

SERVICE MANUAL



Ver 1.1



ISSUE DATE: June.11, 2015



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

PRECAUTIONS FOR USE

The following safety precautions are given throughout this manual. They must be strictly followed to protect those who install, use or maintain this product as well as to protect players, visitors and property.

For safety reasons.

- The following suggestions should be adhered to:



WARNING

Disregarding could result in serious injury.



CAUTION

Disregarding could result in injury or product damage.

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



Indicates a care should be taken.



Forbidden.



Indicates a matter which must be performed.

- **Precautions to be followed:**

Certain procedures require a qualified in-shop maintenance person or industry specialist. For such instructions, a qualified person must take care of the jobs.

- Otherwise an electric shock, machine trouble, or a serious accident may result.
- Replacing the machine parts, inspecting and maintaining the machines, and troubleshooting must be assigned only to a qualified in-shop maintenance person or industry specialist. This booklet gives instructions that hazardous jobs in particular must be handled by an industry specialist. Qualified in-shop maintenance person and industry specialist are defined as follows.

Qualified in-shop maintenance person

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

Industry specialist

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

PRECAUTIONS FOR USE

WARNING

Be sure to consult an industry specialist when setting up, moving or transporting this product.

- This product should not be set up, moved or transported by any one other than an industry specialist.
- When installing this product, set the 4 leg levelers evenly on the floor and make sure that the product is installed stably in a horizontal position. Unstable installation may result in injury or accident.
- When installing this product, do not apply undue force on movable parts. Otherwise, injury and accident may result, or the product may be damaged.

The machine for indoor usage only does not install outside.



Do not set the game machine up near emergency exits.



Protect the game machine from:

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



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



Do not place objects near the ventilating holes.



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



Never plug or unplug the power cord with wet hands.



Never unplug the game machine by pulling the power cord.



CAUTION

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

Be sure to use the attached power cord.

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



Do not lay the power cord where people walk through.



Be sure to ground this product.



Do not exert excessive force when moving the machine.




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

Do not alter the system related dipswitch settings.

PRECAUTIONS FOR USE


WARNING

If there is any abnormality such as smoke, bad smell or abnormal noise being emitted from the machine, immediately turn OFF the main power switch and unplug the power cord from the receptacle to stop operating it. 

- Using the machine in abnormal conditions could result in fire or accidents.


In case of abnormality

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

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

- Doing so could result in the power cord being damaged periodically.


CAUTION


Do not use this product anywhere other than industrial areas. 

- Using in a residential area or an area next to a residential area could affect signal reception of radios, television sets, telephones, etc..

- Do not give shock the surface of glass products.

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

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

In handling the power cord, follow the instructions below. 

- | | |
|---|--|
| • Do not damage the power cord. | • Do not modify the power cord. |
| • Do not bend the power cord excessively. | • Do not twist the power cord. |
| • Do not heat the power cord. | • Do not pull the power cord. |
| • Do not bind the power cord. | • Do not stand on the power cord. |
| • Do not sandwich the power cord. | • Do not drive a nail into the power cord. |

If the power cord or power plug becomes damaged, stop using the machine immediately and ask your nearest dealer to replace the parts.

- * **Electromagnetic wave may cause unexpected noise from speaker.**

PRECAUTIONS FOR USE

WARNING

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



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



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



If the sub power switch of the service panel is turned OFF without turning OFF the main power switch of the power supply unit, some parts in the units remain live. When opening the back door, be sure to turn OFF the main power switch and unplug the power cord from the receptacle.



Strictly refrain from disassembly and repair of parts which are not indicated in this manual, as well as settings and remodeling.



To clean the game machine, wipe it with a soft cloth dampened in a neutral detergent.

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

CAUTION

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



Be sure not to let the machine tip over.

Before moving the machine, be sure to turn OFF the main power switch, unplug the power cord from the receptacle and remove the power cord from the machine.



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

Avoid excessive force while moving the machine.

PRECAUTIONS IN HANDLING

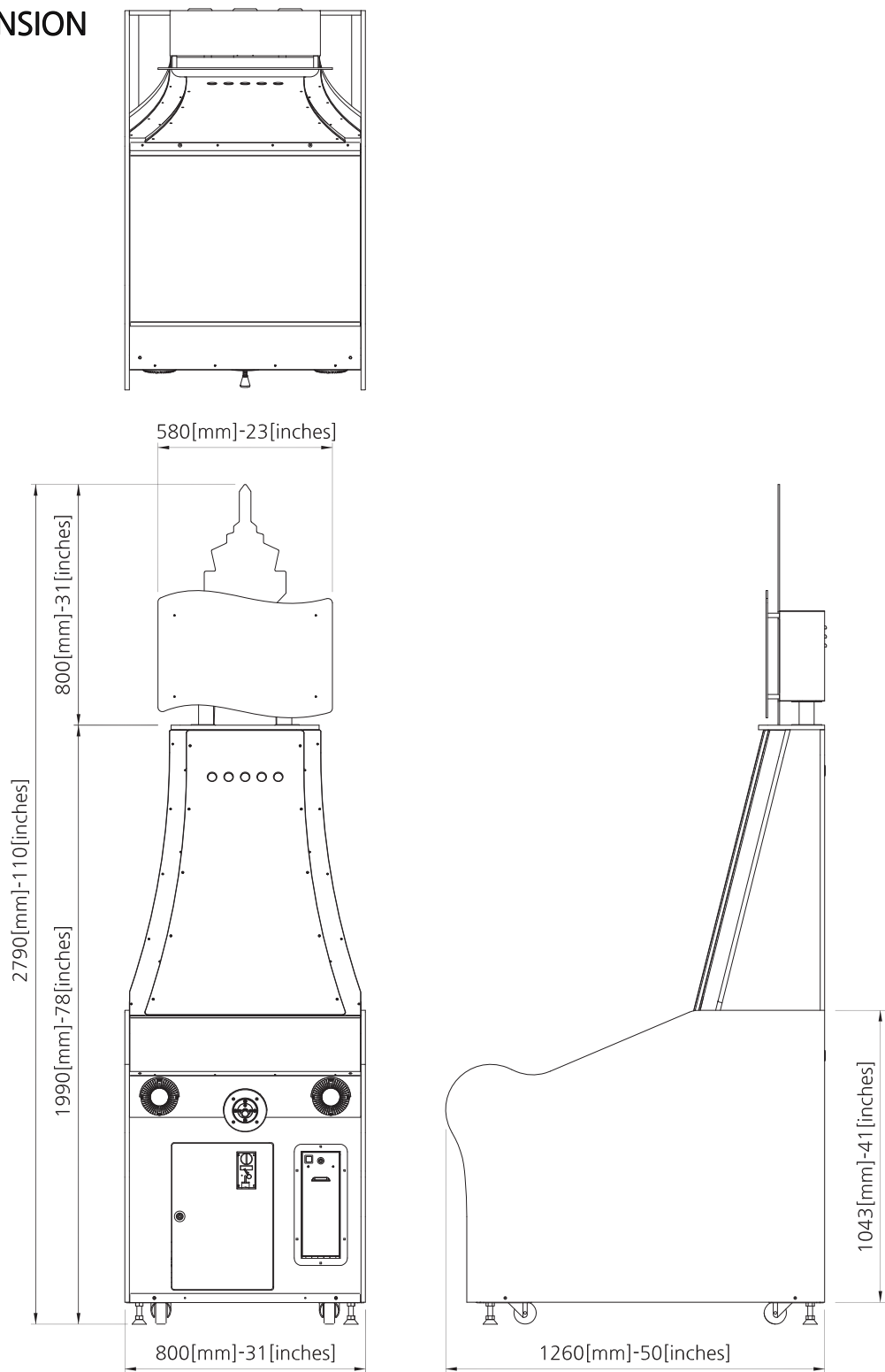
- When setting up, inspecting, maintaining, moving or transporting this product, follow the procedures and instructions set forth in this manual and perform such work safely.
- Do not set up, handle, inspect, maintain, move or transport this product under conditions equivalent to the condition of "WARNING" or "CAUTION" specified in this manual.
- If a new owner is to have this product as a result of transfer, etc., be sure to give this manual to the new owner.

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1. SPECIFICATION AND DIMENSION

