SERVICE MANUAL

STOP

IMPORTANT

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

**CAUTION**

- 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.

**Warning**

- Be sure to use indoor wiring within the specified voltage requirements. For extension cord, use the specified rating or more.

**Caution**

- 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

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 periodically.

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.

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 to the surface of glass products.

Please do not play this game if:
- When you are drinking;
- When your physical condition is not normal;
- When you are in pregnancy;
- When you have 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 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.
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.

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

- Do not use thinner, lighter fluid, paint thinner, or other organic solvents to wipe the machine, as they may decompose the material.
- Electrical shock or equipment failure could be caused by water entering the inside of the machine.

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, 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.

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

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.

To Purchase This Item, Visit BMI Gaming | www.bmigaming.com | (800) 746-2255 | +1.561.391.7200
1. SPECIFICATION

2. WARNING STICKER

3. ACCESSORY PARTS

4. MAIN COMPONENT LIST

5. REQUIRED GAME-PLAY AREA / LOCKING UP THE MACHINE

6. HOW TO CONNECT TO THE POWER

7. SETUP MODE

8. TEST MODE

9. ERROR MODE

10. EXPLODED VIEW

9-1. MAIN CABINET ASS’Y

9-2. MAIN CABINET ASS’Y – Hopper type

9-3. GAME PANEL ASS’Y

9-4. BILLBOARD PART ASS’Y

9-5. TOP DISPLAY PART ASS’Y

9-6. COLUMN PART ASS’Y

9-7. MAIN CABINET ASS’Y

9-8. MAIN CABINET ASS’Y

9-9. MAIN CABINET ASS’Y

10. WIRING DIAGRAM
### 1. SPECIFICATION

<table>
<thead>
<tr>
<th>DESCRIPTION</th>
<th>SPECIFICATION</th>
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<tr>
<td>DIMENSION mm(inch)</td>
<td>W 1300(512) x D 1300(512) x H 2500(984)</td>
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<tr>
<td>WEIGHT</td>
<td>303 kg</td>
</tr>
<tr>
<td>POWER RATED VOLTAGE RANGE</td>
<td>AC 110V, 220V</td>
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<tr>
<td>CONSUMPTION</td>
<td>150 W</td>
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### 2. WARNING STICKER

1. **Warning**
   
   “Assembling, Installation, and Servicing of the game be performed by a qualified and an authorized personnel only.”

2. Inlet cover
3. ACCESSORY PARTS

<table>
<thead>
<tr>
<th>NO.</th>
<th>PART NAME</th>
<th>SPEC.</th>
<th>QUANTITY</th>
<th>CODE NO.</th>
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</thead>
<tbody>
<tr>
<td>1</td>
<td>CASH BOX KEY</td>
<td>6001</td>
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<td>MZZZ0KEY013</td>
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<tr>
<td>2</td>
<td>FRONT DOOR KEY</td>
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<td>2</td>
<td>MZZZ0KEY032</td>
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<tr>
<td>3</td>
<td>AC POWER CORD</td>
<td>220V</td>
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4. MAIN COMPONENT LIST

- TOP DISPLAY
- BILLBOARD
- FND
- UPPER CORNER MOLDING PART
- MIDDLE GLASS DOOR
- COIN SELECTOR
- CARD READER
- TICKET ASS'Y
- LOWER CORNER MOLDING PART
- HOPPER ASS'Y

CONTROL PANEL

- MENU LCD
- BRIGHT CHANGE
- SELECT CANCEL CHANGE
- COIN COUNTER TICKET COUNTER HOPPER COUNTER
- VOLUME VOLUME VOLUME VOLUME
- POWER S/W
5. REQUIRED GAME-PLAY AREA / LOCKING UP THE MACHINE

1. Recommendable maintenance and play zone.
2. Tie up the machine on the floor with the Adjuster as shown below picture.

* Avoid the direct light (sunshine and neon light) from the machine if possible.

