

WINNERS' WHEEL SERVICE MANUAL



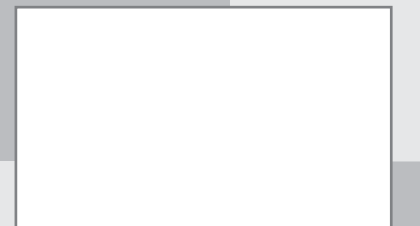
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www.andamiro.com
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- ▶ Please read the manual carefully and keep it in mind before using this machine.
- ▶ Put this manual within touch of your reference in anytime.

ANDAMIRO[®]

ONLY



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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.

Be sure to read the following

For safety reasons.

- The following suggestions should be adhered to:

⚠ WARNING

Disregarding could result in serious injury.

⚠ CAUTION

Disregarding could result in injury or product damage.

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



Indicates a care should be taken.



Forbidden.



Indicates a matter which must be performed.

- Precautions to be followed:

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

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

Qualified in-shop maintenance person

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

Industry specialist

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



PRECAUTIONS FOR USE

Setting Up

⚠ 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

Operation

⚠ 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

- Turn OFF the main power switch.
- Unplug the power cord from the receptacle.
- 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

Inspection and cleaning

⚠ 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.

Moving and transportation

⚠ 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.

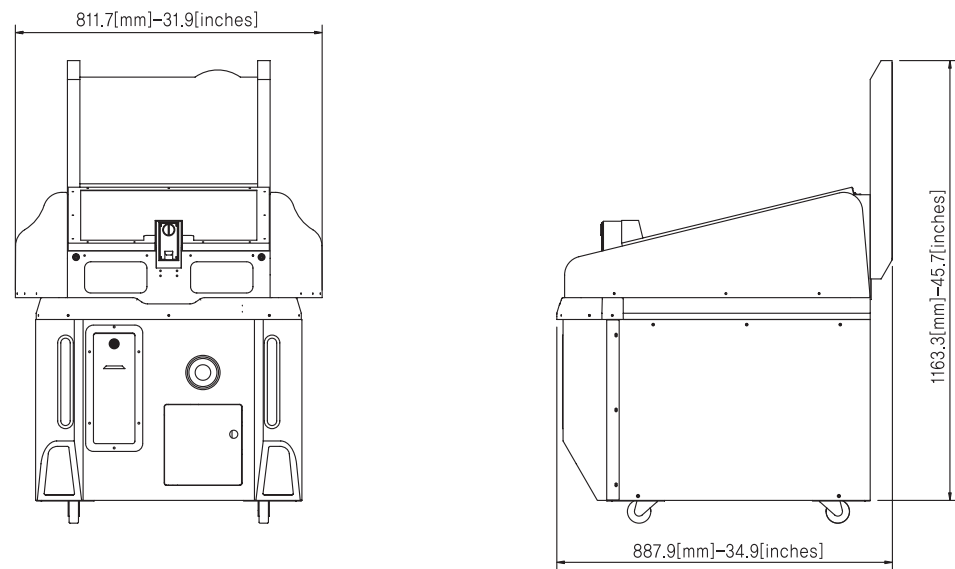
PRECAUTIONS IN HANDLING

- 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.

