



Be Sure
to Read this
Manual
Before Use



Operation Manual



Family Fun Companies, INC.
Parts, Service and Distribution
708-598-3720

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Thank you for purchasing **Platinum Heights**. We hope you enjoy the product.

This manual contains valuable information about how to operate and maintain your game machine properly and safely. It is intended for the owner and/or personnel in charge of product operation. Carefully read and understand the instructions.

If you need any help during installation and setup please utilize this manual and troubleshooting guide. If the product fails to function properly, *non-technical personnel should under no circumstance attempt to service the machine*. Contact your distributor or manufacturer for help.

Before use, please read **IMPORTANT SAFETY INSTRUCTIONS**.

IMPORTANT SAFETY INSTRUCTIONS

To ensure the safe usage of this product, carefully read and understand these instructions before operating your game. Save these instructions for future reference.

Use this product only as described in this manual. Other uses not recommended may cause fire, electric shock or personal injury. Unplug the game from the outlet when not in use, when moving from one location to another, and before cleaning/servicing.

Explanations which require special attention are indicated by signs of warning. Depending on the potential hazardous degree, the terms: **NOTE**, **NOTICE**, and **WARNING** are used.

NOTE: A NOTE indicates useful hints or information about product usage.

NOTICE: A NOTICE indicates potential damage to product and how to avoid the problem.

WARNING: A WARNING indicates a potential for product damage or serious personal injury.

It is important to understand the meaning of the following HAZARD SIGNS before continuing:

High Voltage and Shock Hazard:

High voltage can cause electric shock.
Turn off/unplug power before servicing.



High Temperature Hazard:

This part may cause scalding.
Do not touch. Surface may be hot.



No Touching Hazard:



This part may be hot or can cause electric shock.

Do not touch.

Use the following safety guidelines to help ensure your own personal safety and to help protect your equipment and surrounding environment from potential damage.

 **This product is an indoor game machine. Do not install outdoors.**

Avoid installing in the following places to prevent fire, electric shock, injury and/or machine malfunctioning:

- Places subject to rain/moisture, or places subject to high humidity.
- Places subject to direct sunlight, or places subject to extremely hot or cold temperatures to ensure that it is used within the specified operating range.
- Places where inflammable gas may be present or in the vicinity of highly inflammable/volatile chemicals or items that can easily catch fire
- On unstable or sloped surfaces. The machine may topple or cause unforeseen accidents.
- Vicinity of fire exits, fire extinguishers etc. that may block/prevent safety measures



WARNING

Non-technical personnel who do not have technical knowledge and Expertise should refrain from performing such work that this manual require or perform tasks which are not explained in this manual. Failing to comply can cause severe accidents such as electric shock or other serious injuries.

WARNING: To reduce the risk of fire, electric shock or personal injury, unplug or disconnect the machine from the power supply before servicing.

Note: The contents of this manual may be updated without notice.

1. SPECIFICATIONS

Rated power supply: 110V 50/60Hz

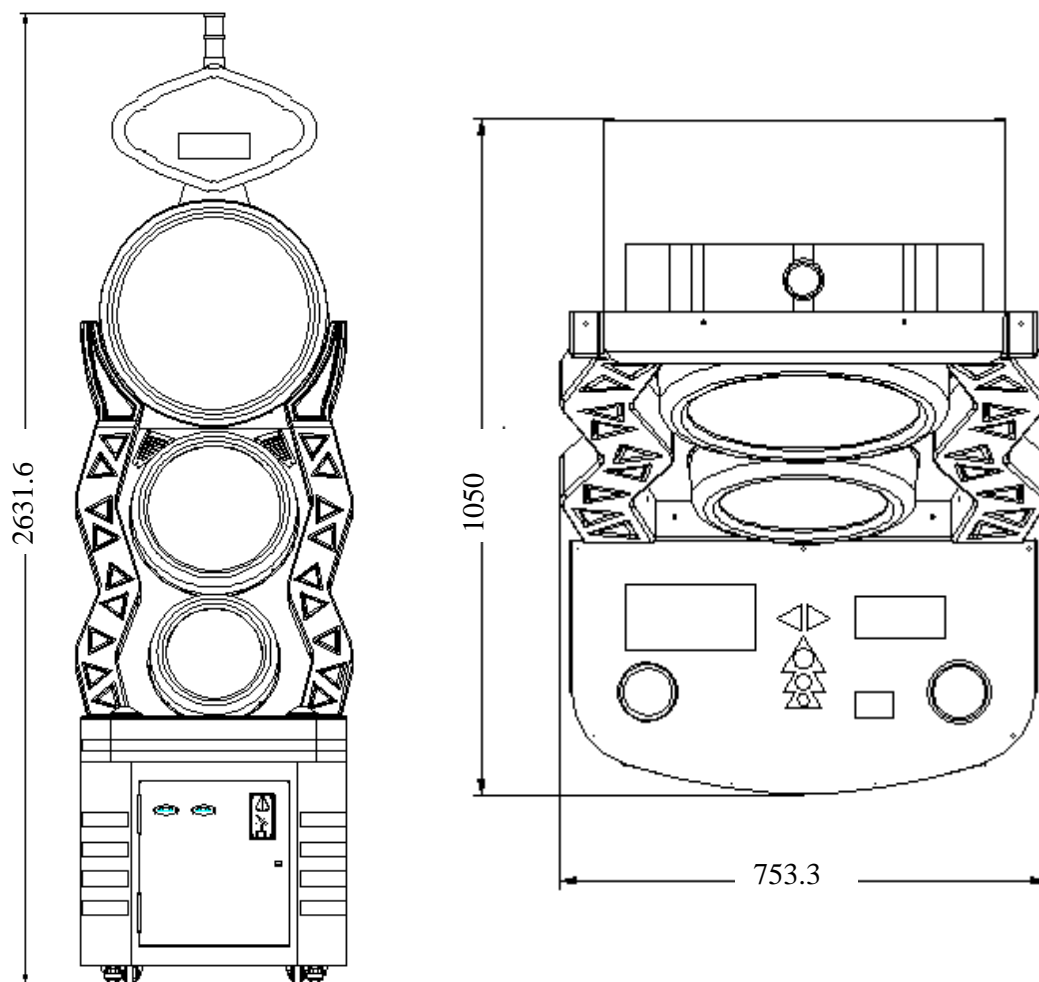
Mix. Power consumption: : 66W

Max. Power consumption: 92W

Dimensions: W753.3×D1050×H2631.6 (mm)

Weight: About 147Kg

! NOTICE: After turning off the game, please wait at least 1 minute before restarting again.





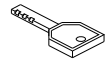


Note: Game parameters are subject to change without notice.

2. PACKAGE CONTENTS

Open the package and make sure all the items are included:

- 1 x Body Assembly
- Following accessories

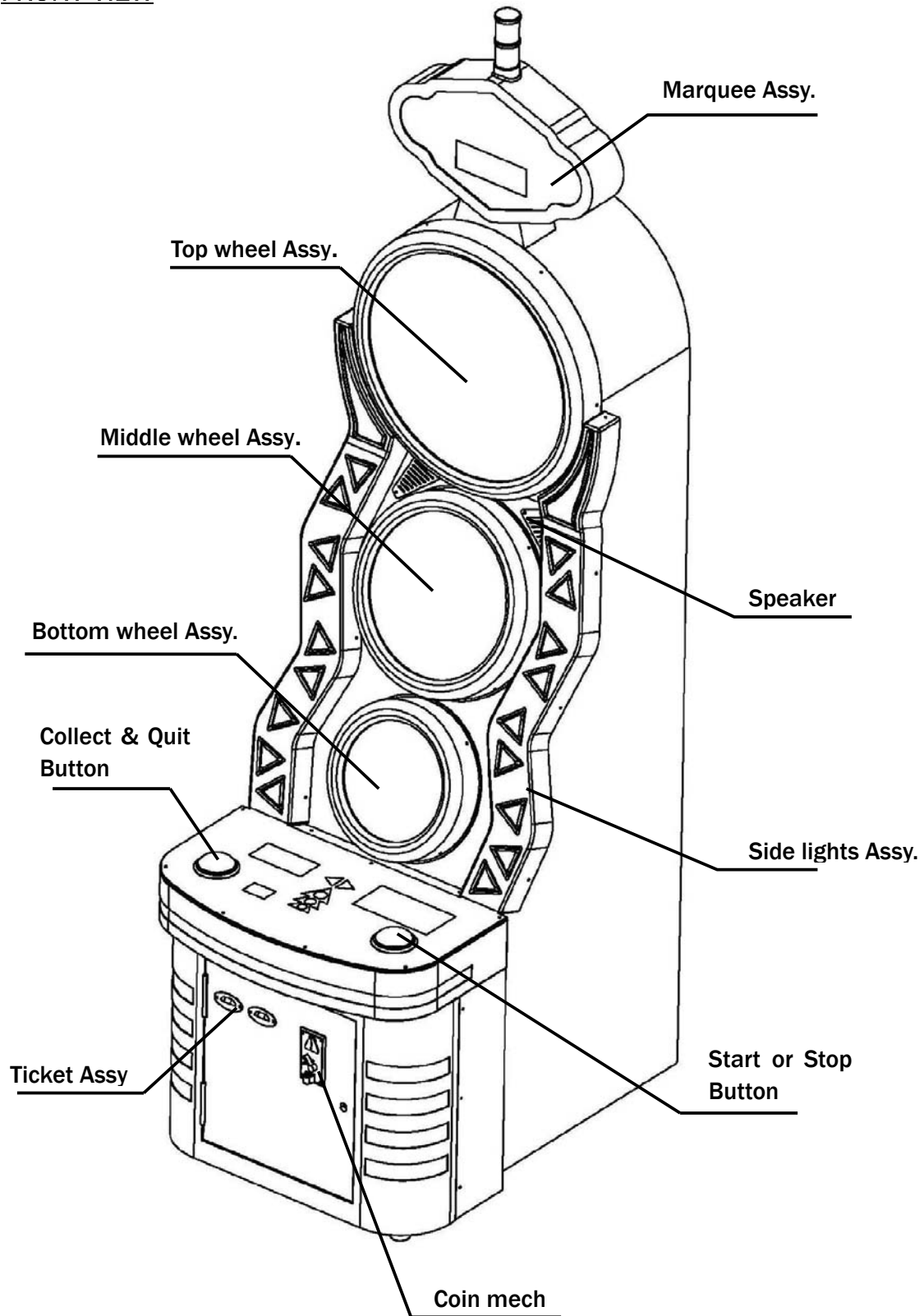
| No. | Part No. | Code | Name | Spec. | Qty. | Illustration | Note |
|-----|--------------|-------------|---------------|-----------------------|------|---|--------------|
| 1 | P110-401-000 | 23301000001 | AC power | 10A/250V 1.8m | 1 |  | |
| 2 | P110-402-000 | 21901000012 | Fuse | Φ5×20mm T5A 250VAC | 1 |  | |
| 3 | P110-701-000 | 41411012002 | Manual | English | 1 |  | |
| 4 | P110-403-000 | 25300171002 | Key | 171 | 4 |  | |
| 5 | P110-404-000 | 25302222002 | Key | 2222 | 2 |  | |
| 6 | P110-730-000 | 20511012009 | Score decal 1 | | 1 | | Top wheel |
| 7 | P110-731-000 | 20511012010 | Score decal 2 | | 1 | | Middle wheel |
| 8 | P110-732-000 | 20511012011 | Score decal 3 | | 1 | | Bottom wheel |

If any items are found to be missing, please contact your sales representative for help immediately.

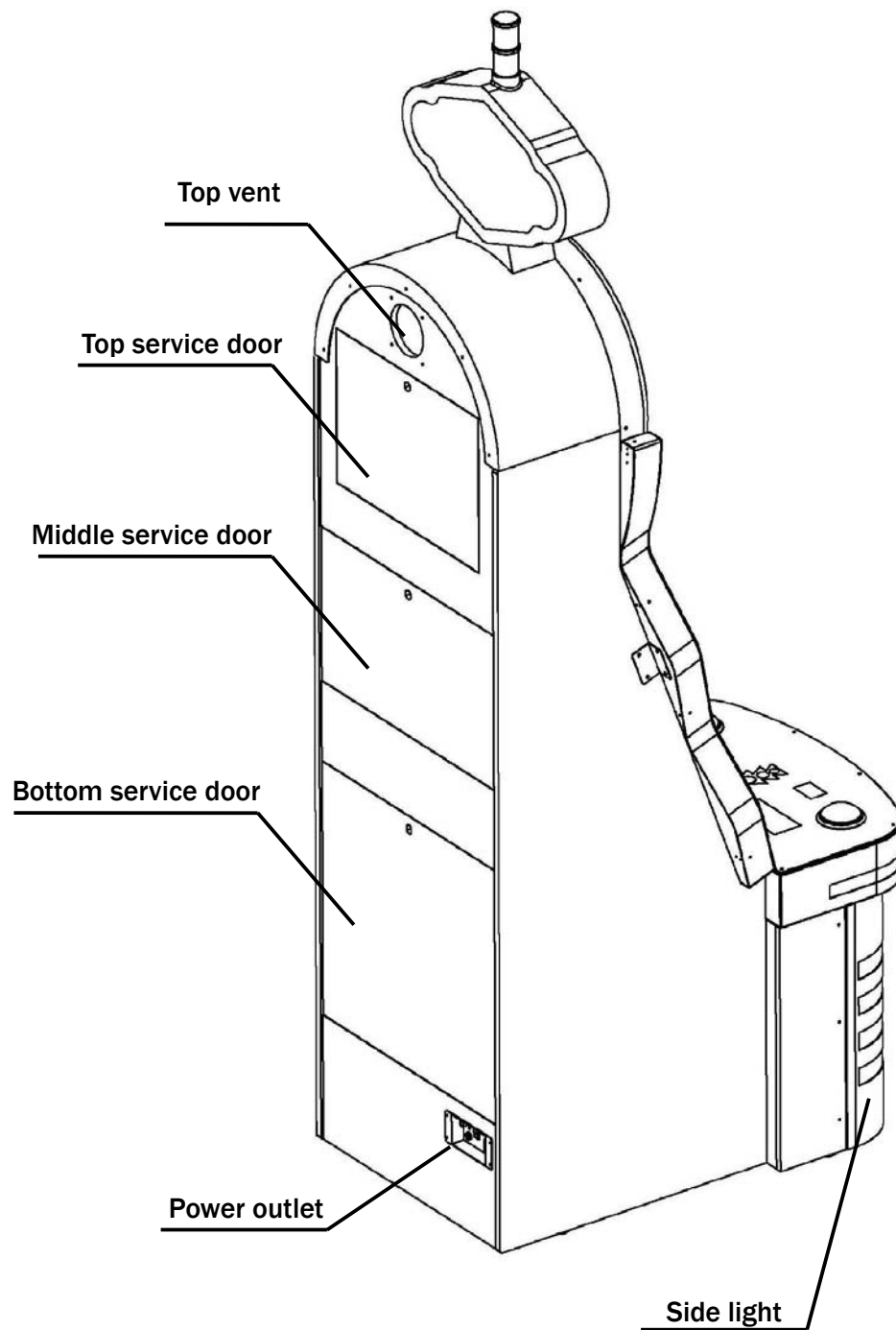
NOTE: Part models are subject to change without notice.

