



# USER MANUAL OF 'OVER THE TOP'

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# 1. SPECIFICATIONS

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- DIMENSION : W740 X D1150 X H2060
- WEIGHT : 180kg
- VOLTAGE : 110/220V





## 2. GAME OVERVIEW

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### 1.INTRODUCTION

Over the Top is an arm wrestling game playing against diverse characters on screen with different power level. To win a character with higher power level, of course, player needs more physical strength. Considering the difference of average power between men and women, the game gives options to choose female or male in the initial stage of the game play so that both men and women can enjoy.

### 2.GAME RULES

Basically the player can play twice and if the player wins twice continuously it passes to the 3rd round.  
Each round takes 20 seconds and the player has to win within the given time. If the play ends in draw it will be considered as lost game for the player.

### 3.RANKING

The game ranking is recorded separately for Men and Women. Before playing the game the player has to choose one of the gender categories.



## 3. HOW TO PLAY

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1. Insert coin and press any button to start.
2. Select difficulty level on the screen **[SELECT MODE]**
3. Select a game character on the screen to compete against  
If GAME FORMAT is "NORMAL" in Test Mode 8 characters appear but in case of "SINGLE ROUND" 10 characters are displayed.
4. The play starts.
  - [ PLAYER WINS ]**
    - When arm of the chosen character is completely down until the countdown finishes.
    - Arm of the character is inclined over predetermined angle when the play time is over. (arm angle is lower than 70 degree)
  - [ PLAYER LOSES ]**
    - When arm of the player is completely down until the time runs out.
    - The angle of the arm is lower than the predetermined angle when the play time runs out. (arm angle is over 110 degree)
  - [ DRAW ]**
    - The play ends in draw when the play time runs out and the arm doesn't incline to any side. (arm angle is in between 71~109 degree)

\*\*\*\*VERY IMPORTANT SAFETY FEATURE\*\*\*\*

IF THE GAME ARM ANGLE IS SUSTAINED FOR A PERIOD OF 4 CONTINUOUS SECONDS, THE GAME MOTOR POWER DECREASES TO HELP GET OUT OF STAGNANT SITUATION. THIS FEATURE PREVENTS INJURIES TO PLAYERS.

5. When the player wins game advances to the next round.

If the player continues to win player can advance up to the 3rd round

If the player loses or draws in the 1st round one more game is given.

If GAME FORMAT is set for "SINGLE ROUND" in Test Mode the game finishes regardless of game result.

