



POLAR SLIDE

OWNER'S MANUAL

Version 1.0 B 04.November.2022

OWNER'S MANUAL POLAR SLIDE



IMPORTANT

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

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

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E&OE (Errors & Omissions Excepted)

PRECAUTIONS BEFORE USE

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

For safety reasons.


The following suggestions should be adhered to:

 **WARNING**
Disregarding could result in serious injury.

 **CAUTION**
Disregarding could result in injury or product damage.

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

 Indicates that care should be taken.

 Indicates a matter which must be performed.

 Forbidden.

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

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

Qualified in-shop maintenance person

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

Industry specialist

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

PRECAUTIONS FOR USE

WARNING

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

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

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



Do not place the machine near emergency exits.



Protect the machine from:

Rain or moisture.

Direct sunlight

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

Hazardous flammable substances.

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



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



Do not place object near the ventilating holes.



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



Never connect or disconnect the power cord with wet hands.



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



PRECAUTIONS FOR USE

CAUTION

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

Be sure to use the attached power cord.



Do not lay the power cord where people walk through.



Be sure to ground this product.



Do not exert excessive force when moving the machine.



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

Do not alter the system related dipswitch settings.

CAUTION

The instructions concerning persons (including children) with reduced physical, sensory or mental capabilities, or lack of experience and knowledge and children playing with the appliance are not applicable.

Children shall not play with the appliance.

Cleaning and user maintenance shall not be made by children without supervision.

PRECAUTIONS FOR USE

CAUTION

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



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

In case of abnormality

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

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

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

In handling the power cord, follow the instructions below. 

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

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

PRECAUTIONS FOR USE

CAUTION

Do not use this machine anywhere other than industrial areas.



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

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

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

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

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

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

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

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

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

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

PRECAUTIONS FOR USE

WARNING

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



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



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



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



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



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

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

CAUTION

Components in the game are sensitive to vibrations and impact. Care should be used when moving and transporting the game machine. Be sure not to let the machine tip over.

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



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



Avoid excessive force while moving the machine.

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

 **WARNING**

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

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

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

Site maintenance personnel:

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

Activities to be carried out by site maintenance personnel:

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

Other qualified professionals:

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

Activities to be carried out by other qualified professionals:

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

Waste of Electrical and Electronic Equipment (WEEE) Statement.

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

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

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

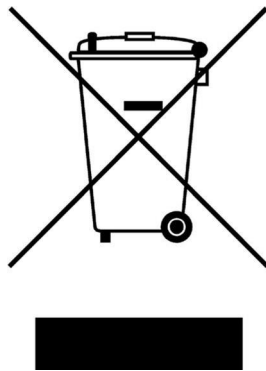
For non-UK users contact your local authority office for information on the recycling of Waste Electrical and Electronic Equipment.

Battery Recycling Statement.

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

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

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



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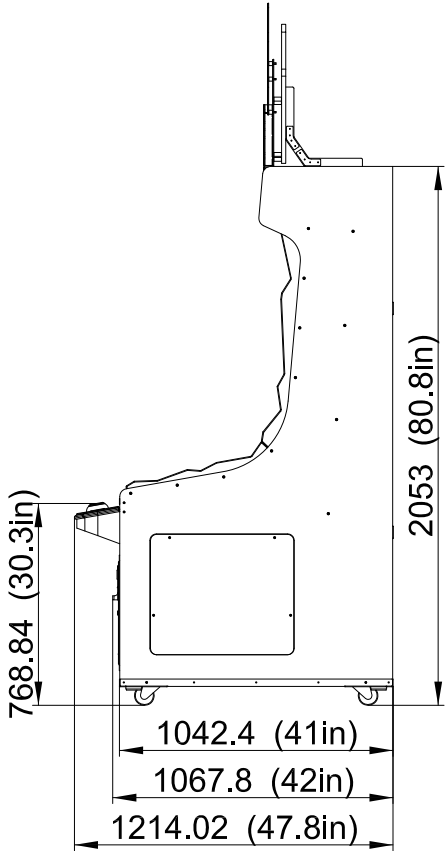
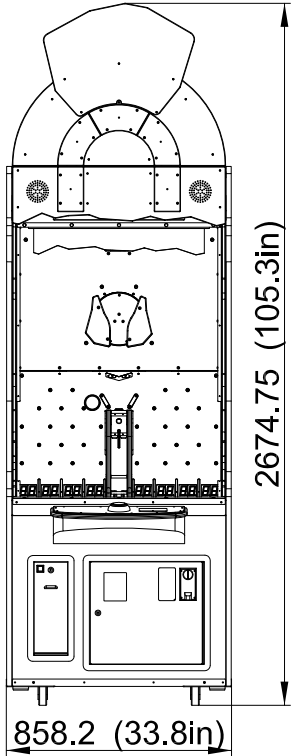
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13. WIRE DIAGRAM (67p)

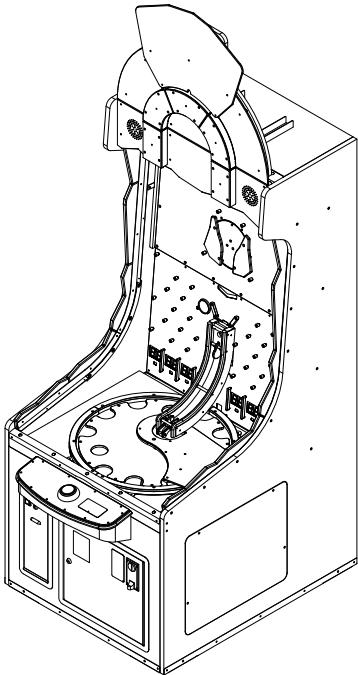
14. SHEET (73p)

1. Dimensions & Specification

1-1. Dimensions



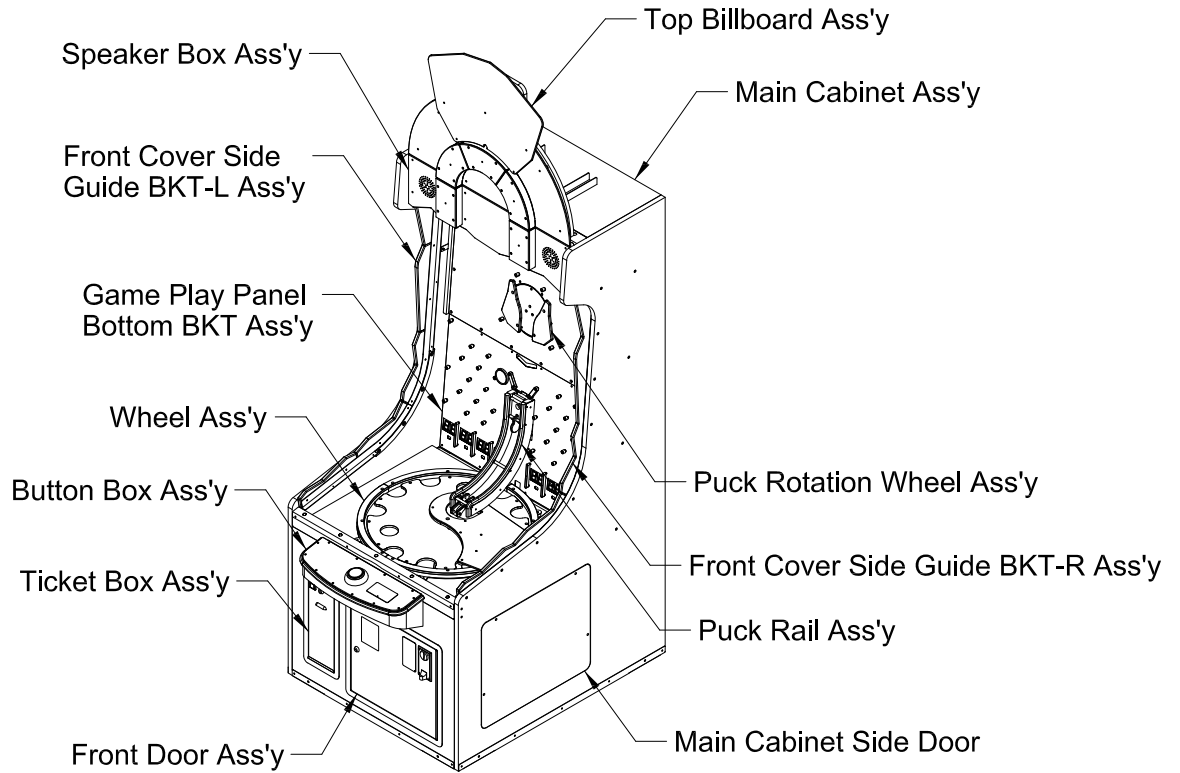
1-2. Specification



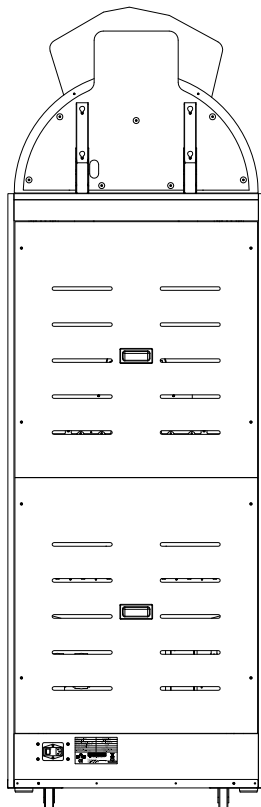
ELECTRICAL RATING (V/Hz)	120 V~ 60 Hz	230 V~ 50/60 Hz
RATED POWER INPUT (W)	190 W	180 W
RATED CURRENT (A)	2.4 A	1.3 A
WEIGHT (kg)	216 kg (476.2 lb)	

2. Name of Parts & Sticker Location


2-1. Name of Parts



2-2. Sticker Location



PRODUCT NAME	POLAR SLIDE
MODEL NO.	KM-ICS-000
ELECTRICAL RATING (V/Hz)	230 V~, 50/60 Hz
RATED POWER INPUT (W)	180 W
RATED CURRENT (A)	1.3 A
WEIGHT (kg)	216kg (476.2 lb)
MANUFACTURE DATE	2022.00.00







KM-ICS-00000001

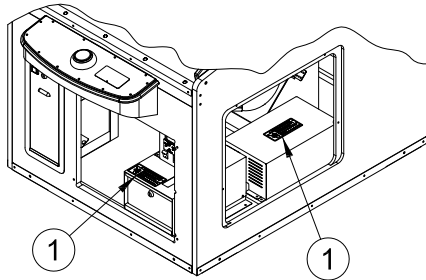




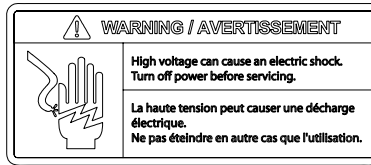
KOMUSE CO., LTD
 41 Jeokseongsandan-ro, jeokseong-myeon, paju-si.
 Gyeonggi-do, 10802, Korea
 TEL. +82-070-7507-2154

MADE IN KOREA

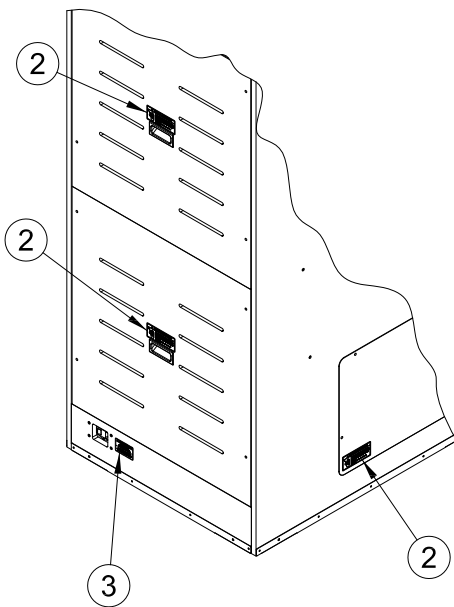
2-3. Warning Label Location



1



MKOM0SSH003

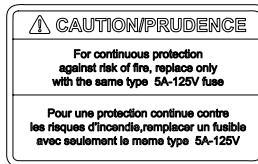


2



MKOM0SSH004

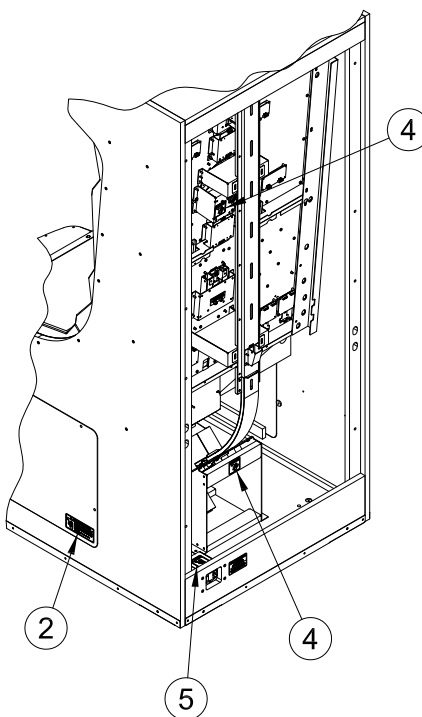
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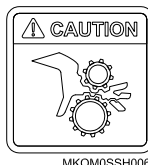
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5 A - 125 V

3.15 A - 250 V



4



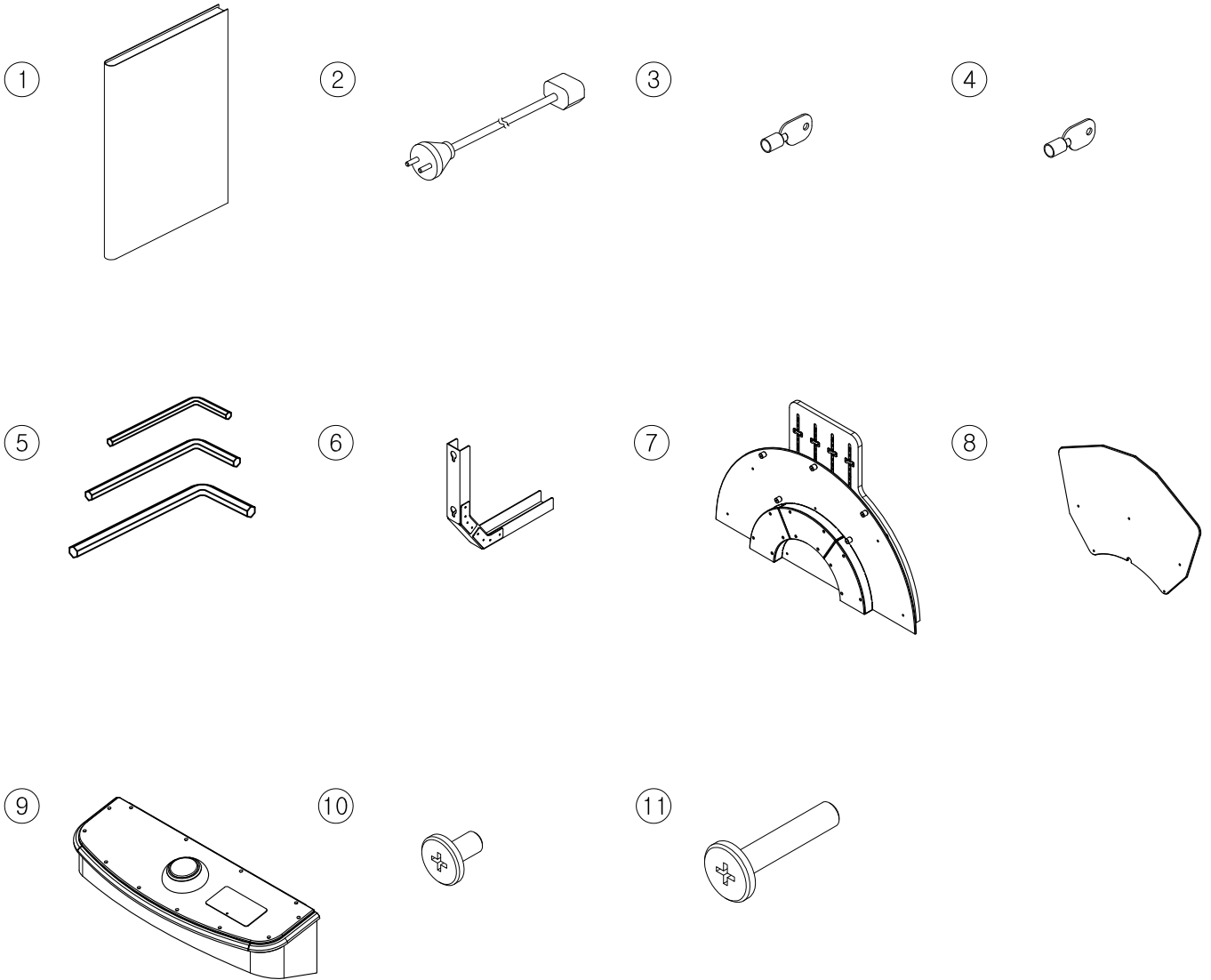
MKOM0SSH006

5



MKOM0SSH018

3. Components

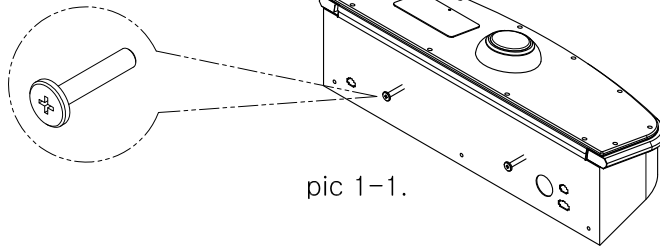


No.	Part Name	Spec.	Quantity	Code No.
1	Manual	POLAR SLIDE	1	MICS0MAN001
2	AC Power Cord	125V-7A (0.75)	1	MELE0ACP001
		250V-16A (0.75)		MELE0ACP008
		250V-13A (0.75) UL (BF3)		MELE0ACP006
3	Front Door Key	7001	2	MZZZ0KEY032
4	Cash Box Key	6001	2	MZZZ0KEY013
5	Wrench	2.5mm	1	MXXX0REN001
		3mm	1	MXXX0REN004
		4mm	1	MXXX0REN002
6	TOP BILLBOARD FIXED BKT WELD Ass'y	WELD Ass'y	2	MICS0MET002
7	TOP BILLBOARD BASE Ass'y	ASSEMBLE	1	AICS0ASM004
8	TOP BILLBOARD TITLE ACRYL	CLEAR ACRYL-4.5t	1	AICS0A&S004
9	BUTTON BOX Ass'y	ASSEMBLE	1	AICS0ASM001
10	FLAT HEAD BOLT	M5X10L	5	-
11	FLAT HEAD BOLT	M6X30L	3	-

4. How to Assemble

1. Unscrew FLAT HEAD BOLT M6x40L 2EA about 35mm as shown in the pic 1-1.

FLAT HEAD BOLT M6X40L 2ea



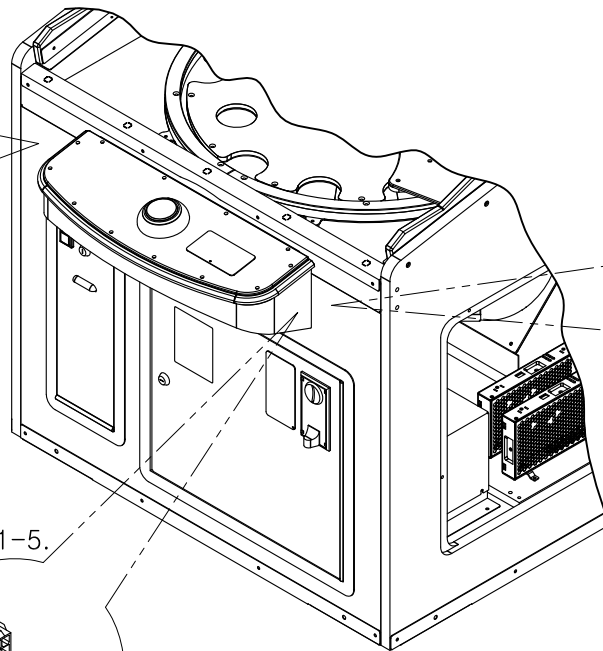
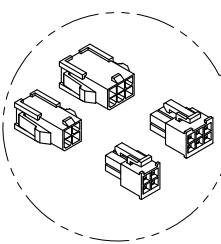
2. Open the Main Cabinet Side Door.

3. Hang Button Box Ass'y on the cabinet as shown in the pic 1-2, and fix the button box from the inside using FLAT HEAD BOLT M6x30L 3EA and FLAT HEAD BOLT M6x40L 2EA as shown in the pic 1-3.

4. Connect every connectors as shown in the pic 1-4 and 1-5.

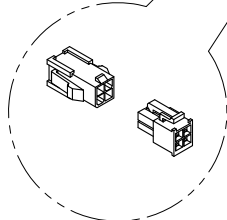
5. Close the Main Cabinet Side Door.

pic 1-4.

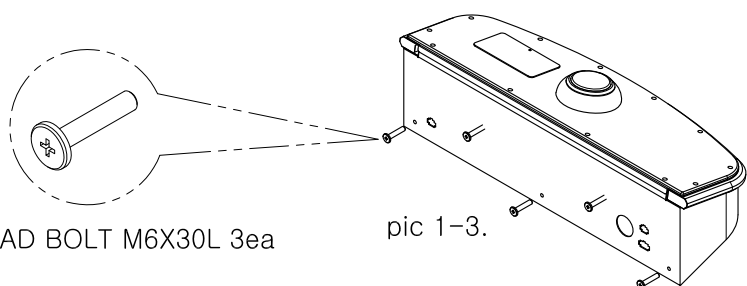


pic 1-2.

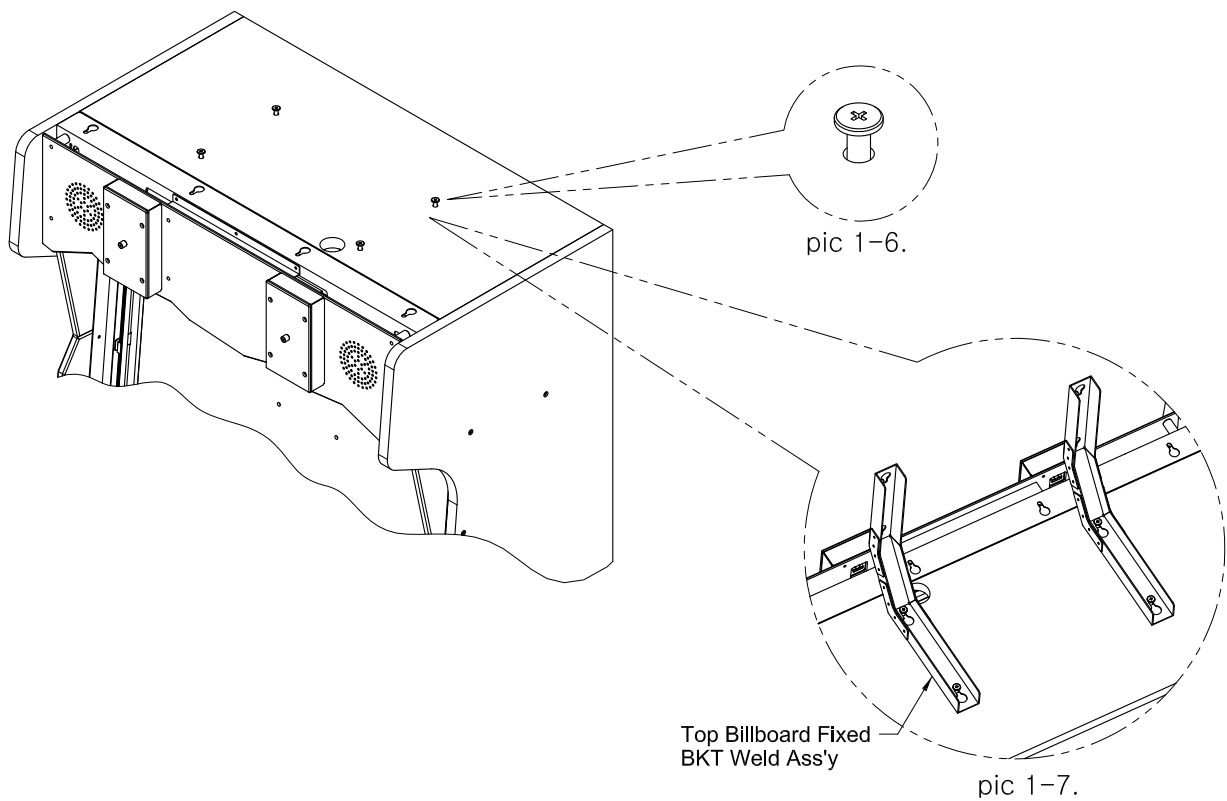
pic 1-5.



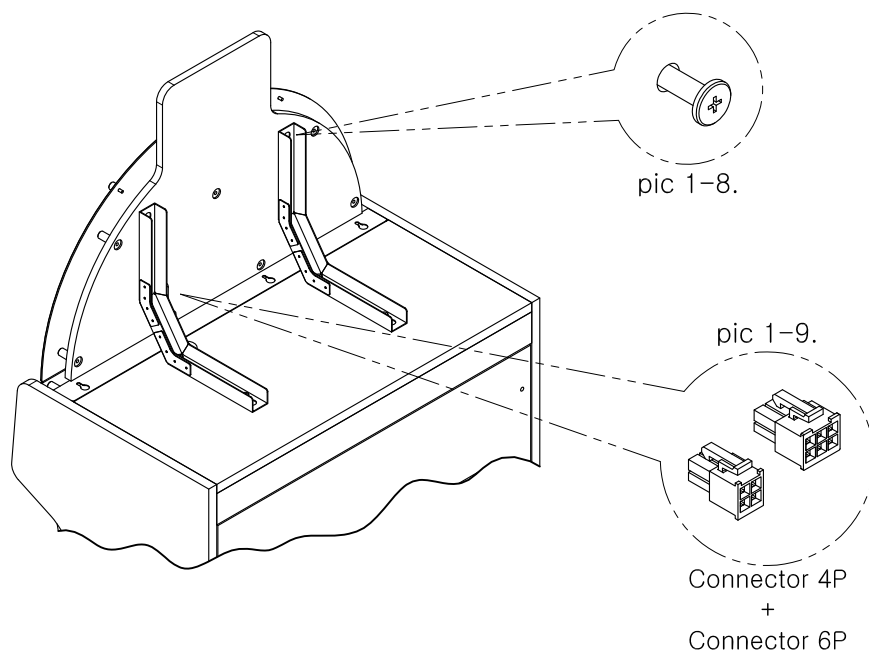
FLAT HEAD BOLT M6X30L 3ea



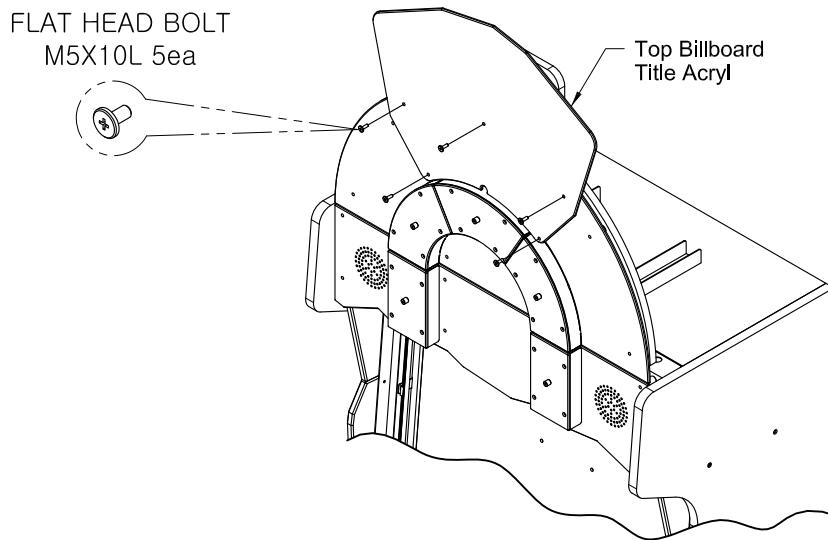
6. Slightly unscrew the Flat Head Bolts 4EA which are fasten on the top of the cabinet by about 10mm. And then install Top Billboard Fixed BKT Weld Ass'y 2EA.



7. Slightly unscrew Flat Head Bolts 4EA from the Top billboard Ass'y by about 10mm. Hang the Top Billboard Ass'y on the Top Billboard Fixed BKT Weld Ass'y and tighten the screws completely.
8. Connect 4P connector and 6P connector as shown in the pic 1-9.



9. Install Top Billboard Title Acryl using Flat Head Bolt M5x10L.

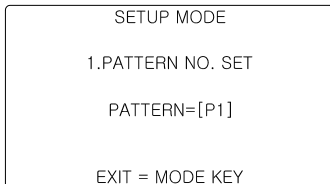
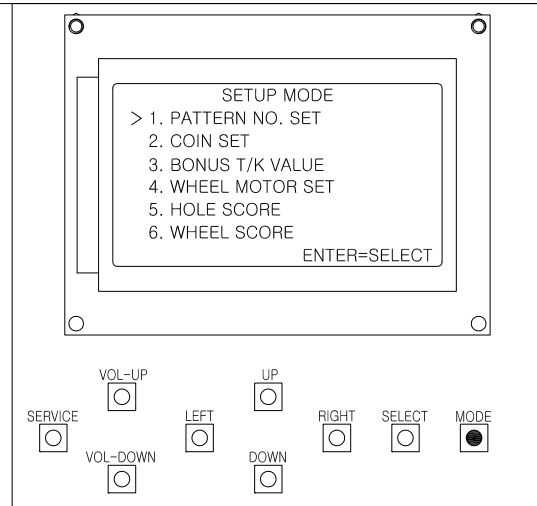


7. Setup Mode

* This mode allow Game Setting to be modified for Operation of the Game Machine.

7-1. How to Setup.

- 1) Press Mode button for 3 sec to enter Menu List.
- 2) Press Up or Down button to move to Setup Mode and push Select Button.
- 3) Press Up or Down button to choose Setup Menu and push Select Button.
- 4) Press Mode button to return to upper menu or mode.



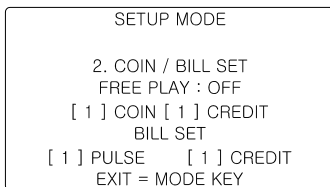
1. PATTERN NO. SET

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

Press Left, Right button to select a Pattern.

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

Pattern Range : P1~P6



2. COIN / BILL SET

Price per play (Set the no. of Coins)

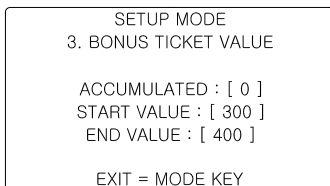
Press Up, Down button to move / Left, Right button to change.

Coin Range : 0~20 Credit Range : 0~2 Default : 1Coin / 1Credit Unit : 1

0: Free Play Mode

Price per play (Set the no. of Bills)

Pulse Range : 1~20 Credit Range : 1~5 Default : 1Pulse / 1Credit Unit : 1



3. BONUS TICKET VALUE / Accumulate Bonus Value

Press Up, Down button to move / Left, Right button to change.

Accumulated : No. of tickets accumulated per game

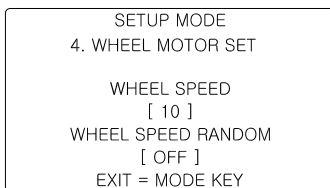
Range : 0~10 Default : 0 Unit : 1 0 : NONE

Start Value : Bonus Ticket value start value on Bonus FND

Range : 1~9,999 Unit : 1

End Value : Maximum bonus ticket value

Range : 1~9,999 Unit : 1



4. Wheel Motor Set.

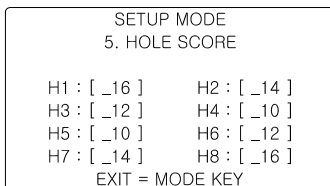
Press Up, Down button to move / Left, Right button to change.

Wheel Speed : Wheel Motor Speed set.

Range : 1~10% Unit : 1 Default : 10

Wheel Speed Random : Wheel Motor Speed Variance (Randomly Changed)

Range : ON / OFF Default : OFF



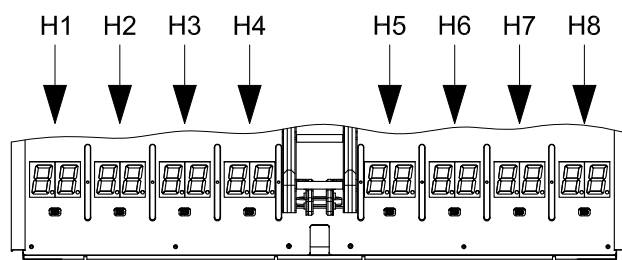
5. HOLE SCORE

To setup ticket value (score) of each hole

Press Left, Right button to move / Up, Down button to change.

H1~H8 : Ticket value of each hole

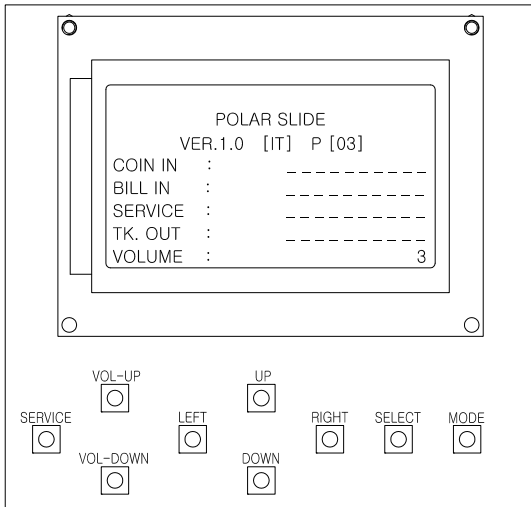
Range : 1~99 Unit : 1



5. Function

5-1. Description of Switch of LCD Display Board

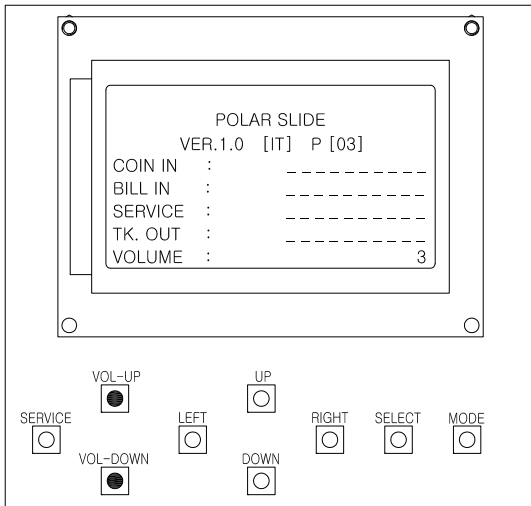
(LCD Display Board)



- 1) [Service] : Service Credit
- 2) [Vol-Up /Down] : To adjust volume.
- 3) [Up / Down] : To move a cursor Up or Down in the Menu or Mode
- 4) [Left / Right] : To Change a Setting
- 5) [Select] : Select a Menu or Mode
- 6) [Mode] : Menu Mode Enter Entering or previous steps

5-2. Sound Volume

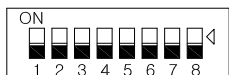
(LCD Display Board)



Volume Range : 0~7

5-3. Description of Dip Switch

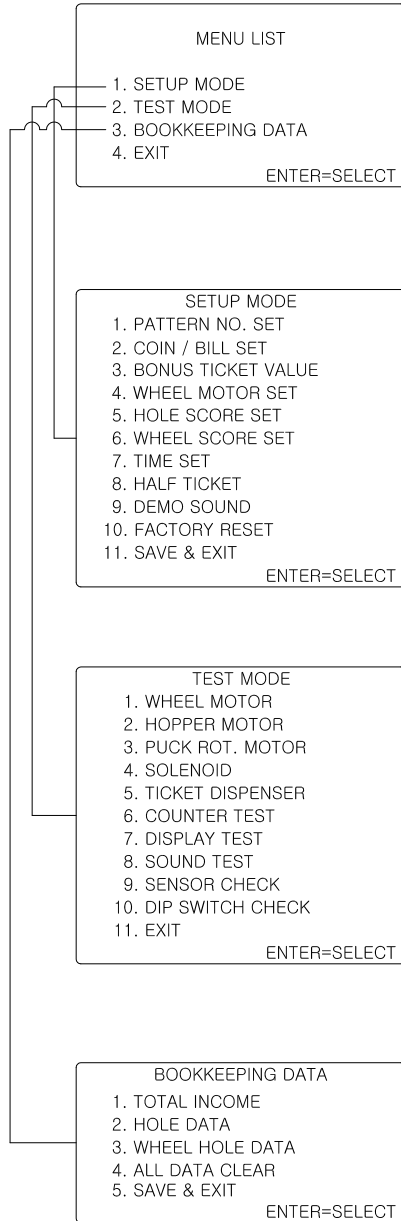
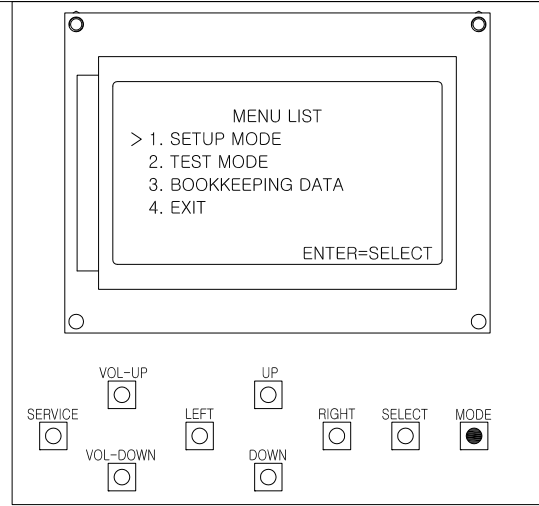
(MAIN BOARD DIP SW)

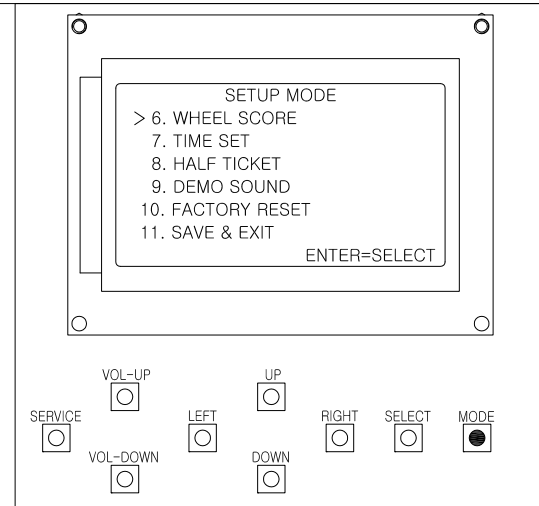
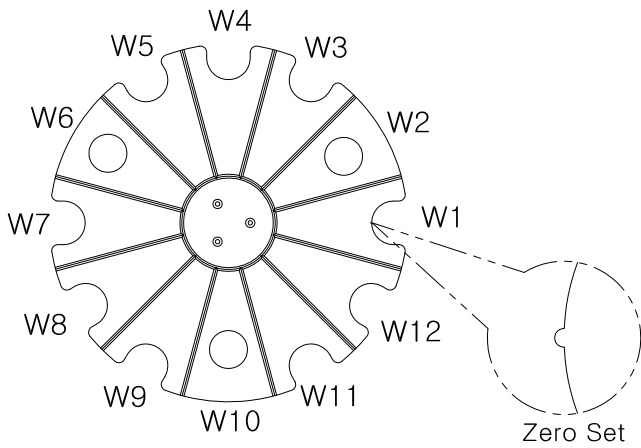


ON : Tickets Automatically Counting Mode.

6. Menu Chart

- * Press MODE button for 3 sec to access to Menu List.
Push UP/DOWN button to move up or down in the menu and push SELECT button to select the menu.





SETUP MODE	
6. WHEEL SCORE	
W1 [40]	W2 [BNS]
W3 [20]	W4 [50]
W5 [40]	W6 [BNS]
W7 [30]	W8 [50]
W9 [40]	W10 [BNS]
W11 [30]	W12 [E 70]

6. Wheel Score Set.

Press Left, Right button to move / Up, Down button to change.

Wheel Score Range : 1 ~ 100 Unit : 1

BNS : Bonus Holes (W2, W6, W10)

E : Event Hole Default : W12 (Press and hold SELECT BUTTON to select/release EVENT HOLE.)

SETUP MODE	
7. TIME SET	
PLAY TIME SET	
[OFF]	
EVENT TIME SET	
[15]	
EXIT = MODE KEY	

7. Time Set

Press Left, Right button to move / Up, Down button to change.

Play Time Range : Off, 10~60sec Default : Off Unit : 1sec

Event Time Range : Off, 10~30sec Default : 15sec Unit : 1sec

SETUP MODE	
8. HALF TICKET	
[0]	
EXIT = MODE KEY	

8. HALF TICKET

Half Ticket Options

Left, Right button to change. (Left Button : 1 / Right Button : 0)

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

Default : 0

Unit : 1

SETUP MODE	
9. DEMO SOUND	
[5 min]	
EXIT = MODE KEY	

9. DEMO SOUND

Press Left, Right button to change.

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

Default : 5 min

Unit : 1

SETUP MODE	
10. FACTORY RESET	
YES	NO

10. FACTORY RESET

Clear the all setup value and return to Default setting.

Press Left, Right button to move and press Select to enter.

SETUP MODE	
11. SAVE & EXIT	
YES	NO

11. SAVE & EXIT

Press Left, Right button to move and press Select to enter.

