# OWNER'S MANUAL
## SBB

# SONIC BLAST BALL

## IMPORTANT

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

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

# PRECAUTIONS BEFORE USE

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

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

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

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

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

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**⚠**
**Indicates that care should be taken.**

**🔌**
**Indicates a matter which must be performend.**

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**🚫**
**Forbidden.**

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

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

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

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

# ♣ PRECAUTIONS FOR USE

## ⚠ WARNING

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

- This product should not be set up, moved or transported by any one dther than an industry specialist.

- When installing this product, set the 4 leg levelers evenly on the floor and make sure that the product is installed stably in injury or accident

- When installing this product, do not apply undue force on movable parts. Otherwise, injury and accident may result,or the product may be damaged.

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

**Do not place the machine near emergency exits.** 🚫

**Protect the machine from:** 🚫
Rain or moisture.

Direct sunlight

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

Hazardous flamable substances.

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

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

Do not place object near the ventilating holes. 🚫

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

Never connect or disconnect the power cord with wet hands. 🚫

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

# ♣ PRECAUTIONS FOR USE

## ⚠ CAUTION

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

Be sure to use the attached power cord. 🚫

Do not lay the power cord where people walk through. 🚫

Be sure to gound this product. ⏚

Do not exert excessive force when moving the machine. 🚫

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

Do not alter the system related dipswitch settings.

# ♣ PRECAUTIONS FOR USE

## ⚠ CAUTION

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

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

### In case of abnormality

1. Turn OFF the main power switch.

2. Unplug the power cord from the machine.

3. Contact your nearest dealer.

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

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

**In handling the power cord, follow the instructions below.** 🚫

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

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

# ♣ PRECAUTIONS FOR USE

## ⚠ CAUTION

**Do not use this machine anywhere other that industrial areas.** 🚫
- Using in a residential area or an area next to a residential area could affect signal reception of radios, television sets, telephones, etc.

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

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

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

- Those who have high blood pressure or heart problem.

- Those who are intoxicated or under the influence of drugs.

- Pregnant women.

- Those who are not in good health.

- Thiose who have experienced muscle convulsions or loss of con-sciousness when playing video games, etc.

- Even players who have never been adversely affected by light stimulus might experience dizziness or headache depending on their physical condition when playing the game.

- Those who have neck or spinal cord problems.

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

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

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

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

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

# ♣ PRECAUTIONS FOR USE

## ⚠ WARNING

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

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

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

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

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

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

• Using thinner of other organic solvent or alcohol may decompose the material.

• Electrical shock or equipment failure could be caused by water entering the inside of the machine.

## ⚠ CAUTION

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

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

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

Avoid excessive force while moving the machine.

• When setting up, inspecting, maintaining, moving or transporting this product, follow the procedures and instructions set forth in this manual and perform such work safely.

• Do not set up, handle, inspect, maintain, move or transport this product under conditions equivalent to the condition of "WARNING" or "CAUTION" specified in this manual.

• If a new owner is to have this product as a result oftransfer, etc., be sure to give this manual to the new owner.

## ⚠ WARNING

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

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

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

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

**Activities to be carried out by site maintenance personnel:**
Amusement equipment/vending machine assembly, maintenance inspection and replacement of units/expendable parts.

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

**Activities to be carried out by other qualified professionals:**
Amusement equipment/vending machine assembly, repair/adjustment of electrical/electronic/mechanical parts.

## Waste of Electrical and Electronic Equipment (WEEE) Statement.

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

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

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

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

## Battery Recycling Statement.

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

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

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

## * CONTENTS

# 1. SPECIFICATION AND DIMENSIONS

## 1-1. DIMENSIONS



971.61 (38.3inch)
1038.39 (40.9inch)
2101.19 (82.7inch)
478.19 (18.8inch)
696.72 (27.4inch)
2726.21 (107.3inch)
638 (25.1inch)
853.2 (33.6inch)
892.4 (35.1inch)
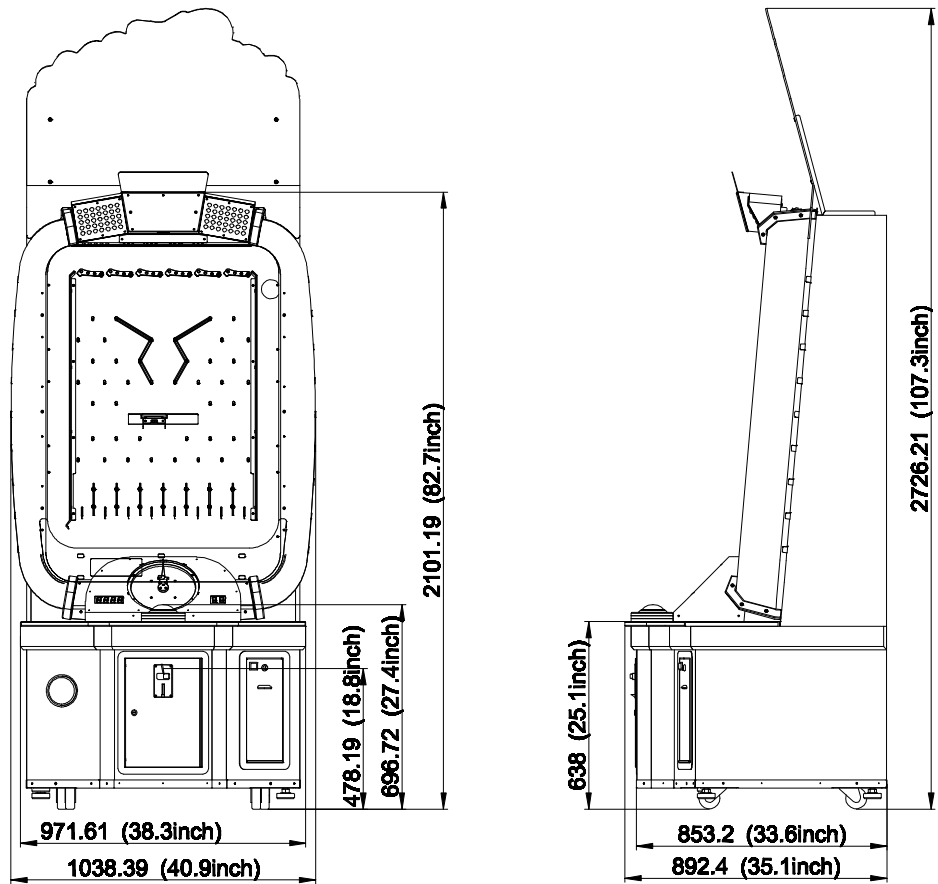
## 1-2. SPECIFICATION
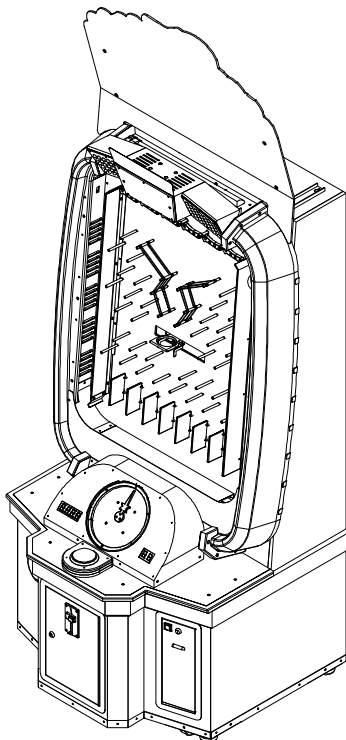


| NOMINATED VOLTAGE RANGE | AC 230V |
|---|---|
| NOMINATED FREQUENCY RANGE | 50Hz |
| AVERAGE POWER CONSUMPTION | 200W (1A) |
| MAXIMUM POWER CONSUMPTION | 280W (1.5A) |
| WEIGHT | 172kg (379.2 lb) |

## 2. NAME OF PARTS & STICKER LOCATION

### 2-1. NAME OF PARTS

BILLBOARD Ass'y

BILLBOARD FOMEX Ass'y

VACCUM SIDE FIXED BKT-L Ass'y

VACCUM ACRYL COVER Ass'y

BONUS WHEEL Ass'y

BUTTON PANEL Ass'y

VACCUM SIDE FIXED BKT-R Ass'y

FRONT DOOR Ass'y

TICKET BOX Ass'y
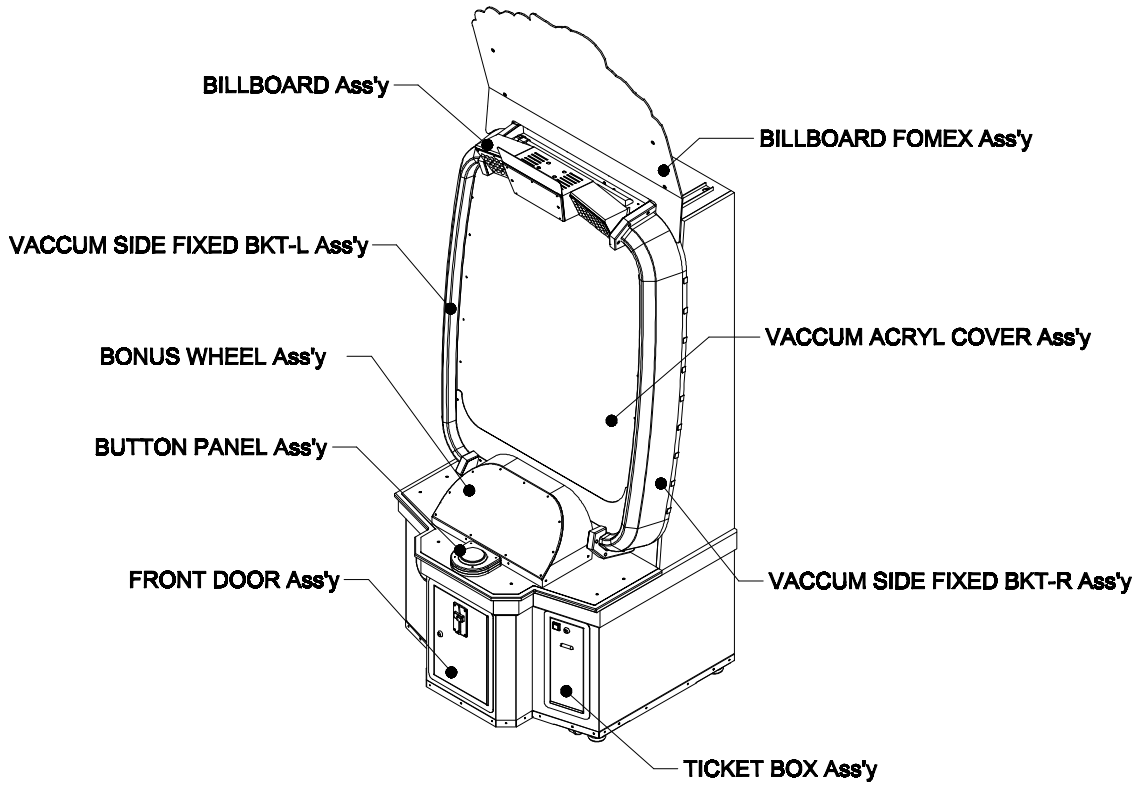
### 2-2. STICKER LOCATION
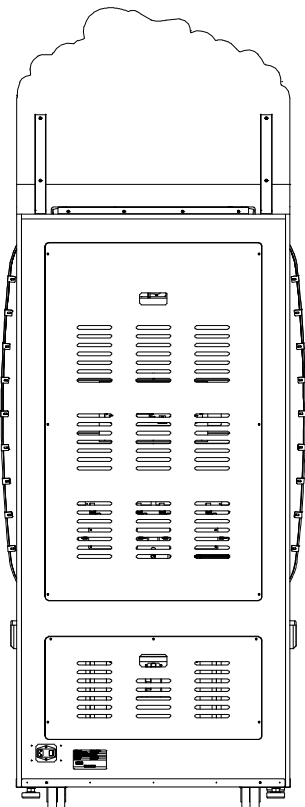
| MODEL NAME | SONIC BLAST BALL |
|---|---|
| POWER REQUIREMENTS | AC 230V , 50Hz |
| AVERAGE POWER CONSUMPTION | 200W (1A) |
| MAXIMUM POWER CONSUMPTION | 280W (1.5A) |
| WEIGHT (KG) | 172Kg(379.2 lb) |
| MODEL NO. | KM-SBB-001 |

ROHS

# 3. COMPONENTS
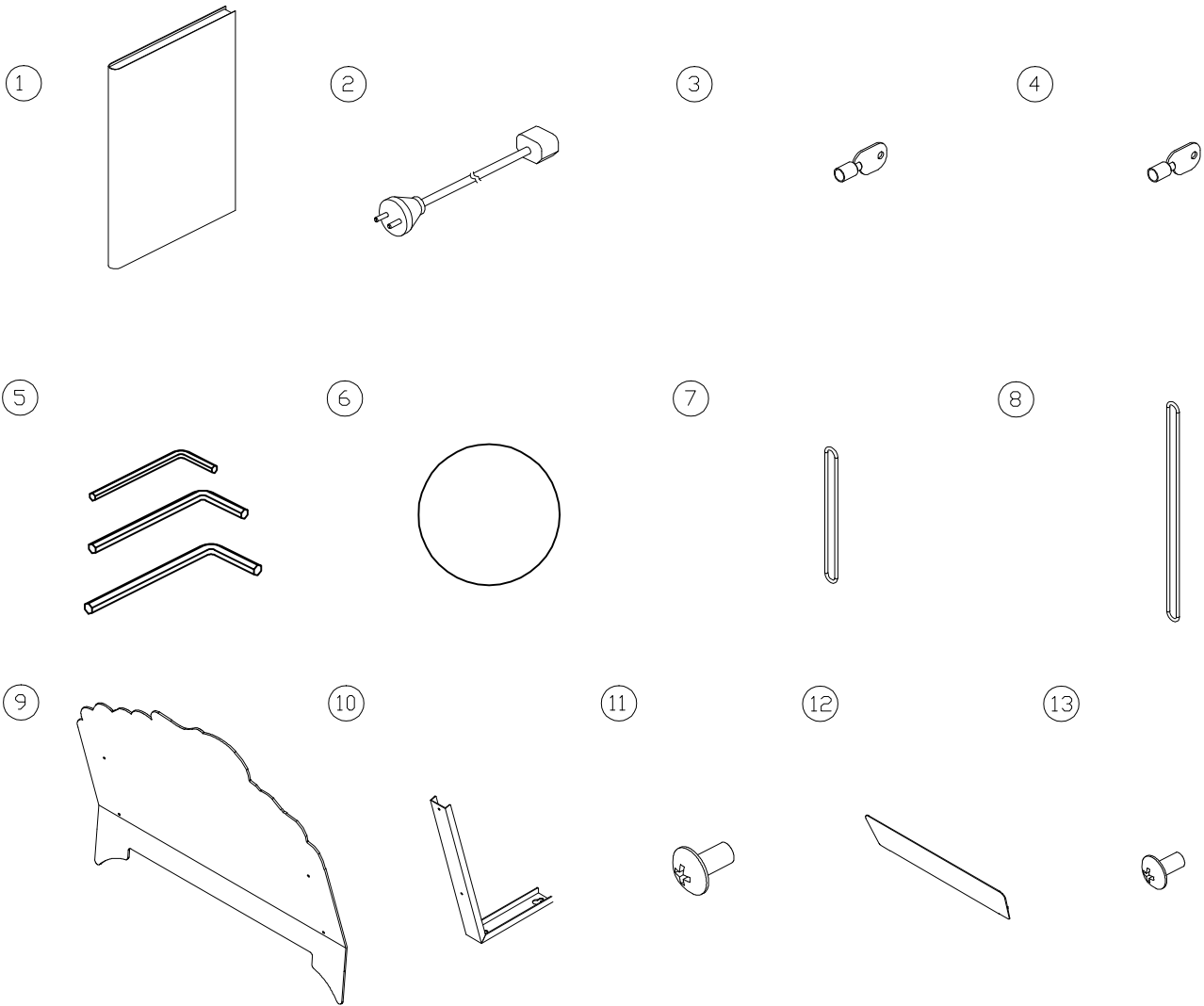
| NO. | PART NAME | SPEC. | QUANTITY | CODE NO. |
|---|---|---|---|---|
| 1 | MANUAL | MANUAL | 1 | MSBB0MAN001 |
| 2 | AC POWER CORD | 125V-7A(0.75) | 1 | MELE0ACP001 |
| | | 250V-10A(0.75) | | MELE0ACP008 |
| | | 250V-13A(0.75)UL (BF3) | | MELE0ACP006 |
| 3 | DOOR KEY / TICKET BOX KEY | 7001 | 2 | MZZZ0KEY032 |
| 4 | CASH BOX KEY | 6001 | 2 | MZZZ0KEY013 |
| 5 | WRENCH | 2.5mm | 1ea | MXXX0REN001 |
| | | 3mm | | MXXX0REN004 |
| | | 4mm | | MXXX0REN002 |
| 6 | BALL | Φ65 | 3 | MTODOMOL002 |
| 7 | RUBBER BAND No.30 | SILICONE (41X1.78mm) | 8 | MZZZ0RUB006 |
| 8 | RUBBER BAND No.41 | SILICONE (95.72X1.78mm) | 4 | MZZZ0RUB008 |
| 9 | BILLBOARD FOMEX | BLACK FOMEX-5.0t | 1 | MSBB0SHE001 |
| 10 | BILLBOARD FOMEX FIXED BKT | SPCC-1.6t | 2 | MSBB0MET026 |
| 11 | TH BOLT | TH M5 X 12L | 4 | |
| 12 | BONUS SHEET BKT | SPCC-1.2t | 1 | MSBB0MET027 |
| 13 | TH BOLT | TH M4 X 8L | 2 | |

4-1. Connect a BILLBOARD Ass'y to the top of the main cabinet by tightening the bolts 4EA (M6 x 25L) as shown below.

Refer to PAGE 21 to assemble BILLBOARD FOMEX Ass'y.

4-M6 X 25L
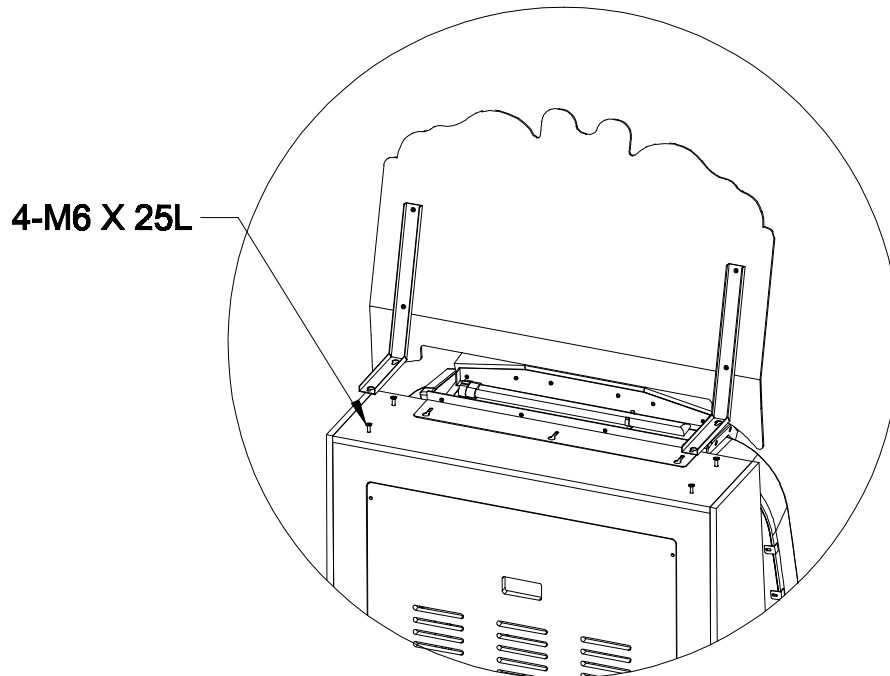
4-2. Connect a BONUS DECAL Bracket with the main cabinet by tightening the bolts 2EA (M4 x 8L) as shown below.

2-TH M4 X8L

## 5. SETUP MODE

5-1 Function of Control Panel (SW1, SW2, SW3) .

    1) S/W1 : a) Entering Setup Mode.
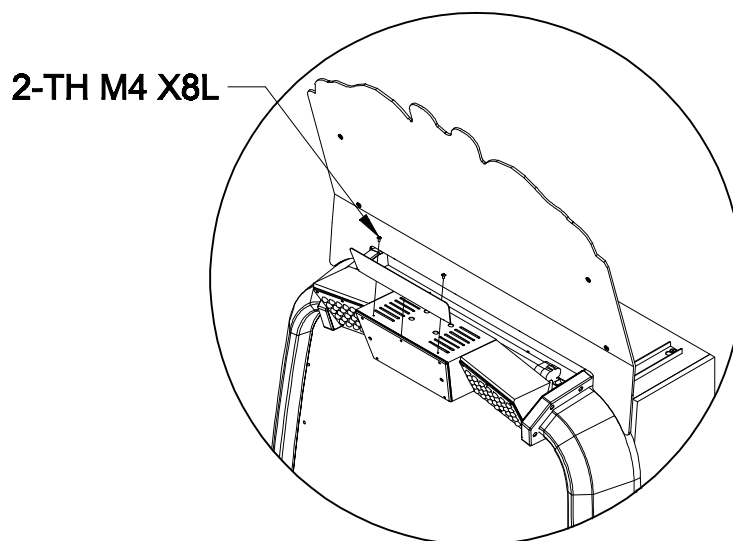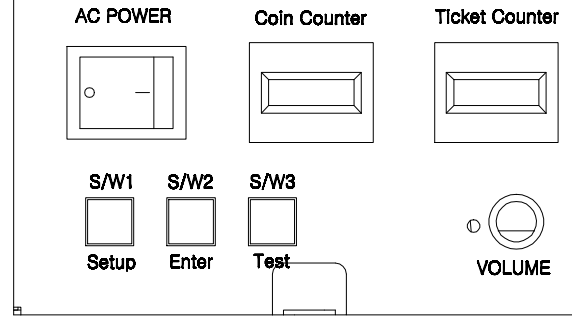              b) Push SW1 two times and return to upper menu.
    2) S/W2 : a) Adjusting each Setup value.
              b) Service coin switch
    3) S/W3 : a) Entering each Setup menu
              b) Test switch

5-2 How to setup.

    5-2.1 Press SW1 to enter into Setup Mode.
    5-2.2 Press SW3 and enter each Setup menu.
    5-2.3 Press SW2 and adjust each setup value.
    5-2.4 Press SW1 two times to save the setup and return to Game Mode.

### setup Mode Flow chart

CREDIT FND (MODE)      TICKET OWED FND (Setting value displayed)

| CREDIT FND | TICKET OWED FND | Description |
|---|---|---|
| C0 | 2 | Coins per credit<br>Range : 0~20 / default : 2 |
| b0 | 0 | No of accumulated Bonus per credit/game<br>Range : 0~10 / default : 0 |
| b1 | 1000 | Bonus ticket start value<br>Range : 0~1,000 / default :1000 |
| b2 | 1000 | Maximum Bonus ticket value<br>Range : 0~5,000 / default :1000 |
| b3 | | Ticket Value ( 1:normal, 2:D&B )<br>default :1 |
| S1 | 1 | demo sound (0,1,2)<br>Range :  0~2 / default : 1 |
| S2 | 0 | Error sound<br>Range : 0,1 / default : 0 |
| P1 | 255 | bonus Motor Speed<br>Range : 80~255 / default : 255 |
| P2 | 30 | Tickets<br>Range : 1~150 / default : 30  tickets |
| P3 | 6 | Bonus Wheel Offset<br>Range : 0~20 / default : 6 |

```
        10
0 —  - • +  — 20
```

* Demo sound on/off ( 0 ,1, 2 )

| |
|---|
| * NO 0 --> Demo sound off. |
| * No 1 --> Playing demo sound once every 5min. |
| * No 2 --> Playing demo sound continuously. |

## * Setup Mode

| | | |
|---|---|---|
| H1 | 12 | the no 1. of hole ticket |
| H2 | 10 | the no 2. of hole ticket |
| H3 | 18 | the no 3. of hole ticket |
| H4 | 24 | the no 4. of hole ticket |
| H5 | 20 | the no 5. of hole ticket |
| H6 | 22 | the no 6. of hole ticket |
| H7 | 10 | the no 7. of hole ticket |
| H8 | 12 | the no 8. of hole ticket |
| b1 | 0 | the no 1. of Wheel ticket |
| b2 | 30 | the no 2. of Wheel ticket |
| b3 | 60 | the no 3. of Wheel ticket |
| b4 | 30 | the no 4. of Wheel ticket |
| b5 | 70 | the no 5. of Wheel ticket |
| b6 | 30 | the no 6. of Wheel ticket |
| b7 | 40 | the no 7. of Wheel ticket |
| b8 | 30 | the no 8. of Wheel ticket |

Dip. S/W
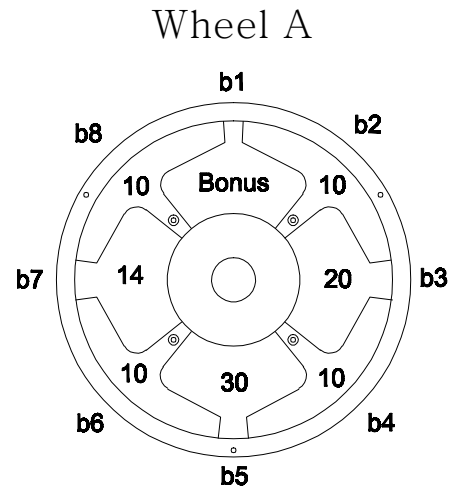No.6 OFF – China
On  – International

# Setting up Wheel A

Price per play: 25c / Ticket Value: 1
or Price per play: 10c / Ticket Value: 0.5

This is a guide on how to set up Sonic Blast Ball.
Please check local regulations before operating this game.

> By raising or lowering the lower playfield 'hole' ticket values and
> the maximum 'bonus', you will raise or lower the average number
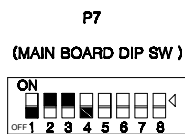> of tickets given per credit.
>
> Below are some setup examples for Wheel 'A'. Set the wheel
> values, DIP switches, hole values and maximum bonus as detailed to
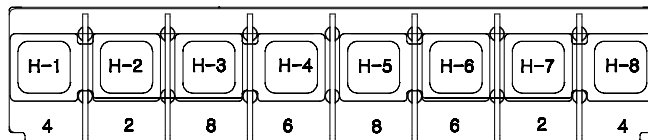> achieve the desired average tickets given per credit.

Set the 'wheel' values to
match Wheel A above:

## Setup Example #1 – Average 10 ticket given per credit

Set DIP switch to:

**P7**

(MAIN BOARD DIP SW)

Set lower playfield 'hole' values to:

| H-1 | H-2 | H-3 | H-4 | H-5 | H-6 | H-7 | H-8 |
|-----|-----|-----|-----|-----|-----|-----|-----|
| 4 | 2 | 8 | 6 | 8 | 6 | 2 | 4 |

Set 'bonus' to maximum of:

# 300

## Setup Example #2 – Average 8 ticket given per credit

Set DIP switch to:

**P8**

(MAIN BOARD DIP SW)

Set lower playfield 'hole' values to:

| H-1 | H-2 | H-3 | H-4 | H-5 | H-6 | H-7 | H-8 |
|-----|-----|-----|-----|-----|-----|-----|-----|
| 4 | 2 | 6 | 4 | 6 | 4 | 2 | 4 |
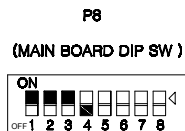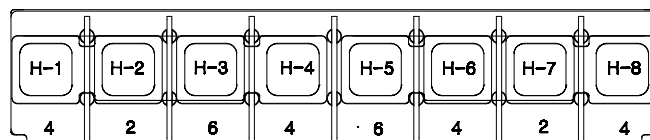
Set 'bonus' to maximum of:

# 300

## Setup Example 3– Average 6 ticket given per credit

Set DIP switch to:

**P9**

(MAIN BOARD DIP SW)

Set lower playfield 'hole' values to:

| H-1 | H-2 | H-3 | H-4 | H-5 | H-6 | H-7 | H-8 |
|-----|-----|-----|-----|-----|-----|-----|-----|
| 3 | 2 | 4 | 3 | 4 | 3 | 2 | 3 |
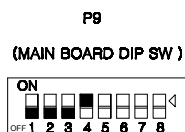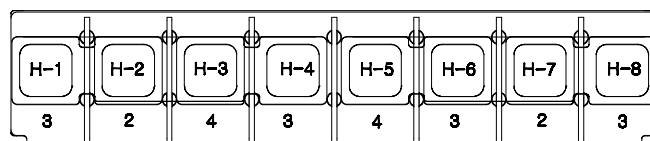
Set 'bonus' to maximum of:

# 100

# Setting up Wheel B

Price per play: 50c / Ticket Value: 1
or Price per play: 25c / Ticket Value: 0.5

This is a guide on how to set up Sonic Blast Ball.
Please check local regulations before operating this game.

By raising or lowering the lower playfield 'hole' ticket values and the maximum 'bonus', you will raise or lower the average number of tickets given per credit.

Below are some setup examples for Wheel 'B'. Set the <u>wheel</u> values, <u>DIP</u> switches, <u>hole</u> values and maximum <u>bonus</u> as detailed to achieve the desired average tickets given per credit.

## Wheel B



b1 b2 b3 b4 b5 b6 b7 b8

20 Bonus 20
30 30
20 50 20

Set the 'wheel' values to match Wheel B above:

## Setup Example #1 – Average 25 ticket given per credit

Set <u>DIP</u> switch to:

P4

(MAIN BOARD DIP SW)

ON
OFF 1 2 3 4 5 6 7 8

Set lower playfield 'hole' values to:

| H-1 | H-2 | H-3 | H-4 | H-5 | H-6 | H-7 | H-8 |
|-----|-----|-----|-----|-----|-----|-----|-----|
| 10  | 8   | 12  | 16  | 12  | 14  | 8   | 10  |

Set 'bonus' to maximum of:

# 500

## Setup Example #2 – Average 20 ticket given per credit
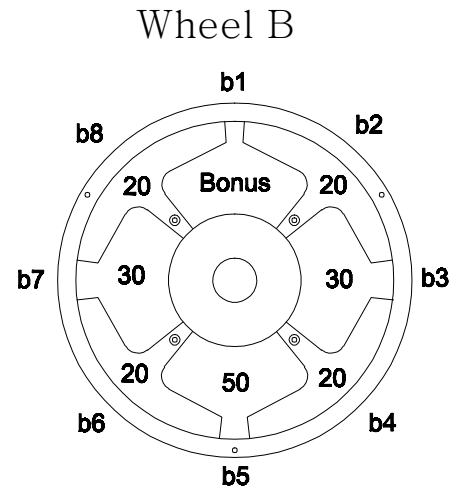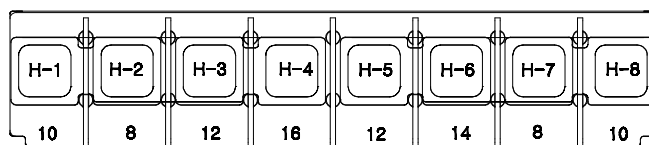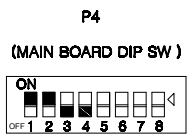
Set <u>DIP</u> switch to:

P5

(MAIN BOARD DIP SW)

ON
OFF 1 2 3 4 5 6 7 8

Set lower playfield 'hole' values to:

| H-1 | H-2 | H-3 | H-4 | H-5 | H-6 | H-7 | H-8 |
|-----|-----|-----|-----|-----|-----|-----|-----|
| 8   | 6   | 10  | 16  | 10  | 12  | 6   | 8   |

Set 'bonus' to maximum of:
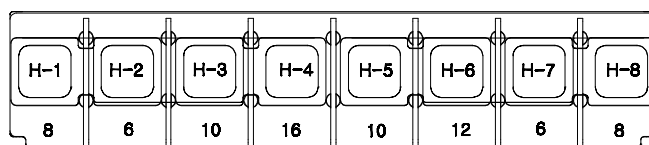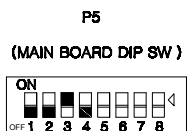
# 500

## Setup Example 3– Average 15 ticket given per credit

Set <u>DIP</u> switch to:

P6

(MAIN BOARD DIP SW)

ON
OFF 1 2 3 4 5 6 7 8

Set lower playfield 'hole' values to:

| H-1 | H-2 | H-3 | H-4 | H-5 | H-6 | H-7 | H-8 |
|-----|-----|-----|-----|-----|-----|-----|-----|
| 6   | 4   | 8   | 12  | 8   | 10  | 4   | 6   |

Set 'bonus' to maximum of:

# 500
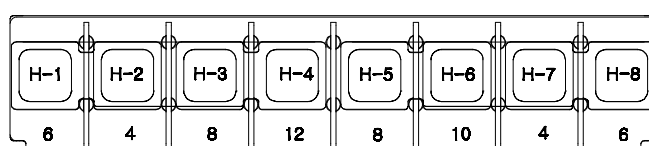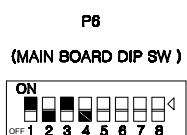
# Setting up Wheel C

Price per play: $1 / Ticket Value: 1
or Price per play: 50c / Ticket Value: 0.5

This is a guide on how to set up Sonic Blast Ball.
Please check local regulations before operating this game.

