

THE ANNOYING THING

FEATURES:

1. 3 EYE AND EYEBROW ROBOT HEADS: BE COME A REAL EYE FOR THE ROAD

NO ROTATING BY MOTOR

2. ROUGH ROBOT HEADS: NO DAMAGE TO THE

3. EYE LEADER: THE

4. HOW TO ASSEMBLE: SEE PAGE 10

the Annoying Thing

OPERATING MANUAL

5. ROTATION: THE

6. ROTATION MOTOR: SEE

7. EYE AND EYEBROW ROBOT HEADS: SEE

8. DURING GAME, IF HEAD IS PRESSED IN PULLED OUT, IT WILL STILL WORK

9. IF THERE ARE MORE HEADS DEAL, MACHINE STILL CAN RUN. REPAIR IT ONCE AVAILABLE

10. THERE IS A TEST SWITCH

PRESS FREELY WITH ON

PLEASE REFER TO TROUBLE

SHOWN ON DISPLAY

11. THE SWITCH IS ADDED IN COIL TO

ING AND BUYING OUT

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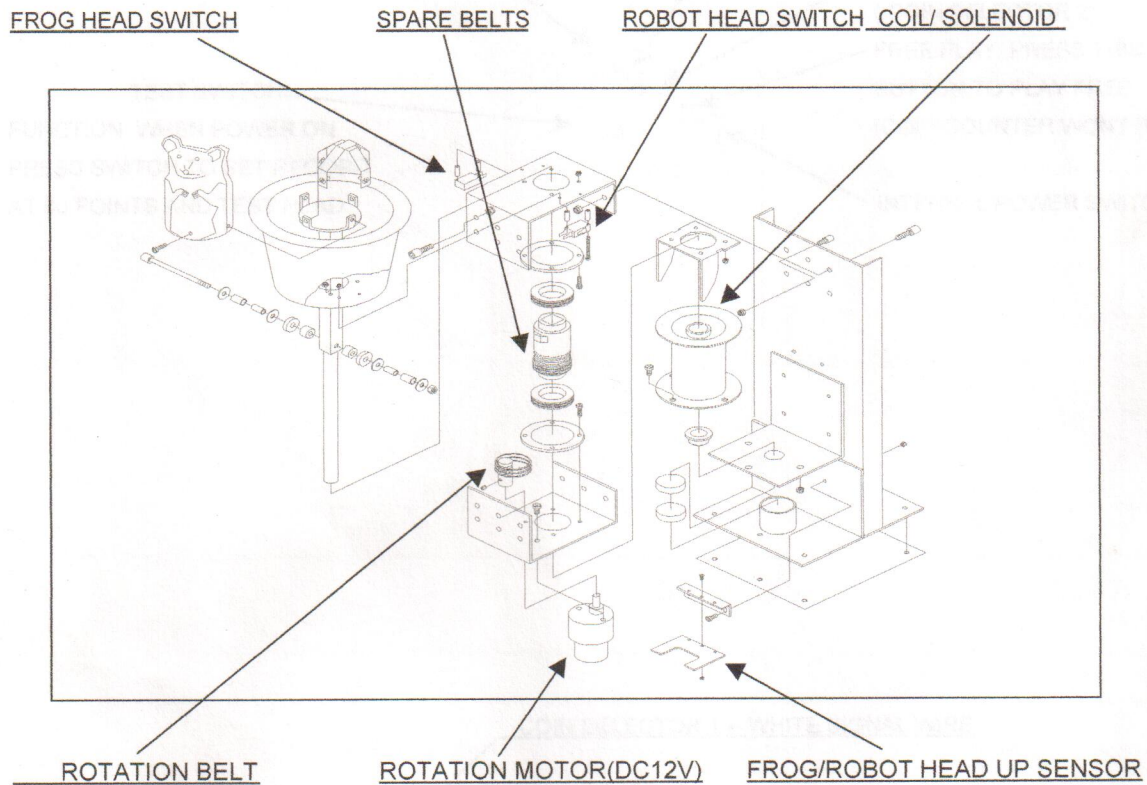
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THE ANNOYING THING

