

# SERVICE MANUAL



VER 1.0



ISSUE DATE: Jun. 10, 2011



- ▶ Please read the manual carefully and keep it in mind before using this machine.
- ▶ Put this manual within touch of your reference in anytime.

# PRECAUTIONS FOR USE

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

For safety reasons.

- The following suggestions should be adhered to:



Disregarding could result in serious injury.



Disregarding could result in injury or product damage.

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



Indicates a care should be taken.



Forbidden.



Indicates a matter which must be performed.

- **Precautions to be followed:**

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

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

#### **Qualified in-shop maintenance person**

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

#### **Industry specialist**

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

# PRECAUTIONS FOR USE

## WARNING

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

- This product should not be set up, moved or transported by any one other than an industry specialist.
- When installing this product, set the 4 leg levelers evenly on the floor and make sure that the product is installed stably in a horizontal position. Unstable installation may result 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.

**The machine for indoor usage only does not install outside.**



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



**Protect the game machine from:**

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



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



**Do not place objects near the ventilating holes.**



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



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



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



## CAUTION

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

**Be sure to use the attached power cord.**

**Never plug more than one cord at a time into the electrical receptacle.**



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



**Be sure to ground this product.**



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




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

**Do not alter the system related dipswitch settings.**

# PRECAUTIONS FOR USE

## WARNING

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

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

In case of abnormality

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

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

- Doing so could result the power cord periodically.


## CAUTION

**Do not use this product anywhere other than industrial areas.** 

- Using in a residential area or an area next to a residential area could affect signal reception of radios, television sets, telephones, etc..
- Do not give shock the surface of glass products.

- Please do not play this game if
  - When you do drinking;
  - When your physical condition is not normal;
  - When you are in pregnancy;
  - When you have on a pulse controller;
  - When you have recently experienced a cramp or fainting away while watching TV.
- Avoid excessive force/shock while playing/moving the game.
- While do games, pay attention to surrounding.

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

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

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

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

# PRECAUTIONS FOR USE

## WARNING

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



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



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



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



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



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

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

## CAUTION

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



Be sure not to let the machine tip over.

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



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

Avoid excessive force while moving the machine.

.....

## PRECAUTIONS IN HANDLING

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

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## **7. PARTS LIST**

7-1. ASSEMBLY

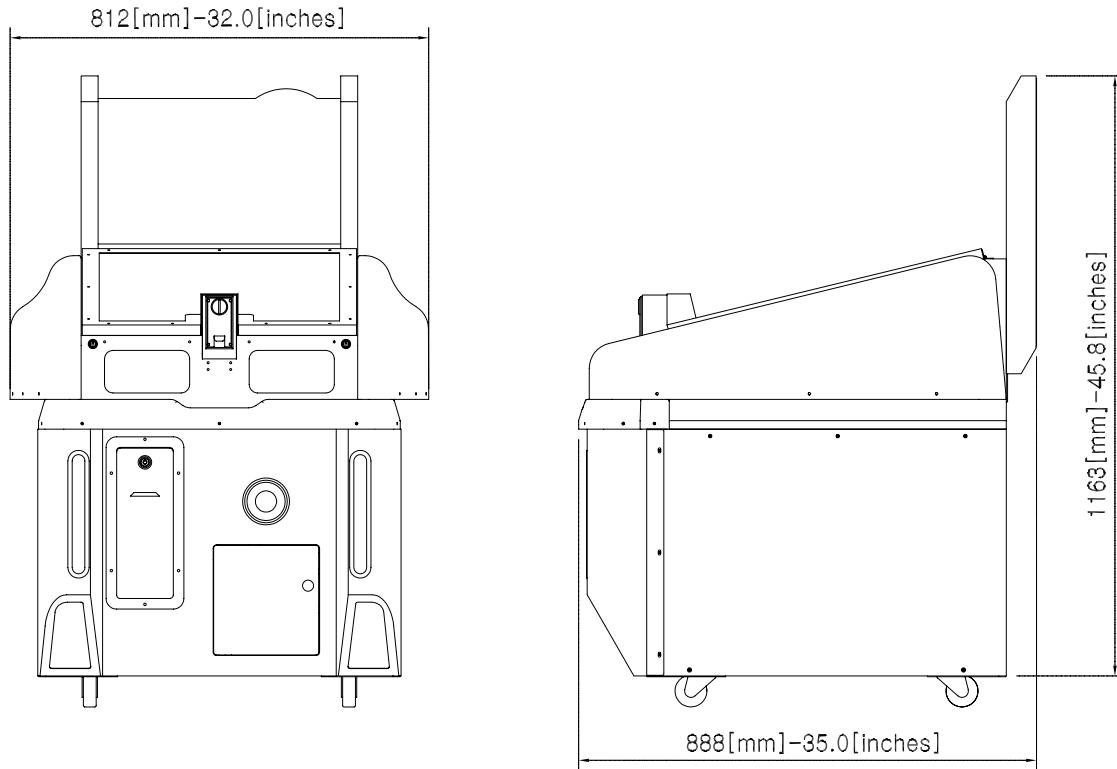
7-2. LIST

7-3. PICTURE

## **8. WIRING DIAGRAM**

# 1. DIMENSION & SPECIFICATION

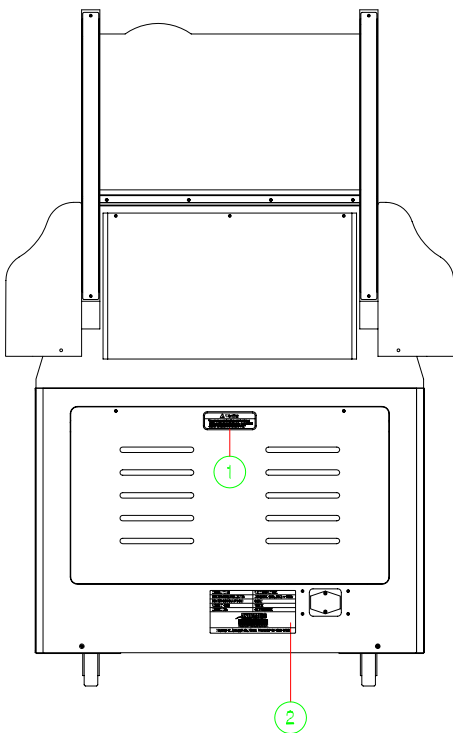
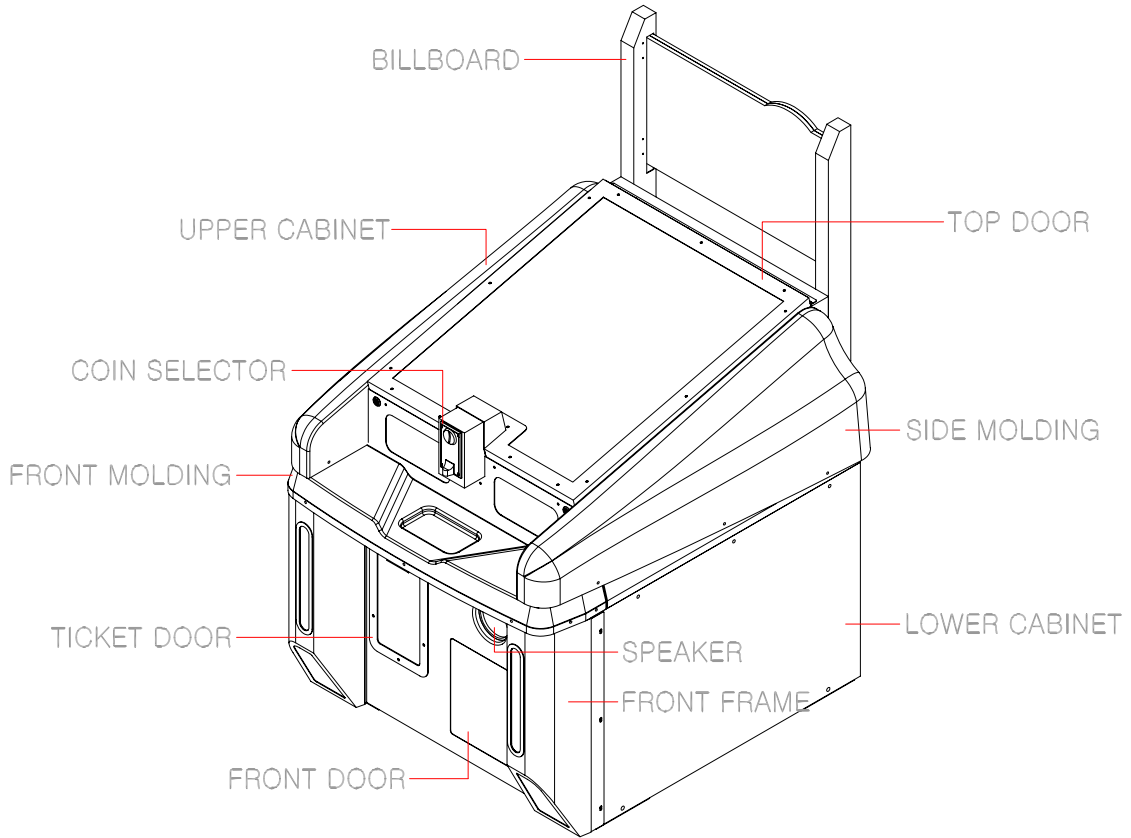
## 1-1. DIMENSION



## 1-2. SPECIFICATION

|                          |                       |
|--------------------------|-----------------------|
| DIMENSION<br>(W x D x H) | 812 x 888 x 1163 (mm) |
| WEIGHT<br>(kg)           | 168 kg                |
| VOLTAGE                  | AC 110V               |
| FREQUENCY RANGE          | 50 Hz ~ 60 Hz         |
| CONSUMPTION              | 200 W                 |

# 1-3. NAME OF PARTS & STICKER LOCATION




①

**Warning**

Assembling, Installation and Servicing of the game be performed by a qualified and an authorized personnel only!

