To be able to safely use this machine, please be sure to carefully read this instruction manual before use.

Please carefully keep this manual in a manner that the users can look for it at any time.

The specifications of the machine and the contents of this manual are subject to change without notice.

There is a slight difference between the illustrations and the actual product.
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Special note

We want to thank you for choosing our Street basketball machine, and hope you read these instructions first to insure the security of the user before this product is used. This Manual contains the characteristics, special notes, and a Simple breakdown of the product.

Maintenance and Inspection

- Please keep the machine clean. The exterior is touched by players, resulting in it getting dirty, so please use neutral cleaners on surface.
- Please regularly clean the machine to maintain appearance.
- Machine Exterior: Use stain removers or detergents to clean and remove stains.
- Acrylic Parts: Use glass-cleaning detergent to clean.
- Do not use water to clean the machine.

※ Machine position regulation
The power must be turned off before any movement. The brake must be released, before the machine is moved. Do not put the machine under the direct sunlight, it will damage the inside parts.

I. Inspection

Before product use, please confirm the product content first, if anything is missing, please contact us right away.

<table>
<thead>
<tr>
<th>NO</th>
<th>Items</th>
<th>Specification</th>
<th>Total quantity</th>
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</thead>
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<td>Chassis items</td>
<td>Packing</td>
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<tr>
<td>2</td>
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<td>10 unit</td>
</tr>
<tr>
<td>3</td>
<td>Key</td>
<td>Maintenance door</td>
<td>1 pc</td>
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<td>4</td>
<td>key</td>
<td>Cash box</td>
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<td>8</td>
<td>List of Street Basketball Spare Parts</td>
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1. Parts list

<table>
<thead>
<tr>
<th></th>
<th>1A Sensor for basket</th>
<th>1B Basket kits</th>
<th>2A Basket board</th>
<th>2BR Back right net stander kit</th>
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- 4 -
# 2. Half-Assembly type parts list

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<th>Main frame</th>
<th>4B Base holder FB</th>
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<td>4C Base holder FF</td>
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<td>Top cover (optional)</td>
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<tr>
<td>5B Ball holder kit</td>
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<tr>
<td>5C Ball guide kits</td>
<td></td>
</tr>
<tr>
<td>6A Ball net holder kit</td>
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</tr>
<tr>
<td>6B Main part</td>
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</tr>
<tr>
<td>Metal Shelf (optional)</td>
<td></td>
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<td>Basketball</td>
<td></td>
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<td>Wiring cover plate x2</td>
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</table>
II. Machine view/size and power rating

Machine Dimensions: W1030×D2500×Top cover H2643mm
Weight: 260 kg / 558.4 lbs (Accessories not Included)
(Top cover 6.6kg • Metal Shelf 3.4kg • Lower Side Net 4.2kg×4)
Voltage: AC110V~120V/AC220V~240V(50/60Hz) Use Electrical plug display as a glide Located behind the machine.
Power Consumption: 200W
Fuse: 2A(AC220V~240V )/ 5A(AC110V~120V )
Token size: Ø22mm~27mm

III. Component description
IV. Assembly and disassembly

1. Assembly and disassembly for Disassembly type

Step 1:
Screw【1B Basket kits】on the basket board front.

Assembly parts
1A  Sensor for basket
1B  Basket kits
2A  Basket board

screw(M5×15)×6
nut(M5)×6
Step 2:
1. Screw 【2BR - 2BL Back left & right net stander kits】 on basket board left and right.
2. Screw 【2C Front net stander bridge(short)】 on Back left & Right net stander kits.

Assembly parts
2A Basket board
2BR Back right net stander kit
2BL Back left net stander kit
2C Front net stander bridge(short)

Insert position

- screw (M8×70)×4
- nut (M8)×4
- screw (M6×48)×2
- nut (M6)×2
**Step 3:**
Assemble 【3A · 3B Front right & left net stander kit】 on basket board left and right, connect with screw & fixed it as drawing.

**Assembly parts**
- 3A Front right net stander kit
- 3B Front left net stander kit

**Insert position**
- screw (M8×70)×4
- nut (M8)×4
Step 4:
Screw the [BB, BF, FB, FF Base holders & Front net stander bridge(short)] step by step as drawing.