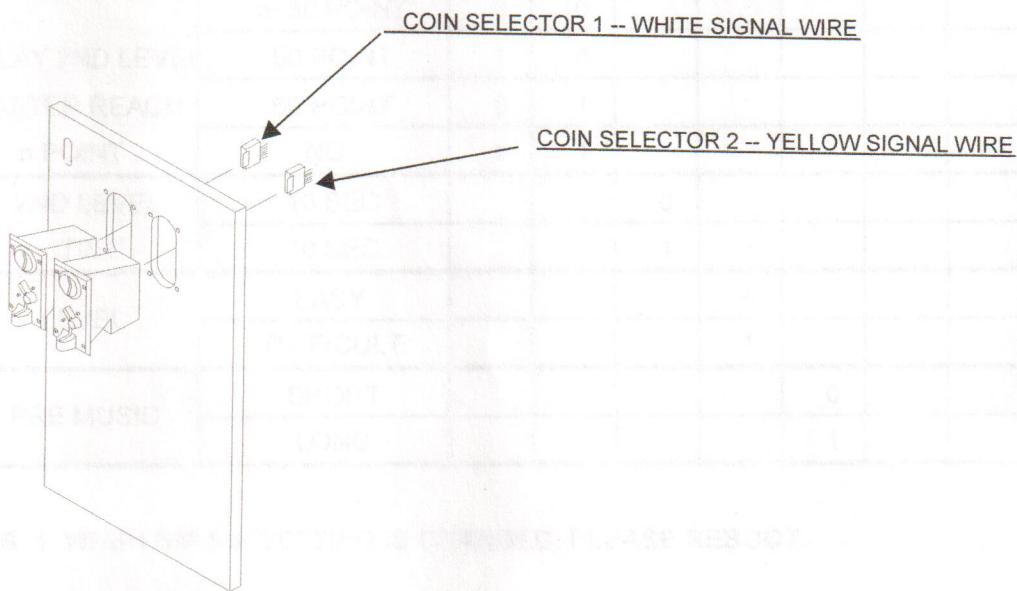
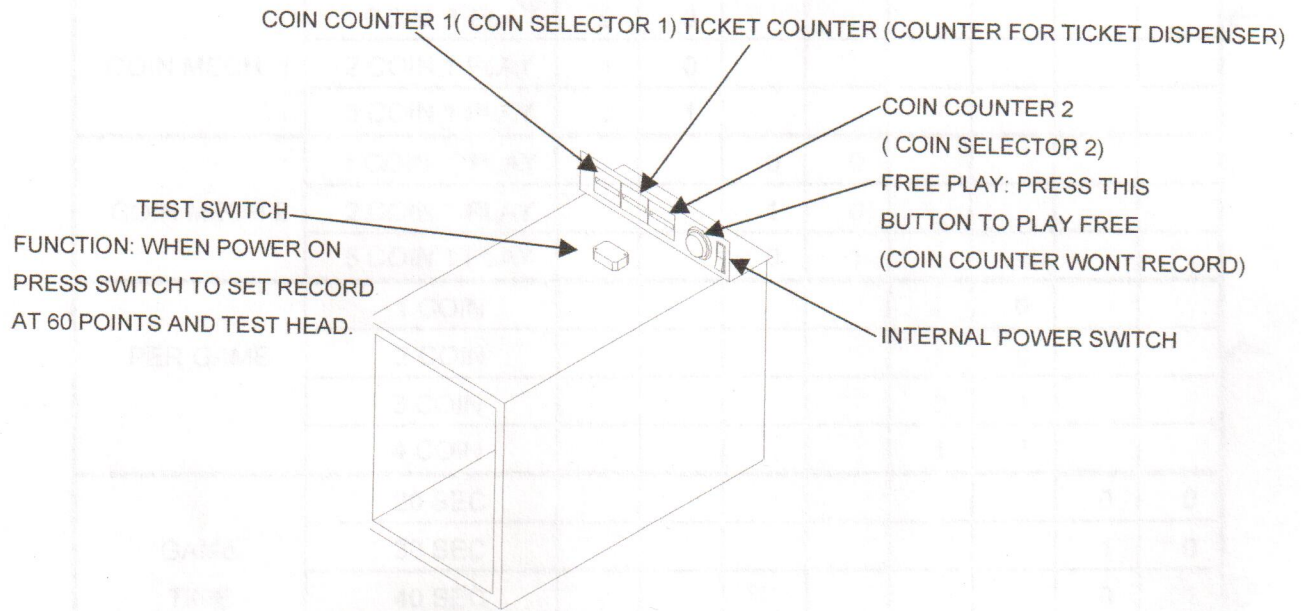
FEATURES:

1. THERE ARE 6 FROG/ROBOT HEADS, GOING UP & DOWN BY COILS, AND ROTATING BY MOTOR.
2. FROG/ROBOT HEAD STRUCTURE:



3. DURING GAME, IF HEAD IS PRESSED OR PULLED, MACHINE WILL STILL WORK.
4. IF THERE ARE 1 OR 2 HEADS DEAD, MACHINE STILL CAN RUN. REPAIR IT ONCE AVAILABLE.
5. THERE IS A TEST SWITCH NEAR COUNTERS & FREE PLAY BUTTON.
PRESS FREE PLAY BUTTON TO TEST EACH HEAD.
PLEASE REFER TO " TROUBLE SHOOTING " WHEN ERROR CODE IS SHOWN ON DISPLAY.
6. THE SWITCH IS ADDED IN COIL TO PREVENT IT FROM OVERHEATING AND BURNING OUT.

PART ILLUSTRATION



ANNOYING THING - ADJUSTMENT SETTINGS

DIP SW1

1=ON 0=OFF

FUNCTION		1	2	3	4	5	6	7	8
COIN MECH 1	1 COIN 1 PLAY	0	0						
	2 COIN 1 PLAY	1	0						
	5 COIN 1 PLAY	0	1						
COIN MECH 2	1 COIN 1 PLAY			0	0				
	2 COIN 1 PLAY			1	0				
	5 COIN 1 PLAY			0	1				
PER GAME	1 COIN					0	0		
	2 COIN					1	0		
	3 COIN					0	1		
	4 COIN					1	1		
GAME TIME	20 SEC							0	0
	30 SEC							1	0
	40 SEC							0	1
	50 SEC							1	1

DIP SW2

FUNCTION		1	2	3	4	5	6	7	8
PLAY 2ND LEVEL AFTER REACH n POINT	n=30 POINT	0	0						
	50 POINT	1	0						
	60 POINT	0	1						
	NO	1	1						
2ND LEVEL TIME	10 SEC			0					
	20 SEC			1					
LEVEL	EASY				0				
	DIFFICULT				1				
PRE MUSIC	SHORT					0			
	LONG					1			

PS 1. WHEN DIP SW SETTING IS CHANGED, PLEASE REBOOT.

