

SERVICE MANUAL



Ver 1.0



ISSUE DATE: Jan. 22, 2014



- ▶ 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.



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

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

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 being damaged 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 modify the power cord. |
| • Do not bend the power cord excessively. | • Do not twist the power cord. |
| • Do not heat the power cord. | • Do not pull the power cord. |
| • Do not bind the power cord. | • Do not stand on the power cord. |
| • Do not sandwich 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.

- * **Electromagnetic wave may cause unexpected noise from speaker.**

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 or 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 from 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

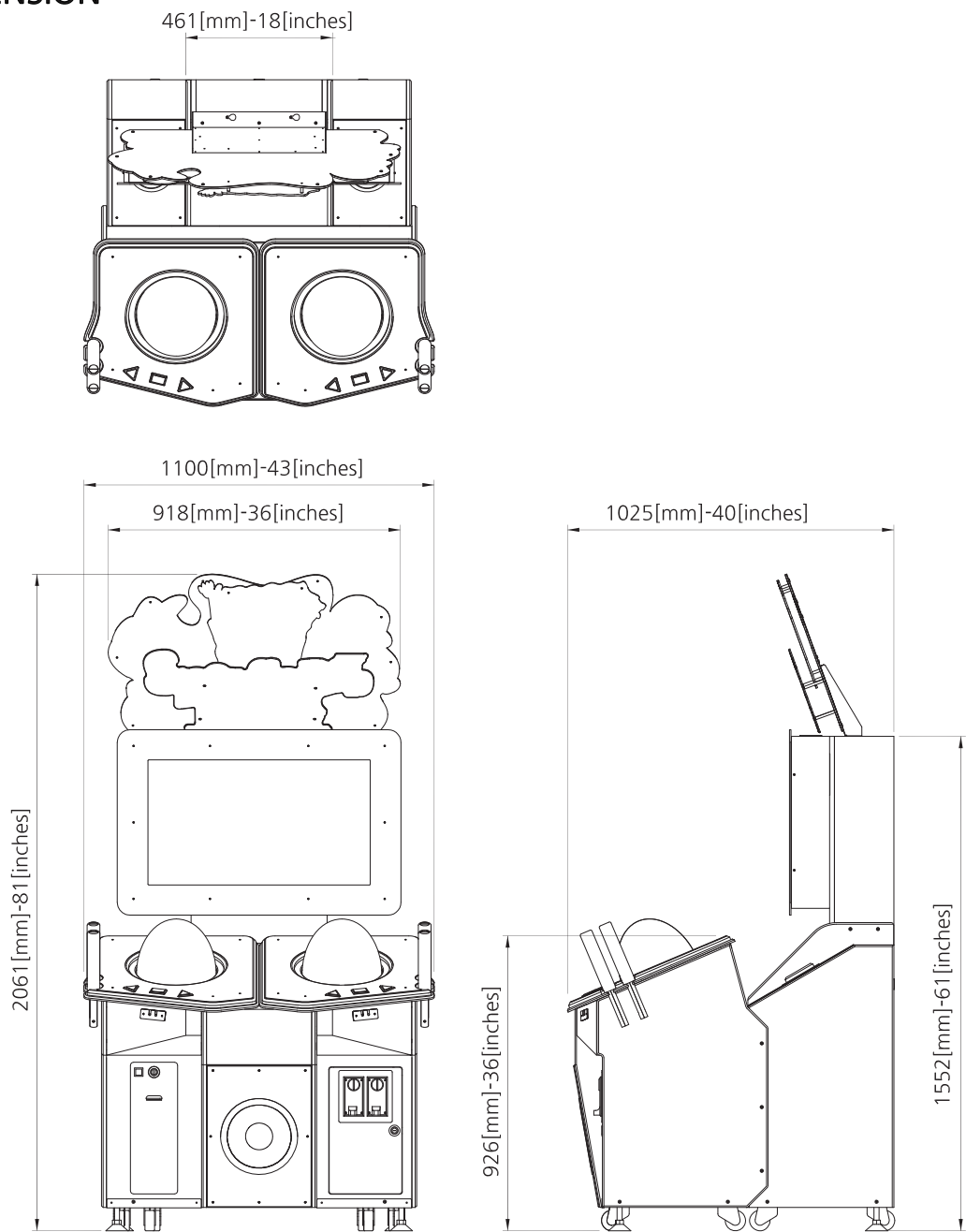
- When setting up, inspecting, maintaining, moving or transporting this product, follow the procedures and instructions set forth in this manual and perform such work safely.
- Do not set up, handle, inspect, maintain, move or transport this product under conditions equivalent to the condition of "WARNING" 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

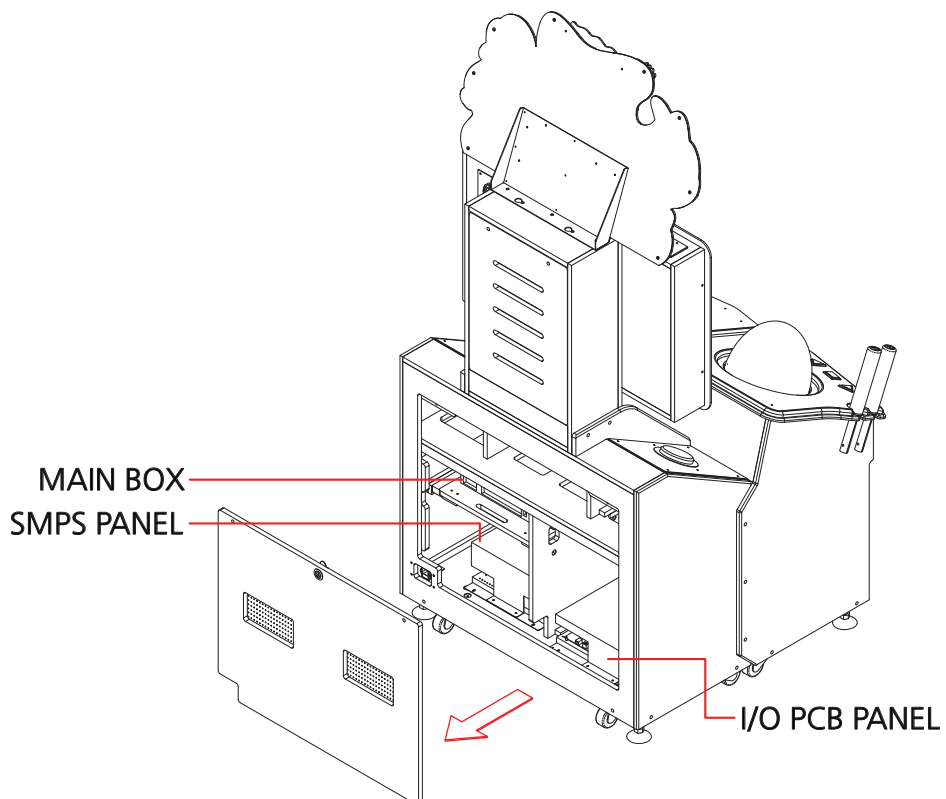
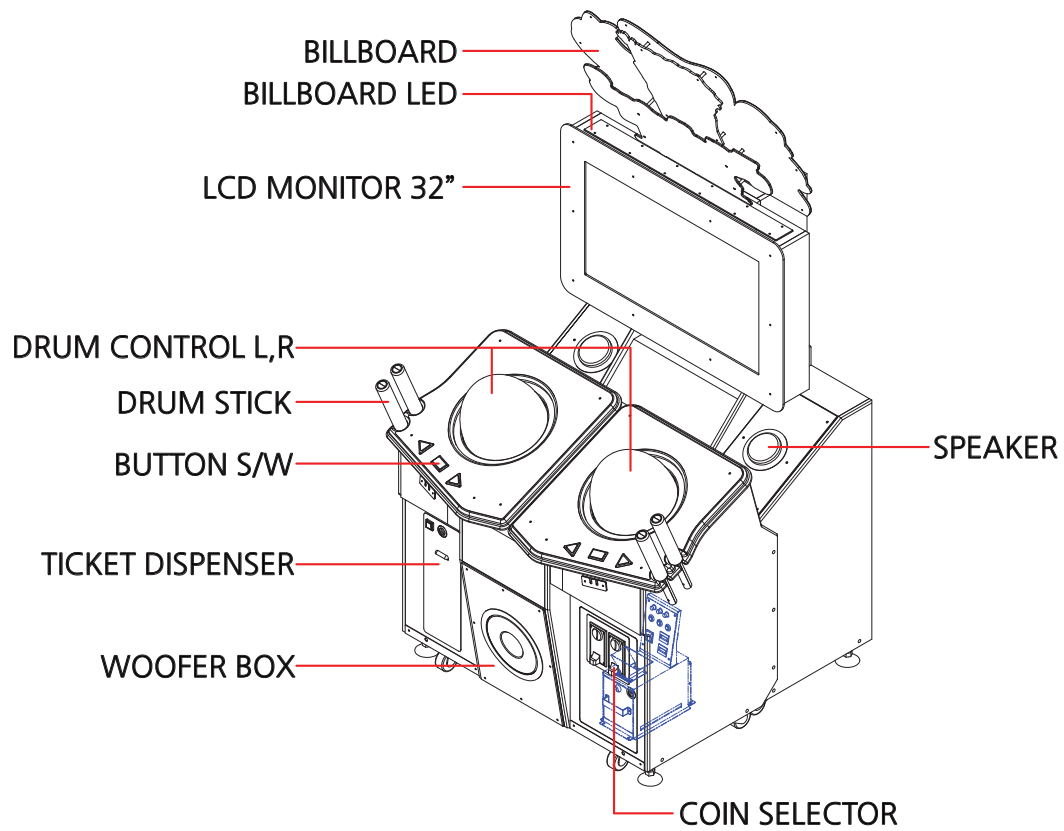
1-1. DIMENSION



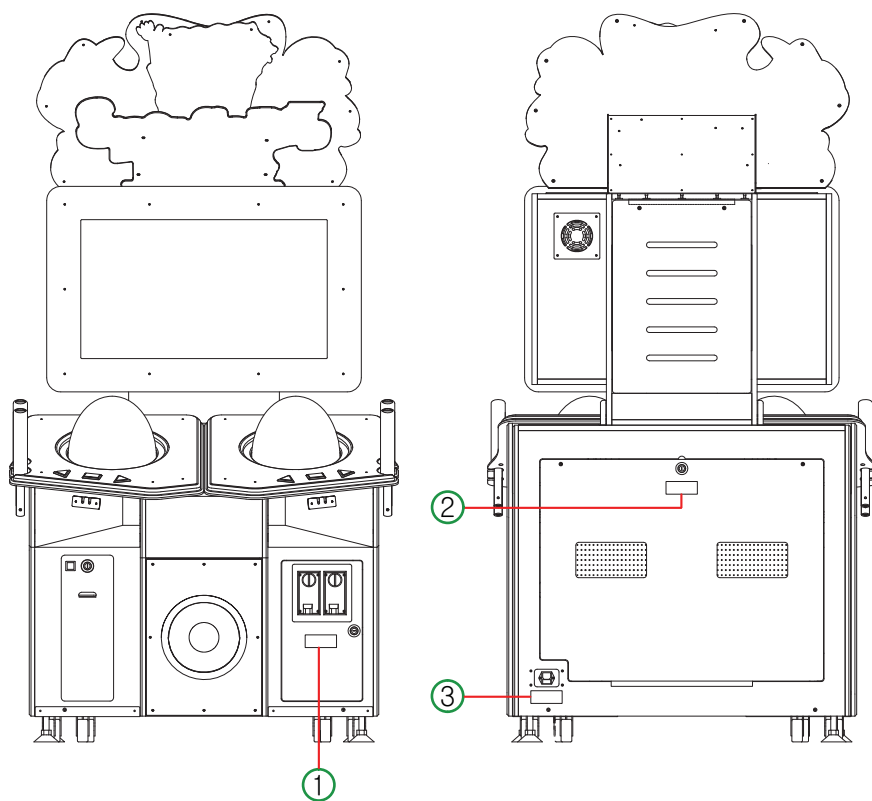
1-2. SPECIFICATION

| | | |
|-------------------------------|---|---------|
| DIMENSION (W x D x H) | 1100 x 1025 x 2061 (mm) | |
| PACKING DIMENSION (W x D x H) | - x - x - (mm) | |
| WEIGHT (kg) | 170 kg [WEIGHT INCLUDING : - kg] PACKAGING | |
| VOLTAGE | AC 110V | AC 220V |
| FREQUENCY RANGE | 60Hz | 60Hz |
| CONSUMPTION | 300 W | |
| CERTIFICATION | - | |

1-3. NAME OF PARTS



1-4. STICKER LOCATION



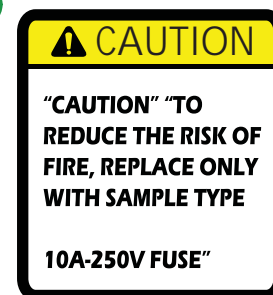
①

| | |
|---|--------------|
| MODEL NAME | SPONGEBOB DX |
| PRODUCT S/N | - |
| MAIN BOX S/N | - |
| LCD S/N | - |
| CERTIFICATE | - |
| MADE IN KOREA | |
| Koyang-si, Kyouggi-do, Korea Phone:82-31-909-2100 | |

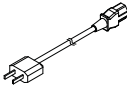
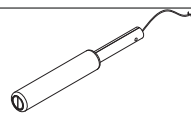






②



③



1-5. COMPONENTS

| NO. | PART NAME | SPEC. | QTY |
|-----|---------------|--|-----|
| 1 | AC POWER CORD | -  | 1 |
| 2 | DRUM STICK | -  | 4 |
| 3 | KEY | 6001  | 2 |
| 4 | KEY | 7001  | 2 |
| 5 | WRENCH | M2.5, M3  | 1 |
| 6 | BOLT | M4x25  | 2 |
| 7 | BOLT | M6x35  | 3 |
| 8 | MANUAL | -  | 1 |

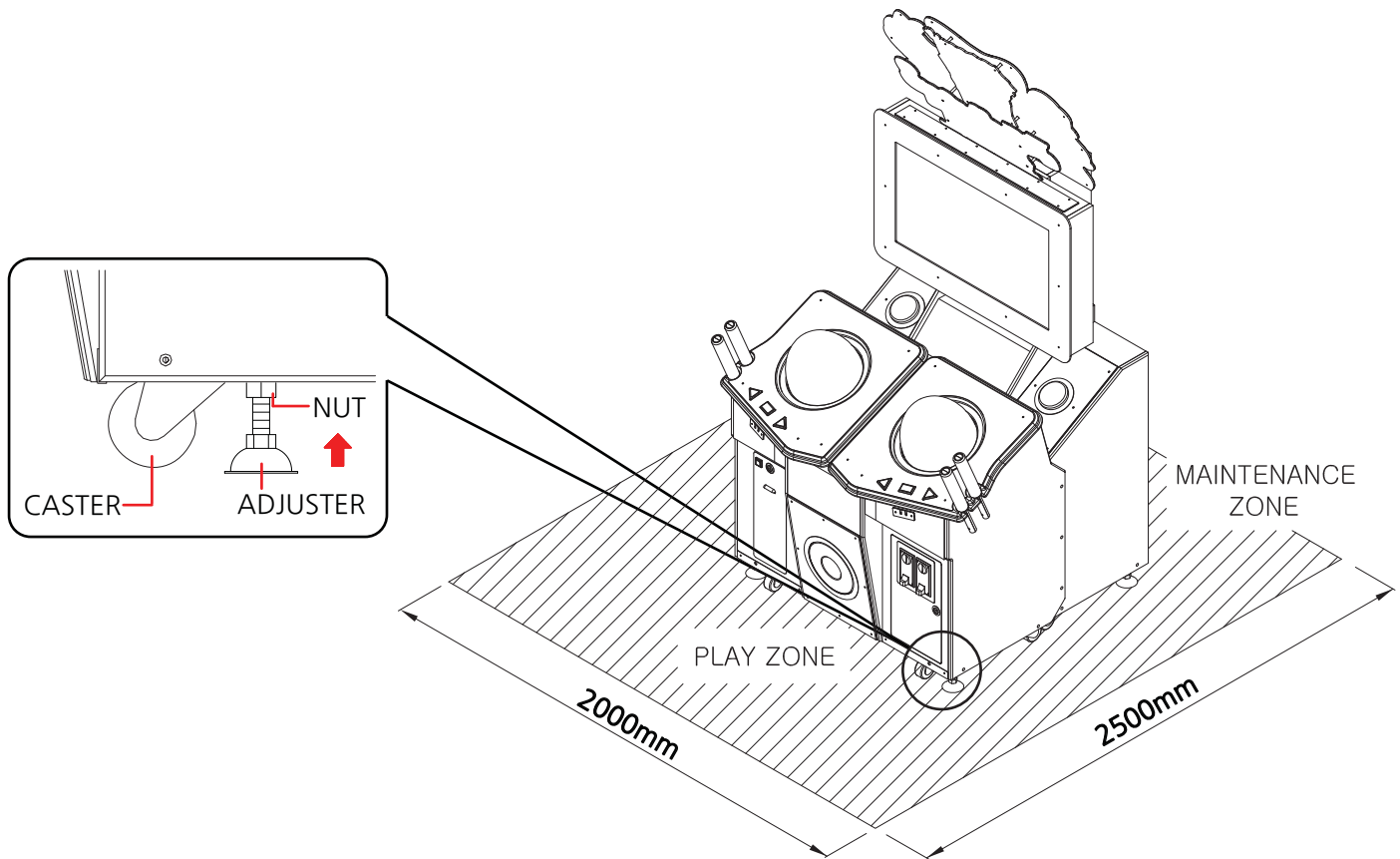
2. INSTALLATION

2-1. INSTALLATION SPACE

- Need to have installation place.
Maintenance Zone & Play zone should have at least 2000mm x 2500mm each.

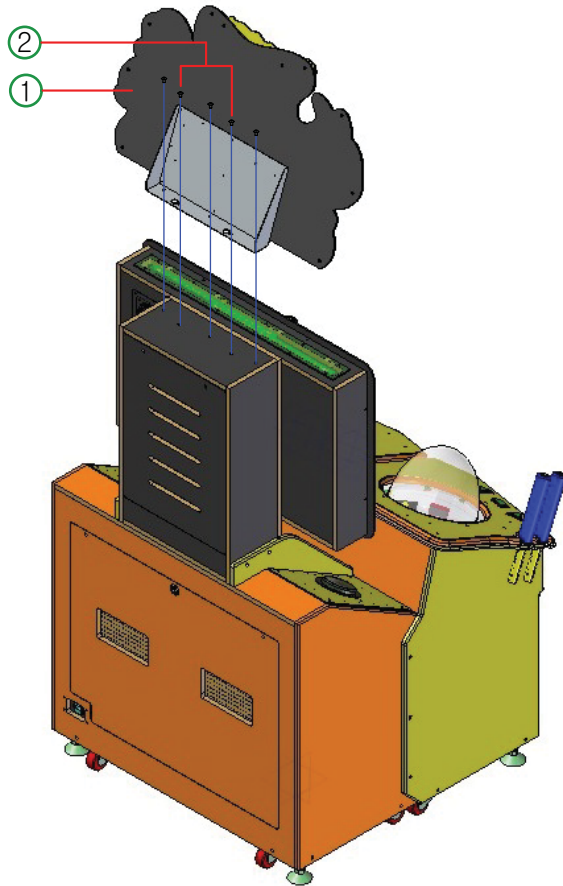
IMPORTANT

- Once you set up the machine with required game-play area, 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.
Otherwise the set winning percentage can be twisted.



