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SERVICE MANUAL

GOLDEN EMPIRE

Ver 1.0_NJ

ISSUEDATE:Apr. 11, 2016

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 safty 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

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 resu t 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, 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.

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

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, etc., be sure to give this manual to the new owner.

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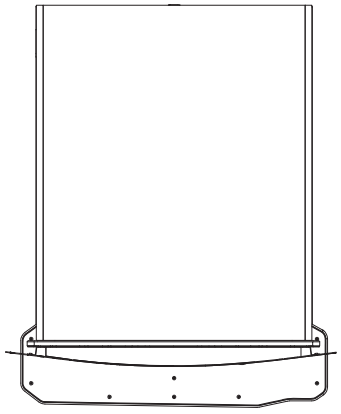
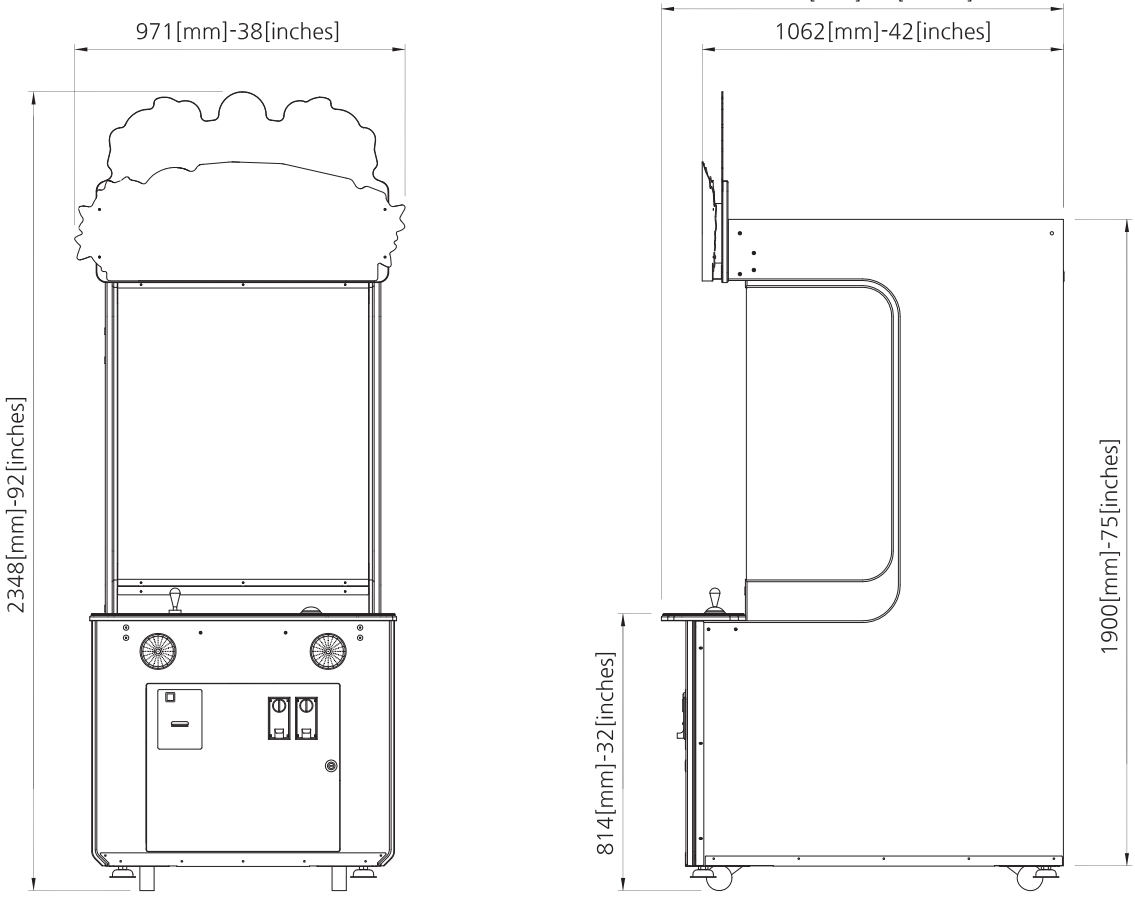
1. SPECIFICATION AND DIMENSION

1-1. DIMENSION

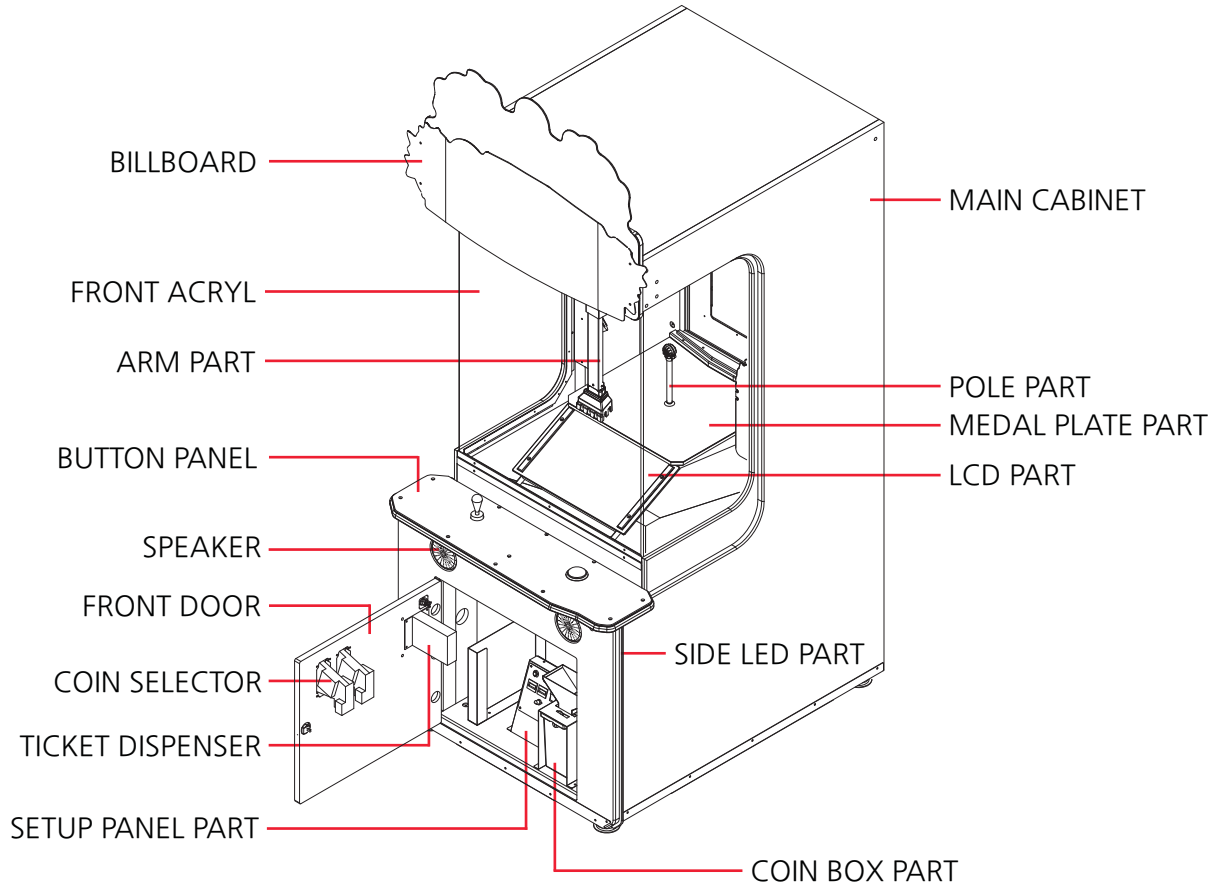


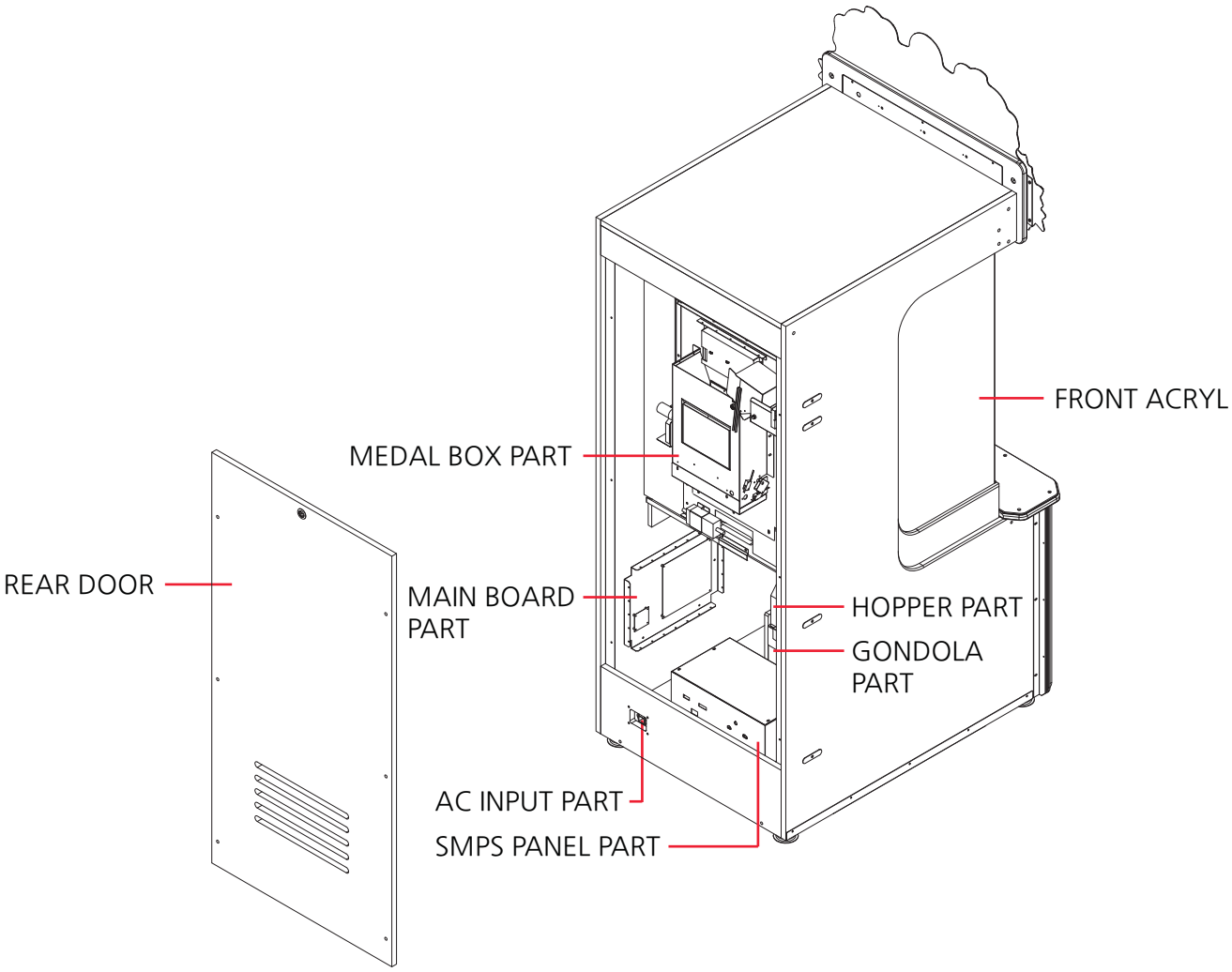


1-2. SPECIFICATION

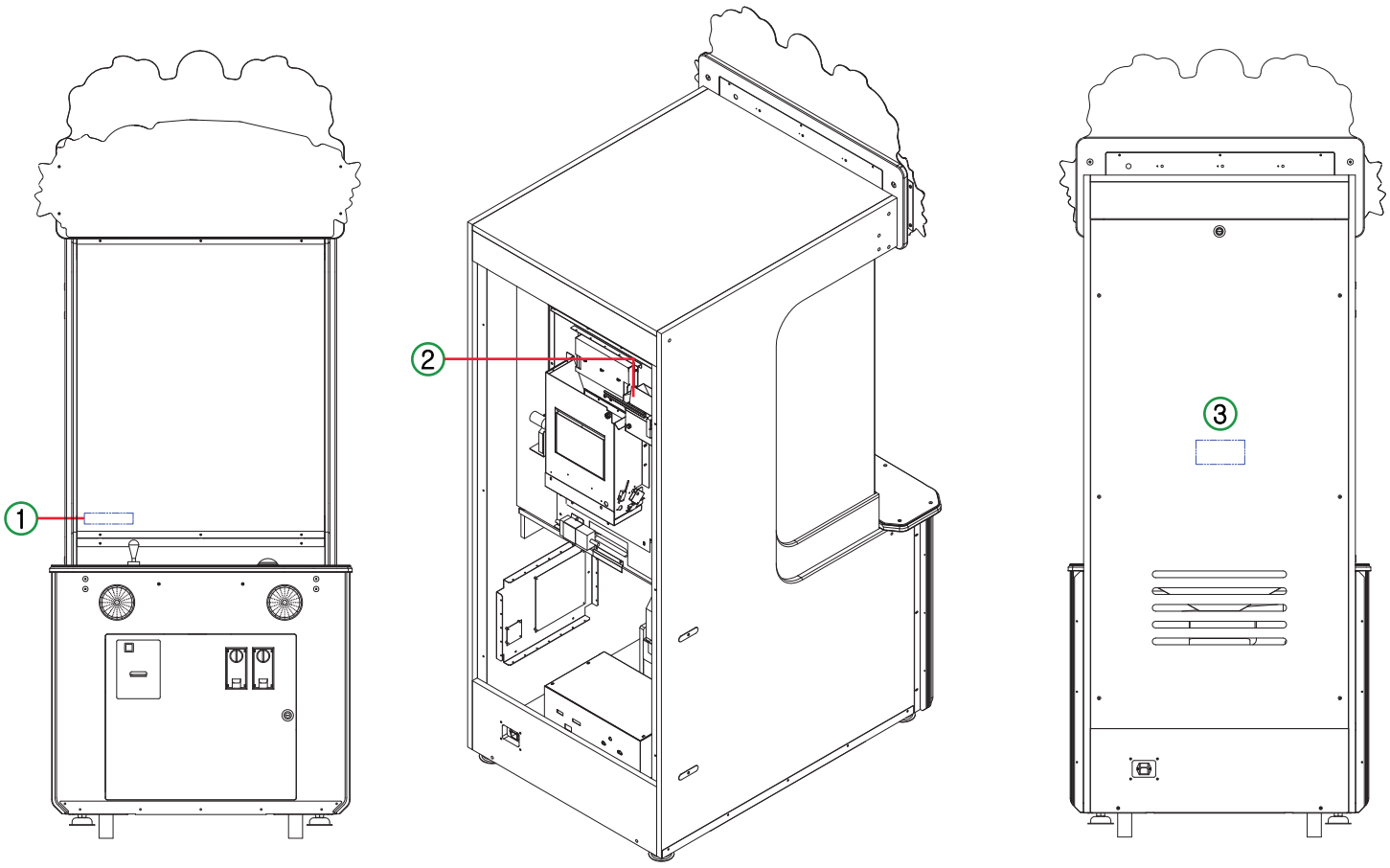
DIMENSION (W x D x H)	971 x 1182 x 2348 (mm)
PACKING DIMENSION (W x D x H)	1250 x 1000 x 2170 (mm)
WEIGHT (kg)	200kg [WEIGHT INCLUDING : 271kg] PACKAGING]
VOLTAGE	AC 110V / 220V
FREQUENCY RANGE	50/60Hz
CONSUMPTION	170 W
CERTIFICATION	-

