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E&OE (Errors & Omissions Excepted)

POWER ROLL

OWNER'S MANUAL

POWER ROLL

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IMPORTANT

- Before using this product, read this manual carefully to understand the contents herein stated.
- After reading this manual, be sure to keep it near the product or in a convenient place for easy reference when necessary.

**Image used for illustration purposes only and may differ from actual product.*

PRECAUTIONS BEFORE 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 that care should be taken.



Indicates a matter which must be performed.



Forbidden.

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 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.

This machine is for indoor use only. Do not install outside.



Do not place the machine near emergency exits.



Protect the machine from:

Rain or moisture.

Direct sunlight

Direct heat from air-conditioning and heating equipment, etc.

Hazardous flammable substances.

failure to observe these warnings may result in injury, accidental damage or malfunction.



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



Do not place object near the ventilating holes.



Do not bend the power cord or place heavy objects upon it.



Never connect or disconnect the power cord with wet hands.



Never remove the power by pulling the power cord, always use the power sw.



PRECAUTIONS FOR USE

CAUTION

Be sure to use indoor wiring within the specified voltage requirements. It is not recommended to use extension cables. If for some reason an extension cable must be used then please ensure that the rating of the extension cable matches that of the machine specifications or greater. Never use a multi-connection extension cable.

Be sure to use the attached power cord.



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 machine at least 100mm (4") away from the walls.

Do not alter the system related dipswitch settings.

PRECAUTIONS FOR USE

CAUTION

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.



- Using the machine in abnormal conditions may result in a fire hazard or accidents.

In case of abnormality

1. Turn OFF the main power switch.
2. Unplug the power cord from the machine.
3. Contact your nearest dealer.

Do not leave the power cord plugged in incorrectly or covered with dust. 

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

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. | • 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

CAUTION

Do not use this machine 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.

When opening or closing the glass door, always hold the glass with one hand and move the door gently. If the glass door is opened or closed carelessly, your hand or fingers may get trapped or pinched or the glass may smash.

When moving the machine, do not push the glass section. Tempered glass is used but it can still smash if pressed hard. If the glass smashes, personal injury can occur to the player or bystanders.

For safety reasons, do not allow any of the following people to play the game.

- Those who have high blood pressure or heart problem.
- Those who are intoxicated or under the influence of drugs.
- Pregnant women.
- Those who are not in good health.
- Those who have experienced muscle convulsions or loss of consciousness when playing video games, etc.
- Even players who have never been adversely affected by light stimulus might experience dizziness or headache depending on their physical condition when playing the game.
- Those who have neck or spinal cord problems.

To avoid injury from falls and electric shock due to spilled drinks, instruct the player not to place items such as drinks on the machine.

To avoid electric shocks and short circuits, do not allow customers to put hands, fingers or extraneous matter into the openings of the machine or small opening in or around the doors.

To avoid falls and resulting injury, immediately stop the customer from leaning against or climbing upon the machine.

Instruct guardians of small children to keep an eye on their children at all times.

Children cannot sense danger. Allowing small children to get near a player who is playing the game may result in the child being bumped, stuck or knocked.

PRECAUTIONS FOR USE

WARNING

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



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



Opening inside the machine shall be done by a machine specialist or engineer qualified to do so as high current and voltages are present inside.



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.

- 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.

 WARNING

Servicing and maintenance work of the contents herein stated should be performed by the SERVICEMAN stipulated as per IEC Standard. Those who do not have technical expertise and knowledge other than the SERVICEMAN are not allowed to perform the work herein stated. Executing aforementioned work by such non-technical personnel can cause serious accidents that may endanger life.

Parts replacement, maintenance inspections and troubleshooting should be carried out by site maintenance personnel or other qualified professionals. This manual includes directions for potentially dangerous procedures which should only be carried out by professionals with the appropriate specialised knowledge.

The site maintenance personnel or other qualified professionals mentioned in this manual are defined as follows:

Site maintenance personnel:

Individuals with experience in maintaining amusement equipment, vending machines, etc., working under the supervision of the owner/operator of this product to maintain machines within amusement facilities or similar premises by carrying out everyday procedures such as assembly, maintenance inspections, and replacement of units/ expendable parts.

Activities to be carried out by site maintenance personnel:

Amusement equipment/vending machine assembly, maintenance inspection and replacement of units/ expendable parts.

Other qualified professionals:

Persons employed by amusement equipment manufacturers, or involved in design, production, testing or maintenance of amusement equipment. The individual should have either graduated from technical school or hold similar qualifications in electrical/electronics/mechanical engineering.

Activities to be carried out by other qualified professionals:

Amusement equipment/vending machine assembly, repair/adjustment of electrical/electronic/mechanical parts.

Waste of Electrical and Electronic Equipment (WEEE) Statement.

The WEEE (Waste of Electrical and Electronic Equipment) directive places an obligation on all EU based manufacturers and importers of Electrical and Electronic Equipment to take back products at the end of their useful life. Sega Amusements Europe Ltd accepts its responsibility to finance the cost of treatment and recovery of redundant WEEE in the United Kingdom in accordance with the specified WEEE recycling requirements.

The symbol shown below will be on all products manufactured from 13th August 2005, which indicates this product must NOT be disposed of with other normal waste. Instead, it is the user's responsibility to dispose of their waste equipment by arranging to return it to a designated UK collection point for the correct recycling of waste electrical and electronic equipment.

For more information about where you can send your waste equipment for recycling contact your local authority of-fice.

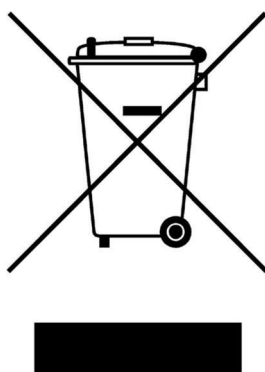
For non-UK users contact your local authority office for information on the recycling of Waste Electrical and Elec-tronic Equipment.

Battery Recycling Statement.

The EC Directive on Batteries and Accumulators (2006/66/EC) aims to minimise the impact of batteries on the en-vironment and encourage the recovery of the materials they contain. To achieve increased collection and recycling of waste batteries, the Directive places 'producer responsibility' obligations on manufacturers and importers of portable, industrial and automotive batteries.

The symbol shown below will be on all equipment fitted with batteries from 26th September 2008 and indicates they must NOT be disposed of with other normal waste. Instead, it is the user's responsibility to dispose of used batteries by arranging to return them to a designated collection point for the correct recycling.

For more information about where you can send your waste batteries for recycling contact your local authority of-fice.



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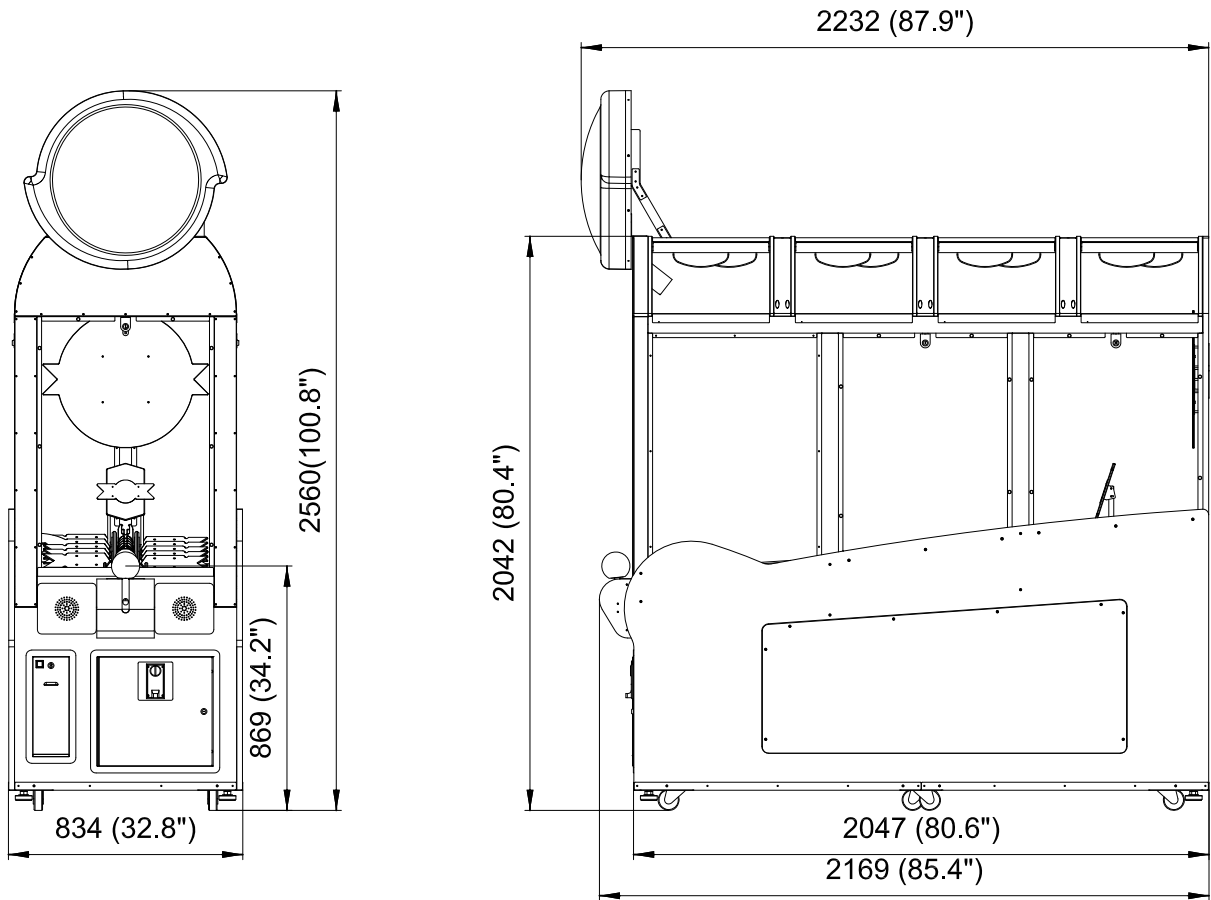
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- 12-35. NOISE FILTER Ass'y
- 12-36. TICKET BOX Ass'y
- 12-37. BIG WIN ZONE Ass'y (NEW)
- 12-38. MAIN FRAME FRONT GLASS Ass'y
- 12-39. MR16 LAMP Ass'y (NEW)
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13. WIRE DIAGRAM (67p)

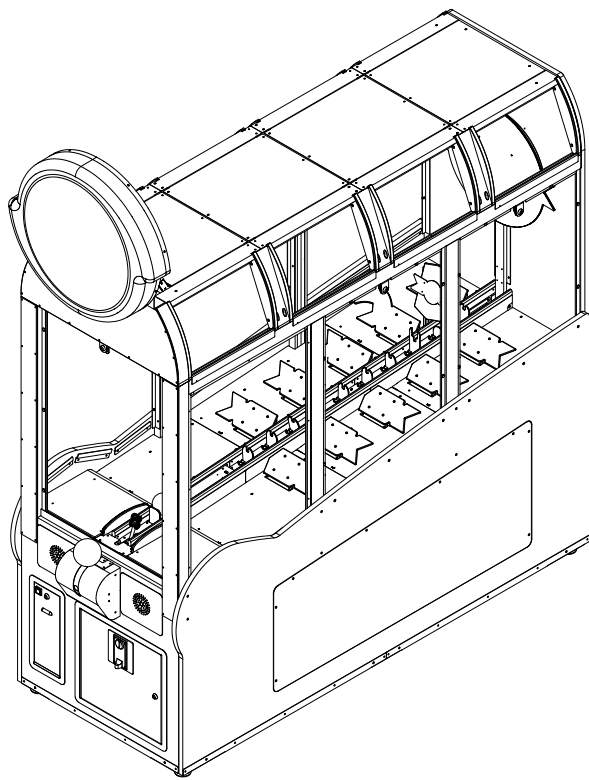
14. SHEET (71p)

1. Dimensions & Specification

1-1. Dimensions / mm (in)



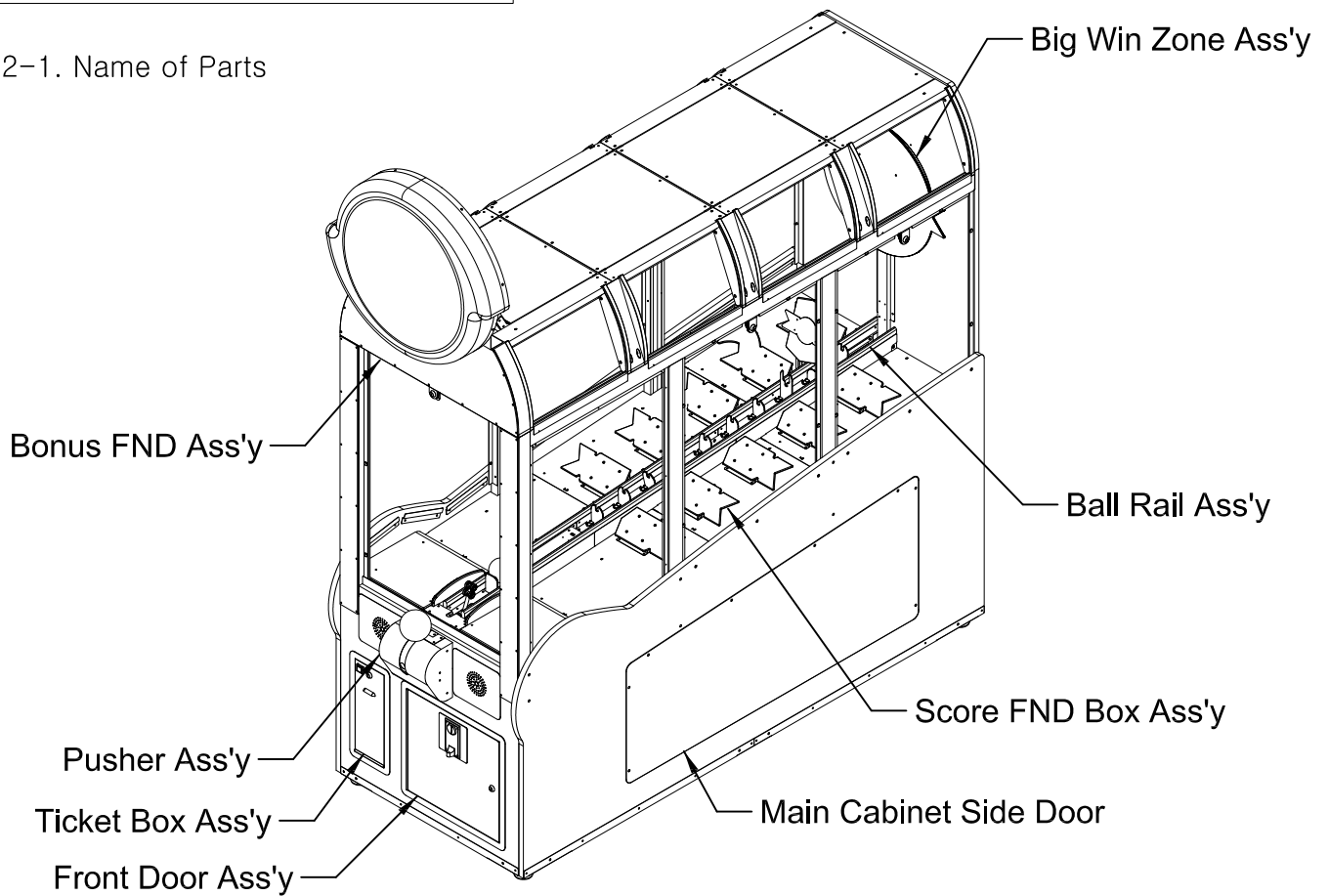
1-2. Specification



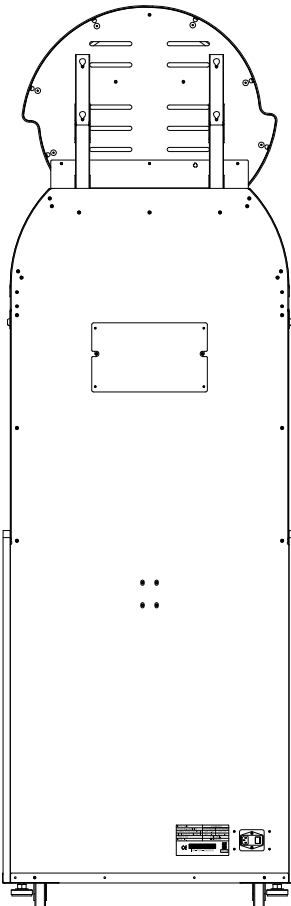
NOMINATED VOLTAGE RANGE	AC 120V	AC 230V
NOMINATED FREQUENCY RANGE	50Hz / 60Hz	
AVERAGE POWER CONSUMPTION	205W (1.8A)	205W (1A)
MAXIMUM POWER CONSUMPTION	285W (2.4A)	285W (1.3A)
WEIGHT	315kg (695 lb)	

2. Name of Parts & Sticker Location

2-1. Name of Parts



2-2. Sticker Location



MODEL NAME	POWER ROLL	
POWER REQUIREMENTS	AC 120V, 50Hz/60Hz	AC 230V, 50Hz/60Hz
AVERAGE POWER CONSUMPTION	205W (1.8A)	205W (1A)
MAXIMUM POWER CONSUMPTION	285W (2.4A)	285W (1.3A)
WEIGHT (KG)	315Kg (695 lb)	
MODEL NO.	KM-POR-000	

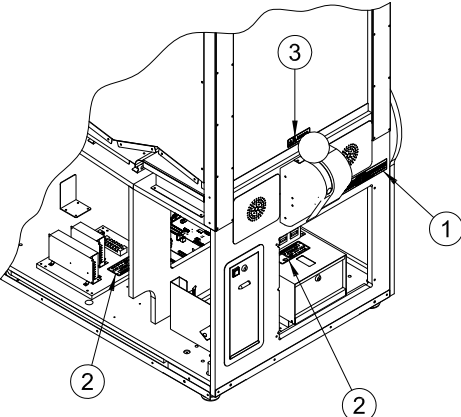



KM-POR-0000000



ROHS

2-2. Warning Label Location



1

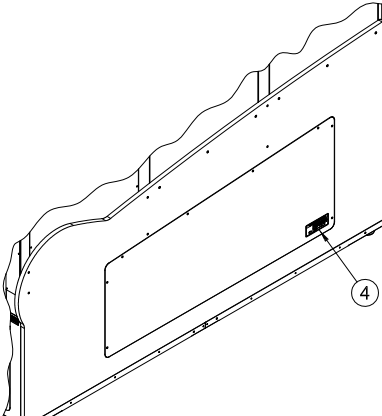
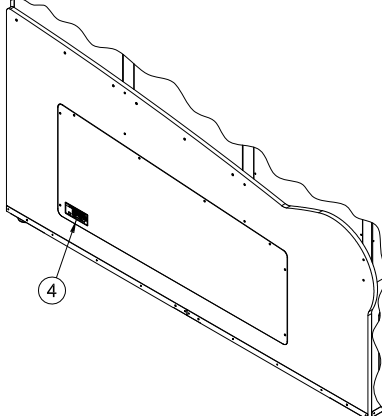
⚠ CAUTION	
If you or your child have experienced a convulsive attack, loss of consciousness, etc. due to light stimulus or TV games, or fear that you might experience such symptoms, be very careful of using this machine. If you feel sick while playing the game, immediately discontinue use and take a rest.	Si vous ou votre enfant avez éprouvé une attaque convulsive, une perte de conscience, etc. due au stimulus de la lumière ou des jeux de TV, ou craignez que vous puissiez éprouver de tels symptômes, soyez prudents d'utiliser cette machine. Si vous vous sentez malade en jouant au jeu, cessez immédiatement l'utilisation et mettez-vous la pause.

2

⚠ WARNING / AVERTISSEMENT	
	High voltage can cause an electric shock. Turn off power before servicing. La haute tension peut causer une décharge électrique. Ne pas éteindre en autre cas que l'utilisation.

3

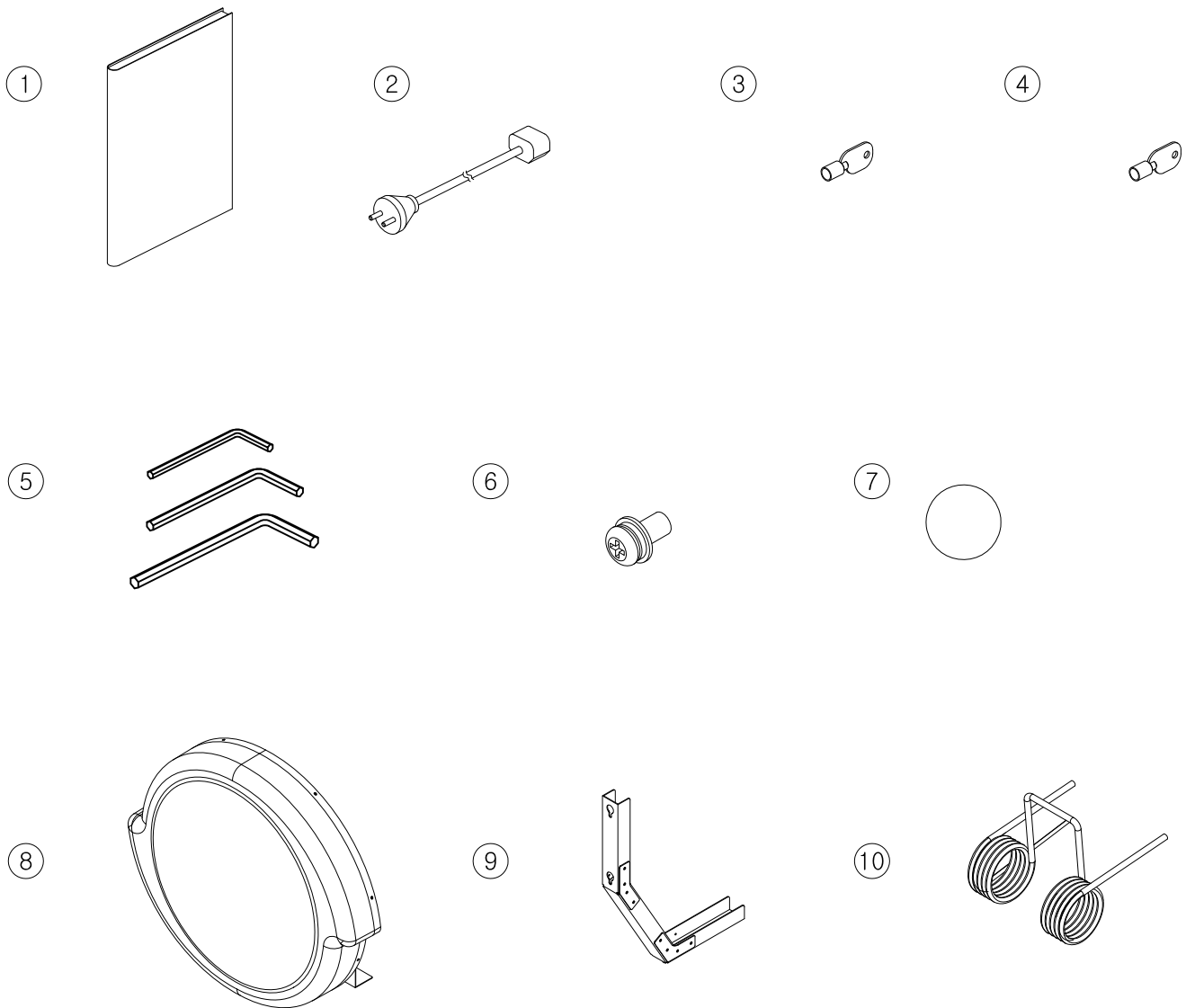
⚠ MIND YOUR HANDS	
	Attention à vos doigts



4

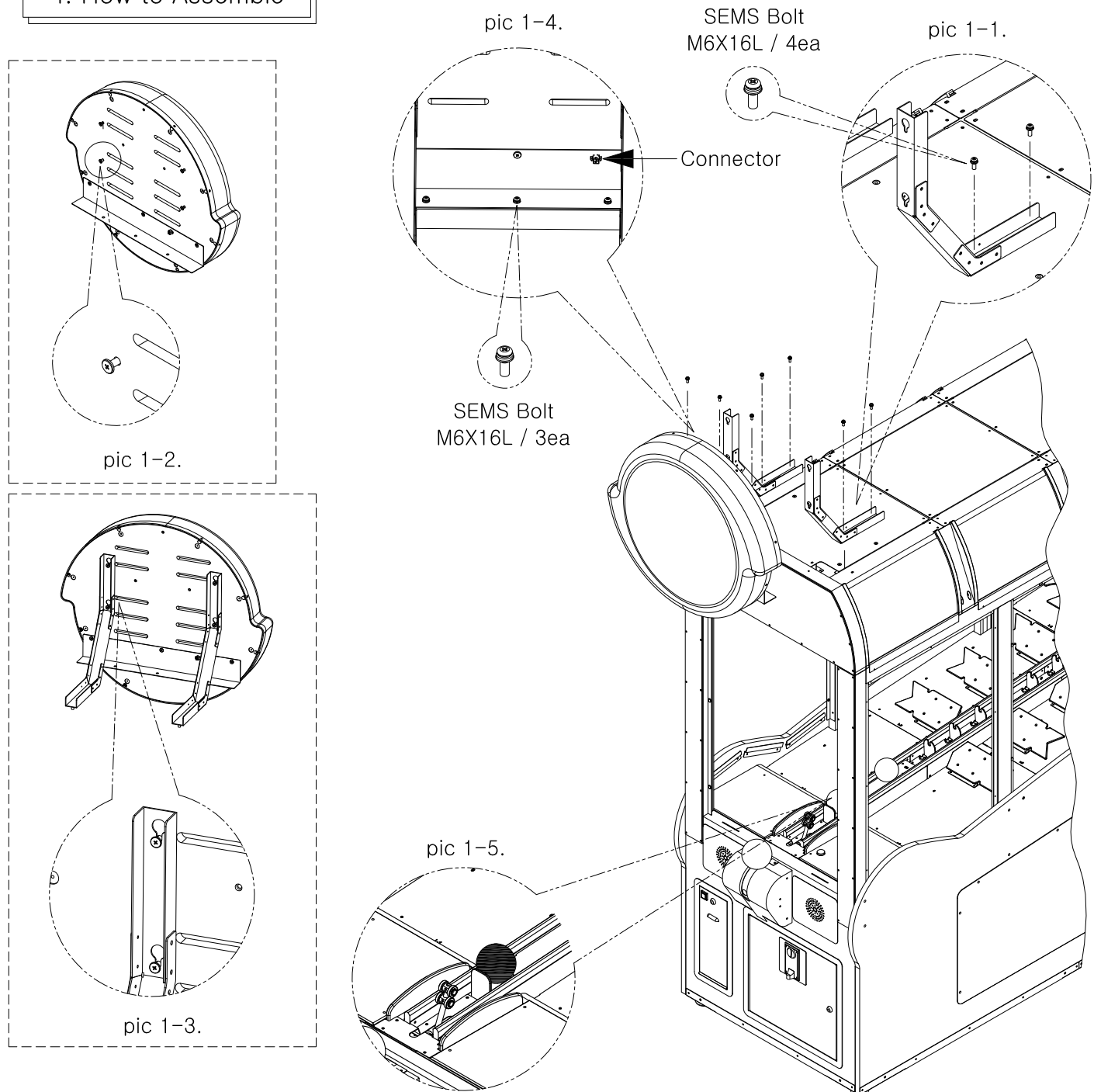
⚠ WARNING / AVERTISSEMENT	
	High voltage can cause an electric shock. Do not open other than service personnel. La haute tension peut causer une décharge électrique. N'ouvrez pas d'autre que le personnel de service.

3. Components



No.	Part Name	Spec.	Quantity	Code No.
1	Manual	Power Roll	1	MPOR0MAN001
2	AC Power Cord	125V-7A (0.75)	1	MELE0ACP001
		250V-10A (0.75)		MELE0ACP008
		250V-13A (0.75) UL (BF3)		MELE0ACP006
3	Front Door Key	7001	2	MZZZ0KEY032
4	Cash Box Key	6001	2	MZZZ0KEY013
5	Wrench	2.5mm	1	MXXX0REN001
		3mm	1	MXXX0REN004
		4mm	1	MXXX0REN002
6	SEMS Bolt	SEMS M6X16L	7	-
7	ø80 ACRYL BALL	ø80 (RED COLOR)	2	MCBD0BAL001
8	TOP BILLBOARD VACUUM Ass'y (NEW)	ASSEMBLE	1	ACBD0ASM087
9	TOP BILLBOARD FIXED BKT WELD Ass'y (NEW)	WELD Ass'y	2	MCBD0MET148
10	PUSHER SPRING (NEW)	PW-ø2.8	1	MCBD0SPR002

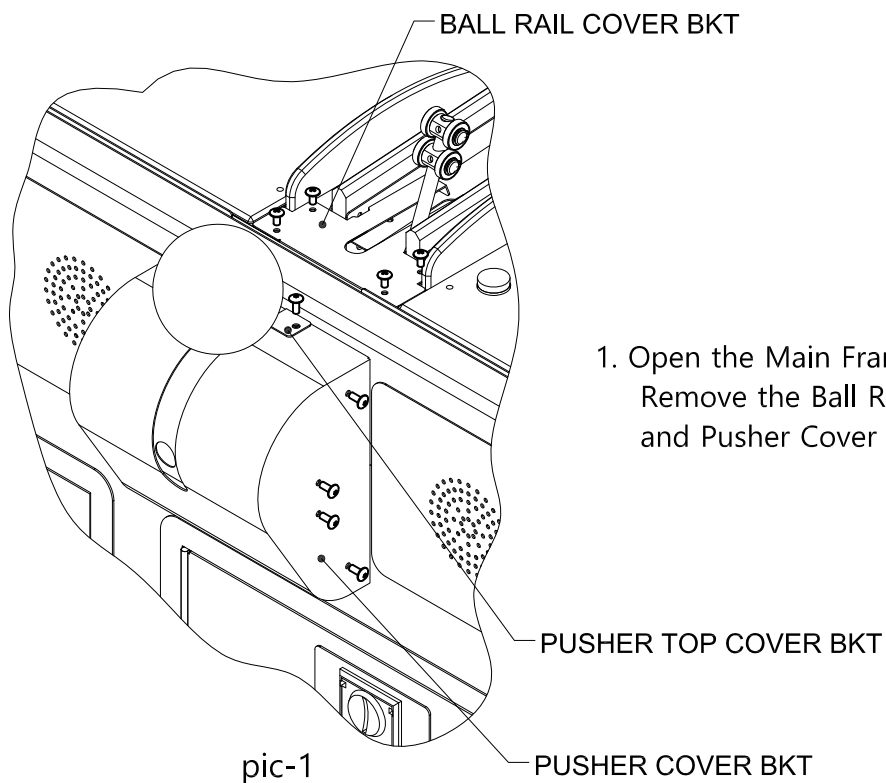
4. How to Assemble



1. Open the front glass door.
2. As shown in pic1-1, install Top Billboard Fixed BKT WELD Ass'y(NEW) using SEMS Bolt M6X16L(4EA).
3. As shown in pic1-2, slightly loosen the TH Bolt[Flat] M6x20L about 10mm that are fixed on the back of the Top Billboard Vacuum Ass'y.
4. As shown in pic1-3, mount the Top Billboard Vacuum Ass'y to the Top Billboard Fixed BKT Ass'y, and then tighten the TH Bolt[Flat] M6X20L again.
5. As shown in pic1-4, fix the Top Billboard Vacuum Ass'y with the SEMS M6X16L (3EA).
6. As shown in pic1-4, attach the connector from the rear of the Top Billboard Vacuum Ass'y.
7. As shown in pic 1-5. prepare a ball and then put the ball on the ball launcher.
DO NOT turn on the power before putting the ball on the sensor of the launcher.
An error occurs if a ball is missing or incorrectly loaded.

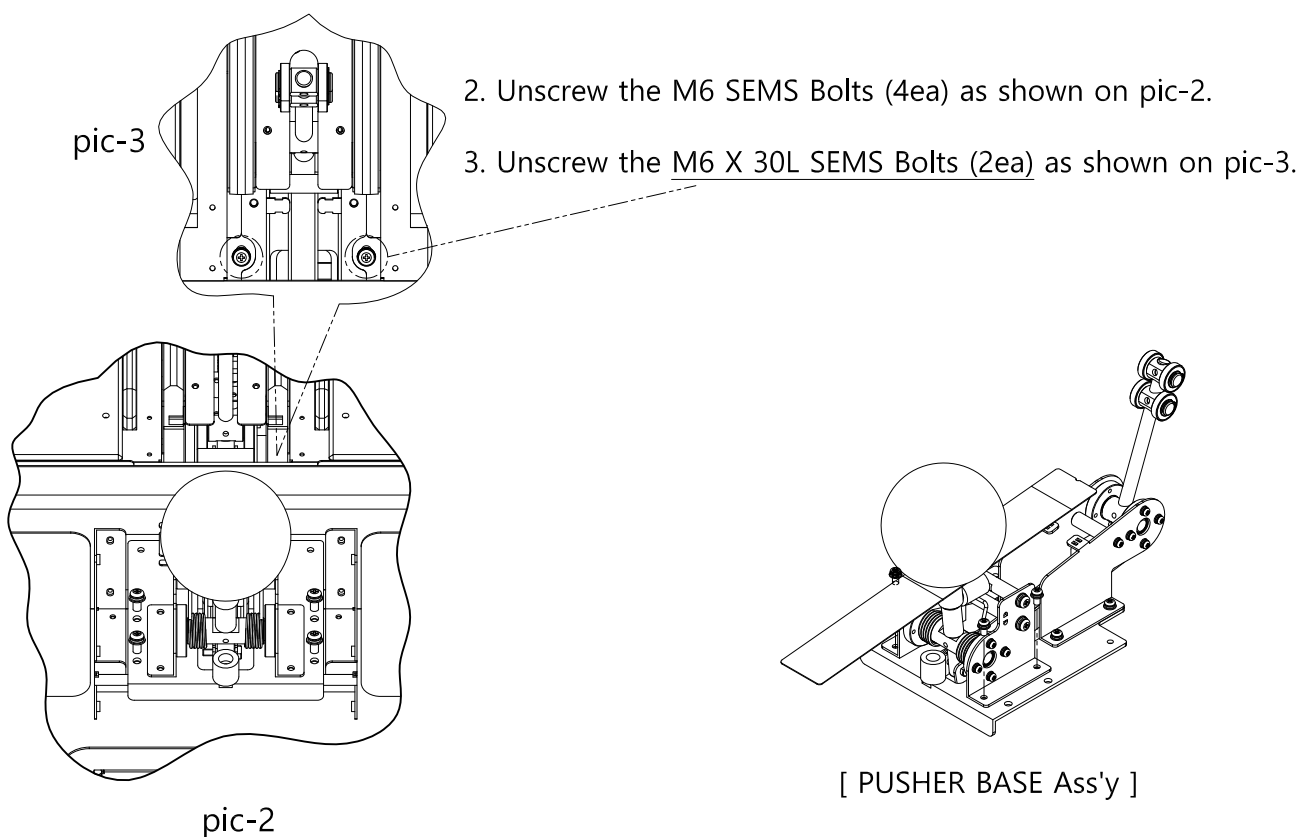
-How to replace the Pusher Spring.

Step1.

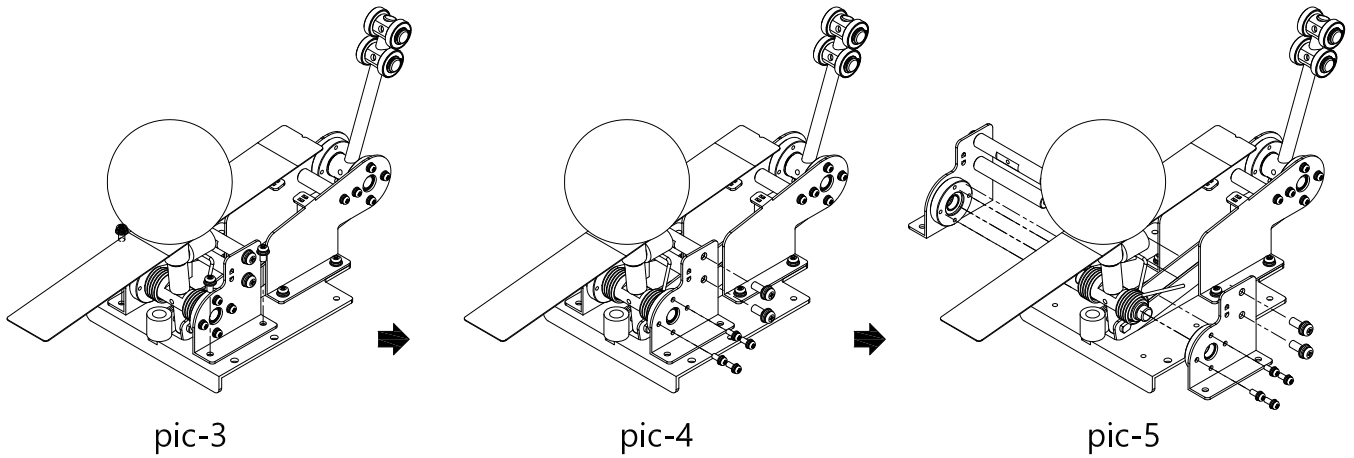


1. Open the Main Frame Front Glass Ass'y.
Remove the Ball Rail Cover BKT, Push Top Cover Bkt, and Pusher Cover BKT in this order. (Refer to pic-1)

Step2.



Step3.

