PUSHING POINTS

OWNER'S MANUAL

Ver.1.00

⚠ WARNING

● For safety reasons, please read the manual first before plugging in machine.

● Please keep this manual properly for convenient reference as needed.

About This Manual

Thank you for purchasing this product.

The manual describes how to install, set up, use and maintain the product. The main purpose of the manual is to instruct how to operate the product correctly and safely. Please follow all the safety and warning instructions in the manual to avoid personal injury and product damage.

This product may only be maintained by a technician. A technician mainly refers to a person who has obtained a certificate of senior middle school related to mechanical engineering, electrical engineering or at a level equal to that of technical senior middle school graduates, and is engaged routinely in the maintenance, management, repair of amusement machine.

When transferring the ownership of this product, be sure to provide this manual with the machine.

For further information about the game and repair (including consumables), please contact our company.

Table of Contents

1. Safety Precautions
1.1 Warning Stickers

In order to avoid injury to related people and damage to property, please observe the followings:

PLEASE READ FIRST

■ The following marks can be used to indicate the magnitudes of risk and damage caused by ignorance or improper operation:

⚠ **Warning** — means "may result in serious injury or death"

⚠ **Caution** — means "may result in minor injury or property damage"

Serious Injury: refers to the situations in which hospital treatment or long-term treatment will be accepted because of losing sight, getting hurt, getting burnt, electric shock, fracture or intoxication.

Minor Injury: refers to the cases that there is no need to go to hospital or accept long-term treatment.

Property Damage: refers to the damage of house, facility, or hurt of livestock and pet

1.2 Placing Site

⚠ **Warning**

■ please make sure the place line has been grounded before product installation, setup, testing, operation or repair

■ This machine is designed for indoor use only. Never install the machine outdoors. Meanwhile, please avoid the following locations indoor:

● Direct sunlight, water leakage, damp and high temperature places.

● Near Flammable, volatile, or/and dangerous substance.

● Slope, unstable places or locations subject to frequent vibration.

● Near emergency exit, fire extinguisher or similar equipment.

■ The rear part has the vent for heat emission from PC or screen. Don't place anything nearby to avoid game failure.

■ Provide a space of minimum 30cm between the rear of the machine and the wall for good ventilation and heat emission

1.3 Safety Precautions

The owner shall pay attention to the followings when placing, checking and repairing machine to insure player's security and avoid damage:

⚠ Warning

■ please check the voltage is 110V or 220V before the machine connectes to the power supply,or it may cause a fire or electric shock.

■ Make sure to plug the game into 110V or 220V main outlet to avoid fire and electric shock.

■ Make sure to turn off the power when performing maintenance and service to avoid electric shock or short circuit.

■ Do not unplug or plug the plug instantly.

■ Don't touch the power plug with a wet hand to avoid electric shock.

■ Don't expose the power cord/grounding line on the passageway. Failure to do this will damage the power cord, causing electric shock or short circuit.

■ Don't lay anything near the power cord to avoid fire.

■ Do not pull the power cord when unplugging, please hold the plug to avoid power cord damage, causing fire or electric shock.

■ In case of power cord damage, please contact the local distributor for replacement

■ Only use fuse and spare parts specified by our company

■ Connect the connector firmly and tighten the screws.

■ It is forbidden to push or pull the game-machine in order to prevent the accidental danger.

■ Do not dismount, replace or convert the product without our permission in order to avoid damage and human injury due to improper operation.

■ Check and maintain the machine regularly.

■ Keep "Warning stickers" clean and legible. Replace it immediately when the words are not legible or the dirt can't be removed.

■ Please contact our service center when performing any work that is not described in this manual, and follow the instruction provided.

1.4 Precautions during Play

⚠ Caution

■ In order to avoid injury and accident during play, the following people shall not play the game:
  ● People who are injured or less mobile.
  ● Person with poor health condition, such as hypertension or heart disease.
  ● Person wearing high-heeled or slippery shoes.
  ● Person who can't touch the pedal.
  ● Pregnant woman, drunk people.
■ When a player feels uncomfortable during play, remind the person to have a break, or stop playing.
■ Make sure the player reads the warning labels and other indications, and plays in accordance with the instructions to avoid accidents such as electric shock and short circuit.
■ Bystander shall not operate any button when the player is playing the game to avoid unnecessary trouble.
■ It is forbidden to push or pull the game-machine in order to prevent the accidental danger.

1.5 Transporting and Moving

⚠ Caution

Transporting

■ When transporting the machine with an elevator, be sure to employ "Lift Point" to prevent accident and damage to the machine.
■ To prevent movement when transporting the machine on a vehicle, please fix the casters and fully retract the adjusters. Failure to do this may cause damage to the machine.
■ When carrying the machine with a forklift, be sure to insert the fork to fork position and lift stably. If not, it may cause accident and damage to the machine.
■ The Acrylic of the machine is fragile. High precision components are required for vibration or shock resistance.

Moving

■ Before moving the machine, unplug the power plug to prevent accident. Don't damage the cord.
■ Pay attention to the obstructions and uneven surface when moving the machine to prevent accident and damage to the machine.
■ Fully retract all adjusters before moving to prevent accident and hazard.
■ Make sure to use at least two persons to conduct the above work to avoid accident and injury
■ Pay attention to the moving direction, see fig.

1.6 Installing and Placing

Pay attention to the following when placing the machine.

⚠ **Caution**

- Place the machine on the flat and slip resistant area.
- Use the adjusters to fix the machine (See diagram 1)

  1.Loosen the nuts for the adjusters (clockwise), tighten the bolts with a wrench (clockwise).

  2.Tighten the nut firmly(counter clockwise) and fix it well.

bracket

Lock nut

Lock place

Caster   Adjuster Bolt
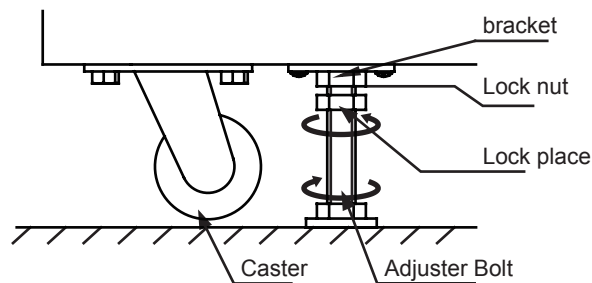
Diagram (1)

- Provide a space of minimum 30cm between the rear of the machine and the wall for good ventilation and heat emission (See diagram 2).

30cm

Wall

Diagram (2)

FUSE F3A/250V

⚠ WARNING
High voltage can cause an electric shock.

IN DOOR

⚠ WARNING
Electric shock, keep ground wire connected

FUSE T5A/250V

AC220V 2 outlets Total 230W

AC110V 2 outlets Total 230W

PORTABLE APPLIANCE TEST RECORD

PPSG-P0010

FUSE 4A/125V

FUSE 5,15A/250V

AC110V

AC220V

WHLAP TECH PUSHING POINTS
AC110V 50Hz/60Hz
160 W
210 kg

WHLAP TECH PUSHING POINTS
AC220V 50Hz/60Hz
160 W
210 kg

PPSG-P0008

Leakage switch

⚠ WARNING
Firm the machine as well and lock the wheel before operation.

⚠ WARNING
Turn off power supply before operation to prevent starting of anti-theft shrouding for prize, mind your hands.

AC220V 2 outlets Total 230W

AC110V 2 outlets Total 230W

⚠ WARNING
Please don't open this door except maintain engineer.

Please attention to clamp the hand.

⚠ WARNING

No kicking of the mouth of the prize out, to avoid getting hurt,please do not put your hands or sundries in the prize out.

⚠ CAUTION

⚠ WARNING
High voltage can cause an electric shock.

2. Product Description

2.1 Product Specification

■ Location	Indoor Only
■ Dimension	1220(W)×795(D)×2566(H)
■ Rated Voltage	220V
■ Frequency	50Hz
■ Power Consumption	160 W
■ Game-machine weight	210 kg
■ Temperature Range	5~40°C
■ Max size of prize	265(W)×350(D)×300(H)
■ Max weight of prize	1 kg
■ Prize net size	560(W)×590(D)

Note: Adjustable height of prize-rack

1220mm

565mm
25mm
582.6mm
Play area 457mm
1981mm
826mm
265mm
350mm
775mm

168mm
2566mm
Play area 443mm
700mm
795mm
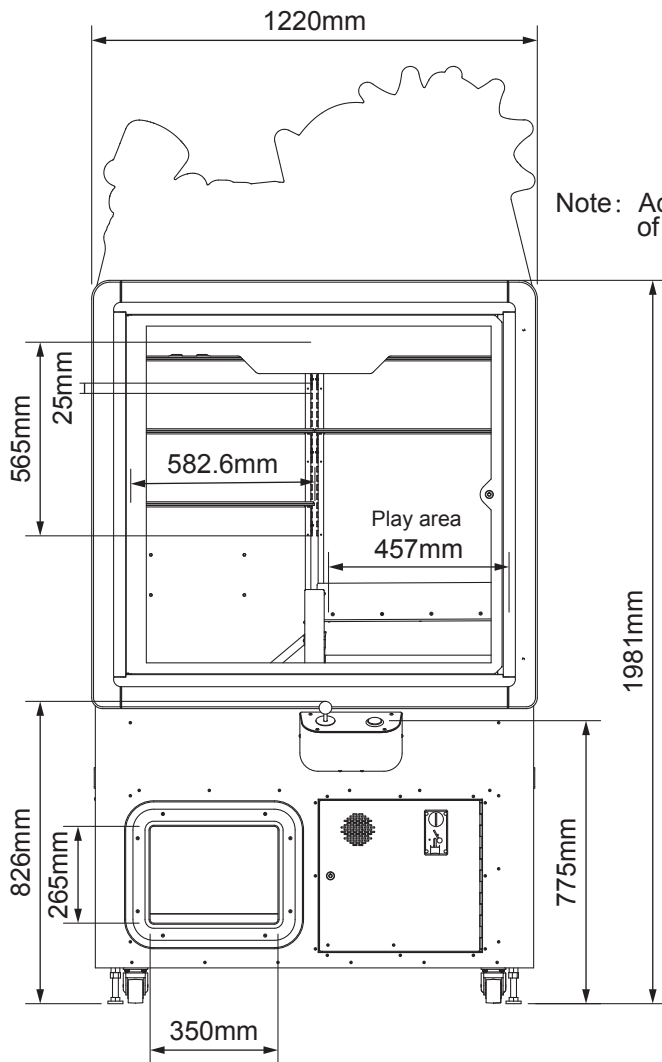
■ Front View
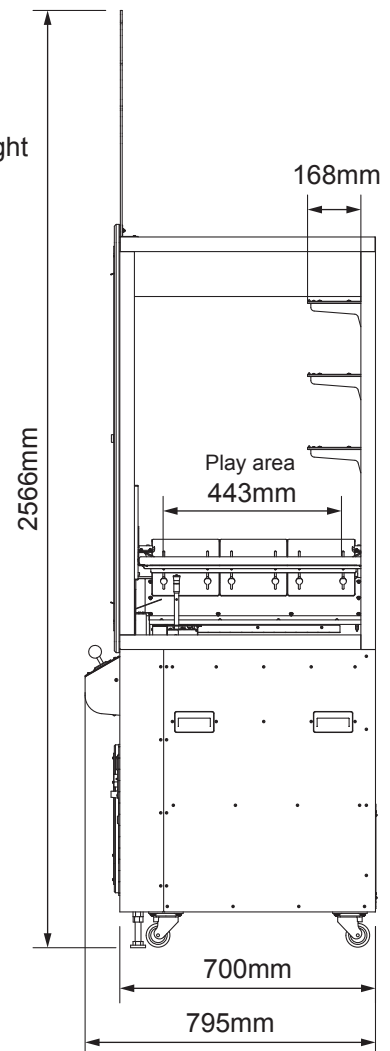
■ Side View

2.2 Overview

■ Side View
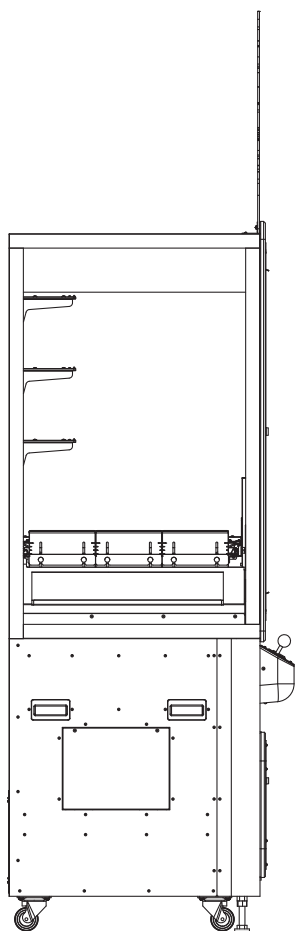
■ Rear View
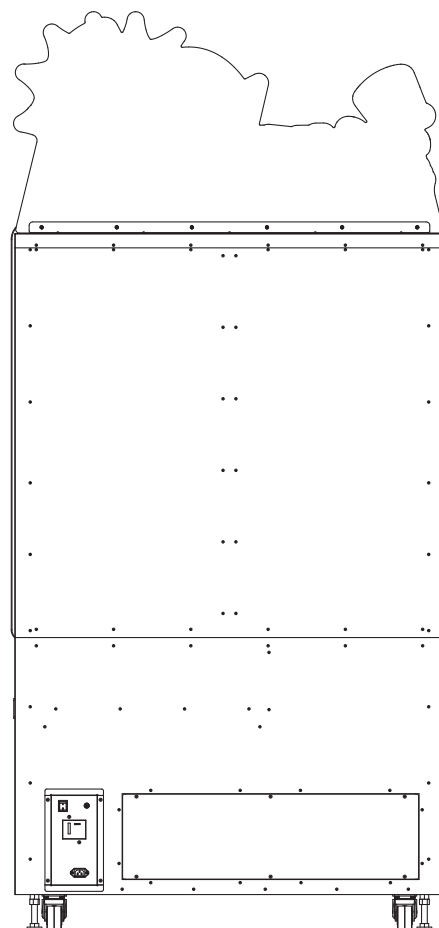
■ Top View
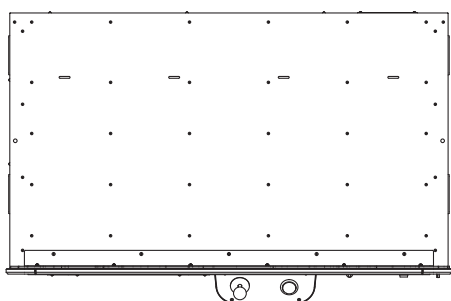
■ Bottom View

2.3 Parts Name

POP components

Large door-frame acrylic components

Displaying-board components

Net components

Large transparent-door components

Prize-outlet mask components

Prize outlet-door

Control-panel components

Speaker

Coin-acceptor

Moving-part components

Hardware frame

Rear door plank

AC-BOX

Side-door
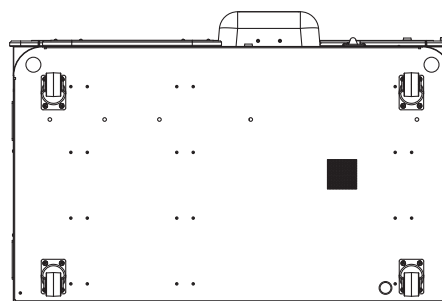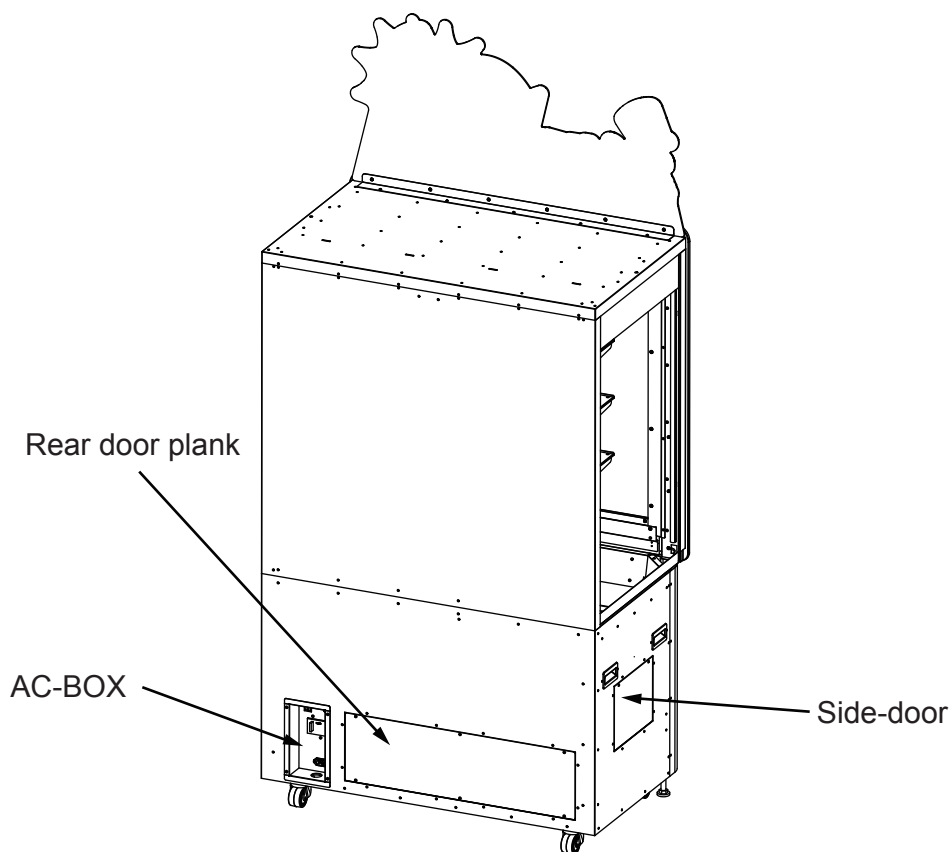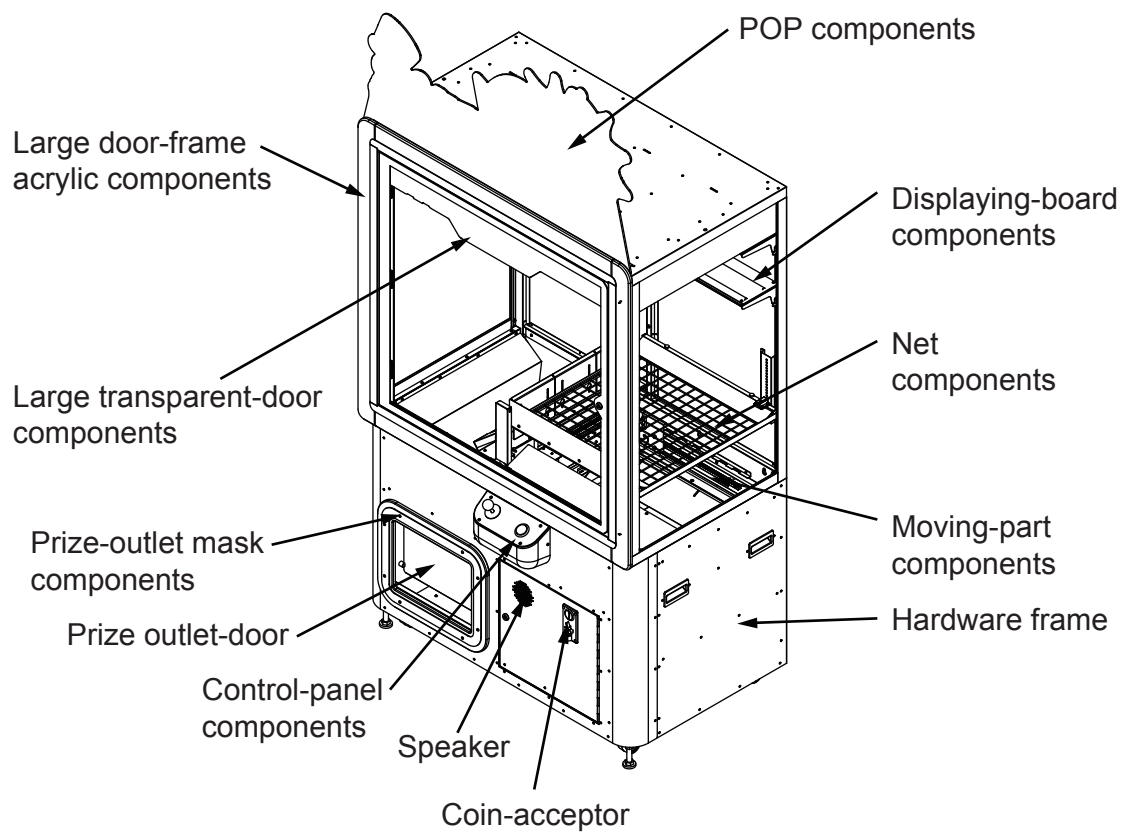
2.4 Shipment List

■ Modes of packing
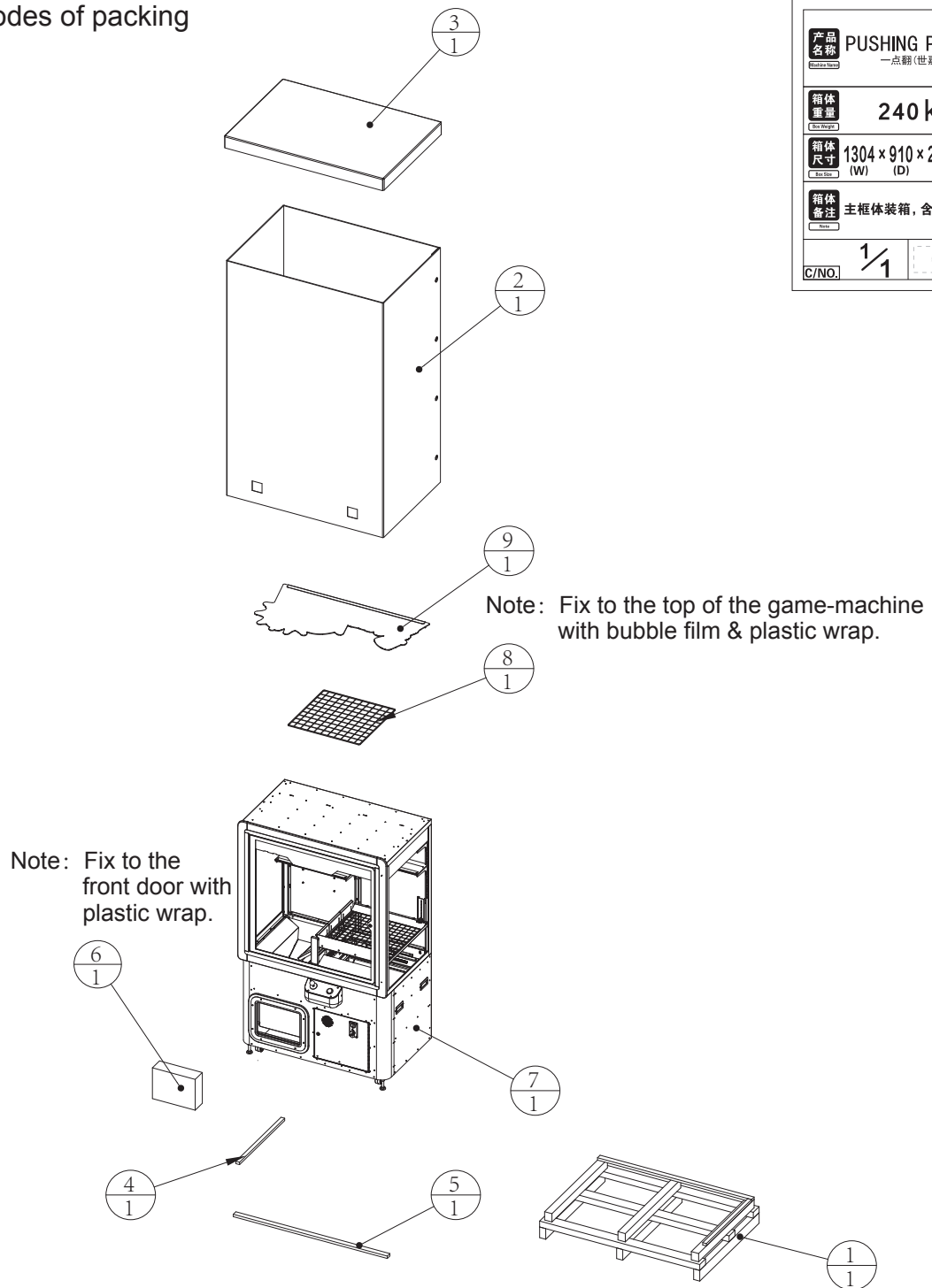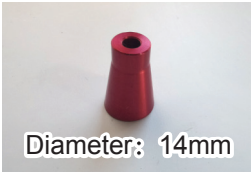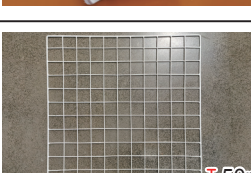
产品名称 Machine Name	PUSHING POINTS 一点翻（世嘉版）
箱体重量 Box Weight	240 kg
箱体尺寸 Box Size	1304 × 910 × 2127 mm (W)　(D)　(H)
箱体备注 Note	主框体装箱，含附属品箱
C/NO.	1/1

Note： Fix to the top of the game-machine with bubble film & plastic wrap.

Note： Fix to the front door with plastic wrap.

9	PP-1000000	POP components		1	
8	PP-0701A10	Large prize net		1	
7	PP-0000000	Total components		1	
6		Accessory box		1	
5	PP-9901E05	No.2 frame limit-bar	Solid wood 20*40*1260	1	
4	PP-9901E04	No.1 frame limit-bar	Solid wood 20*30*700	1	
3	PP-9901E03	Frame cover	Water resistance 2C 850g T-7	1	
2	PP-9901E02	Frame enclosure	Water resistance 2C 850g T-7	1	
1	PP-9901E01	Frame platform		1	
SN	Drawing No.	Name	Materials/specifications	Qty	Note

2.5 Packing List

Please check the following items after purchasing our product. If any part missing or damaged, please contact our sales person!

Description	Specification	Quantity	Remarks
Power cord (two-end three-pin)	3m（1.0mm²）250V	1	
Lock of same size B17 key	B17 key,No.6687	2	
Large top	5052-O	1	Diameter：25mm
Straight top	5052-O	1	Diameter：14mm
Instructions	Art paper	1	
Fuse tube	218 series T3.15A/5×20 250V	1	
Long prize baffle	PC-3.0T	3	
Large prize net		1	50mm 50mm

2.6 Instructions for installation

■ Fix POP components to the top of the game-machine with 5 screws.

Remove POP components and screw it onto the top of the game-machine.

Note：X/Y axes of moving parts are provided with 2 cable ties respectively!
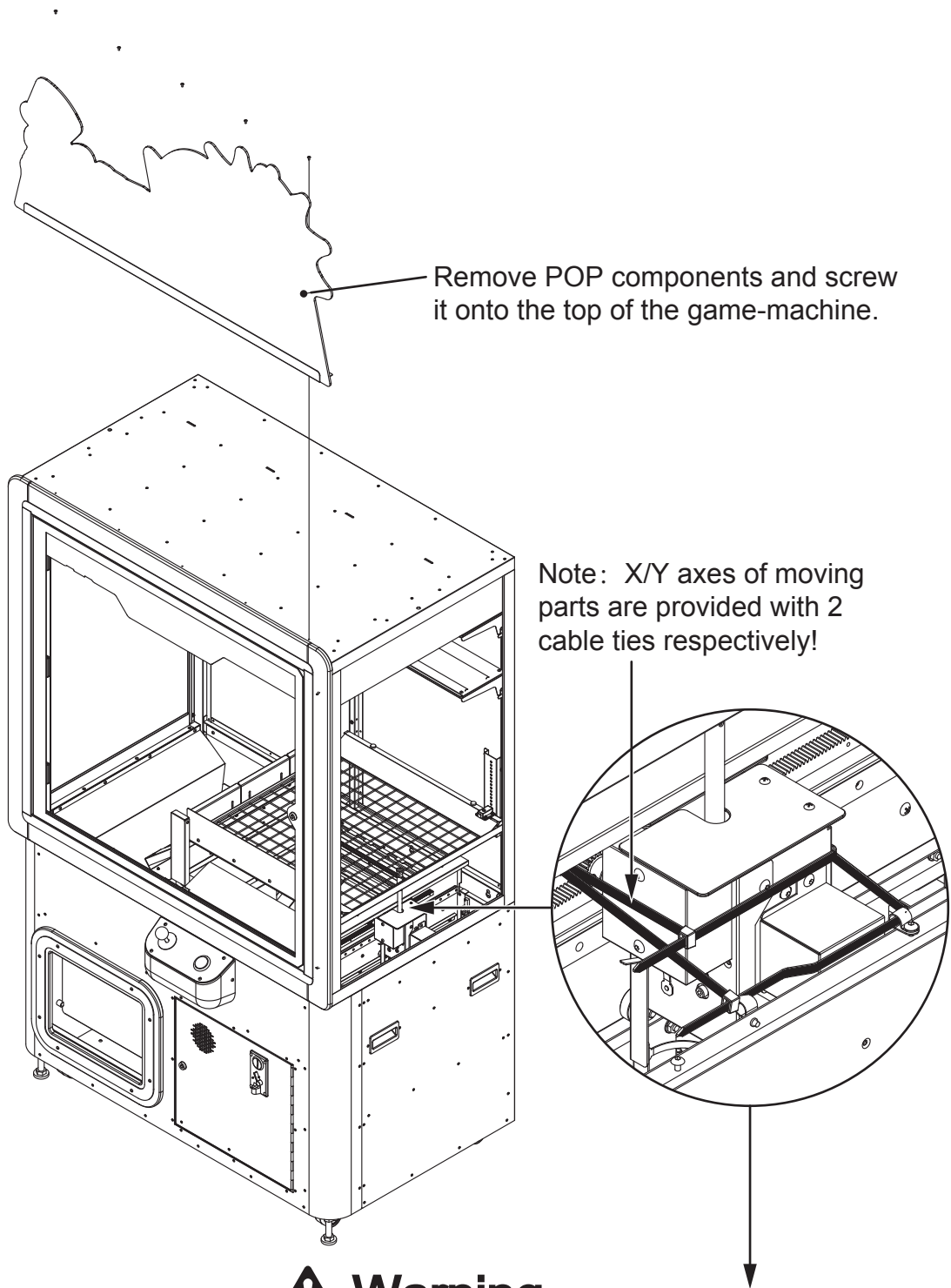
⚠ Warning

■ Before the game-machine is powered on, cut off the cable ties at this position (for fixing X/Y axes of moving parts during transportation). On the contrary, when the game-machine is moved, the position must be tightened with the cable ties!

2.7 Warranty

■ Scope

- ■ Inquiry regarding product can be assisted for free.

- ■ The warranty scope for consumables and durables may differ from product to product. Please contact our after-sales service center for detailed information. The right of final interpretation is reserved.

■ Exclusive

- ■ Damage caused by force majeure such as god will.

- ■ Failure caused by carelessness, such as water contact, falling down, toppling, knocking.

- ■ Failure caused by disobeying the instructions in this manual.

- ■ Failure caused by operating the machine on inappropriate site.

- ■ Change the original design and configuration for the game without notice.

- ■ Failure to perform regular service and clean.

- ■ Failure to fix the product in line with the manual's requirement.

- ■ Malfunction or part damage caused by electromagnetic interference other electronic equipments generated.

■ Non-warranty Consumables

- ■ Light tube and bulb
- ■ Button lamp and switch
- ■ Fragile items
- ■ Solenoid
- ■ Other spare parts

3. Game Description

3.1 Appearance Design

The color of "PUSHING POINTS" is mainly white and the game-machine is designed very simply and elegantly. After it is powered on, its lamp is bright and dazzling. The game-machine can display different styles by replacing 3 pieces of PVC. In the gaming area, there are 5 layers of prize-racks. The positions of the prize-racks can be adjusted according to the sizes of the prizes. The different sizes of prizes can be placed on the grid. The player can get the prizes on the grid by challenging!

3.2 Game introduction

"PUSHING POINTS" is a single-player game that tests the player's reflexes. After the coins are put in, the player can use the joystick to control the left/right movement of the jacking-rod to determine its position within 30s and then press the button to jack the prize. If the prize is not jacked, the player will not get the prize. If the prize is jacked, the player will get the prize!

3.3 How to play
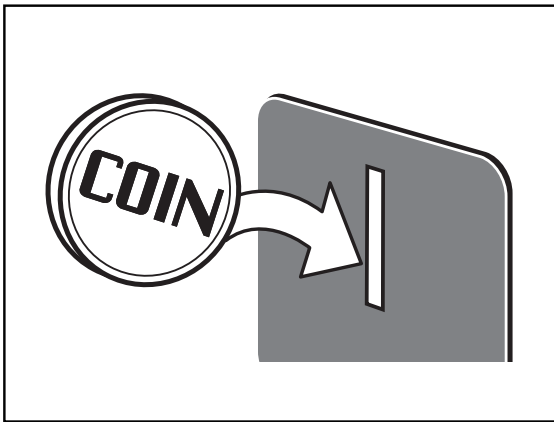
1. Put in the coins.
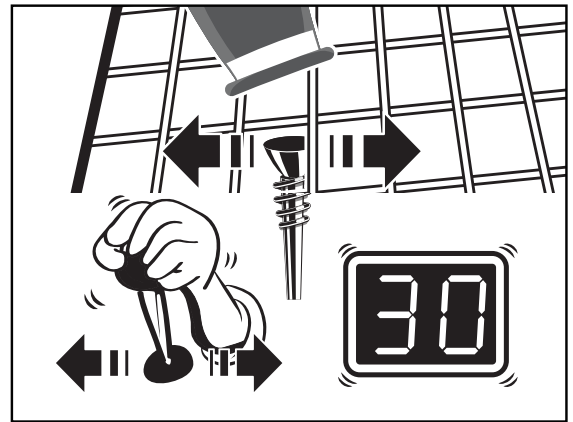
2. Select the prize and control the left/right movement of the jacking-rod by using the joystick.
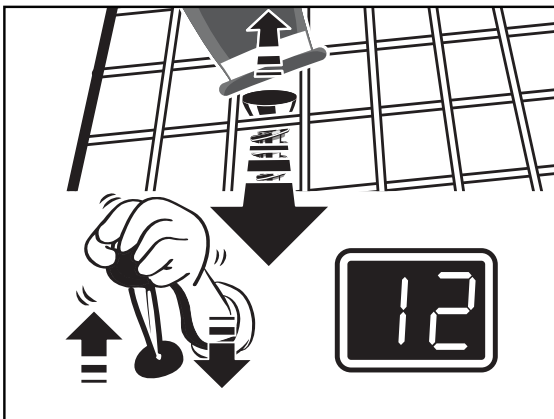
3. Then use the joystick to control the left/right movement of the jacking-rod to aim at the target.
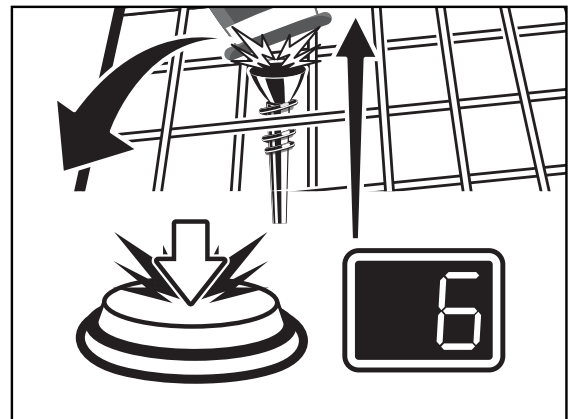
4. Press the button and jack the prize by use of the jacking-rod .
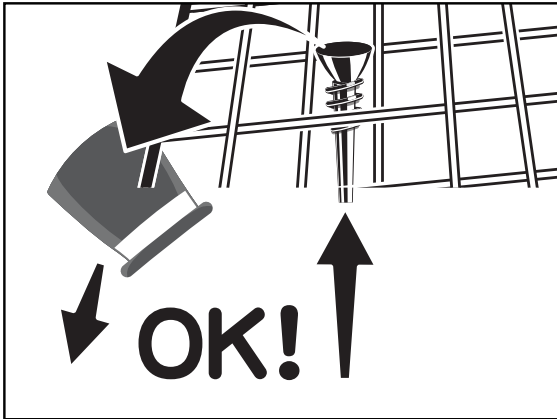
5. When the prize is jacked by the jacking-rod, the player can get the prize successfully!
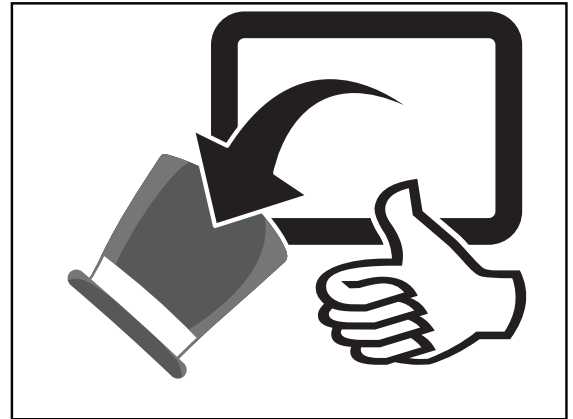
6. The player can get the prize at the prize outlet!

3.3.1 Modification about game-machine top/prize slide-way

■ Its top is provided with screws and nuts that can be modified into various operating methods.

① Its top is provided with 7 fixable positions.

② Use the rope to fix the pipe, as shown in the picture. The prize can be hung onto the round-pipe (Ancillary modified-parts to the game-machine)

①
Its top is provided with 7 fixable positions.

②
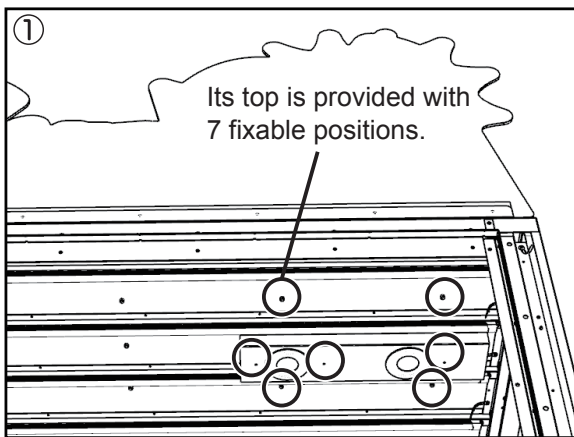
■ The prize slide-way is provided with screws and nuts that can be modified into various operating methods.

① The prize slide-way is provided with 8 fixable positions.

② This is an example of a game where you append a screen and put a candy ball on it. (no modified parts are attached to the game-machine)
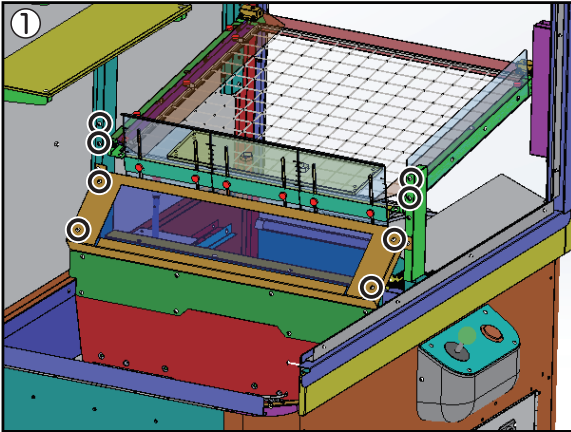
※ For the prize-setting or award-rate, refer to other operation manual.Please consult the sales store for details.

4. Test and Setting

4.1 Test Mode

【Basic operation and service-panel】

1. The service-panel can be seen when the right access door is opened.
2. Turn on [TEST]. The various data will be displayed and the test-mode can be entered.
3. Use [↑] and [↓] on the service-panel to select the item. Press [SETTING] to confirm and press [BACK] to return.
4. If [TEST] is changed to "OFF", the game mode will be restored automatically.

(refer to the section on P18 for instructions of prize code -table)
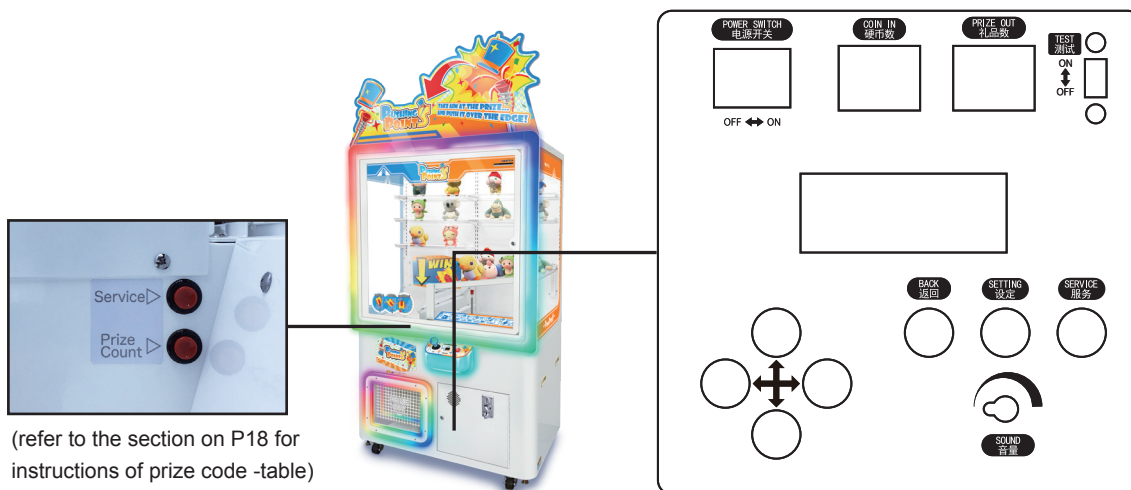
【Test-mode classified-catalogue】
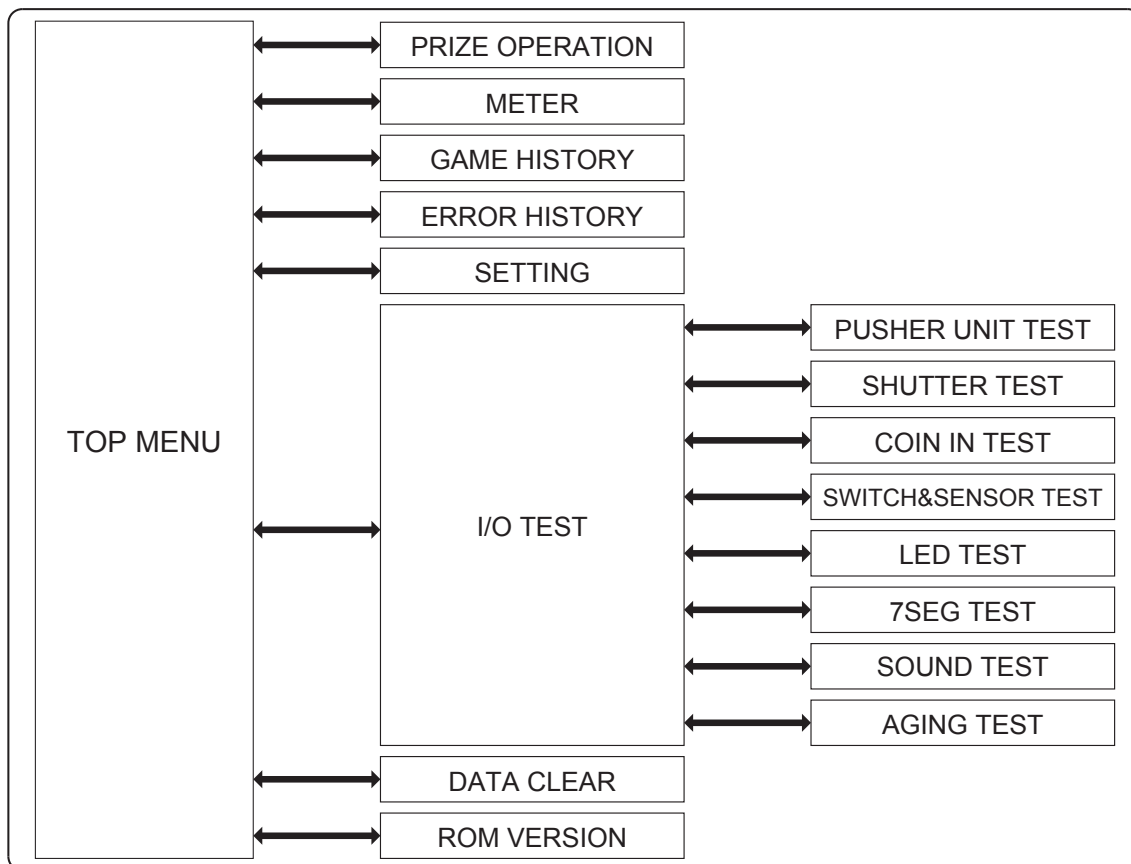
4.1.1 TOP MENU

1. By pressing [↑] and [↓] , the arrow will move to select the corresponding item.
2. Press [SETTING] to confirm and the selected data or test mode will be entered.

For main menu, refer to P1

```
▶PRIZE OPERATION
 METER
 GAME HISTORY
 ERROR HISTORY
```

※The purpose of this feature is used to test the rationality of prize configuration before operation. There is no influence on the value and probability-control.

For main menu, refer to P2

```
▶SETTING
 I/O TEST
 DATA CLEAR
 ROM VERSION
```

4.1.1.1 PRIZE OPERATION

1. The service-panel can be seen when the right access door is opened.
2. Turn on [TEST]. The various data will be displayed and the test-mode can be entered.
3. By pressing [↑] and [↓] , the arrow will point to "PRIZE OPERATION". Press [SETTING] to confirm.
4. Press [SETTING] to start the operation in the operation.
5. Press [SETTING] to stop the operation also in the operation.

Prize operation interface

```
PRIZE OPERATION  OFF ---- (a)
 PUSH CNT        0000 ---- (b)
 BUMP CNT        0000 ---- (c)
 [            ] ---- (d)
```

SN	Item Name	Contents
a	Prize operation status	● Display the current status of the prize operation （OFF：Prize operation in stopping、ON：Prize operation in progress）
b	Performed jacking-up times	● Performed jacking-up times ※9999 times can be displayed at most. When 9999 times are exceeded, the stopwatch will automatically stop. ※This value will always be displayed even if the prize operation interface is exited.
c	Numbers of failures caused by the collisions have been detected	● Numbers of failures caused by the collisions have been detected ※9999 times can be displayed at most. When 9999 times are exceeded, the stopwatch will automatically stop. ※This value will always be displayed even if the prize operation interface is exited.
d	Error display	● Once an error occurs, the error name is displayed here (For details, refer to Error List on P31-36) When an error occurs, the prize operation stops automatically.

6. Return to the main menu by pressing [BACK].

4.1.1.2 METER

1. The service-panel can be seen when the right access door is opened.

2. Turn on [TEST]. The various data will be displayed and the test-mode can be entered.

3. By pressing [↑] and [↓] , the arrow will point to "METER". Press [SETTING] to confirm.

4. By pressing [↑] and [↓] , switch to the following page.

For revenue, refer to P1

```
COIN IN       00000010 ---- (a)
SERVICE IN    00000114 ---- (b)
CREDIT CNT    00000134 ---- (c)
GAME CNT      00000142 ---- (d)
```

For revenue, refer to P2

```
TOTAL OUT     00000004 ---- (e)
HAND PAY      00000000 ---- (f)
PUSH CNT      00000145 ---- (g)
BUMP CNT      00000039 ---- (h)
```

SN	Item Name	Contents
a	COIN IN	● Total coins put in from the coin-acceptor
b	SERVICE IN	● Total coins calculated out by pressing the service-key
c	CREDIT CNT	● The total games ※Include the games generated by pressing the service-key. ※The games in free mode are not included.
d	GAME CNT	● Numbers of games played (that is, numbers of games actually played) ※The games in free mode are not included. In addition, because it does not include the cleared times , it is not entirely consistent with the total coins.
e	TOTAL OUT	● Total given-prizes of all the prizes ※Including the prizes given by hand.
f	HAND PAY	● The prizes given by hand When the prize cannot come out normally, press the prize count button in the frame to hop the stopwatch. Press the button for 1 second after the stopwatch will be hopped (given prizes). The button of the prize count can only be used in the current game.(The repeated press is also ineffective and the pressed times can't be saved either)
g	PUSH CNT	● Jacking-up times (actual jacking-up times) ※If the jacking-up is set to be repeated in 1 game, the repeated jacking-up times will also be counted.
h	BUMP CNT	● The failures are detected by the colliding sensor within the jacking-up

How to set the initial value, refer to P21-23 "4.1.1.5"

5. Return to the main menu by pressing [BACK].

4.1.1.3 GAME HISTORY

1. The service-panel can be seen when the right access door is opened.
2. Turn on [TEST]. The various data will be displayed and the test-mode can be entered.
3. By pressing [↑] and [↓] , the arrow will point to "GAME HISTORY". Press [SETTING] to confirm.
4. By pressing [↑] and [↓] , switch to the following page.