1-3. NAME OF PARTS





1-4. STICKER LOCATION



1

2

3

1-5. COMPONENTS

NO.	PART NAME	SPEC.	QTY
1	AC POWER CORD	-	1
2	COIN	-	600
3	SPARE COIN	-	50
4	KEY	6001, 7001	2
5	BOLT	M6 x 30L	5
6	WRENCH	2.5mm, 3mm,	2
7	MANUAL	-	1

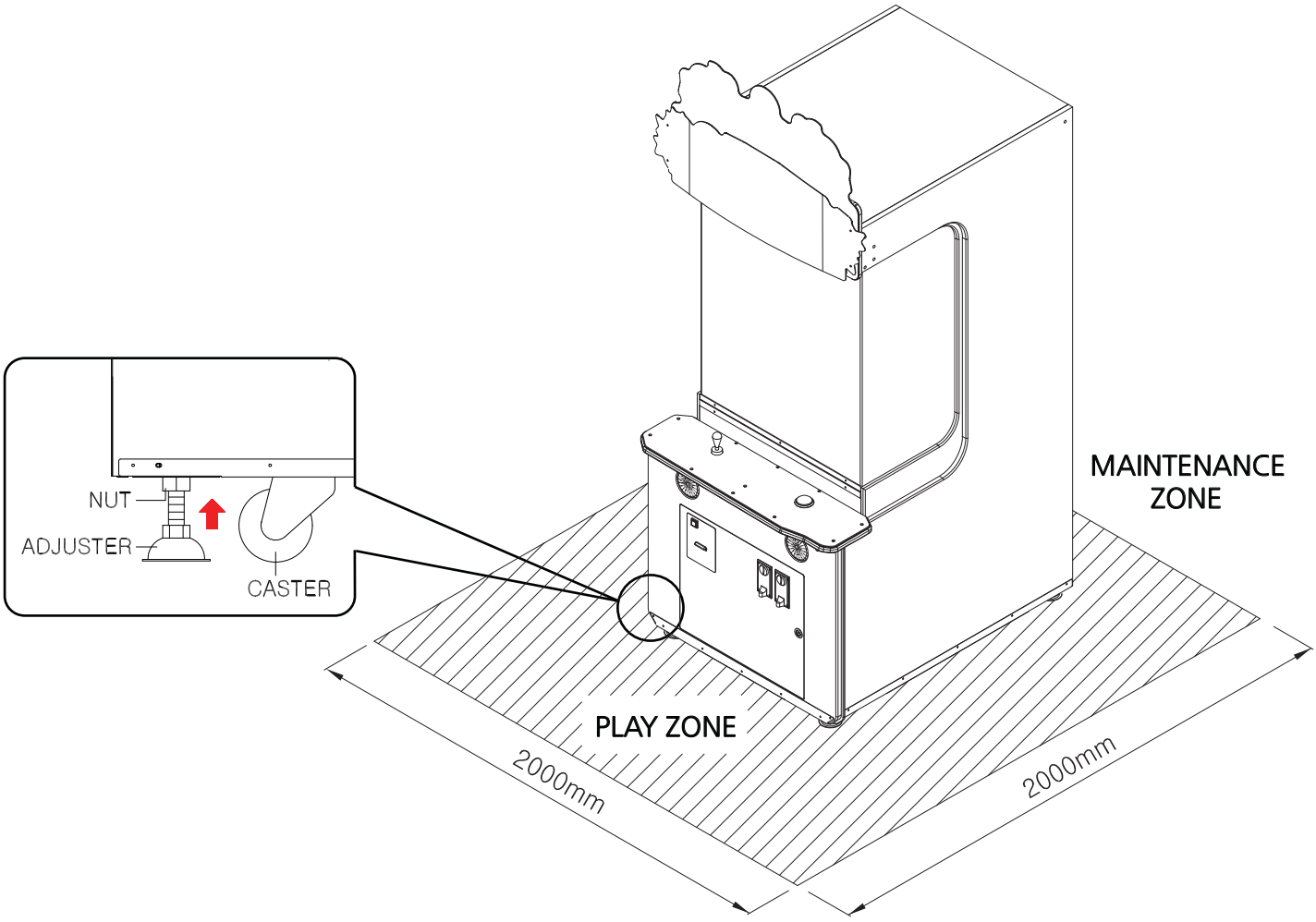
2. INSTALLATION

2-1. INSTALLATION SPACE

- Need to have installation place.
  Maintenance Zone & Play zone should have at least
  2000mm x 2000mm each.

IMPORTANT

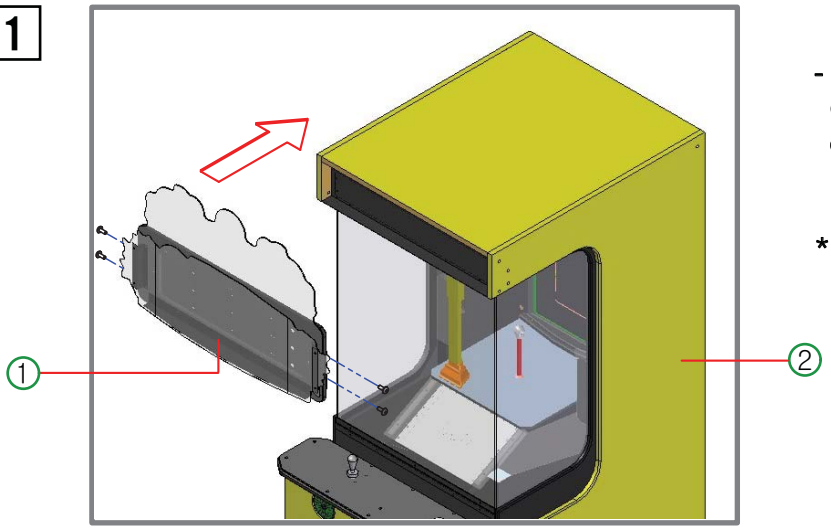
- Once you set up the machine with required game-play area, when installing this product, set the 4 leg levelers evevly on the floor and make sure that the product is installed stably in a horizontal position.
  Otherwise the set winning percentage can be twisted.



2-2. HOW TO INSTALL

* BILLBOARD

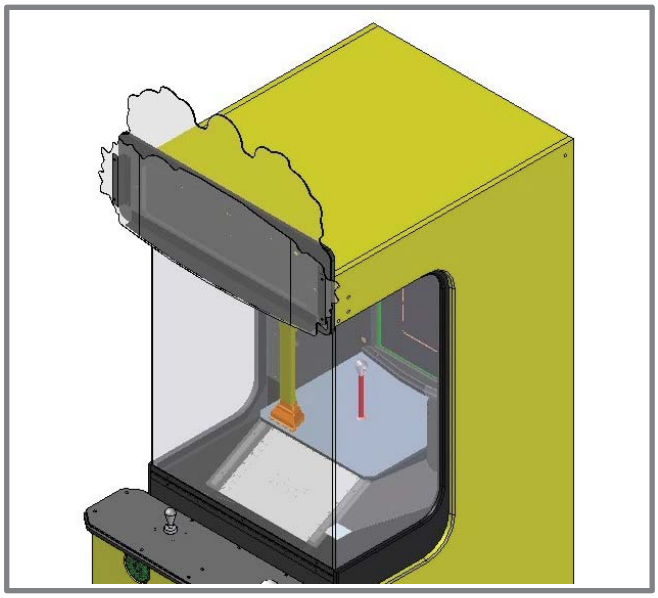
1



- When you assemble the billbard, Connect ① billboard ass'y on ② main cabinet after connecting Billbard and Maincabinet. [M6bolts, 4 places]

* At least 2 people need to assemble the machine in order to prevent any injury from assembling.

2



- You complete it like picture.

* COIN

3

- Put 650 coins on Game Field.

- Complete Coin Setting.

AC POWER

- Coins dropped through a HOPPER are provided to the Game Field by godola when the power is on.

3. GAME CHARACTERISTICS

3-1. Let's take a trip to the golden empire!

3-2. A- Luxurios interior & extrior cabinet design.

3-3. Realistic sound effects create excitement and fun.

3-4. Beat the challenge score to win super bonus.

3-5. The monitor shows your performance with the number of winning tickets.

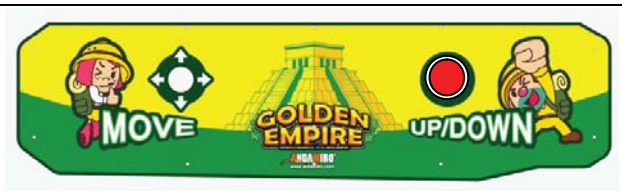
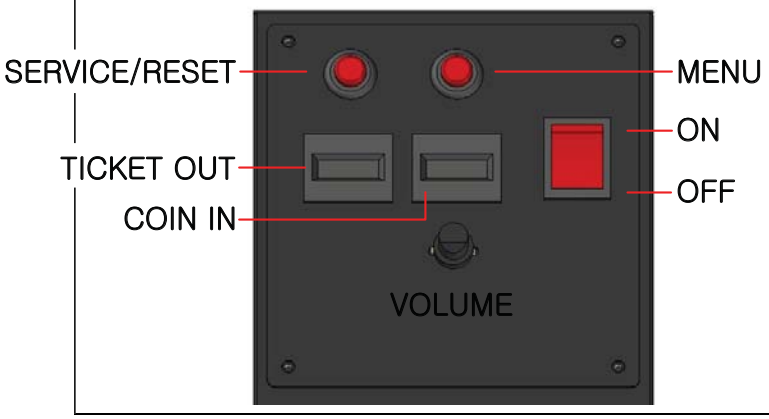
4. HOW TO PLAY

- Use the joystick to control the crane to drop gold conis to win tickets!

5. SETUP SETTINGS

5-1. MACHINE SETUP

1. BUTTON LAYOUT

	(1) JOYSTICK Up/Down : UP/DOWN (2) JOYSTICK Left/Right : LEFT/RIGHT OR CHANGE (3) UP/DOWN BUTTON : ENTER/SELECT
	(1) SERVICE / RESET : SERVICE CREDIT BUTTON / ERROR RESET BUTTON (2) MENU : ENTER OPERATING OPTIONS MENU

[OPERATION MENU]

## OPERATING OPTIONS ##	**MENU BUTTON : ENTER**
PROGRAM SETTINGS	SETUP MODE
CLEAR MODE	CLEAR MODE
BOOKKEEPING DATA	BOOKKEEPING
FACTORY-SETTINGS	INITIALIZING FACTORY SETTING
TEST MODE	TEST MODE
PLAYFIELD TEST	MACHINE AGING / ENTIRE TEST
EXIT	EXIT OPERATION MENU

5-2. SETUP MODE

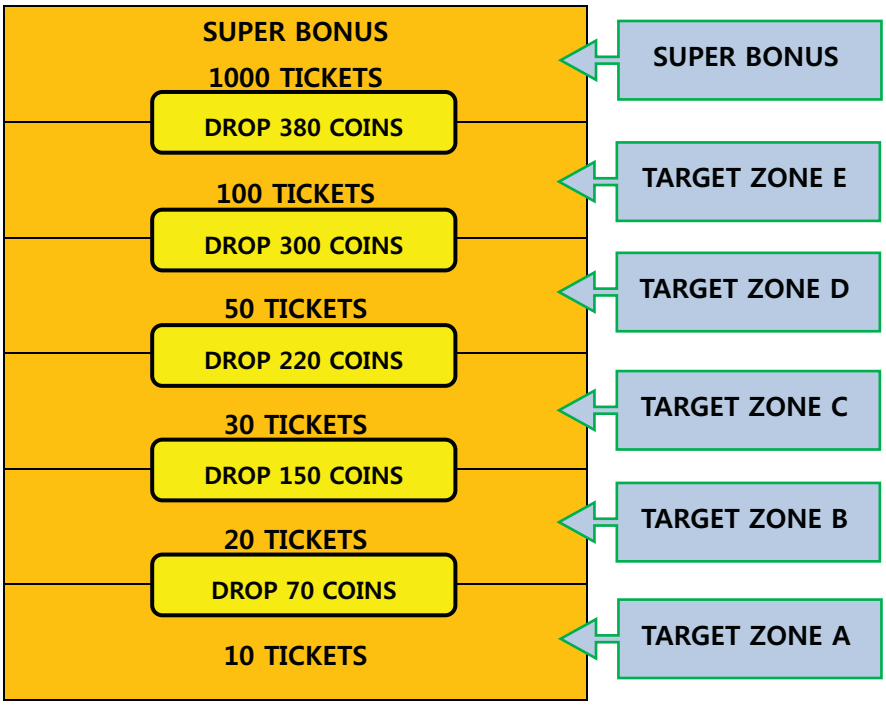
PROGRAM SETTINGS

- **CHANGE SETTING VALUE BY USING JOYSTICK LEFT/RIGHT**

LCD DISPLAY	DESCRIPTION	RANGE	DEFAULT
CREDIT/COIN : 1/1	SETTING CREDIT / COIN RATE	FREE, 1/1, 1/2, 1/3, 1/4, 1/5, 2/1, 3/1, 4/1, 5/1	**1/1**
GAME TIME : 40	SETTING GAME PLAY TIME	10 ~ 99 (Increment by 5 units)	**40**
TARGET ZONE B : 70	SETTING VALUE OF TARGET ZONE B From setting value to Target zone C Minimum setting range is 60 (Refer to following picture)	60 ~ 190 (Increment by 10 units)	**70**

TARGET ZONE C : 150	SETTING VALUE OF TARGET ZONE C From setting value to Target zone D Minimum setting range is 60 (Refer to following picture)	120 ~ 250 (Increment by 10 units)	**150**
TARGET ZONE D : 220	SETTING VALUE OF TARGET ZONE D From setting value to Target zone E Minimum setting range is 60 (Refer to following picture)	180 ~ 330 (Increment by 10 units)	**220**
TARGET ZONE E : 300	SETTING VALUE OF TARGET ZONE E From setting value to S-BONUS Minimum setting range is 60 (Refer to following picture)	250 ~ 390 (Increment by 10 units)	**300**
S-BONUS ZONE : 380	SETTING VALUE OF S-BONUS ZONE From setting value to maximum range Minimum setting range is 60 (Refer to following picture)	310 ~ 450 (Increment by 10 units)	**380**
TARGET VALUE A : 10	SETTING TARGET ZONE A TICKET NUMBER (Refer to following picture)	0 ~ 999 (Increment by 1 unit)	**10**
TARGET VALUE B : 20	SETTING TARGET ZONE B TICKET NUMBER (Refer to following picture)	0 ~ 999 (Increment by 1 unit)	**20**
TARGET VALUE C : 30	SETTING TARGET ZONE C TICKET NUMBER (Refer to following picture)	0 ~ 999 (Increment by 1 unit)	**30**
TARGET VALUE D : 50	SETTING TARGET ZONE D TICKET NUMBER (Refer to following picture)	0 ~ 999 (Increment by 1 unit)	**50**
TARGET VALUE E : 100	SETTING TARGET ZONE E TICKET NUMBER (Refer to following picture)	0 ~ 999 (Increment by 1 unit)	**100**
S-BONUS VALUE : 1000	SETTING SUPER BONUS SCORE	50 ~ 9999	**1000**
FAIL TICKET : 2	DISPENSING TICKETS WHEN THE POLE IS FALLEN DOWN	0 ~ 50 (Increment by 1 unit)	**2**
TICKET/SCORE : 1/1	SETTING TICKET / SCORE RATE NONE : NO USE TICKET	NONE, 1/1, 1/2,	**1/1**
MERCY TICKET : 0	NON-WINNING SCORE, DISPENSATION TICKET	0 ~ 10 (Increment by 1 unit)	**0**
ATTRACT VOLUME : ON	DEMO SOUND VOLUME	OFF / ON	**ON**
SAVE AND EXIT	SAVE AND EXIT	PUSH SELECT BUTTON	
CANCEL AND EXIT	CANCEL AND EXIT		

* TARGET ZONE -> **Minimum setting range of each area is available from over 60 coins.**



CLEAR MODE

- IF YOU DELETE GAME DATA, YOU CAN SAVE GAME SETTING VALUE.