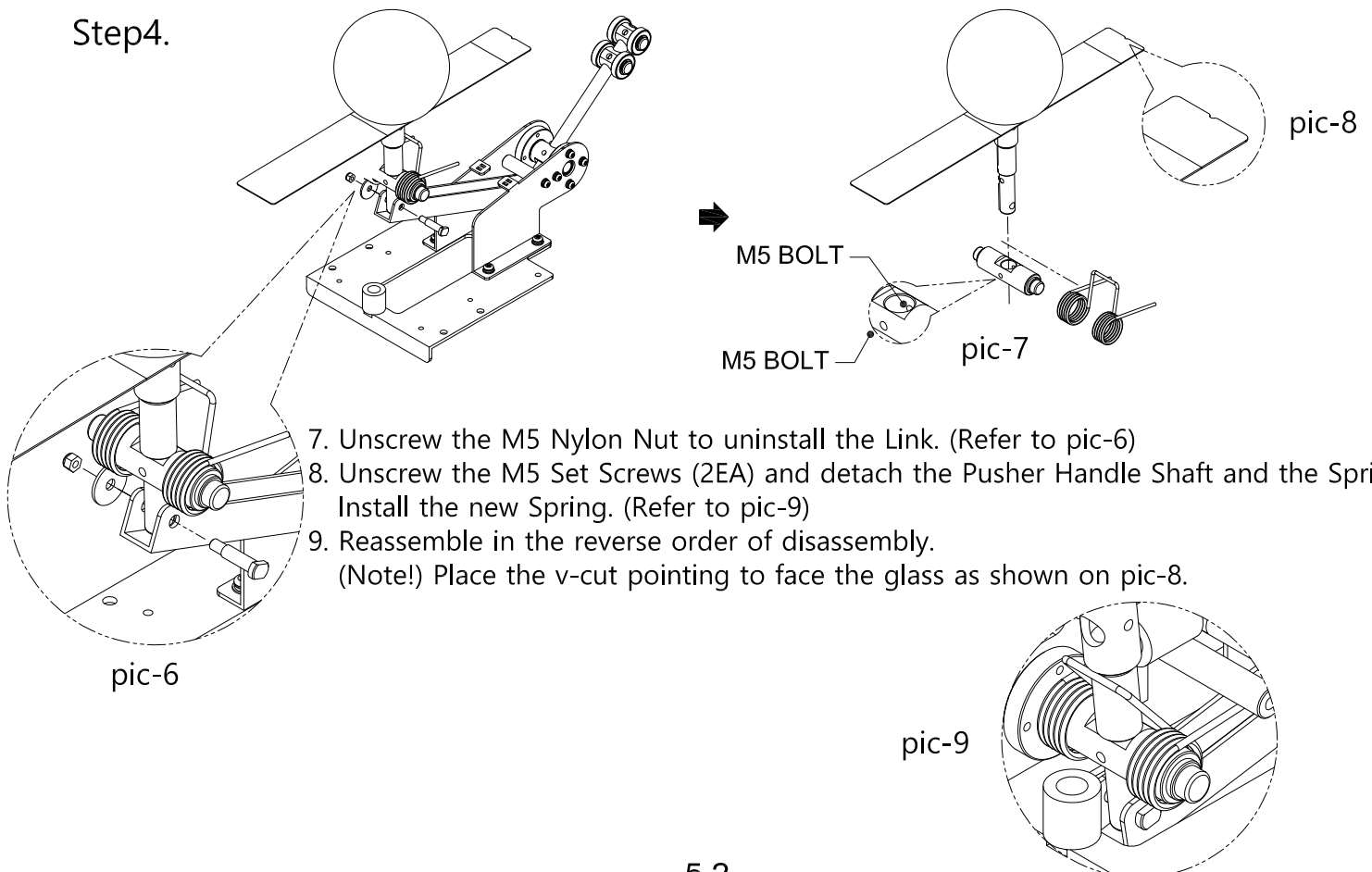


4. Unscrew the M5 SEMS Bolts (4EA) as shown on pic-3.

5. Unscrew the M5 SEMS bolts (4EA) and M6 SEMS bolts (2EA) as shown on pic-4.

6. The Push Housing Fixed BKT-L, R will be detached. (Refer to pic-5)

Step4.



7. Unscrew the M5 Nylon Nut to uninstall the Link. (Refer to pic-6)

8. Unscrew the M5 Set Screws (2EA) and detach the Pusher Handle Shaft and the Spring. Install the new Spring. (Refer to pic-9)

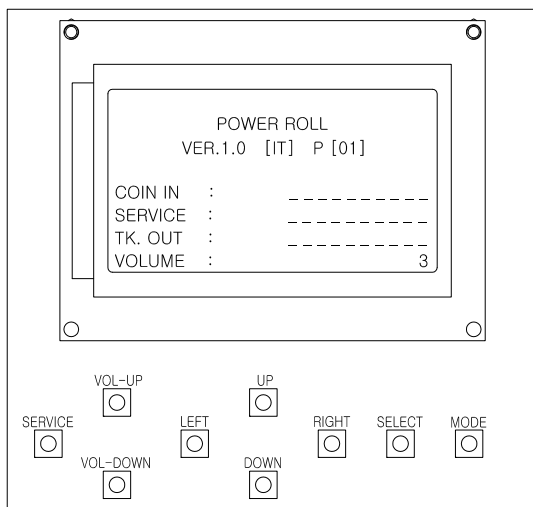
9. Reassemble in the reverse order of disassembly.

(Note!) Place the v-cut pointing to face the glass as shown on pic-8.

5. Function

5-1. Description of Buttons of LCD Display Board

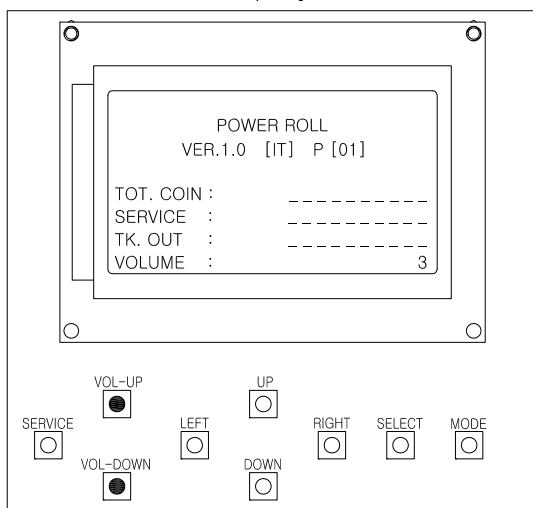
(LCD Display Board)



- 1) [Service] : Service Credit
- 2) [Vol-Up /Down] : To adjust volume.
- 3) [Up / Down] : To move Up or Down in the Menu or Mode / To change a figure.
- 4) [Left / Right] : To move a cursor Right or Left in the Menu or Mode
- 5) [Select] : To select / enter
- 6) [Mode] : To enter Menu List / To return to previous Menu / Mode

5-2. Sound Volume

(LCD Display Board)



Volume Range : 0~7

5-3. Description of Dip Switch

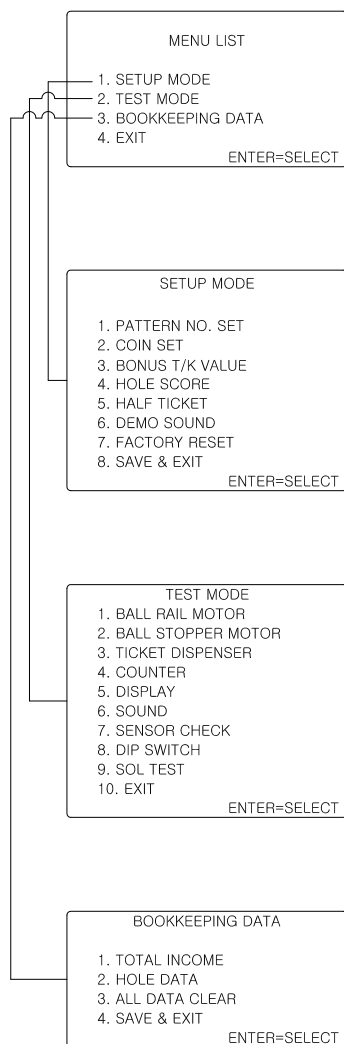
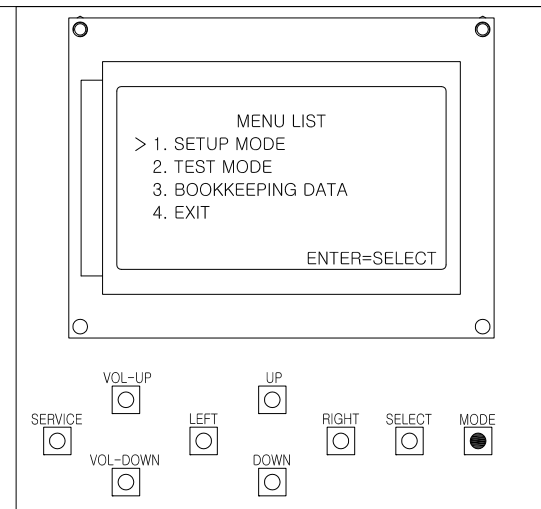
(MAIN BOARD DIP SW)



ON : Bonus FND 4 digit segment
OFF : Bonus FND 3 digit segment

6. Menu List

- ★ Press Mode button for 3 sec to enter Menu List.
Push UP/DOWN button to move up or down in the Menu list
and press SELECT button.

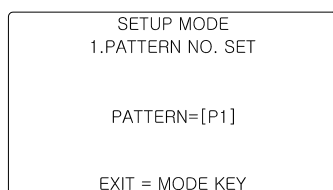
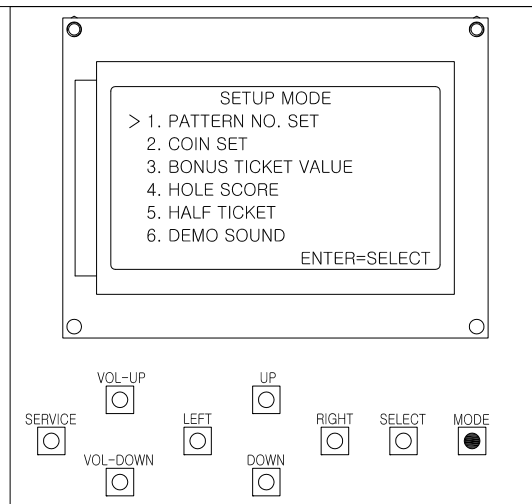


7. Setup Mode

* Setup Mode allows modification of the Game Setting to suit operator's preference.

7-1. How to Setup.

- 1) Press MODE button for 3 sec to enter Menu List.
- 2) Press UP or DOWN button to move to Setup Mode and push SELECT to enter.
- 3) Press UP or DOWN button to choose desired Setup and push SELECT.
- 4) Press MODE button to return to previous Menu or Mode
(Changes will not be saved)
- 5) Always SAVE & EXIT (8) to apply change(s).



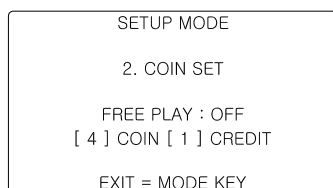
1. PATTERN NO. SET

Preset Game Setup Patterns (see 7-2. for detail)

Press LEFT, RIGHT button to select a Pattern.

Pattern : Changing Pattern No changes the Bonus / Hole Ticket values.

Pattern Range : P1~P4



2. COIN SET

Price per play (Set the no. of Coins)

Press LEFT, RIGHT button to move / UP, DOWN button to change.

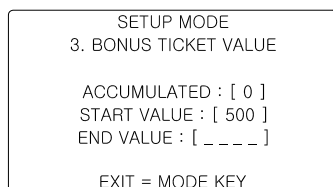
Coin Range : 0~20

Credit Range : 0~2

Default : 4Coin / 1Credit

Unit : 1

0: Free Play Mode



3. BONUS TICKET VALUE / Accumulate Bonus Value

Press UP, DOWN button to move / LEFT, RIGHT button to change.

Accumulated : No. of tickets accumulated per game

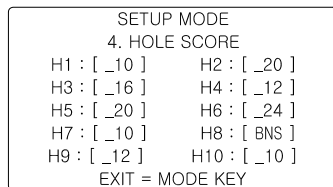
Range : 0~10 Default : 0 Unit : 1 0 : NONE

Start Value : Bonus Ticket value start value on Bonus FND

Range : 1~9,999 Unit : 1

End Value : Maximum bonus ticket value

Range : 1~9,999 Unit : 1



4. HOLE SCORE

To setup ticket value (score) of each hole

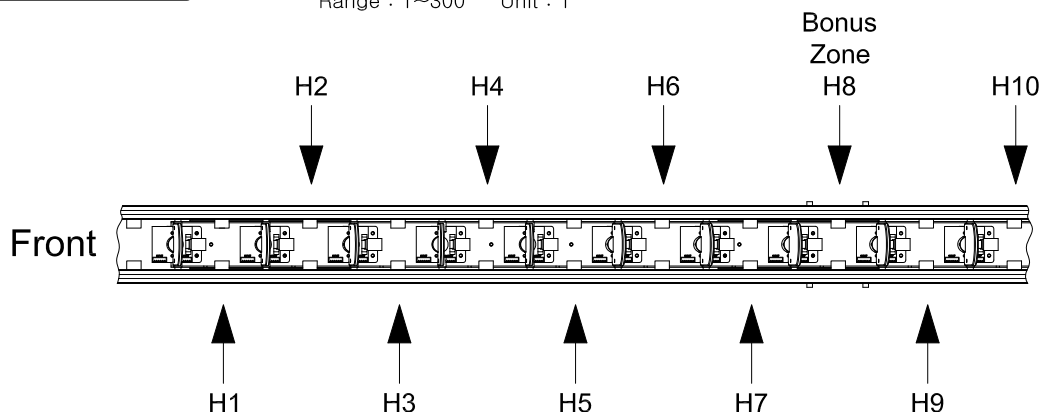
Press LEFT, RIGHT button to move / UP, DOWN button to change.

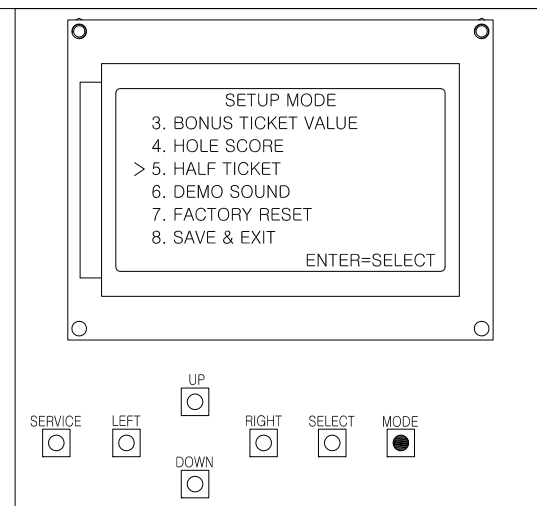
H1~H10 : Ticket value of each hole

H8 : Bonus Zone

H8 can only be changed from "3. BONUS TICKET VALUE" in SETUP MODE.

Range : 1~300 Unit : 1





SETUP MODE

5. HALF TICKET

[0]

EXIT = MODE KEY

5. HALF TICKET

Half Ticket Options

Press LEFT, RIGHT button to change.

Range : [0] Normal , [1] Half Ticket

Default : 0

Unit : 1

SETUP MODE

6. DEMO SOUND

[5 min]

EXIT = MODE KEY

6. DEMO SOUND

Press UP, DOWN button to change.

Range : (Off) , (1 ~ 10 min) , (Always)

Default : 5 min

Unit : 1

SETUP MODE

7. FACTORY RESET

YES NO

7. FACTORY RESET

Clear the all setup value and return to Default setting.

Press LEFT, RIGHT button to move and press SELECT to enter.

SETUP MODE

8. SAVE & EXIT

YES NO

8. SAVE & EXIT

Press LEFT, RIGHT button to move and press SELECT to enter.

How to operate Power Roll successfully

Please select one of the following presets (page 10~13) for the price per play that suits your location. Monitor the bookkeeping to calculate your ticket pay out.

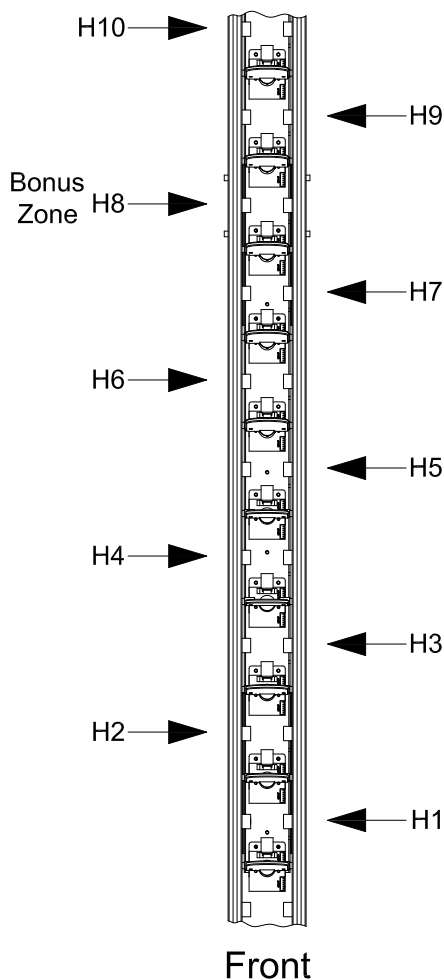
BOOKKEEPING DATA		
1. TOTAL INCOME		
COIN IN	[	1522]
SERVICE	[	0]
TICKET	[	28118]
BS T.K	[	0]
BONUS	[	95]
EXIT = MODE KEY		

Power Roll is a skill game – Look at the hole scores that are being hit the most.

BOOKKEEPING DATA		
2. HOLE DATA		
H1	[19]	H2 [17]
H3	[43]	H4 [66]
H5	[86]	H6 [123]
H7	[308]	H8 [95]
H9	[310]	H10 [455]
EXIT = MODE KEY		

If your location has more skilful players you may need to lower the hole score values, if your players are less skilful you might want to increase the hole score values.

SETUP MODE		
4. HOLE SCORE		
H1 :	[_10]	H2 : [_20]
H3 :	[_30]	H4 : [_14]
H5 :	[_40]	H6 : [_20]
H7 :	[_12]	H8 : [BNS]
H9 :	[_10]	H10 : [_30]
EXIT = MODE KEY		



7-2. Preset Game Setup Patterns

Set up : P1

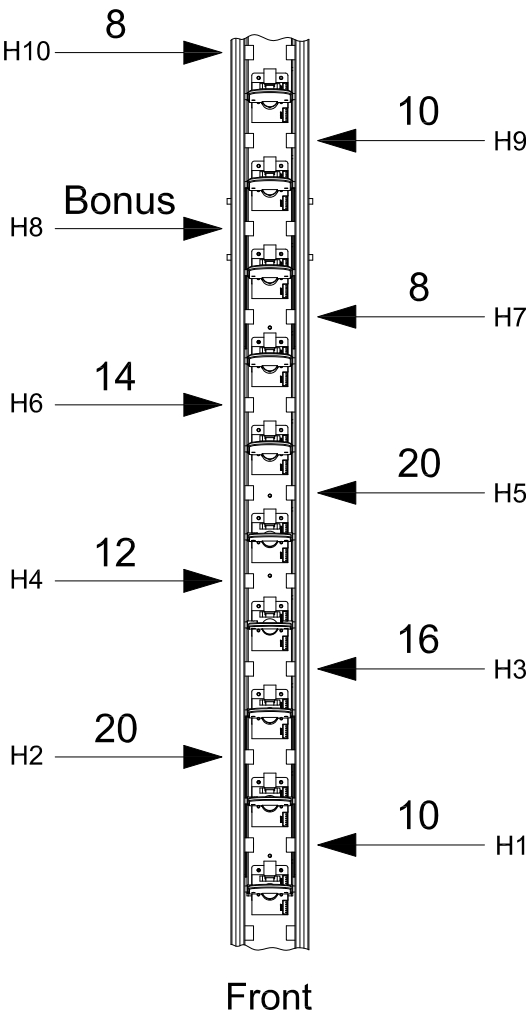
This is a guide on how to set up Power Roll.
Please check local regulations before operating this game.

Set up Example #1

Pattern No. : P1

Set 'BONUS' to maximum of :

300



Set up : P2

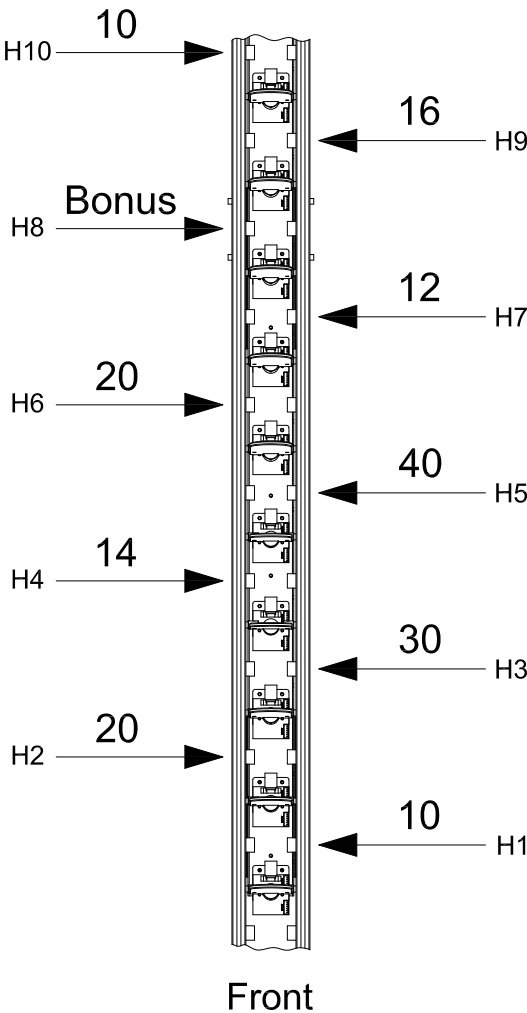
This is a guide on how to set up Power Roll.
Please check local regulations before operating this game.

Set up Example #2

Pattern No. : P2

Set 'BONUS' to maximum of :

500



Set up : P3

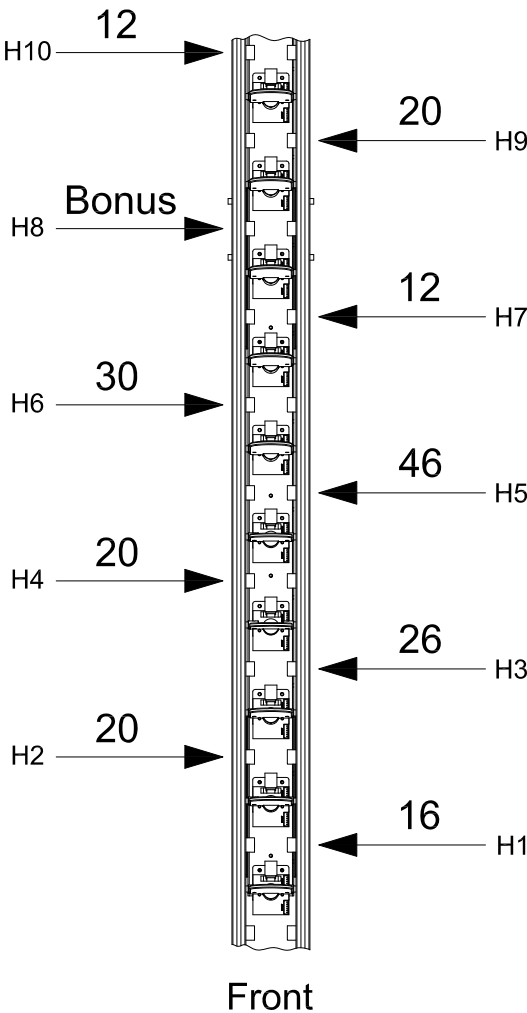
This is a guide on how to set up Power Roll.
Please check local regulations before operating this game.

Set up Example #3

Set 'BONUS' to maximum of :

Pattern No. : P3

500



Set up : P4

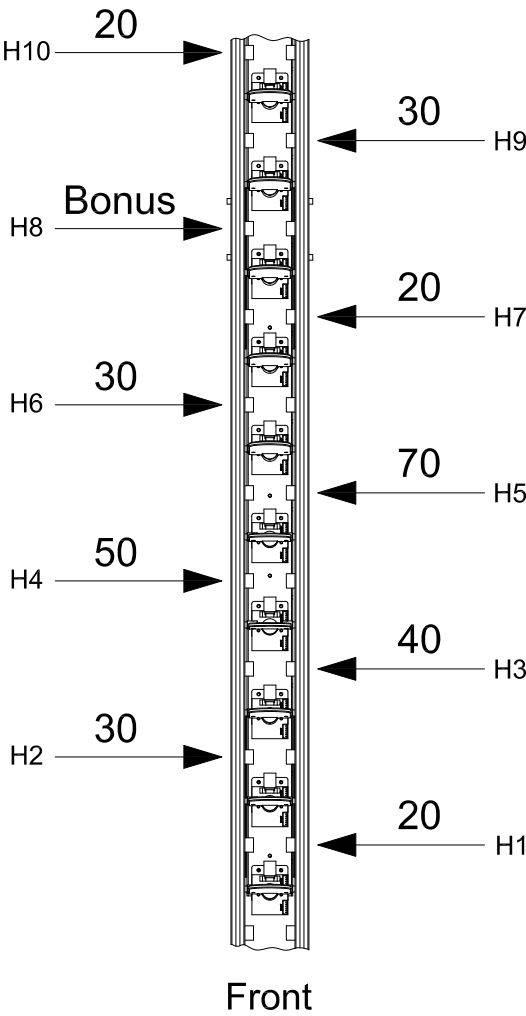
This is a guide on how to set up Power Roll.
Please check local regulations before operating this game.

Set up Example #4

Set 'BONUS' to maximum of :

Pattern No. : P4

500



Set up : P5

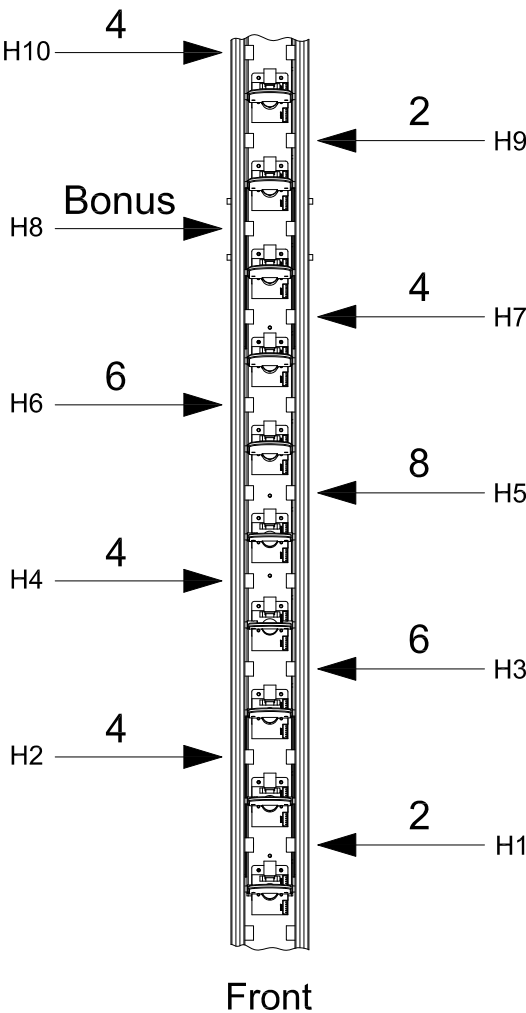
This is a guide on how to set up Power Roll.
Please check local regulations before operating this game.

Set up Example #5

Set 'BONUS' to maximum of :

Pattern No. : P5

50

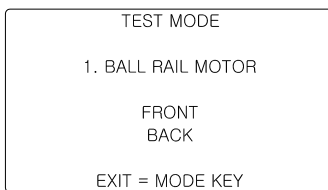
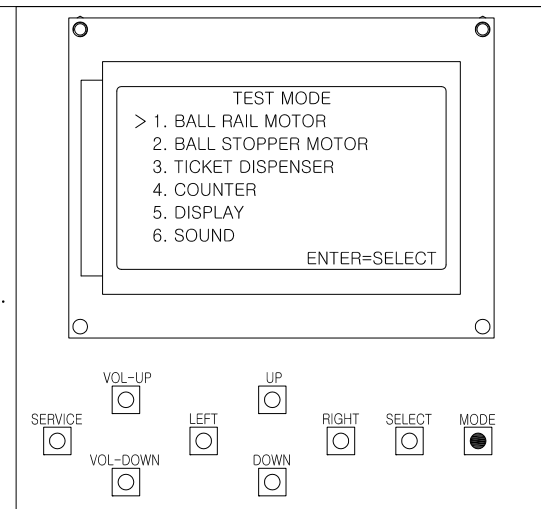


8. Test Mode

* Test Mode allows testing of each component.

8-1. How to Test.

- 1) Press MODE button for 3 sec to enter Menu List.
- 2) Press UP or DOWN button to move to Test Mode and push SELECT to enter.
- 3) Press UP or DOWN button to choose Test Mode and push SELECT to enter.
- 4) Press MODE button to return to previous menu.



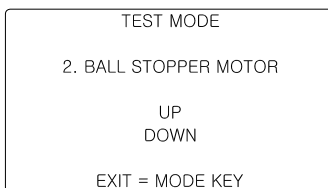
1. Ball Rail Motor Test

The Ball Rail Motor operates when the SELECT button is pressed.

(Test menu blinks when the sensor detects.)

Front : Ball Rail Motor Front Sensor

Back : Ball Rail Motor Back Sensor



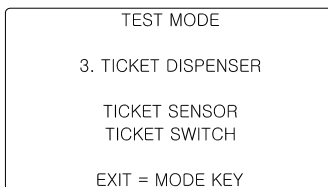
2. Ball Stopper Motor Test

The Ball Stopper Motor operates when the SELECT button is pressed.

(Test menu blinks when the sensor detects.)

Up : Ball Stopper Motor Up Sensor

Down : Ball Stopper Motor Down Sensor

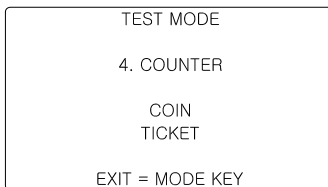


3. Ticket Dispenser Test

The Ticket Dispenser works while the SELECT button is being pressed.

Ticket Sensor : It blinks when Ticket Out Sensor of the Ticket Dispenser detects.

Ticket Switch : It blinks when the empty button of ticket box assy is being pressed.

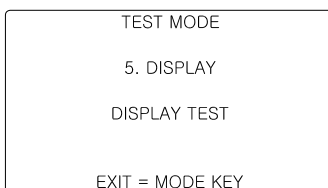


4. Counter Test

Press UP button to test Coin Counter.

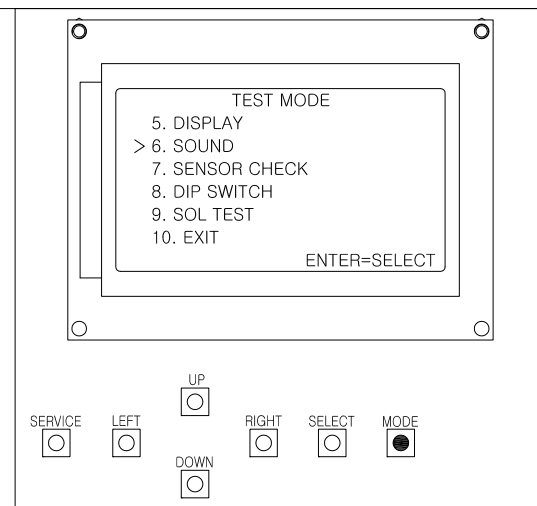
Press Down button to test Ticket Counter.

(Test menu blinks when it is tested.)



5. LED Display Test

It starts LED Display Test right after pressing SELECT button to enter the menu.



```

TEST MODE

6. SOUND TEST
SOUND NO [00]
CORE 1.0
SOUND VOL: 3

EXIT = MODE KEY
  
```

6. Sound Test
It plays next sound effects when Select button is pressed.

```

TEST MODE
7. SENSOR CHECK
HL01 HL02 HL03 HL04
HL05 HL06 HL07 HL08
HL09 HL10 BRFB BSUD
BAHS BAOS COIN TKES

EXIT = MODE KEY
  
```

7. Sensor Check
Test operation status of the Sensors (Refer to 8-2)

```

TEST MODE
8. DIP SWITCH

0 0 0 0 0 0 0 0
  
```

8. DIP Switch
Test operation status of the DIP Switches on the main board.

```

TEST MODE
9. SOL TEST

SOL OFF
  
```

9. Solenoid Test
Three actions each time you press Select Button.

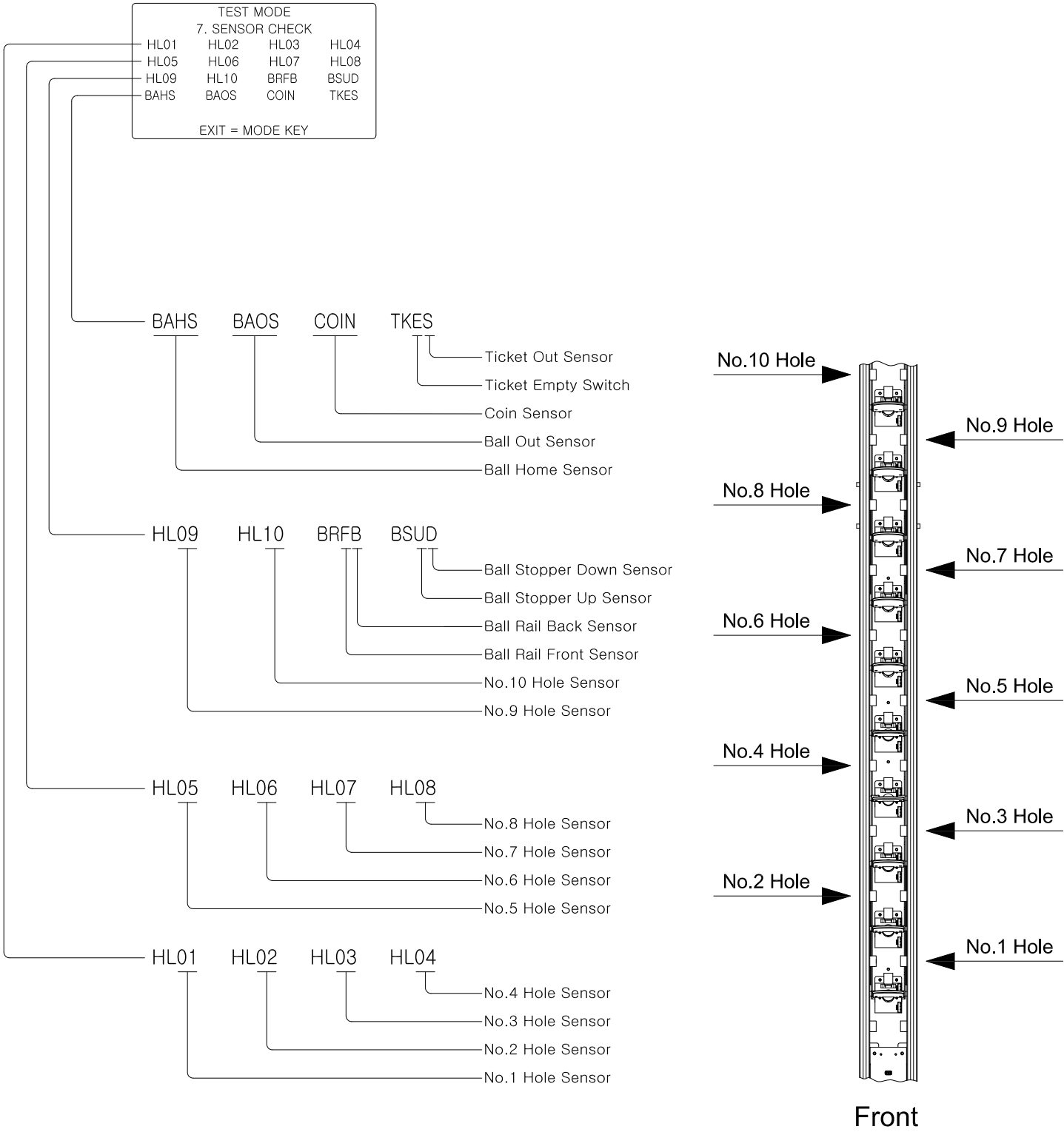
```

TEST MODE

10. EXIT
  
```

10. EXIT
Exit Test Mode.

8-2. Check the Status of Sensors and Switches.

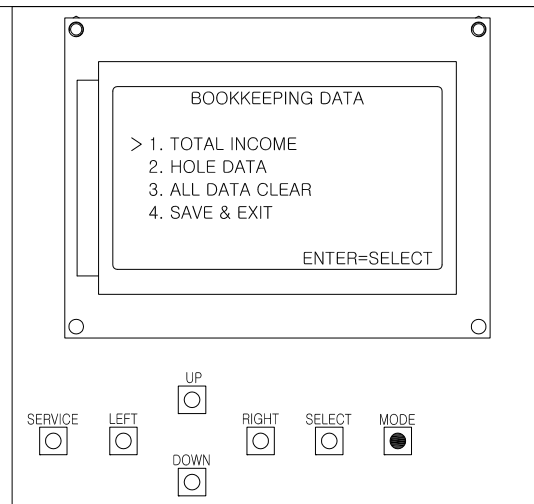


9. BOOKKEEPING DATA

* To view / manage bookkeeping records.

9-1. How to Setup.

- 1) Press MODE button for 3 sec to enter Menu List.
- 2) Press UP or DOWN button to move to Bookkeeping Data and push SELECT Button.
- 3) Press UP or DOWN button to choose the Menu and push SELECT Button.
- 4) Press MODE button to return to upper menu or mode.



BOOKKEEPING DATA	
1. TOTAL INCOME	
COIN IN	[_____]
SERVICE	[_____]
TICKET	[_____]
BS T.K	[_____]
BONUS	[_____]
EXIT = MODE KEY	

1. TOTAL INCOME

COIN IN : Total coin accumulated income
 SERVICE : Total service credit
 TICKET : Total tickets dispensed
 BS T.K : The of tickets dispensed for Bonus
 BONUS : Number of Bonus wins.

BOOKKEEPING DATA	
2. HOLE DATA	
H1 [_____]	H2 [_____]
H3 [_____]	H4 [_____]
H5 [_____]	H6 [_____]
H7 [_____]	H8 [_____]
H9 [_____]	H10 [_____]
EXIT = MODE KEY	

2. HOLE DATA

Number of times a ball entered each hole.
 H1 ~ H10 : Number of times for H1 ~ H10
 H8 : Bonus Zone

BOOKKEEPING DATA	
3. ALL DATA CLEAR	
YES	NO

3. ALL DATA CLEAR

Clear the all bookkeeping data.
 Press LEFT, RIGHT button to move to and push SELECT button.