For game history, refer to P1

```
01:00/01/01  ------
02:02/00/00  ------
03:00/00/00  ------
04:00/00/00  ------
```
· · · · · · · · · · · · · · · · · · · Latest game-history

⋮

For game history, refer to P5

```
17:00/01/01  ------
18:00/00/01  ------
19:00/01/01  ------
20:00/01/01  ------
```
· · · · · · · · · · · · · · · · Final game-history
(up to 20 times)

※Contents of game history

01:01/02/05 1:23

→ Based on what happened a few minutes ago before the power is switched off.
What is displayed is [------] after the game-machine is turned OFF.

→ Historical data of 1 game (numbers of dropped prizes /numbers of jacking-up successes)
A game is the game between the game-start and the sealing-plate closing or until the next game is played.
Taking this as an example, the prize has been jacked-up for 5 times in the limited time. 2 of them did not collide with the screen and the others are all jacked-up successfully. 1 prize can be got.
(In the case of prize-falling rapidly and continuously, the prize-falling is only counted as 1 time to include in the stopwatch.）

※The sealing-plate closing-time will change according to the setting.
If this sealing-plate is normally opened, 30 seconds after the game-ending will be recorded in the game.
After 30 seconds, if the prize falling during the normal opening of the sealing-plate is detected, it will be regarded as the historical record of the new [01/--/--] game.

→ History (the smaller the number is, the later the game-history is)

5. Return to the main menu by pressing [BACK].

4.1.1.4 ERROR HISTORY

1. The service-panel can be seen when the right access door is opened.
2. Turn on [TEST]. The various data will be displayed and the test-mode can be entered.
3. By pressing [↑] and [↓] , the arrow will point to "ERROR HISTORY". Press [SETTING] to confirm.
4. By pressing [↑] and [↓] , switch to the following page.

For error history, refer to P1

```
01:E50 PRIZE JAM
02:E50 PRIZE JAM
03:E50 PRIZE JAM
04:E50 PRIZE JAM
```
------------------ Latest error history

For error history, refer to P2

```
05:E50 PRIZE JAM
06:E50 PRIZE JAM
07:E50 PRIZE JAM
08:E50 PRIZE JAM
```

For error history, refer to P3

```
09:E50 PRIZE JAM
10:E50 PRIZE JAM
11:E50 PRIZE JAM
12:E11 UP LIMIT
```
------------------ Final error history
(up to 12 times)

※**For the error history** (the error details can be checked on the error list), refer to P31-36

01:E01 COIN JAM

→ Short for error

→ Error

→ History (the smaller the number is, the later the error history is)

5. Return to the main menu by pressing [BACK].

4.1.1.5 SETTING

1. The service-panel can be seen when the right access door is opened.

2. Turn on [TEST]. The various data will be displayed and the test-mode can be entered.

3. By pressing [↑] and [↓] , the arrow will point to "SETTING". Press [SETTING] to confirm.

4. Select the item to be set by pressing [↑] and [↓].

5. Change the setting-value of the selected item by pressing [←] or [→].

For set item, refer to P1

```
▶CREDIT(COIN)        1 ---- (a)
 CREDIT(GAME)        1 ---- (b)
 BONUS(COIN)         5 ---- (c)
 BONUS(GAME)         1 ---- (d)
```

SN	Item Name	Contents	Set Range	Initial value	SEGA Recomended Setting
a	CREDIT(COIN)	● Set the coins to play the game ※Player can play the CREDIT GAME after the coins are put in. ※When CREDIT (COIN) is free, CREDIT (GAME) can not be used.	1~99：Needed coins FREE ：Free mode	1	1
b	CREDIT(GAME)		1~99：Generated game	1	1
c	BONUS(COIN)	● Set the amount of the rewards that can be got through continuous coining. ※Set BONUS (COIN) to generate a game, whether to add BONUS (GAME) setting. ※The internal settlement of the awarded game will be invalid when the game is started and before the awarded game is got. ※This item cannot be set when CREDIT (COIN) is FREE. Example：CREDIT(COIN) 1 　　　　CREDIT(GAME) 1 　　　　BONUS(COIN) 5 　　　　BONUS(GAME) 1 According to the above-said, 1 game will be played after one coin is put in. Before the game is officially started, one more game will be played after 5 coins are put in consecutively. In total, 6 games can be played.	1~99：Needed coins	5	5
d	BONUS(GAME)		0~99：Games that generate the award (0 means there will be no award game)	1	0

6. Select the item to be set by pressing [↑] and [↓].
7. Change the setting-value of the selected item by pressing [←] or [→].

For set item, refer to P2

```
▶TIME LIMIT        30 ---- (e)
 TILT          MANUAL ---- (f)
 DEMO ACTION       60 ---- (g)
 DEMO SOUND        ON ---- (h)
```

For set item, refer to P3

```
▶MOVE SPEED      FAST ---- (i)
 PUSHER MODE     ONCE ---- (j)
 SHUTTER TIME      30 ---- (k)
 PRIZE ERROR      OFF ---- (l)
```

SN	Item Name	Contents	Set Range	Initial value	SEGA Recomended Setting
e	TIME LIMIT	● Time limit for game (unit: second) ※If the jacking-up is not completed, the jacking-rod will start the jacking-up in the existing position.	OFF：No time-limit 10~990：Time-limit(unit:10 seconds)	30	20
f	TILT	● Tilt has been detected （For TILT location, refer to the section on P33）	OFF：Ignore (no error) AUTO：After the tilting-error occurs (E02), the game will be restored after 20 seconds. MANUAL：After the tilting-error (E02) occurs, the error must be manually removed.	MANUAL	AUTO
g	DEMO ACTION	● Set DEMO period in the standby (unit: second)	OFF：No DEMO occurs. 030~600：DEMO period (unit: 30 seconds)	60	60
h	DEMO SOUND	● There is no sound when DEMO is performed. ※DEMO cannot be set when DEMO ACTION is OFF.	OFF：There is no sound when DEMO is performed. ON ：There is the sound when DEMO is performed. BGM1：DEMO BGM1（Christmas style） BGM2：DEMO BGM2（Samba style）	ON	ON
i	MOVE SPEED	● Speed setting of jacking-rod moving	FAST MIDDLE SLOW	FAST	FAST
j	PUSHER MODE	● Setting of jacking-up	ONCE: There is only one jacking-up chance in the limited time. RETRY: There are many jacking-up chances within the limited time.	ONCE	RETRY
k	SHUTTER TIME	● It is the time to close the sealing-plate after the game is over (unit: second)	OPEN：Sealing-plate normally-opening CLOSE：Sealing-plate normally-closing 10～990：It is the time to close the sealing-plate (in unit of 10 seconds)	30	10
l	PRIZE ERROR	● Should the error be reported after the sealing-plate is closed?（E51）	OFF：The error shall not be reported ON：The error shall be reported	OFF	ON

8. Select the item to be set by pressing [↑] and [↓].
9. Change the setting-value of the selected item by pressing [←] or [→].

For set item, refer to P4

```
▶FAILURE SOUND      ON --- (m)
 GAME VOLUME        15 --- (n)
 SE VOLUME          15 --- (o)
 ERROR VOLUME       15 --- (p)
```

For set item, refer to P5

```
▶PUSHER CONTINUE OFF --- (q)
 FREE TRIAL         OFF --- (r)
```

SN	Item Name	Contents	Set Range	Initial value
m	FAILURE SOUND	● Have the sound of jacking-up failure (collision detected) and LED demo been set?	OFF：There shall be no sound and LED demo when the jacking-up fails. ON ：There will be sound and LED demo when the jacking-up fails.	ON
n	GAME VOLUME	● Volume in GAME BGM	0～15(Zero is silent and 15 is maximum)	15
o	SE VOLUME	● Volume in SE-correlated		
p	ERROR VOLUME	● Volume in ERROR alarm		
q	PUSHER CONTINUE	● According to the saved games, the action of returning to the initial position can be directly omitted after the game is over. It can directly be set whether it is jacked-up once again. ※Once this setting is set, this function will be activated once the set games are reached. Once this function is activated, this function will continue until the game becomes 0.	OFF：Every time the game is over, the game will return to the initial position. ON ：After the game is over, the remaining games will directly be omited and return to the original position. 2～10：According to the saved games, once the game is over, the action to return to the original position will be omitted (this function is used to save the game).	OFF
r	FREE TRIAL	● Is the free function set (there is no need to put in the coins and the joystick can be swung)? ※If this setting is ON, DEMO action will be set according to DEMO ACTION.	OFF：There is no free function ON ：There is free function	OFF

10. To change from the original to the required, press [SETTING] or [BACK] to display the followings.

Set the interface to be changed

```
[SETTING]
SAVE SETTING?
 YES
▶NO
```

When the setting is changed with the arrow at YES: press [SETTING] to confirm.
If the setting is not changed with the arrow at NO: press [SETTING] or [BACK] to return.
The initial position of the arrow is at NO.

11. Return to the main menu by pressing [BACK].
（In setting the change, return to the main menu after the change is set）

4.1.1.6 I/O TEST

1. The service-panel can be seen when the right access door is opened.
2. Turn on [TEST]. The various data will be displayed and the test-mode can be entered.
3. By pressing [↑] and [↓] , the arrow will point to "I/O TEST". Press [SETTING] to confirm.
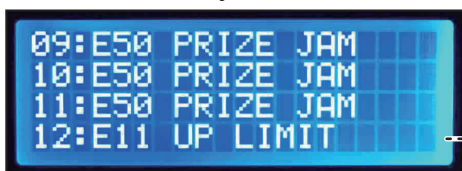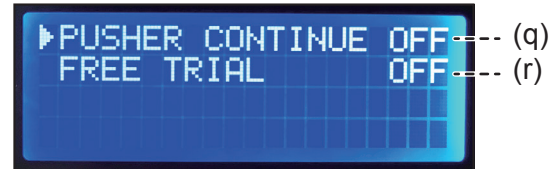4. By pressing [↑] and [↓] , switch to the following page.

For I/O test, refer to P1

```
▶PUSHER UNIT TEST
 SHUTTER TEST
 COIN IN TEST
 SWITCH&SENSOR TEST
```

For I/O test, refer to P2

```
▶LED TEST
 7SEG TEST
 SOUND TEST
 AGING TEST
```
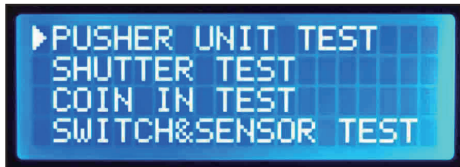
5. Return to the main menu by pressing [BACK].

4.1.1.6.1 PUSHER UNIT TEST

1. The service-panel can be seen when the right access door is opened.
2. Turn on [TEST]. The various data will be displayed and the test-mode can be entered.
3. By pressing [↑] and [↓] , the arrow will point to "PUSHER UNIT TEST". Press [SETTING] to confirm.
4. Use [←] or [→] to start the action.
   (If the arrow is in line 1 or line 2, the direction can be moved by using the joystick on the control panel)
   (If the arrow is in line 3, the jacking-rod will move up and down by using the joystick on the control panel)
5. The jacking-rod can be changed between line 1 and line 3 by using the button on the control panel.

Jacking-rod test interface

```
▶LEFT/RIGHT    0- -    ---- (a)
 FRONT/BACK    -- 0    ---- (b)
 DOWN/UP       0- -    ---- (c)
```

SN	Test content and operation	Contents
a	● **Test of left/right movement of the jacking-rod** Press [→] to move to the right Press [←] to move to the left Move to all the directions by using the joystick. By pressing the button, the arrow will move to (c) ※It will not act when moving up/down if it is not in the lower limit. If it's not in the lower limit, it shall move down first.	>LEFT/RIGHT -- - → **Detect the sensor-status when moving to the left or right** （O：blocked indicator、 -：bright indicator） → **Right-limiter status** （O：blocked indicator、 -：bright indicator） → **Left-limiter status** （O：blocked indicator、 -：bright indicator）
b	● **Test of front/back movement of jacking-rod** Press [→] to move backward Press [←] to move forward Move to all the directions by using the joystick. By pressing the button, the arrow will move to (c) ※It will not act when moving up/down if it is not in the lower limit. If it's not in the lower limit, it shall move down first.	>FRONT/BACK -- - → **Detect the sensor-status** （O：blocked indicator、 -：bright indicator） → **Inside-limiter status** （O：blocked indicator、 -：bright indicator） → **Front-limiter status** （O：blocked indicator、 -：bright indicator）
c	● **Test of up/down movement of the jacking-rod** Press [→] or move up or to the right by using the joystick on the control panel. Press [←] or move down or to the left by using the joystick on the control panel. By pressing the button, the arrow will move to (a)	>DOWN/UP -- - → **Colliding-sensor status** （O：blocked indicator、 -：bright indicator） → **Upper-limiter status** （O：blocked indicator、 -：bright indicator） → **Lower-limiter status** （O：blocked indicator、 -：bright indicator）

6. Return to I/O test by pressing [BACK].

4.1.1.6.2 SHUTTER TEST

1. Repeat steps 1-2 in 4.1.1.6.1. By pressing [↑] and [↓] , the arrow will point to "SHUTTER TEST". Press [SETTING] to confirm.
2. Press [→] or move the sealing-plate upward or to the right by using the joystick on the control panel to open the sealing-plate.
3. Press [←] or move the sealing-plate downward or to the left by using the joystick on the control panel to close the sealing-plate.

Sealing-plate and prize-sensor test interface

```
SHUTTER TEST
  LIMIT SENSOR      -O ---- (a)
  STATUS SENSOR     -O ---- (b)
  PRIZE SENSOR      -  ---- (c)
```

SN	Item Name	Contents
a	LIMIT SENSOR	● Sealing-plate limit-sensor (moving position of sealing-plate motor) Starting from the left, turn off the limit sensor/turn on the limit sensor. （O：blocked indicator、-：bright indicator）
b	STATUS SENSOR	● Sealing-plate status sensor (actual status of the sealing-plate) Starting from the left, turn off the sensor/turn on the sensor. （O：blocked indicator、-：bright indicator）
c	PRIZE SENSOR	● Prize-sensor （O：Prize detected、-：No prize detected）

4. Return to I/O test by pressing [BACK].

4.1.1.6.3 COIN IN TEST

1. Repeat steps 1-2 in 4.1.1.6.1. By pressing [↑] and [↓] , the arrow will point to "COIN IN TEST". Press [SETTING] to confirm.
2. When LEFTWARD is pressed, the coin-acceptor acts（this step is only suitable for use with Lock feet）

Test of coin-acceptor

```
COIN IN         - 00 ----------------- Sensor at the time of coining
      RIGHT:COIN LOCK                   (O：ON、-：OFF)，Detected coins
```

※Sensor at the time of coining，Detected coins

COIN IN - 00
    ⌐----→ **Detected coins**
         When a coin is detected, the number will be accumulated slowly (after 99, the number starts from 00 again)
    └----→ **Sensor at the time of coining (O：ON、-：OFF)**

3. Return to I/O test by pressing [BACK].

4.1.1.6.4 SWITCH&SENSOR TEST

1. Repeat steps 1-2 in 4.1.1.6.1. By pressing [↑] and [↓] , the arrow will point to "SWITCH&SENSOR TEST". Press [SETTING] to confirm.
2. When a button is pressed, it is displayed in shape of (O：ON、-：OFF).

Button/sensor test interface

```
SWITCH      O--------- ---- (a)
JOYSTICK             ---- ---- (b)
START BUTTON          -  ---- (c)
TILT                  -  ---- (d)
```

SN	Item Name	Contents
a	SWITCH	● Status of service-panel button and prize count button The buttons from the left are: TEST SW/UP/RIGHT/DOWN/LEFT/BACK/SETTING/SERVICE/PRIZE COUNT BUTTON （O：ON、-：OFF）
b	JOYSTICK	● Joystick status on the control panel The buttons from the left are: UP/DOWN/LEFT/RIGHT Jacking-rod status （O：ON、-：OFF）
c	START BUTTON	● Button status on the control panel（O：ON、-：OFF） ※The indicator on the button will be on when the button is pressed.
d	TILT	● Antitilt status（O：ON、-：OFF）

3. Return to I/O test by pressing [BACK] for a long time.

4.1.1.6.5 LED TEST

1. Repeat steps 1-2 in 4.1.1.6.1. By pressing [↑] and [↓] , the arrow will point to "LED TEST". Press [SETTING] to confirm.
2. By pressing [↑] and [↓], select different Nos.; different Nos. will light up different color effects.

LED test

```
LED TEST          00 --- LED  SN
                            in test
```

LED SN	Item name (part)
00	ALL OFF
01	Button（Jacking-up）
02	Front-frame LED (right)、Prize outlet (red)
03	Front-frame LED (right)、Prize outlet (green)
04	Front-frame LED (right)、Prize outlet (blue)
05	Front-frame LED (right)、Prize outlet (white)
06	Front-frame LED (left)、Control-panel LED (red)
07	Front-frame LED (left)、Control-panel LED (green)
08	Front-frame LED (left)、Control-panel LED (blue)
09	Front-frame LED (left)、Control-panel LED (white)
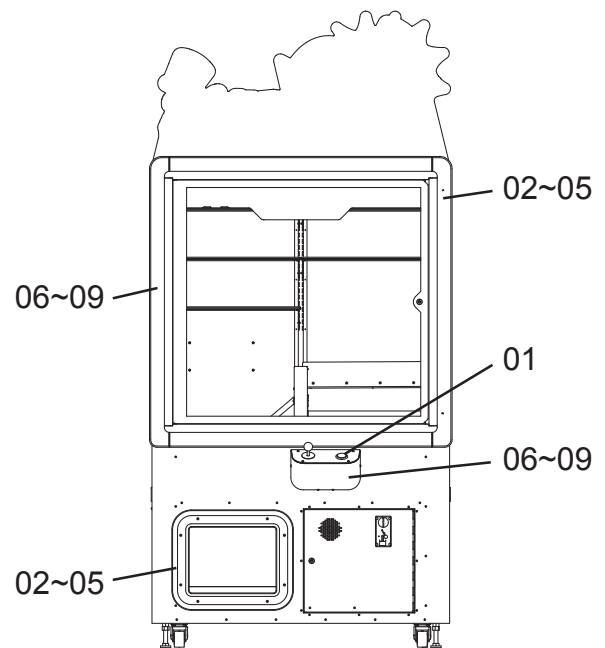
3. Return to I/O test by pressing [BACK].

4.1.1.6.6 7SEG TEST

1. Repeat steps 1-2 in 4.1.1.6.1. By pressing [↑] and [↓] , the arrow will point to "7SEG TEST". Press [SETTING] to confirm.
2. During the display of this interface, the lamps on the digital board will automatically be on in the order marked below.

Digital-board test

Order of lamp-lighting on digital board
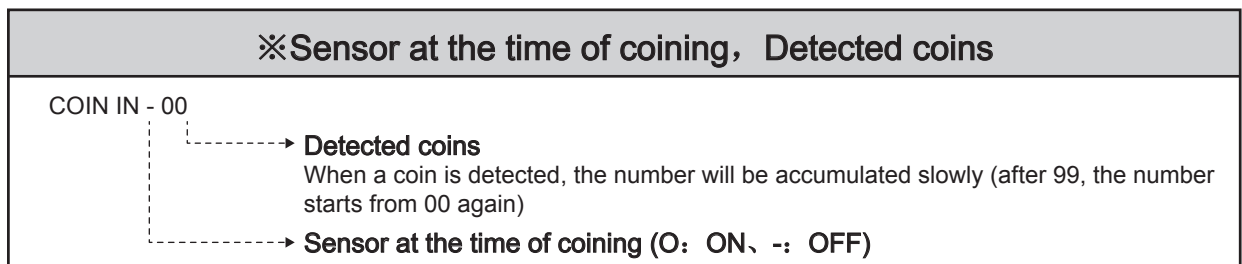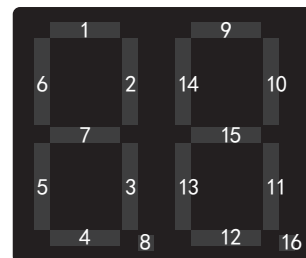
3. Return to I/O test by pressing [BACK].

4.1.1.6.7 SOUND TEST

1. Repeat steps 1-2 in 4.1.1.6.1. By pressing [↑] and [↓] , the arrow will point to "SOUND TEST". Press [SETTING] to confirm.
2. Select the sound to be played and play the sound by pressing [↑] and [↓].
3. By pressing [SETTING] and the sound will be replayed at this time.

Sound test

------------------ Replayed sound

※For the sound SN, refer to the sound list on P37 "4.4"

4. Return to I/O test by pressing [BACK].

4.1.1.6.8 AGING TEST

1. Repeat steps 1-2 in 4.1.1.6.1. By pressing [↑] and [↓] , the arrow will point to "AGING TEST". Press [SETTING] to confirm.
2. Start the aging-test by pressing [SETTING].
3. During the aging-test, press [SETTING] to stop the aging-test.

Aging-test

```
AGING TEST        OFF --- (a)
PRIZE/GAME 0000/0000 --- (b)
BUMP/PUSH  0000/0000 --- (c)
  [              ] --- (d)
```

| SN	Item Name	Contents
a	Aging-test	● Display the current aging-test. (OFF：stop the aging-test、ON：start the aging-test)
b	Numbers of detected prize-dropping / numbers of played games	● The left is the numbers of detected prize-dropping. The right is the numbers of played games. ※9999 times can be displayed at most. When 9999 times are exceeded, the stopwatch will automatically stop. This value will always be displayed at the aging test interface.
c	Numbers of failures caused by collision/numbers of jacking-up	● The left is the numbers of failures caused by the collision. The right is the numbers of jacking-up. ※9999 times can be displayed at most. When 9999 times are exceeded, the stopwatch will automatically stop. This value will always be displayed at the aging test interface.
d	Error display	● Once an error occurs, the error name is displayed here (For details, refer to Error List on P31-36) Press [SETTING] to stop the aging test and the error will disappear.

4. Return to I/O test by pressing [BACK].

4.1.1.7 DATA CLEAR

1. Repeat steps 1-2 in 4.1.1.6.1. By pressing [↑] and [↓] , the arrow will point to "DATA CLEAR". Press [SETTING] to confirm.
2. Select the items to be initialized by the arrow by pressing [↑] and [↓].
3. Keep on pressing [SETTING] to make sure it starts to display the countdown. **Press it for 5 seconds to clear the data.**

For data-clearing

```
▶ALL CLEAR       ---- (a)
 METER CLEAR     ---- (b)
 CREDIT CLEAR    ---- (c)
```

SN	Item Name	Contents	It's possible to use it
a	ALL CLEAR	● Clear all the data and restore the factory defaults.	When all are restored to factory settings.
b	METER CLEAR	● All the data except the settings are cleared.	All the settings are kept to the same state and others need to be reset.
c	CREDIT CLEAR	● Clear the remaining games and games currently in play.	Games saved there or games to be invalid.

4. Return to the main menu by pressing [BACK].

4.1.1.8 ROM VERSION

1. Repeat steps 1-2 in 4.1.1.6.1. By pressing [↑] and [↓] , the arrow will point to "ROM VERSION". Press [SETTING] to confirm.
2. By pressing [↑] and [↓] , switch to the following page.

ROM version confirmation interface

```
MAIN : A130109   ---------------- Software version of MAIN CPU
SUB  : J130100   ---------------- Software version of SUB CPU
SOUND: L130107   ---------------- Data version of audio list
```
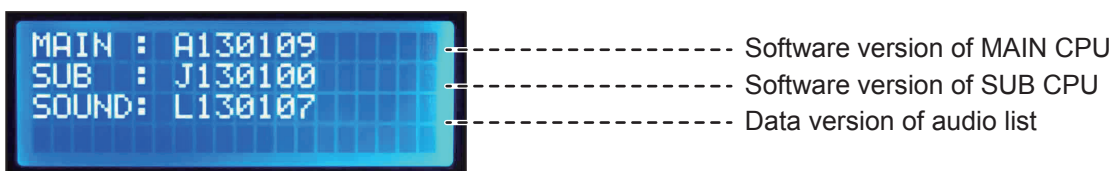
3. Return to the main menu by pressing [BACK].

4.2 Error Display

When an error occurs, "E-" and corresponding error is displayed alternately on the digital board.
Meanwhile, the error is displayed on LCD and ERROR HISTORY will be saved.

Example: When error 1 occurs

Digital board

displayed alternately

LCD error menu


```
ERROR
[E01 CLOSE LIMIT  ]
```

When there are 2 errors and the player can't tell which one is correct, the digital display-board will alternate between "E-" and error number.
Meanwhile, the error is displayed on LCD and ERROR HISTORY will be saved.

Example: When the error is E22 or E20

Digital board

LCD error menu

```
ERROR
[E22 CLOSE LIMIT  ]
[E20 CLOSE LIMIT  ]
```
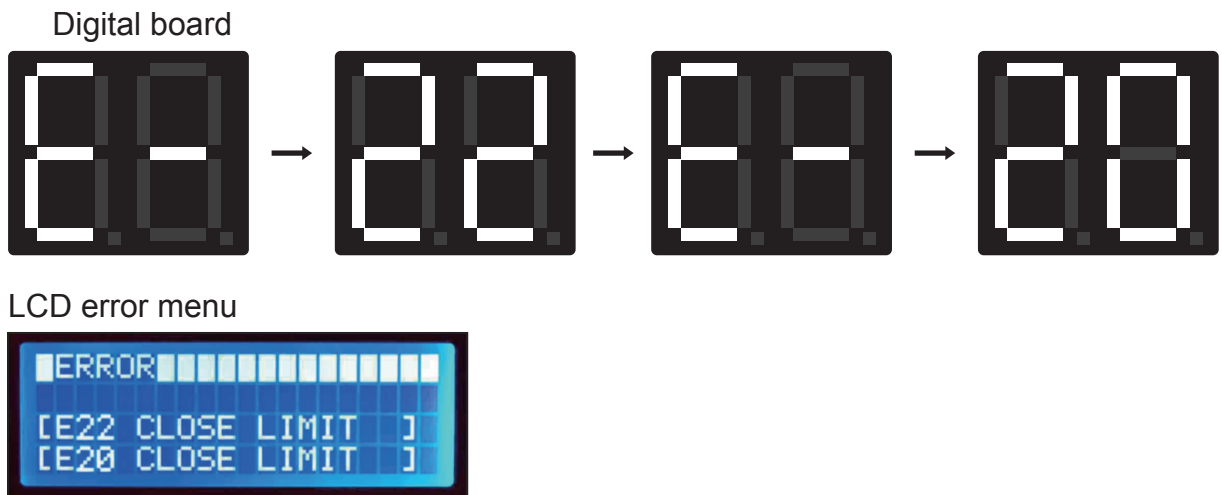
4.3 Error List

【Way to remove the error】

First of all, the error cause shall be found. ON to OFF of [TEST], press OFF to remove the error.

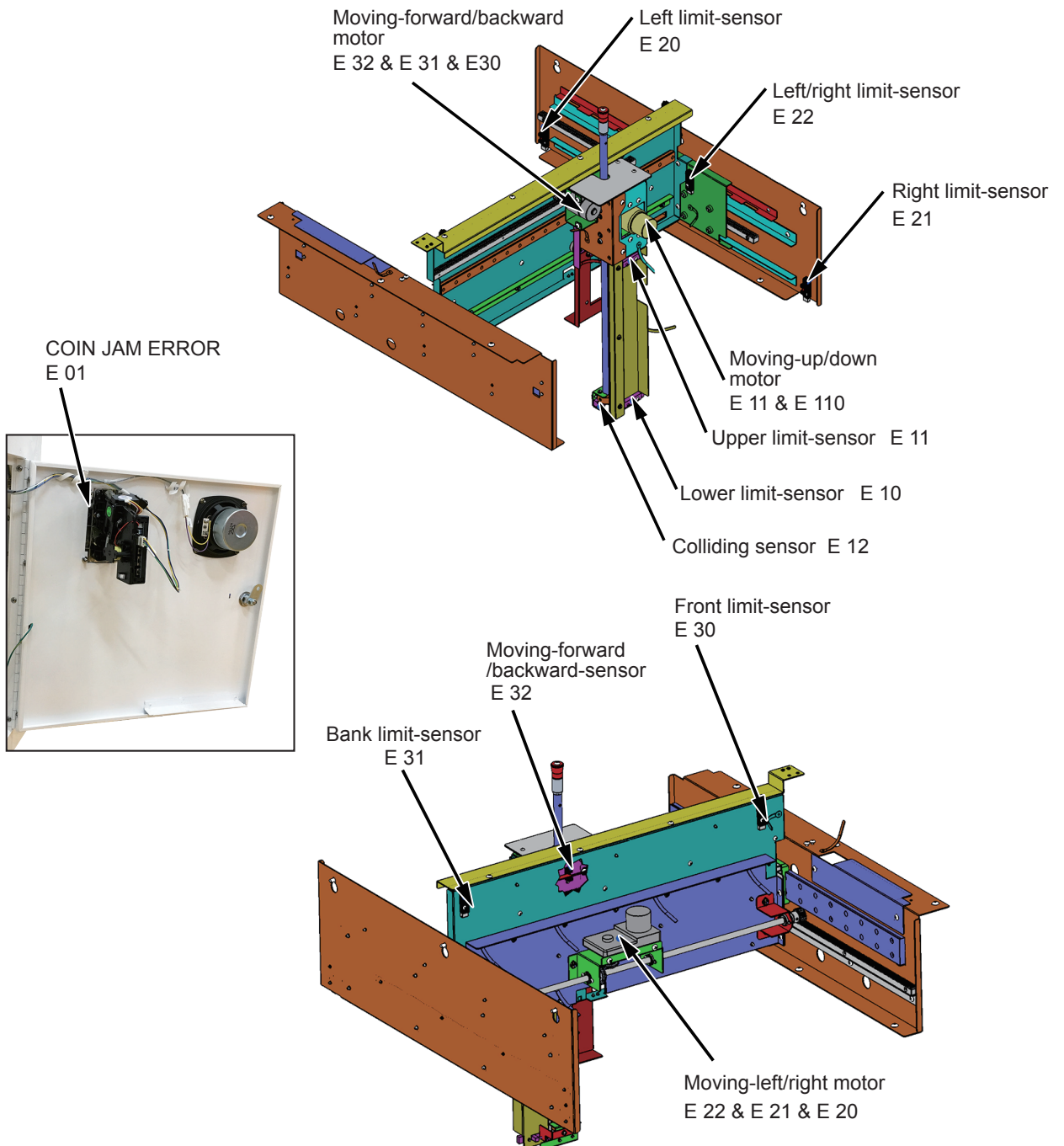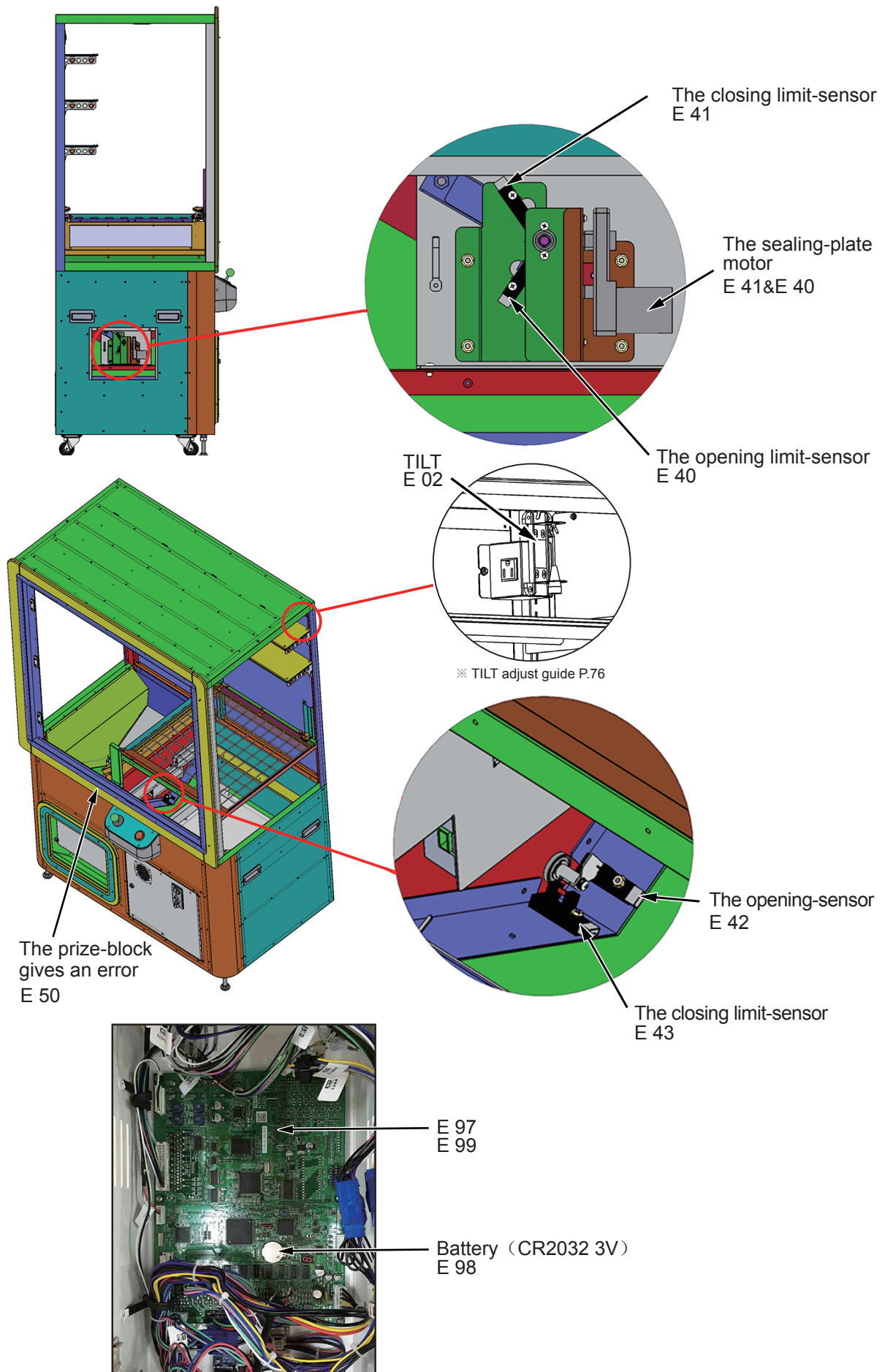| Error Code	Error Meaning	LCD Display	Causes	Way to remove
E01	COIN JAM ERROR	E01 COIN JAM	When the coin-sensor of the coin-acceptor is ON for two seconds, it cannot be turned OFF.	Take out the coins stuck in the coin-acceptor.
E02	TILT	E02 TILT	Detected to tilt (The frame has been shaken)	The solution is to change [TILT]setting. In auto mode, the game will be automatically restored after sounding for 20 seconds. In manual mode, the game will not be automatically restored and the error shall be remedied in order. This error will not occur if set to OFF. ※if the game is interrupted due to this error, the game will be directly cancelled and the game cannot be continued after restarting.
E10	Jacking-rod Lower limit-sensor error	E10 DOWN LIMIT	The lower limit-sensor does not sense within 6 seconds when the jacking-rod is about to move downward.	It may be the moving-up/down motor fault or lower limit-sensor fault.
E11	Jacking-rod Upper limit-sensor error	E11 UP LIMIT	The upper limit-sensor or colliding-sensor do not sense within 6 seconds when the jacking-rod is moving upward.	1. It may be the moving-up/down motor fault or upper limit-sensor fault. 2. It may be that the screw on the moving-up/down motor is screwed too tightly to result in too little pressure on the wheel and the jacking-rod cannot rise.(please refer to the sections on P52 "5.2.21" for how to adjust the jacking-rod). 3. There may be oil-slick on the jacking-rod, which needs to be cleaned. 4. Check whether the jacking-rod is blocked when rising.
E12	Jacking-rod Colliding sensor error	E12 PUSHER BUMP	The colliding sensor is detected during which the jacking-rod is moving upward.	The colliding sensor malfunctions.
E20	Jacking-rod Left limit-sensor error	E20 LEFT LIMIT	The left limit-sensor does not sense within 10 seconds when the jacking-rod is moving to the left.	The left limit-sensor malfunctions.
E21	Jacking-rod Right limit-sensor error	E21 RIGHT LIMIT	The right limit-sensor does not sense within 10 seconds when the jacking-rod is moving to the left.	The right limit-sensor malfunctions.
E22	Jacking-rod Moving-left/right -sensor error	E22 L/R SPIN	When the jacking-rod moves to the right or left, the moving-left/right-sensor or the left/right limit-sensor does not sense within 1 second.	The moving-left/right motor or the moving-left/right-sensor or left/right limit-sensor malfunction.
E30	Jacking-rod Front limit-sensor error	E30 FRONT LIMIT	The front limit-sensor does not sense within 8 seconds when the jacking-rod moves forward.	The front limit-sensor malfunctions.

Error Code	Error Meaning	LCD Display	Causes	Way to remove
E31	Jacking-rod Bank limit-sensor error	E31 BACK LIMIT	The bank limit-sensor does not sense within 8 seconds when the jacking-rod moves backward.	The bank limit-sensor malfunctions.
E32	Jacking-rod Moving-forward/backward -sensor error	E32 F/B SPIN	When the jacking-rod moves forward, the moving-forward/ backward sensor or limit-sensor do not sense within 1 second.	The moving-forward/backward motor, the moving-forward/ backward sensor and limit sensor malfunction.

Moving-forward/backward motor
E 32 & E 31 & E30

Left limit-sensor
E 20

Left/right limit-sensor
E 22

Right limit-sensor
E 21

COIN JAM ERROR
E 01

Moving-up/down motor
E 11 & E 110

Upper limit-sensor   E 11

Lower limit-sensor   E 10

Colliding sensor E 12

Front limit-sensor
E 30

Moving-forward /backward-sensor
E 32

Bank limit-sensor
E 31

Moving-left/right motor
E 22 & E 21 & E 20
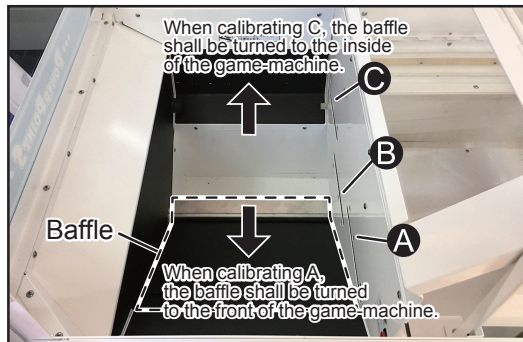
Error Code	Error Meaning	LCD Display	Causes	Way to remove
E40	Sealing-plate (motor side) The opening limit-sensor gives an error	E40 OPEN LIMIT	When the sealing-plate is opened, the opening limit-sensor does not sense within 5 seconds.	The opening limit-sensor malfunctions.
E41	Sealing-plate (motor side) The closing limit-sensor gives an error	E41 CLOSE LIMIT	When the sealing-plate is closed, the closing limit-sensor does not sense within 5 seconds.	The closing limit-sensor malfunctions.
E42	Sealing-plate The opening-sensor gives an error	E42 OPEN JAM	It has nothing to do with the opening limiter and the opening sensor does not sense within 2 seconds.	1.A prize is blocked on the opening-side of the sealing-plate because the sealing-plate is not fully opened. 2.It is possible that the door-spring may come loose (please refer to "5.2.31" on P57 for how to adjust the door-spring)
E43	Sealing-plate The closing limit-sensor gives an error	E43 CLOSE JAM	It has nothing to do with the closing limiter and the closing-sensor does not sense within 2 seconds.	1.A prize is blocked on the closing-side of the sealing-plate because the sealing-plate is not fully closed. 2.It is possible that the door-spring may come loose (please refer to "5.2.31" on P57 for how to adjust the door-spring)
E50	The prize-block gives an error	E50 PRIZE JAM	If the prize falls off, the sensor will be on for 1 second without turning off.	1.Make sure whether the prize is blocked near the sensor. 2.The optical-eye box is out of order. (please refer to secton on P36 for how to calibrate the optical-eye box) ※If the blocked-prize is about to be given to the player, press the prize count button to hop the stopwatch automatically after the error is remedied.
E51	The prize-error gives an error	E51 PRIZE FALL	While not in the game (the sealing-plate is closed), the prize-dropping is sensed by the sensor.	Check whether there is an inappropriate act or a prize-dropping fault.
E97	Communication error	E97 SUBCPU COMM	There is a communication error between CPU and SUB CPU on the main board.	If it is not improved when the power-OFF is changed to power-ON, replace the main board.
E98	Low battery	E98 BATTERY LOW	The battery on the main board is detected in a low voltage.	Please replace the battery on the main board。 ※This error can only be detected at startup. After a certain period of time, press the button on the control panel and it will be automatically removed.
E99	Version error	E99 PROGRAM VER	The version of MAIN CPU is inconsistent with that of SUB CPU and SOUND ROM.	The wrong program is laoded to the main board.

The closing limit-sensor
E 41

The sealing-plate
motor
E 41&E 40

The opening limit-sensor
E 40

TILT
E 02

※ TILT adjust guide P.76

The opening-sensor
E 42

The closing limit-sensor
E 43

The prize-block
gives an error
E 50

E 97
E 99

Battery（CR2032 3V）
E 98

【Calibrating procedure of optical-eye box】

This game-machine is provided with 3 optical-eye boxes. They are A optical-eye box, B optical-eye box and C optical-eye box, as shown in the right figure. In the event that no prize is detected or E50 error is given, A, B and C optical-eye boxes can be calibrated separately. When calibrating, the optical-eye box with the green indicator must be calibrated first. If no optical-eye box with the green indicator is found, one optical-eye box can be arbitrarily selected for calibration.

When calibrating C, the baffle shall be turned to the inside of the game-machine.

C

B

Baffle

A

When calibrating A, the baffle shall be turned to the front of the game-machine.

Note: When calibrating A, manually turn the baffle towards the front of the game-machine. When calibrating B, there is no requirement for baffle. When calibrating C, manually turn the baffle towards the inside of the game-machine.

Calibrating procedure

1. Press the button of "1" Calibration Port for 3-5 seconds with the iron-bar and release the button when "2" indicator turns red. At this moment, the optical-eye box will enter into automatic calibration and the red indicator will begin flashing.
2. When the red indicator stops flashing (4-8 seconds), the calibration is completed. If the red indicator is flashing continuously, it can be judged as an optical-eye box fault.

③ Fine-tuning hole

② Indicator

① Calibration Port
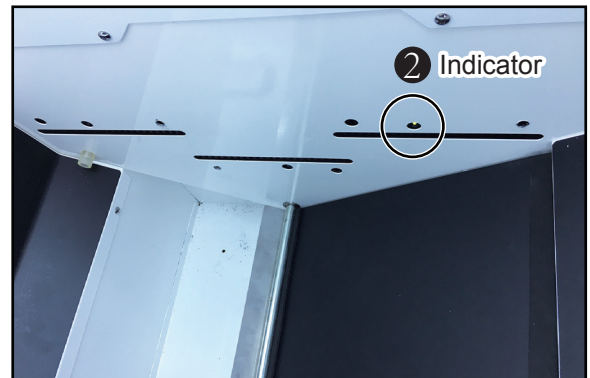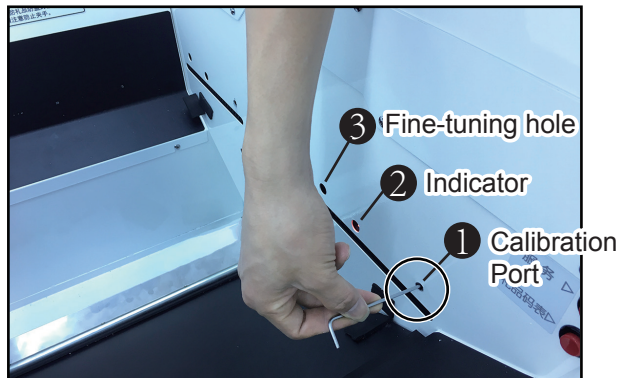
② Indicator

3. After the calibration of the three photocell boxes of ABC is completed, put white paper or 90% reflective paper on the opposite side of each photocell box of ABC. If the corresponding photocell box status indicator is green, the light will be off after removing it. , That is, the calibration is qualified.
4. If the green light is not displayed on the opposite side of the photocell box, you can calibrate the photocell box separately. If it still does not work, use a small Phillips screwdriver (diameter 3mm) to insert the 3 fine-tuning holes to adjust the detection distance. (Rotate clockwise, the detection distance is long. Rotate counterclockwise, the detection distance is short.) Until the green light is blocked with white paper or 90% reflective paper, the light goes out.


③ Fine-tuning hole
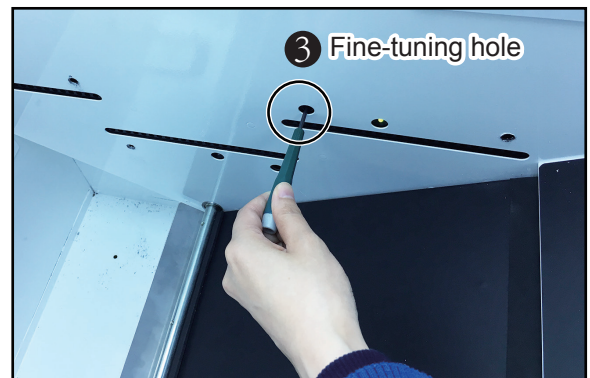
If the indicator cannot turn green after adjustment, the corresponding optical-eye box shall be replaced (please refer to section on P49 for replacement of optical-eye box).

4.4 Sound List

SN	Category	Item Name	Usage	Conditions of usage
1	BGM	Game BGM	Play BGM while playing	LOOP
2	JINGLE	Played music for getting the prize successfully	Played cheers for getting the prize successfully	
3	JINGLE	Jacking-up failure (collision) sound	Regreted sound for not getting the prize	
4	SE	Longitudinal-moving sound of jacking-rod (upper)	sound of the jacking-rod moving	
5	SE	Longitudinal-moving sound of jacking-rod (lower)	sound of the jacking-rod moving	
6	SE	Sound of hitting the upper limiter	Jacking-rod sound of reaching the upper limiter	
7	SE	Error sound	Error-warning sound	
8	SE	TILT error-sound	TILT error-warning sound	
9	SE	Countdown sound	Countdown sound nearing the time limit (countdown when the remaining time is 10 seconds)	
10	SE	Time-out sound	Sound reaching the time limit (it will sound when the remaining time is 0)	
11	SE	Coining-sound	Coining-sound (when not playing the game)	
12	SE	The sound playing the game	Coining-sound (when not playing the game)	
13	SE	ENTER	Button operation sound for testing	
14	SE	BACK	Button operation sound for testing	
15	SE	Up and down, left and right	Button operation sound for testing	
16	SE	Sensor-ON	Sensor-ON sound in the sensor test	
17	SE	Sensor-OFF	Sensor-OFF sound in the sensor test	
18	BGM	DEMO BGM1（Christmas style）	Play BGM before playing the game	
19	BGM	DEMO BGM2（Samba style）	Play BGM before playing the game	

4.5 Main-board DIP SW setting

DIP SW	Function	OFF	ON
1	Used in OFF	OFF	
2	Used in OFF	OFF	
3	Used in OFF	OFF	
4	Used in OFF	OFF	
5	Used in OFF	OFF	
6	Displayed contents on the digital board at the time of coining	Displaying the existing coins	Displaying the existing game
7	Used in OFF	OFF	
8	Used in OFF	OFF	
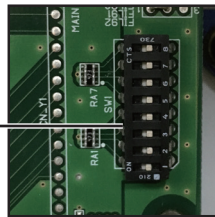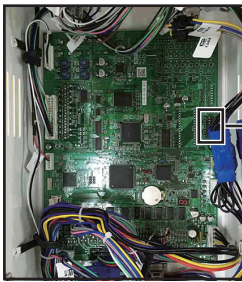
DIP SW

■ All are OFF by default
■ The settings are only valid when the power is turned on. (the changes are invalid in startup)

4.6 Displayed contents on the digital board at the time of coining

When the coins (CREDIT COIN) are more than 2, the stored coins will be displayed before playing the game. The game will be displayed if the game is played. It's the function of which one to be displayed first.

When being turned OFF, the coins shall be displayed first.
When being turned ON, the game shall be displayed first.

■ **When being turned OFF, take 3 coins for 1 game as example.**

"01" begins to flash when the 1st coin is put in.
↓
"02" begins to flash when the 2nd coin is put in.
↓
After "03" begins to flash when the 3rd coin is put in, switch to normally-lighting "01" (since the coins are not saved, only the game is displayed)
↓
Display "01" when the 1st coin is put in (the saved coins are displayed first)
↓
Display "02" when the 2nd coin is put in (the saved coins are displayed first)
↓
After "03" begins to flash when the 3rd coin is put in, switch to normally-lighting "02" (since the coins are not saved, only the game is displayed)
↓
. . .

