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Revision 1.5D

PRIZE ARROW

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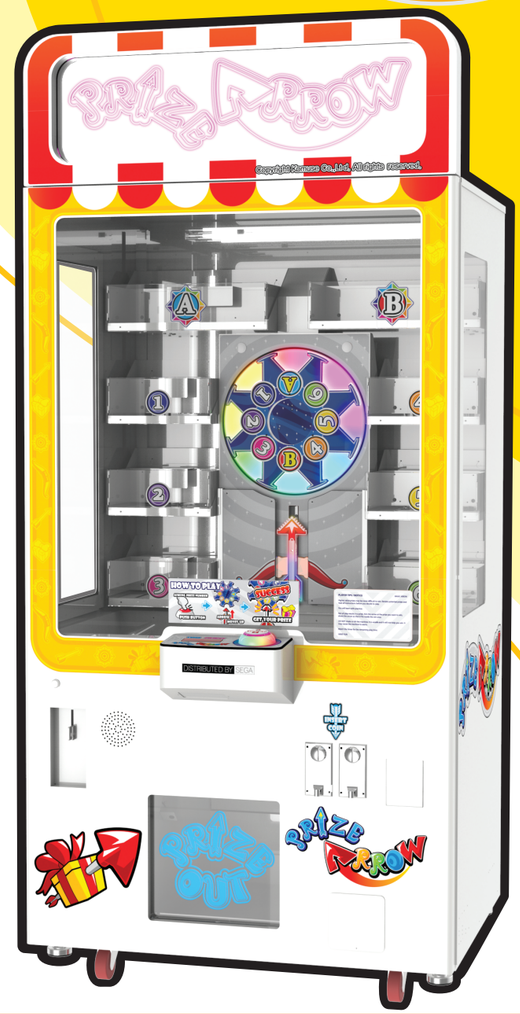
OWNER'S MANUAL

PRIZE ARROW



IMPORTANT

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

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

PRECAUTIONS BEFORE USE

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

For safety reasons.
The following suggestions should be adhered to:

⚠ WARNING
Disregarding could result in serious injury.

⚠ CAUTION
Disregarding could result in injury or product damage.

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

⚠
Indicates that care should be taken.

Indicates a matter which must be performend.

⃠
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 dther 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 flamable 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 speified 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 gound this product.

Do not exert excessive force when moving the machine.

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

Do not alter the system related dipswitch settings.

♣ PRECAUTIONS FOR USE

⚠ CAUTION

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

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

In case of abnormality

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

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

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

In handling the power cord, follow the instructions below.

- Do not damage the power cord.
- Do not 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 you nearest dealer to replace the parts.

♣ PRECAUTIONS FOR USE

⚠ CAUTION

Do not use this machine anywhere other that 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.
- Thiose 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 our around the doors.

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

Instruct gardians 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 of 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 form 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 oftransfer, etc., be sure to give this manual to the new owner.

OPERATOR NOTICE

This prize offering game device has many settings and operator options to accommodate various marketing concepts, a wide range of prizes, and use in International Territories and throughout the United States.

In the US individual state statutes and local jurisdiction codes can impact payment required amusement themed and designed games offering prizes, including the type and value of the prizes. Further the degree of skill requirements vary. Not all settings and options are suitable for every jurisdiction.

Your Responsibility as an Operator

- It is solely your responsibility as the operator of the game to fully comply with laws, regulations and prize value and type limitations in the jurisdiction where you place and offer this game to the public. (Contact your legal adviser).
- SKILL CONSIDERATIONS: Generally the greater the degree of control that players have as to the movements of the retrieval tool the more likely that the element of "skill" will be present. This infers that the prizes offered are retrievable at any point in time when the skill requirement is achieved in accord with posted rules of play.
- Test at each service that all player controls and the machinery work and track smoothly and time and rules display are fully visible and working.
- If the machine is ever moved or violently bumped or tilted then it is recommended that the machine is re-calibrated.
- Good maintenance and cleaning of the game and cabinetry is good business and enhances your sales. A poorly maintained machine may not continue to work in the way in which it was designed.
- Tips and notices to players should be posted behind a protective cover or glass and easily viewed from the player's position.
- Do not alter the machine's CPU board, circuitry, components, or change the EPROM software without the manufacturer's authorization. Doing so can result in criminal or civil liabilities, and void your factory warranty.
- Do not alter or modify this machine in any shape or form other than that described in the manual. Doing so can result in criminal or civil liabilities, and void your factory warranty.
- Neither manufacturer nor the distributor is responsible for any losses of prizes from this machine. It is the responsibility of the operator to set up that machine in accordance with the manual and maintain a level of security around the machine adequate for the level of prizes contained therein.

If you have questions or need technical assistance call the manufacturer or your authorized distributor for guidance.

Definition of 'Site Maintenance Personnel or Other Qualified Individuals

⚠ 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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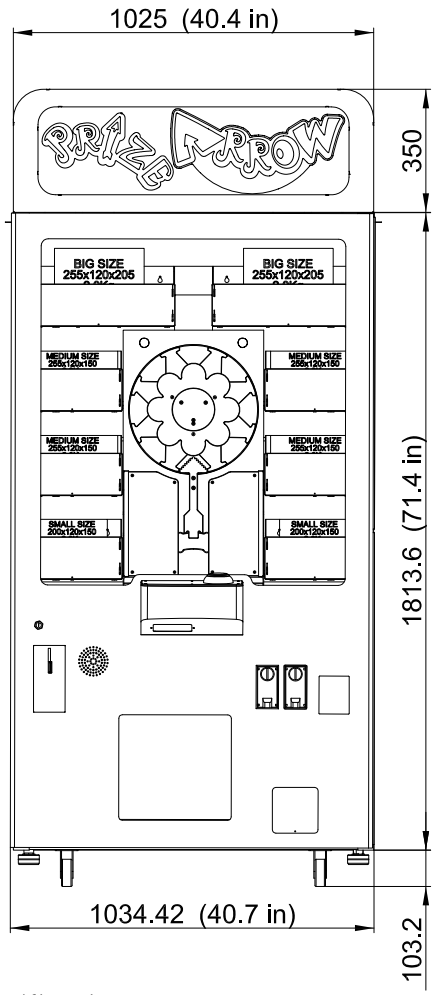
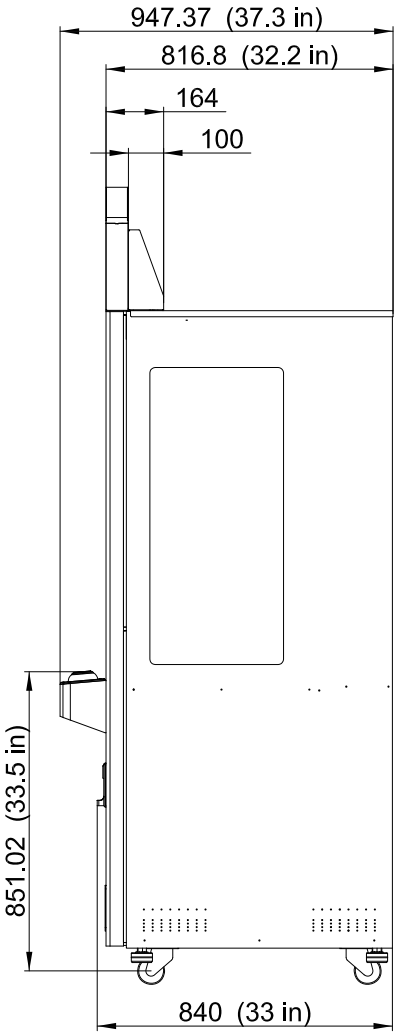
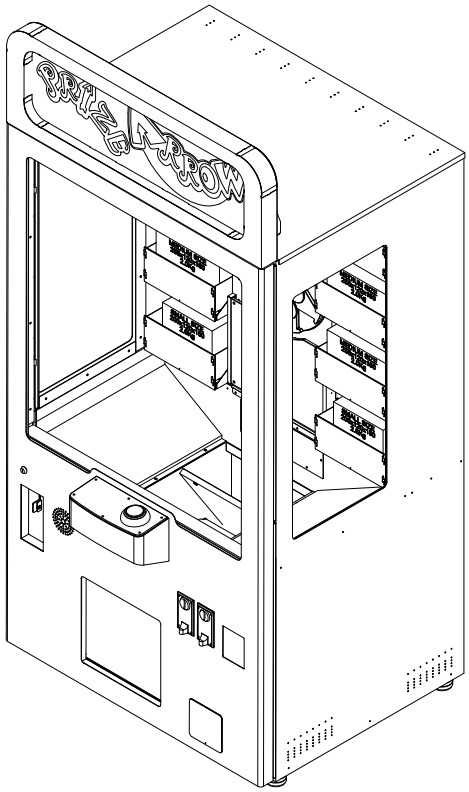
1. Dimensions & Specification

1-1. Dimensions





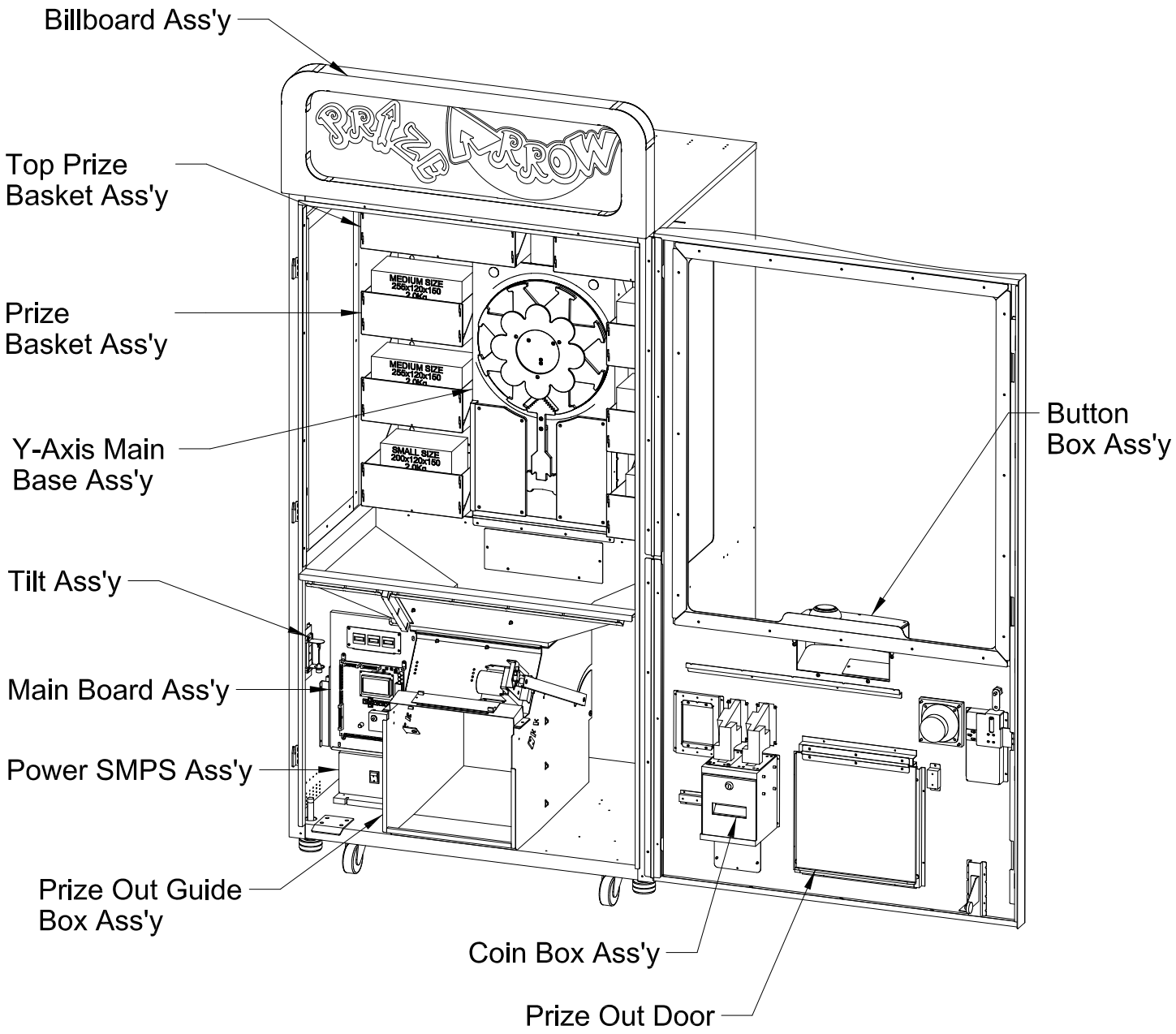
1-2. Specification



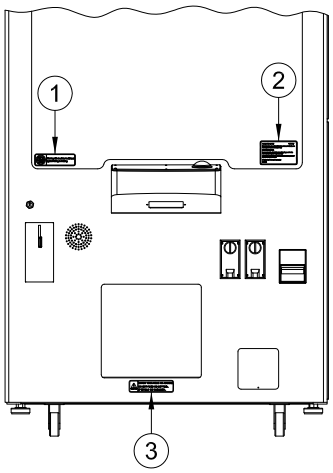
NOMINATED VOLTAGE RANGE	AC 120V	AC 230V
NOMINATED FREQUENCY RANGE	50Hz / 60Hz	
AVERAGE POWER CONSUMPTION	150W	150W
MAXIMUM POWER CONSUMPTION	180W	180W
WEIGHT	290kg (639.3 lb)	

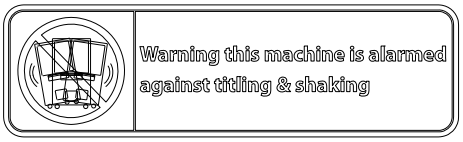
2. Name of Parts & Label Location

2-1. NAME OF PARTS



2-2. Label Location



① 

②

PLAYER TIPS / NOTICE — PRIZE ARROW

Higher value prizes may be more difficult to win. Review potential prizes and read all instructions before you decide to play.

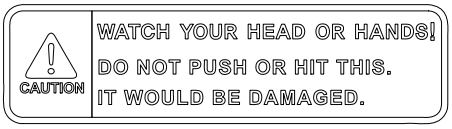
You will learn with practice.

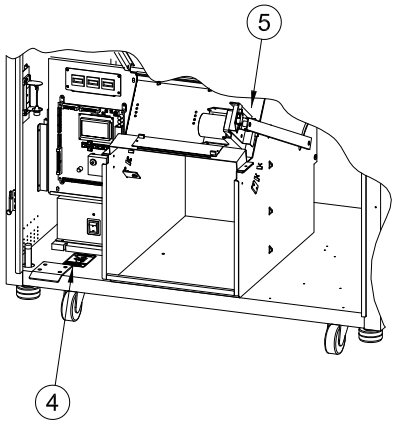
Not all play results in a prize. Aim the arrow at the prize you want to win, shoot the arrow so that it fits inside the win area.

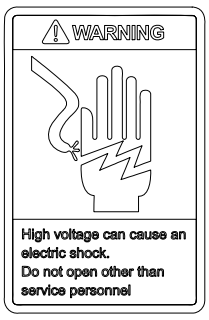
DO NOT shake or tilt the machine. It is unsafe and it will not help you win. It may cause the machine to alarm.

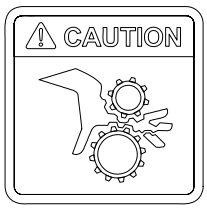
Watch the timer for the remaining play time.

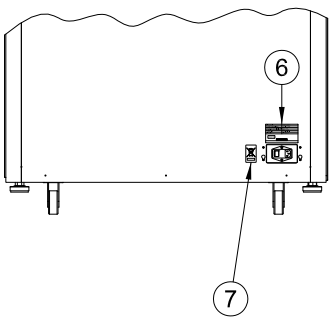
HAVE FUN

③ 



④ 

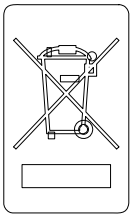
⑤ 



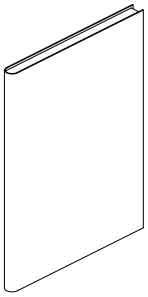
⑥

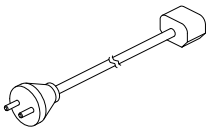
MODEL NAME	PRIZE ARROW
POWER REQUIREMENTS	AC 120V / 230V , 50~60Hz
AVERAGE POWER CONSUMPTION	150W
MAXIMUM POWER CONSUMPTION	180W
WEIGHT (KG)	290Kg(639.3 lb)
MODEL NO.	KM-MAA-001

ROHS

⑦ 

3. Components

① 

② 

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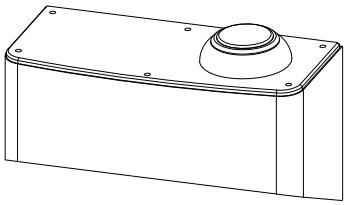
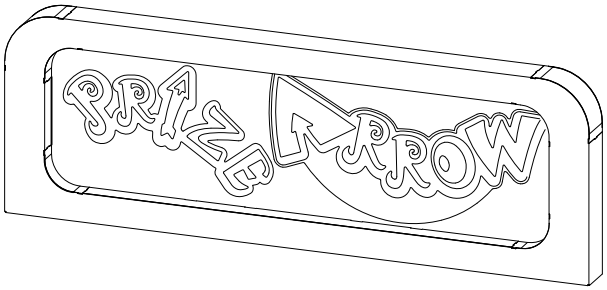
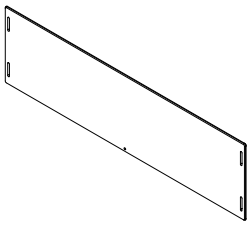
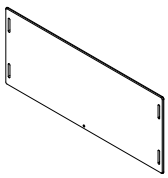
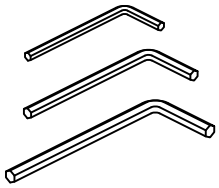
⑤ 

⑥ 

⑦ 

⑧ 

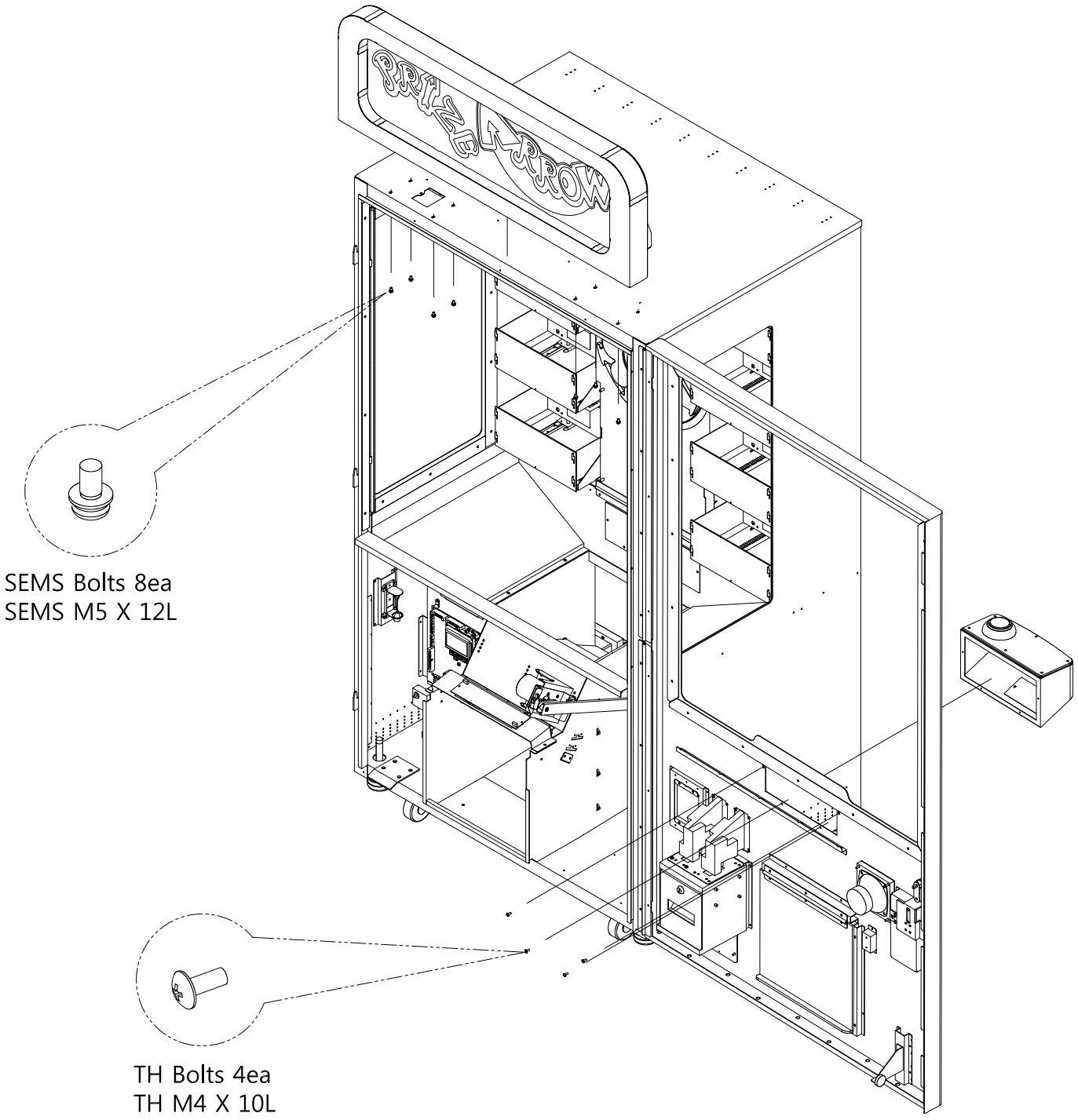
⑨ 

⑩

⑪

No.	Part Name	Spec.	Quantity	Code No.
1	Manual	PRIZE ARROW	1	MMAA0MAN002
2	AC Power Cord	125V-7A (0.75)	1	MELEOACP001
		250V-10A (0.75)		MELEOACP008
		250V-13A (0.75) UL (BF3)		MELEOACP006
3	Front Door Key	7001	2	MZZZOKEY032
4	Cash Box Key	6001	2	MZZZOKEY013
5	Button Box Ass'y (SK)	Assemble	1	MMAA0ASM029
6	Billboard Ass'y (SK)	Assemble	1	MMAA0ASM027
7	Top Prize Basket Guide Acryl	PC-3.0t (Clear)	2	MMAA0ACR002
8	Prize Basket Guide Acryl	PC-3.0t (Clear)	6	MMAA0ACR003
9	Wrench	2.5mm	1	MXXXOREN001
		3mm	1	MXXXOREN004
		4mm	1	MXXXOREN002
10	TH Bolt	TH M4 X 10L	4	
11	SEMS Bolt	SEMS M5 X 12L	8	

4. How to Assemble



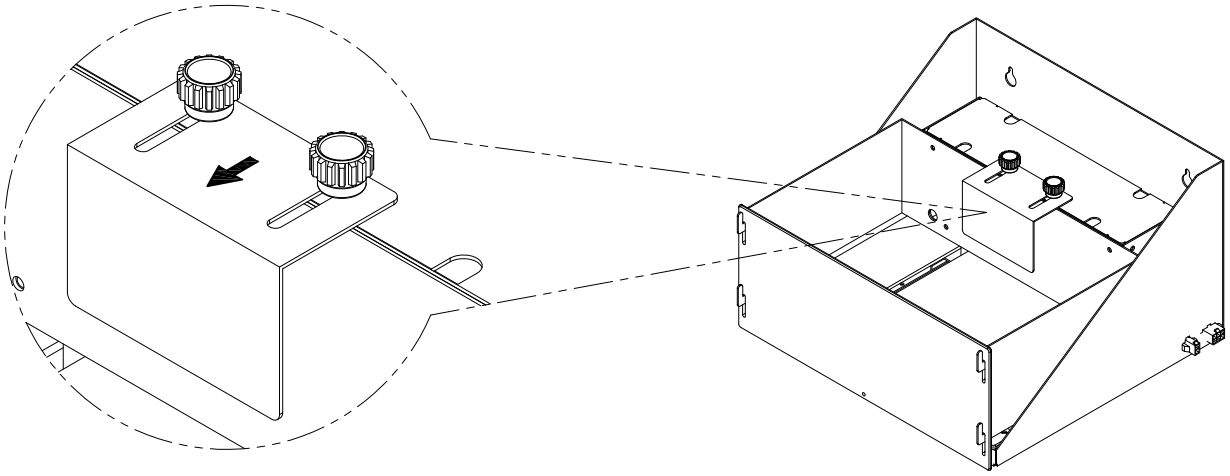
1. Assemble the Button Box Ass'y with enclosed Bolts 4ea [TH M4 X 10L] to the Front Door Ass'y.
2. Connect wire harness of the Button Box Ass'y to the connectors from main PCB.
3. Assemble the Billboard Ass'y with enclosed Bolts 8ea [SEMS M5 X 12L] to the Main Cabinet Ass'y.
4. Connect wire harness of the Billboard to the connector from the main cabinet.

How to re-install Prize Support Brackets

When the machine was delivered from the factory, Prize Support Brackets were fixed on the back of the shelves.

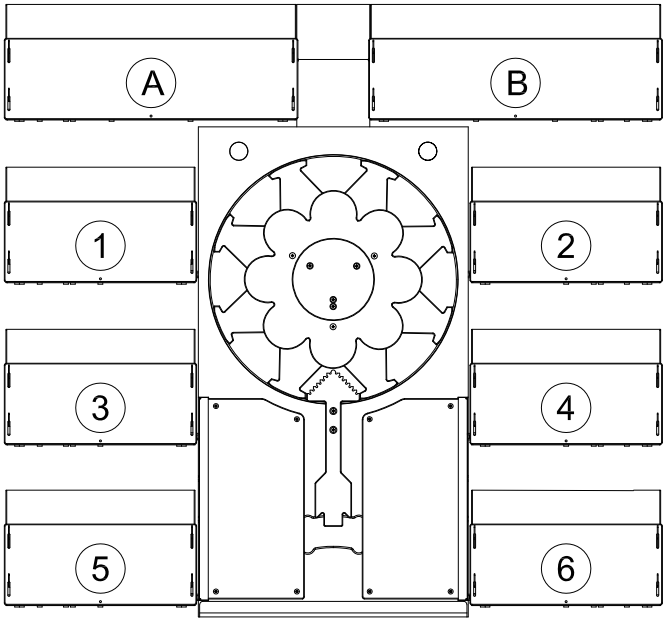
(Before displaying prizes on prize shelves) Loosen hand knob screws and pull out the bracket as far as possible in the direction indicated by the arrow on the following illustration. Tighten up the hand knob screws to fix the bracket.

* If the bracket isn't sufficiently pulled forward and fixed, the prize shelf may not dispense a prize.



