



OPERATOR'S and ASSEMBLY MANUAL



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SAFETY PRECAUTIONS

The following safety precautions and advisories are used throughout this manual and are defined as follows.

*** WARNING! ***

*Disregarding this text could result in **serious injury**.*

*** CAUTION! ***

*Disregarding this text could result in **damage to the machine**.*

*** NOTE! ***

- An advisory text to hint or help understanding.



BE SURE TO READ THE FOLLOWING



*** WARNING! ***

Always turn **OFF** Mains AC power and unplugged the game, before opening or replacing any parts.

Always when unplugging the game from an electrical outlet, grasp the plug, not the line cord.

Always connect the Game Cabinet to grounded electrical outlet with a securely connected ground line.

Do Not install the Game Cabinet outdoors or in areas of high humidity, direct water contact, dust, high heat or extreme cold.

Do Not install the Game Cabinet in areas that would present an obstacle in case of an emergency, ie. Near fire equipment or emergency exits.

*** CAUTION! ***

Always use a Digital Multimeter, logic tester or oscilloscope for testing integrated circuit (IC) logic PC boards. The use of a continuity tester is not permitted.

Do Not Connect or disconnect any of the integrated circuit (IC) logic PC boards while the power is **ON**.

Do Not use any fuse that does not meet the specified rating.

Do Not Subject the game cabinet to extreme temperature variations. Reliability of electrical components deteriorates rapidly over 60 °C.



MACHINE INSTALLATION and INSPECTION

When installing and inspecting “*Carousel*”, be very careful of the following points and pay attention to ensure that the players can enjoy the game safely.

- Be sure to turn the power **OFF** before working on the machine.

*** WARNING! ***

Always Turn **OFF** mains power before removing safety covers and refit all safety covers when work is completed.

- Make sure the power cord is not exposed on the surface (floor, ground, etc.) where people walk through.
- Make sure the machine is clear of any objects when rotating and that there is a clear area of one meter around the base of the machine.
- Check that the rubber glide feet are set evenly on the floor so that the game cabinet is stable.
- Always make complete connections for the integrated circuit (IC) logic PC Boards and other connectors. Insufficient insertion can damage the electrical components.

*** CAUTION! ***

Before switching the machine on be sure to check that it has been set on the correct voltage and the **Electric Motor** is the correct voltage for your area!

Refer to the mains voltage adjustment section of this manual on page 25. Machines are normally shipped on 220V AC unless otherwise specified.

- Only qualified personnel should inspect or test the integrated circuit (IC) logic PC Boards.
- If any integrated circuit (IC) logic PC Boards should need servicing. Please contact the nearest **LAI GAMES** distributor. (*Refer to the back page of this manual*)

*** NOTE! ***

- Some Governments have special regulations governing the safe operation of kiddy rides. The operator is advised to check with their local authorities to ensure compliance.



INTRODUCTION

CONGRATULATIONS! You have just bought the “*Carousel Kiddy Ride*”, another sensational product from **LAI GAMES**. This is, in our opinion, one of the best affordable kiddy rides made in the world. Its simple, yet attractive style is hard for a child to resist and its small footprint and low height clearance makes it ideal for all indoor locations.

I hope you take the time to read this manual and learn about the many other features and user-friendly adjustments that can be made to “fine-tune” the Ride for maximum earning potential.

DESCRIPTION

- The “*Carousel Kiddy Ride*” is a three Horse Kiddy Ride complete with carnival style horse ride action and music.

PACKAGING

- At delivery, the machine should arrive, either as Fully Assembled Machine, or Partly Assembled and in several crated and bubble wrapped packages. To move the packaged machine for transport or placement, use a fork lift and take care not to hit the package or stack heavy objects on top, as this may cause damage to the machine. For details on assembling your “*Carousel Kiddy Ride*” please refer the Assembly Instructions provided.

CONTENTS

- The “Carousel” cabinet
- Keys: 2 x Coin door key
 2 x Service door keys
- Operator’s manual
- Assembly Instructions
- IEC Power Cord (In cash box)
- T-Handle Trolley (With cabinet)



SPECIFICATIONS

DIMENSIONS

- Weight: 330kg (722.5lb)
- Height: 3190mm (125.5")
- Width: 2130mm (83.8")
- Length: 1860mm (73.2")
- Power: Maximum 1300w – (220V @ 6A)(120V @ 10A)
Average 600w – (220V @ 2.5A)(120V @ 5A)

ELECTRIC SUPPLY

- The game has the option to operate on a 110V, 120V, 220V or 240V AC 50/60Hz single phase mains electric supply.

The supply must be a three wire grounded supply.

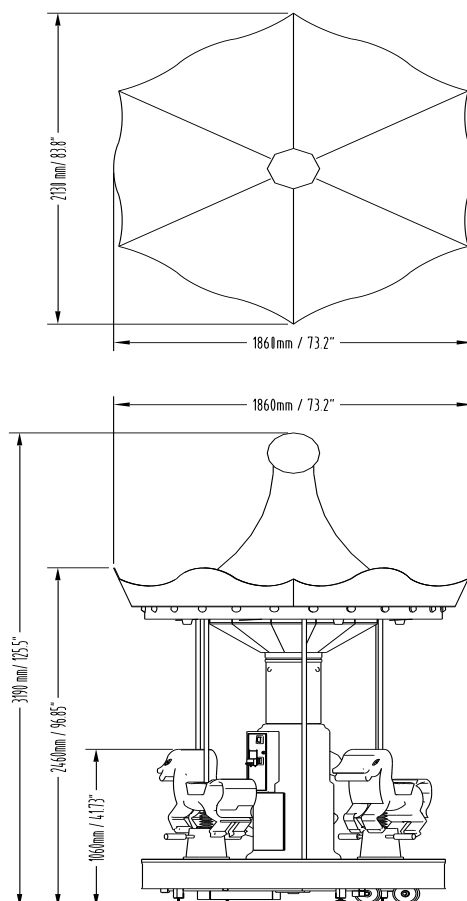
* CAUTION! *

Before switching the machine on be sure to check that it has been set on the correct voltage and the **Electric Motor** is the correct voltage for your area!

Please Refer to the mains voltage adjustment section of this manual on page 25. Machines are normally shipped on 220V AC unless otherwise specified.

LOCATION REQUIREMENTS

- Ambient temperature: between 5°C and 40°C.
- Ambient humidity: Low
- Ambient U.V. radiation: Very low
- Vibrations level: Low





Carousel Kiddy Ride ASSEMBLY Quick Guide

Do's and Don'ts for Assembling *Carousel Kiddy Ride*

Do read the *Carousel Kiddy Ride* assembly instructions as it will help you in the correct step by step order of assembly

Do take note of what size bolts are used where when assembling *Carousel Kiddy Ride*

Do make sure that all cables are free to move and not pinched or jammed under parts when assembling *Carousel Kiddy Ride*.

Do make sure that all cables are connected when assembling *Carousel Kiddy Ride*.

Don't forget after assembling *Carousel Kiddy Ride* to check and tighten all the bolts.

Don't forget to check the voltage setting of *Carousel Kiddy Ride* is set to the mains voltage for your country before applying power.

TIPS for Assembling *Carousel Kiddy Ride*

- We recommend using two or more people when assembling *Carousel Kiddy Ride*. While two persons are able to do most of the assembly, using three people will be much easier. A stepladder will also be very handy during assembly.
- We recommend that assembling *Carousel Kiddy Ride* is best done on a level and even surface.
- We recommend when assembling *Carousel Kiddy Ride* not tightening the bolts until all major parts are fitted. This will allow the easy alignment of holes as the part is not held rigid.

*** NOTE ***

“Carousel Kiddy Ride” uses **metric** size Nuts & Bolts throughout its construction.

To help in ease of moving ***“Carousel Kiddy Ride”*** the machine has two heavy-duty wheels fitted at one side. Using a small vehicle trolley jack or trolley provided, lift the other side of the machine until the four machine feet have cleared the ground.

The machine can now be carefully maneuvered into position.

CAROUSEL ASSEMBLY INSTRUCTIONS

- The photographs below display the parts and their names for you to refer to while assembling the “*Carousel Kiddy Ride*”. This will assist you in locating the parts more easily.



