTTON AFTER TAKING ACTIONS)
Er 30	BALL HOPPER ERROR	NO BALL OR BALL READY SWITCH PROBLEM (RESET BUTTON AFTER TAKING ACTIONS)
Er 31	BALL HOPPER MOTOR ERROR	BALL HOPPER MOTOR OR BALL HOPPER SENSOR PROBLEM (RESET BUTTON AFTER TAKING ACTIONS)
Er 40	COLOR SENSOR	COLOR SENSOR PROBLEM (RESET BUTTON AFTER TAKING ACTIONS)
Er 41	BALL READY ERROR	BALL DISAPPEAR AFTER BALL READY SWITCH DETECTED : SOLENOID PROBLEM (RESET BUTTON AFTER TAKING ACTIONS)
Er 42	SOLENOID ERROR	WHEN BALL READY SWITCH IS DETECTED EVEN AFTER REPEATED OPERATION OF THE SOLENOID 3 TIMES (RESET BUTTON AFTER TAKING ACTIONS)
Er 43	BALL READY ERROR	ANOMALY DETECTION OF BALL READY SWITCH (RESET BUTTON AFTER TAKING ACTIONS)
Er 50	BOTTOM WHEEL ERROR	BOTTOM WHEEL MOTOR OR BOTTOM WHEEL ENCODER PROBLEM (RESET BUTTON AFTER TAKING ACTIONS)
Er 51	BALL IN CHECK ERROR	BALL IS OUT OF THE GAME BOARD OR BALL IN SUCCESS, FAIL SENSOR PROBLEM (RESET BUTTON AFTER TAKING ACTIONS)
Er 52	BALL IN SUCCESS SENSOR ERROR	BALL IS HANGING ON THE SUCCESS SIDE OR BALL IN SUCCESS SENSOR PROBLEM (RESET BUTTON AFTER TAKING ACTIONS)
Er 53	BALL IN FAILL SENSOR ERROR	BALL IS HANGING ON THE FAILURE SIDE, OR BALL IN FAIL SENSOR PROBLEM (RESET BUTTON AFTER TAKING ACTIONS)

Er 54	BALL IN SUCCESS SWITCH ERROR	BALL IS ON THE SIDE OF SUCCESS OR BALL IN SUCCESS SWITCH PROBLEM (RESET BUTTON AFTER TAKING ACTIONS)
Er 55	BALL IN FAILL SWITCH ERROR	BALL IS HANGING ON THE FAILURE SIDE, OR BALL IN FAIL SWITCH PROBLEM (RESET BUTTON AFTER TAKING ACTIONS)
Er 60	SUPER SPIN HOME ERROR	SUPER SPIN MOTOR PROBLEM OR SUPER SPIN ORIGIN SENSOR PROBLEM (RESET BUTTON AFTER TAKING ACTIONS)
Er 61	SUPER SPIN ENC ERROR	SUPER SPIN MOTOR PROBLEM OR SUPER SPIN POINT SENSOR PROBLEM (RESET BUTTON AFTER TAKING ACTIONS)
Er 62	SUPER SPIN CALIBRATION LOW ERROR	SUPER SPIN MOTOR PROBLEM OR SUPER SPIN MECHANISM PROBLEM (RESET BUTTON AFTER TAKING ACTIONS)
Er 62	SUPER SPIN CALIBRATION HIGH ERROR	SUPER SPIN MOTOR PROBLEM OR SUPER SPIN MECHANISM PROBLEM (RESET BUTTON AFTER TAKING ACTIONS)
Er 64	SUPER SPIN POSITION LOW ERROR	SUPER SPIN MOTOR PROBLEM OR SUPER SPIN MECHANISM PROBLEM (RESET BUTTON AFTER TAKING ACTIONS)
Er 65	SUPER SPIN POSITION HIGH ERROR	SUPER SPIN MOTOR PROBLEM OR SUPER SPIN MECHANISM PROBLEM (RESET BUTTON AFTER TAKING ACTIONS)

CAUSE OF ERROR

CODE NO	CONTENTS	DESCRIPTIONS
Er10	BILL ERROR	WHEN THE INPUT PULSE IS OTHER THAN 30ms ~ 500ms
Er11	COIN ERROR	WHEN THE INPUT PULSE IS OTHER THAN 30ms ~ 500ms
Er20	BALL ELEVATOR MOTOR ERROR	WHEN THE SENSOR IS NOT CHECKED FOR 0.5 SECONDS WHEN BALL ELEVATOR MOTOR IS OPERATING
Er21	BALL ELEVATOR UP SWITCH JAM ERROR	IF UP SWITCH IS CONTINUOUSLY DETECTED DURING BALL ELEVATOR OPERATION, STOP 4 SECONDS -> OPERATE FOR 5 SECONDS -> STOP FOR 4 SECONDS -> OPERATE FOR 5 SECONDS -> STOP AFTER OPERATION FOR 4 SECONDS ERROR OCCRURRED AFTER 3 REPETITIONS
Er22	BALL ELEVATOR UP SWITCH ERROR	WHEN UP SWITCH IS NOT DETECTED WHILE BALL ELEVATOR OPERATES FOR 2 MINUTES
Er30	BALL HOPPER ERROR	WHEN BALL HOPPER MOTOR IS NOT DETECTED WHILE BALL HOPPER MOTOR ROTATES FORWARD 2.5 SECONDS 3 TIMES REVERSE ROTATION 2.5 SECONDS 3 TIMES
Er31	BALL HOPPER MOTOR ERROR	WHEN THE BALL HOPPER MOTOR ROTATES FORWARD → REVERSE → FORWARD → REVERSE → FORWARD → REVERSE EVERY 2.5 SECONDS WHEN THE BALL HOPPER SENSOR IS NOT DETECTED
Er40	COLOR SENSOR	WHEN COMMUNICATION WITH COLOR SENSOR PCB IS NOT POSSIBLE
Er41	BALL READY ERROR	WHEN 0.5 SECONDS HAS PASSED AFTER BALL READY SWITCH IS DETECTED
Er42	SOLENOID ERROR	BALL IS DETECTED EVEN 3 TIMES OF SOLENOID OPERATIONS
Er43	BALL READY ERROR	WHEN READY SWITCH IS ON EVEN BALL IS NOT READY
Er50	BOTTOM WHEEL ERROR	IF THE SENSOR IS NOT CHECKED 1.1 SECONDS, AN ERROR OCCURS AFTER REPEATING REVERS ROTATION 0.2 SECONDS AND FORWARD ROTATION 3 TIMES
Er51	BALL IN CHECK ERROR	WHEN SUCCESS SENSOR IS CONTINUOUSLY DETECTED FOR 4 SECONDS
Er52	BALL IN SUCCESS SENSOR ERROR	WHEN FAIL SENSOR IS CONTINUOUSLY DETECTED FOR 4 SECONDS
Er53	BALL IN FAILL SENSOR ERROR	WHEN THE BALL DROPE DURING GAME PLAY, The SUCCESS/FAILURE SENSOR IS NOT DETECTED FOR 30 SECONDS
Er54	BALL IN SUCCESS SWITCH ERROR	WHEN SUCCESS SWITCH IS DETECTED CONTINUOUSLY FOR 4 SECONDS
Er55	BALL IN FAILL SWITCH ERROR	WHEN FAIL SWITCH IS DETECTED CONTINUOUSLY FOR 4 SECONDS

Er60	SUPER SPIN HOME ERROR	WHEN THE ORIGIN SENSOR IS NOT DETECTED FOR 3.5 SECONDS WHEN THE SUPER SPIN MOTOR IS OPERATING
Er61	SUPER SPIN ENC ERROR	WHEN THE POINT SENSOR DOES NOT DETECT 1 SECOND WHEN THE SUPER SPIN MOTOR IS OPERATING
Er62	SUPER SPIN CALIBRATION LOW ERROR	WHEN PWM VALUE IS OUT OF THE MINIMUM VALUE DURING SUPER SPIN CALIBRATION OPERATION
Er63	SUPER SPIN CALIBRATION HIGH ERROR	WHEN PWM VALUE IS OUT OF THE MAXIMUM VALUE DURING SUPER SPIN CALIBRATION OPERATION
Er64	SUPER SPIN POSITION LOW ERROR	WHEN THE CORRECT POSITION IS PASSED DURING SUPER SPIN TEST
Er65	SUPER SPIN POSITION HIGH ERROR	WHEN THE CORRECT POSITION IS PASSED WHEN THE CORRECT POSITION IS CHECKED

6. MAINTENANCE

6-1. 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.

6-2. When installing the device

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

6-3. Main board management

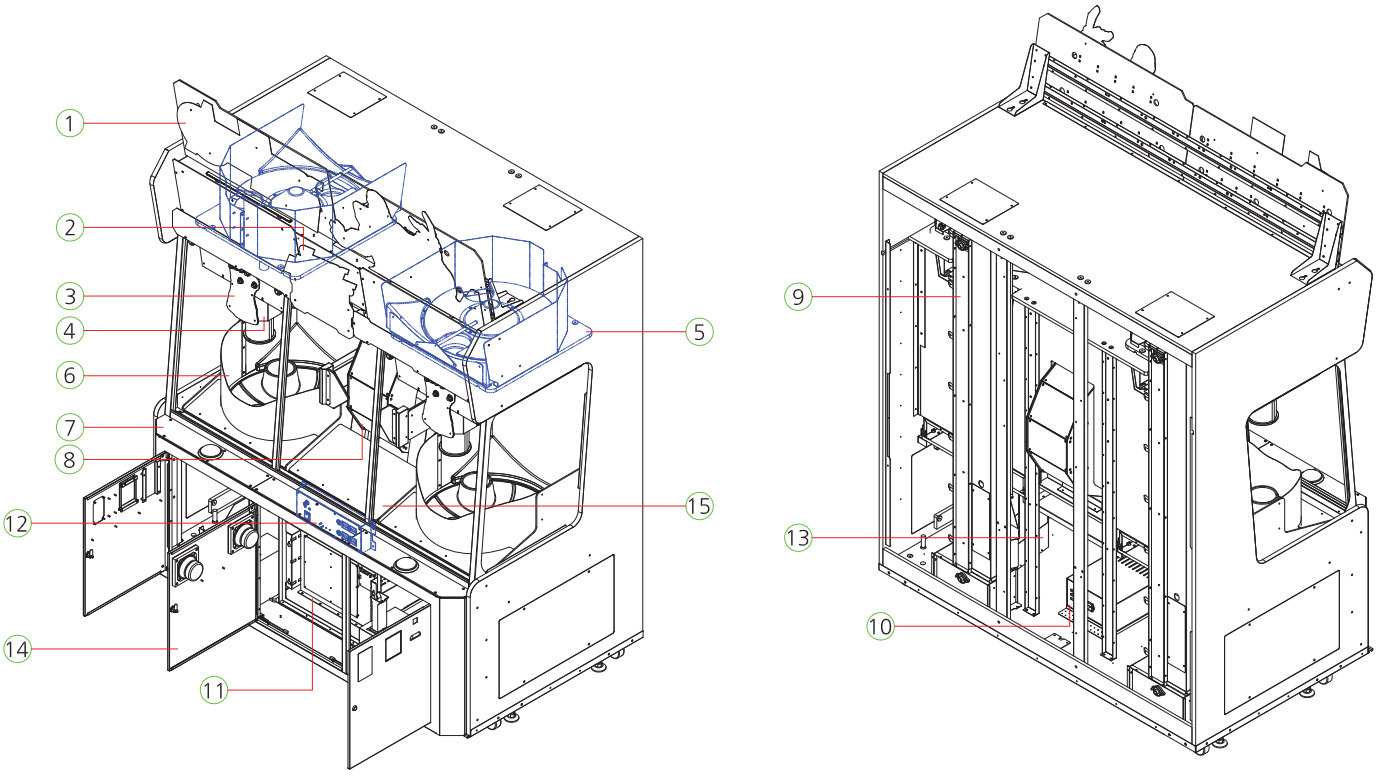
: Dust removal on the main board will be carried out once a month.

6-4. Basic product management : Clean it regularly

6-5. This product should only be used for indoor use

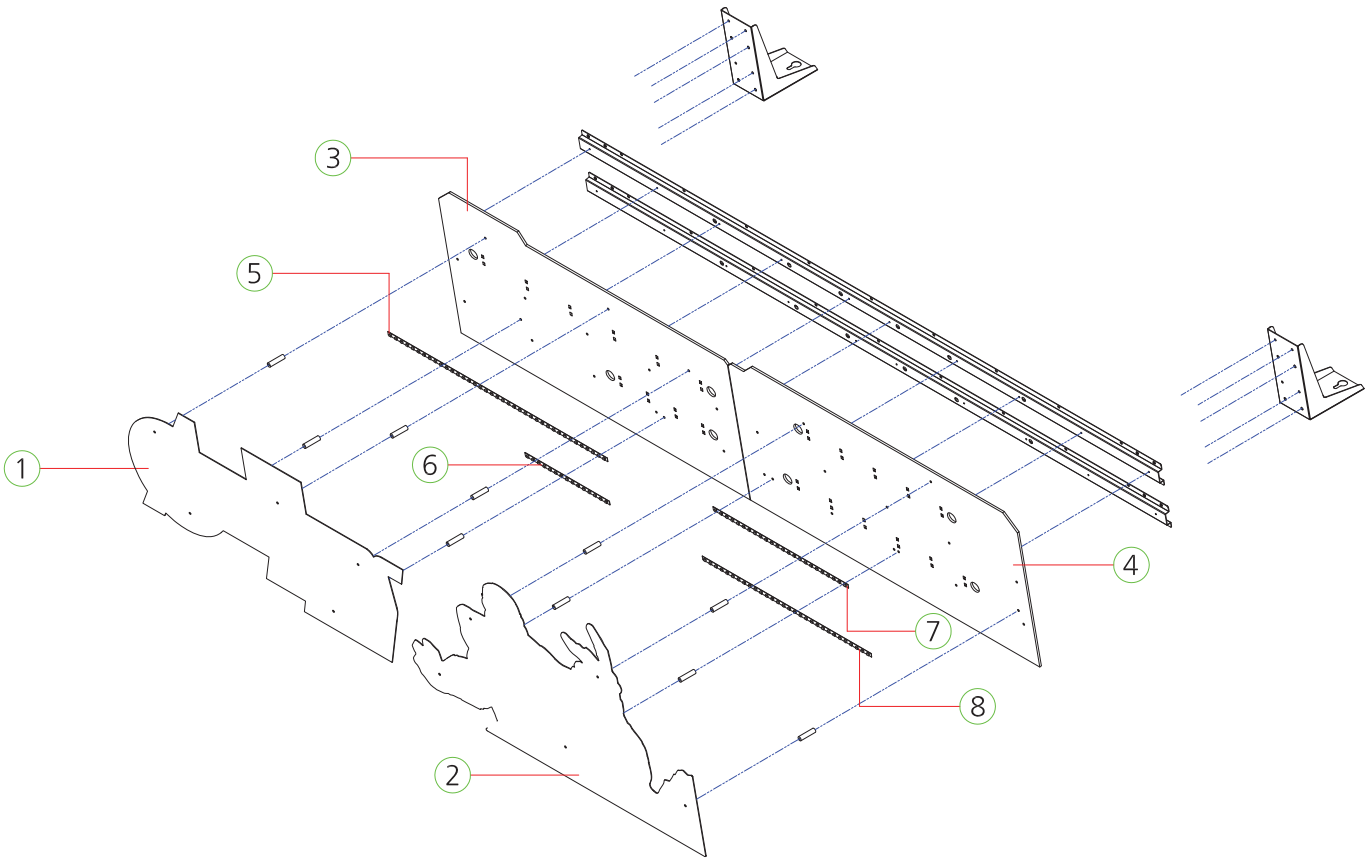
7. EXPLODE VIEW

7-1. MAIN CABINET PART



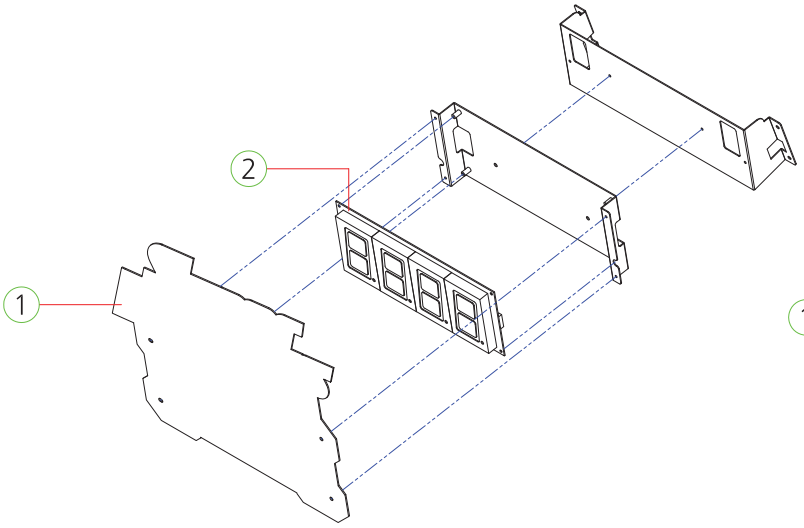
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	BILLBOARD PART	-	1	-
2	JACKPOT FND PART	-	1	-
3	GAUNTLET LED PART	-	2	-
4	SOLENOIDE PART	-	2	-
5	BALL HOPPER PART	-	2	-
6	BALL ROTATE PART	-	2	-
7	BUTTON PLATE PART	-	2	-
8	JACKPOT WHEEL DRUM PART	-	1	-
9	BALL ELEVATOR PART	-	2	-
10	SMPS POWER PART	-	1	-
11	PCB BOARD PART	-	1	-
12	SERVICE PANEL PART	-	1	-
13	RETURN PATH PART	-	2	-
14	CENTER DOOR PART	-	1	-
15	HOW TO PLAY ACRYL	-	1	AAVB0ACP007

7-2. BILLBOARD PART



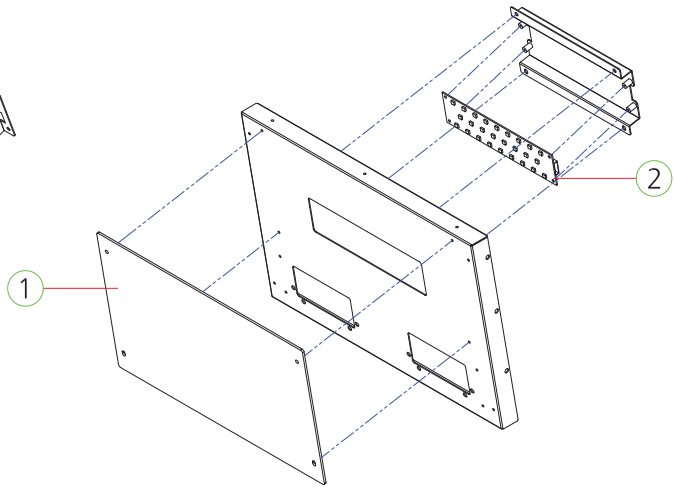
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	MAIN BILLBOARD FRONT ACR-L	PET-1.5t	1	AAVB0ACP011
2	MAIN BILLBOARD FRONT ACR-R	PET-1.5t	1	AAVB0ACP012
3	MAIN BILLBOARD REAR ACR-L	FOAMEX-5.0t	1	AAVB0ACP013
4	MAIN BILLBOARD REAR ACR-R	FOAMEX-5.0t	1	AAVB0ACP014
5	FLEX_5050_WHITE_650_NWP_LR_39	650mm	1	MELE0LED075
6	FLEX_5050_WHITE_250_NWP_LR_15	250mm	1	MELE0LED106
7	FLEX_5050_WHITE_400_NWP_LR_24	400mm	1	MELE0LED107
8	FLEX_5050_WHITE_500_NWP_LR_30	500mm	1	MELE0LED027

