

SERVICE MANUAL



Ver 1.0



ISSUE DATE: May.13, 2016



- ▶ 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:



Disregarding could result in serious injury.



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 result 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 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.

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 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

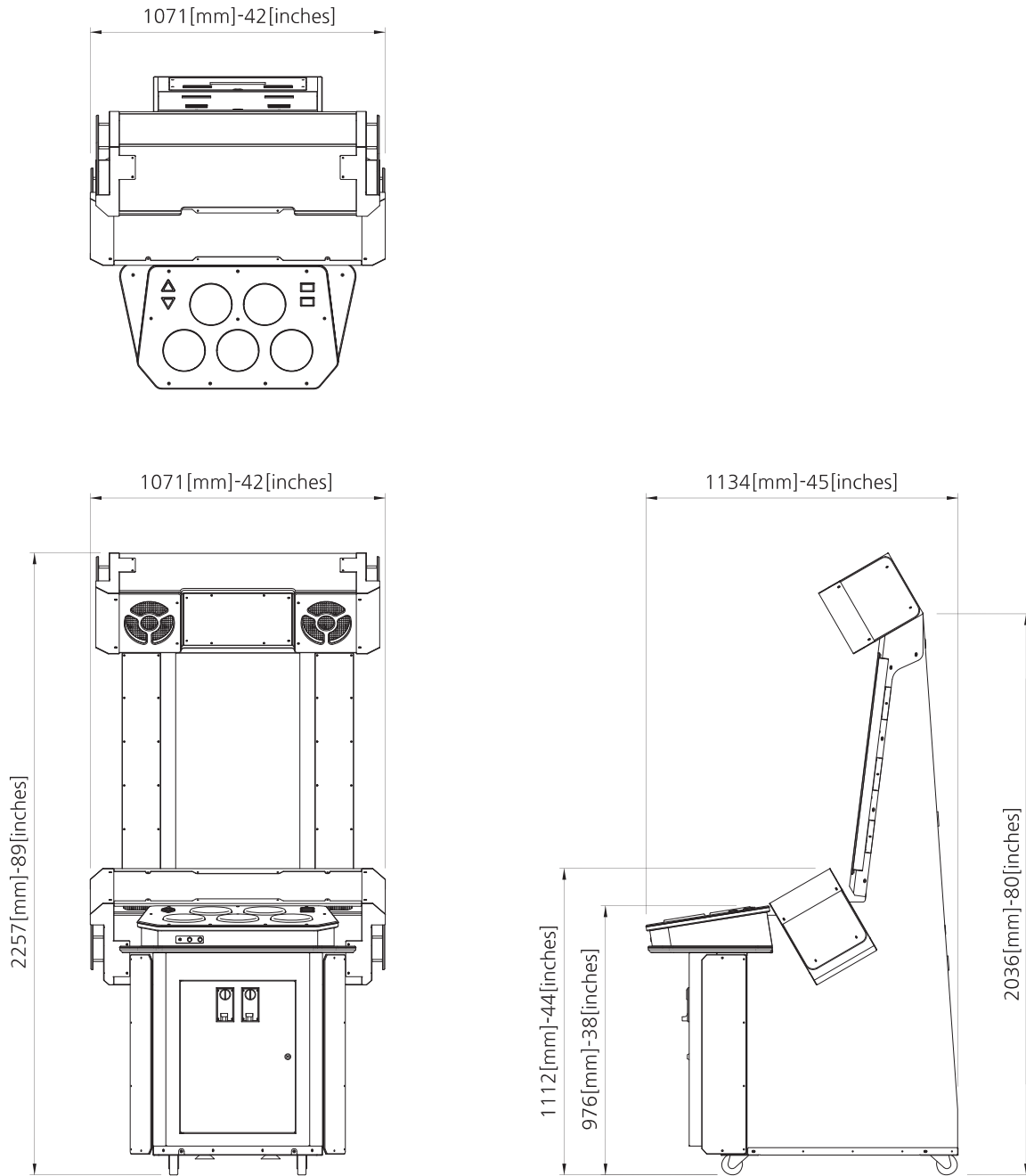
- When setting up, inspecting, maintaining, moving or transporting this product, follow the procedures and instructions set forth in this manual and perform such work safely.
- Do not set up, handle, inspect, maintain, move or transport this product under conditions equivalent to the condition of "WARNING"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

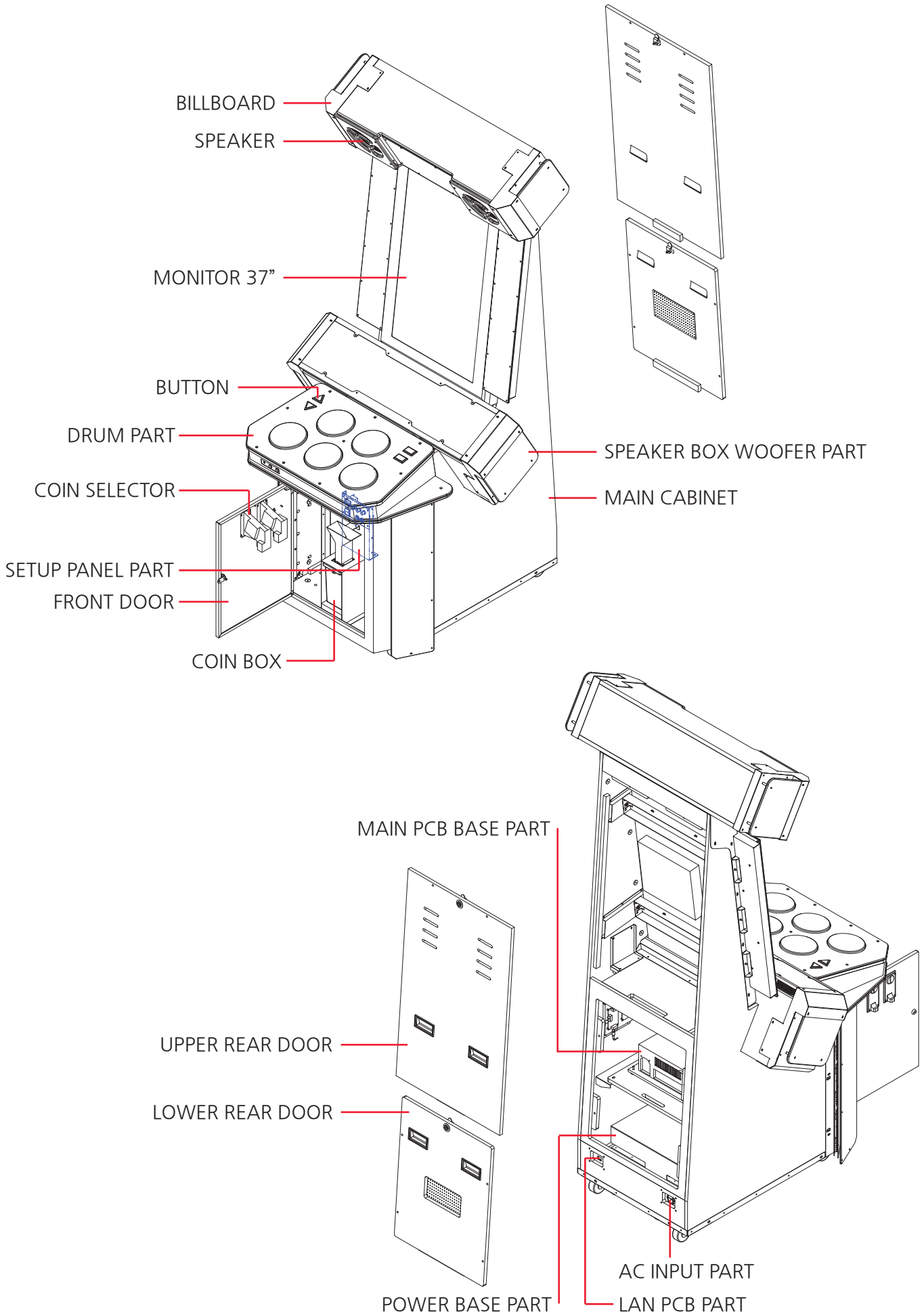
1-1. DIMENSION



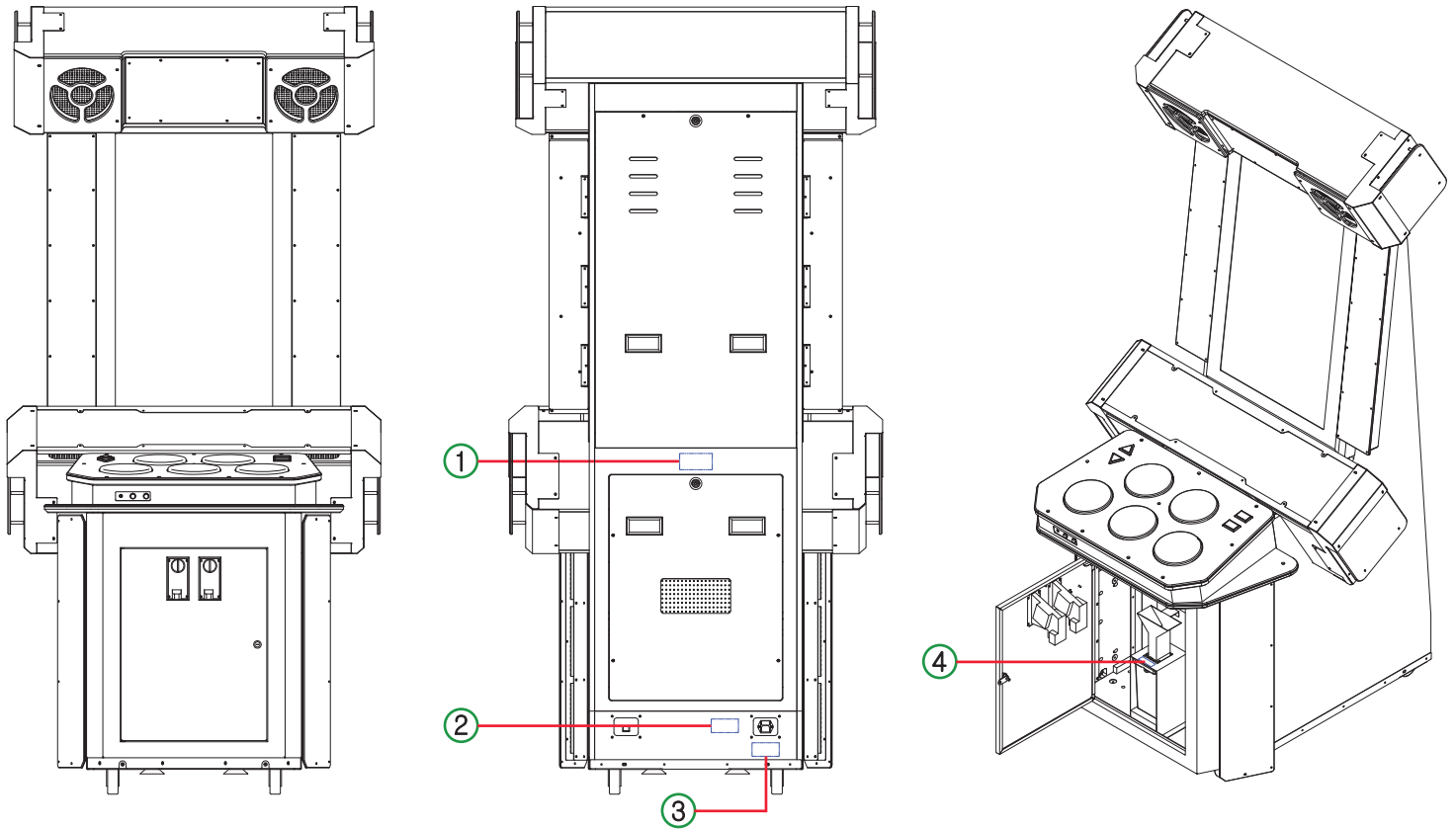
1-2. SPECIFICATION

DIMENSION (W x D x H)	1071 x 1134 x 2257 (mm)
PACKING DIMENSION (W x D x H)	1150 x 1190 x 2250 (mm)
WEIGHT (kg)	200 kg [WEIGHT INCLUDING : 250 kg] PACKAGING]
VOLTAGE	AC 220V
FREQUENCY RANGE	50/60Hz
CONSUMPTION	500 W
CERTIFICATION	-

1-3. NAME OF PARTS



1-4. STICKER LOCATION



1



2



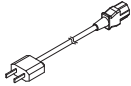




3



4



1-5. COMPONENTS

NO.	PART NAME	SPEC.	QTY
1	AC POWER CORD	- 	1
2	KEY	6001, 7001 	EACH 2
3	HAND BOLT	M6x35L 	4
4	WRENCH	2.5, 3, 4mm 	EACH 1
5	MANUAL	- 	1

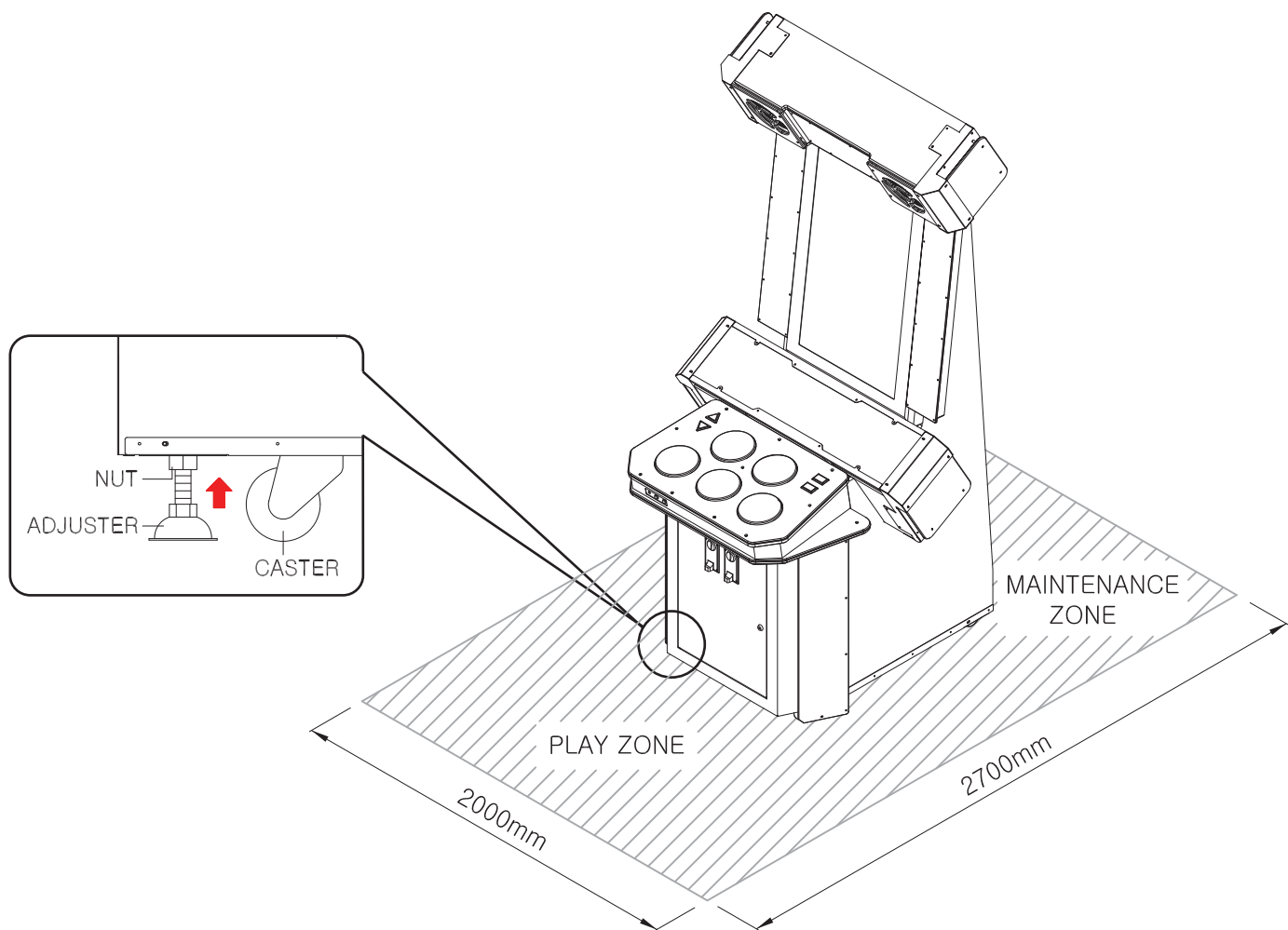
2. INSTALLATION

2-1. INSTALLATION SPACE

- Need to have installation place.
Maintenance Zone & Play zone should have at least 2000mm x 2700mm each.

