ANDAMIRO

PUMP itUP

The international dance floor

Service Manual
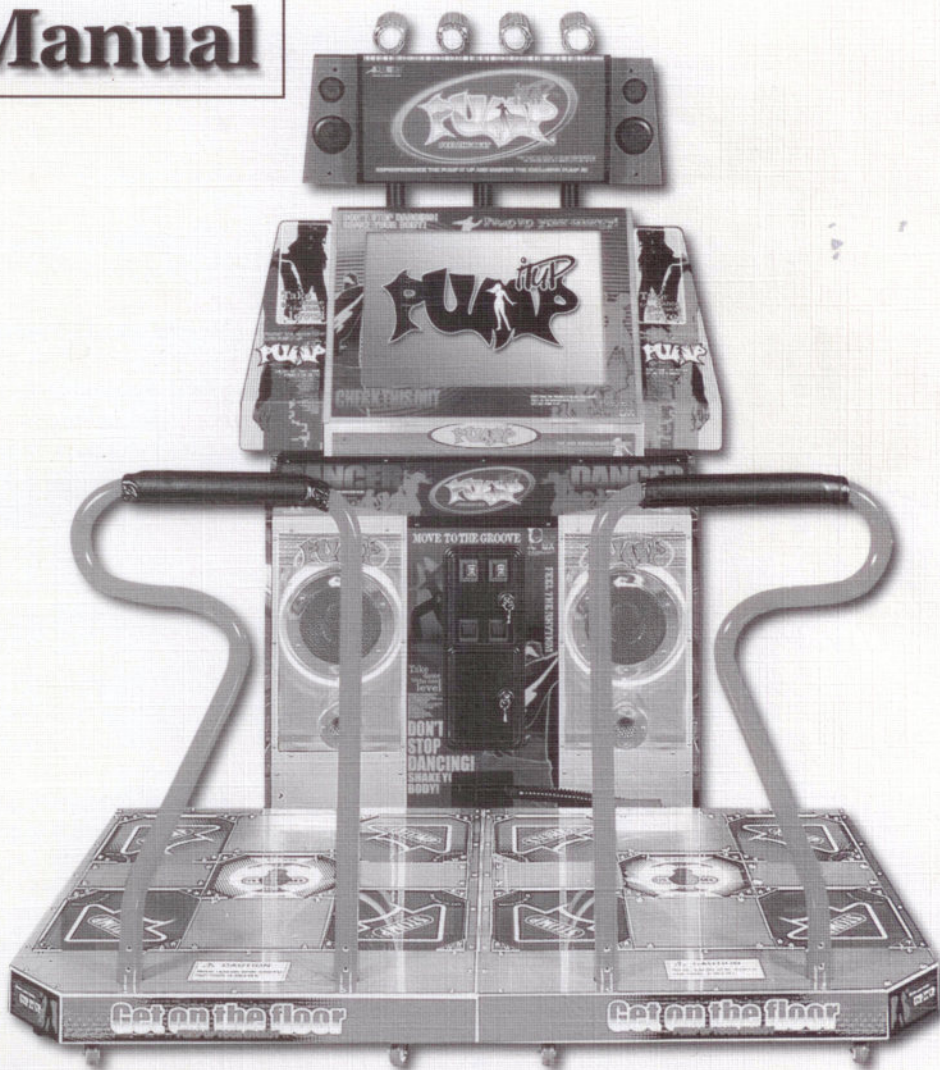
Precautions for use

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 prevent other people's injuries and property damages.

Be sure to read the following

people's injuries and property damages.
• **The following suggestions show the degree of danger and damage caused**

⚠ **WARNING**
Indicates a situation where disregarding the suggestions could result in death or serious injury.

⚠ **CAUTION**
Indicates a situation where disregarding the suggestions could result in injury or product damage.

• **The following graphic suggestions describe the types of precautions to be followed.**

⚠
Indicates a matter of which care should be taken.

⊘
Indicates a matter which is forbidden.

🔌
Indicates a matter which should be performed without fail.

• **The following graphic suggestions describe the types of precautions to be followed.**

In this instruction manual, some 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 qualified in-shop maintenance person must have experience in maintaining amusement machines. Under the supervision of an amusement machines shop owner or manager, he or she routinely assembles, installs, inspects and maintains the amusement machines, or replaces their component units and consumable parts, in the amusement machines workshop and/or location.

Jobs handled by qualified in-shop maintenance person
•Assembling, installing, inspecting and maintaining amusement machines and replacing their component units and consumable parts.

Industry specialist
•An industry specialist must be engaged in designing, manufacturing, inspecting and servicing amusement machines. Or he or she must have an education in electrical, electronic and mechanical engineering, and routinely maintain and repair amusement machines.

Jobs handled by industry specialist
•Assembling and installing amusement machines and repairing and adjusting their electrical, electronic and mechanical component parts.

Setting Up

⚠ WARNING

Be sure to consult your nearest dealer 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. Doing so could result in injury or product damage.
- 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, use caution not to apply undue force to opening and closing parts and other movable parts. Otherwise, injury and accident may result, or the product may be damaged.

This product is an indoor game machine. Never set the game machine up outside.
- Setting this product up outside could result in accidents or equipment failure.

Do not set the game machine up near emergency exits.
- Doing so could block exits in time of emergency and could result in death or serious injury.

Do not set the game machine up.
1. In a place exposed to rain or moisture.
2. In a place exposed to direct sunlight.
3. In a place exposed to direct heat from air-conditioning and heating equipment, etc..
4. Near hazardous flammable substance such as thinner and kerosene.
- Otherwise an accident or malfunction may result.

Do not place containers holding chemicals or water on or near the game machine.
- Electrical shock or damage could be caused by water or foreign matter entering the inside of the machine.

Do not place objects near the ventilating holes.
- Doing so could cause the internal temperature to rise excessively, resulting in fire or equipment failure.

Do not bend the power cord by force or place heavy objects on it.
- Doing so could result in electrical shock or fire.

Never plug or unplug the power cord with wet hands.
- Doing so could result in electrical shock or fire.

Never unplug the game machine by pulling the power cord.
- Doing so could damage the cord, resulting in electrical shock or fire.

⚠ CAUTION

Be sure to use indoor wiring for within the specified voltage range. For extension cord, use indoor wiring of the specified rating or more.
- Failure to do so could result in fire or equipment failure.

Be sure to use the attached power cord.
- Otherwise a fire or machine trouble may result.

Never plug more than one cord at a time in the electrical receptacle.
- Doing so could result in fire or electrical shock.

Do not lay the power cord where people walk through. You may trip on or stumble over the cord.
- You may stumble down and get injured, or damage the power cord.

Be sure to ground this product.
- Otherwise an electrical shock or machine trouble may be caused.

Do not apply a strong force for moving the machine.
- Otherwise, it may result in an accident or breakage of the units.

Clearance of 100 mm (3.94in) or more should be created between the game machine and walls.
- Otherwise the machine (s) cannot be ventilated well, resulting in malfunction.

Do not change the DIP switch setting of this product to other than factory setting.
- Otherwise, the game can not be played properly.

ANDAMIRO

Operation

⚠ 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 electrical shock or fire, so inspect 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 impact to the glass cover.
- Otherwise, it may result in an unexpected accident or injury.

- Please do not play this game if
  1 you have been drinking.
  2 you are tired or sick or have been recently sick.
  3 you think you might be pregnant.
  4 you have a pace maker.
  5 you have previously experienced muscle spasms or loss of consciousness by watching a TV screen.
- Punching the pads too aggressively may cause injury to your hands.
- This game is designed for one player only. Do not play with 2 or more people.
- When playing, please be aware of your surroundings.

Do not plug or unplug the power cord with wet hands.
- Doing so could result in electrical shock.

In handling the power cord, follow the instructions below.
- Otherwise, fire or electrical shock may result.

- 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.
- Using a damaged power cord or power plug could result in fire or electrical shock.

ANDAMIRO

Precautions for use

Inspection and cleaning

⚠ WARNING

Be sure to turn OFF the main power switch and unplug the power cord from the receptacle before inspecting or cleaning the machine.
• Failure to do so could result in electrical shock.

When replacing parts, be sure to use parts of the correct specifications. Never use parts other than the specified ones.
• Using improper parts could result in fire or equipment failure.

There is high voltage inside the machine. Only qualified industry specialist is allowed to open the machine's back door. With the back door open, be very careful not to touch the monitor and its nearby parts.
• Otherwise an accident or electric shock may result.

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.
• Otherwise, there may be danger an accident or electric shock.

Strictly refrain from disassembly and repair of parts which are not indicated in this manual, as well as settings and remodeling.
• Otherwise, a fire, malfunction or trouble may result. In case of any trouble, ask your nearest dealer for repairs and other services. ANDAMIRO will not resume any responsibility for the damage to the product attributable to 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.

Moving and transportation

⚠ CAUTION

**The game machine contains parts such as the monitor, electronic components and precision components which are sensitive to vibrations and impacts. Great care therefore should be taken 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 form the receptacle and remove the power cord form the machine.
• Stepping on or tripping over the power cord may result in an accident or damage to the machine.

Before moving the machine, be sure to fully lift the four levelers and move it on the casters.
• Otherwise, an accident, breakage or trouble may result.

Do not apply a strong force for moving the machine.
• Otherwise, it may result in an accident or breakage of the units.

• •

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.

ANDAMIRO

Safety Instructions

These safety instructions are for user safety and to prevent the users properties from being damaged. Read the following safety instructions carefully before using the pump it up.
ANDAMIRO takes no responsibility for any damages and troubles caused by the users mistakes.

1 Power Supply

Use only a grounded outlet.
Do not extend the power cord for use.
Check the power requirements for the place to install the product.
Use the power cord matching with power requirements.
Use the rating fuse.
Do not touch the power plug with wet hands.
Power off the product when installing the product.

2 Installing

Do not place the product near heating or inflammable materials.
Install the product on the place that fully stands vibration.
Install the product in the place of having good ventilation.
Fasten the product so that it does not move.
When installing or moving the product, refer it to a qualified service personnel.

3 Cleaning & Others

Do not randomly disassemble the product or give it a shock.
Be careful that water can not flow in the product.
Do not use any volatile detergent such as wax or thinner.
Clean inside the product periodically to remove dirt or contamination.
Do not use the product for other purposes.

ANDAMIRO

Testing and Setting the PUMP

Set and test the product before using it.

1 Entering the Test mode

Press the "Test" button (TEST) on the board and the hardware testing and game setting menu will appear on the screen.

```
           SETUP MENU
      I/O TEST
      EEPROM TEST
      SCREEN TEST
      GAME OPTION
      COIN OPTION
      SOUND TEST
      BOOKKEEPING
      STATISTICS
      EXIT

           Lock OK:0 Err:0
```

Checking the version information
The program version information is displayed on the top and to the left of title screen and the bottom and to the left of initial screen.

2 Setting the menu

"Test" Button (TEST): Press to move to the next menu item.
I/O TEST -> EEPROM TEST -> .. -> SOUND TEST -> EXIT

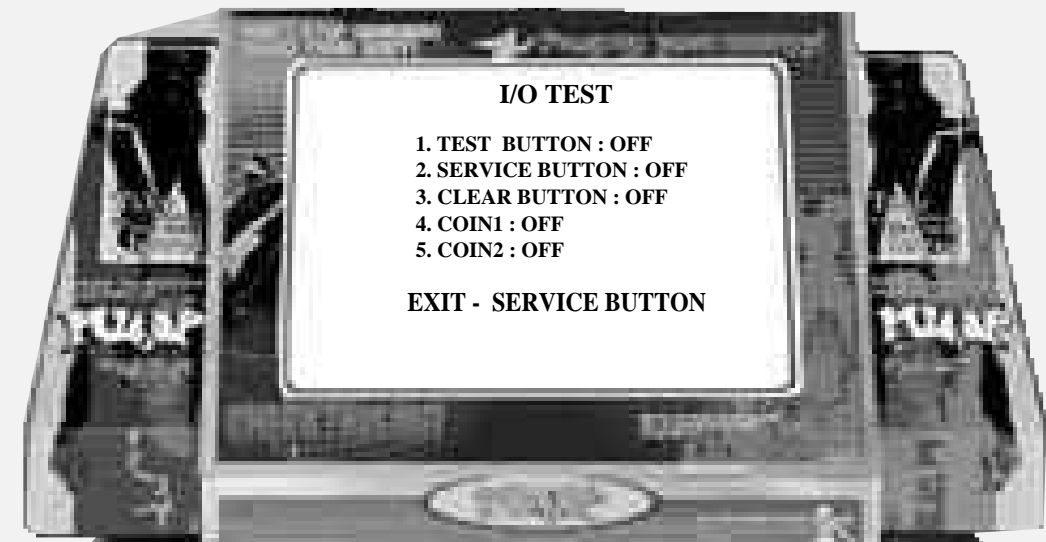"Service" Button (SERVICE): Press to select the menu item you prefer.

I/O Test

The I/O Test lets you test the pad sensors and the lamps, buttons located on the body of product.

Selecting the I/O Test

1 Press the "Test" button (TEST) on the board to move the cursor to I/O TEST in the Game Setting mode.

2 Press the "Service" button (SERVICE) and the I/O Test items will appear on the screen.

```
             I/O TEST

      1. TEST  BUTTON : OFF
      2. SERVICE BUTTON : OFF
      3. CLEAR BUTTON : OFF
      4. COIN1 : OFF
      5. COIN2 : OFF

      EXIT -  SERVICE BUTTON
```

Pad Test   : Each pad includes four sensors. Check the sensors properly operate.
If every sensor is okay when you stand on a pad or pads, the pads shown on the screen yellow light.
Lamp Test : Check whether the halogen lamps (yellow, red) on the top of body and the neon lamp (blue) located on the bottom of body (speaker) flicker in regular sequence.
Button Test : Check whether the Test, Service, Clear button and coin controller operate normally. (If all lamps operate normally, their colors will be changed into red and flicker.)
If nothing normal happens, contact your service center for inspection or repair.

