7-4-2 (4)　Set up mode (Play fee, BGM, Tilt sensor)

POP Assy

A

B
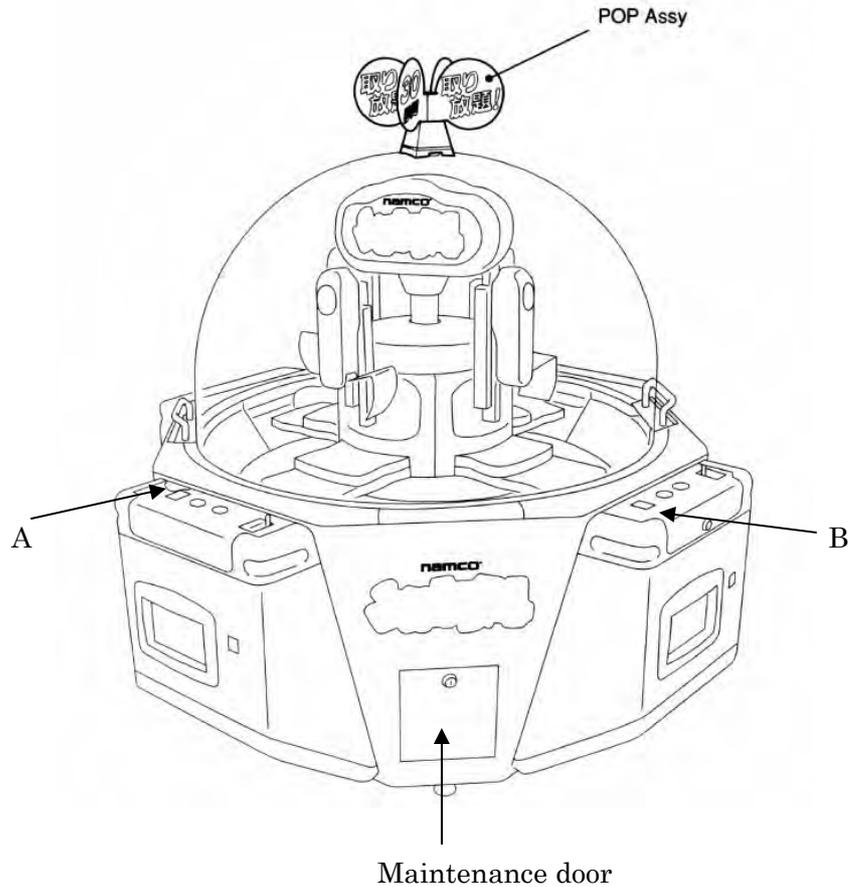
Maintenance door

Display "A" shows which mode you are in.

Display "B" shows which content you are selecting.

① Open the maintenance door that is locked and turn on the POWER switch.
② Push the SELECT switch and turn on the TEST switch at a same time.
③ As you press the PICK button on control panel that is left side of maintenance door, menu item changes.
④ As you press the PICK button on control panel that is left side of maintenance door, content changes.
⑤ When you turn off the TEST switch, what you changed in the mode

*Factory setting：If you turn off the TEST switch while pressing the SELECT switch the machine's setting will get back to the default setting.　At the same time, all arms will stop at the lower position.

Menu Items	LED Display		Contents
	Left	Right	
1. Game Mode	1	1~3	You can choose the game mode. 1. Normal mode (Default setting) 2. All-you-can-play mode 3. Free play
2. Number of coins to play	2	1~9	You can choose number of coins to play. Select between 1 coin to 9 coins. (Default setting: 1 coin)
3. Number of plays per credit	3	1~9	You can choose how many times customers can play with one credit. You can select between 1 play to 9 plays. (Default setting: 1 play)
4. Play time in All-you-can-play mode	4	1~6	Choose how long customers can play in All-you-can-play mode. 1. 20 seconds 2. 30 seconds (Default setting) 3. 40 seconds 4. 50 seconds 5. 60 seconds 6. 100 seconds
5. BGM	5	0~9	Choose the background music. 0. No BGM 1. Normal BGM 1,2 alternately (Default) 2. Normal BGM 1 3. Normal BGM 2 4. Special BGM "jungle" 5. Special BGM "sea" 6. Christmas BGM 1 "medley" 7. Christmas BGM 2 "Jingle Bell" 8. Christmas BGM 1,2 alternately 9. Daily BGM (Daily BGM plays the Normal 1,2 alternately on power on-off basis.)

Menu Items	LED Display		Contents
	Left	Right	
6. Tilt sensor	6	0~3	Choose the sensibility level of tilt sensor. 0. Tilt sensor off 1. Low sensitivity 2. Normal sensitivity (Default setting) 3. High sensitivity
7. Pendulum switch	7	0~1	Set up the pendulum switch. 0. Tilt off (Default setting) 1. Tilt on *Control sensitivity by adjusting the pendulum.
8. Shovel's active time	8	0~9	You can set up how long the arm stops while shovel is in action of picking. 0. Automatic (Default setting) 1. 0.6 seconds 2. 0.7 seconds 3. 0.8 seconds 4. 0.9 seconds 5. 1.0 seconds 6. 1.1 seconds 7. 1.2 seconds 8. 1.3 seconds 9. 1.4 seconds In automatic setting, adjustment is automatically made when power is supplied.
9. Language	9	0~2	Choose language 0. No voice 1. Japanese (Default setting) 2. English *"Voice" means the attract scripts and scripts for the warning for tilting.

8-1-1 Error Display

Open the maintenance door first, by turning off and on the POWER switch or by turning off and on the TEST switch you can get out from the error mode. While displaying the error code, you can check how many games left before the error by pressing the DROP button continuously.

(Error buzzer stops in 1 minute but restarts when coin is inserted or button is pressed.)

Menu Items	LED Display	Contents
1. Coin error	Error 1	Coin is stuck in coin mech.
2. Arm error	Error 2	Motor for arm might have a problem. Photo sensor for arm might have a problem.
3. Shovel error	Error 3	Motor for shovel might have a problem. Photo sensor for shovel might have a problem.
4. Coin counter error	Error 4	There is a problem in coin counter.
5. Service switch error	Error 5	There is a problem in service switch.

7. Operation

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┌─────────────────────────⚠WARNING─────────────────────────┐
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- Should any problem occur, turn off the power switch immediately to stop operating the machine. Then, unplug the power cord from the service outlet. Operating the machine without correcting a problem may cause a fire or accident.
- Dust accumulated on the power plug may cause a fire. Check the power plug regularly and remove dust.
- Insert the power plug firmly into the service outlet. Poor contact may cause overheating that can lead to a fire or burn.
- Before operating the machine, make sure that the machine has been installed in accordance with the instructions and procedures specified in this Operation Manual (refer to 5. INSTALLATION, p.10). If the machine is not installed properly, it may result in a fire, electric shock, injury or malfunction.
- The machine is equipped with a "dome open/close support device" to ensure safety of operators and people nearby (refer to 5-3-2 How to open/close the dome, p.13). If this device gets damaged or is not properly attached, continued operation without taking corrective measures may cause safety-related problems. Make sure to conduct daily inspection of the device and replace as soon as any irregularity is found.
- The operating life of the main components used in the support device is 10,000 times at normal open/close conditions.
- If irregularities are found with the support device (upon opening the dome and letting go, the dome drops instead of staying in hold position), it is highly likely that the main components have been damaged and requiring replacement.

For parts replacements, contact your distributor.

- For safe operation of the machine, make sure to always conduct pre-service check (refer to 7-1 Pre-service check, p.29) and maintenance (refer to 8. MAINTENANCE, p.49) procedures. Failing to do so may lead to an unforeseen accident.
- The warning labels describe important cautions. Make sure to observe the following.
- Install the machine at a proper location with ample illumination, and keep it clean, and free of dirt so that the warning labels attached to the machine are easily legible. Also, make sure that the labels are not hidden behind another game machine or other objects.
- Do not remove or alter the warning labels.
- If the warning labels become dirty or damaged, replace them with new ones. To order warning labels, contact your distributor.

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┌─────────────────────────⚠CAUTION─────────────────────────┐
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- When opening/closing the dome, be careful not to get your fingers caught in between.
- When opening the dome, firmly grip the dome bar first, then turn the key to the right.
- Do not open the dome from both sides at the same time. If opened from both sides at the same time, the dome will become unstable and may cause possible accident or injury.
- When opening the dome, the dome will stay at hold position, but to ensure safety, refer to [How to open the dome] and make sure to securely lock the dome stay. If not securely locked, the dome may unexpectedly close and cause possible accident or injury.
- When the dome is open, do not needlessly touch the dome and dome stay as it may lead to the dome stay getting unlocked.

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7-1 Pre-service check

Check the following before commencing operation.
If any problem is found, take corrective measures by referring to 8-1 Maintenance and inspection, p. 49.

7-1-1 Safety check (before turning on the power switch)

⚠WARNING

・To prevent accidents and injury, make sure to check the following before commencing operation.

(1) Are all warning indications legible?
(Refer to 1-4 Description of warning labels attached to the machine, p.3)
(2) Is the required space secured?
(Refer to 5-1-2 Play zone of installed machine, p.11)
(3) Are all the level adjusters fixated?
(Refer to 5-3-1 Adjusting the level adjusters, p.12)
(4) Is the dome intact and not damaged?
(5) Is the opening/closing of the dome smooth (with no irregularities)?
(Refer to 5-3-2 How to open/close the dome, p.13)
(6) Is the dome securely locked?
(Refer to 5-3-2 How to open/close the dome, p.13)
(7) Are the "scoop" and "drop" buttons intact and not damaged?
(Refer to 8-3-1 (3) Replacing the "scoop" and "drop" buttons, p.60)
(8) Is the prize redemption outlet intact and not damaged?
(Refer to 8-3-1 (6) Replacing the prize door, p.64)
(9) Is the surface of the game PC board clear and clean?
(Refer to 8-3-1 (5) Replacing the game PC board, p.62)

7-1-2 Functional check (after turning on the power switch)

(1) Check that the fluorescent lamp within the signboard lights up properly.
(2) Check that the signboard and display cover rotate properly.
(3) Check that the turn table and slide table move properly.
(4) Check that there are no prize-items caught in between the turn table.
(5) Check that the coin switch and coin counter operate properly.
(Refer to 7-4-4 Test mode, p.38)
(6) Check that the arm operates properly.
(Refer to 7-4-4 Test mode, p.38)
(7) Check that the shutter opens/closes properly.
(Refer to 7-4-4 Test mode, p.38)
(8) Check that the 7-seg LED lights up properly.
(Refer to 7-4-4 Test mode, p.38)
(9) Check that the sound and effects get outputted properly.
(Refer to 7-4-4 Test mode, p.38)

7-2 Prize replenishment

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┌────────────────── ⚠CAUTION ──────────────────┐
│ ・Be careful when replenishing prize-items.  Touching motor-operating areas │
│   may cause possible injury or malfunction.                                 │
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7-2-1 Prize-items

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┌────────────────── ⚠WARNING ──────────────────┐
│ ・Do not use items that may be unsafe or unsanitary for prizes.             │
│ ※  Prize-items with expiration dates must be "consumed" by the use-by       │
│   date.                                                                     │
│ ・Note that depending on environmental conditions and/or types of prize-    │
│   items selected for the game, "freshness" may get affected.                │
│ ※  Ventilation tends not to be good inside the dome.  Also, the            │
│   temperature inside the dome will be higher than its exterior surrounding   │
│   temperature due to the use of fluorescent lighting to light up the prize- │
│   items.  Avoid outdoor locations or areas where the machine will be under  │
│   direct sunlight.                                                          │
│ (Refer to 5-1-1 Locations to avoid, p.10)                                   │
│ ・Food items that were on display (on the display cover) must not be used as │
│   prize-items.                                                              │
│ ※  Due to the temperature near the display cover and the display plate     │
│   being higher than the exterior surrounding temperature, "freshness" of    │
│   food items may get affected.                                             │
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◖**Notice**

- The following guidelines are criteria for prize-items that must be abided by.