7-3. JACKPOT FND PART



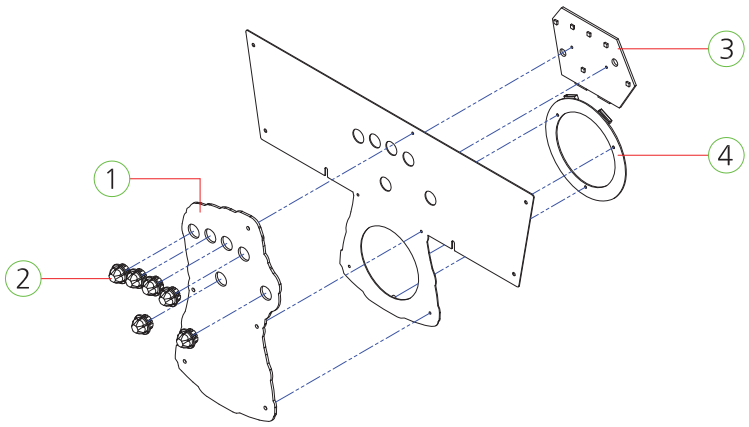
NO.	PART NAME	SPEC.	Q'TY	CODE NO.
1	SUPER BONUS FND ACR	PET-1.5t	1	AAVB0ACP018
2	FND PCB ASS'Y	-	1	AFND0PCB011

7-4. BALL HOPPER CENTER PART



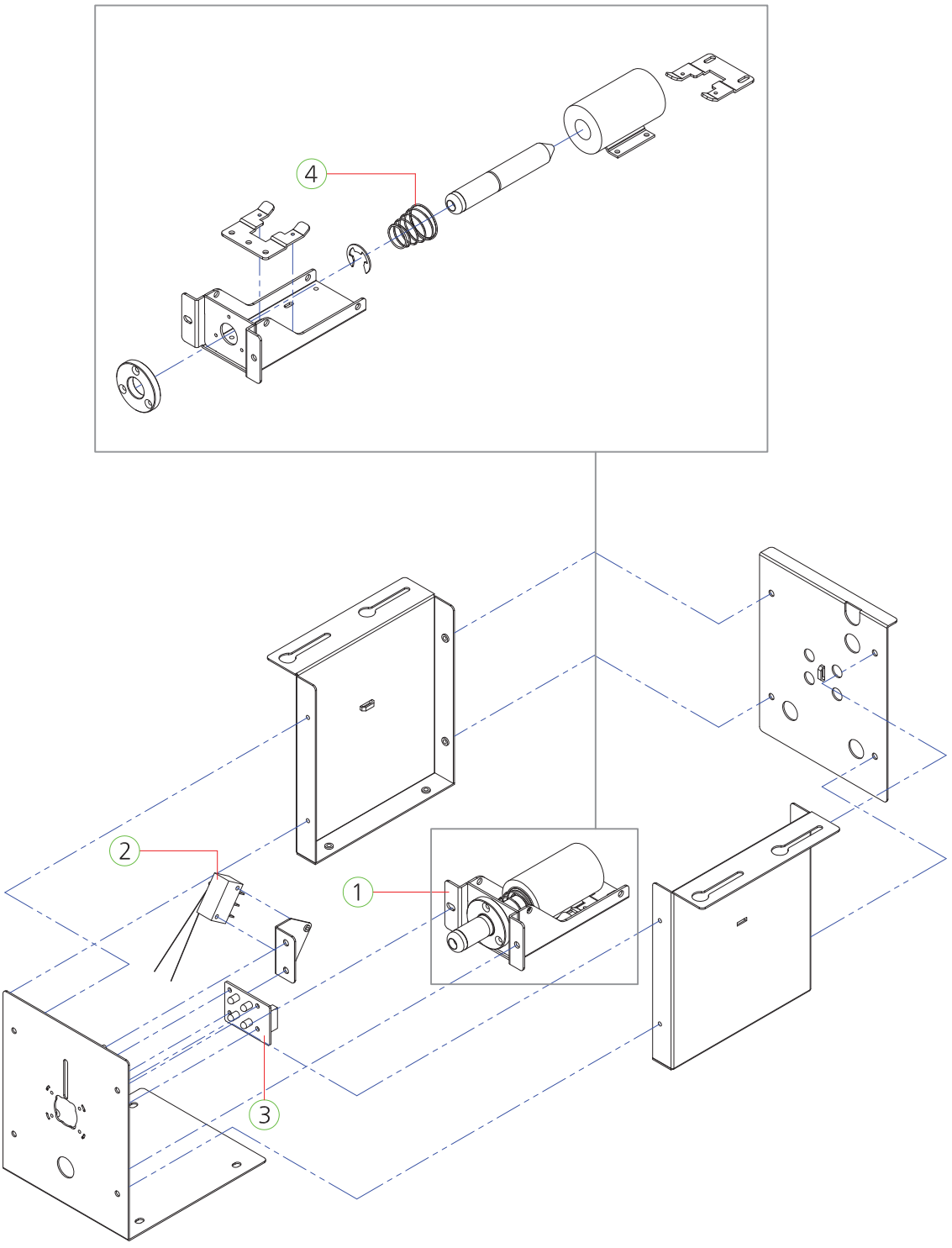
NO.	PART NAME	SPEC.	Q'TY	CODE NO.
1	MAIN CASE BALL HOPPER CENTER COVER ACRYL	ACRYL-2.7t	1	AAVB0ACP015
2	NEW SPOT LED PCB ASS'Y	-	1	AZZZ0PCB191

7-5. GAUNTLET LED PART



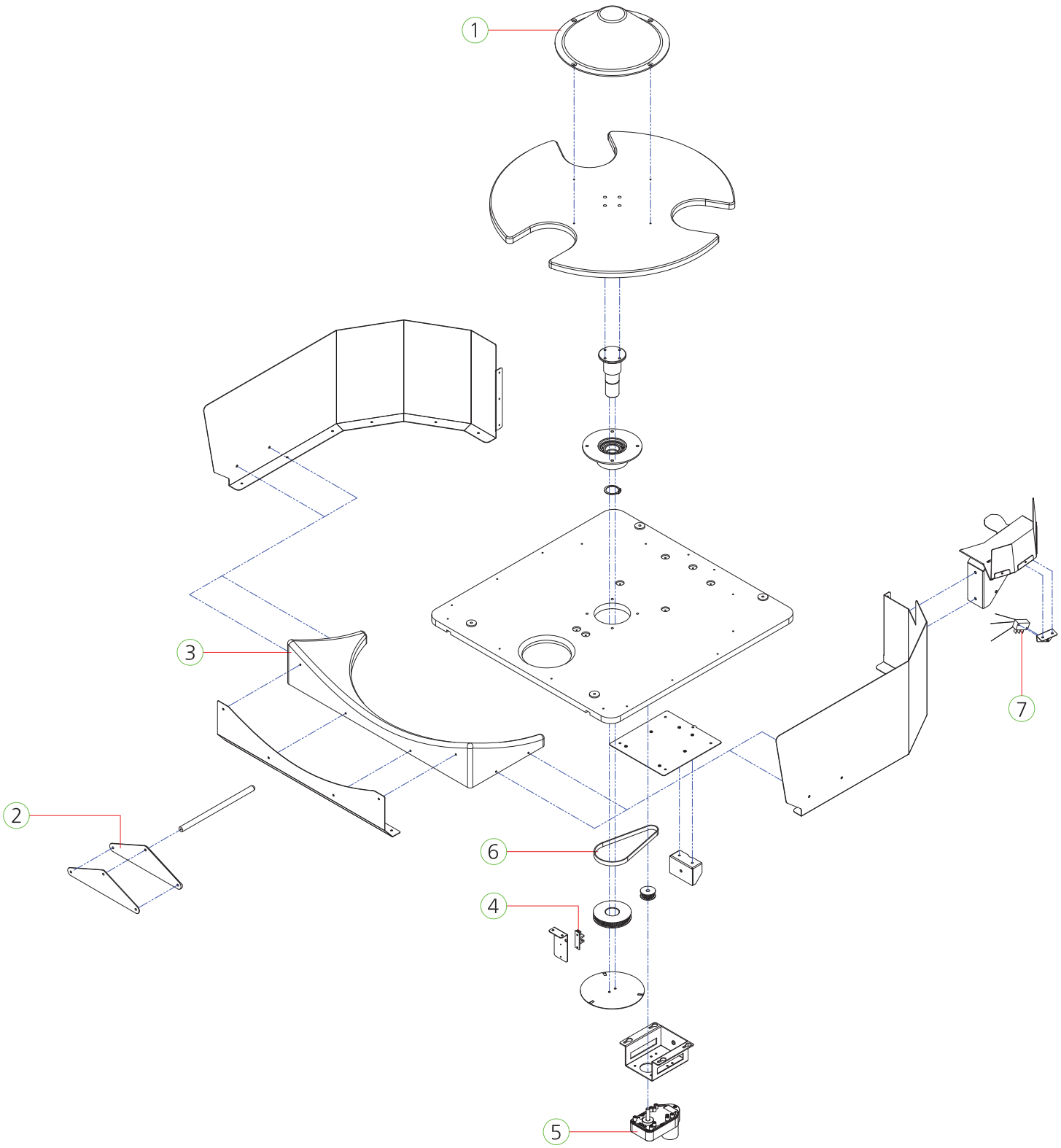
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	GAUNTLET LED ACR	ACRYL-3.0t	1	AAVB0ACP006
2	LED CAP	Φ20	6	MZZZ0PLA037
3	GAUNTLET LED PCB ASS'Y	-	1	AAV20PCB002
4	BALL RGB PCB ASS'Y	-	1	AAVB0PCB003

7-6. SOLENOID PART



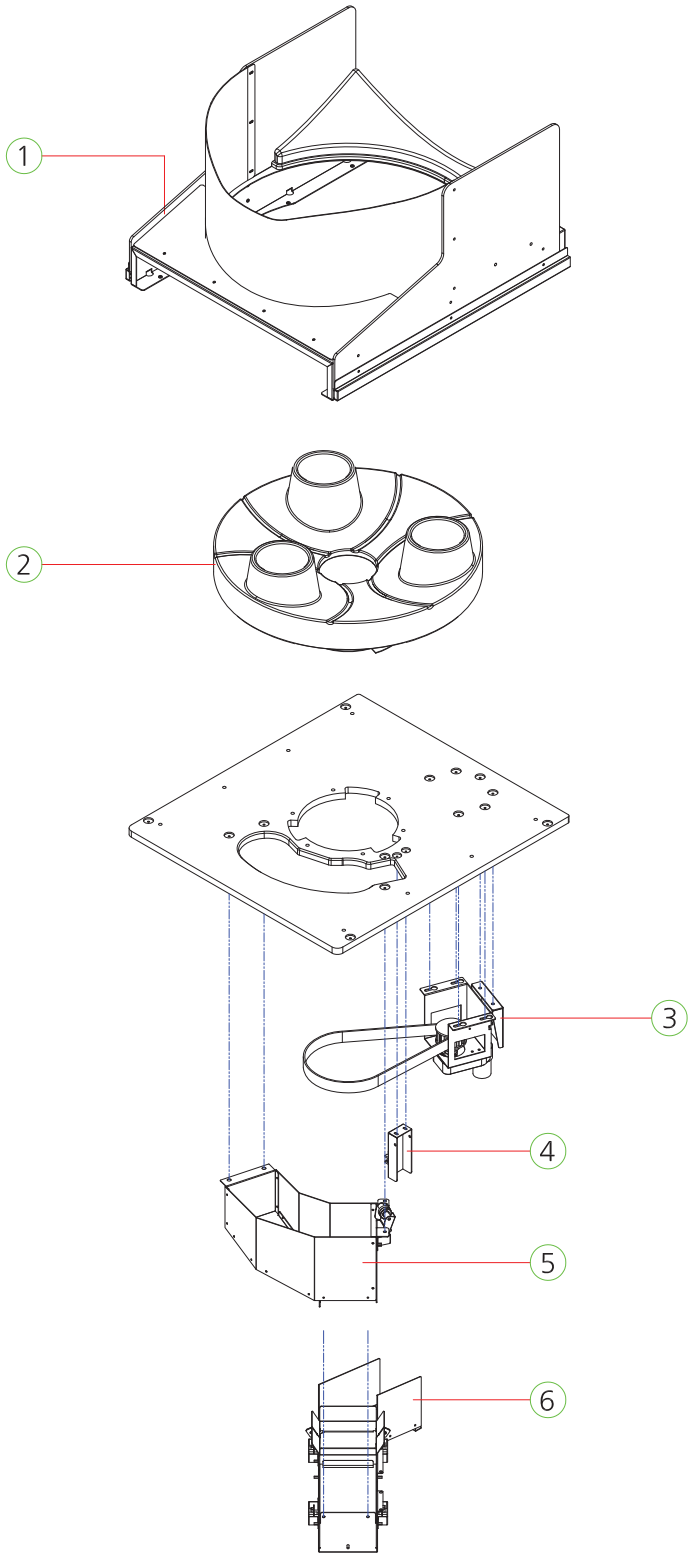
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	SOLENOID ASS'Y	WITH HARNESS	1	AELE0SOL001
2	MICRO SWITCH	CNR-05H-03	1	MELE0MIC002
3	COLOR SENSOR PCB ASS'Y V2	-	1	AAVB0PCB006
4	SOLENOIDE SPRING	-	1	MAVB0SPR001

7-7. BALL HOPPER PART



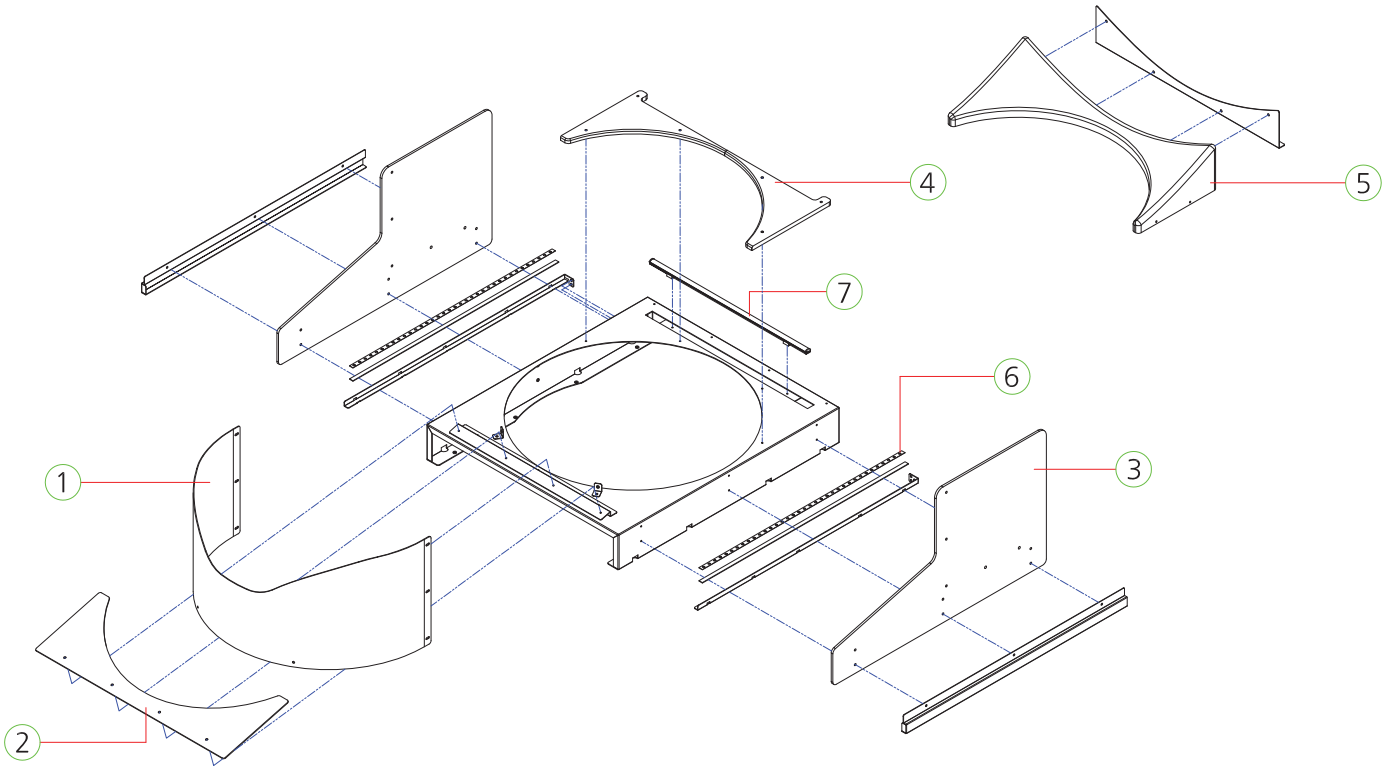
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	BALL HOPPER GUIDE	YELLOW	1	MAVB0PAR002
2	HOPPER GUIDE ACRYL	PC-5.0t	1	MAVB0ACR026
3	MAIN ROTATE BALL GUIDE	WHITE	1	MAVB0PAR003
4	PHOTO INT-1 PCB ASS'Y	ANGLE TYPE	1	AZZZ0PCB103
5	MOTOR	KGV2-0200-KB3640S1	1	MZZZ0MOT175
6	BELT	154XL-037	1	MZZZ0BEL061
7	MICRO S/W	CNR-05H-03	1	MELE0MIC002

7-8. BALL ROTATE PART



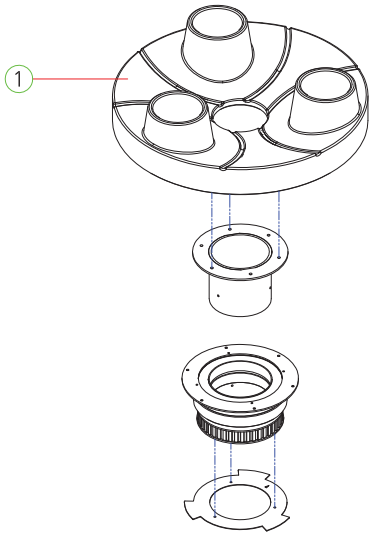
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	MAIN WHEEL TOP PART	-	1	-
2	WHEEL BEARING HOUSING PART	-	1	-
3	MAIN WHEEL MOTOR PART	-	1	-
4	MAIN WHEEL MOTOR SENSOR PART	-	1	-
5	DROP PATH PART	-	1	-
6	RETURN PATH PART	-	1	-