Assembly parts

2C Front net stander bridge(short)
2E Front net stander bridge(long) x2
4A Base holder BF
4B Base holder FB
4C Base holder FF
4D Base holder BB
4E Base holder FF (Bottom)

screw (M6×48)×9
nut (M6)×9
washer(M6.5×13.5)×9

close-up:
screw (M6×26)×2
nut (M6)×2
Step 5:
Screw the【5A Wooden base A type・5B Ball holder kit・5C Ball guide kits・6E Rubber pad】step by step as drawing.

Assembly parts
5A Wooden base A type
5B Ball holder kit
5C Ball guide kits
6E Rubber pad x2

screw (M6×48) x6
nut(M6) x6
washer(M6.5×13.5) x6

screw (M6×26) x12
nut (M6) x12
washer(M6.5×13.5) x12
Step 6:
Connect the connectors on both sides, and pull the connectors of the bottom of side LED into main case.
Step 7:
1. Screw【6A Ball net holder kit】.
2. Screw【6B Main part】, 【Metal Shelf (optional)】.

**Assembly parts**
- 6A Ball net holder kit
- 6B Main part
- Metal Shelf (optional)

Hexagonal Phillips screw with 2 Washers included 2 on each side. Tighten the screws through the metal shelf against the side panel until the shelf cannot be easily moved.
Step 8:
1. Fix the 3 main cords as the following drawing.
2. Run the IC board plug and the ball holder kit plug located underneath the front of the ball net holder, through the hole in back of the main part.
3. Now connect plugs as shown in drawing.
Step 9:
Combine the connectors with the harness on main board.

Step 10:
Screw 【Top cover(optional)】 step by step as drawing.

Assembly parts
Top cover(optional)

screw (M5×38)×4
nut(M5)×4
Step 11:
Connect the connectors of top cover and side LED.

Step 12:
Cover the harness exposed and gap by wiring cover plate.

Assembly parts
Wiring cover plate x2

screw (M4×12)x4
wiring cover plate x2
2. Assembly and disassembly for Half-Assembly type

Step 1:
Turn the left and right frame 180° to the position as drawing picture. Connect with screw & fixed it as drawing.
Step 2:
Screw the base frame FB and base frame FF as drawing picture.

Assembly parts
4B  Base holder FB
4C  Base holder FF

- Screw (M6×48)×2
- Nut (M6)×2
- Washer (M6.5×13.5)×2

- Screw (M6×26)×2
- Nut (M6)×2
- Washer (M6.5×13.5)×2
Step 3:
Screw the 5B Ball holder kit and 5C Ball guide kits as drawing picture.

Assembly parts
5B  Ball holder kit
5C  Ball guide kits

screw (M6×26)×12
nut (M6)×12
washer(M6.5×13.5)×12
Step 4:
Connect the connectors on both sides, and pull the connectors of the bottom of side LED into main case.
Step 5:
1. Screw 【6A Ball net holder kit】.
2. Screw 【6B Main part】、【Metal Shelf (optional)】.

**Assembly parts**
- 6A Ball net holder kit
- 6B Main part
- Metal Shelf (optional)

Hexagonal Phillips screw with 2 Washers included 2 on each side. 
Tighten the screws through the metal shelf against the side panel until the shelf cannot be easily moved.
Step 6:
1. Fix the 3 main cords as the following drawing.
2. Run the IC board plug and the ball holder kit plug located underneath the front of the ball net holder, through the hole in back of the main part.
3. Now connect plugs as shown in drawing.
**Step 7:**
Combine the connectors with the harness on main board.

**Step 8:**
Screw 【Top cover(optional)】 step by step as drawing.

**Assembly parts**
- Top cover(optional)

- screw (M5×38)×4
- Nut(M5)×4
Step 9:
Connect the connectors of top cover and side LED.

Step 10:
Cover the harness exposed and gap by wiring cover plate.

Assembly parts
Wiring cover plate x2

screw (M4×12) ×4
wiring cover plate ×2
3. 【SET-UP Position & maintenance】

Fix position after assembly
1. Hoist the machine from the hoist point.

2. Keep at least 50cm (20") space from the back for maintenance and to avoid overheating.

Attention:
◎ The power must be turned off before any movements.
◎ Check the power rate before use AC110V~120V/AC220V~240V, depending on Outlet Label.

Electrical plug display

V. Adjustment and Inspection

You can find the audit system by opening the main part door.

