SERVICE MANUAL

STOP

IMPORTANT
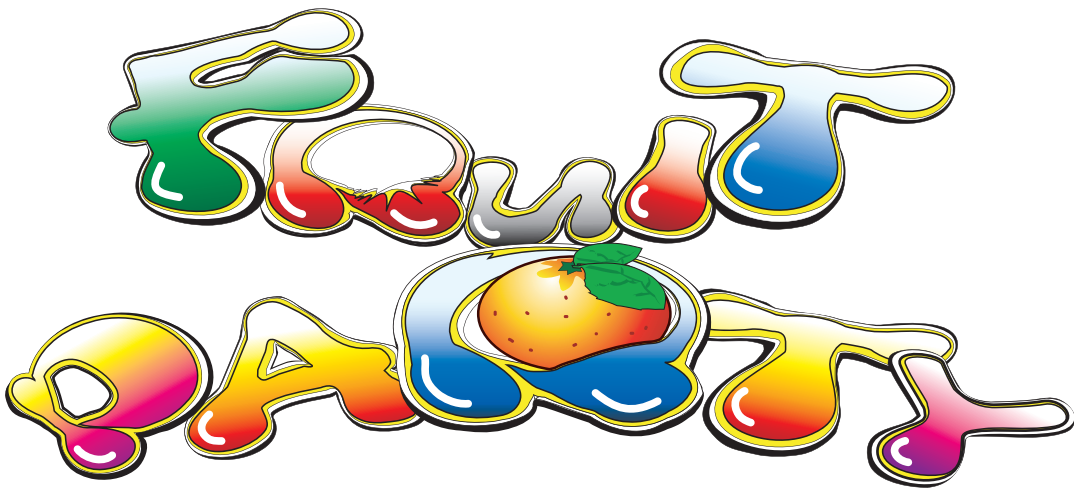
▶ Please read the manual carefully and keep it in mind before using this machine.

▶ Put this manual within touch of your reference in anytime.

♣ 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 protect players, visitors and property.

For safty reasons.
- The following suggestions should be adhered to:

⚠ **WARNING**
Disregarding could result in serious injury.

⚠ **CAUTION**
Disregarding could result in injury or product damage.

- **The following graphic suggestions describe the types of precautions to be followed.**

⚠
Indicates a care should be taken.

🚫
Forbidden.

🔌
Indicates a matter which must be performed.

- **Precautions to be followed:**

Certain 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 person and industry specialist are defined as follows.

Qualified in-shop maintenance person
- A service staff shall have experience in operations of game machines. The staff shall be responsible for assembly, installation, inspection and maintenance of the machine.

Industry specialist
- An industry specialist must be engaged in designing, manufacturing, inspecting and servicing amusement machines. He or she must have an education in electrical, electronic and mechanical engineering, and routinely maintain and repair amusement machines.

♣ PRECAUTIONS FOR USE

⚠ WARNING

Be sure to consult an industry specialist 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.
- 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, do not apply undue force on movable parts. Otherwise, injury and accident may result, or the product may be damaged.

The machine for indoor usage only does not install outside. 🚫

Do not set the game machine up near emergency exits. 🚫

Protect the game machine from: 🚫
- Rain or moisture.
- Direct sunlight.
- Direct heat from air-conditioning and heating equipment, etc..
- Hazardous flammable substances.
- Otherwise an accident or malfunction may result.

Do not place containers holding chemicals or water on or near the game machine. 🚫

Do not place objects near the ventilating holes. 🚫

Do not bend the power cord by force or place heavy objects on it. 🚫

Never plug or unplug the power cord with wet hands. 🚫

Never unplug the game machine by pulling the power cord. 🚫

⚠ CAUTION

Be sure to use indoor wiring within the specified voltage requirements. For extension cord, use the specified rating or more.

Be sure to use the attached power cord.

Never plug more than one cord at a time into the electrical receptacle. 🚫

Do not lay the power cord where people walk through. 🚫

Be sure to ground this product. ⏚

Do not exert excessive force when moving the machine. 🚫

For proper ventilation, keep the game machine 100mm(4″) away from the walls.

Do not alter the system related dipswitch settings.

♣ PRECAUTIONS FOR USE

⚠ 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 resu t the power cord periodically.

⚠ 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 shock the surface of glass products.

• Please do not play this game if
  • When you do drinking;
  • When your physical condition is not normal;
  • When you are in pregnancy;
  • When you have on a pulse controller;
  • When you have recently experienced a cramp or fainting away while watching TV.
• Avoid excessive force/shock while playing/moving the game.
• While do games, pay attention to surrounding.

Do not plug or unplug the power cord with wet hands.

In handling the power cord, follow the instructions below.

• Do not damage the power cord.	• Do not modify the power cord.
• Do not bend the power cord excessively.	• Do not twist the power cord.
• Do not heat the power cord.	• Do not pull the power cord.
• Do not bind the power cord.	• Do not stand on the power cord.
• Do not sandwich 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.

♣ PRECAUTIONS FOR USE

⚠ WARNING

Be sure to turn OFF the main power switch and unplug the power cord from the receptacle before inspecting or cleaning the machine.

When replacing parts, be sure to use parts of the correct specifications. Never use parts other than the specified ones.

Opening inside the machine shall be done by machine specialist only as high electric current is being sent inside. For game machine with monitor, a care should be taken while opening its back door. If not, a damage to the inside parts or the monitor may occur.

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.

Strictly refrain from 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 of 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.

⚠ CAUTION

Components in the game are sensitive to vibrations and impact. Care should be used 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 form the machine.

Before moving take the machine, off the levelers and move it on the casters.

Avoid excessive force while moving the machine.

PRECAUTIONS 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.
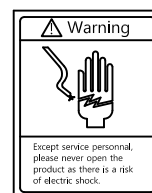
┌──────┐
│ 목차 │
└──────┘

1. SPECIFICATION

DESCRIPTION	SPECIFICATION
DIMENSION mm(inch)	W 1300(512) x D 1300(512) x H 2500(984)
WEIGHT	303 kg
POWER RATED VOLTAGE RANGE	AC 110V, 220V
CONSUMPTION	150 W

2. WARNING STICKER

①

①

⚠ Warning

"Assembling, Installation and Servicing of the game be performed by a qualified and an authorized personnel only"

②

FORK position

⚠ Warning

Except service personnal, please never open the product as there is a risk of electric shock.

3. ACCESSORY PARTS

① ② ③ ④
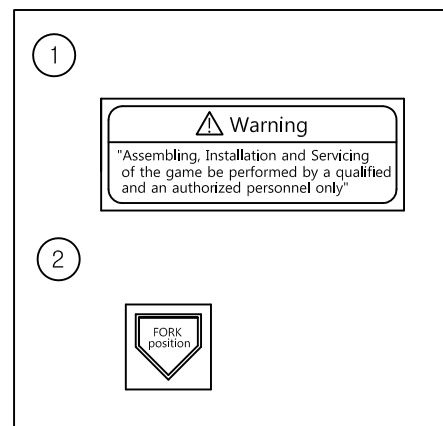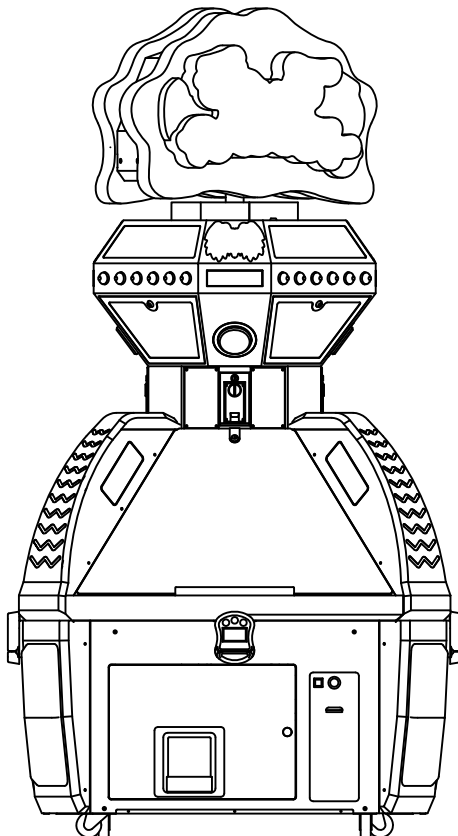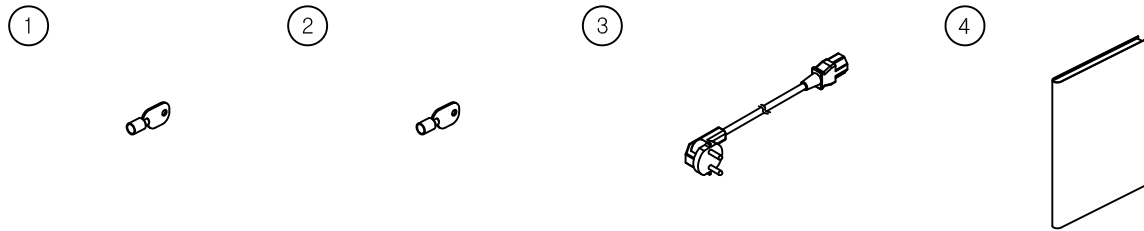
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	CASH BOX KEY	6001	2	MZZZ0KEY013
2	FRONT DOOR KEY	7001	2	MZZZ0KEY032
3	AC POWER CORD	220V	1	MELE0ACP002
4	MANUAL	–	1	–