ANNOYING THING - TROUBLE SHOOTING

DIP SW 3 TICKET PAYOUT SETTING

FUNCTION		1	2	3	4	5	6	7	8
TICKET	2 POINT 1 TICKET	0	0	0					
	3 POINT 1 TICKET	1	0	0					
	4 POINT 1 TICKET	0	1	0					
	5 POINT 1 TICKET	1	1	0					
	6 POINT 1 TICKET	0	0	1					
	7 POINT 1 TICKET	1	0	1					
	10 POINT 1 TICKET	0	1	1					
	20 POINT 1 TICKET	1	1	1					
CONSOLATION TICKET	0 TICKET				0	0			
	3 TICKET				1	0			
	10 TICKET				0	1			
	12 TICKET				1	1			
MAXIMUM TICKET	16 TICKET						0	0	
	18 TICKET						1	0	
	20 TICKET						0	1	
	NO LIMIT						1	1	
W/O TICKET PAYOUT								0	
TICKET PAYOUT								1	

- PS 1. WHEN DIP SW 3 SETTING IS CHANGED, PLEASE REBOOT.**
2. TICKET PAYOUT BY CHOOSING DIP SW3 -- 8TH PIN ON.

ANNOYING THING - TROUBLE SHOOTING I

NO.	CAUSE	SOLUTION
1-1	NO. 1 HEAD GO UP SENSOR ABNORMAL	(1) GO UP SENSOR ERROR (2) COIL ERROR (3) FUSE F2 ON PCB BURNT OUT
1-2	NO. 1 HEAD ROBOT SW (ROTATION RIGHT SIDE) ABNORMAL	(1) ROTATION RIGHT SIDE SW ERROR (2) ROTATION MOTOR ERROR (3) FUSE F1 ON PCB BURNT OUT
1-3	NO. 1 HEAD FROG SW (ROTATION LEFT SIDE) ABNORMAL	(1) ROTATION LEFT SIDE SW ERROR (2) ROTATION MOTOR ERROR
2-1	NO. 2 HEAD GO UP SENSOR ABORMAL	(1) GO UP SENSOR ERROR (2) COIL ERROR
2-2	NO. 2 HEAD ROBOT SW (ROTATION RIGHT SIDE) ABORMAL	(1) ROTATION RIGHT SW ERROR (2) ROTATION MOTOR ERROR
2-3	NO. 2 HEAD FROG SW (ROTATION LEFT SIDE) ABNORMAL	(1) ROTATION LEFT SW ERROR (2) ROTATION MOTOR ERROR
3-1	NO. 3 HEAD GO UP SENSOR ABORMAL	(1) GO UP SENSOR ERROR (2) COIL ERROR
3-2	NO. 3 HEAD ROBOT SW (ROTATION RIGHT SIDE) ABORMAL	(1) ROTATION RIGHT SW ERROR (2) ROTATION MOTOR ERROR
3-3	NO. 3 HEAD FROG SW (ROTATION LEFT SIDE) ABNORMAL	(1) ROTATION LEFT SW ERROR (2) ROTATION MOTOR ERROR
4-1	NO. 4 HEAD GO UP SENSOR ABORMAL	(1) GO UP SENSOR ERROR (2) COIL ERROR
4-2	NO. 4 HEAD ROBOT SW (ROTATION RIGHT SIDE) ABORMAL	(1) ROTATION RIGHT SW ERROR (2) ROTATION MOTOR ERROR
4-3	NO. 4 HEAD FROG SW (ROTATION LEFT SIDE) ABNORMAL	(1) ROTATION LEFT SW ERROR (2) ROTATION MOTOR ERROR
5-1	NO. 5 HEAD GO UP SENSOR ABNORMAL	(1) GO UP SENSOR ERROR (2) COIL ERROR
5-2	NO. 5 HEAD ROBOT SW (ROTATION RIGHT SIDE) ABORMAL	(1) ROTATION RIGHT SW ERROR (2) ROTATION MOTOR ERROR
5-3	NO. 5 HEAD FROG SW (ROTATION LEFT SIDE) ABNORMAL	(1) ROTATION LEFT SW ERROR (2) ROTATION MOTOR ERROR
6-1	NO. 6 HEAD GO UP SENSOR ABORMAL	(1) GO UP SENSOR ERROR (2) COIL ERROR
6-2	NO. 6 HEAD ROBOT SW (ROTATION RIGHT SIDE) ABORMAL	(1) ROTATION RIGHT SW ERROR (2) ROTATION MOTOR ERROR
6-3	NO. 6 HEAD FROG SW (ROTATION LEFT SIDE) ABNORMAL	(1) ROTATION LEFT SW ERROR (2) ROTATION MOTOR ERROR
PLEASE CHECK WIRED HARNESS, OR CONNECTING PART IS LOOSE ?		