3. PART NAMES

FRONT VIEW



REAR VIEW



4. SET UP & INSTALLATION

⚠ This product is an indoor game machine. Do not install outdoors.

- Refer to IMPORTANT SAFETY INSTRUCTIONS (Pg. 3) for places to avoid
- Place the unit on a dry level surface
- Ventilation openings in the back of the unit must not be obstructed by objects or by wall.

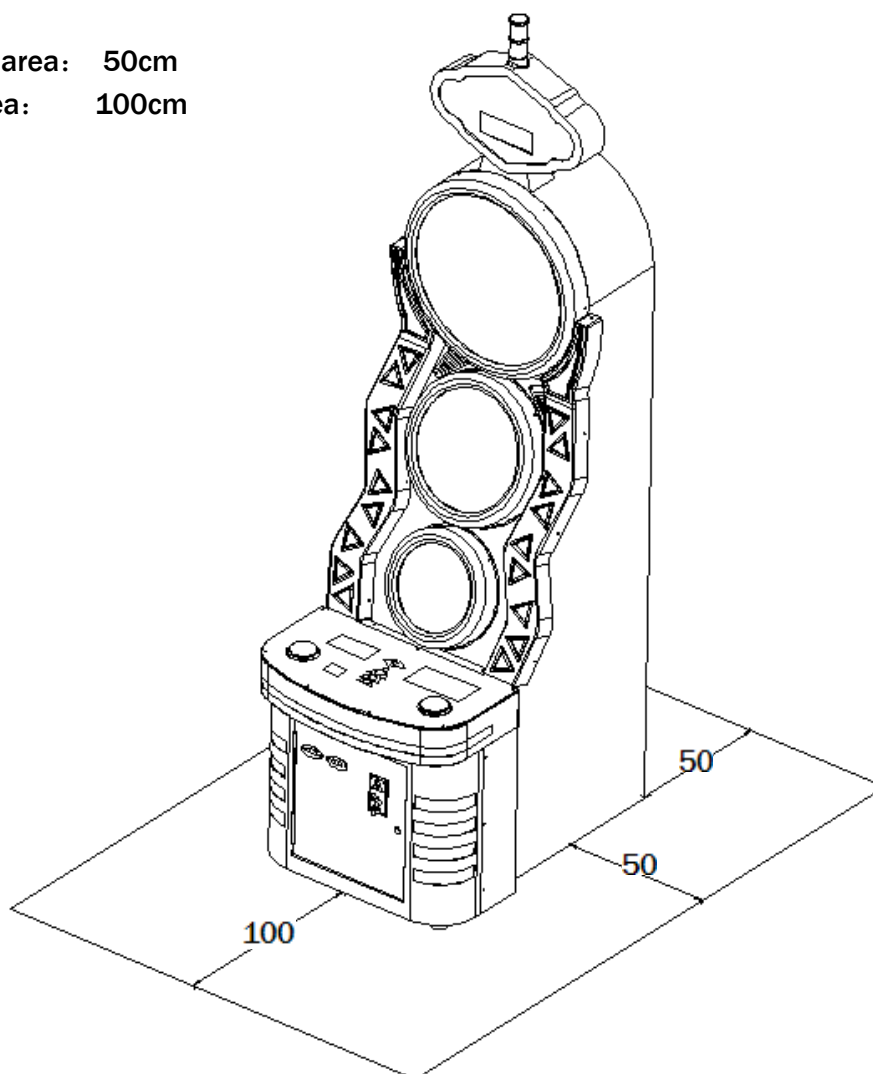
4.1 Play Zone

This machine requires space for playing and for maintenance as shown below.

Leave space around the game upon installation:

Service area: 50cm

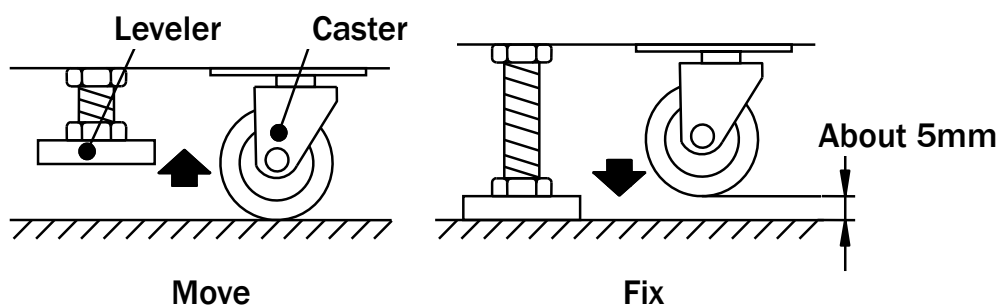
Play area: 100cm



4.2 Level Adjustment

Install this machine on a flat surface. Adjust levers to lift casters off the ground to level the game. If the game is installed on an unsuitable floor, it could cause a malfunction.

To fix the game, adjust the Leveler down until it touches the floor, lifting the casters off the ground by 5mm. Repeat the same for all levelers.

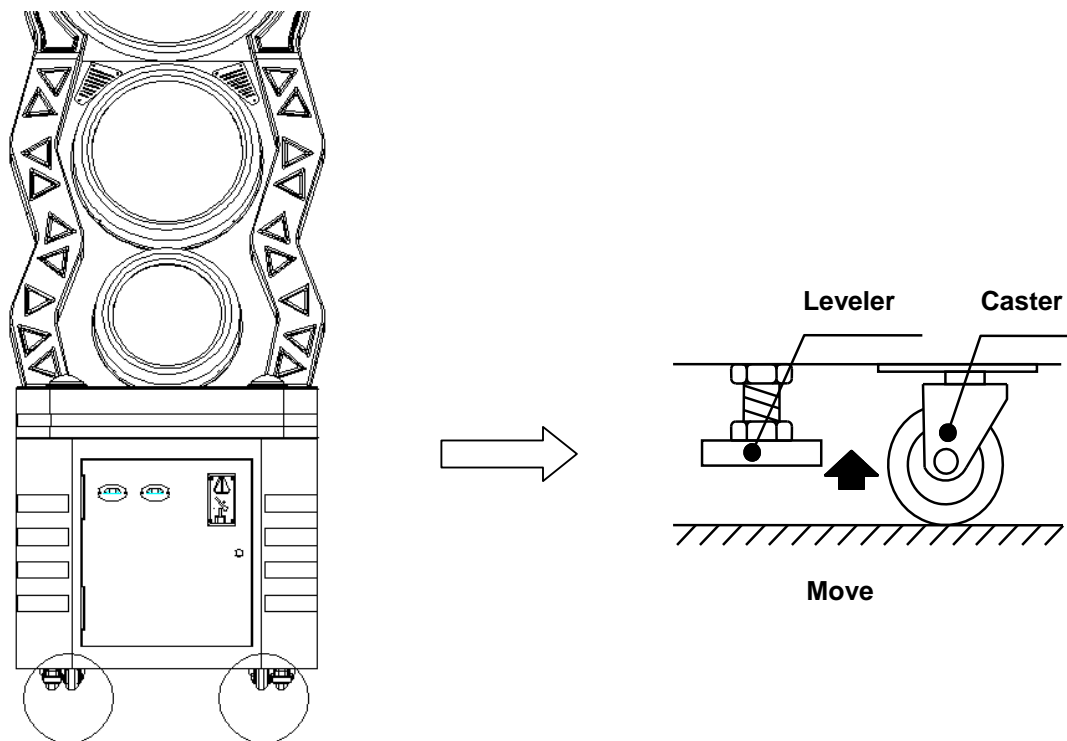


NOTICE

Make sure the machine is level with the ground and all the adjustable legs should stick to the floor closely.

4.3 Transporting the Game

If you need to move the game, adjust the levelers back to an “up” position so the casters touch the ground.



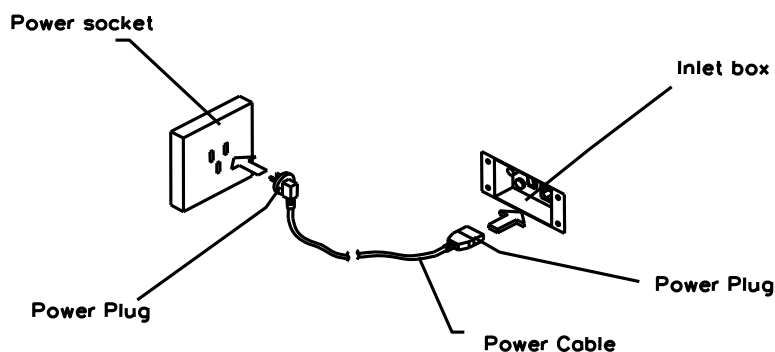
NOTICE

- Be careful not to damage the machine during transport.
- The machine should be handled with care when bringing it down from a higher level.
- Always unplug the game before moving.
- Keep the machine in upright position during transport.
- For longer distance transport, package the game properly to prevent damages

4.4 Connecting Power

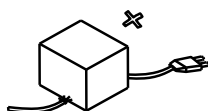
! WARNING: Check the voltage rating before you connect the equipment to an electrical outlet to ensure that the required voltage and frequency match the available power source. Please refer the label of the machine.

- Do not plug the equipment power cables into an electrical outlet if the power cable is damaged.
- Avoid putting many loads on one electrical outlet as it could generate heat and fire resulting from overload.
- Connect the grounding conductor to the earth terminal (GND):

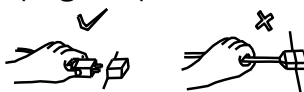


WARNING

Ensure no heavy objects rest on the power cord. Check to make sure the game cabinet does not sit on the power cord as this could damage the cord and become hazardous.



To disconnect the game, grip the plug and pull it from the wall outlet. Never pull by the cord.



To prevent electric shock, do not touch the power plug when hand is wet.



Ensure that nothing rests on the power cord and that it is not located where it can be stepped on or tripped over.



5. HOW TO PLAY

- Insert coin(s);
- Press “**Start or Stop**” to spin the wheels. Hit the button again to stop the wheel to win corresponding tickets.
- If you land on “**Advance**”, you may choose to continue to the next wheel by pressing “**Start or Stop**” button; however if you are happy with the ticket amount and do not wish to continue, press “**Collect and Quit**” button to quit and collect tickets.
(Note: tickets won in each round are not cumulative!)
- Land on “**Bonus**” to win Big.

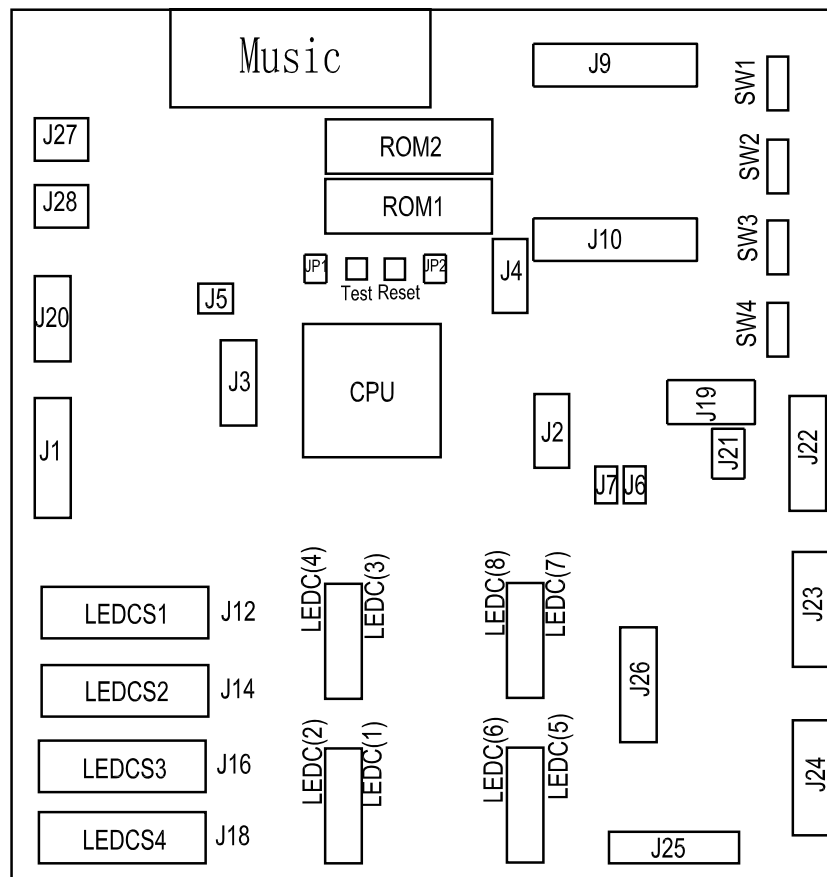
6. GAME OPTIONS

6.1 Switches Control Signal

Refer to the I/O chart and schematics included.