BOOKKEEPING DATA	
4. SAVE & EXIT	
YES	NO

4. SAVE & EXIT

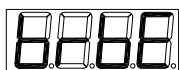
Save and Exit or Exit without saving.
 Press LEFT, RIGHT button to move and push SELECT button.

10. Errors

Bonus FND



— When the Ball Rail Motor does not function or Ball Rail Front Sensor does not work.



— When the Ball Rail Motor does not function or Ball Rail Back Sensor does not work.



— When Ball Stopper Motor does not function or Ball Stopper Up Sensor does not work.



— When Ball Stopper Motor does not function or Ball Stopper Down Sensor does not work.



— When the ball runs off the track after it is launched or the photo sensor does not detect a ball.



— When the photo sensor at Hole No.1 is continuously detected.



— When the photo sensor at Hole No.2 is continuously detected.



— When the photo sensor at Hole No.3 is continuously detected.



— When the photo sensor at Hole No.4 is continuously detected.



— When the photo sensor at Hole No.5 is continuously detected.



— When the photo sensor at Hole No.6 is continuously detected.



— When the photo sensor at Hole No.7 is continuously detected.



— When the photo sensor at Hole No.8 is continuously detected.



— When the photo sensor at Hole No.9 is continuously detected.



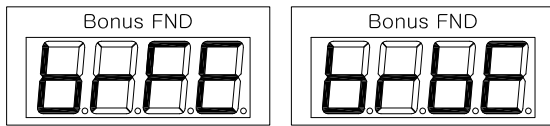
— When the photo sensor at Hole No.10 is continuously detected.



— When the ball does not come back to the launcher after the game is over.

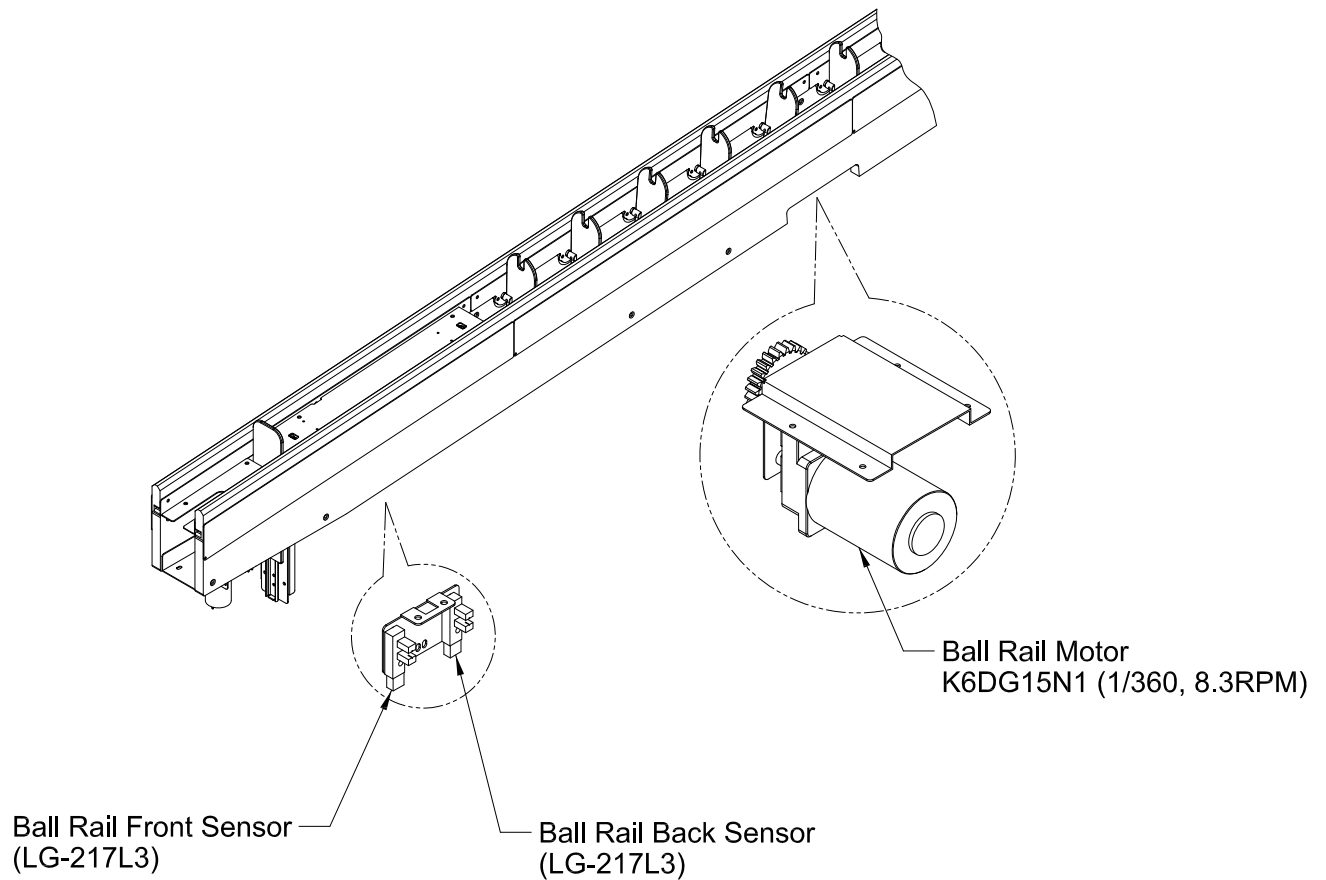
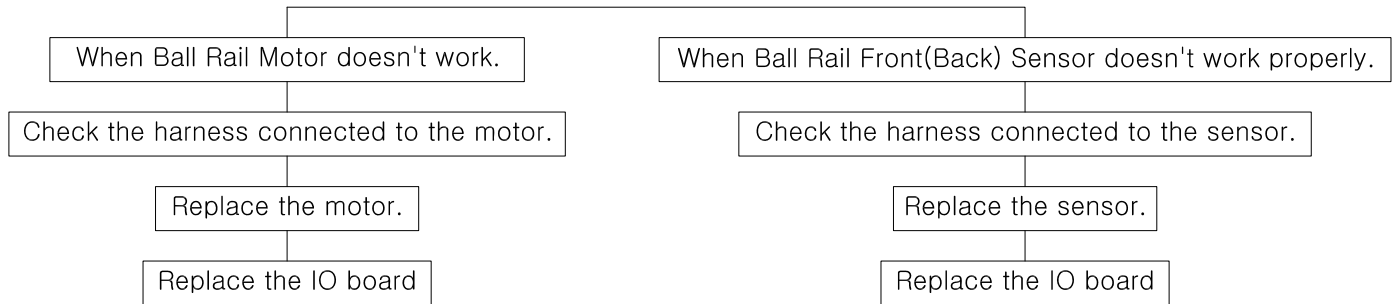
11. Trouble Shooting

11-1. Error Code



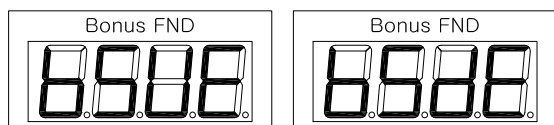
TEST MODE
1. BALL RAIL MOTOR
FRONT
BACK
EXIT = MODE KEY

- When the Ball Rail Motor does not function or Ball Rail Front or Back Sensor does not work.



Reference : Ball Rail Ass'y + Ball Rail Motor Ass'y

11-2. Error Code



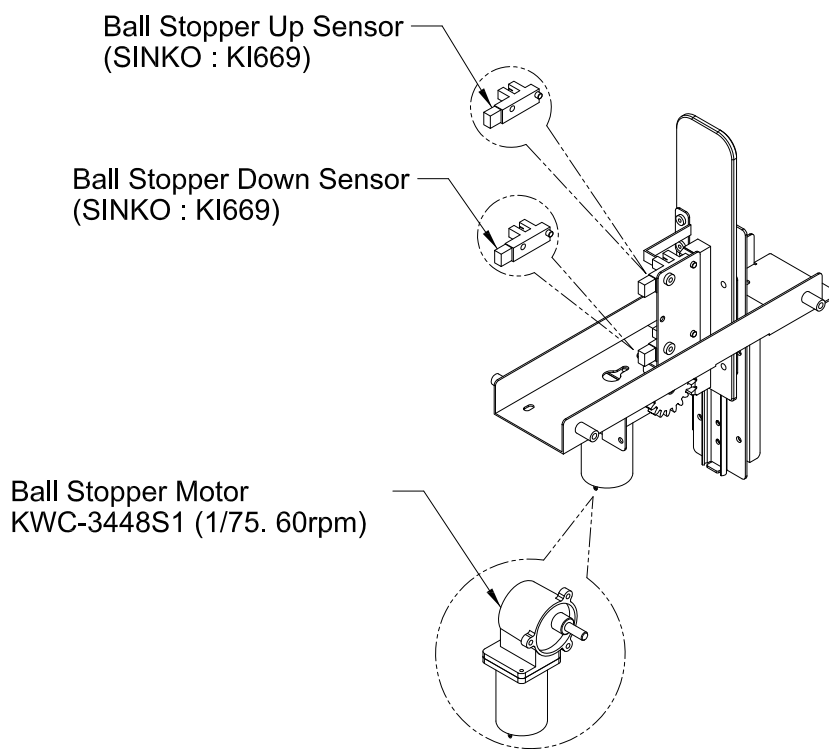
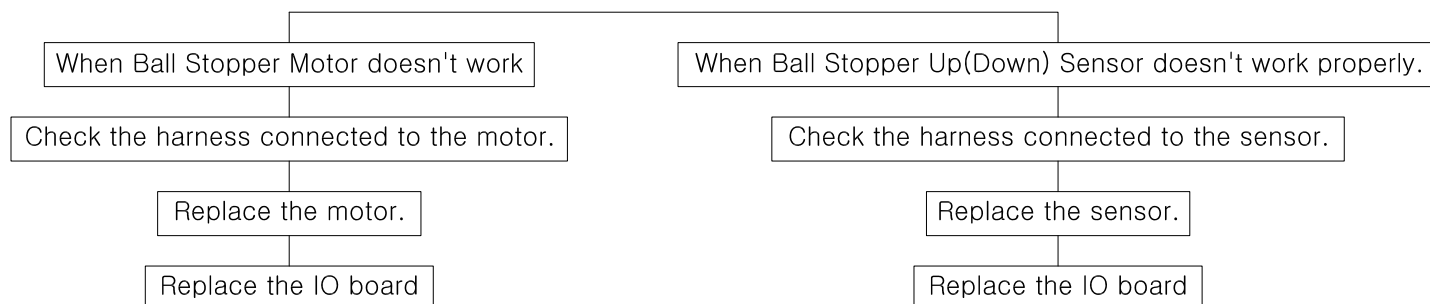
TEST MODE

2. BALL STOPPER MOTOR

UP
DOWN

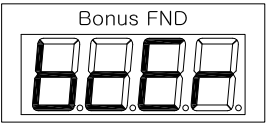
EXIT = MODE KEY

- When Ball Stopper Motor does not function or Ball Stopper Up or Down Sensor does not work.



Reference : Ball Stopper Motor Ass'y

11-3. Error Code



- When the ball runs off the track after it is launched or the photo sensor does not detect a ball.

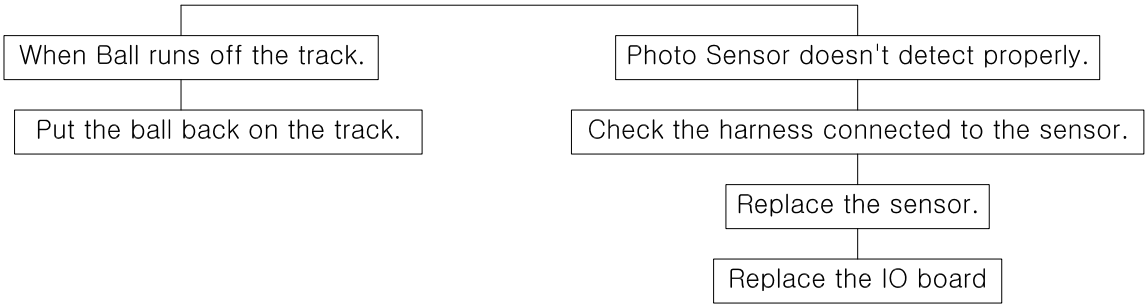
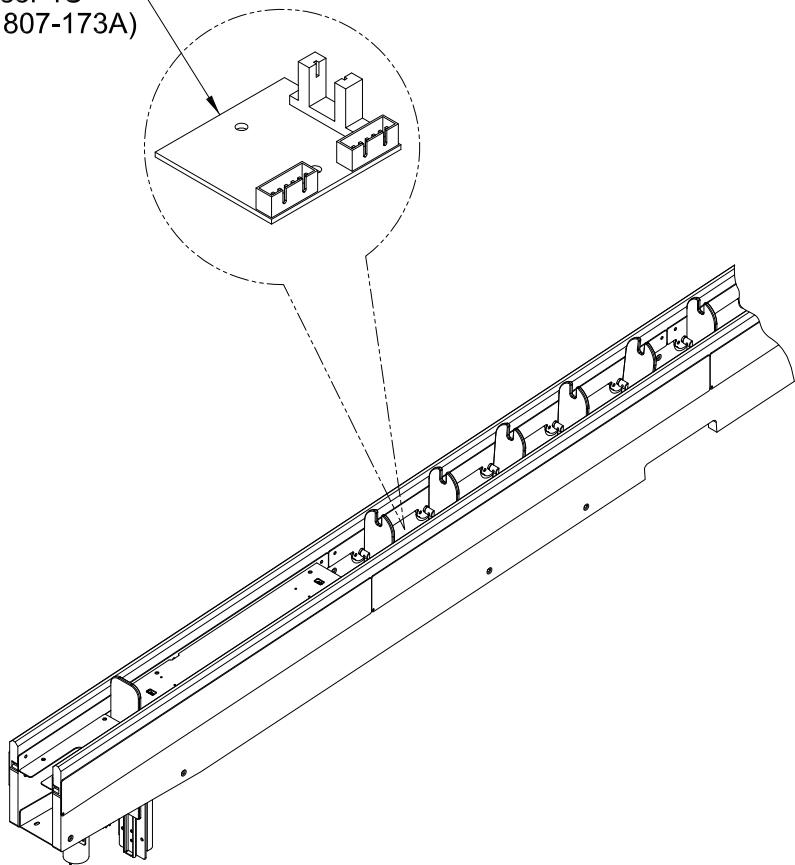
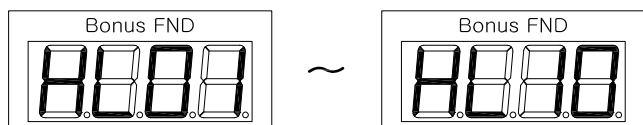


Photo Sensor 1S
(KMSEN-1807-173A)



Reference : Ball Rail Ass'y

11-4. Error Code



- When the photo sensor at Hole No.1 ~ No.10 is continuously detected.

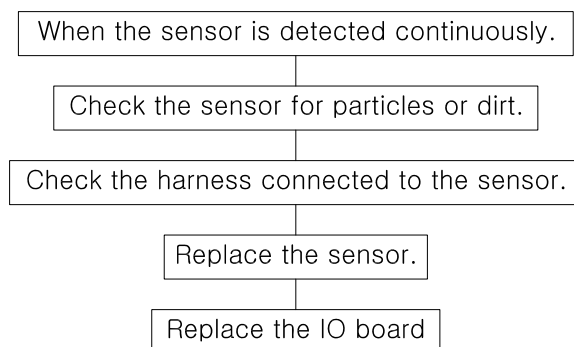
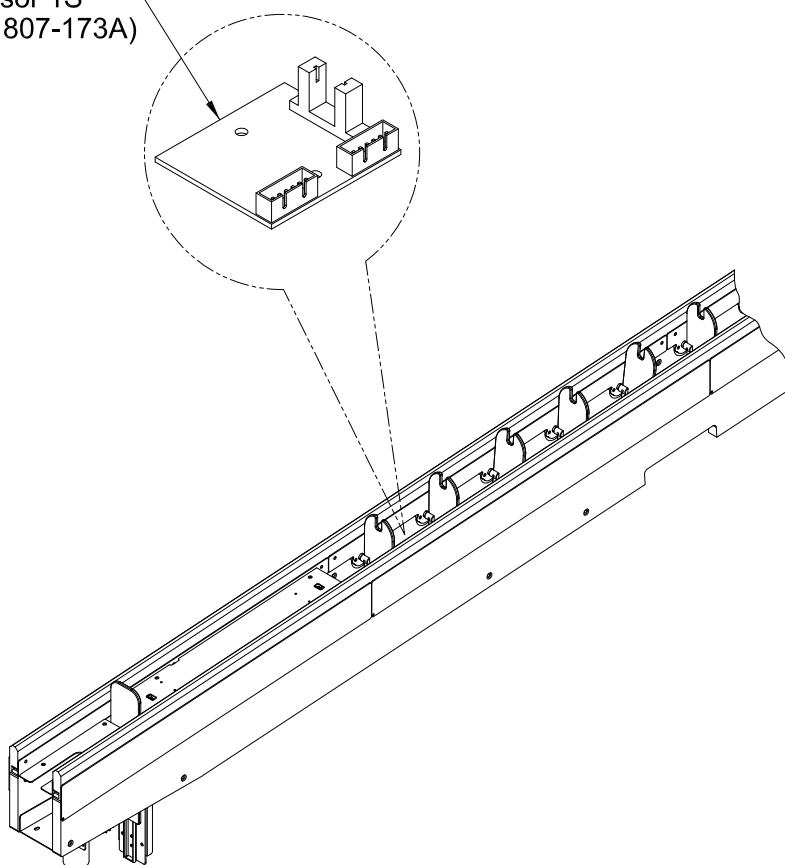


Photo Sensor 1S
(KMSEN-1807-173A)

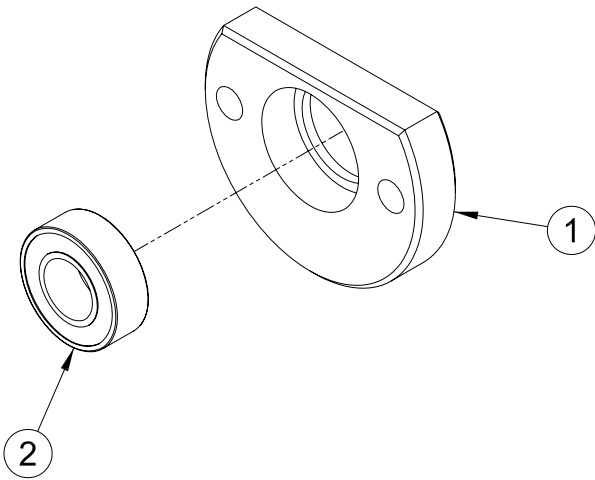


Reference : Ball Rail Ass'y

12.ASSEMBLING POWER ROLL

12-1.BALL BARRIER HOUSING Ass'y

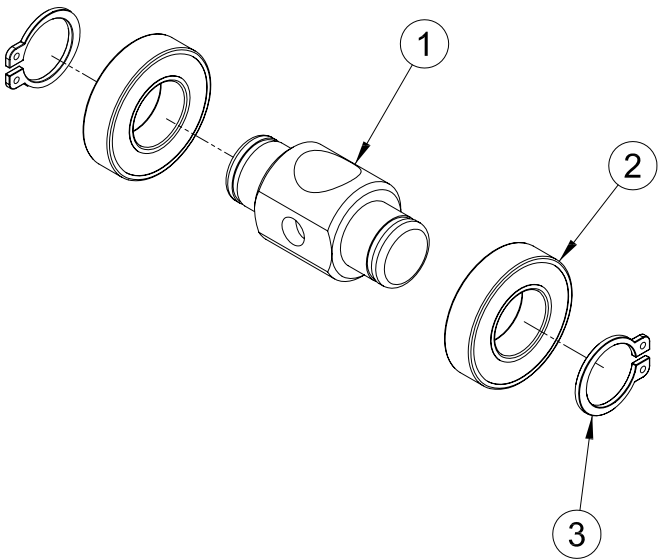
ACBD0ASM001



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MCBD0PRO001	1	BALL BARRIER HOUSING	AL
2	MZZZ0BEA005	1	BEARING (MR126ZZ)	MR126ZZ

12-2.PUSHER BALL HIT GUIDE SHAFT Ass'y

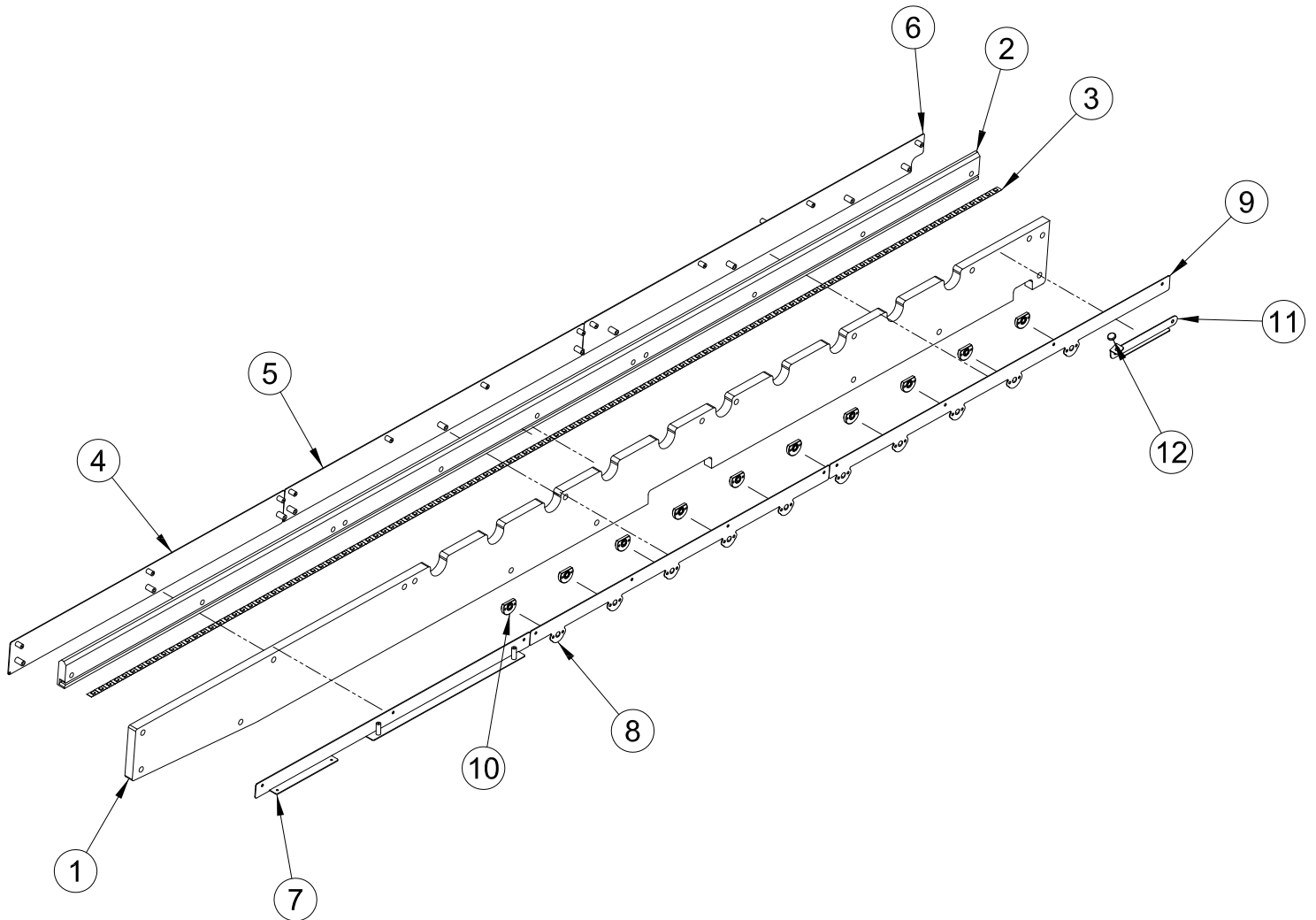
ACBD0ASM002



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MCBD0PRO004	1	PUSHER BALL HIT GUIDE SHAFT	SM45C
2	MZZZ0BEA067	2	BEARING 6901ZZ	BEARING 6901ZZ
3	-	2	Snpring S12	-

12-3.BALL RAIL ACRYL-L Ass'y

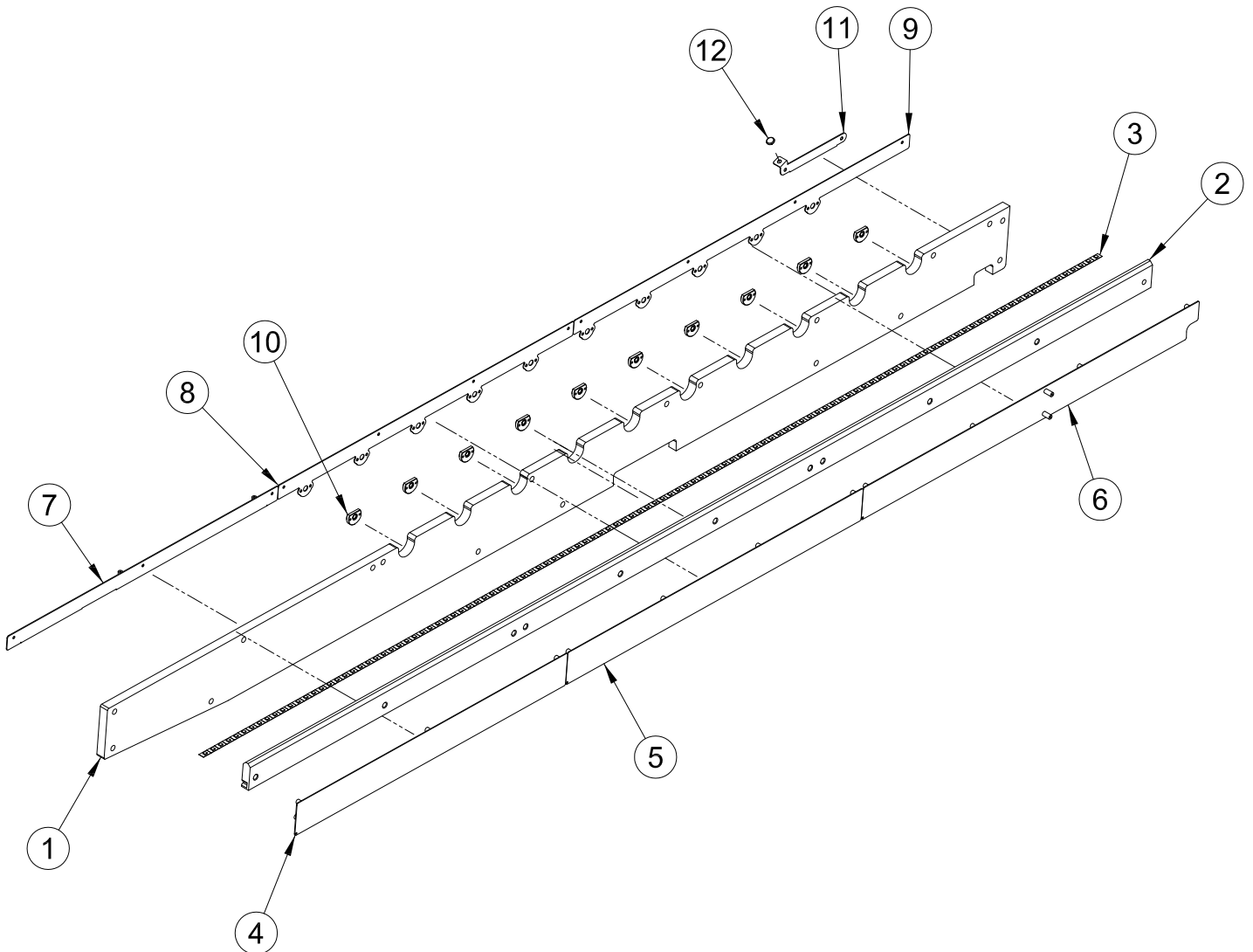
ACBD0ASM003



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MCBD0WOO005	1	BALL RAIL SIDE PANEL	PW-15.0t
2	MCBD0ACR014	1	BALL RAIL ACRYL-L	WHITE LIGHT ACRYL-15.0t (백색스리)
3	MCBD0FLM001	1	BALL RAIL FLEXIBLE LED	1914-1/1-16.5L-116LED-S
4	MCBD0MET007	1	BALL RAIL ACRYL FIXED BKT-L1	SPCC-1.2t
5	MCBD0MET008	1	BALL RAIL ACRYL FIXED BKT-L2	SPCC-1.2t
6	MCBD0MET009	1	BALL RAIL ACRYL FIXED BKT-L3	SPCC-1.2t
7	MCBD0MET013	1	BALL RAIL ACRYL COVER BKT-L1	SPCC-1.2t
8	MCBD0MET014	1	BALL RAIL ACRYL COVER BKT-LR2	SPCC-1.2t
9	MCBD0MET015	1	BALL RAIL ACRYL COVER BKT-LR3	SPCC-1.2t
10	ACBD0ASM001	10	BALL BARRIER HOUSING Ass'y	12-1 (22 page)
11	MCBD0MET029	1	BALL RAIL END STOPPER BKT-L	SPCC-1.2t
12	MZZZ0RUB003	1	Φ6 SHOCK ABSORBER	6Φ

12-4.BALL RAIL ACRYL-R Ass'y

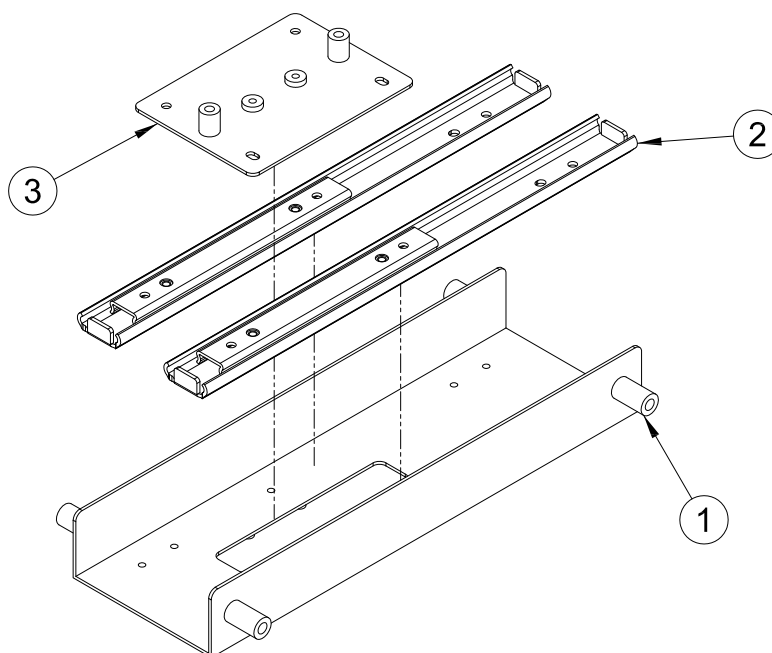
ACBD0ASM004



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MCBD0WOO005	1	BALL RAIL SIDE PANEL	PW-15.0t
2	MCBD0ACR013	1	BALL RAIL ACRYL-R	WHITE LIGHT ACRYL-15.0t (백색스리)
3	MCBD0FLM001	1	BALL RAIL FLEXIBLE LED	1914-1/1-16.5L-116LED-S
4	MCBD0MET010	1	BALL RAIL ACRYL FIXED BKT-R1	SPCC-1.2t
5	MCBD0MET011	1	BALL RAIL ACRYL FIXED BKT-R2	SPCC-1.2t
6	MCBD0MET012	1	BALL RAIL ACRYL FIXED BKT-R3	SPCC-1.2t
7	MCBD0MET016	1	BALL RAIL ACRYL COVER BKT-R1	SPCC-1.2t
8	MCBD0MET014	1	BALL RAIL ACRYL COVER BKT-LR2	SPCC-1.2t
9	MCBD0MET015	1	BALL RAIL ACRYL COVER BKT-LR3	SPCC-1.2t
10	ACBD0ASM001	10	BALL BARRIER HOUSING Ass'y	12-1 (22 page)
11	MCBD0MET030	1	BALL RAIL END STOPPER BKT-R	SPCC-1.2t
12	MZZZ0RUB003	1	Φ6 SHOCK ABSORBER	6Φ

12-5.BALL RAIL GUIDE BOTTOM Ass'y

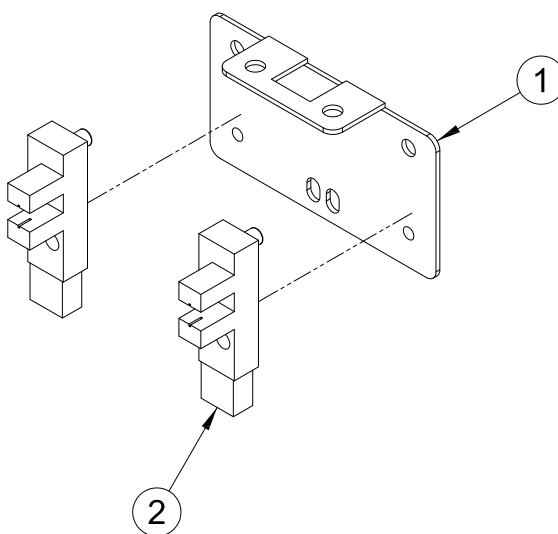
ACBD0ASM005



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MCBD0MET020	1	BALL RAIL GUIDE BOTTOM BKT	SPCC-1.2t
2	MZZZ0000422	2	LINEAR MOTION SLIDE (2011-200)	2011-200
3	MCBD0MET032	1	BALL RAIL GUIDE SLIDE BKT	GI-1.6t

12-6.BALL RAIL SLIDE SENSOR Ass'y

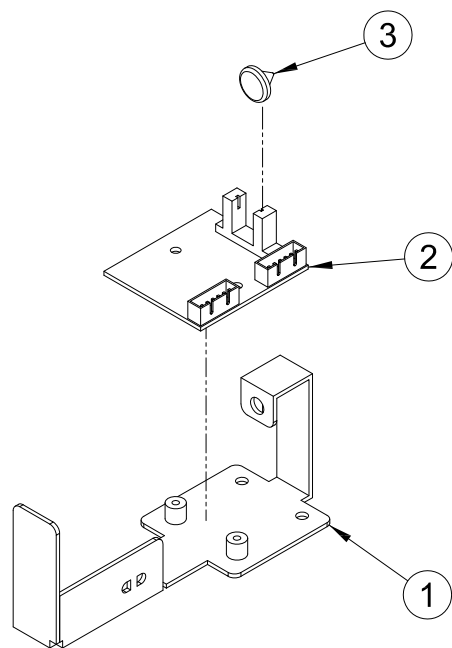
ACBD0ASM006



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MCBD0MET033	1	BALL RAIL SLIDE SENSOR BKT	GI-1.2t
2	MELE0PHO007	2	LG217 SENSOR	LG-217L3

12-7.FIRST BALL BARRIER SENSOR Ass'y

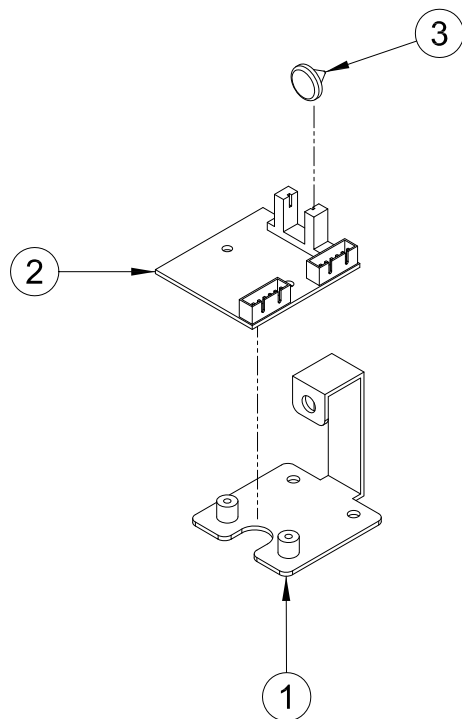
ACBD0ASM007



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MCBD0MET021	1	FIRST SENSOR FIXED BKT	SPCC-1.6t
2	ACBD0BOA005	1	PHOTO SENSOR 1S	KMSEN-1807-173A
3	MZZZ0RUB003	1	Φ6 SHOCK ABSORBER	6Φ

