

# LIFT MANIA

## OWNER'S MANUAL



### 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 safety 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 result 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 or other organic solvent or alcohol may decompose the material.
- Electrical shock or equipment failure could be caused by water entering the inside of the machine.

### 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 from 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

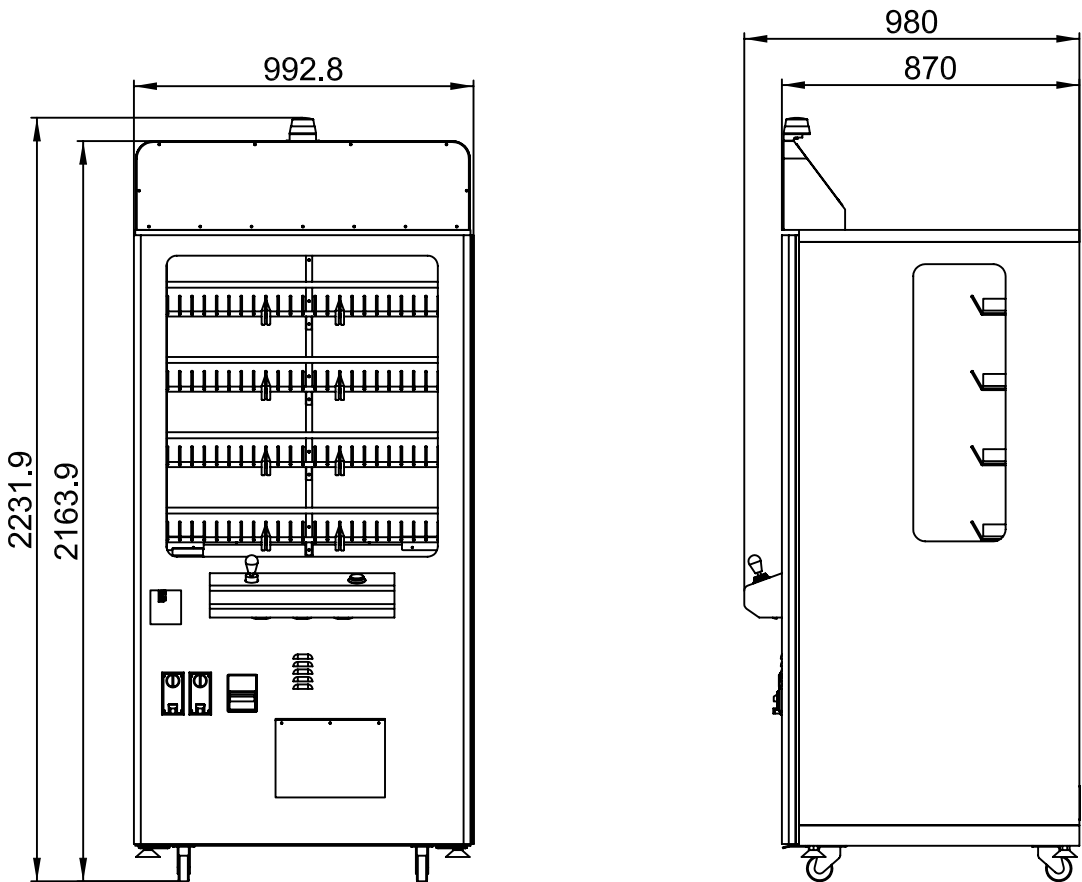
- When setting up, inspecting, maintaining, moving or transporting this product, follow the procedures and instructions set forth in this manual and perform such work safely.
- Do not set up, handle, inspect, maintain, move or transport this product under conditions equivalent to the condition of "WARNING" 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.

\* CONTENTS

1. SPECIFICATION AND DIMENSIONS (2p)	7. ASSEMBLING LIFT MANIA (15p)
1-1. DIMENSIONS	7-1. ASSEMBLING BUTTON BOX Ass'y
1-2. SPECIFICATION	7-2. ASSEMBLING FRONT DOOR Ass'y
	7-3. ASSEMBLING BILLBOARD Ass'y
	7-4. ASSEMBLING Z AXIS PROFILE Ass'y
	7-5. ASSEMBLING Z AXIS ARM Ass'y
	7-6. ASSEMBLING Z AXIS Ass'y
2. NAME OF PARTS & STICKER LOCATION (3p)	7-7. ASSEMBLING X AXIS MAIN BKT Ass'y
2-1. NAME OF PARTS	7-8. ASSEMBLING X AXIS MOTOR SUPPORT Ass'y
2-2. STICKER LOCATION	7-9. ASSEMBLING X AXIS IDLE PULLEY SUPPORT Ass'y
	7-10. ASSEMBLING X ASIX Ass'y
	7-11. ASSEMBLING Y AXIS DRIVING Ass'y
	7-12. ASSEMBLING Y AXIS L Ass'y
	7-13. ASSEMBLING Y AXIS R Ass'y
	7-14. ASSEMBLING REAR SHELF Ass'y
	7-15. ASSEMBLING PZ_MOTOR Ass'y
3. COMPONENTS (4p)	7-16. ASSEMBLING Y AXIS MOTOR Ass'y
	7-17. ASSEMBLING ENCODER Ass'y
	7-18. ASSEMBLING PL LAMP COVER Ass'y
	7-19. ASSEMBLING BODY FND Ass'y
	7-20. ASSEMBLING NOISE FILTER Ass'y
	7-21. ASSEMBLING PRIZE SENSOR-L Ass'y
	7-22. ASSEMBLING PRIZE SENSOR-R Ass'y
	7-23. ASSEMBLING TILT Ass'y
	7-24. ASSEMBLING PRIZE GATE COVER Ass'y
	7-25. ASSEMBLING MAIN BOARD Ass'y
	7-26. ASSEMBLING POWER SMPS Ass'y
	7-27. ASSEMBLING MAIN CABINET Ass'y
	7-28. ASSEMBLING LIFT MANIA ALL FIX Ass'y
4. HOW TO ASSEMBLE (5p)	
5. SETUP & TEST MENU (6p)	
5-1. SETUP BUTTON	
5-2. SETUP MENU FLOW	
5-3. SETUP MENU	
5-4. TEST MENU	8. SHEET (42p)
5-5. ERROR CODE	
5-6. INFO MENU	
	9. WIRE DIAGLAM (43p)
6. DIP S/W OPTION (14p)	

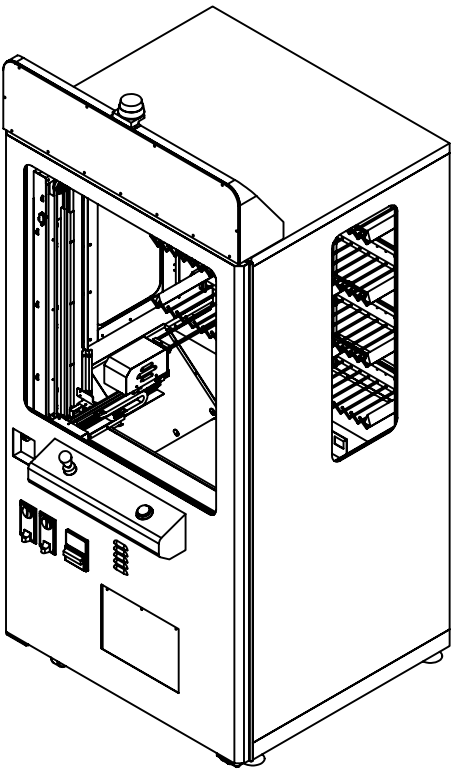
# 1. SPECIFICATION AND DIMENSIONS

## 1-1. DIMENSIONS



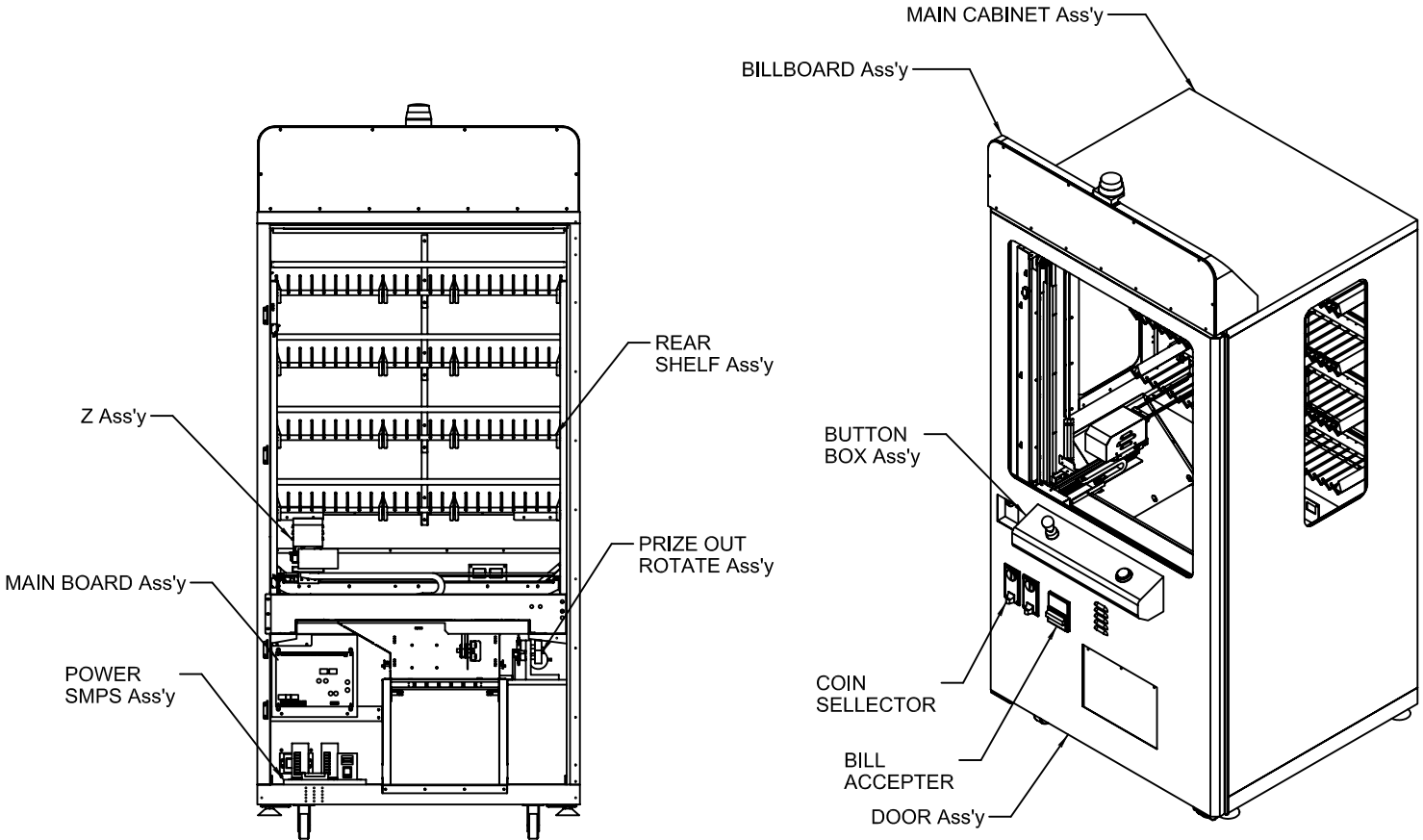
## 1-2. SPECIFICATION

NOMINATED VOLTAGE RANGE	AC 120V/220V
NOMINATED FREQUENCY RANGE	50Hz ~ 60Hz
AVERAGE POWER CONSUMPTION	245W
MAXIMUM POWER CONSUMPTION	285W
WEIGHT	275Kg(607Lb)

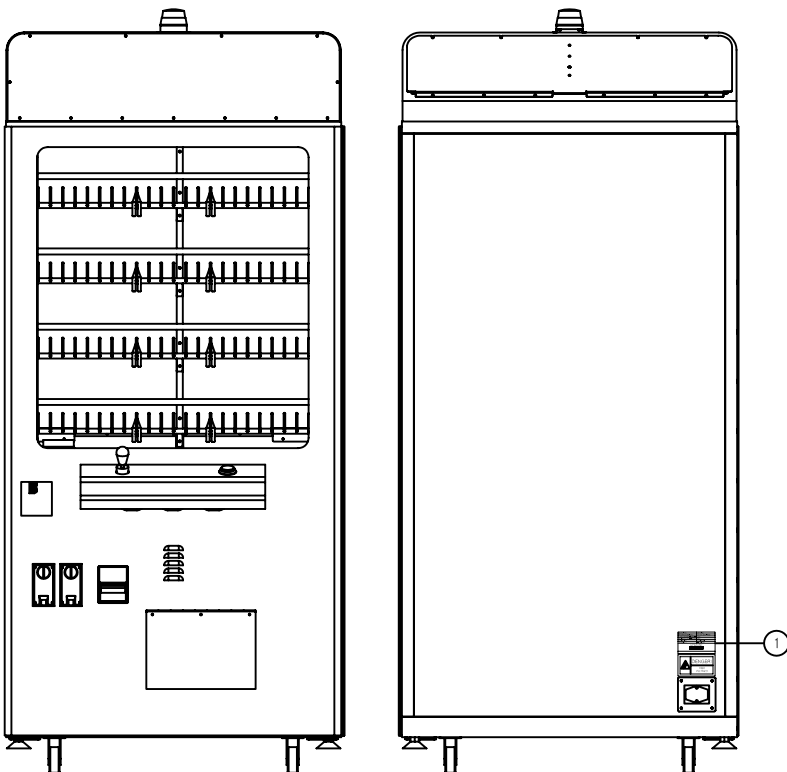


## 2. NAME OF PARTS & STICKER LOCATION

### 2-1. NAME OF PARTS



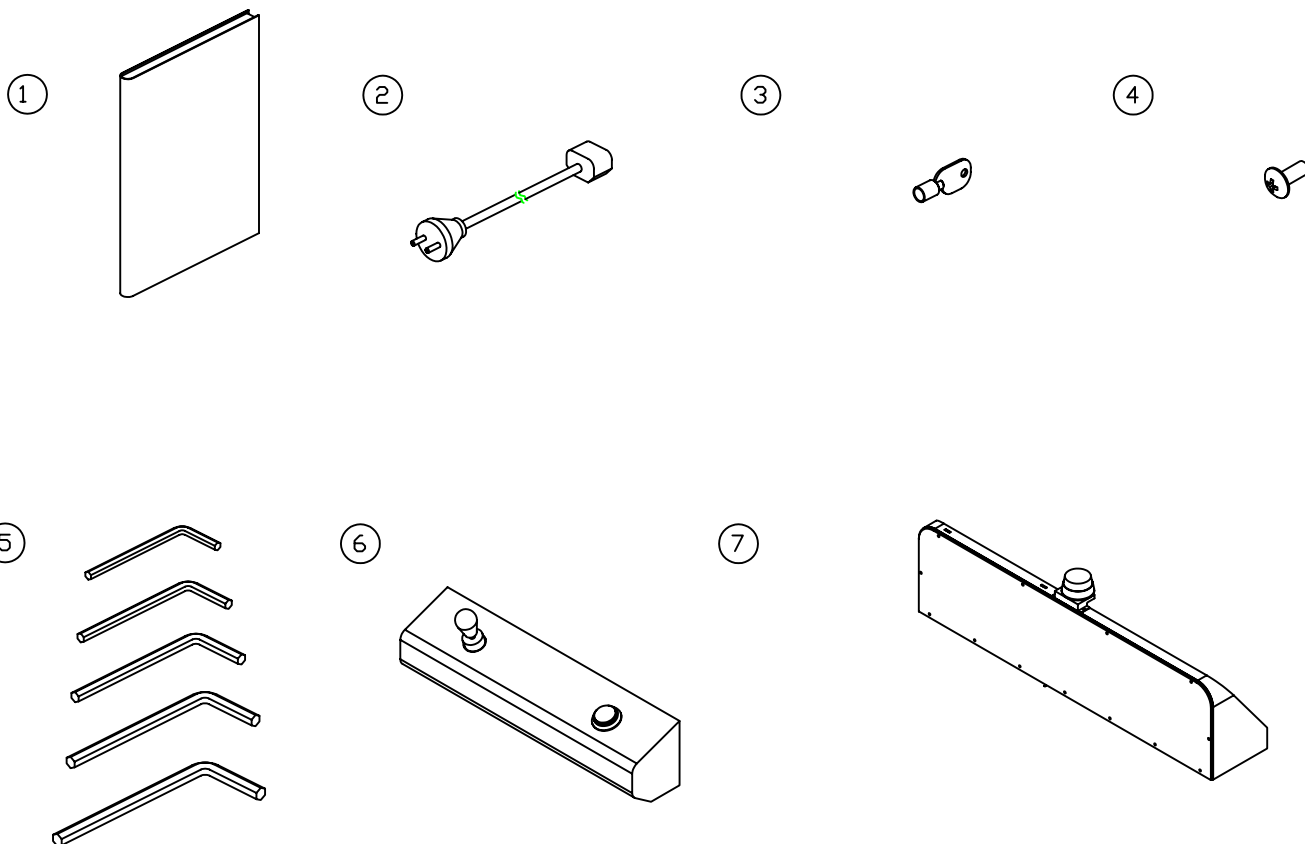
### 2-2. STICKER LOCATION



1	MODEL NAME	LIFT MANIA
	POWER REQUIREMENTS	AC 120V, 50Hz - 60Hz
	AVERAGE POWER CONSUMPTION	245W
	MAXIMUM POWER CONSUMPTION	285W
	WEIGHT (KG)	275kg(607Lb)
	MODEL NO.	KM-LFMXXXX
	KOMUSE	



### 3. COMPONENTS

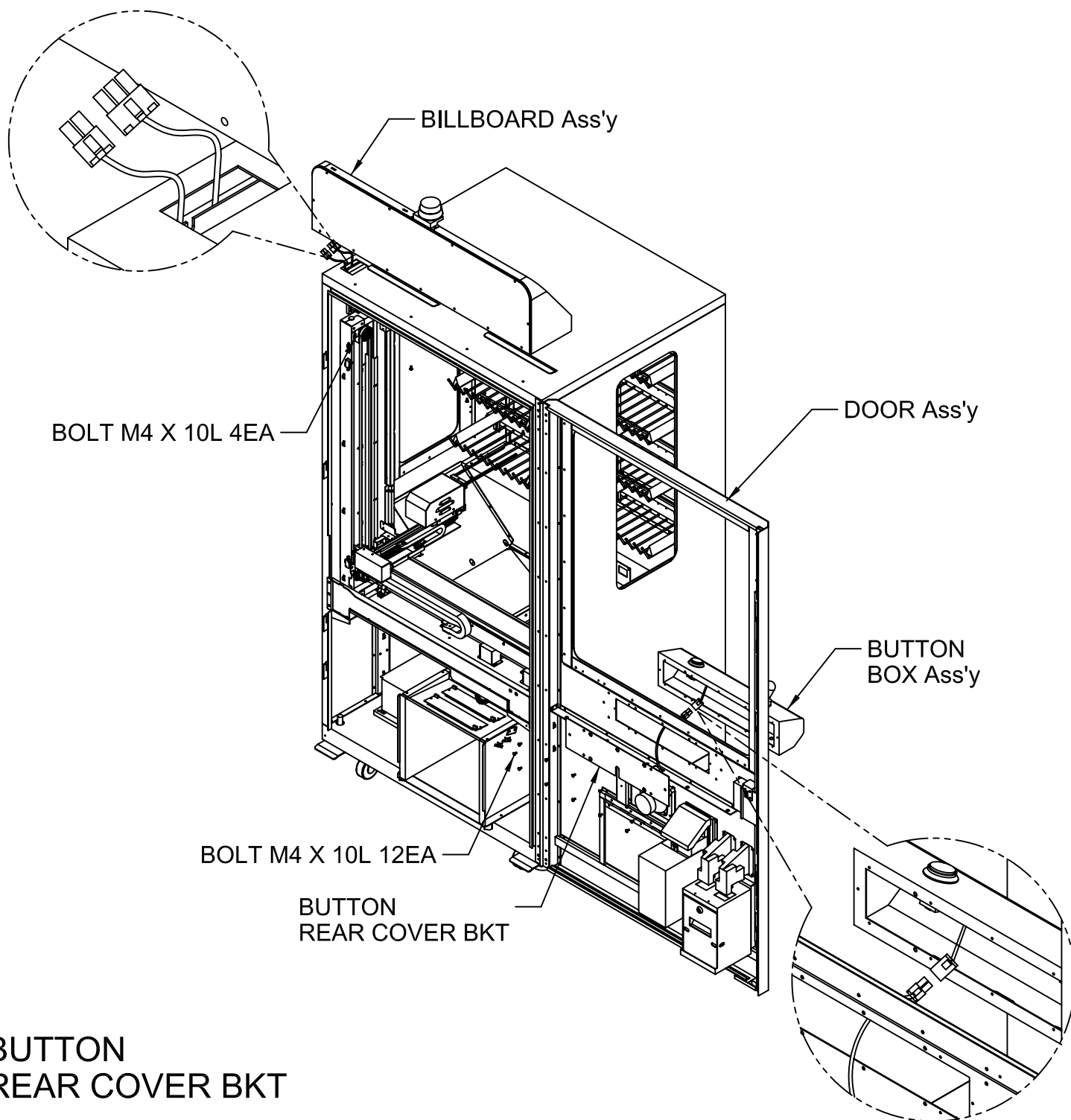


NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	MANUAL	MANUAL	1	MKEM0000002
2	AC POWER CORD	125V-7A(0.75)UL	1	MELE0ACP001
		250V-10A(0.75)UL		MELE0ACP008
		250V-13A(0.75)UL (UK ONLY)		MELE0ACP005
3	CASH BOX KEY	6001	2	-
4	BOLT	M4x10L	16	-
6	WRENCH	1.5mm	1ea	MXXXOREN007
		2mm		MXXXOREN003
		2.5mm		MXXXOREN001
		3mm		MXXXOREN004
		4mm		MXXXOREN002
7	BUTTON BOX Ass'y	-	1	MILM0MEP109
8	BILLBOARD Ass'y	-	1	MILM0MEP135

#### 4. HOW TO ASSEMBLE

## BILLBOARD

1. Connect the BILLBOARD ASSY Harness as shown above.
2. Assemble the BILLBOARD ASSY with enclosed bolts 4EA (M4 x 10L) to the MAIN CABINET ASSY.

