

# SERVICE MANUAL



Ver 1.0



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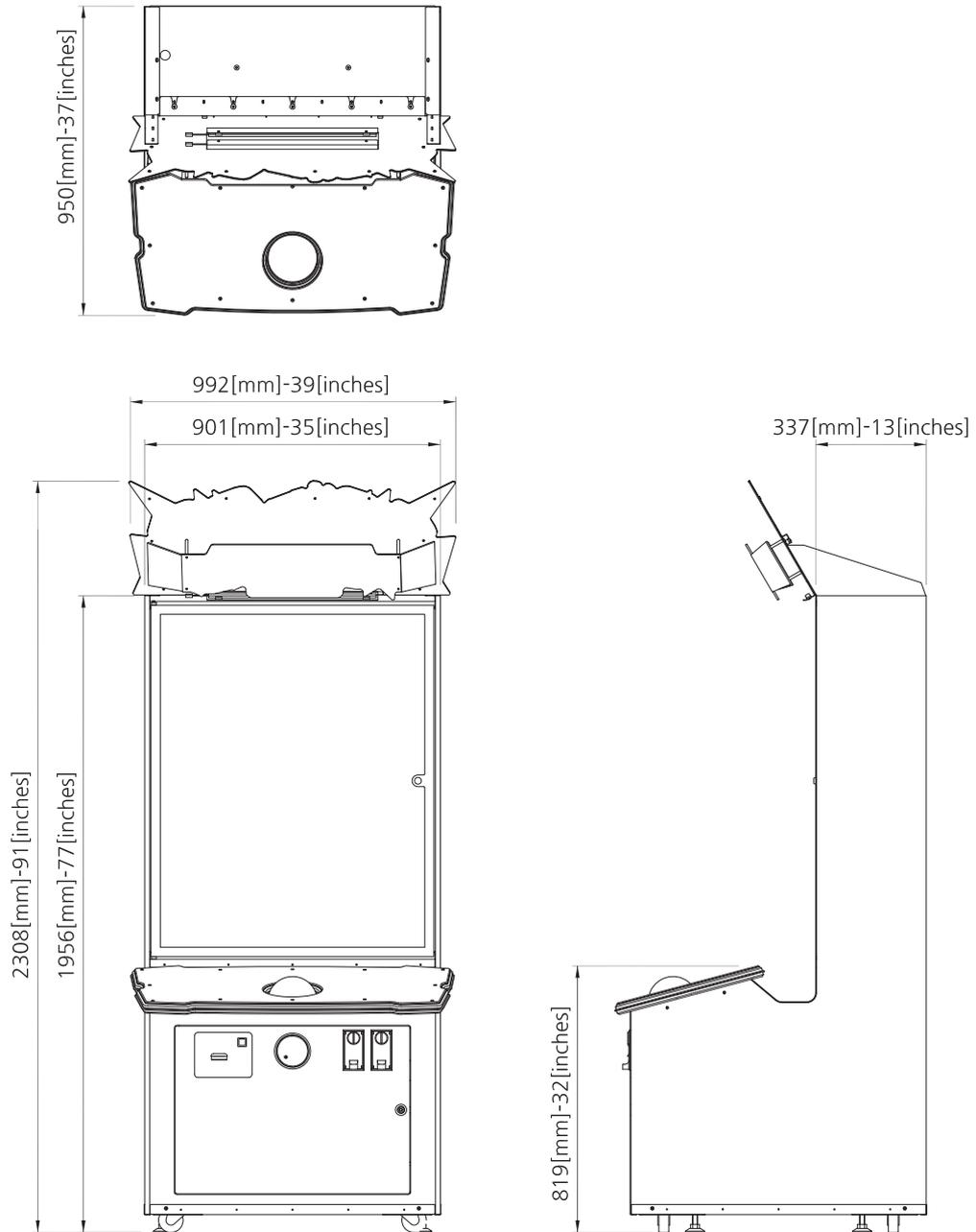
- ▶ Please read the manual carefully and keep it in mind before using this machine.
- ▶ Put this manual within touch of your reference in anytime.

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# 1. SPECIFICATION AND DIMENSION

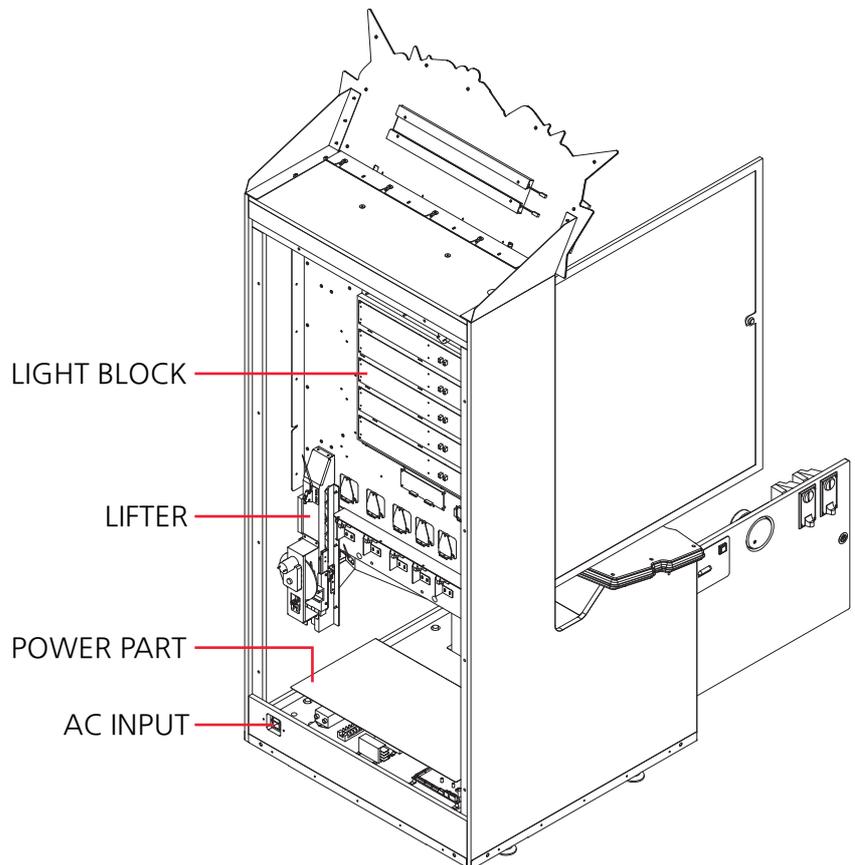
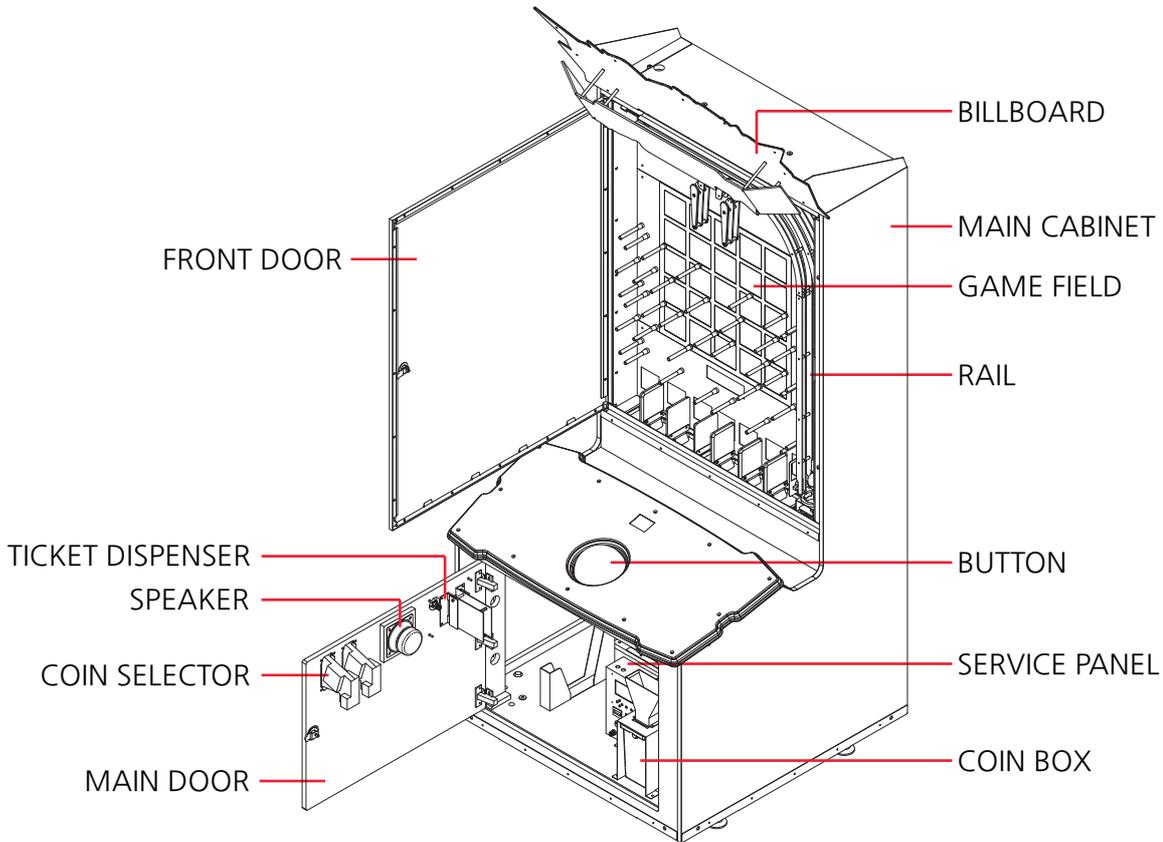
## 1-1. DIMENSION



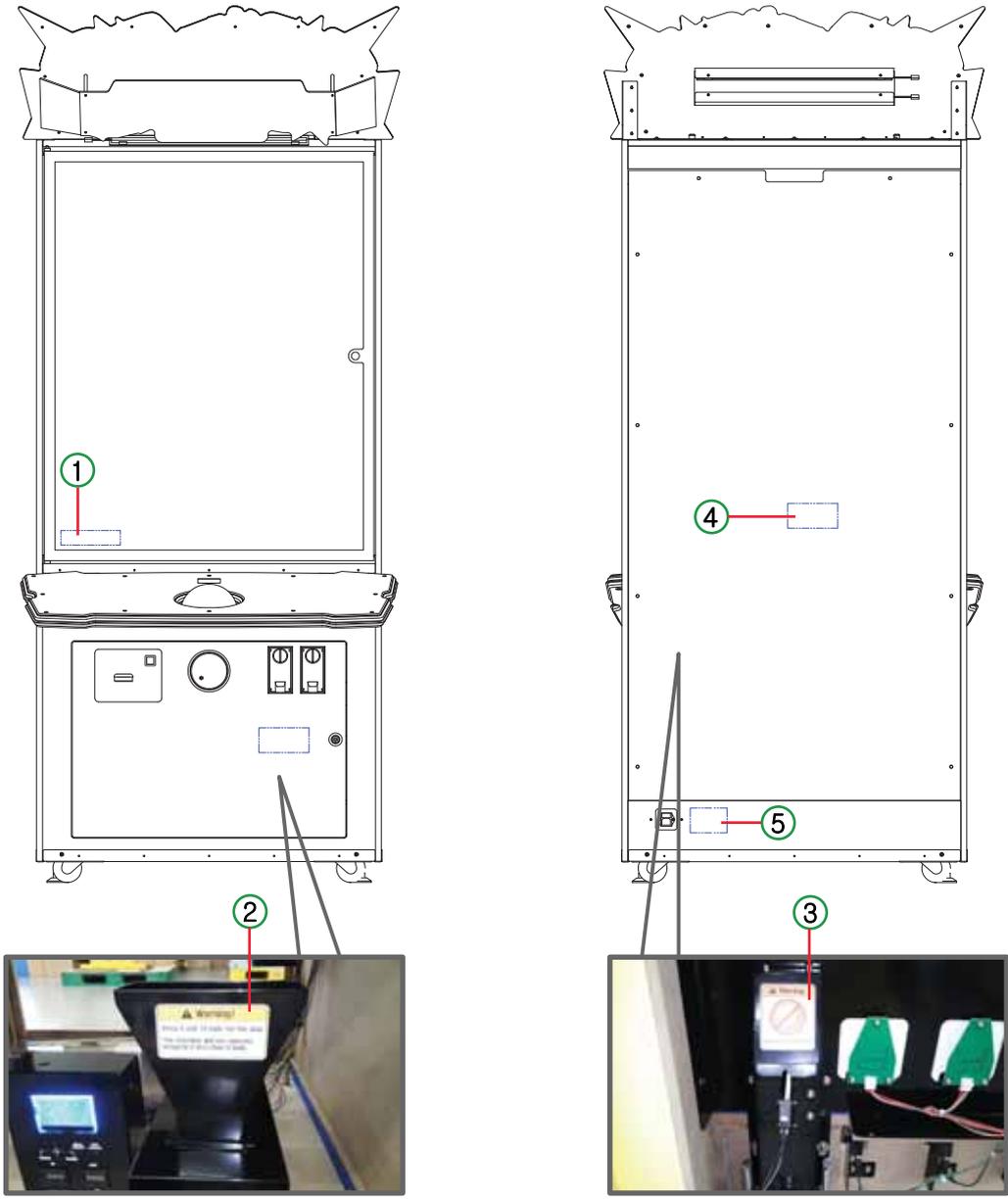
## 1-2. SPECIFICATION

DIMENSION (W x D x H)	992 x 950 x 2308 (mm)
PACKING DIMENSION (W x D x H)	- x - x - (mm)
WEIGHT (kg)	180kg [ WEIGHT INCLUDING PACKAGING : 210kg ]
VOLTAGE	AC 110V
FREQUENCY RANGE	50/60Hz
CONSUMPTION	200W
CERTIFICATION	-

# 1-3. NAME OF PARTS



# 1-4. STICKER LOCATION

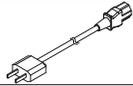


- Product inside COIN BOX

- LIFTER

<p>①</p>	<p>②</p>	<p>③</p>
<p>④</p>	<p>⑤</p>	

## 1-5. COMPONENTS

NO.	PART NAME	SPEC.	QTY
1	AC POWER CORD	110V 	1
2	BALL	- 	10
3	KEY	6001, 7001 	2
4	BOLT	M4x20L 	10
5	WRENCH	2.5mm, 4mm 	2
6	WASHER	M4 	6
7	MANUAL		1