1

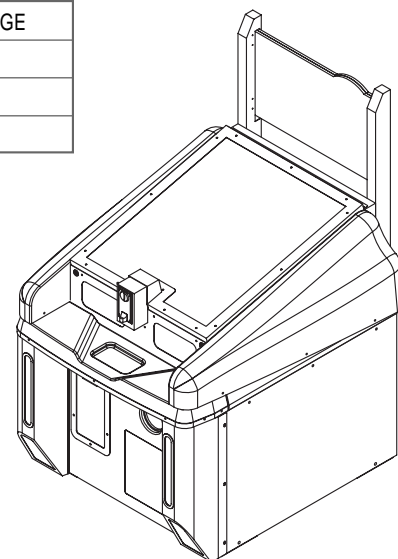
SPECIFICATION AND DIMENSION

1-1. DIMENSION



1-2. SPECIFICATION

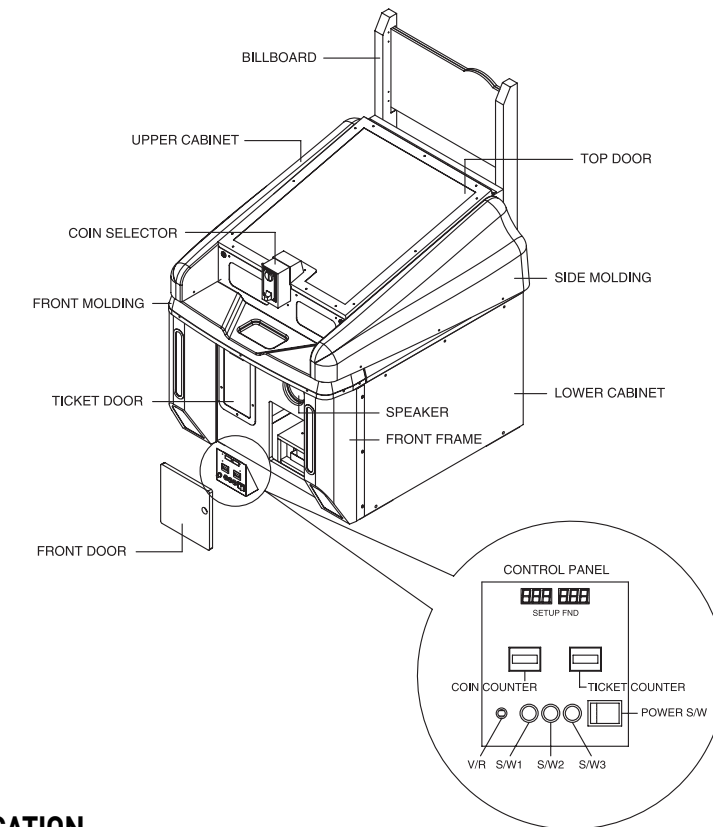
POWER RATED VOLTAGE RANGE	SEE THE FRONT PAGE
POWER RATED FREQUENCY RANGE	50Hz ~60Hz
CONSUMPTION	200W
WEIGHT	168kg