4. MAIN COMPONENT LIST

TOP DISPLAY

BILLBOARD

FND

UPPER CORNER
MOLDING PART

LOWER CORNER
MOLDING PART

HOPPER ASS'Y

COIN SELECTOR

MIDDLE GLASS DOOR

CARD READER

TICKET ASS'Y

CONTROL PANEL

MENU LCD

BRIGHT MENU/
SELECT CANCLE
CHANGE CHANGE

COIN COUNTER TICKET COUNTER HOPPER COUNTER

WOOFER TREBLE MASTER
VOLUME VOLUME VOLUME

POWER S/W
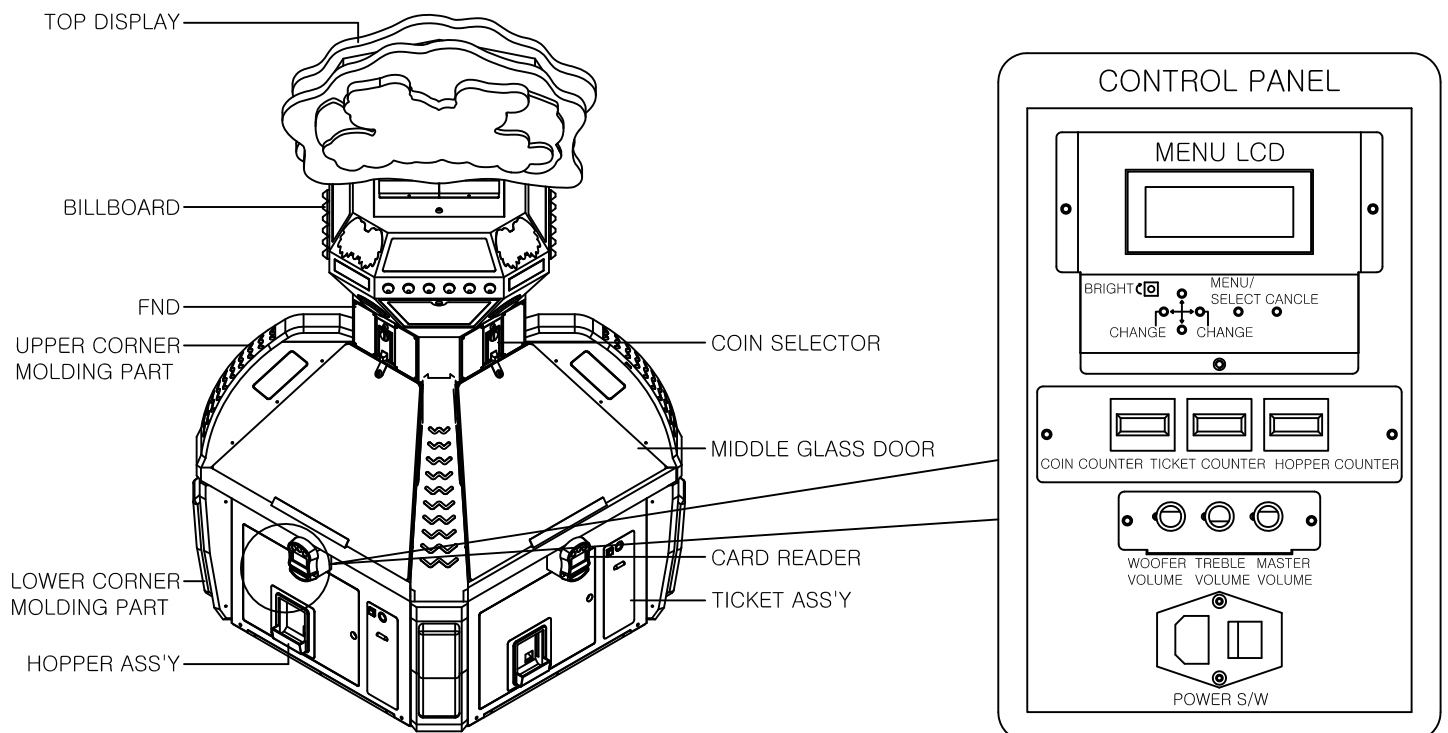
5. REQUIRED GAME-PLAY AREA / LOCKING UP THE MACHINE

① Recommendable maintenance and play zone.
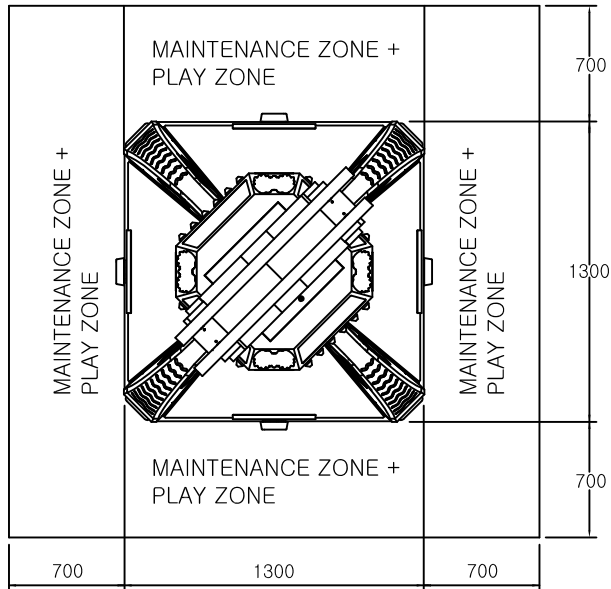
② Tie up the machine on the floor with the Adjuster as shown below picture.

MAINTENANCE ZONE + PLAY ZONE

MAINTENANCE ZONE + PLAY ZONE

MAINTENANCE ZONE + PLAY ZONE

MAINTENANCE ZONE + PLAY ZONE

700

1300

700

700   1300   700

Nut
Adjuster   Caster
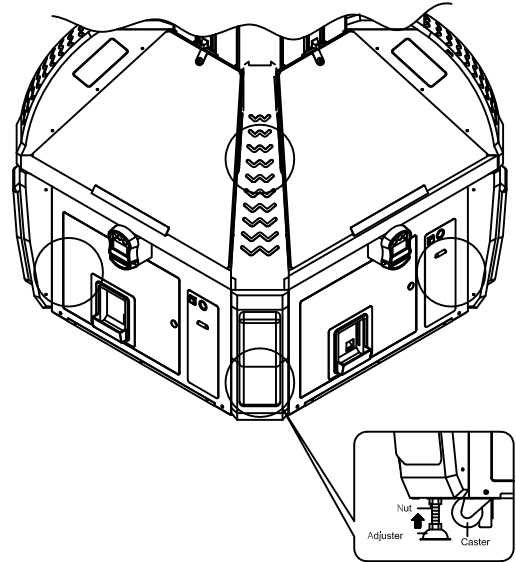
* Avoid the direct light(sunshine and neon light) from the machine if possible.

6. HOW TO CONNECT TO THE POWER
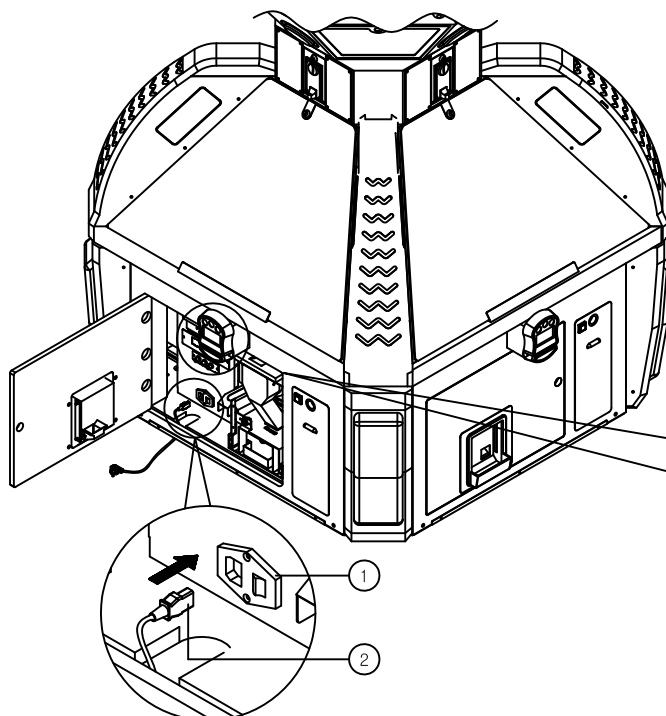
1. Connect AC Power Cable(2) to AC Input Ass'y(1).
2. Power On with Power S/W(3) on the Control Panel.

CONTROL PANEL

POWER S/W —③

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7. SETUP MODE

7-1. Button Function

Move to upward

BRIGHT

MENU/ SELECT

TEST/ CANCLE

Change value to -/ Move to previous

CHANGE   CHANGE

Move to downward

Change value to +/ Move to previous

7-2. OPERATION MENU

* Push Menu button to get into the OPERATION MENU.

```
## OPERATION MENU ##
 ▷SETUP MODE
   CLEAR MODE
   VIEW INT-DATA
   FACTORY-SETTING
   GAME MODE
   EVENT MODE
```

* Push Menu button to get into the SETUP MODE.

```
-----SETUP MODE-----
 ▷JP-Start    [200]   =
   JP-Limit   [2000]  =
   JP-Add     [2]     =
   TK-Target1 [16]    =
   TK-Target2 [10]    =
   TK-Target3 [6]     =
   TK-Target4 [50]    =
   TK-Target5 [6]     =
   TK-Target6 [10]    =
   TK-Target7 [16]    =
   TK-Bonus   [100]   =
   TK-Mercy   [0]     =
   HalfTicket [OFF]   =
   No Ticket  [OFF]   =
   Difficulty [5-NN]  =
   Party-Sec  [30s]   =
   Token/Card [10]    =
   Save and Exit
   Cancle and Exit
```
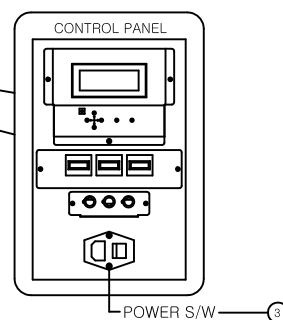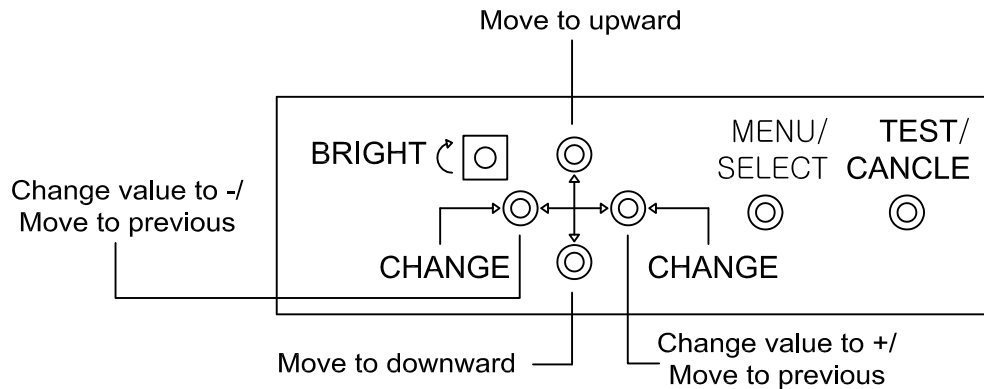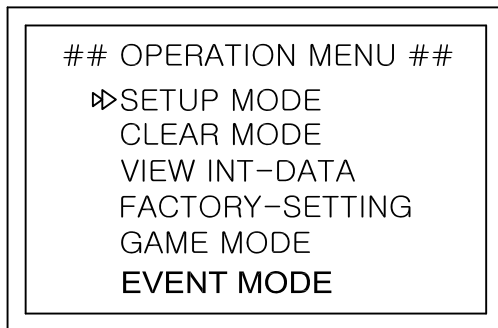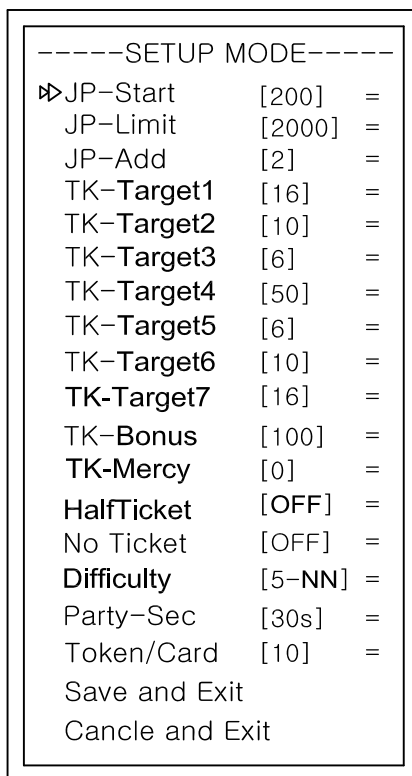
JP-Start
Setting a initial Jackpot value, 50~1000, increase by 10

JP-Limit
Setting a maximum Jackpot value, 500~4000, increase by 100

JP-Add
Setting a increasing value into Jackpot, 0~10, increase by 1

TK-Target 1~7
Setting a ticket amount for Target 1~7, 1~100, increase by 1

TK-Bonus
Setting a ticket amount for Bonus Ticket, 10~500, increase by 5

TK-Mercy
Setting a ticket amount for Mercy Ticket, 0~10, increase by 1

HalfTicket
If it is ON, Pay out a half value of the Win Point.

No Ticket
If it is ON, Tickets/Tokens are not dispensed.

Difficulty
1-EE(Very Easy) ~ 5-NN(Normal) ~ 9-HH(Very Hard).

Party-Sec
Setting a Jackpot Chance Time, 20s~40s, increase by 5.

Token/Card
Setting a number of tokens to be dispensed every debit card inserted, 1~100, increase by 1.

* If the option value is listed in the mark of [ ], it means Power-On-Default value.
* If the option value has a mark of = , it means Factory-Setting value.

```
-----CLEAR MODE-----
⇥CLEAR JACKPOT
  CLEAR TICKETS
  CLEAR PLAY-DATA
  CLEAR GAME-DATA
```
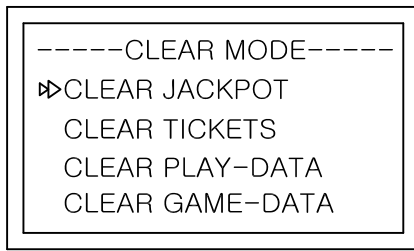
Clear Jackpot
　　　Reset to the inintial Jackpot Value.

Clear Tickets
　　　Clear dispensed tickets.

Clear Play-Data
　　　Clear play data

Clear Game-Data
　　　Clear game data

View Int-Data
　　　View internal data.

Factory-Setting
　　　Set to the Factory-Default Seeting.

Game Mode
　　　Return to Game Mode.