IMPORTANT

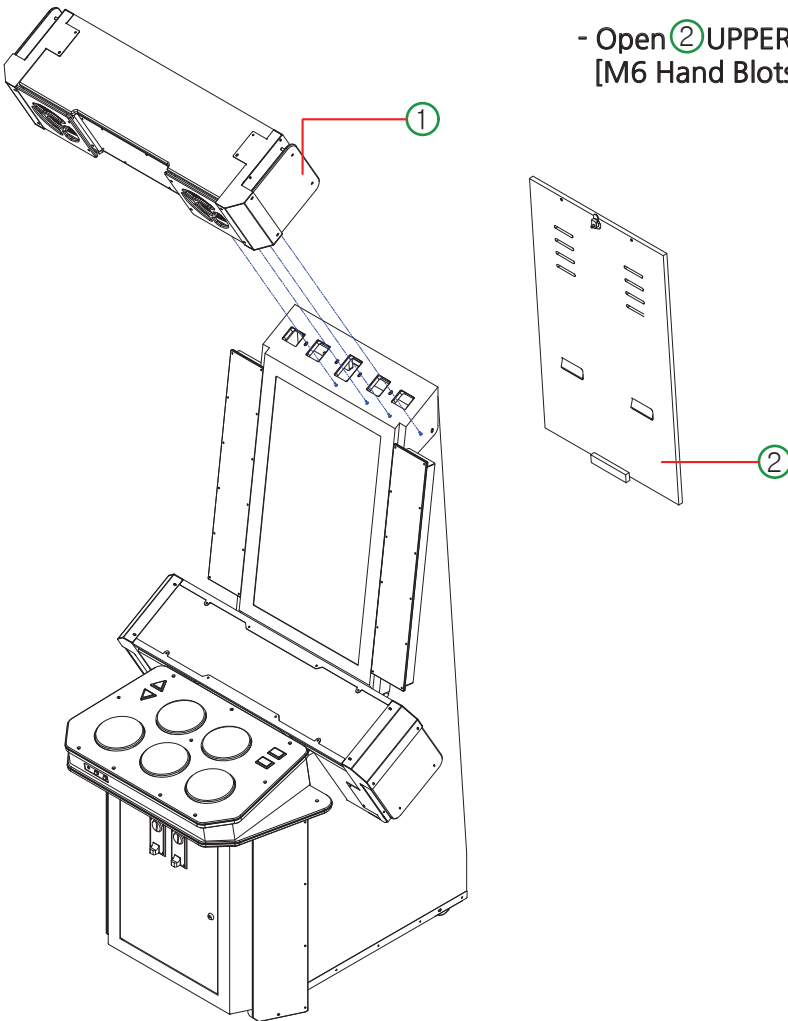
- Once you set up the machine with required game-play area, when installing this product, set the 4 leg levelers evenly on the floor and make sure that the product is installed stably in a horizontal position. Otherwise the set winning percentage can be twisted.



2-2. HOW TO INSTALL

1

- Hook ① BILLBOARD FIX SUPPORT BKT 2EA of BILLBOARD ASS'Y to CABINET UPPER groove and fix it temporarily.
- Open ② UPPER REAR DOOR and fix BILLBOARD. [M6 Hand Blots, 4EA]

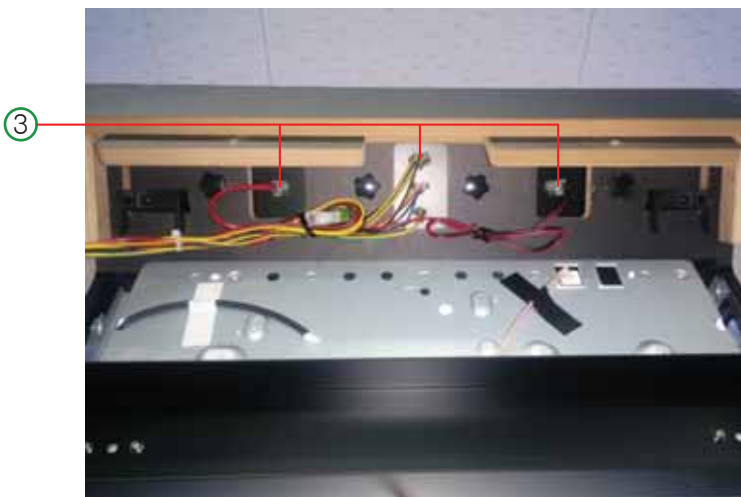


3



- You complete it like picture.

2



- After that, connect ③ 5EA connectors as attached picture.

3. PRODUCT FEATURES

Neon FM™ is an electrified rhythm & action game for arcades and mobile devices. Players pound the five colored panels with their hands to the beat of the music and are scored on their timing.

3-1. Licensed, contemporary music selection for western audiences

The game features over 80 tracks of licensed music that are currently enjoyed at venues across the United States, Europe, and beyond. The music is also licensed for public performance, guaranteeing operators are in compliance with artist unions and will not have to pay additional fees for use of the songs.

3-2. Easy to learn, difficult to master

The intuitive user interface eschews pages of menus for a streamlined interface that requires no reading or explanation. Each song has many levels of difficulty, allowing players of any skill to play songs that suit their taste. The Beginner Mode reduces gameplay to 3 buttons, and the Pro Mode challenges players to complete a song with fewer than 10 misses under the strictest of conditions.

3-3. Gameplay adapts to players

Performing poorly and depleting the health bar doesn't end the game—we simply reduce the difficulty and give the player a short breather before continuing. This feature is especially helpful for new players familiarizing themselves with the game.

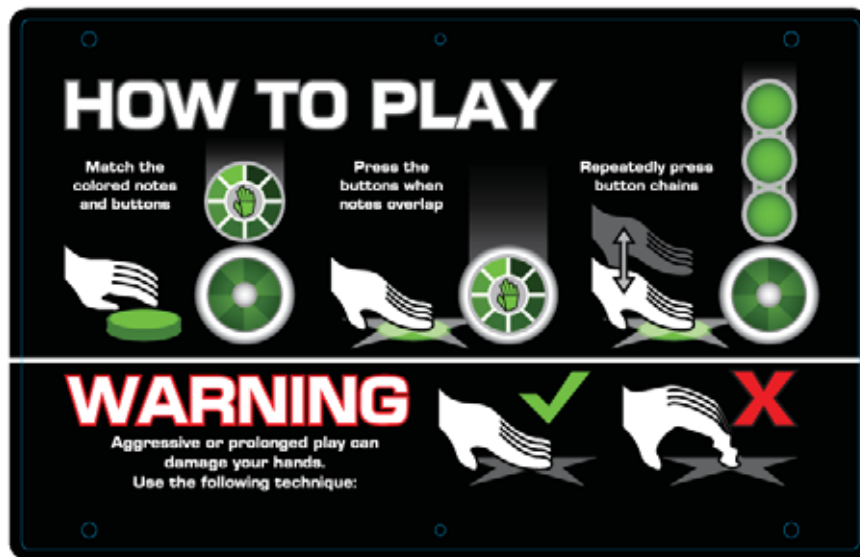
3-4. Slim design, modular units

The machine's small stature enables operators to optimize the efficiency of their floor space, maximize revenue per square foot, and fit more revenue-generating machines into a space than other, larger machines allow. Each machine can be separately positioned to contour to corners, rounded areas, and other non-standard angles, while still retaining multiplayer features.

3-5. Robust online feature set

- Players load settings, gain levels and ranks, and save their scores and compete in online leaderboards simply by scanning a QR code with their smartphone.
- Multiplayer games are automatically created and joined through song selection.
- Operators can review their machine's income online and gather insight on the behavior of their patrons.
- New songs delivered online twice a month, at no cost to the operator, to ensure gameplay remains lively.
- Game requires no online connection, but does forfeit these features if not connected.

4. HOW TO PLAY



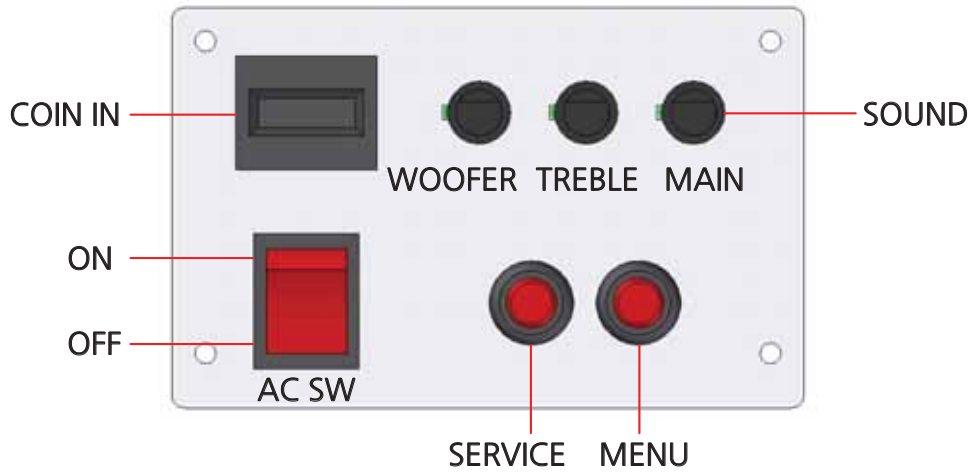
- 4-1. Insert coins or swipe the card through the card reader to start a game.
- 4-2. Select a song you want to play.
- 4-3. Select a difficulty for gameplay.
- 4-4. Match the colored notes and buttons.
- 4-5. Press the buttons when notes overlap.
- 4-6. Repeatedly press button chains.

5. SETUP SETTINGS

5-1. MACHINE SETUP

1. HOW TO ENTER SETUP MENU

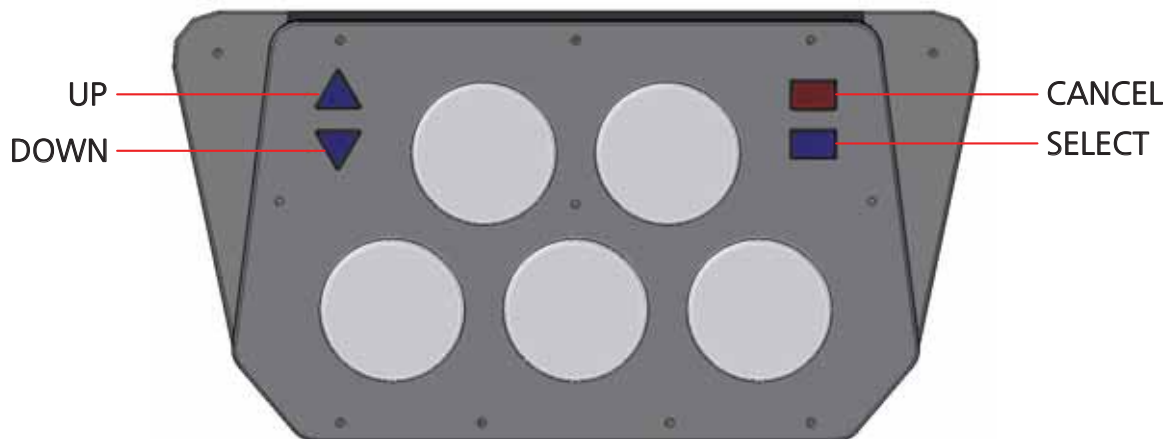
1 There is "Control panel" front cabinet. User may set any setting using following.



[CONTROL PANEL]

1) MENU Button : Set up Menu mode, Select and Enter

2) SERVICE Button : Credit Button



[BUTTON PANEL]

5-2. MAIN SERVICE MENU



Current status information is displayed in the upper-right corner. You may use this information to ensure the remote settings are configured properly (such as venue name), and to check the status of your connection to the internet and the game server.

BOOKKEEPING

Check the current income of the game.

VIDEO TEST

Verify hardware connections to the game buttons.

INPUT TEST

Verify hardware connections to the game buttons.

COIN OPTIONS

Adjust settings related to machine income.

TICKET OPTIONS

Adjust settings related to redemption features (disabled on this model).

GAME OPTIONS

Enable or disable gameplay features.

NETWORK OPTIONS

Configure internet connection and connect to Wi-Fi (Wi-Fi disabled on Andamiro models).

RESET FACTORY SETTINGS

Return the machine's settings to factory defaults.

Language: Choose the language used by the game. Available languages: English, Korean, Chinese (Mandarin, Simplified), Japanese, Spanish, French, German, Italian, Russian.

Free play: Decide whether the game charges players to play.


Play menu theme: Decide whether the song selection menu will play a generic track when no tracks are sampled.

Attract volume: Set the volume of the machine when the game is inactive for 60 seconds or longer. Percent volume is relative to main volume.

Main volume: Set the volume of the machine when the game is active. (Values range from 0 to 100)

Reset credits: Shows the current number of credits in the machine. Selecting this option will reset them to 0.

5-3. BOOKKEEPING



BOOKKEEPING	
TOTAL DATA	
Games played	220135
Coins entered	359729
Service credits	40271
Earnings	\$ 89932.25
December 2016	
Games played	6110
Coins entered	10049
Service credits	1086
Earnings	\$ 2512.25
November 2016	
Games played	6116
Coins entered	10004
Service credits	1114
Earnings	\$ 2501.00
October 2016	
Games played	6193
Coins entered	10040
Service credits	1173
Earnings	\$ 2510.00
September 2016	

▲ and ▼ navigate. ■ or ■ exit menu.

The **Bookkeeping menu** allows operators to see how many games have been played, how many coins have been entered, how many service (“free”) coins were granted by the operator’s associates, and how much the machine has earned. This data is presented with a summary and a monthly breakdown.

The “**earnings**” value is dependent on the “**Value per coin**” option set in **Coin Options** (Section 6-5), and this value is recorded each time coins were entered. This enables operators to change the value of payments without changing their earnings data for prior recorded periods (for example: upgrading from a coin mechanism that required 4 coins valued at \$0.25 each to a swipe card system that requires 1 swipe valued at \$1.00 each).

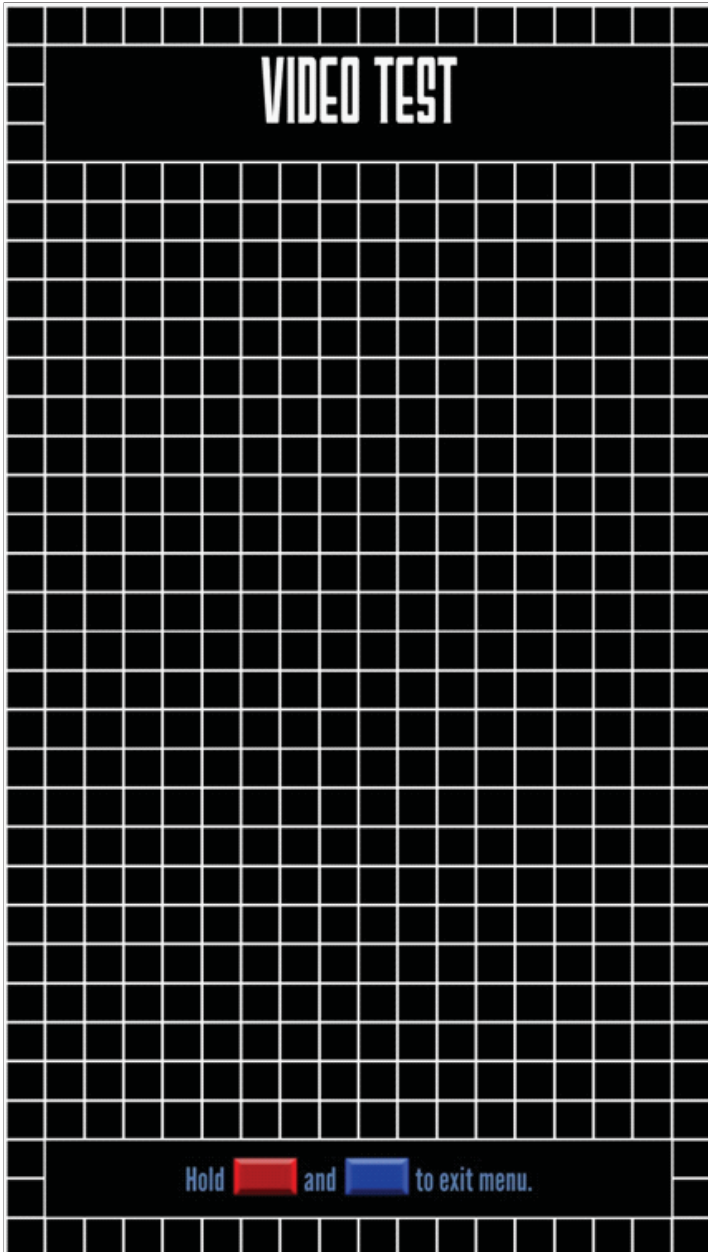
To scroll through the list of data, press and hold the blue ▲ or ▼ buttons. A blue scroll bar on the side of the screen shows your current position in the list.

