



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.

ANDAMIRO®
ENTERTAINMENT



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1. Precaution

- a. Check after receiving your stuff.
- b. Installation
- c. Shipping the unit.

2. Specification

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4. Operation

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precaution

1. Check point

- Check immediately after receiving.
- Check your power requirements.

2. Installaton Requirements

- Installing, must be done by an "experienced engineer"
- Follow the introduction of this maunal.
- Use the proper wire, or it can cause a fire or electric shock.
- Be sure to locate the machine in proper place, Make the place to install the unit level, and install safely using appointed parts.
- Install the Machine in level ground

3. Shipping the unit

- If the machine is damaged during transportation, do not install, accident or problem.



SPEC

- A. Power Requirement : Private use 110V or 220V
- B. Power Consumption : (approx) 220W
- C. Dimensions : W1100 D1320 H2100
- D. Mass : (approx) 190Kg

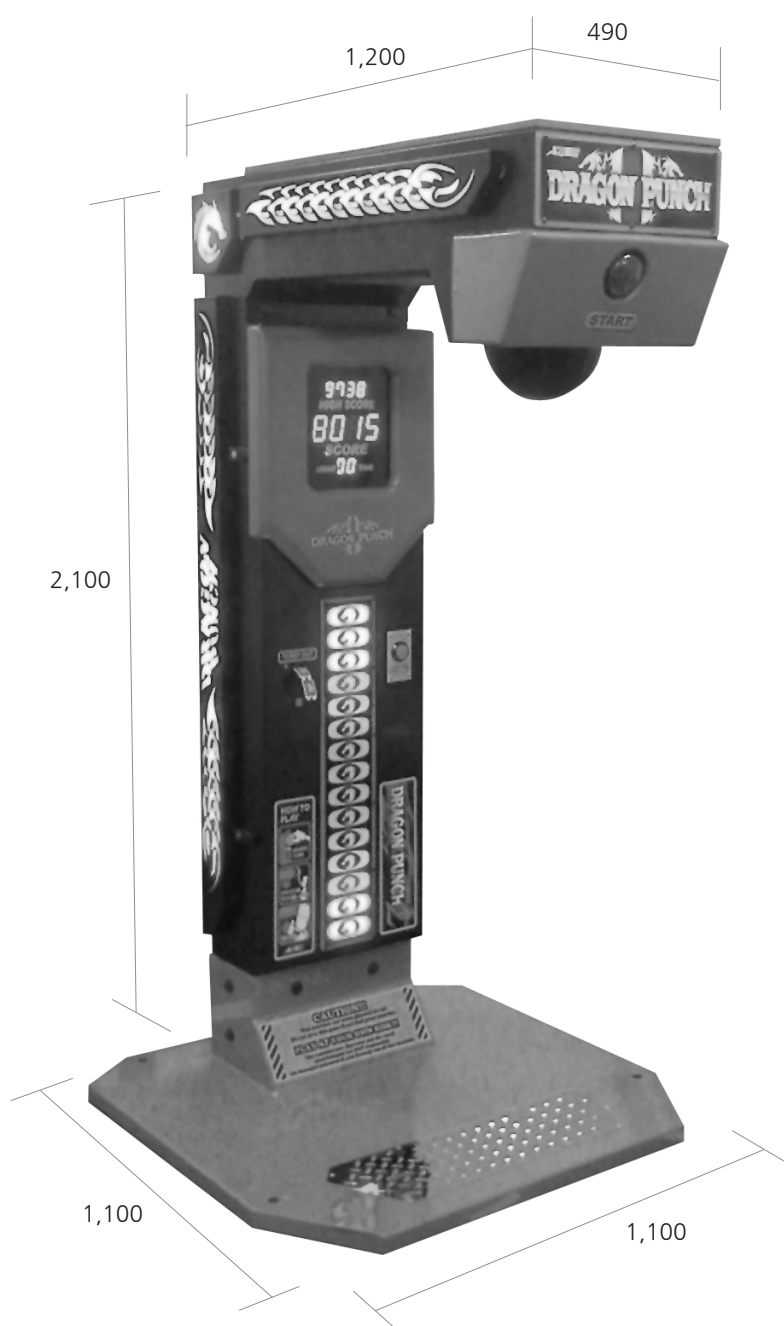




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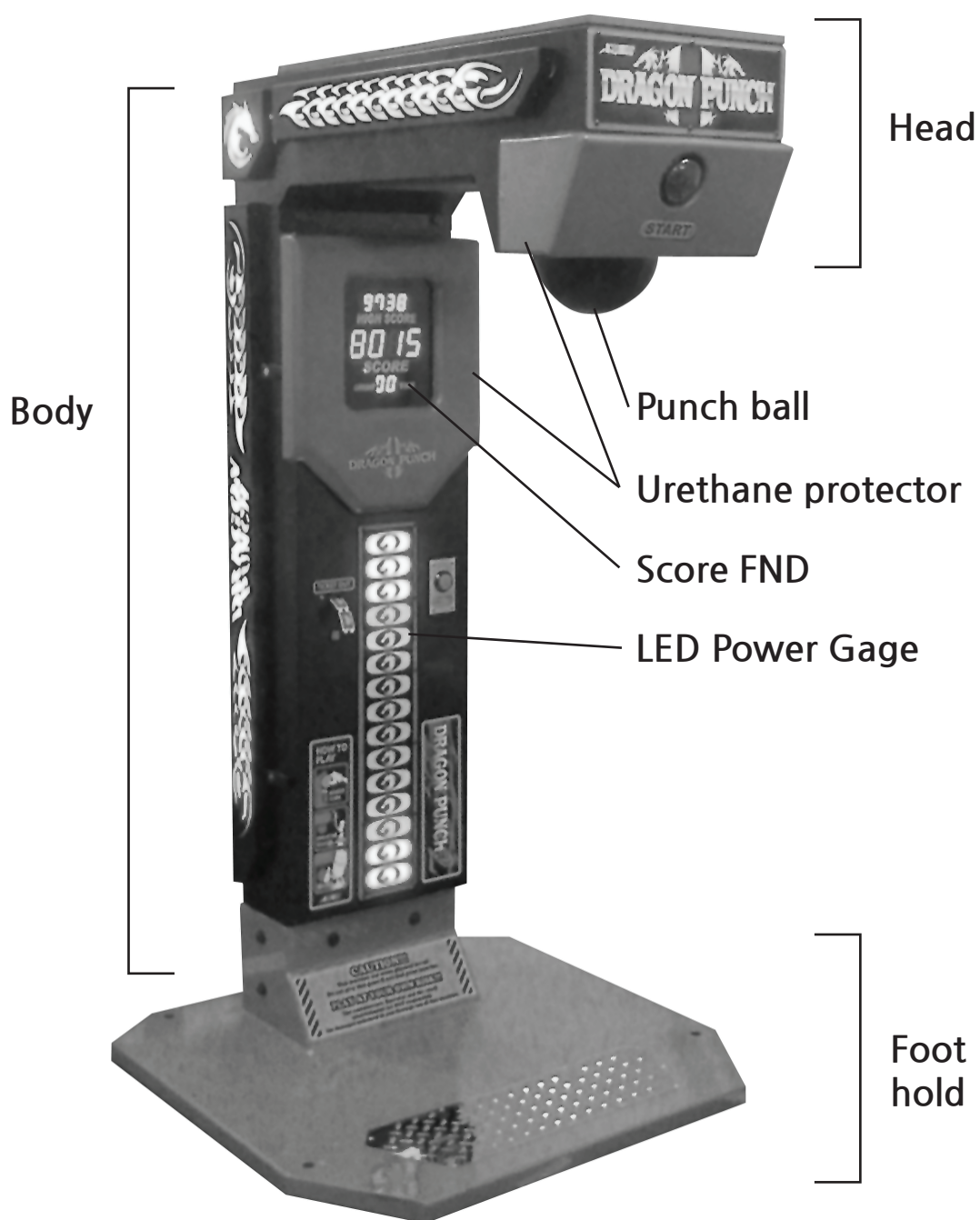
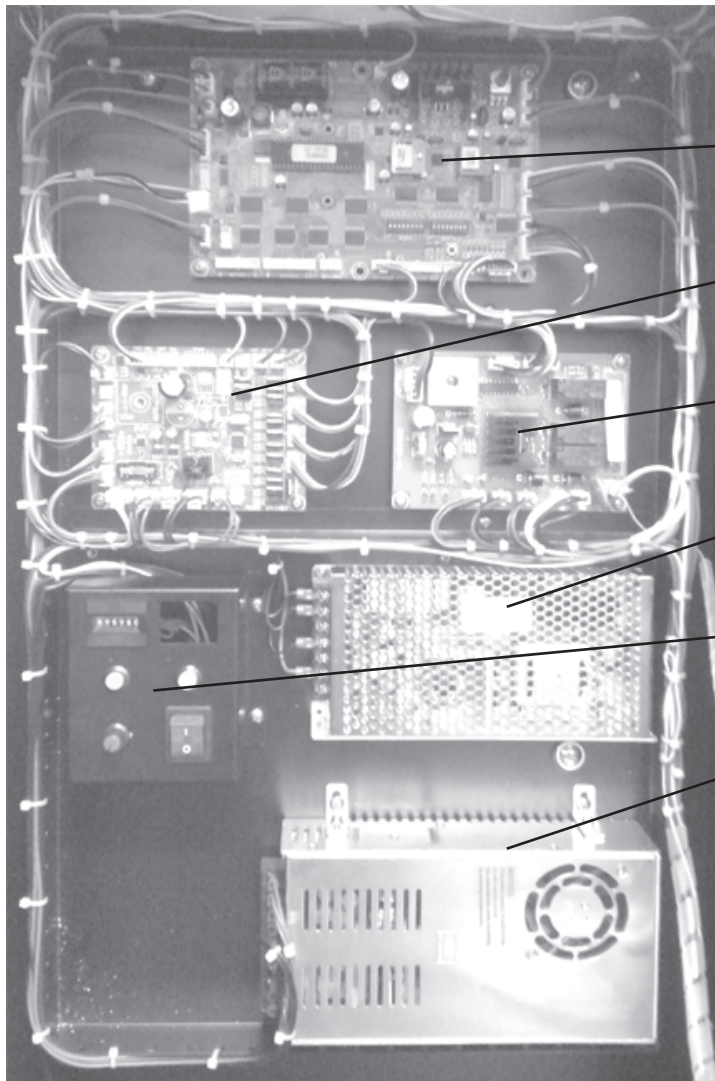