 (1) Weight: maximum of up to 150g per prize-item

 (2) Size: capsules must be 6 cm or smaller in diameter

   For rectangular solid-shaped items, size must b 5cm×2cm×8cm or smaller

 (3) Prize-items to be avoided (refer to illustrations shown on the following page)

- If non-conforming prize-items or capsules are used, it may result in failure or malfunction of the machine.
- Items such as key holders that are likely to get caught or hooked must be encased in capsules.
- Take caution when using painted prize-items as paint may get rubbed off and stain the machine.
- Take caution when using metallic prize-items as they may damage the machine.
- Do not use prize-items that may fall into the machine through the gaps around the turn table.
- When replenishing the prize-items on the turn table, make sure to abide by the general rules described on the following page.

Turn table capacity

Cross table

Large-sized prize-items
(such as boxes)
must not be mounted
to exceed this height.

Turn table

Small-sized prize-items
(such as candy) must not
exceed this height.

Items that must avoided

(a) liquid

(b) living things

ⓒ (c) easily melting things
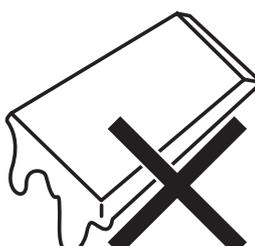
(d) perishable things
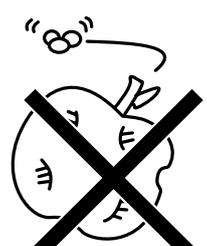
(e) bumpy objects
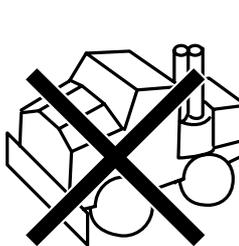
(f) ignitable items
such as lighters or fire
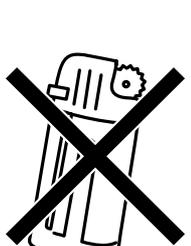
(g) easily breakable items
such as glass products
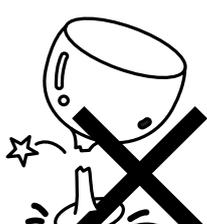
(h) items that can get easily
caught such as key holders

31

7-2-2 How to replenish and display prize-items

(1)   Open the dome.
   (Refer to 5-3-2 How to open/close the dome, p.13)
(2)   Prize-items can be displayed on top of the display cover and
   display plate.
(3)   Replenish prizes within the capacity limit of the turn table (do
   not overload).
   (Refer to illustration on Turn table capacity, p.31)

Display cover   Display prizes
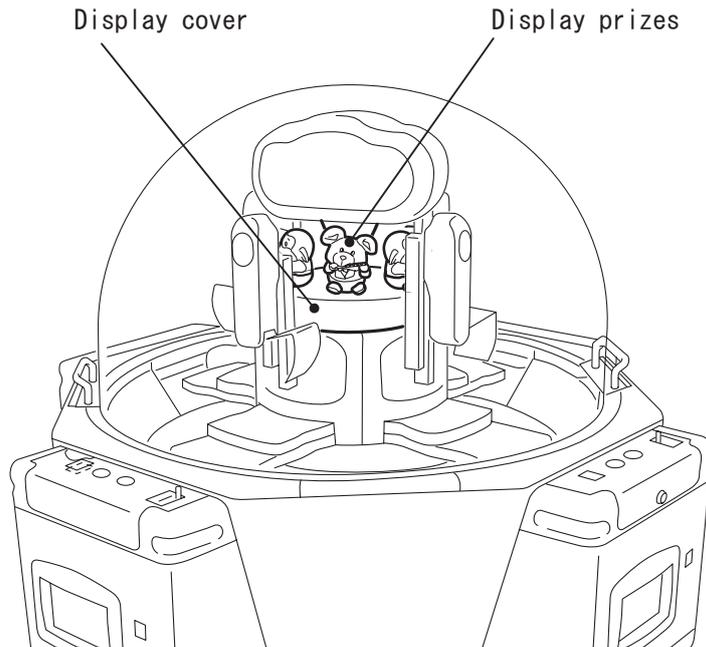
(4)   After replenishing prize-items, close the dome.
   (The dome will automatically get locked.)
   (Refer to 5-3-2 How to open/close the dome, p.14)
(5)   Check and make sure that the dome is securely locked.

◖Notice · Replenish prize-items on the display cover and display plate to keep
      the total weight within 2kg each.
    · The dome will lock automatically when closed. Make sure to not leave
      the key forgotten inside the dome.

Dome
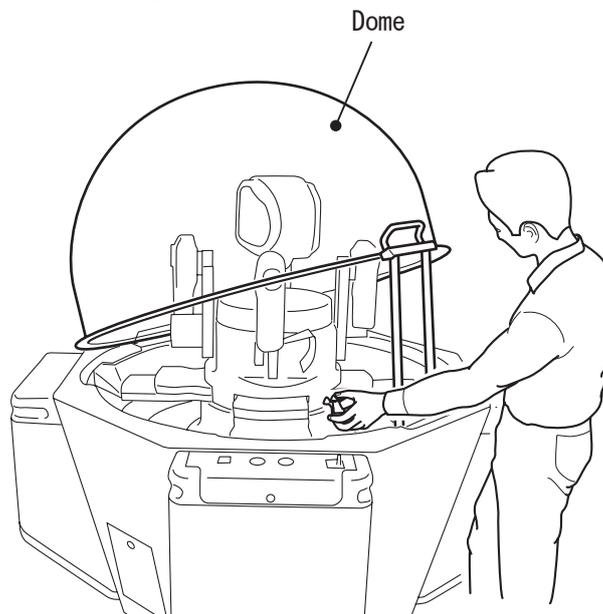
7-3 How to play

 This is a 4-player prize-getting pusher game designed for people of all ages, from small children to adults, to enjoy.
 For further enjoyment, major improvements have been applied to the predecessor game Sweetland by adding more lighting so that the prize-items appear more attractive. Also, certain maintenance features have been improved to facilitate maintenance tasks.

※ If the machine detects player's intentional shaking or jolting, a warning alarm will sound off and the shutter will close temporarily.

[Normal mode] (initial setting)
(1)   Insert coin(s).
(2)   Allotted game play count will be displayed on the 7-seg LED and the shutter will open.
(3)   Player aims to scoop the prize-items on the turn table with the "scoop" button.
(4)   Player drops the scooped prize-items onto the slide table by pressing the "drop" button.
(5)   As the prize-items get pushed onto the slide table, player can redeem all those that get pushed and fall into the prize redemption outlet.

[All-you-can-get mode]
(1)   Insert coin(s).
(2)   Shutter will open.
(3)   The arm and shovel can be freely operated within the given time limit (initial setting: 30 seconds).
(4)   Player aims to scoop the prize-items on the turn table with the "scoop" button.
(5)   Player drops the scooped prize-items onto the slide table by pressing the "drop" button.
(6)   As the prize-items get pushed onto the slide table, player can redeem all those that get pushed and fall into the prize redemption outlet.
(7)   Once the time limit is within 9 seconds, the 7-seg LED will start the display countdown and audio countdown will follow from the remaining 5 seconds. When time is up, the shutter will close and the arm will automatically return to its position. (The shovel will remain stopped at the scooped position.)
(8)   Game play can be continued by adding coins during game play. Additional time will be added to the remaining time and game play will be extended.
※ A special BGM will be available for the all-you-can-get mode.

[Free play mode]
Set the game mode at [free play] (refer to 7-5-4 Setting mode, p.37). While in attraction mode, press the service switch in each station. The 7-seg LED on the control panel will display "F" and the shutter will open.
(1)   Player aims to scoop the prize-items on the turn table with the "scoop" button.
(2)   Player drops the scooped prize-items onto the slide table by pressing the "drop" button.
(3)   As the prize-items get pushed onto the slide table, player can redeem all those that get pushed and fall into the prize redemption outlet.
※ Player can play repeatedly during "free play" mode.

7-4 Adjustment

7-4-1 Turning the power on

(1)   Insert the power cord into the power outlet.

(Refer to 5-4 Connecting the power cord and ground lead, p.22)

(2)   Remove the maintenance door of the machine with the key and turn on the power switch.


Power Switch
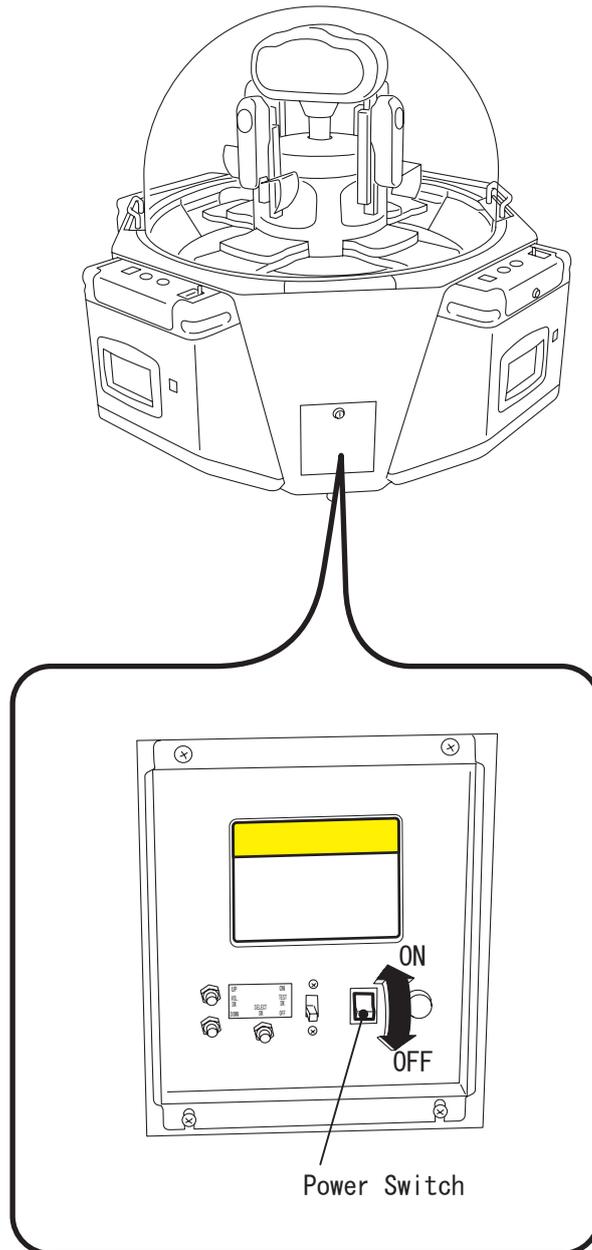
7-4-2 Adjustment switches

(1)　Service switch

The service switch is located inside each control panel.　Open the control panel with the key and pull it.　The credit count can be added without operating the coin counter by pressing the switch.