To exit the Bookkeeping menu, press either the RED or BLUE rectangular buttons.

Operators who wish to see their bookkeeping records online may scan the QR code in the lower-right of the game display with a smartphone to access a login page and their profile, or may log in with a computer at NeonFM.com. Once in their profile, operators who are associated with the venue operating the machine(s) can view online bookkeeping data.

Should you log in and not see your venue below your account settings, please contact Unit-e support at unitetechno@gmail.com with identifying information to have your account associated with your venue.

5-4. VIDEO TEST

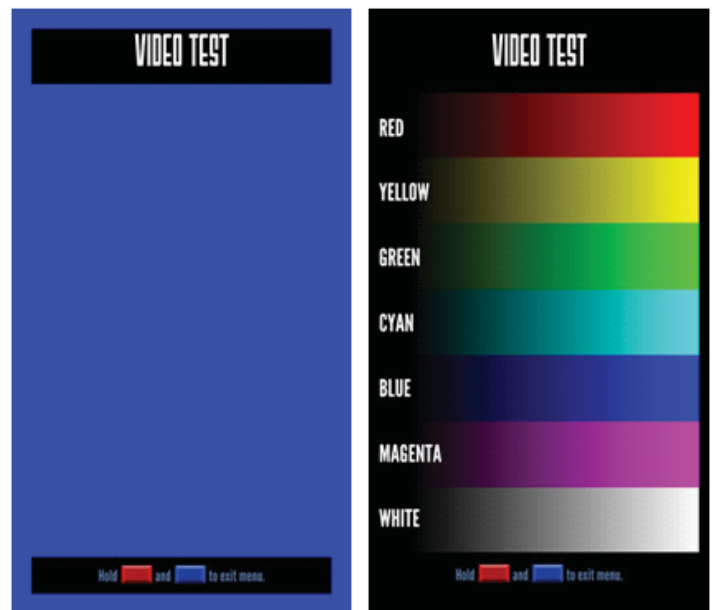


The Video Test menu allows operators and industry specialists to ensure that the monitor is displaying images correctly.

Pressing each button/switch will cause the corresponding item to illuminate when pressed, and disilluminate when released.

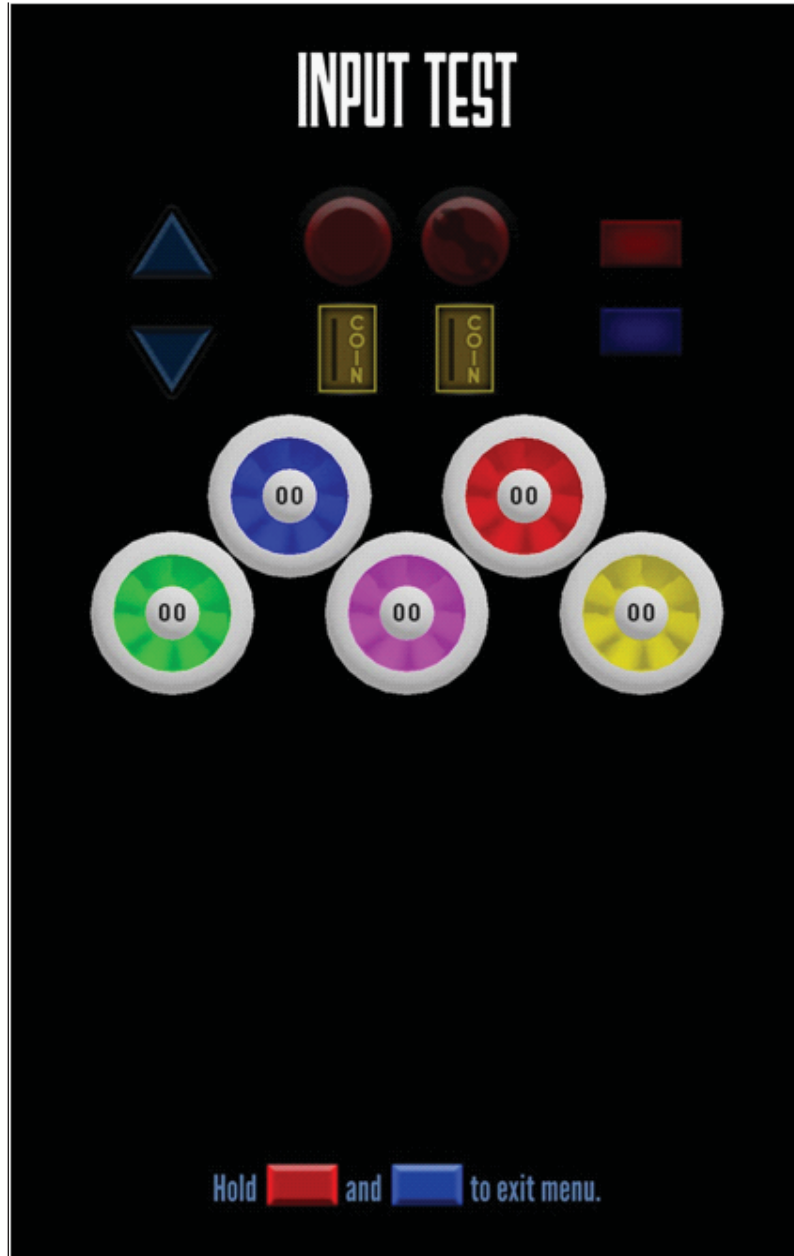
To proceed through the various test screens, press the BLUE button.

To exit the input test menu, hold both the RED and BLUE rectangular buttons on the panel simultaneously.



Two of the other test screens in the Video Test menu

5-5. INPUT TEST



The **Input Test menu** allows operators and industry specialists to ensure that the game machine buttons are operating well.

Pressing each button/switch will cause the corresponding item to illuminate when pressed, and disilluminate when released.

DRUM BUTTONS

The drum buttons have additional functionality in this menu. When pressed, each drum button will illuminate and display a number and one or more white dots.

- The number in the center of the drum button represents the number of milliseconds between the button press in hardware and the electrical response from the machine (which is then accounted for in gameplay). Should this value remain at 00 or be in excess of 100 (need to fix the button board).

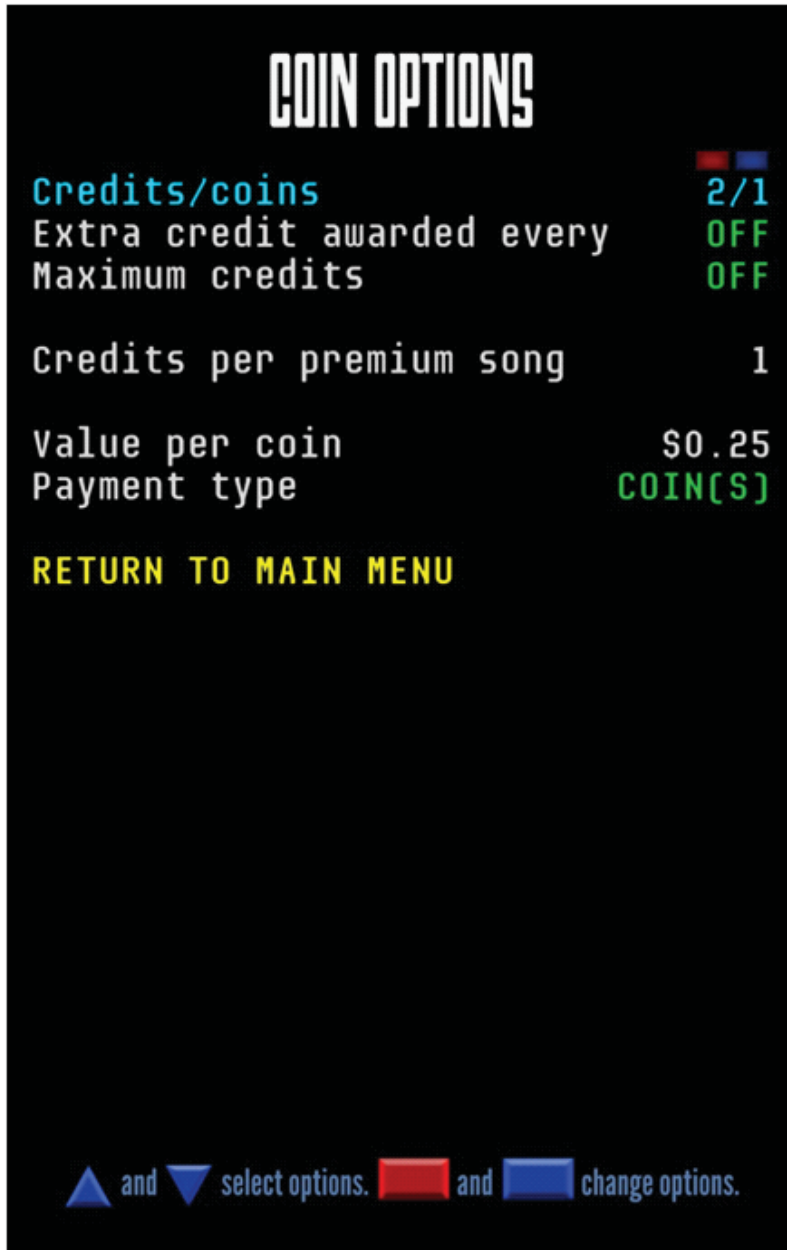
- The white pie slices represent the response from the switches (3 per drum button). When the drum button is firmly pressed, all 3 slices should appear. Should a slice not appear, maintenance should be performed on the switches that fail to appear.

To exit the input test menu, hold both the RED and BLUE rectangular buttons on the panel simultaneously.



- Detail view of a button with 1 sensor active - Detail view of a button with all 3 sensors active

5-6. COIN OPTIONS



The Coin **Options** menu allows operators to set the price per game, change the terminology used when describing payment, and configure the data that will be used by bookkeeping to determine game machine income.

Should you wish to charge no fee to play the game, enable the “FREE PLAY” option on the Main Service Menu (5-1) instead.

Credits/coin: Determines how many credits each player should receive per coin(s) entered. Each regular game played consumes 1 credit (default: 1/2, 2 coins for 1 credit).

Extra credit awarded every: Designates a number of credits that, when entered consecutively, awards an additional credit (default: OFF). This allows the operator to incentivize players to spend additional coins to receive each credit at a lower bundle price.

Maximum credits: Determines the maximum number of credits the machine will accept. On models with participating hardware, the coin mechanisms will also disable when this limit is reached to prevent players from wasting coins (default: OFF).

Credits per premium song: Determines how many credits a “premium” song will charge the player (default: 2). Currently no songs in the game are designated “premium.”

Value per coin: The value of each coin in USD. This is used to determine machine income in bookkeeping (default: \$0.25).

Payment type: Changes the word used to describe payment (default: COIN).
Available options: COIN, QUARTER, DOLLAR, SWIPE, TAP, TOKEN

RETURN TO MAIN MENU

Navigates to the Main Service Menu (5-1).

Additional information

The first 2 options allow arcade operators to customize their pricing to a variety of scenarios.

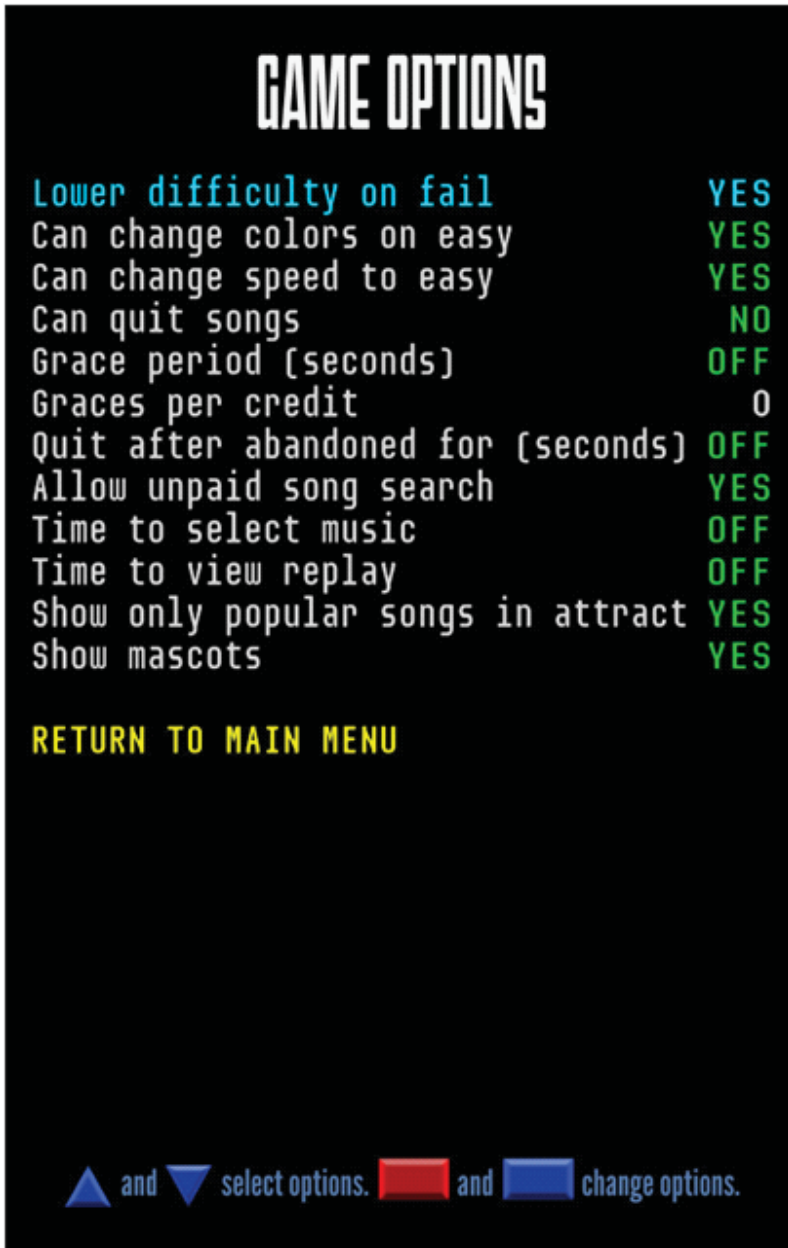
Example: 1 song for 2 coins. (Default)
Credits/coin: 1/2, Extra credit: 0

Example: 1 song for 2 coins and 3 songs for 4 coins.
Credits/coin: 1/2, Extra credit: 2

Example: 3 songs for 4 coins.
Credits/coin: 3/4, Extra credit: 0

Refer to the window at the bottom of the screen for a list of options available under the current pricing scheme.

5-7. GAME OPTIONS



The **Game Options** menu allows the operator to customize gameplay behavior.

We recommend using default values whenever possible, but customer requests or corporate policy may demand operators modify these settings.

Lower difficulty on fail: Enables the feature that makes the game easier when players quickly lose their life in gameplay (default: YES). This option greatly improves the experience for new players.

Can change colors on easy: Allows players on Beginner and Easy modes to change the drum button colors (default: YES). This option can potentially confuse new players.

Can change speed on easy: Allows players on Beginner and Easy modes to change the speed of the notes (default: YES). This option can potentially confuse new players.

Can quit songs: Allows players to hold the red rectangular button to abort gameplay (default: NO).

Grace period (seconds): The number of seconds after the first note has passed during which a player can quit without losing their credit (default: 15).

Graces per credit: The number of times per credit entered that a player can quit a song within the grace period without losing their credit (default: 1).

Quit after abandoned for: The number of seconds that the game will wait for player input before automatically quitting a song (default: 30).

Allow unpaid song search: Allows players to listen to song samples without entering credits (default: YES).

Time to select music: Number of seconds after entering credits before a player is forced to make a song selection (default: OFF - infinite time).

Time to view replay: Number of seconds upon completing a song that a player can view their results and the replay before they are forced to return to song selection (default: 30).