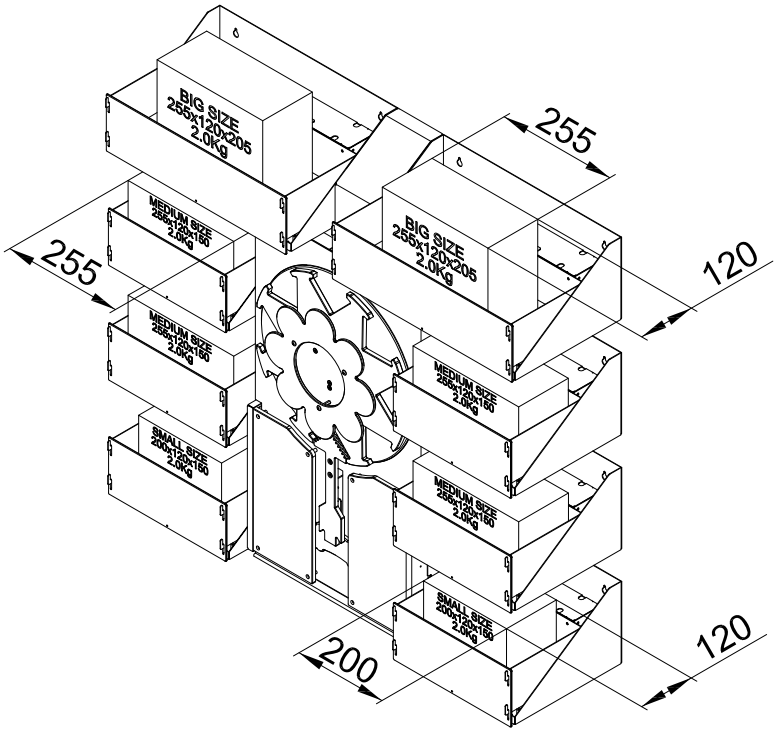
How to install acrylic prize shelf front covers

Mount 8 prize basket guide acryl in the order and position as the following illustration shows.



5. How to Display Prizes

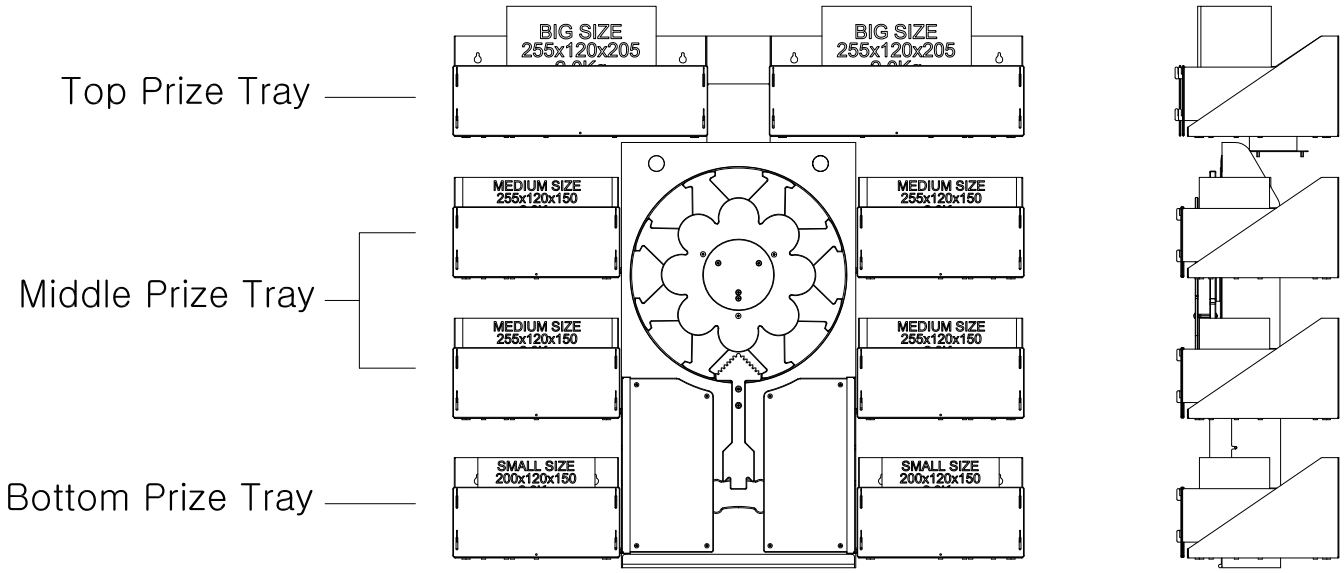
* Please note prize shelves may not dispense prizes in case dimension of a prize is out of maximum prize size given below.



Top Prize Tray
Maximum Prize Box Size
width : 255mm
Depth : 120mm
Height : 205mm
Weight : 2kg

Middle Prize Tray
Maximum Prize Box Size
width : 255mm
Depth : 120mm
Height : 195mm
Weight : 2kg

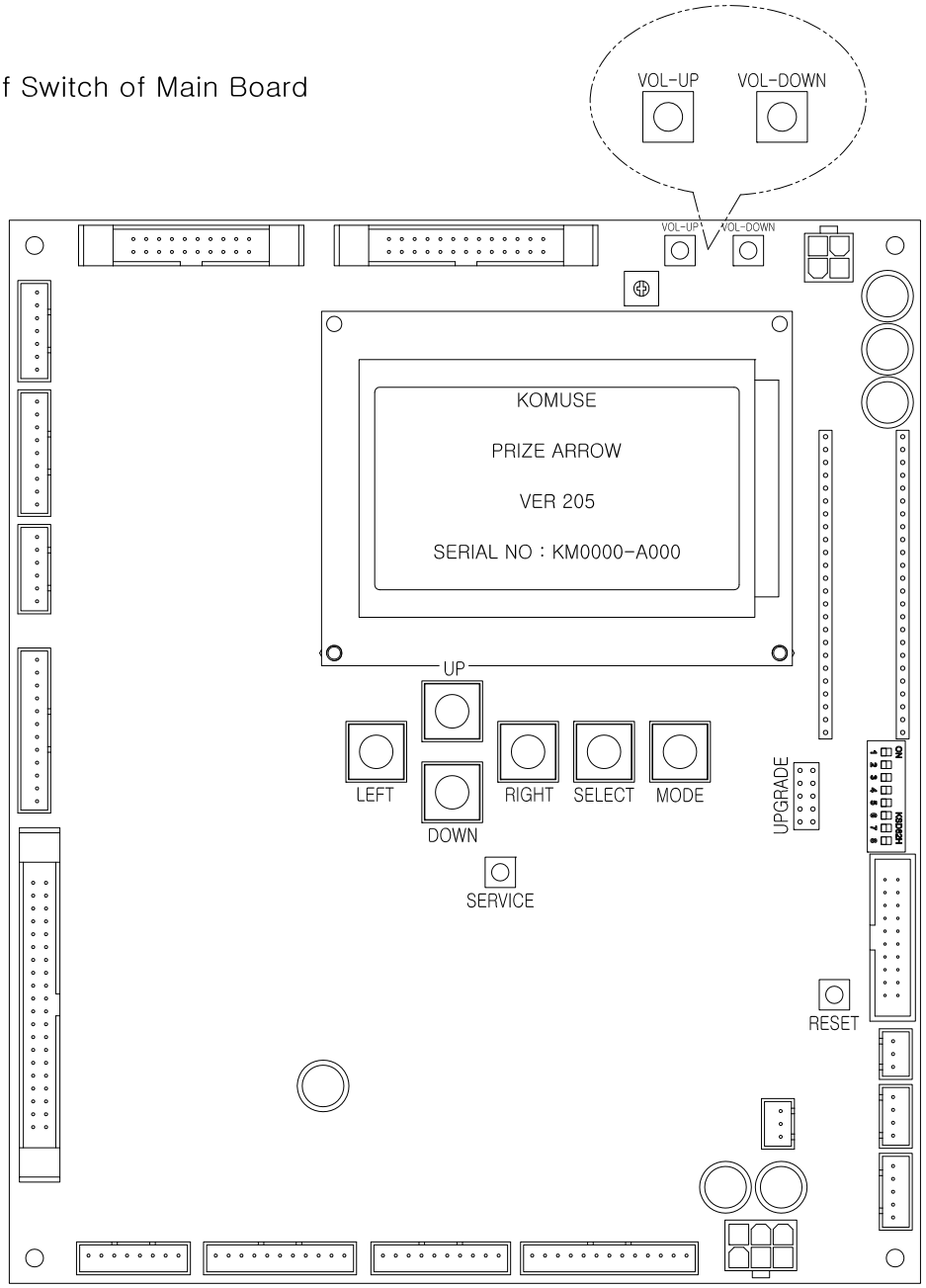
Bottom Prize Tray
Maximum Prize Box Size
width : 200mm
Depth : 120mm
Height : 150mm
Weight : 2kg



You will need to monitor win ratio's and adjust the value of the prize up or down to meet your desired win ratio. The maximum prize value should not exceed the legal guidelines applicable to the location where you operate.

6. Function

6-1. Description of Switch of Main Board

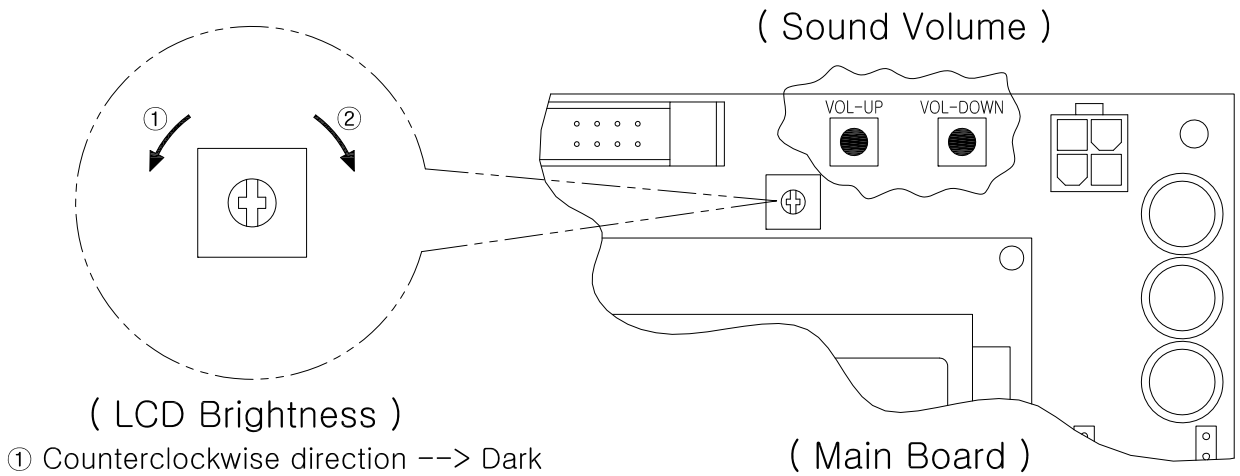


(Main Board)

1) [Service] : Service Credit
2) [Vol-Up /Down] : To adjust Volume level.
3) [Up / Down] : To move to each Setup Menu / to adjust Setup Value.
4) [Left / Right] : To move a curser right and left at menu / mode
5) [Select] : To select / To enter into menu / mode
6) [Mode] : To select / To enter into menu / mode

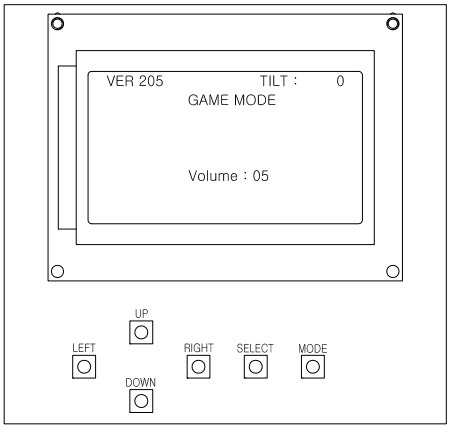
- Calibration Mode = Press SELECT button for 3 seconds.
- Setup Mode = Press MODE button for 3 seconds
- Test Mode = Press UP button & DOWN button at the same time.
- Account Mode = Press UP button & RIGHT button at the same time.
- Credit Clear = Press Service button for 3 seconds.

6-2. LCD Brightness & Sound Volume



① Counterclockwise direction --> Dark
② A Clockwise direction ------> Bright

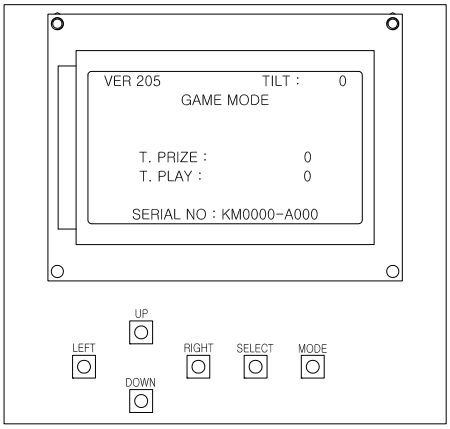
Main Board LCD



Volume Range : 0~7

Changed in 5 seconds After Powered On.

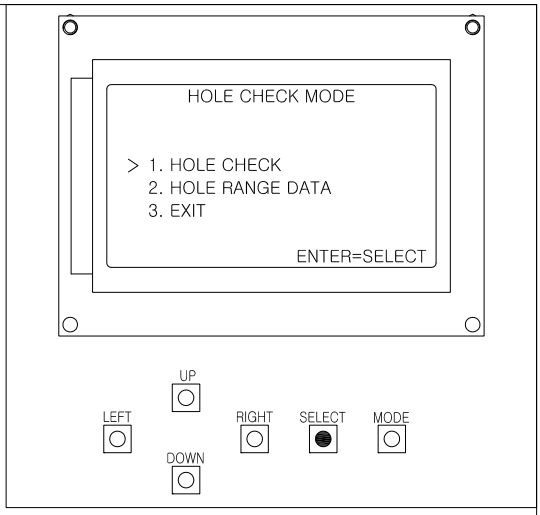
Main Board LCD



7. Hole Check Mode

*This mode is used to check conformity of target wheel win slot (hole A, 1, 2, 3, B, 4, 5, 6) to its prize shelf A, 1, 2, 3, B, 4, 5, 6.

1) Hole Check : It shows how many times arrow acryl is completely inserted into hole (wheel win slot).
2) Hole Range Data : Range of each hole (wheel win slot)



7-1. How to Setup.

1) Press SELECT Button for 3 sec to enter into Calibration Mode.
2) Push UP/DOWN button to move up or down in the menu and press SELECT button.
3) Press MODE button to return to the upper menu.

```
HOLE CHECK MODE
1.HOLE CHECK
SUCCESS
PZA:00          PZB:00
PZ1:00          PZ2:00
PZ3:00          PZ4:00
PZ5:00          PZ6:00
EXIT = MODE KEY
```

Upon completion of Hole Check, LCD displays "SUCCESS" and shows the number of success per each hole (wheel win slot).

```
PZA = S [0000] E [0000]
PZ1 = S [0000] E [0000]
PZ2 = S [0000] E [0000]
PZ3 = S [0000] E [0000]
PZB = S [0000] E [0000]
PZ4 = S [0000] E [0000]
PZ5 = S [0000] E [0000]
PZ6 = S [0000] E [0000]
```

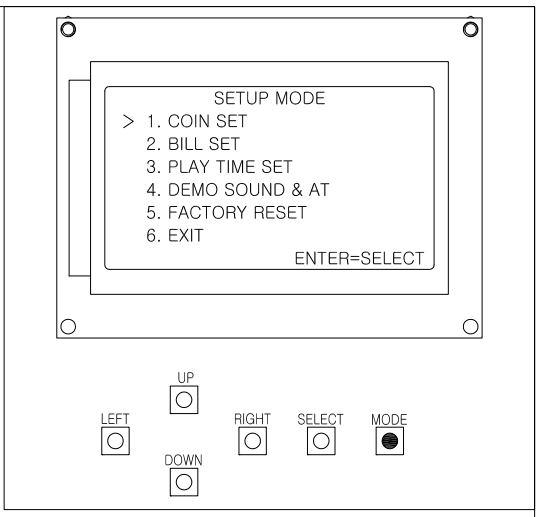
Range of each hole (wheel win slot)

```
HOLE CHECK MODE

3. EXIT

YES        NO
```

EXIT and return to GAME PLAY MODE.

8. Setup Mode

* This mode allows Game Setting to be modified for operation of the game.



8-1. How to Setup.

1) Press MODE Button for 3 sec to enter into Game Setup Mode.
   Remark) LCD asks to input 'PASSWORD' but ignore this demand. And. push 'MODE' button again to enter into game setup menu.
2) Push UP/DOWN button to move up or down in the setup menu and press SELECT button.
3) Push LEFT/RIGHT button to move a cursor left or right to change a figure.
   A figure blinks when a cursor moves.
   Push UP/DOWN button to adjust setup value.
4) Press MODE button to return to the upper menu.

```
SETUP MODE

1. COIN SET

FREE PLAY : OFF
(4) COIN        1CREDIT

EXIT = MODE KEY
```

Price per play (Set the no. of Coins)
Range : 0~20
Default : 4Coin / 1Credit
Unit : 1Coin
0 COIN: Free Play Mode

```
SETUP MODE

2. BILL SET

(1) BILL        (1) COIN

EXIT = MODE KEY
```

Price per play (Set the no. of Bills)
Range : 1~10
Default : 1 Bill / 1 Coin
Unit : 1Bill / 1 Coin

```
SETUP MODE

3. PLAY TIME

(30) secs

EXIT = MODE KEY
```

Set the Play Time per Play
Range : 1~99
Default : 30 secs / 1Credit
Unit : 1 sec

```
GAME SETUP MODE

4. DEMO SOUND & AT

DEMO SOUND  (3 MIN)

EXIT = MODE KEY
```

Demo Sound & Attraction Mode
Range : 1~10 min
OFF : Demo Sound & Attraction Mode Off
A.WAYS : Demo sound & Attraction Mode always on.
Default : 3 min

```
SETUP MODE

5. FACTORY RESET

YES        NO
```

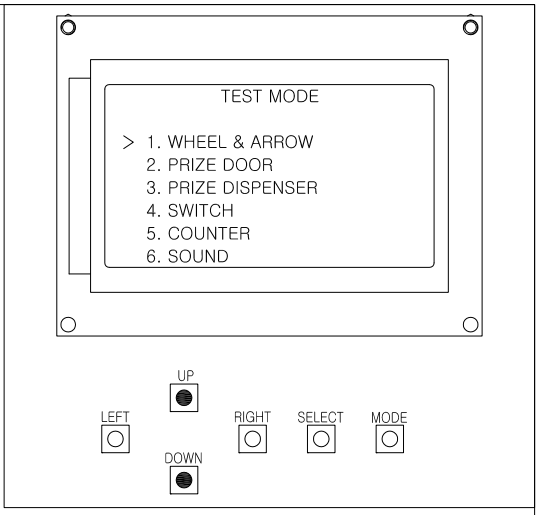
Reset All Game Setup to return to Defaults Pre-Set

```
SETUP

EXIT WITH SAVE

YES        NO
```

Save and go to Game Play Mode.
YES : Save and Exit
No : Exit without Saving.

9. Test Mode

* This mode allows function testing of each component



9-1. How to Setup.

1) Press UP button & DOWN button at the same time to enter into Test Mode.
2) Push UP/DOWN button to move up or down in test menu and press SELECT button.
3) Push LEFT/RIGHT button to move a cursor left or right.
4) Press MODE button to return to the upper menu.

```
TEST MODE

1. WHEEL&ARROW

WHEEL ORG
AR ORG    AR FAIL    AR SUC
STEP = 08000
EXIT = MODE KEY
```

Up and Down Movement of Y-Axis
Up Button : Arrow Up
Down Button : Arrow Down
Right Button : Wheel rotation
STEP : To read 'step' number of the motor.
Press RIGHT button to spin a wheel and read step number of the motor.
Note : Check figures after a wheel spins more than two times.
Normal range : 7998 ~ 8002

```
TEST MODE

2. PRIZE DOOR

OPEN SWITCH
CLOSE SWITCH

EXIT = MODE KEY
```

Open and Close Movement of Prize Door Motor
Open Switch : Door open
Close Switch : Door closed
Press Select button to test open and shut.

```
TEST MODE

3. PRIZE DISPENSER

PRZ A  B  1  2  3  4  5  6
 F  S  S  S  S  S  S  S  S
 R  S  S  S  S  S  S  S  S
EXIT = MODE KEY
```

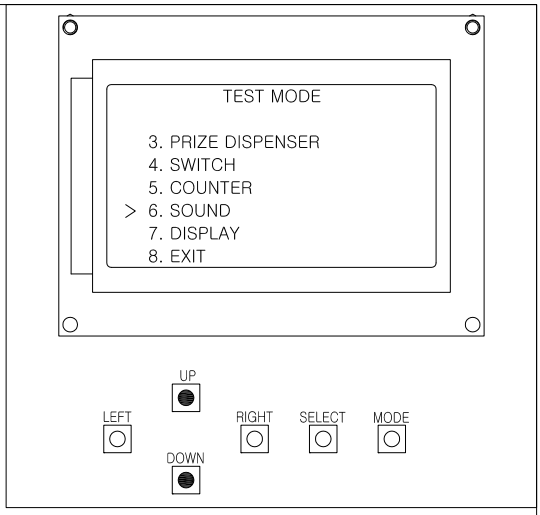
Function Check of Micro Switch of Tray A ~ 6
A~6 : Prize Tray No.
F : Forward Switch B : Backward Switch
S : Success F : Fail
Push LEFT/RIGHT button to select a prize tray first and press SELECT button to test

```
TEST MODE
4. SWITCH
PAOC   PBOC   P1OC   P2OC
P3OC   P4OC   P5OC   P6OC
AWFS   AWO    PRCO   CO12
BIL1   BU12   WHPO   TISW
DOSW
EXIT = MODE KEY
```

Check the status of Sensors and Switches (Refer to 9-2.)

```
TEST MODE

5. COUNTER

COIN   BILL   PRIZE

EXIT = MODE KEY
```

Function Check of Coin, Bill and Prize Counters
Press SELECT button to move to next.
(Testing Sequence : COIN -> BILL -> PRIZE)



GAME TEST MODE

6. SOUND

SOUND NO = 1

EXIT = MODE KEY

Sound Test
Press SELECT button to listen to next sound.

TEST MODE

7. DISPLAY

EXIT = MODE KEY

LED display test.

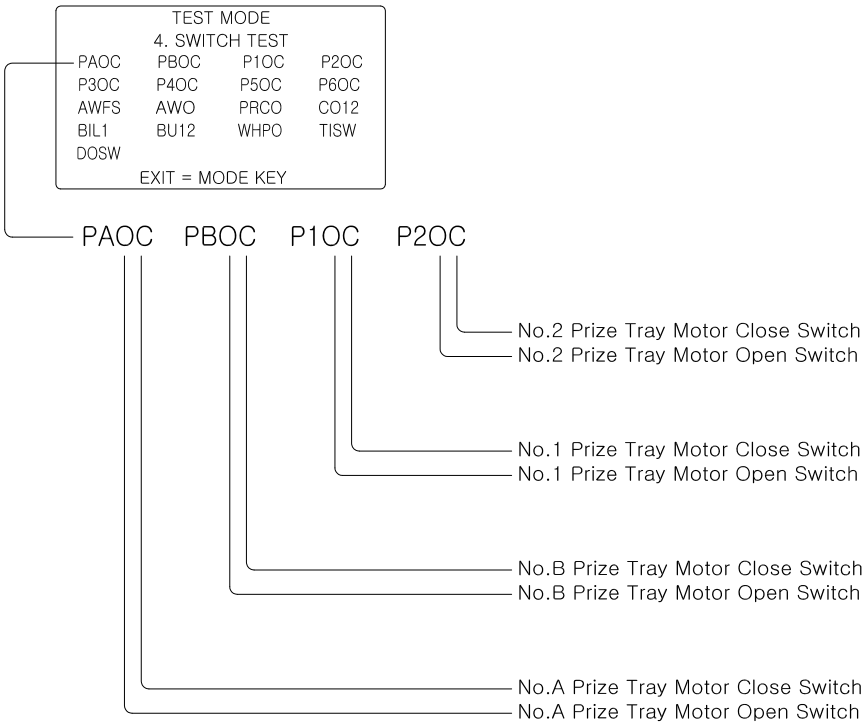
SETUP

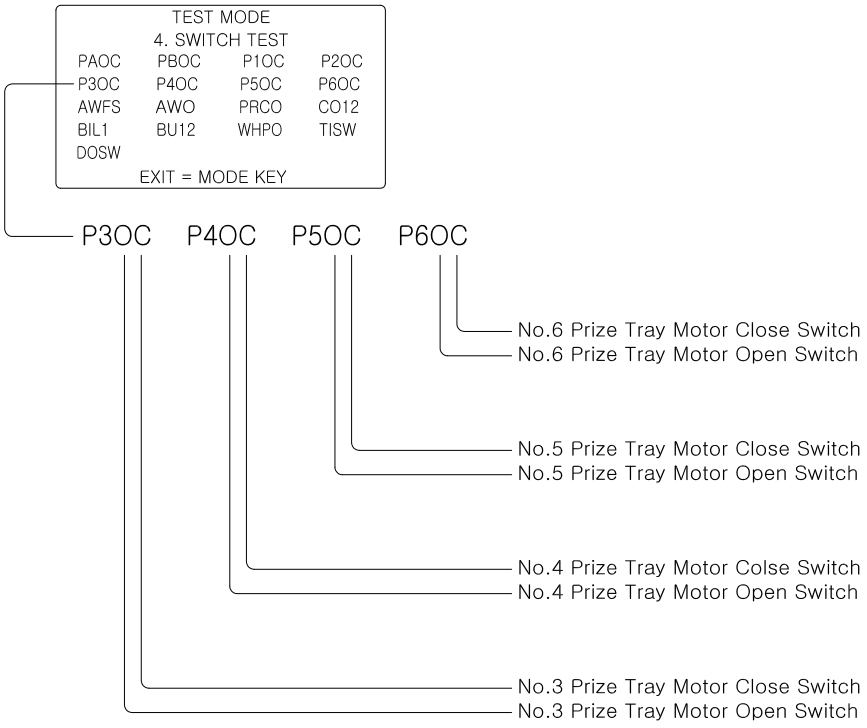
EXIT WITH SAVE

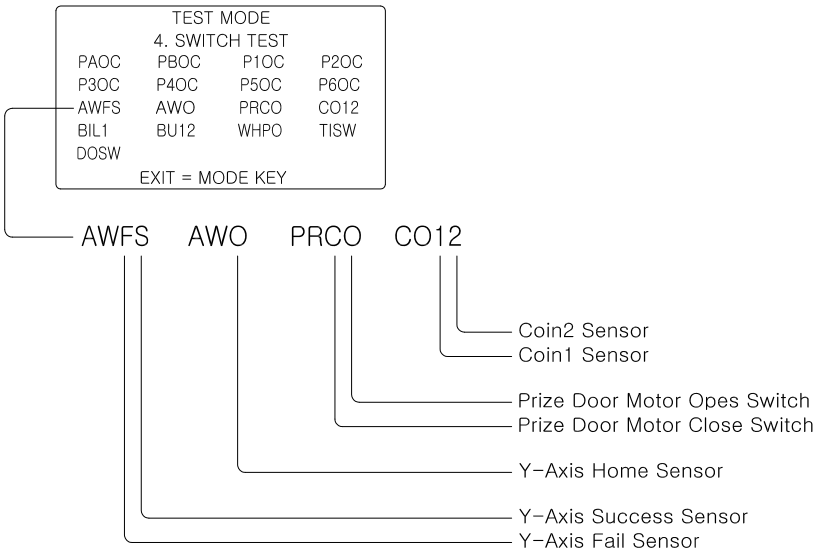
YES NO

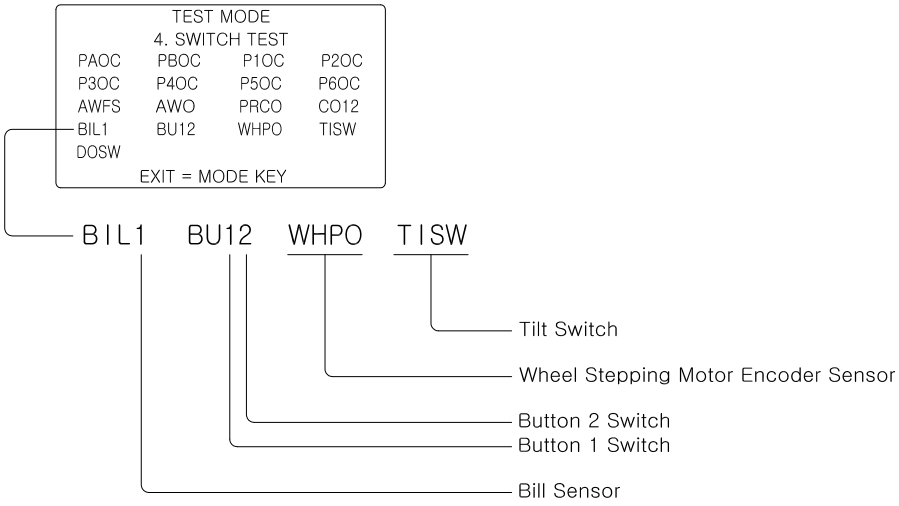
Save and go to Game Play Mode.
YES : Save and Exit.
NO : Exit without Saving.