12-8.BALL BARRIER SENSOR Ass'y

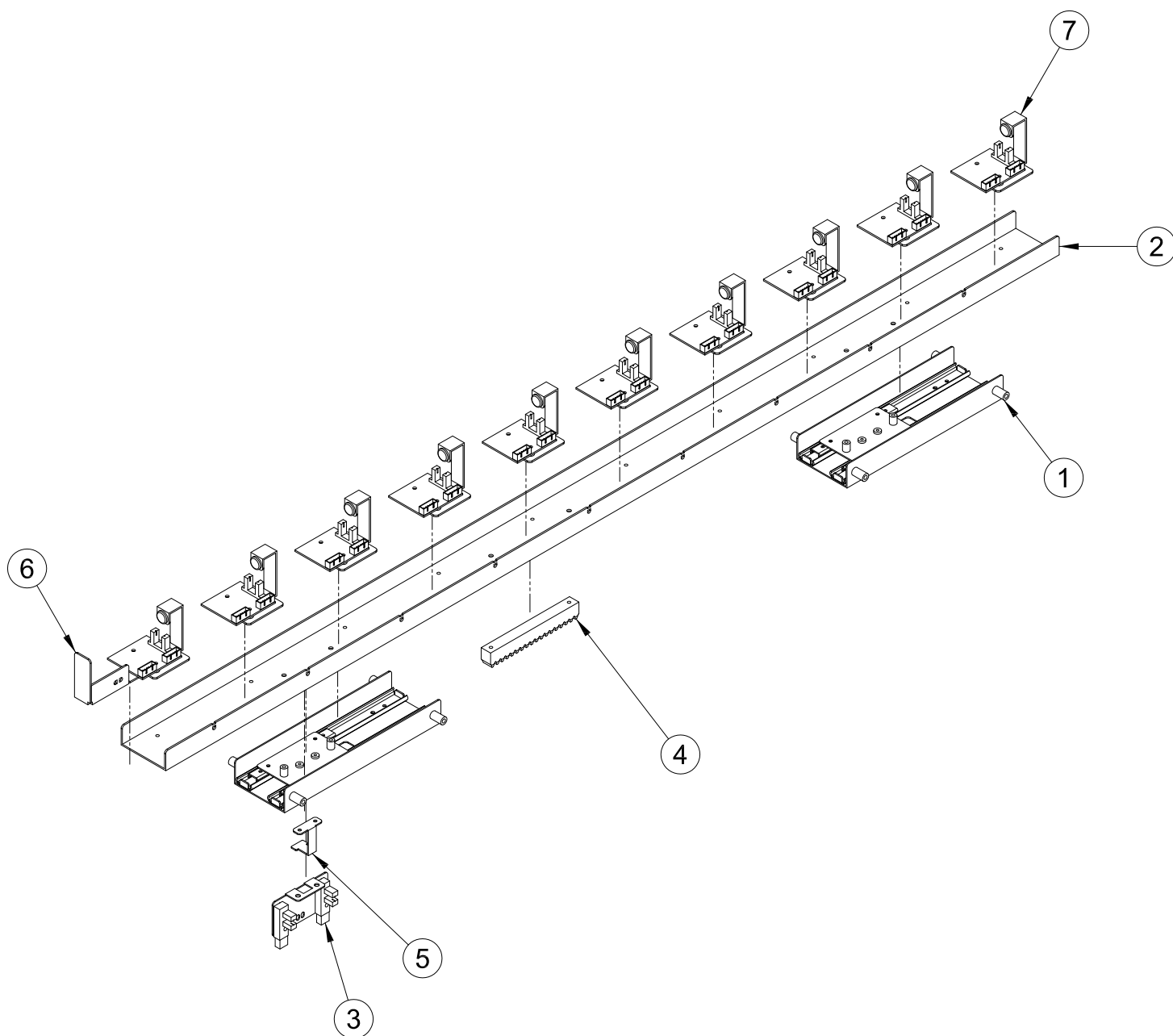
ACBD0ASM008



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MCBD0MET022	1	SENSOR FIXED BKT	SPCC-1.6t
2	ACBD0BOA005	1	PHOTO SENSOR 1S	KMSEN-1807-173A
3	MZZZ0RUB003	1	Φ6 SHOCK ABSORBER	6Φ

12-9.BALL RAIL SLIDE Ass'y

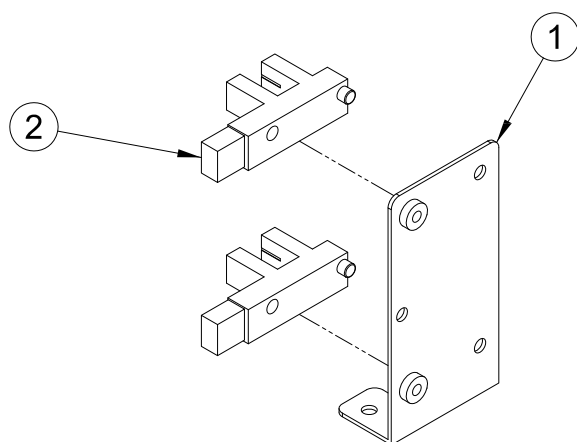
ACBD0ASM009



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	ACBD0ASM005	2	BALL RAIL GUIDE BOTTOM Ass'y	12-5 (25 page)
2	MCBD0MET019	1	BALL RAIL GUIDE SLIDE BASE BKT	SPCC-1.6t
3	ACBD0ASM006	1	BALL RAIL SLIDE SENSOR Ass'y	12-6 (25 page)
4	MCBD0PRO015	1	BALL RAIL RACK GEAR	AL
5	MCBD0MET039	1	BALL RAIL SLIDE SENSOR CHECK BKT	SPCC-1.2t
6	ACBD0ASM007	1	FIRST BALL BARRIER SENSOR Ass'y	12-7 (26 page)
7	ACBD0ASM008	9	BALL BARRIER SENSOR Ass'y	12-8 (26 page)

12-10.BALL STOPPER SENSOR Ass'y

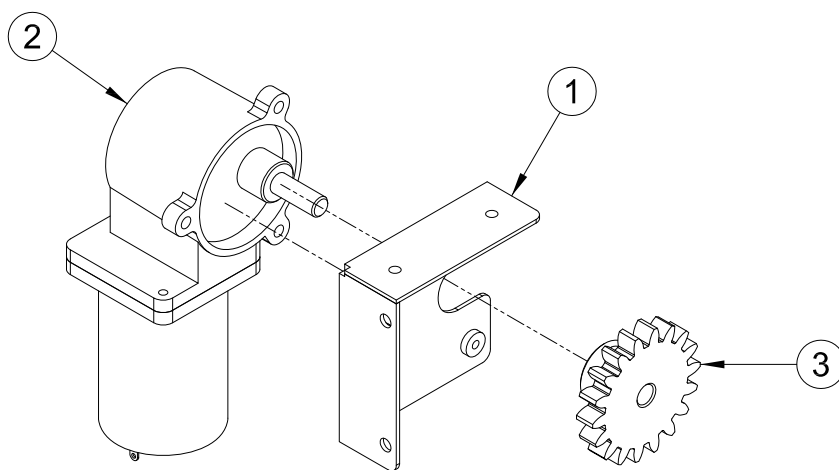
ACBD0ASM010



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MCBD0MET035	1	BALL STOPPER SENSOR FIXED BKT	GI-1.2t
2	MLIM0PHO001	2	SINKO SENSOR	SINKO:KI669

12-11.BALL STOPPER MOTOR Ass'y

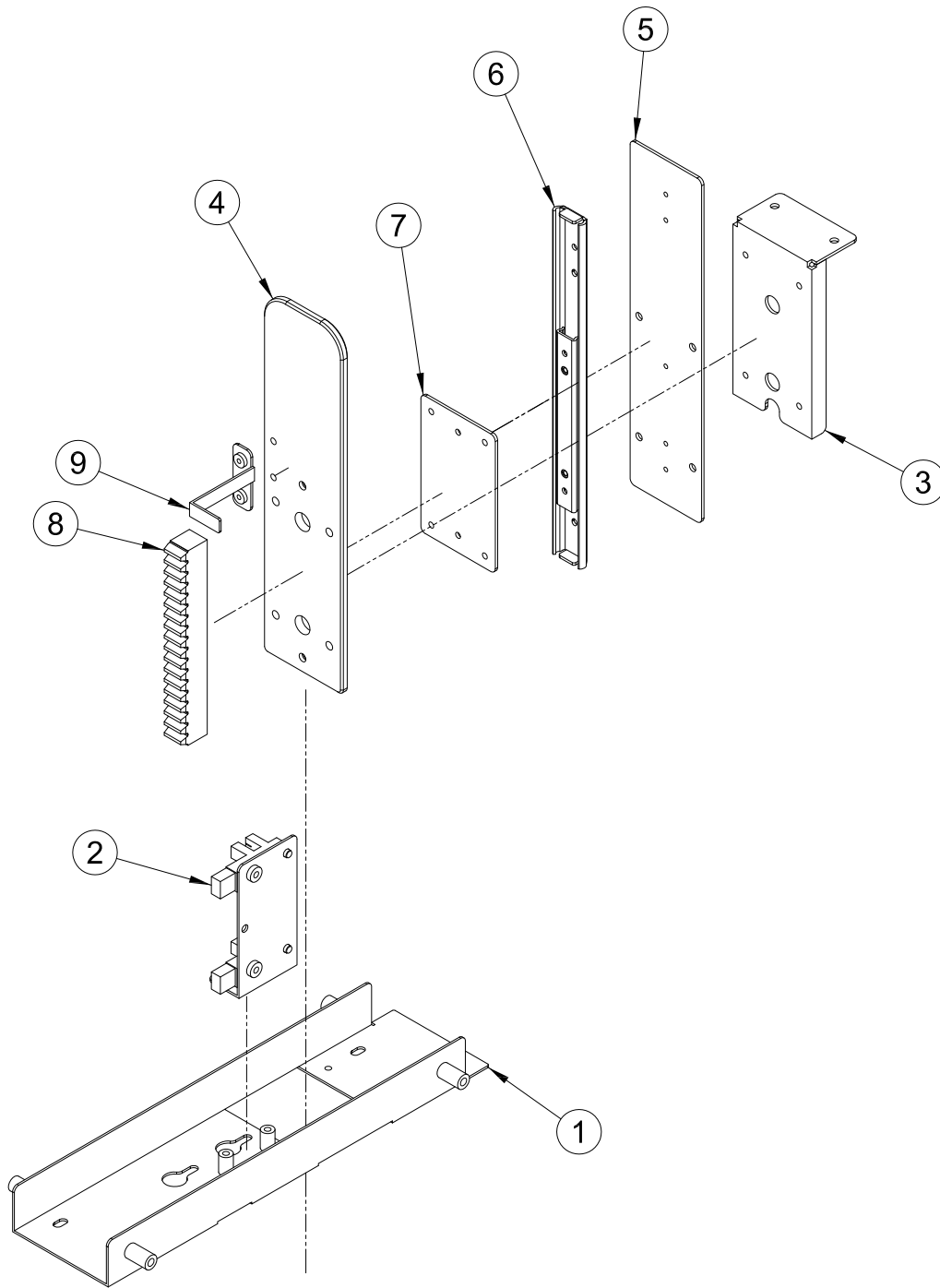
ACBD0ASM011



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MCBD0MET036	1	BALL STOPPER MOTOR BKT	SPCC-1.2t
2	MZZZ0MOT057	1	KWC SERIES MOTOR (75)	KWC-3448S1 (1/75. 60rpm)
3	MCBD0PRO017	1	BALL STOPPER MOTOR GEAR	AL

12-11.BALL STOPPER Ass'y

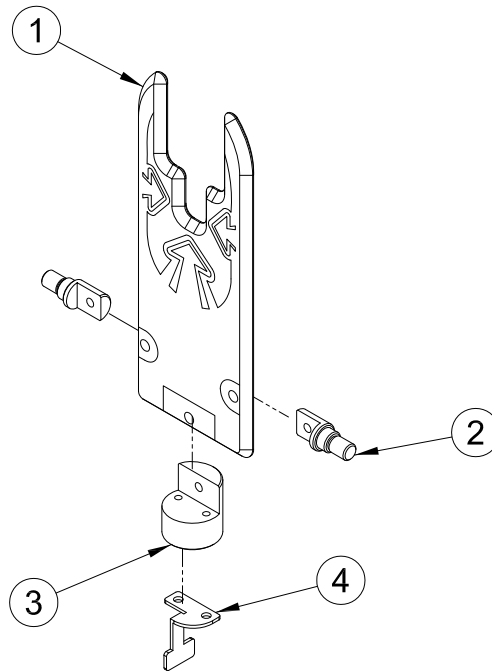
ACBD0ASM012



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MCBD0MET023	1	BALL RAIL GUIDE FRONT BKT	SPCC-1.2t
2	ACBD0ASM010	1	BALL STOPPER SENSOR Ass'y	12-10 (28 page)
3	MCBD0MET024	1	BALL STOPPER BASE BKT	SPCC-1.6t
4	MCBD0ACR003	1	BALL STOPPER ACRYL	CLEAR PC-4.5t (투명PC아크릴)
5	MCBD0MET025	1	BALL STOPPER LINEAR MOTION SLIDE BKT	SPCC-1.6t
6	MZZZ0000422	1	LINEAR MOTION SLIDE (2011-200)	2011-200
7	MCBD0MET034	1	BALL STOPPER ACRYL FIXED BKT	GI-1.6t
8	MCBD0PRO015	1	BALL RAIL RACK GEAR	AL
9	MCBD0MET040	1	BALL STOPPER SENSOR CHECK BKT	SPCC-1.2t

12-13.BALL BARRIER ACRYL-A Ass'y (NEW)

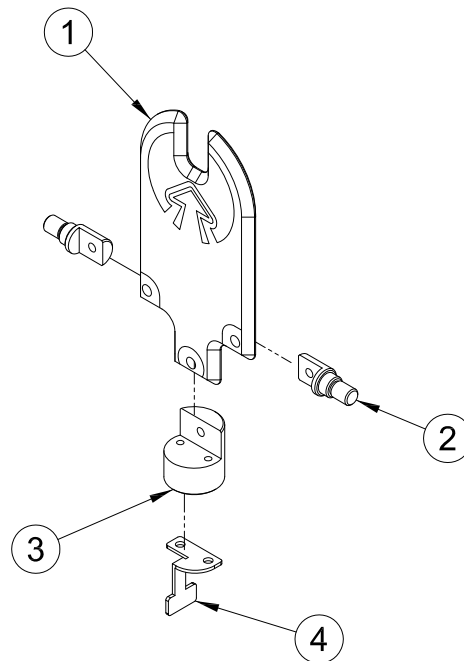
ACBD0ASM069



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MCBD0A&S005	1	BALL BARRIER ACRYL-A	CLEAR PC-4.5t (투명PC아크릴)
2	MCBD0PRO002	2	BALL BARRIER SHAFT	AL
3	MCBD0PRO012	1	BALL BARRIER ACRYL BALANCE BLOCK-B	SM45C
4	MCBD0MET038	1	BALL BARRIER SENSOR CHECK BKT	SPCC-1.2t

12-14.BALL BARRIER ACRYL-B Ass'y

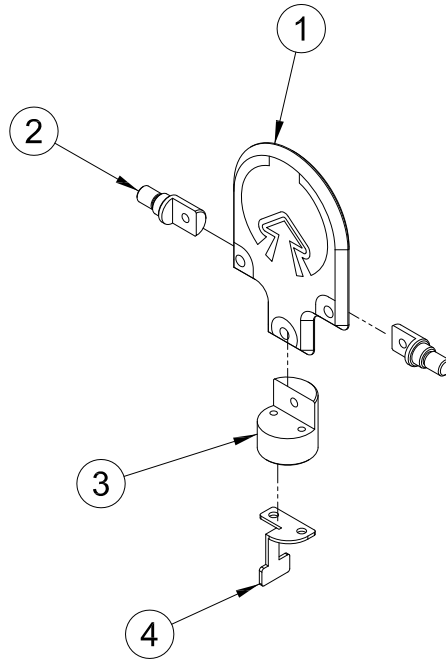
ACBD0ASM014



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MCBD0A&S006	1	BALL BARRIER ACRYL-B	CLEAR PC-4.5t (투명PC아크릴)
2	MCBD0PRO002	2	BALL BARRIER SHAFT	AL
3	MCBD0PRO012	1	BALL BARRIER ACRYL BALANCE BLOCK-B	SM45C
4	MCBD0MET038	1	BALL BARRIER SENSOR CHECK BKT	SPCC-1.2t

12-15.BALL BARRIER ACRYL-C Ass'y

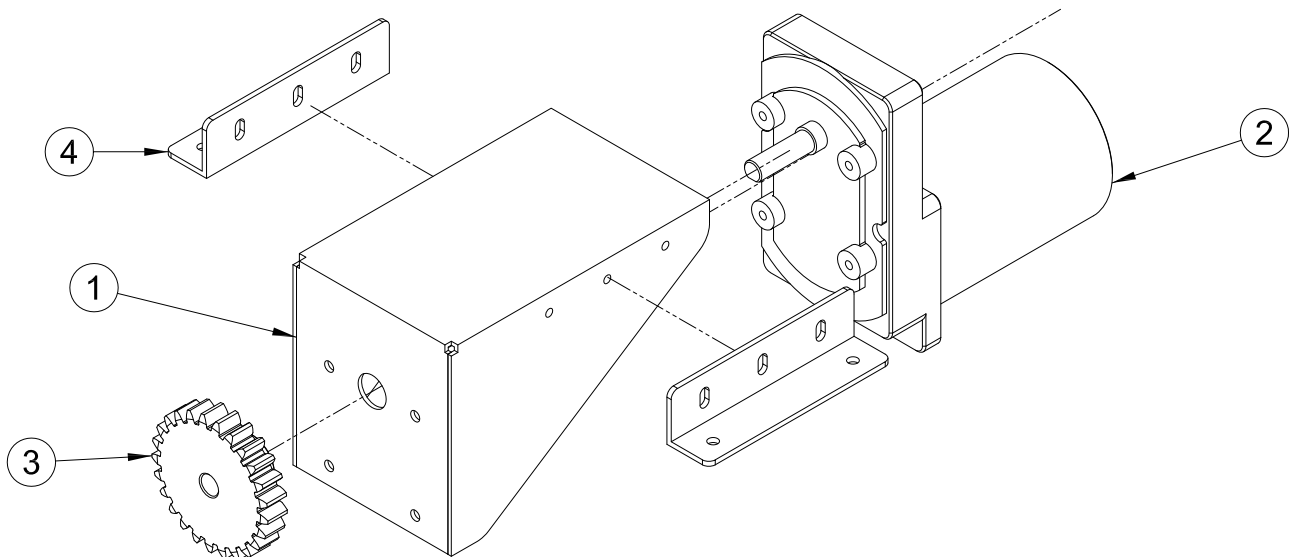
ACBD0ASM015



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MCBD0A&S007	1	BALL BARRIER ACRYL-C	CLEAR PC-4.5t (투명PC아크릴)
2	MCBD0PRO002	2	BALL BARRIER SHAFT	AL
3	MCBD0PRO012	1	BALL BARRIER ACRYL BALANCE BLOCK-B	SM45C
4	MCBD0MET038	1	BALL BARRIER SENSOR CHECK BKT	SPCC-1.2t

12-16.BALL RAIL MOTOR Ass'y

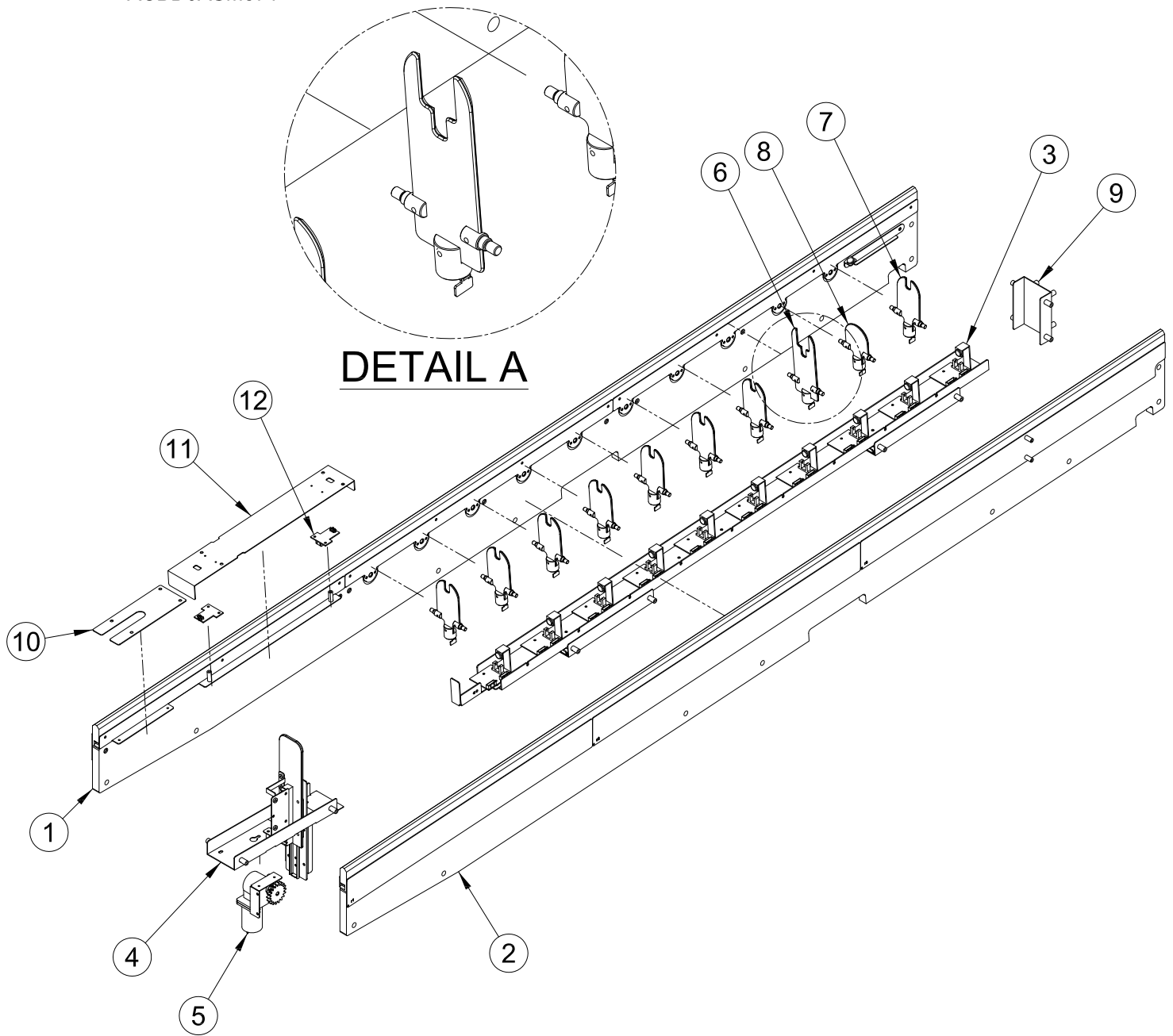
ACBD0ASM016



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MCBD0MET037	1	BALL RAIL MOTOR BKT	SPCC-1.6t
2	MTIM0MOT003	1	KGY SERIES MOTOR (145)	K6DG15N1 (1/145, 20.7RPM)
3	MCBD0PRO016	1	BALL RAIL MOTOR GEAR	AL
4	MCBD0MET141	2	BALL RAIL MOTOR SUPPORT BKT	SPCC-2.0t

12-17.BALL RAIL Ass'y (NEW)

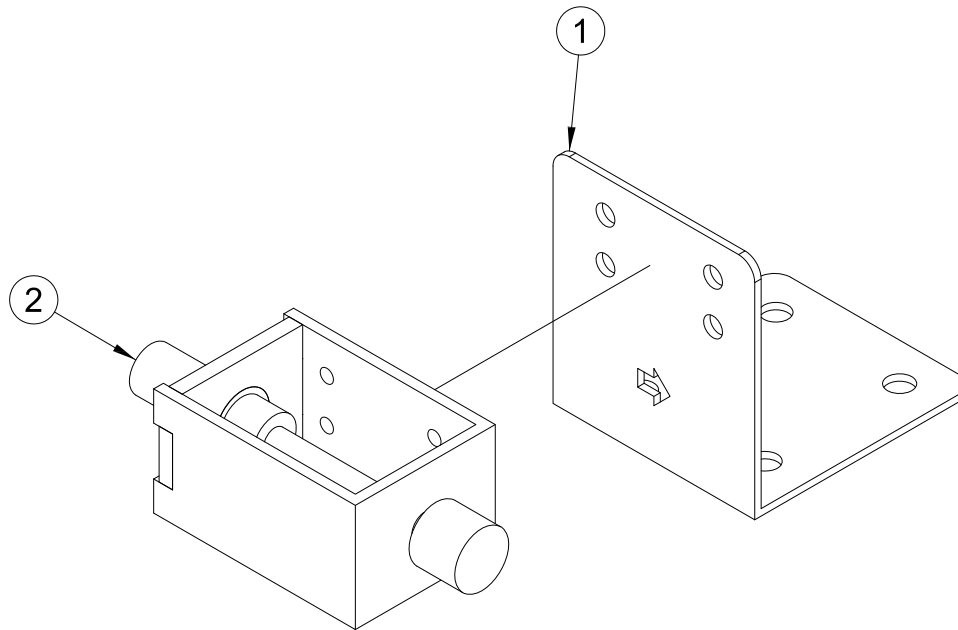
ACBD0ASM071



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	ACBD0ASM003	1	BALL RAIL ACRYL-L Ass'y	12-3 (23 page)
2	ACBD0ASM004	1	BALL RAIL ACRYL-R Ass'y	12-4 (24 page)
3	ACBD0ASM009	1	BALL RAIL SLIDE Ass'y	12-9 (27 page)
4	ACBD0ASM012	1	BALL STOPPER Ass'y	12-12 (29 page)
5	ACBD0ASM011	1	BALL STOPPER MOTOR Ass'y	12-11 (28 page)
6	ACBD0ASM069	1	BALL BARRIER ACRYL-A Ass'y (NEW)	12-13 (30 page)
7	ACBD0ASM014	8	BALL BARRIER ACRYL-B Ass'y	12-14 (30 page)
8	ACBD0ASM015	1	BALL BARRIER ACRYL-C Ass'y	12-15 (31 page)
9	MCBD0MET026	1	BALL RAIL GUIDE BACK BKT	SPCC-1.2t
10	MCBD0MET027	1	BALL STOPPER COVER BKT-A	SPCC-1.2t
11	MCBD0MET028	1	BALL STOPPER COVER BKT-B	SPPCC-1.2t
12	ATWB0BOA002	2	BALL HOLE SENSOR BOARD Ass'y	KMSEN-1703-129A

12-18.SOLENOID Ass'y

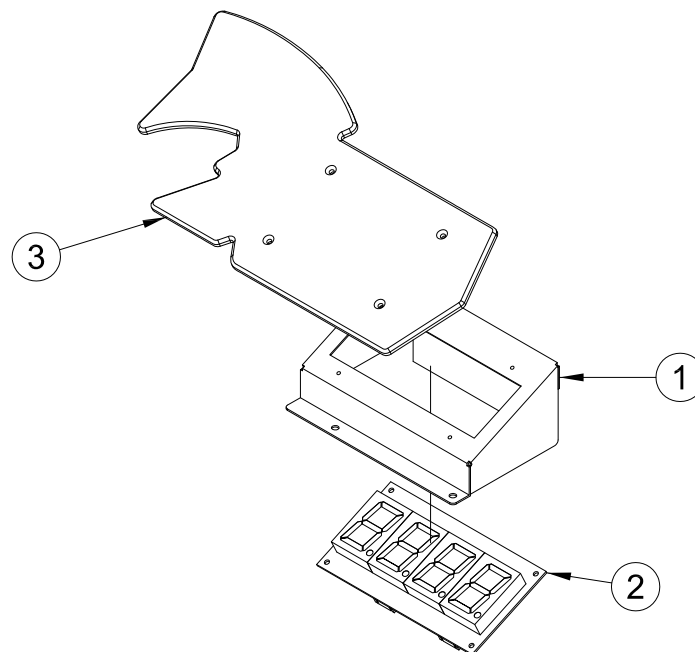
ACBD0ASM018



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MCBD0MET031	1	SOLENOID FIXED BKT	SUS304-1.2t
2	MZZZ0SOL006	1	SOLENOID (SD-08A)new	SD-08A(12V)

12-19.SCORE FND BIGWIIN BOX Ass'y (NEW FND4)

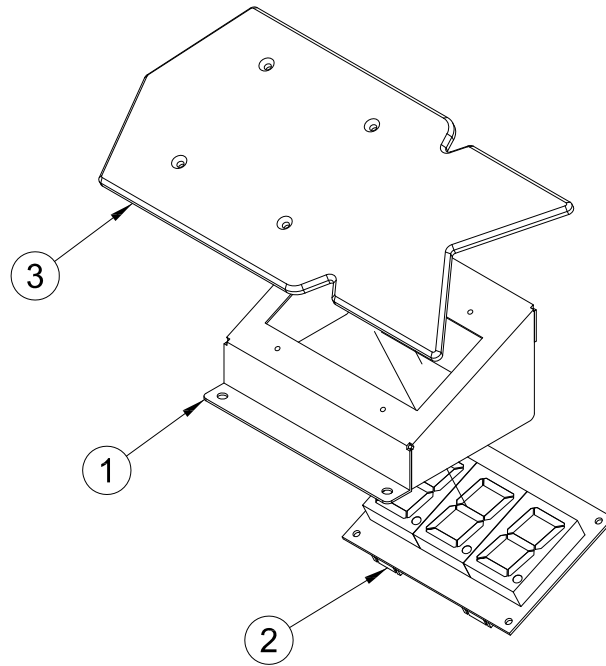
ACBD0ASM094



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MCBD0MET149	1	BIGWIN SCORE FND BOX BKT	SPCC-1.2t
2	ACBD0BOA011	1	SCORE FND4 BOARD	KMFND-1908-199B
3	MCBD0A&S020	1	BIGWIN SCORE FND COVER ACRYL	CLEAR ACRYL-4.5t(투명 압출판 아크릴)

12-20.SCORE FND BOX Ass'y-R (NEW)

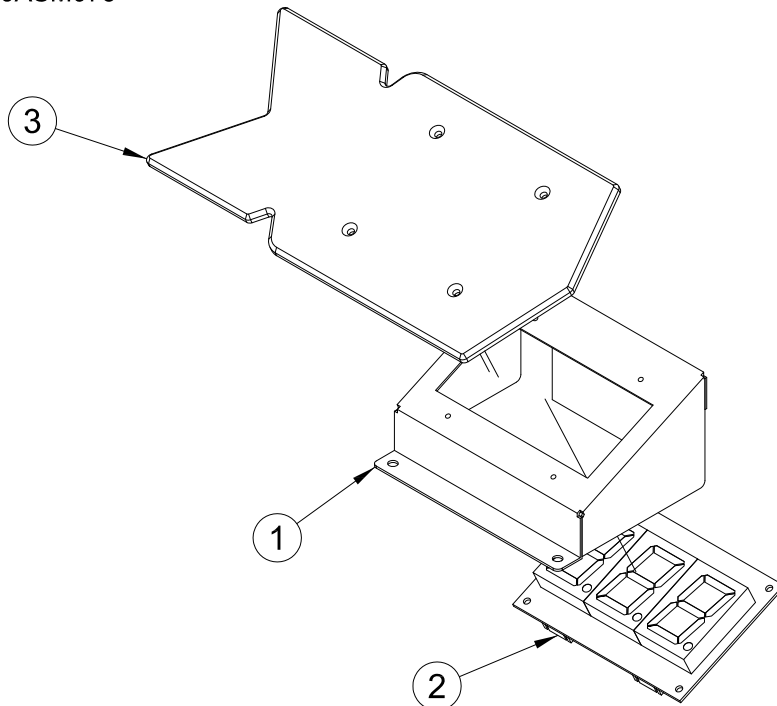
ACBD0ASM074



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MCBD0MET082	1	SCORE FND BOX BKT	SPCC-1.2t
2	ACBD0BOA002	1	SCORE FND3 BOARD	KMFND-1807-174A
3	MCBD0A&S012	1	SCORE FND COVER ACRYL (NEW)-R	CLEAR ACRYL-4.5t(투명 압출판 아크릴)

12-21.SCORE FND BOX Ass'y-L (NEW)

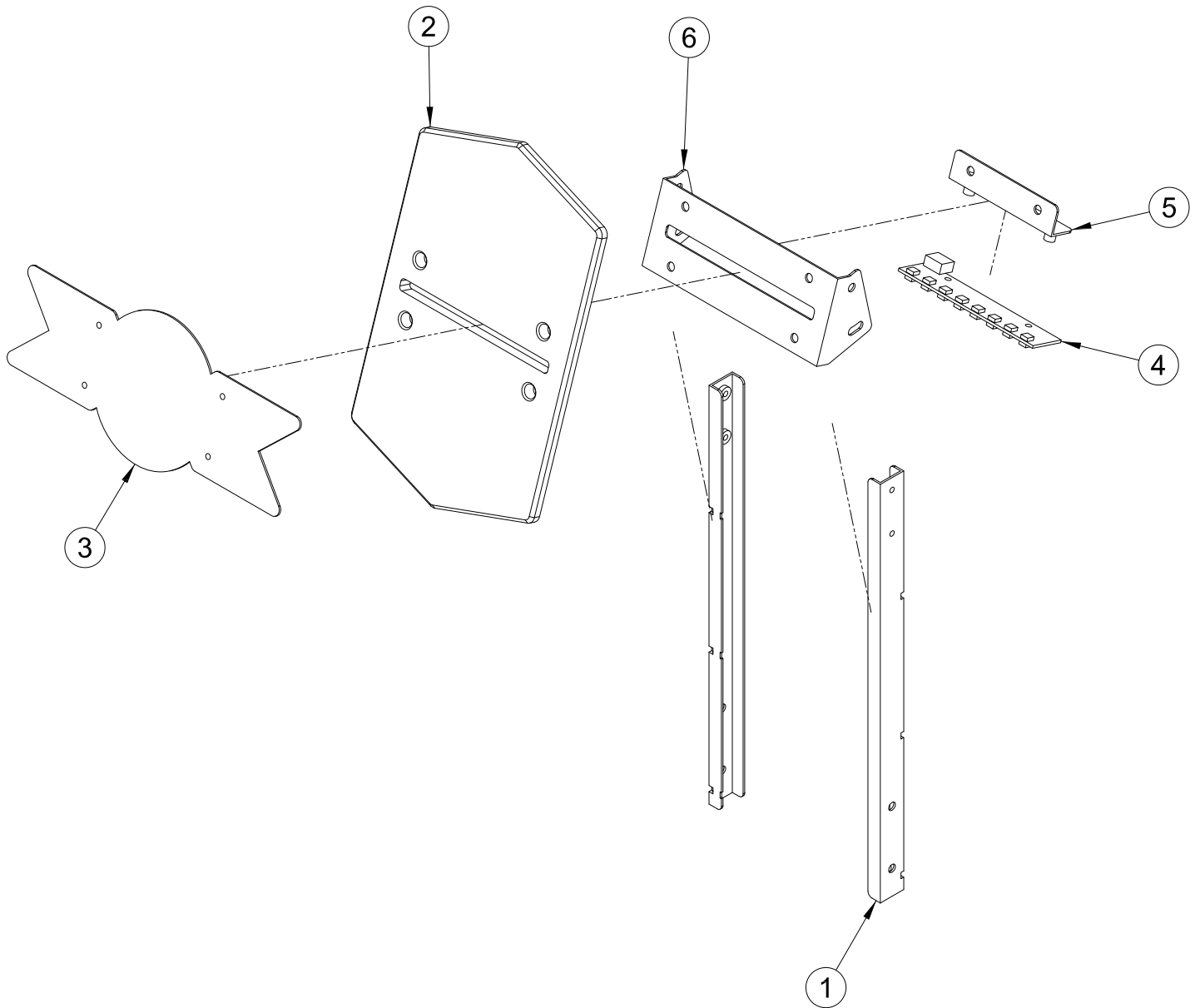
ACBD0ASM075



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MCBD0MET082	1	SCORE FND BOX BKT	SPCC-1.2t
2	ACBD0BOA002	1	SCORE FND3 BOARD	KMFND-1807-174A
3	MCBD0A&S013	1	SCORE FND COVER ACRYL (NEW)-L	CLEAR ACRYL-4.5t(투명 압출판 아크릴)

12-22.BIG WIN ZONE DECO Ass'y (NEW)

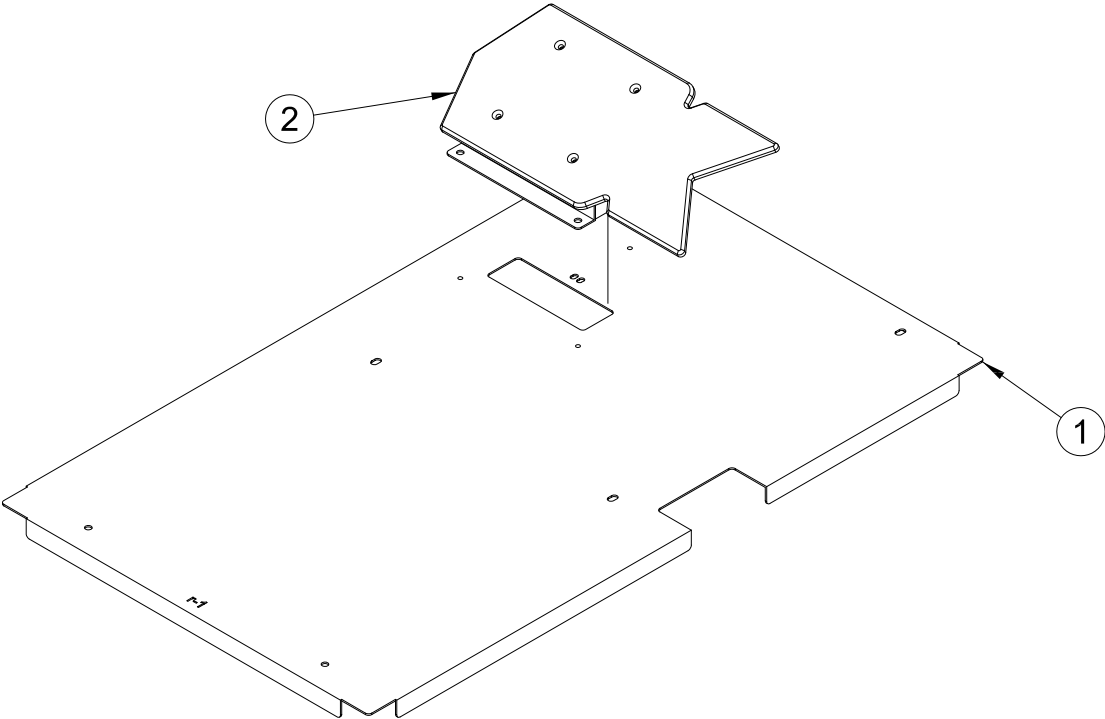
ACBD0ASM076



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MCBD0MET090	2	BIG WIN DECO SUPPORT BKT	SPCC-1.2t
2	MCBD0A&S008	1	BIG WIN DECO ACRYL	CLEAR ACRYL-8.0t(투명 압출판 아크릴)
3	MCBD0MET132	1	BIG WIN DECO COVER BKT (NEW)	SPCC-1.2t
4	AWOC0BOA007	1	DROP BACK LIGHT LED BOARD	KMFND-1502-76B
5	MCBD0MET089	1	BIG WIN DECO LED BOARD FIXED BKT	SPCC-1.2t
6	MCBD0MET088	1	BIG WIN DECO ACRYL FIXED BKT	SPCC-1.2t