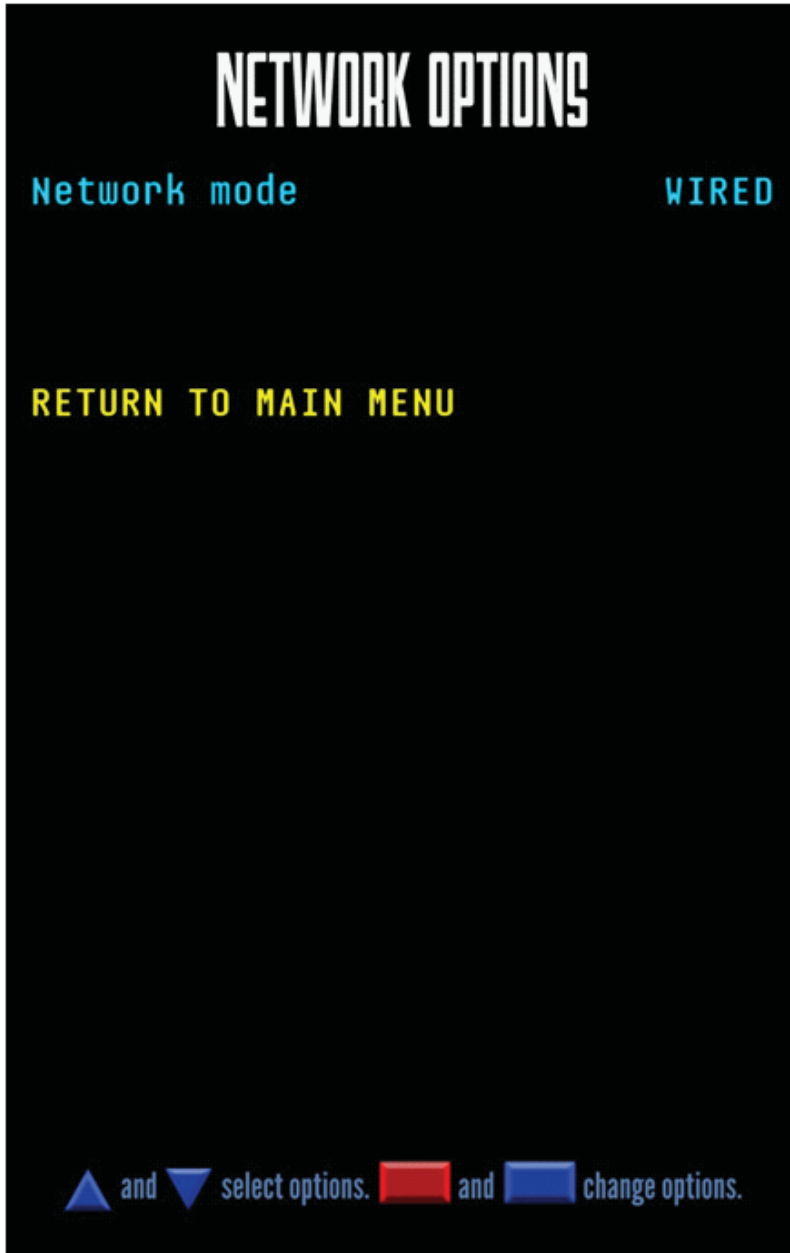
Show only popular songs in attract: Only show the most popular songs in the demo reel that plays when the machine is inactive. If disabled, the demo reel can play any song (default: YES).

Show mascots: Determines whether the mascots will appear on loading screens and in other game art. If disabled, they will be removed and usually replaced with other graphics (default: YES).

RETURN TO MAIN MENU

Navigates to the Main Service Menu.

5-8. NETWORK OPTIONS



Network mode: The method that will be used to connect the game machine to the internet (default: WIRED).

RETURN TO MAIN MENU

Navigates to the Main Service Menu.

The **Network Options** menu gives operators the tools to connect their game machine to the internet.

Many features of the game machine require an internet connection; such as software updates, song updates, online high scores, online bookkeeping, player logins, and both local and online multiplayer.

If the game machine is not online, you will not receive updates, which may cause players to play the game at another venue instead and negatively impact your game income. Our ability to service the unit remotely is also greatly diminished when we cannot access it online. We therefore strongly recommend you connect your game machine to an internet connection.

5-9. TROUBLESHOOTING

1. INITIAL BIOS SETUP

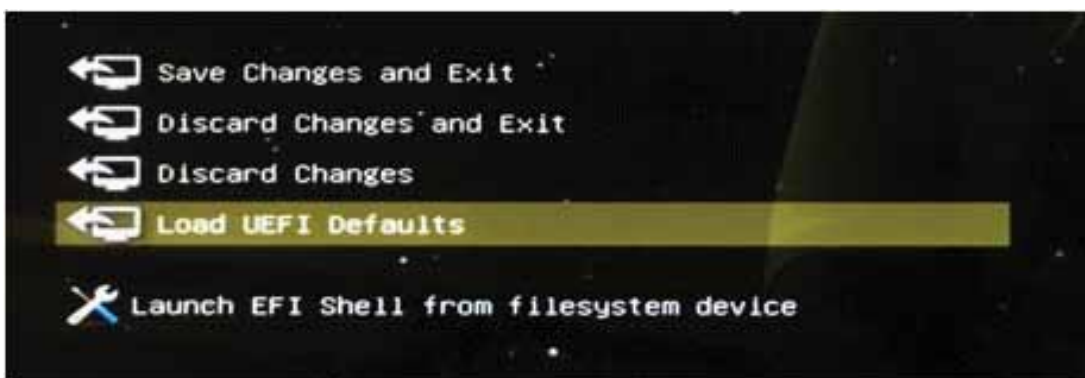
A few system issues can be caused by incorrect BIOS settings. All game machines are shipped from the manufacturer with BIOS settings configured correctly. However, machines that have been dormant for extended periods of time or which need their CMOS battery replaced can revert to settings that are incompatible with this game machine. Use this information to return your BIOS to manufacturer settings that are compatible with your game machine.

To access the BIOS menu, plug a keyboard into an available USB port on the machine's computer and press F2 repeatedly upon boot until the BIOS settings screen appears. Use the keyboard's TAB, enter, arrow keys, and numbers to change settings. A mouse may also be used for ease of access. Should the machine request a password that you do not know, proceed to 2. ISSUE: System Requests Password.

1-1) LOAD SYSTEM DEFAULTS



Tap the right-arrow key to navigate to the “exit” category, and the following selections appear:



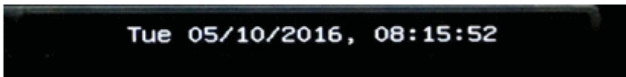
Select “Load UEFI Defaults” and confirm the selection on the window that appears.

Next, apply the following settings to ensure compatibility with the game machine:

1-2) SETTINGS SUMMARY

- Main -> Date/Time: Set to current date and time.
- Advanced -> Chipset settings: Set Restore on AC/Power Loss to “Power On”.
- Advanced -> Trusted Computing: Set to Enabled / Enable / Enabled / None / Enabled / Activated / Owned.

1-3) DATE/TIME



Press the tab key until the Date and Time in the lower-right corner changes color from white to yellow.

Press the enter/return key.



Using the tab key, arrow keys, and number keys, set the machine to the current date and time.

Select "Ok" to confirm the settings.

1-4) AC RECOVERY

Using the left and right arrow keys, navigate to the "Advanced" section, and the following selections appear:



Using the up and down arrow keys, select "Chipset Configuration."

Using the arrow keys and the enter/return key:

Set Restore on AC/Power Loss to “Power On.”

1-5) TPM SECURITY

Using the left and right arrow keys, navigate to the “Advanced” section, and the following selections appear:



Using the up and down arrow keys, select “Trusted Computing.”



Using the arrow keys and the enter/return key, ensure the settings match the picture. The correct settings are:

Configuration	
Auto Detect Security Device	Enabled
Security Device Support	Enable
TPM State	Enabled
Pending operation	None
Current Status Information	
TPM Enabled Status:	Enabled
TPM Active Status:	Activated
TPM Owner Status:	Owned

2. ISSUE: System Requests Password



This issue is caused by the BIOS having a system password set. This can happen if someone with access to the machine sets a system password, but sometimes happens when the machine is unplugged and left dormant for an extended period of time, which can cause the BIOS settings to become corrupted. This issue can be resolved by clearing the BIOS password and restoring settings.

Motherboard diagram

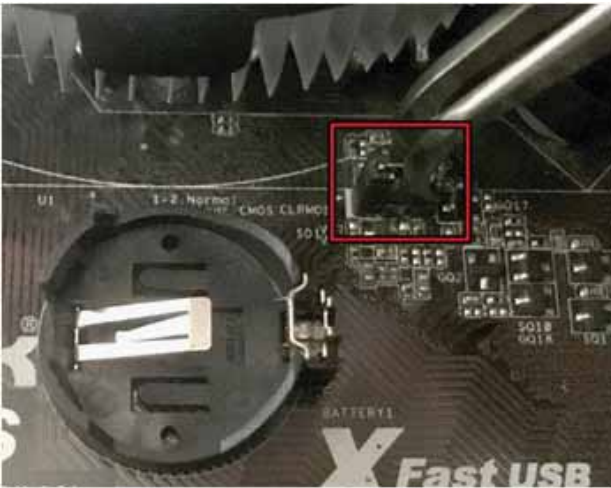


STEPS:

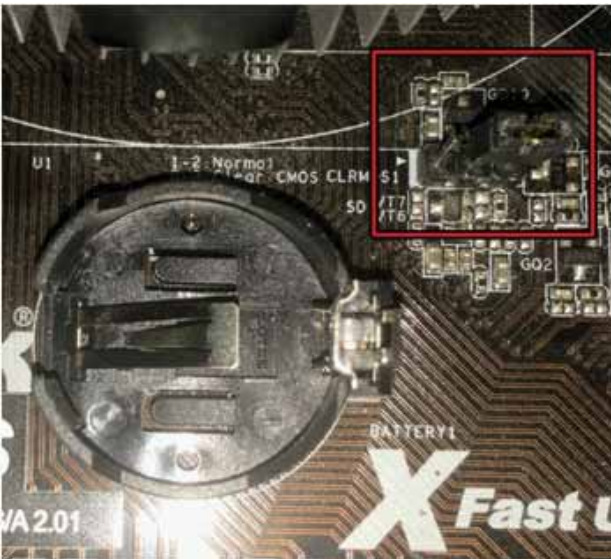
1. Disconnect power from the machine.
2. Remove the battery from the motherboard (box 1 on motherboard diagram) by pulling the metal lock to the right.



3. Remove the “Clear CMOS” jumper from pins 1 & 2 (box 2 on motherboard diagram).



4. Insert the “Clear CMOS” jumper on pins 2 & 3.



5. Wait 60 seconds.

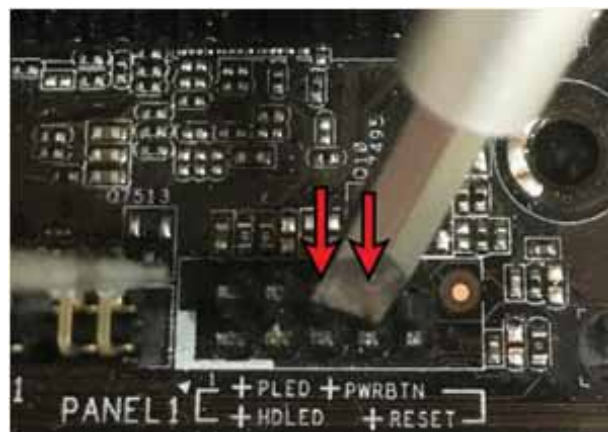
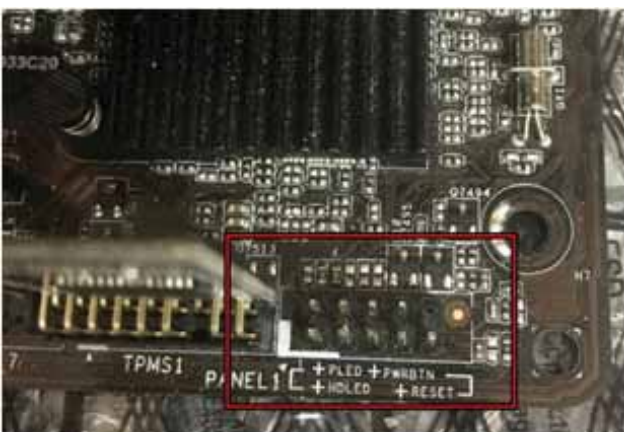
6. Remove the “Clear CMOS” jumper from pins 2 & 3.

7. Insert the “Clear CMOS” jumper on pins 1 & 2.

8. Replace the battery on the motherboard.

9. Reconnect power to the machine.

10. Start the computer by bridging pins 3 & 4 on the motherboard’s PANEL1 section (box 3 on motherboard diagram) with a metallic object.



11. Restore the factory settings by following the directions in Section X-1.

3. ISSUE: No Key Available / Hard Disk Fault

```
Trusted GRUB now booting 'NeonFM'

Progress: ████ Loading, please wait...
Stage 1
No key available with this passphrase.
mount: mounting /dev/mapper/b2 on /root failed: No such file or directory
Hard Disk Fault.
-
```

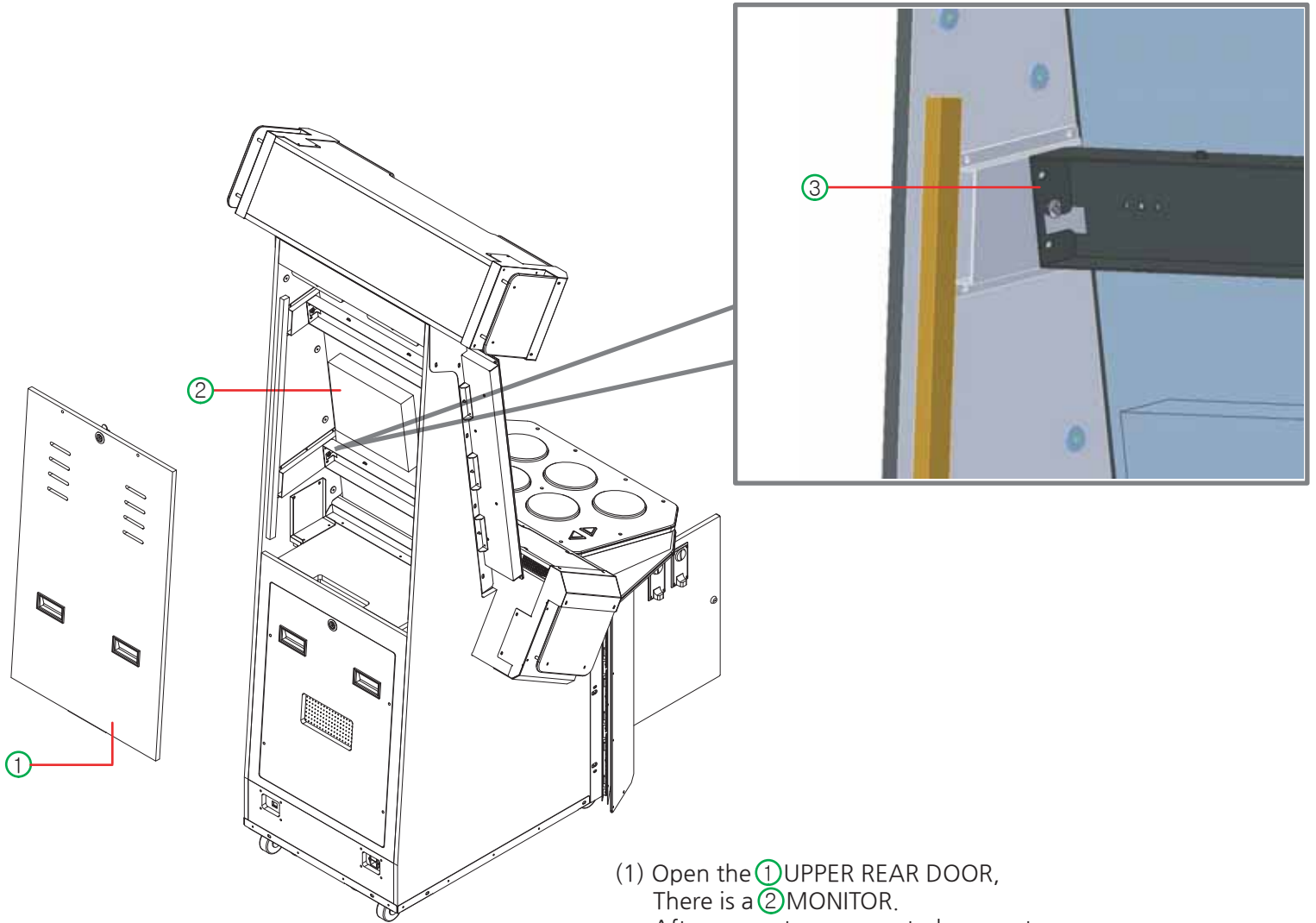
This issue will occur if TPM Security is disabled on the system. This happens if the BIOS settings have reverted to system defaults and/or are not using game manufacturer settings, and is usually caused by the CMOS battery losing its charge due to the machine being unplugged and left dormant for extended periods of time. This issue can be resolved by restoring the BIOS configuration.