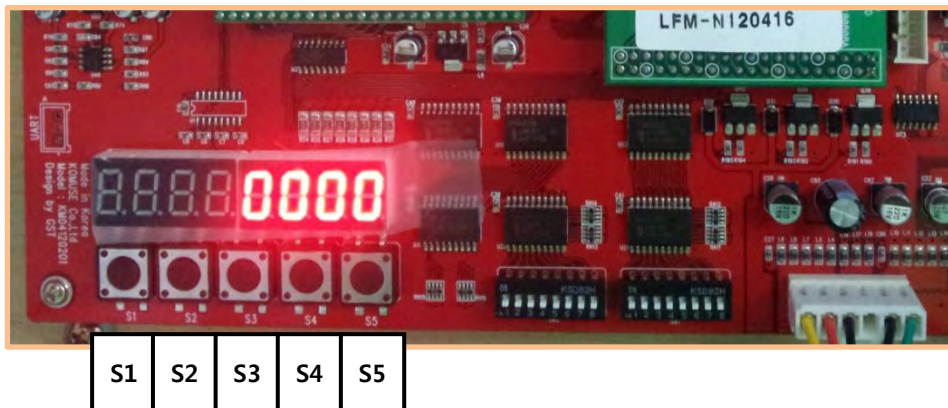


## BUTTON REAR COVER BKT

1. Connect the BUTTON BOX ASSY Harness as shown above.
2. Assemble the BUTTON BOX ASSY with enclosed bolts 12EA (M4 x 10L) to the FRONT DOOR ASSY.

## 5. SETUP & TEST MENU

### 5-1 SETUP BUTTON



#### ① Function of each switch

SW1	SETUP	Enter “SETUP” MODE in game stand-by.
	ENTER	Select Menu and execute set Values in SETUP MODE.
SW2	MENU UP	Move menus up in SETUP MODE.
SW3	MENU DOWN	Move menus down in SETUP MODE.
SW4	SERVICE COIN	Service credit (free play) in Game Mode.
	Value UP	Change ‘setting value” increasingly in SETUP MODE.
SW5	Value DOWN	Change ‘setting value” decreasingly in SETUP MODE.

#### ② Deletion of remaining credit & coin after play.

- With SW1 and SW4 pushed, power the machine “ON” and keep pushing SW1 and SW4 for 3 seconds.

#### ③ Initializing the machine.

- With SW1 and SW5 pushed, power the machine “ON” and keep pushing SW1 and SW5 for 3 seconds.

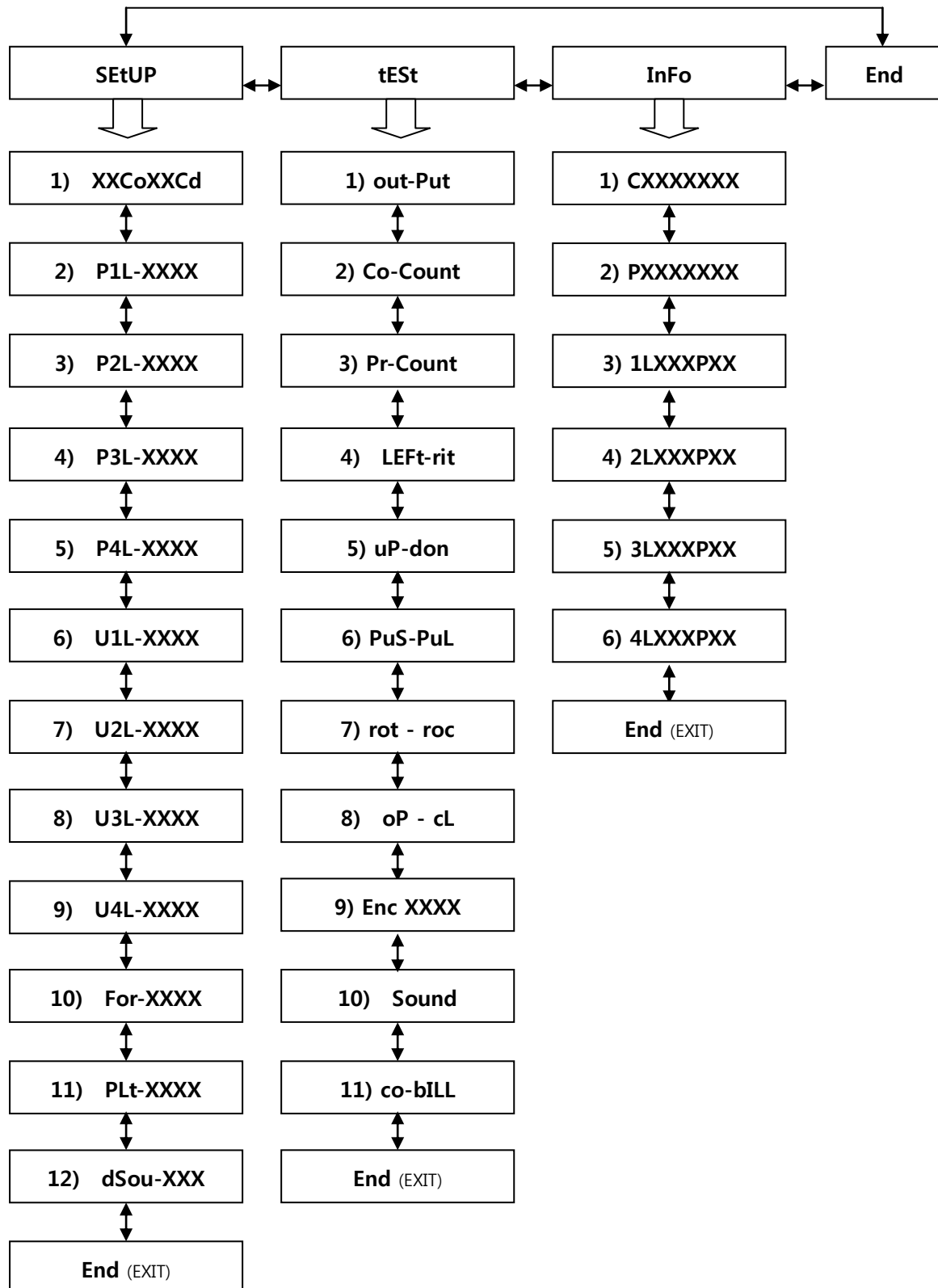
- Remaining credit and coin are deleted after play.
- All values are initialized except values in total counter and prize counter.
- The no. of play is deleted to “zero”.
- Previous setup values remain.

## 5-2. SETUP MENU FLOW

- Enter "Setup Mode" by pushing SW1 in game stand-by.

※ Note : You can't enter setup mode during play or with CREDIT accumulated.

※ **SETUP MODE MENU flow**



### 5-3 "SEtUP" MENU

- Each value can be set in below order.

#### ① COIN/CREDIT [ XXCoXXCd ]

- Set the no. of coin per CREDIT.
- Range : 1 ~ 20 COIN / 1 ~ 10 CREDIT
- Default : 1 COIN / 1 CRED [ 01Co01Cd ]

#### ② PAYOUT for LINE 1 [ P1L-XXXX ]

- Set the payout rate for "line 1" based on credit.
- Range : 1 ~ 2000 / credit
- Default : 50 [ P1L0050 ] : A player can win a prize from the 50<sup>th</sup> play with his own skill.

\*Reference : Lines mean prize shelves. Line no. increases from bottom to top. (ex. Bottom line no. is 1.)

#### ③ PAYOUT for LINE 2 [ P2L-XXXX ]

- Set the payout rate for "line 2" based on credit.
- Range : 1 ~ 2000 / credit
- Default : 50 [ P2L0050 ]

#### ④ PAYOUT for LINE 3 [ P3L-XXXX ]

- Set the payout rate for "line 3" based on credit.
- Range : 1 ~ 2000 / credit
- Default : 50 [ P3L0050 ]

#### ⑤ PAYOUT for LINE 4 [ P4L-XXXX ]

- Set the payout rate for "line 4" based on credit.
- Range : 1 ~ 2000 / credit
- Default : 50 [ P4L0050 ]

#### ⑥ "U"(UP) VALUE for LINE 1 [ U1L-XXXX ]

- Set the lifting height of tongs for line 1 during play.
- "Y" axis is automatically moving up to the set height when executed with SW1.
- Adjust the height again with SW4/SW5 and confirm it with the Joystick in Left/Right/forward/backward direction.
- Range : 50 ~ 180

※Warning : - In this mode, the moving Y axis may cause to damage your body or machine.

- Don't leave any stuffs in the machine in this mode.

- Be away your body from the moving Y axis.

**⑦ "U"(UP) VALUE for LINE 2 [ U2L-XXXX ]**

- Set the lifting height of tongs for line 2 during play.
- Same as above ⑥.

**⑧ "U"(UP) VALUE for LINE 3 [ U3L-XXXX ]**

- Set the lifting height of tongs for line 3 during play.
- Same as above ⑥.

**⑨ "U"(UP) VALUE for LINE 4 [ U4L-XXXX ]**

- Set the lifting height of tongs for line 4 during play.
- Same as above ⑥.

**⑩ FORK FREE POINT VALUE [ For-XXXX ]**

- Set the central position of tongs for the free tension at non-interfering game
- Range : 0 ~ 60
- Default : 30 [ For-0030 ]

**⑪ PLAY TIME [ PLt-XXXX ]**

- Set the play time per credit.
- Range : 15 ~ 60 / sec (unit : 5 second)
- Default : 30 [ PLt-0030 ]

**⑫ ATTRACTION SOUND [ dSou-XXX ]**

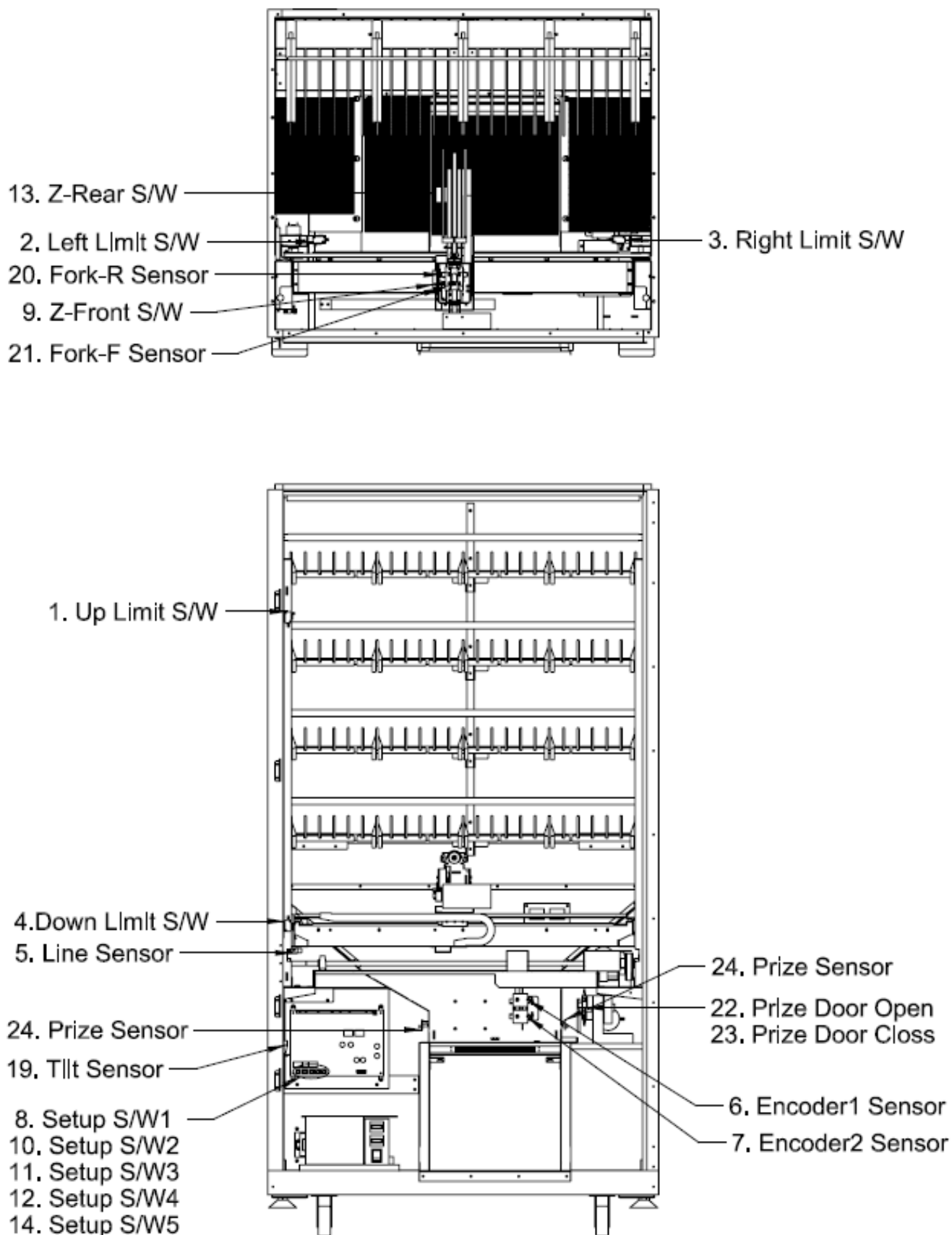
- Attraction sound ON/OFF.
- Range : on , oFF
- Default : on [ dSou- on ]

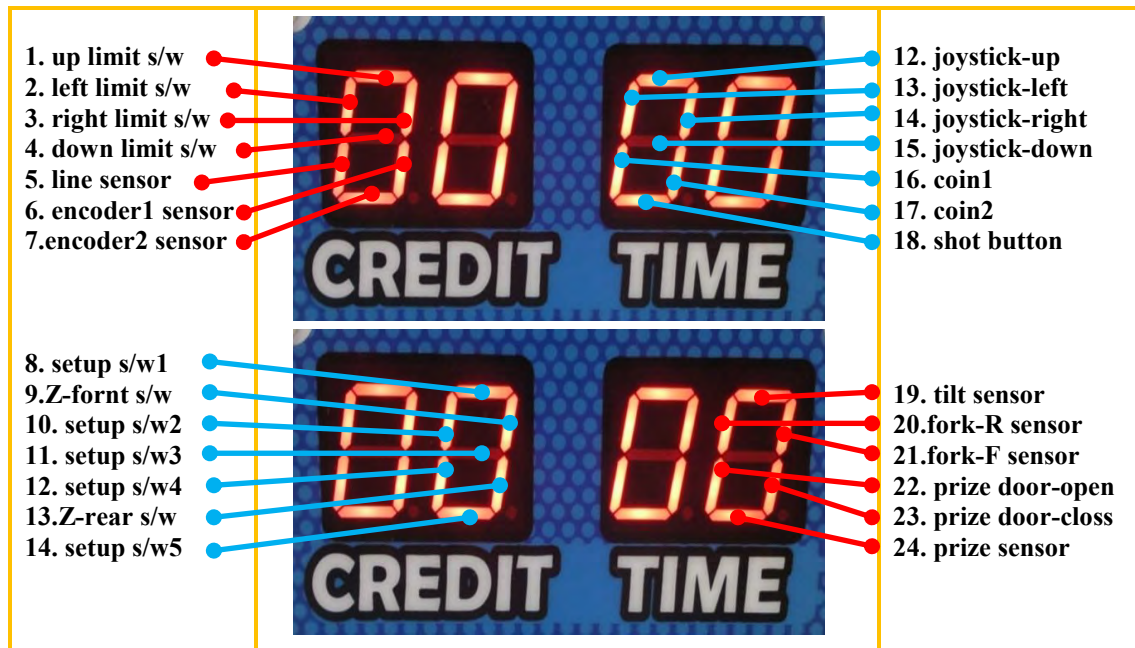
**⑬ EXIT [ End ]**

- Move to the above mode.
- Save values and return to the game stand-by.

#### 5-4 "tEst" MENU

- Check the status of sensors and switch related with the moving parts.





※ Play FND shows the status of each sensor and switch as above in Test Menu.

① **OUTPUT TEST [ out-Put ]**

- Check the status of each LAMP and FND.

② **COIN COUNTER TEST [ Co-Count ]**

- Check the status of coin counter.

③ **PRIZE COUNTER TEST [ Pr-Count ]**

- Check the status of prize counter.

④ **LEFT & RIGHT (X axis) TEST [ LEFt-rit ]**

- Check the status of Left/Right of X axis.

⑤ **UP & DOWN (Y axis) TEST [ UP-don ]**

- Check the status of Up/Down of Y axis.

⑥ **Forward & Backward (Z axis) TEST [ PUS-PUL ]**

- Check the status of Forwards/Backwards of Z axis.

⑦ **Tongs ROTATION TEST [ rot-roc ]**

- Check the status of Forward(rotating)/Backward(locking) of Tongs Cam.

⑧ **PRIZE OUT DOOR TEST [ oP-cl ]**

- Check the status of Prize-Out Door.



**⑨ ENCODER TEST [ Enc XXXX ]**

- Check the input status of Encoder sensors.

**⑩ SOUND TEST [ Sound ]**

- Check the output status of sound.

**⑪ COIN & BILL TEST [ co-bILL ]**

- Check the working status of coin & bill validator.
- Check the input status of coin with S/W4 pushed.
- Check the input status of bill with S/W5 pushed.

## 5-5 Error CODE

Display	CONTENTS
UP	UPWARDS ERROR
dn	DOWNWARDS ERROR
LE	LEFT DIRECTION ERROR
rt	RIGHT DIRECTION ERROR
h	LINE SENSOR ERROR
En	ENCODER SENSOR ERROR
tt	TILT SENSOR ERROR
tP	SENSING A PRIZE DURING GAME STAND-BY
	OR PRIZE SENSOR ERROR
bc	Z AXIS BACKWARDS ERROR
FF	TONG SENSOR ERROR
oP	PRIZE DOOR OPEN
cL	PRIZE DOOR CLOSED

## 5-6 "InFo" MENU

- Data information(Bookkeeping data) menu

### ① COIN INPUT COUNTER [ CXXXXXXX ]

- The no. of accumulated coin pulses.
- EX) C0005000 : 5000 coin pulses were accumulated.

### ② PRIZE OUT COUNTER [ PXXXXXXX ]

- The no. of dispensed prizes
- EX) P0000070 : 70 prizes were dispensed.

### ③ Attempts and Wins for Line 1 [ 1LXXXPXX ]

- The no. of attempt and wins(payout) for Line 1.
- This no. can be deleted by pushing SW5 for 3 seconds.
- EX) 1L020P05 : The no. of Line 1 attempts is "20" and "5" prizes were dispensed.