## 4. INTRODUCTION OF THE GAME CHARACTERS

LV.1 Ruci



LV.2 Kara



LV.3 Master



LV.4 Jason



LV.5 Kang



LV.6 Benson



LV.7 Dmitry



LV.8 Bobbi



LV.9 Dz-01



LV.10 Hercules



## 5. EXPLANATION OF THE BUTTONS

### ■ EXPLANATION OF EACH BUTTON



**TEST** : To enter the Test Menu and select the menu

**SERVICE** : To select coin service and test menu

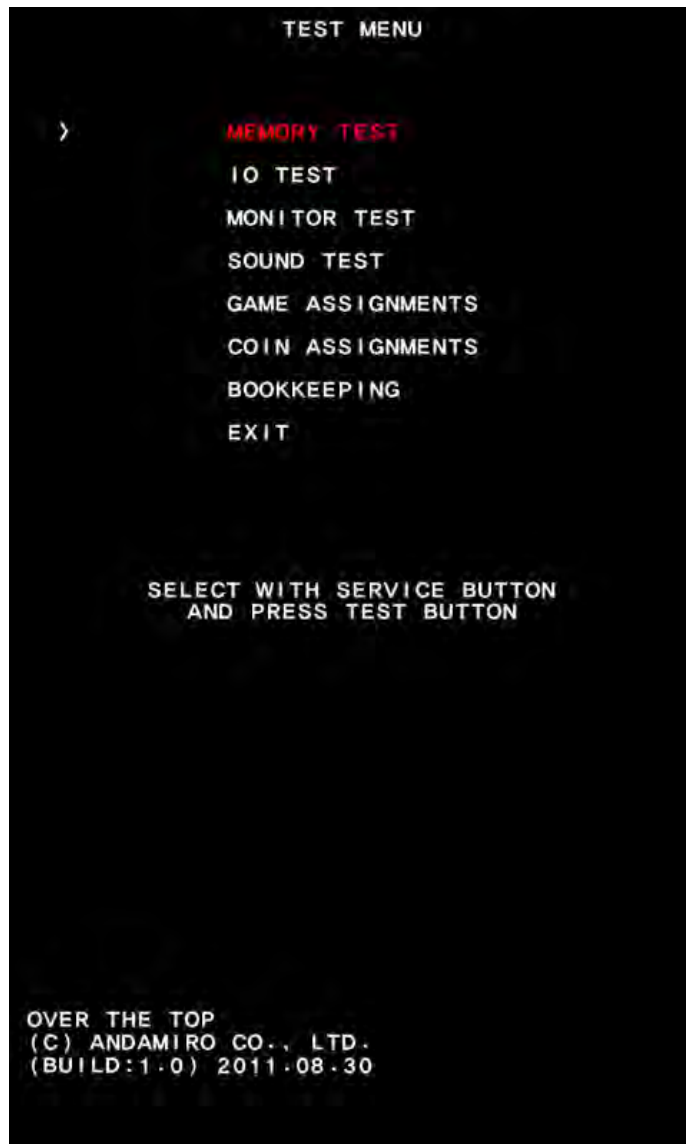
TICKET COUNTER    COIN COUNTER



To select the difficulty level and game character

## 6. TEST MODE

### ■ Descriptions of the menu screen : TEST MENU



#### MEMORY TEST

: Backup memory checkup

#### IO TEST

: Check input & output devices

#### MONITOR TEST

: Check monitor display output

#### SOUND TEST

: Check monitor display output

#### GAME ASSIGNMENTS

: Set the game details

#### COIN ASSIGNMENTS

: Set the play coin(s) and others

#### BOOKKEEPING

: Display game operation data

#### EXIT

: Return to game play screen

#### \* PROGRAM VERSION

V 1.0

- Press TEST button to enter TEST MODE
- Press SERVICE button to move
- Press TEST button to select the menu

## 6-1. MEMORY TEST



### MEMORY TEST

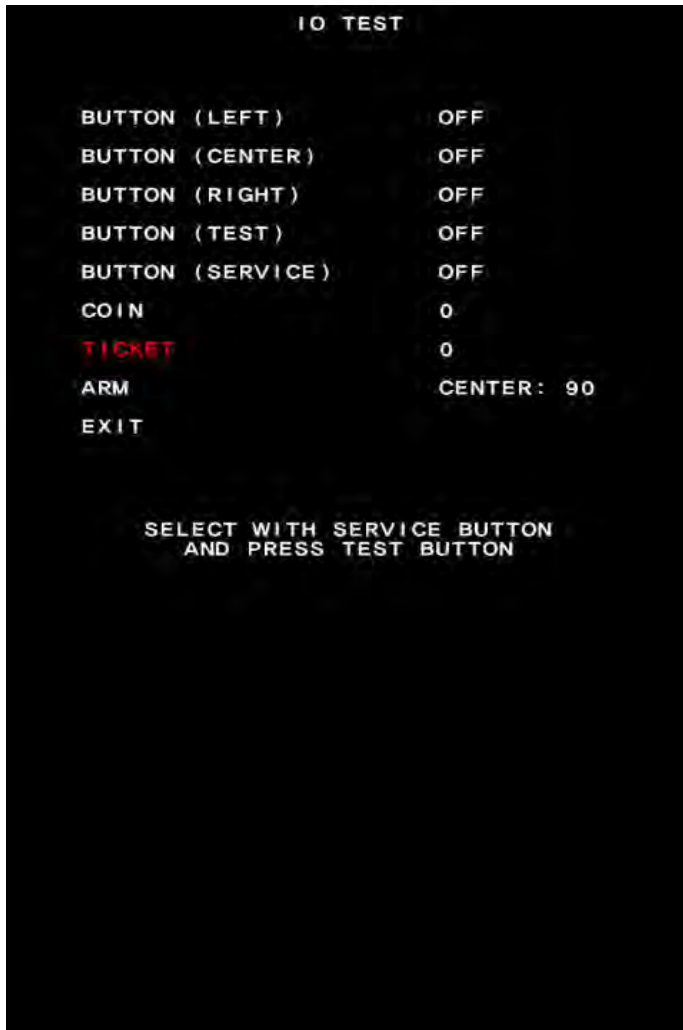
: Check the status of backup memory of the board.  
If it works properly the screen displays "OK" otherwise "BAD"

### EXIT

: Return to the Menu Screen.