Event Mode
　　Event Time : 1min, 2min, 3min, 5min(Default), 10min, 15min, 20min, 30min.
　　Difficulty : 1-EE ~ 5-NN ~ 9-HH.
　　Event Start :
　　　It is automatically started once a coin is inserted.
　　　When the event mode is finished, push "ticket Empty Button" on the ticket door to get the
　　　event mode started again.

　　　To move out from Event Mode, select "Game Mode" in Operation Menu.

8. TEST MODE

　　* Hold down TEST/CANCLE button and power ON to get into the TEST MODE.

8-1. Game Test
　　Same as Game Mode, test sound out and detect manual target dropping without coin inserting.

```
***  TEST MODE  ***
------------------
←— GAME TEST [PAYO]—→
UP/DN : Sub-Menu
```
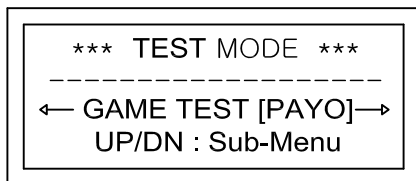
* "tst-1" displayed on the Jackpot FND.
* Sub-Menu
　　1) PAYO : Operated ticket dispensers and counters.
　　2) NPAY : Not operated ticket dispensers and counters.

8-2. Place Test
　　Test the lights and sounds of each station 1 to 4.

```
***  TEST MODE  ***
------------------
←— PLACE TEST [T-1] —→
UP/DN : Sub-Menu
```
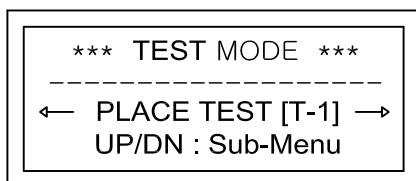
* "tst-2" displayed on the Jackpot FND.
* Sub-Menu
　　1) T-1 : Test LEDs, FNDs and sounds of each station.
　　2) T-2 : Test a group of LEDs, FNDs and its colors.

8-3. Wheel Test

Test a wheel speed.

```
***  TEST MODE  ***
------------------
←  WHEEL TEST [B-1]  →
UP/DN : Sub-Menu
```

* "tst-3 -> t3xxx" displayed on the Jackpot FND(xxx : Wheel speed).
* A default time value displayed on the Time FND.
* Current time value displayed on the Ticket FND.
* Sub-Menu
    1) B-1~7 : Test a wheel speed of Normal Game Time.
    2) P-1~7 : Test a wheel speed of Party Time

8-4. Inout Test

Test input and output devices.

```
***  TEST MODE  ***
------------------
←  INOUT TEST [TK1]  →
UP/DN : Sub-Menu
```
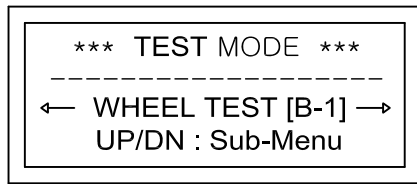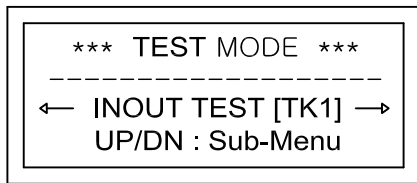
* "tst-4->t4.Cd" displayed on the Jackpot FND.
    (C : Coin, d : Card)
* "EePs" displayed on the Ticket FND.
    (E : Encoder1, e : Encoder2, P : Guide Sensor, s : Target Sensor)

* "TtHh" displayed on the Time FND.
    (T : Ticket sensor, t : Ticket button, H : Hopper sensor, h : Hopper button)

* Sub-Menu
    1) TK1~4 : Ticket dispenser of station1 to 4.
    2) HF1~4 : Hopper machine of station1 to 4, rotate CW.
    3) HB1~4 : Hopper machine of station1 to 4, rotate CCW.

8-5. Sound Test

Test a sounds.

```
***  TEST MODE  ***
------------------
←  SOUND TEST [B-1]  →
UP/DN : Sub-Menu
```
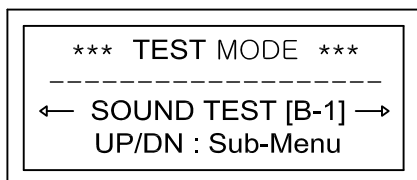
* "tst-5" displayed on the Jackpot FND.
* "PLAY or STOP" displayed on the Ticket FND.
* "Palying sound number" displayed on the Time FND.

* Sub-Menu
    1) B-1~5 : Background music.
    2) F01~26 : Effect sound.
    3) V01~23 : Voice.

9. ERROR MODE

* The error displyed on the Jackpot FND as below.

Error Number   Sub Error Number

8-1. Coin Selector
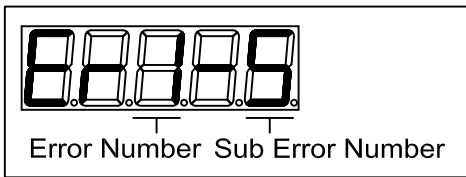

```
Check the connector status ──NG──▶ Connect a connector
          │
          OK
          ▼
Check the pulse status, NO ──NG──▶ Switch NC to NO
          │
          OK
          ▼
   Replace coin selector
```
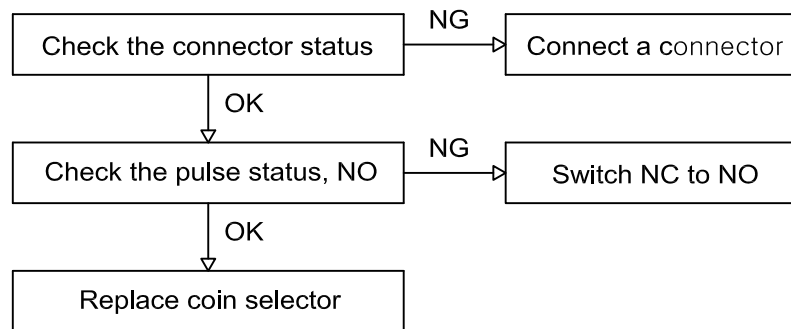
8-2. Bill Acceptor

8-3. Debit Card Reader

Optional

8-4. Wheel Encoder

8-5. Win Sensor

8-6. Via Sensor


```
Check the Connector status ──NG──▶ Connect a connector
          │
          OK
          ▼
   Replace Sensor PCB
```


Via Sensor

Win Sensor

Wheel Sensor
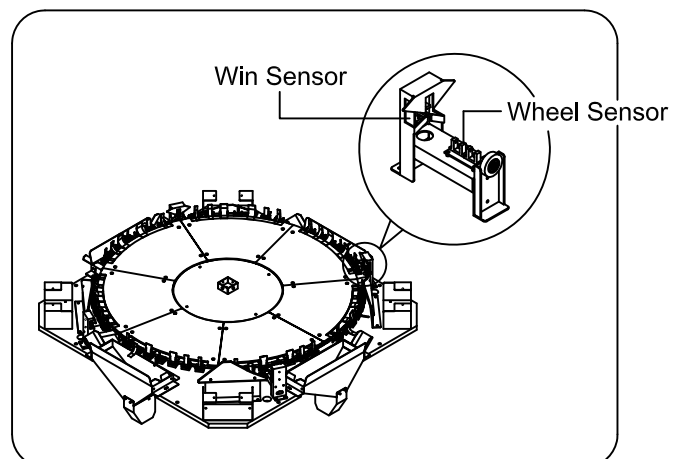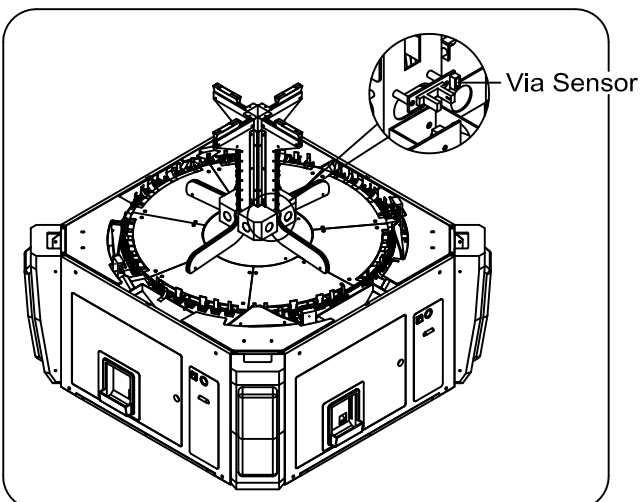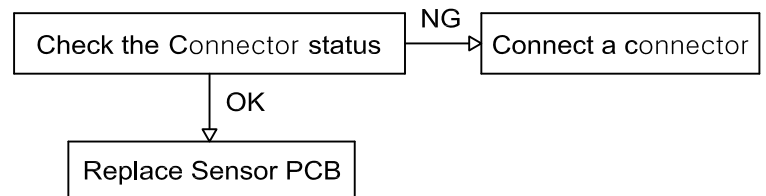
8-7. Ticket Dispenser

1) Ticket Empty

`8 8 8 1`

2) Ticket Jam

`8 8 8 2`

```
┌─────────────────────────┐   ON   ┌─────────────────────────────┐
│ Ticket empty button lamp│───────▷│ Fill in the ticket box with │
└─────────────────────────┘        │ ticket                      │
            │ OFF                   └─────────────────────────────┘
            ▽
┌─────────────────────────┐   NG   ┌─────────────────────────────┐
│ Check the ticket        │───────▷│ Replace ticket dispenser    │
│ dispenser               │        └─────────────────────────────┘
└─────────────────────────┘
            │ OK
            ▽
┌─────────────────────────┐
│ Replace main board      │
└─────────────────────────┘
```
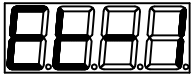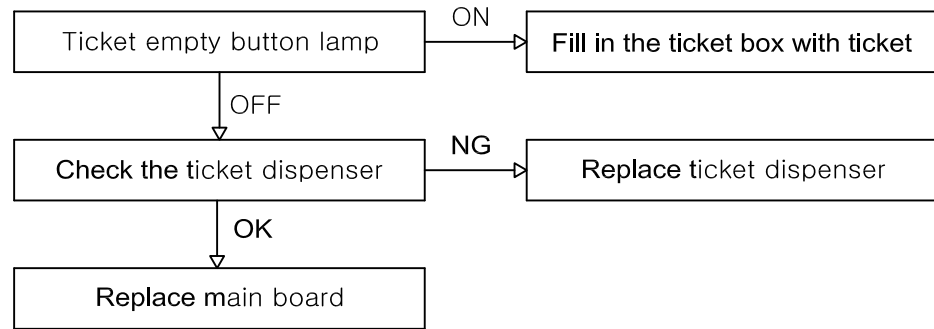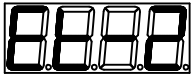
8-8. Hopper Machine

1) Medal Empty

`8 8 8 1`

2) Medal Jam

`8 8 8 2`

```
┌─────────────────────────────┐   No   ┌─────────────────────────────┐
│ Is there medals in the hopper│──────▷│ Fill in the hopper with medals│
└─────────────────────────────┘        └─────────────────────────────┘
            │ Yes
            ▽
┌─────────────────────────────┐   NG   ┌─────────────────────────────┐
│ Test a hopper in the Test   │──────▷│ Replace the hopper          │
│ Mode                        │        └─────────────────────────────┘
└─────────────────────────────┘                     │ NG
                                                     ▽
                                        ┌─────────────────────────────┐
                                        │ Replace main board          │
                                        └─────────────────────────────┘
```

-9-
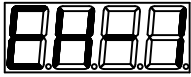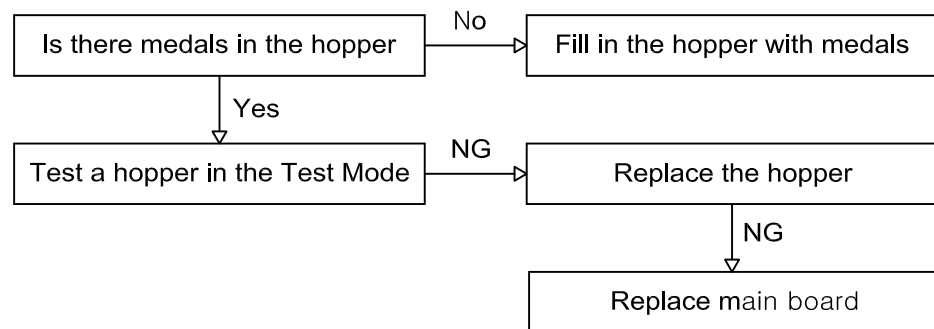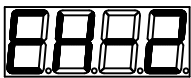
9. EXPLODED VIEW