### ④ Attempts and Wins for Line 2 [ 2LXXXPXX ]

- The no. of attempt and wins(payout) for Line 2.
- This no. can be deleted by pushing SW5 for 3 seconds.
- EX) 2L020P05 : The no. of Line 2 attempts is "20" and "5" prizes were dispensed.

### ⑤ Attempts and Wins for Line 3 [ 3LXXXPXX ]

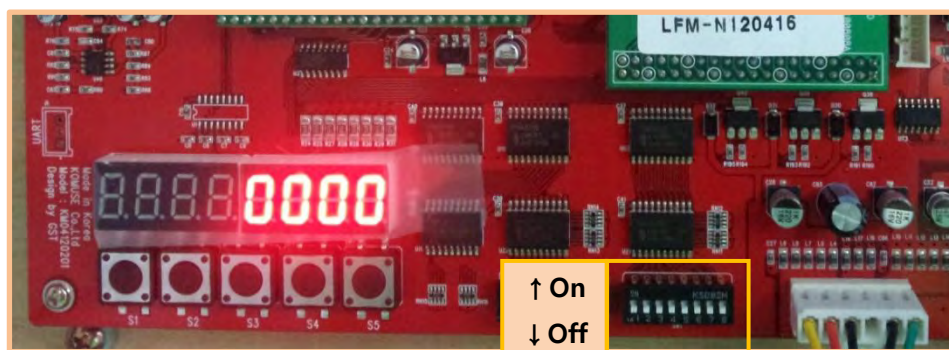
- The no. of attempt and wins(payout) for Line 3.
- This no. can be deleted by pushing SW5 for 3 seconds.
- EX) 3L020P05 : The no. of Line 3 attempts is "20" and "5" prizes were dispensed.

### ⑥ Attempts and Wins for Line 4 [ 4LXXXPXX ]

- The no. of attempt and wins(payout) for Line 4.
- This no. can be deleted by pushing SW5 for 3 seconds.
- EX) 4L020P05 : The no. of Line 4 attempts is "20" and "5" prizes were dispensed.

## 6. DIP S/W OPTION

S/W	1	2	3	4	5	6	7	8
function	Z forwards	Tongs rotating	X	X	Payout control	Line 2	Line 3	Line 4
ON	push	shelf	X	X	total	No use	No use	No use
OFF	Auto	bottom	X	x	Each line	use	use	use



### ① DIP SW1 : Forward movement of Z axis

ON: Z axis moves forwards as long as the button is pushed and upwards.

OFF: Z axis moves forwards to the end by touching the button and upwards.

### ② DIP SW2: The dropping position of Prize

When a player wins a prize, the dropping position of prize can be set by the rotating tongs.

ON : The tension of tongs is released at the height of each shelf.

OFF: The tension of tongs is released at bottom shelf.

### ③ DIP SW5:

ON : Payout is controlled regardless of Lines.

( ※ Setup menu display : PaL-XXXX )

OFF : Payout is controlled by each Line.

( ※ Setup menu display : P1L-XXXX,P2L-XXXX,P3L-XXXX,P4L-XXXX )

### ④ DIP SW6 ~ SW8 :

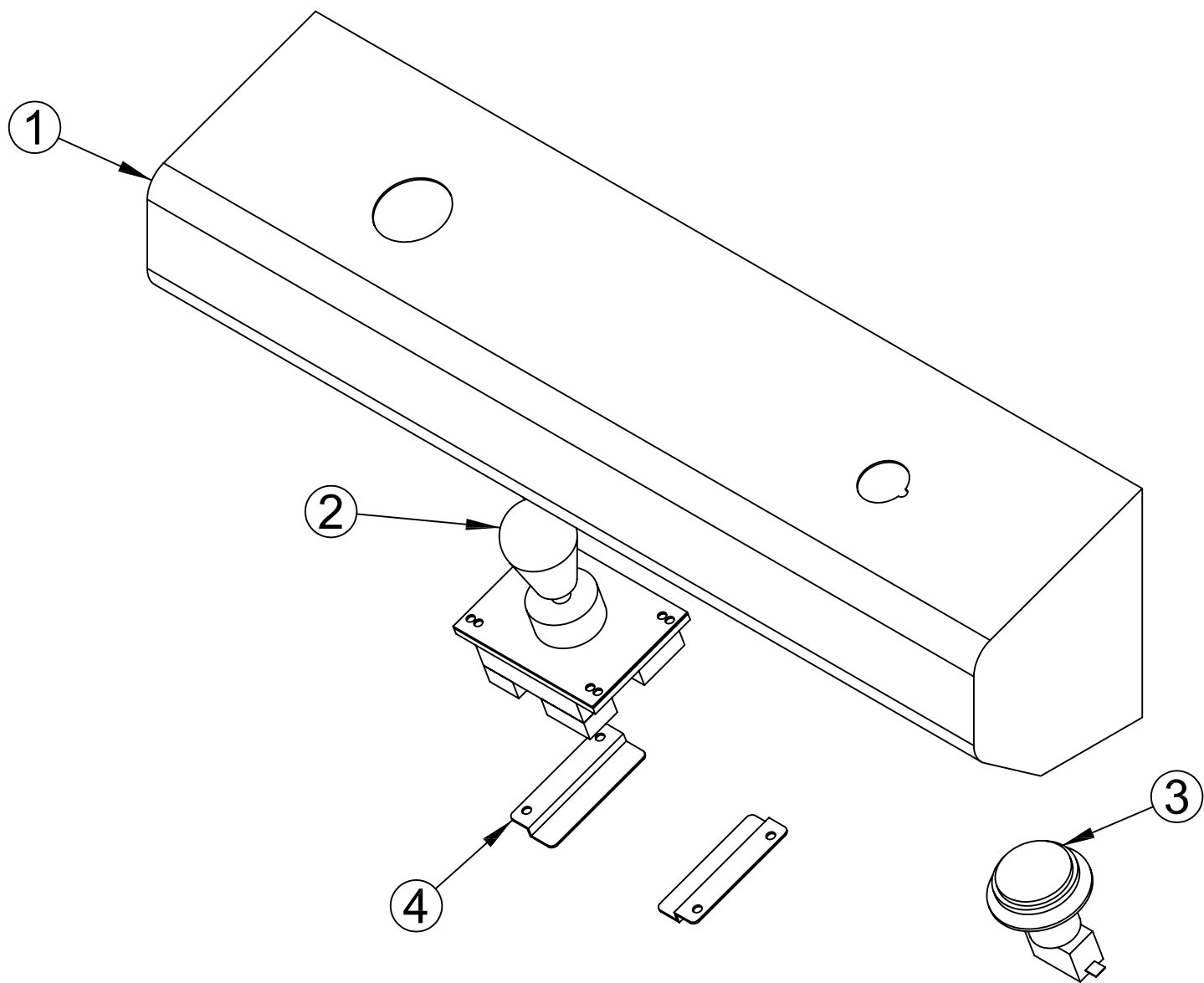
ON : The tongs don't stop the relevant line ( Take out the relevant shelf)

OFF : The tongs stop the relevant line

※ **Notice : Line 1 can't be removed.**

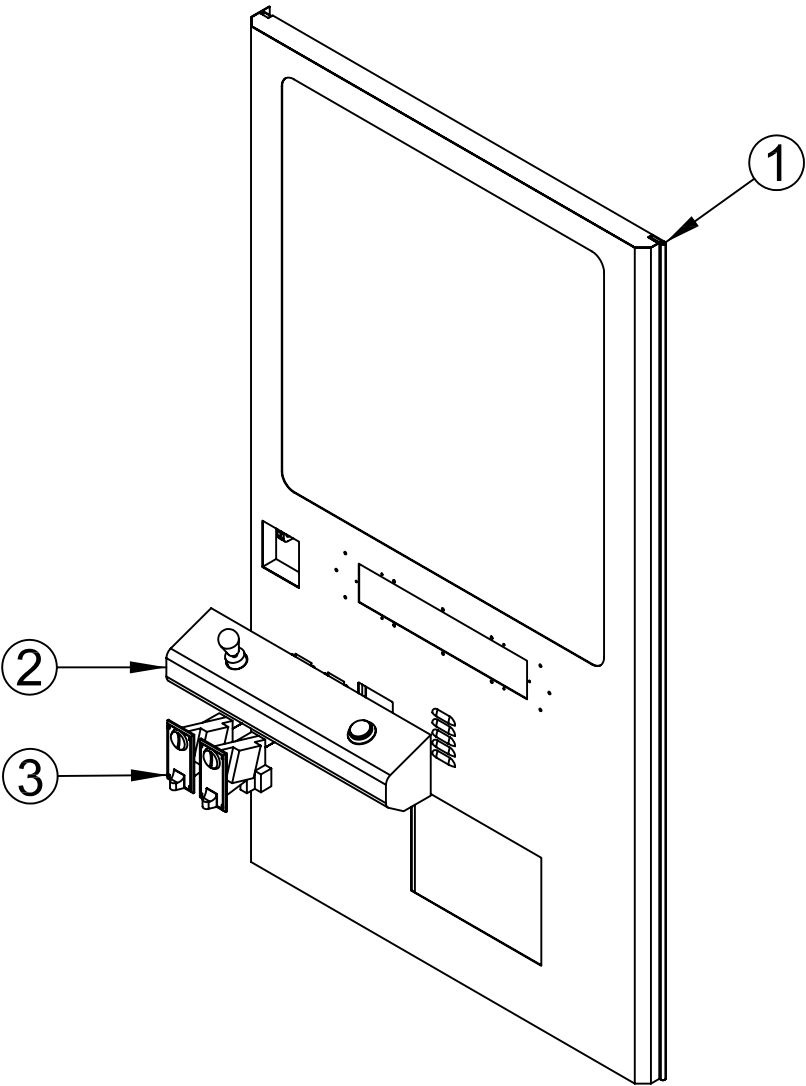
# 7.ASSEMBLING LIFT MANIA Ass'y

## 7-1.ASSEMBLING BUTTON BOX ASSY



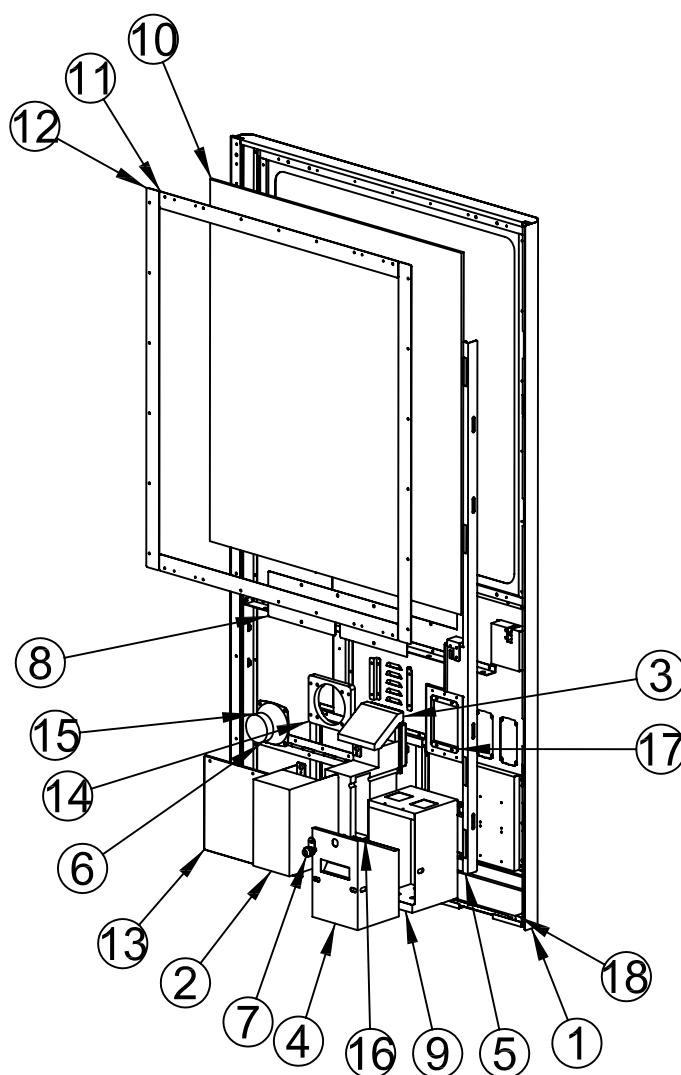
NO.	CODE NO.	QUANTITY	PART NAME	SPEC.
1	MILM0MEP001	1	BUTTON BKT-JOYSTICK	SPCC-1.2t
2	MLIM0LEV001	1	LEVER Ass'y (JOYSTICK)	GHL-04P
3	MSTB0000006	1	PUSH BUTTON	AMIPB-60HR-B12
4	MILM0MEP002	2	JOYSTICK FIX BKT	SPCC-1.2t

7-2-1.ASSEMBLING FRONT DOOR Ass'y



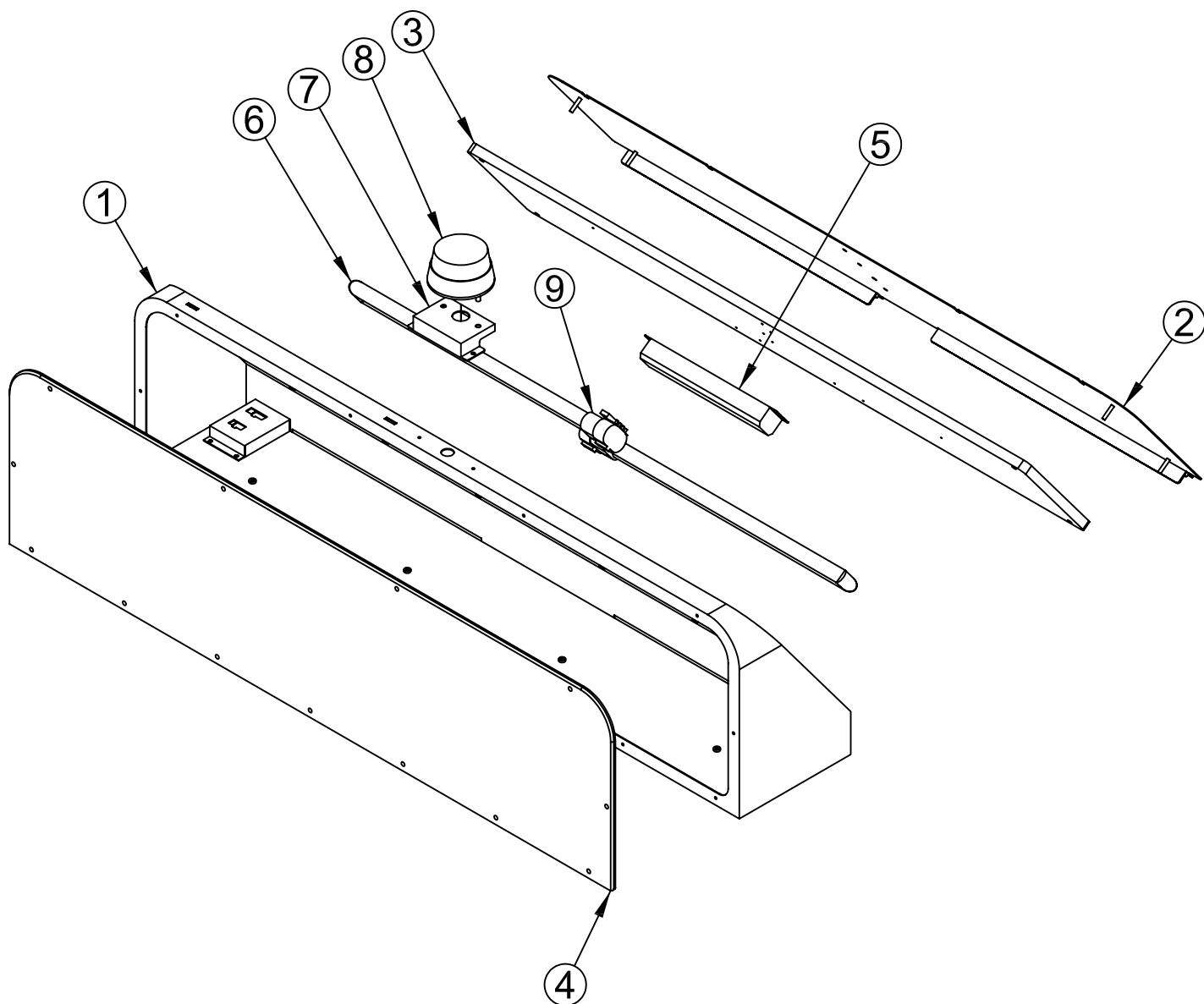
NO.	CODE NO.	QUANTITY	PART NAME	SPEC.
1	MILM0MEP003	1	DOOR WELD Ass'y	-
2	MILM0MEP109	1	BUTTON BOX Ass'y	7-1 (15p)
3	MZZZ0COS013	2	COIN SELECTOR	SG-628

## 7-2-2.ASSEMBLING FRONT DOOR Ass'y



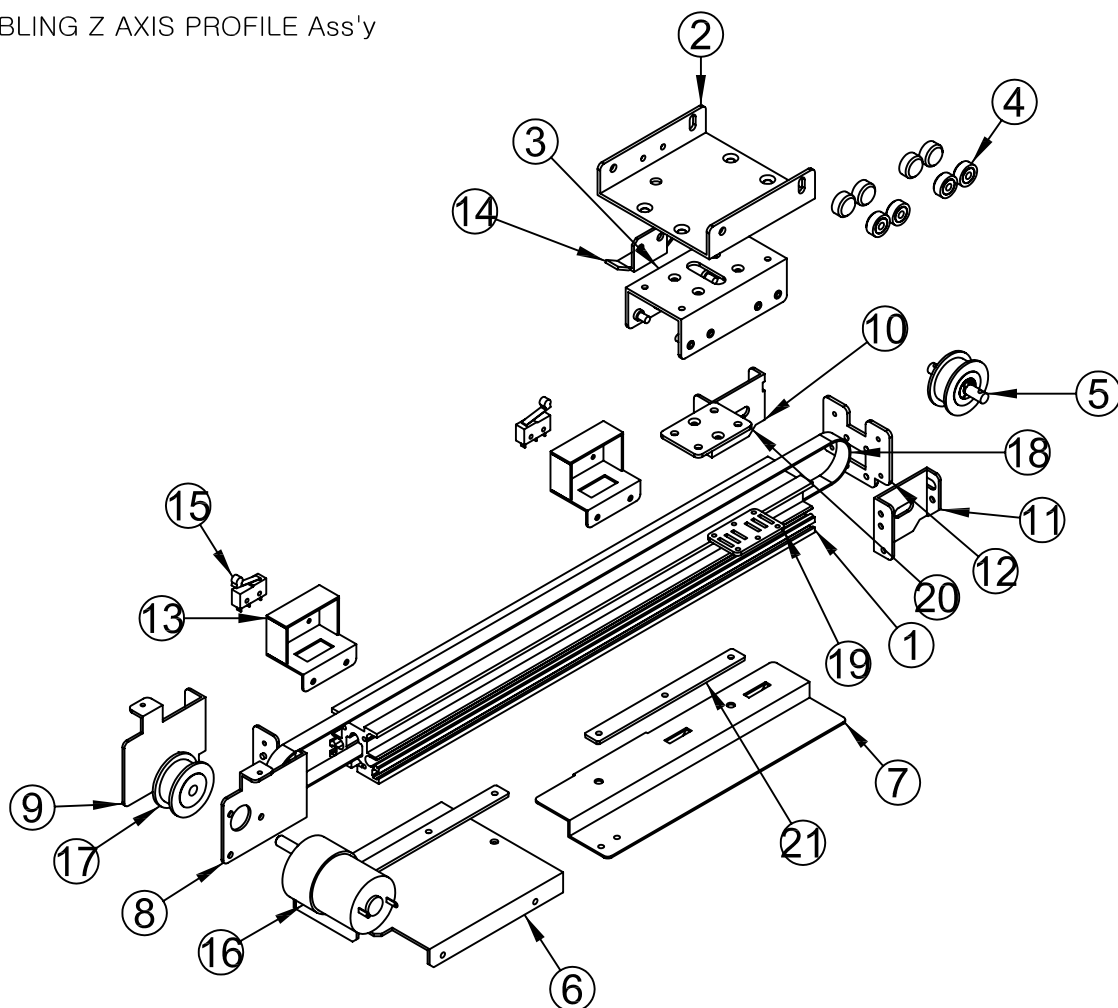
NO.	CODE NO.	QUANTITY	PART NAME	SPEC.
1	MILM0MEP003	1	DOOR WELD Ass'y	-
2	MILM0MEP004	1	BILL COVER-A WELD Ass'y	-
3	MILM0MEP005	1	BILL COVER-B WELD Ass'y	-
4	MILM0MEP006	1	COIN BOX INNER BKT WELD Ass'y	-
5	MILM0MEP007	1	DOOR LOCK SLIDE BKT WELD Ass'y	-
6	MILM0MEP008	1	DOOR-GATE-HINGE Ass'y	SPCC-1.6t
7	MZZZ0KEY013	1	KEY Ass'y	6001
8	MILM0MEP009	1	BUTTON REAR COVER BKT	SPCC-1.2t
9	MILM0MEP010	1	COIN BOX MAIN BKT	SPCC-1.2t
10	MLIM0GLA001	1	FRONT DOOR WINDOW	TEMPERED GLASS 8.0t
11	MILM0MEP011	2	FRONT GLASS COVER BKT-UD	SPCC-1.6t
12	MILM0MEP012	2	FRONT GLASS COVER BKT-LR	SPCC-1.6t
13	MILM0SHE001	1	PRIZE-GATE-DOOR ACRYL	ACRYL-5.0t
14	MILM0WOO001	1	SPEAKER FIX PLATE	PW-15.0t
15	MZZZ0SPE004	1	SPEAKER	MID 4.5 8Ω 80W
16	MILM0BIA001	1	BILL ACCEPT AE2431D5(DOWN STAKER)	-
17	MILM0MEP013	1	BILL PLUSE BRKT	SPCC-1.2t
18	MZZZ0BEA041	1	DR BEARING	DR-30B