ANNOYING THING - TROUBLE SHOOTING II

NO.	CAUSE	SOLUTION
7	MEMORY ERROR	REPLACE PCB
8	COIN SELECTOR (1) ERROR	(1) CHECK CONNECTING WIRE
		REPLACE COIN SELECTOR
9	COIN SELECTOR (2) ERROR	(1) CHECK CONNECTING WIRE
		REPLACE COIN SELECTOR
10	NO TICKET OR	(1) REFILL TICKET (2) CHECK CONNECTING WIRE
	TICKET DISPENSER ERROR	(3) REPLACE TICKET DISPENSER
11	COIN COUNTER (1) ERROR	(1) CHECK CONNECTING WIRE (2) REPLACE COUNTER
12	COIN COUNTER (2) ERROR	(1)CHECK CONNECTING WIRE (2) REPLACE COUNTER
13	TICKET COUNTER ERROR	(1) CHECK CONNECTING WIRE (2) REPLACE COUNTER

ANNOYING THING - PCB ALLOCATION

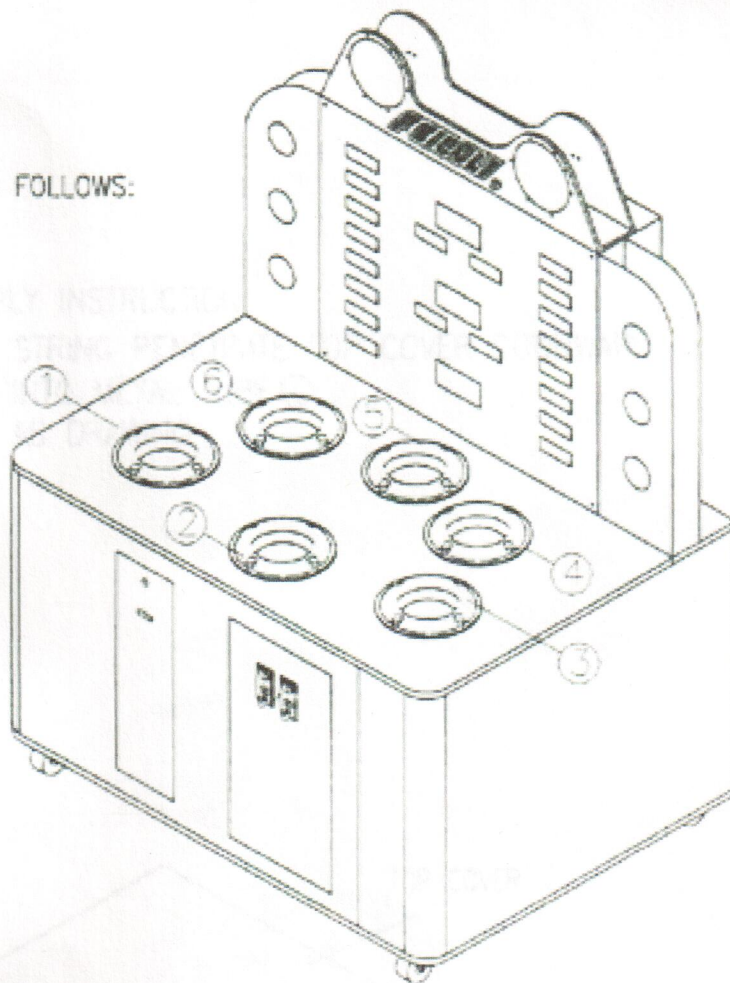
ANNOYING THING - SPARE PARTS

NO.	DESCRIPTION	QTY
1	FUSE 5A 20 mm	1
2	FUSE 5A 20mm	2
3	FUSE 5A 20mm	3
4	FUSE 8A 20mm	1
5	FUSE 8A 20mm	1
6	FUSE 5A 20mm	1
7	FUSE 5A 20mm	1
8	FUSE 5A 20mm	1
9	FUSE 5A 20mm	1
10	FUSE 5A 20mm	1
11	FUSE 5A 20mm	1
12	FUSE 5A 20mm	1
13	FUSE 5A 20mm	1
14	FUSE 5A 20mm	1
15	FUSE 5A 20mm	1
16	FUSE 5A 20mm	1
17	FUSE 5A 20mm	1
18	FUSE 5A 20mm	1
19	FUSE 5A 20mm	1
20	FUSE 5A 20mm	1
21	FUSE 5A 20mm	1
22	FUSE 5A 20mm	1
23	FUSE 5A 20mm	1
24	FUSE 5A 20mm	1
25	FUSE 5A 20mm	1
26	FUSE 5A 20mm	1
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36	FUSE 5A 20mm	1
37	FUSE 5A 20mm	1
38	FUSE 5A 20mm	1
39	FUSE 5A 20mm	1
40	FUSE 5A 20mm	1
41	FUSE 5A 20mm	1
42	FUSE 5A 20mm	1