6. HOW TO CONNECT TO THE POWER

1. Connect AC Power Cable(2) to AC Input Ass’y(1).
7. SETUP MODE

7-1. Button Function

```
<table>
<thead>
<tr>
<th>BRIGHT</th>
<th>MENU/SELECT</th>
<th>TEST/CANCEL</th>
</tr>
</thead>
<tbody>
<tr>
<td>●</td>
<td>●</td>
<td>●</td>
</tr>
</tbody>
</table>

Change value to / Move to previous

Move to upward

Move to downward

Change value to +/ Move to previous
```

7-2. OPERATION MENU

* Push Menu button to get into the OPERATION MENU.

```
### OPERATION MENU ###
▶ SETUP MODE
  CLEAR MODE
  VIEW INT-DATA
  FACTORY-SETTING
  GAME MODE
  EVENT MODE
```

* Push Menu button to get into the SETUP MODE.

```
-------SETUP MODE-------
▶ JP-Start [200] =
  JP-Limit [2000] =
  TK-Target1 [16] =
  TK-Target2 [10] =
  TK-Target3 [6] =
  TK-Target4 [50] =
  TK-Target5 [6] =
  TK-Target6 [10] =
  TK-Target7 [16] =
  TK-Bonus [100] =
  TK-Mercy [0] =
  HalfTicket [OFF] =
  No Ticket [OFF] =
  Difficulty [5~NN] =
  Party-Sec [30s] =
  Token/Card [10] =
  Save and Exit
  Cancel and Exit

JP-Start
   Setting a initial Jackpot value, 50~1000, increase by 10

JP-Limit
   Setting a maximum Jackpot value, 500~4000, increase by 100

JP-Add
   Setting a increasing value into Jackpot, 0~10, increase by 1

TK-Target1-7
   Setting a ticket amount for Target 1~7, 1~100, increase by 1

TK-Bonus
   Setting a ticket amount for Bonus Ticket, 10~500, increase by 5

TK-Mercy
   Setting a ticket amount for Mercy Ticket, 0~10, increase by 1

HalfTicket
   If it is ON, Pay out a half value of the Win Point.

No Ticket
   If it is ON, Tickets/Tokens are not dispensed.

Difficulty
   1-EE(Very Easy) ~ 5-NN(Normal) ~ 9-HH(Very Hard).

Party-Sec
   Setting a Jackpot Chance Time, 20s~40s, increase by 5.

Token/Card
   Setting a number of tokens to be dispensed every debit card inserted, 1~100, increase by 1.
```

* If the option value is listed in the mark of [], it means Power-On-Default value.
* If the option value has a mark of =, it means Factory-Setting value.
8. TEST MODE

* Hold down TEST/CANCEL button and power ON to get into the TEST MODE.

8-1. Game Test
Same as Game Mode, test sound out and detect manual target dropping without coin inserting.

*** TEST MODE ***
----------
GAME TEST [PAYO]→
UP/DN : Sub-Menu

* "tst-1" displayed on the Jackpot FND.
* Sub-Menu
  1) PAYO : Operated ticket dispensers and counters.
  2) NPAY : Not operated ticket dispensers and counters.

8-2. Place Test
Test the lights and sounds of each station 1 to 4.

*** TEST MODE ***
----------
PLACE TEST [T-1] →
UP/DN : Sub-Menu

* "tst-2" displayed on the Jackpot FND.
* Sub-Menu
  1) T-1 : Test LEDs, FNDs and sounds of each station.
  2) T-2 : Test a group of LEDs, FNDs and its colors.
8-3. Wheel Test
Test a wheel speed.

- *** TEST MODE ***
- __________________
  ← WHEEL TEST [B-1] →
  UP/DN : Sub-Menu

* "tst-3 -> t3xxx" displayed on the Jackpot FND(xxx : Wheel speed).
* A default time value displayed on the Time FND.
* Current time value displayed on the Ticket FND.
* Sub-Menu
  1) B-1~7 : Test a wheel speed of Normal Game Time.
  2) P-1~7 : Test a wheel speed of Party Time

8-4. Inout Test
Test input and output devices.