②

|                    |                        |
|--------------------|------------------------|
| MODEL NAME         | WINNERS TOGGLE         |
| POWER REQUIREMENTS | AC 일률지 용조, 50Hz ~ 60Hz |
| POWER CONSUMPTION  | 200W                   |
| WEIGHT (KG)        | 188kg                  |
| MODEL NO.          | GWIT0000001            |


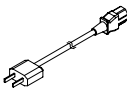











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# COMPONENTS

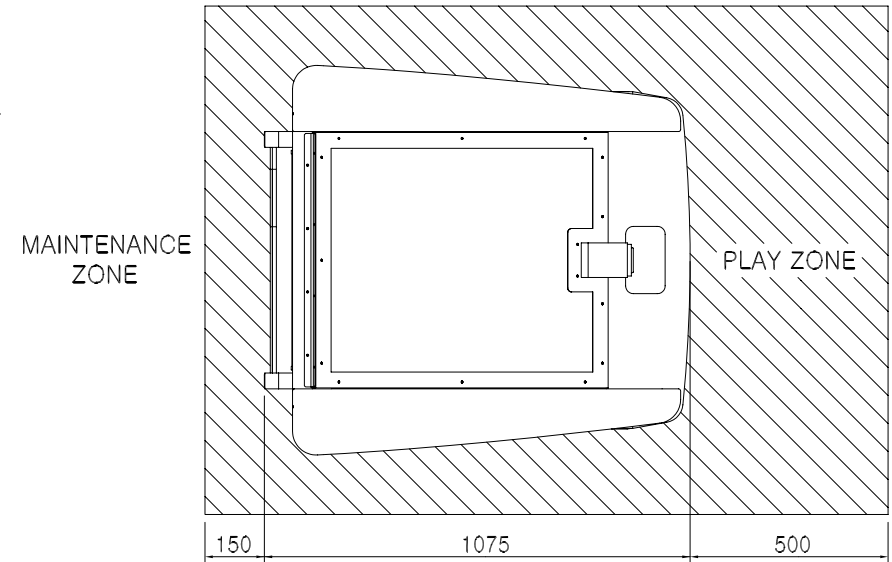
| NO. | PART NAME     | SPEC.      |   | QTY |
|-----|---------------|------------|---|-----|
| 1   | WRENCH        | 3mm        |    | 1   |
| 2   | AC POWER CORD | 110V       |    | 1   |
| 3   | PUSH KEY      | 8001       |    | 2   |
| 4   | TARGET        | 1.5mm PINK |    | 2   |
| 5   | TARGET        | 10mm PINK  |    | 2   |
| 6   | TARGET        | 15mm PINK  |    | 2   |
| 7   | TARGET        | 20mm PINK  |   | 2   |
| 8   | TARGET        | 25mm PINK  |  | 2   |
| 9   | TARGET        | 35mm PINK  |  | 2   |
| 10  | BOLT          | M6x20L     |  | 4   |
| 11  | MANUAL        |            |  | 1   |

## 2. INSTALLATION

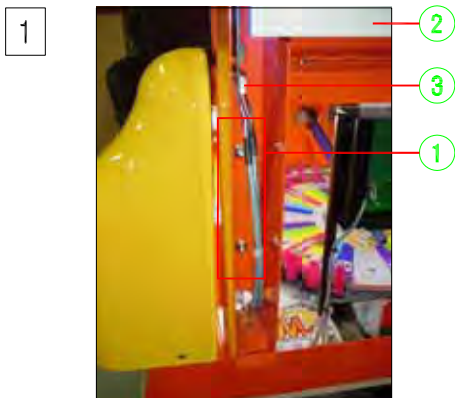
- Need to have installation place.  
Maintenance Zone & Play zone should have at least 150mm x 500mm each.

### IMPORTANT

- Please do not install the equipment in the place where it is exposure to direct sunlight in order to avoid malfunction of sensor. Indoor intensity of illumination need to be 200lux~300Lux.



### [ How to installation ]



- 1) Assemble ① M6 bolt (4spots) on the body temporarily,  
2) and fix it tightly after installation of ② Billboard  
3) After connection connector ③  
4) assemble ④ "Billboard Fixing frame cover" ⑤  
5) Using ⑦ M4 bolt (3spots), assemble ⑥ Upper rear door.

## 3. PRODUCT CHARACTER

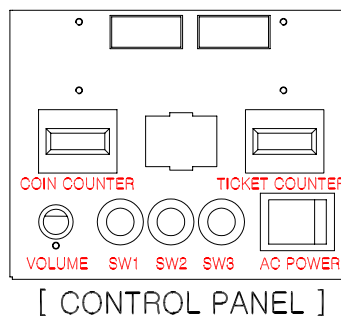
- Refreshing Single player, quick coin & ticket redemption game!
- Accumulating bonus jackpot for continuous play.
- Simple game of Skill : Suitable for all ages.
- Player watch their coins drop the chute onto revolving playfield.
- Targets around the edge have different amount of tickets.
- Continuous Game play ability yields consistent income.
- Operator friendly & Effortless maintenance.

## 4. SETUP

### 4-1. SETUP METHOD

#### (1) Composition

- 1 You may find SW1, SW2, SW3 in the control panel when you open front door of cabinet.



[ it is set that the payout of ticket is 22~25ticket per coin. ]

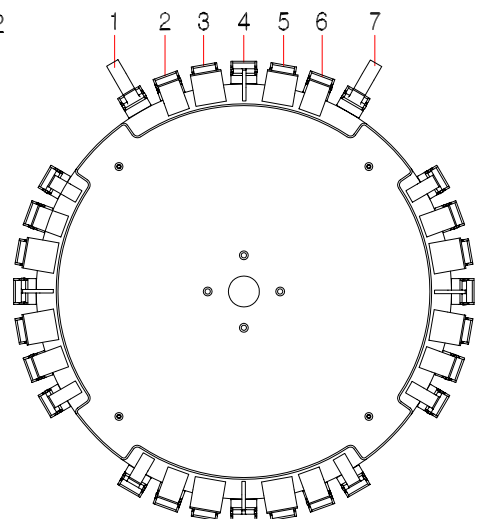
- The Explanation of SETUP MODE & CLEAR MODE are as following

- 1 You may access SETUP MODE by pressing SW1.
- 2 SETUP mode have menu mode for choosing and Setting mode for setting a value.
- 3 In menu-mode, Menu items is blinking, by pressing SW1 it's returned to Game.  
By Pressing SW2, it change Menu mode or move digit when it's more two digit number.  
By pressing SW3, it set a value

## 4-2. SETTING MODE

| SETTING MODE | CONTENT  |
|--------------|--|
|              | Initial number of Bonus ( 000 ~ 500 )                              |
|              | Maximum number of Bonus ( 099 ~ 999 )                              |
|              | The amount of bonus growth ( 0 ~ 9 )                               |
|              | Target #1 ( clockwise from the left in each section) ( 000 ~ 199 ) |
|              | Target #2 ( 000 ~ 199 )  |
|              | Target #3 ( 000 ~ 199 )  |
|              | Target #5 ( 000 ~ 199 )  |
|              | Target #6 ( 000 ~ 199 )  |
|              | Target #7 ( 000 ~ 199 )  |
|              | Mercy(free) ticket (0~9) per credit ( 0~9 )                        |
|              | Wheel Speed ( 0 ~ 9 )  |
|              | Demo Sound ON/OFF ( on / off )                                     |

\* SOUND TEST : you can perform sound test if you press SW2 in Set up menu mode.



### 4-3. CLEAR MODE

- 1 Go to CLEAR MODE by turning on machine whiling pushing SW1.
- 2 Menu item is shown on Bonus FND in CLEAR MODE, and the related number of each Menu item is shown on SETUP FND.
- 3 Push SW2 for Menu item movement.  
Push SW3 to delete or initialize number of each Menu item.

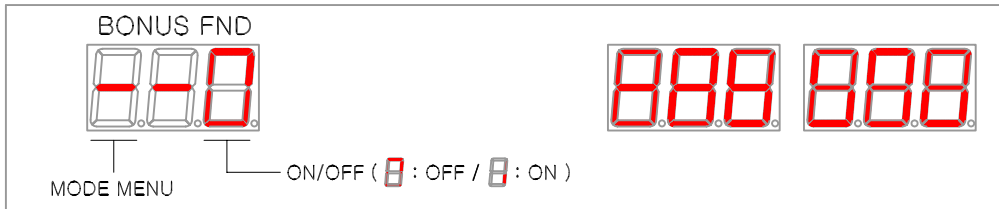
| CLEAR MODE |           | CONTENT  |
|------------|-----------|--|
| BONUS FND  | SETUP FND |  |
|            |           | Initialize Bonus number                        |
|            |           | Delete the remained or dispensing ticket       |
|            |           | Set all the numbers to FACTORY setting numbers |
|            |           | Return to Game mode                            |

### 4-4. ERROR MODE

| ERROR MODE          |  | CONTENT   |
|---------------------|--|---|
| WHEEL ENCODER ERROR |  | When the wheel does not turn for a certain period of time, the machine stops working and display the error number at FND of Jackpot bonus.  |
| TICKET ERROR        |  | Win tickets are not dispensed for a certain period of time, the machine stops working and display the error number at FND of Jackpot bonus. |

## 4-5. TEST MODE

- 1 The machine moves to the TEST MODE when the machine turns on while pushing SW3 button.
- 2 "--0" is shown on Bonus FND when the machine moves to TEST MODE.

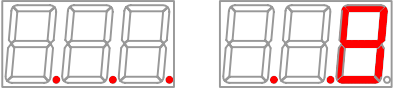
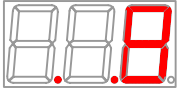
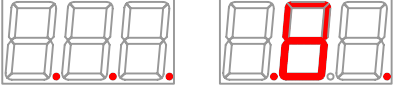


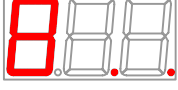

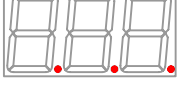
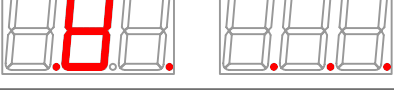
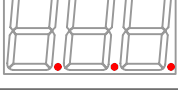
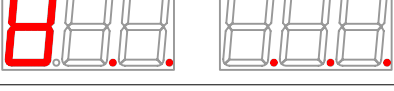
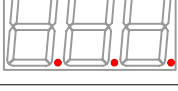


- 3 Move to the next menu by pushing SW1 button. Push SW3 button to check the each content.

| TEST MODE | CONTENT                    |
|-----------|----------------------------|
| BONUS FND |                            |
|           | INITIAL STAGE              |
|           | TICKET DISPENSOR MOTOR OFF |
|           | TICKET DISPENSOR MOTOR ON  |
|           | TICKET EMPTY LAMP OFF      |
|           | TICKET EMPTY LAMP ON       |
|           | COIN COUNTER OFF           |
|           | COIN COUNTER ON            |
|           | TICKET COUNTER OFF         |
|           | TICKET COUNTER ON          |
|           | MAIN MOTOR OFF             |
|           | MAIN MOTOR ON              |