By raising or lowering the lower playfield 'hole' ticket values and
the maximum 'bonus', you will raise or lower the average number
of tickets given per credit.

Below are some setup examples for Wheel 'C'. Set the wheel
values, DIP switches, hole values and maximum bonus as detailed to
achieve the desired average tickets given per credit.
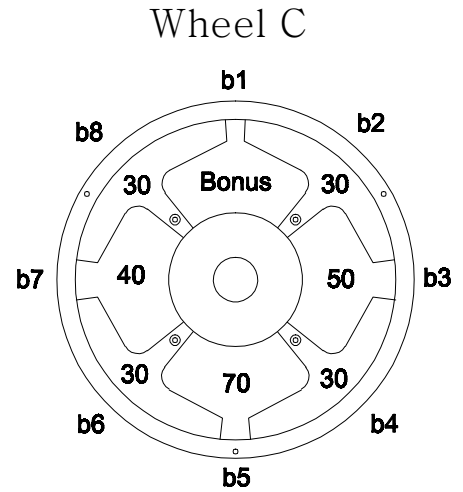
## Wheel C



Set the 'wheel' values to
match Wheel C above:

## Setup Example #1 – Average 40 ticket given per credit

Set DIP switch to:

P1

(MAIN BOARD DIP SW)



Set lower playfield 'hole' values to:

| H-1 | H-2 | H-3 | H-4 | H-5 | H-6 | H-7 | H-8 |
|-----|-----|-----|-----|-----|-----|-----|-----|
| 16  | 14  | 22  | 28  | 22  | 24  | 14  | 16  |

Set 'bonus' to maximum of:

# 1000

## Setup Example #2 – Average 35 ticket given per credit

Set DIP switch to:

P2

(MAIN BOARD DIP SW)



Set lower playfield 'hole' values to:

| H-1 | H-2 | H-3 | H-4 | H-5 | H-6 | H-7 | H-8 |
|-----|-----|-----|-----|-----|-----|-----|-----|
| 14  | 12  | 20  | 26  | 20  | 22  | 12  | 14  |

Set 'bonus' to maximum of:
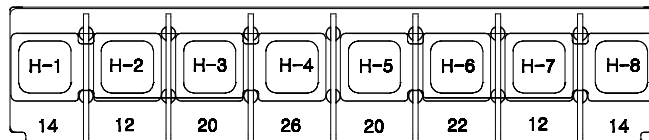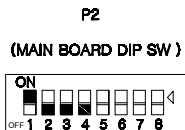
# 1000

## Setup Example 3– Average 30 ticket given per credit

Set DIP switch to:

P3

(MAIN BOARD DIP SW)



Set lower playfield 'hole' values to:

| H-1 | H-2 | H-3 | H-4 | H-5 | H-6 | H-7 | H-8 |
|-----|-----|-----|-----|-----|-----|-----|-----|
| 12  | 10  | 18  | 24  | 20  | 22  | 10  | 12  |

Set 'bonus' to maximum of:
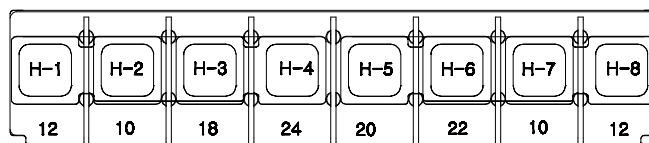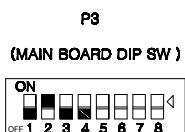
# 1000

# Setting up Wheel D

Price per play: $2 / Ticket Value: 1
or Price per play: $1 / Ticket Value: 0.5

This is a guide on how to set up Sonic Blast Ball.
Please check local regulations before operating this game.

By raising or lowering the lower playfield 'hole' ticket values and the maximum 'bonus', you will raise or lower the average number of tickets given per credit.

Below are some setup examples for Wheel 'D'. Set the wheel values, DIP switches, hole values and maximum bonus as detailed to achieve the desired average tickets given per credit.
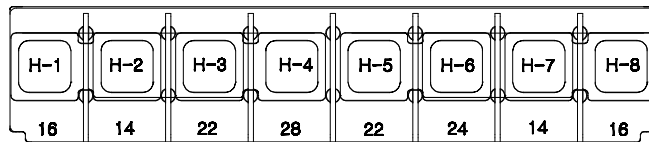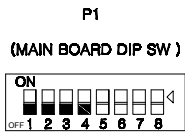
## Wheel D

Set the 'wheel' values to match Wheel D below:

(Wheel D diagram: b1, b2, b3, b4, b5, b6, b7, b8; values 70, Bonus, 70, 100, 150, 70, 200, 70)

## Setup Example #1 – Average 75 ticket given per credit

Set DIP switch to:

Pb
(MAIN BOARD DIP SW )

ON / OFF 1 2 3 4 5 6 7 8

Set lower playfield 'hole' values to:

| H-1 | H-2 | H-3 | H-4 | H-5 | H-6 | H-7 | H-8 |
|-----|-----|-----|-----|-----|-----|-----|-----|
| 54  | 50  | 56  | 60  | 56  | 58  | 50  | 54  |

Set 'bonus' to maximum of:

# 2000

## Setup Example #2 – Average 60 ticket given per credit

Set DIP switch to:

PA
(MAIN BOARD DIP SW )

ON / OFF 1 2 3 4 5 6 7 8

Set lower playfield 'hole' values to:

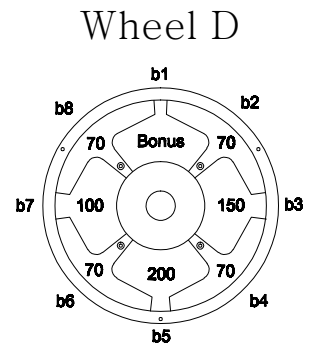| H-1 | H-2 | H-3 | H-4 | H-5 | H-6 | H-7 | H-8 |
|-----|-----|-----|-----|-----|-----|-----|-----|
| 32  | 30  | 40  | 50  | 40  | 42  | 30  | 34  |
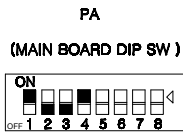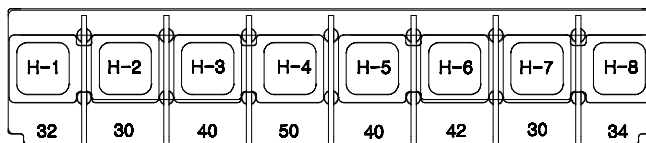
Set 'bonus' to maximum of:

# 1500

# Setting up Wheel E

Price per play: $4 / Ticket Value: 1
or Price per play: $2 / Ticket Value: 0.5

This is a guide on how to set up Sonic Blast Ball.
Please check local regulations before operating this game.

By raising or lowering the lower playfield 'hole' ticket values and the maximum 'bonus', you will raise or lower the average number of tickets given per credit.
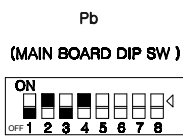
Below are some setup examples for Wheel 'E'. Set the wheel values, DIP switches, hole values and maximum bonus as detailed to achieve the desired average tickets given per credit.
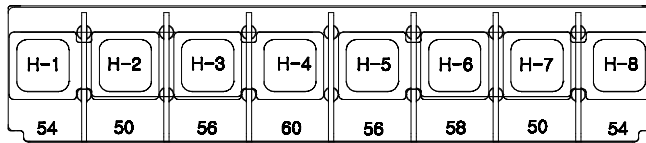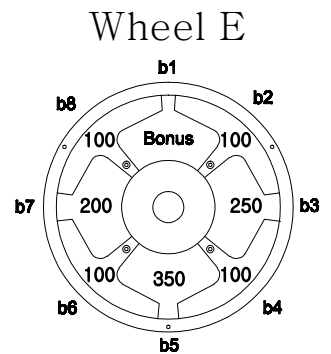
## Wheel E

Set the 'wheel' values to match Wheel E below:

(Wheel E diagram: b1, b2, b3, b4, b5, b6, b7, b8; values 100, Bonus, 100, 200, 250, 100, 350, 100)

## Setup Example #1 – Average 120 ticket given per credit

Set DIP switch to:

PC
(MAIN BOARD DIP SW )

ON / OFF 1 2 3 4 5 6 7 8

Set lower playfield 'hole' values to:

| H-1 | H-2 | H-3 | H-4 | H-5 | H-6 | H-7 | H-8 |
|-----|-----|-----|-----|-----|-----|-----|-----|
| 80  | 78  | 90  | 96  | 90  | 86  | 78  | 80  |
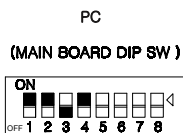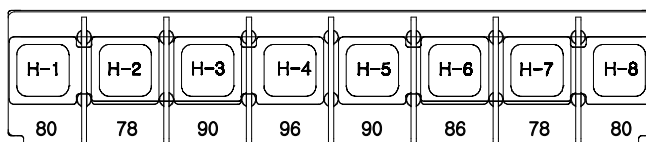
Set 'bonus' to maximum of:

# 3000

# Setting up Wheel CEC

This is a guide on how to set up Sonic Blast Ball.
Please check local regulations before operating this game.

> By raising or lowering the lower playfield 'hole' ticket values and
> the maximum 'bonus', you will raise or lower the average number
> of tickets given per credit.
>
> Below are some setup examples for Wheel 'CEC'. Set the wheel
> values, DIP switches, hole values and maximum bonus as detailed to
> achieve the desired average tickets given per credit.
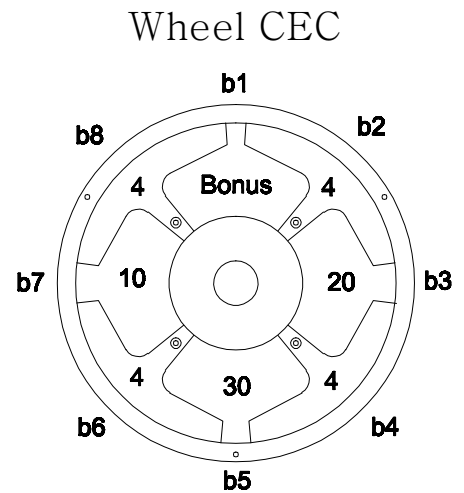
### Wheel CEC



Set the 'wheel' values to
match Wheel CEC above:

## Setup Example #1 – Average 4 ticket given per credit

Set DIP switch to:

**Pd**

(MAIN BOARD DIP SW )



Set lower playfield 'hole' values to:

| H-1 | H-2 | H-3 | H-4 | H-5 | H-6 | H-7 | H-8 |
|-----|-----|-----|-----|-----|-----|-----|-----|
| 1 | 2 | 1 | 3 | 1 | 3 | 1 | 2 |
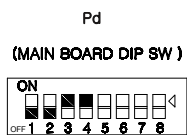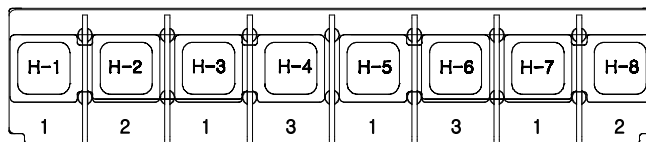
Set 'bonus' to maximum of:

# 100

## 5-5. How to clear existing setup value.

5-5.1 Turn on machine while SW1 being pushed to enter into Clear Mode.
5-5.2 Press SW2 and clear the data.
5-5.3 Press SW3 and enter each setup menu.
5-5.4 Press SW1 two times to save the setup and return to Game Mode.

**\* Clear Mode**

| Credit Fnd | Bonus Fnd | |
|---|---|---|
| UP | 0000 | – Clear the accumulated Bonus Tickets in Bonus FND (Related setup menu : "t1" No. of accumulated bonus per game.) |
| AC | 0000 | – Stop Ticket Dispense from Ticket Dispenser. |
| PC | 0000 | – Clear the Tickets (Laid aside for bonus game.) |
| CC | 0000 | – Clear the Credits. |
| Ab | 0000 | – Clear the all Set-up value and return to default setting. |

## 5-6. Error mode

### Ticket Owed FND

| FND | Description |
|---|---|
| Err1 | When no ticket is available into dispenser, or Error on ticket dispenser. |
| Err2 | Error on Lever Motor or Open Sensor. |
| Err3 | Error on Lever Motor or Close Sensor. |
| Err4 | Error on Big Win Motor or Left Sensor. |
| Err5 | Error on Big Win Motor or Right Sensor. |
| Err6 | Error when a ball doesn't go around a track or air blower doesn't work, or Error on Ball Sensor 'a'. |
| Err7 | Error on Ball Sensor 'b'. |
| Err8 | Error when Micro Switch or Big Win Hole Sensor doesn't detect movement of a ball after a Ball-Drop Button pressed by a Player. |
| Err9 | Error on Bonus Wheel Motor or Sensor. |
| Er10 | Error when a Micro Switch is Pressed by the Ball. Or, a Pin of the Micro Switch couldn't Return. |

## 6. Test mode

6-1. The first step of Test Mode.

  6-1.1 Press SW3 to enter into Test Mode.
  6-1.2 Press SW1 to enter into each Test Menu.
  6-1.3 Press SW2 to operate each Test menu.
  6-1.4 Press SW3 two times to save the setup and return to Game Mode.

Credit Fnd

Ticket Owed Fnd

MODE MENU ——— ON/OFF ( [] : OFF / | : ON )
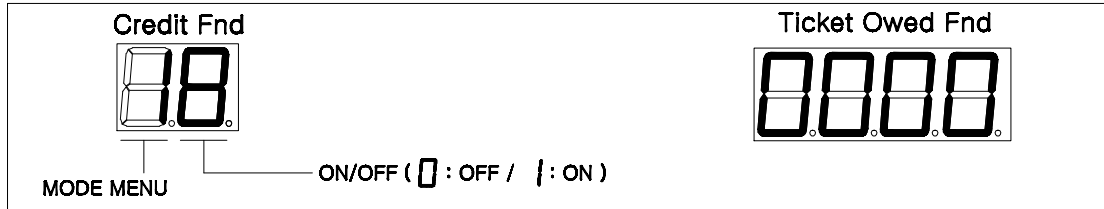
| NO. | Credit Fnd | Content |
|-----|-----------|---------|
| 1 | 10 | Lever Motor Test Off |
| 2 | 11 | Lever Motor Test On |
| 3 | 20 | BIG WIN Motor Test Off |
| 4 | 21 | BIG WIN Motor Test On |
| 5 | 30 | Blower Motor Test Off |
| 6 | 31 | Blower Motor Test On |
| 7 | 40 | Ticket Dispenser Test Off |
| 8 | 41 | Ticket Dispenser Test On |
| 9 | 50 | Bonus Wheel Test Off |
| 10 | 51 | Bonus Wheel Test On |
| 11 | 60 | Led & Fnd Test Off |
| 12 | 61 | Led & Fnd Test On |
| 13 | 70 | Sound Test Off |
| 14 | 71 | Sound Test On |
| 15 | 80 | Counter Test Mode |
| 16 | 81 | Coin Counter On |
| 17 | 82 | Ticket Counter On |

## 6-2.Sensor And Switch Test

- Sensor and Switch operation conformity check
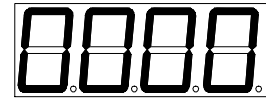
| NO. | CONTENT | Ticket Owed FND |
|-----|---------|-----------------|
| 1 | 1P Ticket Dispenser Sensor | |
| 2 | 1P Ticket Empty Switch | |
| 3 | Start Button | |
| 4 | Coin Sensor | |
| 5 | Setup Button | |
| 6 | Service Button | |
| 7 | Test Button | |
| 8 | Lever Close Sensor | |
| 9 | Lever Open Sensor | |
| 10 | Big Win Left Sensor | |
| 11 | Big Win Right Sensor | |
| 12 | Big Win Hole Sensor | |
| 13 | Ball Check "a" Sensor | |
| 14 | Ball Check "b" Sensor | |
| 15 | Micro Switch "1" | |
| 16 | Micro Switch "2" | |
| 17 | Micro Switch "3" | |
| 18 | Micro Switch "4" | |
| 19 | Micro Switch "5" | |
| 20 | Micro Switch "6" | |
| 21 | Micro Switch "7" | |
| 22 | Micro Switch "8" | |
| 23 | Bonus Wheel Point Sensor | |

7-1.Error Code "1"

WHEN TICKET DISPENSER DOESN'T WORK OR DISPENSER IS EMPTY.
- TEST ACCORDING TO TEST MODE 7, 8
- CONFIRM THE STATUS OF MOTOR AFTER TESTING.

WHEN DISPENSER IS EMPTY.

PUSH THE TICKET BUTTON AFTER MAKING FULL WITH TICKETS.

WHEN DISPENSER DOESN'T WORK.

CHECK THE HARNESS CONNECTED TO THE DISPENSER.

REPLACE THE TICKET DISPENSER

REPLACE THE MAIN BOARD.

WHEN DISPENSER WORKS PROPERLY.

CHECK THE HARNESS CONNECTED TO THE DISPENSER.

CHECK IF THE SWITCH WORKS.

REPLACE THE SWITCH.

REPLACE THE MAIN BOARD.
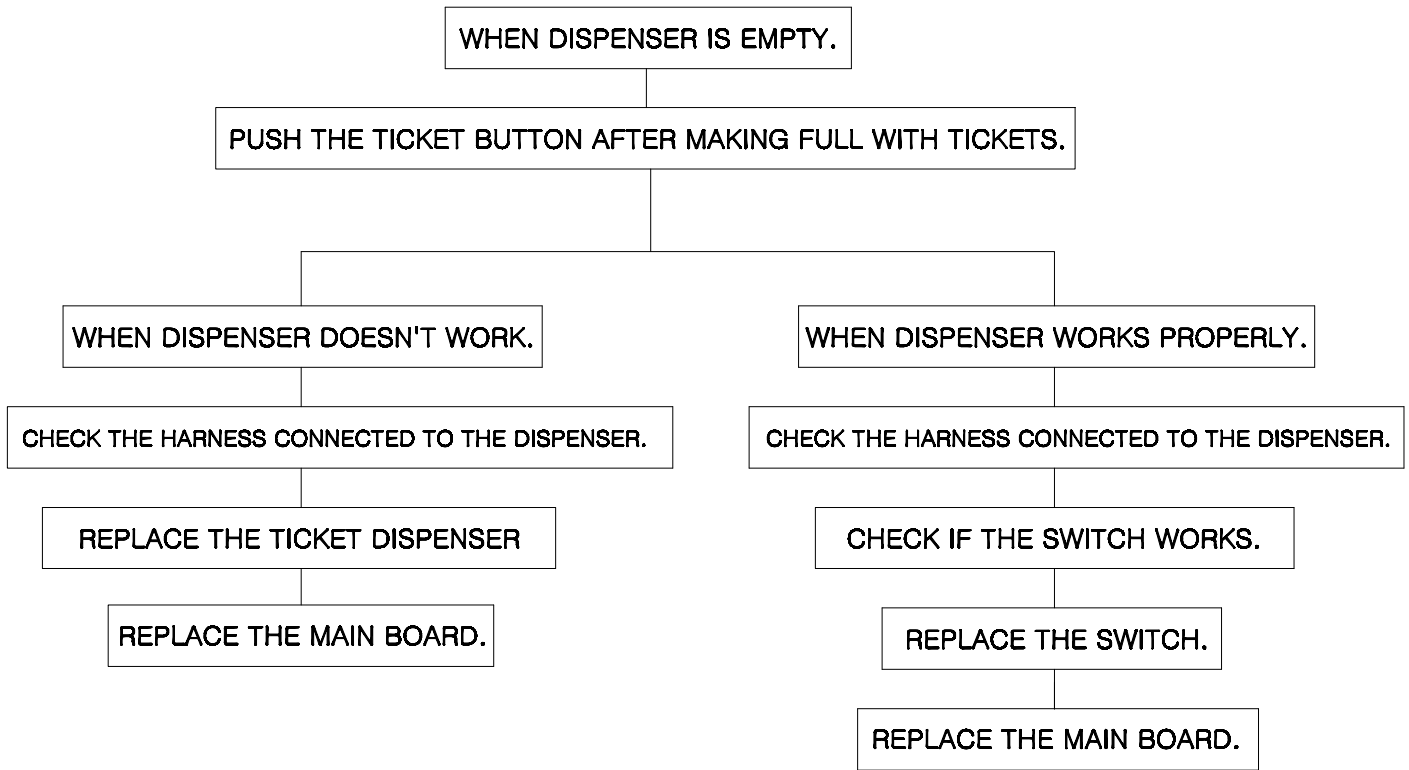
**Ticket Empty Button**
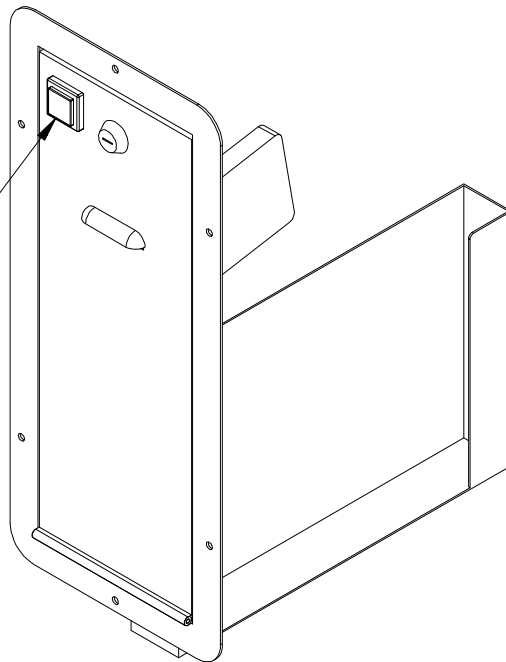
Reference: TICKET BOX Ass'y

## 7-2. <Error code "2", "3">

WHEN A LEVER MOTOR OR A SENSOR DOESN'T WORK.
- TEST ACCORDING TO TEST MODE 11(REFER TO Page 12~13.)
- CONFIRM THE STATUS OF MOTOR AFTER TESTING.

| WHEN LEVER MOTOR DOESN'T WORK. | WHEN LEVER MOTOR WORKS PROPERLY. |
|---|---|
| CHECK THE HARNESS CONNECTED TO THE MOTOR | CHECK THE HARNESS CONNECTED TO THE SENSOR |
| CHECK IF ANY BOLTS ON THE MOTOR ARE LOOSEN. | CHECK IF THE SENSOR WORKS. |
| REPLACE THE MOTOR. | REPLACE THE SENSOR. |
| REPLACE THE MAIN BOARD. | REPLACE THE MAIN BOARD. |

Sinco Sensor (KI669)
Open Check Sensor

Sinco Sensor (KI669)
Close Check Sensor

Lever Motor
KWC-3448 (1/150)

Reference: LEVER Ass'y

7-3. <Error code "4", "5">

WHEN A BIG WIN MOTOR OR A SENSOR DOESN'T WORK.

- TEST ACCORDING TO TEST MODE 21(REFER TO Page 12~13.)

- CONFIRM THE STATUS OF MOTOR AFTER TESTING.

| WHEN BIG WIN MOTOR DOESN'T WORK. | WHEN BIG WIN MOTOR WORKS PROPERLY. |
|---|---|
| CHECK THE HARNESS CONNECTED TO THE MOTOR | CHECK THE HARNESS CONNECTED TO THE SENSOR |
| CHECK IF ANY BOLTS ON THE MOTOR ARE LOOSEN. | CHECK IF THE SENSOR WORKS. |
| REPLACE THE MOTOR. | REPLACE THE SENSOR. |
| REPLACE THE MAIN BOARD. | REPLACE THE MAIN BOARD. |

Big Win Motor

Sinco Sensor (KI669)
Right Check Sensor

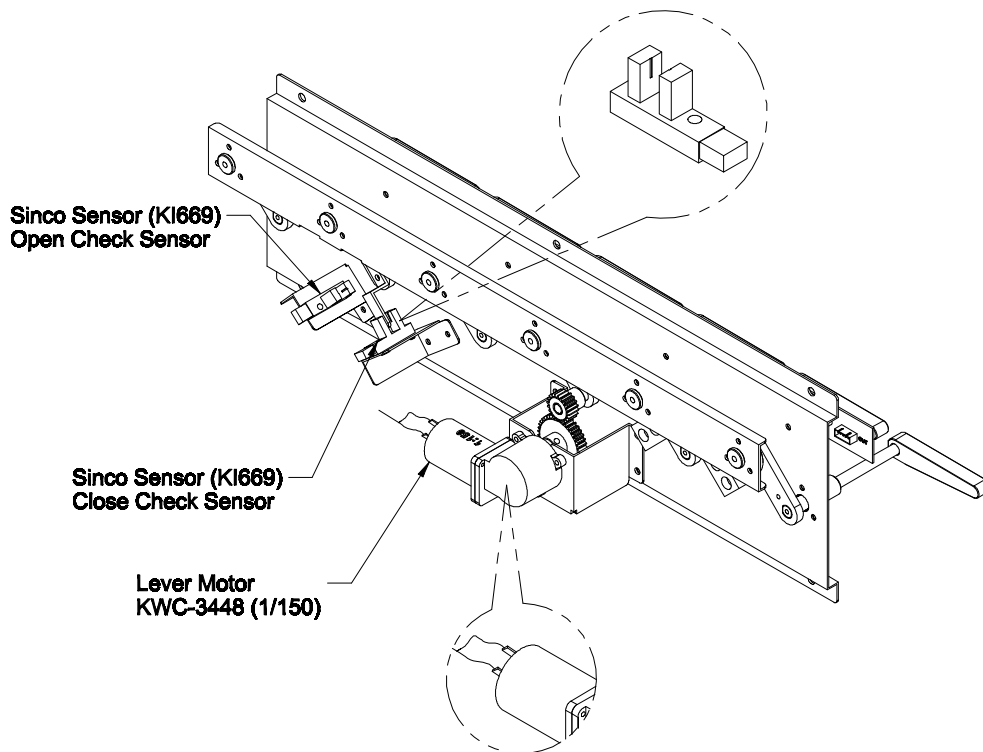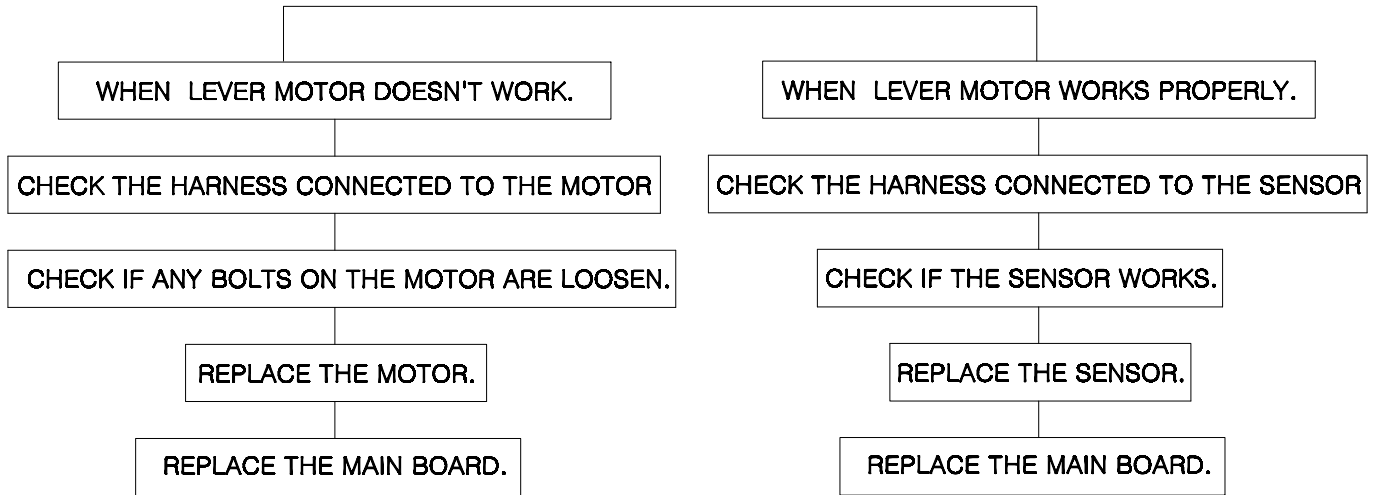Sinco Sensor (KI669)
Left Check Sensor

Reference: BIG WIN HOLE Ass'y

## 7-4. <Error code "6">

WHEN A BLOWER MOTOR OR "A" SENSOR DOESN'T WORK.