■ **When being turned ON, take 3 coins for 1 game as example.**

"01" begins to flash when the 1st coin is put in.
↓
"02" begins to flash when the 2nd coin is put in.
↓
After "03" begins to flash when the 3rd coin is put in, switch to normally-lighting "01"
↓
On this basis, when the 1st coin is put in, the normally-lighting "01" is displayed (the game is displayed first)
↓
On this basis, when the 2nd coin is put in, the normally-lighting "01" is displayed (the game is displayed first)
↓
On this basis, when the 3rd coin is put in, the normally-lighting "02" is switched to.
↓
. . .

5. Maintenance and Service

5.1 Maintenance and service

Even though the machine works normally for a long time, the fault will occur. Therefore, please perform routine check and maintenance concerning the following to ensure a long-term use.

■ External Inspection

- ■ Stick "Warning" stickers correctly, keep it legible.
- ■ Firmly tighten the bolt for each adjuster.
- ■ Tighten screws for speaker assembly.
- ■ Tighten the signboard firmly.
- ■ Check if the screws fixing the parts loose.
- ■ Check if the connectors loose or missing.

■ Operation Inspection (With power on)

- ■ Sound is normally emitted from the speakers or not.
- ■ Fluorescent lamps and button lamps light up or not
- ■ Coin acceptor works properly or not.
- ■ Lifting and falling devices work properly or not.
- ■ YZ sensor works properly or not.

After completing all the checks, operate the game again and check the above items with full care!
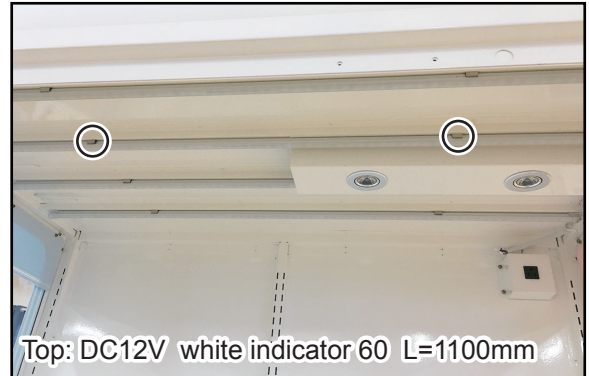
■ Servicing (conducted by a technician only)

- ■ Cut off the main power supply to avoid injury or electric shock when performing maintenance.
- ■ Please contact our service center when performing any work that is not specified in this Manual, and follow the instruction provided by the service center.
- ■ For consumables and spare parts (including screws), please use products specified by Wahlap Technology.
- ■ Even though the main power is cut off, there is still high temperature and high pressure in the power board and the monitor. The person will be burnt or get an electric shock if he touches such parts. Please pay full attention to avoid contact.
- ■ Be sure to cut off the main power when you alter a spare part or unplug a connector.
- ■ The jacking-rod should be cleaned regularly to avoid oil-slick.

5.2 Part Replacement

5.2.1 Change LED with casing

1. Open the acrylic door with the key, untie the cable ties and pull out the terminal corresponding to the damaged LED.
2. Remove shelled LEDs from 2 card-slots and reinstall in a reverse order after replacing.

Top: DC12V white indicator 60 L=1100mm

Both sides: DC12V white indicator 60 L=1000mm


Right: DC12V white indicator 60 L=500mm

5.2.2 Replacement of ceiling lamp

1. Use the key to open the acrylic door and pull out the ceiling lamp. (be careful of fingers)
2. Pull out the corresponding terminal and remove the ceiling lamp,reinstall in a reverse order after replacing.


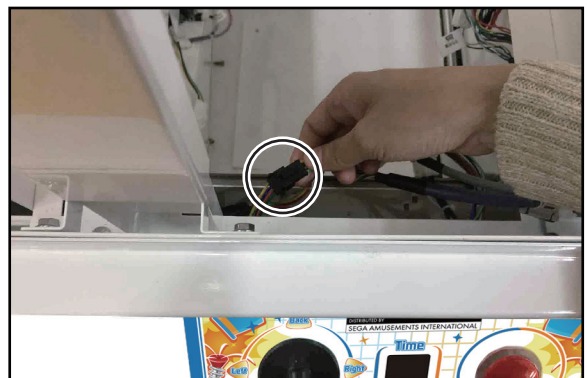12V/3W Yellow
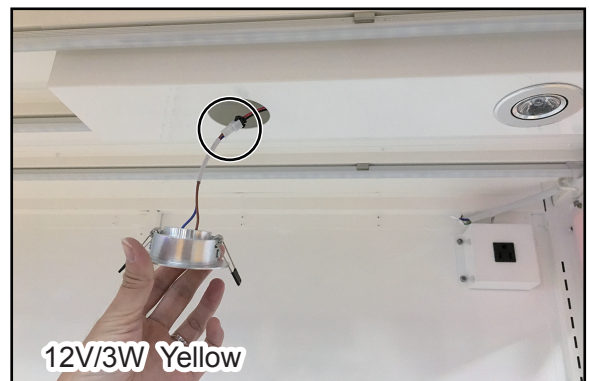
5.2.3 Change door-frame acrylic soft-lamp-bar

1. Assess the damaged position of soft light-bars on the door-frame and there are 2 soft light-bars, which are on the left-side and right-side.
2. If the soft light-bar on the right side is damaged, use the key to open the acrylic door, remove 2 nuts that fix the iron-sheet and remove the iron-sheet.
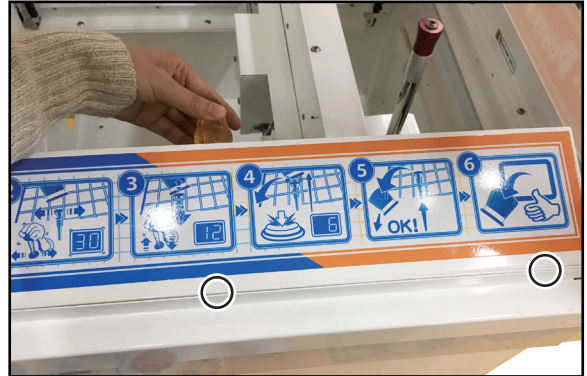
3. Press 2 red buttons to move the net down.(if the soft light-bar on the left side is damaged, step 3 and 4 are not needed)
4. Remove 2 screws on the right side to fix the net pillar and remove the screen pillar.
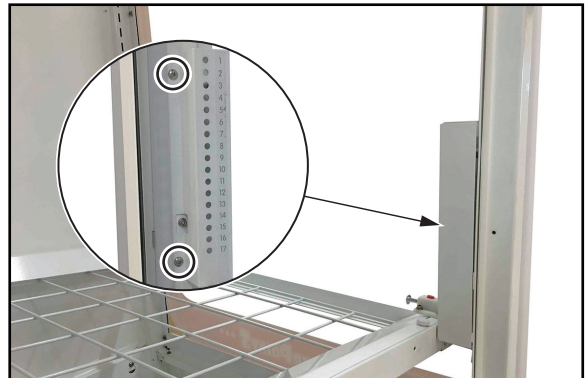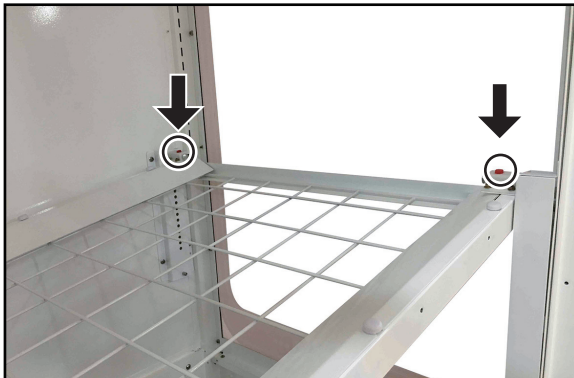
5. Remove the screws and nuts that fix the mould-weight on the door frame.
6. Pull out the corresponding terminal.

Acryl
The weights
5 screws
6 nuts

7. Remove the soft light-bar, reinstall in a reverse order after replacing.

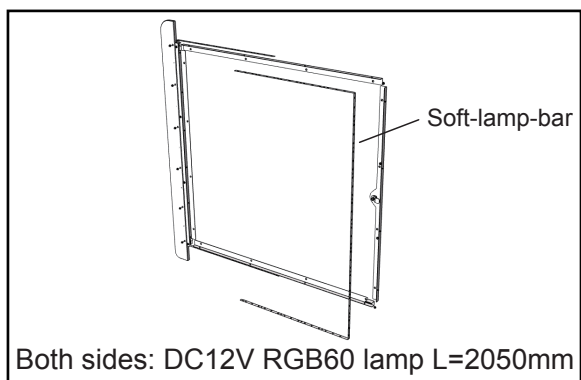Both sides: DC12V RGB60 lamp L=2050mm
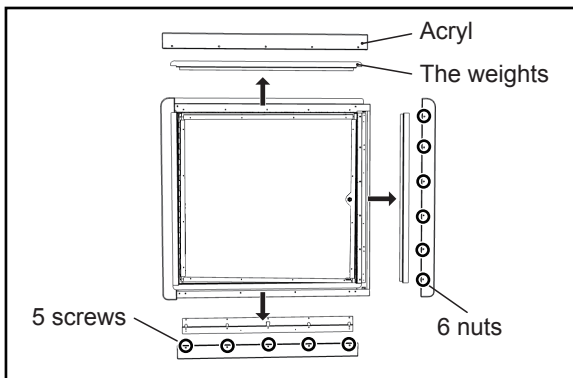
Soft-lamp-bar

5.2.4 Change prize-outlet soft-lamp-bar

1. Remove 8 screws that fix the mould-weight at the prize outlet and remove the mould-weight and acryl at the prize outlet.
2. Pull out the corresponding terminal，Remove the soft light-bar, reinstall in a reverse order after replacing.

Soft-lamp-bar

DC12V RGB60 lamp L=1350mm
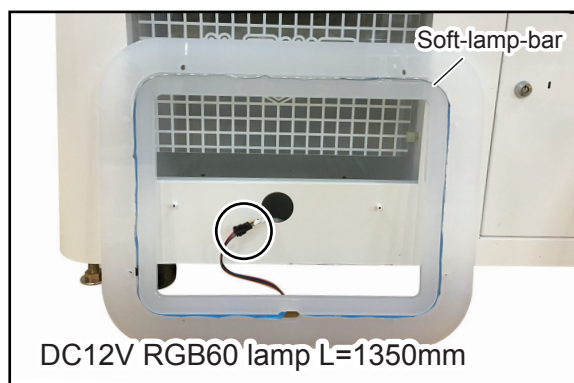
5.2.5 Change control-panel soft-lamp-bar

1. Turn off the game-machine. Open the acrylic door with the key, remove the screen and 2 screws that fix the service-hatch cover-plate and remove the service-hatch cover-plate.
2. Remove 4 screws that fix the control panel and remove the control panel.

3. Use the slot-type screwdriver to fix the joystick. At the same time, rotate the joystick-ball counterclockwise and take out the black plastic sheeting.
4. Remove 4 screws to fix the acryl.

5. Turn the acryl on the other-side, pull out the corresponding terminal and remove the acryl.
6. Remove 4 screws that fix the control-panel plastic-cover and remove the control-panel plastic-cover.

7. Cut off the cable-tie, pull out the corresponding terminal and remove the soft light-bar, reinstall in a reverse order after replacing.

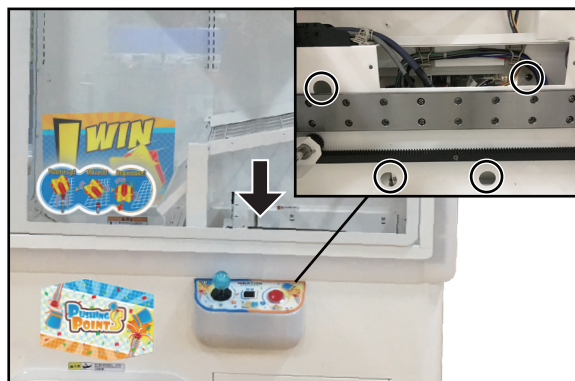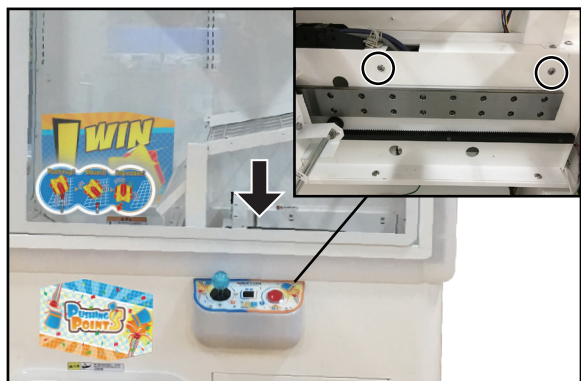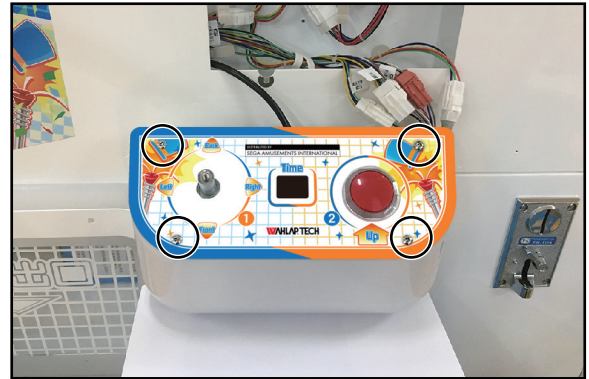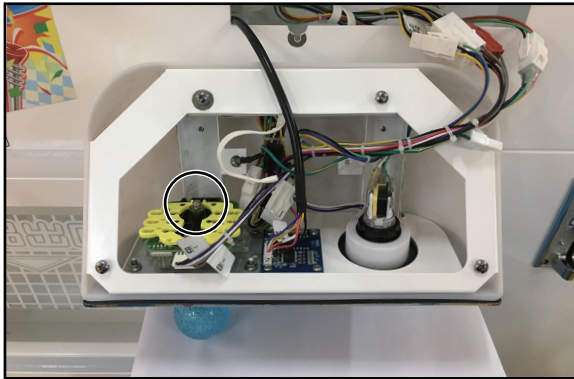Both sides: DC12V RGB60 lamp L=100mm
Bottom: DC12V RGB60 lamp L=200mm
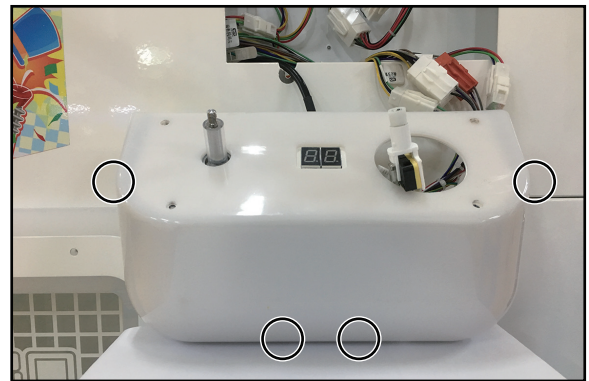
5.2.6 Change control-panel joystick

1. Turn off the game-machine. Open the acrylic door with the key, remove the screen and 2 screws that fix the service-hatch cover-plate and remove the service-hatch cover-plate.
2. Remove 4 screws that fix the control panel and remove the control panel.

3. Use the slot-type screwdriver to fix the joystick. At the same time, rotate the joystick-ball counterclockwise and take out the black plastic sheeting.
4. Remove 4 screws to fix the acryl.

5. Turn the acryl on the other-side, pull out the corresponding terminal and remove the acryl.
6. Remove 4 screws that fix the control-panel plastic-cover and remove the control-panel plastic-cover.
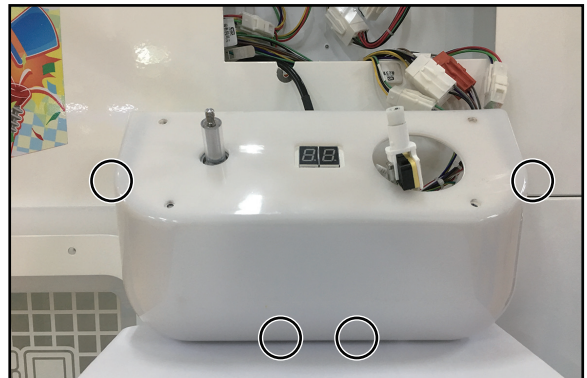
7. Remove 4 screws to fix the joystick, cut off the cable tie, pull out the corresponding terminal and remove the joystick, reinstall in a reverse order after replacing.

JS-EPCG-BU-45-CB
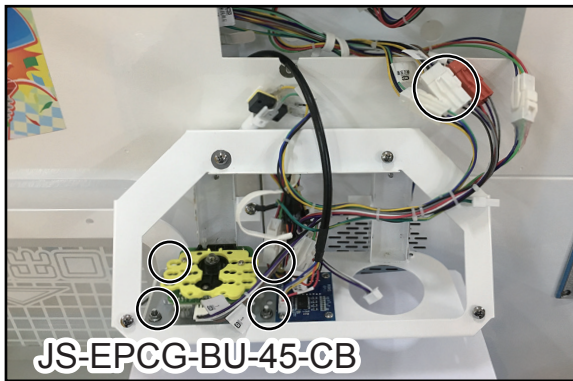
5.2.7 Change control-panel button

1. Remove 4 screws to fix the acryl.
2. Cut off the cable tie, pull out the corresponding terminal and remove the button, reinstall in a reverse order after replacing.

12V White Three Lights
(T103W-12V-SMD)
BLC-TNWA-PW-B-CR

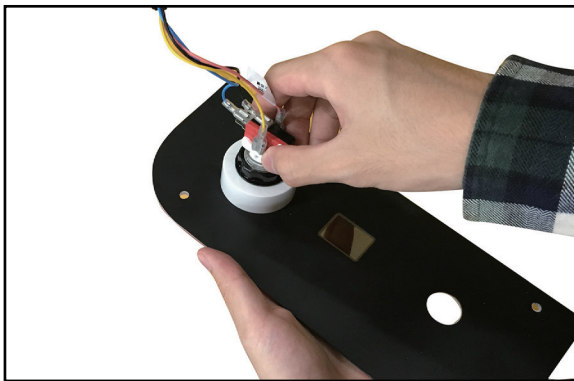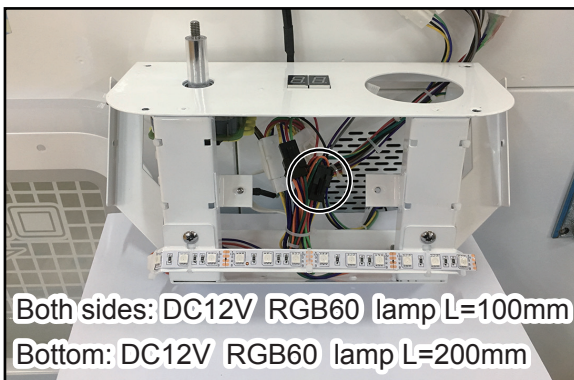## 5.2.8 Change control-panel digital-board (7SEG)

1. Turn off the game-machine. Open the acrylic door with the key, remove the screen and 2 screws that fix the service-hatch cover-plate and remove the service-hatch cover-plate.
2. Remove 4 screws that fix the control panel and remove the control panel.

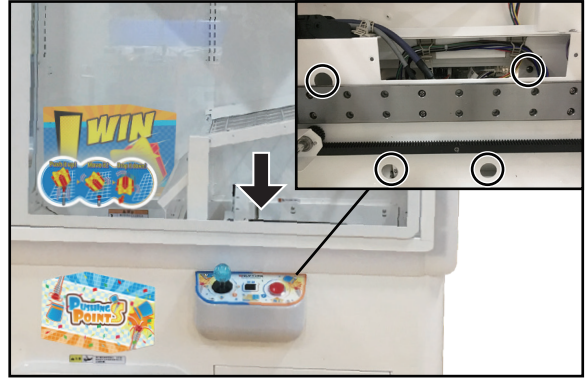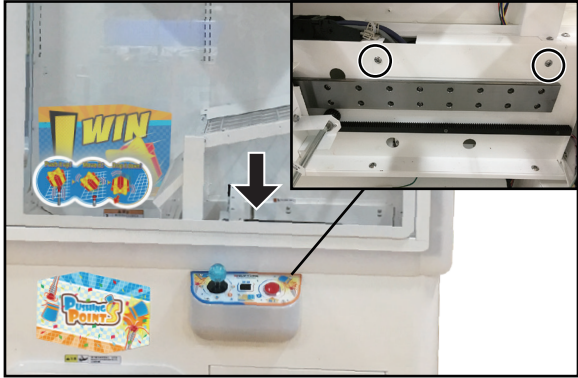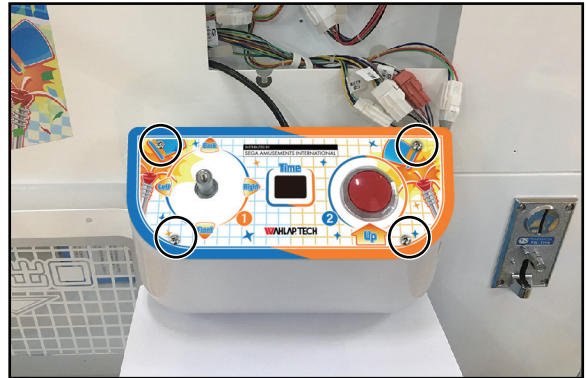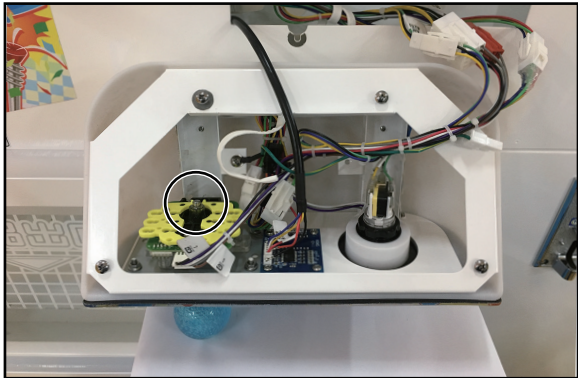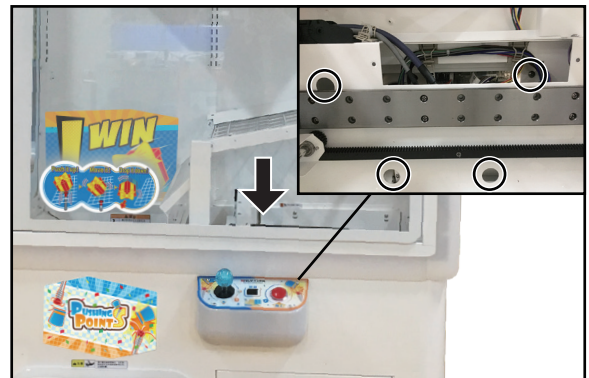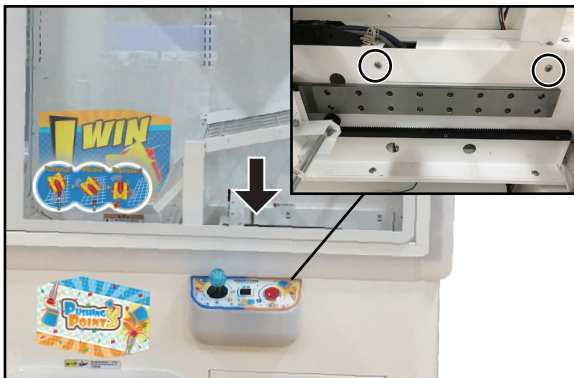3. Remove 4 screws that fix the digital display board, cut off the cable tie, pull out the corresponding terminal and remove the digital display board, reinstall in a reverse order after replacing.

WL_KC_7SEG_V1.0
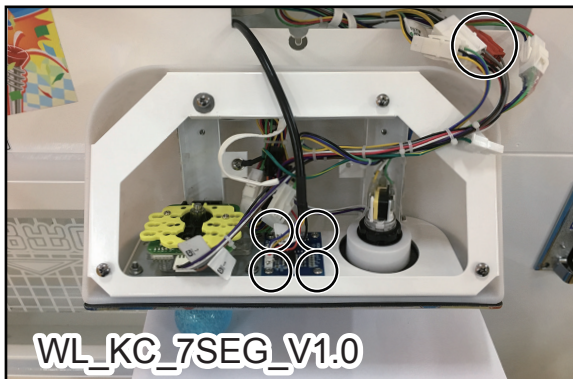
5.2.9 Replacement of left/right sensors

1. Turn off the game-machine and remove the screen. There are 2 sensors on the horizontal guide-rail.
2. Remove the screw to fix the sensor, pull out the corresponding terminal and remove the sensor, reinstall in a reverse order after replacing.

KI1300-AA07LF

5.2.10 Replacement of horizontally-moving sensors

1. Turn off the game-machine. Open the acrylic door with the key, remove the screen,there is 1 sensor on the horizontal roller-plate.
2. Remove the screw to fix the sensor, pull out the corresponding terminal and remove the sensor, reinstall in a reverse order after replacing.

KI1300-AA07LF

5.2.11 Replacement of front/rear sensors

1. Turn off the game-machine. Open the acrylic door with the key, remove the screen,there are 2 sensors on the longitudinal rail.
2. Remove the screw to fix the sensor, pull out the corresponding terminal and remove the sensor, reinstall in a reverse order after replacing.

KI1300-AA07LF

5.2.12 Replacement of longitudinalyl-moving sensors

1. Turn off the game-machine. Open the acrylic door with the key, remove the screen,remove 3 screws to fix the longitudinal slider fixing-iron.
2. Remove the screw to fix the sensor, pull out the corresponding terminal and remove the sensor, reinstall in a reverse order after replacing.

KI1300-AA07LF

5.2.13 Replacement of upper/lower limit sensors

1. Turn off the game-machine. Open the acrylic door with the key, remove the screen,there are 2 sensors on the lifting raceway.
2. Remove the screw to fix the sensor, pull out the corresponding terminal and remove the sensor, reinstall in a reverse order after replacing.

KI1249-AALF
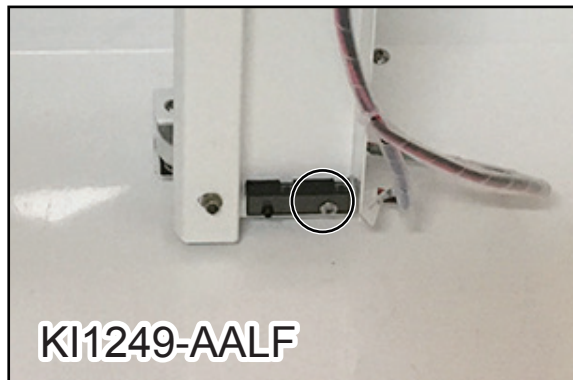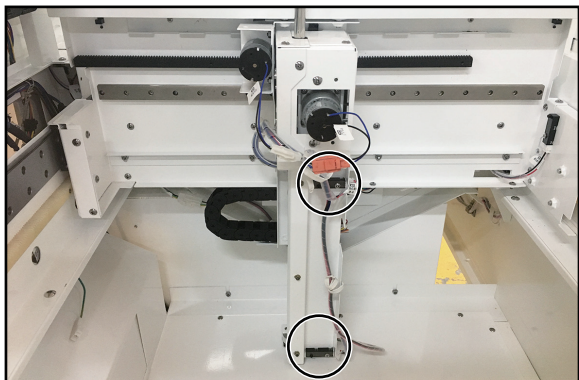
5.2.14 Replacement of colliding-sensors

1. Turn off the game-machine. Open the acrylic door with the key, remove the screen,there is 1 sensor on the jacking-rod, remove 2 screws to fix the lifting electric-eye fixing-iron and rermove the lifting electric-eye fixing-iron.
2. Remove the screw to fix the sensor, pull out the corresponding terminal and remove the sensor, reinstall in a reverse order after replacing.

KI1249-AALF
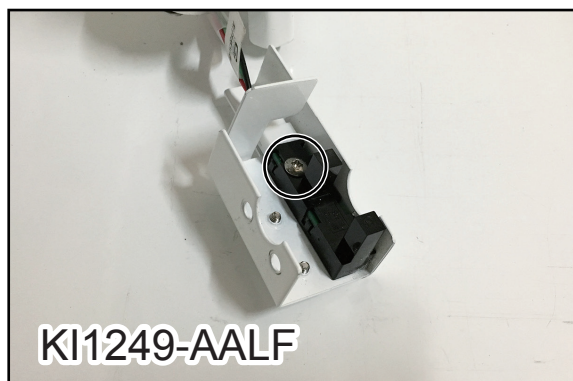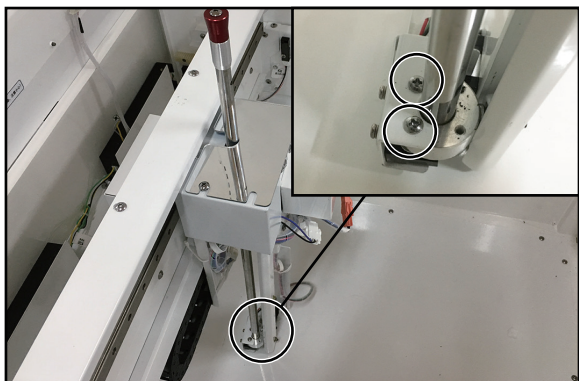
5.2.15 Replacement of sealing-plate opening/closing status sensors

1. Turn off the game-machine. Open the acrylic door with the key, remove the screen,there are 2 sensors on the eyelet fixing-iron.
2. Remove the nut to fix the sensor, pull out the corresponding terminal and remove the sensor, reinstall in a reverse order after replacing.

KI1300-AA07LF
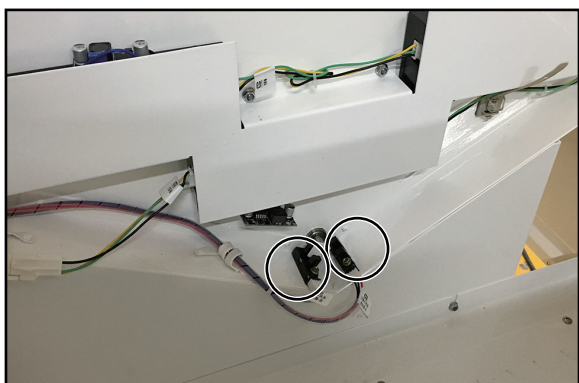
5.2.16 Replacement of sealing-plate opening/closing position sensors

1. Remove 2 screws to fix the small-door on the left-side of the game-machine.
2. Remove the screw to fix the sensor, pull out the corresponding terminal and remove the sensor, reinstall in a reverse order after replacing.
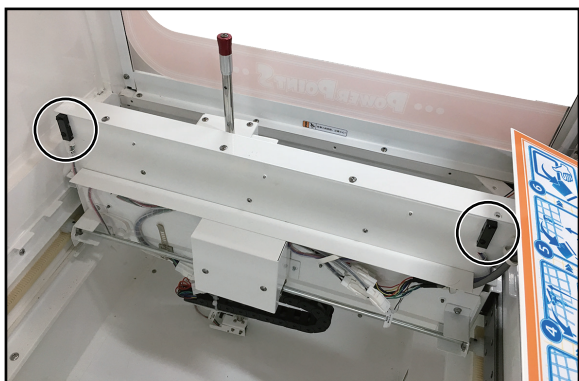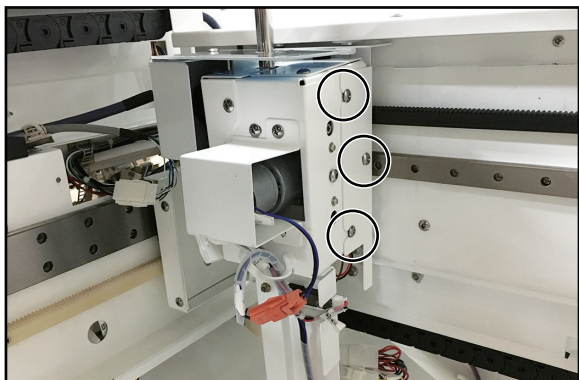

KI1300-AA07LF
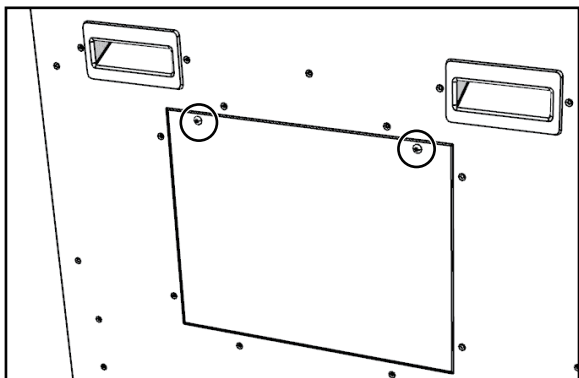
5.2.17 Replacement of optical-eye box

1. Turn off the game-machine. Open the acrylic door with the key, remove the screen, remove 4 nuts to fix the eyelet fixing-iron.
2. Remove 4 nuts to fix the optical-eye box, pull out the corresponding terminal and remove the optical-eye box, reinstall in a reverse order after replacing.

⚠ Warning

■ All the headless socket screws in the motor shall be coated with medium-strength screw-glue.

■ If the screws with high-strength screw-glue are too tight to remove, use a heat-gun to properly heat the position with high-strength screw-glue and then remove the screws.

■ When using the heat-gun to heat the high-strength screw glue, be careful not to overheat so as not to damage the parts or burn the technicians.

5.2.18 Replacement of sealing-plate motor

1. Remove 2 screws to fix the small-door on the left-side of the game-machine.
2. Pull out the corresponding terminal and remove 2 nuts that fix No.1 motor iron on the prize door.
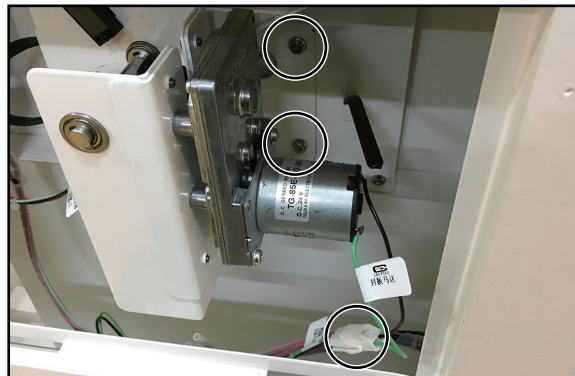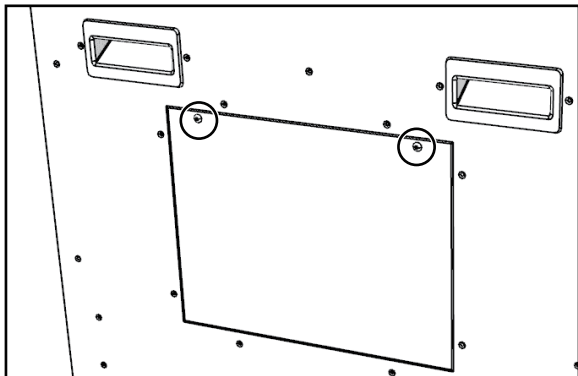
3. Remove 4 screws that fix No. 2 motor iron on the prize door.
4. Remove 4 screws that fix No. 1 motor iron on the prize door
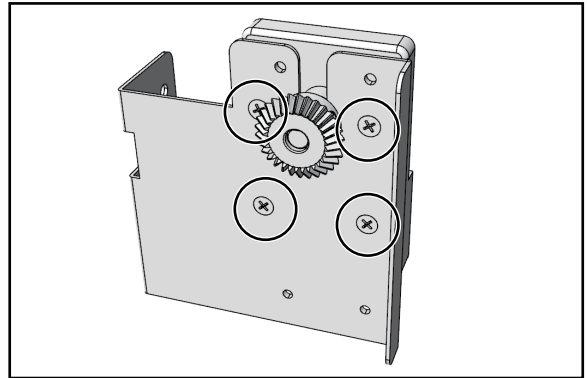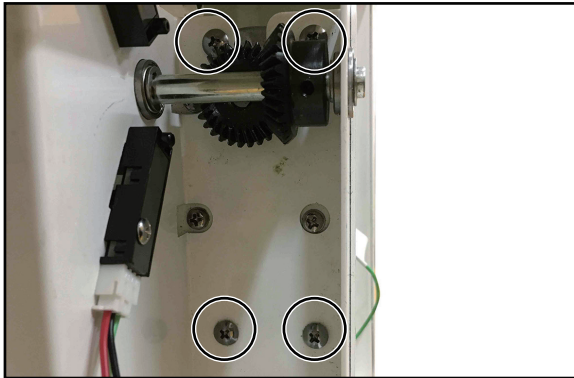
5. Remove the screws that fix the bevel gear and remove the sealing-plate motor, reinstall in a reverse order after replacing.

Sealing-plate motor

15.5mm

Note：1.Adjust the gear
           mesh-clearance（15.5mm）
   2.Coating with screw glue.

TG-85E-BG-200-CKA，24V
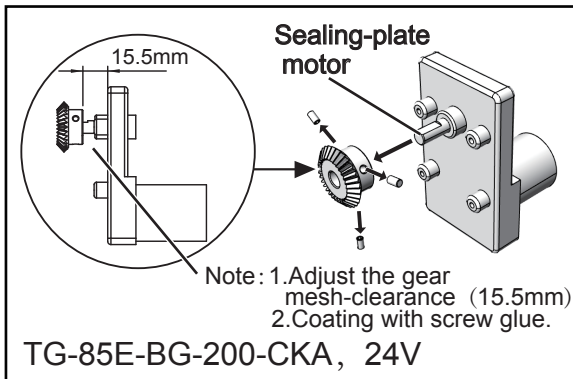
5.2.19 Replacement of longitudinally-moving motor

1. Turn off the game-machine. Open the acrylic door with the key, remove the screen,remove 2 screws to fix the cover-plate of longitudinally-moving motor.
2. Pull out the corresponding terminal and remove 2 nuts that fix the fixing-iron of the longitudinally-moving motor.
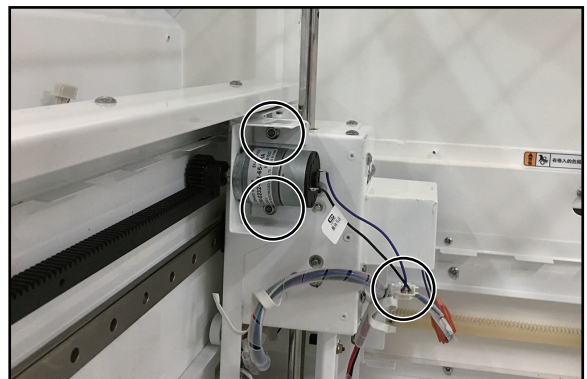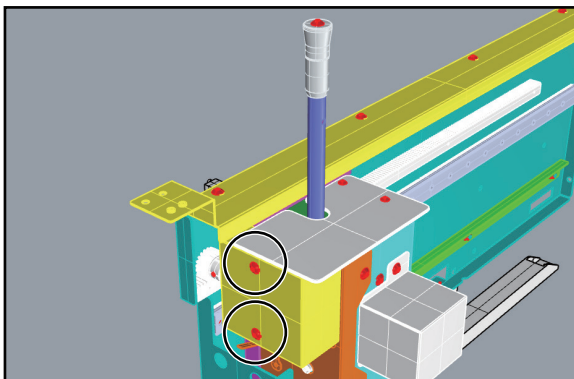
3. Remove 4 screws to fix the longitudinally-moving motor.
4. Remove the screws to fix the bevel gear and the longitudinally-moving motor, reinstall in a reverse order after replacing.

Longitudinally-moving motor

29mm

Note：1.Adjust the gear mesh-clearance（29mm）
2.Coating with screw glue.

TG-301DA-SR-65-CHA,24V
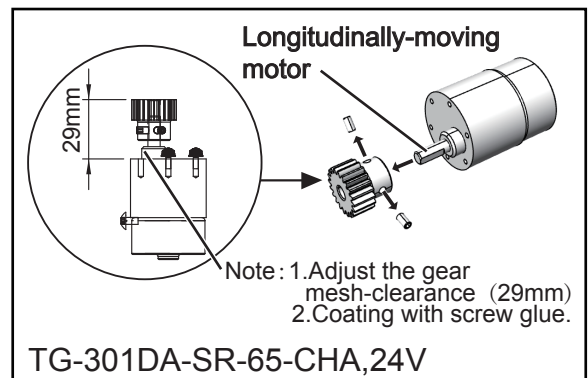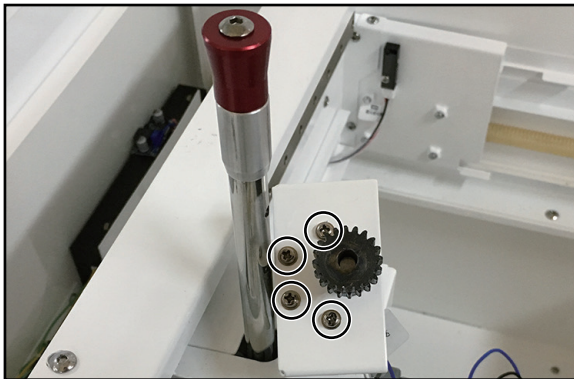
5.2.20 Replacement of horizontally-moving motor

1. Turn off the game-machine. Open the acrylic door with the key, remove the screen,remove 2 screws to fix the cover-plate of the horizontally-moving motor and pull out the corresponding terminal.
2. Remove 4 screws to fix the horizontally-moving motor.
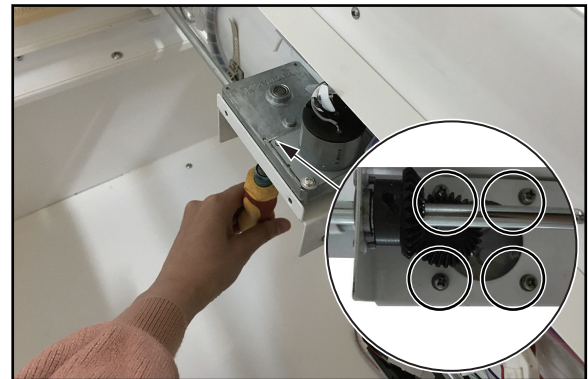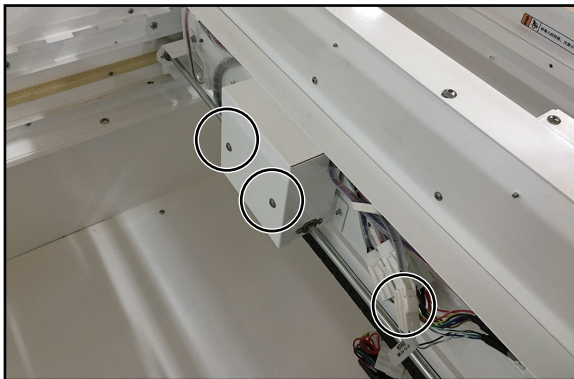
3. Remove the screws to fix the bevel gear and horizontally-moving motor, reinstall in a reverse order after replacing.

12.2mm

Horizontally-moving motor

Note：1.The gears should be adjusted properly so that they are fully engaged（12.2mm）
2.The headless screws shall be coated with screw glue。

TG-05K-BG-60-CKA，24V

5.2.21 Replacement of moving-up/down motor or polyurethane roller

1. Turn off the game-machine. Open the acrylic door with the key, remove the net,remove 2 screws to fix the jacking-up motor cover-plate.
2. Tighten the screw to fix the clamping-roller fixing-plate(※ this screw is used to adjust the spring-pressure. The looser the screw is, the greater the pressure on the clamping-roller is and the further the jacking-rod moves up and down)

Adjust the screws for jacking-rod pressure
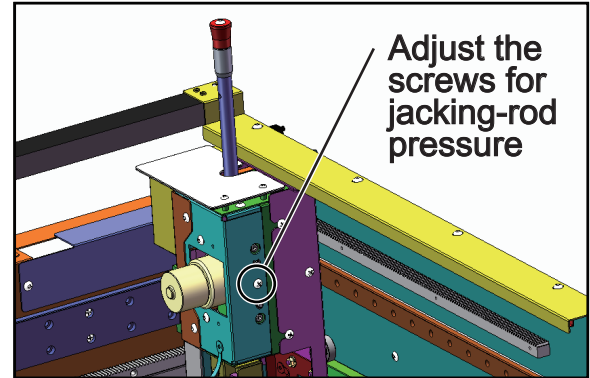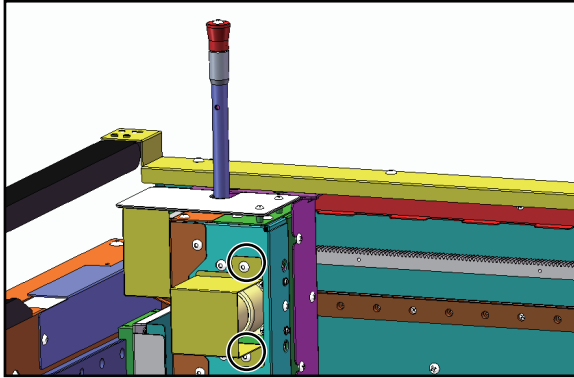
3. Remove 4 screws to fix the up/down moving motors and pull out the corresponding terminals.
4. Remove the screws to fix the bevel gears and up/down moving motors or polyurethane roller, reinstall in a reverse order after replacing.

Polyurethane roller

Moving-up/down motor

27mm

Note: 1. Adjust the roller position properly so that it can press on the jacking-rod center(27mm)
2. Coating with screw glue.

TG-05L-AMD-150-CKA，24V
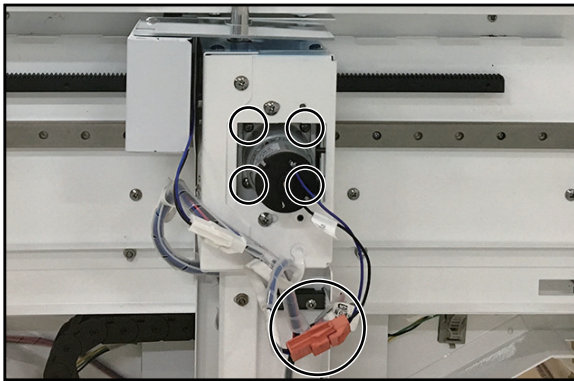
5.2.22 Replacement of prize net

1. Use the key to open the acrylic door, unscrew 4 white plastic screws to fix the net cover-plate and remove 2 net cover- plates.
2. Unscrew 6 white plastic screws to fix the prize net and turn the mould weight.

Mould-weight
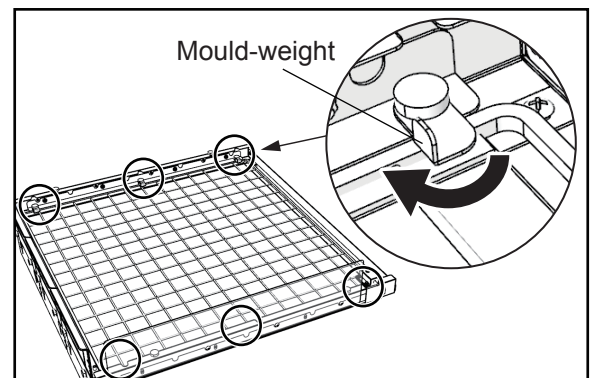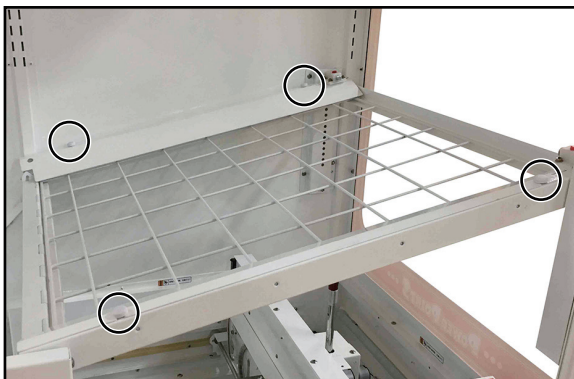
3. Remove the prize net, reinstall in a reverse order after replacing.

5.2.23 Replacement of top

1. Use the key to open the acrylic door, use the iron-bar to pass through the jacking-rod hole and remove the screw to fix the top.
2. Remove the top, reinstall in a reverse order after replacing.

Diameter of large top： 25mm
Diameter of small top： 18mm
Diameter of straight top： 14mm
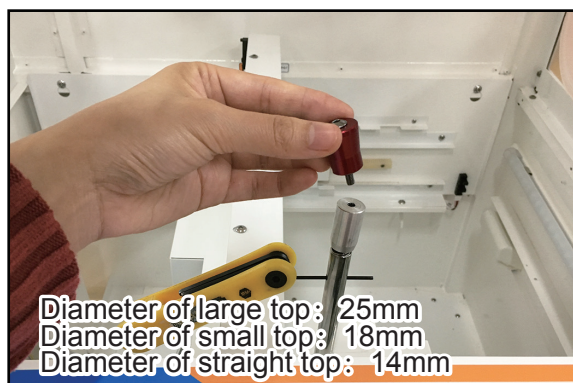
5.2.24 Replacement of speaker

1. Open the lower access door of the game-machine with the key.
2. Remove 4 screws on the loudspeaker, pull out the corresponding terminal and remove the loudspeaker, reinstall in a reverse order after replacing.


