

PRIZE LOCKER

OWNER'S MANUAL



IMPORTANT

- Please read this manual carefully before using this machine.
- Keep this manual with the machine for future reference.

PRECAUTIONS FOR USE

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

For safety reasons.

- The following suggestions should be adhered to:

WARNING

Disregarding could result in serious injury.

CAUTION

Disregarding could result in injury or product damage.

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



Indicates a care should be taken.



Forbidden.



Indicates a matter which must be performed.

- Precautions to be followed:

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

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

Qualified in-shop maintenance person

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

Industry specialist

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

PRECAUTIONS FOR USE

WARNING

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

- This product should not be set up, moved or transported by any one other than an industry specialist.
- When installing this product, set the 4 leg levelers evenly on the floor and make sure that the product is installed stably in 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 for indoor usage only
Do not install outside.**



**Do not set the game machine up near
emergency exits.**



Protect the game machine from :

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



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



Do not place objects near the ventilating holes.



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



**Never plug or unplug the power cord with wet
hands.**



**Never unplug the game machine by pulling
the power cord.**



CAUTION

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

Be sure to use the attached power cord.



**Do not lay the power cord where people
walking through.**



Be sure to ground this product.



**Do not exert excessive force when moving
the machine.**




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

Do not alter the system related dipswitch setting.

♣ 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 from the receptacle to stop operating it. 


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

In case of abnormality

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

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


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

In handling the power cord, follow the instructions below. 

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

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

CAUTION

Do not use this product anywhere other than industrial areas. 

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

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 pinched or the glass may break.

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

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

- Those who have high blood pressure or a 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 shocks due to spilled drinks, instruct the player not to place heavy items or drinks on the product.

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


To avoid falls and resulting injury, immediately stop the customer from leaning against or climbing on the products, etc.


Instruct the guardians of small children to keep an eye on their children.


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


PRECAUTIONS FOR USE


WARNING

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

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

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


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

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


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

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

CAUTION

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

Be sure not to let the machine tip over.

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

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

Avoid excessive force while moving the machine.

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PRECAUTIONS IN HANDLING

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

PRECAUTIONS FOR USE

OPERATOR NOTICE

This prize offering, pay-for-play game/device has many settings and operator options to accommodate various marketing concepts, a wide range of prizes, and use in international markets and throughout the United States.

In the US, individual state statutes and local jurisdictional codes can impact pay-for-play 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.

Good maintenance and cleaning of the game and cabinetry is good business and enhances your sales.

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.

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

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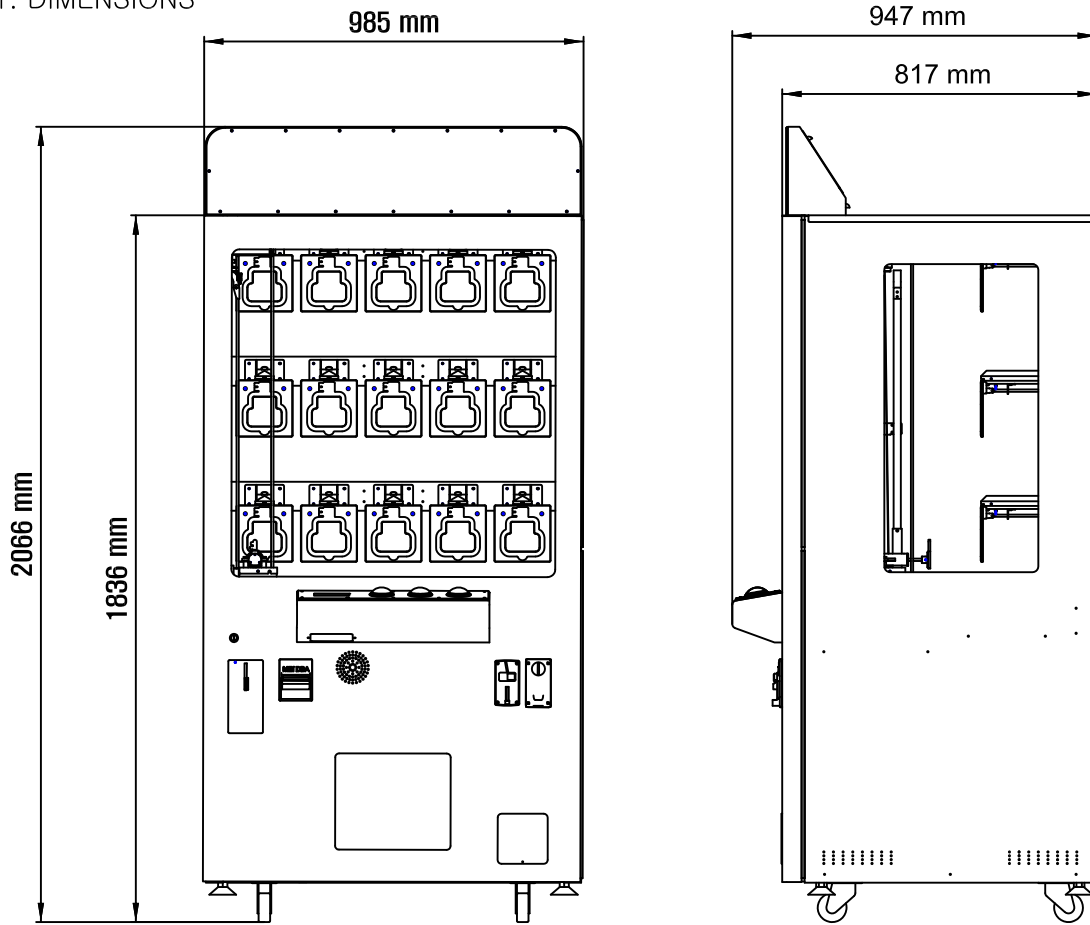
10-28.ASSEMBLING KEY MASTER ALL FIX ASSY

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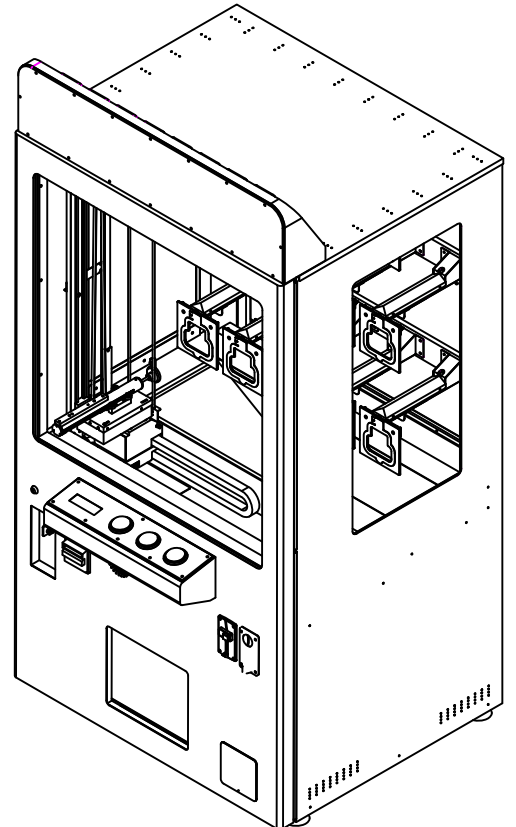
1. SPECIFICATION AND DIMENSIONS

1-1. DIMENSIONS



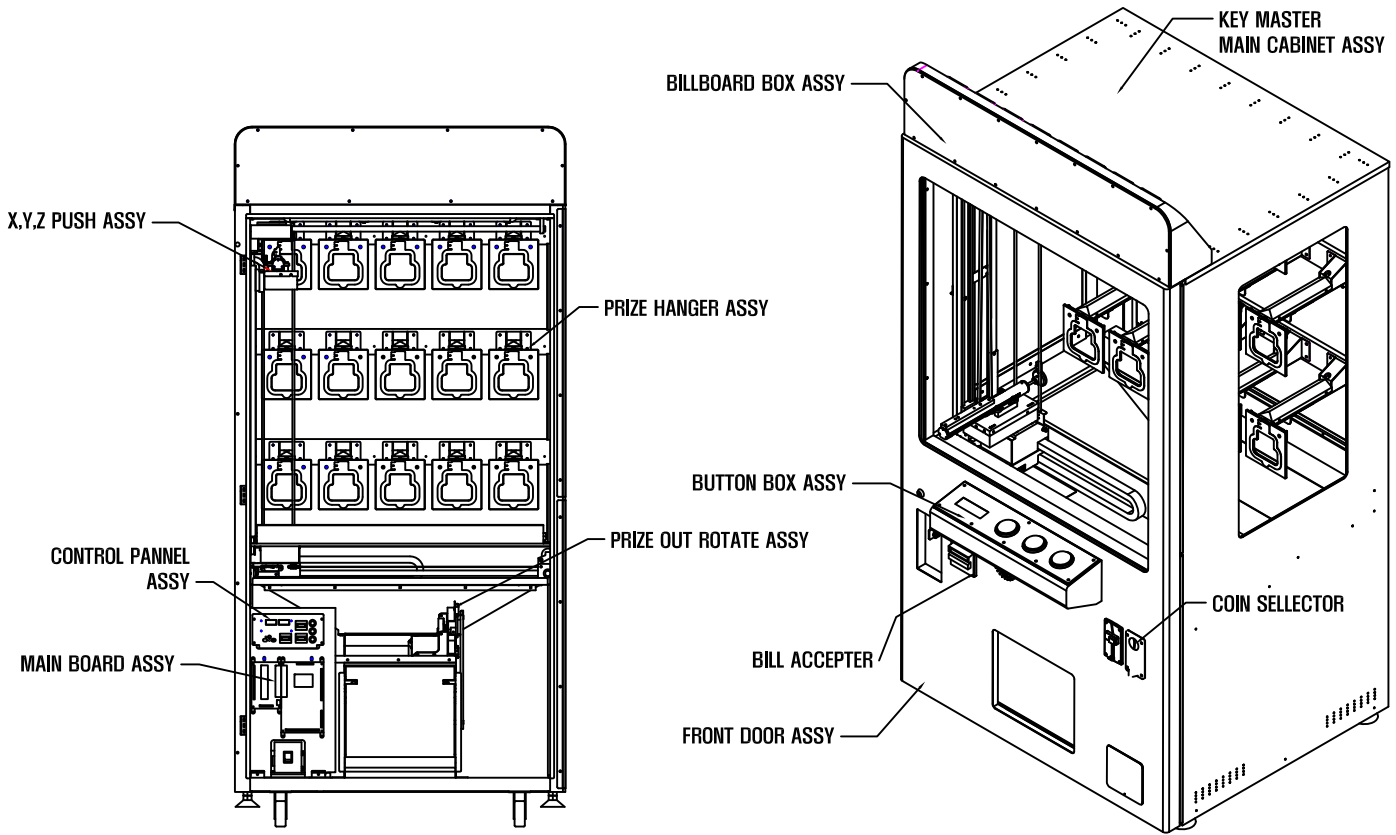
1-2. SPECIFICATION

NOMINATED VOLTAGE RANGE	AC 120V/220V
NOMINATED FREQUENCY RANGE	50Hz ~ 60Hz
AVERAGE POWER CONSUMPTION	245W
MAXIMUM POWER CONSUMPTION	285W
WEIGHT	222Kg(489Lb)

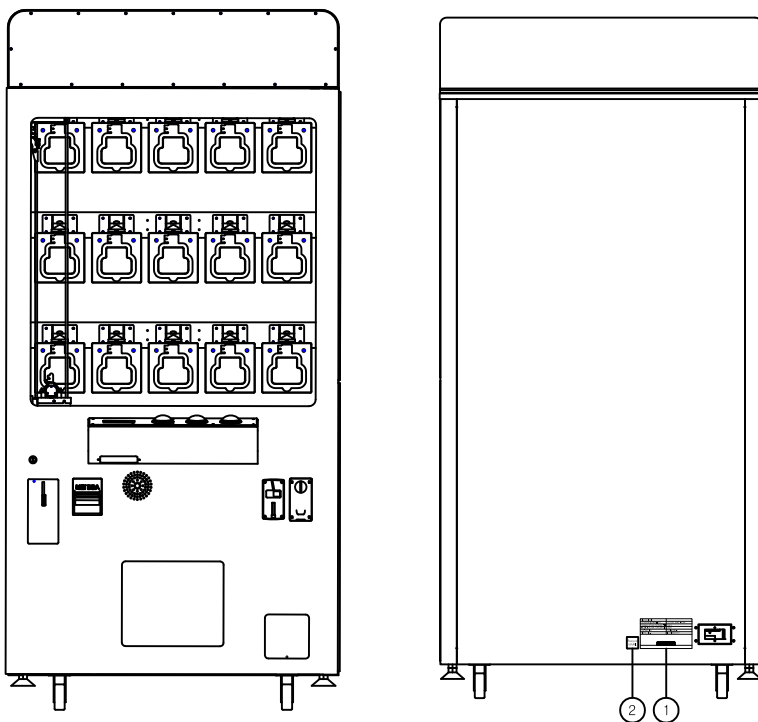


2. NAME OF PARTS & STICKER LOCATION

2-1. NAME OF PARTS

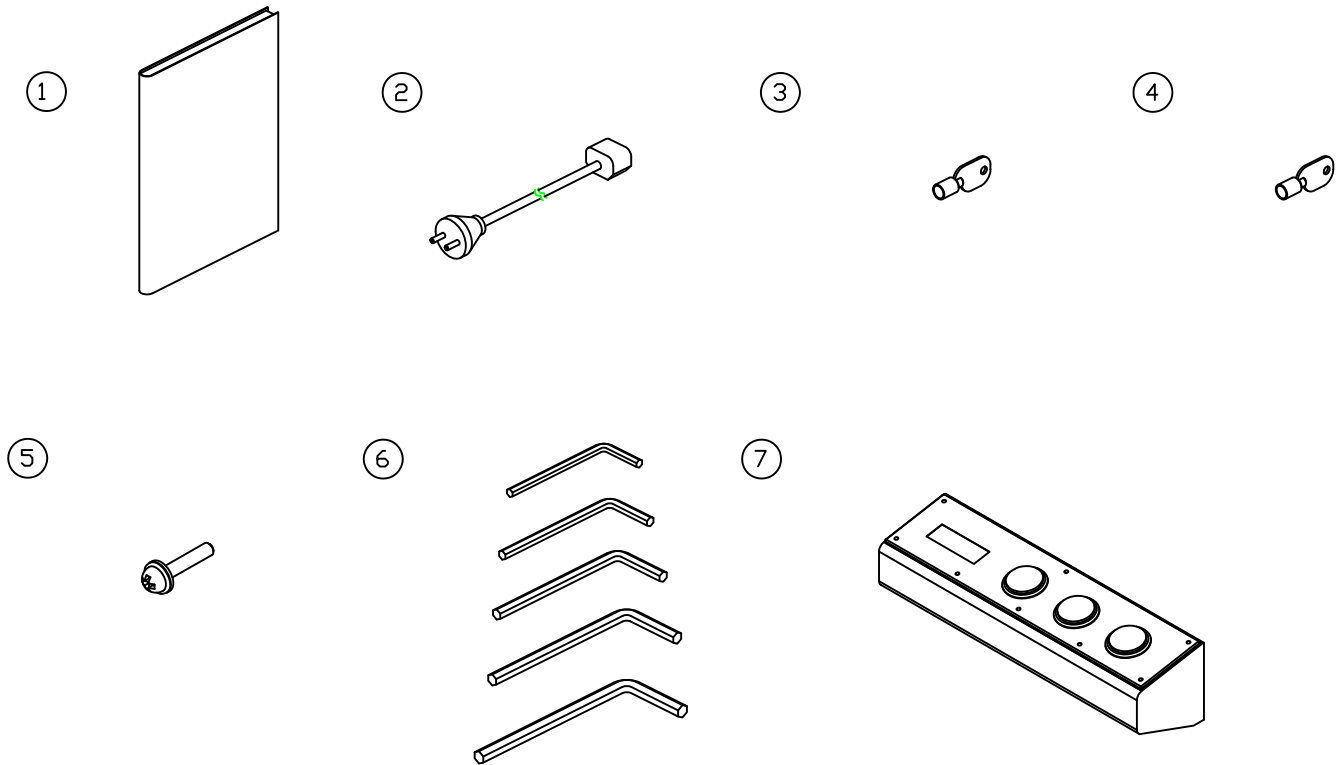


2-2. STICKER LOCATION



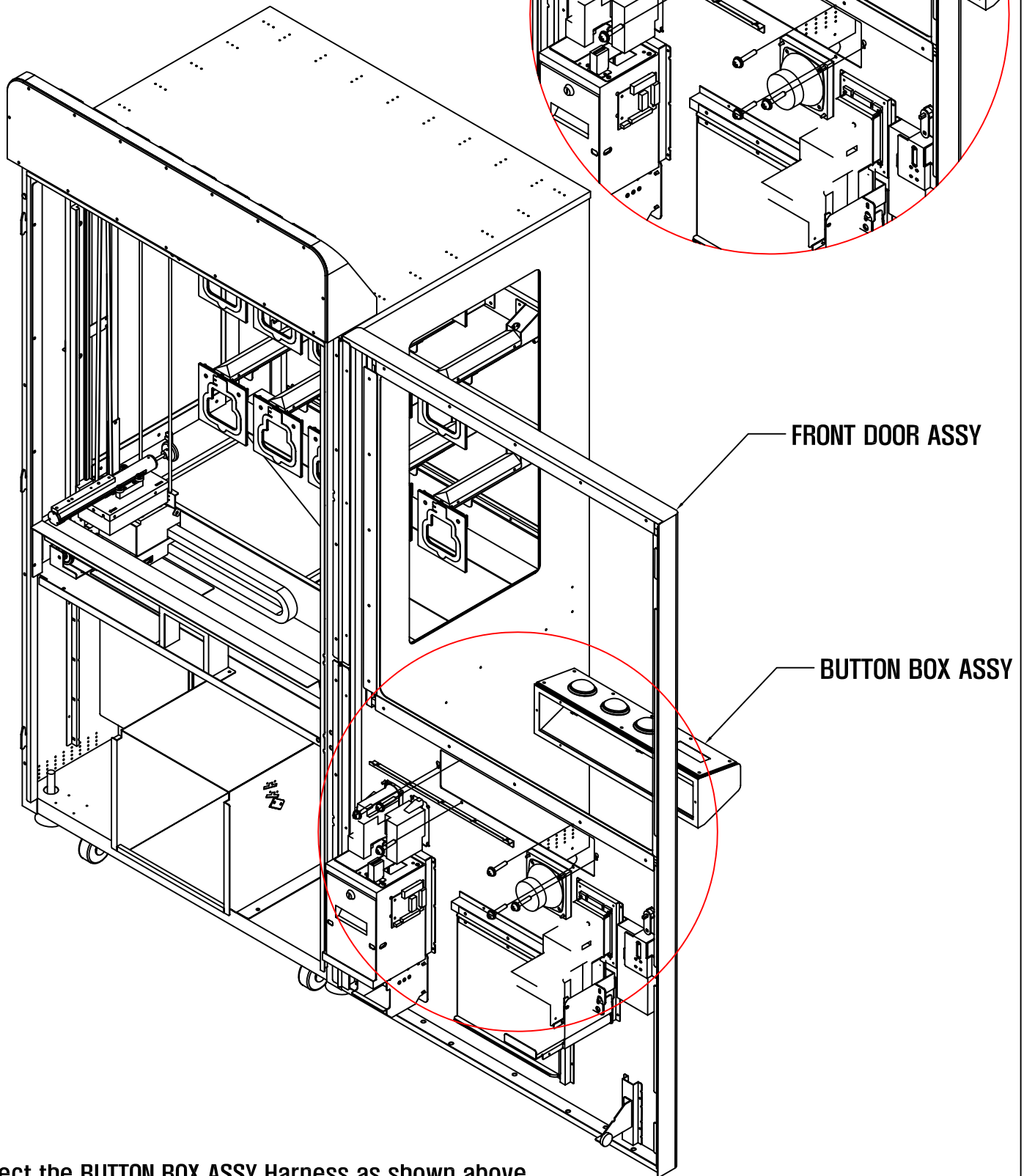
①	MODEL NAME		②	
	POWER REQUIREMENTS	AC 110V, 50Hz - 60Hz		
	AVERAGE POWER CONSUMPTION	245W		
	MAXIMUM POWER CONSUMPTION	285W		
	WEIGHT (KG)	222kg(489Lb)		
	MODEL NO.	KAATM0000XXX		

3. COMPONENTS



NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	MANUAL	MANUAL	1	MKEM000002
2	AC POWER CORD	125V-7A(0.75)UL	1	MELEOACP001
		250V-10A(0.75)UL		MELEOACP008
		250V-13A(0.75)UL (UK ONLY)		MELEOACP005
3	FRONT DOOR KEY	7001	2	-
4	CASH BOX KEY	6001	2	-
5	BOLT	M4x10L	6	-
6	WRENCH	1.5mm	1ea	MXXXOREN007
		2mm		MXXXOREN003
		2.5mm		MXXXOREN001
		3mm		MXXXOREN004
		4mm		MXXXOREN002
7	3 BUTTON BOX ASSY	-	1	MKEMOME113

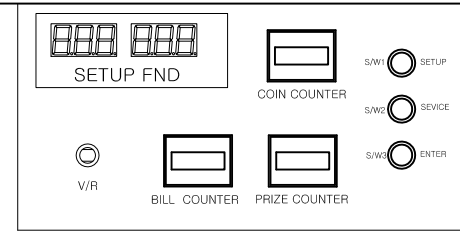
4-1. HOW TO ASSEMBLE



1. Connect the BUTTON BOX ASSY Harness as shown above.

2. Assemble the BUTTON BOX ASSY with enclosed bolts 6EA (M4 x 12L) to the FRONT DOOR ASSY.

5. SETUP MODE



CONTROL PANEL

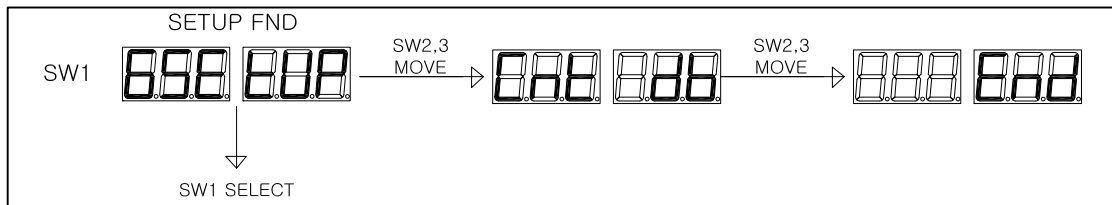
5.1 Each Switch(SW1, SW2 and SW3) on Control Panel.

- 1) SW1 : a) Selecting each Mode and Function.
- 2) SW2/SW3 : a) Moving each Mode and Function.
b) Changing each Function Value.
c) SW2 is for SERVICE at normal mode.
d) SW3 is for TEST at normal mode.

5.2 How to setup.

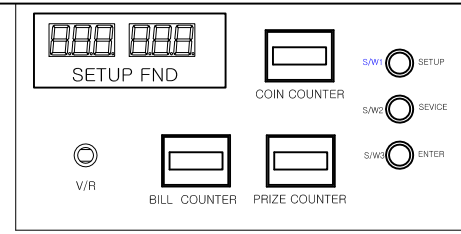
- 5.2.1 Enter Mode by pushing SW1. Then GSETUP Mode appears.
- 5.2.2 Move each Mode(GSETUP, CNTDB or END) with SW2/SW3.
- 5.2.3 Select Mode(GSETUP, CNTDB or END) by pushing SW1 again.
- 5.2.4 The Modes are :

- Mode display



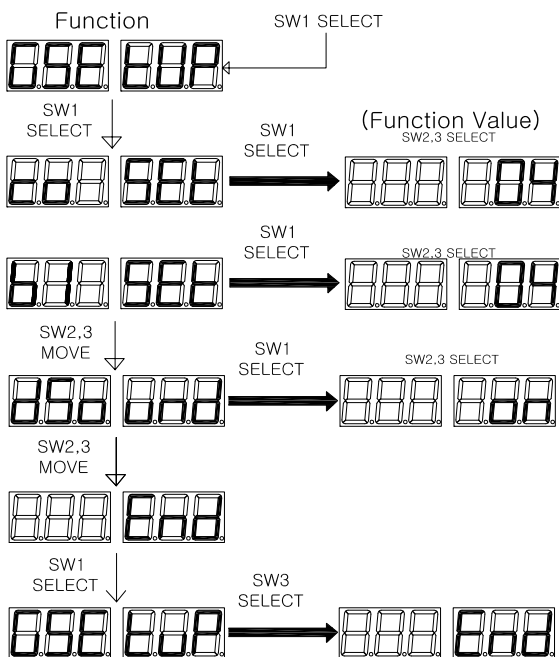
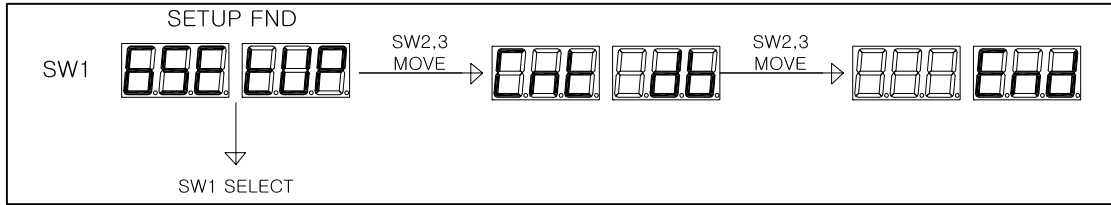
5.3 Function for GSETUP Mode.