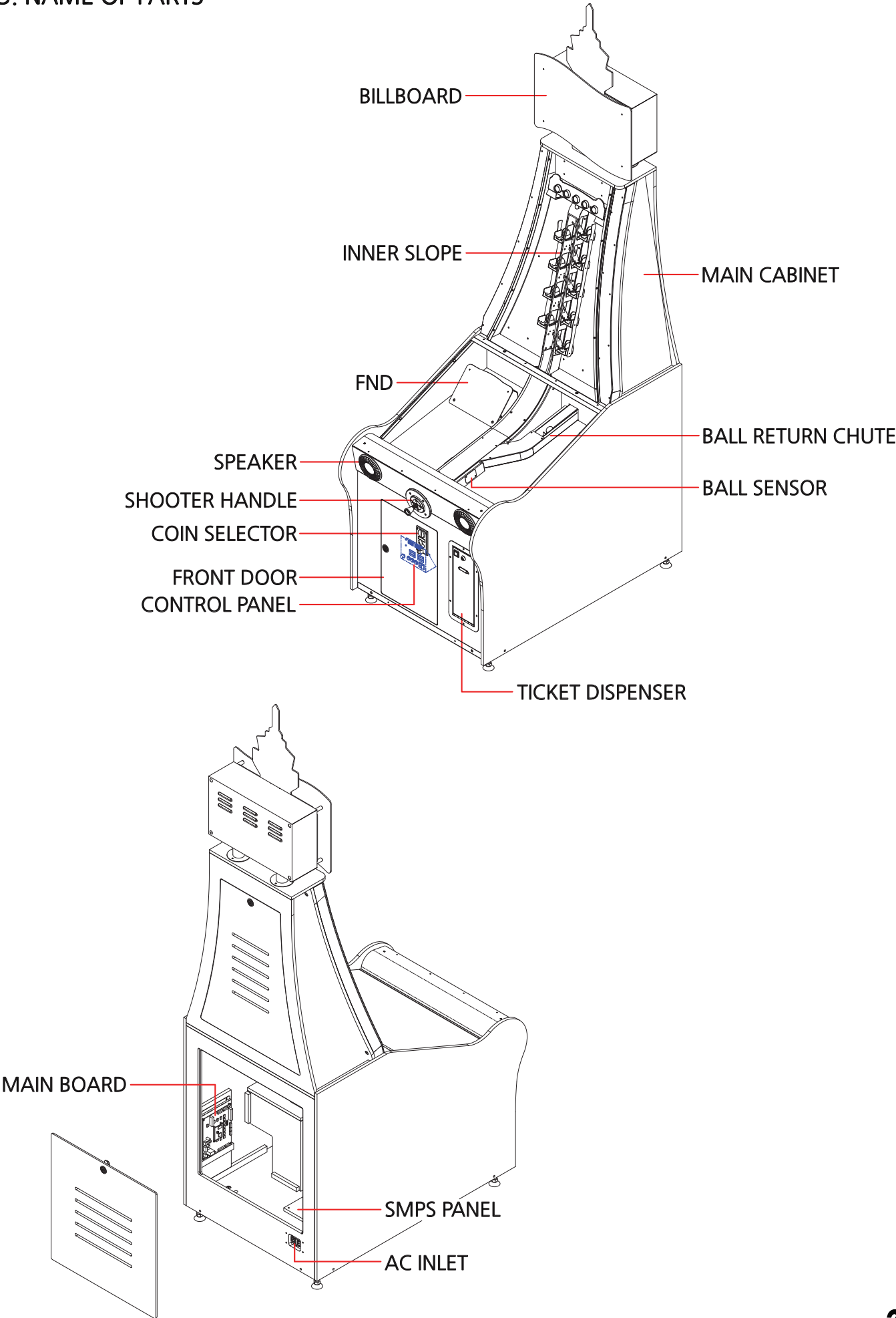
1-1. DIMENSION



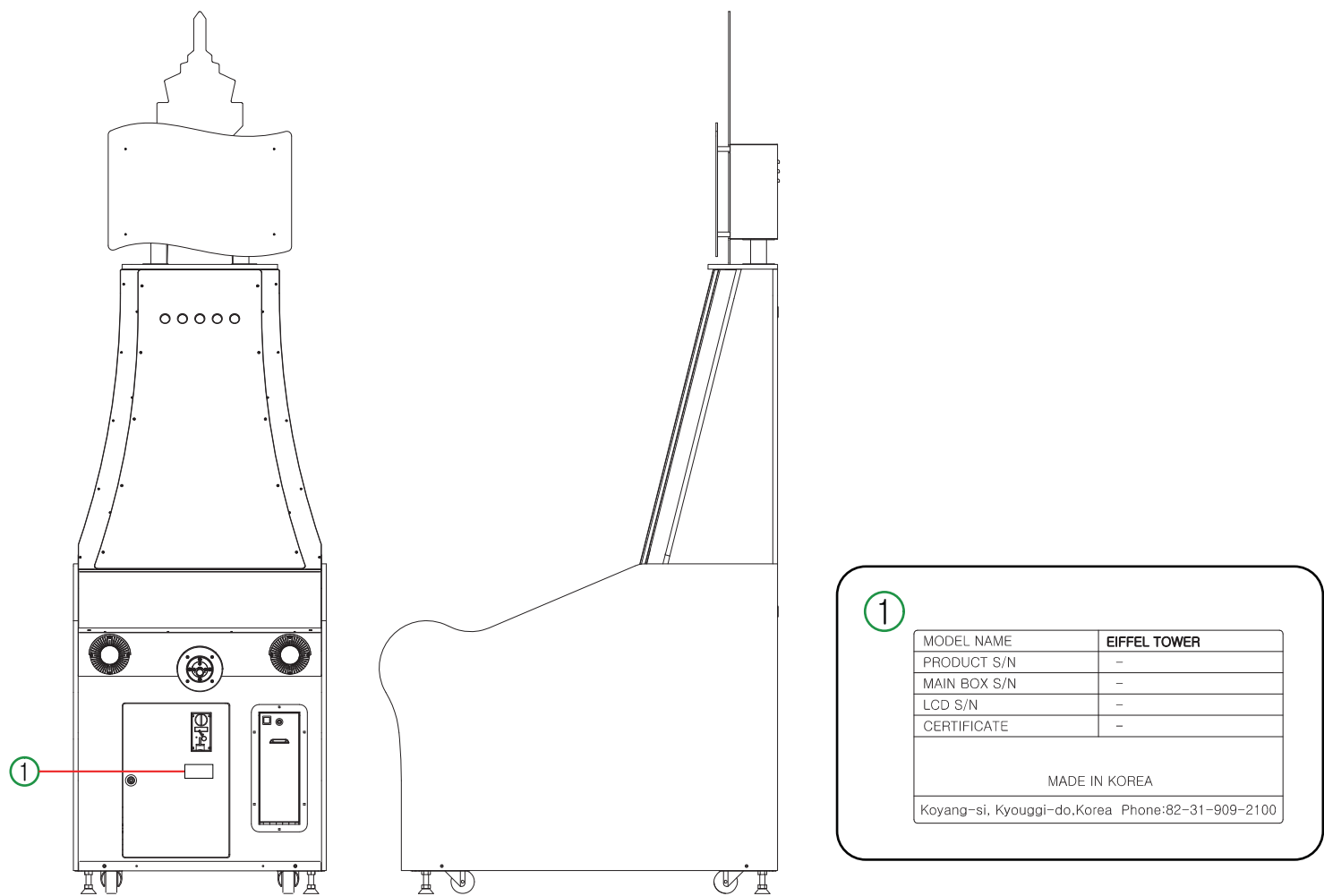
1-2. SPECIFICATION

DIMENSION (W x D x H)	800 x 1260 x 2790 (mm)
PACKING DIMENSION (W x D x H)	850 x 1300 x 2000 (mm)
WEIGHT (kg)	155 kg [WEIGHT INCLUDING PACKAGING: 190 kg]
VOLTAGE	AC 110V / AC 220V
FREQUENCY RANGE	50~60 Hz
CONSUMPTION	130 W

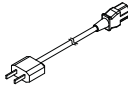



1-3. NAME OF PARTS



1-4. STICKER LOCATION



1-5. COMPONENTS

NO.	PART NAME	SPEC.	QTY
1	AC POWER CORD	- 	1
2	KEY	6001 	2
3	KEY	7001 	2
4	MANUAL	- 	1

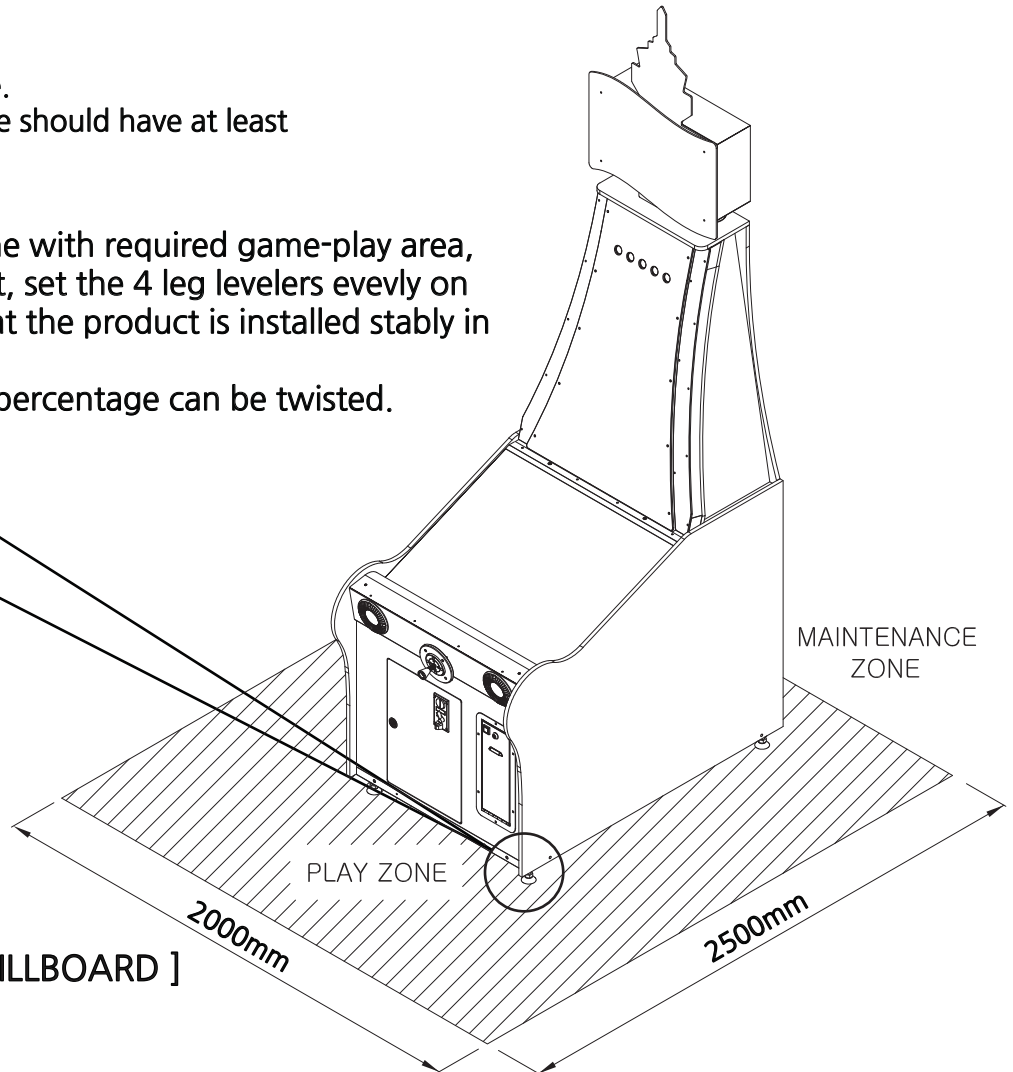
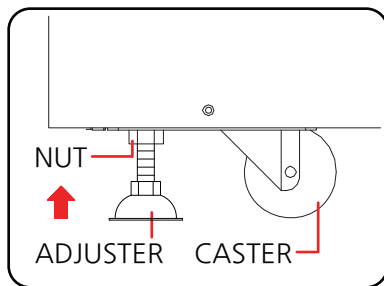
2. INSTALLATION

2-1. INSATALLATION

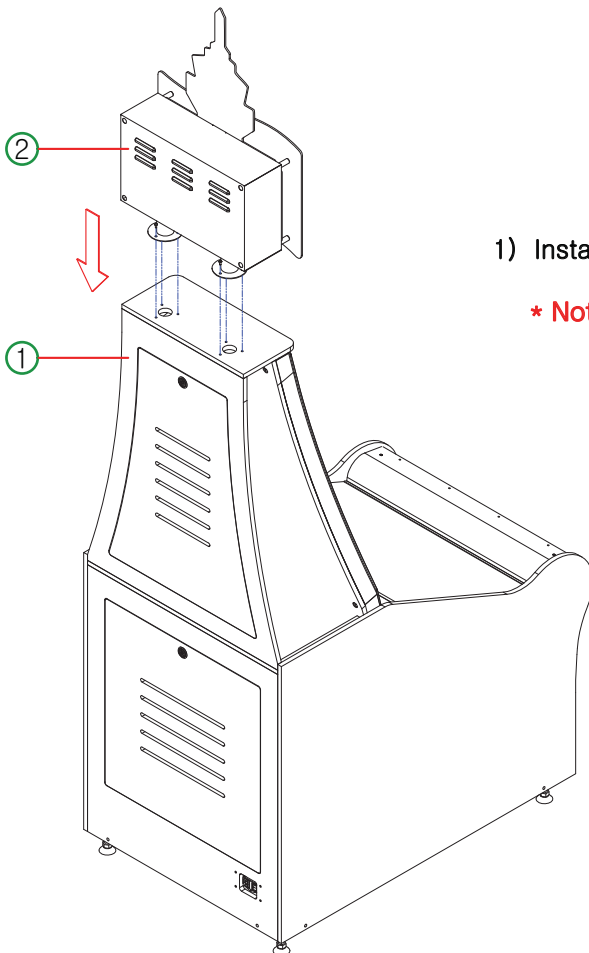
- Need to have installation place.
Maintenance Zone & Play zone should have at least 2000mm x 2500mm each.