4' 8Ω/15W
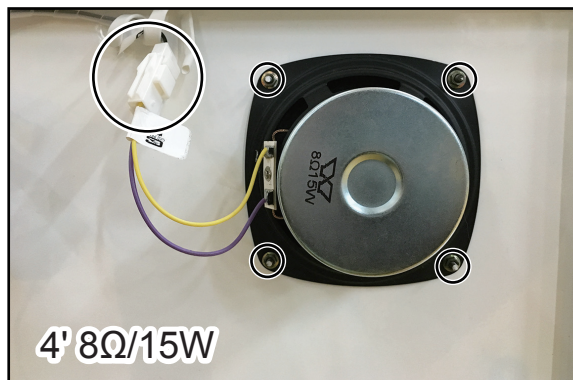
5.2.25 Replacement of coin-acceptor

1. Use the key to open the access-door on the lower right-side of the game-machine.
2. Remove 4 screws to fix the coin-acceptor, pull out the corresponding terminal and remove the coin-acceptor, reinstall in a reverse order after replacing.

TW-130B
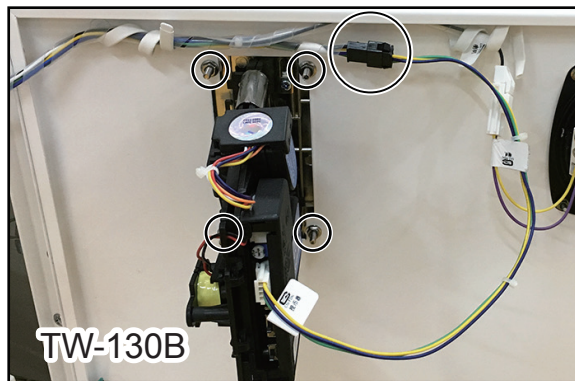
5.2.26 Change leakage switch

1. Turn off the game-machine, remove 4 screws to fix the power inlet box and then remove 2 screws to fix the leakage switch.
2. Pull out the corresponding terminal and remove the leakage switch, reinstall in a reverse order after replacing.
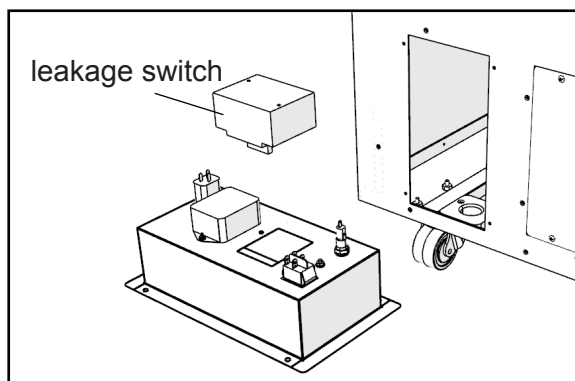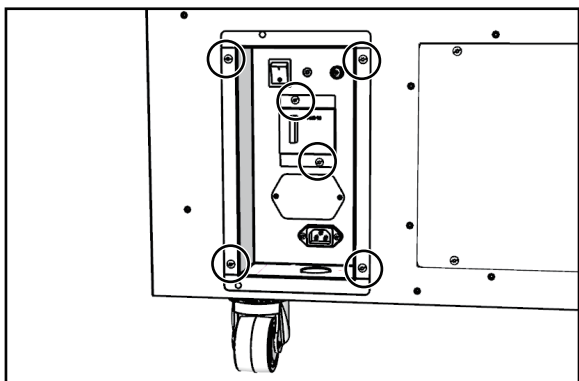
leakage switch

⚠ Warning

■ When the leakage switch of the game-machine turns off automatically, check whether there is the leaky on the circuit and power-box. The circuits of PP-L0001~PP-L0012 should be emphatically checked. (please refer to the sections on P112-113)

■ For the safety, "T" button must be pressed once a month and the leakage switch must be turned off automatically.

漏电开关

"T" button

5.2.27 Replacement of fuse

1.Turn off the game-machine, screw off fuse holder counterclockwise with Philips driver.
2.Remove fuse from fuse holder,and install in reverse sequence after replacement.

Fuse of AC220Vmachine: T3.15A/5×20mm 250V
Fuse of AC110Vmachine: T4A/5×20mm 125V
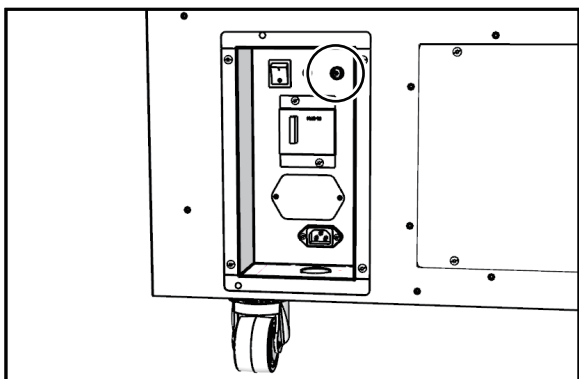
5.2.28 Change power-box

■ It must be operated by technicians

1. Turn off the game-machine and remove 6 screws to fix the back-door.
2. Remove 2 nuts to fix the power-box fixing-plate and pull out the power-box fixing-plate.
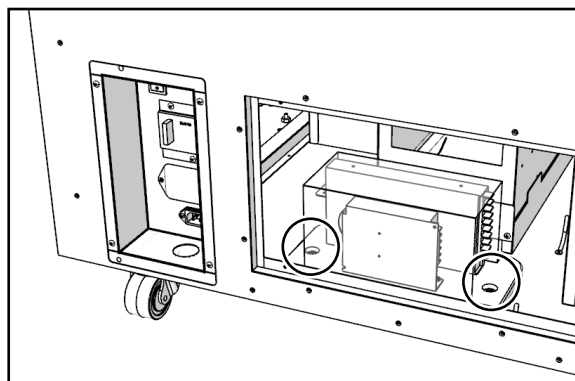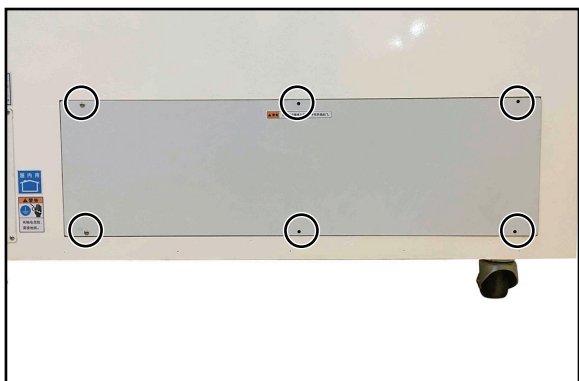
3. Remove 4 screws to fix the transparent PVC power-box cover.
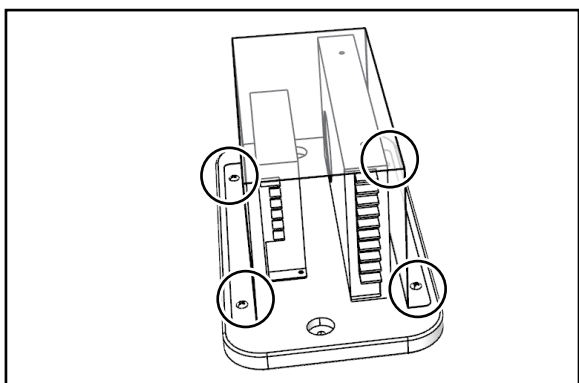
4. Remove 2 nuts to fix the large 12V+5V power-box (remove 2 screws to fix the small 24V power-box), pull out the terminal corresponding to the power-box and remove the power-box, reinstall in a reverse order after replacing. (according to the label, insert the terminal back and then insert the terminal back according to the size of the pin seat.)

Large power-box：K10L-S300D12+5

Small power-box：K06L-U100S24

5.2.29 Replacement of PVC

1. Open the acrylic door with the key, remove 4 screws to fix the front PVC and remove the front PVC, reinstall in a reverse order after replacing.
2. Open the acrylic door with the key, remove 4 screws to fix the left/right PVC and remove the left/right PVC, reinstall in a reverse order after replacing.
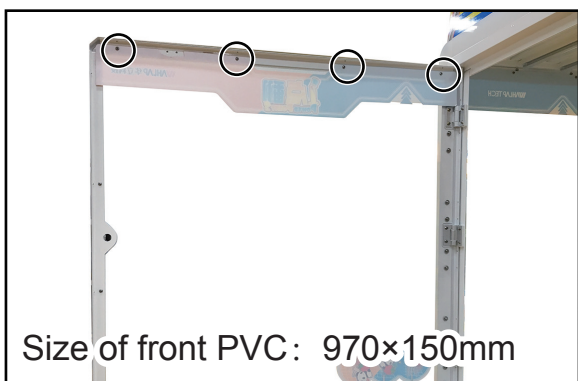
Size of front PVC：970×150mm

Size of left/right PVC：635×133mm

5.2.30 Replacement of moving components

1. Turn off the game-machine. Open the acrylic door with the key, remove the screen,Remove 6 nuts that fix the horizontally-moving motor.
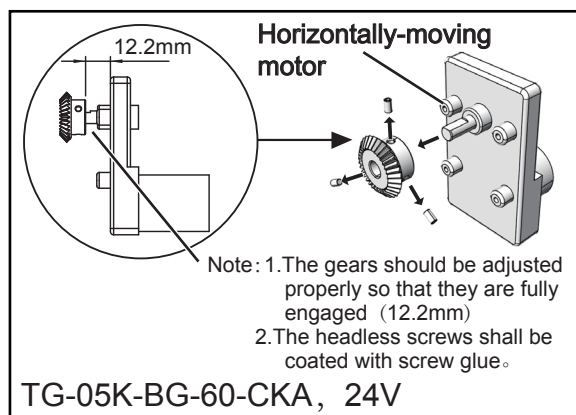2. Remove the horizontally-moving motor, reinstall in a reverse order after replacing.

Horizontally-moving motor

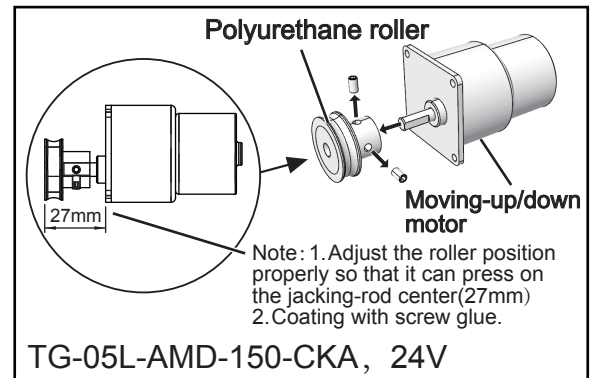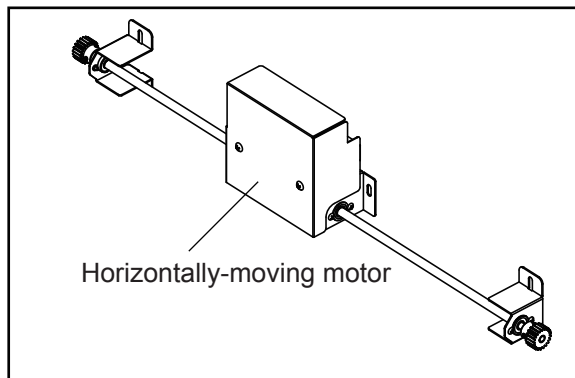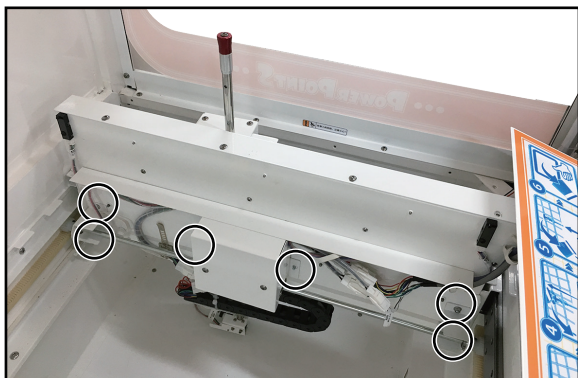3. Remove 3 screws to fix the jacking-rod.
4. Remove the jacking-rod, reinstall in a reverse order after replacing.
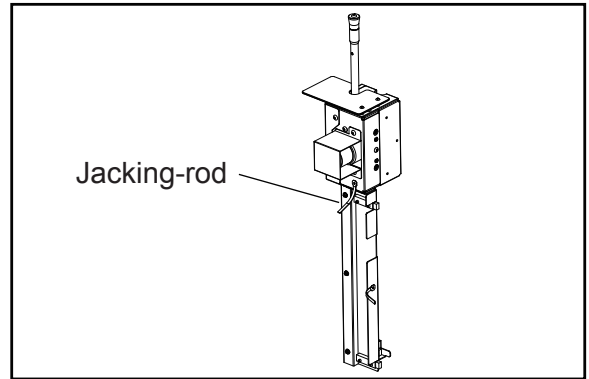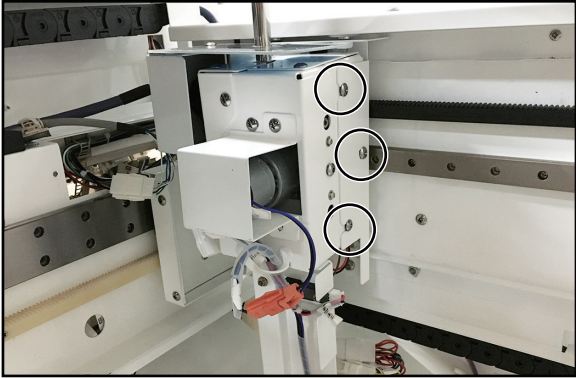
Jacking-rod

⚠ Warning

■ The jacking-rod should be cleaned regularly to avoid oil-slick.

5.2.31 Replacement of sealing-door spring

1. Remove 2 screws to fix the small-door on the left-side of the game-machine.
2. Remove 4 nuts that fix the sealing-plate motor.
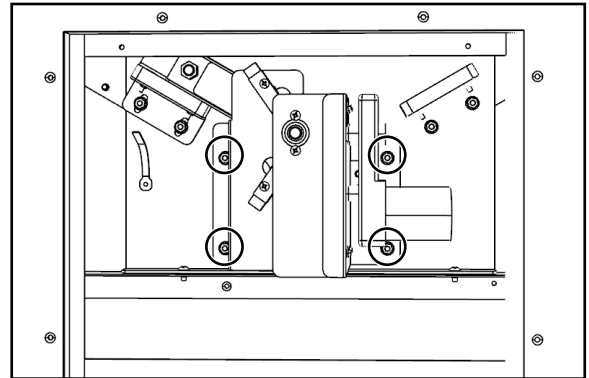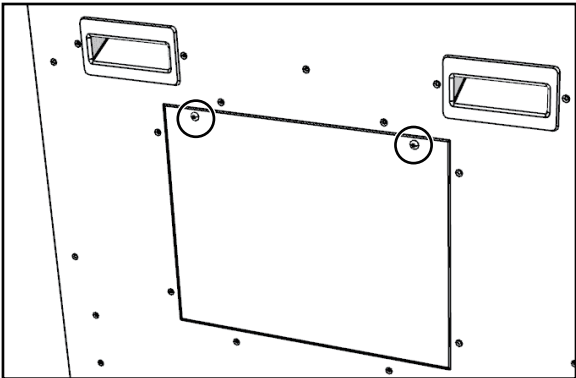
3. Remove the door-sealing spring, reinstall in a reverse order after replacing.
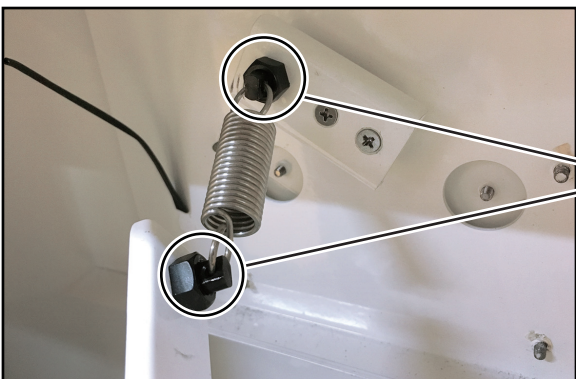
Note: 1. The screws shall be screwed in as far as possible to prevent the scratching!

2. The screw head shall be parallel to the shaft!

5.2.32 Replacement of prize baffle

There are 2 prize-baffles to prevent prize from falling off automatically. The long prize-baffle is used for the long prize and the short prize-baffle is used for the short prize.
1. Open the acrylic door with the key and unscrew 2 white plastic screws to fix the prize-baffle.
2. Remove the prize-baffle, reinstall in a reverse order after replacing.
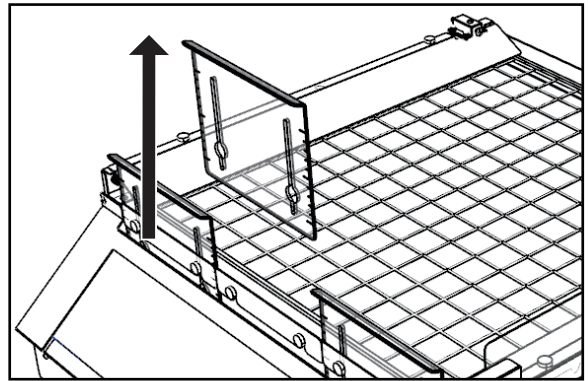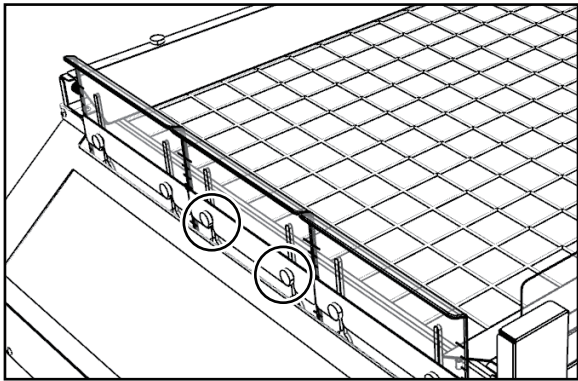
Long prize baffle：185×150mm
Short prize baffle：185×80mm

Note: When the long prize-baffle is replaced and as long as the installation position of the long prize-baffle is lower than the 4th scale, it is possible to be hit by the jacking-rod. Please adjust the tilt=angle of the screen properly to avoid damaging the jacking-rod.
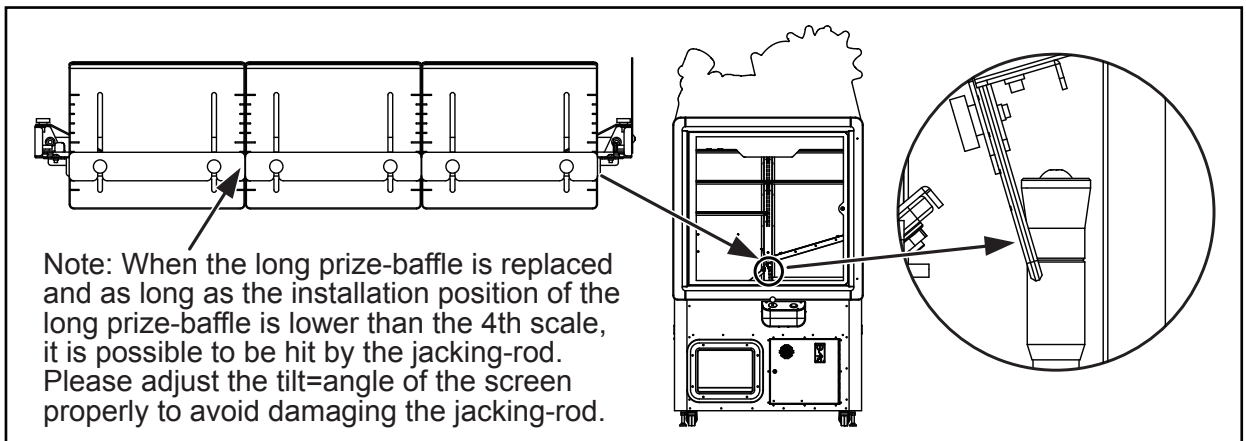
5.2.33 Specification for height-adjusting net

1. Press the red button, pop up the metal pin and then adjust the height of the ramp net
2. After aligning the position, push in the metal pin to lock the ramp net.

There are 17 kinds of adjusting-height
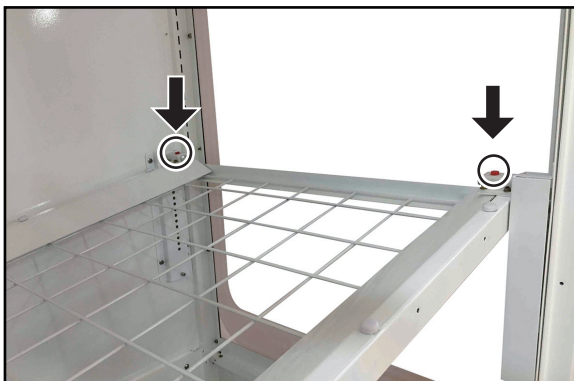
5.2.34 Specification for the height of the ramp net

There are 2 kinds of adjusting-height for the ramp net, such as upward adjustment or backward adjustment.

There are 2 kinds of adjusting-height
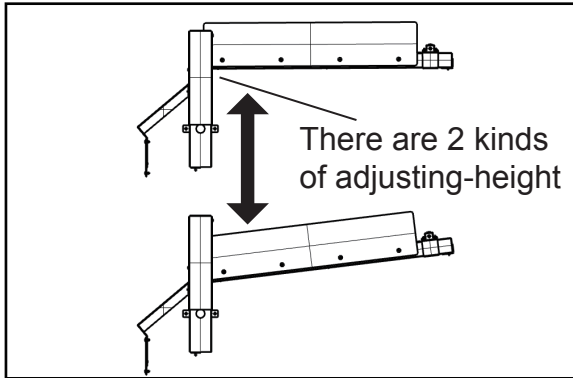
Upward adjustment steps for the ramp net

1. Open the acrylic door with the key and remove 2 rubber-head cross-groove screws to fix both net side-plates.
2. Remove 2 screws to fix the net pin-seat, move the net pin-seat up to the screw hole and then fix the net pin-seat with 2 screws.
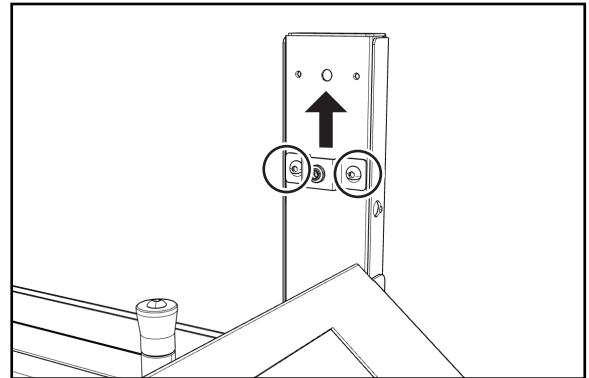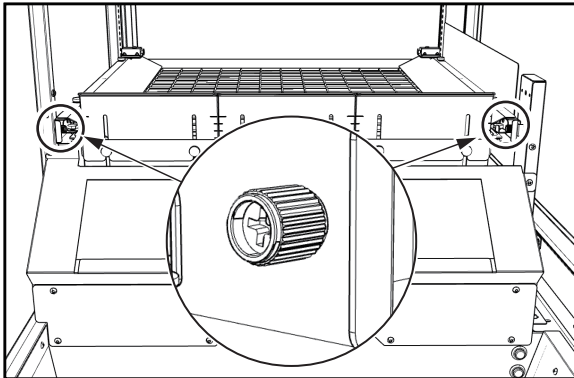
3. Use 1 rubber-head cross-groove screw to fix both net side-plates.
4. Remove 6 screws to fix the prize ramp net, move the prize ramp net up to the screw-hole and then fix the prize ramp net with 6 screws.
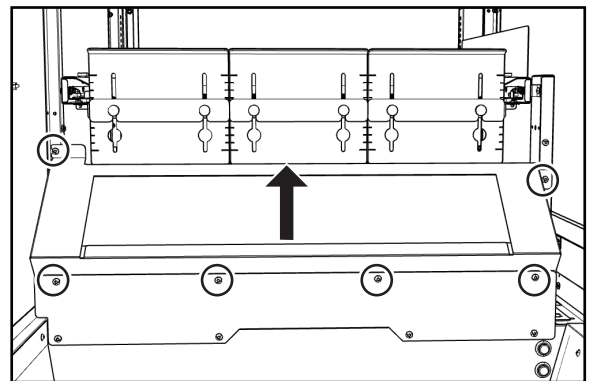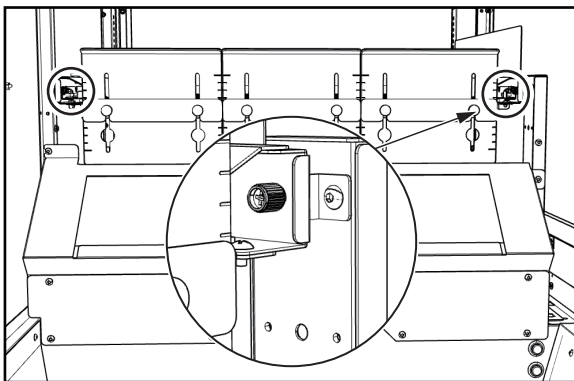
Note: For backward adjustment, the 4th step shall be completed first, then the 1st , 2nd and 3rd step.

5.2.35 Descriptions for damping-adjustable hinge

1. Open the acrylic door with the key and the player can see 3 damped adjustable-hinges located in the acrylic door.
2. Use the 6-point wrench to adjust the damping. When adjusting clockwise, the damping becomes greater. When adjusting counterclockwise, the damping becomes smaller. The damping affects the opening of the large acrylic door.
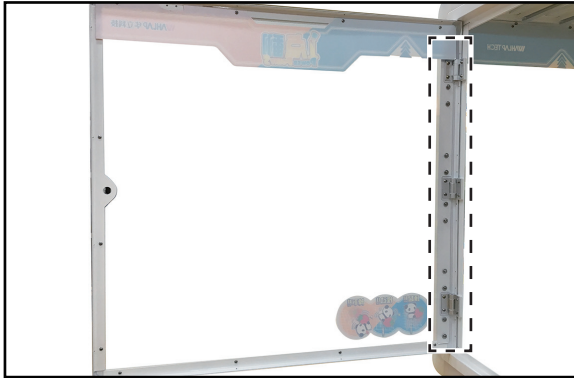
5.2.36 Description for power socket

1. Open the acrylic door with the key and there is a power socket in the upper right corner of the game-machine.
2. Remove 2 screws to fix the left small-door and player can see a power socket on the left.
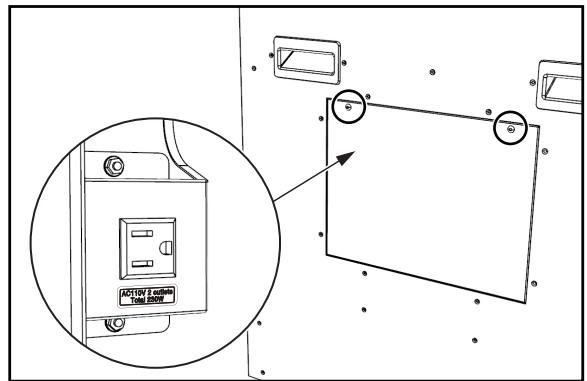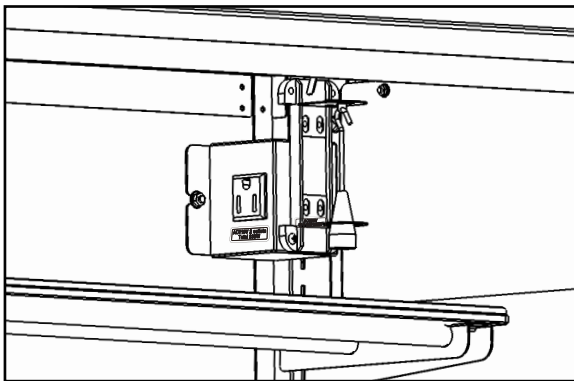
⚠ **Warning**

■ 2 power sockets：AC110V and 230W in all

5.2.37 Description for LCD position and operation steps

Position description: the display screen is fixed at the bottom of the left display-board, which can play the game-play animation.
Usage steps:
1. Open the acrylic door with the key, put in the display screen and wire in the circle, as shown in Fig 1.
2. Remove 2 screws to fix the left small-door and player can see a power-socket on the left. Then insert the power plug into the power socket and the display screen can be used.

The adapter can be fixed on it
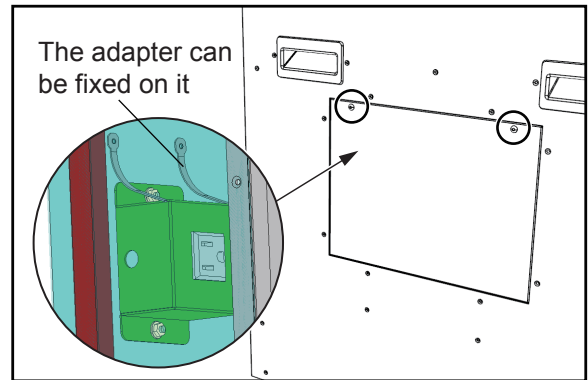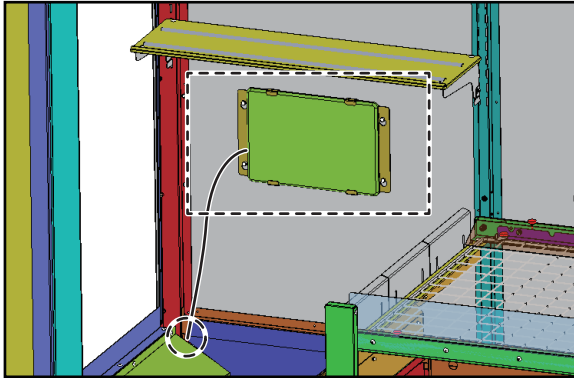
5.2.38 Descriptions for prize-rack

1. The height of the prize-rack can be adjusted according to the prize size.
2. The display-board buckle shall be installed before transport to prevent the prize-rack from moving or falling.
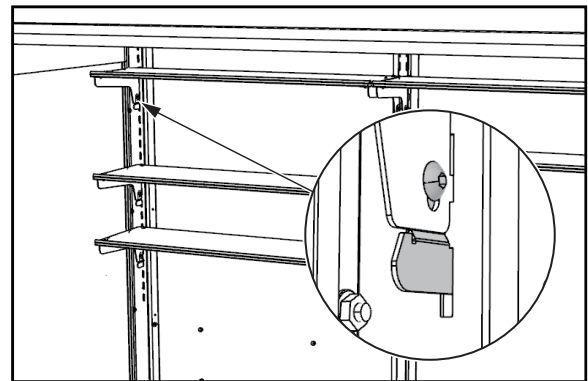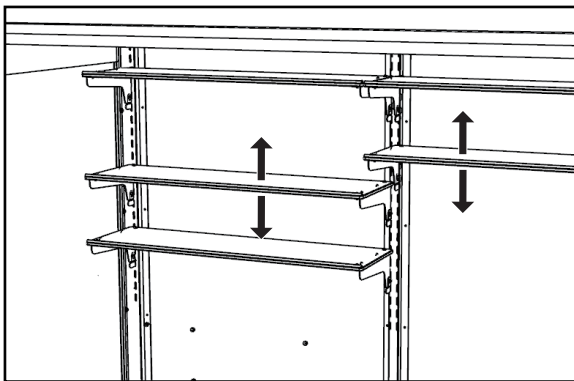
3. There are 2 kinds of prize-racks on the game-machine: Display-board and prize-rack tube.
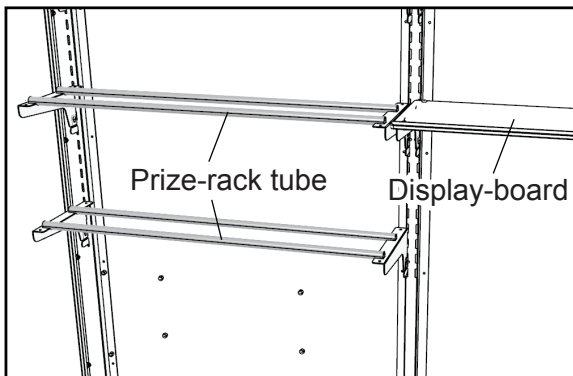
Prize-rack tube   Display-board

1. The prize-rack tube shall be directly inserted into the display-board supporting-iron.
2. Rotate the prize-rack tube with the right-angle facing up to lock the prize-rack tube.
   (complete this step to prevent jacking-up of prize-rack tube)

Arc upward

Right-angles upward
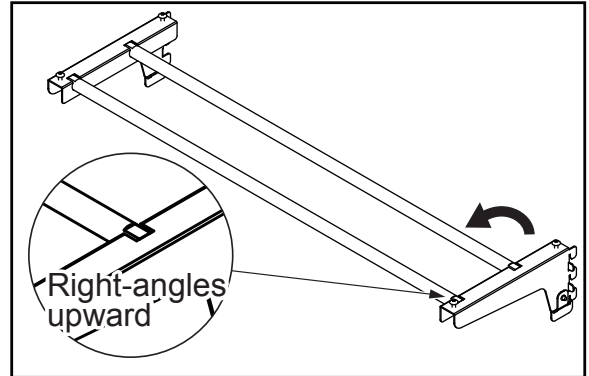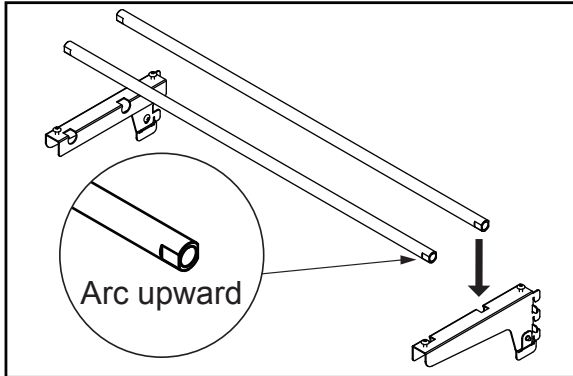
5.2.39 Descriptions for hole-cover of lower cover-plate

When the game-area cover-plate of the game-machine needs to be cleaned or the prizes falling from the grid onto the game-area cover-plate of the game-machine needs to be taken out, remove the hole-cover of lower cover-plate first and then clean or take out the prizes.

Removing steps for hole-cover of lower cover-plate

1. Use the key to open the access-door on the lower right-side of the game-machine.
2. Turn off the game-machine, remove the white plastic screw to fix the hole-cover of the lower cover-plate and remove the hole-cover of the lower cover-plate.

3. Clean or take out the prizes. Reinstall in a reverse order after completion.

5.3 Replacement or repairing of main-board

1. Turn off the rocker-type switch behind the game-machine. (near the fuse)
2. Use the key to open the access-door on the lower right-side of the game-machine.
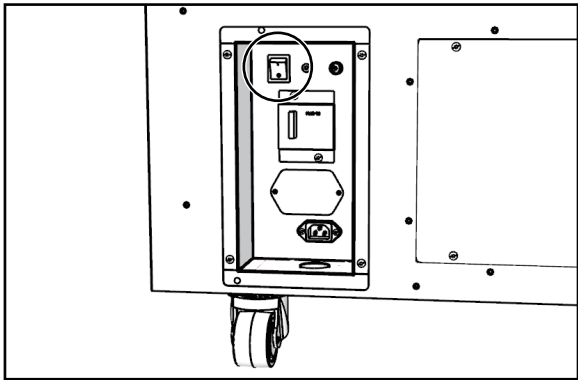
3. Turn off and remove 2 screws that fix PCB fixing-iron.
4. Unplug the terminals, with a total of 8 terminals.

5. Pull out PCB fixing-iron and remove 2 screws that fix PCB cover.
6. Remove 6 screws that fix the main-board, unfasten the cable tie, pull out the terminal of the main-board and remove the main-board, reinstall in a reverse order after replacing.
   （The terminals should be inserted back according to the label and the size of the pin）

NTM-020R MAIN PCB

● Main-board （NTM-020R MAIN PCB）

I/O control-line
（Including the control lines of sealing-plate motor and moving-up/downr motor）

The control lines of longitudinal/horizontally-moving motor

Power line
24V、12V、5V

Battery
(CR2032 3V)

Volume control

LCD

Loudspeaker
audio cable

● Motor driver-plate （WL_KC_MotorDrive_V1.0）

Sealing-plate motor output

24V Power

24V Power

Longitudinally-moving
motor output

Moving-up/down
motor output

24V Power

24V Power

Horizontally-moving
motor output

The control lines of
moving-up/down
motor

The control lines of
sealing-plate motor

The control lines of
horizontally-moving
motor

The control lines of
longitudinally-moving
motor

6. Assembly

6.1 Assembly tree diagram

Assembly tree diagram:

- **PP-0000000 Total components**
  - **PP-0100000 Frame sub-components**
    - PP-0101000 Frame primary-components
    - PP-0102000 Power-box components
    - PP-0103000 Cashbox components
    - PP-0104000 Prize-lane components
    - PP-0105000 Prize-outlet mask components
    - PP-0106000 PCB-box components
      - PP-0106000-A PCB components
    - PP-0107000 Glass components on both sides
    - PP-0108000 TILT components
    - PP-0109000 Eyelet sensor components
      - PP-0109000-A Optical-eye box
    - PP-0110000 Inner supporting-iron components
    - PP-0111000 Bottom sealing-plate components
    - PP-0112000 Prize sealing-plate door components
    - PP-0113000 Low-voltage power module
    - PP-0114000 Door-closing motor components
  - **PP-0200000 Control-panel components**
  - **PP-0300000 Coin-door components**
  - **PP-0400000 Large door-frame components**
    - PP-0401000 Door-frame acrylic components
    - PP-0402000 Large acrylic-door components
  - **PP-0500000 General moving part components**
    - PP-0501000 Horizontally-moving front-rail components
    - PP-0502000 Horizontally-moving rear guide-rail components
      - PP-0502000-A Horizontally-moving roller-plate components
    - PP-0503000 Longitudinally-moving rail components
      - PP-0503000-A Longitudinally-moving motor components
      - PP-0503000-B Longitudinally-moving frame components
    - PP-0504000 Horizontally-moving motor components
    - PP-0505000 Total jacking-rod components
      - PP-0505000-A Jacking-rod fixing-wheel components
      - PP-0505000-B Jacking-rod motor components
      - PP-0505000-C Jacking-rod sensor components
      - PP-0505000-D Jacking-rod components
  - **PP-0700000 Ramp net components**
    - PP-0701000 Net components
    - PP-0702000 Prize ramp-panel components
    - PP-0703000 Net movable-pin components
    - PP-0704000 Net front-pillar components
  - **PP-0800000 Prize-lane cover-plate components**
  - **PP-0900000 Prize display-board components**
  - **PP-1000000 POP components**

6.2 Total components (PP-0000000)

Note：After inspecting, the moving-parts of X/Y axes should be fastened on the right side of the game-machine with the cable ties.

Note：The fixing screws used for each component are provided in the components.

SN	Drawing No.	Name	Materials/specifications	Qty	Note
10	PP-0000A01	Horizontally-moving drag-chain cover-plate	SPCC-1.2T	1	
9	PP-1000000	POP components		1	
8	PP-0900000	Prize displaying-board components		5	
7	PP-0800000	Prize-channel cover-plate components		1	
6	PP-0700000	Ramp-net components		1	
5	PP-0500000	Moving-parts components		1	
4	PP-0400000	Big door-frame components		1	
3	PP-0300000	Coin-door components		1	
2	PP-0200000	Control-panel components		1	
1	PP-0100000	Secondary frame components		1	
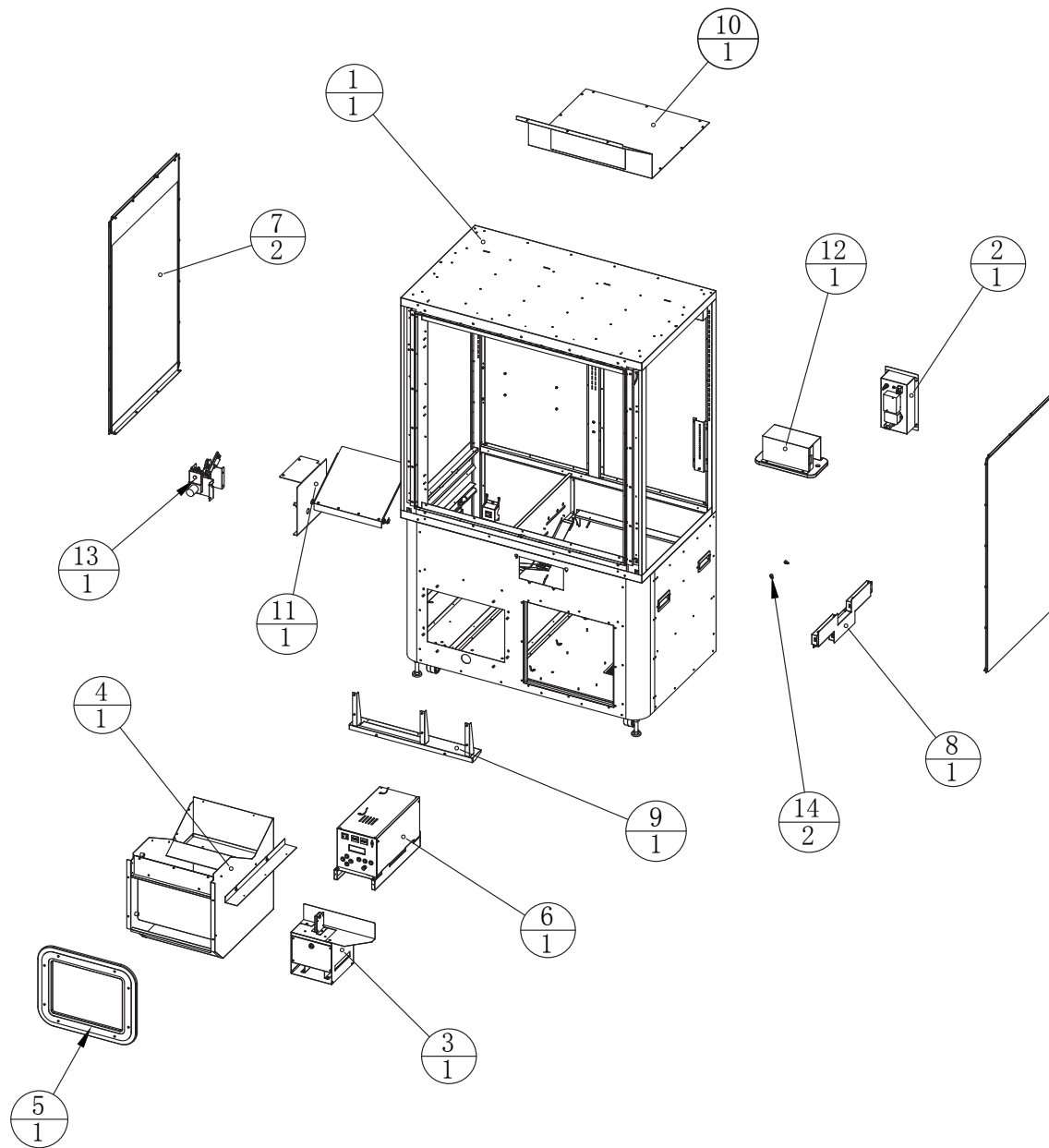
14		R type clamp	10.4m	2	1.9.XJ010020
13	PP-0114000	Sealing-door motor components		1	
12	PP-0113000	Low-voltage power module		1	
11	PP-0112000	Prize sealing-plate door component		1	
10	PP-0111000	Bottom sealing-plate components		1	
9	PP-0110000	Inner supporting-iron components		1	
8	PP-0109000	Exhaust-sensor components		1	
7	PP-0107000	Side glass-door components		2	
6	PP-0106000	PCB-box rack components		1	
5	PP-0105000	Prize outlet-mask components		1	
4	PP-0104000	Prize lane components		1	
3	PP-0103000	Cashbox components		1	
2	PP-0102000	Power box components		1	
1	PP-0101000	Primary frame components		1	
SN	Drawing No.	Name	Materials/specifications	Qty	Note

6.3.1 Frame primary-components (PP-0101000)
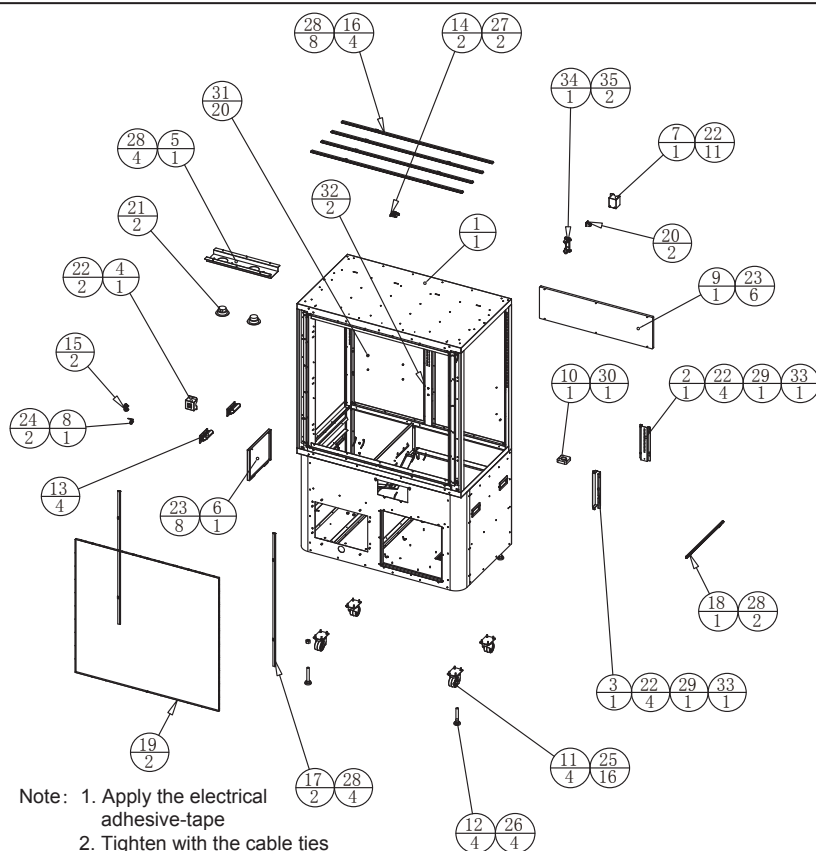
Note： 1. Apply the electrical adhesive-tape
2. Tighten with the cable ties