7-8-1. MAIN WHEEL TOP PART



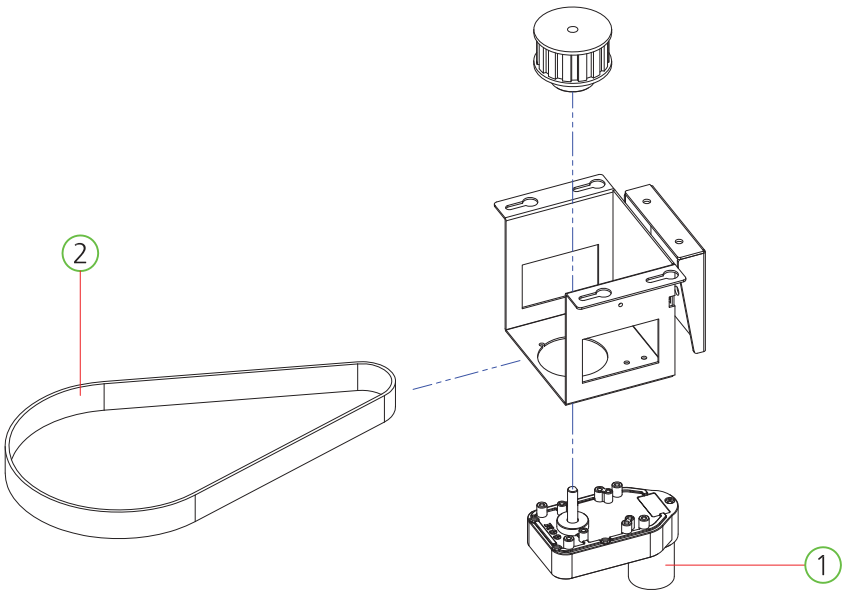
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	MAIN ROTATE BALL GUIDE PET	PET-1.5t	1	MAVB0ACR030
2	WHEEL FRONT DECO ACRYL	PET-2.0t	1	AAVB0ACR023
3	MAIN ROTATE BALL SIDE LED ACR	ACRYL-5.0t	2	MAVB0ACR031
4	MAIN ROTATE BALL GUIDE FOMEX L, R	FORMEX-10.0t	2	MAVB0ACR034
5	MAIN ROTATE BALL GUIDE	WHITE	1	MAVB0PAR003
6	FLEX_5050_RGB_600_NWP_L_36	-	2	MELE0LED101
7	LED BAR 12V ASS'Y	460MM	1	AZZZ0PCB124

7-8-2. WHEEL BEARING HOUSING PART



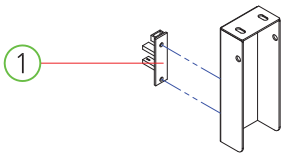
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	MAIN ROTATE BALL PLATE	RED	1	MAVB0PAR004

7-8-3. MAIN WHEEL MOTOR PART

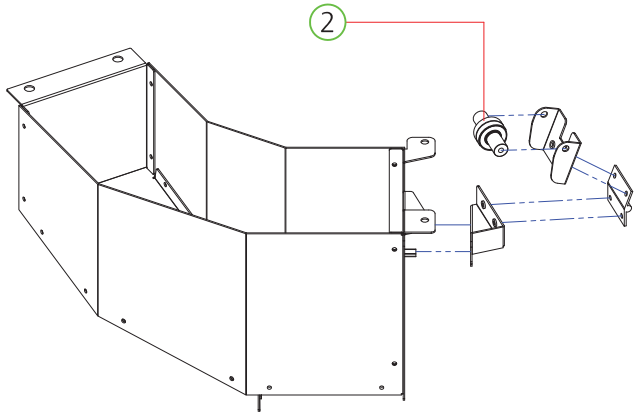


NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	MOTOR	KGV2-0090-KD4266T1	1	MZZZ0MOT174
2	TIMING BELT	330H-100	1	MZZZ0BEL060

7-8-4. MAIN WHEEL MOTOR SENSOR PART

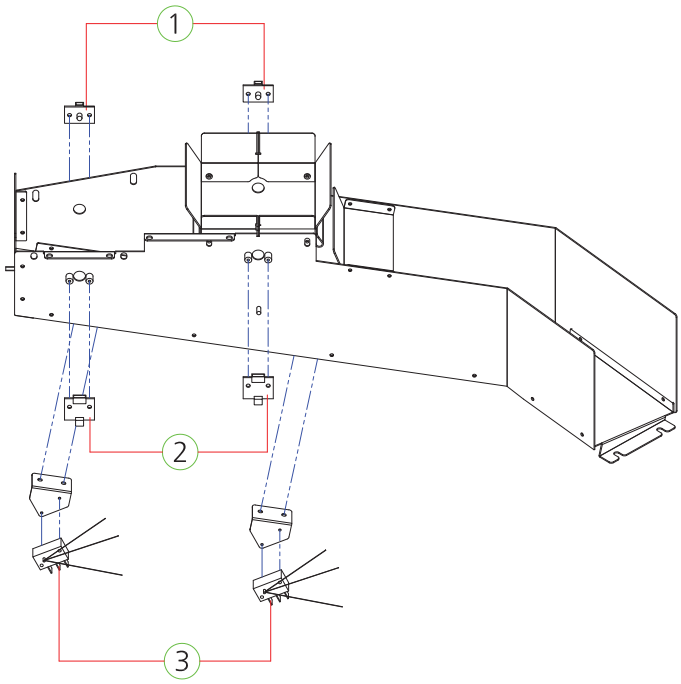


7-8-5. DROP PATH PART



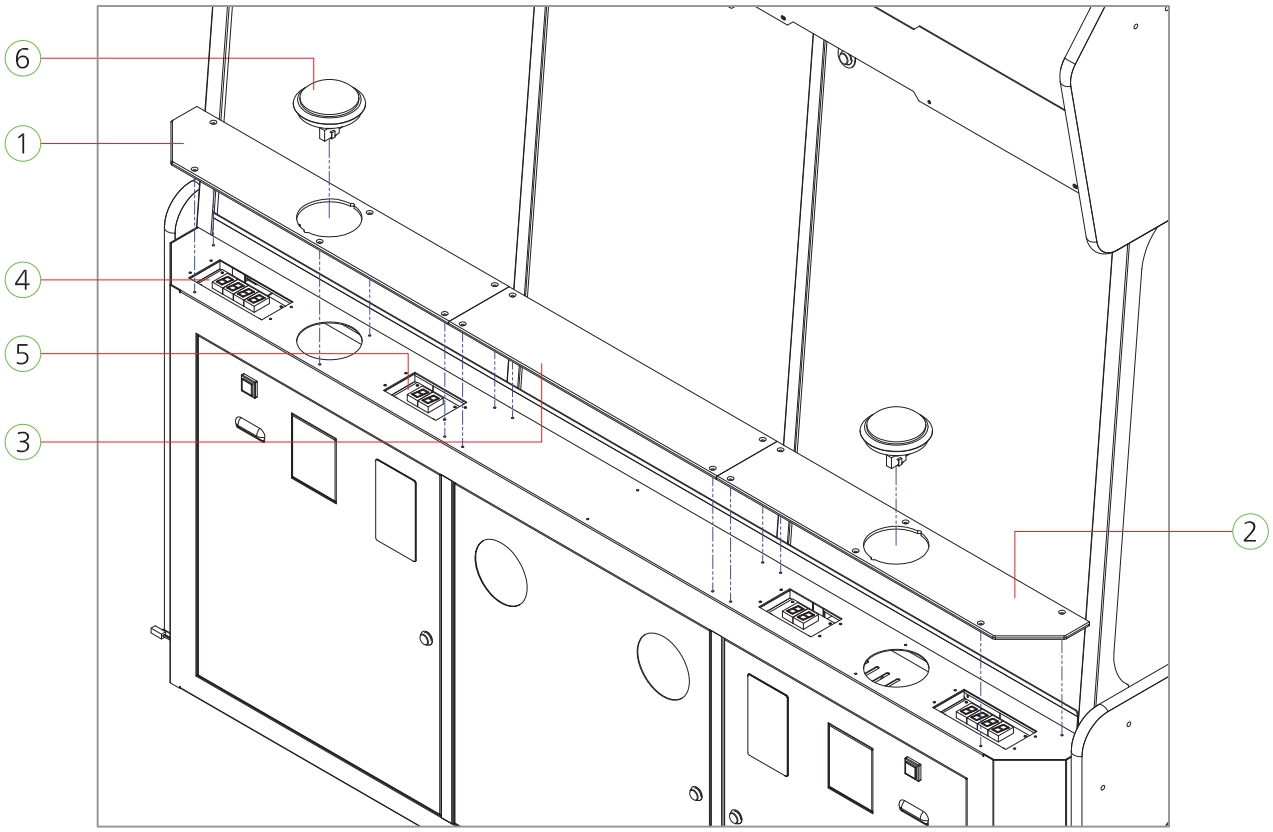
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	PHOTO-INT1 PCB ASS'Y	-	1	AZZZ0PCB103
2	BEARING	6901ZZ	2	MZZZ0BEA112

7-8-6. RETURN PATH PART



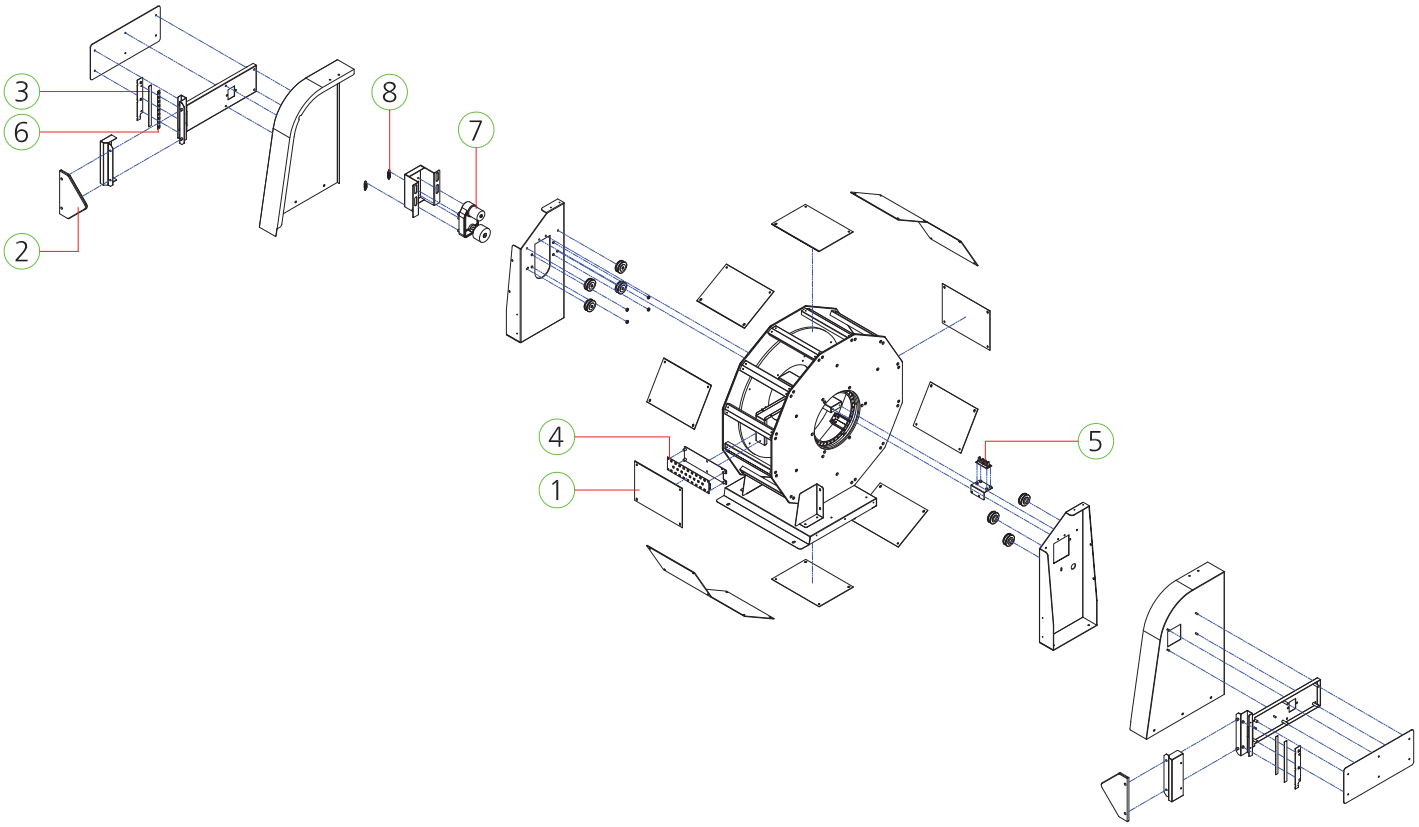
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	BALL IN IR TR PCB ASS'Y	-	2	AAVB0PCB001
2	BALL IN IR RE PCB ASS'Y	-	2	AAVB0PCB002
3	MICRO S/W	CNR-05H-03	2	MELE0MIC002

7-9. BUTTON PLATE PART



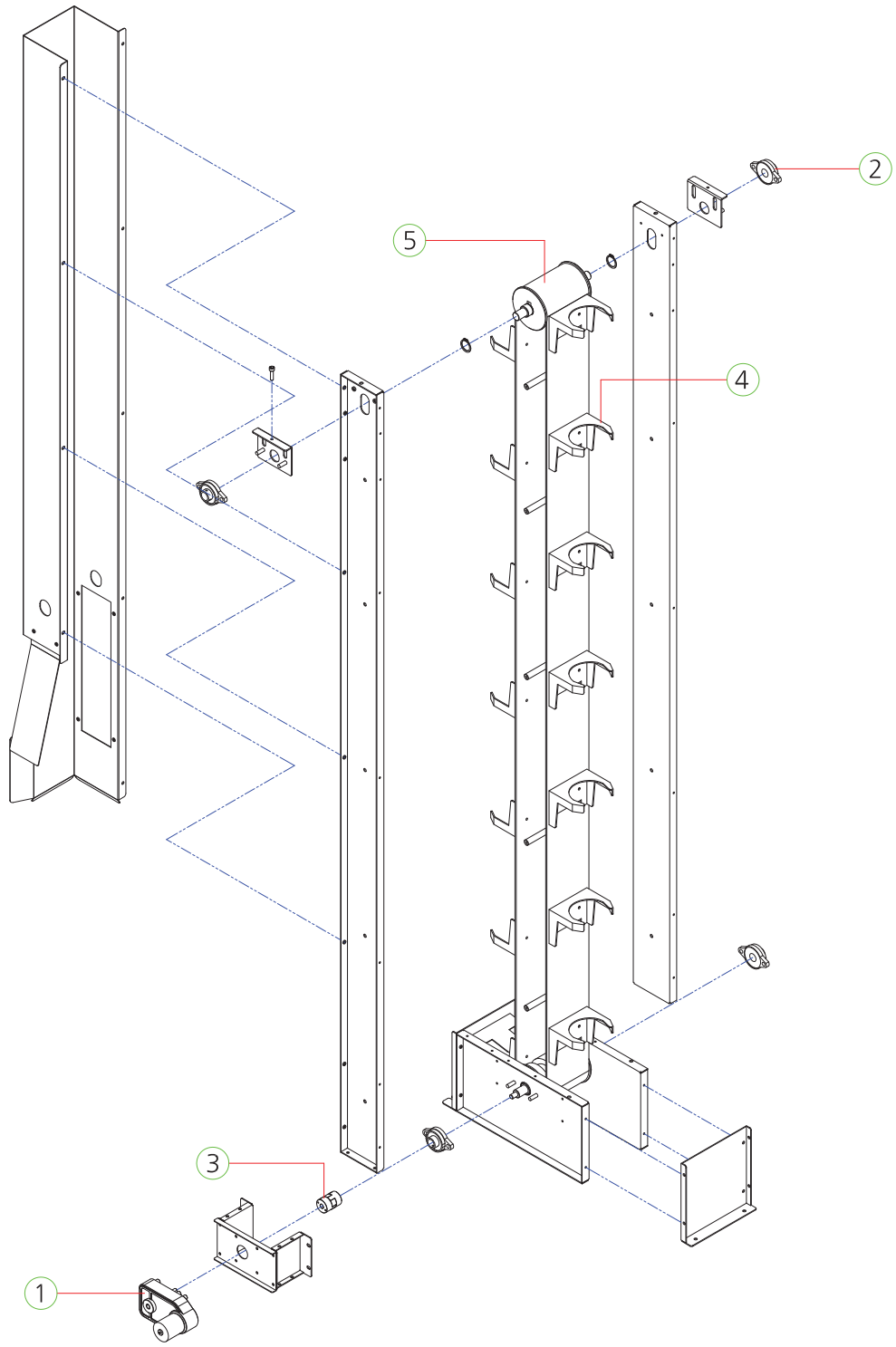
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	TABLE 1P BUTTON PLATE	ACRYL-4.5t	1	AAVB0ACR020
2	TABLE 2P BUTTON PLATE	ACRYL-4.5t	1	AAVB0ACR021
3	TABLE MIDDLE PLATE	ACRYL-4.5t	1	AAVB0ACR022
4	FND PCB ASS'Y	2029-4	2	AFND0PCB014
5	FND PCB ASS'Y	2029-2	2	AFND0PCB001
6	BUTTON SWITCH	CWB 401-WHITE 100MM LED	2	MZZZ0BUT080

7-10. JACKPOT WHEEL DRUM PART



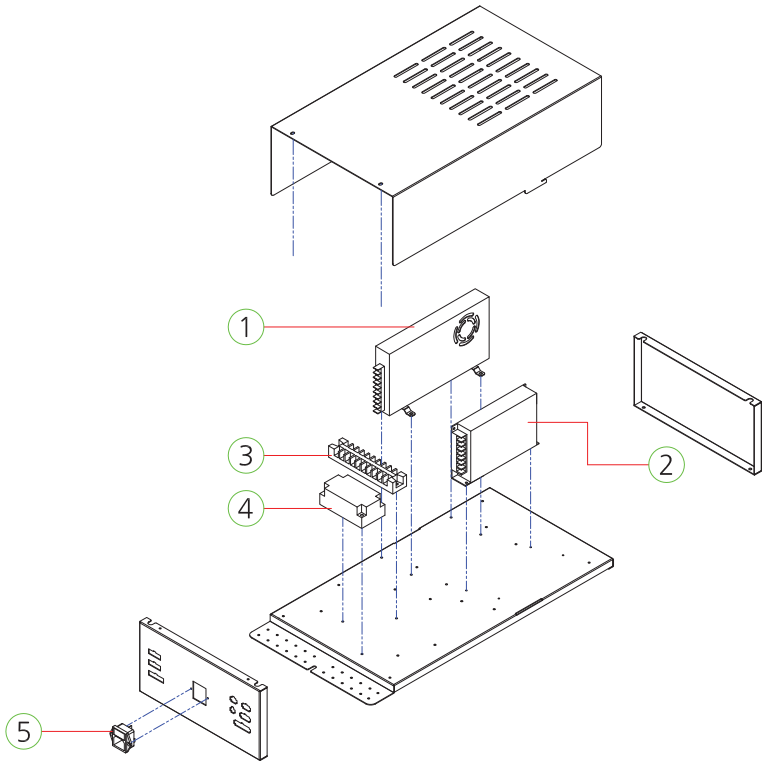
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	JACKPOT WHEEL SCORE ACR	ACRYL-2.0t	12	AAVB0ACP024~035
2	JACKPOT WHEEL ARROW FRONT LED ACR-L	ACRYL-8.0t	2	MAVB0ACR008
3	ARROW FLEX LED 150 PET	PET-1.0t	2	MAVB0ACR025
4	NEW SPOT LED PCB ASS'Y	-	1	AZZZ0PCB191
5	PHOTO INT2 PCB ASS'Y	-	1	AWIW0PCB009
6	FLEX_3528_RED_150_NWP_L_9	T3528	2	MELE0LED105
7	MOTOR	KGV2-0060-KD4266T1	1	MZZZ0MOT176
8	JACKPOT MOTOR SPRING	-	2	MAVB0SPR002