2-2. HOW TO INSTALL BILLBOARD & DRUM STIC

1



1) Place ① Billboard Ass'y with ② M6 bolt(2ea) on cabinet and fix it with rest of bolts(3ea)

2



3

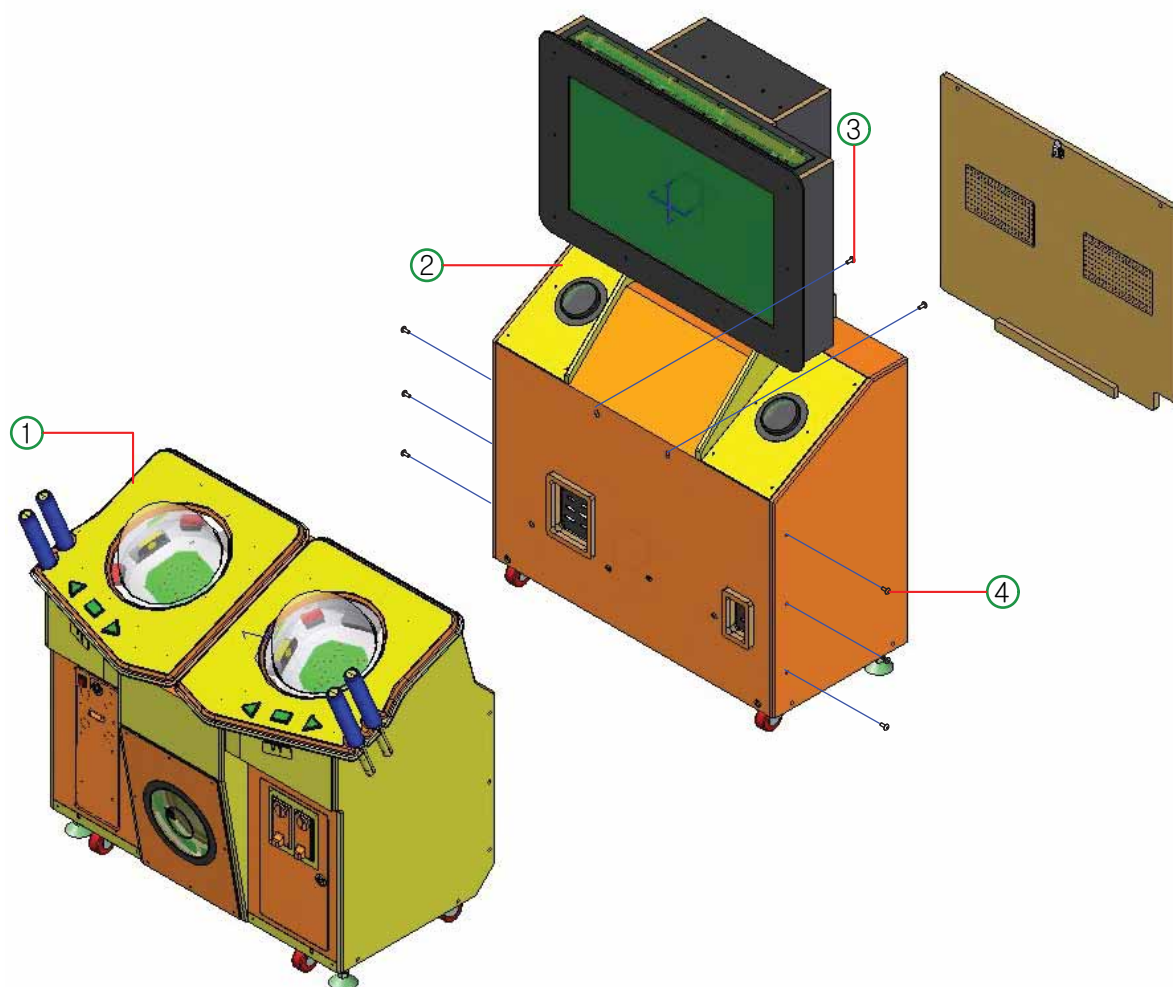


1) ① After disconnecting of [M4 bolts, 2 points] fixed on the DRUM STICK FIX BKT, then DRUM STICK is connected to a string fixed to the inside like the picture, BKT , then re- assemble the bolt .
[Right, left are same / Drum stick : 2 of each]

You can use as complete mounting like ③

* HOW TO DISASSEMBLE CABINET (If necessary)

1



- 1) Separate front ① FRONT CABINET and ② REAR CABINET ③ [M6 Bolt, 2] ④ [M6 Bolt, Right, left 6]
- 2) Disconnect cables between FRONT, REAR CABINET

* Please note that the length of cables between FRONT, REAR CABINET may extend up to 300mm

3. GAME CHARACTERISTICS

After choose music and characters familiar to children, and then targets come out with the music and the using drumsticks to hit the target.

At the same time, feeling a sense of rhythm and action, beating the children that are designed to give pleasure to the kids as a kids rhythm action game.

4. HOW TO PLAY

4-1. Put a coin in and presses the button, and then game starts.

4-2. Press the center button to start the game.
[Press select button or hit drum after insert coin]



4-3. Choose a character.
[Press select button or hit drum to chose character]



4-4. Select the music source.
[Press select button or hit the drum to select music]



- 4-5. Once you start game, Plankton throw note like hamburgers and etc
1P plays in upper stage and 2P plays I lower stage on game screen
Hit drum with given drum stick when note is closed to character.
When you face long note, you may need to hit drum continuously



- 4-6. When you reach end of stage you will front out with Plankton.
Hit drum with given drum stick in timely manner to attack Plankton.



- 4-7. The score will display after clear the stage.
You may enjoy second stage with same way as first stage.



- 4-8. Player will be given award by star.
Ticket will be dispensed according to star player achieved



- 4-9. You may heard funny sound if you hit drum during ending scene.
Once you press select button game will be over and turn to title scene

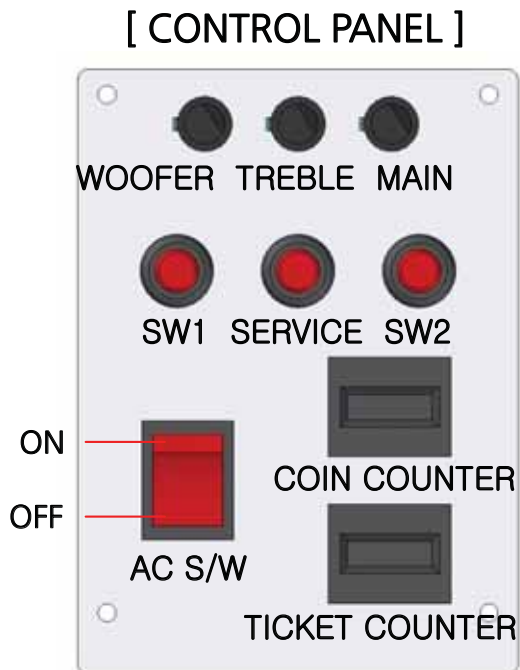


5. SETUP SETTING

5-1. MACHINE SETUP

1. HOW TO ENTER SETUP MENU

- 1 There is "Control panel" inside cabinet, User may set any setting using following.



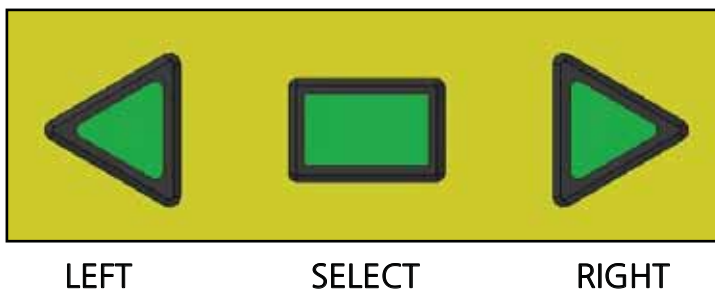
[SELECT THE MENU ITEM]

- S/W1 Button : Move up, S/W2 Button : Move down

[DETERMINATION OF THE MENU ITEM]

- SERVICE Button

[BUTTON PANEL]



[THE START OF THE GAME AND THE CHARACTER SELECTION]

- SELECT Button

[SELECT A CHARACTER TO MOVE AND MUSIC SOUND]

- LEFT, RIGHT Button

6. SETUP MENU

Please adjust setup for locations.

Please perform hardware test after setting options .

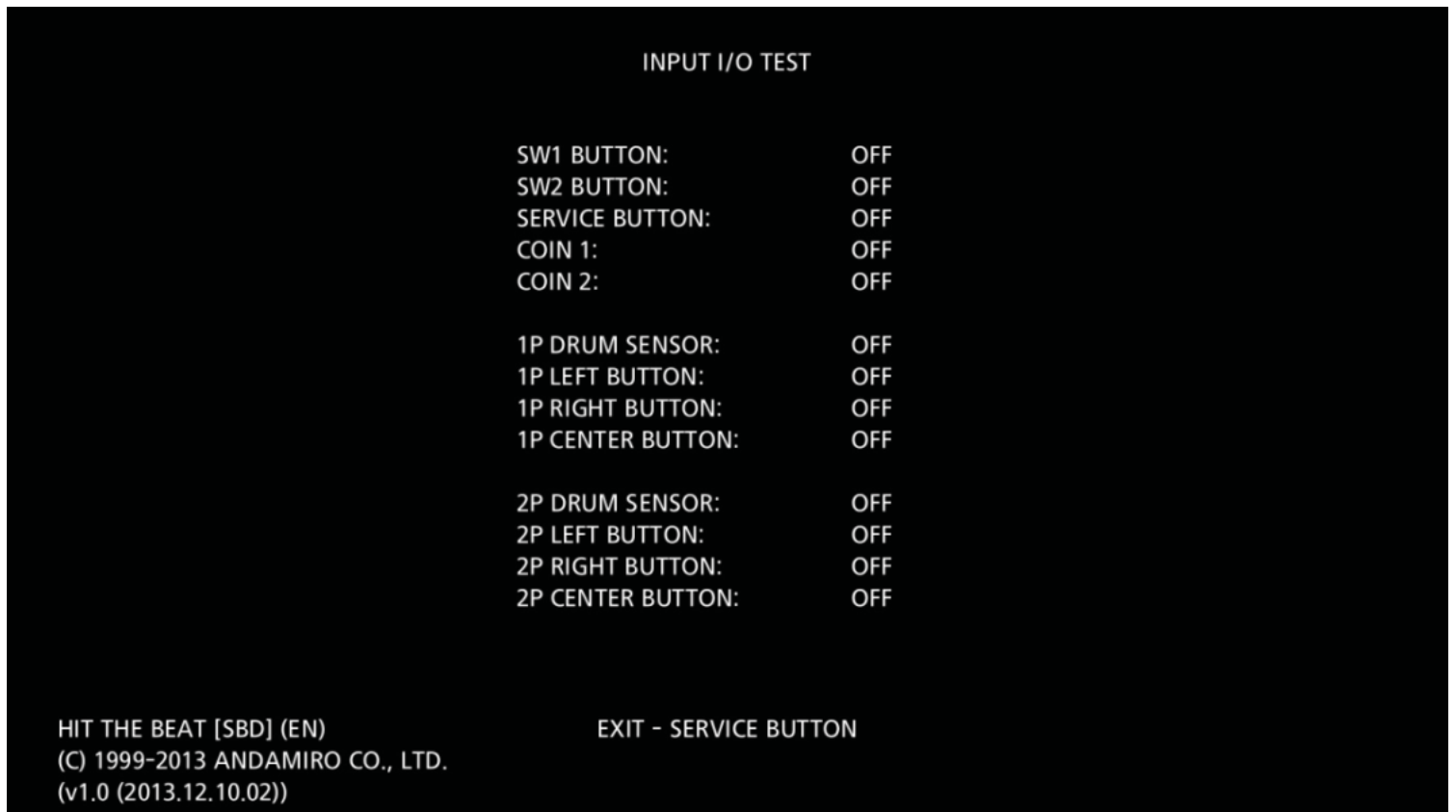
* In demo play, you may access setup menu by pressing “SW1” button.



- INPUT I/O TEST : TEST INPUT SYSTEM
- OUTPUT I/O TEST : TEST OUTPUT SYSTEM
- SCREEN TEST : TEST SCREEN COLOR
- GAME SETTING : SET UP GAME SETTING
- COIN SETTING : SET UP COIN SETTING
- TICKET SETTING : SET UP TICKET SETTING
- SYSTEM UPDATE : SYSTEM UPDATE
- SOUND TEST : SET UP SOUND SETTING
- BOOKKEEPING : DISPLAY BOOKKEEPING
- STATISTICS : CHECK PLAYERS' PREFERENCES
- RESTRICTION : RESTRICTION ON SONGS
- LANGUAGE : SET UP LANGUAGE

6-1. INPUT I/O TEST

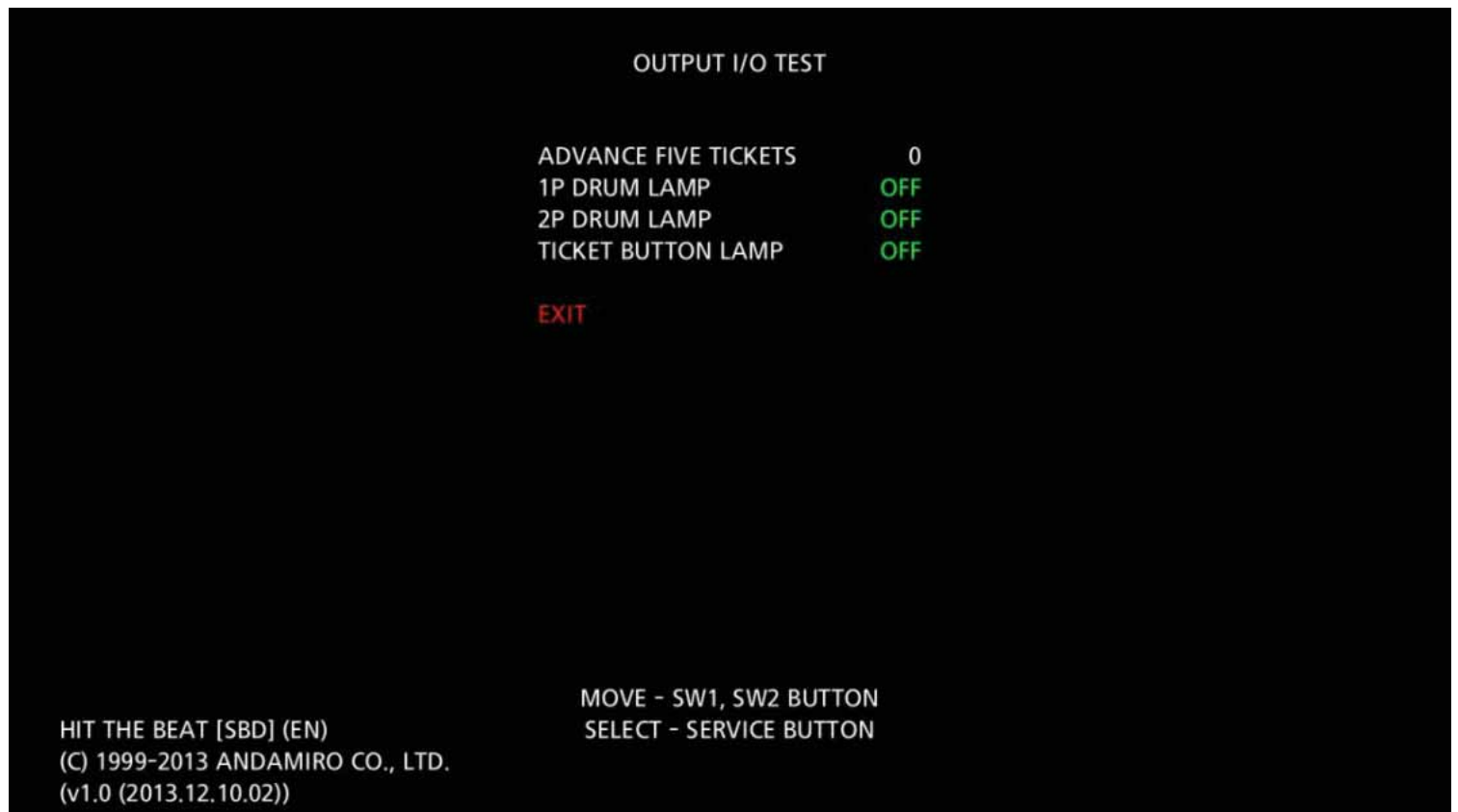
- TEST EACH BUTTON, DRUM SENSORS, AND COIN SELECTOR



- SW1 BUTTON : TEST SW1 BUTTON
- SW2 BUTTON : TEST SW2 BUTTON
- SERVICE BUTTON : TEST SERVICE BUTTON
- COIN 1 : TEST COIN INSERT 1
- COIN 2 : TEST COIN INSERT 2
- 1P DRUM SENSOR : 1P TEST DRUM SENSOR
- 1P LEFT BUTTON : 1P TEST LEFT BUTTON
- 1P RIGHT BUTTON : 1P TEST RIGHT BUTTON
- 1P CENTER BUTTON : 1P TEST CENTER BUTTON
- 2P DRUM SENSOR : 2P TEST DRUM SENSOR
- 2P LEFT BUTTON : 2P TEST LEFT BUTTON
- 2P RIGHT BUTTON : 2P TEST RIGHT BUTTON
- 2P CENTER BUTTON : 2P TEST CENTER BUTTON

6-2. OUTPUT I/O TEST

- TEST TICKET-OUT, DRUM LIGHTING, AND TICKET BUTTON LAMP



- ADVANCE FIVE TICKETS : TEST TICKET OUT
- 1P DRUM LAMP : TEST DRUM LAMP
- 2P DRUM LAMP : TEST DRUM LAMP
- TICKET BUTTON LAMP : TEST TICKET BUTTON LAMP

6-3. SCREEN TEST

- TEST COLOR DISPLAY & POOR PIXELS ON THE MONITOR.