- 5.3.1 At GSETUP mode, press SW1 again to enter into each function.
- 5.3.2 Press SW2/SW3 to move to each function.
- 5.3.3 After selecting each function, press SW1 in order to set function value.
- 5.3.4 Change Function Value with SW2/SW3.
- 5.3.5 Press SW1 again return to Function after changing Function Value.



CONTROL PANEL

- Mode display



Set the no. of coin/s per credit ON Coin mech
 Range:0~20 / Default:4coin/credit 04 coin
 Unit : 1 coin
 0:Free play mode

Set the no. of coin/s per credit ON bill valedator. (DBA)
 Range:0~20 / Default:4coin/credit 04 coin
 Unit : 1 coin
 0:Free play mode

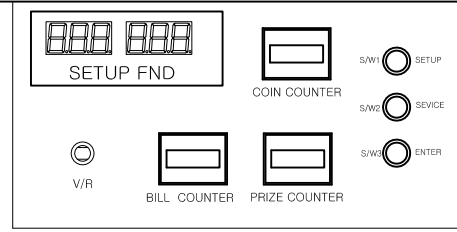
Attraction sound ON
 on / off

*Remarks : All function values are saved, when SW1 is pushed at "END".

- *Remarks : 1) Return to game mode by pushing SW1.
- 2) Move to CNTDB mode by pushing SW2/SW3.

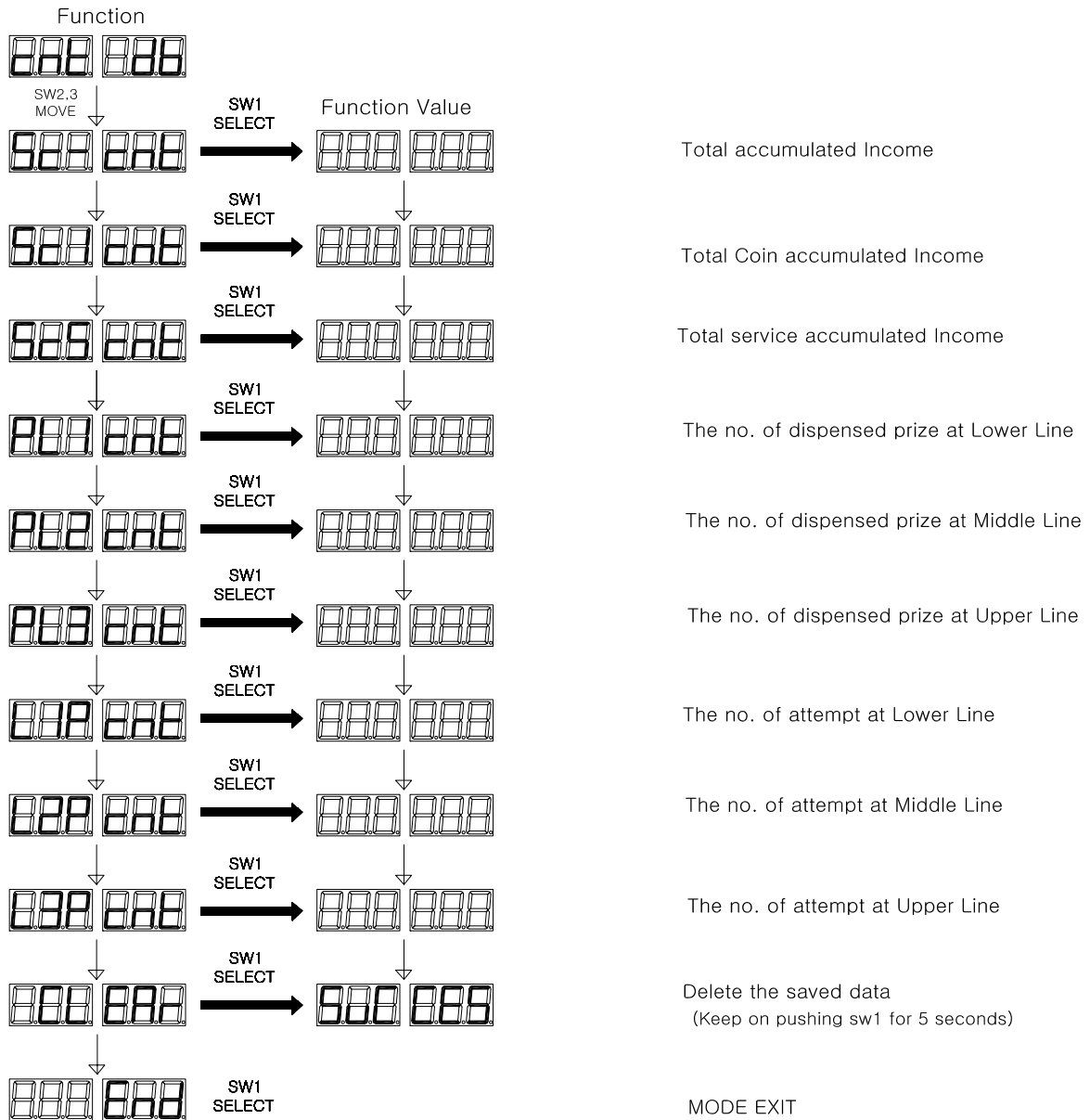
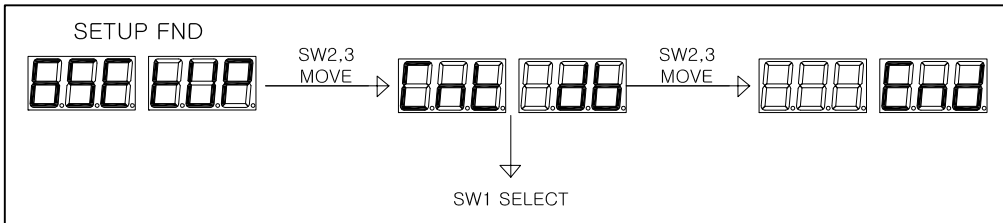
5.4 Function for CNTDB Mode.

- 5.4.1 At CNTDB mode, press SW1 again to enter into each function.
- 5.4.2 Press SW2/SW3 to move to each function.
- 5.4.3 After selecting each function, press SW1 in order to set function value.
- 5.4.4 Change Function Value with SW2/SW3.
- 5.4.5 Press SW1 again return to Function after changing Function Value.



CONTROL PANEL

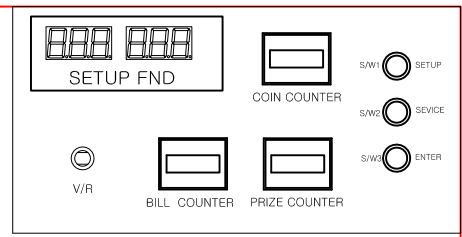
Mode display



*Remarks : All data are cleared after deleting the saved data, when SW1 is pushed at "END".

6. TEST MODE

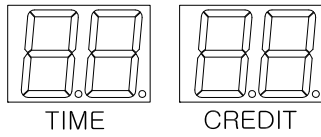
- 6.1 Execute Test Mode by pushing SW3.
- 6.2 At TEST mode, press SW1 again to enter into test function.
- 6.3 Press SW2/SW3 to move to each function.

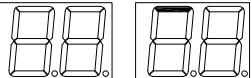
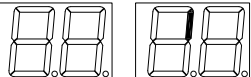
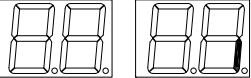
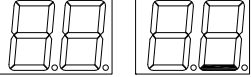


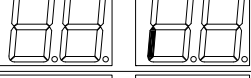












CONTROL PANEL



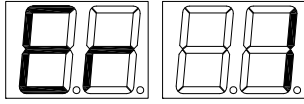
6.4 Check the status of sensors and switches.



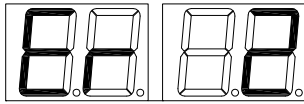
NO.	CONTENT	PLAY FND	
1	X-AXIS Left Switch checking	TIME	
2	X-AXIS Right switch checking		
3	Y-AXIS up switch checking		
4	Y-AXIS down switch checking		
5	Push front sensor checking		
6	Push Rear sensor checking		
7	Push Back sensor checking		
8	Rotary point sensor checking		
9	Joystick switch left checking		
10	Joystick switch right checking		
11	Up button switch checking		
12	coin select checking		
13	Setup button checking		
14	service button checking		
15	test button checking		
16	prize out open swich checking		
17	prize out close swich checking		

6.5 Error mode

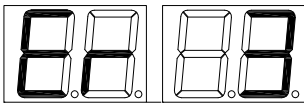
PLAY FND



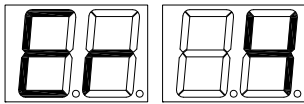
— Error with Rotating motor or sensor.



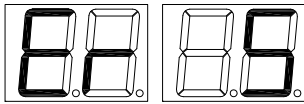
— Error with Push motor or BACK(C) Switch.



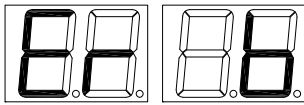
— Error with Push motor or FRONT(A) switch.



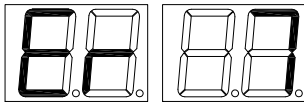
— Error with Push motor or REAR(B) switch.



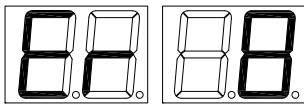
— Error with stepping motor or up switch.



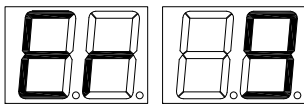
— Error with stepping motor or down switch.



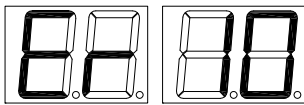
— Error with x-axis motor or left switch.



— Error with x-axis motor or right switch.

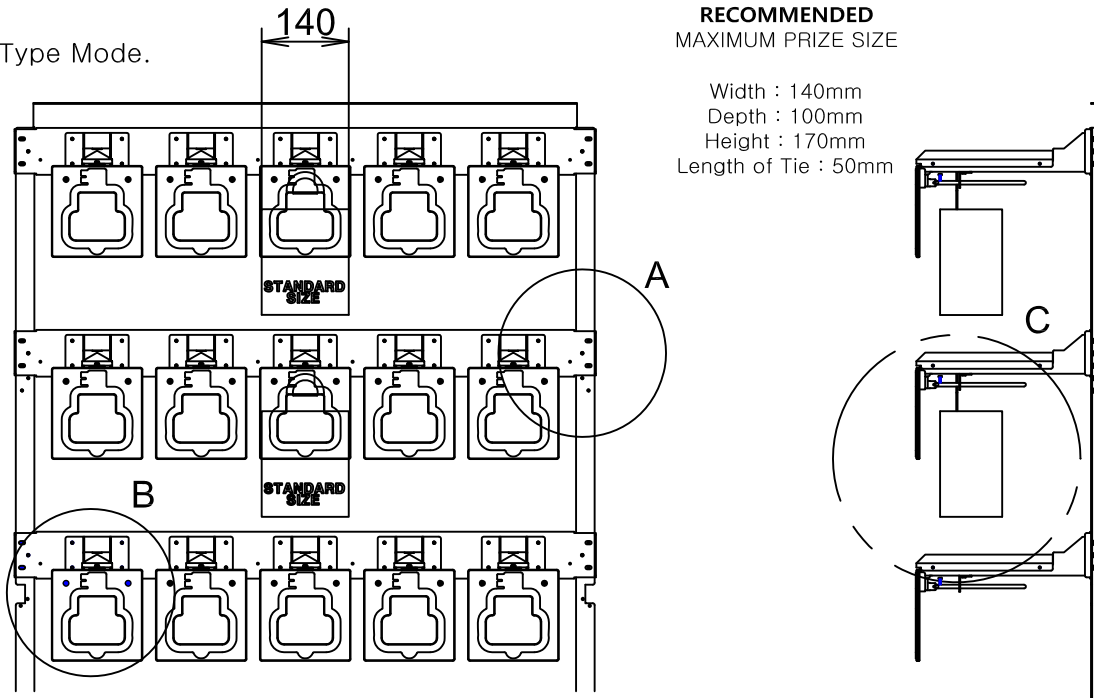


— Error with prize motor or up switch.



— Error with prize motor or down switch.

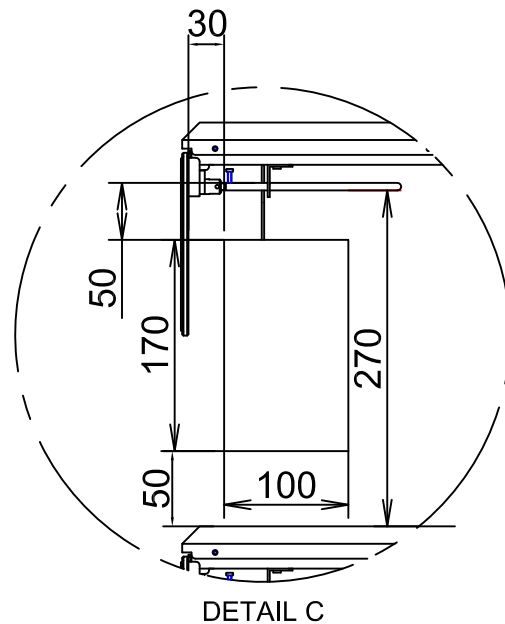
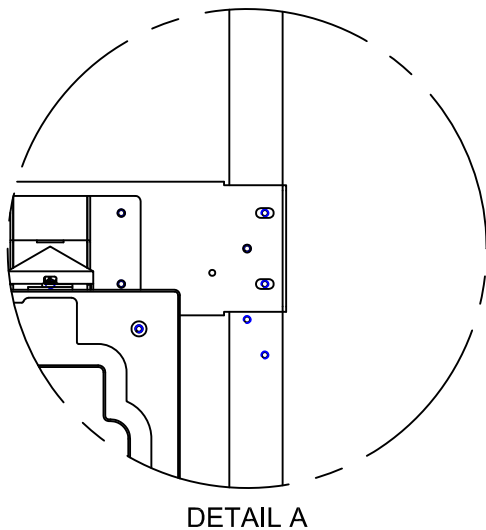
7. Standard Type Mode.



**RECOMMENDED
MAXIMUM PRIZE SIZE**

Width : 140mm
Depth : 100mm
Height : 170mm
Length of Tie : 50mm

- A. Middle prize row should be positioned in its upper mounting position.**
B. DO NOT remove the left bottom prize arm for any reason.
Remark : If any prize arm is removed, please turn off and on the machine in order to set the prize arm arrangement.



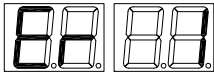
OPERATORS - READ THE BELOW EXTREMELY IMPORTANT NOTICES!

1. Sega strongly recommends you start with a prize value no greater than \$50 on the top row, \$25 in the middle row and \$10 on the bottom row. 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.
2. Also, the game must be configured for standard type settings:
 - 5 prize arms on each of the 3 prize rows
 - Middle prize row positioned in its upper mounting position

9. TROUBLE SHOOTING

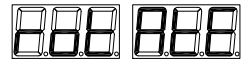
F. TROUBLE SHOOTING

* F-a. ERROR NO 1.



#Rotator Motor or Sensor does not works properly.

-TEST MODE



Rotating Key assembly

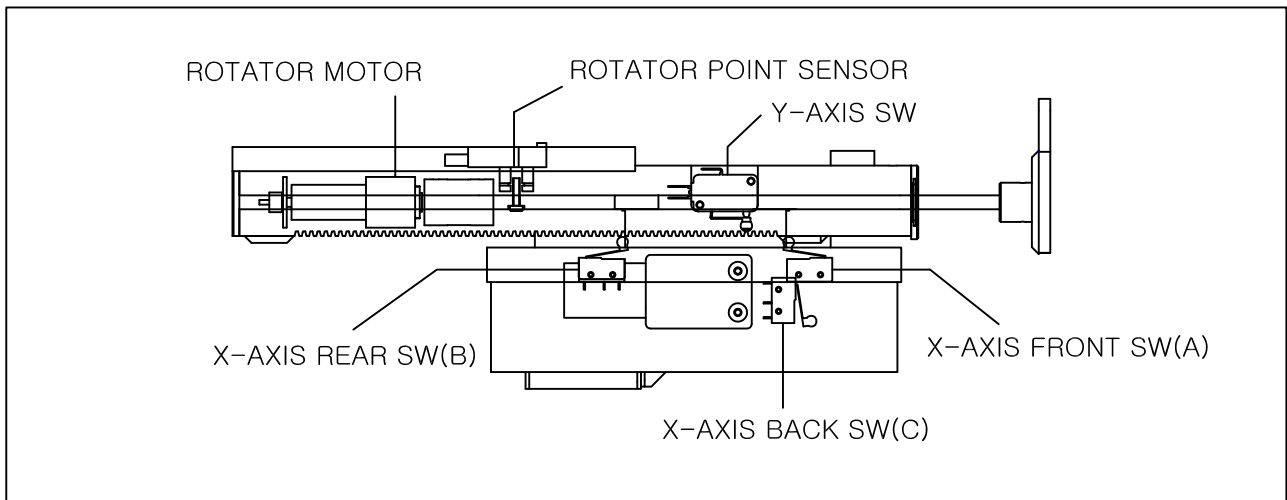
When Rotator Motor Doesn't Work.

Check The Harness Connected To The Motor

CHECK IF ANY BOLTS ON THE MOTOR ARE LOOSEN.

REPLACE THE MOTOR.

REPLACE THE MAIN BOARD.



WHEN ROTATOR MOTOR WORKS PROPERLY.

CHECK IF PHOTO SENSOR WORKS PROPERLY.

REPLACE THE PHOTO SENSOR PCB.

REPLACE THE MAIN BOARD.

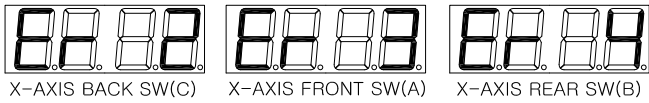
F. TROUBLE SHOOTING

* F-b. ERROR NO 2,3,4

-TEST MODE

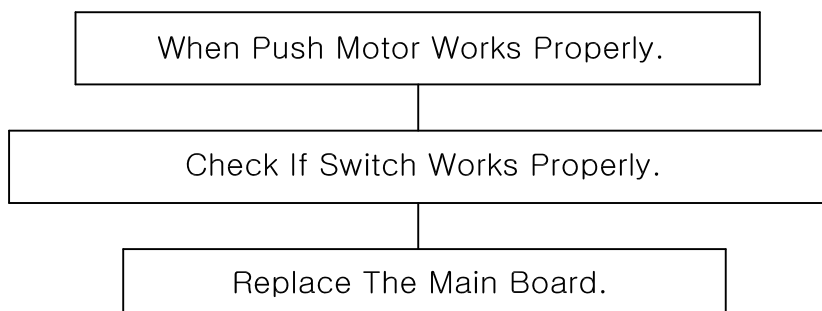
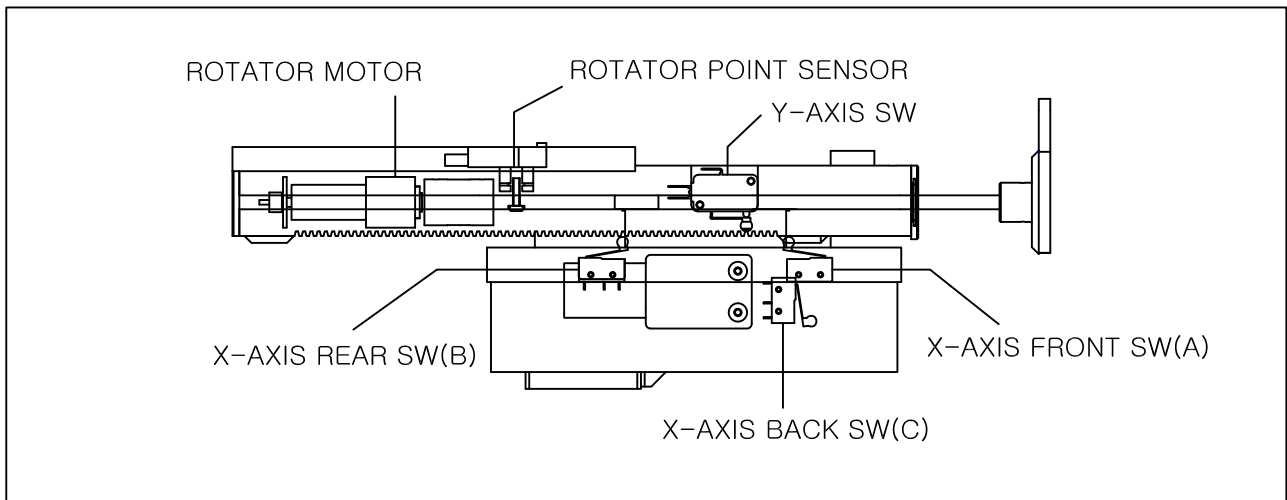
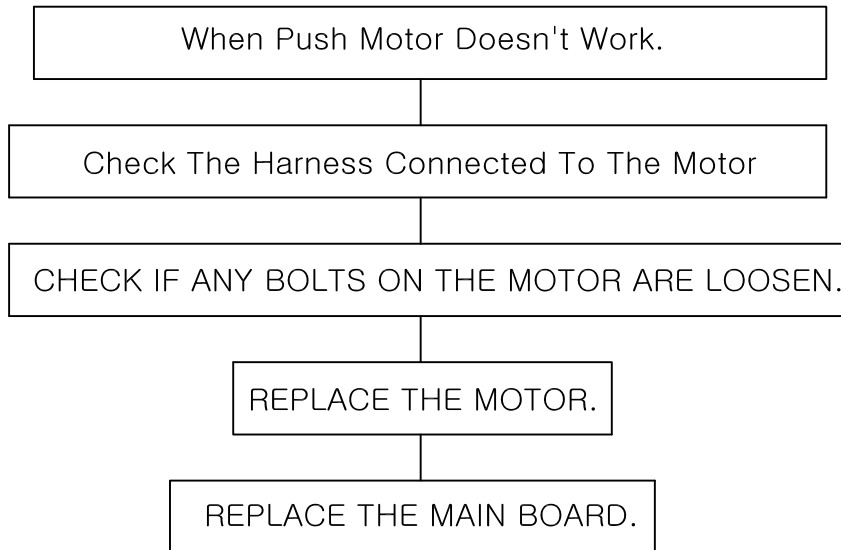


Moving the push assembly forwards and backwards



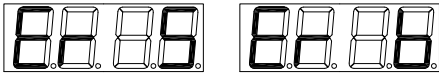
X-AXIS BACK SW(C) X-AXIS FRONT SW(A) X-AXIS REAR SW(B)

#Push Motor or Switch (A,b,c) does not works properly.

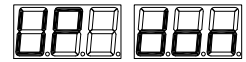


F. TROUBLE SHOOTING

* F-c. ERROR NO 5,6



-TEST MODE



Y-axis up and down

#Y-axis stepping Motor or Switch does not works properly.

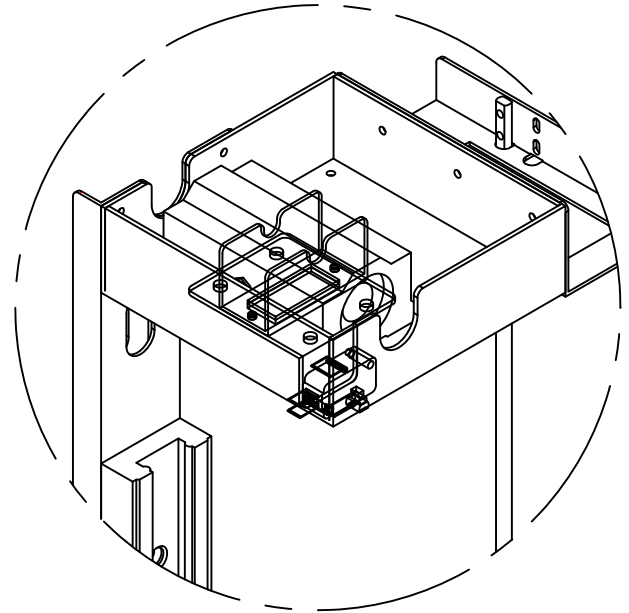
When Stepping Motor Doesn't Work.