7-11. BALL ELEVATOR PART



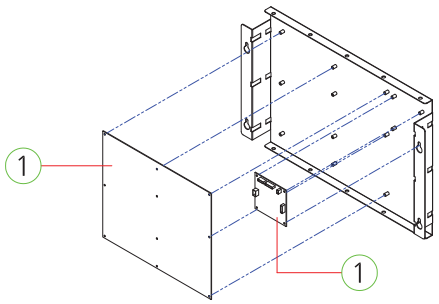
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	MOTOR	KGV2-0200-KB3640S1	1	MZZZ0MOT175
2	BEARING	UNIT UFL 002	4	MZZZ0BEA148
3	COUPLING	CR050	1	AZZZ0COP001
4	BALL ELEV BALL GUIDE	-	14	MAVB0PAR006
5	BALL ELEV BELT	-	1	MAVB0PAR007

7-12. SMPS POWER PART



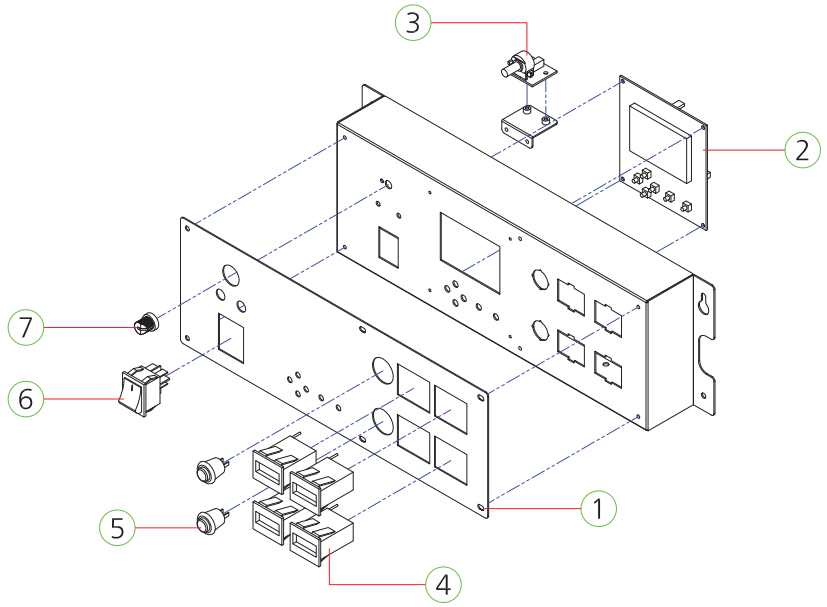
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	SMPS	RSP-320-12V	1	MELE0SMP109
2	SMPS	LRS 150F-5	1	MELE0SMP096
3	TERMINAL BLOCK	250V 10P UL_CE	1	MELE0TEB003
4	NOISE FILTER	RNS-2010	1	MELE0NOI009
5	AC INPUT ASS'Y	DAC-13H, WITH FUSE10A_2EA	1	AELE0FUS002

7-13. PCB BOARD PART



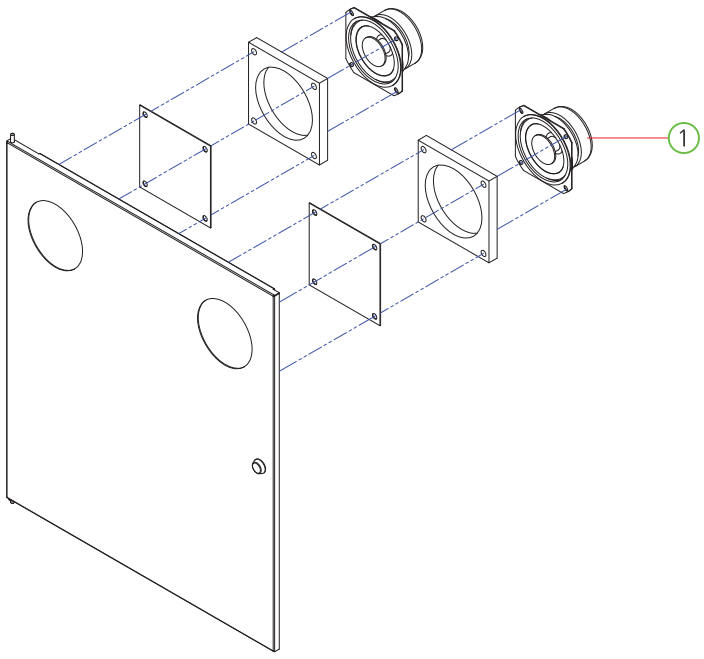
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	MAIN PCB ASS'Y	AVENGERS 2P CHINA	1	AAV20PCB010
2	AVB MAIN PCB ASS'Y W_CPU_MEMORY	-	1	AAV20PCB012

7-14. SERVICE PANEL PART



NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	SERVICE PANEL COVER	PET-1.0t	1	AAVB0ACP080
2	SETUP LCD PCB ASS'Y	-	1	AZZZ0PCB113
3	VOLUME PCB ASS'Y	1 VOLUME	1	AHM20PCB016
4	COUNTER	OA127CL W/2P CONNECTOR	4	MZZZ0COU002
5	PUSH BUTTON SWITCH	DS-412R	2	MELE0PUS006
6	ROCKER SWITCH	R595KDF	1	MELE0SWI021
7	VOLUME KNOB	CAP BLUE	1	MELE0VOL007

7-15. CENTER DOOR PART



NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	SPEAKER	MID4.5"+TW1/2" 8Ω	2	MZZZ0SPE021

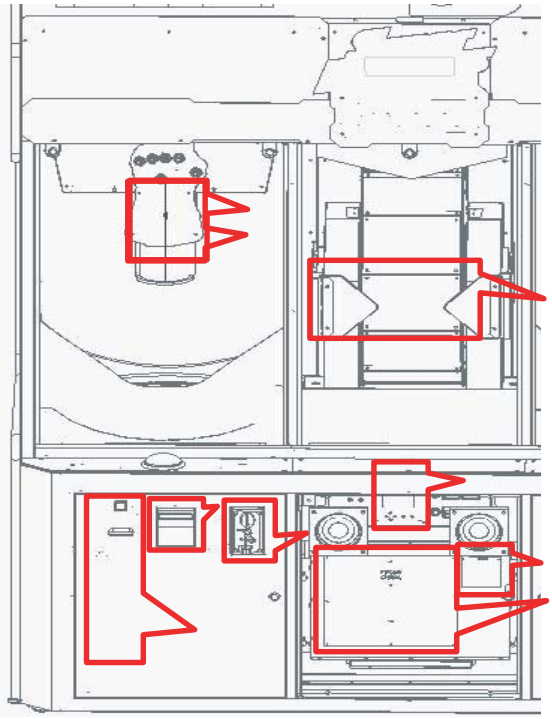
8. SOLUTION

* ERROR CODES

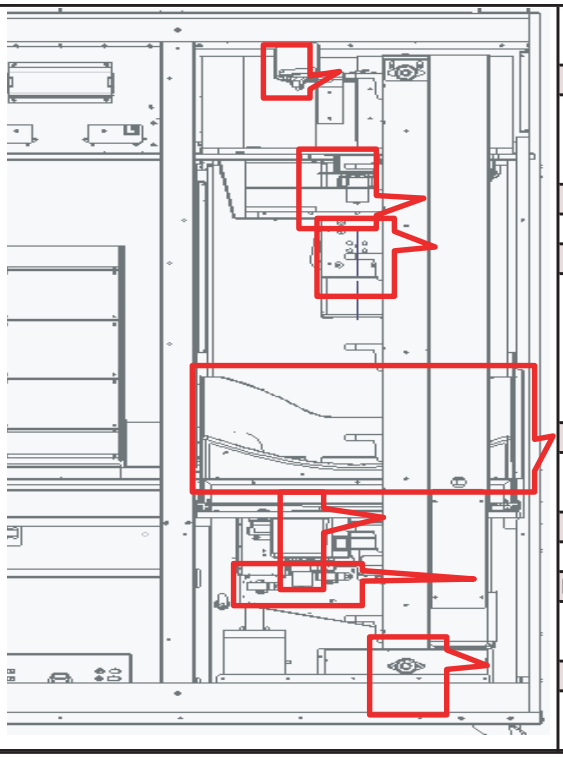
CODE	ERROR	NOTE
Er-t	TICKET ERROR	NO TICKETS OR TICKET JAM PROBLEM
Er01	BACKUP MEMORY ERROR	SAVE DATA ERROR. TURN OFF THE POWER AND TURN IT ON
Er05	SETUP LCD ERROR	SETUP LCD CONNECTION PROBLEM
Er10	BILL ERROR	BILL JAM PROBLEM
Er11	COIN ERROR	COIN JAM PROBLEM
Er20	BALL ELEVATOR MOTOR ERROR	BALL ELEVATOR MOTOR PROBLEM
Er21	BALL ELEVATOR UP SWITCH JAM ERROR	BALL JAM OR UP SWITCH PROBLEM
Er22	BALL ELEVATOR UP SWITCH ERROR	NO BALL OR UP SWITCH PROBLEM
Er30	BALL HOPPER ERROR	NO BALL OR BALL READY SWITCH PROBLEM
Er31	BALL HOPPER MOTOR ERROR	BALL HOPPER MOTOR OR BALL HOPPER SENSOR PROBLEM
Er40	COLOR SENSOR	COLOR SENSOR PROBLEM
Er41	BALL READY ERROR	BALL DISAPPEAR AFTER BALL READY SWITCH DETECTED : SOLENOID PROBLEM
Er42	SOLENOID ERROR	WHEN BALL READY SWITCH IS DETECTED EVEN AFTER REPEATED OPERATION OF THE SOLENOID 3 TIMES
Er43	BALL READY ERROR	ANOMALY DETECTION OF BALL READY SWITCH
Er50	BOTTOM WHEEL ERROR	BOTTOM WHEEL MOTOR OR BOTTOM WHEEL ENCODER PROBLEM
Er51	BALL IN SUCCESS ERROR	BALL IS STUCK ON SUCCESS SENSOR OR BALL IN SUCCESS SENSOR PROBLEM
Er52	BALL IN FAILL ERROR	BALL IS STUCK ON FAIL SENSOR OR BALL IN FAIL SENSOR PROBLEM
Er53	BALL IN CHECK ERROR	BALL IS OUT OF GAME FIELD OR BALL IN SUCCESS, FAIL SENSOR PROBLEM
Er60	SUPER SPIN HOME ERROR	SUPER SPIN MOTOR OR SUPER SPIN SENSOR PROBLEM
Er61	SUPER SPIN ENC ERROR	SUPER SPIN MOTOR OR SUPER SPIN SENSOR PROBLEM
Er62	SUPER SPIN CALIBRATION LOW ERROR	SUPER SPIN MOTOR PROBLEM OR SUPER SPIN MECHANISM PROBLEM
Er62	SUPER SPIN CALIBRATION HIGH ERROR	SUPER SPIN MOTOR PROBLEM OR SUPER SPIN MECHANISM PROBLEM
Er64	SUPER SPIN POSITION LOW ERROR	SUPER SPIN MOTOR PROBLEM OR SUPER SPIN MECHANISM PROBLEM
Er65	SUPER SPIN POSITION HIGH ERROR	SUPER SPIN MOTOR PROBLEM OR SUPER SPIN MECHANISM PROBLEM

※ Reset button after taking actions

VIEW FRONT

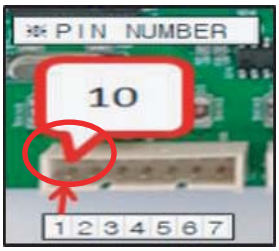
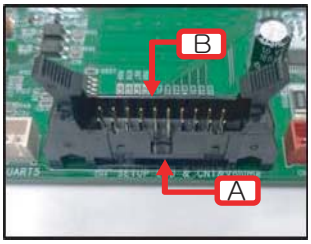


VIEW REAR

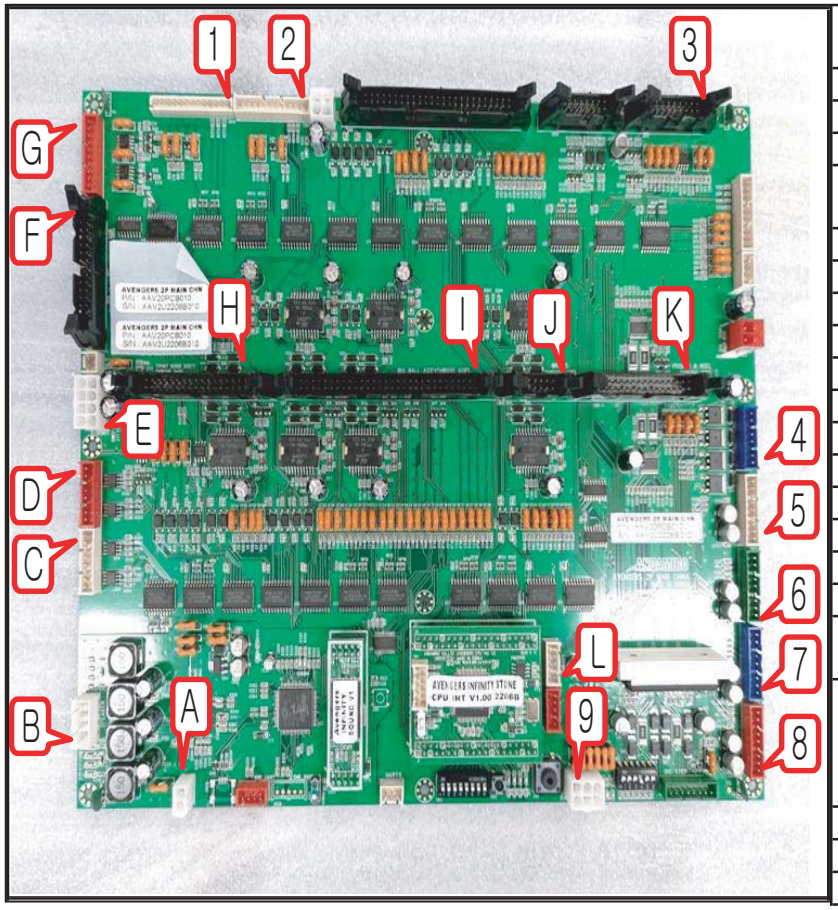


9. PCB CONNECTOR LOCATION

* PIN INFORMATION

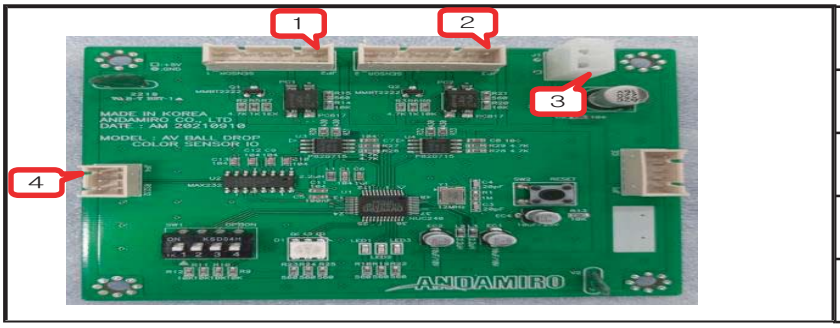
1	2	PIN DESCRIPTION
		1. The arrow point means the contact pin number 1 2. direction of hirose connector

9-1. MAIN PCB ASS'Y



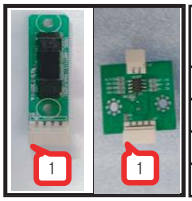
NO	FUNCTION	LOCATION	PIN
1	2P BALL ELEVATOR MOTOR	CN14	13
2	1P BALL ELEVATOR MOTOR	CN13	12
3	TICKET DISPENSER & BUTTON	CN11	16
4	GAME ZONE TOP&MOLD, SUPER SPIN SPOT&SIDE LED	CN23	8
5	SUPER BONUS FND	CN18	9
6	2P GAUNTLET LED & BALL LED	CN17	9
7	1P GAUNTLET LED & BALL LED	CN16	9
8	TICKET & BALL DROP FND	CN15	9
9	MAIN POWER 5V, 12V	CN13	6
A	AUDIO POWER 12V	CN30	2
B	SPEAKER	CN29	4
C	2P WHEEL SIDE,SPIN ARROW LED	CN19	8
D	1P WHEEL SIDE,SPIN ARROW LED	CN20	8
E	DC MOTOR POWER 12V	CN33	8
F	SETUP & COUNTER & VOL	CN4	26
G	SUPER SPIN INNER LED	CN25	9
H	GAME BUTTON,COIN&BILL, SOLENOID & READY SWITCH	CN6	34
I	SUPER SPIN MOTOR & SEN WHEEL MOTOR & SENSOR SUCCESS & FAIL SENSOR BALL ELEV UP SWITCH	CN7	60
J	BALL HOPPWER MOTOR	CN12	10
K	BALL HOPPWER SENSOR	CN9	30
L	COLOR SENSOR I/O PCB	CN1	5