## 4-6. SENSOR & SWITCH TEST

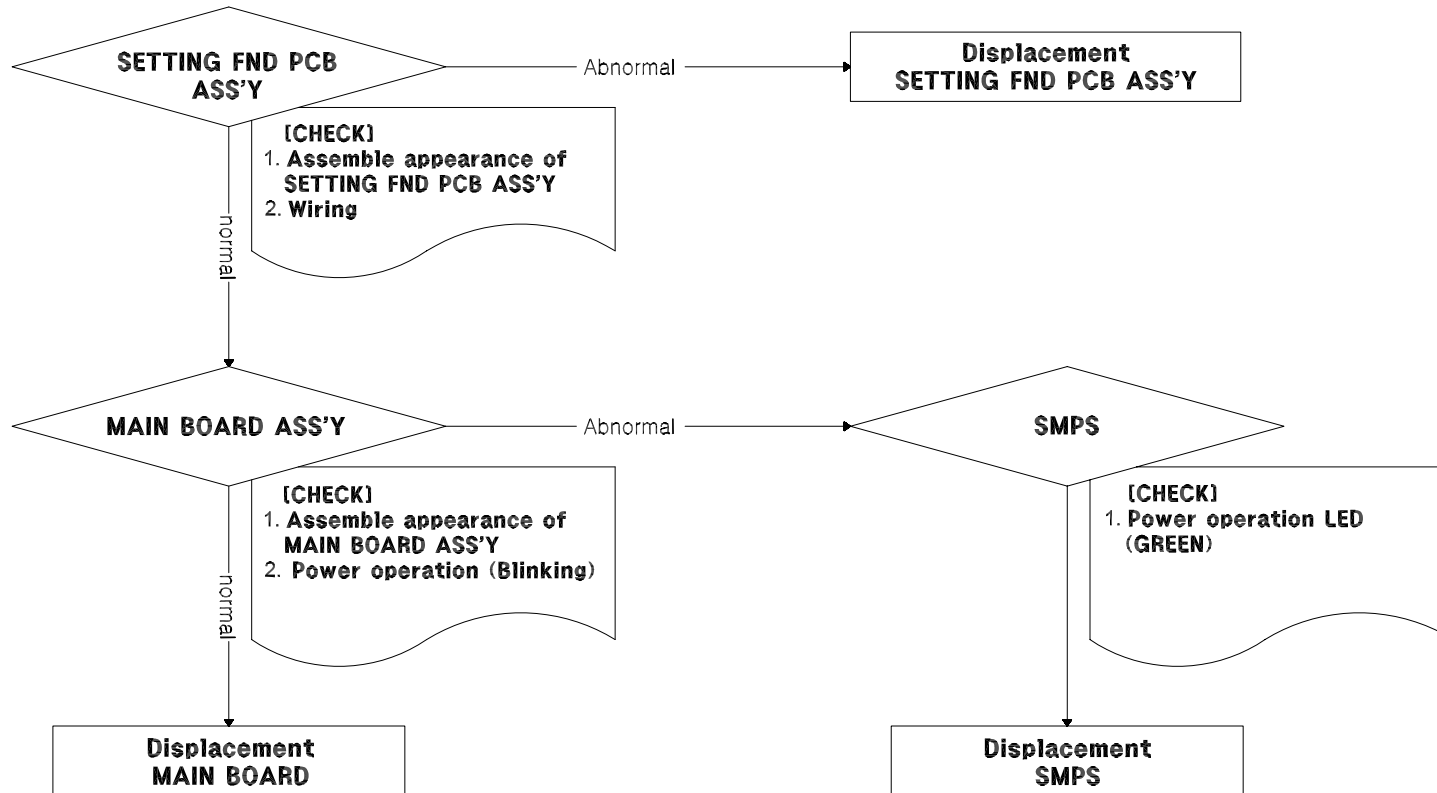
1 When a sensor or switch is checked, following numbers are shown on FND.

| TEST MODE   | CONTENT   |   |
|---|---|---|
| SETUP FND   |   |   |
|    |    | COIN CHECK FOR A COIN INSERTED INTO COIN SELECTOR |
|    |    | SENSOR CHECK OF OUTSIDE WHEEL ENCODER             |
|    |    | SENSOR CHECK OF INSIDE WHEEL ENCODER              |
|   |   | SENSOR CHECK OF TARGET SUCCESS                    |
|  |  | SENSOR CHECK OF TICKET DISPENSOR                  |
|  |  | SWITCH CHECK FOR TICKET EMPTY BUTTON              |