43	FUSE 5A 20mm	1
44	FUSE 5A 20mm	1
45	FUSE 5A 20mm	1
46	FUSE 5A 20mm	1
47	FUSE 5A 20mm	1
48	FUSE 5A 20mm	1
49	FUSE 5A 20mm	1
50	FUSE 5A 20mm	1
51	FUSE 5A 20mm	1
52	FUSE 5A 20mm	1
53	FUSE 5A 20mm	1
54	FUSE 5A 20mm	1
55	FUSE 5A 20mm	1
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57	FUSE 5A 20mm	1
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65	FUSE 5A 20mm	1
66	FUSE 5A 20mm	1
67	FUSE 5A 20mm	1
68	FUSE 5A 20mm	1
69	FUSE 5A 20mm	1
70	FUSE 5A 20mm	1
71	FUSE 5A 20mm	1
72	FUSE 5A 20mm	1
73	FUSE 5A 20mm	1
74	FUSE 5A 20mm	1
75	FUSE 5A 20mm	1
76	FUSE 5A 20mm	1
77	FUSE 5A 20mm	1
78	FUSE 5A 20mm	1
79	FUSE 5A 20mm	1
80	FUSE 5A 20mm	1
81	FUSE 5A 20mm	1
82	FUSE 5A 20mm	1
83	FUSE 5A 20mm	1
84	FUSE 5A 20mm	1
85	FUSE 5A 20mm	1
86	FUSE 5A 20mm	1
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89	FUSE 5A 20mm	1
90	FUSE 5A 20mm	1
91	FUSE 5A 20mm	1
92	FUSE 5A 20mm	1
93	FUSE 5A 20mm	1
94	FUSE 5A 20mm	1
95	FUSE 5A 20mm	1
96	FUSE 5A 20mm	1
97	FUSE 5A 20mm	1
98	FUSE 5A 20mm	1
99	FUSE 5A 20mm	1
100	FUSE 5A 20mm	1

ANNOYING THING - SPARE PARTS

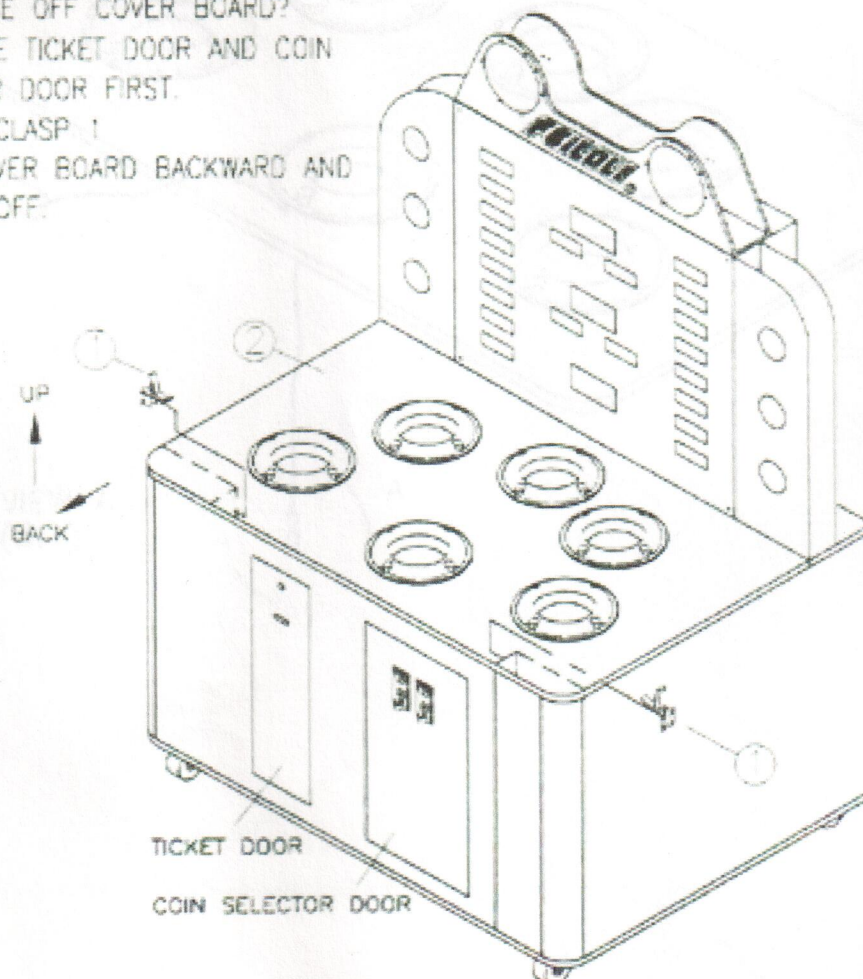
NO.	DESCRIPTION	Q'TY
1	SPANNER (T20)	1
2	HAMMER	1
3	HALOGEN- RED	1
4	HALOGEN- YELLOW	1
5	HALOGEN-BLUE	1
6	FUSE (8A-20mm)	1
7	FUSE (5A-20mm)	2
8	FUSE (10A-30mm)	1
9	MANUAL	1 SET

HEAD NO. :
FROM NO.1 TO NO. 6 AS FOLLOWS:



