



**The Ultimate Remix**  
included about PUMP IT UP of DX model.

**Service Manual**

**ANDAMIRO**



**The Ultimate Remix**

Everybody dance to the pump sound.  
U can move your feet on the PUMP stage





## 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

### 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 persons and industry specialist are defined as follows.

#### **Qualified in-shop maintenance persons**

¥ 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 persons**

¥ 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.



# Precautions for use

## 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 up outside.**

¥ Setting this product up outside could result in accidents or equipment failure.

**Do not set the game 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 up.**

¥ In a place exposed to rain or moisture.

¥ In a place exposed to direct sunlight.

¥ In a place exposed to direct heat from air-conditioning and heating equipment, etc..

¥ 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 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.



# Precautions for use

## 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.

**Be sure to use the accompanying gloves or ANDAMIRO's dedicated gloves. Do not allow any players to use their own gloves.**

¥ Otherwise, it may result in an accident or a machine problem. The manufacturer takes no responsibilities for damages that are caused by such an unspecified glove.

### ⚠ 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

3 you have been drinking.

3 you are tired or sick or have been recently sick.

3 you think you might be pregnant.

3 you have a pace maker.

3 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 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 an 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.



# 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. Never allow anyone else but ANDAMIRO's service engineers to open the upper door on the back of the machine.

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 or other organic solvent or alcohol may decompose the material.

⚠ Electrical shock or equipment failure could be caused by water entering the inside of the machine.

## 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 from the receptacle and remove the power cord from 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.

### PERCAUTION 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.



# 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.

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 doesnt move.
- When installing or moving the product, refer it to qualified service personnel.

## 3 Cleaning & Others


- Do not randomly disassemble the product or give it a shock.
- Be careful that water cant 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.

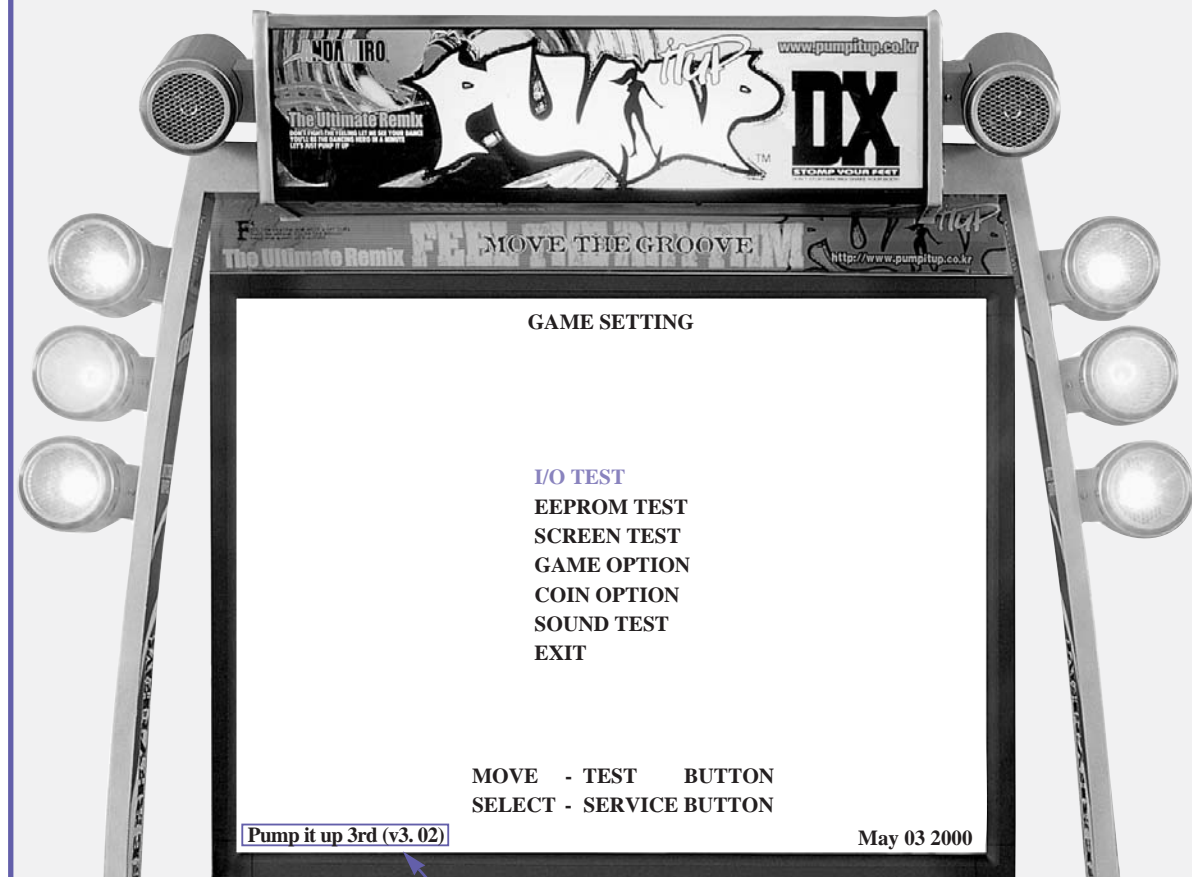


# Testing and Setting the PUMP

Set and test the product before using it.

## 1 Entering the Test mode

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





### Program Version Information

#### ▶ 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 (  ): Press to move to the next menu item.  
▶ I/O TEST -> EPROM TEST -> .. -> SOUND TEST -> EXIT



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

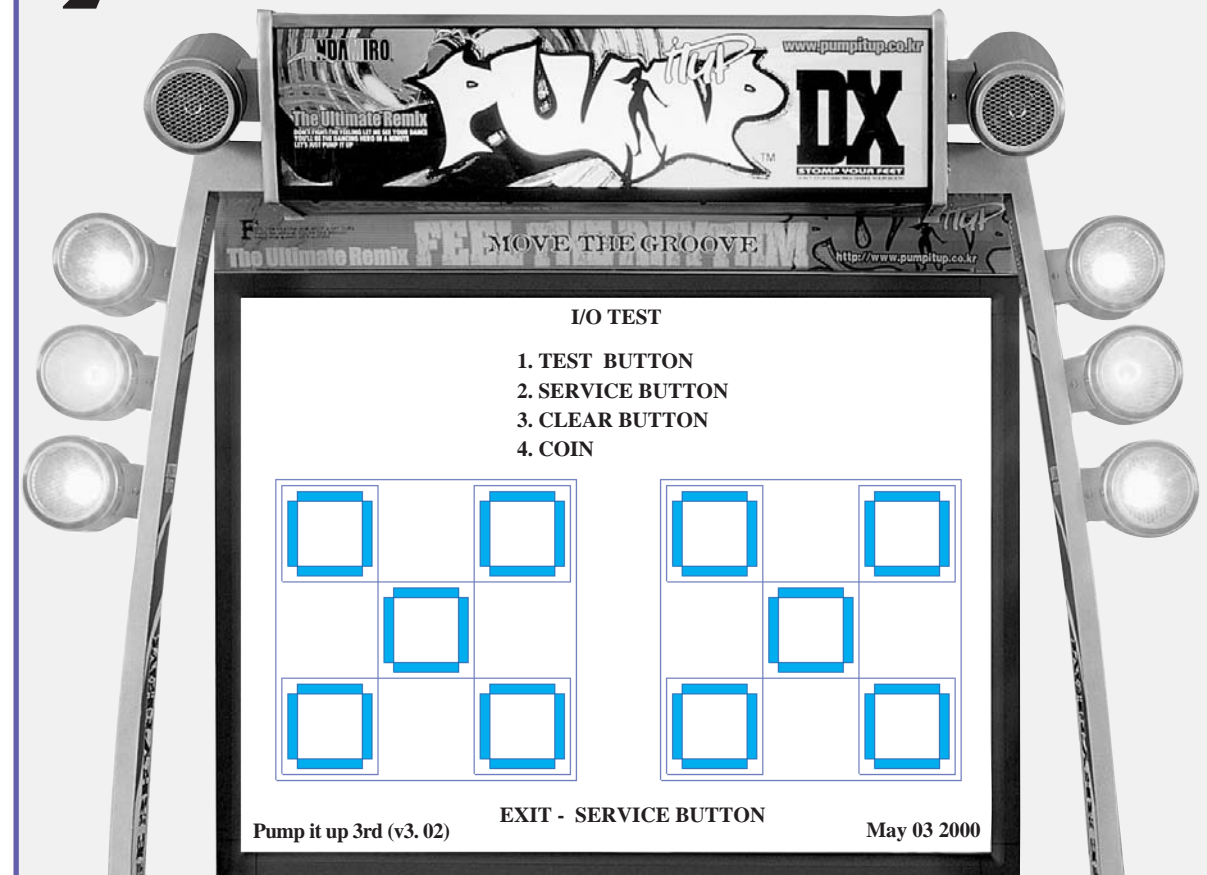


# I/O Test

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 (  ) on the board to move the cursor to I/O TEST in the Game Setting mode.
- 2 Press the "Service" button (  ) and the I/O Test items will appear on the screen.



- Pad Test : Each pad includes four sensors. Check the sensors properly operate. If every sensor is okay when you stands on a pad or pads, the pad 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 (  ) again to exit from I/O TEST.

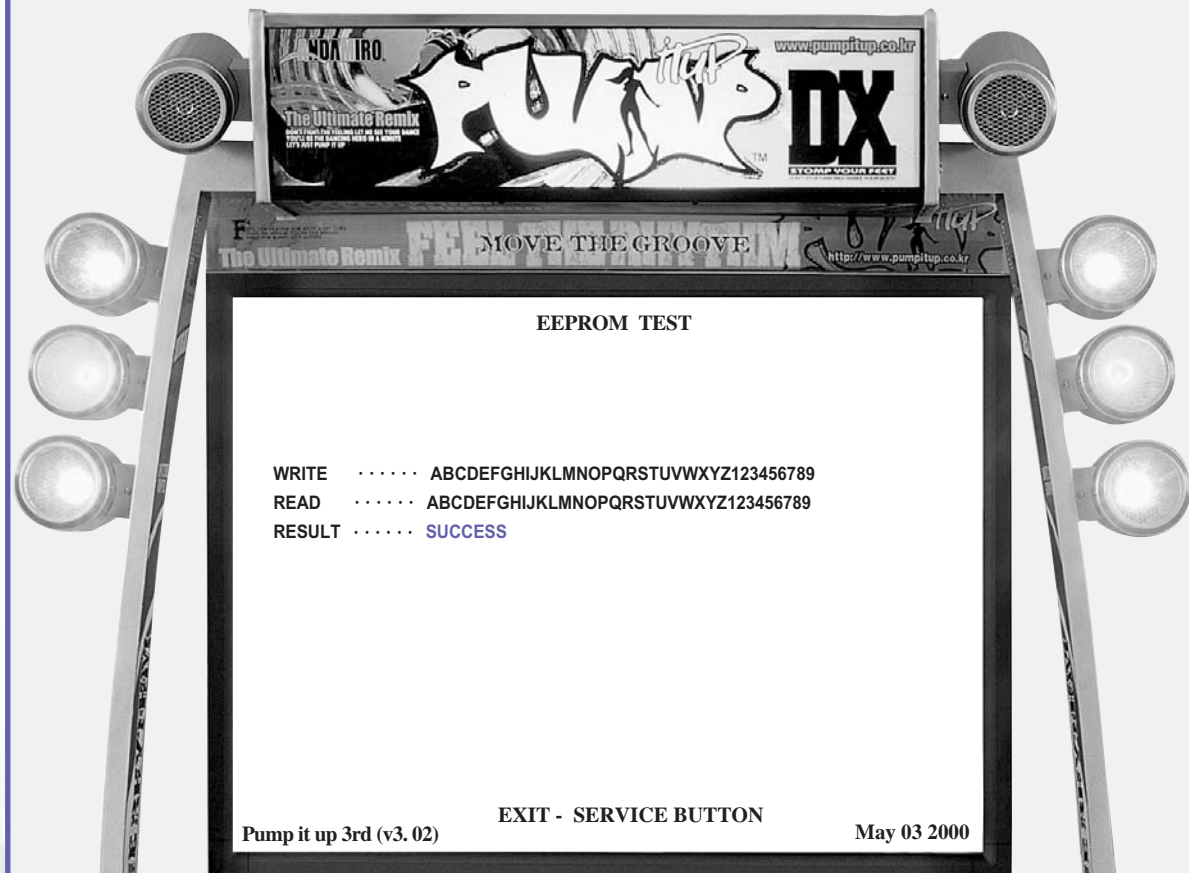


# EEPROM Test

The EEPROM Test lets 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.