To adjust DIP, refer to the I/O chart. (Initial settings are in **CAPTIAL LETTERS**.)

6.1.1 Main Board



6.1.2 Test Method

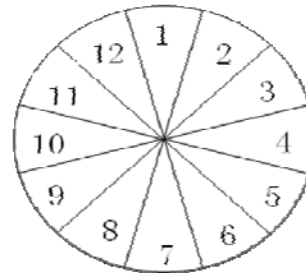
Press the TEST button on the mainboard.

6.1.3 LED Display

BONUS: LED<1>1-4; Score: LED<3>1-3;

Coin: LED<4>1-2;

Bottom wheel LED 1~12: LED<7>, LED<8>.



6.1.4 Test Method (main board)

- 1) Press Test button once: to show if all LED display is normal < 1.2.3.4.5.6.7.8.>
- 2) Press Test button again: The LED will display “111” except for one to show the state of DIP SWITCH states. There are 8 switches in a micro switch and each switch represents a segment of the LED display. If the switch is at ON, the segment will light up.
- 3) Press Test button again: The LED will display “222”. This mode will test the input signal (1-40). When you send an input signal to the main board, the corresponding input signal will show on the LED display.
- 4) Press Test button again: The LED will display “333”. No function is assigned.
- 5) Press Test button again: The LED will display “444”. It tests 40 inputs in J9, and Output J22 to J26.
- 6) Press Test button again: The LED will display “555”. It shows lighting output.

6.1.5 Error Codes

The following error codes will display if the input signal is not in normal state when the game is turned on (but continues to operate after the alarm sounds):

| | | | |
|-----|-----------------------|-----|--------------------------------|
| E01 | Start/Stop button | E06 | I6 or motor |
| E02 | Collect ticket button | E07 | I7 or motor |
| E03 | Ticket mech reset | E83 | Coin mech1 |
| E04 | Service button | E84 | Coin mech2 |
| E05 | I5 or motor | HLP | No ticket or ticket mech error |



6.2 Parameter Setting

6.2.1 Coin per Game

| Item | Content | DIP Adjust (SW1) | | Note |
|------------------|----------|------------------|-----------|------|
| | | 1 | 2 | |
| Coin(s) per game | 1 | ON | ON | |
| | 2 | off | on | |
| | 3 | on | off | |
| | 4 | off | off | |

6.2.2 BONUS Initial Value

| Item | Content | DIP Adjust (SW1) | | | Note |
|---------------------|-------------|------------------|-----------|------------|------|
| | | 3 | 4 | 5 | |
| BONUS Initial Value | 500 | on | on | on | |
| | 600 | off | on | on | |
| | 700 | on | Off | on | |
| | 800 | off | off | on | |
| | 900 | on | on | off | |
| | 1000 | OFF | ON | OFF | |
| | 1100 | on | off | off | |
| | 1200 | off | off | off | |

6.2.3 BONUS +

| Item | Content | DIP Adjust (SW1) | | Note |
|---------|----------|------------------|-----------|-------------------------------|
| | | 6 | 7 | |
| BONUS + | 0 | ON | ON | No increment |
| | 1 | off | on | Every 1 coin for 1 increment |
| | 1/2 | on | off | Every 2 coins for 1 increment |
| | 1/3 | off | off | Every 3 coins for 1 increment |

6.2.4 BONUS Memory

| Item | Content | DIP Adjust (SW1) | Note |
|--------------|-----------|------------------|---------------------------------|
| | | 8 | |
| BONUS Memory | YES | on | Keep BONUS score after restart |
| | NO | OFF | Reset BONUS score after restart |

6.2.5 Ticket Payout (Ticket per Coin)

| Item | Content | DIP Adjust (SW2) | | | | Note |
|------------------------------------|---------|------------------|------------|-----------|-----------|------|
| | | 1 | 2 | 3 | 4 | |
| Ticket Payout (Ticket per Coin) | 4 | on | on | on | on | |
| | 5 | off | on | on | on | |
| | 7 | on | off | on | on | |
| | 10 | OFF | OFF | ON | ON | |
| | 12 | on | on | off | on | |
| | 15 | off | on | off | on | |
| | 16 | on | off | off | on | |
| | 18 | off | off | off | on | |
| | 20 | on | on | on | off | |
| | 22 | off | on | on | off | |
| | 25 | on | off | on | off | |
| | 28 | off | off | on | off | |
| | 30 | on | on | off | off | |
| | 32 | off | on | off | off | |
| | 35 | on | off | off | off | |
| | 40 | off | off | off | off | |

6.2.6 Demo Music

| Item | Content | DIP Adjust (SW2) | | Note |
|------------|------------|------------------|------------|------|
| | | 5 | 6 | |
| Demo Music | 120s | on | on | |
| | 180s | off | on | |
| | 240s | on | off | |
| | OFF | OFF | OFF | |

6.2.7 BONUS Max Value

| Item | Content | DIP Adjust (SW2) | | Note |
|-----------------|---------|------------------|-----------|------|
| | | 7 | 8 | |
| BONUS Max Value | 1500 | ON | ON | |
| | 2000 | off | on | |
| | 2500 | on | off | |
| | 3000 | off | off | |



6.2.8 Bottom Wheel Score

| Item | Content | DIP Adjust (SW3) | | Note |
|--------------------|-----------|------------------|------------|------------------|
| | | 1 | 2 | |
| Bottom Wheel Score | A1 | on | on | Refer to Sheet 1 |
| | A2 | off | on | Refer to Sheet 1 |
| | A3 | on | off | Refer to Sheet 1 |
| | A4 | OFF | OFF | Refer to Sheet 1 |

| Sheet 1 | | #1 | #2 | #3 | #4 | #5 | #6 | #7 | #8 | #9 | #10 | #11 | #12 |
|--------------------|----|----|----|----|----|----|----|----|----|----|-----|-----|-----|
| Bottom Wheel Score | A1 | 20 | 2 | 10 | 2 | 12 | 2 | 15 | 1 | 18 | 3 | 12 | 1 |
| | A2 | 30 | 2 | 15 | 2 | 18 | 2 | 20 | 1 | 25 | 3 | 15 | 1 |
| | A3 | 40 | 3 | 25 | 3 | 18 | 2 | 25 | 1 | 35 | 3 | 15 | 2 |
| | A4 | 50 | 4 | 35 | 3 | 20 | 2 | 5 | 1 | 40 | 3 | 15 | 2 |

6.2.9 Middle Wheel Score

| Item | Content | DIP Adjust (SW3) | | Note |
|--------------------|-----------|------------------|------------|------------------|
| | | 3 | 4 | |
| Middle Wheel Score | B1 | on | on | Refer to Sheet 2 |
| | B2 | off | on | Refer to Sheet 2 |
| | B3 | on | off | Refer to Sheet 2 |
| | B4 | OFF | OFF | Refer to Sheet 2 |

| Sheet 2 | | #1 | #2 | #3 | #4 | #5 | #6 | #7 | #8 | #9 | #10 | #11 | #12 |
|--------------------|----|-----|----|----|----|----|----|-----|----|----|-----|-----|-----|
| Middle Wheel Score | B1 | 60 | 5 | 35 | 6 | 30 | 8 | 40 | 5 | 50 | 3 | 25 | 5 |
| | B2 | 80 | 6 | 40 | 12 | 45 | 15 | 50 | 10 | 60 | 5 | 35 | 8 |
| | B3 | 100 | 8 | 45 | 18 | 55 | 20 | 80 | 15 | 70 | 8 | 60 | 10 |
| | B4 | 150 | 10 | 50 | 25 | 60 | 30 | 100 | 20 | 80 | 10 | 75 | 20 |

6.2.10 Top Wheel Score

| Item | Content | DIP Adjust (SW3) | | Note |
|-----------------|-----------|------------------|------------|------------------|
| | | 5 | 6 | |
| Top Wheel Score | C1 | on | on | Refer to Sheet 3 |
| | C2 | off | on | Refer to Sheet 3 |
| | C3 | on | off | Refer to Sheet 3 |
| | C4 | OFF | OFF | Refer to Sheet 3 |

| Sheet 3 | | #1 | #2 | #3 | #4 | #5 | #6 | #7 | #8 | #9 | #10 | #11 | #12 |
|-----------------|----|-------|----|-----|----|-----|----|-----|----|-----|-----|-----|-----|
| Top Wheel Score | C1 | BONUS | 15 | 150 | 20 | 100 | 16 | 180 | 10 | 80 | 25 | 120 | 18 |
| | C2 | BONUS | 15 | 200 | 25 | 120 | 20 | 200 | 15 | 100 | 30 | 150 | 20 |
| | C3 | BONUS | 20 | 250 | 30 | 150 | 35 | 250 | 20 | 120 | 35 | 180 | 25 |
| | C4 | BONUS | 20 | 300 | 70 | 150 | 50 | 300 | 30 | 150 | 90 | 200 | 40 |

6.2.11 Pointer Speed

| Item | Content | DIP Adjust (SW3) | Note |
|---------------|---------|------------------|------|
| | | 7 | |
| Pointer Speed | Slow | on | |
| | Fast | OFF | |

6.2.12 Payout Method

| Item | Content | DIP Adjust (SW4) | | Note |
|---------------|-----------|------------------|-----|---------------------------------|
| | | 7 | 8 | |
| Payout Method | 1:1 | ON | ON | Every 1 ticket to pay 1 ticket |
| | 1:2 | off | on | Every 2 tickets to pay 1 ticket |
| | 1:3 | on | off | Every 3 tickets to pay 1 ticket |
| | No Payout | off | off | No ticket payout |

6.2.13 Input part and Output part

Output part:

| OUTPUT | Content | OUTPUT | Content | OUTPUT | Content |
|--------|-------------------------|--------|--------------------|--------|-------------------------|
| OUT1 | START/STOP button light | OUT13 | Middle wheel LED5 | OUT25 | Top wheel LED5 |
| OUT2 | Ticket out button light | OUT14 | Middle wheel LED6 | OUT26 | Top wheel LED6 |
| OUT3 | ARROW light 1 | OUT15 | Middle wheel LED7 | OUT27 | Top wheel LED7 |
| OUT4 | ARROW light 2 | OUT16 | Middle wheel LED8 | OUT28 | Top wheel LED8 |
| OUT5 | ARROW light 3 | OUT17 | Middle wheel LED9 | OUT29 | Top wheel LED9 |
| OUT6 | SELECT light | OUT18 | Middle wheel LED10 | OUT30 | Top wheel LED10 |
| OUT7 | | OUT19 | Middle wheel LED11 | OUT31 | Top wheel LED11 |
| OUT8 | Advance to next wheel | OUT20 | Middle wheel LED12 | OUT32 | Top wheel LED12 |
| OUT9 | Middle wheel LED1 | OUT21 | Top wheel LED1 | OUT33 | BottomPointerMotorPulse |
| OUT10 | Middle wheel LED2 | OUT22 | Top wheel LED2 | OUT34 | MiddlePointerMotorPulse |
| OUT11 | Middle wheel LED3 | OUT23 | Top wheel LED3 | OUT35 | TopPointerMotorPulse |
| OUT12 | Middle wheel LED4 | OUT24 | Top wheel LED4 | OUT36 | Marquee BONUS light |

| Port | Content | Port | Content | Port | Content |
|-------|------------------------|-------|------------------------|-------|--------------|
| J19-1 | coin lock1 | J21-6 | Ticket mech 2 feedback | J27-2 | Speaker L |
| J19-2 | Coin SW1 | J21-7 | 12V | J28-1 | Speaker R |
| J19-3 | GND | J21-8 | GND | J28-2 | Speaker R |
| J19-4 | coin lock2 | J8-1 | +12V | J4-1 | wheel S-I |
| J19-5 | Coin SW2 | J8-2 | | J4-2 | wheel D-I |
| J19-6 | 12V | J8-3 | ticket counter | J4-3 | wheel CK-I |
| J21-1 | Ticket mech 1 drive | J8-4 | coin counter | J4-4 | wheel L-I |
| J21-2 | Ticket mech 1 feedback | J5-1 | RS-485B | J4-5 | console S-I |
| J21-3 | 12V | J5-2 | RS-485A | J4-6 | console D-I |
| J21-4 | GND | J5-3 | GND | J4-7 | console CK-I |
| J21-5 | Ticket mech 2 drive | J27-1 | Speaker L | J4-8 | console L-I |

Input part:

| INPUT | Content |
|-------|---------------------------------|
| I1 | START/STOP button |
| I2 | Ticket out button |
| I3 | Ticket mech reset |
| I4 | Service button |
| I5 | Bottom pointer initial position |
| I6 | Middle pointer initial position |
| I7 | Top pointer initial position |



Notice

The above are subject to change without notice.