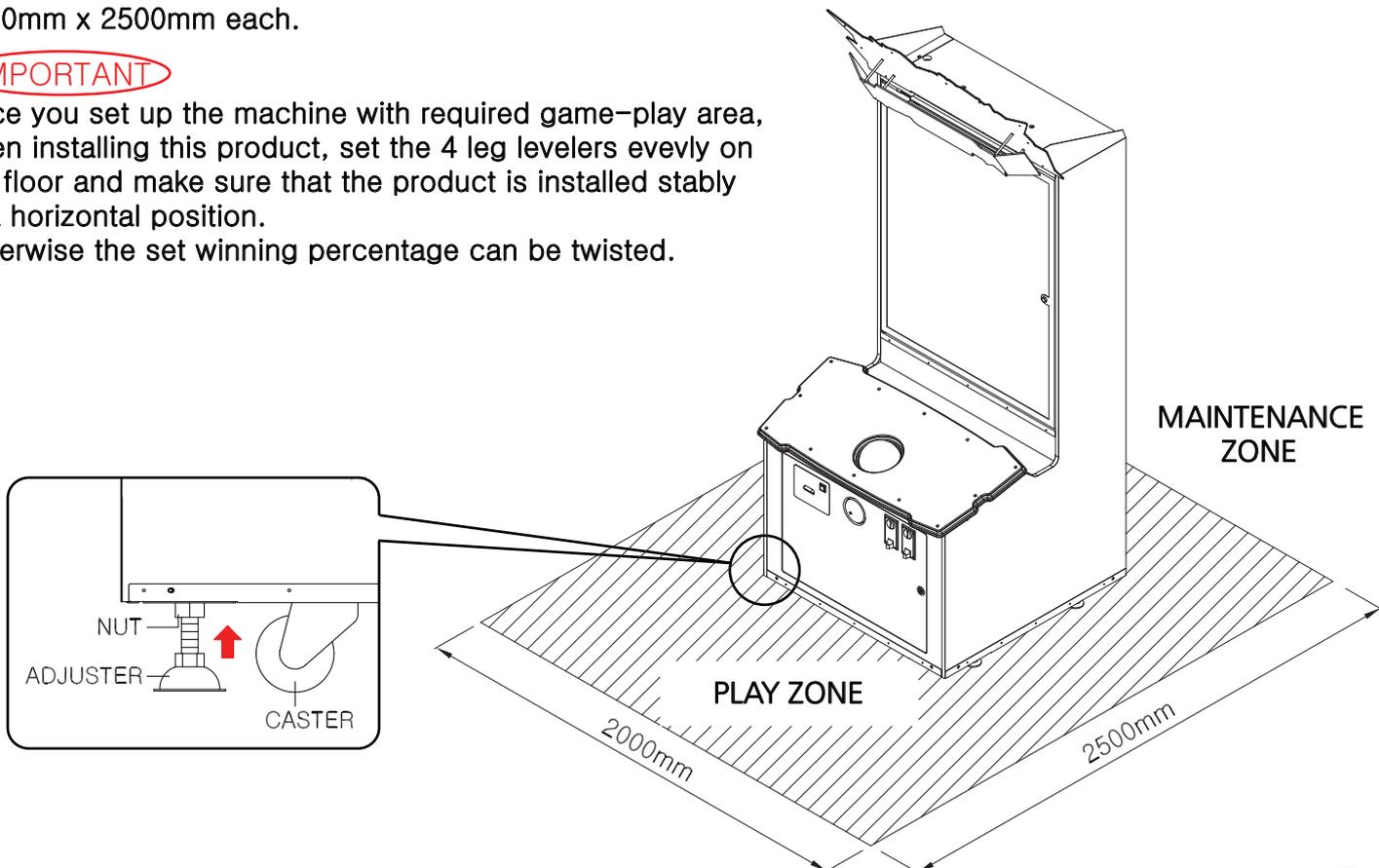
## 2. INSTALLATION

### 2-1. INSTALLATION SPACE

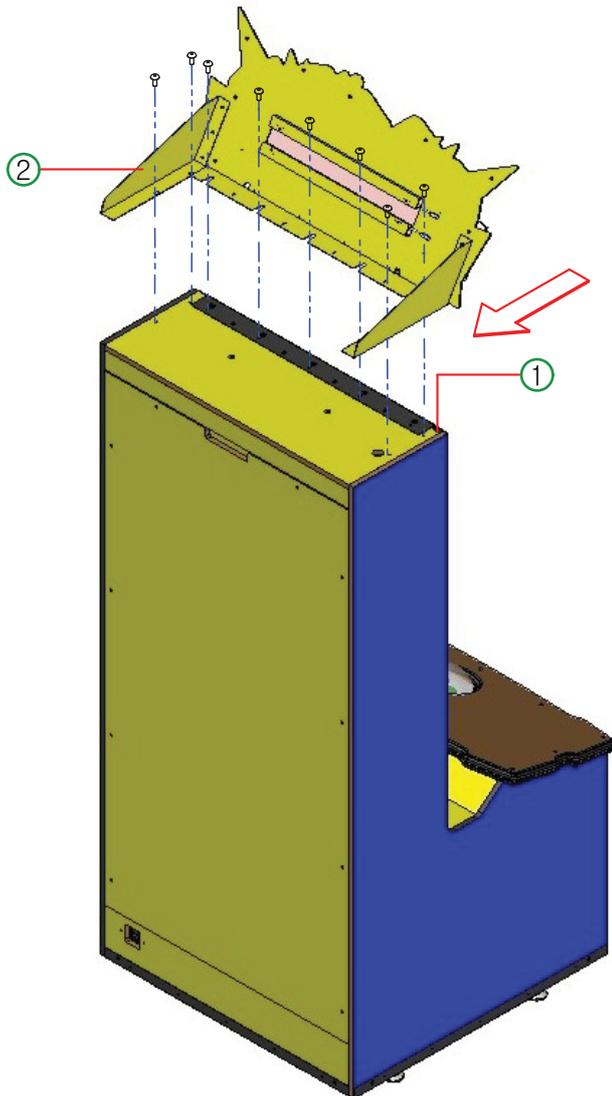
- Need to have installation place.  
Maintenance Zone & Play zone should have at least 2000mm x 2500mm each.

#### IMPORTANT

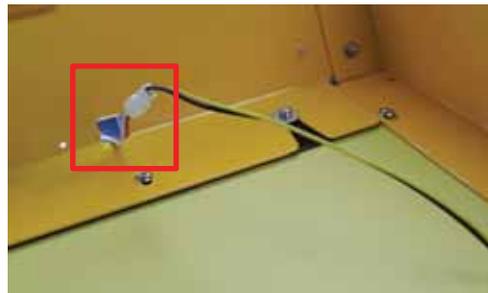
- Once you set up the machine with required game-play area, when installing this product, set the 4 leg levelers evenly on the floor and make sure that the product is installed stably in a horizontal position. Otherwise the set winning percentage can be twisted.



## 2-2. HOW TO INSTALL A BILLBOARD



- Put the BILLBOARD ASS'Y on the top of  
 ① FRONT UPPER EDGE of  
 ② MAIN CABINET and connect them using  
 [M4 bolt, 8ea]



- Connect the BILLBOARD ASS'Y with the connector of MAIN CABINET

## 2-3. HOW TO RAPLACE PAYOUTSHEET

[ PAYOUTSHEET CATEGORY ]



100	60	500	40	150
25	20	70	15	30
12	10	30	8	15
8	7	20	6	9
6	4	10	4	6

50	30	250	20	70
12	10	30	7	15
6	5	15	4	7
4	3	10	3	4
3	2	5	2	3

- Preferences

- Use double-sided tape on the back payouts sheet, payouts sheet as when you want to replace the picture, Attach the product inside the [board].
- Set after set-up, operation and products are you changing the SETUP MODE \_SCORE TYPE\_TBL3. [See P10]

### 3. PRODUCT FEATURE AND ADVANTAGE

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- 3-1. Families with children are familiar with the appearance and character design
- 3-2. LED lights are colorful and exciting sounds that harmonize with great attractions
- 3-3. Very easy and intuitive way to games with shiny circle button
- 3-4. Powerful action of the ball shot up to more than 1 m vertical
- 3-5. Movement of the ball fun and unique rides 09-pin falling
- 3-6. Continuity to get a high score more you play

### 4. HOW TO PLAY

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- 4-1. Insert coin(s) and press the button to launch ball.
- 4-2. Ball drops through pin matrix to a color hole, lighting up the lamp with a number. Win tickets stated on the lamp.
- 4-3. No tickets paid when ball drops to a monster hole, and turn off the lamps randomly.
- 4-4. You may get bingo bonus when color lamps reach to the top. (Win JACKPOT when red lamps reach the top.)

## 5. GAME DESCRIPTION

- The ball is shown in the bottom right to start the ball launch position by default.
- When you are ready to launch when the BALL (S) will be put into a coin counting FND (READY) the SHOOT button Click to launch the ball.
- You earn points coming into the lamp color score board enters into a ball colored lights hall.
- To obtain a higher score toward each column is coming up on lamp is lit up to 5 squares for each color.
- Filling the spaces filled in 5 colors got time for another quick score lamp turns off the lights and start again from scratch.
- On both sides of the ball enters the end of the boom hole turns off the scoreboard lit by certain rules.

**\* NOTE [ Retry ]**

- In case ball turn back to the original position, please press button to shoot the ball again.

## 6. DIP 1, DIP 2 SETTING

### DIP 1, DIP 2 SETTING

If you change DIP 1 and DIP 2 switch Score table and Factory default will be changed.

**!WARNING It will change payout table and factory setting according to the DIP S/W on main board.**

DIP 1	DIP 2	Picture for Dip S/W	Dip S/W setup type	REF. Payout table
OFF	OFF		USA	Payout table No#1
<b>ON</b>	OFF		INT	Payout table No#1
OFF	<b>ON</b>		EU	Payout table No#2

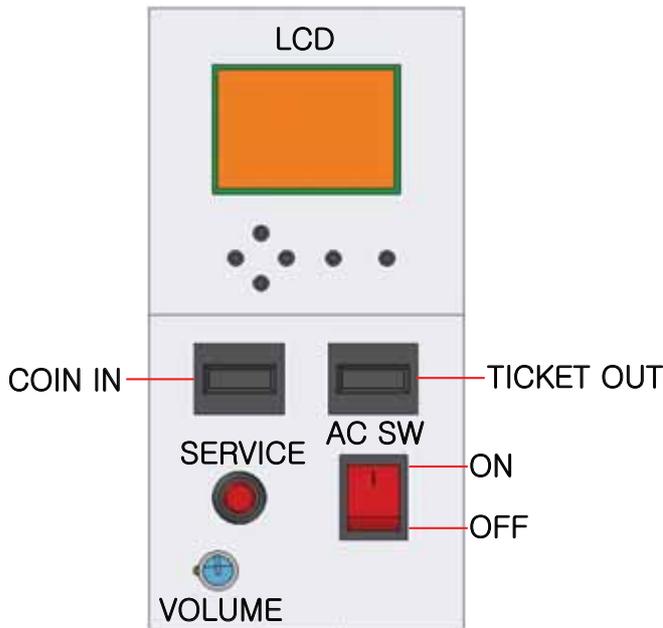
(Payout table (DIP8 : Fixed) )

# 7. SETUP SETTINGS

## 7-1. MACHINE SETUP

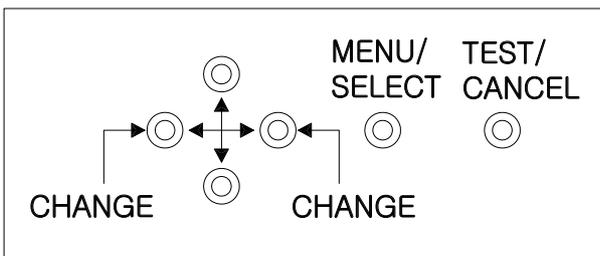
### 1. HOW TO ENTER SETUP MENU

1 There is "Control panel" inside cabinet. User may set any setting using following.



[ CONTROL PANEL ]

### 2. SETUP BUTTON LAYOUT



- 1) [ ↑ ↓ ] UP/DOWN : Move up, down
- 2) [ ← → ] LEFT/RIGHT : Change setting
- 3) MENU/SELECT : Setup menu mode / Select mode
- 4) TEST/CANCEL : Exit / Cancel

### [ OPERATION MENU ]

Press MENU Button. [SELECT button: Enter]	
## OPERATION MENU ##	
SETUP MODE	Setup mode
CLEAR MODE	Clear mode
VIEW INT-DATA	Check internal data
FACTORY-SETTING	Back to factory setting
GAME MODE	Return to game mode
TEST MODE	Test mode

## 7-2. 설정 모드

SETUP MODE					
LCD 표시	설명	범위	기본 값		
			미국향	국제향	유럽향
Credit/Coin	크레딧 당 코인 비율	Free, 1/1, 1/2, 1/3, 1/4, 1/5	1/1	1/1	1/1
Score Type	점수(배당판) 종류 (별도 Payout Table NO# 참조) <b>주의! 이 값이 바뀌면 게임기 점수 램프 배당판도 바뀌어야 한다.</b>	User, TBL1, TBL2, TBL3, TBL4	TBL4	TBL3	TBL2
ScoreDetail	세부 점수 셋팅 모드	서브 메뉴로 진입			
MercyTicket	서비스 티켓 배출 장 수	0 ~ 10	0	0	0
HalfPayout	티켓 2점당 1장씩 배출	OFF, ON	OFF	OFF	OFF
No-Ticket	티켓 배출 없음	OFF, ON	OFF	OFF	OFF
Difficulty	난이도 설정	1-EZ, 2-NM, 3-HA	2-NM	2-NM	2-NM
DemoVolume	데모 사운드 볼륨	OFF, 10 ~ 100	100	100	100
SOL-Power	솔레노이드 발사 힘 설정 <b>[경고-1] 사항 참조</b>	100 ~ 600	200		
SAVE AND EXIT	저장하고 나가기	SELECT 버튼 실행하기			
CANCEL AND EXIT	취소하고 나가기				

### [경고-1]

- SOL-Power 설정 값은 FACTORY SET을 해도 변경되지 않습니다.
- SETUP MODE의 SAVE AND EXIT를 해야지만 적용됩니다.
- 이 설정은 공 발사 힘이 정상적으로 동작하지 않을 때 세부적인 조절을 위해 사용합니다.

\* SETUP MODE 의 SCOREDETAIL 항목 선택하면 아래의 설정 항목으로 이동합니다.

SETUP MODE -> SCORE DETAIL

**[경고-2] 아래의 설정 항목을 바꾸면 기본 평균 티켓 배출량이 달라 질 수 있습니다.**

- SETUP MODE의 Score Type 항목 설정 값이 [User] 로 바뀝니다.