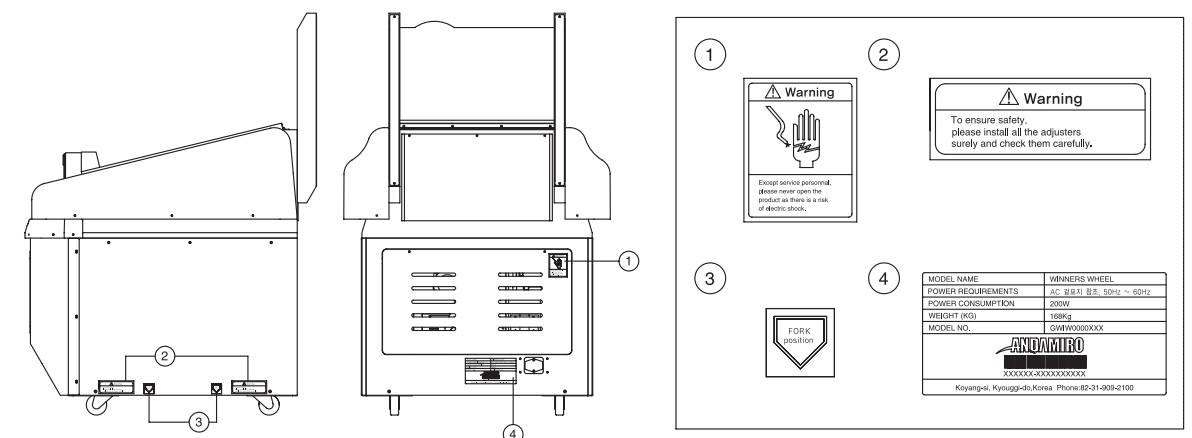
2

NAME OF PARTS & STICKER LOCATION

2-1. NAME OF PARTS

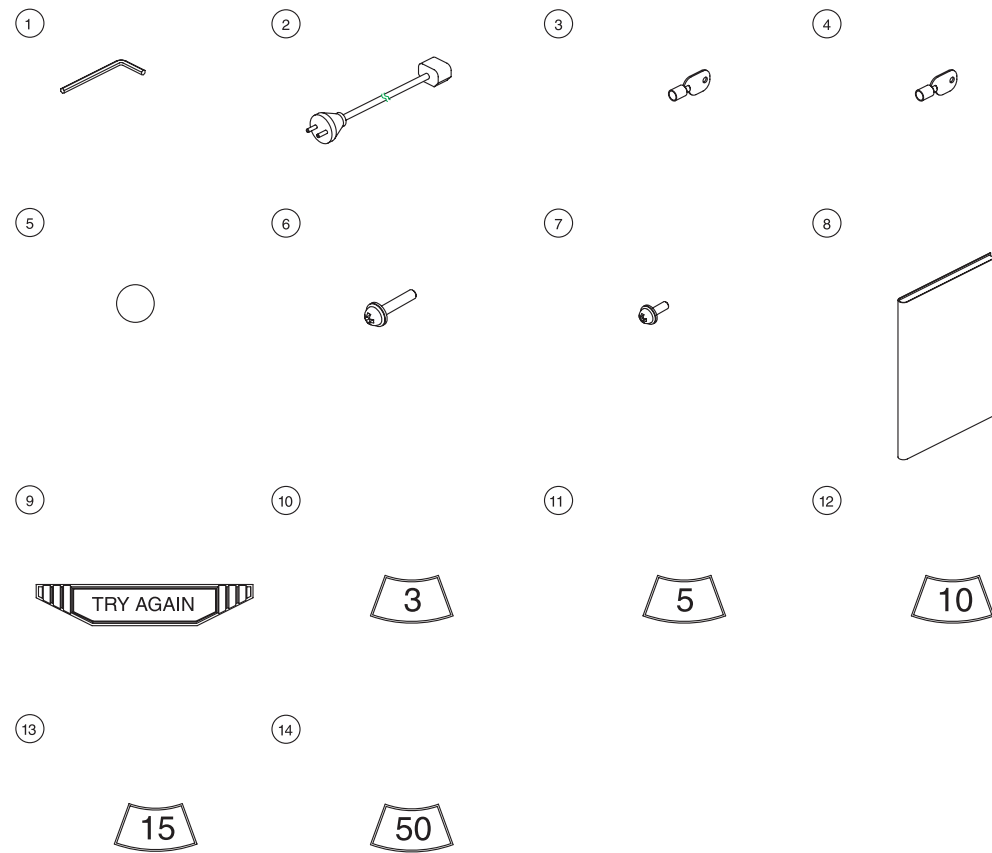


2-2. STICKER LOCATION



3

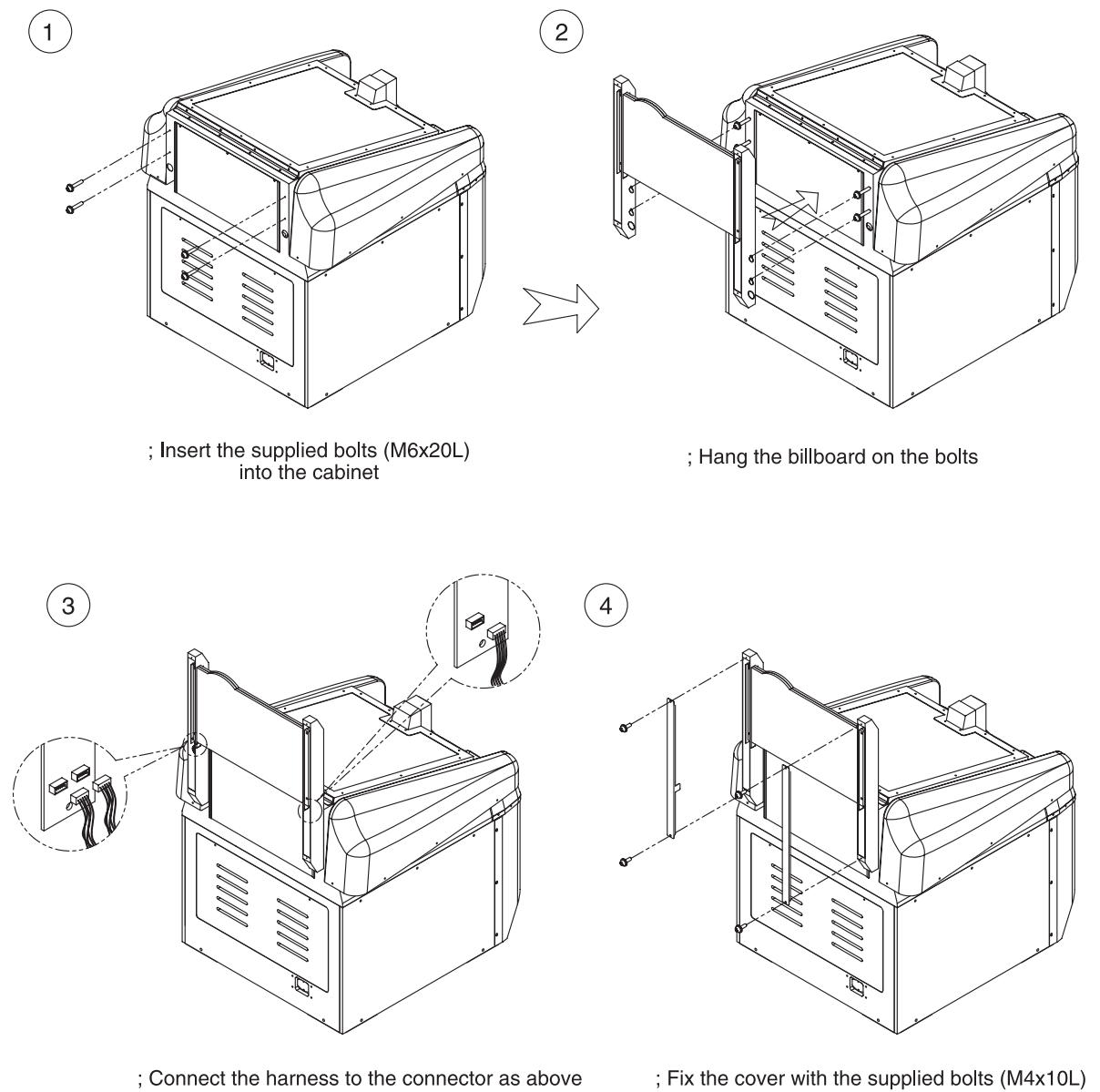
COMPONENTS



NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	WRENCH	3mm	1	-
2	AC POWER CORD		1	-
3	FRONT DOOR KEY	7001	1	-
4	TOP DOOR KEY		2	-
5	BALL	φ 43	7	-
6	BOLT	M6×20L	5	-
7	BOLT	M4×10L	5	-
8	MANUAL	MANUAL	1	-
9	TRY AGAIN SHEET		1	-
10	NUMBER 3 SHEET		2	-
11	NUMBER 5 SHEET		2	-
12	NUMBER 10 SHEET		1	-
13	NUMBER 15 SHEET		1	-
14	NUMBER 50 SHEET		1	-