9-1. MAIN CABINET ASS'Y
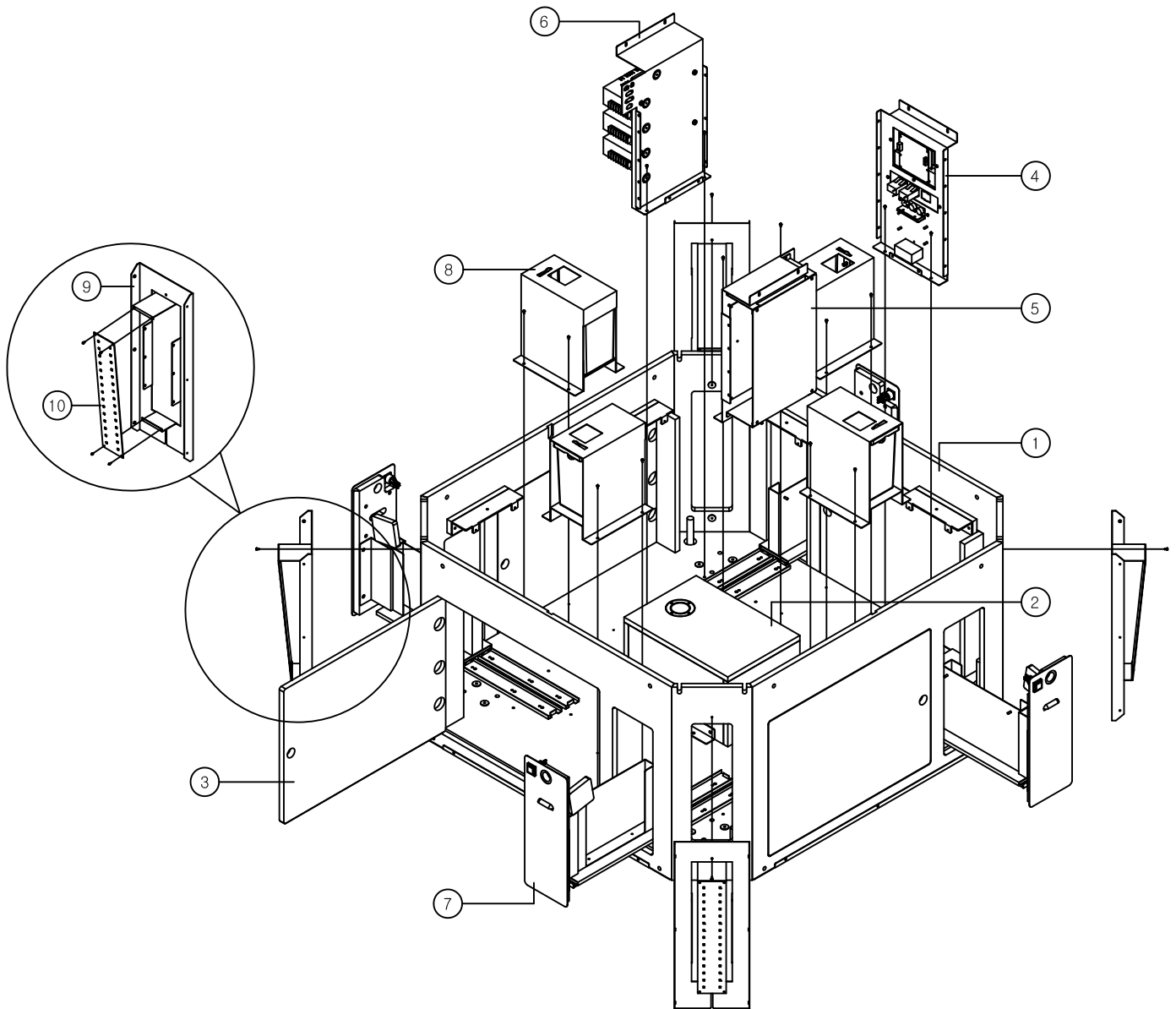
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	LOWER CABINET ASS'Y	–	1	AFPA0WOO001
2	WOOFER BOX PART	–	1	–
3	LOWER CABINET DOOR	–	4	MFPA0WOO002
4	CONTROL PANEL PART	–	1	–
5	MAIN BOARD PART	–	1	–
6	POWER SMPS PART	–	1	–
7	TICKET DISPENSER PART	–	4	–
8	COIN BOX PART	–	4	–
9	LOWER CORNER MOLDING BRACKET	–	4	MFPA0MEP011
10	LOWER CORNER LED PCB ASS'Y	–	4	AFPA0PCB003

9-2. MAIN CABINET ASS'Y – Hopper type
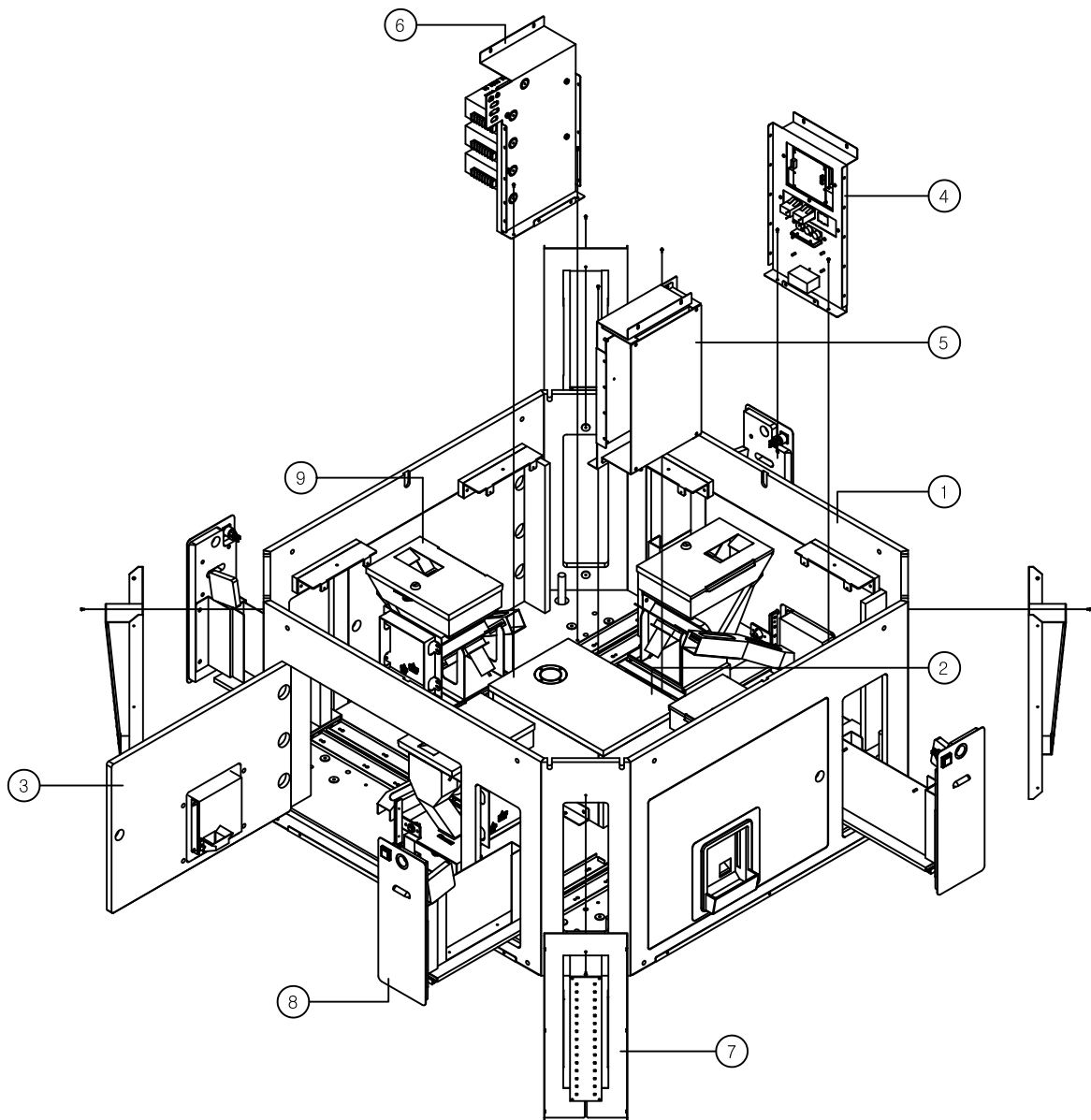
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	LOWER CABINET ASS'Y	–	1	AFPA0WOO002
2	WOOFER BOX PART	–	1	–
3	LOWER CABINET DOOR–HOPPER	–	4	MFPA0WOO009
4	CONTROL PANEL PART	–	1	–
5	MAIN BOARD PART	–	1	–
6	POWER SMPS PART	–	1	–
7	LOWER CORNER PART	–	4	–
8	TICKET DISPENSER PART	–	4	–
9	HOPPER PART	–	4	–
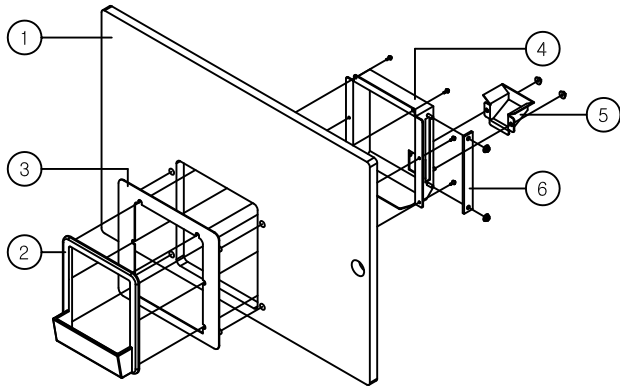
9-2-1. HOPPER DOOR ASS'Y

NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	LOWER CABINET DOOR-HOPPER	–	1	MFPA0WOO009
2	COIN COVER	–	1	MZZZ0PLA021
3	COIN OUT COVER	–	1	MFPA0MEP073
4	COIN OUT GUIDE BODY	–	1	MFPA0MEP074
5	COIN OUT ENTRY	–	1	MFPA0MEP085
6	COIN OUT LAMP ACRYL	–	1	MFPA0ACR023
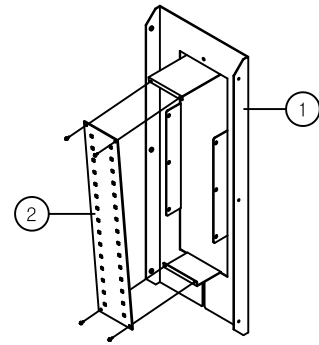
9-2-2. LOWER CORNER PART ASS'Y

NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	LOWER CORNER MOLDING BRACKET	–	1	MFPA0MEP011
2	LOWER CORNER LED PCB ASS'Y	–	1	AFPA0PCB003
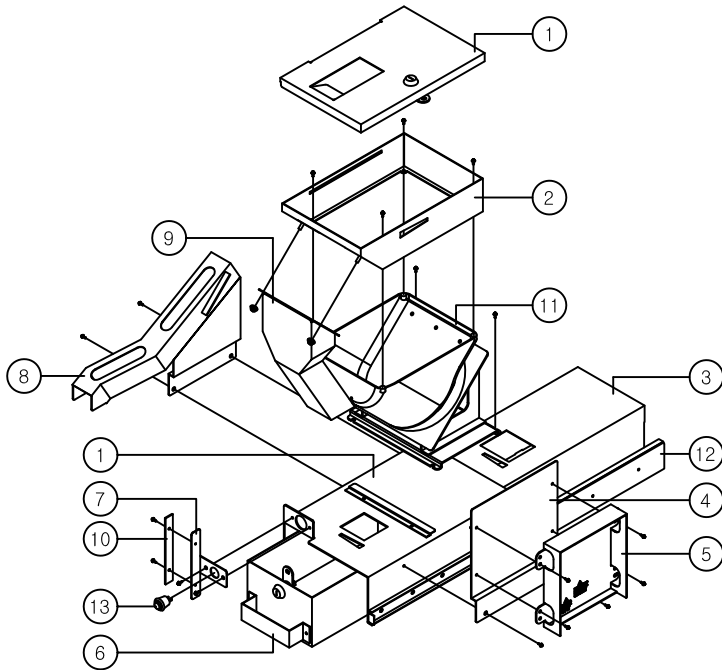
9-2-3. HOPPER PART ASS'Y

NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	OVERFLOW BRACKET BODY COVER	–	1	MFPA0MEP079
2	OVERFLOW BRACKET BODY	–	1	MFPA0MEP078
3	OVERFLOW COIN BOX BRACKET	–	1	MFPA0MEP077
4	CARD READER CONTROL PCB BRACKET	–	1	MFPA0MEP084
5	CARD READER CONTROLLER	–	1	–
6	OVERFLOW COIN BOX	–	1	MFPA0MEP081
7	COIN OUT LAMP BRACKET	–	1	MFPA0MEP083
8	HOPPER COIN OUT GUIDE	–	1	MFPA0MEP082
9	OVERFLOW COIN GUIDE	–	1	MFPA0MEP080
10	WHEEL LED PCB ASS'Y	–	1	MFPA0PCB004
11	HOPPER	–	1	–
12	GUIDE RAIL	300mm	2	MMUN0000004
13	PUSH BUTTON SWITCH	DS412R	1	MELE0PUS006
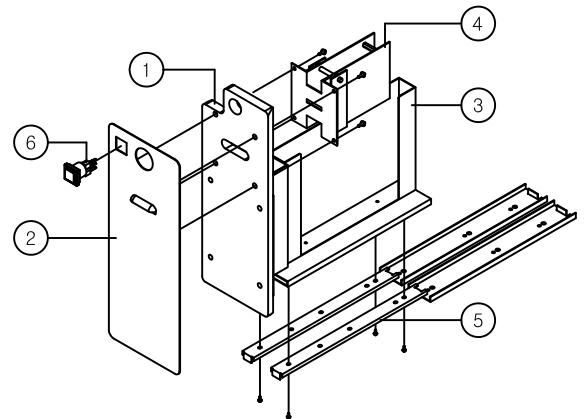
9-2-4. TICKET DISPENSER PART ASS'Y

NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	TICKET DOOR	–	1	MFPA0WOO003
2	TICKET DOOR COVER	–	1	MCIR0MEP014
3	TICKET BOX	–	1	MZZZ0MEP039
4	TICKET DISPENSER	–	1	MZZZ0TID003
5	GUIDE RAIL	300mm	2	MMUN0000004
6	BUTTON SWITCH	AMIPB-26SH-R12D	1	MMUM0BUT002
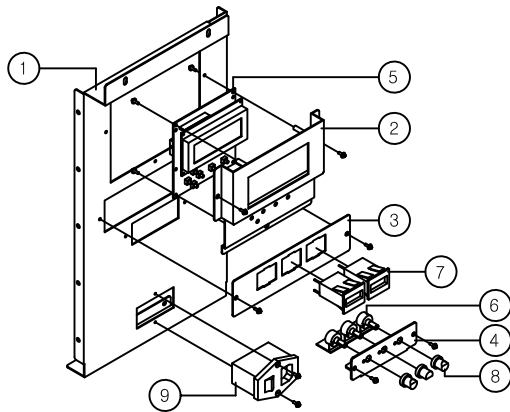
9-2-5. CONTROL PANEL PART ASS'Y

NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	CONTROL PANEL BRACKET	–	1	MFPA0MEP005
2	SETUP LCD BRACKET	–	1	MFPA0MEP006
3	COUNTER BRACKET	–	1	MFPA0MEP007
4	VOLUME PCB BRACKET	–	1	–
5	SETUP CONTROL PCB ASS'Y	–	1	–
6	VOLUME PCB ASS'Y	–	1	–
7	COUNTER	AMMC-712(7D12V)	2	MZZZ0COU002
8	VOLUME KNOB	–	3	MELE0VOL007
9	NOISE FILTER	IP-0642-H2	1	MELE0NOI002
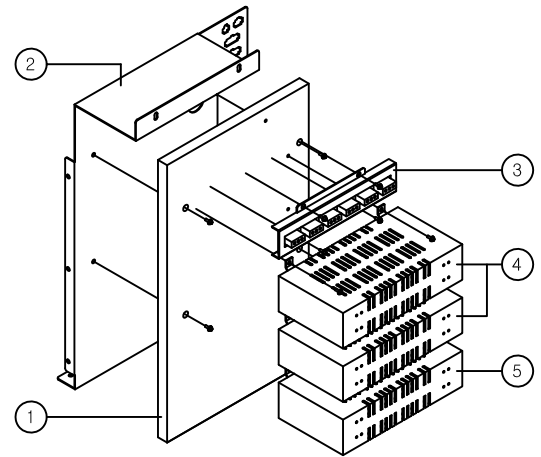
9-2-6. POWER SMPS PART ASS'Y

NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	POWER SMPS PANEL	–	1	MFPA0WOO004
2	POWER SMPS BRACKET	–	1	MFPA0MEP010
3	AC JOIN PCB BRACKET ASS'Y	–	1	–
4	POWER SMPS	12V, 5V	2	MELE0SMP034
5	POWER SMPS	DSF80-24	1	MELE0SMP031
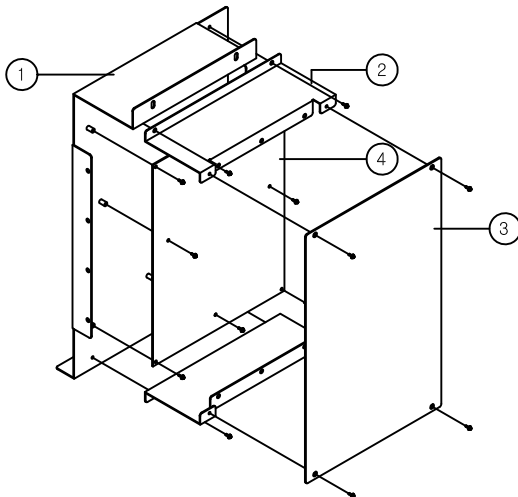
9-2-7. MAIN BOARD PART ASS'Y

NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	MAIN BOARD BRACKET	–	1	MFPA0MEP008
2	MAIN BOARD COVER SUPPORT	–	2	MFPA0MEP009
3	MAIN BOARD COVER ACRYL	–	1	MFPA0ACR001
4	PUBLIC MAIN PCB ASS'Y	–	1	AFPA0PCB001
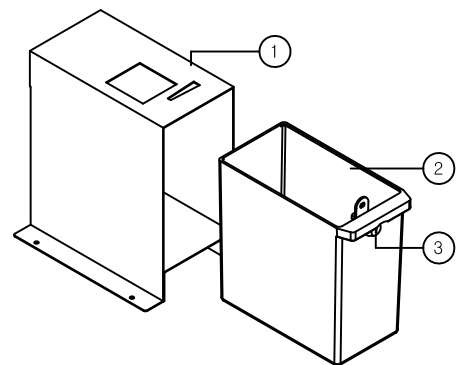
9-2-8. COIN BOX PART ASS'Y

NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	COIN BOX BRACKET	–	1	MFPA0MEP004
2	COIN BOX	–	1	MDRE0PLA007
3	KEY ASS'Y	6001	1	MZZZ0KEY041

9-3. GAME PANEL ASS'Y
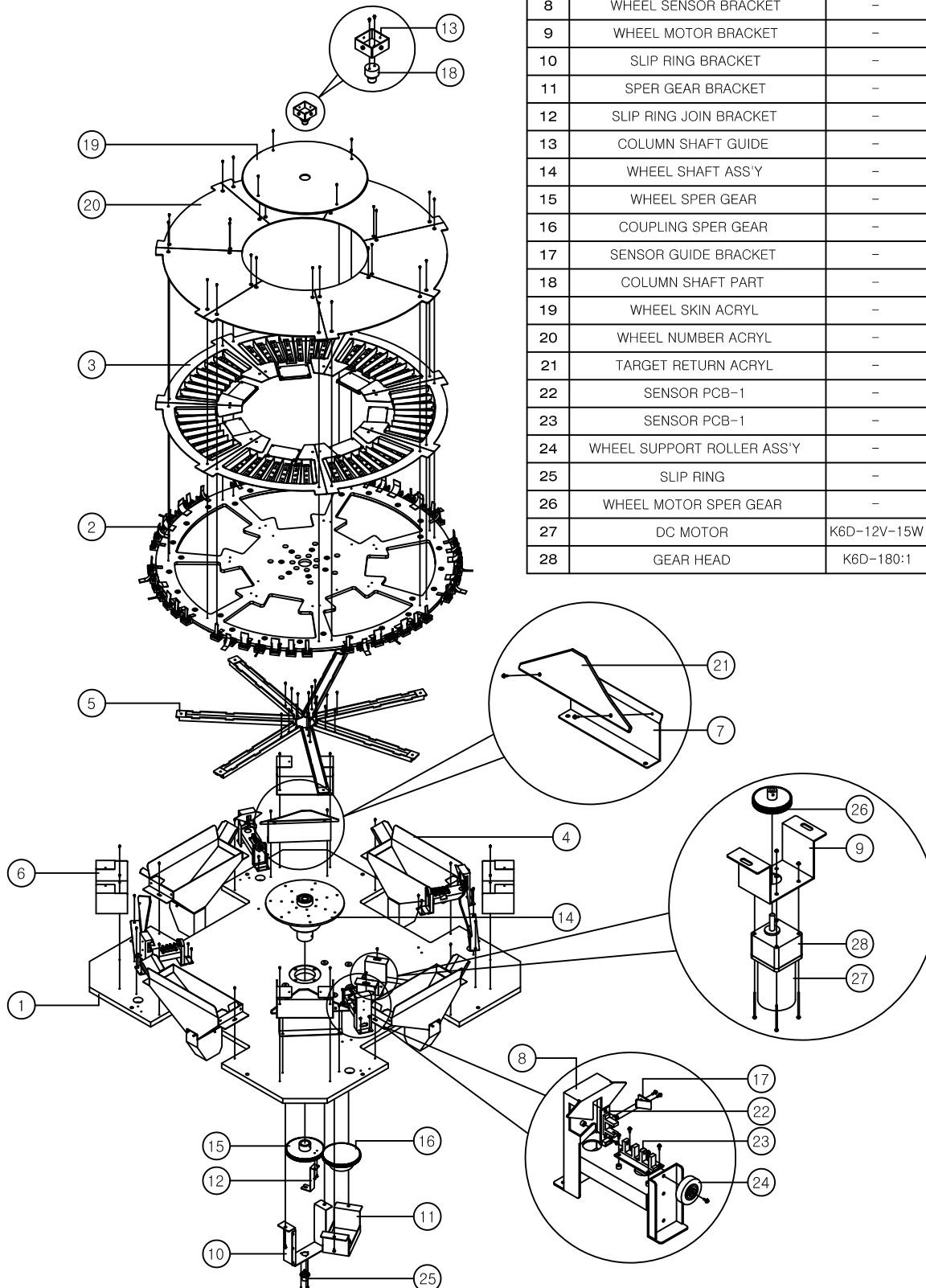
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	GAME PANEL	–	1	MFPA0WOO005
2	WHEEL PANEL PART	–	1	–
3	WHEEL NUMBER LED PART ASS'Y	–	6	–
4	COIN RETURN ENTRY PART	–	4	–
5	WHEEL PANEL SUPPORT	–	6	MFPA0MEP013
6	GAME PANEL INNER ACRYL BRACKET	–	4	MFPA0MEP023
7	TARGET RETURN BRACKET SUPPORT	–	4	MFPA0MEP022
8	WHEEL SENSOR BRACKET	–	4	MFPA0MEP020
9	WHEEL MOTOR BRACKET	–	1	MFPA0MEP026
10	SLIP RING BRACKET	–	1	MFPA0MEP027
11	SPER GEAR BRACKET	–	1	MFPA0MEP025
12	SLIP RING JOIN BRACKET	–	1	MFPA0MEP028
13	COLUMN SHAFT GUIDE	–	1	MFPA0MEP024
14	WHEEL SHAFT ASS'Y	–	1	–
15	WHEEL SPER GEAR	–	1	MFPA0PRO0005
16	COUPLING SPER GEAR	–	1	MFPA0PRO0002
17	SENSOR GUIDE BRACKET	–	4	MFPA0MEP021
18	COLUMN SHAFT PART	–	1	–
19	WHEEL SKIN ACRYL	–	1	MFPA0ACR004
20	WHEEL NUMBER ACRYL	–	6	MFPA0ACR0016~22
21	TARGET RETURN ACRYL	–	4	MFPA0ACR003
22	SENSOR PCB-1	–	4	–
23	SENSOR PCB-1	–	4	–
24	WHEEL SUPPORT ROLLER ASS'Y	–	4	–
25	SLIP RING	–	1	MELE0SLR001
26	WHEEL MOTOR SPER GEAR	–	1	MFPA0PRO008
27	DC MOTOR	K6D-12V-15W	1	MZZZ0MOT032
28	GEAR HEAD	K6D-180:1	1	MZZZ0GEA003
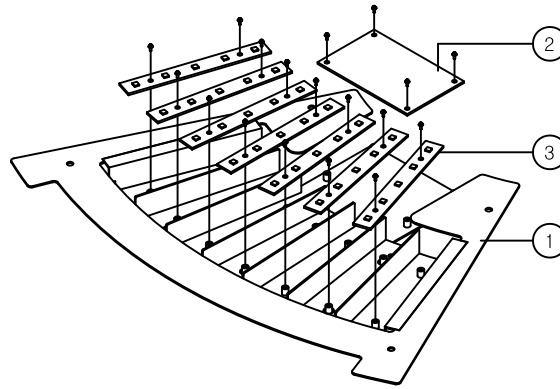
9-3-1. WHEEL NUMBER LED PART ASS'Y

NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	WHEEL NUMBER LED BRACKET	–	1	MFPA0PLA008
2	WHEEL LED CONTROL PCB ASS'Y	–	1	AFPA0PCB005
3	WHEEL LED PCB ASS'Y	–	7	AFPA0PCB004
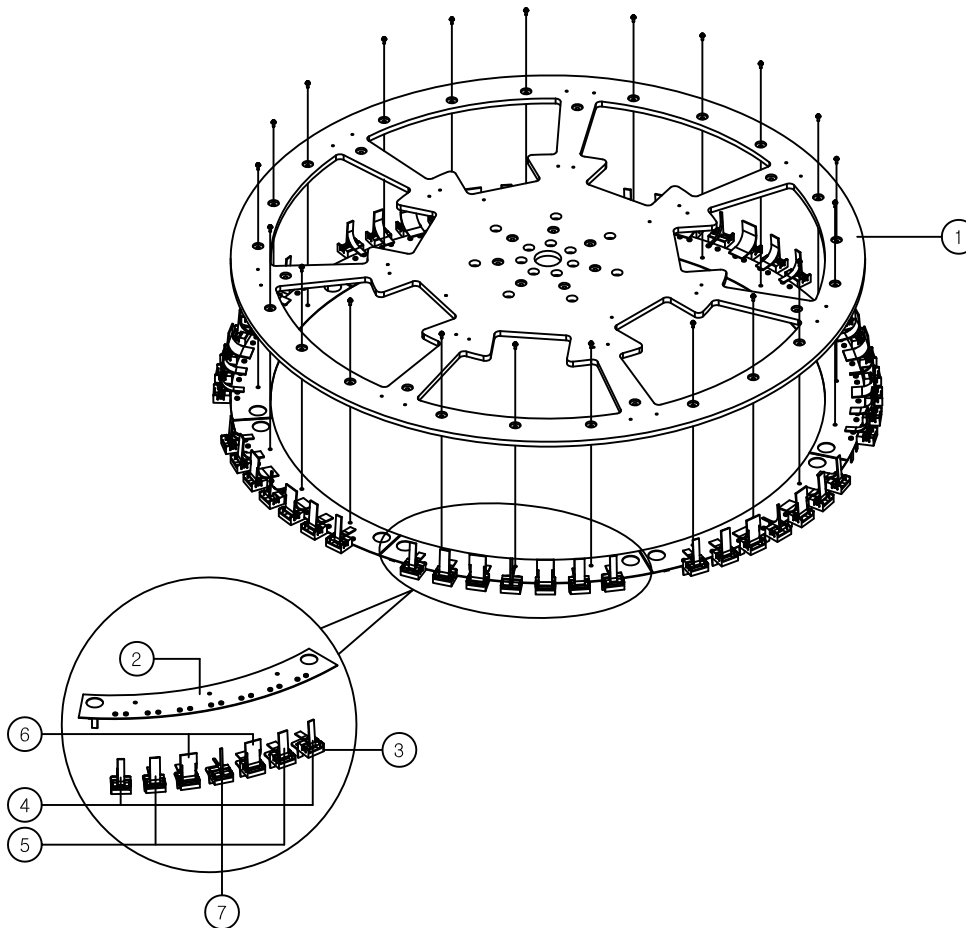
9-3-2. WHEEL PANEL PART ASS'Y

NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	WHEEL PANEL	–	1	MFPA0WOO006
2	TARGET BASE BRACKET-A	–	1	MFPA0MEP015
3	TARGET BASE	–	49	MCIR1PLA001
4	TARGET	10mm	14	MFPA0PLA005
5	TARGET	20mm	14	MFPA0PLA006
6	TARGET	35mm	14	MFPA0PLA007
7	TARGET	4mm	7	MFPA0PLA004

9-4. BILLBOARD PART ASS'Y
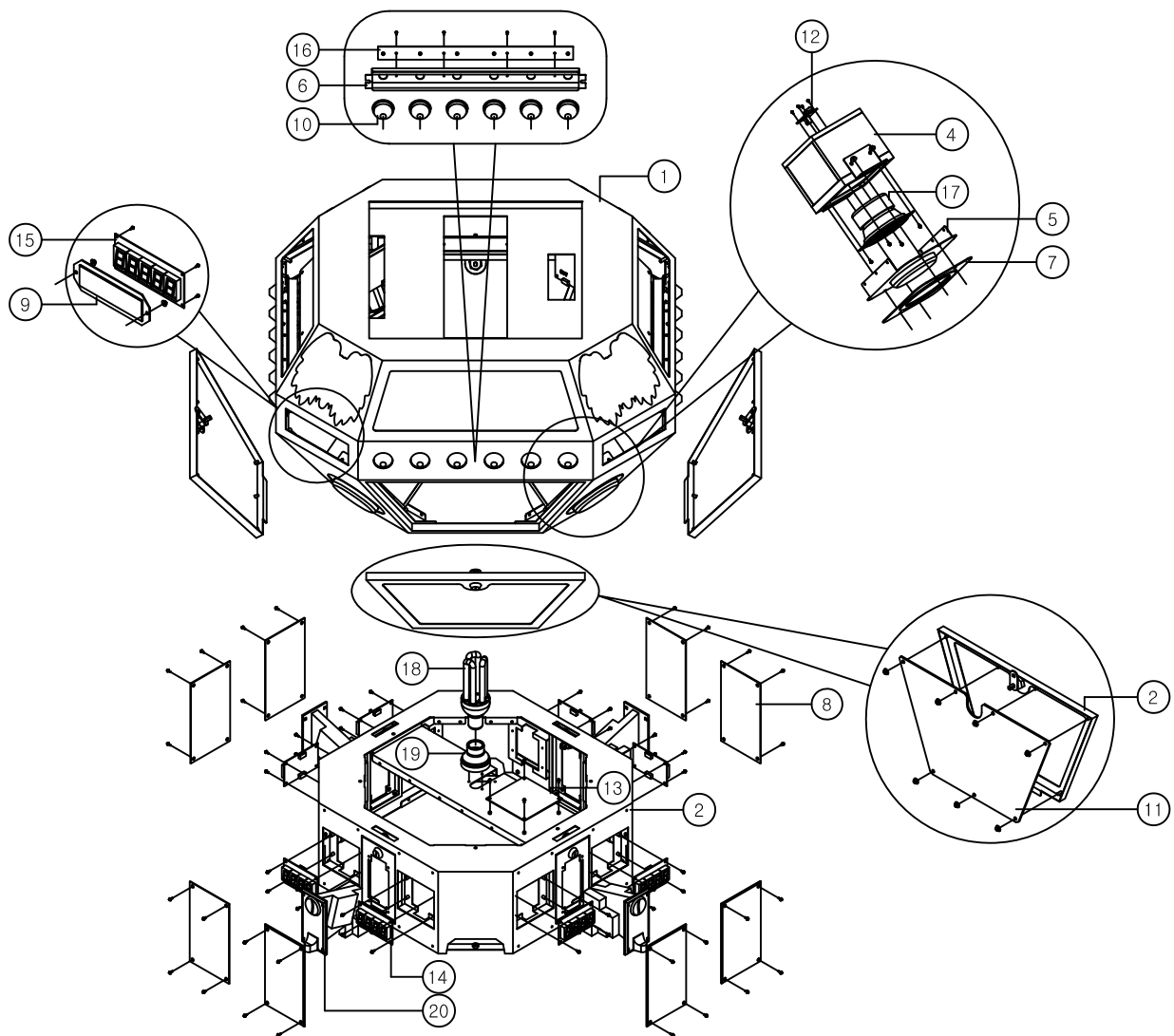
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	BILLBOARD MAIN FRAME	–	1	MFPA0MEP050
2	FND MAIN FRAME	–	1	–
3	BILLBOARD ACRYL DOOR	–	4	MFPA0MEP060
4	SPEAKER BOX	–	4	MFPA0WOO007
5	SPEAKER NET BRACKET	–	4	MFPA0MEP047
6	BILLBOARD LED CAP BRACKET	–	4	MFPA0MEP052
7	SPEAKER NET RING ACRYL	–	4	MFPA0ACR015
8	FND ACRYL	–	8	–
9	JACKPOT FND ACRYL	–	4	MFPA0ACR009
10	LED CAP	∅35	24	MWOL0PLA001
11	BILLBOARD DOOR ACRYL	–	4	MFPA0ACR012
12	BOX CONNECTOR PCB ASS'Y	–	4	MPUF0PCB001
13	BILLBOARD LED CONTROL PCB ASS'Y	–	1	AFPA0PCB011
14	FND PCB ASS'Y	–	8	AFWH0PCB006
15	JACKPOT FND PCB ASS'Y	–	4	AFWH0PCB005
16	BILLBOARD LED PCB ASS'Y	–	4	AFPA0PCB012
17	SPEAKER	MID 4.5" + TW1/2 8Ω	4	MZZZ0SPE021
18	3 WAVE LAMP	20W-110V	1	MELE0LAM005
19	RECEPTACLE WITH HARNESS	–	1	AZZZ0HAN006
20	COIN SELECTOR	SG-628	4	MZZZ0C0S013