### 7-3.ASSEMBLING BILLBOARD Ass'y



NO.	CODE NO.	QUANTITY	PART NAME	SPEC.
1	MILM0MEP014	1	BILLBOARD BOX WELD Ass'y	-
2	MILM0MEP015	1	BILLBOARD LAMP WELD Ass'y	-
3	MILM0WOO002	1	PL LIGHT PW	PW-12.0t
4	MILM0SHE001	1	BILLBOARD ACRYL	ACRYL-5.0t
5	MELE0BAL014	1	ELECTRONIC BALLAST	-
6	MMST0ELE006	2	LAMP PL	36W
7	MILM0MEP016	1	LM LIGHT BKT	SPCC-1.2t
8	MILM0LAM001	1	LM LIGHT	ORANGE DC 12V
9	MMST0ELE007	2	PL RECEPTACLE	Socket"1" TYPE + SUS loop

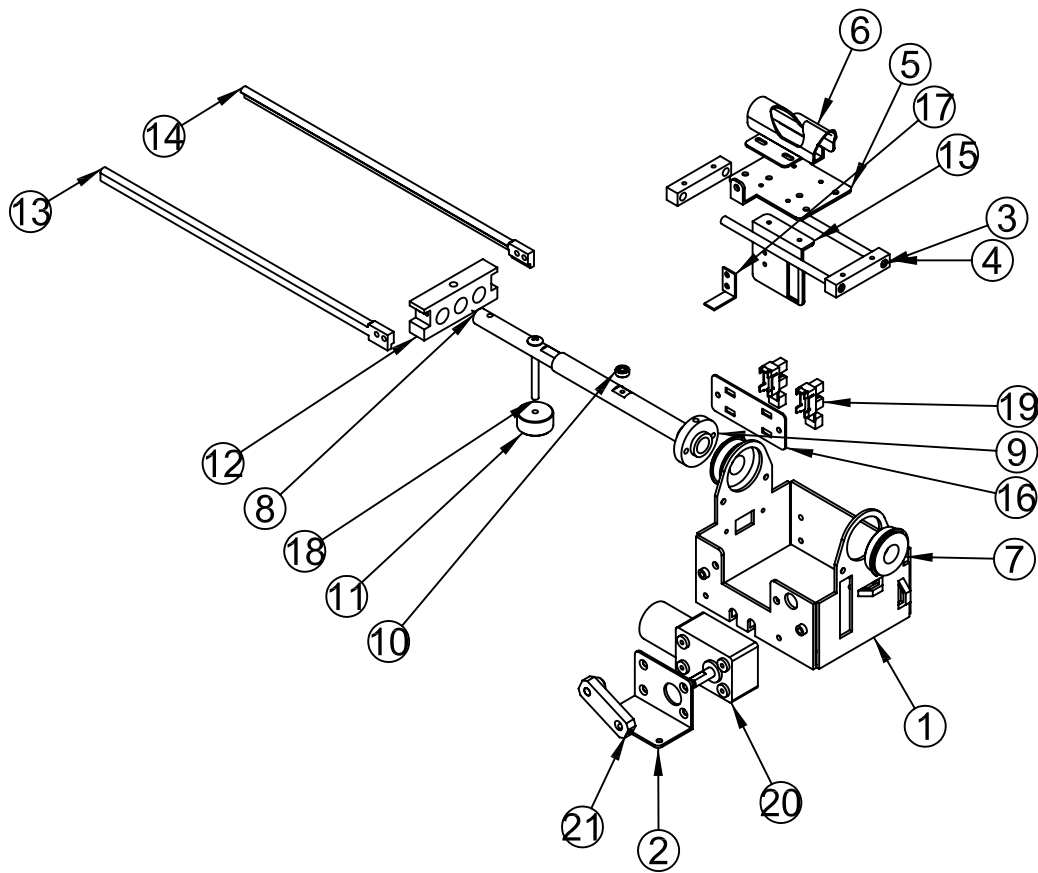
## 7-4.ASSEMBLING Z AXIS PROFILE Ass'y



NO.	CODE NO.	QUANTITY	PART NAME	SPEC.
1	MILM0PRO001	1	Z AXIS PROFILE	AL
2	MILM0MEP017	1	Z AXIS ARM BASE BKT	SPCC-2.0t
3	MILM0PRO002	1	Z AXIS BEARING BKT SD Ass'y	-
4	MILM0PRO003	8	Z AXIS MOVE BEARING ROLLER Ass'y	-
5	MILM0PRO004	1	PULLEY-B Ass'y	-
6	MILM0MEP018	1	Z AXIS BASE BKT	SPCC-1.6t
7	MILM0MEP019	1	Z AXIS CABLE CHAIN BKT	SPCC-1.2t
8	MILM0MEP020	1	Z AXIS MOTOR BKT	SPCC-1.6t
9	MILM0MEP021	1	Z AXIS MOTOR COVER SUPPORT	SPCC-1.6t
10	MILM0MEP022	1	Z AXIS PULLEY-B FIX BKT	SPCC-1.6t
11	MILM0MEP023	1	Z AXIS PULLEY-B FIX BKT mir	SPCC-1.6t
12	MILM0MEP024	1	Z AXIS PULLEY-B BASE BKT	SPCC-2.0t
13	MILM0MEP025	2	Z AXIS SENSOR BKT	SPCC-1.2t
14	MILM0MEP026	1	LIMITS-BKT	SPCC-1.6t
15	MZZZ0000259	2	MICRO SWITCH ZIPPY-ROLLER SMALL	SS-5GLT(롤러형)
16	MLIM0MOT002	1	MOTOR (KGC-3429) , 12V	KGC-0100-ISF-05/GAJJA06
17	MILM0PRO005	1	PULLEY	16XL - 037 33F
18	MLIM0BEL001	1	TIMING BELT	352XL 037
19	MILM0MEP027	1	Z AXIS BELT FIX BKT-A	SPCC-2.0t
20	MILM0MEP028	1	Z AXIS BELT FIX BKT-B	SPCC-2.0t
21	MILM0MEP029	2	Z AXIS PROFILE INNER PLATE	SPCC-2.0t

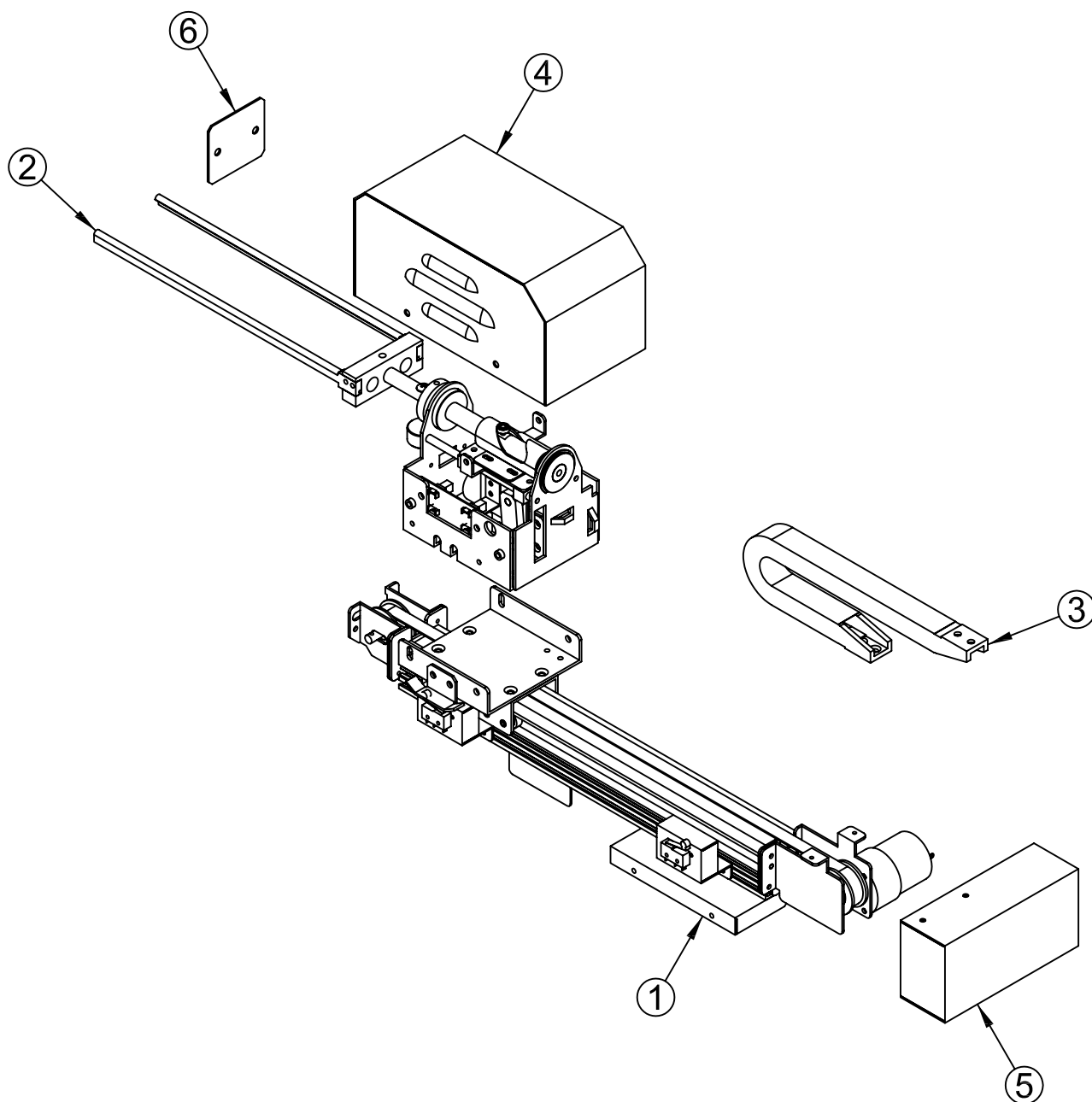


## 7-5.ASSEMBLING Z AXIS ARM Ass'y



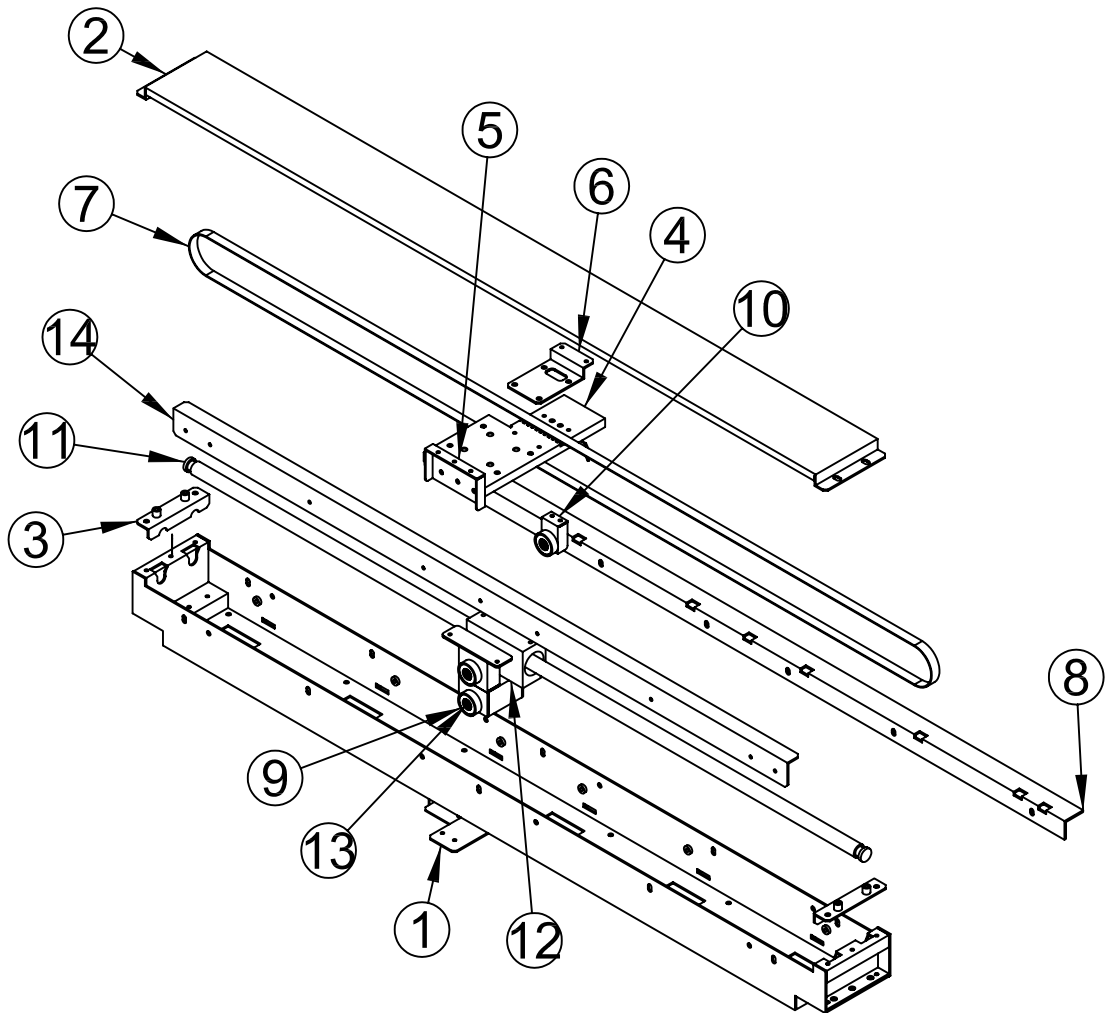
NO.	CODE NO.	QUANTITY	PART NAME	SPEC.
1	MILM0MEP030	1	Z AXIS ARM MAIN BKT	SPCC-2.0t
2	MILM0MEP031	1	Z AXIS ARM MOTOR BKT	SPCC-1.6t
3	MILM0PRO006	2	Z AXIS ARM TENSION GUIDE SHAFT	S45C
4	MILM0PRO007	2	Z AXIS ARM TENSION GUIDE BLOCK	ACETAL
5	MILM0MEP032	1	Z AXIS ARM TENSION GUIDE BKT	SPCC-1.6t
6	MILM0MEP033	1	BEARING_CAM BKT	SPCC-1.2t
7	MLIM0BEA004	2	BEARING (NR가공)	6001 ZZ
8	MILM0PRO008	1	Z AXIS ARM MAIN SHAFT	AL
9	MILM0PRO009	1	Z AXIS ARM MAIN SHAFT SPACER	AL
10	MLIM0BEA005	1	BEARING	#693
11	MILM0PRO010	1	BALANCE	S45C
12	MILM0PRO011	1	Z AXIS ARM FINGER BASE	AL
13	MILM0PRO012	1	Z AXIS ARM FINGER-L	AL
14	MILM0PRO013	1	Z AXIS ARM FINGER-R	AL
15	MILM0MEP034	1	Z AXIS ARM ROTATOR GUIDE BKT	SPCC-1.6t
16	MILM0MEP035	1	Z AXIS ARM ROTATOR SENSOR BKT	SPCC-1.0t
17	MILM0MEP036	1	Z AXIS ARM SENSOR CHECK BKT	SPCC-1.0t
18	-	1	TH BOLT	M4 X 40L
19	MLIM0PHO002	2	PHOTO SENSER (OMRON)	EE-SX1235A-P2(330옴)
20	MLIM0MOT004	1	MOTOR KWA-0650 (IMF-02)	KWA-PD1-2531-091-01
21	MILM0PRO014	1	Z AXIS ARM MOTOR ROATE Ass'y	-

## 7-6.ASSEMBLING Z AXIS Ass'y



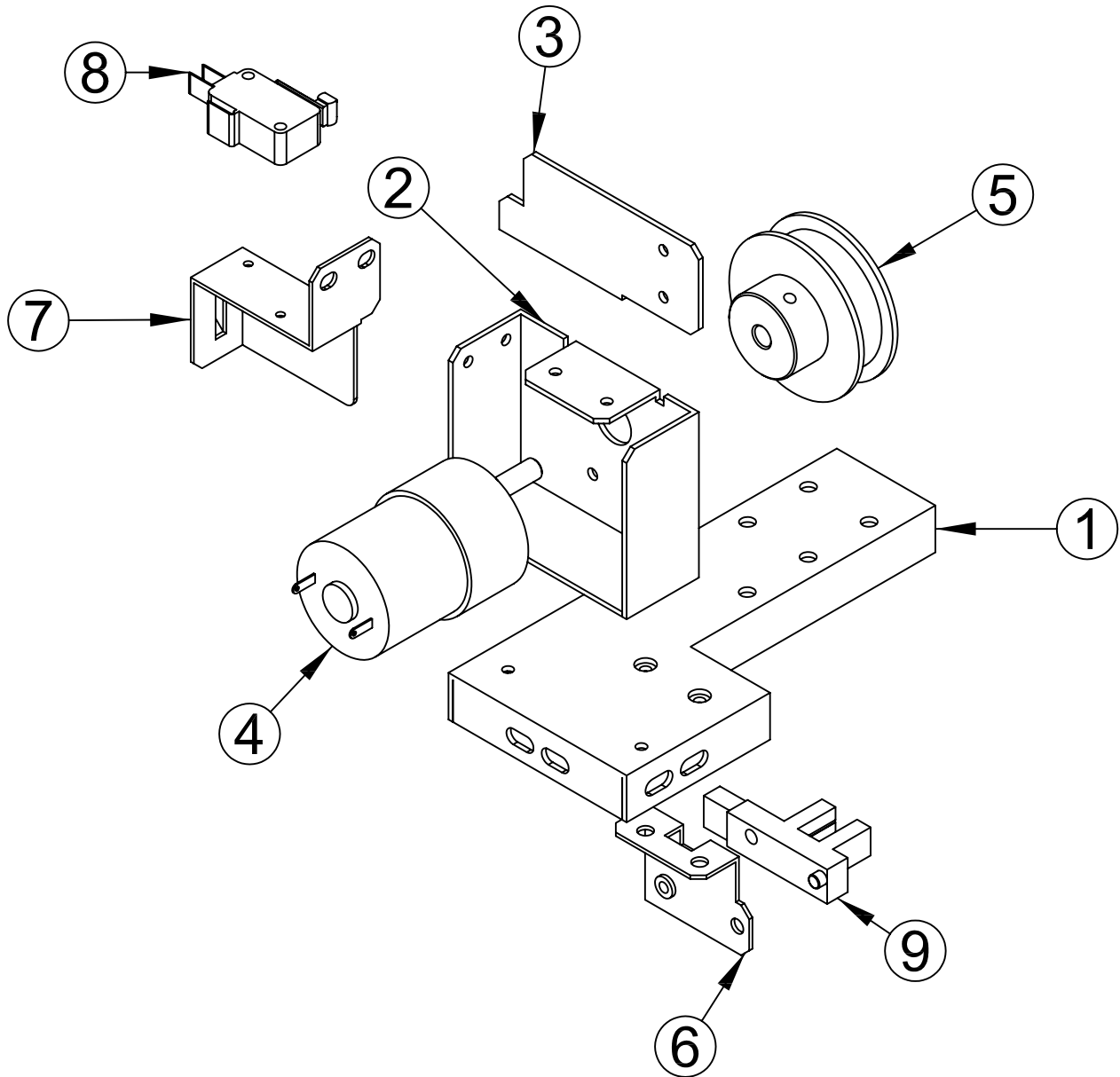
NO.	CODE NO.	QUANTITY	PART NAME	SPEC.
1	MILM0MEP122	1	Z AXIS PROFILE Ass'y	7-4 (19p)
2	MILM0MEP123	1	Z AXIS ARM Ass'y	7-5 (20p)
3	MLIM0CAB001	1	CABLE CHAIN Z AXIS	KJP-0150-IB-18R-15LINK
4	MILM0MEP037	1	Z AXIS ARM COVER	SPCC-1.2t
5	MILM0MEP038	1	Z AXIS MOTOR COVER	SPCC-1.2t
6	MILM0MEP039	1	Z AXIS ARM FR COVER	SPCC-1.2t