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



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

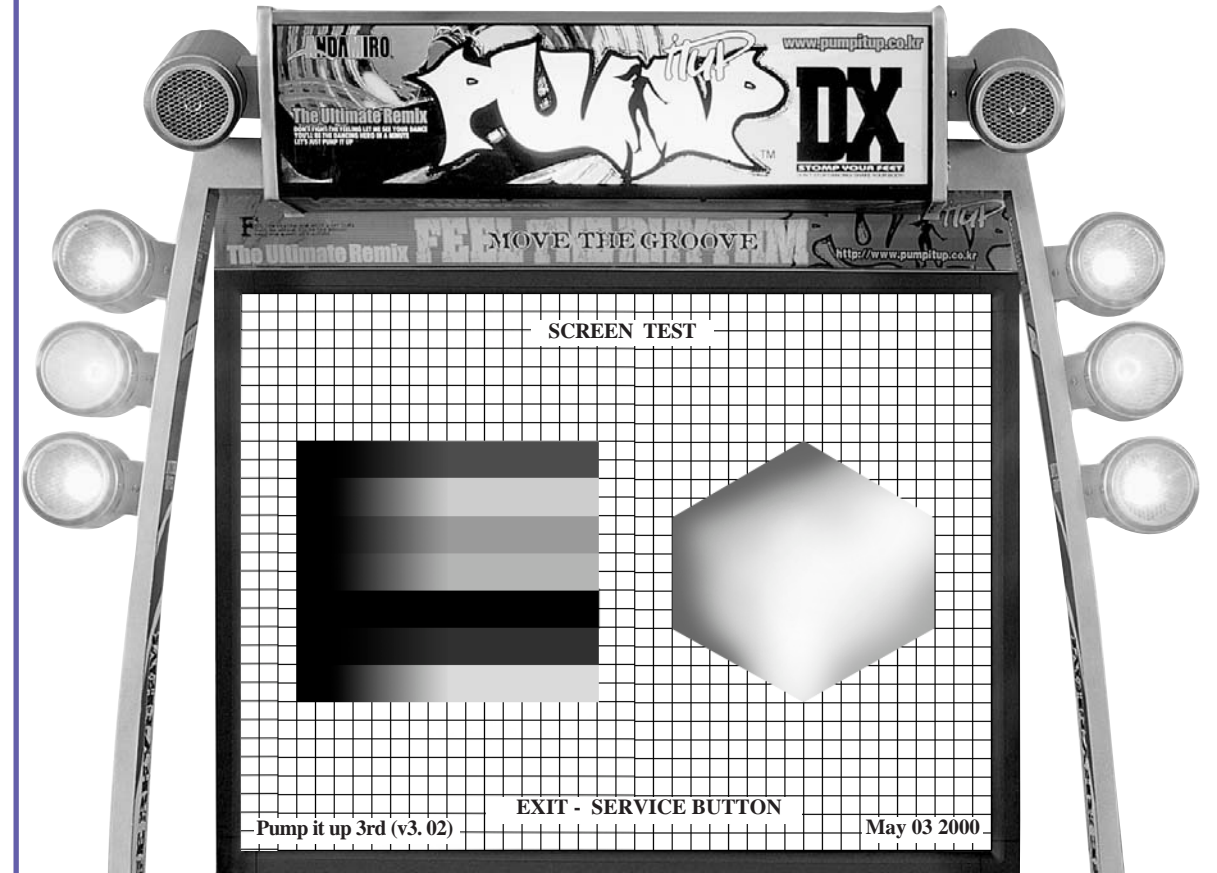


# Screen Test

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.



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



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

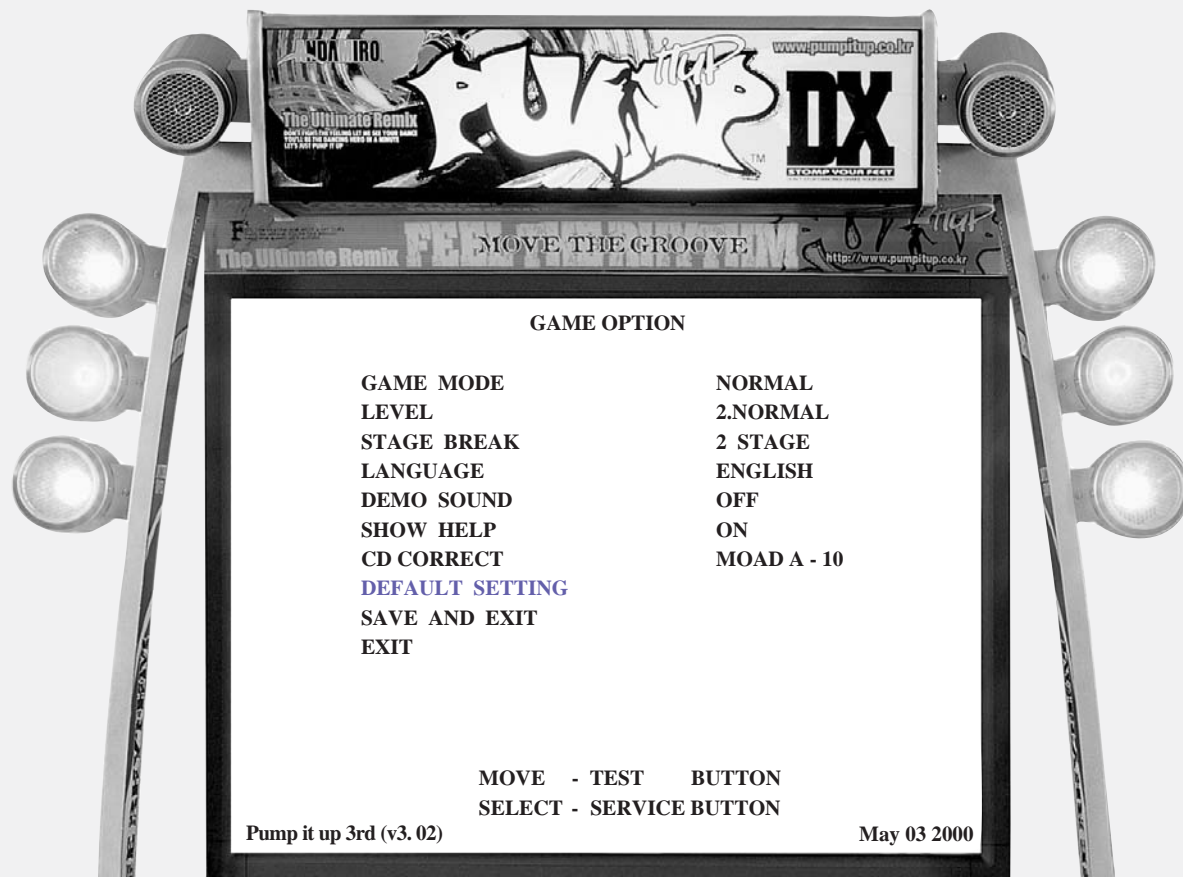


# Game Option

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



- 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/Chinese.
- 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. CD CORRECT  
The CD Correct item relates to the operation of CD-ROM drive.  
**! Be sure to refer the change of setting only to qualified service personnel.**
- h. DEFAULT SETTING  
Change all settings to ones during the factory shipment.
- i. SAVE AND EXIT  
Save the changed settings and exit.
- j. 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.



## 2 COIN SETTING

You can set how many coins are needed for operating the PUMP.  
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.

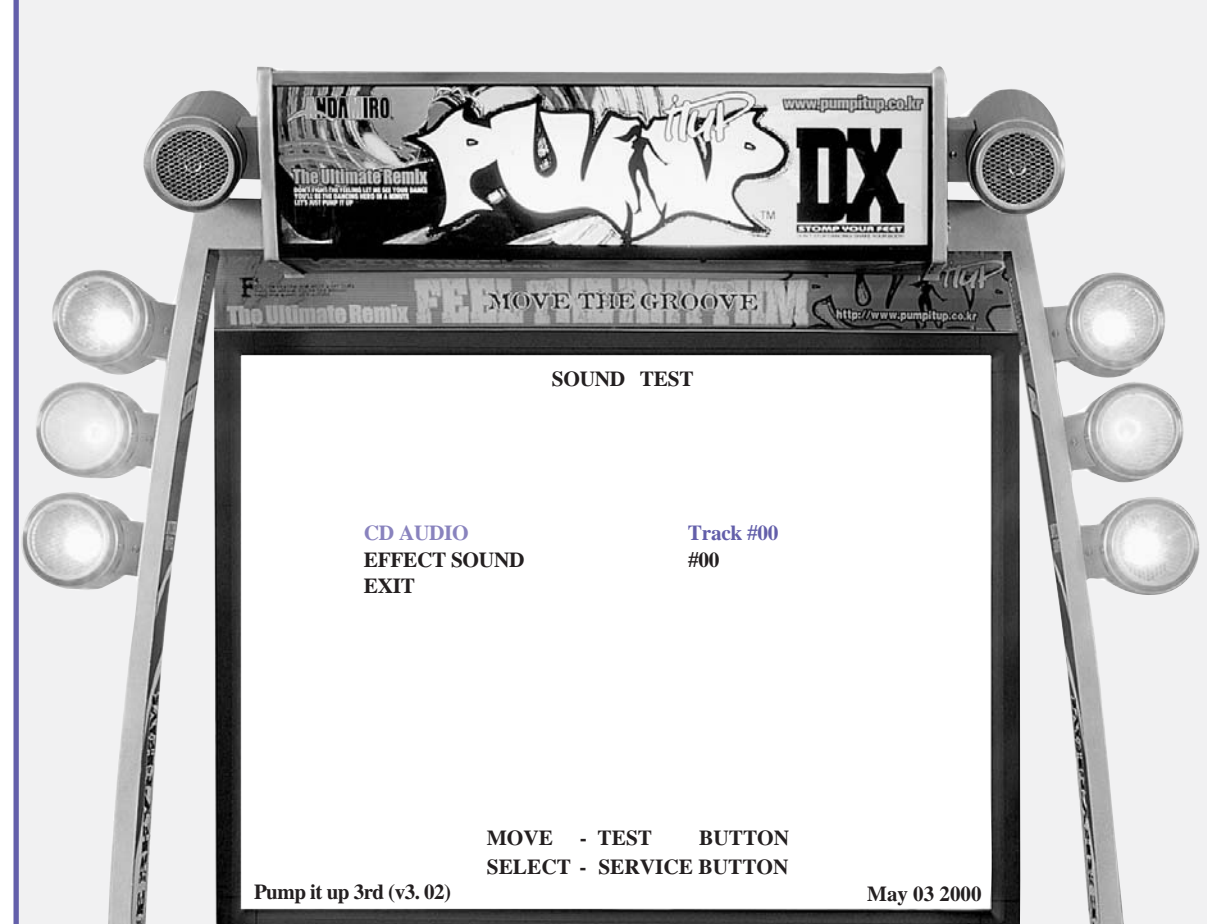


# SOUND TEST

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.