STEPS:

1. Start the computer and enter BIOS as per section 1. Initial BIOS setup.
2. Configure initial settings as per sections 1-1) through 1-5)
3. Save and exit BIOS settings.

6. HOW TO REPLACE MAJOR COMPONENTS

6-1. Replacing MAIN PCB



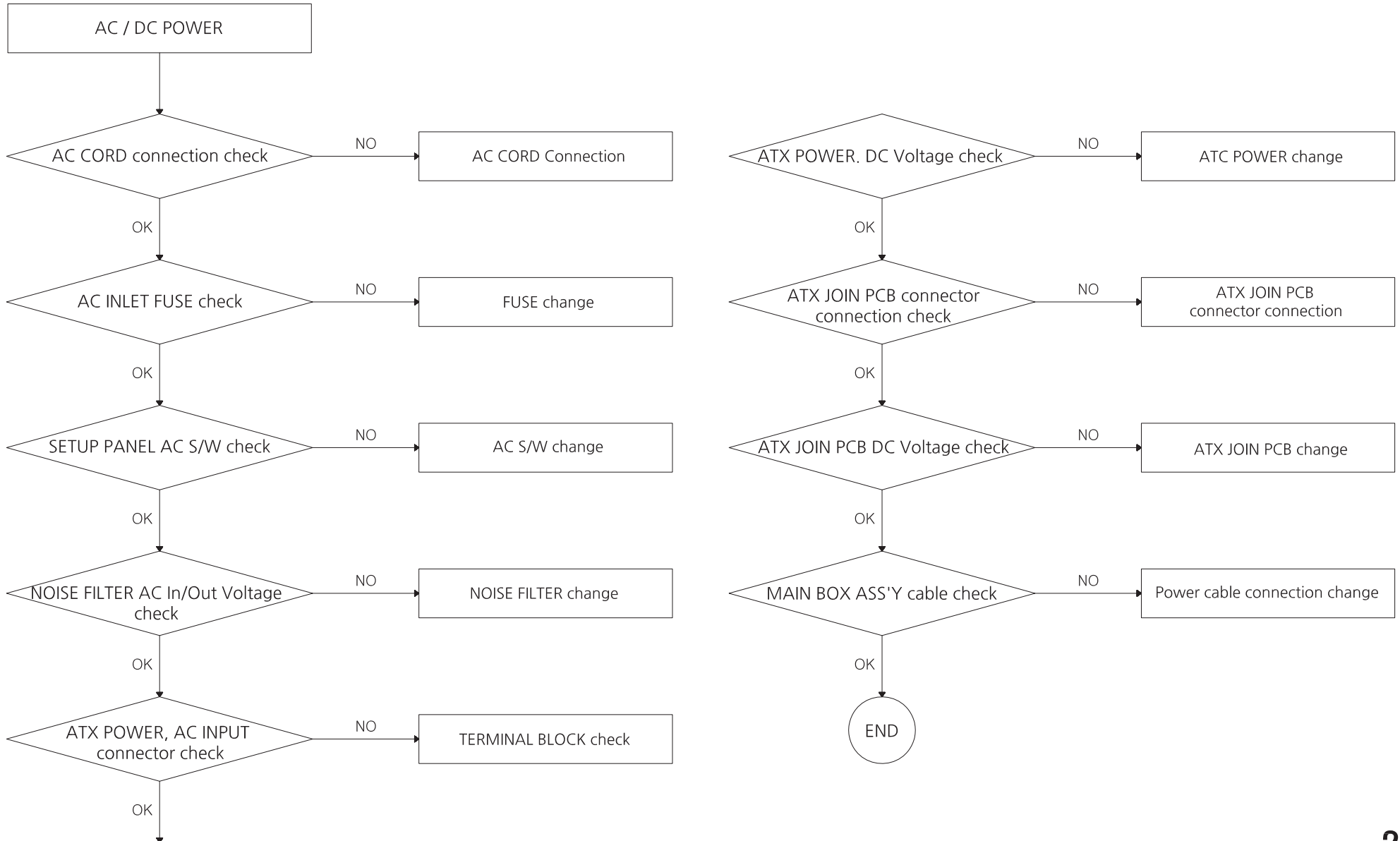
- (1) Open the ① UPPER REAR DOOR,
There is a ② MONITOR.
After separate a connected connector.
- (2) Pull out 8 screws[M4] of the basket ③ of LCD FIX BKT-
up,down.
- (3) Take out LCD monitor by lifting up the basket ③ together with
LCD monitor.
- (4) Reassemble them in reverse order after replacement.

NO.	PART NAME	SPEC.	CODE NO.
②	LED MONITOR	37"	MZZZ0MON029

7. TROUBLESHOOTING

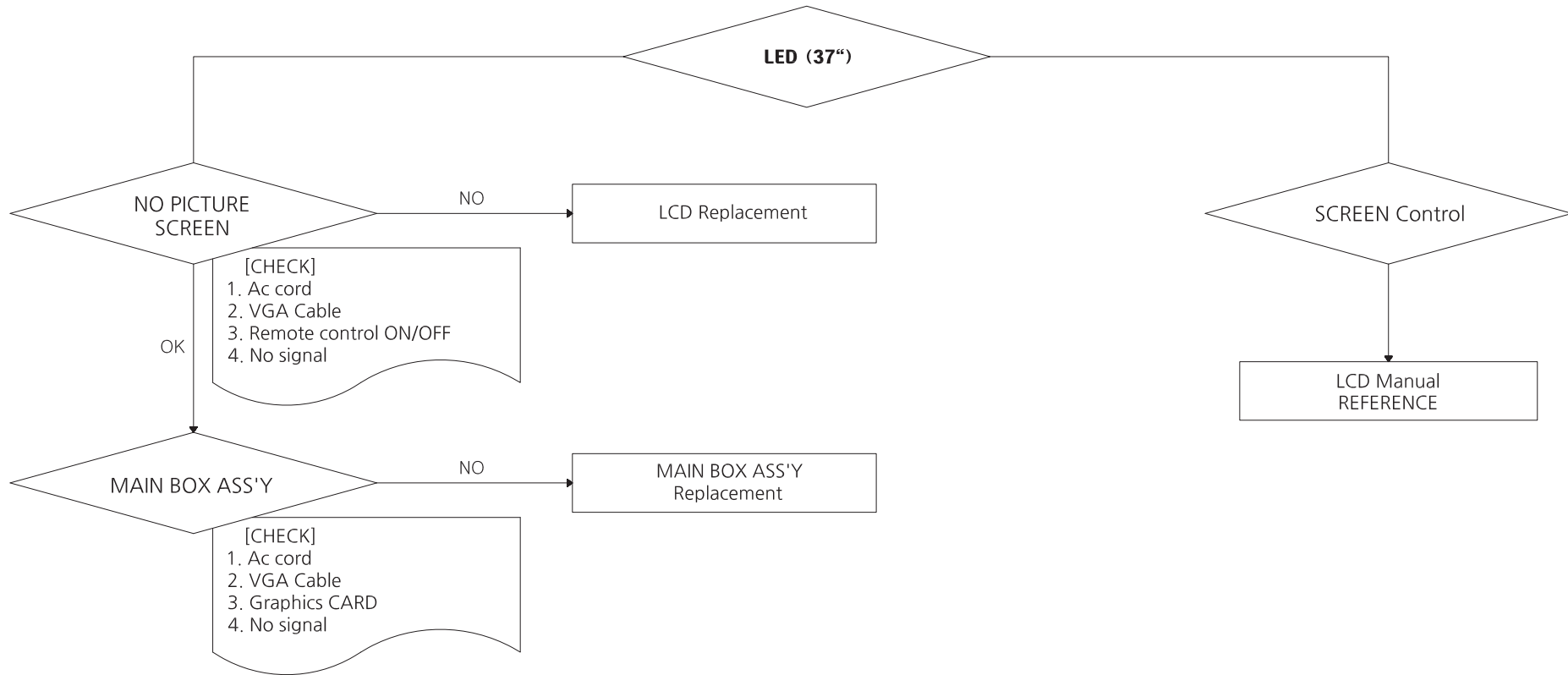
7-1. IN CASE OF POWER FAILURE

*Common: Check the input voltage, check wiring



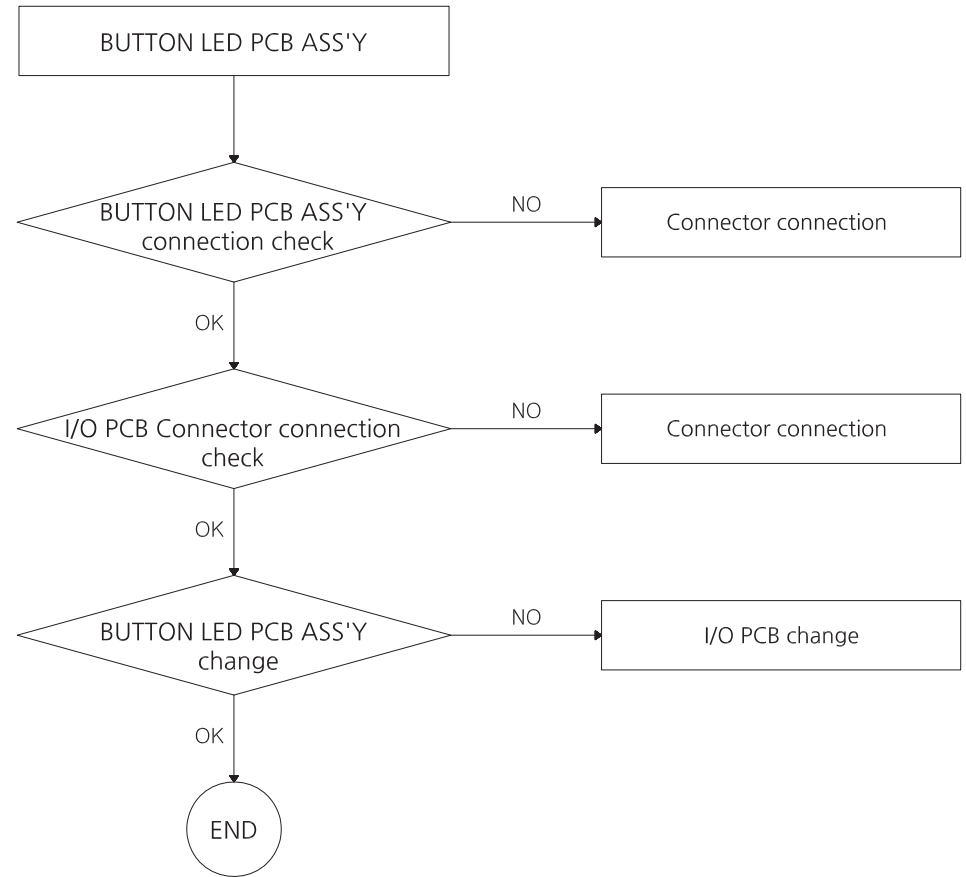
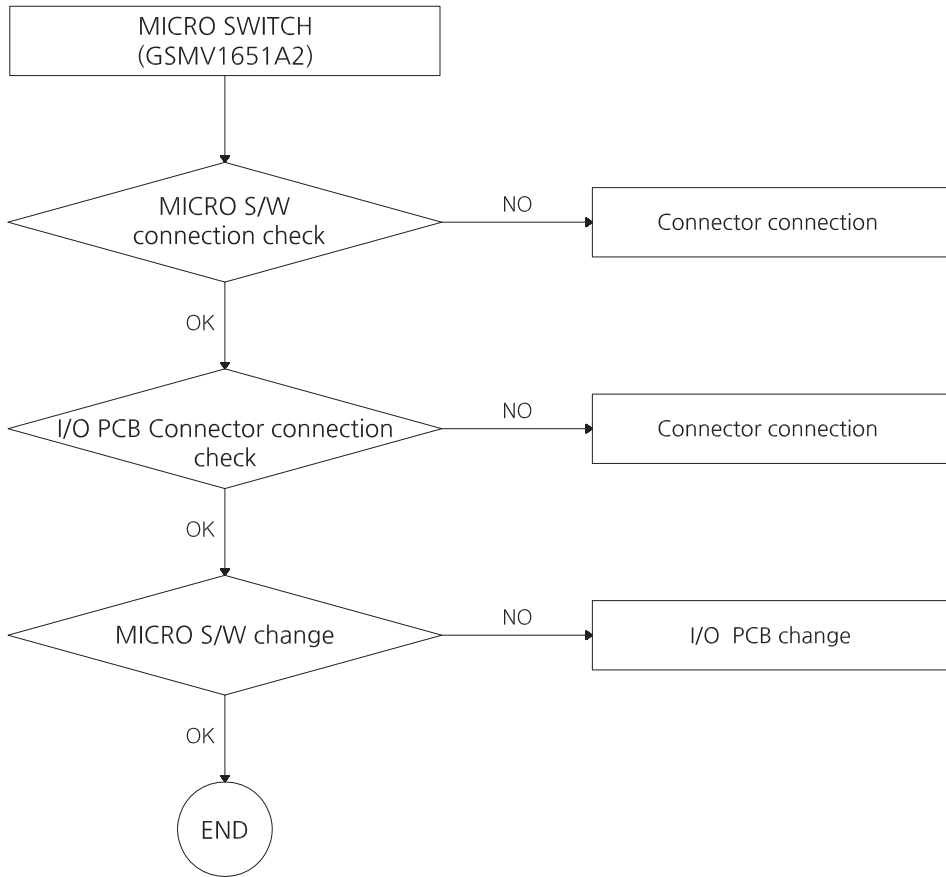
7-2. IN CASE OF MONITOR FAILURE