NOTICE
・ Press the service switch slowly and firmly.

Control panel

Service switch
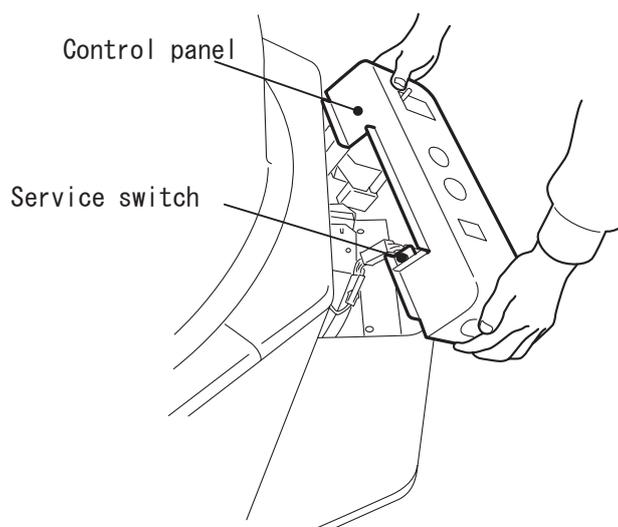
(2)　Volume adjustment

1. Remove the maintenance door of the machine with the key and turn on the power switch.
2. The volume is to be adjusted by pressing the volume up/down switch. The entire volume can be adjusted in 16 levels by pressing the switch. When setting the volume, wait 2 seconds to allow for its data storage. Also, if wishing to only adjust the BGM volume, this can be done by pressing the volume up/down switch while pressing the select switch.

Test switch

Volume UP switch

Volume DOWN switch
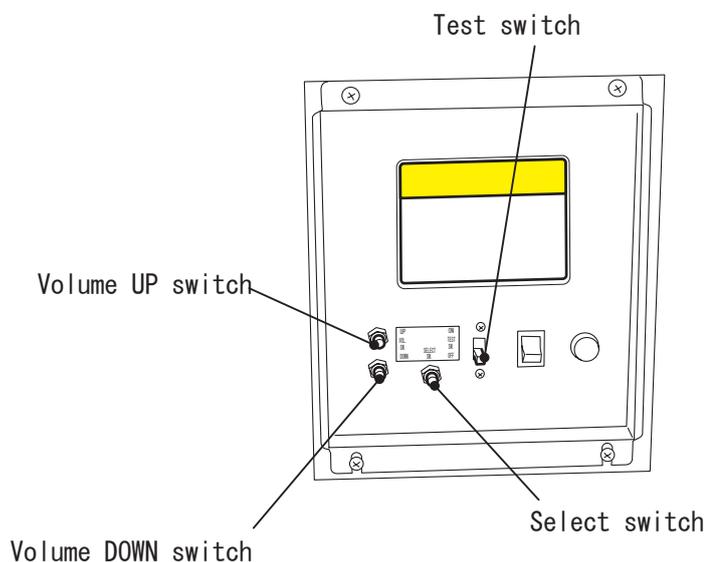
Select switch

7-4-3 Setting mode (game price, music selection, seismic-sensory switch)

1 Remove the maintenance door of the machine with the key and turn on the power switch. (Refer to 7-4-1 Turning the power on, p.35)

2 Turn the test switch on while pressing the select switch.

3 The setting mode contents will switch by pressing the "scoop" button of the left control panel (when facing the maintenance door).

4 The setting mode descriptions will switch by pressing the "scoop" button of the right control panel (when facing the maintenance door).

5 The settings will be data-stored when the test switch is turned off. This will also result in exiting from the setting mode.

※ Factory shipment mode…..when exiting from the setting mode, all the settings can be set back to initial settings by turning the test switch off while pressing the select switch. This will also result in mobilizing all the arms to their lowered down positions.

setting mode contents	7-seg LED display		Description
	Left CP	Right CP	
1. game mode	1	1 〜 3	Game mode selection. 1. Normal mode (initial setting) 2. All-you-can-get mode 3. Free play
2. Coin count	2	1 〜 9	Select the required number of coins for one game play. Range must be within 1 - 9. (Initial setting = 1)
3. Play count	3	1 〜 9	Select the allotted number of game play times at normal mode. Range must be within 1 - 9. (Initial setting = 1)
4. All-you-can get play time	4	1 〜 6	Select the allotted game play time at all-you-can-get mode. 1. 20 seconds 2. 30 seconds (initial setting) 3. 40 seconds 4. 50 seconds 5. 60 seconds 6. 100 seconds
5. BGM	5	0 〜 9	BGM selection. 0. No BGM 1. Regular BGM1,2 in alternation (initial setting) 2. Regular BGM1 3. Regular BGM2 4. Environmental SE1 "Jungle" 5. Environmental SE2 "Ocean" 6. Christmas BGM1 "Medley" 7. Christmas BGM2 "Jingle Bells" 8. Christmas BGM1,2 in alteration 9. Daily BGM ※ At the Daily BGM, the Regular BGM 1 & 2 will be alternately selected each time the power switch is turned on.

| Setting mode contents	7-seg LED display		Description
	Left CP	Right CP	
6. Seismic−sensory switch	6	0 ～ 3	Select the sensitivity level of the seismic switch. 0. Tilt mode OFF 1. Low 2. Regular (initial setting) 3. High
7. Pendulum switch	7	0 ～ 1	Select the setting for the pendulum switch.. 0. Tilt mode OFF (initial setting) 1. Tilt mode ON ＊ Sensitivity adjustment must be done using the pendulum switch. (Refer to 7−4−5 (4) Adjusting the detection range of the tilt device, p.44)
8. Shovel operation time (generally not to be used)	8	0 ～ 9	Set the timing for the shovel to stop scoop operation. 0. Automatic (initial setting) 1. 0.6 seconds 2. 0.7 seconds 3. 0.8 seconds 4. 0.9 seconds 5. 1.0 seconds 6. 1.1 seconds 7. 1.2 seconds 8. 1.3 seconds 9. 1.4 seconds ※ At automatic mode, timing is calculated automatically when the power switch is turned on. Game must be generally set at this automatic mode.
9. language	9	0 ～ 2	Select the language. 0. Sound OFF 1. Japanese (initial setting) 2. English ※ Sound refers to the music and narration during attraction mode as well as explanations given when the machine has been repeatedly tilted.

7-4-4 Test mode

1 Remove the maintenance door of the machine with the key and turn on the power switch. (Refer to 7-4-1 Turning the power on, p.35)

2 Turn on the test switch.

3 The test mode contents will switch by pressing the select switch.

4 Exit the test mode by turning the test switch off.

Test mode contents	Descripton
1.Display test	The numbers 0 – 9 will be repetitively displayed on the 7-seg LED.
2.Sound test	The sound ROM contents will be played. Select with the "scoop" button and start music play with the "drop" button.
3.Input test	The input signals corresponding to each control panel will be displayed. The corresponding LED (refer to the illustration below) will light up when the input signal is turned on. a. Coin switch (the coin counter will not operate) b. Service switch (the coin counter will not operate) c. Drop button / Scoop button d. Arm's photo sensor (up) e. Arm's photo sensor (down) f. Shovel's photo sensor g. Volume UP switch / Volume DOWN switch
4.Tilt test	The input signal condition of the tilt device will be displayed. The a. – c. LED will light up when the seismic-sensory switch is turned on. The d. – f LED will light up when the pendulum switch is turned on.
5.Drive test	The motor-driven areas corresponding to each control panel will operate. Select with the "scoop" button and start operation with the "drop" button. 1. Shutter-driving solenoid 2. Shovel-driving motor 3. Arm-driving motor 4. Shovel unit adjustment ※ At "4. Shovel unit adjustment," the arm can be operated to lower and return it back to its position. If the height of the shovel unit is to be adjusted, proceed with the task here by momentarily turning off the power.
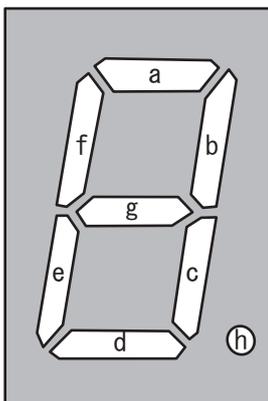
WONKA

SWEETLAND

# BREAKDOWN

10-1 本体 Assy（Part-1）（1/2）
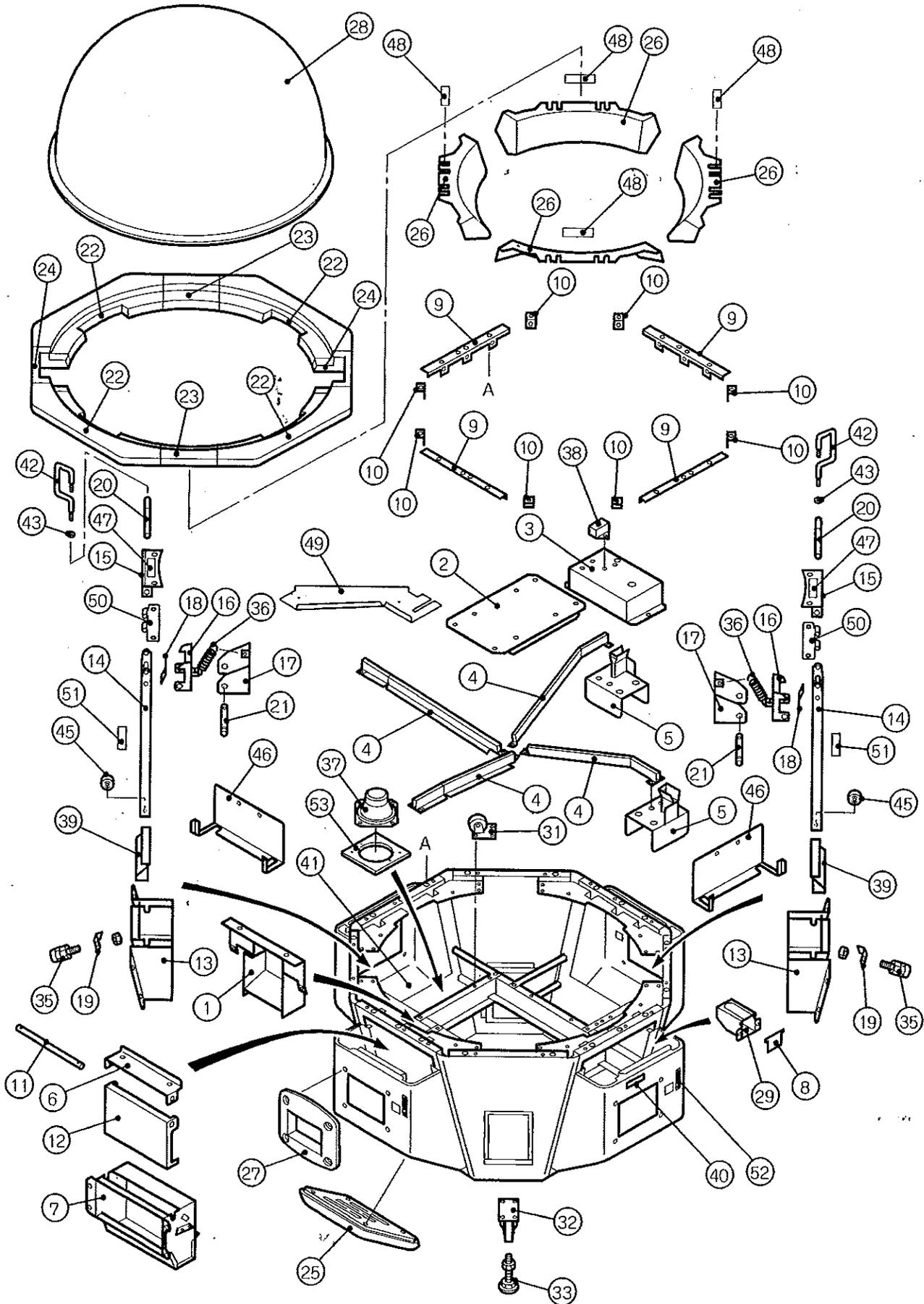
10-1 Main Assy (Part-1) (1/2)