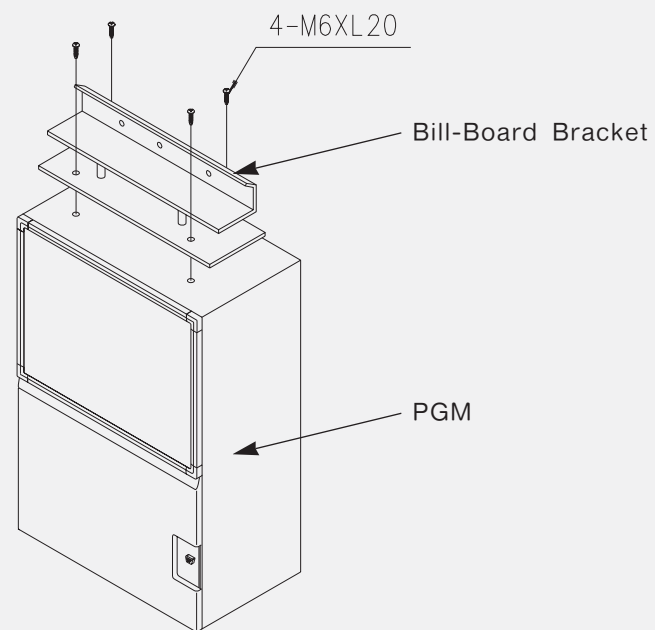
- A. CD TEST : Test the CD tracks.
- B. EFFECT TEST : Test the channels (effect sound).
- C. EXIT : Exit to the previous screen.



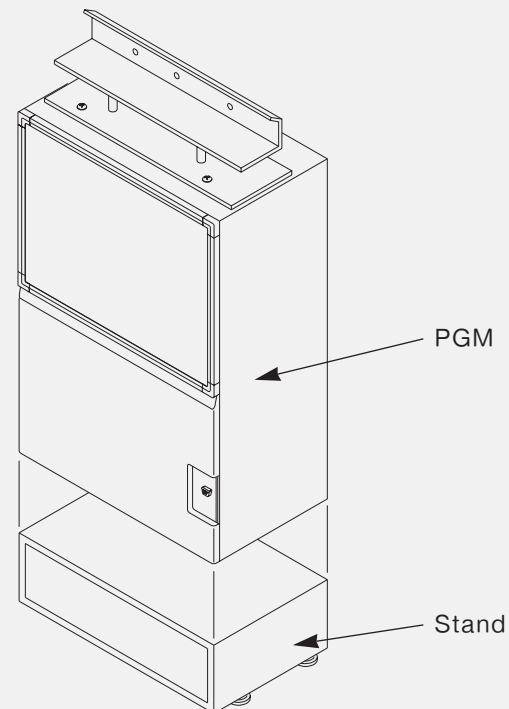


## How to Install the Pump (DX)

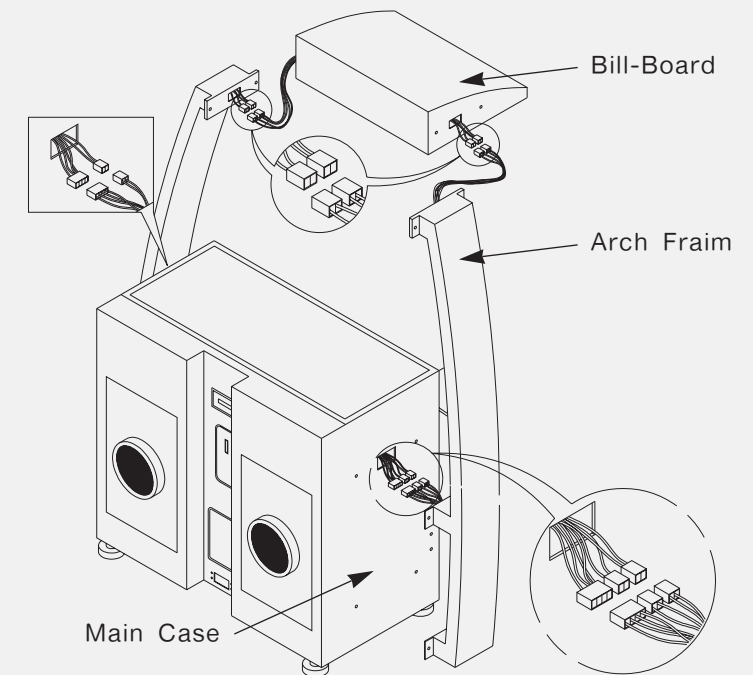
**1** Fasten 4 screws to mount the bill-board bracket on the monitor.



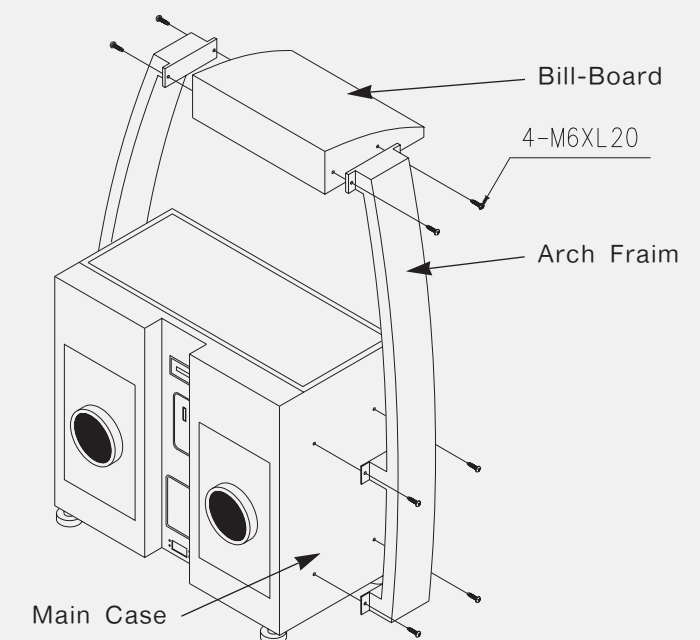
**2** Joint the monitor and stand.



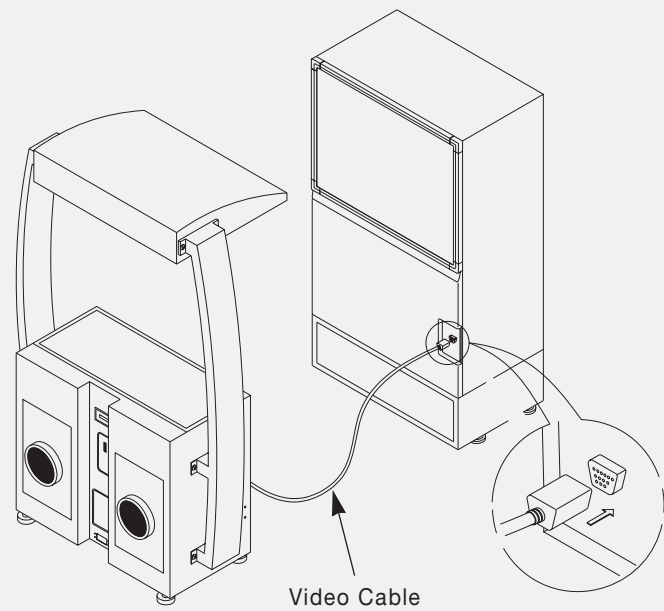
**3** Connect all connectors.



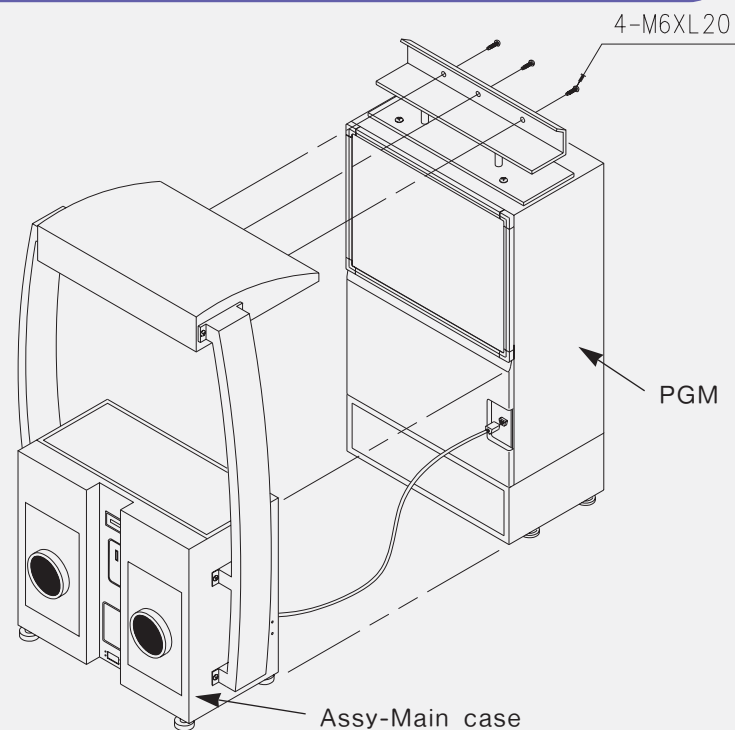
**4** Fasten all screws.



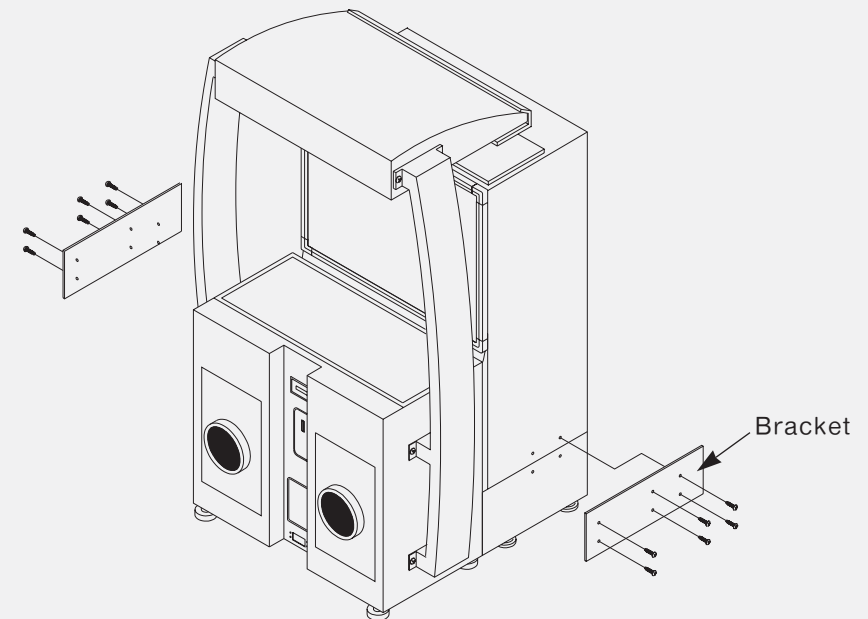
**5** Connect the video cable to the jack on the front panel of monitor.