IMPORTANT

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



2-1. INSATALLATION [BILLBOARD]



- 1) Install the billboard on the top of the cabinet as shown. [6 pcs x M4 bolt]

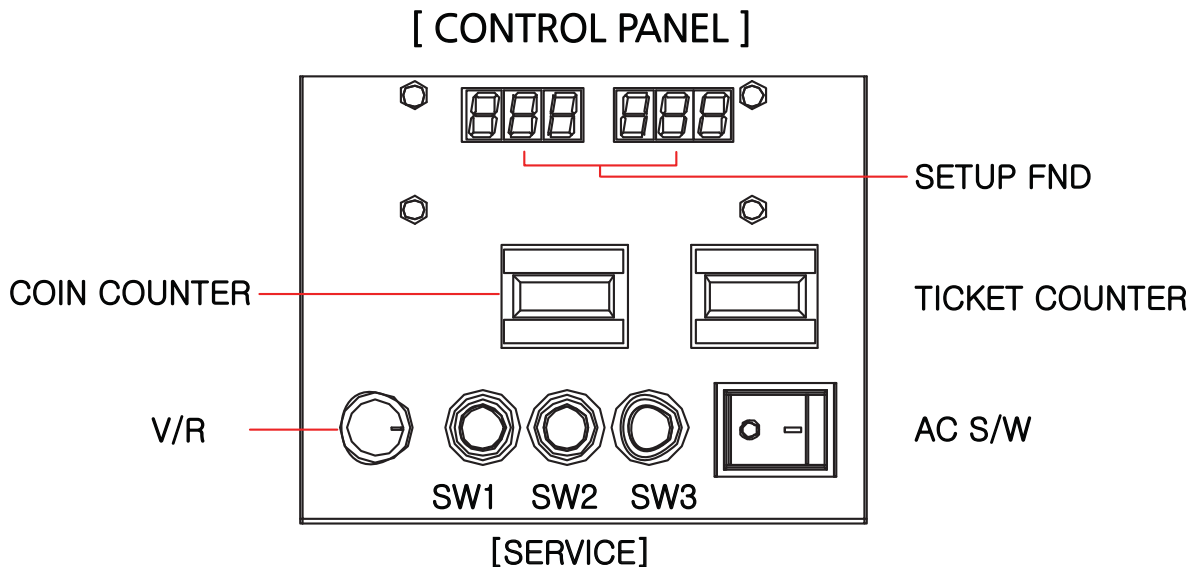
*** Note] The lamp's power cable inside the billboard should be connected before fixing the billboard.**

3. SET UP SETTING

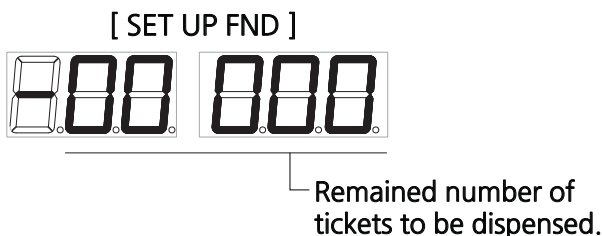
3-1. MACHINE SETUP

1. HOW TO ENTER SETUP

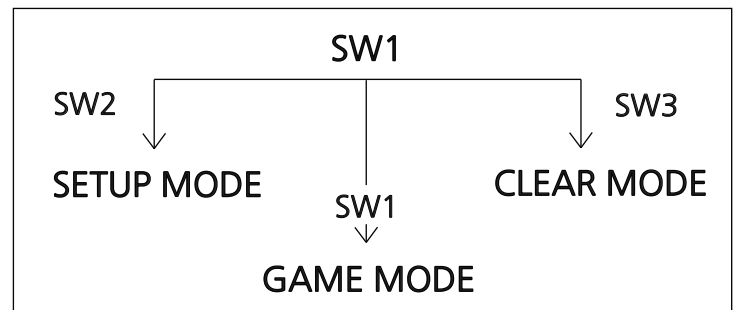
- 1 There is " Control panel" inside the cabinet. Operator can change set-up status as following :



* FND DISPLAY STATE



* HOW TO ENTER INTO EACH MODE WITH 3 KINDS OF BUTTON SWITCHES



* HOW TO USE 3 KINDS OF BUTTON SWITCHES

SW1 : Enter into SET-UP Mode

SW2 : Menu movement and digit (cipher) change in Set-Up mode

SW3 : Change the setting value

[HOW TO CHANGE THE SETTING VALUE IN SET-UP MODE]

- 1) Move to the Menu mode by SW2 to change setting value, and select the Menu by SW1.
- 2) After menu movement, push SW3 to change the setting value when the digit is flickering.
- 3) Push SW1 to save the change. The digit can move by SW2.

- * After changing DIP S/W status, the setting values are shown on each FND if the machine is powered on again.

TIME FND : Average ticket payout table based on DIP S/W setting

CREDIT FND : Number of tickets for H-0

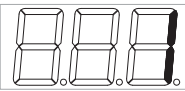
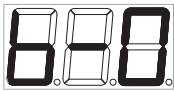
TICKET FND : Number of coin per credit

3-2. SETUP MODE

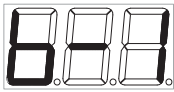
[SET UP FND]

(Mode)

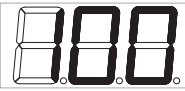
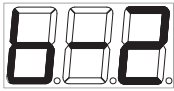
(Setting Value)



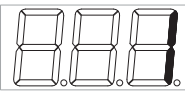
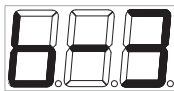
: Set up number of coins per credit
(1~5) / default : 1



: Set up initial Jackpot number (real value = number x 10)
(1~100)



: Set up Jackpot limitation (real value = number x 10)
(10~100) / default : 1000



: Ball per credit
(1~3) / default : 1



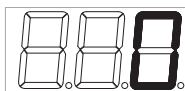
: Increase Jackpot number per credit
(1~9) / default : 1



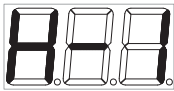
: Control the location of Jackpot FND
Of 10 plays, how many times JP FND is located at H-1 hole
(0~9) / default : 6 * 0(Zero) make it randomly.
(No need to change it at normal play)



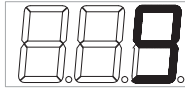
: Set up play time
(1~99) / default : 30



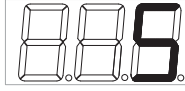
: Number of tickets for H-0 hole :
this setting number is also mercy tickets for play time over.
(0~99)



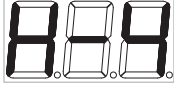
: Number of tickets for H-1 hole
(0~99)



: Number of tickets for H-2 hole
(0~99)



: Number of tickets for H-3 hole
(0~99)



: Number of tickets for H-4 hole
(0~99)



: Number of tickets for H-5 hole
(0~99)



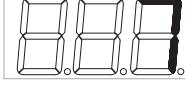
: Number of tickets for H-6 hole
(0~99)



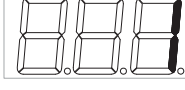
: Number of tickets for H-7 hole
(0~99)



: Number of tickets for H-8 hole
(0~99)



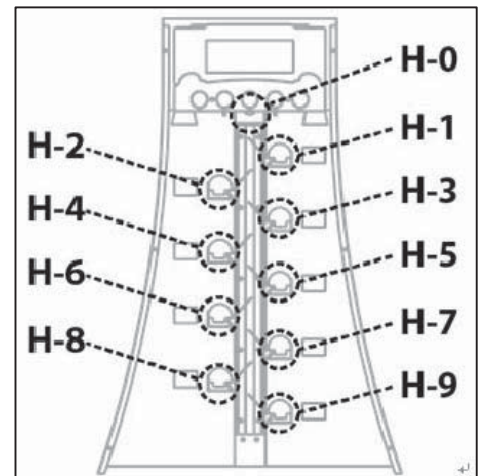
: Number of tickets for H-9 hole
(0~99)



: Demo sound
(0=OFF / 1=ON)



: At this position, save the changed by pushing SW1 and enter into Game mode.

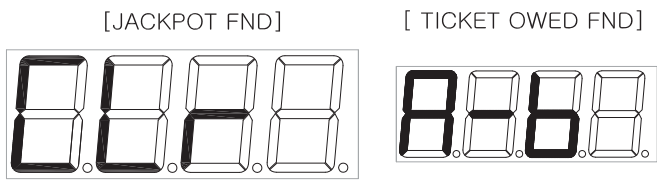


[HOEL POSITION]

3-3. CLEAR MODE

- 1) Push SW1 to enter into SET-UP MODE.
- 2) Push SW3 to enter into CLEAR MODE.
- 3) To select CLEAR Mode, push SW2.
- 4) Push SW3 to delete the data.
- 5) To exit from CLEAR MODE and get into GAME MODE, move to the position of “o u t” of SET-UP FND and push SW1 twice.

* After checking out the values of TICKET FND and SET-UP FND, delete the data.



[TICKET OWED FND]	[SETUP FND]	
		: Remained number of tickets to be dispensed
		: Initialization of the accumulated tickets of Jackpot
		: Total number of dispensed tickets
		: Total number of input coins
		: Total number of dispensed jackpot tickets
		: Total number of Jackpot
		: Exit from CLEAR MODE

■ FACTORY SETTING

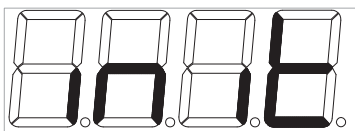
- Initialization of all the changed setting value to the factory setting values.

1) Power off the machine.

2) Power on the machine while pushing SW2.

* Push SW2 button until the words below is shown on JACKPOT FND [about 1 ~ 2 seconds]

[JACKPOT FND]



■ SYSTEM CLEAR

- Clear all the data which are saved at CLEAR MODE

1) Enter into SYSTEM CLEAR by power on while pushing SW1 button.

* At this time, the setting values of SET-UP MODE are not deleted.

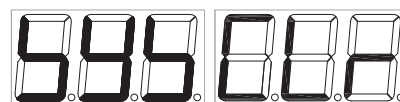
[JACKPOT FND]



[TICKET OWED FND]



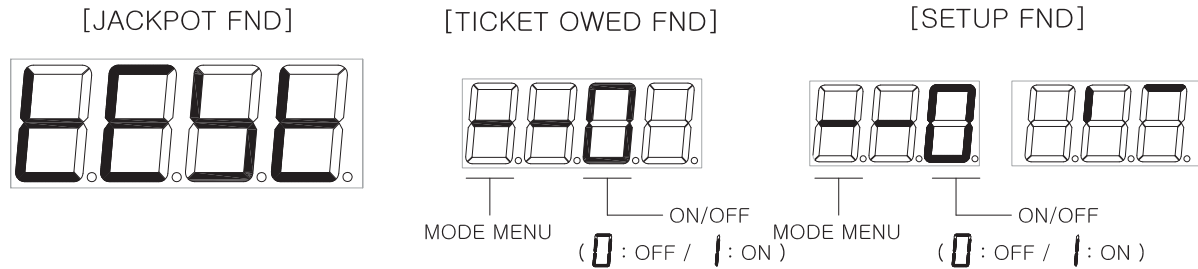
[SETUP FND]


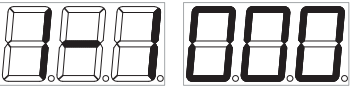
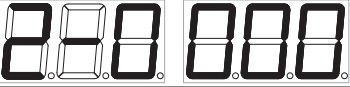
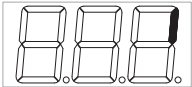


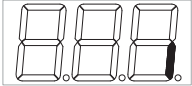








3-4. TEST MODE

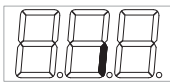
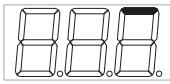
[TO ENTER INTO TEST MODE]

- 1) Power on the machine while pushing SW3 button.
- 2) Move to TEST MODE MENU by pushing SW1.
- 3) Test each item by pushing SW3 button.
- 4) Push SW2 to test sound.
- 5) To exit from TEST MODE, move to the position of “- - 0” at FND and push SW3.



NO.	SETUP FND	FUNCTION	SETUP FND
1		DISPLAY TEST	
2		* When the machines are networked, the number of CREDIT FND is consecutively increased (p11 Ref.)	
3		TICKET DISPENSER TEST	 Check Sensor of TICKET DISPENSER
4			
5		TICKET EMPTY BUTTON & LAMP TEST	 Check switch of TICKET EMPTY BUTTON
6			
7		COIN COUNTER TEST (coin counter is increased by 1)	
8		TICKET COUNTER TEST (Ticket counter is increased by 1)	
9		Test MOTOR of ball supplier	 Check SENSOR of ball motor
10			

1. SENSOR & SWITCH

NO.	SETUP FND	SETUP FND
1		BALL SENSOR Check
2		COIN SELECTOR Check

* HOLE SWITCH CHECK



At the test mode, touch each hole’s mirco switch. If the Hole FND is lighted, the switch is checked well.