## 6-2. IO TEST



### BUTTON (LEFT)

: Check the Left button.  
Shows "ON" when the Left button is pressed.

### BUTTON (CENTER)

: Check the Center button.  
Shows "ON" when the Center button is pressed.

### BUTTON (RIGHT)

: Check the Right button.  
Shows "ON" when the Right button is pressed.

### BUTTON (TEST)

: Check the Test button.  
Shows "ON" when the Test button is pressed.

### BUTTON (SERVICE)

: Check the Service button  
Shows "ON" when the Service button is pressed.

### COIN

: Check the coin counter.  
Displays coin(s) in, one count per coin.

### TICKET

: Check the ticket dispensing.  
Using the test button the number of tickets dispensed can be set 1 to 5.

### ARM

: Check the movement of the Arm  
Using the test button the movement of the arm can be changed.

LEFT : Revolve the arm to the left

CENTER : Revolve the arm to stay  
in the center.

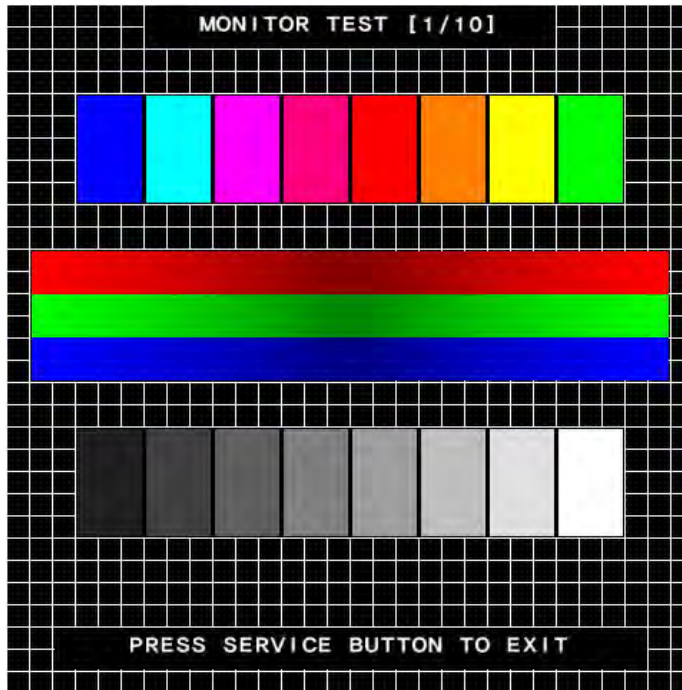
RIGHT : Revolve the arm to the right.

The number to the right shows the current angle of the arm.

### EXIT

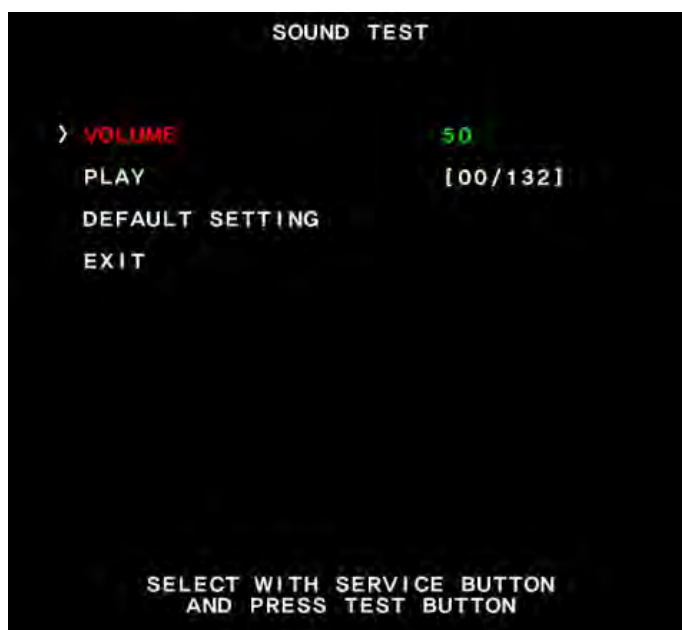
: Return to the Menu screen.

### 6-3. MONITOR TEST



- This screen is used to adjust the monitor.
- Using the Test button, adjust 10 display outputs of monitor.

### 6-4. SOUND TEST



#### VOLUME

: Set the general sound level.  
0 (no sound) to 80% (max.). Can be adjusted by 10%.