7. MAINTENANCE, INSPECTION

7.1 Safety Check

Check the points listed before operating the machine. These checks are necessary for safe machine operation:

1. Try to run the game before operation each day.
2. Conduct monthly routine checks of game components to ensure good working condition
3. Check the machine regularly for dust and clean when necessary.

Note: Parts and components require preventative maintenance to be kept running smoothly

7.2 Handling Precautions

When installing or inspecting the machine, be very careful of the following points and pay attention to ensure that the player can enjoy the game safely.

Non-compliance with the following points or inappropriate handling running counter to the cautionary matters herein stated can cause personal injury or damage to the machine

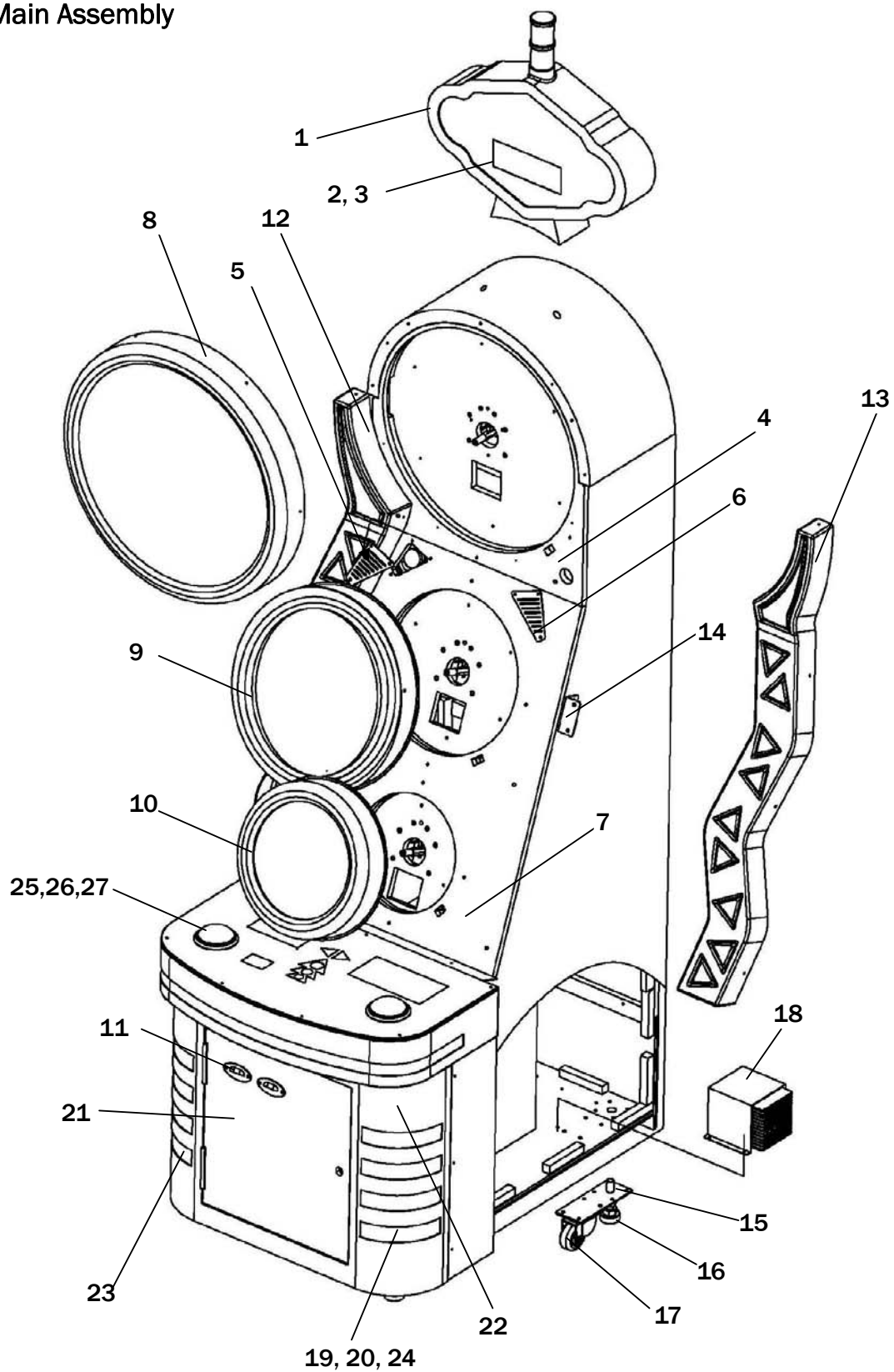


WARNING

- Before servicing the machine, be sure to turn power off. Servicing without turning the power off can cause electric shock or short circuit.
- To avoid electric shock or short circuit, do not plug then unplug the power quickly
- Do not expose power cords and earth wires, these are susceptible to damage.
- Damaged cords and wires can cause electric shock or short circuit and should be replaced immediately.
- When or after installing the product, avoid pulling the power cord to prevent unnecessary wear and tear. Use the power button to disconnect power.
- In case the power cord is damaged, ask for replacement through where the product was purchased from or replace locally. Continued usage of damaged cord can cause fire, electric shock or leakage.
- Perform grounding appropriately. Inappropriate grounding can cause electric shock.
- Use fuses that meet specified rating. Fuses exceeding can cause an electric shock.
- Should a problem occur, turn off the power immediately and stop operating the machine. Unplug the power cord of the service outlet. Operating the machine without correcting the problem may cause a fire or injuries.
- Insert the power plug securely into the outlet. Poor contact may cause overheating, resulting in fire or burns.
- To ensure the warning labels attached on the machine are visible and legible, install the machine in a well-lit location, and keep the labels clean at all times. Make sure the labels are not hidden behind other game machines.

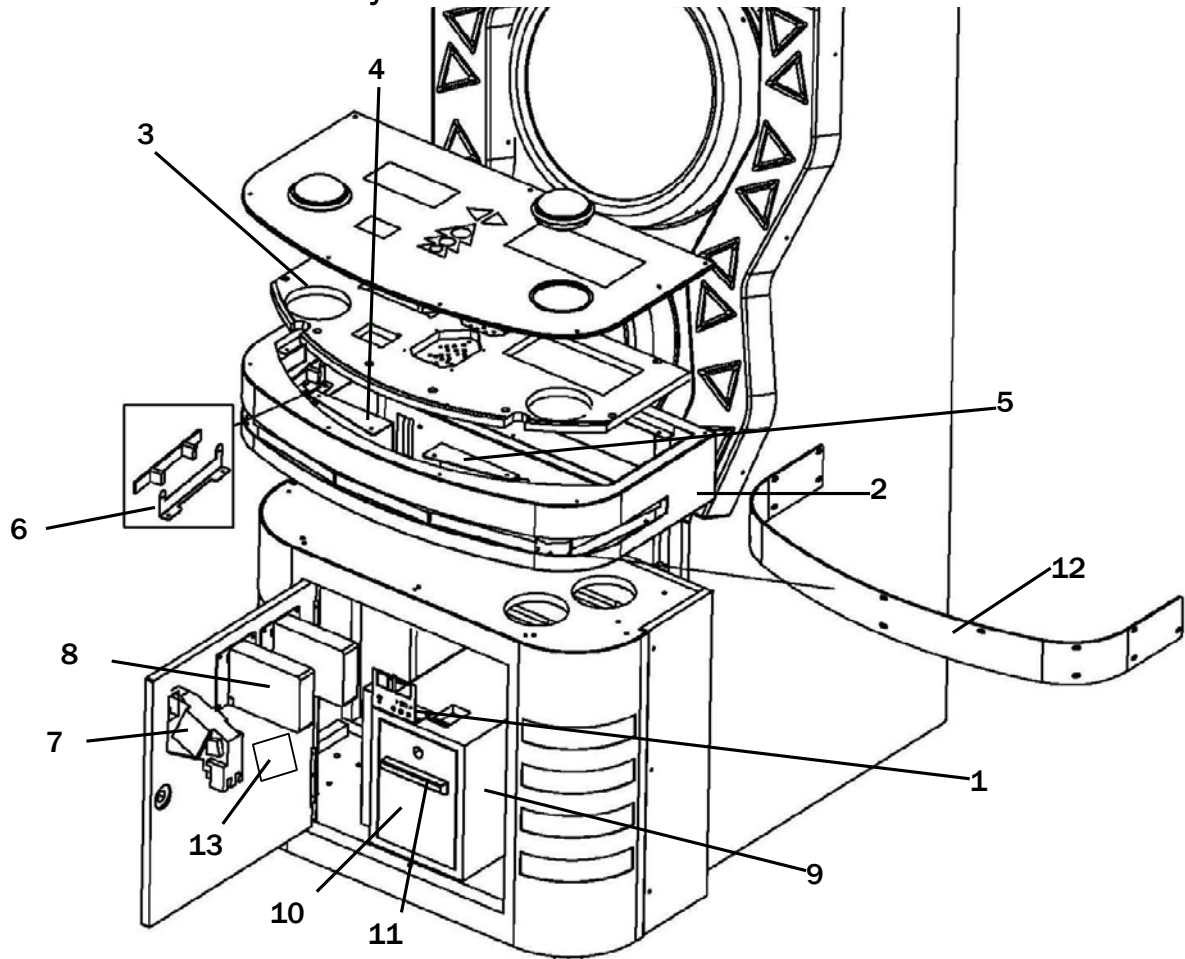
8. OVERALL CONSTRUCTION

8.1 Main Assembly



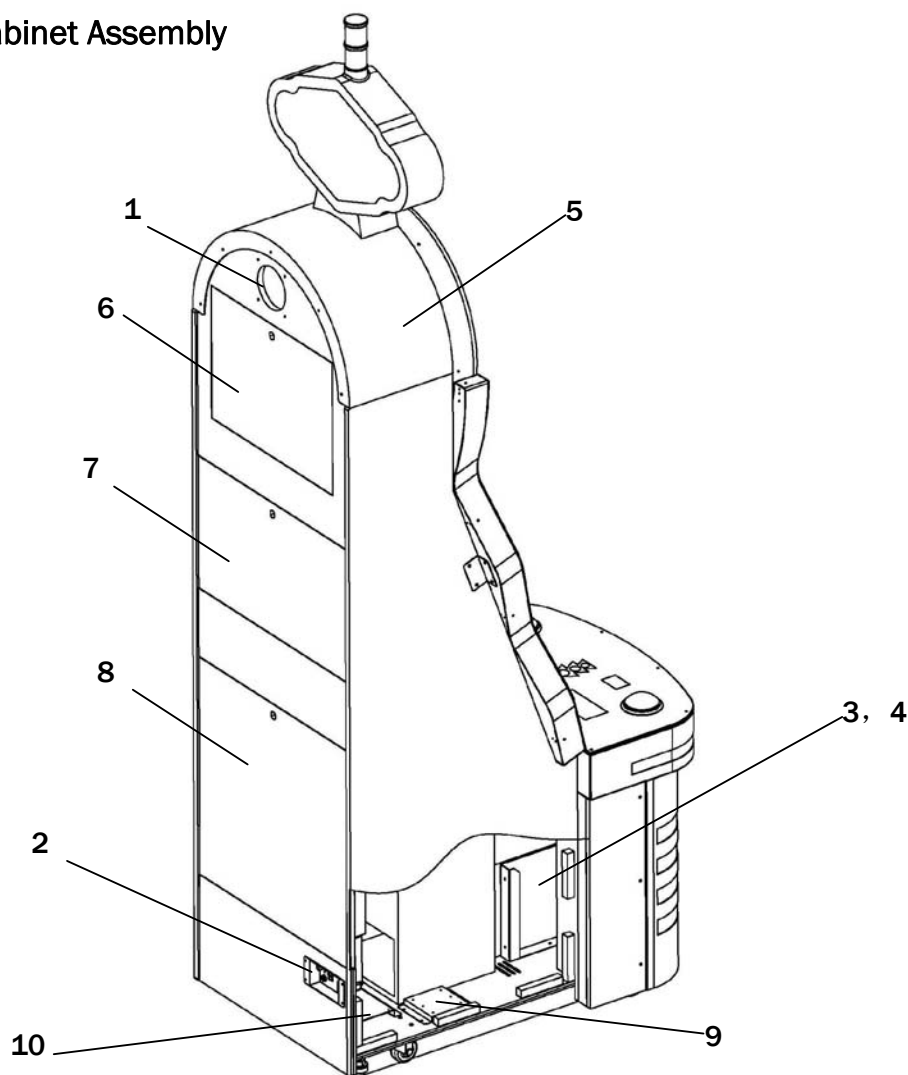
| No. | Part No. | Diagram No. | Name | QTY | Spec. | Note |
|-----|--------------|-------------|---------------------|-----|-----------------------------|------|
| 1 | P110-100-000 | 22013020001 | Marquee | 1 | | |
| 2 | P110-101-000 | BBGS-05-01 | LED fixed plate-L | 1 | Metal | |
| 3 | P110-102-000 | BBGS-05-02 | LED fixed plate-R | 1 | Metal | |
| 4 | P110-600-000 | BBGS-00-04 | Top plate mirror | 1 | Plastic, δ1.2 | |
| 5 | P110-104-000 | BBGS-00-18 | Speaker grill-L | 1 | Stainless steel, δ1.5 | |
| 6 | P110-105-000 | BBGS-00-19 | Speaker grill-R | 1 | Stainless steel, δ1.5 | |
| 7 | P110-601-000 | BBGS-00-03 | Bottom plate mirror | 1 | Stainless steel, δ1.2 | |
| 8 | P110-001-000 | BBGS-02-00E | Top wheel assy. | 1 | | |
| 9 | P110-002-000 | BBGS-03-00E | Middle wheel assy. | 1 | | |
| 10 | P110-003-000 | BBGS-04-00E | Bottom wheel assy. | 1 | | |
| 11 | P110-107-000 | BBGS-00-30 | Ticket shield | 2 | Q235,black,δ1.2 | |
| 12 | P110-004-000 | BBGS-07-00 | L-marquee assy. | 1 | | |
| 13 | P110-005-000 | BBGS-06-00 | R-marquee assy. | 1 | | |
| 14 | P110-108-000 | BBGS-00-26 | Marquee bracket | 2 | Q235black,δ1.5 | |
| 15 | P110-109-000 | TY-JX-010 | Caster bracket | 4 | Q235,δ3 | |
| 16 | P110-449-000 | TY-JX-008 | Leveler | 4 | Q235,M16X100 | |
| 17 | P110-450-000 | 25501000056 | Caster | 4 | 2.5", 3-2689-52 | |
| 18 | P110-405-000 | 22803000032 | 2.1 amplifier | 1 | RA150 | |
| 19 | P110-602-000 | BBGS-00-06 | Light cover B | 2 | White plastic, δ3 | |
| 20 | P110-111-000 | BBGS-00-08 | Light fixed plate B | 2 | Q235,black,δ1 | |
| 21 | P110-500-000 | BBGS-01-10M | Front door | 1 | MDF | |
| 22 | P110-112-000 | BBGS-01-08 | Front door frame | 1 | Q235,black,δ1.5 | |
| 23 | P110-406-000 | 20740917007 | Front side lamp-L | 1 | LED5050RGB-NC.PC B(V1.0) | |
| 24 | P110-407-000 | 20740917007 | Front side lamp-R | 1 | LED5050RGB-NC.PC B(V1.0) | |
| 25 | P110-408-000 | 22401000004 | Button | 2 | White Φ100 | |
| 26 | P110-409-000 | 22003000006 | LED | 2 | LED(12V) white, JA-T810 | |
| 27 | P110-410-000 | 22604000006 | Micro SW | 2 | BLM-S 3A-125/250VAC | |