9-2. COLOR SENSOR IO PCB ASS'Y



NO	FUNCTION	LOCATION	PIN
1	1P COLOR SENSOR PCB	J2	6
2	2P COLOR SENSOR PCB	J3	7
3	POWER 5V	J1	2
4	MAIN PCB	J4	3

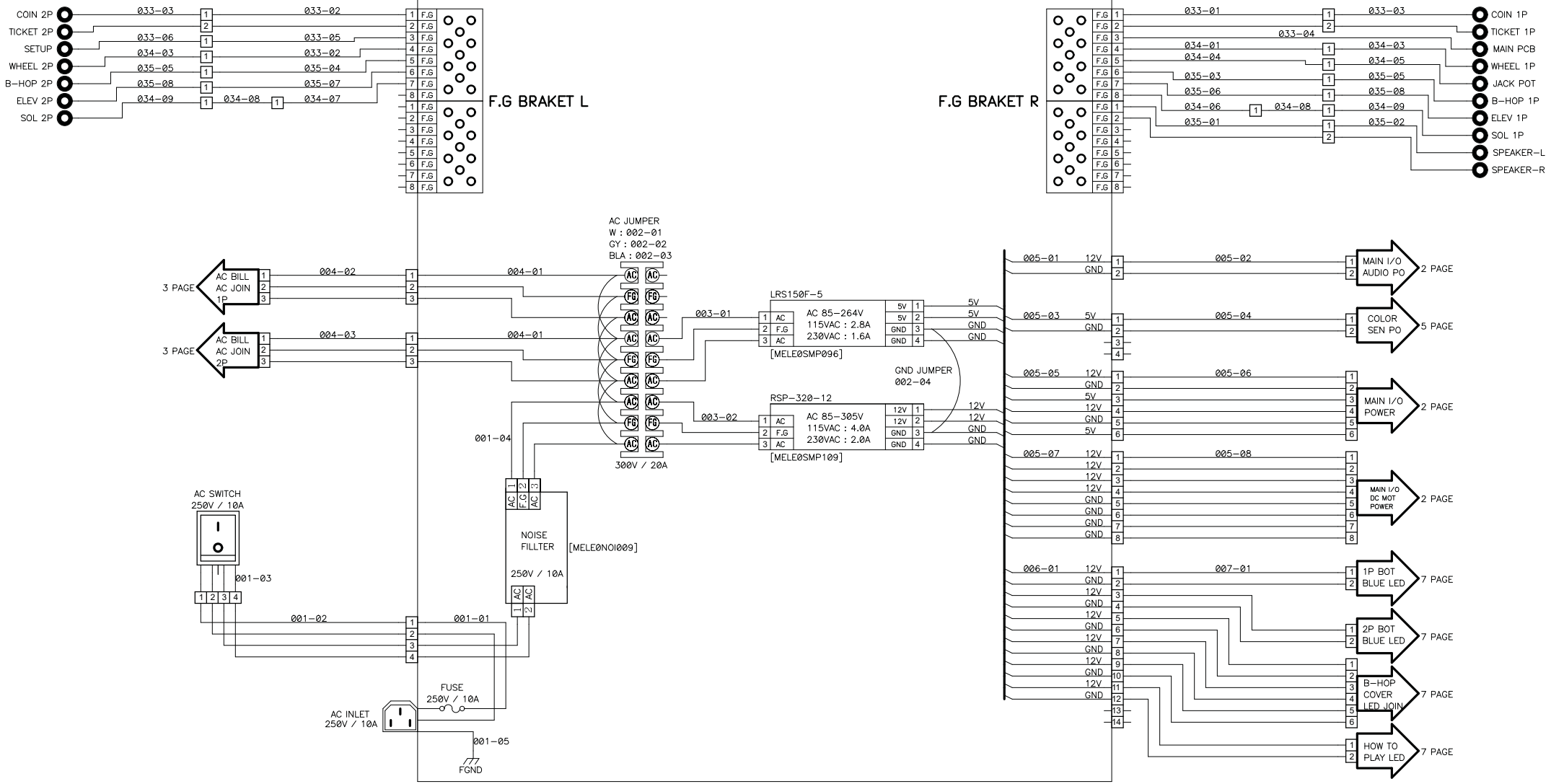
9-3. SENSOR PCB ASS'Y



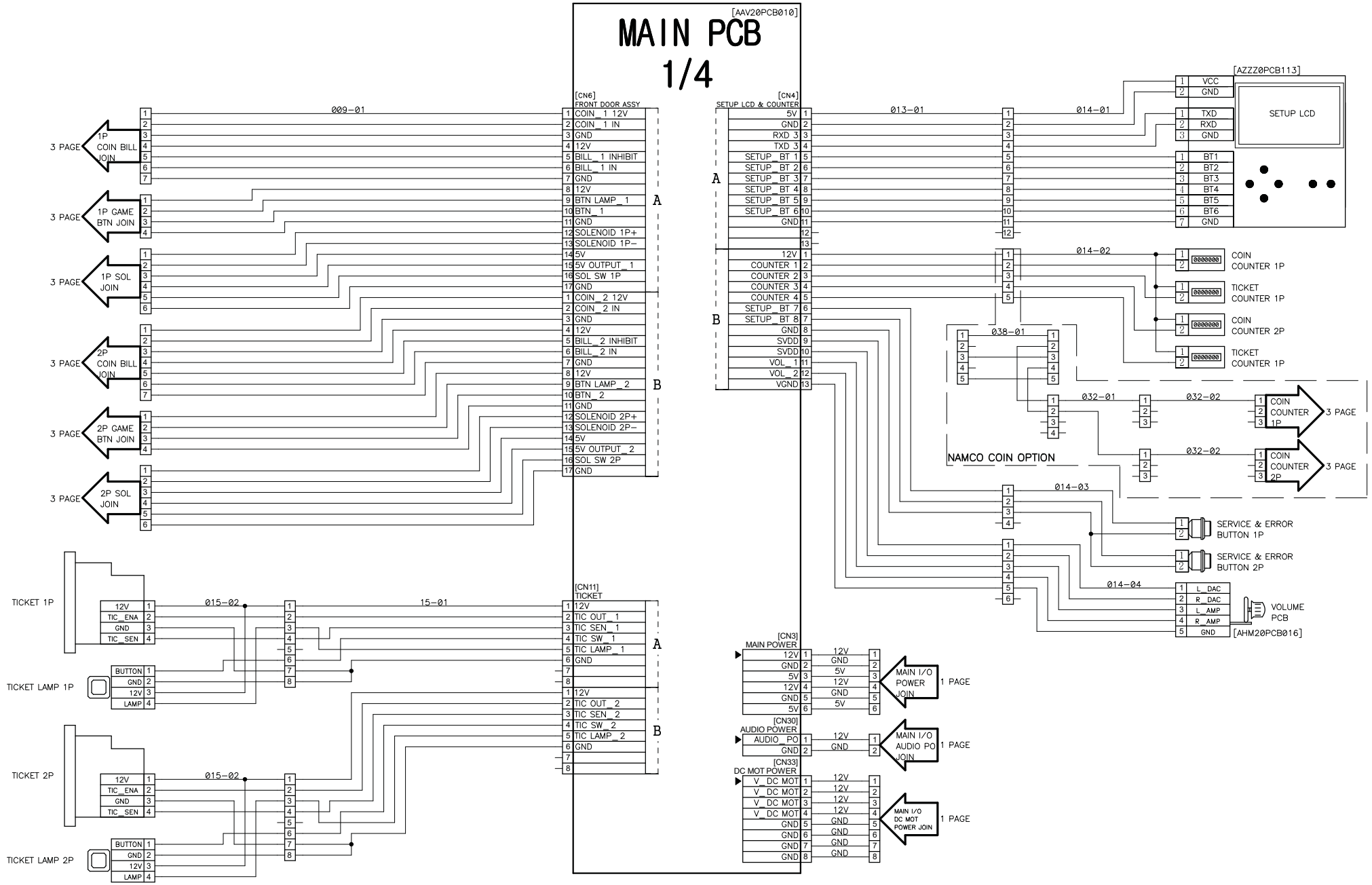
NO	FUNCTION	PIN No
1	POWER 5V	1
2	ENABLE VOLTAGE	2
3	SENSOR OUT VOLTAGE	3
4	GND	4

NO	FUNCTION	PIN No
1	POWER 5V	1
2	INTERRUPT	2
3	DATA SIGNAL	3
4	CLOCK SIGNAL	4
5	LED OUTPUT	5
6	GND	6

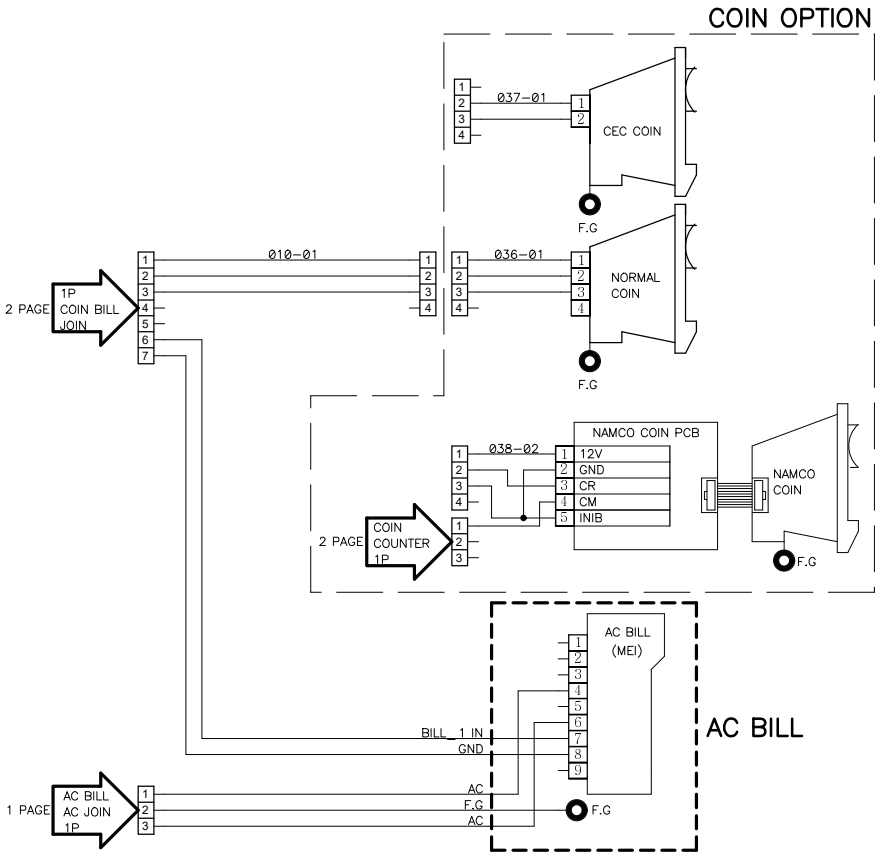
POWER SUPPLY

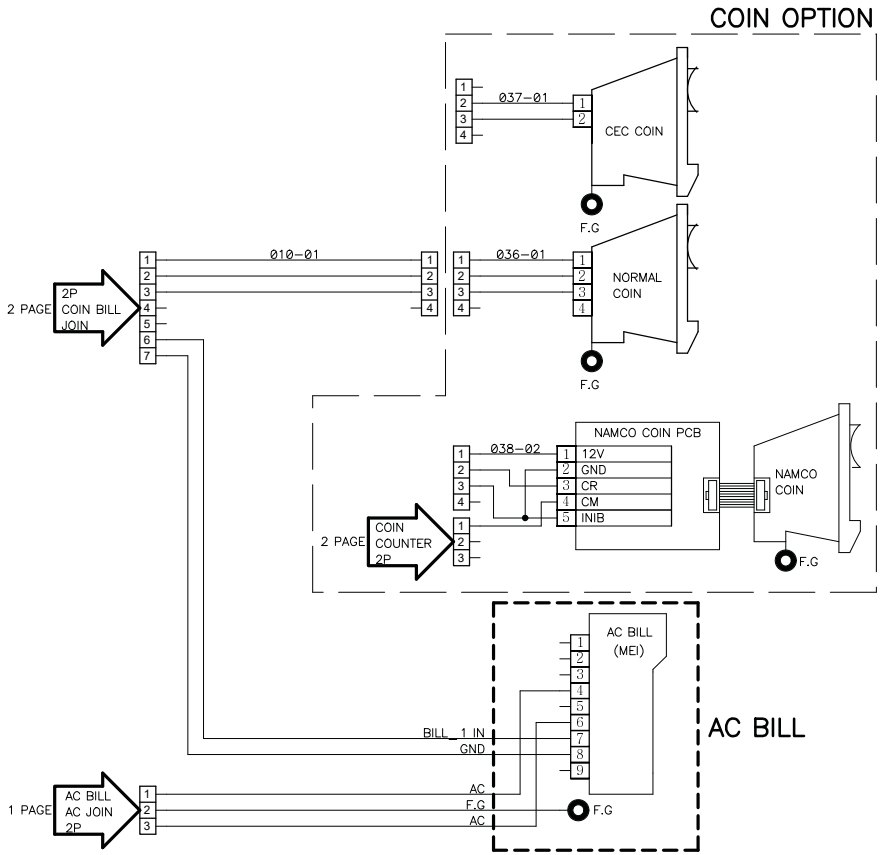


DEPARTMENT	DRAWN BY	CHECKED BY	APPROVED BY	ITEM	AVENGERS INFINITY STONE
H/W	K.H.LIM			PAGE	2022.08.16
	ANDAMIRO			DATE	1 PAGE

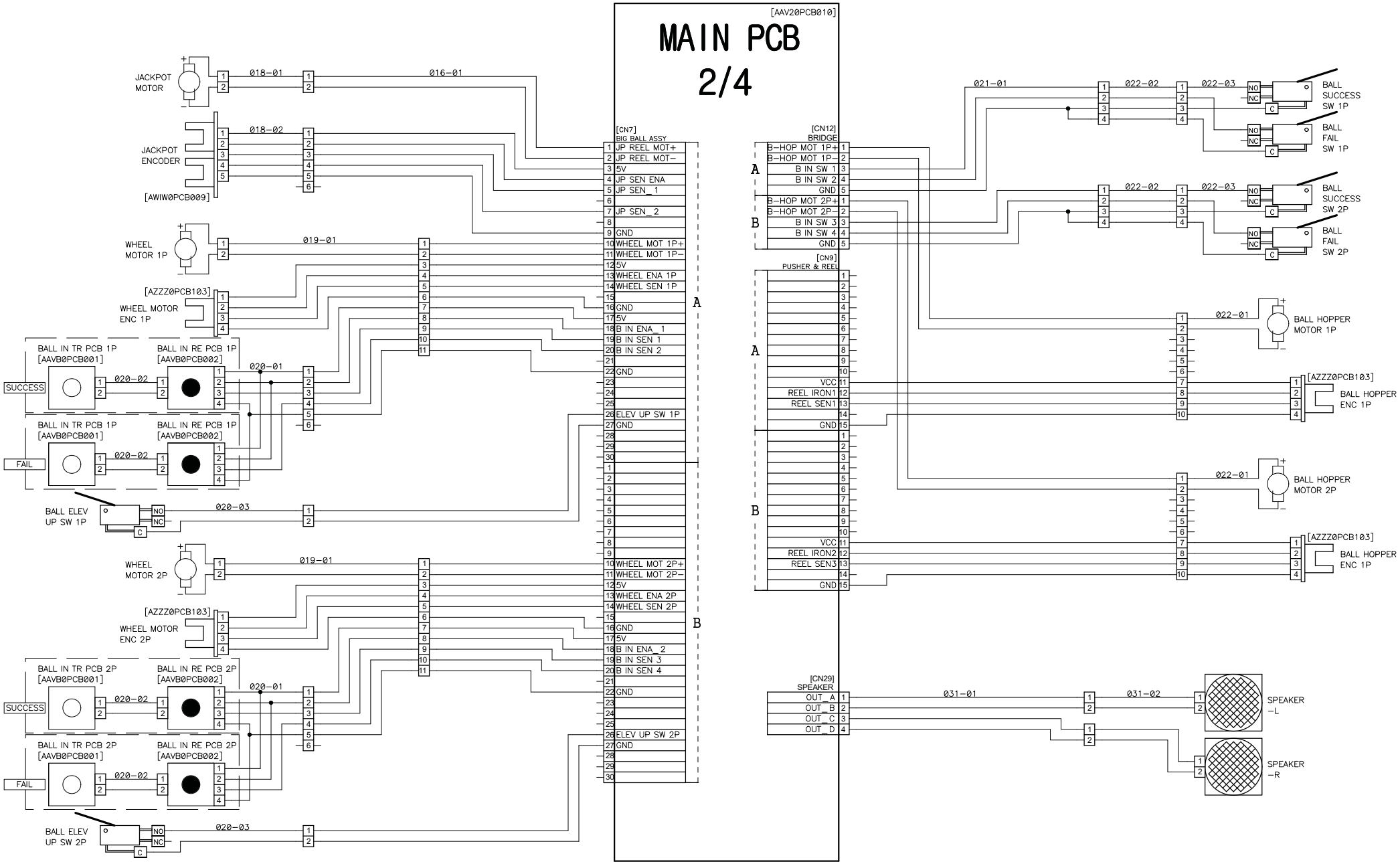


DEPARTMENT	DRAWN BY	CHECKED BY	APPROVED BY	ITEM	AVENGERS INFINITY STONE
H/W	K.H.LIM			PAGE	2022.08.16
	ANDAMIRO			DATE	2 PAGE

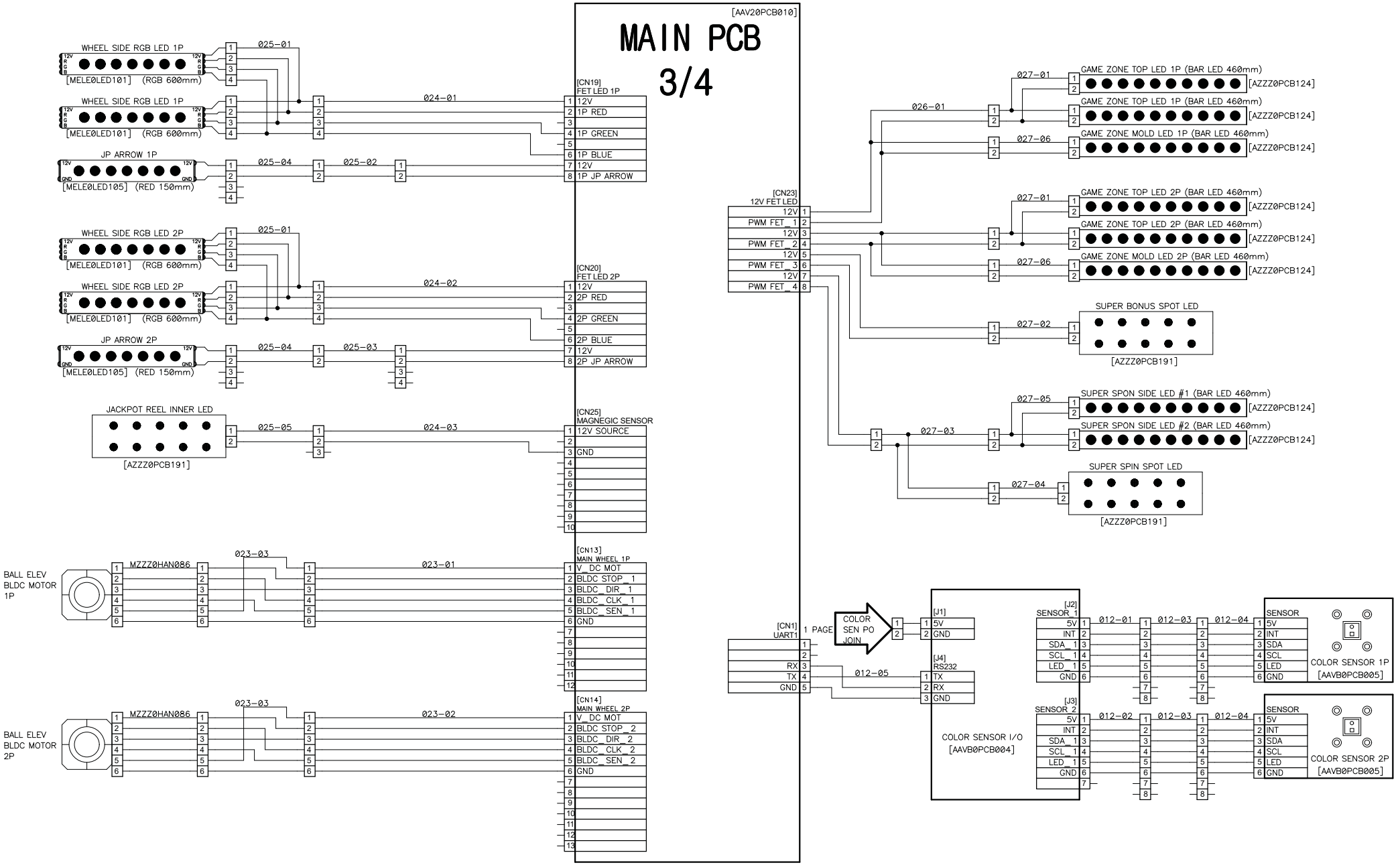




DEPARTMENT	DRAWN BY	CHECKED BY	APPROVED BY	ITEM	AVENGERS INFINITY STONE
H/W	K.H.LIM			PAGE	2022.08.16
	ANDAMIRO			DATE	3 PAGE