3 Press the "Service" button (SERVICE) again to exit from I/O TEST.

EEPROM Test

The EEPROM Test let you test the backup area (memory space).

Selecting the EEPROM Test

1 Press the "Test" button ( ) on the board to move the cursor to EEPROM TEST in the Game Setting mode.

2 Press the "Service" button ( )and the EEPROM TEST items will appear on the screen.

When the letters and numbers for WRITE are identical with ones for READ, the result message "Success" will appear. But when the letters and numbers for WRITE are different from ones for READ, the result message "Fail" will appear.

EEPROM TEST

WRITE · · · · · · ABCDEFGHIJKLMNOPQRSTUVWXYZ123456789
READ · · · · · · ABCDEFGHIJKLMNOPQRSTUVWXYZ123456789
RESULT · · · · · · SUCCESS

EXIT - SERVICE BUTTON

If nothing normal happens, contact your service center for inspection or repair.

3 Press the "Service" button ( ) again to exit EEPROM TEST.

ANDAMIRO

Screen Test

The Screen Test lets you test whether monitor operates normally.

Selecting the Screen Test

1 Press the "Test" button ( ) on the board to move the cursor to SCREEN TEST in the Game Setting mode.

2 Press the "Service" button ( ) and the pattern as shown on the right will appear on the screen.

Check whether the color and linearity of latticed pattern are normal.
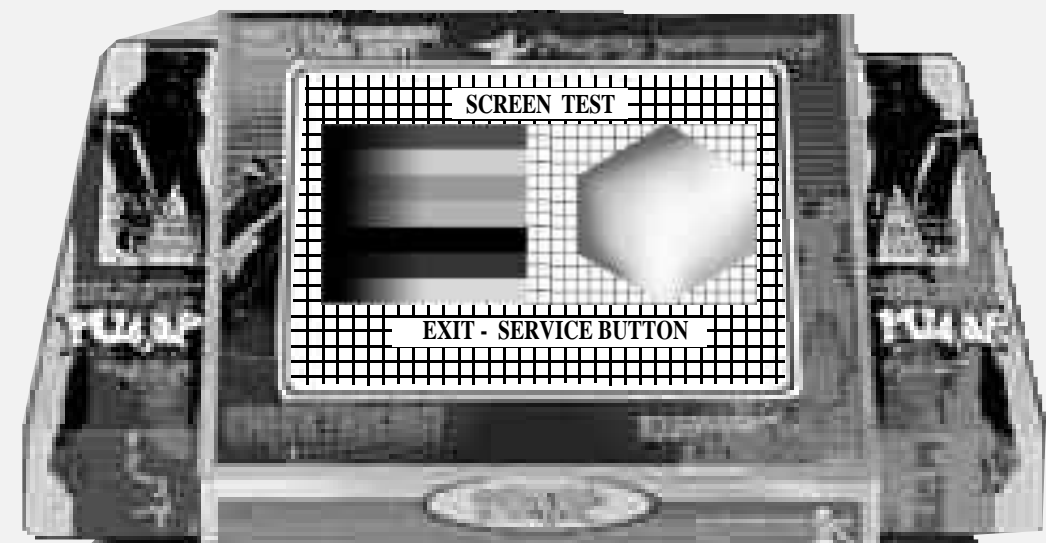
SCREEN TEST

EXIT - SERVICE BUTTON

If nothing normal happens, contact your service center for inspection or repair.

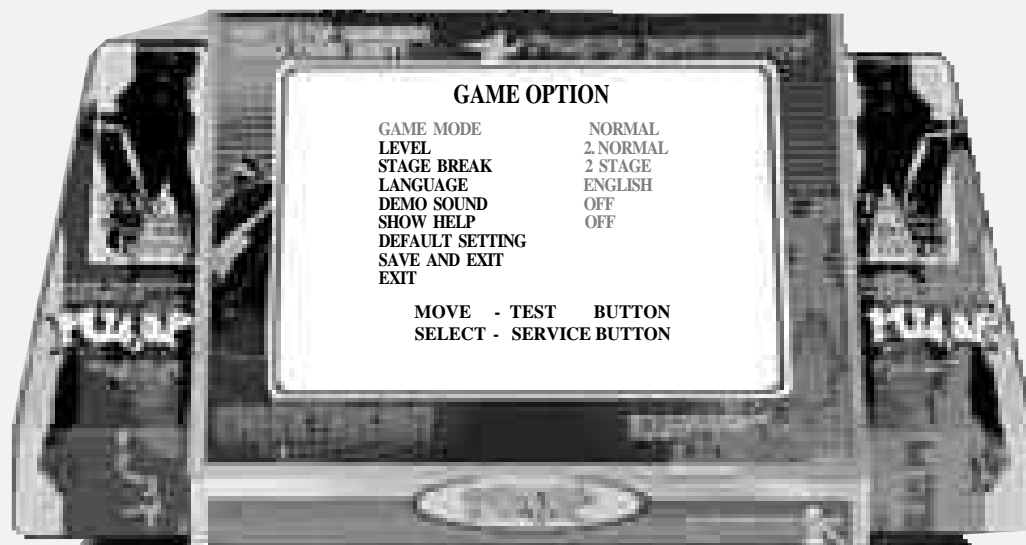*3* Press the "Service" button ( ) again to exit from SCREEN TEST.

ANDAMIRO

Game Option

The Game Option lets the user set the degree of difficulty of game and stage option.

Selecting the Game Option

1 Press the "Test" button ( ) on the board to move the cursor to GAME OPTION in the Game
Setting mode.
TEST

2 Press the "Service" button ( ) and the Game Option items will appear on the screen.
SERVICE

GAME OPTION

GAME MODE	NORMAL
LEVEL	2. NORMAL
STAGE BREAK	2 STAGE
LANGUAGE	ENGLISH
DEMO SOUND	OFF
SHOW HELP	OFF
DEFAULT SETTING	
SAVE AND EXIT	
EXIT	

MOVE - TEST   BUTTON
SELECT - SERVICE BUTTON

a. GAME MODE

Select" Normal" or" Event" .

b. LEVEL

Set the degree of difficulty of game.

The degree of difficulty is set in three steps, including Easy/Normal/Hard.

c. STAGE BREAK

Set when PUMP stops operating is applied.

Available settings: OFF/Stages 1~4

d. LANGUAGE

Set the language to use.

Available languages: English/Italian/French.

e. DEMO SOUND

Set whether sound is output from the demo screen.

Set Demo Sound ON or OFF.

f. SHOW HELP

Set whether the Help messages on how to operate the PUMP are shown.

Set Show Help ON or OFF.

g. DEFAULT SETTING

Change to all setting during the factory shipment.

h. SAVE AND EXIT

Save the changed settings and exit.

i. EXIT

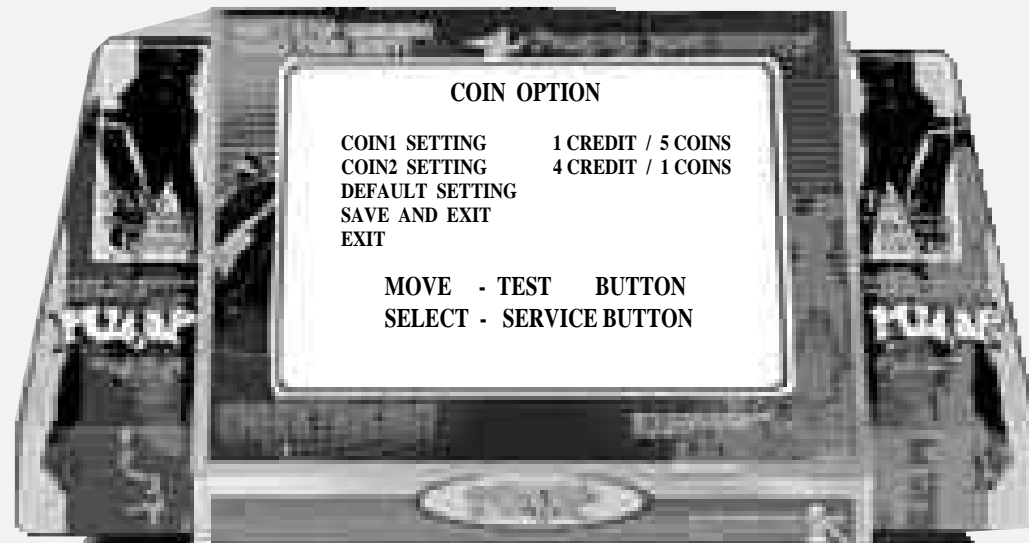Exit to the game screen without saving the changed settings.

Coin Option

You can change the coin related settings.

1 Selecting the Coin Option

1 Press the "Test" button ( ) on the board and move the cursor to COIN OPTION
in the Game Setting mode.

2 Press the "Service" button ( ) and the Coin Option items will appear on the screen.

```
            COIN  OPTION

COIN1  SETTING        1 CREDIT / 5 COINS
COIN2  SETTING        4 CREDIT / 1 COINS
DEFAULT  SETTING
SAVE  AND  EXIT
EXIT

        MOVE  -  TEST      BUTTON
        SELECT  -  SERVICE BUTTON
```

2 COIN SETTING

You can set how many coins are needed for operating the pump it up.
Available setting: 1 credit/1 coin(s) ~ 1 credit/10 coins.

DEFAULT SETTING : Change to the settings during the factory shipment.
SAVE AND EXIT : Save the changed settings and exit.
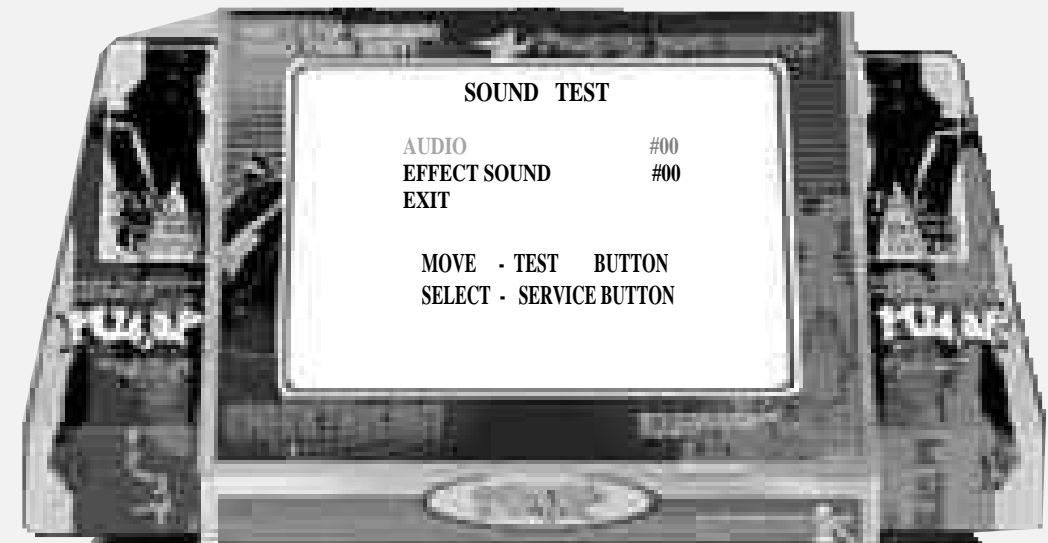EXIT : Exit to the game screen without saving the changed settings.

SOUND TEST

The Sound Test lets you test music tracks and effect sound.

Selecting the Sound Test

1 Press the "Test" button ( ) on the board and move the cursor to SOUND TEST
in the Game Setting mode.

2 Press the "Service" button ( ) and the Sound Test items will appear on the screen.

```
            SOUND   TEST

AUDIO                     #00
EFFECT SOUND              #00
EXIT

        MOVE  -  TEST      BUTTON
        SELECT  -  SERVICE BUTTON
```

A. CD TEST : Test the CD tracks.
B. EFFECT TEST : Test the channels (effect sound).
C. EXIT : Exit to the previous screen.

BOOKKEEPING MENU

Check the input of coins and the number of services.