12-23.SCORE FND BASE BKT-R1 Ass'y

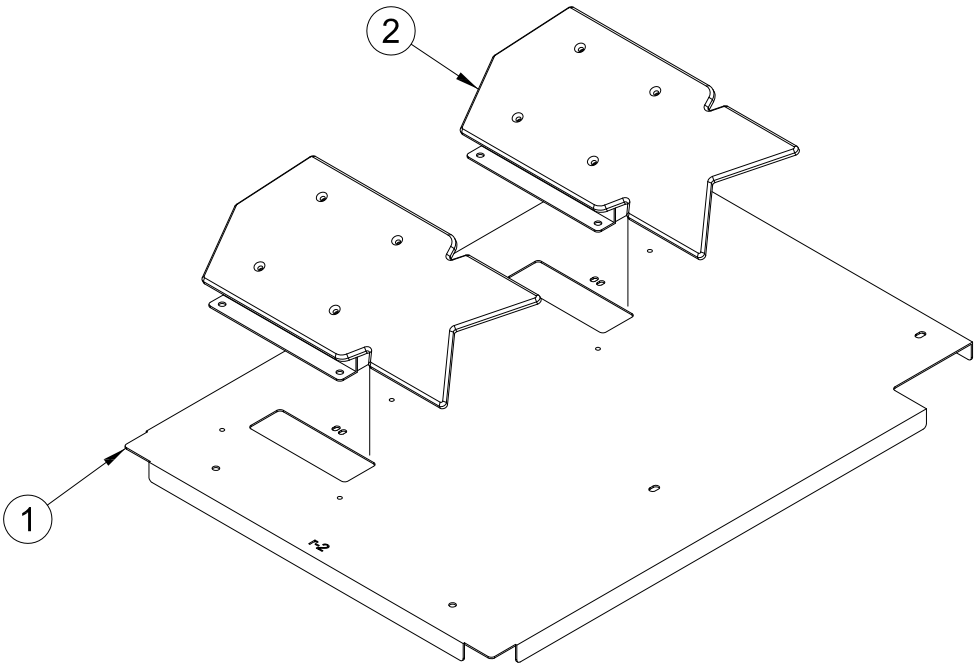
ACBD0ASM077



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MCBD0MET076	1	SCORE FND BASE BKT-R1	SPCC-1.2t
2	ACBD0ASM074	1	SCORE FND BOX Ass'y-R (NEW)	12-20 (34 page)

12-24.SCORE FND BASE BKT-R2 Ass'y (NEW)

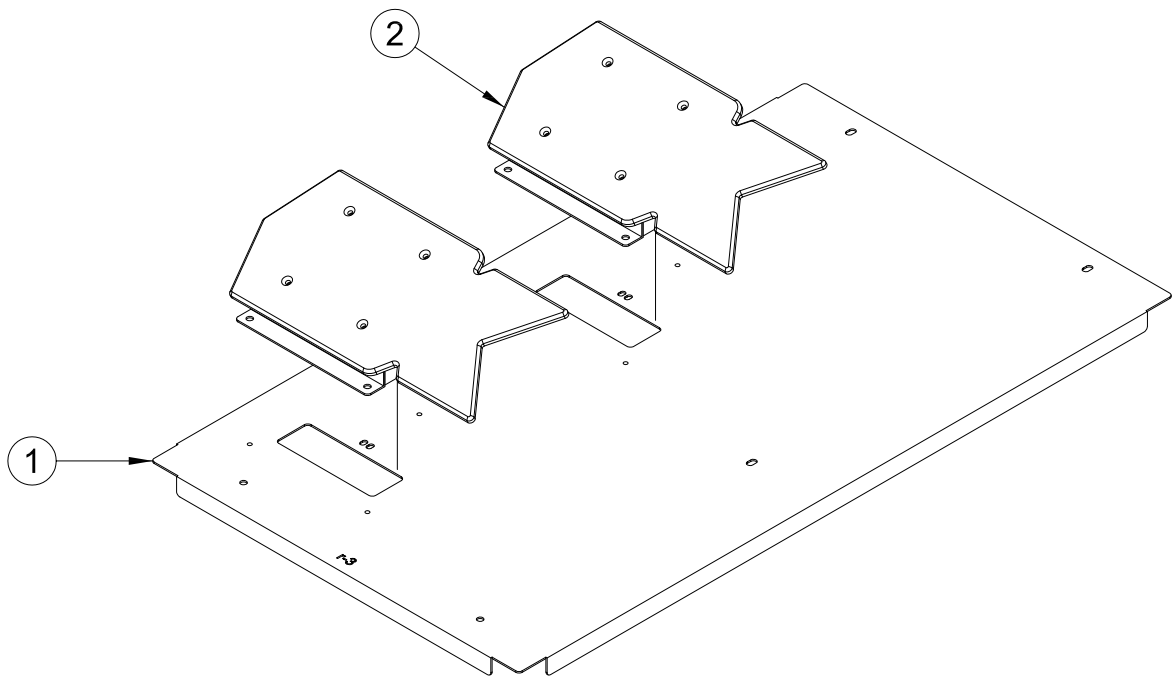
ACBD0ASM078



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MCBD0MET077	1	SCORE FND BASE BKT-R2	SPCC-1.2t
2	ACBD0ASM074	2	SCORE FND BOX Ass'y-R (NEW)	12-20 (34 page)

12-25.SCORE FND BASE BKT-R3 Ass'y (NEW)

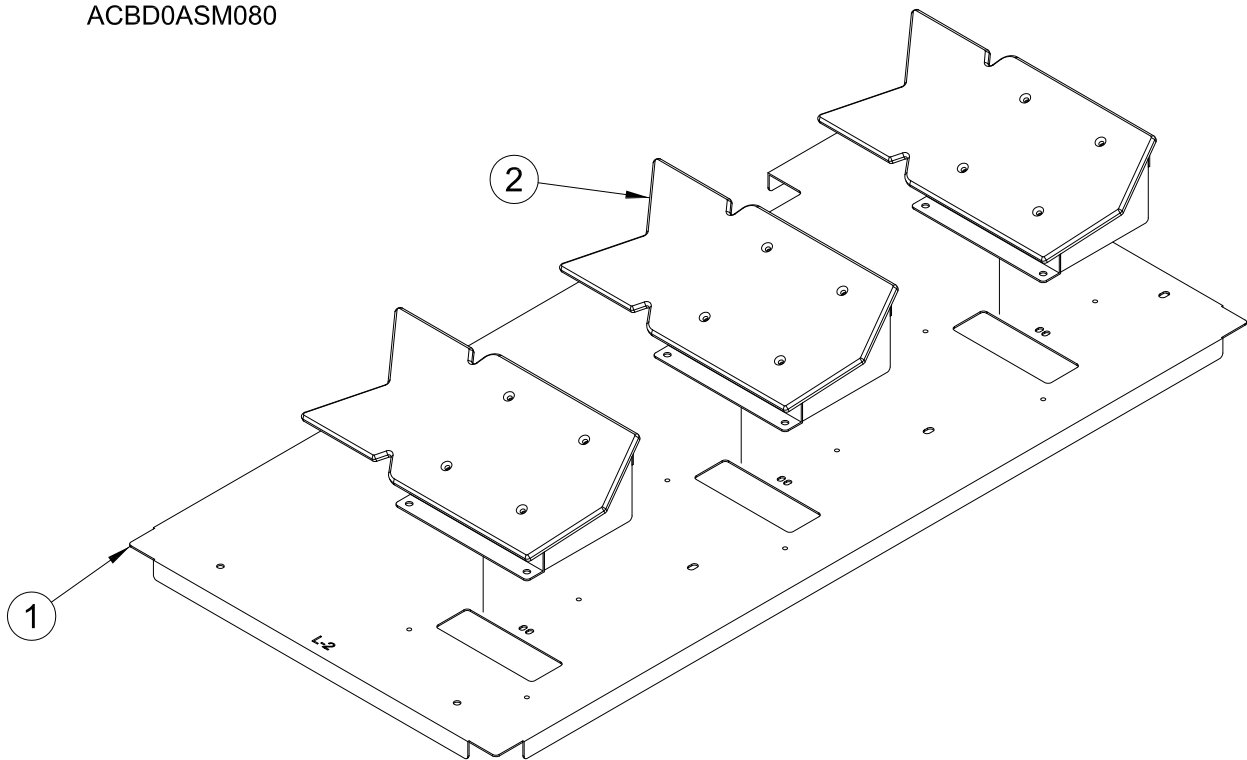
ACBD0ASM079



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MCBD0MET078	1	SCORE FND BASE BKT-R3	SPCC-1.2t
2	ACBD0ASM074	2	SCORE FND BOX Ass'y-R (NEW)	12-20 (34 page)

12-26.SCORE FND BASE BKT-L2 Ass'y (NEW)

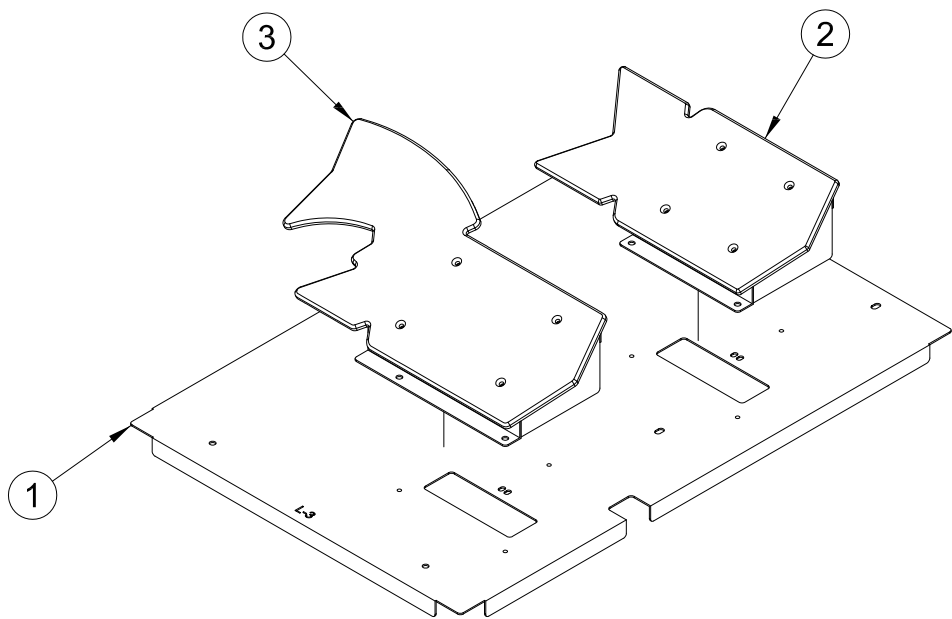
ACBD0ASM080



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MCBD0MET080	1	SCORE FND BASE BKT-L2	SPCC-1.2t
2	ACBD0ASM075	3	SCORE FND BOX Ass'y-L (NEW)	12-21 (34 page)

12-27.SCORE FND BASE BKT-L3 Ass'y (NEW)

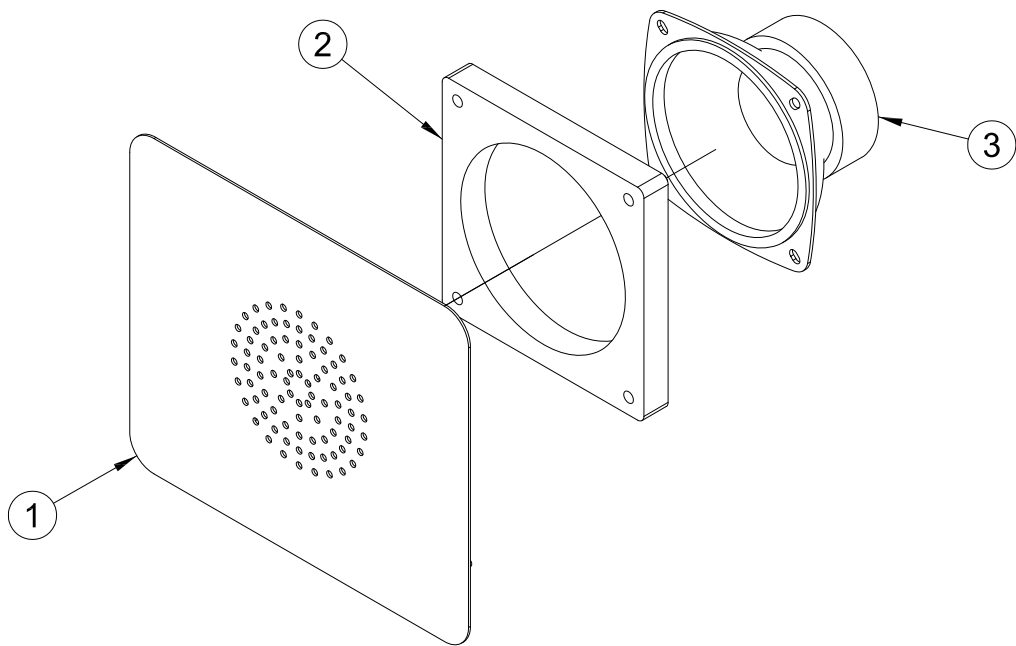
ACBD0ASM081



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MCBD0MET081	1	SCORE FND BASE BKT-L3	SPCC-1.2t
2	ACBD0ASM075	1	SCORE FND BOX Ass'y-L (NEW)	12-21 (34 page)
3	ACBD0ASM094	1	SCORE FND BIGWIIN BOX Ass'y (NEW FND4)	12-19 (33 page)

12-28.SPEAKER BOX Ass'y

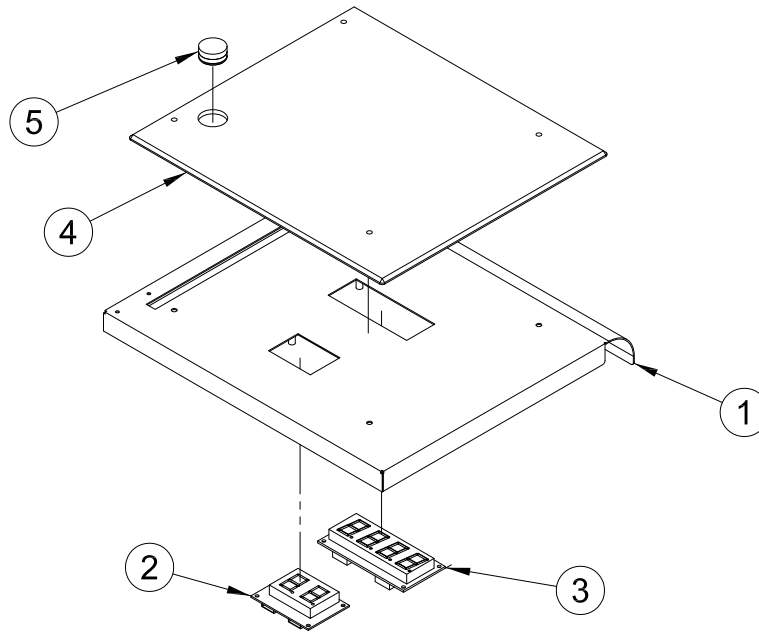
ACBD0ASM028



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MCBD0MET124	1	SPEAKER BASE BKT	SPCC-1.2t
2	MCBD0WOO007	1	SPEAKER PANEL	PW-15.0t
3	MZZZ0SPE004	1	speaker[MID4.5]	MID 4.5 8Ω80W

12-29.CREDIT FND COVER Ass'y (NEW)

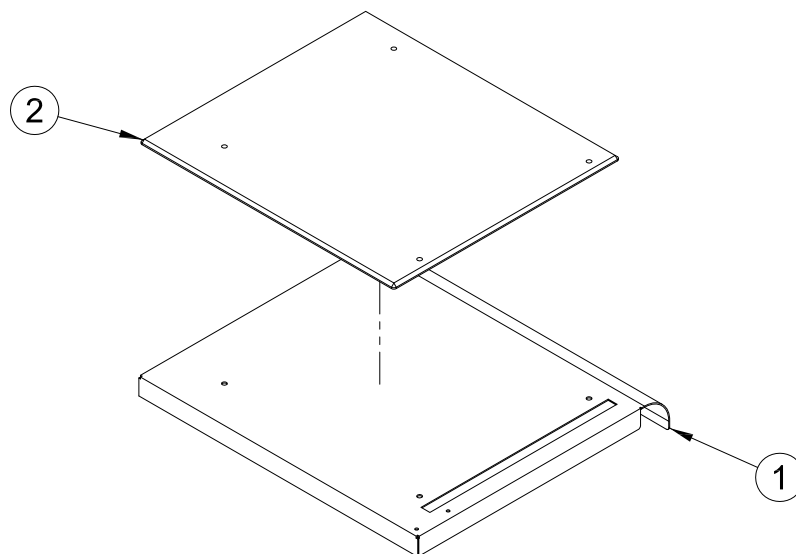
ACBD0ASM082



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MCBD0MET091	1	CREDIT FND COVER BKT	SPCC-1.2t
2	ACOU0PCB010	1	CREDIT FND	KMGF1017-2A
3	ATOD0BOA002	1	TICKET OWED FND4	KMFND-055A
4	MCBD0A&S019	1	CREDIT FND COVER ACRYL (NEW)	CLEAR ACRYL-4.5t(투명 압출판 아크릴)
5	MZZZ0000542	1	LEVEL METAL Ass'y	Φ25 X 10t (CIRCULAR TYPE)+ND 25X2

12-30.HOW TO PLAY COVER Ass'y

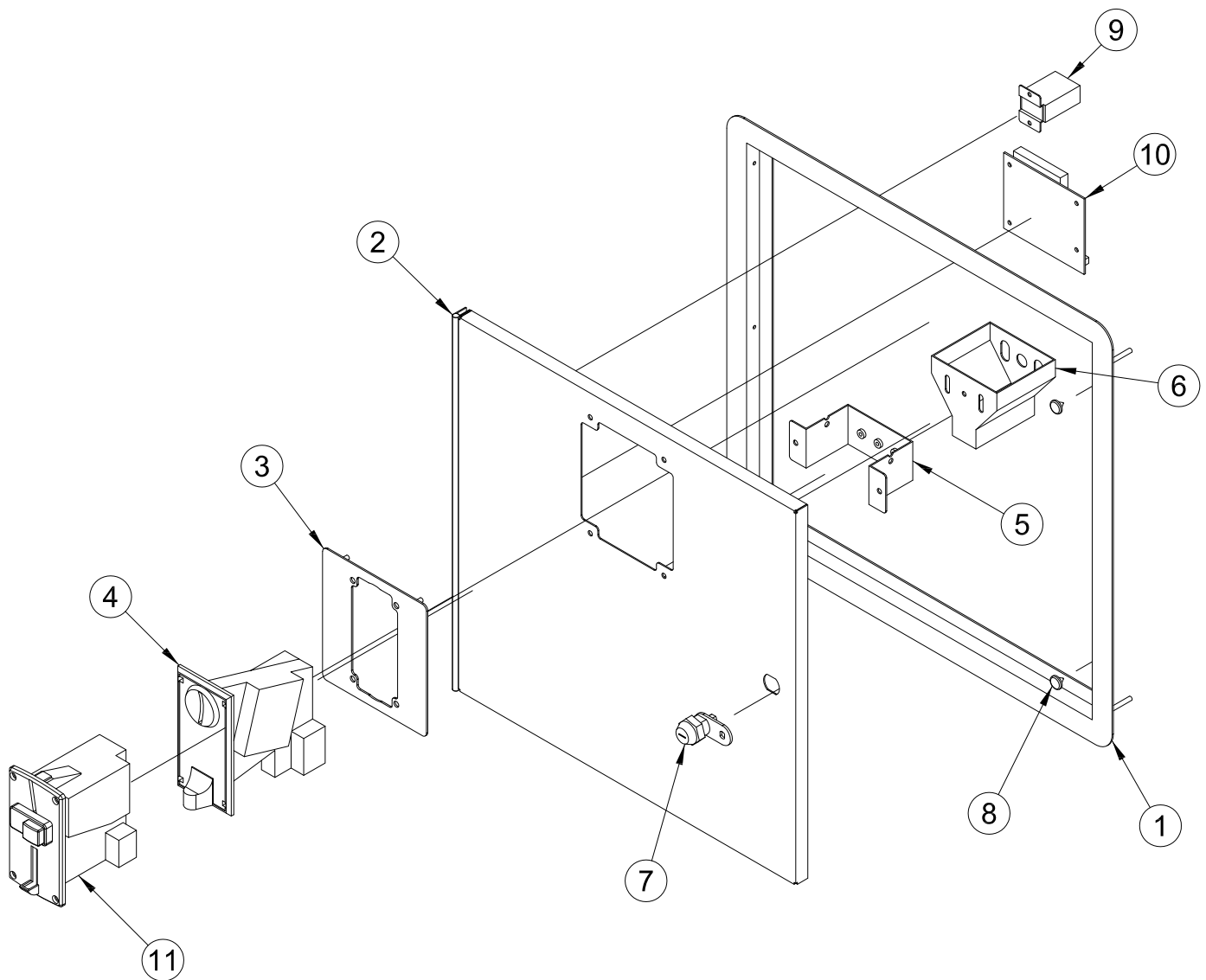
ACBD0ASM030



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MCBD0MET092	1	HOW TO PLAY COVER BKT	SPCC-1.2t
2	MCBD0ACR006	1	HOW TO PLAY COVER ACRYL	CLEAR ACRYL-4.5t(투명 아크릴)

12-31.FRONT DOOR Ass'y

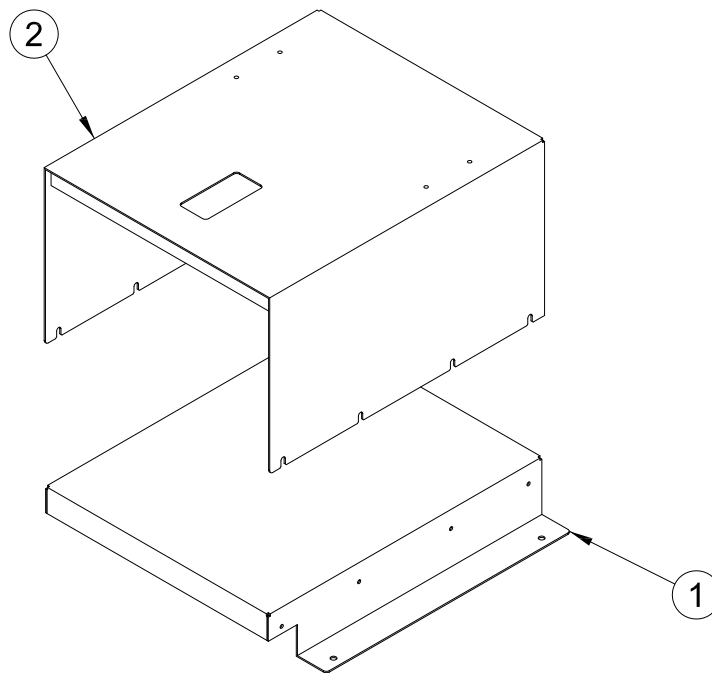
ACBD0ASM031



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MCBD0MET112	1	FRONT DOOR COVER BKT	SPCC-1.6t
2	MCBD0MET111	1	FRONT DOOR WELD Ass'y	WELD Ass'y (용접품)
3	MCBD0MET113	1	COIN SELECTOR FIXED BKT	SPCC-1.6t
4	MZZZ0COS025	1	COIN SELECTOR(TONGLI)	TW-130Q
5	MCBD0MET114	1	COIN GUIDE FIX BRKT	SPCC-1.2t
6	MCBD0MET115	1	COIN GUIDE BRKT	SPCC-1.2t
7	MZZZ0KEY032	1	Key Ass'y (7001)	7001
8	MZZZ0RUB003	2	Φ6 SHOCK ABSORBER	6Φ
9	MZZZ0000488	1	COUNTER UK (SR3)	(UK OPTION)
10	MZZZ0000489	1	EXCEL CREDIT(SR3) PCB	(UK OPTION)
11	MZZZ0000486	1	SR3-MONEY CTRL(UK)	(UK OPTION)

12-32.CASH BOX BODY Ass'y

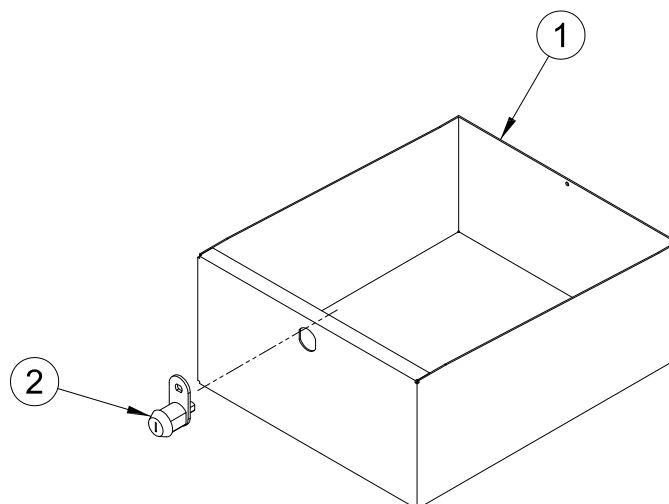
ACBD0ASM032



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MCBD0MET122	1	CASH BOX BODY BOTTOM	SPCC-1.2t
2	MCBD0MET121	1	CASH BOX BODY COVER WELD Ass'y	WELD Ass'y (용접품)

12-33.CASH BOX Ass'y

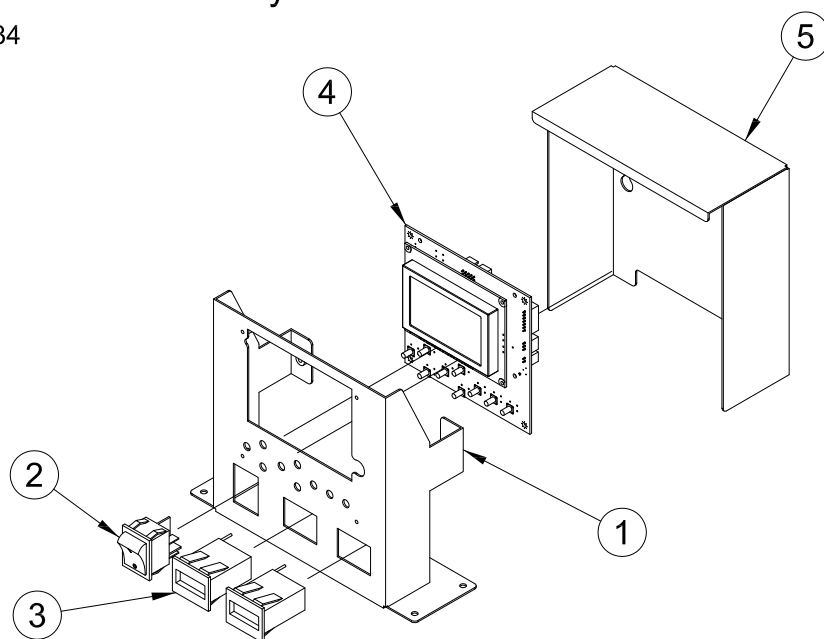
ACBD0ASM033



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MCBD0MET123	1	CASH BOX	SPCC-1.2t
2	MZZZ0KEY013	1	Key Ass'y (6001)	6001

12-34.AC POWER SWITCH Ass'y

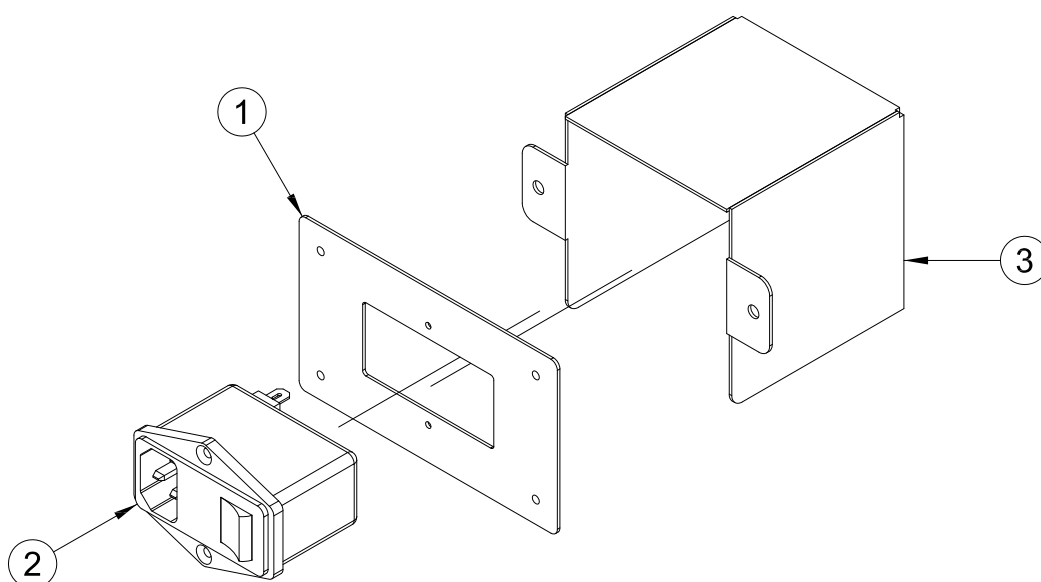
ACBD0ASM034



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MCBD0MET125	1	AC POWER SWITCH BRACKET	SPCC-1.2t
2	MELE0SWI004	1	ROCKER SWITCH	RL2-321/N-C-RE/BK-P2(B)
3	MZZZ0COU002	2	COUNTER	AMMC-712(OA127CL)
4	AMAR0BOA016	1	SETUP LCD BOARD Ass'y	KMLCD-1606-116A SETUP + MELE0LCB001 LCD
5	MCBD0MET129	1	AC POWER SWITCH COVER BKT	OPTION

12-35.NOISE FILTER Ass'y

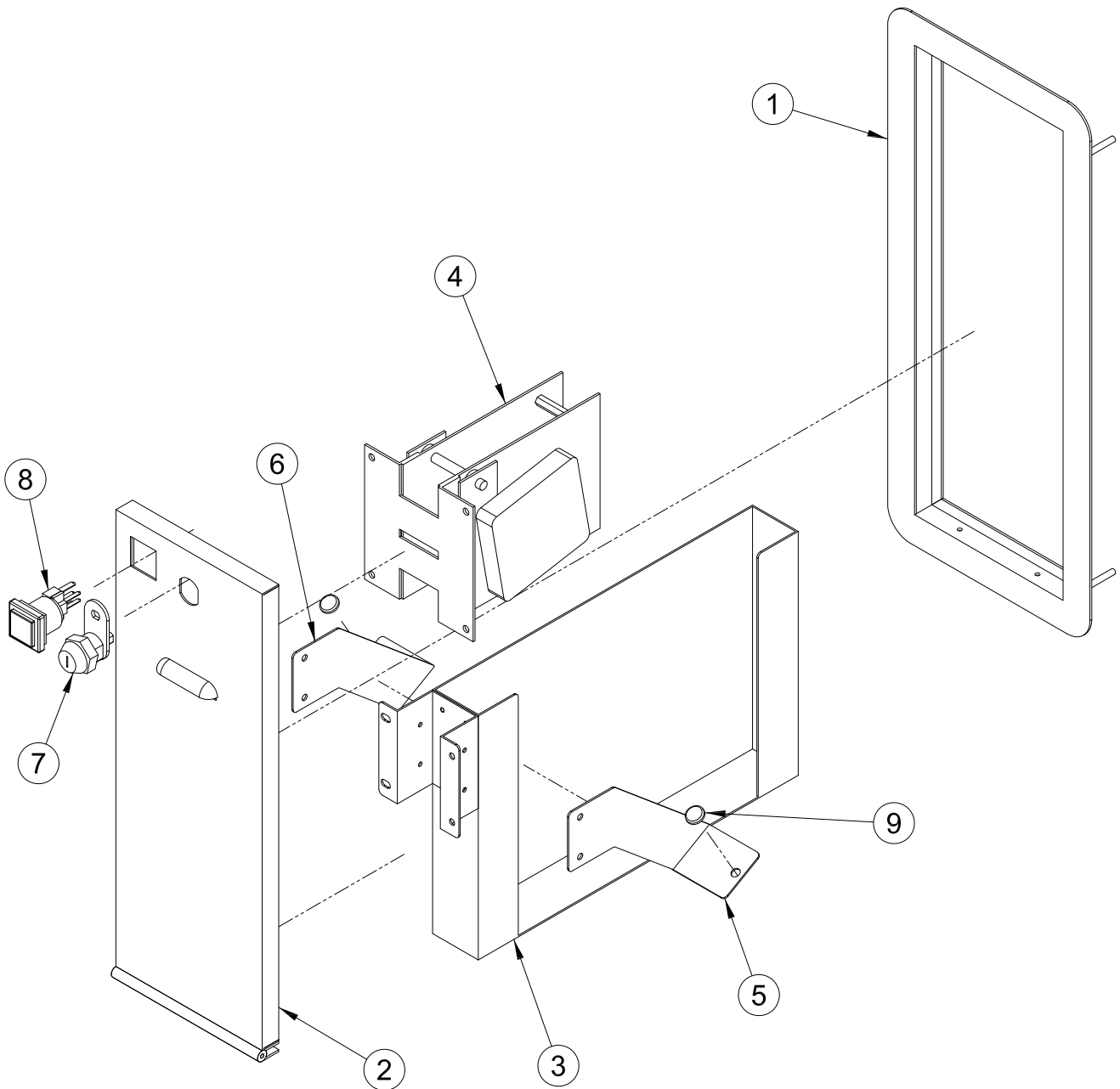
ACBD0ASM035



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MCBD0MET126	1	AC INPUT BRACKET	SPCC-1.2t
2	MELE0NOI002	1	NOISE FILTER	IP-0642-H2
3	MCBD0MET131	1	NOISE FILTER COVER	OPTION

12-36.TICKET BOX Ass'y

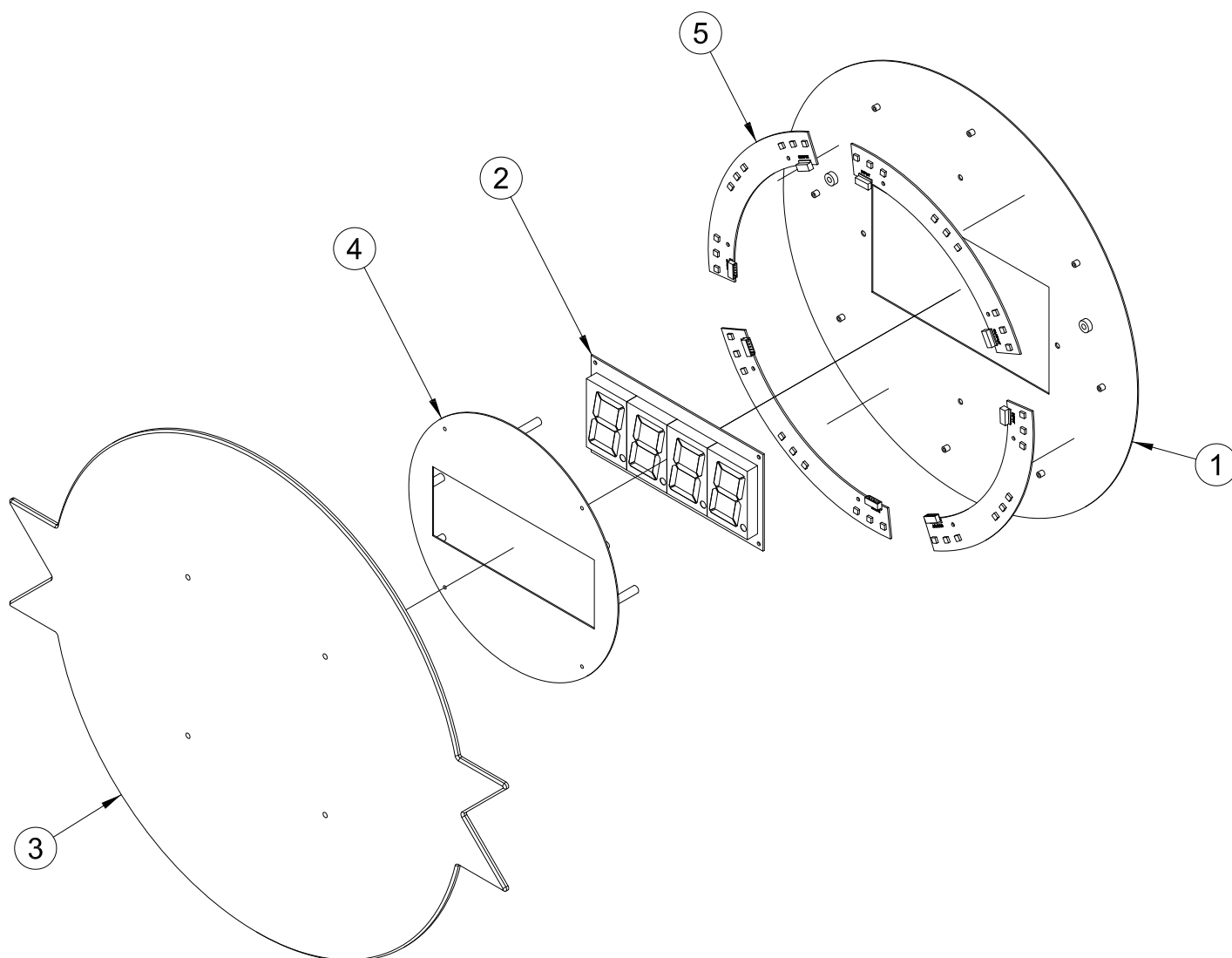
ACBD0ASM036



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MCBD0MET118	1	TICKET DOOR COVER BKT	SPCC-1.6t
2	MCBD0MET116	1	TICKET DOOR WELD Ass'y	WELD Ass'y (용접품)
3	MCBD0MET117	1	TICKET BOX WELD Ass'y	WELD Ass'y (용접품)
4	MZZZ0TID003	1	TICKET DISPENSER	CLECO
5	MCBD0MET119	1	TICKET DOOR STOP BAR	SPCC-1.2t
6	MCBD0MET120	1	TICKET DOOR STOP BAR_mir	SPCC-1.2t
7	MZZZ0KEY032	1	Key Ass'y (7001)	7001
8	MHA20000007	1	BUTTON Ass'y	AM1PB-26SH-R12D
9	MZZZ0RUB003	2	Φ6 SHOCK ABSORBER	6Φ

12-37.BIG WIN ZONE Ass'y (NEW)