8.2 Control Panel Assembly



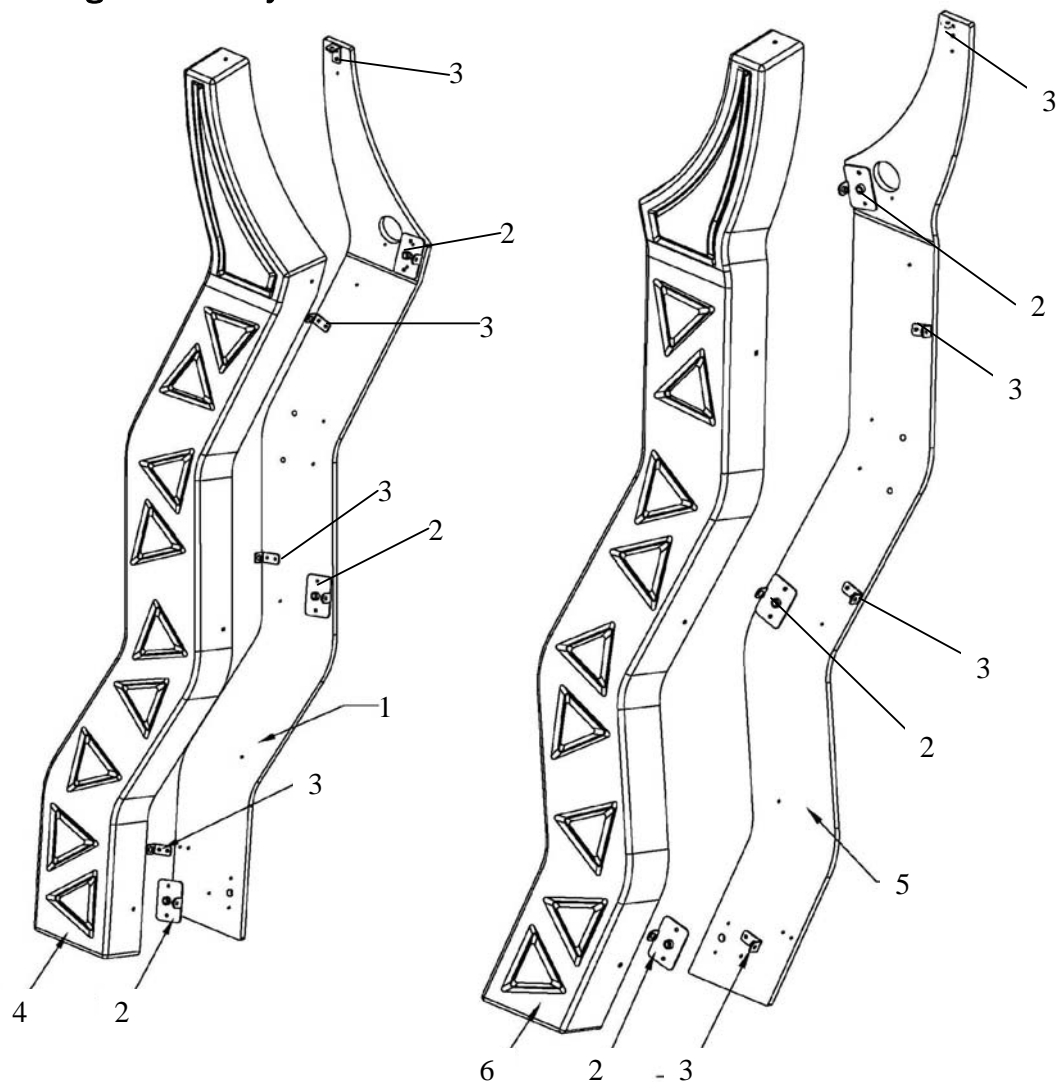
| No. | Part No. | Diagram No. | Name | Qty | Spec. | Note |
|-----|--------------|-------------|-----------------------------|-----|------------------|------|
| 1 | P110-451-000 | BBGS-00-31 | Meter bracket | 1 | Q235,black,δ3 | |
| 2 | P110-113-000 | BBGS-00-01 | Control panel | 1 | Q235,black,δ1.5 | |
| 3 | P110-501-000 | BBGS-00-12M | Control panel plate | 1 | MDF | |
| 4 | P110-114-000 | BBGS-00-10 | Reinforced plate-L | 1 | Q235,black,δ1.5 | |
| 5 | P110-115-000 | BBGS-00-11 | Reinforced plate-R | 1 | Q235,black,δ1.5 | |
| 6 | P110-116-000 | BBGS-00-02 | Light fixed plate A | 5 | Q235,black,δ1 | |
| 7 | P110-411-000 | 22301000006 | Coin mech | 1 | | |
| 8 | P110-412-000 | 23100000006 | Ticket dispenser | 2 | CL-022Q-386 | |
| 9 | P110-502-000 | BBGS-01-14M | Coin box outer | 1 | MDF black | |
| 10 | P110-503-000 | BBGS-01-16M | Coin box inner | 1 | MDF black | |
| 11 | P110-117-000 | BBGS-01-17 | Coin box handle | 1 | Q235, black,δ1.5 | |
| 12 | P110-603-000 | BBGS-00-05 | Control panel light cover A | 1 | Plastic, δ3 | |
| 13 | P110-413-000 | | Ticket inverter board | 2 | TICK-CH.PCB | |

8.3 Rear Cabinet Assembly



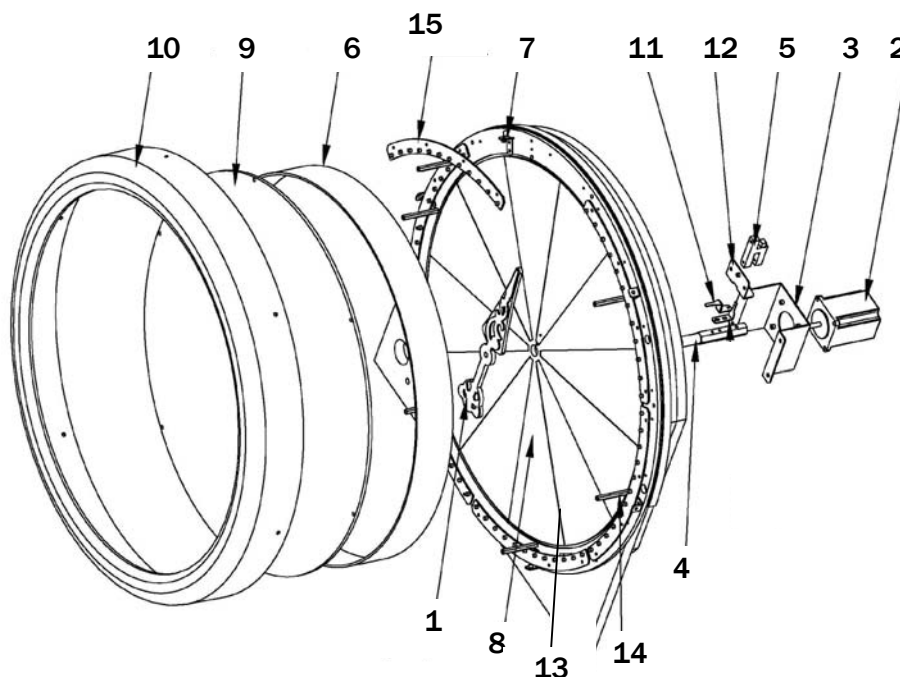
| No. | Part No. | Diagram No. | Name | QTY | Spec. | Note |
|-----|--------------|-------------|------------------------|-----|---------------------|------|
| 1 | P110-119-000 | TY-JX-014 | Top vent | 1 | Q235,black,δ1.5 | |
| 2 | P110-120-000 | TY-JX-005 | Power outlet | 1 | Q235,black,δ1.5 | |
| 3 | P110-121-000 | TY-JX-006 | Ticket bin 243 | 2 | Q235,white,δ1 | |
| 4 | P110-118-000 | TY-JX-020 | Ticket bin bracket | 2 | Q235,black,δ1 | |
| 5 | P110-110-000 | BBGS-01-23 | Top arc cover | 1 | Q235, black,δ1, ,δ2 | |
| 6 | P110-504-000 | BBGS-01-35M | Upper rear door | 1 | MDF, black | |
| 7 | P110-505-000 | BBGS-01-34M | Middle rear door | 1 | MDF, black | |
| 8 | P110-506-000 | BBGS-01-33M | Bottom rear door | 1 | MDF, black | |
| 9 | P110-106-000 | BBGS-00-13 | Controller fixed plate | 1 | Metal | |
| 10 | P110-103-000 | TY-JX-032 | PC power fix bracket | 1 | Metal | |

8.4 Side Light Assembly



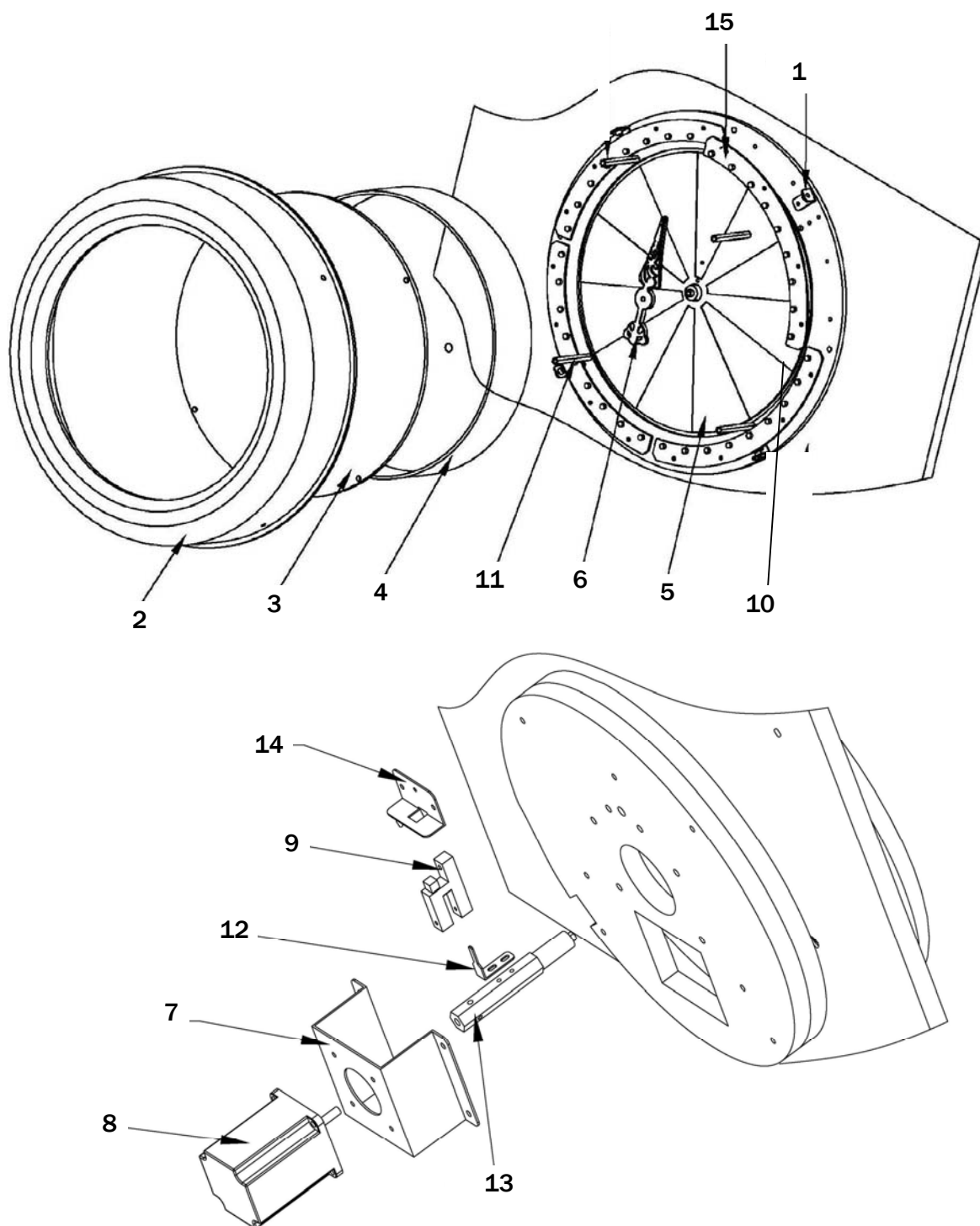
| No. | Part No. | Diagram No. | Name | QTY | Spec. | Note |
|-----|--------------|-------------|-------------------------|-----|---------------------------|------|
| 1 | P110-604-000 | BBGS-07-01 | Side light bed plate -L | 1 | White plastic, $\delta 8$ | |
| 2 | P110-122-000 | BBGS-06-02 | Light fixed plate | 6 | Metal, $\delta 1.5$ | |
| 3 | P110-123-000 | BBGS-02-01 | Light cover fixed plate | 8 | Metal, $\delta 1.5$ | |
| 4 | P110-605-000 | BBGS-07-02 | Light cover-L | 1 | White plastic, $\delta 3$ | |
| 5 | P110-606-000 | BBGS-06-01 | Side light bed plate-R | 1 | White plastic, $\delta 8$ | |
| 6 | P110-607-000 | BBGS-06-03 | Light cover-R | 1 | White plastic, $\delta 3$ | |