# 5. TROUBLESHOOTING

## 5-1. SETTING FND DISPLAY

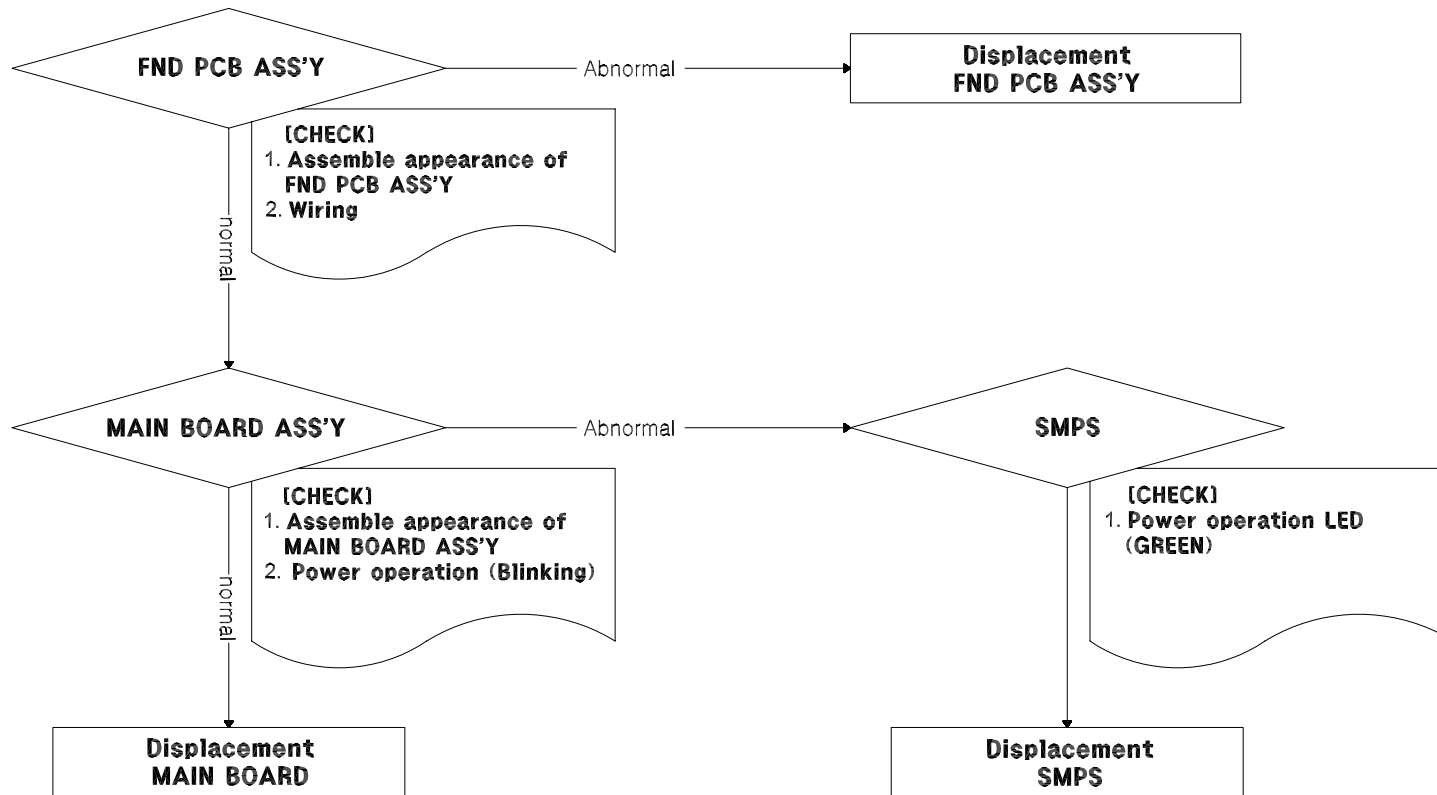
\* COMMON : INPUT VOLTAGE CHECK  
WIRING CONNECTION CHECK





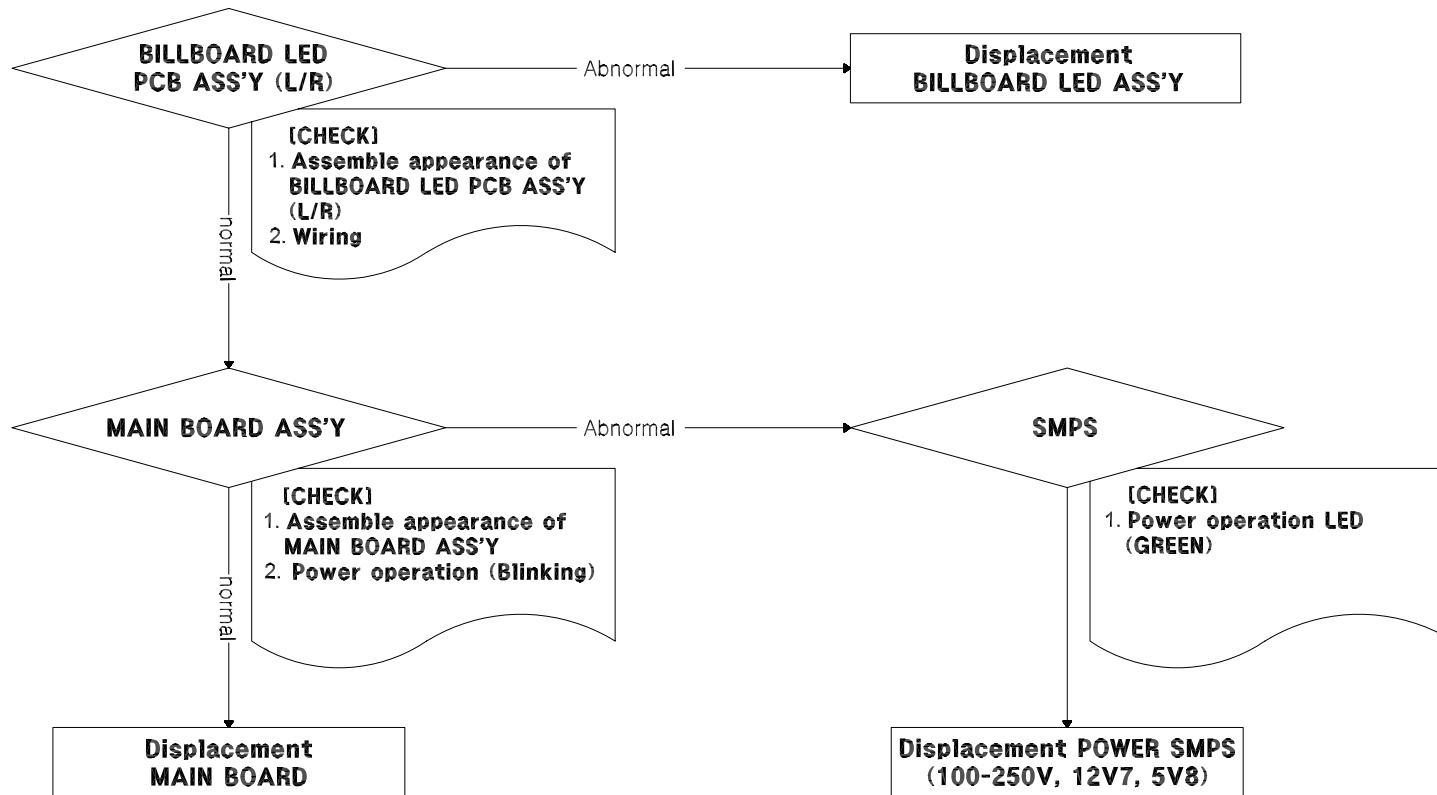
## 5-2. FRONT FND DISPLAY

\* COMMON : INPUT VOLTAGE CHECK  
WIRING CONNECTION CHECK



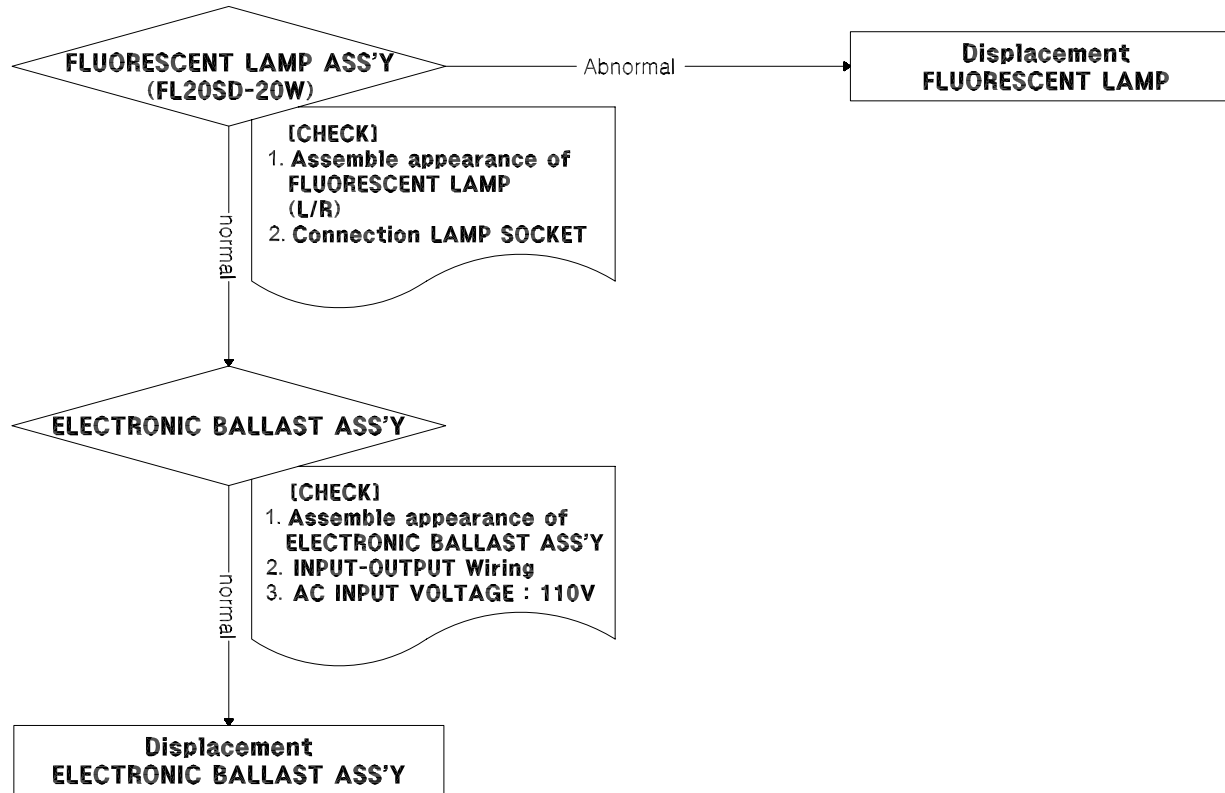
## 5-3. BILLBOARD LED

\* COMMON : INPUT VOLTAGE CHECK  
WIRING CONNECTION CHECK



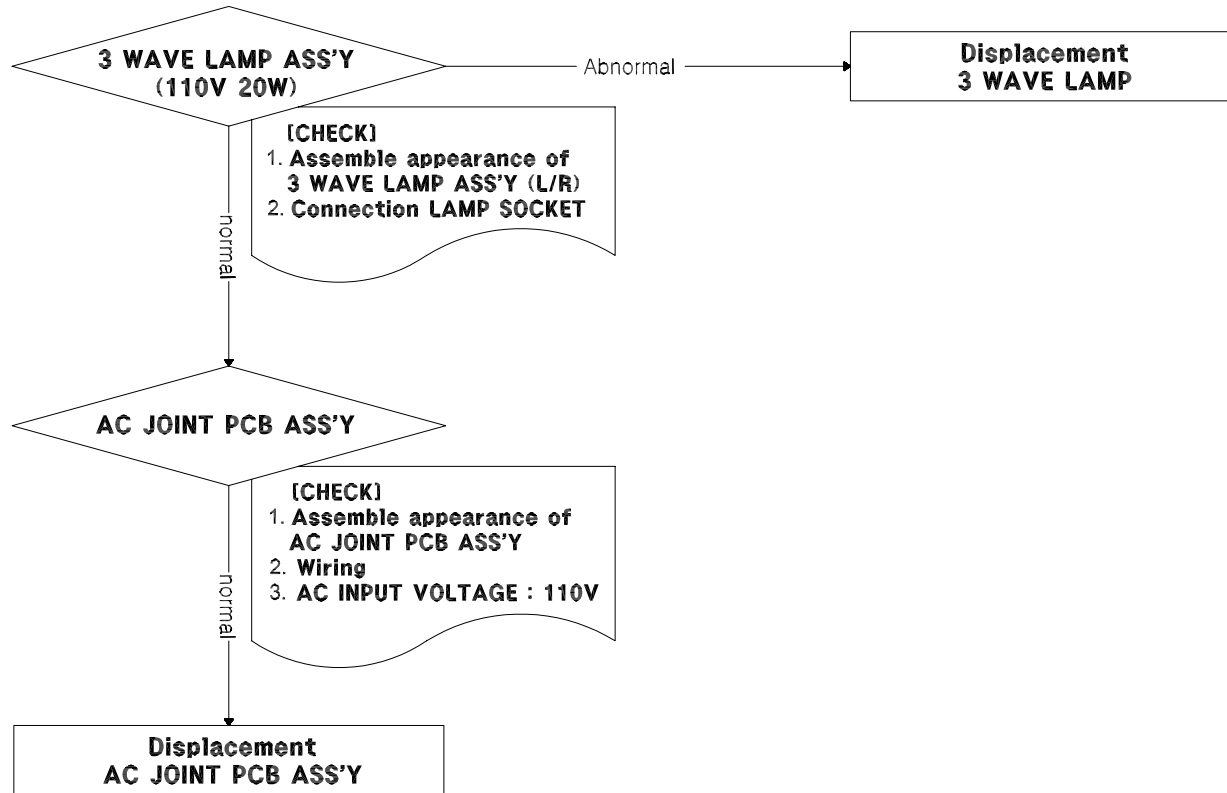
## 5-4. FLUORESCENT LAMP

\* COMMON : INPUT VOLTAGE CHECK  