* JACKPOT CHANCE LED CHECK

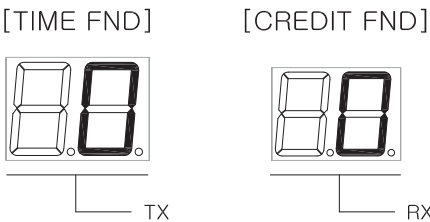
At the test mode, touch Hole 0’s switch. If Jackpot chance LED is lighted, the switch and Jackpot LED can be checked at the same time.

2. NETWORK TEST

* NETWORK

At test mode 1-1, execute ALL DISPLYA TEST. If then, TIME & CREDIT FNDs are being counted. TIME FND means TX (signal sender) and CREDIT FND means RX (signal receiver). When all these FNDs are counted, network system became set well.

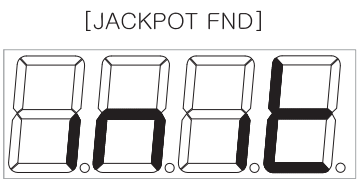
When it is tested with one machine, TIME FND only is counted.



* SET-UP MAIN BOARD DIP SWITCH

In order to set average ticket payout at once, use this DIP switch function according to ticket table.

- 1) Power off the machine.
- 2) Set ticket table by setting DIP S/W #5,6,7.
- 3) Power on the machine while pushing SW2.
- 4) Push SW2 button until the words below is shown on JACKPOT FND [about 2~3 seconds]



■ For language selection of voice sound, set DIP Swtich #1

DIP SW1	FUNCTION
OFF	CHINA VERSION
ON	ENGLISH VERSION

■ “AVERAGE TICKET PAYOUT TABLE”

MAINBOARD DIP SW			SCORE TABLE (EA)
SW5	SW6	SW7	
OFF	OFF	OFF	10
ON	OFF	OFF	15
OFF	ON	OFF	20
ON	ON	OFF	25
OFF	OFF	ON	30
ON	OFF	ON	35
OFF	ON	ON	40
ON	ON	ON	45

■ AVERAGE TICKET PAYOUT TABLE

	10	15	20	25	30 (Default)	35	40	45
H-0	0	0	0	0	0	0	0	0
H-1(JP)	50	60	70	80	88	99	99	99
H-2	3	5	6	8	9	10	12	12
H-3	2	2	3	3	5	7	8	10
H-4	7	10	15	20	23	25	30	35
H-5	15	15	20	25	30	35	40	45
H-6	5	7	10	12	15	20	20	25
H-7	4	6	8	10	12	12	14	15
H-8	20	25	30	35	45	45	50	55
H-9	3	5	5	6	7	10	10	12
JACKPOT	150	200	250	300	350	500	500	500

* HOW TO INSTALL THE NETWORK SYSTEM

1. HOW TO INSTALL THE NETWORK SYSTEM

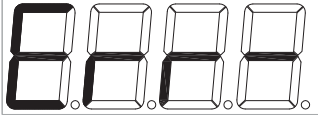
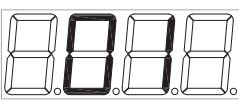


- 1) Connect the network cable.
- 2) Maximum up to 2 machines can be networked.
- 3) Connect the network cables and CN1 socket from the both machine's main boards.
 - **Wanring : If 2 machines are networked, both machines' setting numbers must be same to be able to operate normally.**

2. NETWORK FUNCTIONAL DESCRIPTION

- 1) If networked, JP CHANCE LAMP AND JACKPOT points are synchronized on both machines.
- 2) If either machine win a small JACKPOT, one of five JACKPOT CHANCE LAMPS is lighted on both machines at the sametime.
- 3) After 4 JACKPOT CHANCE LAMPS are lighted, then player who win the last JACKPOT CHANCE LAMP aquires big JACKPOT POINT.
- 4) If player wins the big JACKPOT POINT, all JACKPOT CHANCE LAMPS will be initialized on the both machines.

4. ERROR & TROUBLESHOOTING

4-1. ERROR CODE

[JACKPOT FND]	[TICKET OWED FND]	- BALL MOTOR PROBLEM : Problem of ball supplier motor or of switch of ball supplier.
		
[JACKPOT FND]	[TICKET OWED FND]	- TICKET DISPENSER PROBLEM
		

4-2. TROUBLESHOOTING

ERROR-01 : BALL SUPPLIER MOTOR SYSTEM ERROR-01 [ERR-01]

- 1) Check out whether the motor harness is well connected.
- 2) Check out whether the bolt of motor became loosen.
- 3) Check out whether the motor and bracket are well mounted.
- 4) If faulty part is not found, replace the motor with a new one.

-> IF THE MOTOR WORKS WELL, HAVE THE FOLLOWING STEPS

- 1) Checkout the micro switch.
- 2) If the motor and micro switch work well, replace the main board.

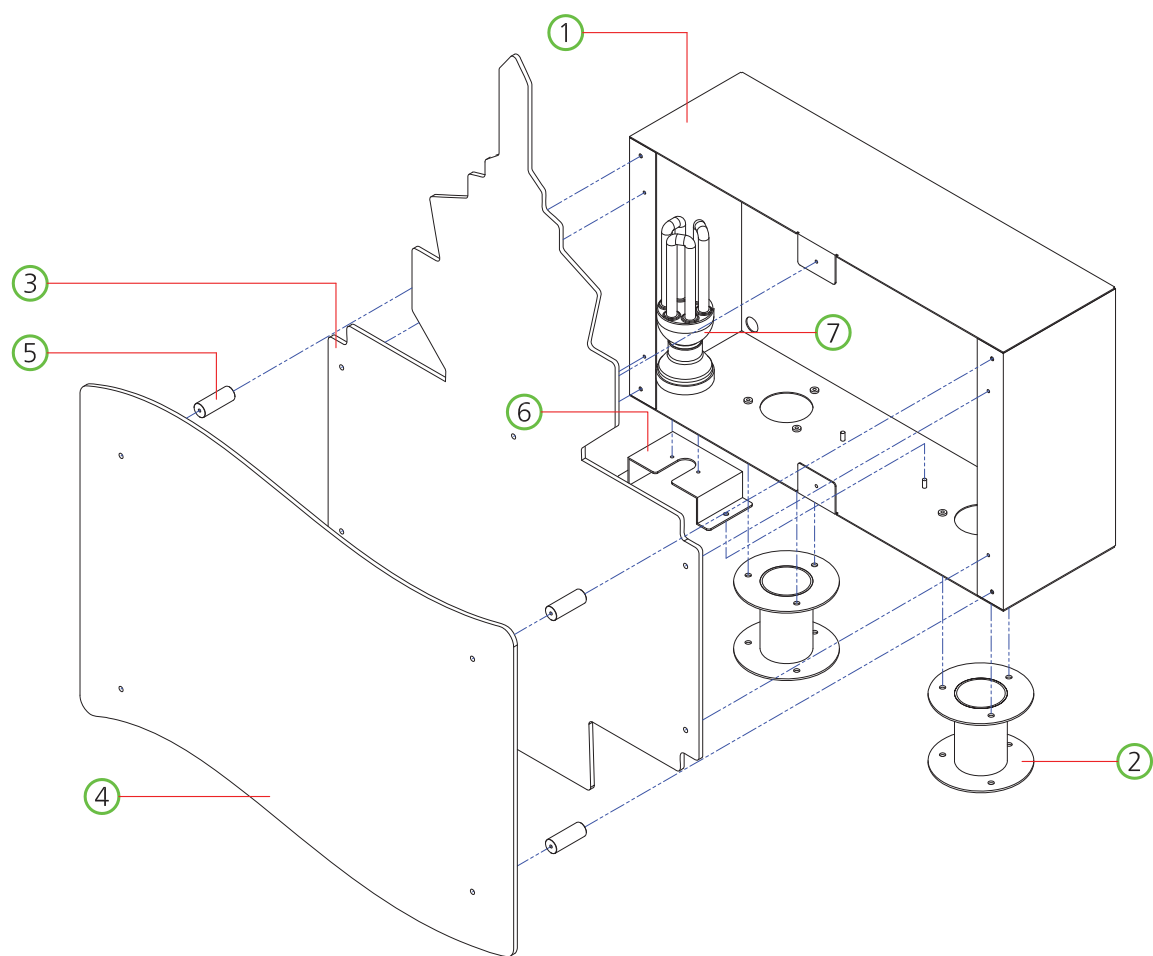
HELP : TICKET DISPENSER [HELP-0000]

When "HELP" is shown on Jackpot FND, have the following steps.

- 1) Check out whether tickets are empty or not. After stacking tickets, push the ticket empty button.
- 2) If tickets are remained in the ticket box, check out the ticket dispenser.
 - Check out the harness of ticket machine.
 - Check out the ticket motor
 - Check out the harness of the ticket empty button
- 3) If the ticket dispenser works well, replace the main board.