LCD DISPLAY	DESCRIPTION	PROCESS
CLEAR TICKETS	CLEAR TICKETS	PUSH UP/DOWN BUTTON. CLEAR XXXX DATA ARE YOU SURE? YES or NO MOVE AND PROCESS.
CLEAR CREDITS	CLEAR CREDITS	
CLEAR GAME DATA	CLEAR TICKETS, CREDITS AND GAME DATA (GAME SETTING VALUE IS SAVED)	
EXIT	EXIT	

BOOKKEEPING DATA	
LCD DISPLAY	**DESCRIPTION**
--- TOTAL GAMES --- 250	TOTAL NUMBER OF PLAY
--- TOTAL COIN IN ------ 250	TOTAL NUMBER OF COINS IN
---- TOTAL TICKETS ---- 6450	TOTAL NUMBER OF TICKETS OUT
--- AVERAGE TICKETS --- 25.8	DISPLAYING AVERAGE TICKETS OUT PER GAME (TOTAL TICKETS / TOTAL GAMES)
--SERVICE CREDIT IN-- 5	TOTAL NUMBER OF SERVICE CREDIT IN
----- TARGET ZONE A ---- 5	TOTAL COUNT OF WINNED TARGET ZONE A
----- TARGET ZONE B ---- 4	TOTAL COUNT OF WINNED TARGET ZONE B
----- TARGET ZONE C ---- 3	TOTAL COUNT OF WINNED TARGET ZONE C
----- TARGET ZONE D ---- 2	TOTAL COUNT OF WINNED TARGET ZONE D
----- TARGET ZONE E ---- 1	TOTAL COUNT OF WINNED TARGET ZONE E
---- SUPER BONUS ZONE –- 2	TOTAL COUNT OF WINNED SUPER BONUS
***** VER INFO *****	DISPLAYING VERSION INFORMATION
CANCEL BUTTON : EXIT	

FACTORY-SETTINGS INITIALIZING TO FACTORY SETTING VALUE (ALL DATA CLEAR AND RETURN TO THE DEFAULT SETTING)

LCD DISPLAY (PROCESS)		**LCD DISPLAY (PROCESS)**
FACTORY-SETTING ARE YOU SURE? YES or NO MOVE CURSOR AND PROCESS	RECONFIRM	**FACTORY-SETTING** REALLY? YES or NO MOVE CURSOR AND PROCESS

5-3. TEST MODE

TEST MODE		
LCD DISPLAY	**SET VALUE**	**DESCRIPTION**
INPUT TEST	(Refer to following chart)	O INPUT SIGNAL TEST. If there is a change in input signal, it makes a short sound 1 time. ➢ SUPER BONUS FND : Displaying input signal status.
FND & LED OFF	OFF/ON	O FND & LED OPERATION TEST. ➢ Checking every operation status of FND and LED.
DISPLAY TEST		O LCD MONITOR TEST. ➢ Test color display of monitor ➢ MOVE : JOYSTICK EXIT : UP/DOWN BUTTON
X Y MOTOR TEST X-MOTOR : LEFT 00 Y-MOTOR : FRONT 00	DISPLAYING SENSOR&PROCESS STATUS	O X, Y-AXIS DRIVING MOTOR OPERATION TEST ➢ Process the test when you move joystick to indicated direction. If LIMIT SW is checked, it stops automatically ➢ MOVE : JOYSTICK EXIT : UP/DOWN BUTTON
ARM MOTOR TEST ARM-MOVE : DOWN 10	DISPLAYING SENSOR&PROCESS STATUS	O ARM-AXIS DRIVING MOTOR OPERATION TEST ➢ Process the test when you move joystick to indicated direction. If LIMIT SW is checked, it stops automatically ➢ MOVE : JOYSTICK EXIT : UP/DOWN BUTTON
POLE MOTOR TEST WIND 1 OFF UNWIND 0 OFF	OFF/ON DISPLAYING SENSOR STATUS	O POLE MOTOR OPERATION TEST ➢ Process the test when you move joystick to indicated direction. If LIMIT SW is checked, it stops automatically ➢ MOVE : JOYSTICK EXIT : UP/DOWN BUTTON
LIFT MOTOR TEST UP 0 OFF DOWN 1 OFF	OFF/ON DISPLAYING SENSOR STATUS	O LIFT MOTOR OPERATION TEST (GONDORA) ➢ Process the test when you move joystick to indicated direction. If LIMIT SW is checked, it stops automatically ➢ MOVE : JOYSTICK EXIT : UP/DOWN BUTTON
MEDAL CONTAINER TEST CLOSE 1 OFF OPEN 1 OFF	OFF/ON DISPLAYING SENSOR STATUS	O MEDAL CONTAINER MOTOR OPERATION TEST ➢ Process the test when you move joystick to indicated direction. If LIMIT SW is checked, it stops automatically ➢ MOVE : JOYSTICK EXIT : UP/DOWN BUTTON
COUNT HOPPER TEST 3 MEDALS 3 OFF HOPPER 0 OFF EXIT	OFF/ON DISPLAYING SENSOR STATUS	O COUNT HOPPER OPERATION TEST ➢ 3 MEDALS : If there are medals inside, it makes 3 medals out and stops automatically ➢ Move by JOYSTICK, Process by UP/DOWN button ➢ HOPPER ON/OFF : Display medal-out number
TICKET TEST 0 OFF	OFF/ON DISPLAYING SENSOR STATUS	O TICKET DISPENSER TEST ➢ If there is a ticket inside, it makes 3 tickets out and stops automatically
COIN TEST OFF	OFF/ON	O COIN SELECTOR TEST. ➢ Process by UP/DOWN button Check ON/OFF on COIN machine

COUNTER TEST < >		O COUNTER TEST JOYSTICK LEFT (<) : COIN COUNTER TEST. JOYSTICK RIGHT (>) : TICKET COUNTER TEST. COUNT ONE WHENEVER MOVE ONCE
SOUND TEST	1~116	O UP/DOWN BUTTON TO START AND JOYSTICK LEFT/RIGHT TO PLAY LIST. ONE MORE PUSH UP/DOWN BUTTON, RETURN TO OFF
EXIT	TEST MODE EXIT	

TEST MODE -> INPUT TEST

LCD DISPLAY	DESCRIPTION
INPUT TEST 0000000000 0000000000 00000000	DISPLAYING INPUT SIGNAL STATUS & CHANGE VALUE (If there is a change in input signal, it makes a short sound 1 time) TILT : NOT USE. SUPER BONUS FND : DISPLAYING EACH INPUT SIGNAL STATUS

EXPLANATION (ORDER AND EXPLANATION) FROM LEFT

- (X-AXIS LIMIT SW LEFT), (X-AXIS LIMIT SW RIGHT), (Y-AXIS LIMIT SW FRONT), (Y-AXIS LIMIT SW BACK), (Z-AXIS LIMIT SW UP), (Z-AXIS LIMIT SW DOWN), (POLE LIMIT SW), (POLE CHECK IR SENSOR), (LIFT SW UP), (LIFT SW DOWN),
- (MEDAL CONTAINER LIMIT SW OPEN), (MEDAL CONTAINER LIMIT SW COLSE), (JOSTIC UP), (JOSTIC DOWN), (JOSTIC LEFT), (JOSTIC RIGHT), (UP/DOWN BUTTON), (SERVICE BUTTON)
- (TICKET SENSOR1), (TICKET EMPTY SW1), (HOPPER SENSOR), (COIN SENSOR1), (COIN SENSOR2), (SERVICE, RESET), (MENU)

PLAYFIELD-TEST

MODE TO SEE ALL OPERATIONS AT ONCE (USE AS MACHINE AGING MODE)

- Show all results by operating driving parts repeatedly.

LCD DISPLAY	DESCRIPTION	PROCESS
** PLAYFIELD-TEST ** ARM TEST OK X-AXIS TEST OK Y-AXIS TEST OK POLE TEST OK COUNT HP TEST OK LIFT TEST OK MEDAL CONATINER TEST OK EXIT : UP/DOWN BUTTON	➢ X-AXIS DRIVING PART TEST ➢ Y-AXIS DRIVING PART TEST ➢ ARM-Z-AXIS DRIVING TEST ➢ POLE DRIVING TEST ➢ HOPPER DRIVING & COUNT TEST ➢ LIFT DRIVING TEST. ➢ MEDAL CONTAINER DRIVING TEST AUTOMATICALLY PROCESS AS ABOVE ORDER. AFTER 100 CIRCLES IT STOPS AUTOMATICALLY.	PROCESS IMMEDIATELY WITH ENTER AND EXIT THE TEST IF YOU PUSH UP/DOWN BUTTON DURING TEST

[DIP SW SETTING]

1. DIP SW1 ~ SW5 ---- NOT USE

2. DIP SW6 ~ SW8 ---- DEFAULT VALUE SETTING

6	7	8	TYPE (EXPECTED TICKET PAYOUT)	TARGET VALUE	REMARKS
OFF	OFF	OFF	A (4)	➢ S-BONUS : 100 TICKET ➢ ZONE E : 50 TICKET ➢ ZONE D : 15 TICKET ➢ ZONE C : 10 TICKET ➢ ZONE B : 3 TICKET ➢ ZONE A : 1 TICKET	➢ FAIL TICKET : 1 ➢ MERCY TICKET : 1
OFF	OFF	ON	B (25)	➢ S-BONUS : 300 TICKET ➢ ZONE E : 100 TICKET ➢ ZONE D : 50 TICKET ➢ ZONE C : 30 TICKET ➢ ZONE B : 20 TICKET ➢ ZONE A : 10 TICKET	➢ FAIL TICKET : **5** ➢ MERCY TICKET : 0
OFF	ON	OFF	C (28)	➢ S-BONUS : 500 TICKET ➢ ZONE E : 100 TICKET ➢ ZONE D : 50 TICKET ➢ ZONE C : 30 TICKET ➢ ZONE B : 20 TICKET ➢ ZONE A : 10 TICKET	➢ FAIL TICKET : **5** ➢ MERCY TICKET : 0
OFF	ON	ON	D (30)	➢ S-BONUS : 500 TICKET ➢ ZONE E : 150 TICKET ➢ ZONE D : 50 TICKET ➢ ZONE C : 30 TICKET ➢ ZONE B : 20 TICKET ➢ ZONE A : 10 TICKET	➢ FAIL TICKET : **5** ➢ MERCY TICKET : 0
ON	OFF	OFF	E (30)	➢ S-BONUS : 1000 TICKET ➢ ZONE E : 100 TICKET ➢ ZONE D : 50 TICKET ➢ ZONE C : 30 TICKET ➢ ZONE B : 20 TICKET ➢ ZONE A : 10 TICKET	➢ FAIL TICKET : **2** ➢ MERCY TICKET : 0

ON	**OFF**	**ON**	**F** **(35)**	➢ S-BONUS : 1000 TICKET ➢ ZONE E : 200 TICKET ➢ ZONE D : 80 TICKET ➢ ZONE C : 50 TICKET ➢ ZONE B : 20 TICKET ➢ ZONE A : 10 TICKET	➢ FAIL TICKET : 4 ➢ MERCY TICKET : 0
ON	**ON**	**OFF**	**G** **(40)**	➢ S-BONUS : 1500 TICKET ➢ ZONE E : 200 TICKET ➢ ZONE D : 80 TICKET ➢ ZONE C : 50 TICKET ➢ ZONE B : 30 TICKET ➢ ZONE A : 20 TICKET	➢ FAIL TICKET : 4 ➢ MERCY TICKET : 0
ON	**ON**	**ON**	**H** **(55)**	➢ S-BONUS : 2000 TICKET ➢ ZONE E : 200 TICKET ➢ ZONE D : 100 TICKET ➢ ZONE C : 60 TICKET ➢ ZONE B : 40 TICKET ➢ ZONE A : 20 TICKET	➢ FAIL TICKET : 6 ➢ MERCY TICKET : 0

* Payout can be different by playtime, playfield coin or circumstances of game center.
* Above data is based on default playfield coin number, 600 coins. Providing numbers are 650 coins.