## 7-7.ASSEMBLING X AXIS MAIN BKT Ass'y



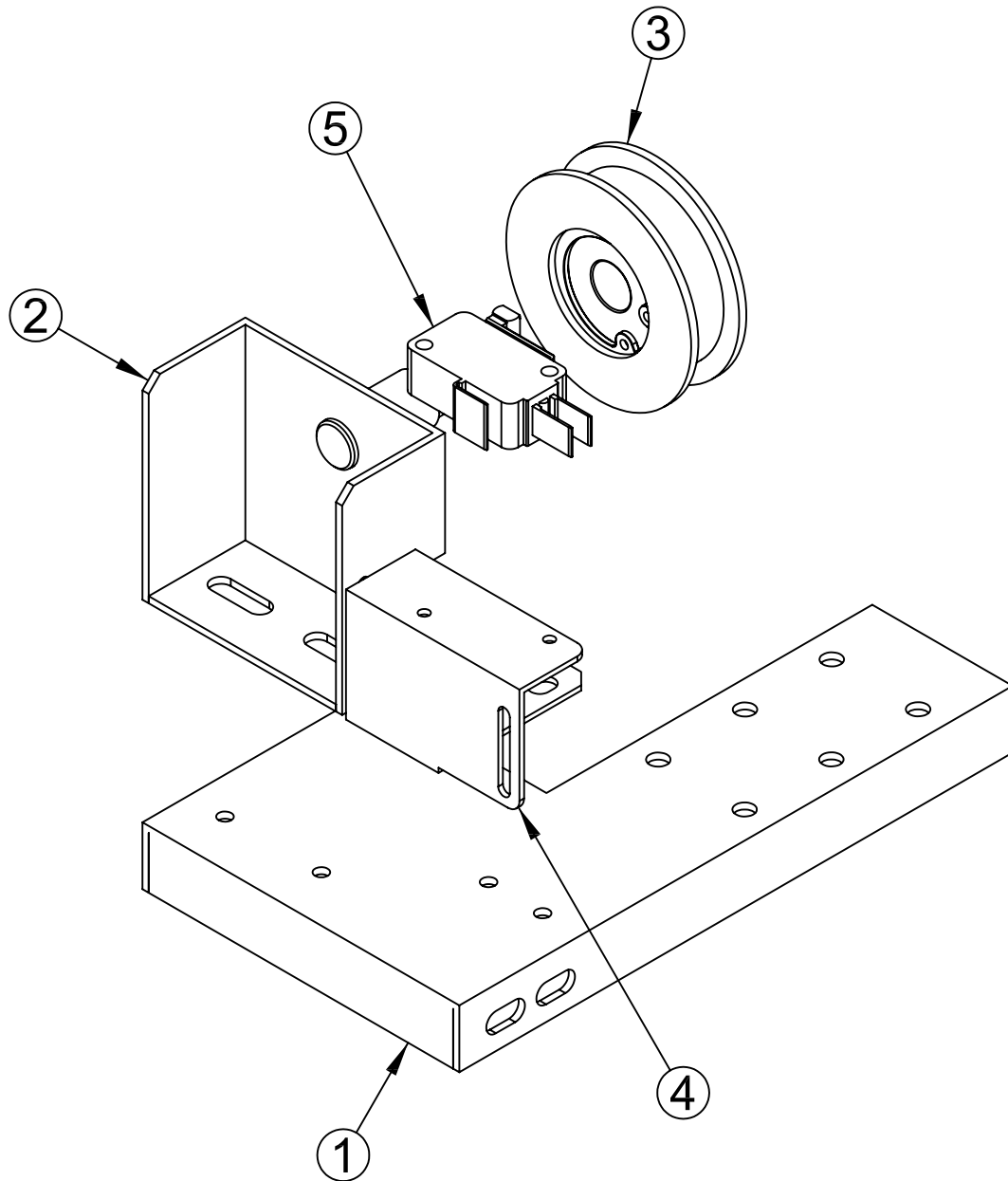
NO.	CODE NO.	QUANTITY	PART NAME	SPEC.
1	MILM0MEP040	1	X AXIS MAIN BKT WELD Ass'y	-
2	MILM0MEP041	1	X AXIS UPPER COVER BKT SUPPORT WELD Ass'y	-
3	MILM0MEP042	2	X AXIS LM SHAFT COVER BKT	SPCC-1.6t
4	MILM0MEP043	1	X AXIS LM FIX BKT WELD Ass'y	-
5	MILM0MEP044	1	X AXIS LM FIX SUP BKT	SPCC-1.6t
6	MILM0MEP045	1	X AXIS TIMMING BELT FIX BKT	SPCC-1.6t
7	MLIM0BEL004	1	X AXIS TIMMING BELT	754XL037-1915
8	MILM0MEP046	1	X AXIS LM BEARING FIX BKT GUIDE	SPCC-2.0t
9	MLIM0BEA003	4	BEARING	627 ZZ
10	MILM0MEP047	1	X AXIS LM BEARING FIX BKT WELD Ass'y	-
11	MILM0PRO015	1	X AXIS LM SHAFT	S45C
12	MILM0PRO016	1	LM13 BLOCK	AL
13	MILM0MEP048	1	X AXIS DR BRG FIX BKT WELD Ass'y	-
14	MILM0MEP049	1	X AXIS DR BRG UPPER BKT	SPCC-1.6t

## 7-8.ASSEMBLING X AXIS MOTOR SUPPORT Ass'y



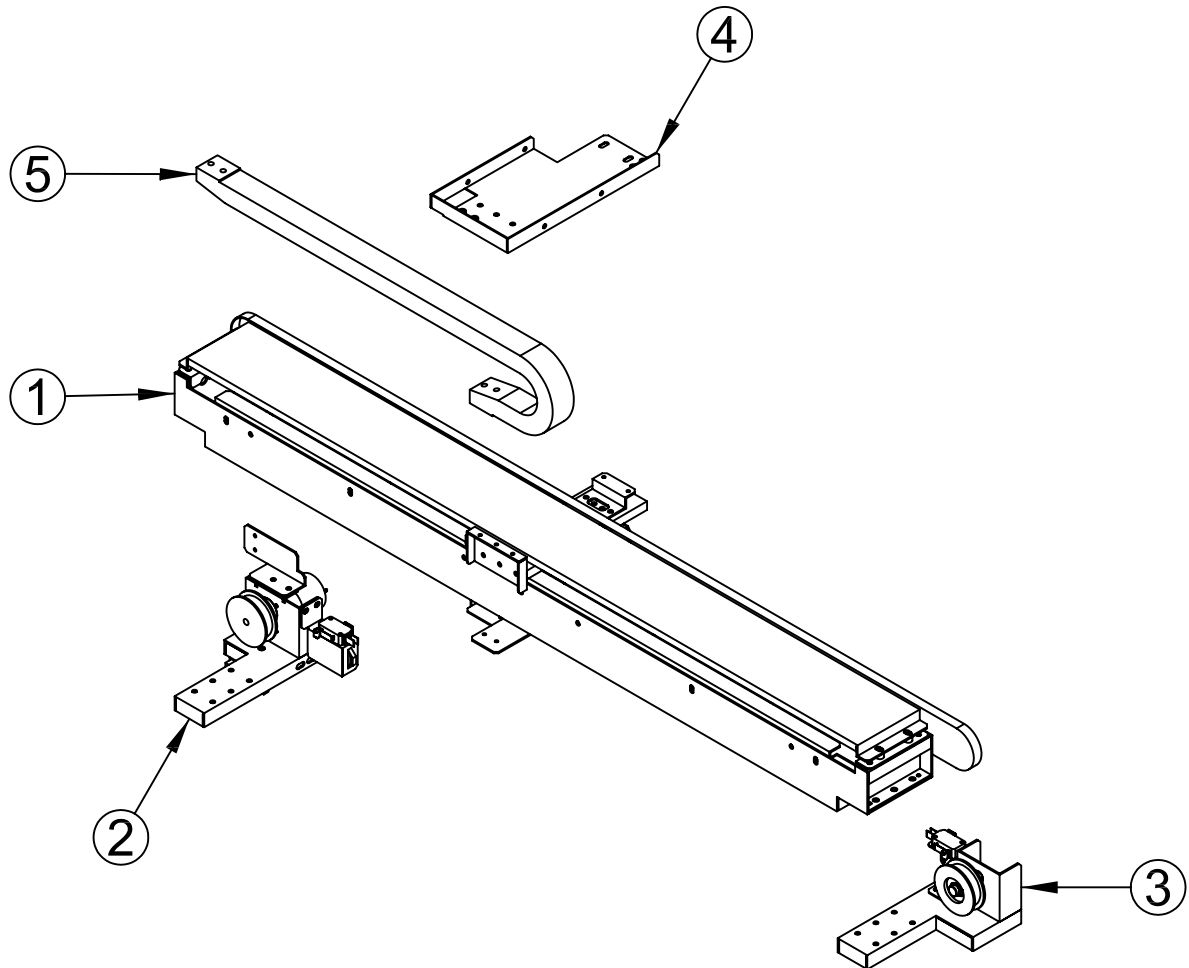
NO.	CODE NO.	QUANTITY	PART NAME	SPEC.
1	MILM0MEP050	1	X AXIS MOTOR SUPPORT BKT WELD Ass'y	-
2	MILM0MEP051	1	X AXIS MOTOR FIX BKT	SPCC-1.6t
3	MILM0MEP052	1	Y AXIS CABLE CHAIN FIX BKT	SPCC-1.6t
4	MLIM0MOT002	1	MOTOR (KGC-3429) , 12V	KGC-0100-ISF-05/GAAJE02
5	MILM0PRO017	1	X ASIX MOTOR PULLEY	25XL 037 6F
6	MILM0MEP053	1	Y AXIS 軸端 SENSOR FIX BKT	SPCC-1.2t
7	MILM0MEP054	1	X AXIS SIDE SENSOR FIX BKT-L	SPCC-1.2t
8	MZZZ0000278	1	MICRO SWITCH ZIPPY-ROLLER	GSM-V1651A2
9	MLIM0PHO001	1	SINKO SENSOR	KI669

## 7-9.ASSEMBLING X AXIS IDLE PULLEY SUPPORT Ass'y



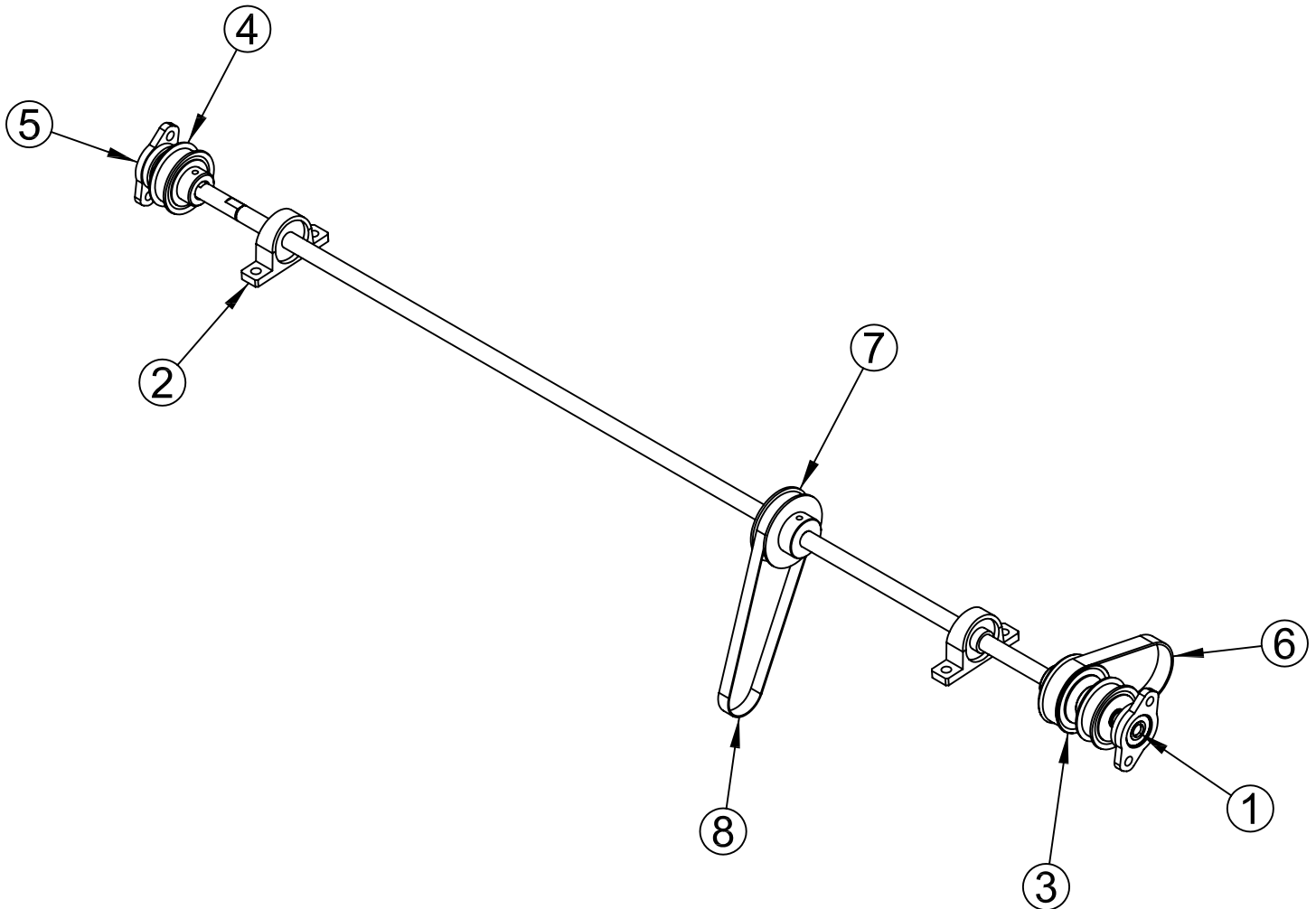
NO.	CODE NO.	QUANTITY	PART NAME	SPEC.
1	MILM0MEP055	1	X AXIS IDLE PULLEY SUPPORT BKT WELD Ass'y	-
2	MILM0MEP056	1	X AXIS IDLE PULLEY WELD Ass'y	-
3	MILM0PRO018	1	X AXIS IDLE PULLEY Ass'y	-
4	MILM0MEP057	1	X AXIS SIDE SENSOR FIX BKT-R	SPCC-1.2t
5	MZZZ0000278	1	MICRO SWITCH ZIPPY-ROLLER	GSM-V1651A2

## 7-10.ASSEMBLING X AXIS Ass'y



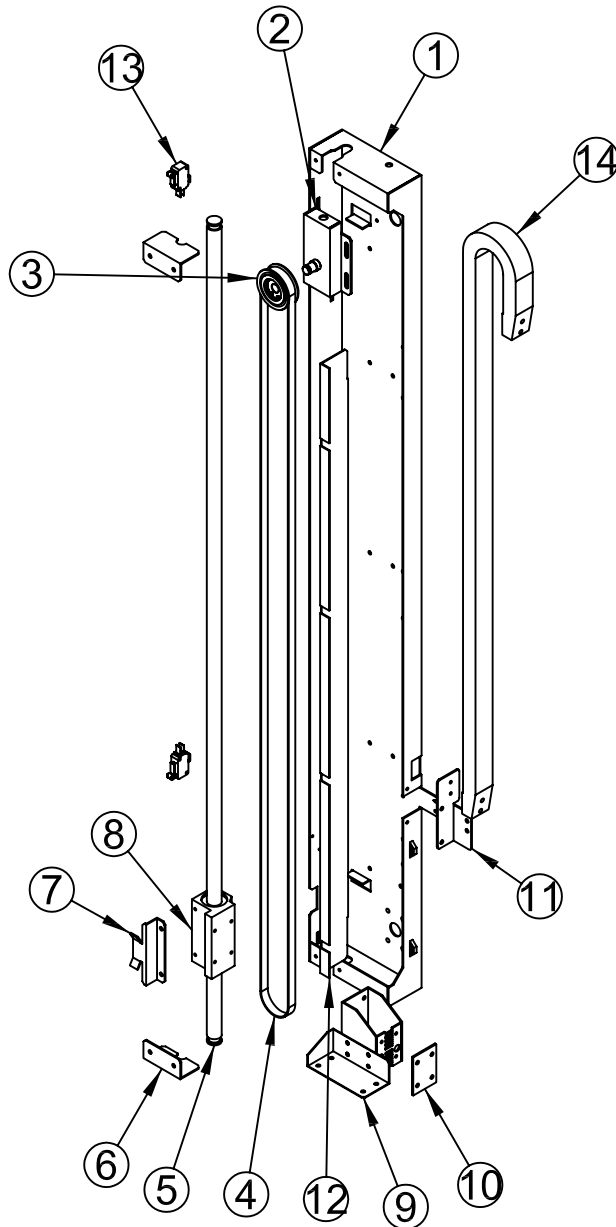
NO.	CODE NO.	QUANTITY	PART NAME	SPEC.
1	MILM0MEP125	1	X AXIS MAIN BKT Ass'y	7-7 (22p)
2	MILM0MEP126	1	X AXIS MOTOR SUPPORT Ass'y	7-8 (23p)
3	MILM0MEP127	1	X AXIS IDLE PULLEY SUPPORT Ass'y	7-9 (24p)
4	MILM0MEP058	1	Z AXIS Ass'y FIX BKT	SPCC-1.2t
5	MLIM0CAB002	1	CABLE CHAIN	KJP-0180-1B-18R-27LINK

## 7-11.ASSEMBLING Y AXIS DRIVING Ass'y



NO.	CODE NO.	QUANTITY	PART NAME	SPEC.
1	MILM0PRO019	1	Y AXIS DRIVING SHAFT	S45C
2	MLIM0BEA002	2	PS-001 BEARING (Y AXIS DRIVING 12mm UNIT)	-
3	MILM0PRO020	1	Y AXIS DRIVING SHAFT PULLEY	L050-15
4	MILM0PRO021	2	Y AXIS MOTOR PULLEY	S5M-26t (P.D 41.38)
5	MLIM0BEA001	2	BALL BEARING UNIT-10mm	-
6	MLIM0BEL003	1	TIMMING BELT	109L-050
7	MILM0PRO022	1	ENCODER PULLEY-B	30XL 037 6F
8	MLIM0BEL005	1	TIMMING BELT	148XL 037