- TEST ACCORDING TO TEST MODE 31(REFER TO Page 12~13.)
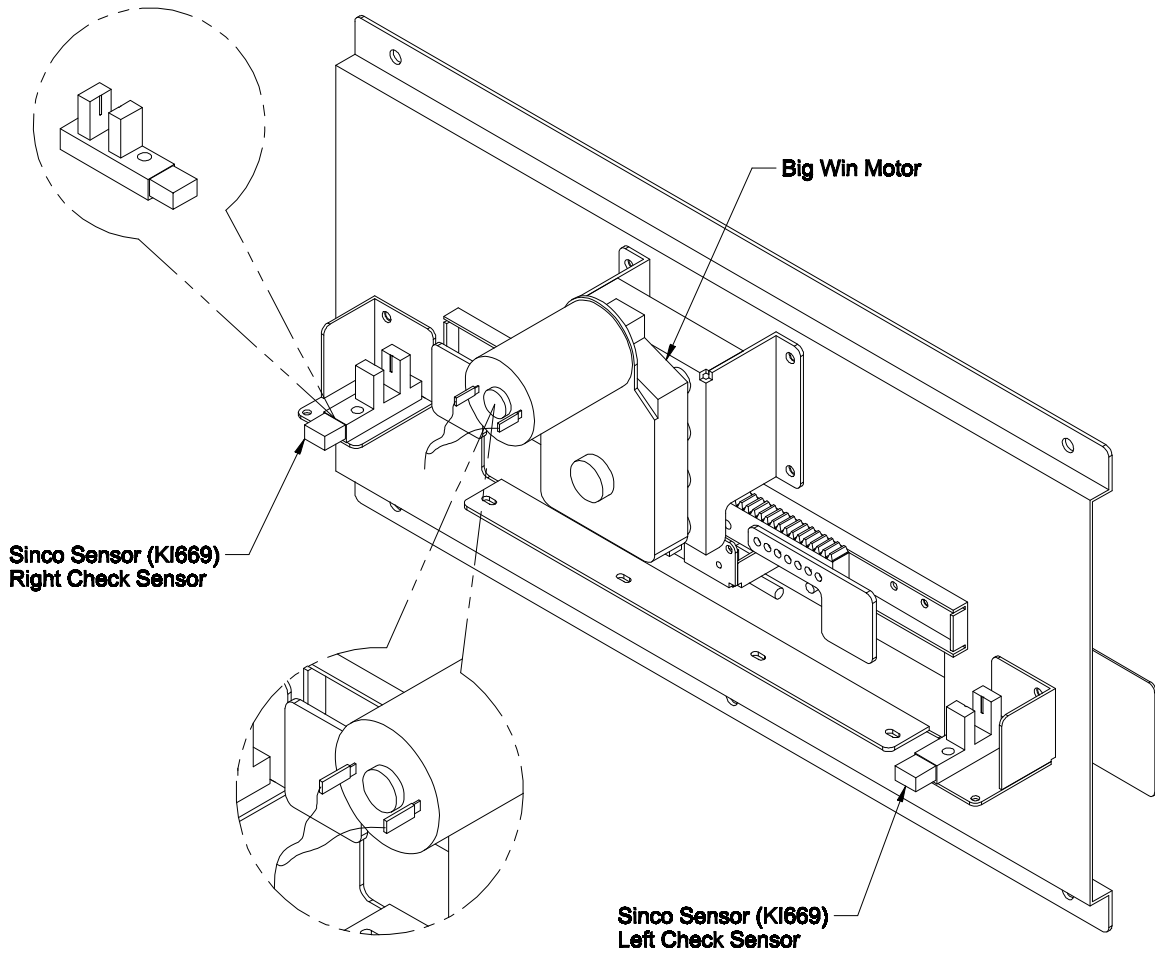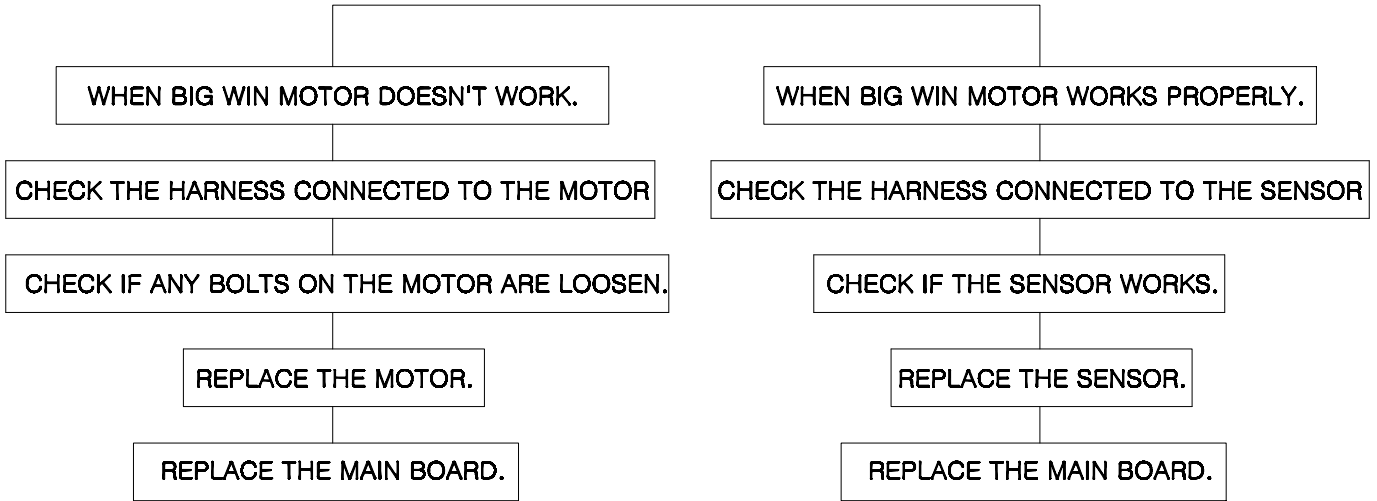- CONFIRM THE STATUS OF MOTOR AFTER TESTING.

WHEN BLOWER MOTOR DOESN'T WORK.

CHECK THE HARNESS CONNECTED TO THE MOTOR

CHECK IF ANY BOLTS ON THE MOTOR ARE LOOSEN.

REPLACE THE MOTOR.

REPLACE THE MAIN BOARD.

Blower

**Reference: Blower Ass'y**

WHEN BLOWER MOTOR WORKS PROPERLY.

CHECK THE HARNESS CONNECTED TO THE SENSOR

CHECK IF THE SENSOR WORKS.

REPLACE THE SENSOR.

REPLACE THE MAIN BOARD.

Autonics Sensor (BYD-50)
Ball Sensor "A"
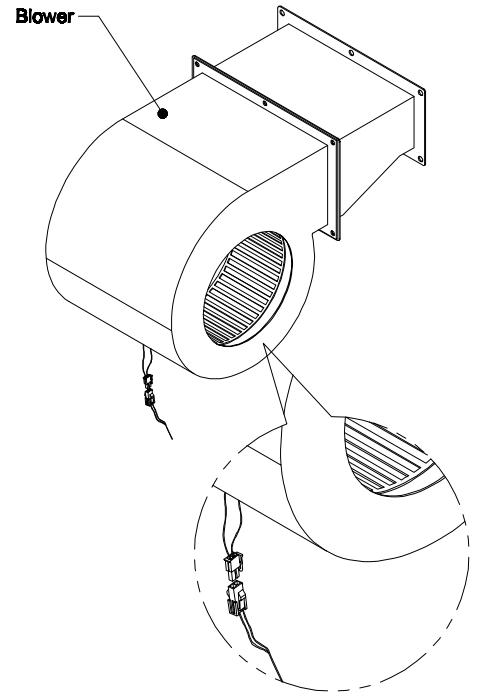
**Reference: VACCUM SIDE FIXED BKT-R Ass'y**

## 7-5. <Error code "7">

WHEN "B" SENSOR DOESN'T WORK.
- TEST ACCORDING TO TEST MODE 31(REFER TO Page 12~13.)

CHECK THE HARNESS CONNECTED TO THE SENSOR

CHECK IF THE SENSOR WORKS.

REPLACE THE SENSOR.

REPLACE THE MAIN BOARD.

Autonics Sensor (BYD-50)
Ball Sensor "B"

Reference: VACCUM SIDE FIXED BKT-L Ass'y

## 7-6. <Error code "8">

WHEN A PLAYER PUSHES A BALL-DROP BUTTON, THE BALL DROPS BUT HOLE MICRO SWITCH
 OR A BIG WIN HOLE SENSOR DOESN'T SENSE THE DROPPING BALL.
– TEST ACCORDING TO TEST MODE 31(REFER TO Page 12~13.)

| CHECK THE HARNESS CONNECTED TO THE SENSOR | CHECK THE HARNESS CONNECTED TO THE MICRO SWITCH |
|---|---|
| CHECK IF THE SENSOR WORKS. | CHECK IF THE MICRO SWITCH WORKS. |
| REPLACE THE SENSOR. | REPLACE THE MICRO SWITCH. |
| REPLACE THE MAIN BOARD. | REPLACE THE MAIN BOARD. |

Autonics Sensor (BYD-50)
Big Win Hole Sensor

MICRO SWITCH
CNR(ZIPPY)
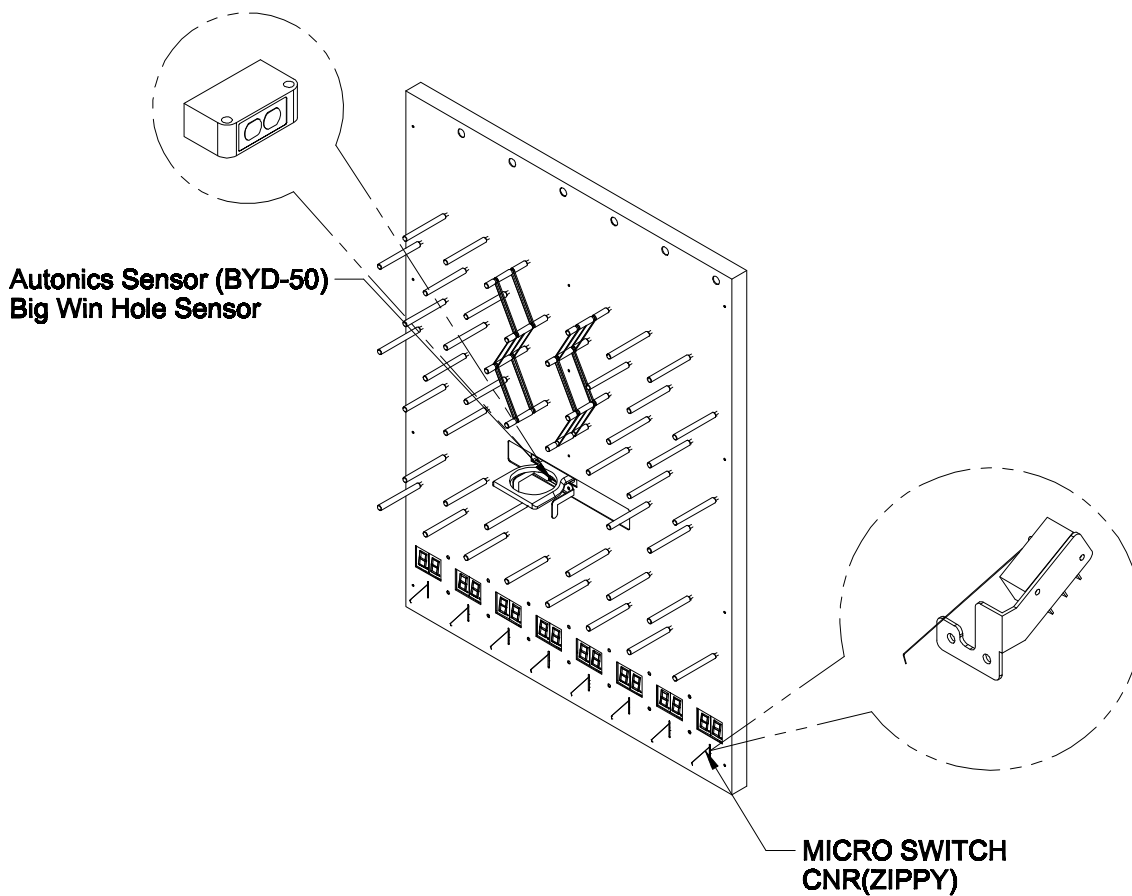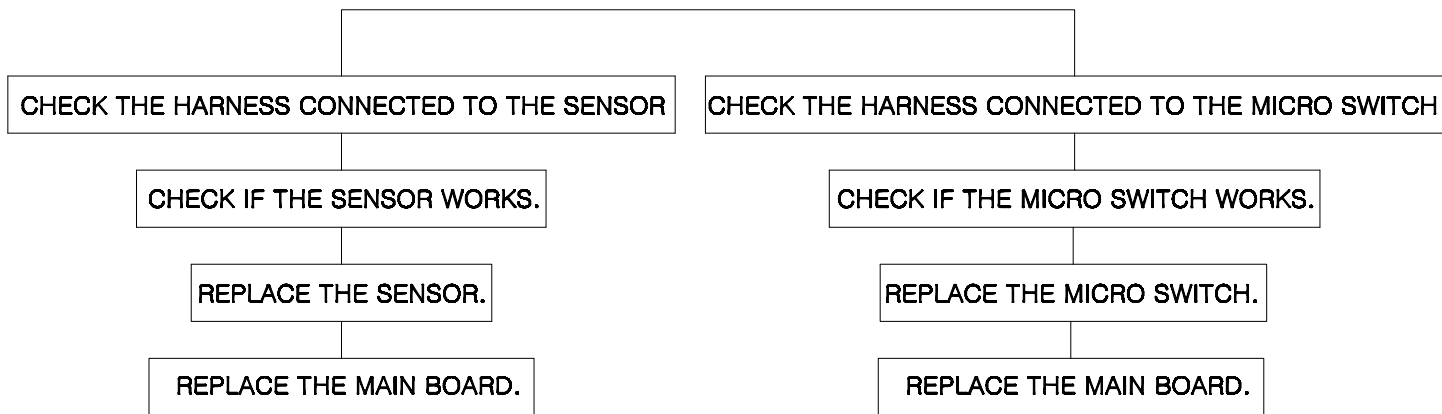
Reference: FRONT BKT Ass'y

## 7-7. <Error code "9">
WHEN A BONUS WHEEL MOTOR OR A SENSOR DOESN'T WORK.
- TEST ACCORDING TO TEST MODE 41,51(REFER TO Page 12~13.)
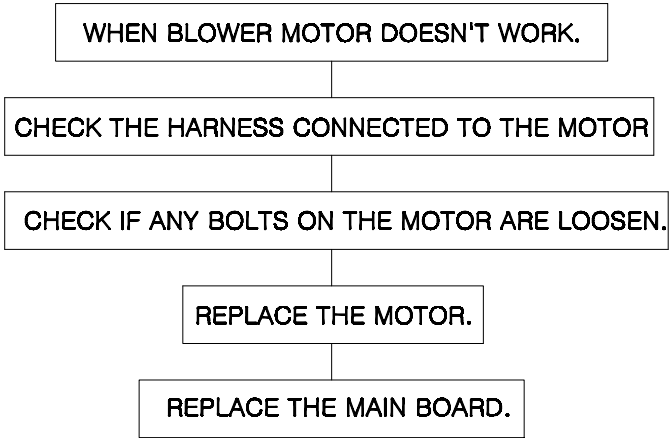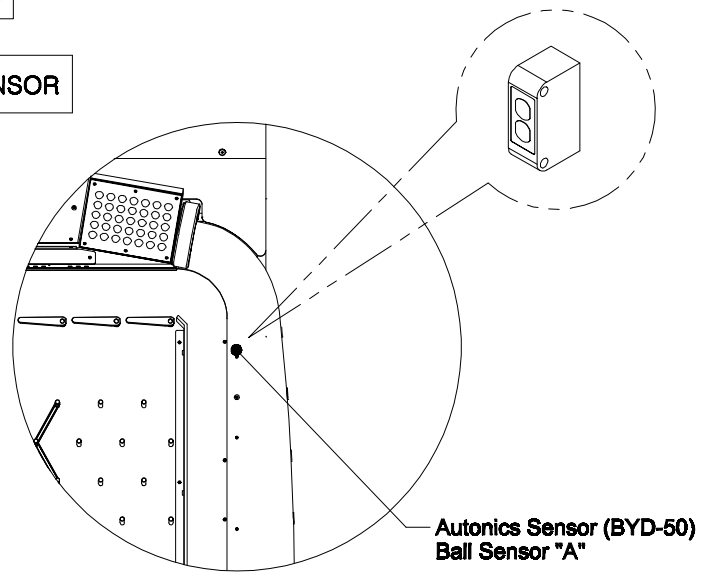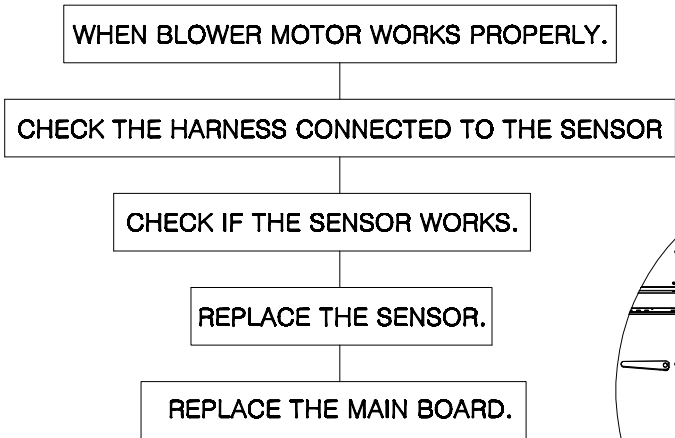- CONFIRM THE STATUS OF MOTOR AFTER TESTING.

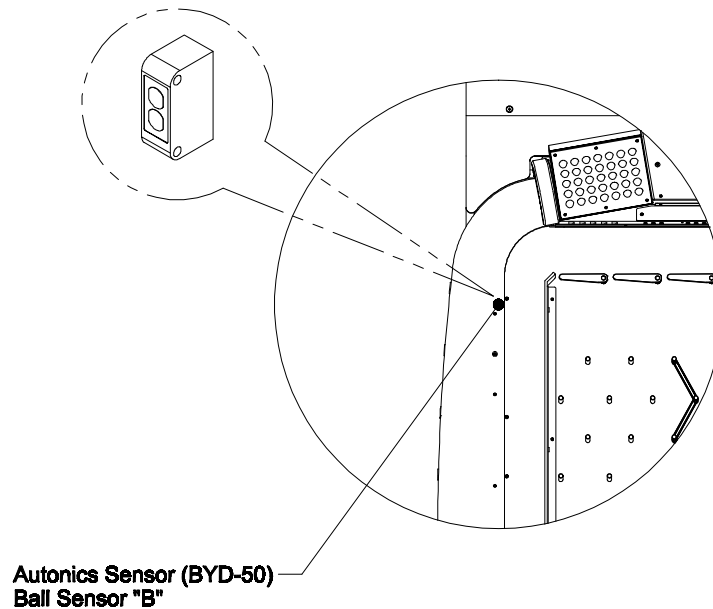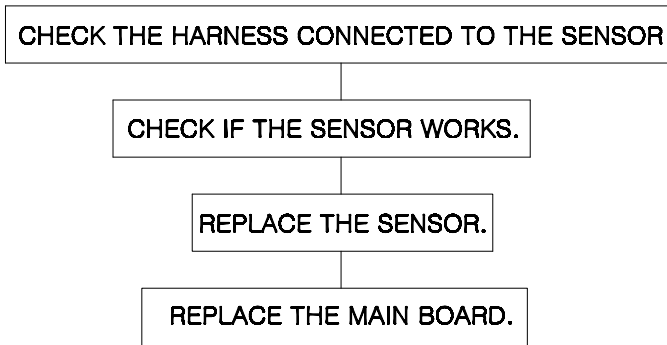| WHEN Wheel MOTOR DOESN'T WORK. | WHEN WHEEL MOTOR WORKS PROPERLY. |
|---|---|
| CHECK THE HARNESS CONNECTED TO THE MOTOR | CHECK THE HARNESS CONNECTED TO THE SENSOR |
| CHECK IF ANY BOLTS ON THE MOTOR ARE LOOSEN. | CHECK IF THE SENSOR WORKS. |
| REPLACE THE MOTOR. | REPLACE THE SENSOR. |
| REPLACE THE MAIN BOARD. | REPLACE THE MAIN BOARD. |
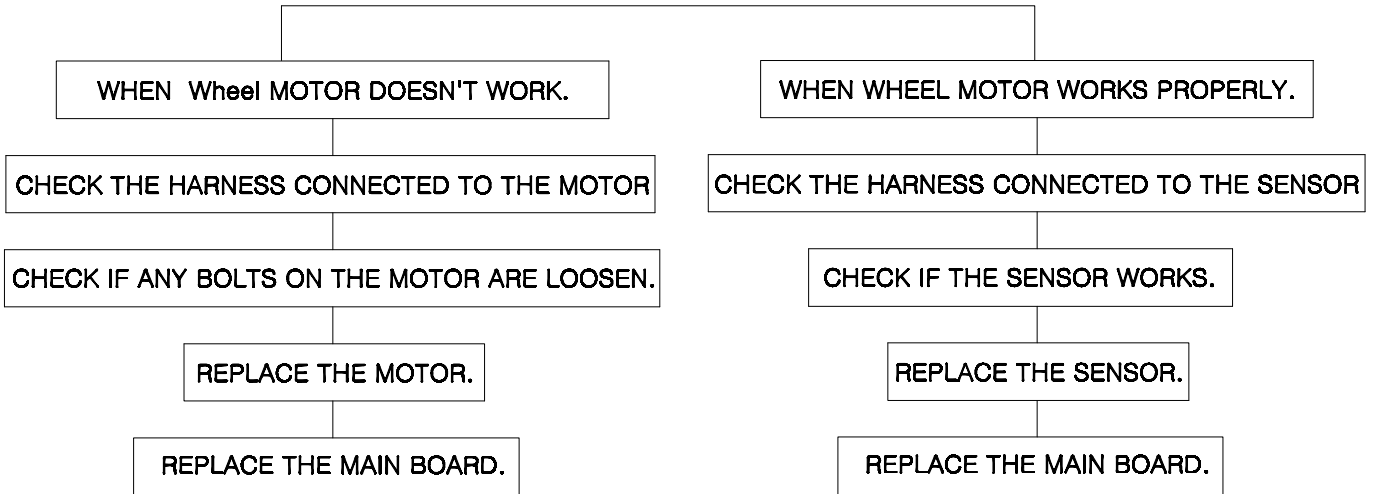
Sinco Sensor (KI669)
Encoder Check Sensor

STEPPING MOTOR
(4S56Q-12054S)
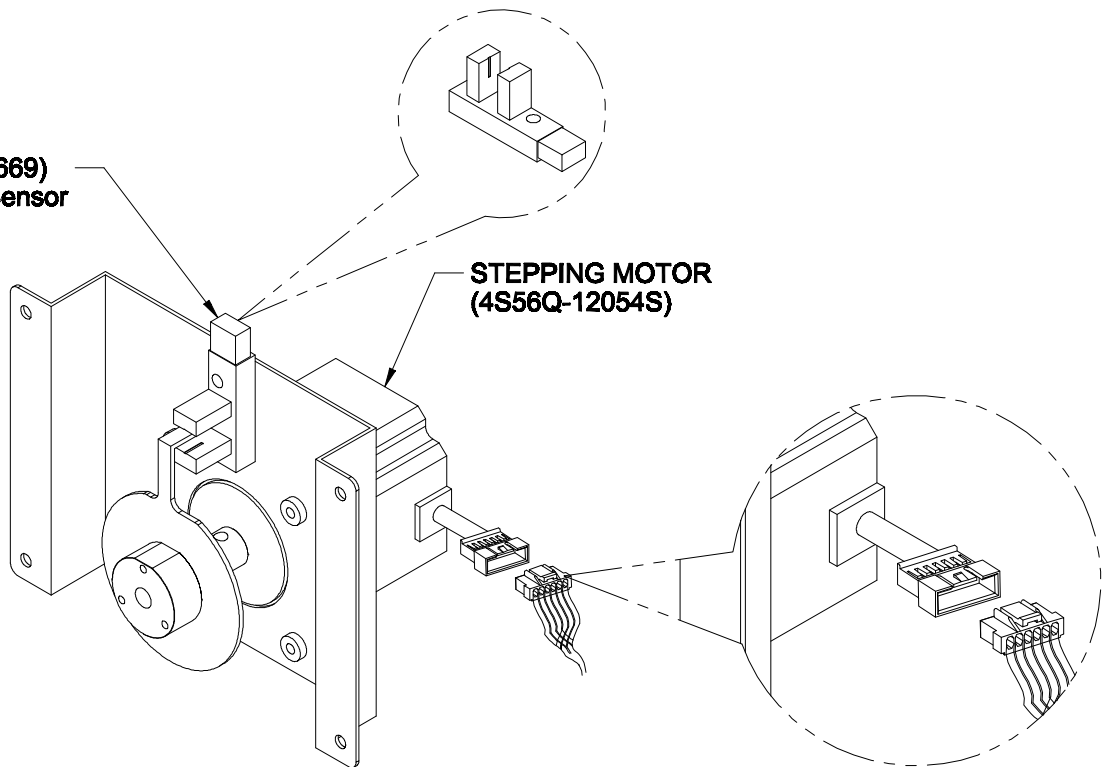
Reference: BONUS WHEEL Motor Ass'y

7-8. <Error code "10">

ERROR WHEN A MICRO SWITCH IS PRESSED BY THE BALL.
 OR, A PIN OF THE MICRO SWITCH COULDN'T RETURN.
- TEST ACCORDING TO TEST MODE 31(REFER TO Page 12~13.)

CHECK IF THE BALL IS PRESSING A MICRO SWITCH.

CHECK IF A MICRO SWITCH IS CAUGHT AND COULDN'T RETURN.

OPEN THE BACK DOOR AND ADJUST THE MICRO SWITCH.

REPLACE THE MICRO SWITCH.

REPLACE THE MAIN BOARD.

MICRO SWITCH
CNR(ZIPPY)
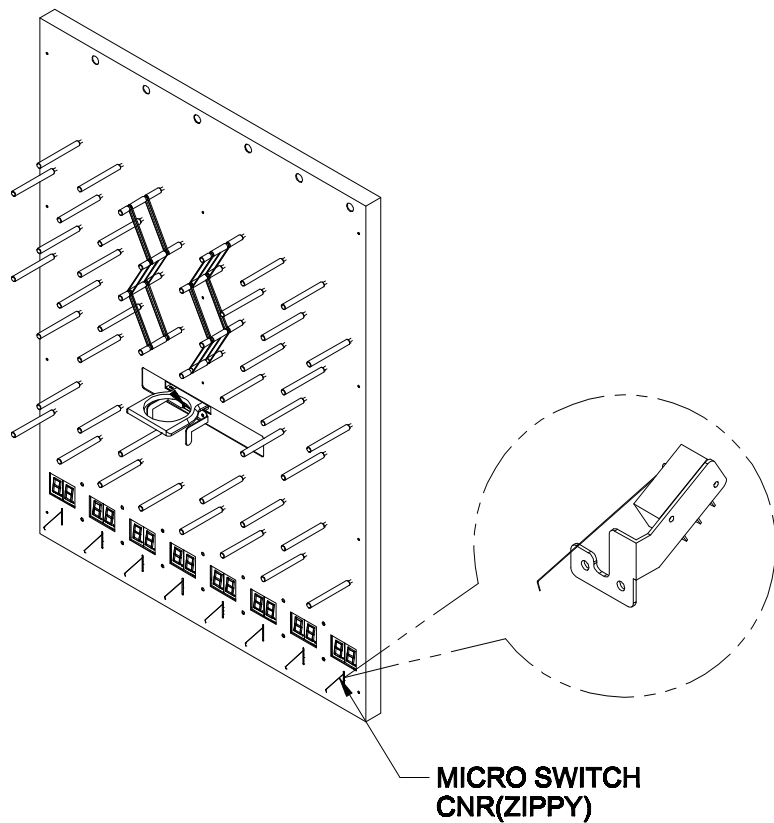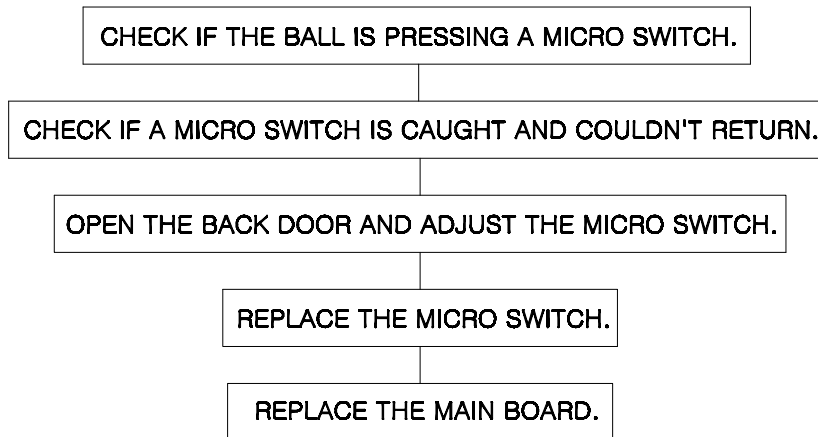
Reference: FRONT BKT Ass'y

# 8.ASSEMBLING SONIC BLAST BALL Ass'y

## 8-1.BILLBOARD FOMEX Ass'y

MSBB0ASM001



| NO. | Code Number | QUANTITY | PART NAME | SPEC. |
|---|---|---|---|---|
| 1 | MSBB0SHE001 | 1 | BILLBOARD FOMEX | BLACK FOMEX-5.0t |
| 2 | MSBB0MET026 | 2 | BILLBOARD FOMEX FIXED BKT | SPCC-1.6t |
| 3 | | 4 | TH M5X12L | M5X12L |

## 8-2.AC POWER SWITCH Ass'y
### MSBB0ASM002



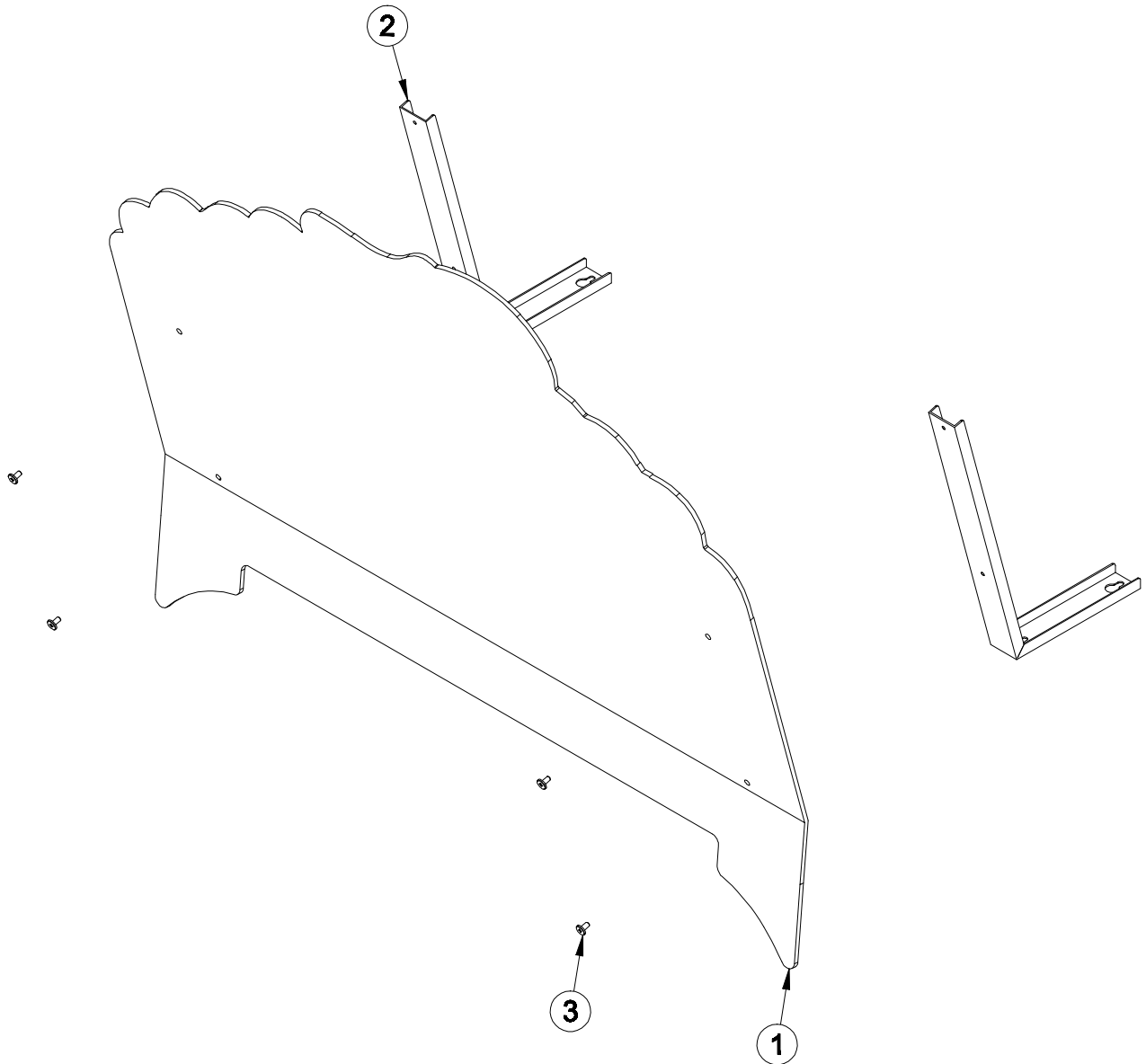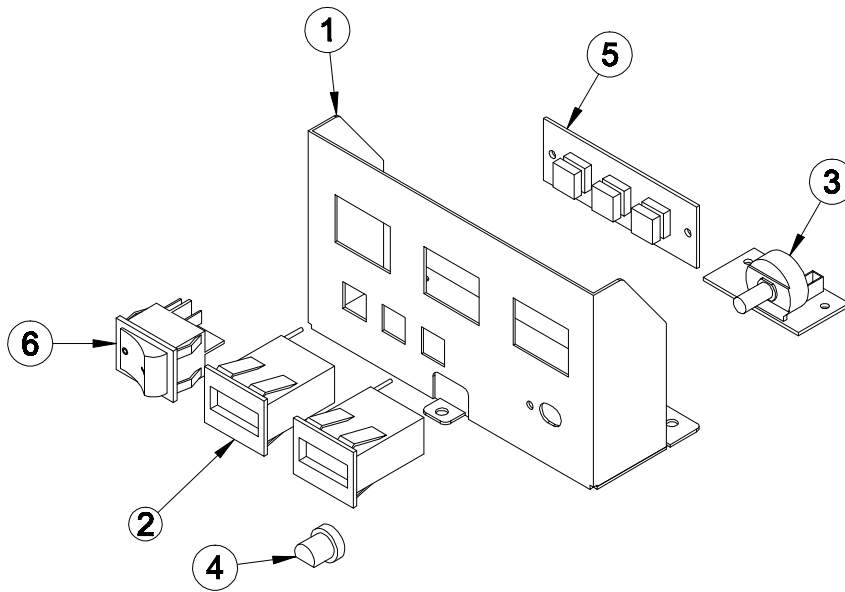| NO. | Code Number | QUANTITY | PART NAME | SPEC. |
|-----|-------------|----------|-----------|-------|
| 1 | MSBB0MET070 | 1 | AC POWER SWITCH BRACKET | SPCC-1.2t |
| 2 | MZZZ0COU002 | 2 | COUNTER | AMMC-712(OA127CL) |
| 3 | AMUN0PCB003 | 1 | VOLUME BOARD Ass'y | KMAMP-VR |
| 4 | MELE0VOL007 | 1 | VOLUME KNOB | YELLOW COLOR |
| 5 | AGKM0BOA001 | 1 | SETUP BUTTON BOARD | KMMB 121101-100A |
| 6 | MELE0SWI004 | 1 | ROCKER SWITCH | T-125 4P |