CAROUSEL
BASE



3 x GLIDE
ASSEMBLES



3 X FOOT REST
& GLIDE COVER



CONTROLLER &
PIPE STAND



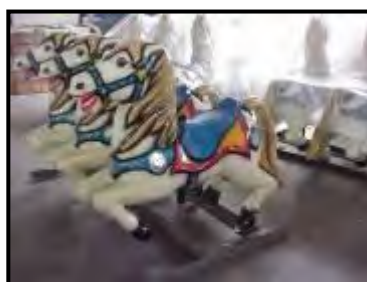
LOWER COLUMN
SHELL



UPPER COLUMN
SHELL



CAROUSEL
CANOPY



3 x CAROUSEL
HORSES



3 x GLIDE &
SUPPORT



CAROUSEL
CANOPY CROWN



ASSEMBLY
HARDWARE PACK



CABLE &
MANUALS



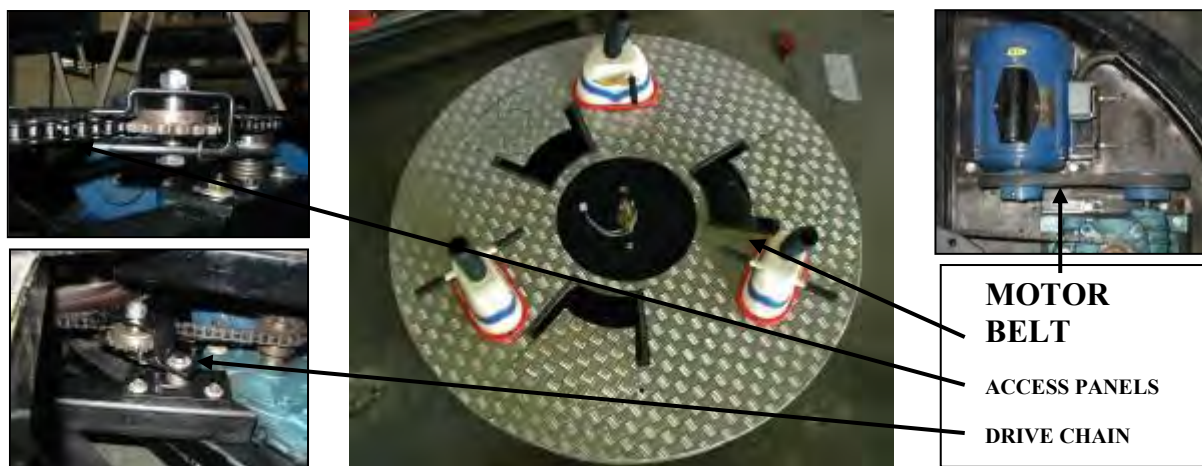
TOOLS REQUIRED FOR ASSEMBLY

- ✓ 1 x 4 mm Allen Key
- ✓ 1 x T30 Torx Key
- ✓ 1 x 150 mm Adjustable Spanner
- ✓ 1 x 13 mm Ring and Open end Spanner
- ✓ 1 x 10 mm Ring and Open end Spanner
- ✓ 1 x 8 mm Ring and Open end Spanner
- ✓ 1 x No.3 Phillips Screwdriver

Two persons are able to do most of the assembly, but using three people will be much easier. A stepladder will also be very handy during assembly.

Unpack the machine and be sure to check that all parts are present. As a quick reference, refer to Page 6.

STEP ONE: Preparing the Base.



- Using the T30 Torx Key, open the three maintenance access panels to the Drive assembly.
- Check that the drive chain is positioned correctly on all the sprockets and that the chain tensioner is aligned and under tension.
- Check the tension on the belt between the motor and gearbox.
- Check that the motor fitted is correct for the mains voltage for your area.

* TIPS *

- The base can be rotated into a better position by manual spinning the motor belt.
- Apply additional oil to the chain if needed.

* NOTE! *

- Glide Assemblies and Covers may come already fitted to the Carousel Base, if so Skip steps two & three and go to page 9.



STEP TWO: Attaching Glides Assemblies.



- Remove the two M10 x 45mm hex bolts from the base for each of the three Glide mounting locations.
- Insert the Glide Assembly, so that the nut on the roller wheel bolt is facing the outer edge of the base, and bolt into place. Repeat this for the remaining two glides.

* TIPS *

- The nut on the roller wheel bolt must face the outer edge of the base to prevent the glide binding on the inside track wall.
- Apply additional grease to the Glide shaft and bearing if needed.

STEP THREE: Attaching Foot Rest & Glide Covers.



- Place the Glide Cover over the glide with the Foot Rest facing the direction of rotation (clockwise).
- Bolt in place using the ***two M6 x 40mm Knockdown bolts, four Black 8 x 30mm screws and eight rubber washers** supplied. Repeat this for the remaining two glide Covers.

*** Hardware found in Assembly Hardware Pack**

STEP FOUR: Attaching Controller Stand.



- Position the Controller Stand over the center of the base with the front of the Cash-box facing the same way as the Slip Ring Brush mounting bolt.
- Bolt in place using the ***four M10 x 45mm bolts, spring washers, plate washers and nuts** supplied.

*** Hardware found in Assembly Hardware Pack**

*** TIPS ***

- The nuts for the Controller Stand are fitted under the base and can be accessed through the maintenance access panels.
- Be careful not to damage the Slip Ring Assembly when positioning the Controller Stand. Check that the Brush is centered on the Slip Ring and adjust if necessary.

STEP FIVE: Connecting the Slip Ring.



- Connect the 4-way Molex plug from the Controller Stand to the Slip Ring Assembly and then Screw the safety cover into place.



STEP SIX: Attaching The Lower Column Shell.



- Using two people, carefully lower the Column Shell into position with the Coin & Cash-box Doors orientation matching the Cash-box on the Controller stand.
- Firmly attach the Column Shell using the ***six M8 x 50mm knockdown bolts and rubber washers** supplied.
- Connect the 9-way Molex Coin Door harness and Coin Door together.

*** Hardware found in Assembly Hardware Pack**

*** TIPS ***

- Open all the doors on the Lower Column Shell before positioning. The Keys are located in the reject chute of one of the coin holders.

STEP SEVEN: Attaching the Pipe Stand.



- Firmly attach the Pipe Stand using the ***six M10 x 30mm bolts and washers** supplied. The threaded holes are to the top and the plain holes to the bottom.
- Connect the Speaker and Lighting cables inside the pipe to the lower matching connectors on the controller stand.

*** Hardware found in Assembly Hardware Pack**

*** TIPS ***

- The correct position of the Pipe Stand is the threaded holes to the top and the plain holes to the bottom.
- Be careful not to pinch the Pipe Stand cables when fitting the Pipe Stand.



STEP EIGHT: Attaching The Upper Column Shell.



- Using two people, carefully lower the Upper Column Shell into position taking care not to damage the Motion Stop Switches on the pipe stand.
- Connect the 3-way Molex Motion Stop Switch plug and socket together

*** Hardware found in Assembly Hardware Pack**

*** NOTE! ***

- The Motion Stop Switches are wired in a closed circuit loop. If you forget to connect the harness plugs the machine will say “Emergency Stop Button Error” and will not move until the loop is restored.

STEP NINE: Positioning The Carousel Canopy.



GLIDE &
GLIDE POLE
BEARING



- Using two people, carefully lift the Carousel Canopy into position taking care not to damage or pinch the Speaker or Lighting Cables.
- Position the Glide Pole Bearings in the Canopy with the Glides in the base.

*** TIPS ***

- When Positioning the Canopy with the Upper Column Shell be sure to align all the holes and to make sure the Speaker or Lighting Cables on the Canopy or from the Pipe Stand are not pinched.



STEP TEN: Attaching The Carousel Canopy.