LCD 표시	설명	범위	기본 값		
			미국향	국제향	유럽향
Green Lv1	초록 1단계 점수	1 ~ 200	6	3	2
Green Lv2	초록 2단계 점수	1 ~ 400	8	4	2
Green Lv3	초록 3단계 점수	1 ~ 600	12	6	3
Green Lv4	초록 4단계 점수	1 ~ 800	25	12	6
Green Lv5	초록 5단계 점수	1 ~ 1000	100	50	25
Yellow Lv1	노랑 1단계 점수	1 ~ 200	4	2	1
Yellow Lv2	노랑 2단계 점수	1 ~ 400	7	3	1
Yellow Lv3	노랑 3단계 점수	1 ~ 600	10	5	2
Yellow Lv4	노랑 4단계 점수	1 ~ 800	20	10	5
Yellow Lv5	노랑 5단계 점수	1 ~ 1000	60	30	15
Red Lv1	빨강 1단계 점수	1 ~ 200	10	5	3
Red Lv2	빨강 2단계 점수	1 ~ 400	20	10	5
Red Lv3	빨강 3단계 점수	1 ~ 600	30	15	8
Red Lv4	빨강 4단계 점수	1 ~ 800	70	30	15
Red Lv5	빨강 5단계 점수	1 ~ 2000	500	250	150
Blue Lv1	파랑 1단계 점수	1 ~ 200	4	2	1
Blue Lv2	파랑 2단계 점수	1 ~ 400	6	3	1
Blue Lv3	파랑 3단계 점수	1 ~ 600	8	4	2
Blue Lv4	파랑 4단계 점수	1 ~ 800	15	7	4
Blue Lv5	파랑 5단계 점수	1 ~ 1000	40	20	10
Pink Lv1	분홍 1단계 점수	1 ~ 200	6	3	2
Pink Lv2	분홍 2단계 점수	1 ~ 400	9	4	3
Pink Lv3	분홍 3단계 점수	1 ~ 600	15	7	4
Pink Lv4	분홍 4단계 점수	1 ~ 800	30	15	7
Pink Lv5	분홍 5단계 점수	1 ~ 1000	150	70	35
SAVE AND EXIT	저장하고 나가기	SELECT 버튼 : 실행하기			
CANCEL AND EXIT	취소하고 나가기				

CLEAR MODE		
LCD 표시	설명	
CLEAR TICKETS	티켓 지우기	SELECT 버튼 : 실행
CLEAR CREDITS	크레딧 및 볼 지우기	
CLEAR GAME-DATA	게임 데이터 지우기	
EXIT	나가기	

VIEW INT-DATA	
LCD 표시	설명
GAMES	게임 횟수
PAYOUT	티켓 배출량
AVG TOTAL	게임당 평균 티켓 배출량
CREDIT	투입된 크레딧 수
SERVICE	서비스 버튼으로 투입된 크레딧 수
***GOALIN PERCENT***	각 컬러 홀 별로 공 들어간 횟수
*** GOALIN SCORE ***	각 컬러 홀 별로 획득 점수
***** VER INFO *****	버전 정보 및 게임 플레이 시간 정보
CANCEL 버튼 : 나가기	

FACTORY-SETTING
공장 셋팅 값으로 초기화 (전체 데이터 클리어 및 게임 셋업 데이터 기본 값으로 설정) <b>SOL-Power 값은 초기화 되지 않습니다.</b>
SELECT 버튼 : 재차 확인 후 초기화 실행

GAME MODE
게임모드로 돌아가기 (메뉴 빠져 나가기) <span style="float: right;">SELECT 버튼 : 실행</span>

### 7-3. 테스트 모드

TEST MODE		
LCD 표시	설정 값	설명
INPUT TEST	[->]	입력 상태 확인 모드로 들어감
LAMP	Off, On	램프 동작 Off, On (티켓 램프)
FND & LED	0 ~ 4	FND & LED 동작 테스트
WIPER	Off, On	와이퍼 모터 동작
ELEVATOR	Off, On	볼 엘리베이터 동작
SOLENOID	Off, On	솔레노이드 (발사 장치) 동작 (자동으로 On, Off 함)
COIN	Off, On	코인기 동작
TICKET	Off, On	티켓 동작 테스트 (기본 5장 배출)
SOUND TEST	[->]	사운드 테스트 모드로 들어감
GAME MODE	게임 모드로 나가기	

TEST MODE -> INPUT TEST	
LCD 표시	설명
0:0000,1:0000,7:0000 shb, sts, elt, elb, mbs co1, co2, tkb, tks, svb n g y r b p n (대, 소문자 값)	입력 신호 변화 값 표시 발사 버튼, 볼 센서, 엘리베이터 상단, 하단 스위치, X2 블록 센서 상태 코인1 센서, 코인2 센서, 티켓 버튼, 티켓 센서, 서비스 버튼 상태 골인 홀 : 광1, 초록, 노랑, 빨강, 파랑, 분홍, 광2 스위치 상태 <b>(입력이 있거나 없으면 각 문자가 대, 소문자로 변한다)</b>

TEST MODE -> SOUND TEST		
LCD 표시	설정 값	설명
SOUND      Stop/Play	0 ~ 15	테스트 사운드 플레이 (On, Off)
-EXIT-	테스트 모드로 나가기	

## 7-4. 에러 코드

Er Code	Fnd Display	Error 종류	내용	체크 사항
Er0-1		SETUP LCD	셋업 LCD 응답 없음	셋업 LCD 체크 (게임은 정상적으로 진행 처리됨)
Er0-2		시스템	셋업 저장 데이터 메모리 읽기 & 쓰기 실패	전원 On, Off 후 계속 문제시 MAIN BOARD 교체
Er0-3			셋업 저장 데이터 문제 발생	셋업 모드 들어가서 셋업 설정 확인 및 저장 (계속 문제시 MAIN BOARD 교체)
Er0-4			게임 저장 데이터 메모리 읽기 & 쓰기 실패	전원 On, Off 후 계속 문제시 TOP CPU BOARD 교체
Er1-1			코인기	코인 1 센서 신호 계속 있음
Er1-2		코인 2 센서 신호 계속 있음		코인기 2 체크 (코인 댐 스위치 상태 체크)
Er5-1		와이퍼	모터 동작 중 센서 신호 변화 없음	모터 동작 체크 또는 센서 신호 체크
Er6-1		엘리베이터	동작 중 하단 동작 체크 스위치 신호 변화 없음	모터 동작 또는 하단 동작 체크 스위치 체크
Er6-2			동작 중 상단 공 통과 스위치 신호 없음	공 있는지 체크 또는 공 통과 스위치 체크
Er7-1		발사 장치	공 장착 센서 신호 없음	공 걸림 체크 또는 공 장착 센서 체크
Er7-2			슬레노이드 동작 안함	슬레노이드 체크
Er7-3			공 발사 실패	공 발사 상태 체크 (발사 높이)
Er8-1		골인 스위치	골인 1 (왼쪽 팡) 스위치 신호 계속 있음	골인 1 (왼쪽 팡) 스위치 체크
Er8-2			골인 2 (Green) 스위치 신호 계속 있음	골인 2 (Green) 스위치 체크
Er8-3			골인 3 (Yellow) 스위치 신호 계속 있음	골인 3 (Yellow) 스위치 체크
Er8-4			골인 4 (Red) 스위치 신호 계속 있음	골인 4 (Red) 스위치 체크
Er8-5			골인 5 (Blue) 스위치 신호 계속 있음	골인 5 (Blue) 스위치 체크
Er8-6			골인 6 (Pink) 스위치 신호 계속 있음	골인 6 (Pink) 스위치 체크
Er8-7			골인 7 (오른쪽 팡) 스위치 신호 계속 있음	골인 7 (오른쪽 팡) 스위치 체크
Er8-8			골인 스위치 신호 없음	공 걸림 또는 골인 홀 인식 실패 (골인 스위치 체크)
Ert-1		티켓 에러	티켓 없음	티켓 확인 또는 동작 체크
Ert-2			티켓 걸림	티켓 걸림 확인 또는 댐 스위치 상태 체크

# 1-5. PAYOUT TABLE No #1 ( USA, INT )

Score Type 1 (Avg. Ticket 3.3)					
	Green	Yellow	Red	Blue	Pink
5	15	10	100	7	20
4	4	3	10	2	5
3	2	1	5	1	2
2	1	1	3	1	1
1	1	1	2	1	1

Score Type 2 (Avg. Ticket 5.5)					
	Green	Yellow	Red	Blue	Pink
5	25	15	150	10	35
4	6	5	15	4	7
3	3	2	8	2	4
2	2	1	5	1	3
1	2	1	3	1	2

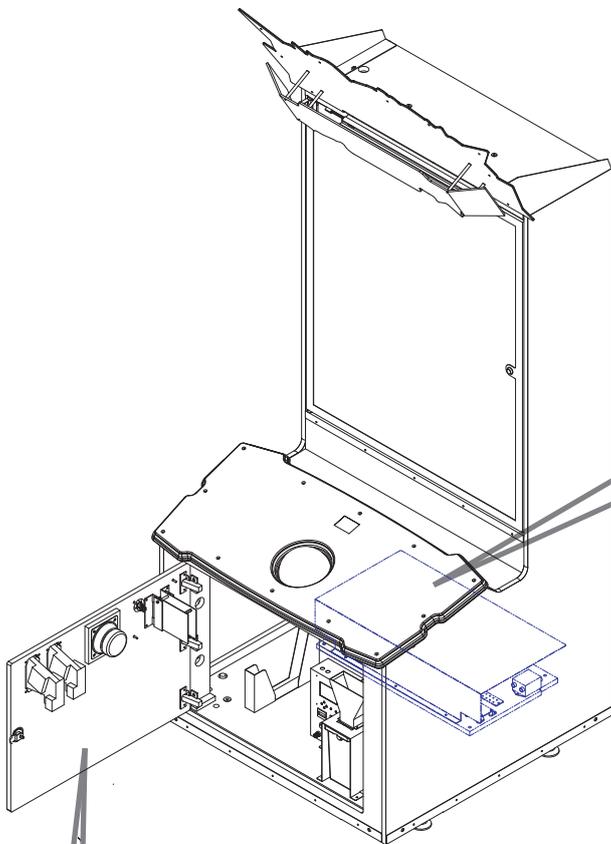
Score Type 3 (Avg. Ticket 10.0)					
	Green	Yellow	Red	Blue	Pink
5	50	30	250	20	70
4	12	10	30	7	15
3	6	5	15	4	7
2	4	3	10	3	4
1	3	2	5	2	3

Score Type 4 (Avg. Ticket 20.0)					
	Green	Yellow	Red	Blue	Pink
5	100	60	500	40	150
4	25	20	70	15	30
3	12	10	30	8	15
2	8	7	20	6	9
1	6	4	10	4	6

Score 5 (Avg. Ticket 30.0)					
	Green	Yellow	Red	Blue	Pink
5	150	90	700	60	200
4	35	30	100	25	50
3	18	15	50	10	25
2	12	9	30	7	15
1	9	6	15	5	10

# 8. HOW TO REPLACE MAJOR COMPONENTS

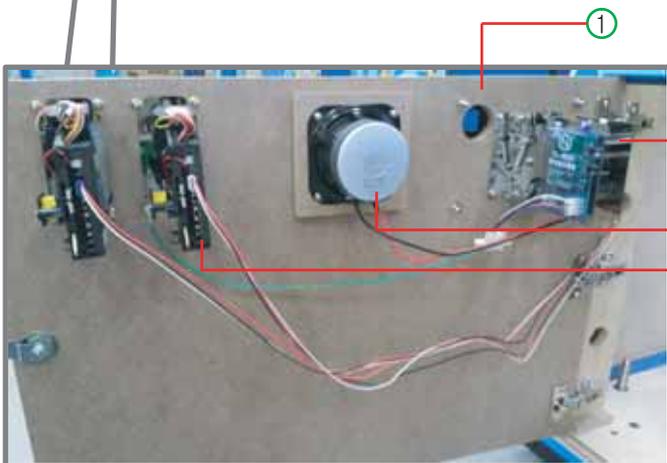
## 8-1) REPLACING MAIN PCB



- (1) Open the REAR DOOR.
- (2) ① Remove the POWER COVER. (size M4)
- (3) ② Remove the fixing bolt. (size M4)
- (4) Disconnect all cables and remove Main PCB.
- (5) Reassemble them in reverse order.

NO.	PART NAME	SPEC.	CODE NO.
②	MAIN PCB ASS'Y	-	AICU0PCB001

## 8-2) REPLACING COIN SELECTOR & SPEAKER & TICKET DISPENSER

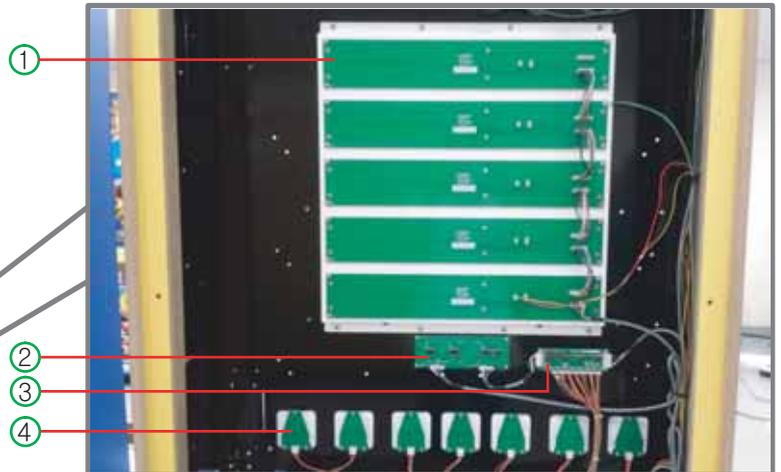
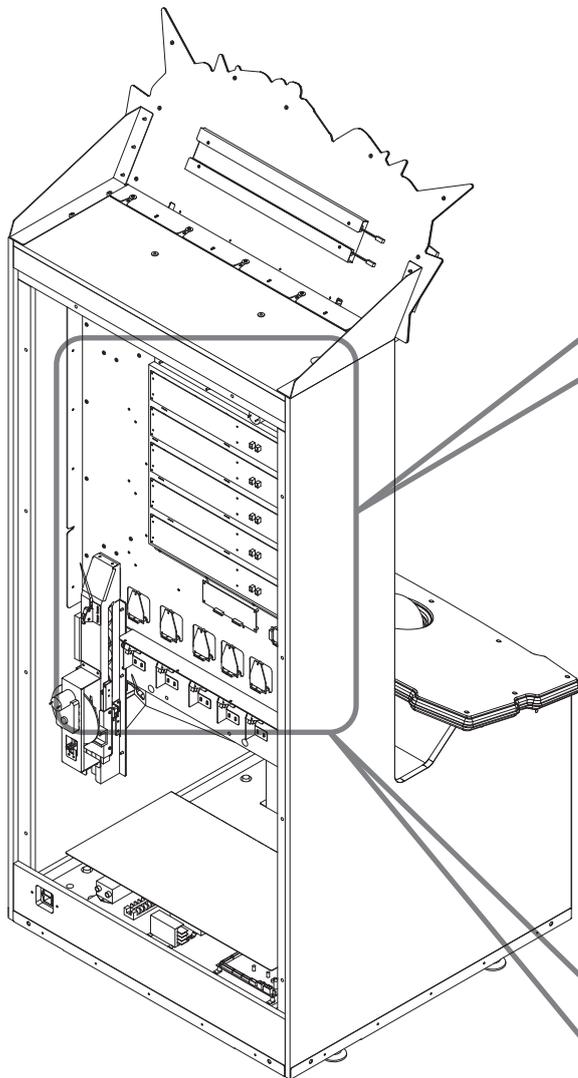


- (1) Open the FRONT DOOR.
- (2) Remove the cables.
- (3) Disconnect bolt or bolt&nut. (size M4)
- (4) Reassemble them in reverse order after replacement.

NO.	PART NAME	SPEC.	CODE NO.
②	COIN SELECTOR	TW-130B	MZZZ0COS03
③	SPEAKER	4.5"	MZZZ0SPE021
④	TICKET DISPENSER	TL-002H	MZZZ0TID007

## 8-3) REPLACING PCB

### (1) REPLACING COLOR BLOCK PCB & JACKPOT FND PCB & SHOW TIME LED CONTROL PCB & SHOW TIME LED PCB ASS'Y



- (1) Open the REAR DOOR. .
- (2) Disconnect all cables.
- (3) Replace the PCB. (size M3)

NO.	PART NAME	SPEC.	CODE NO.
①	COLOR BLOCK PCB ASS'Y	8X5	MCLB0PCB004
②	JACKPOT FND PCB ASS'Y	-	ADOS0PCB005
③	SHOW TIME LED CONTROL PCB ASS'Y	-	ADOS0PCB008
④	SHOW TIME LED PCB ASS'Y	-	ADOS0PCB007

### (2) REPLACING MICRO SWITCH



**\* Reassemble them in reverse order and check performance of the game.**

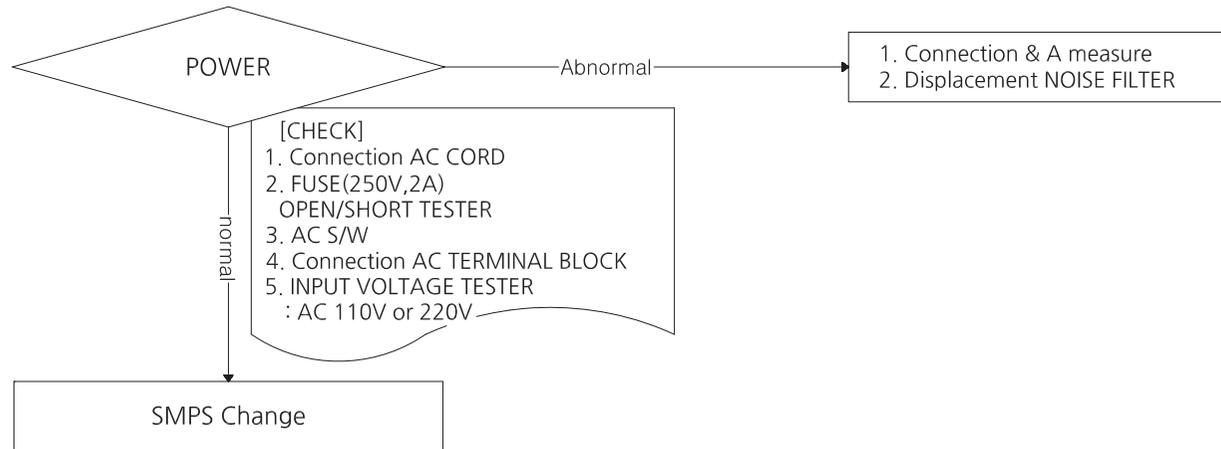
- (1) Disconnect all cables and ⑤ DROP SENSOR BKT.
- (2) Replace the ⑥ MICRO SWITCH.