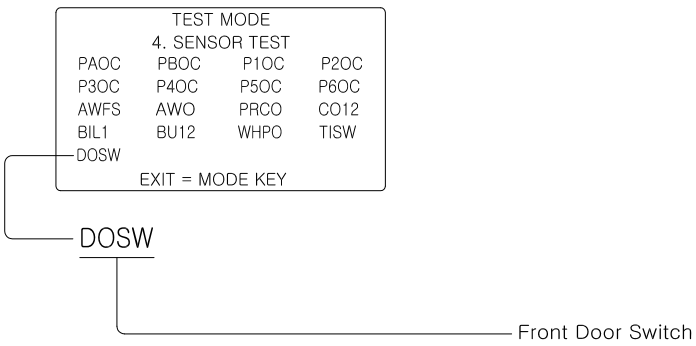
9-2. Check the Status of Sensors and Switches.



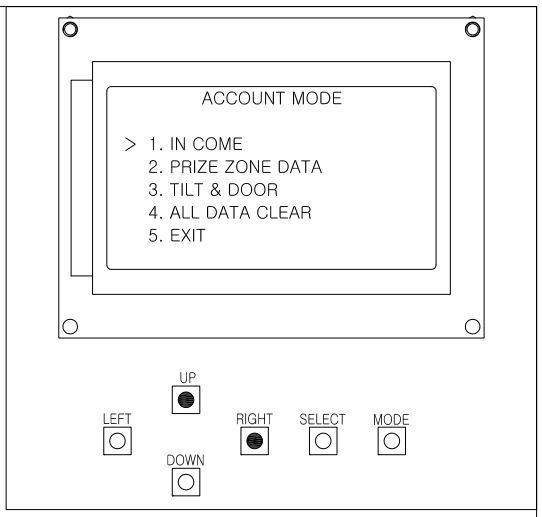



TEST MODE
4. SWITCH TEST
PAOC PBOC P1OC P2OC
P3OC P4OC P5OC P6OC
AWFS AWO PRCO CO12
BIL1 BU12 WHPO TISW
DOSW
EXIT = MODE KEY
AWFS
AWO
PRCO
CO12
Coin2 Sensor
Coin1 Sensor
Prize Door Motor Opes Switch
Prize Door Motor Close Switch
Y-Axis Home Sensor
Y-Axis Success Sensor
Y-Axis Fail Sensor


TEST MODE
4. SWITCH TEST
PAOC PBOC P1OC P2OC
P3OC P4OC P5OC P6OC
AWFS AWO PRCO CO12
BIL1 BU12 WHPO TISW
DOSW
EXIT = MODE KEY
BIL1
BU12
WHPO
TISW
Tilt Switch
Wheel Stepping Motor Encoder Sensor
Button 2 Switch
Button 1 Switch
Bill Sensor


TEST MODE
4. SENSOR TEST
PAOC PBOC P1OC P2OC
P3OC P4OC P5OC P6OC
AWFS AWO PRCO CO12
BIL1 BU12 WHPO TISW
DOSW
EXIT = MODE KEY
DOSW
Front Door Switch

10. Account Mode



10-1. How to Setup.

1) Press UP button & RIGHT button at the same time to enter into Account Mode.
   Remark) LCD asks to input 'PASSWORD' but ignore this demand. And. push 'MODE' button again to enter into game setup menu.
2) Push UP/DOWN button to move up or down in account menu and press SELECT button.
3) Press MODE button to return to the upper menu.

```
ACCOUNT MODE
1. IN COME

COIN =      000000000000
BILL  =     000000000000
SRV   =     000000000000
CLEAR = SELECT KEY
EXIT = MODE KEY
```

Income data
Coin : Total accumulated coin amount
Bill : Total accumulated bill accepter pulse count
Service : Total service credit count

```
ACCOUNT MODE
2. PRIZE ZONE DATA
NO.A PRIZE ZONE
CNT =       000000000000
PRZ =       000000000000

CLEAR = SELECT KEY
EXIT = MODE KEY
```

Book Keeping Data of Prize No.A

▲
Up and Down Move
▼

- No.B PRIZE ZONE
- No.2 PRIZE ZONE
- No.3 PRIZE ZONE
- No.4 PRIZE ZONE
- No.5 PRIZE ZONE

▲
Up and Down Move
▼

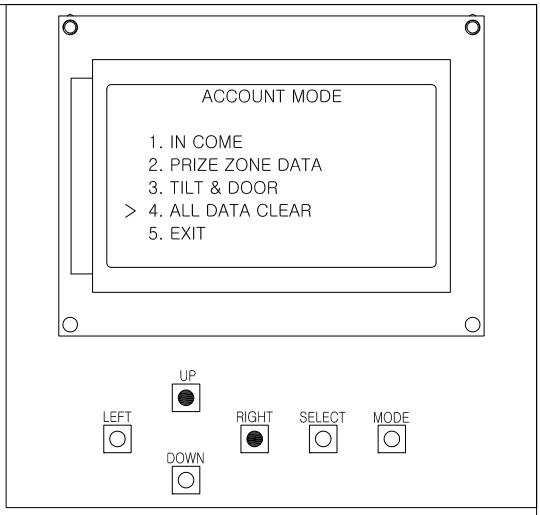
```
ACCOUNT MODE
2. PRIZE ZONE DATA
NO.6 PRIZE ZONE
CNT =       000000000000
PRZ =       000000000000

CLEAR = SELECT KEY
EXIT = MODE KEY
```

Book Keeping Data of Prize No.6

CNT : The No. of Attempts
PRZ : Number of Prizes Dispensed

```
ACCOUNT MODE

3. TILT & DOOR

TILT =      000000000000
DOOR =      000000000000
CLEAR = SELECT KEY
EXIT = MODE KEY
```

The No. of Tilt Function Activated / The No. of Door Opened
Tilt : No. of a Machine Shaken or Tilted by external impact.
Door : No. of a Front Door Opened.



ACCOUNT MODE

4. ALL DATA CLEAR

YES NO

To Delete All Book Keeping Data.

*Important!
Please perform carefully because Data Clearance is related to income calculation and prize data

SETUP

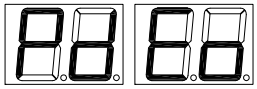
EXIT WITH SAVE

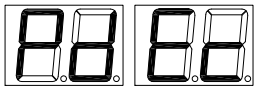
YES NO

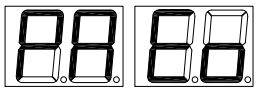
Save and go to Game Play Mode.
YES : Save and Exit
No : Exit without Saving.

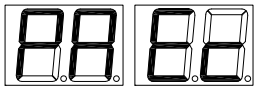
11. Error Mode

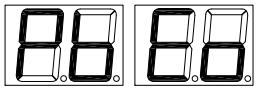
PLAY FND

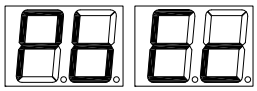
 — Prize Main Door Open Switch Error

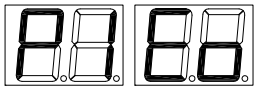
 — Prize Main Door Close Switch Error

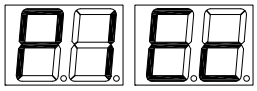
 — Prize Dispenser A Open Switch Error

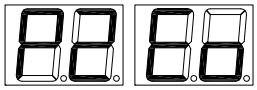
 — Prize Dispenser A Close Switch Error

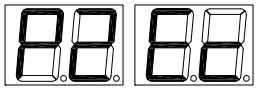
 — Prize Dispenser B Close Switch Error

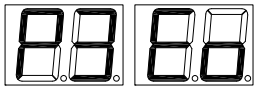
 — Prize Dispenser B Close Switch Error

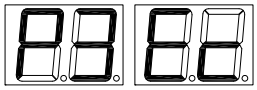
 — Prize Dispenser 1 Close Switch Error

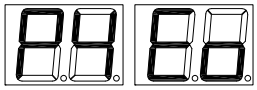
 — Prize Dispenser 1 Close Switch Error

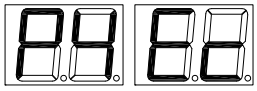
 — Prize Dispenser 2 Close Switch Error

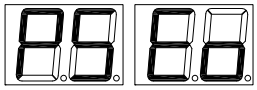
 — Prize Dispenser 2 Close Switch Error

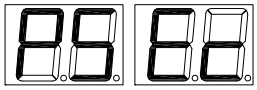
 — Prize Dispenser 3 Open Switch Error

 — Prize Dispenser 3 Close Switch Error

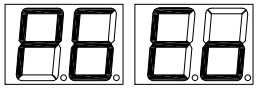
 — Prize Dispenser 4 Open Switch Error

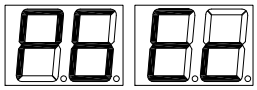
 — Prize Dispenser 4 Close Switch Error

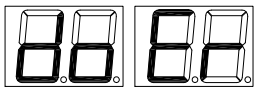
 — Prize Dispenser 5 Open Switch Error

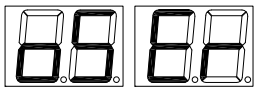
 — Prize Dispenser 5 Close Switch Error

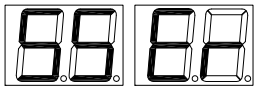
PLAY FND

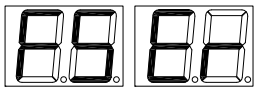
 — Prize Dispenser 6 Open Switch Error

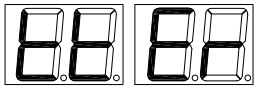
 — Prize Dispenser 6 Close Switch Error

 — Wheel Origin Sensor Check Error

 — Arrow Origin Sensor Check Error

 — Arrow Success Sensor Check Error

 — Arrow Fail Sensor Check Error

 — Tilt Error

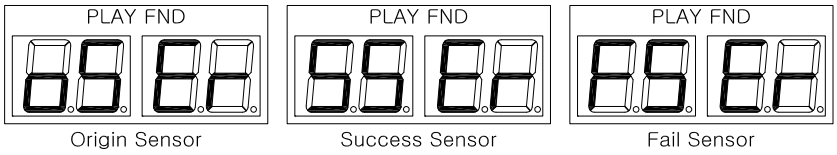
TEST MODE

1. WHEEL&ARROW

WHEEL ORG
AR ORG AR FAIL AR SUC
STEP = 08000
EXIT = MODE KEY

12. Trouble Shooting

12-1. Error Code

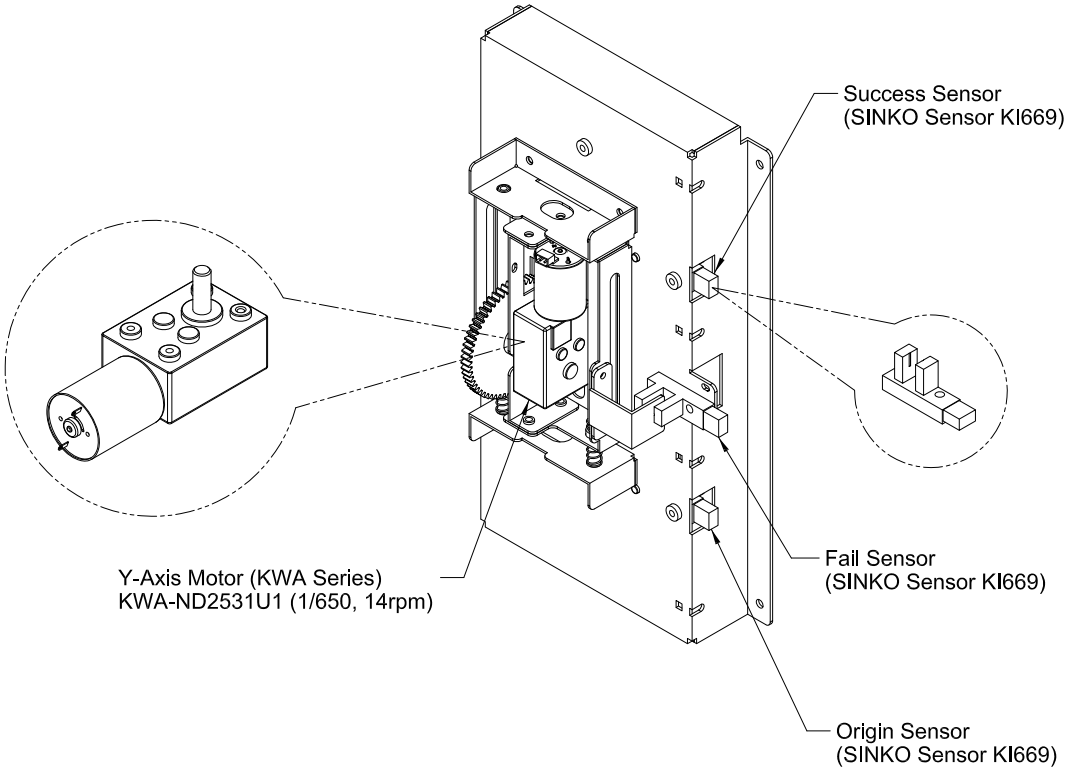


Origin Sensor　　Success Sensor　　Fail Sensor

- Error on Y-axis Motor or Sensor.

When Y-Axis Motor Doesn't Work.
Check The Harness Connected To The Motor.
Check If Any Bolts On The Motor Are Loosen.
Replace The Motor.
Replace The Main Board.

When Y-Axis Motor Doesn't Work.
Check The Harness Connected To The Sensor.
Check If The Sensor Works.
Replace The Sensor.
Replace The Main Board.



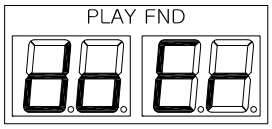
Reference : Y Axis Pointer Arrow Ass'y

TEST MODE

1. WHEEL&ARROW

WHEEL ORG
AR ORG AR FAIL AR SUC
STEP = 08000
EXIT = MODE KEY

12-2. Error Code

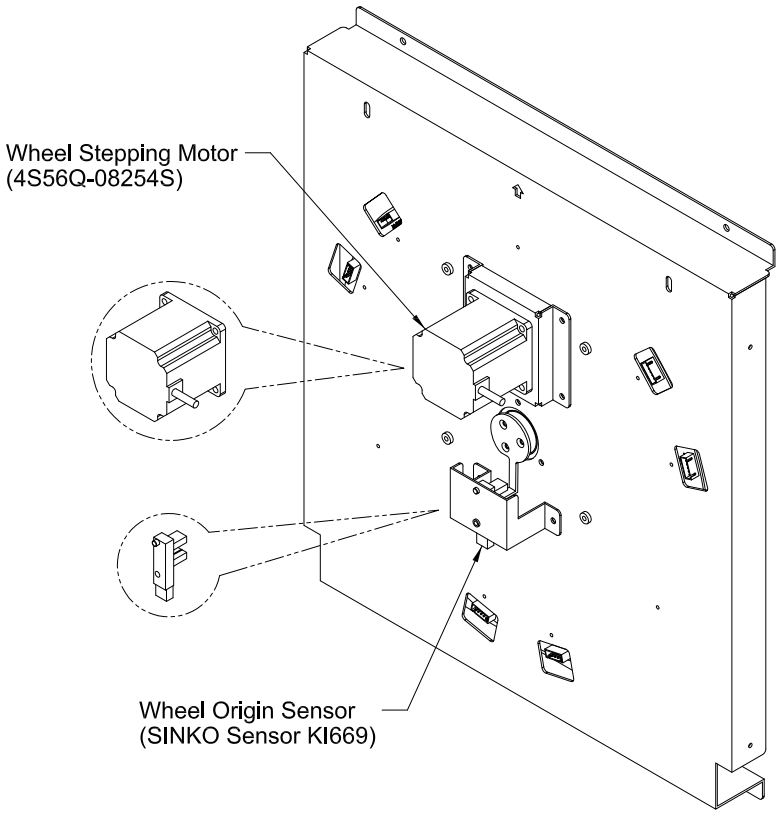


Wheel Origin Sensor

- Error on Wheel Stepping Motor or Sensor

When Wheel Stepping Motor Doesn't Work.
Check The Harness Connected To The Motor.
Check If Any Bolts On The Motor Are Loosen.
Replace The Motor.
Replace The Main Board.

When Wheel Stepping Motor Doesn't Work.
Check The Harness Connected To The Sensor.
Check If The Sensor Works.
Replace The Sensor.
Replace The Main Board.



Reference : Spin Wheel Motor Ass'y

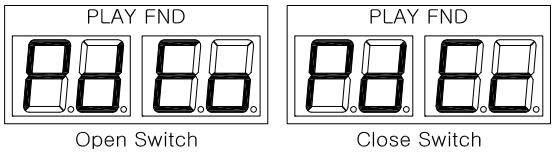
TEST MODE

2. PRIZE DOOR

OPEN SWITCH
CLOSE SWITCH

EXIT = MODE KEY

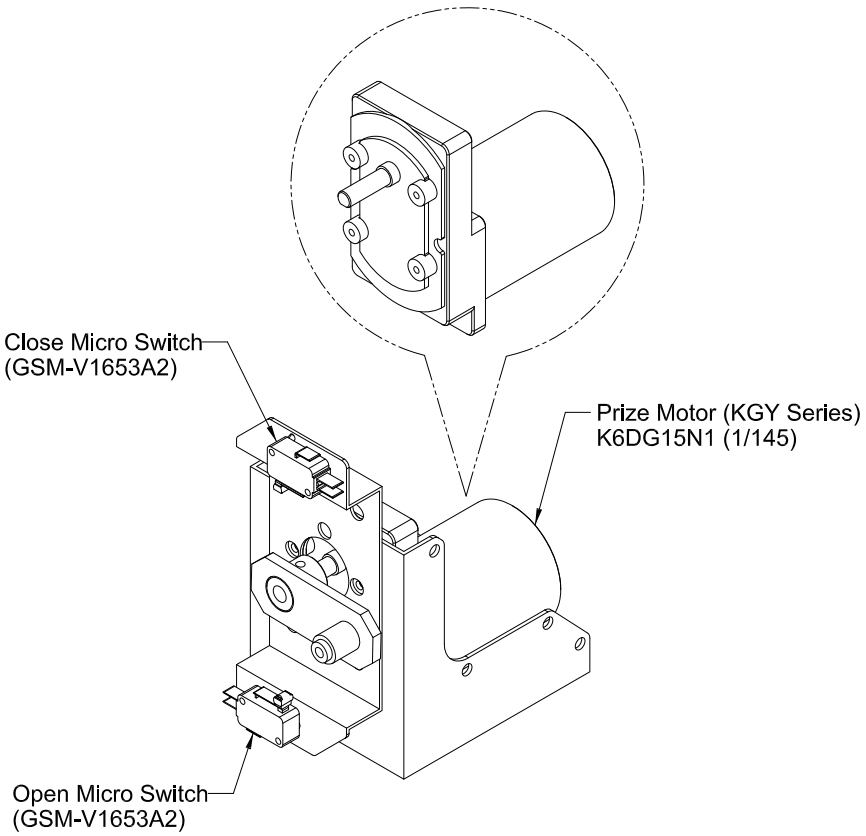
12-3. Error Code



- Error on Prize Door Motor or Switch.

When Prize Door Motor Doesn't Work.
Check The Harness Connected To The Motor.
Check If Any Bolts On The Motor Are Loosen.
Replace The Motor.
Replace The Main Board.

When Prize Door Motor Doesn't Work.
Check The Harness Connected To The Switch.
Check If The Switch Works.
Replace The Switch.
Replace The Main Board.



Reference : Prize Door Motor Ass'y

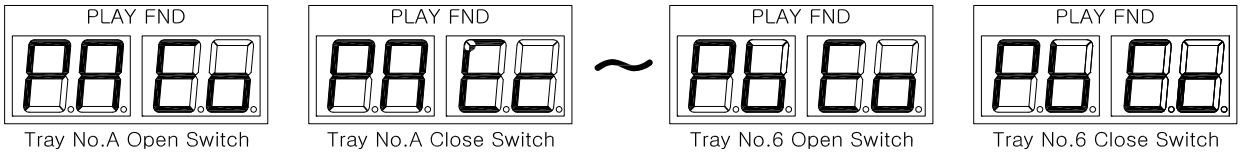
TEST MODE

3. PRIZE DISPENSER

PRZ	A	B	1	2	3	4	5	6
F	S	S	S	S	S	S	S	S
R	S	S	S	S	S	S	S	S

EXIT = MODE KEY

12-4. Error Code



Tray No.A Open Switch ~ Tray No.A Close Switch ~ Tray No.6 Open Switch ~ Tray No.6 Close Switch

- Error on Prize Tray Motor or Switch.

When Prize Tray Motor Doesn't Work.

Check The Harness Connected To The Motor.

Check If Any Bolts On The Motor Are Loosen.

Replace The Motor.

Replace The Main Board.

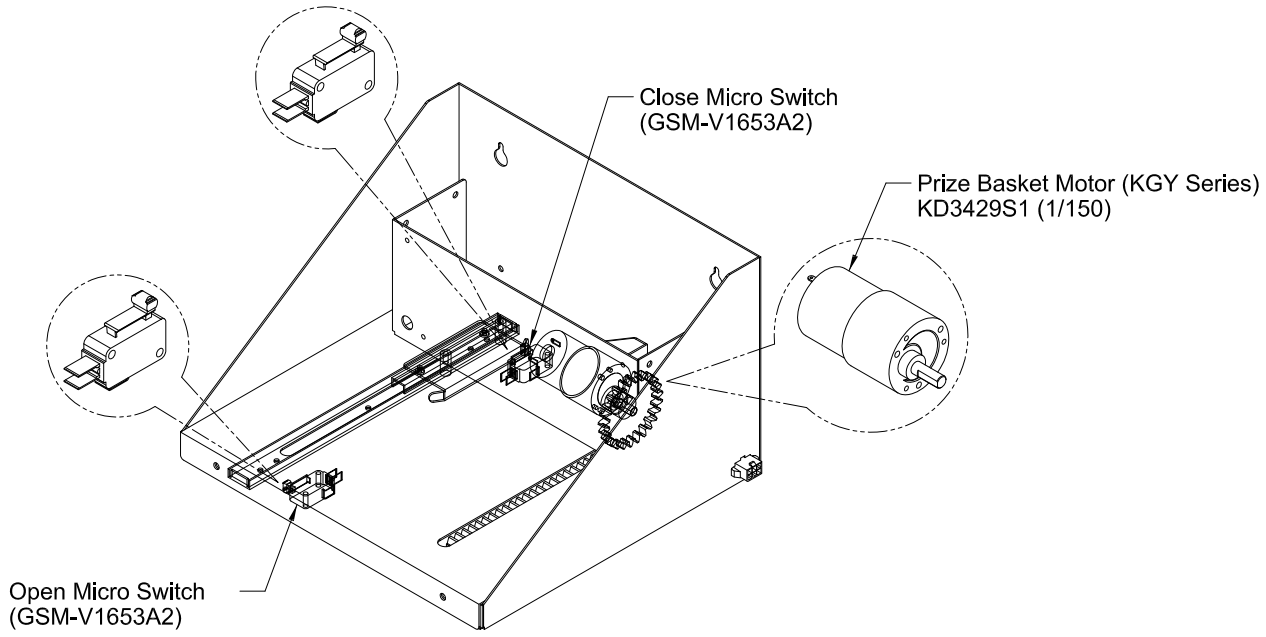
When Prize Tray Motor Doesn't Work.

Check The Harness Connected To The Switch.

Check If The Switch Works.

Replace The Switch.

Replace The Main Board.