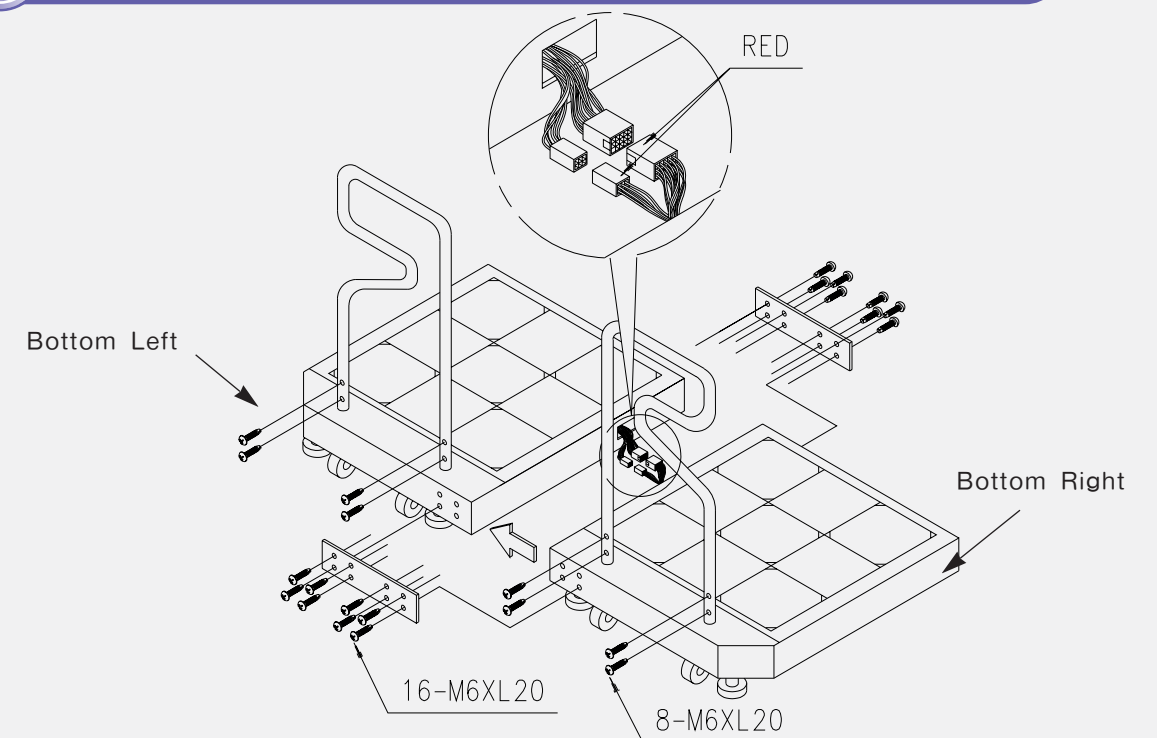
**6** Fasten all screws to joint the monitor and main assay.



**7** Use brackets and fasten all screws to joint the monitor and main assay.



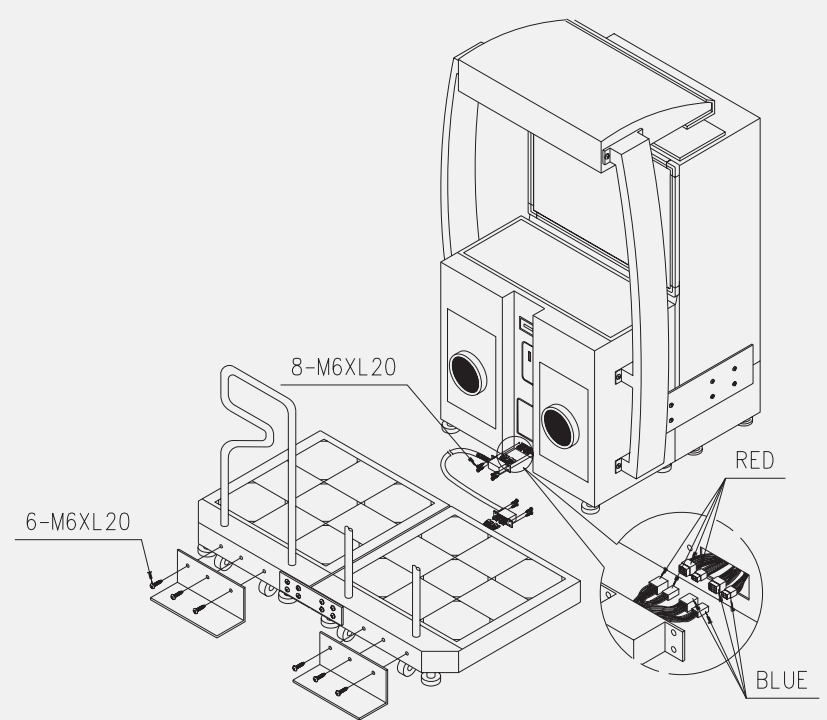
**8** Use brackets and fasten all screws to joint the left and right floor controllers.



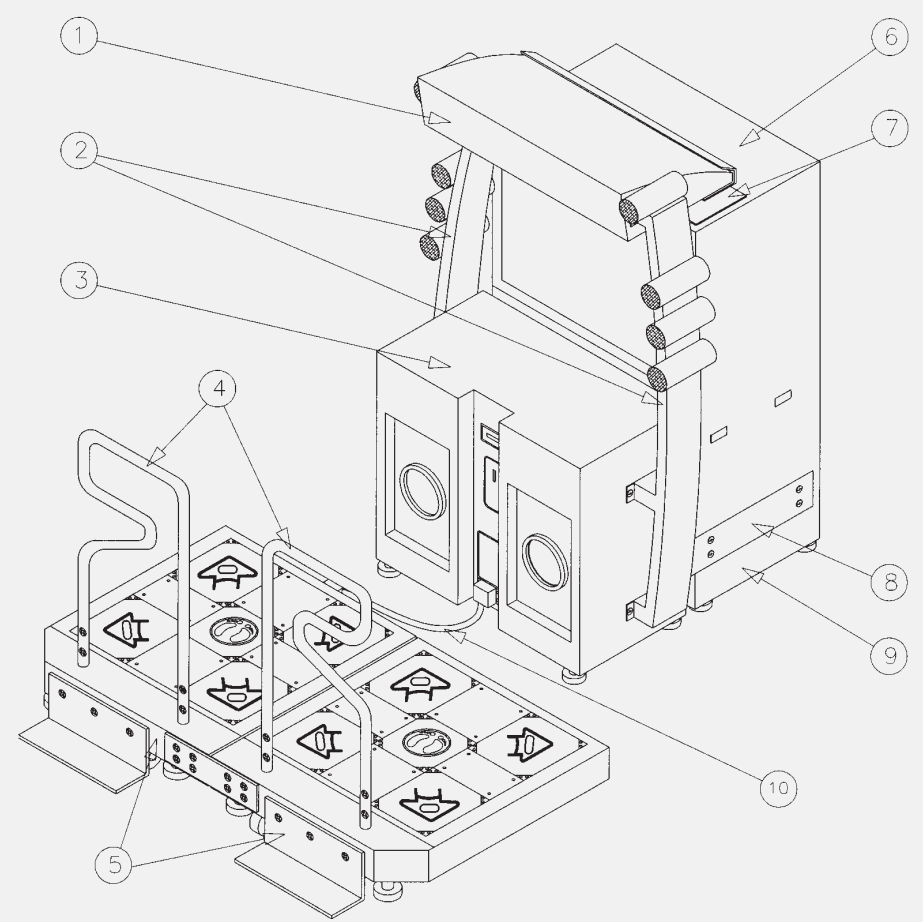


# Mechanical Drawing

## 9 Connect the connector cables between the floor controller and main assy.

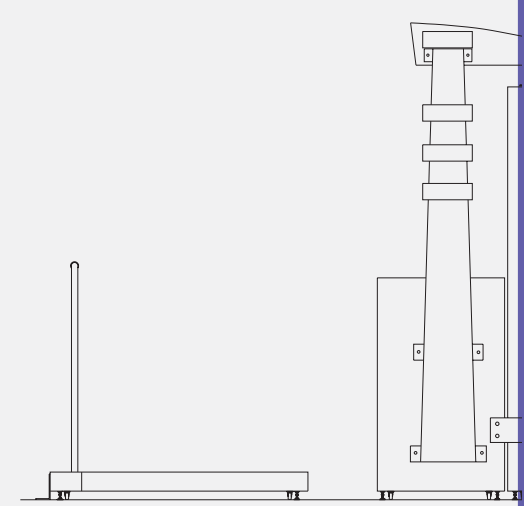


## 1

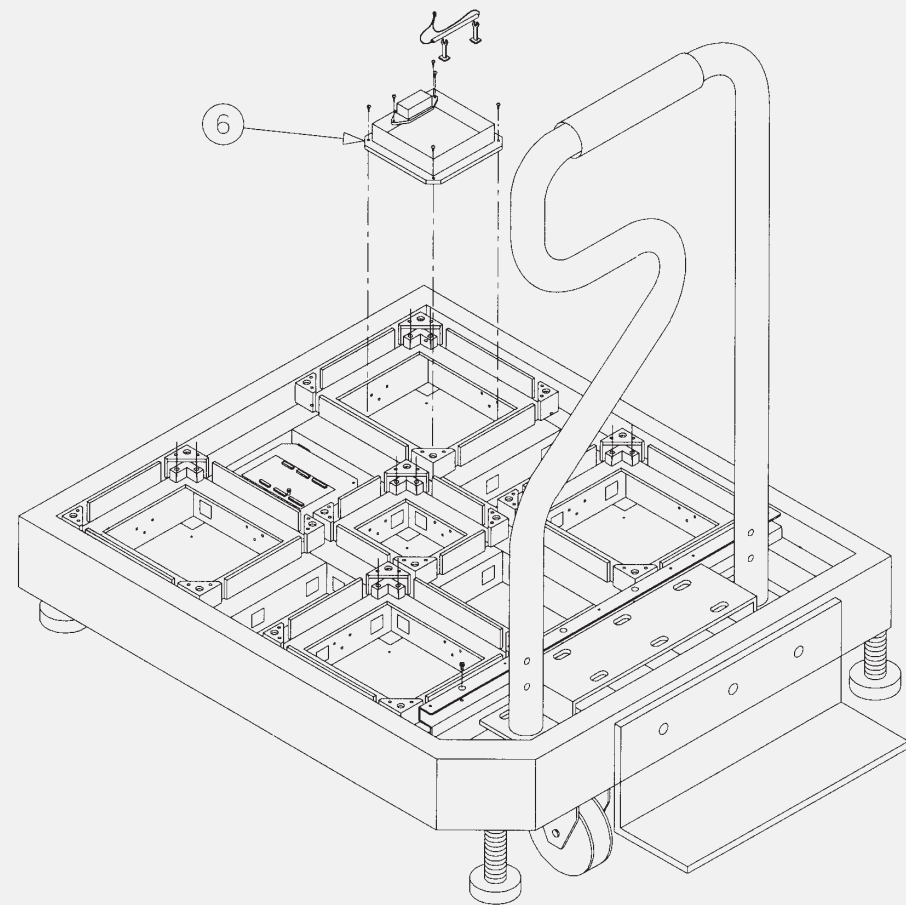


NO	CODE-NO	NAME	QTY	NOTE
1	AMOO-PUDSO3A	BILLBOARD ASS'Y	1	
2	AMOO-PUDSO6A/7A	ARCH ASS'Y R/L	1	
3	AMOO-PUDSO4A	MAIN CABINET ASS'Y	1	
4	AM99-PUSSO6A/7A	HANDLE ASS'Y R/L	1	
5	AMOO-PUSSO1A/2A	STEP ASS'Y R/L	1	
6	AMOO-PGMSO 1A	PUMP PGM ASS'Y	1	
7	MO2002-002A	BILLBOARD FIXING BRACKET	1	
8	MO2002-019A	STAND/PGM JOINT PLATE	2	
9	CO1002-001A	PGM STAND	1	
10	AMOO-PUSSO5A	FLEXIBLE TUBE ASS'Y	1	