- Remove the Mirror Decals that are screwed to the Upper Canopy Column Shell to access the Canopy Hub
- Loosely fit the Canopy to the Pipe Stand using the ***six M10 x 30mm bolts and washers** supplied.
- Screw the Canopy to the Upper Column Shell using the ***three M8 x 30mm bolts, washers and Brackets** supplied.
- Connect the Speaker and Lighting Cable Molex Connectors together

* Hardware found in Assembly Hardware Pack

* TIPS *

- The Canopy Bolts should be loose to help with the aligning of the Glide Poles
- The use of a stepladder at this stage of construction is helpful.
- Check all of the Speaker as well as the Lighting point connections.

STEP ELEVEN: Attaching Horses and Glide Poles.



- Using two people, one person Slides the Glide Pole up into the Glide Pole Bearing in the Canopy and the other positions the horse over the Glide.
- Drop the Glide Pole through the holes in the Horse and fasten using the ***M8 x 40mm, washers and Nylock nut** supplied.
- Slide the Rubber cover and push into place on the bottom of the Horse

* Hardware found in Assembly Hardware Pack



STEP TWELVE: Fitting the Canopy Support Poles.



- Attach each of the Canopy Support poles top and bottom using the ***six, M8 x 30mm bolts, flat washers, spring washers** supplied.
- Access to the lower bolt-holes is through the three Maintenance Access Panel
- Cover the two small access holes with the *** two covers and four M6 x 15 Screws and Washers** provided.

*** Hardware found in Assembly Hardware Pack**

STEP THIRTEEN: Finishing off the Canopy Support Poles.



- Screw the decorative flanges into place with the *** nine 6 x 15mm flathead screws** provided.

*** Hardware found in Assembly Hardware Pack**



STEP FOURTEEN: Attaching The Canopy Crown.



- Attach the Canopy Crown with the ***two, 8mm x 20mm bolts, flat washers and nuts** provided.

***Hardware found in Assembly Hardware Pack**

STEP FIFTEEN: The Final Touches.



- Tighten the all the bolts in the Canopy Hub then check the connectors to the Coin Door, Motion Stop Switches and Canopy Speakers and Lighting.
- Access to the DIP switch for adjusting game time and price is through the upper Safety cover. To open the cover, remove the four screws at each corner. *(See the Instruction Manual for more details on DIP switch adjustments)*
- The power inlet and safety breakers are located under the base skirt. ***A 4.5m power cord** is provided to connect you machine to mains power.
- Please read your “***Carousel Kiddy Ride***” Instruction Manual to before applying power.

***Hardware found in Assembly Hardware Pack**

ASSEMBLY IS NOW COMPLETED.

REFER TO FOLLOWING PAGE FOR PICTURE OF COMPLETED ASSEMBLY

*** CAUTION! ***
BE SURE TO CHECK AND TIGHTEN ALL ASSEMBLY BOLTS!



COMPLETE ASSEMBLED MACHINE



*** CAUTION! ***
BE SURE TO CHECK MAINS VOLTAGE AND TEST BEFORE USAGE!



HOW TO PLAY

ATTENTION!

- * “*Carousel Kiddy Ride*” is not recommended for children under the age of three years.
- * All children should be under the supervision of an adult while the ride is in motion.
- * “*Carousel Kiddy Ride*” can hold the weight up to ≤120 Lb (60 Kg) on each horse.

- Seat one to three children, one child per horse.
- Insert coin(s).
- Additional coins may be added to extend the ride time.
- The ride will begin to rotate, the horses will move up and down and music will play.
- Three seconds before the ride timer has expired, the music will play a closing theme and the ride will then stop rotating.

EMERGENCY MOTION STOP!

Should an emergency arise and / or the supervising adult wish to stop the Ride before the Ride timer has expired. The ride can be stopped by pressing one of the three ***Motion Stop Buttons*** located up on the central column (See Diagram below). The Ride will stop moving and the machine will say “**Emergency Button Activated**”.

NOTE: All the remaining time on the ride timer will be cleared





GAME ADJUSTMENTS

Located on the Game Controller Board is an 8-way DIP switch. Setting the DIP switch as per the table below to adjust the following game parameters. (See page 19 for location of DIP Switch)

■ ATTRACT MODE

The **Attract Mode** plays the ride music every four minutes when idle and can be set ON or OFF using switch number 1 on the DIP Switch.

■ RIDE TIMER

The **Ride Timer** can be adjusted from one to five minutes in preset steps by switches number 2, 3 & 4 on the DIP Switch. The **Ride Timer** controls the length of time the ride will be in motion for one play.

■ COIN 1 SETTING

Switches number 5 & 6 on the DIP switch control the number of **coins** for **one play** on coin switch one. One play is length of time as set in the **Ride Timer**, additional plays increase the time by multiples of the Ride Timer setting.

■ COIN 2 SETTING

Switches number 7 & 8 on the DIP Switch control the number of **plays** for **one coin** on coin switch two. One play is length of time as set in the **Ride Timer**, additional plays increase the time by multiples of the Ride Timer setting.

Dip switch settings V 1.2.3.

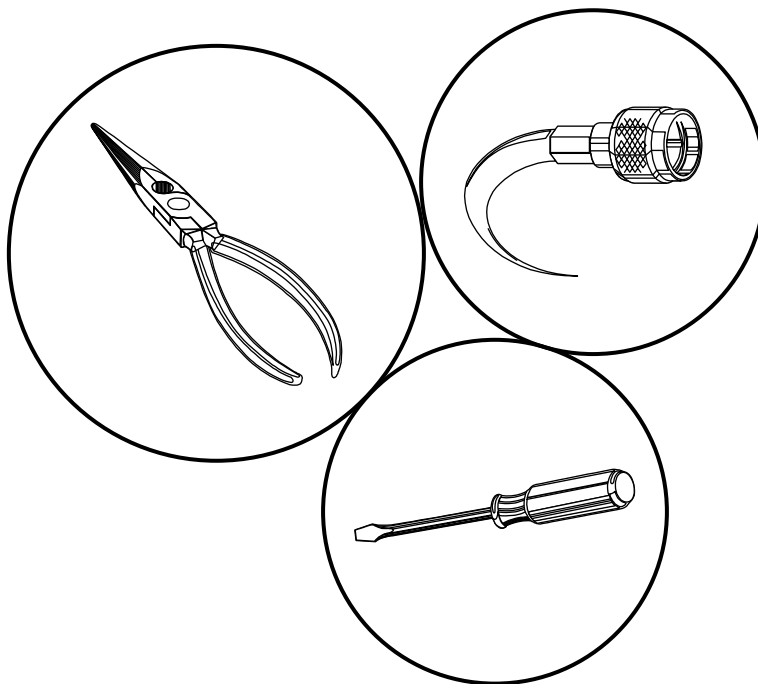
Switches 1-8

	1	2	3	4	5	6	7	8
Attract Mode								
on *	ON							
off	OFF							
Ride Timer								
1:00		ON	ON	ON				
1:30		OFF	ON	ON				
2:00		ON	OFF	ON				
2:30 *		OFF	OFF	ON				
3:00		ON	ON	OFF				
3:30		OFF	ON	OFF				
4:00		ON	OFF	OFF				
5:00		OFF	OFF	OFF				
Coin 1 Setting								
1 coin 1 play *					ON	ON		
2 coins 1 play					OFF	ON		
3 coins 1 play					ON	OFF		
4 coins 1 play					OFF	OFF		
Coin 2 Setting								
1 coin 1 play *							ON	ON
1 coin 2 plays							OFF	ON
1 coin 3 plays							ON	OFF
1 coin 4 plays							OFF	OFF

* Represents manufacture default settings.