4

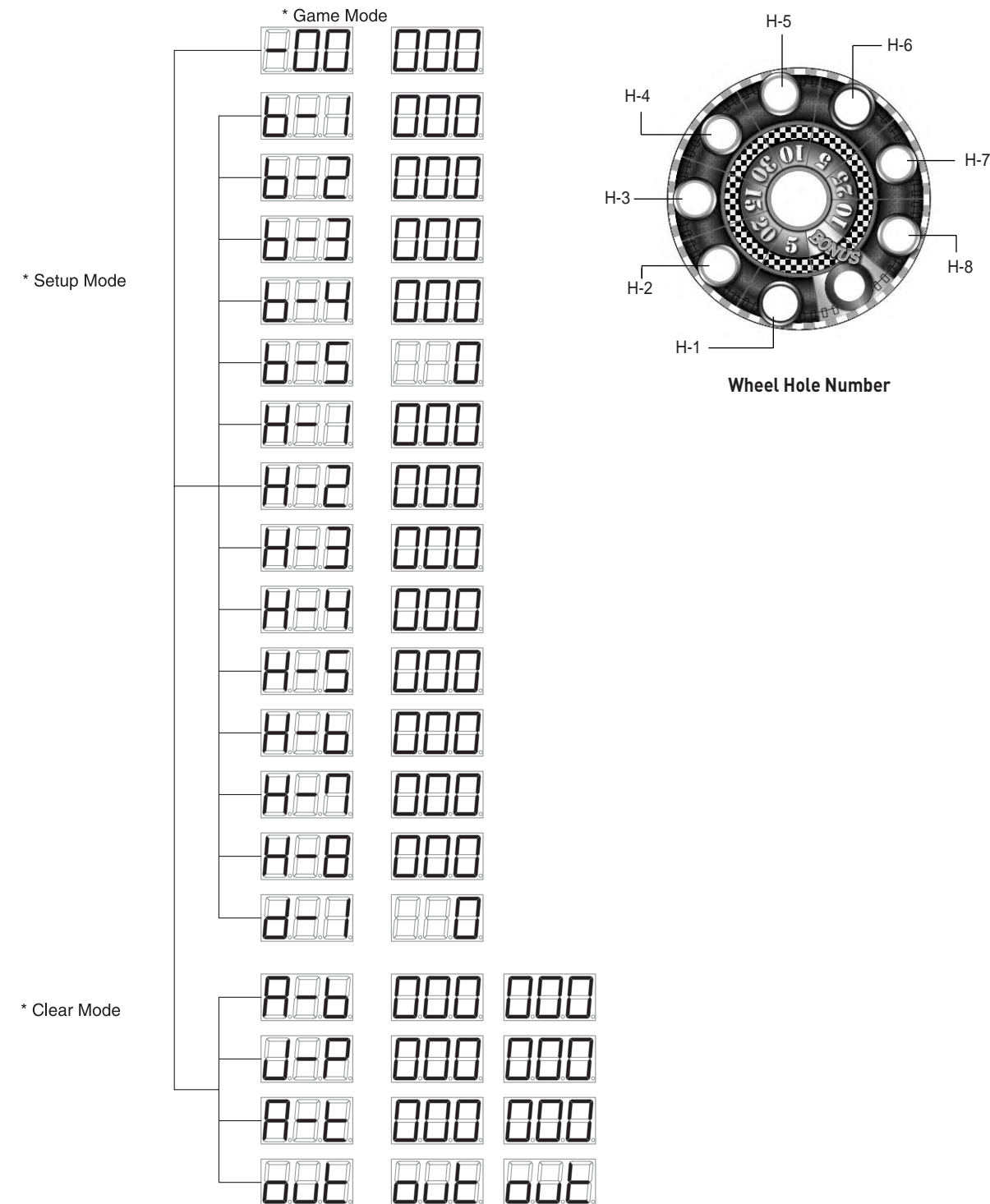
HOW TO ASSEMBLE



5

SETUP MODE AND ERROR NO

5-1. FLOW CHART

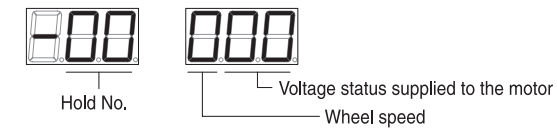


5

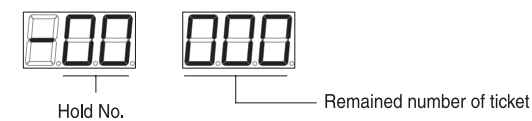
SETUP MODE AND ERROR NO

5-2. GAME MODE

※ While the machine is ON



※ While ticket to be dispensed are remained

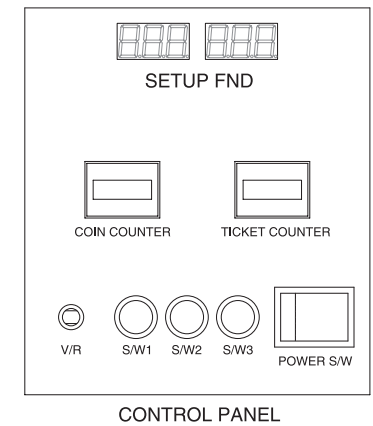


※ Push SW1 button to get into Setting Mode

Push SW2 button to move to next mode
Push SW3 button to select a mode

To change the value of the right FND after selecting a mode take following steps.