NO.	PART NAME	SPEC.	CODE NO.
⑤	MICRO SWITCH	CNP-05H-03	MELE0MIC002

# 9. TROUBLESHOOTING

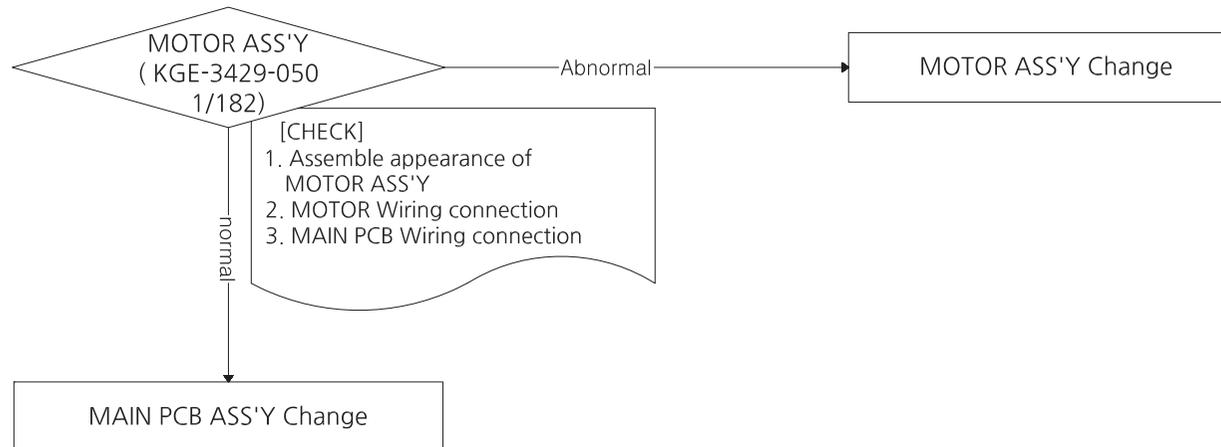
## 9-1. IN CASE OF POWER FAILURE

\*Common: Check the input voltage, check wiring



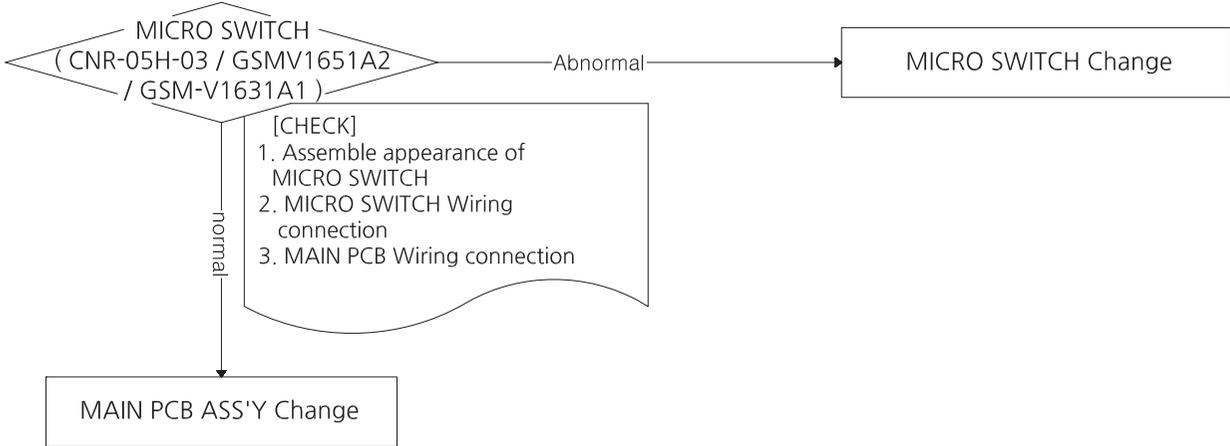
## 9-2. MOTOR ERROR

\*Common: Check the input voltage, check wiring



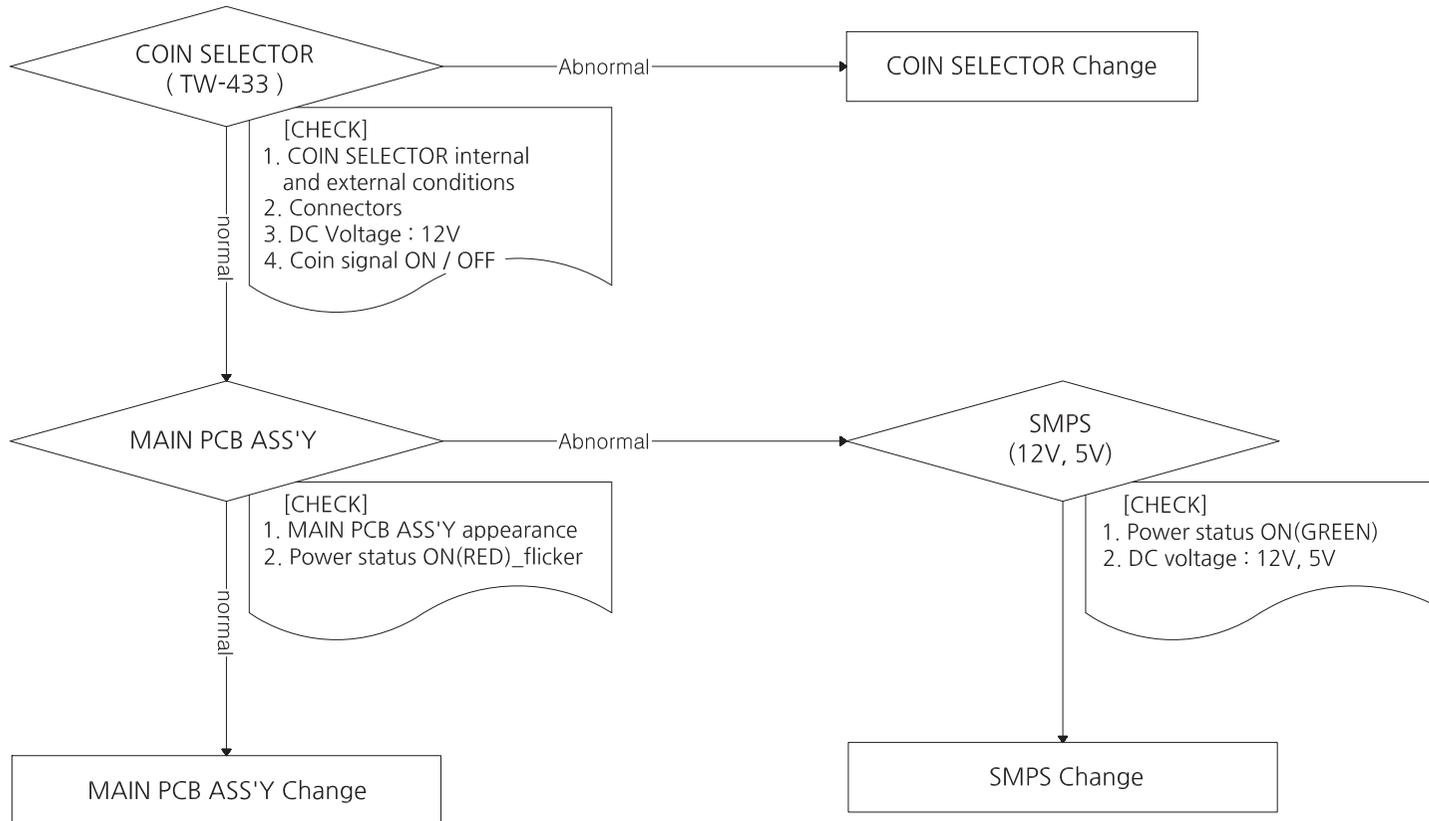
### 9-3. MICRO SWITCH ERROR

\*Common: Check the input voltage, check wiring



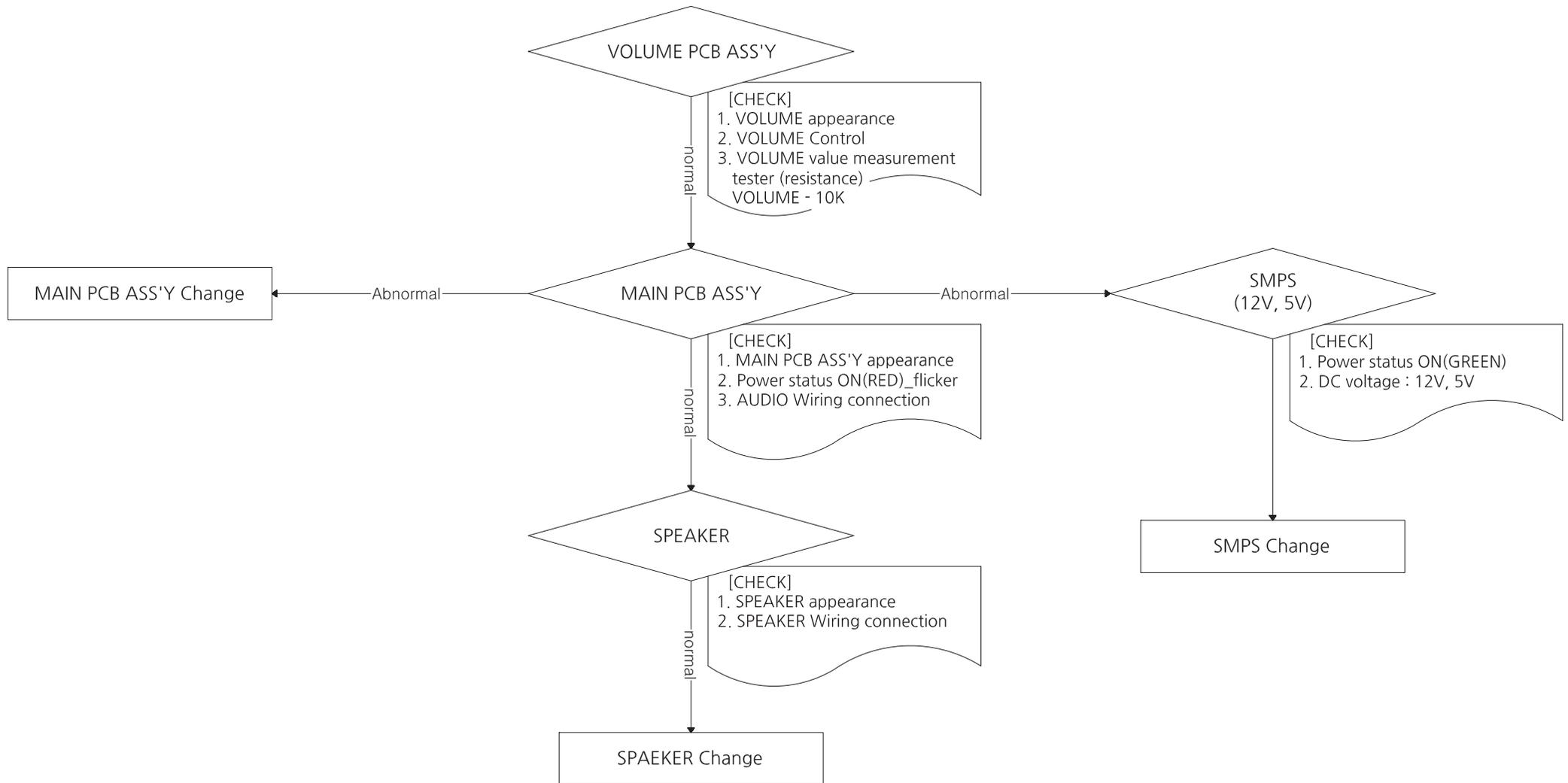
## 9-4. COIN SELECTOR ERROR

\*Common: Check the input voltage, check wiring