No.	Name	Qty	[Model / Rating]	Part No.
1	Control panel frame	4	Sakura Version	695-652
	Control panel frame B	4	Blue Version NS	711-510
2	Table frame	1		695-653
3	Cord box	1		695-659
4	Coin rail (A)	4		695-660
5	Coin rail (B)	4		695-661
6	Door bracket	4		695-662
7	Prize box	4		695-664
8	Return cover	4		695-670
9	Dome base bracket (L)	4		695-671
10	Dome base bracket (S)	8		695-672
11	Door shaft	4		695-673
12	Prize door	4		695-677
13	Lock box	2		695-678
14	Dome stay (B)	2		711-548
15	Stay bracket	2		695-680
16	Lock hook	2		695-681
17	Hook base	2		695-682
18	Hook guide	2		695-683
19	Hook opener	2		695-684
20	Stay shaft	2		711-549
21	Hook shaft	2		695-686
22	Dome base (A) Sakura	4	Sakura Version	711-630
23	Dome base (B) Sakura	2	Sakura Version	711-631
24	Dome base (C) Sakura	2	Sakura Version	711-632
25	Control panel undercover Sakura	4	Sakura Version	711-633
26	Slope Sakura	4	Sakura Version	711-634
27	Frame (Sakura)	4	Sakura Version	711-619
28	Dome 50B	1		711-620
29	Return outlet	4		412-451

10. 部品リスト

10-1 本体 Assy（Part-1）（2/2）
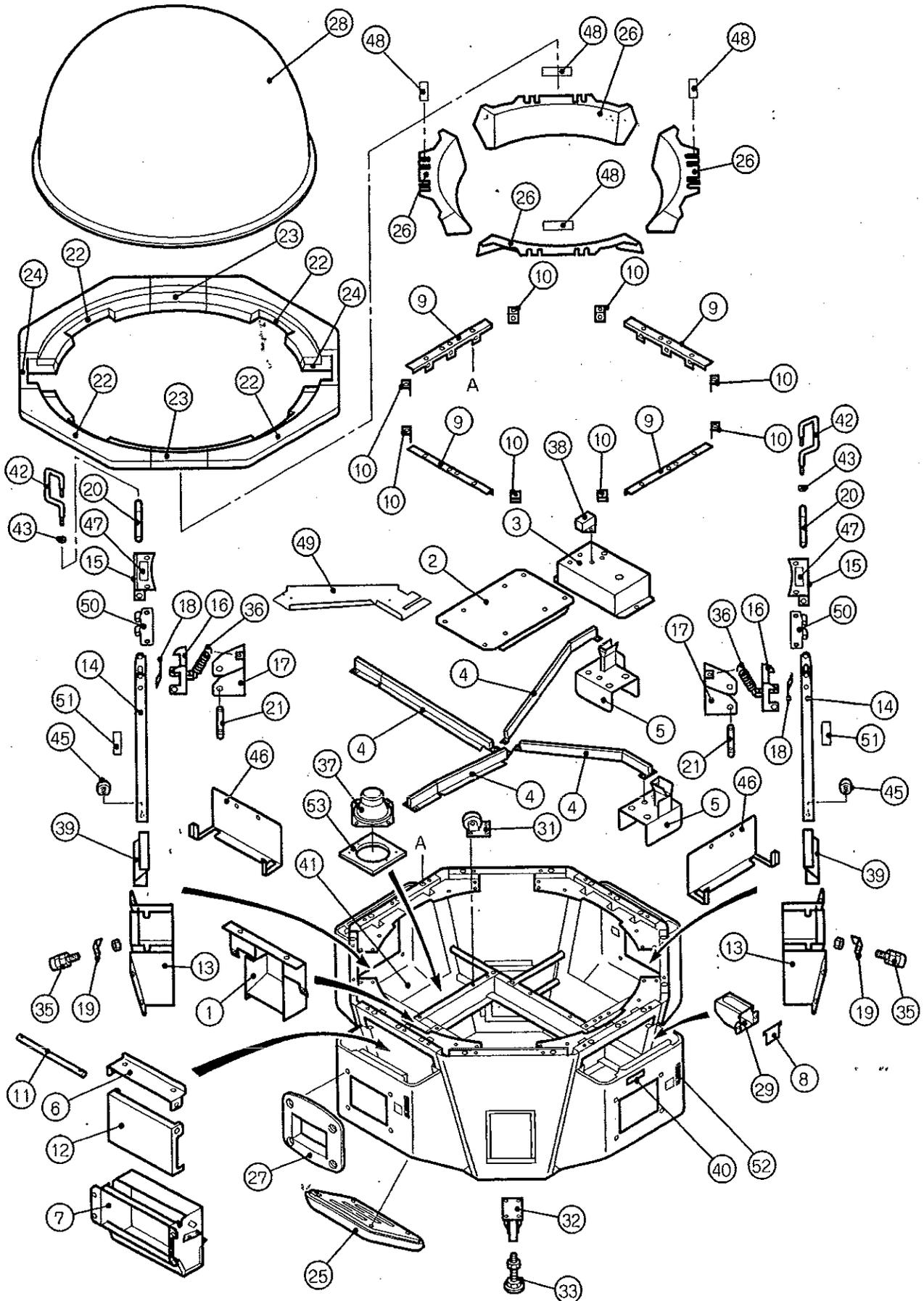
10-1 Main Assy (Part-1) (2/2)

No.	Name	Qty	[Model / Rating]	Part No.
31	Flexible caster	4	420G-38N	102-060
32	Flexible caster	4	STC-75NM	102-199
33	Adjust bolt	4	M16×75 (DFAF12201)	102-198
35	Coin lock	2	F750MSDS (random qty)	101-138[*1]
36	Pull spring	2	2154	105-128
37	Speaker	1	F92A33-3	006-079
38	Noise filter	1	MYW-1203-22	007-127
39	Blow cover	2		695-708
40	Protection seal	4		695-709
41	Cabinet	1		695-650
42	Dome bar	2		695-634
43	Washer	4	THA272-2	101-148
45	Lead steel bearing	4	A-19-B2	103-141
46	Dome stay stopper 2	2		695-639
47	Caution sticker dome stay	2		461-520
48	Warning sticker dome B	4		461-521
49	Frame cover	1		711-583
50	Stay under bracket	2		711-584
51	Stay sticker	2		711-589
52	Caution ST (return outlet)	4		306-584
53	Speaker base	1		711-536

[*1] For additional orders, contact your distributor.

10. 部品リスト

10-1 本体 Assy（Part-2）（1/2）
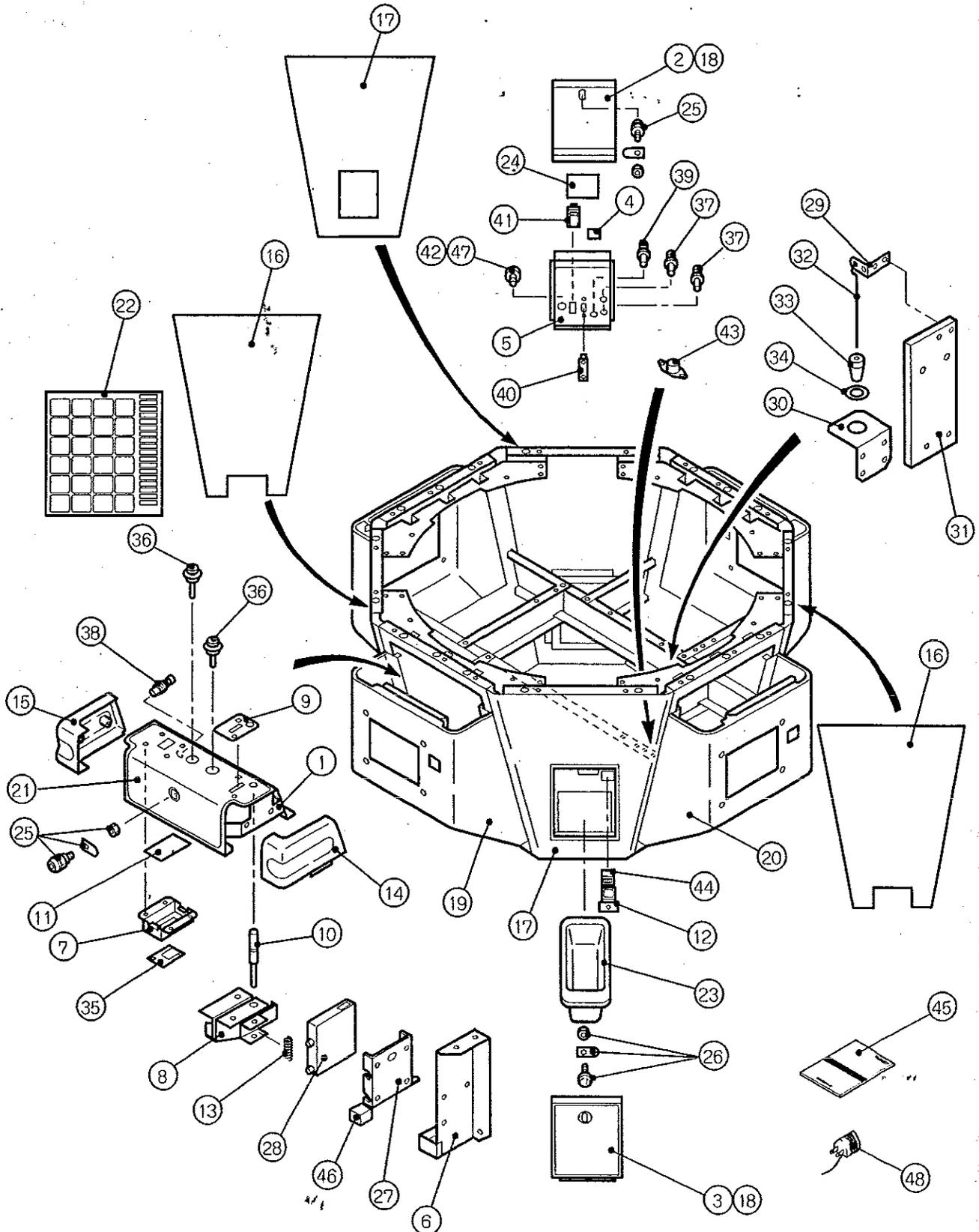
10-1 Main Assy (Part-2) (1/2)