- 1) Push SW2 button move to next digit of FND
- 2) Push SW3 button to change the number of flickering number
- 3) Push SW1 button to be back to the first setting mode after setting the FND value



• Setup Mode •



- * Initial ticket numbers for Bonus (0 ~ 250)
- * Maximum ticket numbers for Bonus (0 ~ 999)
- * Mercy ticket numbers (0 ~ 250)
- * Progressive ticket numbers per one credit (0 ~ 250)
- * Wheel speed (0 ~ 9)
- * Ticket numbers for hole #1 (0 ~ 250)
- * Ticket numbers for hole #2 (0 ~ 250)
- * Ticket numbers for hole #3 (0 ~ 250)
- * Ticket numbers for hole #4 (0 ~ 250)
- * Ticket numbers for hole #5 (0 ~ 250)
- * Ticket numbers for hole #6 (0 ~ 250)
- * Ticket numbers for hole #7 (0 ~ 250)
- * Ticket numbers for hole #8 (0 ~ 250)
- * Demo Sound ON/OFF ("1"->ON, "0"->OFF)

5

SETUP MODE AND ERROR NO

※ Turn On during pushing SW1 button to get into Clear Mode

Push SW2 button to get into 4 steps in Clear Mode
Push SW3 to clear the data

• Clear Mode •

Bonus Fnd 	Setup Fnd 	* Accumulated number of tickets --> Push SW3 button to clear the number
		* Accumulated number of bonus tickets --> Push SW3 button to clear the number
		* Accumulated number of dispensed tickets --> Push SW3 button to clear the number
		* Accumulated number of coins --> Push SW3 button to finish the clear mode

5-3. Error

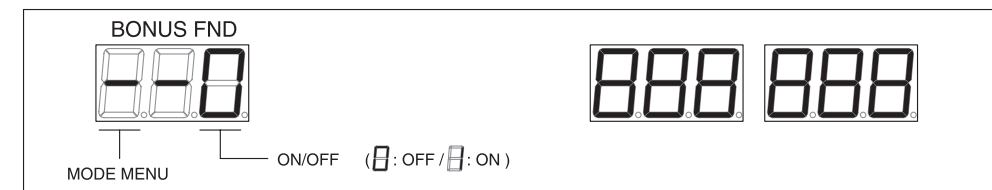
	When the ball is not uploaded at the ball dispensing unit for a certain period of time, the machine stops working and display the error number at FND of Jackpot bonus
	When the wheel does not turn for a certain period of time, the machine stops working and display the error number at FND of Jackpot bonus
	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
	When the Win sensor senses the coin without sensing the coin in the shooter, the machine stops working and display the error number at FND of Jackpot bonus

• Push SW3 to finish the Error •

6

TEST MODE

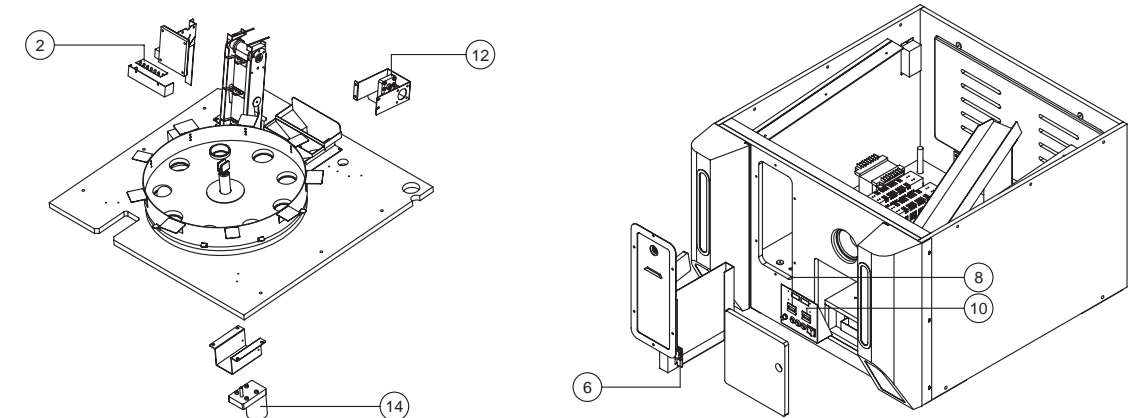
- The machine moves to the TEST MODE when the machine turns on while pushing SW3 button
- "--0" is shown on Bonus FND when the machine moves to TEST MODE



6-1. Test Mode contents

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

NO.	BONUS FND	CONTENT	NO.	BONUS FND	CONTENT
1		INITIAL STAGE	9		COIN COUNTER ON
2		ELEVATOR LAMP OFF	10		TICKET COUNTER OFF
3		ELEVATOR LAMP ON	11		TICKET COUNTER ON
4		TICKET DISPENSOR MOTOR OFF	12		ELEVATOR MOTOR OFF
5		TICKET DISPENSOR MOTOR ON	13		ELEVATOR MOTOR ON
6		TICKET EMPTY LAMP OFF	14		MAIN MOTOR OFF
7		TICKET EMPTY LAMP ON	15		MAIN MOTOR ON
8		COIN COUNTER OFF			