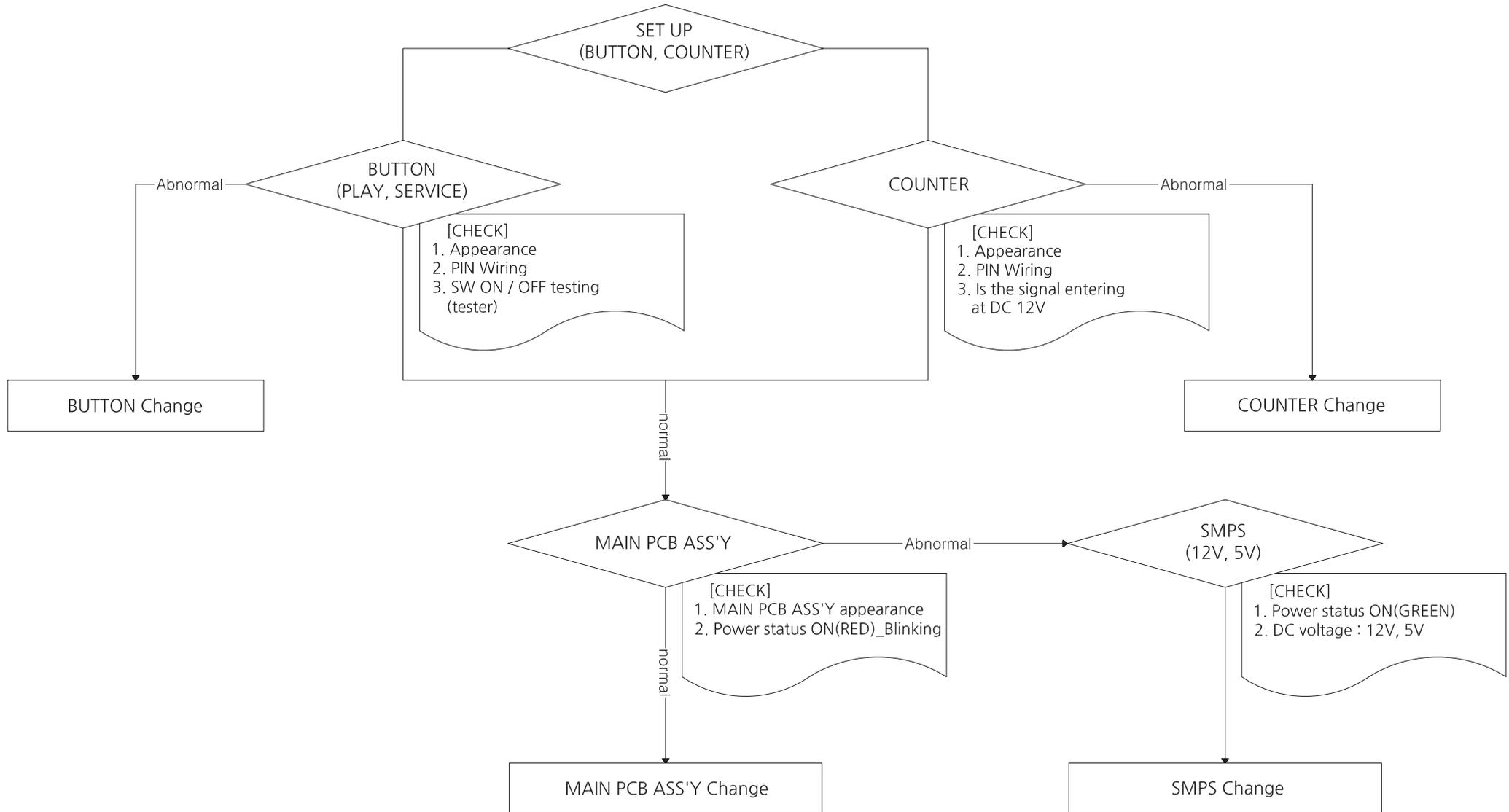
# 9-5. SOUND ERROR

\*Common: Check the input voltage, check wiring



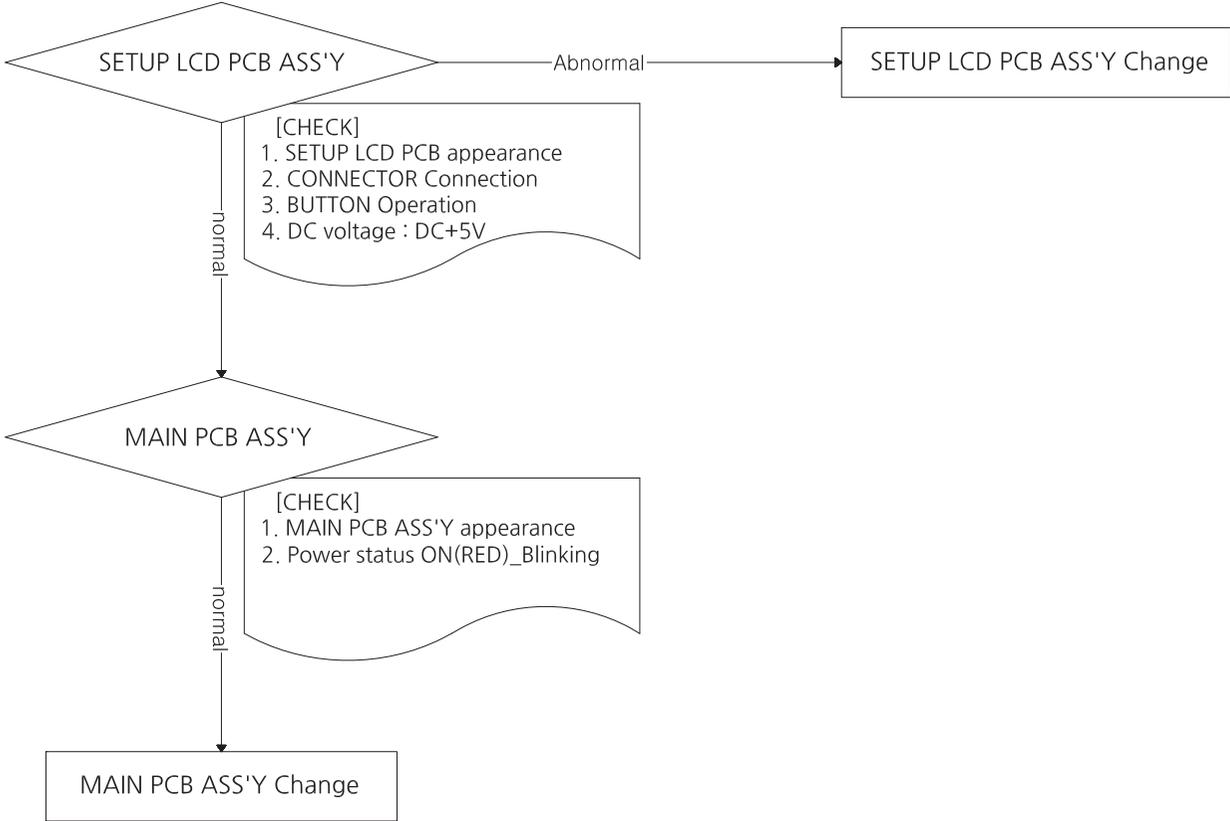
## 9-6. BUTTON & COUNTER ERROR

\*Common: Check the input voltage, check wiring



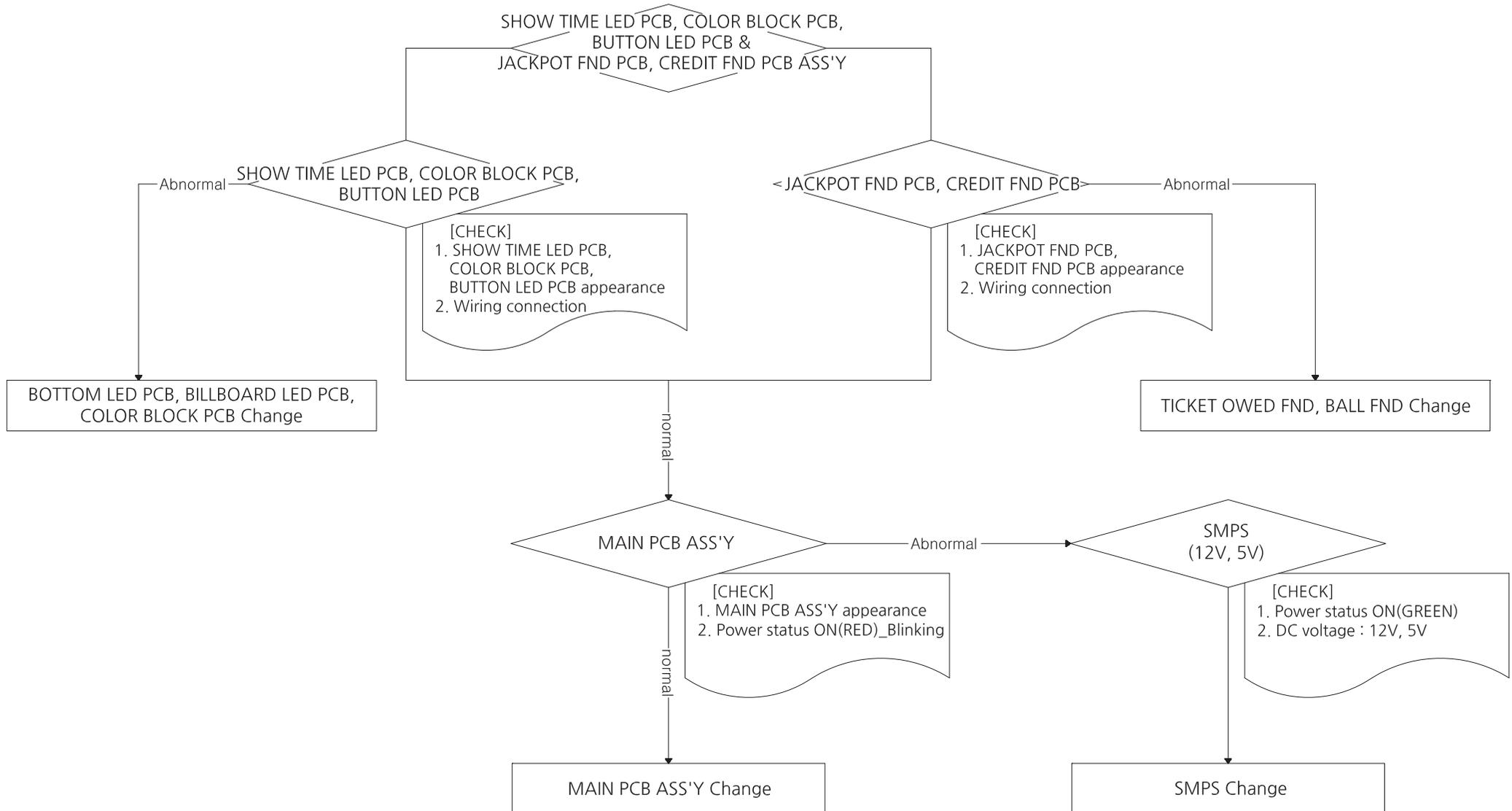
# 9-7. SETUP LCD PCB ERROR

\*Common: Check the input voltage, check wiring



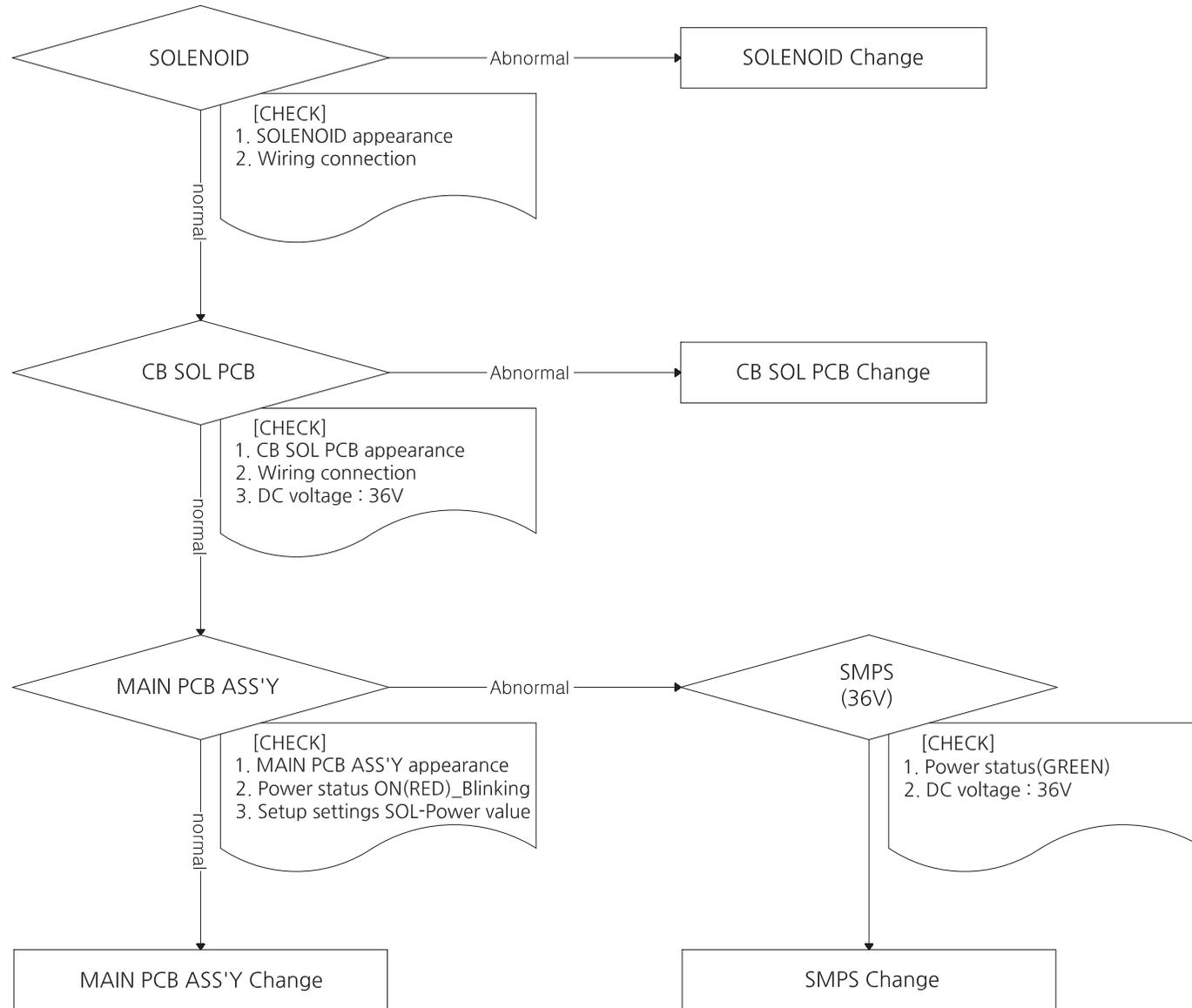
# 9-8. SHOW TIME LED PCB, COLOR BLOCK PCB, BUTTON LED PCB & JACKPOT FND PCB, CREDIT FND PCB ASS'Y ERROR