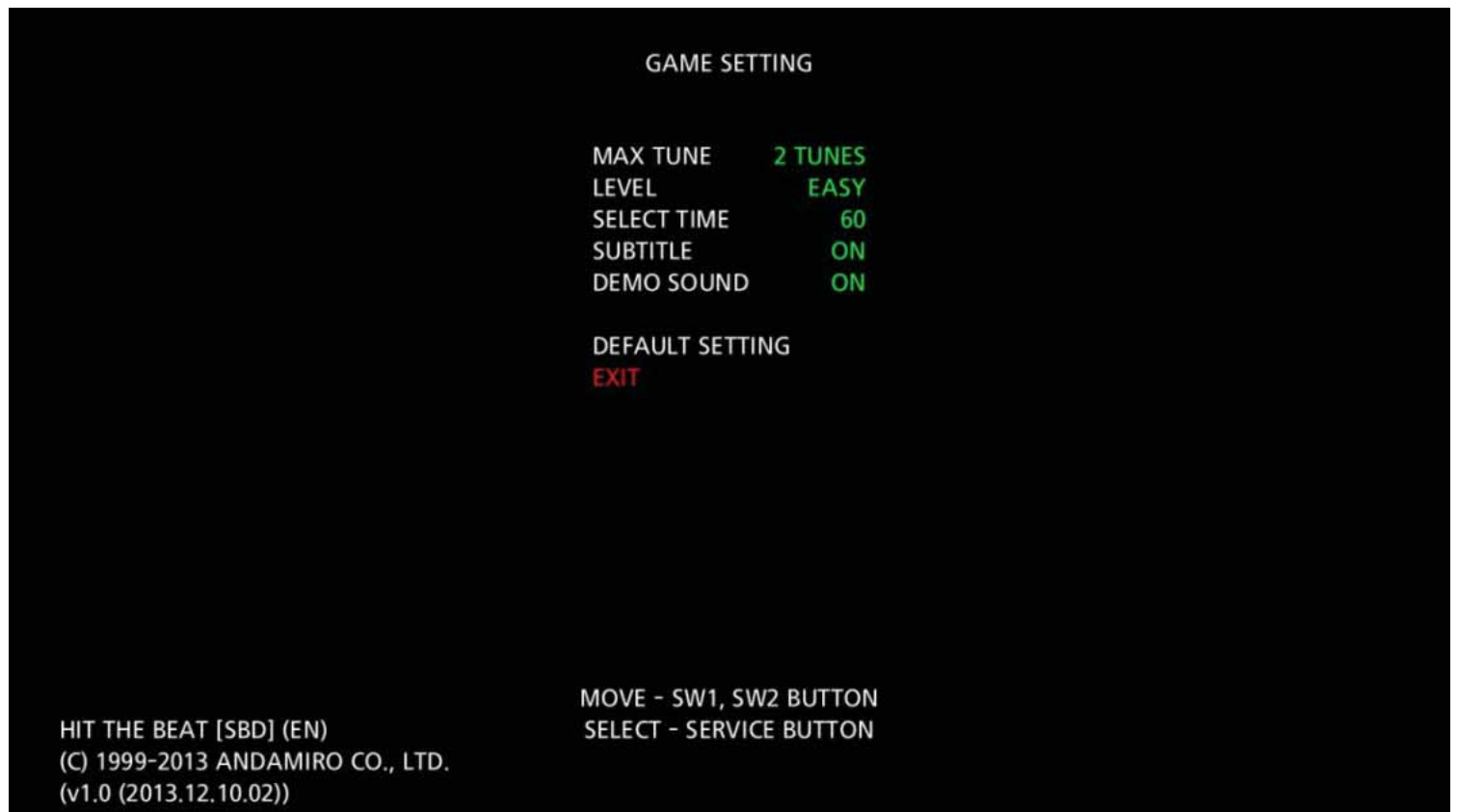


- THE MONITOR CAN BE TESTED IN THE ORDER (OR IN THE REVERSE ORDER) AS BELOW :

| | |
|--|-------------------------|
| | SCREEN TEST |
| | FULL SCREEN TURNS RED |
| | FULL SCREEN TURNS GREEN |
| | FULL SCREEN TURNS BLUE |
| | FULL SCREEN TURNS WHITE |
| | FULL SCREEN TURNS BLACK |

6-4. GAME SETTING

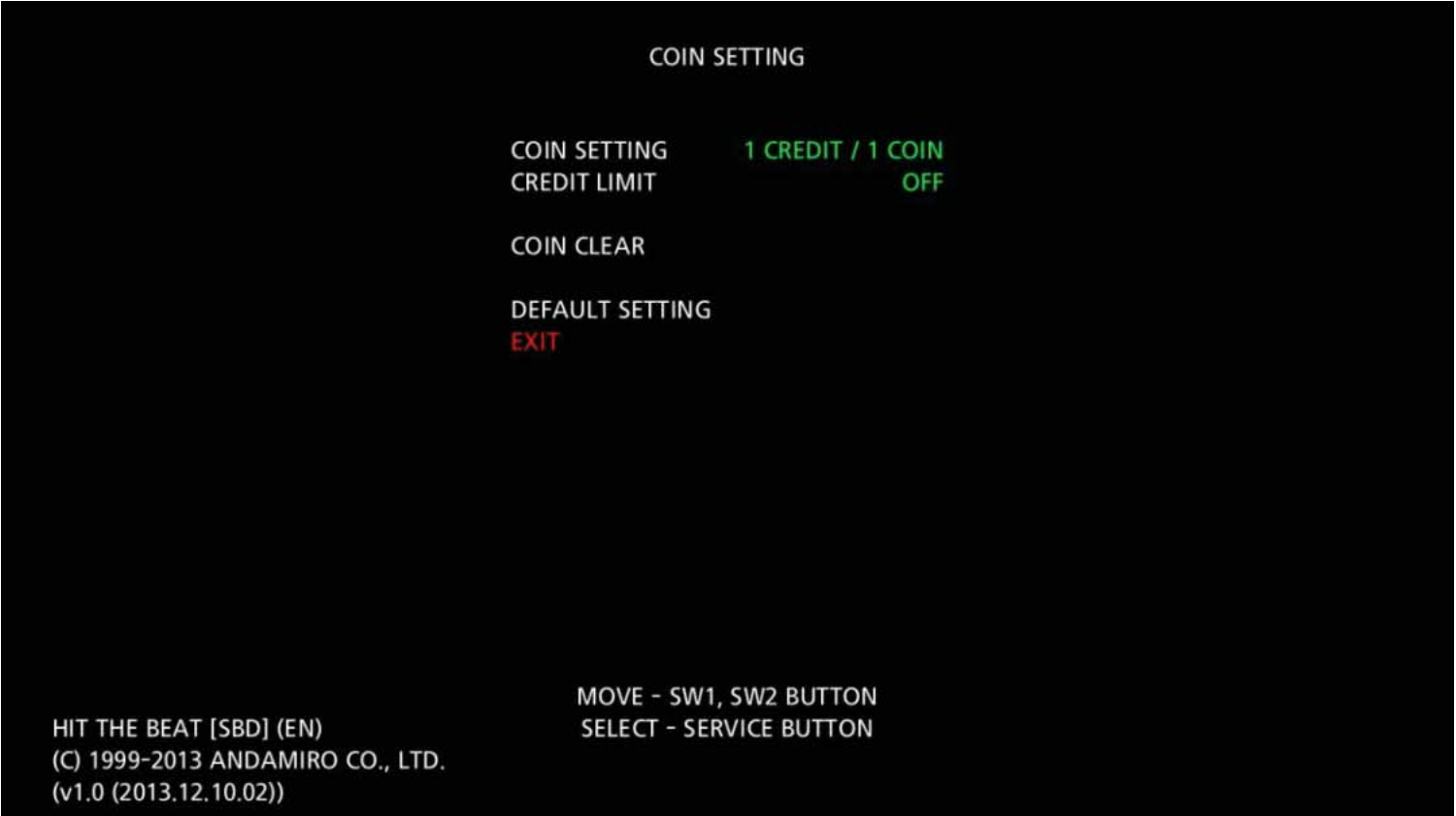
- TO CHANGE VARIOUS OPTIONS



- MAX TUNE : SET # OF PLAYS PER GAME
- LEVEL : SET DIFFICULTY LEVEL [EASY / NORMAL / HARD]
- SELECT TIME : SET TIME ALLOWED FOR SONG SELECTION
[30, 40, 50, 60, 70, 80, 90SECONDS]
- SUBTITLE : SET SUBTITLE
! Subtitle is given when it has lyrics.
- DEMO SOUND : SET DEMO SOUND [ON, OFF]
- DEFAULT SETTING : RESET TO DEFAULT SETTING

6-5. COIN SETTING

- SET COIN-IN PER PLAY, CREDIT LIMIT, AND COIN CLEAR



- COIN SETTING : SET NUMBER OF COIN(S) PER PLAY

| | |
|-------------------|-------------------------------------|
| 1 CREDIT / 1 COIN | SET 1 CREDIT / 1 COIN |
| 1 CREDIT / 9 COIN | SET 1 CREDIT / 9 COIN |
| 1 CREDIT / 1 COIN | SET 1 CREDIT / 1 COIN |
| 9 CREDIT / 1 COIN | SET 1 CREDIT / 2 COIN |
| FREE PLAY | SET TO FREE PLAY (NO COIN REQUIRED) |

- CREDIT LIMIT : SET CREDIT LIMIT [OFF, 1~10]

- COIN CLEAR : CLEAR CREDIT FOR THE COIN INSTERTED

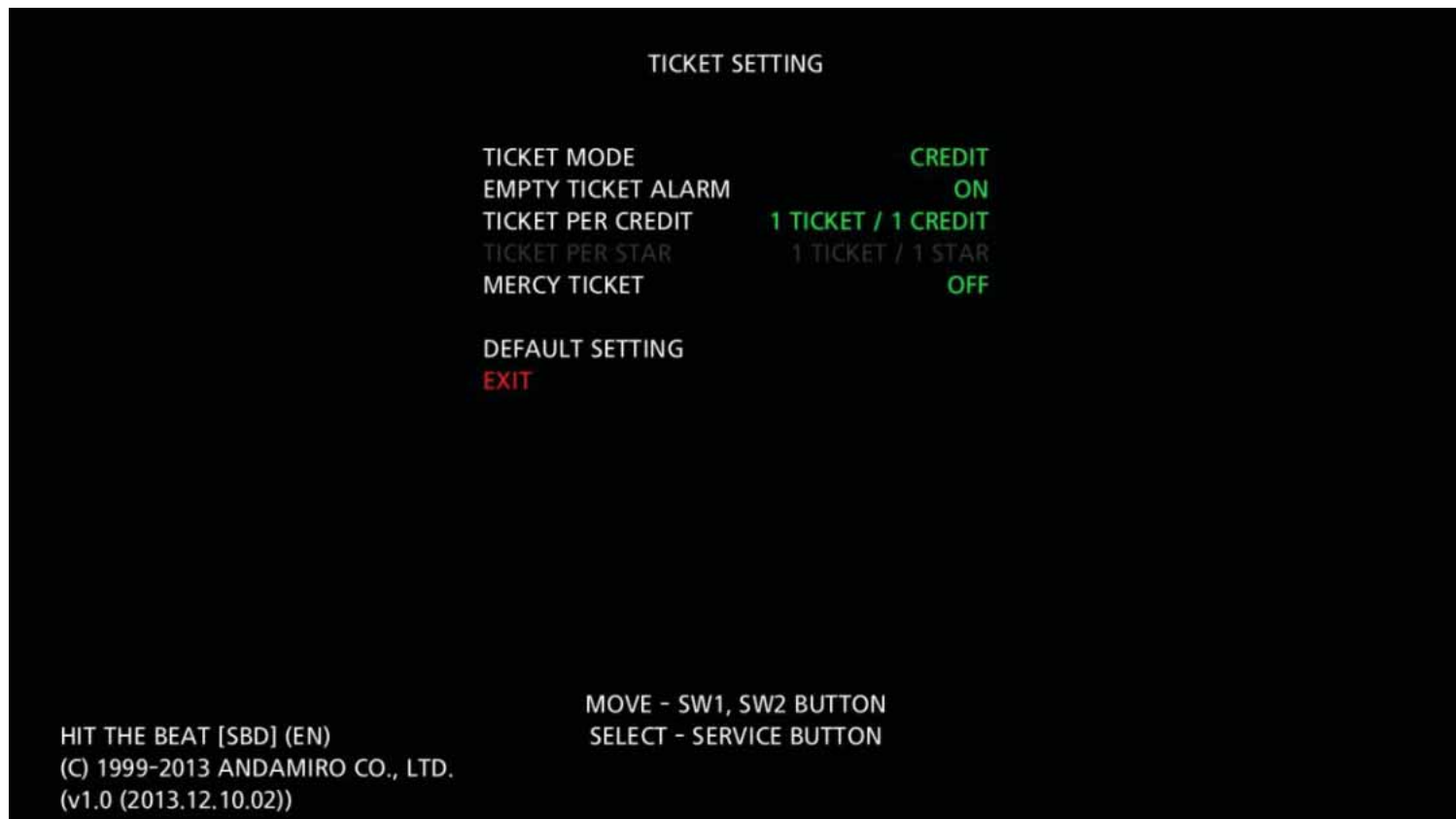
- DEFAULT SETTING : RESET COIN SETTING TO FACTORY SETTING



* ONCE INITIALIZED, PREVIOUS COIN COUNT CANNOT BE RETRIEVED.

6-6. TICKET SETTING

- SET UP TICKET-OUT MODE, EMPTY TICKET ALARM, AND TICKET PER CREDIT



- TICKET MODE : SET TICKET OUT MODE

| | |
|--------|---|
| CREDIT | GIVES TICKET(S) PER CREDIT, REGARDLESS OF THE GAME RESULT |
| STAR | GIVES TICKET(S) BASED ON THE # OF STARS EARNED PER GAME |
| OFF | NO TICKETS GIVEN (NO TICKET IMAGE ON DISPLAY) |

- EMPTY TICKET ALARM : SET EMPTY TICKET ALARM

- TICKET PER CREDIT : SET TICKET PER CREDIT (CREDIT MODE)

| | |
|-----------------------|---------------------------|
| 1 TICKET / 1 CREDIT | GIVES 1 TICKET PER PLAY |
| | . |
| 10 TICKETS / 1 CREDIT | GIVES 10 TICKETS PER PLAY |

- TICKET PER STAR : SET TICKET PER CREDIT (STAR MODE)

| | |
|--------------------|--------------------------|
| 1 TICKET / 1 STAR | GIVES 1 TICKET PER STAR |
| | . |
| 9 TICKETS / 1 STAR | GIVES 2 TICKETS PER STAR |

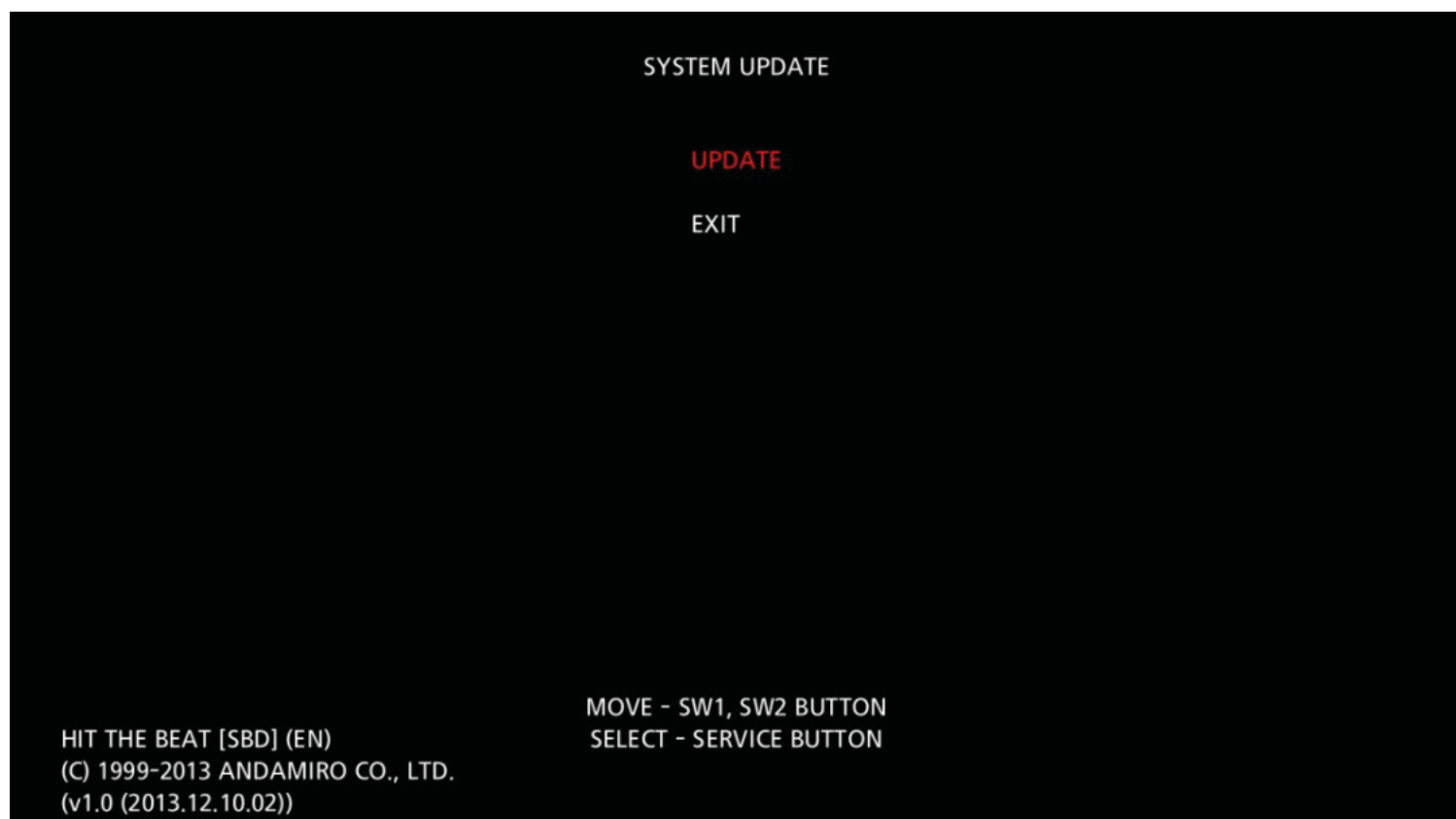
- MERCY TICKET : YOU MAY SET MERCY TICKET AS BELOW TABLE

| | |
|-----|-------------------------|
| OFF | NO MERCY TICKET |
| 1 | DISPENSE 1 MERCY TICKET |
| | . |
| 9 | DISPENSE 9 MERCY TICKET |

- To default : initialized setup for ticket.