Selecting the Bookkeeping

1 Press the "Test" button ( ) on the board and move the cursor to Bookkeeping in the Game Setting mode.

2 Press the "Service" button ( ) and the Bookkeeping items will appear on the screen.

```
BOOKKEEPING MENU

COIN 1    : 9
COIN 2    : 14
SERVICE : 1970
RESET
EXIT

MOVE   - TEST      BUTTON
SELECT - SERVICE BUTTON
```
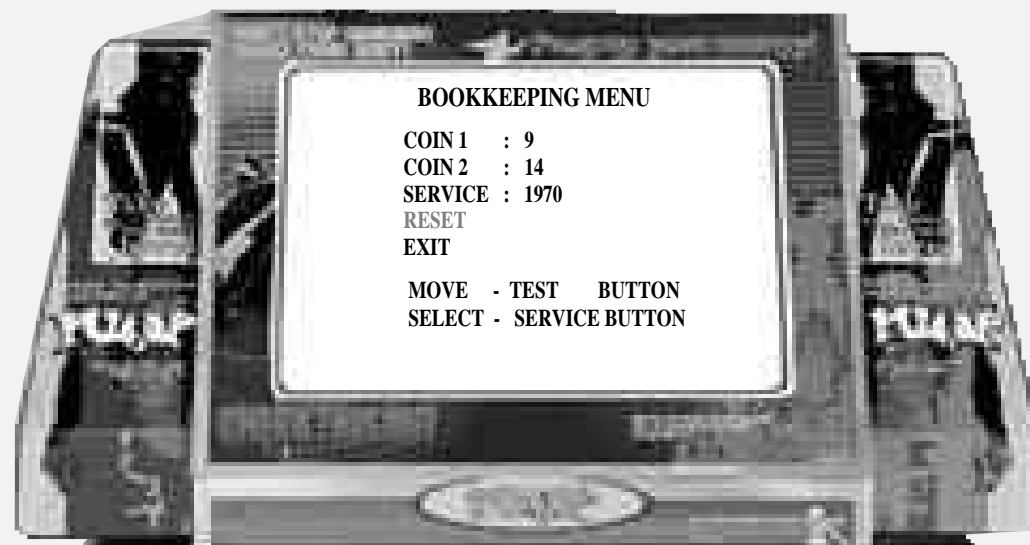
A. COIN 1   : Check the number of coins received through COIN 1.
B. COIN 2   : Check the number of coins received through COIN 2.
C. SERVICE : Check the coins received by the service button.
D. RESET   : Set all figures for 0.
E. EXIT   : End.
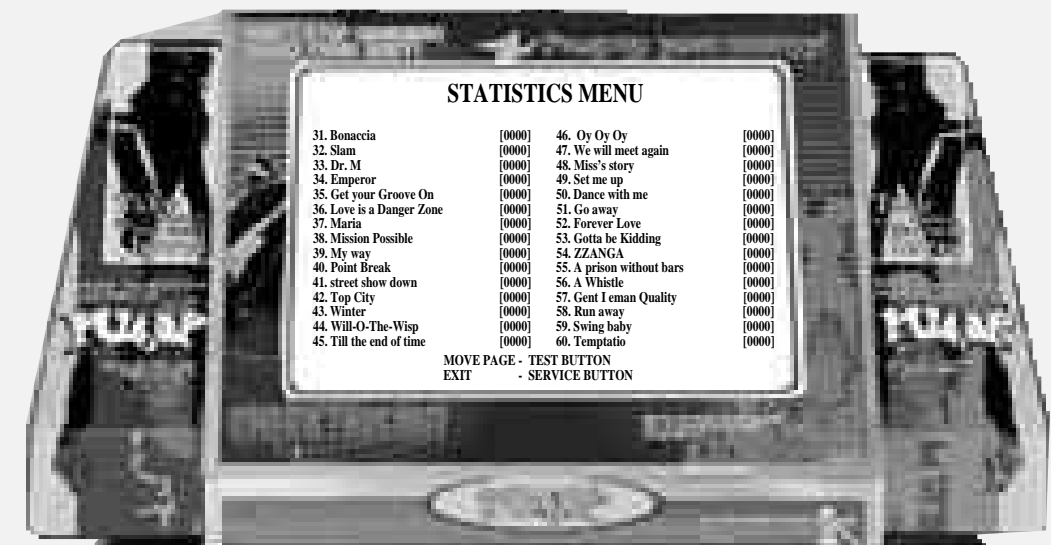

STATISTICS MENU

It indicates the number of the play.

Selecting the Statistics

1 Press the "Test" button ( ) on the board and move the cursor to Statistics in the Game Setting mode.

2 Press the "Service" button ( ) and the Statistics items will appear on the screen.

```
STATISTICS MENU

31. Bonaccia              [0000]    46.  Oy Oy Oy               [0000]
32. Slam                  [0000]    47. We will meet again      [0000]
33. Dr. M                 [0000]    48. Miss's story            [0000]
34. Emperor               [0000]    49. Set me up               [0000]
35. Get your Groove On     [0000]    50. Dance with me           [0000]
36. Love is a Danger Zone  [0000]    51. Go away                 [0000]
37. Maria                 [0000]    52. Forever Love            [0000]
38. Mission Possible       [0000]    53. Gotta be Kidding        [0000]
39. My way                [0000]    54. ZZANGA                  [0000]
40. Point Break           [0000]    55. A prison without bars   [0000]
41. street show down       [0000]    56. A Whistle               [0000]
42. Top City              [0000]    57. Gent I eman Quality     [0000]
43. Winter                [0000]    58. Run away                [0000]
44. Will-O-The-Wisp        [0000]    59. Swing baby              [0000]
45. Till the end of time   [0000]    60. Temptatio               [0000]

MOVE PAGE - TEST BUTTON
EXIT          - SERVICE BUTTON
```
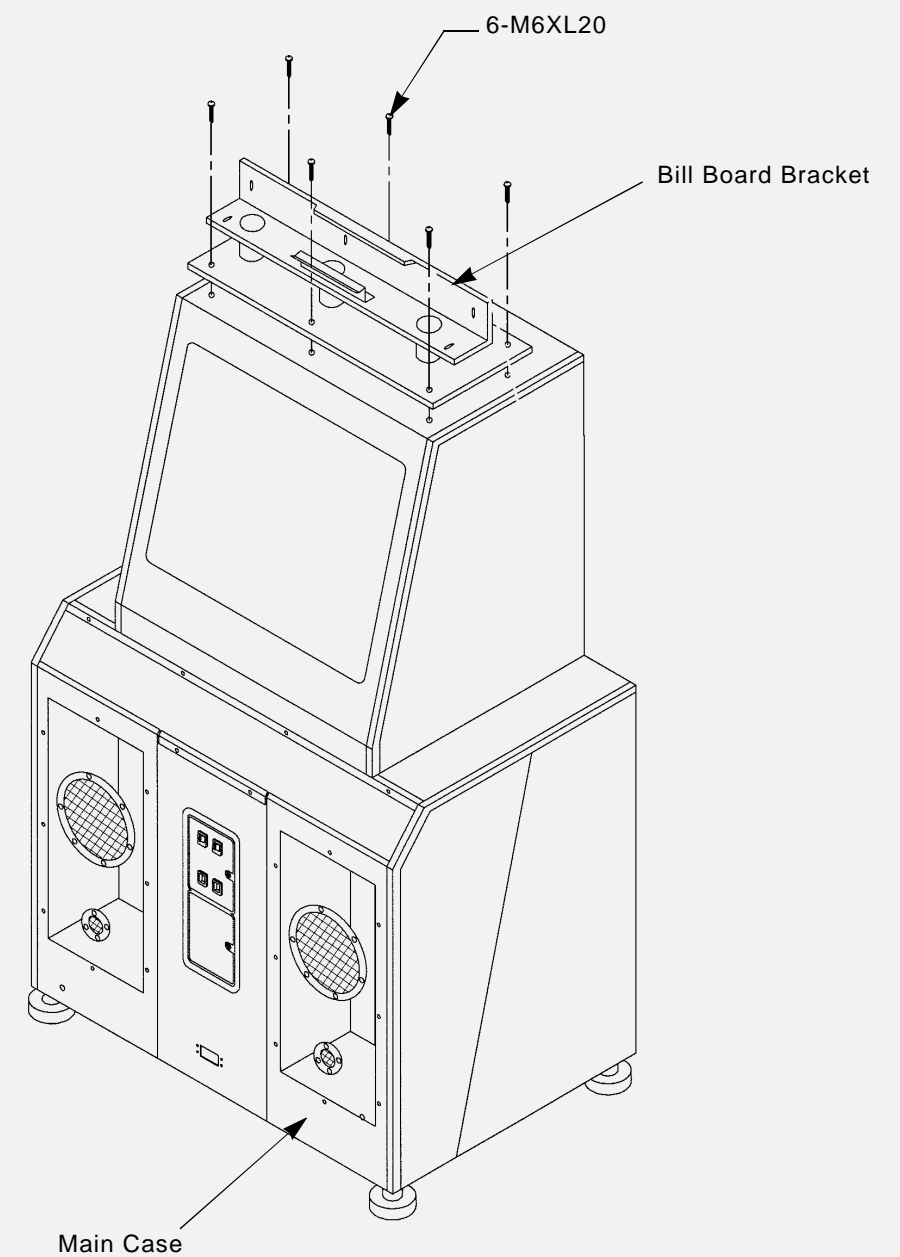
How to Install the Pump

Mechanical Drawing

Outward Shape of PUMP IT UP

1 Fasten 6 screws to mount the bill-board bracket on the monitor.

6-M6XL20

Bill Board Bracket

Main Case

ANDAMIRO

ANDAMIRO

2 Connect all connectors.

Bill-Board

Main Case
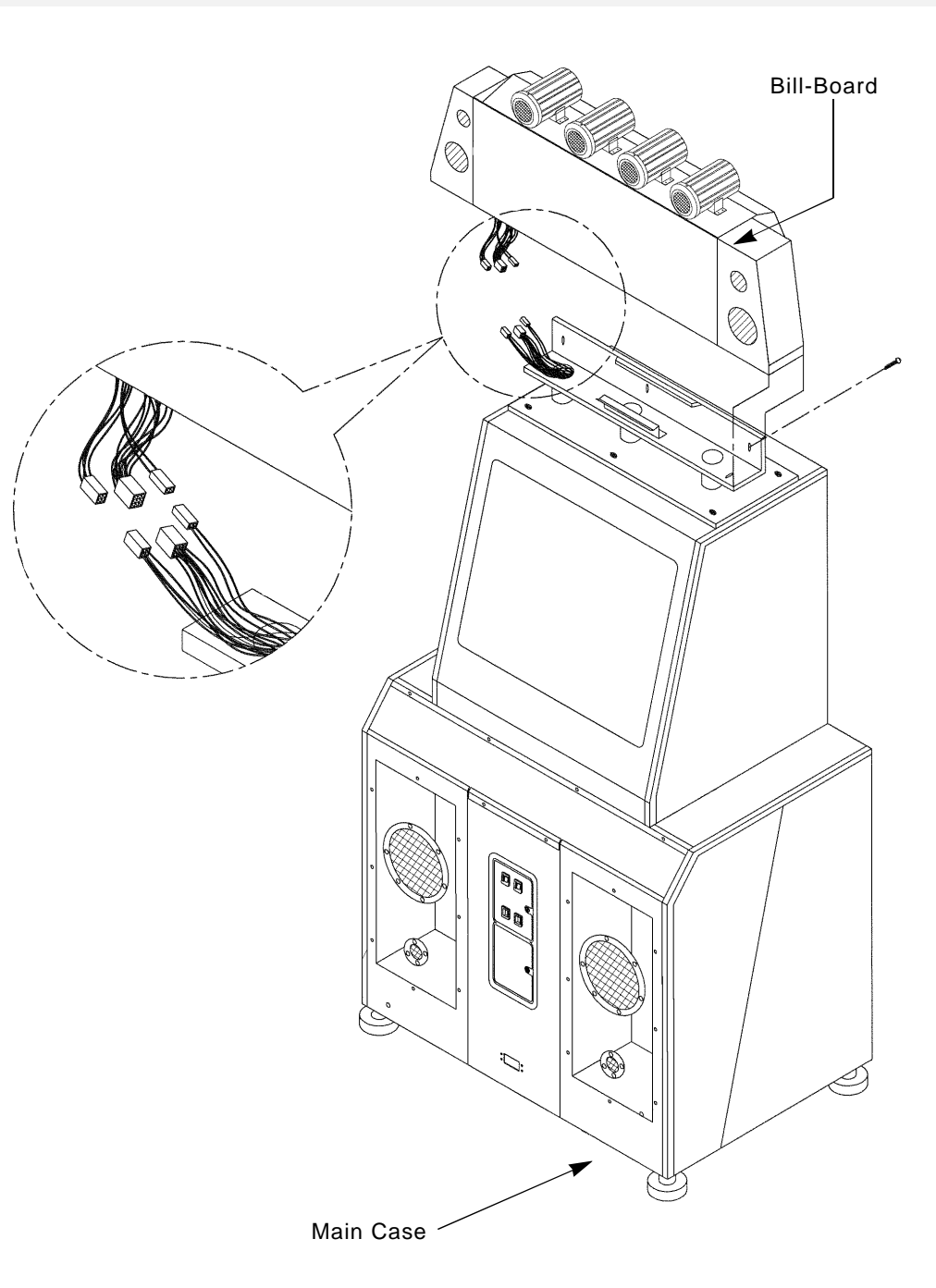
3 Fasten all screws.