IC board includes POWER, FUSE, AUDIT and TEST functions

Please see 【1 Link adjustment】for IC board function.
1. Link adjustment

【Cable link SET-UP】
The link set-up must follow DIP-SW-SEP-UP NO.1~15 machines.
Intermittent allowed, but repeat is not allowed.
A. Link up to 15 machines
B. Only one main frame is needed.
C. Any game could be used as the main frame.

P.S. If only link two machines, the DIP-SW of the main control one must be set as OFF OFF OFF ON.
【Link main board adjustment】

Multi-function button :

1. Press ▼ and start machine until LED display show 0 to enter LED Testing Mode.
2. In Standby Mode ▼ is 「SERVICE」 function, Press once means one coin, but No record.
3. In Audit Mode ▼ is 「RESET」 function.
4. In Ticket Dispenser Error Mode, ▼ is 「Key out」 function.

Link DIP-SW adjustment :

<table>
<thead>
<tr>
<th>SW4</th>
<th>SW3</th>
<th>SW2</th>
<th>SW1</th>
<th>Single mode</th>
</tr>
</thead>
<tbody>
<tr>
<td>OFF</td>
<td>OFF</td>
<td>OFF</td>
<td>OFF</td>
<td>Single mode</td>
</tr>
<tr>
<td>OFF</td>
<td>OFF</td>
<td>OFF</td>
<td>ON</td>
<td>link 1 Unit</td>
</tr>
<tr>
<td>OFF</td>
<td>OFF</td>
<td>ON</td>
<td>OFF</td>
<td>link 2 Unit</td>
</tr>
<tr>
<td>OFF</td>
<td>ON</td>
<td>OFF</td>
<td>OFF</td>
<td>link 3 Unit</td>
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<tr>
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<td>ON</td>
<td>OFF</td>
<td>OFF</td>
<td>link 4 Unit</td>
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<td>OFF</td>
<td>ON</td>
<td>ON</td>
<td>ON</td>
<td>link 5 Unit</td>
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<tr>
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<td>ON</td>
<td>ON</td>
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<td>link 6 Unit</td>
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<td>link 7 Unit</td>
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<td>link 8 Unit</td>
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<td>ON</td>
<td>link 9 Unit</td>
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<tr>
<td>ON</td>
<td>OFF</td>
<td>ON</td>
<td>ON</td>
<td>link 11 Unit</td>
</tr>
<tr>
<td>ON</td>
<td>ON</td>
<td>OFF</td>
<td>OFF</td>
<td>link 12 Unit</td>
</tr>
<tr>
<td>ON</td>
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<td>OFF</td>
<td>ON</td>
<td>link 13 Unit</td>
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<td>ON</td>
<td>OFF</td>
<td>link 14 Unit</td>
</tr>
<tr>
<td>ON</td>
<td>ON</td>
<td>ON</td>
<td>ON</td>
<td>link 15 Unit</td>
</tr>
</tbody>
</table>

Single mode starting display :

- Displays Company logo
- Program type(CXX type)
- Single mode(switch all DIP-SW off)
Link mode starting display:

**LINE-TEST**

XX CXX → Program type(CXX type)

→ Link mode station NO,(XX=1-15)

When you turn on the main control machine, the other machines will link as set situation.

2. Adjustment

Press  and turn on the power, release the key after you hear the sound.

**[SET-UP 1] SET-UP the coin entry price for each game**

1-COIN ← Alternately → 1-PLAY

Press  then release

2-COIN ← Alternately → 1-PLAY

Press  then release

3-COIN ← Alternately → 1-PLAY

Press  then release

4-COIN ← Alternately → 1-PLAY

Press  for then release to enter SET-UP 2
**[SET-UP 2] Additional tickets**

<table>
<thead>
<tr>
<th>MIN-OUT</th>
<th>0 ticket dispensed after every game is ended</th>
</tr>
</thead>
<tbody>
<tr>
<td>___2</td>
<td>___</td>
</tr>
<tr>
<td>Press TEST then release</td>
<td>___2</td>
</tr>
<tr>
<td>Press TEST then release</td>
<td>___2</td>
</tr>
<tr>
<td>Press TEST then release</td>
<td>___2</td>
</tr>
<tr>
<td>Press AUDIT then release to enter SET-UP 3</td>
<td></td>
</tr>
</tbody>
</table>