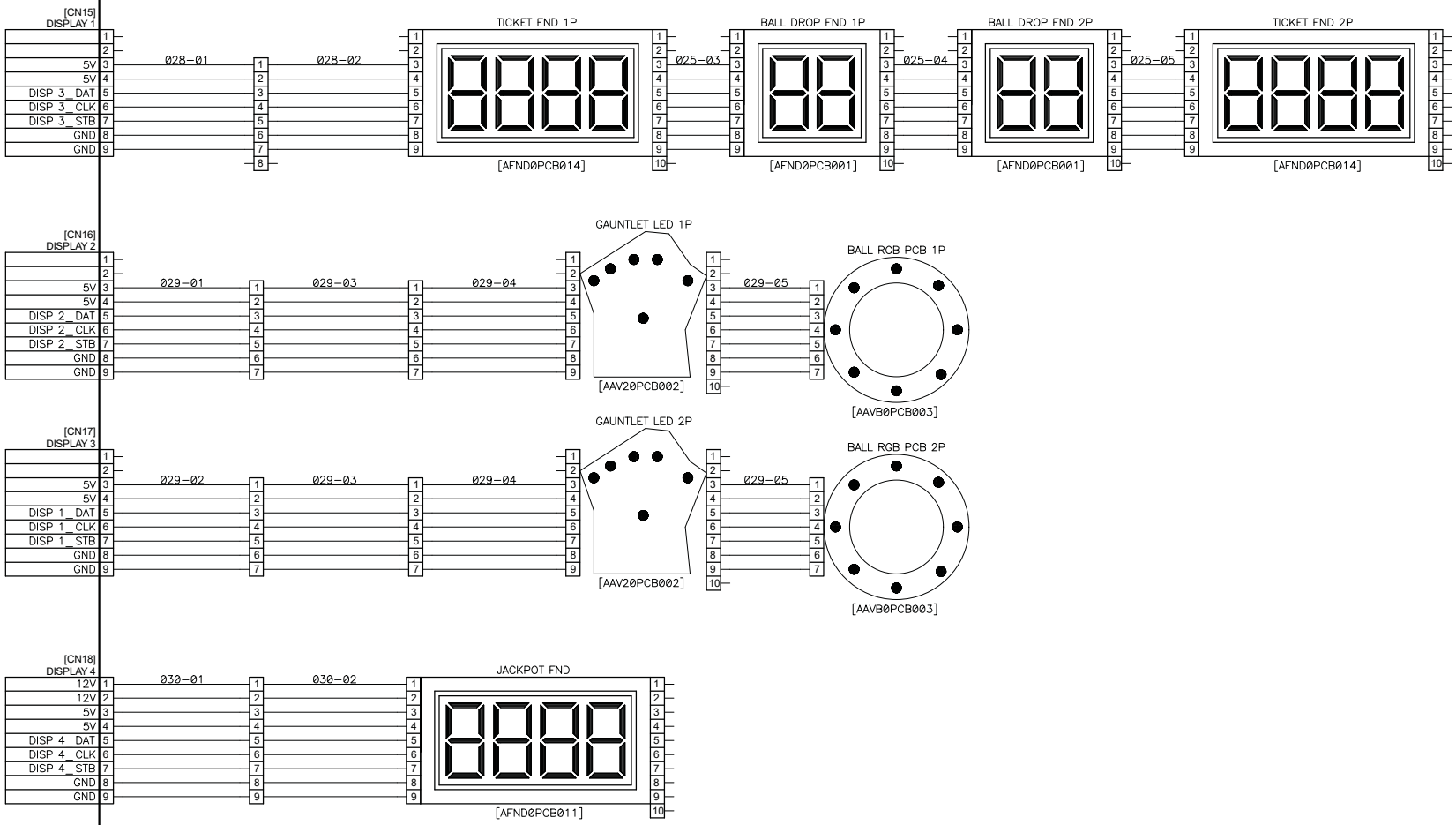
DEPARTMENT	DRAWN BY	CHECKED BY	APPROVED BY	ITEM	AVENGERS INFINITY STONE
H/W	K.H.LIM			PAGE	2022.08.16
	ANDAMIRO			DATE	4 PAGE



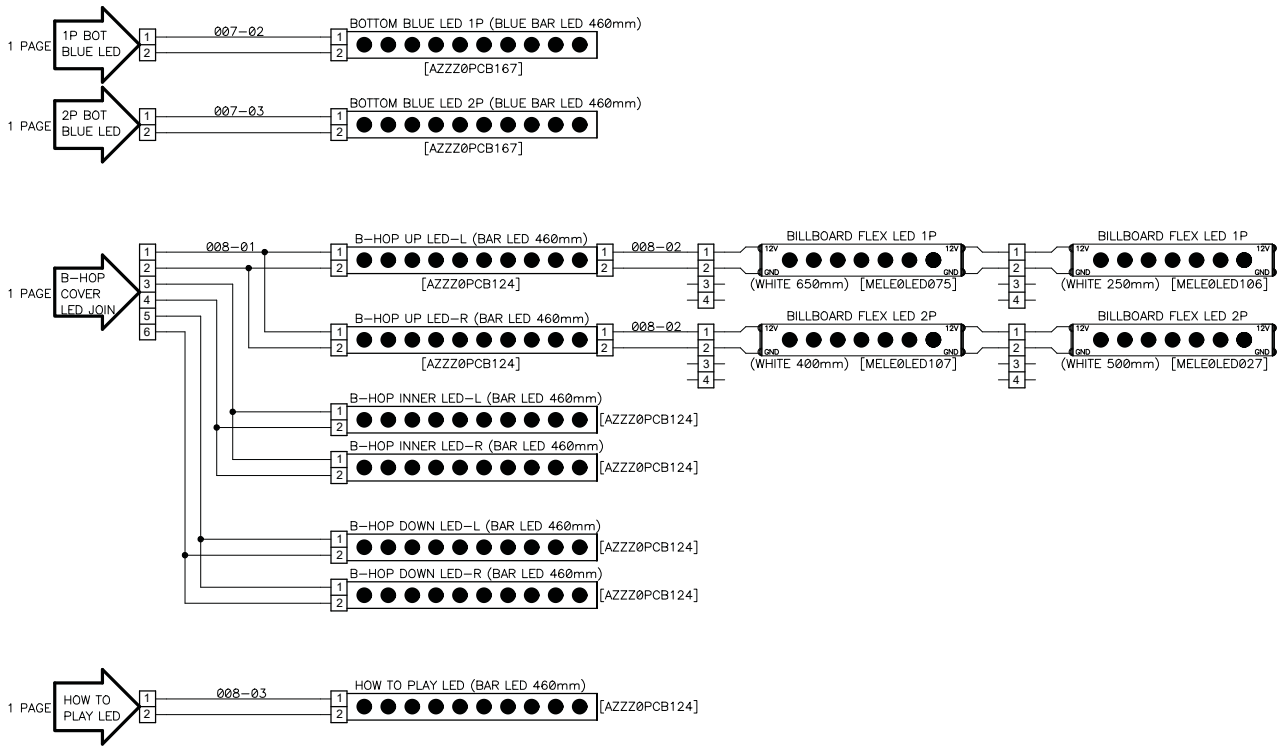
DEPARTMENT	DRAWN BY	CHECKED BY	APPROVED BY	ITEM	AVENGERS INFINITY STONE
H/W	K.H.LIM			PAGE	2022.08.16
	ANDAMIRO			DATE	5 PAGE

[AAV20PCB010]

MAIN PCB
4/4



DEPARTMENT	DRAWN BY	CHECKED BY	APPROVED BY	ITEM	AVENGERS INFINITY STONE
H/W	K.H.LIM			PAGE	2022.08.16
	ANDAMIRO			DATE	6 PAGE

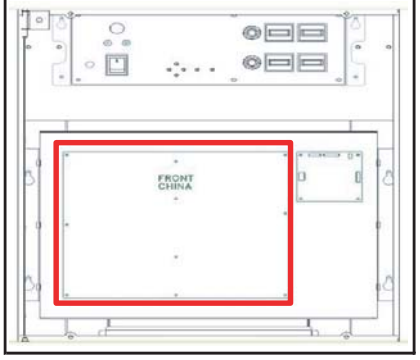


DEPARTMENT	DRAWN BY	CHECKED BY	APPROVED BY	ITEM	AVENGERS INFINITY STONE
H/W	K.H.LIM			PAGE	2022.08.16
	ANDAMIRO			DATE	7 PAGE -END-

11. TROUBLE SHOOTING

11-1. BACKUP MEMORY ERROR (Er01)

ERROR or LOCATION



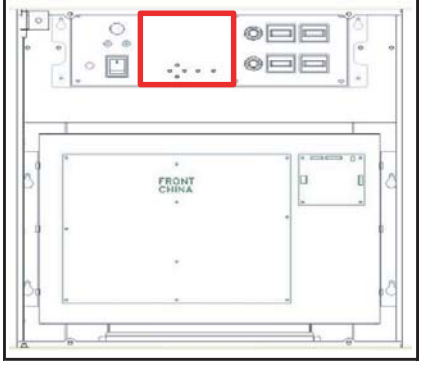
▶SOLUTION

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

PART NAME	CODE
AV2 MAIN PCB ASS'Y WITH CPU & MEMORY	AAV20PCB010

11-2. SETUP LCD ERROR (Er05)

ERROR or LOCATION



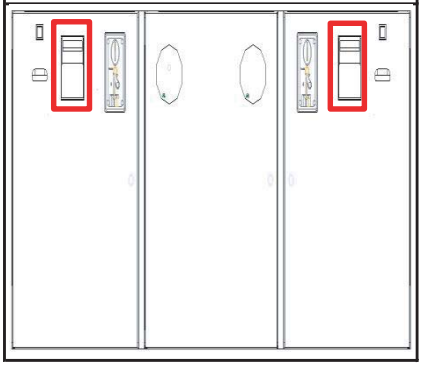
▶SOLUTION

1. CHECK :
   1) Check the cable connection status
   3) SETUP LCD replacement
   4) MAIN PCB replacement

PART NAME	CODE	PART NAME	CODE
SETUP LCD PCB ASS'Y	AZZZ0PCB113	AV2 MAIN PCB ASS'Y WITH CPU & MEMORY	AAV20PCB010

11-3. BILL ACCEPTOR ERROR (Er10)

ERROR or LOCATION



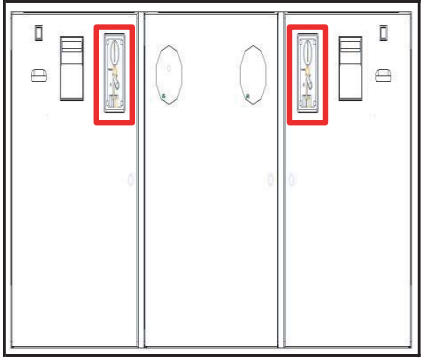
▶SOLUTION

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

PART NAME	CODE
AV2 MAIN PCB ASS'Y WITH CPU & MEMORY	AAV20PCB010

11-4. COIN MACHINE ERROR (Er11)

ERROR or LOCATION

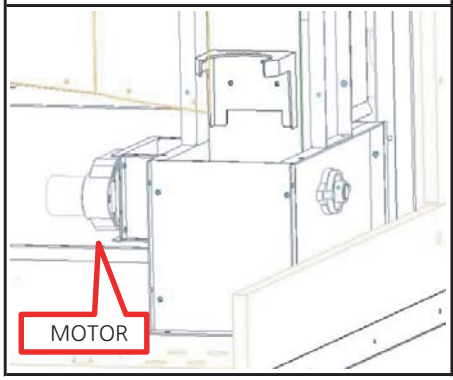
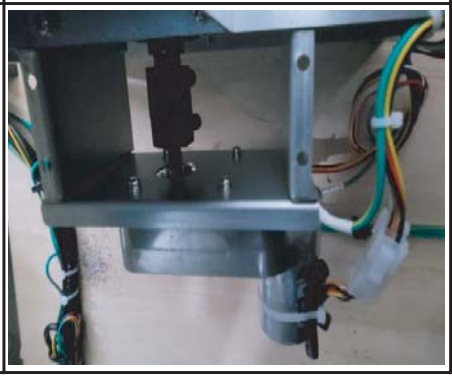
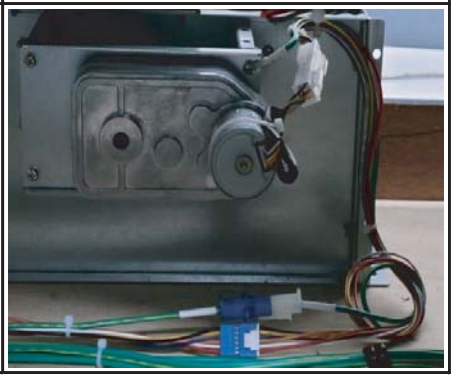


▶SOLUTION

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	AV2 MAIN PCB ASS'Y WITH CPU & MEMORY	AAV20PCB010

11-5. BALL ELEVATOR MOTOR ERROR (Er20)

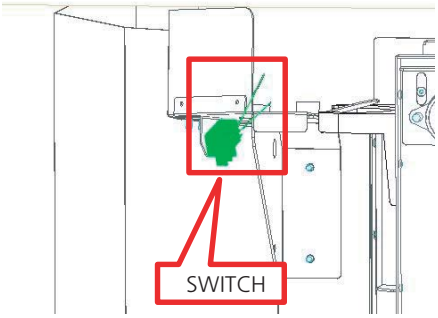
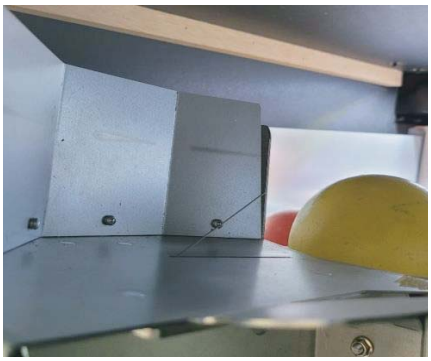
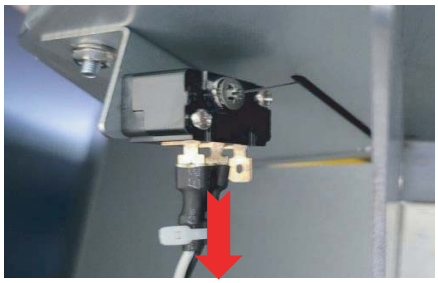
ERROR or LOCATION	P1	P2
		

▶SOLUTION

1. TEST MODE → BALL MECH. TEST
   ▶ SUPER BONUS FND : On the first BLDC encoder status display
2. CHECK :
   1) Check the assembly status of pully and other motor machine parts (P1)
   2) Check the cable connection (P2)
   3) Machine parts deformation (P1)
   4) Replace MOTOR
   6) Replace MAIN PCB

PART NAME	CODE	PART NAME	CODE
MOTOR	MZZZ0MOT175	AV2 MAIN PCB ASS'Y WITH CPU & MEMORY	AAV20PCB010

11-6. BALL ELEVATOR UP SWITCH ERROR (Er21)

ERROR or LOCATION	P1	P2
		

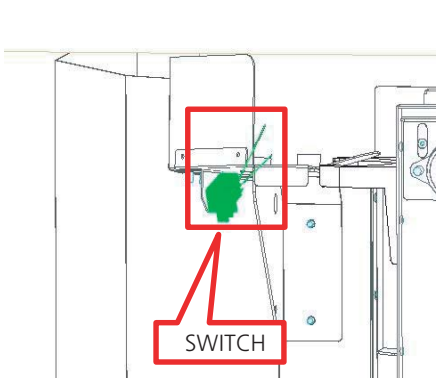
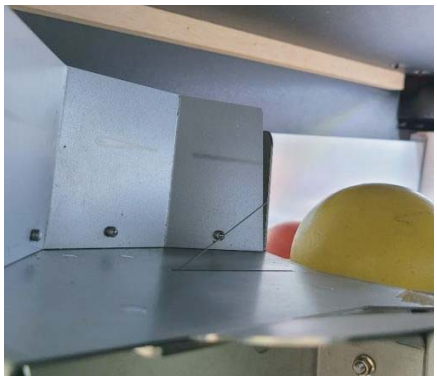
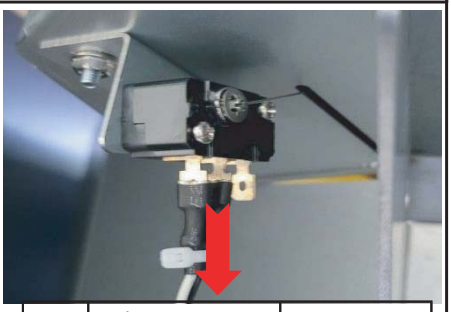
1	Below 0.1V	ON
2	Over 4.5V	OFF

▶SOLUTION

1. TEST MODE → INPUT TEST
   ▶ SETUP LCD Display status at the 3rd digit of the second line of the window
2. CHECK :
   1) Make sure the ball is holding the switch (P1)
   2) Check the cable connection (P2)
   3) machine parts deformation
   4) Check SWITCH voltage (P2)
   5) Replace SWITCH
   6) Replace MAIN PCB

PART NAME	CODE	PART NAME	CODE
MICRO SWITCH	MELE0MIC002	AV2 MAIN PCB ASS'Y WITH CPU & MEMORY	AAV20PCB010

11-7. BALL ELEVATOR UP SWITCH ERROR (Er22)

ERROR or LOCATION	P1	P2
		

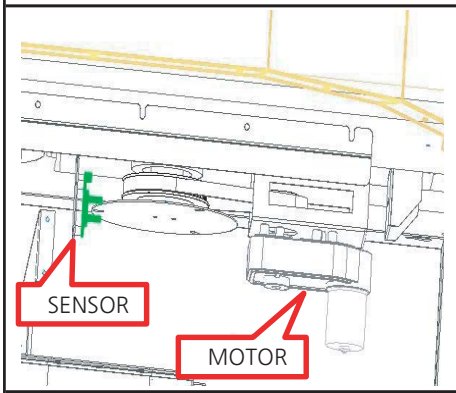
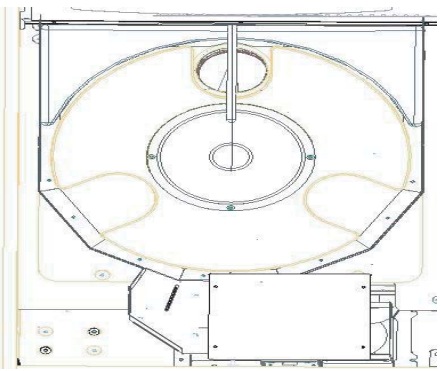
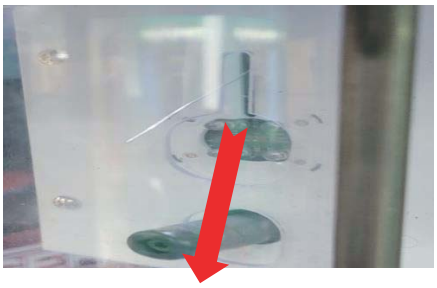
1	Below 0.1V	ON
2	Over 4.5V	OFF

▶SOLUTION

1. TEST MODE → INPUT TEST
   ▶ SETUP LCD Display status at the 3rd digit of the second line of the window
2. CHECK :
   1) BALL check and JAM check (P1)
   2) Check whether the BALL ELEVATOR works
   3) Check the cable connection (P2)
   4) Machine parts deformation
   5) Check SWITCH voltage (P2)
   6) Replace SWITCH
   7) Replace MAIN PCB

PART NAME	CODE	PART NAME	CODE
MICRO SWITCH	MELE0MIC002	AV2 MAIN PCB ASS'Y WITH CPU & MEMORY	AAV20PCB010

11-8. BALL HOPPER ERROR (Er30)