*Common: Check the input voltage, check wiring



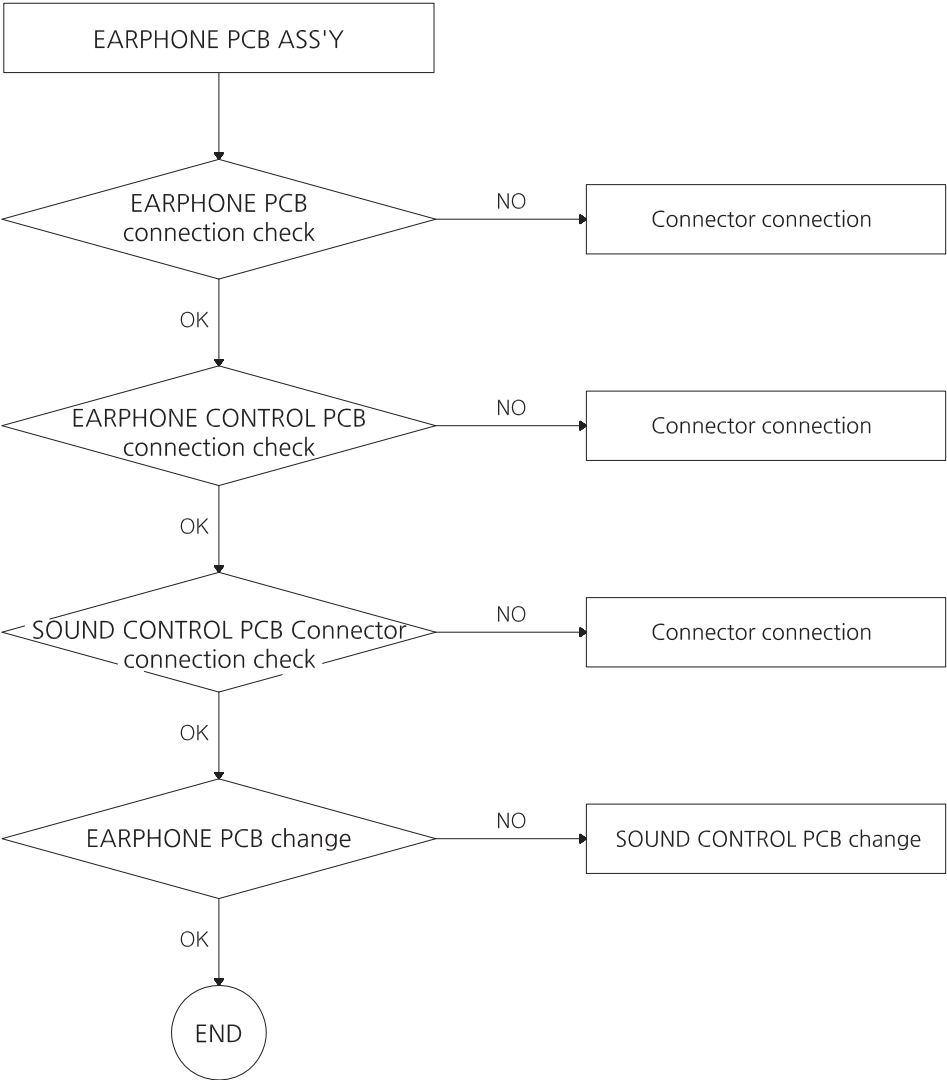
7-3. DRUM ERROR

*Common: Check the input voltage, check wiring



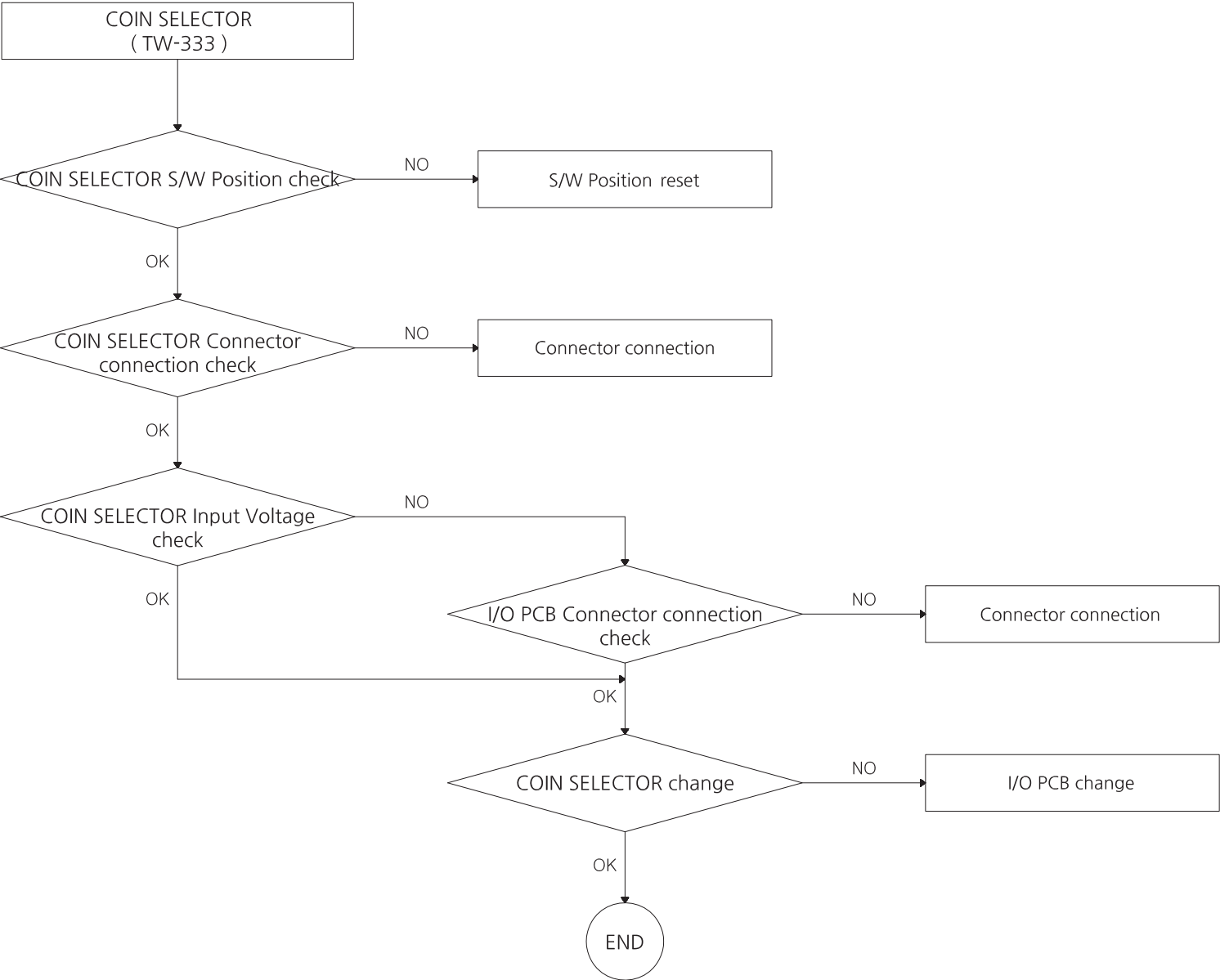
7-4. EARPHONE PCB ASS'Y ERROR

*Common: Check the input voltage, check wiring



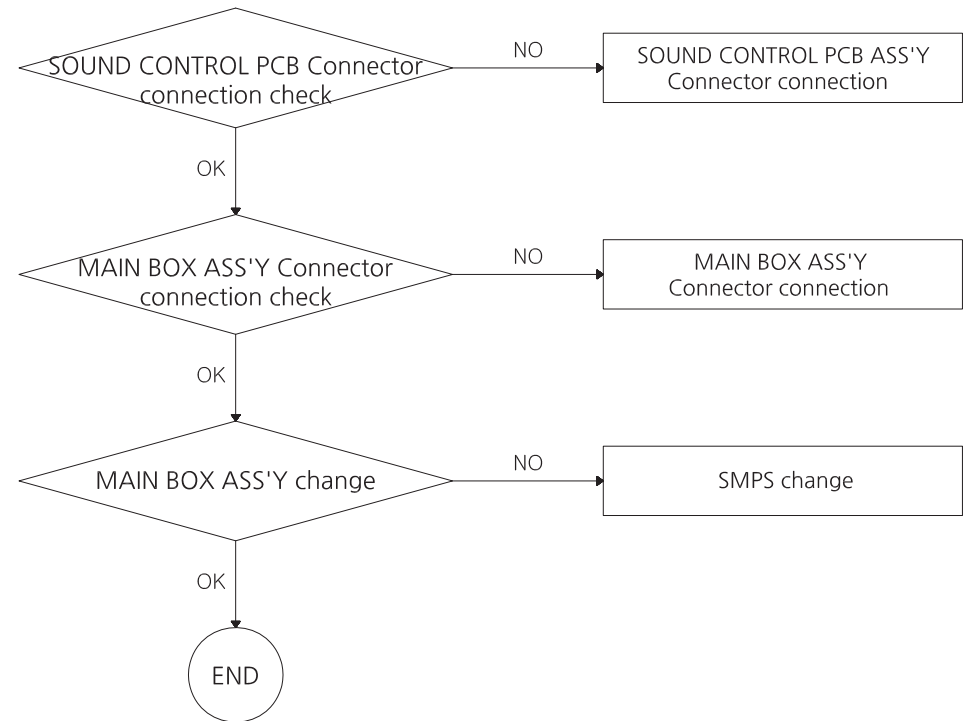
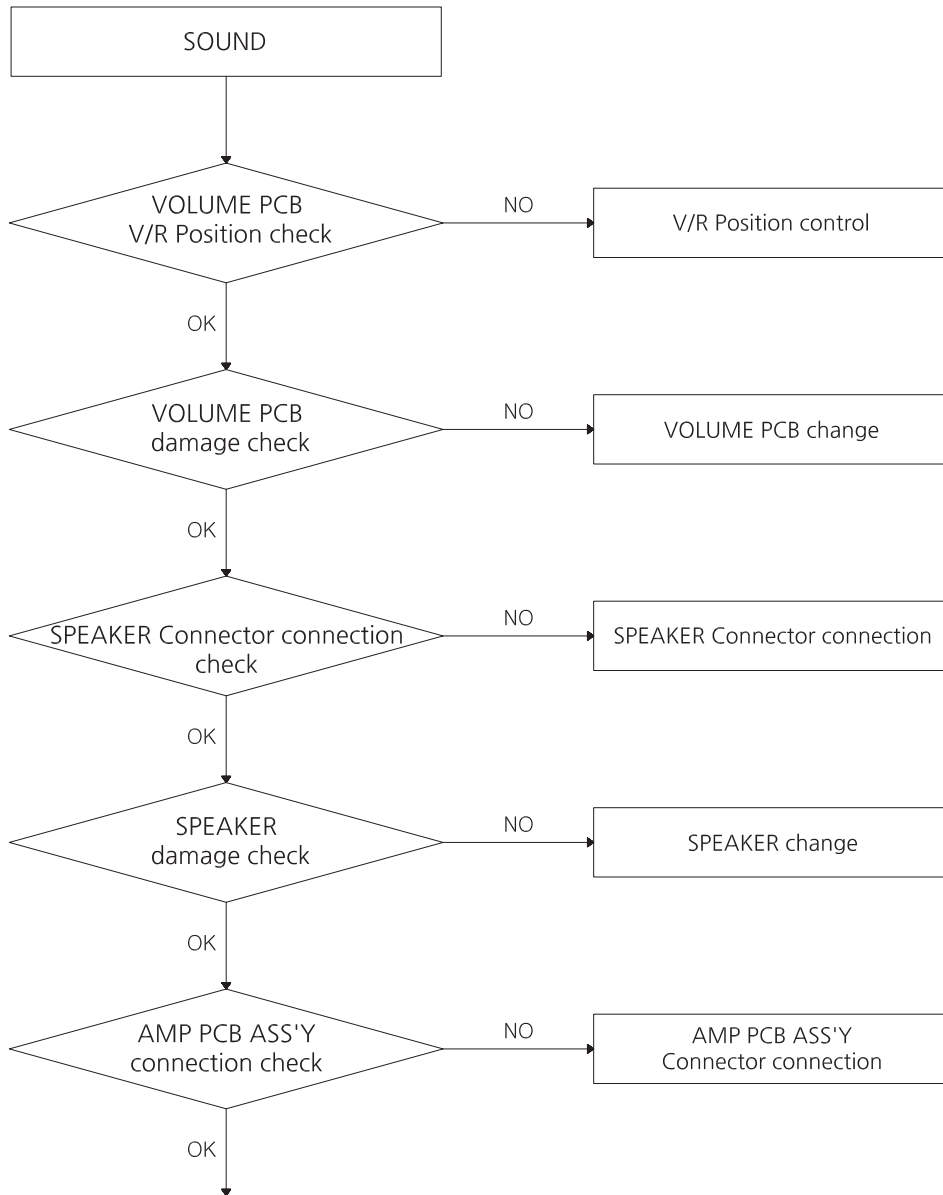
7-5. COIN SELECTOR ERROR