6-7. SYSTEM UPDATE

- UPDATE SOFTWARE

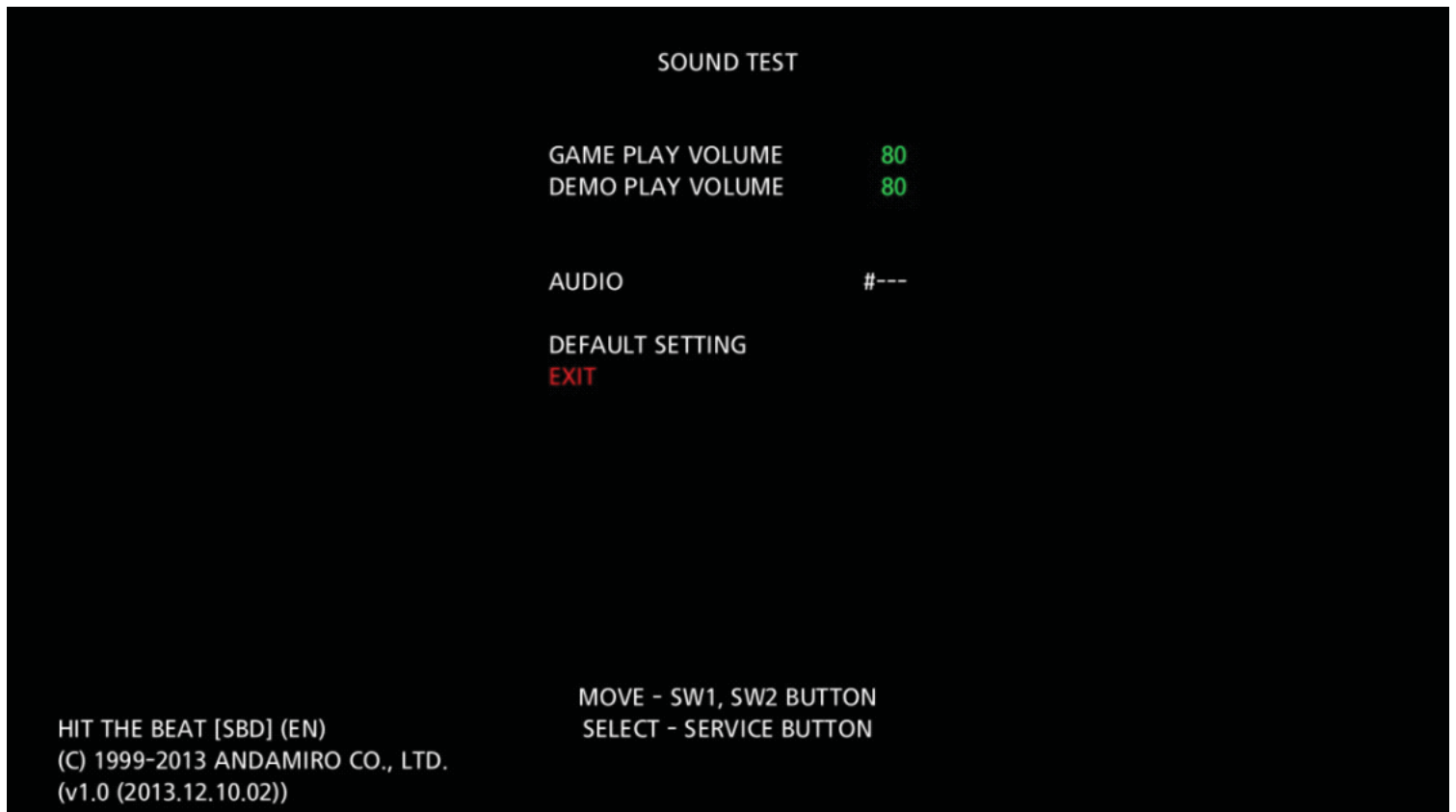


- SYSTEM UPDATE CAN BE DONE VIA USB PROVIDED BY MANUFACTURER.

! For upgrading, please insert programmed USB in main box and select "UPDATE" on screen.

6-8. SOUND TEST

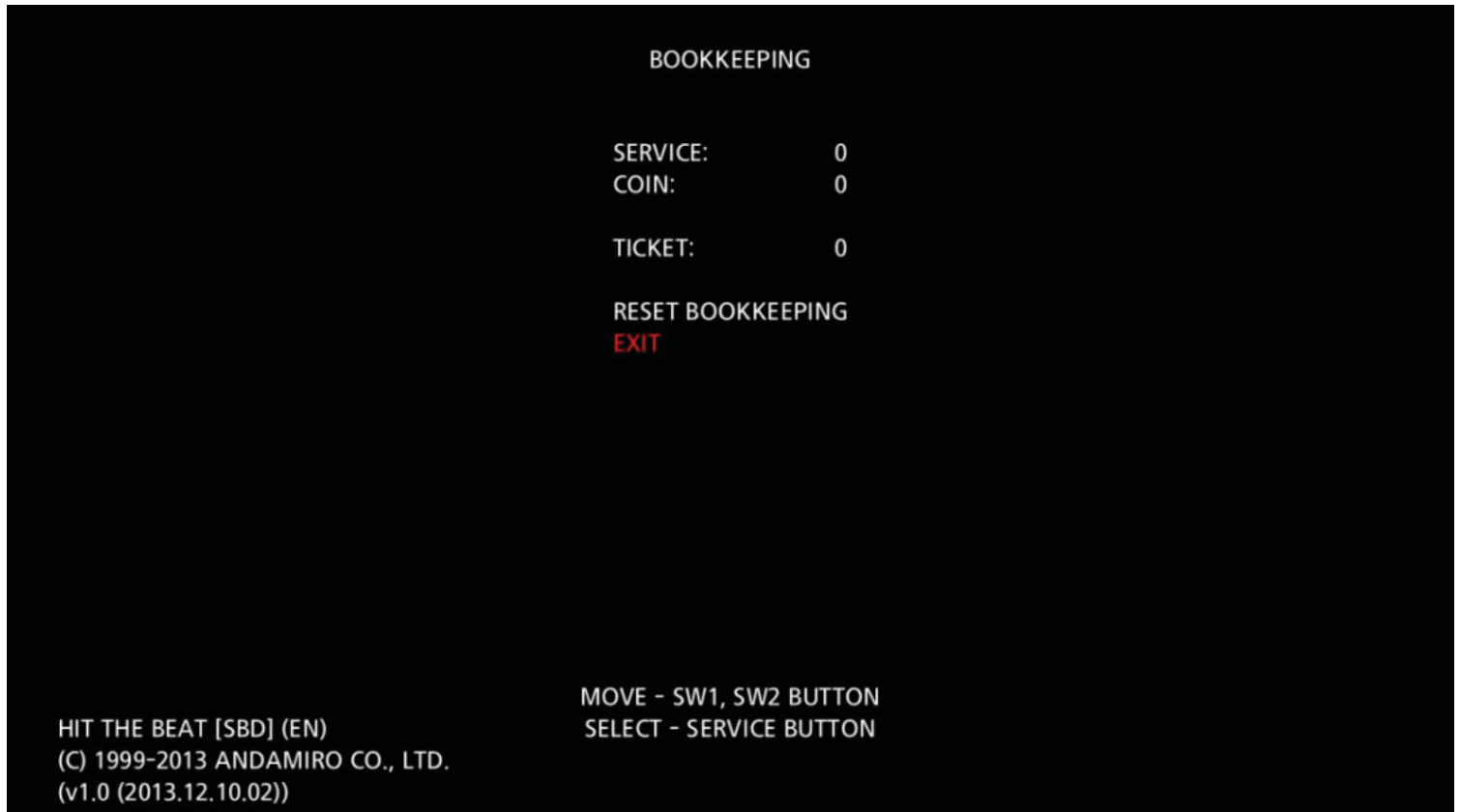
- CAN SELECT A SONG TO PLAY AND ADJUST VOLUME



- GAME PLAY VOLUME : ADJUST VOLUME FOR GAME PLAY [0% ~ 100%]
GAME PLAY VOLUME REFERS TO ONLY WHEN THERE IS CREDIT AVAILABLE.
 - DEMO PLAY VOLUME : ADJUST VOLUME FOR DEMO PLAY [0% ~ 100%]
DEMO PLAY VOLUME REFERS TO WHEN THERE IS NO CREDIT.
 - AUDIO : SELECT/PLAY A SONG FROM THE PLAYLIST
- ! WHEN A SONG ENDS, IT DOESN'T AUTOMATICALLY REPEAT OR PLAY THE NEXT SONG ON THE LIST.
! SONGS ON THE PLAYLIST MAY BE DIFFERENT DEPENDING ON THE VERSION.

6-9. BOOKKEEPING

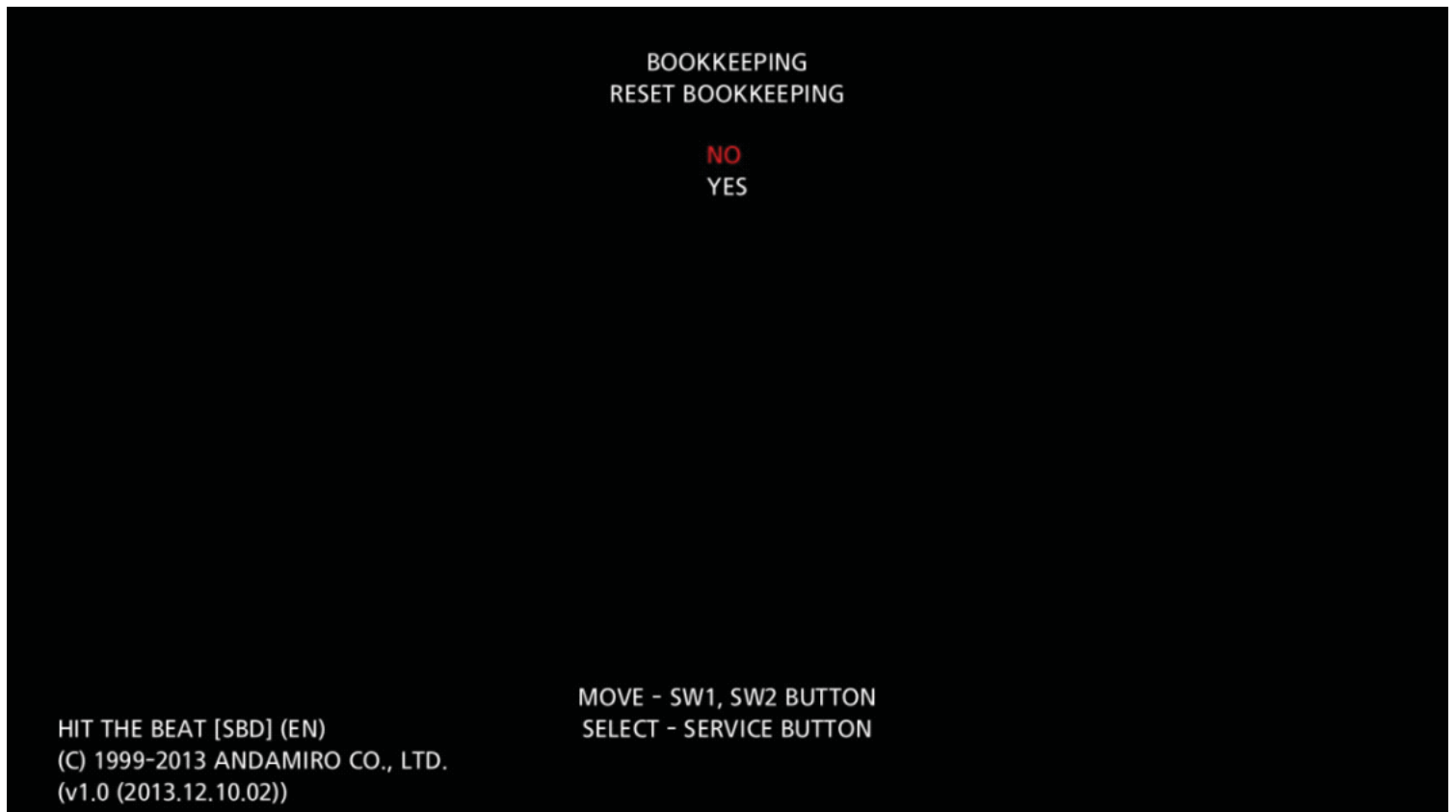
- RESET SERVICE COUNT, COIN COUNT, AND TICKET COUNT TO FACTORY SETTING



- SERVICE : CHECK SERVICE COUNT
- COIN : CHECK COIN COUNT
- TICKET : CHECK TICKET-OUT COUNT
- RESET BOOKKEEPING : RESET TO FACTORY SETTING

6-10. RESET BOOKKEEPING

- INITIALIZE SERVICE COUNT, COIN COUNT, AND TICKET COUNT TO "0".



- WHEN SELECTED TO INITIALIZE, ALL SERVICE COUNT, COIN COUNT, AND TICKET COUNT WILL BE RESET TO "0".
- ONCE INITIALIZED, PREVIOUS COUNTS CANNOT BE RE-DISPLAYED.

6-11. STATISTICS

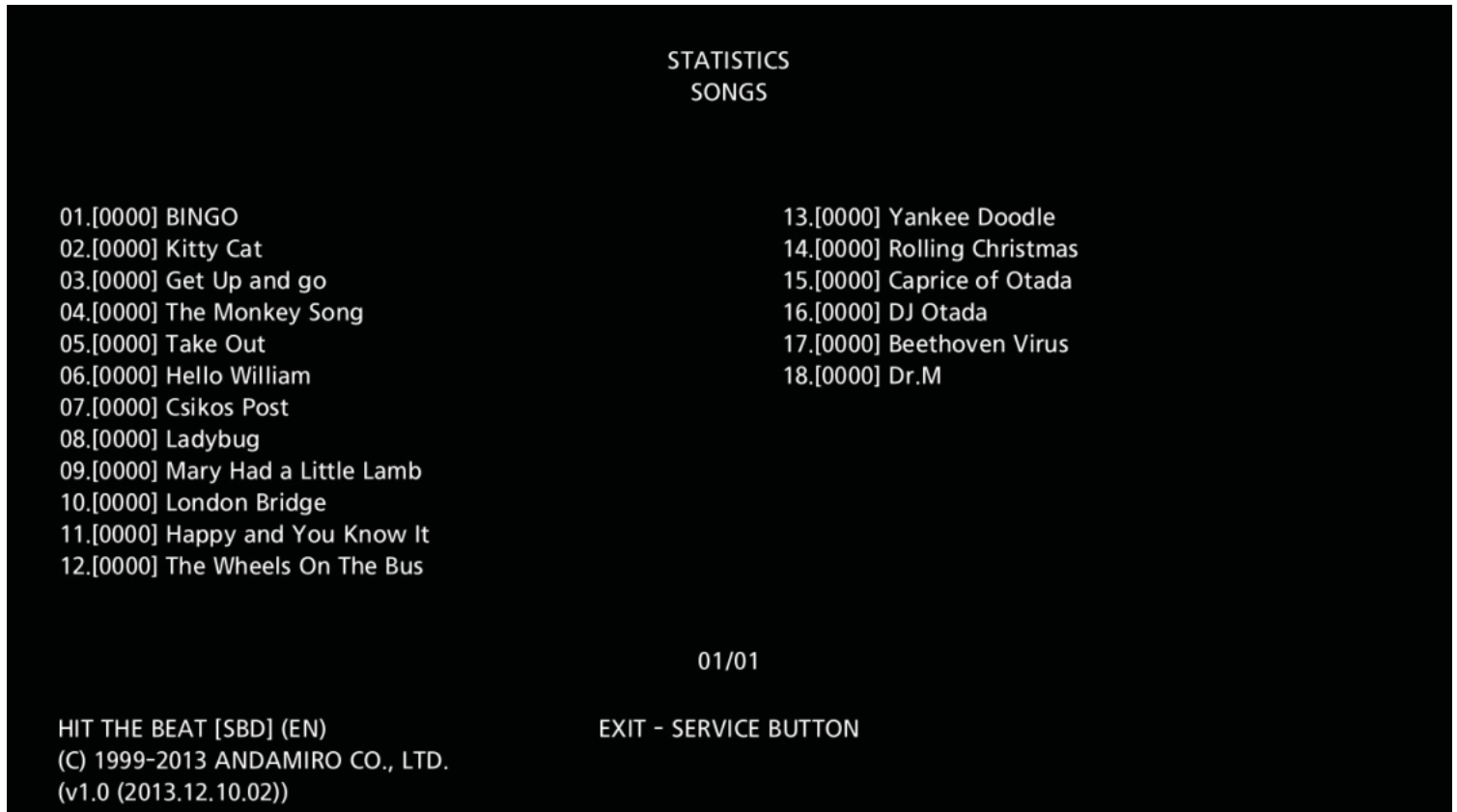
- CHECK PLAYERS' PREFERENCES FROM STATISTICS



- SONGS : SONG PREFERENCE
- CHARACTERS : CHARACTER PREFERENCE
- RESET STATISTICS : RESET STATISTICS TO DEFAULT SETTING

* SONG / CHARACTERS

- CHECK PLAYERS' PREFERENCE OF SONGS.

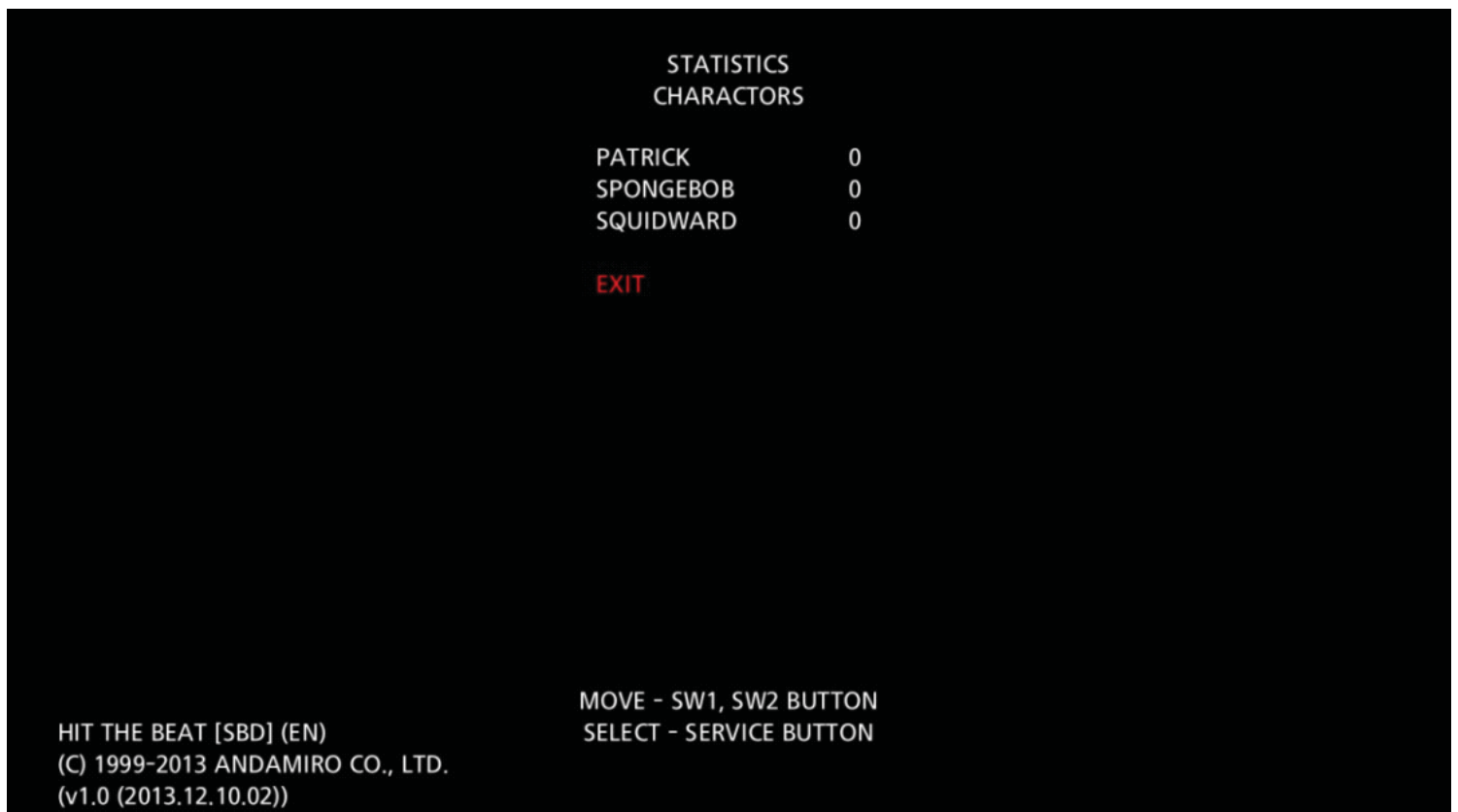


: DISPLAYS IN THE ORDER OF FREQUENCY OF PLAYED

: EVERY TIME EACH SONG IS PLAYED, THE COUNT INCREASES BY "1"

: STATISTICS CAN BE CHECKED ON EVERY SONG LISTED IN THE GAME

- CAN CHECK PLAYERS' PREFERENCE ON CHARACTERS FROM STATISTIC.