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Main PCB

I/O PCB

Motor Driver

SMPS 1

Control box

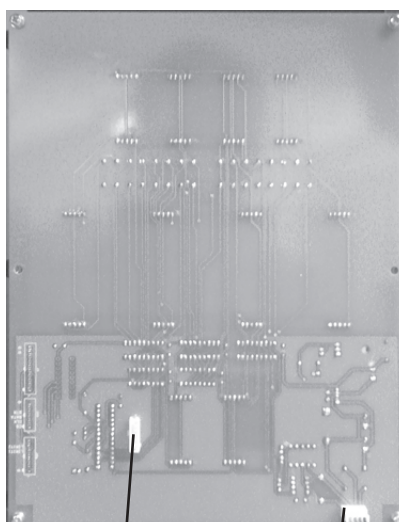
SMPS 2



Main of parts

FND PCB

1. Disuse
2. Main PCB

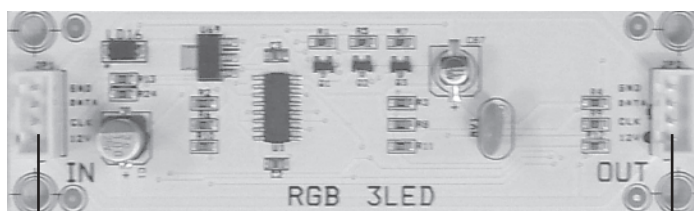


①

②

RGB PCB

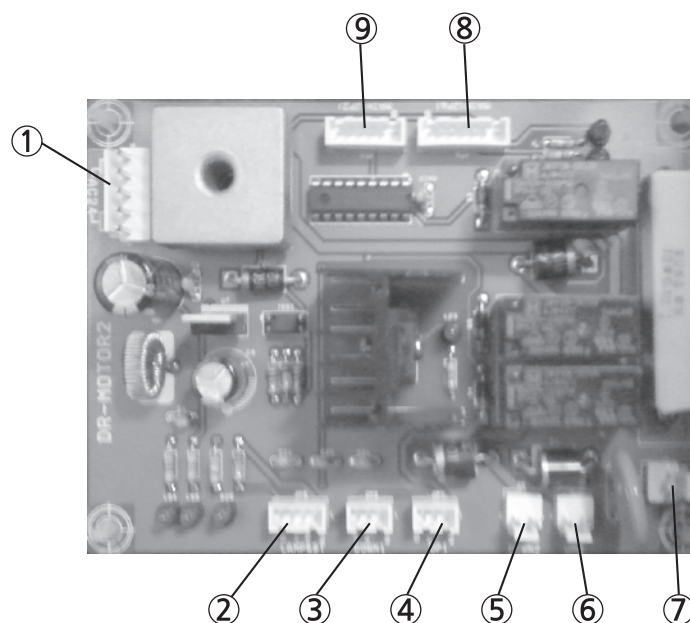
1. Input
2. Output



①

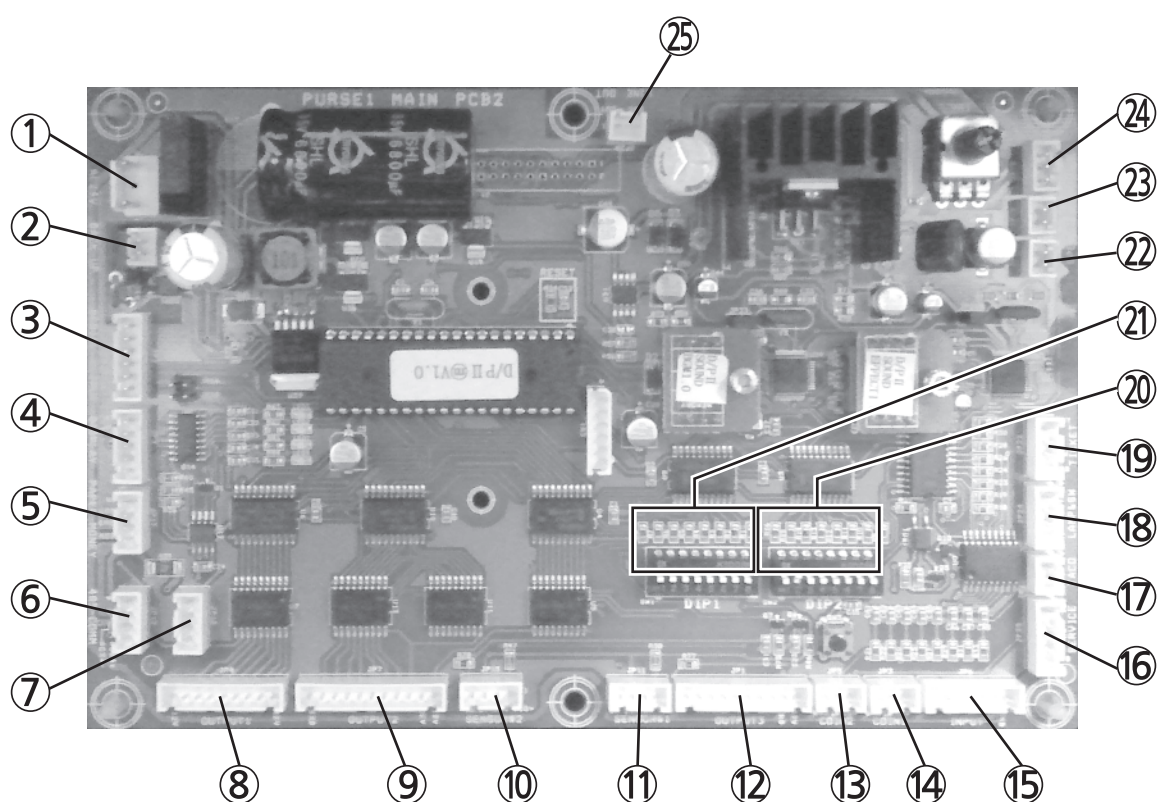
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MOTOR DRIVE PCB