\*Common: Check the input voltage, check wiring



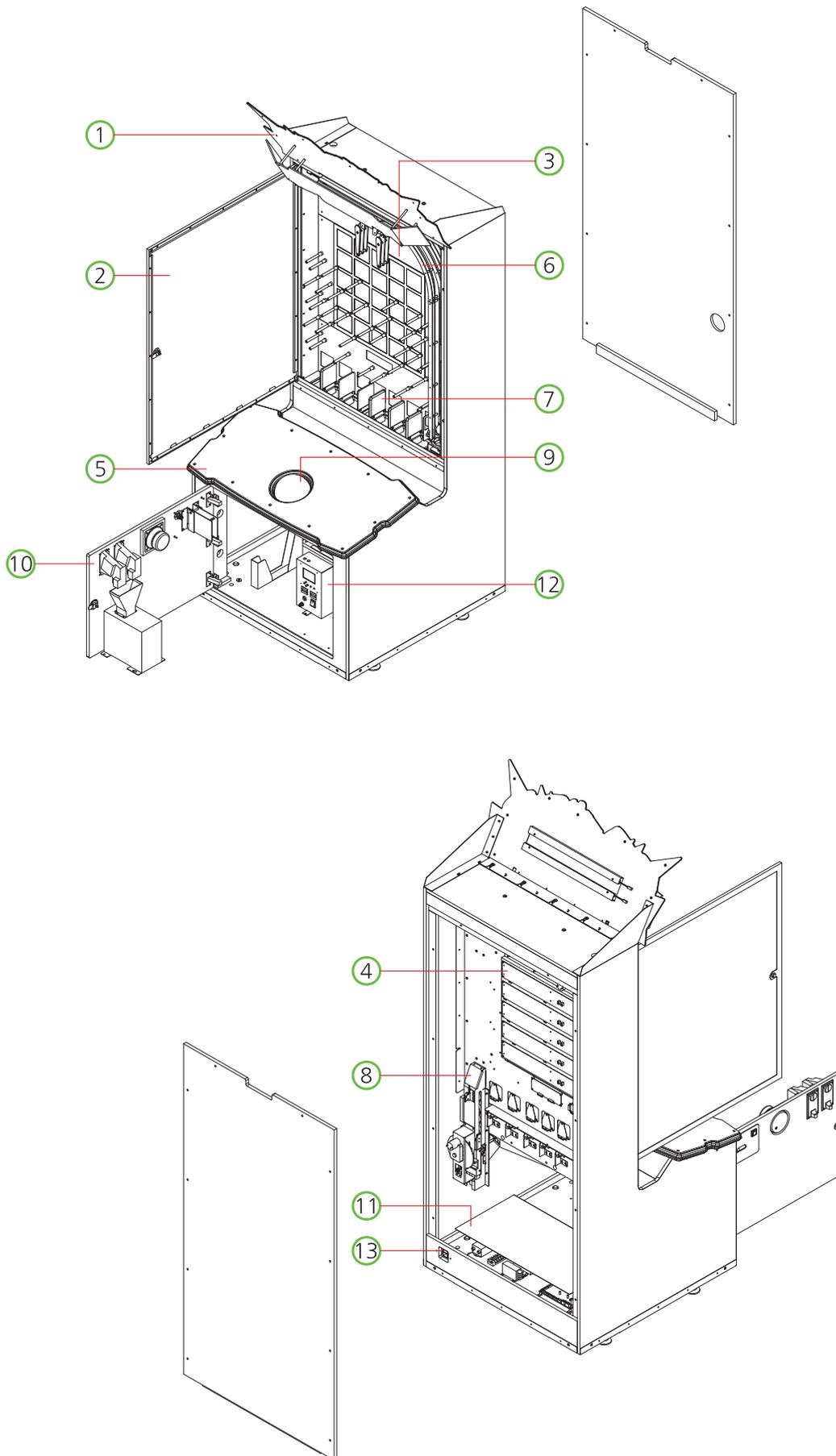
# 9-9. SOLENOID ERROR

\*Common: Check the input voltage, check wiring



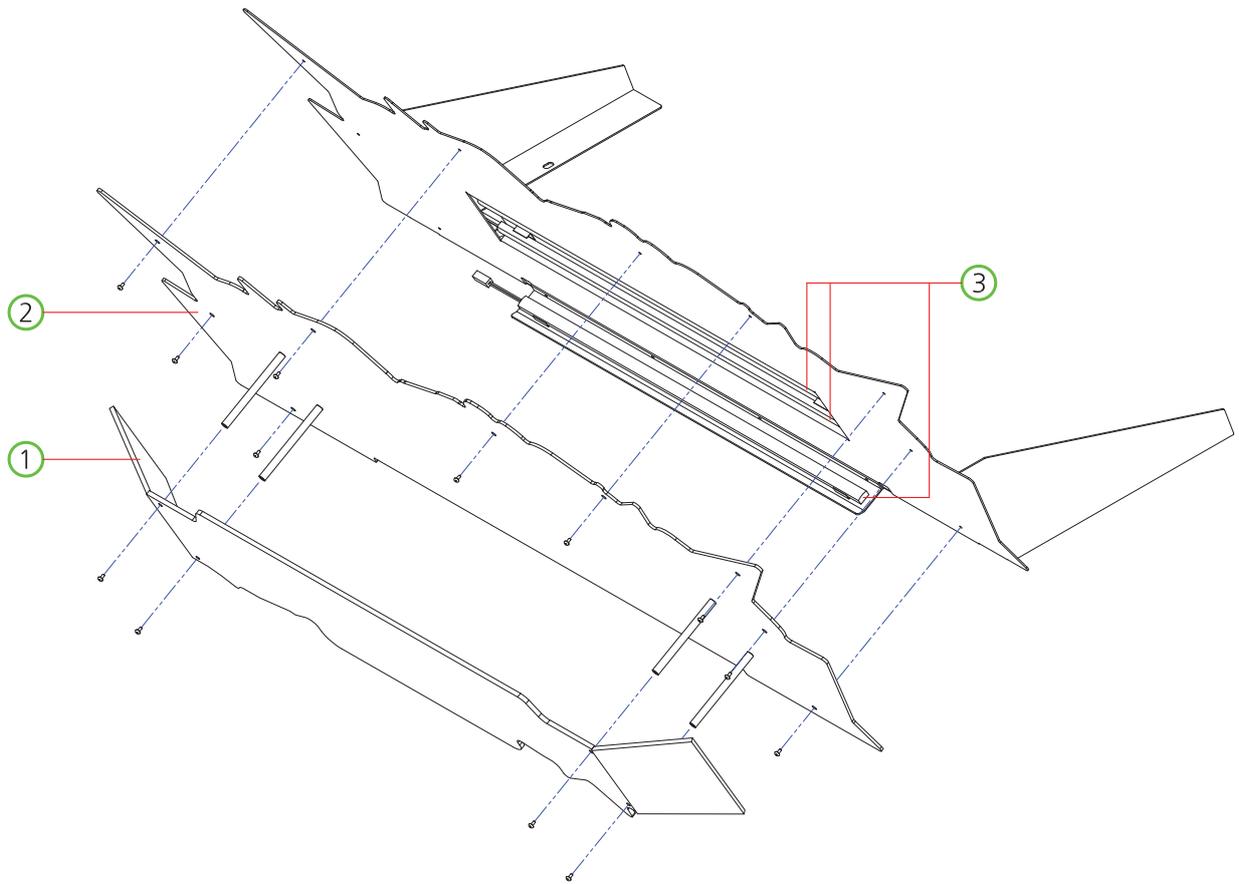
# 10. EXPLODE VIEW

## 10-1. MAIN CABINET



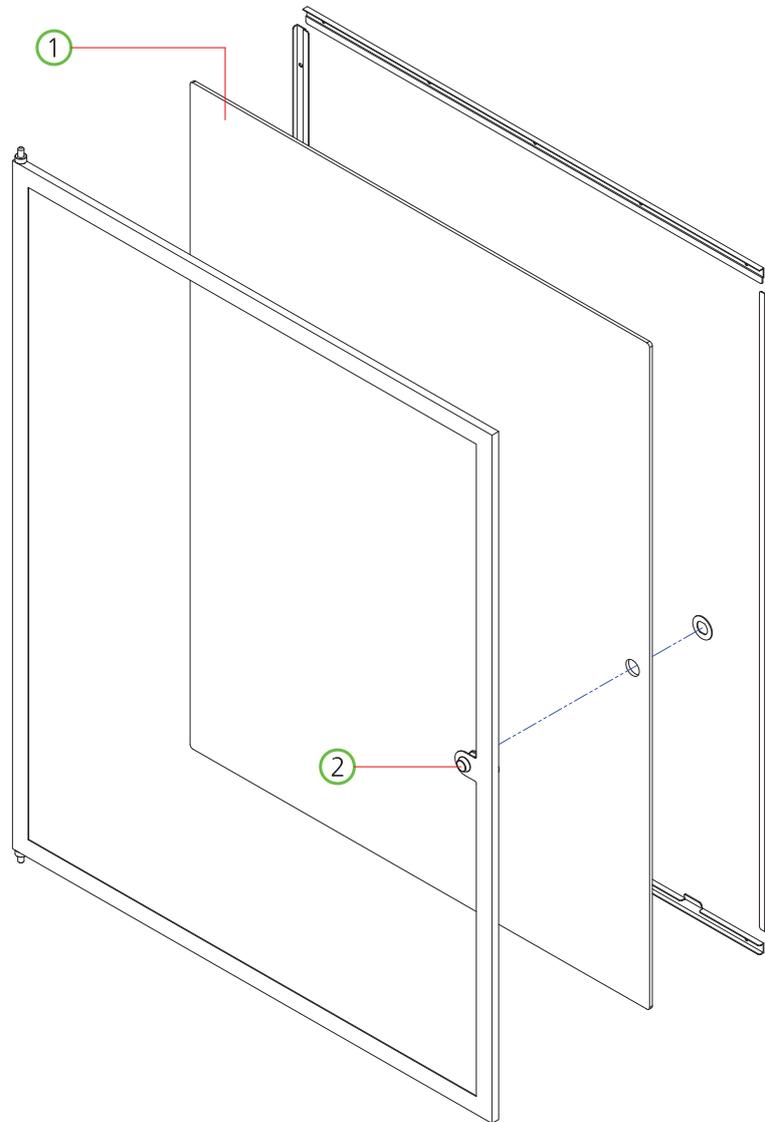
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	BILLBOARD PART	-	1	-
2	FRONT DOOR PART	-	1	-
3	GAME FILED PART	-	1	-
4	LIGHT BLOCK PART	-	1	-
5	TABLE PART	-	1	-
6	RAIL PART	-	1	-
7	PARTITION PART	-	1	-
8	LIFTER PART	-	1	-
9	BUTTON PART	-	1	-
10	MAIN DOOR PART	-	1	-
11	POWER PART	-	1	-
12	SERVICE PANEL PART	-	1	-
13	AC INPUT PART	-	1	-

## 10-1. BILLBOARD PART



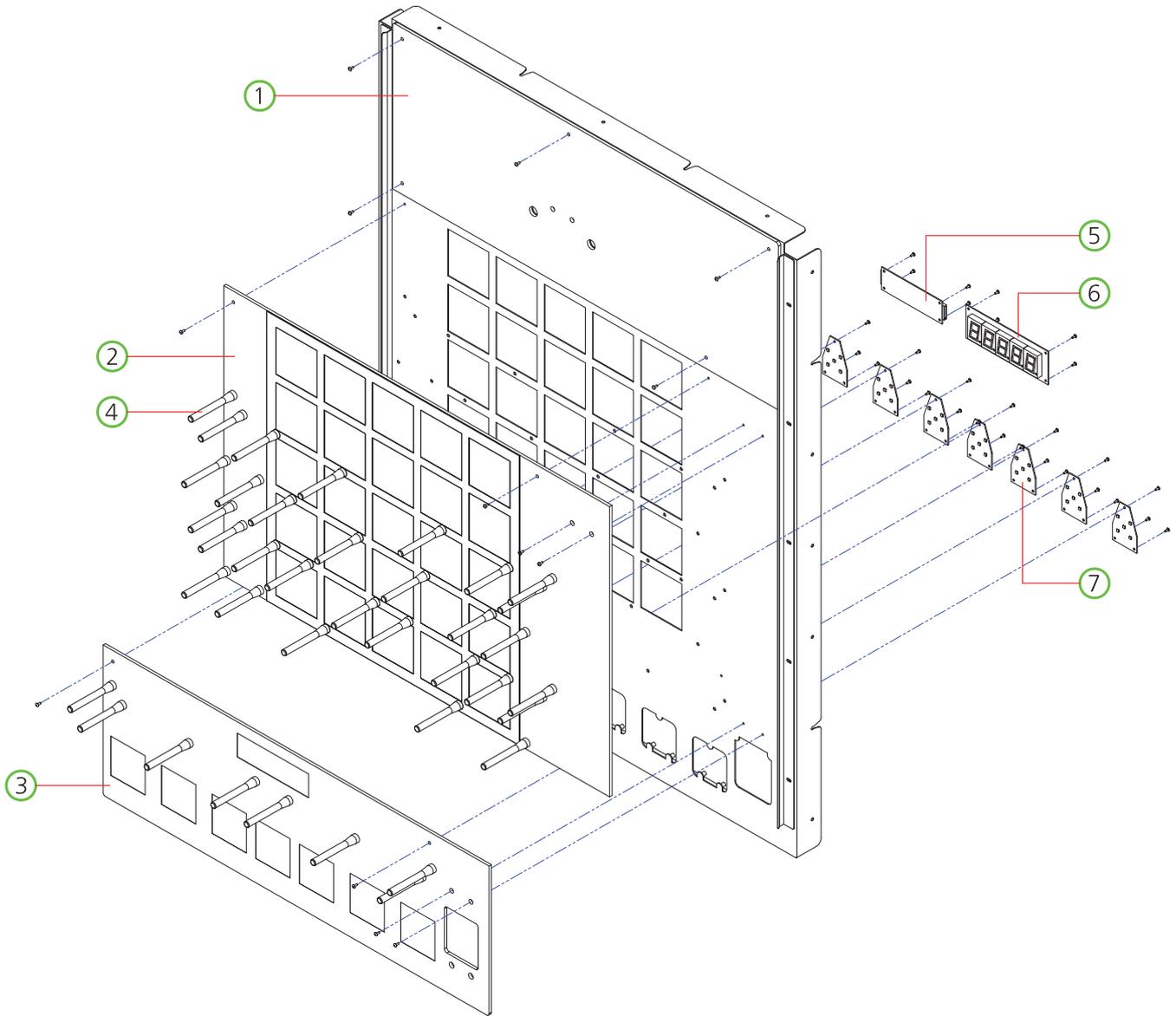
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	BILLBOARD FRONT ACRYL	ACRYL-5.0T	1	MCBLOACR005
2	BILLBOARD BACK ACRYL	ACRYL-3.0T	1	MCBLOACR008
3	LED STICK BAR	CW500_투명	3	MELEOLED002

## 10-2. FRONT DOOR PART



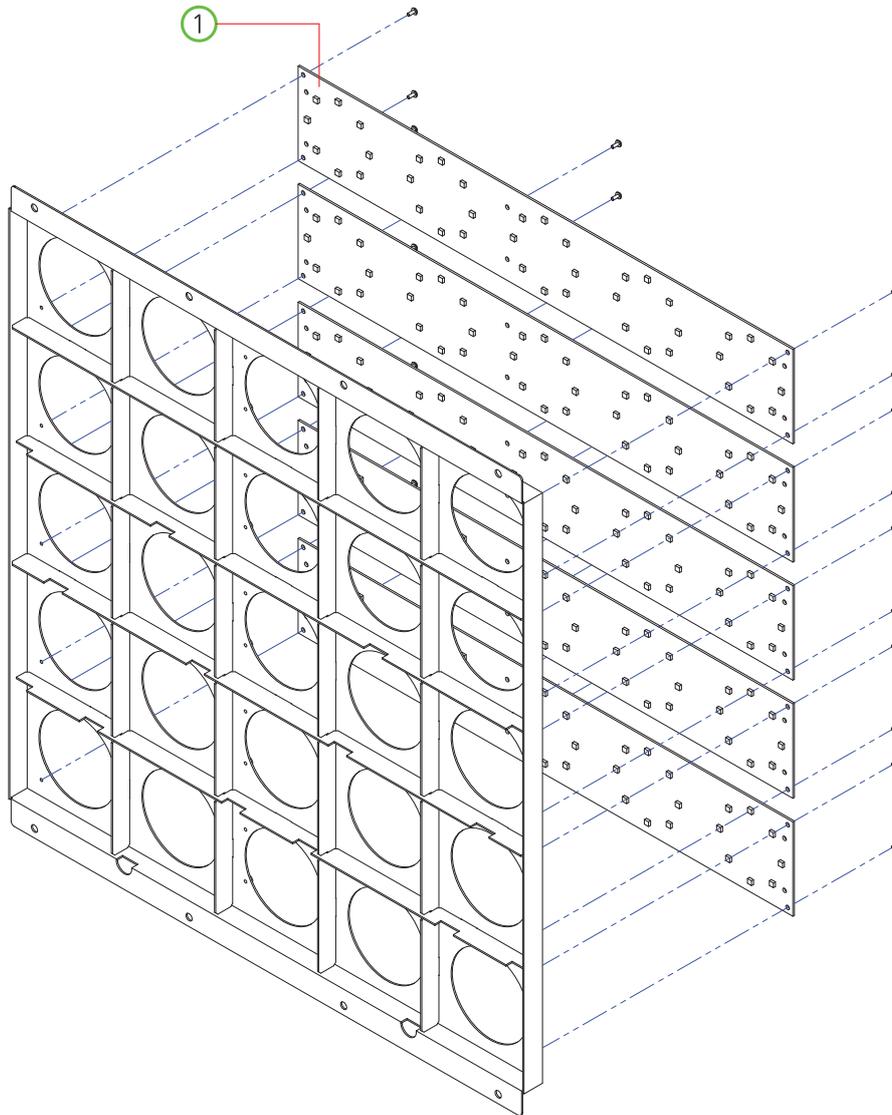
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	FRONT DOOR	GLASS-5.0T	1	MCBLOGLA001
2	KEY ASS'Y	-	1	-