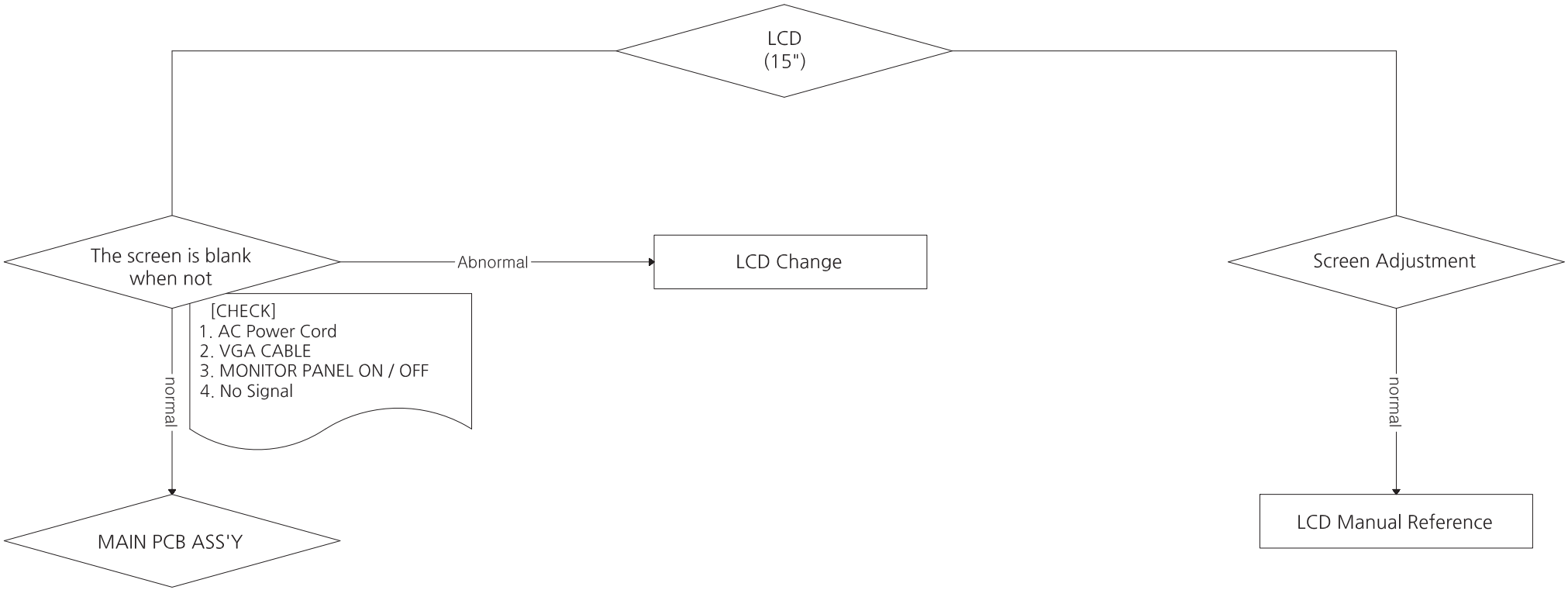
5-4. ERROR CODE

ERROR CODE	EXPLANATION	DESCRIPTION
ERROR 01	TICKET DISPENSER ERROR	NO TICKET OR TICKET DISPENSER PROBLEM. (AFTER TROUBLE SHOOTING, PUSH RESET BUTTON)
ERROR 02	COIN SELECTOR ERROR	COIN JAM OR COIN SELECTOR PROBLEM. (AFTER TROUBLE SHOOTING, PUSH RESET BUTTON)
ERROR 03	X-AXIS DRIVING PART ERROR	DRIVING MOTOR OR LOOSEN BELT OR LIMIT SW PROBLEM (AFTER TROUBLE SHOOTING, PUSH RESET BUTTON)
ERROR 04	Y-AXIS DRIVING PART ERROR	DRIVING MOTOR OR LOOSEN BELT OR LIMIT SW PROBLEM (AFTER TROUBLE SHOOTING, PUSH RESET BUTTON)
ERROR 05	Z-AXIS (ARM-AXIS) DRIVING PART ERROR	DRIVING MOTOR OR LOOSEN WIRE OR LIMIT SW PROBLEM (AFTER TROUBLE SHOOTING, PUSH RESET BUTTON)
ERROR 06	POLE DRIVING PART ERROR	DRIVING MOTOR OR LOOSEN WIRE OR POLE LIMIT SW OR POLE CHECK IR SENSOR PROBLEM (AFTER TROUBLE SHOOTING, PUSH RESET BUTTON)
ERROR 07	MEDAL CONTAINER DRIVING PART ERROR	DRIVING MOTOR OR LIMIT SW PROBLEM. (AFTER TROUBLE SHOOTING, PUSH RESET BUTTON)
ERROR 08	COUNT HOPPER ERROR	COUNT HOPPER OR COIN JAM OR COUNT SENSOR PROBLEM (AFTER TROUBLE SHOOTING, PUSH RESET BUTTON)
ERROR 09	LIFT MOTOR ERROR	LIFT MOTOR OR LIFT MOTOR LIMIT SW PROBLEM. (AFTER TROUBLE SHOOTING, PUSH RESET BUTTON)