**[SET-UP 3] Multiple of tickets**

<table>
<thead>
<tr>
<th>TICKET</th>
<th>No ticket, game play only when SET-UP 2 is ineffective.</th>
</tr>
</thead>
<tbody>
<tr>
<td>___3</td>
<td>___</td>
</tr>
<tr>
<td>Press TEST then release</td>
<td>___3</td>
</tr>
<tr>
<td>Press TEST then release</td>
<td>___3</td>
</tr>
<tr>
<td>Press TEST then release</td>
<td>___3</td>
</tr>
<tr>
<td>Press TEST then release</td>
<td>___3</td>
</tr>
<tr>
<td>Press TEST then release</td>
<td>___3</td>
</tr>
<tr>
<td>Press TEST then release</td>
<td>___3</td>
</tr>
</tbody>
</table>
Press \[ \text{TEST} \] then release

\[
__3__70
\]
70 points : 1 ticket

Press \[ \text{TEST} \] then release

\[
__3__80
\]
80 points : 1 ticket

Press \[ \text{TEST} \] then release

\[
__3__90
\]
90 points : 1 ticket

Press \[ \text{TEST} \] then release

\[
__3__100
\]
100 points : 1 ticket

The explanation:
If the operator sets the game for 3___10 and the game is giving out tickets, the player will receive 1 ticket for every 10 points scored. If the operator sets the game for 3___20, the player will get 1 ticket for every 20 points scored and so on.
For additional (0-3) tickets enter SET-UP 2

Press \[ \text{AUDIT} \] then release to enter SET-UP 4

**[SET-UP 4] Game Time SET-UP**

**GAME - TIME**

\[
__4__50
\]
Stage 1 : 50 seconds
Stage 2 : 40 seconds
Stage 3 : 30 seconds
Stage 4 : 20 seconds

**GAME - TIME**

\[
__4__55
\]
Stage 1 : 55 seconds
Stage 2 : 45 seconds
Stage 3 : 35 seconds
Stage 4 : 25 seconds

**GAME - TIME**

\[
__4__60
\]
Stage 1 : 60 seconds
Stage 2 : 50 seconds
Stage 3 : 40 seconds
Stage 4 : 30 seconds

Press \[ \text{AUDIT} \] then release to enter SET-UP 5
【SET-UP 5】Basket motor AUTO test

STE–MOT-1

Press then release to start basketball motor AUTO test
(Warning alarm will start after 5 seconds, if there is an error)
Press then release to enter SET-UP 6

【SET-UP 6】Ball holder motor AUTO test

STE–MOT-2

Press then release to start ball holder motor AUTO test
(Warning alarm will start after 5 seconds, if there is an error)
Press then release to enter SET-UP 7

【SET-UP 7】Reset the top score 250 or keep the record

Press then release

Reset the top score to 250
Keep the record
Press then release to enter SET-UP 8

【SET-UP 8】SET-UP DEMO music (ON or OFF)

Press then release

DEMO music OFF
3. LED Monitor inspection

Testing:
1. Press [TEST] and turn on the power in the same time to enter LED testing mode. Release the test button until is displayed "0" on the LED.
2. Check if the LED is displayed correctly.
3. After testing is finished, it will enter into standby function.

LED test function display:
- LED displays Company logo, from right to left.
- LED displays 「0123456789」, color test change from 「red」、「green」 then 「orange」.
- Coin LED displays 「0123456789」, color test 「red」.

※ Restart the Machine to complete the SET-UP adjustment.
4. AUDIT

Press [AUDIT] to enter audit system under standby function only.

Press [AUDIT] then release, to enter [audit 1]

COUNT - IN

Record total received coins, up to 999999 same as counter, counter reset is not allowed.

Press [AUDIT] then release, to enter [audit 2]

COUNT - OUT

Record total dispensed tickets, up to 999999 same as counter, counter reset is not allowed.

Press [AUDIT] then release, to enter [audit 3]

SHIFT - IN

Record total received coins up to 999999, counter reset is allowed.

Press [AUDIT] then release, to enter [audit 4]

SHIFT - OUT

Record total dispensed tickets up to 999999, counter reset is allowed.

Press [AUDIT] then release, return to audit function [The end]

Displays Company logo

55

※Press [AUDIT] then release, to enter standby function.