## 10 External view of the Pump DX

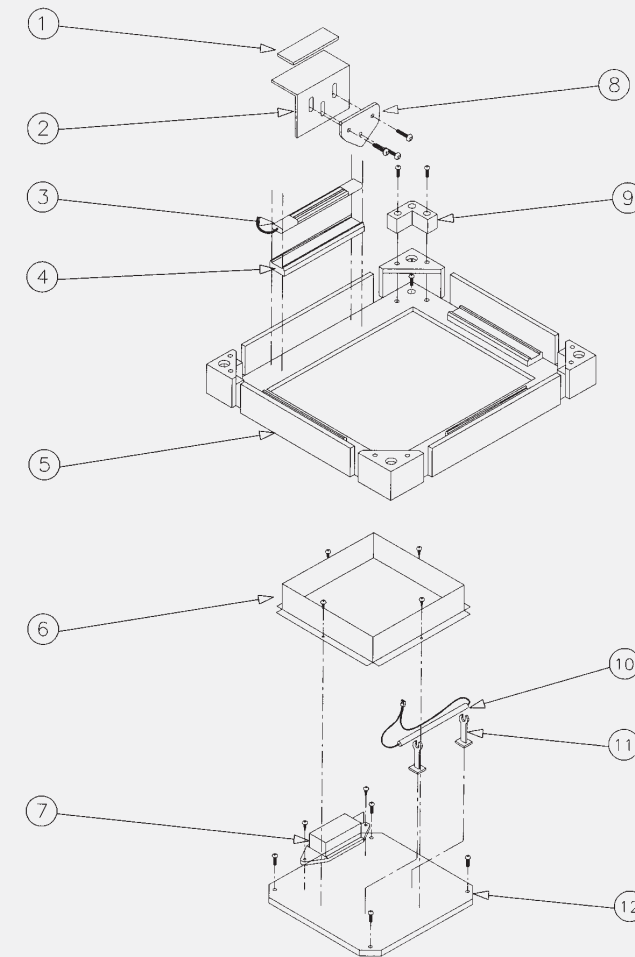


2



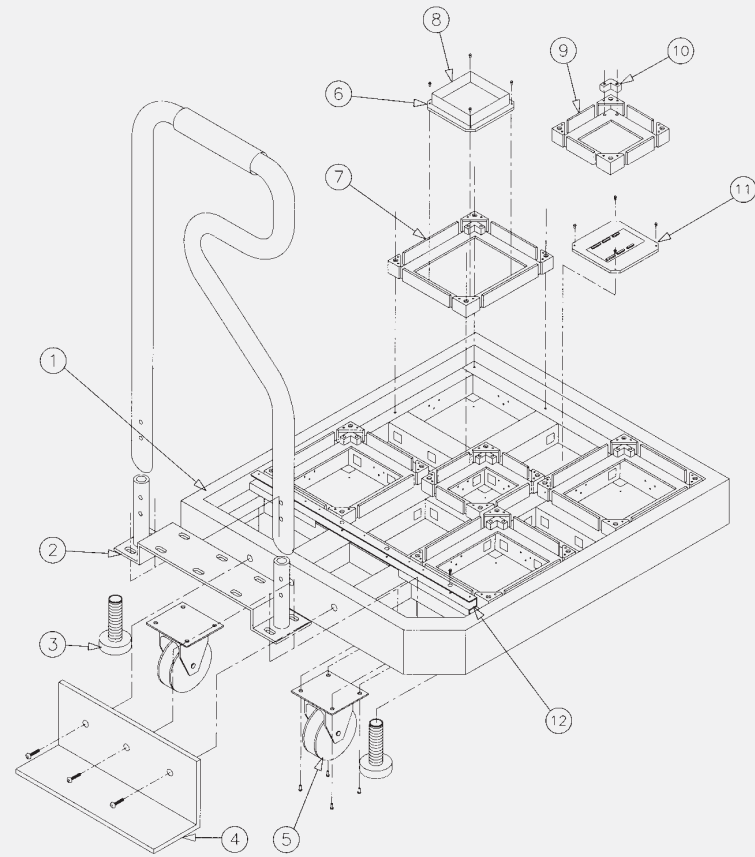
NO	CODE-NO	NAME	QTY	NOTE
1	MO2001-O13A	STEP FRAME-R	1	
2	MO3001-O01A	HADLE JOINT BRACKET	1	
3	MO7000-O03A	STOPPER	4	
4	MO2001-O25A	FRAME SUPPORT PLATE	1	
5	MO6001-O04A	CASTER	4	
6	CO0001-O04A	CCFL COVER	4	
7	MO2001-O14A	SENSOR FRAME-L	4	
8	MO2001-O15A	SENSOR FRAME-S	1	
9	CO3001-O04A	STEP ACRYL STOPPER	20	
10	AM99-PUSE09A	FOOT PCB ASS'Y	1	
11	MO2001-O22A	REAR COVER BRACKET	1	

3



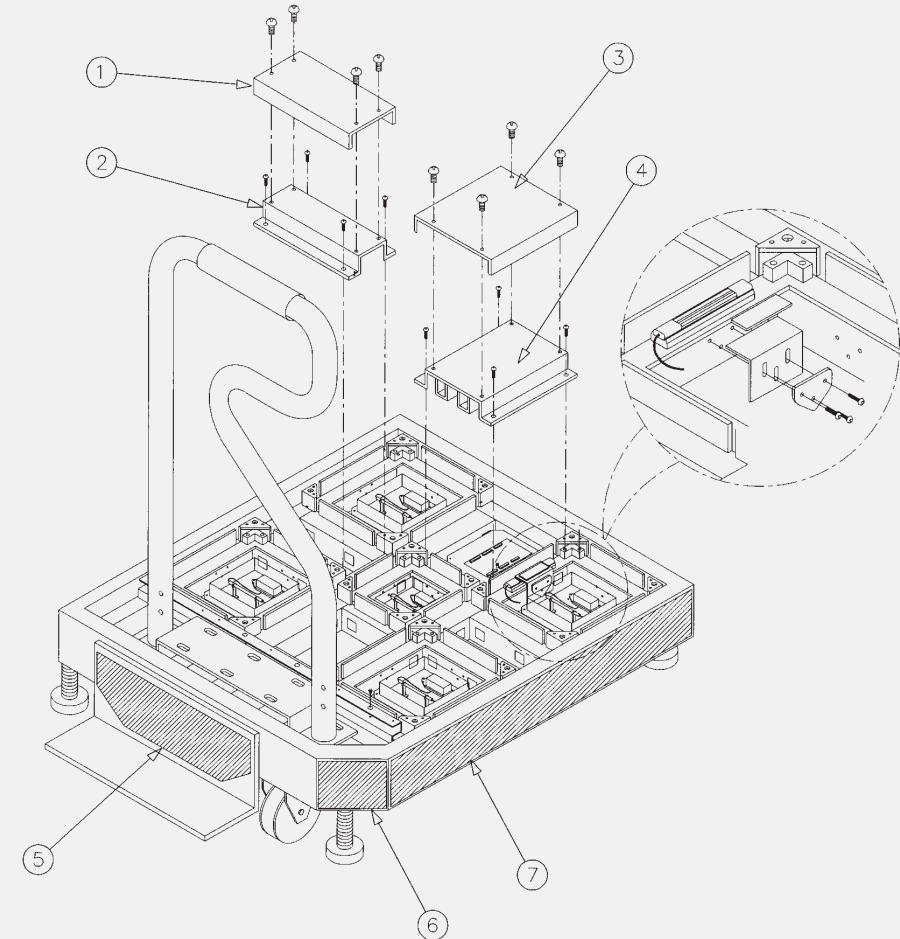
NO	CODE-NO	NAME	QTY	NOTE
1	CO0001-O02A	SENSOR BRACKET TAPE	20	
2	MO3001-O32A	SENSOR COVER BRACKET	20	
3	E11000-O01A	FOOT SENSOR	20	
4	CO3001-O02A	SENSOR RUBBER	20	
5	MO2001-O14A	SENSOR FRAME-L	4	
6	CO0001-O04A	CCFL COVER	5	
7	A26001-O01A	INVERTER	5	
8	CO3001-O05A	BRACKET SUPPORT	20	
9	CO3001-O04A	STEP ACRYL SUPPORT	20	
10	AO5005-O02A	CCFL LAMP	5	
11	CO3001-O03A	CCFL LAMP SUPPORT	10	
12	CO1001-O07A	CCFL COVER PLATE	1	

4



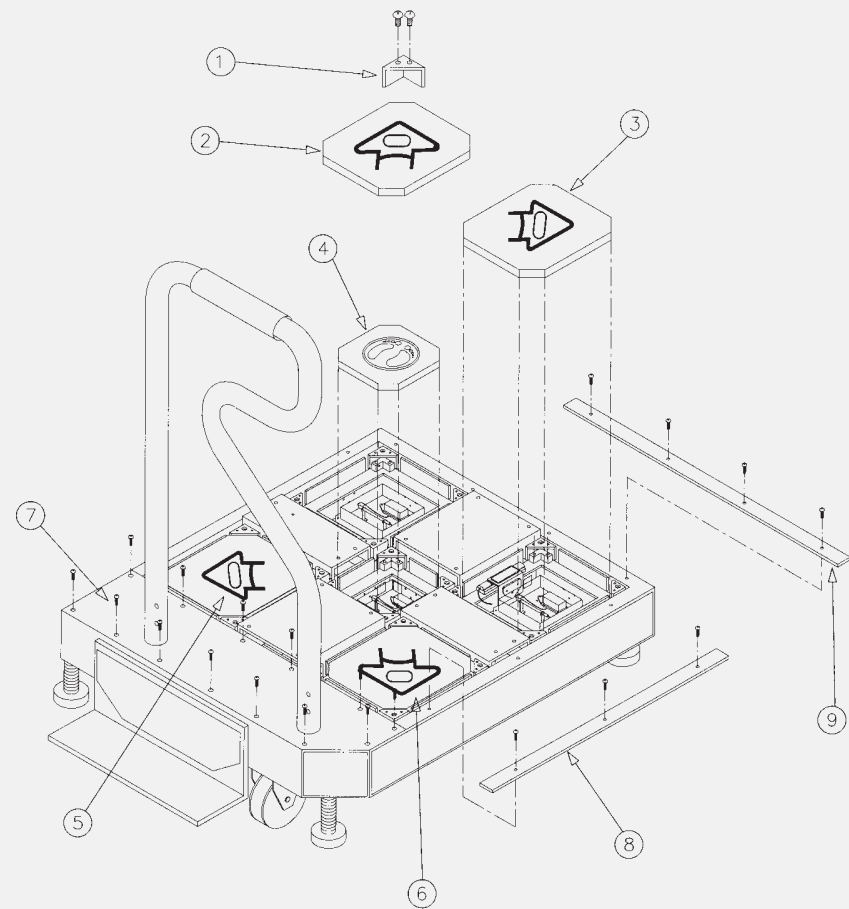
NO	CODE-NO	NAME	QTY	NOTE
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2	MO3001-O01A	HADLE JOINT BRACKET	1	
3	MO7000-O03A	STOPPER	4	
4	MO2001-O25A	FRAME SUPPORT PLATE	1	
5	MO6001-O04A	CASTER	4	
6	CO0001-O04A	CCFL COVER	5	
7	MO2001-O14A	SENSOR FRAME-L	4	
8	CO1001-O07A	CCFL COVER PLATE	5	
9	MO2001-O15A	SENSOR FRAME-S	1	
10	CO3001-O04A	STEP ACRYL STOPPER	20	
11	AM99-PUSE09A	FOOT PCB ASS'Y	1	
12	MO2001-O22A	REAR COVER BRACKET	1	

5



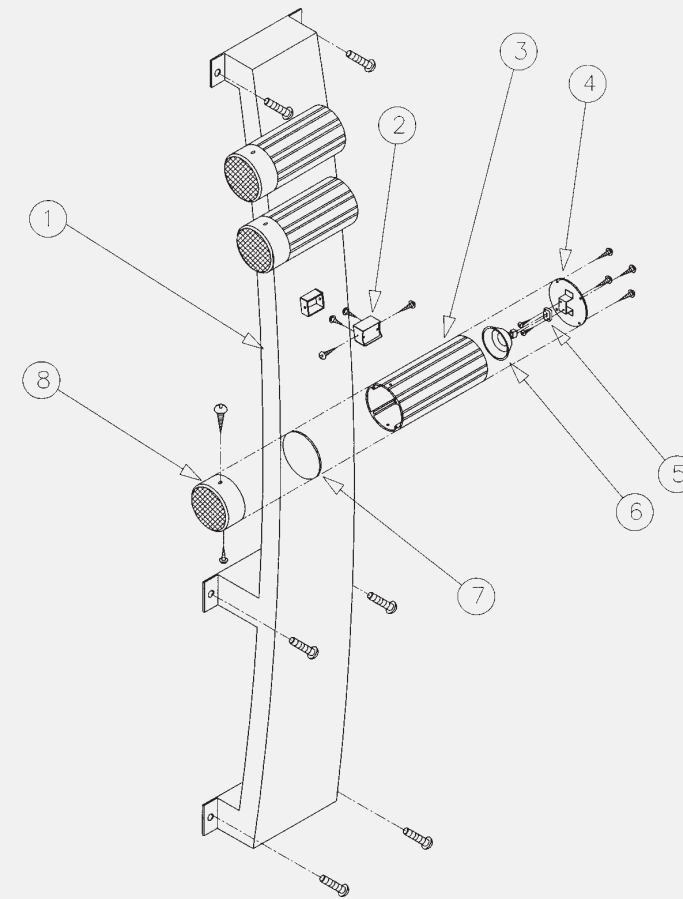
NO	CODE-NO	NAME	QTY	NOTE
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2	MO2001-O17A	FRAME SUPPORT PANEL-S	2	
3	MO2001-O18A	COVER PANEL-L	2	
4	MO2001-O16A	FRAME SUPPORT PANEL-L	2	
5	CO2001-O06A	FRAME SUPPORT SHEET	1	
6	CO2001-O04B	STEP CONER SHEET	1	
7	CO2001-O03B	STEP SIDE SHEET	1	