SECTION A: SERVICE INSTRUCTIONS



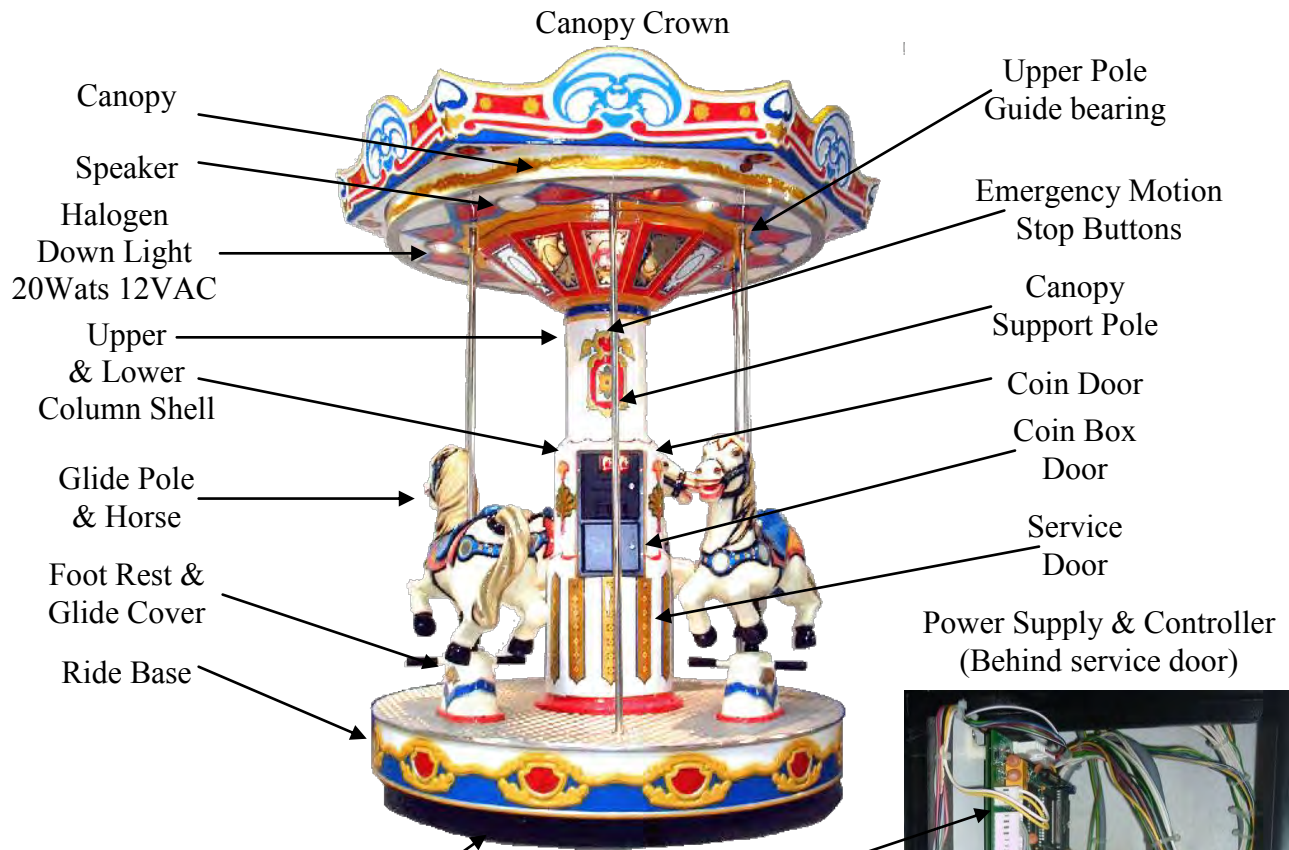
BE SURE TO READ THE FOLLOWING
Carefully before servicing this machine



A



PARTS & FUSE LOCATION



Power Inlet & Breakers
(under the Ride Base Skirt)



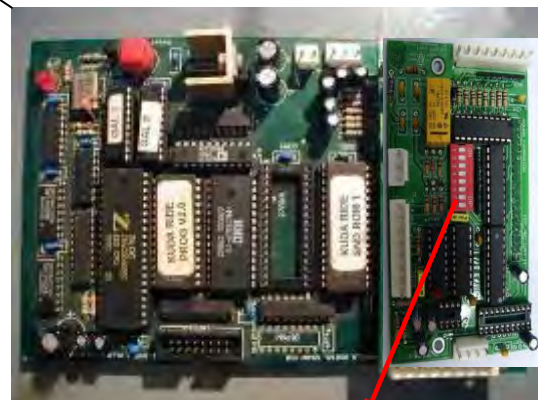
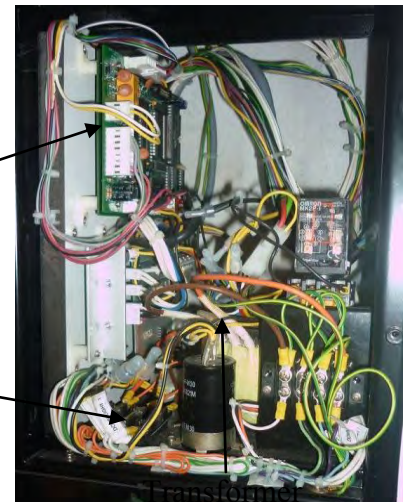
IEC Power Inlet

30mA Earth Leakage Breaker

6A Double Pole MCB

Controller Board

Lighting and Power Fuses



DIP Switch
ON ---- OFF

1---8

Replacement Fuse List

2 x Lighting Fuse = 5A Fast Blow 3AG
1 x Power Supply Fuse = 5A Fast Blow 3AG



PARTS DESCRIPTION

■ COIN MECHANISMS

The coin mechanisms can be accessed inside the Coin door to the front of the column.

■ CASH BOX

The cash box is located inside the coin door on the front of the machine.

■ SPEAKERS

Two speakers are located in the top canopy, access is from above.

■ EMERGENCY MOTION STOP BUTTONS:

Located in the column of the machine cabinet. The Emergency Motion Stop Buttons can be Access through the upper shell access mirror panels.

(See the Assembly Instruction Manual for more details).

■ SERVICE CONTROLS:

Located on the service panel mounted on top of the cash box and accessed trough the Coin Door.

SERVICE BUTTON: Used to input credits to the game without activating the coin counter.

VOLUME KNOB: Used to adjust the speaker's sound level.



■ POWER CORD

The power cord is a standard IEC power cord (as used on computers) that is plugged in to the power inlet socket under the Ride Base Skirt of the machine. The power cord can be removed for transport.

■ POWER INLET

The power inlet is located under the Ride Base Skirt of the machine. It is a standard IEC inlet socket.

■ MAINS SWITCH

The mains switch consists of one 2-pole Magnetic Circuit Breaker (MCB) located on the power inlet assembly along with the 30mA Earth Leakage Circuit Breaker (ELCB) and IEC inlet socket.

■ FUSES

For locations of all fuses refer to Fuses and Fuse location, page 19 of this manual.



*** WARNING! ***

Always turn **OFF** Mains power and unplugged the game, before replacing any fuses

Always use the correct rated fuse. Refer to page 19 for fuse information.

■ **PCB's**

For location of all game PCB's, refer to the Parts Location diagram page 19 of this manual.

CONTROLLER PCB: Used to control the games functions. Consists of standard 20MHz BAFB52C Sound Board with I/O Rider PCB fitted.

AC DRIVER PCB: Used to Control all the chaser lamps fitted in the canopy of the machine.

AMPLIFIER PCB: Used to power the speakers fitted in the canopy of the machine.

■ **TRANSFORMER**

The transformer is located behind service door the cabinet and is accessed from the service door the machine. It is 2 x 12VAC 15A supply output.



LAMPS

*** WARNING! ***

***Always** turn **OFF** Mains power and unplugged the game, before replacing any lamps.*

***Always** allow time for cooling as Lamps that have been active for a time may still be too hot to touch.*

■ **COIN DOOR LAMPS**

The coin door lamps all are 12V/DC GE192 or equivalent and can be accessed through the coin door.

■ **BUTTON LAMPS**

The button lamps all are 12V/AC GE192 or equivalent and can be accessed through the back of the button assembly.

■ **DOWN LAMPS**

There are 3 x 12V 20W 36Dgr-halogen lamps mounted in the top of canopy. These are standard dichroic lamps and are accessed from the underside of the canopy.

■ **CHASE LAMPS**

There are 24 x 12V/AC GE1449 or equivalent lamps mounted around the circumference of the canopy. These are low-profile “tulip” lamps and are accessed by unscrewing the colored “tulip” cover.

*** CAUTION! ***

***Always** replace the lamps with the same or equivalent size, wattage and voltage.*



MAINTENANCE

CLEANING AND CHECK UP

■ EXTERIOR

Regularly dust and clean the external cabinet areas as required, using a soft water-damp cloth and mild soap. Check for blown bulbs and replace as required.