No.	Name	Qty	[Model / Rating]	Part No.
1	Control panel	4		695-651
2	Maintenance door	1		695-654
3	Coin door	1		695-655
4	Switch sticker	1		695-656
5	Maintenance cover	1		695-663
6	Selector bracket	4		695-665
7	LED bracket	4		695-666
8	Coin drop	4		695-667
9	Coin plate	4		695-668
10	Cancel pin	4		695-669
11	LED cover	4		695-674
12	Counter bracket	1		695-675
13	Cancel spring	4		695-676
14	Control panel cover (R) Sakura	4	Sakura Version	711-610
15	Control panel cover (L) Sakura	4	Sakura Version	711-611
16	Panel sticker (A) Sakura	2	Sakura Version	711-612
17	Panel sticker (B) Sakura	2	Sakura Version	711-613
18	Door sticker Sakura	2	Sakura Version	711-614
19	Counter sticker (R) Sakura	4	Sakura Version	711-615
20	Counter sticker (L) Sakura	4	Sakura Version	711-616
21	Control panel Sakura	4	Sakura Version	711-617
22	Replacement sticker Sakura	1	Sakura Version	711-618
23	Cash box (K)	1		461-040
24	Caution sticker (maintenance)	1		461-285
25	Coin lock	5	F750MSDS (random qty)	101-138[*1]
26	Cam lock	1	F935-R90	101-139
27	Channel Assy	4	C-103 w/ switch shoot	100-050

10-1 本体 Assy（Part-2）(2/2)
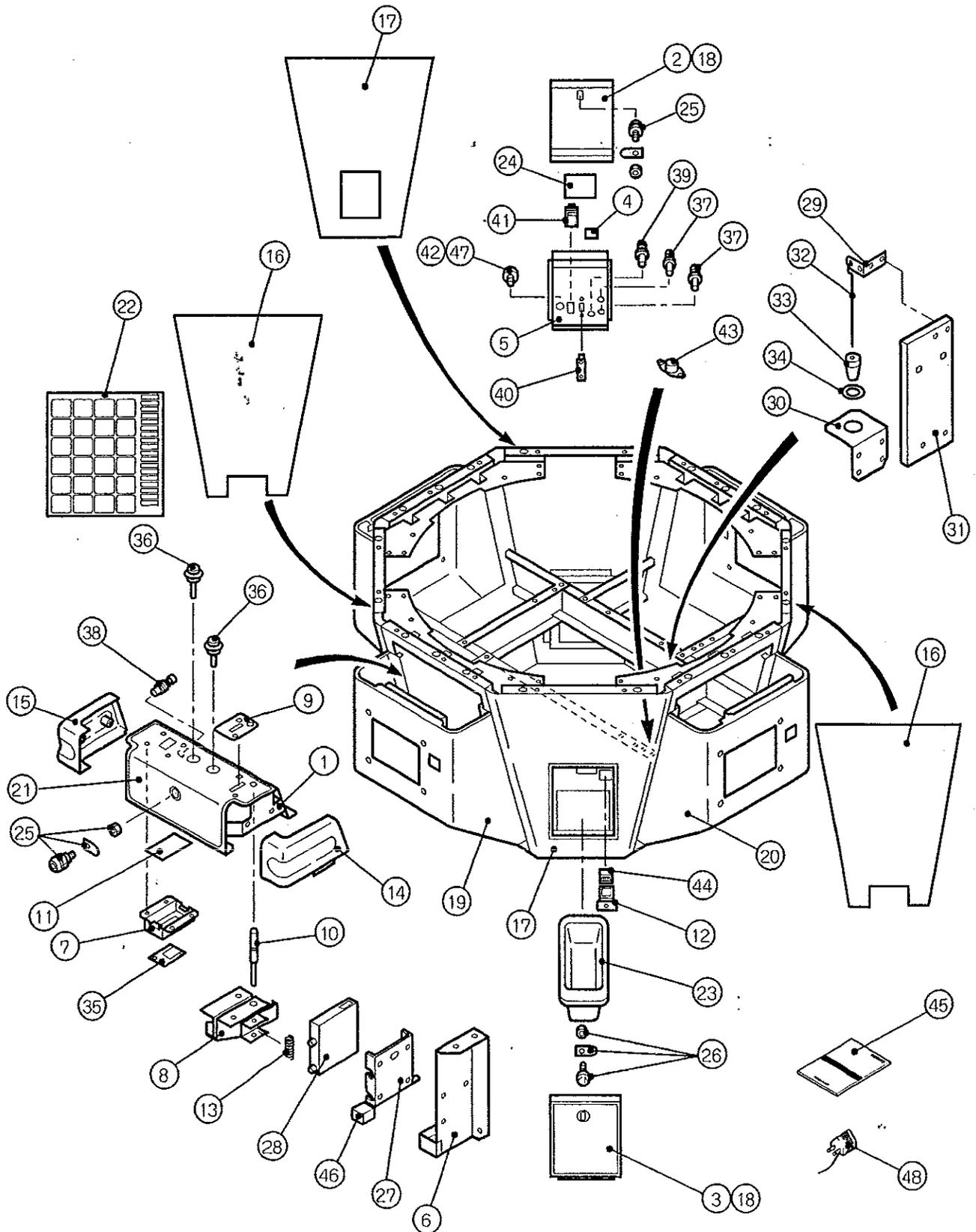
10-1 Main Assy (Part-2) (2/2)

No.	Name	Qty	[Model / Rating]	Part No.
28	Acceptor	4	N560 （ト） \100	100-004
29	Tilt bracket (B)	1		695-702
30	Tilt bracket (C)	1		695-703
32	Pendulum	1		695-705
33	Weight	1		695-706
34	Switch ring	1		695-707
35	Display PC board	4		695-610
36	Press button switch	8	PS-15 (green)	000-430
37	Push switch (green)	2	SDAP-1-1G	000-335
38	Push switch (red)	4	SDAP-1-1R	000-334
39	Push switch (white)	1	SDAP-1-1W	000-433
40	Slide switch	1	SDS-103A-03#13BJ	000-312
41	Power switch	1	SL10K2-6	000-432
42	Fuse holder	1	MF-530	007-130
43	Seismic-sensory switch	1	AHF72	000-431
44	Coin counter	1	E660PD10DC12-002	003-026
45	Sweetland 4 Sakura Version Operation Manual	1	Sakura Version	711-600
46	Switch shoot	4		100-054
47	Fuse	1		001-069
48	3-pin/2-pin conversion plug	1	WPR-16	007-031

*1 For additional orders, contact your distributor.

10-2 テーブル Assy
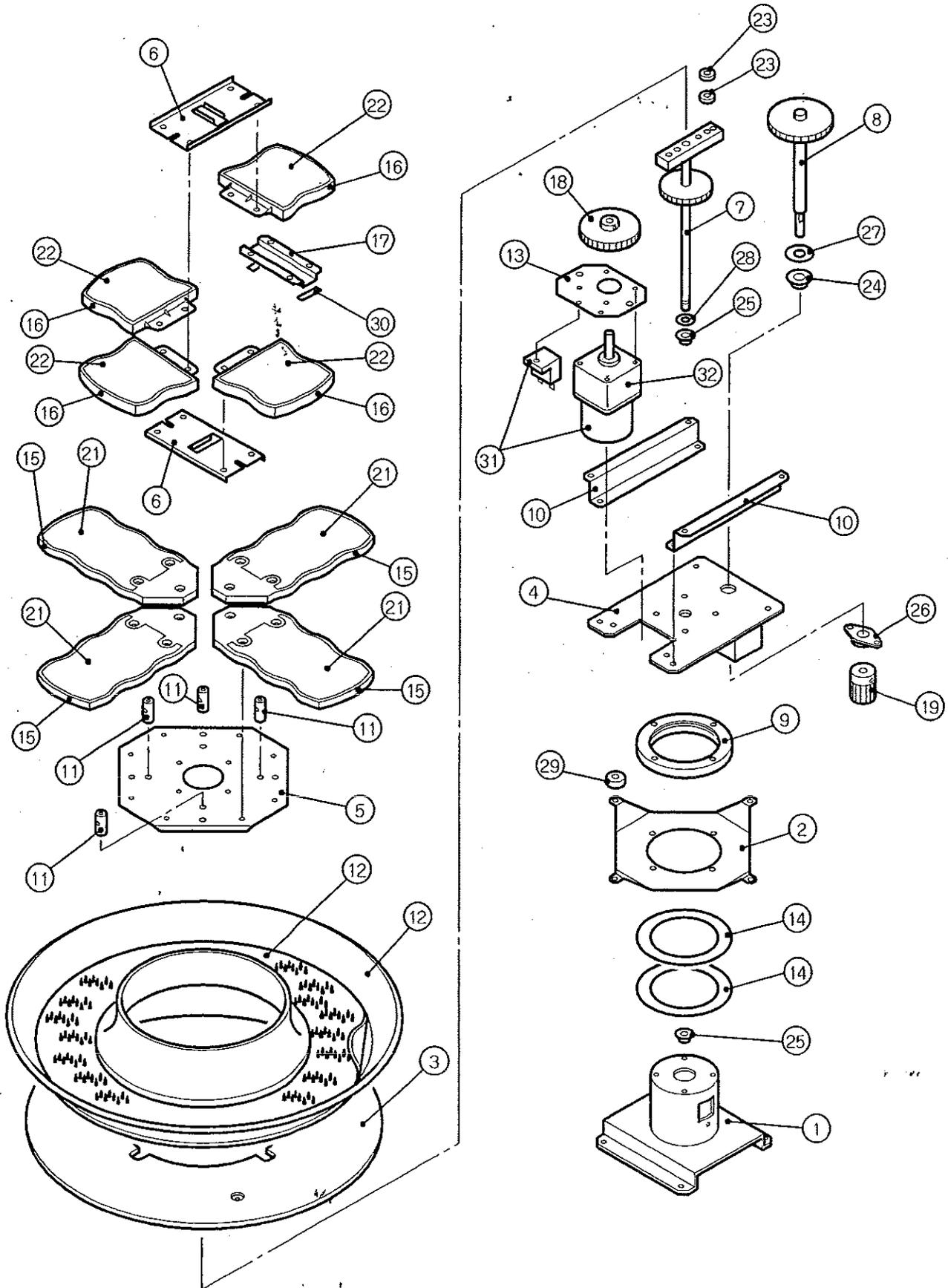
10-2 Table Assy

No.	Name	Qty	[Model / Rating]	Part No.
1	Post	1		695-711
2	Gear ring	1		695-712
3	Table base	1		695-713
4	Gear base	1		695-714
5	Cross base	1		695-715
6	Slide bracket	2		695-716
7	Gear shaft A	1		711-540
8	Gear shaft B	1		695-718
9	Ring gear	1		695-719
10	Leg	2		695-720
11	Table guide	4		695-721
12	Grass	1		695-722
13	Motor bracket	1		695-723
14	Thrust washer	2		695-724
15	Cross table	4		695-725
16	Slide table	4		695-726
17	Slider	4		695-727
18	Gear A	1		695-728
19	Gear B	1		695-729
20	Turn table white	1		711-544
21	Cross table sticker blue	4		707-124
22	Slide table sticker blue	4		707-125
23	Delrin bearing	2	DR-22-HB	103-012
24	Flange bush	1	80F-1006	104-044
25	Flange bush	2	80F-0806	225-064
26	Oiles pillow	1	80FL-10	233-027
27	Oiles washer	1	83W-10	104-068
28	Oiles washer	1	83W-08	104-069
29	Rubber leg	4	K-12W	106-103
30	Ultra table	50cm	#5423 W19×15m	695-733
31	AC Motor	1	IM-F6A3Z w/ condenser	005-259
32	Gear head	1	6RA-Z150	005-258