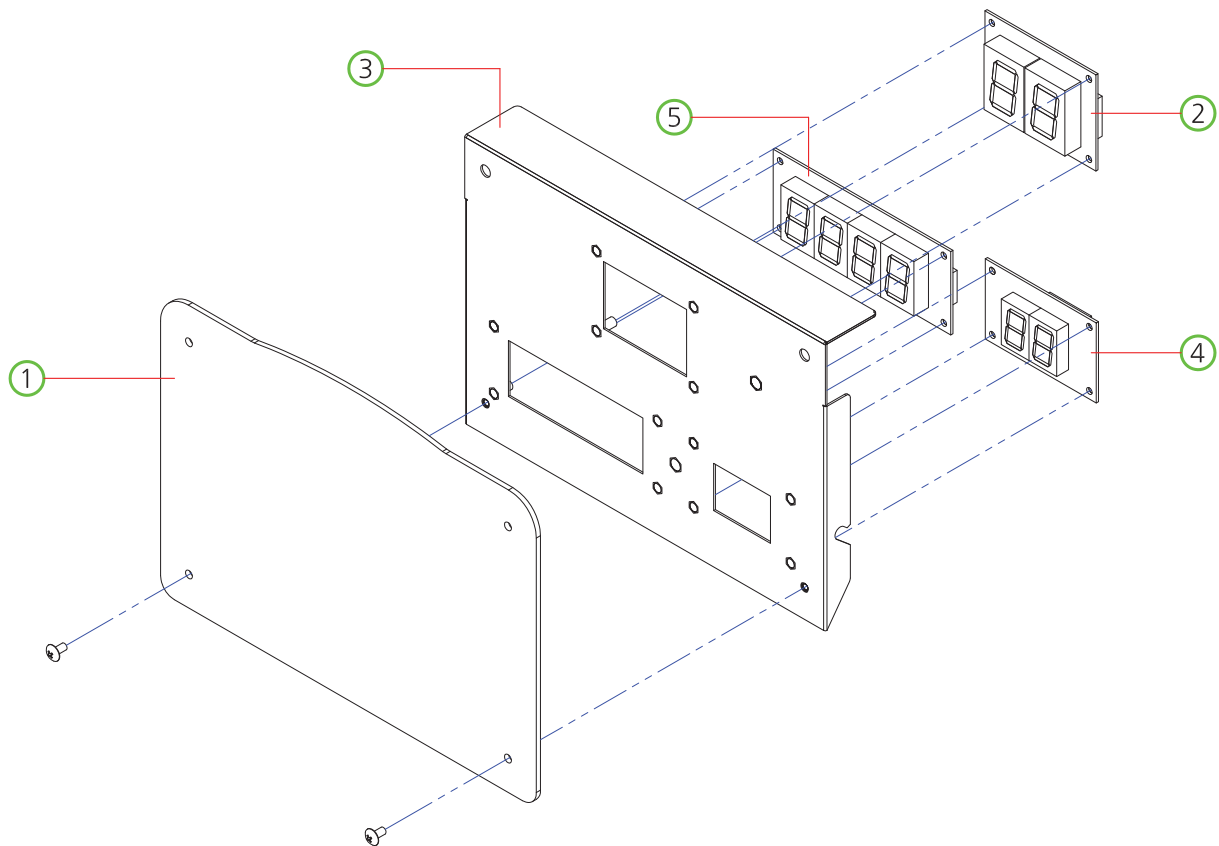
5. EXPLODED VIEW

5-1. BILLBOARD



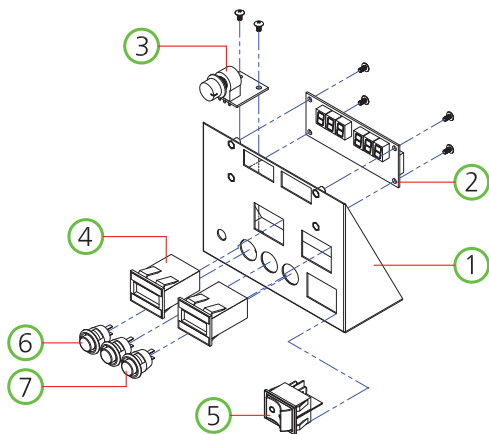
No.	Part Name	Spec	QTY	Code No.
1	BILLBOARD BODY	-	1	-
2	BILLBOARD SUPPORT	-	2	-
3	BILLBOARD ACRYL A	-	1	-
4	BILLBOARD ACRYL B	-	1	-
5	BILLBOARD SHAFT	-	4	-
6	BILLBOARD LAMP FIX BKT	-	1	-
7	LAMP	220V, 20W	1	-

5-2. TICKET OWED FND



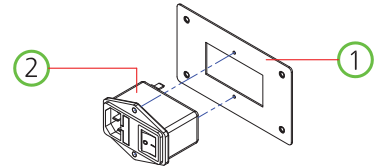
No.	Part Name	Spec	QTY	Code No.
1	TICKET OWED ACRYL(131031)	-	1	-
2	PCB,JACKPOT CHANCE TIME FND(1217x2)-(U_ET)	-	1	-
3	TICKET OWED FND BODY(CN)(131031)	-	1	-
4	PCB,CREDIT FND(SND-817x2)-(FET)	-	1	-
5	PCB,TICKET OWED FND(SND-1017x4)-(FET)	-	1	-

5-3. AC POWER SWITCH



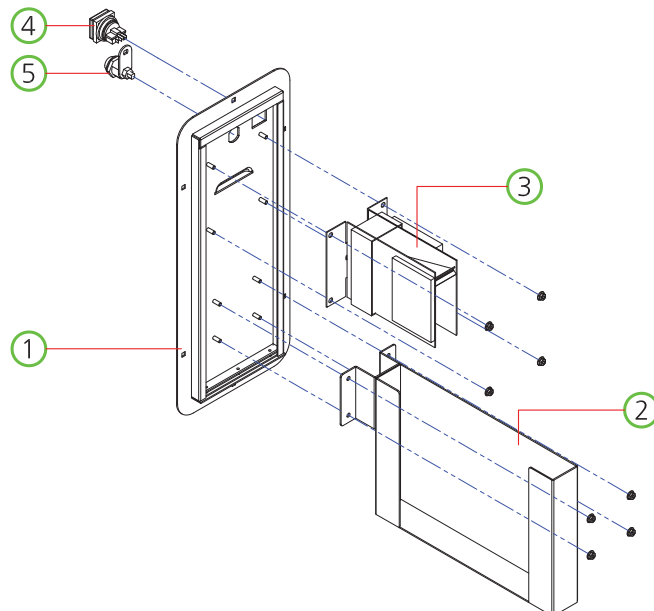
No.	Part Name	Spec	QTY	Code No.
1	AC POWER SWITCH BRK	-	1	-
2	PCB,SETUP FND	-	1	-
3	PCB,VOLUME-6P (SHORT HEAD)	-	1	-
4	COUNTER	7D 12V	2	-
5	ROCKET SWITCH A	T-155-4P	1	-
6	PUSH BUTTON SWITCH(W)	412W (17mm)	2	-
7	PUSH BUTTON SWITCH(R)	412R (17mm)	1	-

5-4. AC INLET



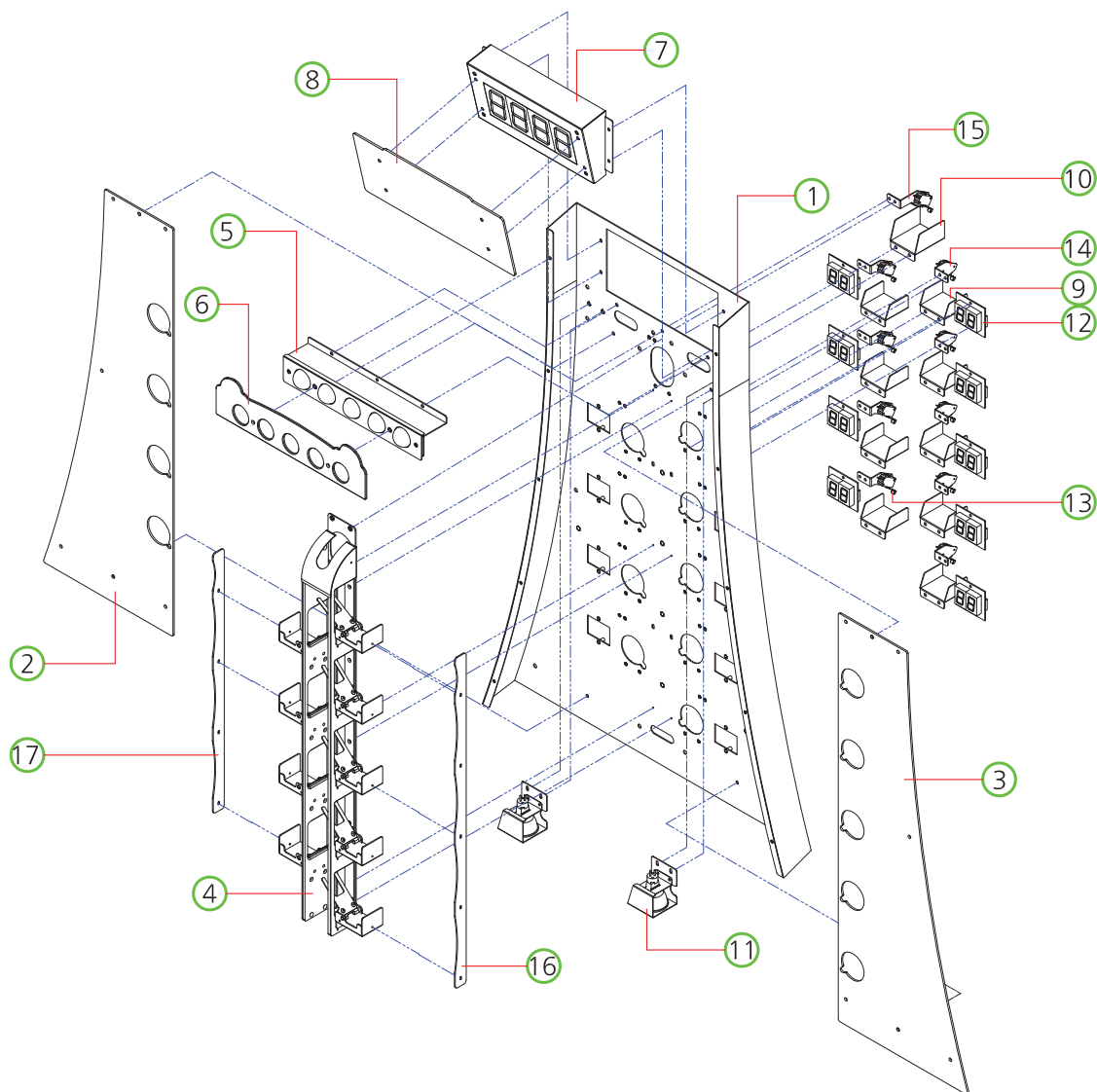
No.	Part Name	Spec	QTY	Code No.
1	AC INLET BRK	-	1	-
2	NOISE FILTER	IP0622-H2	1	-

5-5. TICKET BOX



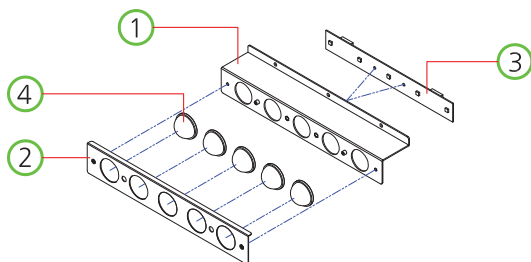
No.	Part Name	Spec	QTY	Code No.
1	WELD,TICKET DOOR	-	1	-
2	TICKET BOX	-	1	-
3	TICKET BENDER	CELCO	1	-
4	26x26-REC-BUTTON(R)	26H-R12D	1	-
5	CAM LOCK_16mm	-	1	-

5-6. PLAY BOARD



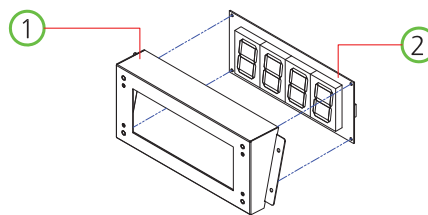
No.	Part Name	Spec	QTY	Code No.
1	PLAY BOARD PL	-	1	-
2	PLAY BOARD INNER COVER ACRYL A	-	1	-
3	PLAY BOARD INNER COVER ACRYL B	-	1	-
4	ASSY,INNER SLOPE A	-	1	-
5	ASSY,JACPOT CHANCE PCB	-	1	-
6	JACKPOT CHANCE COVER ACRYL	-	1	-
7	ASSY,JACKPOT PANEL	-	1	-
8	JACKPOT COVER ACRYL	-	1	-
9	BALL RETURN GUIDE A	-	9	-
10	BALL RETURN GUIDE B	-	1	-
11	ASSY,LED LAMP	-	2	-
12	PCB,SCORE FND(SND-1017x2)-(FET)	-	9	-
13	ASSY,MICRO SW BRK(L)	-	4	-
14	ASSY,MICRO SW BRK(R)	-	5	-
15	ASSY,MICRO SW BRK(TOP)	-	1	-
16	BALL GUIDE ACRYL A	-	1	-
17	BALL GUIDE ACRYL B	-	1	-

⑤ JACKPOT CHANCE PCB



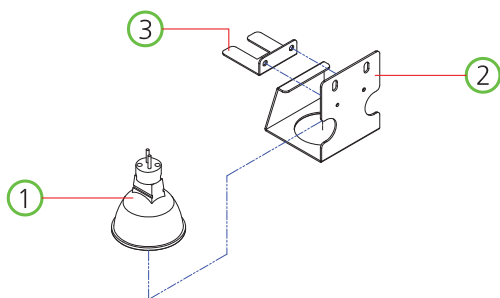
No.	Part Name	Spec	QTY	Code No.
1	INNER LIGHTING BRK	-	1	-
2	JACKPOT LIGHTING CAP GUIDE	-	1	-
3	PCB,JACKPOT CHANCE LIGHTING	(SMD RGBx5)-(FET)	1	
4	LIGHT CAP	(WHITE DOME-34mm)	5	