6. TROUBLESHOOTING

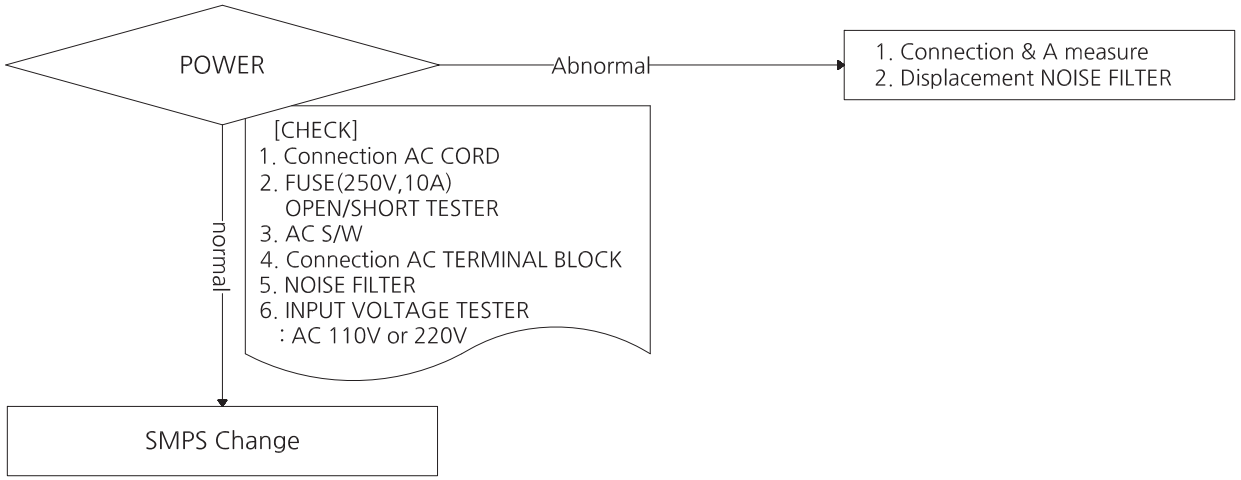
6-1. SCREEN PROBLEM

*Common: Check the input voltage, check wiring



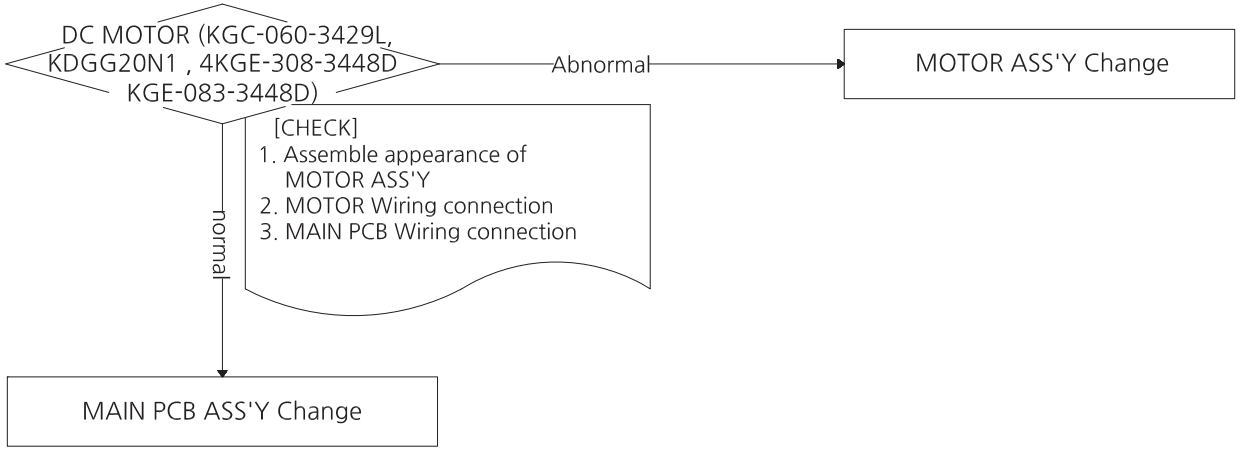
6-2. IN CASE OF POWER FAILURE

*Common: Check the input voltage, check wiring



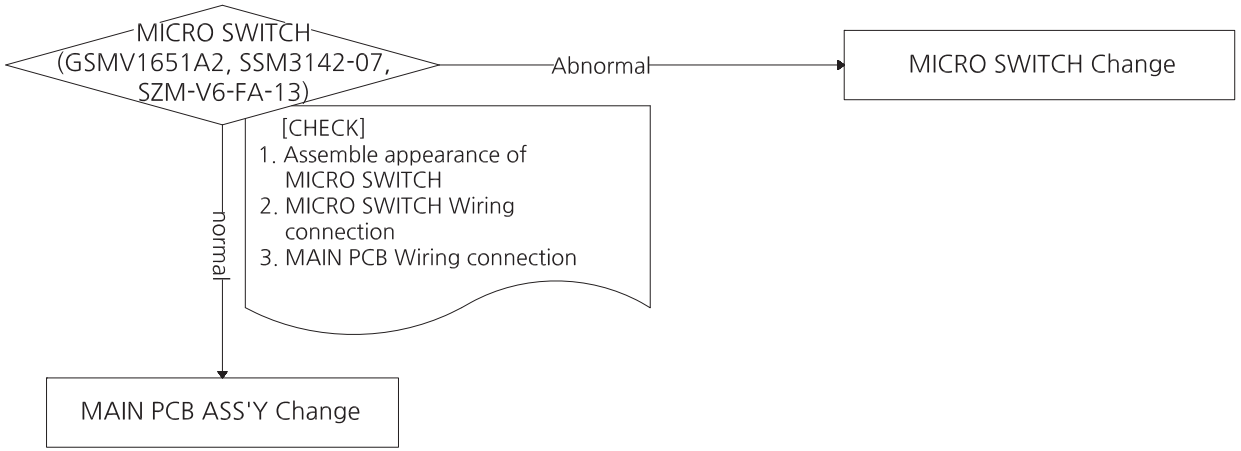
6-3. MOTOR ERROR

*Common: Check the input voltage, check wiring



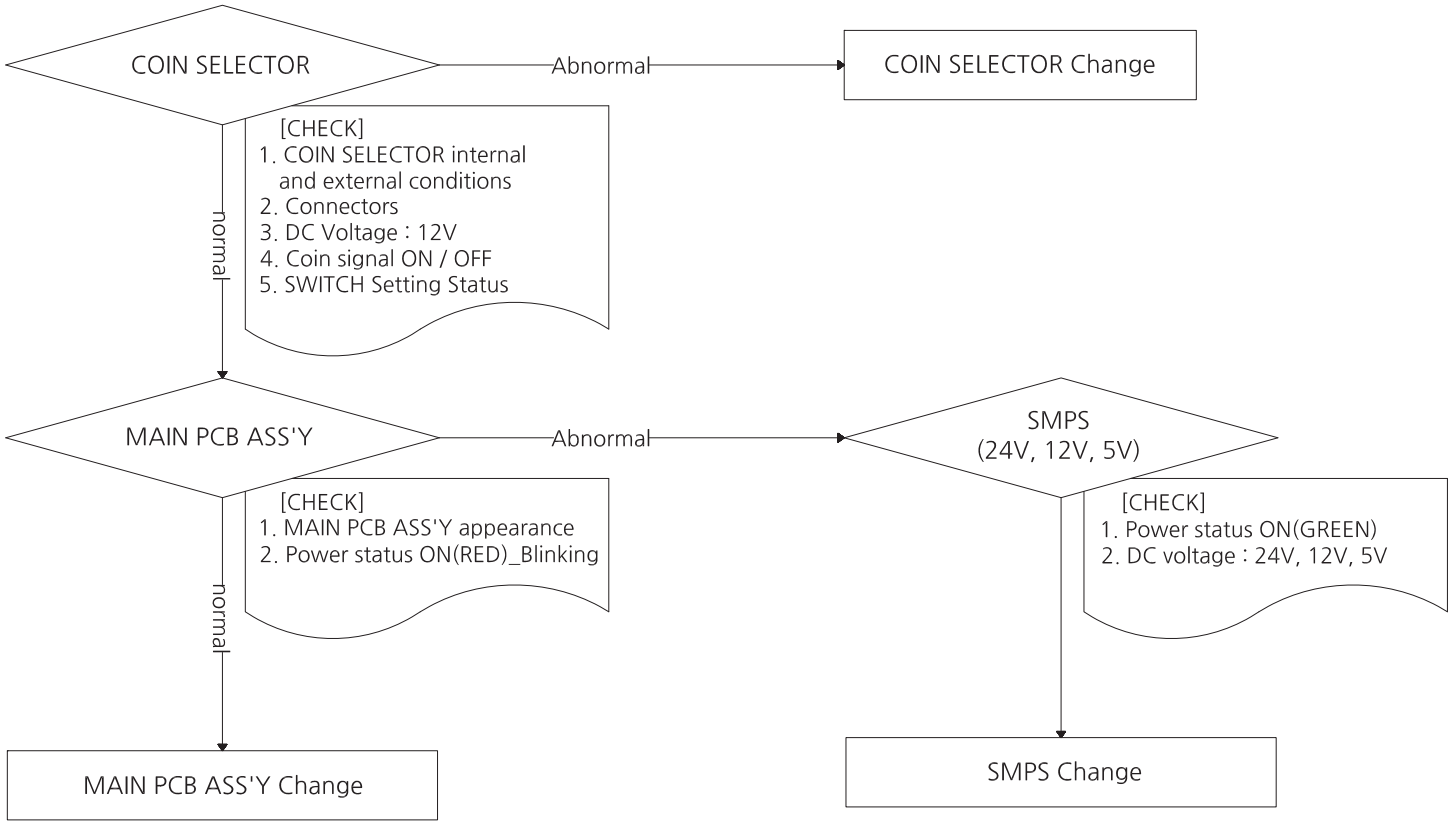
6-4. MICRO SWITCH ERROR

*Common: Check the input voltage, check wiring



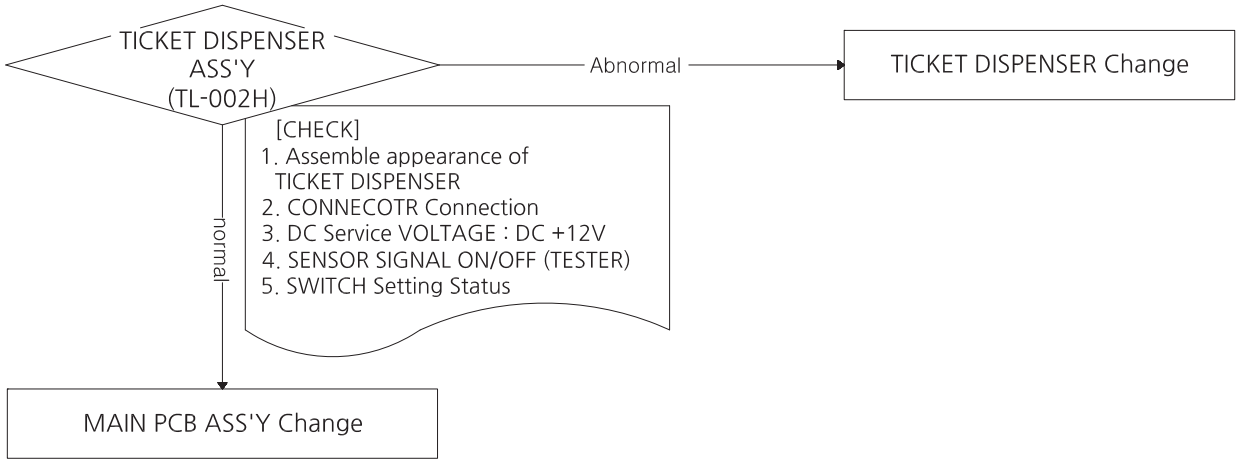
6-5. COIN SELECTOR ERROR

*Common: Check the input voltage, check wiring



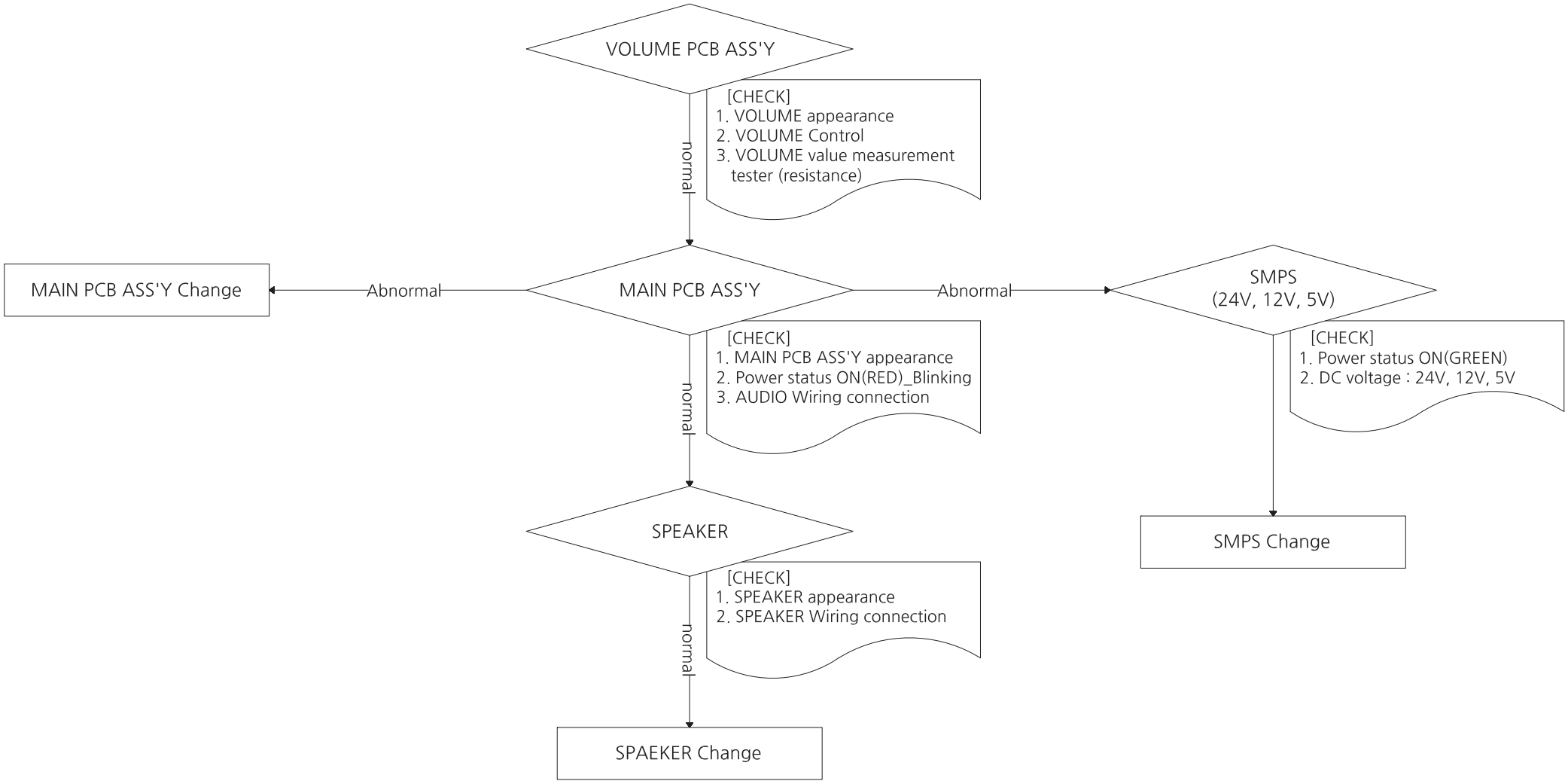
6-6. TICKET DISPENSER ERROR

*Common: Check the input voltage, check wiring



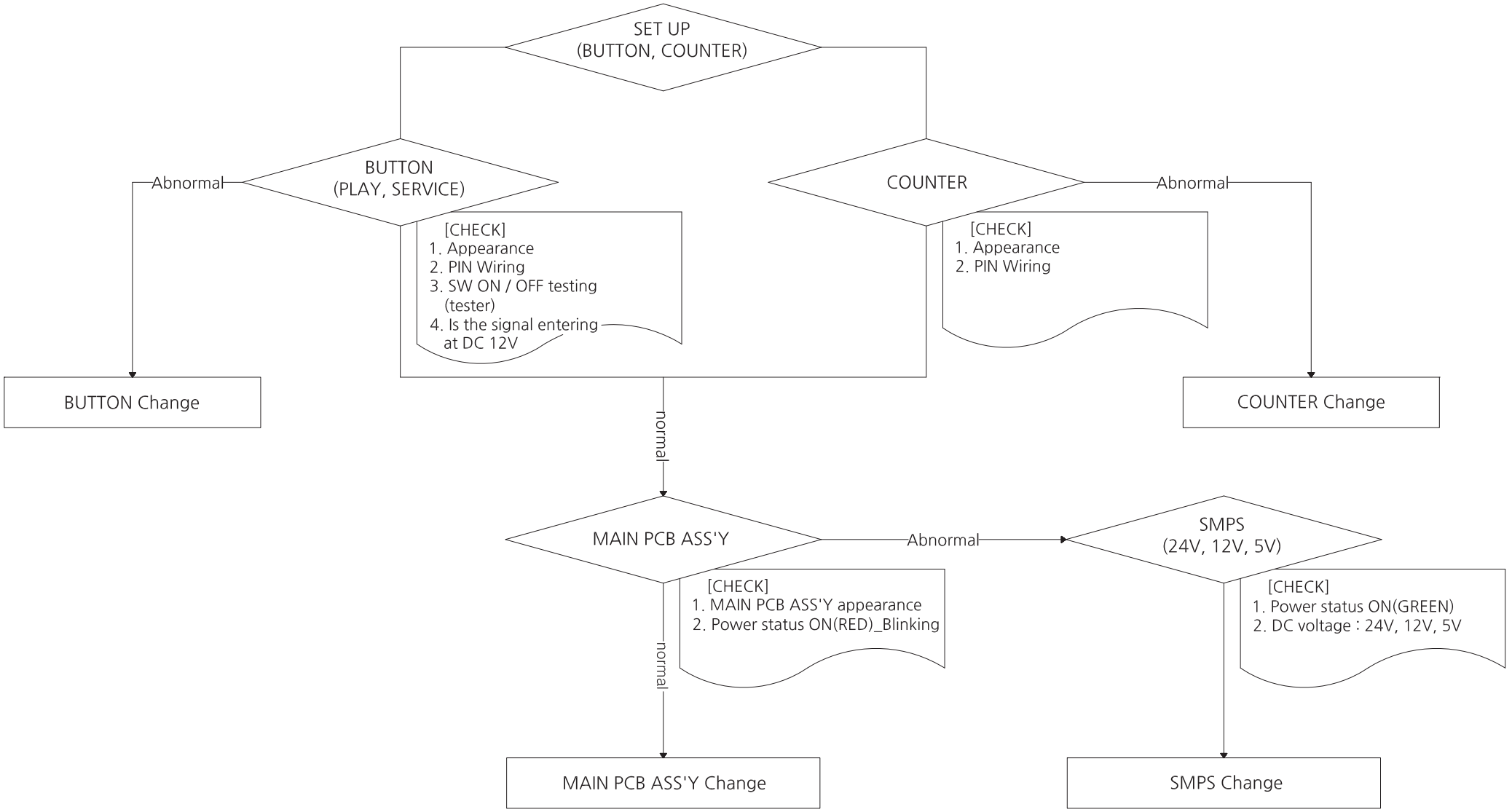
6-7. SOUND ERROR

*Common: Check the input voltage, check wiring



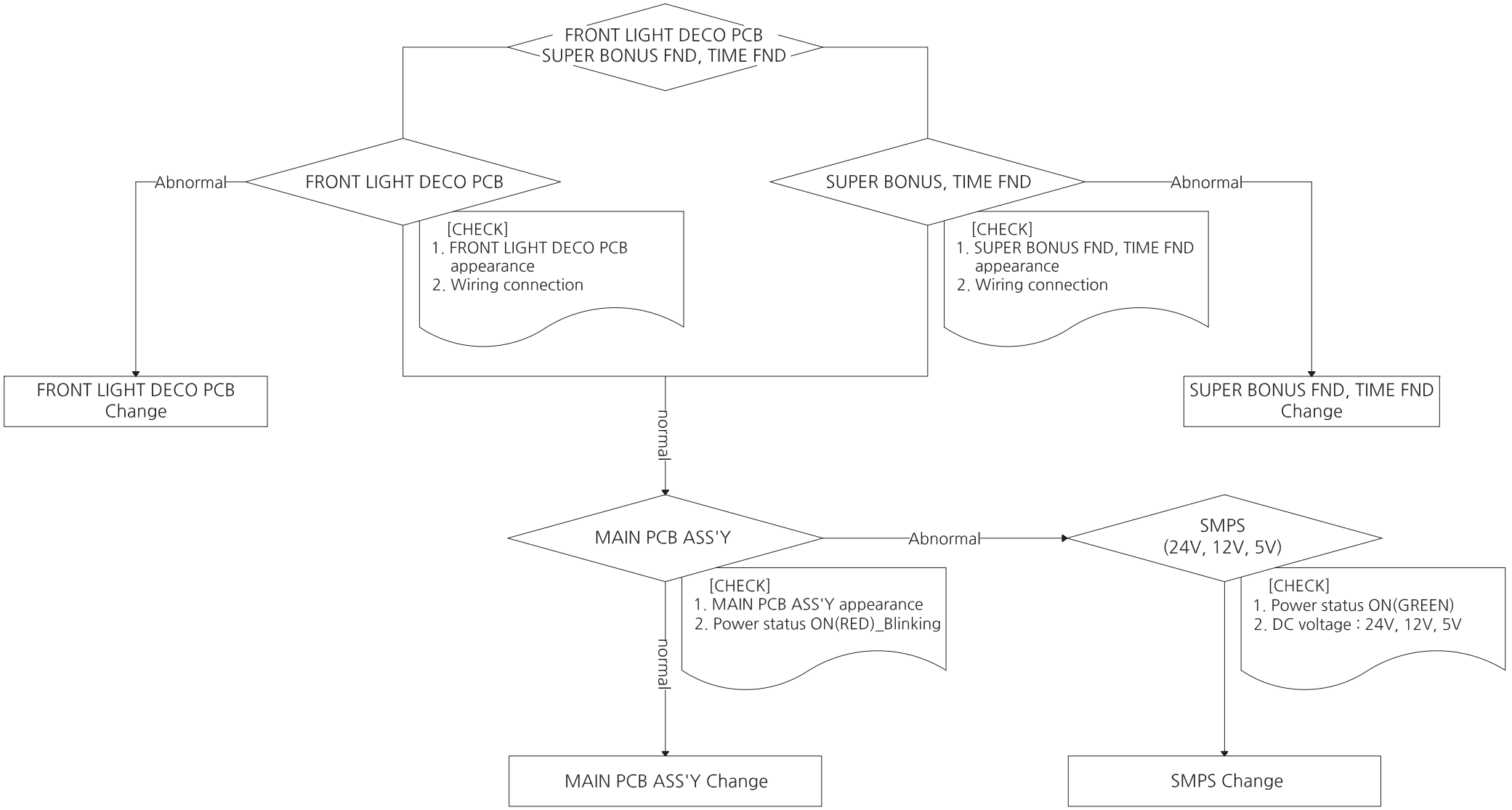
6-8. BUTTON & COUNTER ERROR

*Common: Check the input voltage, check wiring



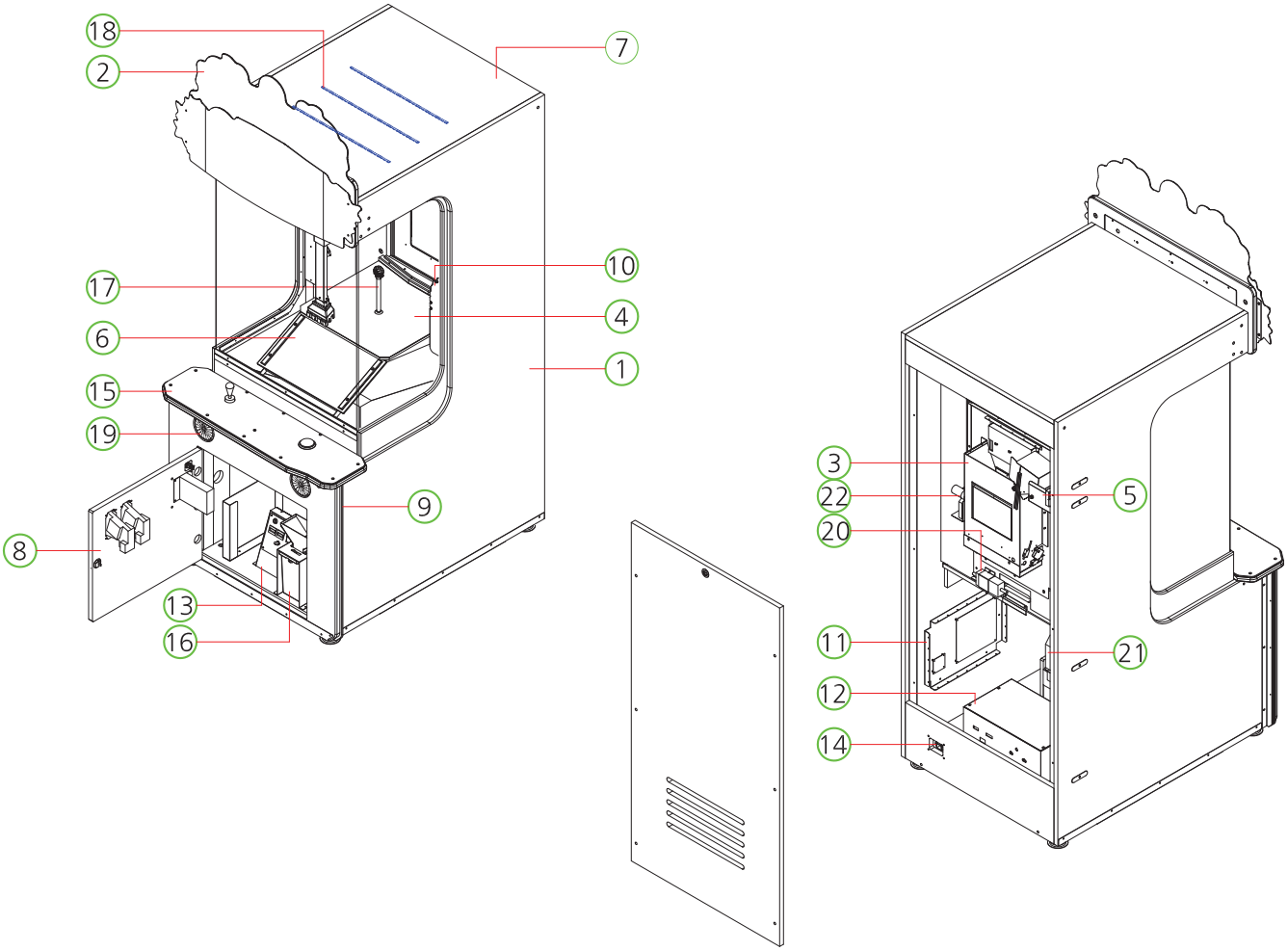
6-9. FRONT LIGHT DECO PCB & SUPER BONUS FND, TIME FND ERROR

*Common: Check the input voltage, check wiring



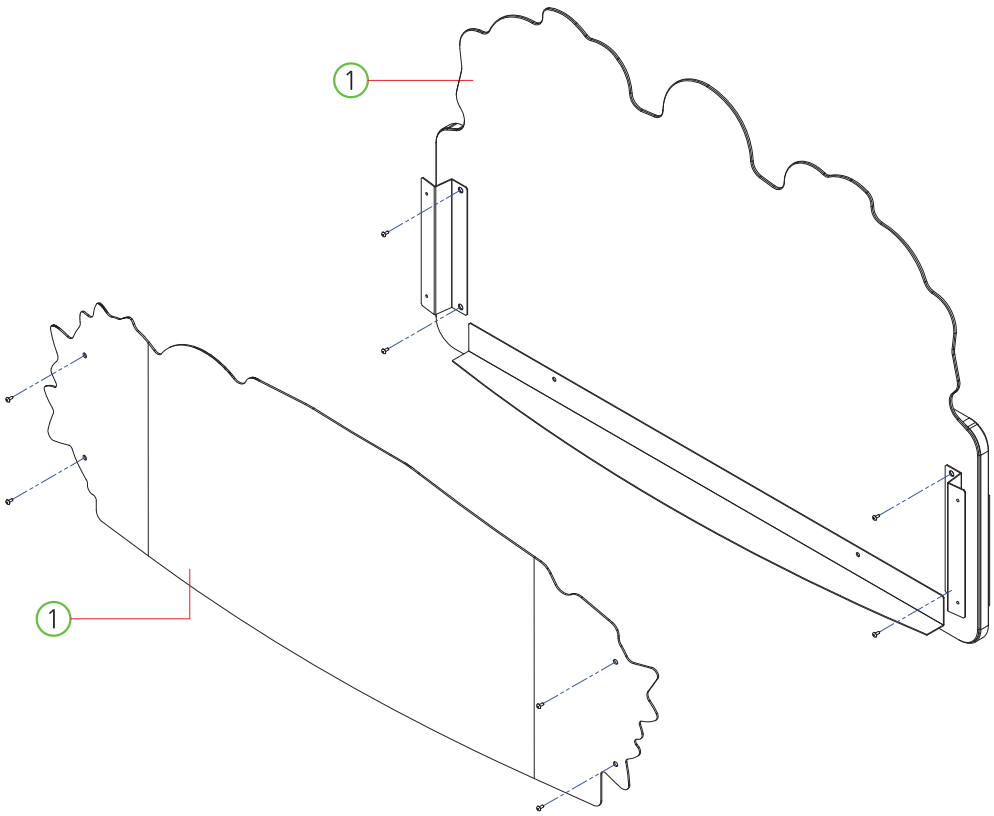
7. EXPLODED VIEW

7-1. MAIN CABINET