- | | |
|----------------------------|-------------------------|
| 1. INPUT DC 24V | 7. Output DC 24V(Motor) |
| 2. Start Button | 8. Main Output |
| 3. Proximity sensor (Down) | 9. Main Input |
| 4. Proximity sensor (UP) | |
| 5. not use | |
| 6. not use | |

MAIN PCB



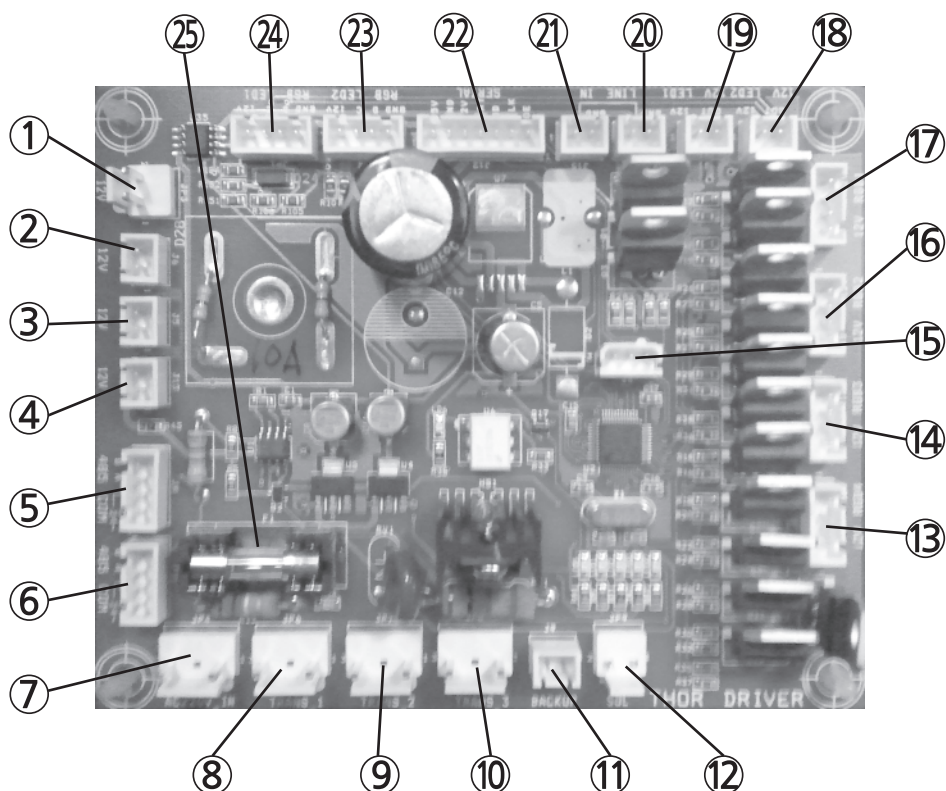
1. DC 24V
2. Backup
3. JP3(Motor drive)
4. Disuse
5. Bill
6. FND
7. Disuse