WIRING CONNECTION CHECK



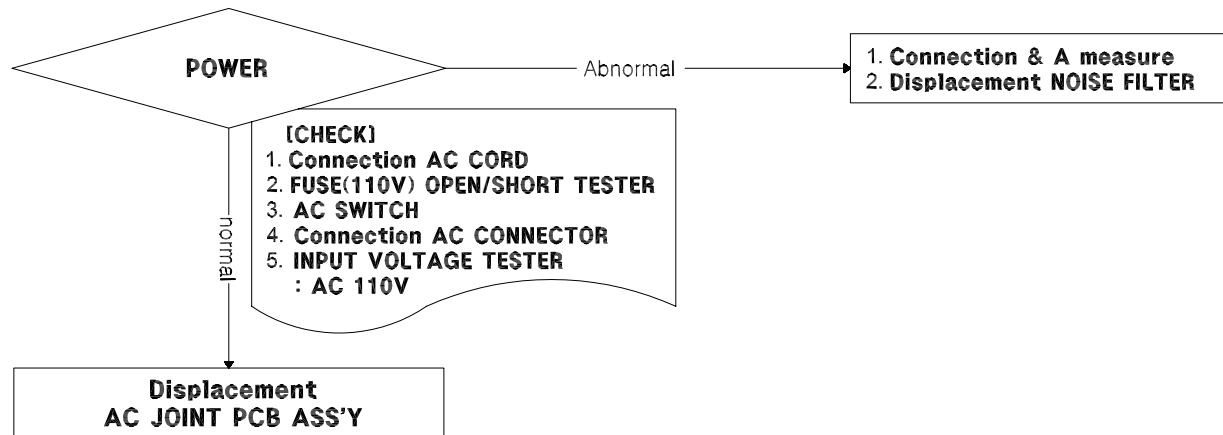
# 5-5. 3 WAVE LAMP

\* COMMON : INPUT VOLTAGE CHECK  
WIRING CONNECTION CHECK



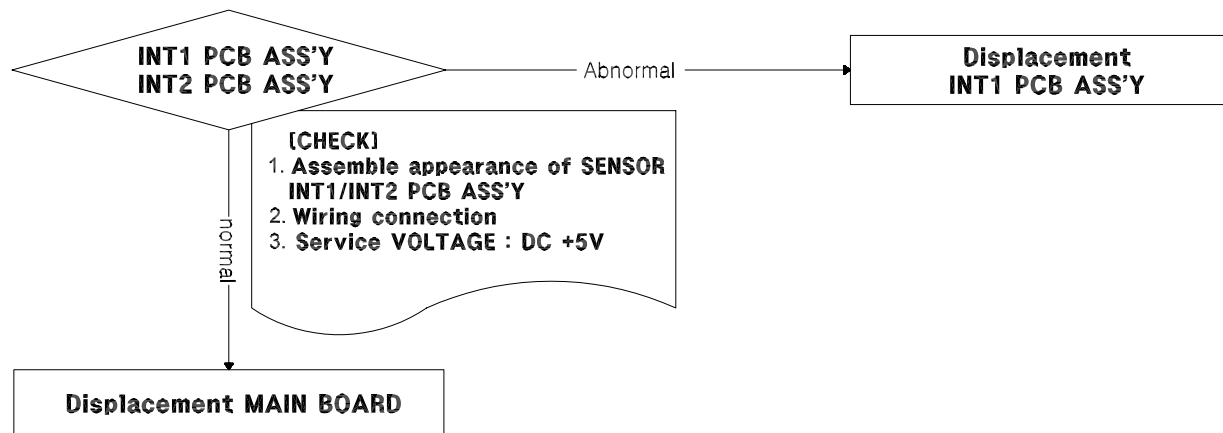
## 5-6. IN CASE OF POWER FAILURE

\* COMMON : INPUT VOLTAGE CHECK  
WIRING CONNECTION CHECK



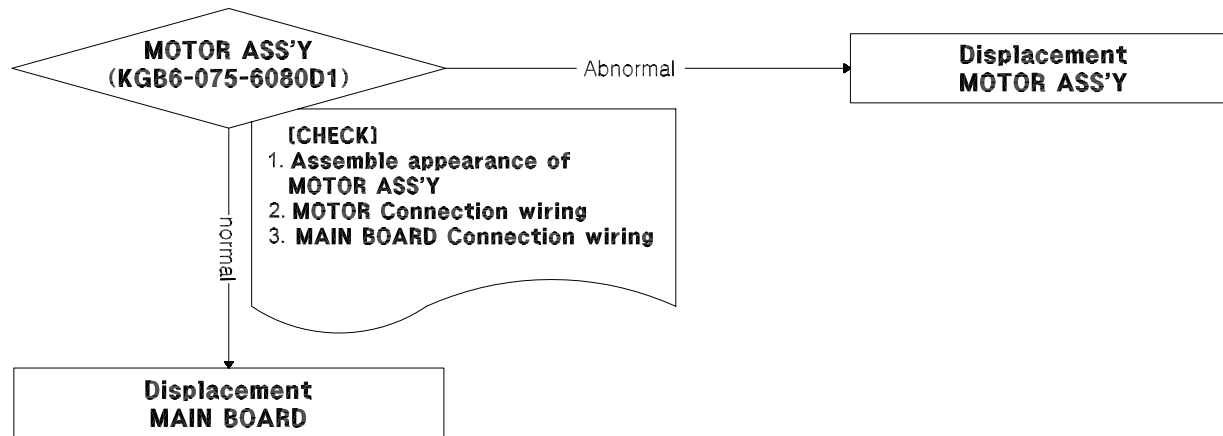
## 5-7. SENSOR ERROR

\* COMMON : INPUT VOLTAGE CHECK  
WIRING CONNECTION CHECK



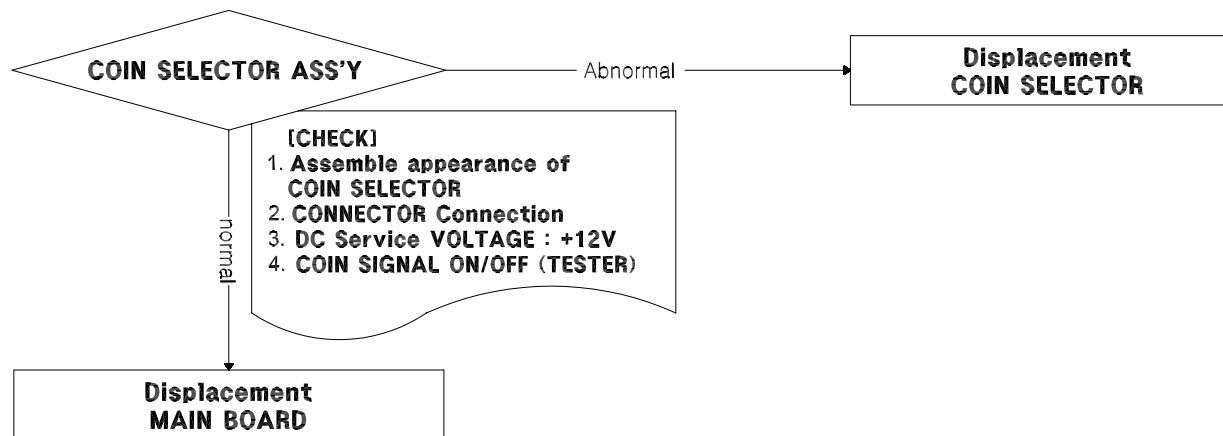
## 5-8. IN CASE OF MALFUNCTION OF GAME PANEL