PATRICK : STARFISH SHAPED CHARACTER

SPONGEBOB : SPONGEBOB SHAPED CHARACTER

SQUIDWARD : OCTOPUS SHAPED CHACTER

: EVERY TIME A CHARACTER IS PLAYED, THE COUNT INCREASES BY 1.

6-12. RESET STATISTICS

- CAN RESET THE STATISTICS TO DEFAULT



- BOTH SONG AND CHARACTER STATISTICS WILL BE INITIALIZED AND SET TO "0"
- ONCE INITIALIZED, THE PREVIOUS STATISTICS CANNOT BE RETRIEVED.

6-13. RESTRICTION

- CAN SET RESTRICTIONS ON SONGS ON THE PLAYLIST



ONCE A SONG IS DISABLED, A PLAYER CANNOT CHOOSE THE SONG.

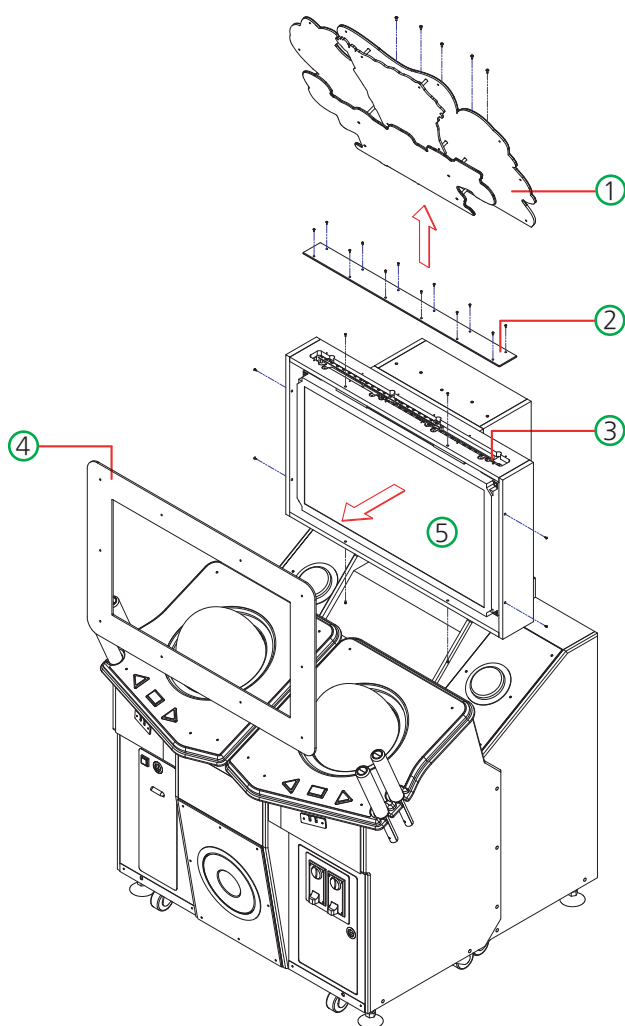
6-14. LANGUAGE

- YOU CAN CHECK CURRENT LANGUAGE

| | |
|---------|-----------------|
| ENGLISH | ENGLISH Version |
|---------|-----------------|

7. HOW TO REPLACE MAJOR COMPONENTS

7-1. Replacing MONITOR ASS'Y & BILLBOARD LED PCB ASS'Y



* BILLBOARD LED PCB ASS'Y

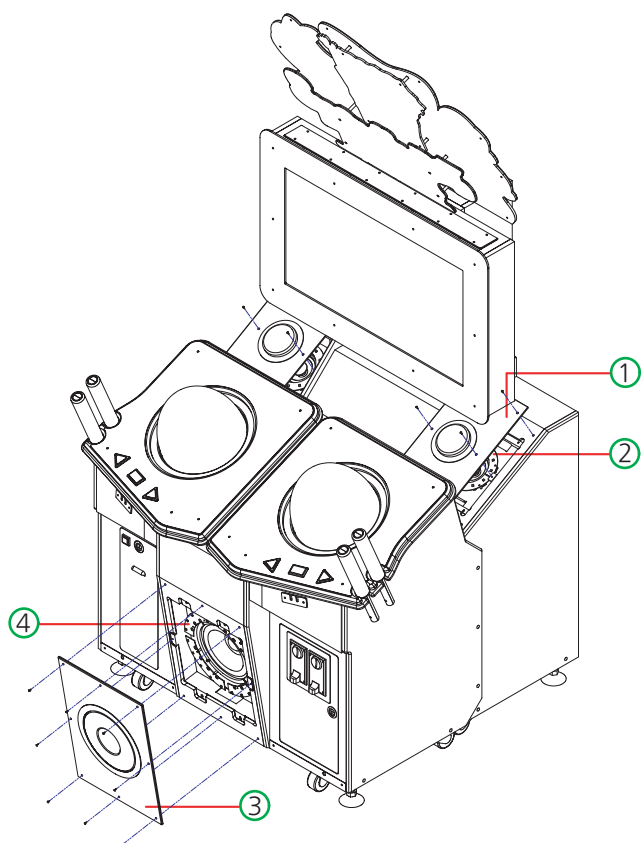
- (1) ① After disassemble the BILLBOARD ASS'Y, [M6 bolts, 5 places],
② disassemble the BILLBOARD UPPER LIGHT ACRYL [M4 bolts, 12 places]
- (2) ③ After disassemble the connectors which connected with BILLBOARD LED PCB ASS'Y, and then replace PCB.

* MONITOR ASS'Y

- (1) Open the UPPER CABINET REAR DOOR,
④ Disassemble the LCD MONITOR FRAME COVER. [M4 bolts, 8 places]
- (2) After disassemble ⑤ MONITOR ASS'Y, [M6 bolts, 4 places], then replace the MONITOR

| NO. | PART NAME | SPEC. | CODE NO. |
|-----|-------------------------|------------|-------------|
| ③ | BILLBOARD LED PCB ASS'Y | WHITE TYPE | ASUP0PCB001 |
| ⑤ | LCD MONITOR 32" | LM3212 | AKID0LCD002 |

7-2. Replacing MID SPEAKER LED PCB ASS'Y & WOOFER LIGHTING PCB



* MID SPEAKER LED PCB

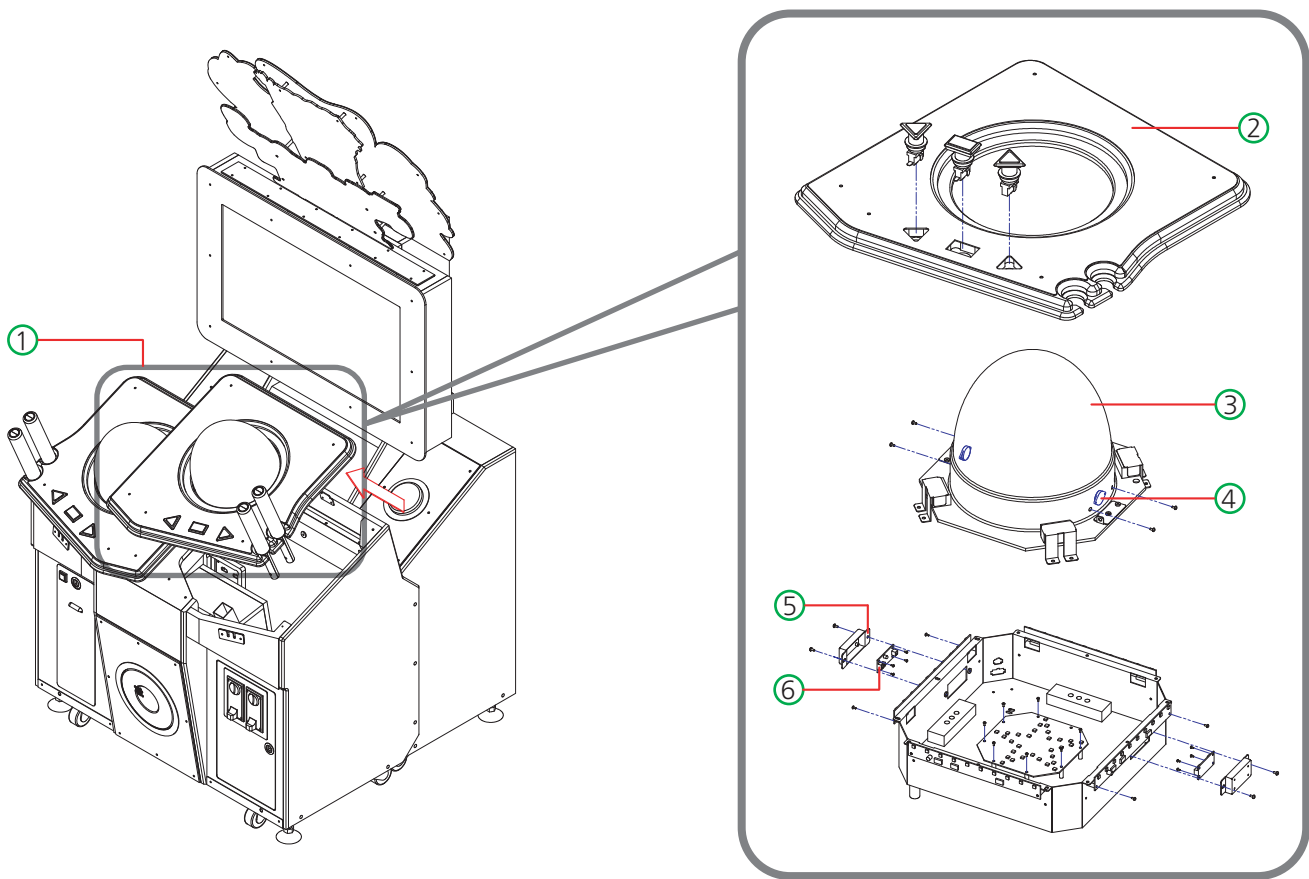
- (1) After disassemble ① MID SP DECO COVER ASS'Y, [M4 bolts, 6 places]
② After disconnect the combined connector which connected with MID SPEAKER LED PCB, and then replace the PCB. [M3 bolts, 6 places.]

* WOOFER LIGHTING PCB

- (1) After disassemble ③ WOOFER DECO COVER ASS'Y [M4 bolt, 8 places]
④ disassemble WOOFER LIGHTING PCB [M3 bolts, 8 places]

| NO. | PART NAME | SPEC. | CODE NO. |
|-----|---------------------------|-------|-------------|
| ② | MID SPEAKER LED PCB ASS'Y | - | APUT0PCB012 |
| ④ | WOOFER LIGHTING PCB ASS'Y | - | AKID0PCB001 |

7-3. Replacing MONITOR ASS'Y & BILLBOARD LED PCB ASS'Y



*** SHOCK SENSOR PCB & COIN SHOCK PCB ASS'Y**

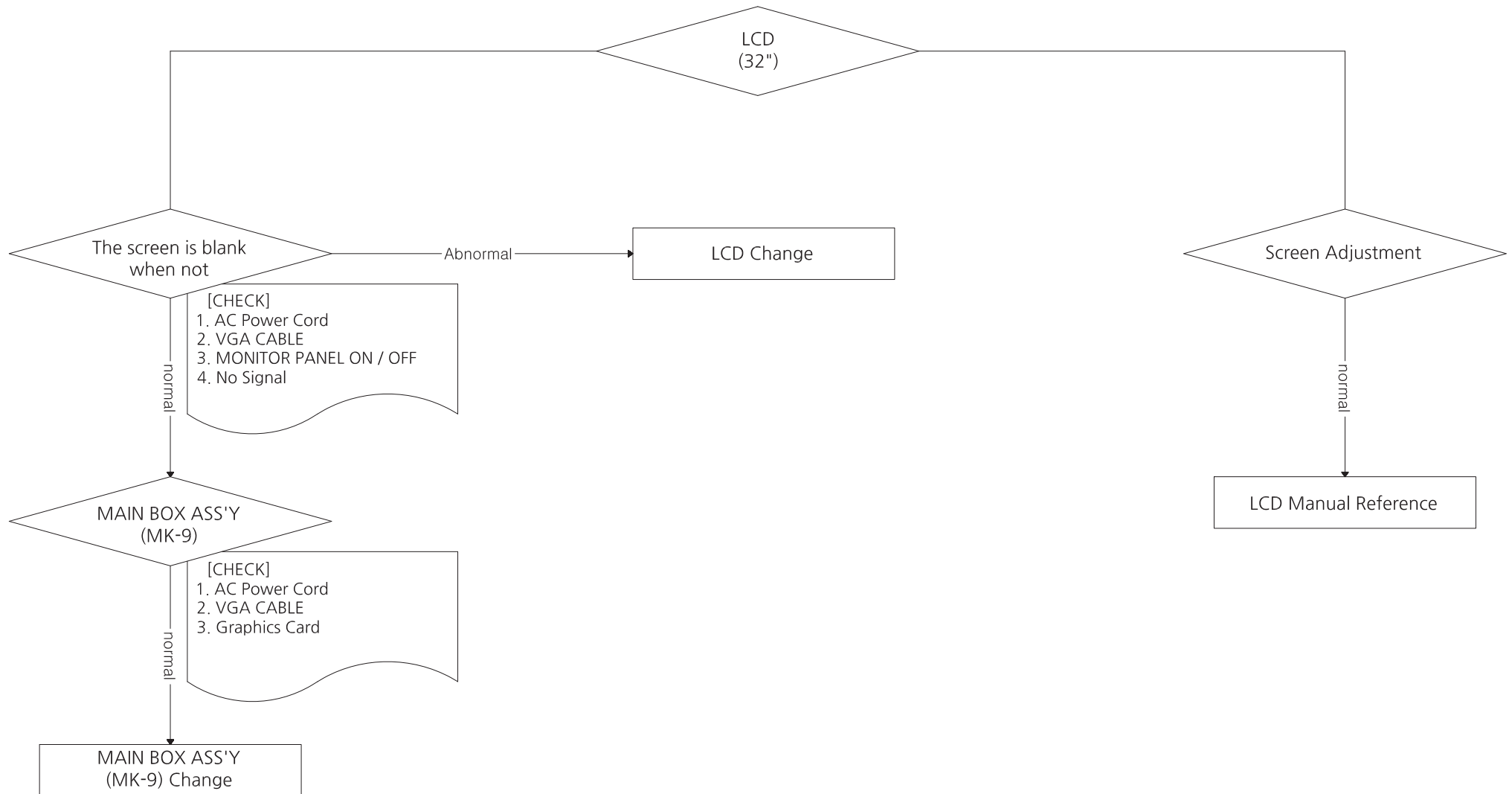
- (1) ① Disassemble DRUM CONTROL PART [connector included], [M4 bolts, 5 places]
② Disconnect DRUM DECO TABLE. [M4 bolts, 12 places]
③ After disassemble DRUM BODY ASS'Y [M4 bolts, 8 places]
DRUM BODY inside ④ Separate SHOCK SENSOR PCB, and then replace it. [M4 bolts, 2 places]
⑤ After disassemble DRUM GUIDE BKT [M4 bolt, two places], ⑥ disassemble COIN SHOCK PCB ASS'Y.
[M3 bolt, 4 places] and then replace it.

| NO. | PART NAME | SPEC. | CODE NO. |
|-----|----------------------|-------|-------------|
| ③ | DRUM BODY MOLD | - | MKID0PLA001 |
| ④ | SHOCK SENSOR | - | AENS0ASS024 |
| ⑤ | COIN SHOCK PCB ASS'Y | - | AKID0PCB005 |