8. Disuse
9. Disuse
10. Disuse
11. Porter Sensor
12. Disuse
13. Disuse
14. Coin

15. Motordrive
16. Service,reset
17. Ticket counter
18. Ticket button
19. Ticket
20. Dip Switch 1
21. Dip Switch 2

22. Speaker1
23. Speaker2
24. Volume
25. Sound in

I/O PCB



- | | | | |
|--------------------|--------------------|-----------------|---------------|
| 1. Input DC12V | 8. Output AC 220V | 15. Disuse | 22. Disuse |
| 2. 12V Output(LED) | 9. Output AC 220V | 16. LED RGB | 23. Disuse |
| 3. 12V Output(LED) | 10. Output AC 220V | 17. LED RGB | 24. Clust LED |
| 4. 12V Output(LED) | 11. Backup AC 220V | 18. DC 12V(LED) | 25. Fuse 10A |
| 5. 485Com(Input) | 12. Disuse | 19. DC 12V(LED) | |
| 6. 485Com(Output) | 13. LED RGB | 20. Sound in | |
| 7. Input AC 220V | 14. LED RGB | 21. Sound in | |



Contents list

Contents list

NAME	QUANTITY	SPECIFIC
Case(Head,Body)	2	Iron
Urethane protector	2	Urethane
Foot hold	2	Iron
PCB(Main,I/O,Drive)	3	
FND	1	
Acryl	10	Acryl
Punchball	1	leather
Sticker	8	PVC
SMPS(12V,24V)	1	
SMPS(24V)	1	
Speaker	2	
LED	103	RGB,Red
Driving mechanism	1	Iron

Upper Mechanism Name	QUANTITY	SPECIFIC
Case	1	Iron
Ball screw	1	Iron
Bearing	3	Iron
Proximity sensor	2	
Coupling	1	Iron
Roller	1	MC
Porter sensor	2	
Motor	1	



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How to use Ticket version

- To use Ticket version, you need to operate the deep switch on main board.
(there was ticket version "off" when item left the factory)
- You can choose the ticket value using the guidelines below
- Please make sure that there will be no bonus game when using Ticket version.

Dragon Punch 2 : DIP SWITCH 1								
	1	2	3	4	5	6	7	8
1 COIN / 1 CREDIT	OFF	OFF	OFF	OFF				
1 COIN / 2 CREDIT	ON	OFF	OFF	OFF				
1 COIN / 3 CREDIT	OFF	ON	OFF	OFF				
1 COIN / 4 CREDIT	ON	ON	OFF	OFF				
2 COIN / 1 CREDIT	OFF	OFF	ON	OFF				
2 COIN / 2 CREDIT	ON	OFF	ON	OFF				
2 COIN / 3 CREDIT	OFF	ON	ON	OFF				
2 COIN / 4 CREDIT	ON	ON	ON	OFF				
3 COIN / 1 CREDIT	OFF	OFF	OFF	ON				
3 COIN / 2 CREDIT	ON	OFF	OFF	ON				
3 COIN / 3 CREDIT	OFF	ON	OFF	ON				
3 COIN / 4 CREDIT	ON	ON	OFF	ON				
4 COIN / 1 CREDIT	OFF	OFF	ON	ON				
4 COIN / 2 CREDIT	ON	OFF	ON	ON				
4 COIN / 3 CREDIT	OFF	ON	ON	ON				
4 COIN / 4 CREDIT	ON	ON	ON	ON				
Free Tickets (Mercy Ticket)	0				OFF	OFF		
	1				ON	OFF		
	2				OFF	ON		
	3				ON	ON		
Ticket Per High Score	0						OFF	OFF
	5						ON	OFF
	10						OFF	ON
	15						ON	ON
Dragon Punch 2 : DIP SWITCH 2								
	1	2	3	4	5	6	7	8
Back Up	ON							
Demo Sound		ON						
Start Botton not push During 10second. Automatic falling the ball & Game over not hit ball during 20second.			OFF					
Start Botton not push During 20second. Automatic falling the ball & Game over not hit ball during 30second.			ON					
Bonus game available by breaking high score				OFF				
Bonus game not available by breaking high score				ON				
Use Start Botton					OFF			
Not Use Start Botton (Insert Coin & automatic falling)					ON			
AVE. Ticketout 10.335(Not Use)						OFF		
AVE. Ticketout 10.335						ON		
AVE. Ticketout 12.335(Not Use)							OFF	
AVE. Ticketout 12.335							ON	
※ High Score minus 1 point ※ High Score breaking allow 3 times bonus game								