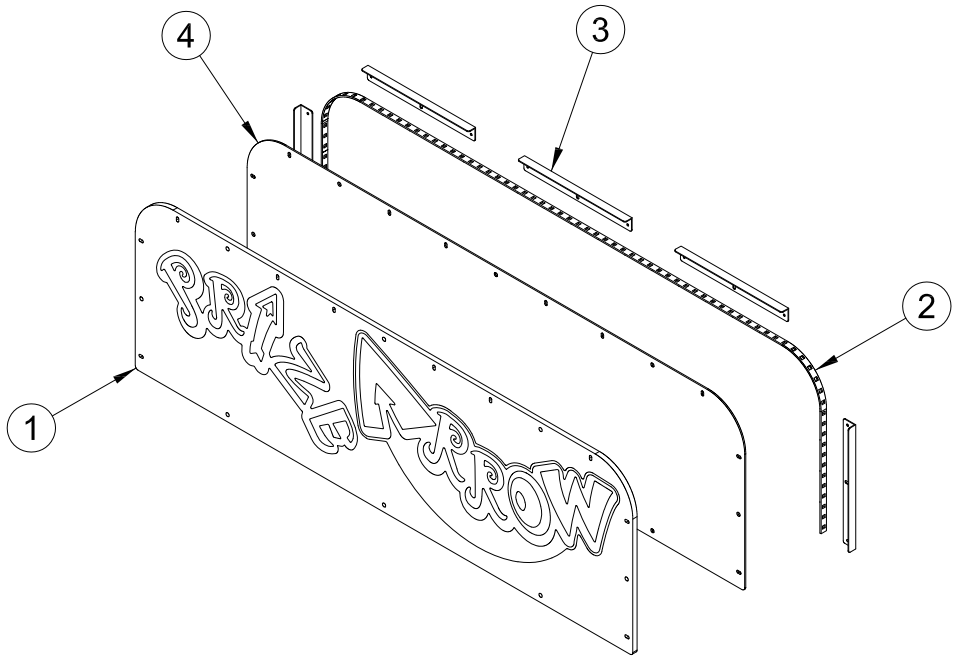


Reference : Prize Basket Ass'y

13.ASSEMBLING PRIZE ARROW

13-1.BILLBOARD ACRYL Ass'y (SK)

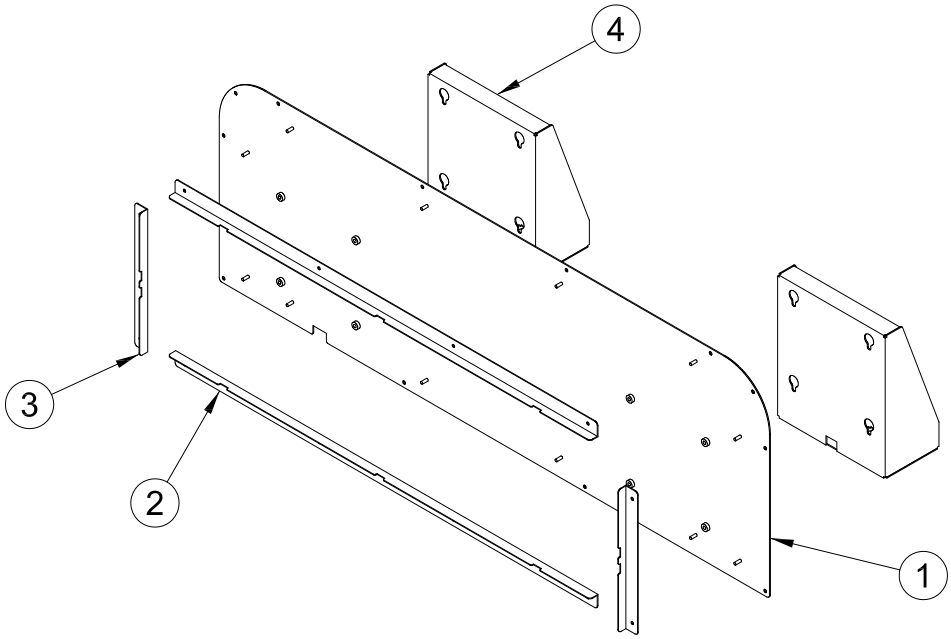
MMAA0ASM028



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MMAA0ACR014	1	BILLBOARD ACRYL (SK)	CLEAR ACRYL-8.0t(압출판 투명아크릴)
2	AMAA0BOA010	1	BILLBOARD FLEXIBLE LED	1400-1/3-50L-84LED (RGB)
3	MMAA0MET088	5	BILLBOARD FLEXIBLE LED FIXED BKT	SPCC-1.2t
4	MMAA0ACR013	1	BILLBOARD MIRROR ACRYL	MIRROR ACRYL-2.0t

13-2.BILLBOARD BACK COVER Ass'y

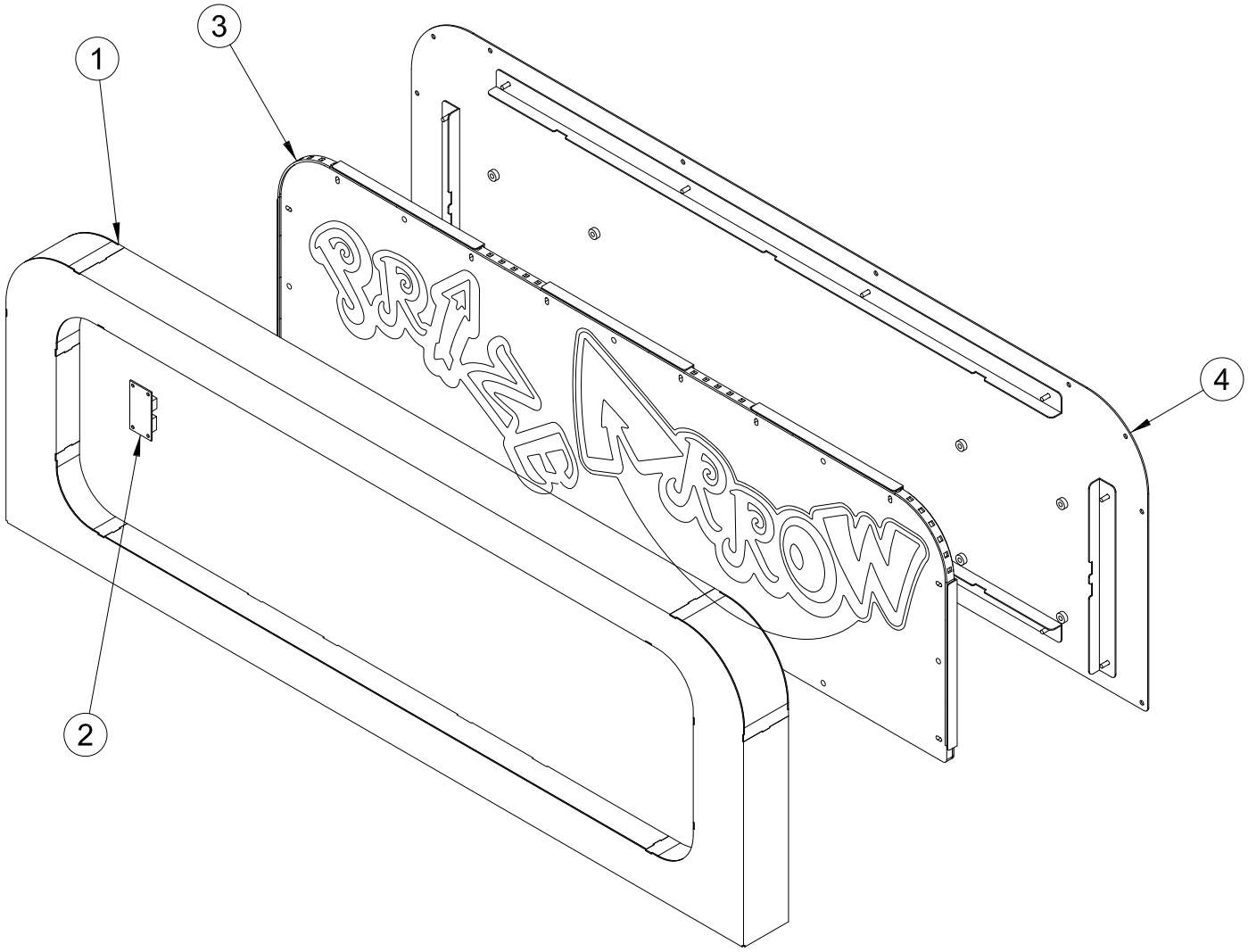
MMAA0ASM024



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MMAA0MET089	1	BILLBOARD BACK COVER	SPCC-1.6t
2	MMAA0MET090	2	BILLBOARD MIRROR ACRYL FIXED BKT-A	SPCC-1.2t
3	MMAA0MET091	2	BILLBOARD MIRROR ACRYL FIXED BKT-B	SPCC-1.2t
4	MMAA0MET051	2	BILLBOARD FIXED BKT	SPCC-1.6t

13-3.BILLBOARD Ass'y (SK)

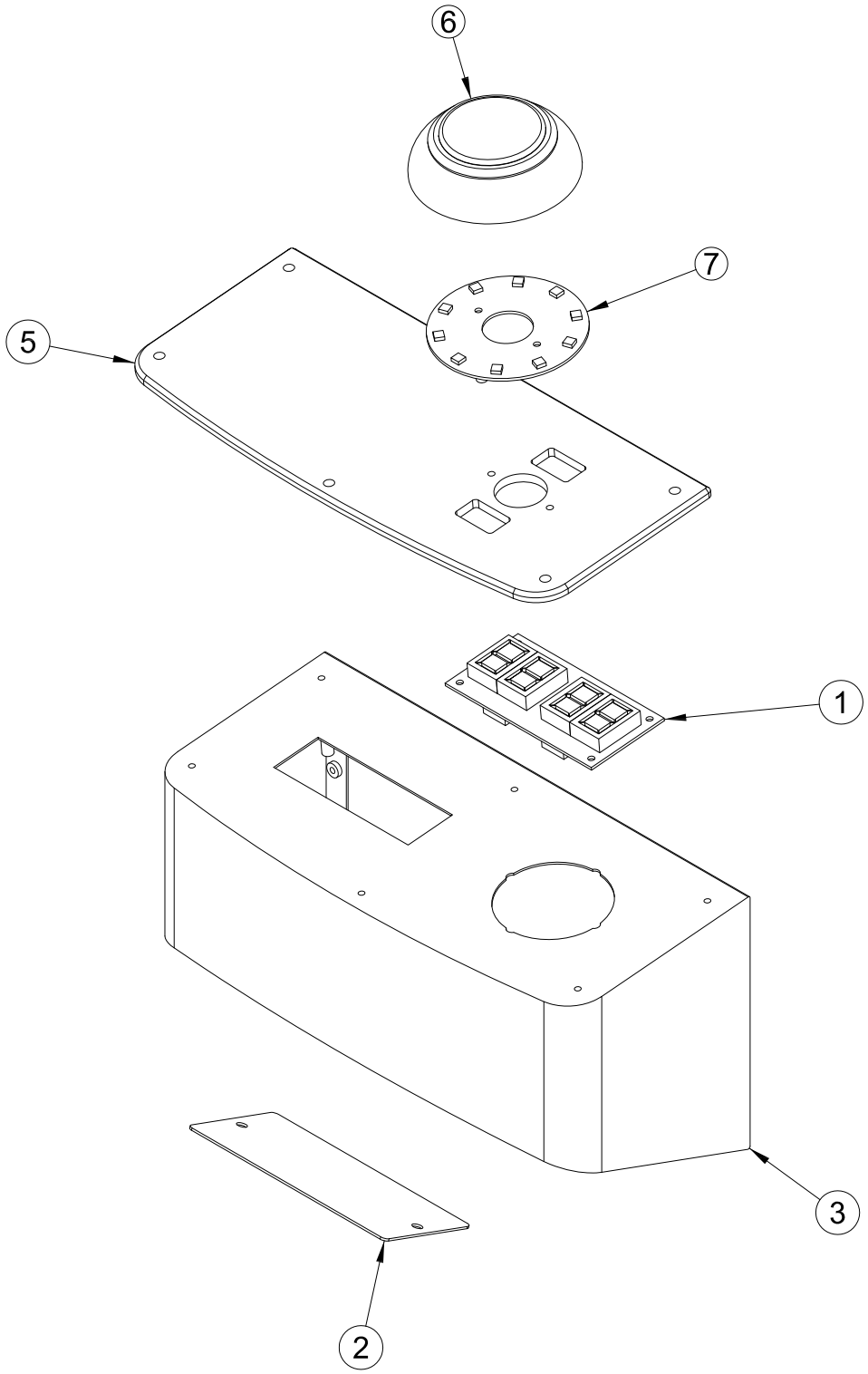
MMAA0ASM027



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MMAA0MET001	1	BILLBOARD BOX WELD Ass'y	WELD Ass'y (용접품)
2	AMAA0BOA009	1	PWM1 BOARD	KMIO-1705-140A
3	MMAA0ASM028	1	BILLBOARD ACRYL Ass'y (SK)	13-1 (24 page)
4	MMAA0ASM024	1	BILLBOARD BACK COVER Ass'y	13-1 (24 page)

13-4.BUTTON BOX Ass'y (SK)

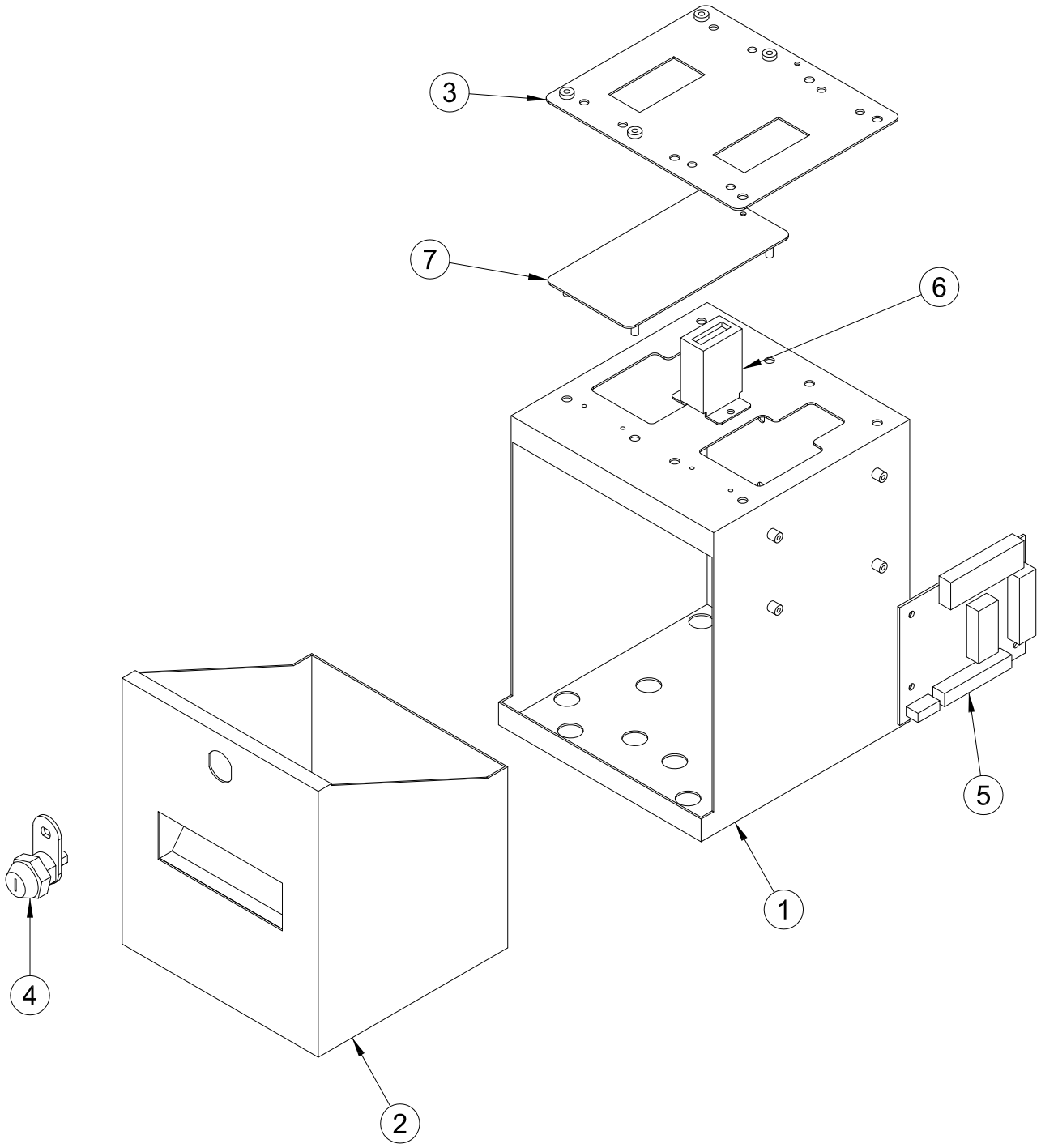
MMAA0ASM029



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	ACRM0PCB008	1	PLAY FND(KMPL0817-4B) BOARD	KMPL0817-4B
2	MMAA0MET036	1	BUTTON PANEL FIX BRKT	SPCC-1.2t
3	MMAA0MET035	1	BUTTON BOX	SPCC-1.2t
5	MMAA0S&A008	1	BUTTON ACRYL (SK)	CLEAR ACRYL-5.0t(투명아크릴)
6	MZZZ0BUT064	1	LED BUTTON(Φ50)	Φ50
7	ASWI0BOA008	1	BUTTON LED2	KMLED-1607-123A

13-5.FRONT DOOR COIN BOX Ass'y

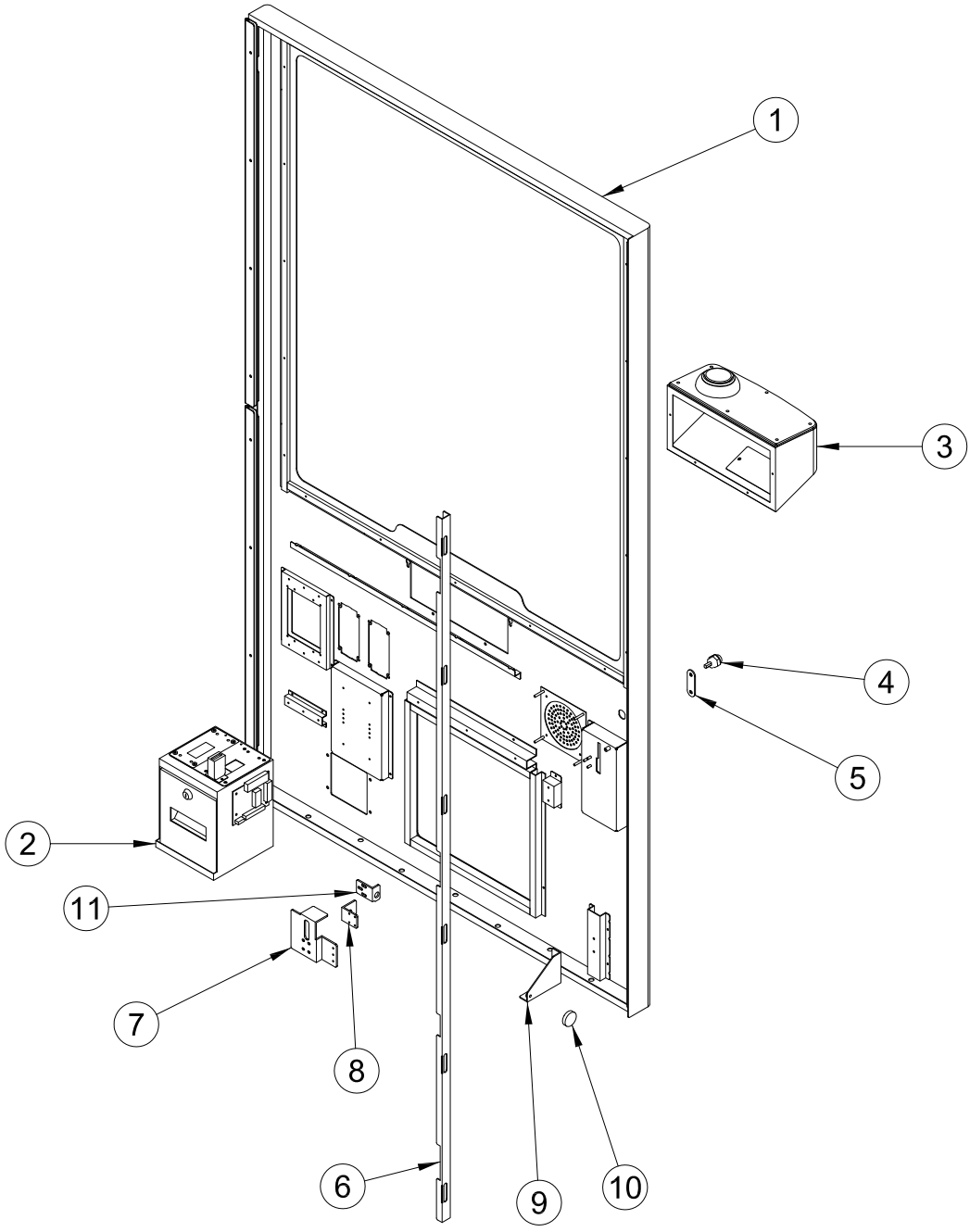
MMAA0ASM005



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MMAA0MET033	1	FRONT DOOR COIN BOX A	SPCC-1.2t
2	MMAA0MET034	1	FRONT DOOR BILL BOX WELD Ass'y	WELD Ass'y (용접품)
3	MMAA0MET032	1	COIN CHUTE BRKT(STANDARD)	SPCC-1.2t
4	MZZZ0KEY013	1	KEY Ass'y	6001
5	MZZZ0000489	1	EXCEL CREDIT(SR3) PCB	(UK OPTION)
6	MZZZ0000488	1	COUNTER UK (SR3)	(UK OPTION)
7	MMAA0MET084	1	COIN PULSE BRKT UK	SPCC-1.2t (UK OPTION)

13-6-1.FRONT DOOR MAIN FRAME Ass'y (SK)

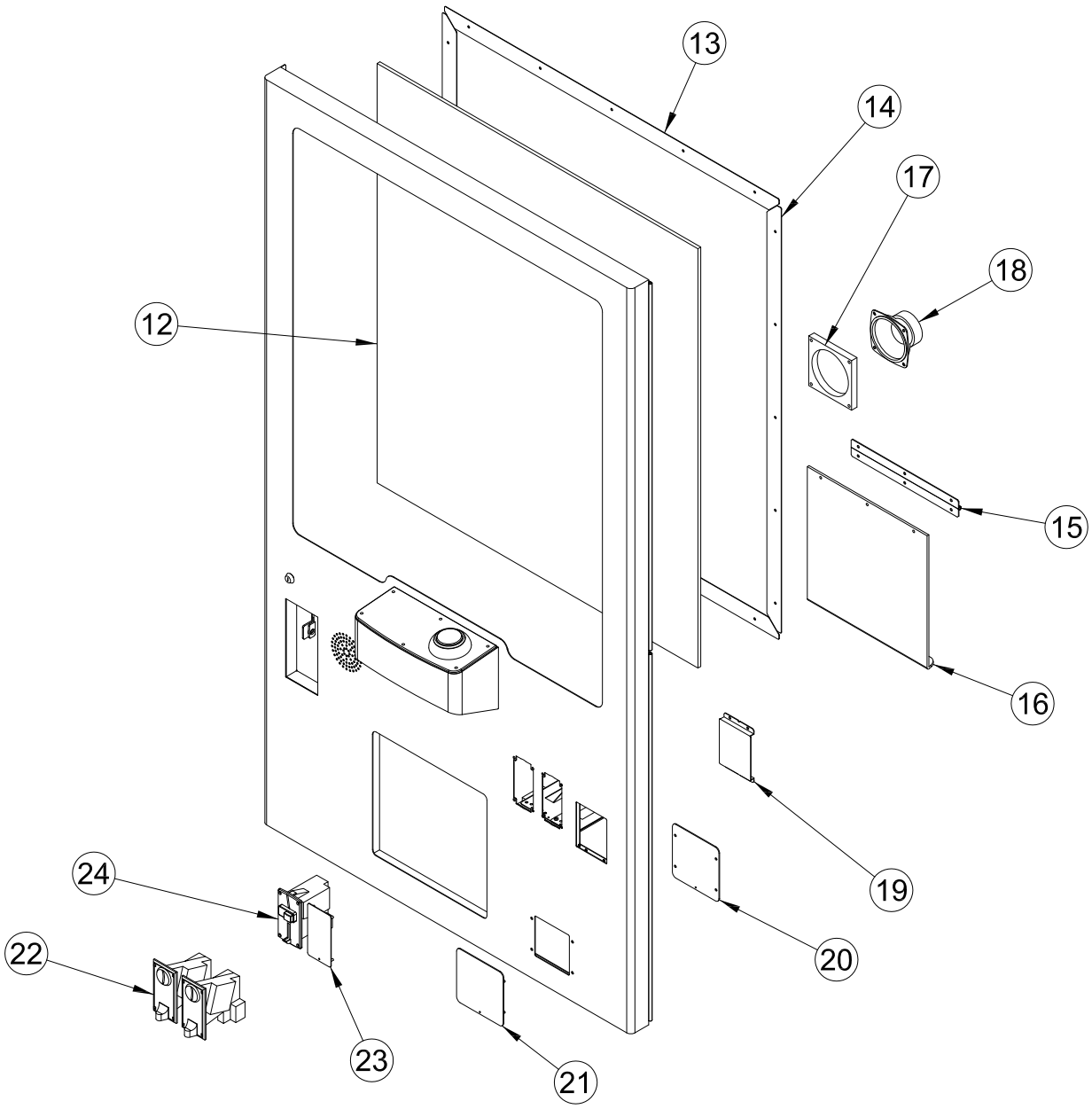
MMAA0ASM030



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MMAA0MET021	1	FRONT DOOR MAIN FRAME WELD ASSY	WELD Ass'y (용접품)
2	MMAA0ASM005	1	FRONT DOOR COIN BOX Ass'y	13-5 (27 page)
3	MMAA0ASM029	1	BUTTON BOX Ass'y (SK)	13-4 (26 page)
4	MZZZ0KEY032	1	KEY ASS'Y 7001	7001
5	MMAA0MET068	1	KEY PLATE	SPCC-2.3t
6	MMAA0MET024	1	FRONT DOOR LOCK SUPPORT B	SPCC-1.6t
7	MMAA0MET025	1	FRONT DOOR LOCK SUPPORT C	SPCC-3.0t
8	MMAA0MET026	1	FRONT DOOR LOCK PLATE	SPCC-3.0t
9	MMAA0MET028	1	FRONT DOOR BUNK UP BRKT A	SPCC-2.0t
10	MZZZ0BEA041	1	BEARING	DR-30B
11	MMAA0MET027	1	FRONT DOOR LOCK KEY SUPPORT b	SPCC-3.0t

13-6-2.FRONT DOOR MAIN FRAME Ass'y (SK)

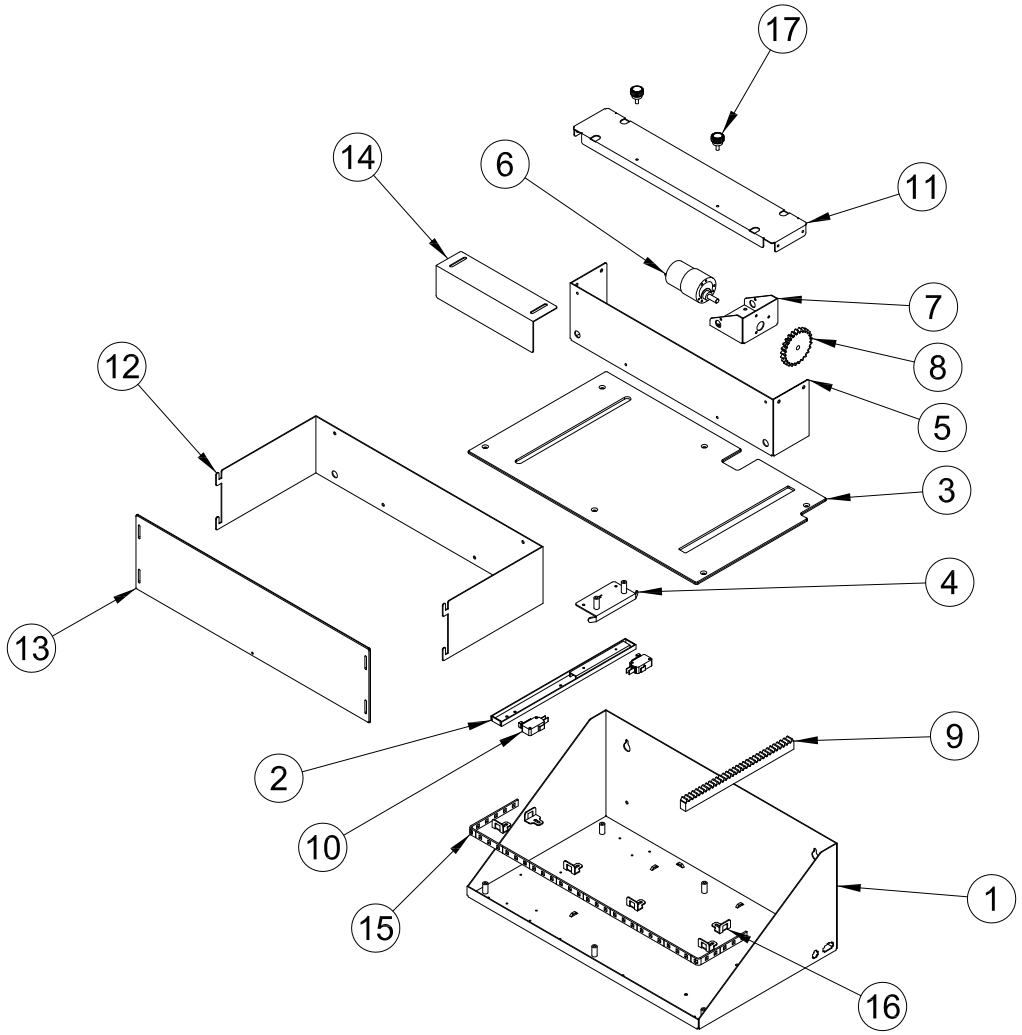
MMAA0ASM030



NO.	Code Number	QUANTITY	PART NAME	SPEC.
12	MMAA0GLA001	1	FRONT WINDOW GLASS	TEMPERED GLASS- 8.0t
13	MMAA0MET022	2	FRONT WINDOW FIX BRKT A	SPCC-1.2t
14	MMAA0MET023	2	FRONT WINDOW FIX BRKT B	SPCC-1.2t
15	MMAA0MET080	1	PRIZE DOOR HINGE ASSY	SPCC-1.6t
16	MMAA0S&A009	1	FRONT DOOR PRIZE DOOR ACRYL (SK)	CLEAR ACRYL-5.0t(투명아크릴)
17	MMAA0WOO003	1	SPEAKER PANEL	PW-15.0t
18	MZZZ0SPE004	1	SPEAKER	MID 4.5 8Ω80W
19	MMAA0MET031	1	BILL PULSE BRKT	SPCC-1.2t
20	MMAA0MET030	1	HOPPER PRIZE COVER BKT USA BACK	SPCC-2.0t
21	MMAA0MET029	1	HOPPER PRIZE COVER BKT USA	SPCC-2.0t
22	MZZZ0COS025	2	COIN SELECTOR(TONGLI)	TW-130Q
23	MMAA0MET084	1	COIN PULSE BRKT UK	SPCC-1.2t (UK OPTION)
24	MZZZ0000486	1	SR3-MONEY CTRL(UK)	(UK OPTION)