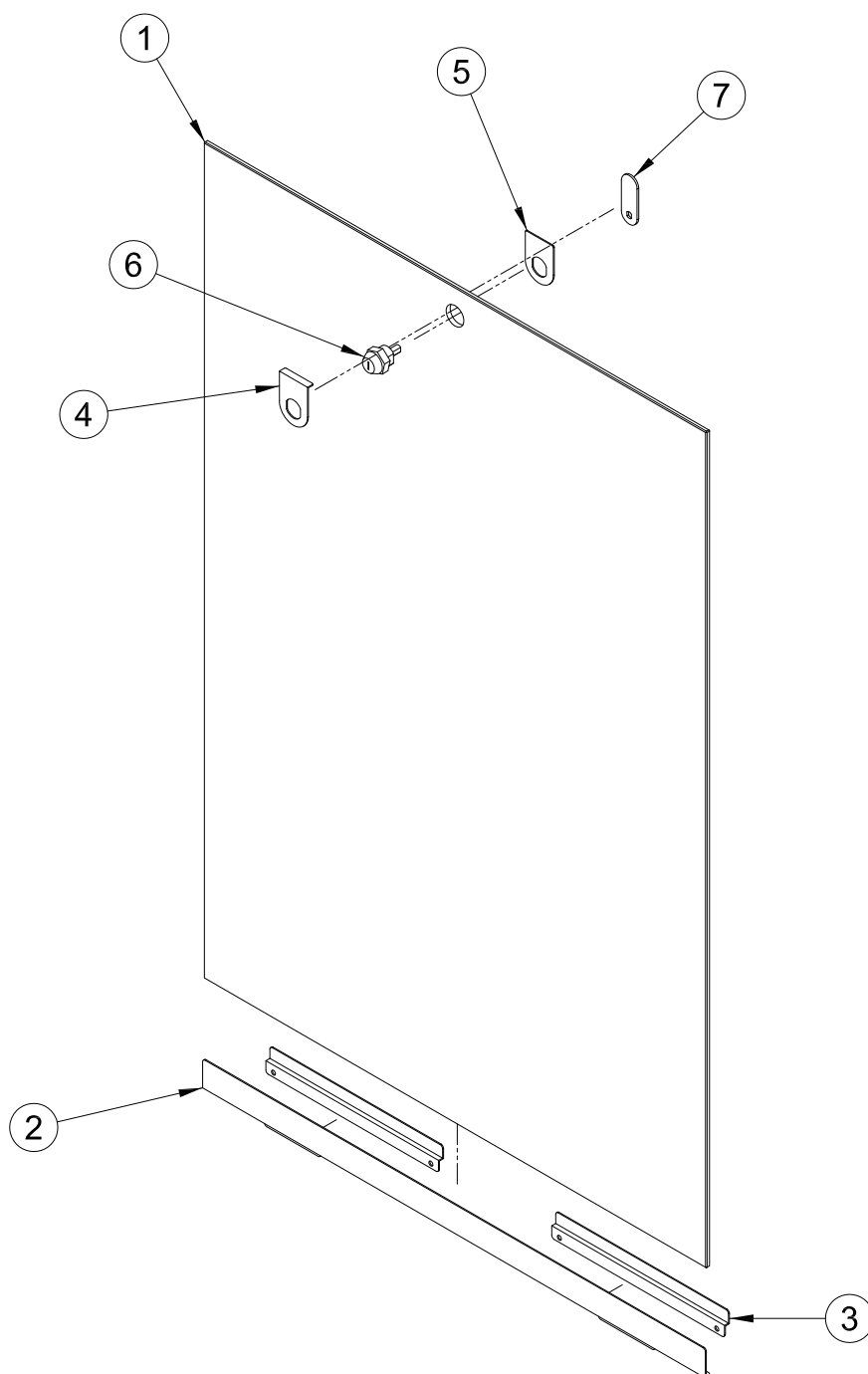
ACBD0ASM083



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MCBD0MET084	1	BIG WIN ZONE BASE BKT	SPCC-1.2t
2	AUFE0PCB003	1	BONUS FND(KMFND-1208-033B) BOARD	KMFND-1208-033B
3	MCBD0A&S017	1	BIG WIN ZONE COVER ACRYL (NEW)	CLEAR ACRYL-4.5t(투명 압출판 아크릴)
4	MCBD0MET085	1	BONUS FND FIXED BKT	SPCC-1.2t
5	ACBD0BOA006	4	BIG WIN ZONE LED BOARD	KMLED-1808-180A

12-38.MAIN FRAME FRONT GLASS Ass'y

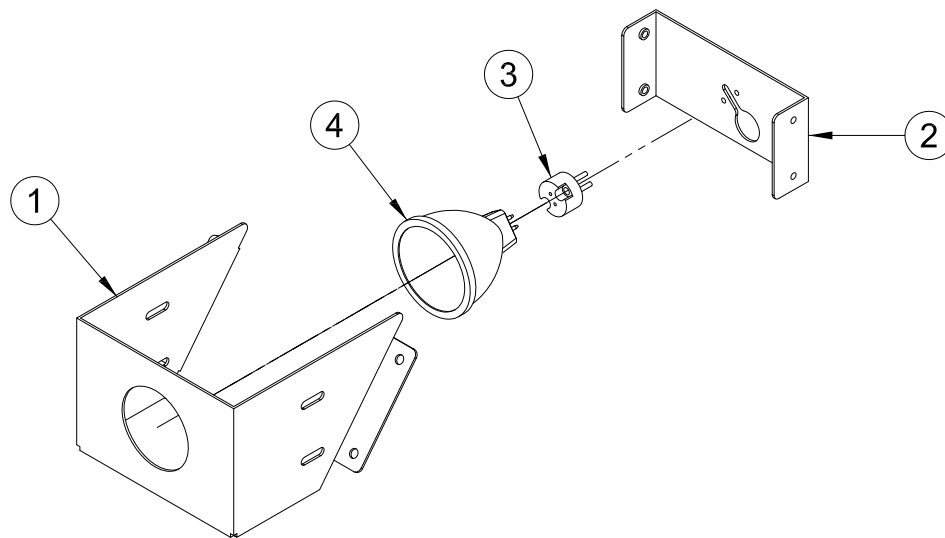
ACBD0ASM038



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MCBD0GLA003	1	MAIN FRAME FRONT GLASS	TEMPERED GLASS- 5.0t (강화유리)
2	MCBD0MET067	1	MAIN FRAME FRONT GLASS FIXED BKT-A	SPCC-1.2t
3	MCBD0MET068	2	MAIN FRAME FRONT GLASS FIXED BKT-B	SPCC-1.2t
4	MCBD0MET074	1	KEY Ass'y PLATE-A	SUS304-1.2t (2P)
5	MCBD0MET075	1	KEY Ass'y PLATE-B	SUS304-1.2t (2P)
6	MZZZ0KEY032	1	Key Ass'y (7001)	7001
7	MCBD0MET073	1	SIDE GLASS KEY PLATE	SPCC-2.0t

12-39.MR16 LAMP Ass'y (NEW)

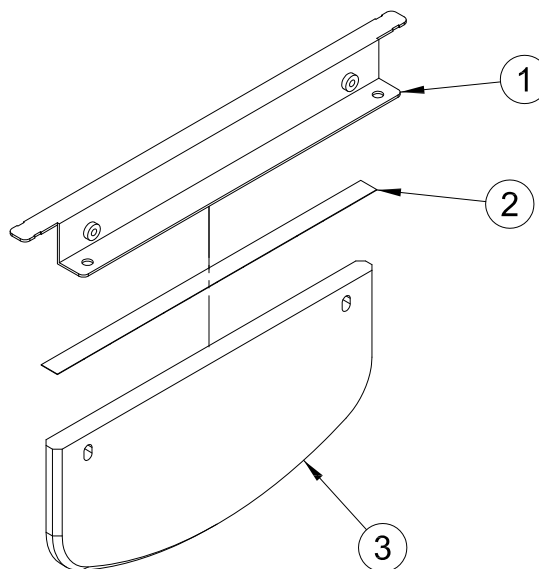
ACBD0ASM092



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MCBD0MET139	1	MR16 LAMP COVER BKT (NEW)	SPCC-1.2t
2	MCBD0MET140	1	MR16 LAMP FIXED BKT (NEW)	SPCC-1.2t
3	MZZZ0SOC005	1	MR RECEPTACLE (CIRCLE TYPE)	CIRCLE TYPE
4	MELE0LAM038	1	MR16 12V, 5W	Warm White

12-40.CEILING DECO ACRYL Ass'y

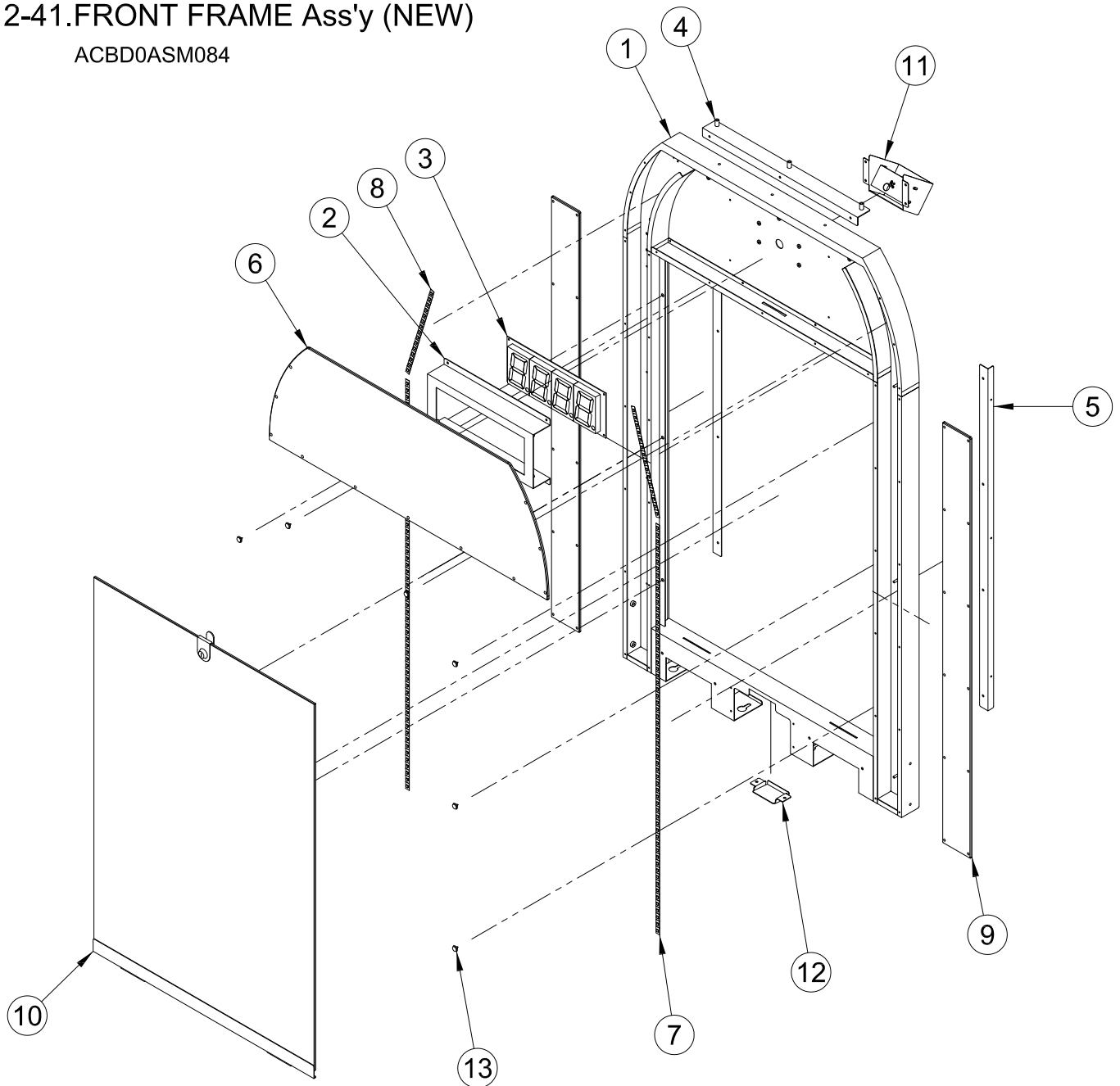
ACBD0ASM040



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MCBD0MET072	1	CEILING DECO ACRYL FIXED BKT	GI-1.2t
2	MCBD0FLM004	1	CEILING DECO FLEXIBLE LED	198-1/1-16.5L-12LED-S
3	MCBD0ACR007	1	CEILING DECO ACRYL	CLEAR ACRYL-10.0t(투명아크릴)

12-41.FRONT FRAME Ass'y (NEW)

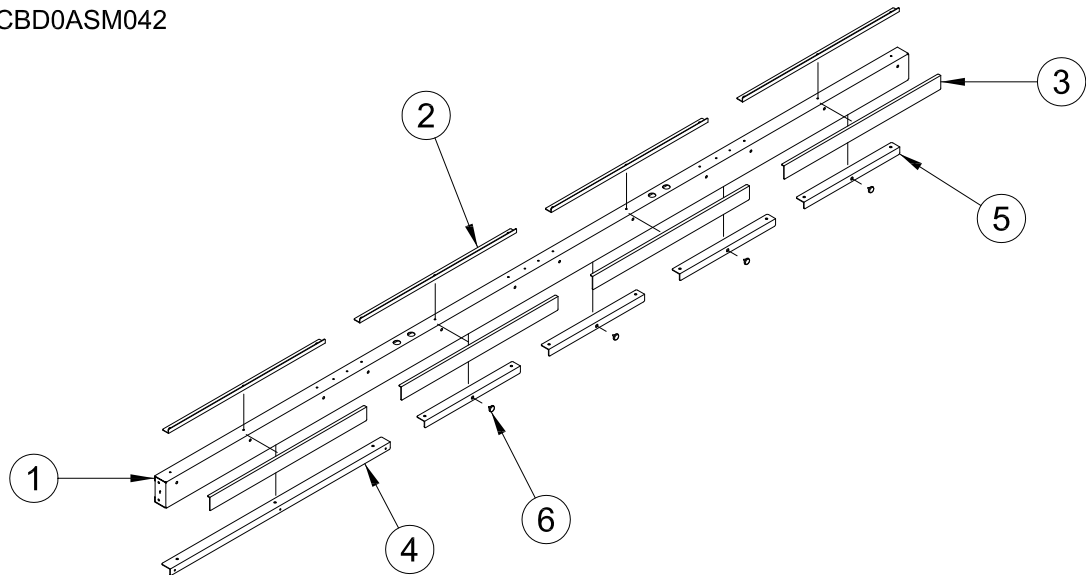
ACBD0ASM084



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MCBD0MET041	1	FRONT FRAME WELD Ass'y	WELD Ass'y (용접품)
2	MCBD0MET042	1	MAIN FRAME BONUS FND FIXED BKT	SPCC-1.2t
3	ATWB0BOA004	1	BONUS FND BOARD 4P (BLUE)	KMFND-1703-131A
4	MCBD0MET043	1	FRONT FRAME TOP PANEL FIXED BKT-A	SPCC-1.6t
5	MCBD0MET045	2	MAIN FRAME SIDE COVER ACRYL FIXED BKT-A	SPCC-1.2t
6	MCBD0A&S016	1	BONUS FND COVER ACRYL (NEW)	CLEAR ACRYL-4.5t(투명 압출판 아크릴)
7	MCBD0FLM002	2	FRONT FLEXIBLE LED-A	1006.5-1/1-16.5L-61LED-S
8	MCBD0FLM003	2	FRONT FLEXIBLE LED-B	247.5-1/1-16.5L-15LED-S
9	MCBD0A&S015	2	FRONT LED COVER ACRYL (NEW)	CLEAR ACRYL-4.5t(투명 압출판 아크릴)
10	ACBD0ASM038	1	MAIN FRAME FRONT GLASS Ass'y	12-38 (45 page)
11	ACBD0ASM092	1	MR16 LAMP Ass'y (NEW)	12-39 (46 page)
12	MCBD0MET069	1	PUSHER COVER PET GUIDE BKT	SPCC-1.2t
13	MZZZ0RUB003	8	Φ6 SHOCK ABSORBER	6Φ

12-42.SIDE TOP FRAME Ass'y-R

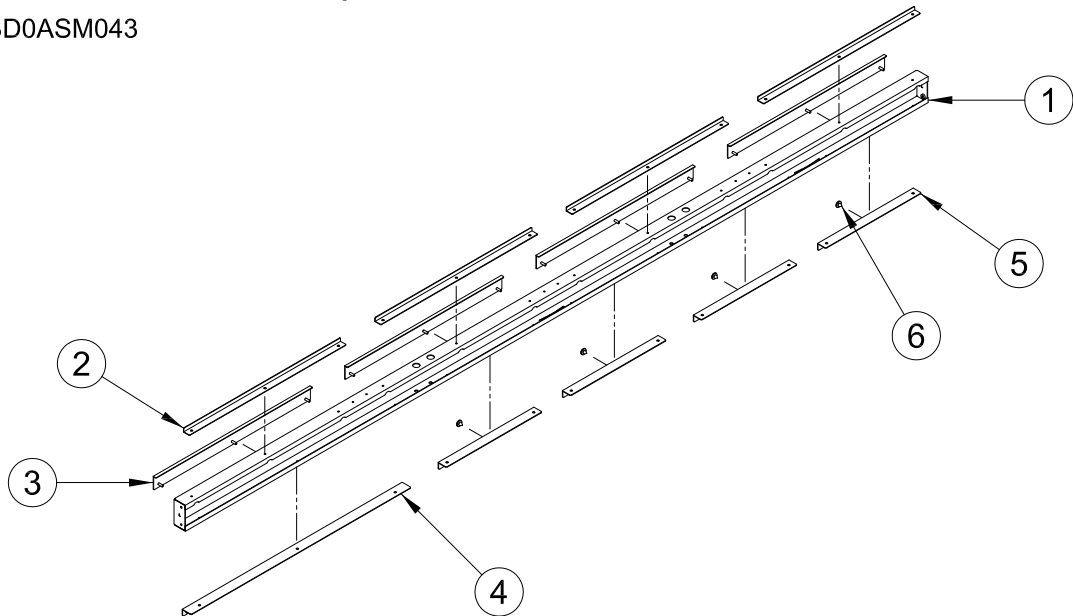
ACBD0ASM042



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MCBD0MET051	1	SIDE TOP FRAME BKT-R	SPCC-1.2t
2	MCBD0MET053	4	FRONT FRAME TOP COVER ACRYL GUIDE BKT-A	SPCC-1.2t
3	MCBD0MET054	4	FRONT FRAME TOP COVER ACRYL GUIDE BKT-B	SPCC-1.2t
4	MCBD0MET047	1	MAIN FRAME SIDE COVER ACRYL FIXED BKT-C	SPCC-1.2t
5	MCBD0MET050	4	MAIN FRAME SIDE GLASS GUIDE BKT-B	SPCC-1.2t
6	MZZZ0RUB003	4	Φ6 SHOCK ABSORBER	6Φ

12-43.SIDE TOP FRAME Ass'y-L

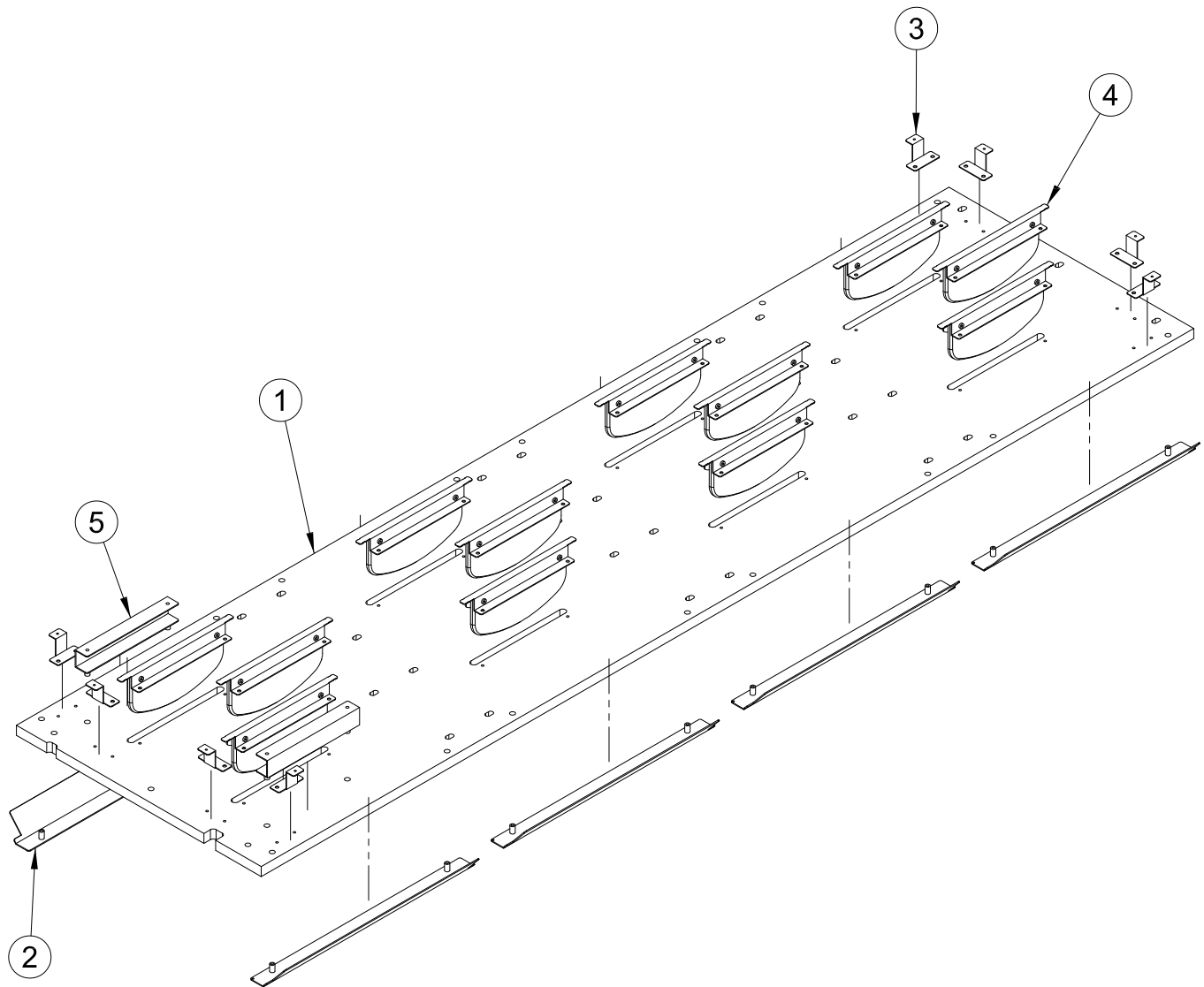
ACBD0ASM043



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MCBD0MET052	1	SIDE TOP FRAME BKT-L	SPCC-1.2t
2	MCBD0MET053	4	FRONT FRAME TOP COVER ACRYL GUIDE BKT-A	SPCC-1.2t
3	MCBD0MET054	4	FRONT FRAME TOP COVER ACRYL GUIDE BKT-B	SPCC-1.2t
4	MCBD0MET047	1	MAIN FRAME SIDE COVER ACRYL FIXED BKT-C	SPCC-1.2t
5	MCBD0MET050	4	MAIN FRAME SIDE GLASS GUIDE BKT-B	SPCC-1.2t
6	MZZZ0RUB003	4	Φ6 SHOCK ABSORBER	6Φ

12-44.FRONT FRAME TOP PANEL Ass'y (NEW)

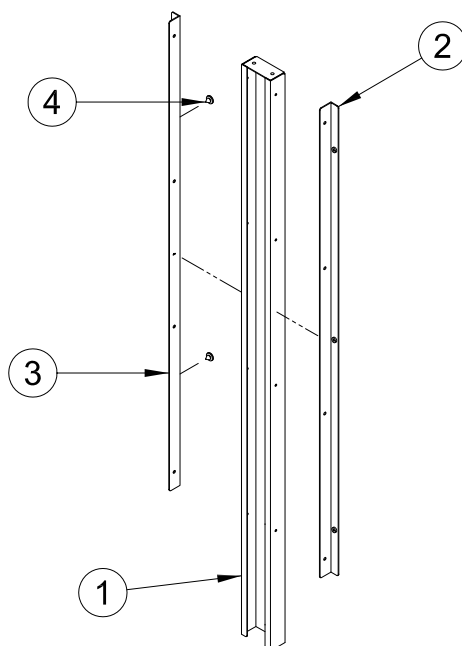
ACBD0ASM085



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MCBD0WOO004	1	FRONT FRAME TOP PANEL	PW-18.0t
2	MCBD0MET057	8	FRONT FRAME TOP COVER ACRYL SUPPORT BKT	SPCC-1.6t
3	MCBD0MET064	8	FRONT FRAME TOP COVER FIXED BKT	SPCC-1.2t
4	ACBD0ASM040	12	CEILING DECO ACRYL Ass'y	12-40 (46 page)
5	MCBD0MET146	2	TOP BILLBOARD FIXED BKT-C	GI-1.6t

12-45.SIDE FRAME BKT-A Ass'y-R

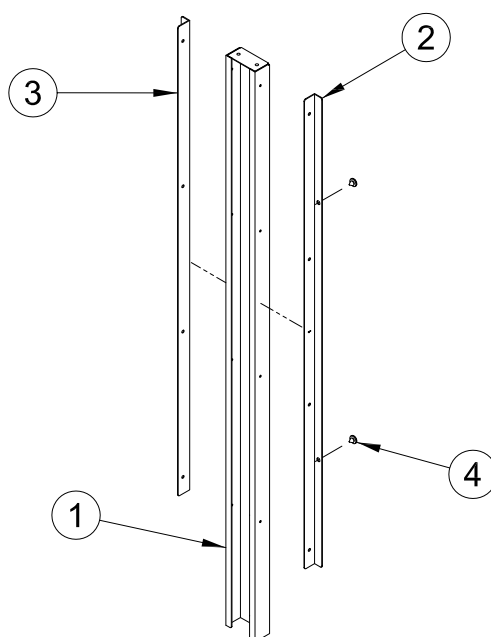
ACBD0ASM045



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MCBD0MET058	1	SIDE FRAME BKT-A	SPCC-1.2t
2	MCBD0MET045	1	MAIN FRAME SIDE COVER ACRYL FIXED BKT-A	SPCC-1.2t
3	MCBD0MET049	1	MAIN FRAME SIDE GLASS GUIDE BKT-A	SPCC-1.2t
4	MZZZ0RUB003	2	Φ6 SHOCK ABSORBER	6Φ

12-46.SIDE FRAME BKT-A Ass'y-L

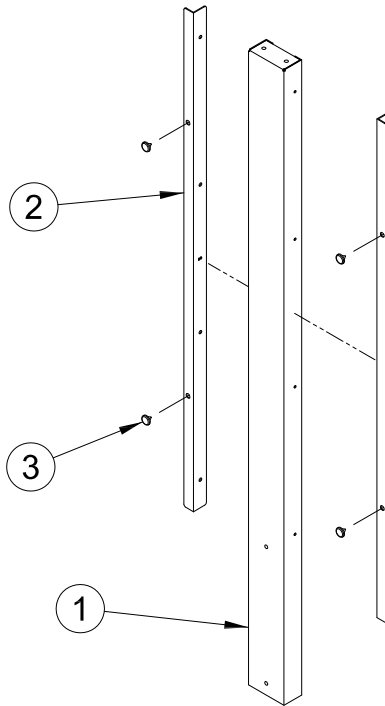
ACBD0ASM046



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MCBD0MET058	1	SIDE FRAME BKT-A	SPCC-1.2t
2	MCBD0MET049	1	MAIN FRAME SIDE GLASS GUIDE BKT-A	SPCC-1.2t
3	MCBD0MET045	1	MAIN FRAME SIDE COVER ACRYL FIXED BKT-A	SPCC-1.2t
4	MZZZ0RUB003	2	Φ6 SHOCK ABSORBER	6Φ

12-47.SIDE FRAME BKT-B Ass'y

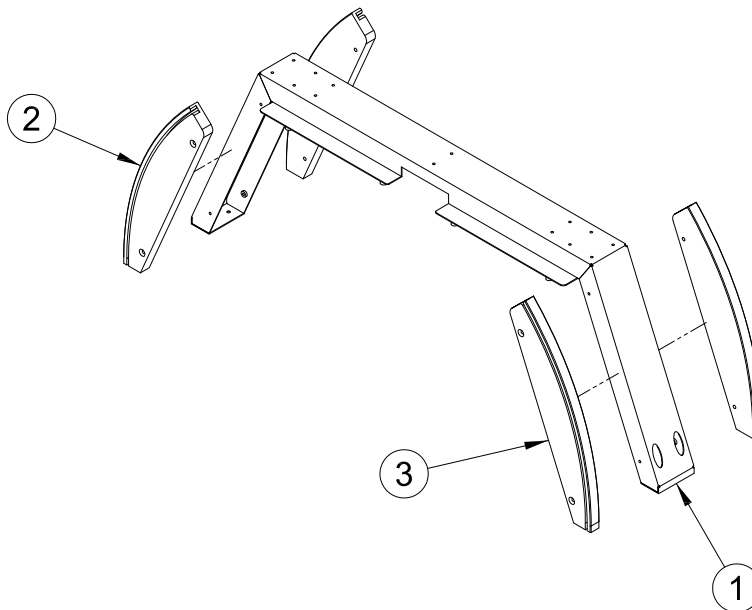
ACBD0ASM047



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MCBD0MET059	1	SIDE FRAME BKT-B	SPCC-1.2t
2	MCBD0MET046	2	MAIN FRAME SIDE COVER ACRYL FIXED BKT-B	SPCC-1.2t
3	MZZZ0RUB003	4	Φ6 SHOCK ABSORBER	6Φ

12-48.SIDE TOP FRAME SUPPORT BKT Ass'y

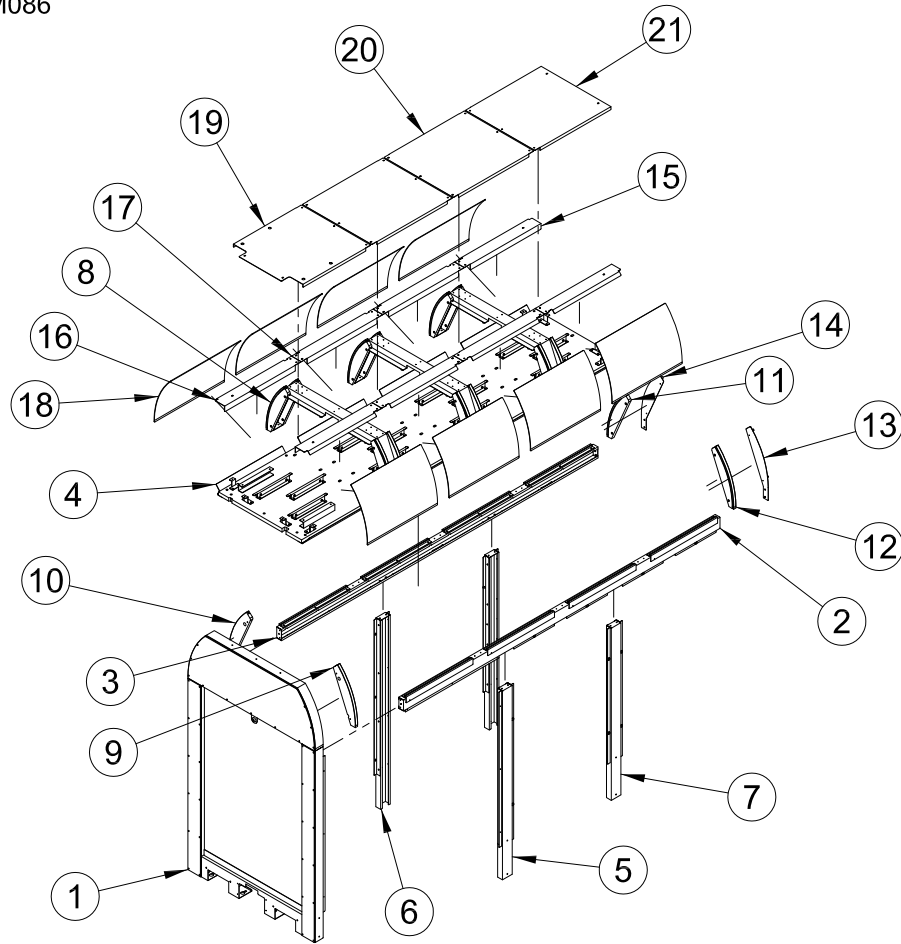
ACBD0ASM048



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MCBD0MET060	1	SIDE TOP FRAME SUPPORT BKT	SPCC-1.2t
2	MCBD0ACR009	2	TOP COVER GUIDE ACRYL-A	CLEAR ACRYL-15.0t(투명아크릴)
3	MCBD0ACR010	2	TOP COVER GUIDE ACRYL-B	CLEAR ACRYL-15.0t(투명아크릴)

12-49.MAIN FRAME Ass'y (NEW)

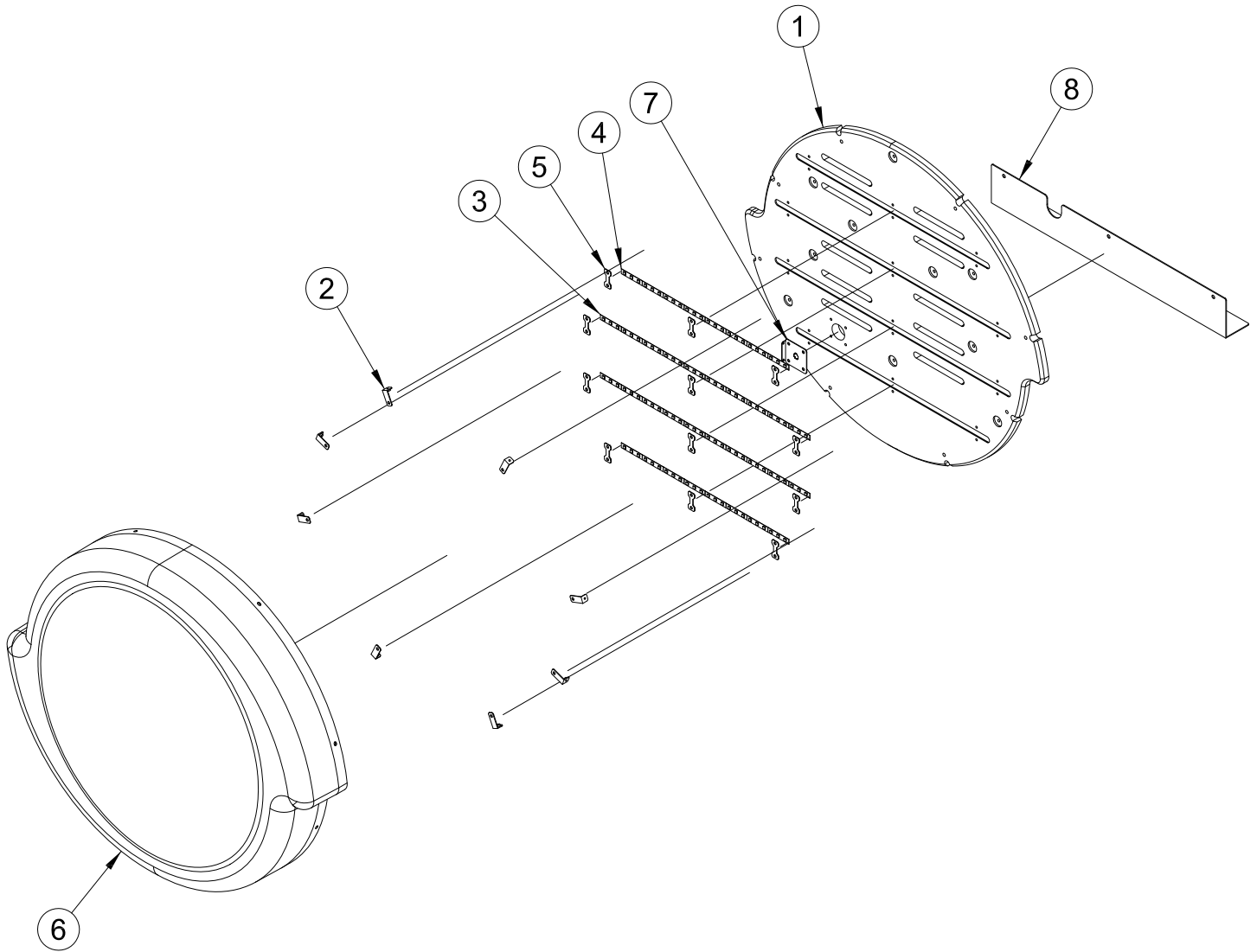
ACBD0ASM086



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	ACBD0ASM084	1	FRONT FRAME Ass'y (NEW)	12-41 (47 page)
2	ACBD0ASM042	1	SIDE TOP FRAME Ass'y-R	12-42 (48 page)
3	ACBD0ASM043	1	SIDE TOP FRAME Ass'y-L	12-43 (48 page)
4	ACBD0ASM085	1	FRONT FRAME TOP PANEL Ass'y (NEW)	12-44 (49 page)
5	ACBD0ASM045	1	SIDE FRAME BKT-A Ass'y-R	12-45 (50 page)
6	ACBD0ASM046	1	SIDE FRAME BKT-A Ass'y-L	12-46 (50 page)
7	ACBD0ASM047	2	SIDE FRAME BKT-B Ass'y	12-47 (51 page)
8	ACBD0ASM048	3	SIDE TOP FRAME SUPPORT BKT Ass'y	12-48 (51 page)
9	MCBD0ACR011	1	TOP COVER GUIDE FRONT ACRYL-R	CLEAR ACRYL-15.0t(투명아크릴)
10	MCBD0ACR012	1	TOP COVER GUIDE FRONT ACRYL-L	CLEAR ACRYL-15.0t(투명아크릴)
11	MCBD0ACR009	1	TOP COVER GUIDE ACRYL-A	CLEAR ACRYL-15.0t(투명아크릴)
12	MCBD0ACR010	1	TOP COVER GUIDE ACRYL-B	CLEAR ACRYL-15.0t(투명아크릴)
13	MCBD0MET056	1	TOP COVER GUIDE ACRYL BACK FIXED BKT-R	SPCC-1.2t
14	MCBD0MET055	1	TOP COVER GUIDE ACRYL BACK FIXED BKT-L	SPCC-1.2t
15	MCBD0MET061	2	FRONT FRAME TOP COVER BKT-A	SPCC-1.2t
16	MCBD0MET062	2	FRONT FRAME TOP COVER BKT-B	SPCC-1.2t
17	MCBD0MET063	4	FRONT FRAME TOP COVER BKT-C	SPCC-1.2t
18	MCBD0ACR001	8	FRONT FRAME TOP COVER ACRYL	CLEAR PC-2.0t (투명PC아크릴)
19	MCBD0MET142	1	MAIN FRAME TOP COVER BKT-A (NEW)	SPCC-1.2t
20	MCBD0MET137	2	MAIN FRAME TOP COVER BKT-B	SPCC-1.2t
21	MCBD0MET138	1	MAIN FRAME TOP COVER BKT-C	SPCC-1.2t

