

# SYNC PONG



## IMPORTANT

- Please read the manual carefully and keep it in mind before using this machine.
- Put this manual within touch of your reference in anytime.

**1. Dimensions & Specification (2p)**

- 1-1. Dimensions
- 1-2. Specification

**2. Components & Part list (2P)**

- 2-1. Parts list
- 2-2. Components

**3. Function (4p)**

- 3-1. Description of Switch of LCD Display Board
- 3-2. Sound Volume
- 3-3. Ticket Out Display

**4. Menu Chart (6p)**

**5. Setup Mode (7p)**

- 5-1. How to Setup
- 5-2. The no.of ticket to each path

**6. Test MODE (12p)**

- 6-1. How to Test Mode Setup
- 6-2. Check the Status of Sensors and Switches.

**7. Bookkeeping Data (16p)**

- 7-1 How to Setup

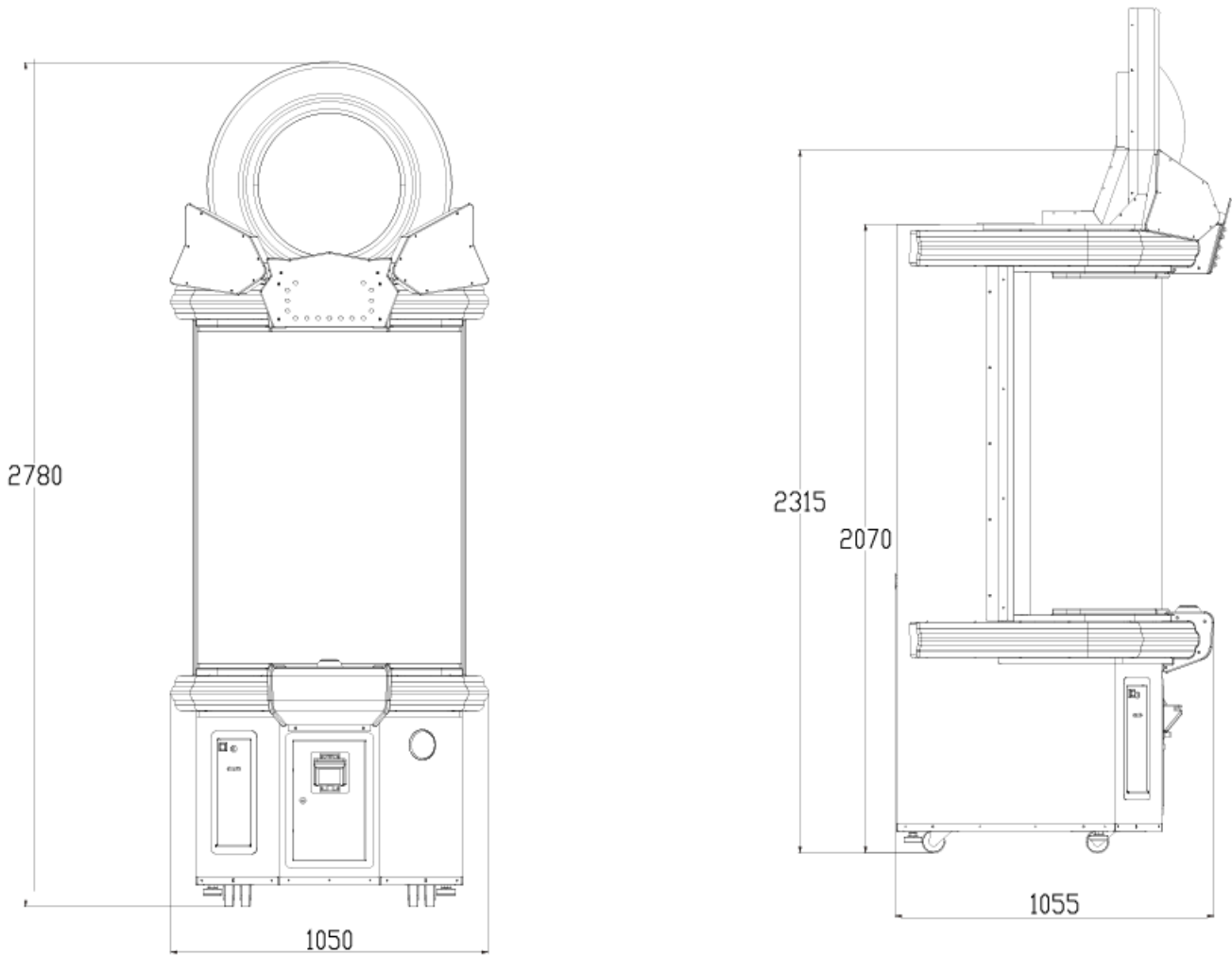
**8. Error Mode (17p)**

**9. TROUBLESHOOTING (18p)**

- 9-1. <Error Code "1">
- 9-2. <Error Code "2">
- 9-3. <Error Code "3">
- 9-4. <Error Code "4">
- 9-5. <Error Code "5">
- 9-6. <Error Code "6">
- 9-7. <Error Code "7">

## 1. Dimensions & Specification

### 1-1. Dimensions















### 1-2. Specification

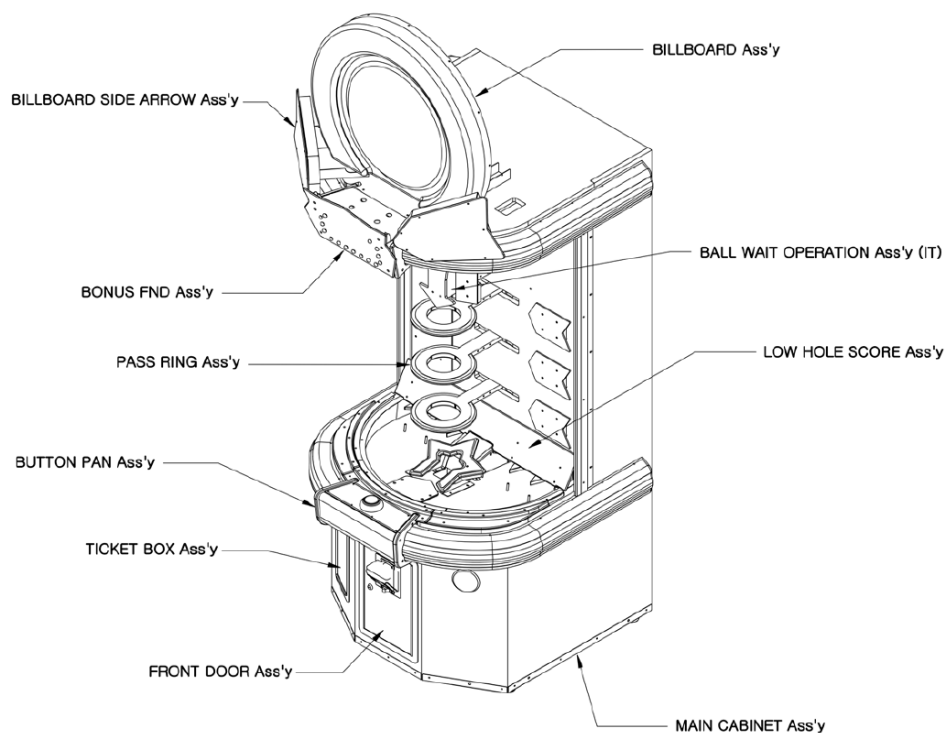
NOMINATED VOLTAGE RANGE	220V/110V
MAXIMUM POWER CONSUMPTION	280W
AVERAGE POWER CONSUMPTION	180W
<b>Dimensions</b>	1050*2780*1055

## 2. Components & Part list

### 2-1. Parts list

NO.	NAME	SPECIFICATIONS		NUMBER
1	Power cord			1
2	Coin box key			1
3	Main door key			2
4	USER' S Manual			1
5	L type wrench	2.5MM		1
6	L type wrench	4MM		1
7	Plastic ball	φ 55		20
8	Acrylic for machine name;			1
9	LIGHTBOX SUPPORT			2
10	BONUS DISPLAY BOARD COMPONENT			1
11	MACHINE NAME LEFT ARROW GROUP			1
12	MACHINE NAME RIGHT ARROW GROUP			1

### 2-2. Components

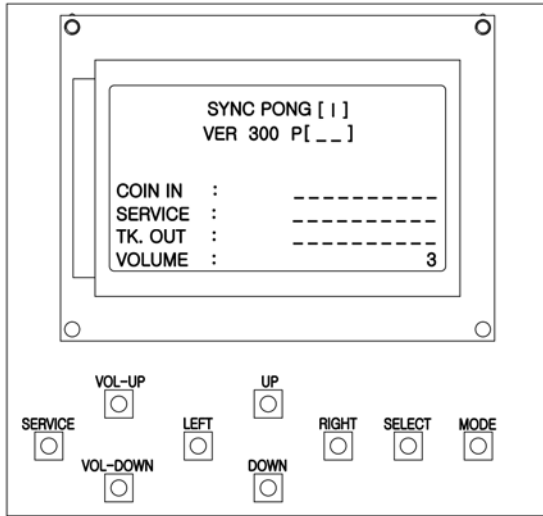




### 3. Function

#### 3-1. Description of Switch of LCD Display Board

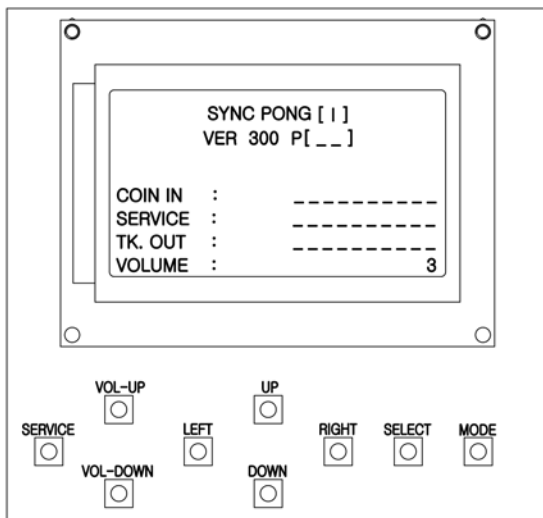
( LCD Display Board )