9-5. TOP DISPLAY PART ASS'Y
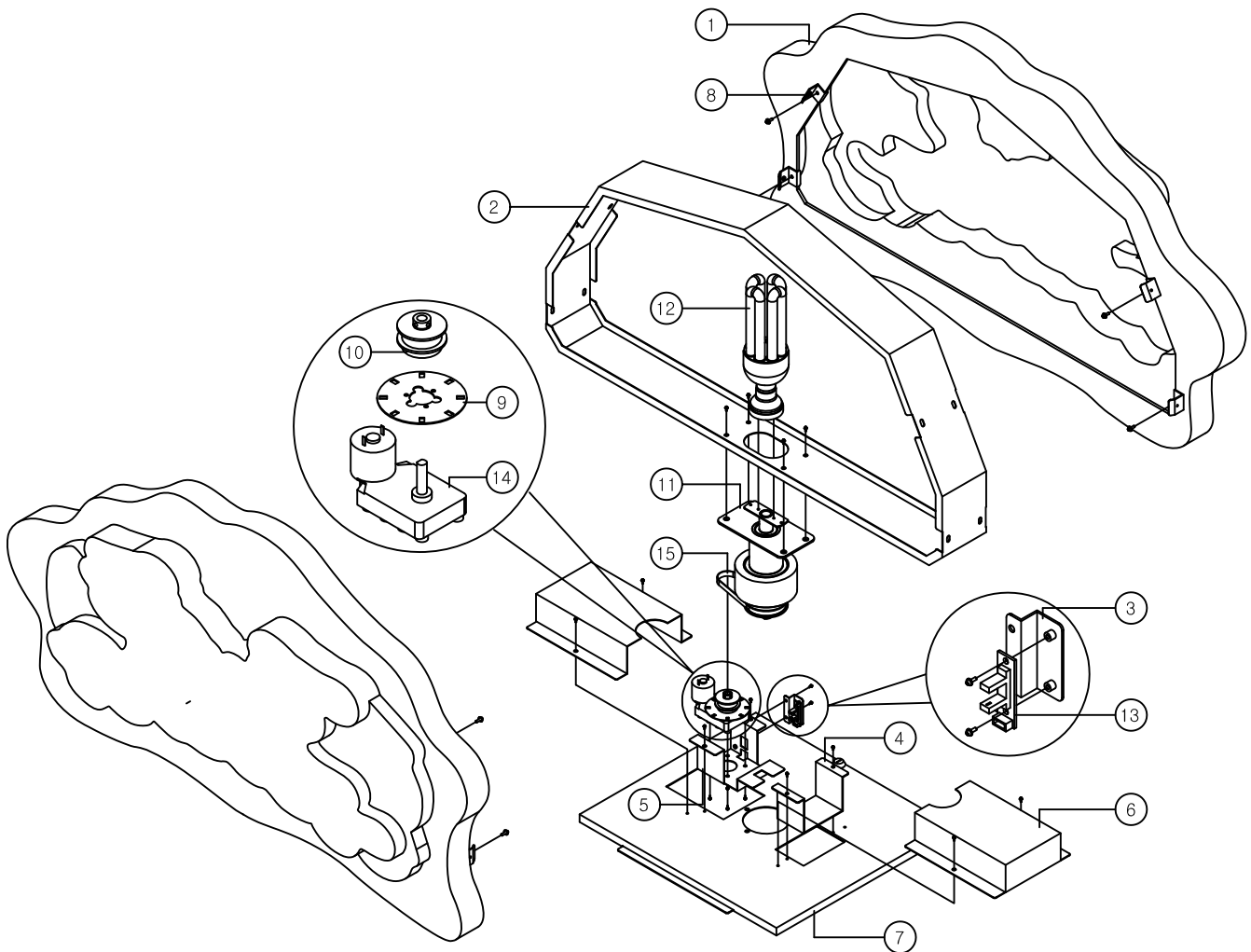
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	TOP DISPLAY MOLDING	–	2	MFPA0PLA003
2	TOP DISPLAY MAIN FRAME	–	1	–
3	TOP DISPLAY ENCODER SENSOR BRACKET	–	1	MFPA0MEP062
4	TOP DISPLAY BASE SUPPORT	–	1	MFPA0MEP065
5	TOP DISPLAY MOTOR BRACKET	–	1	MFPA0MEP064
6	TOP DISPLAY MOTOR COVER	–	2	MFPA0MEP066
7	TOP DISPLAY BASE	–	1	MFPA0MEP061
8	TOP DISPLAY MOLDING BRACKET	–	8	MFPA0MEP068
9	TOP DISPLAY MOTOR ENCODER	–	1	MFPA0MEP063
10	BALL FLUNGER HOUSING ASS'Y	–	1	–
11	TOP DISPLAY ROTATE ASS'Y	–	1	–
12	3 WAVE LAMP ASS'Y	–	1	–
13	RAMA INT1 PCB ASS'Y	–	1	ACIR0PCB011
14	MOTOR	KGE-615-3429C-R	1	MZZZ0MOT031
15	TIMMING BELT	130XL-037	1	MZZZ0BEL006

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9-6. COLUMN PART ASS'Y
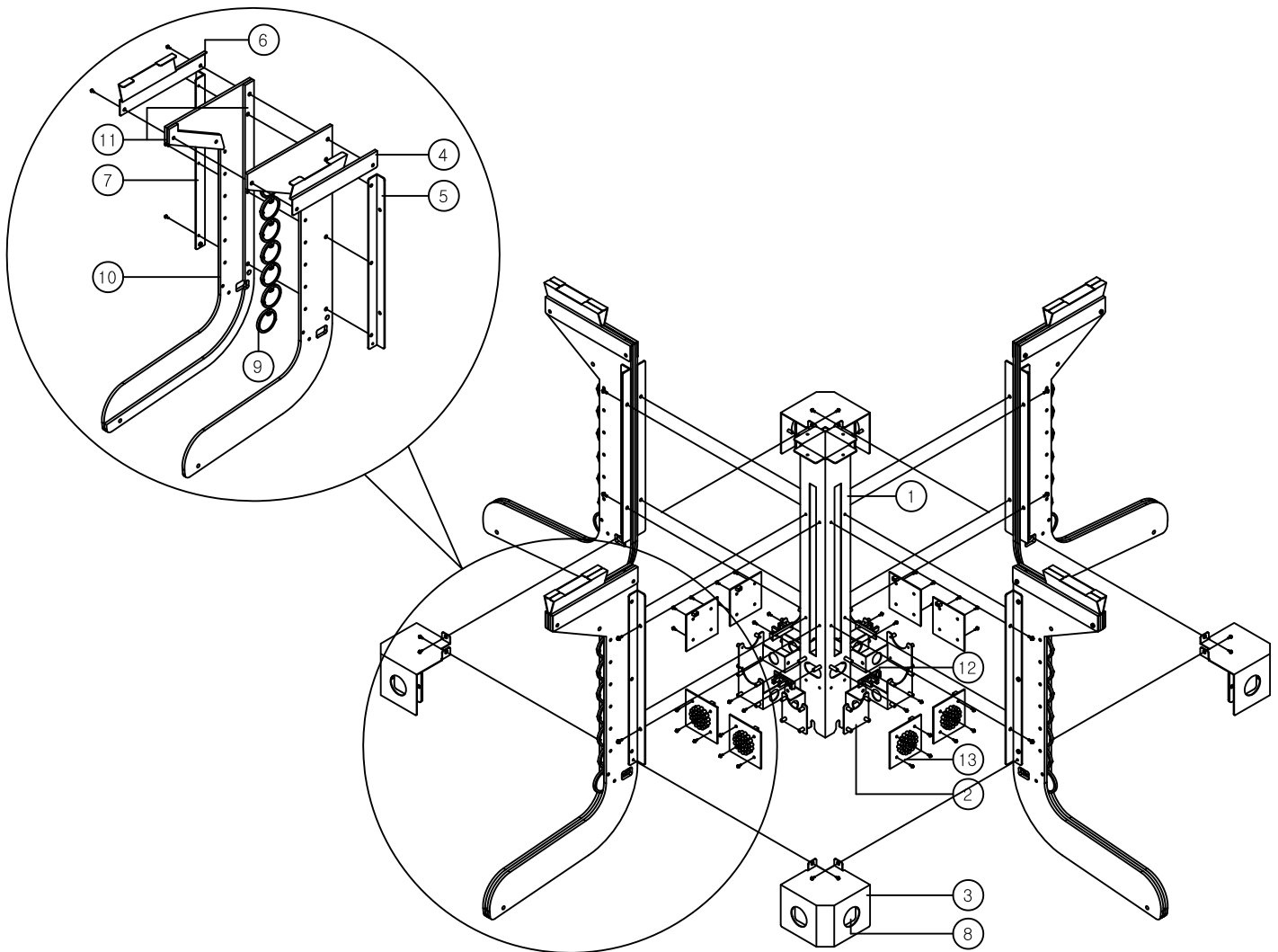
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	COLUMN	–	1	MFPA0MEP032
2	COIN GUIDE LED PCB BRACKET	–	4	MFPA0MEP038
3	COIN GUIDE SENSOR COVER	–	4	MFPA0MEP037
4	COIN GUIDE ENTRY-A	–	4	MFPA0MEP033
5	COIN GUIDE BRACKET-A	–	4	MFPA0MEP035
6	COIN GUIDE ENTRY-B	–	4	MFPA0MEP034
7	COIN GUIDE BRACKET-B	–	4	MFPA0MEP036
8	JACKPOT TIME DISPLAY LED ACRYL	–	8	MFPA0ACR002
9	COIN GUIDE SPACER	–	28	MCIR1PLA010
10	COIN GUIDE SIDE ACRYL	–	4	MFPA0ACR006
11	COIN GUIDE ACRYL	–	4	MFPA0ACR005
12	RAMA INT1 PCB ASS'Y	–	4	ACIR0PCB011
13	JACKPOT TIME DISPLAY LED PCB ASS'Y	–	8	AFPA0PCB008

9-7. MAIN CABINET ASS'Y
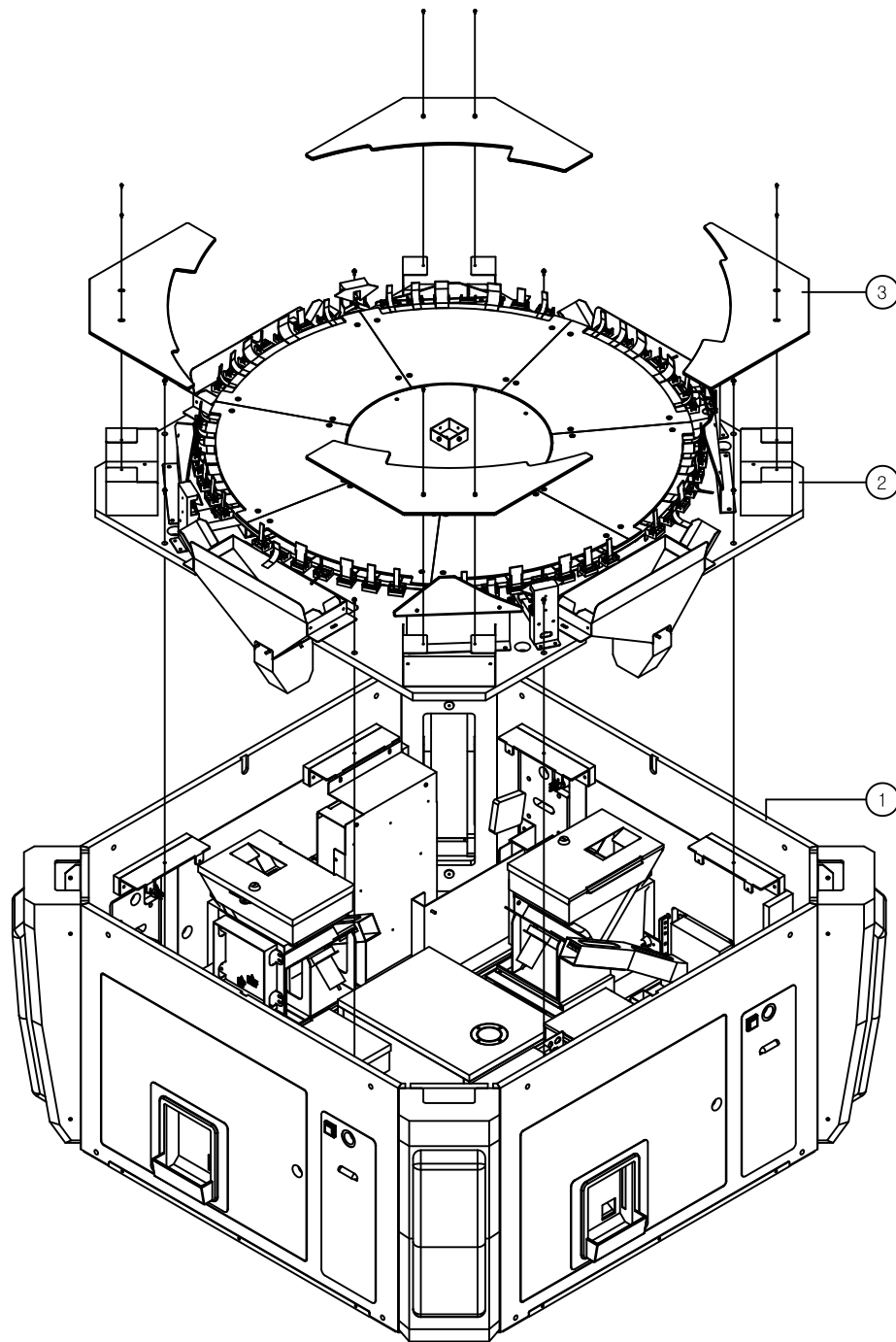
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	LOWER CABINET ASS'Y	–	1	–
2	GAME PANEL ASS'Y	–	1	–
3	GAME PANEL INNER ACRYL	–	4	MFPA0ACR014