\* COMMON : INPUT VOLTAGE CHECK  
WIRING CONNECTION CHECK



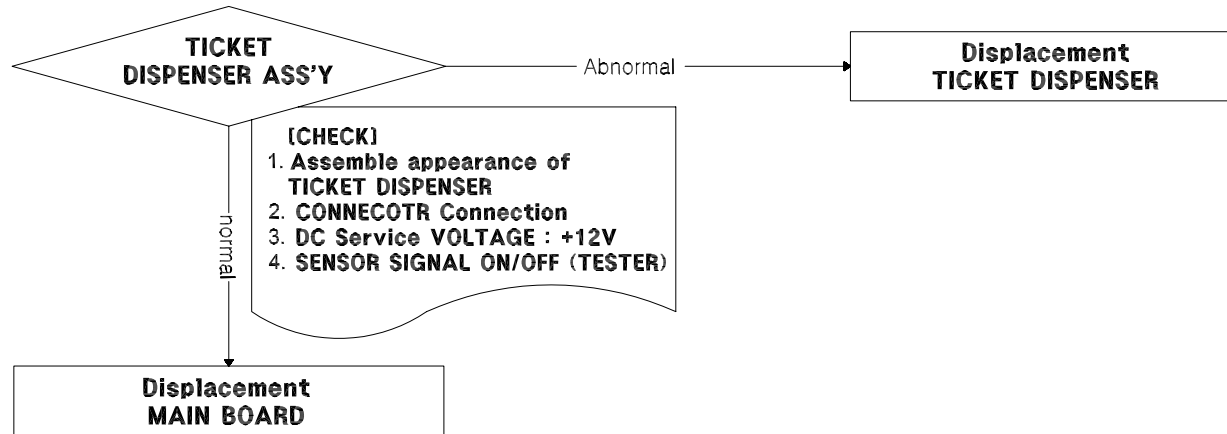
## 5-9. COIN SELECTOR OPERATING

\* COMMON : INPUT VOLTAGE CHECK  
WIRING CONNECTION CHECK



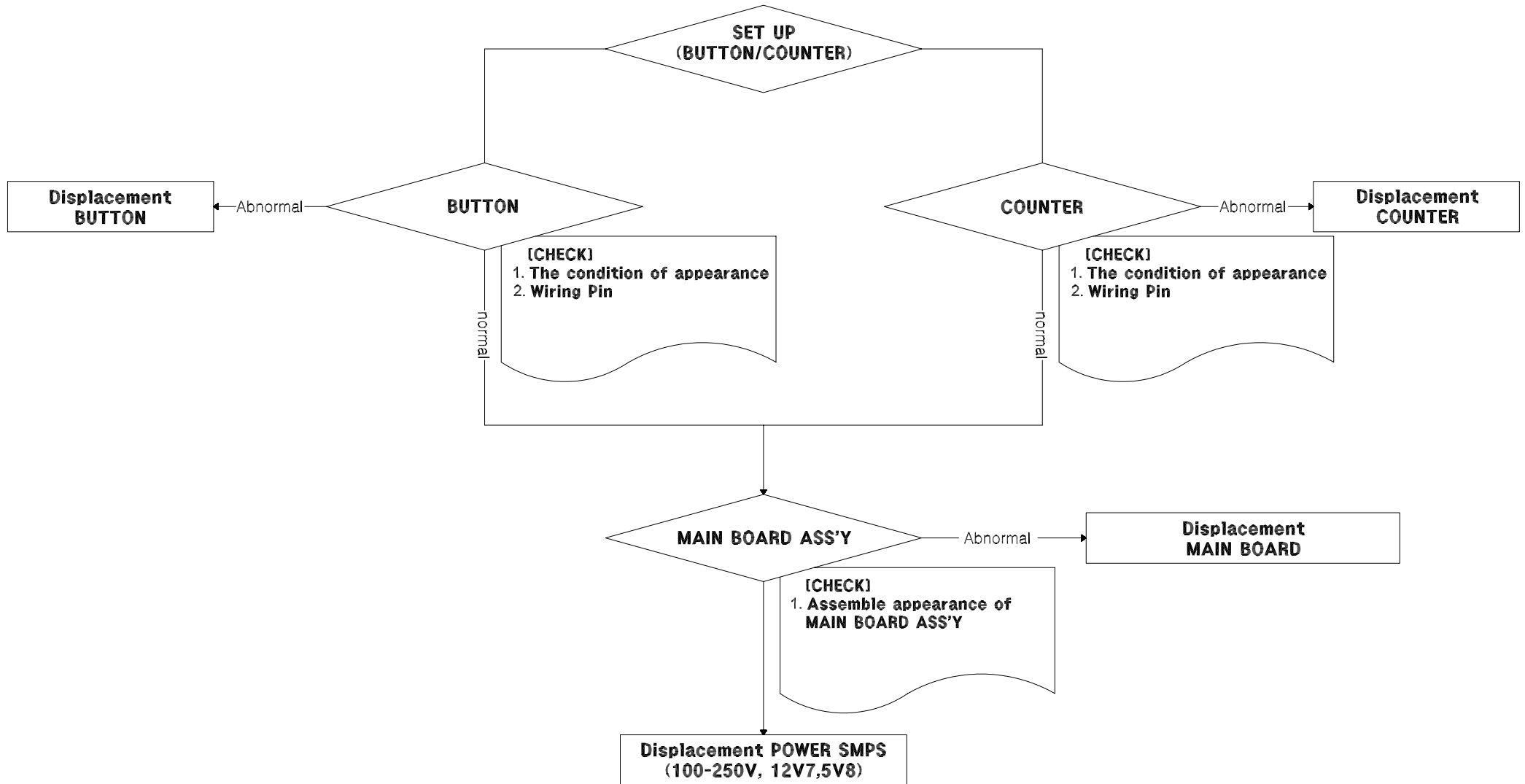
# 5-10. TICKET DISPENSER OPERATING

\* COMMON : INPUT VOLTAGE CHECK  
WIRING CONNECTION CHECK



# 5-11. BUTTON & COUNTER

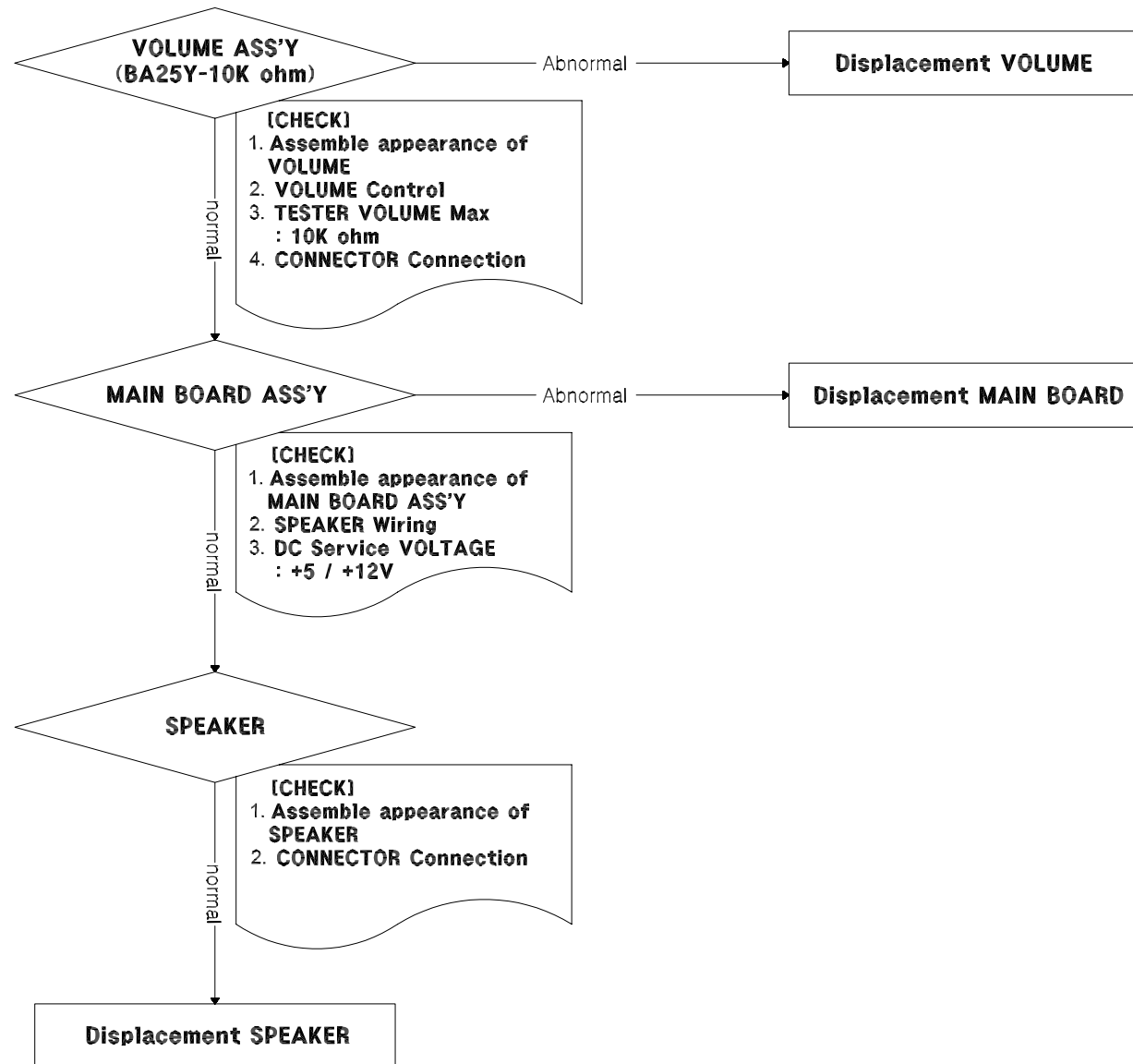
\* COMMON : INPUT VOLTAGE CHECK  
WIRING CONNECTION CHECK





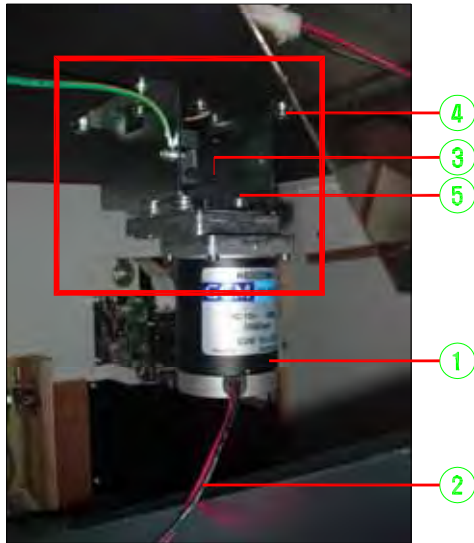
## 5-12. SOUND ERROR

\* COMMON : INPUT VOLTAGE CHECK  
WIRING CONNECTION CHECK



## 6. REPLACEMENT OF CONSUMABLES

### 6-1. REPLACEMENT OF MOTOR

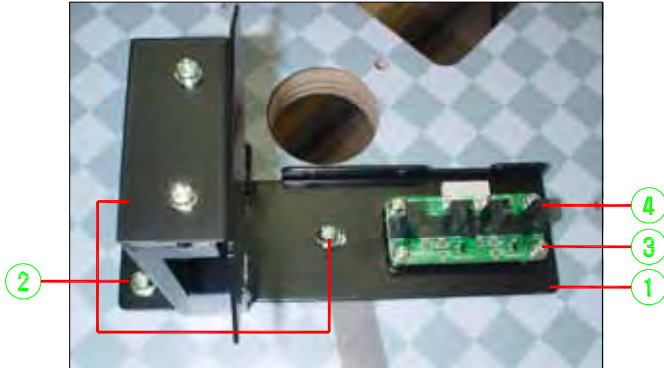


PICTURE A

- (1) Disassemble ② connector from ① motor.
- (2) Like Picture A, Loosen ③ M4 bolt (4spot) & ④ M6 bolt (4spots).
- (3) loosen ⑤ M4 bolt which is connected to Motor, and displace with motor.

| NO. | PART NAME | SPEC.          | CODE NO.    |
|-----|-----------|----------------|-------------|
| ①   | DC MOTOR  | KGY-075-12V15W | MZZZ0MOT046 |

### 6-2. REPLACEMENT OF SENSOR



PICTURE A

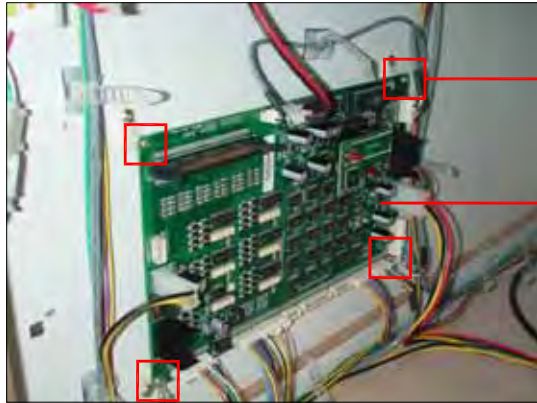


PICTURE B

- (1) Disassemble ① Wheel sensor bracket by taking out ② M4 Bolt (3spots), and displace with ④ INT2 PCB ass'y ③ M3 bolt (4spot).
- (2) Loosen ⑤ M4 bolt, open ⑥ Wheel sensor guide bracket Dispalce with ⑧ INT1 PCB ASS'Y ⑦ M3 bolt (2spots).

| NO. | PART NAME            | SPEC. | CODE NO.    | NO. | PART NAME                  | SPEC. | CODE NO.    |
|-----|----------------------|-------|-------------|-----|----------------------------|-------|-------------|
| ①   | WHEEL SENSOR BRACKET | -     | MWIT0MEP008 | ⑥   | WHEEL SENSOR GUIDE BRACKET | -     | AWIT0MEP010 |
| ④   | RAMA INT2 PCB ASS'Y  | -     | AWIW0PCB009 | ⑧   | RAMA INT1 PCB ASS'Y        | -     | ACIR0PCB011 |

### 6-3. REPLACEMENT OF MAINBOARD



PICTURE A

(1) After taking out connector from Main board & ② M4bolt (4spot), displace ① Main board.  
(Please refer to Picture A)

| NO. | PART NAME      | SPEC. | CODE NO.    |
|-----|----------------|-------|-------------|
| ①   | MAIN PCB ASS'Y | -     | AWIT0PCB001 |

### 6-4. REPLACEMENT OF PCB

(1) BILLBOARD PCB



PICTURE A



PICTURE B

(1) Taking out ② M4 bolt (4spots) from ① "Billboard fixing frame cover".

(2) Displace ⑤ "Billboard Led PCB Ass'y-L,R" after loose ④ M5 bolt (4spots) from ④ Billboard Acryl.

| NO. | PART NAME                    | SPEC. | CODE NO.     | NO. | PART NAME                   | SPEC. | CODE NO.         |
|-----|------------------------------|-------|--------------|-----|-----------------------------|-------|------------------|
| ①   | BILLBOARD FIXING FRAME COVER | -     | MWIIW0MEP037 | ⑤   | BILLBOARD LED PCB ASS'Y-L,R | -     | MWIIW0MEP027,028 |
| ③   | BILLBOARD ACRYL              | -     | MWIT0ACR005  |     |                             |       |                  |

(2) FND PCB



(1) After taking out ① connector & ③ M3 bolt (4spots), displace ② FND PCB.

| NO. | PART NAME             | SPEC. | CODE NO.     |
|-----|-----------------------|-------|--------------|
| ②   | WINNERS FND PCB ASS'Y | -     | AWIIW0PCB003 |

## 6-5. REPLACEMENT OF LAMP

### (1) FLUORESCENT LAMP



PICTURE A



PICTURE B

- (1) Turn off power and open ① front door.
- (2) Displace ③ lamp after disconnecting ② connector

| NO. | PART NAME        | SPEC. | CODE NO.    |
|-----|------------------|-------|-------------|
| ③   | FLUORESCENT LAMP | -     | MELE0LAM002 |

### (2) 3 WAVE LAMP



PICTURE A



PICTURE B

- (1) Turn off power and open ① Front Frame-L,R
- ③ 3-wave lamp.

| NO. | PART NAME       | SPEC.         | CODE NO.        |
|-----|-----------------|---------------|-----------------|
| ①   | FRONT FRAME-L,R | -             | MWIW0MEP024.054 |
| ③   | LAMP            | 3파장(110V 20W) | MELE0LAM005     |