13-7.TOP PRIZE BASKET-L Ass'y

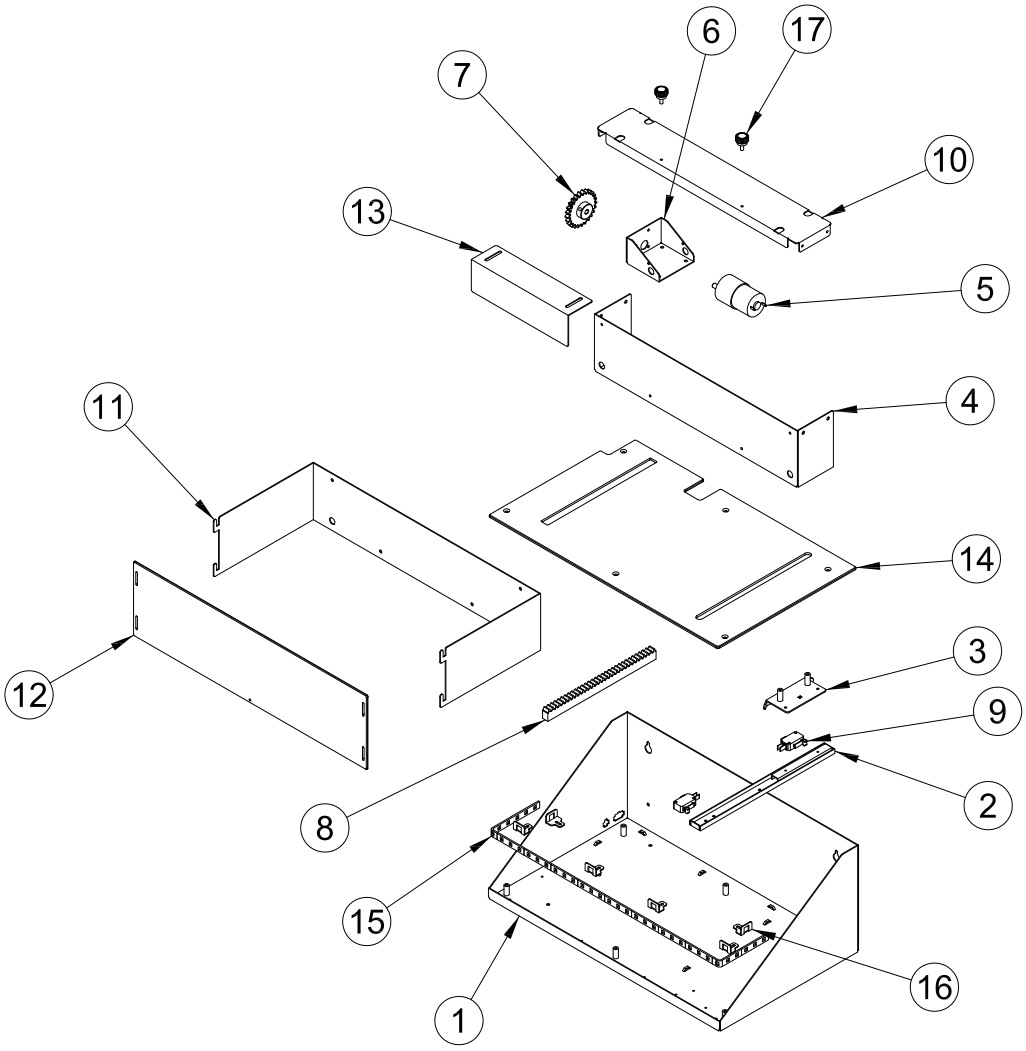
MMAA0ASM017



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MMAA0MET046	1	TOP PRIZE BASKET BOTTOM BKT-L	SPCC-1.2t
2	MZZZ0000437	1	LINEAR MOTION SLIDE	SANGIN 2011-250
3	MMAA0ACR011	1	TOP PRIZE BASKET BOTTOM COVER ACRYL-L	WHITE LIGHT PC-3.0t (광확산 PC)
4	MMAA0MET070	1	LINEAR MOTION SLIDE TOP BKT-L	SPCC-1.6t
5	MMAA0MET048	1	TOP PRIZE PUSHER BKT-L	SPCC-1.2t
6	MZZZ0MOT041	1	KGC-3429 SERIES	KD3429S1 (1/150, 30rpm) 12V
7	MMAA0MET069	1	PRIZE PUSHER MOTOR BKT	SPCC-1.2t
8	MMAA0MOL002	1	PRIZE PUSHER MOTOR GEAR	PC (CLEAR)
9	MMAA0MOL001	1	PRIZE PUSHER RACK GEAR	PC (CLEAR)
10	MZZZ0000278	2	MICRO SWITCH (GSM-V1653V2)	GSM-V1653A2 NO TAEP
11	MMAA0MET053	1	TOP PRIZE PUSHER MOTOR COVER BKT	SPCC-1.2t
12	MMAA0MET052	1	TOP PRIZE PUSHER GUIDE BKT	SPCC-1.2t
13	MMAA0ACR002	1	TOP PRIZE BASKET GUIDE ACRYL	PC-3.0t (CLEAR)
14	MMAA0MET054	1	TOP PRIZE SUPPORT BKT	SPCC-1.2t
15	AMAA0BOA005	1	TOP PRIZE BASKET FLEXIBLE LED	600-1/3-50L-36LED (GREEN)
16	MMAA0MET041	6	PRIZE BASKET FLEXIBLE LED FIXED BKT	SPCC-1.2t
17	MPDR0000043	2	HAND BOLT	M4X10L

13-8.TOP PRIZE BASKET-R Ass'y

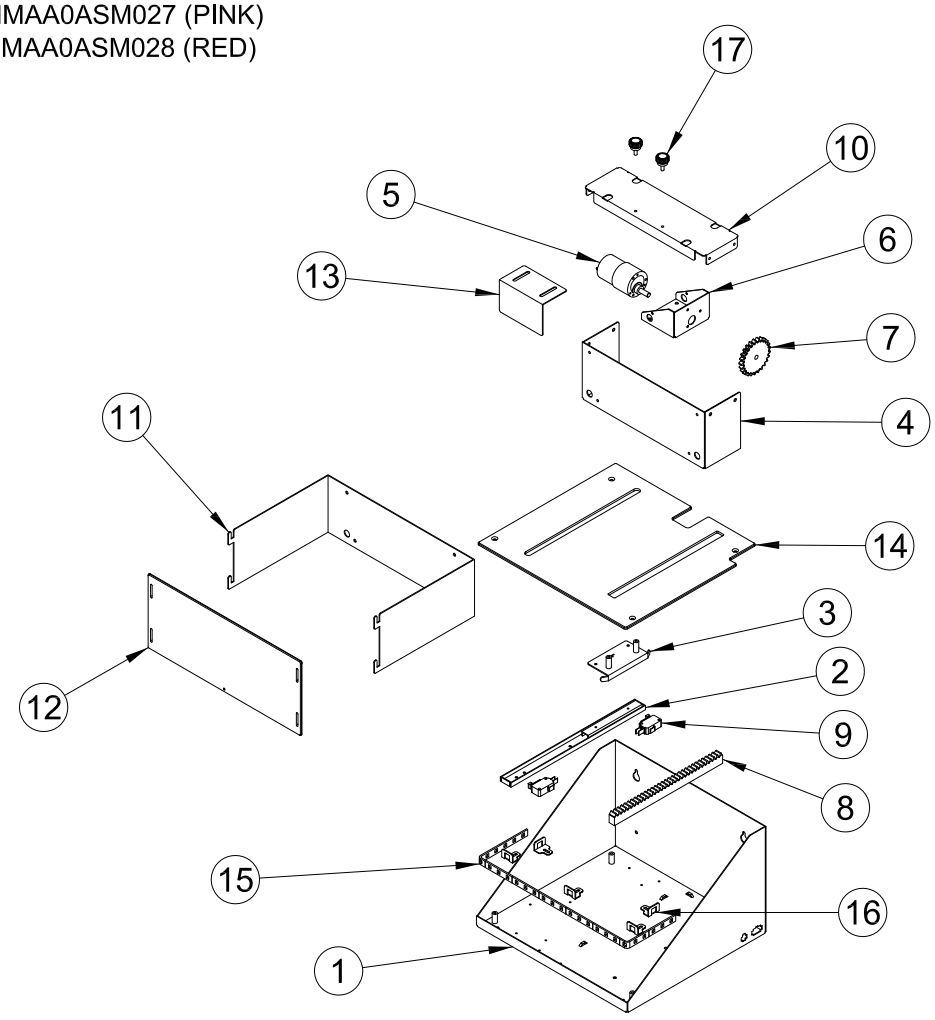
MMAA0ASM018



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MMAA0MET047	1	TOP PRIZE BASKET BOTTOM BKT-R	SPCC-1.2t
2	MZZZ0000437	1	LINEAR MOTION SLIDE	SANGIN 2011-250
3	MMAA0MET050	1	LINEAR MOTION SLIDE TOP BKT-R	SPCC-1.6t
4	MMAA0MET049	1	TOP PRIZE PUSHER BKT-R	SPCC-1.2t
5	MZZZ0MOT041	1	KGC-3429 SERIES	KD3429S1 (1/150, 30rpm) 12V
6	MMAA0MET069	1	PRIZE PUSHER MOTOR BKT	SPCC-1.2t
7	MMAA0MOL002	1	PRIZE PUSHER MOTOR GEAR	PC (CLEAR)
8	MMAA0MOL001	1	PRIZE PUSHER RACK GEAR	PC (CLEAR)
9	MZZZ0000278	2	MICRO SWITCH (GSM-V1653V2)	GSM-V1653A2 NO TAEP
10	MMAA0MET053	1	TOP PRIZE PUSHER MOTOR COVER BKT	SPCC-1.2t
11	MMAA0MET052	1	TOP PRIZE PUSHER GUIDE BKT	SPCC-1.2t
12	MMAA0ACR002	1	TOP PRIZE BASKET GUIDE ACRYL	PC-3.0t (CLEAR)
13	MMAA0MET054	1	TOP PRIZE SUPPORT BKT	SPCC-1.2t
14	MMAA0ACR006	1	TOP PRIZE BASKET BOTTOM COVER ACRYL-R	WHITE LIGHT PC-3.0t (광확산 PC)
15	AMAA0BOA005	1	TOP PRIZE BASKET FLEXIBLE LED	600-1/3-50L-36LED (GREEN)
16	MMAA0MET041	6	PRIZE BASKET FLEXIBLE LED FIXED BKT	SPCC-1.2t
17	MPDR0000043	2	HAND BOLT	M4X10L

13-9.PRIZE BASKET-L Ass'y

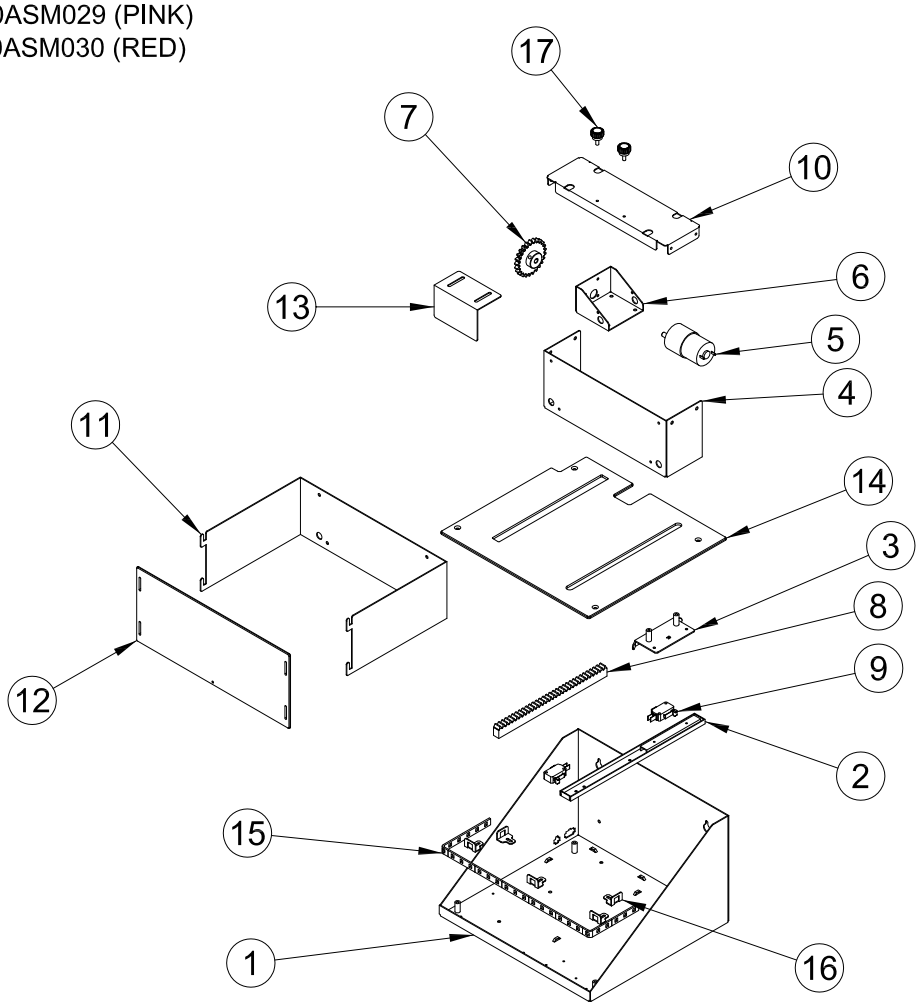
MMAA0ASM012 (BLUE)
MMAA0ASM027 (PINK)
MMAA0ASM028 (RED)



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MMAA0MET037	1	PRIZE BASKET BOTTOM BKT-L	SPCC-1.2t
2	MZZZ0000437	1	LINEAR MOTION SLIDE	SANGIN 2011-250
3	MMAA0MET070	1	LINEAR MOTION SLIDE TOP BKT-L	SPCC-1.6t
4	MMAA0MET039	1	PRIZE PUSHER BKT-L	SPCC-1.2t
5	MZZZ0MOT041	1	KGC-3429 SERIES	KD3429S1 (1/150, 30rpm) 12V
6	MMAA0MET069	1	PRIZE PUSHER MOTOR BKT	SPCC-1.2t
7	MMAA0MOL002	1	PRIZE PUSHER MOTOR GEAR	PC (CLEAR)
8	MMAA0MOL001	1	PRIZE PUSHER RACK GEAR	PC (CLEAR)
9	MZZZ0000278	2	MICRO SWITCH (GSM-V1653V2)	GSM-V1653A2 NO TAEP
10	MMAA0MET044	1	PRIZE PUSHER MOTOR COVER BKT	SPCC-1.2t
11	MMAA0MET043	1	PRIZE PUSHER GUIDE BKT	SPCC-1.2t
12	MMAA0ACR003	1	PRIZE BASKET GUIDE ACRYL	PC-3.0t (CLEAR)
13	MMAA0MET045	1	PRIZE SUPPORT BKT	SPCC-1.2t
14	MMAA0ACR009	1	PRIZE BASKET BOTTOM COVER ACRYL-L	WHITE LIGHT PC-3.0t (광확산 PC)
15	AMAA0BOA006	1	PRIZE BASKET FLEXIBLE LED	450-1/3-50L-27LED (BLUE)
	AMAA0BOA007		PRIZE BASKET FLEXIBLE LED (PINK)	450-1/3-50L-27LED (PINK)
	AMAA0BOA008		PRIZE BASKET FLEXIBLE LED (RED)	450-1/3-50L-27LED (RED)
16	MMAA0MET041	5	PRIZE BASKET FLEXIBLE LED FIXED BKT	SPCC-1.2t
17	MPDR0000043	2	HAND BOLT	M4X10L

13-10.PRIZE BASKET-R Ass'y

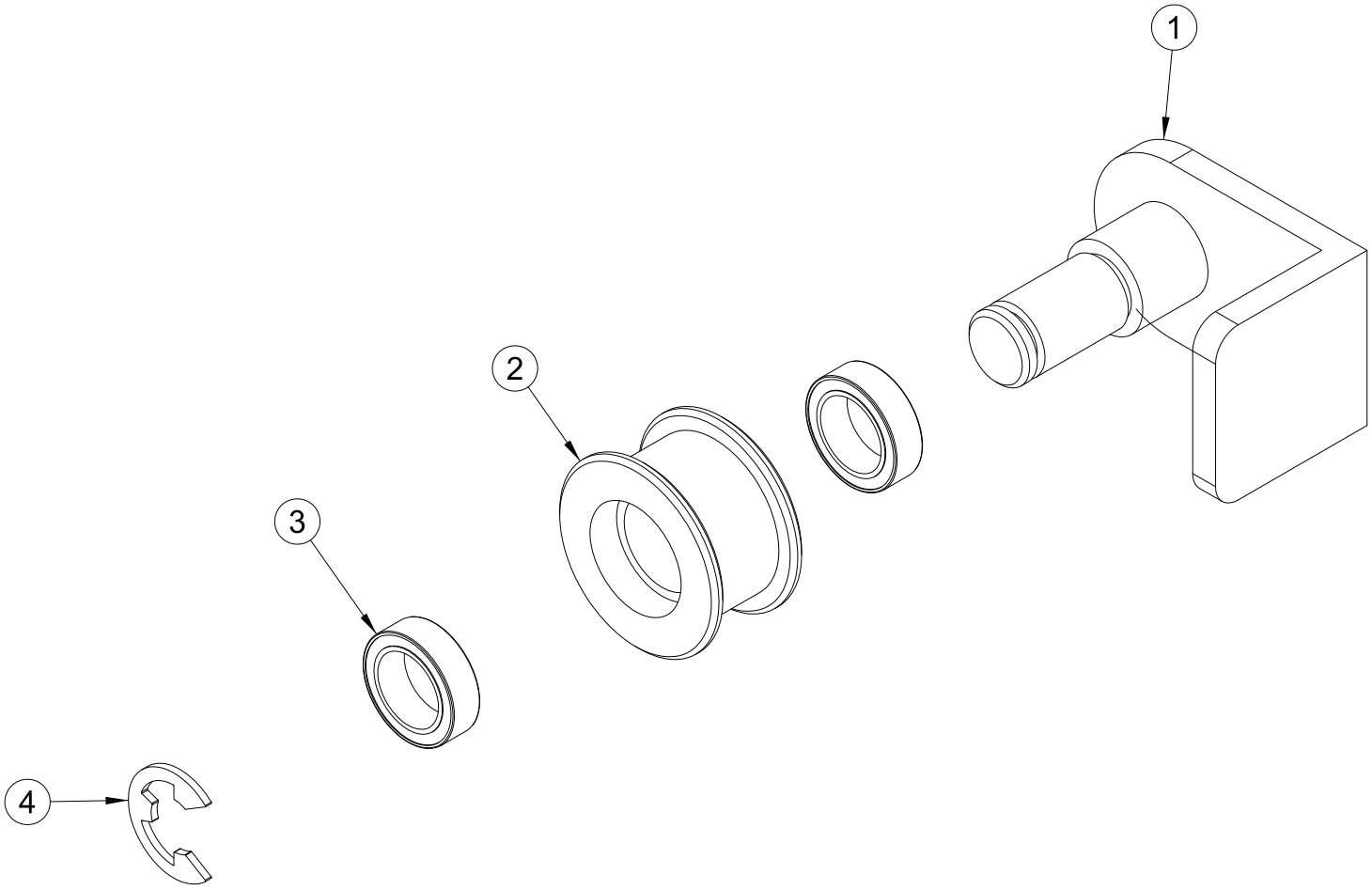
MMAA0ASM013 (BLUE)
MMAA0ASM029 (PINK)
MMAA0ASM030 (RED)



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MMAA0MET038	1	PRIZE BASKET SUPPORT BKT	SPCC-1.2t
2	MZZZ0000437	1	LINEAR MOTION SLIDE	SANGIN 2011-250
3	MMAA0MET050	1	LINEAR MOTION SLIDE TOP BKT-R	SPCC-1.6t
4	MMAA0MET040	1	PRIZE PUSHER BKT-R	SPCC-1.2t
5	MZZZ0MOT041	1	KGC-3429 SERIES	KD3429S1 (1/150, 30rpm) 12V
6	MMAA0MET069	1	PRIZE PUSHER MOTOR BKT	SPCC-1.2t
7	MMAA0MOL002	1	PRIZE PUSHER MOTOR GEAR	PC (CLEAR)
8	MMAA0MOL001	1	PRIZE PUSHER RACK GEAR	PC (CLEAR)
9	MZZZ0000278	2	MICRO SWITCH (GSM-V1653V2)	GSM-V1653A2 NO TAEP
10	MMAA0MET044	1	PRIZE PUSHER MOTOR COVER BKT	SPCC-1.2t
11	MMAA0MET043	1	PRIZE PUSHER GUIDE BKT	SPCC-1.2t
12	MMAA0ACR003	1	PRIZE BASKET GUIDE ACRYL	PC-3.0t (CLEAR)
13	MMAA0MET045	1	PRIZE SUPPORT BKT	SPCC-1.2t
14	MMAA0ACR010	1	PRIZE BASKET BOTTOM COVER ACRYL-R	WHITE LIGHT PC-3.0t (광확산 PC)
15	AMAA0BOA006	1	PRIZE BASKET FLEXIBLE LED	450-1/3-50L-27LED (BLUE)
	AMAA0BOA007		PRIZE BASKET FLEXIBLE LED (PINK)	450-1/3-50L-27LED (PINK)
	AMAA0BOA008		PRIZE BASKET FLEXIBLE LED (RED)	450-1/3-50L-27LED (RED)
16	MMAA0MET041	5	PRIZE BASKET FLEXIBLE LED FIXED BKT	SPCC-1.2t
17	MPDR0000043	2	HAND BOLT	M4X10L

13-11.Y AXIS TENSION ROLLER Ass'y

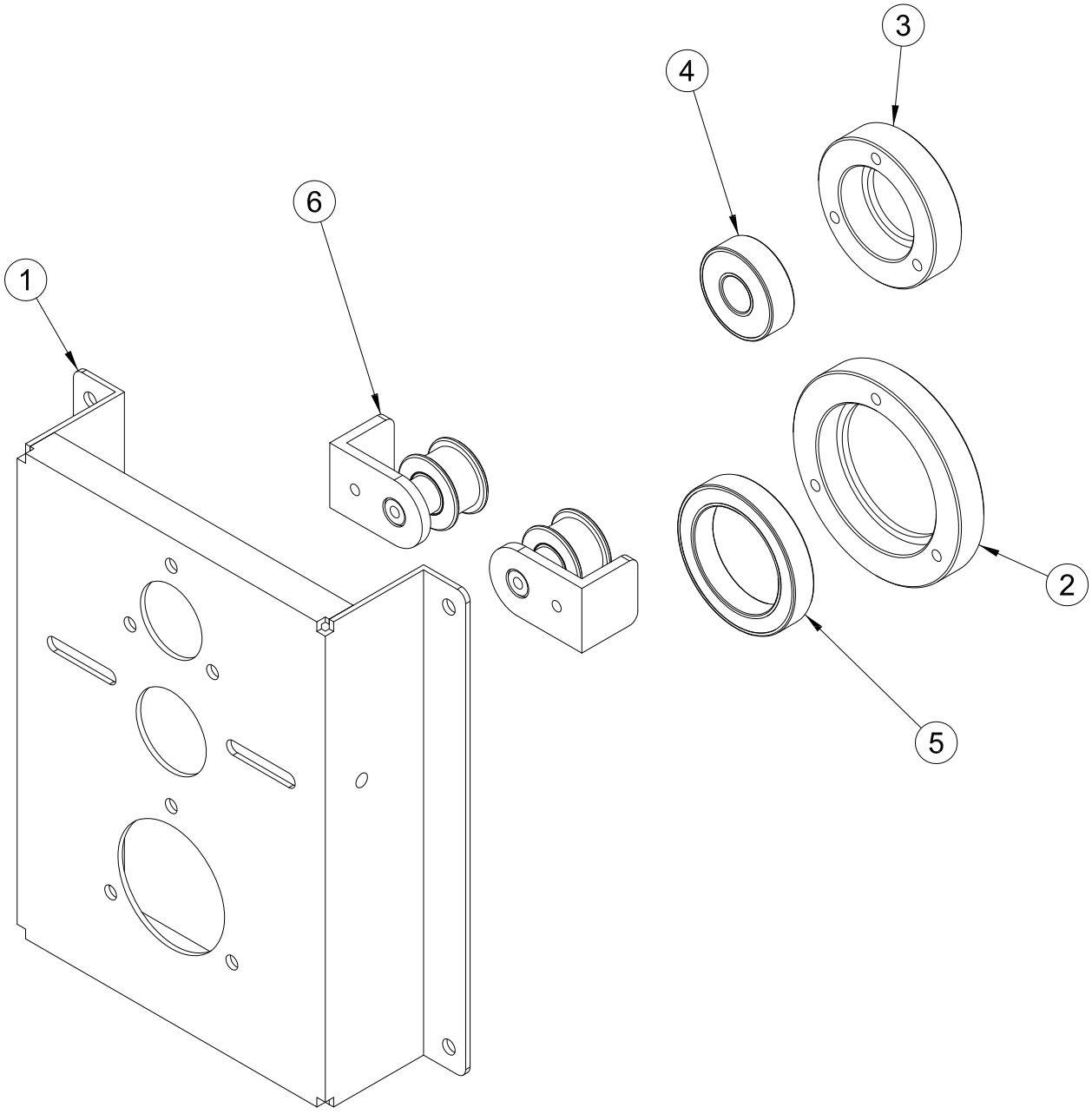
MMAA0ASM014



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MMAA0MET079	1	Y AXIS TENSION SHAFT WELD Ass'y	WELD Ass'y (용접품)
2	MMAA0PRO007	1	Y AXIS TENSION ROLLER	AL
3	MZZZ0BEA052	2	BEARING (MR128ZZ)	BEARING (MR128ZZ)
4		1	E Type Snapring 6	E Type Snapring 6