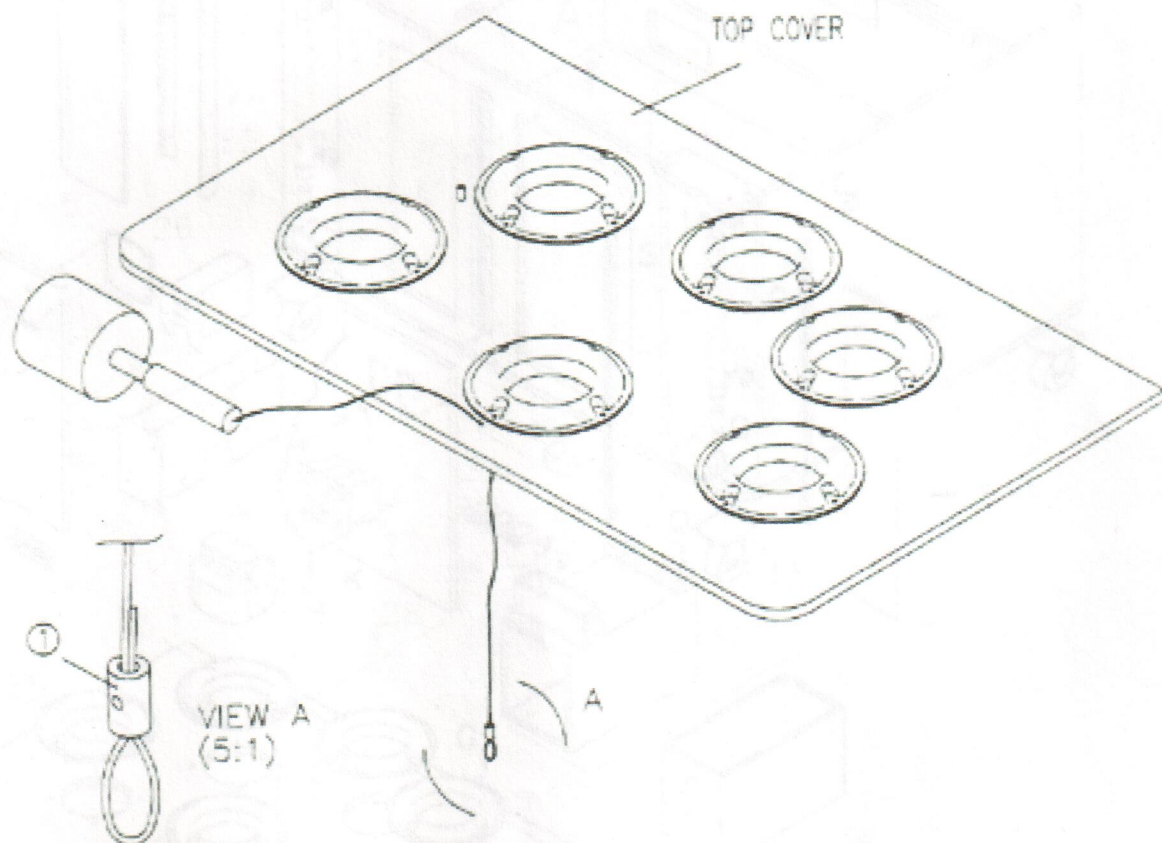
HOW TO TAKE OFF COVER BOARD?