8.5 Top Wheel Assembly



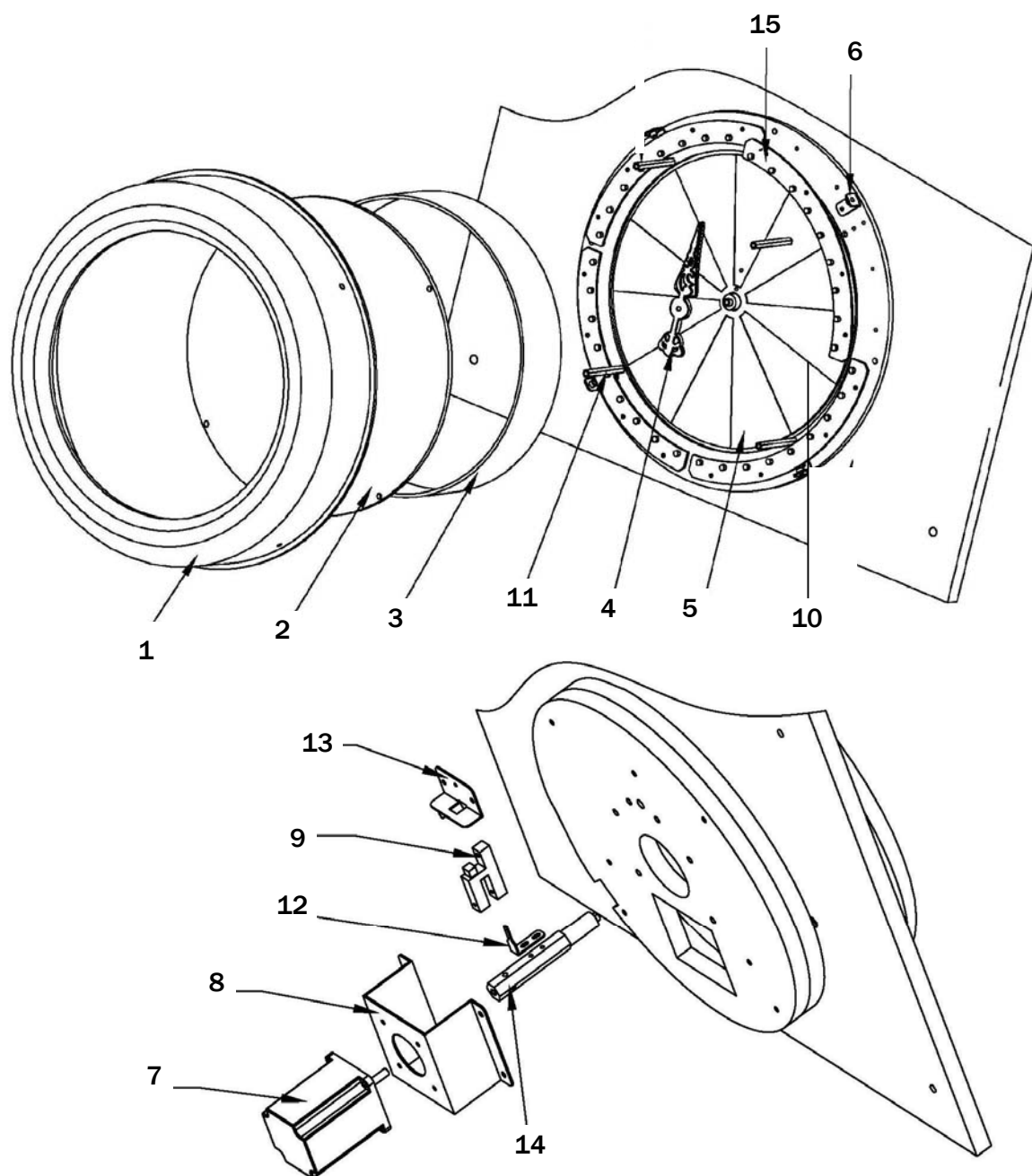
| No. | Part No. | Drawing No. | Name | Qty | Spec. | Note |
|-----|--------------|-------------|-------------------------|-----|--------------------------|------|
| 1 | P110-608-000 | BBGS-00-23 | Pointer A | 1 | Yellow plastic, $\phi 5$ | |
| 2 | P110-414-000 | 23406000006 | Stepper motor | 1 | 57HS09 | |
| 3 | P110-124-000 | BBGS-00-20 | Motor bracket | 1 | Q235,black, $\phi 1.5$ | |
| 4 | P110-125-000 | BBGS-00-21 | Pointer shaft | 1 | Hexagon brass, 16 | |
| 5 | P110-415-000 | 21503000021 | Sensor | 1 | YENOX (NO-5V) | |
| 6 | P110-609-000 | BBGS-02-02 | Top wheel circle | 1 | White plastic, $\phi 3$ | |
| 7 | P110-126-000 | BBGS-02-01 | Light cover fixed plate | 6 | Metal, $\phi 1.5$ | |
| 8 | P110-416-000 | 20711012006 | Top wheel light | 1 | BBGS-C2.PCB(V1.0) | |
| 9 | P110-610-000 | BBGS-02-03 | Top wheel plate | 1 | $\phi 5$ clear plastic | |
| 10 | P110-611-000 | BBGS-00-14 | Top wheel cover | 1 | White plastic, $\phi 3$ | |
| 11 | P110-127-000 | BBGS-00-22 | Sensor block | 1 | $\phi 5$ Metal | |
| 12 | P110-128-000 | BBGS-00-07 | Sensor fixed plate | 1 | $\phi 1.2$ Metal | |
| 13 | P110-129-000 | BBGS-00-27 | Light separator A | 12 | $\phi 1$ Aluminum | |
| 14 | P110-130-000 | 20108020003 | Hex bolt | 6 | Brass | |
| 15 | P110-417-000 | 20711012005 | Top wheel side light | 6 | BBGS-C1.PCB(V1.0) | |

8.6 Middle Wheel Assembly



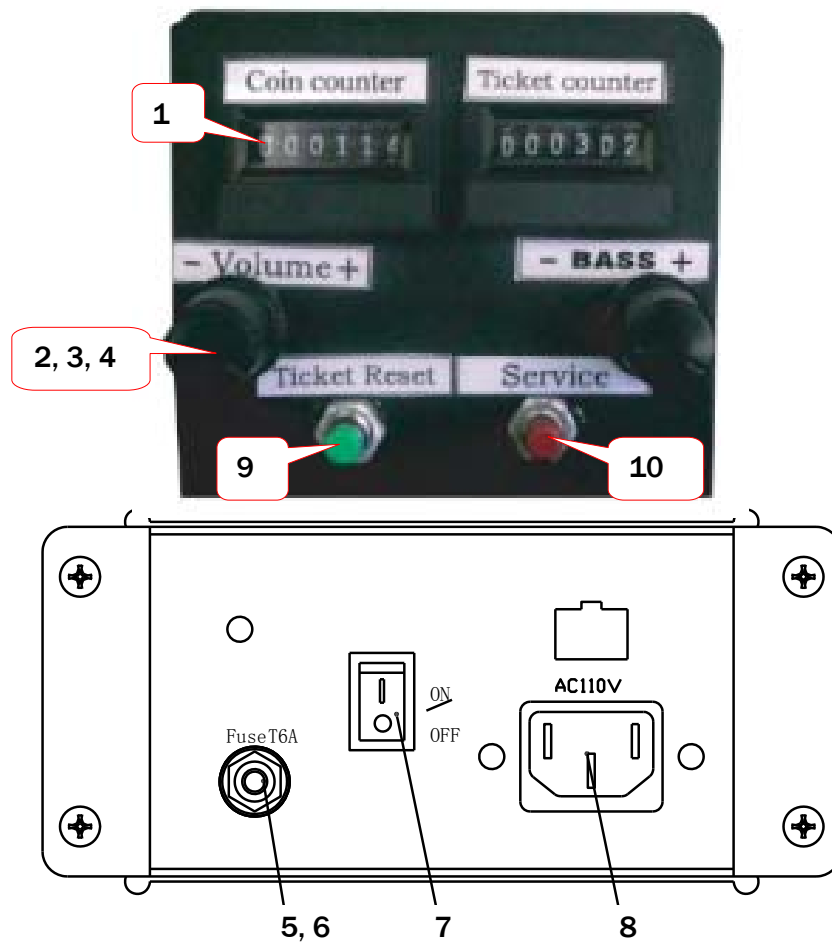
| No. | Part No. | Diagram No. | Name | Qty. | Spec. | Note |
|-----|--------------|-------------|-------------------------|------|---------------------------|------|
| 1 | P110-131-000 | BBGS-02-01 | Light cover fixed plate | 4 | Metal, $\delta 1.5$ | |
| 2 | P110-612000 | BBGS-00-15 | Middle wheel cover | 1 | White plastic, $\delta 3$ | |
| 3 | P110-613-000 | BBGS-03-01 | Middle wheel plate | 1 | $\delta 5$ clear plastic | |
| 4 | P110-614000 | BBGS-03-02 | Middle wheel circle | 1 | White plastic, $\delta 3$ | |
| 5 | P110-418-000 | 20711012004 | Middle wheel light | 1 | BBGS-B2.PCB(V1.0) | |
| 6 | P110-615-000 | BBGS-00-24 | Pointer B | 1 | $\delta 5$ yellow plastic | |
| 7 | P110-132-000 | BBGS-00-20 | Motor bracket | 1 | Q235 black | |
| 8 | P110-419-000 | 23406000006 | Stepper motor | 1 | 57HS09 | |
| 9 | P110-420-000 | 21503000021 | Sensor | 1 | YENOX (NO-5V) | |
| 10 | P110-133000 | BBGS-00-28 | Light separator B | 12 | $\delta 1$ Aluminum | |
| 11 | P110-134000 | 20108020003 | Hex bolt | 4 | Brass | |
| 12 | P110-135-000 | BBGS-00-22 | Sensor block | 1 | $\delta 5$ Metal | |
| 13 | P110-136-000 | BBGS-00-21 | Point shaft | 1 | Hexagon brass, 16 | |
| 14 | P110-137-000 | BBGS-00-07 | Sensor fixed plate | 1 | $\delta 1.2$ Metal | |
| 15 | P110-421-000 | 20711012003 | Middle wheel side light | 4 | BBGS-B1.PCB(V1.0) | |