Any scratches or marks in the fiberglass or acrylic can be buffed out using car polish or cut and polish.

*** CAUTION! ***

Do not use solvents on the panels as it may affect the artwork.

■ INTERIOR

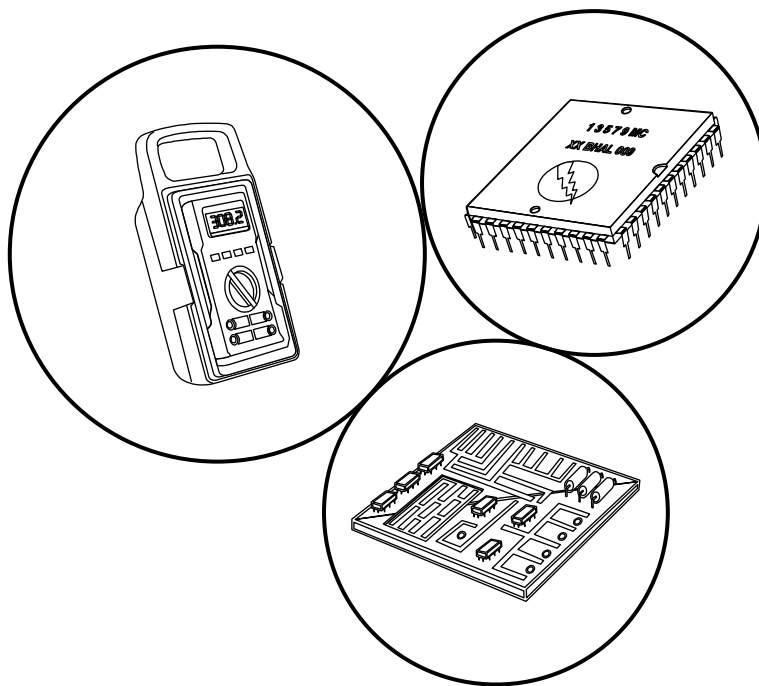
Regularly dust and vacuum the interior of the cabinet, taking care to remove any objects that may have fallen on the PCBs. Check and tighten all fixing hardware and fasteners as required.

*** WARNING! ***

Always turn **OFF** Mains power and unplugged the game, before cleaning the interior of the machine.

Always after cleaning the cabinet interior, check all harness connectors and restore all loose or interrupted connections.

SECTION B: TECHNICAL DETAILS



It is advised that anybody using SECTION B for repairing or modifying any of the components of the game should be a qualified technician, having at least a basic knowledge of digital components, integrated circuits and electricity.



B

MAINS VOLTAGE ADJUSTMENT

■ ELECTRIC MOTOR

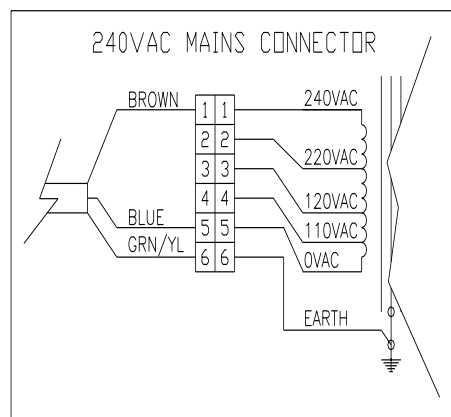
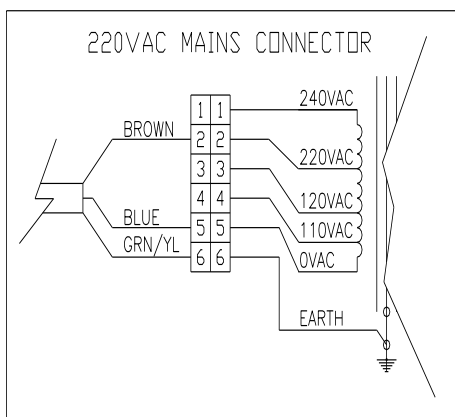
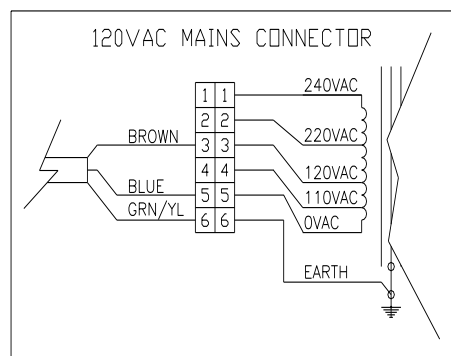
The Electric Motor is factory fitted to match the mains voltage of the country it was shipped to. If you need to adjust the Ride to a different Mains Voltage you can either fit a step-up or step-down transformer compatible with the power demands of the motor. Alternatively, replace the motor with one suitable for the new Mains Voltage. The Replacement must be a single-phase induction AC motor of at least 1/2HP with a rotation speed of between 1300 and 1700 RPM (4 Poles).

■ TRANSFORMER CONNECTORS

Locate the machine transformer(s) in the base of the cabinet. If unsure of the location of the transformer(s), refer to Parts location diagram on page 19 of this manual. Change the position of the „ACTIVE“ or „HOT WIRE“ input, (marked brown on the diagram), to the position for the desired mains voltage. (See Diagram Below)