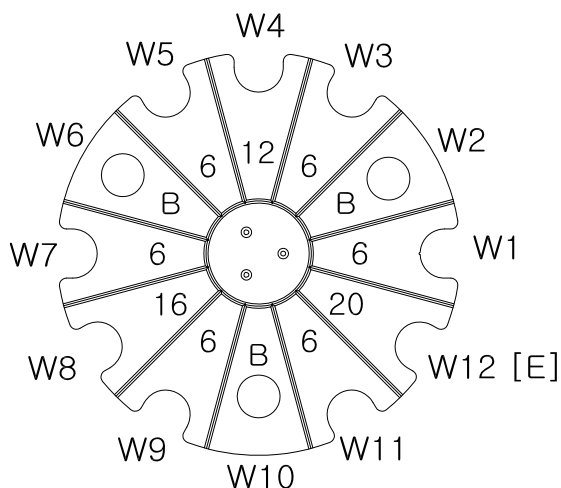
Pattern No. : P1 (CEC)

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

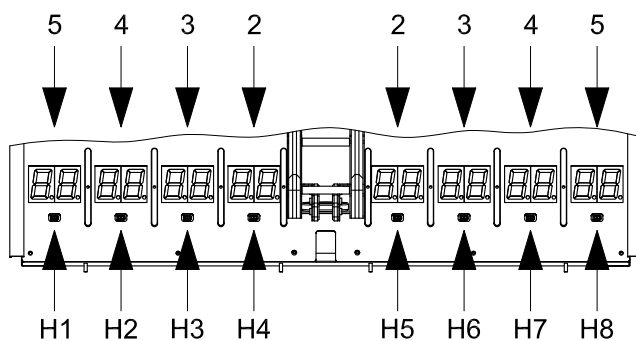
Set up Example #1

Set 'Bonus' to maximum of :

50~100



[Wheel Score]



[Hole Score]

Pattern No. : P2

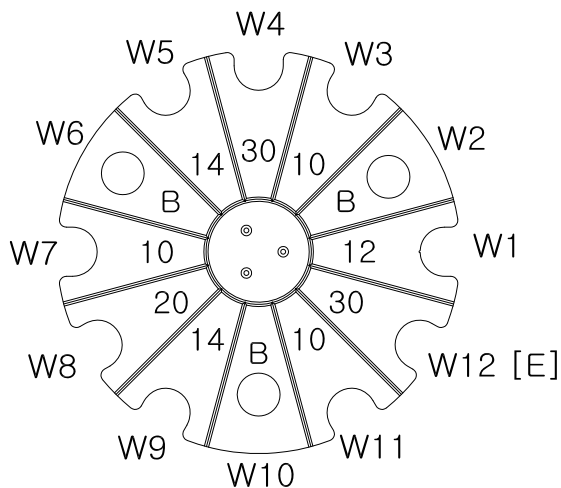
Price per play : \$0.5 / Ticket : 1

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

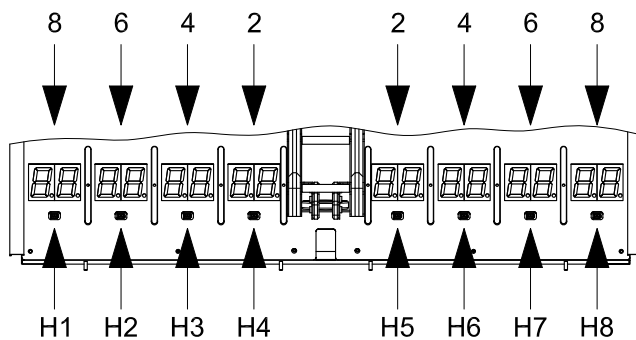
Set up Example #2

Set 'Bonus' to maximum of :

100~150



[Wheel Score]



[Hole Score]

Pattern No. : P3

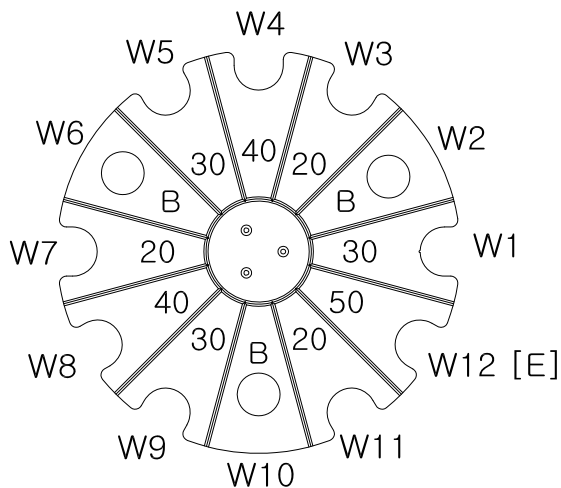
Price per play : \$1 / Ticket : 1

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

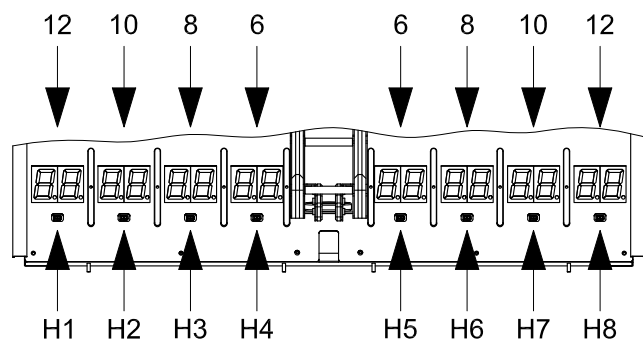
Set up Example #3

Set 'Bonus' to maximum of :

300~400



[Wheel Score]



[Hole Score]

Pattern No. : P4

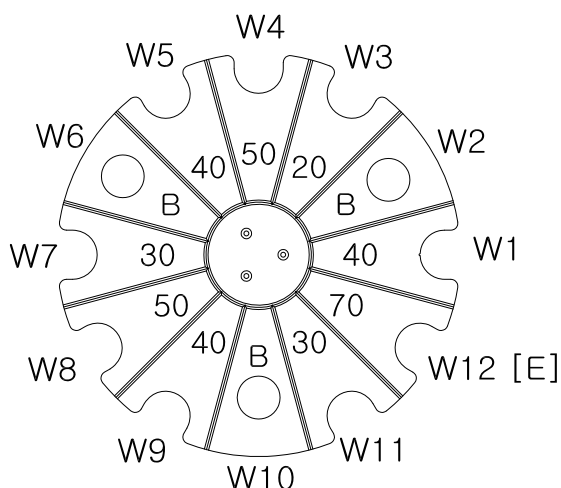
Price per play : \$1.5 / Ticket : 1

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

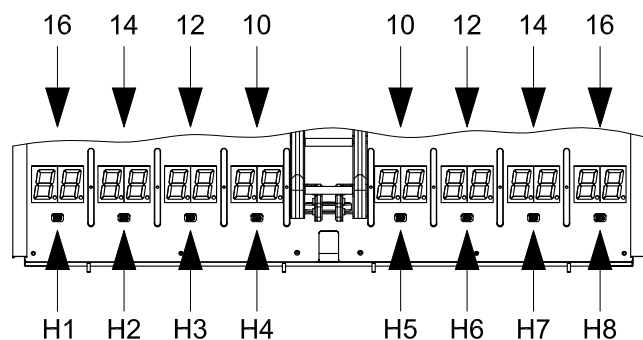
Set up Example #4

Set 'Bonus' to maximum of :

500~700



[Wheel Score]



[Hole Score]

Pattern No. : P5

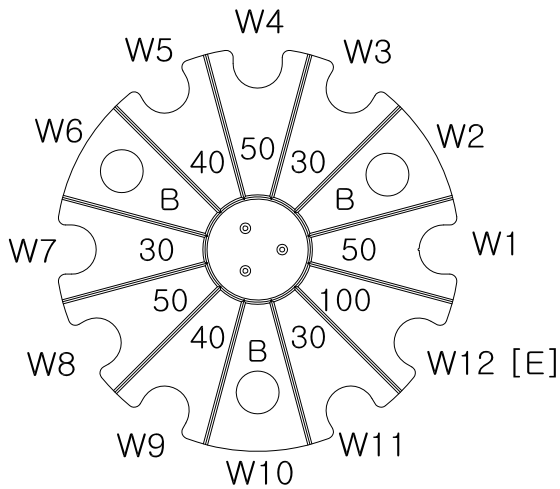
Price per play : \$1.75 / Ticket : 1

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

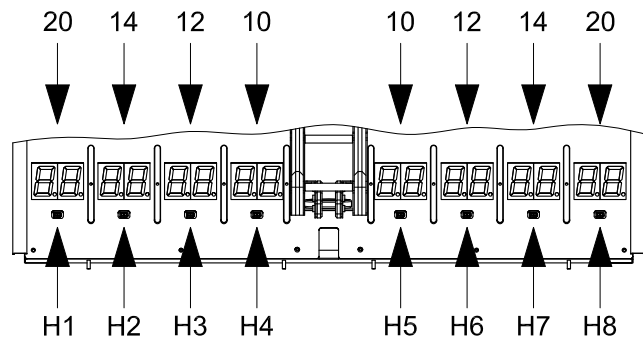
Set up Example #5

Set 'Bonus' to maximum of :

700~800



[Wheel Score]



[Hole Score]

Pattern No. : P6

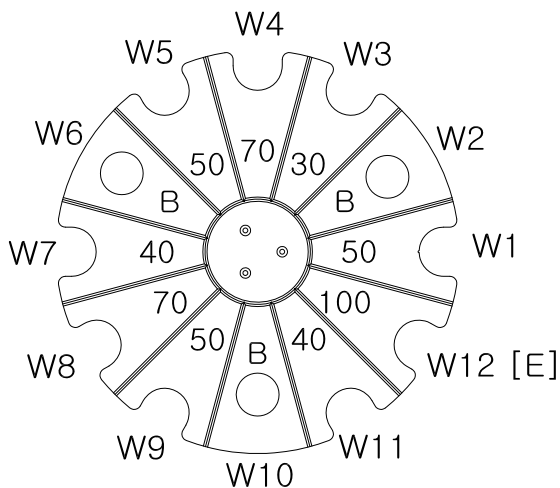
Price per play : \$2 / Ticket : 1

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

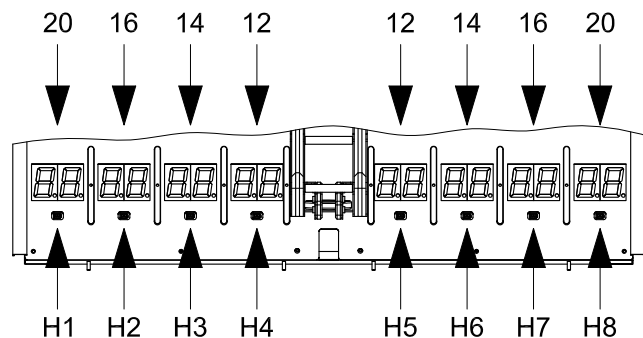
Set up Example #6

Set 'Bonus' to maximum of :

700~1,000



[Wheel Score]



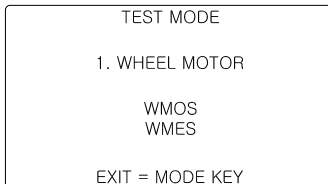
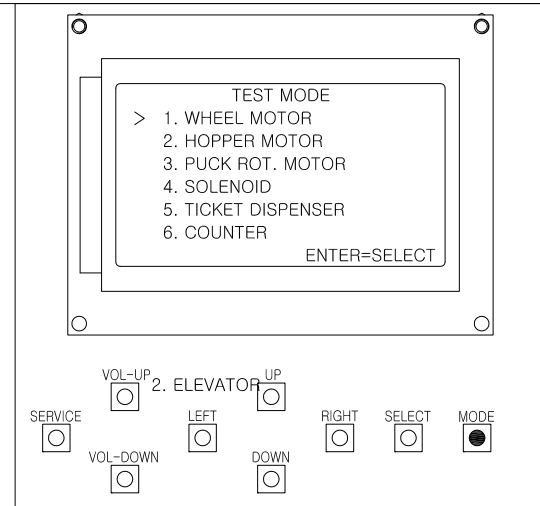
[Hole Score]

8. Test Mode

* Test Mode allows testing of each component.

8-1. How to Setup.

- 1) Press Mode button for 3 sec to enter Menu List.
- 2) Press Up or Down button to move to Test Mode and push Select Button.
- 3) Press Up or Down button to choose Test Mode and push Select Button.
- 4) Press Mode button to return to upper menu or mode.



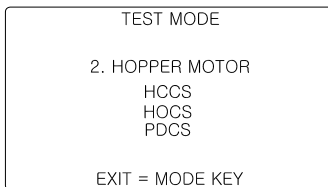
1. Wheel Motor Test

Press SELECT button to run Wheel Motor and press it again to stop spinning.

(Test menu blinks when the sensor detects.)

WMOS : Wheel Motor Origin Sensor.

WMES : Wheel Motor Encoder Sensor.



2. Hopper Motor Test

Hopper Motor and Solenoid run once whenever SELECT button is pressed.

HCCS : Puck Hopper Close Check Sensor

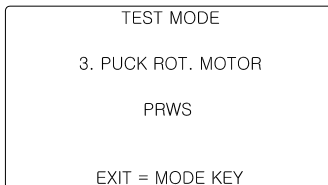
(This sensor senses a puck after it is landed in a Puck Hopper Supply from a hopper.)

HOCS : Puck Hopper Open Check Sensor

(This sensor senses a puck at the time a puck is supplied from a hopper to a Puck Hopper Supply.)

PDCS : Puck Drop Check Sensor

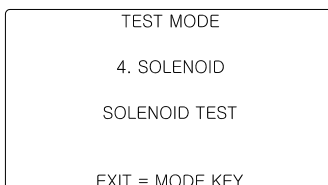
(This sensor detects a puck that is ready on the solenoid.)



3. Puck Rotation Wheel Motor Test

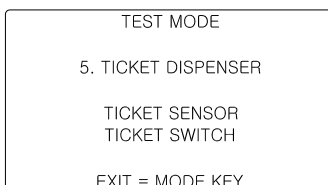
Wheel Motor operates while SELECT button is pressed.

PRWS : Puck Rotation Wheel Motor Check Sensor



4. Solenoid Test

Solenoid works one time whenever SELECT button is pressed.

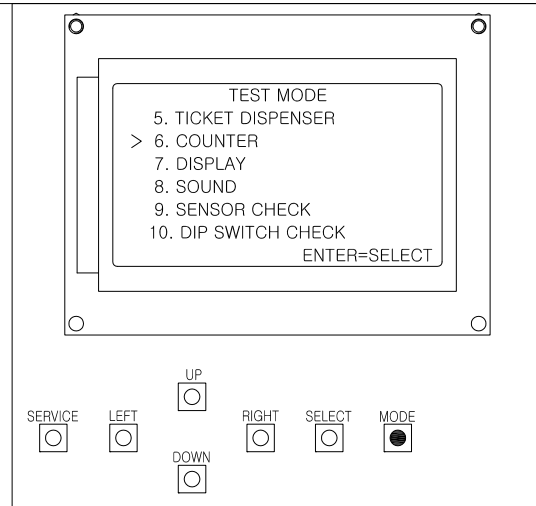


5. Ticket Dispenser Test

Ticket Dispenser runs one time whenever Ticket Switch is pressed.

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

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



```

TEST MODE
6. COUNTER TEST
   COIN
   TICKET
EXIT = MODE KEY
  
```

6. Counter Test
 Press UP button to test Coin Counter.
 Press Down button to test Ticket Counter.
 (Test menu blinks when it is tested.)

```

TEST MODE
7. DISPLAY TEST
   DISPLAY TEST
EXIT = MODE KEY
  
```

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

```

TEST MODE
8. SOUND TEST
   SOUND NO [00]
   SOUND VOL: [3]
EXIT = MODE KEY
  
```

8. Sound Test
 Press Left Button or Right Button to move to Sound menu and play the sound.

```

TEST MODE
9. SENSOR CHECK
WMOS  WMES  WSCS  PRCS
HCCS  HOCS  PDCS  PRWS
H1H2  H3H4  H5H6  H7H8
C1C2  TKES  BUTS  BILL
EXIT = MODE KEY
  
```

9. Sensor Check
 Test operate status of the Sensors (Refer to 8-2)

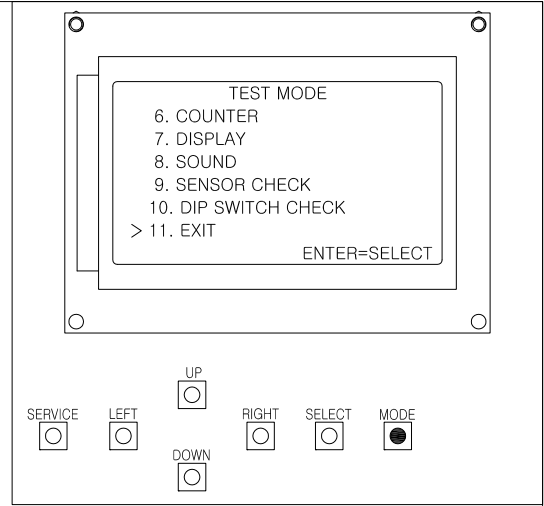
```

TEST MODE
10. DIP SWITCH CHECK
   0 0 0 0 0 0 0 0
EXIT = MODE KEY
  
```

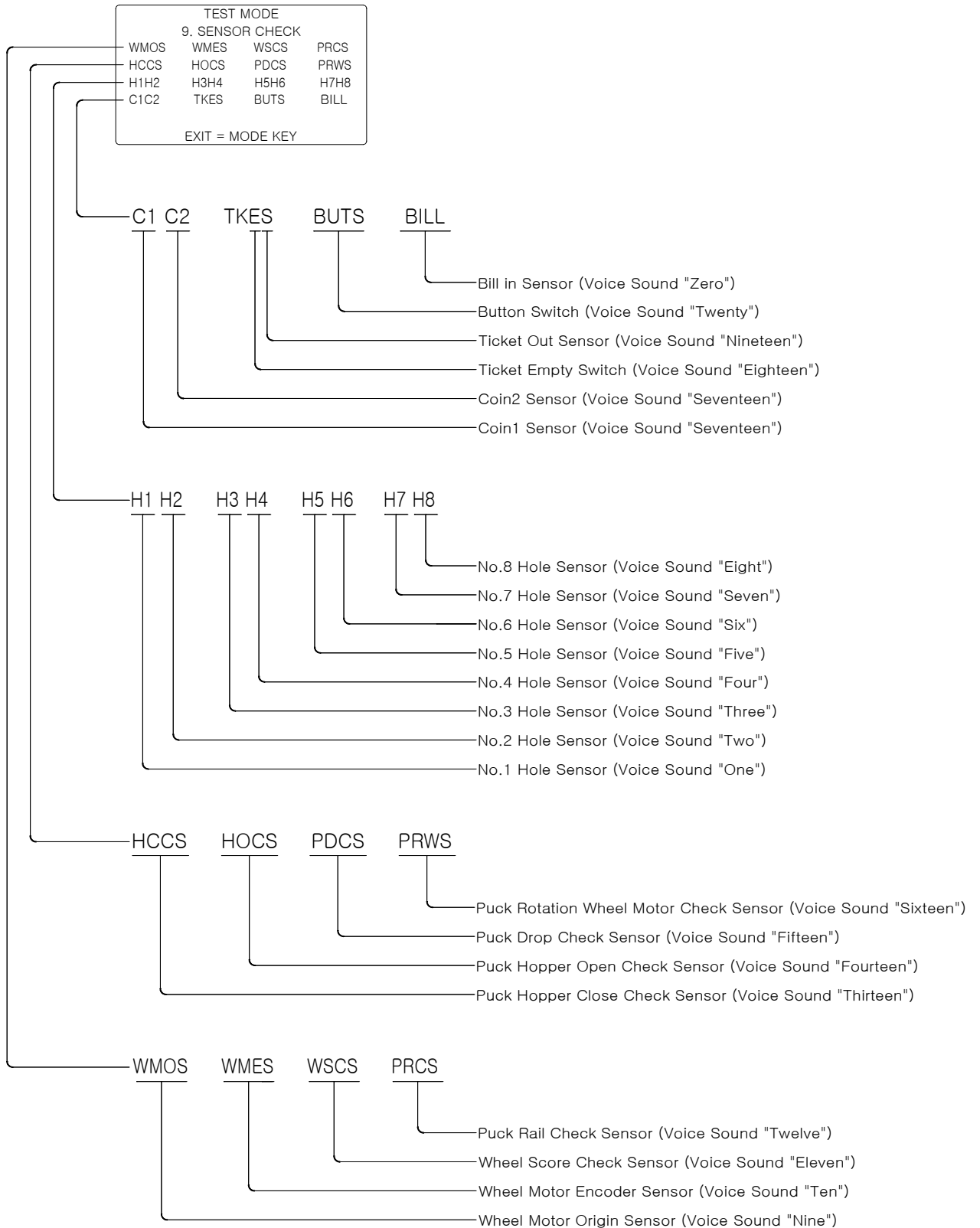
10. Dip Switch Check
 Test operation status of the DIP Switches on the main board.

TEST MODE
11. EXIT

12. Exit Test Mode.



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

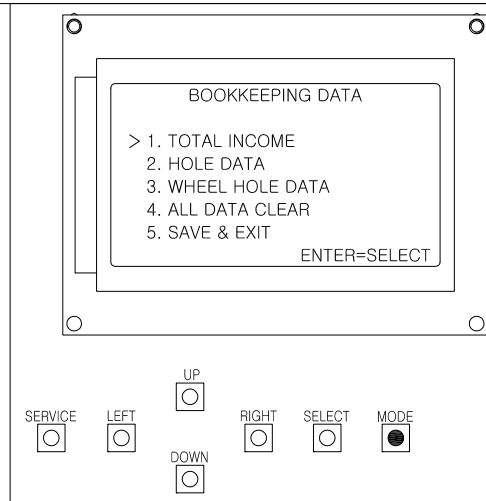


9. BOOKKEEPING DATA

* This mode allows Data Management in relation to probability and settlement.

9-1. How to Setup.

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



BOOKKEEPING DATA	
1. TOTAL INCOME	
COIN IN	[-----]
BILL IN	[-----]
SERVICE	[-----]
TICKET	[-----]
BS T.K	[-----]
BONUS	[-----]

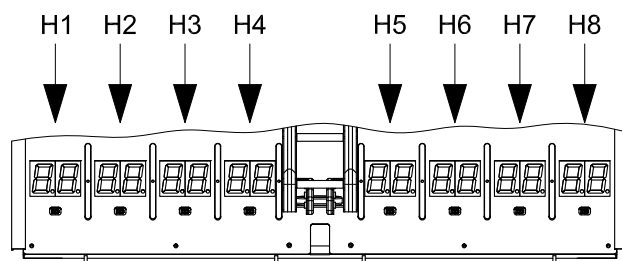
1. TOTAL INCOME

COIN IN : Total coin accumulated income
 BILL IN : Total accumulated bill accepter pulse counter
 SERVICE : Total service credit
 TICKET : Total tickets dispensed ((Includes Bonus Tickets.))
 BS T.K : The of tickets dispensed for Bonus
 BONUS : Number of Bonus wins.

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

2. Hole Data

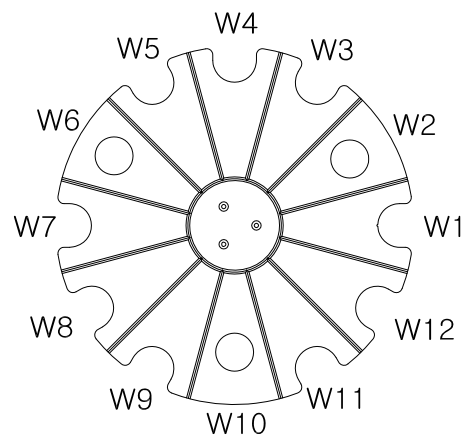
Win count of each Hole.



BOOKKEEPING DATA	
3. WHEEL HOLE DATA	
W1 [-----]	W2 [-----]
W3 [-----]	W4 [-----]
W5 [-----]	W6 [-----]
W7 [-----]	W8 [-----]
W9 [-----]	W10 [-----]
W11 [-----]	W12 [-----]

3. Wheel Hole Data

Win count of each Wheel Hole.
 Bonus Hole : W2, W6, W10



BOOKKEEPING DATA	
4. ALL DATA CLEAR	
YES	NO

4. All Data Clear

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

BOOKKEEPING DATA	
5. SAVE & EXIT	
YES	NO

5. Save & Exit

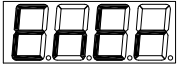
save and Exit or Exit without saving.
 Press LEFT, RIGHT button to move to and push SELECT Button.

10. Errors

Ticket OWED FND



— When Wheel Motor does not operate or Photo Sensor 2B (Origin Sensor) is not detected.



— When Wheel Motor does not operate or Photo Sensor 2B (Encoder Sensor) is not detected.



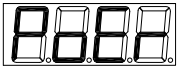
— When Puck Rotation Wheel Motor does not operate or the sensor is not detected for a certain period of time.



— When Puck Hopper Motor does not operate or Puck Hopper Check Open/Closed Sensor is not detected.



— When Puck Drop Check Sensor is not detected.



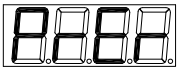
— When Solenoid does not work or Puck Drop Check Sensor is continuously being detected.



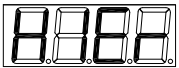
— When a Puck is not detected with Hole Sensor or Wheel Score Check Sensor even after a certain period of time after the start button is pressed.



— When Wheel Score Check Sensor is continuously being detected.



— When Puck Rail Check Sensor is continuously being detected.



— When No. H1 Hole Sensor is continuously being detected.



— When No. H2 Hole Sensor is continuously being detected.



— When No. H3 Hole Sensor is continuously being detected.



— When No. H4 Hole Sensor is continuously being detected.



— When No. H5 Hole Sensor is continuously being detected.



— When No. H6 Hole Sensor is continuously being detected.



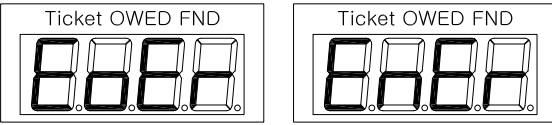
— When No. H7 Hole Sensor is continuously being detected.



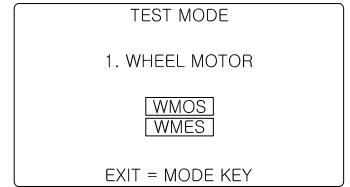
— When No. H8 Hole Sensor is continuously being detected.

11. Trouble Shooting

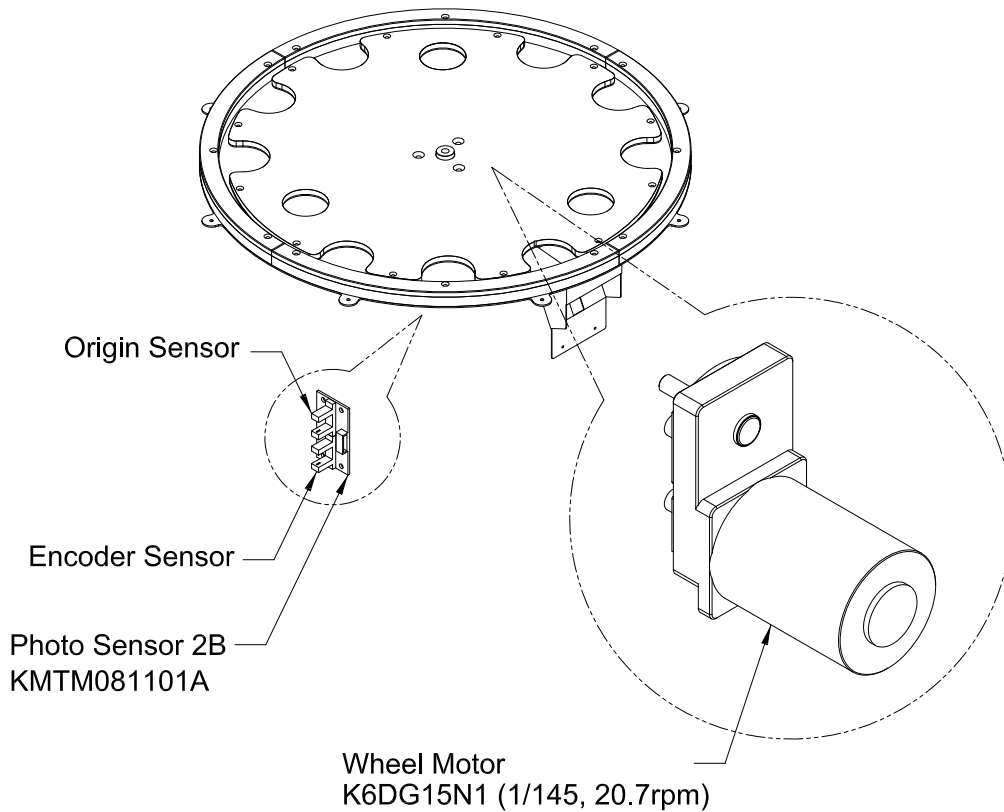
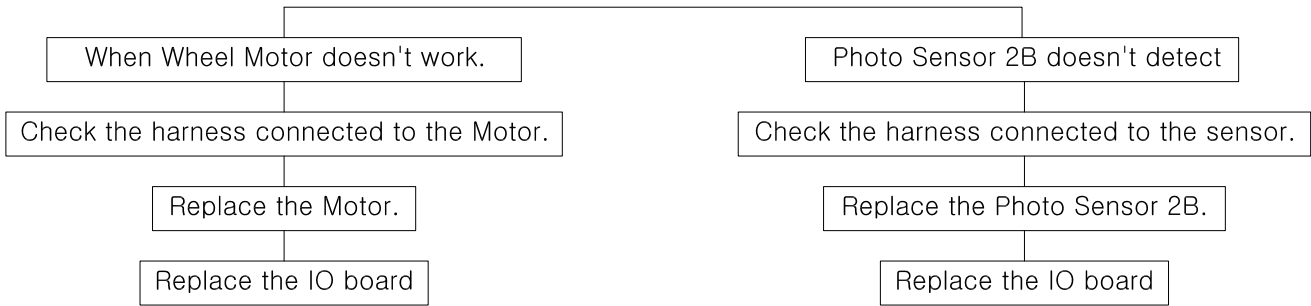
11-1. Error Code



Wheel Motor Origin Sensor →
Wheel Motor Encoder Sensor →

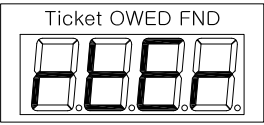


- When Wheel Motor does not operate or Photo Sensor 2B is not detected.



Reference : Wheel Ass'y

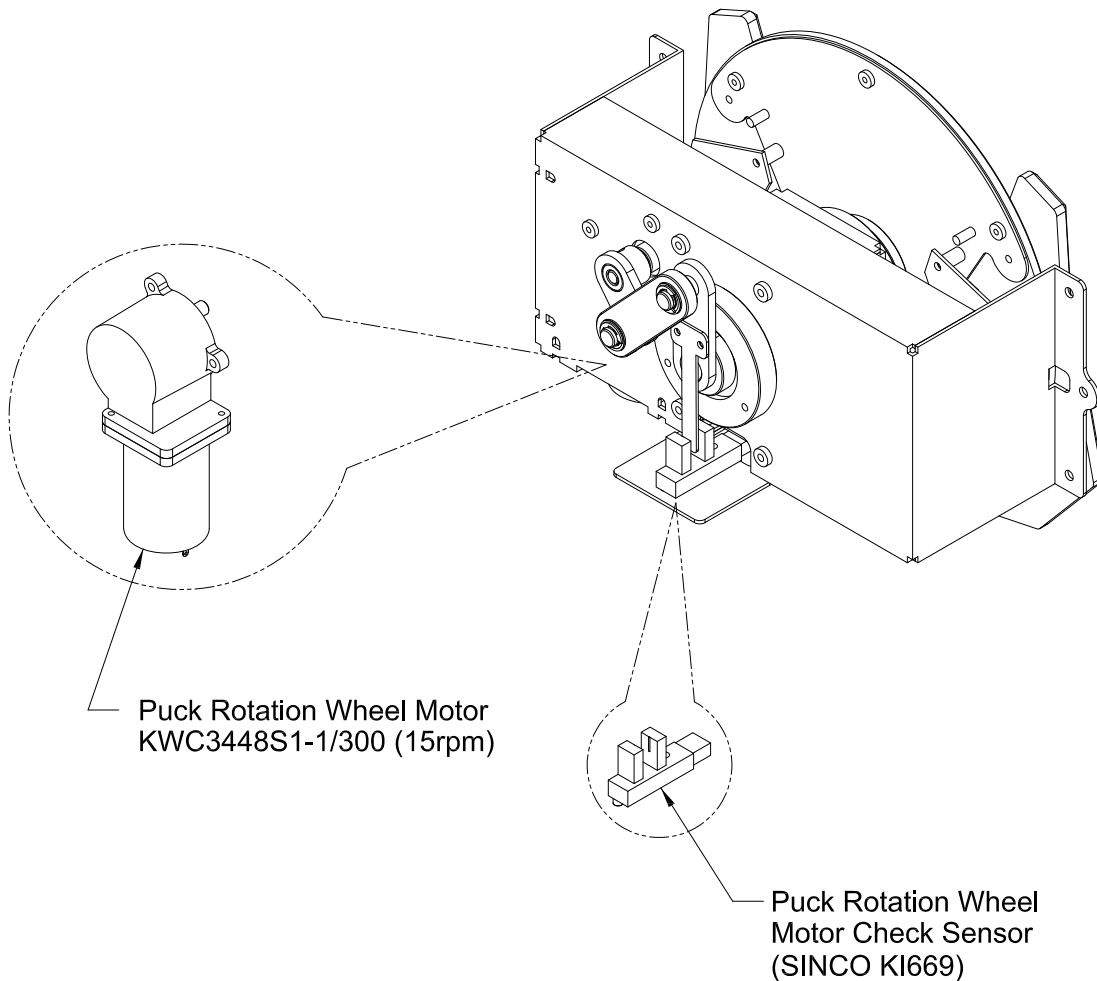
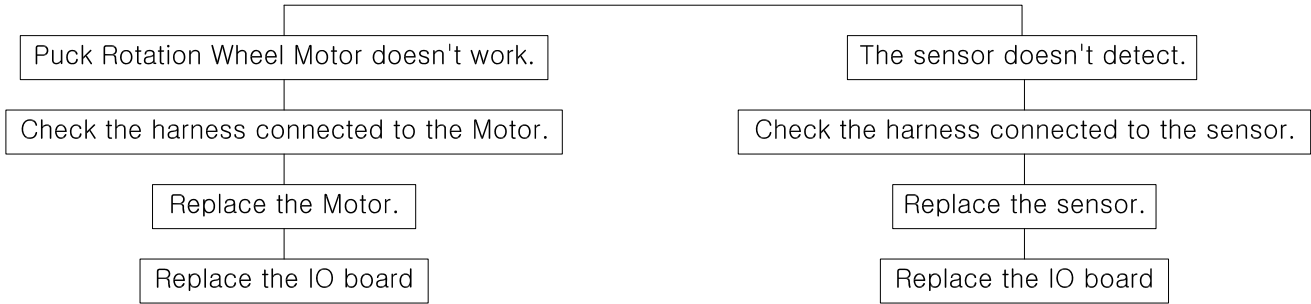
11-2. Error Code



Puck Rotation Wheel Motor Check Sensor →

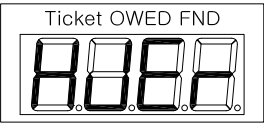
TEST MODE
3. PUCK RT WHEEL MOTOR
[PRWS]
EXIT = MODE KEY

- When Puck Rotation Wheel Motor does not operate or the sensor is not detected for a certain period of time.

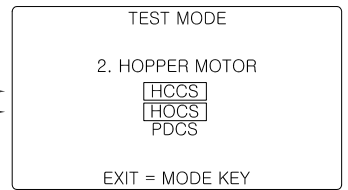


Reference : Puck Rotation Wheel Ass'y

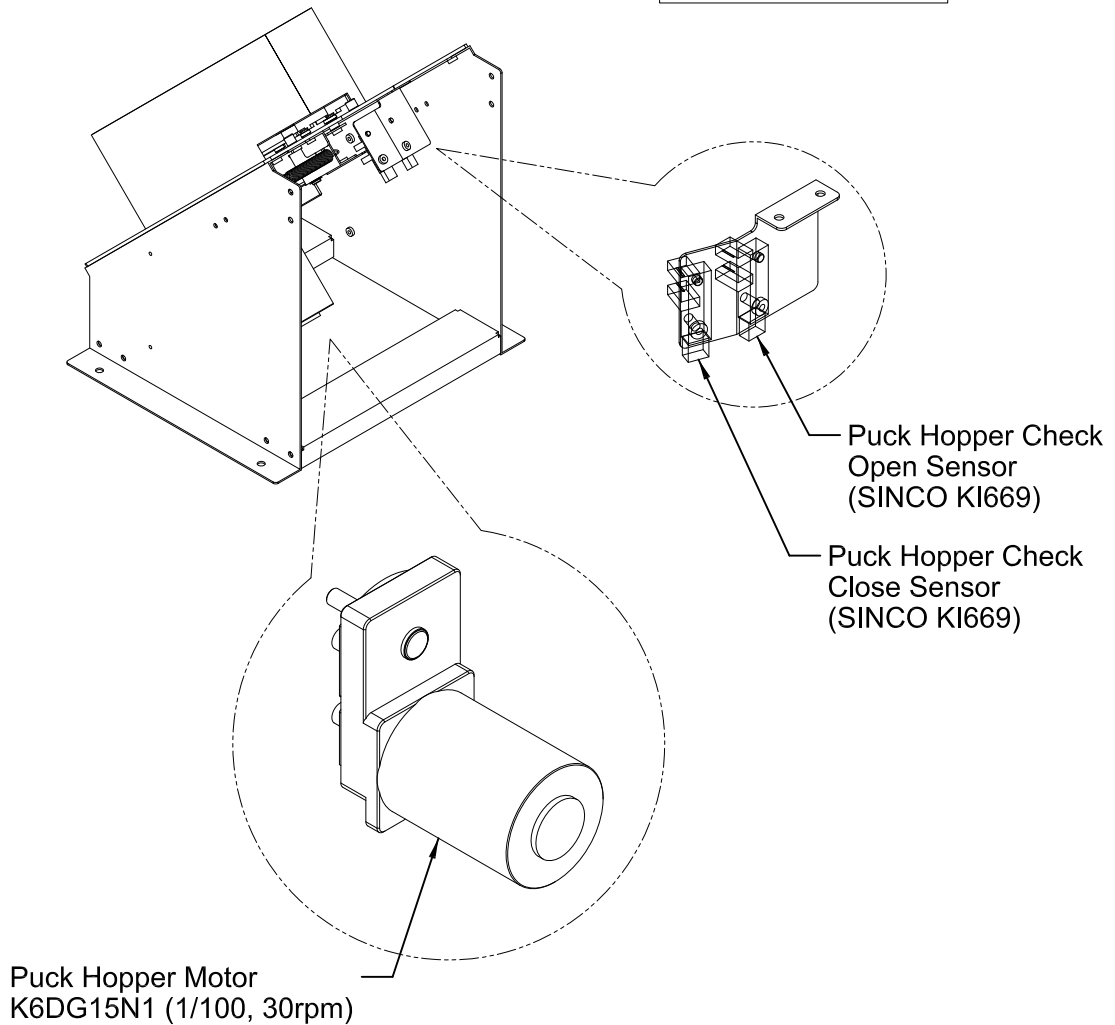
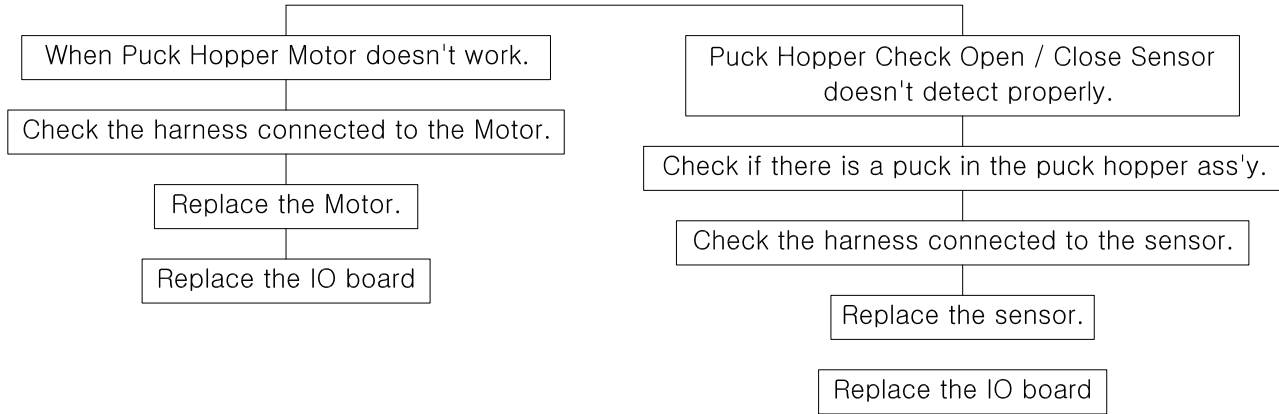
11-3. Error Code



Puck Hopper Check Close Sensor →
Puck Hopper Check Open Sensor →

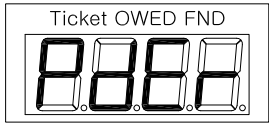


- When Puck Hopper Motor does not operate or Puck Hopper Check Open/Closed Sensor is not detected.



Reference : Puck Hopper Ass'y

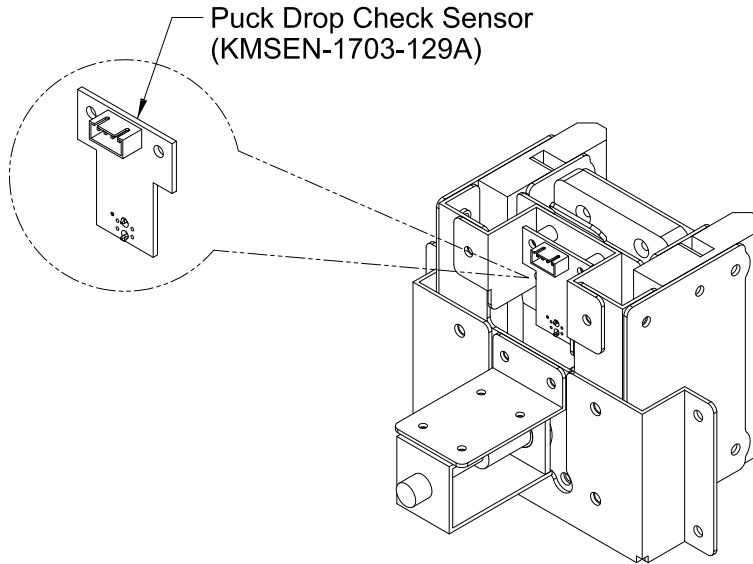
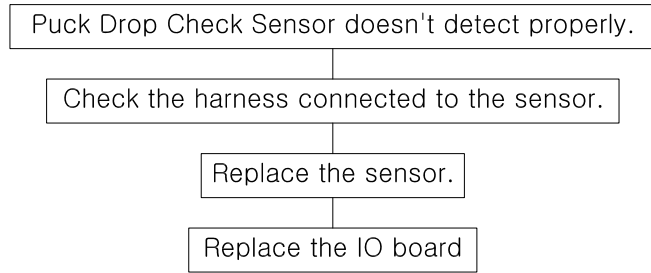
11-4. Error Code



Puck Drop Check Sensor →

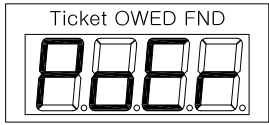
TEST MODE
2. HOPPER MOTOR
HCCS
HOCS
PDCS
EXIT = MODE KEY

- When Puck Drop Check Sensor is not detected.