Troubleshooting

Troubleshooting

SYMPTOM	CHECK (CAUSE)	CORRECTION
1. NO power	The power code is disconnected. The power switch is off. The power code is disconnected.	Plug out. Switch on. Replace the fuse by new one (proper size)
2. The power is on, but FND viewer doesn't work	Check the FND connector. Plug in the FND connector.	The slot doesn't work. Check the power switch.
3. No sound	Something is wrong with speaker. Check the speaker connector	Repair the speaker. Connect properly.
4. Not counted a score in spite of hitting the punchball	Speed Sensor trouble Sensor blade trouble cable disconnection	Replace the Speed Sensor and blade with new one
5. Error 1,2	By compulsory grab the ball not work Out of order of proximity sensor Coupling released connecting motor & ball screw	When metal test in the sensor, if not still light on, change sensor. If there is light on and show error, just check wiring. Check coupling and motor rotation and re-connect.



Assembling Parts



Head



Foothold



Subfoothold

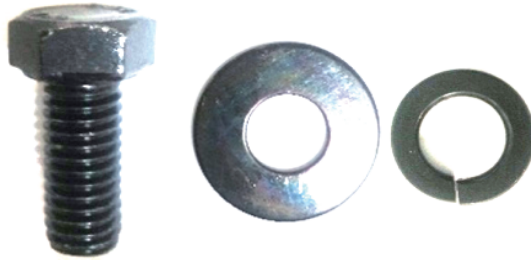


Body



Assembling Parts

12 X 25 Bolt ,Washer, Spring Washer



6 X 20 Bolt ,Washer, Nut



4X12Bolt, 5X12Bolt, 5X15Bolt, Cable Ties, NY Nut, Mount base 4~6ea

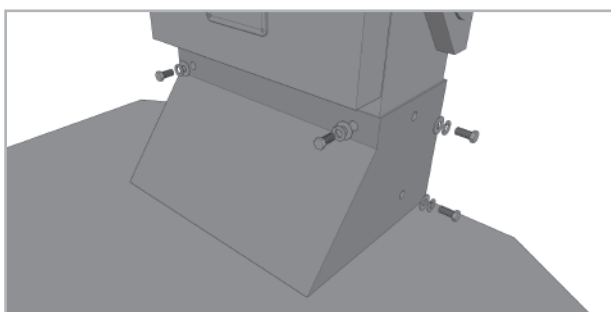


AC Power Cable



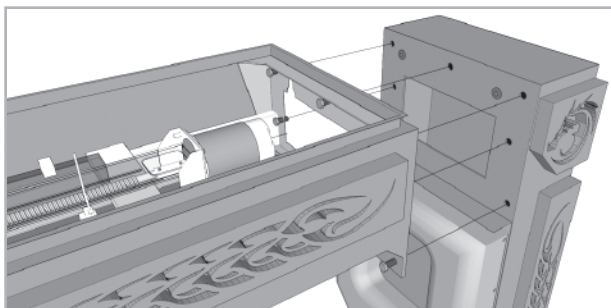


How to assemble parts



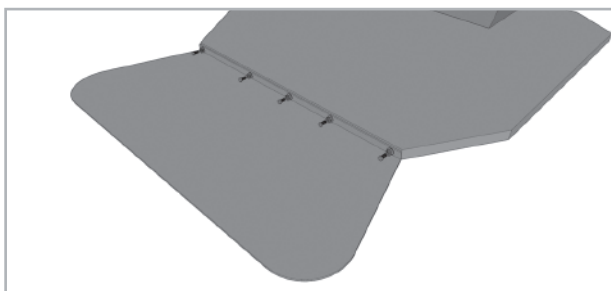
Step 1.