⑦ JACKPOT CHANCE



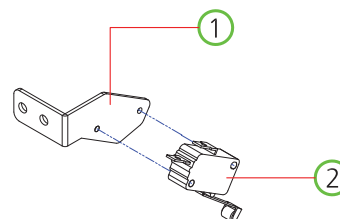
No.	Part Name	Spec	QTY	Code No.
1	JACKPOT PANEL	-	1	-
2	PCB,JACKPOT FND	(SND-2310x4)-(FET)	1	-

⑪ LED LAMP



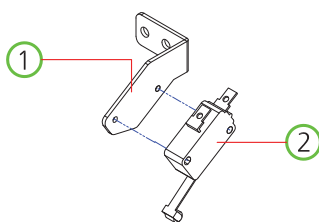
No.	Part Name	Spec	QTY	Code No.
1	LED LAMP	12V 3W	1	-
2	LED LAMP BRK A	-	1	-
3	LED LAMP BRK B	(SMD RGBx5)-(FET)	1	

⑬ MICRO S/W BKT(L)



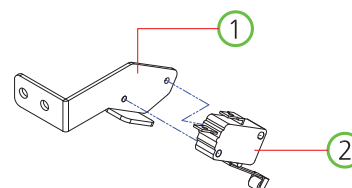
No.	Part Name	Spec	QTY	Code No.
1	MICRO SW TOP BRK	-	1	-
2	MICRO SW	(AM50016C3)_ROLLER TP	1	-

⑭ MICRO S/W BKT(R)



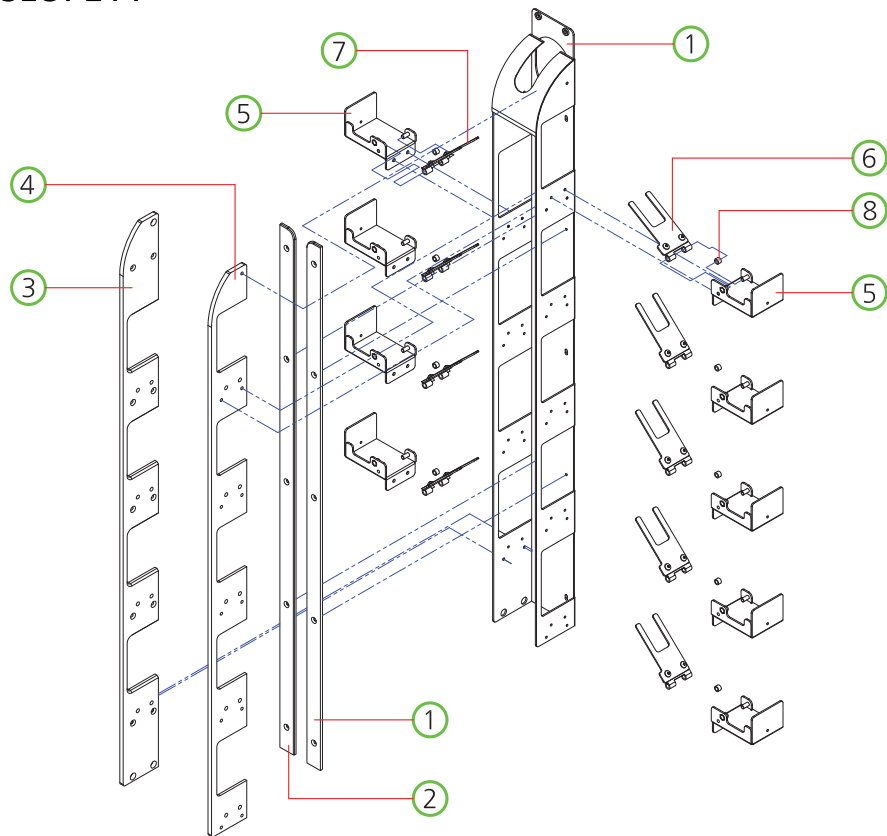
No.	Part Name	Spec	QTY	Code No.
1	MICRO SW TOP BRK	-	1	-
2	MICRO SW	(AM50016C3)_ROLLER TP	1	-

⑮ MICRO S/W BKT(TOP)



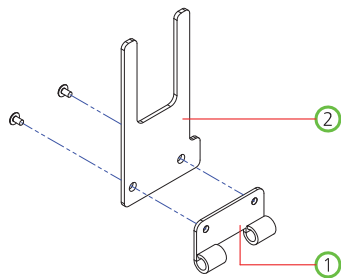
No.	Part Name	Spec	QTY	Code No.
1	MICRO SW TOP BRK	-	1	-
2	MICRO SW	(AM50016C3)_ROLLER TP	1	-

5-7. INNER SLOPE A



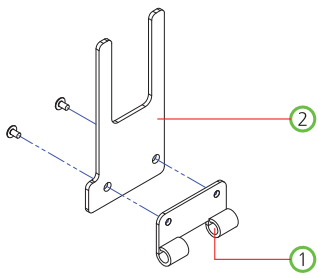
No.	Part Name	Spec	QTY	Code No.
1	INNER SLOPE BODY A	-	1	-
2	INNER SLOPE A BOTTOM ACRYL	-	2	-
3	INNER SLOPE A SIDE ACRYL A	-	1	-
4	INNER SLOPE A SIDE ACRYL B	-	1	-
5	BALL GUIDE BRK	-	9	-
6	ASSY,DAMPER VANE(R)	-	5	-
7	ASSY,DAMPER VANE(L)	-	4	-
8	VAINE LINNER	4mm X L=4	9	-

⑥ DAMPER VANE(R)



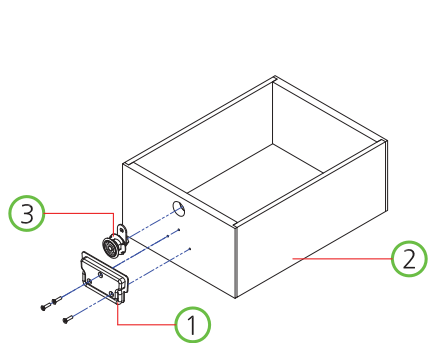
No.	Part Name	Spec	QTY	Code No.
1	DAMPER HINGE	-	1	-
2	DAMPER VANE A)	-	1	-

⑦ DAMPER VANE(L)



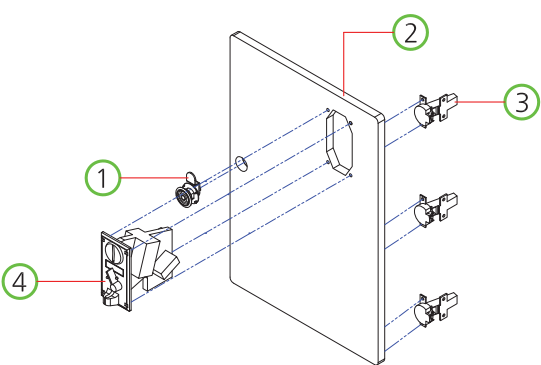
No.	Part Name	Spec	QTY	Code No.
1	DAMPER HINGE	-	1	-
2	DAMPER VANE A	-	1	-
3	DAMPER VANE_ALT2	-	1	-

5-8. COIN BOX



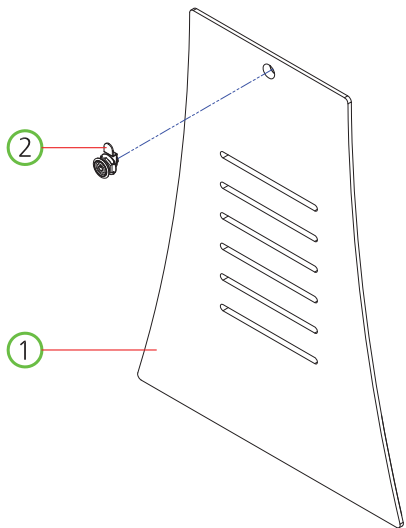
No.	Part Name	Spec	QTY	Code No.
1	COIN BOX	-	1	-
2	CAM LOCK_WOOD	-	1	-
3	TRUNK CARRYING HANDLE	-	1	-

5-9. FRONT SERVICE DOOR



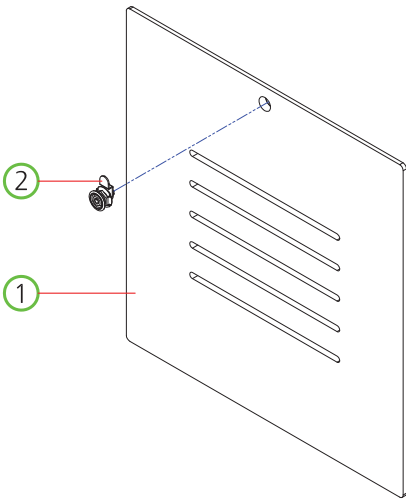
No.	Part Name	Spec	QTY	Code No.
1	FRONT SERVICE DOOR	-	1	-
2	CAM LOCK_WOOD	IP0622-H2	1	-
3	SELECTOR,COIN(CLE)	-	1	-
4	ASSY,CONCEALED HINGE		3	

5-10. BACK UPPER SERVICE DOOR



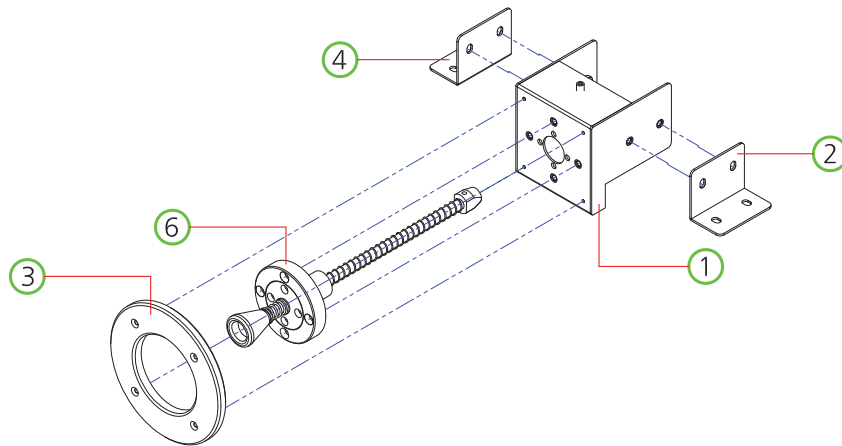
No.	Part Name	Spec	QTY	Code No.
1	BACK UPPER SERVICE DOOR	-	1	-
2	CAM LOCK	18mm	1	-

5-11. BACK SERVICE DOOR



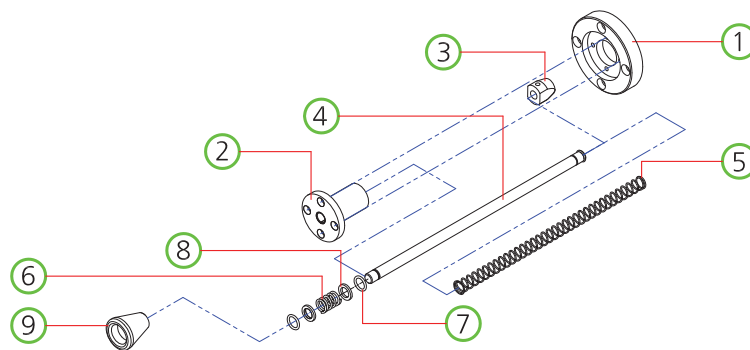
No.	Part Name	Spec	QTY	Code No.
1	BACK SERVICE DOOR	-	1	-
2	CAM LOCK	18mm	1	-