Check The Harness Connected To The Motor

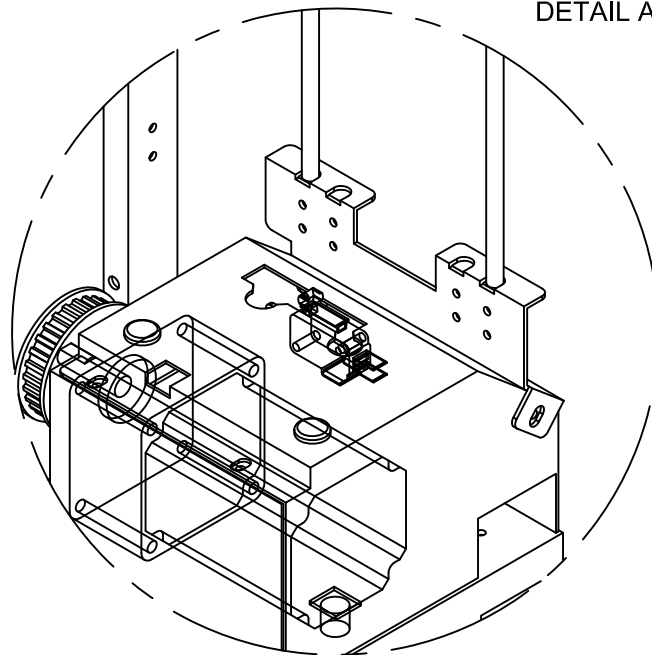
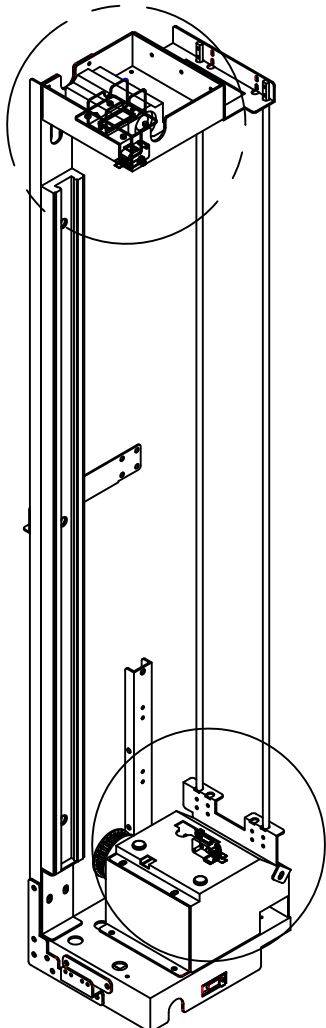
Check If Any Bolts On The Motor Are Loosen.

Replace The Motor.

Replace The Main Board.



DETAIL A



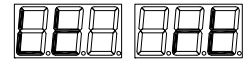
DETAIL B

When Stepping Motor Works Properly.

Check If Switch Works Properly.

Replace The Main Board.

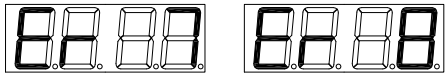
-TEST MODE



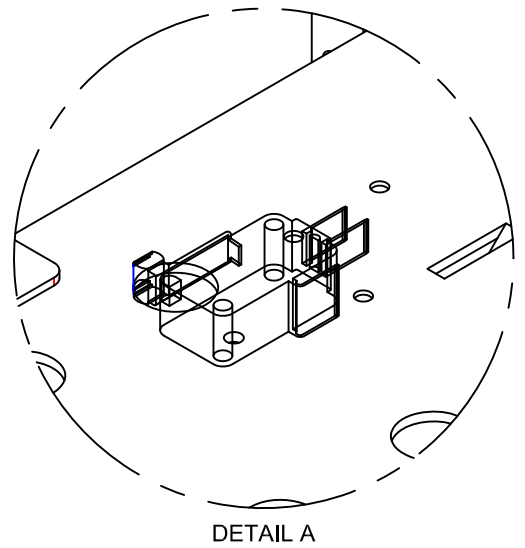
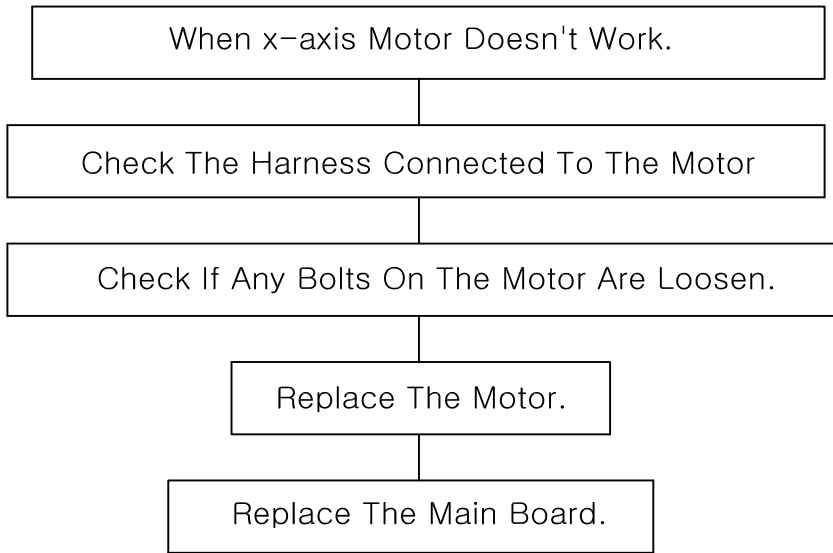
X-axis motor

F. TROUBLE SHOOTING

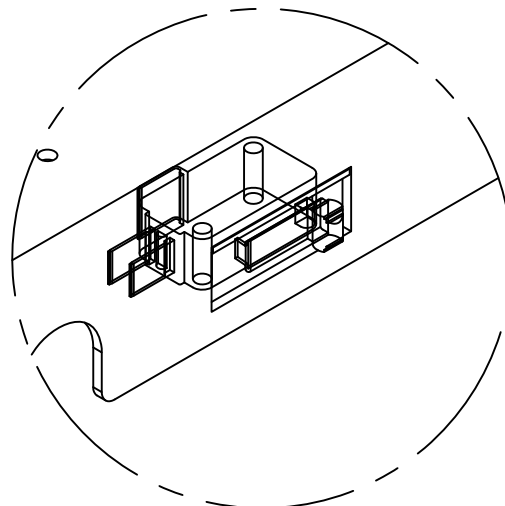
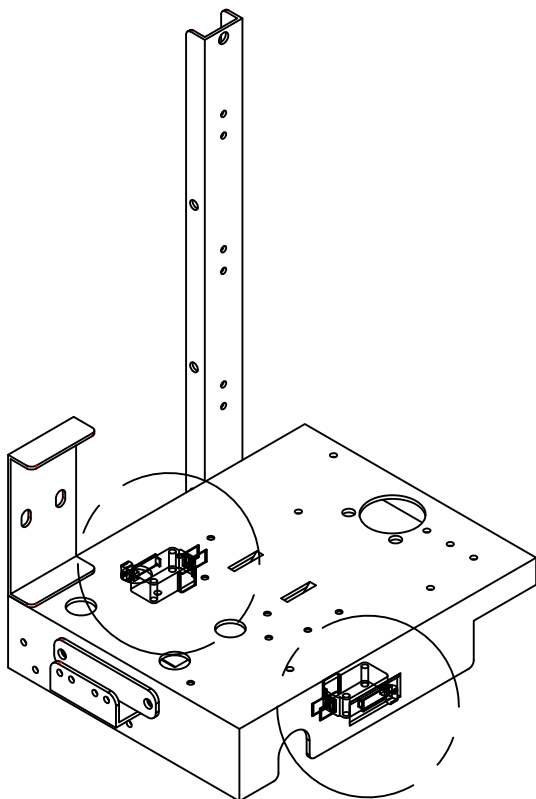
* F-d. ERROR NO 7,8



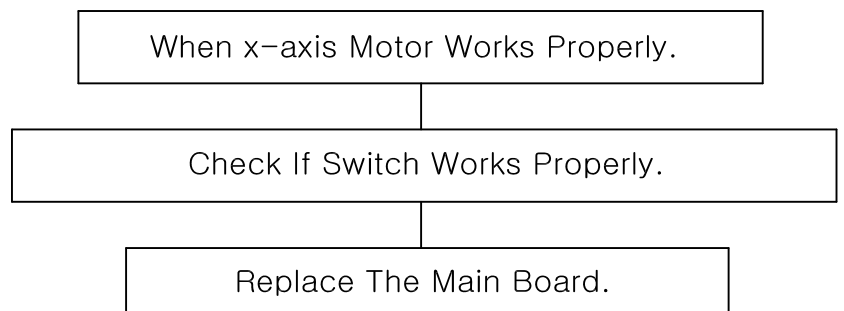
#x-axis Motor or Switch does not works properly.



DETAIL A



DETAIL B



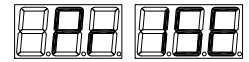
F. TROUBLE SHOOTING

* F-e. ERROR NO 9,10



prize door Motor or Switch does not works properly.

-TEST MODE



Opening and closing the prize door

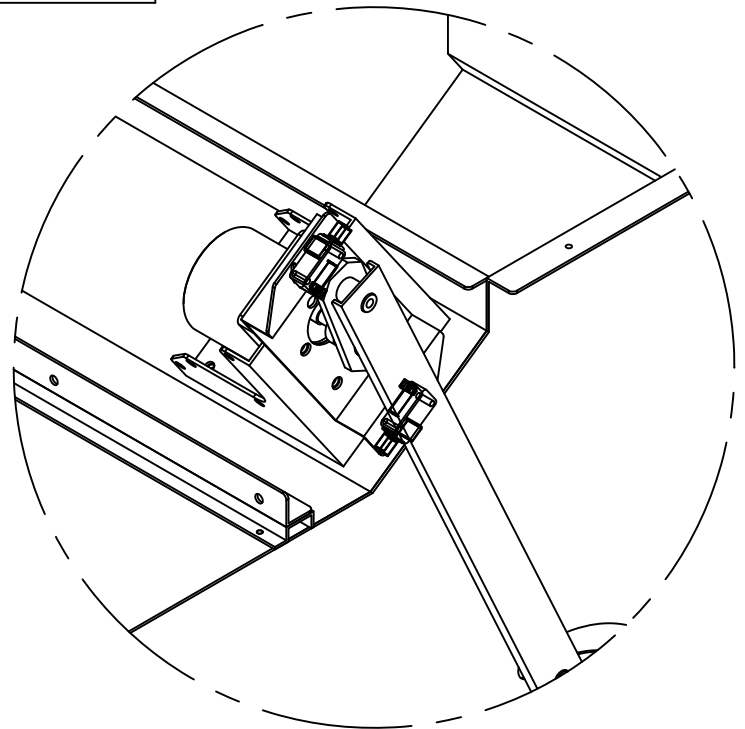
When prize door Motor Doesn't Work.

Check The Harness Connected To The Motor

Check If Any Bolts On The Motor Are Loosen.

Replace The Motor.

Replace The Main Board.

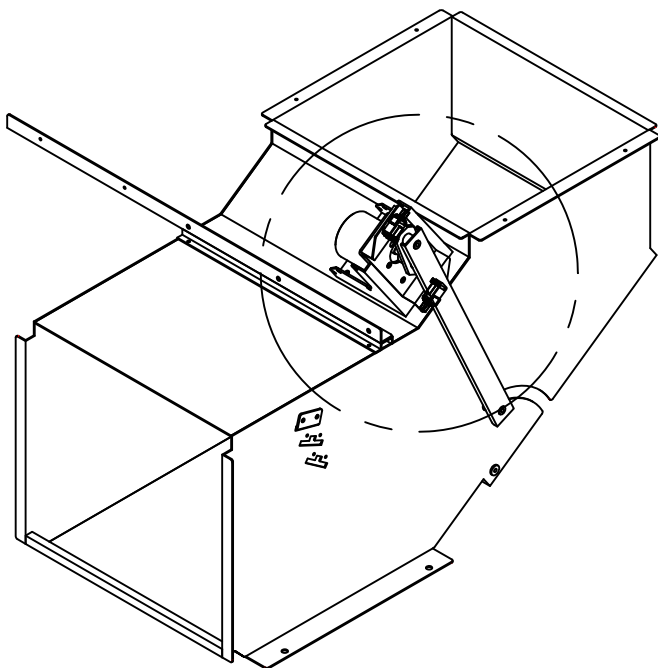


DETAIL A

When prize door Motor Works Properly.

Check If Switch Works Properly.

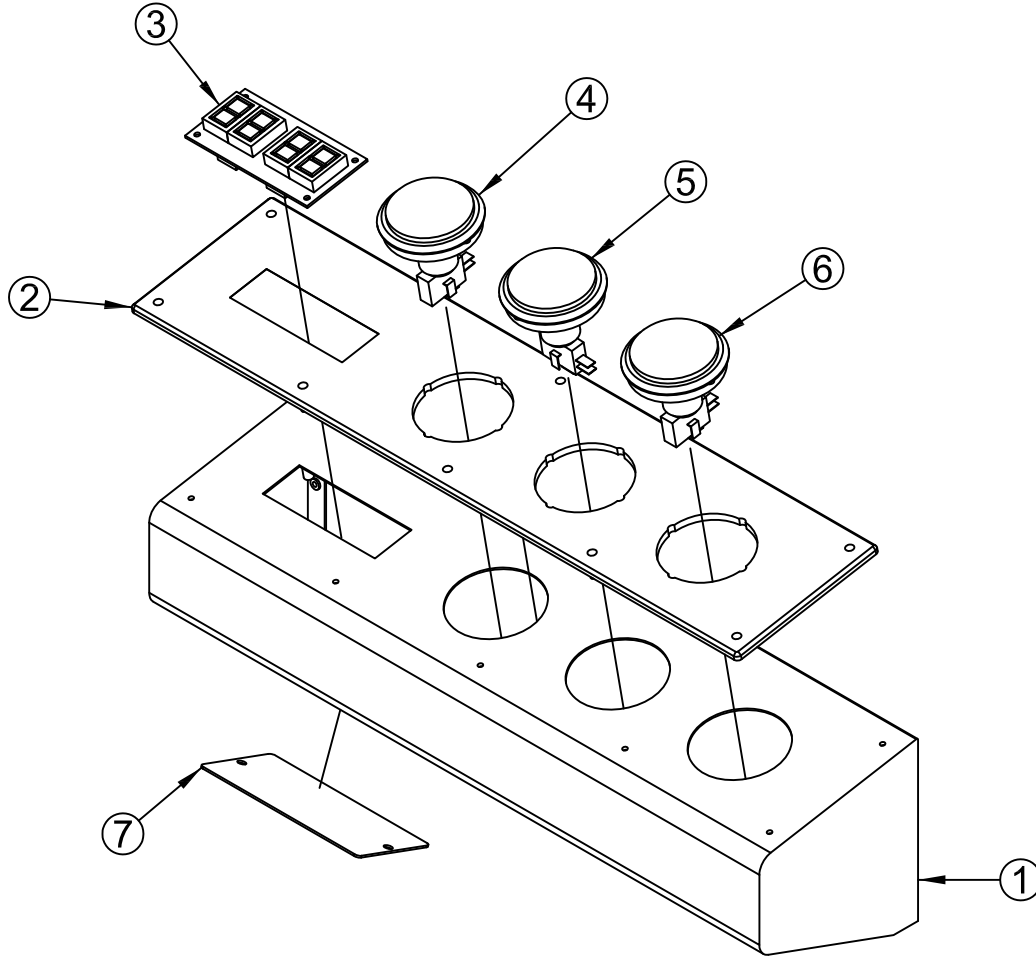
Replace The Main Board.



10.ASSEMBLING KEY MASTER ASSY

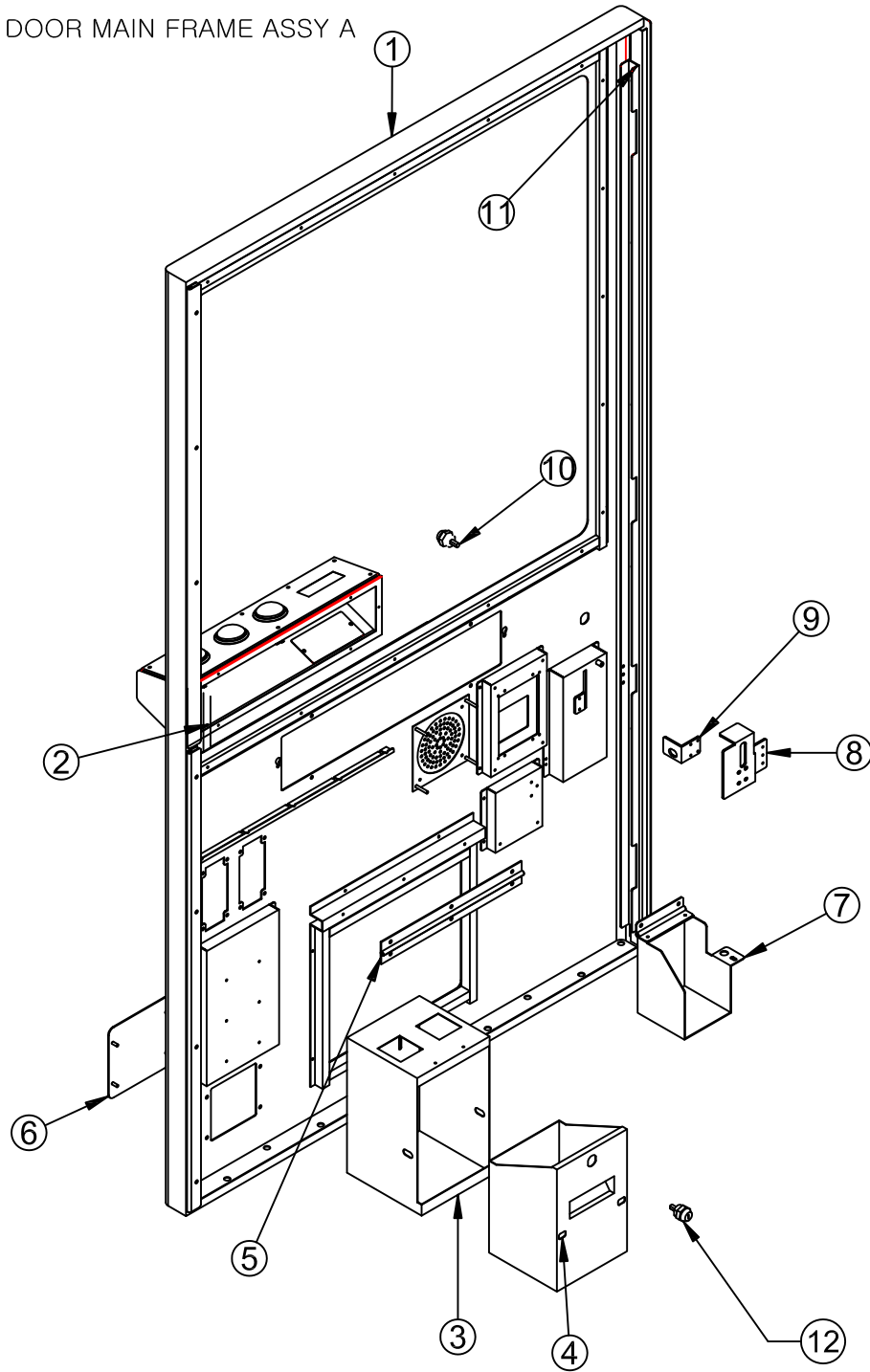
10-1.ASSEMBLING BUTTON BOX ASSY

CODE NO. - MKEM0MEP113



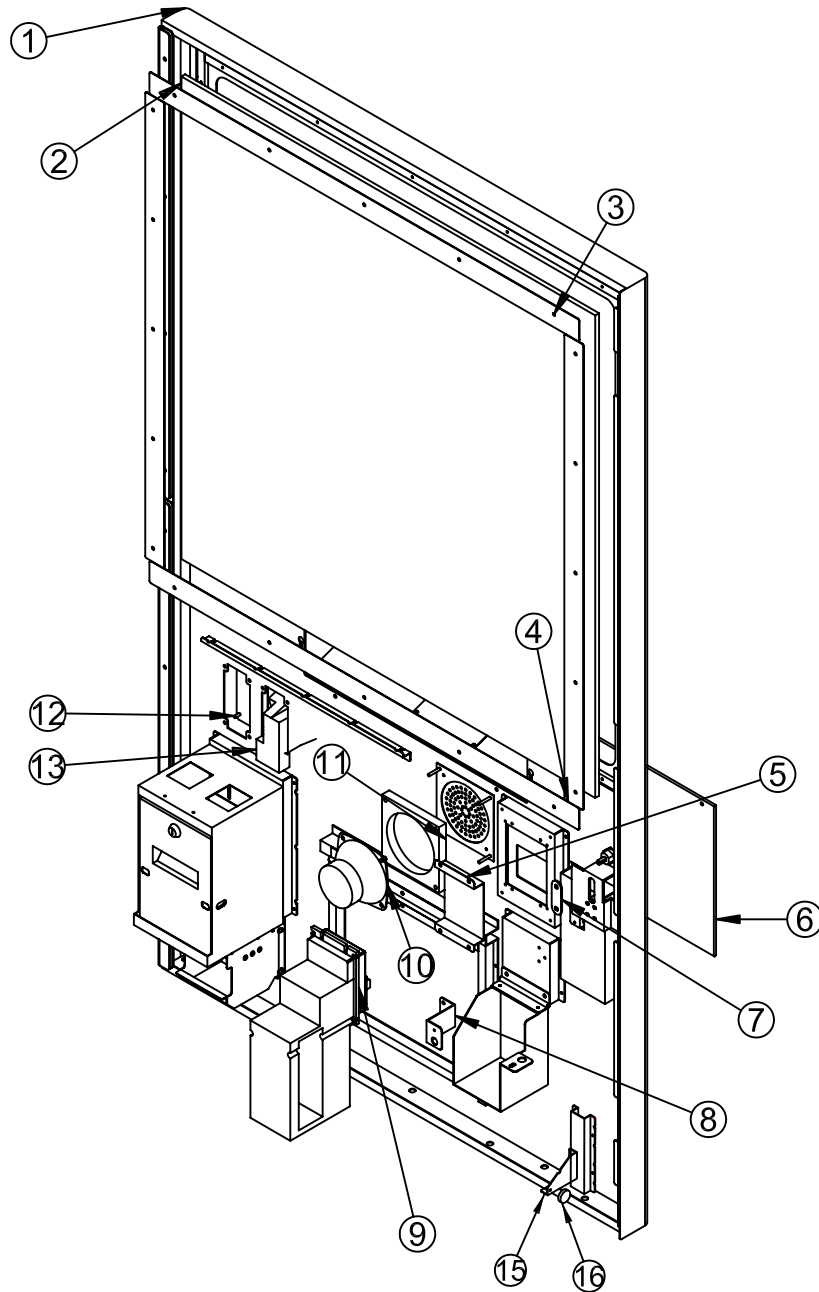
NO.	CODE NO.	QUANTITY	PART NAME	SPEC.
1	MKEM0MEP110	1	3 BUTTON BOX (KEY-M 3)	-
2	MKEM0SHE023	1	BUTTON ACRYL A(KEY-M 3 SHEET)	3T 118*498
3	ACRM0PCB008	1	PLAY FND BOARD(COIN FND PCB)	KEY MASTER
4	MKEM0BUT002	1	BUTTON TAP 1 ASSY	RED 60MM
5	MKEM0BUT003	1	BUTTON TAP 2 ASSY	BLUE 60MM
6	MKEM0BUT004	1	BUTTON TAP 3 ASSY	GREEN 60MM
7	MKEM0MEP002	1	BUTTON PANEL FIX BRKT	-