9-8. MAIN CABINET ASS'Y
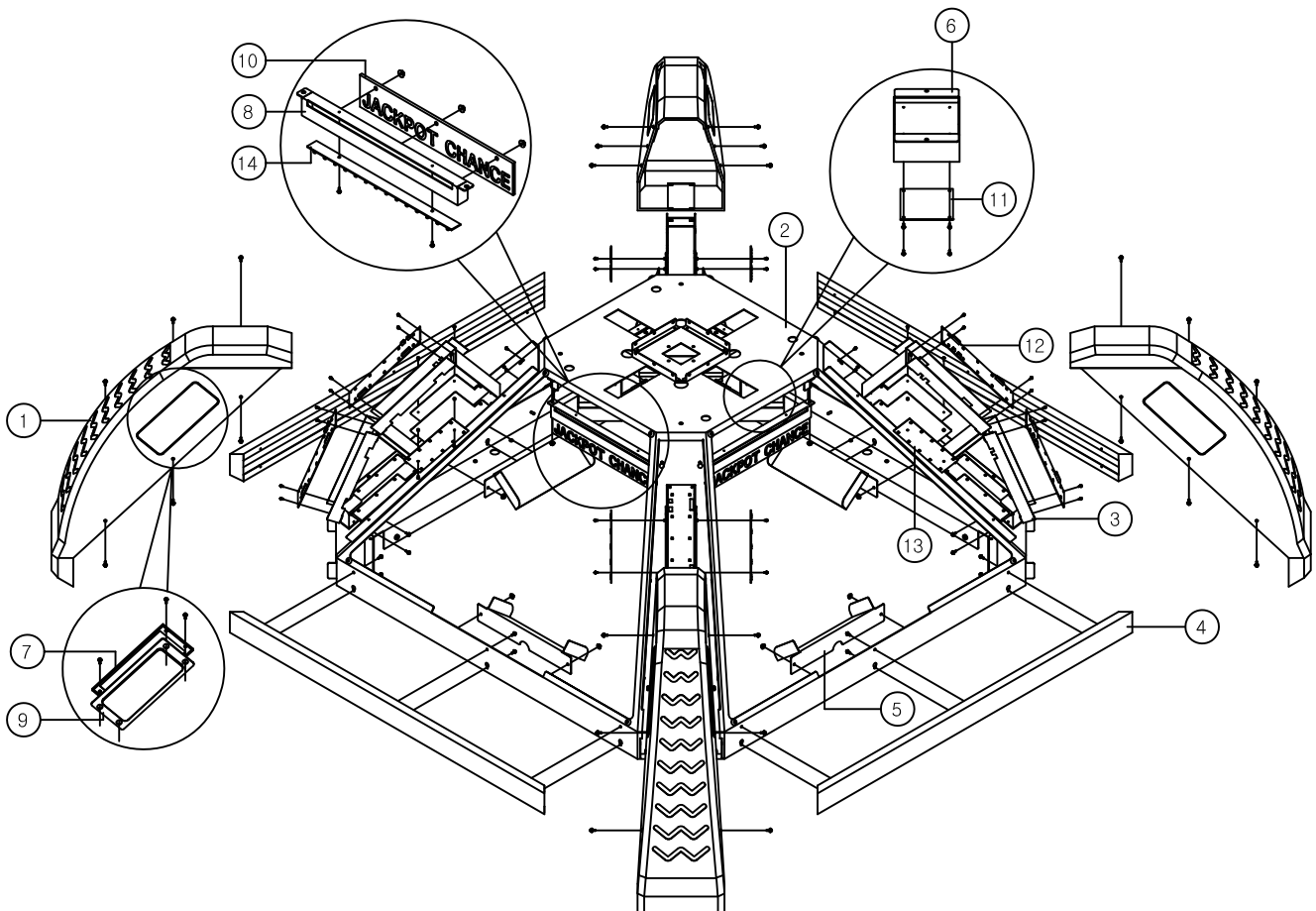
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	UPPER CORNER MOLDING	–	4	MFPA0PLA002
2	MIDDLE MAIN FRAME	–	1	MFPA0MEP029
3	UPPER CORNER PART	–	1	–
4	MIDDLE FRONT FRAME	–	4	MFPA0MEP030
5	COIN RETURN ENTRY GUIDE	–	4	MFPA0MEP049
6	MAIN LED PCB BRACKET	–	4	MFPA0MEP048
7	PART TIME ACRYL BRACKET	–	8	MFPA0MEP045
8	JACKPOT CHANCE ACRYL BRACKET	–	4	MFPA0MEP046
9	PARTY TIME ACRYL	–	4	MFPA0ACR011
10	JACKPOT CHANCE ACRYL	–	4	MFPA0ACR012
11	MAIN LED PCB ASS'Y	–	4	MFPA0PCB009
12	UPPER CORNER LED PCB ASS'Y	–	8	MFPA0PCB006
13	PARTY TIME LED PCB ASS'Y	–	8	MFPA0PCB007
14	JACKPOT TIME LED PCB ASS'Y	–	5	MFPA0PCB010

9-9. MAIN CABINET ASS'Y
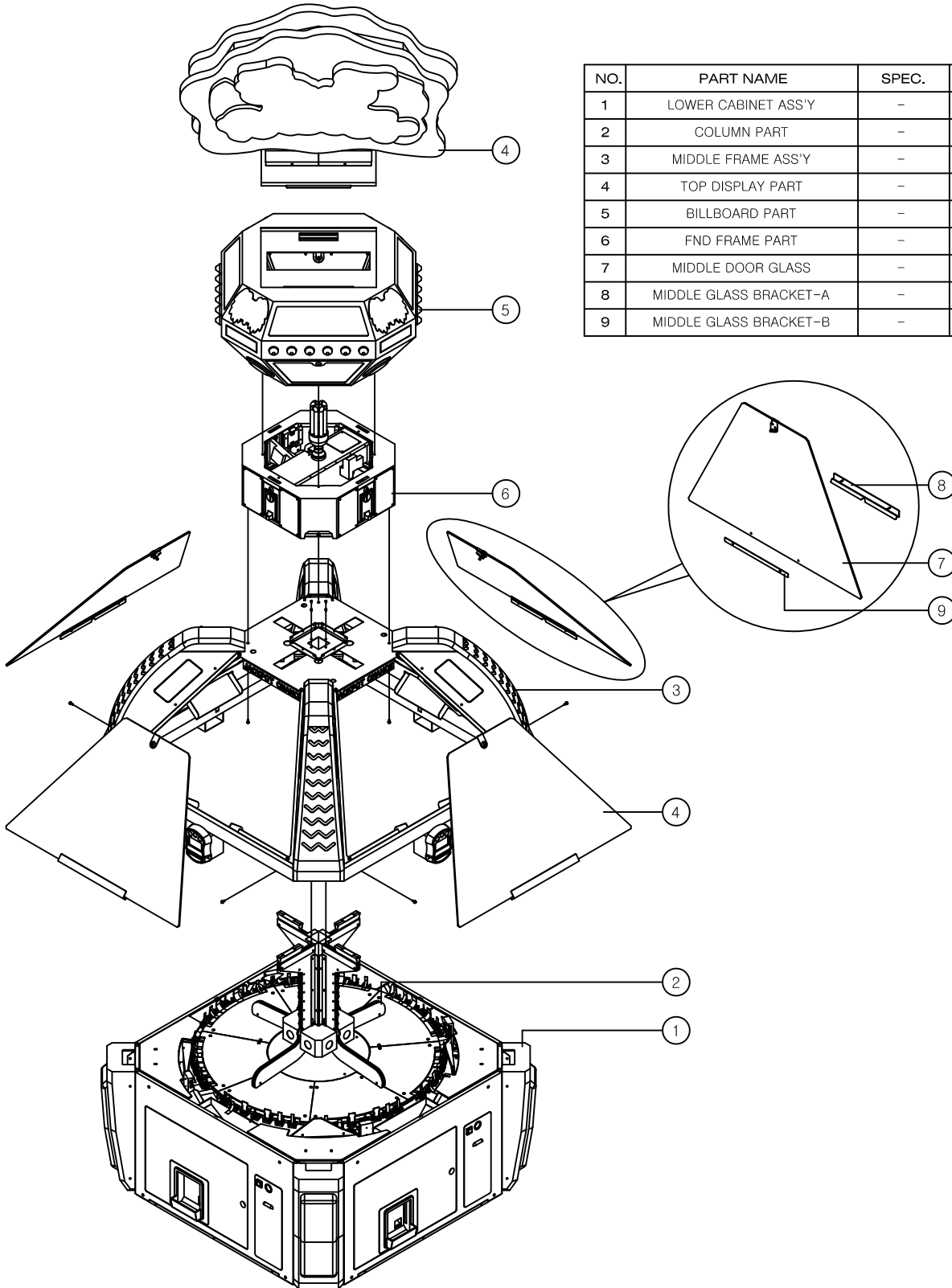
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	LOWER CABINET ASS'Y	–	1	–
2	COLUMN PART	–	1	–
3	MIDDLE FRAME ASS'Y	–	1	–
4	TOP DISPLAY PART	–	1	–
5	BILLBOARD PART	–	1	–
6	FND FRAME PART	–	1	–
7	MIDDLE DOOR GLASS	–	4	MFPA0GLA001
8	MIDDLE GLASS BRACKET-A	–	4	MFPA0MEP039
9	MIDDLE GLASS BRACKET-B	–	4	MFPA0MEP040

Overall Wiring Diagram

SUCCESS 1P SENSOR SUCCESS 2P SENSOR SUCCESS 3P SENSOR SUCCESS 4P SENSOR

1P ENCODER 2P ENCODER 3P ENCODER 4P ENCODER

1P TICKET 2P TICKET 3P TICKET 4P TICKET

COIN 1P COIN 2P COIN 3P COIN 4P

SLOPE CHECK SENSOR 1P 2P 3P 4P

TICKET 1 TICKET 2 COIN SENSOR2 COUNTER

SETUP FND

DISPLAY

Main PCB

DISPLAY ←
NEXT PAGE

ENCODER SENSOR

POWER

BIC MOTOR

EX_IN

SOUND POWER

WOOFER SPEAKER HOPPER S/W-Volume Z44_OUT2 Z44_OUT1

SMPS 24V 24V GND F.G AC IN
SMPS 12V 12V GND F.G AC IN
SMPS 12V,5V 12V GND 5V F.G AC IN
SMPS 12V,5V 12V GND 5V F.G AC IN

WOOFER

SPEAKER

HOPPER 1P HOPPER 2P HOPPER 3P HOPPER 4P

CONTROL PANEL

LCD

WOOFER TRABLE MASTER

COIN COUNTER TICKET COUNTER HOPPER COUNTER

TOP BILLBOARD MOTOR

TOP BILLBOARD MOTOR ENCODER

CASE BOLT

CASE BOLT

MAIN MOTOR

CARD READER CONTROL_1 CARD READER CONTROL_2 CARD READER CONTROL_3 CARD READER CONTROL_4

NOISE FILTER
SW
FUSE
AC IN
AC INPUT CONNECTOR

Title

Size A2

Number (1 / 2) Rev

Date Drawn by

Filename Sheet of

LED, FND,
WHEEL LED

SENSOR2

COUNTER

SETUP FND

Display

Z44 OUT 2   Z44 OUT 1

TICKET OWED 1P TIME   TICKET OWED 2P TIME   TICKET OWED 3P TIME   TICKET OWED 4P TIME

Wheel LED- 7sector

Jackpot FND

1P   2P   3P   4P

Jackpot   Jackpot   Jackpot   Jackpot

Party   Party   Party   Party   Party   Party   Party   Party

1P   2P   3P   4P

BILL BOARD
LED DRIVER

Title		
Size A2	Number	Rev
	(2 / 2)	
Date		Drawn by
Filename		Sheet of

ISSUE DATE : Jan. 15, 2009