12-50.TOP BILLBOARD VACUUM Ass'y (NEW)

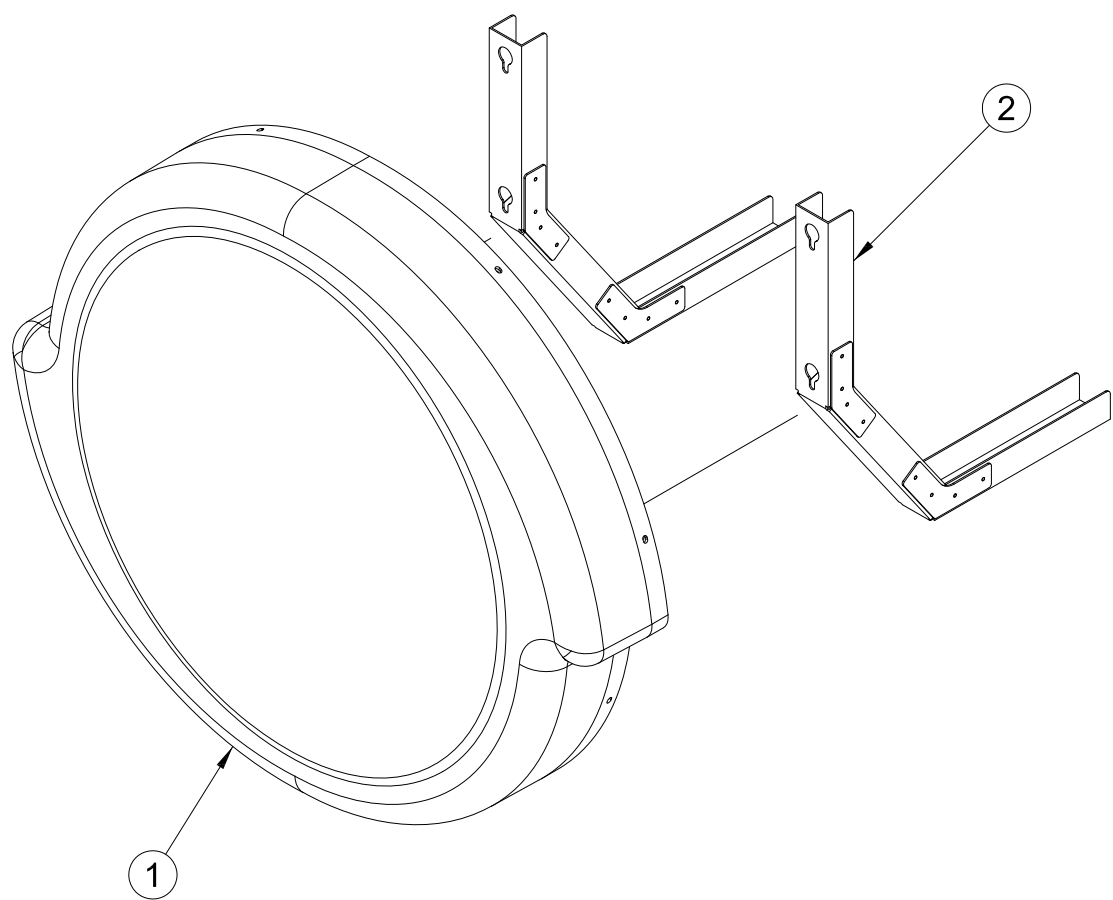
ACBD0ASM087



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MCBD0WOO017	1	BILLBOARD VACUUM BACK PANEL (NEW)	PW-15.0t
2	MCBD0MET005	8	VACUUM FIXED BKT	GI-1.2t
3	MCBD0FLM009	2	TOP BILLBOARD FLEXIBLE LED-D	500-1/3-50L-30LED (방수커버용)
4	MCBD0FLM010	2	TOP BILLBOARD FLEXIBLE LED-E	400-1/3-50L-24LED (방수커버용)
5	MCBD0MET006	12	FLEXIBLE LED WOOD FIXED BKT	GI-1.2t
6	MPOR0MOL001	1	BILLBOARD VACUUM (NEW)	G PET-3.0t
7	MCBD0MET150	1	TOP BILLBOARD CONNECTOR BKT	GI1.2t
8	MCBD0MET151	1	TOP BILLBOARD FIXED BKT (NEW)	SPCC-1.6t

12-52.TOP BILLBOARD Ass'y (NEW)

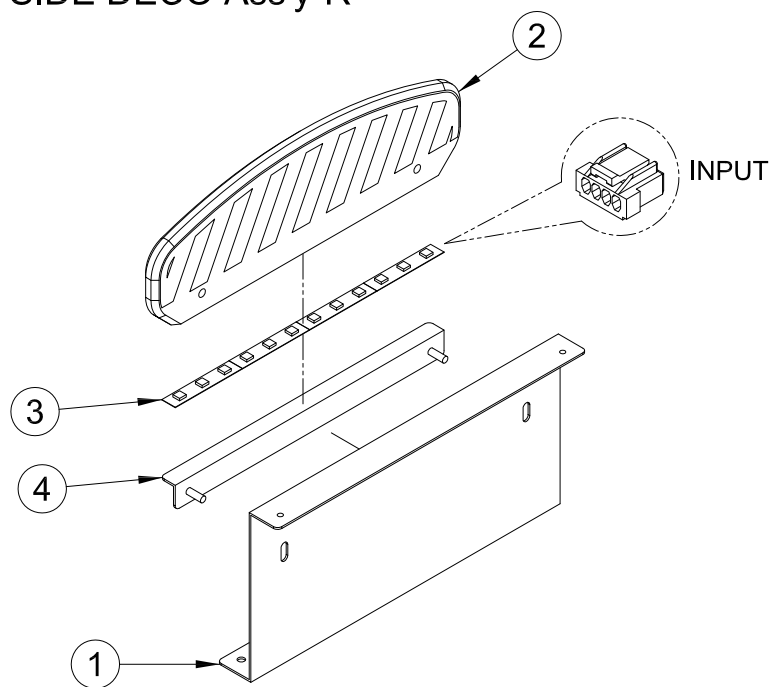
ACBD0ASM088



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	ACBD0ASM087	1	TOP BILLBOARD VACUUM Ass'y (NEW)	12-50 (53 page)
2	MCBD0MET148	2	TOP BILLBOARD FIXED BKT WELD Ass'y (NEW)	WELD Ass'y (용접품)

12-53.TICKET OWED SIDE DECO Ass'y-R

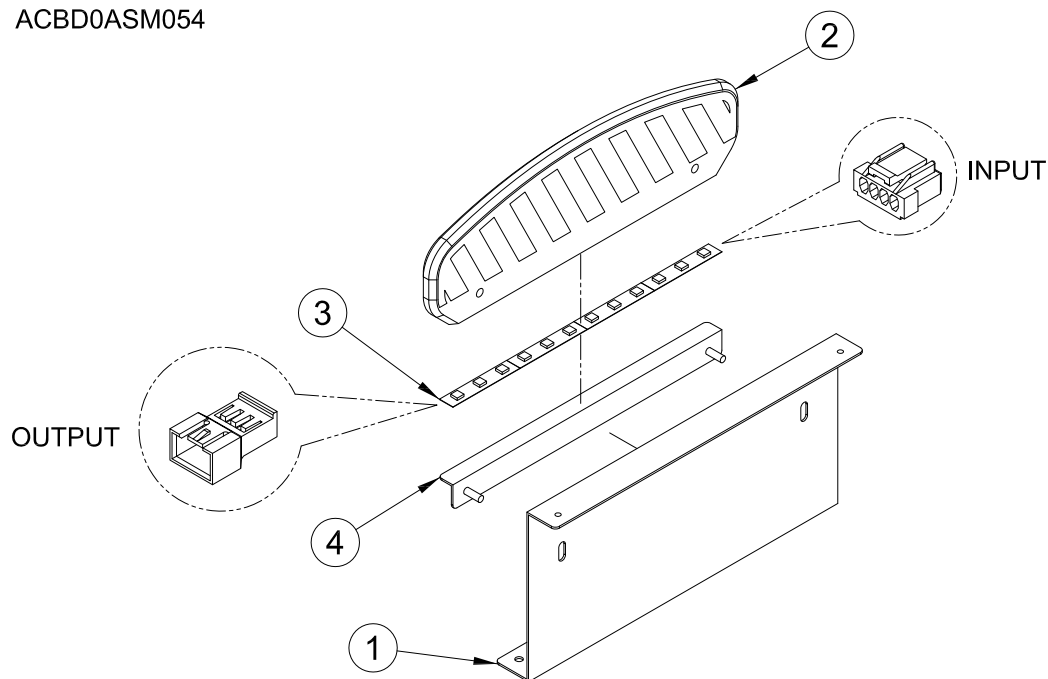
ACBD0ASM053



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MCBD0MET095	1	TICKET OWED COVER FIXED BKT-A	GI-1.2t
2	MCBD0A&S009	1	TICKET OWED SIDE DECO ACRYL-R	CLEAR ACRYL-10.0t(투명아크릴)
3	MCBD0FLM005	1	TICKET OWED SIDE DECO FLEXIBLE LED	200-1/3-50L-12LED
4	MCBD0MET097	1	TICKET OWED DECO FLEXIBLE LED FIXED BKT	GI-1.2t

12-54.TICKET OWED SIDE DECO Ass'y-L

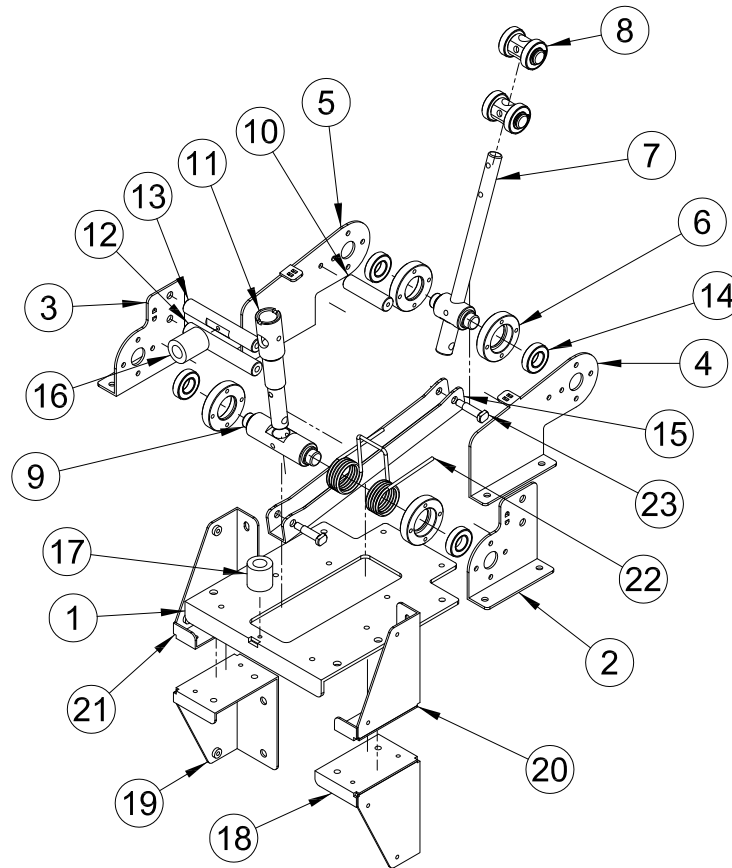
ACBD0ASM054



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MCBD0MET095	1	TICKET OWED COVER FIXED BKT-A	GI-1.2t
2	MCBD0A&S010	1	TICKET OWED SIDE DECO ACRYL-L	CLEAR ACRYL-10.0t(투명아크릴)
3	MCBD0FLM005	1	TICKET OWED SIDE DECO FLEXIBLE LED	200-1/3-50L-12LED
4	MCBD0MET097	1	TICKET OWED DECO FLEXIBLE LED FIXED BKT	GI-1.2t

12-55.PUSHER BASE Ass'y

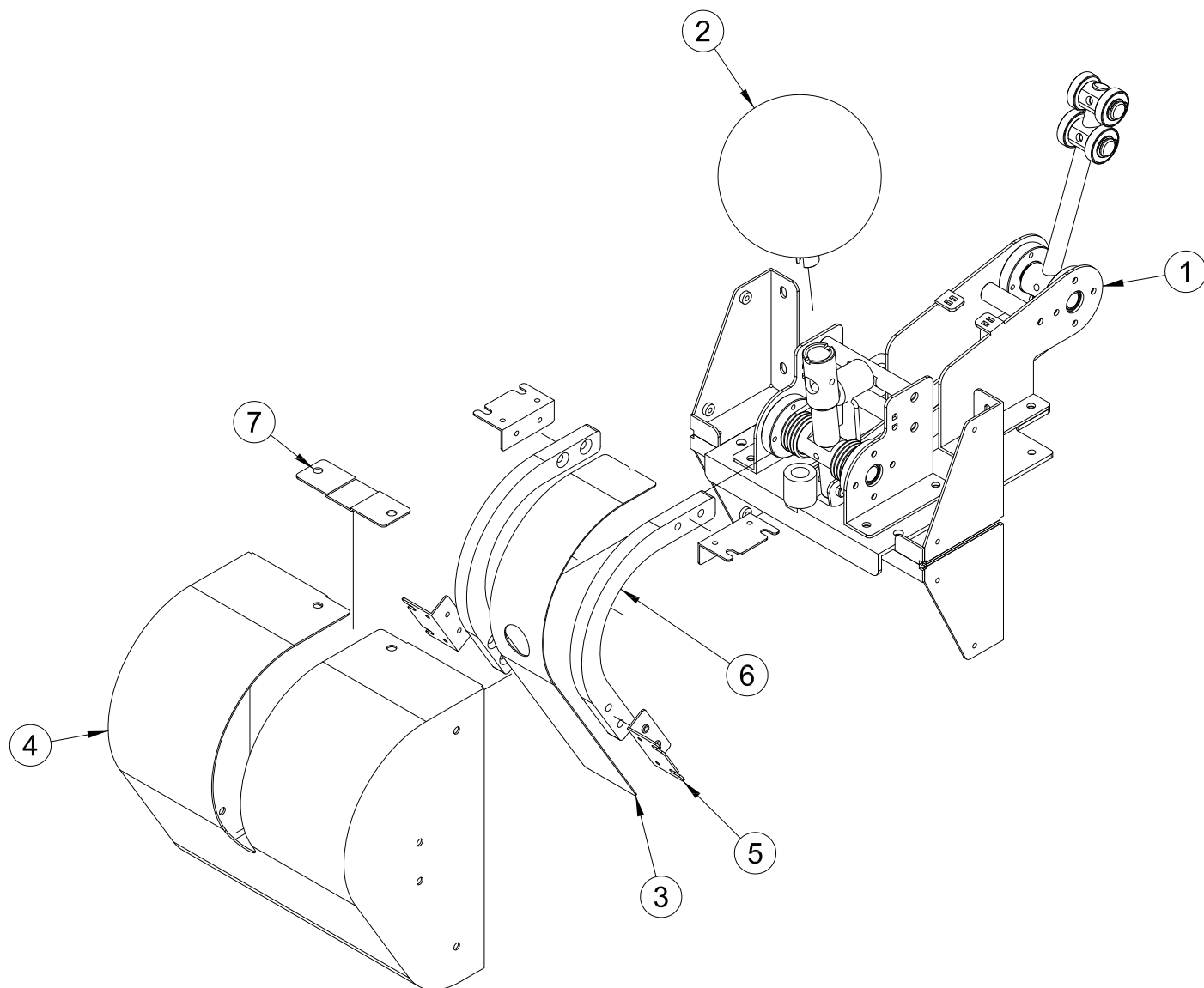
ACBD0ASM055



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MCBD0MET101	1	PUSHER BASE BKT	SPCC-3.0t
2	MCBD0MET102	1	PUSHER HOUSING FIXED BKT-R	SPCC-2.0t
3	MCBD0MET103	1	PUSHER HOUSING FIXED BKT-L	SPCC-2.0t
4	MCBD0MET104	1	PUSHER HIT BASE BKT-R	SPCC-2.0t
5	MCBD0MET105	1	PUSHER HIT BASE BKT-L	SPCC-2.0t
6	MCBD0PRO007	4	PUSHER HOUSING	SM45C
7	MCBD0PRO003	1	PUSHER HIT SHAFT WELD Ass'y	WELD Ass'y (용접품)
8	ACBD0ASM002	2	PUSHER BALL HIT GUIDE SHAFT Ass'y	12-2 (22 page)
9	MCBD0PRO010	1	PUSHER SPRING SHAFT	SM45C
10	MCBD0PRO014	1	PUSHER HIT SUPPORT SHAFT	SM45C
11	MCBD0PRO005	1	PUSHER SHAFT	SM45C
12	MCBD0PRO008	1	PUSHER SPRING GUIDE SHAFT	SM45C
13	MCBD0PRO009	1	PUSHER SPRING STOPPER SHAFT	SM45C
14	MZZZ0BEA067	4	BEARING 6901ZZ	BEARING 6901ZZ
15	MCBD0MET110	1	PUSHER LINK BKT	SPCC-2.0t
16	MCBD0PRO018	1	PUSHER STOPPER PUSH URETHANE	URETHANE (우레탄)
17	MCBD0PRO019	1	PUSHER STOPPER PULL URETHANE	URETHANE (우레탄)
18	MCBD0MET106	1	PUSHER Ass'y FIXED BKT-R	SPCC-1.6t
19	MCBD0MET107	1	PUSHER Ass'y FIXED BKT-L	SPCC-1.6t
20	MCBD0MET108	1	PUSHER Ass'y UPPER FIXED BKT-R	SPCC-1.6t
21	MCBD0MET109	1	PUSHER Ass'y UPPER FIXED BKT-L	SPCC-1.6t
22	MCBD0SPR002	1	PUSHER SPRING (NEW)	PW-Φ2.8
23	MCBD0PRO013	2	PUSHER LINK PIN	SM45C

12-56.PUSHER Ass'y (NEW)

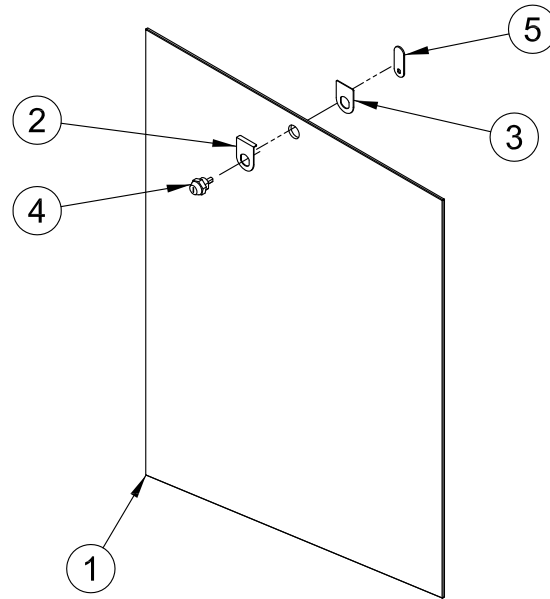
ACBD0ASM089



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	ACBD0ASM055	1	PUSHER BASE Ass'y	12-55 (56 page)
2	ACBD0ASM063	1	PUSHER HANDLE Ass'y	12-63 (61 page)
3	MCBD0ACR015	1	PUSHER COVER PE	PE-0.8t
4	MCBD0MET133	1	PUSHER COVER BKT (NEW)	SPCC-1.2t
5	MCBD0MET099	4	PUSHER COVER PET SLIDE BKT	SPCC-1.2t
6	MCBD0ACR008	2	PUSHER COVER PET GUIDE ACRYL	CLEAR ACRYL-10.0t(투명아크릴)
7	MCBD0MET134	1	PUSHER TOP COVER BKT (NEW)	SPCC-1.2t

12-57.SIDE FRONT GLASS Ass'y-R

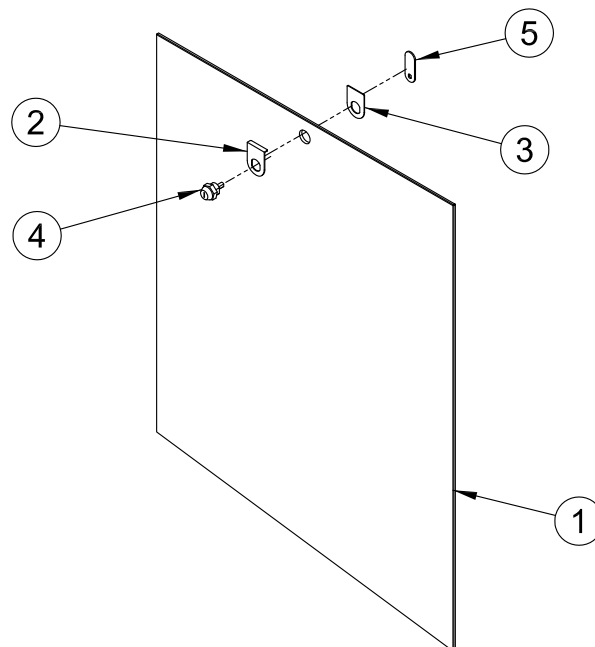
ACBD0ASM057



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MCBD0GLA001	1	SIDE FRONT GLASS	TEMPERED GLASS- 5.0t (강화유리)
2	MCBD0MET074	1	KEY Ass'y PLATE-A	SUS304-1.2t (2P)
3	MCBD0MET075	1	KEY Ass'y PLATE-B	SUS304-1.2t (2P)
4	MZZZ0KEY032	1	Key Ass'y (7001)	7001
5	MCBD0MET073	1	SIDE GLASS KEY PLATE	SPCC-2.0t

12-58.SIDE FRONT GLASS Ass'y-L

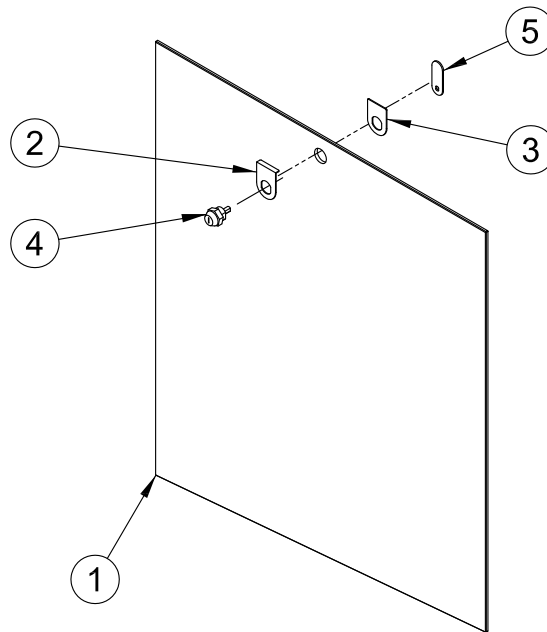
ACBD0ASM058



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MCBD0GLA001	1	SIDE FRONT GLASS	TEMPERED GLASS- 5.0t (강화유리)
2	MCBD0MET074	1	KEY Ass'y PLATE-A	SUS304-1.2t (2P)
3	MCBD0MET075	1	KEY Ass'y PLATE-B	SUS304-1.2t (2P)
4	MZZZ0KEY032	1	Key Ass'y (7001)	7001
5	MCBD0MET073	1	SIDE GLASS KEY PLATE	SPCC-2.0t

12-59.SIDE REAR GLASS Ass'y-R

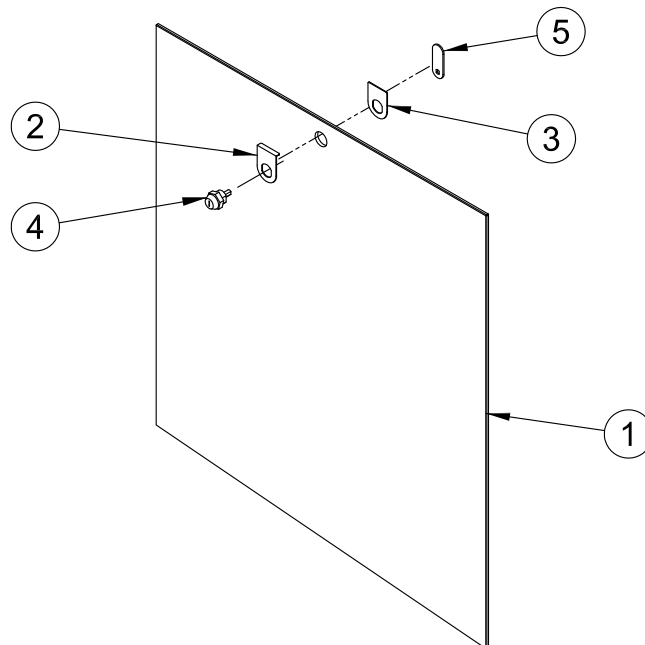
ACBD0ASM059



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MCBD0GLA002	1	SIDE REAR GLASS	TEMPERED GLASS- 5.0t (강화유리)
2	MCBD0MET074	1	KEY Ass'y PLATE-A	SUS304-1.2t (2P)
3	MCBD0MET075	1	KEY Ass'y PLATE-B	SUS304-1.2t (2P)
4	MZZZ0KEY032	1	Key Ass'y (7001)	7001
5	MCBD0MET073	1	SIDE GLASS KEY PLATE	SPCC-2.0t

12-60.SIDE REAR GLASS Ass'y-L

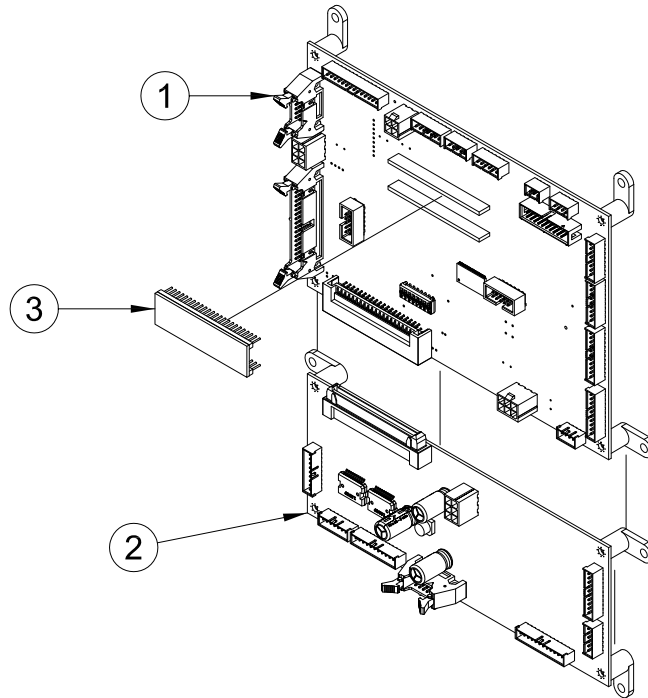
ACBD0ASM060



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MCBD0GLA002	1	SIDE REAR GLASS	TEMPERED GLASS- 5.0t (강화유리)
2	MCBD0MET074	1	KEY Ass'y PLATE-A	SUS304-1.2t (2P)
3	MCBD0MET075	1	KEY Ass'y PLATE-B	SUS304-1.2t (2P)
4	MZZZ0KEY032	1	Key Ass'y (7001)	7001
5	MCBD0MET073	1	SIDE GLASS KEY PLATE	SPCC-2.0t

12-61.MONSTER CANDY MAIN BOARD Ass'y

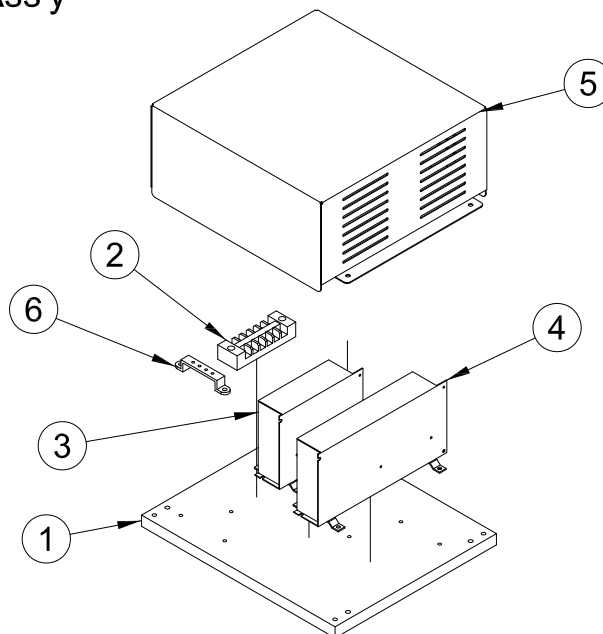
ACBD0ASM061



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	ACBD0BOA008	1	MONSTER CANDY MAIN BOARD	KMMA-1606-104C
2	ACBD0BOA001	1	MONSTER CANDY IO BOARD	KMIO-1807-177B
3	ACBD0BOA007	1	MONSTER CANDY SOUND ROM BOARD	KMMM100808A

12-62.POWER SMPS Ass'y

ACBD0ASM062

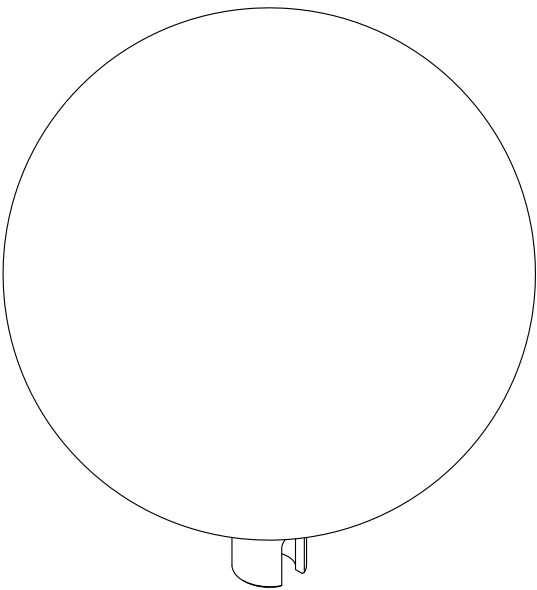


NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MCBD0WOO008	1	SMPS PLATE	PW - 15.0t
2	MELE0TEB001	1	TERMINAL BLOCK (6P)	6P UL
3	MELE0SMP035	1	POWER SMPS (JSF-75-05)	110~240V/5V-12A
4	MELE0SMP031	1	POWER SMPS (JSF-150-12)	110~240V/12V-12.5A
5	MCBD0MET130	1	SMPS COVER BKT	OPTION
6	MCBD0MET152	1	GROUND BKT	GI-3.0t

12-63.PUSHER HANDLE Ass'y

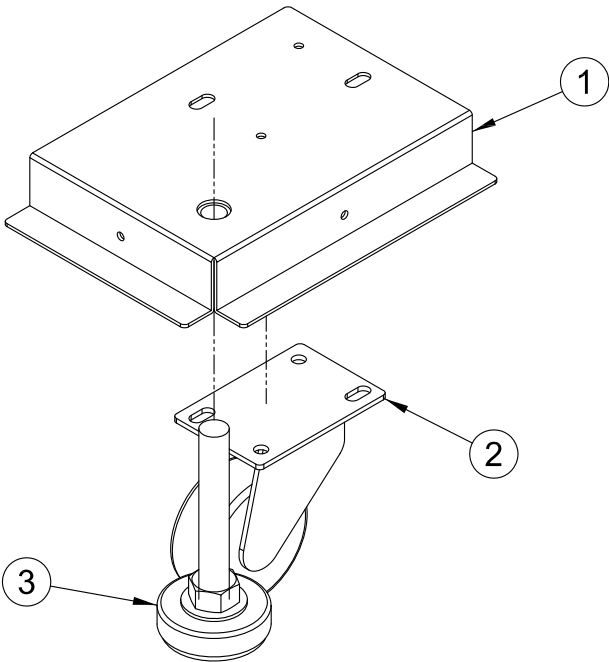
ACBD0ASM063

It is supplied only in an assembled state.