6 WAY CONNECTOR PINOUT

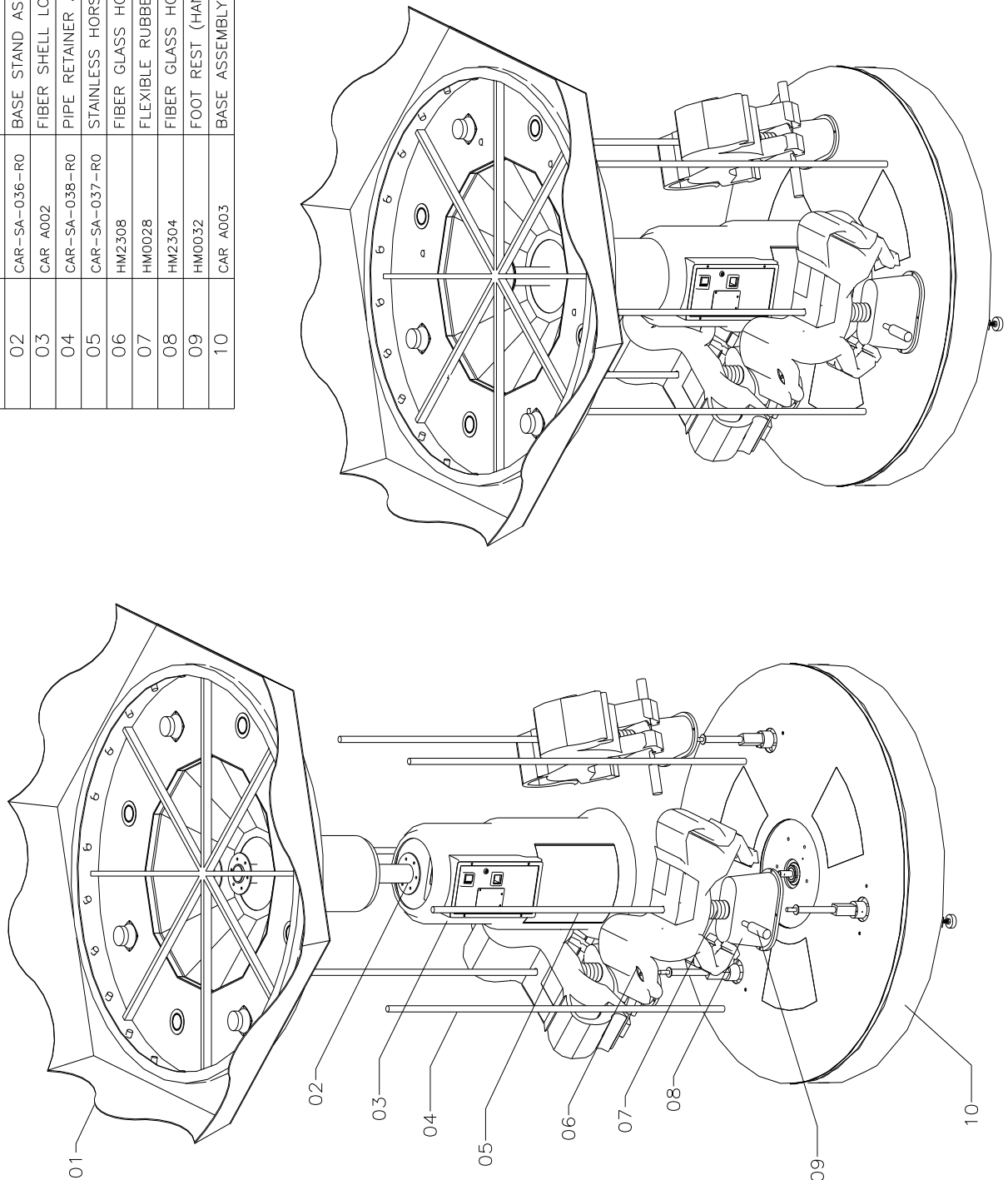
PIN	FUNCTION
1	240VAC
2	220VAC
3	120VAC
4	110VAC
5	0VAV (NEUTRAL)
6	EARTH





CAROUSEL 3D PARTS EXPLODE

NO	CODE	DESCRIPTION	QTY
01	CAR A001	HEADER ASSEMBLY	1
02	CAR-SA-036-R0	BASE STAND ASSEMBLY	1
03	CAR A002	FIBER SHELL LOWER ASSEMBLY	1
04	CAR-SA-038-R0	PIPE RETAINER ASSEMBLY	3
05	CAR-SA-037-R0	STAINLESS HORSIND PIPE	3
06	HM2308	FIBER GLASS HORSE	3
07	HM0028	FLEXIBLE RUBBER	3
08	HM2304	FIBER GLASS HORSIN BASE	3
09	HM0032	FOOT REST (HANDFAT)	6
10	CAR A003	BASE ASSEMBLY	1

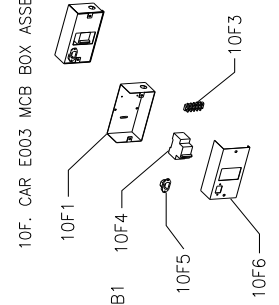
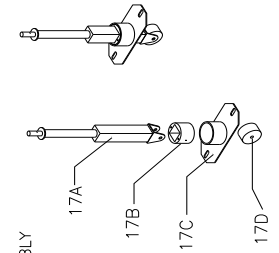




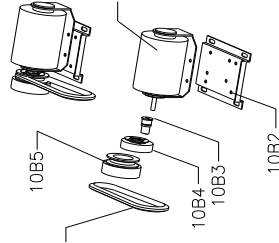
NO	CODE	DESCRIPTION	QTY
10	CAR A003	BASE ASSEMBLY	1
10A	CAR A003A	GEAR BOX ASSEMBLY	1
10B	CAR A003B	GEAR BOX	1
10C	CAR-FM-013-R0	SPROCKET GEAR BOX	1
10D	CAR-FM-013-R0	OPTIONAL	1
10E	CAR A003E	PULLY GEAR BOX 1.5"	1
10F	CAR A003F	PULLY GEAR BOX 2"	1
10G	CAR-SA-004-R0	BRACKET GEAR BOX	1
10H	CAR A003H	MOTOR ASSEMBLY WITH V BELT	1
10I	HA1180	DAYTON MOTOR 60 115V/230V	1
10J	CAR-SA-003-R1	BRACKET MOTOR	1
10K	CAR-FM-041-R0	ADAPTER SHAFT	1
10L	HM2966	KOPUNG SHOGUN TYPE SOFT CLUTCH ASSY	1
10M	CAR-FM-008-R0	PULLY MOTOR	1
10N	CAR-FM-008-R0	OPTIONAL	1
10O	HM2956	V BELT B 31	1
10P	HM2968	V BELT B 28	1
10Q	HM2307	FIBER GLASS BASE	1
10R	CAR A003C	TENSIONER ASSEMBLY	1
10S	CAR-SA-008-R0	PLATE STRIP	1
10T	HM2953	SPROCKET TENSIONER	1
10U	CAR-SA-009-R0	STATIONER UPPER	1
10V	CAR A003D	BASE FRAME	1
10W	CAR-SA-001-R2	BASE FRAME METAL ONLY	1
10X	CAR-FP-004-R0	RUBBER MOUNTING	3
10Y	CAR-FP-001-R0	ROLLER CAROUSEL	2
10Z	CAR E003	MCB BOX ASSEMBLY	1
10AA	CAR-SA-015-R0	MCB BOX METAL ONLY	1
10AB	HM0075	ALUMINUM RAIL FOR MCB	1
10AC	EA0814	TERMINAL BLOCK 4 POLES 44"	1
10AD	EA1357	UREAL 2P 10A MCB	1
10AE	EA0642	SOCKET AC 3 MALL	1
10AF	CAR-FM-016-R0	MCB COVER METAL ONLY	1
10AG	CAR H005	MAIN HARNESS	1
10AH	CAR-FM-005-R0	PLATE BORDES	1R,1L
10AI	CAR-FM-019-R0	BORDES COVER	3
10AJ	CAR A004	SLIP RING ASSEMBLY	1
10AK	HA2701	4 WAY SLIP RING	1
10AL	CAR-FP-002-R1	RING NYLON DIA 50X8 mm	1
10AM	CAR-FM-017-R0	SLIP RING SHAFT	1
10AN	HA2702	BRUSH GEAR PIN 30.04.000 FOR HA2701	1
10AO	CAR-FP-006-R0	UPPER RING NYLON BRUSH DIA 18X6 mm	4
10AP	CAR-FP-007-R0	LOWER RING NYLON BRUSH DIA 18X9 mm	4
10AQ	CAR-SA-002-R0	SLIP RING PLATE ASSEMBLY	1
10AR	CAR-SA-002-R0	BUSHING ASSEMBLY INCLUDE BEARING	1
10AS	CAR-FM-012-R0	FOLLOWER SPROCKET	1
10AT	CAR-FM-018-R0	NUT CUP	1
10AU	CAR A005	HORSIND SHAFT ASSEMBLY	1
10AV	CAR-SA-022-R0	HORSIND SHAFT METAL ONLY	3
10AW	CAR-FP-003-R0	SLIDING NYLON	3
10AX	CAR-FM-023-R0	SLIDING PLATE METAL ONLY	3
10AY	HM0029	CASTER WHEEL RED SIZE 080X010X13.5 FOR CAROUSEL	3
10AZ	HP0110	T EDGING SILVER 5388 MM	1
10BA	HM2952	ROLLER CHAIN 3.048 M 06 NK	1
10BB	CAR-FP-001-R1	FIBER BASE	1
10BC	HM 0002	RUBBER MOUNTING	3
10BD	CAR-SA-014-R1	ASSEMBLY HUBUNGAN FRAME	1