## 8-3.NOISE FILTER Ass'y
### MSBB0ASM003
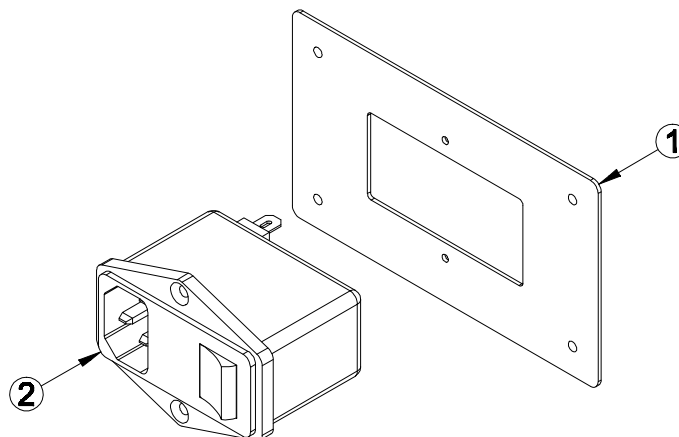


| NO. | Code Number | QUANTITY | PART NAME | SPEC. |
|-----|-------------|----------|-----------|-------|
| 1 | MSBB0MET071 | 1 | AC INPUT BRACKET | SPCC-1.2t |
| 2 | MELE0NOI002 | 1 | NOISE FILTER | IP-0642-H2 |

# 8-4.MAIN BOARD Ass'y
## MSBB0ASM004
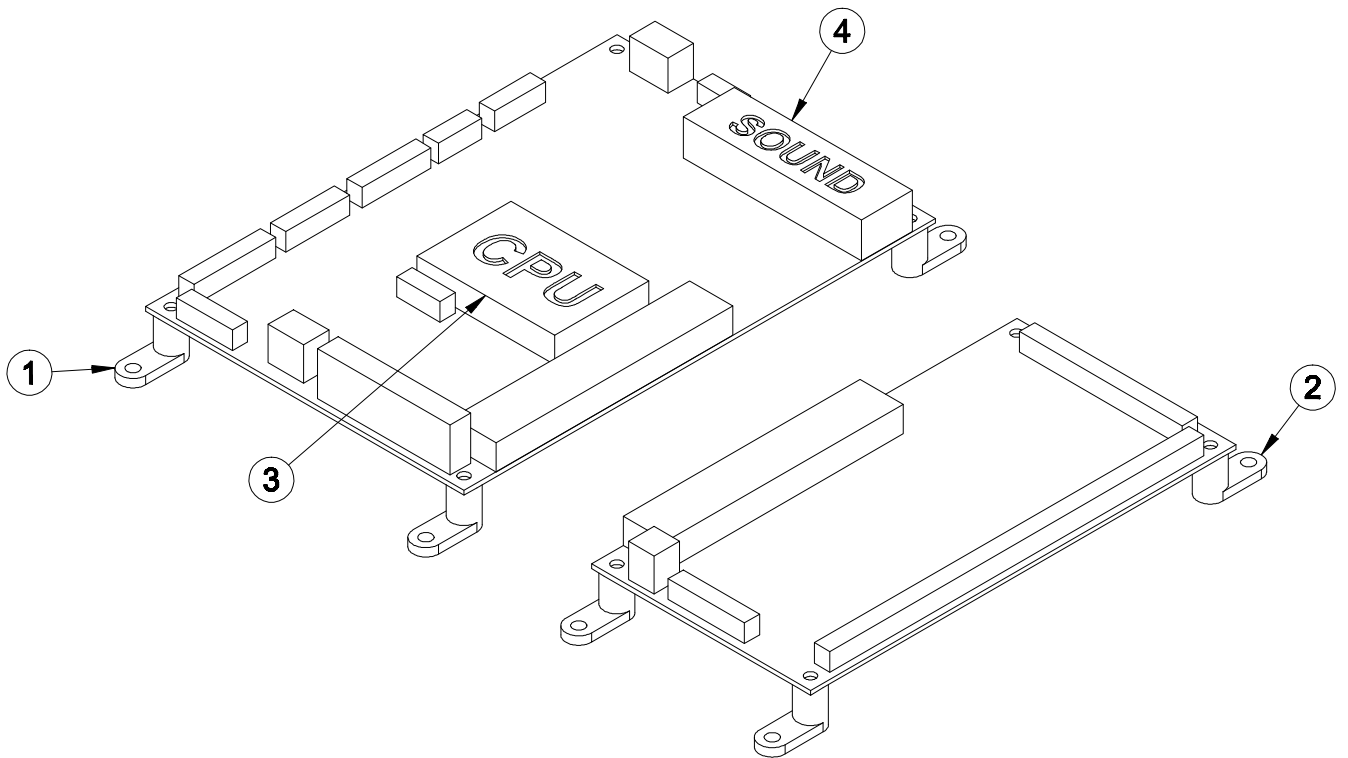


| NO. | Code Number | QUANTITY | PART NAME | SPEC. |
|-----|-------------|----------|-----------|-------|
| 1 | ATOD0BOA017 | 1 | KOMEGA3 MAIN BOARD | KMMB 1209-47A |
| 2 | ATOD0BOA001 | 1 | IO(KMIO-1412-61B) BOARD | KMIO-1412-61B |
| 3 | ASBB0BOA001 | 1 | CPU BOARD(KMCPU-1203-22A)-ATMEGA64 | |
| 4 | ASBB0BOA002 | 1 | SOUND(KMTM081205A)BOARD | |

# 8-5.POWER SMPS Ass'y
## MSBB0ASM005
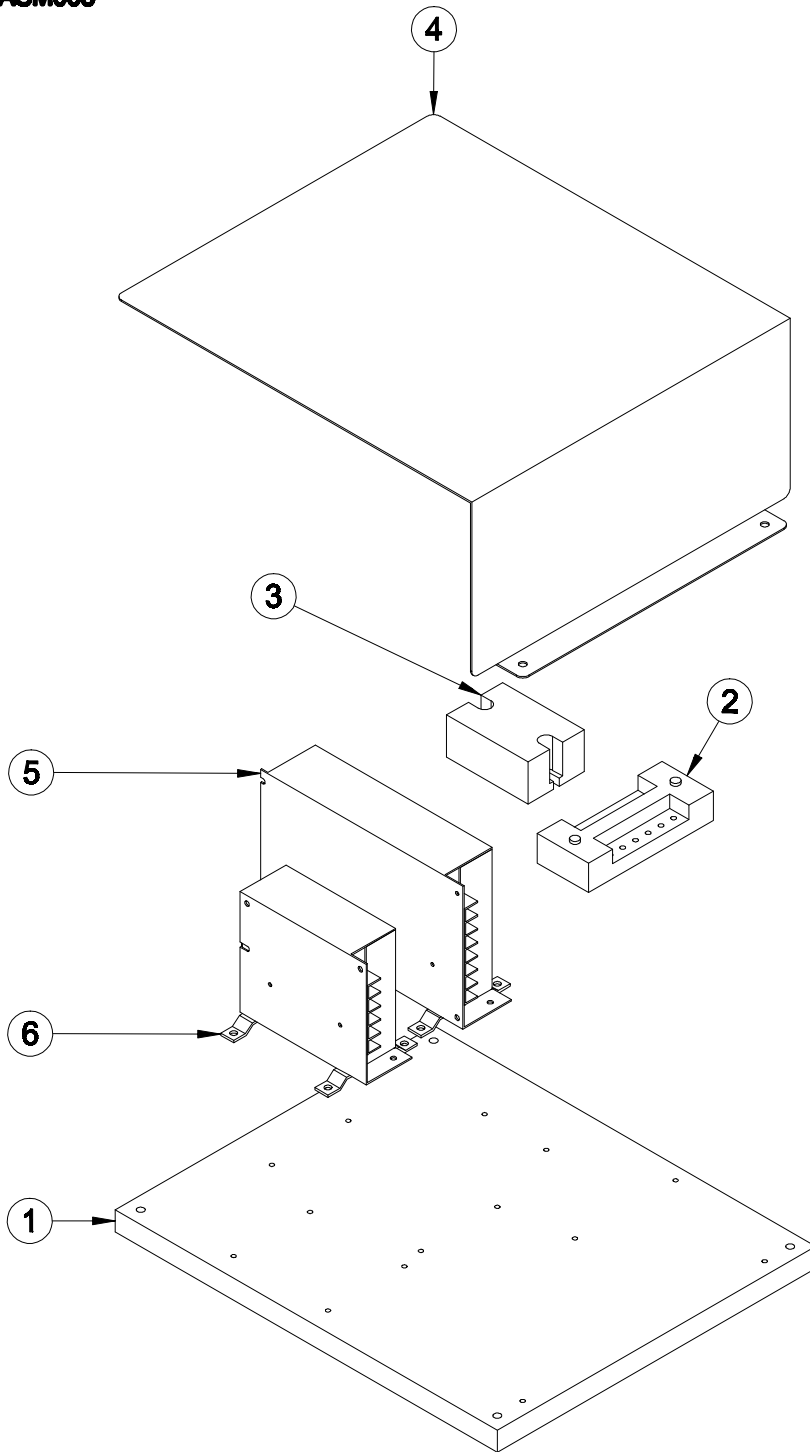


| NO. | Code Number | QUANTITY | PART NAME | SPEC. |
|---|---|---|---|---|
| 1 | MSBB0WOO005 | 1 | SMPS PLATE | PW-15.0t |
| 2 | MELE0TEB001 | 1 | TERMINAL BLOCK (6P) | 6P UL |
| 3 | MELE0SSR001 | 1 | SSR (SDA1-215Z-CVR) | INPUT-DC OUT-AC |
| 4 | MSBB0ACR013 | 1 | SMPS PET COVER | PET-1.0t |
| 5 | MELE0SMP013 | 1 | POWER SMPS (JSF-100-12) | 110~240V/12V-8.5A |
| 6 | MELE0SMP035 | 1 | POWER SMPS (JSF-35S-05) | 110~240V/5V7A |

# 8-6.TICKET BOX Ass'y
## MSBB0ASM006
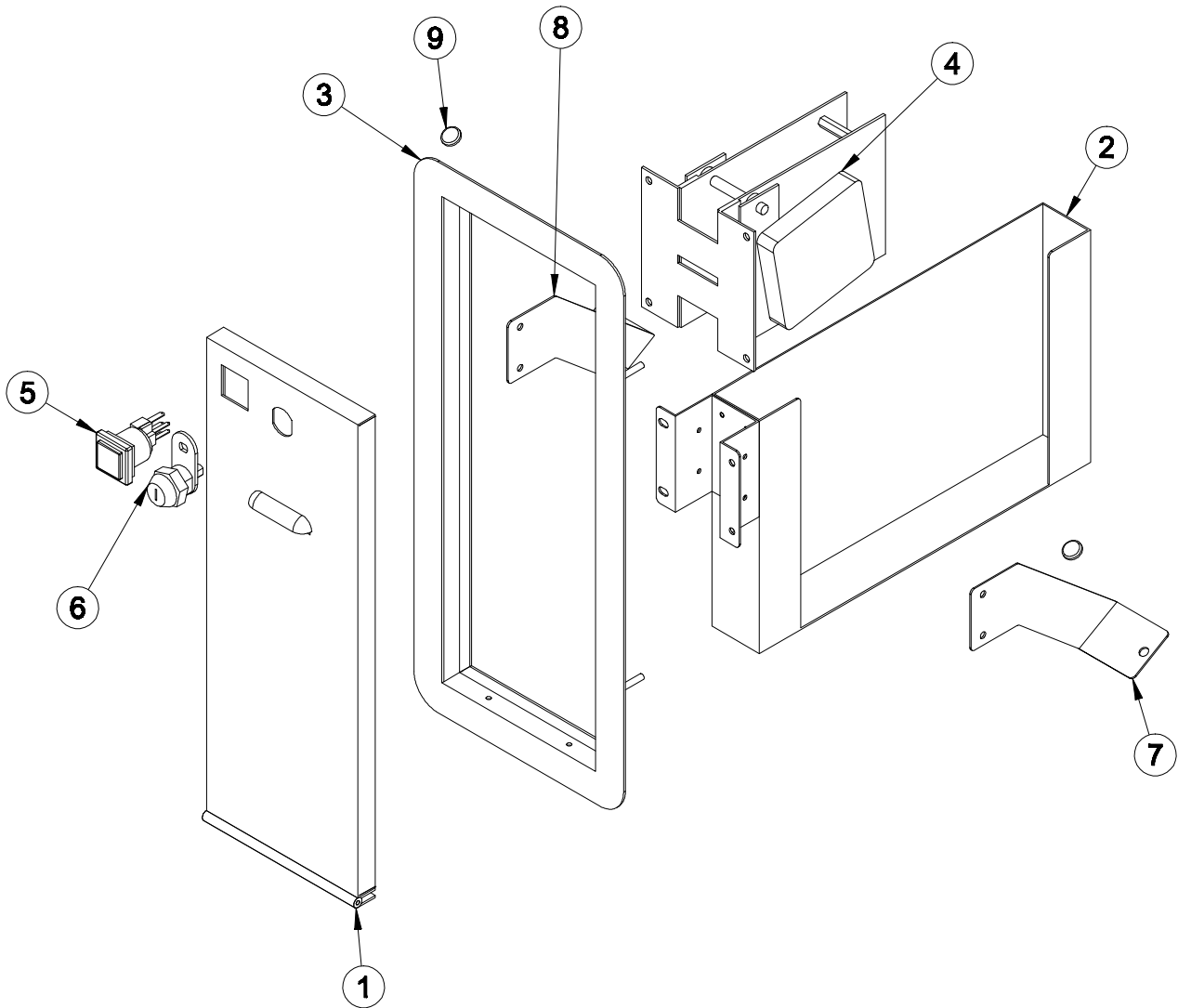


| NO. | Code Number | QUANTITY | PART NAME | SPEC. |
|-----|-------------|----------|-----------|-------|
| 1 | MSBB0MET015 | 1 | TICKET DOOR WELD Ass'y | WELD PARTS |
| 2 | MSBB0MET017 | 1 | TICKET BOX WELD Ass'y | WELD PARTS |
| 3 | MSBB0MET016 | 1 | TICKET DOOR COVER BKT | SPCC-1.6t |
| 4 | MZZZ0TID003 | 1 | TICKET DISPENSER | CLECO |
| 5 | MHA20000007 | 1 | BUTTON | AM1PB-26SH-R12D |
| 6 | MZZZ0KEY032 | 1 | KEY ASS'Y | 7001 |
| 7 | MSBB0MET018 | 1 | TICKET DOOR STOP BAR | SPCC-1.2t |
| 8 | MSBB0MET019 | 1 | TICKET DOOR STOP BAR_mir | SPCC-1.2t |
| 9 | MZZZ0RUB003 | 2 | SHOCK ABSORBER | 6Φ |

# 8-7.FRONT DOOR Ass'y
## MSBB0ASM007
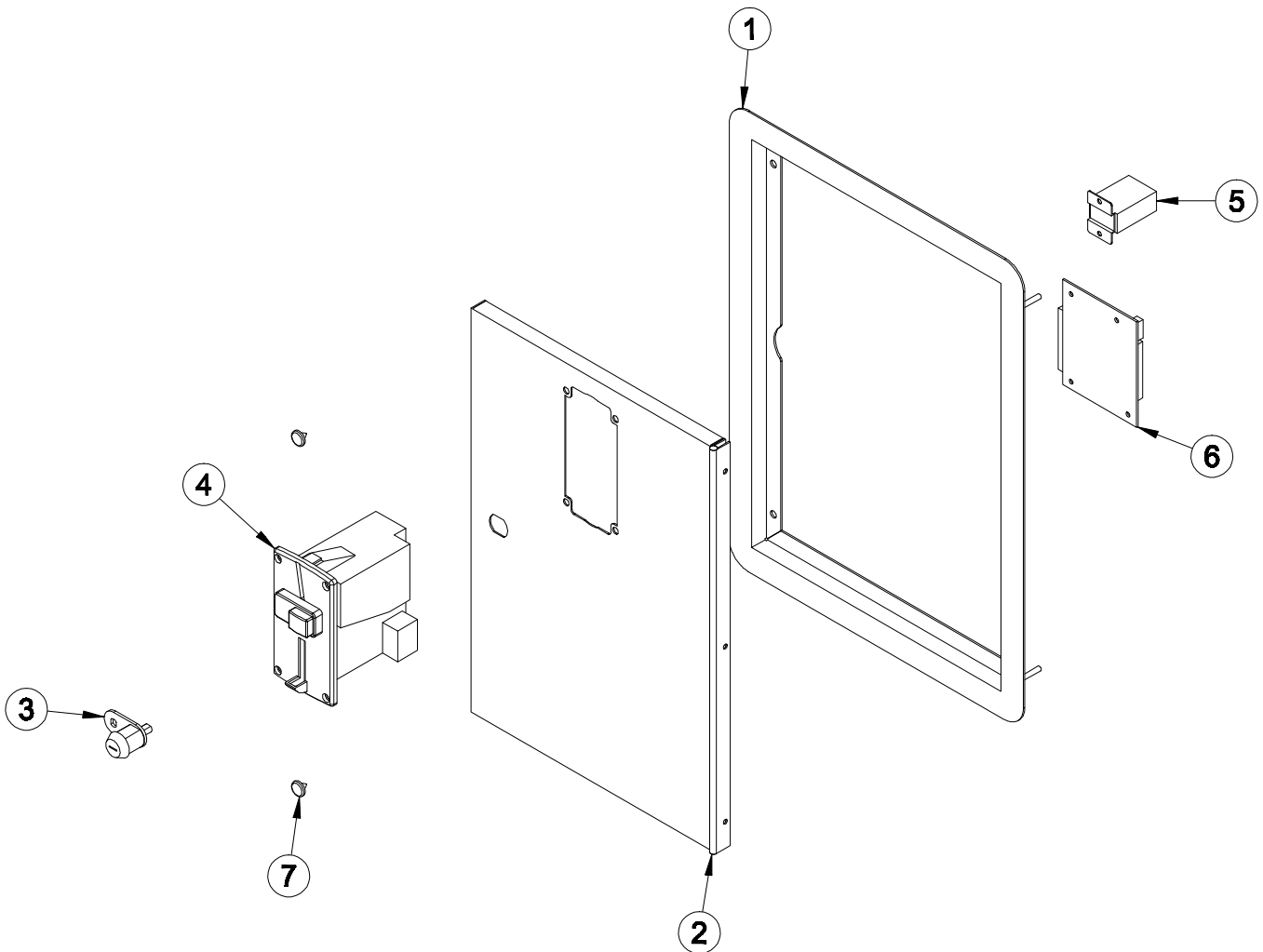


| NO. | Code Number | QUANTITY | PART NAME | SPEC. |
|-----|-------------|----------|-----------|-------|
| 1 | MSBB0MET014 | 1 | FRONT DOOR COVER BKT | SPCC-1.6t |
| 2 | MSBB0MET013 | 1 | FRONT DOOR WELD Ass'y | WELD PARTS |
| 3 | MZZZ0KEY032 | 1 | KEY ASS'Y | 7001 |
| 4 | MZZZ0000486 | 1 | SR3 FRONT (UK) | **OPTION** |
| 5 | MZZZ0000488 | 1 | COUNTER UK (SR3) | **OPTION** |
| 6 | MZZZ0000489 | 1 | EXCEL CREDIT(SR3) PCB | **OPTION** |
| 7 | MZZZ0RUB003 | 2 | SHOCK ABSORBER | 6Φ |

## 8-8.CASH BOX BODY Ass'y
### MSBB0ASM008
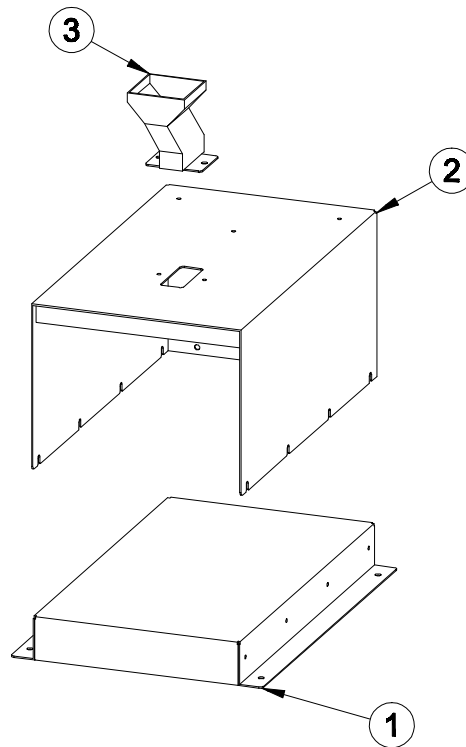


| NO. | Code Number | QUANTITY | PART NAME | SPEC. |
|---|---|---|---|---|
| 1 | MSBB0MET021 | 1 | CASH BOX BODY BOTTOM | SPCC-1.2t |
| 2 | MSBB0MET020 | 1 | CASH BOX BODY COVER WELD Ass'y | WELD PARTS |
| 3 | MSBB0MET023 | 1 | COIN RAIL | SPCC-1.2t |

## 8-9.CASH BOX Ass'y
### MSBB0ASM009
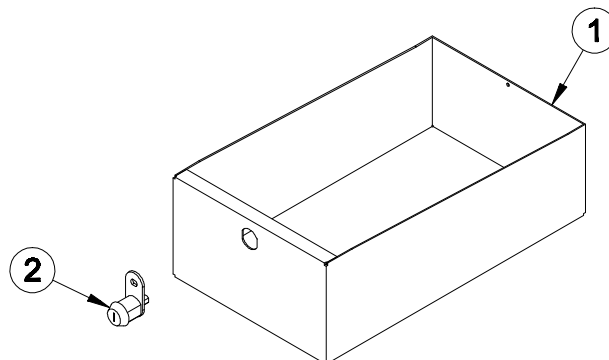


| NO. | Code Number | QUANTITY | PART NAME | SPEC. |
|---|---|---|---|---|
| 1 | MSBB0MET022 | 1 | CASH BOX | SPCC-1.2t |
| 2 | MZZZ0KEY013 | 1 | KEY ASS'Y | 6001 |

# 8-10.VACCUM TOP FIXED BKT Ass'y

## MSBB0ASM010
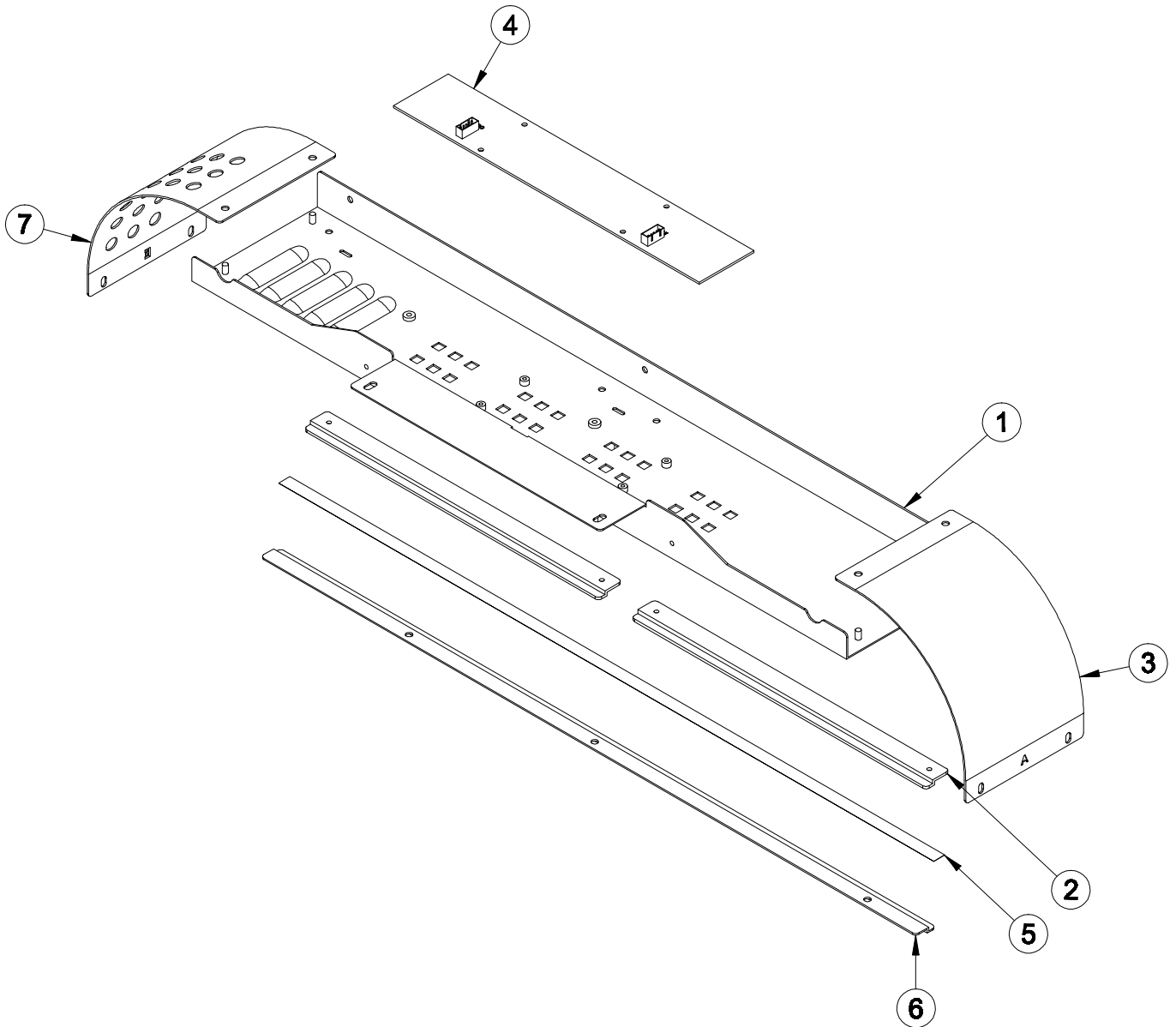


| NO. | Code Number | QUANTITY | PART NAME | SPEC. |
|-----|-------------|----------|-----------|-------|
| 1 | MSBB0MET056 | 1 | VACCUM TOP FIXED BKT | SPCC-1.2t |
| 2 | MSBB0MET065 | 2 | MIDDLE ACRYL TOP FIXED BKT | SPCC-2.0t |
| 3 | MSBB0MET057 | 1 | CORNER BKT-A | SPCC-1.2t |
| 4 | ATOD0BOA006 | 1 | LOWER HOLE LED BOARD | KMLED-1408-056B |
| 5 | ATOD0BOA012 | 1 | FLEXIBLE LED | 600L |
| 6 | MSBB0MET063 | 1 | MIDDLE ACRYL TOP FIXED BKT-A | SPCC-1.2t |
| 7 | MSBB0MET058 | 1 | CORNER BKT-E | SPCC-1.2t |

# 8-11.VACCUM SIDE FIXED BKT-R Ass'y

## MSBB0ASM011
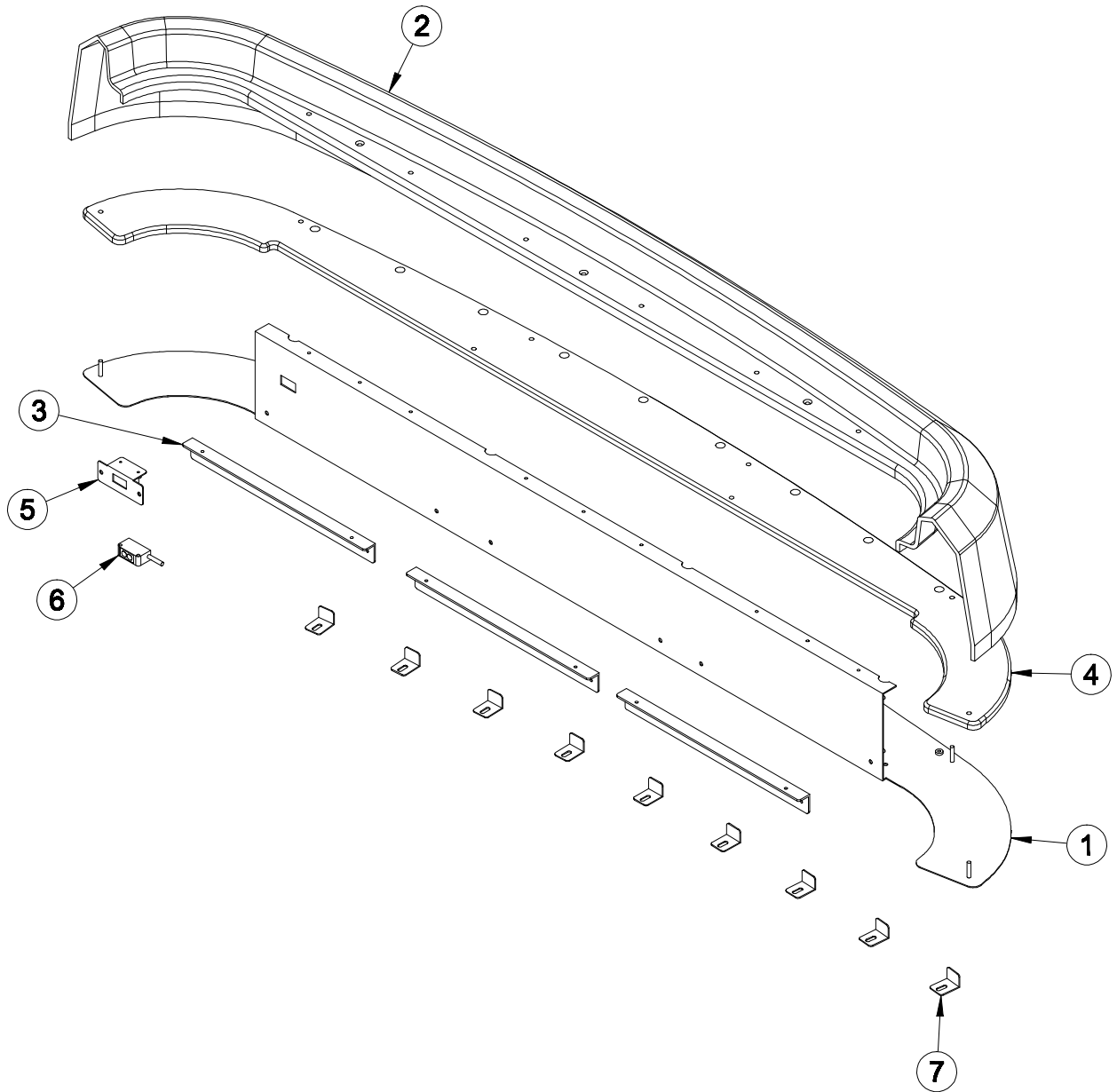


| NO. | Code Number | QUANTITY | PART NAME | SPEC. |
|-----|-------------|----------|-----------|-------|
| 1 | MSBB0MET059 | 1 | VACCUM SIDE FIXED BKT-R | SPCC-1.2t |
| 2 | MTOD0MOL001 | 1 | VACCUM COVER | ABS RED COLOR-5.0t |
| 3 | MSBB0MET064 | 3 | MIDDLE ACRYL FIXED BKT | SPCC-2.0t |
| 4 | MSBB0WOO004 | 1 | VACCUM SUP MDF PANEL. | PW-9.0t |
| 5 | MSBB0MET061 | 1 | VACCUM BYD SENSOR BKT | SPCC1.2t |
| 6 | MELE0PHO001 | 1 | BYD SERIES | BYD-50-DDT |
| 7 | MSBB0MET069 | 9 | VACCUM FIXED BKT | SPCC-1.2t |