10-2.ASSEMBLING FRONT DOOR MAIN FRAME ASSY A



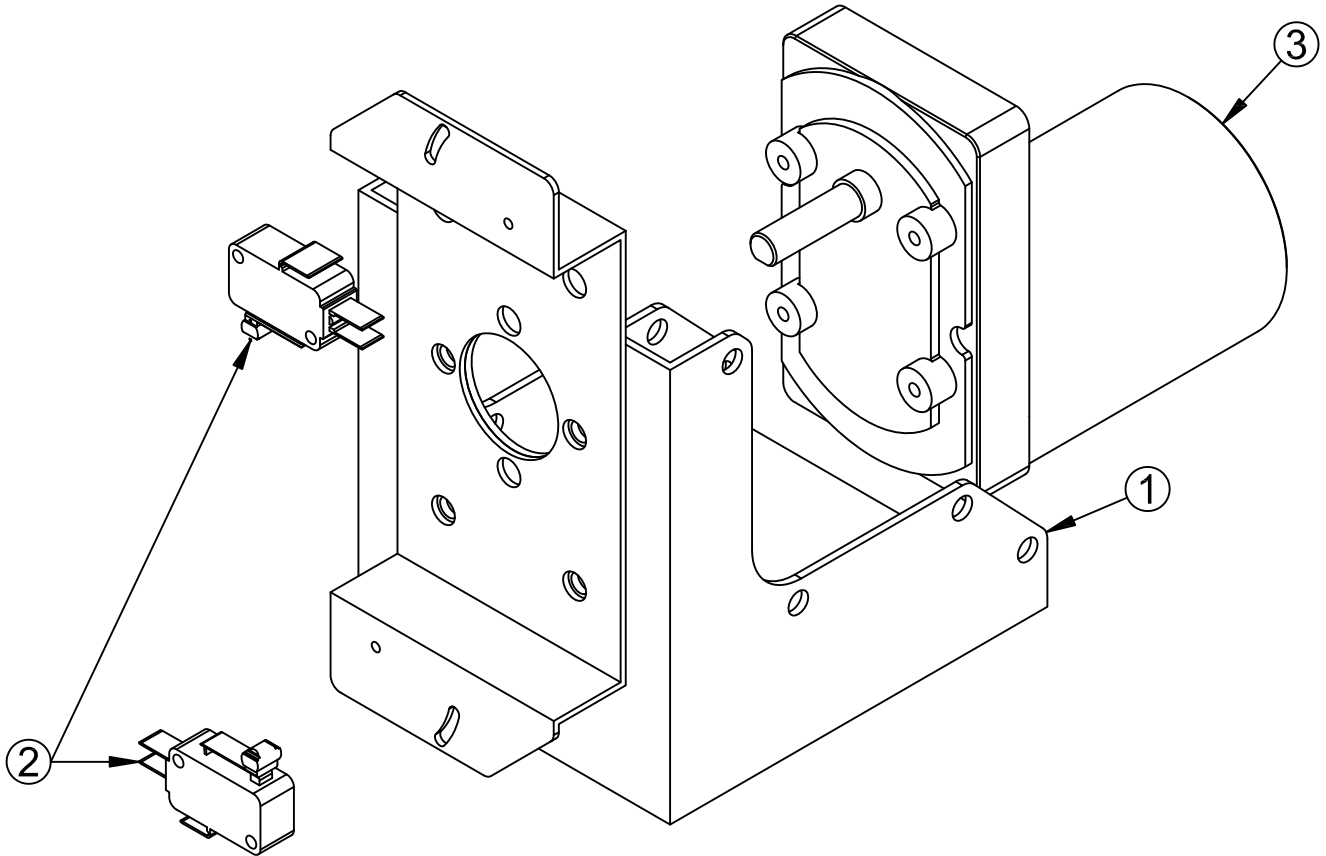
NO.	CODE NO.	QUANTITY	PART NAME	SPEC.
1	MKEM0MEP003	1	FRONT DOOR MAIN FRAME WELD ASSY	-
2	MKEM0MEP004	1	BUTTON BOX ASSY	-
3	MKEM0MEP005	1	FRONT DOOR CASH BOX A	-
4	MKEM0MEP006	1	FRONT DOOR CASH BOX B	-
5	MKEM0MEP007	1	PRIZE DOOR HINGE ASSY	-
6	MKEM0MEP008	1	HOPPER PRIZE COVER BRKT USA	-
7	MKEM0MEP009	1	BILL ACCEPTER LOCKING WELD ASSY	-
8	MKEM0MEP010	1	FRONT DOOR LOCK SUPPORT C	-
9	MKEM0MEP011	1	FRONT DOOR LOCK PLATE	-
10	MZZZ0KEY032	1	KEY ASS'Y 7001	7001
11	MKEM0MEP012	1	FRONT DOOR LOCK SUPPORT B	-
12	MZZZ0KEY013	1	KEY ASS'Y 6001	6001

10-3.ASSEMBLING FRONT DOOR MAIN FRAME ASSY B



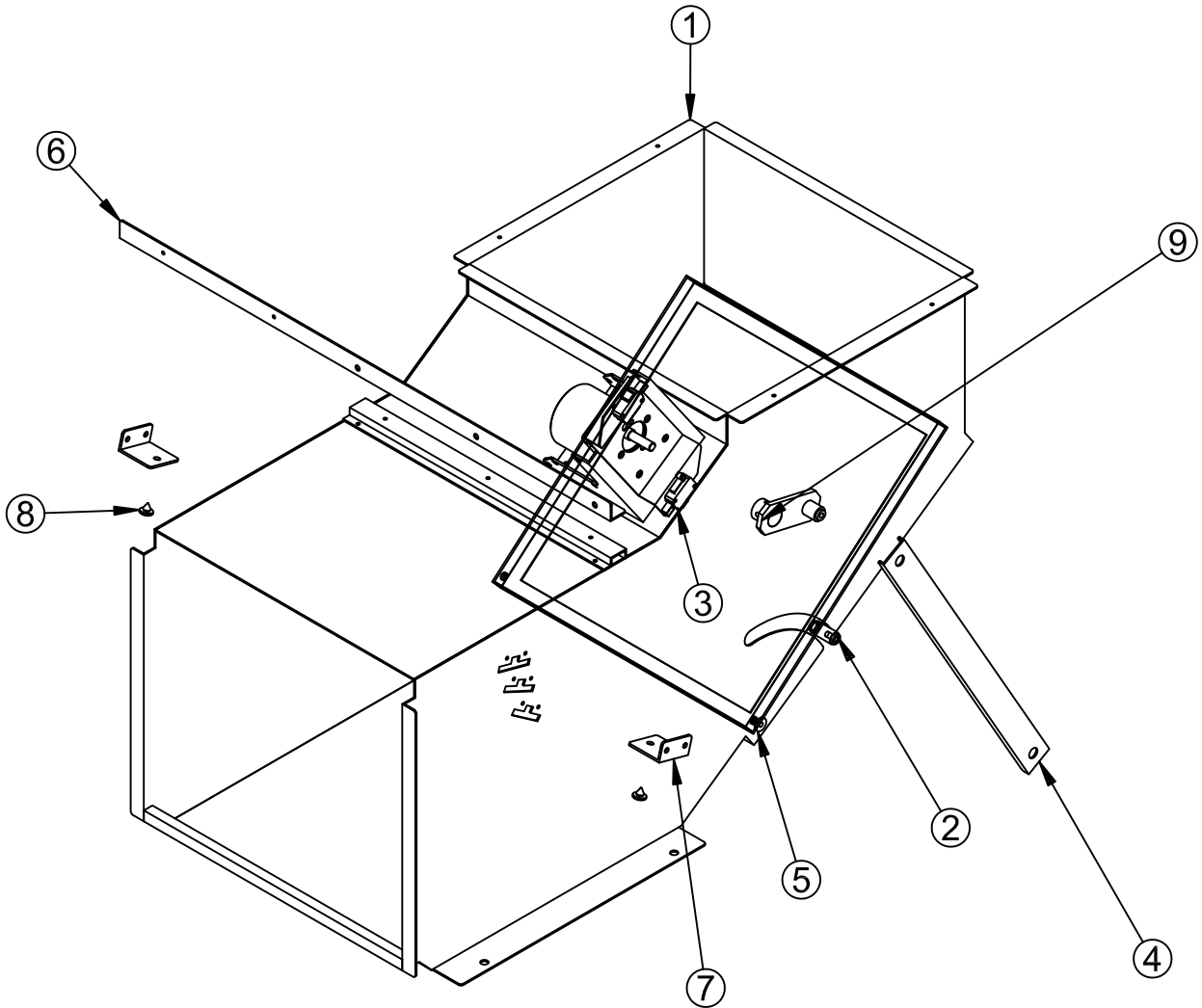
NO.	CODE NO.	QUANTITY	PART NAME	SPEC.
1	MKEM0MEP003	1	FRONT DOOR MAIN FRAME WELD ASSY	-
2	MKEM0GLA001	1	GLASS(FRONT WINDOW GLASS)	8T Tempered glass 873.3×882
3	MKEM0MEP013	4	FRONT WINDOW FIX BRKT A	-
4				
5	MKEM0MEP015	1	BILL PULSE BRKT	-
6	MKEM0SHE003	1	FRONT PRIZE OUT DOOR ACRYL	5T 275*310
7	MKEM0MEP016	1	key plate(main door lock type)	-
8	MKEM0MEP017	1	FRONT DOOR BILL LOCK BRKT B	-
9	OPTION A	1	BILL ACCEPT AE2431D5(DOWN STACKER)	-
10	MZZZ0SPE004	1	SPEAKER	MID 4.5 8Ω 80W
11	MKEM0WOO003	1	SPEAKER PANEL	-
12	MKEM0MEP018	1	COIN PULSE BRKT	-
13	MZZZ0COS013	2	COIN SELECTOR	SG-628
14	OPTION B	1	COIN SELECTOR	SR3-MONEY CTRL(UK)
15	MKEM0MEP111	1	FRONT DOOR BUNK UP BRKT A	-
16	MALABEA001	1	BEARING	PAT42167 RW-30

10-4.ASSEMBLING PRIZE UP DOWN ASSY



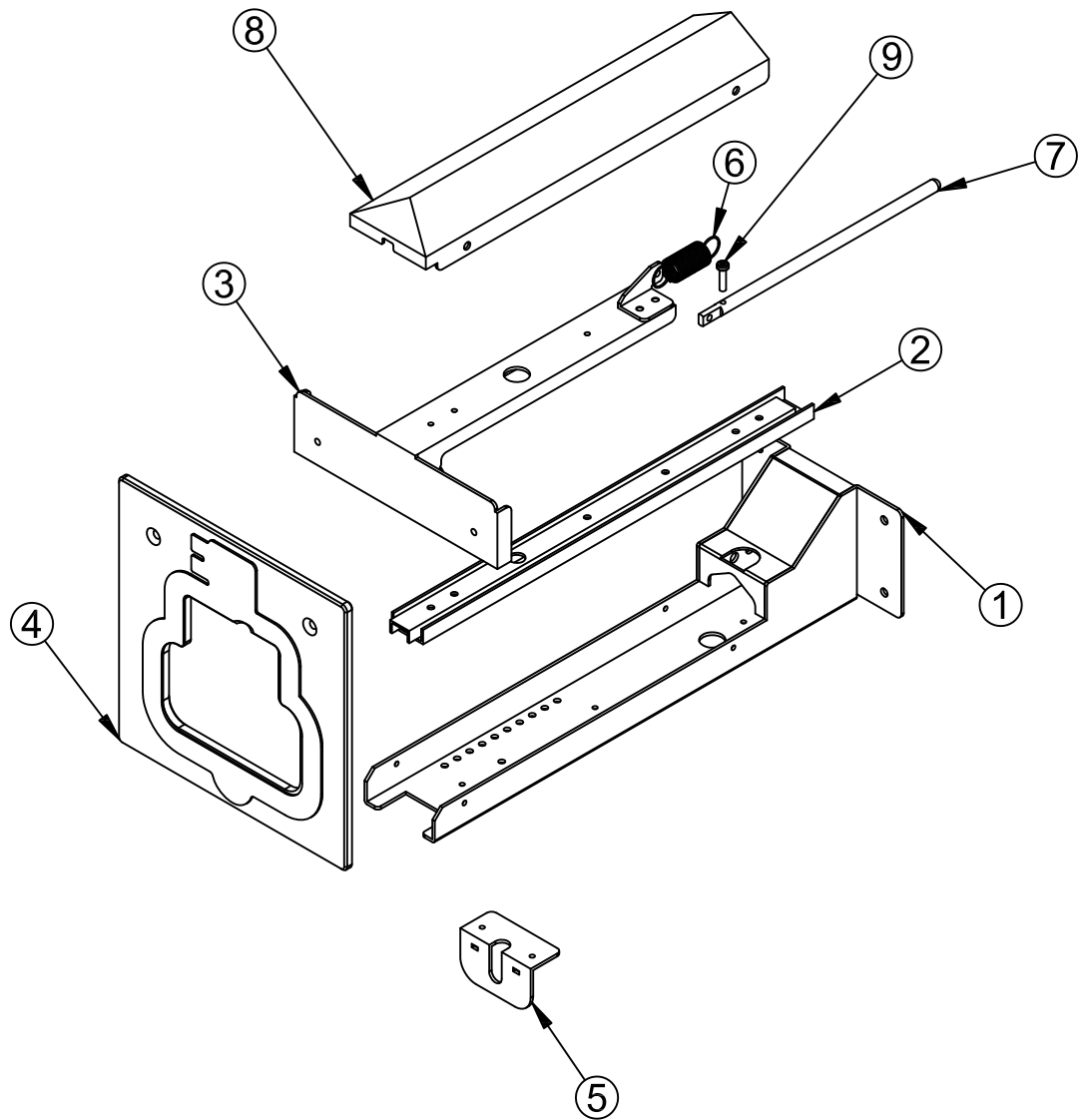
NO.	CODE NO.	QUANTITY	PART NAME	SPEC.
1	MKEM0MEP019	1	MOTOR SUPPORT BRKT WELD	-
2	MZZZ0000278	2	MICRO SWITCH(ROLL TYPE)	GSM-V1651A2
3	MTIM0MOT003	1	MOTOR	(KGY-145-K6DG15N1)

10-5.ASSEMBLING PRIZE OUT GUIDE BOX ASSY



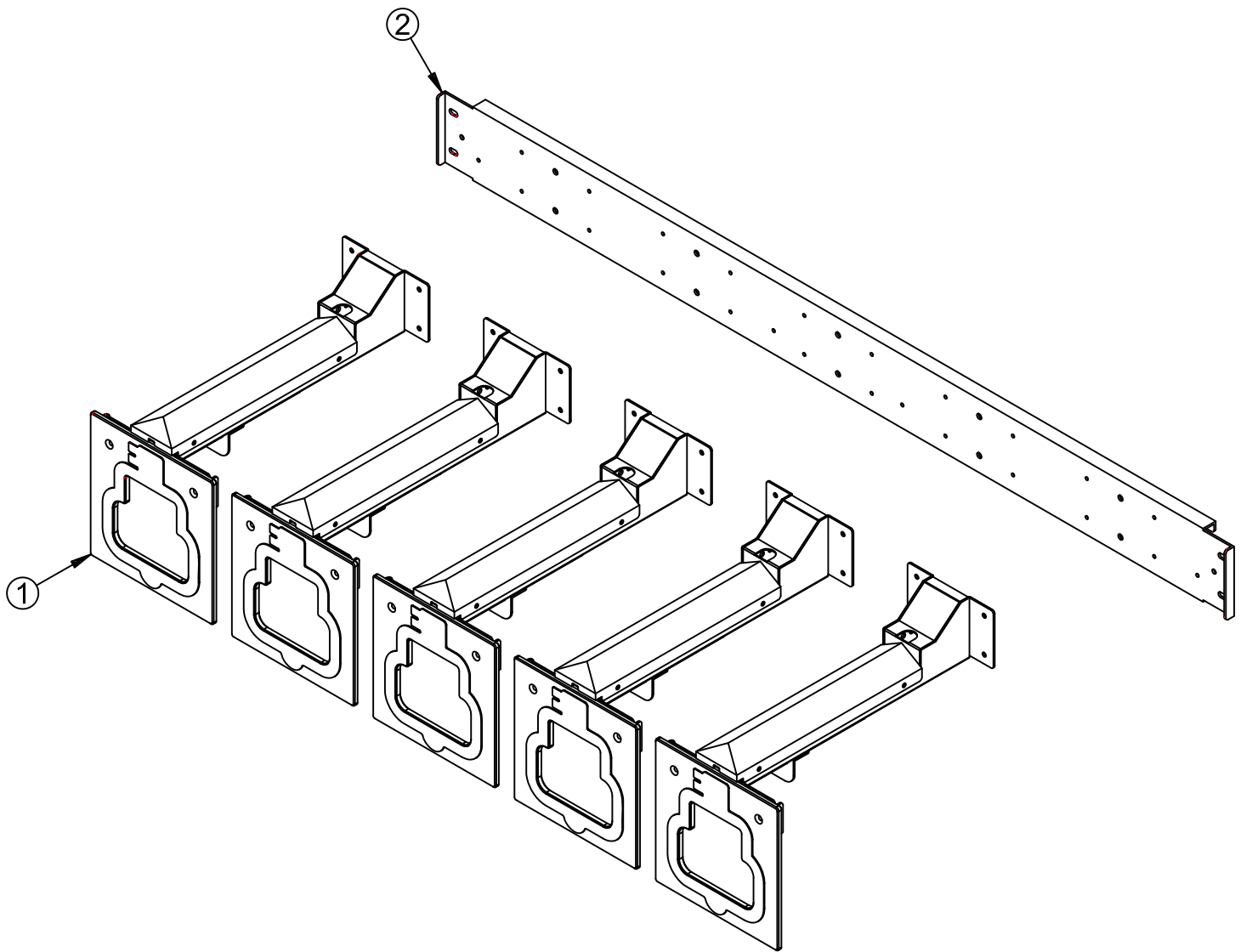
NO.	CODE NO.	QUANTITY	PART NAME	SPEC.
1	MKEM0MEP020	1	PRIZE OUT GUIDE BOX WELDING ASSY	-
2	MKEM0MEP021	1	PRIZE OUT GUIDE DOOR WELD ASSY	-
3	MKEM0MEP022	1	PRIZE UP DOWN ASSY	-
4	MKEM0MEP023	1	PRIZE ROTATE BRKT A	-
5	MKEM0PRO001	2	DOOR ROTATE BUSHING	-
6	MKEM0MEP024	1	PRIZE OUT PCB FIX BRKT	-
7	MKEM0MEP025	2	DOOR STOPPER BRKT	-
8	MZZZ0RUB003	2	RUBBER (CUSHION RUBBER)	6Φ
9	MKEM0MEP026	1	DOOR ROTATE BLOCK ASSY	-

10-6.ASSEMBLING PRIZE HANGER ASSY



NO.	CODE NO.	QUANTITY	PART NAME	SPEC.
1	MKEM0MEP027	1	PRIZE SHOW CASE TOP BOTTOM WELD ASSY	-
2	MZZZ0000388	1	PRIZE SLIDE RAIL	SANGIN 2021-250(184mm)
3	MKEM0MEP028	1	PRIZE SHOW CASE TOP SLIDE WELD ASSY	-
4	MKEM0SHE033	1	PRIZE UPPER SLIDE ACRYL (GOLD SHEET)	5T 146*147
	MKEM0SHE034	1	PRIZE MIDDLE SLIDE ACRYL (RED SHEET)	5T 146*147
	MKEM0SHE035	1	PRIZE LOWER SLIDE ACRYL (GREEN SHEET)	5T 146*147
5	MKEM0MEP029	1	PRIZE SLIDE LOCK BRKT	-
6	MKEM0SPR001	1	SPRING(PRIZE RETURN SPRING)	(0.7MM)
7	MKEM0PRO022	1	PRIZE SLIDE LOCK DOWN SHAFT B	-
8	MKEM0MEP031	1	PRIZE SHOW CASE TOP SLIDE COVER B	-
9	-	1	BOLT M3 L12	-

10-7.ASSEMBLING PRIZE HANGER FIX ASSY

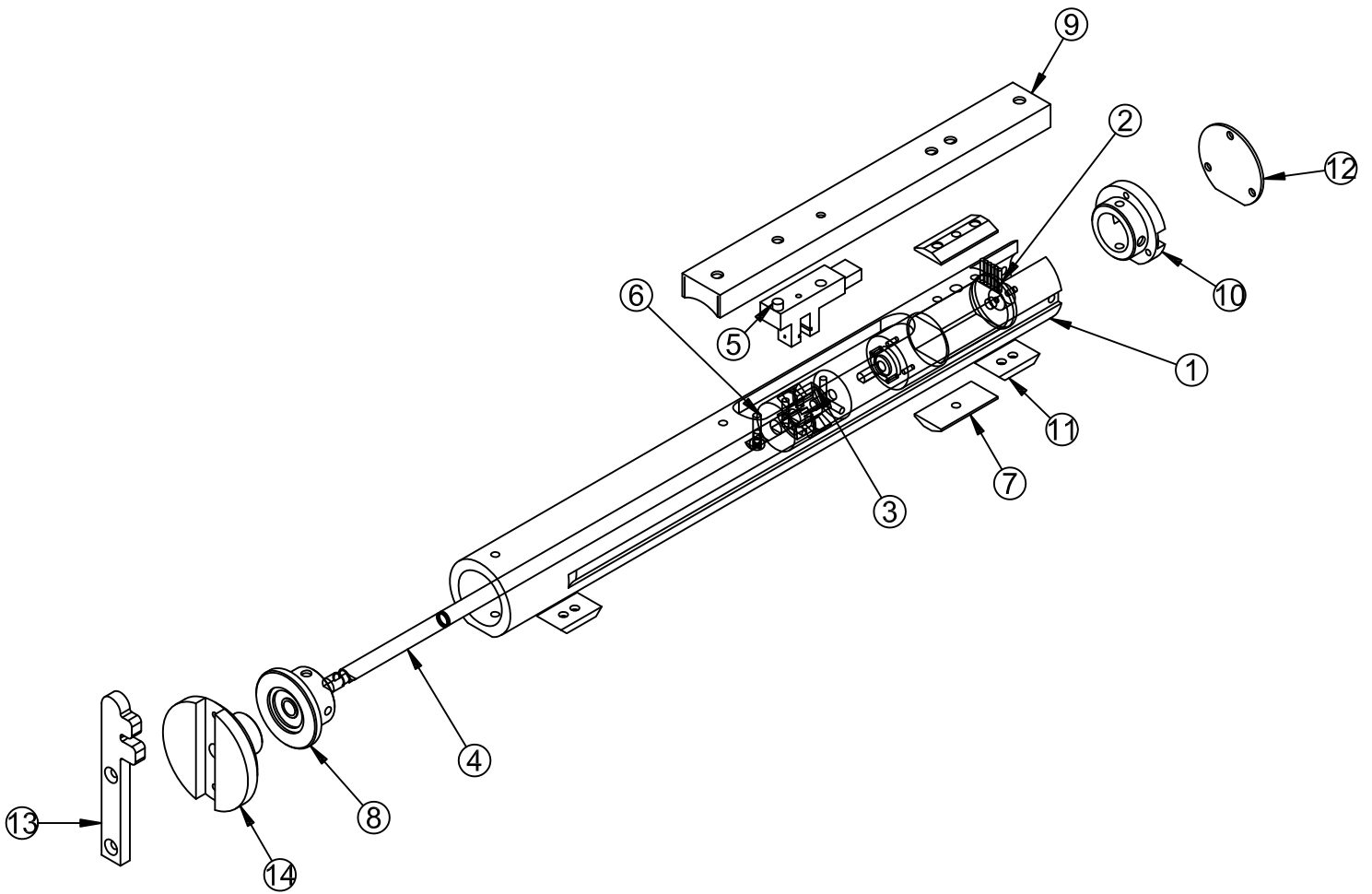


NO.	CODE NO.	QUANTITY	PART NAME	SPEC.
1	MKEM0MEP032-7	5	PRIZE HANGER UPPER ASSY	GOLD
2	MKEM0MEP033	1	PRIZE SHOW CASE FIX BRKT	-

NO.	CODE NO.	QUANTITY	PART NAME	SPEC.
1	MKEM0MEP032-8	5	PRIZE HANGER MIDDLE ASSY	RED
2	MKEM0MEP033	1	PRIZE SHOW CASE FIX BRKT	-

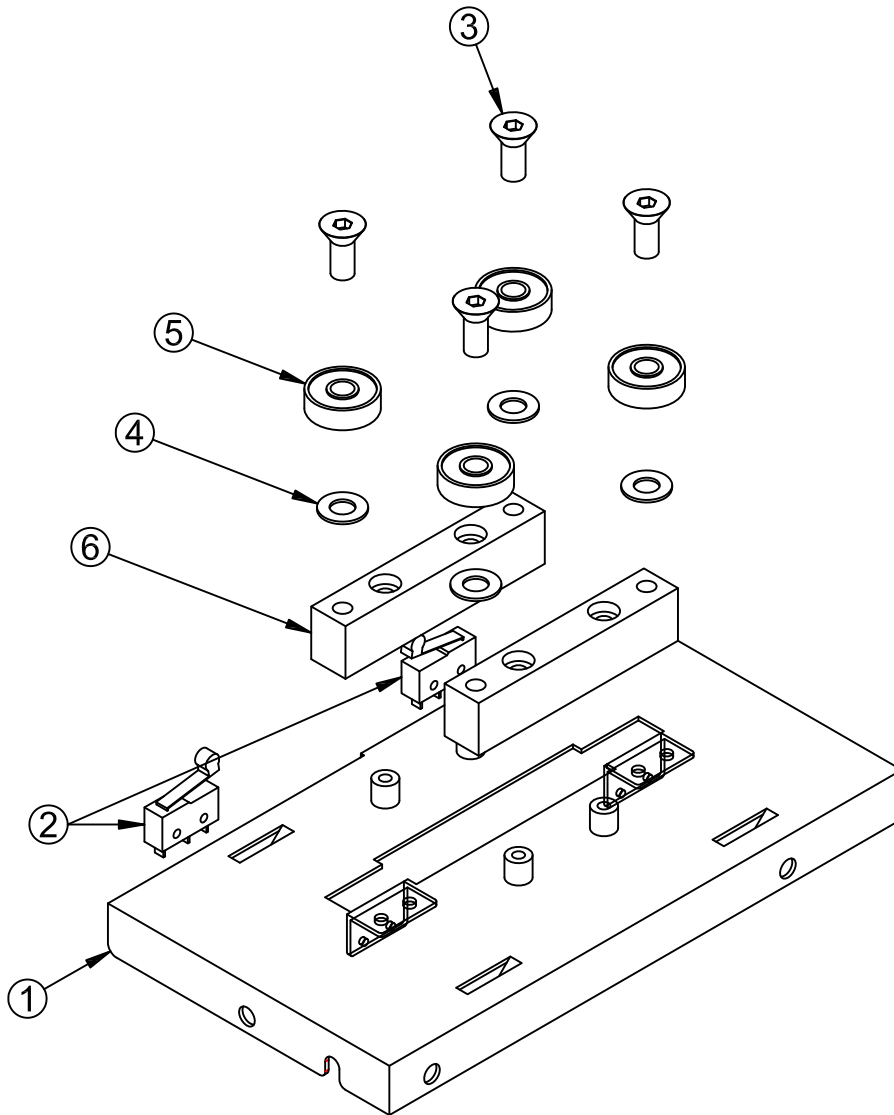
NO.	CODE NO.	QUANTITY	PART NAME	SPEC.
1	MKEM0MEP032-9	5	PRIZE HANGER LOWER ASSY	GREEN
2	MKEM0MEP033	1	PRIZE SHOW CASE FIX BRKT	-