- 1) [Service] : Service Credit
- 2) [Vol-Up /Down] : To adjust volume
- 3) [Up / Down] : To move up or down in the Menu or Mode
- 4) [Left / Right] : To move a cursor right or left. / To change a figure
- 5) [Select] : To select / enter
- 6) [Mode] : To exit and return to previous Menu/Mode

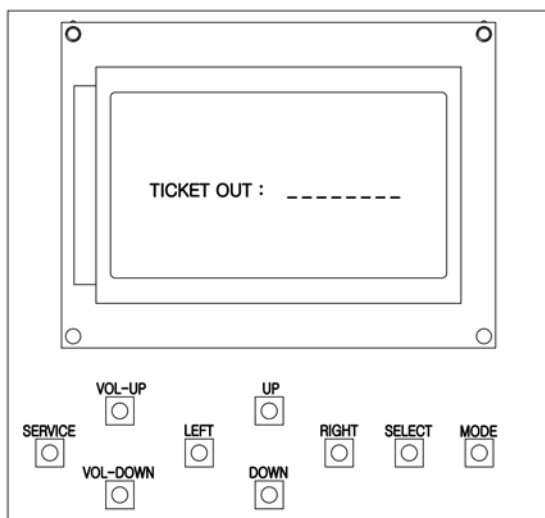
#### 3-2. Sound Volume

( LCD Display Board )



Volume Range : 0~7

### 3-3. Ticket Out Display

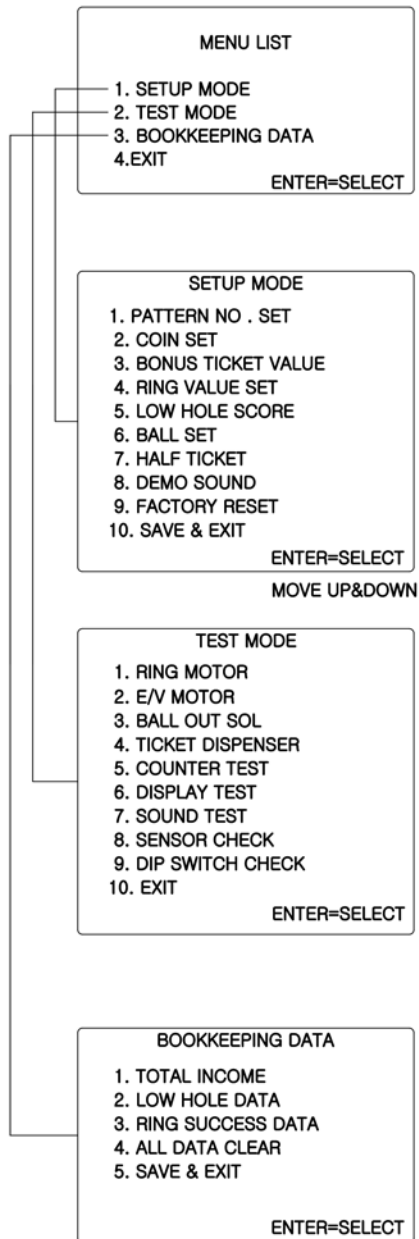
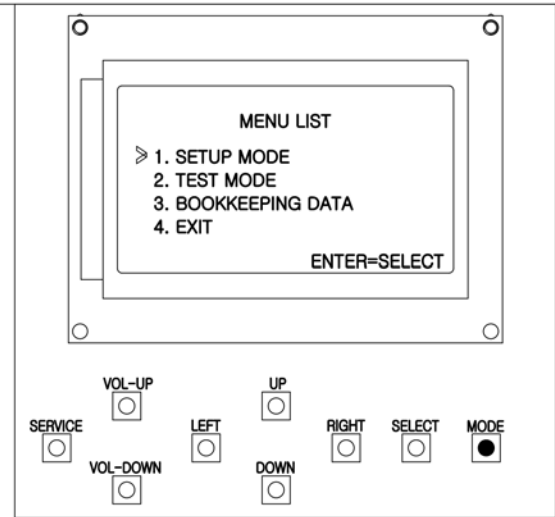


- 1) Press SELECT button for 3 seconds to access to this mode
- 2) [Select] : 500 tickets are deducted each time the select button is pressed
- 3) [Mode] : Exit and return to upper menu

## 4. Menu Chart

\* Press MODE button for 3 seconds to enter Menu List

Push UP/DOWN button to move up or down in the menu list and press SELECT button

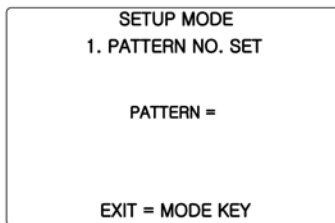
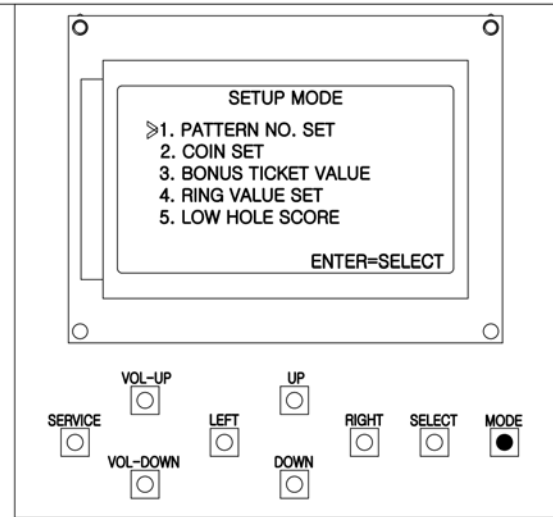


## 5. Setup Mode

\* Setup Mode allows modification of the Game Setting to suit operator's preference.

### 5-1. How to Setup.

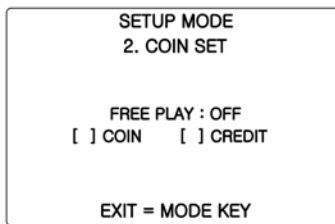
- 1) Press MODE button for 3 seconds to enter Menu List
- 2) Press UP or DOWN button to move to Setup Mode and push SELECT to enter
- 3) Press UP or DOWN button to choose desired Setup and push SELECT
- 4) Press MODE button to return to previous Menu or Mode  
(Changes will not be saved)
- 5) Always SAVE & EXIT to apply change



#### Pattern No SET

Preset Game Setup Patterns (see 5-2 for detail)  
Press LEFT,RIGHT button to change a pattern

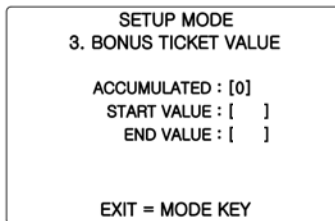
Pattern Range : P1~P7



#### COIN SET

Price per Play (Set the no of coins)  
Press LEFT,RIGHT button to move

Unit : 1  
COIN 0 : Free Play Mode  
CREIDT 0 : Free Play Mode

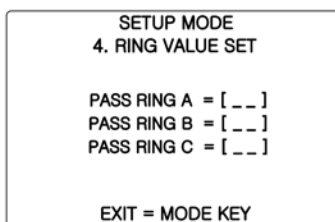


#### BONUS TICKET VALUE

Press UP,DOWN button to move  
Press LEFT,RIGHT button to change figures

Accumulated : No. of tickets accumulated per play  
Range : 0~10 Default : 0 Unit : 1 0 : None  
Start Value : Bonus ticket start value on Bonus FND  
Range : 0~2000 Unit : 1  
End Value : Maximum bonus ticket value  
Range : 0~2000 Unit : 1

- \* Default of end value always follows the setup from Start Value
- \* Press and hold the LEFT/RIGHT button to change figures quickly



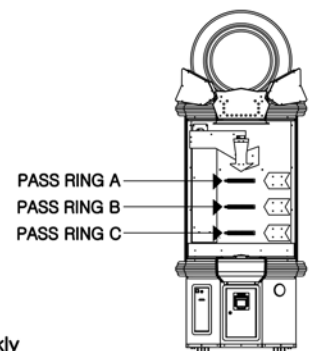
#### RING VALUE SET (Set tickets for each ring)

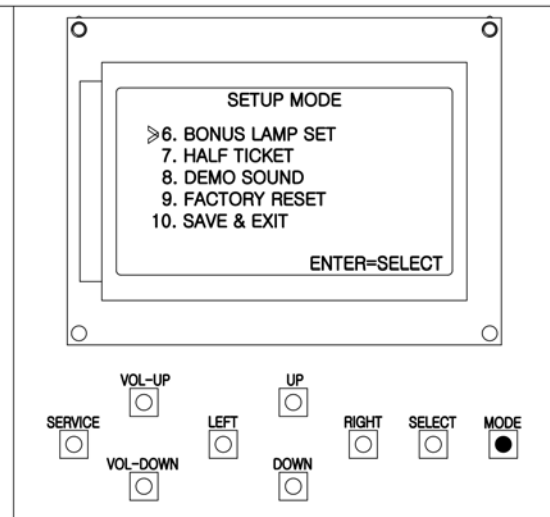
Press UP,DOWN button to move  
Press LEFT,RIGHT button to change figures.

Range : 1~500

Unit : 1

- \* Press and hold the LEFT/RIGHT button to change figures quickly





SETUP MODE  
5. LOW HOLE SCORE

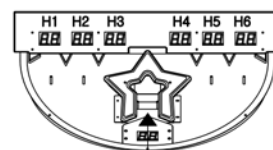
H1 : [ \_ ]    H2 : [ \_ ]  
H5 : [ \_ ]    H4 : [ \_ ]  
H5 : [ \_ ]    H6 : [ \_ ]  
PS : [ \_ ]

EXIT = MODE KEY

### LOW HOLE SCORE (Set tickets for the holes on the bottom playfield)

Press UP,DOWN button to move  
Press LEFT,RIGHT button to change figures

Range : 1~50    Unit : 1



PONG BONUS SCORE

SETUP MODE  
6. BALL SET

BONUS SUCCES : [5]  
BALL DROP : [10]

EXIT = MODE KEY

### BALL SET

Press UP,DOWN button to move / Press LEFT,RIGHT button to change figures.