SN	Drawing No.	Name	Materials/specifications	Qty	Note
35		Cross large flat head screw	M3*12（chrome plated）		1.6.LS231022
34		Anti surge device	KWM188Machine use		1.4.QT200010
33		Isolating cylinder	5*7*5mm	2	1.6.GL105010
32		Hexagon socket flat-head screw	M4*8（chrome plated）	2	1.6.LS140032
31		Cap nut	M4（chrome plated）	20	1.6.LM404012
30		Hexagon socket flat-head screw	M4*12（chrome plated）	1	1.6.LS141022
29		Hexagon socket flat-head screw	M4*10（stainless steel）	2	1.6.LSF41015
28		Cross flat-head screw	M3*8（chrome plated）	18	1.6.LS230032
27		hexagon nut with flange	M3（color coating）	2	1.6.LM203013
26		Hexagonal nut	M16（color coating）	4	1.6.LM116013
25		Cross round-head screw	M6*20（chrome plated）	16	1.6.LS862012
24		Cross flat-head screw	M4*10（chrome plated）	2	1.6.LS241012
23		Hexagon socket flat-head screw	M4*20（chrome plated）	8	1.6.LS142012
22		hexagon nut with flange	M4（color coating）	11	1.6.LM204013
21		Ceiling lamp	3*1W yellow DC12V	2	1.4.ZM9F0011
20		Power socket	Card-type 3-hole 15A/AC125V (American-standard)	2	1.5.XC203020
19		5050 soft lamp-bar	DC12V RGB60 lamp L=2050mm	2	1.4.ZM9E0509
18		5050 hard lamp-bar (aluminum case)	DC12V white 60 lamp L=500mm	1	1.4.ZM9E0085
17		5050 hard lamp-bar (aluminum case)	DC12V white 60 lamp L=1000mm	2	1.4.ZM9E0072
16		5050 hard lamp-bar (aluminum case)	DC12V white 60 lamp L=1100mm	4	1.4.ZM9E0073
15		Circular card-type button	Sanwa red SDP-103C-22RB	2	1.4.AJ500012#
14		Sensor	KI1300-AA07LF	2	5.4.WECHE0004
13		Plastic handle	white for wooden case	4	1.8.AA000020
12		Anchor bolt	M16*Y100（color coating）	4	1.6.LSV99013
11		Activity castor	2.5'low gravity-center	4	1.4.JL302520
10	PP-0101B02	Crossboard	MDF-20.0T	1	
9	PP-0101B01	Rear-door plank	MDF-15.0T	1	
8	PP-0101A08	Sealing- plate limit short-iron	SPCC-1.2T	1	
7	PP-0101A07	Socket	SPCC-1.2T	1	
6	PP-0101A06	Side-door	SPCC-1.2T	1	
5	PP-0101A05	Spot-lamp fixing-iron	SPCC-1.2T	1	
4	PP-0101A04	Power socket holder	SPCC-1.2T	1	
3	PP-0101A03	Height front-adjustment orifice	SPCC-1.2T	1	
2	PP-0101A02	Height rear-adjustment orifice	SPCC-1.2T	1	
1	PP-0101A01	Frame weldment		1	
SN	Drawing No.	Name	Materials/specifications	Qty	Note
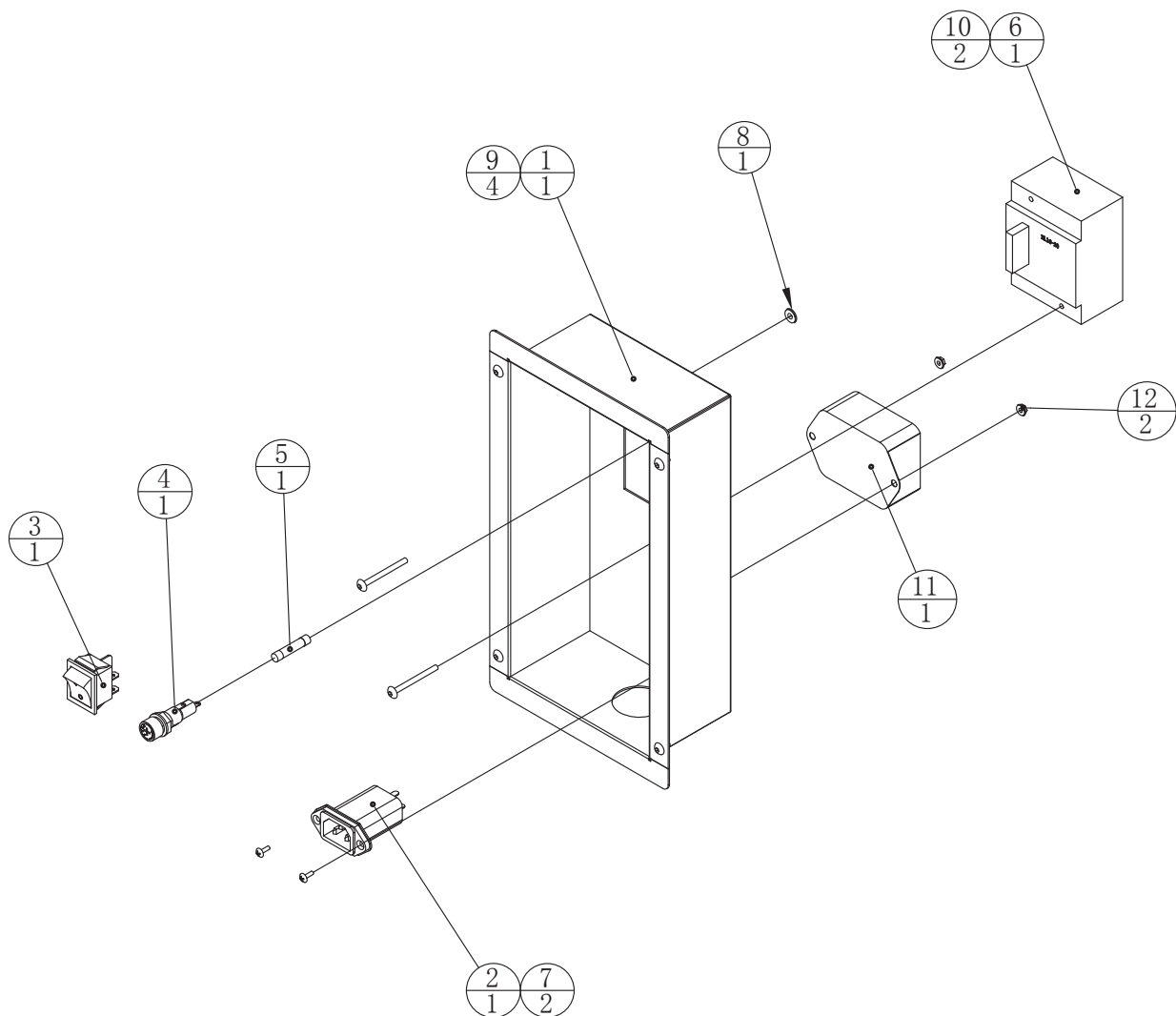
12		hexagon nut with flange	M3（color-coating）	2	1.6.LM203013
11		Pulse-group filter	YB24D3-6A-Q	1	1.4.LB100010
10		Hexagon socket flat-head screw	M4*40（chrome plated）	2	1.6.LS144012
9		Hexagon socket flat-head screw	M4*8（chrome plated）	4	1.6.LS140032
8		hexagon nut with flange	M4（color-coating）	1	1.6.LM204013
7		Cross flat-head screw	M3*8（chrome plated）	2	1.6.LS230032
6		Leakage protection switch	CHNT NL18-20	1	1.4.SW802011
5		Fuse tube	218 series T3.15A/5*20 250V	1	1.4.BX110050
4		Cartridge fuse	Cross-head MF527A	1	1.4.BX300010
3		rocker type switch	4P KCD7-2211N	1	1.4.SW604010
2		filter	15GEEG3E 10A/250V	1	1.4.LB100020
1	PP-0102A01	Power inlet box	SPCC-1.2T	1	
SN	Drawing No.	Name	Materials/specifications	Qty	Note

6.3.3 Cashbox components (PP-0103000)
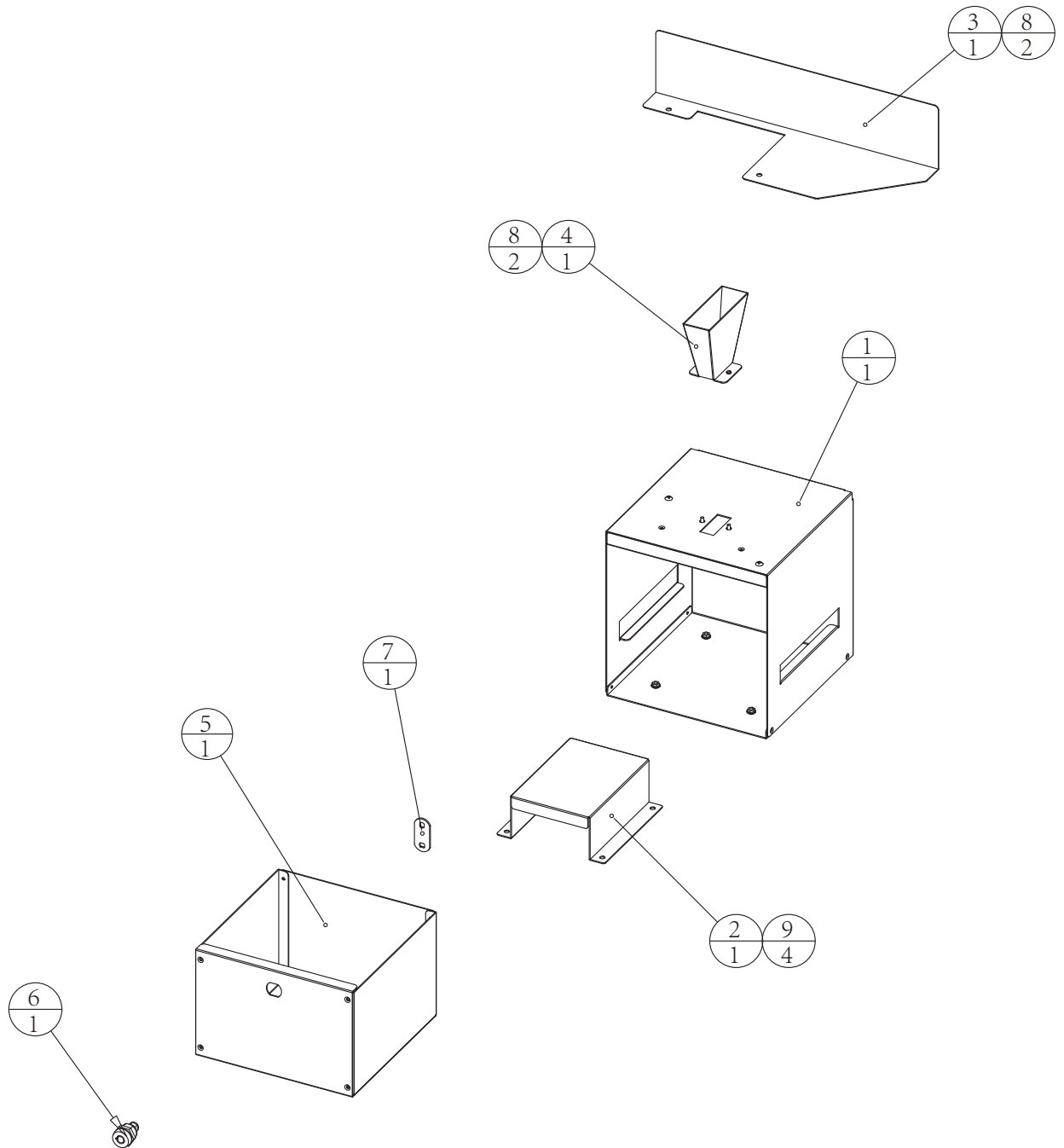
9		Hexagon nut with flange	M4（color-coating）	4	1.6.LM204013
8		Cross flat-head screw	M4*6（chrome plated）	4	1.6.LS240012
7		Straight locking-plate, short	4cm(No.003)	1	1.4.SJ500020
6		Miscellaneous lock (including key)	B17 miscellaneous （height 17mm）	1	1.4.SJ220060
5	KC-0103A03	Cashbox		1	
4	KC-0103A02	Coin-slide		1	
3	PP-0103A03	Sealing-plate on cashbox	SPCC-1.0T	1	
2	PP-0103A02	Cash-box pad-iron	SPCC-1.2T	1	
1	PP-0103A01	Cash-box frame		1	
SN	Drawing No.	Name	Materials/specifications	Qty	Note
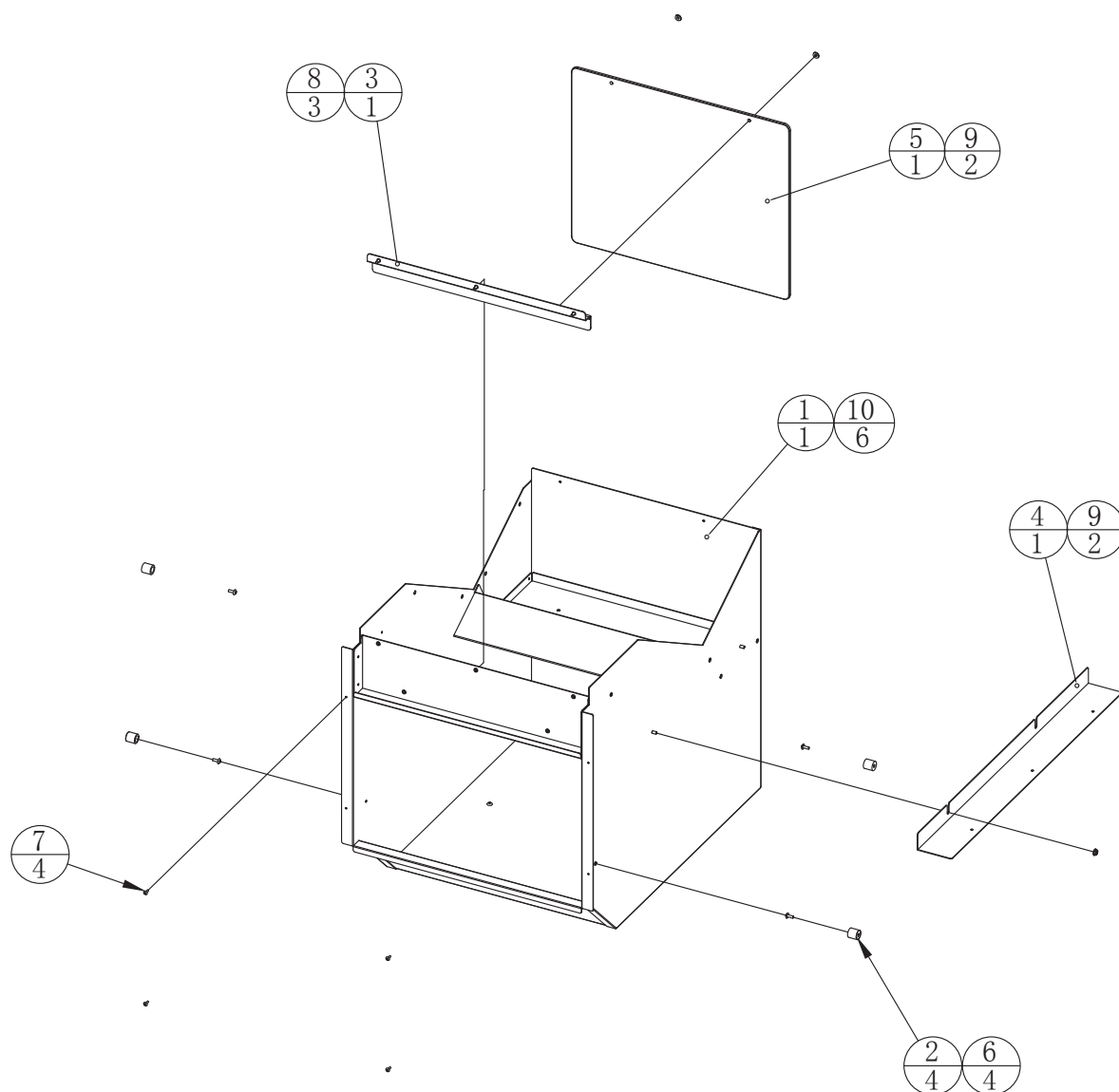
10		Hexagon flat-head screw	M4*8（chrome plated）	6	1.6.LS140032
9		Hexagon nut with flange	M4（color coating）	4	1.6.LM204013
8		Cross flat-head screw	M4*8（chrome plated）	3	1.6.LS240022
7		Cross flat-head screw	M3*8（chrome plated）	4	1.6.LS230032
6		Cross flat-head screw	M4*10（chrome plated）	4	1.6.LS241012
5	PP-0104D01	Prize outlet-door	PMMA-5.0T	1	
4	PP-0104A03	Bottom left sealing-plate	SPCC-1.2T	1	
3	PP-0104A02	Prize outlet-hinge		1	
2	KC-0104C01	Prize door-mat	Rubber spring	4	
1	PP-0104A01	Prize slideway		1	
SN	Drawing No.	Name	Materials/specifications	Qty	Note

6.3.5 Prize-outlet mask components (PP-0105000)
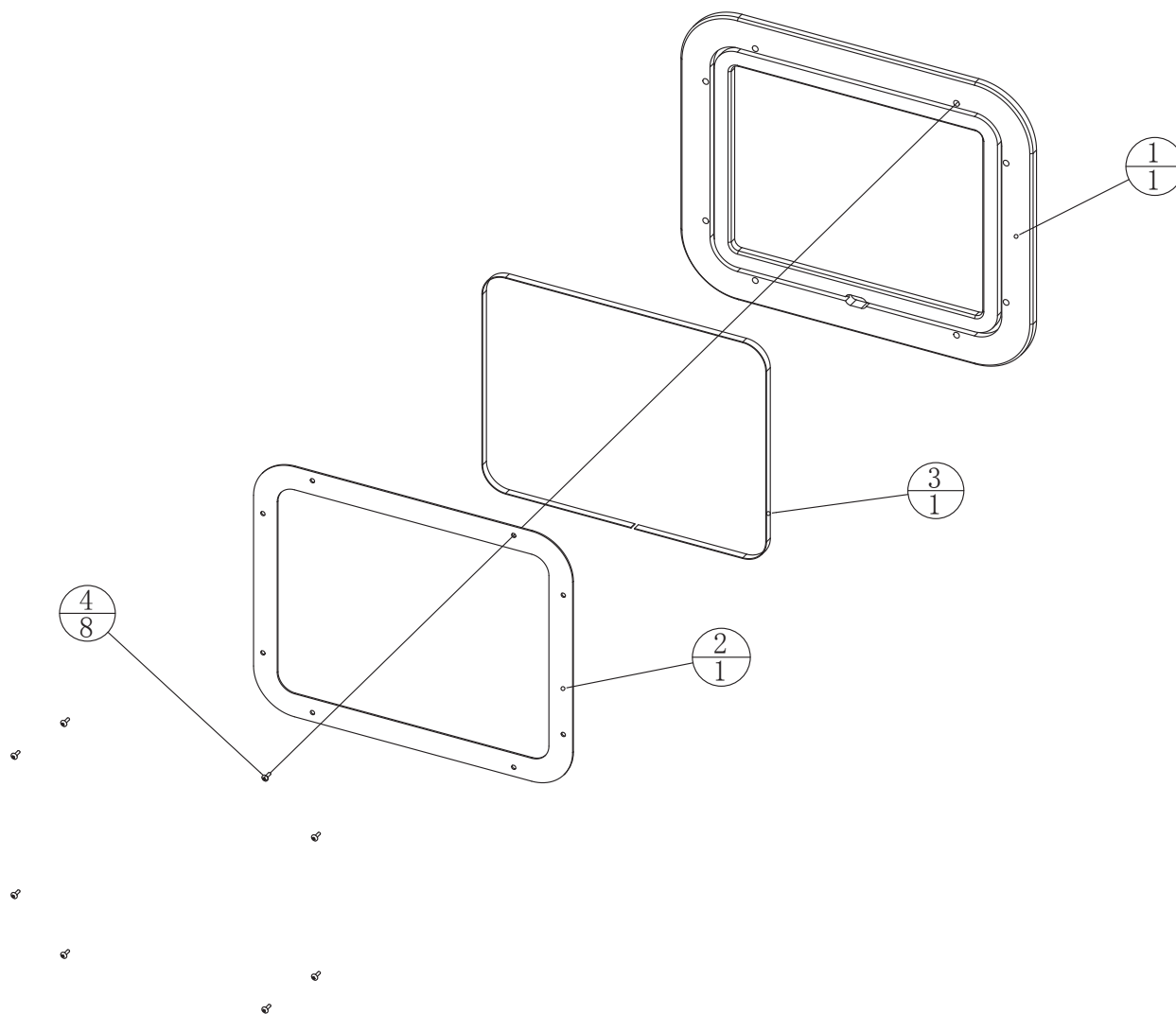
SN	Drawing No.	Name	Materials/specifications	Qty	Note
4		Hexagon flat-head screw	M4*12（chrtome plated）	8	1.6.LS141022
3		5050 soft lamp-bar	DC12V RGB60 lamp L=1350mm	1	1.4.ZM9E0086
2	PP-0105A01	Prize outlet iron	SPCC-2.0T	1	
1	PP-0105D01	Prize-outlet lamp acryl	white gourd PMMA-15.0T	1	

6.3.6 PCB-box components (PP-0106000)
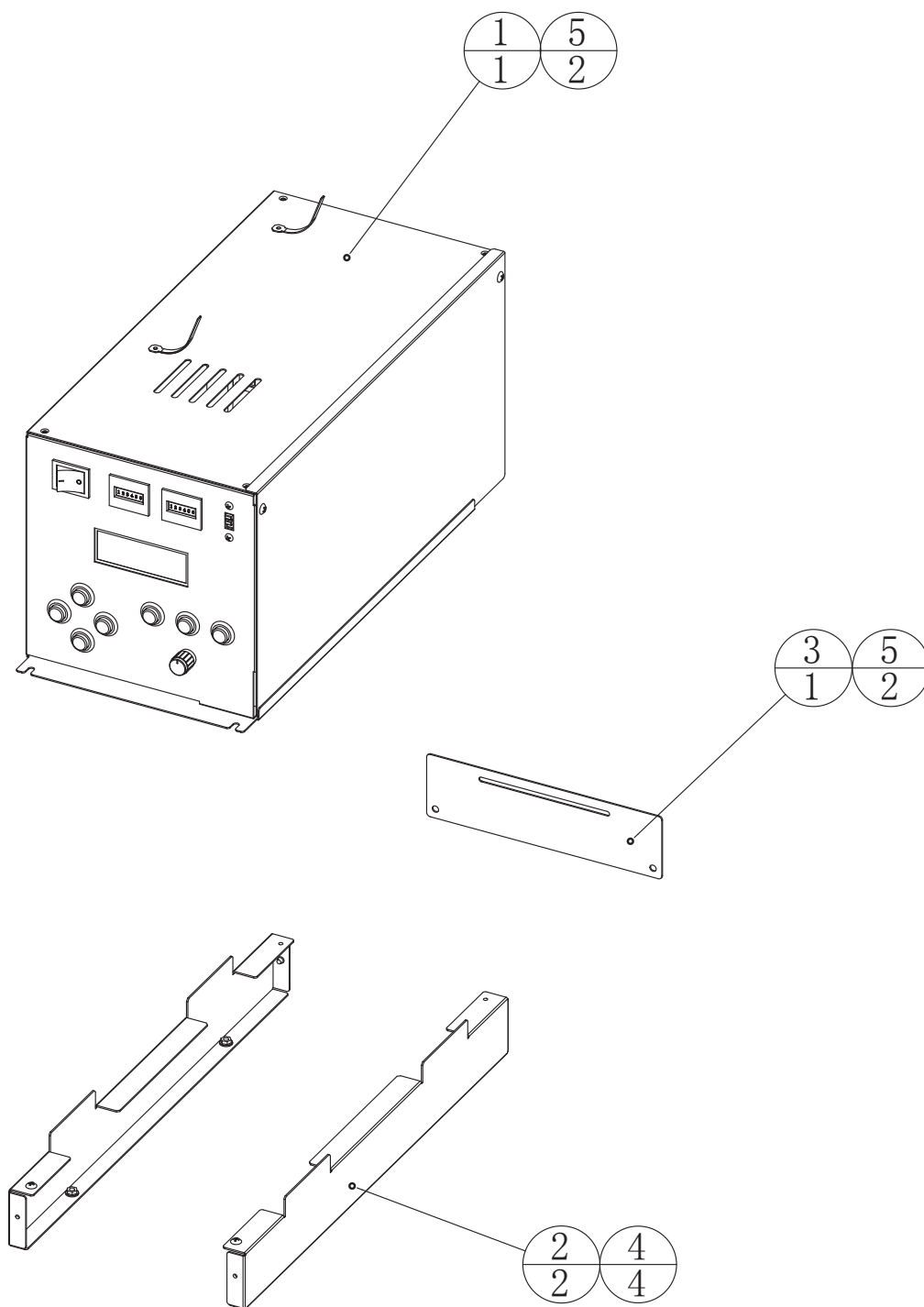
SN	Drawing No.	Name	Materials/specifications	Qty	Note
5		Cross flat-head screw	M4*6（chrome plated）	4	1.6. LS240012
4		Hexagon nut with flange	M4（color coating）	4	1.6. LM204013
3	PP-0106A04	No.2 PCB supporting-iron	SPCC-1.2T	1	
2	PP-0106A03	No.1 PCB supporting-iron	SPCC-1.2T	2	
1	PP-0106000-A	PCB components		1	

6.3.6.1 PCB components (PP-0106000-A)
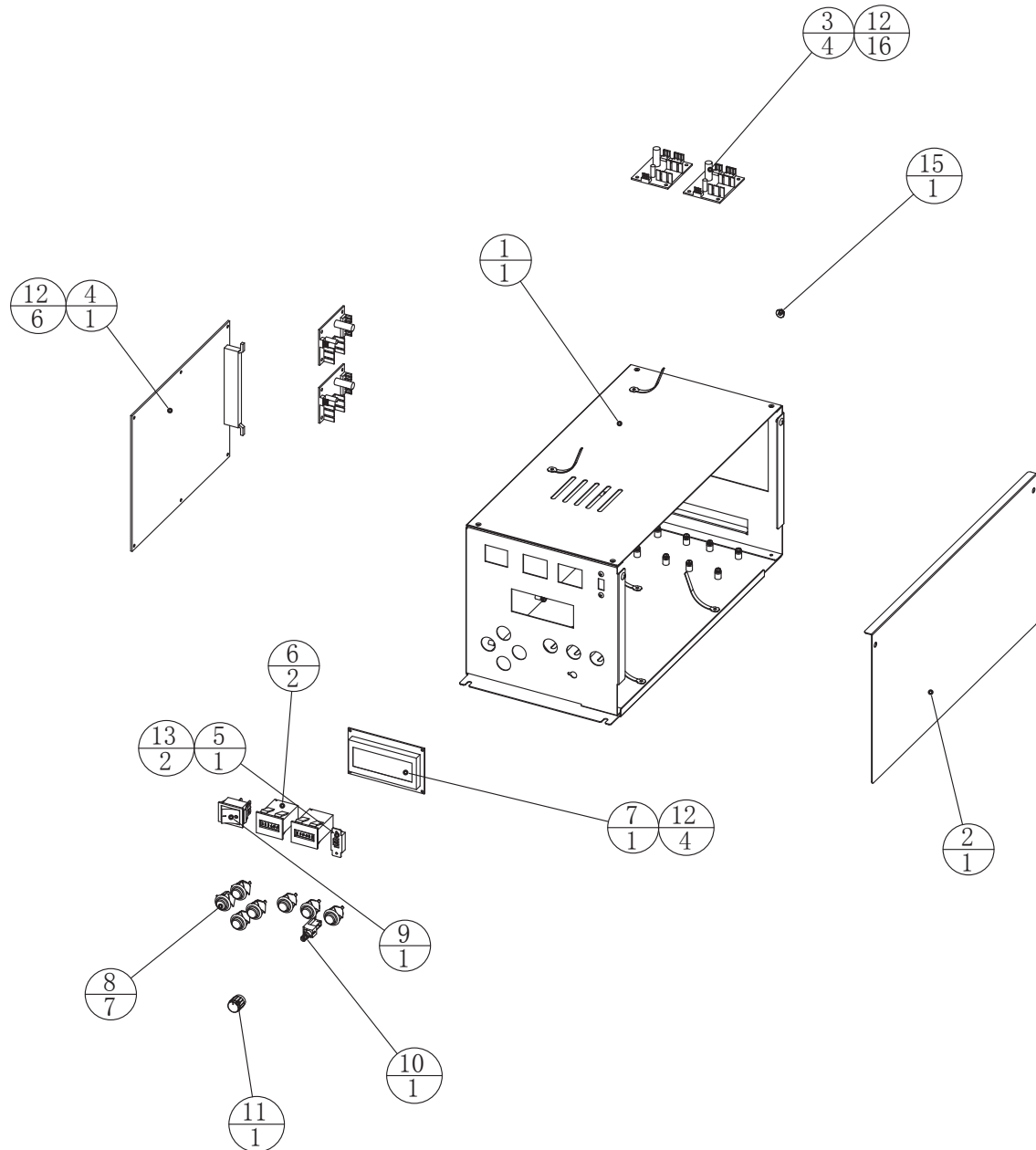
SN	Drawing No.	Name	Materials/specifications	Qty	Note
15		Hexagon nut with flange	M4（color coating）	1	1.6.LM204013
14		Cross flat-head screw	M4*6（chrome plated）	2	1.6.LS240012
13		Cross flat-head screw	M3*8（chrome plated）	2	1.6.LS230032
12		Cross round-head screw	M3*6（chrome plated）	26	1.6.LS830012
11		Potentiometer knob	Φ13mm	1	1.4.VR201310
10		Volume VR components	VR-B10KΩ	1	1.4.VR160010
9		The ship type switch	4P KCD7-2211N	1	1.4.SW604010
8		Circular card-type button	Sanwa red SDP-103C-22RB	7	1.4.AJ500012#
7		LCD screen	TM204A-1(with terminal)	1	1.4.XS402022
6		Counter	DC 12V	2	1.4.JS100020
5		Slide switch	3A/252V-6A/125V	1	1.4.SW900010
4		Main board		1	1.3.WA36A00010#
3		Motor driver-board	WL_KC_MotorDrive_V1.0	4	1.4.IC901137
2	PP-0106A02	PCB cover-plate	SPCC-1.0T	1	
1	PP-0106A01	PCB fixed-iron	SPCC-1.0T	1	

6.3.7 Glass components on both sides (PP-0107000)

Note：
Padding with battens and foam:1.0*10MM
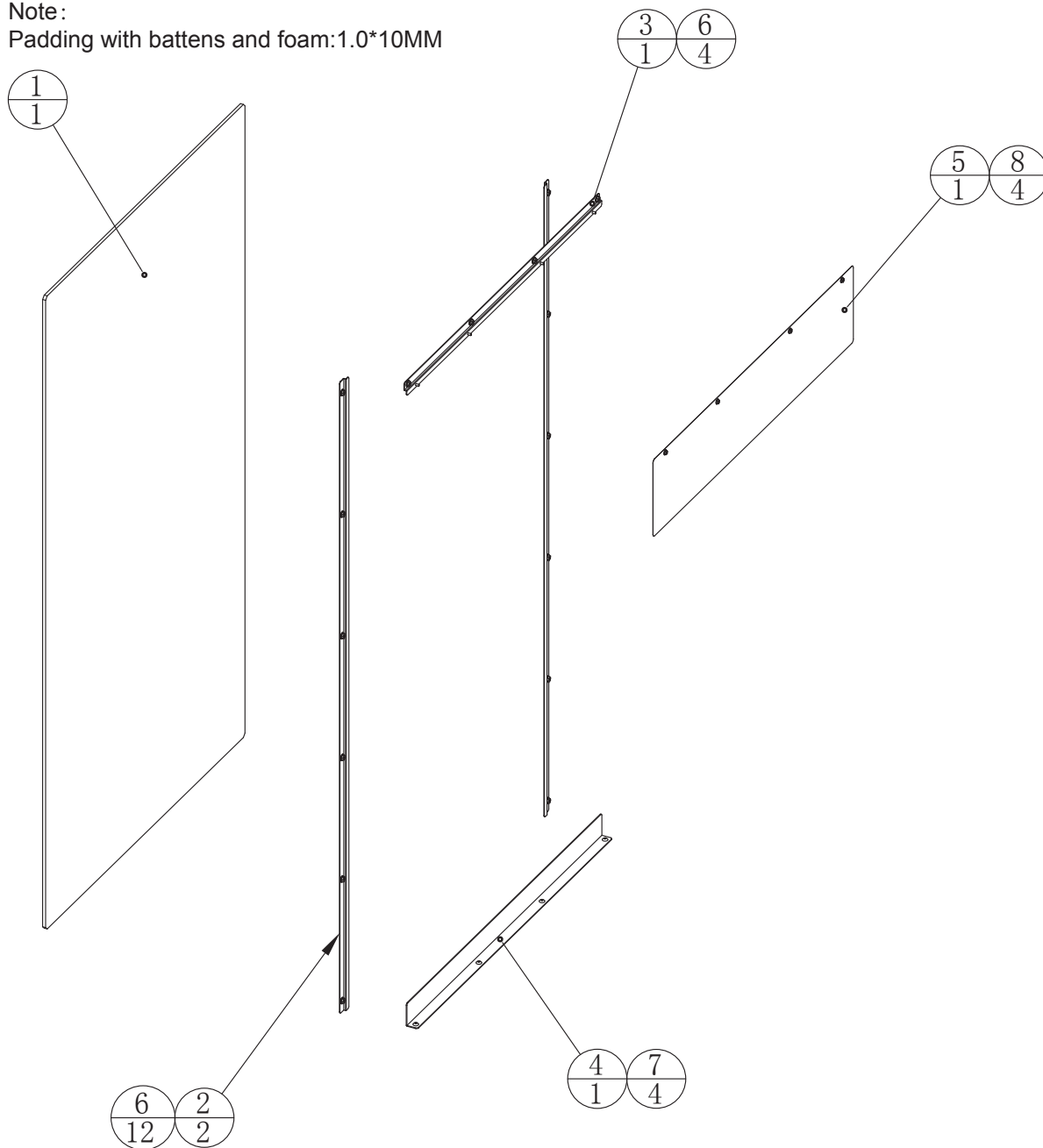
8		Hexagon nut with flange	M3（color-coating）	4	1.6.LM203013
7		Hexagonal flat-head screw	M4*6（chrome plated）	4	1.6.LS140012
6		Hexagon nut with flange	M4（color-coating）	16	1.6.LM204013
5	PP-0107D01	Two-sided sticker board	PVC-0.2T	1	
4	PP-0107A03	Glass layering 3	SPCC-1.2T	1	
3	PP-0107A02	Glass layering 2	SPCC-1.0T	1	
2	PP-0107A01	Glass layering 1	SPCC-1.0T	2	
1	PP-0107C01	Bilateral transparent plate	Glass	1	
SN	Drawing No.	Name	Materials/specifications	Qty	Note

6.3.8 TILT components (PP-0108000)

Note：TILT should be coated with the screw glue in case of falling during transportation!
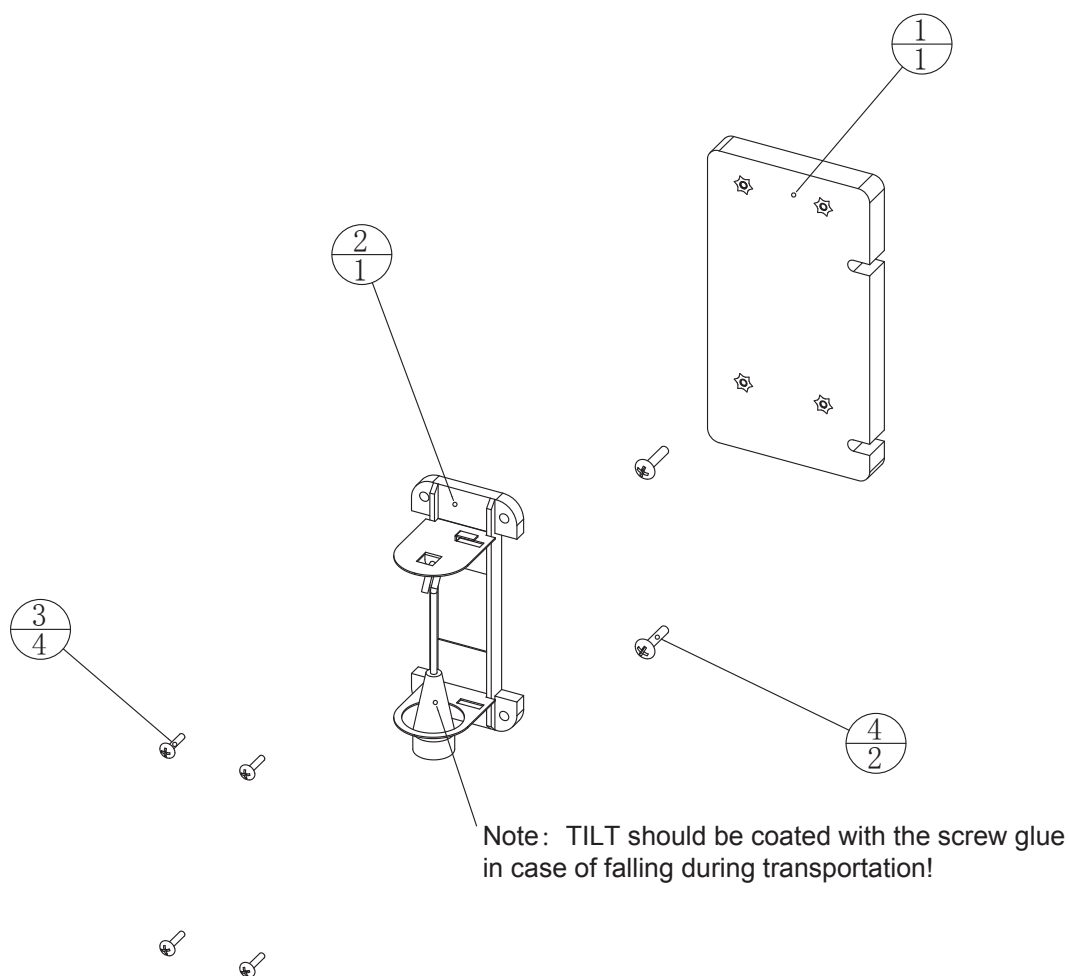
TILT adjust guide
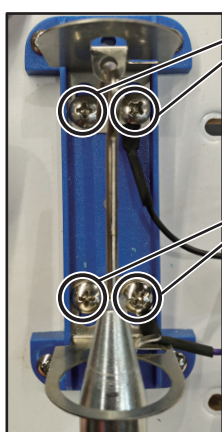
A 1. Loosen the 2 screws at "A" and move the iron plate to adjust the distance of 0~6mm to adjust the accuracy of the TILT.

B 2. Loosen the 2 screws at "B" and move the swing hammer to adjust the distance of 0~6mm to adjust the accuracy of the TILT.

3. The accuracy of the TILT in the picture is already at the highest state.

4		Cross flat-head screw	M4*16（chrome plated）	2	1.6.LS241032
3		Cross flat-head screw	M3*12（chrome plated）	4	1.6.LS231022
2		TILT	For KWM188 machine	1	1.4.QT200010
1	PP-0108B01	TILT board	MDF-12.0T	1	
SN	Drawing No.	Name	Materials/specifications	Qty	Note

6.3.9 Eyelet sensor components (PP-0109000)
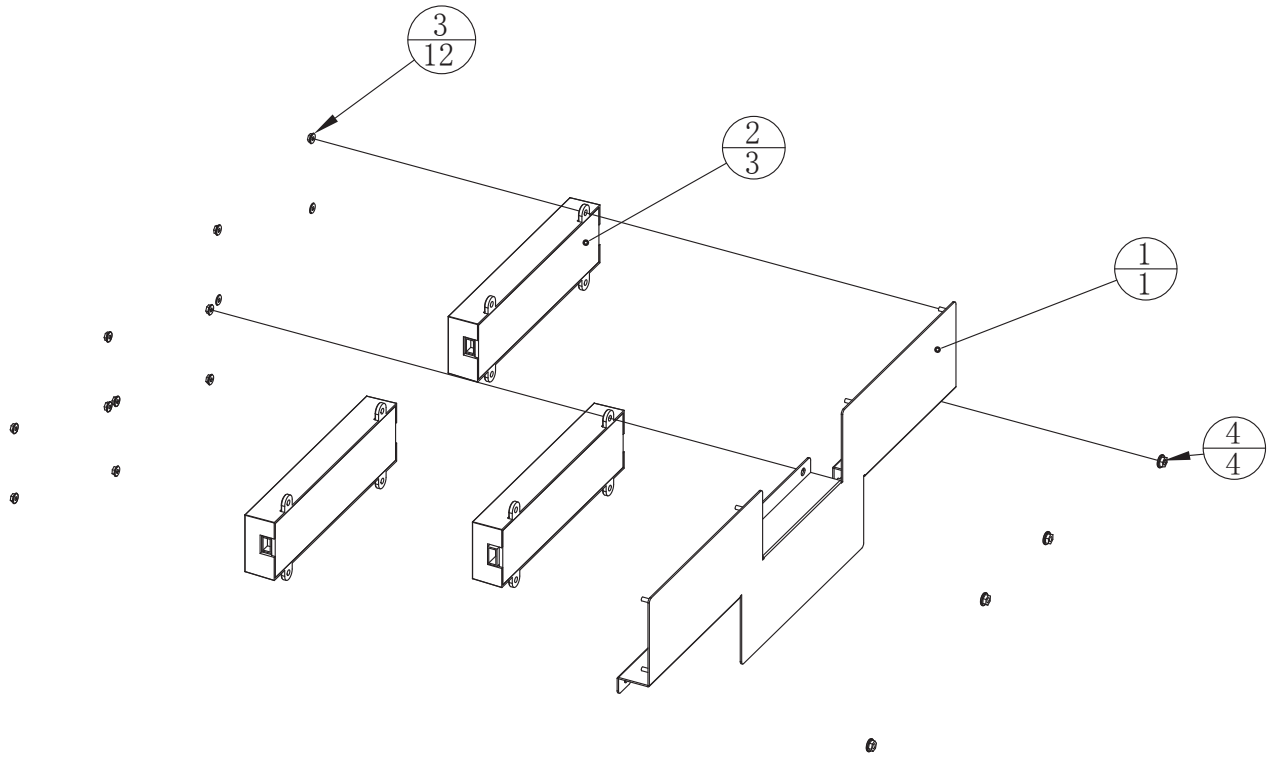
SN	Drawing No.	Name	Materials/specifications	Qty	Note
4		hexagon nut with flange	M4（color coating）	4	1.6.LM204013
3		hexagon nut with flange	M3（color coating）	12	1.6.LM203013
2	PP-0109A01-A	Optical-eye box components		3	
1	PP-0109A01	Eyelet fixing-iron	SPCC-1.2T	1	

6.3.9.1 Optical-eye box (PP-0109000-A)
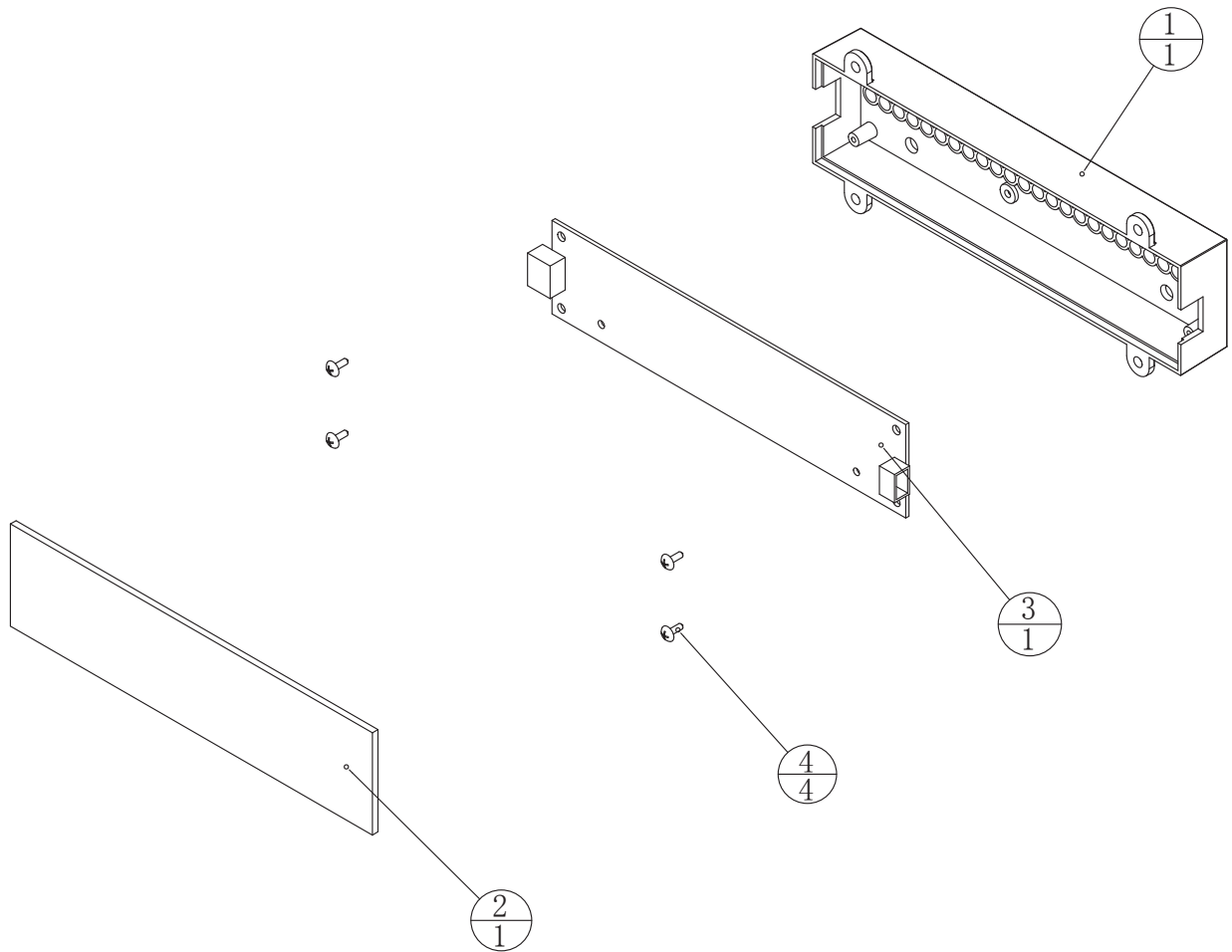
SN	Drawing No.	Name	Materials/specifications	Qty	Note
4		Cross flat-head self-tapping screw	M3*8（chrome plated）	4	1.6.LS330022
3		Optical-eye plate	WL_PP_EYE_V1.0	1	1.4.IC901142
2	PP-0109C02	Optical-eye cover-plate	Black ABS	1	
1	PP-0109C01	Optical-eye box	Black ABS	1	

6.3.10 Inner supporting-iron components (PP-0110000)
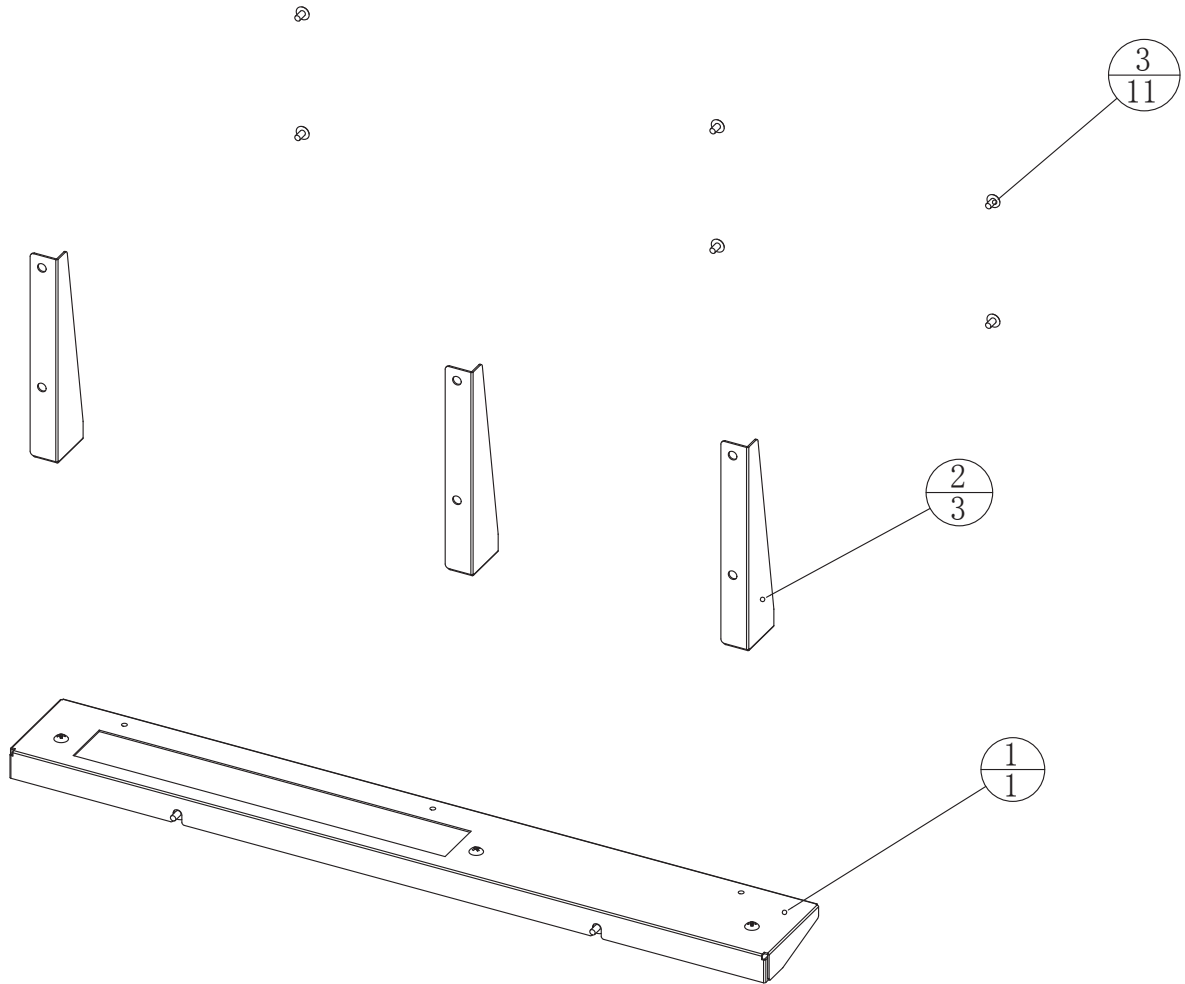
SN	Drawing No.	Name	Materials/specifications	Qty	Note
3		Cross flat-head screw	M5*8（chrone plated）	11	1.6.LS250012
2	PP-0110A02	No.2 supporting-iron in the control panel	SPCC-1.2T	3	
1	PP-0110A01	No.1 supporting-iron in the control panel	SPCC-1.2T	1	