- *** TEST MODE ***
- __________________
  ← INOUT TEST [TK1] →
  UP/DN : Sub-Menu

* "tst-4->t4.Cd" displayed on the Jackpot FND.
  (C : Coin, d : Card)
* "EePs" displayed on the Ticket FND.
  (E : Encoder1, e : Encoder2, P : Guide Sensor, s : Target Sensor)

* "TtHh" displayed on the Time FND.
  (T : Ticket sensor, t : Ticket button, H : Hopper sensor, h : Hopper button)
* Sub-Menu
  1) TK1~4 : Ticket dispenser of station1 to 4.
  2) HF1~4 : Hopper machine of station1 to 4, rotate CW.
  3) HB1~4 : Hopper machine of station1 to 4, rotate CCW.

8-5. Sound Test
Test a sounds.

- *** TEST MODE ***
- __________________
  ← SOUND TEST [B-1] →
  UP/DN : Sub-Menu

* "tst-5" displayed on the Jackpot FND.
* "PLAY or STOP" displayed on the Ticket FND.
* "Palying sound number" displayed on the Time FND.

* Sub-Menu
  1) B-1~5 : Background music.
  2) F01~26 : Effect sound.
  3) V01~23 : Voice.
9. ERROR MODE

* The error displayed on the Jackpot FND as below.

```
  88888
  Error Number Sub Error Number
```

8-1. Coin Selector

```
  88888
  Check the connector status
  OK
  NG
  Check the pulse status, NO
  OK
  NG
  Connect a connector
  Switch NC to NO
  Replace coin selector
```

8-2. Bill Acceptor

```
  Optional
```

8-3. Debit Card Reader

```
  88888
```

8-4. Wheel Encoder

```
  88888
  Check the Connector status
  NG
  Connect a connector
  OK
```

8-5. Win Sensor

```
  88888
  Replace Sensor PCB
```

8-6. Via Sensor

```
  Via Sensor
```

```
  Win Sensor
  Wheel Sensor
```

-8-
8-7. Ticket Dispenser

1) Ticket Empty

- Ticket empty button lamp
  ON → Fill in the ticket box with ticket
  OFF

2) Ticket Jam

- Check the ticket dispenser
  NG → Replace ticket dispenser
  OK

Replace main board

8-8. Hopper Machine

1) Medal Empty

- Is there medals in the hopper
  No → Fill in the hopper with medals
  Yes

2) Medal Jam

- Test a hopper in the Test Mode
  NG

Replace main board
9. EXPLODED VIEW

9-1. MAIN CABINET ASS’Y

<table>
<thead>
<tr>
<th>NO.</th>
<th>PART NAME</th>
<th>SPEC.</th>
<th>QUANTITY</th>
<th>CODE NO.</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>LOWER CABINET ASS’Y</td>
<td>–</td>
<td>1</td>
<td>AFFA0W0C0001</td>
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<tr>
<td>2</td>
<td>WOOFER BOX PART</td>
<td>–</td>
<td>1</td>
<td>–</td>
</tr>
<tr>
<td>3</td>
<td>LOWER CABINET DOOR</td>
<td>–</td>
<td>4</td>
<td>MFPFAW0W0002</td>
</tr>
<tr>
<td>4</td>
<td>CONTROL PANEL PART</td>
<td>–</td>
<td>1</td>
<td>–</td>
</tr>
<tr>
<td>5</td>
<td>MAIN BOARD PART</td>
<td>–</td>
<td>1</td>
<td>–</td>
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<tr>
<td>6</td>
<td>POWER SMPS PART</td>
<td>–</td>
<td>1</td>
<td>–</td>
</tr>
<tr>
<td>7</td>
<td>TICKET DISPENSER PART</td>
<td>–</td>
<td>4</td>
<td>–</td>
</tr>
<tr>
<td>8</td>
<td>COIN BOX PART</td>
<td>–</td>
<td>4</td>
<td>–</td>
</tr>
<tr>
<td>9</td>
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<td>–</td>
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9-2. MAIN CABINET ASS’Y – Hopper type

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<td>3</td>
<td>LOWER CABINET DOOR-HOPPER</td>
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9–3. GAME PANEL ASS’Y

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9-3-1. WHEEL NUMBER LED PART ASS'Y

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9-4. BILLBOARD PART ASS’Y

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9-5. TOP DISPLAY PART ASS'Y

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9-7. MAIN CABINET ASS’Y

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9–9. MAIN CABINET ASS’Y

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