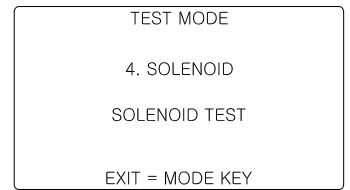
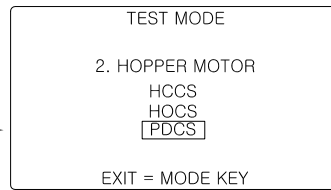


Reference : Puck Ready Ass'y

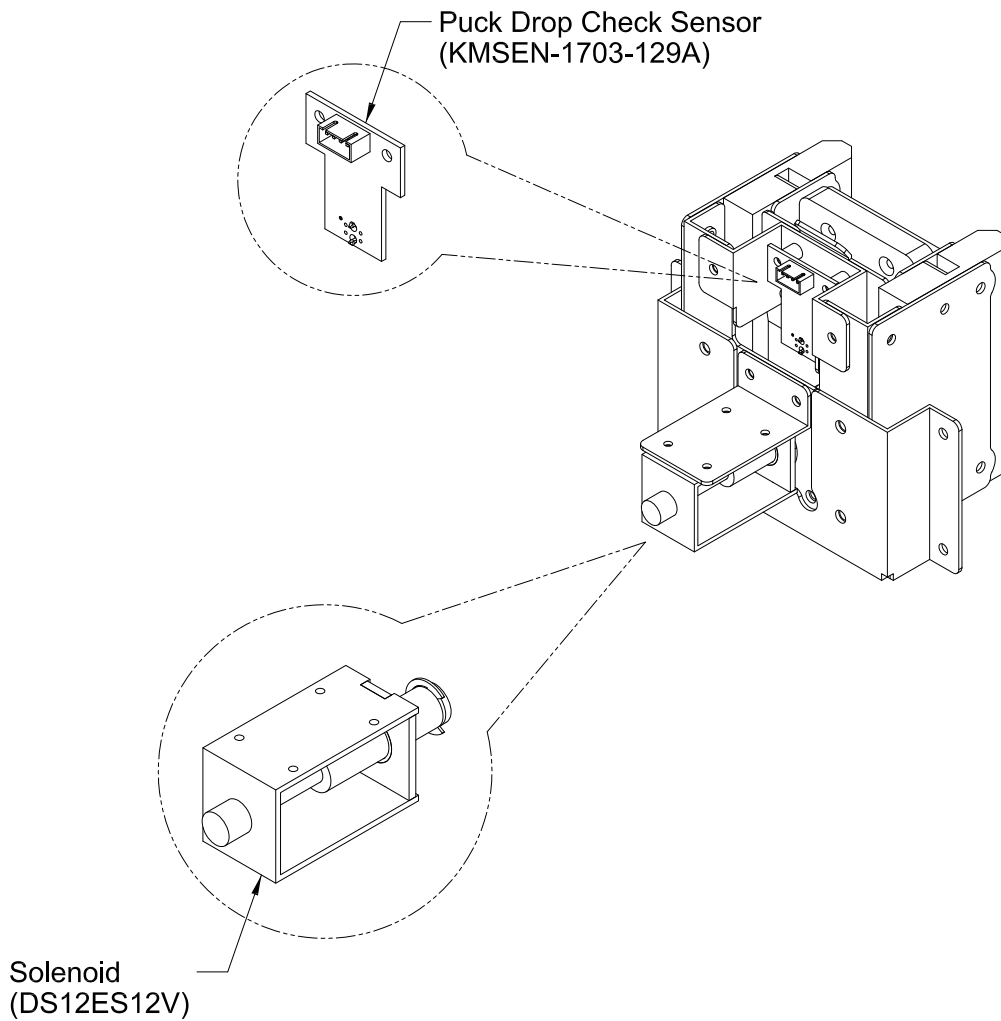
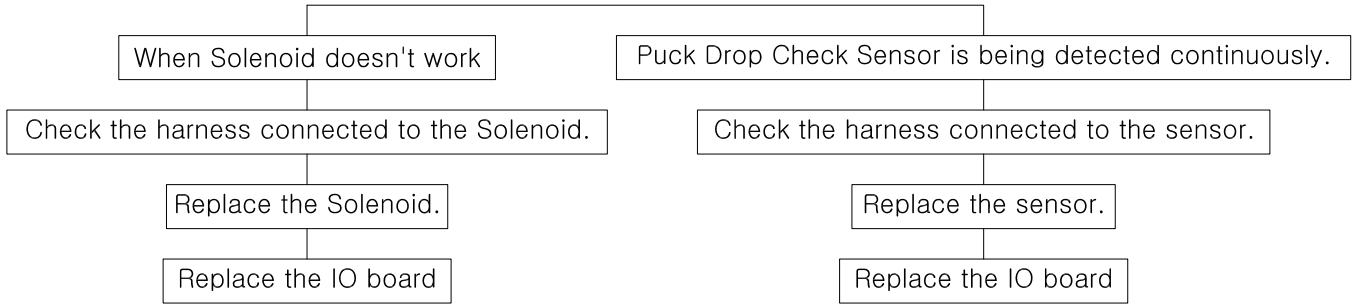
11-5. Error Code



Puck Drop Check Sensor →

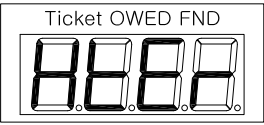


- When Solenoid does not work or Puck Drop Check Sensor is continuously being detected.



Reference : Puck Ready Ass'y

11-6. Error Code

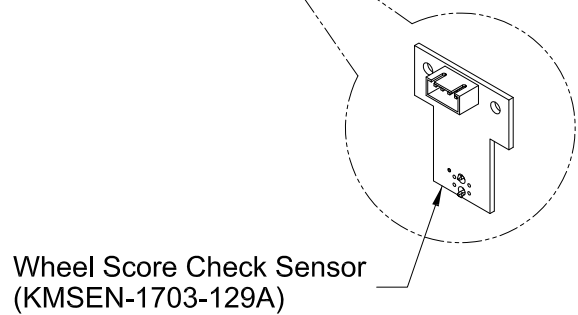
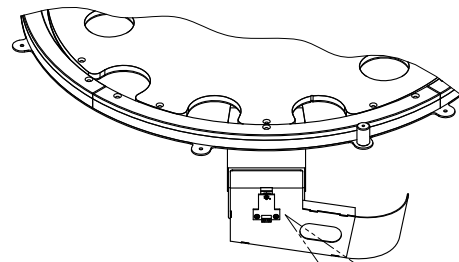
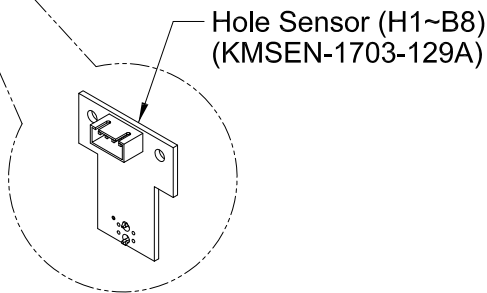
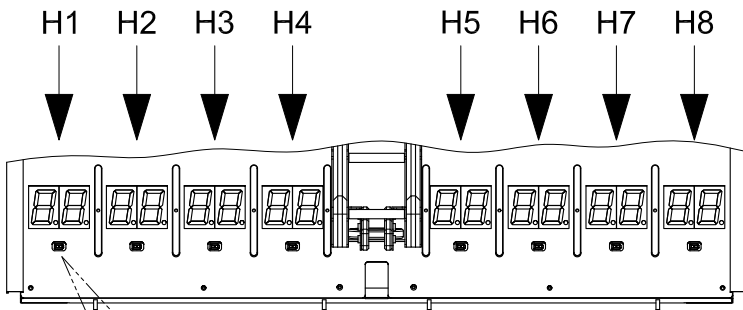
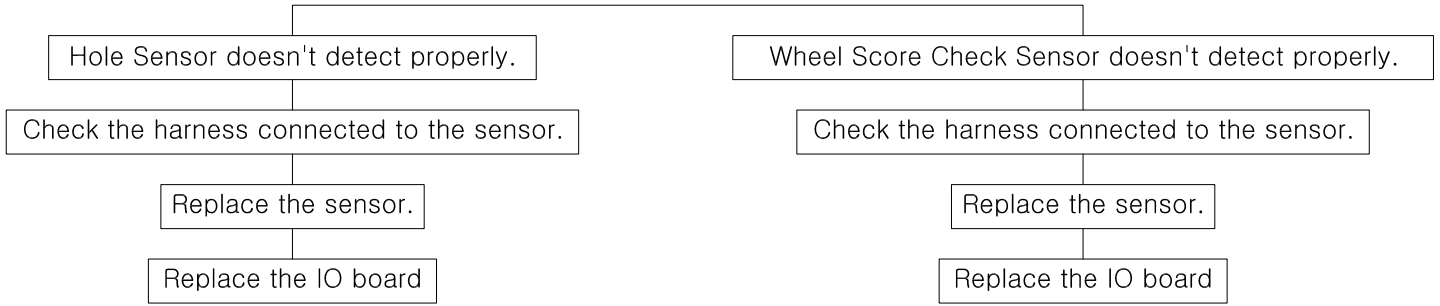


WSCS : Wheel Score Check Sensor →

H1~H8 : Puck Drop Check Sensor →

TEST MODE			
9. SENSOR CHECK			
WMOS	WMES	WSCS	PRCS
HCCS	HOCS	PDCS	PRWS
H1H2	H3H4	H5H6	H7H8
C1C2	TKES	BUTS	BILL
EXIT = MODE KEY			

- When a Puck is not detected with Hole Sensor or Wheel Score Check Sensor even after a certain period of time after the start button is pressed.

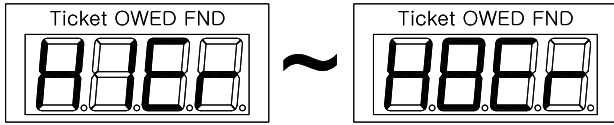


Reference : Game Play Panel Bottom BKT Ass'y, Wheel Ass'y + Puck Slope Ass'y

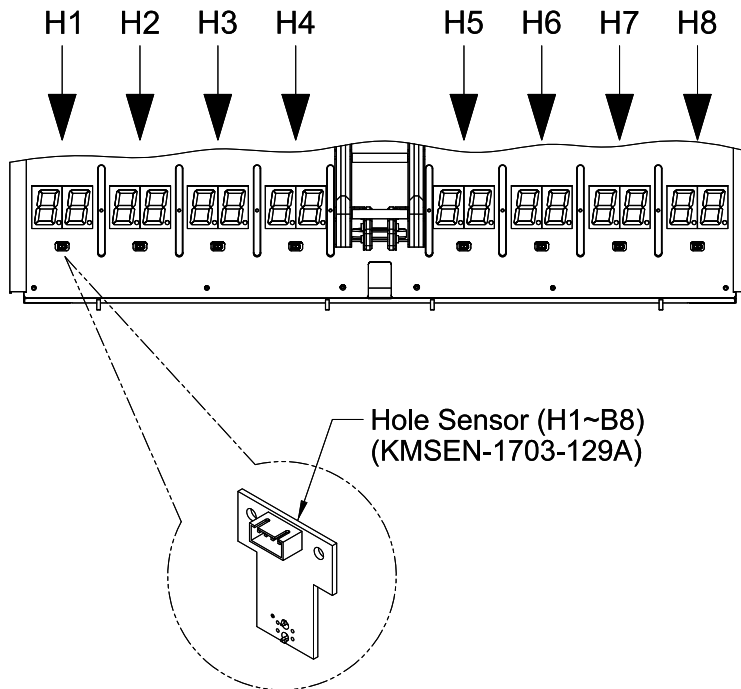
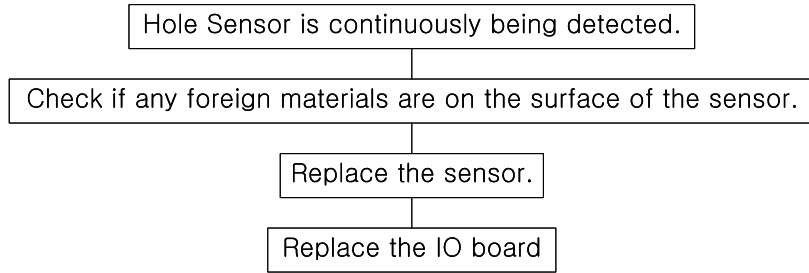
11-7. Error Code

H1~H8 : Puck Drop Check Sensor →

TEST MODE			
9. SENSOR CHECK			
WMOS	WMES	WSCS	PRCS
HCCS	HOCS	PDCS	PRWS
H1H2	H3H4	H5H6	H7H8
C1C2	TKES	BUTS	BILL
EXIT = MODE KEY			



- When No. H1~H8 Hole Sensor is continuously being detected.

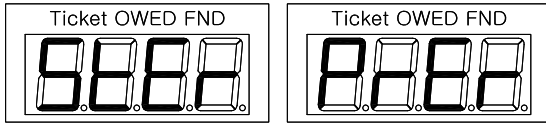


Reference : Game Play Panel Bottom BKT Ass'y

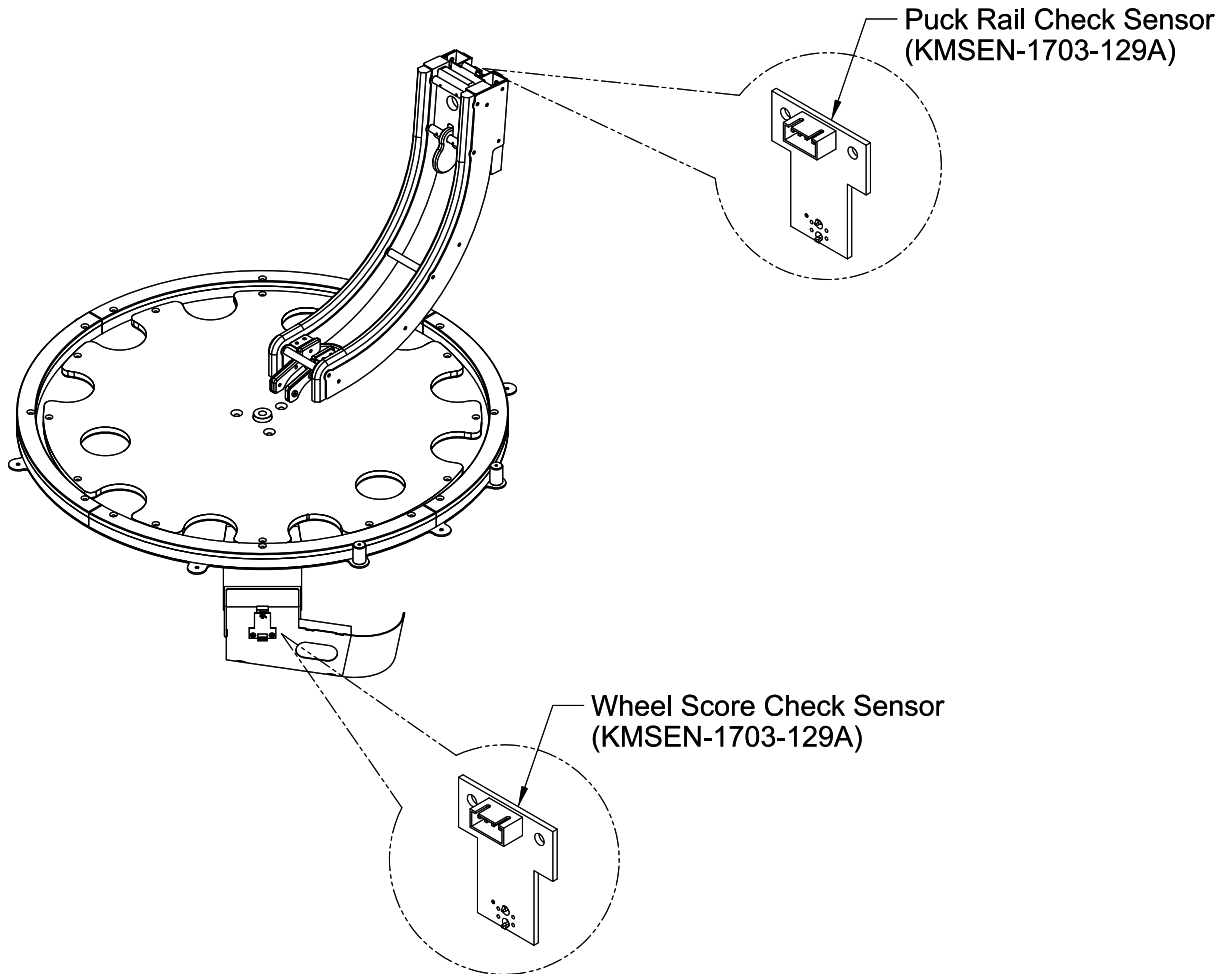
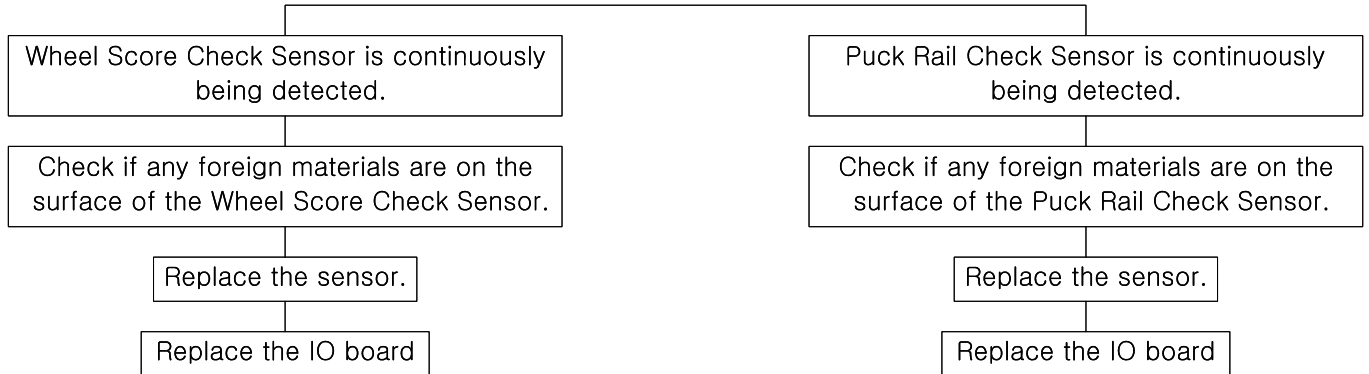
11-8. Error Code

WSCS : Wheel Score Check Sensor
 PRCS : Puck Rail Check Sensor

TEST MODE			
9. SENSOR CHECK			
WMOS	WMES	WSCS	PRCS
HCCS	HOCS	PDCS	PRWS
H1H2	H3H4	H5H6	H7H8
C1C2	TKES	BUTS	BILL
EXIT = MODE KEY			



- When Wheel Score Check Sensor is continuously being detected.
- When Puck Rail Check Sensor is continuously being detected.

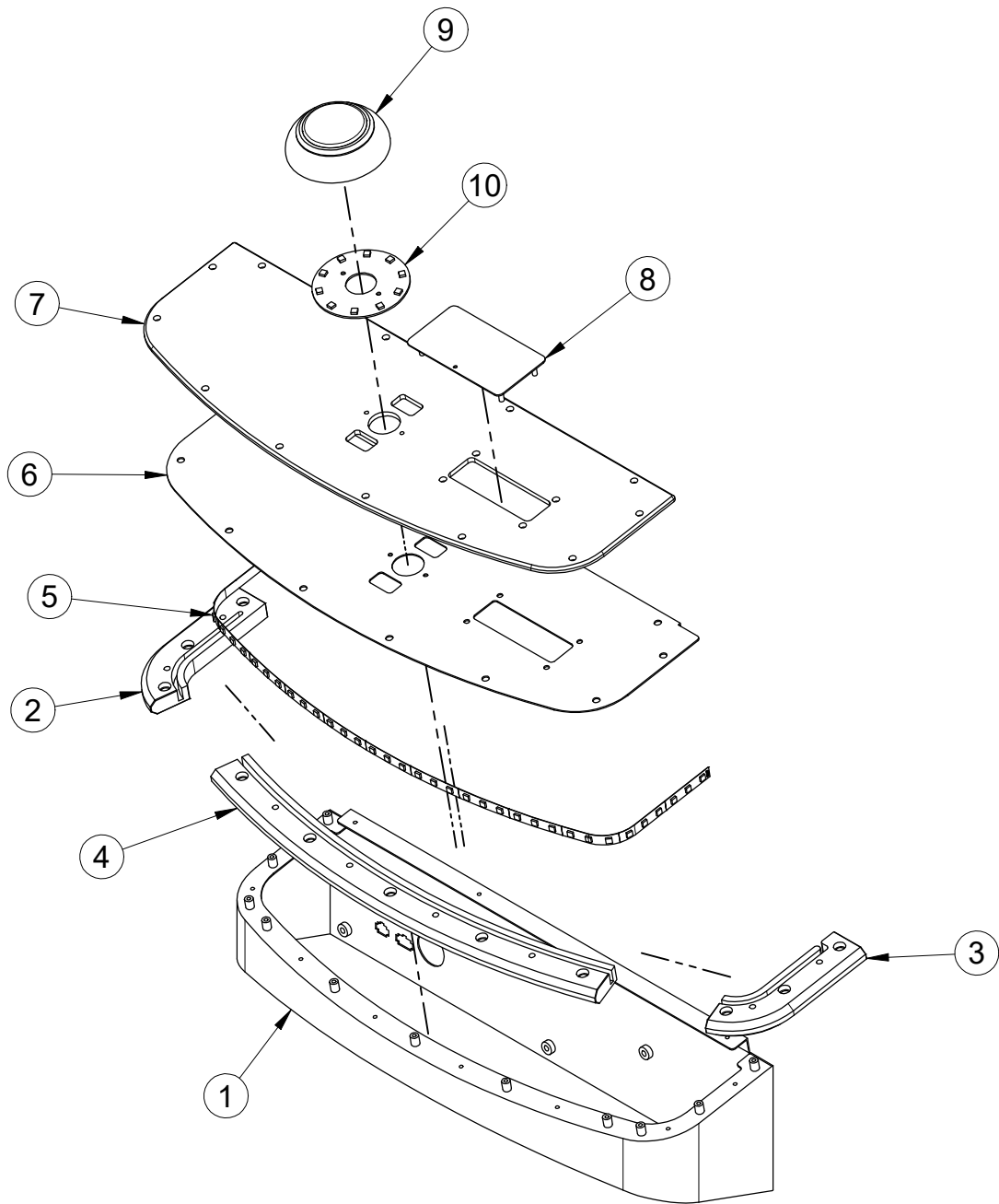


Reference : Puck Rail Ass'y + Wheel Ass'y + Puck Slope Ass'y

12.ASSEMBLING POLAR SLIDE

12-1.BUTTON BOX Ass'y

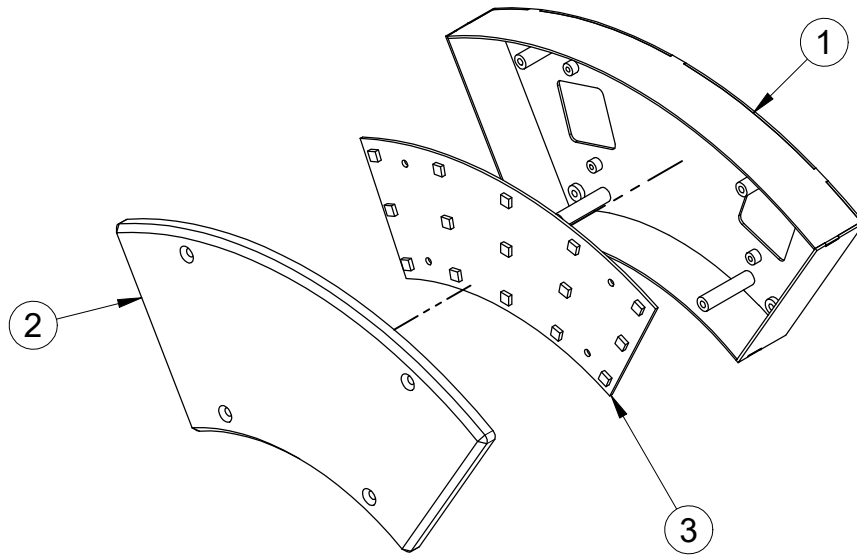
AICS0ASM001



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MICS0MET016	1	BUTTON BOX BKT	SPCC-1.2t
2	MICS0ACR031	1	BUTTON BOX LIGHTING ACRYL-L	WHITE LIGHT ACRYL-15.0t(백색스리아크릴)
3	MICS0ACR030	1	BUTTON BOX LIGHTING ACRYL-R	WHITE LIGHT ACRYL-15.0t(백색스리아크릴)
4	MICS0ACR032	1	BUTTON BOX LIGHTING ACRYL-F	WHITE LIGHT ACRYL-15.0t(백색스리아크릴)
5	AICS0FLM006	1	BUTTON FLEXIBLE LED / 300	650-1/3-50L-39LED
6	MICS0MET017	1	BUTTON BOX COVER BKT	SPCC-1.2t
7	AICS0A&S007	1	BUTTON BOX COVER ACRYL	CLEAR ACRYL - 4.5t(투명 압출판 아크릴)
8	MICS0MET018	1	CARD SWIPE COVER BKT	SPCC-1.2t
9	MZZZ0BUT064	1	LED BUTTON(Φ50)	Φ50
10	ASWI0BOA008	1	BUTTON LED2	KMLD-1607-123A

12-2.TOP BILLBOARD DECO Ass'y

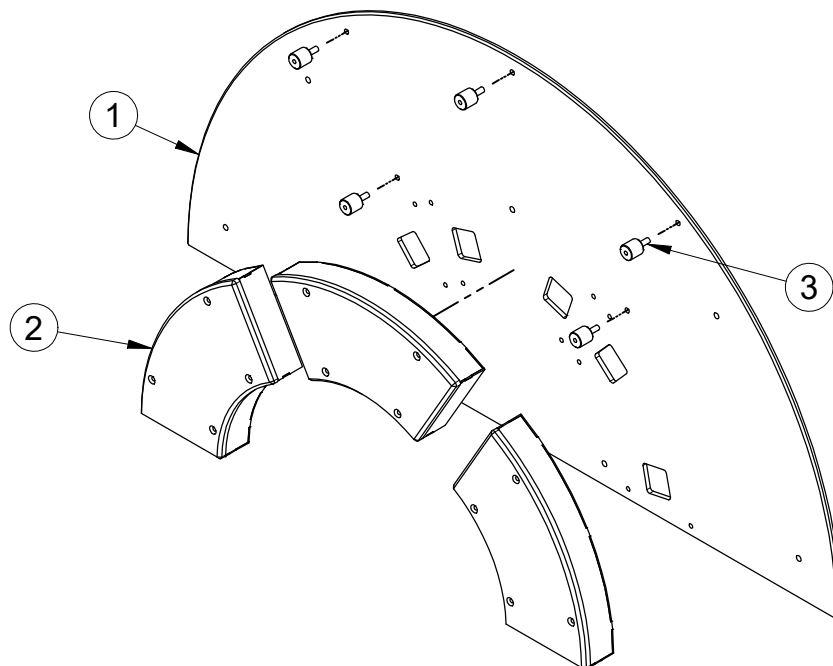
AICS0ASM002



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MICS0MET001	1	TOP BILLBOARD DECO LED BKT WELD Ass'y	WELD Ass'y (용접품)
2	MICS0ACR026	1	TOP BILLBOARD DECO LED COVER ACRYL	WHITE LIGHT ACRYL-8.0t(백색스리아크릴)
3	AICS0BOA005	1	TOP BILLBOARD DECO LED BOARD	KMLED-2105-221B

12-3.TOP BILLBOARD COVER ACRYL Ass'y

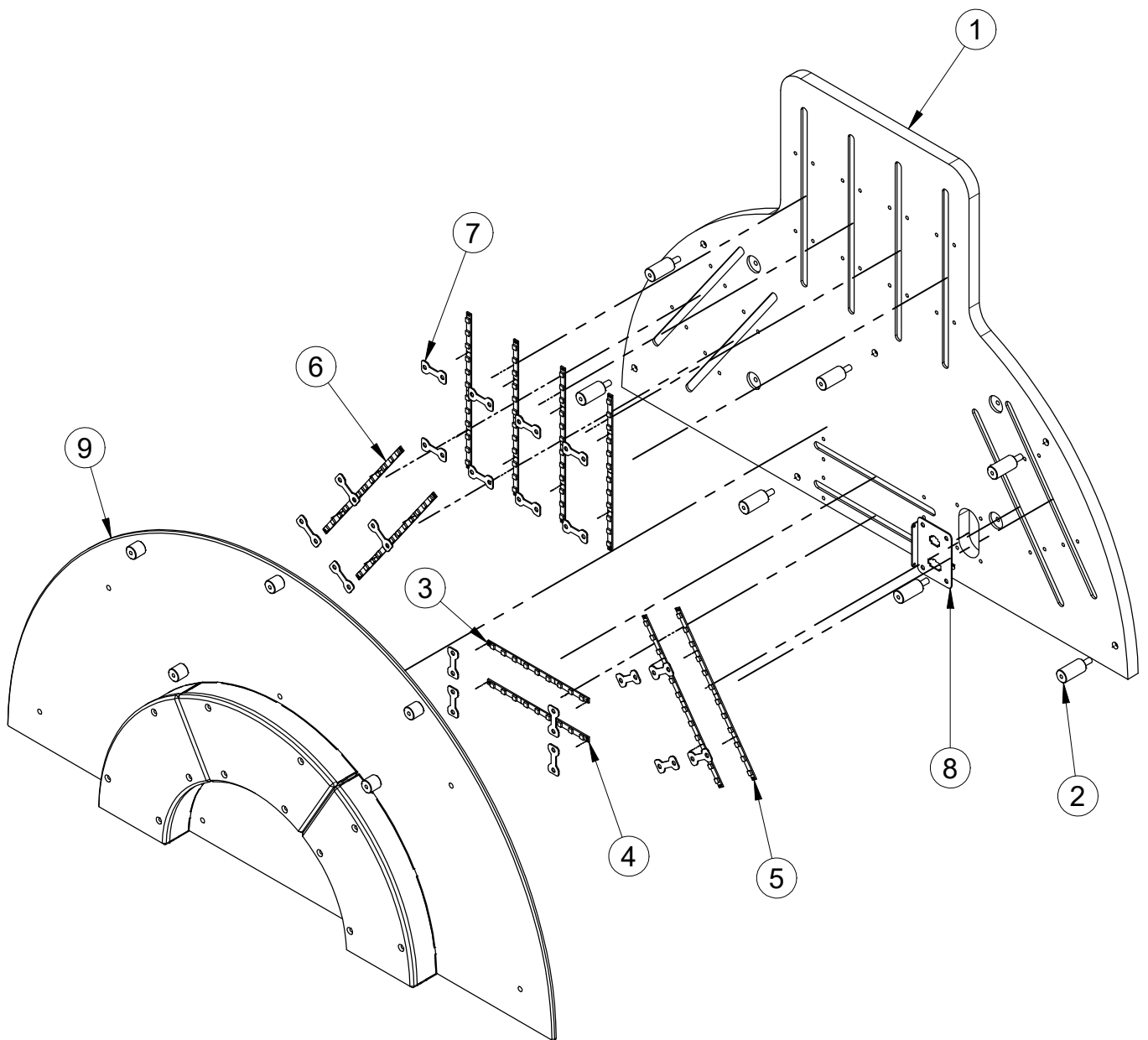
AICS0ASM003



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	AICS0A&S005	1	TOP BILLBOARD COVER ACRYL	CLEAR ACRYL - 4.5t(투명 압출판 아크릴)
2	AICS0ASM002	3	TOP BILLBOARD DECO Ass'y	12-2 (23 page)
3	MICS0PRO015	5	TOP BILLBOARD TITLE ACRYL SUPPORT PIN	AL

12-4.TOP BILLBOARD BASE Ass'y

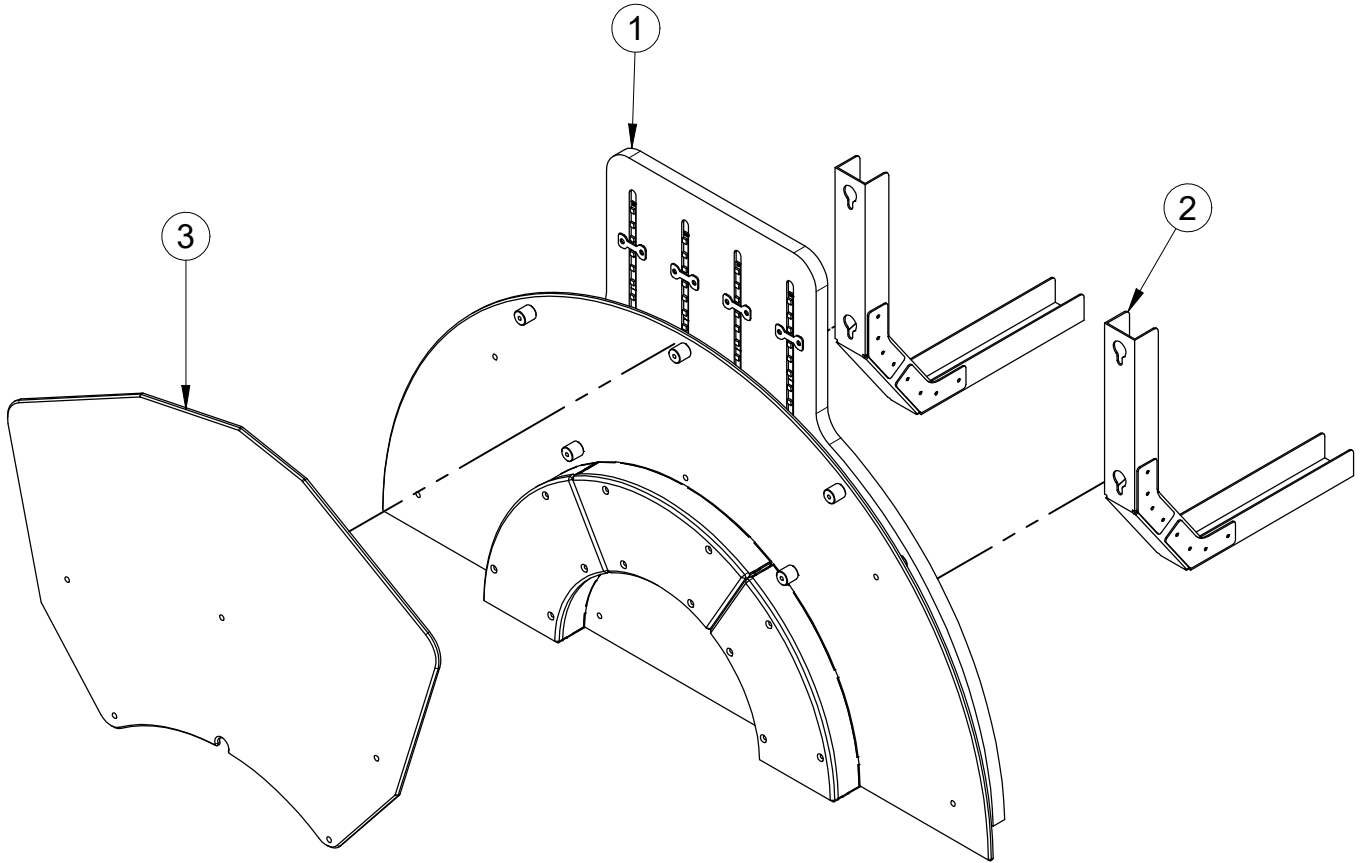
AICS0ASM004



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MICS0WOO003	1	TOP BILLBOARD BASE PANEL	PW-15.0t
2	MICS0PRO016	7	TOP BILLBOARD SUPPORT PIN	AL
3	AICS0LBA011	1	PLS LED BAR 150mm-F	120-35155 / 120-35184
4	AICS0LBA006	1	PLS LED BAR 150mm-A	120-35155
5	AICS0LBA003	7	PLS LED BAR 200mm-C	120-35155 / 120-35184
6	AICS0LBA004	1	PLS LED BAR 200mm-D	120-35155
7	MICS0MET004	20	FLEXIBLE LED WOOD FIXED BKT	GI-1.2t
8	MICS0MET003	1	TOP BILLBOARD CONNECTOR BKT	GI1.2t
9	AICS0ASM003	1	TOP BILLBOARD COVER ACRYL Ass'y	12-3 (23 page)

12-5.TOP BILLBOARD Ass'y

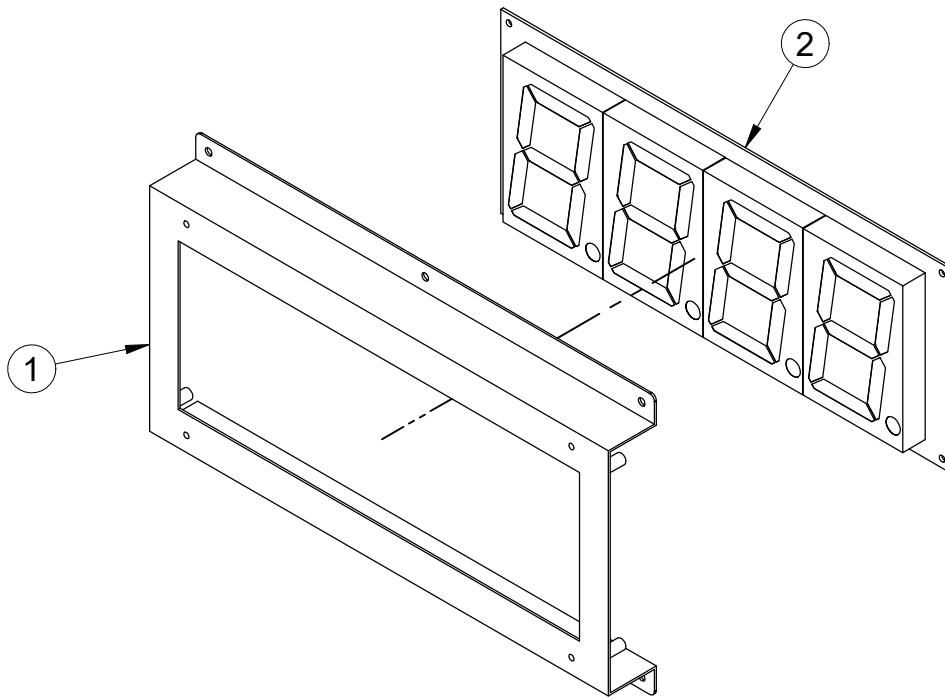
AICS0ASM005



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	AICS0ASM004	1	TOP BILLBOARD BASE Ass'y	12-4 (24 page)
2	MICS0MET002	2	TOP BILLBOARD FIXED BKT WELD Ass'y	WELD Ass'y (용접품)
3	AICS0A&S004	1	TOP BILLBOARD TITLE ACRYL	CLEAR ACRYL - 4.5t (투명 압출판 아크릴)

12-6.BONUS FND Ass'y

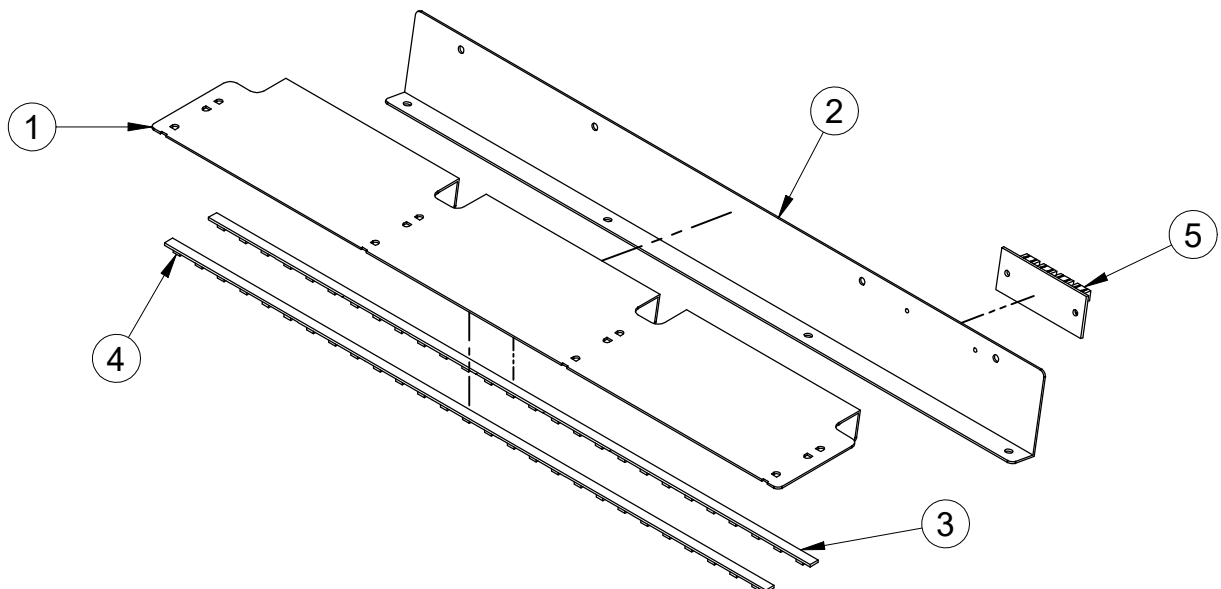
AICS0ASM006



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MICS0MET057	1	BONUS FND FIXED BKT	SPCC-1.2t
2	ATWB0BOA004	1	BONUS FND BOARD 4P (BLUE)	KMFND-1703-131B