Join body and Foot hold.
(12mm bolt, washer, spring washer)



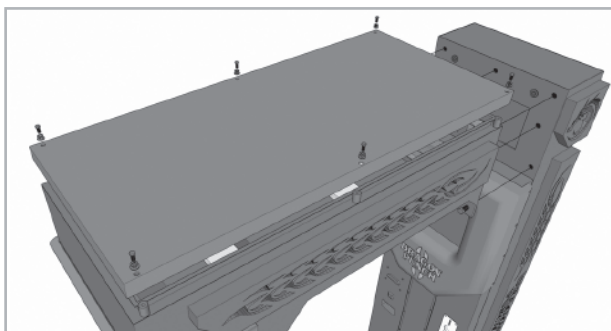
Step 2.

Join body and Head.
(12mm bolt, washer, spring washer)



Step 3.

Join Foothold and SubFoothold.
(6mm bolt, washer, spring washer)



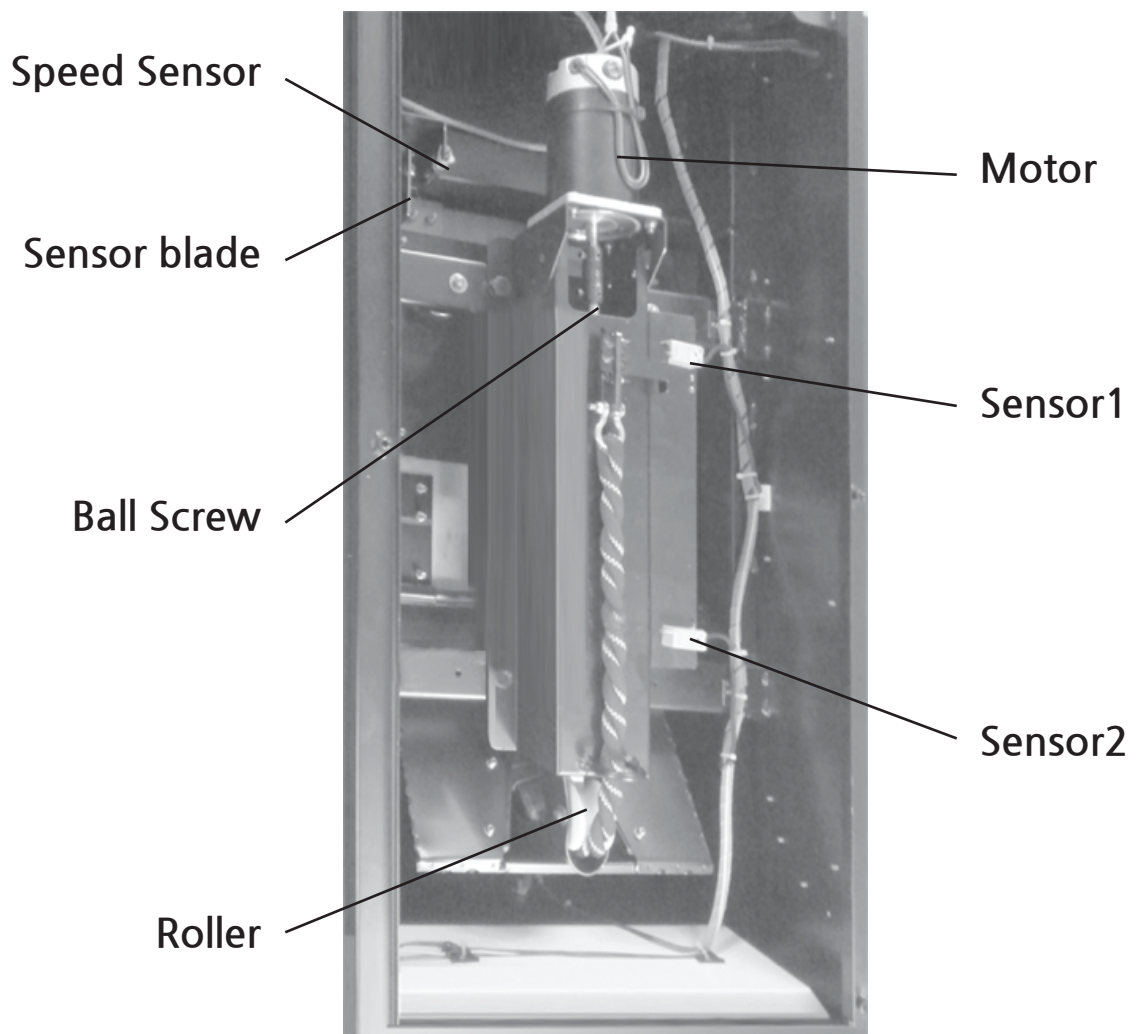
Step 4.