# 8-12.VACCUM SIDE FIXED BKT-L Ass'y
## MSBB0ASM012
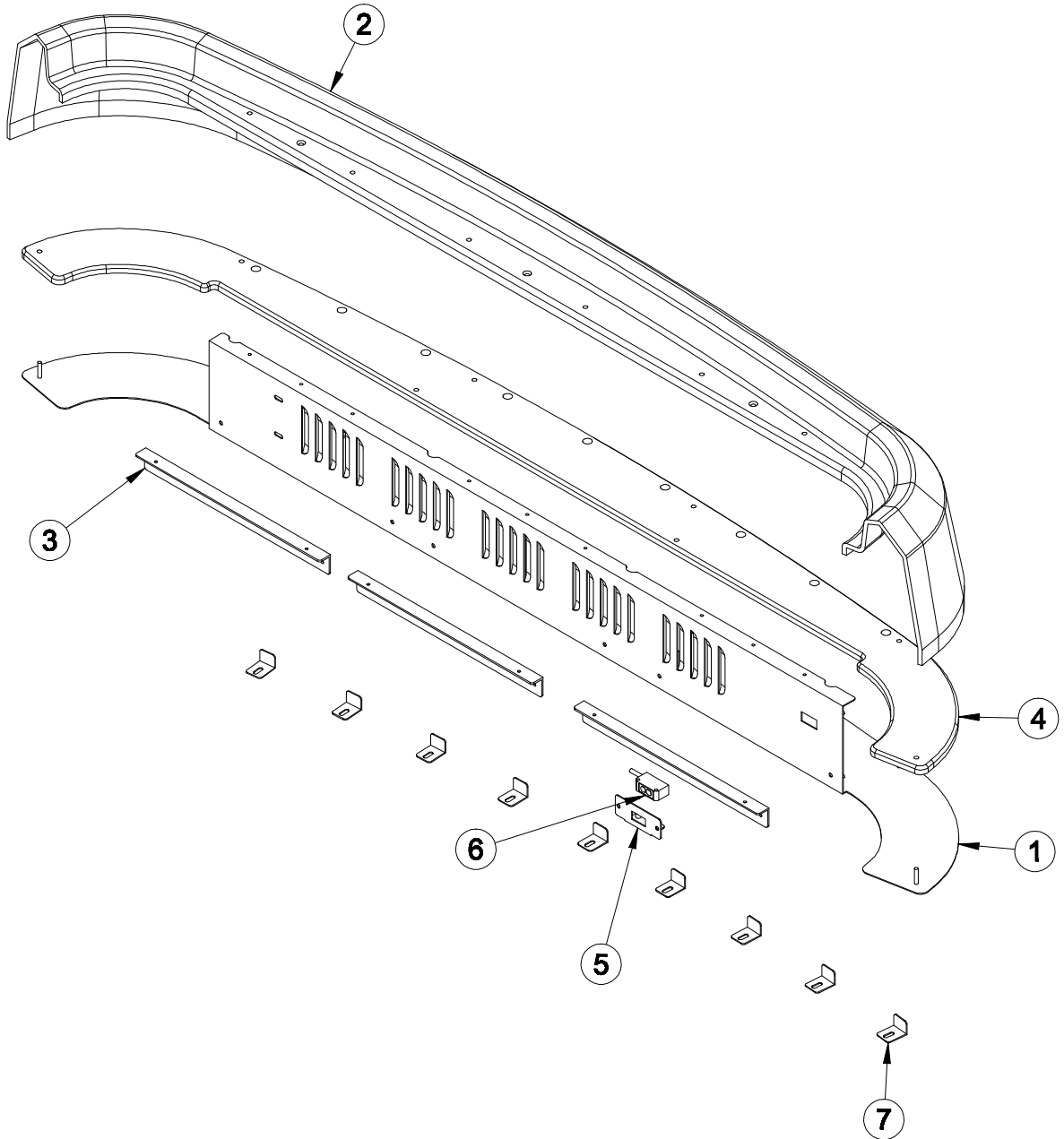


| NO. | Code Number | QUANTITY | PART NAME | SPEC. |
|-----|-------------|----------|-----------|-------|
| 1 | MSBB0MET060 | 1 | VACCUM SIDE FIXED BKT-L | SPCC-1.2t |
| 2 | MTOD0MOL001 | 1 | VACCUM COVER | ABS RED COLOR-5.0t |
| 3 | MSBB0MET064 | 3 | MIDDLE ACRYL FIXED BKT | SPCC-2.0t |
| 4 | MSBB0WOO004 | 1 | VACCUM SUP MDF PANEL. | PW-9.0t |
| 5 | MSBB0MET061 | 1 | VACCUM BYD SENSOR BKT | SPCC1.2t |
| 6 | MELE0PHO001 | 1 | BYD SERIES | BYD-50-DDT |
| 7 | MSBB0MET069 | 9 | VACCUM FIXED BKT | SPCC-1.2t |

# 8-13.BONUS FND BOX Ass'y
## MSBB0ASM013
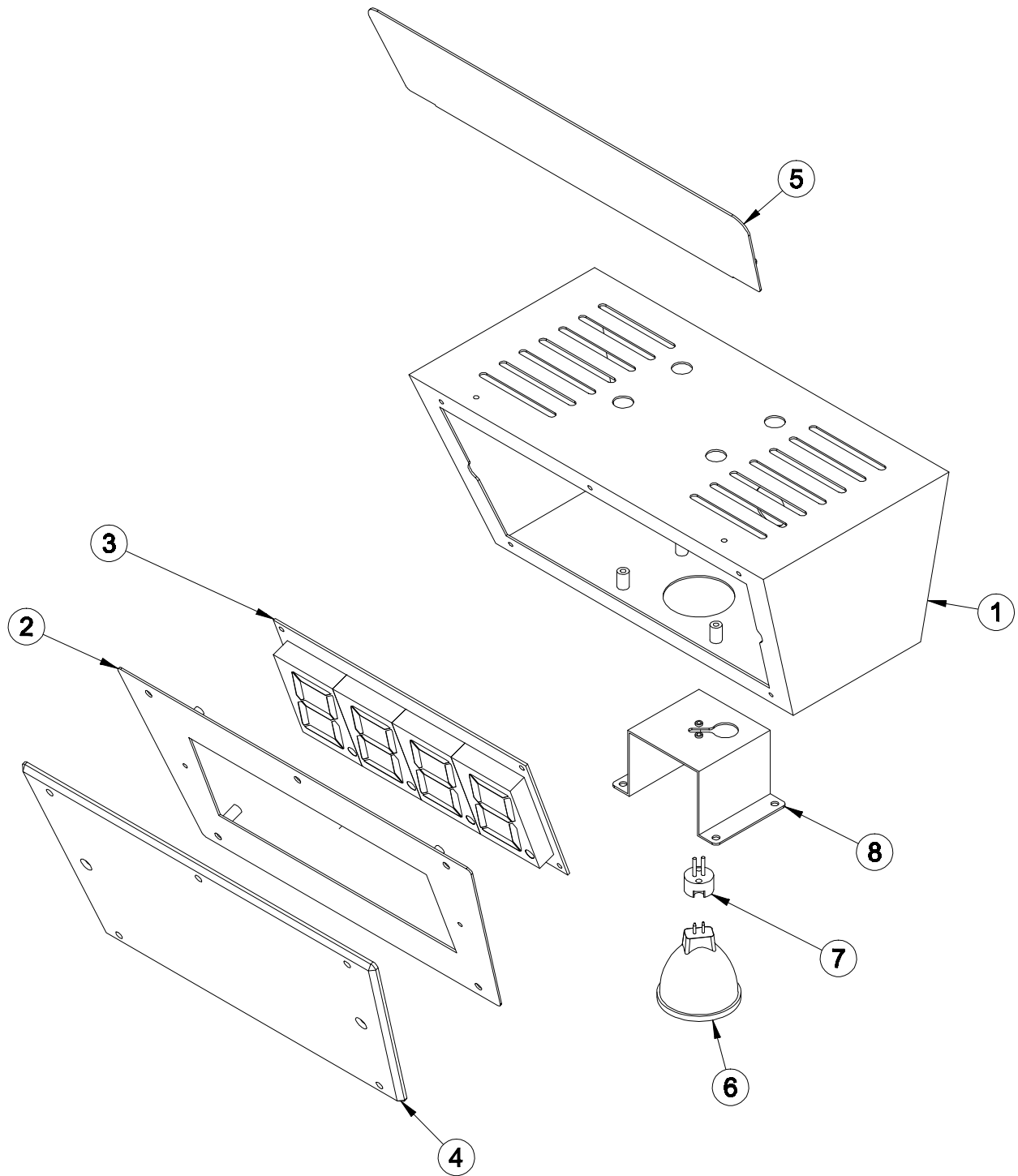
| NO. | Code Number | QUANTITY | PART NAME | SPEC. |
|-----|-------------|----------|-----------|-------|
| 1 | MSBB0MET024 | 1 | BONUS FND BOX BKT | SPCC-1.2t |
| 2 | MSBB0MET025 | 1 | BONUS FND COVER BKT | SPCC-1.2t |
| 3 | AUFE0PCB003 | 1 | BILLBOARD JP FND BOARD | KMFND-1208-033B |
| 4 | MSBB0SHE003 | 1 | BONUS FND COVER ACRYL | CLEAR |
| 5 | MSBB0MET027 | 1 | BONUS SHEET BKT | SPCC-1.2t |
| 6 | MELE0LAM037 | 1 | MR16 LAMP (12V, 5W) | Warm White |
| 7 | MZZZ0SOC005 | 1 | MR RECEPTACLE(소켓) | CIRCLE TYPE |
| 8 | MSBB0MET028 | 1 | MR16 LAMP FIXED BKT | SPCC-1.2t |

## 8-14.TOP SIDE BILLBOARD Ass'y
### MSBB0ASM014
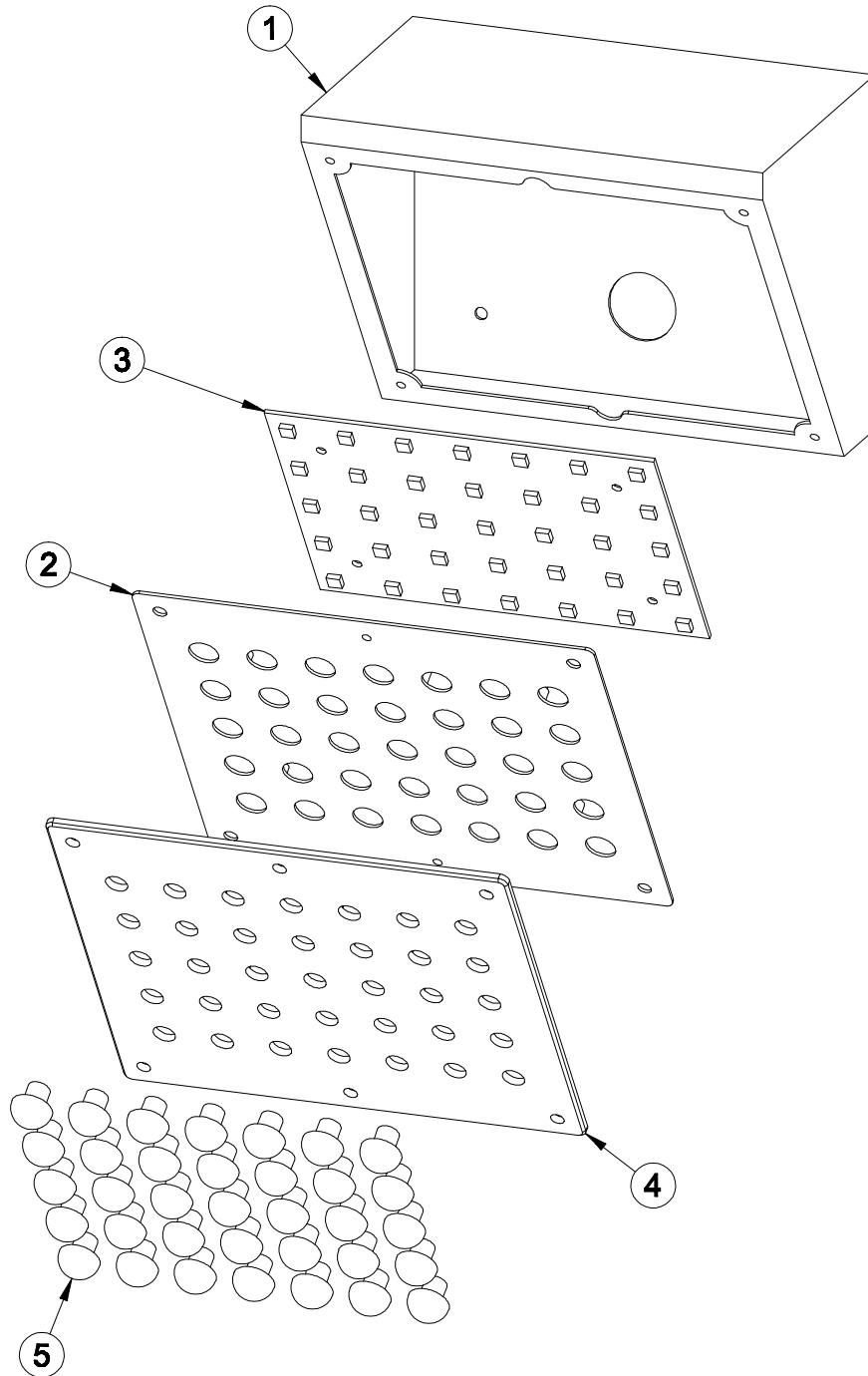
| NO. | Code Number | QUANTITY | PART NAME | SPEC. |
|-----|-------------|----------|-----------|-------|
| 1 | MSBB0MET029 | 1 | TOP SIDE LED BILLBOARD | SPCC-1.2t |
| 2 | MSBB0MET030 | 1 | TOP SIDE LED BILLBOARD COVER BKT | SUS-1.2t |
| 3 | ATOD0BOA008 | 1 | TOP SIDE LED BOARD | KMLED-1408-060B |
| 4 | MSBB0ACR001 | 1 | TOP SIDE LED BILLBOARD COVER ACRYL | CLEAR |
| 5 | MWOL0PLA001 | 35 | LED CAP 10Φ | 10Φ |

# 8-15.BILLBOARD Ass'y
## MSBB0ASM015
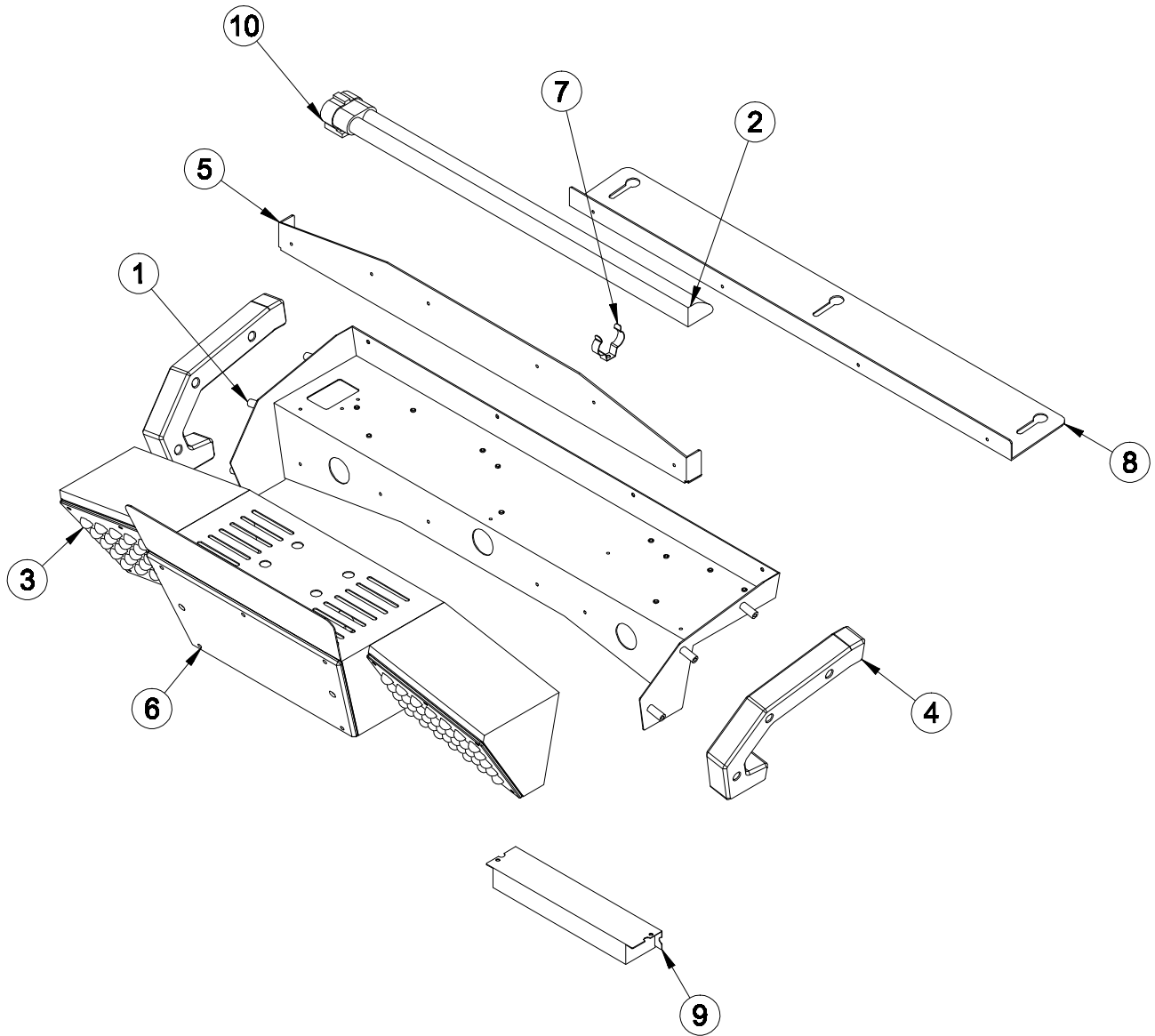


| NO. | Code Number | QUANTITY | PART NAME | SPEC. |
|---|---|---|---|---|
| 1 | MSBB0MET031 | 1 | BILLBOARD MAIN BKT | SPCC-1.2t |
| 2 | MZZZ0000322 | 1 | PL LAMP | 110/220V 55W |
| 3 | MSBB0ASM014 | 2 | TOP SIDE BILLBOARD Ass'y | 8-14. (32page) |
| 4 | MSBB0ACR012 | 2 | VACCUM COVER SUPPORT | BLUE ACRTL-30.0t |
| 5 | MSBB0MET033 | 1 | BONUS FND BOX SUP BKT | SPCC-1.6t |
| 6 | MSBB0ASM013 | 1 | BONUS FND BOX Ass'y | 8-13. (31page) |
| 7 | MELE0000012 | 1 | LAMP LOOP | SUS-0.6t |
| 8 | MSBB0MET032 | 1 | BILLBOARD FIXED BKT | SPCC-1.6t |
| 9 | MELE0BAL015 | 1 | ELECTRONIC BALLAST (FULHAM) | WH5-120-L (120V) |
| | MELE0BAL017 | | ELECTRONIC BALLAST (UIB) | UIB+E254-58P (230V) |
| 10 | MZZZ0000371 | 1 | PL SOCKET | "I" TYPE |

## 8-16.VACCUM BOTTOM FIXED BKT Ass'y

### MSBB0ASM016
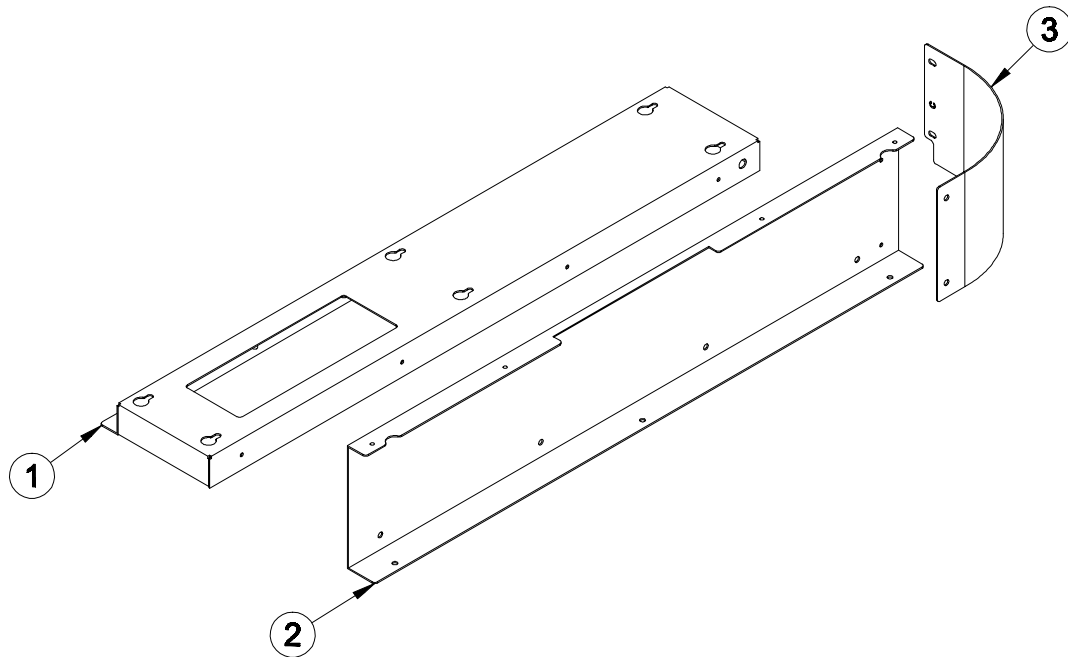
| NO. | Code Number | QUANTITY | PART NAME | SPEC. |
|-----|-------------|----------|-----------|-------|
| 1 | MSBB0MET068 | 1 | VACCUM BOTTOM FIXED BKT-DW | SPCC-1.2t |
| 2 | MSBB0MET053 | 1 | VACCUM BOTTOM FIXED BKT-A | SPCC-1.2t |
| 3 | MSBB0MET054 | 1 | CORNER BKT-C | SPCC-1.2t |

## 8-17.VACCUM LOWER COVER Ass'y

### MSBB0ASM017
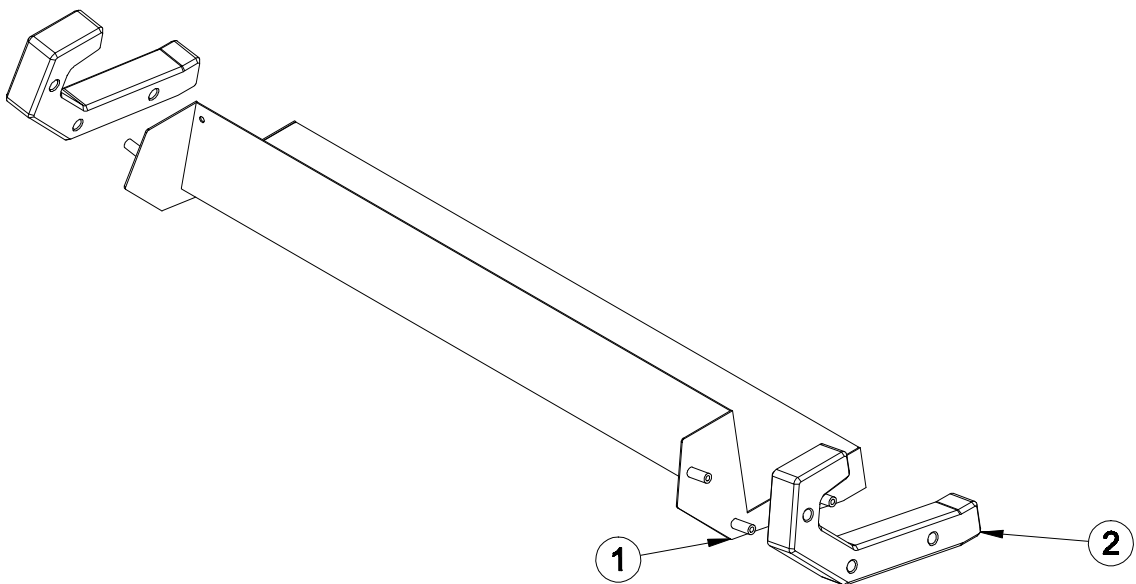
| NO. | Code Number | QUANTITY | PART NAME | SPEC. |
|-----|-------------|----------|-----------|-------|
| 1 | MSBB0MET034 | 1 | VACCUM LOWER COVER BKT | SPCC-1.2t |
| 2 | MSBB0ACR012 | 2 | VACCUM COVER SUPPORT | BLUE ACRTL-30.0t |

# 8-18.BONUS WHEEL MOTOR Ass'y
## MSBB0ASM018
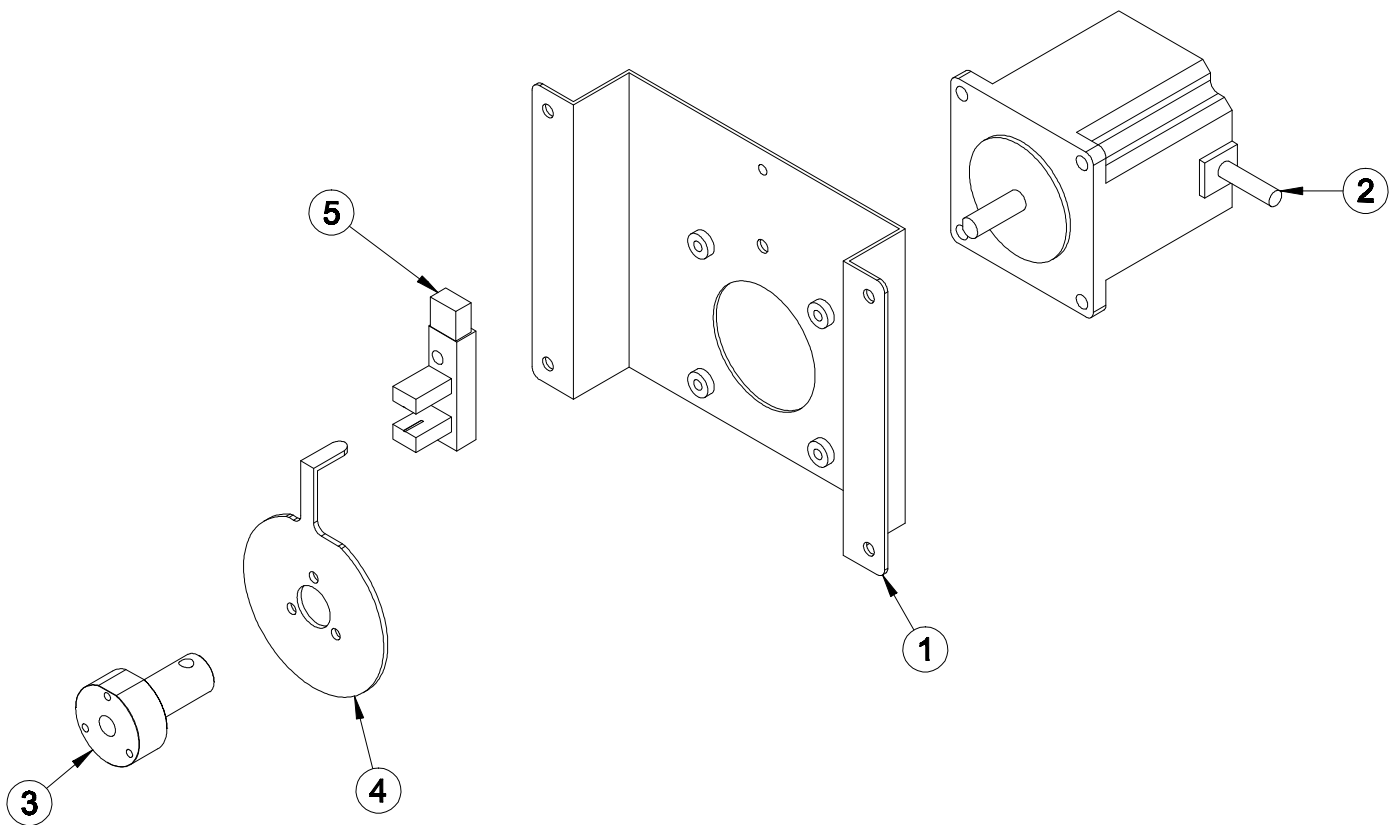
| NO. | Code Number | QUANTITY | PART NAME | SPEC. |
|-----|-------------|----------|-----------|-------|
| 1 | MSBB0MET005 | 1 | BONUS WHEEL MOTOR FIXED BKT | SPCC-1.2t |
| 2 | MTHU0MOT001 | 1 | STEPPING MOTOR 4S56Q-12054S | 4S56Q-12054S |
| 3 | MSBB0PRO006 | 1 | POINTER HOUSING | AL |
| 4 | MSBB0MET004 | 1 | WHEEL ENCODER-A | SPCC-1.6t |
| 5 | MLIM0PHO001 | 1 | SINKO SENSOR | SINKO:KI669 |