BONUS SUCCES BALL / BALL DROP COUNT  
Range : 0~10                      Range : 0~10  
Default : 5                        Default : 10  
Unit : 1                              Unit : 1

SETUP MODE  
7. HALF TICKET

[ 0 ]

EXIT = MODE KEY

### HALF TICKET (With this option, a half of the ticket equals the value of one standard ticket.)

Press LEFT,RIGHT button to change figures

Range : [0] Normal , [1] Half  
Default : 0  
Unit : 1

SETUP MODE  
8. DEMO SOUND

[ 5 ] MIN

EXIT = MODE KEY

### DEMO SOUND

Press LEFT,RIGHT button to change figures

Range : ( Off ) , ( 1 ~ 10 MIN ) , ( Always )  
Default : 5 MIN  
Unit : 1

SETUP MODE  
9. FACTORY RESET

YES        NO

EXIT = MODE KEY

### FACTORY RESET

Clear all setup value and return to Default setting  
Press LEFT,RIGHT button to move and press SELECT to enter

SETUP MODE  
10. SAVE & EXIT

YES        NO

EXIT = MODE KEY

### SAVE & EXIT

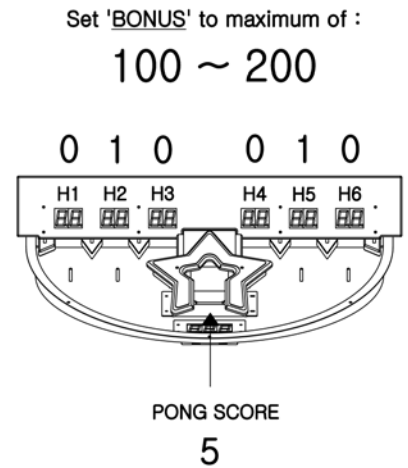
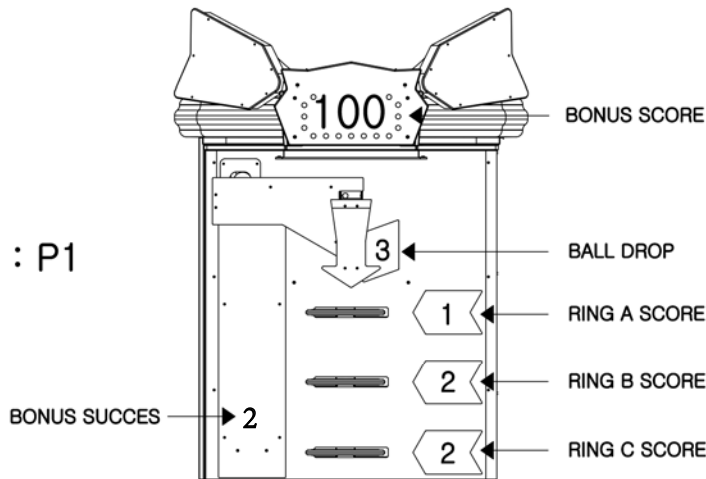
Press LEFT,RIGHT button to move and press SELECT to enter

YES : Save changes.  
NO : Exit without saving changes

5-2. The no.of ticket to each path

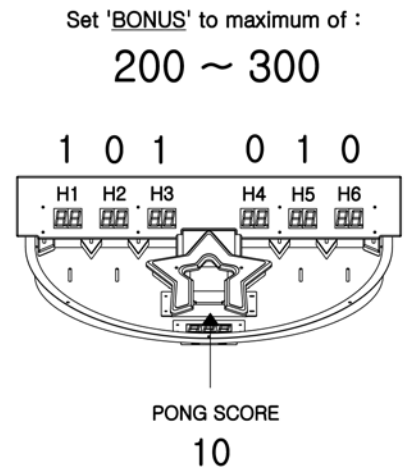
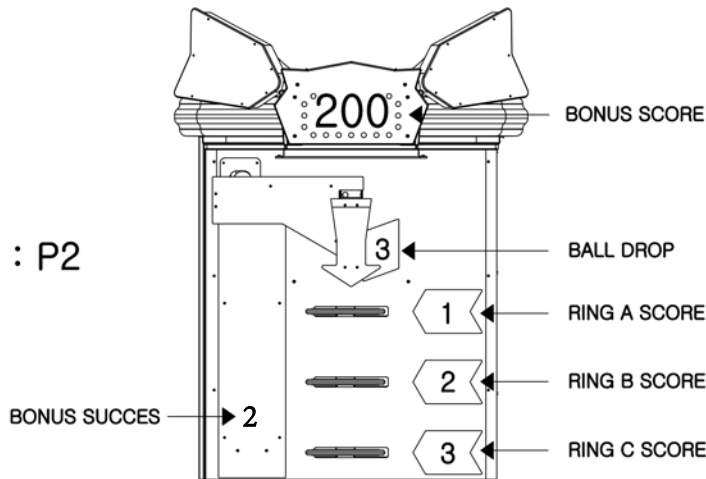
Setup Example #1 – Average 10 ticket given per credit

Pattern No : P1



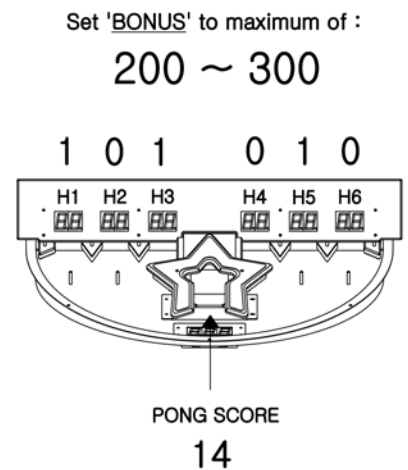
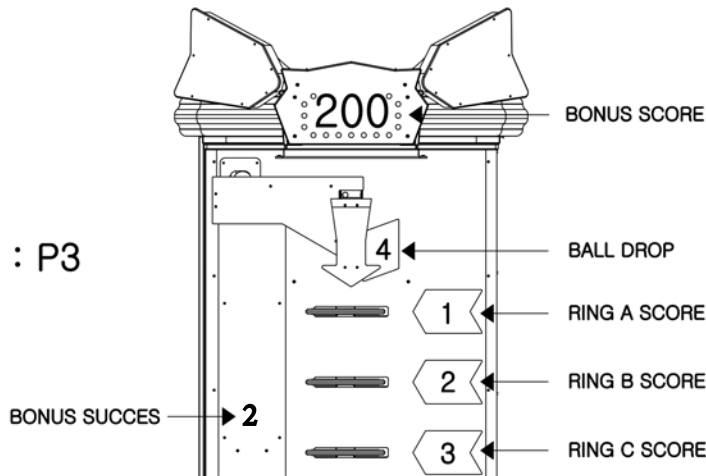
Setup Example #2 – Average 15 ticket given per credit

Pattern No : P2



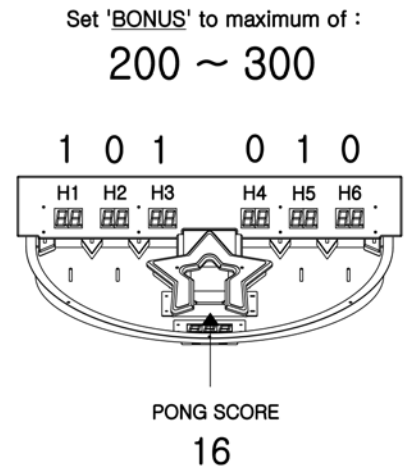
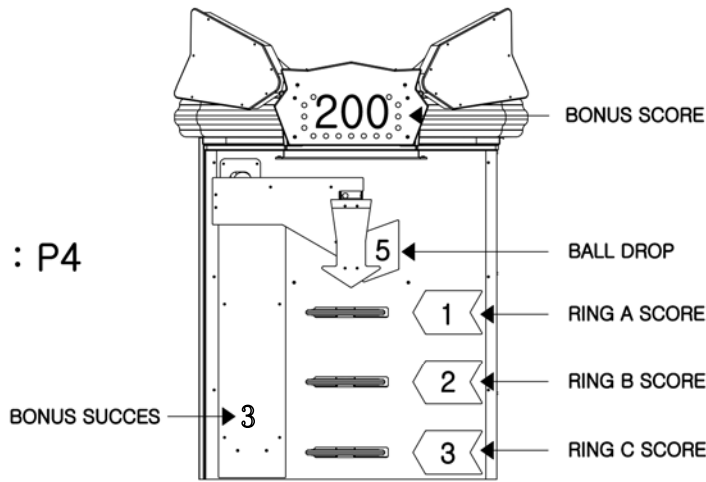
Setup Example #3 – Average 20 ticket given per credit

Pattern No : P3



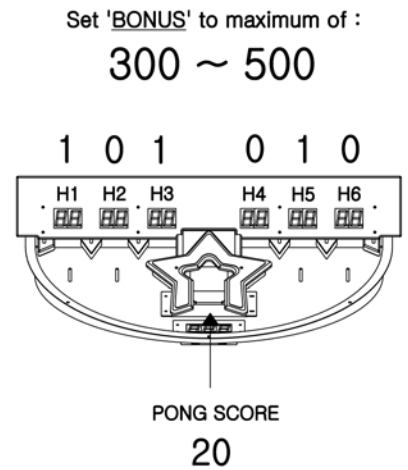
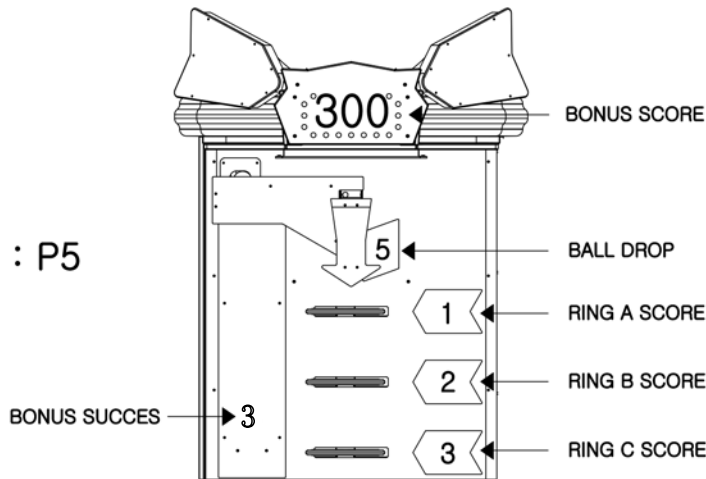
Setup Example #4 – Average 25 ticket given per credit