PART ITEM

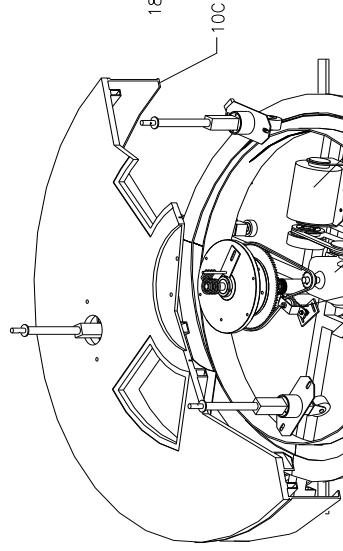
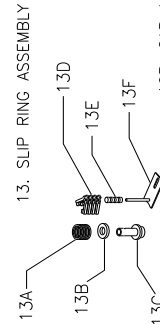
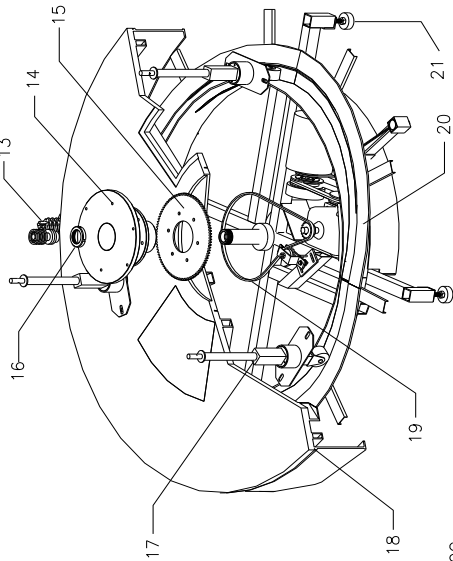
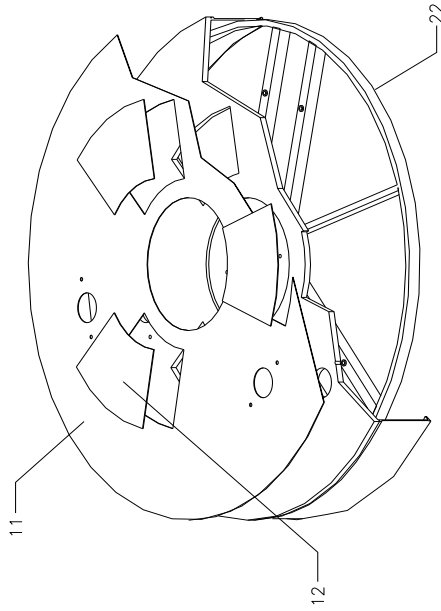
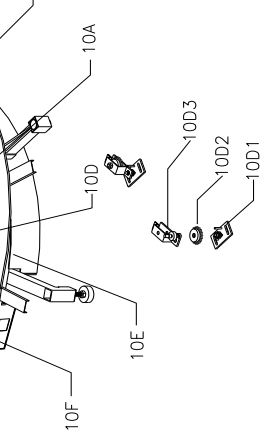
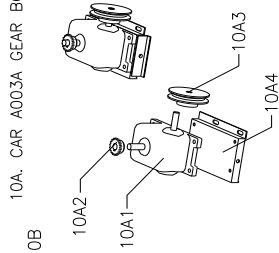
17. CAR A005 HORSIND SHAFT ASSY



10B. CAR A005B MOTOR ASSEMBLY WITH V BELT



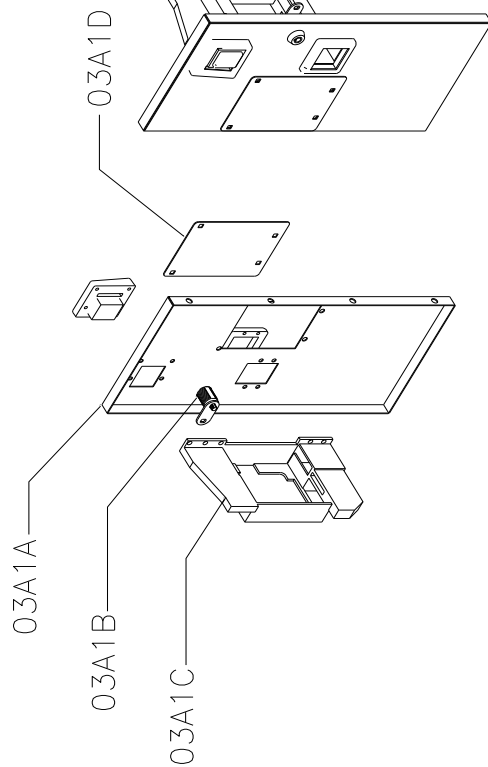
10A. CAR A003A GEAR BOX ASSEMBLY



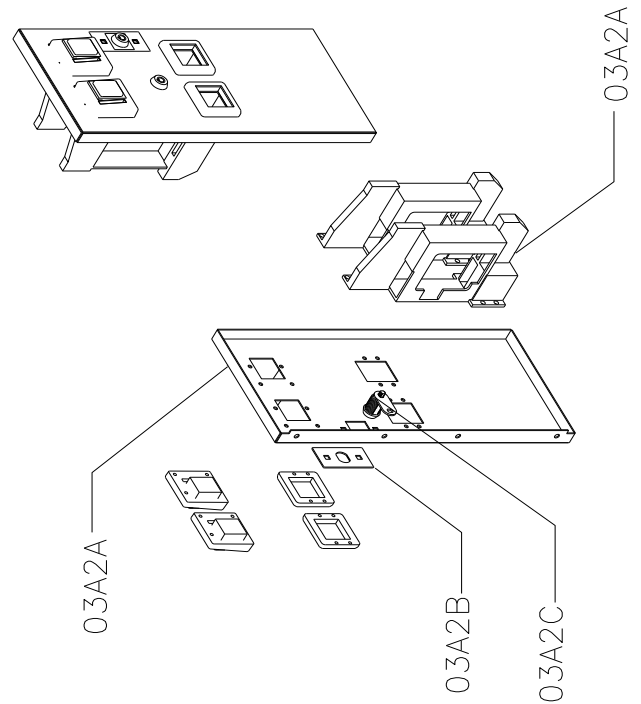
10. CAR A003 BASE ASSEMBLY

NO	CODE	DESCRIPTION	QTY
PART ITEM	03A	COINDOOR ASSEMBLY	1
	03A1	DBA ASSEMBLY	1
	03A1A	CAR-SA-032-R1	1
	03A1B	HM0004	1
	03A1C	HA0014	1
	03A1D	CAR-FM-034-R0	1
	03A2	DOUBLE COIN ASSEMBLY	1
	03A2A	CAR-SA-032-R1	1
	03A2B	CAR-FM-049-R0	1
	03A2C	HM0004	1
	03A2D	HA0014	2