8. TROUBLESHOOTING

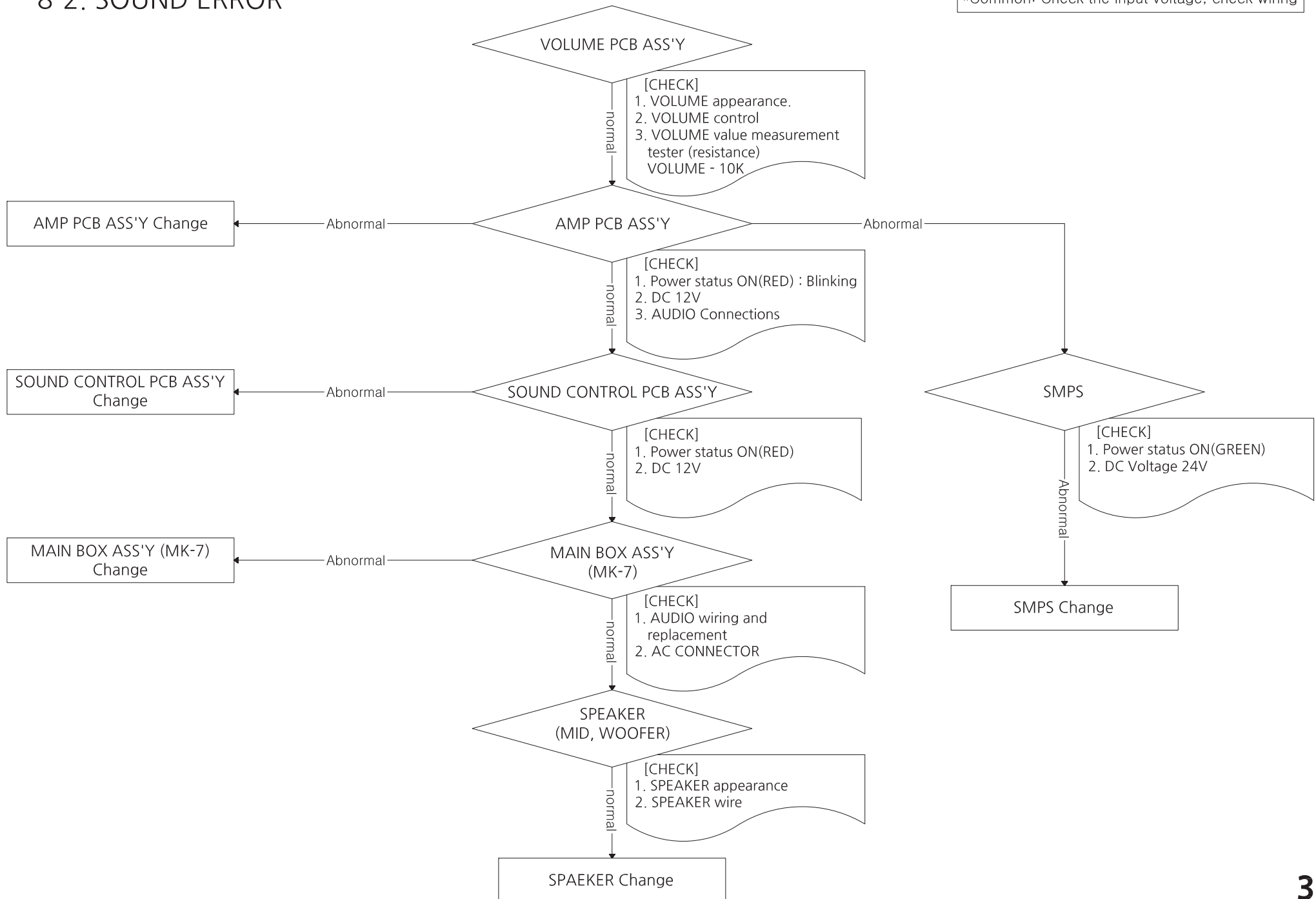
8-1. SCREEN PROBLEM

*Common: Check the input voltage, check wiring



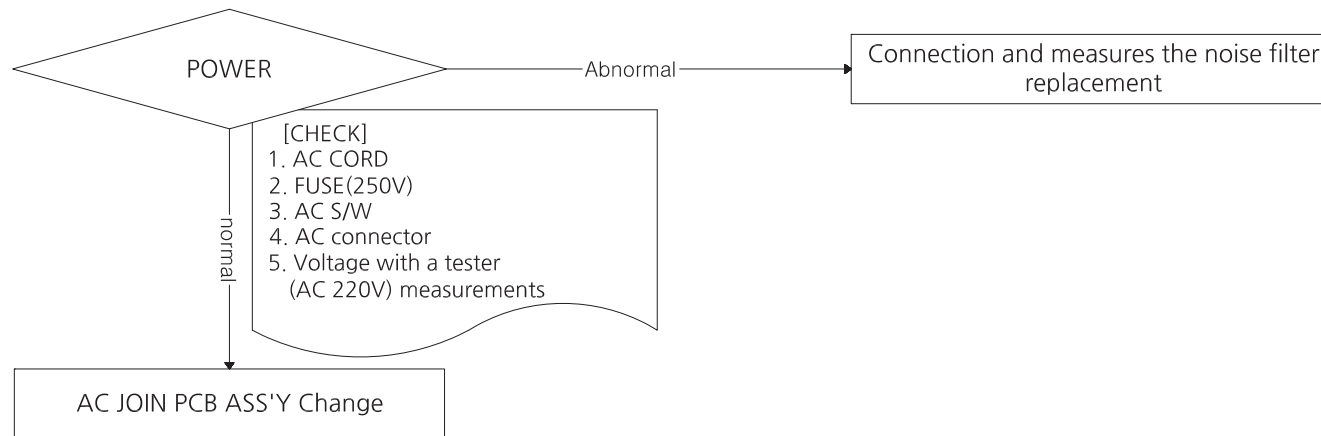
8-2. SOUND ERROR

*Common: Check the input voltage, check wiring



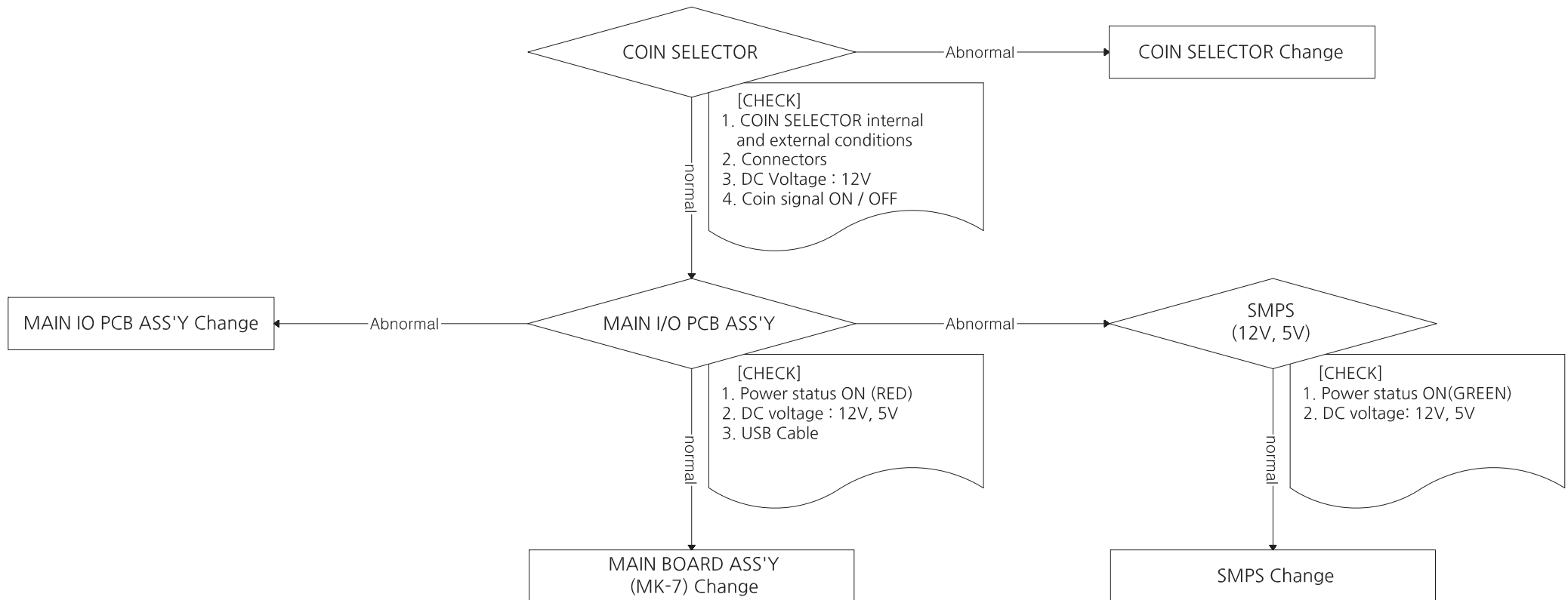
8-4. OUT OF POWER

*Common: Check the input voltage, check wiring



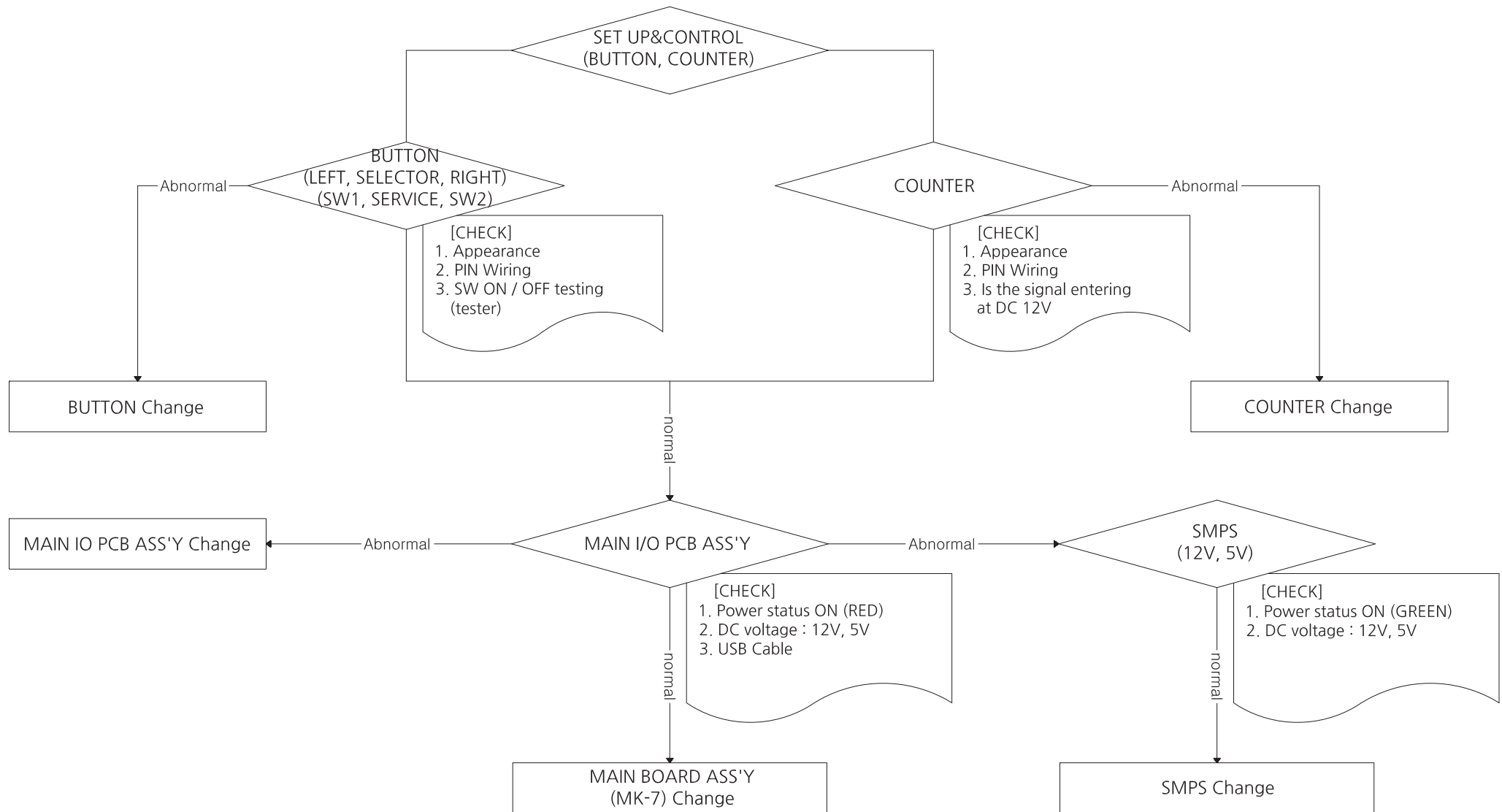
8-5. COIN SELECTOR ERROR

*Common: Check the input voltage, check wiring



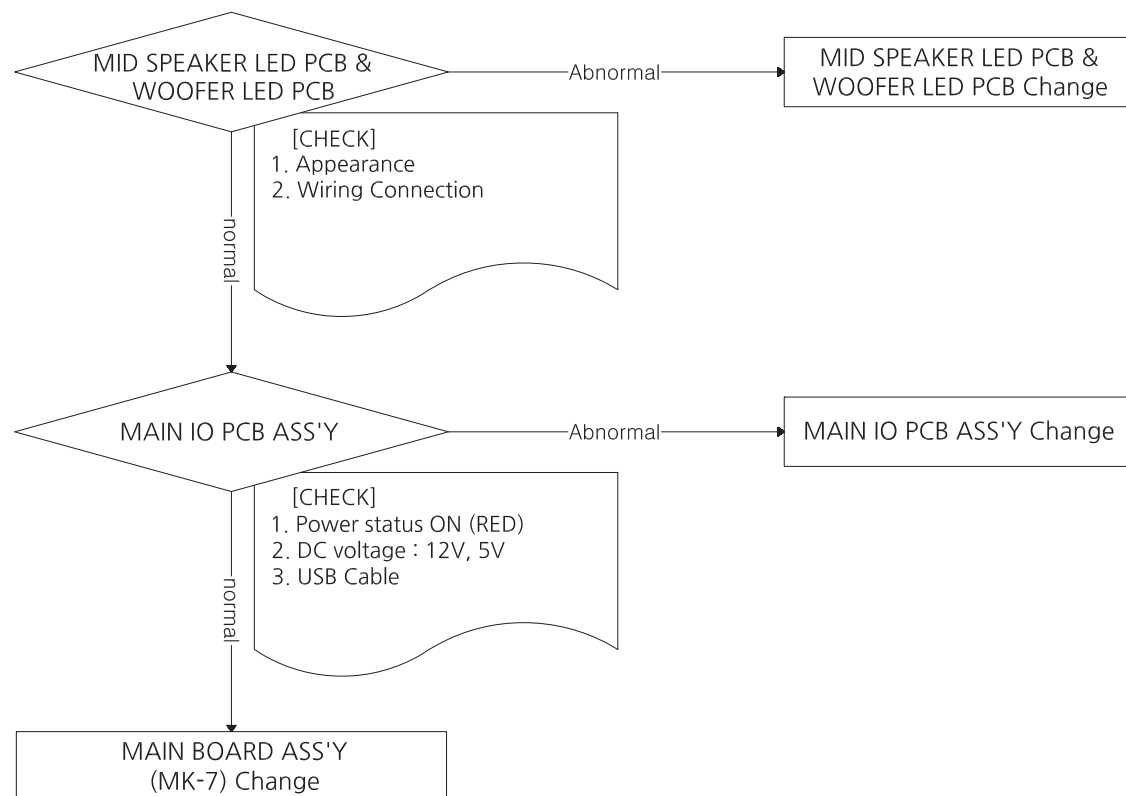
8-6. BUTTON & COUNTER ERROR

*Common: Check the input voltage, check wiring



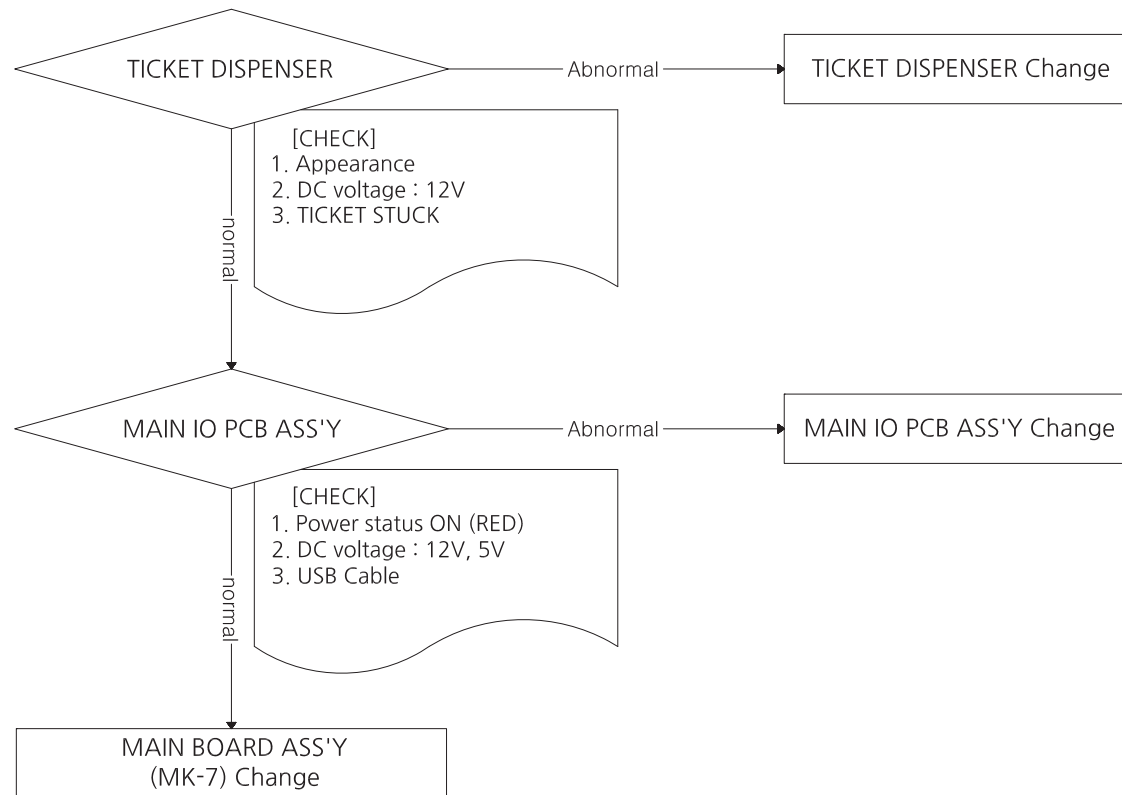
8-7. MID SPEAKER LED PCB & WOOFER LED PCB ASS'Y ERROR

*Common: Check the input voltage, check wiring



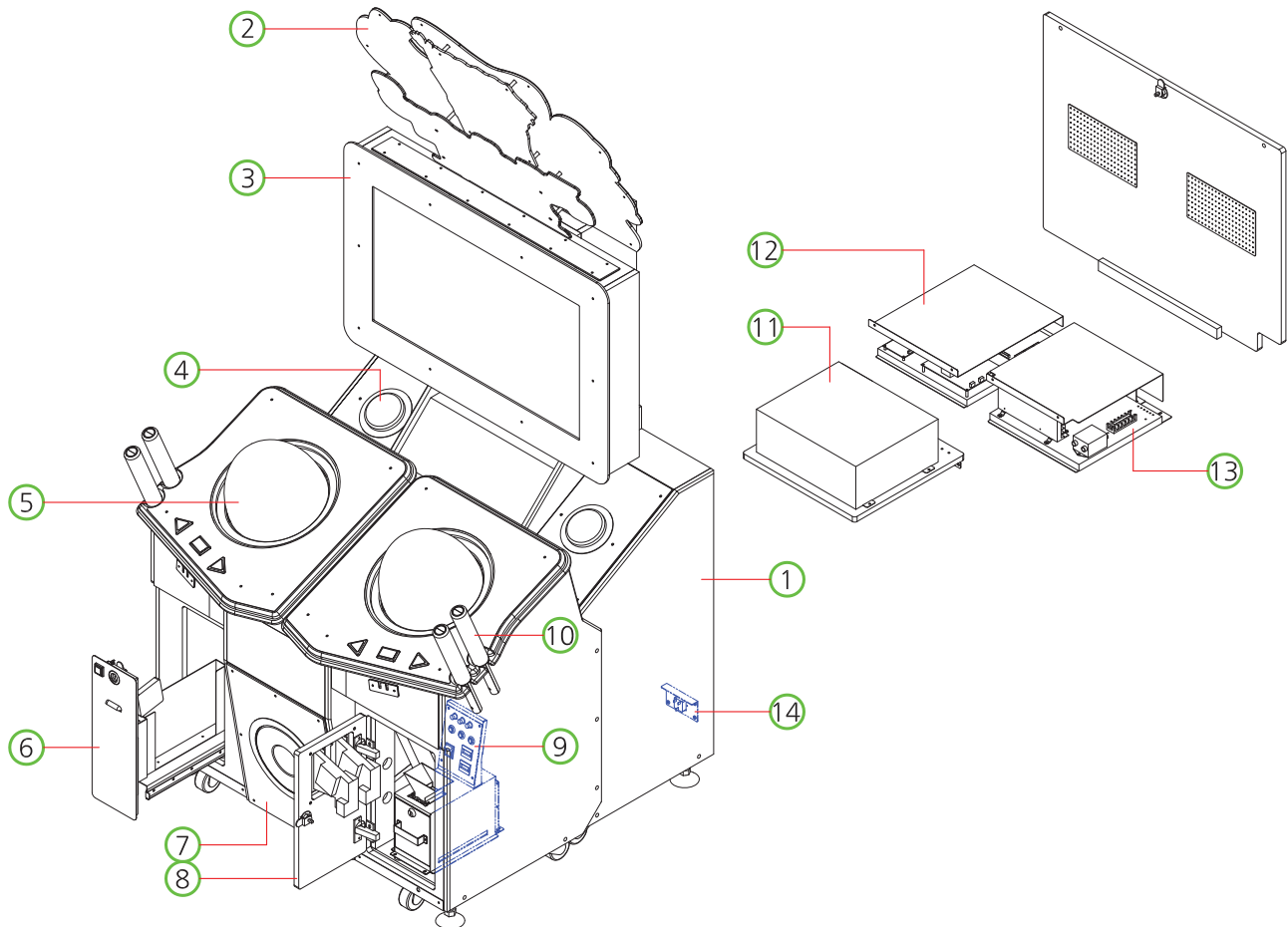
8-8. MALFUNCTION OF TICKET DISPENSER

*Common: Check the input voltage, check wiring



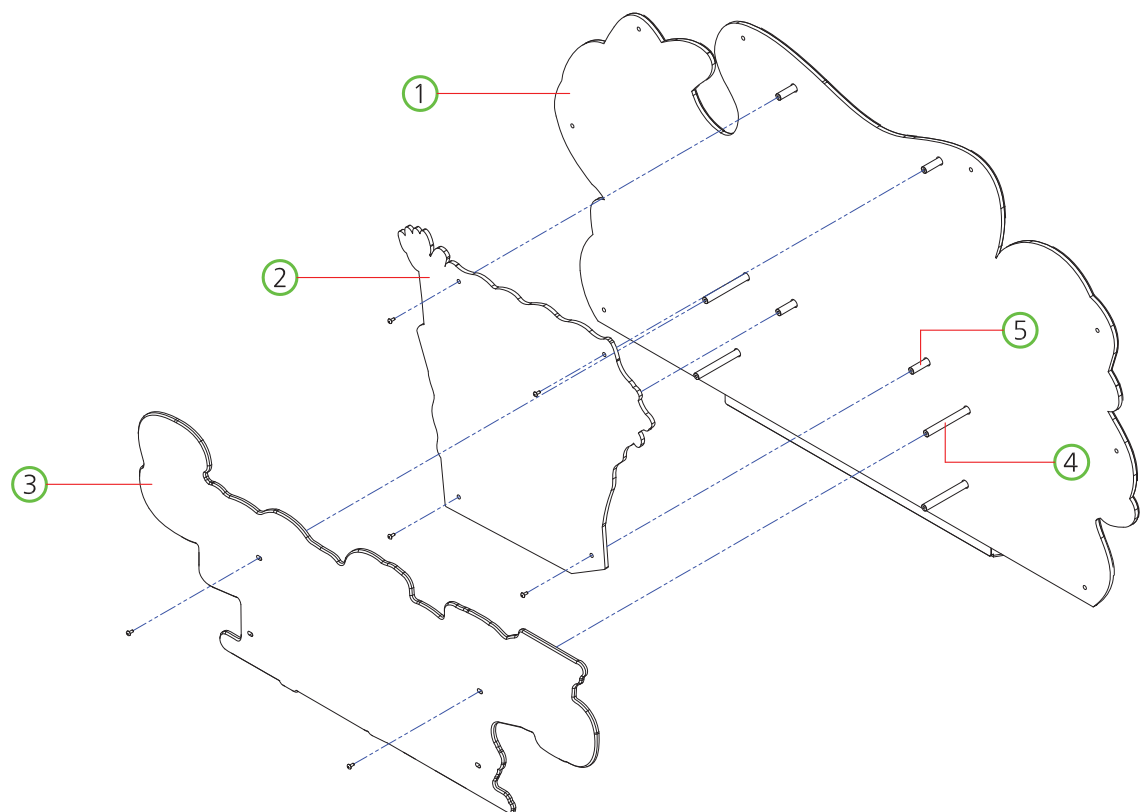
9. EXPLODED VIEW

9-1. MAIN CABINET



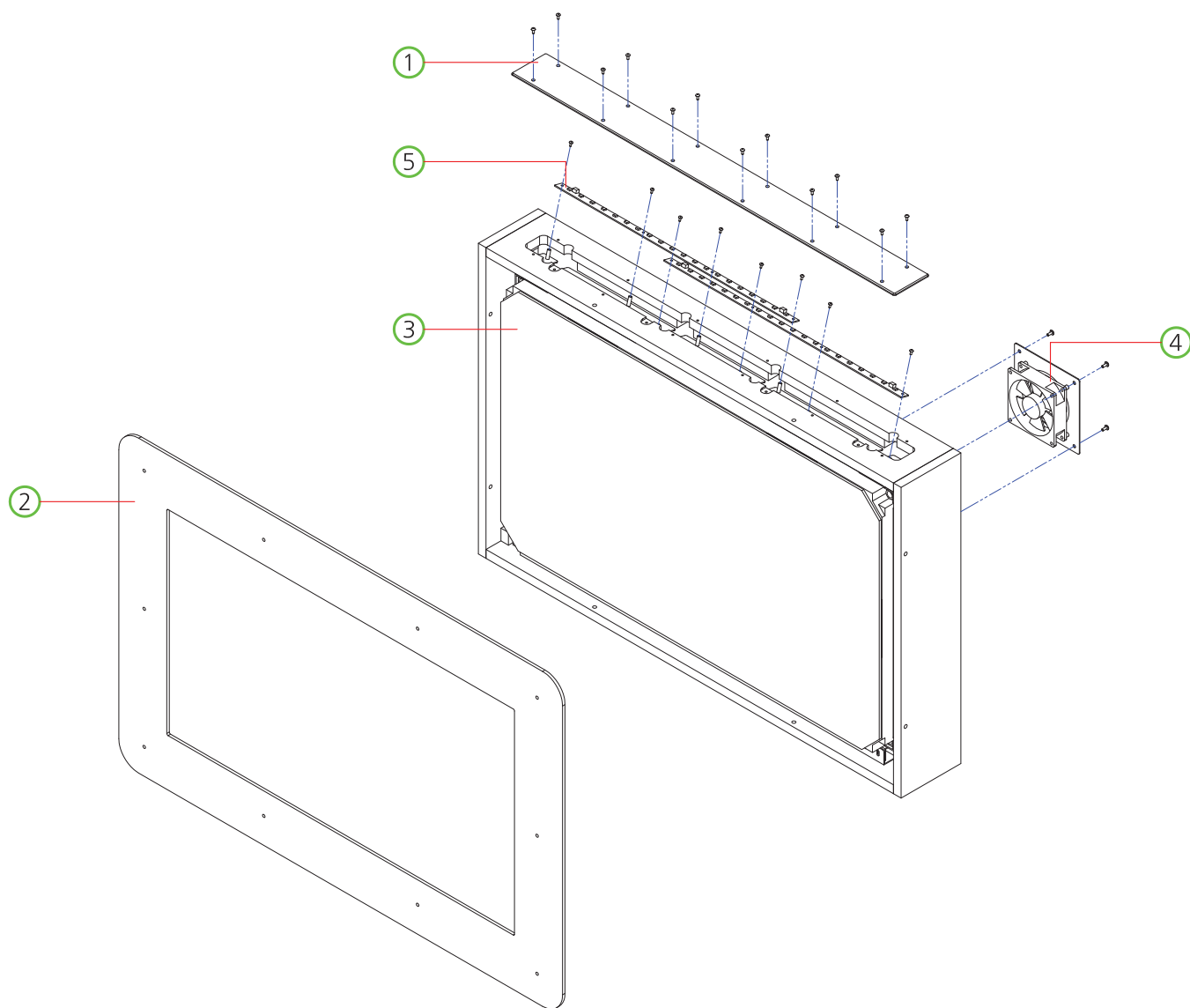
| NO. | PART NAME | SPEC. | QUANTITY | CODE NO. |
|-----|--------------------------------|-------|----------|----------|
| 1 | MAIN CABINET ASS'Y | - | 1 | - |
| 2 | BILLBOARD DECO ASS'Y | - | 1 | - |
| 3 | LCD CABINET ASS'Y | - | 1 | - |
| 4 | SPEAKER BOX ASS'Y | - | 1 | - |
| 5 | DRUM CONTROL ASS'Y_L,R | - | 2 | - |
| 6 | TICKET BOX ASS'Y | - | 1 | - |
| 7 | WOOFER BOX ASS'Y | - | 1 | - |
| 8 | FRONT DOOR ASS'Y | - | 1 | - |
| 9 | COIN BOX & CONTROL PANEL ASS'Y | - | 1 | - |
| 10 | DRUM STIC ASS'Y | - | 1 | - |
| 11 | COIN BOX ASS'Y | - | 1 | - |
| 12 | MAIN BOX ASS'Y | - | 1 | - |
| 13 | SMPS ASS'Y | - | 1 | - |
| 14 | AC INPUT ASS'Y | - | 1 | - |

9-2. BILLBOARD