Main Case
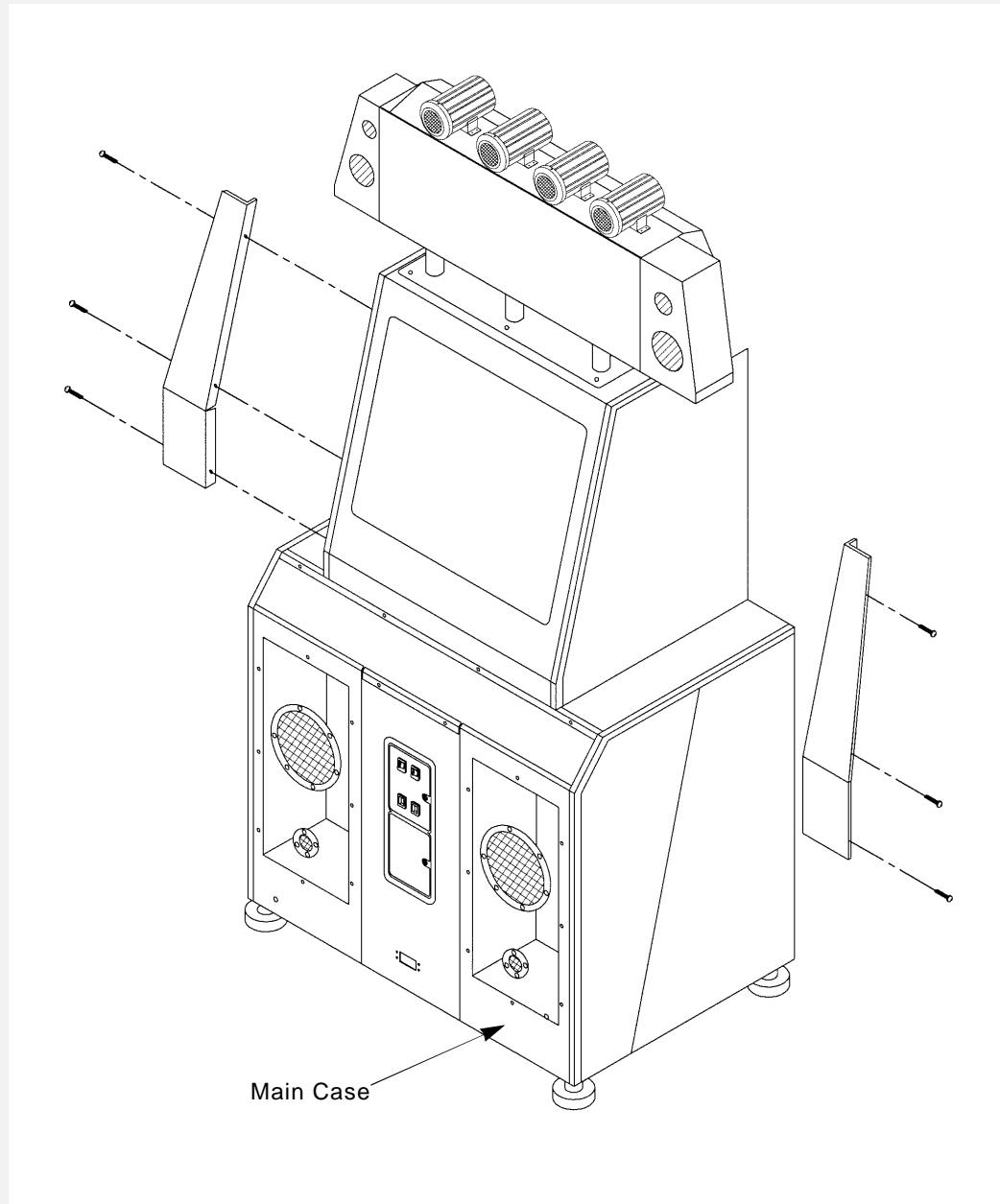
4 Use brackets and fasten all screws to joint the left and right floor controllers.

RED

Bottom Left

16-M6XL20

8-M6XL20

Bottom Right
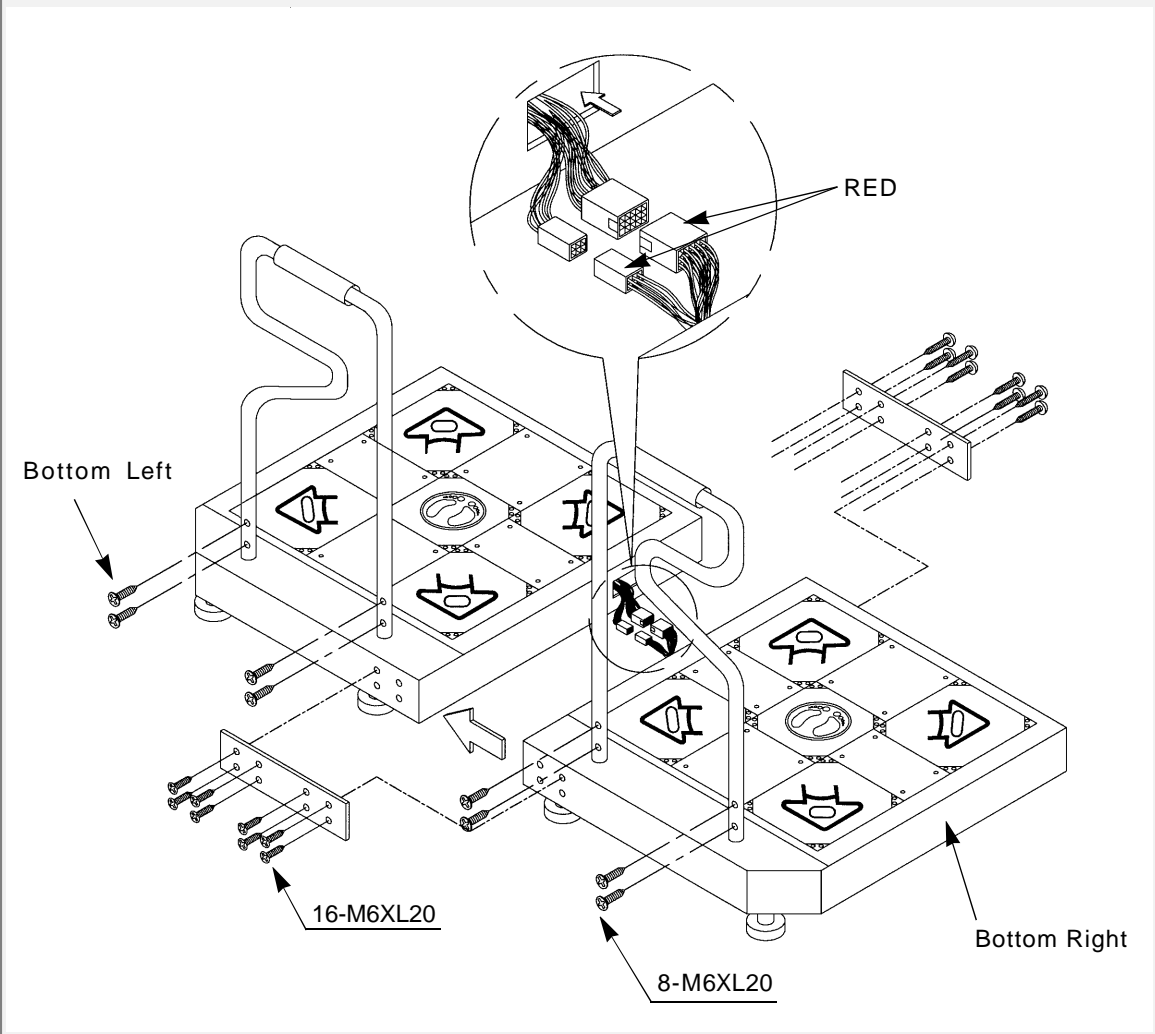
5 External view of the Pump

560

2,240

1,610

940

1,100   300- 500   745(SX)
770(GX)

1,110

1,780
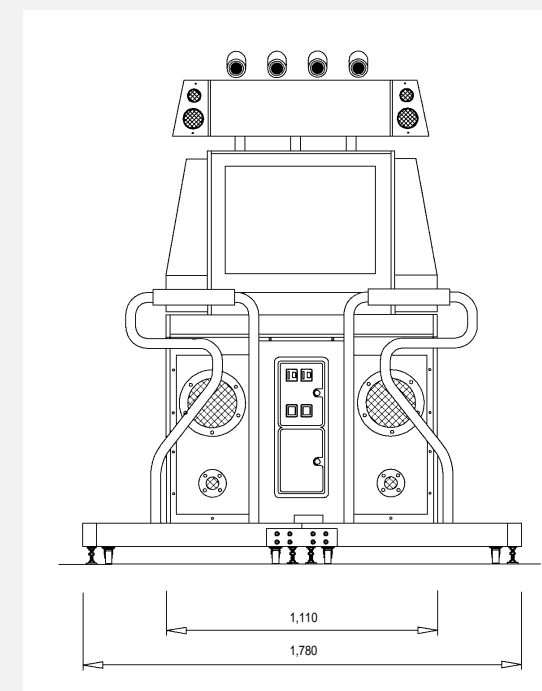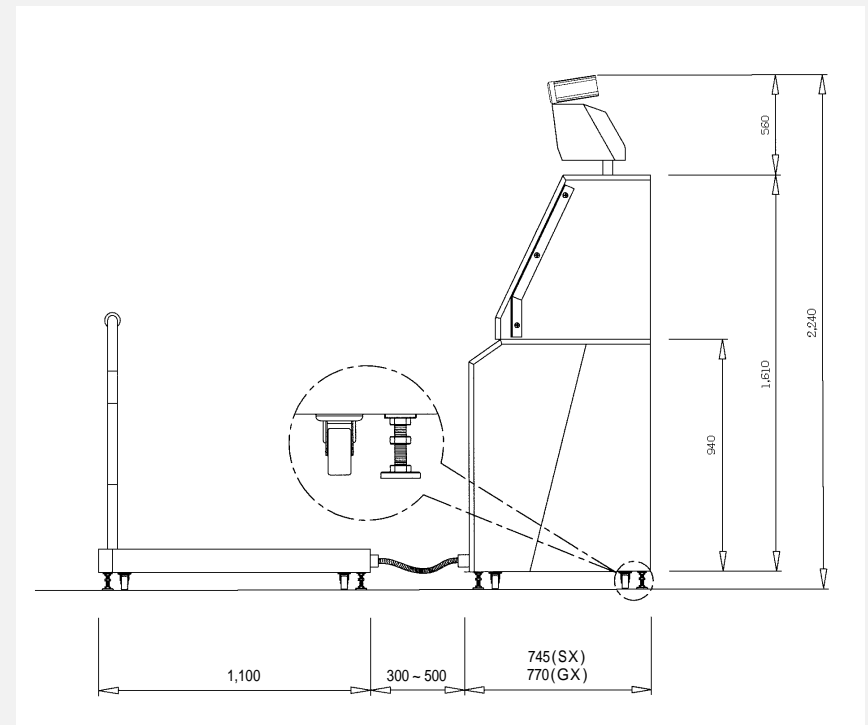
6 Connect the connector cables between the floor controller and main ass'y.

8-M6XL20

RED(1P)