12-7.SPEAKER BOX BOTTOM LIGHTING Ass'y

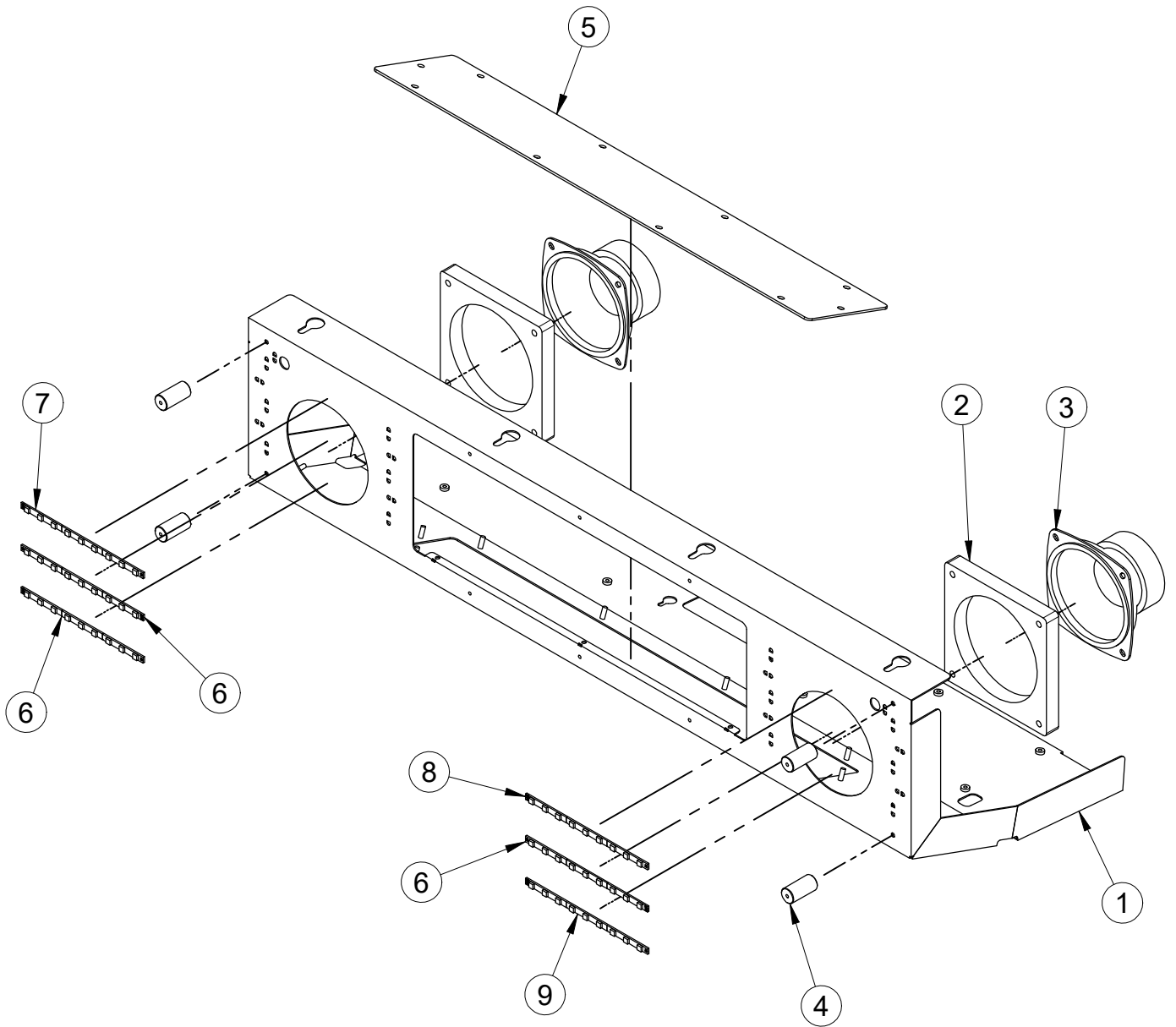
AICS0ASM007



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MICS0MET059	1	SPEAKER BOX BOTTOM LIGHTING BKT-A	GI-1.2t
2	MICS0MET060	1	SPEAKER BOX BOTTOM LIGHTING BKT-B	GI-1.2t
3	AICS0LBA001	1	PLS LED BAR 450mm-A	200-35155 / 120-35184
4	AICS0LBA002	1	PLS LED BAR 450mm-B	120-35155
5	ACBD0BOA003	1	LED LINK BOARD	KMIO-1809-181B

12-8.SPEAKER BOX BASE BKT Ass'y

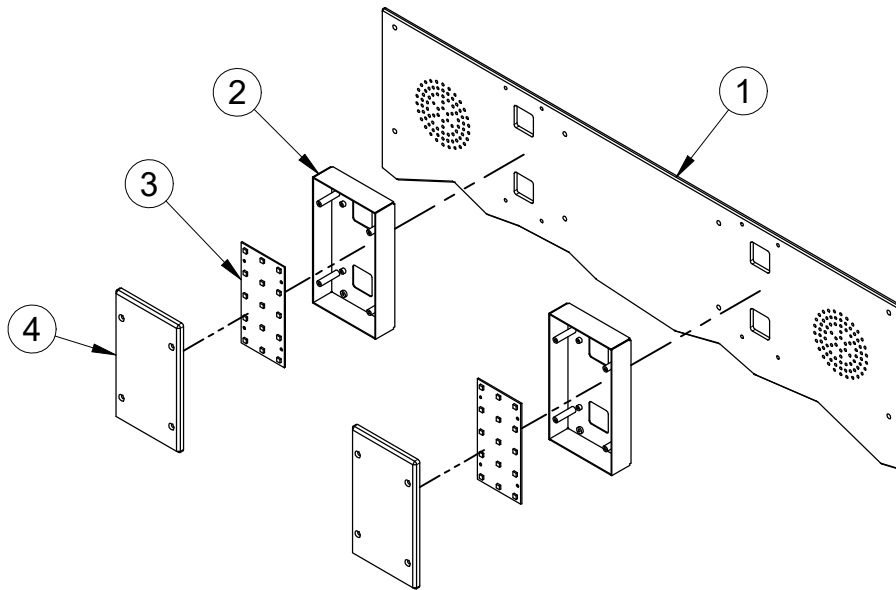
AICS0ASM008



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MICS0MET056	1	SPEAKER BOX BASE BKT	SPCC-1.2t
2	MICS0WOO005	2	SPEAKER PANEL	PW-15.0t
3	MZZZ0SPE004	2	speaker[MID4.5]	MID 4.5 8Ω80W
4	MICS0PRO017	4	BONUS FND GUIDE PIN	AL
5	MICS0ACR023	1	SPEAKER BOX BOTTOM LIGHTING ACRYL	LIGHT DIFFUSION PC-2.0t (광확산PC-2.0t)
6	AICS0LBA009	3	PLS LED BAR 150mm-D	50-35155 / 50-35184
7	AICS0LBA007	1	PLS LED BAR 150mm-B	50-35155
8	AICS0LBA008	1	PLS LED BAR 150mm-C	200-35155 / 50-35184
9	AICS0LBA010	1	PLS LED BAR 150mm-E	50-35155 / 400-35184

12-9.BONUS FND COVER Ass'y

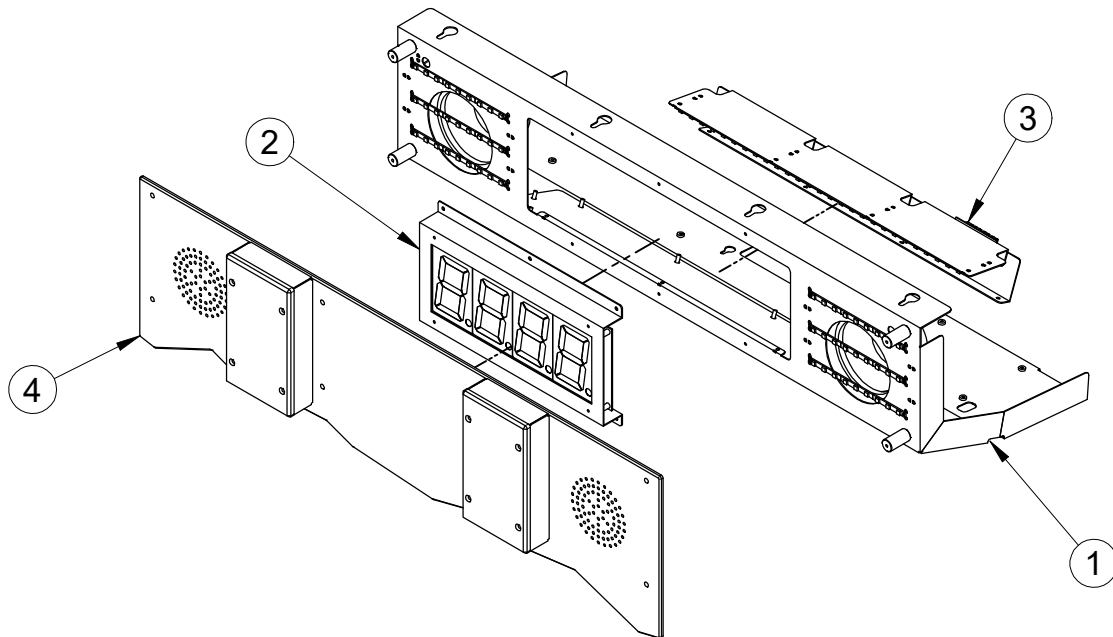
AICS0ASM009



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	AICS0A&S006	1	BONUS FND COVER ACRYL	CLEAR ACRYL - 4.5t (투명 압출판 아크릴)
2	MICS0MET058	2	SPEAKER BOX SIDE DECO BKT	SPCC-1.2t
3	AICS0BOA004	2	SPEAKER BOX SIDE DECO LED BOARD	KMLLED-2105-222B
4	MICS0ACR025	2	SPEAKER BOX SIDE DECO ACRYL	WHITE LIGHT ACRYL-8.0t(백색스리아크릴)

12-10.SPEAKER BOX Ass'y

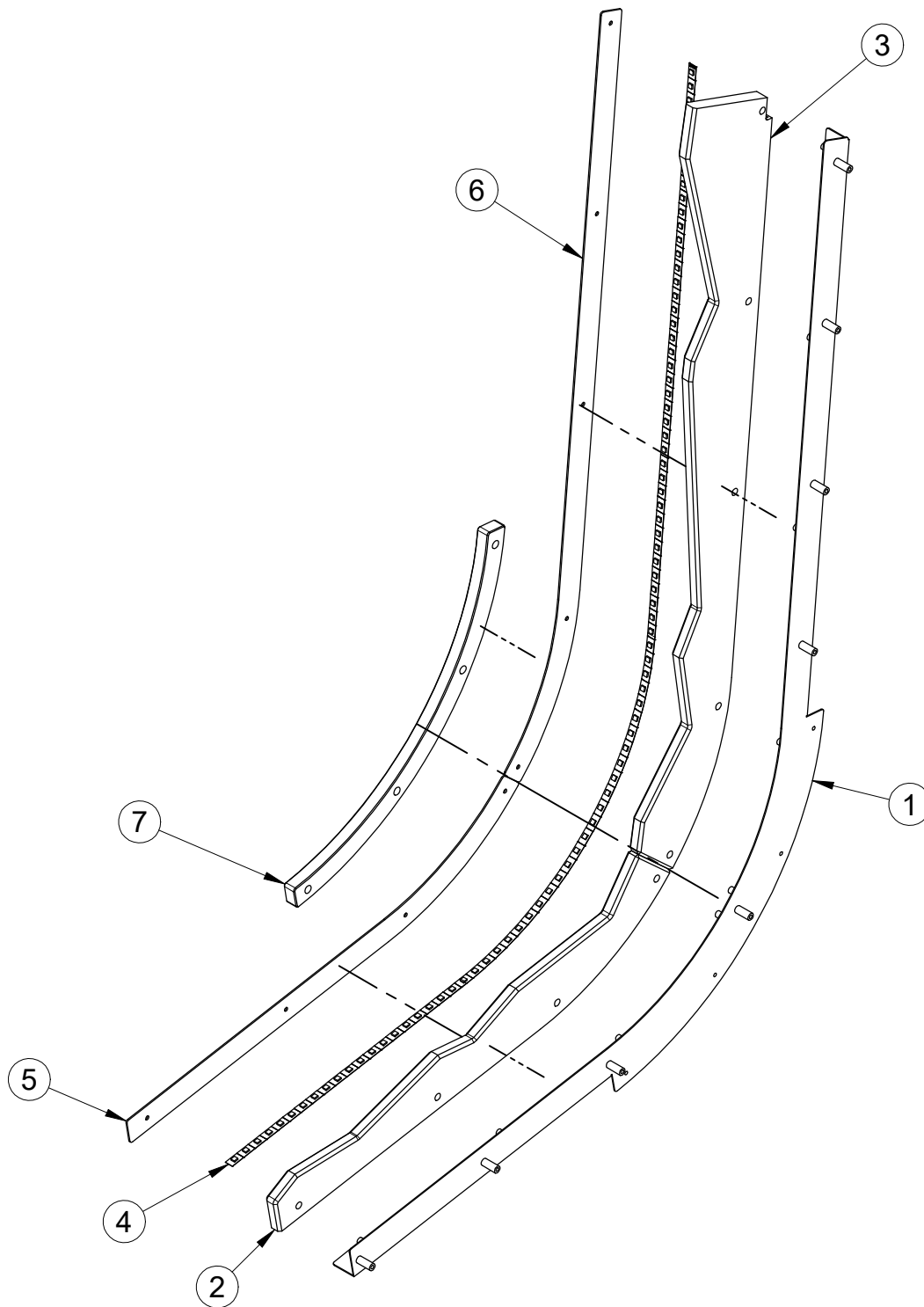
AICS0ASM010



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	AICS0ASM008	1	SPEAKER BOX BASE BKT Ass'y	12-8 (27 page)
2	AICS0ASM006	1	BONUS FND Ass'y	12-6 (26 page)
3	AICS0ASM007	1	SPEAKER BOX BOTTOM LIGHTING Ass'y	12-7 (26 page)
4	AICS0ASM009	1	BONUS FND COVER Ass'y	12-9 (28 page)

12-11.FRONT COVER SIDE GUIDE BKT-R Ass'y

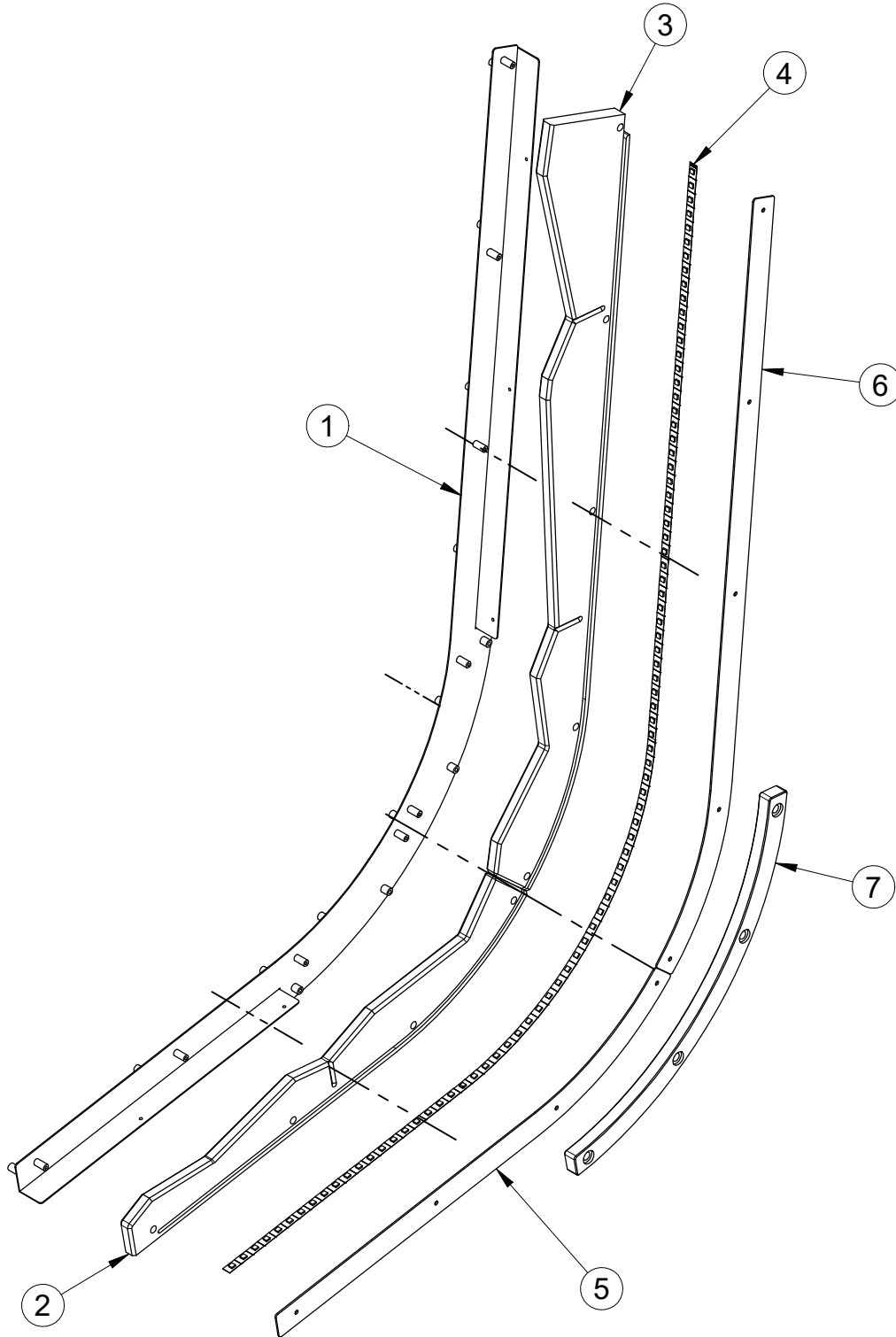
AICS0ASM011



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MICS0MET007	1	FRONT COVER SIDE GUIDE BKT-R	SPCC-1.2t
2	MICS0ACR018	1	FRONT COVER SIDE GUIDE ACRYL-R1	CLEARACRYL-15.0t (투명 아크릴)
3	MICS0ACR020	1	FRONT COVER SIDE GUIDE ACRYL-R2	CLEARACRYL-15.0t (투명 아크릴)
4	AICS0FLM007	1	FRONT COVER SIDE FLEXIBLE LED-R / 500	1435.5-1/1-16.5L-87LED-S
5	MICS0MET009	1	FRONT COVER SIDE GUIDE BKT-A	SPCC-1.6t
6	MICS0MET010	1	FRONT COVER SIDE GUIDE BKT-B	SPCC-1.6t
7	MICS0ACR017	1	FRONT COVER SIDE GUIDE INNER ACRYL	CLEARACRYL-15.0t (투명 아크릴)

12-12.FRONT COVER SIDE GUIDE BKT-L Ass'y

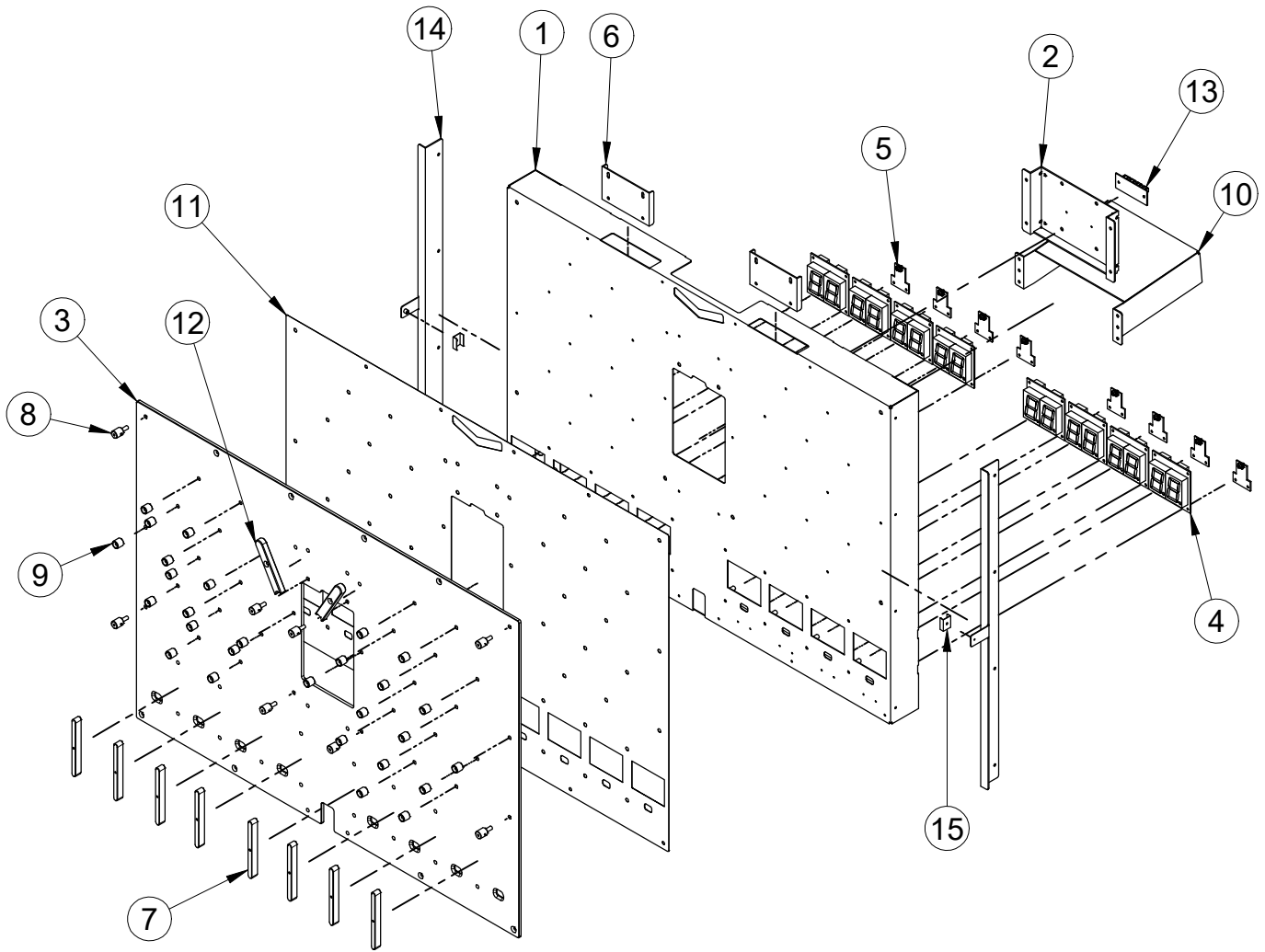
AICS0ASM012



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MICS0MET008	1	FRONT COVER SIDE GUIDE BKT-L	SPCC-1.2t
2	MICS0ACR019	1	FRONT COVER SIDE GUIDE BKT-L1	CLEARACRYL-15.0t (투명 아크릴)
3	MICS0ACR021	1	FRONT COVER SIDE GUIDE BKT-L2	CLEARACRYL-15.0t (투명 아크릴)
4	AICS0FLM001	1	FRONT COVER SIDE FLEXIBLE LED-L / 800	1435.5-1/1-16.5L-87LED-S
5	MICS0MET009	1	FRONT COVER SIDE GUIDE BKT-A	SPCC-1.6t
6	MICS0MET010	1	FRONT COVER SIDE GUIDE BKT-B	SPCC-1.6t
7	MICS0ACR017	1	FRONT COVER SIDE GUIDE INNER ACRYL	CLEARACRYL-15.0t (투명 아크릴)

12-13.GAME PLAY PANEL LOWER BKT Ass'y

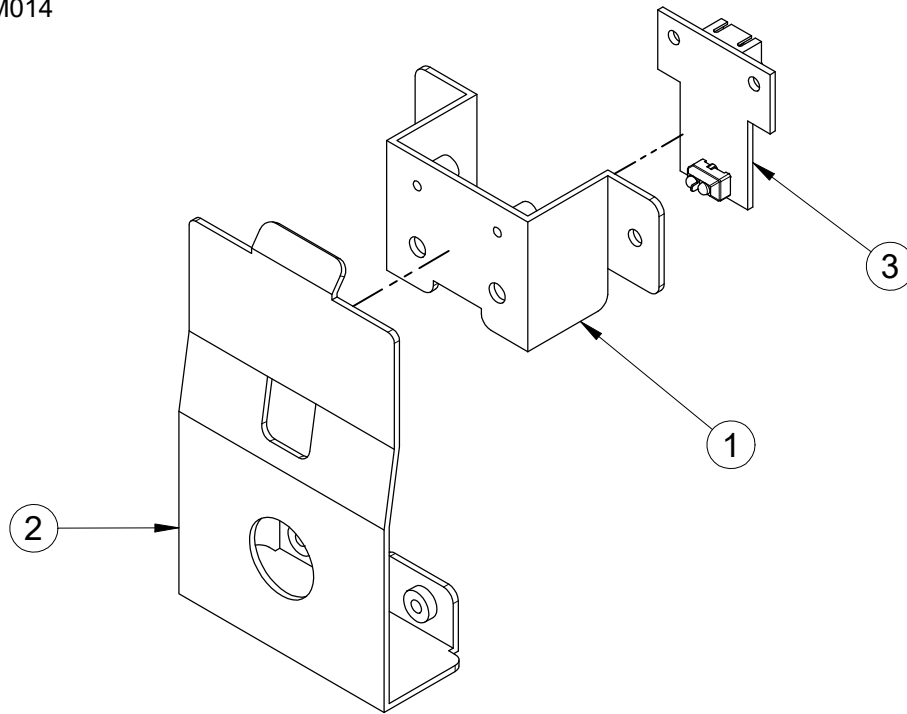
AICS0ASM013



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MICS0MET061	1	GAME PLAY PANEL BOTTOM BKT	SPCC-1.2t
2	MICS0MET066	1	PUCK RAIL Ass'y FIXED BKT	GI-1.6t
3	MICS0ACR005	1	GAME PLAY PANEL BOTTOM ACRYL	CLEAR ACRYL - 4.5t (투명 압출판 아크릴)
4	AMAR0BOA012	8	SCORE FND BOARD (KMFND1610-126B)	KMFND1611-126C
5	ATWB0BOA002	8	BALL HOLE SENSOR BOARD Ass'y	KMSEN-1703-129A
6	MICS0MET067	2	GAME PLAT PANE SUPPORT BKT	GI-1.6t
7	MICS0PRO009	8	GAME PLAY PANEL SCORE GUIDE BLOCK	AL
8	MICS0PRO011	8	GAME PLAY PANEL COVER SUPPORT PIN	SM45C
9	MICS0PRO010	28	GAME PLAY PANEL PIN	AL
10	MICS0MET064	1	PUCK HOPPER SUPPLY FIXED LOWER BKT	GI-1.6t
11	MICS0SHE002	1	GAME PLAY PANEL BOTTOM LIGHTING SHEET	LIGHTING SHEET
12	MICS0ACR012	2	PUCK RAIL GUIDE ACRYL	CLEAR PC-10.0t [투명 PC]
13	ACBD0BOA003	1	LED LINK BOARD	KMIO-1809-181B
14	MICS0MET063	2	GAME PLAY TOP PANEL SIDE BKT	SPCC-1.6t
15	MZZZ0LSB031	2	LED STICK BAR BKT 12MM	12MM

12-14.PUCK READY CHECK SENSOR Ass'y

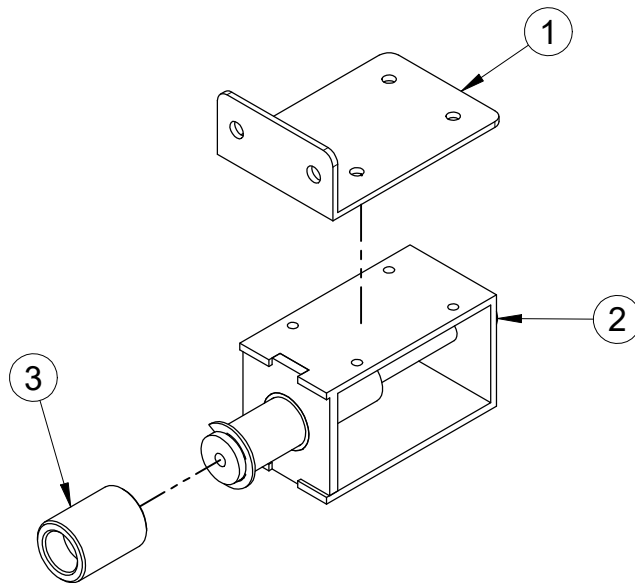
AICS0ASM014



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MICS0MET044	1	PUCK DROP CHECK SENSOR FIXED BKT	SPCC-1.6t
2	MICS0MET053	1	PUCK READY CHECK SENSOR COVER BKT	SPCC-1.6t
3	ATWB0BOA002	1	BALL HOLE SENSOR BOARD Ass'y	KMSEN-1703-129A

12-15.PUCK READY SOLENOID Ass'y

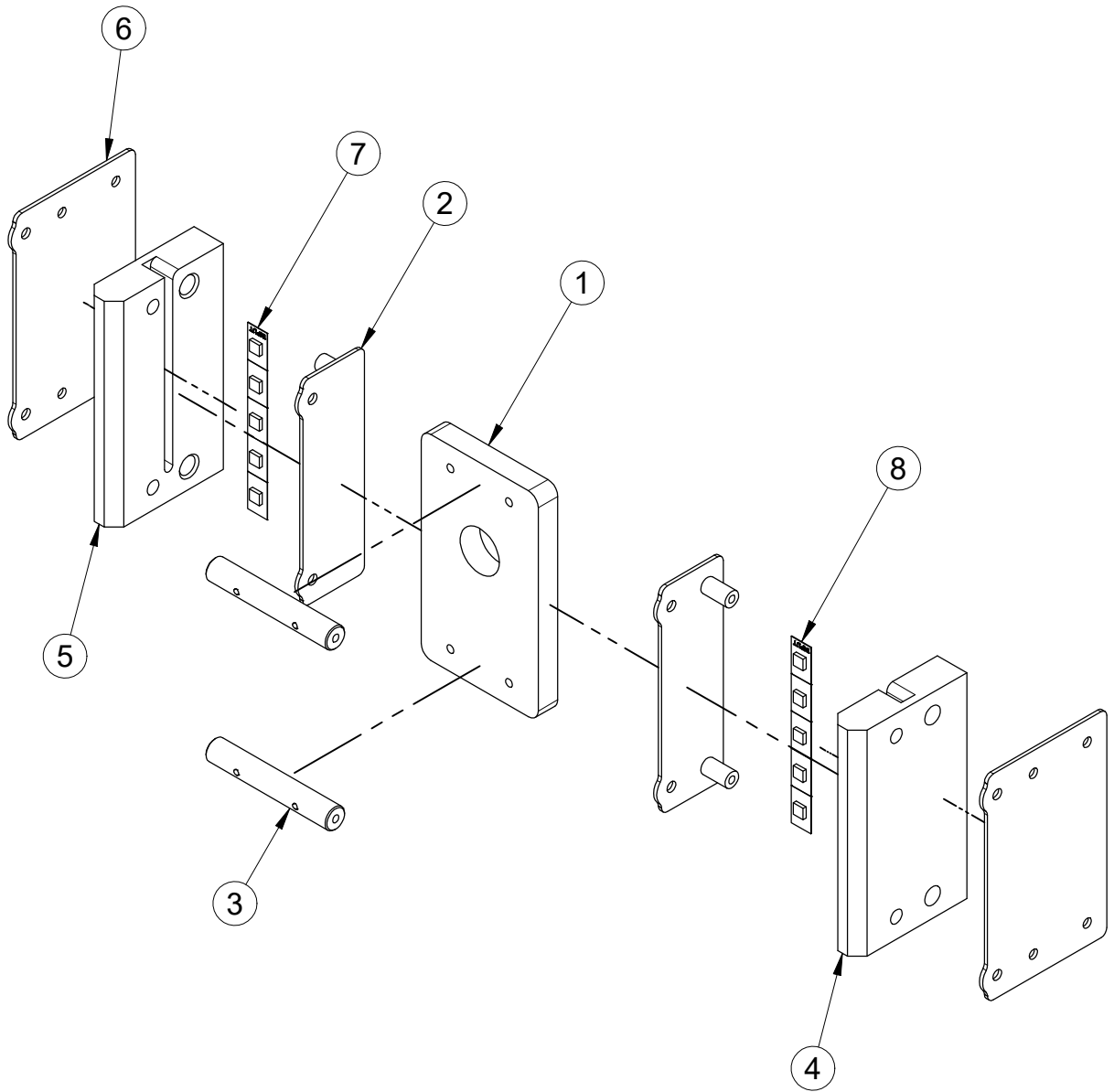
AICS0ASM015



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MICS0MET055	1	PUCK READY SOLENOID FIXED BKT	SUS304-1.5t
2	MZZZ0SOL003	1	SOLENOID (DS12ES12V)	DS12ES12V
3	MICS0PRO008	1	PUCK READY SOLENOID STOPPER PIN	AL

12-16.PUCK READY COVER Ass'y

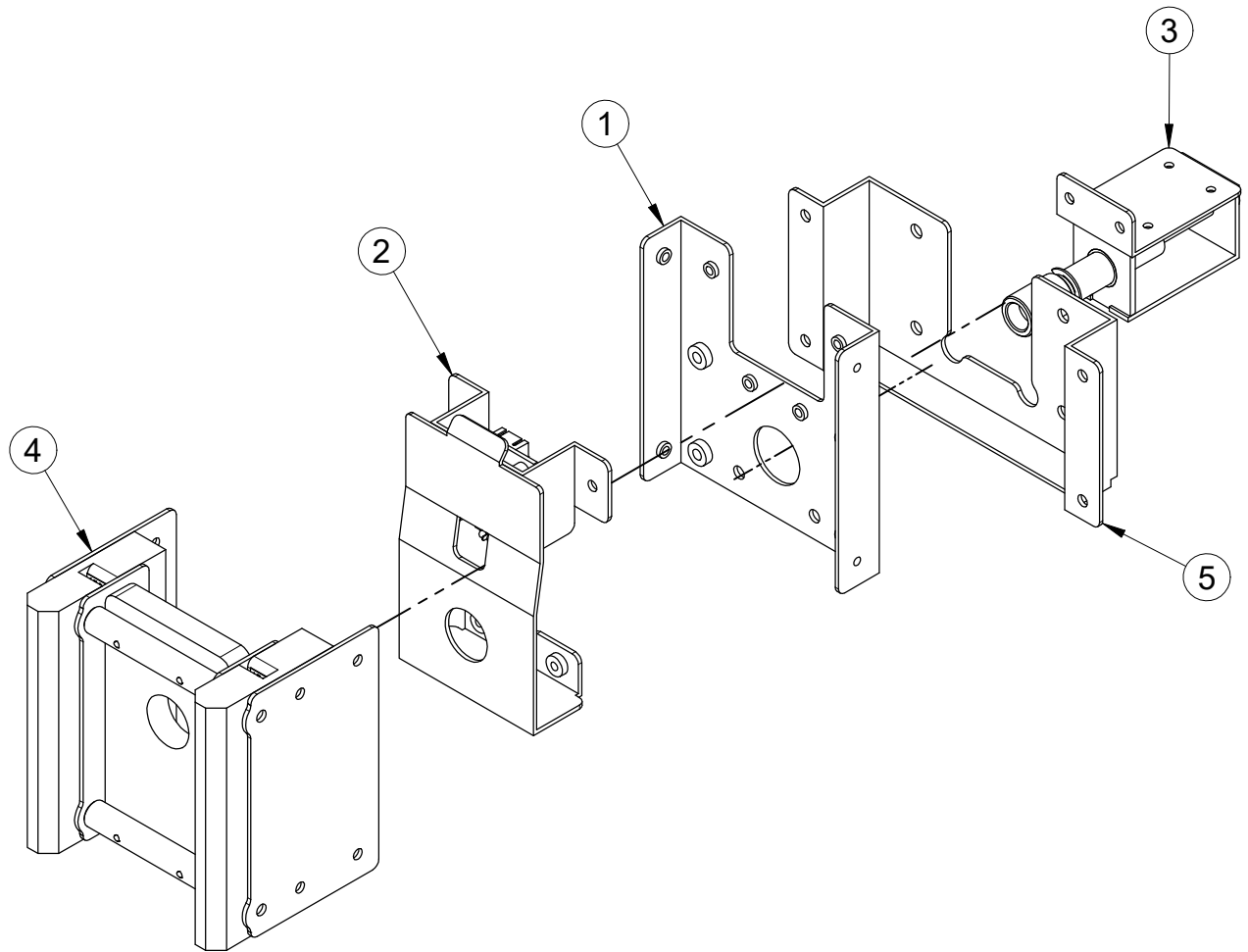
AICS0ASM016



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MICS0ACR010	1	PUCK READY COVER ACRYL	CLEAR ACRYL-10t (투명아크릴)
2	MICS0MET050	2	PUCK READY INNER COVER BKT	SPCC-1.6t
3	MICS0PRO019	2	PUCK RAIL SUPPORT SHAFT-B	AL
4	MICS0ACR013	1	PUCK READY SIDE ACRYL-R	WHITE LIGHT ACRYL-15.0t (백색스리아크릴)
5	MICS0ACR014	1	PUCK READY SIDE ACRYL-L	WHITE LIGHT ACRYL-15.0t (백색스리아크릴)
6	MICS0MET051	2	PUCK READY OUT COVER BKT	SPCC-1.6t
7	AICS0FLM004	1	PUCK REDY FLEXIBLE LED-L / 500	82.5-1/1-16.5L-5LED-S
8	AICS0FLM008	1	PUCK REDY FLEXIBLE LED-R / 200	82.5-1/1-16.5L-5LED-S

12-17.PUCK READY Ass'y

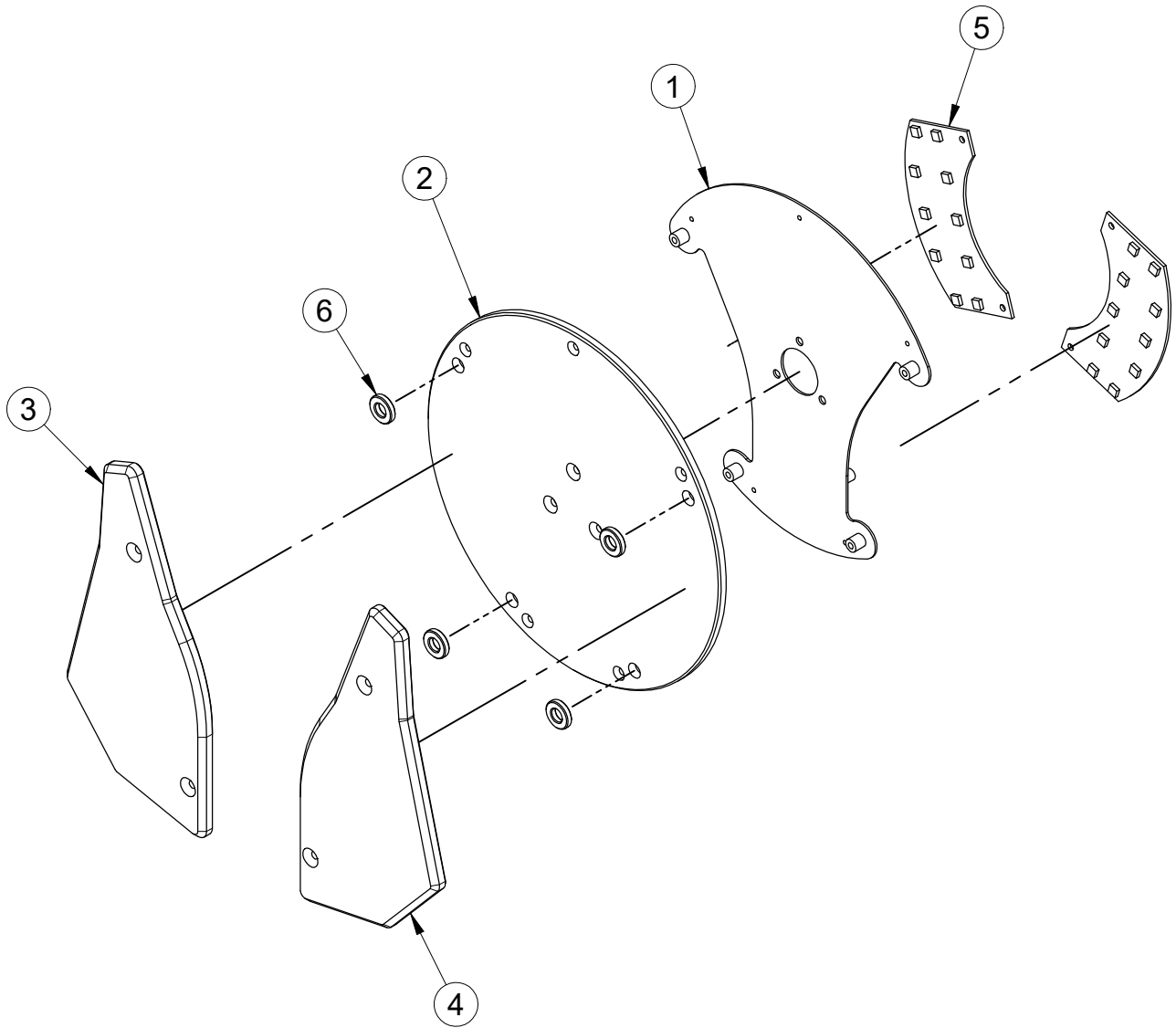
AICS0ASM017



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MICS0MET052	1	PUCK READY BASE BKT	SPCC-1.6t
2	AICS0ASM014	1	PUCK READY CHECK SENSOR Ass'y	12-14 (32 page)
3	AICS0ASM015	1	PUCK READY SOLENOID Ass'y	12-15 (32 page)
4	AICS0ASM016	1	PUCK READY COVER Ass'y	12-16 (33 page)
5	MICS0MET068	1	PUCK READY Ass'y FIXED BKT	GI-1.6t

12-18.PUCK ROTATION WHEEL ACRYL Ass'y

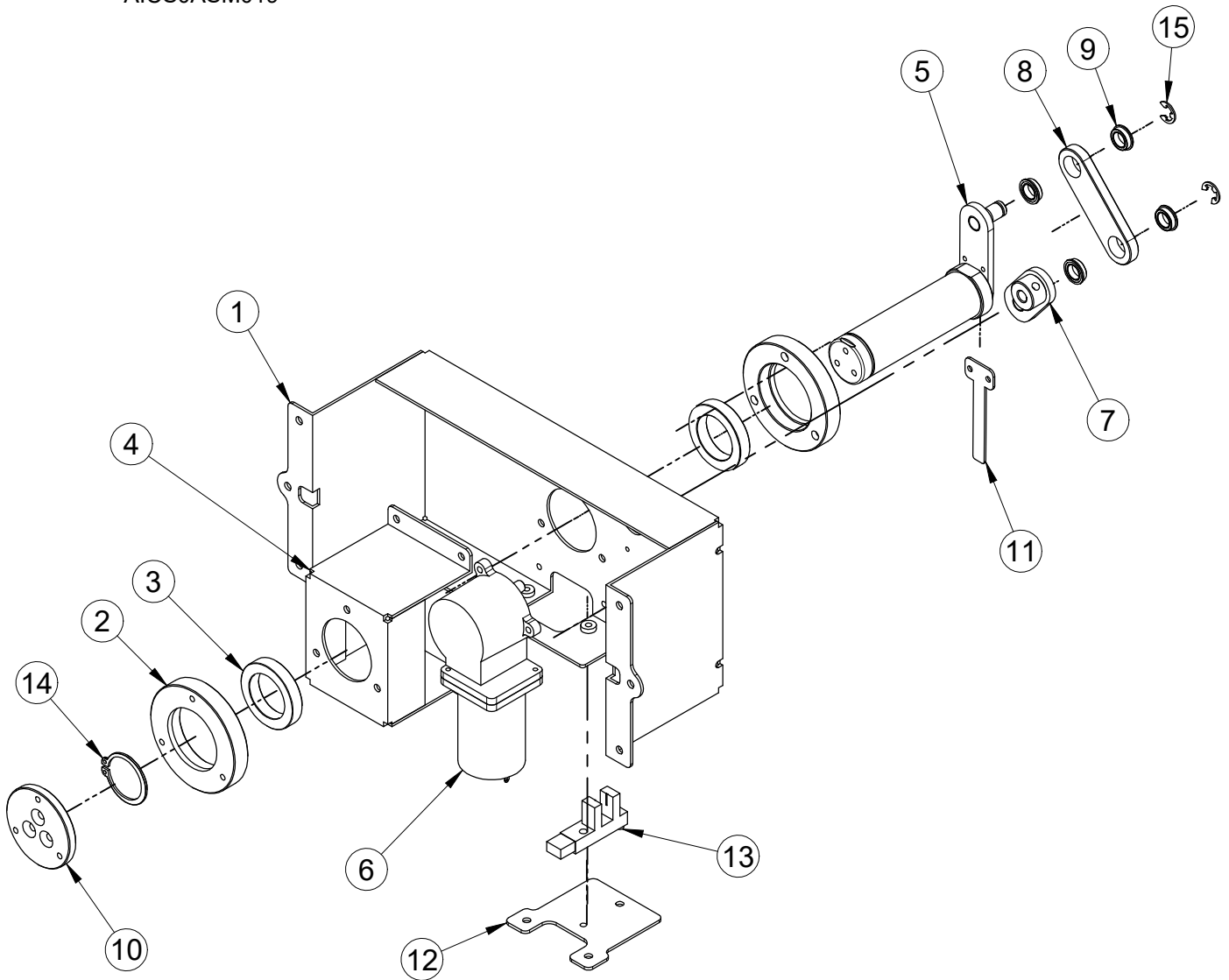
AICS0ASM018



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MICS0MET070	1	PUCK ROTATION WHEEL BKT	SPCC-1.2t
2	AICS0A&S008	1	PUCK ROTATION WHEEL ACRYL	CLEAR ACRYL - 4.5t (투명 압출판 아크릴)
3	AICS0A&S003	1	PUCK ROTATION WHEEL GUIDE ACRYL-L	CLEAR ACRYL - 8.0t (투명 압출판 아크릴)
4	AICS0A&S002	1	PUCK ROTATION WHEEL GUIDE ACRYL-R	CLEAR ACRYL - 8.0t (투명 압출판 아크릴)
5	AICS0BOA002	2	PUCK ROTATION WHEEL BACK LED BOARD	KMLLED-2105-223A
6	MICS0PRO029	4	PUCK ROTATION WHEEL GUIDE ACRYL BUSHING	WHITE COLOR ACETAL (백색 아세탈)