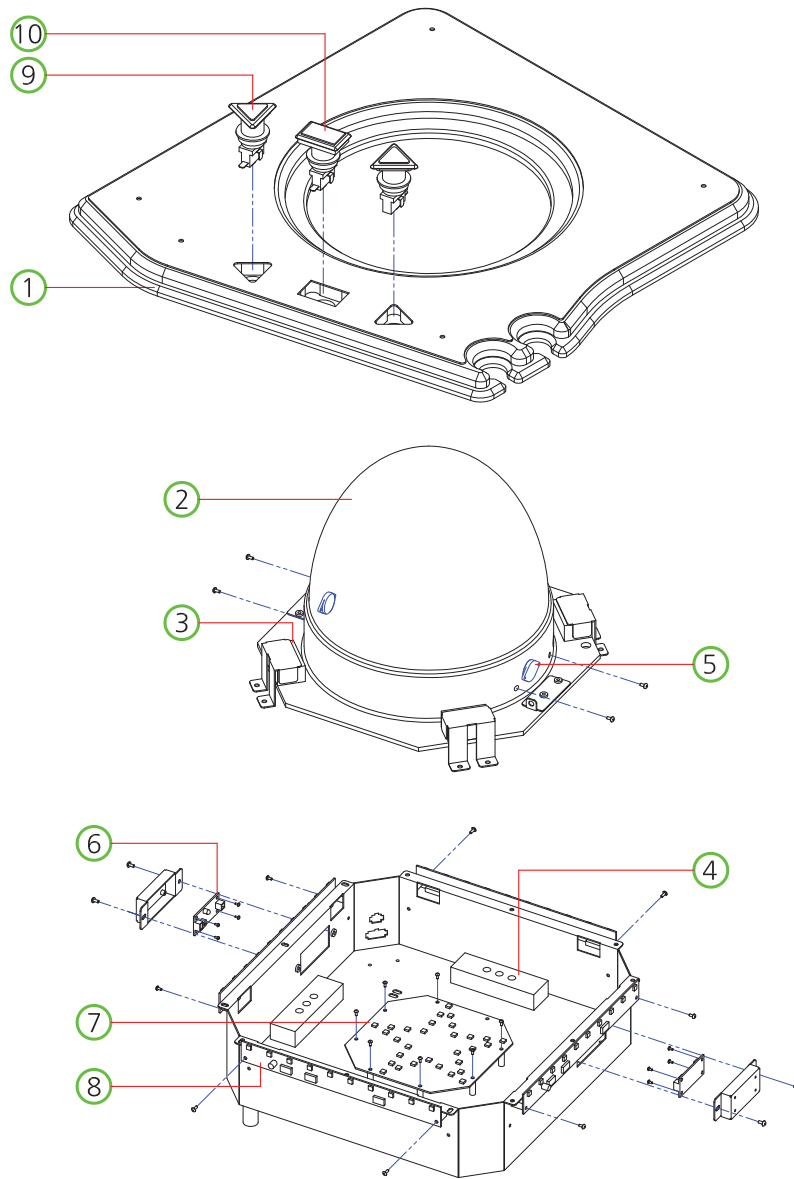
| NO. | PART NAME | SPEC. | QUANTITY | CODE NO. |
|-----|--------------------------------|------------|----------|-------------|
| 1 | BILLBOARD FOMAX | FOMAX-5.0t | 1 | MSPS0SHE001 |
| 2 | BILLBOARD SPONGE BOB FOMAX | FOMAX-5.0t | 1 | MSPS0SHE002 |
| 3 | BILLBOARD LOGO ACRYL | ACRYL-5.0t | 1 | MSPS0PRI001 |
| 4 | BILLBOARD LOGO FIX SHAFT | - | 1 | MSPS0PRO001 |
| 5 | BILLBOARD SPONGE BOB FIX SHAFT | - | 1 | MSPS0PRO002 |

9-3. MONITOR CABINET



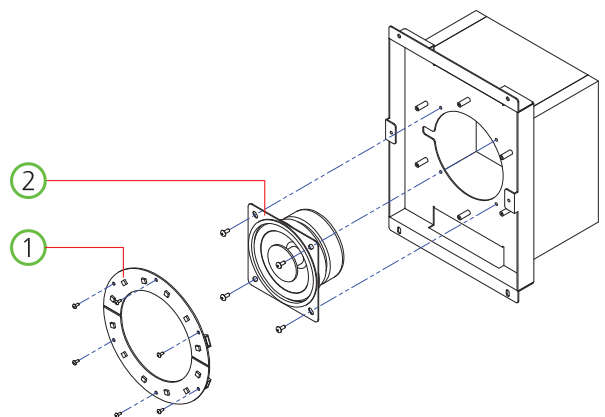
| NO. | PART NAME | SPEC. | QUANTITY | CODE NO. |
|-----|-----------------------------|--------------------|----------|-------------|
| 1 | BILLBOARD UPPER LIGHT ACRYL | ACRYL-3.0t | 1 | MSPD0ACR001 |
| 2 | LCD MASK BEZEL FOMAX | FOMAX-5.0t | 1 | MSPS0SHE003 |
| 3 | LCD MONITOR 32" | LM3212 | 1 | AKID0LCD002 |
| 4 | DC FAN | NMB 3610KL-04W-B30 | 1 | MELE0FAN007 |
| 5 | BILLBOARD LED PCB ASS'Y | - | 2 | ASUP0PCB001 |

9-4. DRUM CONTROL



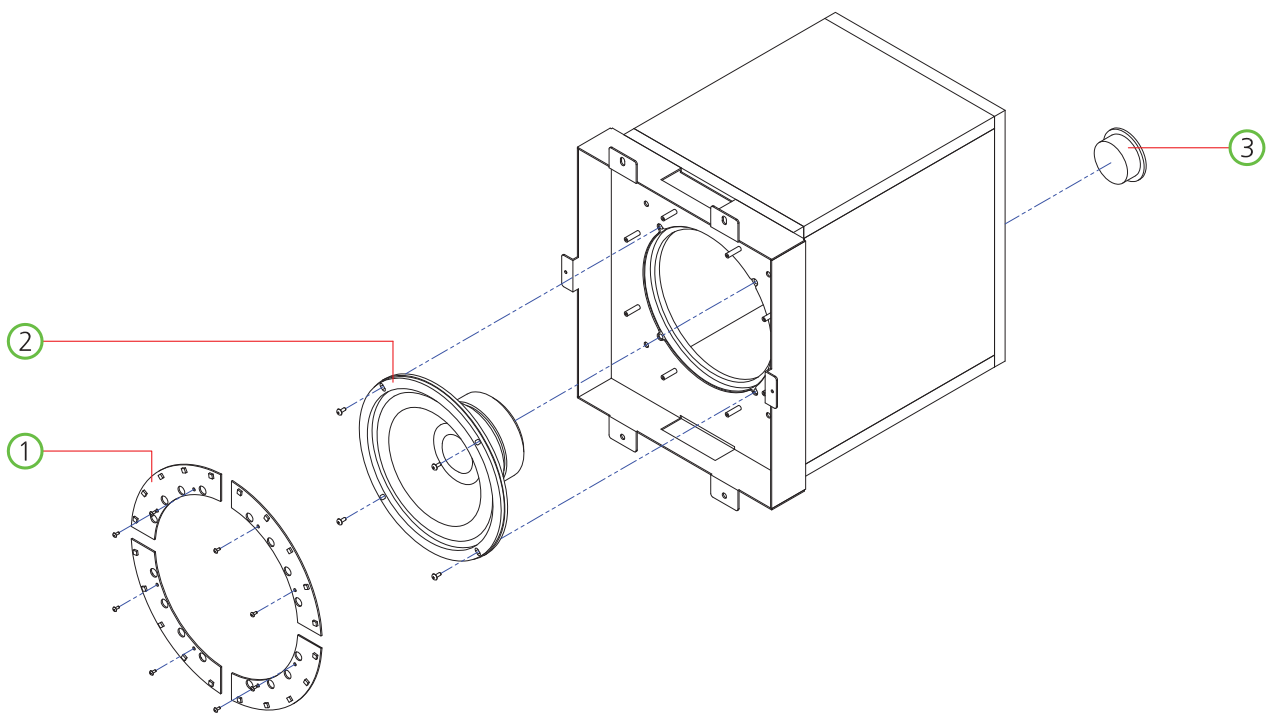
| NO. | PART NAME | SPEC. | QUANTITY | CODE NO. |
|-----|--------------------------|-------------|----------|---------------------------|
| 1 | DRUM ACRYL L,R | ACRYL-10.0t | 2 | MSPD0PRI003 / MSPD0PRI004 |
| 2 | DRUM BODY MOLD | - | 1 | MKID0PLA001 |
| 3 | DRUM GUIDE SPONGE-B | 48*30*20 | 4 | MKID0SPO002 |
| 4 | DRUM GUIDE SPONGE-A | 100*30*20 | 4 | MKID0SPO001 |
| 5 | SHOCK SENSOR | - | 2 | AENS0ASS024 |
| 6 | COIN SHOCK PCB ASS'Y | - | 2 | AKID0PCB005 |
| 7 | BUTTON LED PCB ASS'Y | - | 1 | ATT0PCB003 |
| 8 | DOOR LED RIGHT PCB ASS'Y | - | 4 | AKID0PCB002 |
| 9 | BUTTON SWITCH ASS'Y | TN-G-CY | 2 | AZZZ0BUT005 |
| 10 | BUTTON SWITCH ASS'Y | TN-F-CG | 1 | AZZZ0BUT004 |