BLUE

1
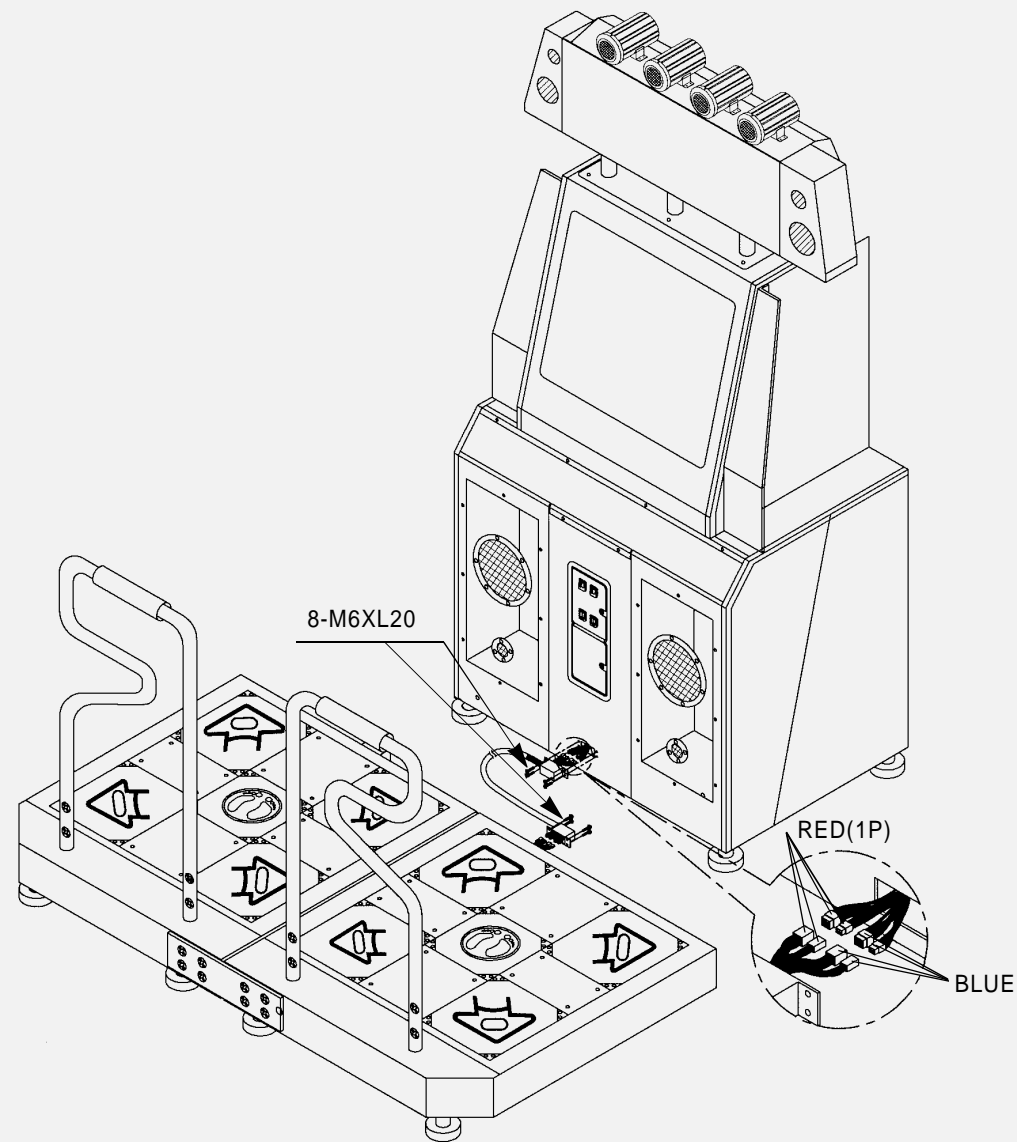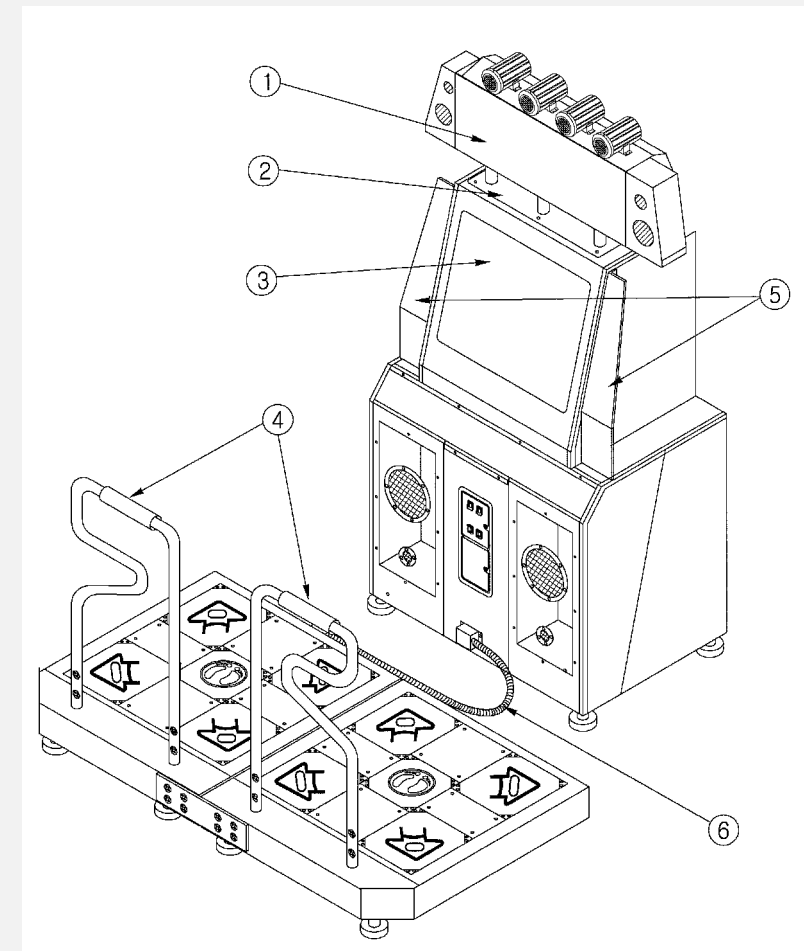
NO	NAME	CODE-NO	QTY	NOTE
1	BILLBOARD ACRYL	MPUS0ACR023	1	SX
1	BILLBOARD ACRYL	MPUG0ACR002	1	GX
2	BILLBOARD FIXING BRACKET	MO2001-046A	1	
3	FORNT CRT ACRYL	MPUS1ACR008	1	SX
3	FORNT CRT ACRYL	MPUG0ACR006	1	GX
4	HANDLE ASS'Y R/L	AM99-PUS06A/07A	1	
5	WING ACRYL R/L	C04001-023A/024A	1	
6	FLEXIBLE TUBE ASS'Y	AM99-PUSS11A	1	
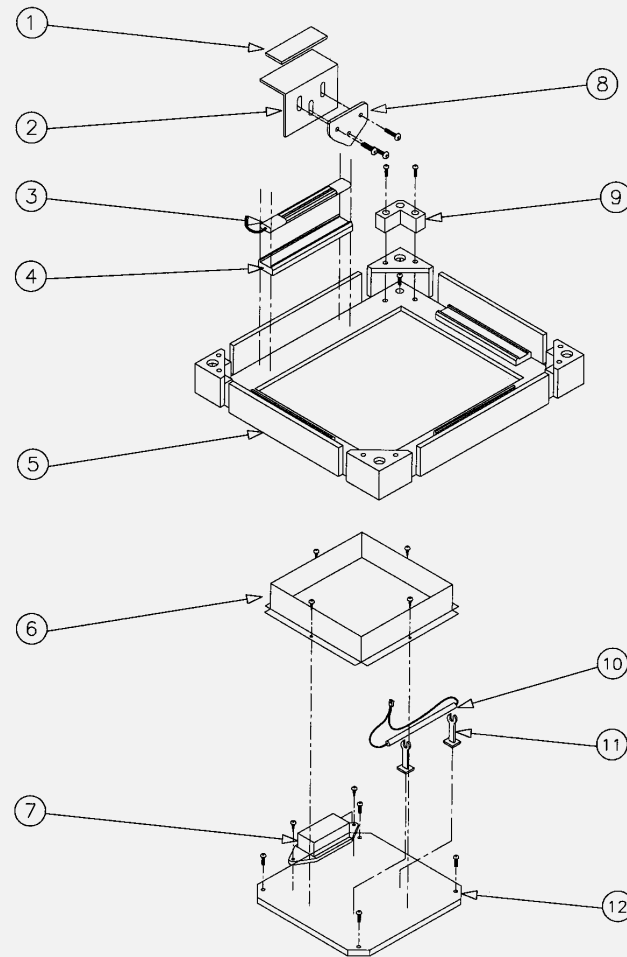
NO	NAME	CODE-NO	QTY	NOTE
1	SENSOR BRACKET TAPE	CO0OO1-OO2A	20	
2	SENSOR COVER BRACKET	MO3OO1-O32A	20	
3	FOOT SENSOR	E11OOO-OO1A	20	
4	SENSOR RUBBER	CO3OO1-OO2A	20	
5	SENSOR FRAME-L	MO2OO1-O14A	4	
6	CCFL COVER	CO0OO1-OO4A	5	
7	INVERTER	A26OO1-OO1A	5	
8	BRACKET SUPPORT	CO3OO1-OO5A	20	
9	STEP ACRYL SUPPORT	CO3OO1-OO4A	20	
10	CCFL LAMP	AO5OO5-OO2A	5	
11	CCFL LAMP SUPPORT	CO3OO1-OO3A	10	
12	CCFL COVER PLATE	CO1OO1-OO7A	1	

ANDAMIRO
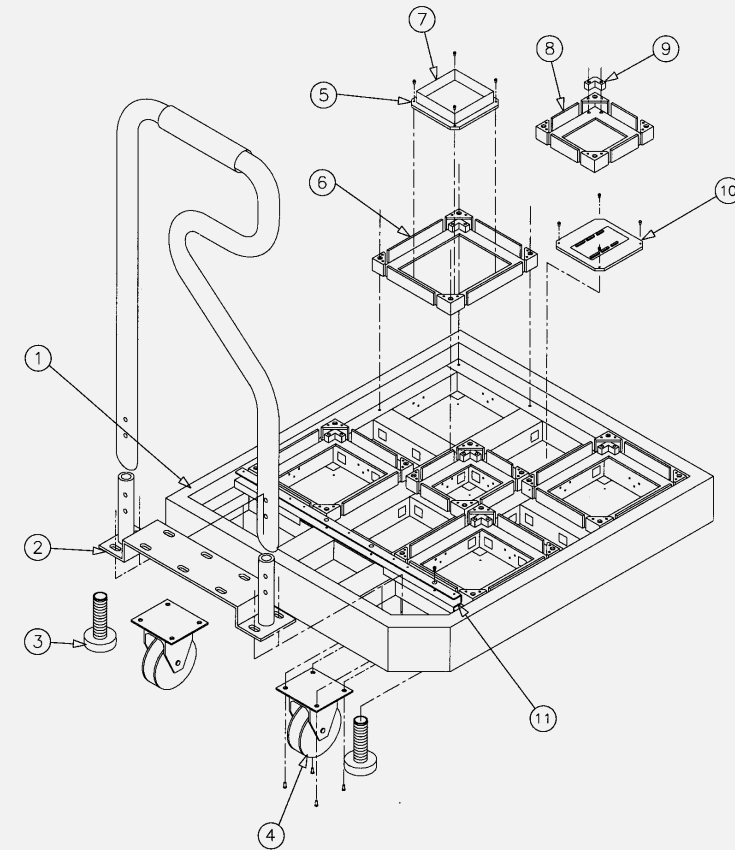
NO	NAME	CODE-NO	QTY	NOTE
1	STEP FRAME-R	MO2OO1-O13A	1	
2	HADLE JOINT BRACKET	MO3OO1-OO1A	1	
3	STOPPER	MO7OOO-OO3A	4	
4	CASTER	MO6OO1-OO4A	4	
5	CCFL COVER	CO0OO1-OO4A	5	
6	SENSOR FRAME-L	MO2OO1-O14A	4	
7	CCFL COVER PLATE	CO1OO1-OO7A	5	
8	SENSOR FRAME-S	MO2OO1-O15A	1	
9	STEP ACRYL STOPPER	CO3OO1-OO4A	20	
10	FOOT PCB ASS'Y	AM99-PUSEO9A	1	
11	REAR COVER BRACKET	MO2OO1-O22A	1	

ANDAMIRO

4
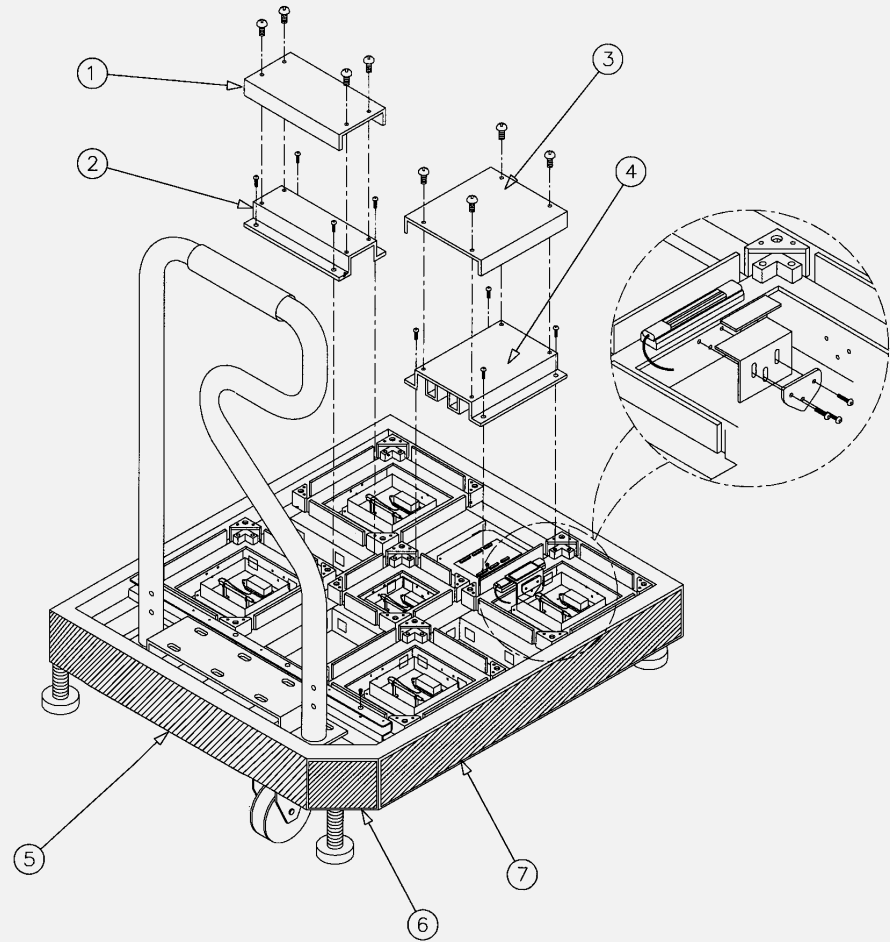
NO	NAME	CODE-NO	QTY	NOTE
1	COVER PANEL-S	MO2OO1-O19A	2	
2	FRAME SUPPORT PANEL-S	MO2OO1-O17A	2	
3	COVER PANEL-L	MO2OO1-O18A	2	
4	FRAME SUPPORT PANEL-L	MO2OO1-O16A	2	
5	FRAME SUPPORT SHEET	CO2OO1-OO6A	1	
6	STEP CORNER SHEET	CO2OO1-OO4B	1	
7	STEP SIDE SHEET	CO2OO1-OO3B	1	

5
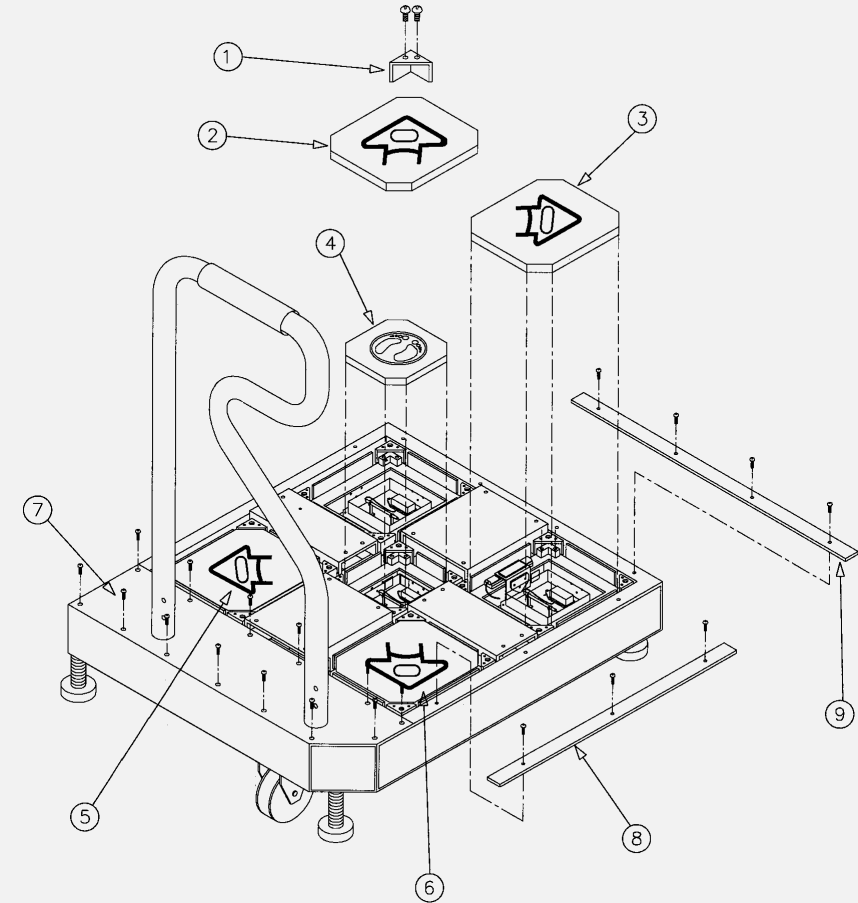
NO	NAME	CODE-NO	QTY	NOTE
1	STEP ACRYL COVER	MO2OO1-O29A	20	
2	STEP ACRYL L-RED	CO4OO1-OO1A	1	
3	STEP ACRYL R-RED	CO4OO1-OO4A	1	
4	STEP ACRYL CENTER	CO4OO1-OO3A	1	
5	STEP ACRYL L-BLUE	CO4OO1-OO2A	1	
6	STEP ACRYL R-BLUE	CO4OO1-OO5A	1	
7	FRAME REAR COVER-R	MO2OO1-O21A	1	
8	FRAME SIDE COVER	MO2OO1-O24A	2	
9	FRAME FRONT COVER	MO2OO1-O23A	1	