### 10-3. GAME FIELD PART



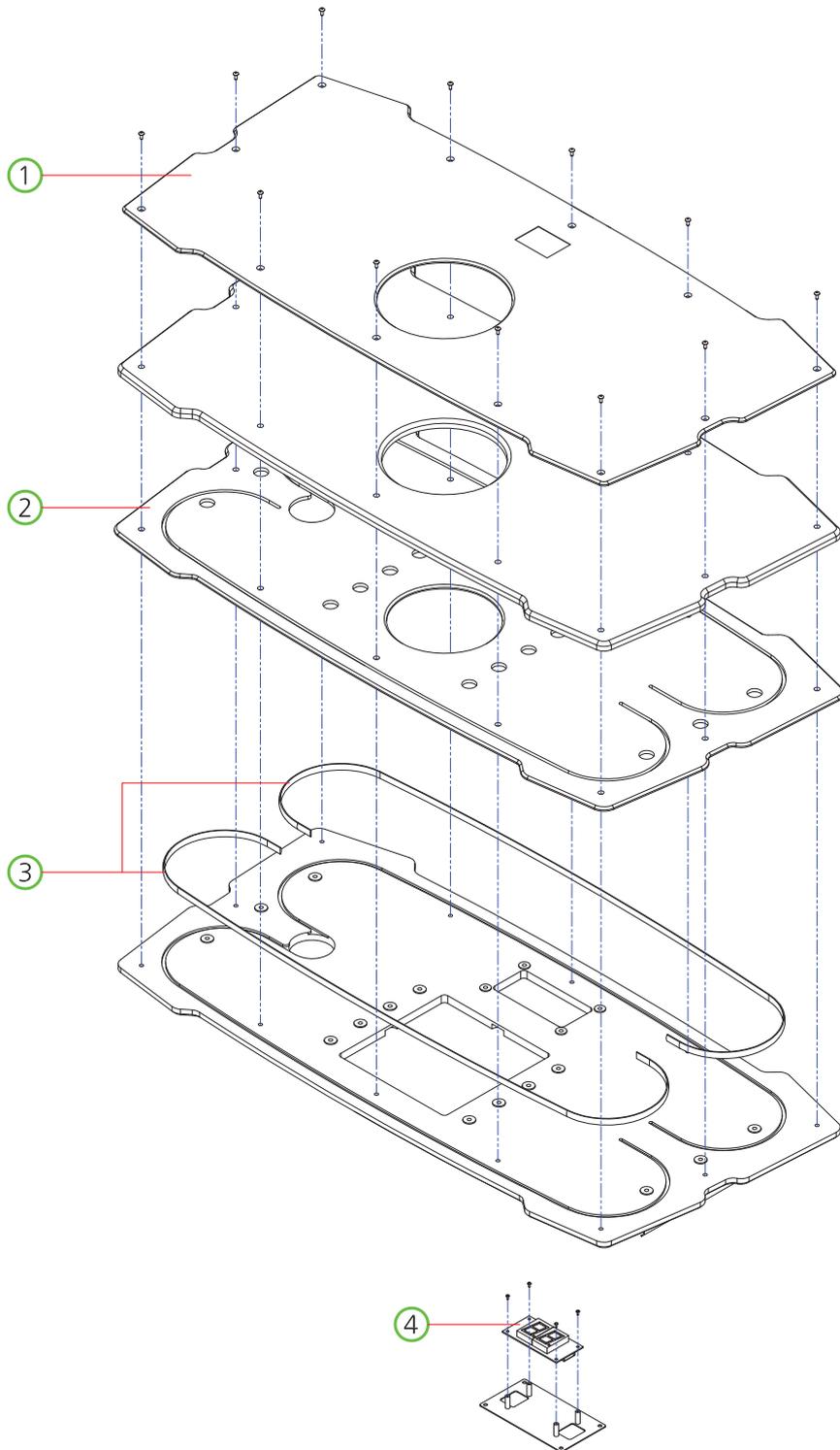
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	GAME FILED UPPER ACRYL	ACRYL-5.0T	1	MCBL0ACR028
2	GAME FILED MIDDLE ACRYL	ACRYL-5.0T	1	MCBL0ACR002
3	GAME FILED LOWER ACRYL	ACRYL-5.0T	1	MCBL0ACR029
4	PIN ASS'Y	-	1	MCBL0PLA001
5	SHOW TIME LED CONTROL PCB ASS'Y	-	1	ADOS0PCB008
6	JACKPOT FND PCB ASS'Y	-	1	ADOS0PCB005
7	SHOW TIME LED PCB ASS'Y	-	7	ADOS0PCB007

## 10-4. LIGHT BLOCK PART



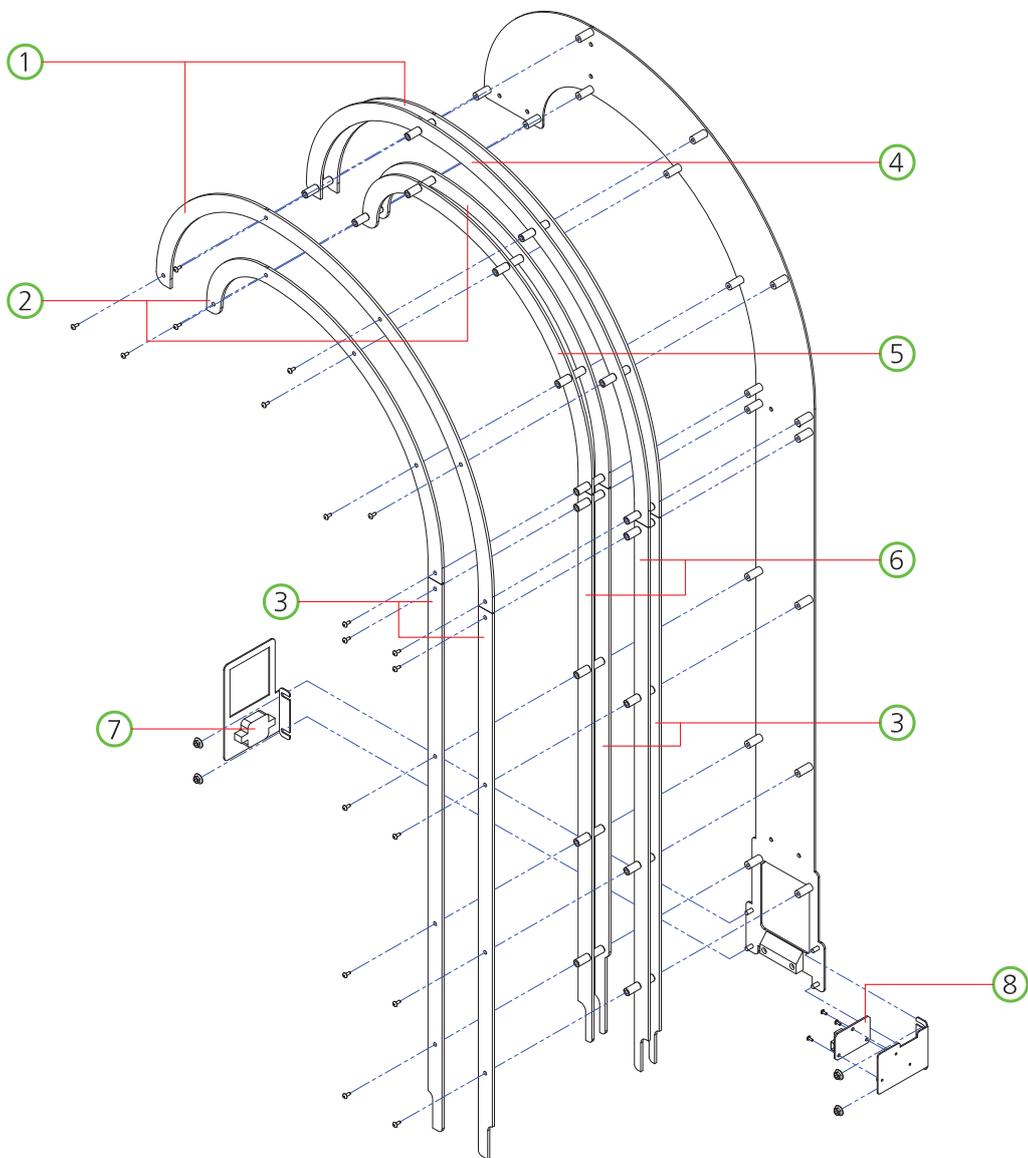
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	COLOR BLOCK PCB ASS'Y	-	5	ACBL0PCB005

## 10-5. TABLE PANEL PART



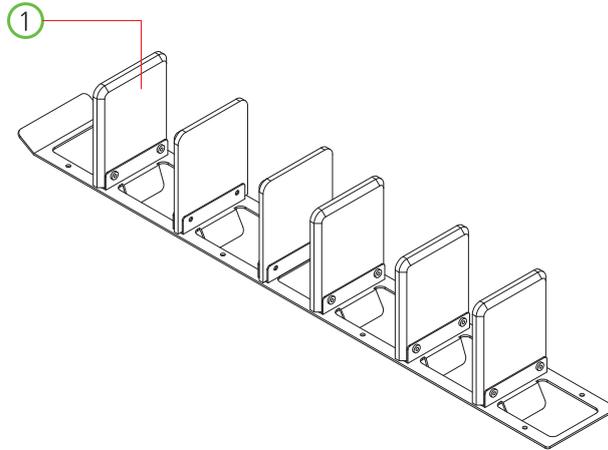
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	TABLE TOP ACRYL	ACRYL-5.0T	1	MCBL0ACR023
2	TABLE MIDDLE ACRYL	ACRYL-5.0T	1	MCBL0ACR019
3	FLEXIBLE LED PCB ASS'Y	50x10x1250_WARM WHITE	2	ACBL0PCB004
4	CREDIT FND PCB ASS'Y	-	1	ADOS0PCB006

## 10-6. RAIL PART



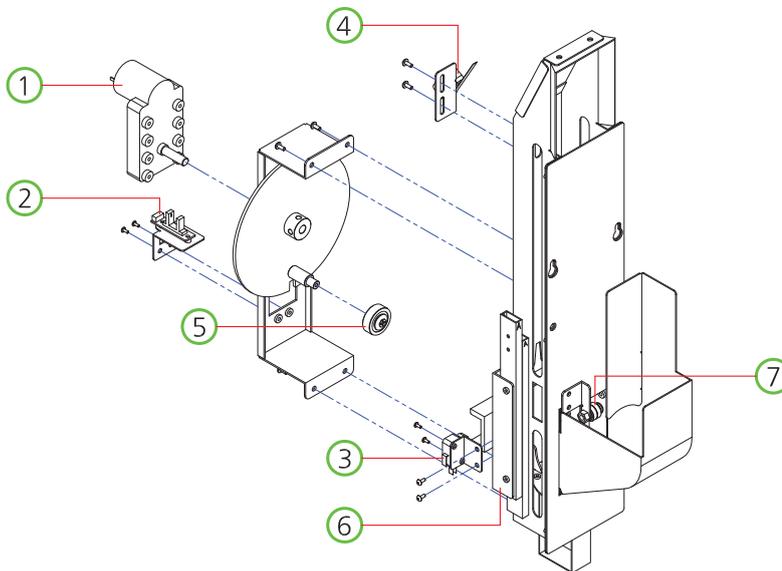
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	RAIL GUIDE RIGHT-A	ACRYL-3.0T	2	MCBL0ACR013
2	RAIL GUIDE LEFT-A	ACRYL-3.0T	2	MCBL0ACR007
3	RAIL GUIDE LOWER-C	ACRYL-3.0T	4	MCBL0ACR018
4	RAIL GUIDE RIGHT-B	ACRYL-3.0T	1	MCBL0ACR015
5	RAIL GUIDE LEFT-B	ACRYL-3.0T	1	MCBL0ACR009
6	RAIL GUIDE LOWER-B	ACRYL-3.0T	2	MCBL0ACR016
7	BALL GUIDE SPONGE	-	1	MCBL0SPO001
8	SENSOR PCB ASS'Y	-	1	ACBL0PCB006

## 10-7. PARTITION PART



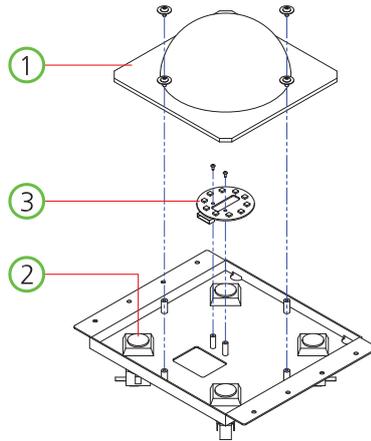
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	PARTITION	ACRYL_10.0T	6	MCBLOACR017

## 10-8. LIFTER PART



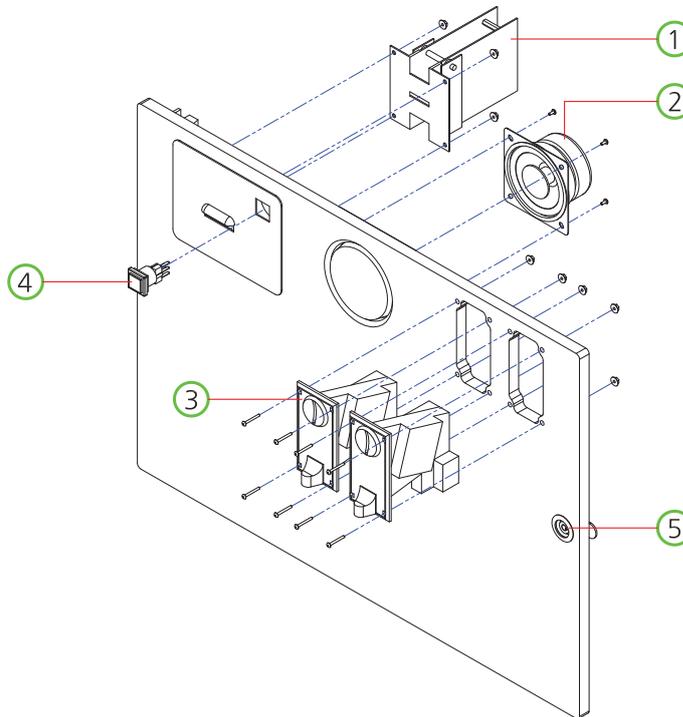
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	MOTOR	KGE-3429-050	1	MZZZ0MOT075
2	PHOTO INT1 PCB ASS'Y	ANGLE TYPE	1	AZZZ0PCB103
3	MICRO SWITCH	GSMV1651A2	1	MELE0MIC021
4	MICRO SWITCH	GSMV1651A2_LONG TYPE	1	MELE0MIC023
5	BEARING	D8_#638	1	MZZZ0BEA064
6	GUIDE RAIL	HD2020W_B	2	MZZZ0LIN002
7	BEARING	#696	2	-

## 10-9. BUTTON PART



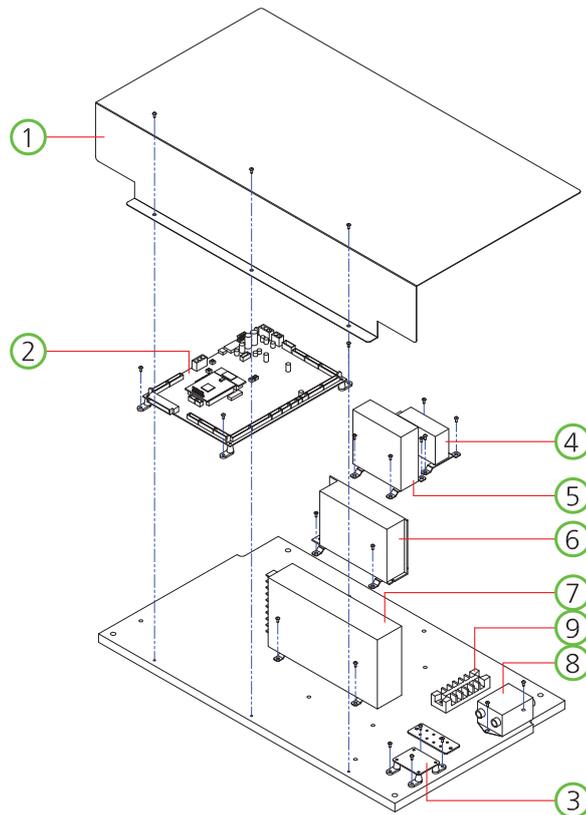
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	BUTTON DOME ACRYL	ACRYL-5.0T	1	MCBL0ACR001
2	BUTTON SWITCH	AM1PB-30HS-W12	4	MZZZ0BUT089
3	COIN ENTRY PCB ASS'Y	-	1	MCLB0PCB003