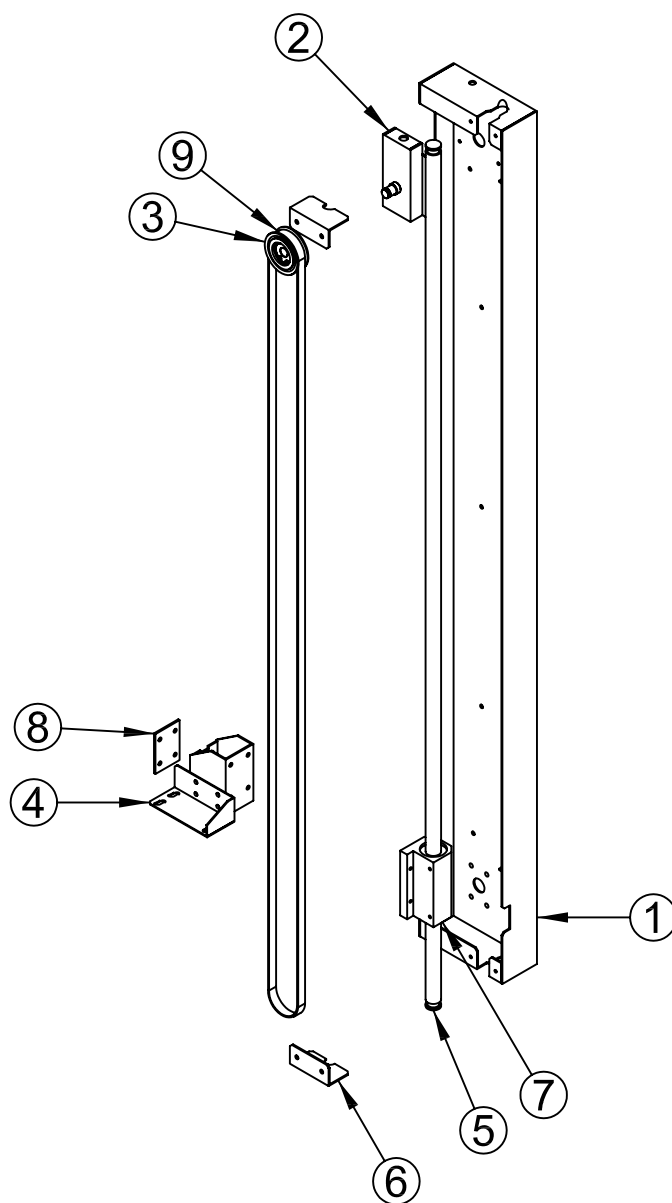
## 7-12.ASSEMBLING Y AXIS L Ass'y



NO.	CODE NO.	QUANTITY	PART NAME	SPEC.
1	MILM0MEP059	1	LM16 SHAFT SUPPORT BKT-L	SPCC-1.6t
2	MILM0MEP060	1	Y AXIS BEARING UNIT UPPER FIX BKT WELD Ass'y	-
3	MILM0PRO023	1	S5M-26t IDLE PULLEY BEARING Ass'y	S5M-26t (P.D 41.38)
4	MLIM0BEL002	1	Y AXIS TIMMING BELT	S5M-2000
5	MILM0PRO024	1	Y AXIS LM SHAFT	S45C
6	MILM0MEP061	2	Y AXIS LM COVER BKT	SPCC-1.6t
7	MILM0MEP062	1	Y AXIS LIMITS BKT	SPCC-1.6t
8	MILM0PRO025	1	LM16 BLOCK	AL
9	MILM0MEP063	1	Y AXIS Ass'y-L WELD Ass'y	-
10	MILM0MEP064	1	Y AXIS BELT UPPER FIX BKT	SPCC-2.0t
11	MILM0MEP065	1	Y AXIS CABLE CHAIN FIX BKT-A	SPCC-1.6t
12	MILM0MEP066	1	Y AXIS SENSING BKT	SPCC-1.2t
13	MZZZ0000278	2	MICRO SWITCH ZIPPY-ROLLER	GSM-V1651A2
14	MLIM0CAB003	1	CABLE CHAIN	KJP-0180-IB-18R-47LINK

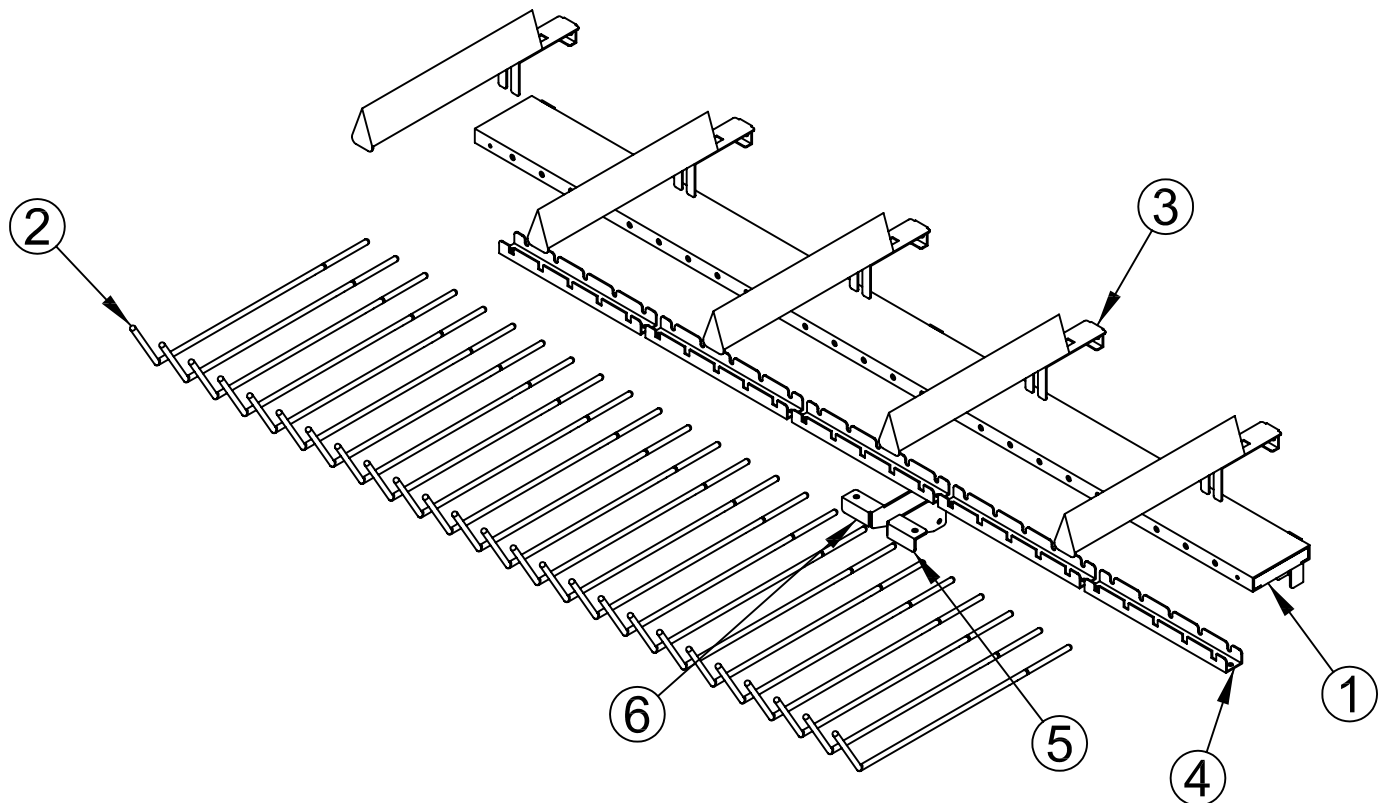


## 7-13.ASSEMBLING Y AXIS R Ass'y



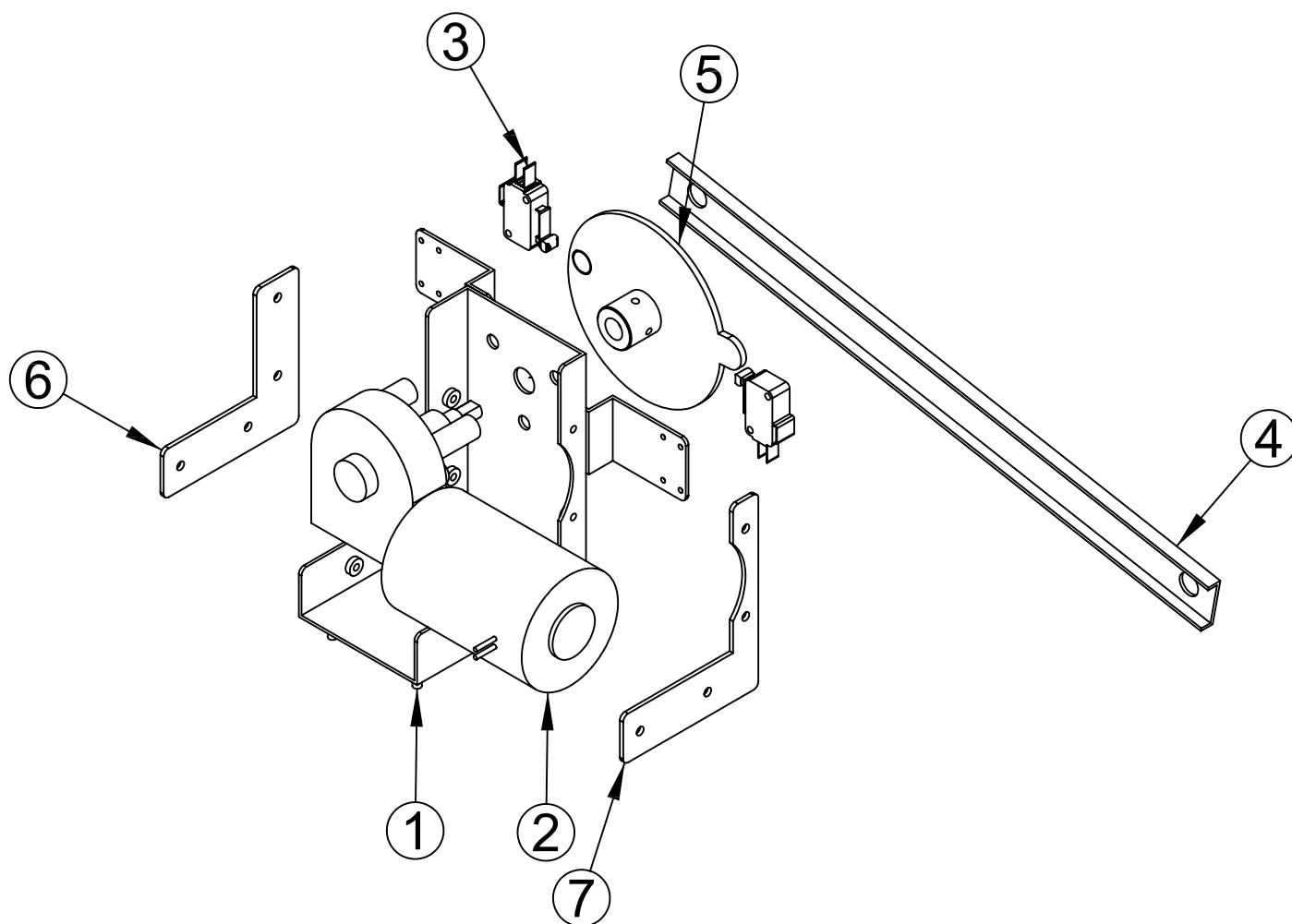
NO.	CODE NO.	QUANTITY	PART NAME	SPEC.
1	MILM0MEP067	1	LM16 SHAFT SUPPORT BKT-R	SPCC-1.6t
2	MILM0MEP060	1	Y AXIS BEARING UNIT UPPER FIX BKT WELD Ass'y	-
3	MILM0PRO023	1	S5M-26t IDLE PULLEY BEARING Ass'y	S5M-26t (P.D 41.38)
4	MILM0MEP068	1	Y AXIS Ass'y-R WELD Ass'y	-
5	MILM0PRO024	1	Y AXIS LM SHAFT	S45C
6	MILM0MEP061	2	Y AXIS LM COVER BKT	SPCC-1.6t
7	MILM0PRO025	1	LM16 BLOCK	AL
8	MILM0MEP064	1	Y AXIS BELT UPPER FIX BKT	SPCC-2.0t
9	MLIM0BEL002	1	Y AXIS TIMMING BELT	S5M-2000

## 7-14.ASSEMBLING REAR SHELF ASSY



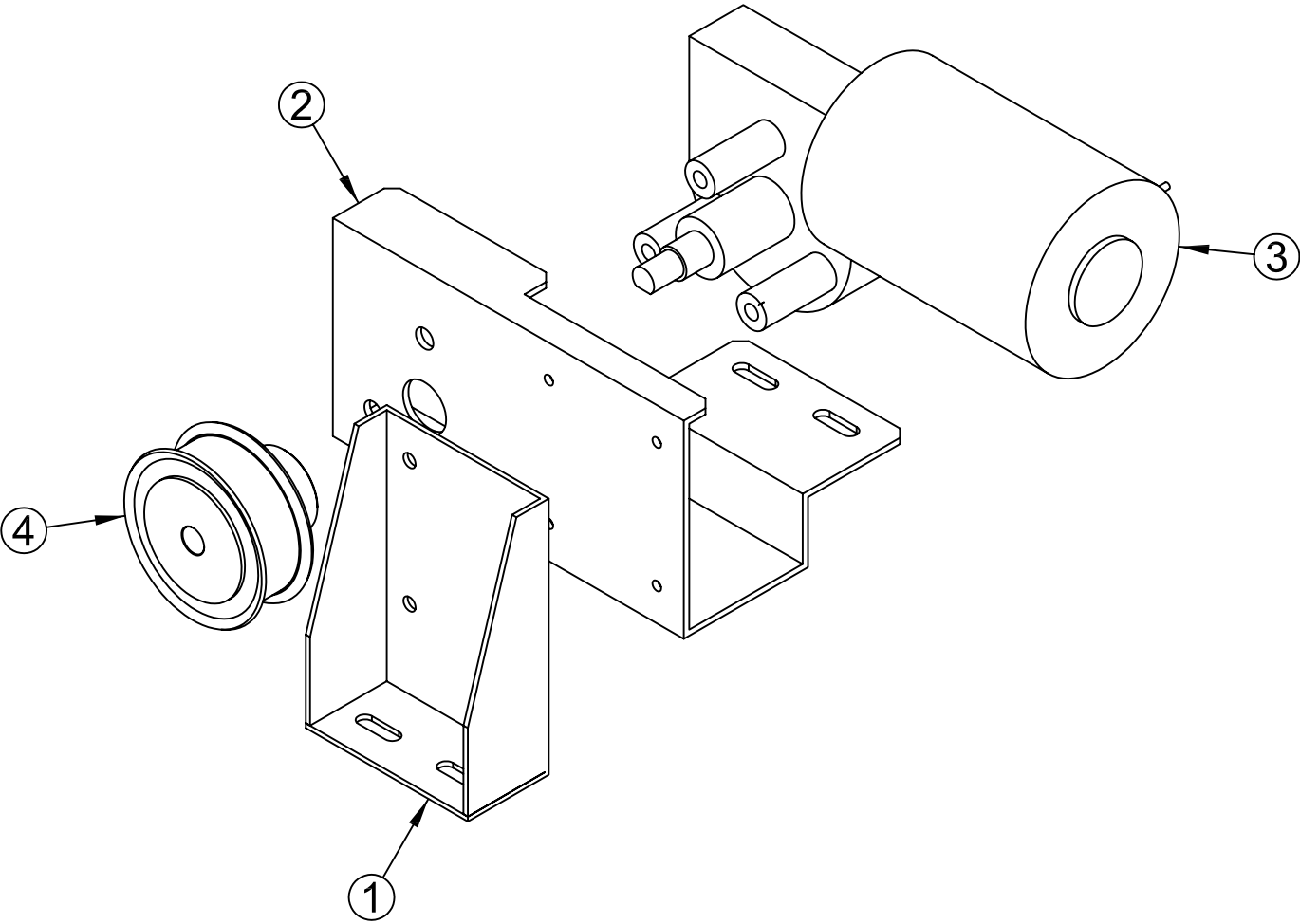
NO.	CODE NO.	QUANTITY	PART NAME	SPEC.
1	MILM0MEP069	1	REAR-SHELF WELD Ass'y	-
2	MILM0PRO026	25	SHELF_SHAFT	S45C
3	MILM0MEP070	5	PRIZE-STOPER	SPCC-1.2t
4	MILM0MEP071	5	SHELF SHAFT FIX BKT	SPCC-1.2t
5	MILM0MEP072	1	REAR-SHELF GUIDE BKT R	SPCC-2.0t
6	MILM0MEP073	1	REAR-SHELF GUIDE BKT L	SPCC-2.0t

## 7-15.ASSEMBLING PZ\_MOTOR Ass'y



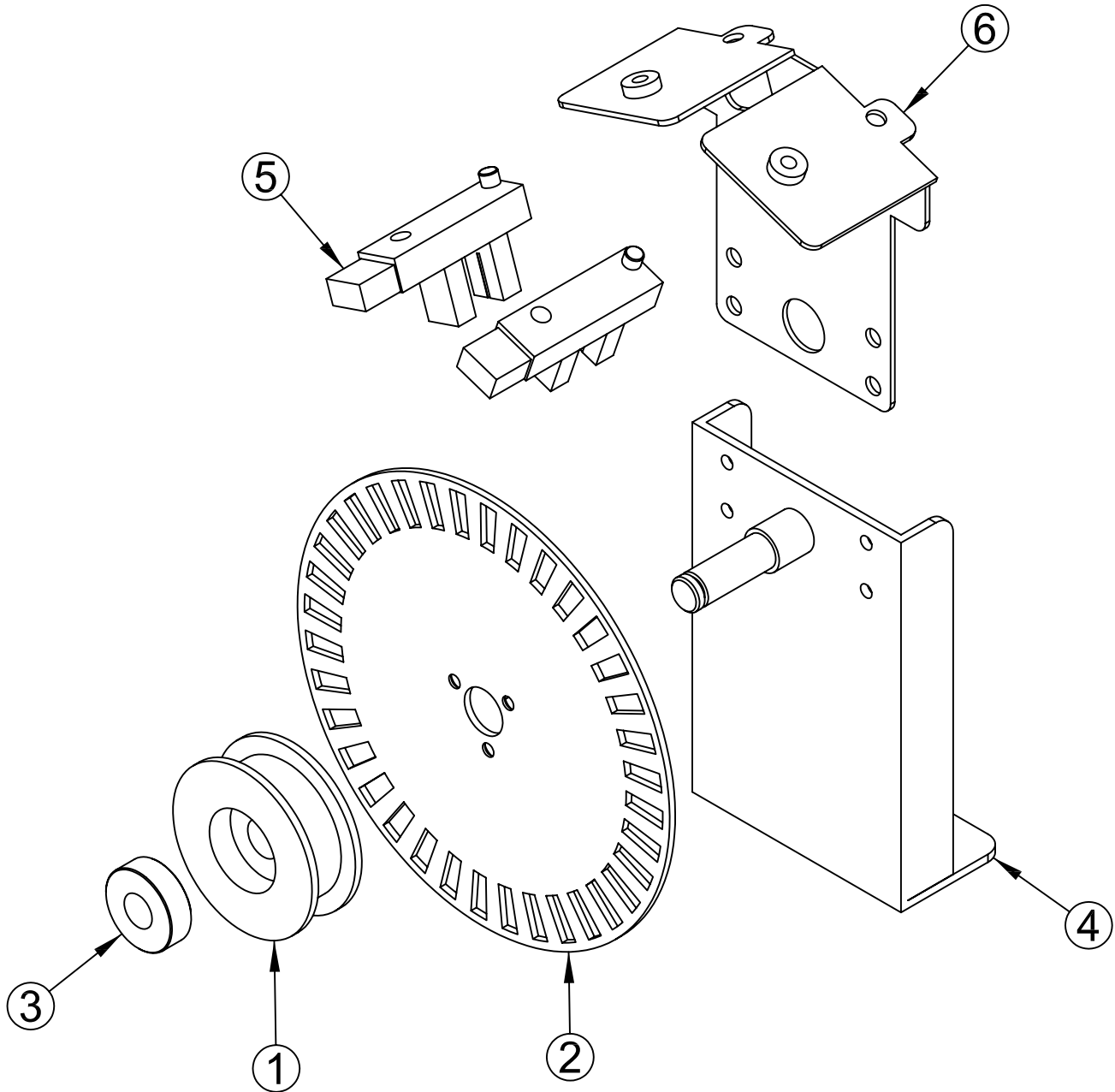
NO.	CODE NO.	QUANTITY	PART NAME	SPEC.
1	MILM0MEP074	1	PZ_MOTOR_FIX_WELD_Ass'y	-
2	MLIM0MOT003	1	WIPER MOTOR	37SA, 24V, 64rpm
3	MZZZ0000278	2	MICRO SWITCH ZIPPY-ROLLER	GSM-V1651A2
4	MILM0MEP075	1	PRIZE INNER GATE LINK BKT	SPCC-1.6t
5	MILM0MEP076	1	PZ_CAM_HSG_WELD_Ass'y	-
6	MILM0MEP077	1	PZ-MOTOR-FIX-SUP-BKT-L	SPCC-2.0t
7	MILM0MEP078	1	PZ-MOTOR-FIX-SUP-BKT-R	SPCC-2.0t