5-12. SHOOTER BODY



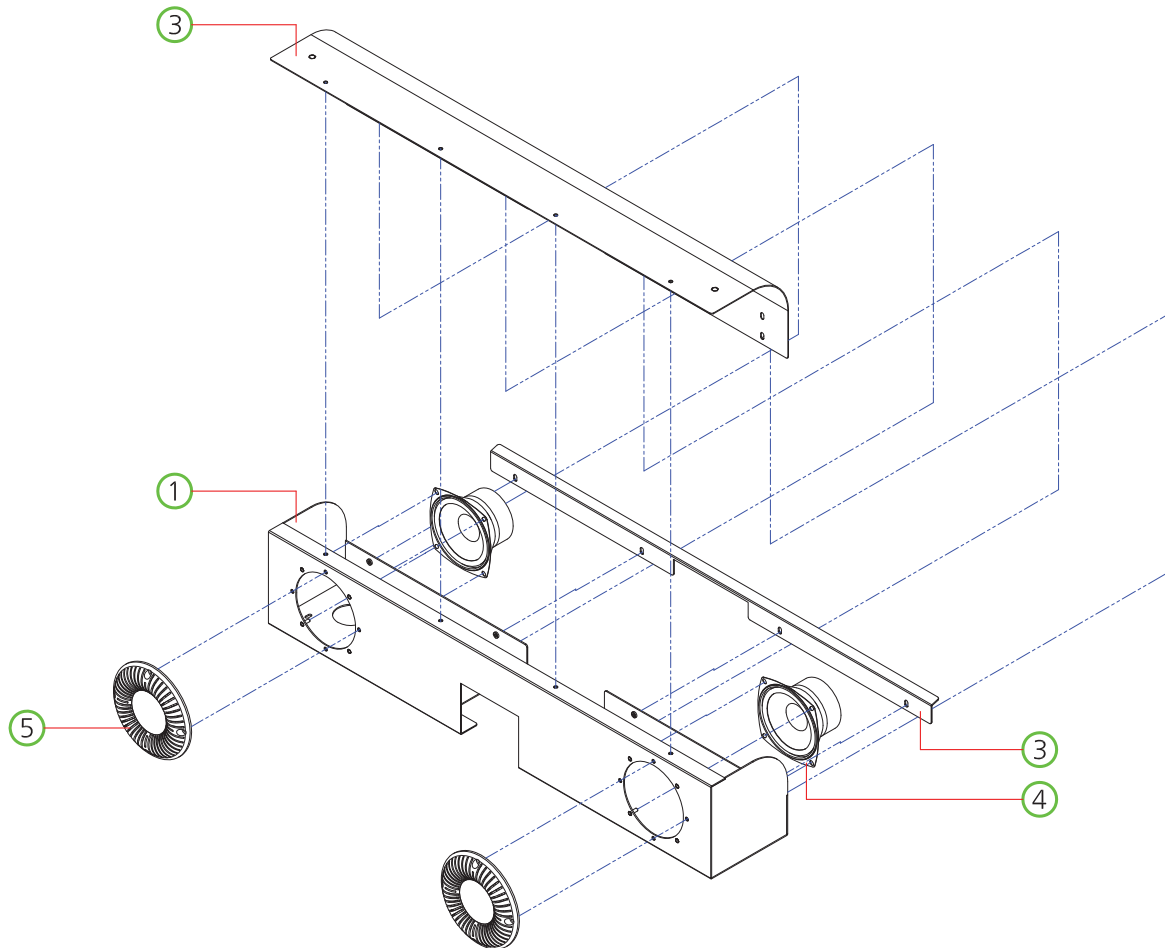
No.	Part Name	Spec	QTY	Code No.
1	ASSY,BALL SHOOTER ROD	-	1	-
2	SHOOTER BODY	-	1	-
3	SHOOETR BODY BRK	-	2	-
4	SHOOTER COVER ACRYL	-	1	-

5-13. BALL SHOOTER ROD



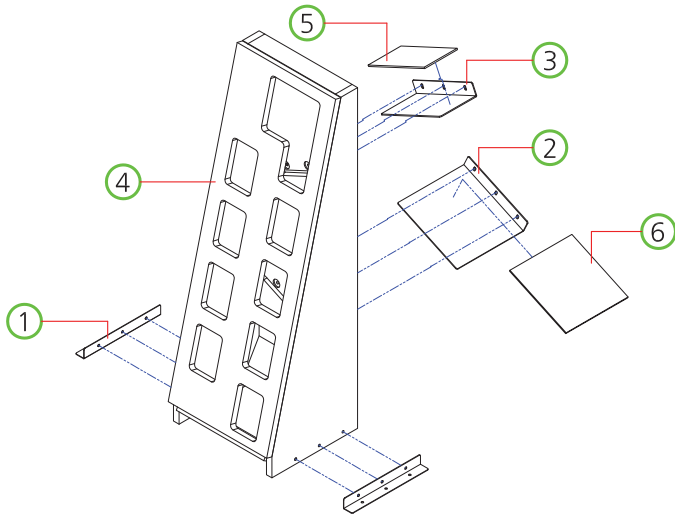
No.	Part Name	Spec	QTY	Code No.
1	SHOOTER FLANGE COVER	-	1	-
2	SHOOTER ROD SHAFT HOUSING	DU-10-15	1	-
3	SHOOTER BREECH BLOCK	-	1	-
4	SHOOTER COVER ACRYL	-	1	-
5	SHOOTER ROD SHAFT	-	1	-
6	SHOOTER SPRING	-	1	-
7	RUBBER RING	10mm	2	-
8	SHOOTER WASHER	-	2	-
9	SHOOTER HANDLE	-	1	-
10	DU10-15	-	2	-

5-14. SHOOTER COVER BODY



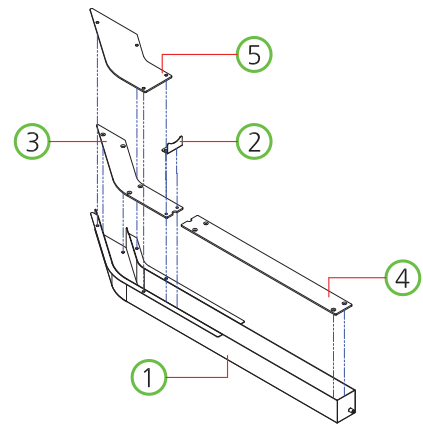
No.	Part Name	Spec	QTY	Code No.
1	SHOOTER COVER BODY A	-	1	-
2	SHOOTER COVER TOP	-	1	-
3	TOP COVER BOTTOM GUIDE	-	1	-
4	SPEAKER	4.5inch / MID / 8 ohm	2	-
5	SPEAKER COVER	130mm	2	-

5-15. BALL RETURN BOX



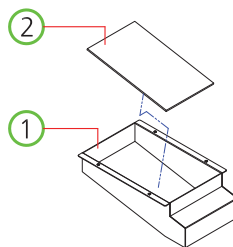
No.	Part Name	Spec	QTY	Code No.
1	BALL RETURN BOX	-	1	-
2	BALL RETURN GUIDE BRK A	-	1	-
3	BALL RETURN GUIDE BRK B	-	1	-
4	BALL RETURN BOX FIXTURE BRK	-	2	-
5	RUBBER PAD A	-	1	-
6	RUBBER PAD B	-	1	-

5-16. BALL RETURN CHUTE B



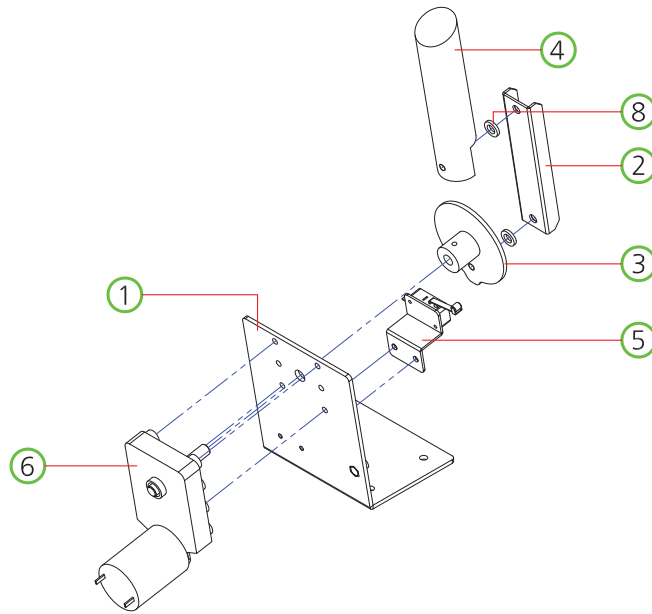
No.	Part Name	Spec	QTY	Code No.
1	BALL RETURN CHUTE B	-	1	-
2	BALL RETURN STOPPER BRK	-	1	-
3	BALL RETURN CHUTE B BOTTOM ACRYL A	-	1	-
4	BALL RETURN CHUTE B BOTTOM ACRYL B	-	1	-
5	BALL RETURN CHUTE B COVER ACRYL	-	1	-

5-17. BALL RETURN CHUTE A



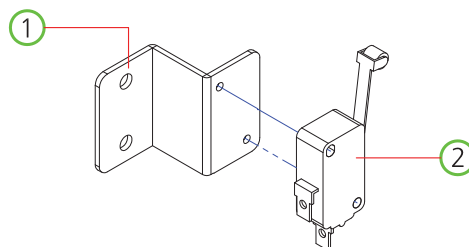
No.	Part Name	Spec	QTY	Code No.
1	BALL RETURN CHUTE A	-	1	-
2	RUBBER PAD C	-	1	-

5-18. BALL LOADING



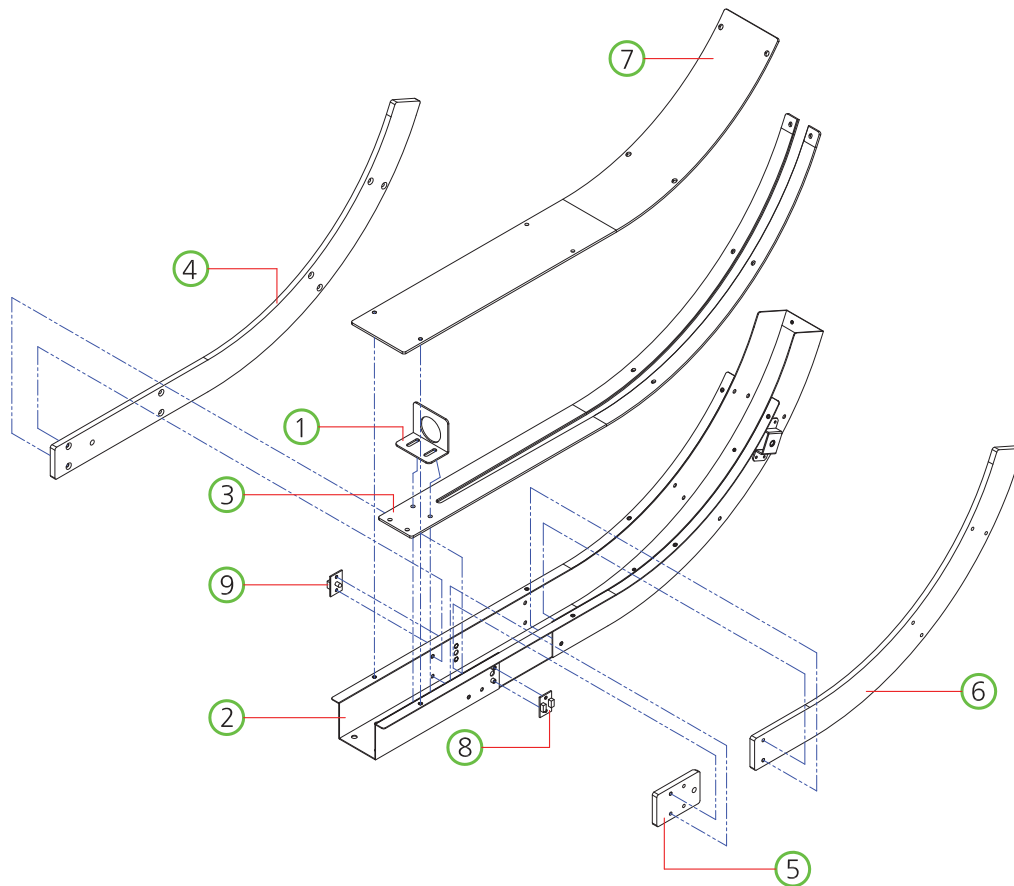
No.	Part Name	Spec	QTY	Code No.
1	MOTOR BASE	-	1	-
2	BALL LOADING LINK	-	1	-
3	BALL LOADING ROTARY SHAFT	-	1	-
4	BALL LOADING SHAFT	-	1	-
5	ASSY,MICRO SW BRK B	-	1	-
6	MOTOR	3448D-0062	1	-
7	MOTOR STOPPER	-	1	-
8	WASHER	M6-2T	2	-