### (3) GAS DAMPER



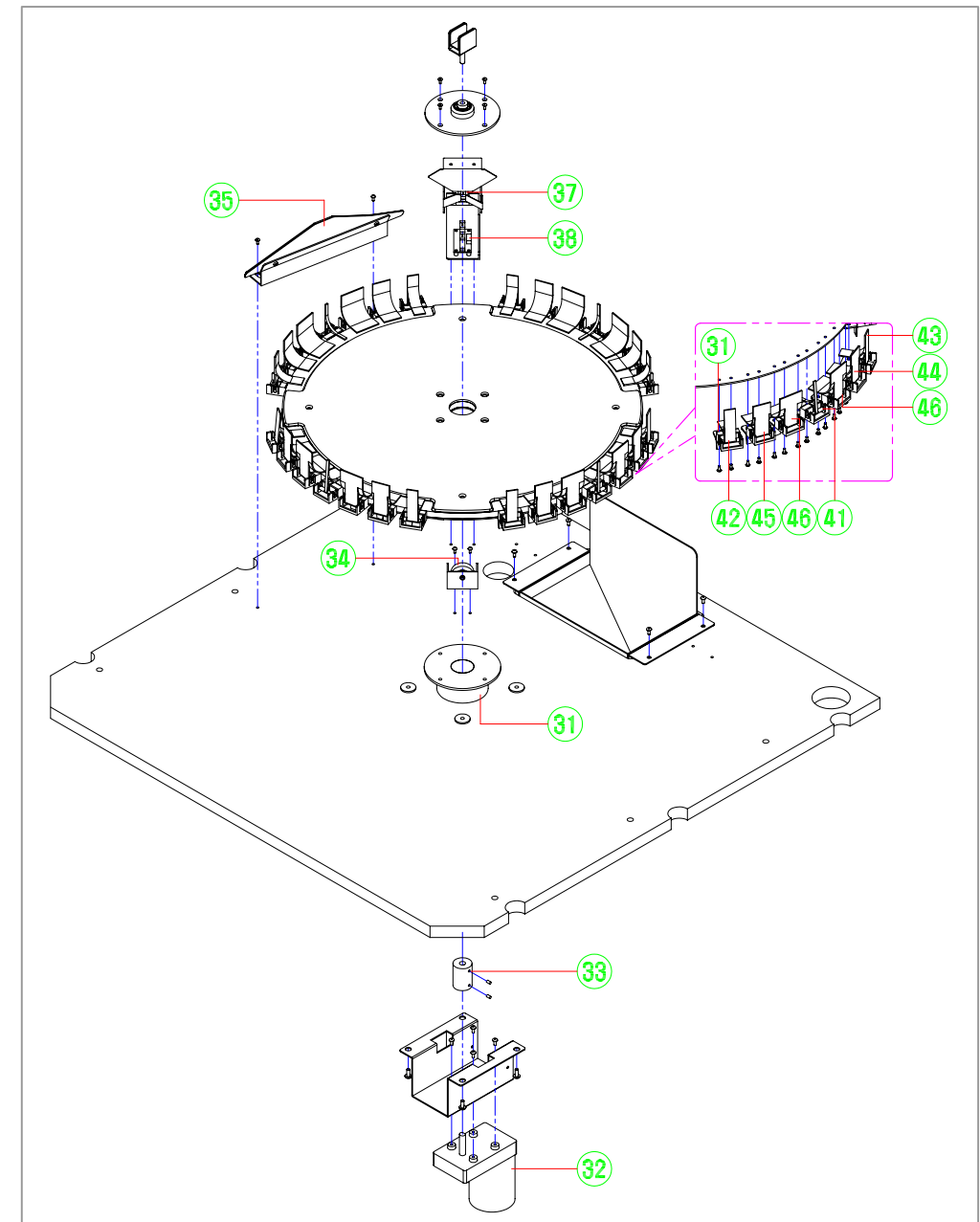
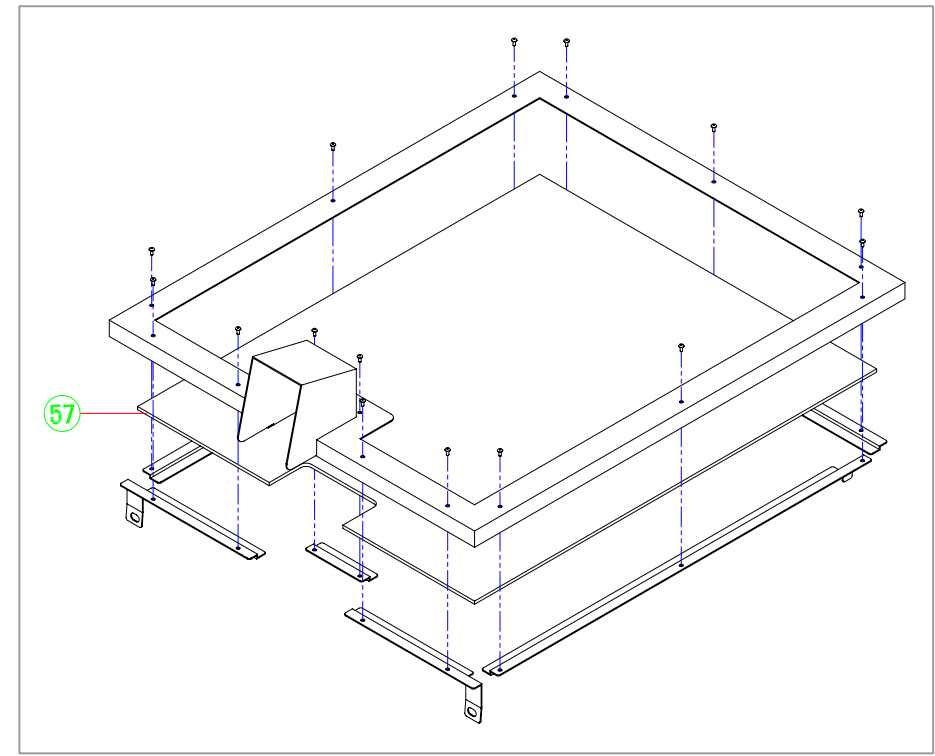
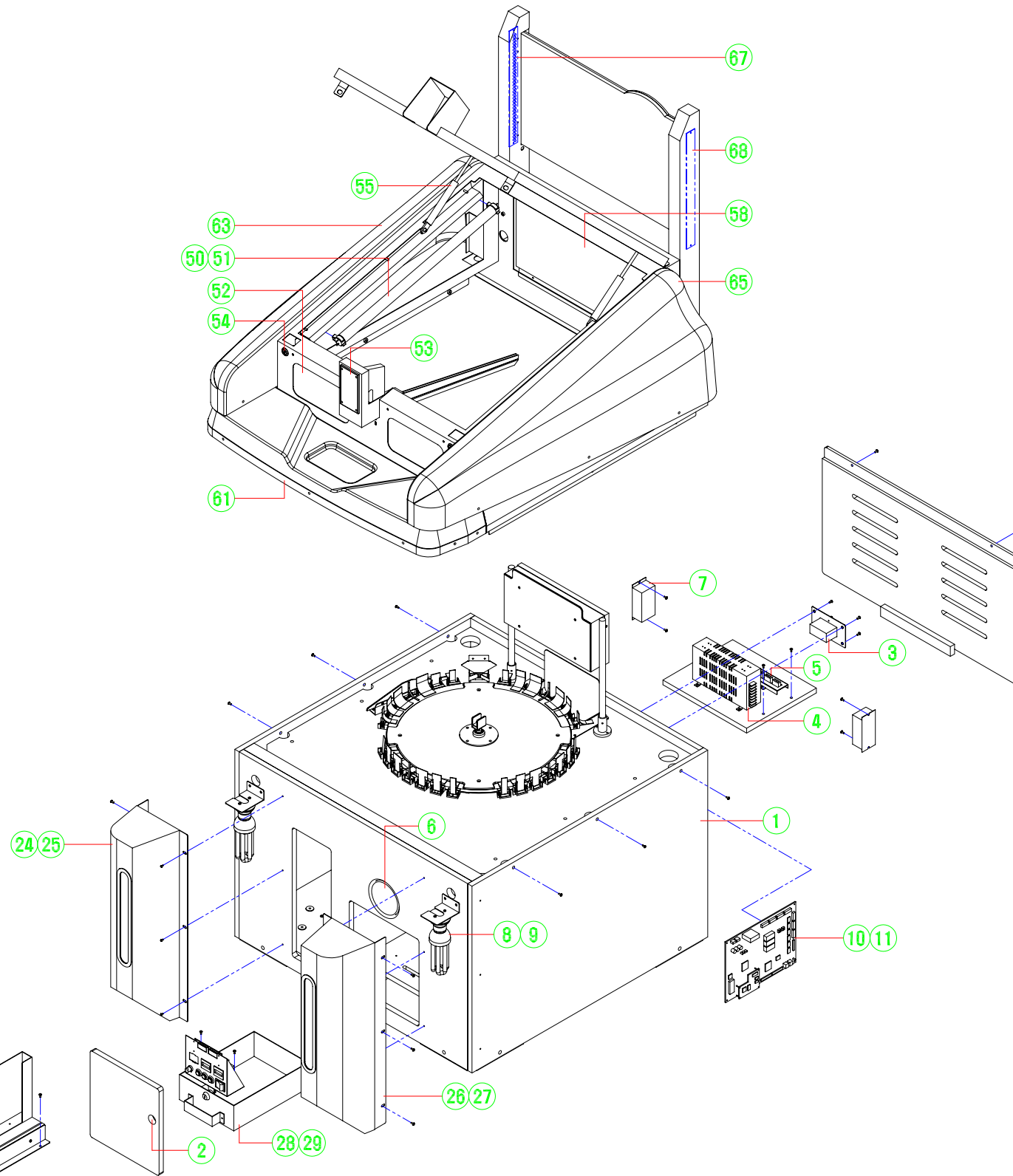
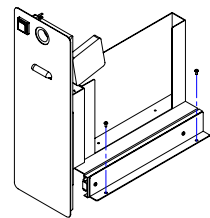
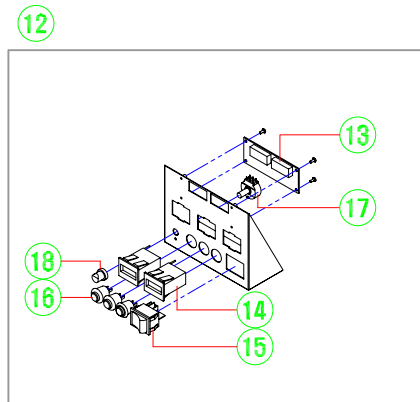
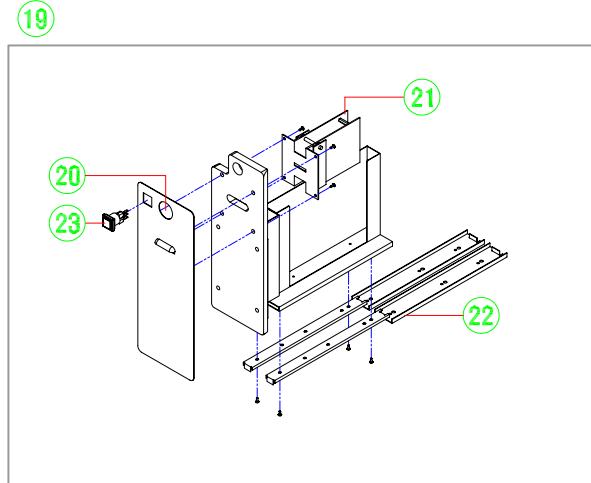
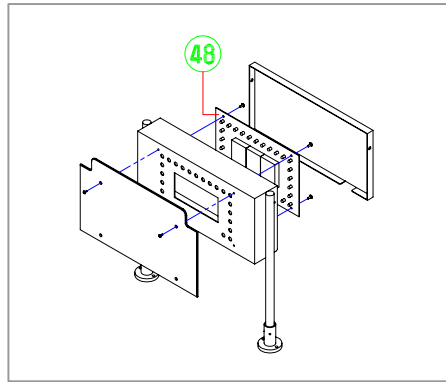
PICTURE A

- (1) Please open front door and displace ② Gas damper after taking out ① M4 bolt (4spots).

| NO. | PART NAME  | SPEC.           | CODE NO. |
|-----|------------|-----------------|----------|
| ①   | GAS DAMPER | KD-302-02(20Kg) | -        |

# 7. PARTS LIST

## 7-1. ASSEMBLY



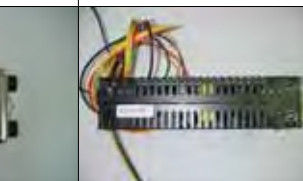











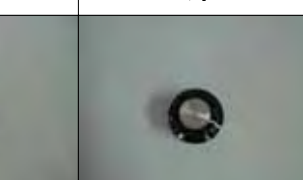


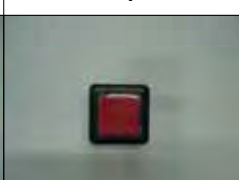








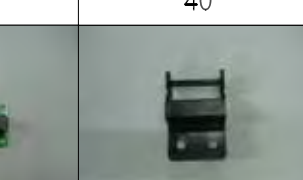



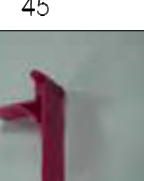
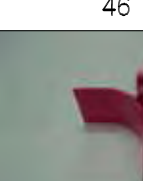


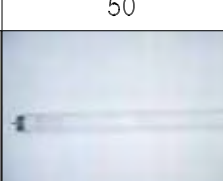

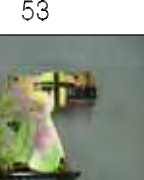
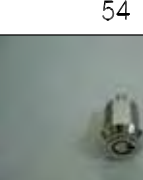
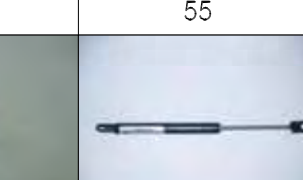