#### PLAY

: Check the sound level.  
To change the sound for testing, press the Test button.

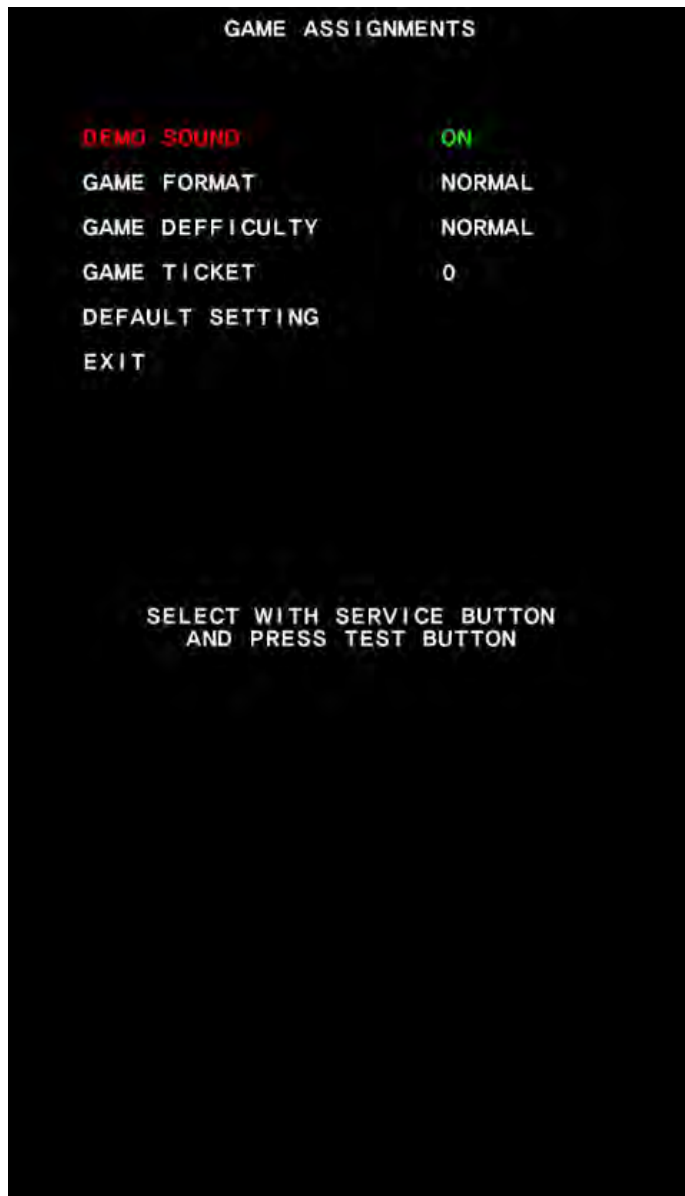
#### DEFAULT SETTING

: Set to the default values.

#### EXIT

: Return to the Menu screen.

## 6-5. GAME ASSIGNMENTS



### DEMO SOUND

: Set the output of the sound during game demo play.

### GAME FORMAT

: Set the game format.

NORMAL – play up to the 3rd (max.) Round.

SINGLE ROUND – just one play whether the player wins or loses.

If the game format is changed the ranking data will be initialized.

### GAME DEFFICULTY

: Set the game difficulty level.

3 difficulty levels like EASY, NORMAL AND HARD

### GAME TICKET

: Set the number of tickets dispensed per 1 credit.

0 to 20 tickets

The tickets are dispensed whether the player wins or loses.

### DEFAULT SETTING

: Set to the default values.

### EXIT

: Return to the Menu screen.

## 6-6. COIN ASSIGNMENTS



### COIN

: Set the number of coins required to play the game.  
1/1 to 1/9 coins.