12-19.PUCK ROTATION WHEEL Ass'y

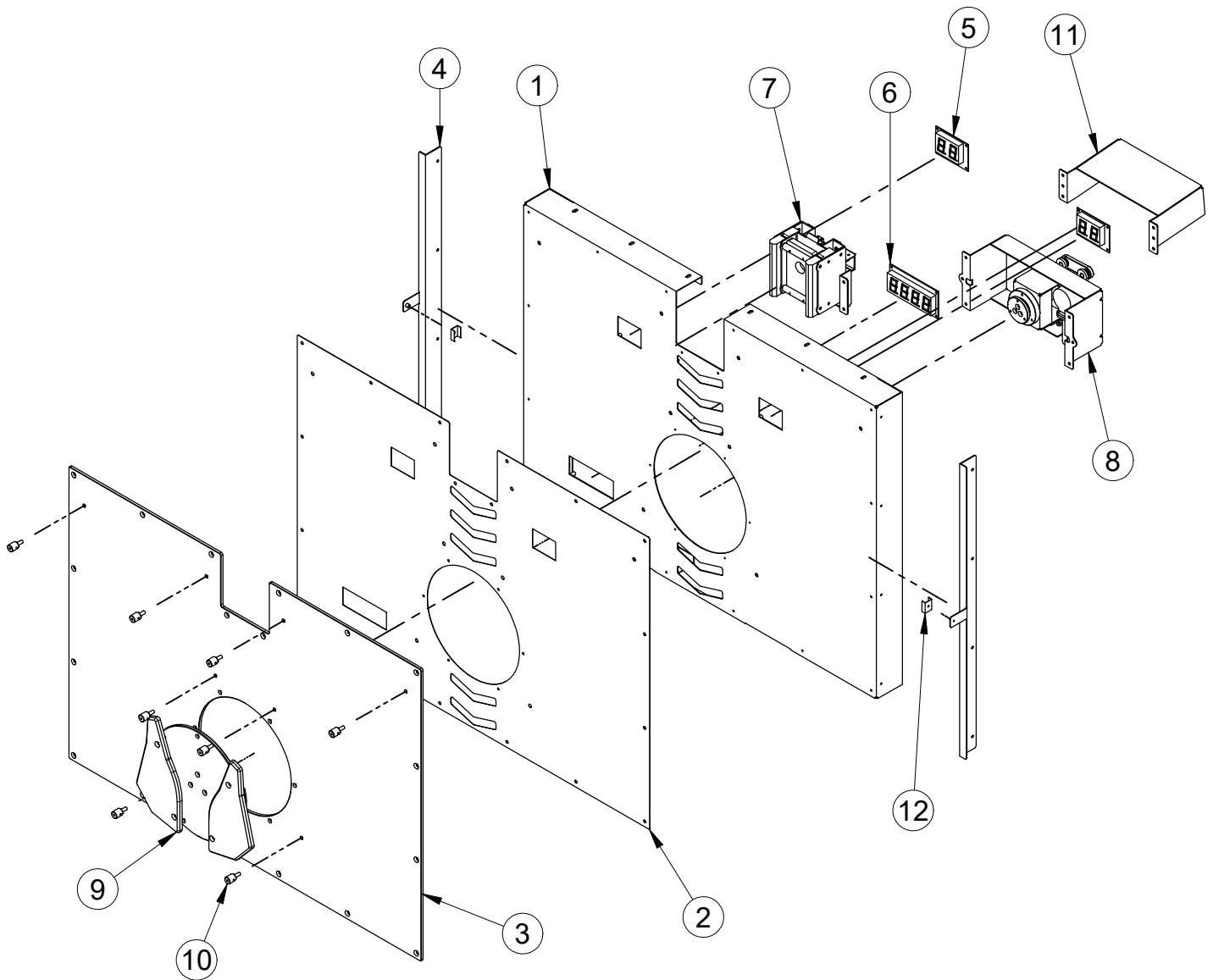
AICS0ASM019



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MICS0MET072	1	PUCK ROTATION WHEEL BASE BKT-A	GI-1.6t
2	MICS0PRO003	2	WHEEL SHAFT HOUSING	SS41
3	MZZZ0BEA046	2	BEARING 6805ZZ	6805ZZ
4	MICS0MET073	1	PUCK ROTATION WHEEL BASE BKT-B	GI-1.6t
5	MICS0PRO005	1	PUCK ROTATION WHEEL SHAFT WELD Ass'y	WELD Ass'y (용접품)
6	MZZZ0MOT054	1	KWC-3448 SERIES MOTOR (300)	KWC3448S1-1/300 (15rpm)
7	MICS0PRO006	1	PUCK ROTATION WHEEL MOTOR LINK WELD Ass'y	WELD Ass'y (용접품)
8	MICS0PRO007	1	PUCK ROTATION WHEEL LINK PLATE-B	SS41
9	MZZZ0BEA061	4	BEARING (MF128ZZ)	MF128ZZ
10	MICS0PRO012	1	PUCK ROTATION WHEEL PLATE	AL
11	MICS0MET071	1	PUCK ROTATION WHEEL SENSOR CHECK BKT	SPCC-1.2t
12	MICS0MET074	1	PUCK ROTATION WHEEL SENSOR FIXED BKT	GI-1.6t
13	MLIM0PHO001	1	SINCO SENSOR (KI669)	SINKO:KI669
14	PART CODE	1	Snapping S25	S-25
15	PART CODE	2	E Type Snapping 6	E6

12-20.GMAE PLAY PANEL TOP BKT Ass'y

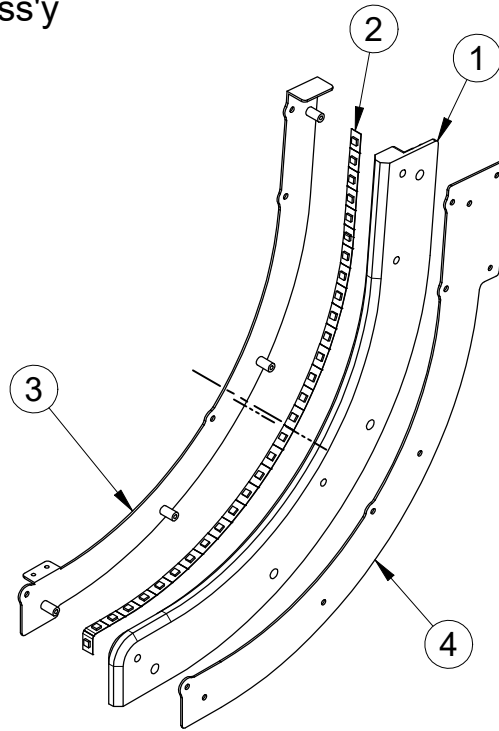
AICS0ASM020



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MICS0MET062	1	GAME PLAY PANEL TOP BKT	SPCC-1.2t
2	MICS0SHE001	1	GAME PLAY PANEL TOP LIGHTING SHEET	LIGHTING SHEET
3	MICS0ACR004	1	GAME PLAY PANEL TOP ACRYL	CLEAR ACRYL - 4.5t (투명 압출판 아크릴)
4	MICS0MET063	2	GAME PLAY TOP PANEL SIDE BKT	SPCC-1.6t
5	APIX0BOA018	2	CREDIT FND BOARD-NEW	KMFND-1807-178B
6	APIX0BOA019	1	TICKET OWED FND4 BOARD-NEW	KMFND-1808-055C
7	AICS0ASM017	1	PUCK READY Ass'y	12-17 (34 page)
8	AICS0ASM019	1	PUCK ROTATION WHEEL Ass'y	12-19 (36 page)
9	AICS0ASM018	1	PUCK ROTATION WHEEL ACRYL Ass'y	12-18 (35 page)
10	MICS0PRO011	8	GAME PLAY PANEL COVER SUPPORT PIN	SM45C
11	MICS0MET065	1	PUCK HOPPER SUPPLY FIXED UPPER BKT	GI-1.6t
12	MZZZ0LSB031	2	LED STICK BAR BKT 12MM	12MM

12-21.PUCK RAIL-R Ass'y

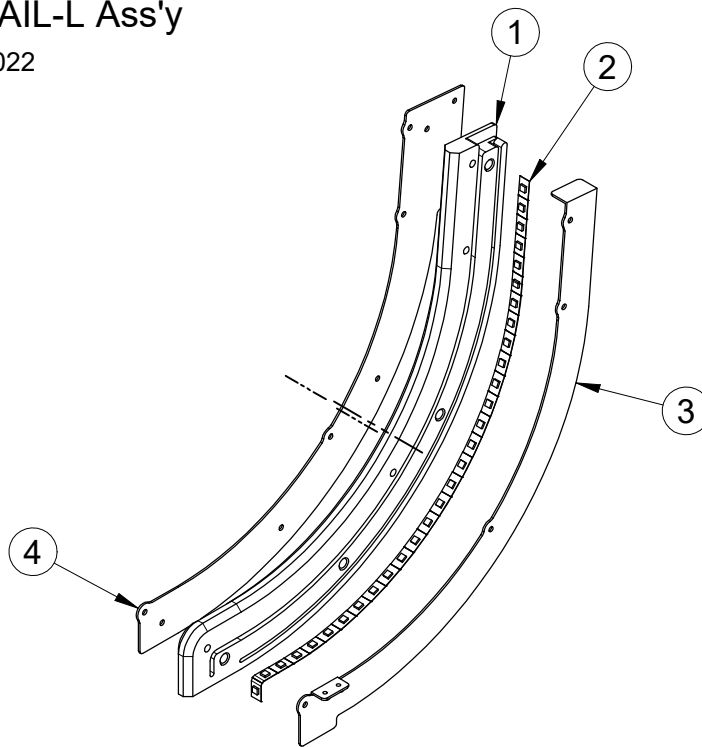
AICS0ASM021



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MICS0ACR015	1	PUCK RAIL ACRYL-R	CLEARACRYL-15.0t (투명 아크릴)
2	AICS0FLM003	1	PUCK RAIL FLEXIBLE LED / 200	495-1/1-16.5L-30LED-S
3	MICS0MET039	1	PUCK RAIL INNER COVER BKT-R	SPCC-1.6t
4	MICS0MET041	1	PUCK RAIL OUT COVER BKT	SPCC-1.6t

12-22.PUCK RAIL-L Ass'y

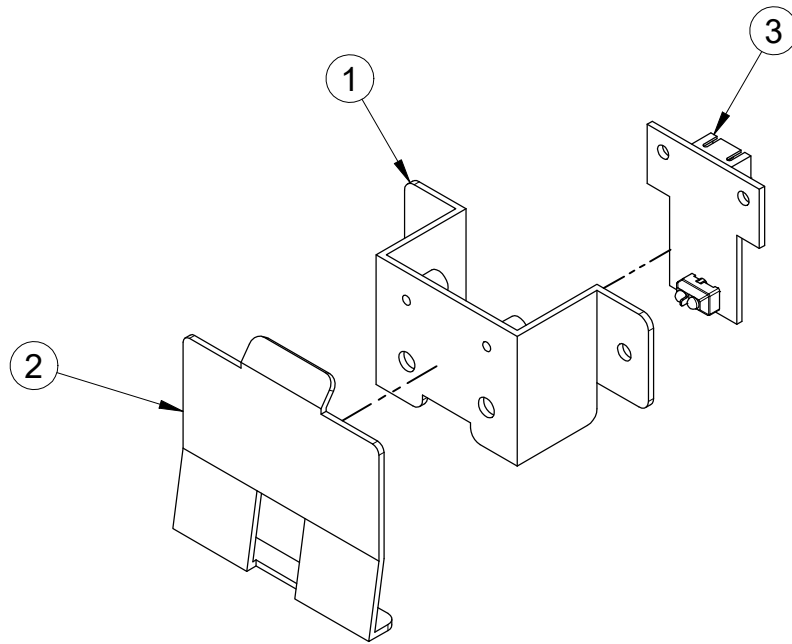
AICS0ASM022



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MICS0ACR016	1	PUCK RAIL ACRYL-L	CLEARACRYL-15.0t (투명 아크릴)
2	AICS0FLM003	1	PUCK RAIL FLEXIBLE LED / 200	495-1/1-16.5L-30LED-S
3	MICS0MET040	1	PUCK RAIL INNER COVER BKT-L	SPCC-1.6t
4	MICS0MET041	1	PUCK RAIL OUT COVER BKT	SPCC-1.6t

12-23.PUCK DROP CHECK SENSOR Ass'y

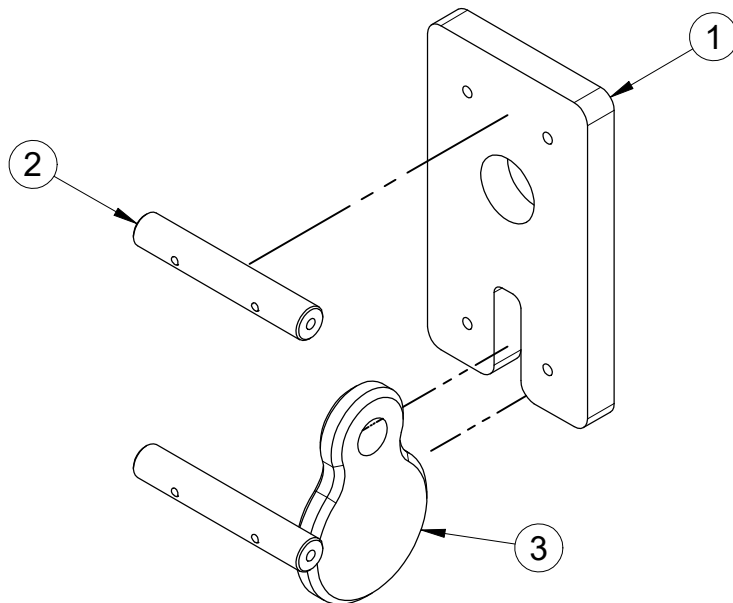
AICS0ASM023



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MICS0MET044	1	PUCK DROP CHECK SENSOR FIXED BKT	SPCC-1.6t
2	MICS0MET043	1	PUCK DROP CHECK SENSOR COVER BKT	SPCC-1.6t
3	ATWB0BOA002	1	BALL HOLE SENSOR BOARD Ass'y	KMSEN-1703-129A

12-24.PUCK RAIL COVER ACRYL Ass'y

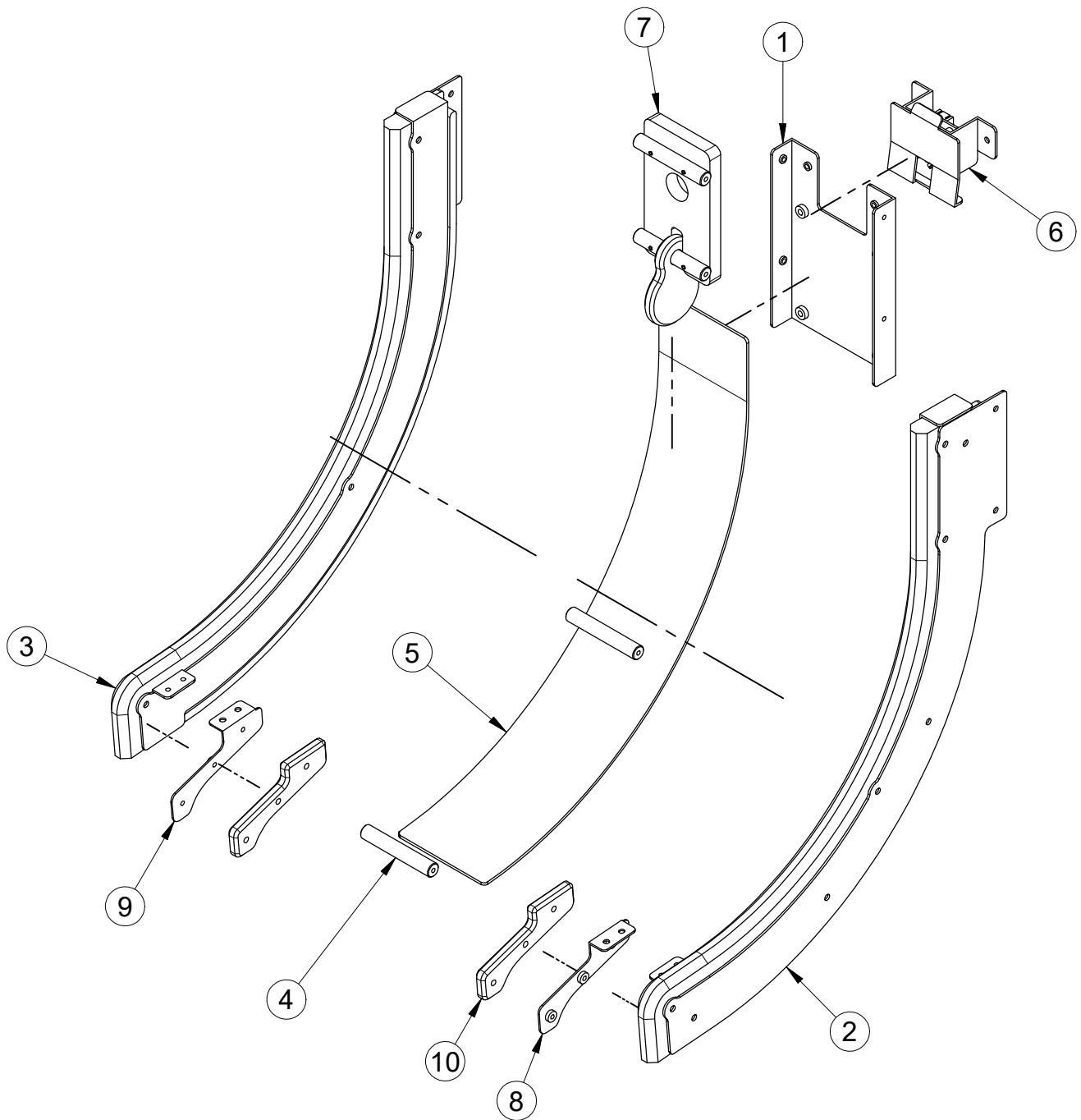
AICS0ASM024



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MICS0ACR011	1	PUCK RAIL COVER ACRYL	CLEAR ACRYL-10t (투명아크릴)
2	MICS0PRO019	2	PUCK RAIL SUPPORT SHAFT-B	AL
3	MICS0ACR003	1	PUCK STOPPER ACRYL	CLEAR PC-8.0t (투명PC아크릴)

12-25.PUCK RAIL Ass'y

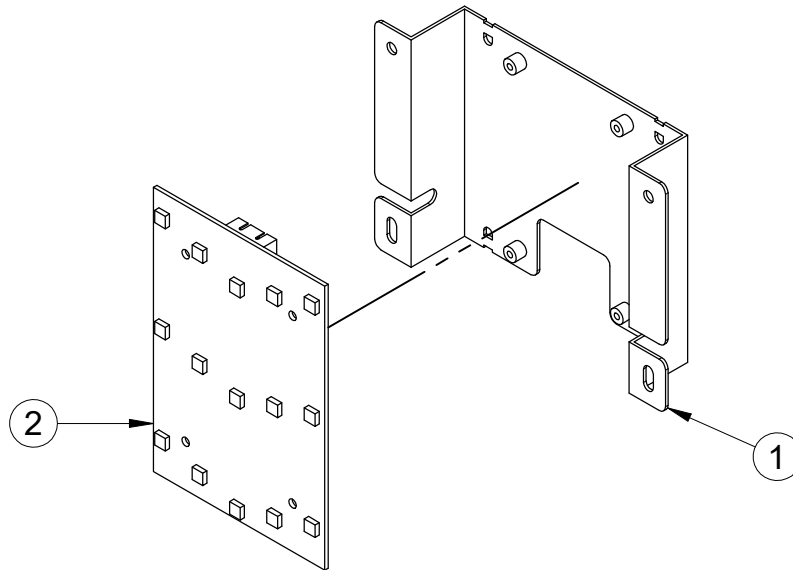
AICS0ASM025



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MICS0MET042	1	PUCK RAIL FIXED BKT	SPCC-1.6t
2	AICS0ASM021	1	PUCK RAIL-R Ass'y	12-21 (38 page)
3	AICS0ASM022	1	PUCK RAIL-L Ass'y	12-22 (38 page)
4	MICS0PRO018	2	PUCK RAIL SUPPORT SHAFT-A	AL
5	MICS0ACR022	1	PUCK RAIL BACK ACRYL	LIGHT DIFFUSION PC-2.0t (광확산PC-2.0t)
6	AICS0ASM023	1	PUCK DROP CHECK SENSOR Ass'y	12-23 (39 page)
7	AICS0ASM024	1	PUCK RAIL COVER ACRYL Ass'y	12-24 (39 page)
8	MICS0MET048	1	PUCK STOPPER SLOPE BKT-R	SUS304-1.2t (2P)
9	MICS0MET049	1	PUCK STOPPER SLOPE BKT-L	SUS304-1.2t (2p)
10	MICS0ACR007	2	PUCK STOPPER SLOPE ACRYL	CLEAR ACRYL - 8.0t (투명 아크릴)

12-26.PUCK DROP BACK LED Ass'y

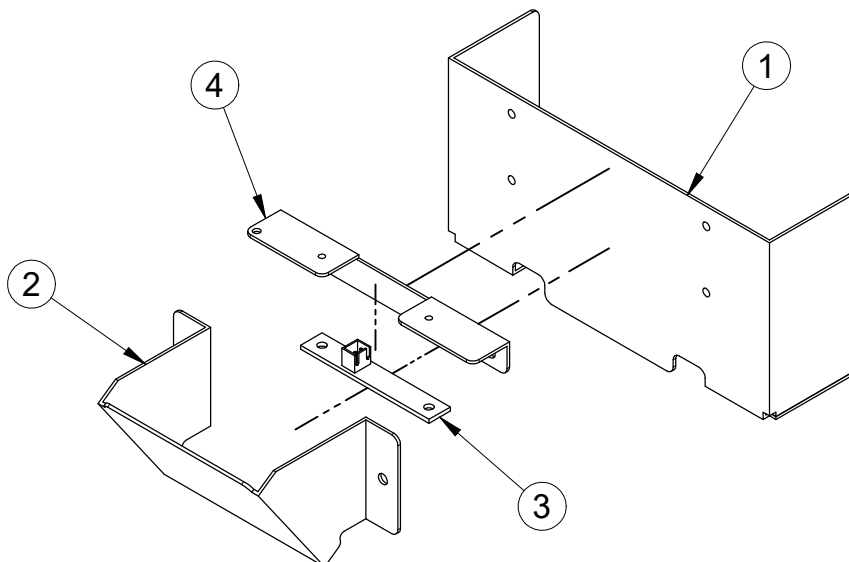
AICS0ASM026



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MICS0MET069	1	PUCK DROP BACK LED FIXED BKT	GI-1.2t
2	AICS0BOA003	1	PUCK DROP BACK LED BOARD	KMLED-2105-220B

12-27.PUCK RAIL TOP GUIDE Ass'y

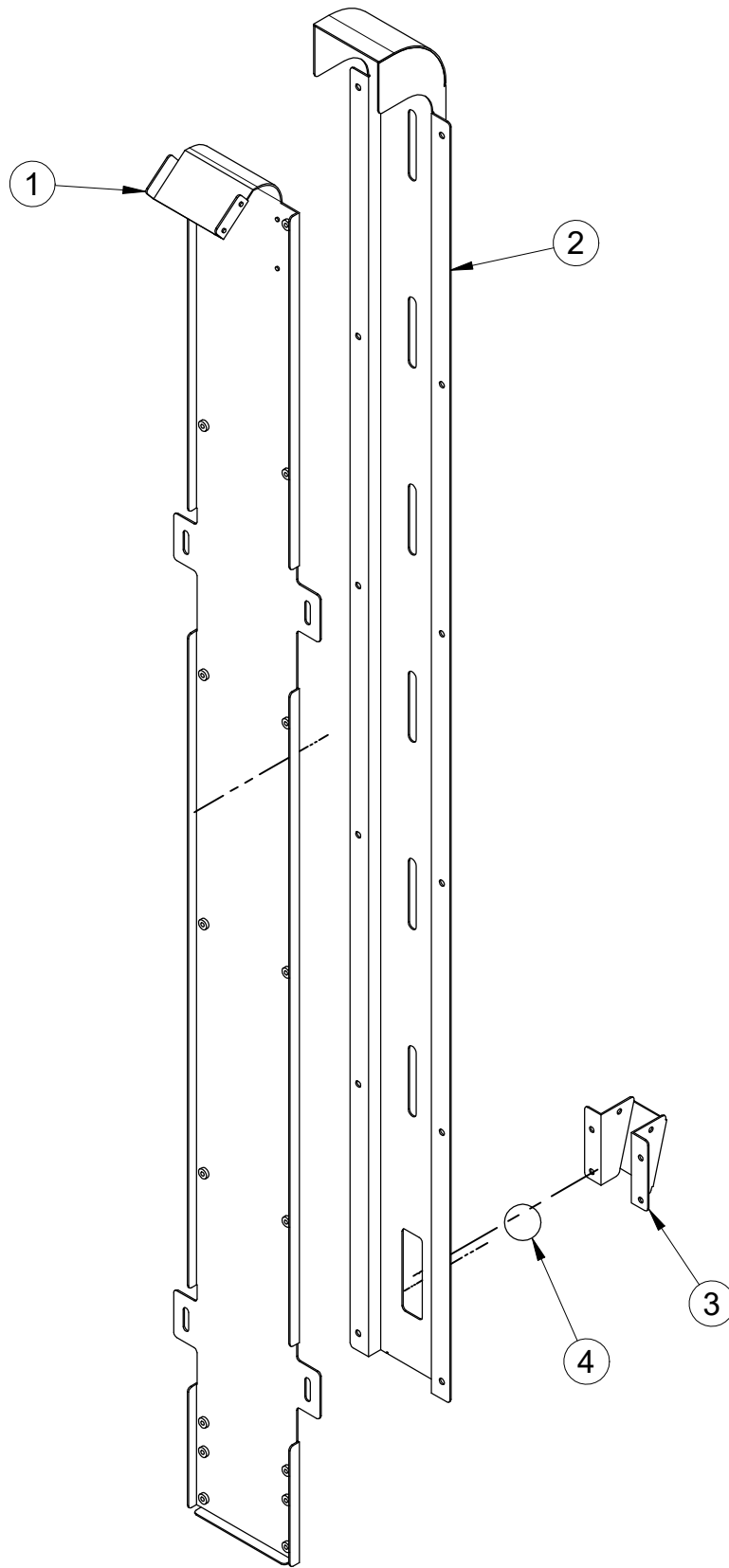
AICS0ASM027



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MICS0MET045	1	PUCK RAIL TOP GUIDE BKT-A	SPCC-1.2t
2	MICS0MET046	1	PUCK RAIL TOP GUIDE BKT-B	SPCC-1.2t
3	ABOM0BOA007	1	PUCK READY LED BOARD	KMLED-1908-202A
4	MICS0MET047	1	PUCK READY LED BOARD FIXED BKT	SPCC-1.2t

12-28.PUCK HOPPER SUPPLY Ass'y

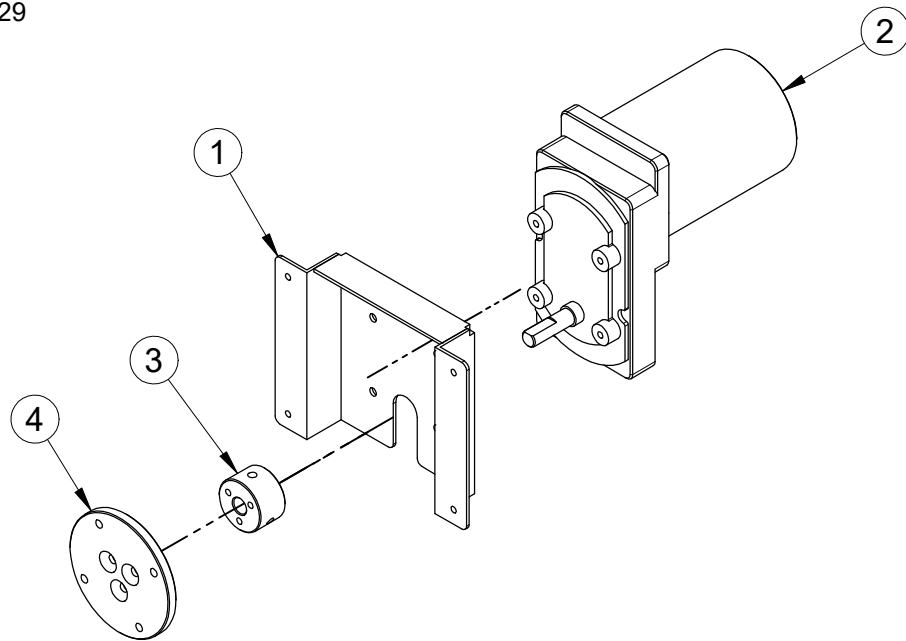
AICS0ASM028



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MICS0MET082	1	PUCK HOPPER SUPPLY BKT-A WELD Ass'y	WELD Ass'y (용접품)
2	MICS0MET083	1	PUCK HOPPER SUPPLY BKT-B	SUS304-1.2t
3	MICS0MET085	1	METAL BALL GUIDE BKT	SUS304-1.2t
4	MICS0BAL001	1	METAL BALL Φ 25.4	Φ 25.4

12-29.PUCK HOPPER MOTOR Ass'y

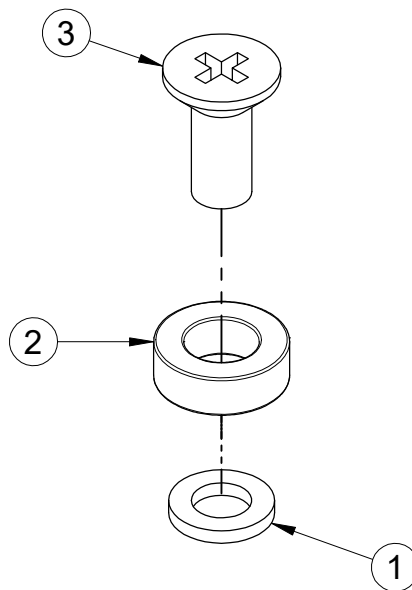
AICS0ASM029



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MICS0MET086	1	PUCK HOPPRT MOTOR BKT	GI-1.6t
2	MSPS0MOT001	1	KGY SERIES MOTOR (100)	K6DG15N1 (1/100, 30RPM)
3	MICS0PRO014	1	PUCK HOPPER DISK SHAFT	AL
4	MICS0PRO013	1	PUCK HOPPER DISK SHAFT PLATE	AL

12-30.PUCK HOPPER GUIDE BUSHING Ass'y

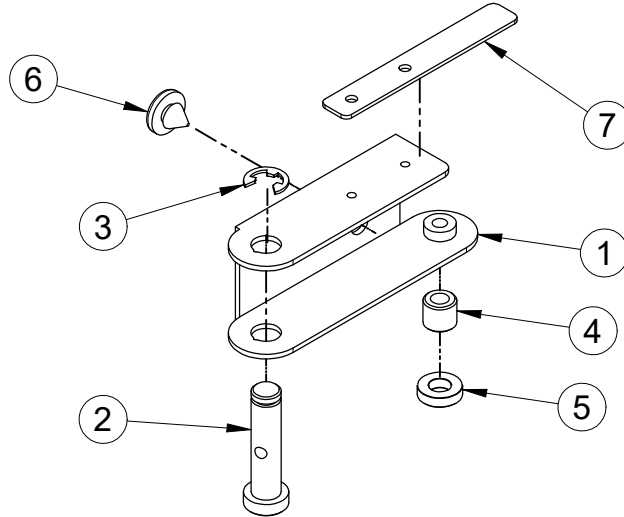
AICS0ASM030



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MICS0PRO026	1	PUCK HOPPER GUIDE BUSHING	BRASS (황동)
2	MZZZ0BEA045	1	BEARING MR95ZZ	MR95ZZ
3	-	1	FH M4 X 10L	-

12-31.PUCK HOPPER STOPPER GUIDE Ass'y

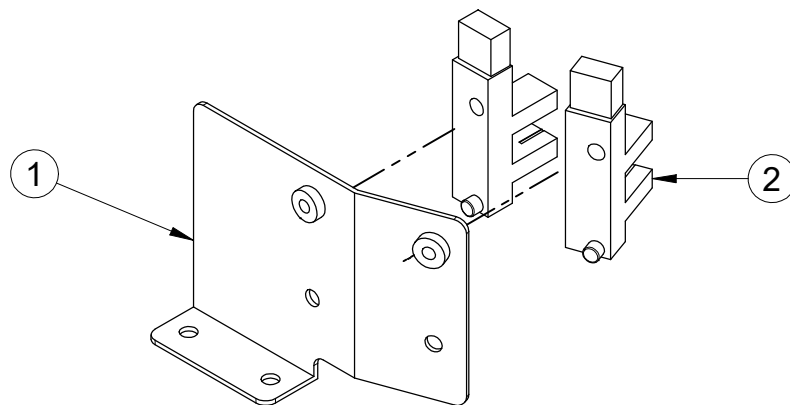
AICS0ASM031



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MICS0MET081	1	PUCK HOPPER STOPPER GUIDE BKT	SUS304-1.5t
2	MICS0PRO004	1	PUCK HOPPER STOPPER SHAFT	SS41
3	PART CODE	1	E Type Snapping 6	E6
4	MICS0PRO027	1	PUCK HOPPER STOPPER GUIDE BUSHING	BLACK COLOR ACETAL [검정색 아세탈]
5	PART CODE	1	BEARING (MR126ZZ)	MR126ZZ
6	MZZZ0RUB003	1	Φ6 SHOCK ABSORBER	6Φ
7	MICS0MET099	1	PUCK HOPPER SENSOR CHECK BKT	SPCC-1.2t

12-32.PUCK HOPPER SENSOR BKT Ass'y

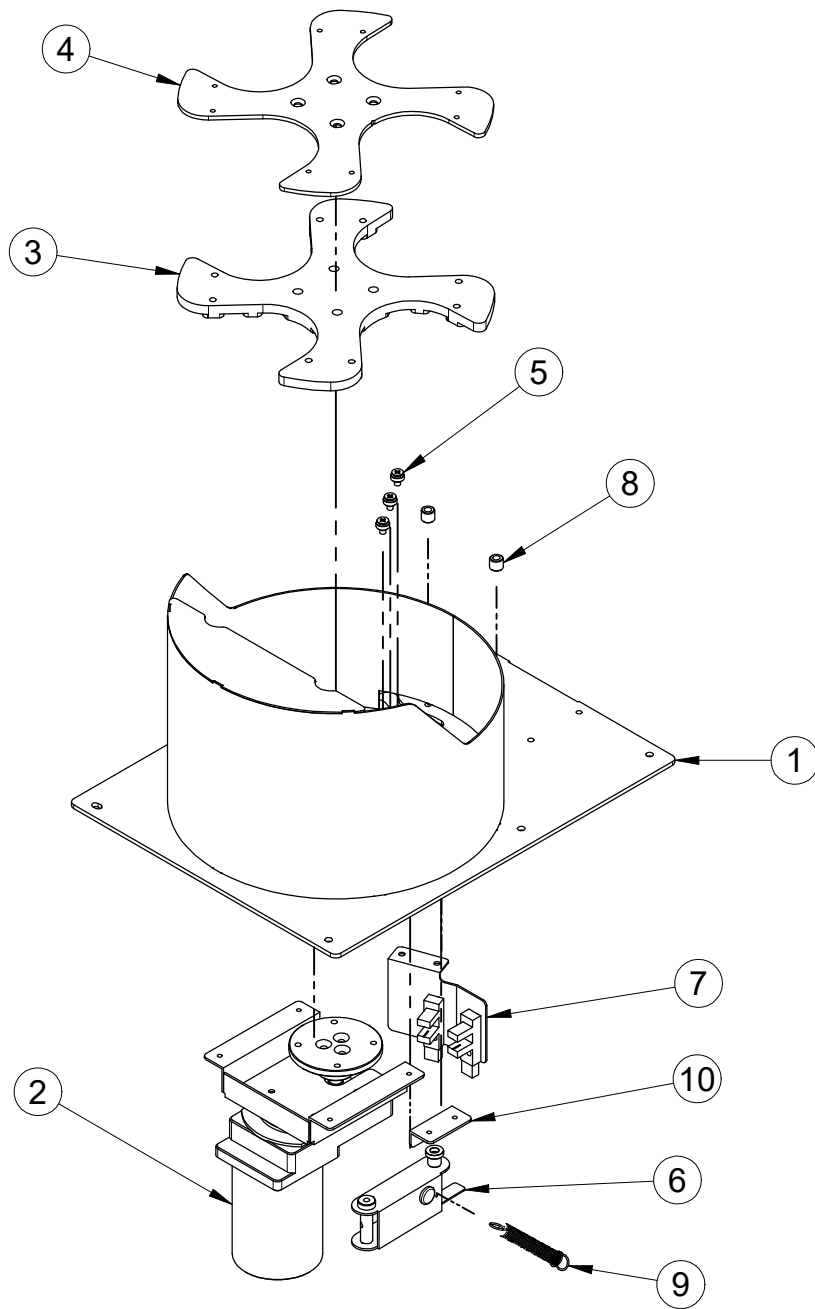
AICS0ASM032



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MICS0MET098	1	PUCK HOPPER SENSOR FIXED BKT	GI-1.2t
2	MLIM0PHO001	2	SINCO SENSOR (KI669)	SINKO:KI669

12-33.PUCK HOPPER BOTTOM Ass'y

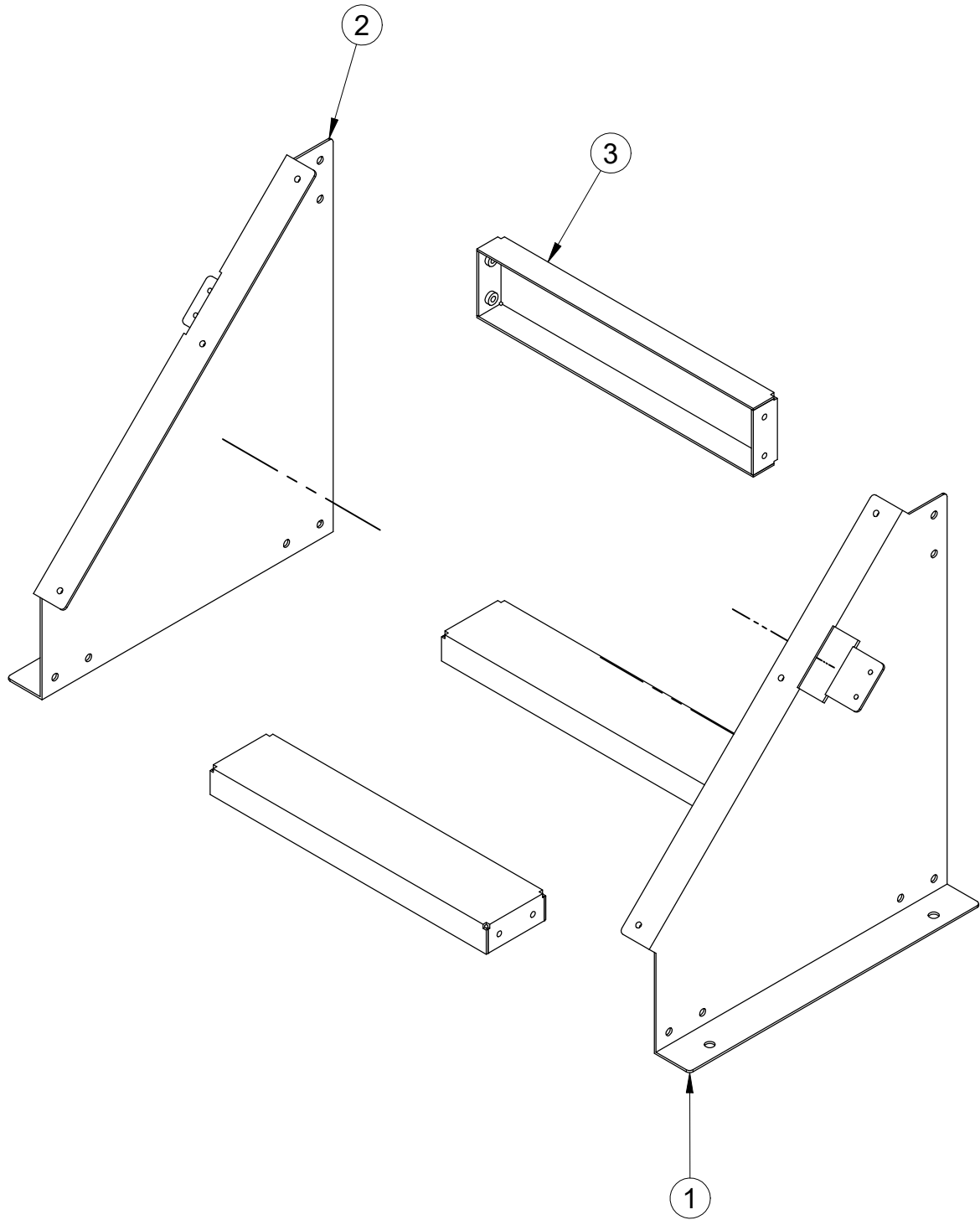
AICS0ASM033



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MICS0MET079	1	PUCK HOPPER BOTTOM BKT WELD Ass'y	WELD Ass'y (용접품)
2	AICS0ASM029	1	PUCK HOPPER MOTOR Ass'y	12-29 (43 page)
3	MICS0ACR033	1	PUCK HOPPER DISK ACRYL-A	WHITE COLORACETAL -10.0여(백색 아세탈)
4	MICS0MET080	1	PUCK HOPPER DISK BKT	SUS304-3.0t
5	AICS0ASM030	3	PUCK HOPPER GUIDE BUSHING Ass'y	12-30 (43 page)
6	AICS0ASM031	1	PUCK HOPPER STOPPER GUIDE Ass'y	12-31 (44 page)
7	AICS0ASM032	1	PUCK HOPPER SENSOR BKT Ass'y	12-32 (44 page)
8	MICS0PRO027	2	PUCK HOPPER STOPPER GUIDE BUSHING	BLACK COLORACETAL [검정색 아세탈]
9	MWOC0SPR003	1	STOPER RETURN SPRING	SUS-Φ1.0
10	MICS0MET097	1	PUCK HOPPER STOPPER BKT	GI-1.2t