ERROR or LOCATION	P1	P2
		

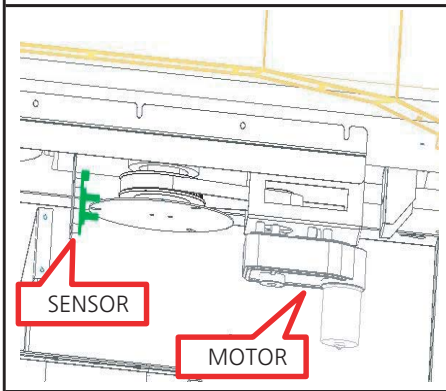
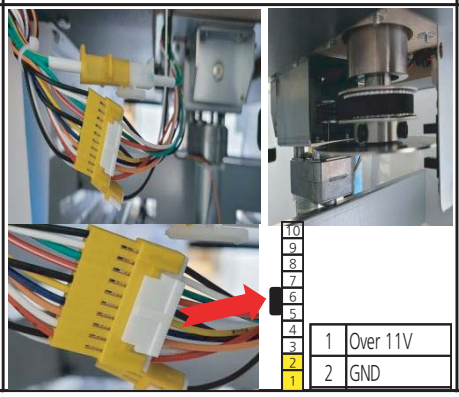
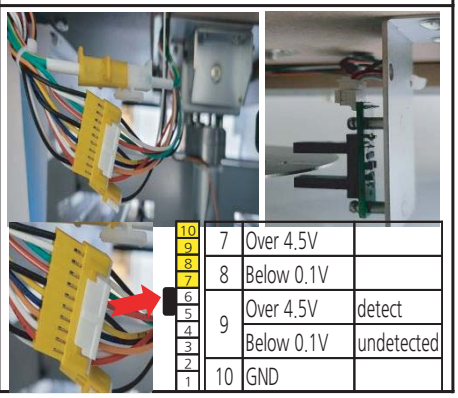
1	Below 0.1V	ON
2	Over 4.5V	OFF

▶SOLUTION

1. TEST MODE → BALL HOPPER TEST
   ▶ CREDIT FND : At the bottom of the first digit switch recognition status display
2. CHECK :
   1) Check the presence of balls in the BALL HOPPER and check the JAM (P1)
   2) Check the blockage of the ball inlet by foreign substances in the BALL HOPPER (P1)
   3) Machine parts deformation (P1)
   4) Check BALL REDAY SWITCH voltage (P2)
   5) Replace SWITCH
   6) Replace MAIN PCB

PART NAME	CODE	PART NAME	CODE
MICRO SWITCH	MELE0MIC002	AV2 MAIN PCB ASS'Y WITH CPU & MEMORY	AAV20PCB010

11-9. BALL HOPPER SENSOR & MOTOR ERROR (Er31)

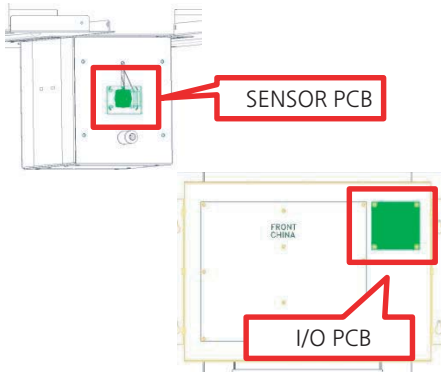
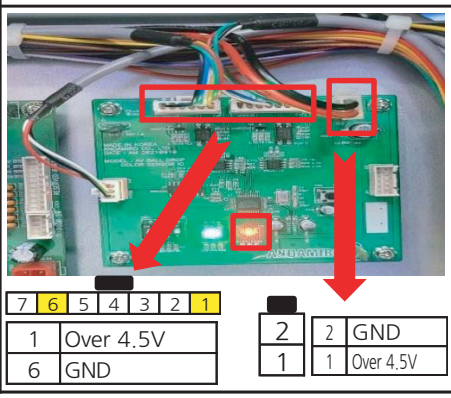
ERROR or LOCATION	P1	P2
		

▶SOLUTION

1. TEST MODE → BALL MECH. TEST
   ▶ SUPER BONUS FND : In the middle bar in the first place sensor status display
2. CHECK :
   1) Check the assembly status of pully and other motor machine parts (P1)
   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	MZZZ0MOT161	PHOTO INT-1 PCB ASS'Y	AZZZ0PCB103
AV2 MAIN PCB ASS'Y WITH CPU & MEMORY	AAV20PCB010		

11-10. COLOR SENSOR ERROR (Er40)

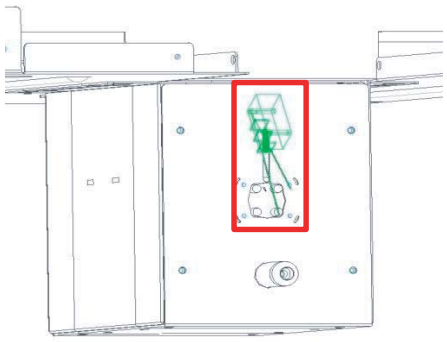
ERROR or LOCATION	P1	P2
		

▶SOLUTION

1. TEST MODE → COLOR TEST
   ▶ Check the COLOR value on the third line on the SETUP LCD window
   ▶ Run test using SETUP LCD ASS'Y button
   ▶ RIGHT : BALL SUPPLY / SELECT : BALL DISPOSE
   1) Check whether COLOR SENSOR I/O BOARD LED blinks 3 times
   2) Check the cable connection status (P1)
   3) Check the power of COLOR SENSOR I/O (P1)
   4) Replace SMPS
   5) Check the power of COLOR SENSOR (P1)
   6) Replace SENSOR PCB
   8) Replace SENSOR I/O PCB
   7) Replace MAIN PCB

PART NAME	CODE	PART NAME	CODE
POWER SMPS	MELE0SMP096	COLOR SENSOR PCB ASS'Y	AAVB0PCB005
COLOR SENSOR IO PCB ASS'Y	AAVB0PCB004	AV2 MAIN PCB ASS'Y WITH CPU & MEMORY	AAV20PCB010

11-11. BALL READY ERROR (Er41)

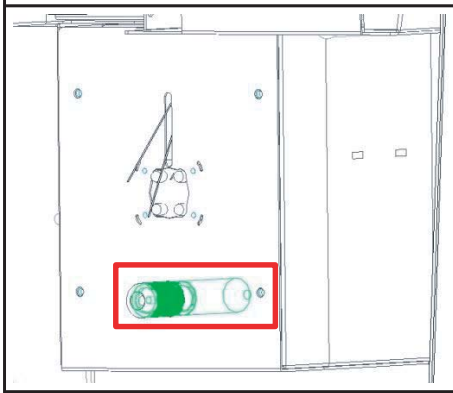
ERROR or LOCATION	P1	P2
		1 Below 0.1V ON 2 Over 4.5V OFF

▶SOLUTION

1. TEST MODE → INPUT TEST
   ▶ SETUP LCD Display status at the 4rd digit of the second line of the window
2. CHECK :
   1) Check the BALL position (P1)
   2) Check whether SWITCH is deformed (P1)
   3) Check the solenoid (P1)
   4) Check SWITCH voltage (P2)
   5) Replace SWITCH
   6) Replace SOLENOIDE
   7) Replace MAIN PCB

PART NAME	CODE	PART NAME	CODE
MICRO SWITCH	MELE0MIC002	SOLENOID ASS'Y	AELE0SOL001
AV2 MAIN PCB ASS'Y WITH CPU & MEMORY	AAV20PCB010		

11-12. SOLENOID ERROR (Er42)

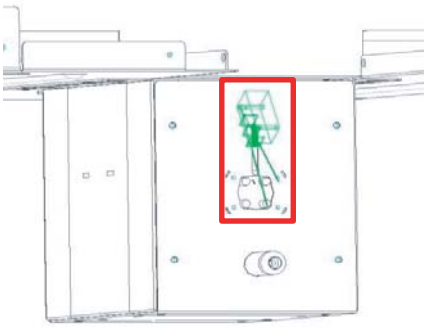
ERROR or LOCATION	P1	
		

▶SOLUTION

1. TEST MODE → SOLENOIDE TEST
   ▶ Turns on when the game button is pressed and turns off after 0.3 seconds
2. CHECK :
   1) Check the assembly status of solenoide parts (P1)
   2) Check the cable connection
   3) Replace SOLENOIDE
   4) Replace MAIN PCB

PART NAME	CODE	PART NAME	CODE
SOLENOID ASS'Y	AELE0SOL001	AV2 MAIN PCB ASS'Y WITH CPU & MEMORY	AAV20PCB010

11-13. BALL READY ERROR (Er43)

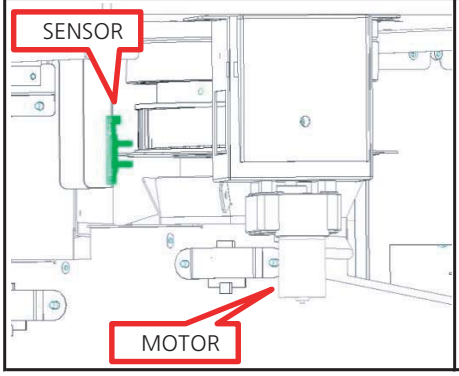
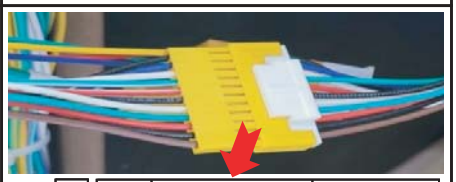
ERROR or LOCATION	P1	P2
		1 Below 0.1V ON 2 Over 4.5V OFF

▶SOLUTION

1. TEST MODE → INPUT TEST
   ▶ SETUP LCD Display status at the 4rd digit of the second line of the window
2. CHECK :
   1) Check whether the ball is not loaded (P1)
   2) Check whether SWITCH is deformed (P1)
   3) Check SWITCH voltage (P2)
   4) Replace SWITCH
   5) Replace MAIN PCB

PART NAME	CODE	PART NAME	CODE
MICRO SWITCH	MELE0MIC002	AV2 MAIN PCB ASS'Y WITH CPU & MEMORY	AAV20PCB010

11-14. BOTTOM WHEEL SENSOR & MOTOR ERROR (Er50)

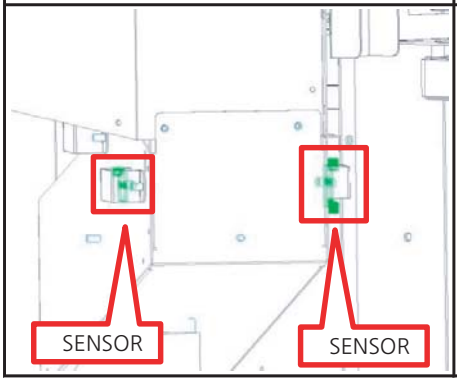
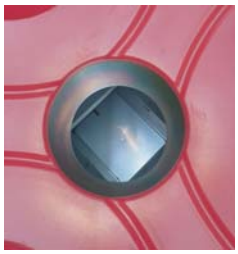
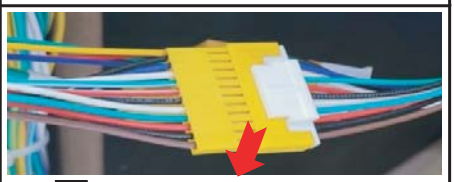
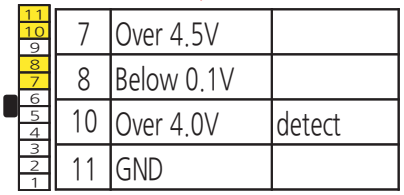
ERROR or LOCATION	P1	P2
	 	 11 10 9 8 7 6 5 4 3 2 1 1 Over -10.5V 2 GND 3 Over 4.5V 4 Below 0.1V 5 Over 4.5V detect Below 0.1V undetected 6 GND

▶SOLUTION

1. TEST MODE → BOTTOM WHEEL TEST
   ▶ CREDIT FND : Display sensor status
2. CHECK :
   1) Check the assembly status of pully and other motor machine parts (P1)
   2) Check the cable connection (P2)
   3) Check machine parts deformation (P1)
   4) Check Motor voltage (P2)
   5) Replace MOTOR
   6) Check Sensor PCB voltage (P2)
   7) Replace SENSOR PCB
   8) Replace MAIN PCB

PART NAME	CODE	PART NAME	CODE
MOTOR	MZZZ0MOT174	PHOTO INT-1 PCB ASS'Y	AZZZ0PCB103
AV2 MAIN PCB ASS'Y WITH CPU & MEMORY	AAV20PCB010		

11-15. BALL IN SUCCESS SENSOR ERROR (Er51)

ERROR or LOCATION	P1	P2
	 	 

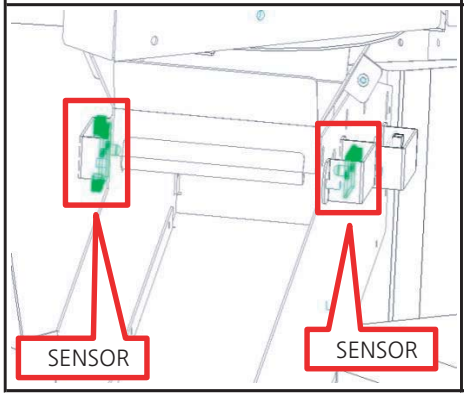
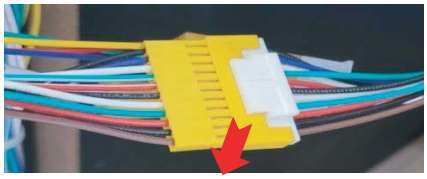
7	Over 4.5V	
8	Below 0.1V	
10	Over 4.0V	detect
11	GND	

▶SOLUTION

1. TEST MODE → INPUT TEST
   ▶ Display status at the 2rd digit of the second line of the window
2. CHECK :
   1) Check if there are no foreign substances, ball jams, etc. (P1)
   2) Check the cable connection (P1)
   3) Check machine parts deformation (P1)
   4) Check Sensor PCB voltage (P2)
   5) Replace SENSOR PCB
   6) Replace MAIN PCB

PART NAME	CODE	PART NAME	CODE
BALL IN IR TR PCB ASS'Y	AAVB0PCB001	BALL IN IR RE PCB ASS'Y	AAVB0PCB002
AV2 MAIN PCB ASS'Y WITH CPU & MEMORY	AAV20PCB010		

11-16. BALL IN FAIL SENSOR ERROR (Er52)

ERROR or LOCATION	P1	P2
		 

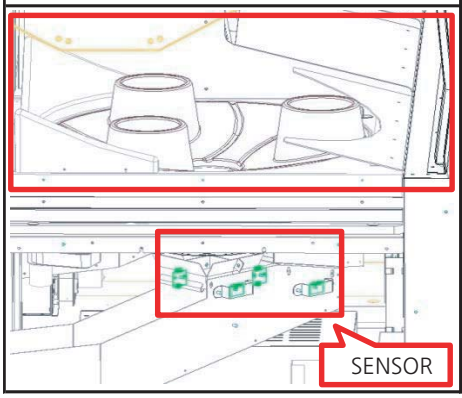
7	Over 4.5V	
8	Below 0.1V	
9	Over 4.0V	detect
11	GND	

▶SOLUTION

1. TEST MODE → INPUT TEST
   ▶ Display status at the 1rd digit of the second line of the window
2. CHECK :
   1) Check if there are no foreign substances, ball jams, etc. (P1)
   2) Check the cable connection (P1)
   3) Check machine parts deformation (P1)
   4) Check Sensor PCB voltage (P2)
   5) Replace SENSOR PCB
   6) Replace MAIN PCB

PART NAME	CODE	PART NAME	CODE
BALL IN IR TR PCB ASS'Y	AAVB0PCB001	BALL IN IR RE PCB ASS'Y	AAVB0PCB002
AV2 MAIN PCB ASS'Y WITH CPU & MEMORY	AAV20PCB010		

11-17. BALL IN CHECK SENSOR ERROR (Er53)

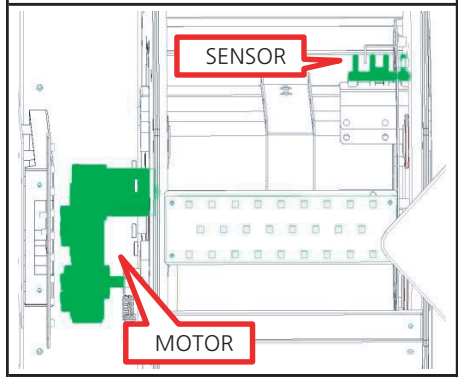
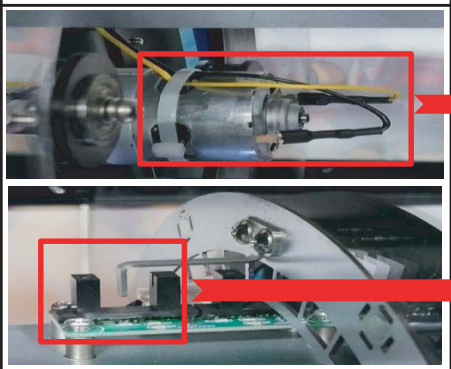
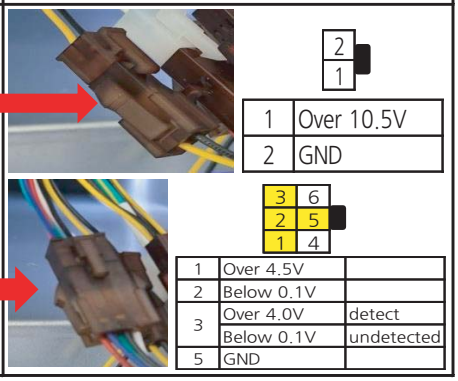
ERROR or LOCATION	P1	P2
		

▶SOLUTION

1. TEST MODE → INPUT TEST
   ▶ Display status at the 2rd digit of the second line of the window (BALL IN SUCCES SENSOR)
   ▶ Display status at the 1rd digit of the second line of the window (BALL IN FAIL SENSOR)
2. CHECK :
   1) Check if there are no foreign substances, ball jams, etc. (P1)
   2) Check the cable connection (P1)
   3) Check machine parts deformation (P1)
   4) Check Sensor PCB voltage (P2)
   5) Replace SENSOR PCB
   6) Replace MAIN PCB

PART NAME	CODE	PART NAME	CODE
BALL IN IR TR PCB ASS'Y	AAVB0PCB001	BALL IN IR RE PCB ASS'Y	AAVB0PCB002
AV2 MAIN PCB ASS'Y WITH CPU & MEMORY	AAV20PCB010		

11-18. SUPER SPIN SENSOR & MOTOR ERROR (Er60)

ERROR or LOCATION	P1	P2
		

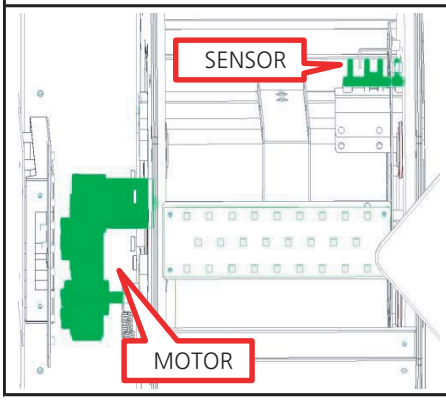
▶SOLUTION

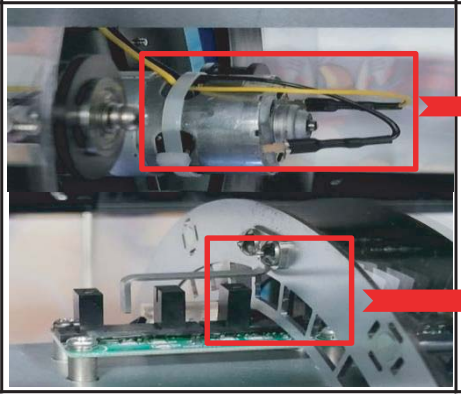
1. TEST MODE → SUPER SPIN TEST
   ▶ CREDIT FND : Display sensor status
   (1st digit: Datum point sensor /
   2nd digit: Dividing point sensor)
2. CHECK :
   1) Check the assembly status of equipment and motor (P1)
   2) Check the cable connection (P1, P2)
   3) Check machine parts deformation
   4) Check Motor voltage (P2)
   5) Replace MOTOR
   6) Check Sensor PCB voltage (P2)
   7) Replace SENSOR PCB
   8) Replace MAIN PCB