13-12.Y AXIS MAIN BASE FRONT SUPPORT BKT Ass'y

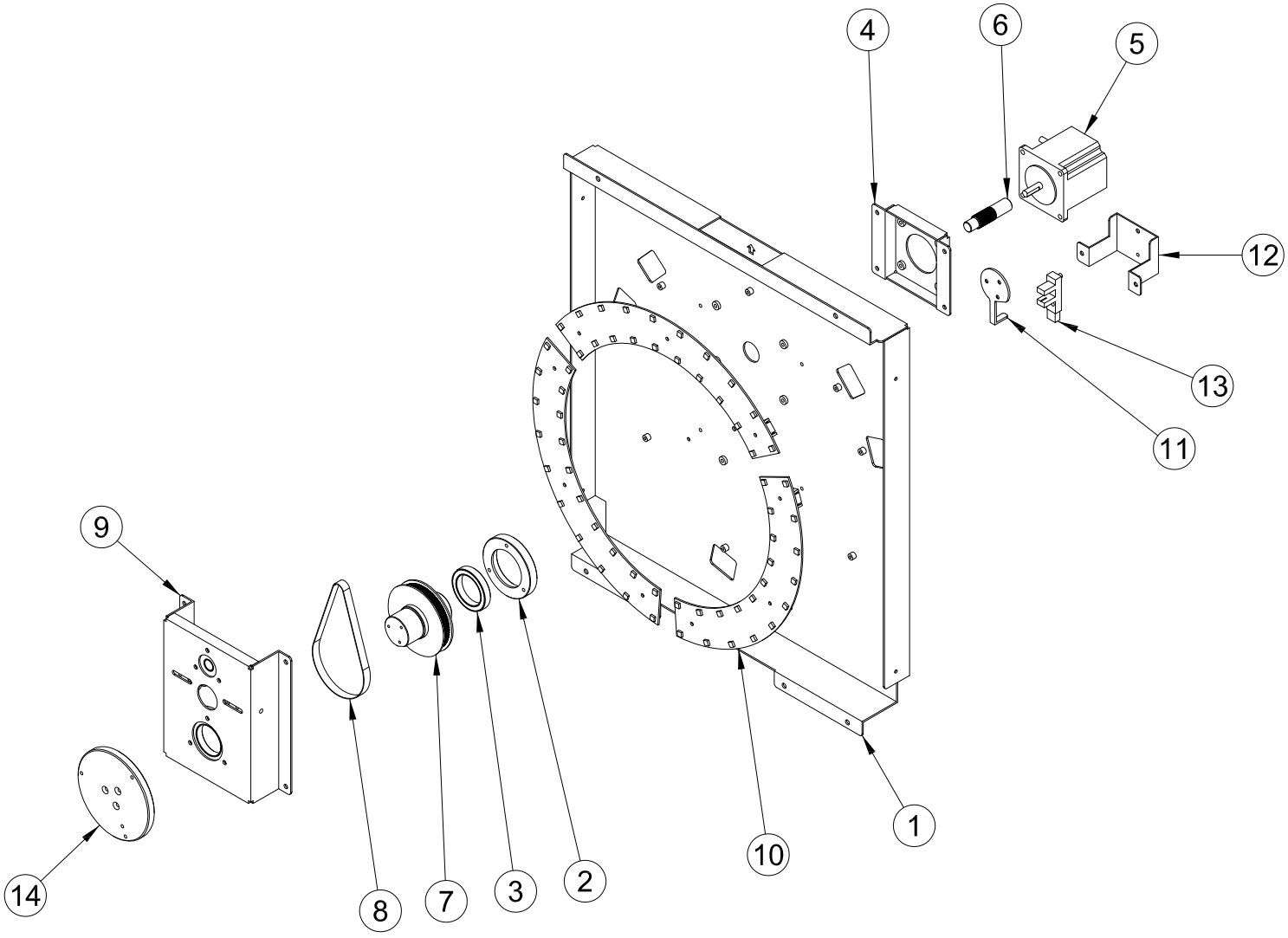
MMAA0ASM021



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MMAA0MET007	1	Y AXIS MAIN BASE FRONT SUPPORT BKT	SPCC-1.6t
2	MMAA0PRO012	1	Y AXIS WHEEL PULLEY HOUSING	AL
3	MMAA0PRO011	1	Y AXIS MOTOR PULLEY HOUSING	AL
4	MTIM0BEA003	1	BEARING 6000ZZ	BEARING 6000ZZ
5	MZZZ0BEA060	1	BEARING 6806ZZ	BEARING 6806ZZ
6	MMAA0ASM014	2	Y AXIS TENSION ROLLER Ass'y	13-11 (35 page)

13-13.SPIN WHEEL MOTOR Ass'y

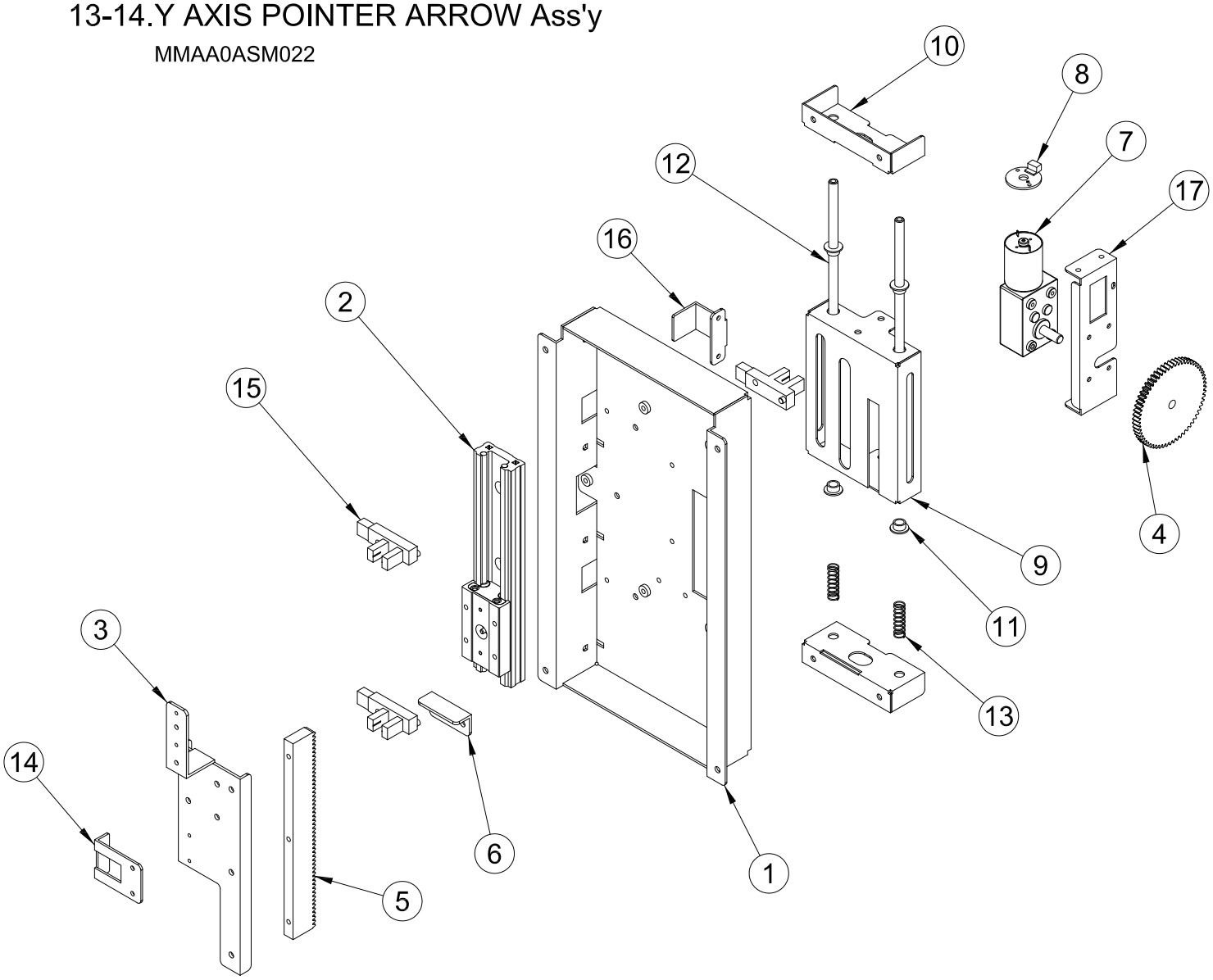
MMAA0ASM019



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MMAA0MET071	1	Y AXIS MAIN BASE BOTTOM SUPPORT BKT	SPCC-1.6t
2	MMAA0PRO012	1	Y AXIS WHEEL PULLEY HOUSING	AL
3	MZZZ0BEA060	1	BEARING 6806ZZ	BEARING 6806ZZ
4	MMAA0MET072	1	SPIN MOTOR FIXED BKT (STEPPING TYPE)	SPCC-1.6t
5	MTHU0MOT001	1	STEPPING MOTOR 4S56Q-08254S	4S56Q-08254S 8.2V
6	MMAA0PRO013	1	Y AXIS MOTOR PULLEY	SS41
7	MMAA0PRO014	1	Y AXIS WHEEL PULLEY	AL
8	MZZZ0BEL013	1	Y AXIS TIMING BELT (B145MXL031)	B145MXL031
9	MMAA0ASM021	1	Y AXIS MAIN BASE FRONT SUPPORT BKT Ass'y	13-12 (36 page)
10	AMAA0BOA002	3	SPIN BACK LIGHT LED BOARD	KMLED-1606-110A
11	MMAA0MET061	1	SPIN WHEEL ENCODER	SPCC-2.0t
12	MMAA0MET073	1	SPIN WHEEL ENCODER SENSOR FIXED BKT	SPCC-1.2t
13	MLIM0PHO001	1	SINKO SENSOR	SINKO:KI669
14	MMAA0PRO006	1	SPIN WHEEL HOUSING PLATE	AL

13-14.Y AXIS POINTER ARROW Ass'y

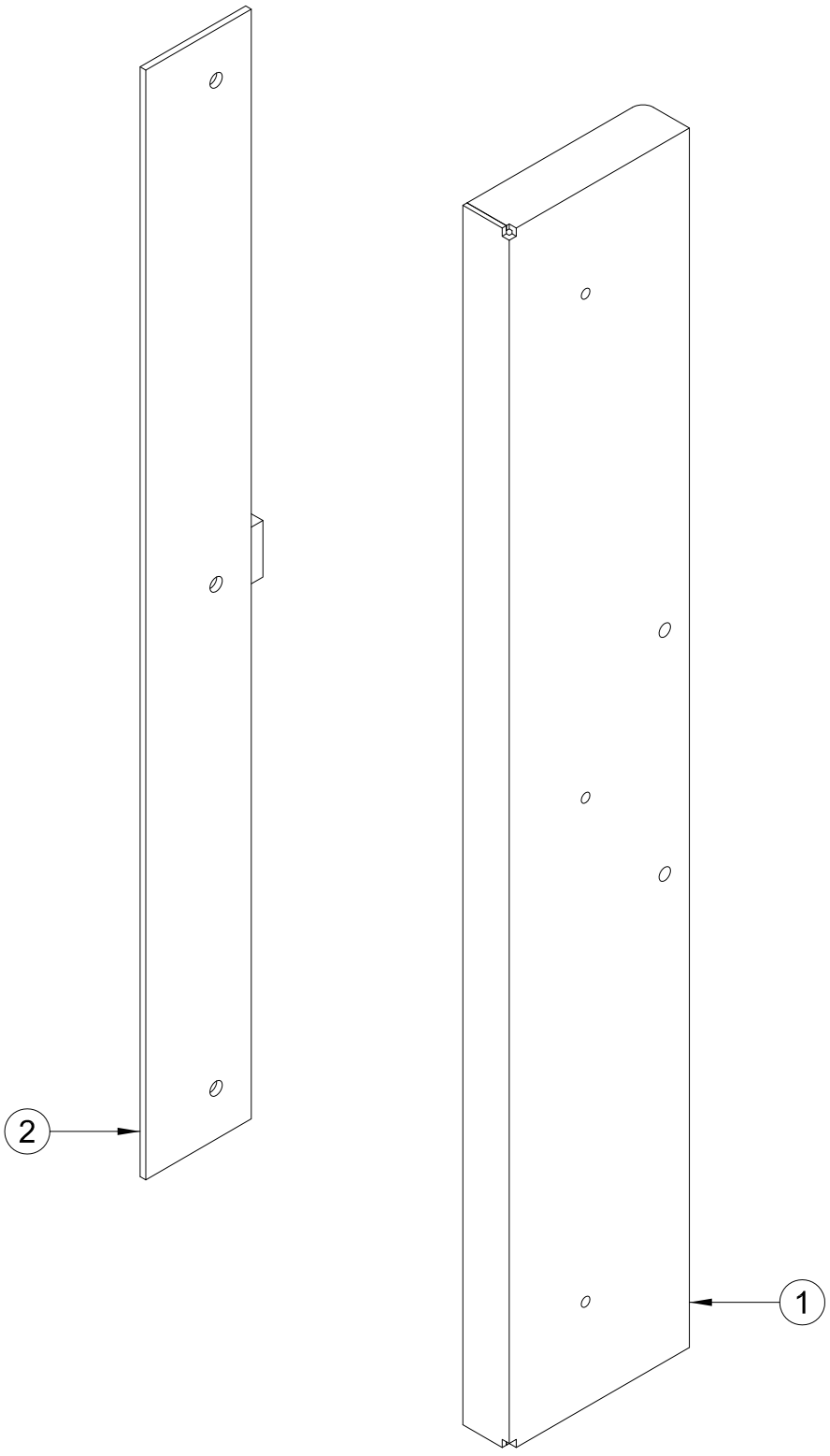
MMAA0ASM022



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MMAA0MET074	1	Y AXIS TRI FIXED BKT	SPCC-1.6t
2	MMAA00TR001	1	TRI 15-1BCS-170	TRI 15-1BCS-170
3	MMAA0MET075	1	Y AXIS POINTER ARROW FIXED BKT	SPCC-2.0t
4	MMAA0PRO008	1	Y AXIS POINTER ARROW GEAR	AL
5	MMAA0PRO009	1	Y AXIS POINTER ARROW RACK GEAR	AL
6	MMAA0MET078	1	TRI STOPPER BKT	SPCC-2.0t
7	MLIM0MOT004	1	KWA SERIES MOTOR	KWA-ND2531U1 (1/650, 14rpm) FREE 9100 rpm
8	AKEM0PCB008	1	KWA MOTOR CON(5268-02P) BOARD	KMCON-110301
9	MMAA0MET077	1	POINTER MOTOR FIXED BKT	SPCC-1.2t
10	MMAA0MET076	2	MOTOR MOVE GUIDE SHAFT FIXED BKT	SPCC-1.2t
11	MCUC0000006	4	FLANGE DU BUSH(d6x5L)	Φ6x5L
12	MMAA0PRO002	2	Y AXIS MOVE GUIDE SHAFT	SM45C
13	MGDA0SPR001	2	Z PUSH MOTOR GUIDE SPRING TYPE 2	SUS-0.6Φ
14	MMAA0MET062	1	Y AXIS UP DOWN SENSOR CHECK BKT	SPCC-1.6t
15	MLIM0PHO001	3	SINKO SENSOR	SINKO:KI669
16	MMAA0MET063	1	POINTER BACK SENSOR CHECK BKT	SPCC-1.6t
17	MMAA0MET042	1	POINTER MOTOR BKT	SPCC-1.2t

13-15.Y AXIS FRONT DECO LED BOARD Ass'y

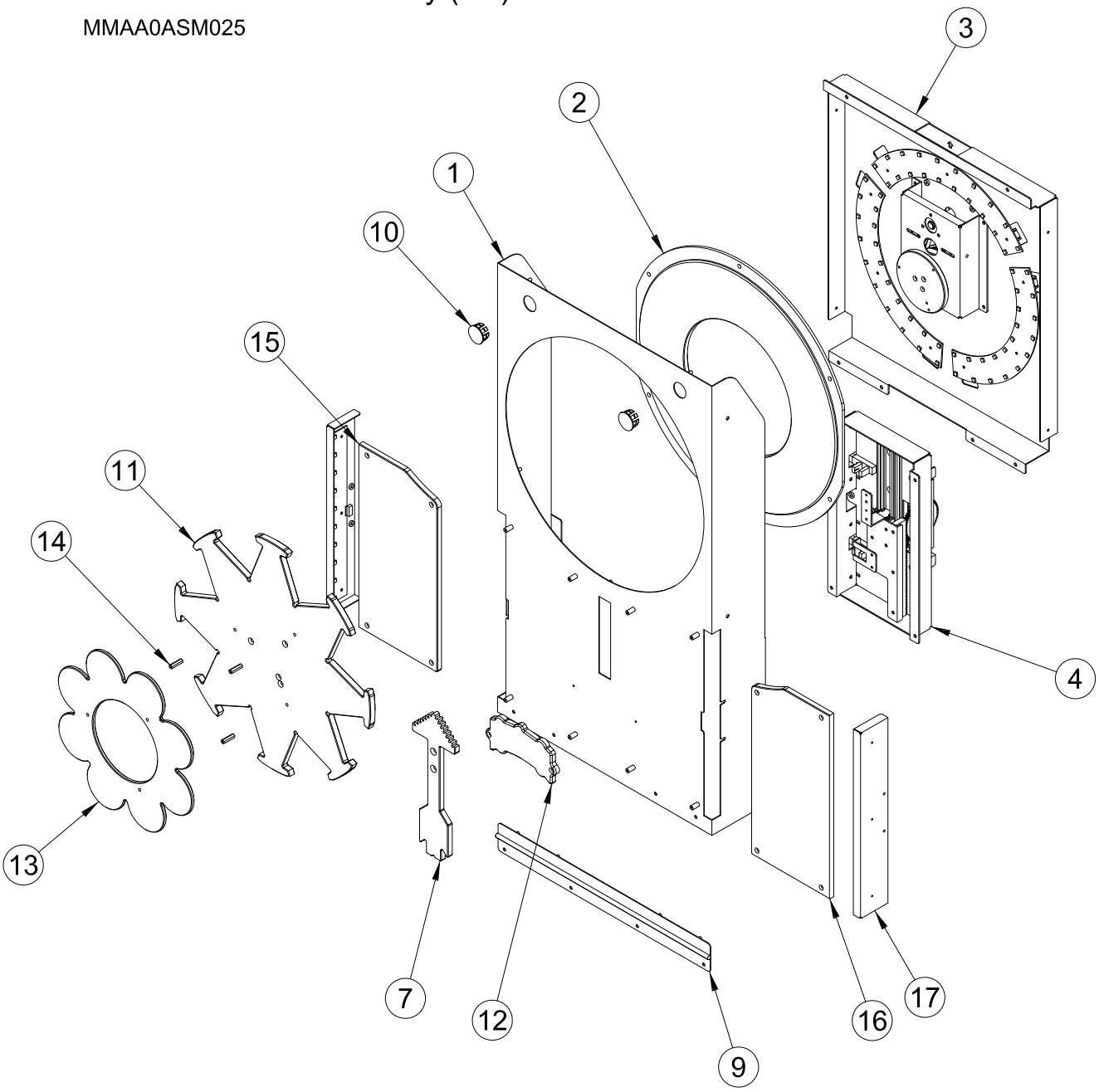
MMAA0ASM020



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MMAA0MET059	1	Y AXIS FRONT DECO LED BOARD FIXED BKT	SPCC-1.2t
2	AMAA0BOA001	1	Y AXIS FRONT DECO LED BOARD	KMLED-1606-111A

13-16.Y AXIS MAIN BASE Ass'y (SK)

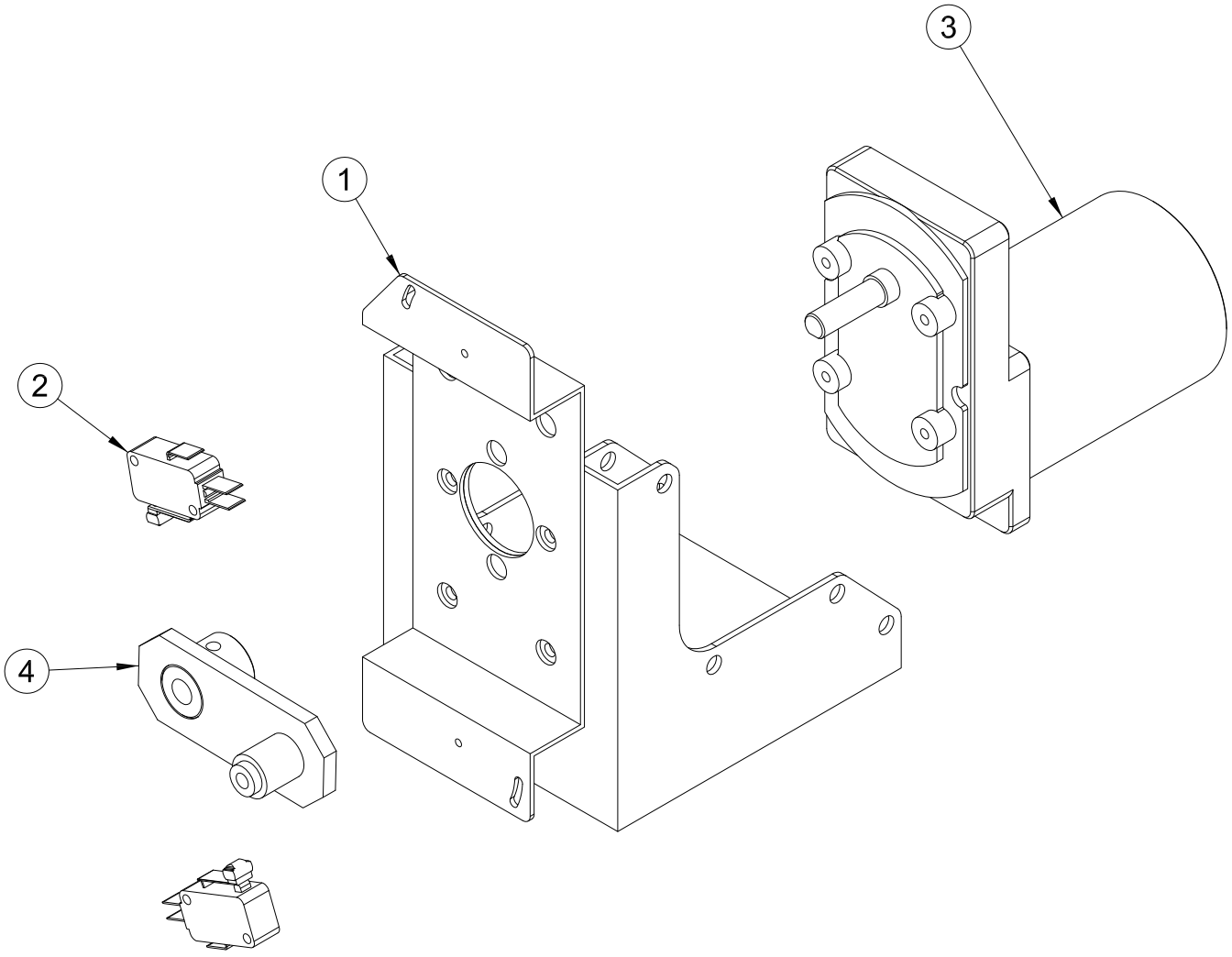
MMAA0ASM025



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MMAA0MET056	1	Y AXIS MAIN BASE BOTTOM BKT	SPCC-1.2t
2	MMAA0ACR001	1	SPIN BACK LIGHT ACRYL	WHITE LIGHT ACRYL-8.0t (백색스리)
3	MMAA0ASM019	1	SPIN WHEEL MOTOR Ass'y	13-13 (36 page)
4	MMAA0ASM022	1	Y AXIS POINTER ARROW Ass'y	13-14 (37 page)
7	MMAA0PRO015	1	Y AXIS POINTER ARROW ACRYL (SK)	WHITE LIGHT ACRYL-8.0t (백색스리)
9	MMAA0MET060	1	Y AXIS Ass'y FIXED HINGE	SPCC-1.2t
10	MZZZ0PLA017	2	PLASTIC HOLE CAP Φ23	PLASTIC -Φ23
11	MMAA0S&A001	1	SPIN WHEEL ACRYL (SK)	CLEAR ACRYL-10.0t(투명 압출판 아크릴)
12	MMAA0ACR008	1	BOW ACRYL	FLUORESCENT ORANGE ACRYL-8.0t (형광 주황색 아크릴)
13	MMAA0S&A007	1	SPIN WHEEL FRONT ACRYL	CLEAR ACRYL-5.0t(투명 압출판 아크릴)
14	PZZZ0000029	3	PCB SUPPORT NUT TYPE	-
15	MMAA0ACR004	1	Y AXIS FRONT DECO ACRYL-L	CLEAR ACRYL-8.0t(투명 압출판 아크릴)
16	MMAA0ACR005	1	Y AXIS FRONT DECO ACRYL-R	CLEAR ACRYL-8.0t(투명 압출판 아크릴)
17	MMAA0ASM020	2	Y AXIS FRONT DECO LED BOARD Ass'y	13-15 (38 page)

13-17.PRIZE DOOR MOTOR Ass'y

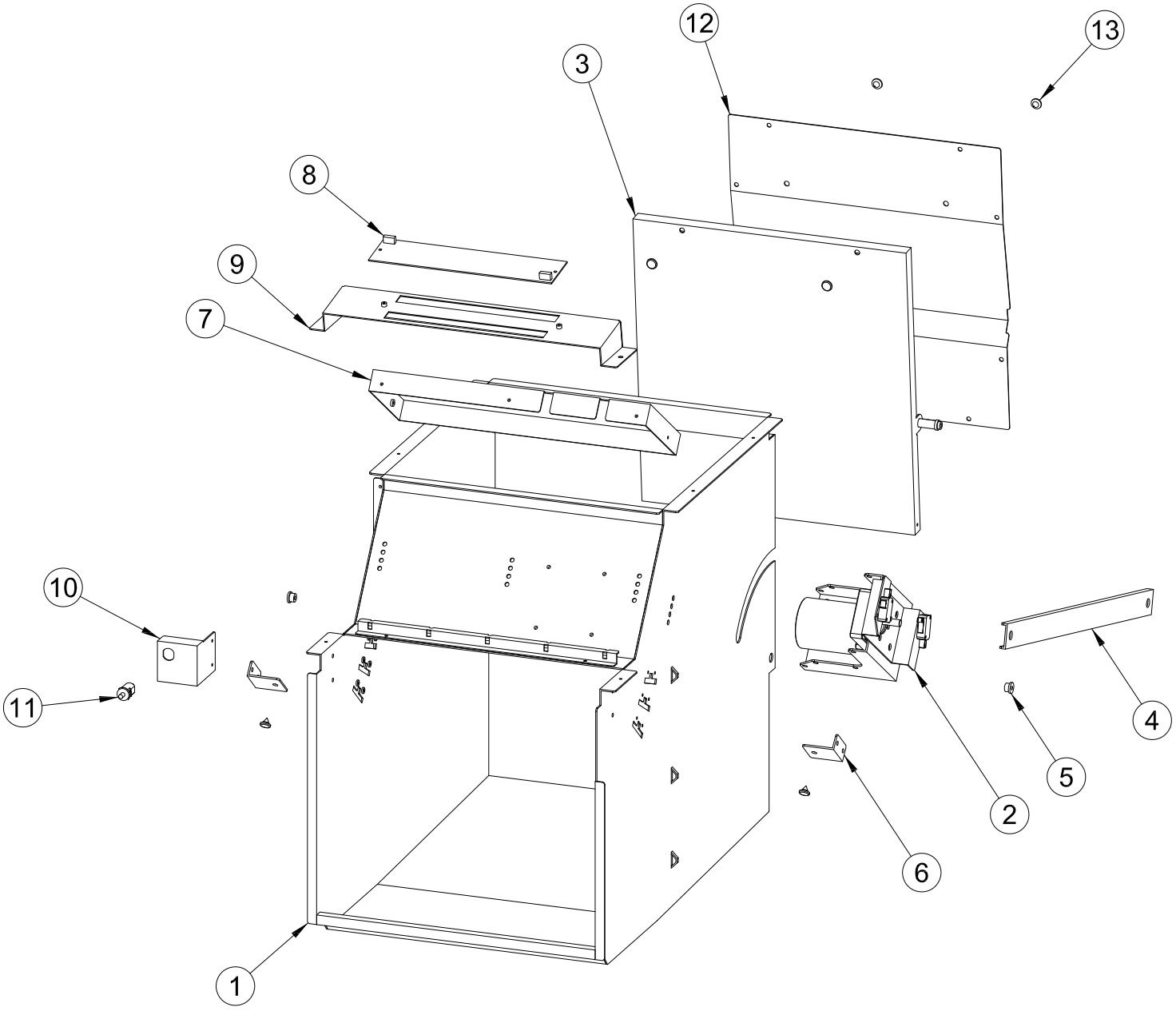
MMAA0ASM016



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MMAA0MET064	1	MOTOR SUPPORT BRKT WELD Ass'y	WELD Ass'y
2	MZZZ0000278	2	MICRO SWITCH (GSM-V1653V2)	GSM-V1653A2 NO TAEP
3	MTIM0MOT003	1	KGY SERIES MOTOR	KGY-145-K6DG15N1
4	MMAA0PRO001	1	DOOR ROTATE BLOCK Ass'y	WELD Ass'y (용접품)