12-34.PUCK HOPPER BASE Ass'y

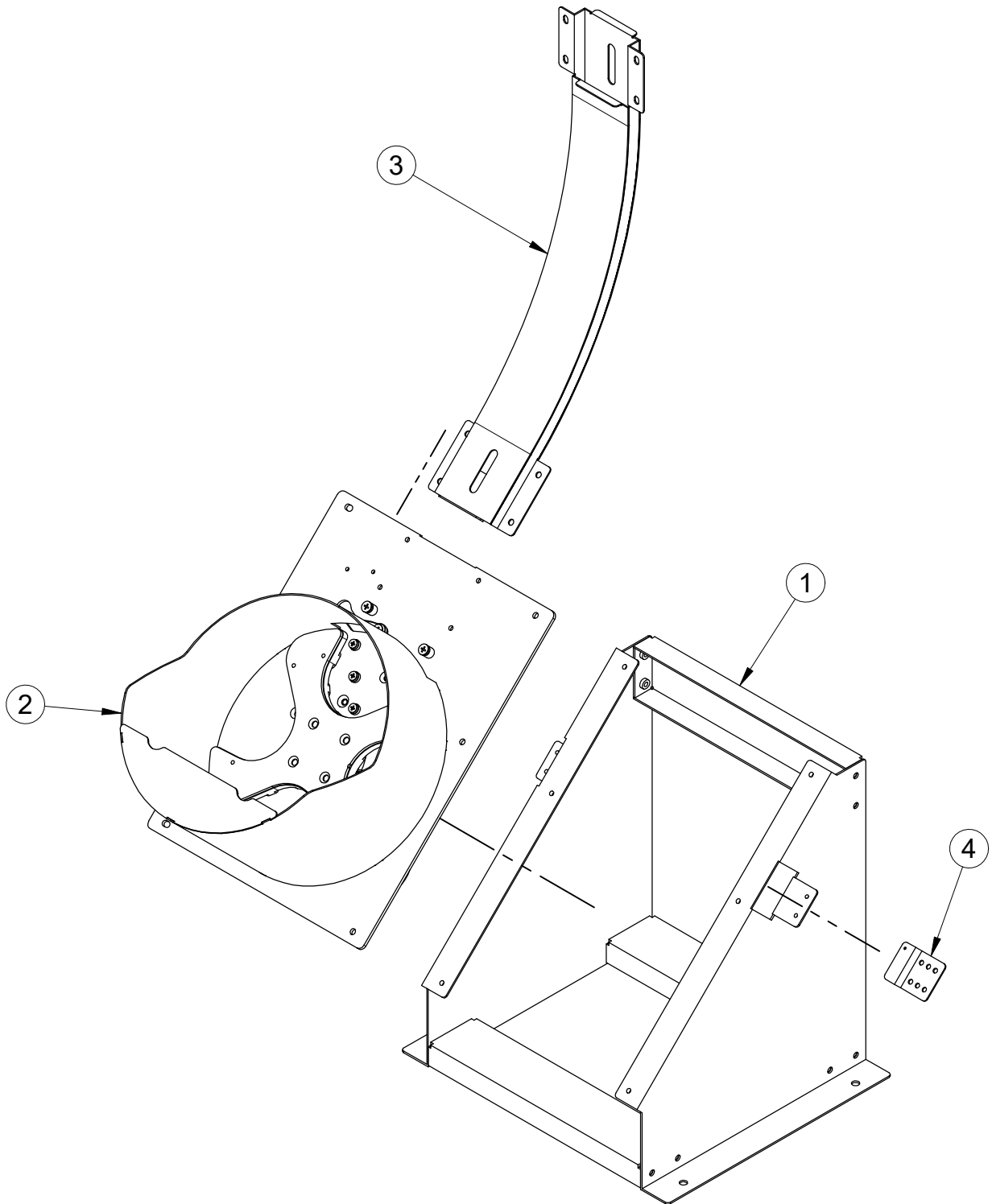
AICS0ASM034



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MICS0MET087	1	PUCK HOPPER BASE BKT-R	GI-1.6t
2	MICS0MET088	1	PUCK HOPPER BASE BKT-L	GI-1.6t
3	MICS0MET089	3	PUCK HOPPER BASE SUPPORT BKT	GI-1.6t

12-35.PUCK HOPPER Ass'y

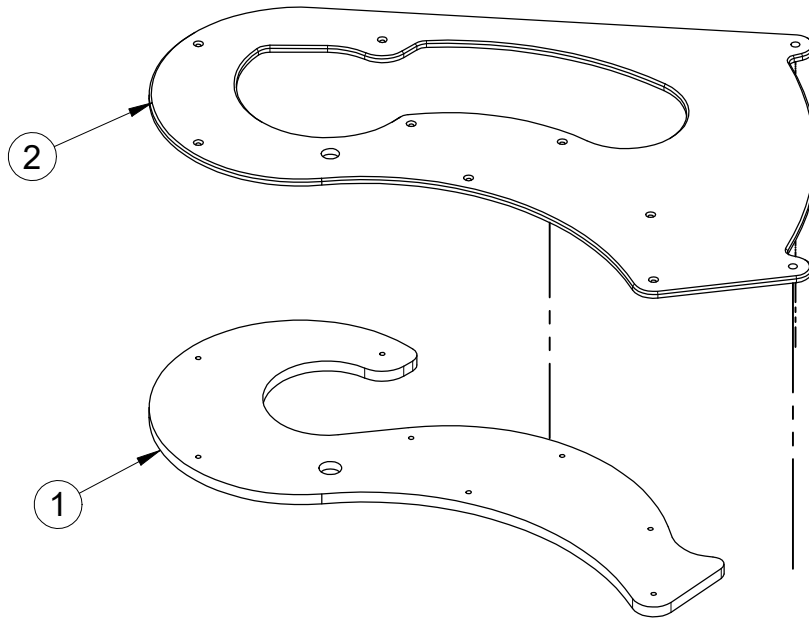
AICS0ASM035



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	AICS0ASM034	1	PUCK HOPPER BASE Ass'y	12-34 (46 page)
2	AICS0ASM033	1	PUCK HOPPER BOTTOM Ass'y	12-33 (45 page)
3	MICS0MET084	1	PUCK HOPPER SUPPLY BKT-C	SUS304-1.2t
4	MICS0MET096	1	PUCK HOPPER STOPPER RETURN SPRING BKT	GI-1.2t

12-36.PUCK GUIDE Ass'y

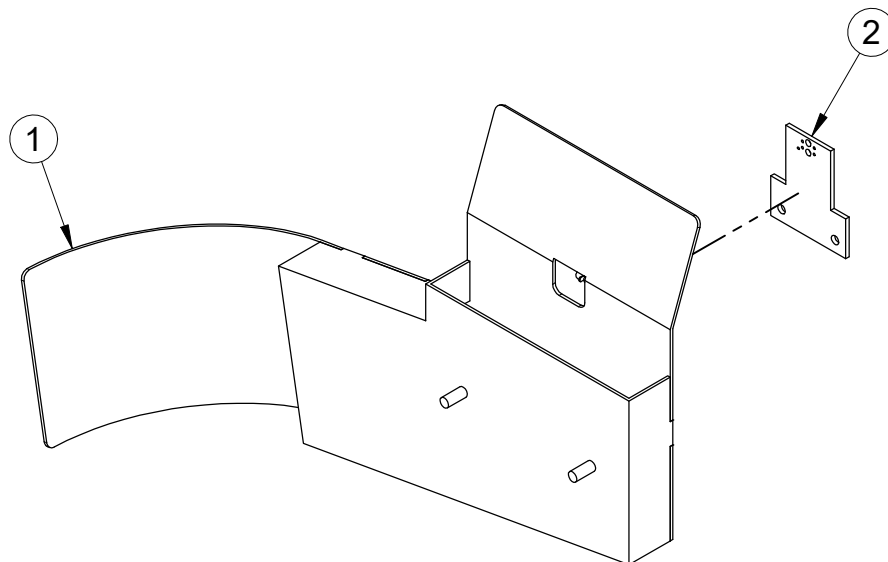
AICS0ASM036



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MICS0ACR009	1	PUCK GUIDE	CLEAR ACRYL-8.0t (투명아크릴)
2	MICS0ACR006	1	PUCK GUIDE COVER ACRYL	CLEAR ACRYL-4.5t (투명아크릴)

12-37.PUCK SLOPE Ass'y

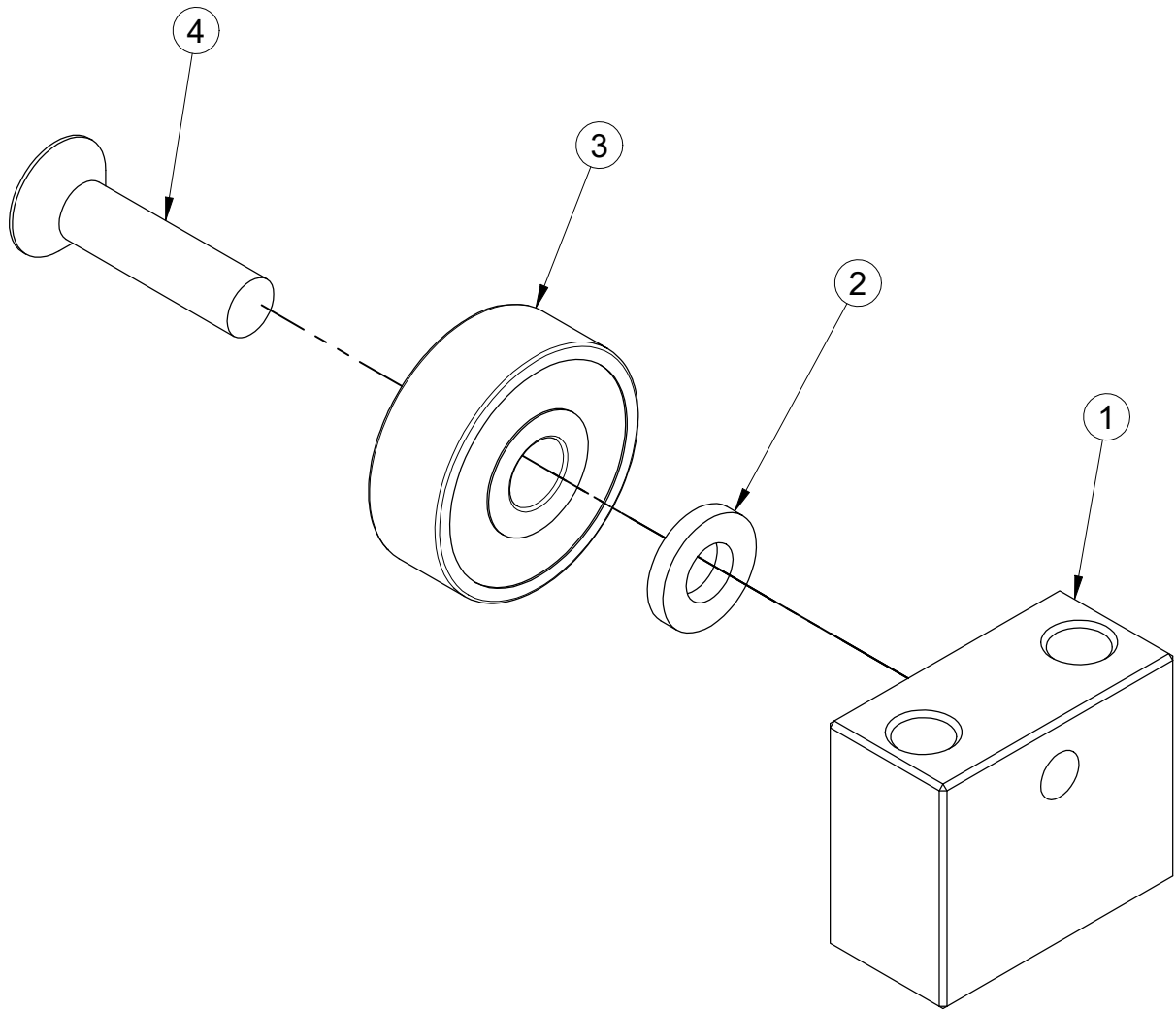
AICS0ASM037



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MICS0MET033	1	PUCK SLOPE WELD Ass'y	WELD Ass'y (용접품)
2	ATWB0BOA002	1	BALL HOLE SENSOR BOARD Ass'y	KMSEN-1703-129A

12-38.WHEEL BASE BEARING BLOCK Ass'y

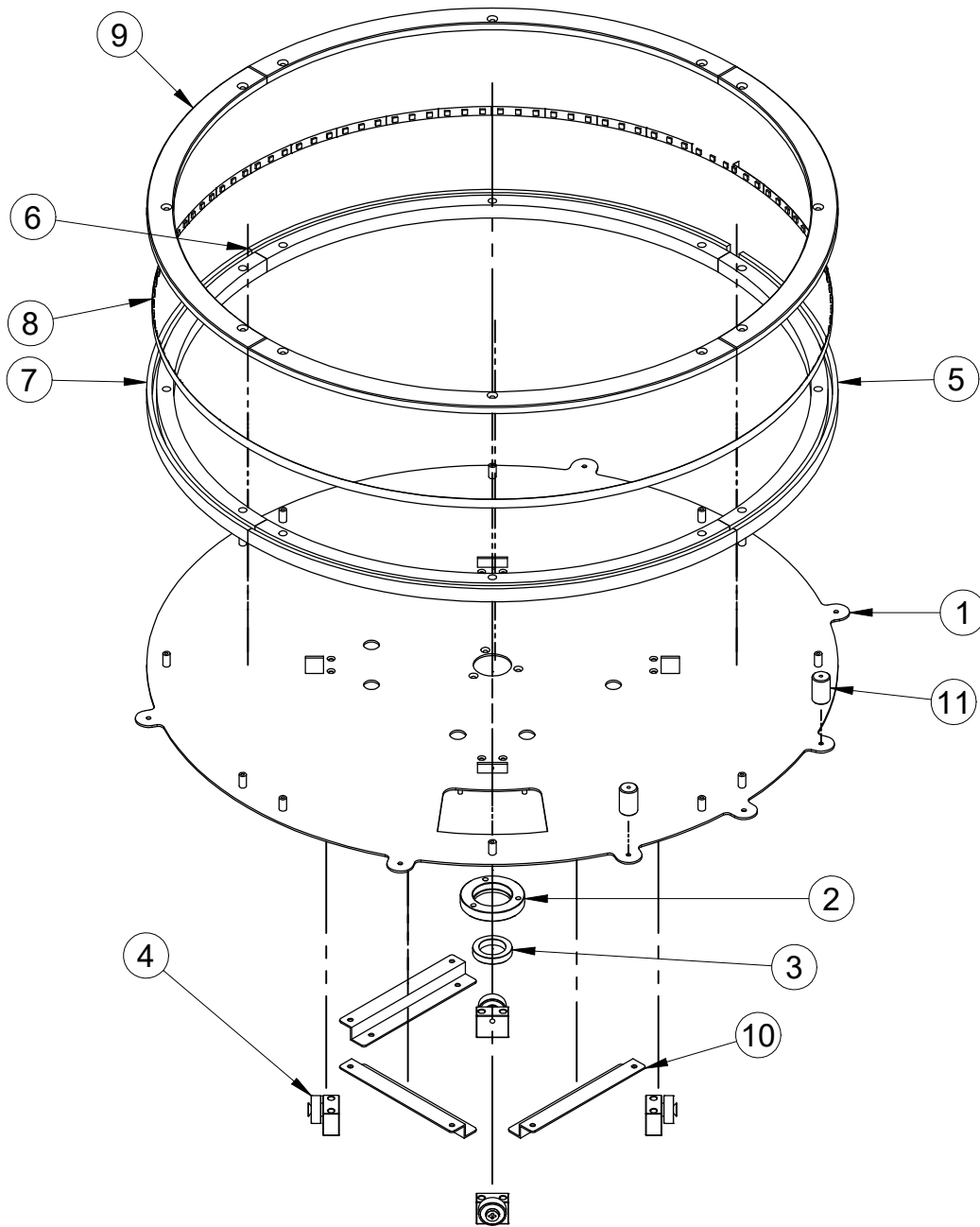
AICS0ASM038



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MICS0PRO022	1	WHEEL BASE BEARING BLOCK	AL
2	MICS0PRO025	1	BEARING BUSHING	BRASS (신주)
3	MZZZ0BEA076	1	BEARING 637ZZ	637ZZ
4	-	1	FH M6 X 25L	-

12-39.WHEEL BASE Ass'y

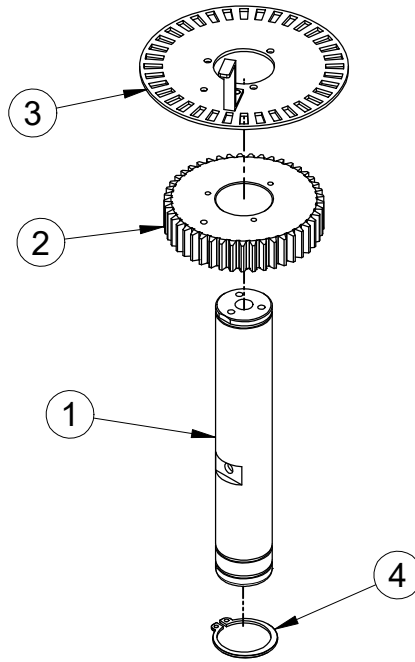
AICS0ASM039



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MICS0MET030	1	WHEEL BASE PANEL	SPCC-2.0t
2	MICS0PRO003	1	WHEEL SHAFT HOUSING	SS41
3	MZZZ0BEA046	1	BEARING 6805ZZ	6805ZZ
4	AICS0ASM038	4	WHEEL BASE BEARING BLOCK Ass'y	12-38 (49 page)
5	MICS0ACR027	1	WHEEL SIDE LIGHTING ACRYL-A	WHITE LIGHT ACRYL-15.0t (백색스리)
6	MICS0ACR028	1	WHEEL SIDE LIGHTING ACRYL-B	WHITE LIGHT ACRYL-15.0t (백색스리)
7	MICS0ACR029	2	WHEEL SIDE LIGHTING ACRYL-C	WHITE LIGHT ACRYL-15.0t (백색스리)
8	AICS0FLM005	1	WHEEL BASE FLEXIBLE LED / 200	2000-1/3-50L-120LED
9	MICS0ACR024	4	WHEEL SIDE LIGHTING COVER ACRYL	WHITE LIGHT ACRYL-8.0t (백색스리)
10	MICS0MET037	3	WHEEL BASE FIXED BKT	GI-1.6t
11	MICS0PRO021	2	PUCK GUIDE COVER ACRYL SUPPORT	AL

12-40.WHEEL SHAFT Ass'y

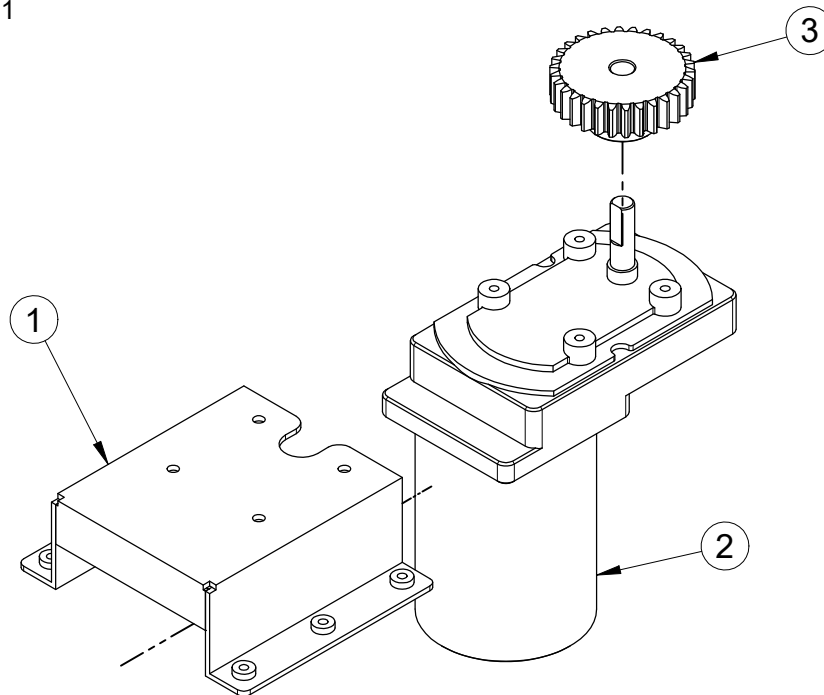
AICS0ASM040



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MICS0PRO001	1	WHEEL SHAFT	SS41
2	MICS0PRO023	1	WHEEL SHAFT GEAR	AL
3	MICS0MET032	1	WHEEL ENCODER WELD Ass'y	WELD Ass'y (용접품)
4	-	1	Snapping S25	S-25

12-41.WHEEL MOTOR Ass'y

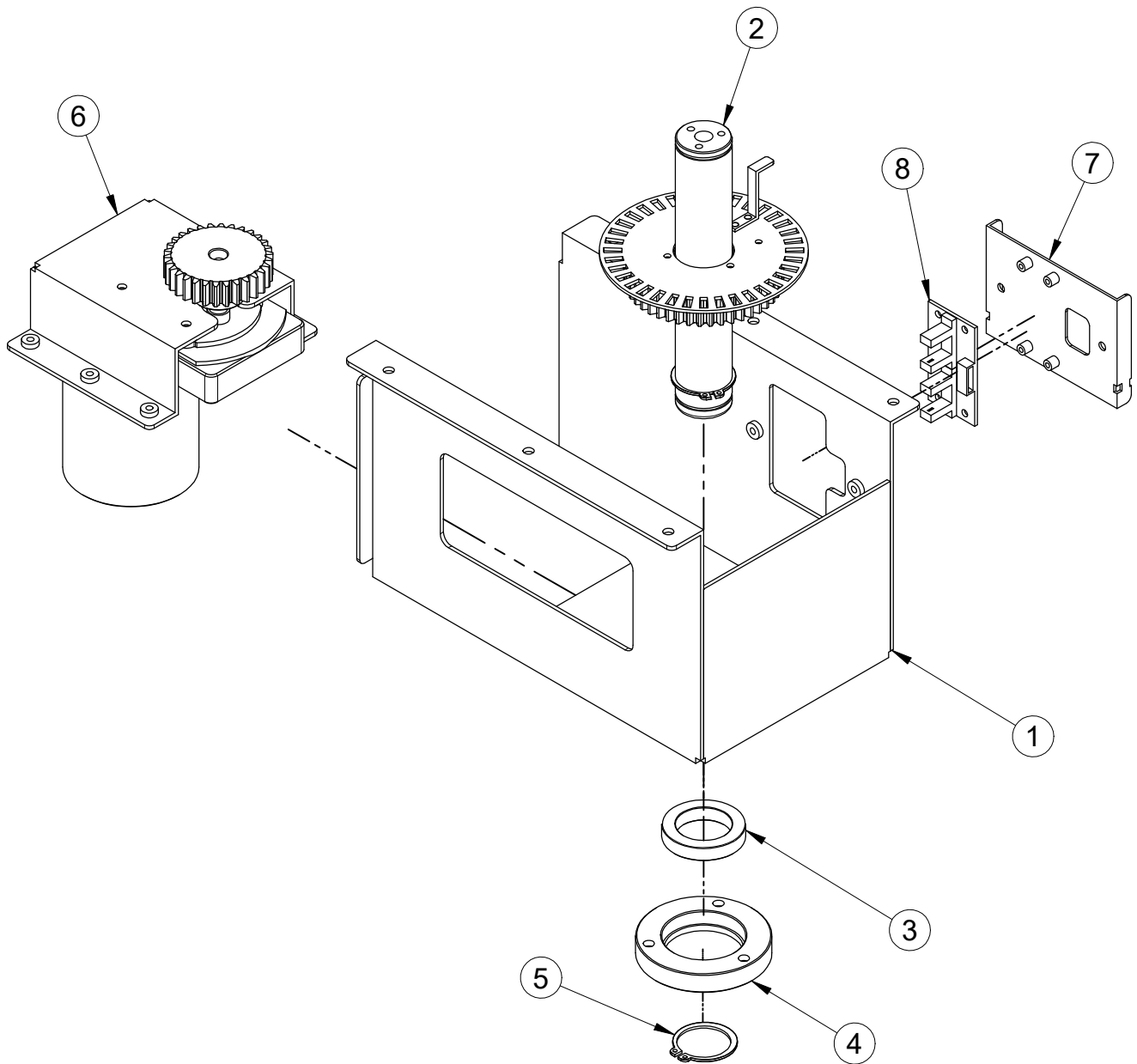
AICS0ASM041



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MICS0MET035	1	WHEEL MOTER BKT	GI-2.0t
2	MZZZ0MOT050	1	KGY SERIES MOTOR (200)	K6DG15N1 (1/200, 15RPM)
3	MICS0PRO024	1	WHEEL MOTOR GEAR	AL

12-42.WHEEL SHAFT HOUSING BKT Ass'y

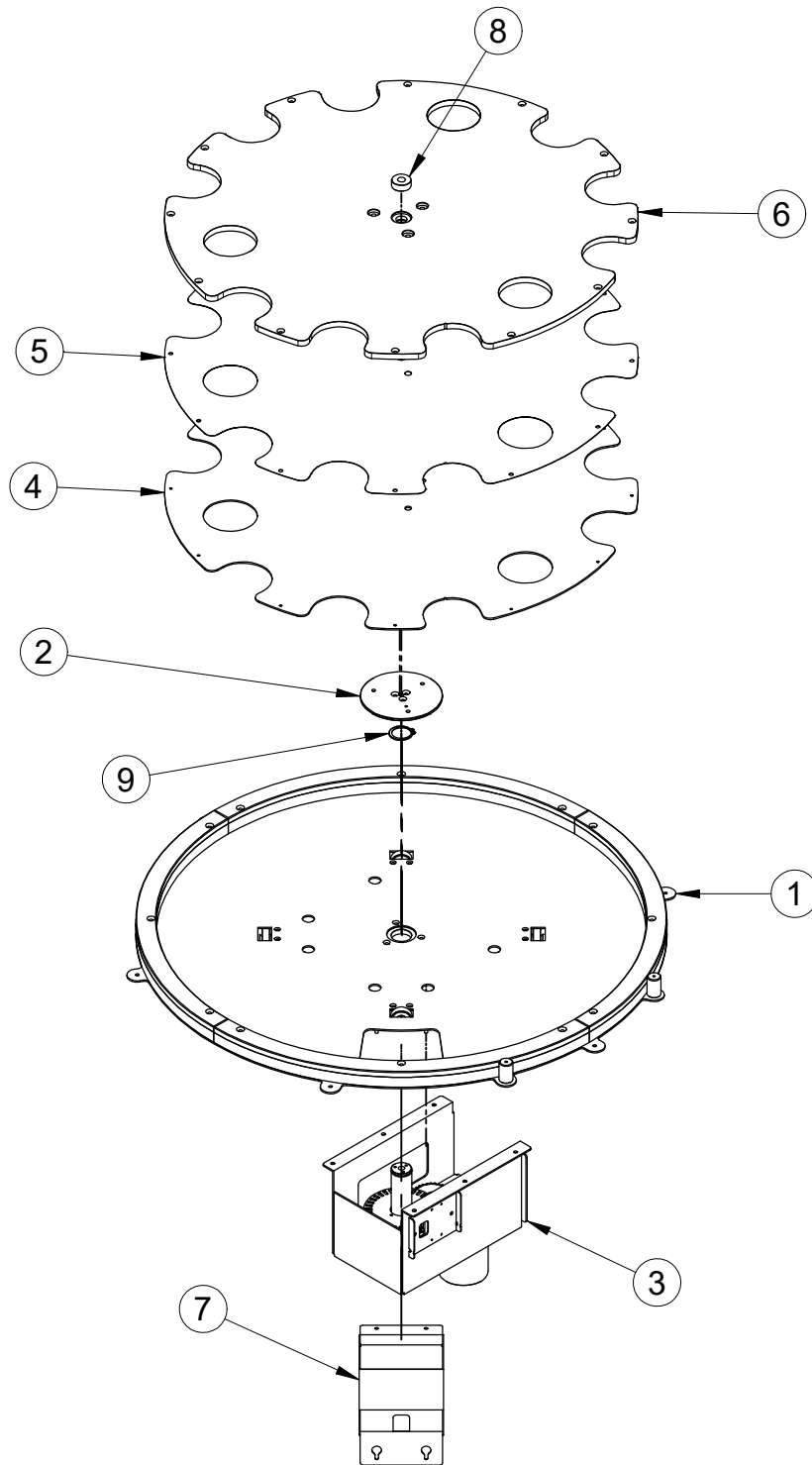
AICS0ASM042



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MICS0MET034	1	WHEEL SHAFT HOUSING BKT	GI-2.0t
2	AICS0ASM040	1	WHEEL SHAFT Ass'y	12-40 (51 page)
3	MZZZ0BEA046	1	BEARING 6805ZZ	6805ZZ
4	MICS0PRO003	1	WHEEL SHAFT HOUSING	SS41
5	-	1	Snpring S25	S-25
6	AICS0ASM041	1	WHEEL MOTOR Ass'y	12-41 (51 page)
7	MICS0MET036	1	SENSOR PCB FIX BKT	GI-1.2t
8	ATIM0PCB012	1	POHTO SENSOR BOARD	KMTM081101A

12-43.WHEEL Ass'y

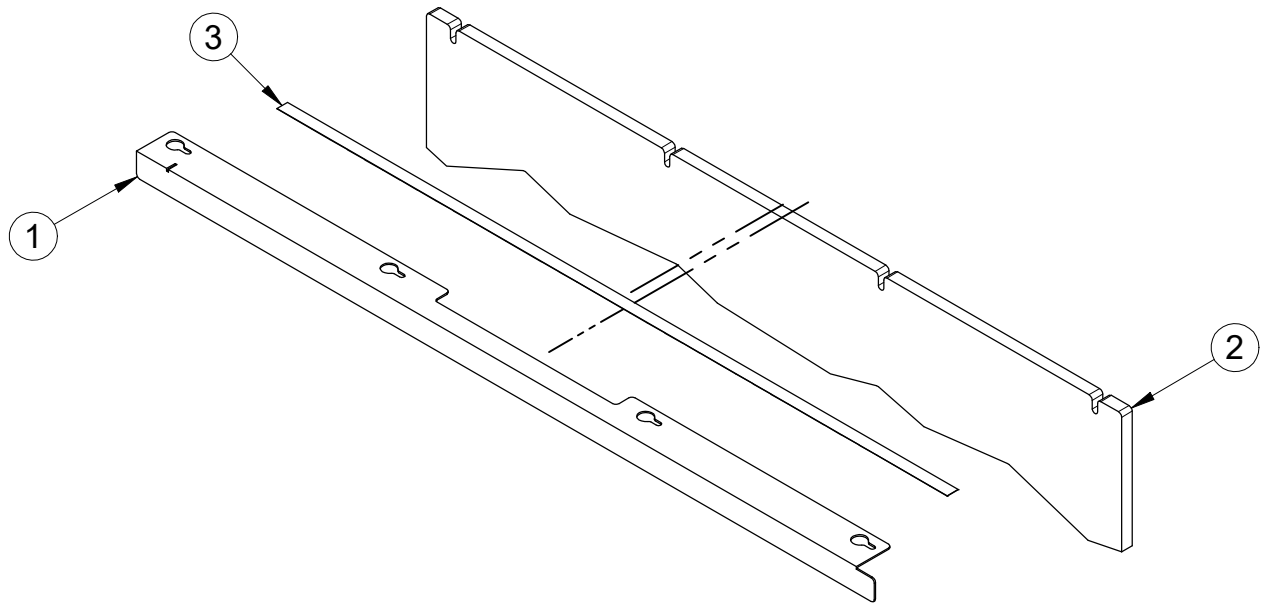
AICS0ASM043



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	AICS0ASM039	1	WHEEL BASE Ass'y	12-39 (50 page)
2	MICS0PRO002	1	WHEEL SHAFT PLATE	SS41
3	AICS0ASM042	1	WHEEL SHAFT HOUSING BKT Ass'y	12-42 (52 page)
4	MICS0MET038	1	WHEEL PLATE	SUS304-2.0t
5	MICS0SHE003	1	WHEEL ACRYL PANEL SHEET	LIGHTING SHEET
6	MICS0ACR008	1	WHEEL ACRYL PANEL	CLEAR ACRYL-8.0t (투명아크릴) 압출판
7	MICS0MET031	1	PUCK HOLE BKT	SPCC-1.2t
8	MZZZ0BEA051	1	BEARING 51100	51100
9	-	1	Snapping S25	S-25

12-44.PUCK READY DECO ACRYL Ass'y

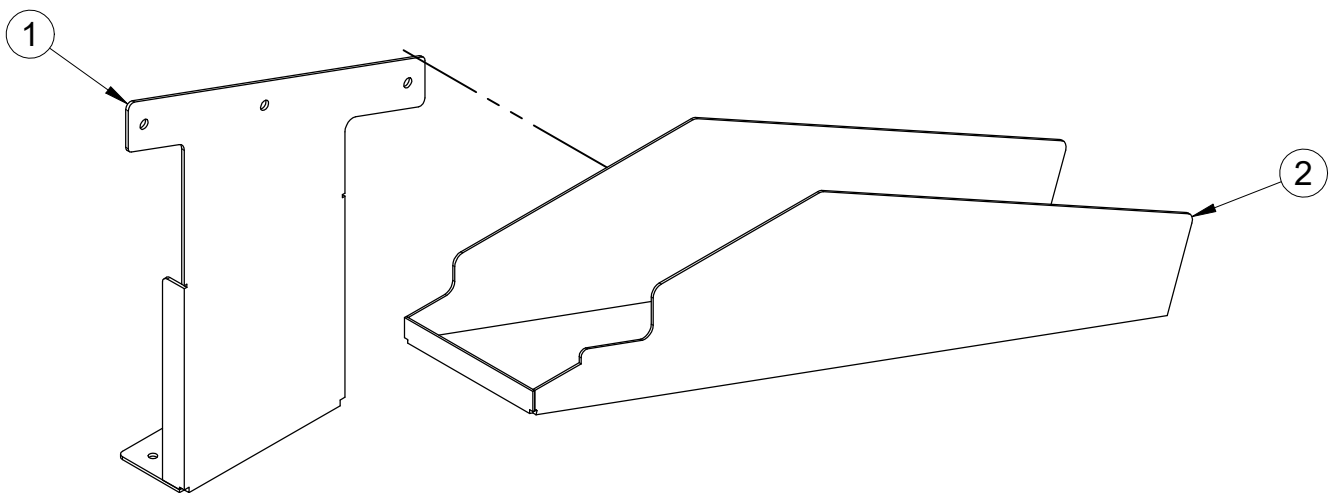
AICS0ASM044



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MICS0MET054	1	PUCK READY DECO ACRYL FIXED BKT	SPCC-1.2t
2	AICS0A&S001	1	PUCK READY DECO ACRYL	CLEAR ACRYL-10t (투명 압출판 아크릴)
3	AICS0FLM002	1	PUCK REDY DECO FLEXIBLE LED / 200	627-1/1-16.5L-38LED-S

12-45.PUCK HOPPER BASKET Ass'y

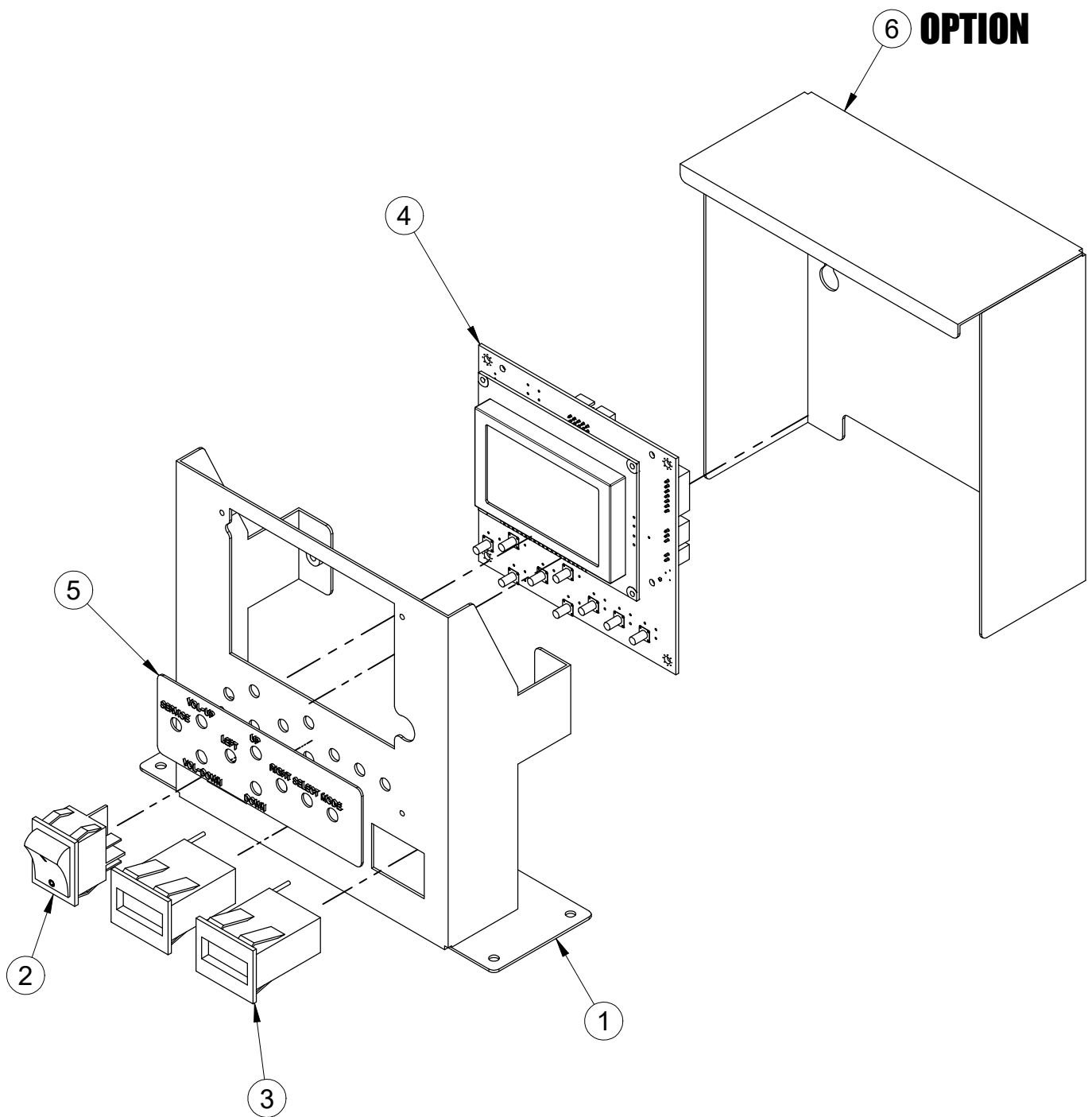
AICS0ASM045



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MICS0MET090	1	PUCK SLOPE BASKET FIXED BKT	GI-1.6t
2	MICS0MET095	1	PUCK SLOPE BASKET	GI-1.2t

12-46.AC POWER SWITCH Ass'y

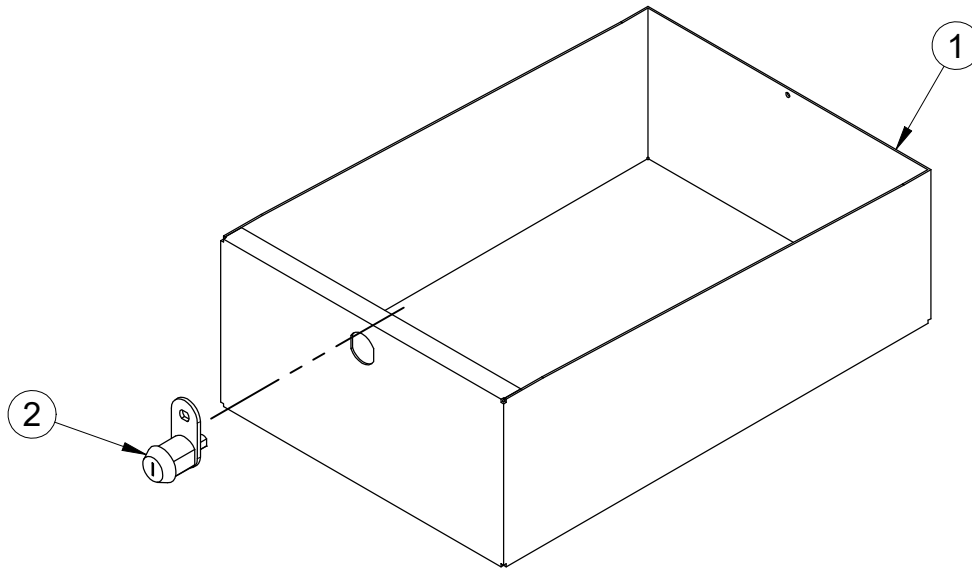
AICS0ASM046



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MICS0MET078	1	AC POWER SWITCH BRACKET	SPCC-1.2t
2	MELE0SWI004	1	ROCKER SWITCH	RL2-321/N-C-RE/BK-P2(B)
3	MZZZ0COU001	2	COUNTER	COA126/12V/SPEED 18CPS
4	AMAR0BOA016	1	SETUP LCD BOARD Ass'y	KMLCD-1606-116A SETUP + MELE0LCB001 LCD
5	MKOM0SSH001	1	CONTROL PANEL SHEET	SHEET
6	MICS0MET103	1	AC POWER SWITCH COVER BKT	SPCC-1.2t