ANDAMIRO

ANDAMIRO
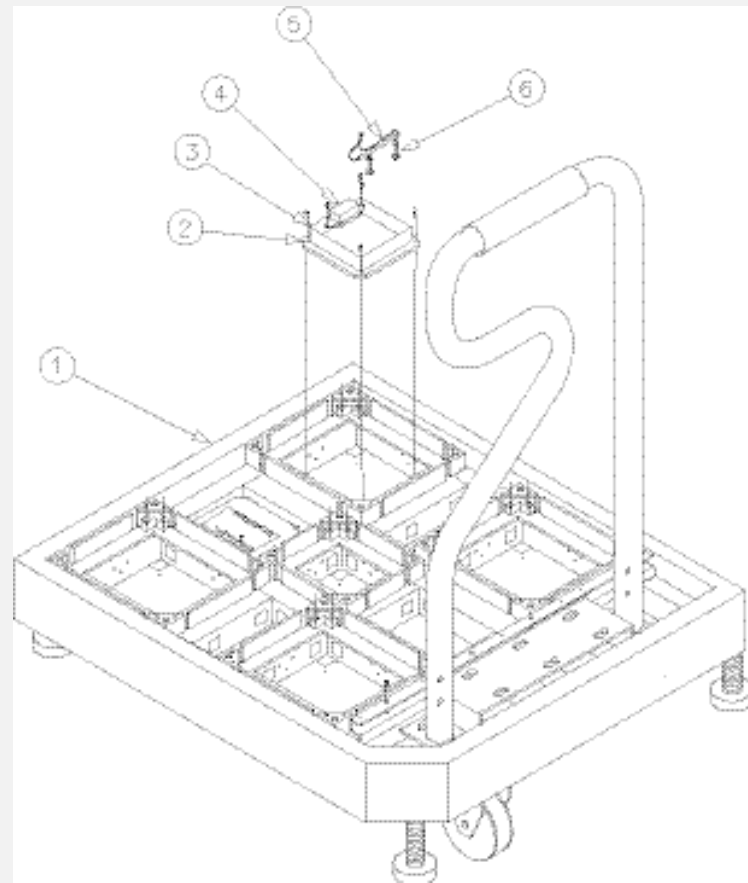
NO	NAME	CODE-NO	QTY	NOTE
1	STEP FRAME-L	MO2OO1-O12A	1	
2	CCFL COVER	COOOO1-OO4A	5	
3	SENSOR FRAME-L	MO2OO1-O14A	4	
4	INVERTER	A25OO1-OO1A	5	
5	CCFL LAMP	AO5OO5-OO2A	5	
6	CCFL LAMP SUPPORT	CO3OO1-OO3A	10	
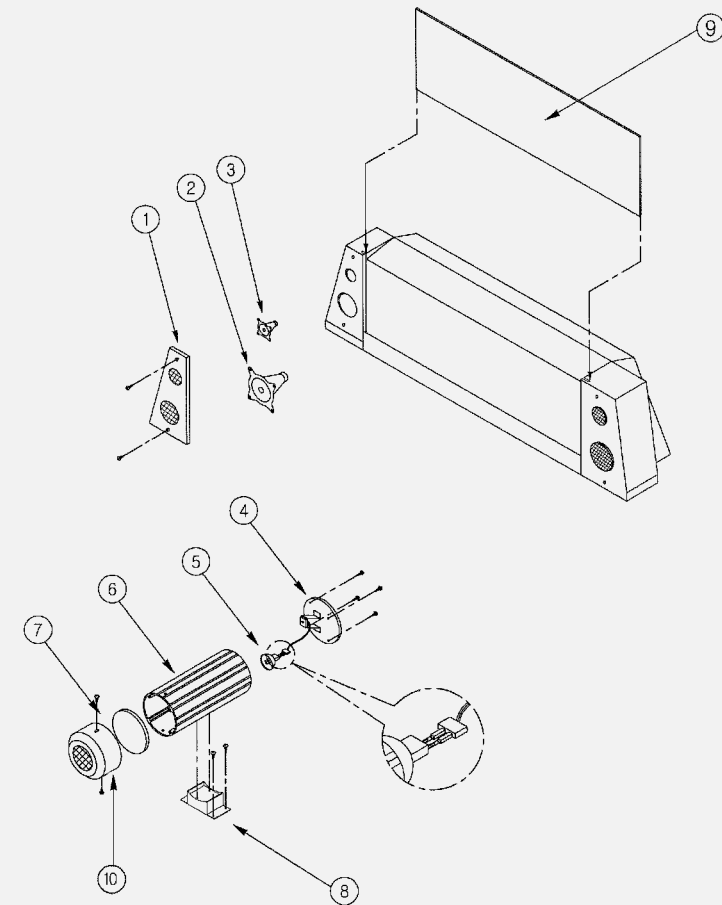
NO	NAME	CODE-NO	QTY	NOTE
1	BILL BOARD SPEAKER COVER	MPUSOPRO004	2	
2	SPEAKER	MZZZOSPE004	2	
3	SPEAKER	MZZZOSPE005	2	
4	HALOGEN LAMP BACK COVER	MPUSOMEP025	4	
5	LAMP	MELEOLAM009	4	
6	LAMP BOX	MPUSOPRO002	4	
7	BILL BOARD LAMP ACRYL	MPUSIACR021	4	
8	LAMP BOX SUPPORT	MPUSOMEP028	4	
9	BILL BOARD ACRYL	MPUSOACR023	1	
10	BILL BOARD LAMP CAP	MPUSOMEP005	4	
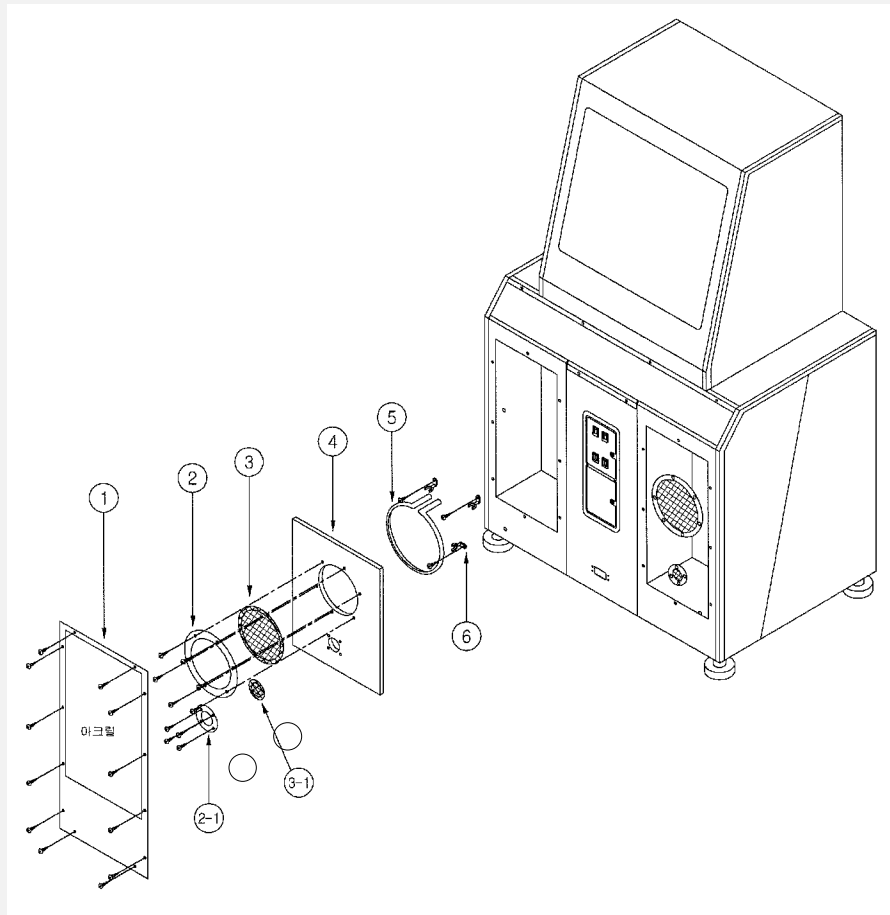
NO	NAME	CODE-NO	QTY	NOTE
1	WOOFER ACRYL COVER BRACKET	MPUSOMEP048	2	
2	WOOFER RING-L	MPUDOPLA002	2	
2-1	WOOFER RING-S	MPUDOPLA004	1	
3	SPEAKER NET-L	MPUSOMEP053	1	
3-1	SPEAKER NET-S	MPUSOMEP054	1	
4	WOOFER ACRYL	MPUSOACR013	1	
5	NEON LAMP	MELEOLAM010	1	
6	NEON LAMP SUPPORT	MPUDOPLA001	3	

POWER ASS'Y

AMP Board ASS'Y

CD-ROM

MAIN Board ASS'Y
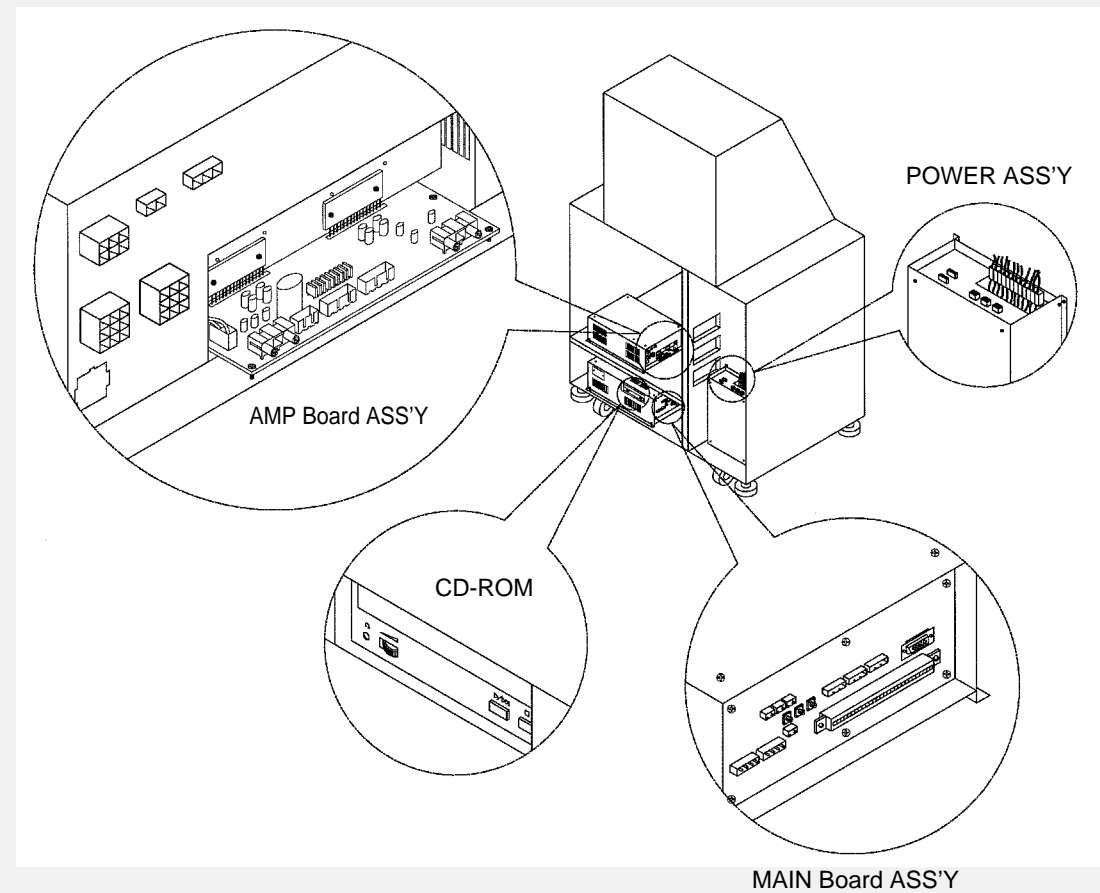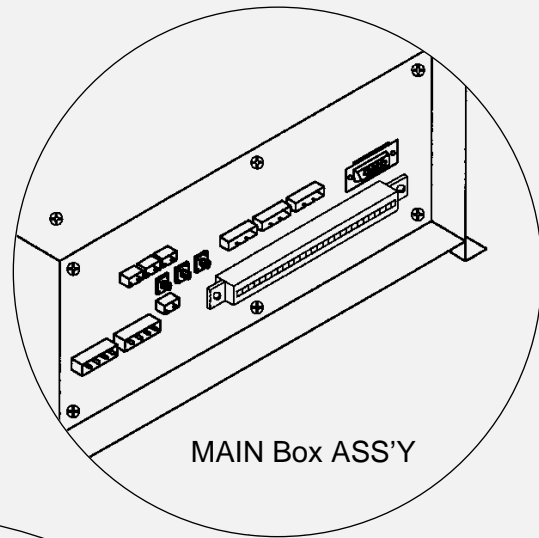
MAIN Box ASS'Y