Pattern No : P4



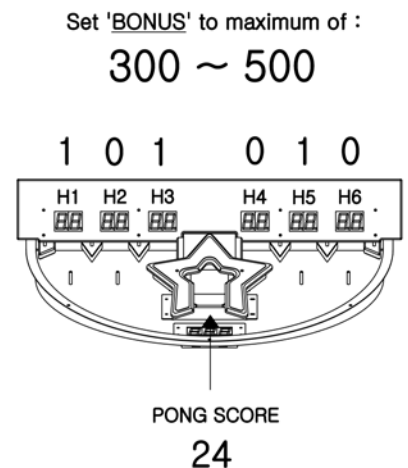
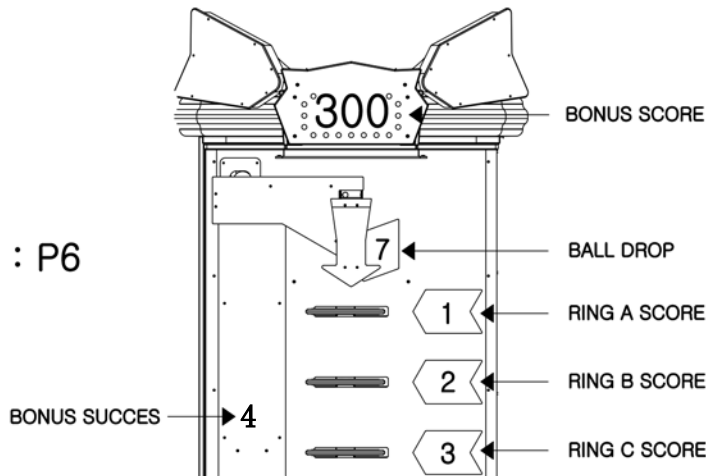
Setup Example #5 – Average 30 ticket given per credit

Pattern No : P5



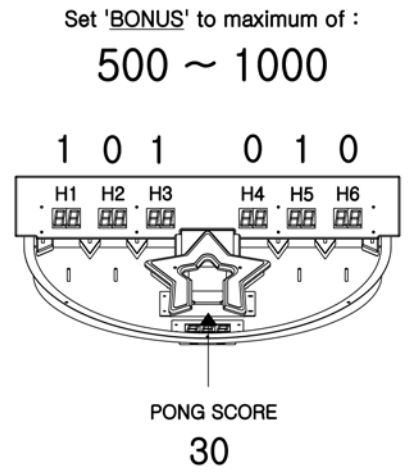
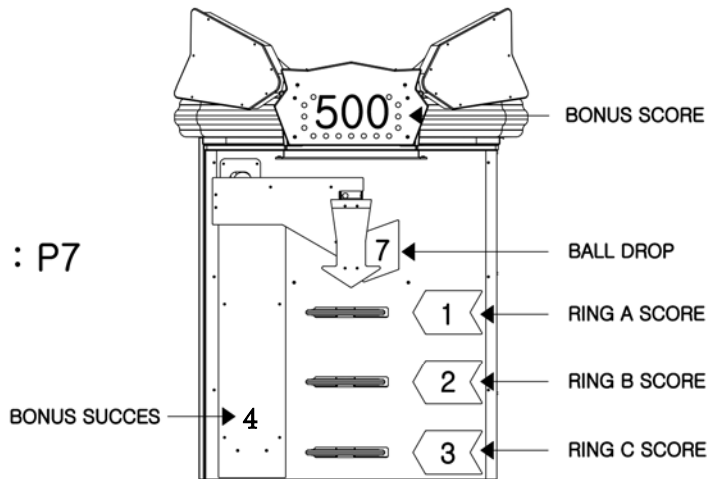
Setup Example #6 – Average 40 ticket given per credit

Pattern No : P6



Setup Example #7 – Average 50 ticket given per credit

Pattern No : P7

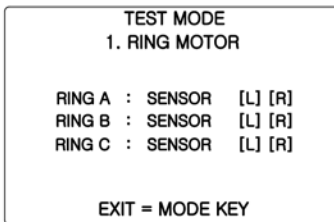
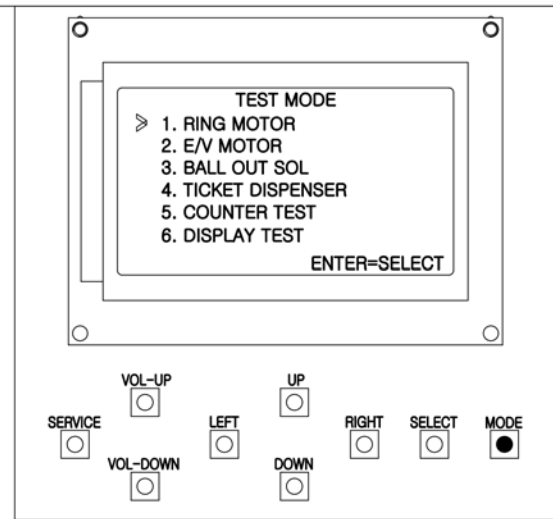




## 6. Test Mode

### 6-1. How to Setup.

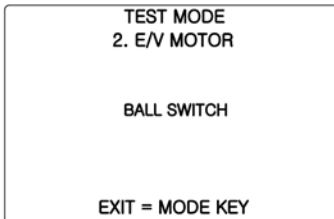
- 1) Press MODE button for 3 seconds to enter Menu List
- 2) Press UP or DOWN button to move to TEST MODE and push SELECT to enter
- 3) Press UP or DOWN button to choose Test Menu and push SELECT to enter
- 4) Conduct testing under instructions.
- 5) Press MODE button to return to previous menu



#### RING MOTOR TEST

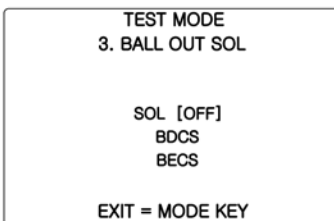
Press UP or DOWN button to select the motor to test  
 Press LEFT/RIGHT buttons to run the motor to the left or right  
 When the sensor is detected, [L] and [R] lights turn on

[L] : The left sensor detected movement of the ring motor.  
 [R] : The right sensor detected movement of the ring motor.



#### E/V MOTOR TEST

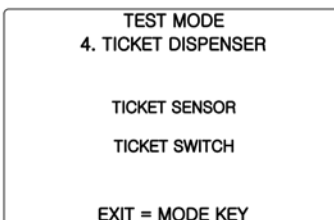
Press SELECT button to run Elevator Motor  
 When it works, the solenoid also runs once  
 If Elevator Motor works normally, the ball sensor is detected and BALL SWITCH on the display is flicking



#### BALL OUT SOL TEST

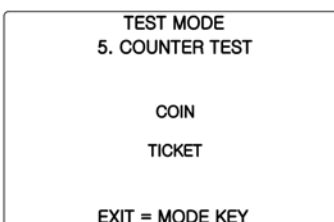
Press SELECT button to run Solenoid  
 It turns ON whenever the solenoid works  
 It returns to OFF after working

BDCS : BALL DROP CHECK SENSOR  
 BECS : BALL END CHECK SENSOR



#### Ticket Dispenser TEST

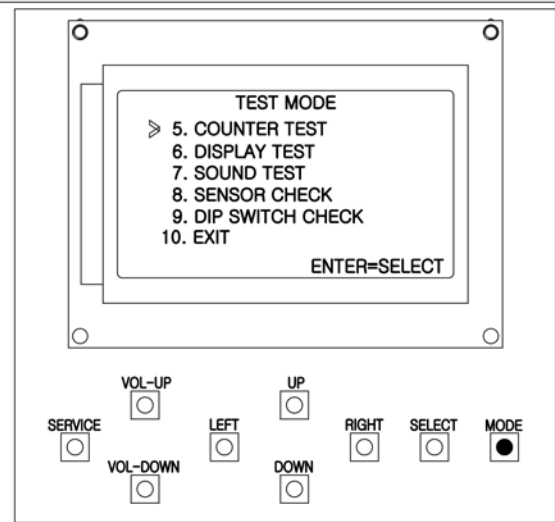
Each time the ticket button is pressed, TICKET SWITCH menu is blinking



#### Counter TEST

Press UP/DOWN buttons to activate Coin or Ticket Counter

The counter goes up one at a time whenever the button is pushed



TEST MODE  
6. DISPLAY TEST

EXIT = MODE KEY

### DISPLAY TEST

It starts LED display testing right after pressing SELECT Button

TEST MODE  
7. SOUND TEST

SOUND NO [- -]  
CORE V1.0  
SOUND VOL : [0]

EXIT = MODE KEY

### Sound TEST

Press LEFT, RIGHT button to select and play sound effects

TEST MODE  
8. SENSOR CHECK

LH12 LH34 LH56 PBHR  
PAAB PBAB PCAB ELBS  
RALR RBLR RCLR BTSS  
T1BS CO12 BDCS BECS

EXIT = MODE KEY

### SENSOR CHECK

Test operation status of sensors.

TEST MODE  
9. DIP SWITCH CHECK

00000000

EXIT = MODE KEY

### DIP SWITCH CHECK (Test operation status of DIP switches on the main board)

0 = Off  
1 = On

TEST MODE

10. EXIT

EXIT = MODE KEY

### EXIT

Exit test mode

6-2. Check the Status of Sensors and Switches.