10-3 アーム Assy(1/2)
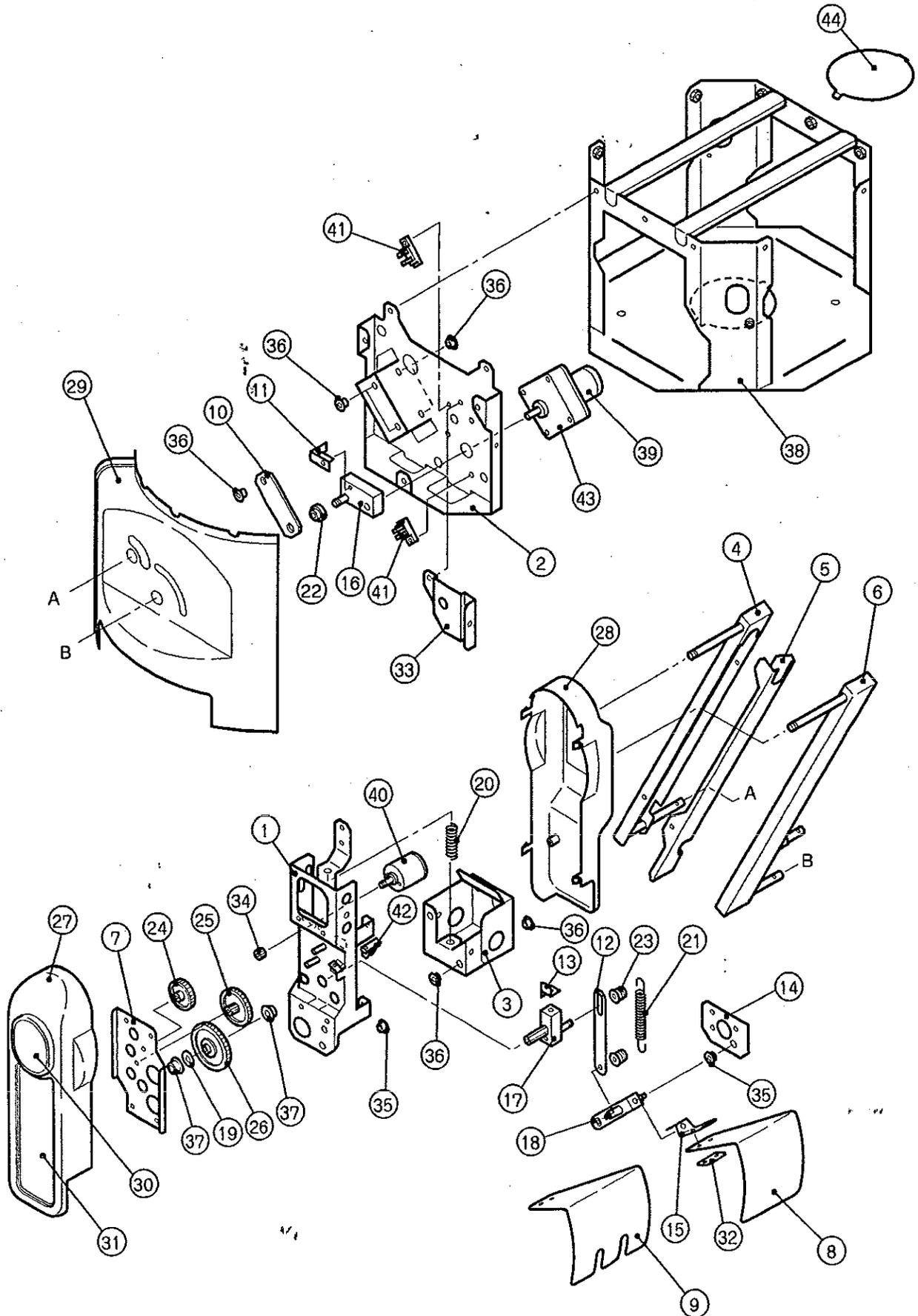
10-3 Arm Assy (1/2)

No.	Name	Qty	[Model / Rating]	Part No.
1	Main frame	1		695-740
2	Arm base	1		695-741
3	Arm bracket	1		695-742
4	Arm frame B	1		695-743
5	Frame B cover	1		695-744
6	Arm frame A	1		695-745
7	Gear bracket	1		695-746
8	Standard shovel	1		695-747
9	Wide shovel	1	Accessory part	695-748
10	Arm ring	1		695-749
11	Arm dog	1		695-750
12	Shovel ring	1		695-751
13	Shovel dog	1		695-752
14	Shovel bracket	1		695-753
15	Shovel holder	1		695-754
16	Arm crank	1		695-755
17	Shovel crank	1		695-756
18	Shovel shaft	1		695-757
19	Shovel spacer	1		695-758
20	Adjustment spring	1		695-759
21	Shovel spring	1		695-760
22	Arm bush	1		695-761
23	Shovel bush	2		695-762
24	Gear A (for Arm)	1		695-763
25	Gear B (for Arm)	1		695-764
26	Gear C	1		695-765
27	Arm cover (F) Sakura	1	Sakura Version	711-621
28	Arm cover (R) Sakura	1	Sakura Version	711-622
29	Arm base cover Sakura	1	Sakura Version	711-623
30	Arm sticker (A) Blue	1		707-130
31	Arm sticker (B) Blue	1		707-131
32	Shovel washer	1		695-771
33	Harness guide	1		695-772

10-3 アーム Assy(2/2)
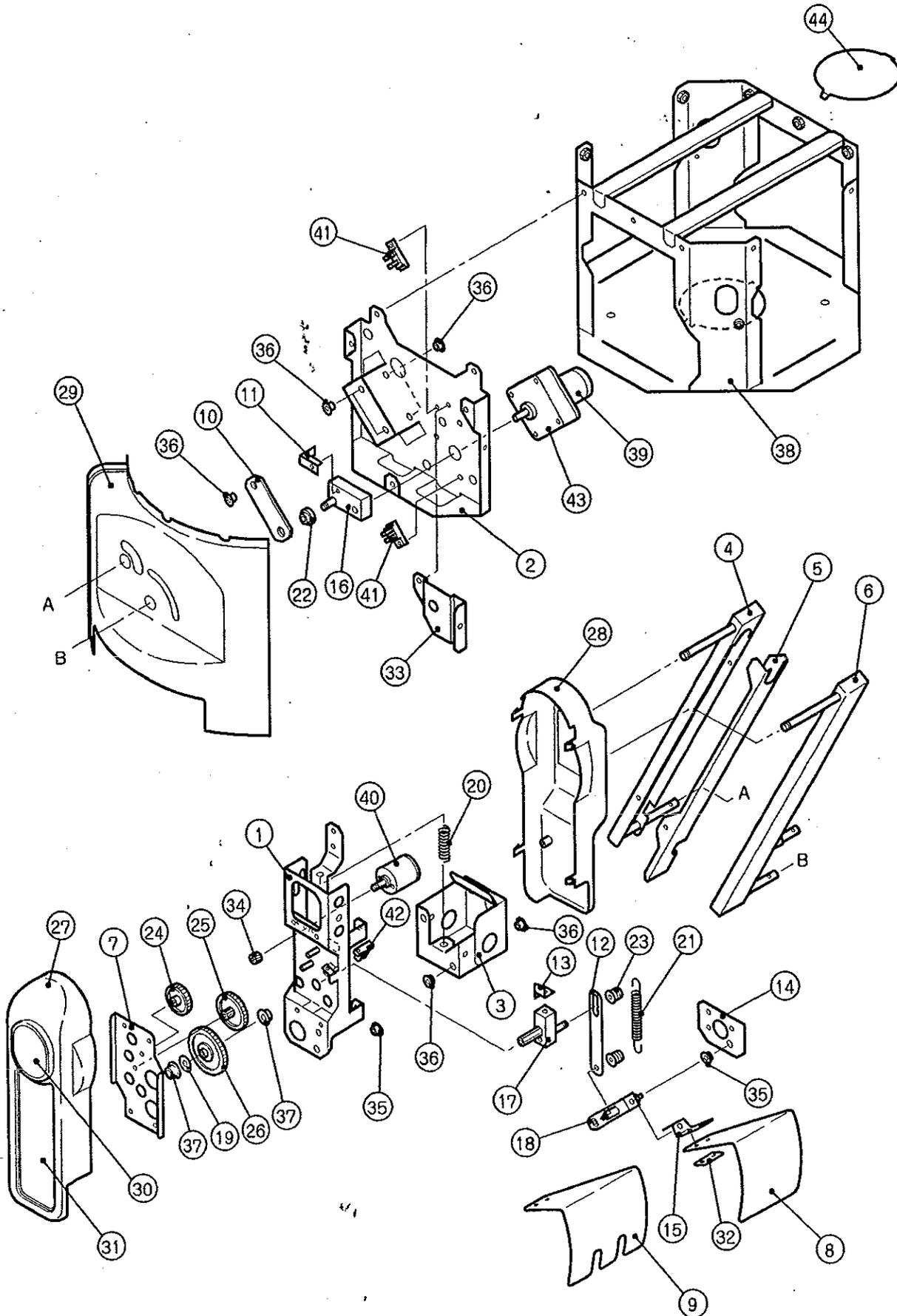
10-3 Arm Assy (2/2)

No.	Name	Qty	[Model / Rating]	Part No.
34	Pinion gear	1	5P100519	225-103
35	EP bush	2	80F-0103	104-022
36	EP bush	9	80F-0606	104-003
37	EP bush	2	80F-0903	104-070
38	Base frame	1		711-635
39	DC Motor (arm)	1	DME33B6HP-143	005-260
40	DC Motor (shovel)	1	DME25B-134	005-261
41	Photo sensor (arm)	2	GP1A75E	000-398
42	Photo sensor (shovel)	1	EOJ-3141-109	000-426
43	Gear head	1	6DG360	005-071
44	Hole cover	1		711-551