8.7 Bottom Wheel Assembly



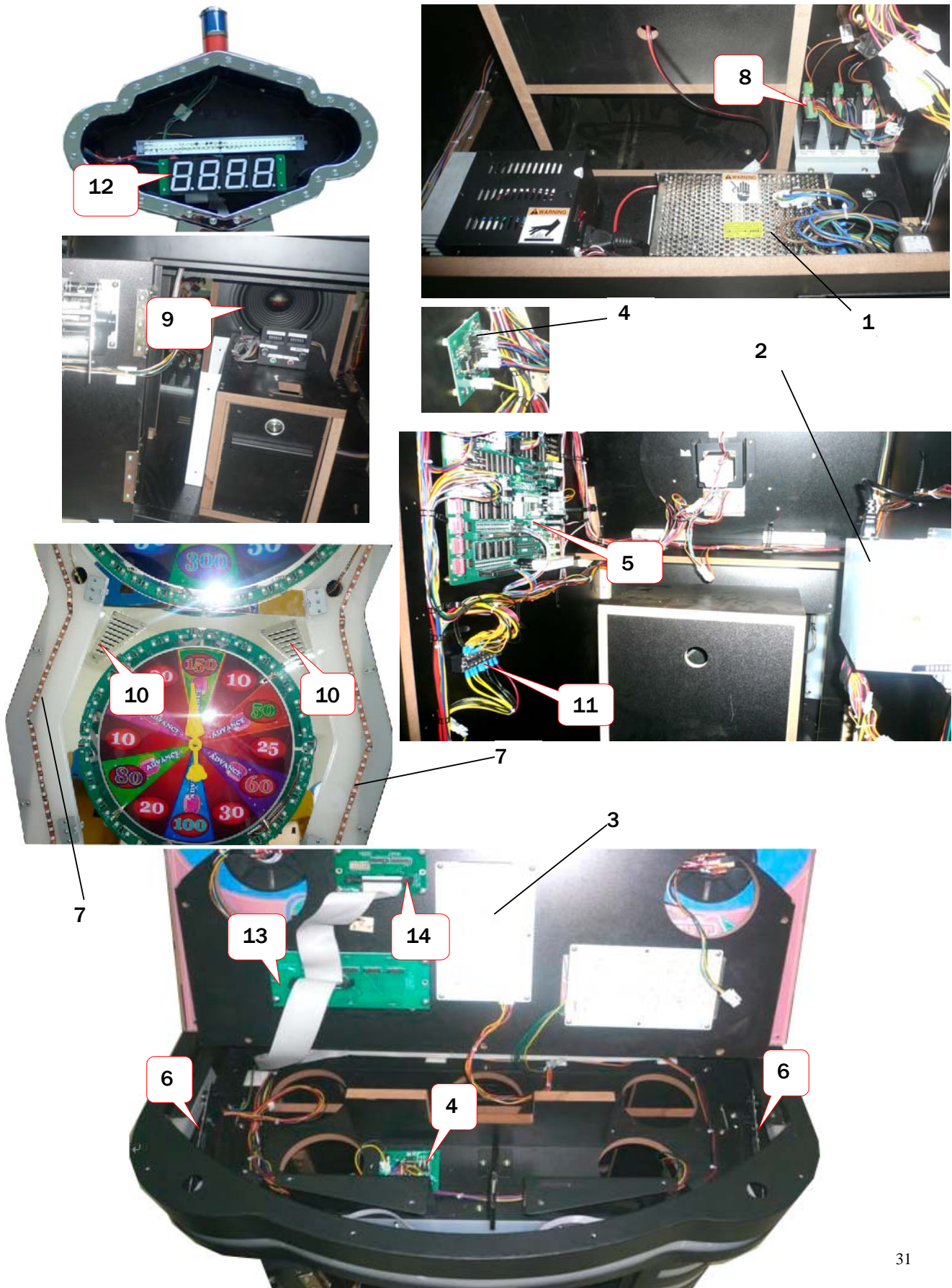
| No. | Part No. | Diagram No. | Name | Qty. | Spec. | Note |
|-----|--------------|-------------|-------------------------|------|--------------------|------|
| 1 | P110-616-000 | BBGS-00-16 | Bottom wheel cover | 1 | White plastic, ø3 | |
| 2 | P110-617-000 | BBGS-04-01 | Bottom wheel plate | 1 | Clear plastic, ø5 | |
| 3 | P110-618-000 | BBGS-04-02 | Bottom wheel circle | 1 | White plastic, ø3 | |
| 4 | P110-619-000 | BBGS-00-25 | Pointer C | 1 | Yellow plastic, ø5 | |
| 5 | P110-422-000 | 20711012002 | Bottom wheel light | 1 | BBGS-A2.PCB(V1.0) | |
| 6 | P110-138-000 | BBGS-02-01 | Light cover fixed plate | 4 | Metal, ø6 | |
| 7 | P110-423-000 | 23406000006 | Stepper motor | 1 | 57HS09 | |
| 8 | P110-139-000 | BBGS-00-20 | Motor bracket | 1 | Q235 black | |
| 9 | P110-424-000 | 21503000021 | Sensor | 1 | YENOX (NO-5V) | |
| 10 | P110-140-000 | BBGS-00-29 | Light separator C | 1 | ø1 Aluminum | |
| 11 | P110-141-000 | 20108020003 | Hex bolt | 4 | Brass | |
| 12 | P110-142000 | BBGS-00-22 | Sensor block | 1 | ø5 Metal | |
| 13 | P110-143-000 | BBGS-00-07 | Sensor fixed plate | 1 | ø1.2 Metal | |
| 14 | P110-144-000 | BBGS-00-21 | Pointer shaft | 1 | Hex brass, 16 | |
| 15 | P110-425-000 | 20711012001 | Bottom wheel side light | 4 | BBGS-A1.PCB(V1.0) | |

8.8 Counter & Wire Box



| No. | Part No. | Diagram No. | Name | Qty. | Spec. | Note |
|-----|--------------|--------------|--------------------|------|----------------------|------|
| 1 | P110-426-000 | 230000000005 | Counter | 1 | C-012 DC12V | |
| 2 | P110-427-000 | 224030000001 | Pot. knob | 2 | Black | |
| 3 | P110-428-000 | 217090000002 | Pot. Connect board | 2 | VR.PCB | |
| 4 | P110-429-000 | 233010000020 | POT | 2 | 10K | |
| 5 | P000-402-000 | 219010000012 | Fuse | 1 | Φ5×20mm T5A 250VAC | |
| 6 | P110-430-000 | 219020000006 | Fuse holder | 1 | R3-11 110V/250V/10A | |
| 7 | P110-431-000 | 226010000005 | Rocker SW | 1 | T125/55 | |
| 8 | P110-432-000 | 232010000009 | Noise filter | 1 | 10SS1-PB 115/250V10A | |
| 9 | P110-433-000 | 224020100002 | Button | 1 | DS-316 (green) | |
| 10 | P110-434-000 | 224020100002 | Button | 1 | DS-316 (red) | |

8.9 Electrical Parts





| No. | Part No. | Diagram No. | Name | Qty. | Spec. | Note |
|-----|--------------|--------------|---------------------------|------|-----------------------|------|
| 1 | P110-435-000 | 21602000010 | Power supply | 1 | EPT-S150S24 | |
| 2 | P110-436-000 | 21602000001 | Power supply | 1 | BTX-3039(110V220V) | |
| 3 | P110-437-000 | 20711012008 | Arrow light board | 1 | BBGS-JTLED.PCB(V1.0) | |
| 4 | P110-438-000 | 20711012008 | LED board | 2 | BBGS-JTLED.PCB(V1.0) | |
| 5 | P110-439-000 | 21701000014 | Main board | 1 | PLAYV9 | |
| 6 | P110-440-000 | 20740910001 | Control panel light board | 5 | YHYX-LED01.PCB(V1.1) | |
| 7 | P110-441-000 | 22002013002 | RGB flex light belt | 2 | DC12V 5050LED/m=60 | |
| 8 | P110-442-000 | 229000000005 | Stepper motor driver | 3 | 2M415 | |
| 9 | P110-443-000 | 22801000004 | Bass speaker | 1 | AZ-6 8" 8Ω150W | |
| 10 | P110-444-000 | 22801000005 | Speaker | 2 | 4" 4Ω 15W | |
| 11 | P110-445-000 | 21902000023 | Terminal block | 1 | TB-1508, 8P | |
| 12 | P110-456-000 | 21706000034 | BONUS LED | 1 | LED23B4.PCB | |
| 13 | P110-447-000 | 21706000037 | Ticket LED | 1 | LED23B3.PCB | |
| 14 | P110-448-000 | 21706000050 | Coin LED | 1 | LED15B2.PCB | |

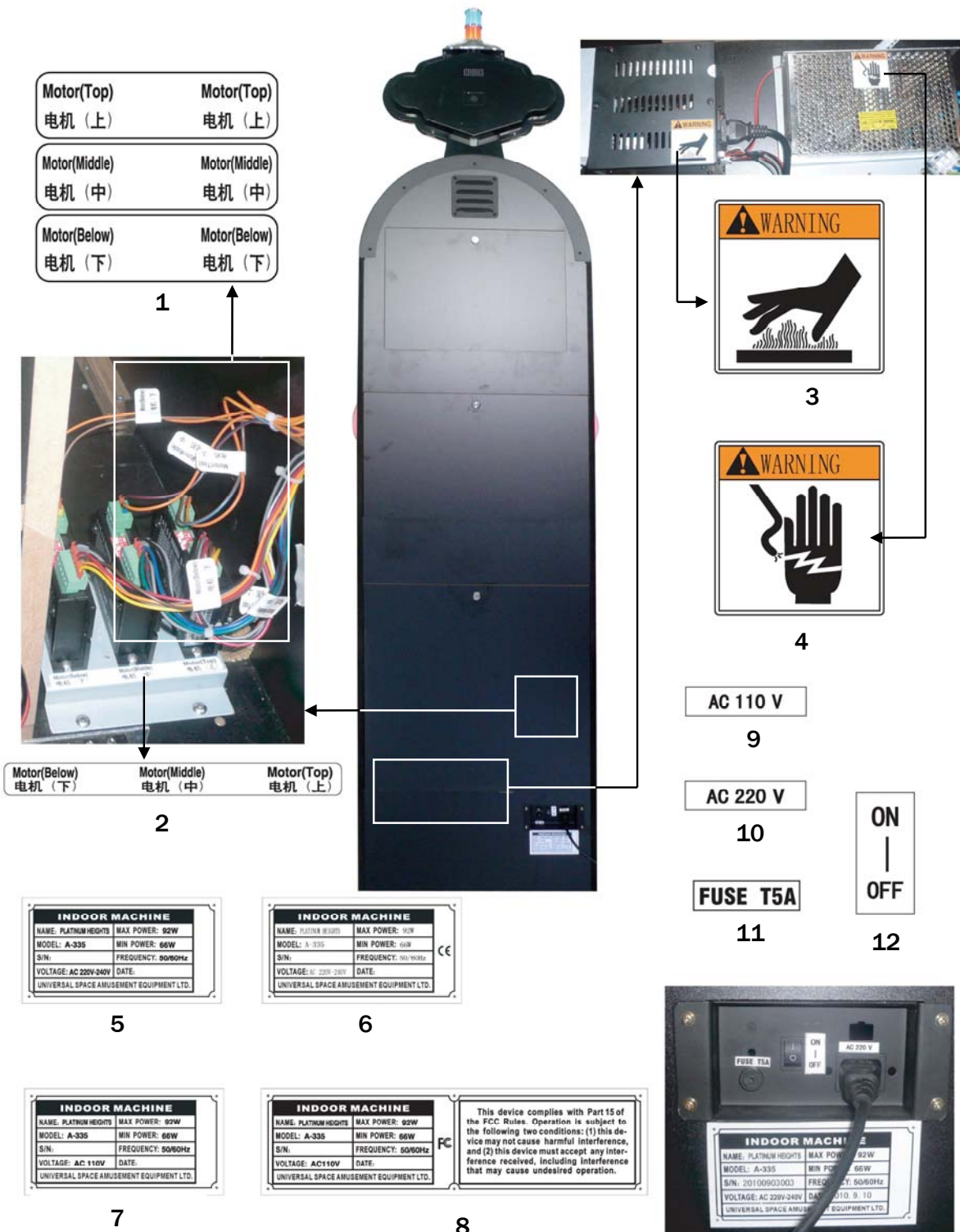
8.10 Game Decals

Front :



| No. | Part No. | Diagram No. | Name | Spec. | Qty. | Note |
|-----|--------------|-------------|-----------------------------|--------------------|------|------|
| 1 | P110-700-000 | BBGS-HM-05E | Marquee decal | ø5Clear plastic | 1 | |
| 2 | P110-701-000 | BBGS-HM-02E | Top wheel decal | ø6Clear plastic | 1 | |
| 3 | P110-702-000 | BBGS-HM-03E | Middle wheel decal | ø6Clear plastic | 1 | |
| 4 | P110-703-000 | BBGS-HM-04E | Bottom wheel decal | ø6Clear plastic | 1 | |
| 5 | P110-704-000 | BBGS-HM-13E | Collect & quit button decal | White PVC100u glue | 2 | |
| 6 | P110-705-000 | BBGS-HM-14E | Start or Stop button decal | White PVC100u glue | 1 | |
| 7 | P110-706-000 | BBGS-HM-07E | Side decal - L | White PVC100u glue | 1 | |
| 8 | P110-707-000 | BBGS-HM-08E | Side decal - R | White PVC100u glue | 1 | |
| 9 | P110-708-000 | BBGS-HM-01E | Control panel decal | ø5Clear plastic | 1 | |
| 10 | P110-709-000 | BBGS-HM-06E | Front door decal | White PVC100u glue | 1 | |
| 11 | P110-710-000 | BBGS-HM-12E | Ticket exit decal | White PVC100u glue | 1 | |
| 12 | P110-711-000 | TY-HM-01 | Coin counter sticker | White PVC100u glue | 1 | |
| 13 | P110-712-000 | TY-HM-02 | Ticket counter sticker | White PVC100u glue | 1 | |
| 14 | P110-713-000 | TY-HM-03 | Vol. sticker | White PVC100u glue | 1 | |
| 15 | P110-714-000 | TY-HM-08 | Ticket reset sticker | White PVC100u glue | 1 | |
| 16 | P110-715-000 | TY-HM-09 | Service sticker | White PVC100u glue | 1 | |
| 17 | P110-716-000 | TY-HM-04 | Bass sticker | White PVC100u glue | 1 | |

Back :