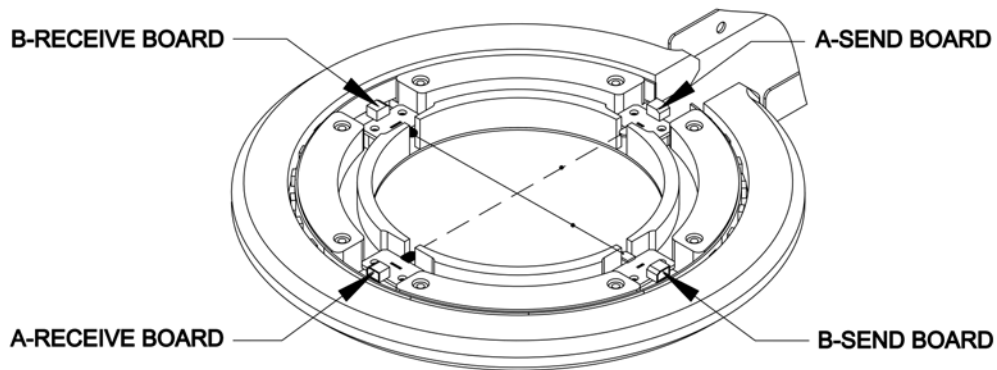
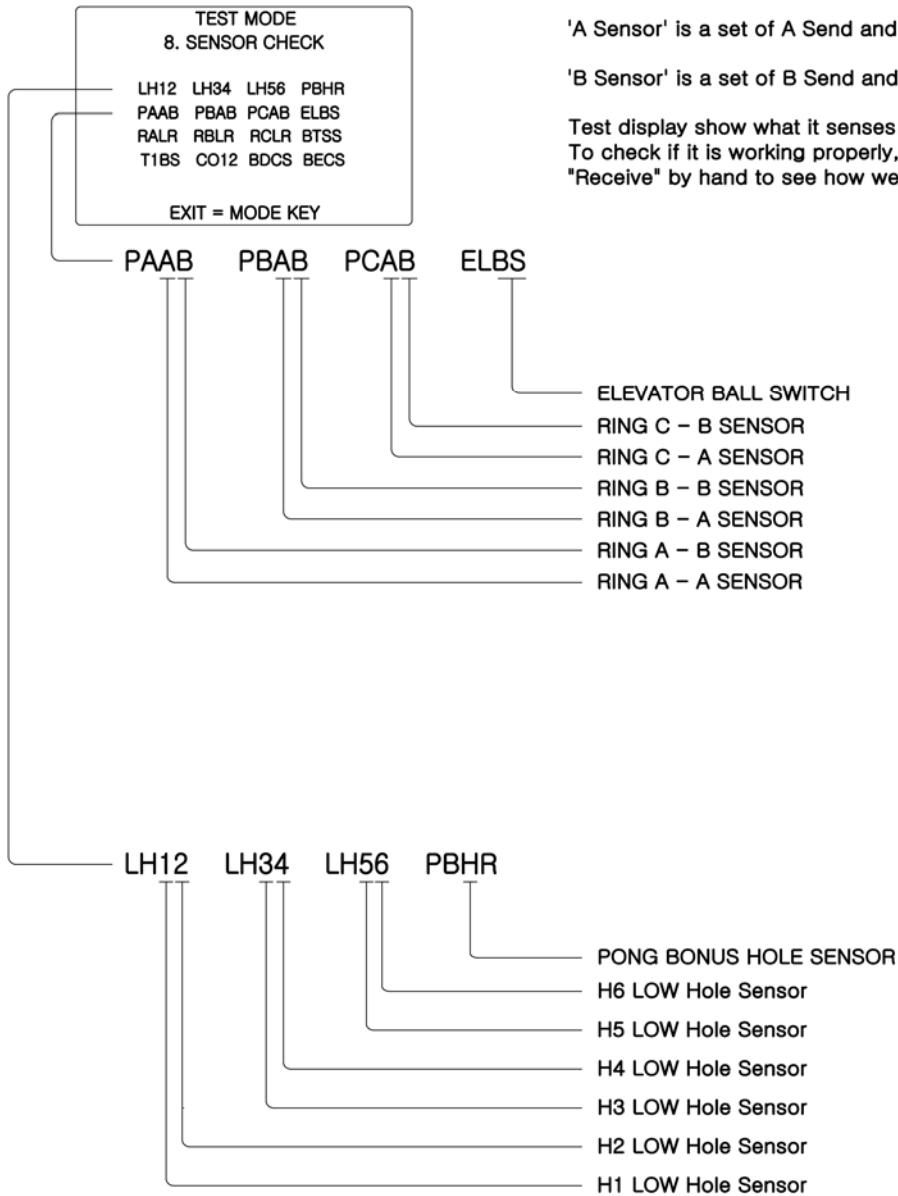
[How the Test sensors]

'A Sensor' is a set of A Send and A Receive which face each other

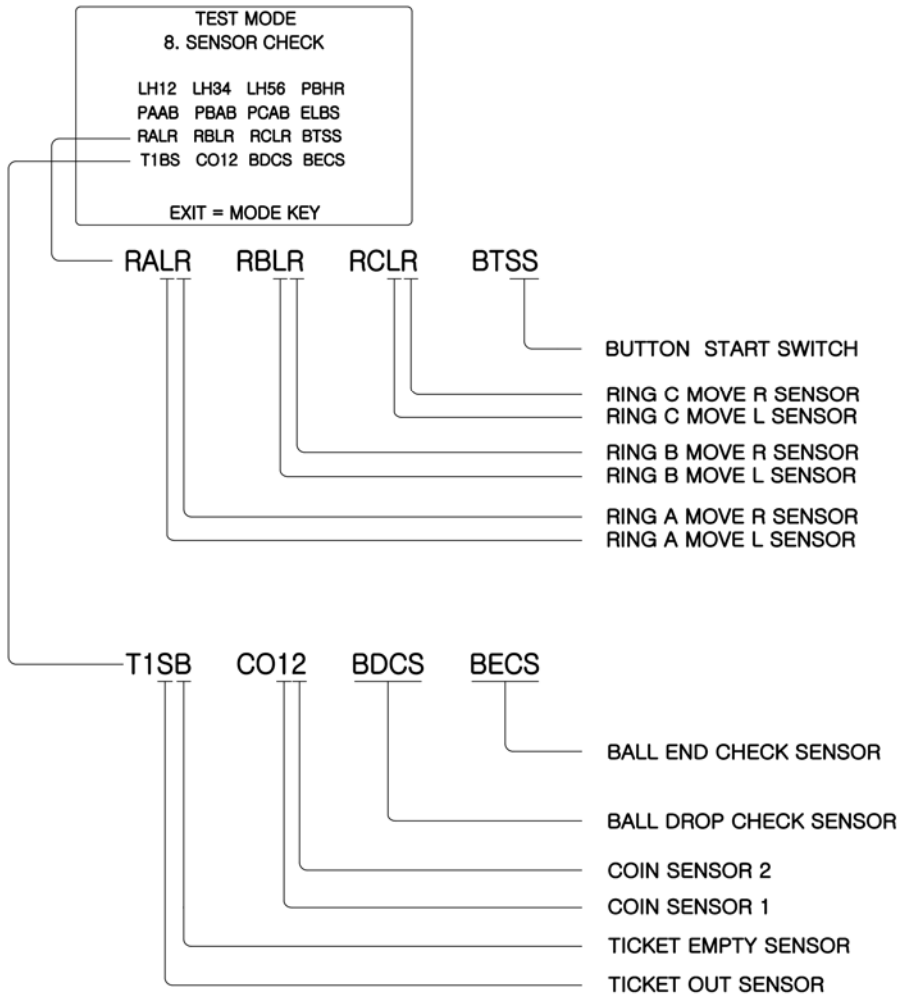
'B Sensor' is a set of B Send and B Receive which face each other

Test display show what it senses and highlight it

To check if it is working properly, tap on either "Send" or "Receive" by hand to see how well the sensor detects movement



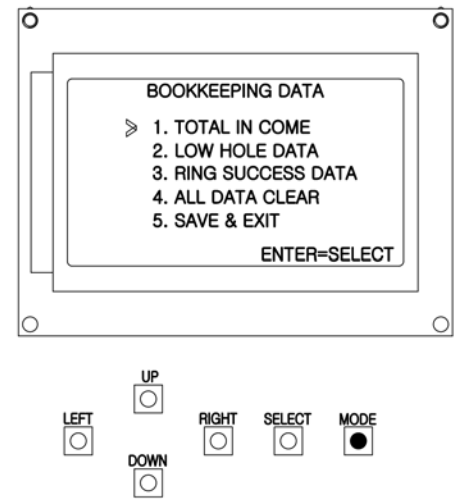
Reference : PASS RING Ass'y



## 7. BOOKKEEPING DATA

### 7-1. How to Setup.

- 1) Press MODE button for 3 seconds to enter Menu List
- 2) Press UP or DOWN button to move to bookkeeping Data and push SELECT button
- 3) Press UP or DOWN button to choose the Menu and push SELECT button
- 4) Press MODE button to return to the upper menu and mode



BOOKKEEPING DATA  
1. TOTAL INCOME

COIN IN [ \_\_\_\_\_ ]  
TICKET [ \_\_\_\_\_ ]  
SERVICE [ \_\_\_\_\_ ]  
BONUS [ \_\_\_\_\_ ]

EXIT = MODE KEY

#### TOTAL INCOME

COIN IN : Total coins accumulated  
TICKET : Total tickets dispensed  
SERVICE : Total service credit  
BONUS : Total tickets dispensed for the BONUS

BOOKKEEPING DATA  
2. LOW HOLE DATA

H1 [ \_\_\_\_ ] H2 [ \_\_\_\_ ]  
H3 [ \_\_\_\_ ] H4 [ \_\_\_\_ ]  
H5 [ \_\_\_\_ ] H6 [ \_\_\_\_ ]  
PB [ \_\_\_\_ ]

EXIT = MODE KEY

#### LOW HOLE DATA (Number of times a ball entered each hole on the bottom playfield)

Press UP or DOWN button to select each hole  
Press SELECT button for 3 seconds to remove the hole data

BOOKKEEPING DATA  
3. RING SUCCESS DATA

RING A = [ \_\_\_\_ ]  
RING B = [ \_\_\_\_ ]  
RING C = [ \_\_\_\_ ]  
PONG = [ \_\_\_\_ ]