13-18.PRIZE OUT GUIDE BOX Ass'y

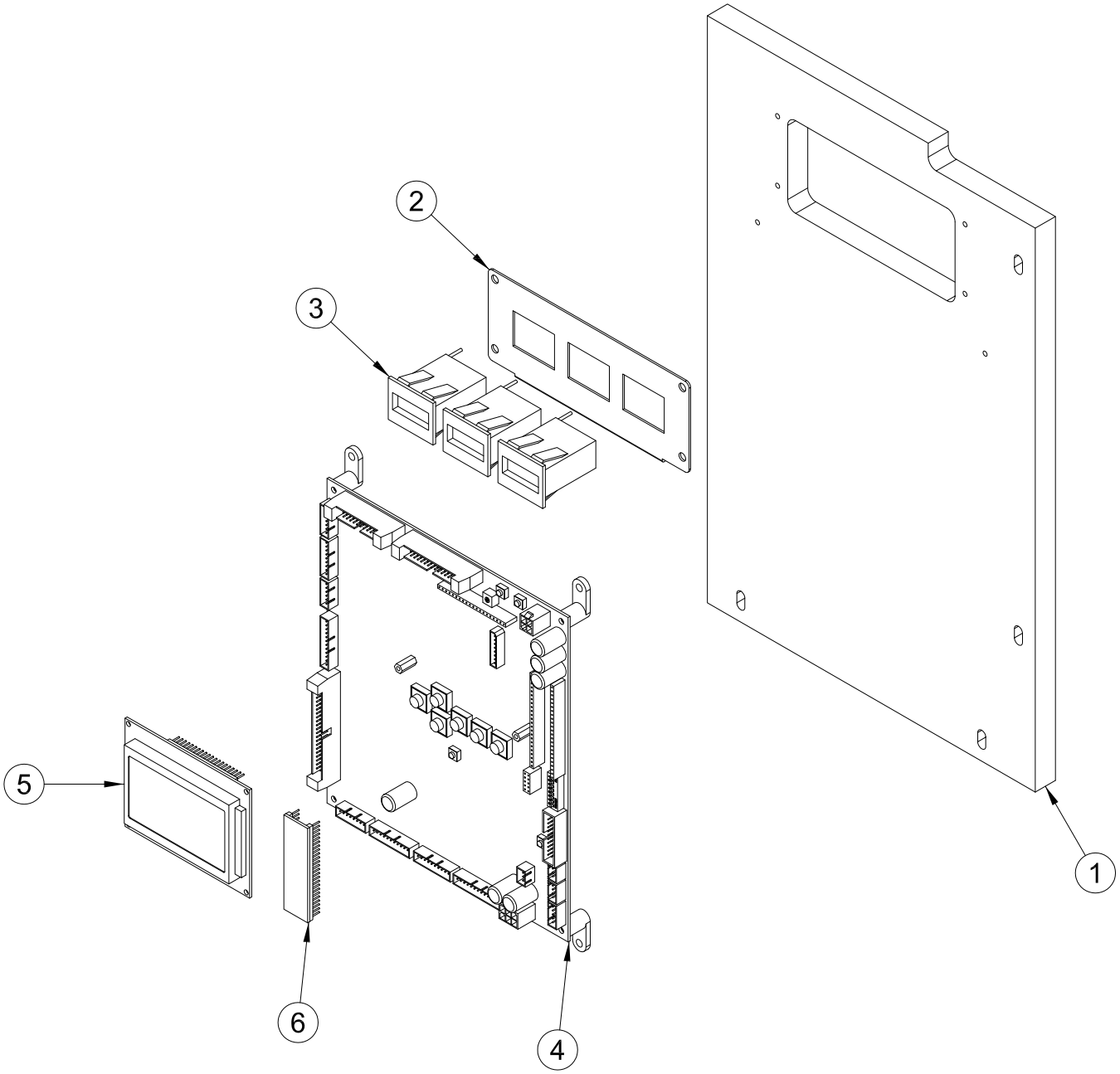
MMAA0ASM015



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MMAA0MET003	1	PRIZE OUT GUIDE BOX WELDING Ass'y	WELD Ass'y
2	MMAA0ASM016	1	PRIZE DOOR MOTOR Ass'y	13-17 (40 page)
3	MMAA0MET004	1	PRIZE OUT GUIDE DOOR WELD Ass'y	WELD Ass'y
4	MMAA0MET065	1	PRIZE ROTATE BRKT A	SPCC-2.0t
5	MMAA0PRO003	2	DOOR ROTATE BUSHING	BRASS
6	MMAA0MET008	2	DOOR STOPPER BRKT	SPCC-2.0t
7	MMAA0MET005	1	PRIZE OUT DOOR DEFENCE BRKT	SPCC-1.2t
8	AGDA0PCB003	1	TOP LED A LED	(KMLED-1110-14A) BOARD
9	MMAA0MET006	1	PRIZE GATE COVER	SPCC-1.2t
10	MMAA0MET082	1	FRONT DOOR CHECK SWITCH BRKT	SPCC-1.6t
11	MZZZ0INT001	1	DOOR SWITCH	RL5-2-G-BK-P8-L1-Y
12	MMAA0MET083	1	PRIZE DOOR BACK COVER	SPCC-1.0t
13	MZZZ0RUB003	6	SHOCK ABSORBER	6Φ

13-19.MAIN BOARD Ass'y

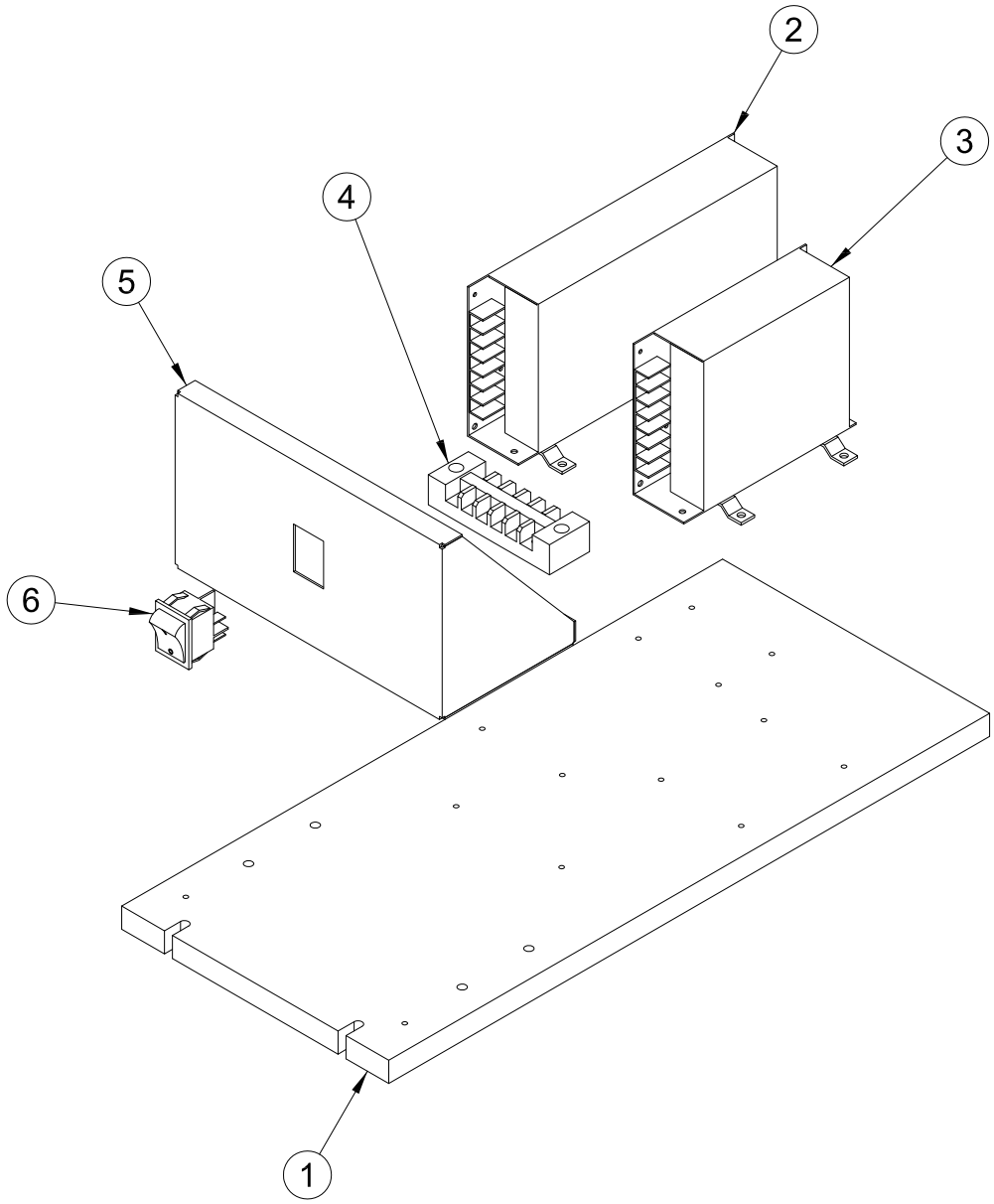
MMAA0ASM008



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MMAA0WOO001	1	MAIN BOARD PANEL	PW-15.0t
2	MMAA0MET066	1	COUNTER FIXED BKT	SPCC-1.2T
3	MZZZ0COU002	3	COUNTER	AMMC-712(OA127CL)
4	AMAA0BOA003	1	MAIN BOARD	KMP-1607-1117A
5	MELE0LCB001	1	LCD BOARD	12864B V2.0
6	AMAA0BOA004	1	SOUND ROM BOARD	KMSND-1606-118A

13-20.POWER PANEL Ass'y

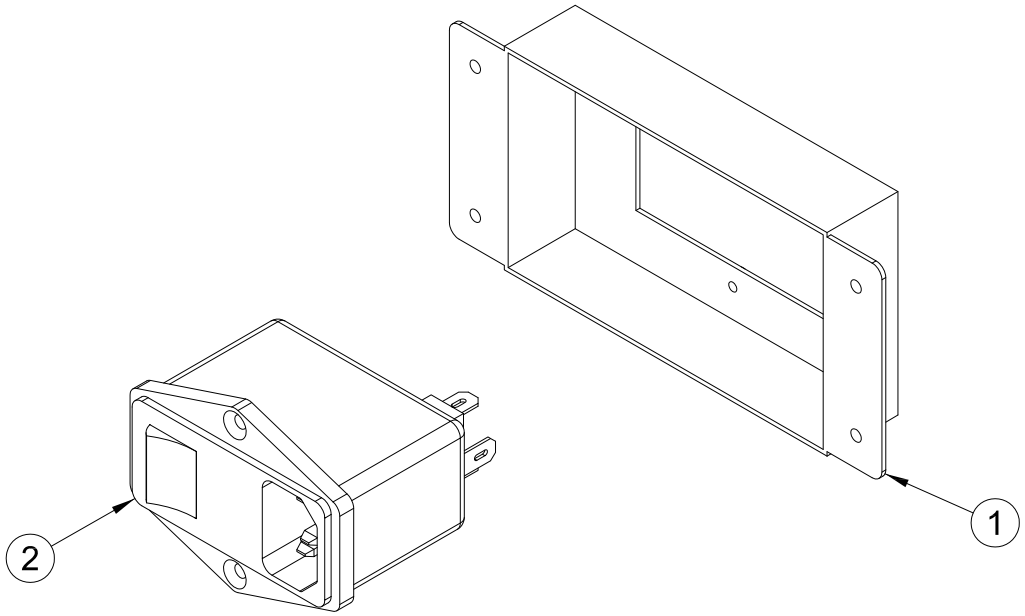
MMAA0ASM011



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MMAA0WOO002	1	POWER PANEL	PW-15.0t
2	MELE0SMP031	1	POWER SMPS (JSF-150-12)	110~240V/12V-12.5A
3	MELE0SMP035	1	POWER SMPS (JSF-75-05)	110~240V/5V-12A
4	MELE0TEB001	1	TERMINAL BLOCK (6P)	6P UL
5	MMAA0MET019	1	AC INPUT NOISE FILTER BRKT	SPCC-1.2t
6	MELE0SWI004	1	ROCKER SWITCH	T-125 4P

13-21.NOISE FILTER Ass'y

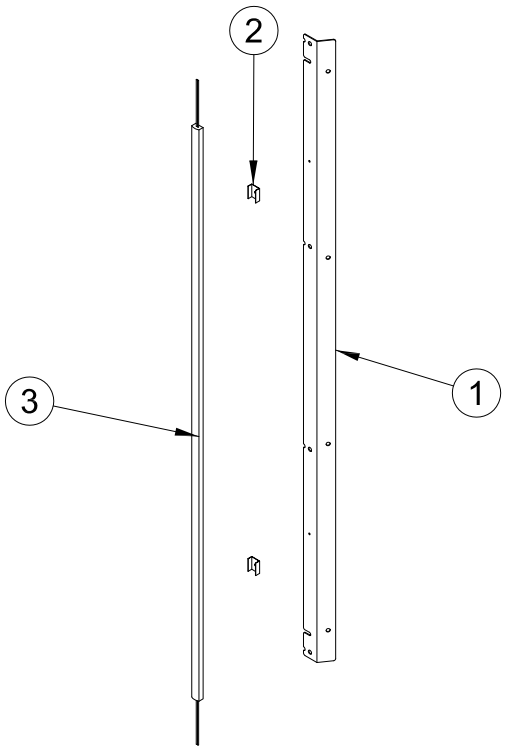
MMAA0ASM010



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MMAA0MET018	1	AC NOISE FILTER BKT	SPCC-1.2t
2	MELE0NOI002	1	NOISE FILTER	IP-0642-H2

13-22.SIDE HARNESS BKT Ass'y

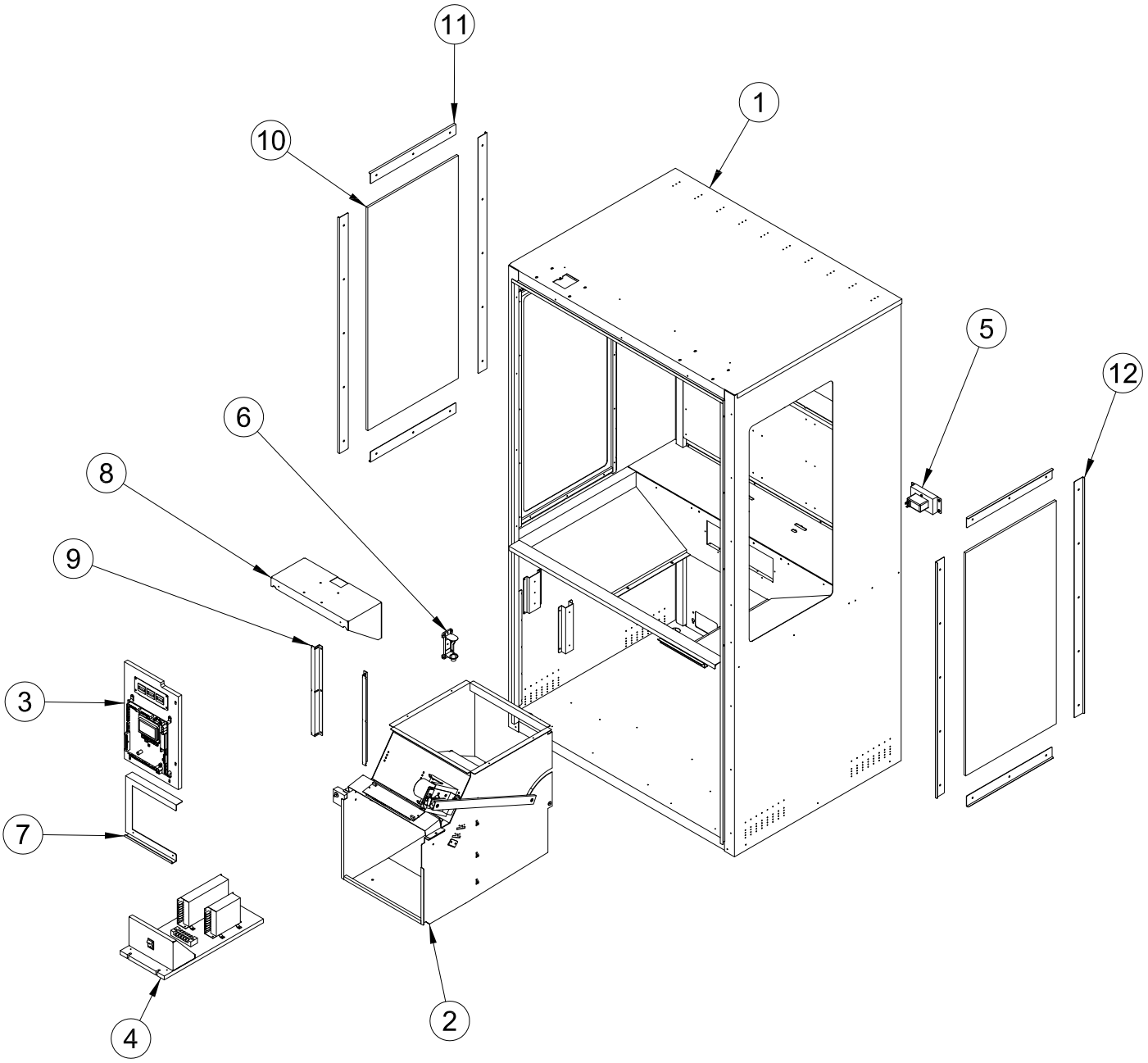
MMAA0ASM002



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MMAA0MET013	1	SIDE HARRNESS BKT	SPCC-1.2t
2	MSWI0LSB002	2	LED STICK BAR BRK	12MM
3	MSWI0LSB001	1	LED STICK BAR CW970 SMP250 02	OPAQUE ACRYL COVER

13-23-1.MAIN CABINET Ass'y

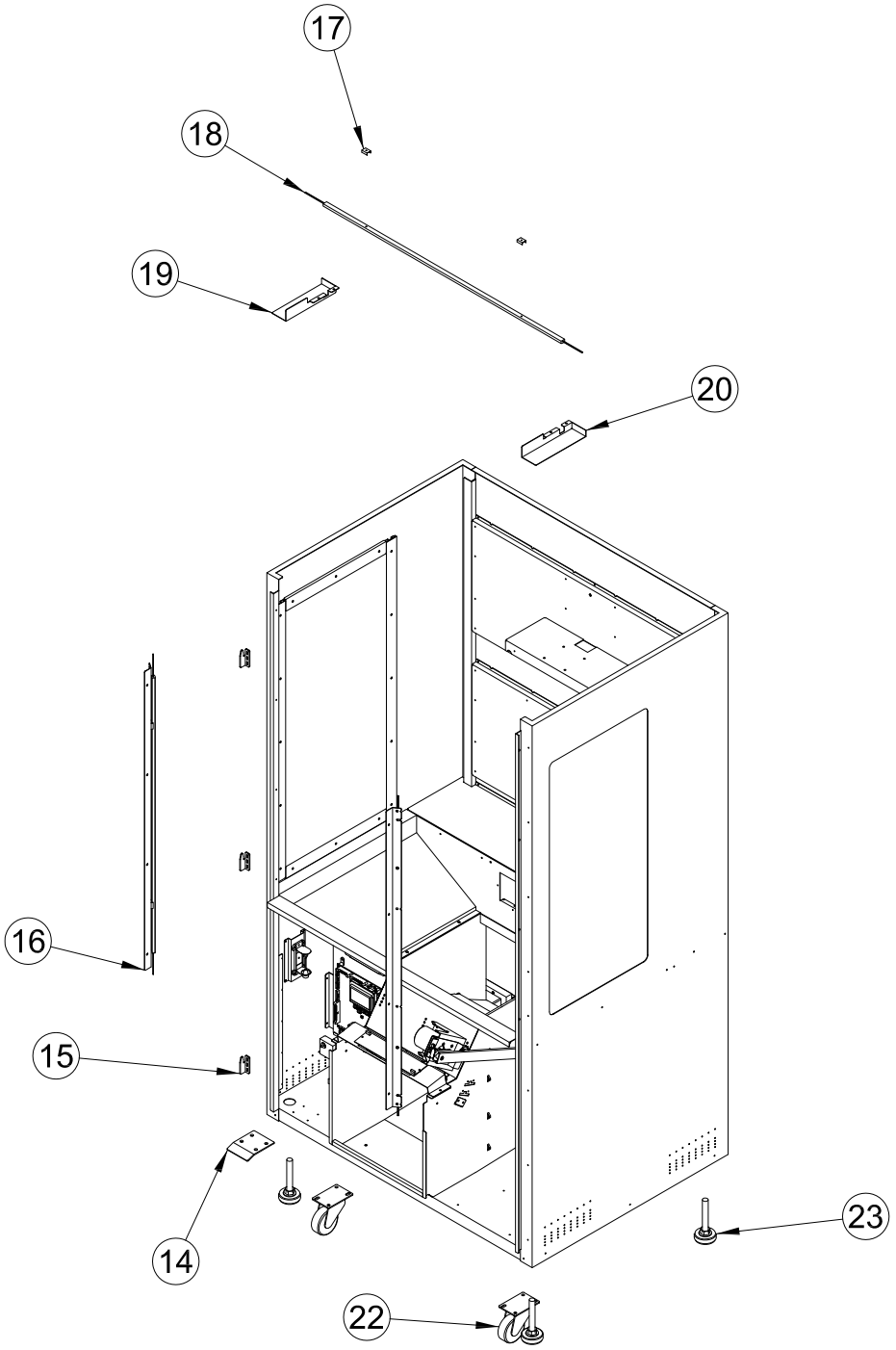
MMAA0ASM009



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MMAA0MET002	1	MAIN CABINET WELD Ass'y	WELD Ass'y
2	MMAA0ASM015	1	PRIZE OUT GUIDE BOX Ass'y	13-18 (41 page)
3	MMAA0ASM008	1	MAIN BOARD Ass'y	13-19 (42 page)
4	MMAA0ASM011	1	POWER PANEL Ass'y	13-20 (43 page)
5	MMAA0ASM010	1	NOISE FILTER Ass'y	13-21 (44 page)
6	MZZZ0000429	1	TILT ASSY	KM-001(PLASTIC)
7	MMAA0MET017	1	PRIZE OUT PCB FIXED BKT	SPCC-1.6t
8	MMAA0MET011	1	Y AXIS FIXED BKT	SPCC-1.6t
9	MMAA0MET012	2	PRIZE BASKET HARNESS BKT	SPCC-1.2t
10	MMAA0GLA002	2	MC SIDE WINDOW GLASS	TEMPERED GLASS- 8.0t
11	MMAA0MET014	4	MC SIDE WINDOW FIX BRKT A	SPCC-1.2t
12	MMAA0MET015	4	MC SIDE WINDOW FIX BRKT B	SPCC-1.2t

13-23-2.MAIN CABINET Ass'y

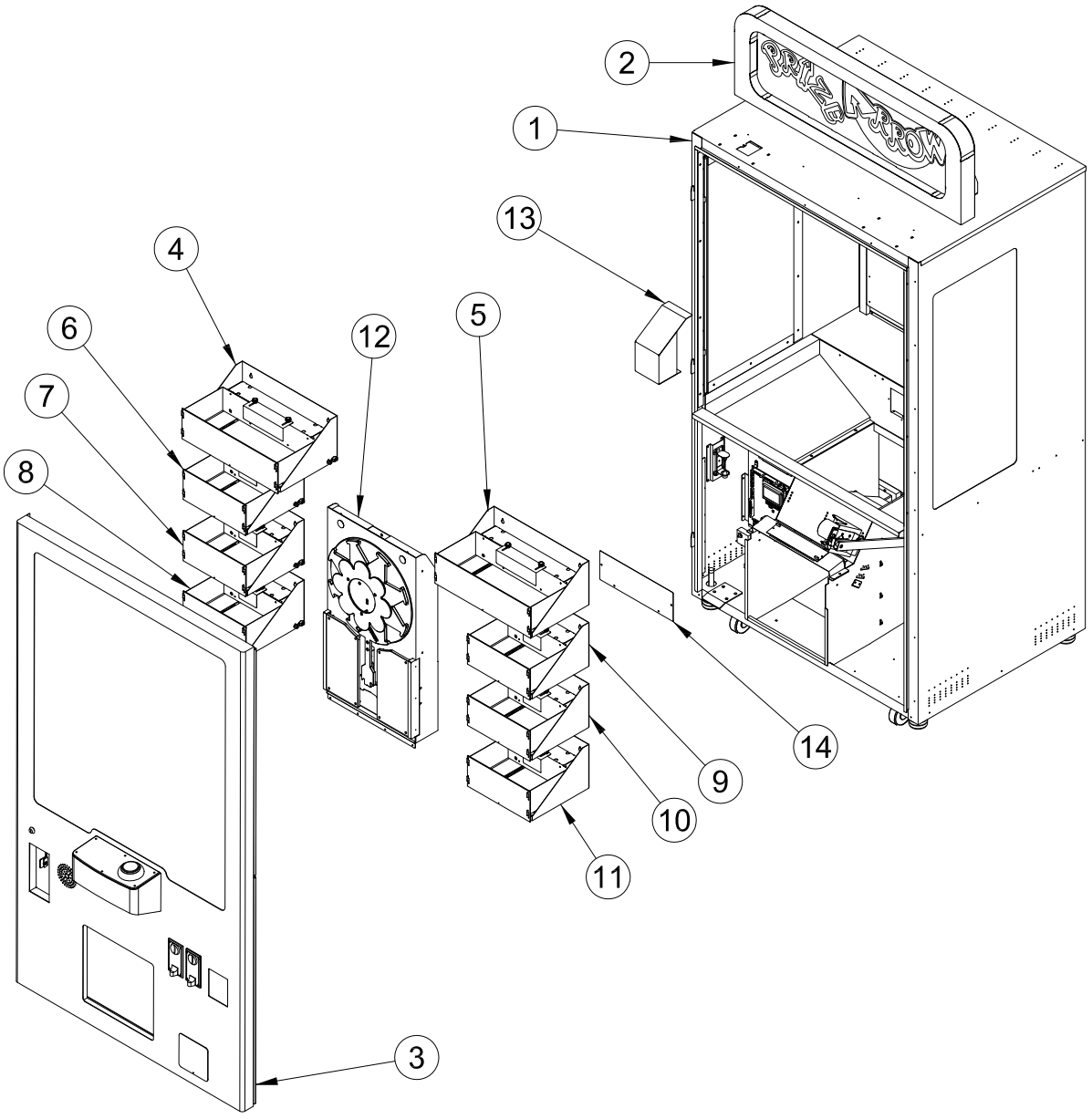
MMAA0ASM009



NO.	Code Number	QUANTITY	PART NAME	SPEC.
14	MMAA0MET016	1	FRONT DOOR BUNK UP BRKT B	SPCC-3.0t
15	MMAA0MET067	3	MC FRONT DOOR LOCK HOLD BRKT	SPCC-3.0t
16	MMAA0ASM002	2	SIDE HARNESS BKT Ass'y	13-22 (44 page)
17	MSWI0LSB002	2	LED STICK BAR BRK	12MM
18	MSWI0LSB001	1	LED STICK BAR CW970 SMP250 02	OPAQUE ACRYL COVER
19	MMAA0MET009	1	LED STICKBAR COVER BKT	SPCC-1.2t
20	MMAA0MET010	1	LED STICKBAR COVER BKT-R	SPCC-1.2t
22	MZZZ0CAS004	4	CASTER-3INCH	3 INCH (DAEYONG H-16)
23	MZZZ0ADJ001	4	ADJUSTER (PV-100-60)	(PV-100-60)