12-64.CASTER Ass'y

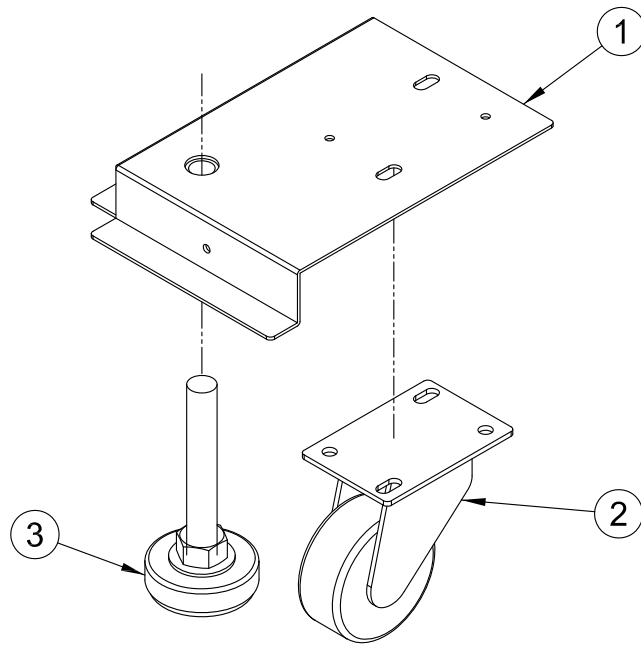
ACBD0ASM064



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MCBD0WOO014	1	CASTER BKT WELD Ass'y	WELD PARTS (용접품)
2	MZZZ0CAS010	1	CASTER	3021-W-BR (3inch)
3	MZZZ0ADJ001	1	ADJUSTER (PV-100-60)	(PV-100-60)

12-65.CASTER Ass'y_mir

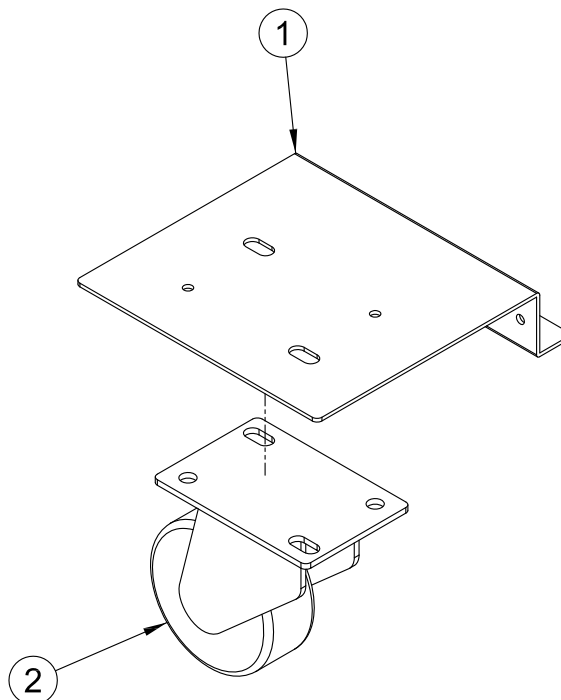
ACBD0ASM065



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MCBD0WOO015	1	CASTER BKT WELD Ass'y_mir	WELD PARTS (용접품)
2	MZZZ0CAS010	1	CASTER	3inch
3	MZZZ0ADJ001	1	ADJUSTER (PV-100-60)	(PV-100-60)

12-66.MIDDLE CASTER Ass'y

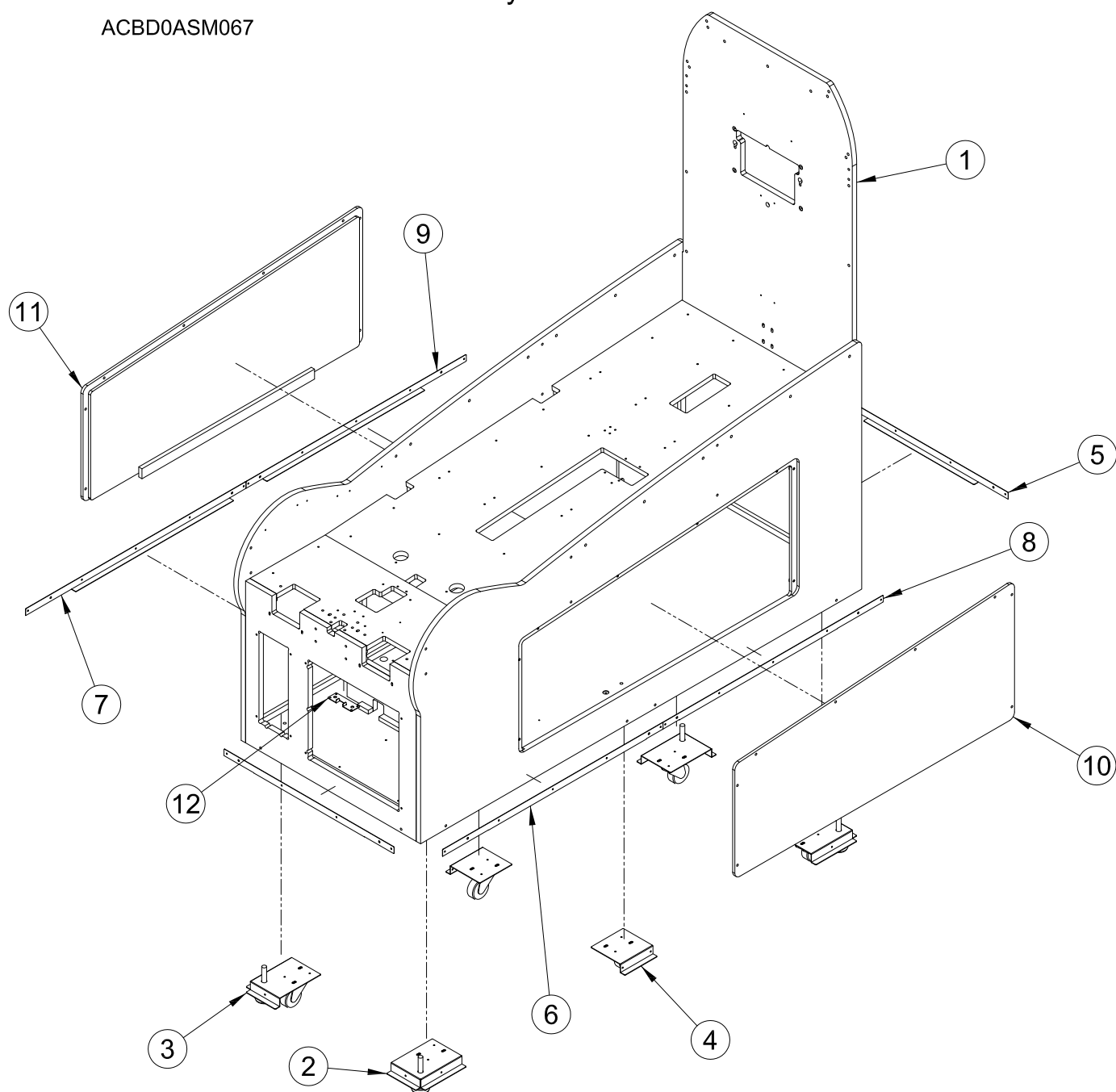
ACBD0ASM066



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MCBD0WOO016	1	MIDDLE CASTER BKT	SPCC-2.0t
2	MZZZ0CAS010	1	CASTER	3021-W-BR (3inch)

12-67.WOOD METAL CABINET Ass'y

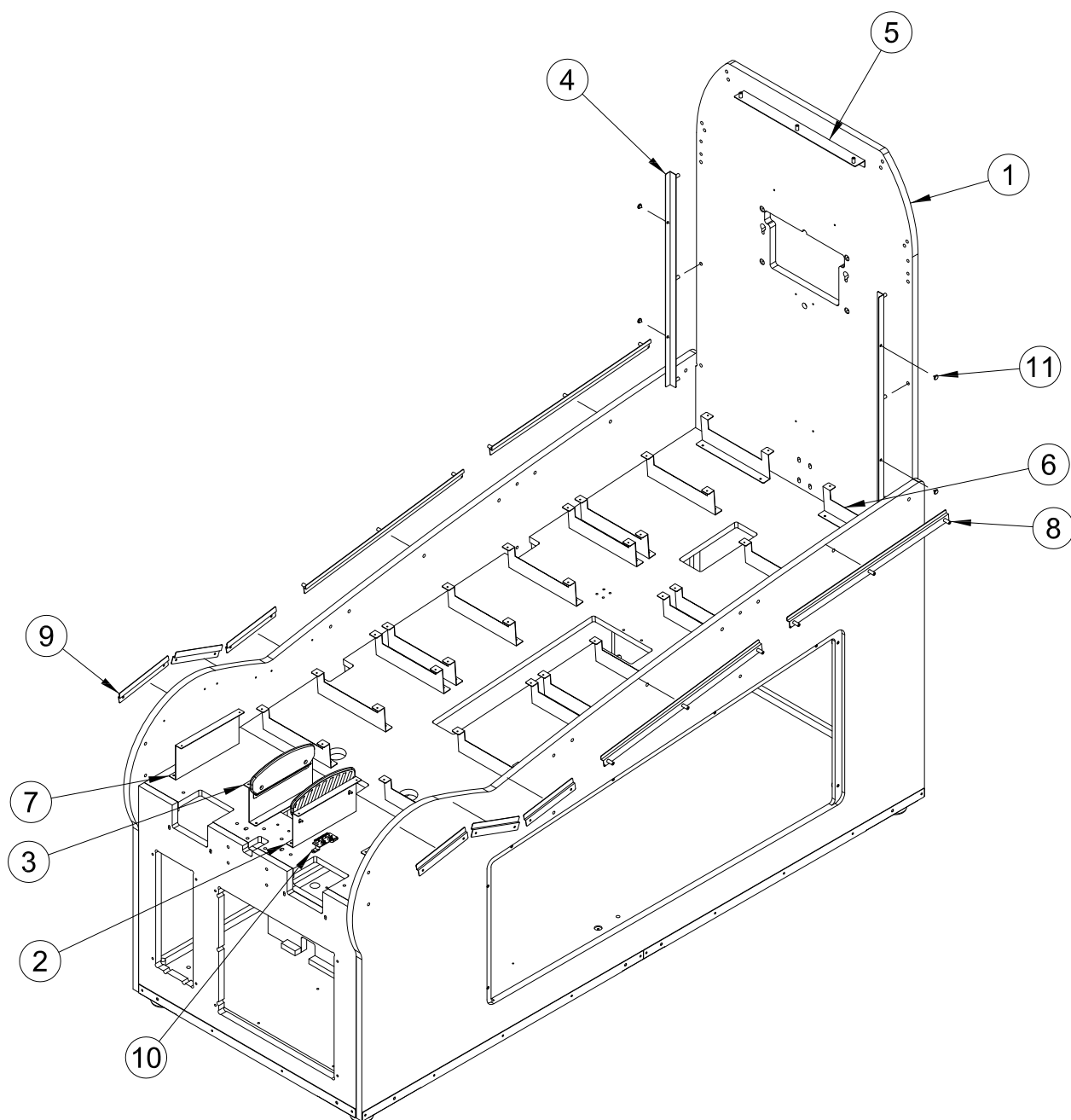
ACBD0ASM067



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MCBD0WOO001	1	WOOD CABINET Ass'y	ASSEMBLE (조립품)
2	ACBD0ASM064	2	CASTER Ass'y	12-64 (61 page)
3	ACBD0ASM065	2	CASTER Ass'y_mir	12-65 (62 page)
4	ACBD0ASM066	2	MIDDLE CASTER Ass'y	12-66 (62 page)
5	MCBD0WOO009	2	LOWER FRONT BENDING	SPCC-1.2t
6	MCBD0WOO010	1	LOWER SIDE FRONT BENDING-R	SPCC-1.2t
7	MCBD0WOO011	1	LOWER SIDE FRONT BENDING-L	SPCC-1.2t
8	MCBD0WOO012	1	LOWER SIDE REAR BENDING-R	SPCC-1.2t
9	MCBD0WOO013	1	LOWER SIDE REAR BENDING-L	SPCC-1.2t
10	MCBD0WOO002	1	MAIN CABINET SIDE DOOR-R	MDF-20.0t
11	MCBD0WOO003	1	MAIN CABINET SIDE DOOR-L	MDF-20.0t
12	MCBD0WOO020	1	FRONT MIDDLE PANEL T-NUT SUPPORT BKT	GI-1.6t

12-68-1.ASSEMBLING POWER ROLL ALL FIX Ass'y

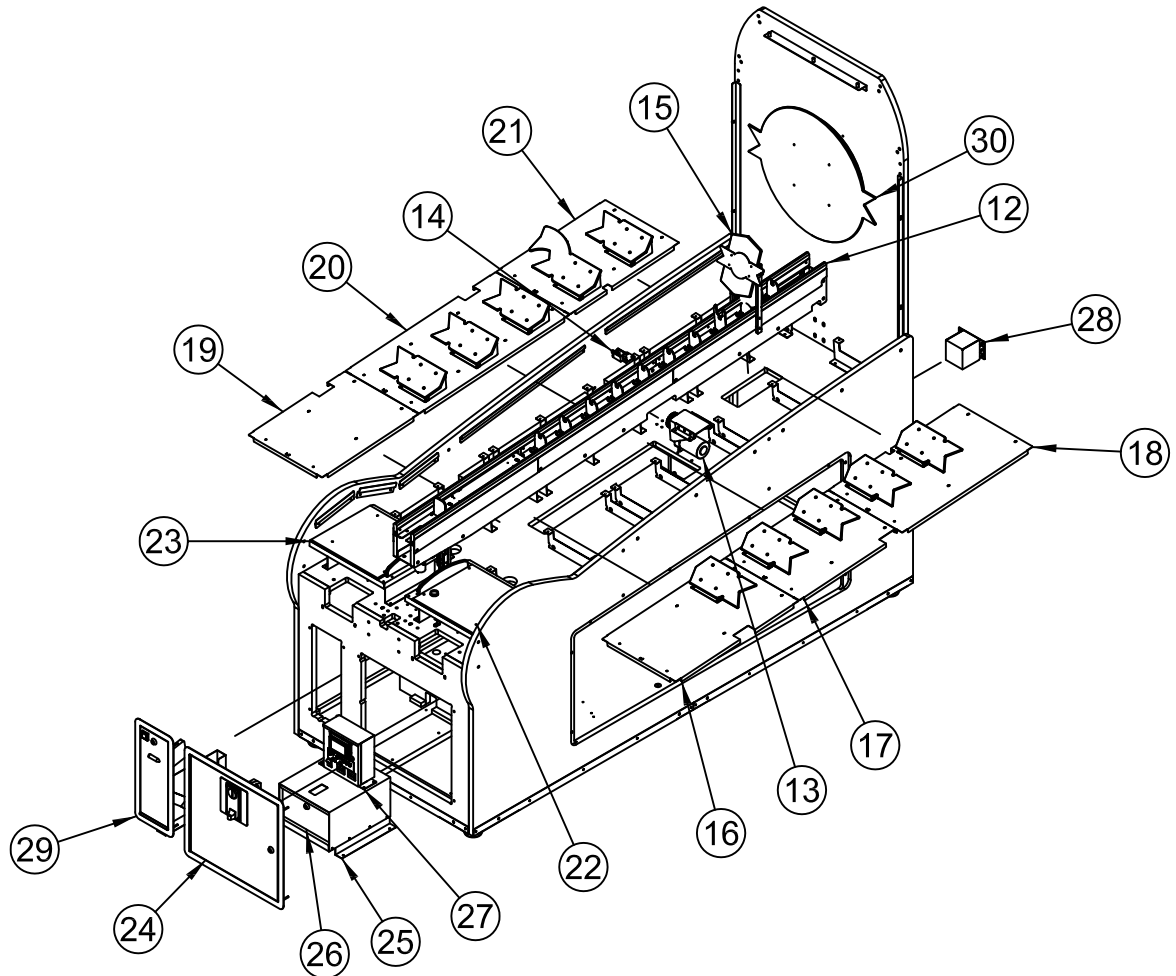
ACBD0ASM091



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	ACBD0ASM067	1	WOOD METAL CABINET Ass'y	12-67 (63 page)
2	ACBD0ASM053	1	TICKET OWED SIDE DECO Ass'y-R	12-53 (55 page)
3	ACBD0ASM054	1	TICKET OWED SIDE DECO Ass'y-L	12-54 (55 page)
4	MCBD0MET048	2	MAIN FRAME SIDE COVER ACRYL FIXED BKT-D	SPCC-1.2t
5	MCBD0MET044	1	FRONT FRAME TOP PANEL FIXED BKT-B	SPCC-1.6t
6	MCBD0MET083	19	SCORE FND COVER FIXED BKT	GI-1.2t
7	MCBD0MET096	2	TICKET OWED COVER FIXED BKT-B	GI-1.2t
8	MCBD0MET065	4	SIDE ACRYL COVER GUIDE BKT-A	SPCC-1.2t
9	MCBD0MET066	6	SIDE ACRYL COVER GUIDE BKT-B	SPCC-1.2t
10	ACBD0BOA003	1	LED LINK BOARD	KMIO-1809-181A
11	MZZZ0RUB003	4	Φ6 SHOCK ABSORBER	6Φ

12-68-2.ASSEMBLING POWER ROLL ALL FIX Ass'y

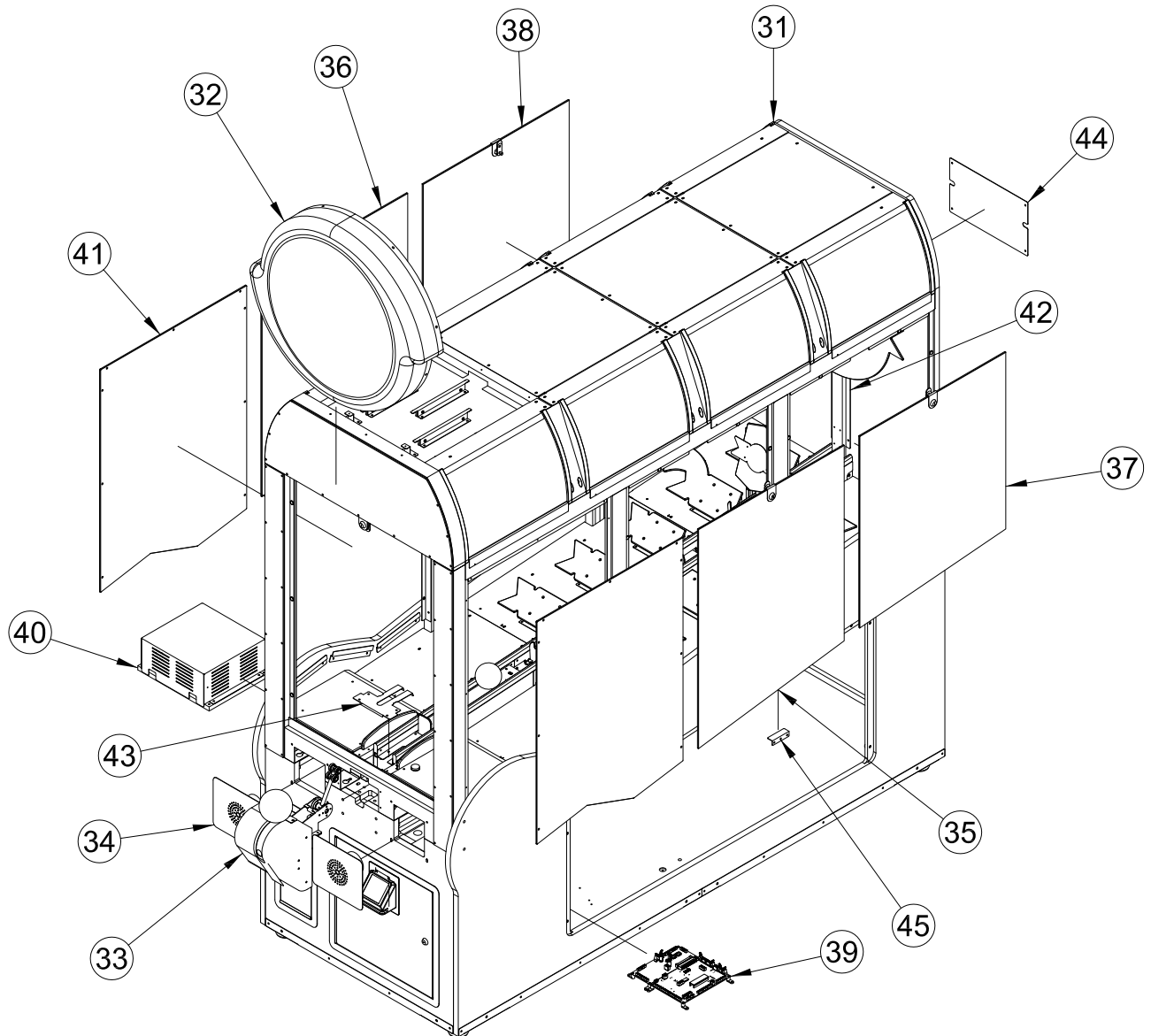
ACBD0ASM091



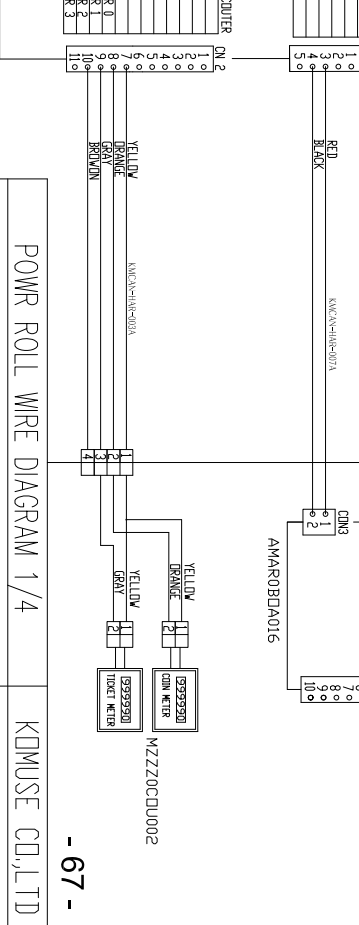
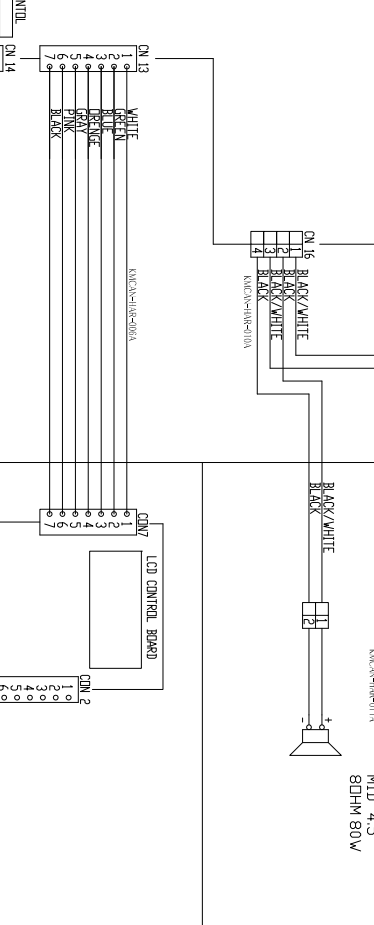
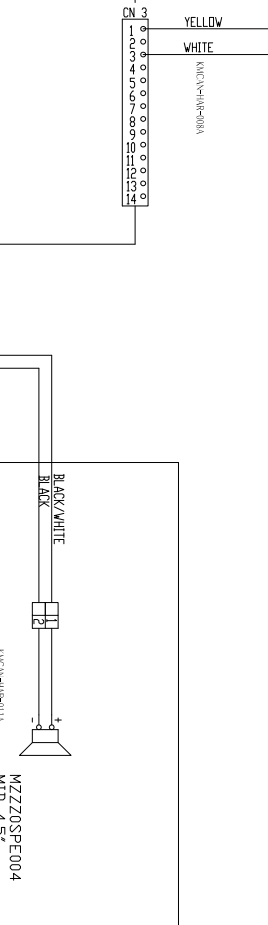
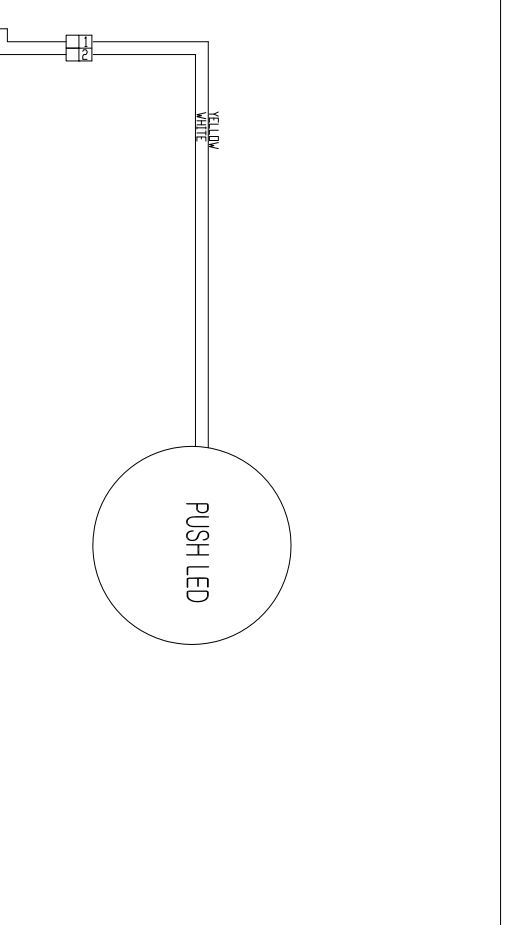
NO.	PART NO.	QUANTITY	PART NAME	SPEC.
12	ACBD0ASM071	1	BALL RAIL Ass'y (NEW)	12-17 (32 page)
13	ACBD0ASM016	1	BALL RAIL MOTOR Ass'y	12-16 (31 page)
14	ACBD0ASM018	1	SOLENOID Ass'y	12-18 (33 page)
15	ACBD0ASM076	1	BIG WIN ZONE DECO Ass'y (NEW)	12-22 (35 page)
16	ACBD0ASM077	1	SCORE FND BASE BKT-R1 Ass'y	12-23 (36 page)
17	ACBD0ASM078	1	SCORE FND BASE BKT-R2 Ass'y (NEW)	12-24 (36 page)
18	ACBD0ASM079	1	SCORE FND BASE BKT-R3 Ass'y (NEW)	12-25 (37 page)
19	MCBD0MET079	1	SCORE FND BASE BKT-L1	SPCC-1.2t
20	ACBD0ASM080	1	SCORE FND BASE BKT-L2 Ass'y (NEW)	12-26 (37 page)
21	ACBD0ASM081	1	SCORE FND BASE BKT-L3 Ass'y (NEW)	12-27 (38 page)
22	ACBD0ASM082	1	CREDIT FND COVER Ass'y (NEW)	12-29 (39 page)
23	ACBD0ASM030	1	HOW TO PLAY COVER Ass'y	12-30 (39 page)
24	ACBD0ASM031	1	FRONT DOOR Ass'y	12-31 (40 page)
25	ACBD0ASM032	1	CASH BOX BODY Ass'y	12-32 (41 page)
26	ACBD0ASM033	1	CASH BOX Ass'y	12-33 (41 page)
27	ACBD0ASM034	1	AC POWER SWITCH Ass'y	12-34 (42 page)
28	ACBD0ASM035	1	NOISE FILTER Ass'y	12-35 (42 page)
29	ACBD0ASM036	1	TICKET BOX Ass'y	12-36 (43 page)
30	ACBD0ASM083	1	BIG WIN ZONE Ass'y (NEW)	12-37 (44 page)

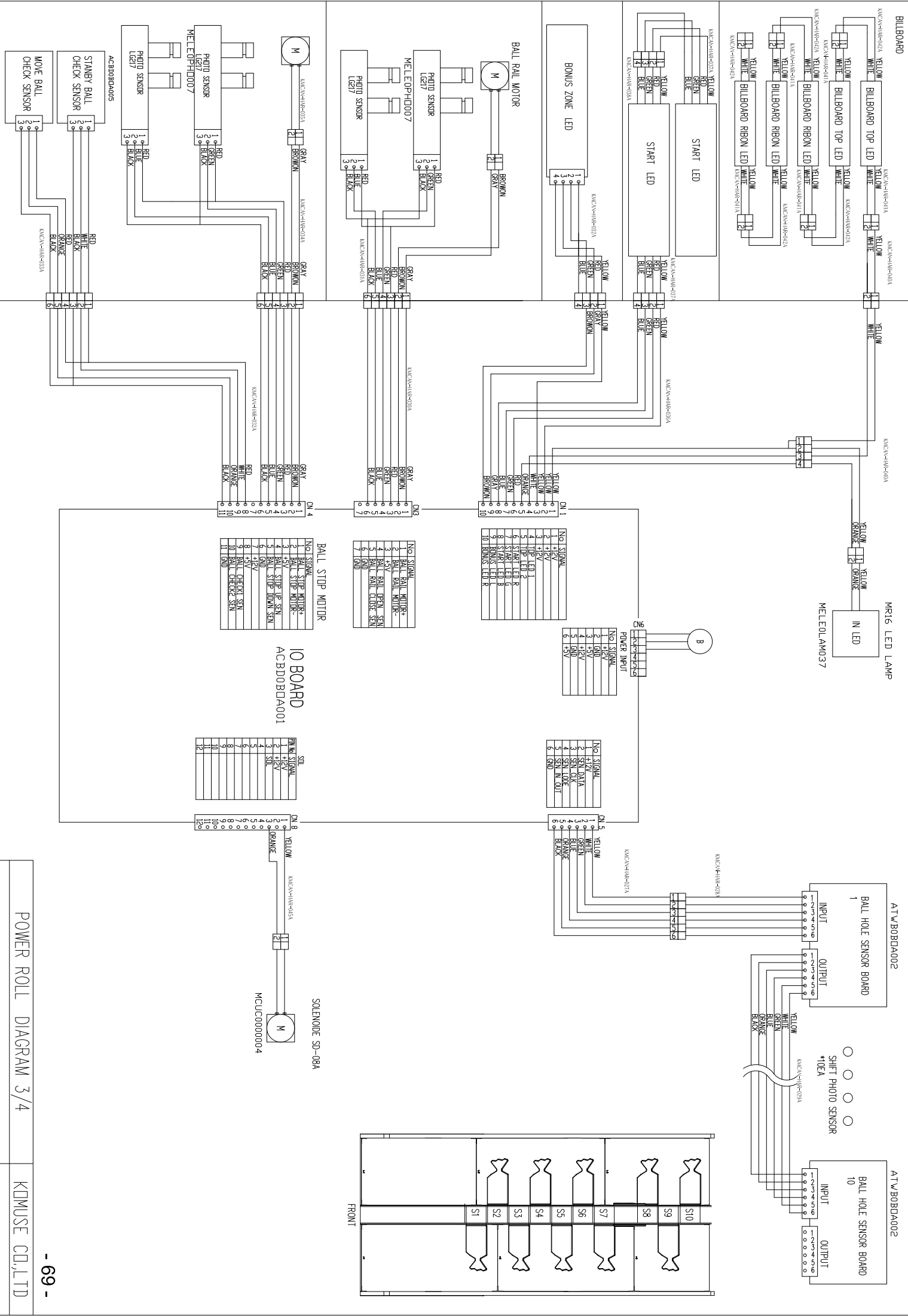
12-68-3.ASSEMBLING POWER ROLL ALL FIX Ass'y

ACBD0ASM091

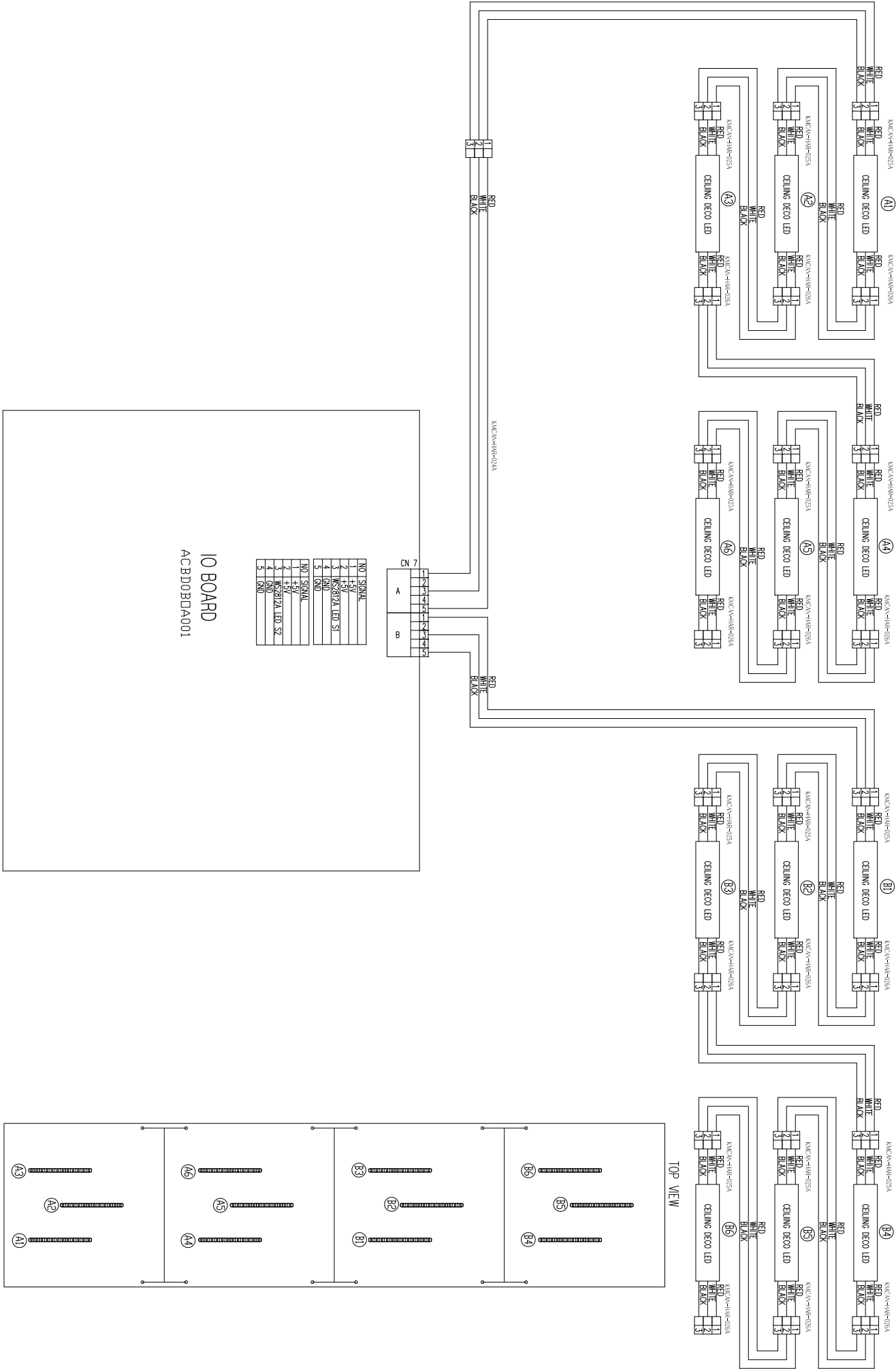


NO.	PART NO.	QUANTITY	PART NAME	SPEC.
31	ACBD0ASM086	1	MAIN FRAME Ass'y (NEW)	12-49 (52 page)
32	ACBD0ASM088	1	TOP BILLBOARD Ass'y (NEW)	12-52 (54 page)
33	ACBD0ASM089	1	PUSHER Ass'y (NEW)	12-56 (57 page)
34	ACBD0ASM028	2	SPEAKER BOX Ass'y	12-28 (38 page)
35	ACBD0ASM057	1	SIDE FRONT GLASS Ass'y-R	12-57 (58 page)
36	ACBD0ASM058	1	SIDE FRONT GLASS Ass'y-L	12-58 (58 page)
37	ACBD0ASM059	1	SIDE REAR GLASS Ass'y-R	12-59 (59 page)
38	ACBD0ASM060	1	SIDE REAR GLASS Ass'y-L	12-60 (59 page)
39	ACBD0ASM090	1	MAIN BOARD Ass'y	12-61 (60 page)
40	ACBD0ASM062	1	POWER SMPS Ass'y	12-62 (60 page)
41	MCBD0ACR004	2	SIDE COVER ACRYL	CLEAR PC-4.5t (투명PC아크릴)
42	MCBD0MET086	1	BIG WIN ZONE HARNESS COVER BKT	SPCC-1.2t
43	MCBD0MET093	1	BALL RAIL COVER BKT	SPCC-1.2t
44	MCBD0MET094	1	YOUR TICKET OWED BOX COVER BKT	SPCC-1.2t
45	MCBD0MET147	2	SIDE FRAME SUPPORT BKT	GI-1.6t





WS2812 *12EA



POWER ROLL



2019. 11. 14

POWER ROLL

IMAGE		NAME	QUANTITY	METERIAL	CDDE NO.
1		BALL BARRIER ACRYL A	1 EA	ACRYL Silk screen	MCBDOA&S005
2		BALL BARRIER ACRYL B	8 EA	ACRYL Silk screen	MCBDOA&S006
3		BALL BARRIER ACRYL C	1 EA	ACRYL Silk screen	MCBDOA&S007
4		BIG WIN ZONE DECO ACRYL	1 EA	ACRYL Silk screen	MCBDOA&S008
5		TICKET OWED SIDE DECO ACRYL L	1 EA	ACRYL Silk screen	MCBDOA&S010
6		TICKET OWED SIDE DECO ACRYL R	1 EA	ACRYL Silk screen	MCBDOA&S009
7		BONUS FND COVER ACRYL	1 EA	ACRYL Silk screen	MCBDOA&S016
8		FRONT LED COVER ACRYL	2 EA	ACRYL Silk screen	MCBDOA&S015
9		SCORE FND COVER ACRYL BIG WIN	1 EA	ACRYL Silk screen	MCBDOA&S020
10		SCORE FND COVER ACRYL L	4 EA	ACRYL Silk screen	MCBDOA&S013
11		SCORE FND COVER ACRYL R	5 EA	ACRYL Silk screen	MCBDOA&S012
12		BIG WIN ZONE COVER ACRYL	1 EA	ACRYL Silk screen	MCBDOA&S017
13		CREDIT FND COVER ACRYL	1 EA	ACRYL Silk screen	MCBDOA&S019
14		BACKGROUND SHEET	1 EA	SHEET Silk screen	MPOROSHE001
15		BIG WIN ZONE DECO SHEET	1 EA	SHEET Silk screen	MPOROSHE002

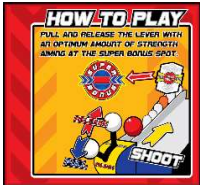
IMAGE		NAME	QUANTITY	METERIAL	CDDE NO.
16		PUSHER COVER BKT CASE SHEET	1 EA	SHEET Silk screen	MPOROSHE003
17		PUSHER COVER SIDE SHEET L	1 EA	SHEET Silk screen	MPOROSHE004
18		PUSHER COVER SIDE SHEET R	1 EA	SHEET Silk screen	MPOROSHE005
19		SPEAKER ROUND COVER SHEET L	1 EA	SHEET Silk screen	MPOROSHE006
20		SPEAKER ROUND COVER SHEET R	1 EA	SHEET Silk screen	MPOROSHE007
21		FRONT SPEAKER SIDE SHEET L	1 EA	SHEET Silk screen	MPOROSHE008
22		FRONT SPEAKER SIDE SHEET R	1 EA	SHEET Silk screen	MPOROSHE009
23		FRONT DOOR SHEET	1 EA	SHEET Silk screen	MPOROSHE010
24		FRONT DOOR SMALL SHEET	1 EA	SHEET Silk screen	MPOROSHE011
25		TICKET DOOR SHEET	1 EA	SHEET Silk screen	MPOROSHE012
26		HOW TO PLAY SHEET	1 EA	SHEET Silk screen	MPOROSHE013
27		BALL STOPPER COVER BKT A SHEET	1 EA	SHEET Silk screen	MPOROSHE014
28		BALL STOPPER COVER BKT C SHEET	1 EA	SHEET Silk screen	MPOROSHE015
29		SIDE TOP FRAME SUPPORT BKT SHEET	6 EA	SHEET Silk screen	MPOROSHE016

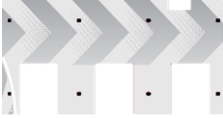
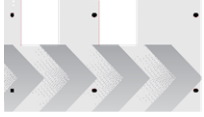
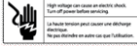
IMAGE		NAME	QUANTITY	METERIAL	CDDE NO.
30		SCORE FND BASE BKT L1 SHEET	1 EA	SHEET Silk screen	MPOROSHE017
31		SCORE FND BASE BKT L2 SHEET	1 EA	SHEET Silk screen	MPOROSHE018
32		SCORE FND BASE BKT L3 SHEET	1 EA	SHEET Silk screen	MPOROSHE019
33		SCORE FND BASE BKT R1 SHEET	1 EA	SHEET Silk screen	MPOROSHE020
34		SCORE FND BASE BKT R2 SHEET	1 EA	SHEET Silk screen	MPOROSHE021
35		SCORE FND BASE BKT R3 SHEET	1 EA	SHEET Silk screen	MPOROSHE022
36		SIDE PANEL L1 SHEET	1 EA	SHEET Silk screen	MPOROSHE023
37		SIDE PANEL L2 SHEET	1 EA	SHEET Silk screen	MPOROSHE024
38		SIDE PANEL L3 SHEET	1 EA	SHEET Silk screen	MPOROSHE025
39		SIDE PANEL R1 SHEET	1 EA	SHEET Silk screen	MPOROSHE026
40		SIDE PANEL R2 SHEET	1 EA	SHEET Silk screen	MPOROSHE027
41		SIDE PANEL R3 SHEET	1 EA	SHEET Silk screen	MPOROSHE028
42		SIDE D00R SHEET L	1 EA	SHEET Silk screen	MPOROSHE030
43		SIDE D00R SHEET R	1 EA	SHEET Silk screen	MPOROSHE031

IMAGE		NAME	QUANTITY	METERIAL	CDDE NO.
44		FRAME INNER COVER UPPER SHEET	4 EA	SHEET Silk screen	MCBDOSHE039
45		FRAME INNER COVER VERTICAL L1	1 EA	SHEET Silk screen	MCBDOSHE040
46		FRAME INNER COVER VERTICAL L2	1 EA	SHEET Silk screen	MCBDOSHE041
47		FRAME INNER COVER VERTICAL R1	1 EA	SHEET Silk screen	MCBDOSHE042
48		FRAME INNER COVER VERTICAL R2	1 EA	SHEET Silk screen	MCBDOSHE043
49		SEGA LOGO SMALL SHEET	2 EA	SHEET Silk screen	MMAROSHE013
50		SETUP CONTROL PANEL SHEET	1 EA	SHEET Silk screen	MKOMOSSH001
51		WARNING HIGH VOLTAGE SHEET	2 EA	SHEET Silk screen	MKOMOSSH003
52		WARNING SERVICE MAN SHEET	2 EA	SHEET Silk screen	MKOMOSSH004
53		CAUTION IF 440 SHEET	1 EA	SHEET Silk screen	MKOMOSSH007
54		FORK POSITION SHEET	4 EA	SHEET Silk screen	MKOMOSSH029
55		WARNING MIND YOUR HANDS SHEET	1 EA	SHEET Silk screen	MKOMOSSH020
56		BALL DAMPER BKT SHEET	1 EA	SHEET Silk screen	MCBDOSHE044
57		FRAME INNER COVER UPPER SMALL SHEET	2 EA	SHEET Silk screen	MPOROSHE033
— 74 —  A4(210*297)					

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