AMP Box ASS Y

POWER

AC INPUT

NEON

PC INPUT

RAMP INPUT

FLW INPUT

POWER INPUT

POWER OUT

SP OUT

WOOF INPUT

Coin Door

FLW

WOOF

MASTER

SERVICE

TEST

COIN COUNTER

10
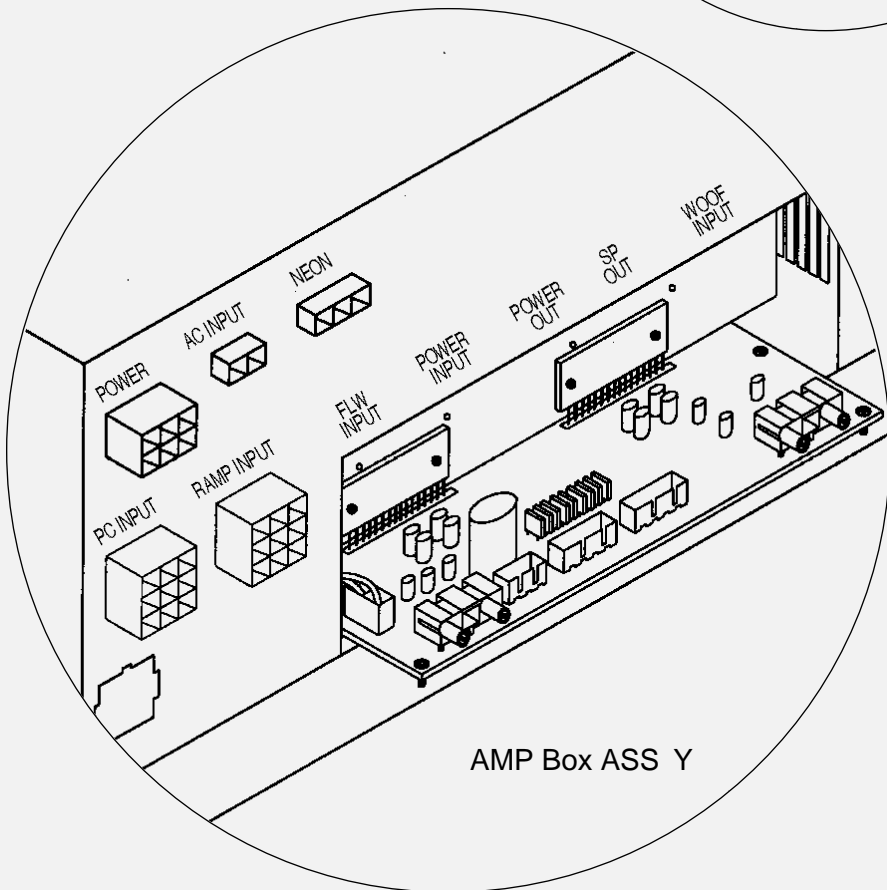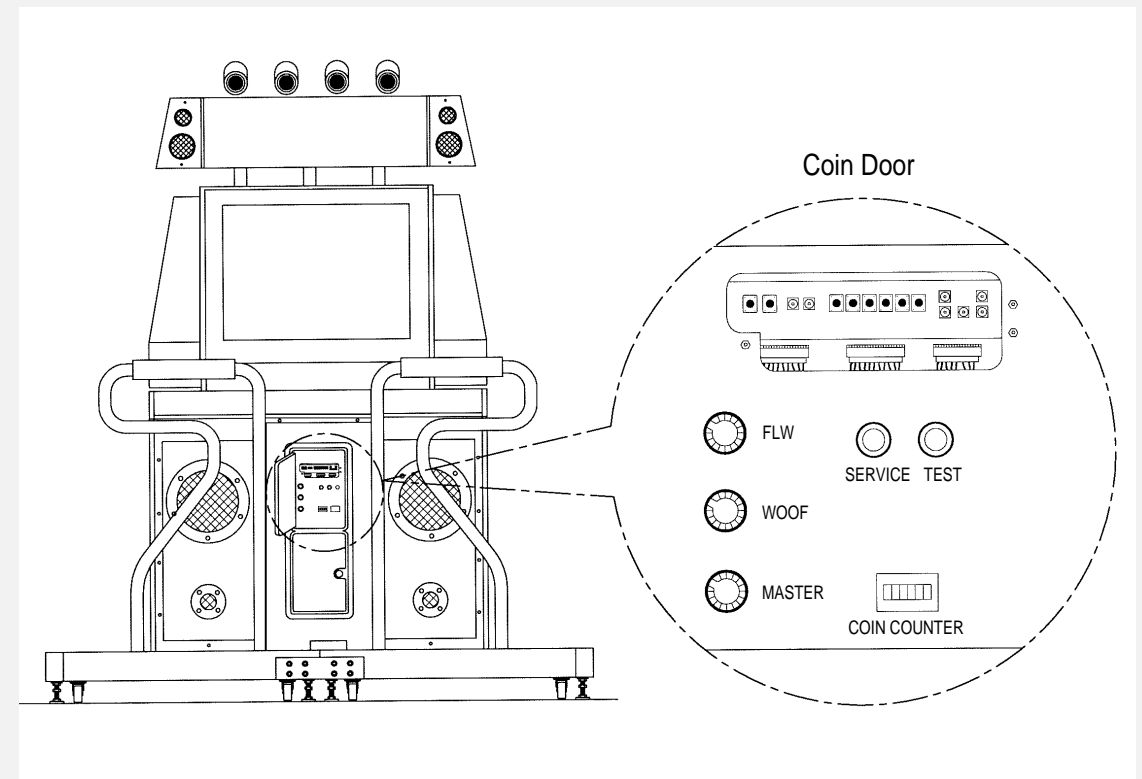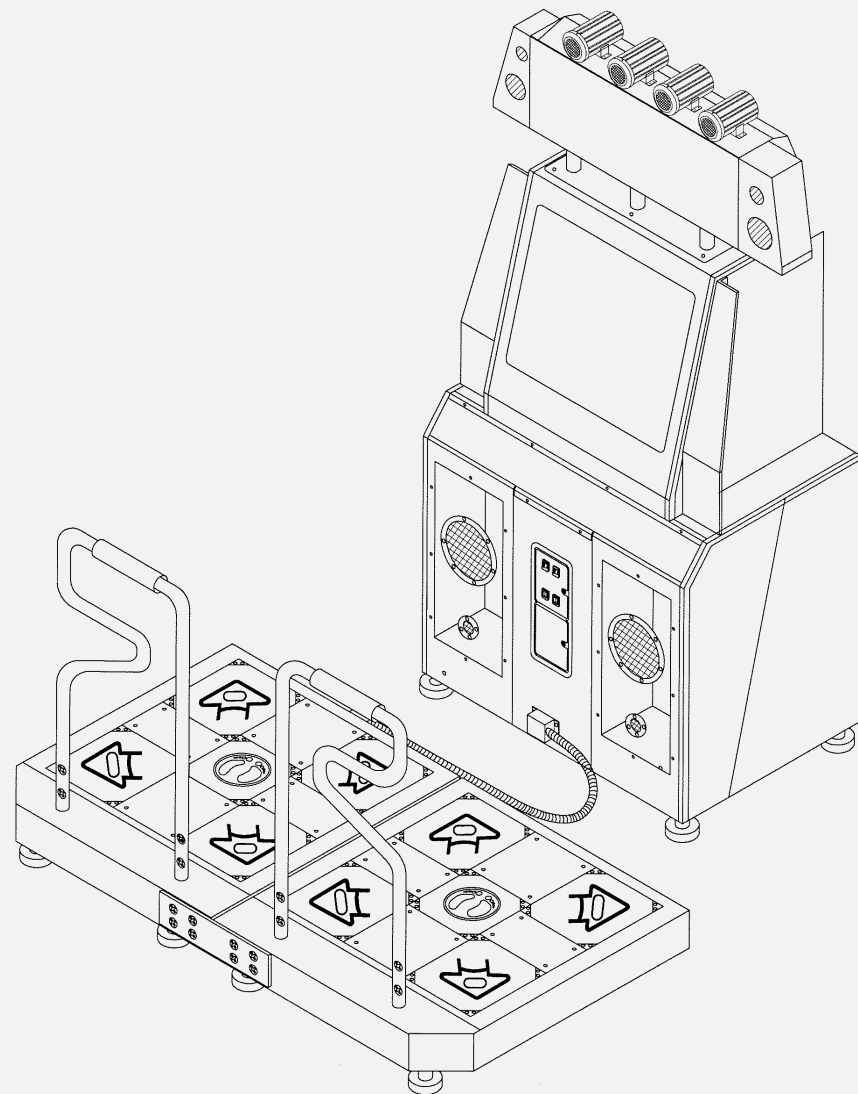
There is no sound or the visual.
1. Check the switch below the right side of MAIN CABINET.
2. Check the lighting of LED pushing the play button of CD-ROM in main box.
3. In case LED does not turn on, the CD-ROM has to be replaced because the problem comes from the CD-ROM.
4. In case LED turns on well, the main box has to be replaced because the problem comes from the main box.

Visual comes out but no sound.
1. Check the AMP volume switch of left COIN DOOR in front of MAIN CABINET.
2. Measure AMP power terminal with the testor. (AMP box has to be replaced if you do not measure at least 15V)

Billboard light is on, but nothing else is on work.
1. The MAIN BOX is condemned.
2. Check the lighting of LED pushing the play button of CD-ROM in main box.
3. In case LED does not turn on, the CD-ROM has to be replaced because the problem comes from the CD-ROM.
4. In case LED turns on well, the main box has to be replaced because the problem comes from the main box.

Coin accepter does not work.
1. Check the voltage of coin terminal. (Normally 12V)
2. Check the electric connection if you do not measure at least 12V.
3. If you measure 12V, the coin sensor has to be replaced.

The visual freezes.
1. Check the operating of fan in the main box because it may be overheated.
2. Clean the CD-ROM in the main box.

Static electricity from the speaker(s).
1. Remove dust behind FRE AMP.
2. If the noise comes from the only one set of speakers, the problem comes from the speakers.

The step sensor does not work well.
1. Check the inferior sensor with I/O TEST and clean or replace it.
2. Check the electric connection.

1P and 2P of step sensor do not work well.
1. Check the problem whether it comes from the electric connection or the FOOT PCB through exchanging the wire of 1P and 2P.
2. If there is something wrong in the FOOT PCB, it has to be replaced.

Step-lamp does not work.
1. Test it exchanging with the normal operating lamp. (Check whether the problem comes from the lamp or inverter)
2. Replace the defected one after test.
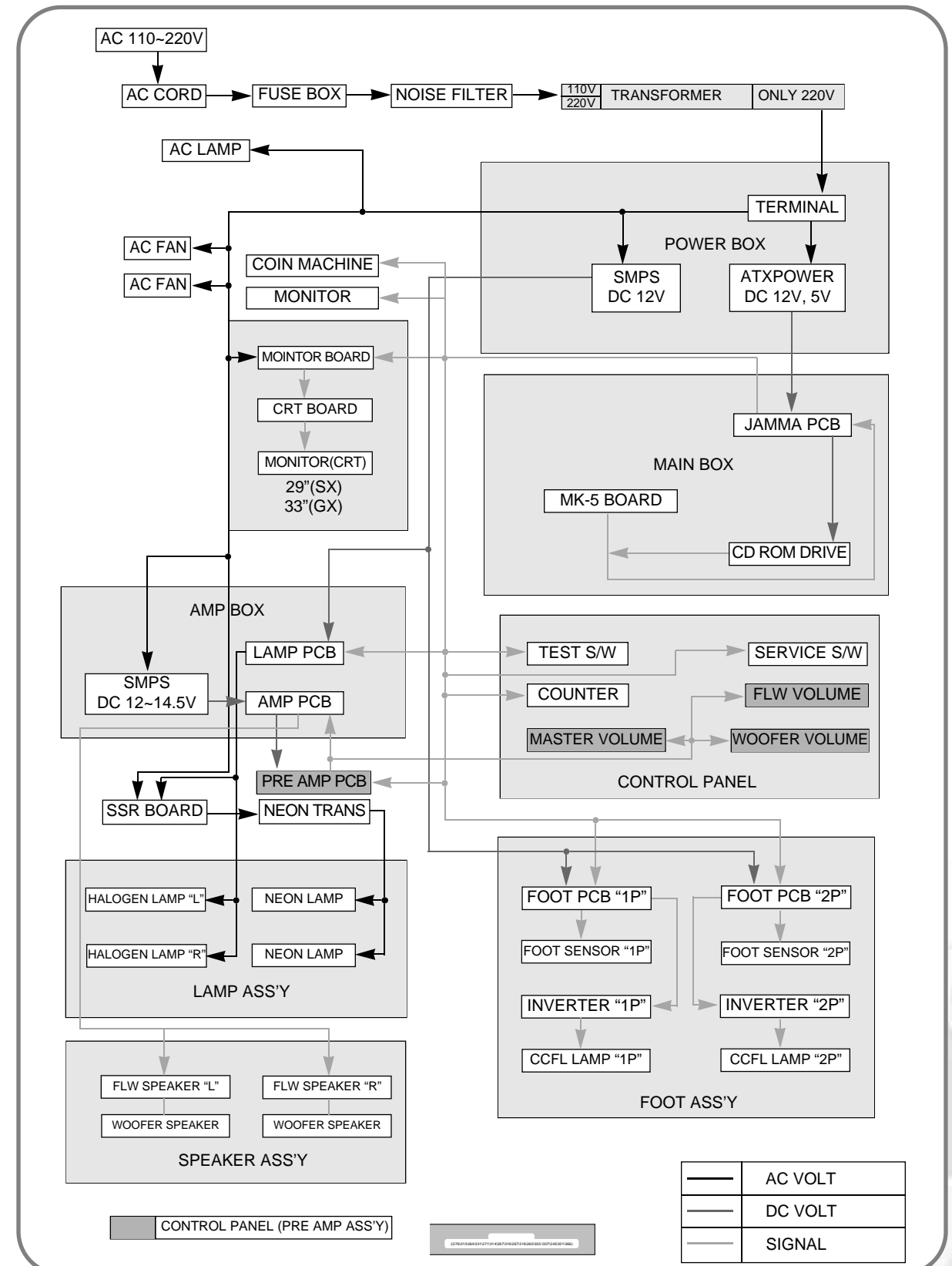
Step-lamp is on all the time.
1. Check the inferior sensor with I/O TEST and clean or replace.