EXIT = MODE KEY

#### RING SUCCESS DATA (Number of times a ball passed through per each ring)

BOOKKEEPING DATA  
4. ALL DATA CLEAR

YES NO

EXIT = MODE KEY

#### ALL DATA CLEAR (Clear all bookkeeping data)

Press LEFT,RIGHT button to move and push SELECT button

BOOKKEEPING DATA  
5. SAVE & EXIT

YES NO

EXIT = MODE KEY

#### SAVE & EXIT

Press UP,DOWN button to move and push SELECT button

YES : Save and exit  
NO : Exit without saving

## 8. Error Mode



— RING A MOVE ERROR



— RING B MOVE ERROR



— RING C MOVE ERROR



— ELEVATOR ERROR



— LOW HOLE 1 SENSOR ERROR



— LOW HOLE 2 SENSOR ERROR



— LOW HOLE 3 SENSOR ERROR



— LOW HOLE 4 SENSOR ERROR



— LOW HOLE 5 SENSOR ERROR



— LOW HOLE 6 SENSOR ERROR



— RING A SENSOR ERROR



— RING B SENSOR ERROR



— RING C SENSOR ERROR



— PONG BONUS HOLE SENSOR ERROR



— TIME OVER ERROR

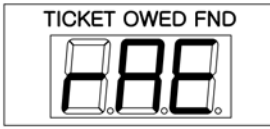


— BALL DROP ERROR

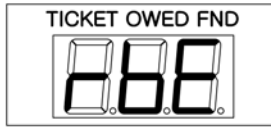
# 9. Trouble Shooting

## 9-1. Error Code "1"

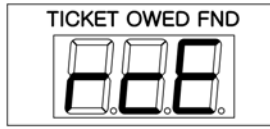
TEST MODE  
 1. RING MOTOR  
 RING A : SENSOR [L] [R]  
 RING B : SENSOR [L] [R]  
 RING C : SENSOR [L] [R]  
 EXIT = MODE KEY



RING A MOVE ERROR

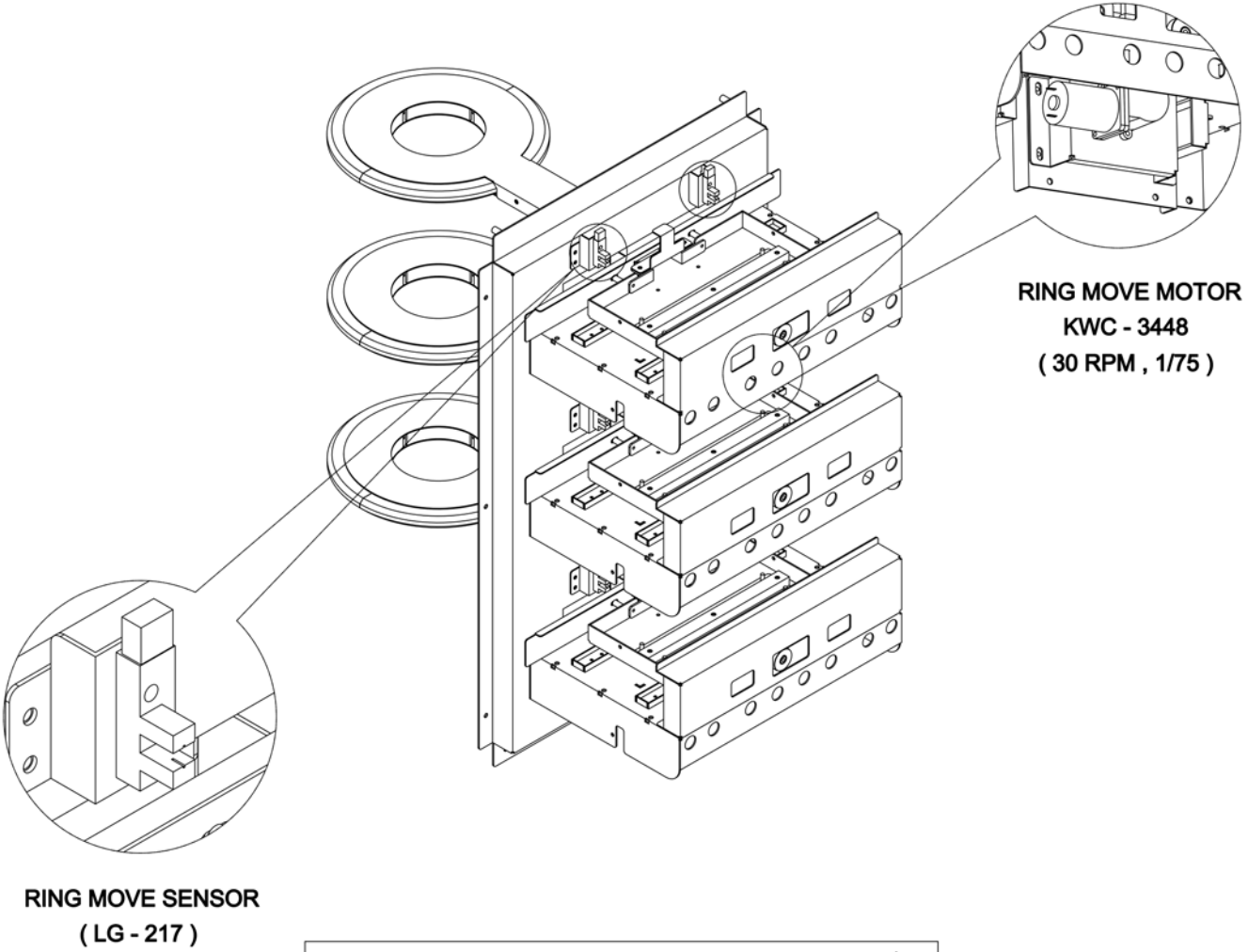
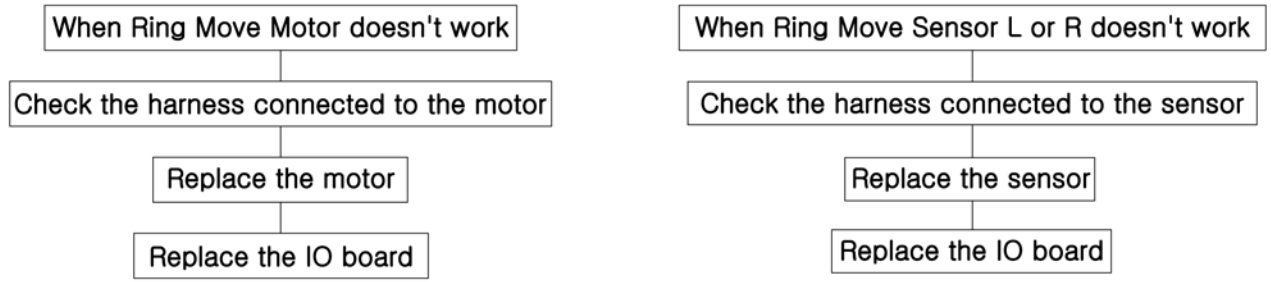


RING B MOVE ERROR



RING C MOVE ERROR

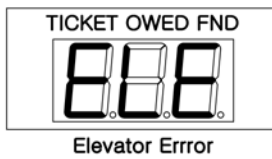
- When Ring Move Sensor doesn't work or Ring Move Motor doesn't function even after a certain amount of time after the game is started.



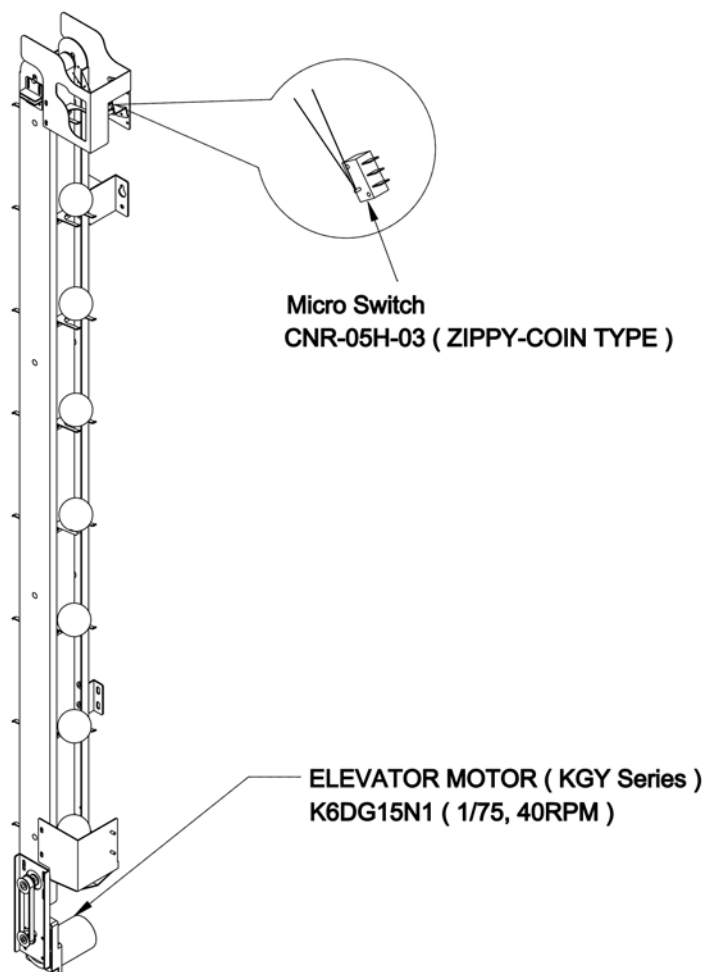
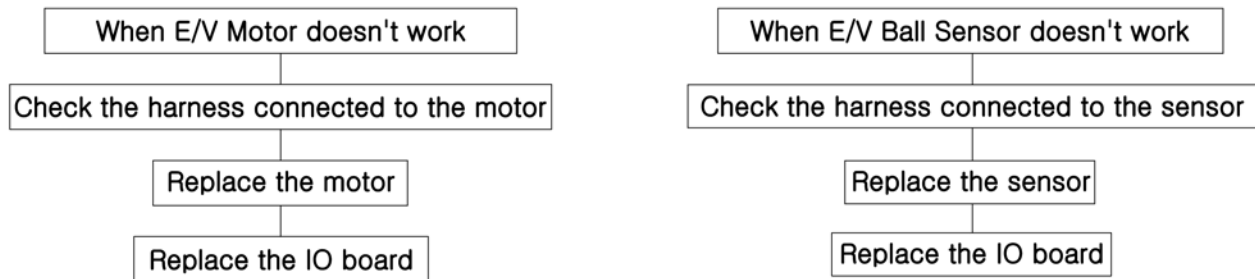
Reference : RING OPERATION BASE Ass'y

TEST MODE  
2. E/V MOTOR  
  
BALL SWITCH  
  
EXIT = MODE KEY

## 9-2. Error Code "2"



- When Elevator Ball Micro Switch doesn't work for about 15 seconds or Elevator Motor doesn't function