10-8.ASSEMBLING Z PUSH PIPE ASSY



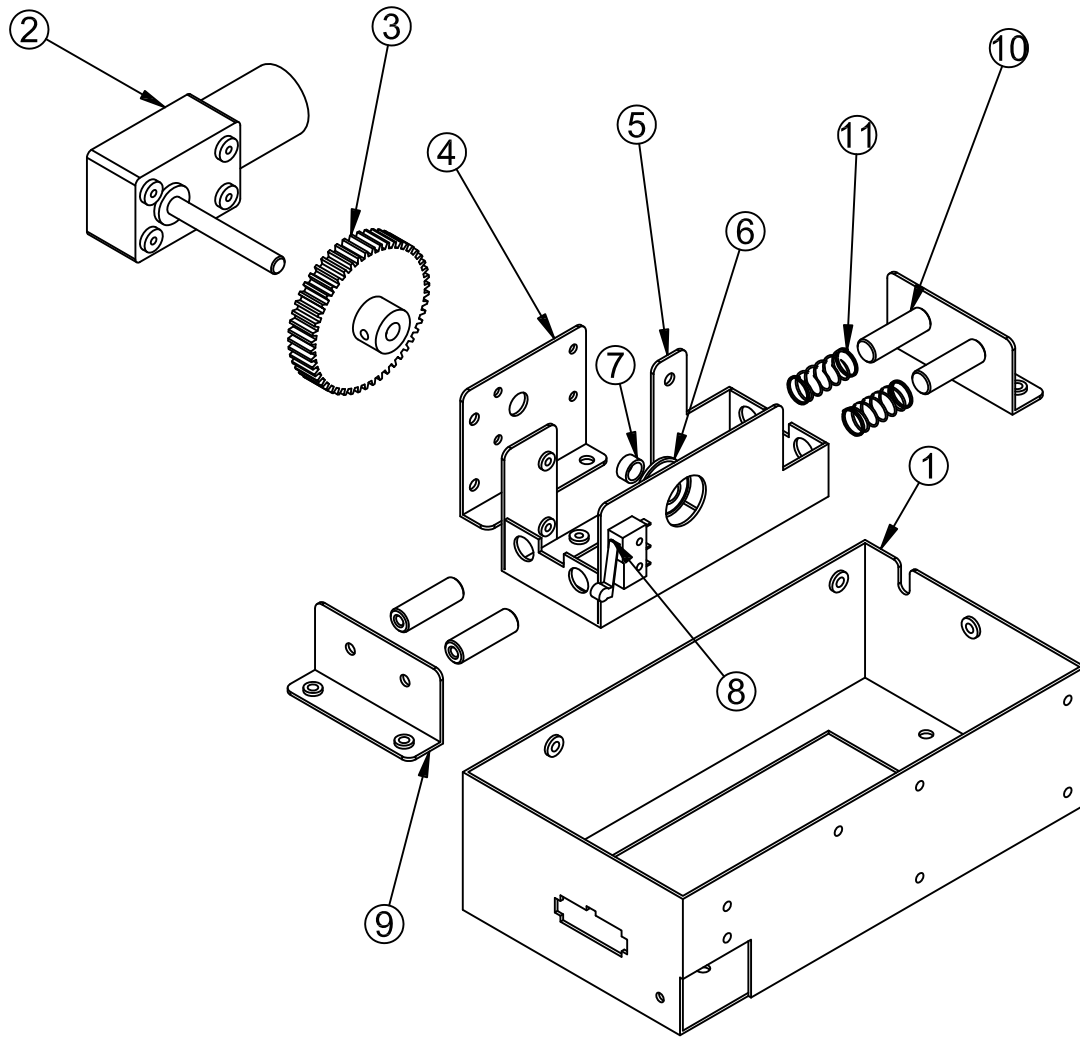
NO.	CODE NO.	QUANTITY	PART NAME	SPEC.
1	MKEM0PRO002	1	Z PUSH PIPE	-
2	MKEM0MOT005	1	MOTOR K-22 GGM	01 TYPE 1/104 (D1-***)
3	MKEM0COU001	1	COUPLING SJC_20_GR(SET SCREW TYPE)	4,D2-*** (*)
4	MKEM0PRO003	1	Z PUSH SHAFT A	-
5	MELE0PHO007	1	PHOTO SENSOR	LG-217L3
6	-	1	BOLT M3 L12	-
7	MKEM0PRO004	2	MOTOR HOLDER R BLOCK	-
8	MKEM0PRO005	1	Z PUSH PIPE BEARING CAP ASSY	-
9	MKEM0MEP034	1	Z PUSH PIPE SENSOR COVER A	-
10	MKEM0PRO020	1	Z PUSH PIPE CAP	-
11	MKEM0PRO006	2	Z PIPE SENSING BLOCK	-
12	MKEM0MEP035	1	Z PUSH PIPE CAP PLATE	-
13	MKEM0PRO0029	1	Z PUSH PIPE KEY PLATE	-
14	MKEM0PRO008	1	Z PUSH PIPE KEY PRO	-

10-9.ASSEMBLING Z PUSH COVER ASSY



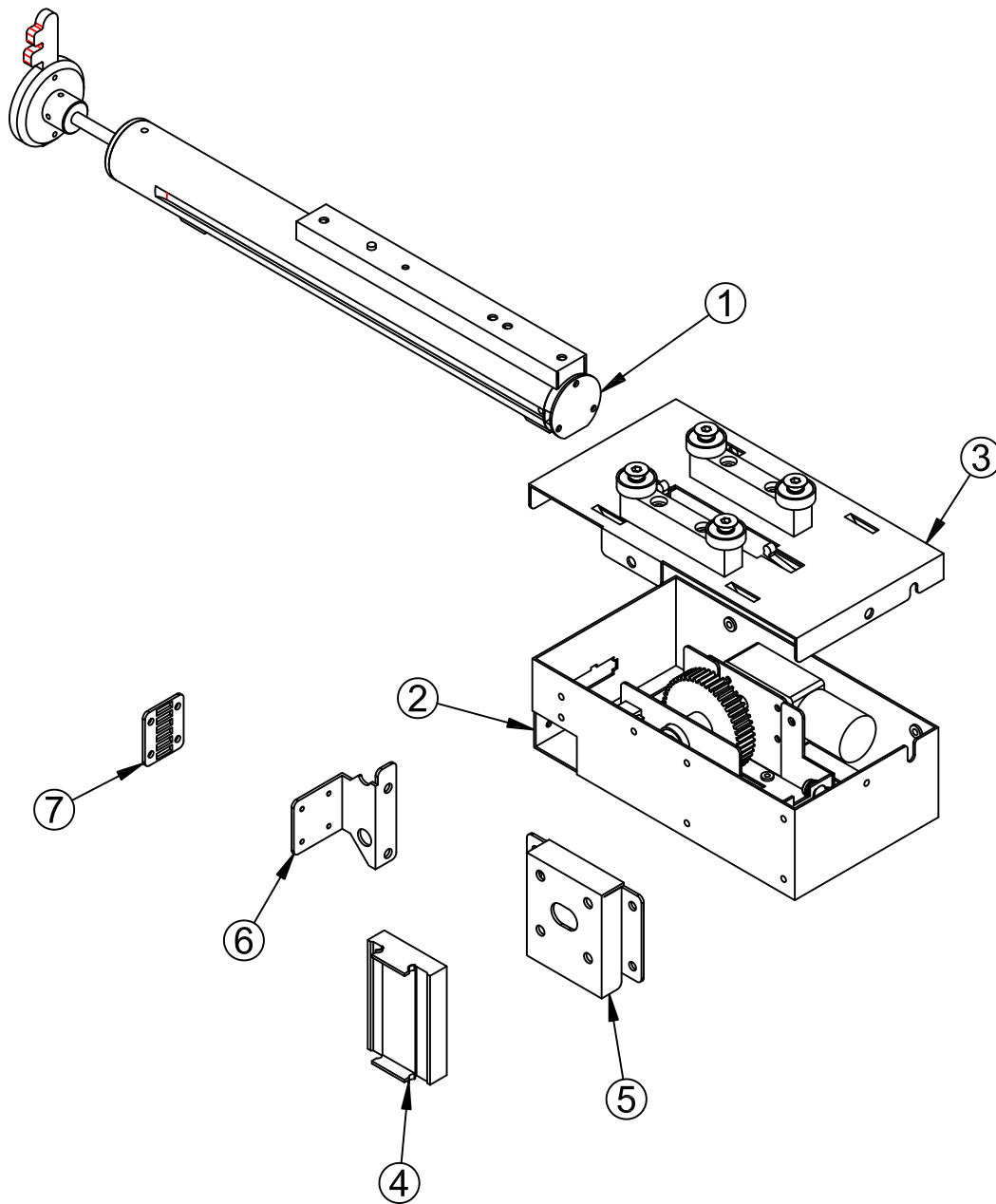
NO.	CODE NO.	QUANTITY	PART NAME	SPEC.
1	MKEM0MEP036	1	Z PUSH COVER WELD ASSY	-
2	MZZZ0000397	2	MICRO SWITCH SS-5GLT	SM1-C5H-05B0-Z
3	-	4	BOLT M6	-
4	-	4	WASHER 6Φ	-
5	MZZZ0BEA026	4	BEARING 626ZZ	626ZZ(6Φ,19Φ,T6.0)
6	MKEM0PRO009	2	Z PUSH RACK BEARING GUIDE BLOCK	-

10-10.ASSEMBLING Z PUSH MAIN BOX ASSY



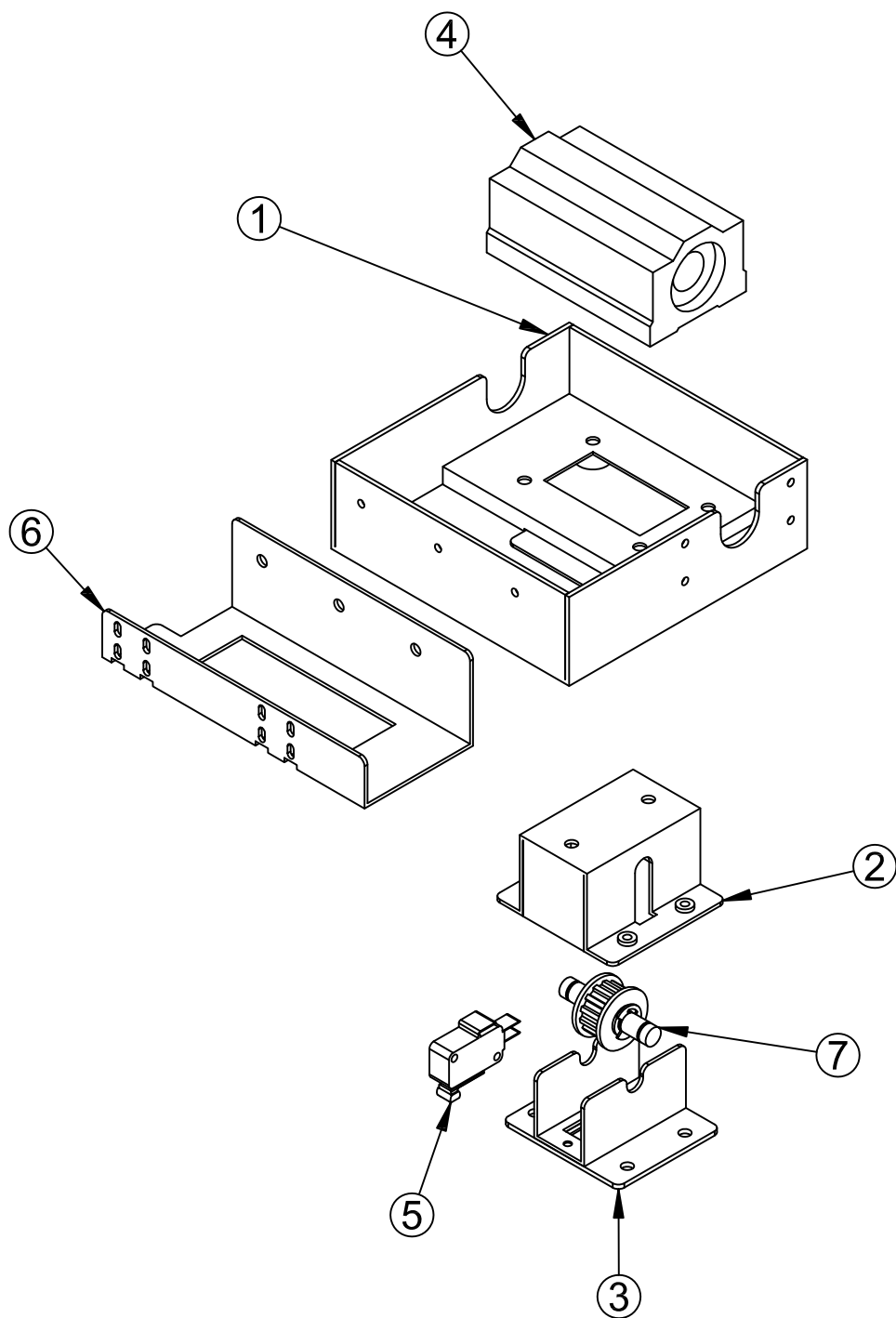
NO.	CODE NO.	QUANTITY	PART NAME	SPEC.
1	MKEM0MEP037	1	Z PUSH MAIN BOX	-
2	MKEM0MOT004	1	MOTOR (KWA-SD1-2531-090-650)	KWA-0255-2531-1
3	MKEM0PRO010	1	Z PUSH GEAR	-
4	MKEM0MEP038	1	Z PUSH MOTOR BRKT A	-
5	MKEM0MEP039	1	Z PUSH MOTOR BASE BRKT	-
6	MKEM0BEA002	1	BEARING F606ZZ	F606ZZ(D1- 4,D2- 0)
7	MKEM0PRO011	1	Z PUSH MOTOR BUSHING	-
8	MZZZ0000397	1	MICRO SWITCH SS-5GLT	SM1-C5H-05B0-Z
9	MKEM0MEP040	2	Z PUSH MOTOR BRKT B	-
10	MKEM0PRO012	4	Z PUSH MOTOR GUIDE SHAFT	-
11	MKEM0SPR002	2	Z PUSH MOTOR GUIDE SPRING	(0.55MM)

10-11.ASSEMBLING Z AXIS PUSH ASSY



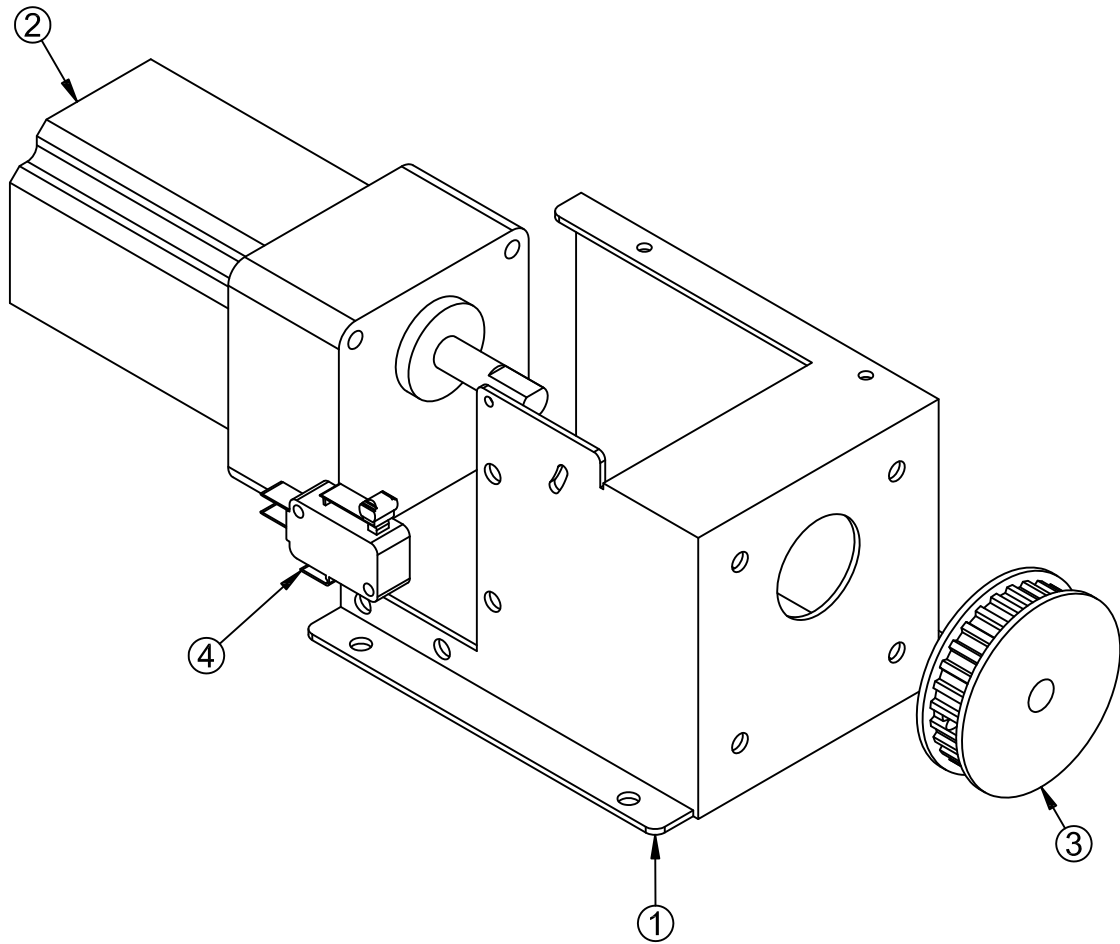
NO.	CODE NO.	QUANTITY	PART NAME	SPEC.
1	MKEM0MEP041	1	Z PUSH PIPE ASSY	-
2	MKEM0MEP042	1	Z PUSH MAIN BOX ASSY	-
3	MKEM0MEP043	1	Z PUSH COVER ASSY	-
4	MKEM0000005	1	TRI 20 GUIDE BLOCK	TRI20-1BC-800
5	MKEM0MEP044	1	TRI GUIDE BRKT A	-
6	MKEM0MEP045	1	TIMING BELT BRKT A	-
7	MKEM0MEP046	1	TIMING BELT BRKT B	-

10-12.ASSEMBLING Y AXIS UPPER ASSY



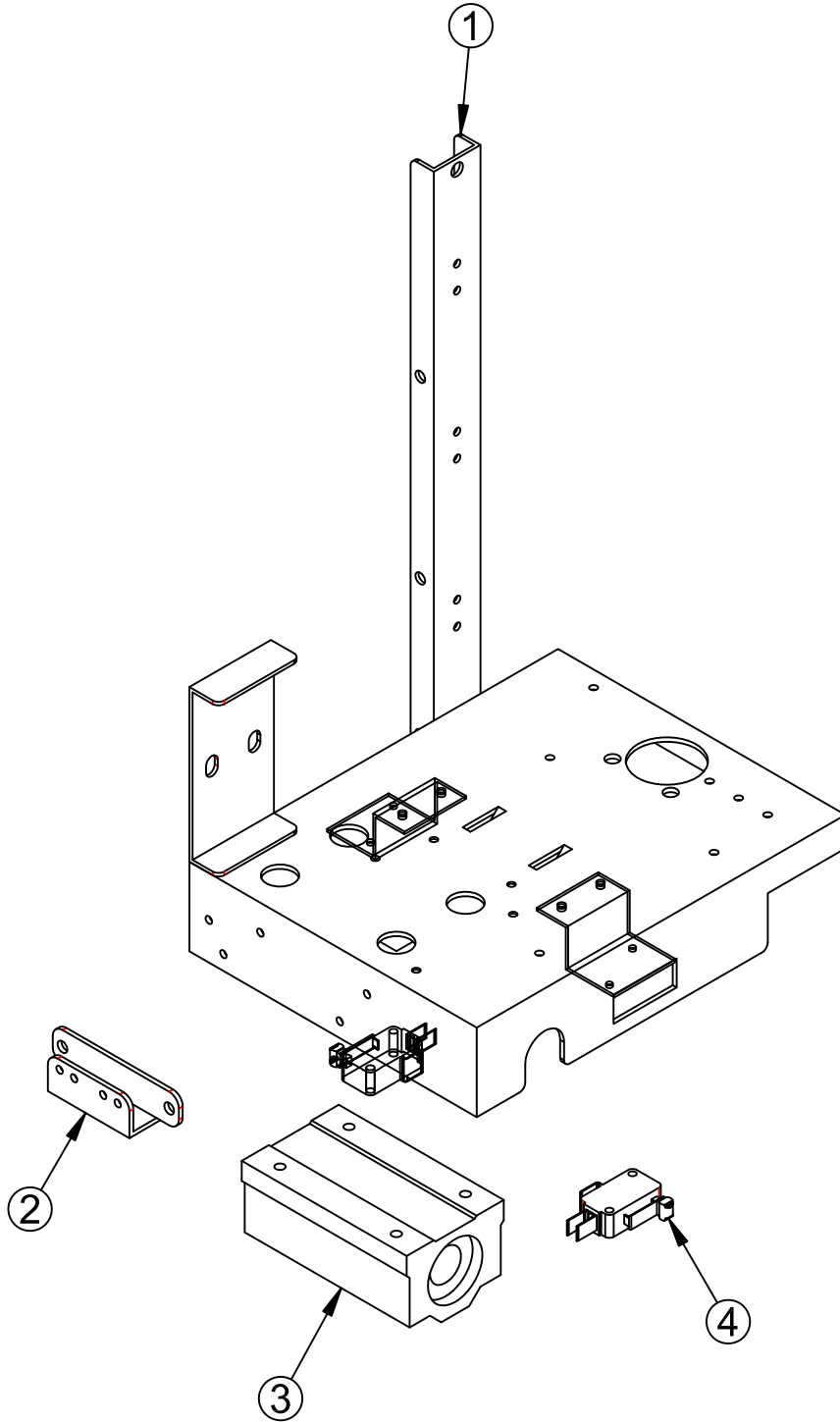
NO.	CODE NO.	QUANTITY	PART NAME	SPEC.
1	MKEM0MEP047	1	Y AXIS UPPER BASE WELD ASSY	-
2	MKEM0MEP048	1	Y BELT PULLEY ASSY	-
3	MKEM0MEP049	1	Y BELT TENSION BRKT ASSY	-
4	MKEM0BEA001	1	LM BEARING HOUSING 16UU	SC16LUU
5	MZZZ0000278	1	MICRO SWITCH(ROLL TYPE)	GSM-V1651A2
6	MKEM0MEP050	1	PRIZE FENCE BRKT B	-
7	MKEM0PRO013	1	Y BELT PULLY HOLD ASSY	-

10-13.ASSEMBLING Y STEPPING MOTOR ASSY



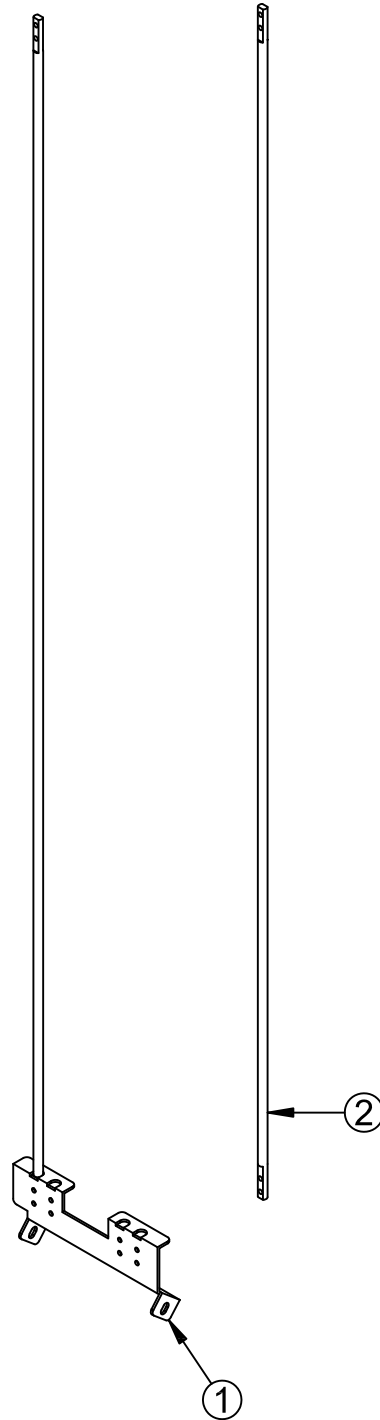
NO.	CODE NO.	QUANTITY	PART NAME	SPEC.
1	MKEM0MEP051	1	Y STEPPING MOTOR BRKT	-
2	MKEM0MOT001	1	STEPPING MOTOR	4S56Q-08254SG(HG6003-A-RD)
3	MKEM0PRO014	1	Y STEPPING MOTOR PULLEY A	-
4	MZZZ0000278	1	MICRO SWITCH(ROLL TYPE)	GSM-V1651A2