6



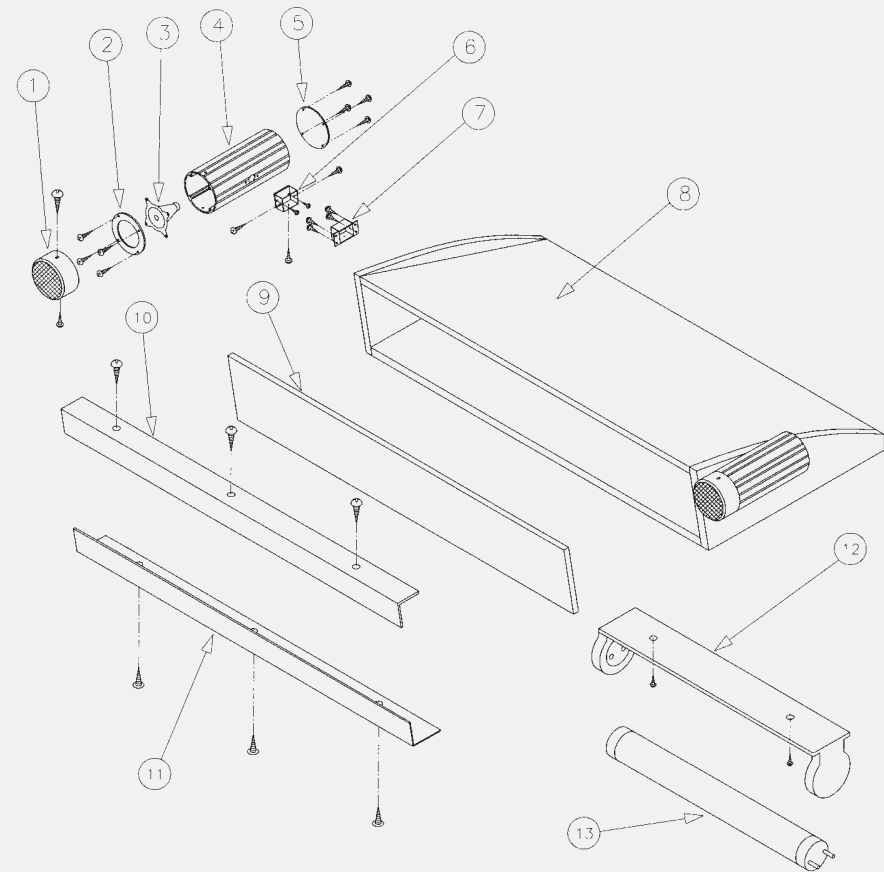
NO	CODE-NO	NAME	QTY	NOTE
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2	CO4001-001A	STEP ACRYL L-RED	1	
3	CO4001-004A	STEP ACRYL R-RED	1	
4	CO4001-003A	STEP ACRYL CENTER	1	
5	CO4001-002A	STEP ACRYL L-BLUE	1	
6	CO4001-005A	STEP ACRYL R-BLUE	1	
7	MO2001-O21A	FRAME REAR COVER-R	1	
8	MO2001-O24A	FRAME SIDE COVER	2	
9	MO2001-O23A	FRAME FRONT COVER	1	

7



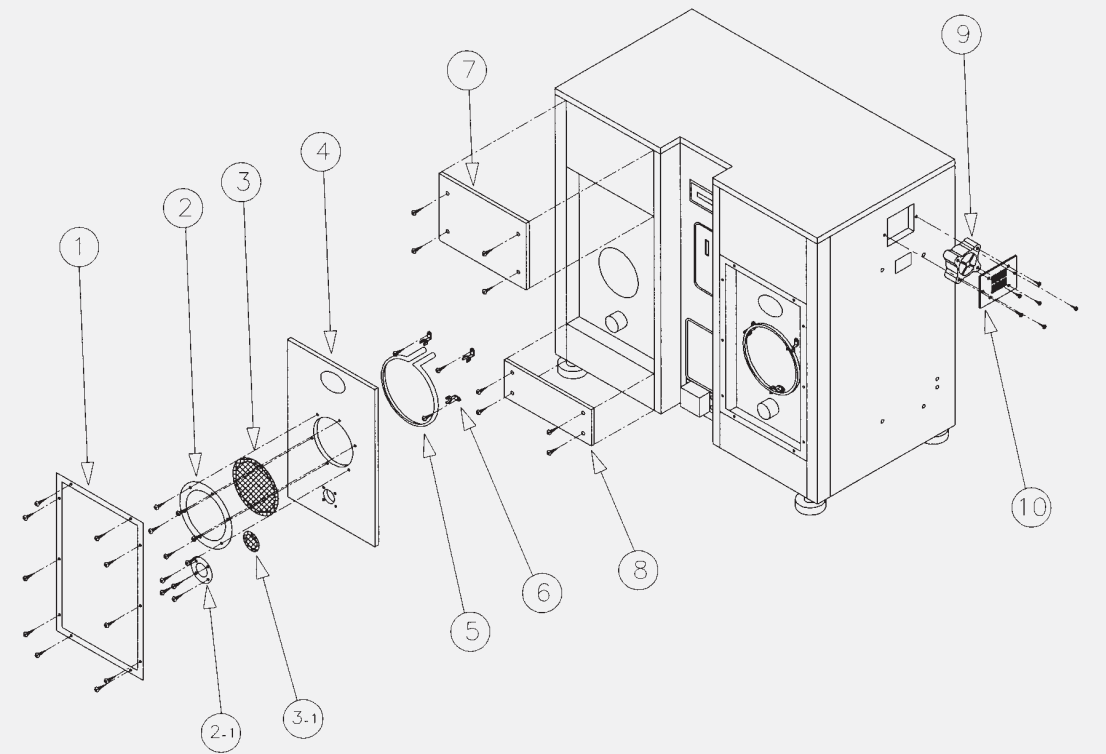
NO	CODE-NO	NAME	QTY	NOTE
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2	MO2002-O15A	LAMP/SPEAK BOX SUPPORT	6	
3	MO3002-001A	LAMP/SPEAKER BOX	6	
4	MO2002-O13A	HALOGEN LAMP BACK COVER	6	
5	A17002-001A	HALOGEN LAMP SOCKET	6	
6	AO5004-001A	HALOGEN LAMP	6	
7	CO4002-004A	ACRYL	6	PINK:4 GREEN:2
8	MO2002-O14A	LAMP/SPEAKER FRONT COVER	6	

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NO	CODE-NO	NAME	QTY	NOTE
1	MO2002-O14A	LAMP/SPEAKER FRONT COVER	2	
2	CO0002-O20A	SPEAKER PAD	2	
3	AO3000-O04A	SPEAKER	2	
4	MO3002-O01A	LAMP/SPEAKER BOX	2	
5	MO2002-O12A	SPEAKER BACK COVER	2	
6	MO2002-O15A	LAMP/SPEAK BOX SUPPORT	2	
7	MO2002-O24A	LAMP/SPEAKER BOX JOINT BR	2	
8	CO1002-O09A	BILLBOARD CASE	1	
9	CO4002-O01A	BILLBOARD ACRYL	1	
10	MO2002-O17A	BILLBOARD ACRYL B/K TOP	1	
11	MO2002-O18A	BILLBOARD ACRYL B/K DOWN	1	
12	A27000-O01A	FLUORESCENT LAMP SOCKET	1	
13	AO5001-O01A	FLUORESCENT LAMP	1	

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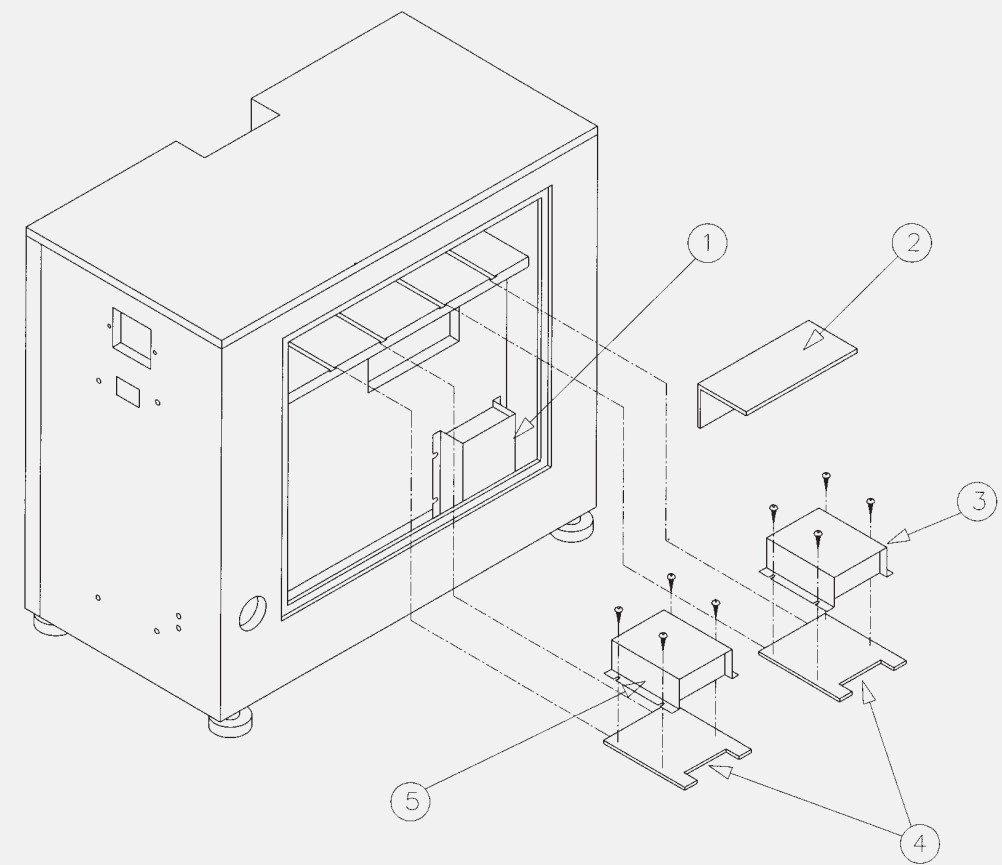


NO	CODE-NO	NAME	QTY	NOTE
1	MO2002-O09A	WOOFER ACRYL BRACKET	2	
2	CO3002-O01A	WOOFER RING-L	2	
2-1	CO3002-O02A	WOOFER RING-S	2	
3	MO2002-O10A	WOOFER NET-L	2	
3-1	MO2002-O11A	WOOFER NET-S	2	
4	CO4002-O02A	WOOFER ACRYL-DX	2	
5	AO5005-O01A	NENO LAMP	2	
6	CO0002-O09A	NENO LAMP SUPPORT	6	
7	MO2002-O07A	WOOFER UP COVER	2	SUS
8	MO2002-O06A	WOOFER LOW COVER	2	SUS
9	A20001-O01A	AC FAN	2	
10	MO2002-O05A	AC FAN BRACKET	2	

