Note

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.
Contents

1. Precautions
   - What to check when you receive the product
   - Note for installation
   - Notes for transference

2. Specifications

3. Product Composition & Name of Each Part
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4. Sort of PCB and Circuit Diagram

5. How to Control and Set the Mode

6. Part List

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8. How to Assemble

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1. Precautions

☐ Immediately after receiving the product

Make sure operating voltage and power consumption are the same as specifications of location. Incorrect use may cause malfunctions.

☐ Notes for installation

A technician must install the product. Please, follow the instructions carefully.

To avoid fire and electrical shock, use proper interior wiring and do not overload any one electrical outlet.

To avoid injury, do not expose the power cord to high traffic areas where it can be stepped on and/or tripped on.

☐ Notes for transference

When transferring the product, do not damage the power cord. This could lead to a malfunction or accident.

To avoid sustaining damage to product and causing possible malfunction, package product tightly when transferring, as to not allow it to shift and/or move during transfer.
Specifications

Power Requirement : 110V or 220V
Power Rating : 180W
Dimensions : W900 X D900 X H3370
Weight : 220Kg
Product Composition & Name of Each Part

- Front Door
- Hitting Plate
- Urethane Hammer
- Ticket Dispenser
- Coin Box
- FND
- RGB Color Cluster
- Second Coupling Device
- Frame for fixing
- Upper KEY
- Billboard A’SSY
- Urethane Hammer case
Product Composition & Name of Each Part

☐ Inner Part

1. Main PCB
2. I/O PCB
3. FND PCB
4. RGB Color Cluster
5. Coin Box
6. Counter and Sort of P/W & S/W

☐ Inside of Hitting Plate

1. Solenoid
2. Processed part of \( \sim \)-shape
   (Another name: grasshopper)
3. Small S.P
4. 15Ø Pin
5. Position sensor
6. Speed sensor
Sort of PCB and Circuit Diagram

**Main PCB**

1. main ROM
2. Sound ROM
3. Sound ROM(Effect)
4. AC24v
5. AC220v(backup)
6. Coin FND
7. not used
8. bill
9. I/O Board
10. not used
11. not used
12. not used
13. Position Sensor
14. Speed Sensor
15. not used
16. Hammer Switch
17. Coin
18. not used
19. Service Coin, Reset, Coin Counter
20. Ticket Counter
21. Ticket-out Button
22. Ticket-Dispenser
23. Speaker 1
24. Speaker 2
25. Volume
26. I/O Board Out 2
27. Dip Switch
28. Dip Switch
29. Not use

**I/O PCB**

1. DC 12V
2. RGB Cluster
3. DC 12V -RGB Cluster
4. DC 12C(Tower)
5. I/O Board input
6. Score FND
7. AC 220V
8. TRANCE
9. Woofer Speaker
10. Backup
11. Not use
12. SOL
13. RGB output(Tower LED)
14. Not use
15. RGB output
16. RGB output
17. Not use
18. Not use
19. Speaker
20. I/O board input
21. Not use
22. Not use
23 RGB Cluster
Circuit Diagram of Sort of PCB
Circuit Diagram of Sort of PCB

☐ Drive(I/O) Circuit Diagram
Circuit Diagram of Sort of PCB

☐ FND (I/O) Circuit Diagram
Circuit Diagram of Sort of PCB
## How to Control and Set the Mode

### DIP SWITCH 1

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### No function

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### Tickets at 999 score

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### DIP SWITCH 2

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<td>Demo Sound</td>
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<tr>
<td>Game over , in 30sec , if you don't hit the target</td>
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<td></td>
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<tr>
<td>Game over , in 60sec , if you don't hit the target</td>
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<tr>
<td>Bounce game per high score</td>
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<tr>
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* High score is deducted by 1 every play
Part List

1) RGB Cluster

2) SENSOR SET

3) METAL HITTING PLATE

4) SHAFT

5) U - BAR
<table>
<thead>
<tr>
<th>Part List</th>
</tr>
</thead>
<tbody>
<tr>
<td>6) BIG SPRING</td>
</tr>
<tr>
<td>7) TEEAST BEARING</td>
</tr>
<tr>
<td>8) URETHANE METALLIC MATERIAL GUARD</td>
</tr>
<tr>
<td>9) HAMMER</td>
</tr>
<tr>
<td>10) URETHANE RING</td>
</tr>
</tbody>
</table>
11) TRANSFORMAR

12) FRONT-PC

13) METEL HITTING URETHANE

14) MAIN PCB

15) FND PCB (A)
Part List

16) FND PCB (B)

17) I/O PCB

18) SMPS

19) Hammer Case
Trouble Shooting & Maintenance

☐ In case of loosening a screw bolt
Tighten a screw bolt by using 10mm lens tool once a week

☐ In case that the sensor is not checked

* Loosen Solenoid and S.P small-shaped part.
Grind processed part of →-shape with grinding tool such as a hand grinder.
When grinded too much, the Solenoid will not work well. Recommended grinding depth is approximately 1mm.

☐ In case a hitting plate does not go up
* Solenoid works very well when a small amount of grease is applied on the processed part of →-shape.

☐ In case of PCB problem
* Contact main office of manufacturer or the place of purchase.
How to Assemble

1. Full Body
2. Binding steel plate
3. Hammer Case
4. Hitting part

Meet positions of 1 case and 4 hitting part and < Solenoid 2P, position sensor 3P, speed sensor 3P> interlink a connector.

Fix them by using 10EA of 12m screw bolt after covering 2 binding steel plate.
How to Assemble

Step 1
Join Tower and Upper body.
(5mm bolt)

5mm 우상bolt을 이용해 타워와 상위부품을 연결한다

Step 2
Join Upper body and Base body.
(12mm bolt, washer)

Step 3
Join Hitting part and Base body.
(12mm bolt, washer, spring washer)