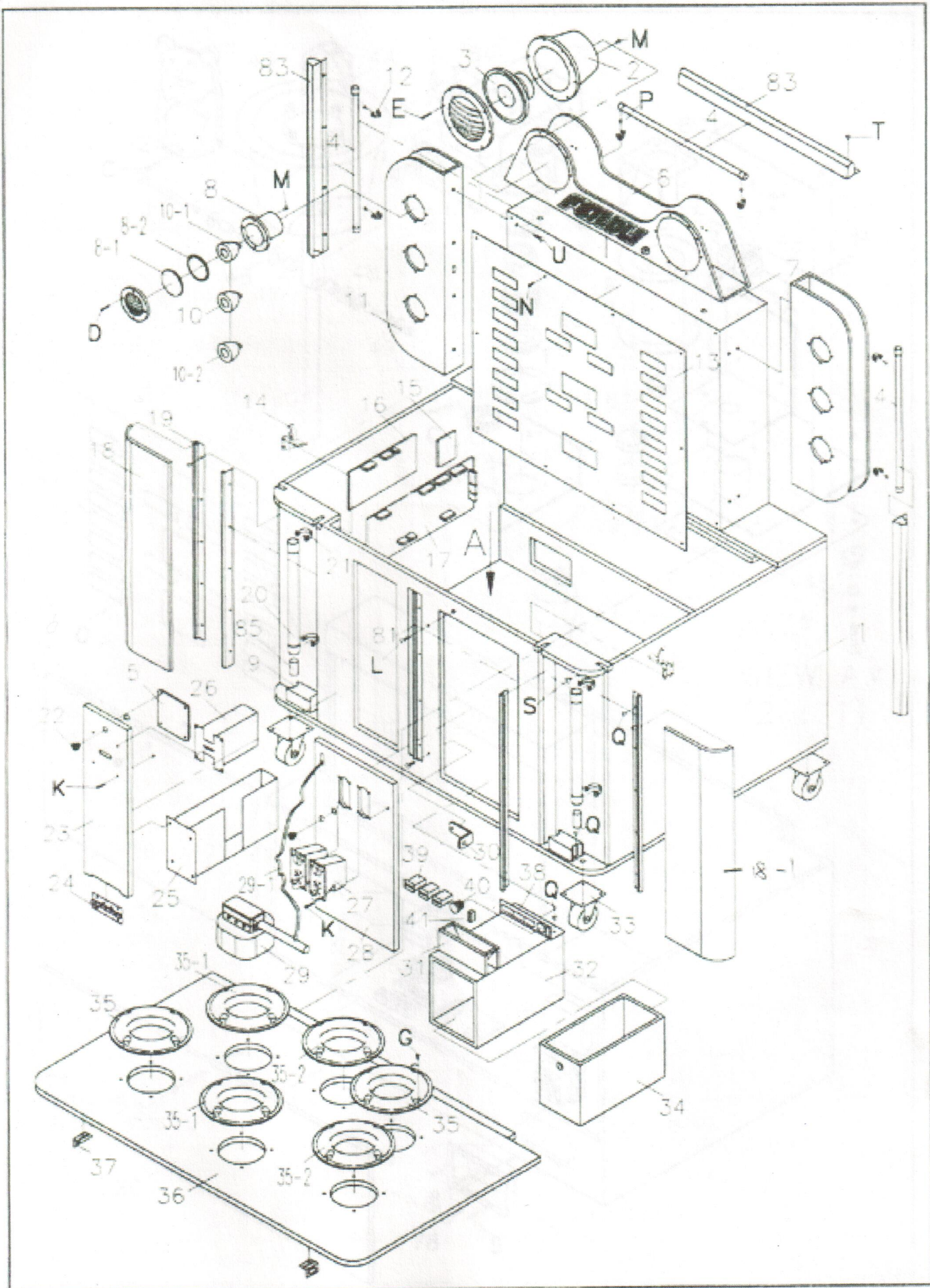
1. OPEN THE TICKET DOOR AND COIN SELECTOR DOOR FIRST.
2. LOOSEN CLASP 1
3. PULL COVER BOARD BACKWARD AND TAKE IT OFF.