12-47.CASH BOX Ass'y

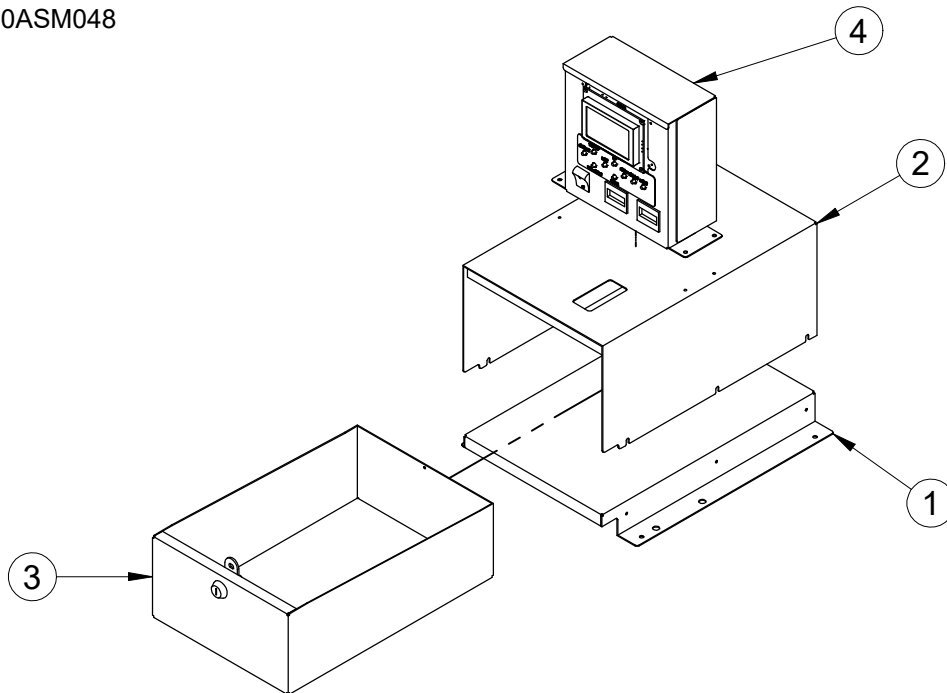
AICS0ASM047



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MICS0MET077	1	CASH BOX	SPCC-1.2t
2	MZZZ0KEY013	1	KEY ASS'Y	6001

12-48.CASH BOX BODY Ass'y

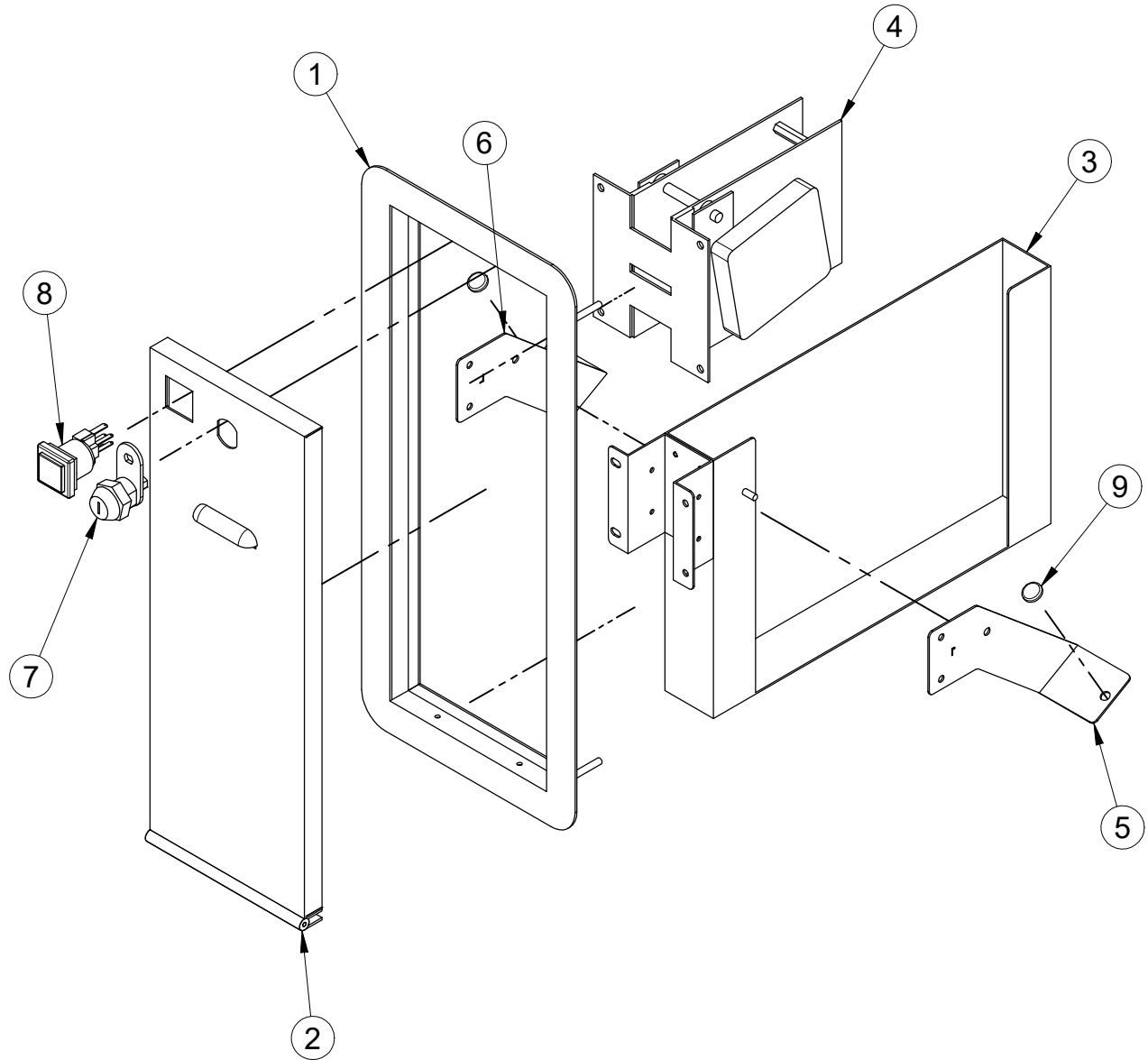
AICS0ASM048



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MICS0MET075	1	CASH BOX BODY BOTTOM	SPCC-1.2t
2	MICS0MET076	1	CASH BOX BODY COVER WELD Ass'y	WELD Ass'y (용접품)
3	AICS0ASM047	1	CASH BOX Ass'y	12-47 (56 page)
4	AICS0ASM046	1	AC POWER SWITCH Ass'y	12-46 (55 page)

12-49.TICKET BOX Ass'y

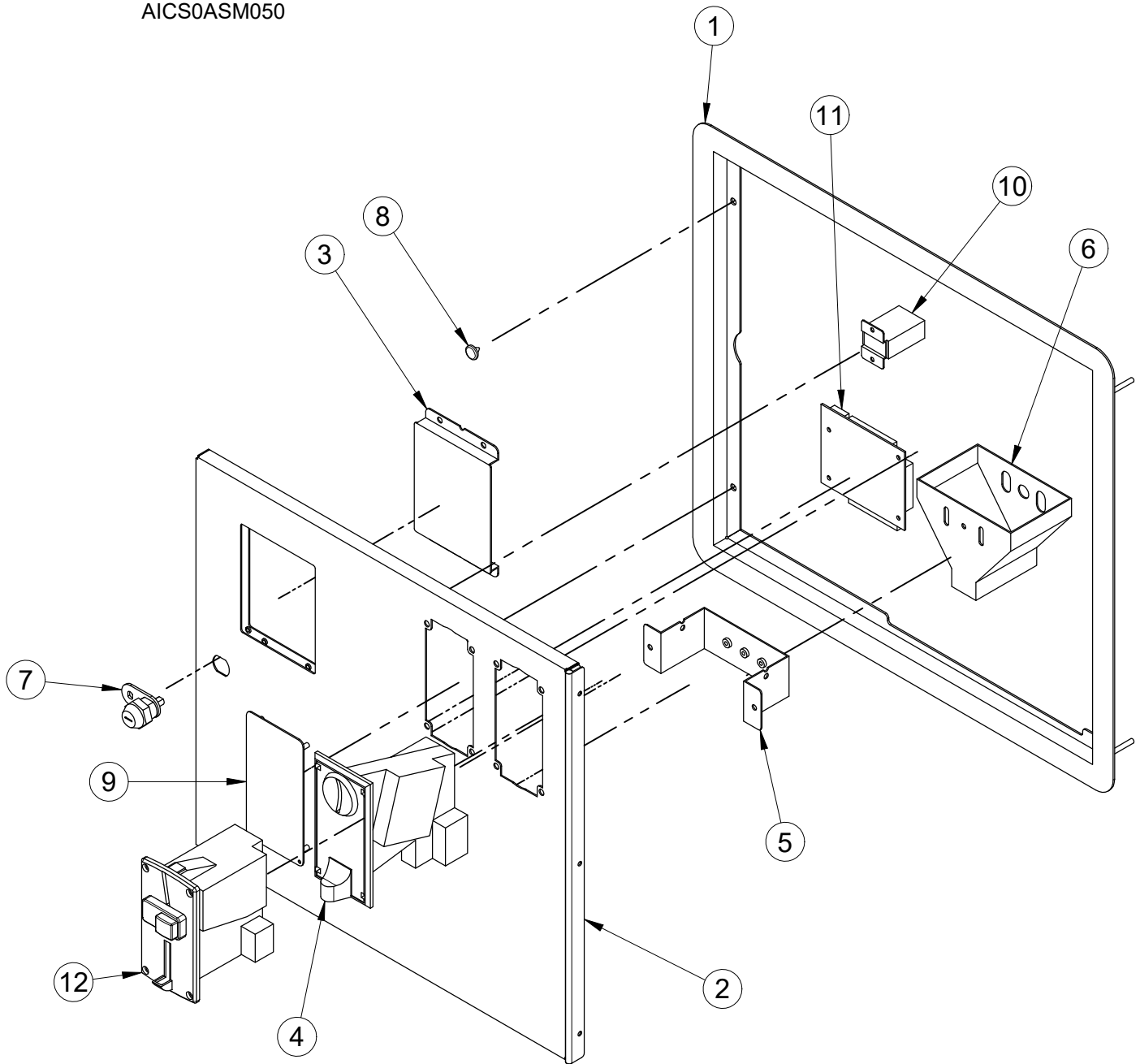
AICS0ASM049



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MICS0MET025	1	TICKET DOOR COVER BKT	SPCC-1.6t
2	MICS0MET026	1	TICKET DOOR WELD Ass'y	WELD Ass'y (용접품)
3	MICS0MET027	1	TICKET BOX WELD Ass'y	WELD Ass'y (용접품)
4	MZZZ0TID003	1	TICKET DISPENSOR	CLECO
5	MICS0MET028	1	TICKET DOOR STOP BAR-R	SPCC-1.2t
6	MICS0MET029	1	TICKET DOOR STOP BAR-L	SPCC-1.2t
7	MZZZ0KEY032	1	KEY ASS'Y	7001
8	MHA2000007	1	BUTTON Ass'y	AM1PB-26SH-R12D
9	MZZZ0RUB003	2	Φ6 SHOCK ABSORBER	6Φ

12-50.FRONT DOOR Ass'y

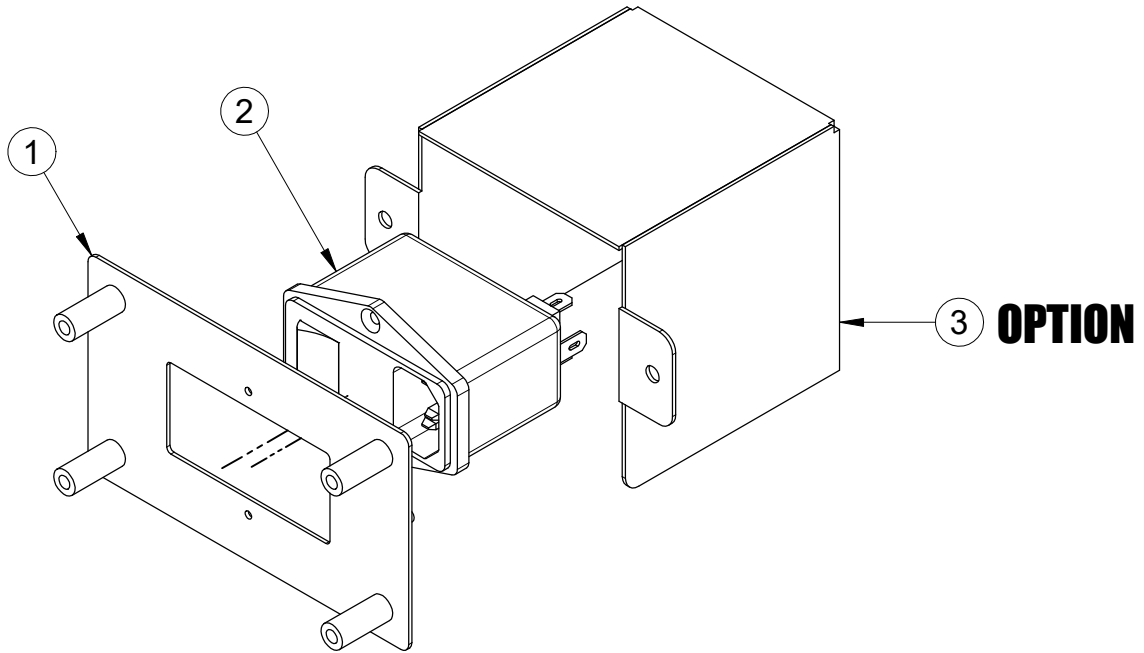
AICS0ASM050



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MICS0MET019	1	FRONT DOOR COVER BKT	SPCC-1.6t
2	MICS0MET020	1	FRONT DOOR WELD Ass'y	WELD Ass'y (용접품)
3	MICS0MET024	1	BILL PLUSE BKT	SPCC-1.2t
4	MZZZ0COS025	1	COIN SELECTOR(TONGLI)	TW-130Q
5	MICS0MET021	1	COIN GUIDE FIX BRKT	SPCC-1.2t
6	MICS0MET022	1	COIN GUIDE BRKT	SPCC-1.2t
7	MZZZ0KEY032	1	KEY ASS'Y	7001
8	MZZZ0RUB003	2	Φ6 SHOCK ABSORBER	6Φ
9	MICS0MET023	1	COIN PLUSE BKT	SPCC-1.2t
10	MZZZ0000488	1	COUNTER UK (SR3)	(UK OPTION)
11	MZZZ0000489	1	EXCEL CREDIT(SR3) PCB	(UK OPTION)
12	MZZZ0000486	1	SR3-MONEY CTRL(UK)	(UK OPTION)

12-51.NOISE FILTER Ass'y

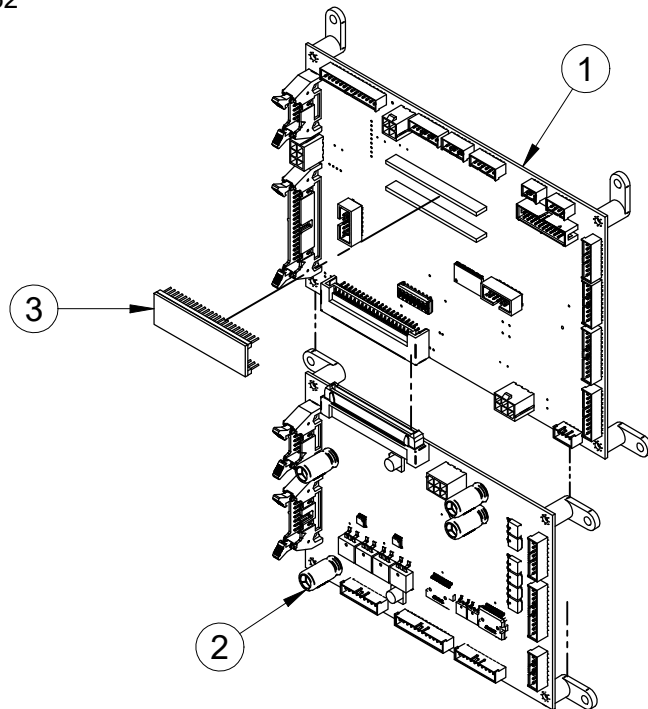
AICS0ASM051



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MICS0MET100	1	AC INPUT BRACKET	SPCC-1.2t
2	MELE0NOI002	1	NOISE FILTER	IP-0642-H2
3	MICS0MET101	1	NOISE FILTER COVER	SPCC-1.2t

12-52.POLAR SLIDE MAIN BOARD Ass'y

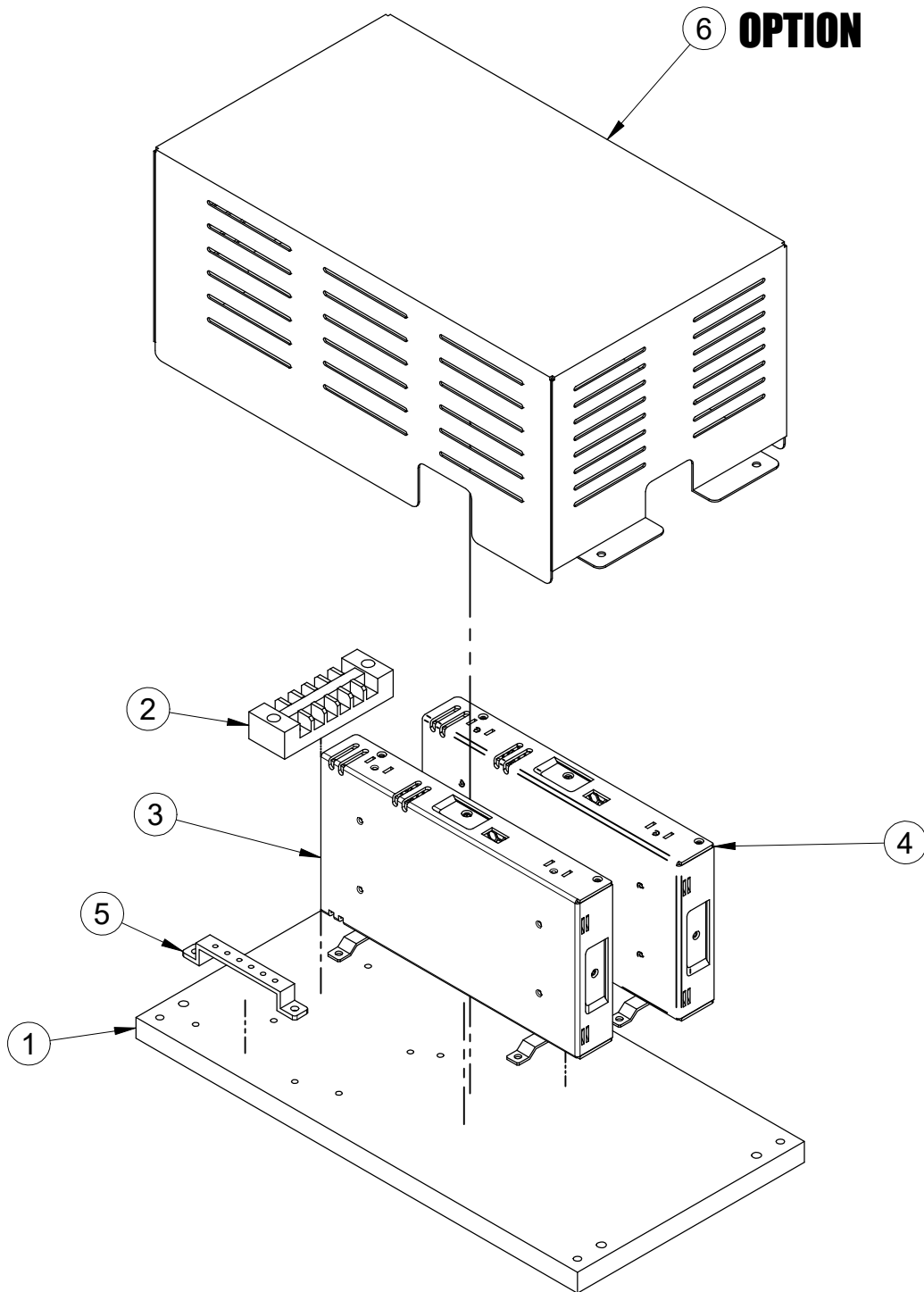
AICS0ASM052



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	AICS0BOA009	1	POLAR SLIDE MAIN BOARD	KMMA-1910-104E
2	AICS0BOA001	1	POLAR SLIDE IO BOARD	KMIO-2108-225A
3	AICS0BOA010	1	POLAR SLIDE SOUND ROM BOARD	KMMM100808A

12-53.POWER SMPS Ass'y

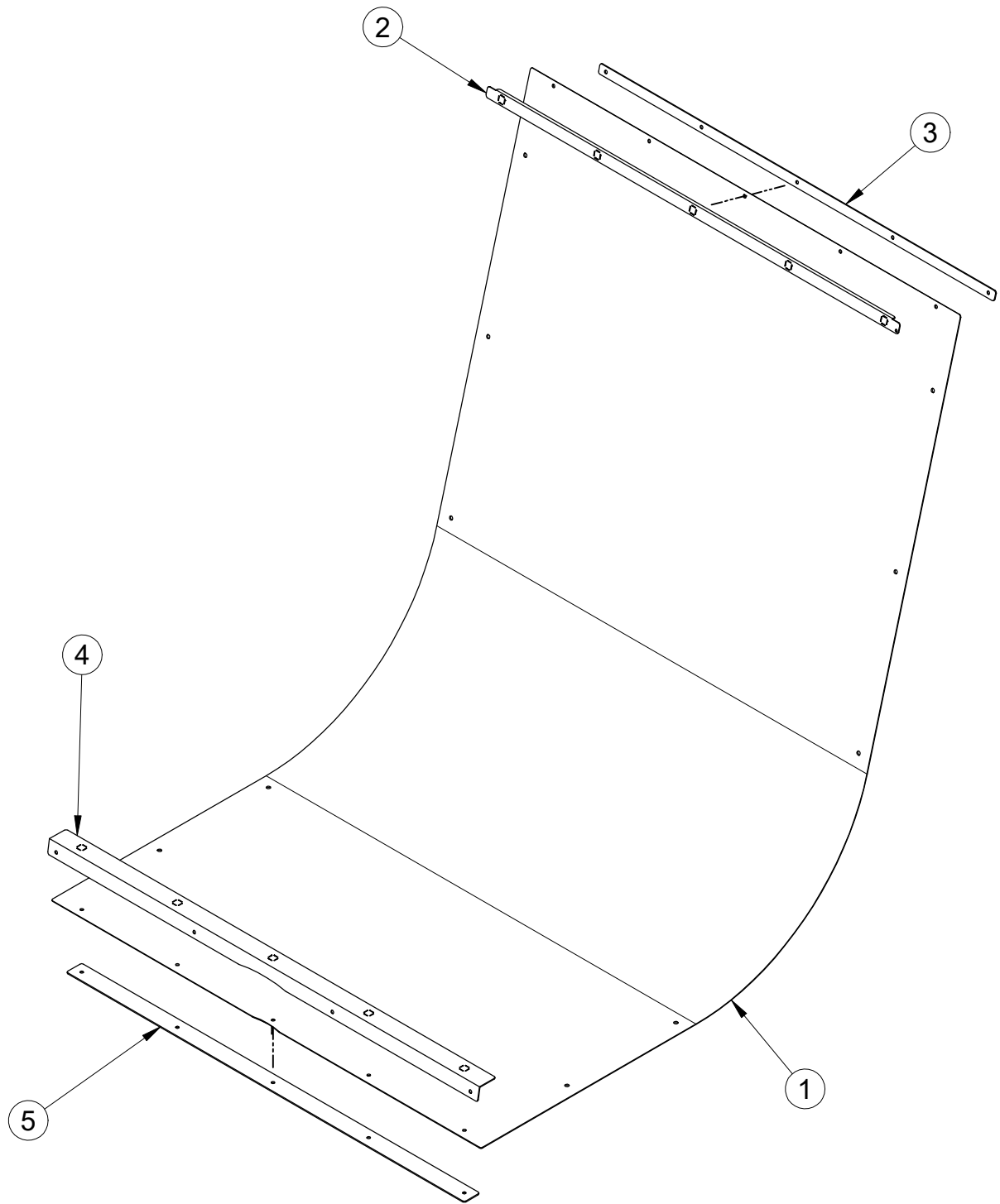
AICS0ASM053



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MICS0WOO006	1	SMPS PLATE	PW-15.0t
2	MELE0TEB001	1	TERMINAL BLOCK (6P)	6P UL
3	MELE0SMP047	1	POWER SMPS 5V (LRS-200-5)	100~240V/5V-40A
4	MELE0SMP046	1	POWER SMPS 12V (LRS-200-12)	100~240V/12V-17A
5	MICS0MET104	1	GROUND BKT (6P)	GI-3.0t
6	MICS0MET102	1	SMPS COVER BKT	SPCC-1.2t

12-54.FRONT COVER PC Ass'y

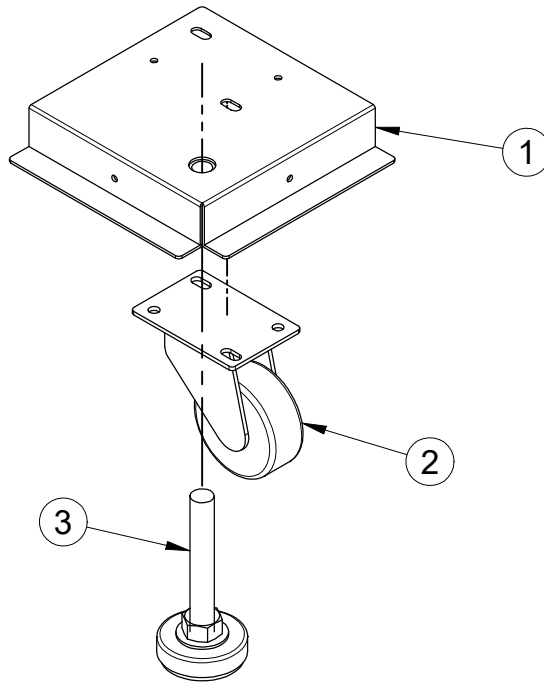
AICS0ASM054



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MICS0ACR001	1	FRONT COVER PC	CLEAR PC-2.0t [투명 PC]
2	MICS0MET014	1	FRONT COVER PC TOP SUPPORT BKT-A	SPCC-1.2t
3	MICS0MET015	1	FRONT COVER PC TOP SUPPORT BKT-B	SPCC-1.6t
4	MICS0MET012	1	FRONT COVER PC BOTTOM SUPPORT BKT-A	SPCC-1.2t
5	MICS0MET013	1	FRONT COVER PC BOTTOM SUPPORT BKT-B	SPCC-1.6t

12-55.CASTER Ass'y-A

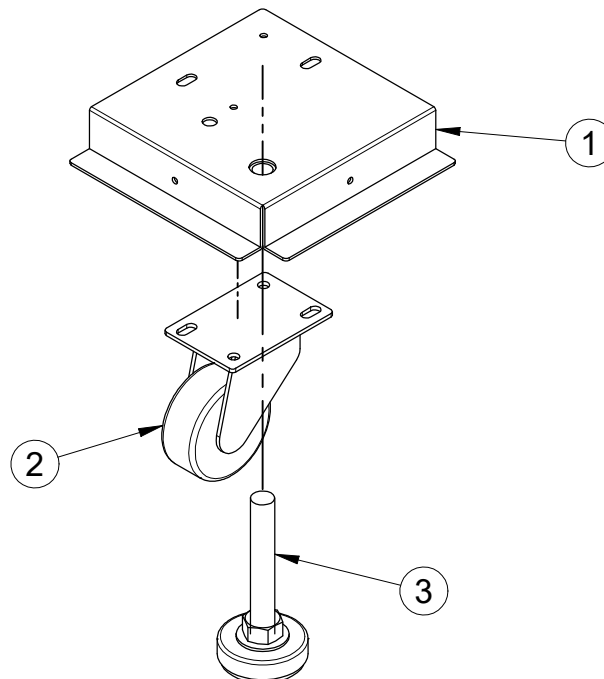
AICS0ASM055



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MICS0WOO009	1	CASTER BKT WELD Ass'y-A	WELD PARTS (용접품)
2	MZZZ0CAS010	1	CASTER	3021-W-BR (3inch)
3	MZZZ0ADJ001	1	ADJUSTER (PV-100-60)	(PV-100-60)

12-56.CASTER Ass'y-B

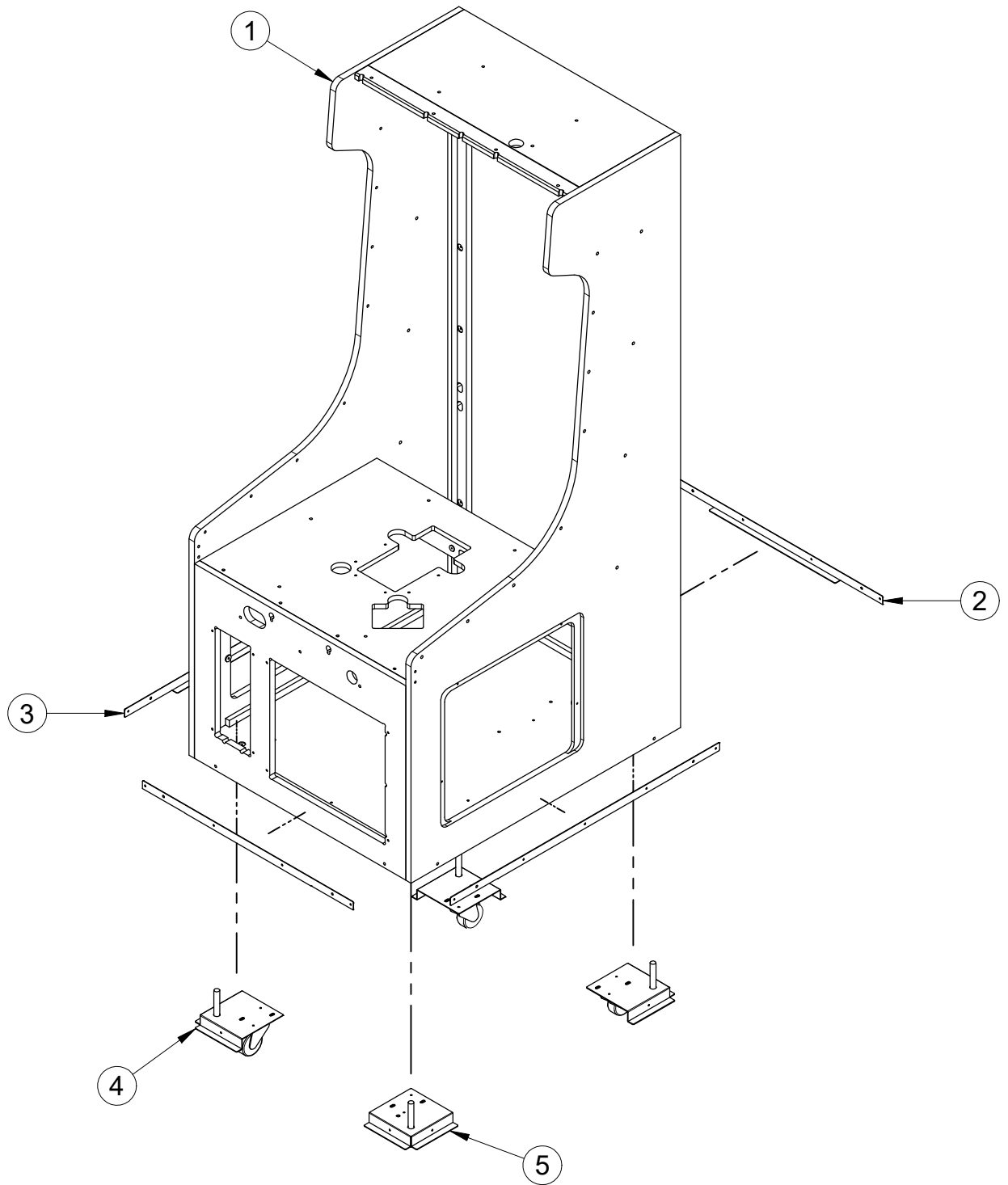
AICS0ASM056



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MICS0WOO010	1	CASTER BKT WELD Ass'y-B	WELD PARTS (용접품)
2	MZZZ0CAS010	1	CASTER	3021-W-BR (3inch)
3	MZZZ0ADJ001	1	ADJUSTER (PV-100-60)	(PV-100-60)

12-57.MAIN CABINET Ass'y

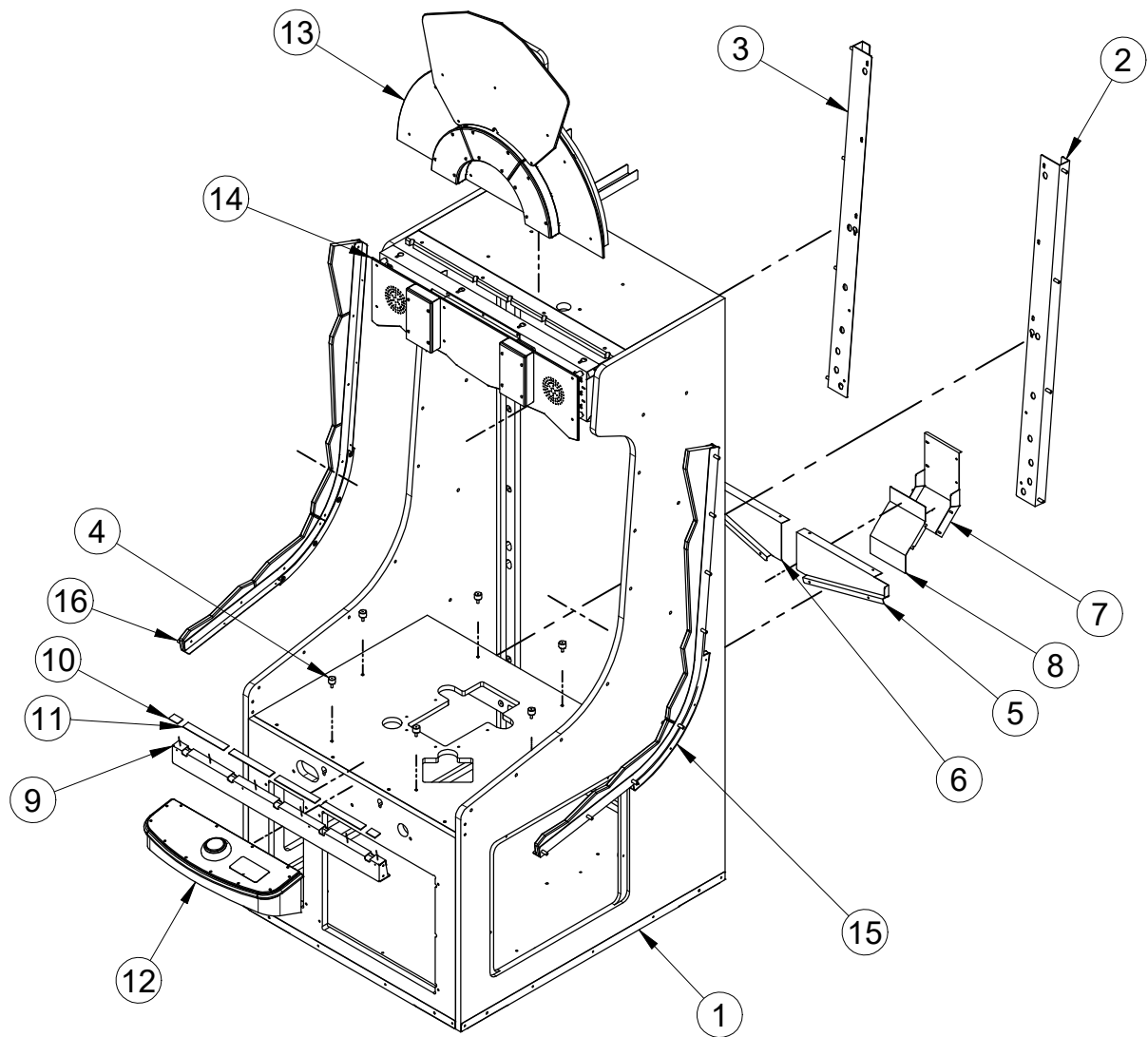
AICS0ASM057



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MICS0WOO001	1	WOOD CABINET Ass'y	ASSEMBLE (조립품)
2	MICS0WOO007	2	FRONT BENDING	SPCC-1.2t
3	MICS0WOO008	2	SIDE BENDING	SPCC-1.2t
4	AICS0ASM055	2	CASTER Ass'y-A	12-55 (62 page)
5	AICS0ASM056	2	CASTER Ass'y-B	12-56 (62 page)

12-58-1.POLAR SLIDE ALL FIX Ass'y

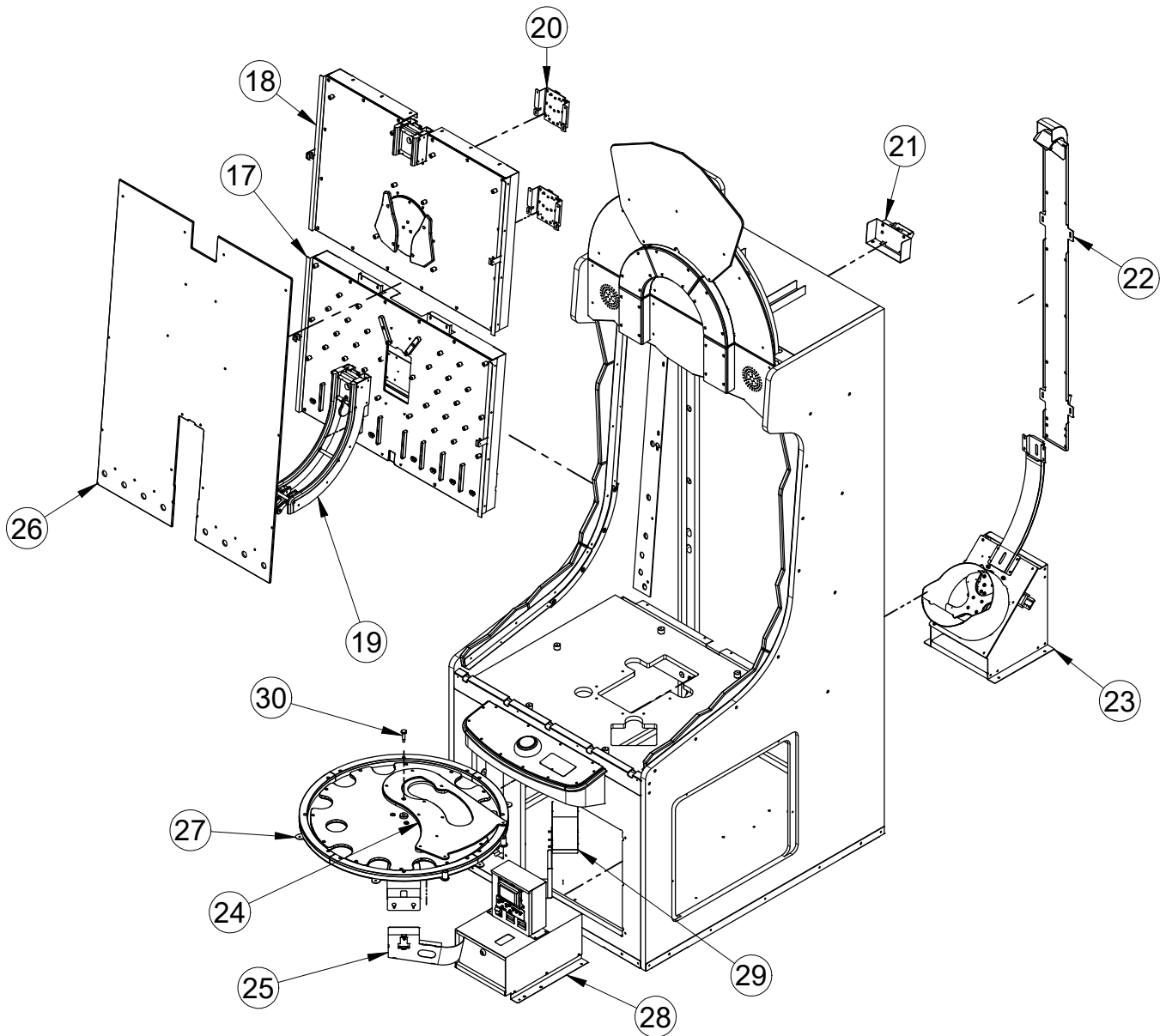
AICS0ASM058



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	AICS0ASM057	1	MAIN CABINET Ass'y	12-57 (63 page)
2	MICS0MET005	1	GAME PLAY PANEL FIXED BKT-R	SPCC-2.0t
3	MICS0MET006	1	GAME PLAY PANEL FIXED BKT-L	SPCC-2.0t
4	MICS0PRO020	6	WHEEL BASE SUPPORT SHAFT	AL
5	MICS0MET091	1	PUCK RETURN BOX BKT-R	GI-1.2t
6	MICS0MET092	1	PUCK RETURN BOX BKT-L	GI-1.2t
7	MICS0MET093	1	PUCK RETURN BOX SLOPE BKT	GI-1.2t
8	MICS0MET094	1	PUCK RETURN BOX SLOPE COVER BKT	GI-1.2t
9	MICS0MET011	1	CABINET FRONT LOWER FRAME BKT	SPCC-1.6t
10	MICS0EVA001	2	EVA PAD-A	EVA
11	MICS0EVA002	4	EVA PAD-B	EVA
12	AICS0ASM001	1	BUTTON BOX Ass'y	12-1 (22 page)
13	AICS0ASM005	1	TOP BILLBOARD Ass'y	12-5 (25 page)
14	AICS0ASM010	1	SPEAKER BOX Ass'y	12-10 (28 page)
15	AICS0ASM011	1	FRONT COVER SIDE GUIDE BKT-R Ass'y	12-11 (29 page)
16	AICS0ASM012	1	FRONT COVER SIDE GUIDE BKT-L Ass'y	12-12 (30 page)