6.3.11 Bottom sealing-plate components (PP-0111000)
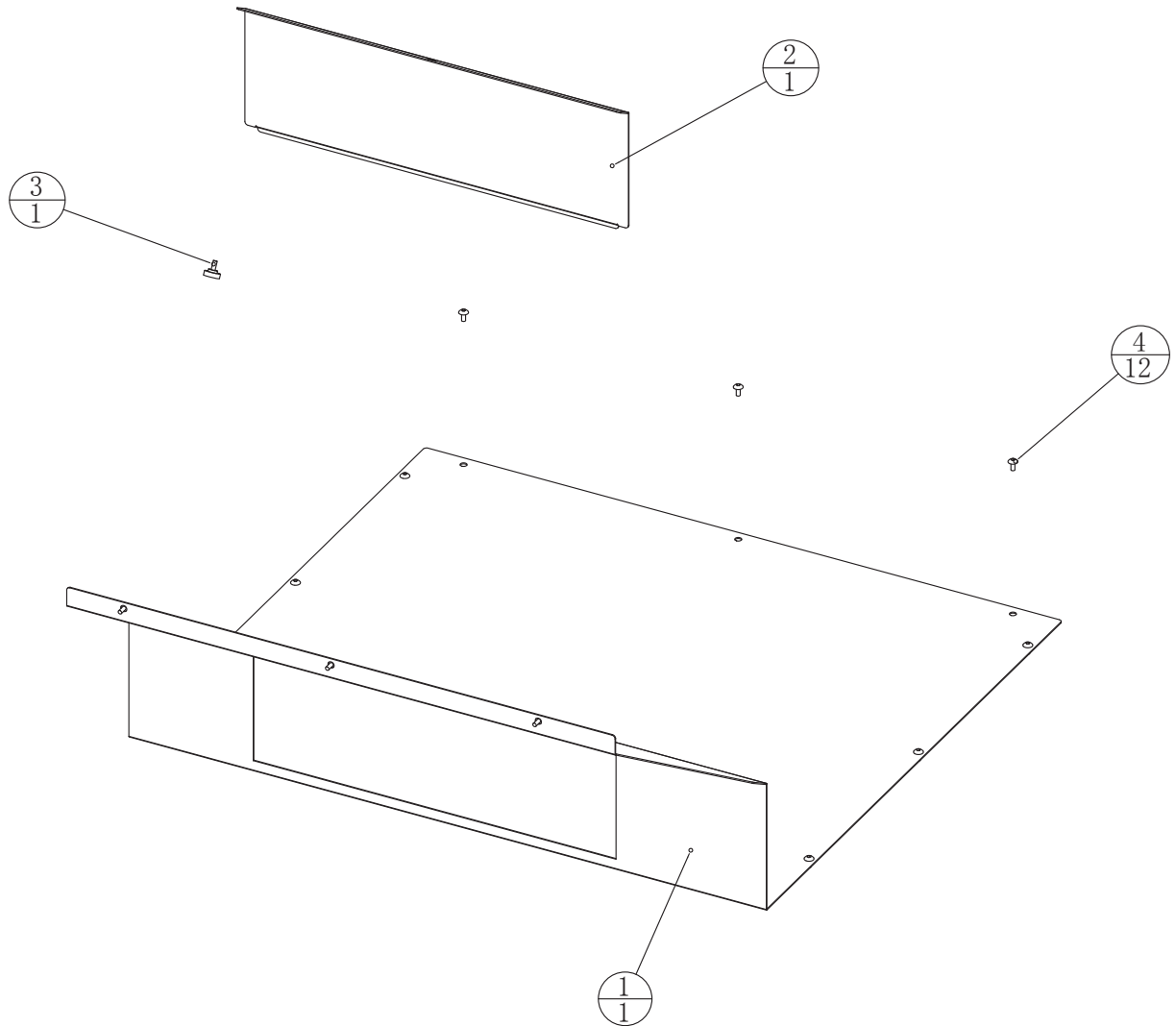
4		Hexagon flat-head screw	M4*8（chrone plated）	12	1.6.LS140032
3		Plastic-head screw	M4*8（white）	1	1.6.LSU40800
2	PP-0111A02	Lower cover-plate with hole-cover	SPCC-1.0T	1	
1	PP-0111A01	Lower cover-plate	SPCC-1.0T	1	
SN	Drawing No.	Name	Materials/specifications	Qty	Note

6.3.12 Prize sealing-plate door components (PP-0112000)

Note:
Padding with EVA sponge: 2*18mm

Note:
Padding with EVA sponge: 2*18mm

Note: Applying with screw glue

Note: Applying with screw glue

Note: 1. The screws shall be screwed in as far as possible to prevent the scratching!
2. The screw head shall be parallel to the shaft!
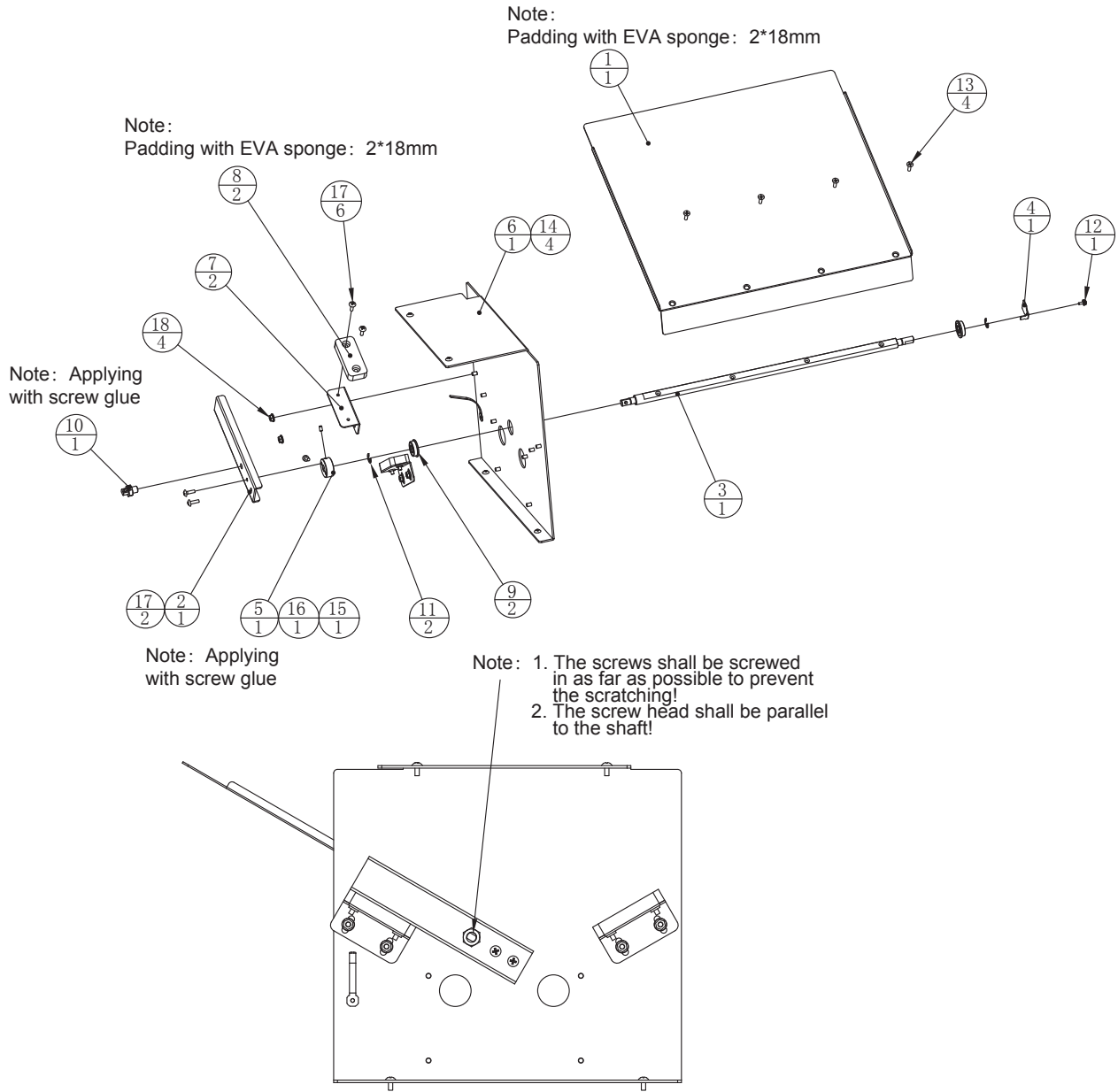
SN	Drawing No.	Name	Materials/specifications	Qty	Note
18		Hexagon nut with flange	M4 (color coating)	4	1.6.LM204013
17		Cross flat-head screw	M4*12 (chrome plated)	6	1.6.LS241022
16		Hexagon socket-head cap screw	M4*10 (stainless steel)	1	1.6.LSF41015
15		Headless socket screw	M4*6 (black coating)	1	1.6.LST40011#
14		Cross flat-head screw	M4*8 (chrome plated)	4	1.6.LS240022
13		Cross countersunk-head screw	M4*12 (black coating)	4	1.6.LSC41021
12		Cross round-head screw	M3*6 (chrome plated)	1	1.6.LS830012
11		Split washer (e-buckle)	M6(black coating)	2	1.6.DQ106011
10		Brace for spring stretch	AIPOZ8-20	1	1.4.HY010031
9		Flange bearing	F698ZZ	2	1.4.ZC000066
8	PP-0112A08	Lower cushion		2	
7	PP-0112A07	Sealing-plate gasket	SPCC-1.5T	2	
6	PP-0112A06	Left-turn shaft seat-iron for outlet door	SPCC-2.0T	1	
5	PP-0112A05	Retaining ring for outlet door	45	1	
4	PP-0112A04	Right outlet-sensing baffle	SPCC-1.0T	1	
3	PP-0112A03	Outlet door-seal shaft	45	1	
2	PP-0112A02	No.2 outlet spring hanging-iron	SPCC-2.0T	1	
1	PP-0112A01	Outlet sealing-door	SPCC-1.2T	1	

6.3.13 Low-voltage power module (PP-0113000)
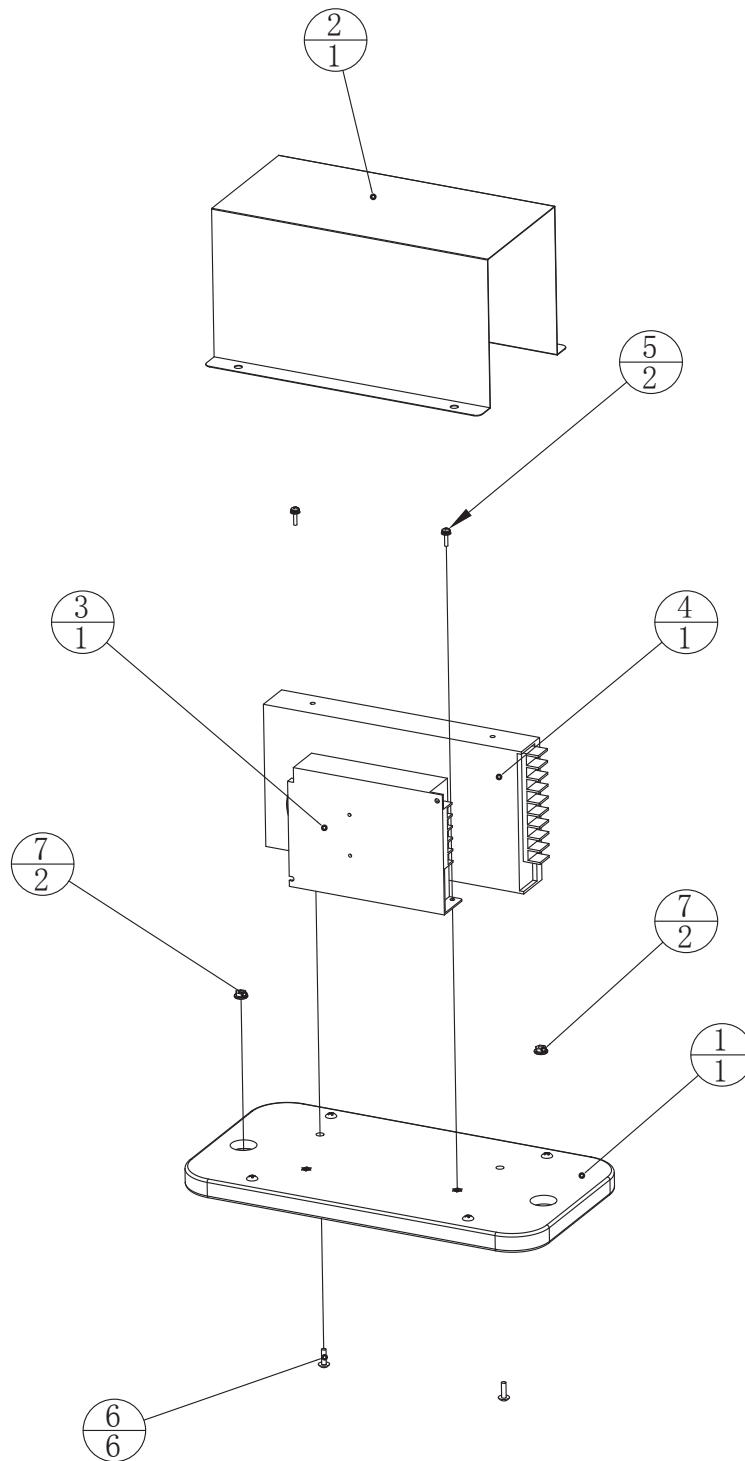
SN	Drawing No.	Name	Materials/specifications	Qty	Note
7		Hexagon nut with flange	M4（color coating）	2	1.6.LM204013
6		Cross flat-head screw	M4*12（chrome plated）	6	1.6.LS241022
5		Cross round-head screw	M3*10（chrome plated）	2	1.6.LS831012
4		Power box	K10L-S300D12+5	1	1.4.DY020100
3		Power box	K06L-U100S24	1	1.4.DY020011
2	PP-0113D01	Cover for power box	PVC-0.5T	1	
1	PP-0113B01	Fixing-board for power box	MDF-15.0T	1	

6.3.14 Door-closing motor components (PP-0114000)

Note: Applying with screw glue

Note: Applying with screw glue

Note: Applying with screw glue

Note: 1. The screws shall be screwed in as far as possible to prevent the scratching!
2. The screw head shall be parallel to the shaft!

Note: 1. Adjust the gear mesh-clearance
2. Coating with screw glue

15.5
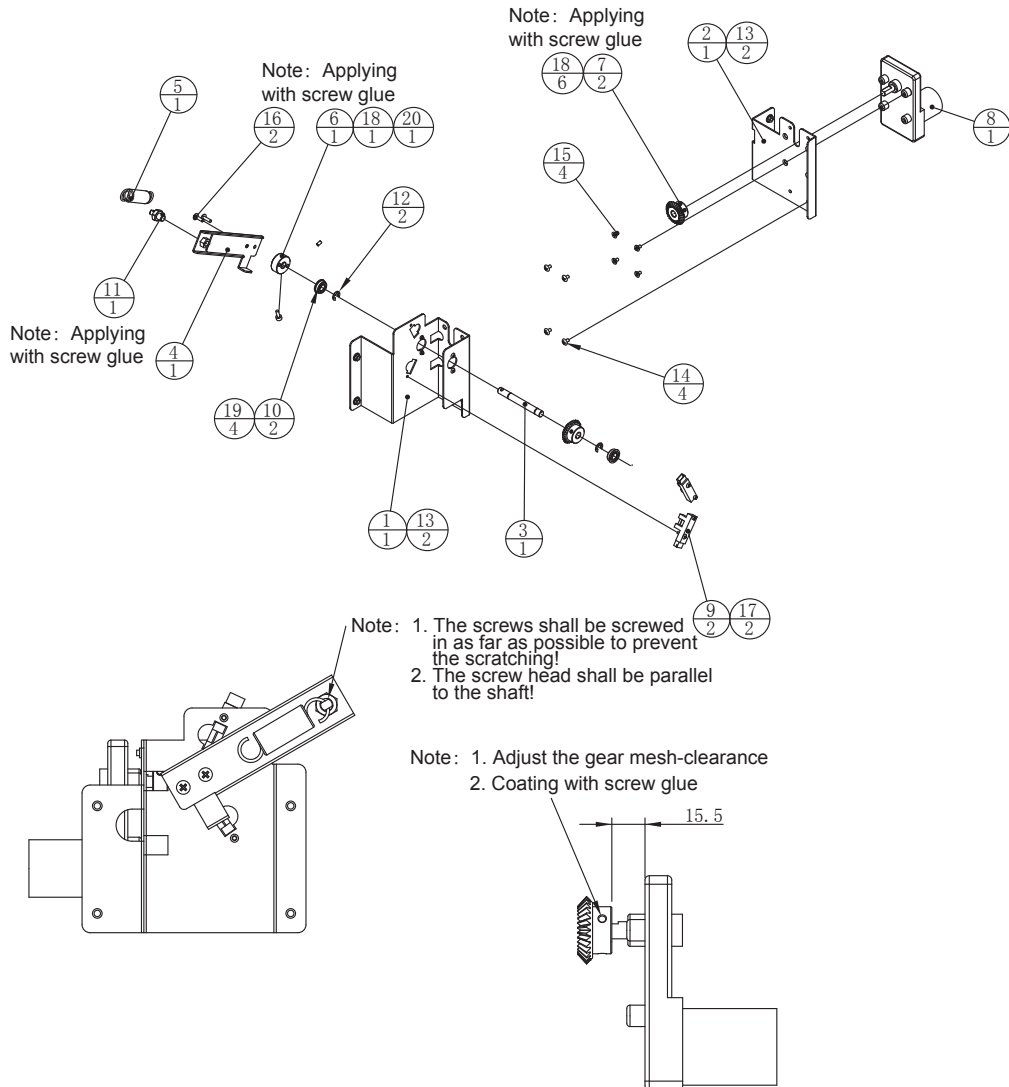
SN	Drawing No.	Name	Materials/specifications	Qty	Note
20		Hexagon socket-head cap screw	M4*10（stainless steel）	1	1.6.LSF41015
19		Cross flat-head screw	M3*6（chrome plated）	4	1.6.LS230022
18		Headless socket screw	M4*6（black coating）	7	1.6.LST40011#
17		Cross flat-head screw	M3*12（chrome plated）	2	1.6.LS231022
16		Cross flat-head screw	M4*12（chrome plated）	2	1.6.LS241022
15		Cross countersunk-head screw	M4*6（galvanized）	4	1.6.LSC40014
14		Cross flat-head screw	M4*6（chrome plated）	4	1.6.LS240012
13		Hexagon nut with flange	M4（color coating）	4	1.6.LM204013
12		Split washer (e-buckle)	M6(black coating)	2	1.6.DQ106011
11		Brace for spring stretch	AIPOZ8-20	1	1.4.HY010031
10		Flange bearing	LF-1680HH	2	1.4.ZC000065
9		Sensor	KI1300-AA07LF	2	5.4.WECHE0004
8		Motor	TG-85E-BG-200-CKA，24V	1	1.4.MD100029
7	KC-0704A02	Bevel gear	Q235	2	
6	PP-0112A05	Outlet-door fixing-ring	45	1	
5	PP-0114A05	Sealing-door tension spring	SUS304-WPB	1	
4	PP-0114A04	No.1 outlet spring hanging-iron	SPCC-1.5T	1	
3	PP-0114A03	Outlet-motor shaft	45	1	
2	PP-0114A02	No.2 motor iron for prize-door	SPCC-1.5T	1	
1	PP-0114A01	No.1 motor iron for prize-door	SPCC-1.5T	1	

6.4 Control-panel components (PP-0200000)

Note：The joystick ball shall be coated with screw glue.
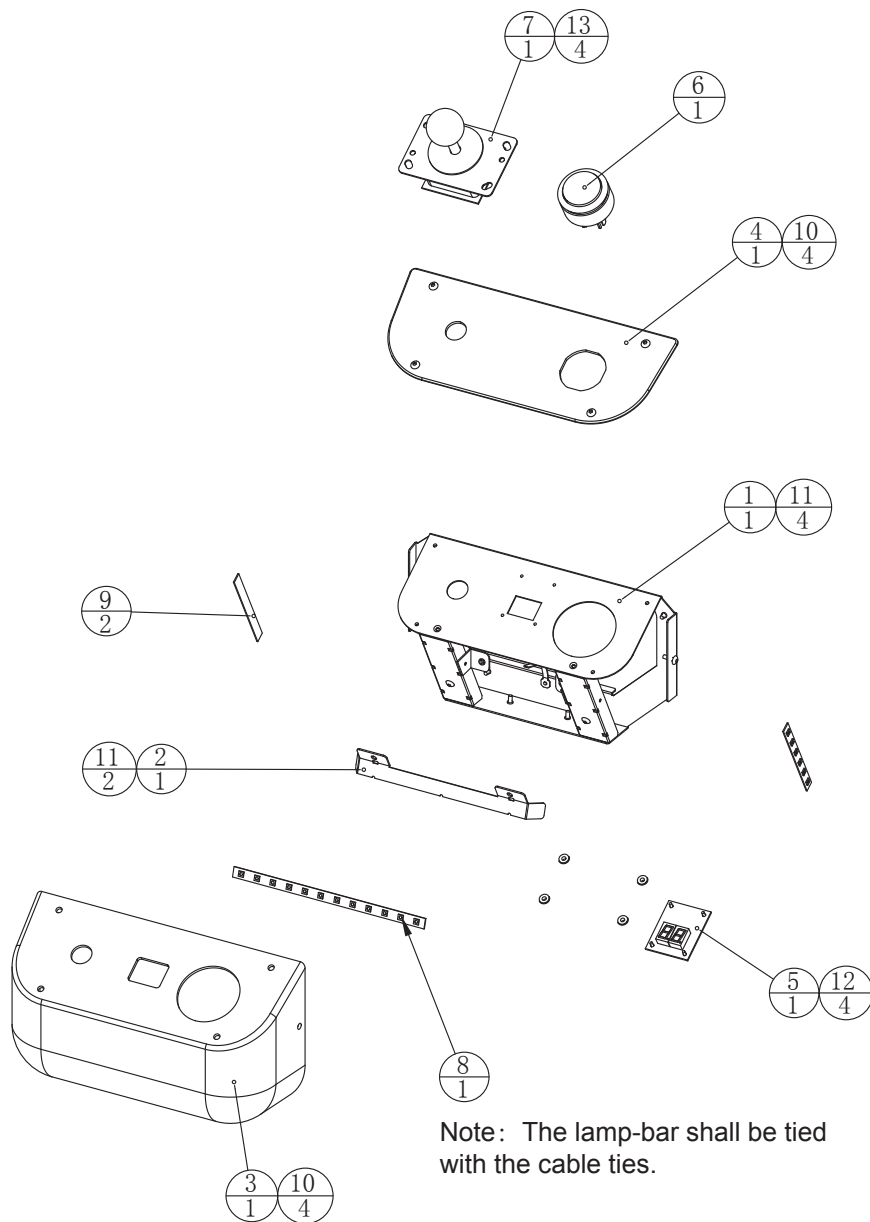
Note：The lamp-bar shall be tied with the cable ties.

SN	Drawing No.	Name	Materials/specifications	Qty	Note
13		Hexagon nut with flange	M4（color coating）	4	1.6.LM204013
12		Cross round-head screw	M3*6（chrome plated）	4	1.6.LS830012
11		Hexagon flat-head screw	M4*8（chrome plated）	6	1.6.LS140032
10		Hexagon flat-head screw	M4*12（chrome plated）	8	1.6.LS141022
9		5050 soft lamp-bar	DC12V RGB60 lamp L=100MM	2	1.4.ZM9E0512
8		5050 soft lamp-bar	DC12V RGB60 lamp L=200MM	1	1.4.ZM9E0015
7		Rocker with lamps	JS-EPCG-BU-45-CB (Blue，In all directions)	1	1.4.YG100031
6		Round button with lamp (including lamp holder)	BLC-TNWA-PW-B-CR	1	1.4.AJ104043
5		Digital tube sheet	WL_KC_7SEG_V1.0	1	1.4.ZJ030691
4	KC-0200D01	Acryl on control-panel	PC-3.0T	1	
3	KC-0200C01	Plastic cover for control-panel	white gourd PMMA	1	
2	KC-0200A02	Lamp-bar iron on control-panel	SPCC-1.2T	1	
1	KC-0200A01	Fixed iron for control-panel		1	
SN	Drawing No.	Name	Materials/specifications	Qty	Note

6.5 Coin-door components (PP-0300000)
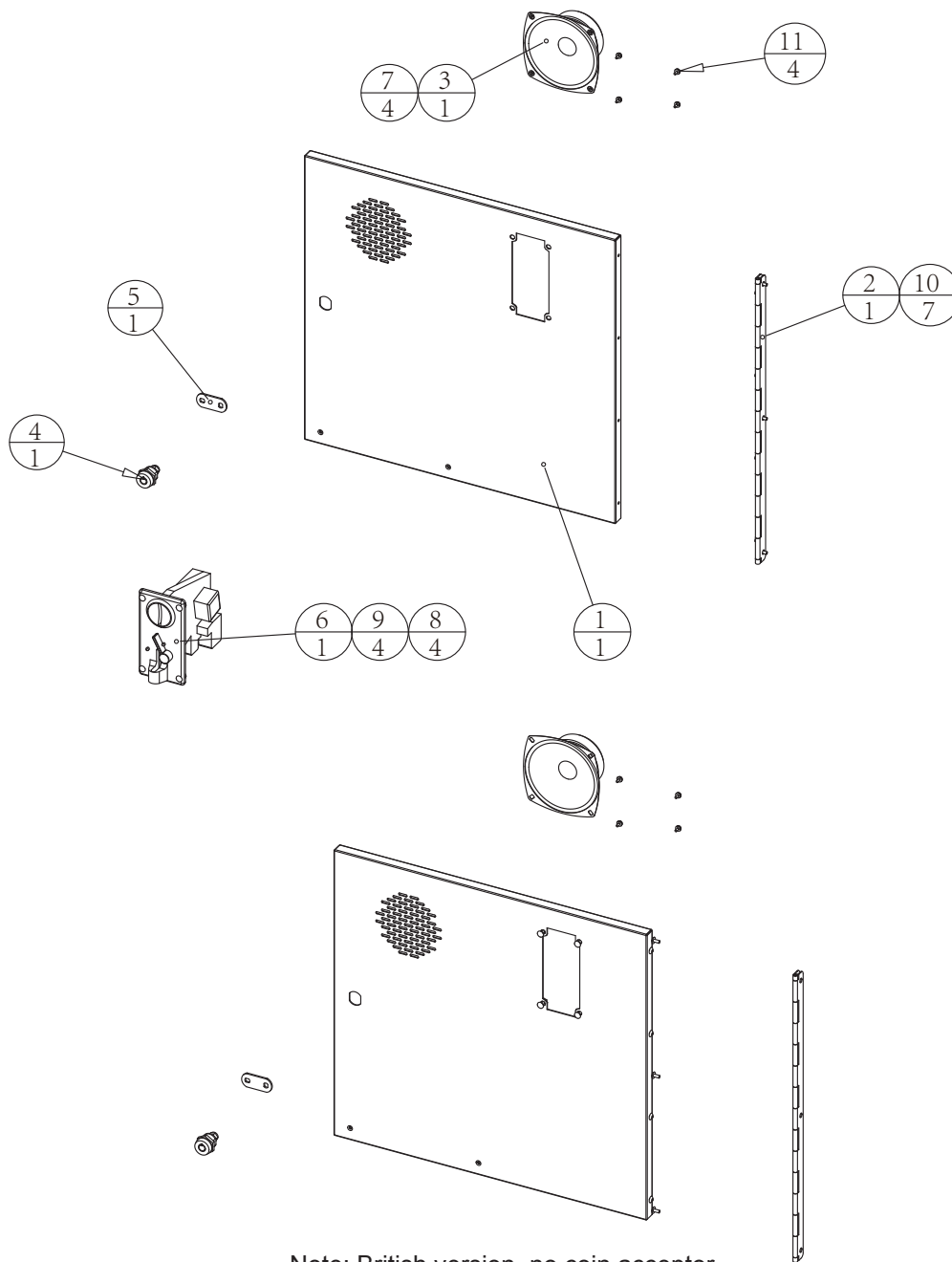
Note: British version, no coin acceptor

SN	Drawing No.	Name	Materials/specifications	Qty	Note
10		Phillips round head three combination screws	M3*6（chrome plated）	4	1.6.LS830012
10		Cross flat-head screw	M4*6（chrome plated）	7	1.6.LS240012
9		Carriage bolt	M4*12（chrome plated）	4	1.6.LSP41022
8		Hexagon nut with flange	M4（color coating）	4	1.6.LM204013
7		Hexagon nut with flange	M3（color coating）	4	1.6.LM203013
6		Electronic side-vertical coin-acceptor	TW-130B	1	1.4.TB100030
5		Straight locking-plate, short	4cm(No.003)	1	1.4.SJ500020
4		Same-type lock	B17 No.6687（Height 17mm）	1	1.4.SJ120140
3		Round loudspeaker	4' 8Ω/15W	1	1.4.YS104040
2	PP-0300A02	Coin-door hinge		1	
1	PP-0300A01	Coin-door		1	
SN	Drawing No.	Name	Materials/specifications	Qty	Note

6.6 Large door-frame components (PP-0400000)
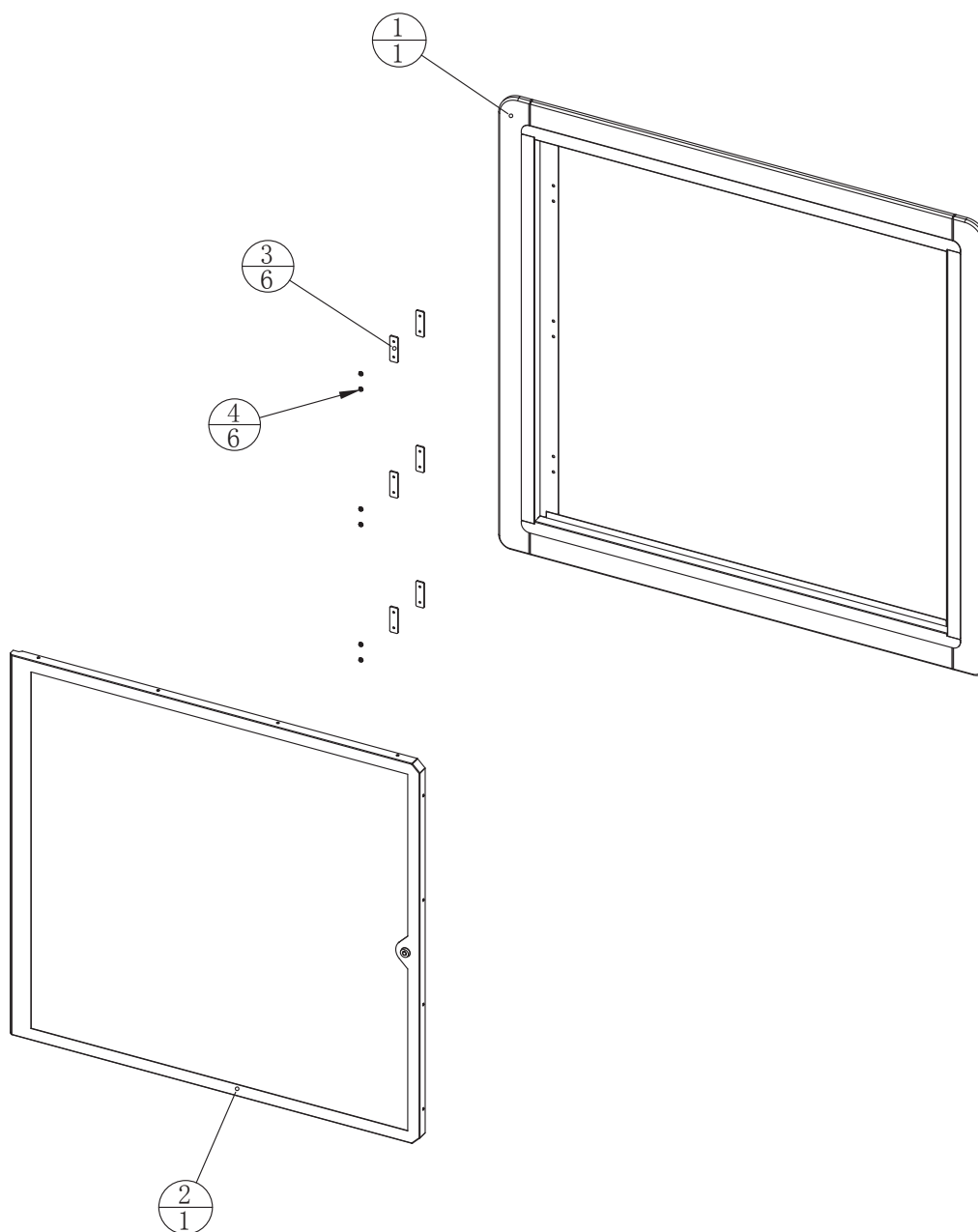
4		Hexagon nut with flange	M4（color coating）	6	1.6.LM204013
3	PP-0400A01	Hinge shim-plate	SPCC-3.0T	6	
2	PP-0402000	Acrylic door-components		1	
1	PP-0401000	Door-frame acrylic components		1	
SN	Drawing No.	Name	Materials/specifications	Qty	Note

6.6.1 Door-frame acrylic components (PP-0401000)

Schematic diagram for installation

Effect after installation
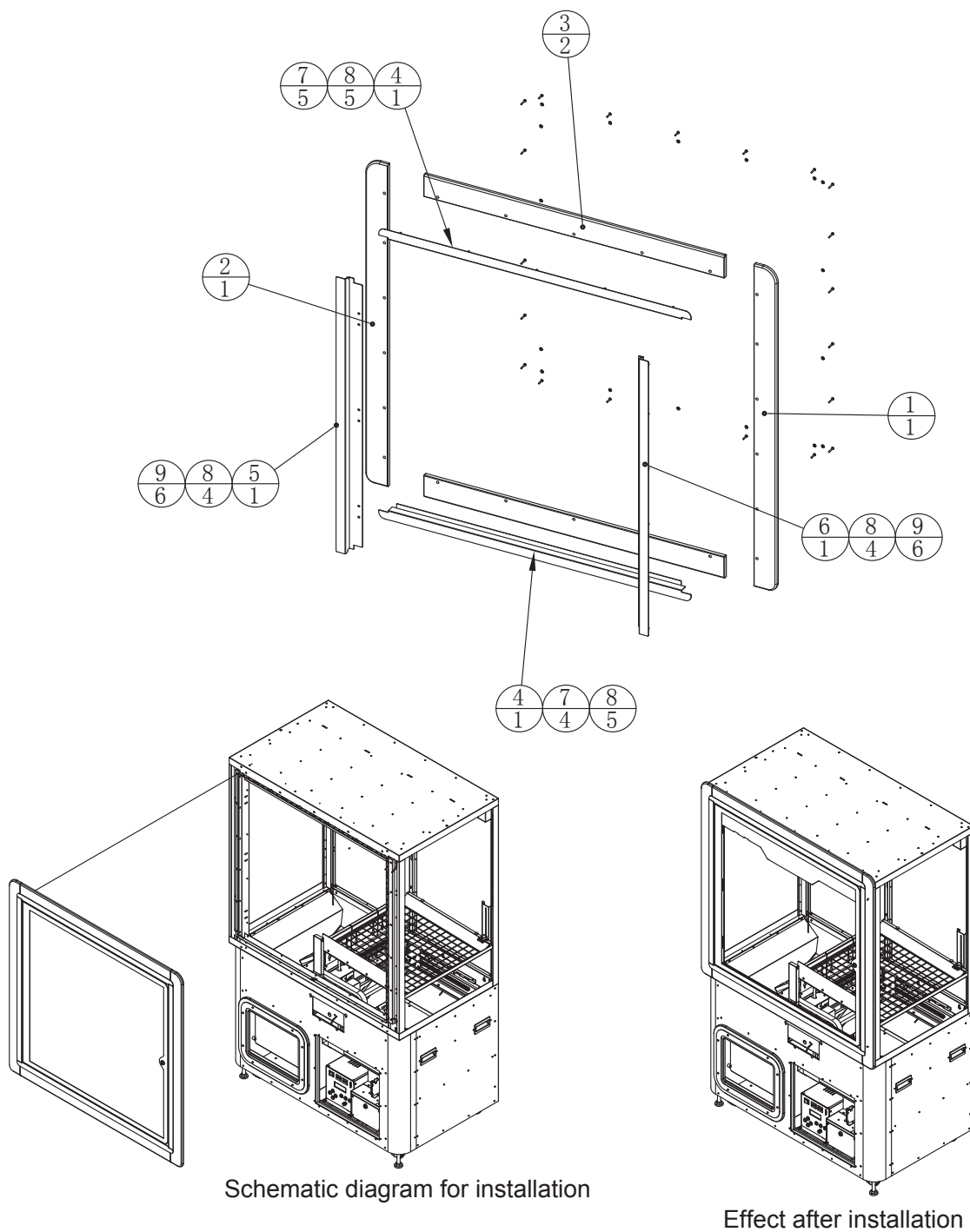
9		Hexagon flat-head screw	M4*25（chrome plated）	12	1.6.LS142022
8		Hexagon nut with flange	M4（color coating）	18	1.6.LM204013
7		Hexagon flat-head screw	M4*20（chrome plated）	9	1.6.LS142012
6	PP-0401A03	No.4 outside-frame pressing-iron	SPCC-1.5T	1	
5	PP-0401A02	No.3 outside-frame pressing-iron	SPCC-1.5T	1	
4	KC-0401A01	No.1 outside-frame pressing-iron	SPCC-1.5T	2	
3	KC-0401D02	Acryl on the door	white gourd PMMA-15.0T	2	
2	KC-0401D03	Acryl on the left-door	white gourd PMMA-15.0T	1	
1	KC-0401D01	Acryl on the right-door	white gourd PMMA-15.0T	1	
SN	Drawing No.	Name	Materials/specifications	Qty	Note

6.6.2 Large acrylic-door components (PP-0402000)

Note：The adjustable end shall face up for adjusting.
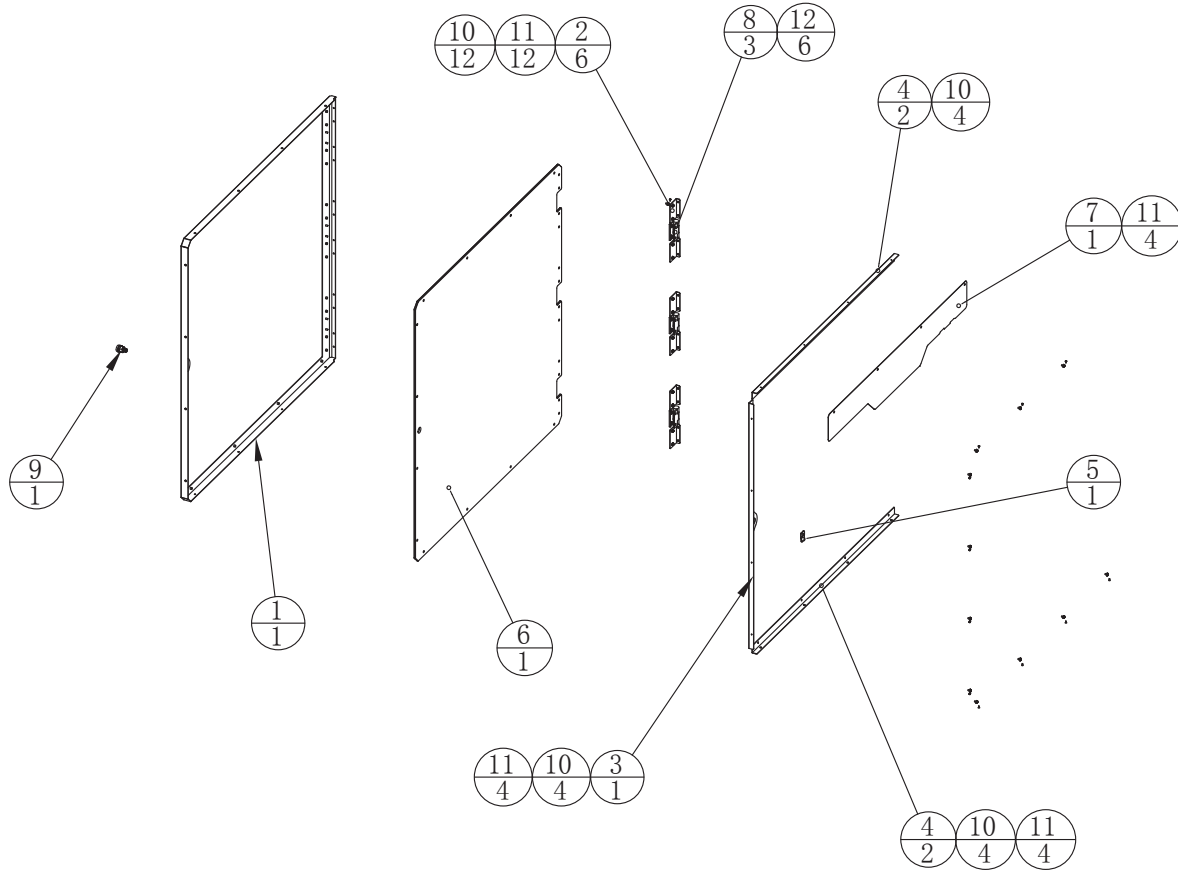
12		Hexagon nut with flange	M4（color coating）	6	1.6.LM204013
11		Cross round-head screw	M4*6（chrome plated）	24	1.6.LS840012
10		Cross countersunk-head screw	M3*6（chrome plated）	24	1.6.LSC30022
9		Same-type lock	B17 No.6687（height 17mm）	1	1.4.SJ120140
8		Adjustable-damp hinge	HHPTFB8	3	1.4.HY010040
7	PP-0402D02	Front-door hanging-sticker	PVC-0.2T	1	
6	PP-0402D01	Large transparent door-plank	PMMA-5.0T	1	
5	KC-0402A07	Lock plate	SPCC-2.0T	1	
4	KC-0402A05	No.3 door-frame pressing-iron	SPCC-1.5T	2	
3	KC-0402A03	No.1 door-frame pressing-iron	SPCC-1.5T	1	
2	PP-0402A02	No.2 door-frame pressing-iron	SPCC-1.5T	6	
1	PP-0402A01	Door-frame pressing-iron	SPCC-1.5T	1	
SN	Drawing No.	Name	Materials/specifications	Qty	Note

6.7 General moving part components (PP-0500000)
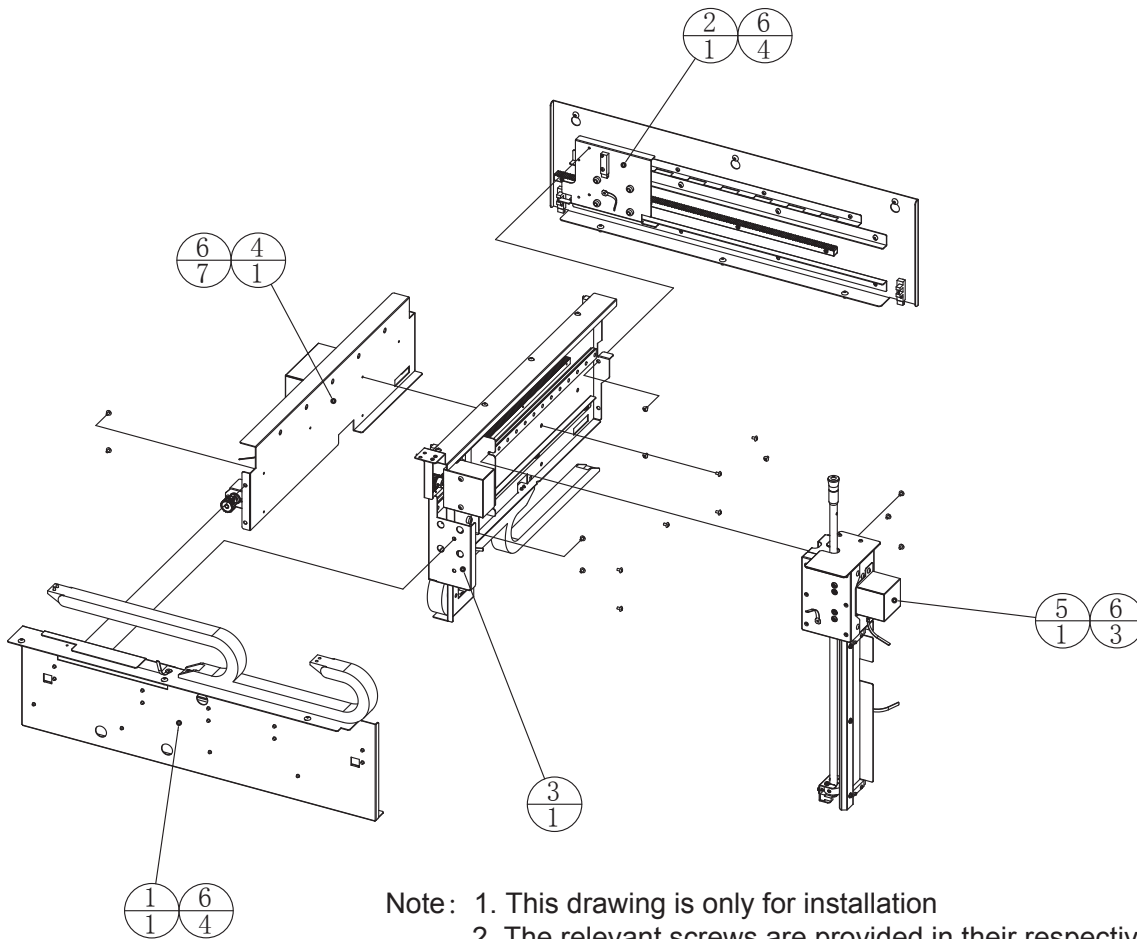
Note： 1. This drawing is only for installation
2. The relevant screws are provided in their respective components

6		Cross flat-head screw	M4*6（chrome plated）	18	1.6.LS240012
5	PP-0505000	Push-rod components		1	
4	PP-0504000	Horizontally-moving motor-components		1	
3	PP-0503000	Longitudinally-moving rail-components		1	
2	PP-0502000	Horizontally-moving rear-rail components		1	
1	PP-0501000	Horizontally-moving front-rail components		1	
SN	Drawing No.	Name	Materials/specifications	Qty	Note

6.7.1 Horizontally-moving front-rail components (PP-0501000)
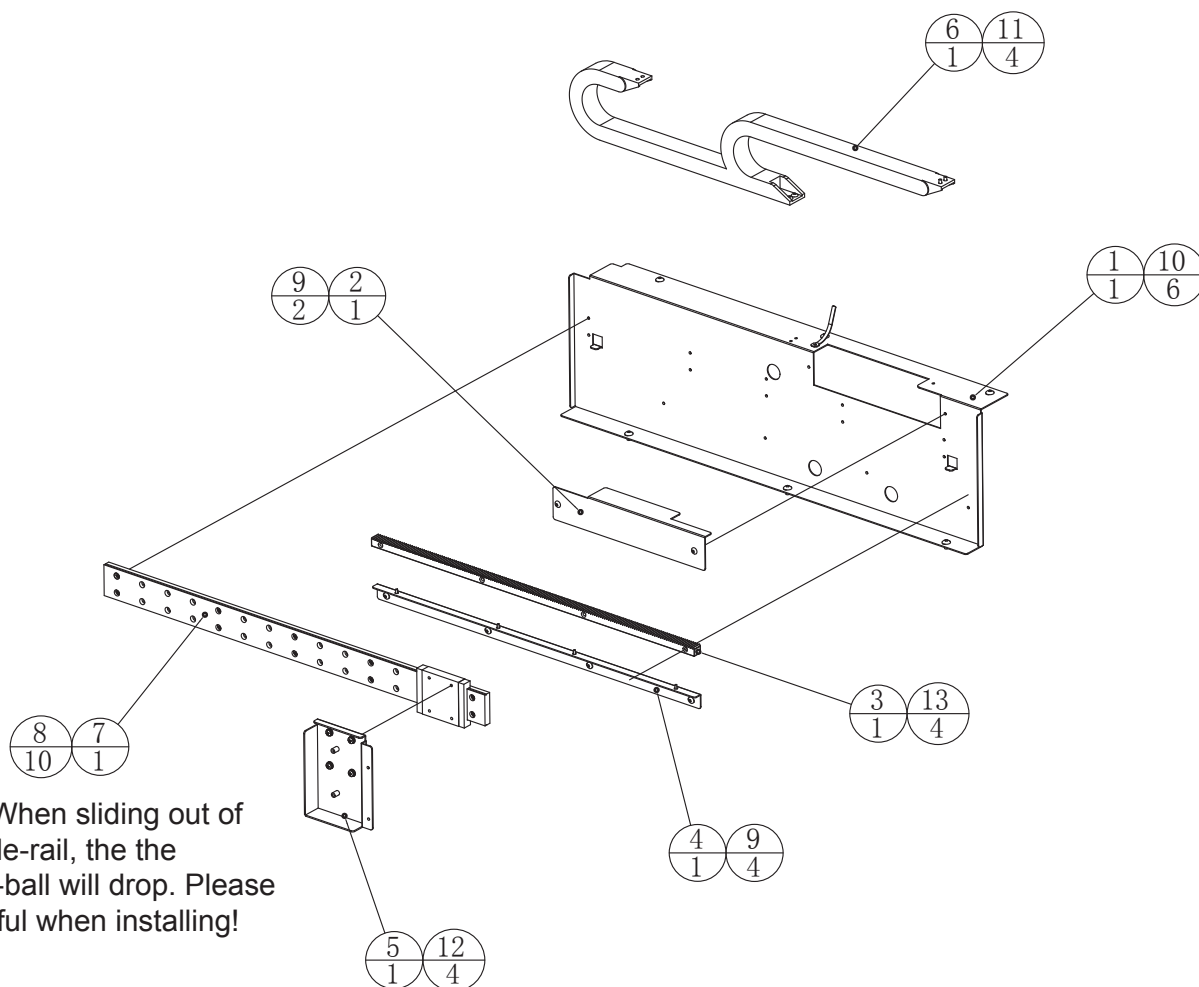
Note: When sliding out of the guide-rail, the the joystick-ball will drop. Please be careful when installing!