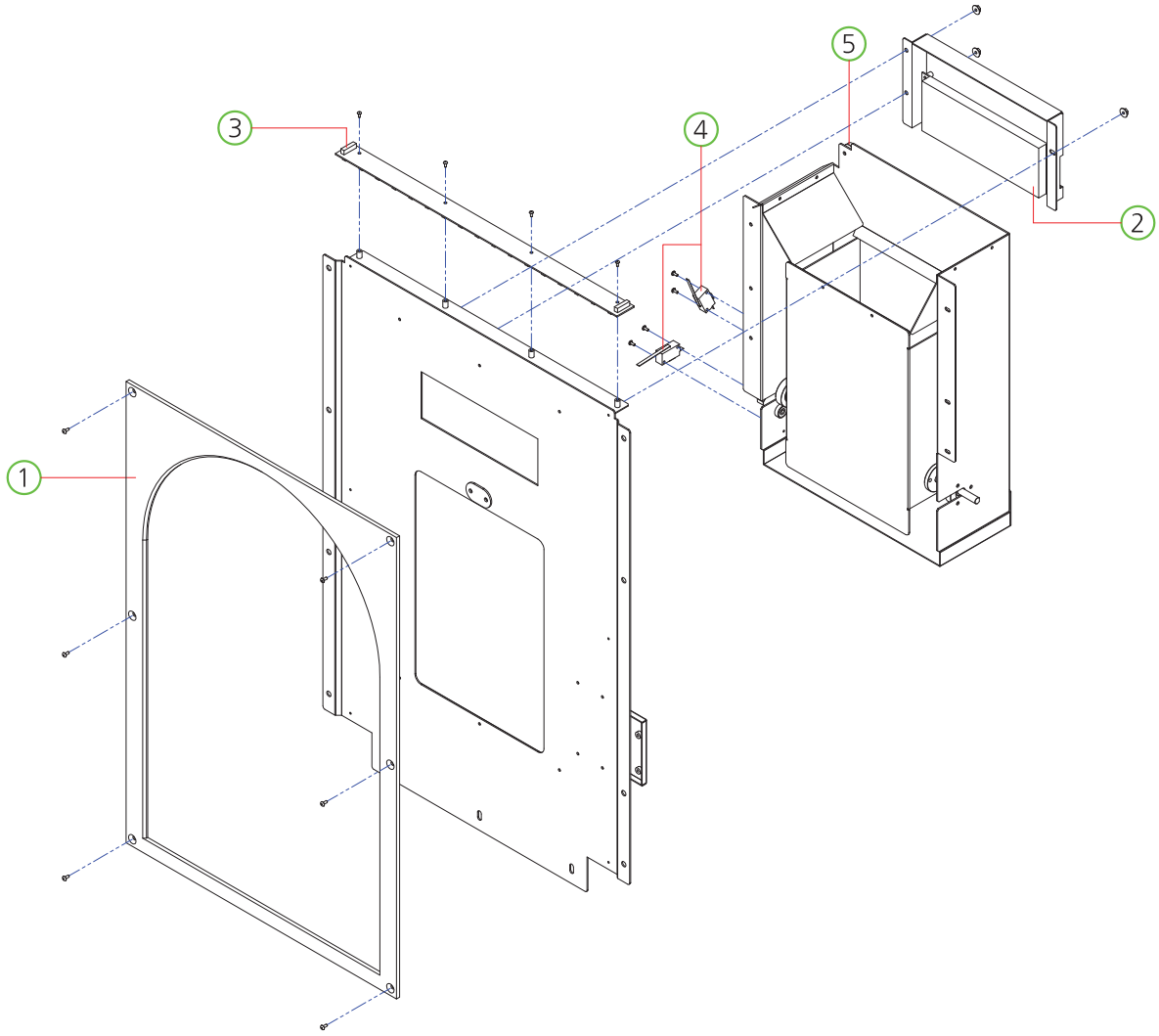
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	MAIN CABINET PART	-	1	-
2	BILLBOARD PART	-	1	-
3	MEDAL BOX PART	-	1	-
4	MEDAL PLATE PART	-	1	-
5	GONDOLA PART	-	1	-
6	LCD PART	-	1	-
7	N-XY PART	-	1	-
8	FRONT DOOR PART	-	1	-
9	SIDE LED PART	-	1	-
10	SENSOR PART	-	2	-
11	MAIN BOARD PART	-	1	-
12	SMPS PANEL PART	-	1	-
13	SETUP PANEL PART	-	1	-
14	AC INPUT PART	-	1	-
15	BUTTON PANEL PART	-	1	-
16	COIN BOX PART	-	1	-
17	POLE PART	-	1	-
18	LED STICK BAR	CW500	3	MELE0LED002
19	SPEAKER	MID4.5"+TW1/2" 8Ω	2	MZZZ0SPE021
20	LCD ADAPTER	12V-3.3A	1	MELE0ADA001
21	HOPPER MACHINE	JSH666DD5	1	AZZZ0HOP020
22	DC MOTOR	KGE-308-3448D_ 12V5000RPM_1:308	1	MZZZ0MOT092

7-2. BILLBOARD PART



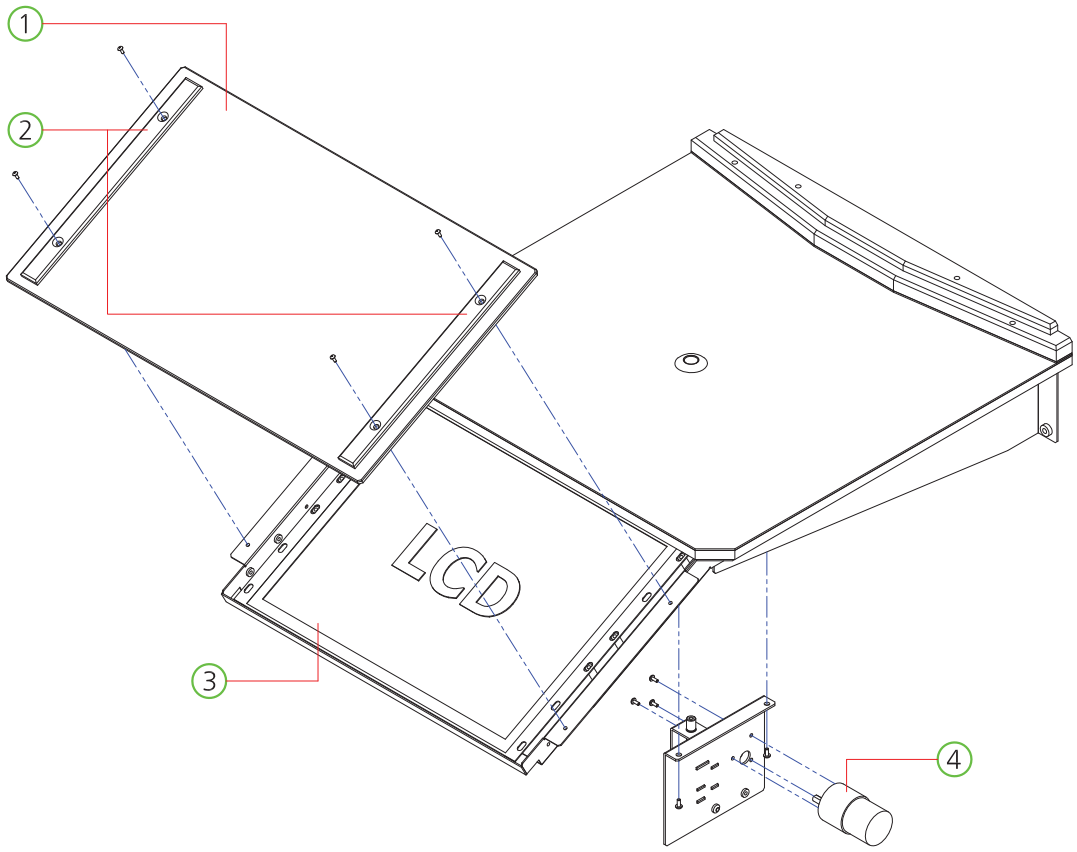
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	FRONT ACRYL	ACRYL-2.0t	1	MGDM0ACR001
2	POP ACRYL	ACRYL-3.0t	1	MGDM0ACR007

7-3. MEDAL BOX PART



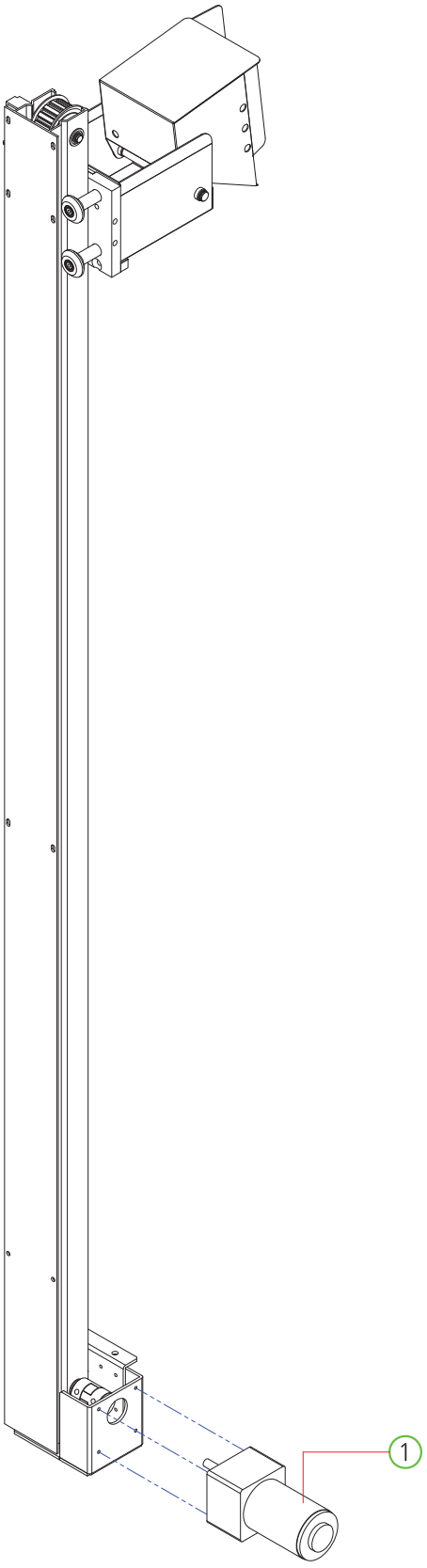
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	FROTN LED ACRYL	ACRYL-5.0t	1	MGDM0ACR002
2	FRONT FND PCB ASS'Y	4870-4(STRAIGHT)	1	AFND0PCB009
3	FRONT LIGHT DECO PCB ASS'Y	-	1	ATTC0PCB004
4	MICRO SWITCH-S	SSM3142	2	MELE0MIC003