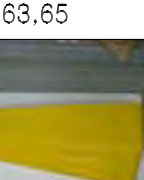



7-2. LIST

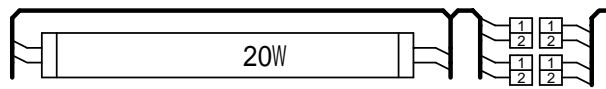
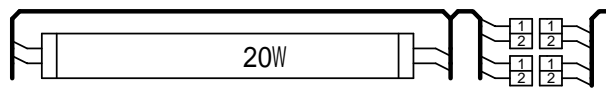
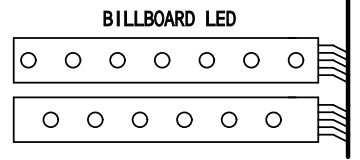
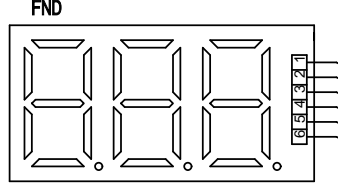
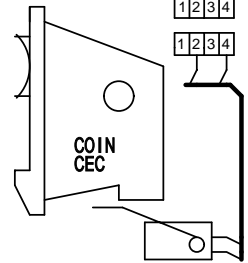
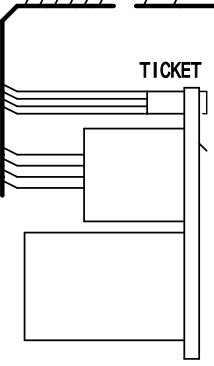
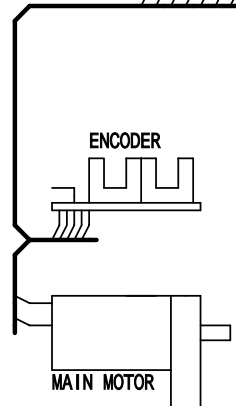
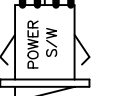
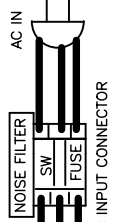
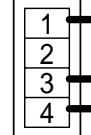
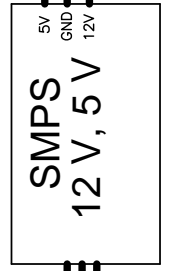
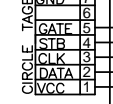
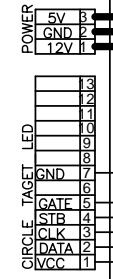
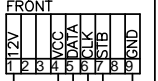
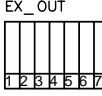
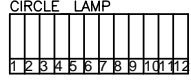
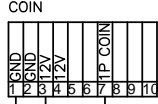
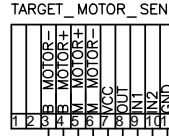
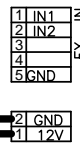
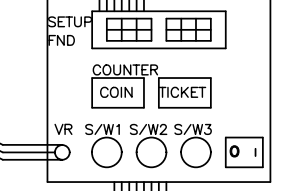
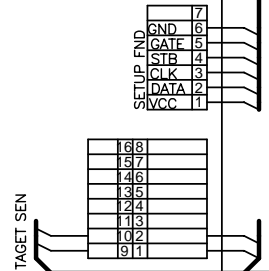
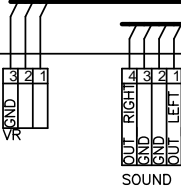
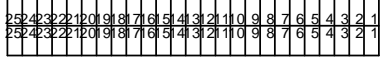
| NO. | PIC | LEVEL | PART NAME                    | SPEC.             | QTY | CODE NO.    |
|-----|-----|-------|------------------------------|-------------------|-----|-------------|
| 1   |     | 1     | <b>LOWER CABINET PART</b>    |                   |     |             |
| 2   | ○   | 2     | KEY ASS'Y                    | CEC C581 680-32   | 1   | MZZZ0KEY041 |
| 3   | ○   | 2     | NOISE FILTER                 | ES1-F10           | 1   | MELE0NOI006 |
| 4   | ○   | 2     | POWER SMPS                   | 5V-8A,12V-7A      | 1   | MELE0SMP034 |
| 5   | ○   | 2     | AC JOIN PCB ASS'Y            | -                 | 1   | AZZZ0SPE100 |
| 6   | ○   | 2     | SPEAKER                      | MID4.5"+TW1/2" 8Ω | 1   | AZZZ0SPE021 |
| 7   | ○   | 2     | ELECTRONIC BALLAST           | 110V-1등용          | 2   | MELE0BAL010 |
| 8   | ○   | 2     | AC RECEPTACLE                | 삼파장 소켓            | 2   | MELE0ARE002 |
| 9   | ○   | 2     | LAMP                         | 3파장(110V 20W)     | 2   | MELE0LAM005 |
| 10  | ○   | 2     | MAIN PCB ASS'Y               | -                 | 1   | AWIT0PCB001 |
| 11  |     | 2     | CPU PCB ASS'Y                | -                 | 1   | AWIT0PCB002 |
| 12  |     | 1     | <b>CONTROL PANEL PART</b>    |                   |     |             |
| 13  | ○   | 2     | SETUP FND PCB ASS'Y          | WINNER,WON,CIR공용  | 1   | AWIW0PCB008 |
| 14  | ○   | 2     | COUNTER                      | AMMC-712(7D12V)   | 2   | MZZZ0COU002 |
| 15  | ○   | 2     | ROCKER SWITCH                | T-125 4P          | 1   | MELE0SWI004 |
| 16  | ○   | 2     | PUSH BUTTON SWITCH           | DS-412R           | 3   | MELE0PUS006 |
| 17  | ○   | 2     | VOLUME                       | BA25Y-10KΩ        | 1   | MELE0VOL008 |
| 18  | ○   | 2     | VOLUME KNOB                  | -                 | 1   | MELE0VOL006 |
| 19  |     | 1     | <b>TICKET DISPENSER PART</b> |                   |     |             |
| 20  |     | 2     | KEY ASS'Y                    | CEC C581 680-32   | 1   | MZZZ0KEY041 |
| 21  | ○   | 2     | TICKET DISPENSER             | D TYPE ROHS       | 1   | MZZZ0TID003 |
| 22  | ○   | 2     | GUIDE RAIL                   | 3단-300mm          | 2   | MMUM0000004 |
| 23  | ○   | 2     | BUTTON                       | AMIPB-26HS-R12D   | 1   | MMUM0BUT002 |
| 24  |     | 1     | <b>FRONT FRAME-L PART</b>    |                   |     |             |
| 25  | ○   | 2     | FRONT LIGHT ACRYL-B          | -                 | 1   | MWIW0ACR013 |
| 26  |     | 1     | <b>FRONT FRAME-R PART</b>    |                   |     |             |
| 27  |     | 2     | FRONT LIGHT ACRYL-B          | -                 | 1   | MWIW0ACR013 |
| 28  |     | 1     | <b>COIN BOX PART</b>         |                   |     |             |
| 29  |     | 2     | KEY ASS'Y                    | CEC C581 680-32   | 1   | MZZZ0KEY041 |
| 30  |     | 1     | <b>GAME PANEL PART</b>       |                   |     |             |
| 31  |     | 2     | WHEEL BEARING BLOCK ASS'Y    | -                 | 1   | MWIW0ASS002 |
| 32  | ○   | 2     | DC MOTOR                     | KGY-075-12V15W    | 1   | MZZZ0MOT046 |
| 33  |     | 2     | COUPLING                     | -                 | 1   | MWIW0PRO023 |
| 34  | ○   | 2     | WHEEL SUPPORT ROLLER ASS'Y   | -                 | 1   | MFPA0PRO003 |
| 35  | ○   | 2     | TARGET RETURN ACRYL          | -                 | 1   | MWIT0ACR002 |

| NO. | PIC | LEVEL | PART NAME                   | SPEC.           | QTY | CODE NO.    |
|-----|-----|-------|-----------------------------|-----------------|-----|-------------|
| 36  |     | 1     | <b>WHEEL SENSOR PART</b>    |                 |     |             |
| 37  | ○   | 2     | RAMA INT1 PCB ASS'Y         | -               | 1   | ACIR0PCB011 |
| 38  | ○   | 2     | RAMA INT2 PCB ASS'Y         | -               | 1   | AWIW0PCB009 |
| 39  |     | 1     | <b>WHEEL PANEL PART</b>     |                 |     |             |
| 40  | ○   | 2     | TARGET BASE                 | -               | 28  | MFPA0PLA009 |
| 41  | ○   | 2     | TARGET-1.5                  | 1.5mm PINK      | 4   | MFPA0PLA010 |
| 42  | ○   | 2     | TARGET-10                   | 10mm PINK       | 4   | MFPA0PLA012 |
| 43  | ○   | 2     | TARGET-15                   | 15mm PINK       | 4   | MFPA0PLA005 |
| 44  | ○   | 2     | TARGET-20                   | 20mm PINK       | 4   | MFPA0PLA013 |
| 45  | ○   | 2     | TARGET-25                   | 25mm PINK       | 4   | MFPA0PLA006 |
| 46  | ○   | 2     | TARGET-35                   | 35mm PINK       | 8   | MFPA0PLA007 |
| 47  |     | 1     | <b>FND PART</b>             |                 |     |             |
| 48  | ○   | 2     | WINNERS FND PCB ASS'Y       | -               | 1   | AWIW0PCB003 |
| 49  |     | 1     | <b>UPPER CABINET PART</b>   |                 |     |             |
| 50  | ○   | 2     | LAMP CLAMP                  | -               | 4   | MELE0LAM014 |
| 51  | ○   | 2     | FLUORESCENT LAMP            | -               | 2   | MELE0LAM002 |
| 52  | ○   | 2     | FRONT WINDOW                | -               | 2   | MWIW0GLA001 |
| 53  | ○   | 2     | COIN SELECTOR               | HS-03CS+SWITCH  | 1   | MZZZ0COS028 |
| 54  | ○   | 2     | KEY ASS'Y                   | PUSH TYPE       | 2   | MZZZ0KEY059 |
| 55  |     |       | GAS DAMPER                  | KD-302-02(20Kg) | 2   | -           |
| 56  |     | 1     | <b>TOP DOOR PART</b>        |                 |     |             |
| 57  | ○   | 2     | TOP DOOR WINDOW             | -               | 1   | MWIW0GLA002 |
| 58  |     | 1     | <b>UPPER REAR DOOR PART</b> |                 |     |             |
| 59  | ○   | 2     | REAR MIRROR ACRYL           | -               | 1   | MWIW0ACR010 |
| 60  |     | 1     | <b>FRONT MOLDING PART</b>   |                 |     |             |
| 61  | ○   | 2     | FRONT MOLDING               | -               | 1   | MWIW0ACR016 |
| 62  |     | 1     | <b>SIDE MOLDING-L PART</b>  |                 |     |             |
| 63  | ○   | 2     | SIDE MOLDING L              | -               | 1   | MWIW0ACR006 |
| 64  |     | 1     | <b>SIDE MOLDING-R PART</b>  |                 |     |             |
| 65  | ○   | 2     | SIDE MOLDING R              | -               | 1   | MWIW0ACR017 |
| 66  |     | 1     | <b>BILLBOARD PART</b>       |                 |     |             |
| 67  | ○   | 2     | BILLBOARD LED PCB-L ASS'Y   | -               | 1   | MWIW0PCB027 |
| 68  | ○   | 2     | BILLBOARD LED PCB-R ASS'Y   | -               | 1   | MWIW0PCB028 |

### 7-3. PICTURE

|   |   |   |  |   |   |
|---|---|---|--|---|---|
| 2   | 3   | 4   | 5  | 6   | 7   |
|    |    |    |    |    |    |
| 8   | 9   | 10  | 13   | 14  | 15  |
|    |    |    |    |    |    |
| 16  | 17  | 18  | 21   | 22  | 23  |
|    |    |    |    |    |    |
| 25  | 31  | 32  | 33   | 34  | 35  |
|   |   |   |   |   |   |
| 37  | 38  | 40  | 41   | 43  | 44  |
|  |  |  |  |  |  |
| 45  | 46  | 48  | 49   | 50  | 52  |
|  |  |  |  |  |  |
| 53  | 54  | 55  | 57   | 59  | 61  |
|  |  |  |  |  |  |
| 63,65   | 67  | 68  |  |   |   |
|  |  |  |  |   |   |

# MAIN



|          |          |     |
|----------|----------|-----|
| Title    |          |     |
| Size     | Number   | Rev |
| A3       |          |     |
| Date     | Drawn by |     |
| Filename | Sheet    | of  |