03A1. CAR A002A1 DBA ASSEMBLY



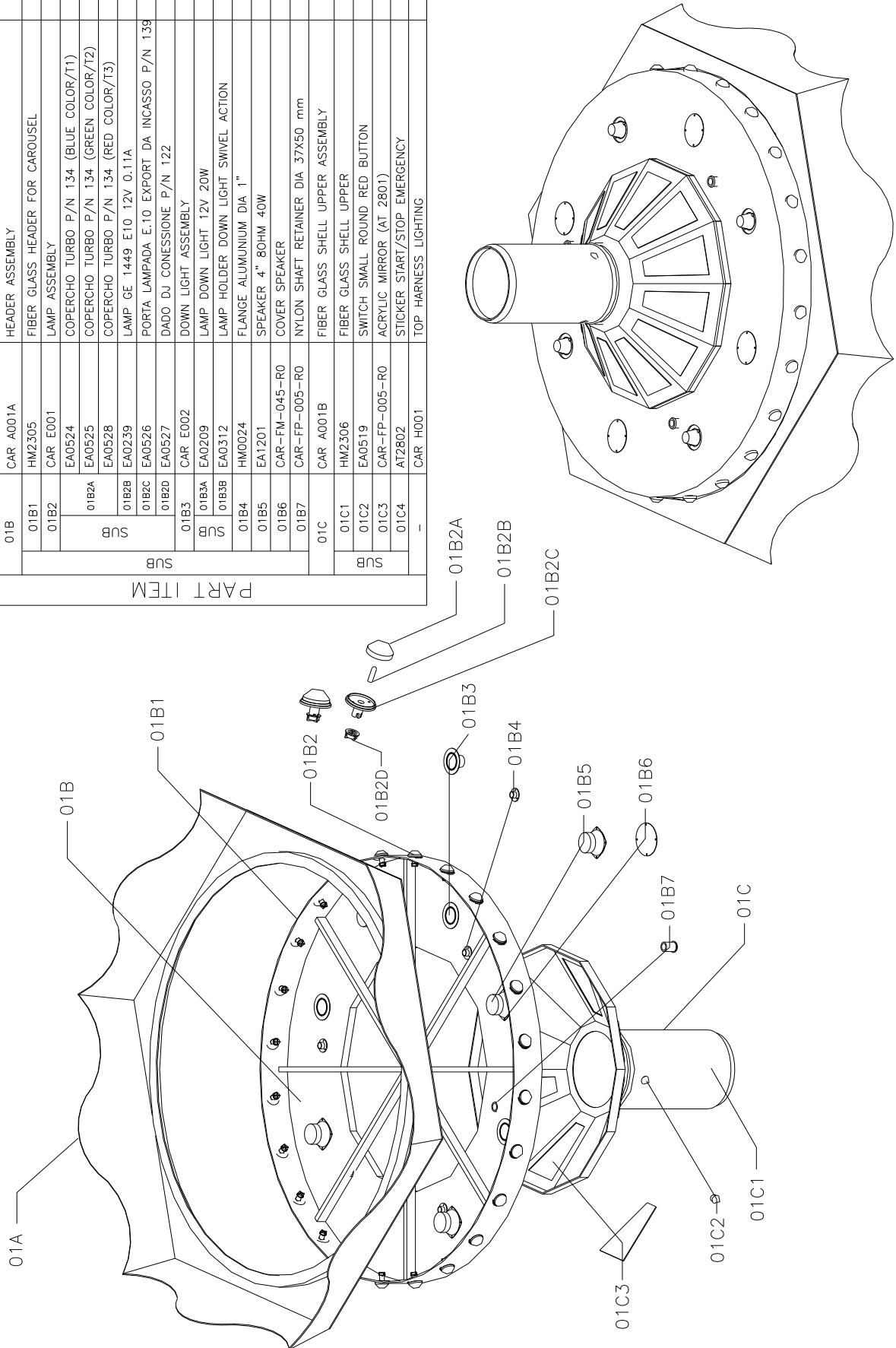
03A2. CAR A002A2 DOUBLE COIN ASSEMBLY





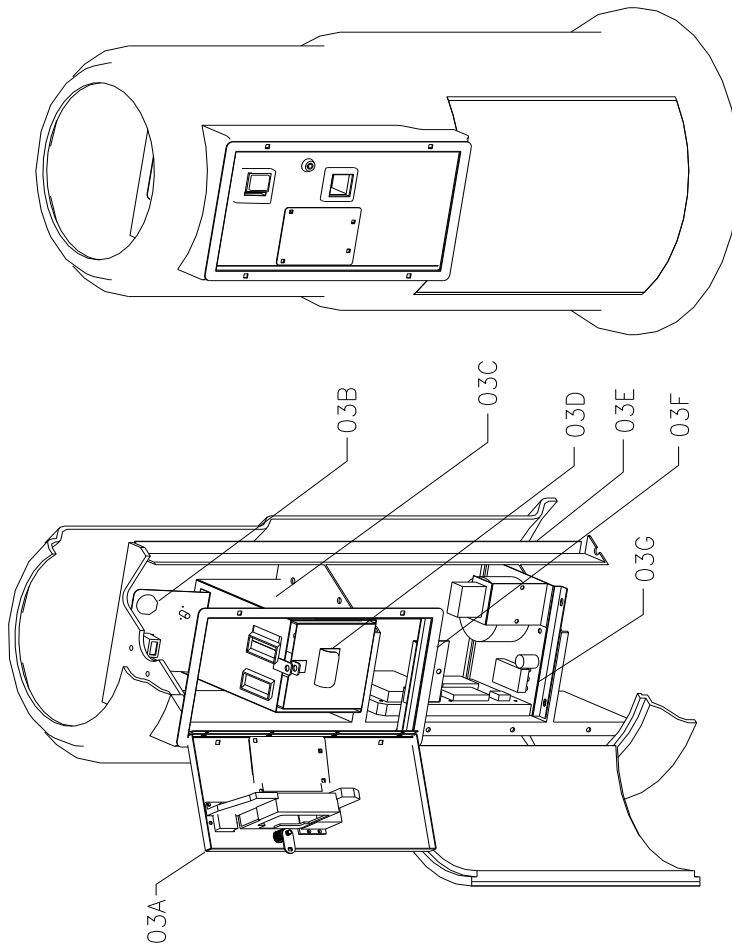
NO	CODE	DESCRIPTION	QTY
01	CAR A001	HEADER ASSEMBLY	1
01A	HM2302	CROWN FIBER GLASS FOR CAROUSEL	1
01B	CAR A001A	HEADER ASSEMBLY	1
01B1	HM2305	FIBER GLASS HEADER FOR CAROUSEL	1
01B2	CAR E001	LAMP ASSEMBLY	24
01B2A	EA0524	COPERCHO TURBO P/N 134 (BLUE COLOR/T1)	8
01B2B	EA0525	COPERCHO TURBO P/N 134 (GREEN COLOR/T2)	8
01B2C	EA0528	COPERCHO TURBO P/N 134 (RED COLOR/T3)	8
01B2D	EA0239	LAMP GE 1449 E10 12V 0.11A	24
01B3	EA0526	PORTA LAMPADA E10 EXPORT DA INCASSO P/N 139	24
01B3A	EA0527	DADO DJ CONESSIONE P/N 122	24
01B3B	CAR E002	DOWN LIGHT ASSEMBLY	4
01B3C	EA0209	LAMP DOWN LIGHT 12V 20W	4
01B3D	EA0312	LAMP HOLDER DOWN LIGHT SWIVEL ACTION	4
01B4	HM0024	FLANGE ALUMINIUM DIA 1"	3
01B5	EA1201	SPEAKER 4" 8OHM 40W	4
01B6	CAR-FM-045-R0	COVER SPEAKER	4
01B7	CAR-FP-005-R0	NYLON SHAFT RETAINER DIA. 37X50 mm	3
01C	CAR A001B	FIBER GLASS SHELL UPPER ASSEMBLY	1
01C1	HM2306	FIBER GLASS SHELL UPPER	1
01C2	EA0519	SWITCH SMALL ROUND RED BUTTON	3
01C3	CAR-FP-005-R0	ACRYLIC MIRROR (AT 2801)	3
01C4	AT2802	STICKER START/STOP EMERGENCY	3
-	CAR H001	TOP HARNESS LIGHTING	1

01. HEADER ASSEMBLY



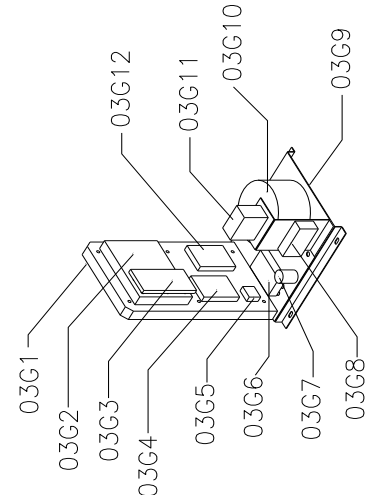


03. FIBER SHELL LOWER ASSEMBLY

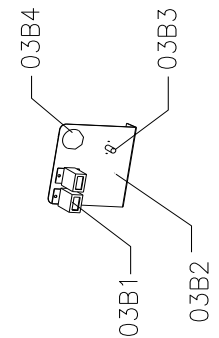


NO	CODE	DESCRIPTION	QTY
03	CAR A002	FIBER SHELL LOWER	1
03B	CAR E003	SERVICE PANEL ASSEMBLY	1
Sub	03B1	EAI252	1
	03B2	CAR-FM-44-R0	2
	03B3	EP0602	1
	03B4	EA0520	1
	03B5	EE0689	1
Sub	03C	CAR-FM-028-R1	1
	03D	CAR-FM-047-R0	1
	03E	CAR-SA-024-R1	1
	03F	CAR-SA-035-R0	1
	03G	CAR E004	1
Sub	03G1	CAR-FW-001-R0	1
	03G2	BAFB52C-PCB CPU	1
	03G3	BAFB79-PCB EXTENDED SOUND BOARD	1
	03G4	BAFB29-PCB AUDIO AMPLIFIER	1
	03G5	EE2401	1
	03G6	EA0042	1
	03G7	EE1061	1
	03G8	EA0614	1
	03G9	CAR-SA-025-R1	1
	03G10	EA0822	1
	03G11	EAI366	1
	03G12	BA0043	1
Sub	03G	CAR H003	1
	03G	CAR H004	1

03G. CAR E002 POWER ASSEMBLY



03B. CAR E001 SERVICE PANEL ASSEMBLY



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