10-4 カンバン Assy
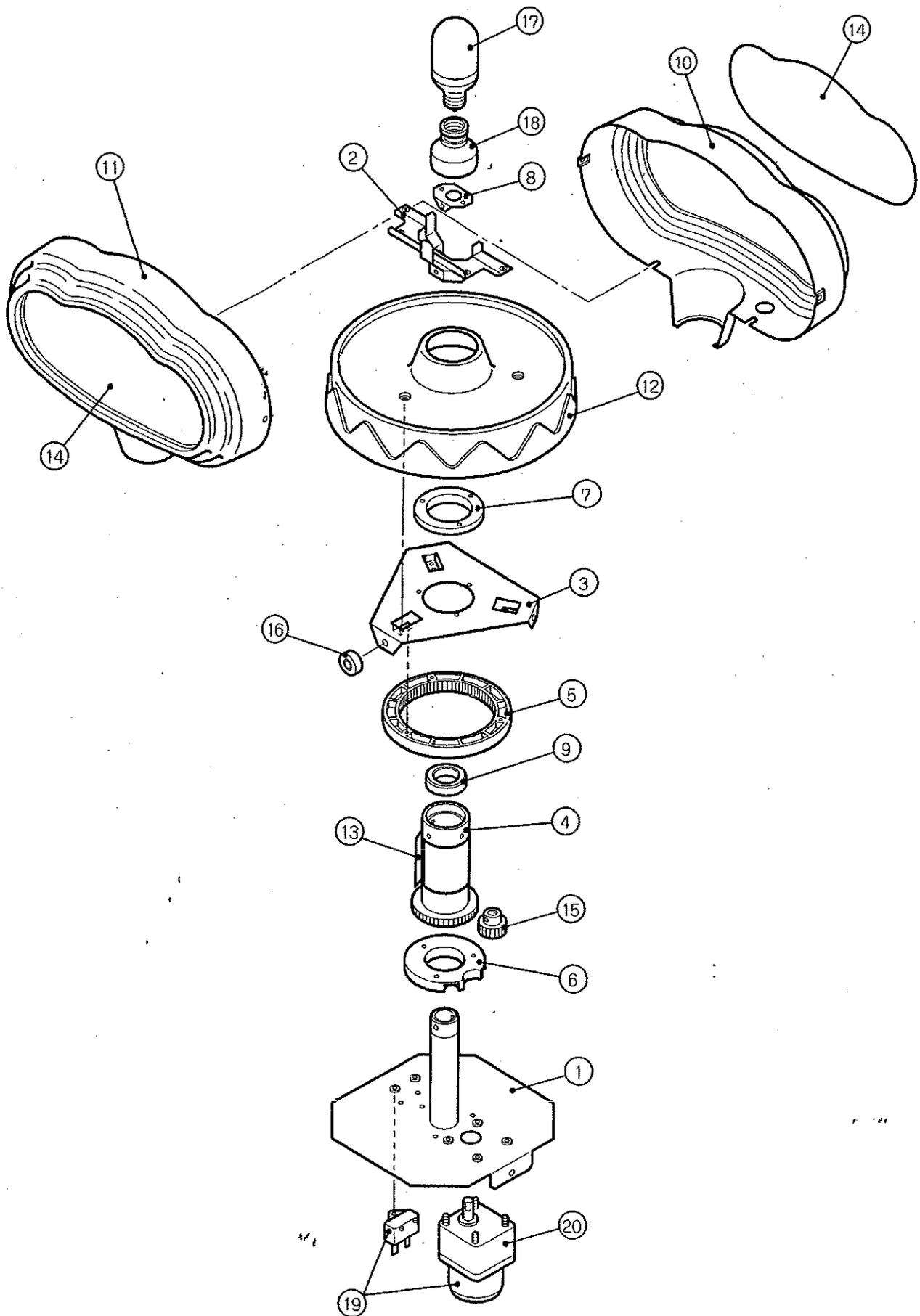
10-4 Signboard Assy

No.	Name	Qty	[Model / Rating]	Part No.
1	Signboard base	1		695-775
2	Signboard bracket	1		695-776
3	Display table	1		695-777
4	Outer pipe set	1		695-778
5	Display gear	1		695-779
6	Bottom bush	1		695-780
7	Outer bush	1		695-781
8	Lamp stay	1		695-782
9	Inner bush	1	included in No.4	
10	Title signboard (A) Sakura	1	Sakura Version	711-625
11	Title signboard (B) Sakura	1	Sakura Version	711-626
12	Display cover white	1	Sakura Version	711-570
13	Pipe sticker Sakura	1	Sakura Version	711-628
14	Signboard sticker Sakura	2	Sakura Version	711-629
15	Motor gear	1	S1S20B + 1206	108-026
16	Delrin bearing	3	DO22-B	103-120
17	Bulb-shaped fluorescent lamp	1		002-303
18	Lamp socket	1	WW3403	002-315
19	AC Motor	1	IM-C6A2ZA w/ condenser	005-263
20	Gear head	1	6RA-Z200	005-262

10-5 シャッター Assy
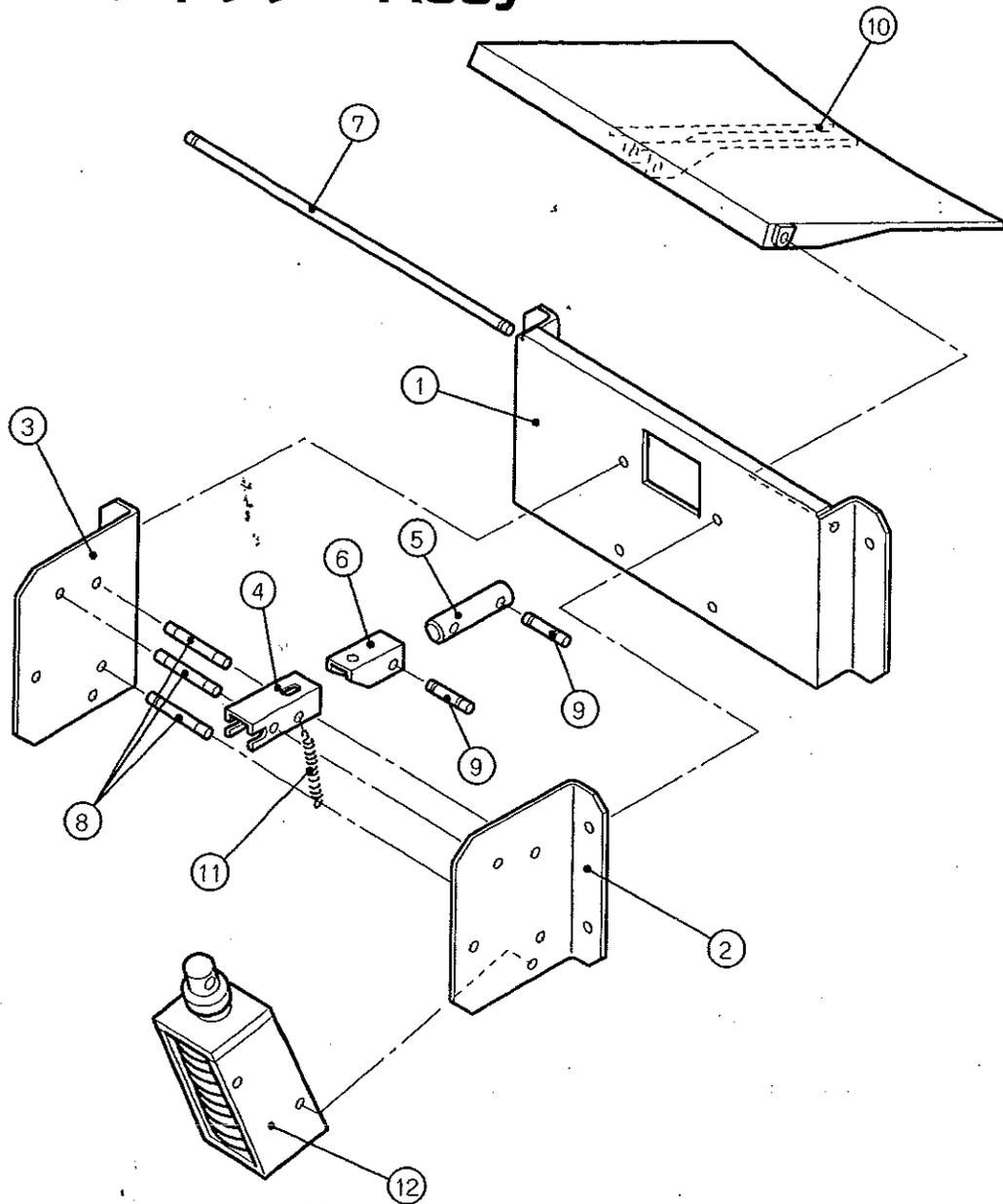
No.	Name	Qty	[Model / Rating]	Part No.
1	Shutter base	1		695-620
2	Side bracket R	1		695-621
3	Side bracket L	1		695-622
4	Link A	1		695-623
5	Link B	1		695-624
6	Adjuster	1		695-625
7	Shutter shaft L	1		695-626
8	Shutter shaft S	3		695-627
9	Pin	2		695-628
10	Shutter	1		695-629
11	Shutter blue	1	Sakura Version	707-137
12	DC Solenoid	1	Blue Version NS	004-580
			SDC-1564	

10-6 電源盤 Assy
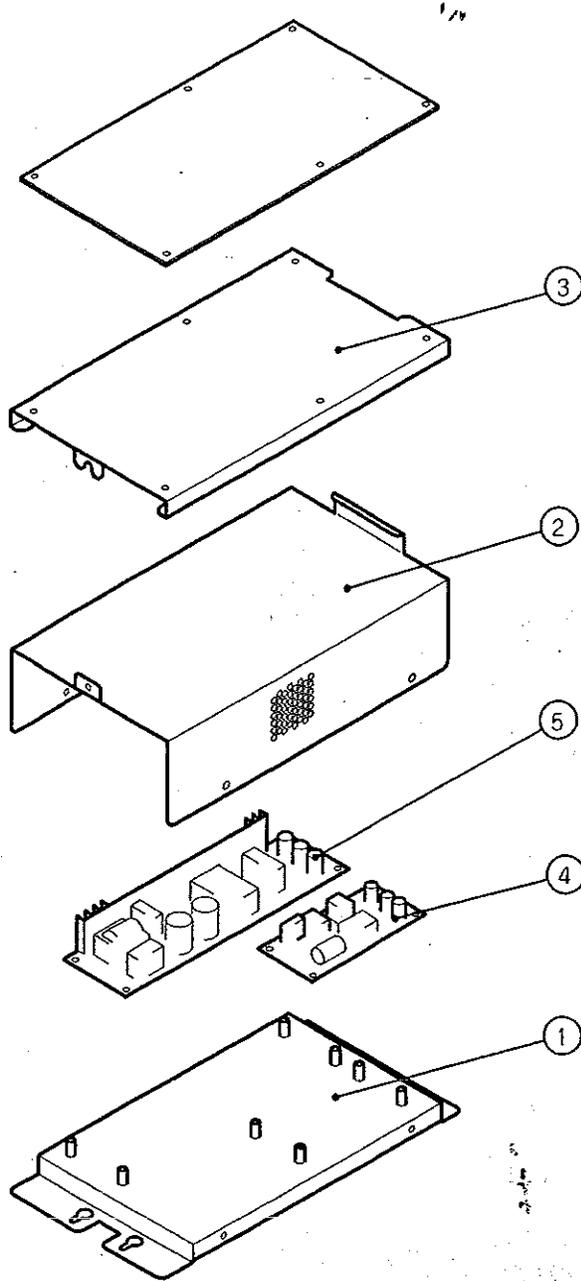
10-6 Power Assy

No.	Name	Qty	[Model / Rating]	Part No.
1	Power base	1		695-631
2	PC board guide	1		695-632
3	PC board base	1		695-633
4	Switching regulator 1	1	VS15B-12	009-078
5	Switching regulator 2	1	VS100B-12	009-116