Lock cover.
(6mm bolt, washer, spring washer)

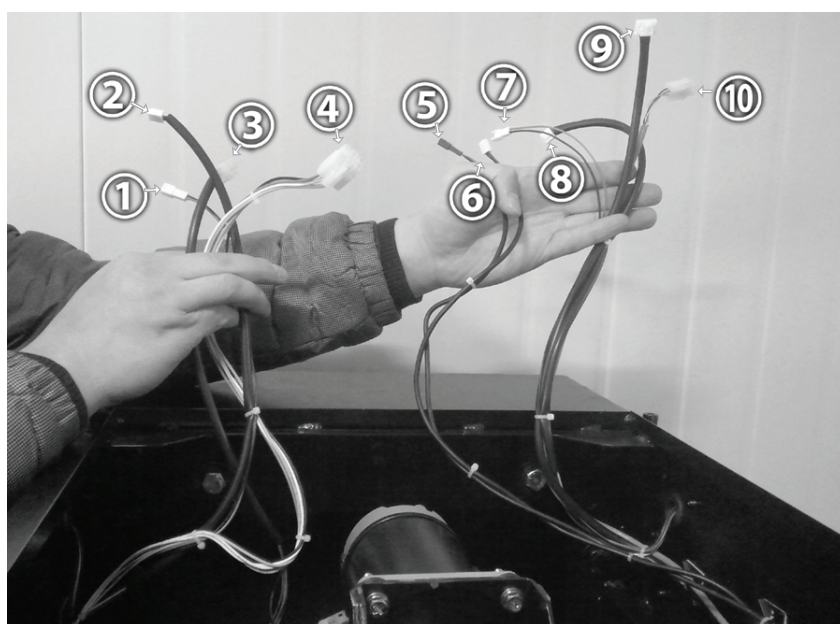


component inside of the head part

A component inside of the head part



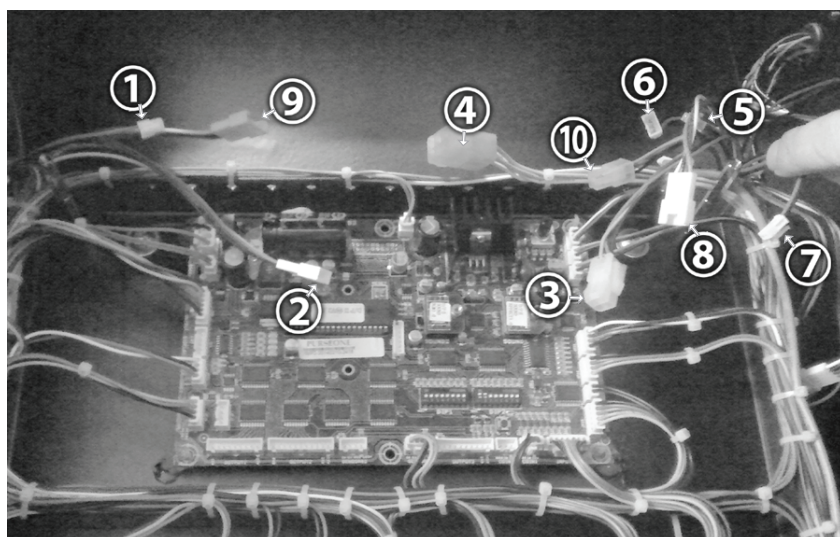
Wiring of head & Body



Head wiring

	Housing	Wire Color
1	2p female white	K, R
2	4P Male white	W, R, G, B
3	4P male clear	K, R, BR, O
4	6P male clear	K, R, W2, Y2
5	3P female sky	K, BR, B
6	3P male white	K, BR, B
7	2P female white	K, R
8	4P male white	W, R, G, B
9	6P male white	W,R,G,B(4p)
10	4P female clear	K,R,Y,W

※ R-red, G-green, B-blue, K-black,
O-orange, W-white, BR-brown,
Y-yellow



Housing Wiring

	Housing	Wire Color
1	2p male white	K, R
2	4P female white	W, R, G, B
3	4P female clear	K, R, BR, O
4	6P female clear	K, R, W2, Y2
5	3P male sky	K, BR, B
6	3P female white	K, BR, B
7	2P male white	K, R
8	4P female white	W, R, G, B
9	6P female white	W, R, G, B(4P)
10	4P male clear	K, R, Y, W

- Make a wiring with same no.
- Wiring input only available with same no.& size. If you make a mistake and connect other No., connection will not be input. So pls. do not make compulsory connection



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