*Common: Check the input voltage, check wiring



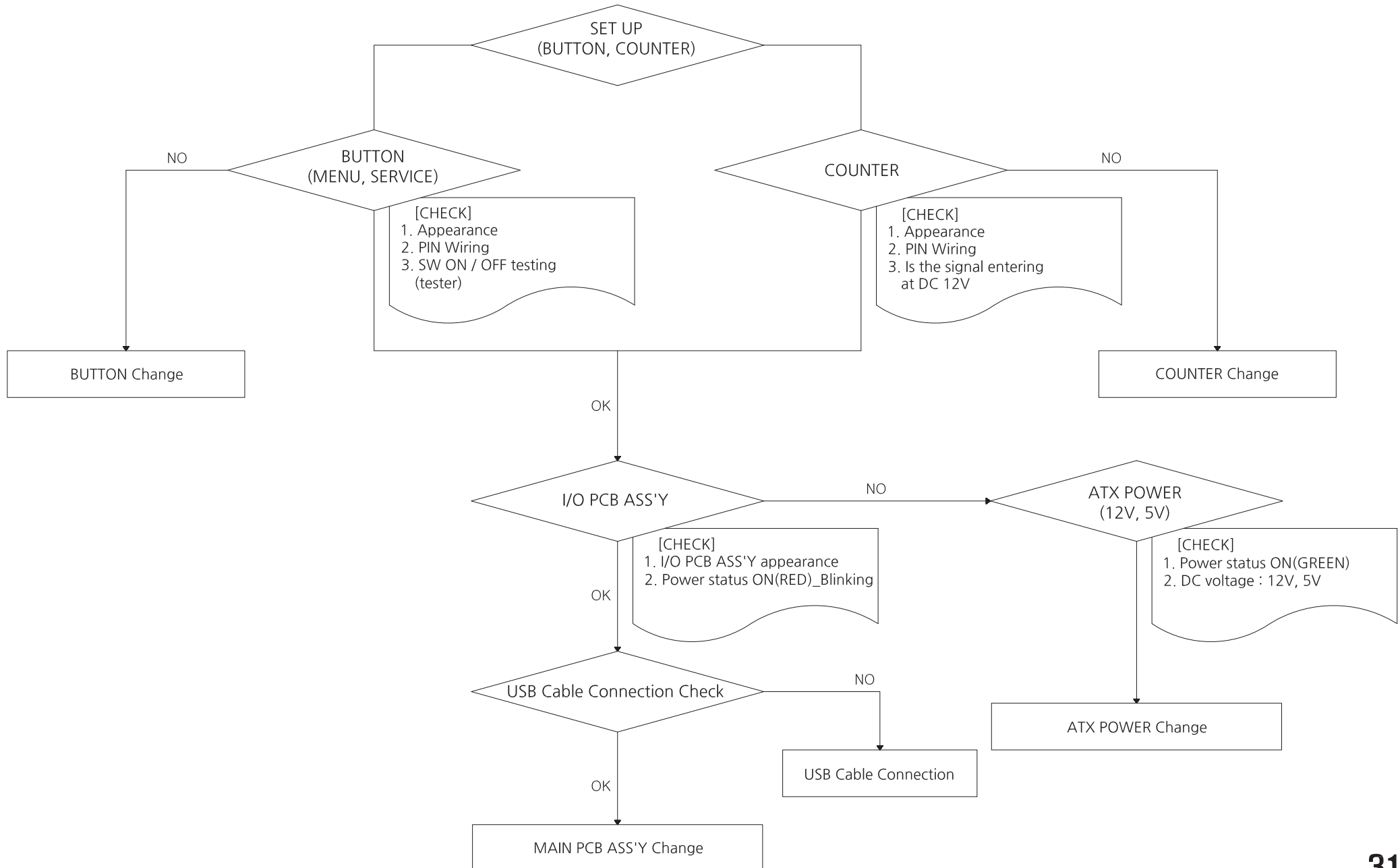
7-6. SOUND ERROR

*Common: Check the input voltage, check wiring



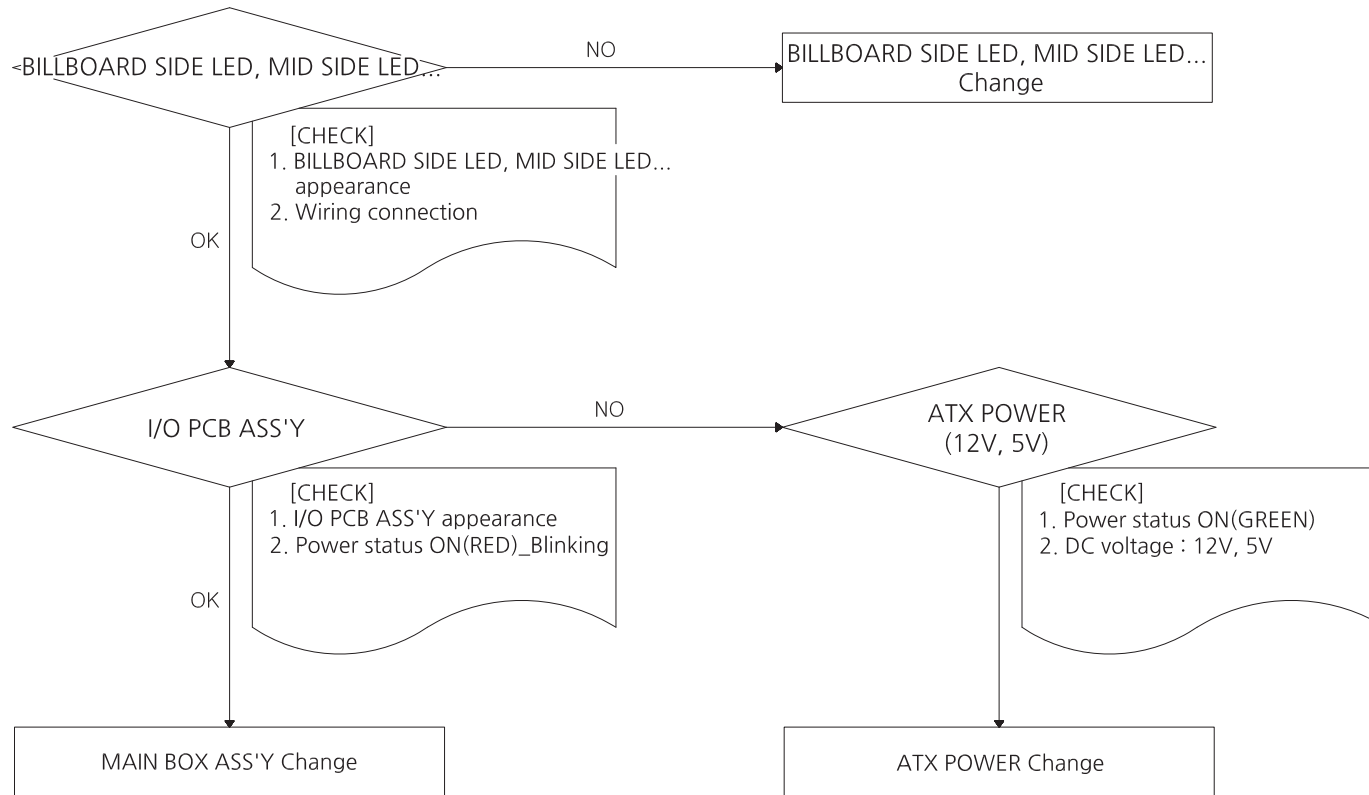
7-7. BUTTON & COUNTER ERROR

*Common: Check the input voltage, check wiring



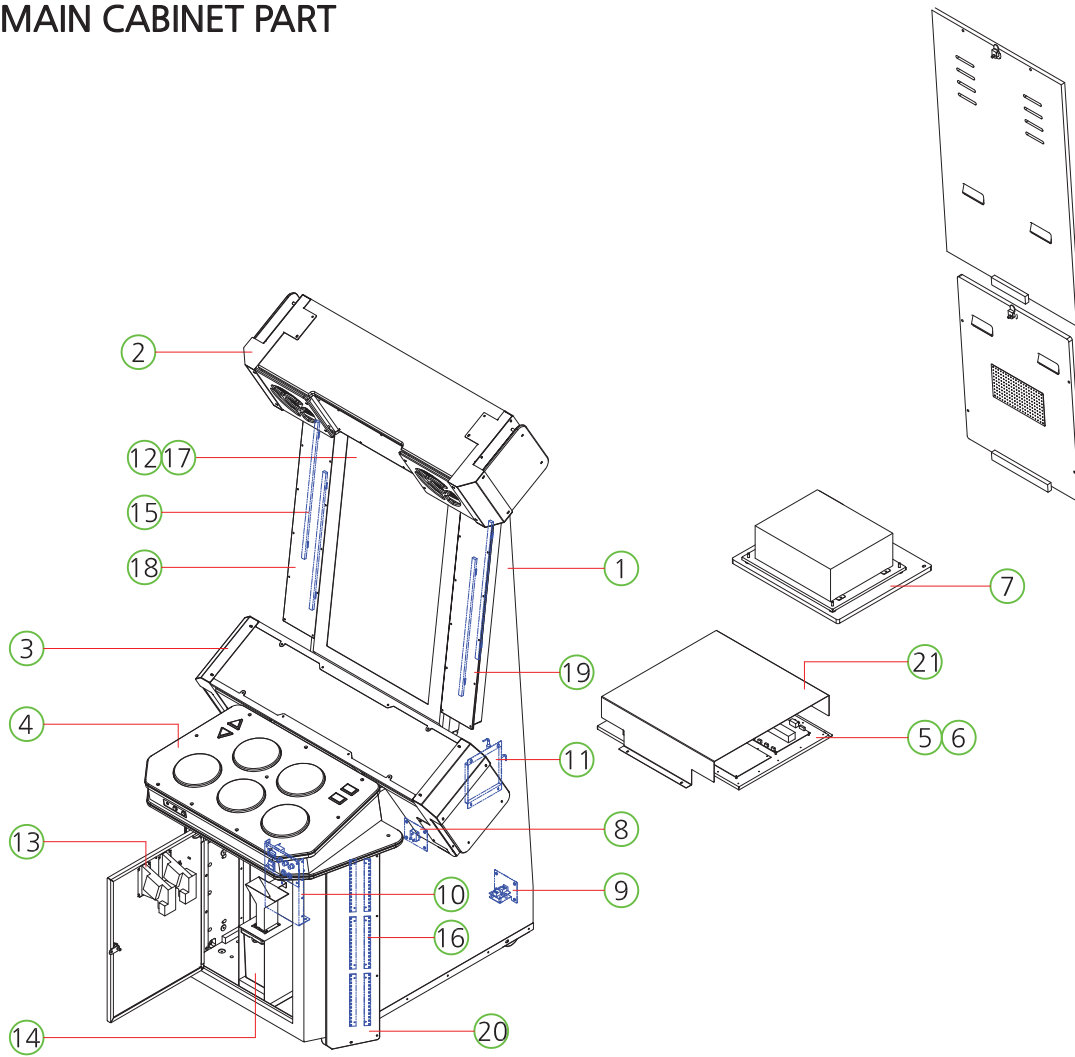
7-8. BILLBOARD SIDE LED, MID SIDE LED, CABINET SIDE LED L.R, LOGO LED, POP LED, TABLE FLEX LED ERROR

*Common: Check the input voltage, check wiring



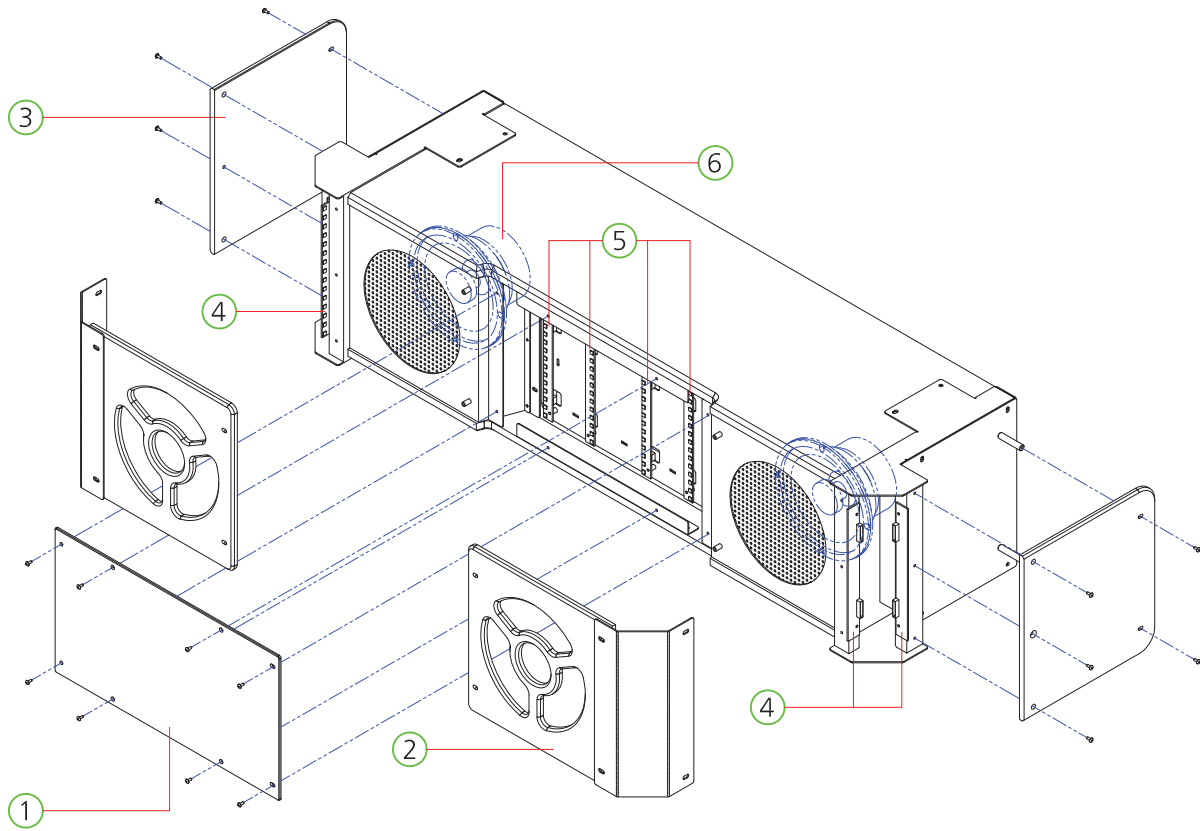
8. EXPLODED VIEW

8-1. MAIN CABINET PART



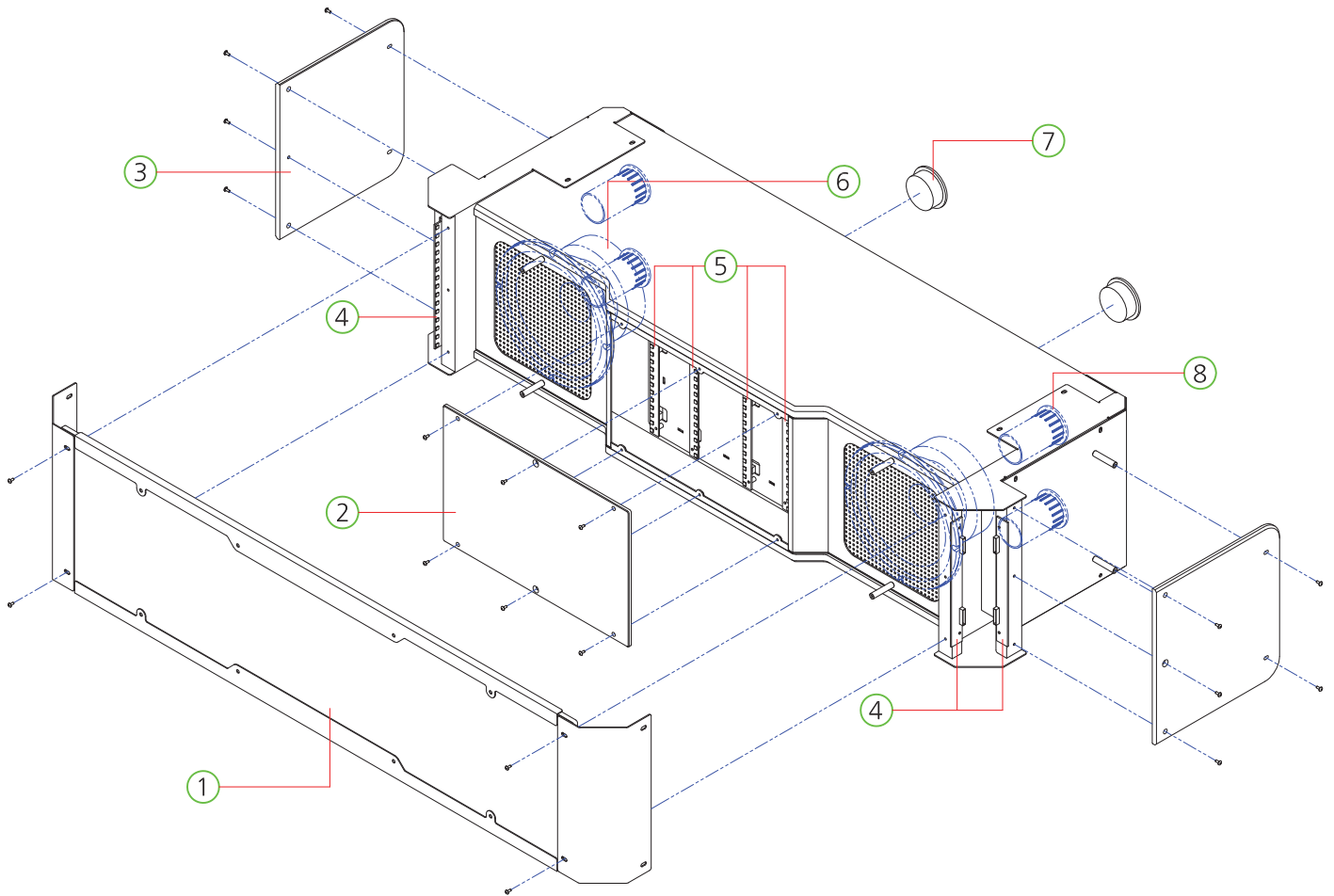
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	MAIN CABINET PART	-	1	-
2	BILLBOARD PART	-	1	-
3	SPEAKER BOX WOOFER PART	-	1	-
4	DRUM BUTTON TABLE PART	-	1	-
5	MAIN BOX PART	-	1	-
6	POWER BASE PART	-	1	-
7	MAIN PCB BASE PART	-	1	-
8	AC INPUT PART	-	1	-
9	LAN PCB PART	-	1	-
10	CONTROL PANEL PART	-	1	-
11	EARPHONE CONTROL PART	-	1	-
12	LED MONITOR	37"	1	MZZZ0MON029
13	COIN SELECTOR	TW-333	2	MZZZ0COS045
14	COIN BOX	-	1	MDRE0PLA007
15	LED STICK BAR	CW500	4	AZZZ0PCB124
16	SIDE LED PCB ASS'Y	-	12	ANEF0PCB002
17	SCREEN COVER GLASS	GLASS_5.0t	1	MNEF0GLA001
18	POP ACRYL-L	ACRYL_5.0t	1	MNEF0ACR009
19	POP ACRYL-R	ACRYL_5.0t	1	MNEF0ACR013
20	CABINET SIDE ACRYL	ACRYL_5.0t	2	MNEF0ACR006
21	PCB COVER ACRYL	PET_1.0t	1	MNEF0ACR010

8-2. BILLBOARD PART



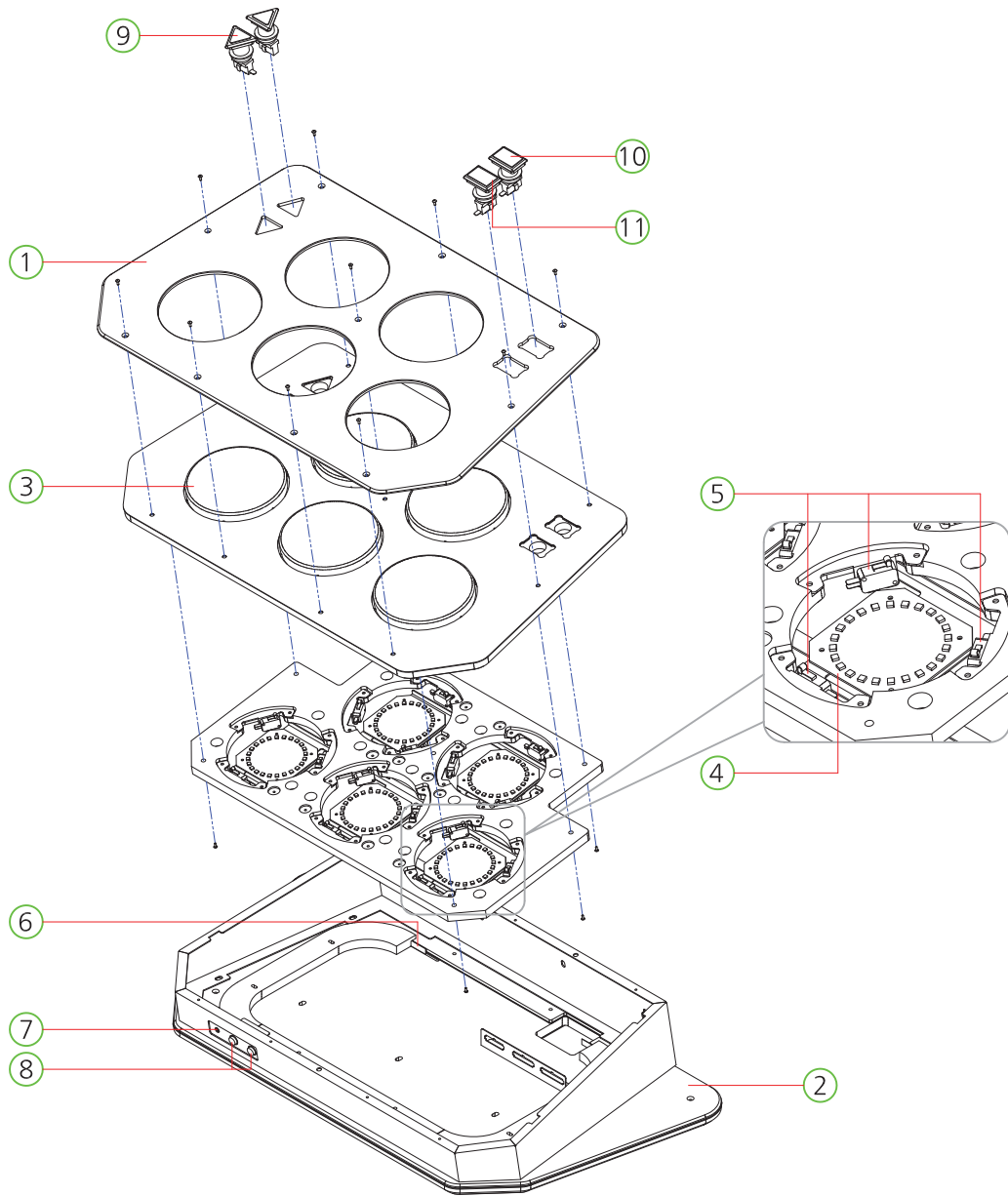
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	BILLBOARD BOX SUPPORT ACRYL	ACRYL-3.0t	1	MNEF0ACR002
2	BILLBOARD BOX ACRYL	ACRYL-8.0t	2	MNEF0ACR001
3	DECORATION LED ACRYL	ACRYL-8.0t	2	MNEF0ACR007
4	SIDE LED PCB ASS'Y	-	4	ANEF0PCB002
5	LOGO LED PCB ASS'Y	-	4	ANEF0PCB004
6	SPEAKER	6.5"	2	MZZZ0SPE037