10-14.ASSEMBLING Y AXIS LOWER BASE ASSY



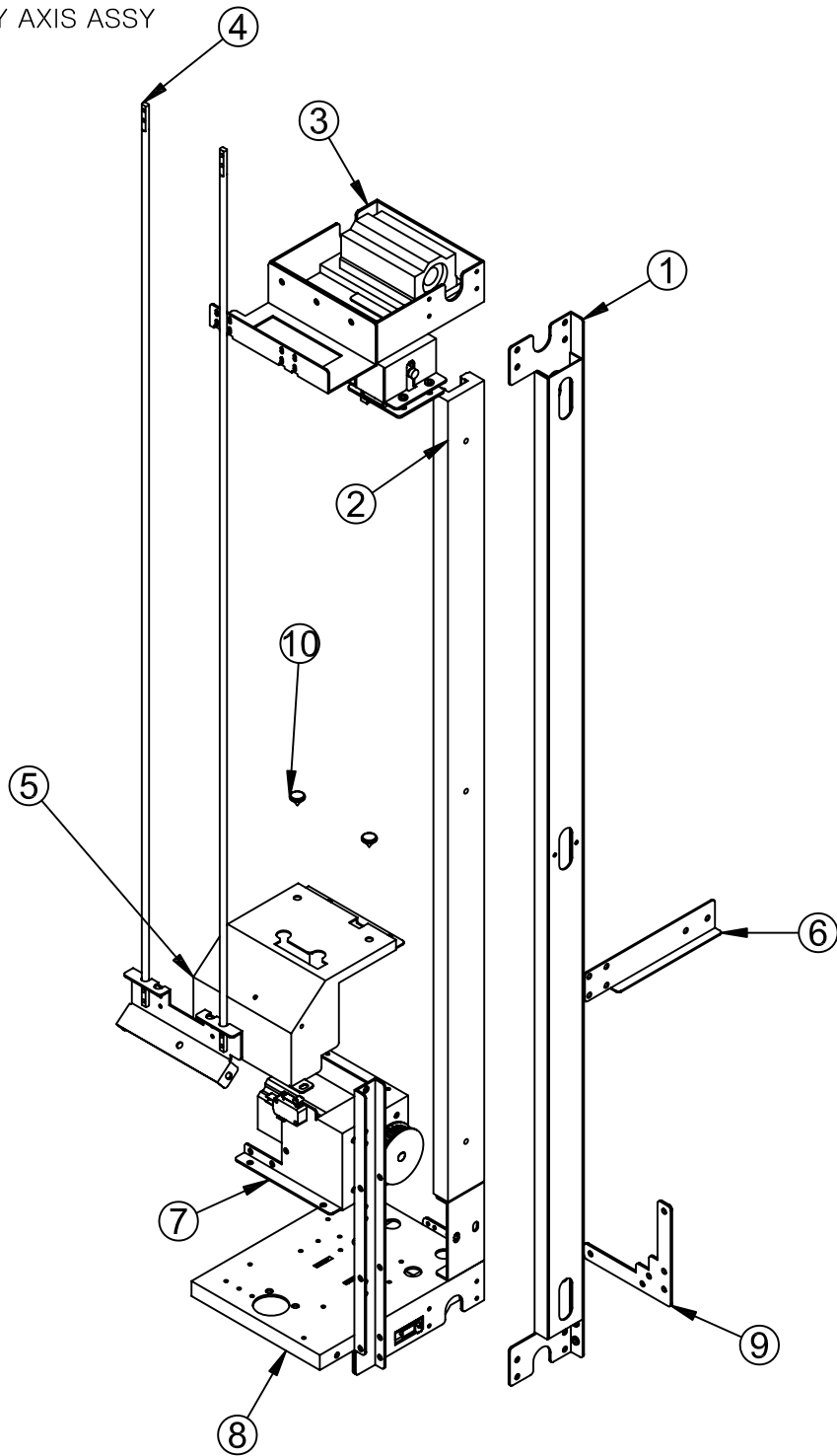
NO.	CODE NO.	QUANTITY	PART NAME	SPEC.
1	MKEM0MEP052	1	Y AXIS LOWER BASE WELD ASSY	-
2	MKEM0MEP053	1	Y AXIS LOWER BASE CABLE BRKT A	-
3	MKEM0BEA001	1	LM BEARING HOUSING 16UU	SC16LUU
4	MZZZ0000278	2	MICRO SWITCH(ROLL TYPE)	GSM-V1651A2

10-15.ASSEMBLING PRIZE FENCE ASSY



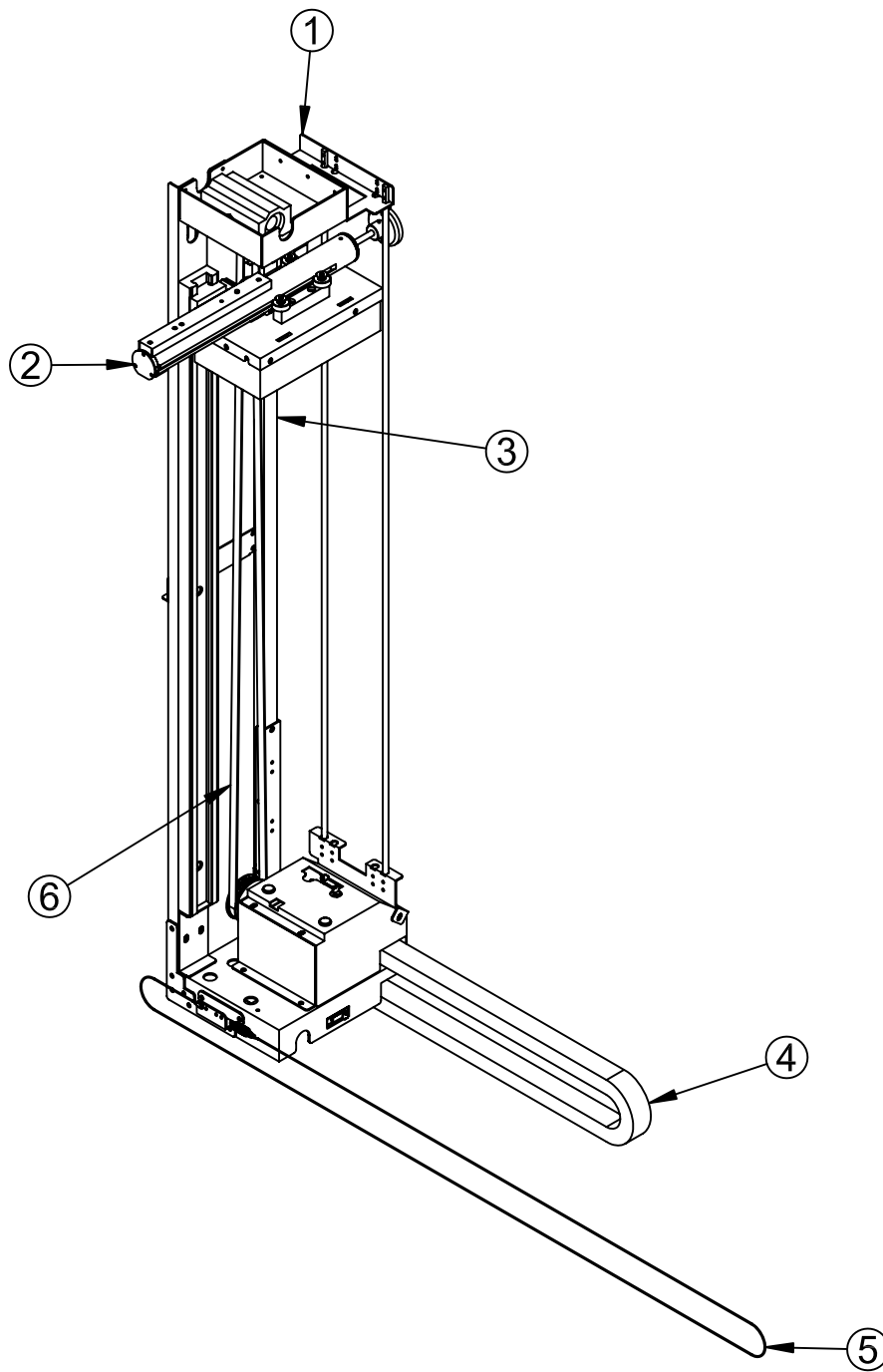
NO.	CODE NO.	QUANTITY	PART NAME	SPEC.
1	MKEM0MEP054	1	PRIZE FENCE BRKT A	-
2	MKEM0PRO015	2	PRIZE FENCE SHAFT A	-

10-16.ASSEMBLING Y AXIS ASSY



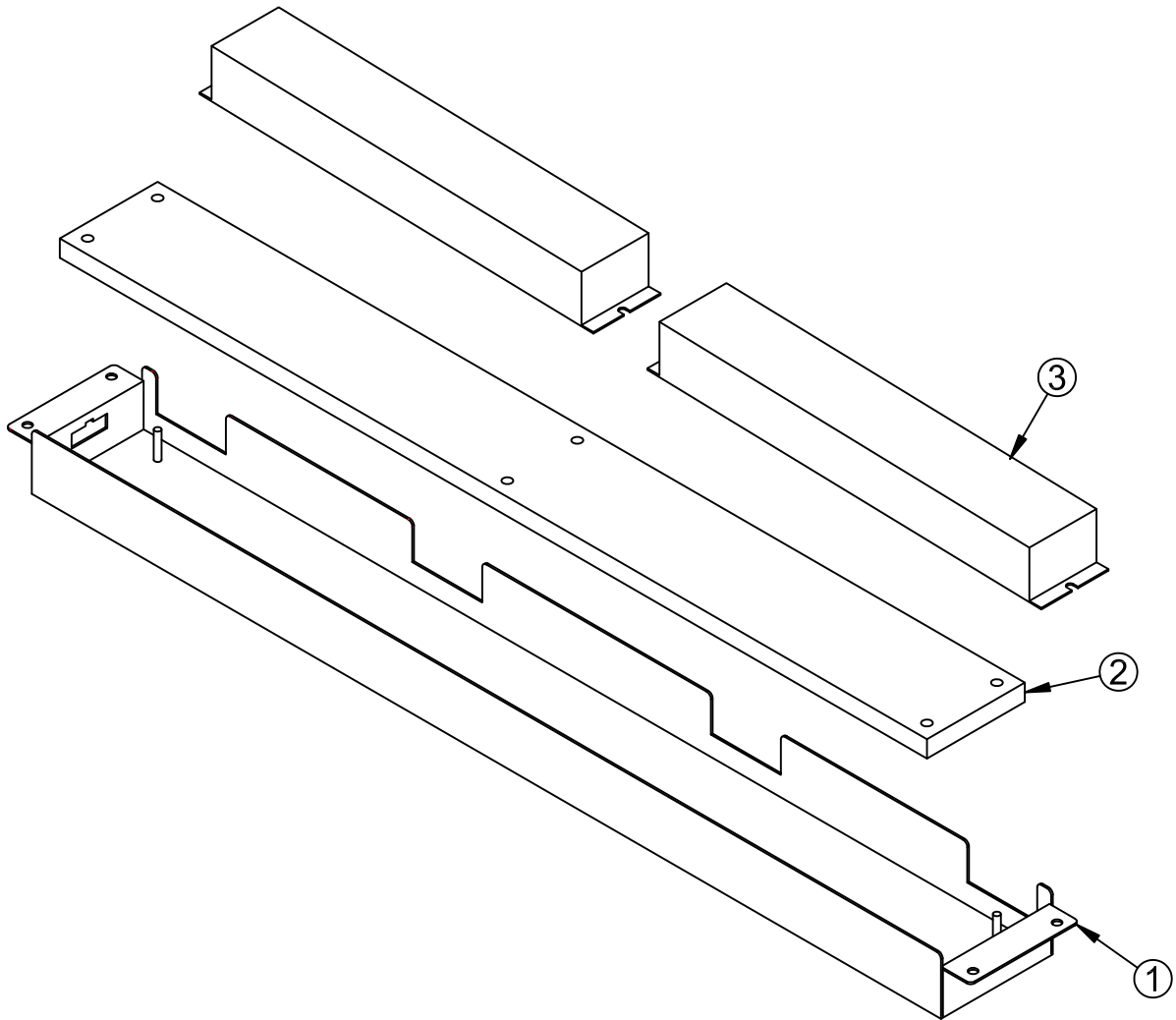
NO.	CODE NO.	QUANTITY	PART NAME	SPEC.
1	MKEM0MEP055	1	Y TRI 20 GUIDE BRKT WELD ASSY	-
2	MKEM0000021	1	TRI 20 GUIDE RAIL	TRI20-1BC-800
3	MKEM0MEP056	1	Y AXIS UPPER ASSY	-
4	MKEM0MEP057	1	PRIZE FENCE ASSY	-
5	MKEM0MEP058	1	Y STEPPING MOTOR COVER	-
6	MKEM0MEP059	1	CABLE CHAIN GUIDE BRKT	-
7	MKEM0MEP060	1	Y STEPPING MOTOR ASSY	-
8	MKEM0MEP061	1	Y AXIS LOWER BASE ASSY	-
9	MKEM0MEP062	1	X,Y ASSY FIX BRKT	-
10	MZZZ0RUB003	1	CUSHION RUBBER	6Φ

10-17.ASSEMBLING Y-Z AXIS ASSY



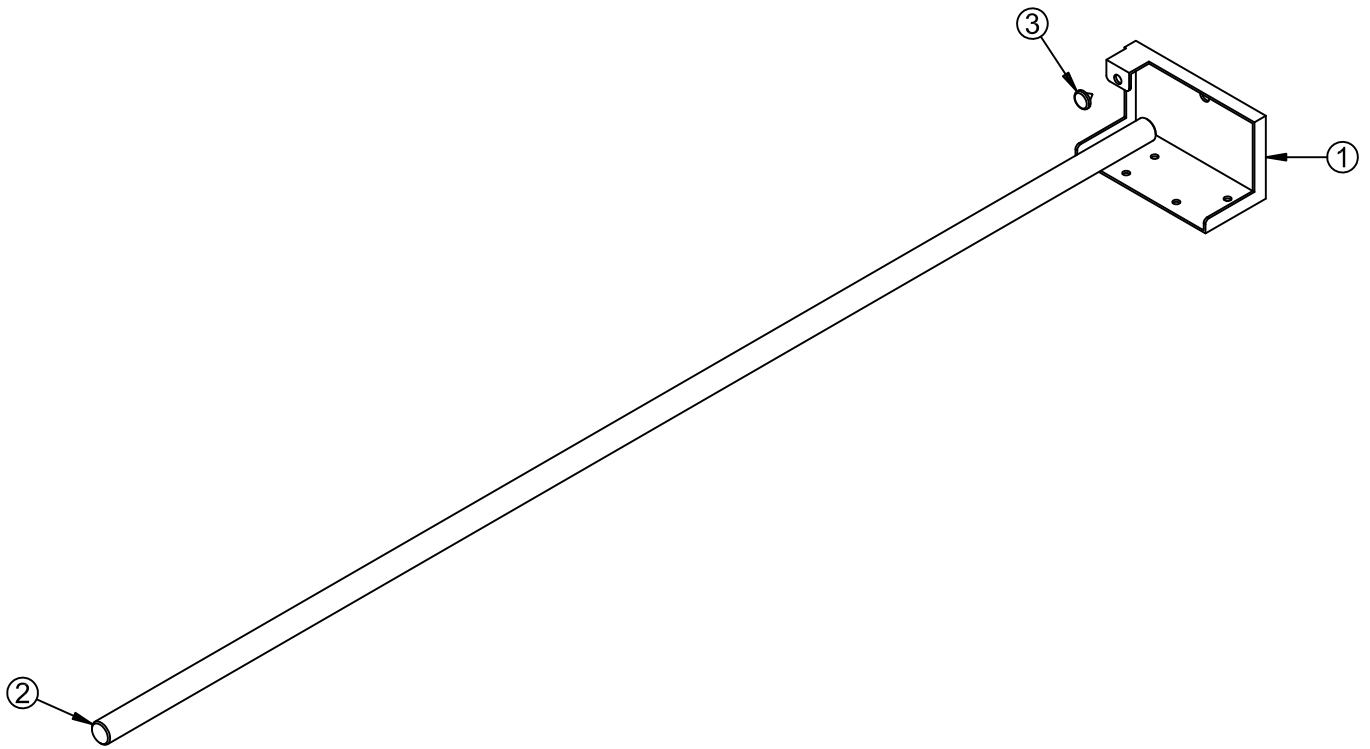
NO.	CODE NO.	QUANTITY	PART NAME	SPEC.
1	MKEM0MEP063	1	Y AXIS ASSY	-
2	MKEM0MEP064	1	Z AXIS PUSH ASSY	-
3	MKEM0CAB001	1	CABLE CHAIN KJP 0150	0150-1B R28 62LINK
4	MKEM0CAB002	1	CABLE CHAIN KJP 0180	0180-1B R28 52LINK
5	MKEM0WIR001	1	WIRE TENSION SPRING ASSY	(WIRE 1.25*** 1810MM)
6	MKEM0BEL001	1	TIMING BELT(XL-037)	1876XL-037(OPEN XL-9.5W-U)

10-18.ASSEMBLING MC TOP LAMP ASSY



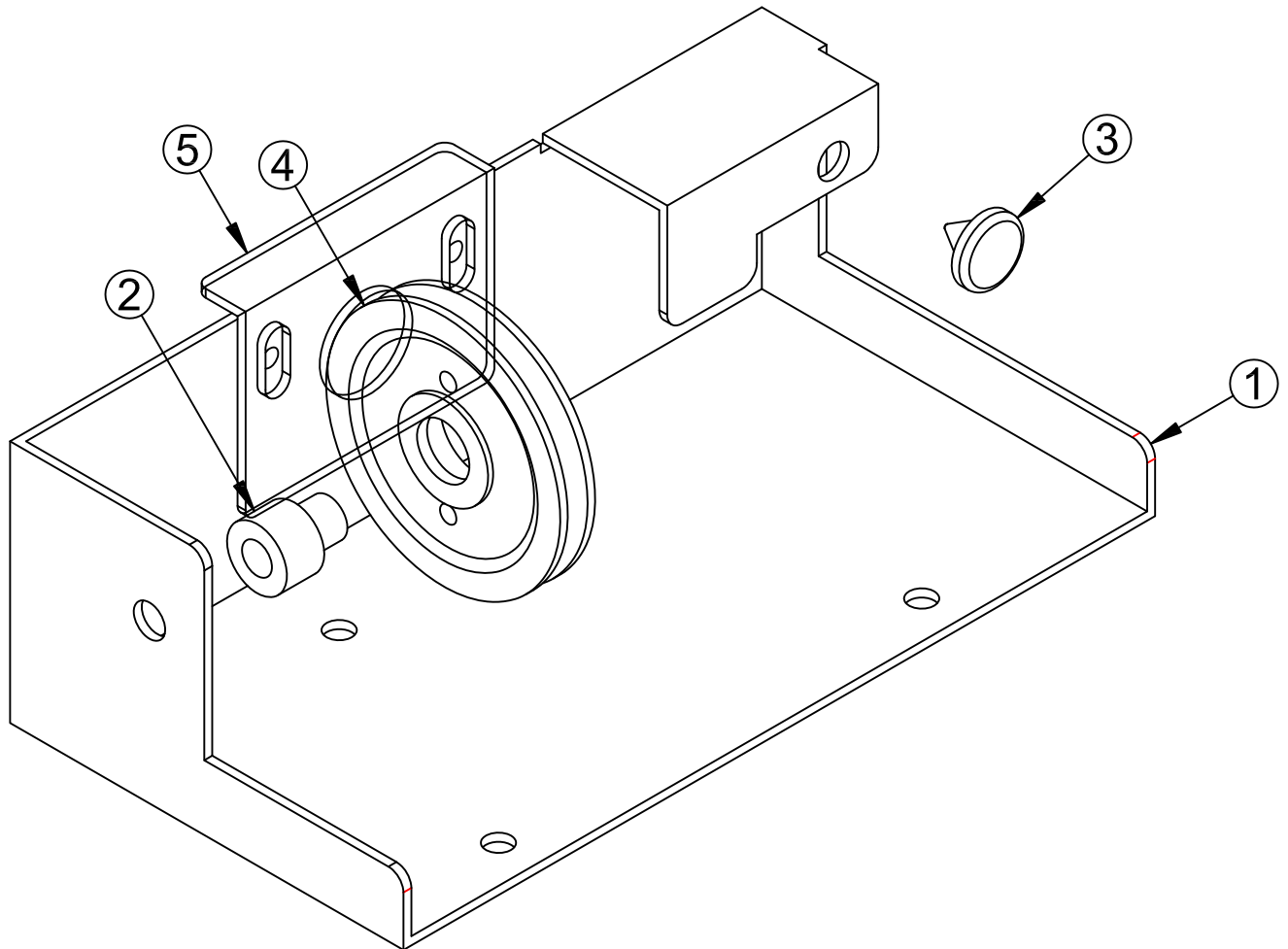
NO.	CODE NO.	QUANTITY	PART NAME	SPEC.
1	MKEM0MEP065	1	MC TOP LAMP BRKT B	-
2	MKEM0WOO004	1	TOP LAMP PANEL	-
3	MELE0BAL015	2	ELECTRONIC BALLAST 110/220	FULHAM WH5-120L 120V 120W
	MELE0BAL017	2		UIB-E254-58P 220~240V 2 LAMP

10-19.ASSEMBLING X SHAFT UPPER L BRKT ASSY



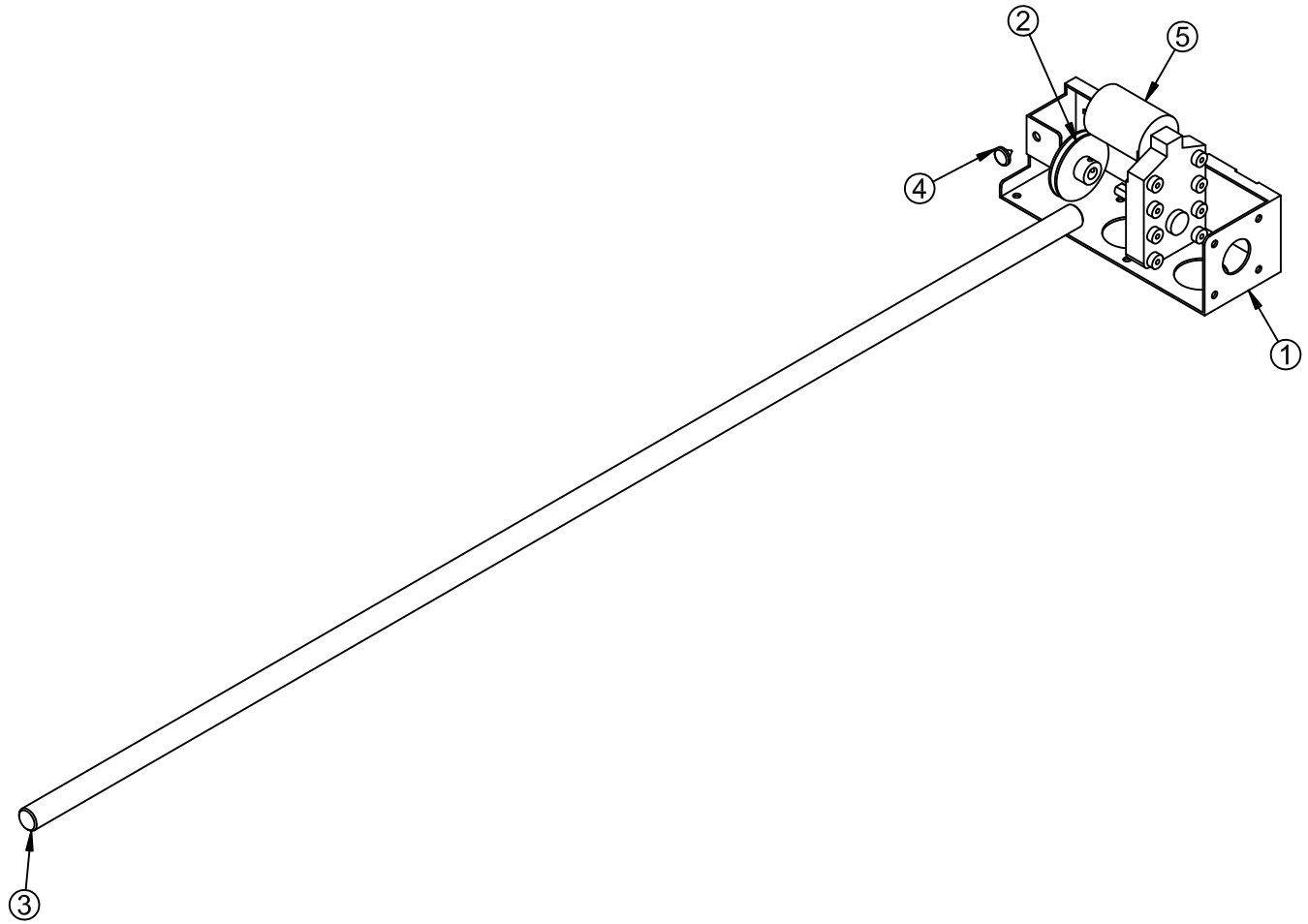
NO.	CODE NO.	QUANTITY	PART NAME	SPEC.
1	MKEM0MEP066	1	X SHAFT UPPER LBRKT	-
2	MKEM0PRO016	1	X UPPER SHAFT	-
3	MZZZ0RUB003	1	CUSHION RUBBER	6Φ