Platinum Heights IO chart V1.1

Ver. : V1.0
Date: 7/5/2010

| Item | Content | SW1 | | | | | | | |
|---------------------|---------|-----|-----|-----|-----|-----|-----|-----|-----|
| | | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
| Coin per game | 1 | ON | ON | | | | | | |
| | 2 | off | on | | | | | | |
| | 3 | on | off | | | | | | |
| | 4 | off | off | | | | | | |
| BONUS initial value | 500 | | | on | on | on | | | |
| | 600 | | | off | on | on | | | |
| | 700 | | | on | off | on | | | |
| | 800 | | | off | off | on | | | |
| | 900 | | | on | on | off | | | |
| | 1000 | | | OFF | ON | OFF | | | |
| | 1100 | | | on | off | off | | | |
| BONUS + | 1200 | | | off | off | off | | | |
| | 0 | | | | | | ON | ON | |
| | 1 | | | | | | off | on | |
| | 1/2 | | | | | | on | off | |
| BONUS memory | 1/3 | | | | | | off | off | |
| | YES | | | | | | | | on |
| | NO | | | | | | | | OFF |

| Item | Content | SW2 | | | | | | | |
|-----------------|---------|-----|-----|-----|-----|-----|-----|-----|---|
| | | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
| Ticket payout | 4 | on | on | on | on | | | | |
| | 5 | off | on | on | on | | | | |
| | 7 | on | off | on | on | | | | |
| | 10 | OFF | OFF | ON | ON | | | | |
| | 12 | on | on | off | on | | | | |
| | 15 | off | on | off | on | | | | |
| | 16 | on | off | off | on | | | | |
| | 18 | off | off | off | on | | | | |
| | 20 | on | on | on | off | | | | |
| | 22 | off | on | on | off | | | | |
| | 25 | on | off | on | off | | | | |
| | 28 | off | off | on | off | | | | |
| | 30 | on | on | off | off | | | | |
| | 32 | off | on | off | off | | | | |
| | 35 | on | off | off | off | | | | |
| | 40 | off | off | off | off | | | | |
| Demo music | 120s | | | | on | on | | | |
| | 180s | | | | off | on | | | |
| | 240s | | | | on | off | | | |
| | OFF | | | | OFF | OFF | | | |
| BONUS max value | 1500 | | | | | | ON | ON | |
| | 2000 | | | | | | off | on | |
| | 2500 | | | | | | on | off | |
| | 3000 | | | | | | off | off | |

| Item | Content | SW3 | | | | | | | |
|--------------------|---------|-----|-----|-----|-----|-----|-----|-----|-----|
| | | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
| Bottom wheel score | A1 | on | on | | | | | | |
| | A2 | off | on | | | | | | |
| | A3 | on | off | | | | | | |
| Middle wheel score | B1 | | | on | on | | | | |
| | B2 | | | off | on | | | | |
| | B3 | | | on | off | | | | |
| Top wheel score | C1 | | | | | on | on | | |
| | C2 | | | | | off | on | | |
| | C3 | | | | | on | off | | |
| Pointer speed | C4 | | | | | OFF | OFF | | |
| | Slow | | | | | | | on | |
| | Fast | | | | | | | OFF | |
| | | | | | | | | | OFF |

| Item | Content | SW4 | | | | | | | |
|---------------|----------|-----|-----|-----|-----|-----|-----|-----|-----|
| | | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
| Payout Method | 1:1 | ON | ON | | | | | | |
| | 1:2 | off | on | | | | | | |
| | 1:3 | on | off | | | | | | |
| | NoPayout | off | off | | | | | | |
| | | | | OFF | OFF | OFF | OFF | OFF | OFF |

Dynamic current: 0.65A
Subdivision: 2

| | | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
|-------------------------|----|----|---|----|---|----|---|----|---|----|----|----|----|
| Small wheel score group | A1 | 20 | 2 | 10 | 2 | 12 | 2 | 15 | 1 | 18 | 3 | 12 | 1 |
| | A2 | 30 | 2 | 15 | 2 | 18 | 2 | 20 | 1 | 25 | 3 | 15 | 1 |
| | A3 | 40 | 3 | 25 | 3 | 18 | 2 | 25 | 1 | 35 | 3 | 15 | 2 |
| | A4 | 50 | 4 | 35 | 3 | 20 | 2 | 5 | 1 | 40 | 3 | 15 | 2 |

| | | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
|--------------------------|----|-----|----|----|----|----|----|-----|----|----|----|----|----|
| Middle wheel score group | B1 | 60 | 5 | 35 | 6 | 30 | 8 | 40 | 5 | 50 | 3 | 25 | 5 |
| | B2 | 80 | 6 | 40 | 12 | 45 | 15 | 50 | 10 | 60 | 5 | 35 | 8 |
| | B3 | 100 | 8 | 45 | 18 | 55 | 20 | 80 | 15 | 70 | 8 | 60 | 10 |
| | B4 | 150 | 10 | 50 | 25 | 60 | 30 | 100 | 20 | 80 | 10 | 75 | 20 |

| | | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
|-------------------------|----|-------|----|-----|----|-----|----|-----|----|-----|----|-----|----|
| Large wheel score group | C1 | BONUS | 15 | 150 | 20 | 100 | 16 | 180 | 10 | 80 | 25 | 120 | 18 |
| | C2 | BONUS | 15 | 200 | 25 | 120 | 20 | 200 | 15 | 100 | 30 | 150 | 20 |
| | C3 | BONUS | 20 | 250 | 30 | 150 | 35 | 250 | 20 | 120 | 35 | 180 | 25 |
| | C4 | BONUS | 20 | 300 | 70 | 150 | 50 | 300 | 30 | 150 | 90 | 200 | 40 |

| INPUT | Content | INPUT | Content | INPUT | Content | INPUT | Content | INPUT | Content |
|-------|---------------------------------|-------|---------|-------|---------|-------|---------|-------|---------|
| I1 | START/STOP button | I17 | | I17 | | I25 | | I33 | |
| I2 | Ticket out button | I18 | | I18 | | I26 | | I34 | |
| I3 | Ticket mech reset | I19 | | I19 | | I27 | | I35 | |
| I4 | Service button | I20 | | I20 | | I28 | | I36 | |
| I5 | Bottom pointer initial position | I21 | | I21 | | I29 | | I37 | |
| I6 | Middle pointer initial position | I22 | | I22 | | I30 | | I38 | |
| I7 | Top pointer initial position | I23 | | I23 | | I31 | | I39 | |
| I8 | | I24 | | I24 | | I32 | | I40 | |

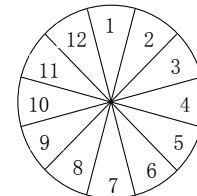
| INPUT | Content | INPUT | Content | INPUT | Content | INPUT | Content | INPUT | Content |
|-------|---------|-------|---------|-------|---------|-------|---------|-------|---------|
| I41 | | I49 | | I49 | | I65 | | I73 | |
| I42 | | I50 | | I50 | | I66 | | I74 | |
| I43 | | I51 | | I51 | | I67 | | I75 | |
| I44 | | I52 | | I52 | | I68 | | I76 | |
| I45 | | I53 | | I53 | | I69 | | I77 | |
| I46 | | I54 | | I54 | | I70 | | I78 | |
| I47 | | I55 | | I55 | | I71 | | I79 | |
| I48 | | I56 | | I56 | | I72 | | I80 | |

| OUTPUT | Content | OUTPUT | Content | OUTPUT | Content | OUTPUT | Content | OUTPUT | Content |
|--------|-----------------------|--------|-------------------|--------|--------------------|--------|-----------------|--------|-------------------------|
| OUT1 | START/STOP button li | OUT9 | Middle wheel LED1 | OUT17 | Middle wheel LED9 | OUT25 | Top wheel LED5 | OUT33 | BottomPointerMotorPulse |
| OUT2 | Ticket out button li | OUT10 | Middle wheel LED2 | OUT18 | Middle wheel LED10 | OUT26 | Top wheel LED6 | OUT34 | MiddlePointerMotorPulse |
| OUT3 | ARROW light 1 | OUT11 | Middle wheel LED3 | OUT19 | Middle wheel LED11 | OUT27 | Top wheel LED7 | OUT35 | TopPointerMotorPulse |
| OUT4 | ARROW light 2 | OUT12 | Middle wheel LED4 | OUT20 | Middle wheel LED12 | OUT28 | Top wheel LED8 | OUT36 | Marquee BONUS light |
| OUT5 | ARROW light 3 | OUT13 | Middle wheel LED5 | OUT21 | Top wheel LED1 | OUT29 | Top wheel LED9 | OUT37 | |
| OUT6 | SELECT light | OUT14 | Middle wheel LED6 | OUT22 | Top wheel LED2 | OUT30 | Top wheel LED10 | OUT38 | |
| OUT7 | | OUT15 | Middle wheel LED7 | OUT23 | Top wheel LED3 | OUT31 | Top wheel LED11 | OUT39 | |
| OUT8 | Advance to next wheel | OUT16 | Middle wheel LED8 | OUT24 | Top wheel LED4 | OUT32 | Top wheel LED12 | OUT40 | |

| Port | Content | Port | Content | Port | Content | Port | Content | Port | Content |
|-------|------------|-------|---------------------|------|----------------|-------|-----------|-------|--------------|
| J19-1 | coin lock1 | J21-1 | Ticket mech 1 drive | J8-1 | +12V | J27-1 | Speaker L | J4-1 | wheel S-1 |
| J19-2 | Coin SW1 | J21-2 | Ticket mech 1 feed | J8-2 | | J27-2 | Speaker L | J4-2 | wheel D-1 |
| J19-3 | GND | J21-3 | 12V | J8-3 | ticket counter | J28-1 | Speaker R | J4-3 | wheel CK-1 |
| J19-4 | coin lock2 | J21-4 | GND | J8-4 | coin counter | J28-2 | Speaker R | J4-4 | wheel L-1 |
| J19-5 | Coin SW2 | J21-5 | Ticket mech 2 drive | | | | | J4-5 | console S-1 |
| J19-6 | 12V | J21-6 | Ticket mech 2 feed | J5-1 | RS-48B | | | J4-6 | console D-1 |
| | | J21-7 | 12V | J5-2 | RS-48A | | | J4-7 | console CK-1 |
| | | J21-8 | GND | J5-3 | GND | | | J4-8 | console L-1 |
| | | | | | | | | J4-9 | |
| | | | | | | | | J4-10 | |

Note: J5-1,J5-2 and J5-3 are unavailable for this unit.

| LED display | | Wheel scores position: | |
|-------------------------|---------------|------------------------|--|
| Content | | | |
| Bonus | | | |
| Score | LED(1)1-4 | | |
| Coin | LED(3)1-3 | | |
| Smallest wheel LED 1~12 | LED(4)1-2 | | |
| | LED(7)、LED(8) | | |



How to test:

LED displays 8,7,6,5,4,3,2,1.and 87654321, test the LED display is correct or not;
Press TEST button again, it will display 1, 1#, 1,2, 3, 4 LED displays DIP status;
Press TEST button again, it displays 2, shows the numbers of closed SWs, two digits equals to a SW number;
Press TEST button again, it displays 3;
Press TEST button again, it displays 4, press IN1-40, there will be output from OUT1-40;
Press TEST button again, it displays 5, OUT1-40 has chasing light output;
Press TEST button again, it displays 6;

Error message:

1.If something wrong with INPUT signals when the game starts, it will display abnormal SW numbers on Score LED.
2.When out of tickets, it will display HLP and ticket number on Score LED alternately.

Memory Clear:

Press TEST button on mainboard for 3 seconds at the same time turn on the game, memory will be cleared.
All memory cleared before packaging after the game passed QC.

Error code:

| | |
|-----|------------------------|
| E01 | Start/Stop button |
| E02 | Collect ticket button |
| E03 | Ticket mech reset |
| E04 | Service button |
| E05 | I5 or motor |
| E06 | I6 or motor |
| E07 | I7 or motor |
| E83 | Coin mech1 |
| E84 | Coin mech2 |
| HLP | No ticket or ticket me |



| No. | Part No. | Diagram No. | Name | Spec. | Qty. | Note |
|-----|--------------|-------------|----------------------------------|--------------------|------|------|
| 1 | P110-717-000 | BBGS-HM-16 | Motor driver sticker | White PVC100u glue | 2 | |
| 2 | P110-718-000 | BBGS-HM-15 | Motor sticker | White PVC100u glue | 1 | |
| 3 | P110-719-000 | TY-HM-38 | Warning sticker - S | White PVC100u glue | 1 | |
| 4 | P110-720-000 | TY-HM-36 | High voltage warning sticker – S | White PVC100u glue | 1 | |
| 5 | P110-721-000 | BBGS-HM-17E | 220V nameplate | δ0.5 Aluminum | 1 | |
| 6 | P110-723-000 | BBGS-HM-18E | CE certified nameplate | δ0.5 Aluminum | 1 | |
| 7 | P110-724-000 | BBGS-HM-20E | 110V nameplate | δ0.5 Aluminum | 1 | |
| 8 | P110-725-000 | BBGS-HM-19E | FCC certified nameplate | δ0.5 Aluminum | 1 | |
| 9 | P110-726-000 | TY-HM-40 | 110V label | White PVC100u glue | 1 | |
| 10 | P110-727-000 | TY-HM-41 | 220V label | White PVC100u glue | 1 | |
| 11 | P110-728-000 | TY-HM-11 | Fuse T5A sticker | White PVC100u glue | 1 | |
| 12 | P110-729-000 | TY-HM-16 | Power SW sticker A | White PVC100u glue | 1 | |