8-3. SPEAKER BOX PART



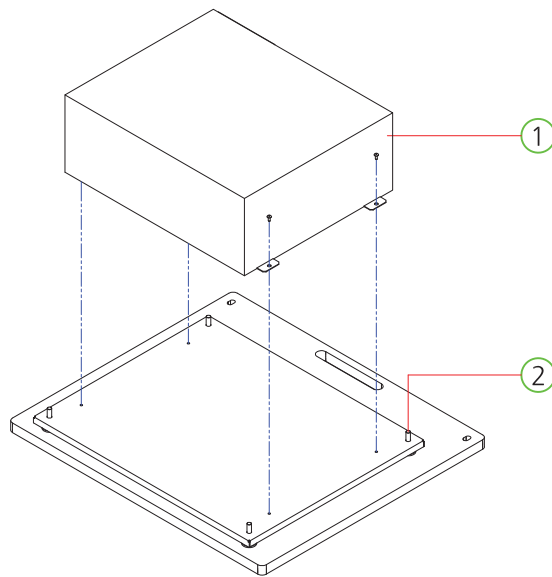
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	SPEAKER BOX ACRYL	ACRYL-8.0t	1	MNEF0ACR011
2	SPEAKER BOX SUPPORT ACRYL	ACRYL-5.0t	1	MNEF0ACR012
3	DECORATION LED ACRYL	ACRYL-8.0t	2	MNEF0ACR007
4	SIDE LED PCB ASS'Y	-	4	ANEF0PCB002
5	LOGO LED PCB ASS'Y	-	4	ANEF0PCB004
6	SPEAKER	8"	2	MZZZ0SPE036
7	SPEAKER TERMINAL	DJ-025	2	MZZZ0SPE034
8	SPEAKER PORT	2.2t x \varnothing 44 x 80L	4	MZZZ0SPE039

8-4. DRUM BUTTON TABLE PART



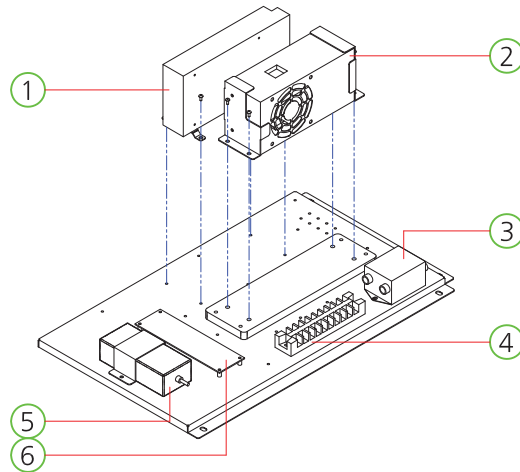
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	BUTTON GUIDE ACRYL	ACRYL-5.0t	1	MNEF0ACR005
2	BUTTON BASE ACRYL	ACRYL-5.0t	1	MNEF0ACR003
3	DRUM BUTTON ASS'Y	φ150	5	MNEF0PLA001
4	BUTTON LED PCB ASS'Y	-	5	ANEF0PCB003
5	MICRO SWITCH	GSMV1651A2	15	MELE0MIC021
6	FLEXIBLE LED PCB ASS'Y	RGB T5050 TOP300	1	AELE0LED003
7	EARPHONE PCB ASS'Y	-	1	ANEF0PCB008
8	PUSH BUTTON L	16mm	2	MZZZ0BUT056
9	BUTTON SWITCH ASS'Y	TN-BK-G-CB	2	MZZZ0BUT106
10	BUTTON SWITCH ASS'Y	TN-BK-F-CR	2	MZZZ0BUT105
11	BUTTON SWITCH ASS'Y	TN-BK-F-CB	2	MZZZ0BUT104

8-5. MAIN BOX PART



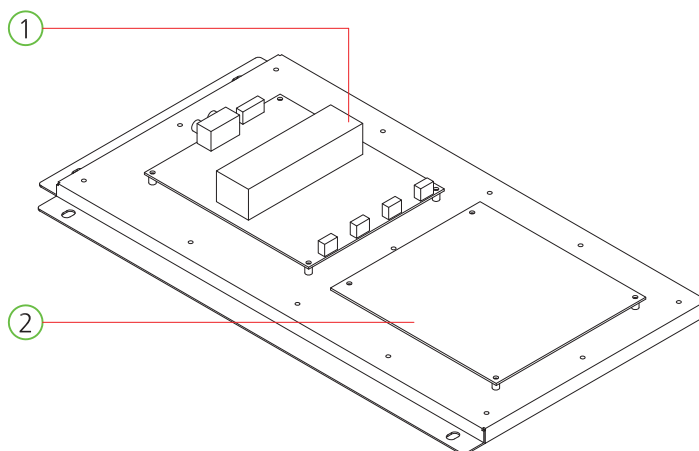
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	MAIN BOX ASS'Y	-	1	ANEF0ASS001
2	RUBBER BOLT	Φ20X16MM M6	4	MZZZ0RUB009

8-6. POWER BASE PART



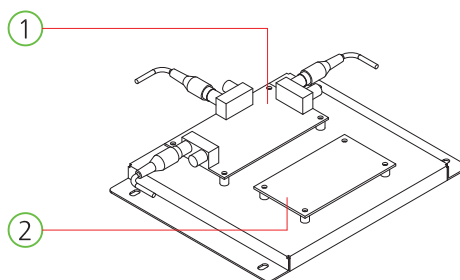
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	SMPS	NSE-150-24V	1	MELE0SMP049
2	ATX POWER SUPPLY	POREX 350W	1	MELE0SMP062
3	NOISE FILTER	ES1-F10	1	MELE0NOI006
4	TERMINAL BLOCK	250V 10P	1	MELE0TEB003
5	ADAPTOR	SW48-12003500-W	1	MELE0ADA001
6	ATX JOIN 2 OZ PCB ASS'Y	-	1	ASBP0PCB010

8-7. MAIN PCB BASE PART



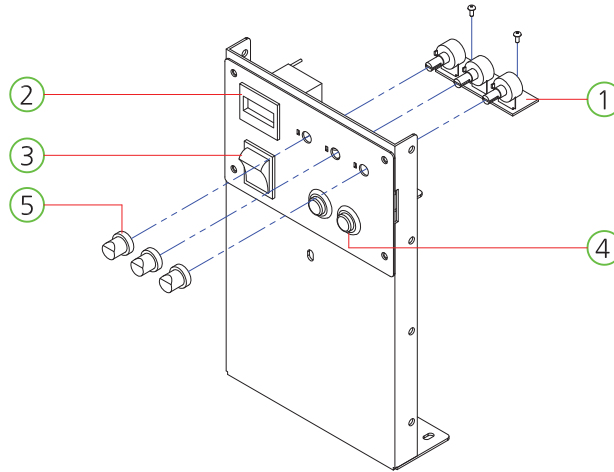
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	DIGITAL AMP PCB ASS'Y	4.2 CH	1	ANEF0PCB006
2	MAIN I/O PCB ASS'Y	-	1	ANEF0PCB001

8-8. EARPHONE CONTROL PART



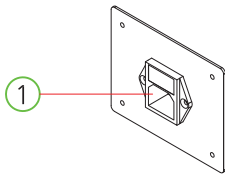
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	SOUND CONTROL PCB ASS'Y	-	1	ANEF0PCB005
2	EARPHONE AMP PCB ASS'Y	-	1	ANEF0PCB007

8-9. CONTROL PANEL PART

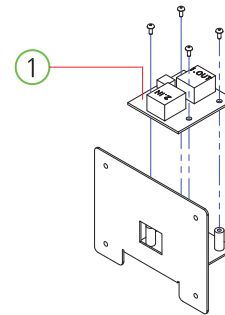


NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	VOLUME PCB ASS'Y	3CH	1	APUJ0PCB005
2	COUNTER	AMMC-712(OA127CL)	2	MZZZ0COU002
3	ROCKER SWITCH	T-125 4P	1	MELE0SWI004
4	PUSH BUTTON SWITCH	HS 412R	2	MELE0PUS001
5	VOLUME KONB	-	3	MELE0VOL007

8-10. AC INPUT PART

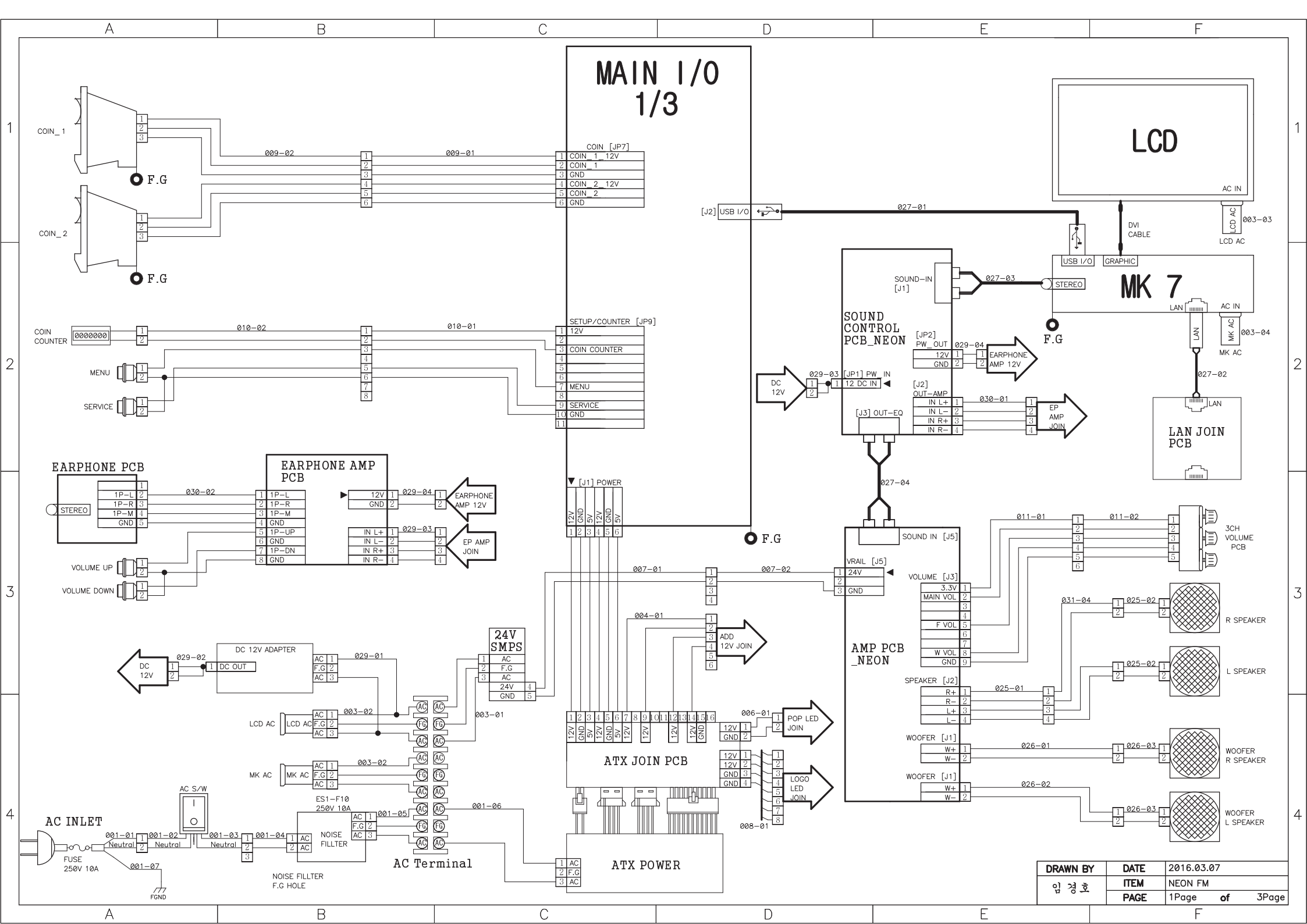


8-11. LAN PCB PART



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

NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	LAN JOIN PCB ASS'Y	422 LAN JOIN	1	AZZZ0PCB096



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	PAGE	1Page of 3Page

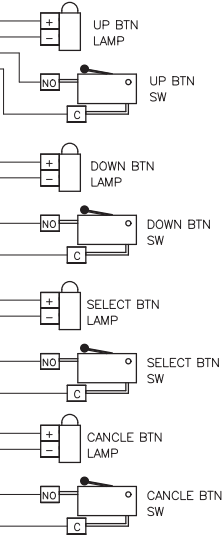
MAIN I/O 2/3

BUTTON & LAMP [JP14]	
12V	A1
12V	A2
UP BTN LAMP	A3
DOWN BTN LAMP	A4
SELECT BTN LAMP	A5
CALCLE BTN LAMP	A6
	A7
	A8
GND	B1
GND	B2
UP BTN SW	B3
DOWN BTN SW	B4
SELECT BTN SW	B5
CALCLE BTN SW	B6
	B7
	B8

015-01

1	12V	1
2	UP BTN LAMP	2
3	UP BTN SW	3
4	GND	4
5	12V	5
6	DOWN BTN LAMP	6
7	DOWN BTN SW	7
8	GND	8
9	12V	9
10	SELECT BTN LAMP	10
11	SELECT BTN SW	11
12	GND	12
13	12V	13
14	CALCLE BTN LAMP	14
15	CALCLE BTN SW	15
16	GND	16

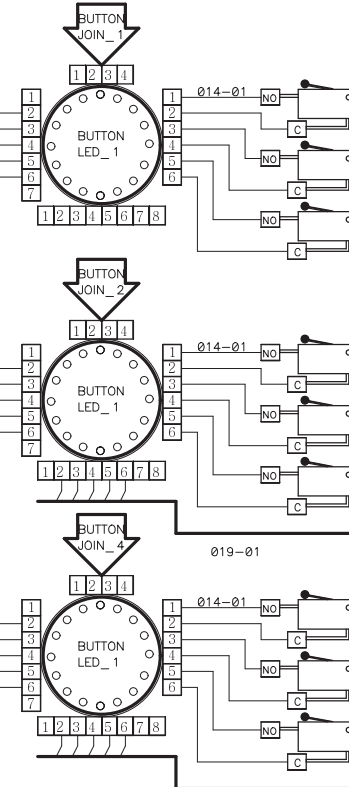
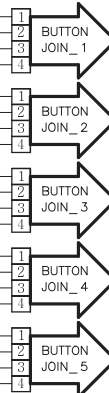
016-01



012-01

013-01

GAME BUTTON [J3]	
GAME BUTTON 1-1	A1
GAME BUTTON 1-2	A2
GND	A3
GAME BUTTON 1-3	A4
GAME BUTTON 2-1	A5
GND	A6
GAME BUTTON 2-2	A7
GAME BUTTON 2-3	A8
GND	A9
GAME BUTTON 3-1	A10
GAME BUTTON 3-2	A11
	A12
	A13
GAME BUTTON 3-3	B1
GAME BUTTON 4-1	B2
GND	B3
GAME BUTTON 4-2	B4
GAME BUTTON 4-3	B5
GND	B6
GAME BUTTON 5-1	B7
GAME BUTTON 5-2	B8
	B9
GAME BUTTON 5-3	B10
	B11
	B12
	B13



017-01

018-01

LED CONTROL [JP15]	
	A1
VCC	A2
GND	A3
	A4
VCC	A5
GND	A6
	A7
VCC	A8
GND	A9
	A10
LED_DATA 1	B1
LED_CLOCK 1	B2
LED_STROBE 1	B3
LED_DATA 2	B4
LED_CLOCK 2	B5
LED_STROBE 2	B6
LED_DATA 3	B7
LED_CLOCK 3	B8
LED_STROBE 3	B9
	B10

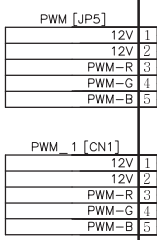


019-01

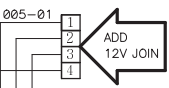
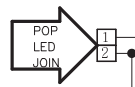
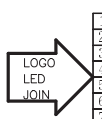
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F.G

MAIN I/O
3/3



F.G



DRAWN BY	DATE	2016.03.07
	ITEM	NEON FM
	PAGE	3Page of 3Page



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 ; MK7, MONITOR, ATX POWER, SMPS, Main PCB, EARPHONE AMP PCB, SOUND Control PCB, AMP PCB.

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.



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