7-4. MEDAL PLATE PART



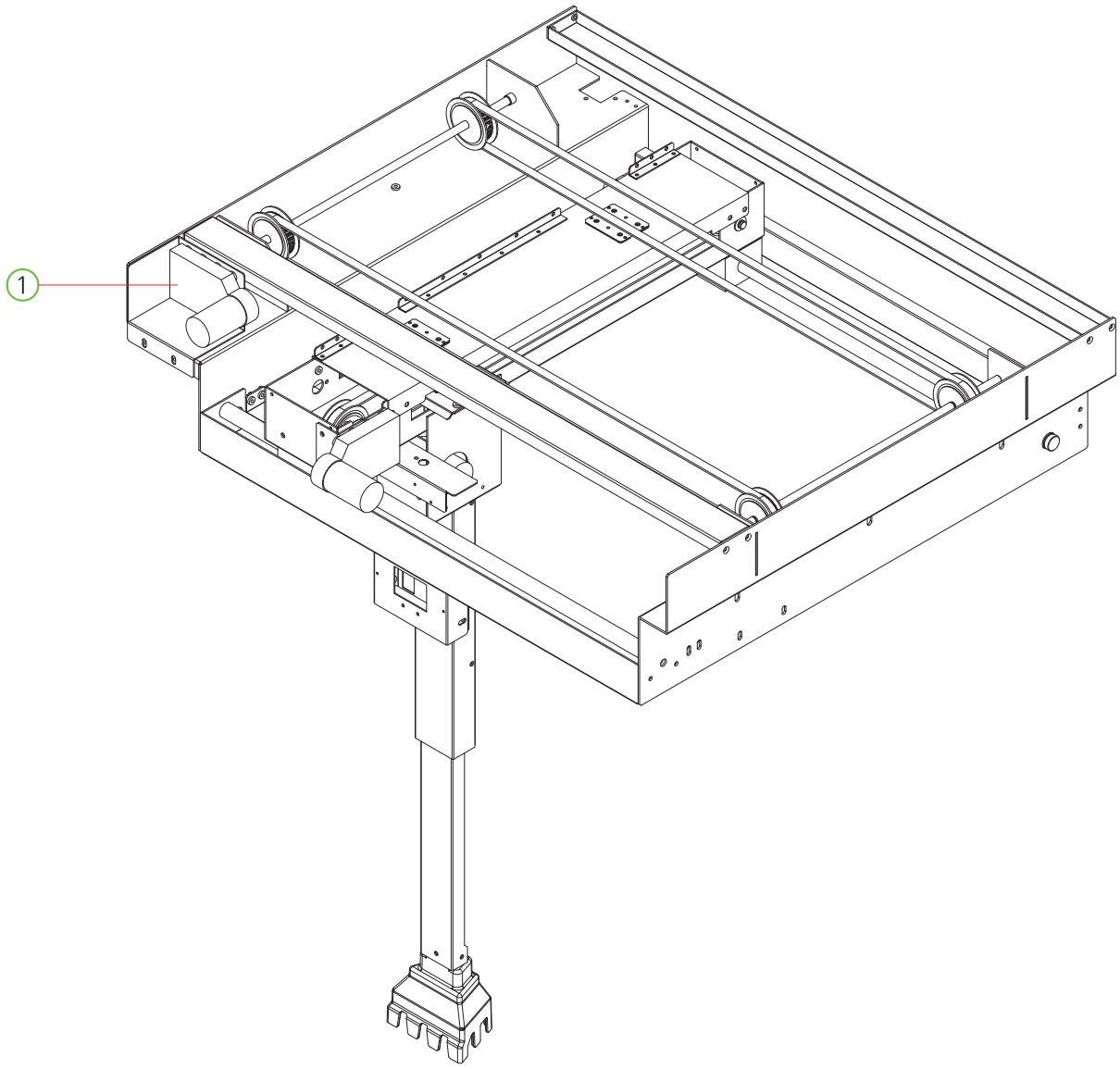
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	LCD GLASS	GLASS-5.0t	2	AGDM0ASS005
2	BOLT COVER ACRYL	-	1	MGDM0ACR005
3	LCD MONITOR	15"	1	MZZZ0MON028
4	DC MOTOR	KGC-060-3429L_ 12V5000RPM_1:60	1	MZZZ0MOT090

7-5. GONDOLA PART



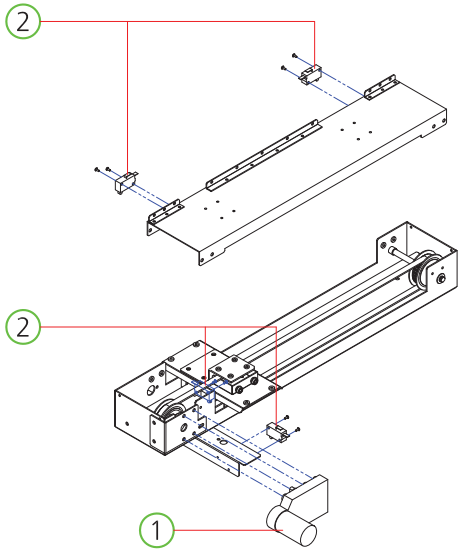
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	MOTOR	KDGG20N1_1:100_ 12V3000RPM	1	MZZZ0MOT091
	GEAR BOX	K6G30C	1	MZZZ0MOS011

7-6. N-XY PART



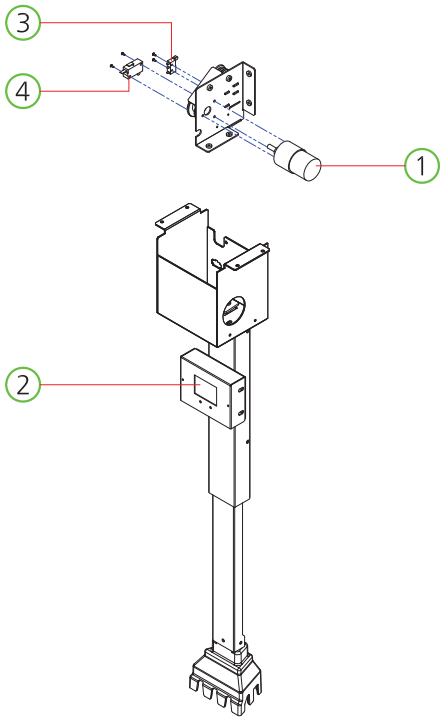
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	MOTOR	KGE-083-3448D _12V5000RPM	1	MZZZ0MOT093

- Y MECHA PART



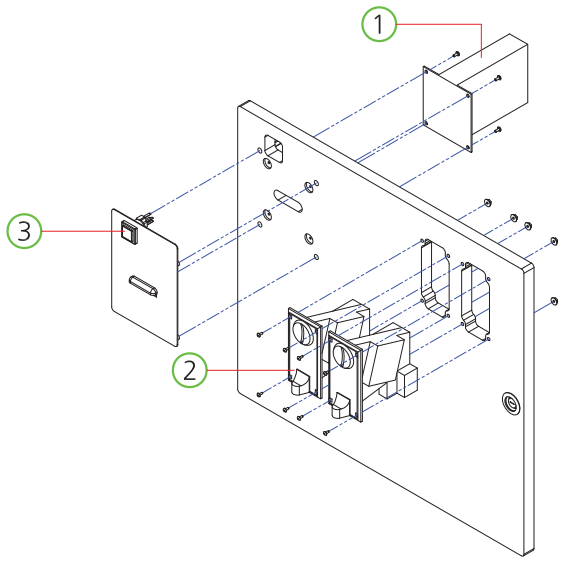
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	MOTOR	KGE-083-3448D _12V5000RPM	1	MZZZ0MOT093
2	MICRO SWITCH	GSMV1651A2(S.R)	4	-

- ARM PART



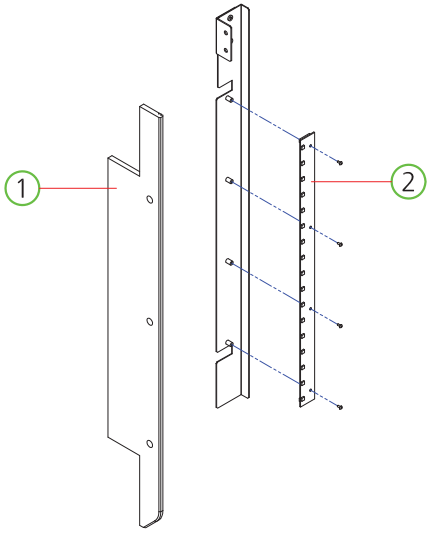
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	MOTOR	KGC-060-3429L_ 12V5000RPM_1:60	1	MZZZ0MOT090
2	TIME FND PCB ASS'Y	2029-2(STRAIGHT)	1	AFND0PCB001
3	MICRO SWITCH-S	SSM3142-07	1	MELE0MIC003
4	MICRO SWITCH	GSMV1651A2(S.R)	1	MELE0MIC021

7-7. FRONT DOOR PART



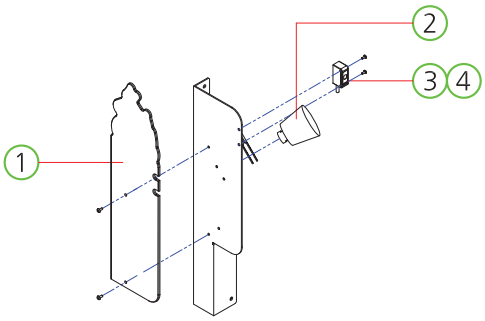
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	TICKET DISPENSER	TL-002H	1	MZZZ0TID007
2	COIN SELECTOR	TW-333	2	MZZZ0COS045
3	BUTTON SWITCH	AM1PB-26SH R12D	1	MMUM0BUT002

7-8. SIDE LED PART



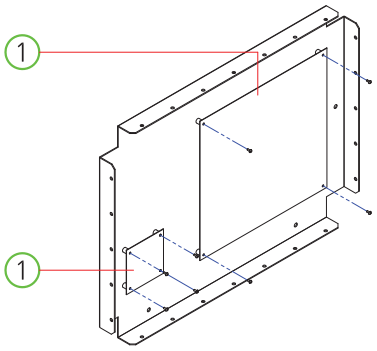
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	SIDE LED ACRYL L,R	ACRYL-8.0t	1	MGDM0ACR003,4
2	FRONT LIGHT DECO PCB ASS'Y	-	1	ATTC0PCB004

7-9. SENSOR PART



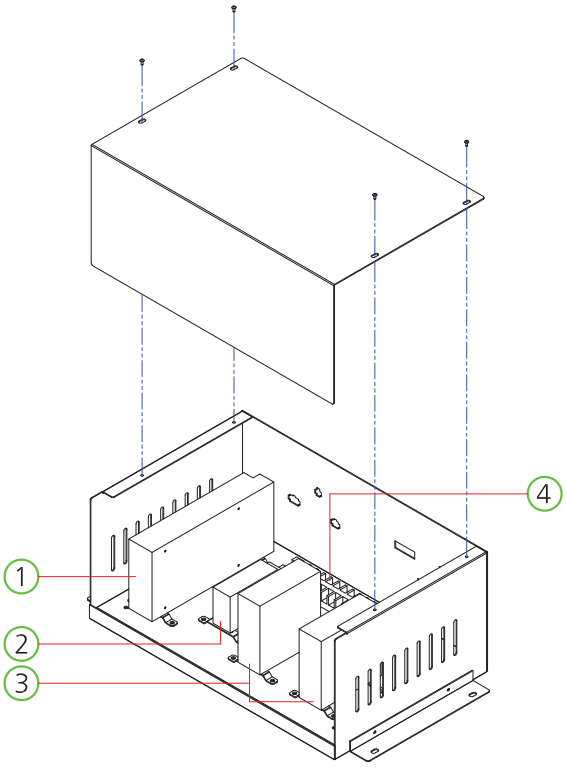
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	SENSOR COVER ACRYL L,R	ACRYL-3.0t	1	MGDM0ACR003,4
2	HALOGEN	12V 5W 3000K	1	MELE0LAM083
3	PHOTO SENSOR_M	BYD3M-TDT2	1	MELE0PHO029
4	PHOTO SENSOR_F	BYD3M-TDT1	1	MELE0PHO028

7-10. MAIN BOARD PART



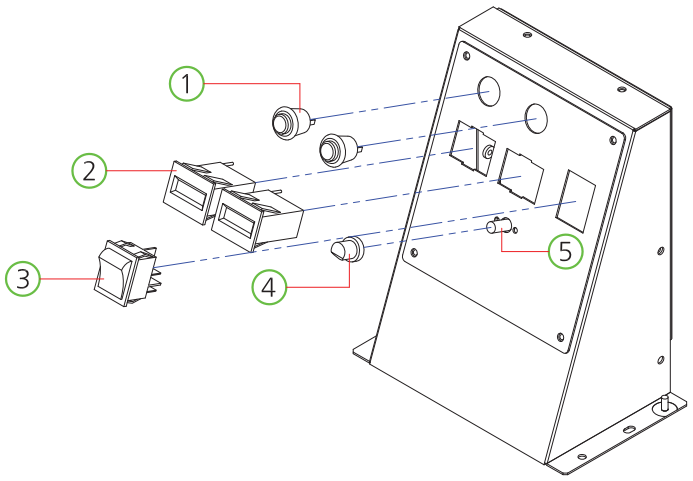
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	MAIN PCB ASS'Y	-	1	AGDM0PCB001
2	JOY HOPPER PCB ASS'Y	24V	1	AGDM0PCB002

7-11. SMPS PANEL PART



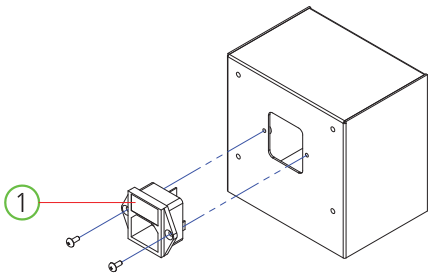
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	POWER SMPS	NSE-150_24V	1	MELE0SMP049
2	POWER SMPS	RS25-5V	1	MELE0SMP056
3	POWER SMPS	RS25-12V	2	MELE0SMP055
4	TERMINAL BLOCK	250V 10P	1	MELE0TEB003

7-12. SETUP PANEL PART



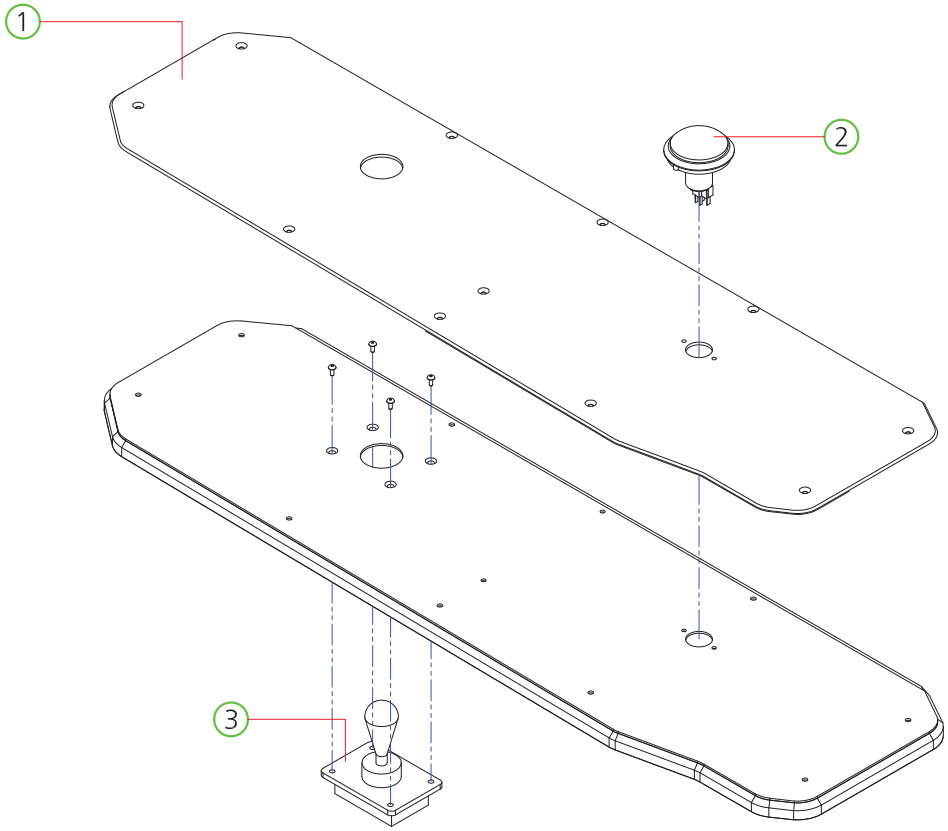
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	PUSH BUTTON SWITCH	HS 412R	2	MELE0PUS001
2	COUNTER	AMMC-712(OA127CL)	2	MZZZ0COU002
3	ROCKER SWITCH	T-125 4P	1	MELE0SWI004
4	VOLUME KNOB	-	1	MELE0VOL007
5	VOLUME PCB ASS'Y	-	1	AHM20PCB016