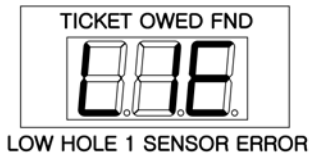
Reference : ELEVATOR Ass'y



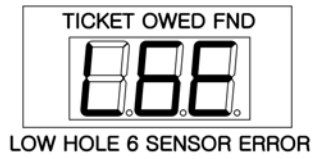
TEST MODE  
 8. SENSOR CHECK  
 LH12 LH34 LH56 PBHR  
 PAAB PBAB PCAB ELBS  
 RALR RBLR RCLR  
 T1BS CO12

EXIT = MODE KEY

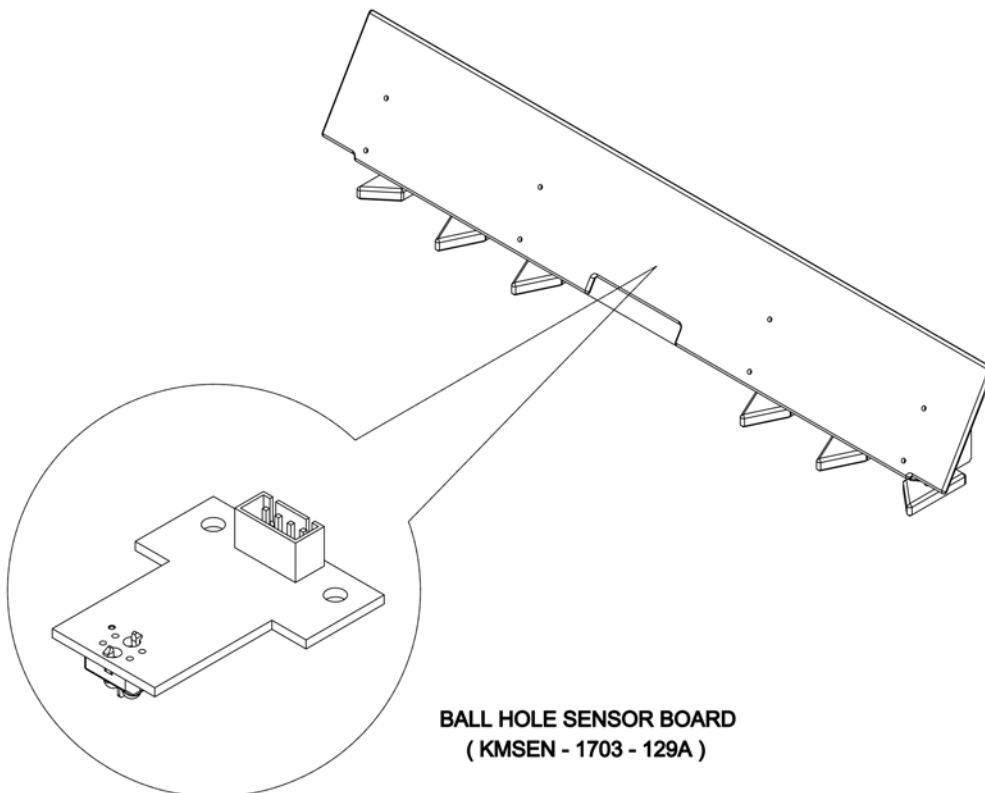
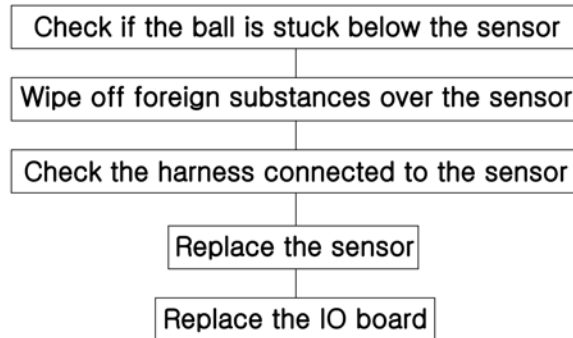
9-3. Error Code "3"



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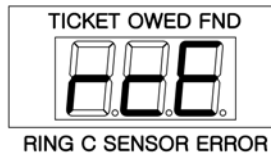
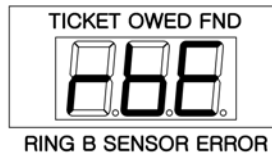
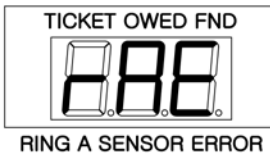
- When Ball Hole Sensor is still detecting Low Score Ass'y after the game is started



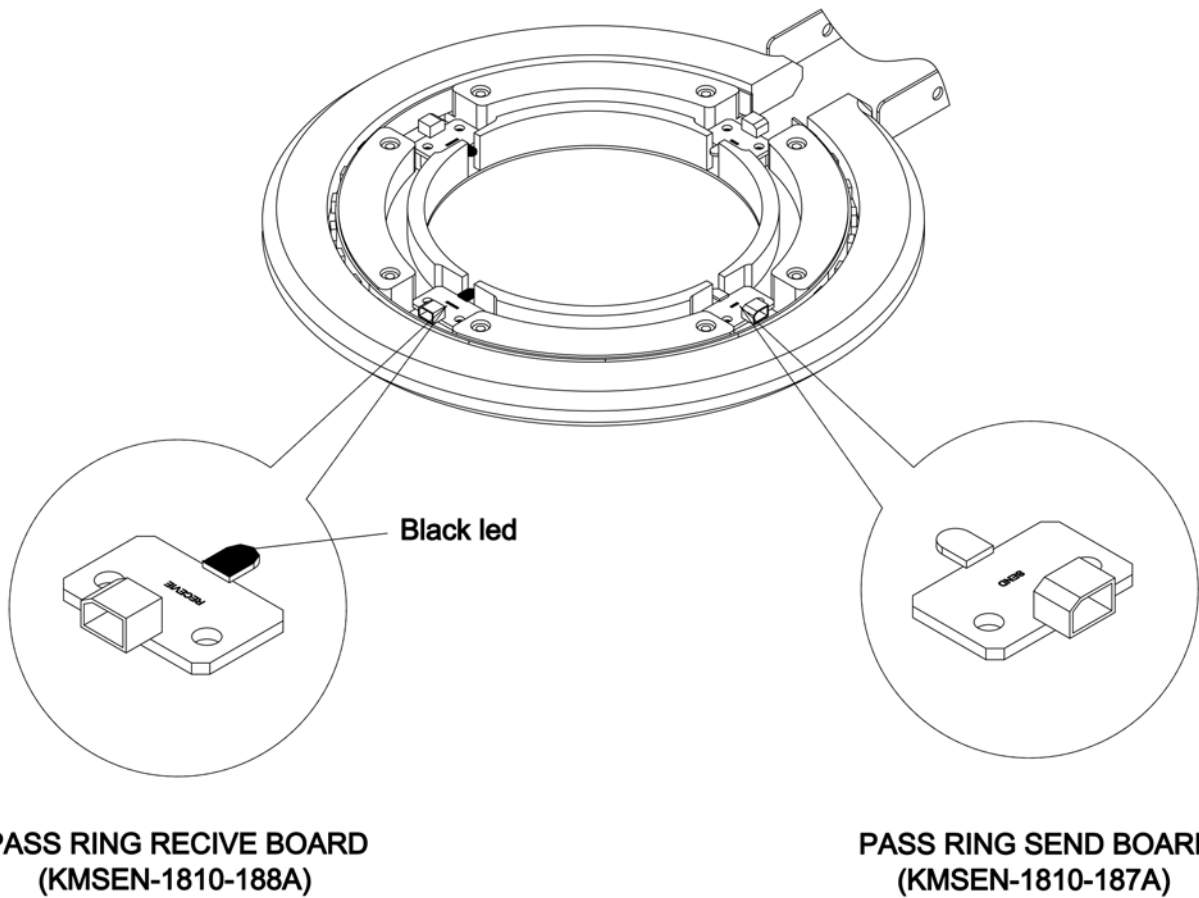
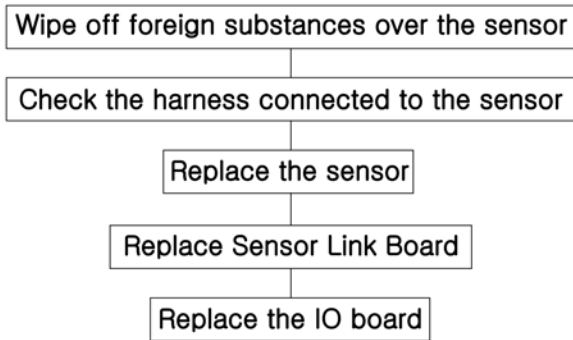
Reference : LOW HOLE SCORE Ass'y

TEST MODE  
 8. SENSOR CHECK  
 LH12 LH34 LH56 PBHR  
 PAAB PBAB PCAB ELBS  
 RALR RBLR RCLR  
 T1BS CO12  
 EXIT = MODE KEY

9-4. Error Code "4"