13-24.ASSEMBLING PRIZE ARROW ALL FIX Ass'y

MMAA0ASM026

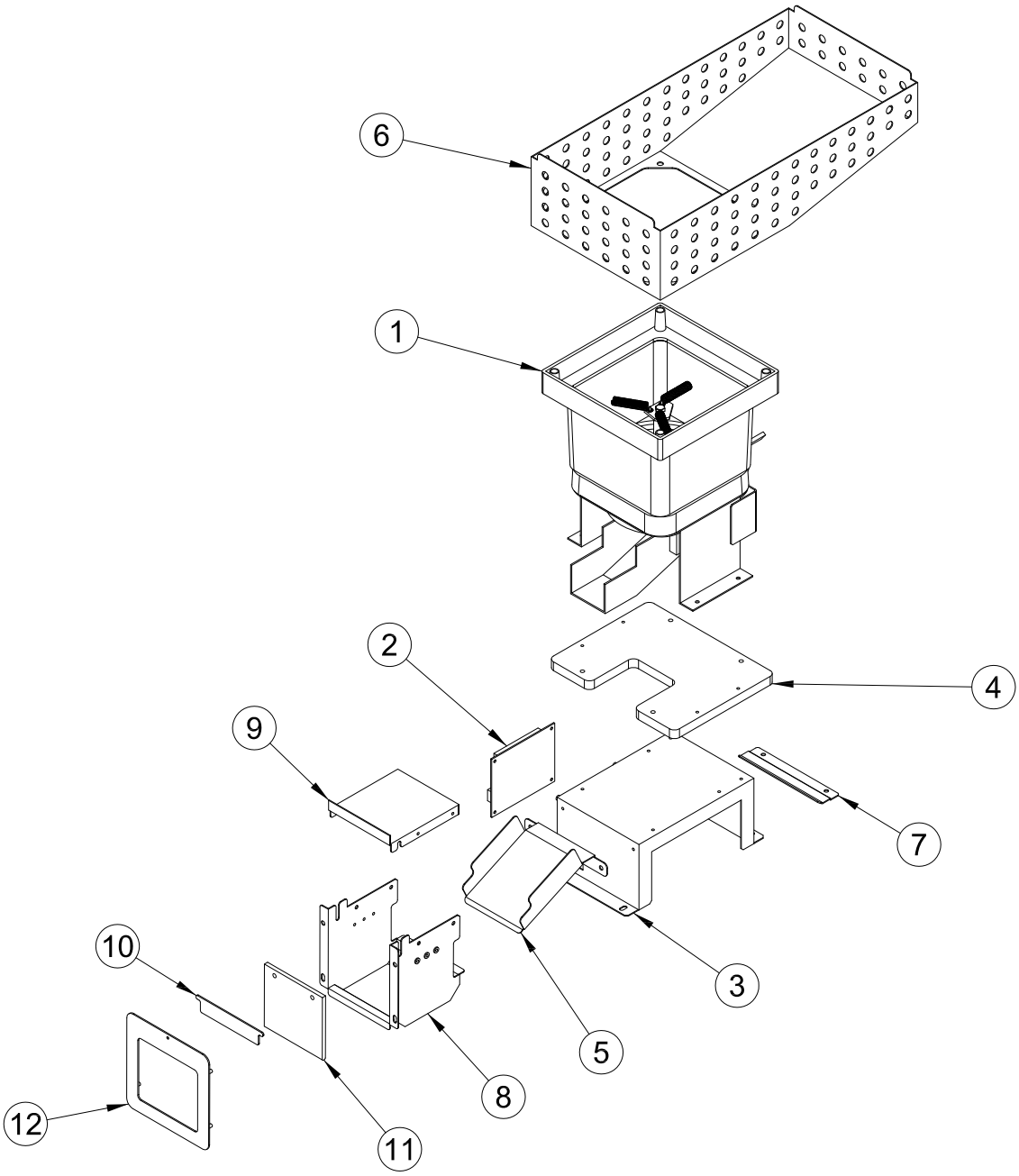


NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MMAA0ASM009	1	MAIN CABINET Ass'y	13-23 (45,46 page)
2	MMAA0ASM027	1	BILLBOARD Ass'y (SK)	13-3 (25 page)
3	MMAA0ASM030	1	FRONT DOOR MAIN FRAME Ass'y (SK)	13-6 (28,29 page)
4	MMAA0ASM017	1	TOP PRIZE BASKET-L Ass'y	13-7 (30 page)
5	MMAA0ASM018	1	TOP PRIZE BASKET-R Ass'y	13-8 (31 page)
6	MMAA0ASM012	1	PRIZE BASKET-L Ass'y (BLUE)	13-9 (32 page)
7	MMAA0ASM027	1	PRIZE BASKET-L Ass'y (PINK)	13-9 (32 page)
8	MMAA0ASM028	1	PRIZE BASKET-L Ass'y (RED)	13-9 (32 page)
9	MMAA0ASM013	1	PRIZE BASKET-R Ass'y (BLUE)	13-10 (33 page)
10	MMAA0ASM029	1	PRIZE BASKET-R Ass'y (PINK)	13-10 (33 page)
11	MMAA0ASM030	1	PRIZE BASKET-R Ass'y (RED)	13-10 (33 page)
12	MMAA0ASM025	1	Y AXIS MAIN BASE Ass'y (SK)	13-16 (39 page)
13	MMAA0MET055	1	TOP PRIZE BASKET HANNES COVER	SPCC-1.2t
14	MMAA0MET020	1	PRIZE OUT GUIDE ANGLE COVER BKT	SPCC-1.2t

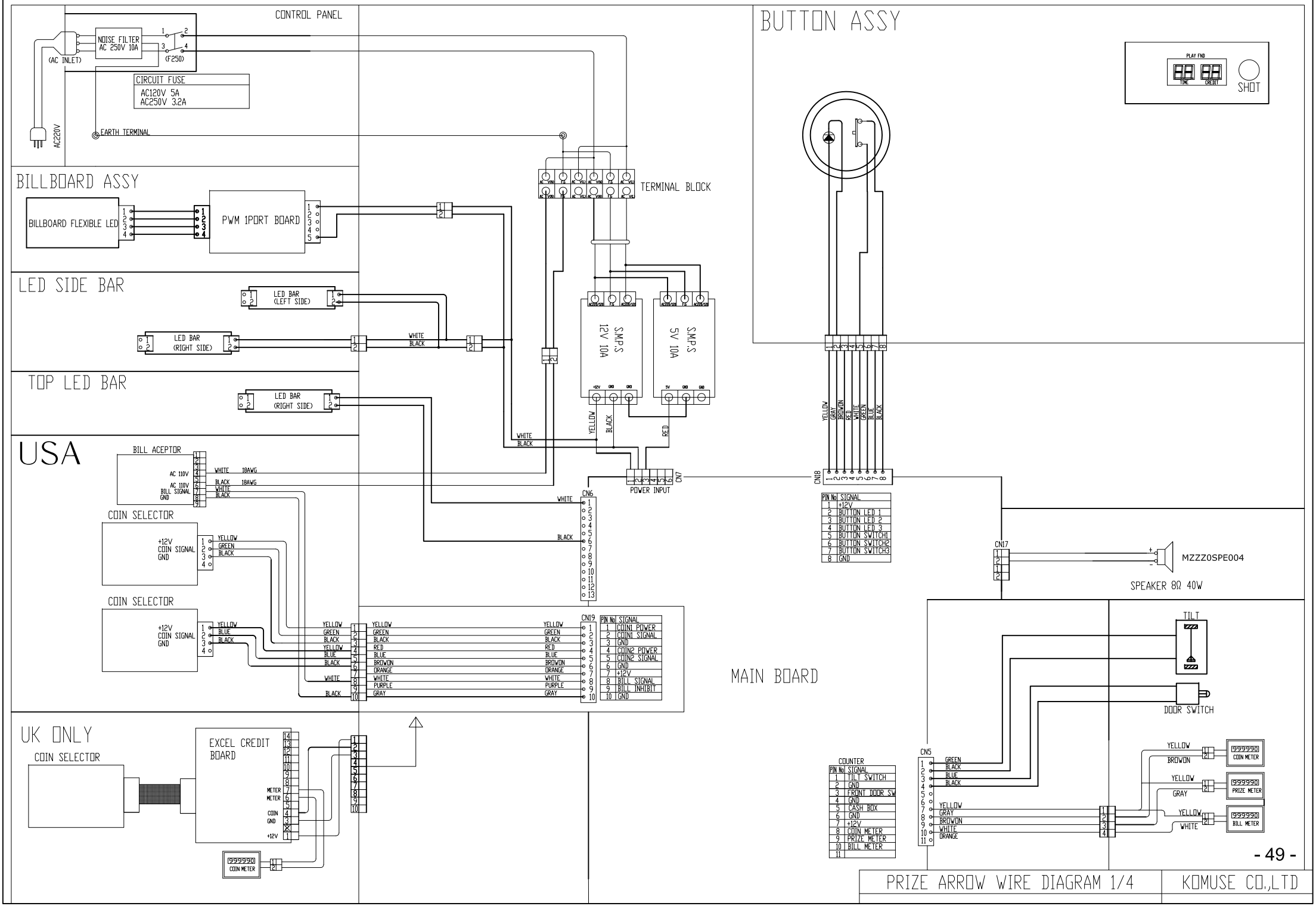
ASSEMBLING OPTION 1.

13-25.KM VEND KIT HOPPER Ass'y (OPTION)

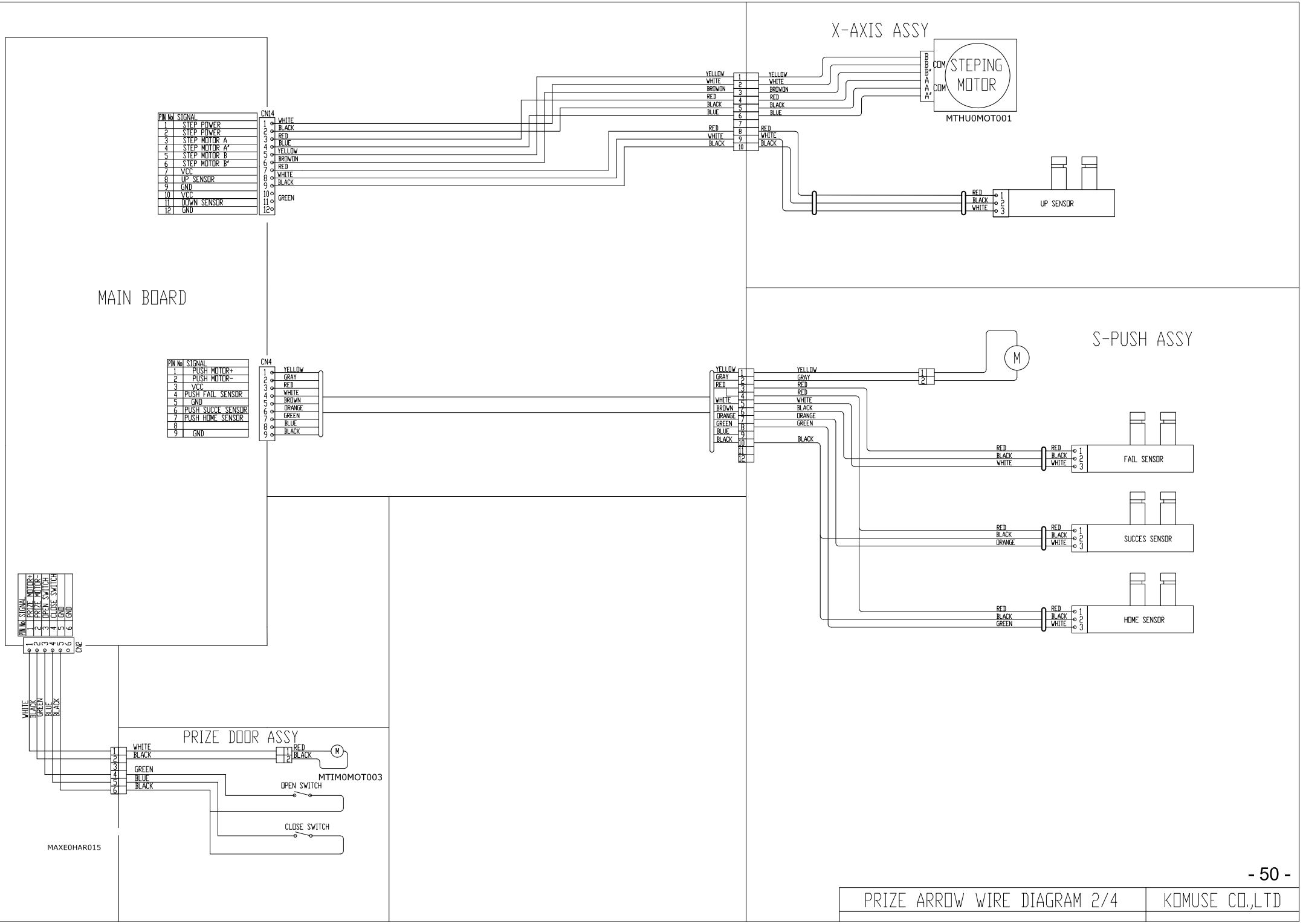
GKEM0000013



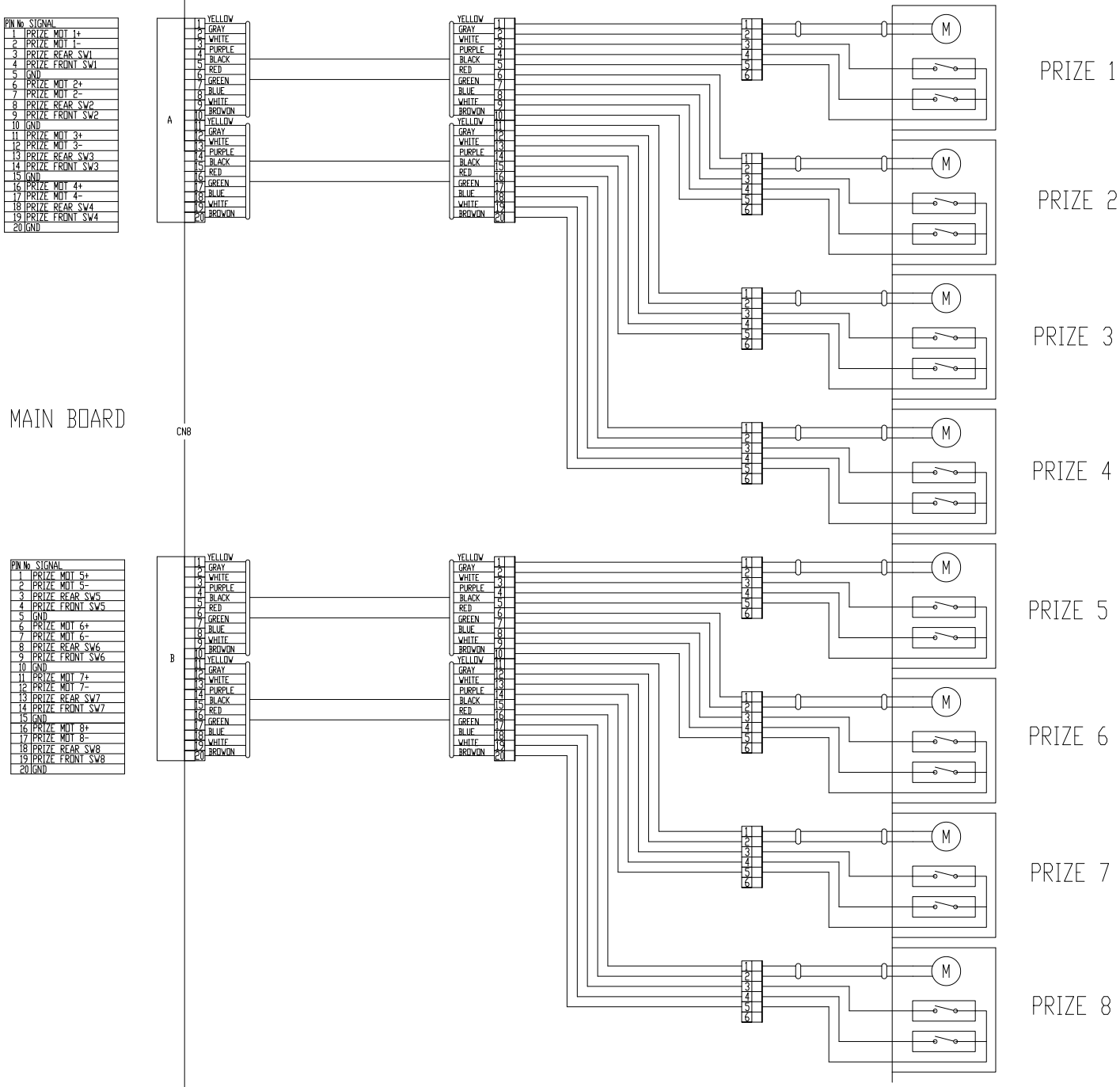
NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MLIM0000003	1	CAPSULE HOPER MACHINE	CAPSULE
2	AKEM0PCB009	1	DISPENSER2 BOARD PCB	KMDIS-001
3	MKEM0MET080	1	HOPPER FIX BKT	SPCC-1.2t
4	MKEM0WOO009	1	CAPSULE TYPE HOPPER BOTTOM PANEL	PW-12.0t
5	MKEM0MET079	1	HOPPER PRIZE SLOOP GUIDE BRKT	SPCC-1.2t
6	MKEM0MET107	1	CAPSULE MAIN BOX PLUSE COVER	SPCC-1.2t
7	MKEM0MET106	1	PIPE HOPPER SLIDE FIX BRKT	SPCC-1.2t
8	MKEM0MET076	1	HOPPER PRIZE INNER BRKT	SPCC-1.2t
9	MKEM0MET078	1	HOPPER PRIZE INNER COVER BRKT	SPCC-1.2t
10	MKEM0MET077	1	HOPPER PRIZE DOOR BRKT	SPCC-1.6t
11	MKEM0ACR006	1	HOPPER PRIZE DOOR ACRYL	CLEAR ACRYL-5.0t(투명아크릴)
12	MKEM0MET075	1	HOPPER PRIZE COVER BRKT	SPCC-1.6t



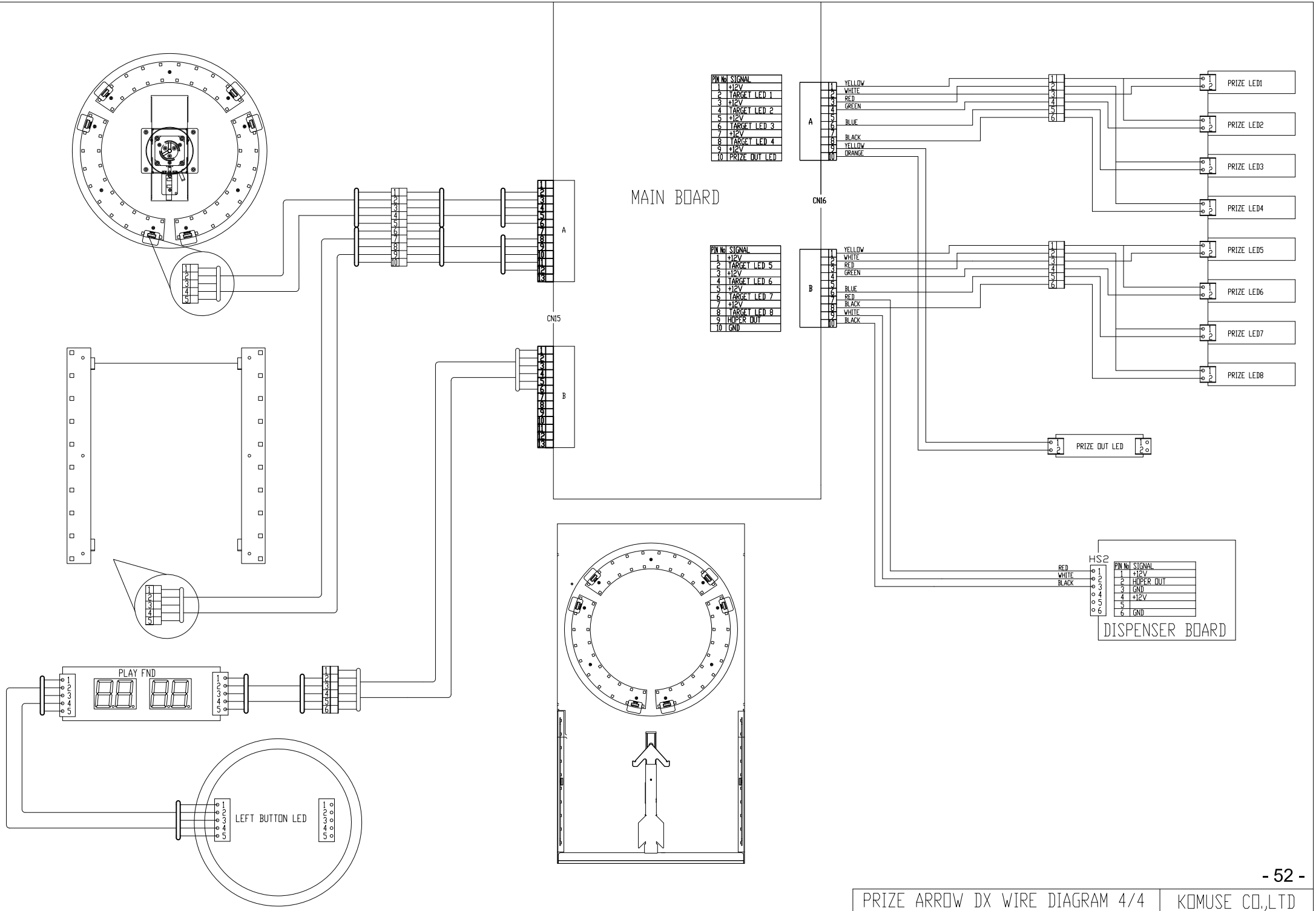
PRIZE ARROW WIRE DIAGRAM 1/4 | KOMUSE CO.,LTD



PRIZE ARROW WIRE DIAGRAM 2/4 | KOMUSE CO.,LTD



PRIZE ARROW WIRE DIAGRAM 3/4 | KOMUSE CO.,LTD

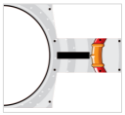
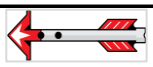
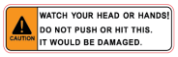


PRIZE ARROW DX WIRE DIAGRAM 4/4 | KOMUSE CO.,LTD

PRIZE ARROW

2017.09.25	PRIZE ARROW SHEET

	IMAGE	NAME	QUANTITY	METERIAL	CDDE NO.
1		BUTTON ACRYL	1 EA	ACRYL Silk screen	MMAA0S&A008
2		FRONT DOOR PRIZE DOOR ACRYL	1 EA	ACRYL Silk screen	MMAA0S&A009
3		SPIN WHEEL FRONT ACRYL	1 EA	ACRYL Silk screen	MMAA0S&A007
4		SPIN WHEEL ACRYL	1 EA	SHEET Silk screen	MMAA0S&A001
5		HOW TO PLAY SHEET	1 EA	SHEET Silk screen	MMAA0SHE005
6		BILLBOARD CASE FRAME TOP SHEET	1 EA	SHEET Silk screen	MMAA0SHE044
7		BILLBOARD CASE FRAME LOW SHEET	1 EA	SHEET Silk screen	MMAA0SHE045
8		FRONT GLASS FRAME TOP SHEET	1 EA	SHEET Silk screen	MMAA0SHE046
9		FRONT GLASS FRAME MID L SHEET	1 EA	SHEET Silk screen	MMAA0SHE047
10		FRONT GLASS FRAME MID R SHEET	1 EA	SHEET Silk screen	MMAA0SHE048
11		FRONT GLASS FRAME LOW L SHEET	1 EA	SHEET Silk screen	MMAA0SHE049
12		FRONT GLASS FRAME LOW R SHEET	1 EA	SHEET Silk screen	MMAA0SHE050
13		FRONT LOWER SHEET L	1 EA	SHEET Silk screen	MMAA0SHE051
14		FRONT LOWER SHEET R	1 EA	SHEET Silk screen	MMAA0SHE052
15		SIDE SHEET L	1 EA	SHEET Silk screen	MMAA0SHE053
16		SIDE SHEET R	1 EA	SHEET Silk screen	MMAA0SHE054

	IMAGE	NAME	QUANTITY	METERIAL	CDDE NO.
17		Y AXIS MAIN BASE UP SHEET	1 EA	SHEET Silk screen	MMAAOSHE015
18		Y AXIS MAIN BASE LOW SHEET	1 EA	SHEET Silk screen	MMAAOSHE016
19		Y AXIS FRONT DECO ACRYL L	1 EA	SHEET Silk screen	MMAAOSHE017
20		Y AXIS FRONT DECO ACRYL R	1 EA	SHEET Silk screen	MMAAOSHE018
21		INSERT COIN SHEET	1 EA	SHEET Silk screen	MMAAOSHE019
22		PLAYER TIP & NITICE SHEET	1 EA	SHEET Silk screen	MMAAOSHE055
23		DISTRIBUTE SEGA SHEET	1 EA	SHEET Silk screen	MMAAOSHE021
24		BUTTON SHEET	1 EA	LIGHTING SHEET	MMAAOSHE022
25		PRIZE BASKET GUIDE ACRYL A	1 EA	FILM SHEET	MMAAOSHE023
26		PRIZE BASKET GUIDE ACRYL 1	1 EA	FILM SHEET	MMAAOSHE024
27		PRIZE BASKET GUIDE ACRYL 2	1 EA	FILM SHEET	MMAAOSHE025
28		PRIZE BASKET GUIDE ACRYL 3	1 EA	FILM SHEET	MMAAOSHE026
29		PRIZE BASKET GUIDE ACRYL B	1 EA	FILM SHEET	MMAAOSHE027
30		PRIZE BASKET GUIDE ACRYL 4	1 EA	FILM SHEET	MMAAOSHE028
31		PRIZE BASKET GUIDE ACRYL 5	1 EA	FILM SHEET	MMAAOSHE029
32		PRIZE BASKET GUIDE ACRYL 6	1 EA	FILM SHEET	MMAAOSHE030
33		Y AXIS POINTER ARROW ACRYL SHEET	1 EA	FILM SHEET	MMAAOSHE031
34		RING WASHER SHEET	8 EA	FILM SHEET	MMAAOSHE033
35		WARNING HIGH VOLTAGE SHEET	1 EA	SHEET Silk screen	MMAAOSHE038
36		CAUTION FINGER SHEET	1 EA	SHEET Silk screen	MMAAOSHE039
37		TILT SHEET	1 EA	SHEET Silk screen	MMAAOSHE040
38		CAUTION PRIZE DOOR SHEET	1 EA	SHEET Silk screen	MMAAOSHE041
39		OPERATION NOTICE STICKER	1 EA	STICKER	MMAAOSHE042
40		RECYCLE MARK SHEET	1 EA	SHEET Silk screen	MMAAOSHE043

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