※Press [TEST] then release, return to [audit 3] function. And reset the [audit 3] and [audit 4].
5. Error code

Every time machine is turned on, it will do the AUTO test for 7 function points, before entering into standby function.

The Error specification as below,

- **Error 1**  [COIN – 1]
  - Warning alarm action
  - Left coin selector is disconnected
  - Left coin selector didn’t turn into NC
  - Left coin selector error

- **Error 2**  [COIN – 2]
  - Warning alarm action
  - Right coin selector is disconnected
  - Right coin selector didn’t turn into NC
  - Right coin selector error

- **Error 3**  [SET-MOT – 1]
  - Warning alarm action
  - Basket motor power is disconnected
  - Basket SENSOR-NO
  - Basket is out of position

- **Error 4**  [SET-MOT – 2]
  - Warning alarm action
  - Ball holder motor power is disconnected
  - Ball holder SENSOR-NO
  - Ball holder is out of position

- **Error 5**  [TICKET]
  - Warning alarm action
  - Ticket dispenser is disconnected
  - Ticket dispenser adjustment error
  - No tickets press [TEST] to clean tickets.

- **Error 6**  [COUNT - IN]
  - Warning alarm action
  - Coin counter is disconnected
  - Coin counter error

- **Error 7**  [COUNT-OUT]
  - Warning alarm action
  - Ticket counter is disconnected
  - Ticket counter error
VI. How to play

1. There are 4 Stages in total

A. Stage 1: Proceed to Stage 2, when the total scores are over 40 in the end.
B. Stage 2: Proceed to Stage 3, when the total scores are over 150 in the end.
C. Stage 3: Proceed to Stage 4, when the total scores are over 250 in the end.
D. Stage 4: Final challenge, the last game will be finished when the time is terminated.

2. 2 play types available

A. 1P play: DIP-SW set to 1P play.
B. Team play: DIP-SW set to link mode, up to 15 machines can be linked.
   Press Team play, display link countdown time, any other machine can be linked together during the countdown. In Team play, up to 15 machines can be linked.

When the machine is in standby function, the SW is ineffectual.
### VII. Screw and Nut List

<table>
<thead>
<tr>
<th>NO.</th>
<th>picture</th>
<th>Specification</th>
<th>Total quantity</th>
<th>Position</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td></td>
<td>screw (M5×15)</td>
<td>6</td>
<td>Knock down machine Step 1</td>
</tr>
<tr>
<td>2</td>
<td></td>
<td>screw (M5×38)</td>
<td>4</td>
<td>Knock down machine Step 10</td>
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<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Semi-assemble machine Step 8</td>
</tr>
<tr>
<td>3</td>
<td></td>
<td>screw (M6×48)</td>
<td>17</td>
<td>Knock down machine Step 2.4</td>
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<tr>
<td></td>
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<td></td>
<td></td>
<td>Semi-assemble machine Step 2</td>
</tr>
<tr>
<td>4</td>
<td></td>
<td>screw (M6×26)</td>
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<td>Knock down machine Step 4.5</td>
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<td>Semi-assemble machine Step 2.3</td>
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<tr>
<td>5</td>
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<td>screw (M8×16)</td>
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<td></td>
<td>Semi-assemble machine Step 5</td>
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<td></td>
<td>screw (M8×70)</td>
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<td>Knock down machine Step 2.3</td>
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<td>screw (M8×90)</td>
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<td>Semi-assemble machine Step 3</td>
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<td>nut (M8)</td>
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<td>nut (M6)</td>
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<td>Knock down machine Step 2.4.5.11</td>
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<td>nut (M5)</td>
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<td>11</td>
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<td>sleeve (Ø15×43)</td>
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<tr>
<td>12</td>
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<td>washer (M10×20)</td>
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<td>washer (M6.5×13.5)</td>
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<td>Semi-assemble machine Step 3.5</td>
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<td>14</td>
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<td>Hexagonal Phillips screw with 2 Washers</td>
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<td>Knock down machine Step 7</td>
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<td>Semi-assemble machine Step 5</td>
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<td>15</td>
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<td>screw (M4×12)</td>
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<td>Knock down machine Step 12</td>
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<td>Semi-assemble machine Step 10</td>
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</tbody>
</table>

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