- When Ring Sensor is still detecting after the game is started

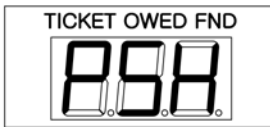


Reference : PASS RING Ass'y

TEST MODE  
8. SENSOR CHECK  
LH12 LH34 LH56 PBHR  
PAAB PBAB PCAB ELBS  
RALR RBLR RCLR  
T1BS CO12

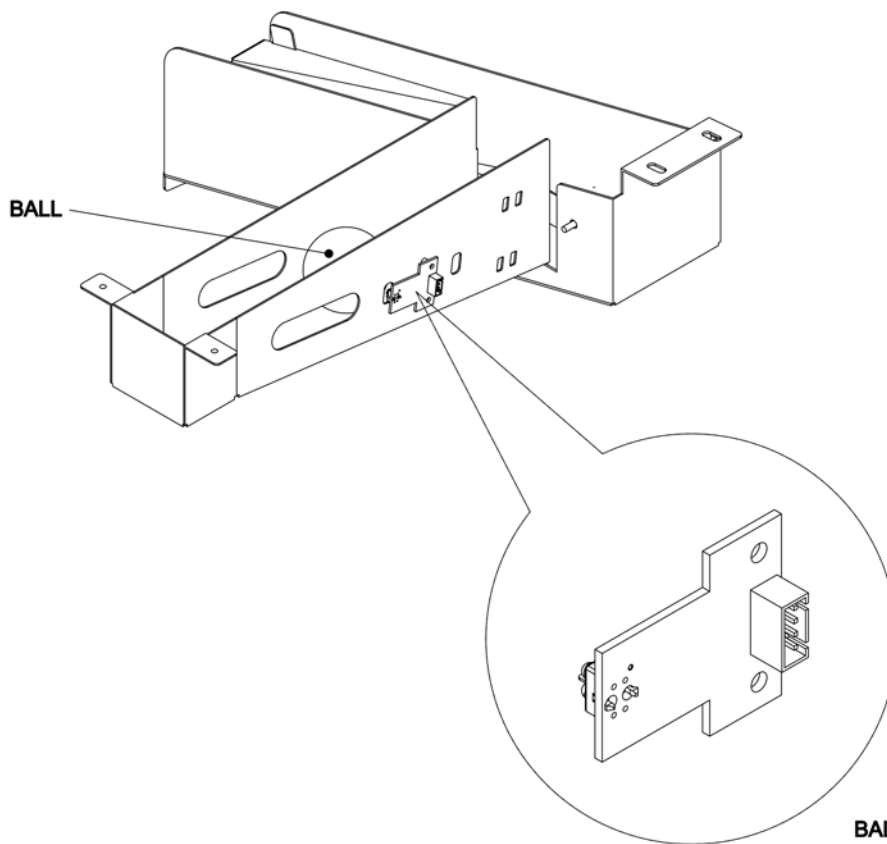
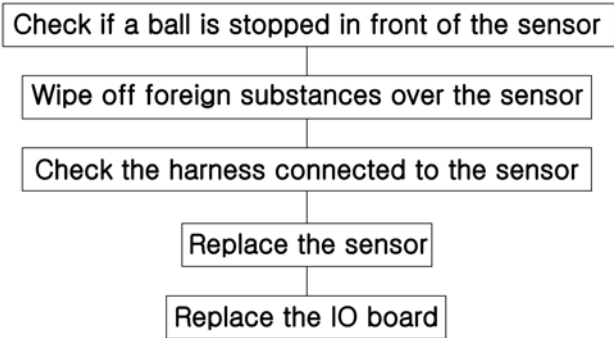
EXIT = MODE KEY

### 9-5. Error Code "5"



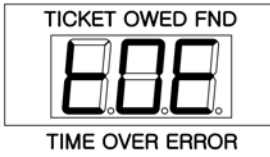
PONG BONUS HOLE SENSOR ERROR

- When Ball Hole Sensor is still detecting Bonus Pass Ball Return Brkt Ass'y after the game is started

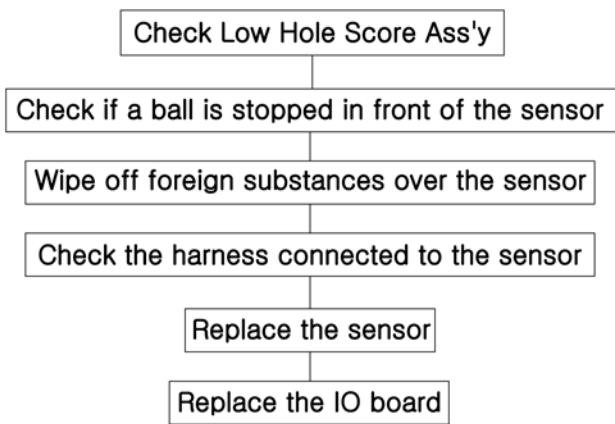


Reference : BONUS PASS BALL RETURN BRKT Ass'y

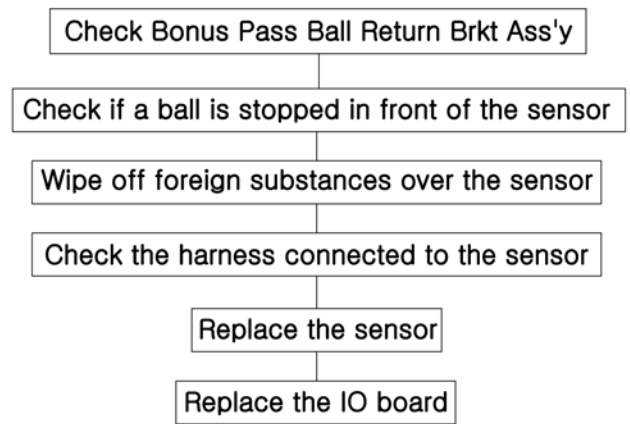
9-6. Error Code "6"



- When Ball Hole Sensor doesn't work or a ball is stuck in Low Game Pan Ass'y or Bonus Pass Ball Return Brkt Ass'y after the game is started

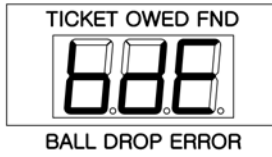


\* Refer to Error Code "3" (Page 20)



\* Refer to Error Code "5" (Page 22)

9-7. Error Code "7"

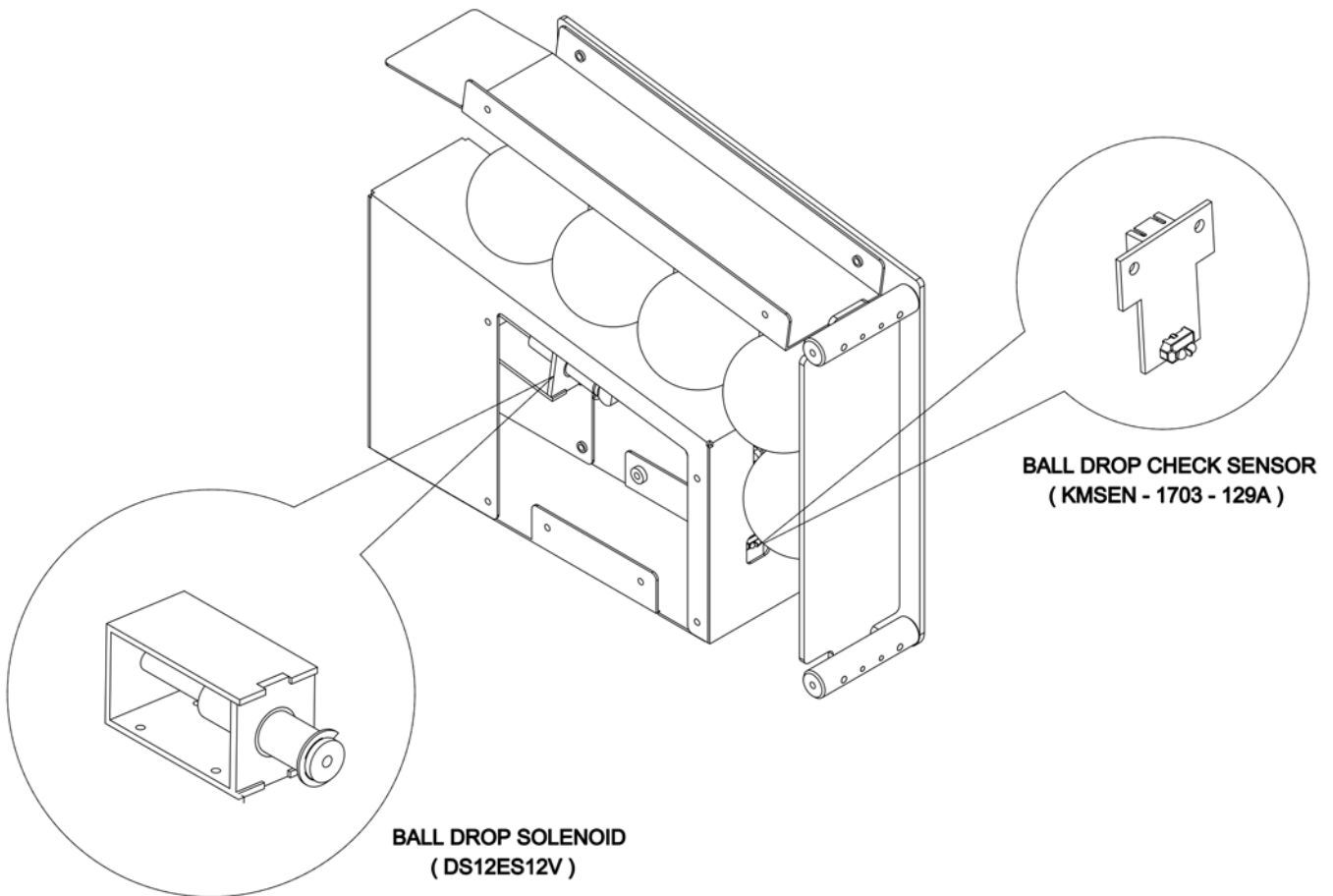
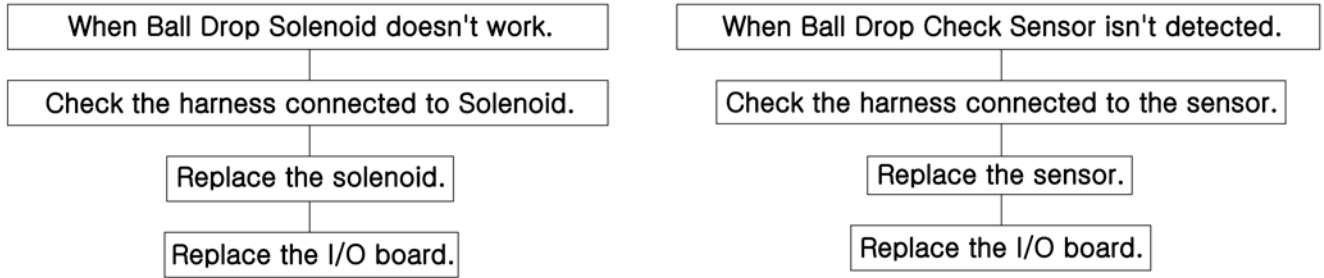


TEST MODE  
3. BALL OUT SOL

SOL [OFF]  
BDCS  
BECS

EXIT = MODE KEY

- When Ball Drop Check Sensor is not detected or Ball Drop Solenoid does not work while pressing the button 3 times.



Reference : BALL WAIT OPERATION Ass'y (IT)



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