13		Cross flat-head screw	M3*6（chrome plated）	4	1.6.LS230022
12		Cross round-head screw	M4*6（chrome plated）	4	1.6.LS840012
11		Hexagon flat-head screw	M4*8（chrome plated）	4	1.6.LS140032
10		Hexagon flat-head screw	M5*8（chrome plated）	6	1.6.LS150012
9		Hexagon flat-head screw	M4*6（chrome plated）	6	1.6.LS140012
8		Cross round-head screw	M4*10（chrome plated）	10	1.6.LS741012
7		Linear guide	MGW 15H-600	1	1.4.DG010041
6		Drag chain	18*18－510Long semi-closed	1	1.8.AA000133
5	PP-0501A05	Horizontally-moving slide-frame	SPCC-1.5T	1	
4	PP-0501A04	Horizontally-moving rack iron-pad	SPCC-1.2T	1	
3	PP-0501A03	Horizontally-moving rack	nylon	1	
2	PP-0501A02	Cover plate for control-panel service-hatch	SPCC-1.2T	1	
1	PP-0501A01	Front horizontally-moving fixing-board	SPCC-1.2T	1	
SN	Drawing No.	Name	Materials/specifications	Qty	Note

6.7.2 Horizontally-moving rear guide-rail components (PP-0502000)
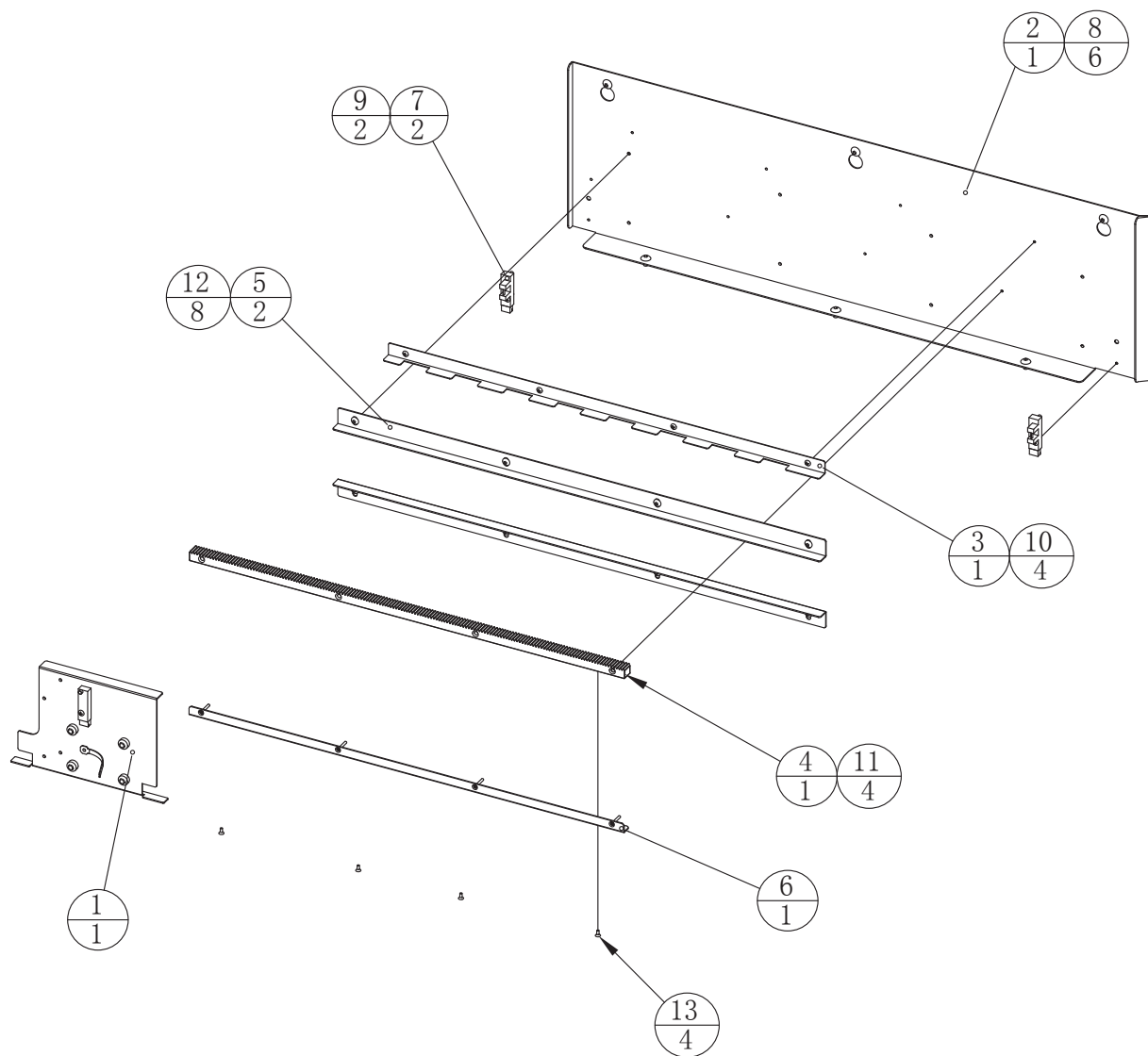
13		Phillips countersunk screws	M3*6（chrome plated）	4	1.6.LSC30022
12		Hexagon flat-head screw	M4*6（chrome plated）	8	1.6.LS140012
11		Cross countersunk-head screw	M3*16（chrome plated）	4	1.6.LSC31031
10		Cross flat-head screw	M3*6（chrome plated）	4	1.6.LS230022
9		Cross flat-head screw	M3*12（chrome plated）	2	1.6.LS231022
8		Hexagon flat-head screw	M5*8（chrome plated）	6	1.6.LS150012
7		Sensor	KI1300-AA07LF	2	5.4.WECHE0004
6	PP-0502A05	Rack flat iron	SPCC-1.2T	1	
5	PP-0502A04	Horizontally-moving rollway iron	SPCC-1.2T	2	
4	PP-0501A03	Horizontally-moving rack	nylon	1	
3	PP-0502A02	Horizontally-moving optical-eye stop	SPCC-0.8T	1	
2	PP-0502A01	Rear horizontally-moving fixed-plate	SPCC-1.2T	1	
1	PP-0502000-A	Horizontally-rolling plate components		1	
SN	Drawing No.	Name	Materials/specifications	Qty	Note

6.7.2.1 Horizontally-moving roller-plate components (PP-0502000-A)
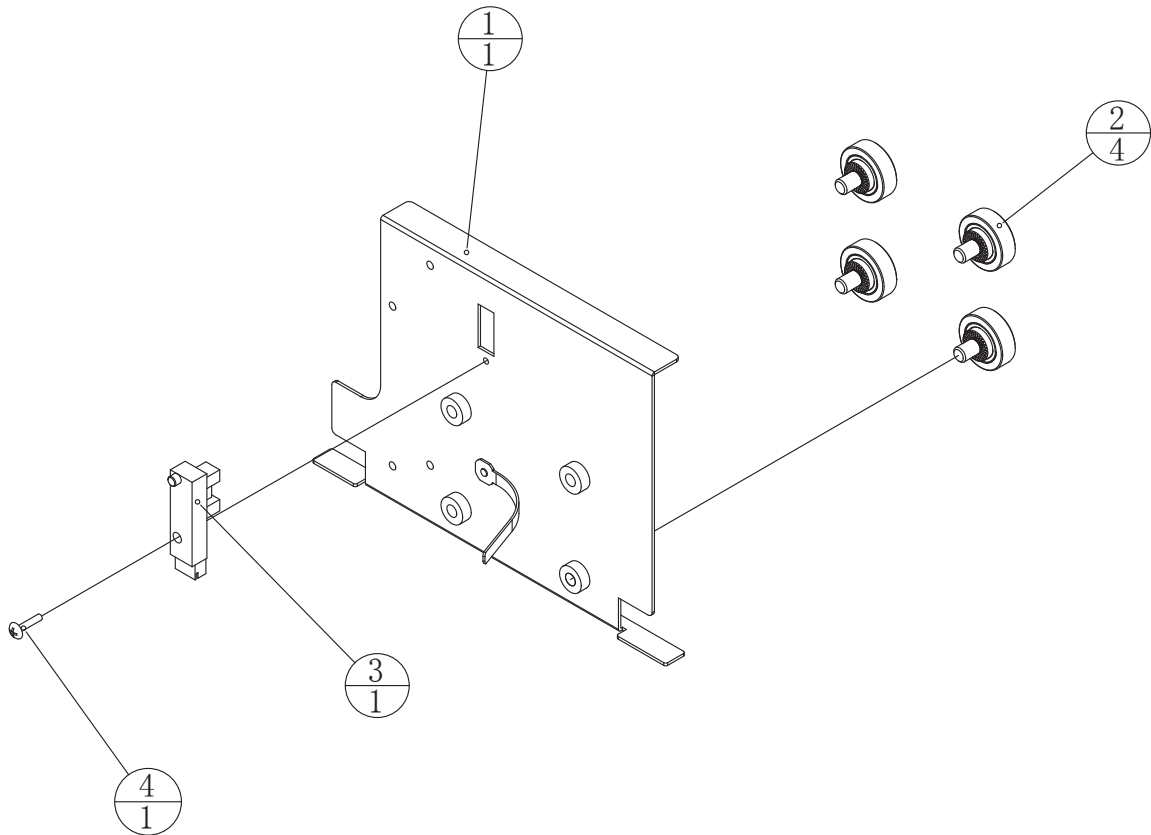
SN	Drawing No.	Name	Materials/specifications	Qty	Note
4		Cross flat-head screw	M3*12（chrome plated）	1	1.6.LS231022
3		Sensor	KI1300-AA07LF	1	5.4.WECHE0004
2		Resin bearing	DR22C2	4	1.4.ZC030017
1	PP-0502A03	Horizentally-moving backseat	SPCC-1.2T	1	

6.7.3 Longitudinally-moving rail components (PP-0503000)

Note: When sliding out of the guide-rail, the the joystick-ball will drop. Please be careful when installing!
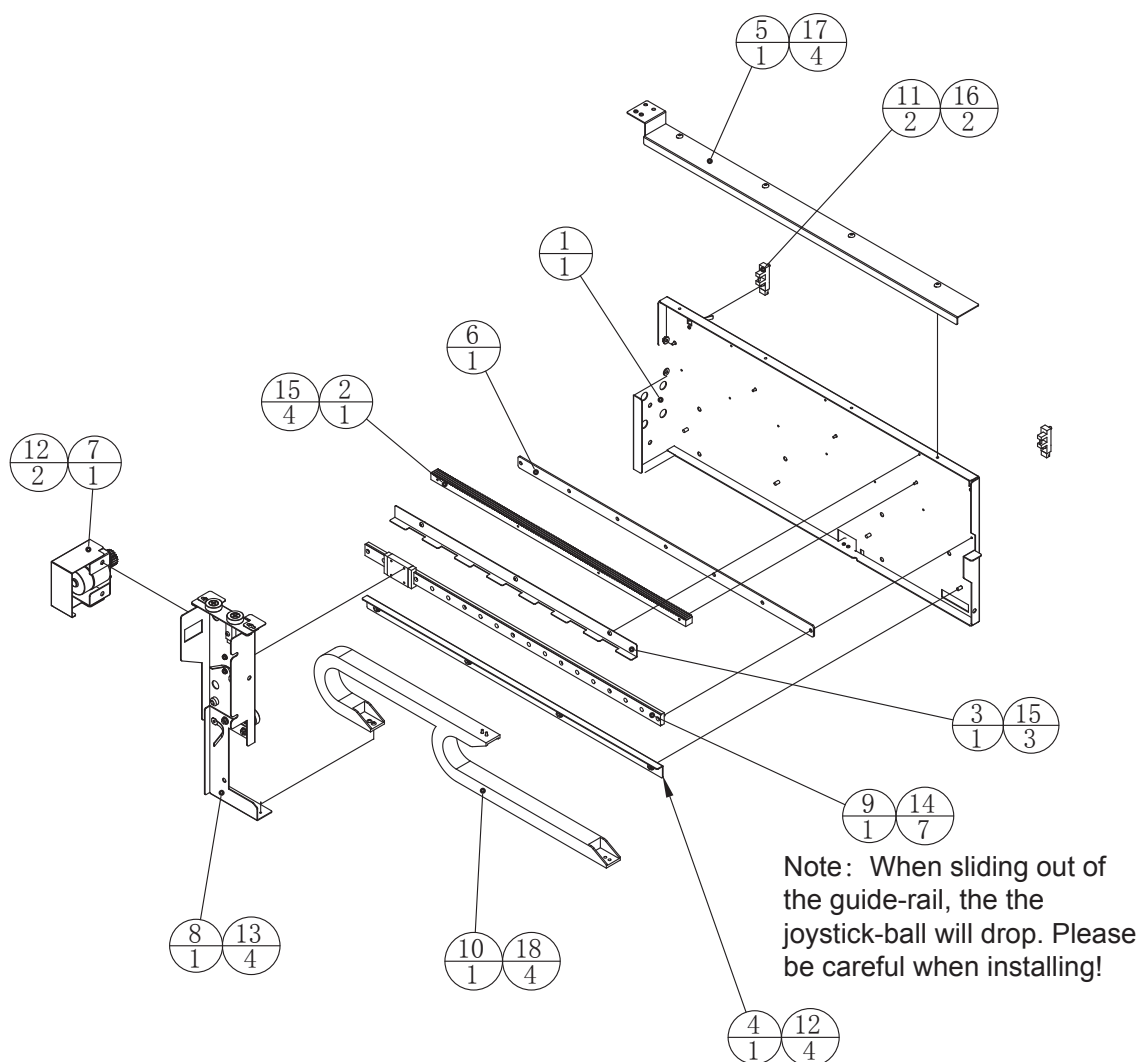
18		Cross flat-head screw	M3*8（chrome plated）	4	1.6.LS230032
17		Hexagon flat-head screw	M4*6（chrome plated）	4	1.6.LS140012
16		Cross flat-head screw	M3*12（chrome plated）	2	1.6.LS231022
15		Cross flat-head screw	M3*6（chrome plated）	7	1.6.LS230022
14		Cross round-head screw	M3*8（chrome plated）	7	1.6.LS730032
13		Cross round-head combined screws	M3*6（chrome plated）	4	1.6.LS830012
12		Hexagon nut with flange	M4（color coating）	6	1.6.LM204013
11		Sensor	KI1300-AA07LF	2	5.4.WECHE0004
10		Drag chain	15*15－420 long bridge-type	1	1.8.AA000132
9		Linear guide	MGW9H-550	1	1.4.DG010042
8	PP-0503000-B	Longitudinally-moving frame components		1	
7	PP-0503000-A	Longitudinal motor		1	
6	PP-0503A09	Longitudinal sliding-rail pad	SPCC-2.0T	1	
5	PP-0503A05	Upper longitudinal wheel-track	SPCC-1.2T	1	
4	PP-0503A04	Lower longitudinal wheel-track	SPCC-1.2T	1	
3	PP-0503A03	Longitudinal optical-eye baffle	SPCC-0.8T	1	
2	PP-0503A02	Longitudinal rack	nylon	1	
1	PP-0503A01	Longitudinal-rail fixed-plate	SPCC-1.2T	1	
SN	Drawing No.	Name	Materials/specifications	Qty	Note

6.7.3.1 Longitudinally-moving motor components (PP-0503000-A)

29
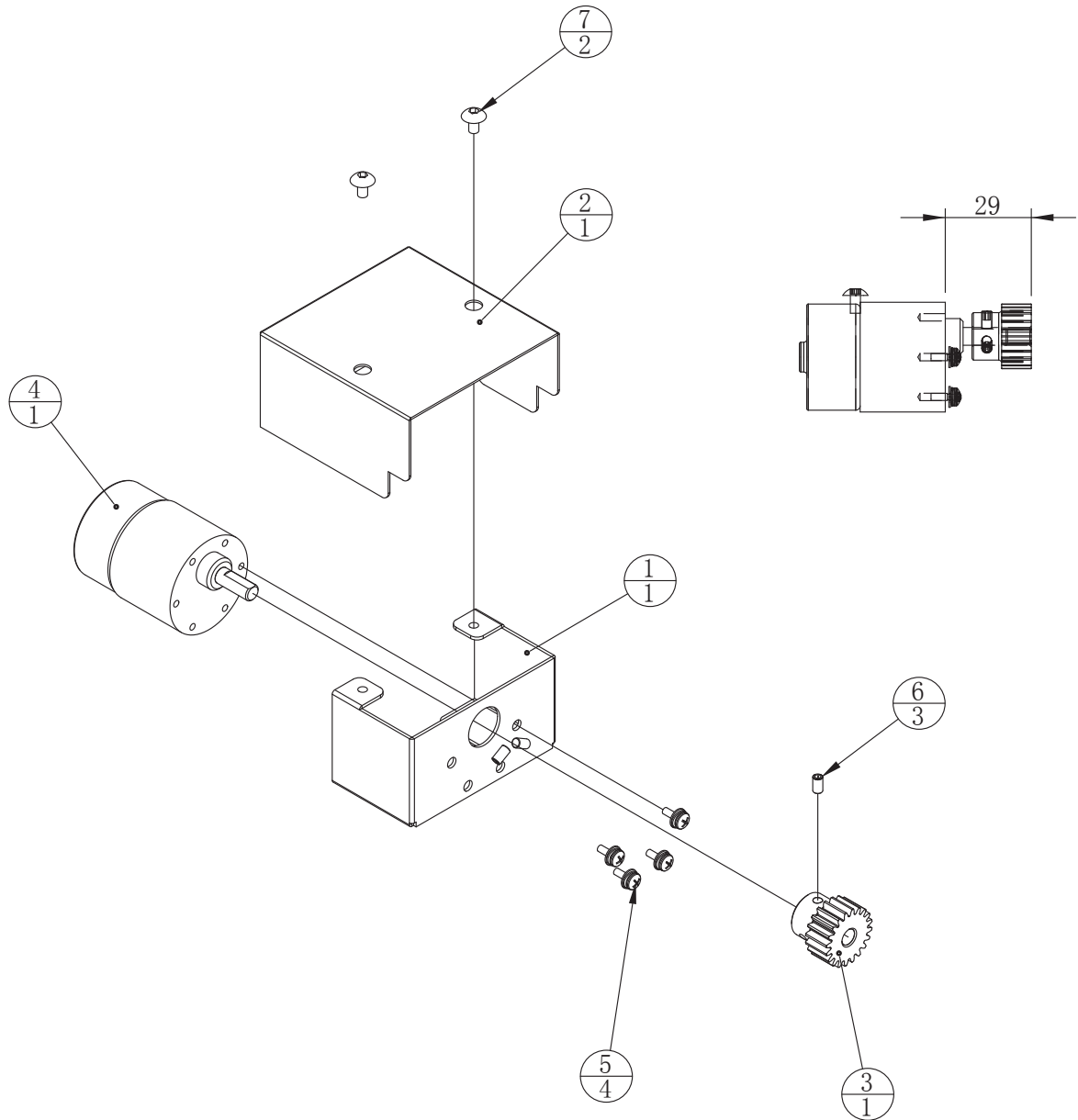
Note：Coating with screw glue

7		Hexagon flat-head screw	M4*6（chrome plated）	2	1.6.LS140012
6		Headless socket screw	M4*6（black coating）	3	1.6.LST40011#
5		Cross round-head combined screw	M3*6（chrome plated）	4	1.6.LS830012
4		Motor	TG-301DA-SR-65-CHA,24V	1	1.4.MD100031
3	PP-0503A13	Horizentally-moving motor-gear	nylon	1	
2	PP-0503A10	Longitudinally-moving motor cover-plate	SPCC-0.8T	1	
1	PP-0503A08	Longitudinally-moving motor fixed-iron	SPCC-1.2T	1	
SN	Drawing No.	Name	Materials/specifications	Qty	Note

6.7.3.2 Longitudinally-moving frame components (PP-0503000-B)
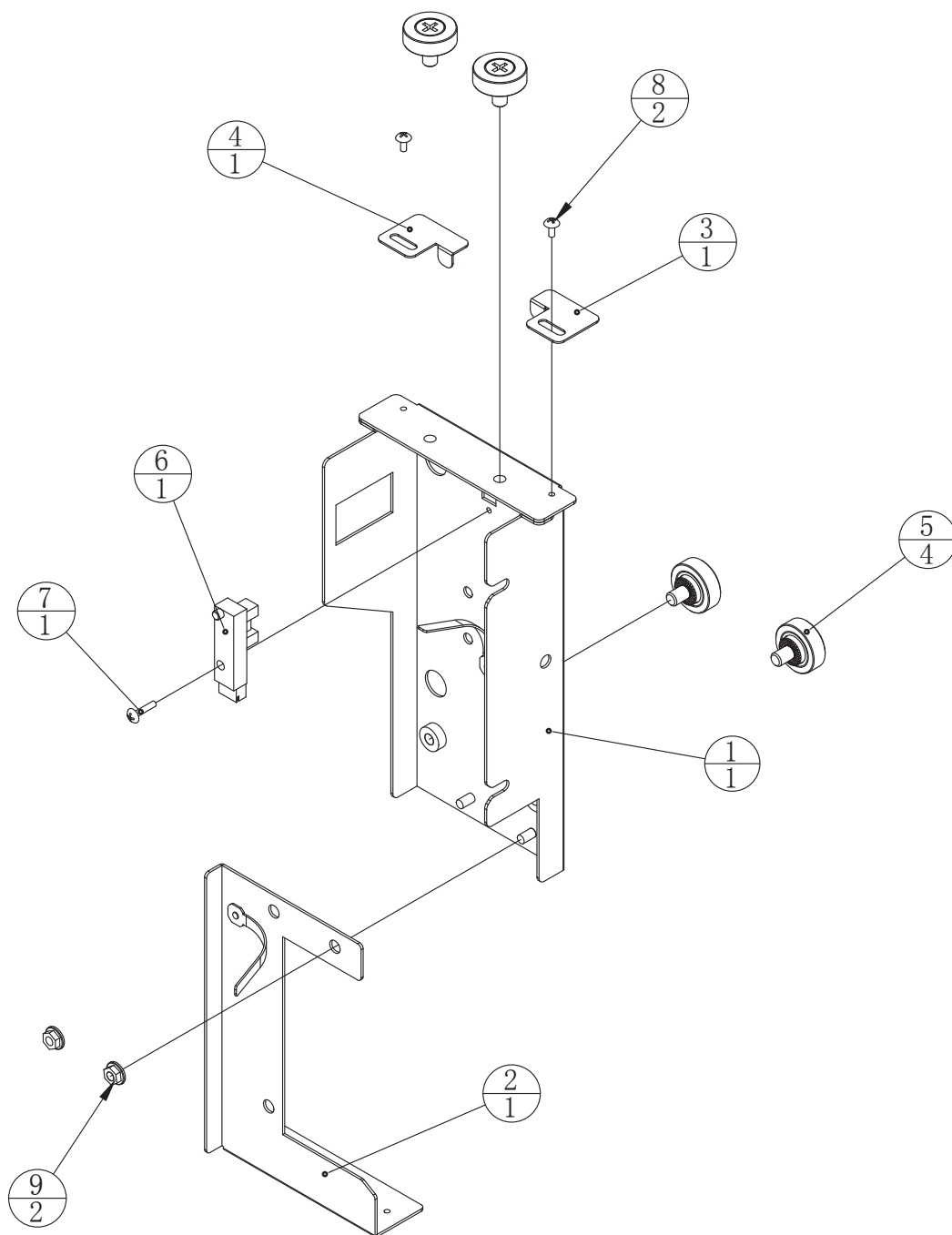
9		Hexagon nut with flange	M4（color coating）	2	1.6.LM204013
8		Cross flat-head screw	M3*6（chrome plated）	2	1.6.LS230022
7		Cross flat-head screw	M3*12（chrome plated）	1	1.6.LS231022
6		Sensor	KI1300-AA07LF	1	5.4.WECHE0004
5		Resin bearing	DR22C2	4	1.4.ZC030017
4	PP-0503A12	Left longitudinally-moving optical-eye baffle	SPCC-0.8T	1	
3	PP-0503A11	Longitudinally-moving optical-eye baffle	SPCC-0.8T	1	
2	PP-0503A07	Longitudinal drag-chain fixed-iron	SPCC-1.2T	1	
1	PP-0503A06	Longitudinal slider fixed-iron	SPCC-1.2T	1	
SN	Drawing No.	Name	Materials/specifications	Qty	Note

6.7.4 Horizontally-moving motor components (PP-0504000)

Note:
1. The gears should be adjusted properly so that they are fully engaged.
2. The headless screws shall be coated with screw glue.

605.4

12.2
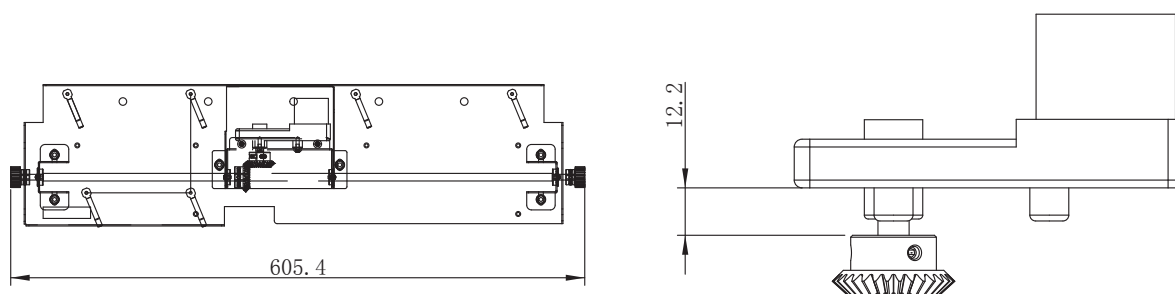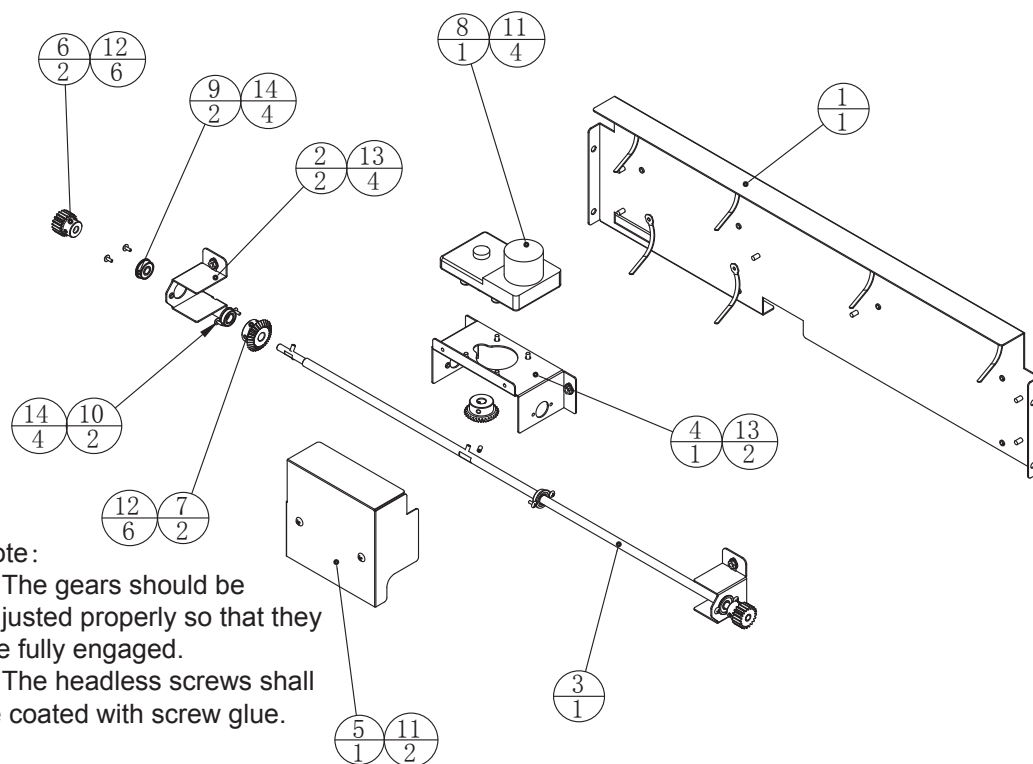
| SN	Drawing No.	Name	Materials/specifications	Qty	Note
14		Cross flat-head screw	M3*6 (chrome plated)	8	1.6.LS230022
13		Hexagon nut with flange	M4 (color coating)	6	1.6.LM204013
12		Headless socket screw	M4*6 (black coating)	12	1.6.LST40011#
11		Cross flat-head screw	M4*6 (chrome plated)	6	1.6.LS240012
10		Flange bearing	LF-1680HH	2	1.4.ZC000065
9		Flange bearing	F606-H-ZZ	2	1.4.ZC000064
8		Motor	TG-05K-BG-60-CKA, 24V	1	1.4.MD100032
7	KC-0704A02	Bevel gear	Q235	2	
6	PP-0503A13	Horizontally-moving motor-gear	nylon	2	
5	PP-0504A05	Horizontally-moving motor cover-plate	SPCC-0.8T	1	
4	PP-0504A04	Horizontally-moving motor fixed-iron	SPCC-1.2T	1	
3	PP-0504A03	Horizontally-moving shaft	45	1	
2	PP-0504A02	Horizontally-moving shaft supporting-iron	SPCC-1.2T	2	
1	PP-0504A01	Horizontally-moving motor beam	SPCC-1.2T	1	
SN	Drawing No.	Name	Materials/specifications	Qty	Note

6.7.5 Total jacking-rod components (PP-0505000)
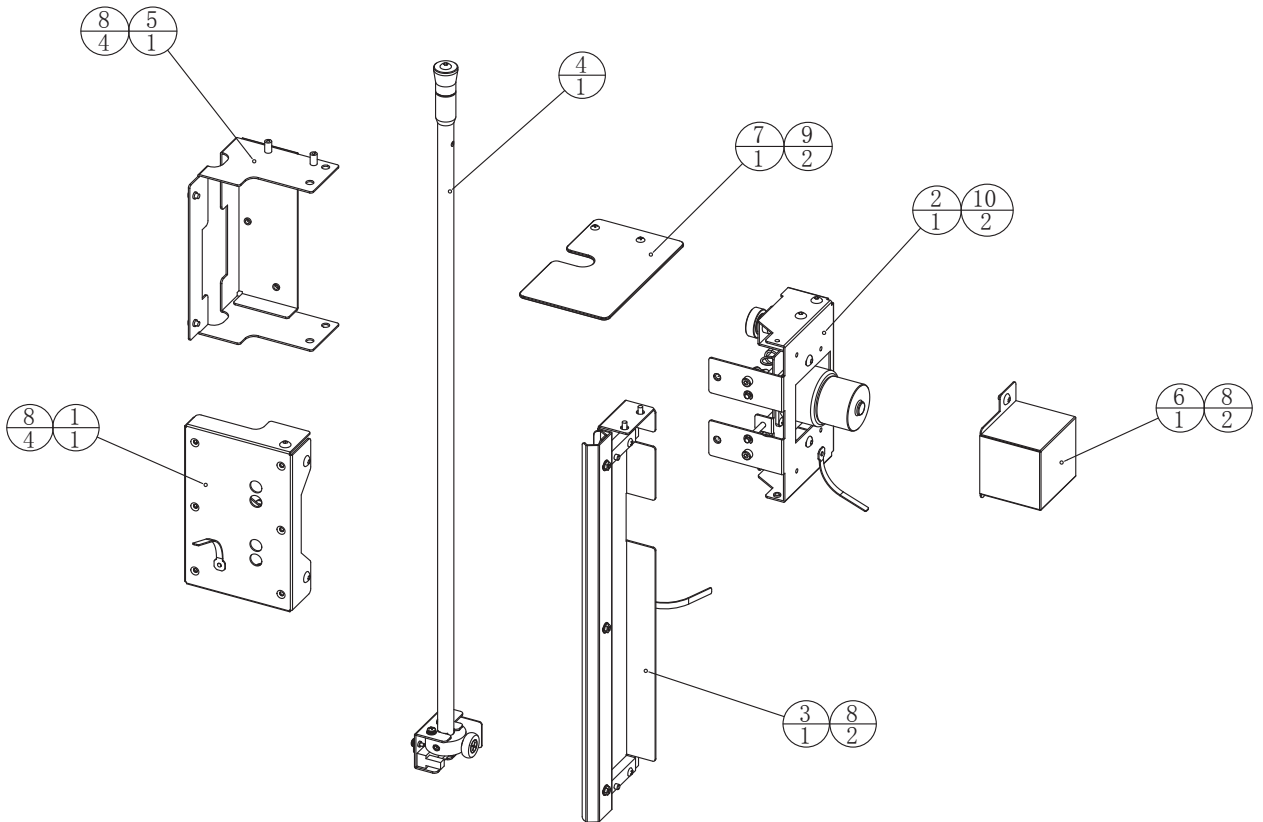
10		Hexagon nut with flange	M4（color coating）	2	1.6.LM204013
9		Cross flat-head screw	M3*6（chrome plated）	2	1.6.LS230022
8		Hexagon flat-head screw	M4*6（chrome plated）	12	1.6.LS140012
7	PP-0503D01	Acryl on push-rod mirror-surface	Mirror-surface PMMA-2.0T	1	
6	PP-0505A22	Jacking-motor cover-plate	SPCC-0.8T	1	
5	PP-0505A21	Jacking-box cover-plate	SPCC-1.2T	1	
4	PP-0505000-D	Push-rod components		1	
3	PP-0505000-C	Push-rod sensor components		1	
2	PP-0505000-B	Push-rod motor components		1	
1	PP-0505000-A	Push-rod fixed-wheel components		1	
SN	Drawing No.	Name	Materials/specifications	Qty	Note

6.7.5.1 Jacking-rod fixing-wheel components (PP-0505000-A)
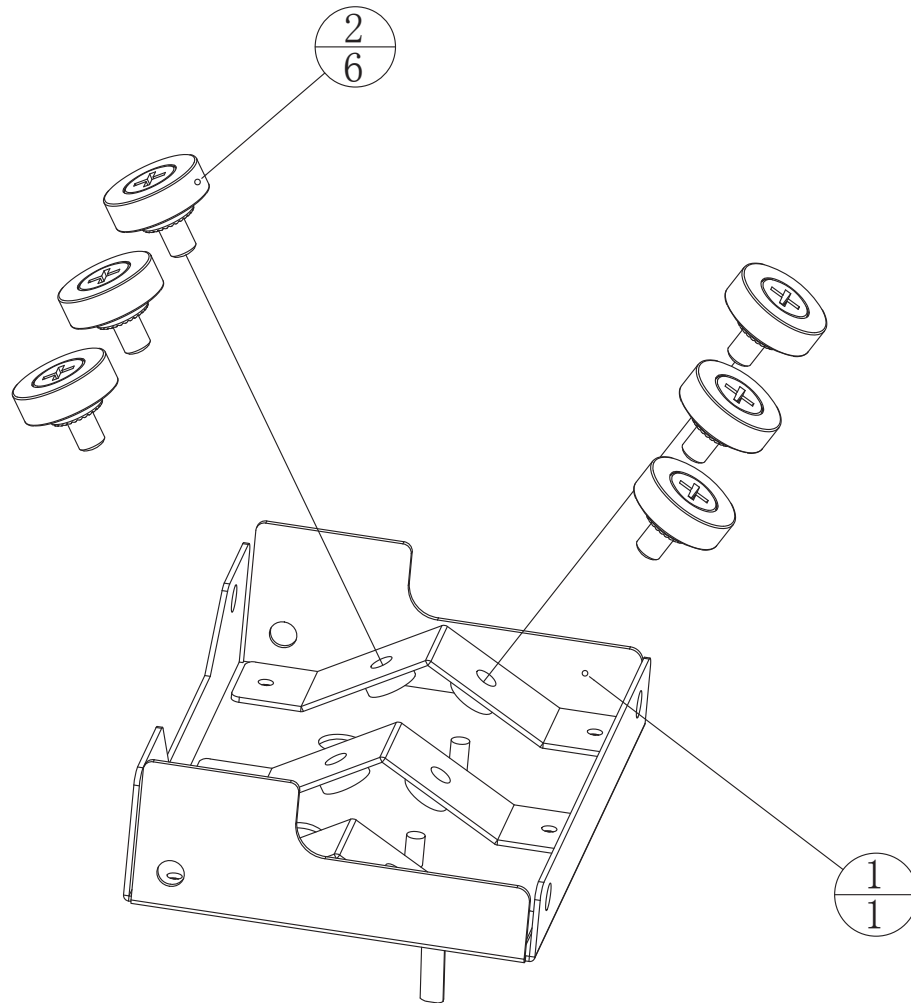
2		Resin bearing	DR22C2	6	1.4.ZC030017
1	PP-0505A01	Roller-seat iron		1	
SN	Drawing No.	Name	Materials/specifications	Qty	Note

6.7.5.2 Jacking-rod motor components (PP-0505000-B)
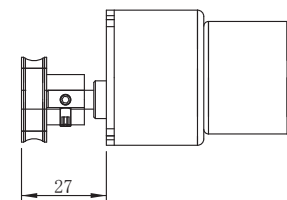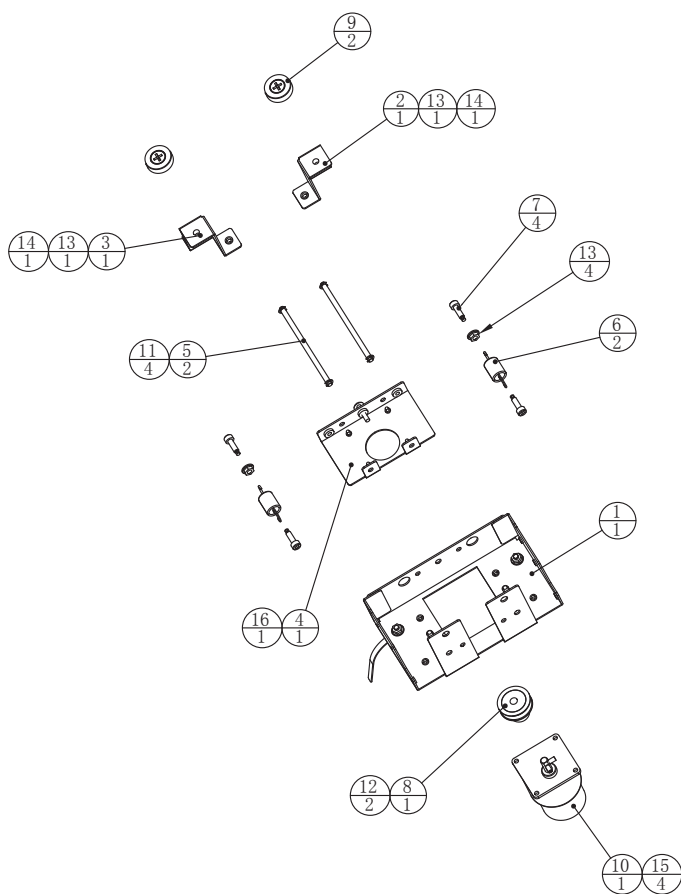
Note：
1. Adjust the roller position properly so that it can press on the jacking-rod center.
2. Coating with screw glue!

16		Cross flat-head screw	M4*16（chrome plated）	1	1.6.LS241032
15		Cross flat-head screw	M3*8（chrome plated）	4	1.6.LS230032
14		Hexagon flat-head screw	M4*6（chrome plated）	2	1.6.LS140012
13		Hexagon nut with flange	M4（color coating）	4	1.6.LM204013
12		Headless socket screw	M4*6（black coating）	2	1.6.LST40011#
11		Split washer (e-buckle)	M3(black coating)	4	1.6.DQ103011
10		Motor	TG-05L-AMD-150-CKA，24V	1	1.4.MD100028
9		Resin bearing	DR22C2	2	1.4.ZC030017
8	PP-0505C01	Polyurethane roller		1	
7	PP-0505A24	Spring adjusting-screw	SUS304	4	
6	PP-0505A23	Roller spring	SUS304-WPB	2	
5	PP-0505A06	Roller sliding shaft	45	2	
4	PP-0505A05	Jacking-motor fixed-iron	SPCC-1.2T	1	
3	PP-0505A04	Lower roller-iron	SPCC-1.2T	1	
2	PP-0505A03	Upper roller-iron	SPCC-1.2T	1	
1	PP-0505A02	Roller fixing-plate	SPCC-1.2T	1	
SN	Drawing No.	Name	Materials/specifications	Qty	Note

6.7.5.3 Jacking-rod sensor components (PP-0505000-C)

Note： It is necessary to adjust the position properly and remove the jacking-rod motor pinch-roller so that the jacking-rod can slide up and down smoothly!
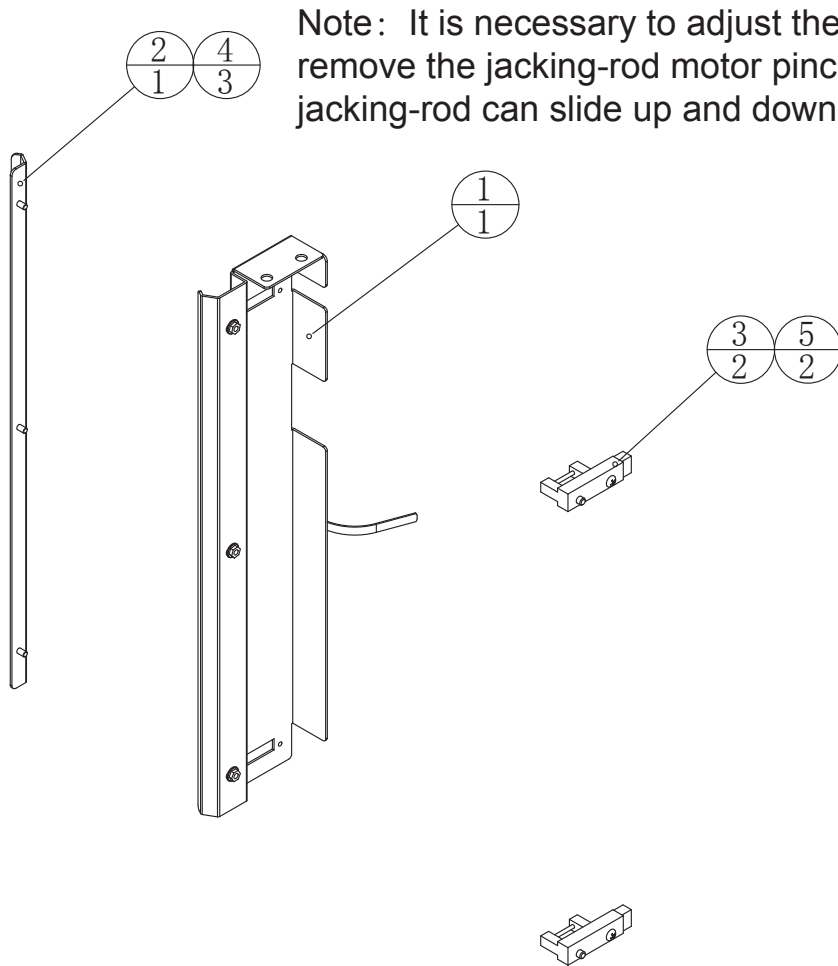
SN	Drawing No.	Name	Materials/specifications	Qty	Note
5		Cross flat-head screw	M3*12（chrome plated）	2	1.6.LS231022
4		Hexagon nut with flange	M3（color coating）	3	1.6.LM203013
3		Sensor	KI1249-AALF	2	1.4.GY100050
2	PP-0505A25	Roller channel-iron	SPCC-1.2T	1	
1	PP-0505A20	Lifting raceway-iron	SPCC-1.2T	1	

6.7.5.4 Jacking-rod components (PP-0505000-D)
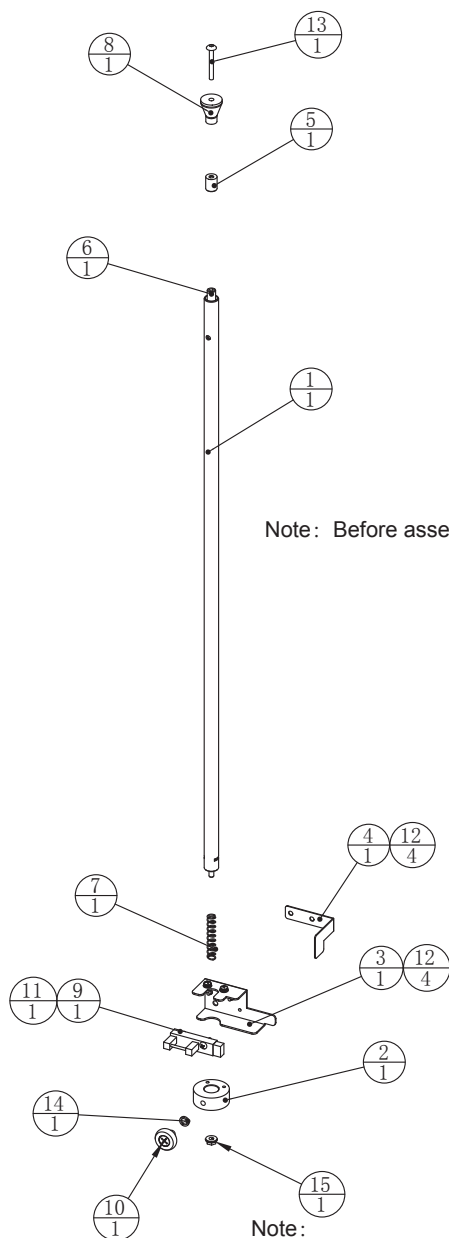
Note：Before assembling, the tube outside should be cleaned, without oil.