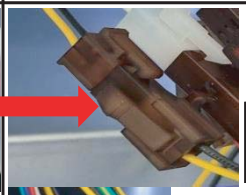
PART NAME	CODE	PART NAME	CODE
MOTOR	MZZZ0MOT176	PHOTO INT-2 PCB ASS'Y	AWIW0PCB009
AV2 MAIN PCB ASS'Y WITH CPU & MEMORY	AAV20PCB010		

11-19. SUPER SPIN SENSOR & MOTOR ERROR (Er61)

ERROR or LOCATION	P1	P2

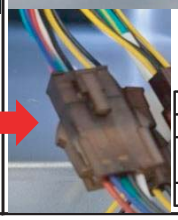






2
1

1	Over 10.5V
2	GND



3	6
2	5
1	4

1	Over 4.5V	
2	Below 0.1V	
4	Over 4.0V	detect
	Below 0.1V	undetected
5	GND	

▶SOLUTION

1. TEST MODE → SUPER SPIN TEST
   ▶ CREDIT FND : Display sensor status
   (1st digit : Datum point sensor /
   2nd digit : Dividing point sensor)
2. CHECK :
   1) Check the assembly status of equipment and motor (P1)
   2) Check the cable connection (P1, P2)
   3) Check machine parts deformation
   4) Check Motor voltage (P2)
   5) Replace MOTOR
   6) Check Sensor PCB voltage (P2)
   7) Replace SENSOR PCB
   8) Replace MAIN PCB

PART NAME	CODE	PART NAME	CODE
MOTOR	MZZZ0MOT176	PHOTO INT-2 PCB ASS'Y	AWIW0PCB009
AV2 MAIN PCB ASS'Y WITH CPU & MEMORY	AAV20PCB010		

11-20. SUPER SPIN CALIBRATION LOW/HIGH ERROR (Er62, Er63)

ERROR or LOCATION

▶SOLUTION

1.SETUP MODE → CALIBRATION SPIN
   ▶ SUPER BONUS FND : CALIBRATION operation proceeds when "ST 2" DISPLAY
   ▶ SUPER BONUS FND : In "ST 3" DISPLAY, in-place stop inspection proceeds
   ▶ 1P TICKET FND : PWM value
   ▶ 2P TICKET FND :
   ① "ST 2" : Time is displayed for one rotation
   ② "ST 3" : Show the number of inspections
   ▶ 2P BALL DROP FND : Origin and branch sensor status display
2. CHECK :
   1) Recheck after power off/on
   2) CALIBRATION SPIN progress
   3) Replace MOTOR
   4) Replace MAIN PCB

PART NAME	CODE	PART NAME	CODE
MOTOR	MZZZ0MOT176	AV2 MAIN PCB ASS'Y WITH CPU & MEMORY	AAV20PCB010

11-21. SUPER SPIN POSITION LOW/HIGH ERROR (Er64, Er65)

ERROR or LOCATION

▶SOLUTION

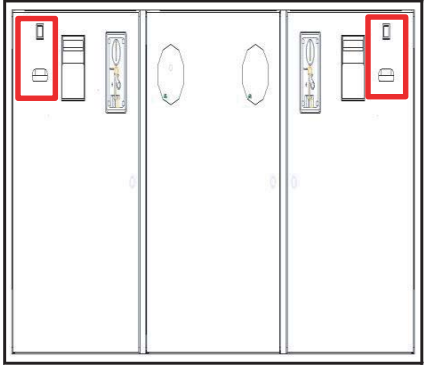
1.SETUP MODE → CALIBRATION SPIN
- ▶ SUPER BONUS FND : CALIBRATION operation proceeds when "ST 2" DISPLAY
- ▶ SUPER BONUS FND : In "ST 3" DISPLAY, in-place stop inspection proceeds
- ▶ 1P TICKET FND : PWM value
- ▶ 2P TICKET FND :
  - ① "ST 2" : Time is displayed for one rotation
  - ② "ST 3" : Show the number of inspections
- ▶ 2P BALL DROP FND : Origin and branch sensor status display

2. CHECK :
   1) Recheck after power off/on
   2) CALIBRATION SPIN progress
   3) Replace MOTOR
   4) Replace MAIN PCB

PART NAME	CODE	PART NAME	CODE
MOTOR	MZZZ0MOT176	AV2 MAIN PCB ASS'Y WITH CPU & MEMORY	AAV20PCB010

11-22. TICKET ERROR (Er-t)

ERROR or LOCATION



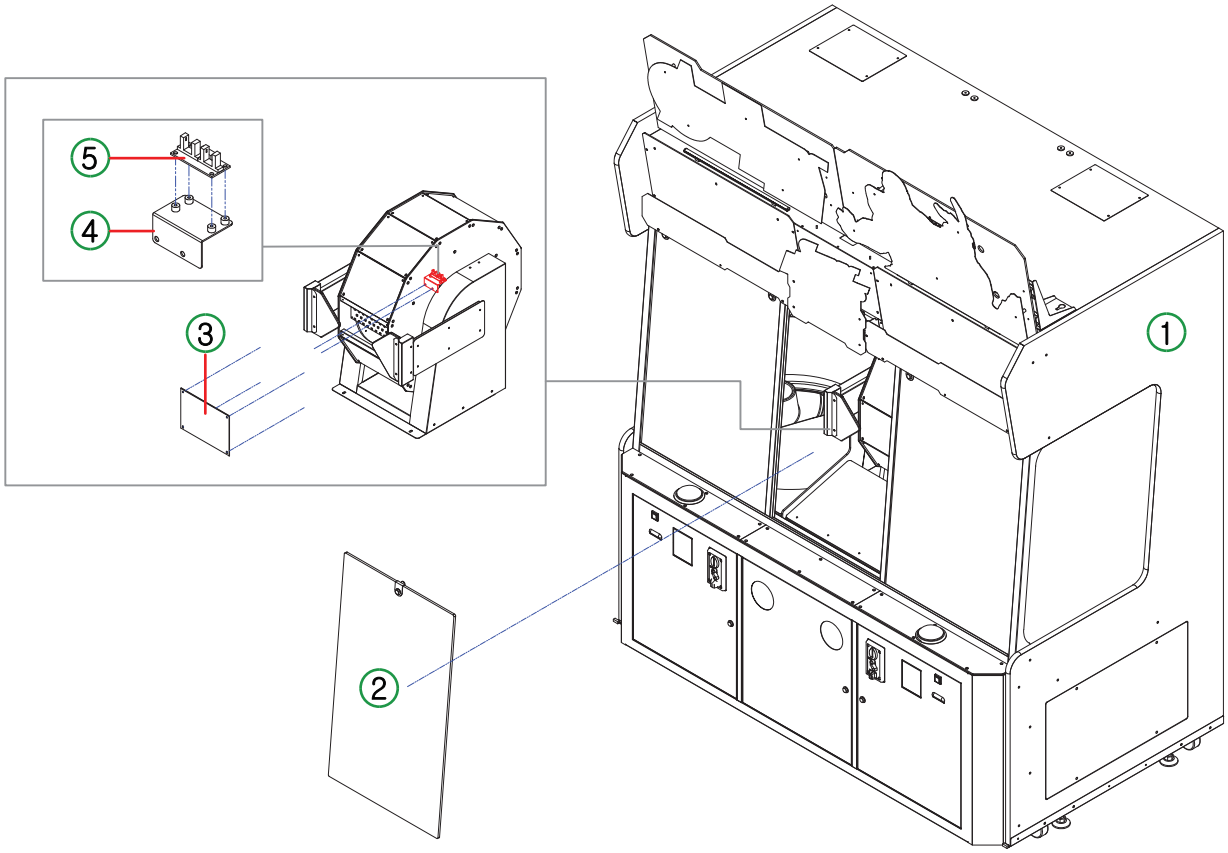
▶SOLUTION

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
TICKET DISPENSER	MZZZ0TID010	AV2 MAIN PCB ASS'Y WITH CPU & MEMORY	AAV20PCB010

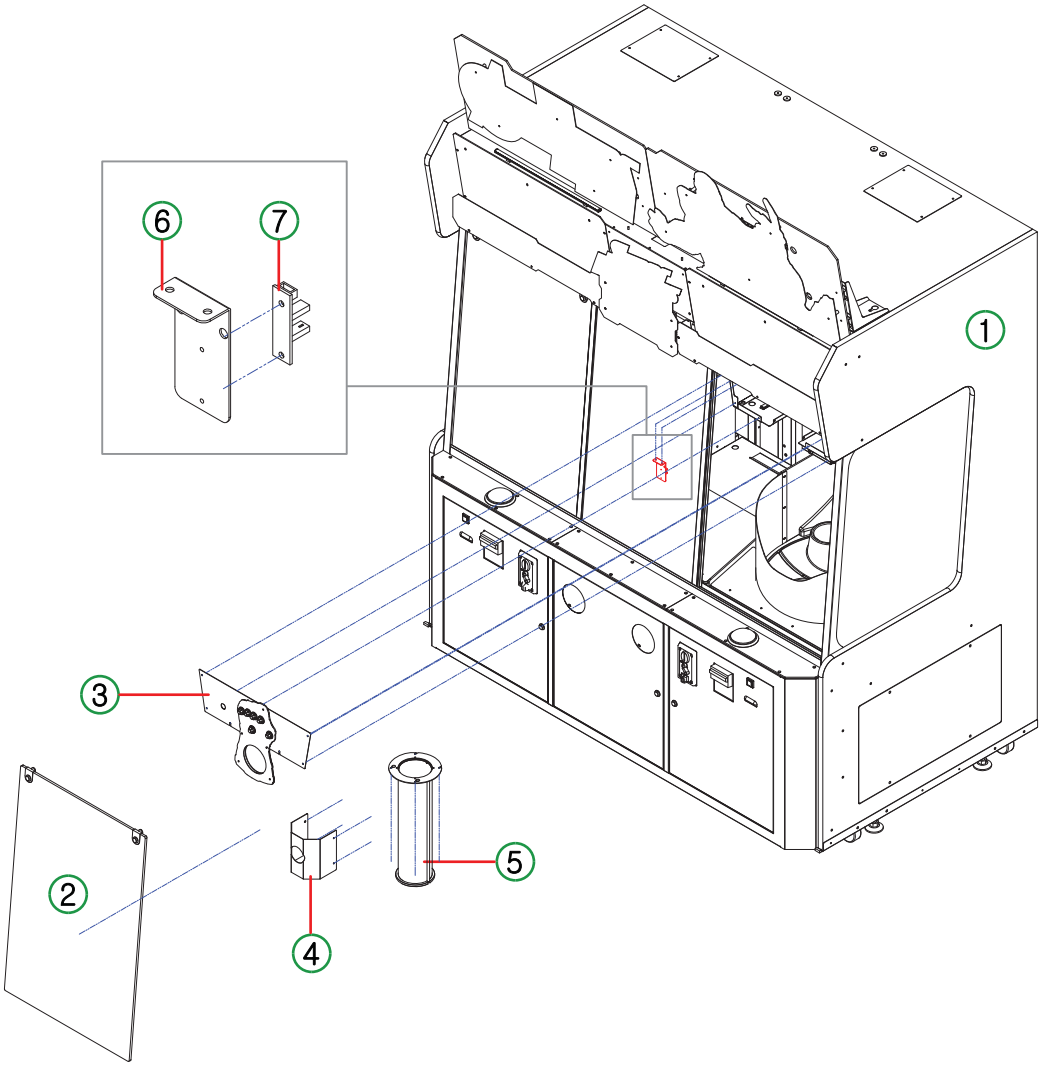
12. HOW TO REPLACE PHOTO SENSOR

12-1. JACKPOT WHEEL DRUM PART



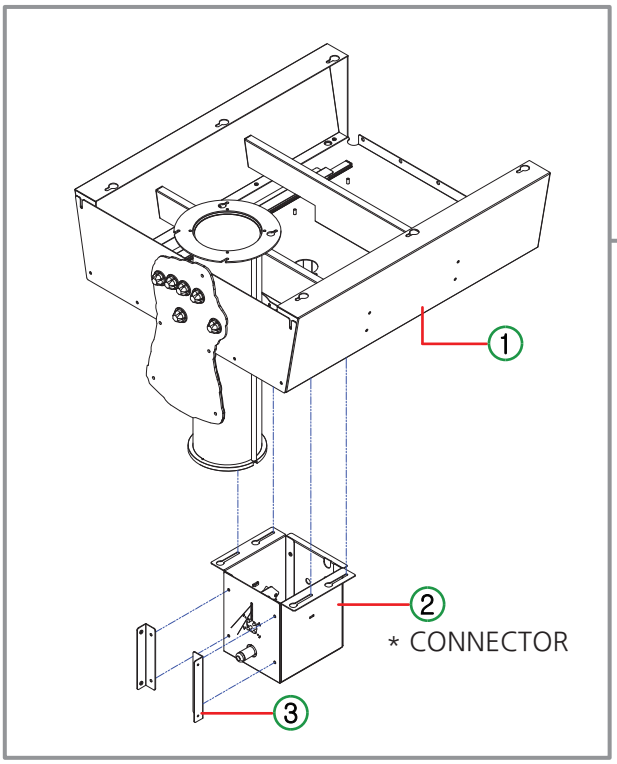
NO	PROCESS	ITEM	Q'TY
1		MAIN CABINET	1
2	SEPARATION	MAIN CASE FRONT JACKPOT DOOR	1
3	SEPARATION	JACKPOT WHEEL SCORE ACR	1
4	SEPARATION	JACKPOT WHEEL ENCODER PCB BKT	1
5	SEPARATION	PHOTO INT2 PCB ASS'Y	1
*	CONNECTOR	CONNECTION	1

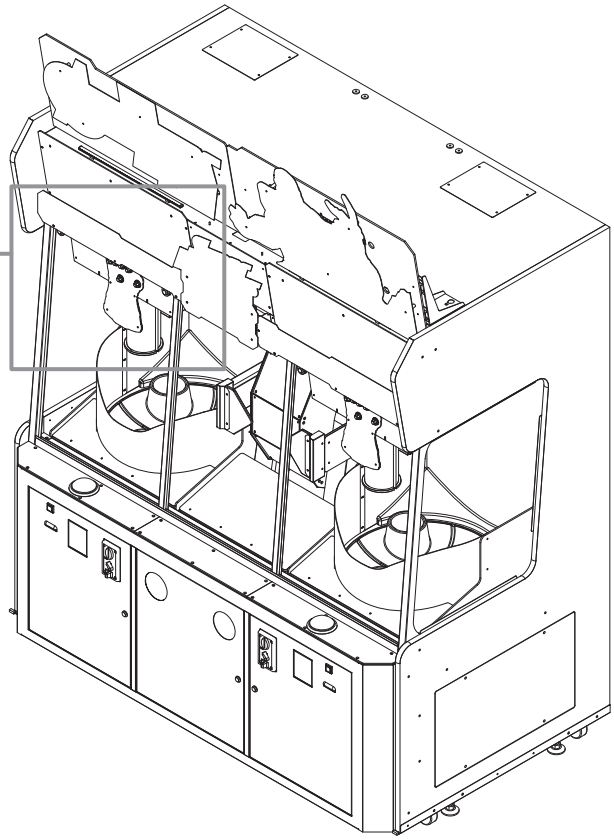
12-2. BALL HOPPER PART



NO	PROCESS	ITEM	Q'TY
1		MAIN CABINET	1
2	SEPARATION	MAIN CASE FRONT DOOR	1
3	SEPARATION	GAUNTLET LED PART	1
4	SEPARATION	SUN SHADE BKT-B	1
5	SEPARATION	BALL START PIPE PART	1
6	SEPARATION	BALL HOPPER ENCODER FIX BKT	1
7	SEPARATION	PHOTO INT1 PCB ASS'Y	1
*	CONNECTOR	CONNECTION	1

* How to install SUN SHADE BKT when an error occurs due to sunlight

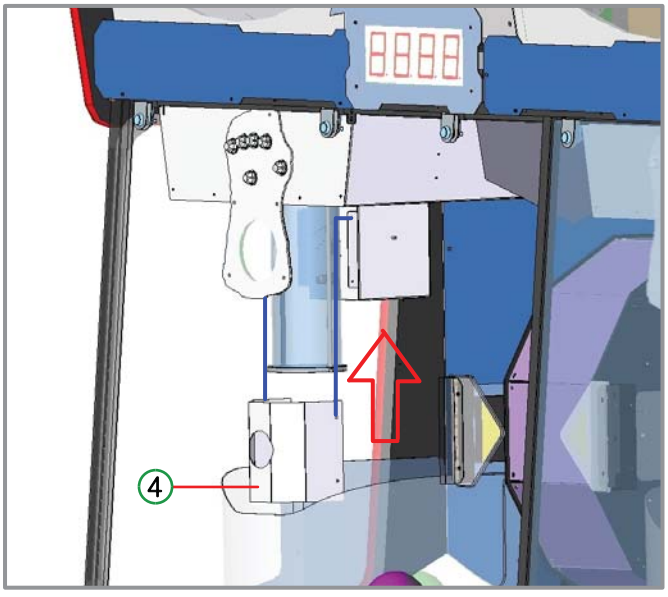


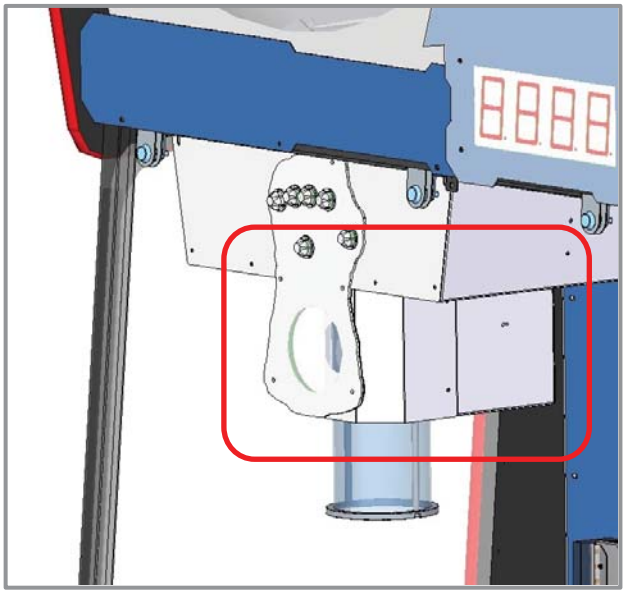


NO	PROCESS	ITEM	Q'TY	BOLT	SPEC	Q'TY
1		BALL START POINT ASS'Y	1			
2	SEPARATION	SOLENOID PART	1	TH	M4*12L	4
*	SEPARATION	CONNECTOR				
3	ASSEMBLE	SUN SHADE BKT-A	2	TH_NI	M4*8L *BOLT REUSE	4

* Reassemble after 2 + 3 assembly

[COMPLETION]





NO	PROCESS	ITEM	Q'TY	BOLT	SPEC	Q'TY
4	ASSEMBLE	SUN SHADE BKT-B	1	TH_NI	M4*8L	4

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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.

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