When the games is in process, the music and the arrows do not match.
1. Cleane the CD-ROM.
2. Replace the CD-ROM.

ANDAMIRO

ANDAMIRO

This Pump It Up gives you a novel amusement by varying the game mode.

The following commends are entered in Mode Select and Music Select.

(Note: You can enter commends by standing on pads. The command numbers indicate the location of pads. See the figure right.)

PUMP IT UP COMMAND LIST

	13131	CANCEL
	777	INCREASING THE SPEED
	999	DECREASING THE SPEED
	77995	VANISH
	71935	MIRROR
	71395	RANDOM
	79579	NON-STOP
	79795	CYNCHRO
	97975	COUPLE
	17935	UNION
	15351	RANDOM VANISH

Increasing the Speed / Decreasing by Circulation
(Applying the 2X speed by 777 Command first, 4X speed by another applying, 8X speed, Random speed, and then operating by 2X speed again. 999 command for decreasing is circulated as same)

Specifications

Model Name : PUMP IT UP

Model Name		PUMP IT UP SX	PUMP IT UP GX
Power Consumption		400W	
Maximum Power Consumption		600W	
Screen Size		29	33
Dimensions (mm)	body	1100× 745× 2240	1100× 770× 2240
	floor controller	1780× 160× 1100	
Weight (Kg)	body	200K g	220K g
	floor controller	182K g	
Power Requirements	KOREA	AC 220V, 60Hz	
	BRAZIL	AC 127/220V, 60Hz	
	CHINA	AC 220V, 50Hz	
	ENGLAND	AC 240V, 50Hz	
	ITALY	AC 220V, 50Hz	
	MEXICO	AC 127V, 60Hz	
	SWITZERLAND	AC 220V, 50Hz	
	TAIWAN	AC 110/220V, 60Hz	
	U.S.A	AC 120V, 60Hz	

PUMP IT UP PROBLEMS

PARTS DESCRIPTION		REPORTED PROBLEMS	CHECK POINT	CHECK NEXT
AC POWER	FUSE BOX	NO POWER ON GAME MACHINE (NO LIGHT ON AC LAMP,NO MOVE)	CHECK FUSE,POWER S/W AND AC VOLTAGE (110~220V)	AC CORD, AC VOLTAGE
	NOISE FILTER		CHECK AC VOLTAGE INPUT AND OUTPUT (110~220V)	FUSE BOX
	TRANSFORMER		CHECK AC VOLTAGE INPUT AND OUTPUT (110~220V)	NOISE FILTER
CONTROL PANEL (TEST BRACKET)	TEST BUTTON	80	CHECK TEST /SERVICE BUTTON AND WIRE	MAIN PCB
	SERVICE BUTTON			
	COUNTER	COUNTER WILL NOT REGISTER(COIN, PRIZE, TICKET)	CHECK DC 12V INPUT	
	MASTER VOLUME	INOPERATIVE SOUND VOLUME CONTROL(PRE AMP ERROR)	CHECK VOLUME REGISTER (CHECK PRE-AMP)	PRE AMP
	FLVV VOLUME			
	WOOFER VOLUME			
AC PART	ELECTRONIC BALLAST	AC LAMP ERROR (NO LIGHT ON AC LAMP)	CHECK POWER AC VOLTAGE INPUT AND AC LAMP	TRANSFORMER
	AC LAMP			ELECTRONIC BALLAST
	AC FAN(LEFT, RIGHT)	AC FAN ERROR (NO POWER ON AC FAN)	CHECK POWER AC VOLTAGE INPUT	
POWER BOX ASS'Y	ATX POWER DC 12V, 5V	MAIN BOX ASS'Y ERROR	CHECK POWER AC VOLTAGE	TRANSFORMER
	SMPS DC 12V	FOOT ASS'Y ERROR	CHECK OUTPUT DC 12V	
		LAMP PCB IN AMP BOX ASS'Y ERROR		
MAIN BOX ASS'Y	JAMMA PCB	MAIN BOX ASS'Y I/O ERROR	CHECK POWER AC VOLTAGE (ALL PCB ERROR)	POWER BOX (ATX POWER)
		I/O ERROR		
	SOUND BOARD (MAIN)	BACKGROUND NOISE ON AUDIO	CHECK CD-DISC AND WIRE CONNECTIONS	
		FOOT ASS'Y ERROR	CHECK STEP I/O AND WIRE CONNECTIONS(REPLACE ACTEL CHIP)	
		CONTROL PANEL ERROR	CHECK CONTROL PANEL AND WIRE CONNECTIONS	
		ALL LAMP ERROR	CHECK ALL HALOGEN AND NEON LAMPS	
		COUNTER WILL NOT REGISTER (COIN, PRIZE, TICKET)	CHECK DC 12V INPUT	
		COIN MACHINE ERROR	CHECK COIN MACHINE AND WIRE CONNECTIONS	
		NO VIDEO (BLUE SCREEN)	CHECK VGA AND WIRE CONNECTION	
	MK-5BOARD	GAME AND DEMO PLAY FROZEN OR FREEZING UP	CHECK POWER DC VOLTAGE AND MK-5(CHECK POWER BOX)	
		GAME FROZEN OR FREEZING UP		
		SCREEN NOISE OR VIDEO INTERFERENCE	CHECK VGA CHIP AND WIRE CONNECTION	
	CD ROM DRIVE	GAME FROZEN OR FREEZING UP	CHECK POWER DC VOLTAGE, CD-ROM DRIVE AND DISC	
		MUSIC AND FOOT STEP MOVEMENT DOES NOT SYNCH OR MATCH		
		SOUND AND VIDEO GRAPHIC ERROR		
	CD-DISC	SLOW SELECTING ERROR	CHECK FOR DISC SCRATCH AND VERSION	
		GAME AND DEMO PLAY FROZEN OR FREEZING UP		
		LOCK CHIP ERROR (CD-DISC AND LOCK CHIP MISMATCH)		
		SOUND AND GRAHPIC ERROR		
	LOCK CHIP	LOCK CHIP ERROR	CHECK LOCK CHIP VERSION AND DC VOLTAGE	

PUMP IT UP PROBLEMS

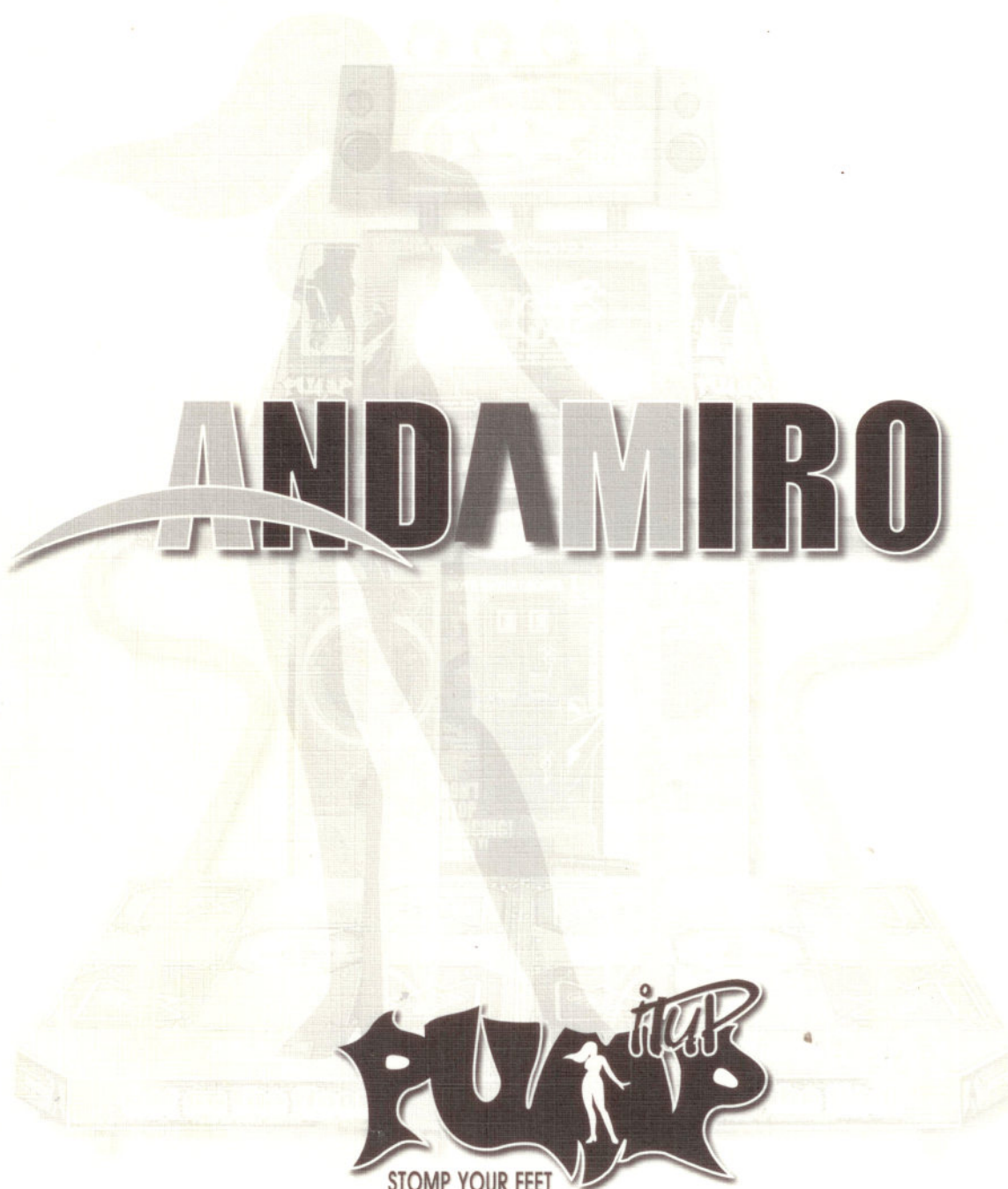| PARTS DESCRIPTION		REPORTED PROBLEMS	CHECK POINT	CHECK NEXT
AMP BOX ASS'Y	LAMP PCB	ALL LAMP ERROR OR ALL LAMPS DOWN	CHECK DC 12V INPUT AND LAMPS	POWER BOX(SMPS POWER)
	AMP PCB	NO SOUND OR AUDIO	CHECK DC 15V INPUT AND AMP PCB	SMPS DC 15V
		ERROR ON UPPER LEFT AND RIGHT SPEAKERS (FLW)		
		ERROR ON LOWER LEFT AND RIGHT SPEAKERS (WOOFER)		
		ERROR ON PRE AMP POWER (OUTPUT DC 15V)		
	SMPS DC 15V	NO POWER AMP PCB PRE AMP PCB (OUTPUT DC 15V)	CHECK AC VOLTAGE INPUT AND DC 15V OUTPUT	TRANSFORMER
FOOT ASS'Y	FOOT PCB	FOOT SENSOR ERROR	CHECK DC 12V INPUT AND ACTEL CHIP IF NOT, REPLACE	MAIN BOX (SOUND PCB)
		INVERTER ERROR		
	FOOT SENSOR	FOOT STEP ERROR	CHECK FOOT SENSOR AND WIRES	FOOT PCB
	INVERTER	NO LIGHT STEP ASSEMBLY (CCFL LAMP)	CHECK DC 12V INPUT AND INVER TER	
	CCFL LAMP		SWAP BAD LAMPS TO GOOD LAMPS	INVERTER
		DULL BRIGHTNESS ON LAMP		
LAMP ASS'Y	HALOGEN LAMP	LIGHT ERROR (HAL OGEN LAMP)	CHANGE LAMP AND CHECK WIRES	LAMP PCB
	NEON LAMP	LIGHT ERROR (NEON LAMP), LIGHT NOISE	CHANGE NEON FOR BREAKS AND CHECK WIRE	NEON TRANS
SPEAKER ASS'Y	FLW SPEAKER (L, R)	SOUND ERROR AND NO AUDIO (FL W)	SWAP BAD GOOD SPEAKER AND CHECK WIRE	AMP PCB
	WOOFER SPEAKER	SOUND ERROR OR NO AUDIO (WOOFER)		
EXTRA	COIN MACHINE	COIN ERROR	CHECK DC VOLTAGE INPUT AND WIRE	JAMMA PCB
	PRE AMP PCB	SOUND ERROR, BACKGROUND NOISE PRESENCE	CHECK DC 15V INPUT, PRE AMP AND WIRE	AMP PCB, SMPS DC 15V
		ERROR ON UPPER LEFT AND RIGHT SPEAKERS (FL W)		
		ERROR ON LOWER LEFT AND RIGHT SPEAKERS (WOOFER)		
		VOLUME CONTROL ERROR		
	SSR BOARD	NO LIGHT ON NEON LAMP, NEON TRANSFORMER ERROR	CHECK AC VOLTAGE INPUT, CHECK FOR NOEMAL "ON" AND "OFF" LED	TRANSFORMER, LAMP PCB
	NEON TRANS	NO LIGHT ON LAMP	CHECK AC VOLTAGE INPUT	SSR BOARD
MONITOR ASS'Y	MONITOR BOARD	BLANK SCREEN	CHECK AC VOLTAGE INPUT AND FUSE	MAIN BOX (MK-5BOARD)
	CRT BOARD			MONITOR BOARD
	MONITOR (CRT)			CRT BOARD

STEP L/R