## 10-10. MAIN DDOR PART



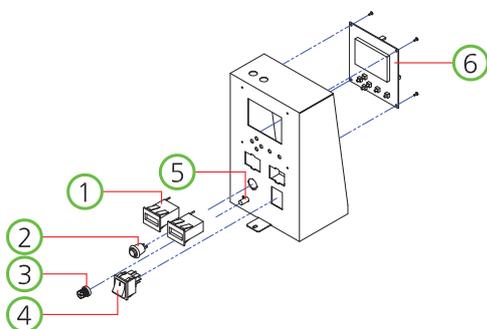
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	TICKET DISPENSER	TL-002H	1	MZZZ0TID007
2	SPEAKER	4.5"	1	MZZZ0SPE021
3	COIN SELECTOR	TW-130B	1	MZZZ0COS032
4	BUTTON SWITCH	-	1	MMUM0BUT002
5	KEY ASS'Y	7001	1	-

## 10-11. POWER COVER PART



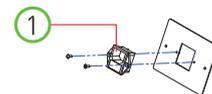
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	POWER COVER ACRYL	ACRYL-1.0T	1	MCBLOACR025
2	MAIN BOARD PCB ASS'Y	-	1	-
3	CB SOL PCB ASS'Y	-	1	MCBLOPCB001
4	POWER SMPS	RS25-5V	1	MELE0SMP056
5	POWER SMPS	RS50-12V	1	MELE0SMP055
6	POWER SMPS	NSE-100-12V	1	MELE0SMP064
7	POWER SMPS	SE450-36V	1	MELE0SMP058
8	NOISE FILTER	ES1-F10	1	MELE0NOI006
9	TERMINAL BLOCK	250V 6P	1	MELE0TEB001

## 10-12. SERVICE PANEL PART



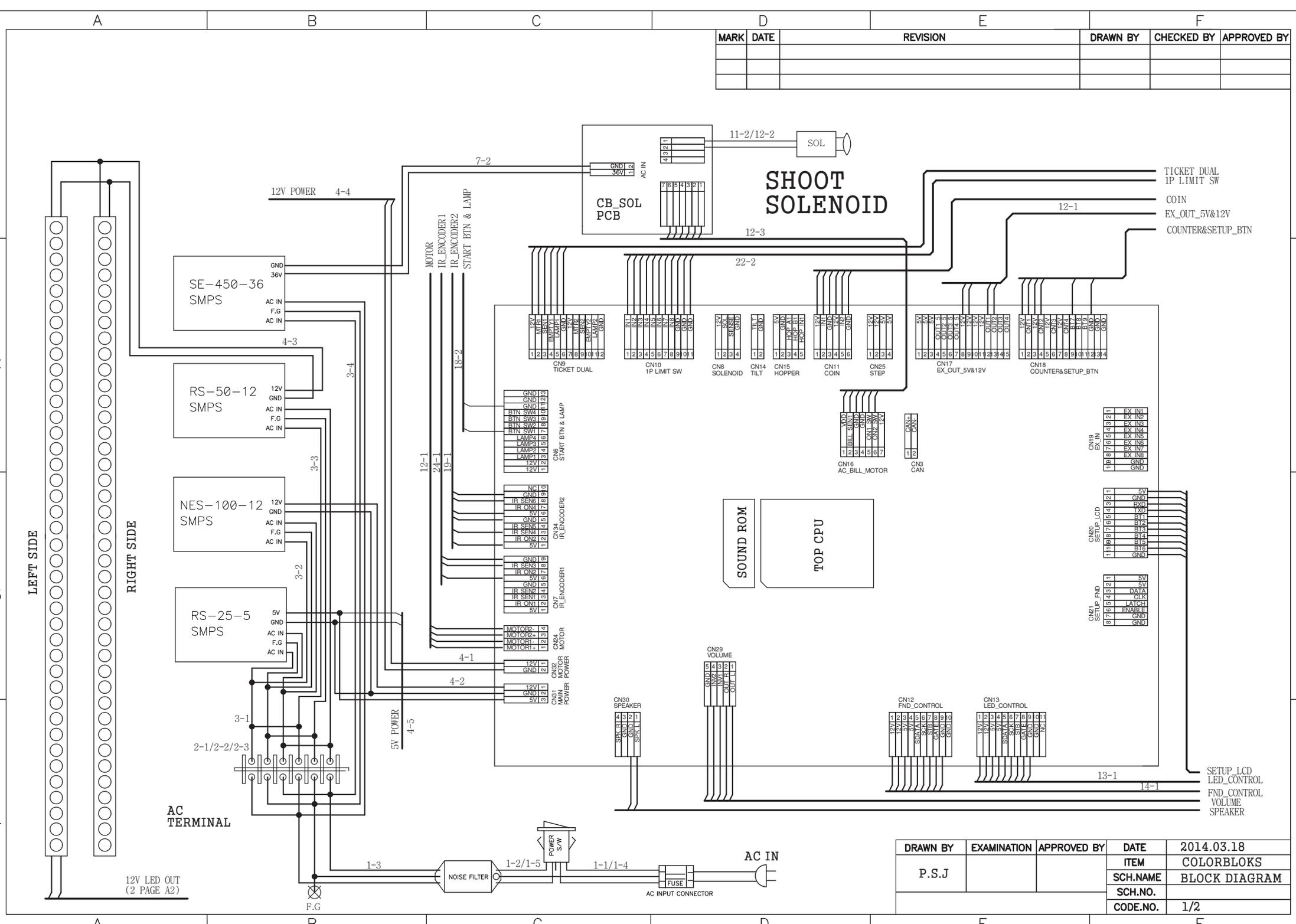
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	COUNTER	-	2	MZZZ0COU002
2	PUSH BUTTON SWITCH	DS-412R	1	MELE0PUS006
3	VOLUME KNOB	-	1	MELE0VOL007
4	ROCKER SWITCH	-	1	MELE0SWI004
5	VR PCB ASS'Y	-	1	AHM20PCB016
6	SETUP LCD PCB ASS'Y	-	1	AZZZ0PCB113

## 10-13. AC INPUT PART



NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	AC INPUT	DAC-13H	1	MELE0SWI015

MARK	DATE	REVISION	DRAWN BY	CHECKED BY	APPROVED BY



TICKET DUAL  
IP LIMIT SW  
COIN  
EX\_OUT\_5V&12V  
COUNTER&SETUP\_BTN

SOUND ROM  
TOP CPU

CN12 FND CONTROL  
CN13 LED CONTROL

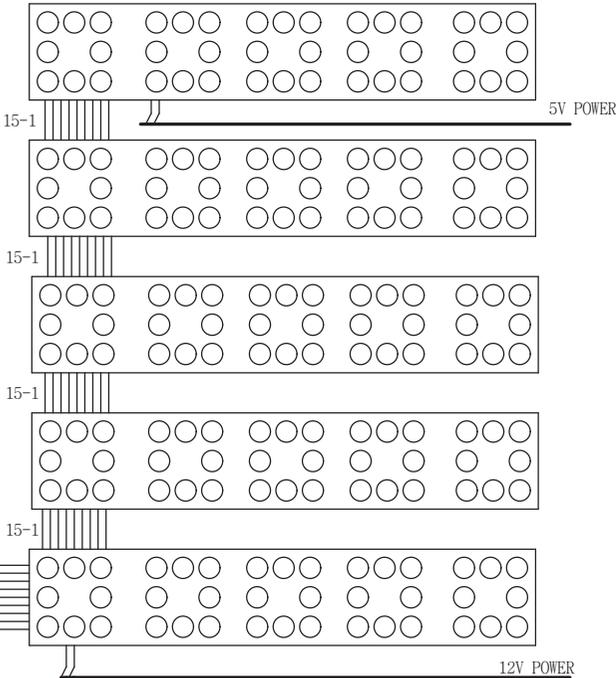
DRAWN BY	EXAMINATION	APPROVED BY	DATE	2014.03.18
P.S.J			ITEM	COLORBLOKS
			SCH.NAME	BLOCK DIAGRAM
			SCH.NO.	
			CODE.NO.	1/2

SETUP\_LCD  
LED\_CONTROL  
FND\_CONTROL  
VOLUME  
SPEAKER

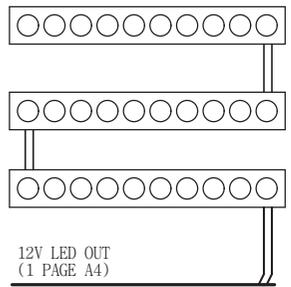
12V LED OUT  
(2 PAGE A2)

MARK	DATE	REVISION	DRAWN BY	CHECKED BY	APPROVED BY

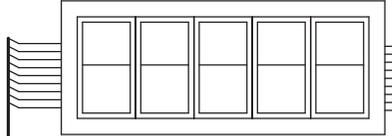
### 8 x 5 LED PCB(FRONT)



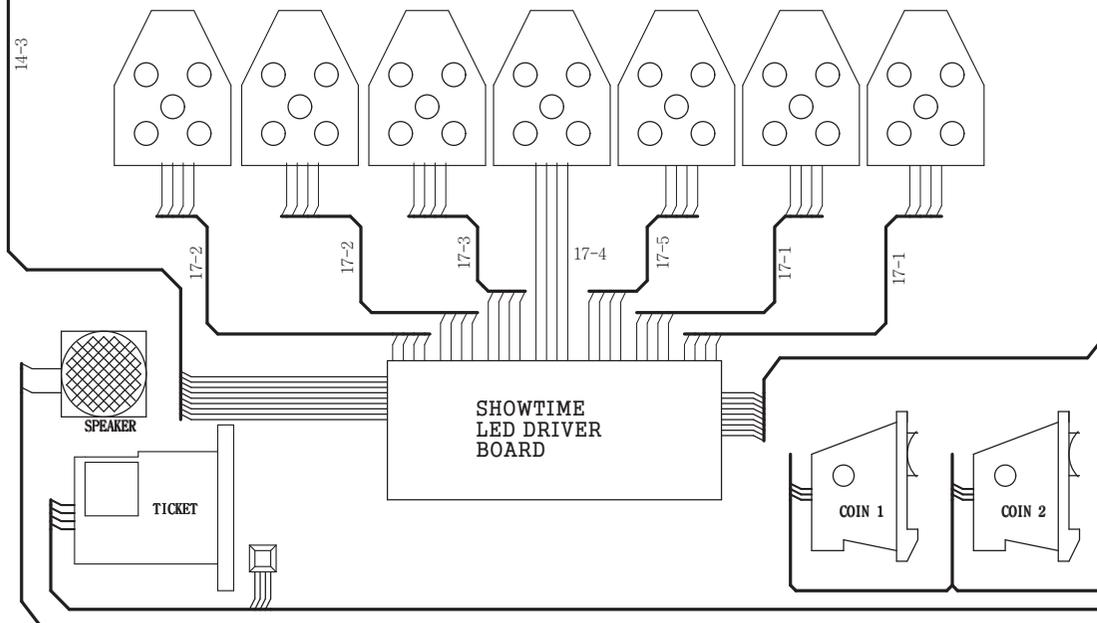
### BILLBOARD LED



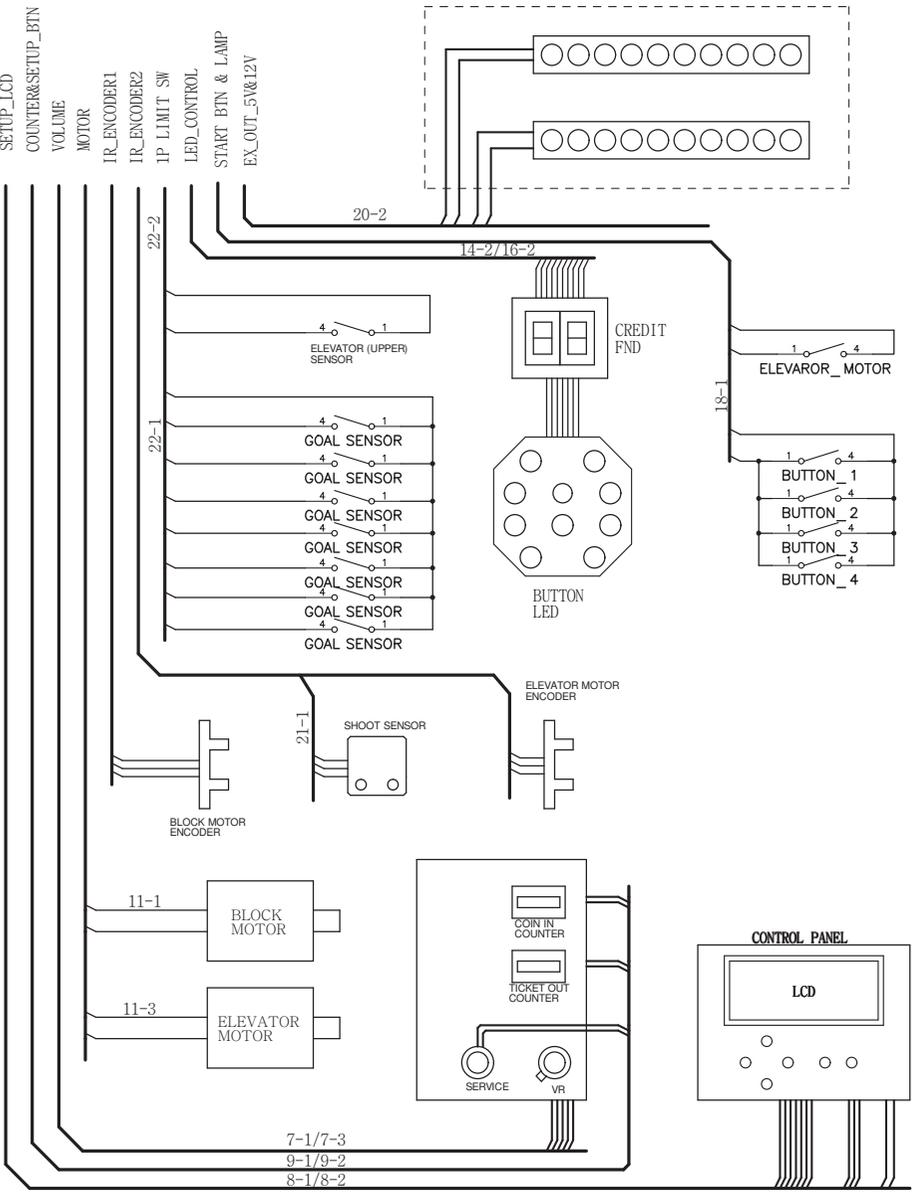
### SCORE FND



### SHOWTIME LED



### TABLE LED



DRAWN BY	EXAMINATION	APPROVED BY	DATE	2014.03.18
P.S.J			ITEM	COLOR BLOKS
			SCH.NAME	BLOCK DIAGRAM
			SCH.NO.	
			CODE.NO.	2/2



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Kyonggi-do, 410-834 Korea

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**USA BRANCH**

ANDAMIRO USA CORP.

17230 S. Main Street

TEL : 1-310-767-5800

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Homepage <http://www.andamiro.com/>