⑤ MICRO S/W BKT B



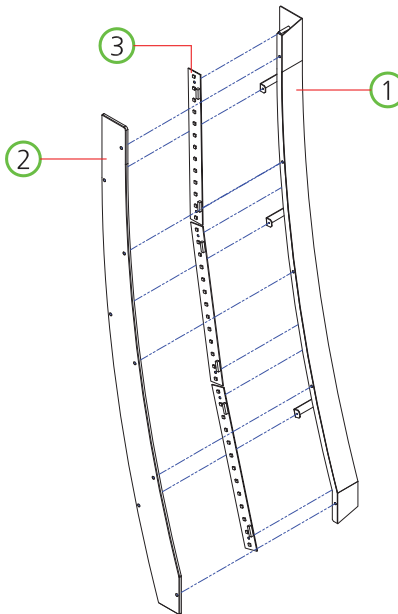
No.	Part Name	Spec	QTY	Code No.
1	INNER MICRO SW BRK B	-	1	-
2	MICRO SW(AM50016C3)_ROLLER TP	-	1	-

5-19. INNER SLOPE BODY B



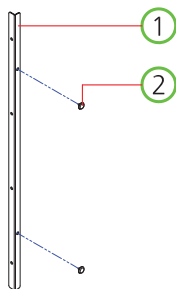
No.	Part Name	Spec	QTY	Code No.
1	BALL STOPPER BRK	-	1	-
2	INNER SLOPE BODY B	-	1	-
3	INNER SLOPE B BOTTOM ACRYL	-	1	-
4	INNER SLOPE B SIIDE ACRYL A	-	1	-
5	INNER SLOPE B SIIDE ACRYL B	-	1	-
6	INNER SLOPE B SIIDE ACRYL C	-	1	-
7	INNER SLOPE B COVER ACRYL	-	1	-
8	PCB,BALL SENSOR-INPUT	-	1	-
9	PCB,BALL SENSOR-OUTPUT	-	1	-

5-20. FRONT LIGHTING



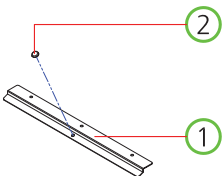
No.	Part Name	Spec	QTY	Code No.
1	FRONT LIGHTING BODY(130125)		1	U_ET-0461S
2	FRONT LIGHTING COVER ACRYL(131031)		1	U_ET-0425G
3	PCB,FRONT LIGHTING.(SMD RGBx13)-(FET)		3	U_ET-1010E

5-21. TOP COVER SIDE GUIDE

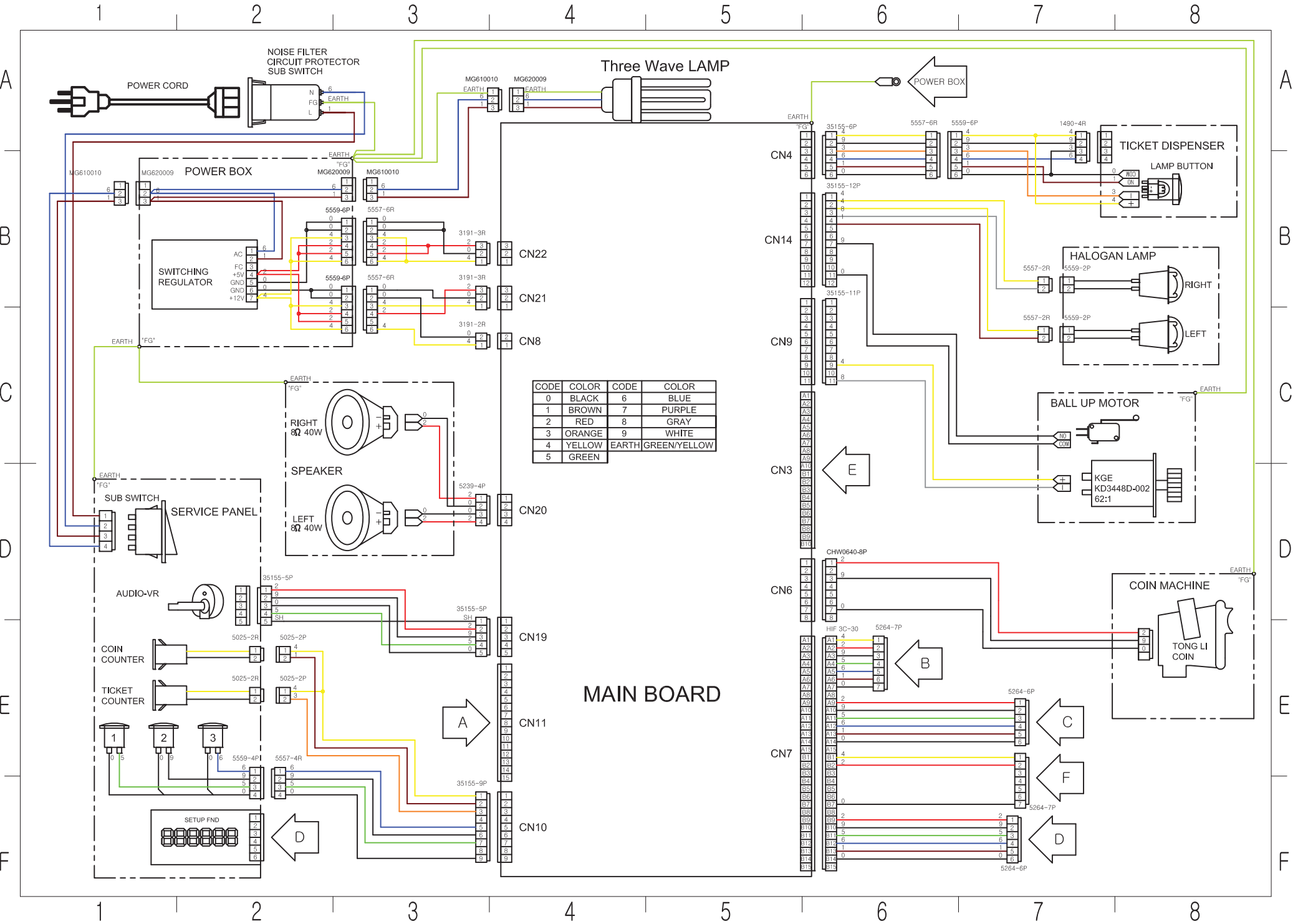


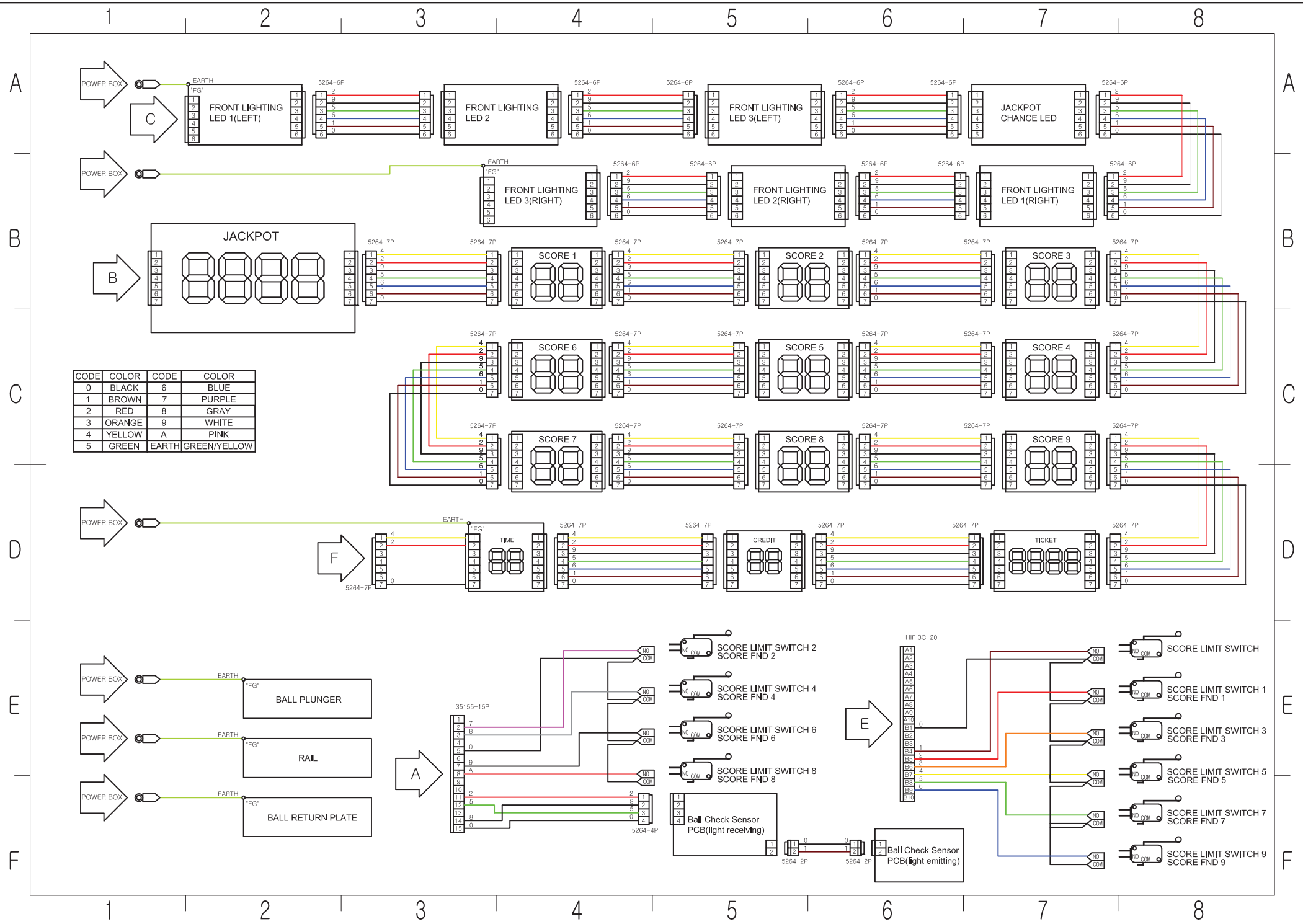
No.	Part Name	Spec	QTY	Code No.
1	TOP COVER SIDE GUIDE		1	-
2	5mm HOLE CAP(RUBBER)		2	-

5-22. TOP COVER UPPER GUIDE



No.	Part Name	Spec	QTY	Code No.
1	TOP COVER UPPER GUIDE		1	-
2	5mm HOLE CAP(RUBBER)		1	-







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[FACTORY] 72 Nochemgil, Ilsan-donggu koyang-si, kyonggi-do, 410-834 korea

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