# 8-19.BONUS WHEEL BOX Ass'y
## MSBB0ASM019
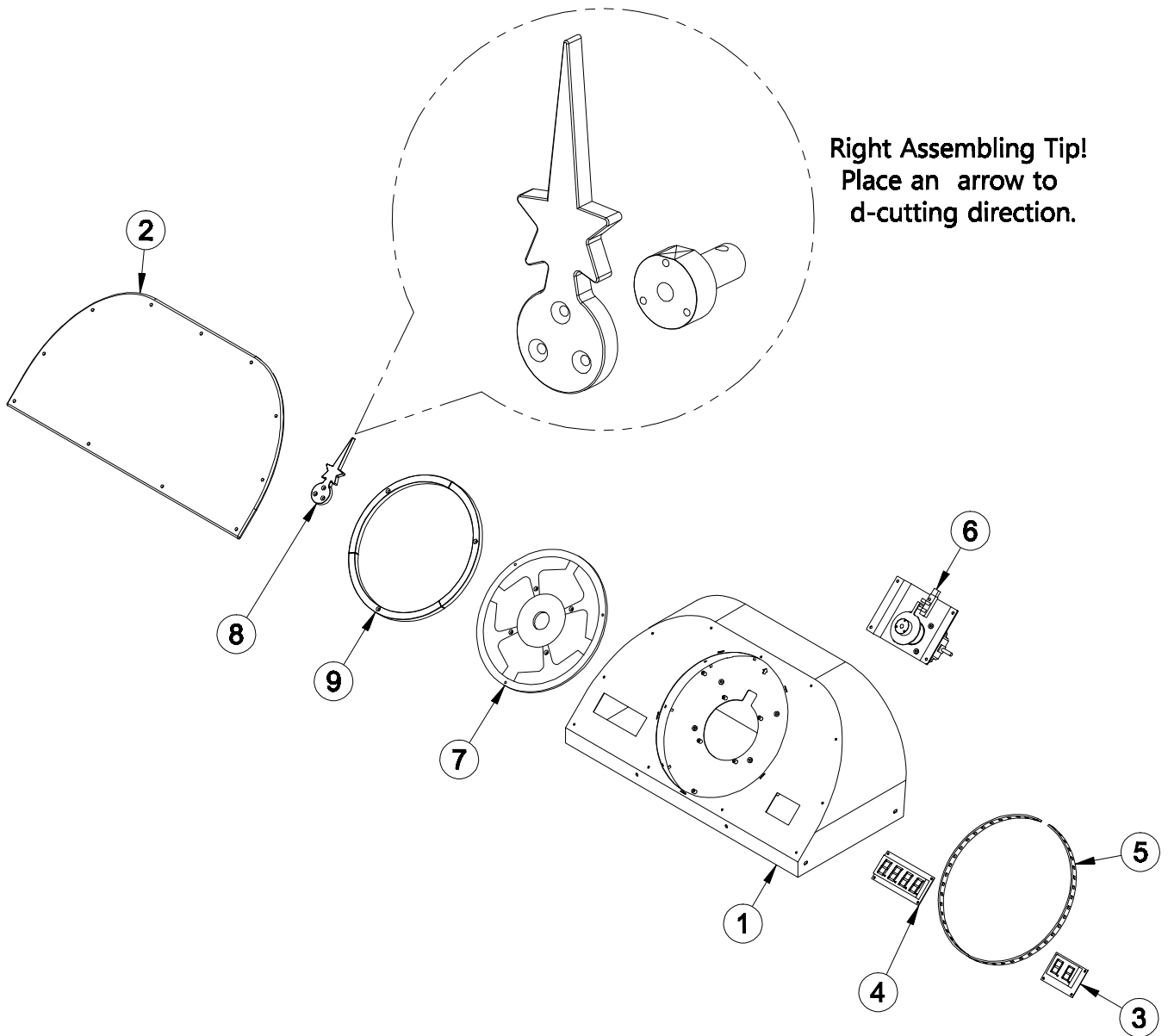
Right Assembling Tip!
Place an arrow to
d-cutting direction.

| NO. | Code Number | QUANTITY | PART NAME | SPEC. |
|-----|-------------|----------|-----------|-------|
| 1 | MSBB0MET001 | 1 | BONUS WHEEL BOX WELD Ass'y | WELD PARTS |
| 2 | MSBB0SHE004 | 1 | BONUS WHEEL BOX FRONT ACRYL | CLEAR ACRYL-5.0t |
| 3 | ACOU0PCB010 | 1 | CREDIT FND(KMCF1017-2A) BOARD | KMCF1017-2A |
| 4 | ATOD0BOA002 | 1 | TICKET OWED FND4 | KMFND-055A |
| 5 | ATOD0BOA014 | 1 | BONUS WHEEL FLEXIBLE LED | 750L |
| 6 | MSBB0ASM018 | 1 | BONUS WHEEL MOTOR Ass'y | 8-18. (35page) |
| 7 | MSBB0SHE021 | 1 | BONUS WHEEL ACRYL | CLEAR ACRYL-5.0t |
| 8 | MSBB0ACR008 | 1 | POINTER | FLUORESCENT ORANGE ACRYL-8.0t |
| 9 | MSBB0ACR010 | 3 | BONUS WHEEL GUIDE ACRYL | WHITE LIGHT ACRYL-10.0t |

# 8-20.BUTTON PANEL Ass'y
## MSBB0ASM020
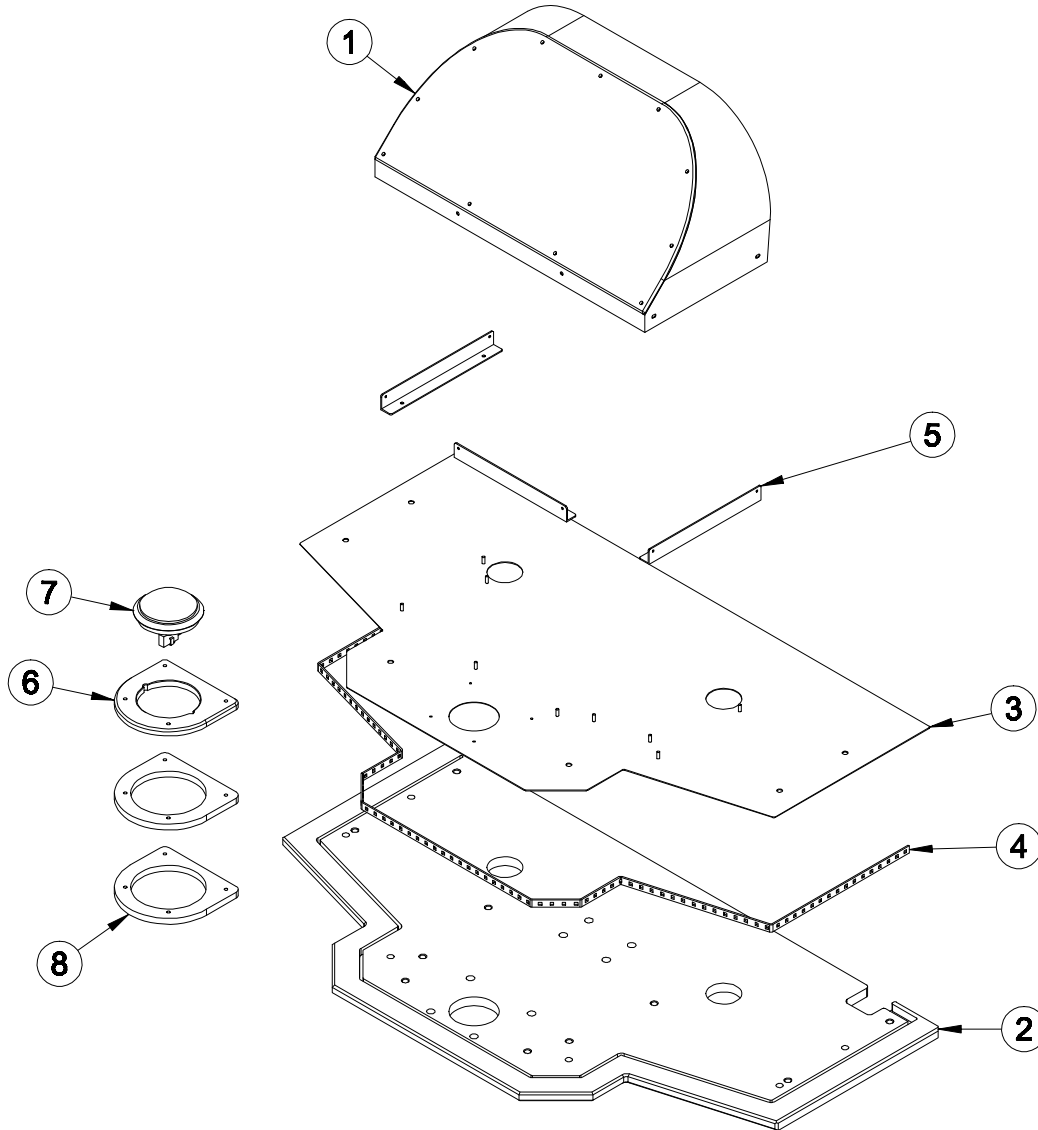
| NO. | Code Number | QUANTITY | PART NAME | SPEC. |
|-----|-------------|----------|-----------|-------|
| 1 | MSBB0ASM019 | 1 | BONUS WHEEL BOX Ass'y | 8-19. (36page) |
| 2 | MSBB0ACR009 | 1 | BUTTON PLATE LIGHT ACRYL | WHITE LIGHT ACRYL-15.0t |
| 3 | MSBB0MET003 | 1 | BUTTON PLATE FIXED BKT | SPCC-1.2t |
| 4 | ATOD0BOA013 | 1 | BUTTON PANEL FLEXIBLE LED | 1650L R.G.B |
| 5 | MSBB0MET006 | 3 | BONUS WHEEL BOX FIXED BKT | SPCC-2.0t |
| 6 | MTOD0ACR002 | 1 | BUTTON ACRYL-UP | RED ACRYL-10.0t |
| 7 | ASBB0ASS002 | 1 | BUTTON 401W & LIGHT SHEET | 401-CLEAR Φ100 |
| 8 | MSBB0ACR019 | 2 | BUTTON ACRYL-DW | RED ACRYL-10.0t |

# 8-21.BLOWER Ass'y
## MSBB0ASM021
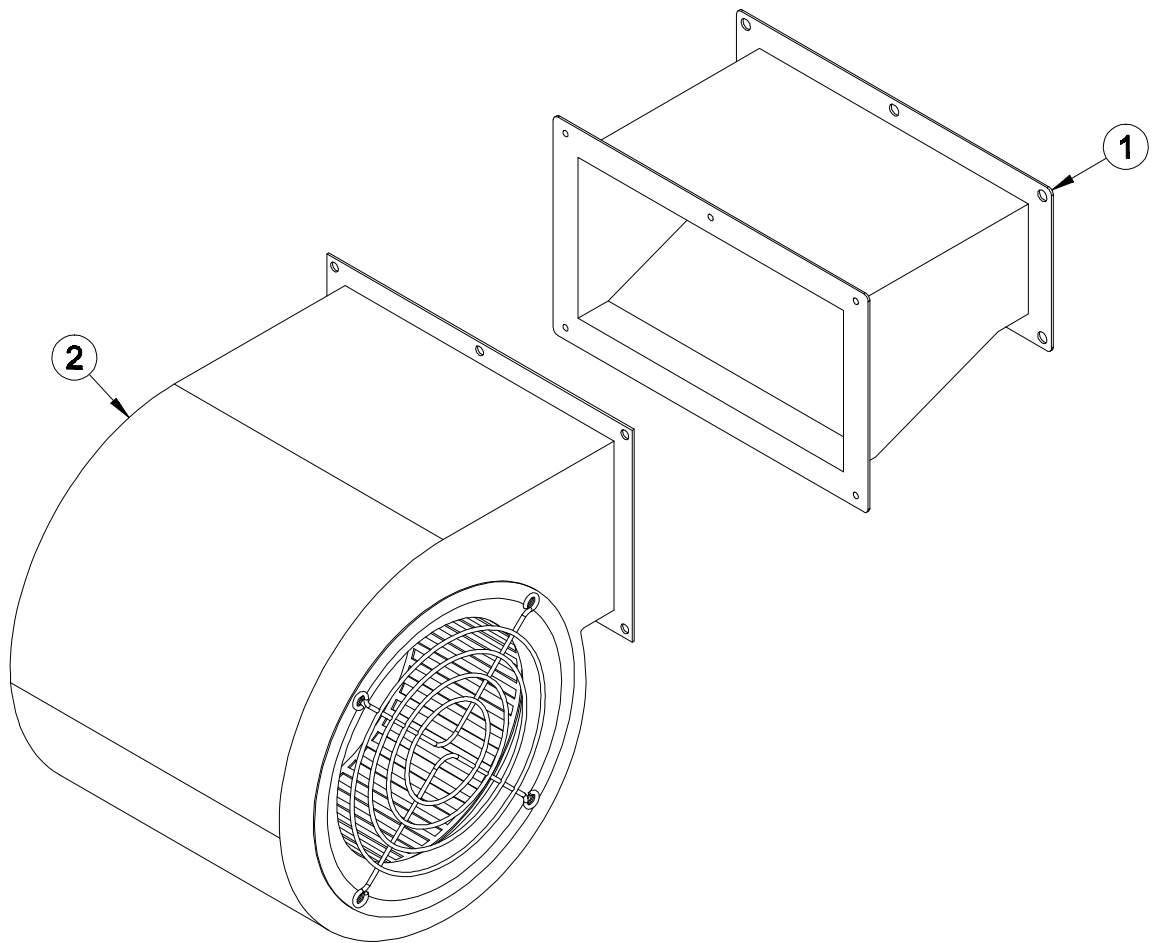


| NO. | Code Number | QUANTITY | PART NAME | SPEC. |
|-----|-------------|----------|-----------|-------|
| 1 | MSBB0MET049 | 1 | BLOWER UPPER DUCT | SPCC-1.2t |
| 2 | ASBB0BRO001 | 1 | BLOWER MB940 (120V 60HZ) | 120V 60HZ (IMPELLER 35ea) |
| | ASBB0BRO004 | | BLOWER MB940 (230V 50HZ) | 230V 50HZ (IMPELLER 49ea) |

## 8-22.LEVER MOTOR Ass'y

MSBB0ASM022
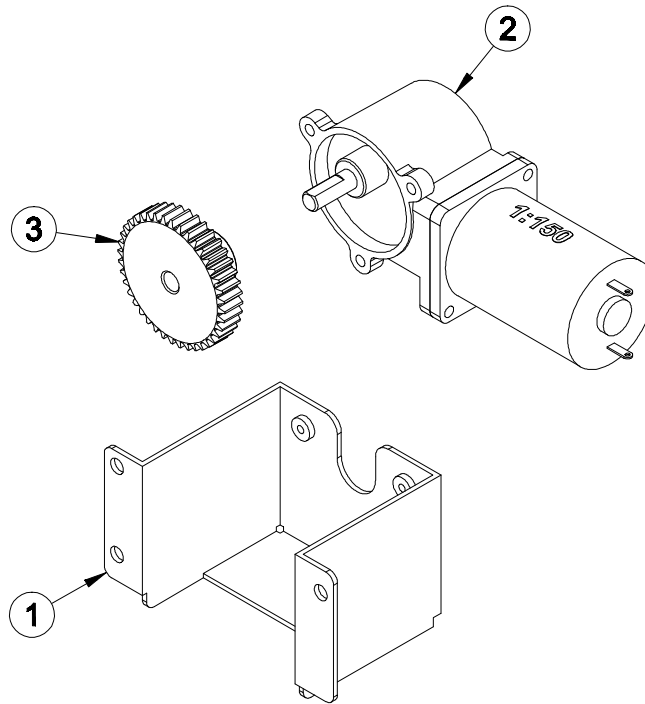
| NO. | Code Number | QUANTITY | PART NAME | SPEC. |
|-----|-------------|----------|-----------|-------|
| 1 | MSBB0MET009 | 1 | LEVER MOTOR BKT | SPCC-1.6t |
| 2 | MZZZ0MOT032 | 1 | MOTOR | KD1-3448-050 (1/150) |
| 3 | MSBB0PRO003 | 1 | MOTOR GEAR | AL |

## 8-23.FRONT LED BOARD BKT-B Ass'y

MSBB0ASM023
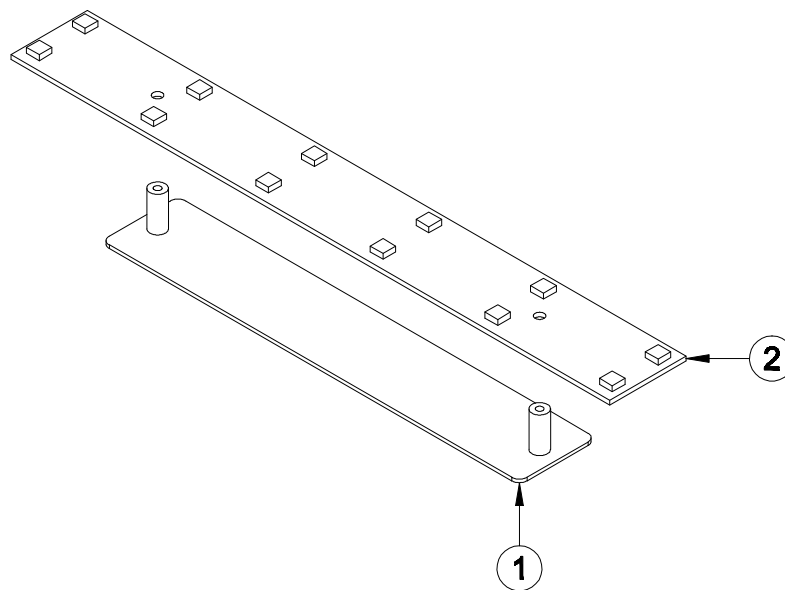
| NO. | Code Number | QUANTITY | PART NAME | SPEC. |
|-----|-------------|----------|-----------|-------|
| 1 | MSBB0MET010 | 1 | FRONT LED BOARD FIXED BKT-B | SPCC-1.2t |
| 2 | ATOD0BOA004 | 1 | FRONT LED BOARD | KMLED-1408-058A |

# 8-24.LEVER HOUSING Ass'y
## MSBB0ASM024
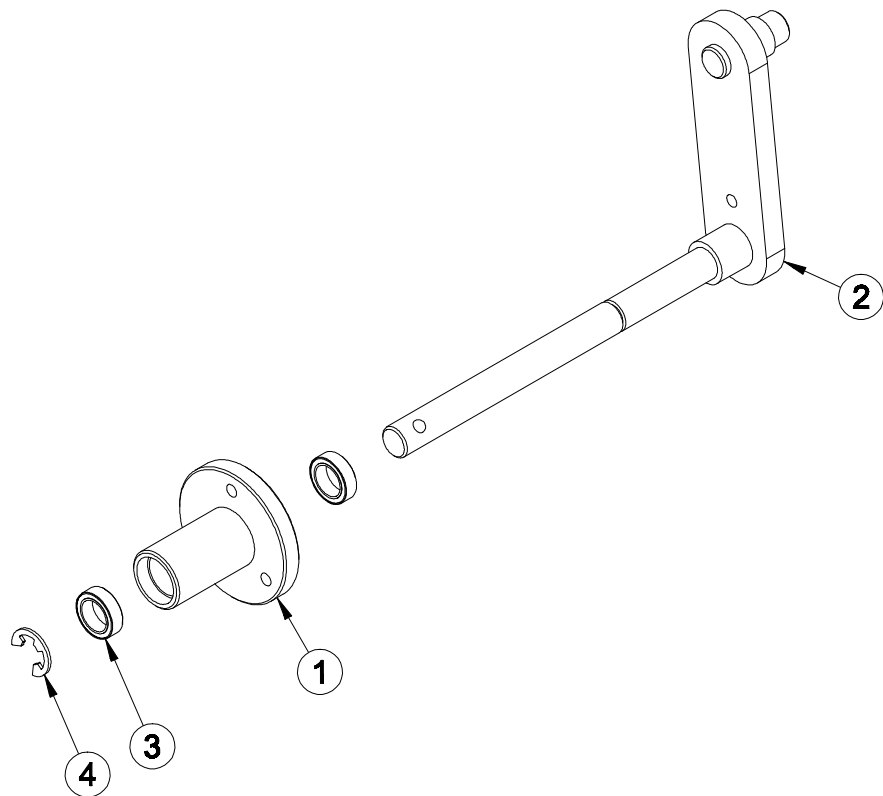


| NO. | Code Number | QUANTITY | PART NAME | SPEC. |
|-----|-------------|----------|-----------|-------|
| 1 | MSBB0PRO015 | 1 | LEVER HOUSING | SS41 |
| 2 | MSBB0PRO014 | 1 | LEVER SHAFT WELD Ass'y | WELD PARTS |
| 3 | MZZZ0BEA052 | 2 | BEARING (MR128ZZ) | MR128ZZ |
| 4 | | 1 | E Type Snapring 6 | E6 |

# 8-25.LEVER DRIVEN HOUSING Ass'y

## MSBB0ASM025
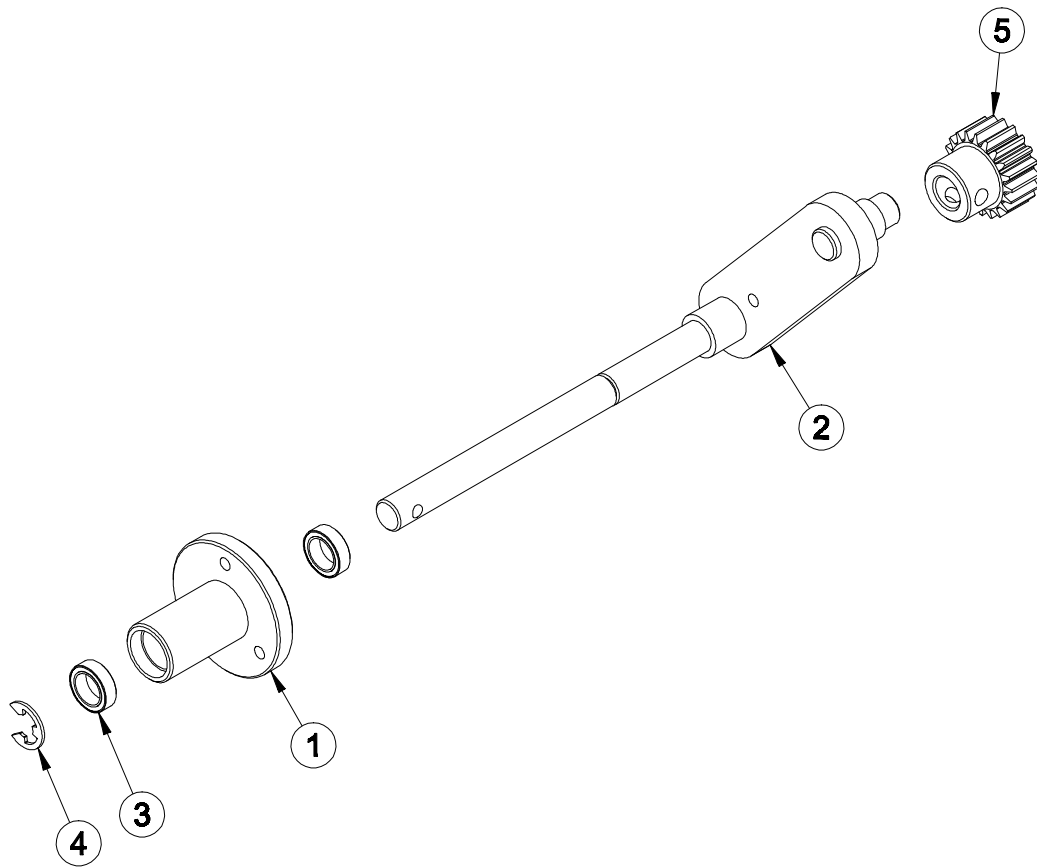
| NO. | Code Number | QUANTITY | PART NAME | SPEC. |
|-----|-------------|----------|-----------|-------|
| 1 | MSBB0PRO015 | 1 | LEVER HOUSING | SS41 |
| 2 | MSBB0PRO013 | 1 | LEVER DRIVEN SHAFT WELD Ass'y | WELD PARTS |
| 3 | MZZZ0BEA052 | 2 | BEARING (MR128ZZ) | MR128ZZ |
| 4 | | 1 | E Type Snapring 6 | E6 |
| 5 | MSBB0PRO002 | 1 | LEVER GEAR | AL |

# 8-26.LINK GUIDE BKT Ass'y
## MSBB0ASM026
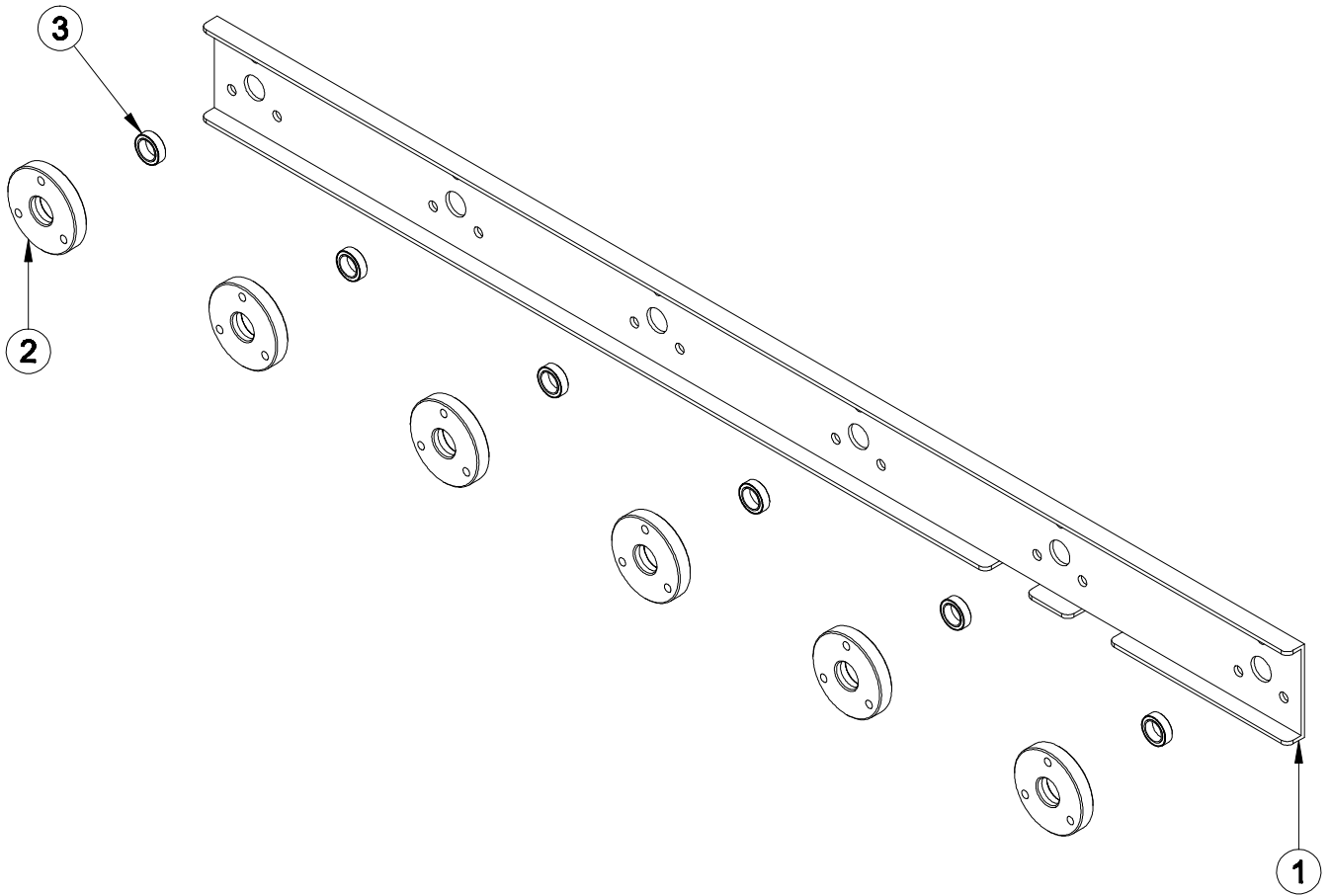


| NO. | Code Number | QUANTITY | PART NAME | SPEC. |
|-----|-------------|----------|-----------|-------|
| 1 | MSBB0MET008 | 1 | LINK GUIDE BKT | SPCC-1.6t |
| 2 | MSBB0PRO016 | 6 | LINK SUPPORT BLOCK | SS41 |
| 3 | MZZZ0BEA052 | 6 | BEARING (MR128ZZ) | MR128ZZ |

# 8-27.LEVER Ass'y
## MSBB0ASM027
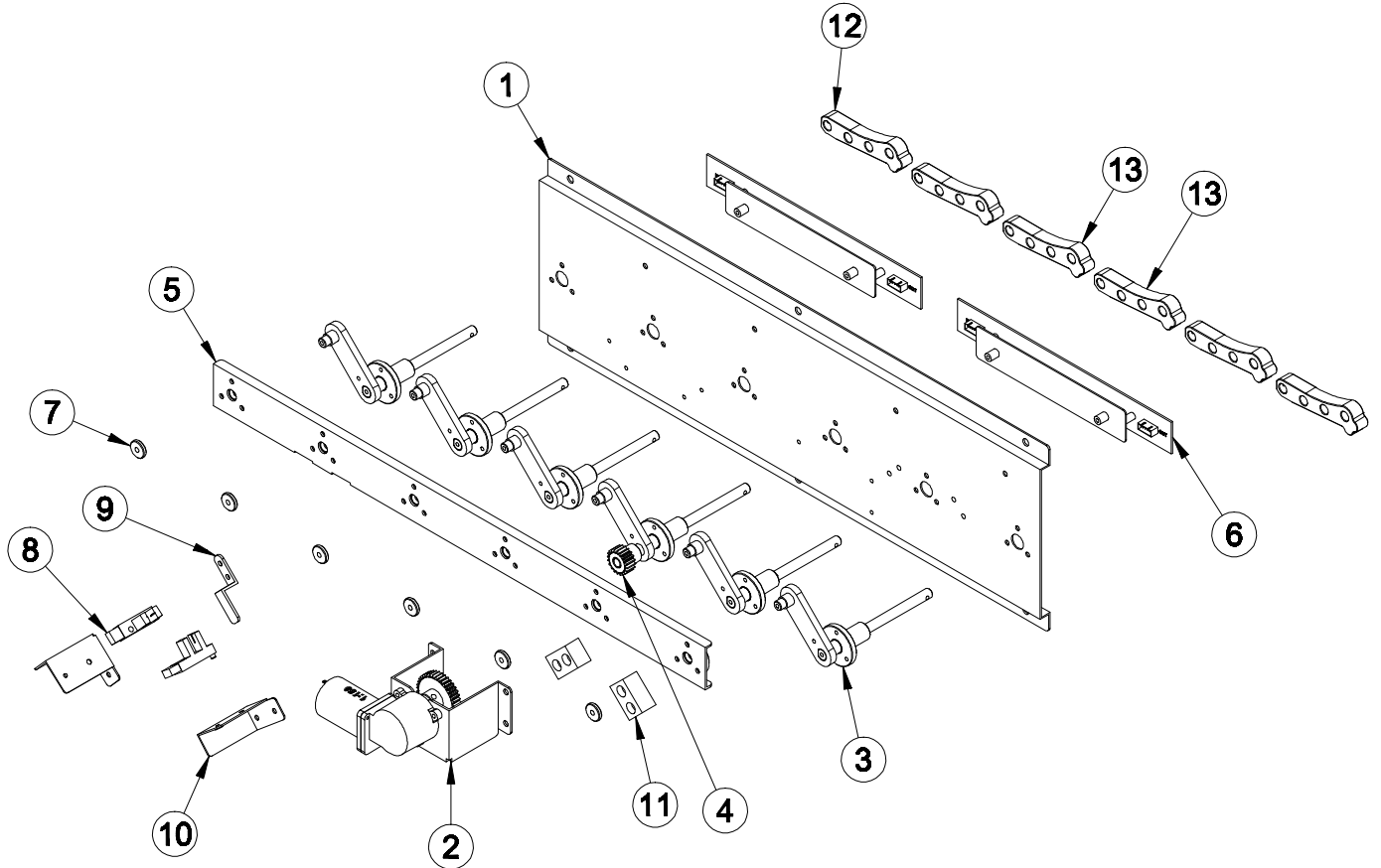


| NO. | Code Number | QUANTITY | PART NAME | SPEC. |
|-----|-------------|----------|-----------|-------|
| 1 | MSBB0MET007 | 1 | LEVER HOUSING FIXED BKT | SPCC-1.6t |
| 2 | MSBB0ASM022 | 1 | LEVER MOTOR Ass'y | 8-22. (39page) |
| 3 | MSBB0ASM024 | 5 | LEVER HOUSING Ass'y | 8-24. (40page) |
| 4 | MSBB0ASM025 | 1 | LEVER DRIVEN HOUSING Ass'y | 8-25. (41page) |
| 5 | MSBB0ASM026 | 1 | LINK GUIDE BKT Ass'y | 8-26. (42page) |
| 6 | MSBB0ASM023 | 2 | FRONT LED BOARD BKT-B Ass'y | 8-23. (39page) |
| 7 | MSBB0PRO001 | 6 | LINK WASHER | AL |
| 8 | MLIM0PHO001 | 2 | SINKO SENSOR | SINKO:KI669 |
| 9 | MSBB0MET012 | 1 | SENSOR CHECK BKT-A | SPCC-1.6t |
| 10 | MSBB0MET011 | 2 | SENSOR FIXED BKT-A | SPCC-1.2t |
| 11 | MSBB0PRO017 | 2 | URETHANE BLOCK | URETHANE |
| 12 | MSBB0PRO007 | 4 | LEVER-A (RED COLOR) | AL |
| 13 | MSBB0PRO012 | 2 | LEVER-B (GOLD COLOR) | AL |