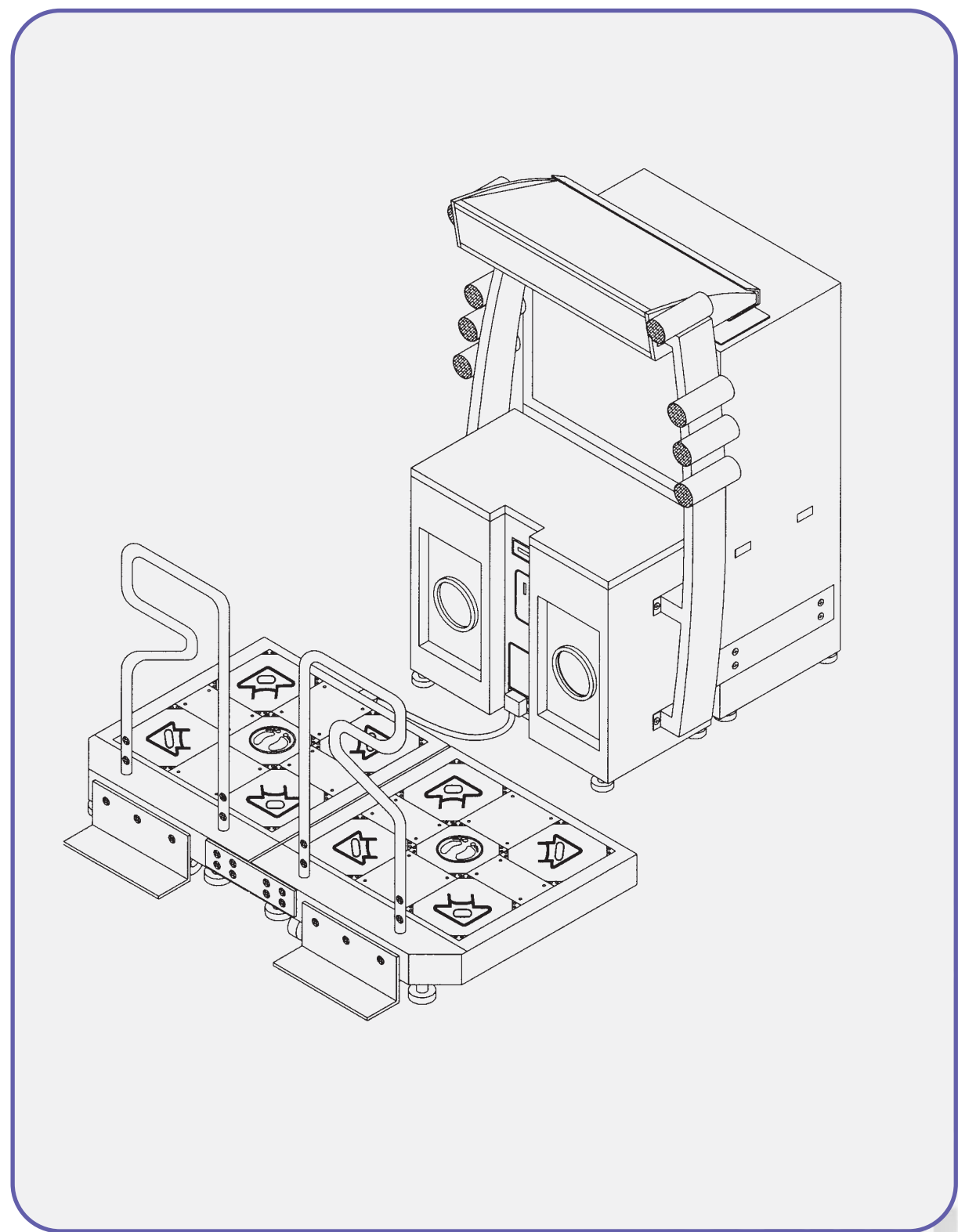


## Outward Shape of PUMP IT UP-DX

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NO	CODE-NO	NAME	QTY	NOTE
1	AM99-PUSS10A	POWER BOX ASS'Y	1	
2	CO3002-001A	TEST BUTTON BRACKET	1	
3	CO3002-002A	AMP BOX ASS'Y	1	
4	MO2002-010A	BOARD PLATE	2	
5	MO2002-011A	MAIN BOX ASS'Y	1	







## FAQ and Solutions

- ◇ The Sound comes out but the screen goes black.
  1. Turning the Switch off after checking the Switch behind of PGM, then turning it on again after 5 seconds.
  2. Resetting after selecting MANU as REMOCON (Setting the MODE as MONITOR).
  3. Turning on the Power Switch of REMOCON (Setting the MODE as cg).
- ◇ There is no sound or the visual.
  1. Checking the Switch below the right side of MAIN CABINET.
  2. Checking 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. Checking the AMP Volume Switch of COIN DOOR in front of MAIN CABINET
  2. Measuring AMP Power Terminal with the Testor. (AMP Box has to be replaced if you do not measure at least 14V)
- ◇ Billboard light is on, but nothing else is on nor work.
  1. The MAIN BOX is condemned.
  2. Checking 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 acceptor does not work.
  1. Checking the Voltage of COIN terminal. (Normally 12V)
  2. Checking 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 but music continues.
  1. Turning the Switch off after checking the Switch behind of PGM, and turn it on again after 5 seconds.
  2. Checking the Cable connection between MAIN CABINET and PGM.
  3. Reducing the Size of PGM screen gradually.
  4. Checking the operating of FAN in the Main Box because it may be overheated.



## FAQ and Solutions

- ◇ The visual freezes.
  1. Checking the operating of FAN in the Main Box because it may be overheated.
  2. Cleaning the CD-Rom in the MAIN BOX.
- ◇ Hear static from the speaker(s).
  1. Removing 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. Checking the inferior sensor with I/O TEST, and Cleaning or Replacing it
  2. Checking the electric connection
- ◇ 1P and 2P of step sensor do not work well.
  1. Checking the problem whether it comes from the Electric Connection or the POOT PCB through exchanging the wire of 1P and 2P.
  2. If there is something wrong in The POOT PCB, it has to be replaced.
- ◇ Step-Lamp does not work.
  1. Testing it exchanging with the normal operating Lamp. (Checking whether the problem comes from the LAMP or INVERTER)
  2. Replacing the defected one after testing.
- ◇ Step-Lamp is on all the time.
  1. Checking the inferior Sensor with I/O TEST, and cleaning or replacing
- ◇ When the games is in process, the music and the arrows do not match.
  1. Cleaning the CD-ROM.
  2. Replacing the CD-ROM.
- ◇ The remote does not work for PGM.
  1. Checking the REMOCON MODE whether it adjusted as MONITOR or not.
  2. Checking the battery of REMOCON.



## Pump it up hidden mode information

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

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

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



### PUMP IT UP THE PREMIERE COMMAND LIST

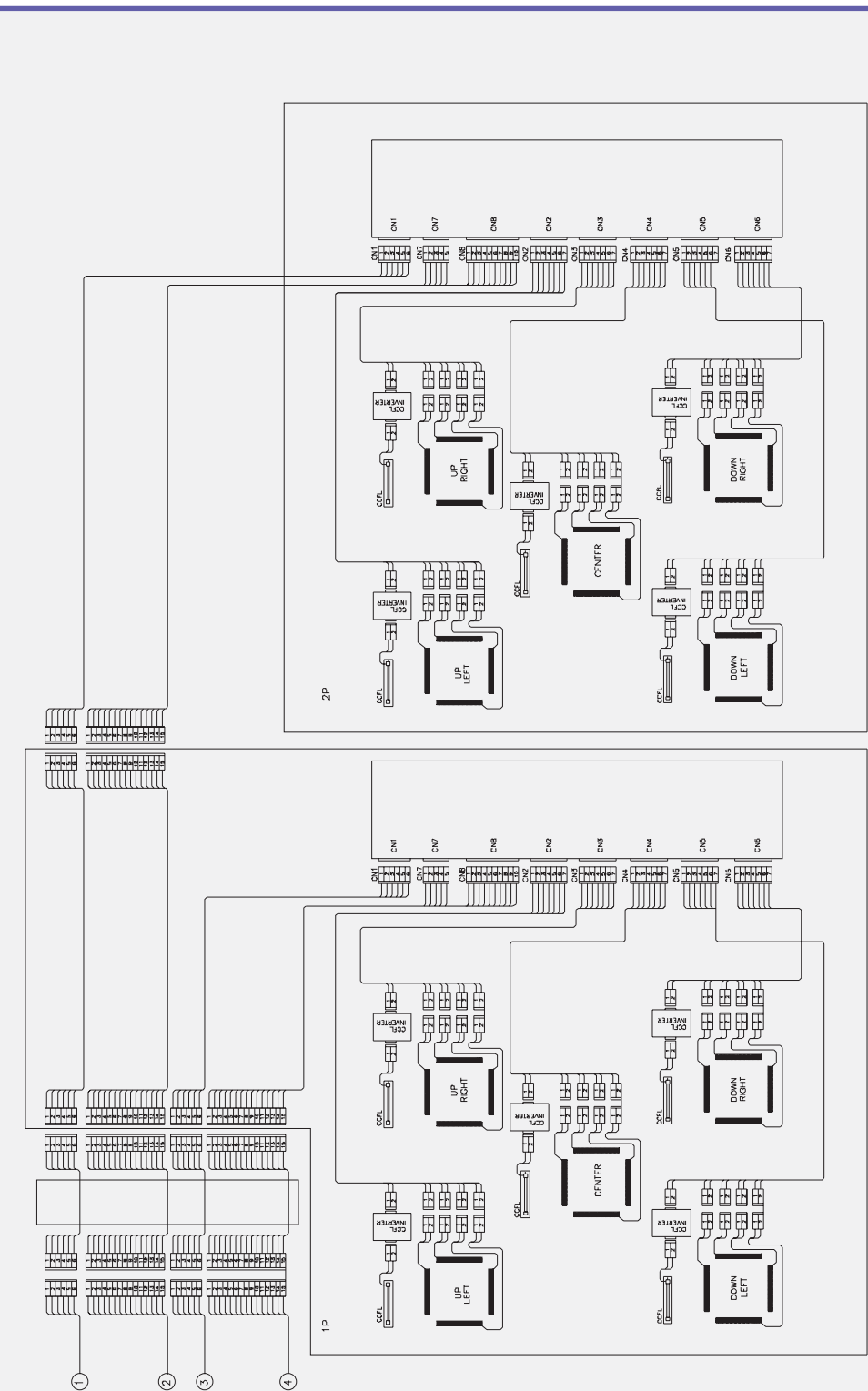
↙ ↘ ↙ ↘ ↙	13131	Cancel
↙ ↘ ↘	777	increasing the speed
↗ ↗ ↗	999	decreasing the speed
↙ ↘ ↗ ↘ ⊙	77995	Vanish
↙ ↘ ↗ ↘ ⊙	71935	Mirror
↙ ↘ ↘ ↗ ⊙	71395	Random
↙ ↗ ⊙ ↘ ↗	79579	NON-STOP
↙ ↗ ↘ ↗ ⊙	79795	Cynchro
↗ ↘ ↗ ↘ ⊙	97975	COUPLE
↙ ↘ ↗ ↘ ⊙	17935	UNION
↙ ⊙ ↘ ⊙ ↙	15351	RANDOM Vanish

※ 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)