12-58-2.POLAR SLIDE ALL FIX Ass'y

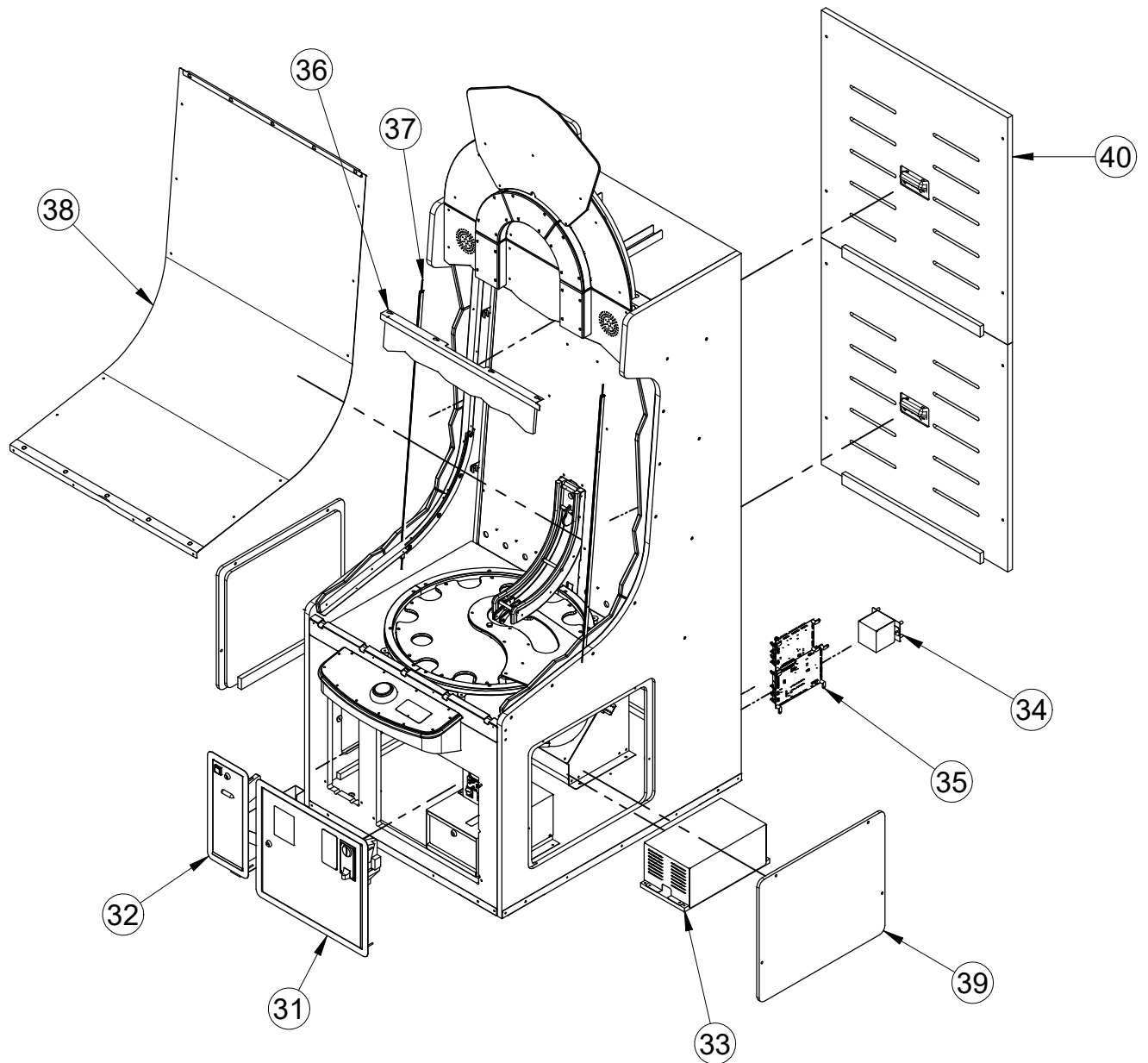
AICS0ASM058



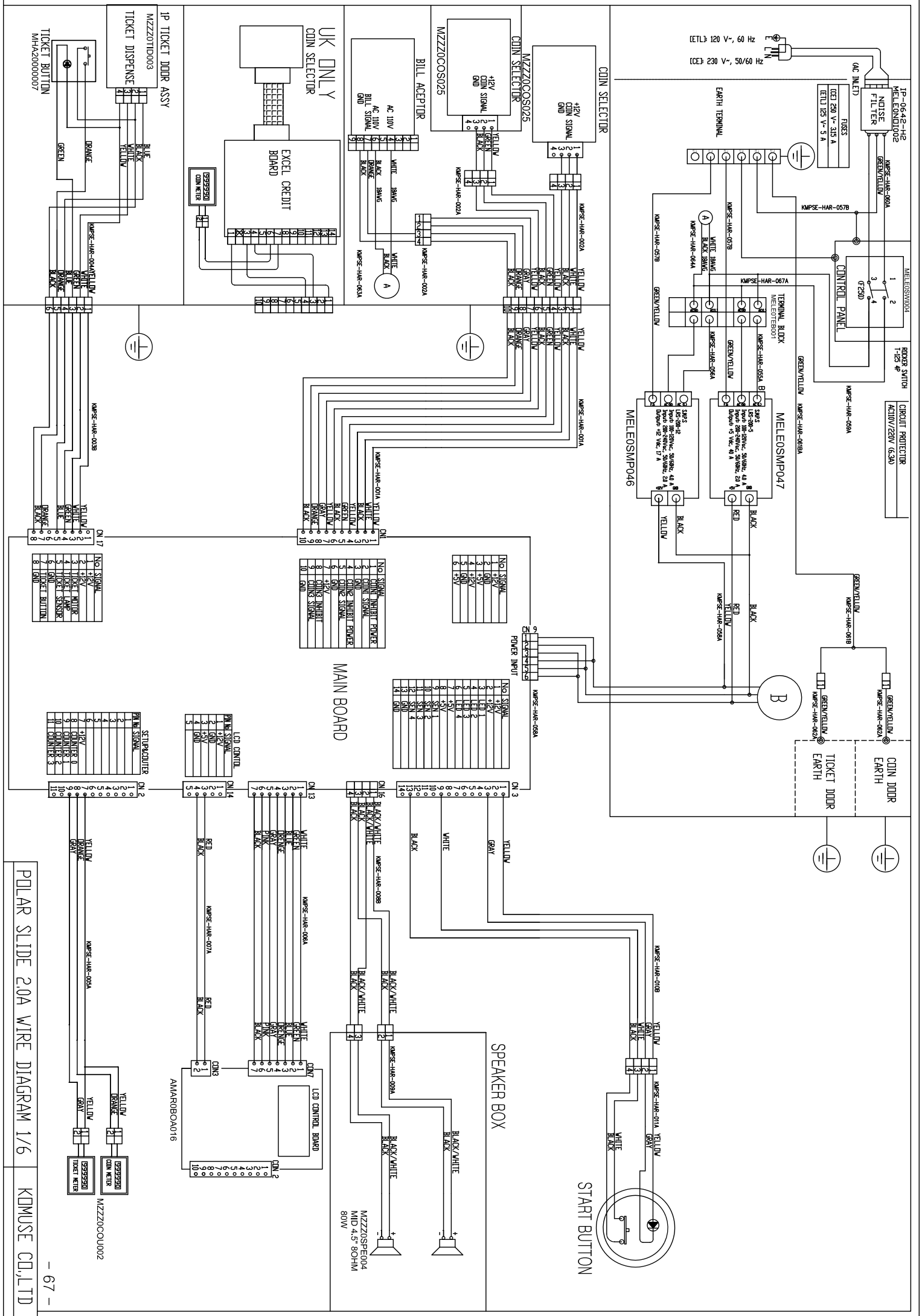
NO.	PART NO.	QUANTITY	PART NAME	SPEC.
17	AICS0ASM013	1	GAME PLAY PANEL LOWER BKT Ass'y	12-13 (31 page)
18	AICS0ASM020	1	GAME PLAY PANEL TOP BKT Ass'y	12-20 (37 page)
19	AICS0ASM025	1	PUCK RAIL Ass'y	12-25 (40 page)
20	AICS0ASM026	2	PUCK DROP BACK LED Ass'y	12-26 (41 page)
21	AICS0ASM027	1	PUCK RAIL TOP GUIDE Ass'y	12-27 (41 page)
22	AICS0ASM028	1	PUCK HOPPER SUPPLY Ass'y	12-28 (42 page)
23	AICS0ASM035	1	PUCK HOPPER Ass'y	12-35 (47 page)
24	AICS0ASM036	1	PUCK GUIDE Ass'y	12-36 (48 page)
25	AICS0ASM037	1	PUCK SLOPE Ass'y	12-37 (48 page)
26	MICS0ACR002	1	GAME PLAY PANEL COVER ACRYL	CLEAR PC-4.5t [투명 PC]
27	AICS0ASM043	1	WHEEL Ass'y	12-43 (53 page)
28	AICS0ASM048	1	CASH BOX BODY Ass'y	12-48 (56 page)
29	AICS0ASM045	1	PUCK HOPPER BASKET Ass'y	12-45 (54 page)
30	MICS0PRO028	1	PUCK GUIDE LOCKING SHAFT	SM45C

12-58-3.POLAR SLIDE ALL FIX Ass'y

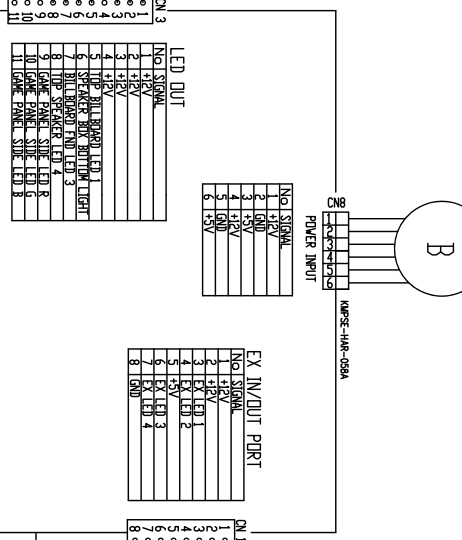
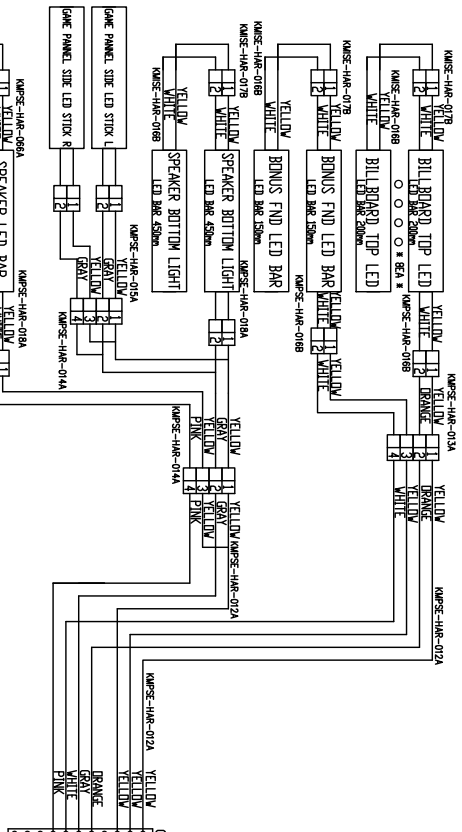
AICS0ASM058



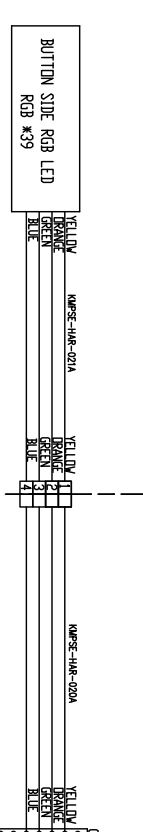
NO.	PART NO.	QUANTITY	PART NAME	SPEC.
31	AICS0ASM050	1	FRONT DOOR Ass'y	12-50 (58 page)
32	AICS0ASM049	1	TICKET BOX Ass'y	12-49 (57 page)
33	AICS0ASM053	1	POWER SMPS Ass'y	12-53 (60 page)
34	AICS0ASM051	1	NOISE FILTER Ass'y	12-51 (59 page)
35	AICS0ASM052	1	POLAR SLIDE MAIN BOARD Ass'y	12-52 (59 page)
36	AICS0ASM044	1	PUCK READY DECO ACRYL Ass'y	12-44 (54 page)
37	MZZZ0LSB028	2	LED STICK BAR 950L	WHITE COLOR LED (LED 550mm)
38	AICS0ASM054	1	FRONT COVER PC Ass'y	12-54 (61 page)
39	MICS0WOO004	2	MAIN CABINET SIDE DOOR	MDF-20.0t
40	MICS0WOO002	2	MAIN CABINET BACK DOOR Ass'y	ASSEMBLE (조립품)



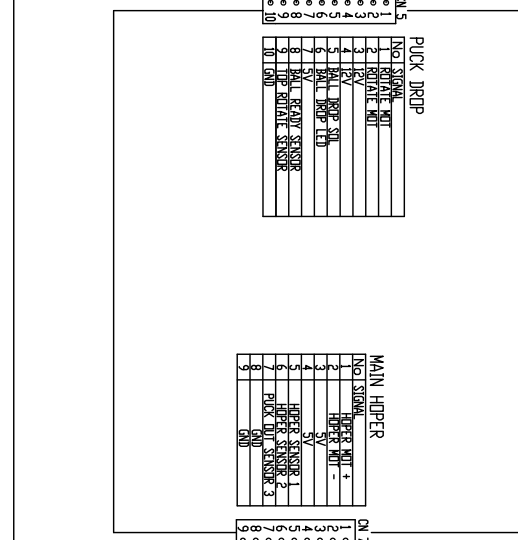
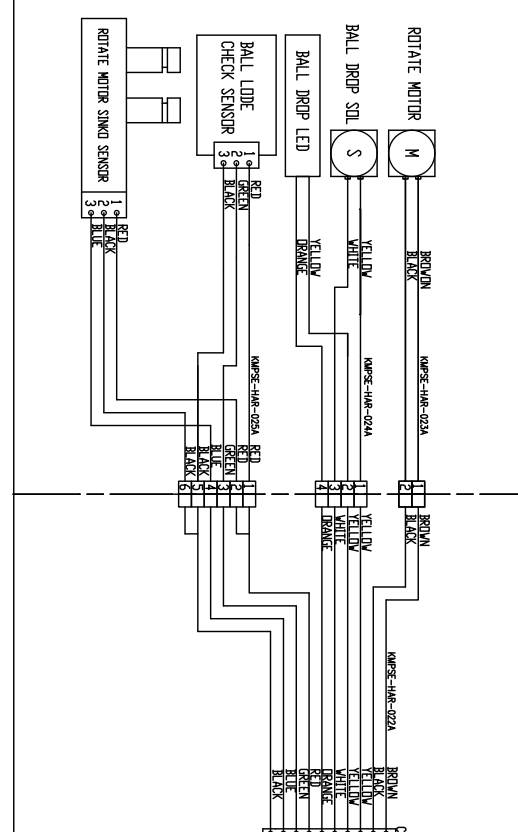
BILLBOARD LED BAR



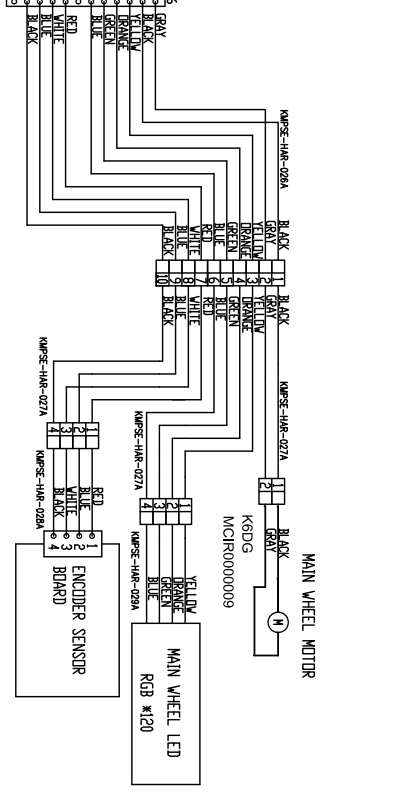
BUTTON SIDE RGB LED



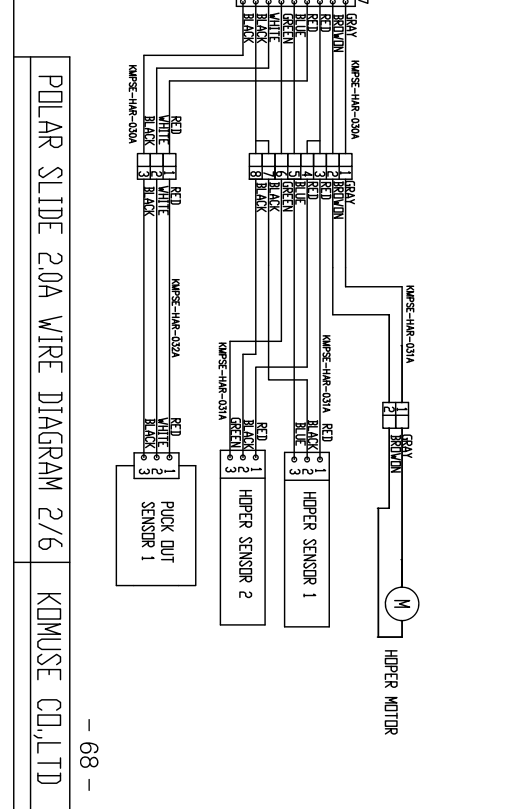
PUCK DROP SOL & MOT



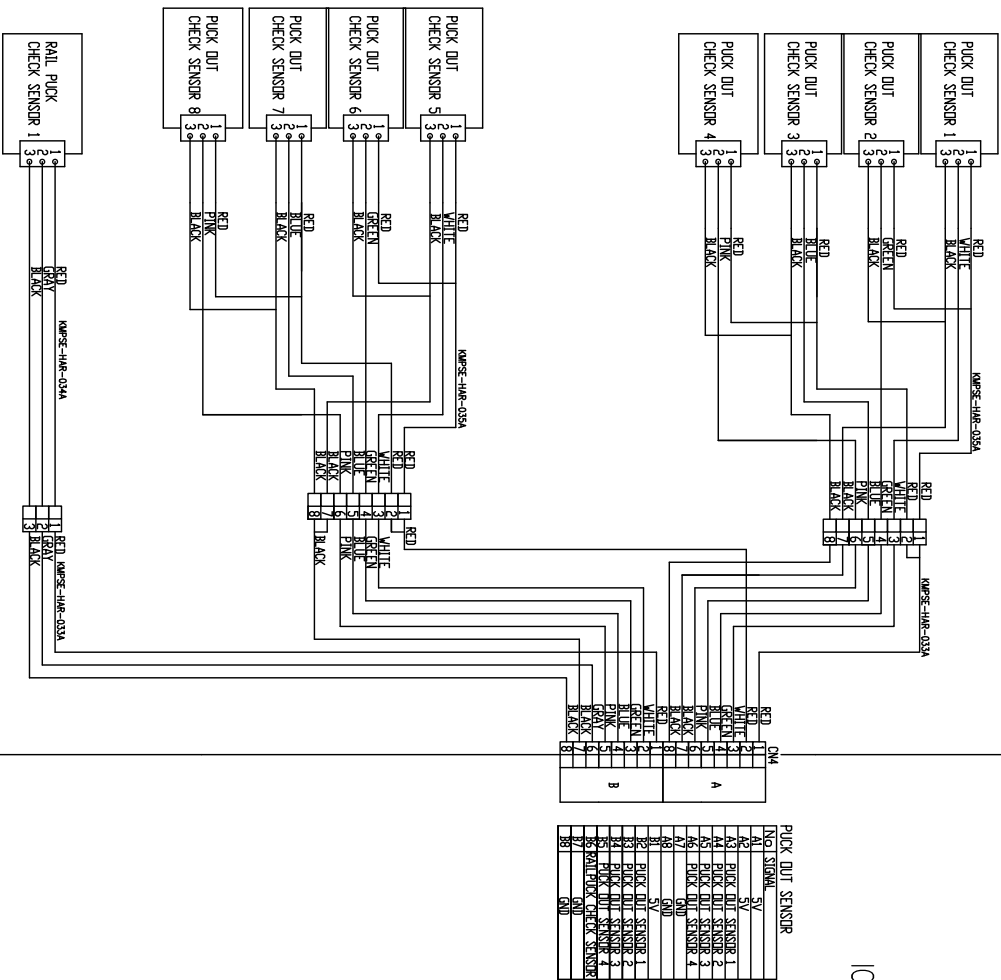
MAIN WHEEL MOT & SENSOR



MAIN HOPPER



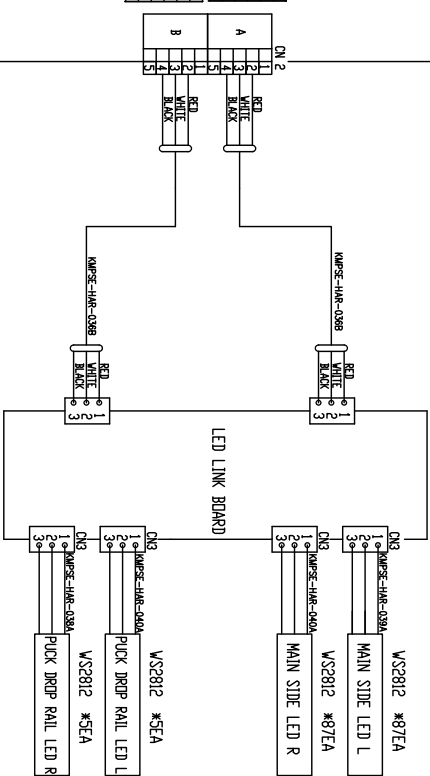
PUCK OUT SENSOR



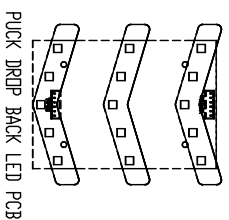
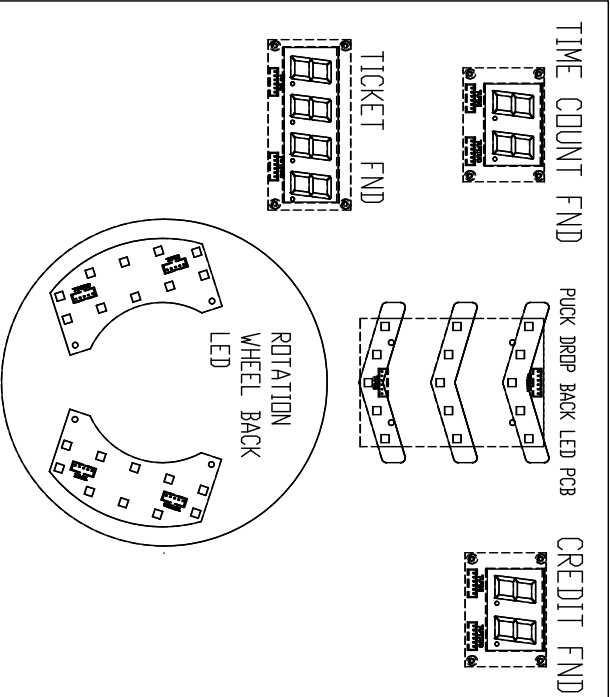
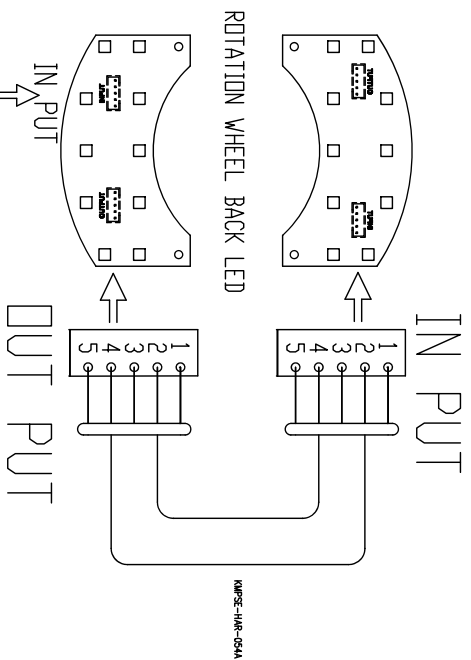
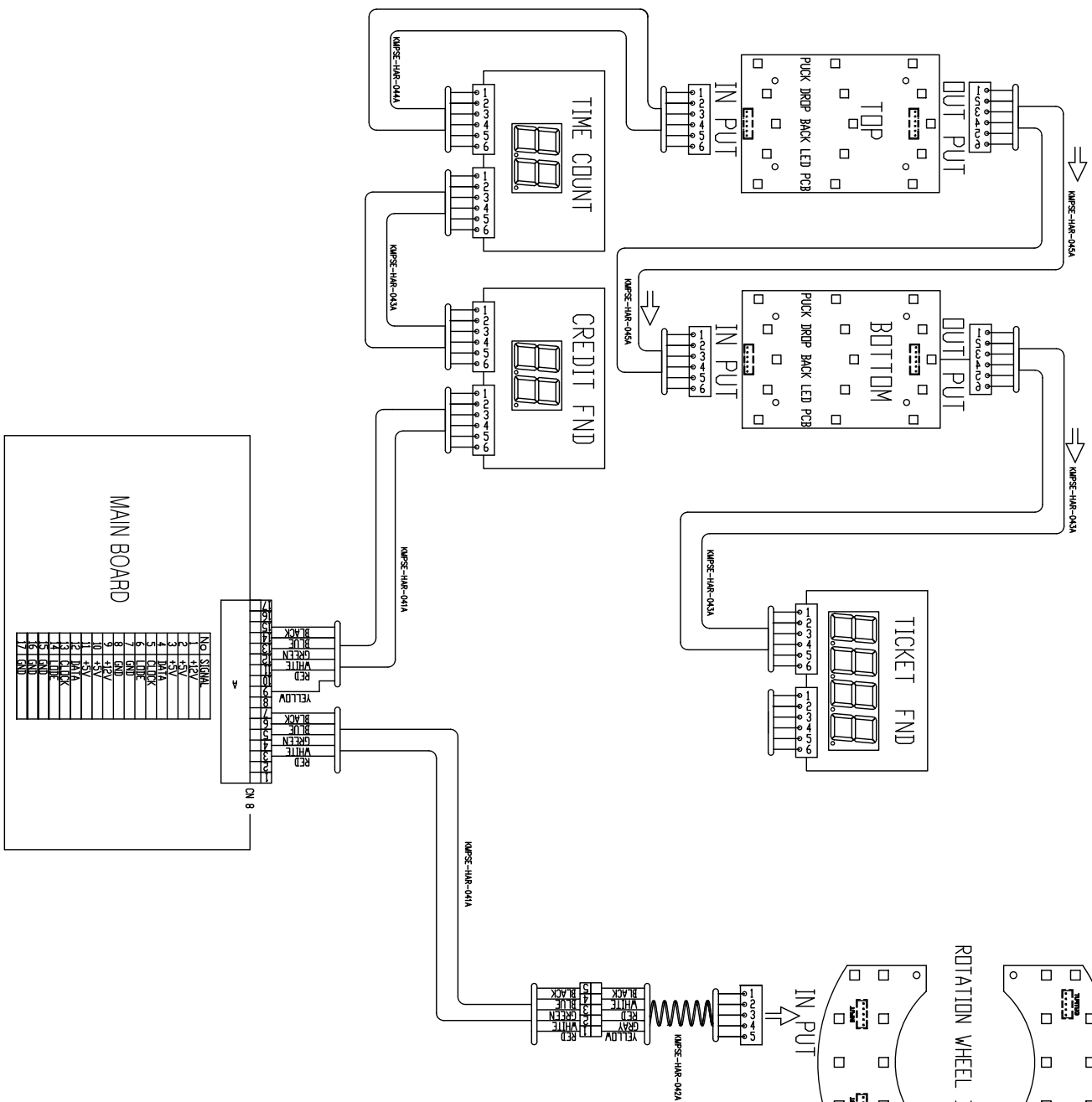
IO BOARD

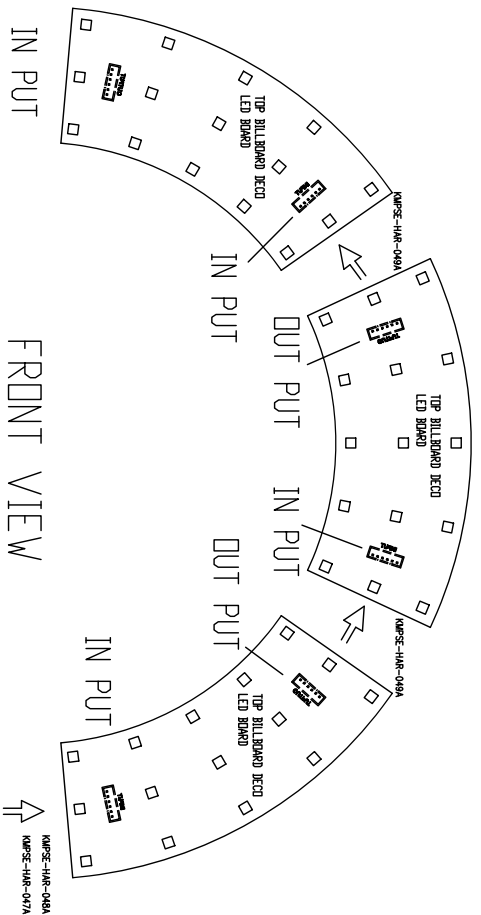
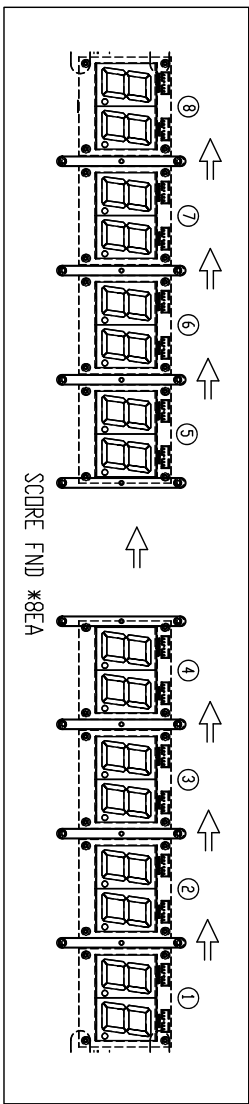
NO	WIRE	NO	WIRE
1	RED	1	RED
2	WHITE	2	WHITE
3	GREEN	3	GREEN
4	BLUE	4	BLUE
5	PINK	5	PINK
6	ORANGE	6	ORANGE
7	BLACK	7	BLACK
8	BLACK	8	BLACK
9	BLACK	9	BLACK
10	BLACK	10	BLACK
11	BLACK	11	BLACK
12	BLACK	12	BLACK
13	BLACK	13	BLACK
14	BLACK	14	BLACK
15	BLACK	15	BLACK
16	BLACK	16	BLACK
17	BLACK	17	BLACK
18	BLACK	18	BLACK
19	BLACK	19	BLACK
20	BLACK	20	BLACK

NO	WIRE
1	5V
2	5V
3	PICK OUT SENSOR 1
4	PICK OUT SENSOR 2
5	PICK OUT SENSOR 3
6	PICK OUT SENSOR 4
7	GND
8	GND
9	PICK OUT SENSOR 1
10	PICK OUT SENSOR 2
11	PICK OUT SENSOR 3
12	PICK OUT SENSOR 4
13	PICK OUT SENSOR 1
14	PICK OUT SENSOR 2
15	PICK OUT SENSOR 3
16	PICK OUT SENSOR 4
17	GND
18	GND

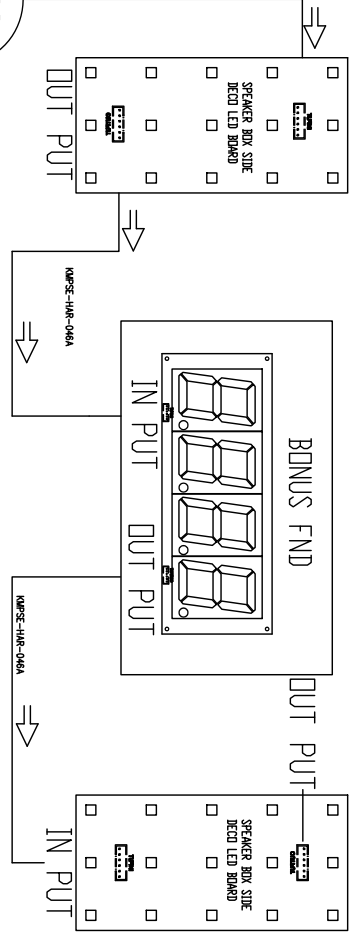
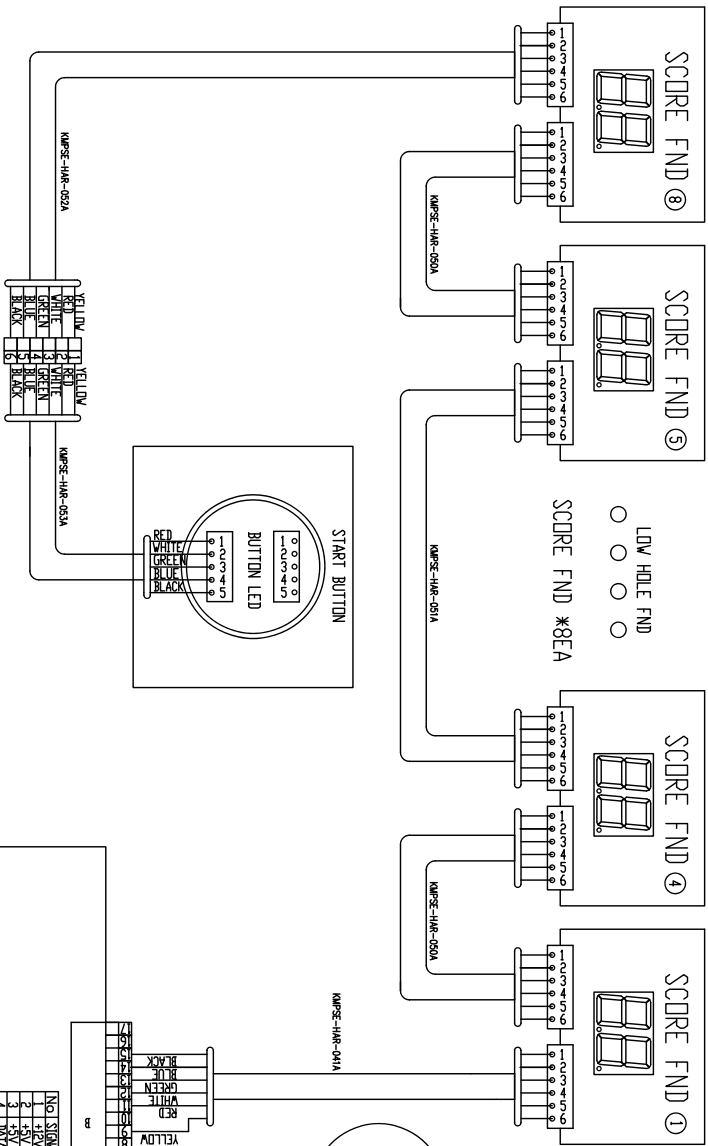


PUCK RAIL & PUCK READY DECO LED

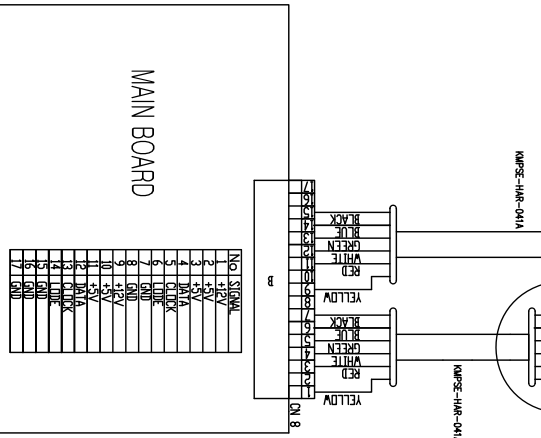




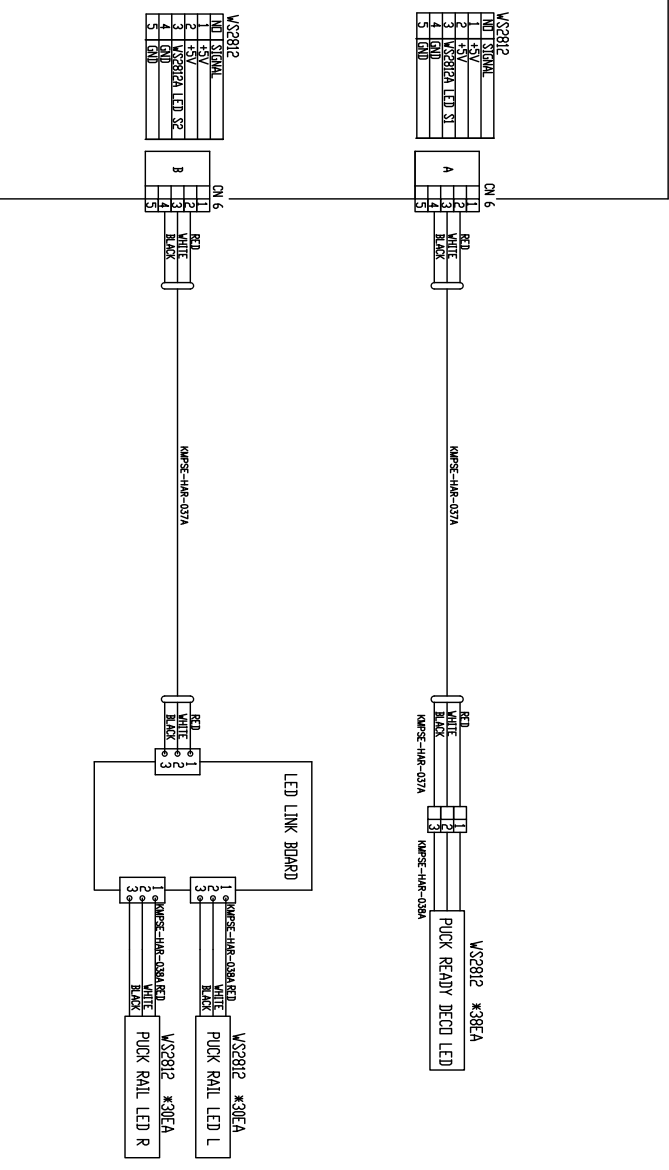
SCORE FND & BUTTON



MAIN BOARD



MAIN BOARD



POLAR SLIDE



2022.09.23

POLAR SLIDE

IMAGE		NAME	QUANTITY	METERIAL	CDDE NO.
1		PUCK READY DECO ACRYL	1 EA	Silk screen	AICS0A&S001
2		PUCK ROTATION WHEEL GUIDE ACRYL-L	1 EA	Silk screen	AICS0A&S002
3		PUCK ROTATION WHEEL GUIDE ACRYL-R	1 EA	Silk screen	AICS0A&S003
4		TOP BILLBOARD TITLE ACRYL	1 EA	Silk screen	AICS0A&S004
5		TOP BILLBOARD COVER ACRYL	1 EA	Silk screen	AICS0A&S005
6		BONUS FND COVER ACRYL	1 EA	Silk screen	AICS0A&S006
7		BUTTON BOX COVER ACRYL	1 EA	Silk screen	AICS0A&S007
8		PUCK ROTATION WHEEL ACRYL	1 EA	Silk screen	AICS0A&S008
9		GAME PLAY PANEL TOP LIGHTING SHEET	1 EA	Lighting sheet	MICS0SHE001




	IMAGE	NAME	QUANTITY	METERIAL	CDDE NO.
10		GAME PLAY PANEL BOTTOM LIGHTING SHEET	1 EA	Lighting sheet	MICS0SHE002
11		CARD SWIPE SHEET	1 EA	SHEET Silk screen	MICS0SHE003
12		BUTTON INNER SHEET	1 EA	Lighting sheet	MICS0SHE004
13		FRONT SHEET -L	1 EA	SHEET Silk screen	MICS0SHE027
14		FRONT SHEET -R	1 EA	SHEET Silk screen	MICS0SHE028
15		FRONT DOOR SHEET	1 EA	SHEET Silk screen	MICS0SHE006
16		TICKET DOOR SHEET	1 EA	SHEET Silk screen	MICS0SHE007
17		BILL COVER SHEET	1 EA	SHEET Silk screen	MICS0SHE008
18		COIN COVER SHEET A	1 EA	SHEET Silk screen	MICS0SHE009
19		COIN COVER SHEET B (OPTION)	1 EA	SHEET Silk screen	MICS0SHE010

	IMAGE	NAME	QUANTITY	METERIAL	CDDE NO.
20		SIDE TOP SHEET- L	1 EA	SHEET Silk screen	MICS0SHE011
21		SIDE TOP SHEET -R	1 EA	SHEET Silk screen	MICS0SHE012
22		SIDE BOTTOM SHEET -L	1 EA	SHEET Silk screen	MICS0SHE013
23		SIDE BOTTOM SHEET -R	1 EA	SHEET Silk screen	MICS0SHE014
24		SIDE DOOR SHEET- L	1 EA	SHEET Silk screen	MICS0SHE015
25		SIDE DOOR SHEET- R	1 EA	SHEET Silk screen	MICS0SHE016
26		HOW TO PLAY SHETET LT	1 EA	SHEET Silk screen	MICS0SHE017
27		HOW TO PLAY SHETET LB	1 EA	SHEET Silk screen	MICS0SHE018









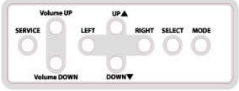

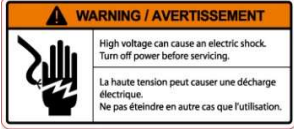



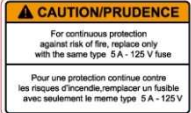

	IMAGE	NAME	QUANTITY	METERIAL	CDDE NO.
28		HOW TO PLAY SHEET RT	1 EA	SHEET Silk screen	MICS0SHE019
29		HOW TO PLAY SHEET RB	1 EA	SHEET Silk screen	MICS0SHE020
30		WHEEL ACRYL PANEL SHEET P1 (OPTION)	1 EA	Lighting sheet	MICS0SHE021
31		WHEEL ACRYL PANEL SHEET P2(OPTION)	1 EA	Lighting sheet	MICS0SHE022
32		WHEEL ACRYL PANEL SHEET P3(DEFAULT)	1 EA	Lighting sheet	MICS0SHE023
33		WHEEL ACRYL PANEL SHEET P4(OPTION)	1 EA	Lighting sheet	MICS0SHE024
34		WHEEL ACRYL PANEL SHEET P5(OPTION)	1 EA	Lighting sheet	MICS0SHE025
35		WHEEL ACRYL PANEL SHEET P6(OPTION)	1 EA	Lighting sheet	MICS0SHE026

	IMAGE	NAME	QUANTITY	METERIAL	CDDE NO.
36		CONTROL PANEL SHEET	1 EA	SHEET Silk screen	MKOM0SSH001
37		RING WASHER SHEET	8 EA	SHEET Silk screen	MKOM0SSH002
38		WARNING HIGH VOLTAGE SHEET	2 EA	SHEET Silk screen	MKOM0SSH003
39		ONLY SERVICE PERSONNEL SHEET	2 EA	SHEET Silk screen	MKOM0SSH004
40		CAUTION FINGER SHEET	2 EA	SHEET Silk screen	MKOM0SSH006
41		WARNING HIGH VOLTAGE SHEET	1 EA	SHEET Silk screen	MKOM0SSH018
42		CAUTION FUSE 5A-125V SHEET	1 EA	SHEET Silk screen	MKOM0SSH044
43		GROUNDRING SHEET	1EA	SHEET Silk screen	MKOM0SSH028

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