## 8-28.FRONT LED BOARD BKT-A Ass'y
MSBB0ASM028
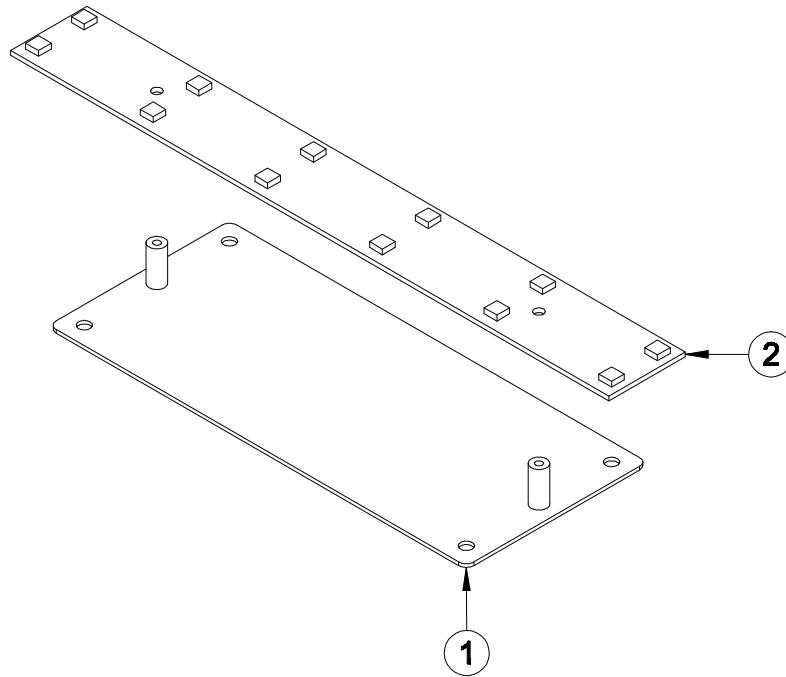
| NO. | Code Number | QUANTITY | PART NAME | SPEC. |
|-----|-------------|----------|-----------|-------|
| 1 | MSBB0MET066 | 1 | FRONT LED BOARD FIXED BKT-A | SPCC-1.2t |
| 2 | ATOD0BOA004 | 1 | FRONT LED BOARD | KMLED-1408-058A |

## 8-29.FRONT CORNER LED BOARD BKT Ass'y
MSBB0ASM029
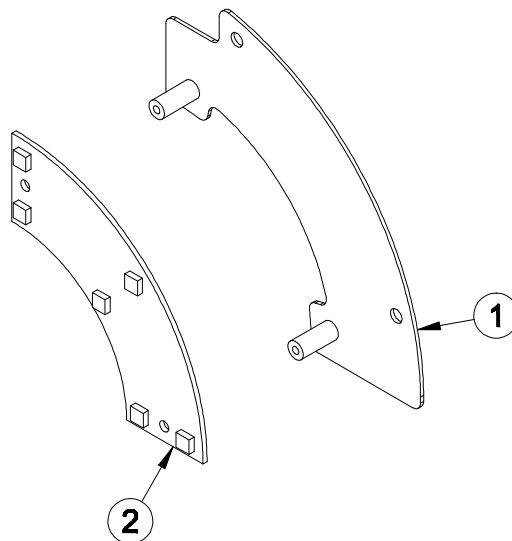
| NO. | Code Number | QUANTITY | PART NAME | SPEC. |
|-----|-------------|----------|-----------|-------|
| 1 | MSBB0MET067 | 1 | FRONT CORNER LED BOARD FIXED BKT | SPCC-1.2t |
| 2 | ATOD0BOA005 | 1 | FRONT CORNER LED BOARD | KMLED-1408-057A |

## 8-30.BIG WIN MOTOR Ass'y
### MSBB0ASM030
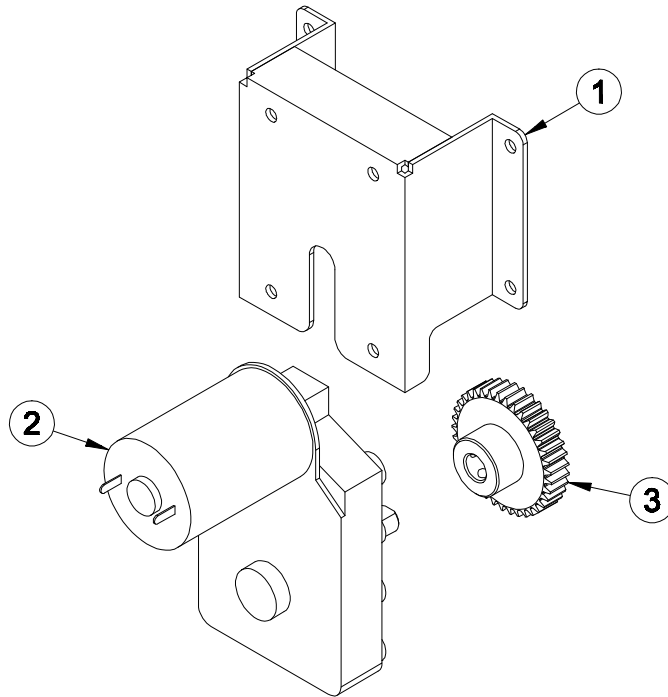


| NO. | Code Number | QUANTITY | PART NAME | SPEC. |
|---|---|---|---|---|
| 1 | MSBB0MET039 | 1 | BIG WIN MOTOR FIXED BKT | SPCC-1.6t |
| 2 | MZZZ0MOT036 | 1 | KGE-3448 | KWC-3448-050 (1/083) |
| 3 | MSBB0PRO005 | 1 | SPUR GEAR | AL |

## 8-31.BIG WIN HOLE ACRYL Ass'y
### MSBB0ASM031
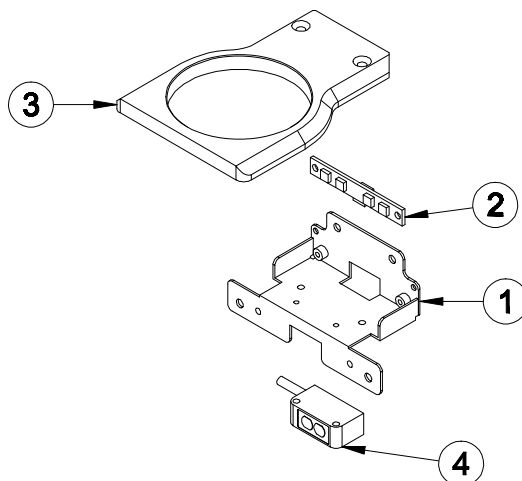


| NO. | Code Number | QUANTITY | PART NAME | SPEC. |
|---|---|---|---|---|
| 1 | MSBB0MET044 | 1 | BIG WIN HOLE SUPPORT BKT | SPCC-1.2t |
| 2 | ATOD0BOA007 | 1 | BIG WIN LED BOARD | KMLED-1408-059A |
| 3 | MSBB0ACR007 | 1 | BIG WIN HOLE ACRYL | FLUORESCENT ORANGE ACRYL-8.0t |
| 4 | MELE0PHO001 | 1 | BYD SENSOR | BYD-50-DDT |

# 8-32.BIG WIN HOLE Ass'y
### MSBB0ASM032
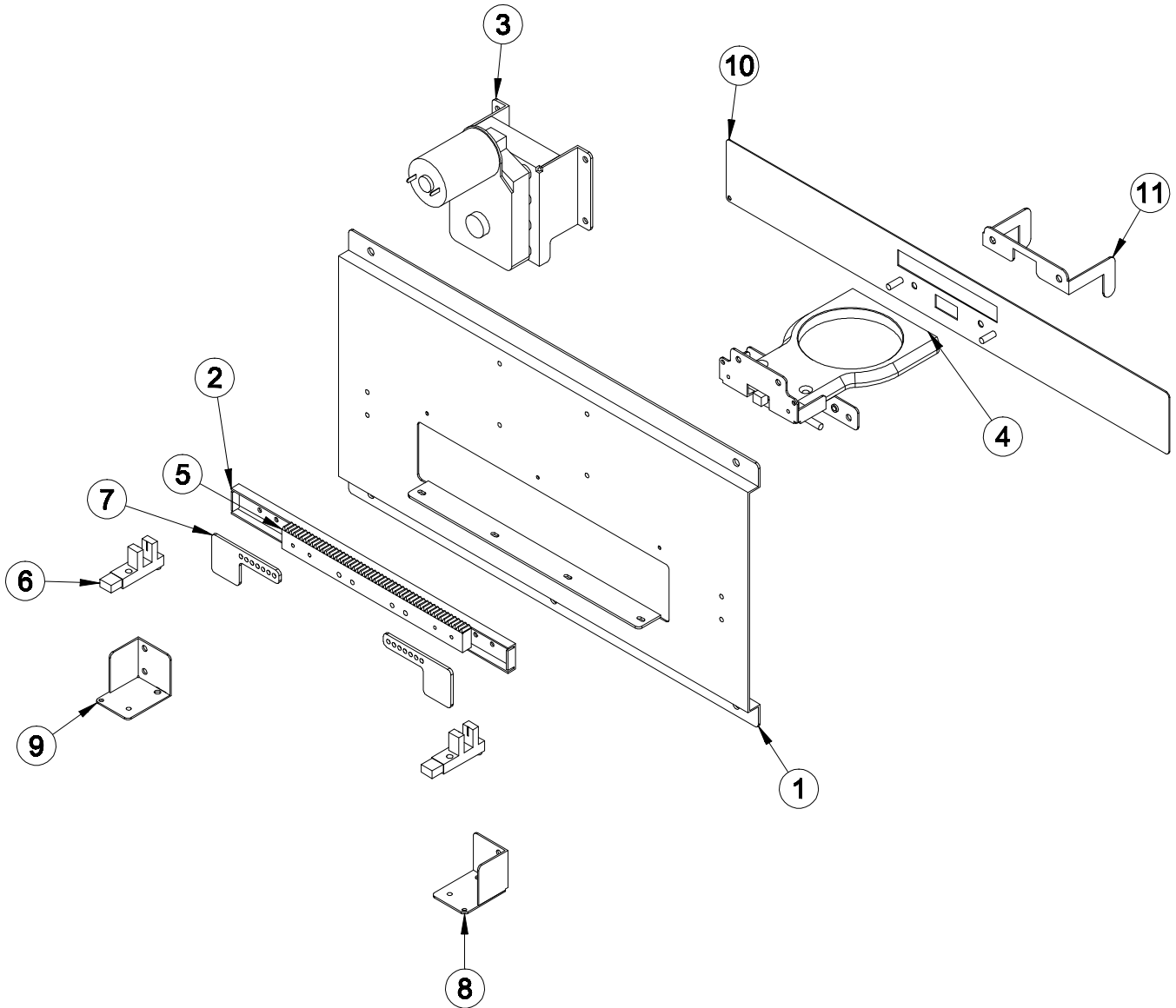


| NO. | Code Number | QUANTITY | PART NAME | SPEC. |
|-----|-------------|----------|-----------|-------|
| 1 | MSBB0MET038 | 1 | BIG WIN HOLE FIXED BKT | SPCC-1.6t |
| 2 | MZZZ0000437 | 1 | LINEAR MOTION SLIDE | SANGIN 2011-250 |
| 3 | MSBB0ASM030 | 1 | BIG WIN MOTOR Ass'y | 8-30. (45page) |
| 4 | MSBB0ASM031 | 1 | BIG WIN HOLE ACRYL Ass'y | 8-31. (45page) |
| 5 | MSBB0PRO004 | 1 | SLIDE RACK GEAR | AL |
| 6 | MLIM0PHO001 | 2 | SINKO SENSOR | SINKO:KI669 |
| 7 | MSBB0MET037 | 2 | SENSOR CHECK BKT-B | SPCC-2.0t |
| 8 | MSBB0MET040 | 1 | SENSOR FIXED BKT-B | SPCC-1.2t |
| 9 | MSBB0MET041 | 1 | SENSOR FIXED BKT-B_mir | SPCC-1.2t |
| 10 | MSBB0MET036 | 1 | BIG WIN SLIDING COVER BKT | SPCC-0.8t |
| 11 | MSBB0ACR011 | 1 | BIG WIN HOLE SENSOR GUIDE PET | PET-1.0t |

# 8-33.LOWER HOLE LED BOARD Ass'y
## MSBB0ASM033
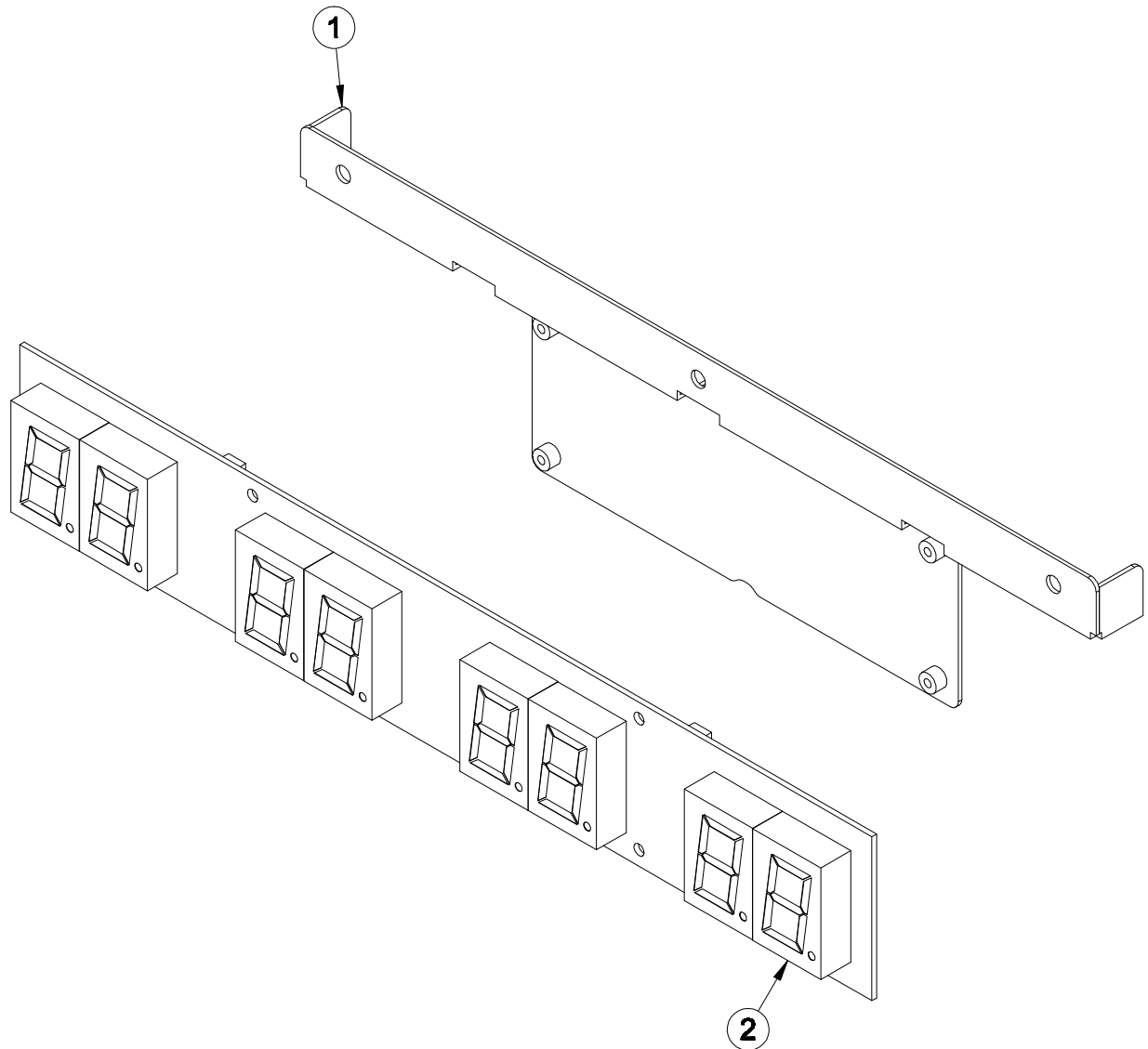


| NO. | Code Number | QUANTITY | PART NAME | SPEC. |
|---|---|---|---|---|
| 1 | MSBB0MET042 | 1 | LOWER HOLE LED FIXED BKT | SPCC-1.2t |
| 2 | ATOD0BOA003 | 1 | SCORE FND BOARD | KMFND-1410-062A |

## 8-34.MICRO SWITCH BKT Ass'y
### MSBB0ASM034
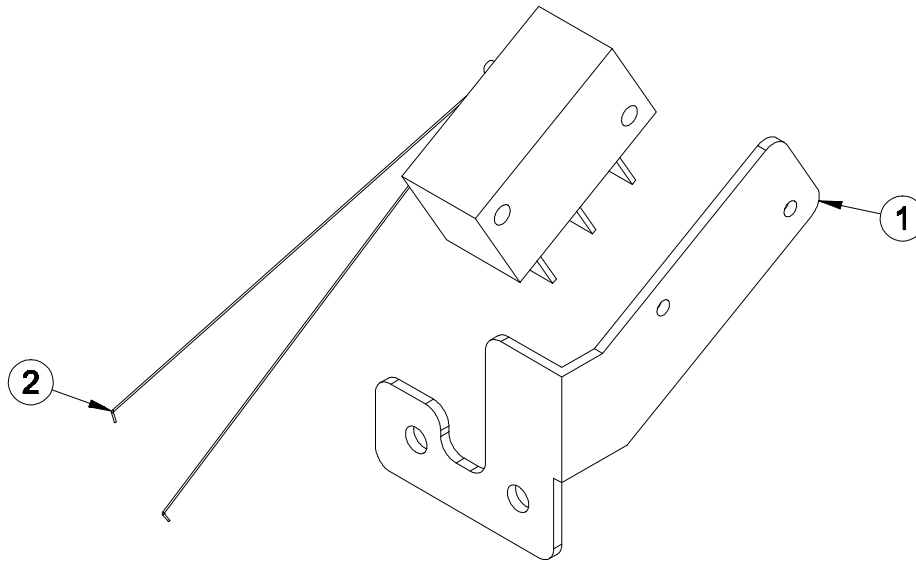
| NO. | Code Number | QUANTITY | PART NAME | SPEC. |
|---|---|---|---|---|
| 1 | MSBB0MET043 | 1 | MICRO SWITCH BKT | SPCC-1.6t |
| 2 | MELE0MIC002 | 1 | MICRO SWITCH | CNR-05H-03(ZIPPY-COI |

## 8-35.LOWER HOLE GUIDE ACRYL Ass'y
### MSBB0ASM035
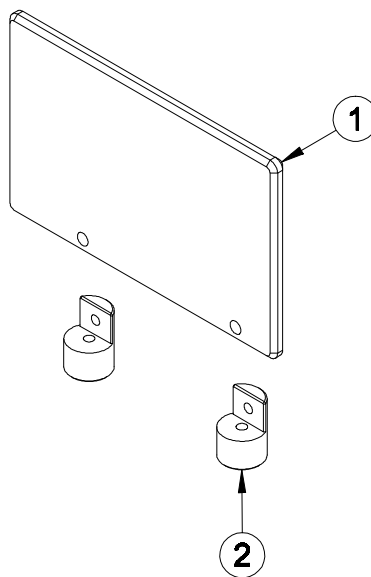
| NO. | Code Number | QUANTITY | PART NAME | SPEC. |
|---|---|---|---|---|
| 1 | MSBB0ACR006 | 1 | LOWER HOLE GUIDE ACRYL | CLEAR |
| 2 | MSBB0PRO009 | 2 | LOWER HOLE GUIDE SHAFT | AL |

## 8-36.SIDE INNER ACRYL Ass'y
### MSBB0ASM036
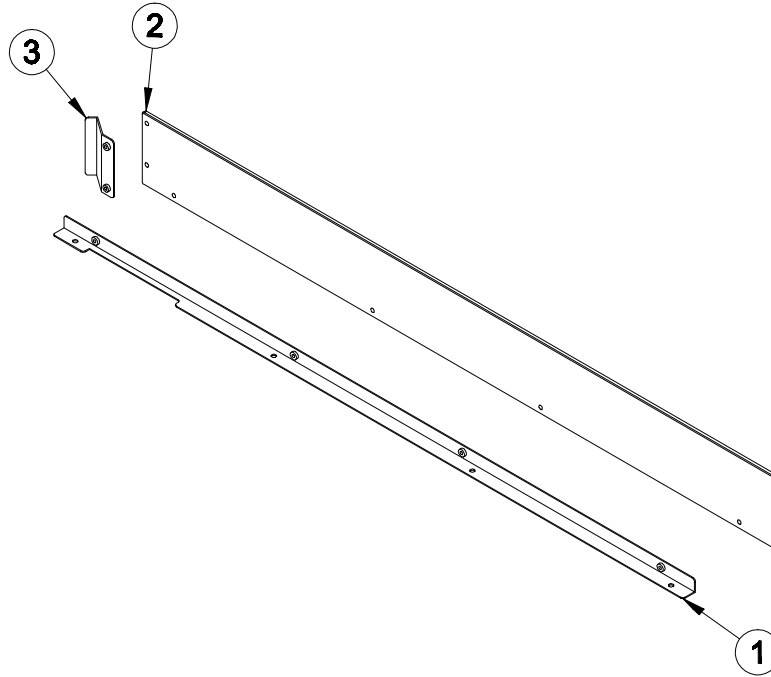
| NO. | Code Number | QUANTITY | PART NAME | SPEC. |
|-----|-------------|----------|-----------|-------|
| 1 | MSBB0MET045 | 1 | SIDE INNER BKT-L | SPCC-1.2t |
| 2 | MSBB0ACR004 | 1 | SIDE INNER ACRYL | CLEAR |
| 3 | MSBB0MET047 | 1 | BALL DOWN SUPPORT BKT | SUS-1.2t |

## 8-37.SIDE INNER ACRYL-R Ass'y
### MSBB0ASM037
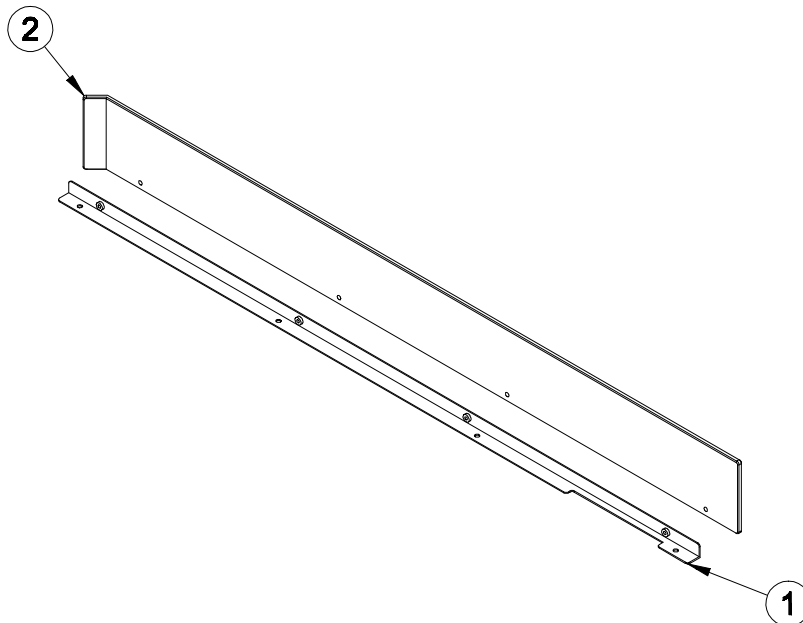
| NO. | Code Number | QUANTITY | PART NAME | SPEC. |
|-----|-------------|----------|-----------|-------|
| 1 | MSBB0MET046 | 1 | SIDE INNER BKT-L_mir | SPCC-1.2t |
| 2 | MSBB0ACR005 | 1 | SIDE INNER ACRYL-R | CLEAR |

# 8-38.FRONT BKT Ass'y

MSBB0ASM038
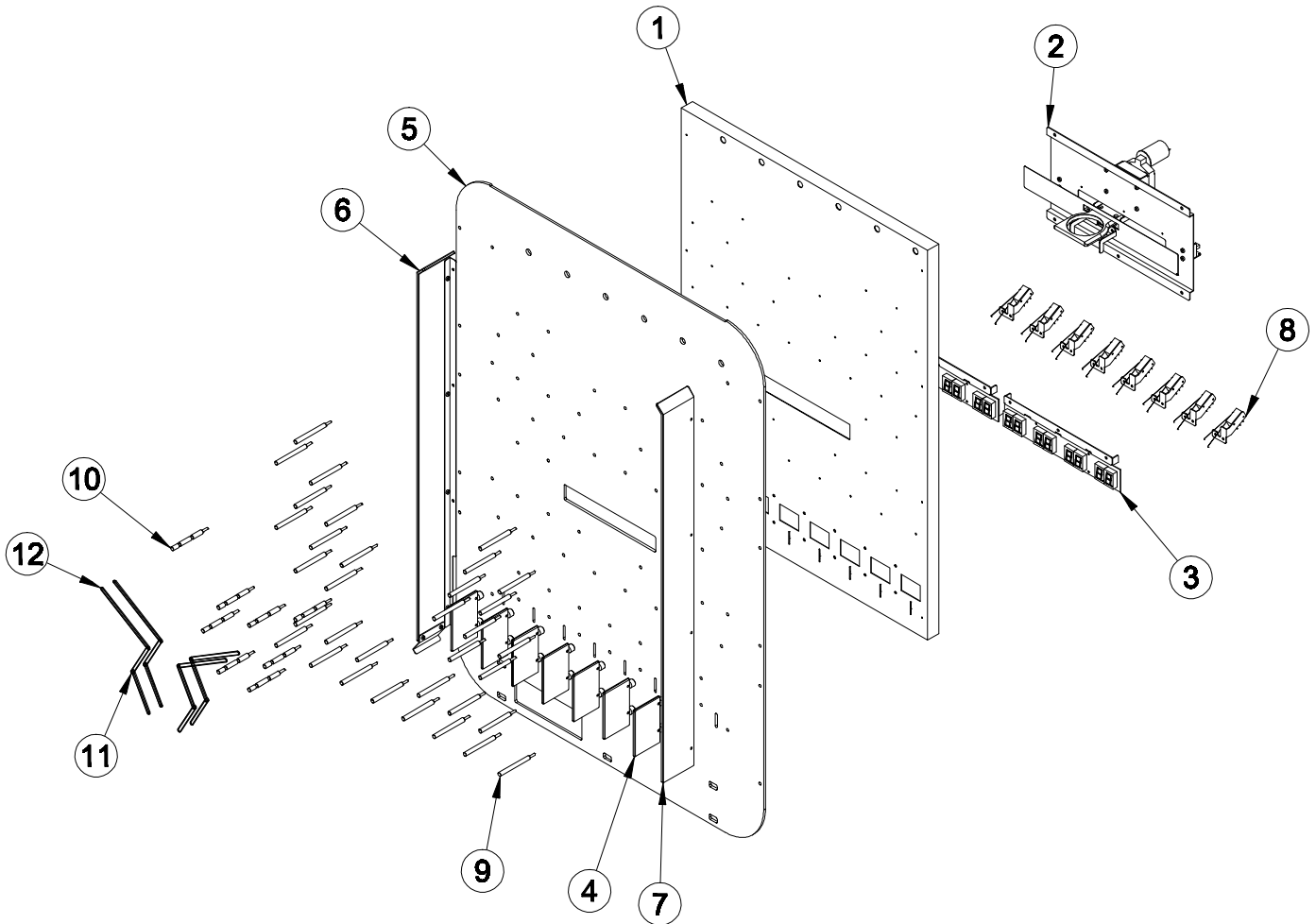


| NO. | Code Number | QUANTITY | PART NAME | SPEC. |
|-----|-------------|----------|-----------|-------|
| 1 | MSBB0MET035 | 1 | FRONT BASE BKT WELD Ass'y | WELD PARTS |
| 2 | MSBB0ASM032 | 1 | BIG WIN HOLE Ass'y | 8-32. (46page) |
| 3 | MSBB0ASM033 | 2 | LOWER HOLE LED BOARD Ass'y | 8-33. (47page) |
| 4 | MSBB0ASM035 | 7 | LOWER HOLE GUIDE ACRYL Ass'y | 8-35. (48page) |
| 5 | MSBB0SHE004 | 1 | FRONT ACRYL COVER | CLEAR |
| 6 | MSBB0ASM036 | 1 | SIDE INNER ACRYL Ass'y | 8-36. (49page) |
| 7 | MSBB0ASM037 | 1 | SIDE INNER ACRYL-R Ass'y | 8-37. (49page) |
| 8 | MSBB0ASM034 | 8 | MICRO SWITCH BKT Ass'y | 8-34. (48page) |
| 9 | MSBB0PRO010 | 34 | PIN | AL |
| 10 | MSBB0PRO011 | 8 | PIN-A | AL |
| 11 | MZZZ0RUB006 | 8 | RUBBER BAND No.30 | SILICONE (41X1.78mm) |
| 12 | MZZZ0RUB008 | 4 | RUBBER BAND No.41 | SILICONE (75.92X1.78mm) |

## 8-39.VACCUM ACRYL COVER Ass'y

MSBB0ASM039
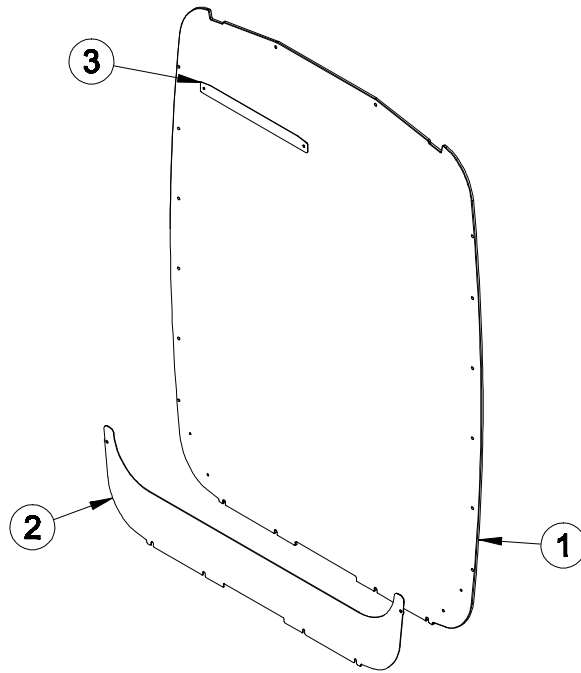


| NO. | Code Number | QUANTITY | PART NAME | SPEC. |
|---|---|---|---|---|
| 1 | MSBB0ACR003 | 1 | VACCUM COVER ACRYL | CLEAR |
| 2 | MSBB0MET055 | 1 | VACCUM COVER PANEL | SPCC-1.2t |
| 3 | MSBB0MET062 | 1 | VACCUM COVER ACRYL FIXED BKT | SPCC-1.2t |