Note：
1. Applying with screw glue

SN	Drawing No.	Name	Materials/specifications	Qty	Note
15		Hexagon nut with flange	M4 （color coating）	1	1.6.LM204013
14		Spring washer	M6 (chrome plated)	1	1.6.DP206012
13		Hexagon flat-head screw	M4*30 (chrome plated)	1	1.6.LS143012
12		Cross round-head combined screw	M3*6 (chrome plated)	4	1.6.LS830012
11		Cross flat-head screw	M3*12 (chrome plated)	1	1.6.LS231022
10		Outer arc plastic-wheel	DO-19-B0.5	1	1.4.HL010011
9		Sensor	KI1249-AALF	1	1.4.GY100050
8	PP-0505A16	Small head	5052-O	1	
7	PP-0505A13	Push-rod compression-spring	SUS304-WPB	1	
6	PP-0505A12	Push-rod core	SUS304	1	
5	PP-0505A11	Head bushing 02	5052-O	1	
4	PP-0505A10	Lifting optical-eye baffle	SPCC-0.8T	1	
3	PP-0505A09	Lifting electric eye fixing-iron	SPCC-1.2T	1	
2	PP-0505A08	Iron-pipe retaining-ring	5052-O	1	
1	PP-0505A07	Outer lifting steel-pipe	SUS304	1	
SN	Drawing No.	Name	Materials/specifications	Qty	Note

6.8 Ramp net components (PP-0700000)
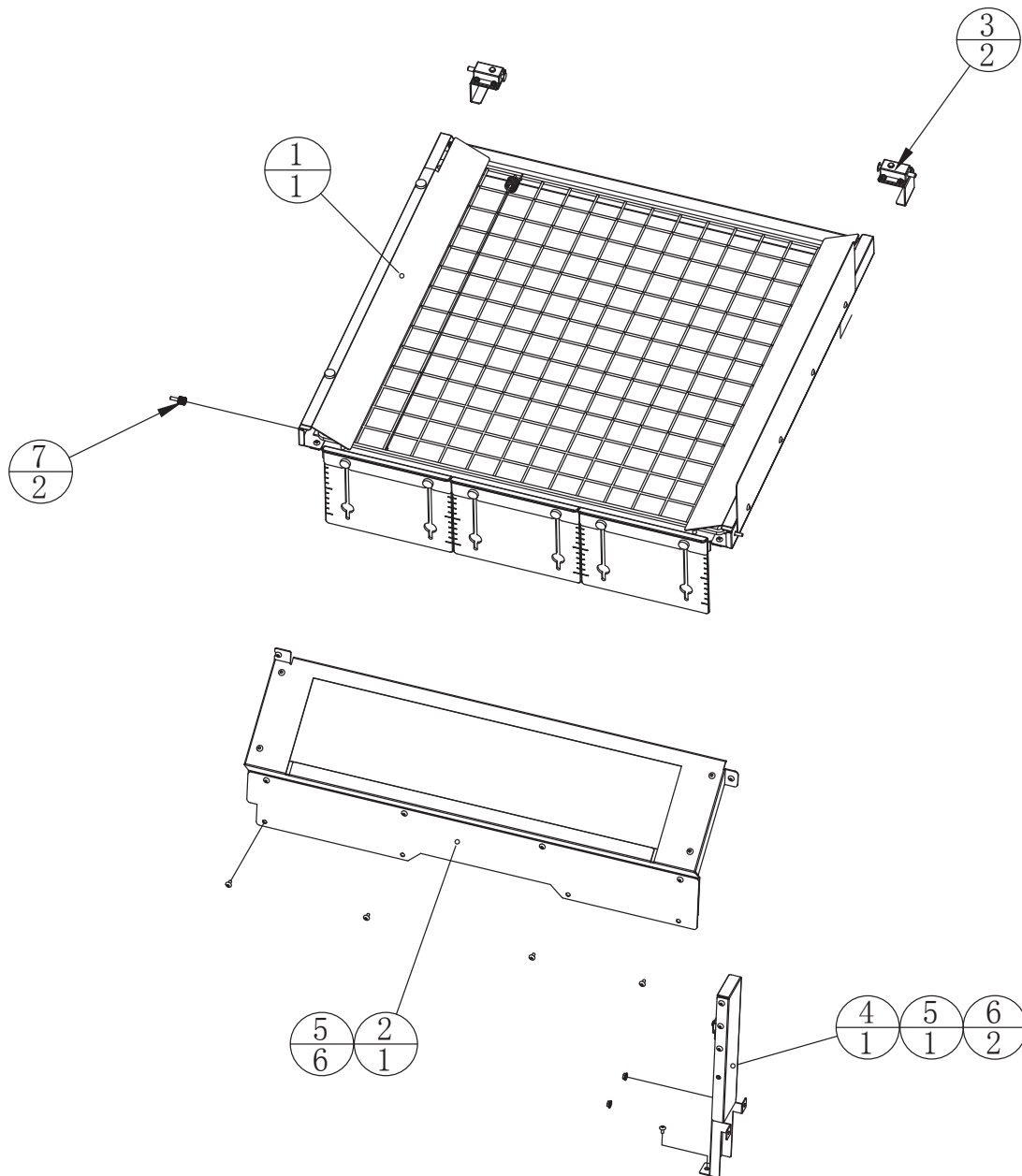
7		Rubber-head cross-groove screw	M4 * 12 (white)	2	
6		Hexagon nut with flange	M4 (chrome plated)	2	1.6.LM204013
5		Hexagon flat-head screw	M4*8 (chrome plated)	7	1.6.LS140032
4	PP-0704000	Net front-pillar components		1	
3	PP-0703000	Net movable-pin components		2	
2	PP-0702000	Prize ramp-board components		1	
1	PP-0701000	Net components		1	
SN	Drawing No.	Name	Materials/specifications	Qty	Note

6.8.1 Net components (PP-0701000)
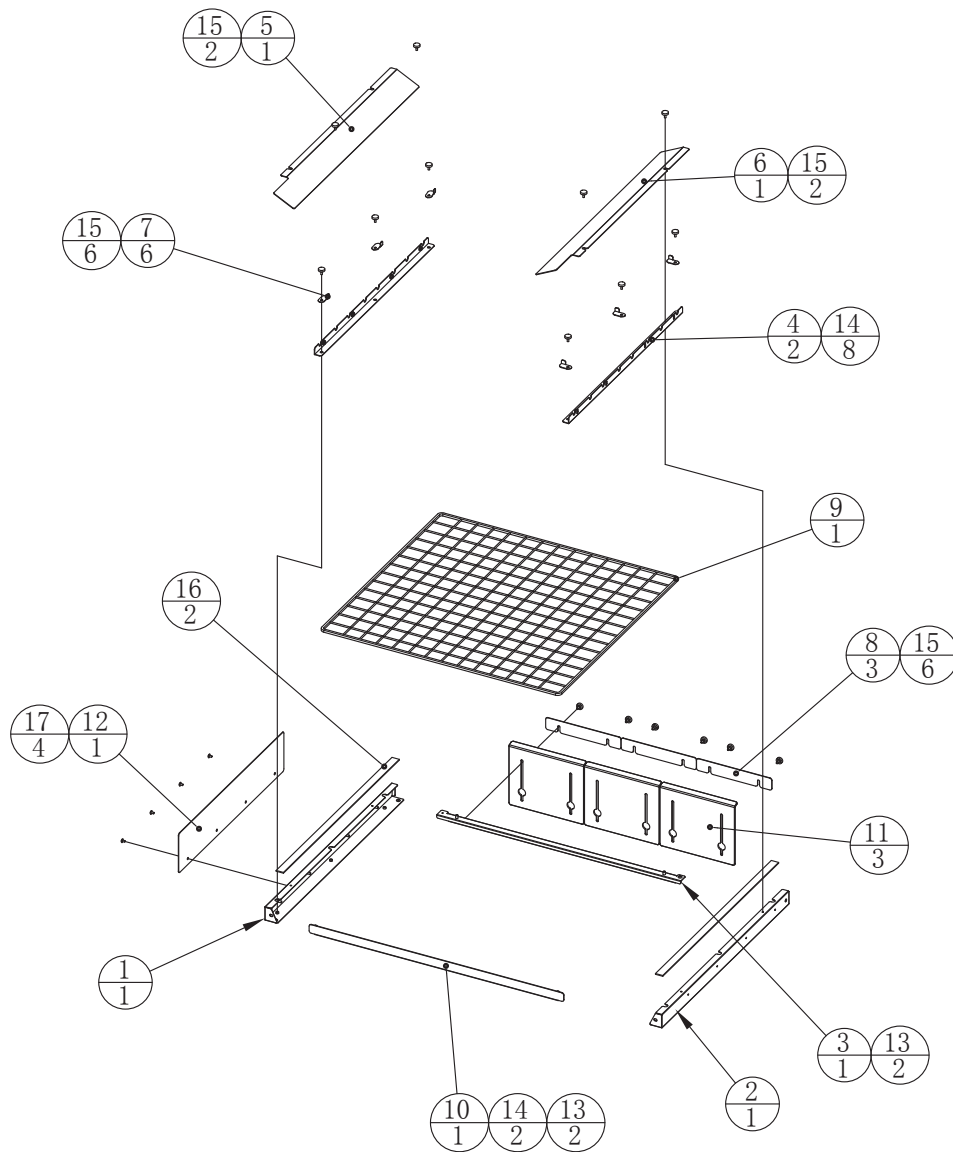
17		Hexagon flat-head screw	M4*6（chrome plated）	4	1.6.LS140012
16		EVA sponge (single-side adhesive)	2*18mm 10M/roll	2	1.9.HM020020
15		Plastic-head screw	M4*8（white）	16	1.6.LSU40800
14		Hexagon nut with flange	M4（color coating）	10	1.6.LM204013
13		Cross flat-head screw	M4*6（chrome plated）	4	1.6.LS240012
12	PP-0701D03	Front prize baffle	PVC-1.0T	1	
11	PP-0701D01	Prize baffle - long	PC-3.0T	3	
10	PP-0701A11	Right net beam-iron	SPCC-1.5T	1	
9	PP-0701A09	Prize baffle - small		1	
8	PP-0701A08	Baffle layering	SPCC-1.2T	3	
7	PP-0701A07	net tablet	SPCC-1.2T	6	
6	PP-0701A06	Inside net cover-plate	SPCC-1.2T	1	
5	PP-0701A05	Outside net cover-plate	SPCC-1.2T	1	
4	PP-0701A04	Lower net layering	SPCC-1.0T	2	
3	PP-0701A03	Left/right net borders	SPCC-1.2T	1	
2	PP-0701A02	Lower net back-frame	SPCC-1.0T	1	
1	PP-0701A01	Lower net front-frame	SPCC-1.0T	1	
SN	Drawing No.	Name	Materials/specifications	Qty	Note

6.8.2 Prize ramp-panel components (PP-0702000)
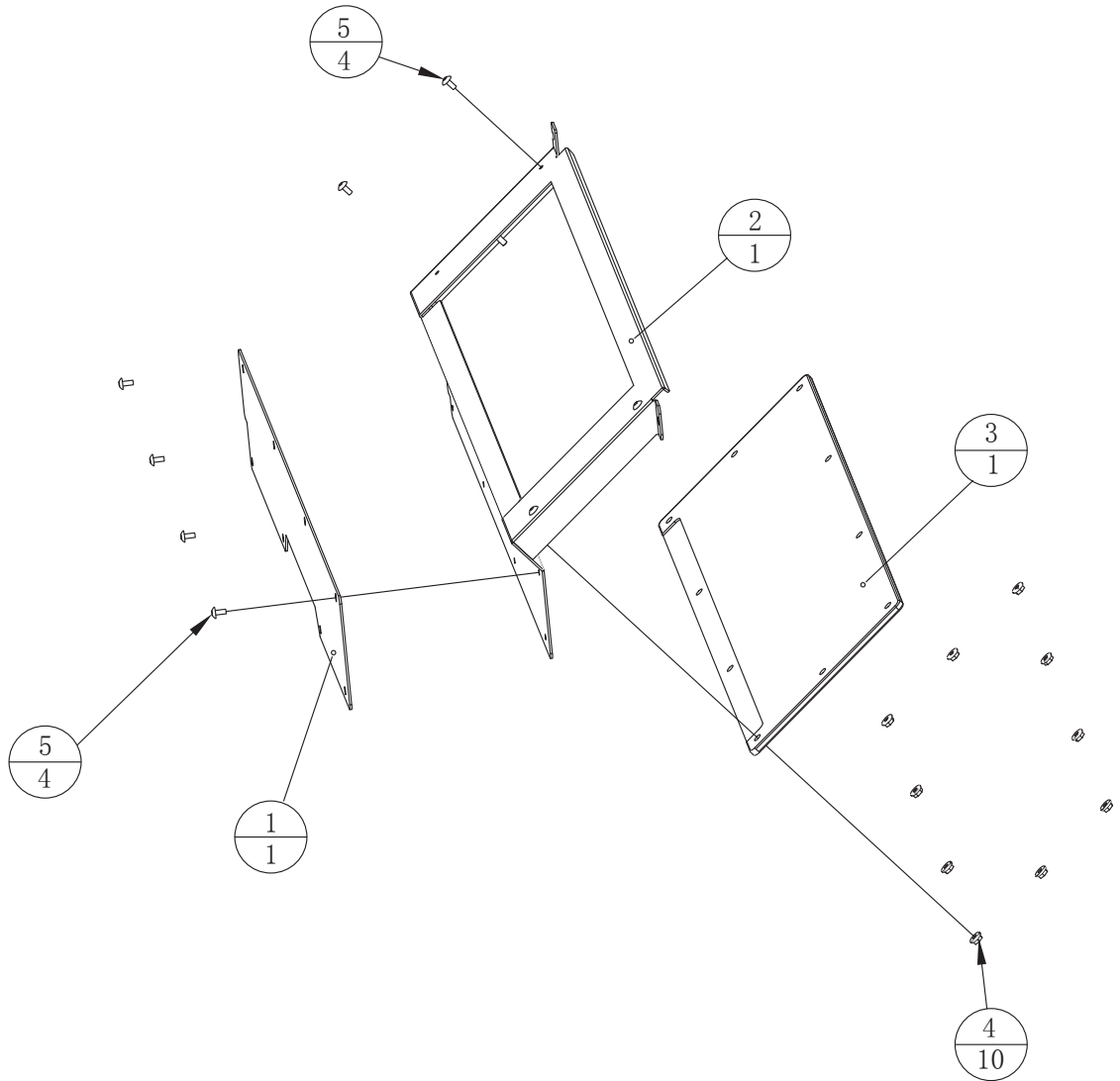
SN	Drawing No.	Name	Materials/specifications	Qty	Note
5		Hexagon flat-head screw	M4*8（chrome plated）	8	1.6.LS140032
4		Hexagon nut with flange	M4（color coating）	10	1.6.LM204013
3	PP-0702D01	Inclined plate	PMMA-5.0T	1	
2	PP-0702A02	Inclined plate fixed-iron	SPCC-1.5T	1	
1	PP-0702A01	Inclined plate fixed-iron	SPCC-1.5T	1	

6.8.3 Net movable-pin components (PP-0703000)
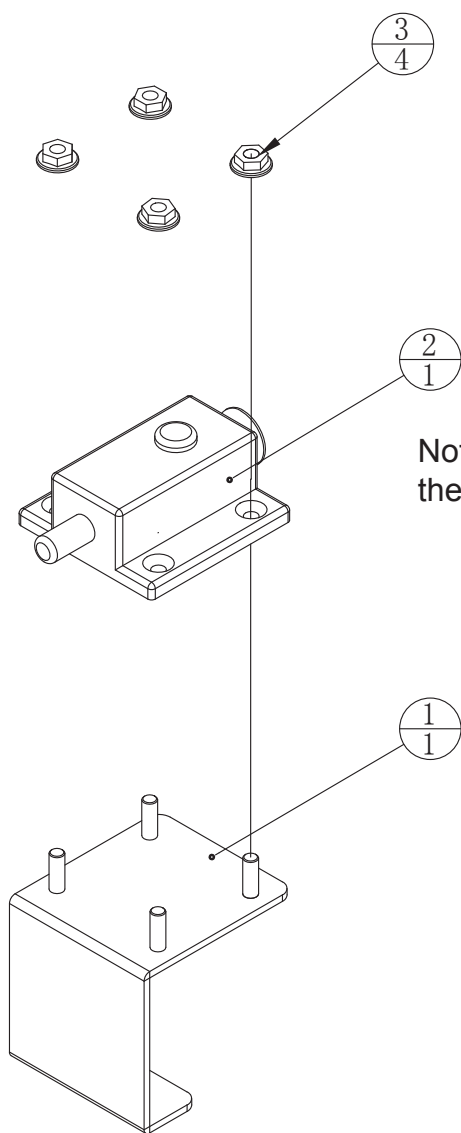
Note：If the hole can not be passed through, the hole can be suitably expanded

3		Hexagon nut with flange	M3（color coating）	4	1.6.LM203013
2		Spring cotter	White cover-bolt	1	1.4.TH020040
1	PP-0703A01	netscreen-pin fixed-iron	SPCC-1.5T	1	
SN	Drawing No.	Name	Materials/specifications	Qty	Note

6.8.4 Net front-pillar components (PP-0704000)
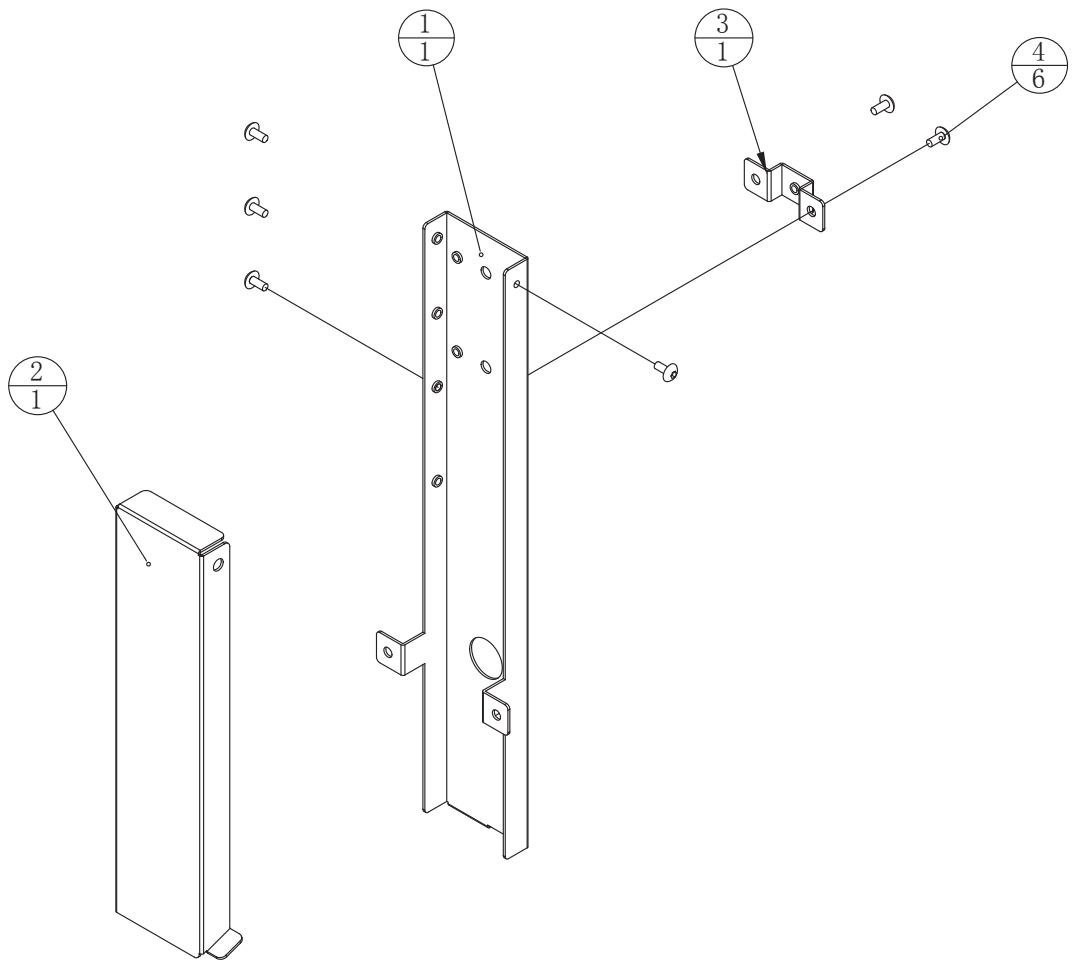
SN	Drawing No.	Name	Materials/specifications	Qty	Note
4		Hexagon flat-head screw	M4*8（chrome plated）	6	1.6.LS140032
3	PP-0704A03	net pin-seat		1	
2	PP-0704A02	No.2 net pillar-iron	SPCC-1.2T	1	
1	PP-0704A01	No.1 net pillar-iron	SPCC-1.2T	1	

6.9 Prize-lane cover-plate components (PP-0800000)

Note：One-sided sticky
sponge-strip
20mm Wide X 15mm Thick X 2m Long

Note：One-sided sticky sponge-strip
20mm Wide X 15mm Thick X 2m Long
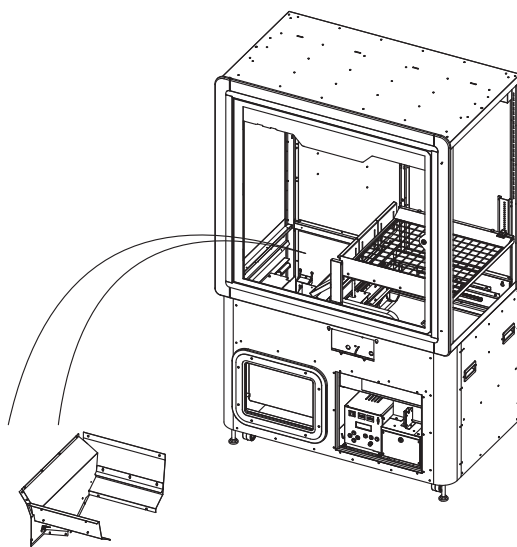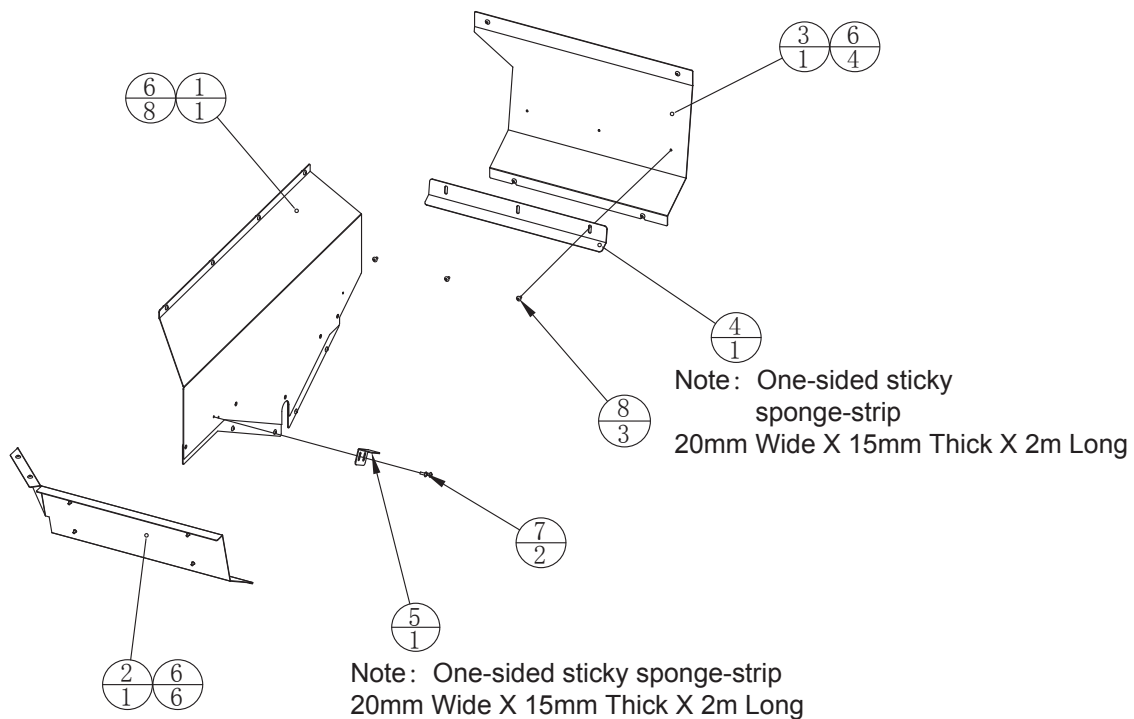
Schematic diagram for installing
the components onto the game
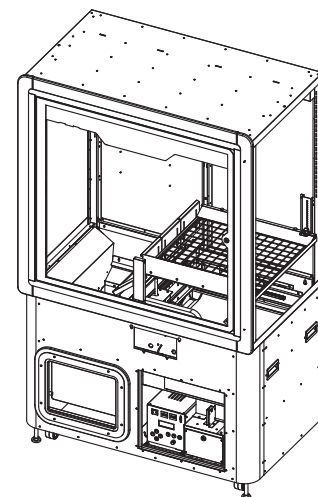
Effect after installation

8		Hexagon flat-head screw	M4*8（black coating）	3	1.6.LS140021
7		Cross flat-head screw	M4*10（chrome plated）	2	1.6.LS241012
6		Hexagon flat-head screw	M4*6（chrome plated）	18	1.6.LS140012
5	PP-0101A08	Short sealing-plate limit-iron	SPCC-1.2T	1	
4	PP-0800A04	Long sealing-plate limit-iron	SPCC-1.2T	1	
3	PP-0800A03	Rear prize-lane cover-plate	SPCC-1.2T	1	
2	PP-0800A02	Front prize-lane cover-plate	SPCC-1.2T	1	
1	PP-0800A01	Left prize-lane sealing-plate		1	
SN	Drawing No.	Name	Materials/specifications	Qty	Note

6.10 Prize display-board components (PP-0900000)
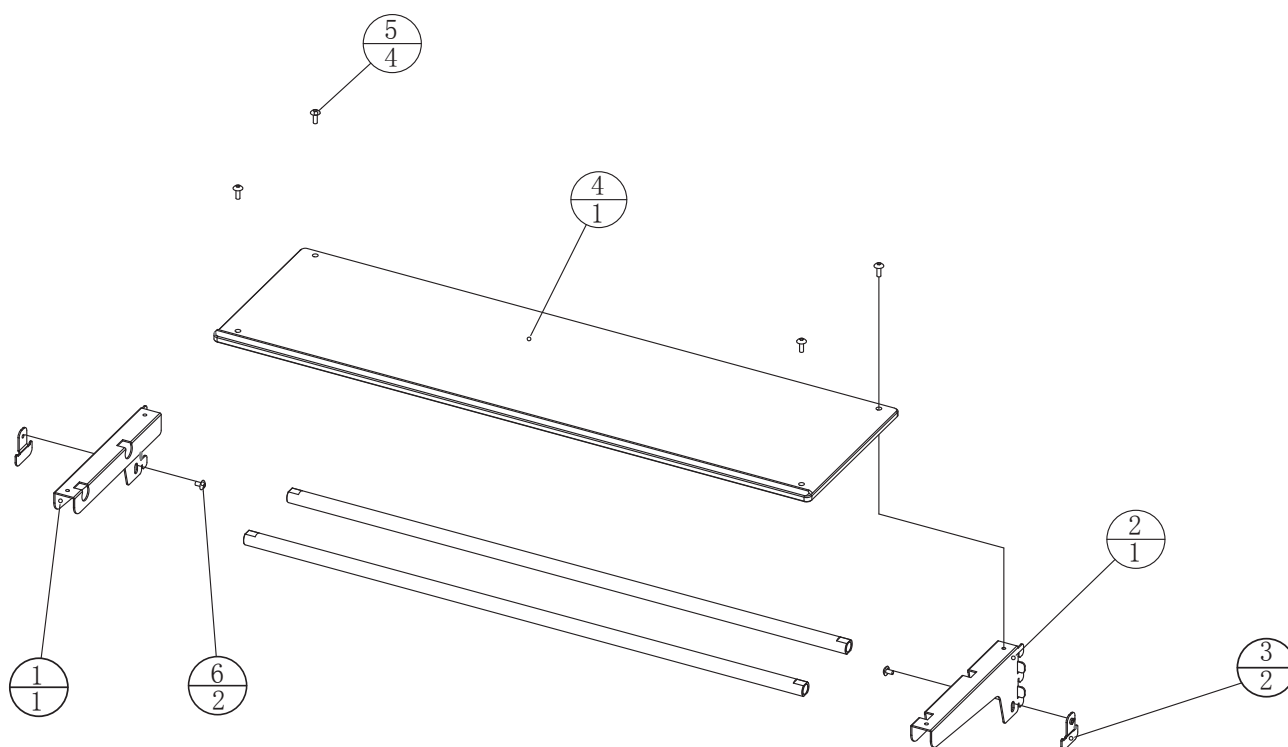
7	PP-0900A04	Prize-rack tube	6061	2	
6		Hexagon flat-head screw	M4*6（chrome plated）	2	1.6.LS140032
5		Hexagon flat-head screw	M4*8（chrome plated）	4	1.6.LS840012
4	PP-0900D01	Displaying-board	PMMA-6.0T	1	
3	PP-0900A03	Displaying-board fastener	SPCC-1.2T	2	
2	PP-0900A02	Right displaying-board supporting-iron	SPCC-1.2T	1	
1	PP-0900A01	Left displaying-board supporting-iron	SPCC-1.2T	1	
SN	Drawing No.	Name	Materials/specifications	Qty	Note
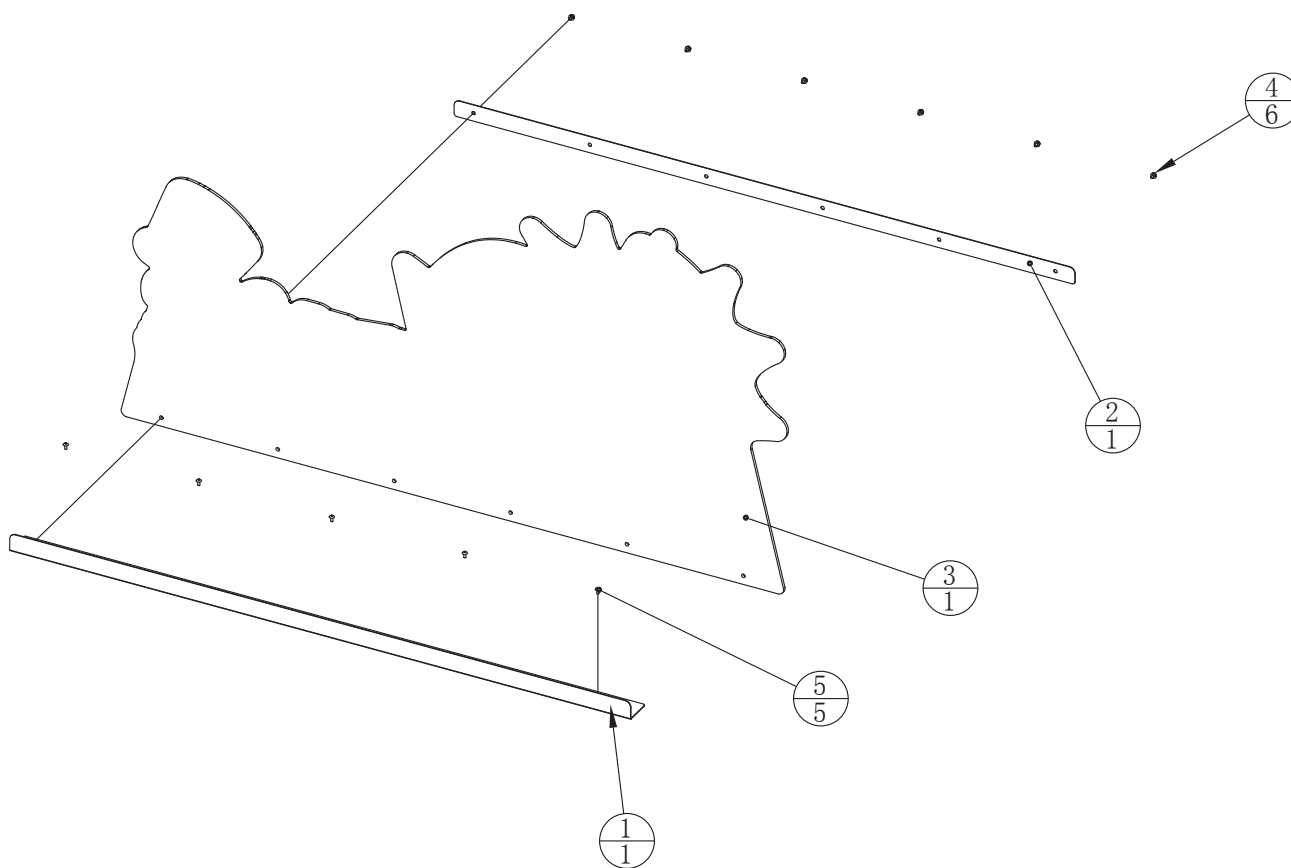
5		Hexagon flat-head screw	M4*8（chrome plated）	5	1.6.LS140032
4		Cross round-head combined screw	M4*6（chrome plated）	6	1.6.LS840012
3	PP-1000D01	POP plate	Andy board	1	
2	KC-1000A02	POP pressure plate	SPCC-1.2T	1	
1	KC-1000A01	POP fixed-iron	SPCC-1.5T	1	
SN	Drawing No.	Name	Materials/specifications	Qty	Note

7. Printing List

8. Wiring Diagram

This diagram shows :
WIDE LINE : GN/YL AWG16 OTHER COLOR   AWG18 AWGXX AWGXX
NARROW LINE: ALL COLOR   AWG22 AWGXX AWGXX
The writing diagram for reference only, chang without prior notice

MAIN PCB(1/2)

Front sensor — J56 — blue / black / red — K2 — blue / green / Brown — K1 CN-A — 1 Front sensor / 2 behind sensor / 3 inside-movement sensor
PP-L0047 / PP-L0048 — XHP-03V

behind sensor — J57 — green / black / powder / black — 4 Left sensor / 5 right sensor
PP-L0047 / PP-L0048 — XHP-03V

inside-movement sensor — J61 — Brown / black / black — PP-L0047 / PP-L0049 / PP-L0057 — XHP-03V

Left sensor — J33 — grey / black / red — K2-1 — GND / +5V / Power box 5V — YLP-02V
PP-L0025

right sensor — J34 — powder / black / red — YLP-15V
PP-L0025 — XHP-03V
PP-L0016 / PP-L0072

Horizontal-movement sensor — J58 — white / black / red — K3 — white / purple / White blue — 6 Horizontal-movement sensor / 10 Sealing-plate opening-state sensor / 11 Sealing-plate closing-state sensor
PP-L0047 / PP-L0048 — XHP-03V

Sealing-plate opening-state sensor — J35 — purple / black / red — White green / Lime / black — 32 Sealing-plate position-opening sensor / 33 Sealing-plate position-closing sensor
PP-L0027 — XHP-03V

Sealing-plate closing-state sensor — J36 — White blue / black / red — black / black / black
PP-L0027 — XHP-03V

Sealing-plate position-opening sensor — J67 — White green / black / red — K4 — black / red — GND / +5V / Power box 5V — YLP-02V
PP-L0025
PP-L0016 / PP-L0072

Sealing-plate position-closing sensor — J68 — Lime / black / red — red / red — YLP-16V
PP-L0025 — XHP-03V

lower sensor — J65 — blue / black / red — K5 — blue / grey / green — 7 lower sensor / 8 Upper sensor / 9 obstruct sensor
PP-L0047 / PP-L0049 / PP-L0052 — XHP-03V — PP-L0053

Upper sensor — J63 — grey / black / red — K6 — black / black / black — GND / +5V / Power box 5V — YLP-02V
PP-L0047 / PP-L0049 / PP-L0052 — XHP-03V — PP-L0053

obstruct sensor — J64 — green / black / red — red / red / red — YLP-09V
PP-L0047 / PP-L0049 / PP-L0052 — XHP-03V — PP-L0053 / PP-L0072

Cion — J26 — Ground / CION / 12V / GND — K7 — green / blue / yellow — 52 Lock / 13 Cionl
TW-130B — NHP-04V — PP-L0033 PP-L0032 — SMP-04V

K8 — +12V / +5V / Power box 5V — YLP-02V

Anti-tilt switch — J25 — black / purple — 14 Anti-tilt switch
TILT SW — PP-L0036 PP-L0032 — YLP-02V

Rocking-bar JS-EPCG-BU-45-CB — J27 — UP / DOWN / Left / Right / GND — K9 — purple / white / Brown / grey / black — 15 UP / 16 DOWN / 17 Left / 18 Right
NHP-05V — PP-L0024 — PP-L0018

K10 — black / yellow / yellow — GND / +12V / Power box 12V — YLP-02V
PP-L0067

Enter-button lamp — J29(J79) — K11 — green / blue / yellow / black — 51 Enter-button lamp / 19 Enter-button
NHP-04V — PP-L0035 / PP-L0032 — YLP-04V — +12V / GND Power box 12V — YLP-02V

R Gift export LED 46 46
G Gift export LED 47 47
B Gift export LED 48 48
R Around the front-frame Right LED 59 59
G Around the front-frame Right LED 60 60
B Around the front-frame Right LED 61 61
R Around the front-frame Left LED 62 62
G Around the front-frame Left LED 63 63
B Around the front-frame Left LED 64 64
Service 20 20
Back 22 22
Setting 23 23
Up 24 24
Down 25 25
Left 26 26
Right 27 27
Test button 21 21
Light-eye sensor 28 28
Up and Down -movement motor + 49 49
Up and Down -movement motor - 50 50
Sealing-plate motor + 53 53
Sealing-plate motor - 54 54
Coil size table 57 57
Prize size table 58 58
Prize fall button 31 31
SDO 41 41
SCK 42 42
SELECT 43 43

HIF3BB-64P(2/2)
HIF3BB-64P(1/2)
PP-L0015 → (HIF3BB-64P)

K60 — red / green / blue / yellow — K61 — SMR-04V — Prize outlet LED 1 * 1350mm
Power box 12V — red / green / blue / yellow — K62 — SMR-04V — Around the front-frame Right LED 1 * 2250mm
Power box 12V — red / green / blue / yellow — K63 — SMR-04V — Control-panel lamp-bar 2 * 100mm / 1 * 200mm / Around the front-frame Left LED 1 * 2250mm
VLR-12V — PP-L0019 PP-L0030 / PP-L0031 / PP-L0020

J07 — purple / black / white / black / grey / black / blue / black / green / black / black / Brown / black / black / powder / purple
Service / Back / Setting / Up / Down / Left / Right — PP-L0071
K12 — GND / GND — Power box GND — YLP-02V — PP-L0043
J37 — PP-L0056 — Test
YLP-16V — PP-L0021 — YLP-02V

Light-eye sensor — K13 — green — J38 WL_PP_EYE_V1.0 — OUT / Q5-TX1 / IN 12V / black — K14 — green / black — J39 WL_PP_EYE_V1.0 — OUT / IN 12V / GND — K15 — green / yellow / black — J40 WL_PP_EYE_V1.0 — OUT / IN 12V / GND
12V / GND Power box 12V — YLP-03V — PP-L0032 PP-L0037 — XHP-05V Light-eye plate — PP-L0039 — XHP-04V — XHP-05V Light-eye plate — PP-L0039 — XHP-04V — XHP-05V Light-eye plate — XHP-04V

Up and Down -movement motor — J14 — blue / green — M+ / M- / VCC / GND — Control board of motor — NTM-029R DC-MOTOR-PCB — J22 MOTOR+ / MOTOR- — blue / black — J66 — SMR-02V — M — Up and Down -movement motor TG-05L-AMD-150-CKA, 24V
K17 — +5V / GND Power box 5V — red / black — YLP-02V — PP-L0023 / PP-L0072 / PP-L0073 — NHP-04V — VHP-03V — PP-L0060/PP-L0059/PP-L0049/PP-L0050/PP-L0052/PP-L0053/PP-L0058 — PP-L0054
J18 — +24V / GND — VHP-02V — K18 — purple / black — PP-L0066 — +24V / GND — YLP-02V

Sealing-plate motor — J15 — Brown / grey — M+ / M- / VCC / GND — Control board of motor — NTM-029R DC-MOTOR-PCB — J23 MOTOR+ / MOTOR- — green / black — J32 — SMR-02V — M — Sealing-plate motor TG-85E-BG-200-CKA, 24V
K19 — +5V / GND Power box 5V — red / black — YLP-02V — PP-L0023 / PP-L0072 / PP-L0073 — NHP-04V — VHP-03V — PP-L0059 / PP-L0060 — PP-L0061
J19 — +24V / GND — VHP-02V — K20 — purple / black — PP-L0066 — +24V / GND — YLP-02V

J09 — blue / grey / yellow / yellow / black / orange — K22 — blue / yellow — PP-L0022 — YLP-02V — PP-L0040 — Coil size table
K21 — 12V Power box 12V — grey / yellow — YLP-02V — PP-L0043 — K23 — PP-L0022 — SMR-02V — PP-L0042 — Prize size table
YLP-06V — black / orange — PP-L0032 PP-L0034 — K24 — YLP-02V — Prize fall button

J28 — purple / white / grey / red / black — 3 MOSI / 2 SCLK / 4 /SPIEN / 1 VCC / 5 GND — NTM-026R 7SEG PCB Gun 7seg display board
K16 — +5V / GND Power box 5V — YLP-02V — Shielding wire — XHP-05V
PP-L0026 / PP-L0072 — PP-L0015 → (HIF3BB-64P)

Name   PUSHING POINTS
Version   Ver.1.00

1/2

This diagram shows :

WIDE LINE : GN/YL AWG16 OTHER COLOR AWG18 AWGXX AWGXX
NARROW LINE: ALL COLOR AWG22 AWGXX AWGXX
The writing diagram for reference only, chang without prior notice

LCD DISPLAYS

TM204A-1
(Include terminal)

J10		
Vdd	2	2
VSS	1	1
R/W	5	5
Vo	3	3
BL+	15	15
BL-	16	16
RS	4	4
E	6	6
DB4	11	11
DB5	12	12
DB6	13	13
DB7	14	14

XHP-16V

K26 — white, black, black, purple, blue, green PP-L0044, powder, grey, Brown, White blue, White green, Lime
YLP-12V

K25 CN-D — LCD +5V, LCD GND R/W, LCD Vo, LCD LIGHT A, LCD LIGHT K, LCD RS, LCD E, LCD DB4, LCD DB5, LCD DB6, LCD DB7
XAD-32P

CN-E K25 — Longitudinal-movement motor+ / Longitudinal-movement motor-

white / purple PP-L0028 ... PP-L0029 white/purple
+5V K32 PP-L0072 red
GND PP-L0073 black
Power box 5V YLP-02V

J12 — M+ M- VCC GND
Control board of motor
NHP-04V
NTM-029R DC-MOTOR-PCB
VHP-02V

J20 MOTOR+ white PP-L0049/PP-L0050/PP-L0053/PP-L0058/PP-L0059/PP-L0060
MOTOR- black
VHP-03V
J62 PP-L0055
SMR-02V

J16 +24V purple / GND black PP-L0066
VHP-02V
K33 +24V / GND
YLP-02V

Longitudinal-movement motor
TG-301DA-SR-65 -CHA, 24V

Horizontal-movement motor+ / Horizontal-movement motor-
XHP-08V

grey / blue PP-L0028 ... PP-L0029 grey/blue
+5V K34 PP-L0072 red
GND PP-L0073 black
Power box 5V YLP-02V

J13 — M+ M- VCC GND
Control board of motor
NHP-04V
NTM-029R DC-MOTOR-PCB
VHP-02V

J21 MOTOR+ grey PP-L0050/PP-L0059/PP-L0060
MOTOR- black
VHP-03V
J59 PP-L0051
SMR-02V

J17 +24V purple / GND black PP-L0066
VHP-02V
K35 +24V / GND
YLP-02V

Horizontal-movement motor
TG-05K-BG -60-CKA, 24V

VR-B5K Ω
Sound Volume

J08 — XHP-06V
K30 — white, red PP-L0041, black
YLP-03V
Shielding wire

CN-V — +3.3V, GND, ADC0, ADC1, ADC2, ADC3
XHP-06V

MAIN PCB(2/2)

Spker 4 inch 8Ω/15W
PP-L0038
J31 — white, black PP-L0032
YLP-02V
CN-S — SP L+, SP L-, SP R+, SP R-
NHP-09V

CN-P K36 — +5V, +24V, +12V, GND, GND, GND — red, purple, yellow, black PP-L0065, black, black
VHP-06V
K37 — +5V, +24V, +12V, GND, GND, GND
Power box
YLP-06V

D10 yellow PP-L0076 / black PP-L0068 PP-L0069
YLP-02V
Ceiling LED 1 * 2 12V/3W yellow

K49 yellow PP-L0074 PP-L0075 / black PP-L0068 PP-L0069
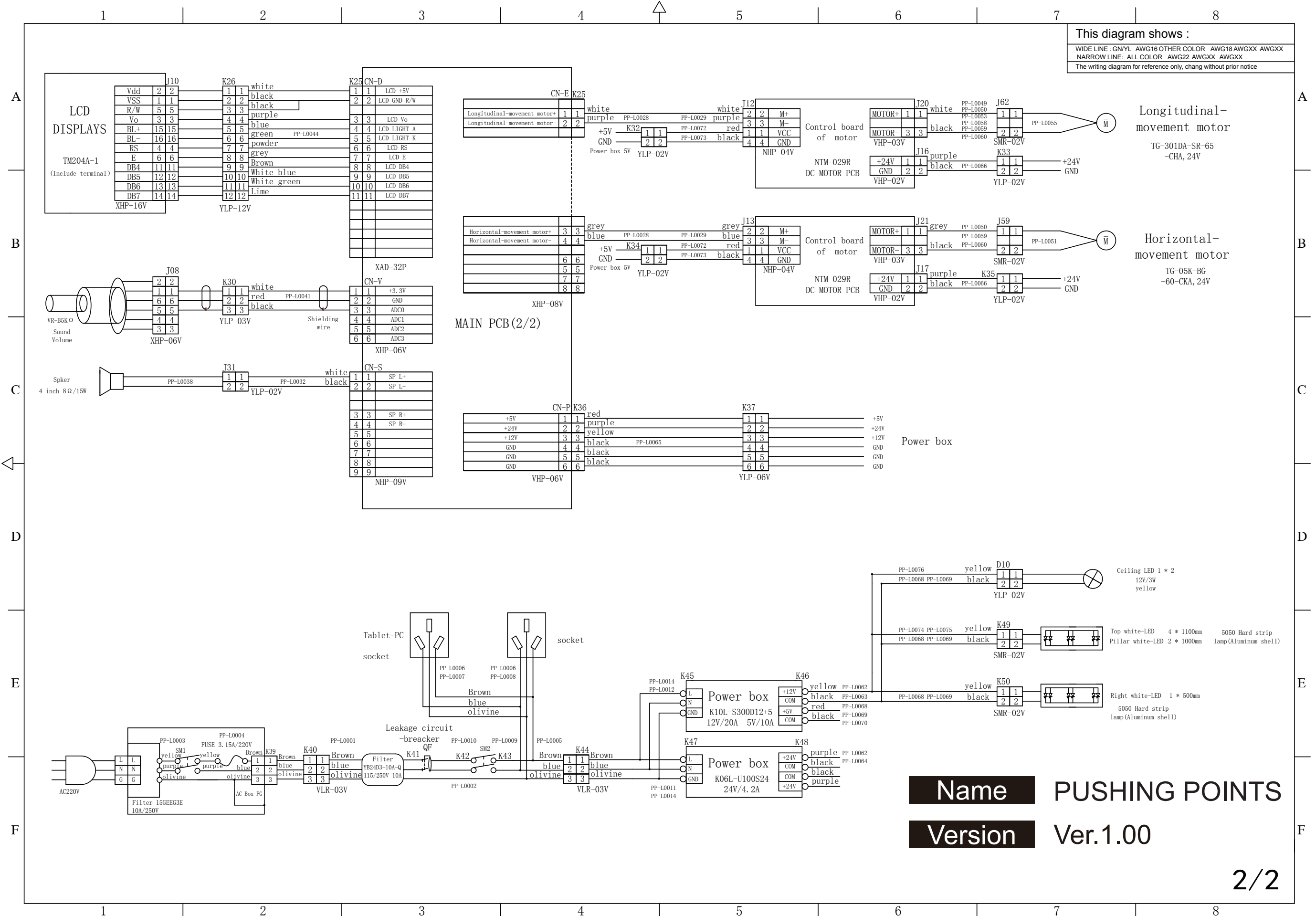SMR-02V
Top white-LED 4 * 1100mm / Pillar white-LED 2 * 1000mm 5050 Hard strip lamp(Aluminum shell)

K50 yellow / black PP-L0068 PP-L0069
SMR-02V
Right white-LED 1 * 500mm 5050 Hard strip lamp(Aluminum shell)

Tablet-PC socket
PP-L0006 PP-L0007 / PP-L0006 PP-L0008
socket
Brown, blue, olivine

Leakage circuit -breaker QF
Filter YB24D3-10A-Q 115/250V 10A
PP-L0002

K45 PP-L0014 PP-L0012 — L, N, GND
Power box K10L-S300D12+5 12V/20A 5V/10A
K46 — +12V yellow PP-L0062, COM black PP-L0063, +5V red PP-L0068, COM black PP-L0069 PP-L0070

K47 PP-L0011 PP-L0014 — L, N, GND
Power box K06L-U100S24 24V/4.2A
K48 — +24V purple PP-L0062, COM black PP-L0064, COM black, +24V purple

AC220V
L L / N N / G G
PP-L0003 yellow purple olivine SM1
Filter 15EEG3E 10A/250V
PP-L0004 FUSE 3.15A/220V yellow purple blue olivine Brown
AC Box FG
K39 Brown / blue / olivine
K40 Brown / blue / olivine PP-L0001
VLR-03V
PP-L0010 K42 SM2 K43 PP-L0009
PP-L0005 K44 Brown / blue / olivine
VLR-03V

Name PUSHING POINTS

Version Ver.1.00

2/2

SPARES AND SERVICE CONTACT INFORMATION

–SEGA TOTAL SOLUTIONS–

42 Barwell Business Park
Leatherhead Road
Chessington
Surrey
KT9 2NY
United Kingdom

Contact: +44 (0) 208 391 8060
Option 1 for Spares, Prize, and Sales
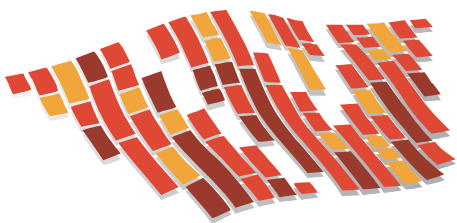Option 2 for Technical, Warranty, and Repairs

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–PLAY IT AMUSEMENTS–

870 Lively Blvd
Wood Dale
Illinois
60191
United States of America

Main/General: 847-364-9787
Part Sales: 224-265-4287
Technical Support: 224-265-4283

PPSG-P0012

Ver. 1.00

WAHLAP TECH

※ The specifications and operation instructions in this Manual are subject
to change without notice for reasons such as performance.