10-20.ASSEMBLING X SHAFT L BRKT ASSY



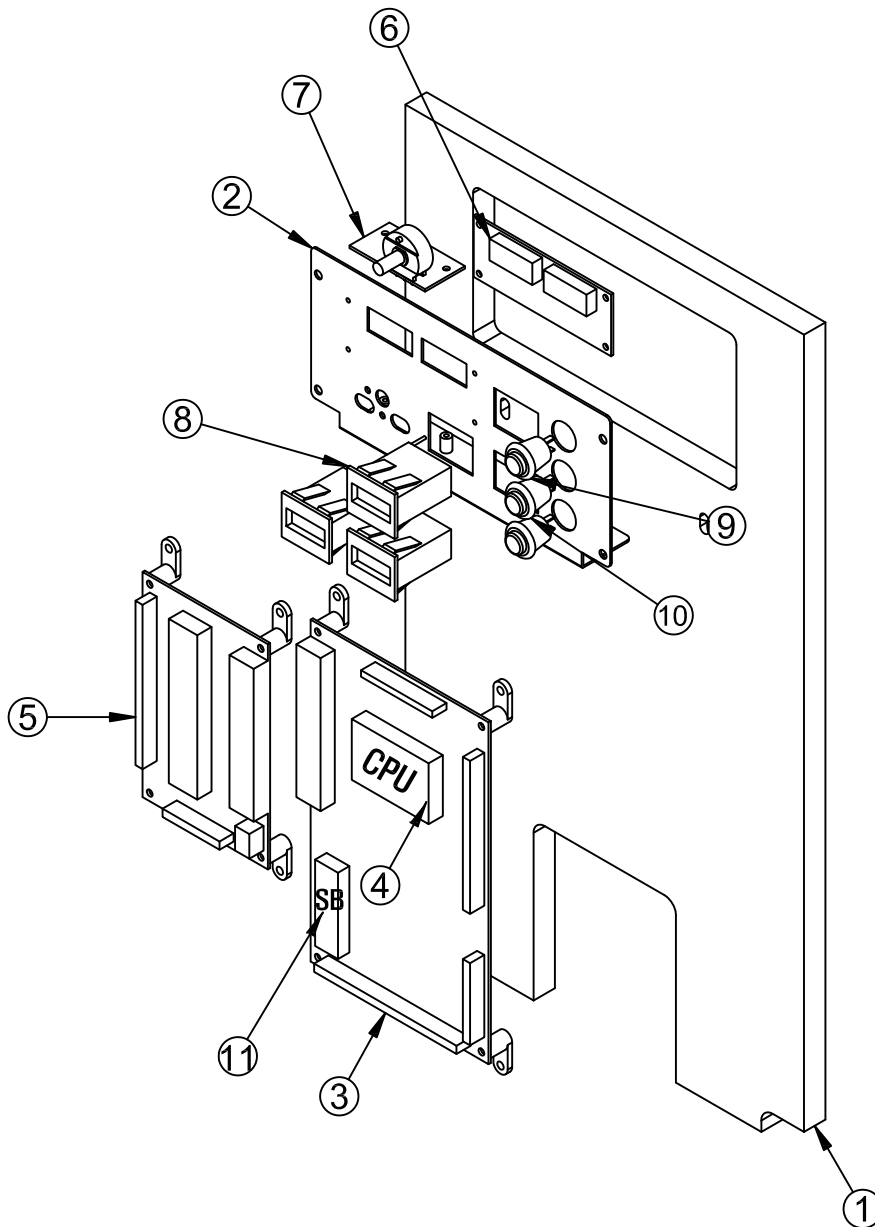
NO.	CODE NO.	QUANTITY	PART NAME	SPEC.
1	MKEM0MEP067	1	X SHAFT L BRKT	-
2	MKEM0PRO017	1	X WIRE ROLLER BUSHING	-
3	MZZZ0RUB003	1	CUSHION RUBBER	6Φ
4	MKEM0PRO018	1	X WIRE ROLLER ASSY (BEARING 696ZZ)	696ZZ
5	MKEM0MEP068	1	X SHAFT UPPER R BRKT D	-

10-21.ASSEMBLING X SHAFT R BRKT ASSY



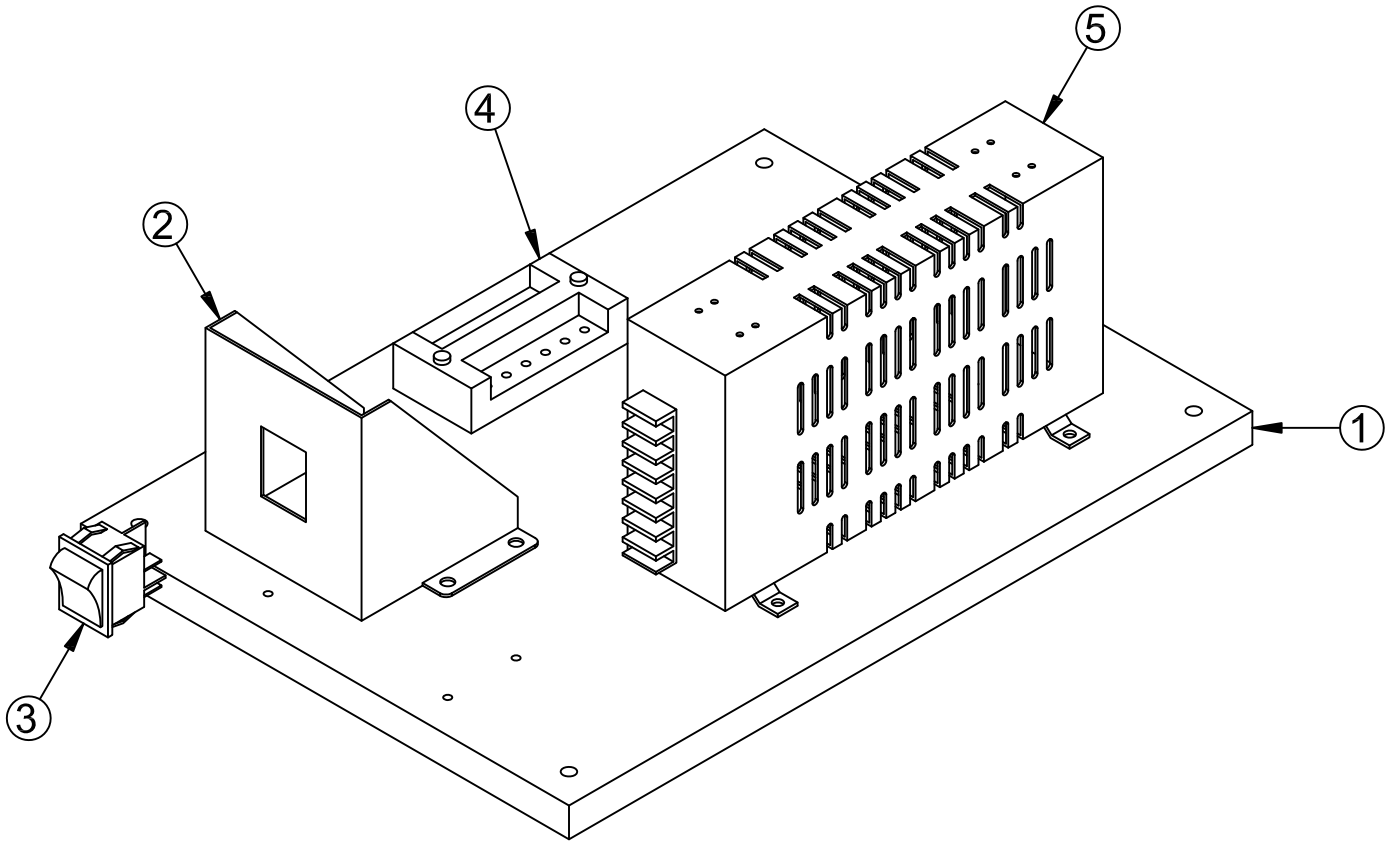
NO.	CODE NO.	QUANTITY	PART NAME	SPEC.
1	MKEM0MEP069	1	X SHAFT R BRKT	-
2	MKEM0PRO021	1	X MOTOR ROLLER B	-
3	MKEM0PRO019	1	X LOWER SHAFT	-
4	MZZZ0RUB003	1	CUSHION RUBBER	6Φ
5	MZZZ0MOT031	1	DC MOTOR(12V)	KGE-0062-SSR-05(KD3448D-002)

10-22.ASSEMBLING MAIN BOARD PANEL ASSY



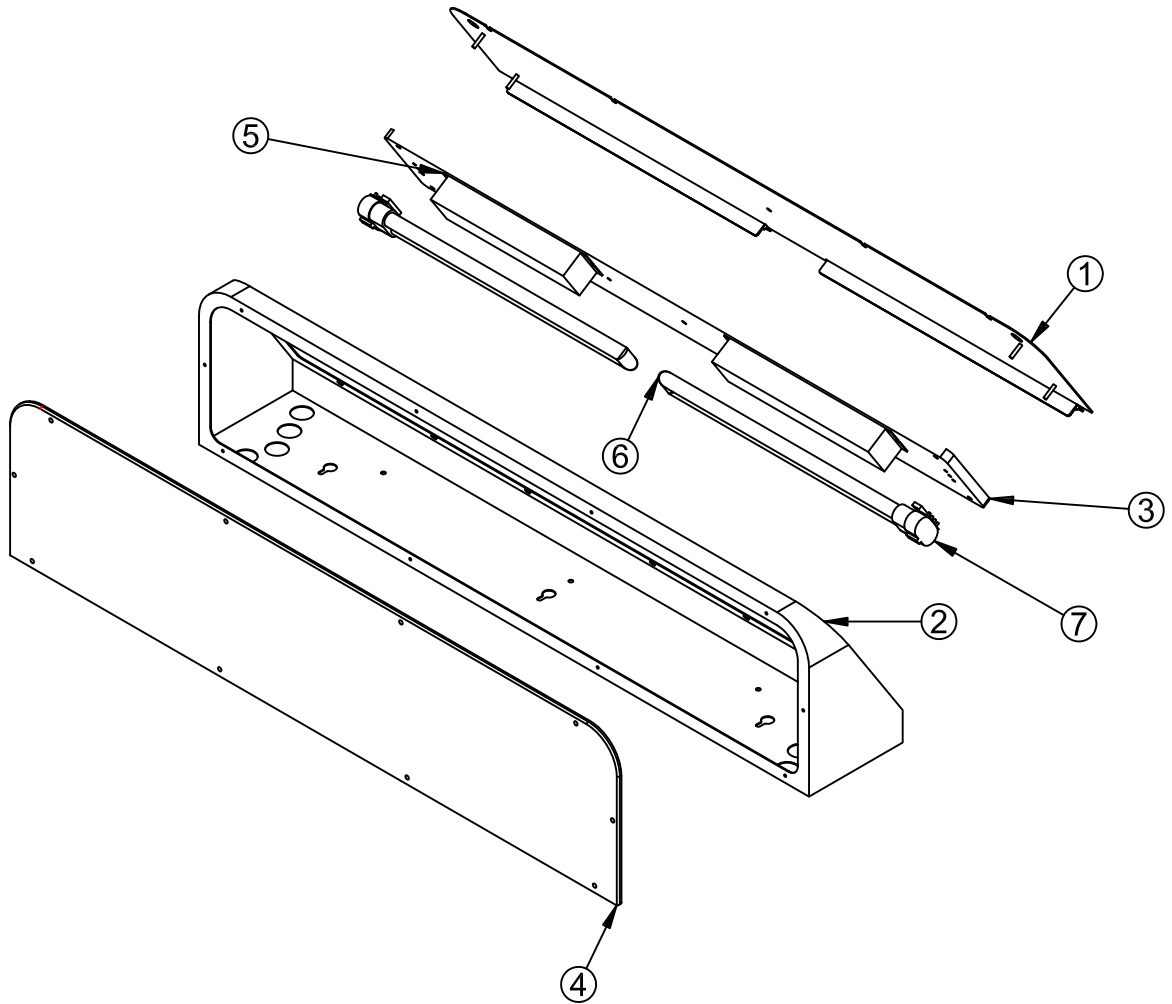
NO.	CODE NO.	QUANTITY	PART NAME	SPEC.
1	MKEM0WOO005	1	MAIN BOARD PANEL	-
2	MKEM0MEP071	1	CONTROL PANEL BRKT	-
3	ACRM0PCB001	1	MAIN BOARD PCB	KEY MASTER
4	AKEM0PCB012	1	CPU BOARD	PRIZE LOCKER
5	AKEM0PCB001	1	IO BOARD	KEY MASTER
6	AALA0PCB004	1	SETUP FND BOARD	KEY MASTER
7	AMUN0PCB003	1	VR-BOARD-VR-080125	KEY MASTER
8	MZZZ0COU002	3	COUNTER	AMMC-712(OA127CL)
9	MELE0PUS001	1	PUSH BUTTON SWITCH-R	412R
10	MELE0PUS002	2	PUSH BUTTON SWITCH-W	412W
11	AKEM0PCB011	1	SOUND BOARD	KEY MASTER

10-23.ASSEMBLING POWER PANEL ASSY



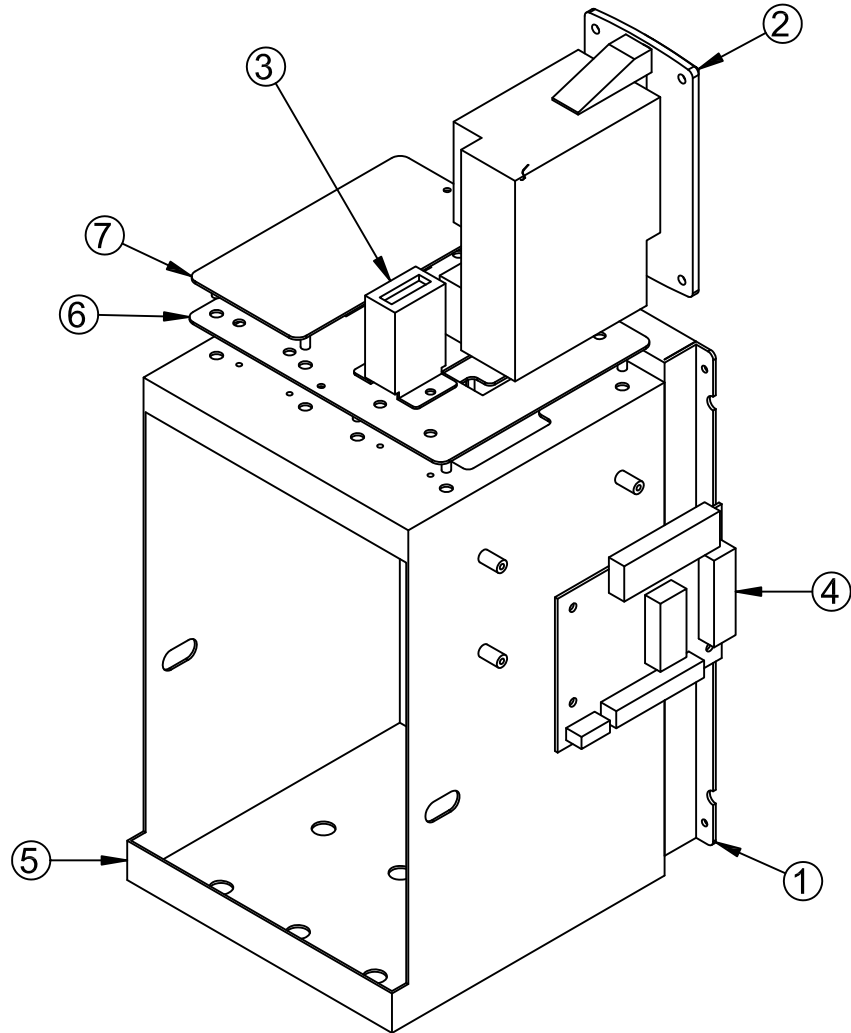
NO.	CODE NO.	QUANTITY	PART NAME	SPEC.
1	MKEM0WOO006	1	POWER PANEL	-
2	MKEM0MEP072	1	AC POWER SWITCH BRKT (AC INPUT NOISE FILTER BRKT)	-
3	MELE0SWI004	1	ROCKER SWITCH	T-125 4P
4	MELE0TEB001	1	TERMINAL BLOCK	6P UL
5	MELE0SMP018	1	POWER-SMPS CSR028A	DC5V-8A 12V-7A
	MELE0SMP008	1	POWER-SMPS (UK ONLY)	MSF 60-BDW,5V-4A,12V-3A

10-24.ASSEMBLING BILLBOARD CABINET BOX ASSY



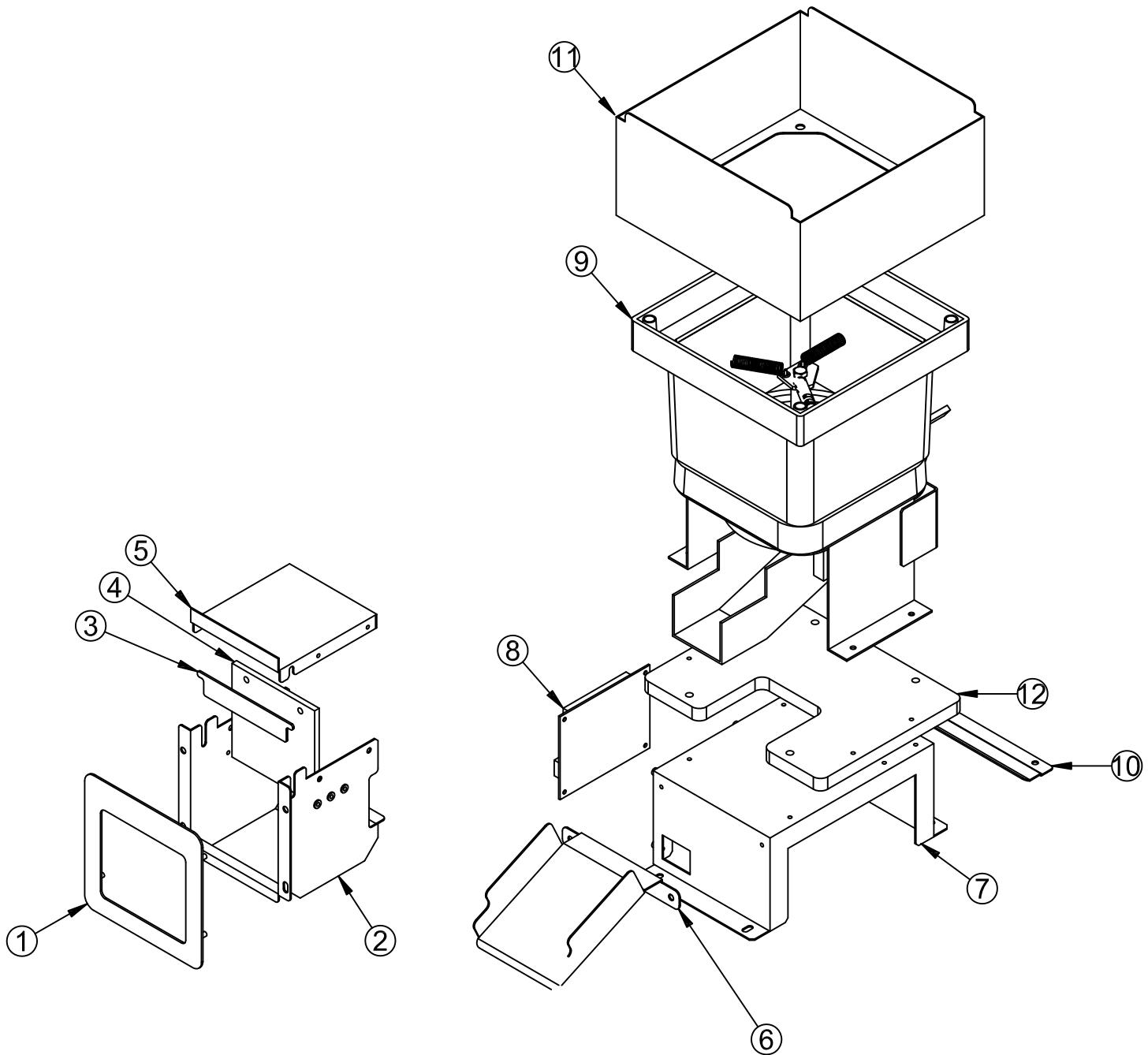
NO.	CODE NO.	QUANTITY	PART NAME	SPEC.
1	MKEM0MEP073	1	BILLBOARD LAMP WELD ASSY	-
2	MKEM0MEP074	1	BILLBOARD CABINET BOX	-
3	MKEM0WOO007	1	PL LIGHT PW (PANEL)	-
4	MKEM0SHE001	1	BILLBOARD ACRYL	-
5	MELE0BAL015	1	ELECTRONIC BALLAST	FULHAM WH5-120L 120V 120W
	MELE0BAL016	1		UIB-E236P 220~240 2 LAMP
6	MMST0ELE006	2	LAMP(PL)	36W P/L LAMP
7	MZZZ0000371	2	PL RECEPTACLE	Socket"l" TYPE + SUS loop

-OPTION 1-



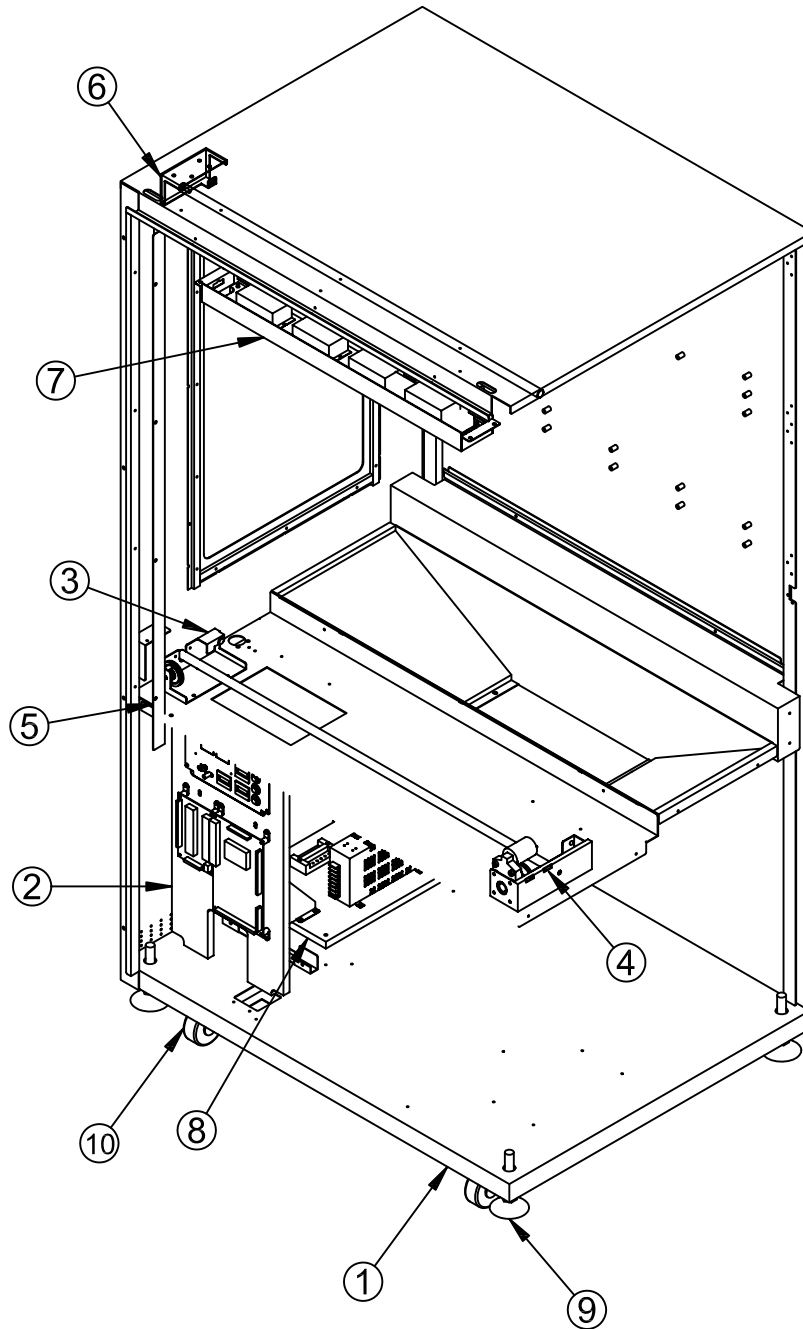
NO.	CODE NO.	QUANTITY	PART NAME	SPEC.
1	MKEM0MEP003	1	FRONT DOOR MAIN FRAME WELD ASSY	-
2	OPTION B	1	SR3-MONEY CTRL(UK)	-
3	OPTION C	1	COUNTER UK (SR3)	-
4	OPTION D	1	EXCEL CREDIT(SR3) PCB	-
5	MKEM0MEP005	1	FRONT DOOR CASH BOX A	-
6	MKEM0MEP108	1	COIN CHUT BRKT(STANDARD)	-
7	MKEM0MEP018	1	COIN PULSE BRKT	-