## 8-40.VENTILATION DUCT Ass'y

MSBB0ASM040
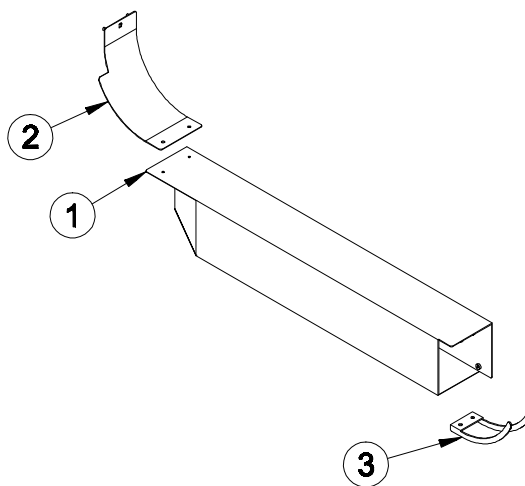


| NO. | Code Number | QUANTITY | PART NAME | SPEC. |
|---|---|---|---|---|
| 1 | MSBB0MET050 | 1 | VENTILATION DUCT | SPCC-1.2t |
| 2 | MSBB0MET051 | 1 | CORNER BKT-B | SPCC-1.2t |
| 3 | MSBB0MET052 | 1 | CORNER BKT-D | SPCC-2.0t |

## 8-41.CASTER Ass'y (BACK)
### MSBB0ASM041
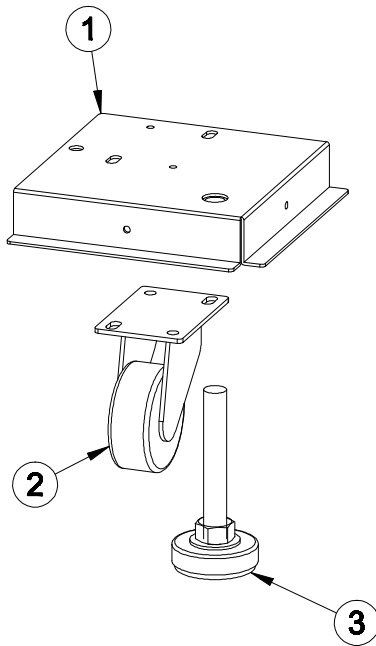


| NO. | Code Number | QUANTITY | PART NAME | SPEC. |
|-----|-------------|----------|-----------|-------|
| 1 | MSBB0WOO006 | 1 | CASTER BKT WELD Ass'y (BACK) | WELD PARTS |
| 2 | MZZZ0CAS010 | 1 | CASTER | 3inch |
| 3 | MZZZ0ADJ001 | 1 | ADJUSTER (PV-100-60) | (PV-100-60) |

## 8-42.CASTER Ass'y (BACK)_mir
### MSBB0ASM042
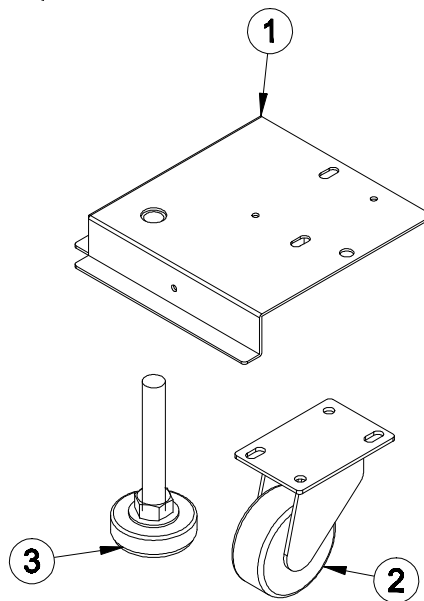


| NO. | Code Number | QUANTITY | PART NAME | SPEC. |
|-----|-------------|----------|-----------|-------|
| 1 | MSBB0WOO007 | 1 | CASTER BKT WELD Ass'y (BACK)_mir | WELD PARTS |
| 2 | MZZZ0CAS010 | 1 | CASTER | 3inch |
| 3 | MZZZ0ADJ001 | 1 | ADJUSTER (PV-100-60) | (PV-100-60) |

# 8-43.CASTER Ass'y (FRONT)

**MSBB0ASM043**
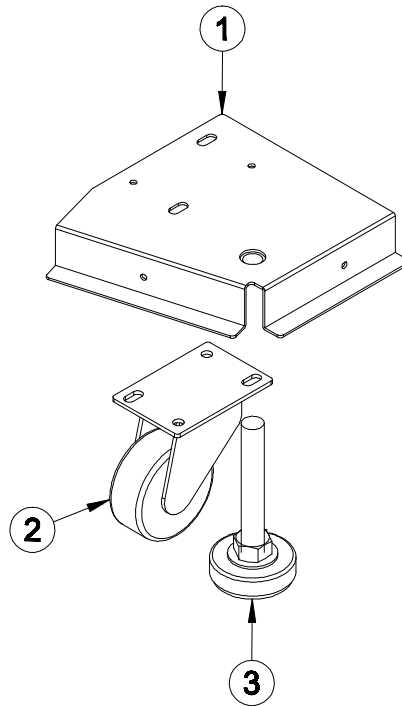


| NO. | Code Number | QUANTITY | PART NAME | SPEC. |
|-----|-------------|----------|-----------|-------|
| 1 | MSBB0WOO008 | 1 | CASTER BKT WELD Ass'y (FRONT) | WELD PARTS |
| 2 | MZZZ0CAS010 | 1 | CASTER | 3inch |
| 3 | MZZZ0ADJ001 | 1 | ADJUSTER (PV-100-60) | (PV-100-60) |

# 8-44.CASTER Ass'y_mir (FRONT)

**MSBB0ASM044**
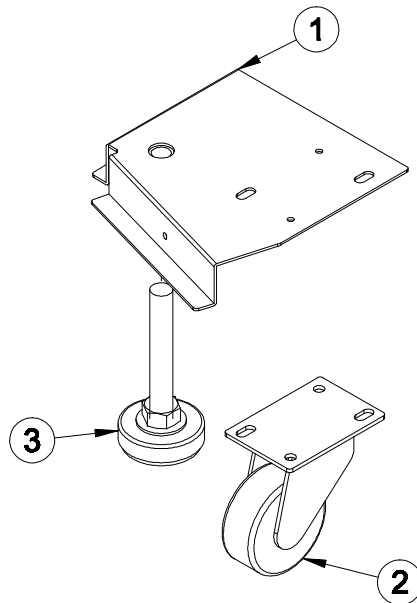


| NO. | Code Number | QUANTITY | PART NAME | SPEC. |
|-----|-------------|----------|-----------|-------|
| 1 | MSBB0WOO009 | 1 | CASTER BKT WELD Ass'y_mir (FRONT) | WELD PARTS |
| 2 | MZZZ0CAS010 | 1 | CASTER | 3inch |
| 3 | MZZZ0ADJ001 | 1 | ADJUSTER (PV-100-60) | (PV-100-60) |

# 8-45.MAIN CABINET Ass'y

MSBB0ASM045
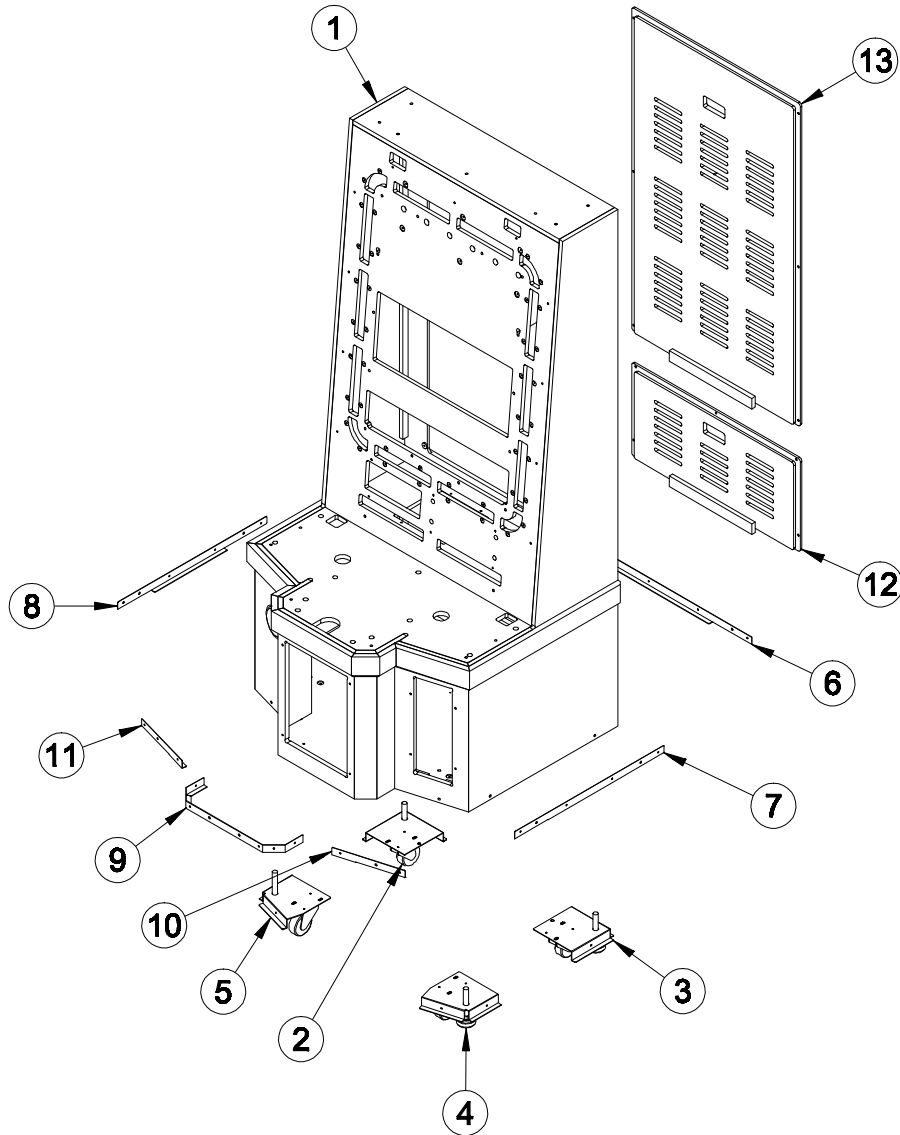


| NO. | Code Number | QUANTITY | PART NAME | SPEC. |
|---|---|---|---|---|
| 1 | MSBB0WOO001 | 1 | WOOD CASE Ass'y | ASSEMBLE (조립품) |
| 2 | MSBB0ASM041 | 1 | CASTER Ass'y (BACK) | 8-41. (52page) |
| 3 | MSBB0ASM042 | 1 | CASTER Ass'y (BACK)_mir | 8-42. (52page) |
| 4 | MSBB0ASM043 | 1 | CASTER Ass'y (FRONT) | 8-43. (53page) |
| 5 | MSBB0ASM044 | 1 | CASTER Ass'y_mir (FRONT) | 8-44. (53page) |
| 6 | MSBB0WOO015 | 1 | BACK BENDING | SPCC-1.2t |
| 7 | MSBB0WOO013 | 1 | SIDE BENDING | SPCC-1.2t |
| 8 | MSBB0WOO014 | 1 | SIDE BENDING_mir | SPCC-1.2t |
| 9 | MSBB0WOO010 | 1 | FRONT BENDING | SPCC-1.2t |
| 10 | MSBB0WOO011 | 1 | FRONT SIDE BENDING | SPCC-1.2t |
| 11 | MSBB0WOO012 | 1 | FRONT SIDE BENDING_mir | SPCC-1.2t |
| 12 | MSBB0WOO003 | 1 | REAR LOWER DOOR | MDF-15.0t |
| 13 | MSBB0WOO002 | 1 | REAR UPPER DOOR | MDF-15.0t |

# 8-46-1.ASSEMBLING SONIC BLAST BALL ALL FIX Ass'y
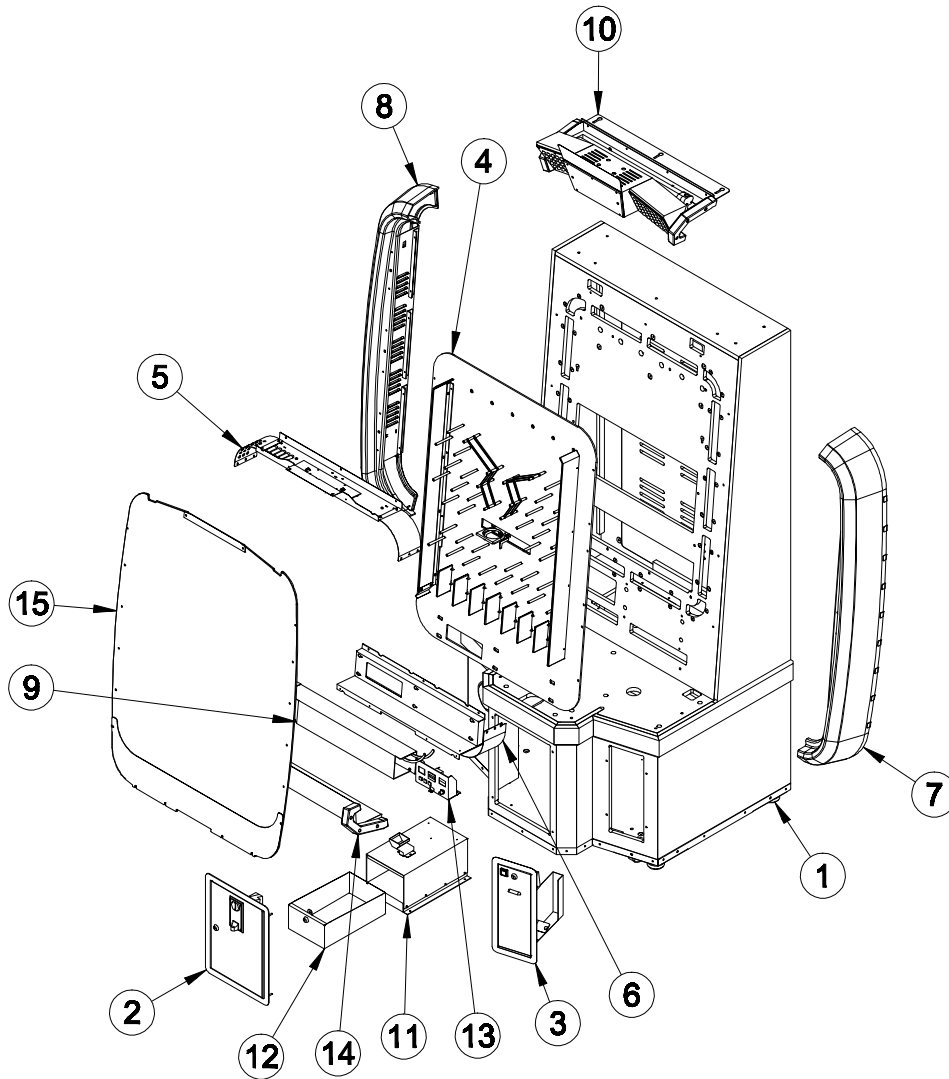
MSBB0ASM046



| NO. | Code Number | QUANTITY | PART NAME | SPEC. |
|---|---|---|---|---|
| 1 | MSBB0ASM045 | 1 | MAIN CABINET Ass'y | 8-45. (54page) |
| 2 | MSBB0ASM007 | 1 | FRONT DOOR Ass'y | 8-7. (26page) |
| 3 | MSBB0ASM006 | 1 | TICKET BOX Ass'y | 8-6. (25page) |
| 4 | MSBB0ASM038 | 1 | FRONT BKT Ass'y | 8-38. (50page) |
| 5 | MSBB0ASM010 | 1 | VACCUM TOP FIXED BKT Ass'y | 8-10. (28page) |
| 6 | MSBB0ASM016 | 1 | VACCUM BOTTOM FIXED BKT Ass'y | 8-16. (34page) |
| 7 | MSBB0ASM011 | 1 | VACCUM SIDE FIXED BKT-R Ass'y | 8-11. (29page) |
| 8 | MSBB0ASM012 | 1 | VACCUM SIDE FIXED BKT-L Ass'y | 8-12. (30page) |
| 9 | MSBB0ASM040 | 1 | VENTILATION DUCT Ass'y | 8-40. (51page) |
| 10 | MSBB0ASM015 | 1 | BILLBOARD Ass'y | 8-15. (33page) |
| 11 | MSBB0ASM008 | 1 | CASH BOX BODY Ass'y | 8-8. (27page) |
| 12 | MSBB0ASM009 | 1 | CASH BOX Ass'y | 8-9. (27page) |
| 13 | MSBB0ASM002 | 1 | AC POWER SWITCH Ass'y | 8-2. (22page) |
| 14 | MSBB0ASM017 | 1 | VACCUM LOWER COVER Ass'y | 8-17. (34page) |
| 15 | MSBB0ASM039 | 1 | VACCUM ACRYL COVER Ass'y | 8-39. (51page) |

# 8-46-2.ASSEMBLING SONIC BLAST BALL ALL FIX Ass'y
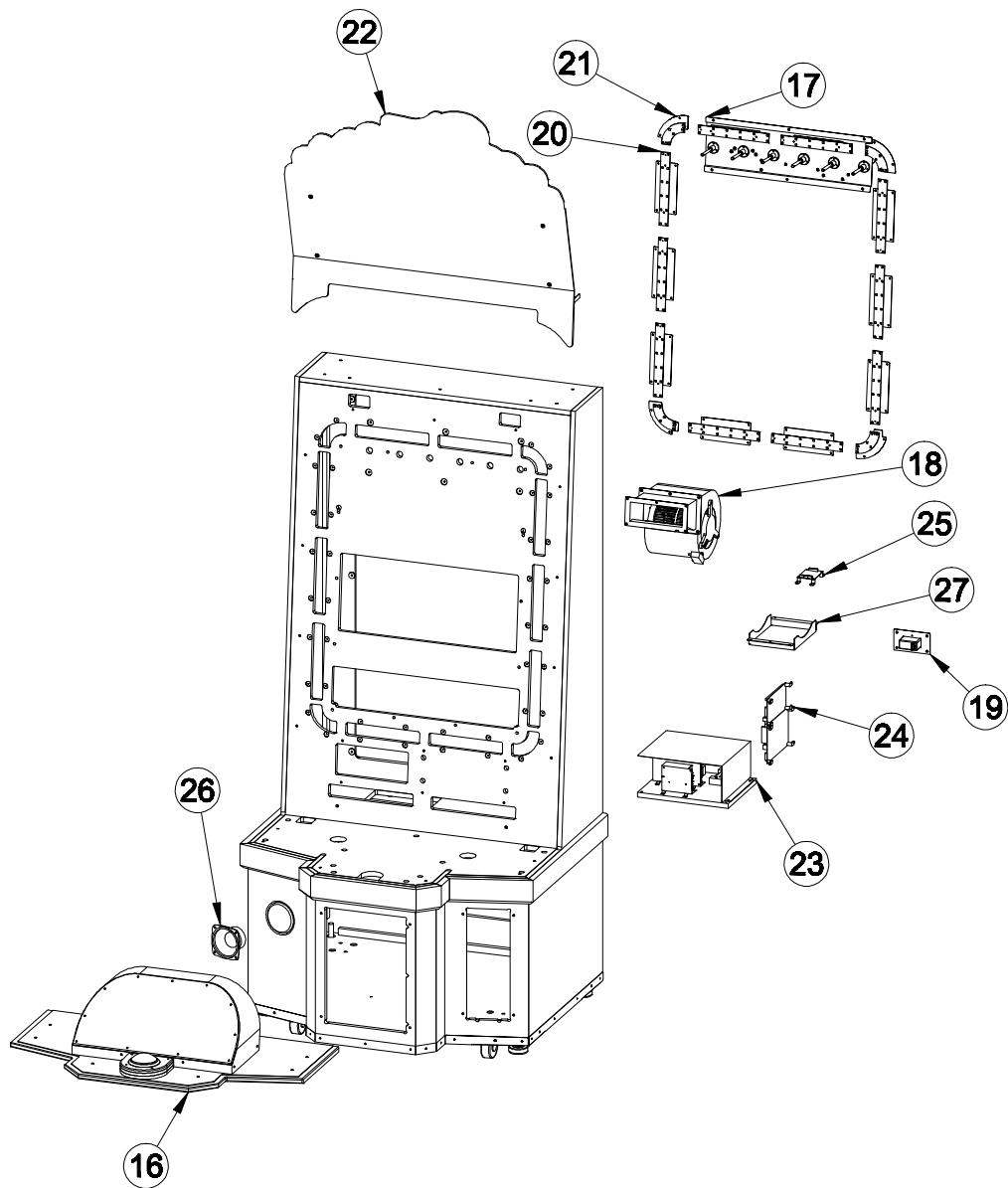
MSBB0ASM046

| NO. | Code Number | QUANTITY | PART NAME | SPEC. |
|-----|-------------|----------|-----------|-------|
| 16 | MSBB0ASM020 | 1 | BUTTON PANEL Ass'y | 8-20. (37page) |
| 17 | MSBB0ASM027 | 1 | LEVER Ass'y | 8-27. (43page) |
| 18 | MSBB0ASM021 | 1 | BLOWER Ass'y | 8-21. (38page) |
| 19 | MSBB0ASM003 | 1 | NOISE FILTER Ass'y | 8-3. (22page) |
| 20 | MSBB0ASM028 | 8 | FRONT LED BOARD BKT-A Ass'y | 8-28. (44page) |
| 21 | MSBB0ASM029 | 4 | FRONT CORNER LED BOARD BKT Ass'y | 8-29. (44page) |
| 22 | MSBB0ASM001 | 1 | BILLBOARD FOMEX Ass'y | 8-1. (21page) |
| 23 | MSBB0ASM005 | 1 | POWER SMPS Ass'y | 8-5. (24page) |
| 24 | MSBB0ASM004 | 1 | MAIN BOARD Ass'y | 8-4. (23page) |
| 25 | AUFE0PCB002 | 1 | PWM 3 POINT LED(KMPWM-1303-38B) BOARD | KMPWM-1303-38B |
| 26 | MZZZ0SPE004 | 1 | speaker[MID4.5] | MID 4.5 8Ω80W |
| 27 | MSBB0MET048 | 1 | BLOWER BOTTOM BKT | SPCC-1.6t |

SONIC BLAST BALL WIRE DIAGRAM 1/3    KOMUSE CO.,LTD

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TOP SIDE LED BOARD
ATDDBDA008

BONUS FND
AUFEQPCB003

TOP SIDE LED BOARD
ATDDBDA008

KMSDB-HAR-030A

KMSDB-HAR-030A

HIROSE 26(A)

| No | SIGNAL |
|----|--------|
| 1  | +12V   |
| 2  | +5V    |
| 3  | DATA   |
| 4  | CLOCK  |
| 5  | LODE   |
| 6  | GND    |
| 7  | +12V   |
| 8  | +5V    |
| 9  | DATA   |
| 10 | CLOCK  |
| 11 | LODE   |
| 12 | GND    |
| 13 | GND    |

A

H3

MAIN BOARD

H3

B

HIROSE 26(B)

| No | SIGNAL |
|----|--------|
| 1  | +12V   |
| 2  | +5V    |
| 3  | DATA   |
| 4  | CLOCK  |
| 5  | LODE   |
| 6  | GND    |
| 7  | +12V   |
| 8  | +5V    |
| 9  | DATA   |
| 10 | CLOCK  |
| 11 | LODE   |
| 12 | GND    |
| 13 | GND    |

KMSDB-HAR-026A

KMSDB-HAR-027A

BACK VIEW

KMSDB-HAR-029A*12EA

FRONT LED BOARD
ATDDBDA004

FRONT CORNER LED BOARD
ATDDBDA005

SCORE FND
ATDDBDA003

KMSDB-HAR-032A

CREDIT FND
ACDUPCB000

SCORE FND
ATDDBDA003

KMSDB-HAR-028A

TICKET OWED FND
ATDDBDA002

SCORE FND
ATDDBDA003

KMSDB-HAR-031A

PWM LED ASSY

WHEEL LED

SIDE LED RIGHT ASSY

KMSDB-HAR-022A

PWM LED 3 BOARD

KMSDB-HAR-025A

KMSDB-HAR-023A

SENSOR
SINKOK1669
MLIMOPHD001
RIGHT SENSOR

SENSOR
SINKOK1669
MLIMOPHD001
LEFT SENSOR

BIG WIN LED BOARD
ATIDIOBDA007

SENSOR
BYD-5P-DDT
MELEIOPHD001
PHOTO SENSOR
BALL CHECK

KWC-3448-050 (1/083)
MZZ20MDT036
BIG WIN MOTOR

MOTOR
K01-3448-050 (1/150)
MZZ20MDT032
CLOSE SENSOR

SENSOR
SINKOK1669
MLIMOPHD001
OPEN SENSOR

MOTOR
K01-3448-050 (1/150)
MZZ20MDT032

BUTTON LED

TOP LED

BIG WIN ASSY

LEVER ASSY

KMSDB-HAR-016A

KMSDB-HAR-015A

KMSDB-HAR-018A

KMSDB-HAR-017A

KMSDB-HAR-021A

CON 5
No SIGNAL
1 BIG WIN LED
2 BIG WIN MOTOR CW
3 +12V
4 BIG WIN MOTOR CCW
5 +5V
6 VCC
7 BIG WIN LEFT SENSOR
8 BIG WIN RIGHT SENSOR
9 GND
10 GND
11 GND

CON 6
No SIGNAL
1 +12V
2 1NKP MOTOR CW
3 1NKP MOTOR CCW
4 +5V
5 OPEN SENSOR
6 CLOSE SENSOR
7 GND

CON 9
No SIGNAL
1 PWM S2
2 PWM S1
3 +12V
4
5
6
7
8 GND

IO BOARD

IDKMID-1412-61BD BOARD
ATIDIOBDA001

CON 11
No SIGNAL
1 +12V
2 TOP LED LAMP

MR16 LAMP
MR16 12V, 5W
MELE0LAMO27

DC12V 5W

CON 4
KMSDB-HAR-014A

LOWER HOLE LED BOARD
ATIDIOBDA006
TOP LED ASSY

STEPPING MOTOR
MELE01LAMO37

KMSDB-HAR-013A

No SIGNAL
1 +12V
2 TOP LED

No SIGNAL
1 +12V
2 VCC
3 BUTTON LED
4 GND

No SIGNAL
1 +12V
2 VCC
3 BUTTON LED
4 GND

CON 4
No SIGNAL
1 +12V
2 WHEEL MOTOR A
3 WHEEL MOTOR A
4 WHEEL MOTOR B
5 WHEEL MOTOR B
6
7
8
9
10 VCC
11 WHEEL POINT
12
13 GND

CON 3
No SIGNAL
1 HOLE SENSOR 1
2 HOLE SENSOR 2
3 HOLE SENSOR 3
4 HOLE SENSOR 4
5 HOLE SENSOR 5
6 HOLE SENSOR 6
7 HOLE SENSOR 7
8 HOLE SENSOR 8
9 GND
10 GND

CON 8

CON 10

CON 4

KMSDB-HAR-011A

KMSDB-HAR-019A

KMSDB-HAR-009A

KMSDB-HAR-007B

KMSDB-HAR-012A

KMSDB-HAR-020A

KMSDB-HAR-010A

KMSDB-HAR-008B

SCORE HOLE SWITCH ASSY

MICRO SWITCH
CNR-05H-03CZIPPY-C01
MELE01MICO02

SENSOR
BYD-5P-DDT
MELE0PHD001
PHOTO SENSOR
BALL OUT (B)

BUTTON 40LV & LIGHT SHEET
AS3BDASSO02
START LAMP
START SWITCH

SENSOR
BYD-5P-DDT
MELE0PHD001
PHOTO SENSOR
BALL IN (A)

BUTTON ASSY

SENSOR
SINKOK1669
MLIMOPHD001
PHOTO SENSOR

BONUS ASSY

STEPPING MOTOR
43S5G-12054S
MTHU0MOT001
BONUS WHEEL
MOTOR

SONIC BLAST BALL WIRE DIAGRAM 3/3

KIMUSE CO.,LTD

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# SONIC BLAST BALL

| | 2016.02.02 | SONIC BLAST BALL | | | |
|---|---|---|---|---|---|
| | IMAGE | NAME | QUANTITY | MATERIAL | CDDE NO. |
| 1 | | BILLBOARD FOMEX & SHEET | 1 EA | P.O.P Silk screen | MSBB0SHE001 |
| 2 | | BONUS ACRYL | 1 EA | ACRYL Silk screen | MSBB0SHE003 |
| 3 | | BONUS WHEEL BOX FRONT ACRYL | 1 EA | ACRYL Silk screen | MSBB0SHE004 |
| 4 | | FRONT ACRYL COVER SHEET | 1 EA | ACRYL Silk screen | MSBB0SHE005 |
| 5 | | FRONT ACRYL COVER INNER SHEET | 1 EA | SHEET Silk screen | MSBB0SHE006 |
| 6 | | BONUS SHEET | 1 EA | SHEET Silk screen | MSBB0SHE007 |
| 7 | | VACUUM LOWER COVER SHEET | 1 EA | SHEET Silk screen | MSBB0SHE008 |
| 8 | | BONUS WHEEL BOX UP SHEET | 1 EA | SHEET Silk screen | MSBB0SHE009 |
| 9 | | BUTTON PANEL CENTER SHEET | 1 EA | SHEET Silk screen | MSBB0SHE010 |
| 10 | | BUTTON PANEL LEFT SHEET | 1 EA | SHEET Silk screen | MSBB0SHE011 |
| 11 | | BUTTON PANEL RIGHT SHEET | 1 EA | SHEET Silk screen | MSBB0SHE012 |
| 12 | | INSERT COIN SHEET | 1 EA | SHEET Silk screen | MSBB0SHE013 |
| 13 | | FRONT DOOR SHEET | 1 EA | SHEET Silk screen | MSBB0SHE014 |

KOMUSE
Korea
Amusement

A4(210*297)

| | IMAGE | NAME | QUANTITY | MATERIAL | CDDE NO. |
|---|---|---|---|---|---|
| 14 | | TICKET DOOR SHEET | 1 EA | SHEET Silk screen | MSBB0SHE015 |
| 15 | | SPEAKER COVER SHEET | 1 EA | SHEET Silk screen | MSBB0SHE016 |
| 16 | | SIDE L SHEET | 1 EA | SHEET Silk screen | MSBB0SHE017 |
| 17 | | SIDE R SHEET | 1 EA | SHEET Silk screen | MSBB0SHE018 |
| 18 | | BUTTON LIGHT SHEET | 1 EA | SHEET Silk screen | MSBB0SHE019 |
| 19 | | POINTER SHEET | 1 EA | PRISM SHEET | MSBB0SHE020 |
| 20 | | BONUS WHEEL ACRYL & SHEET (WHEEL C) | 1 EA (Default) | BONUS 50 70 40 | MSBB0SHE021 |
| 21 | | BONUS WHEEL ACRYL & SHEET (WHEEL B) | 1 EA (Option) | BONUS 30 50 30 | MSBB0SHE022 |
| 22 | | BONUS WHEEL ACRYL & SHEET (WHEEL A) | 1 EA (Option) | BONUS 20 30 14 | MSBB0SHE023 |
| 23 | | BONUS WHEEL ACRYL & SHEET (WHEEL D) MIDDLE EAST | 1 EA (Option) | BONUS 150 200 100 | MSBC0SHE024 |
| 24 | | BONUS WHEEL ACRYL & SHEET (WHEEL E) MIDDLE EAST | 1 EA (Option) | BONUS 250 350 200 | MSBB0SHE025 |
| 25 | | BONUS WHEEL ACRYL & SHEETT (CEC) | 1 EA (Option) | BONUS 20 30 10 | MSBB0SHE026 |

KOMUSE Korea Amusement

A4(210*297)

# SPARES AND SERVICE CONTACT INFORMATION

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amusements