7-16.ASSEMBLING Y AXIS MOTOR Ass'y



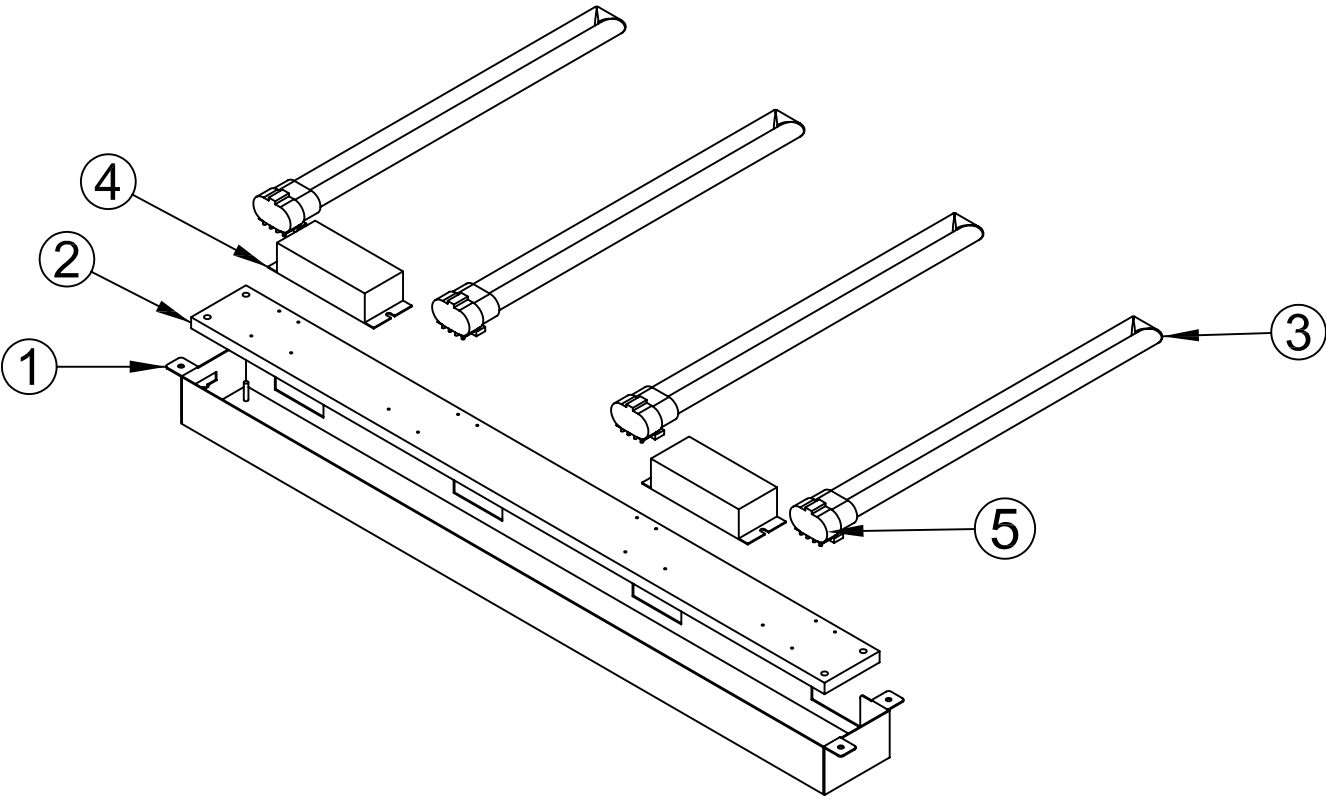
NO.	CODE NO.	QUANTITY	PART NAME	SPEC.
1	MILM0MEP079	1	Y AXIS MOTOR FIX BKT-B	SPCC-1.6t
2	MILM0MEP080	1	Y AXIS MOTOR FIX BKT-A	SPCC-2.0t
3	MLIM0MOT003	1	WIPER MOTOR	37SA, 24V, 64rpm
4	MILM0PRO027	1	Y AXIS DRIVING MOTOR PULLEY	L050-15

## 7-17.ASSEMBLING ENCODER Ass'y



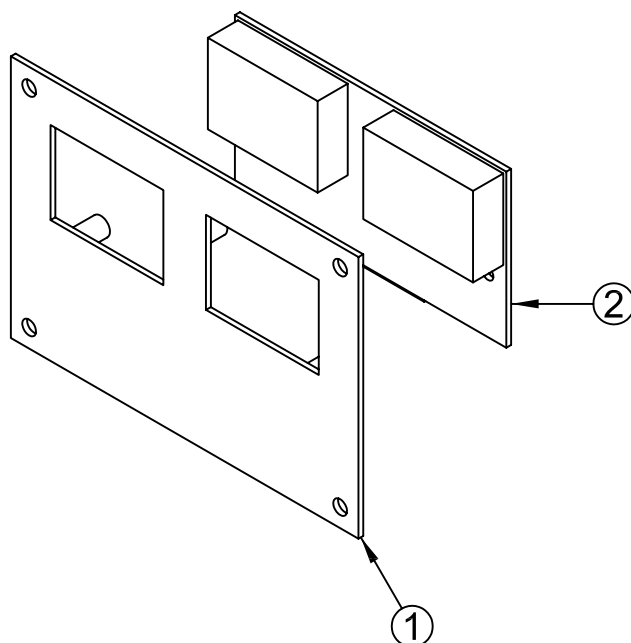
NO.	CODE NO.	QUANTITY	PART NAME	SPEC.
1	MILM0PRO028	1	ENCODER PULLEY-A	20XL 037 6F
2	MILM0MEP081	1	ENCODER	SPCC-1.6t
3	MZZZ0BEA032	1	BEARING	698ZZ
4	MILM0MEP082	1	ENCODER WELD Ass'y	-
5	MLIM0PHO001	2	SINKO SENSOR	KI669
6	MILM0MEP083	1	ENCODER SENSOR BKT	SPCC-1.2t

7-18.ASSEMBLING PL LAMP COVER Ass'y



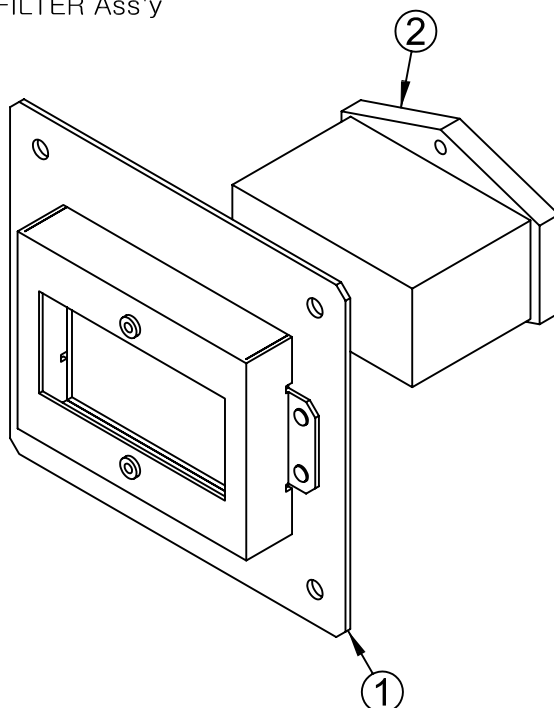
NO.	CODE NO.	QUANTITY	PART NAME	SPEC.
1	MILM0MEP084	1	PL LAMP COVER BKT	SPCC-1.2t
2	MILM0WOO003	1	PL LAMP PLATE PW	PW-12.0t
3	MMST0ELE006	4	LAMP PL	36W
4	MELE0BAL014	2	ELECTRONIC BALLAST	-
5	MMST0ELE007	4	PL RECEPTACLE	Socket"1" TYPE + SUS loop

## 7-19.ASSEMBLING BODY FND Ass'y



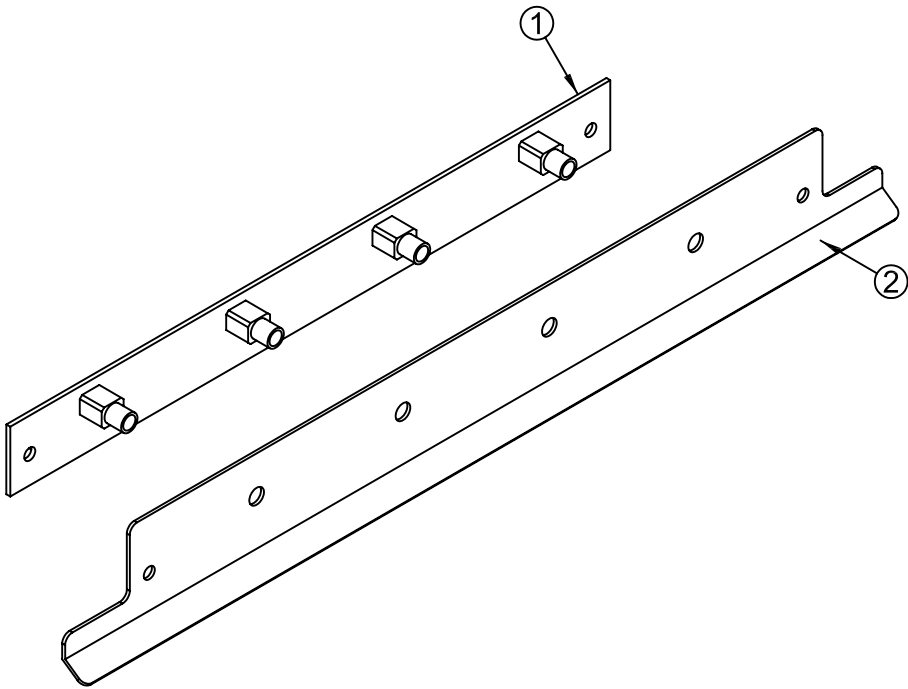
NO.	CODE NO.	QUANTITY	PART NAME	SPEC.
1	MILM0MEP085	1	BODY FND FIX BKT	SPCC-1.6t
2	AILM0BOA003	1	FND BOARD	-

## 7-20.ASSEMBLING NOISE FILTER Ass'y



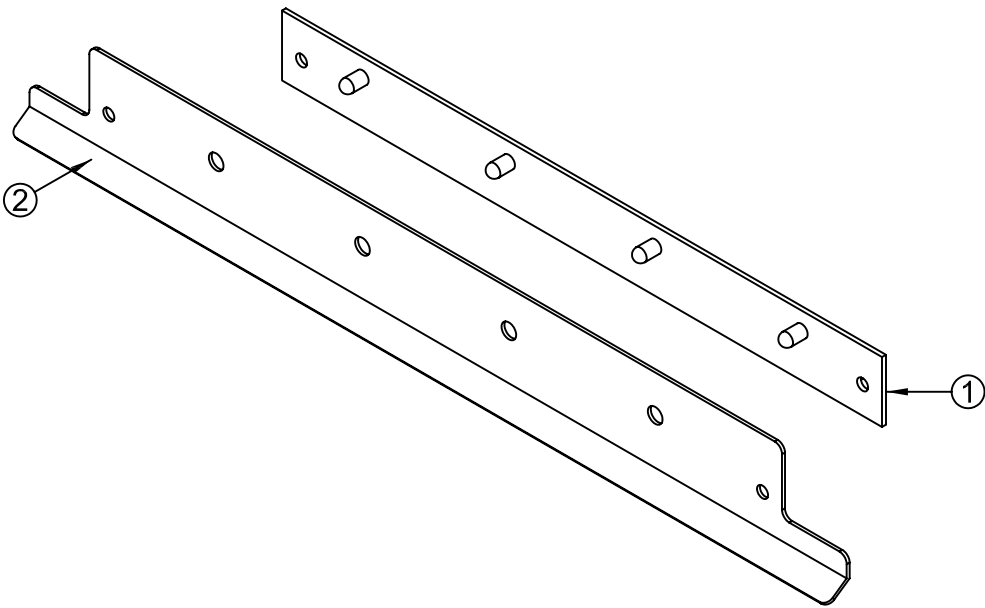
NO.	CODE NO.	QUANTITY	PART NAME	SPEC.
1	MILM0MEP086	1	NOISE FILTER FIX BKT_WELD_Ass'y	-
2	MELE0NOI002	1	NOISE FILTER	IP-0642-H2

7-21.ASSEMBLING PRIZE SENSOR-L Ass'y



NO.	CODE NO.	QUANTITY	PART NAME	SPEC.
1	AILM0BOA005	1	PRIZE SENSOR RECIVER BOARD	-
2	MILM0MEP087	1	PRIZE SENSOR BKT-L	SPCC-1.2t

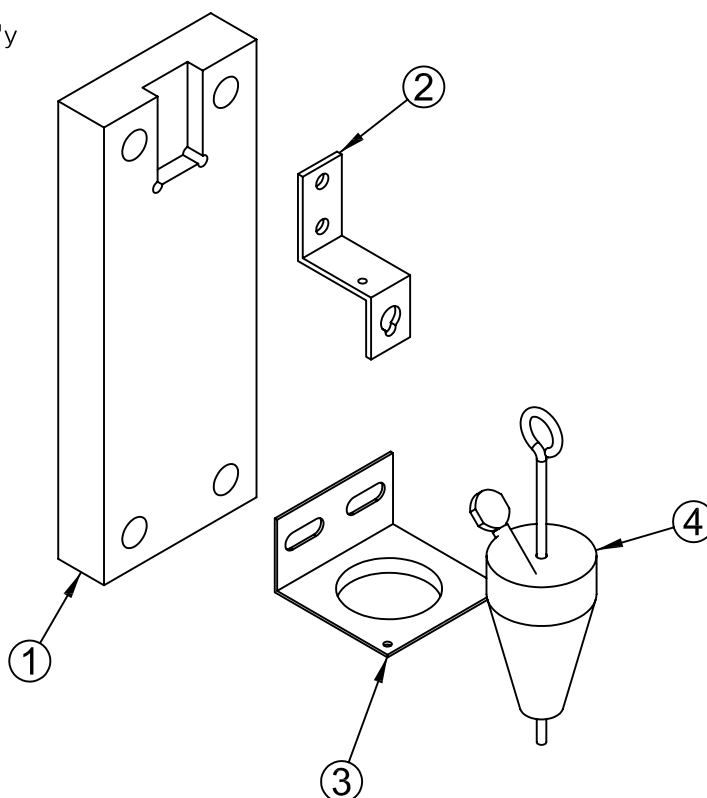
7-22.ASSEMBLING PRIZE SENSOR-R Ass'y



NO.	CODE NO.	QUANTITY	PART NAME	SPEC.
1	AILM0BOA004	1	PRIZE SENSOR SEND BOARD	-
2	MILM0MEP088	1	PRIZE SENSOR BKT-R	SPCC-1.2t

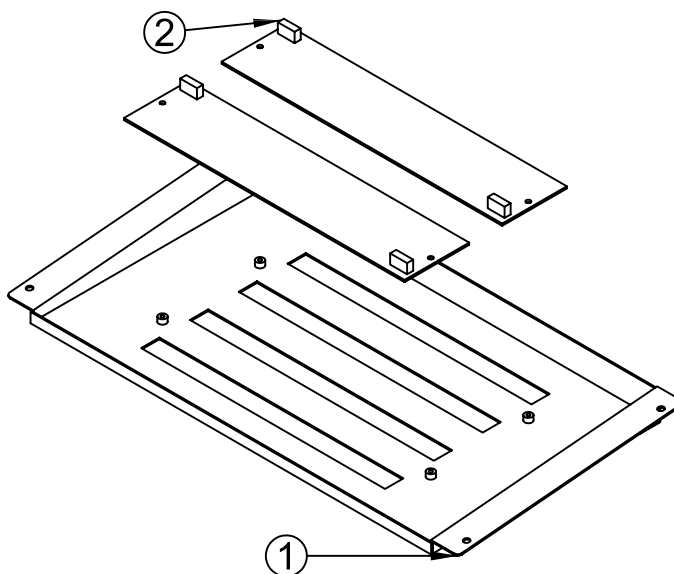


### 7-23.ASSEMBLING TILT Ass'y



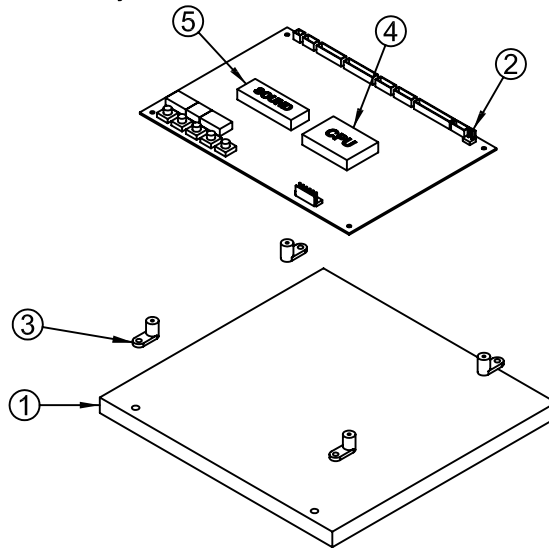
NO.	CODE NO.	QUANTITY	PART NAME	SPEC.
1	MILM0WOO004	1	TILT PLATE	PW-15.0t
2	-	1	TILT BKT-B	BRASS-1.6t
3	-	1	TILT BKT-A	BRASS-1.6t
4	-	1	TILT SHAFT Ass'y	-

### 7-24.ASSEMBLING PRIZE GATE COVER Ass'y



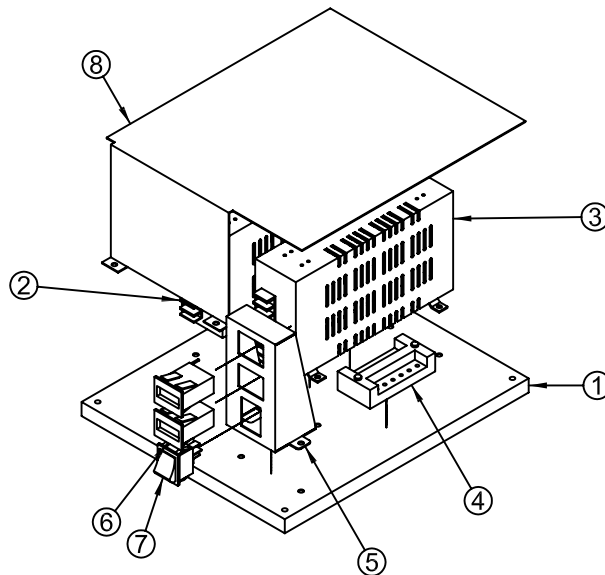
NO.	CODE NO.	QUANTITY	PART NAME	SPEC.
1	MILM0MEP089	1	PRIZE LAMP BOTTOM	SPCC-1.2t
2	AILM0BOA002	2	PRIZE LED BOARD	-