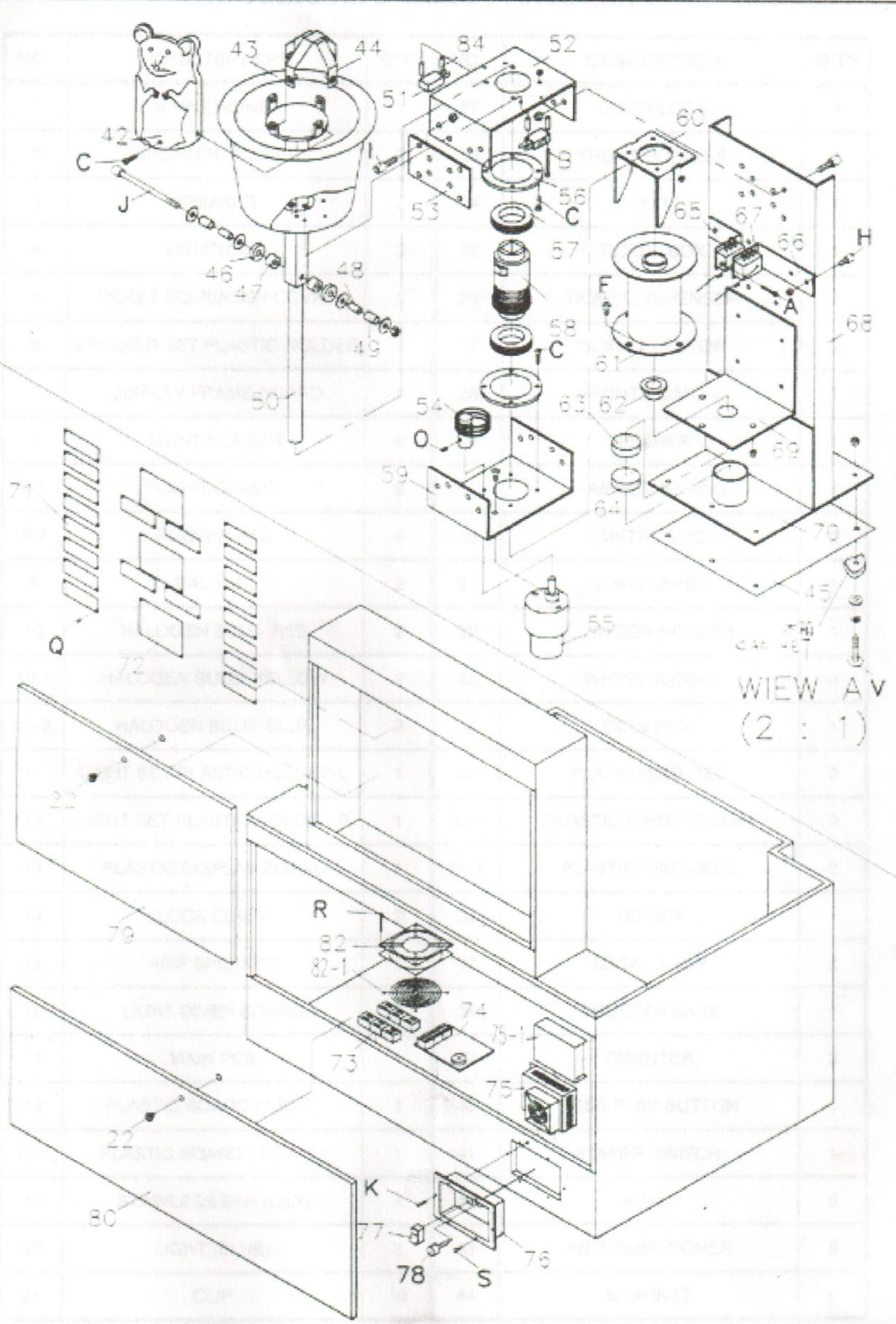


HAMMER ASSEMBLY INSTRUCTION:

- 1.HAVE HAMMER STRING PENETRATE TOP COVER DOWNWARD.
- 2.PLACE STRING INTO METAL TUBE ① .
- 3.SCREW IT UP, AS DRAWING.







ANNOYING THING PARTS LIST I

NO.	DESCRIPTION	Q'TY	NO.	DESCRIPTION	Q'TY
1	MAIN CABINET	1	22	DOOR LOCK	4
2	SPEAKER HOLDER	2	23	FRONT BOARD-S	1
3	SPEAKER	2	24	HINGE	1
4	LIGHT(13W)	3	25	TICKET BOX	1
5	TICKET DISPENSER COVER	1	26	TICKET DISPENSER	1
6	SPEAKER SET PLASTIC HOLDER	1	27	COIN SELECTOR	2
7	DISPLAY FRAME BOARD	1	28	FRONT BOARD-L	1
8	LIGHT HOLDER	6	29	HAMMER	1
8-1	LIGHT GLASS	6	29-1	HAMMER STRING	1
8-2	RUBBER PAD	6	30	L METAL SLICE	2
9	BALLAST	2	31	COIN FUNNEL	1
10	HALOGEN BULB- RED	2	32	COIN BOX HOLDER	1
10-1	HALOGEN BULB- YELLOW	2	33	WHEEL (LOCK)	4
10-2	HALOGEN BULB -BLUE	2	34	COIN BOX	1
11	LIGHT SET PLASTIC HOLDER-L	1	35	PLATIC RING-RED	2
12	LIGHT SET PLASTIC HOLDER-R	1	35-1	PLASTIC RING-YELLOW	2
13	PLASTIC DISPLAY BOARD	1	35-2	PLASTIC RING-BLUE	2
14	LOCK CLASP	2	36	COVER	1
15	AMP SPEAKER	1	37	LOCK CLASP	2
16	LIGHT DIVER BOARD	1	38	COUNTER BASE	1
17	MAIN PCB	1	39	COUNTER	3
18	PLASTIC BOARD (LEFT)	1	40	FREE PLAY BUTTON	1
18-1	PLASTIC BOARD (RIGHT)	1	41	POWER SWITCH	1
19	STAINLESS BAR (L&R)	4	42	HEAD	6
20	LIGHT (BLUE)	2	43	ANTI-DUST COVER	6
21	META CLIP	10	44	BRACKET	6

ANNOYING THING PARTS LIST II

NO.	DESCRIPTION	Q'TY	NO.	DESCRIPTION	Q'TY
45	HEAD METAL SEAT	6	70	METAL BOARD D	6
46	RUBBER WASHER A	12	71	TWO TONE LED PCB	20
47	RUBBER WASHER B	12	72	DISPLAY BOARD (S)	3
48	SCREW TUBE A	12	73	SOCKET	2
49	SCREW TUBE B	12	74	ANTI-INTERFERENCE	1
50	PISTON	6	75	POWER SUPPLY A	1
51	MICRO(SENSITIVE) SWITCH A	12	75-1	POWER SUPPLY B	1
52	METAL BOARD A	6	76	POWER BOX	1
53	METAL BOARD F	6	77	POWER SWITCH	1
54	BELT ROLLER	6	78	FUSE HOLDER	1
55	ROTATION MOTOR	6	79	BACK DOOR PANEL-UP	1
56	BALL BEARING HOLDER	12	80	BACK DOOR PANEL-DOWN	1
57	BALL BEARING	12	81	HINGE	1
58	PLASTIC TUBE	6	82	FAN	1
59	METAL BOARD B	6	82-1	NET	1
60	METAL BOARD	6	83	LIGHT COVER	3
61	COIL (SOLENOID)	6	84	SW BRASS TUBE	24
62	SPACER	6	85	ELECTRONIC STARTER (1P)	2
63	NYLON (WHITE)	6		SWITCH (P1F-00D0)	2
64	EVA FOAM (BLACK)	6		BRIDGE DIODE PCB	6
65	MICRO SWITCH HOLDER A	6		RUBBER BELT	36
66	MICRO SWITCH HOLDER B	6		FUSE(30mm,10A)	1
67	MICRO SWITCH B	12		AC PLUG	1
68	METAL BOARD E	6		ELECTRONIC BALLAST(13W)	3
69	METAL BOARD C	6		WIRE (ALL)	1