9-5. MID SPEAKER



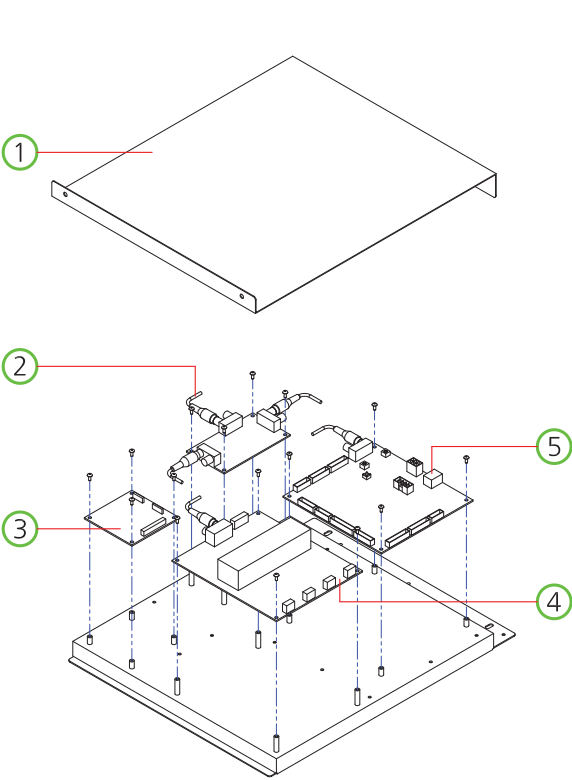
| NO. | PART NAME | SPEC. | QUANTITY | CODE NO. |
|-----|---------------------------|-------------------|----------|-------------|
| 1 | MID SPEAKER LED PCB ASS'Y | - | 2 | APUT0PCB012 |
| 2 | SPEAKER | MID4.5"+TW1/2" 8Ω | 1 | MZZZ0SPE021 |

9-6. WOOFER SPEAKER



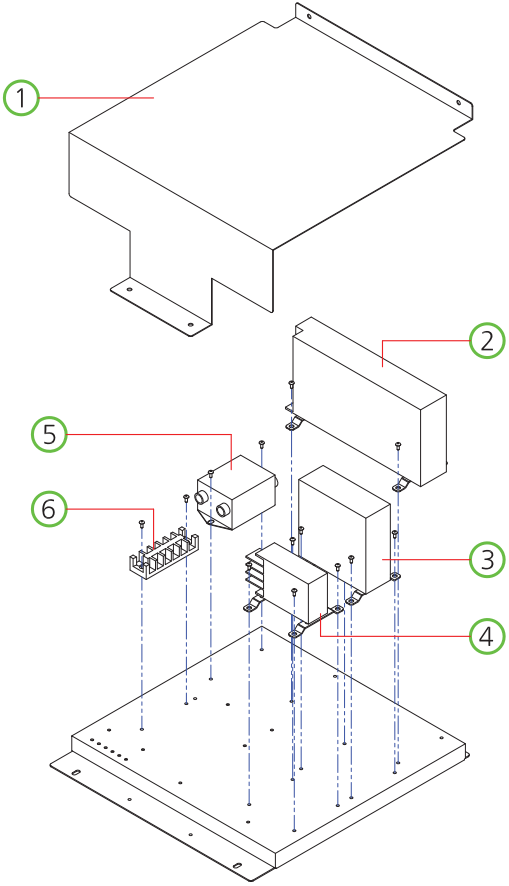
| NO. | PART NAME | SPEC. | QUANTITY | CODE NO. |
|-----|---------------------------|-------|----------|-------------|
| 1 | WOOFER LIGHTING PCB ASS'Y | - | 1 | AKID0PCB001 |
| 2 | WOOFER SPEAKER | - | 1 | MZZZ0SPE022 |
| 3 | SPEAKER TERMINAL | - | 1 | MZZZ0SPE029 |

9-7. SMPS PANEL



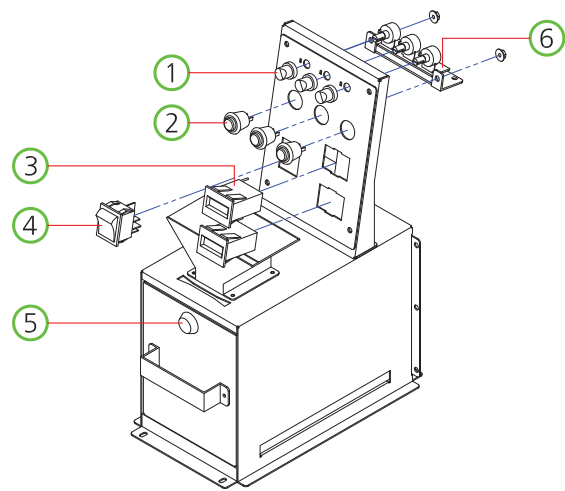
| NO. | PART NAME | SPEC. | Q'TY | CODE NO. |
|-----|---------------------------|------------|------|-------------|
| 1 | I/O PCB BOARD COVER ACRYL | ACRYL-1.0t | 1 | MSPD0ACR002 |
| 2 | SOUND CONTROL PCB ASS'Y | - | 1 | APCX0PCB005 |
| 3 | AND GATE PCB ASS'Y | | 1 | ASPD0PCB001 |
| 4 | DIGITAL AMP PCB ASS'Y | 2.1CH | 1 | APUJ0PCB002 |
| 5 | KIDS MUSIC I/O PCB ASS'Y | | 1 | ASPD0PCB002 |

9-8. PCB BOARD



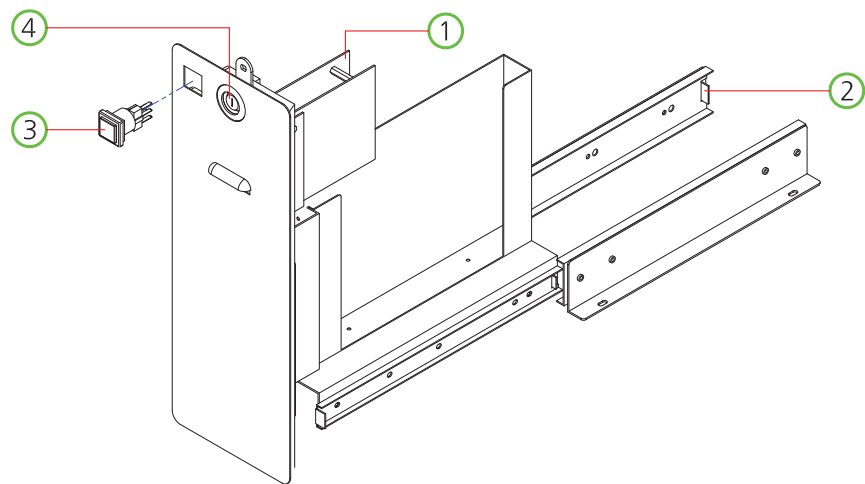
| NO. | PART NAME | SPEC. | Q'TY | CODE NO. |
|-----|------------------|-------------|------|-------------|
| 1 | SMPS COVER ACRYL | ACRYL-1.0t | 1 | MSPD0ACR003 |
| 2 | SMPS ASS'Y | NES-150-24V | 1 | MELE0SMP049 |
| 3 | SMPS ASS'Y | RS50-12V | 1 | MELE0SMP055 |
| 4 | SMPS ASS'Y | RS25-5V | 1 | MELE0SMP056 |
| 5 | NOISE FILTER | ES1-F05 | 1 | MELE0NOI005 |
| 6 | TERMINAL BLOCK | - | 1 | MELE0TEB001 |

9-9. COIN BOX & CONTROL PANEL



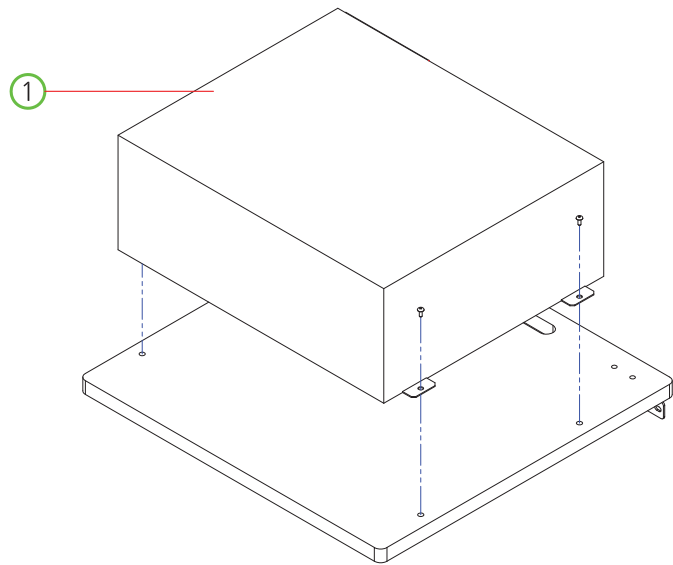
| NO. | PART NAME | SPEC. | QUANTITY | CODE NO. |
|-----|--------------------|-------------------|----------|-------------|
| 1 | VOLUME KONB | - | 3 | MELE0VOL007 |
| 2 | PUSH BUTTON SWITCH | HS-412R | 3 | MELE0PUS001 |
| 3 | COUNTER | AMMC-712(OA127CL) | 2 | MZZZ0COU002 |
| 4 | ROCKER SWITCH | T-125 4P | 1 | MELE0SWI004 |
| 5 | KEY ASS'Y | 6001 | 1 | MZZZ0KEY075 |
| 6 | VOLUME PCB | 3CH | 1 | APUJ0PCB005 |

9-10. TICKET BOX



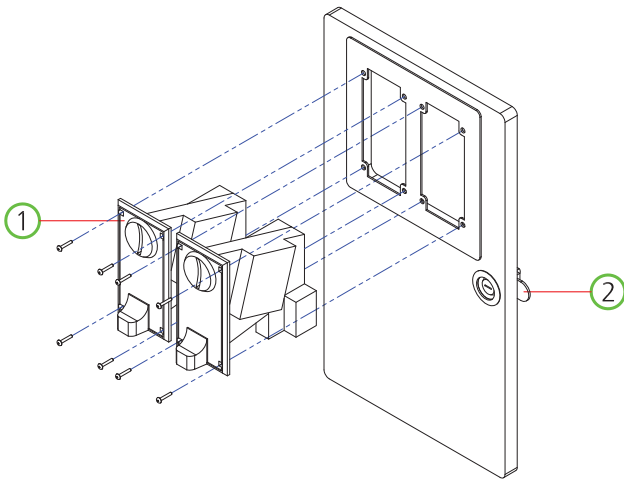
| NO. | PART NAME | SPEC. | QUANTITY | CODE NO. |
|-----|------------------|---------|----------|-------------|
| 1 | TICKET DISPENAER | TL-002H | 1 | MZZZ0TID007 |
| 2 | GUIDE RAIL | 300MM | 2 | MMUN0000004 |
| 3 | BUTTON SWITCH | - | 1 | MMUM0BUT002 |
| 4 | KEY ASS'Y | 7001 | 1 | MZZZ0KEY076 |

9-11. MAIN BOX



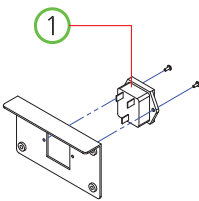
| NO. | PART NAME | SPEC. | QUANTITY | CODE NO. |
|-----|----------------|-------|----------|-------------|
| 1 | MAIN BOX ASS'Y | - | 1 | AKID0ASS005 |

9-12. COIN SELECTOR DOOR

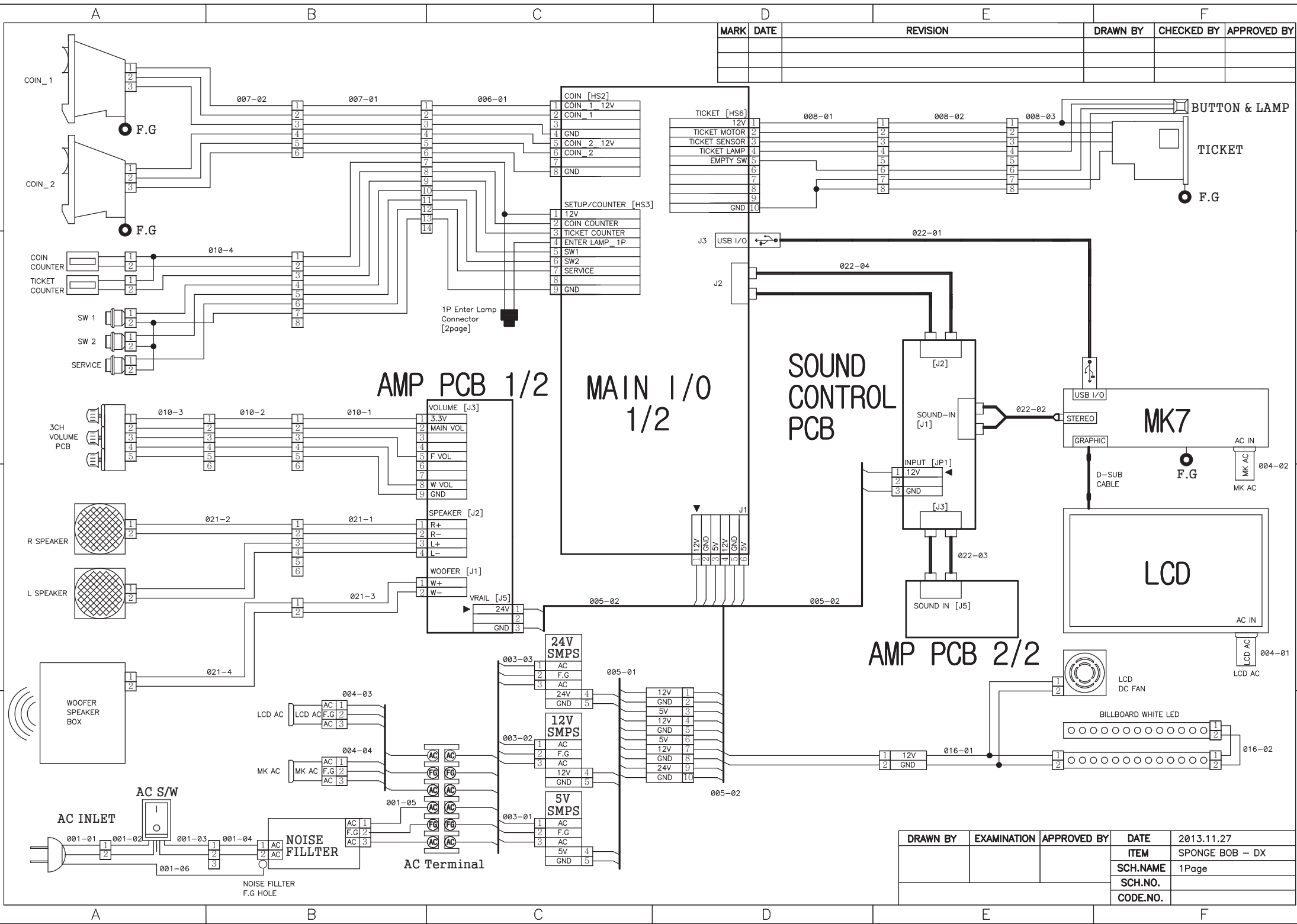


| NO. | PART NAME | SPEC. | Q'TY | CODE NO. |
|-----|---------------|---------|------|-------------|
| 1 | COIN SELECTOR | TW-130B | 2 | MZZZ0COS032 |
| 2 | KEY ASS'Y | 7001 | 1 | MZZZ0KEY076 |

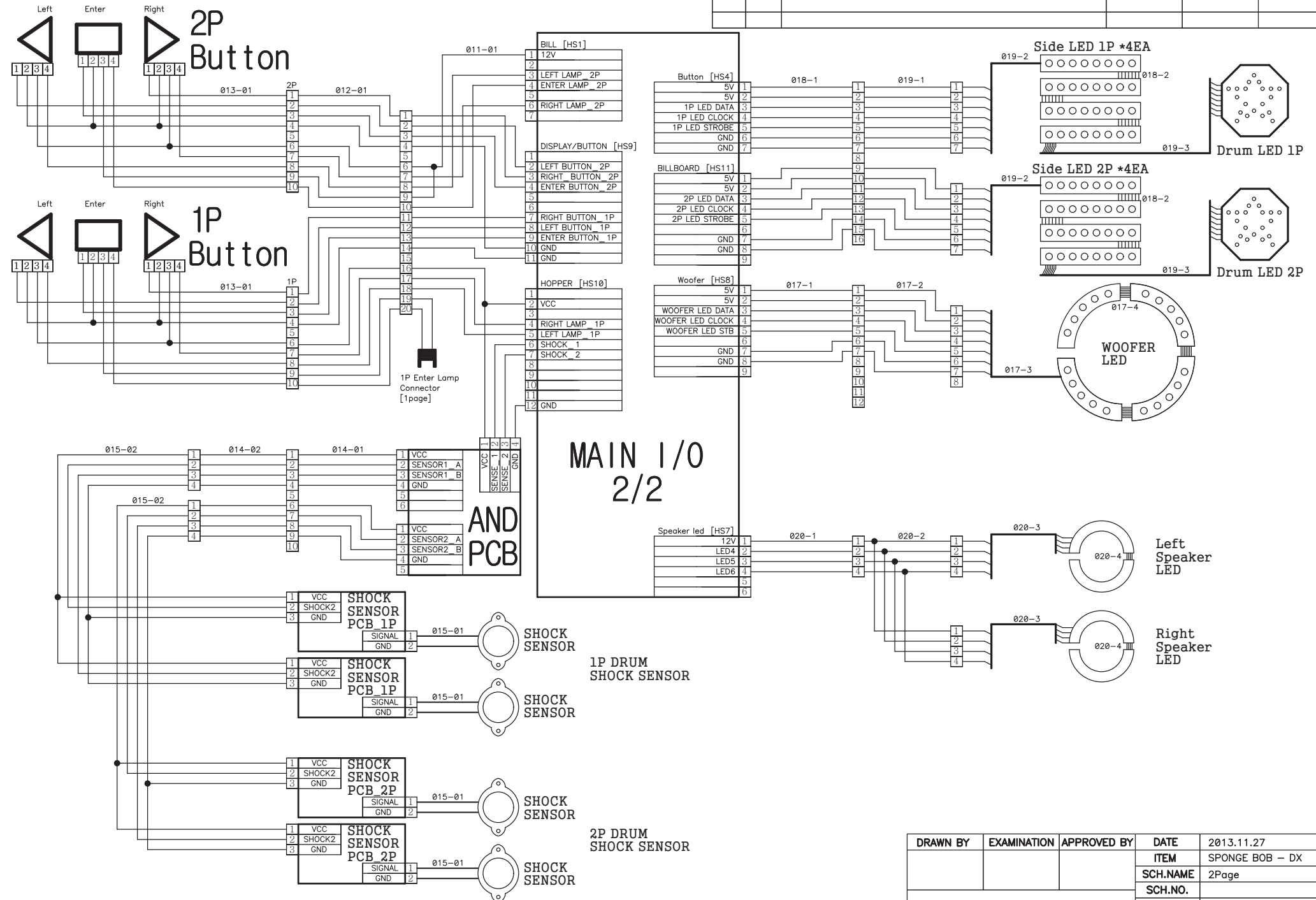
9-13. AC INPUT



| NO. | PART NAME | SPEC. | Q'TY | CODE NO. |
|-----|-----------|---------|------|-------------|
| 1 | AC INPUT | DAC-13H | 1 | MELE0SWI015 |



| MARK | DATE | REVISION | DRAWN BY | CHECKED BY | APPROVED BY |
|------|------|----------|----------|------------|-------------|
| | | | | | |
| | | | | | |
| | | | | | |



| DRAWN BY | EXAMINATION | APPROVED BY | DATE | 2013.11.27 |
|----------|-------------|-------------|----------|-----------------|
| | | | ITEM | SPONGE BOB – DX |
| | | | SCH.NO. | 2Page |
| | | | SCH.NO. | |
| | | | CODE.NO. | |



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