7-13. AC INPUT PART



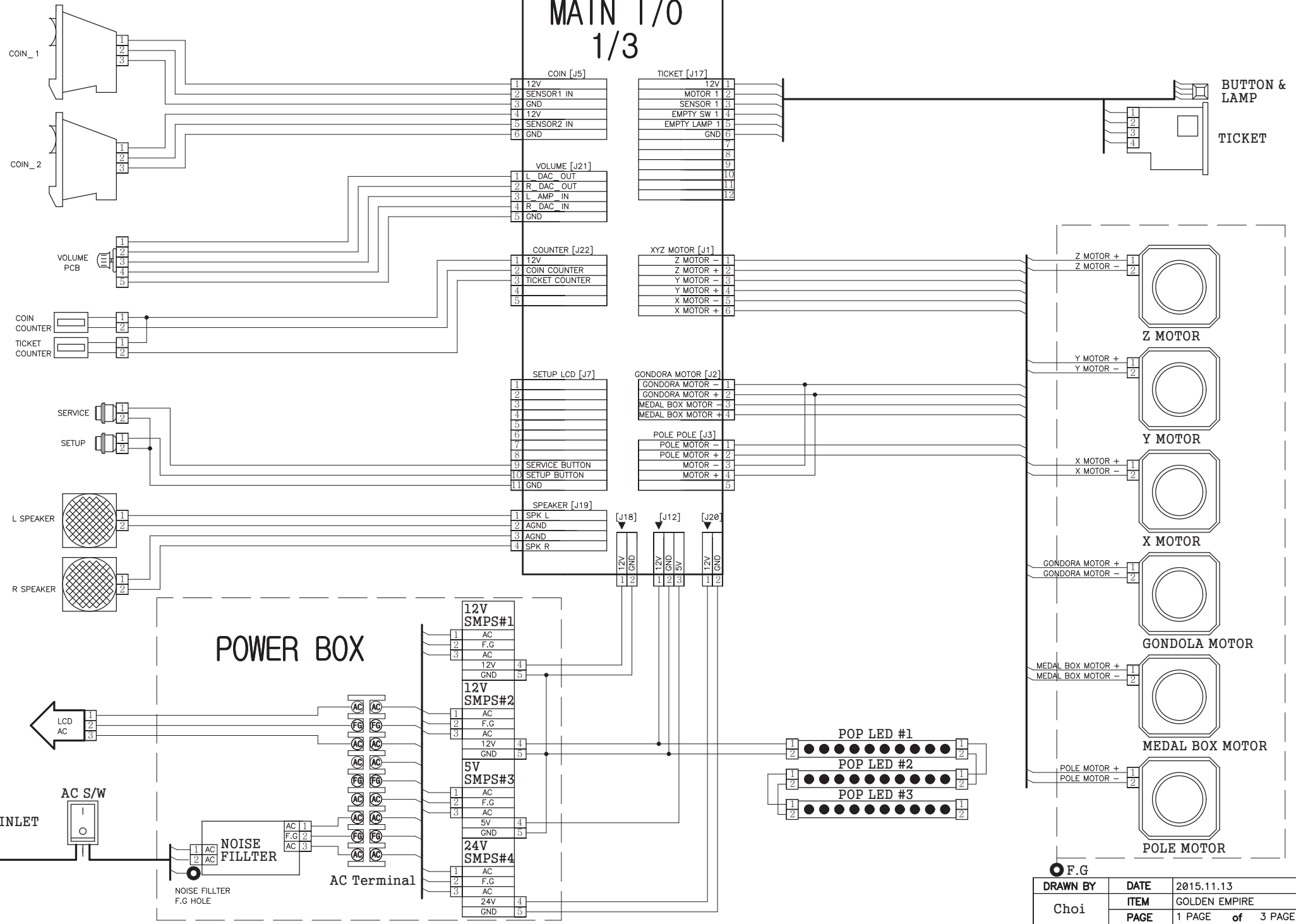
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	AC INPUT	DAC-13H	1	MELE0SWI015

7-14. BUTTON PANEL PART



NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	BUTTON PLATE ACRYL	ACRYL-3.0t	1	MGDM0ACR011
2	BUTTON SWITCH	CWB-411WP_BLUE_ WITH COVER	1	MELE0PUS008
3	JOYSTIC	CWL-307-JMS BLACK WITH COVER	1	AZZZ0JOY013

MAIN I/O 1/3



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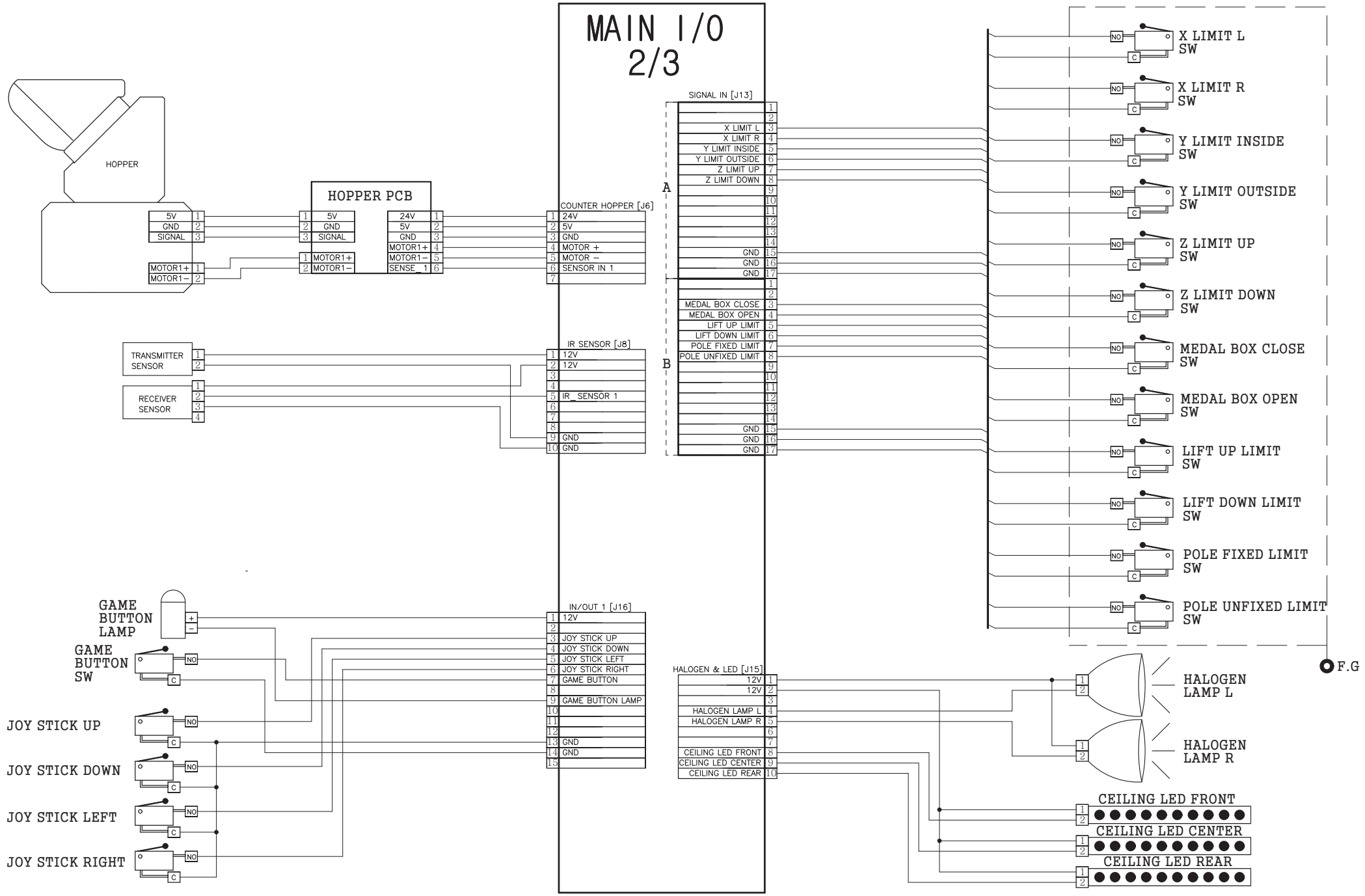
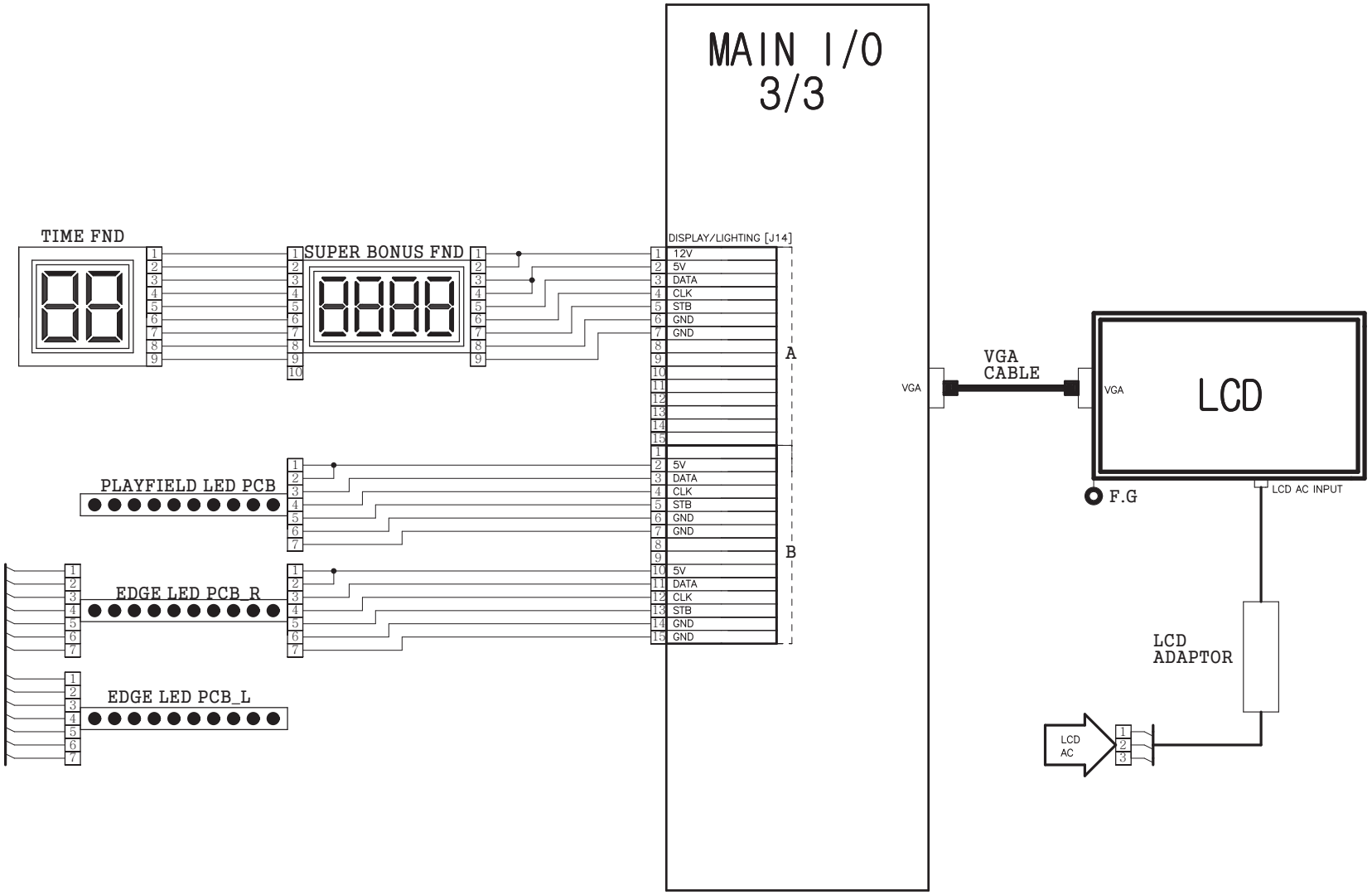
Choi	ITEM	GOLDEN EMPIRE
	PAGE	1 PAGE of 3 PAGE

MAIN I/O 2/3



DRAWN BY	DATE	2015.11.13
	ITEM	GOLDEN EMPIRE
	PAGE	2 PAGE of 3 PAGE



DRAWN BY	DATE	2015.11.13
	ITEM	GOLDEN EMPIRE
	PAGE	3 PAGE of 3 PAGE

ANDAMIRO WARRANTY POLICY

Andamiro warrants to the original purchaser that all of its products will be free from defects in material and workmanship.

The Key Components that Andamiro warrants for a period of one year from ship date are as follows ; SMPS, Main PCB, Hopper PCB, Motor, Monitor.

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.

For warranty details on our product range please visit our website, www.andamiro.com.

ANDAMIRO CO., LTD.
www.andamiro.com

Please complete the following request form to place a warranty request and send it to ANDAMIRO Korea either by fax (Fax No: +82-31-908-7548) or by e-mail. The e-mail address of the person in charge of each region is shown in our web-site, www.andamiro.com

For the on-line request, please visit our web-site, www.andamiro.com and click "Customer Service" and then click "Contact Us" in which you shall find the e-mail address of the person in charge of each region.

1. Company Name : _____

2. Mailing Address : _____

_____

3. E-Mail Address : _____

4. Phone No : _____

5. Name of the person in charge : _____

6. Description of the product defects

6-1) Name of the Game : _____

6-2) Serial No : _____

6-3) Date of Purchase : _____

6-4) Detailed description of the product defects.

_____

_____

_____

Remarks: If possible, please provide us with related photos and videos which will be greatly appreciated to verify the cause of the problem.

ANDAMIRO CO., LTD.
TEL : 82-31-909-2123~5,2051

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