## 7-25.ASSEMBLING MAIN BOARD Ass'y



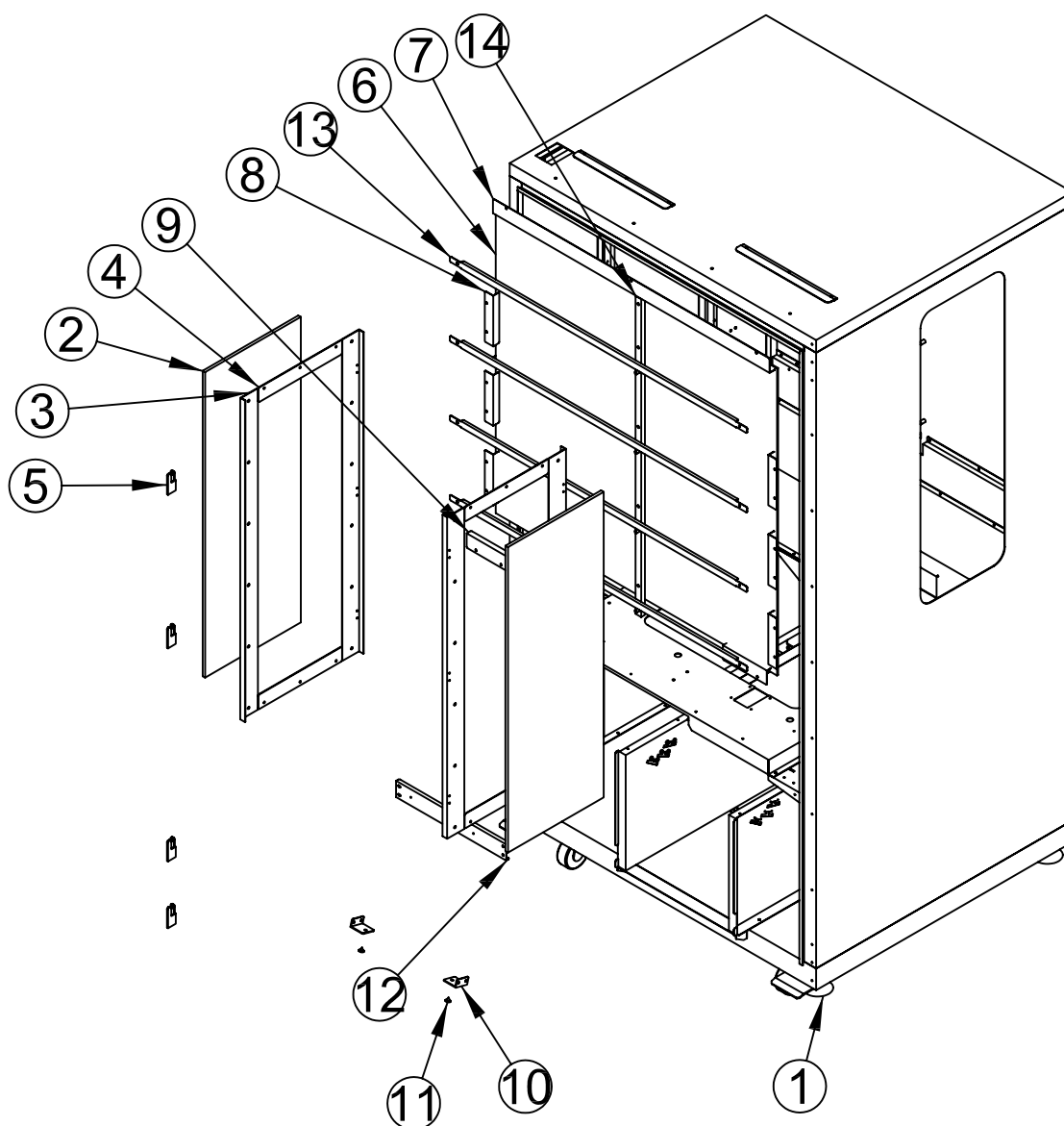
NO.	CODE NO.	QUANTITY	PART NAME	SPEC.
1	MILM0WOO005	1	MAIN PCB FIX PLATE	PW-15.0t
2	AILM0BOA001	1	MAIN BOARD	AILM0BOA001
3	-	4	PCB SUPPORT	-
4	ACRM0PCB002	1	CPU BOARD ATMEGA 64	ACRM0PCB002
5	ACRM0PCB003	1	SOUND BOARD	ACRM0PCB003

## 7-26.ASSEMBLING POWER SMPS Ass'y



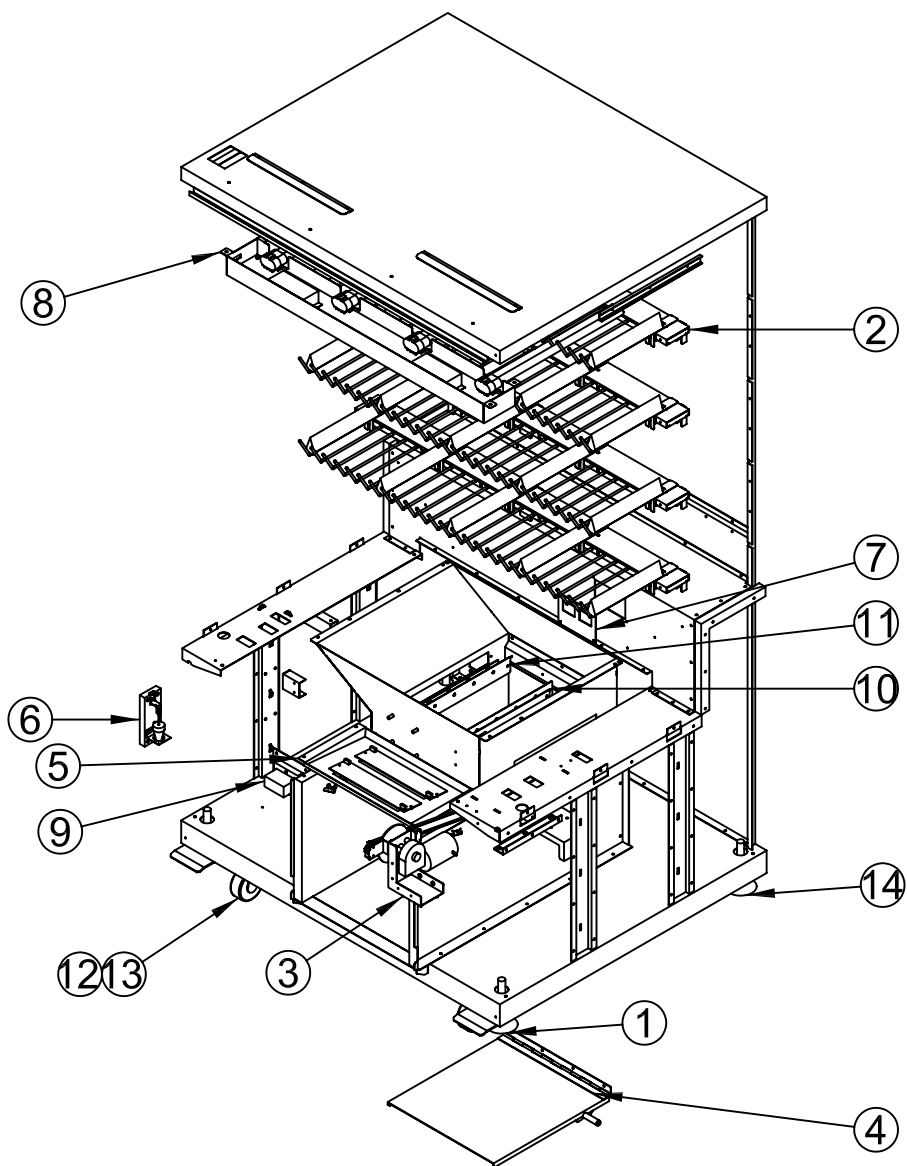
NO.	CODE NO.	QUANTITY	PART NAME	SPEC.
1	MILM0WOO006	1	SMPS PLATE	PW-15.0t
2	MELE0SMP018	1	POWER SMPS	+5V +12V CE
3	MCRM0ELE001	1	POWER SMPS	+24V CE
4	MELE0TEB001	1	TERMINAL BLOCK	6P UL
5	MILM0MEP090	1	AC INPUT COUNTER FIX BKT	SPCC-1.2t
6	MZZZ0COU002	2	COUNTER	AMMC-712(OA127CL)
7	MELE0SWI004	1	ROCKER SWITCH	T-125 4P
8	MILM0ACR003	1	SMPS PET COVER	PET-1.0t

## 7-27-1.ASSEMBLING MAIN CABINET Ass'y



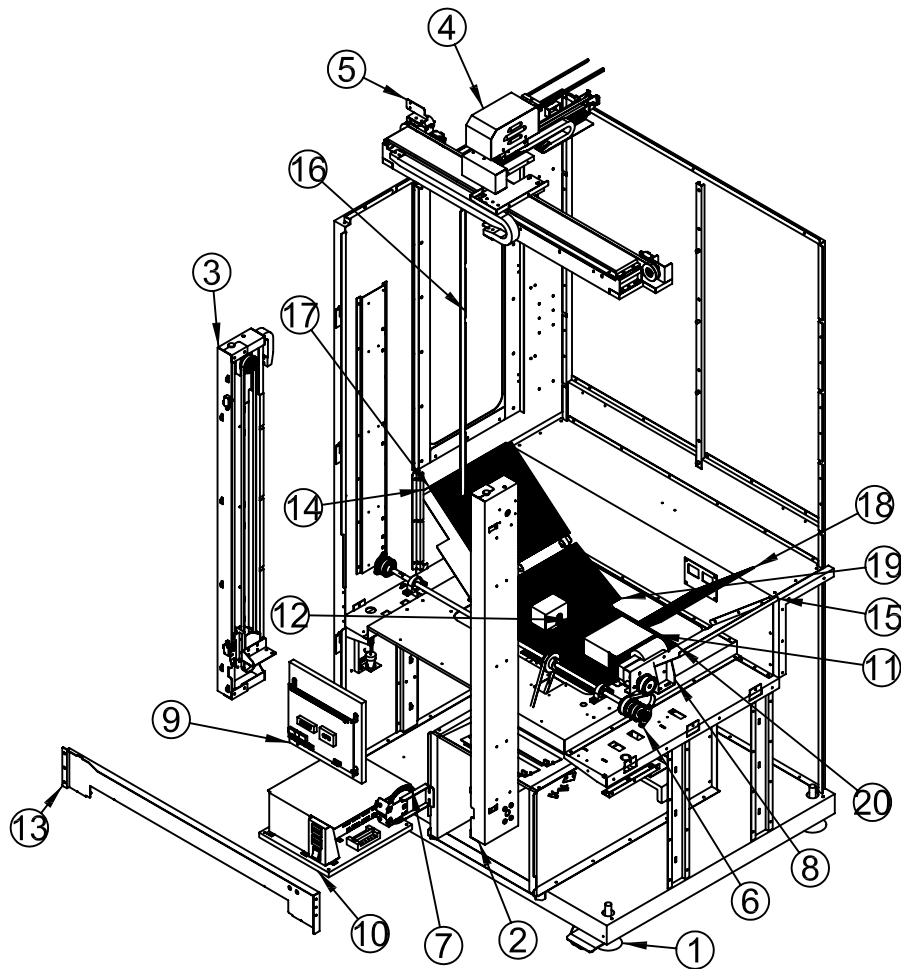
NO.	CODE NO.	QUANTITY	PART NAME	SPEC.
1	MILM0MEP091	1	BODY WELD Ass'y	-
2	MLIM0GLA002	2	SIDE WINDOW	TEMPERED GLASS 8.0t
3	MILM0MEP092	4	SIDE-GLASS-FIX-BKT-LR	SPCC-1.6t
4	MILM0MEP093	4	BODY SIDE GLASS COVER BKT-UD	SPCC-1.6t
5	MILM0MEP094	4	BODY DOOR LOCKER BKT	SUS304-3.0t
6	MILM0ACR004	1	MIRROR ACRYL	MIRROR ACRYL-3.0t
7	MILM0MEP095	1	MIRRIR FIX BKT	SPCC-1.2t
8	MILM0MEP096	6	MIRROR SIDE FIX BKT	SPCC-1.2t
9	MILM0MEP097	2	MIRROR LOWER FIX BKT	SPCC-1.2t
10	MILM0MEP098	2	DOOR STOPER BRKT	SPCC-2.0t
11	MZZZ0RUB003	2	RUBBER (CUSHION RUBBER)	φ6
12	MILM0MEP099	1	MAIN BOARD MDF FIX BKT	SPCC-1.2t
13	MILM0MEP100	4	PRIZE BAR CHANNEL	SPCC-1.2t
14	MILM0MEP101	1	REAR SHELF GUIDE	SPCC-1.6t

## 7-27-2.ASSEMBLING MAIN CABINET Ass'y



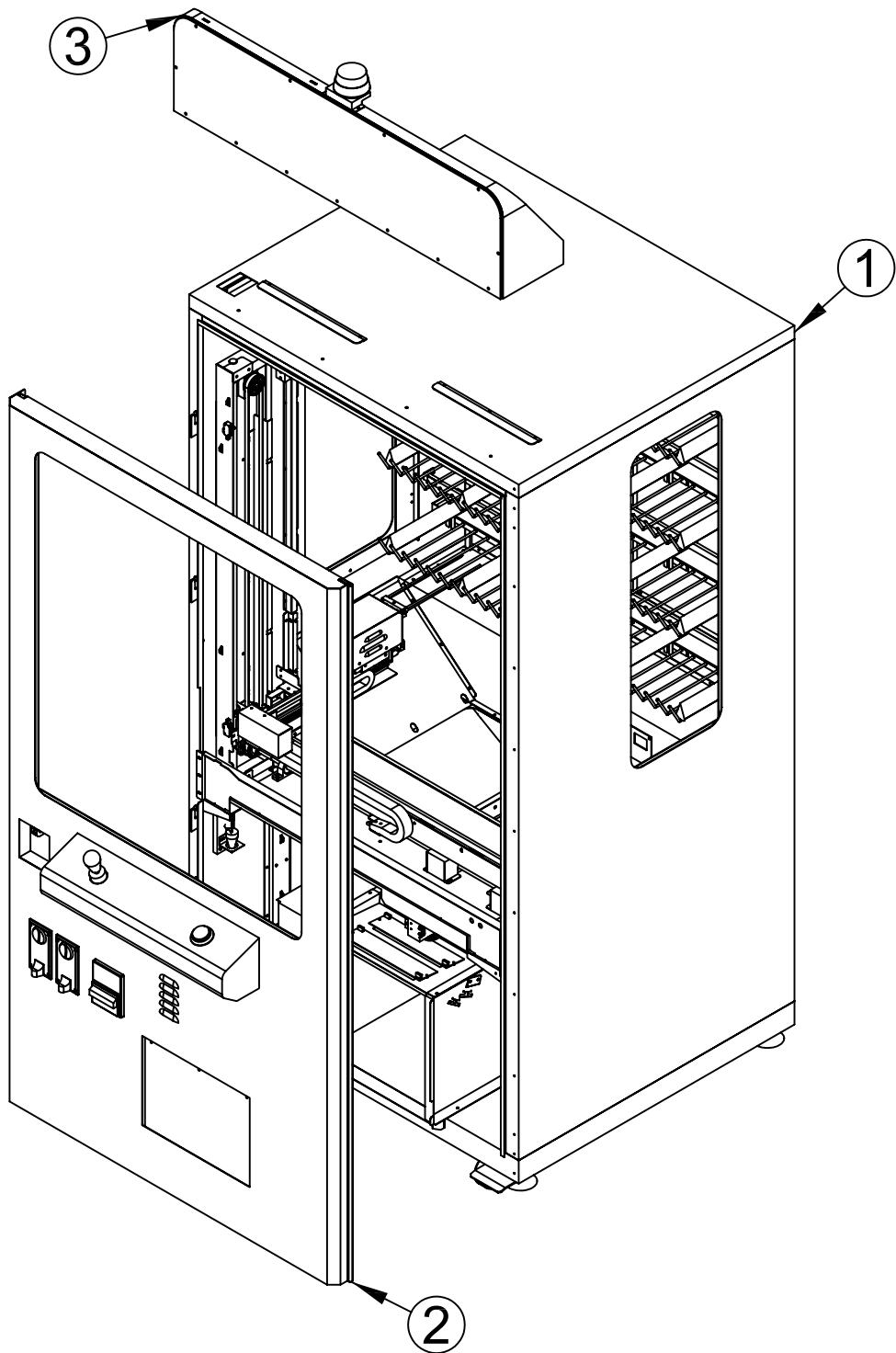
NO.	CODE NO.	QUANTITY	PART NAME	SPEC.
1	MILM0MEP091	1	BODY-WELD-Ass'y	-
2	MILM0MEP110	4	REAR SHELF Ass'y	7-14 (29p)
3	MILM0MEP111	1	PZ_MOTOR Ass'y	7-15 (30p)
4	MILM0MEP102	1	PZ_INNER_GATE_WELD_Ass'y	-
5	MILM0MEP112	1	PRIZE GATE COVER Ass'y	7-24 (36p)
6	MILM0MEP113	1	TILT Ass'y	7-23 (36p)
7	MILM0MEP114	1	BODY FND Ass'y	7-19 (34p)
8	MILM0MEP115	1	PL LAMP COVER Ass'y	7-18 (33p)
9	MILM0MEP116	1	NOISE FILTER Ass'y	7-20 (34p)
10	MILM0MEP117	1	PRIZE SENSOR-R Ass'y	7-22 (33p)
11	MILM0MEP118	1	PRIZE SENSOR-L Ass'y	7-21 (33p)
12	MZZZ0CAS004	2	CASTER	3" ROTATE TYPE
13	MZZZ0000404	2	CASTER	3" LOCK
14	MZZZ0000373	4	STOPPER	M16X100L

## 7-28-1.ASSEMBLING LIFT MANIA ALL FIX Ass'y







NO.	CODE NO.	QUANTITY	PART NAME	SPEC.
1	MILM0MEP119	1	MAIN CABINET Ass'y	7-27-1~2 (38~39p)
2	MILM0MEP120	1	Y AXIS R Ass'y	7-13 (28p)
3	MILM0MEP121	1	Y AXIS L Ass'y	7-12 (27p)
4	MILM0MEP124	1	Z AXIS Ass'y	7-6 (21p)
5	MILM0MEP128	1	X AXIS Ass'y	7-10 (25p)
6	MILM0MEP129	1	Y AXIS DRIVING Ass'y	7-11 (26p)
7	MILM0MEP130	1	ENCODER Ass'y	7-17 (32p)
8	MILM0MEP131	1	Y AXIS MOTOR Ass'y	7-16 (31p)
9	MILM0MEP132	1	MAIN BOARD Ass'y	7-25 (37p)
10	MILM0MEP133	1	POWER SMPS Ass'y	7-26 (37p)
11	MILM0MEP103	1	Y AXIS MOTOR COVER BKT	SPCC-1.2t
12	MILM0MEP104	1	ENCODER COVER	SPCC-1.2t
13	MILM0MEP105	1	BODY-FRONT-SUP-BKT	SPCC-1.6t
14	MILM0MEP106	1	MID-LEFT-PANEL	SPCC-1.2t
15	MILM0MEP107	1	MID-RIGHT-PANEL	SPCC-1.2t
16	MILM0MEP108	1	SIDE-UPPER-HARNESS-BKT	SPCC-1.2t
17	MILM0RUB001	1	PRIZE SIDE-L PAD	290 X 275 X 3.3t
18	MILM0RUB002	1	PRIZE SIDE-R PAD	335 X 285 X 3.3t
19	MILM0RUB003	1	PRIZE SIDE-L PAD-2	335 X 185 X 3.3t
20	MILM0RUB004	1	PRIZE DOOR PAD	315 X 300 X 3.3t

7-28-2.ASSEMBLING LIFT MANIA ALL FIX Ass'y



NO.	CODE NO.	QUANTITY	PART NAME	SPEC.
1	MILM0MEP119	1	MAIN CABINET Ass'y	7-27-1~2 (38~39p)
2	MILM0MEP134	1	FRONT DOOR Ass'y	7-2-1~2 (16~17p)
3	MILM0MEP135	1	BILLBOARD Ass'y	7-3 (18p)

LIFT MANIA SHEET					
IMAGE		NAME	QUANTITY	MATERIAL	CODE NO.
1		BILLBOARD ACRYL	1EA	ACRYL Silk screen	MILMOSHE001
2		PRIZE GATE DOOR ACRYL	1EA	ACRYL Silk screen	MILMOSHE002
3		SIDE SHEET L	1EA	SHEET Silk screen	MILMOSHE003
4		SIDE SHEET R	1EA	SHEET Silk screen	MILMOSHE004
5		FRONTDOOR SHEET	1EA	SHEET Silk screen	MILMOSHE005
6		CONTROLPANEL SHEET	1EA	SHEET Silk screen	MILMOSHE006
7		DISPLAYS SHEET	1EA	SHEET Silk screen	MILMOSHE007
8		FORKLIFT SHEET	1EA	SHEET Silk screen	MILMOSHE008
9		ICE LOGO SHEET	1EA	SHEET Silk screen	MILMOSHE009
10		WINDOW SHEET-BACKLIGHT	1EA	SHEET Silk screen	MILMOSHE010
11		HOW TO CONTROL	1EA	SHEET Silk screen	MILMOSHE011
12		COIN ENTRY SHEET	1EA	SHEET Silk screen	MILMOSHE012
13		RAILCOVER SHEET	1EA	SHEET Silk screen	MILMOSHE013
14		STORAGE BAR	4EA	SHEET Silk screen	MILMOSHE014
15		FORK LIFT LOGO	1EA	SHEET Silk screen	MILMOSHE015
16		DANGER SHEET	2EA	SHEET Silk screen	MILMOSHE016
17		WARNING SHEET 1	1EA	SHEET Silk screen	MILMOSHE017
18		WARNING SHEET 2	1EA	SHEET Silk screen	MILMOSHE018