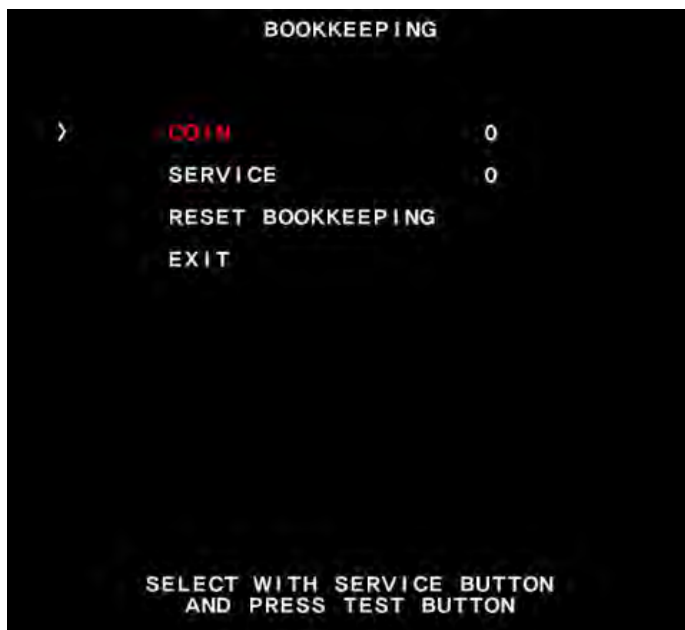
### DEFAULT SETTING

: Set to the default value.

### EXIT

: Return to the Menu screen.

## 6-7. BOOKKEEPING



### COIN

: Shows total accumulated coin number.

### SERVICE

: Shows the number of service coins.

### RESET BOOKKEEPING

: Initializes the accumulated coins and service coins to 0

### EXIT

: Return to the Menu screen

## 6-8. EXIT

It returns to the Game play screen after finishing settings in the Test mode.

## 7. ASSEMBLY DRAWING & PARTS LIST





## 8. PART LIST

| NO. | PART NAME                | SPEC.                     | CODE NO.    |
|-----|--------------------------|---------------------------|-------------|
| 1   | LED ASS'Y                | –                         | AZZZ0PAR007 |
| 2   | WRESTRING PCB ASS'Y      | –                         | AOVT0PAR001 |
| 3   | I/O PCB ASS'Y            | –                         | AOVT0PAR002 |
| 4   | TICKET CONTROL PCB ASS'Y | –                         | AZZZ0PCB071 |
| 5   | CREDIT PCB ASS'Y         | –                         | AZZZ0PCB040 |
| 6   | ARM                      | FRP                       | MOVT0PAR001 |
| 7   | ATX POWER                | 450W                      | MOVT0PAR002 |
| 8   | BUTTON ASS'Y             | TRIANGLE_YELLOW           | MOVT0PAR003 |
| 9   | BUTTON ASS'Y             | SQUARE_RED                | MOVT0PAR004 |
| 10  | BUTTON ASS'Y             | TRIANGLE_BLUE             | MOVT0PAR005 |
| 11  | CHAIN                    | LARGE_CLUTCH              | MOVT0PAR006 |
| 12  | CHAIN                    | SMALL_MOTOR               | MOVT0PAR007 |
| 13  | CLUTCH                   | ZKG_50AN                  | MOVT0PAR008 |
| 14  | COUNTER                  | 7P                        | MOVT0PAR009 |
| 15  | GUARDS ASS'Y             | –                         | MOVT0PAR010 |
| 16  | LCD MONITOR              | 32INCH                    | MOVT0PAR011 |
| 17  | MICRO S/W                | VP331A_5D                 | MOVT0PAR012 |
| 18  | MOTOR                    | 24V 90W 3.7A 3600RPM 36:1 | MOVT0PAR013 |
| 19  | MOTOR SUB                | K0P36B                    | MOVT0PAR014 |
| 20  | NOISE FILTER             | IP-0622-H2 250V 6A        | MOVT0PAR015 |
| 21  | SPEAKER                  | 10W 8Ω                    | MOVT0PAR016 |
| 22  | VOLUME                   | RV24YN20S                 | MOVT0PAR017 |
| 23  | LAMP                     | OVT BILLBOARD             | MOVT0PAR018 |
| 24  | MIDAS-X PCB ASS'Y        | AU1350 BOARD              | AZZZ0PCB105 |
| 25  | SD CARD                  | SANDISK 2GB               | MZZZ0MEP012 |
| 26  | POWER SMPS               | MEANWELL NES-150-24V      | MELE0SMP049 |
| 27  | SMPS BRACKET             | MEANWELL                  | MZZZ0MEP048 |
| 28  | COIN SELECTOR            | TW-130B                   | MZZZ0COS032 |
| 29  | TICKET DISPENSER         | TL-002H                   | MZZZ0TID007 |
| 30  | SHAFT                    | –                         | MOVT0PAR019 |
| 31  | SHAFT RING               | –                         | MOVT0PAR020 |
| 32  | BEARING                  | –                         | MOVT0PAR021 |

## 9. PART IMAGES





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