10-7 バランサー Assy
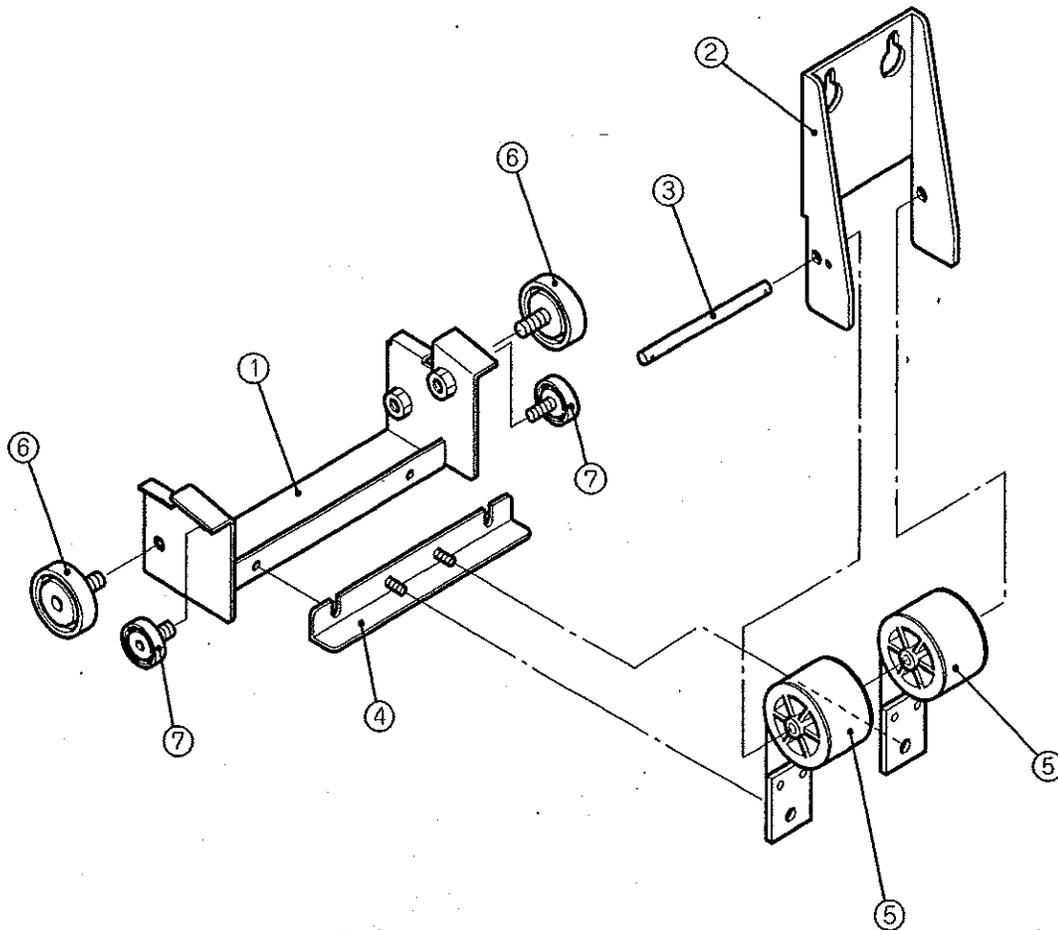
10-7 Balancer Assy

No.	Name	Qty	[Model / Rating]	Part No.
1	Carriage	2		711-585
2	Drum bracket	2		711-586
3	Drum shaft	2		711-587
4	End bracket	2		711-588
5	Low-torque spring	4	CR-11	105-164
6	Bearing	4	DR-30-B3	103-004
7	Bearing	4	DR-22-B3	103-026

10-8 POP Assy
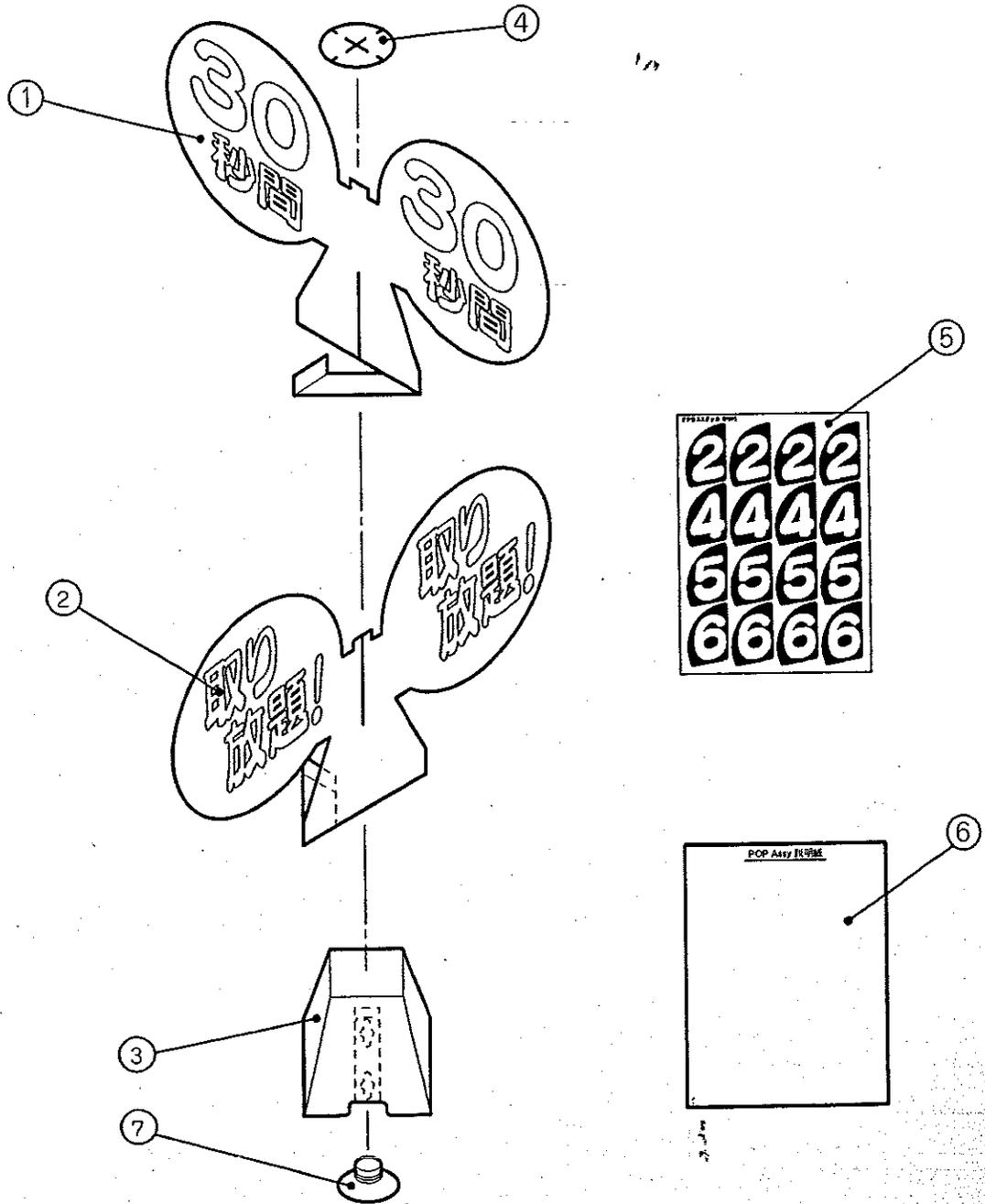
10. PARTS LIST

10-8 POP Assy

No.	Name	Qty	[Model / Rating]	Part No.
1	POP all-you-can-get (A2)	1		708-634
2	POP all-you-can-get (B2)	1		708-635
3	POP all-you-can-get (C2)	1		708-636
4	POP all-you-can-get (D2)	1		708-637
5	Replacement sticker (POP) 2	1		708-638
6	Explanation sheet (POP)	1		708-639
7	Adhesive disk	2	QM-25 (10)	106-104

10-9 スタンド Assy （別売）
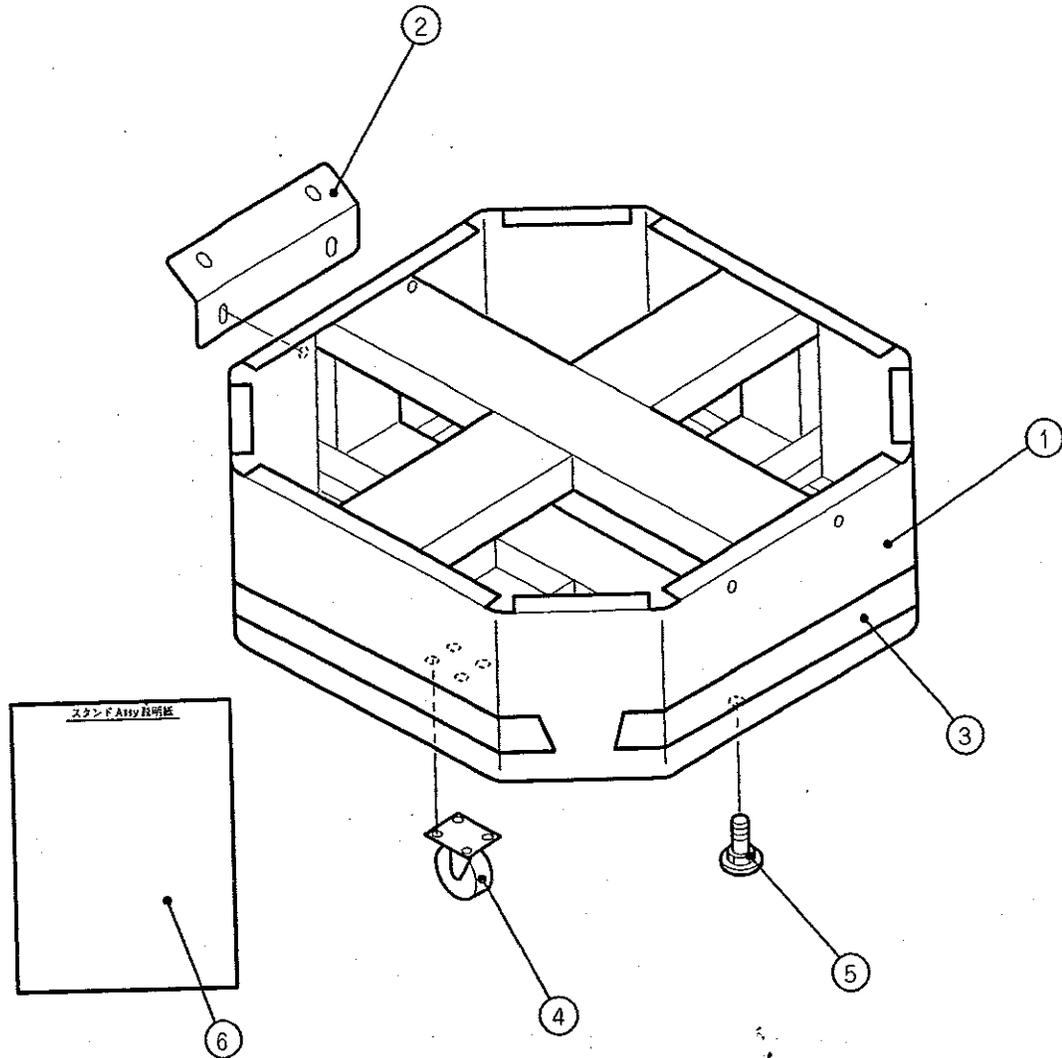
10-9 Stand Assy (to be purchased separately)

No.	Name	Qty	[Model / Rating]	Part No.
1	Stand NS	1		713-730
2	Stand bracket NS	2		713-731
3	Stand sticker	4		713-732
4	Caster	4	STC-75NM	102-199
5	Adjuster bolt	4	M16×75 (DFAF-12201)	102-198
6	Explanation sheet (stand)	1		695-637

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TITLE 全体接続図

MAIN PCB ASSY.

DRAW NO. 1641910 1