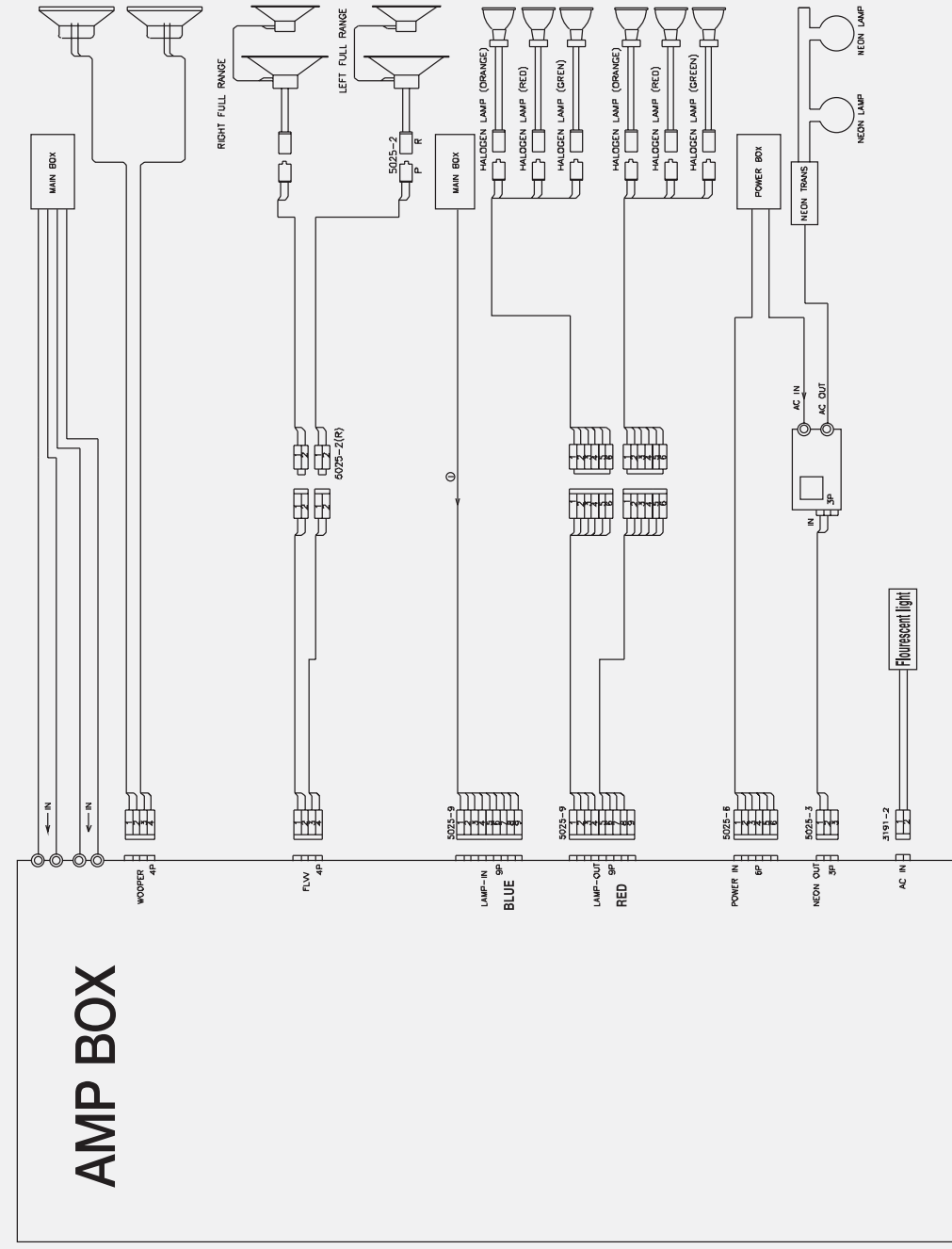


## General Wiring Diagram

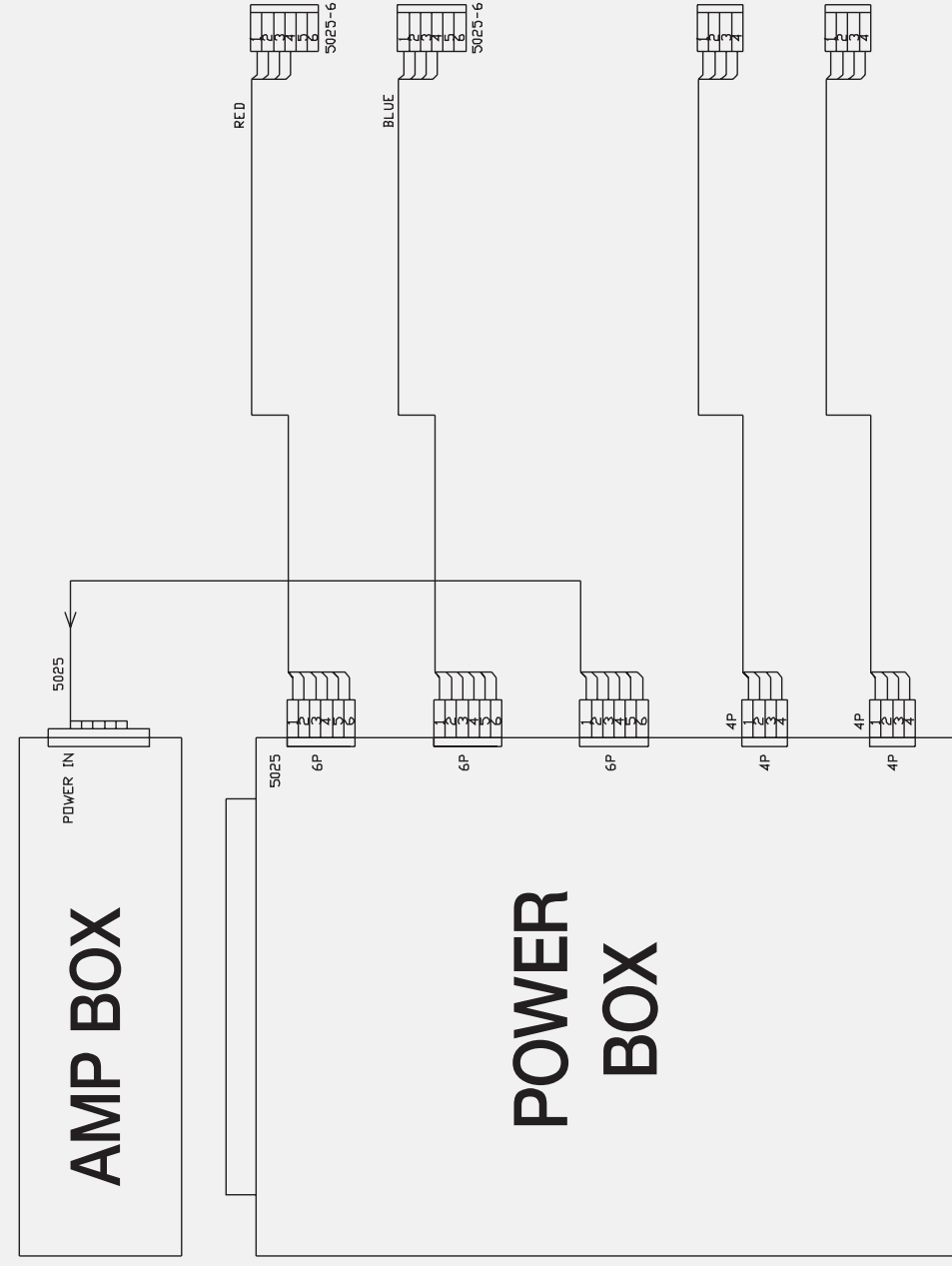
### STEP L/R



## AMP BOX ASS'Y



## POWER BOX ASS'Y

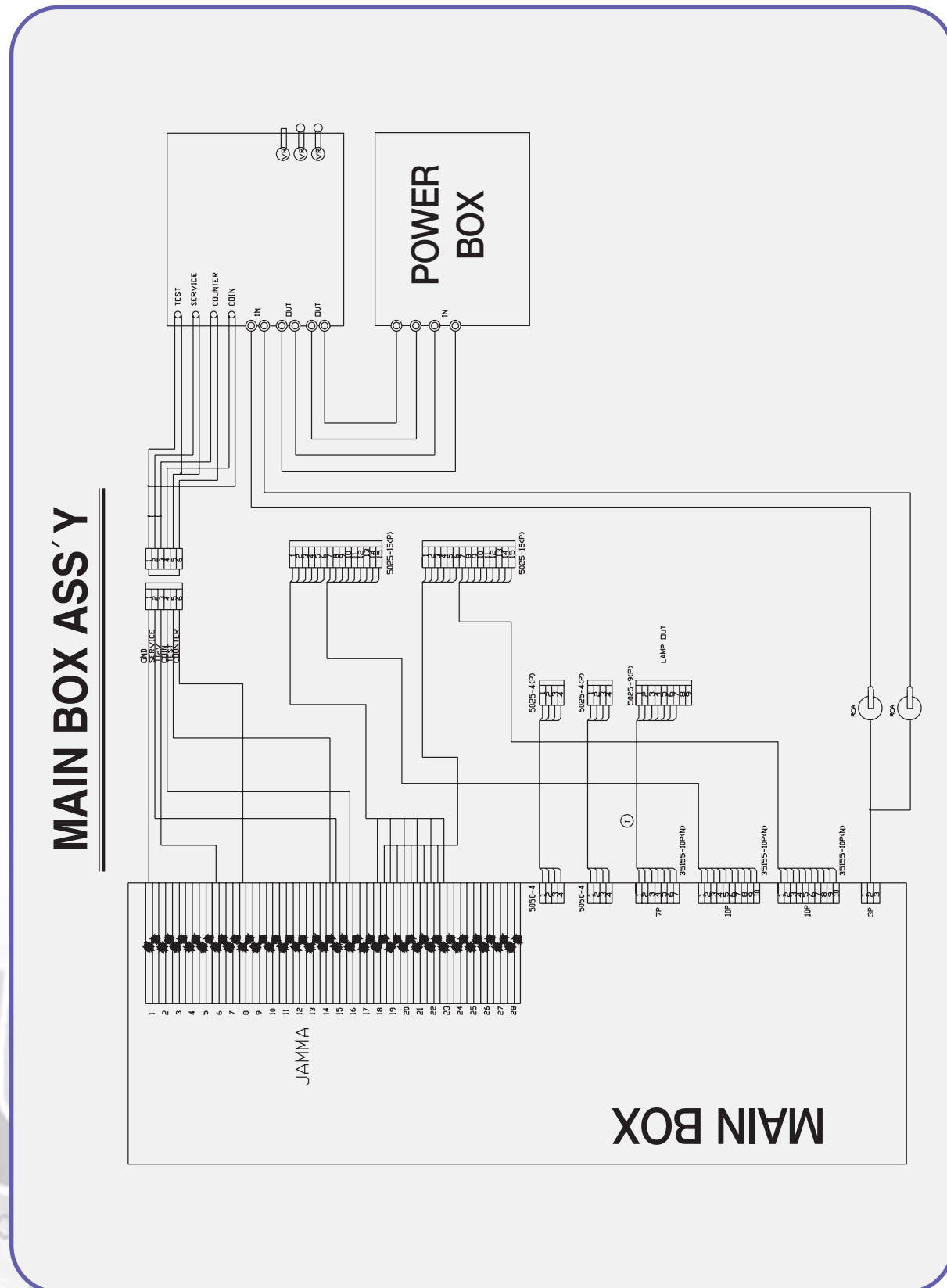




# Specifications

Model Name: PUMP IT UP

Model Name	PUMP IT UP DX	
Power Consumption	400W	
Maximum Power Consumption	600W	
Screen Size	51"	
Dimensions (mm)	body	1125 × 1175 × 2250
	floor controller	1780 × 160 × 1100
Weight (Kg)	body	362Kg
	floor controller	182Kg
Power Requirements	AC 220V, 50~60Hz	
CPU	Pentium II 333	
RAM	64MB	
Chipset	Intel BX	
Graphic	3Dfx Voodoo Banshee	
3D Lip	OpenGL	
Resolution	640 480@60Hz	
HDD	Non	
CD-ROM	40X	
Flash	8MB	
Speaker	2Mian 2woofer	
Effect	8초 44.1KHz ADPCM	
Music		





# MEMO



A large, empty rectangular area with rounded corners, intended for writing notes or a memo.



# MEMO



A large, empty rectangular area with rounded corners, intended for writing notes or a memo.



# MEMO



A large, empty rectangular area with rounded corners and a light gray gradient background, intended for writing notes or a memo.