-OPTION 2-



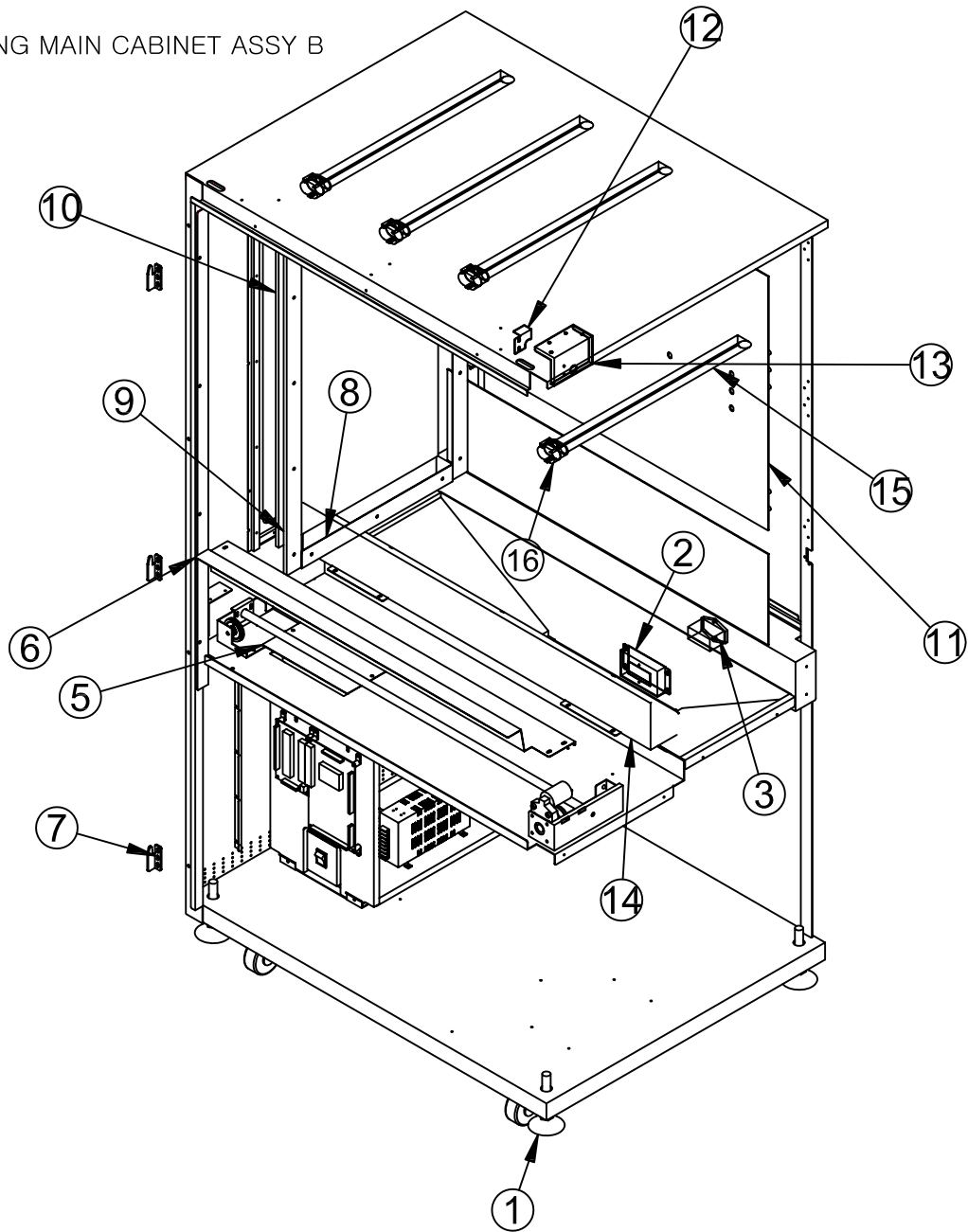
NO.	CODE NO.	QUANTITY	PART NAME	SPEC.
1	MKEM0MEP075	1	HOPPER PRIZE COVER BKT	-
2	MKEM0MEP076	1	HOPPER PRIZE INNER BKT	-
3	MKEM0MEP077	1	HOPPER PRIZE DOOR BRKT	-
4	MKEM0ACR006	1	HOPPER PRIZE DOOR ACRYL	-
5	MKEM0MEP078	1	HOPPER PRIZE INNER COVER BKT	-
6	MKEM0MEP079	1	HOPPER PRIZE SLOOP GUIDE BRKT	-
7	MKEM0MEP080	1	HOPPER FIX BKT	-
8	MLIM0PCB009	1	HOPPER DISPENSER BOARD PCB	-
9	MLIM0000003	1	CAPSULE HOPPER MACHINE	-
10	MKEM0MEP106	1	PIPE HOPPER SLIDE FIX BRKT	-
11	MKEM0MEP107	1	CASULE MAIN BOX PLUSE COVER	-
12	MKEM0WOO009	1	Capsule Type Hopper bottom panel	-

10-26.ASSEMBLING MAIN CABINET ASSY A



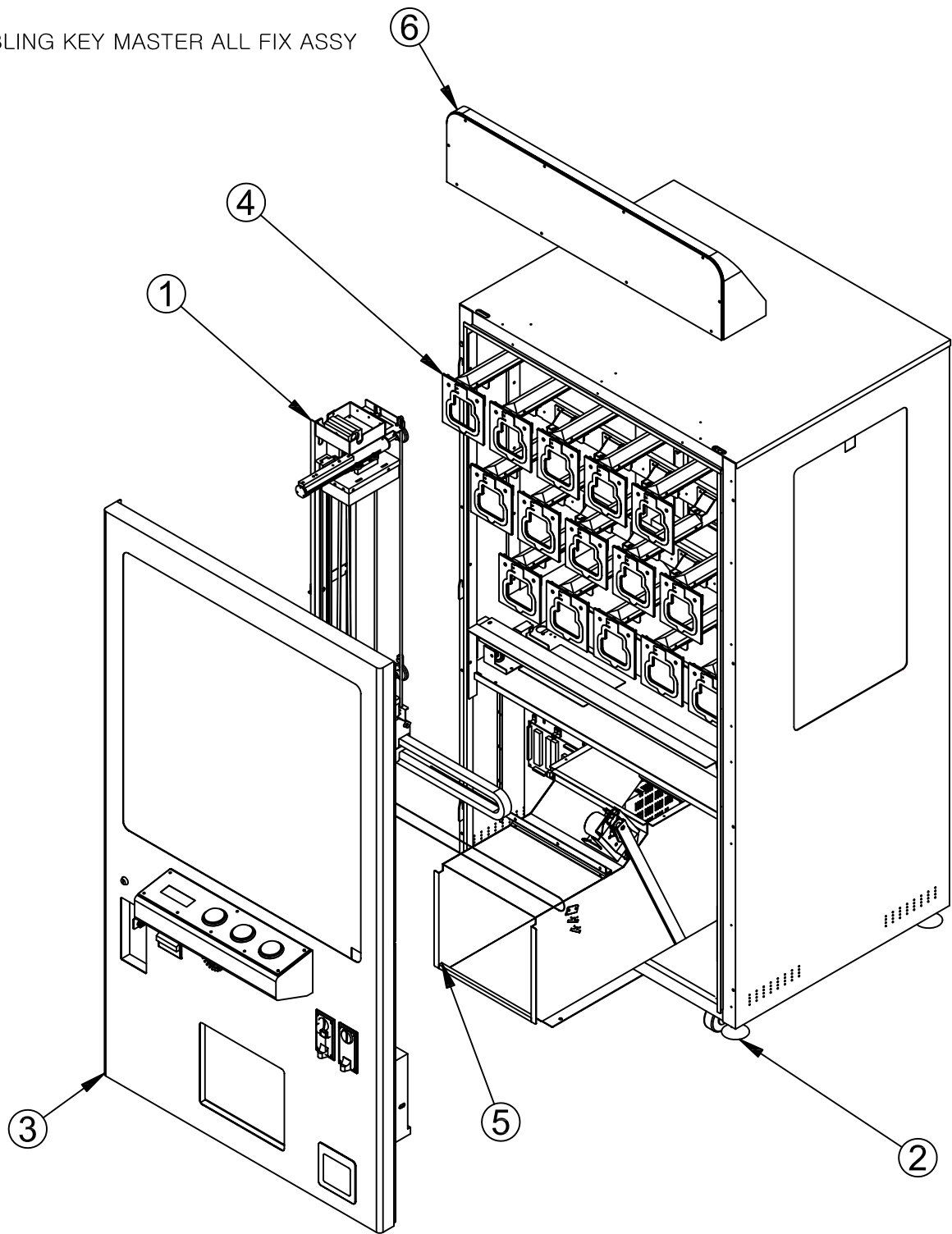
NO.	CODE NO.	QUANTITY	PART NAME	SPEC.
1	MKEM0MEP081	1	MAIN CABINET WELD ASSY	-
2	MKEM0MEP082	1	MAIN BOARD PANEL ASSY	-
3	MKEM0MEP083	1	X SHAFT L BRKT ASSY	-
4	MKEM0MEP084	1	X SHAFT R BRKT ASSY	-
5	MKEM0MEP085	1	HARNESS BRKT(T5 LAMP BRKT)	-
6	MKEM0MEP086	1	X SHAFT UPPER L BRKT ASSY	-
7	MKEM0MEP087	1	MC TOP LAMP ASSY	-
8	MKEM0MEP088	1	POWER PANEL ASSY	-
9	MZZZ0CAS005	4	STOPPER	LEVELING FOOT STEEL M16X125L
10	MZZZ0CAS004	4	CASTER	3"

10-27.ASSEMBLING MAIN CABINET ASSY B

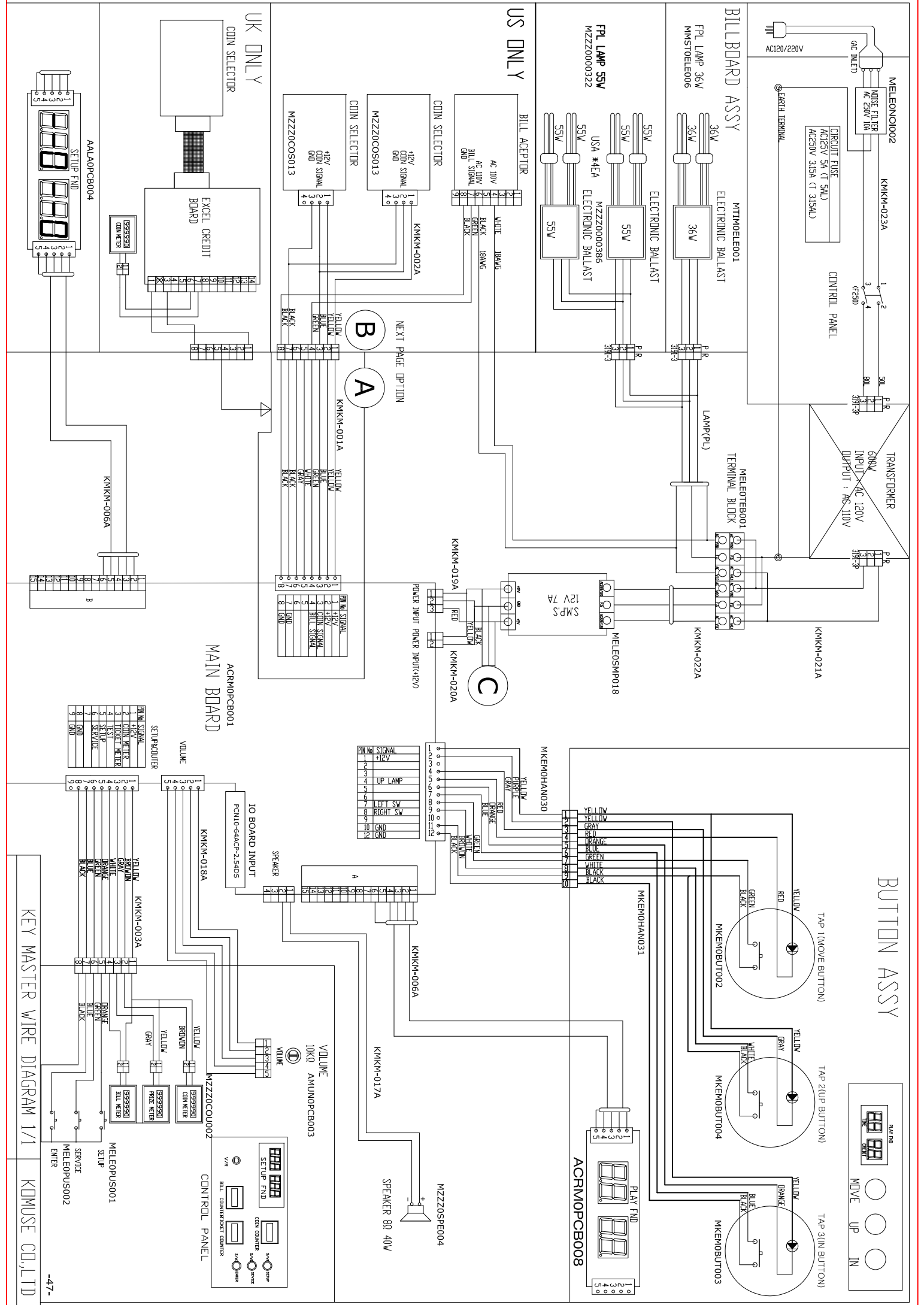


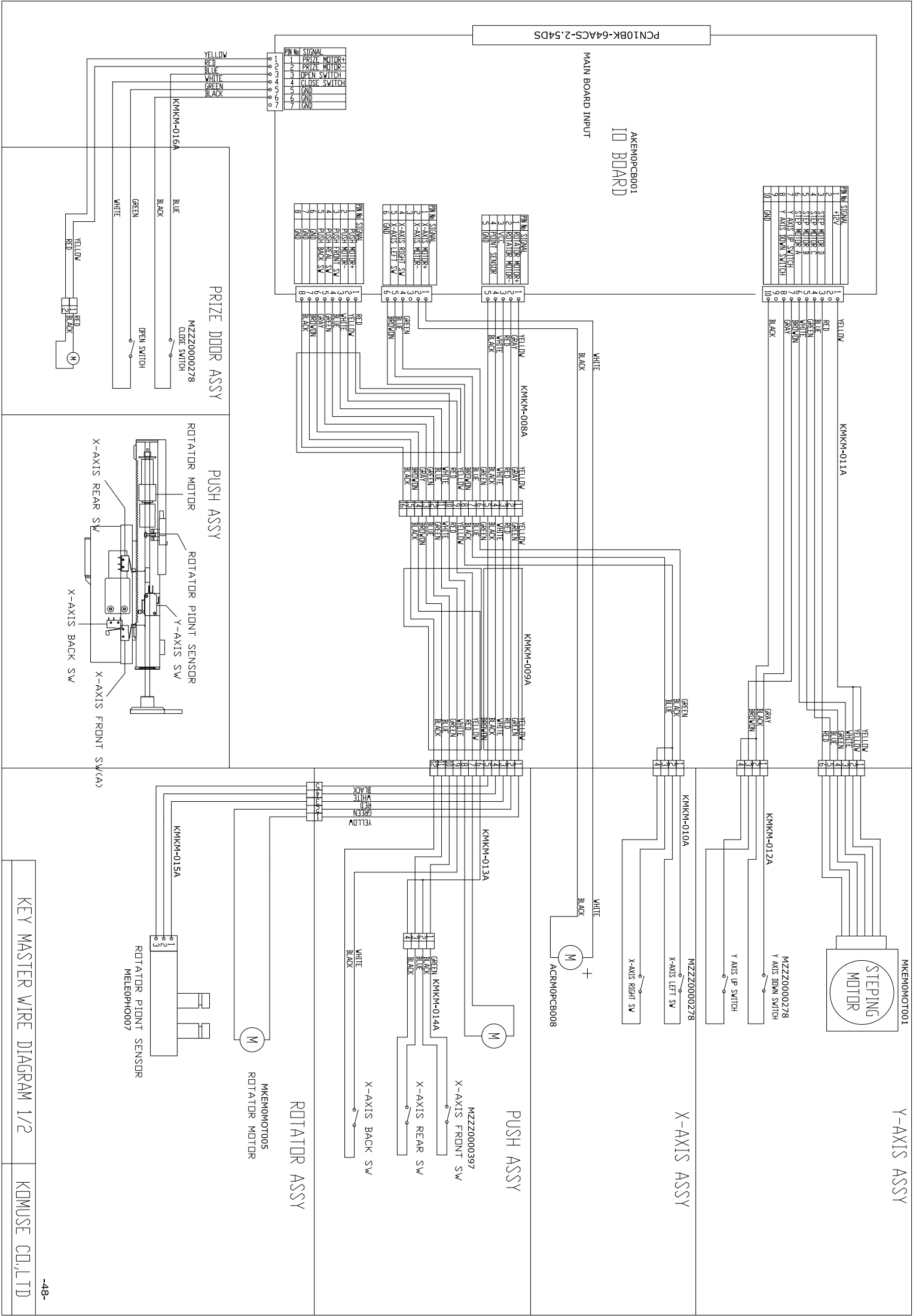
NO.	CODE NO.	QUANTITY	PART NAME	SPEC.
1	MKEM0MEP081	1	MAIN CABINET WELD ASSY	-
2	MKEM0MEP089	1	NOISE FILTER BRKT(AC NOISE BRKT)	-
3	MELE0NOI002	1	NOISE FILTER	IP-0642-H2
4	-	-	-	-
5	MKEM0MEP091	1	MAIN CABINET INNER PLATE	-
6	MKEM0MEP092	1	CABINET INNER COVER A	-
7	MKEM0MEP093	3	MC FRONT DOOR LOCK HOLD BRKT	-
8	MKEM0MEP094	4	MC SIDE WINDOW FIX BRKT A	-
9	MKEM0MEP095	4	MC SIDE WINDOW FIX BRKT B	-
10	MKEM0GLA002	2	MC SIDE WINDOW GLASS	8T Tempered glass 432×832
11	MKEM0ACR005	1	MIRROR ACRYL	2T MIRROR 867*807.8
12	MKEM0MEP096	1	X SHAFT UPPER R BRKT C	-
13	MKEM0MEP097	1	X SHAFT UPPER R BRKT B	-
14	MKEM0MEP098	1	PRIZE OUT GUIDE FRONT ANGLE	-
15	MZZZ0000322	4	LAMP PL	55W
16	MZZZ0000371	4	PL RECEPTACLE	Socket [†] 1" TYPE + SUS loop

10-28.ASSEMBLING KEY MASTER ALL FIX ASSY



NO.	CODE NO.	QUANTITY	PART NAME	SPEC.
1	MKEM0MEP099	1	Y-Z AXIS ASSY	-
2	MKEM0MEP100	1	MAIN CABINET ASSY	-
3	MKEM0MEP101	1	FRONT DOOR MAIN FRAME ASSY	-
4	MKEM0MEP102	3	PRIZE HANGER FIX ASSY	-
5	MKEM0MEP103	1	PRIZE OUT GUIDE BOX ASSY	-
6	MKEM0MEP104	1	BILLBOARD CABINET BOX ASSY	-



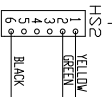


CAPSULE TYPE OPTION

ACRM0PCB001 MAIN BOARD

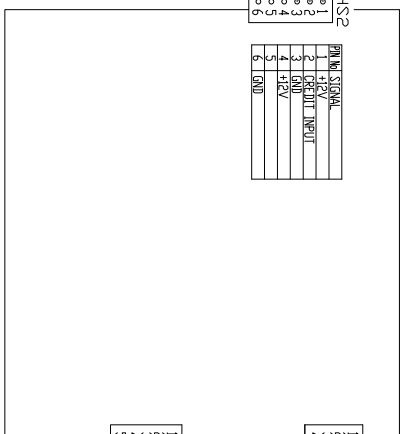


Coil	DIP SW4	DIP SW3	DIP SW2	DIP SW1
Not Use	OFF	OFF	OFF	OFF
1	OFF	OFF	OFF	ON
2	OFF	OFF	ON	OFF
3	OFF	OFF	ON	ON
4	OFF	ON	OFF	OFF
5	OFF	ON	OFF	ON
6	OFF	ON	ON	OFF
7	OFF	ON	ON	ON
8	OFF	OFF	OFF	OFF
9	ON	OFF	OFF	ON
10	ON	OFF	ON	OFF
11	ON	OFF	ON	ON
12	ON	ON	OFF	OFF
13	ON	ON	ON	ON
14	ON	ON	ON	OFF
15	ON	ON	ON	ON

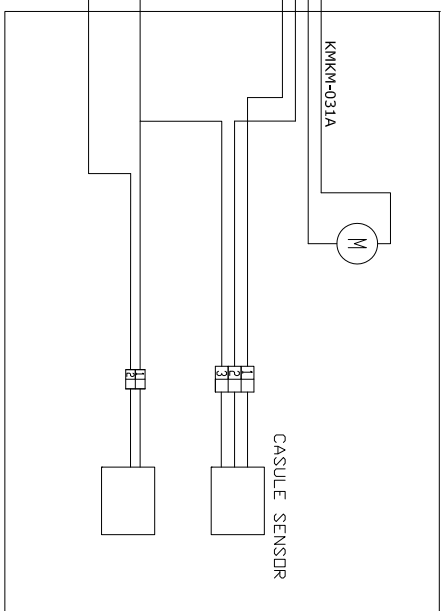


KMKM-030A

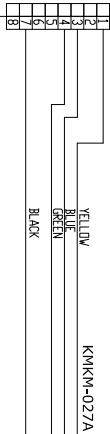
DISPENSER BOARD 2



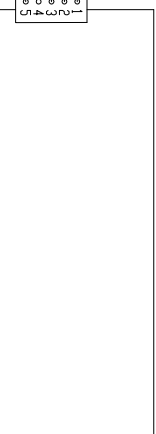
DISPENSER



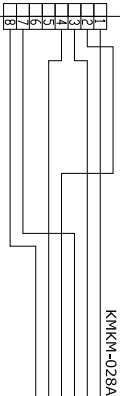
PENCIL TYPE OPTION



KMKM-027A



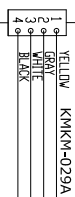
PENCIL ID BOARD



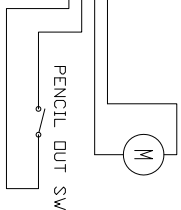
KMKM-028A



KMKM-026A



KMKM-029A


















PRIZE LOCKER SHEET



2013. 11. 24

PRIZE LOCKER

IMAGE	NAME	QUANTITY	MATERIAL	CDDE NO.
	BILLBOARD ACRYL	1 EA	ACRYL SHEET	MKEMOSHE024
	3 BUTTON ACRYL A	1 EA	ACRYL SHEET	MKEMOSHE023
	INSERT COIN SHEET	1 EA	SILK SHEET	MKEMOSHE031
	FRONT PRIZE OUT DOOR ACRYL	1 EA	ACRYL SHEET	MKEMOSHE003
	HOW TO PLAY SHEET	1 EA	FILM SHEET	MKEMOSHE025
	SIDW LOW L(L-A) SHEET	1 EA	SILK SHEET	MKEMOSHE026
	SIDE UP L(L-B) SHEET	1 EA	SILK SHEET	MKEMOSHE028
	SIDE LOW R(R-A) SHEET	1 EA	SILK SHEET	MKEMOSHE027
	SIDE UP R(R-B) SHEET	1 EA	SILK SHEET	MKEMOSHE029
	Z PUSH MAIN BOX SHEET	1 EA	SILK SHEET	MKEMOSHE006
	FRONT SHEET	1 EA	SILK SHEET	MKEMOSHE030
	TIPS & NOTICE SHEET	1 EA	SILK SHEET	MKEMOSHE032
	CERTIFIED SKILL SHEET	1 EA	SILK SHEET	MKEMOSHE052
	RECYCLE MARK SHEET	1 EA	SILK SHEET	MGKMOSHE014
	DISTRIBUTE BY SEGA LOGO SHEET	1 EA	SILK SHEET	MKEMOSHE013



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