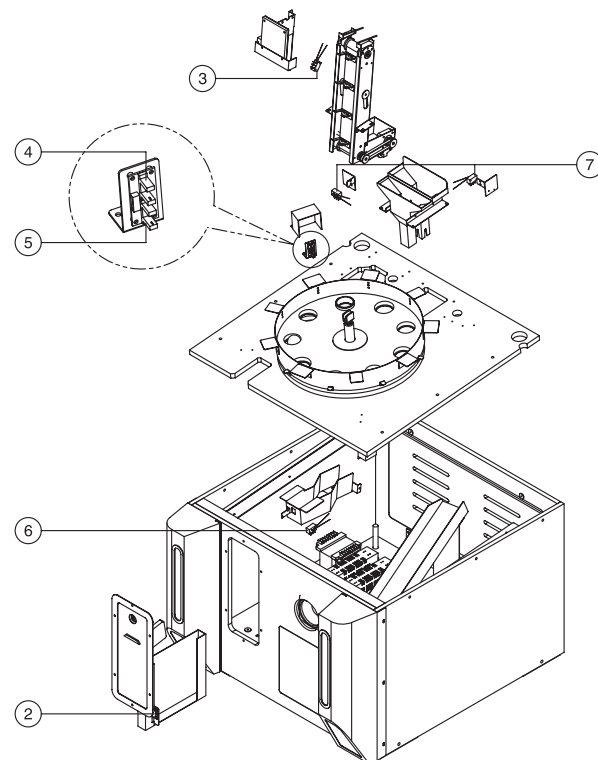
6

TEST MODE

6-2. Sensor & Switch test

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

NO.	CONTENT	SETUP	비고
1	SENSOR CHECK OF TICKET DISPENSOR	888 888	
2	SENSOR CHECK FOR TICKET EMPTY	888 888	
3	SWITCH CHECK OF BALL ELEVATOR SYSTEM	999 888	
4	UPPER SENSOR CHECK OF SENSOR PCB	888 888	
5	LOWER SENSOR CHECK OF SENSOR PCB	888 888	
6	SWITCH CHECK FOR A DISPENSED BALL	888 888	
7	SWITCH CHECK FOR COIN FELL INTO THE WIN HOLE	888 888	There are two switches for same function
8	COIN CHECK FOR A COIN INSERTED INTO COIN SELECTOR	888 888	



6-3. Sound test

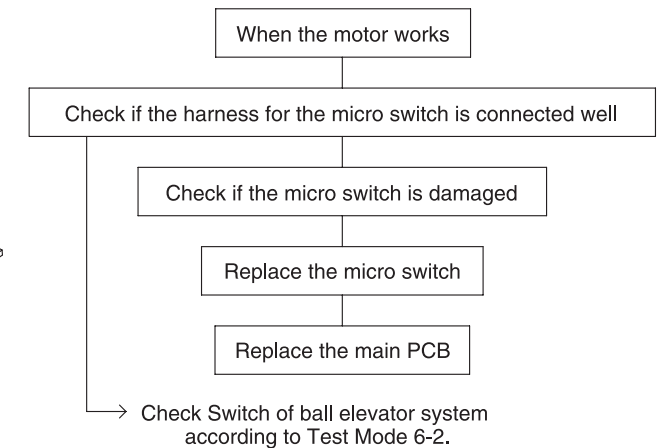
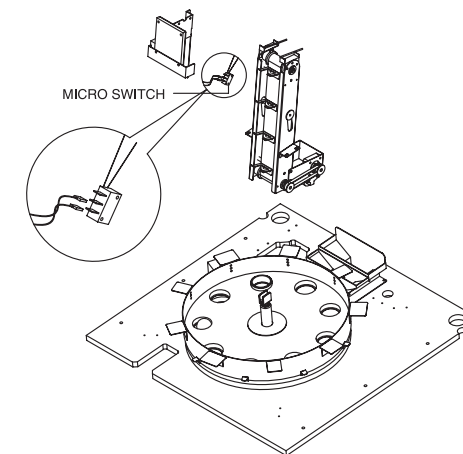
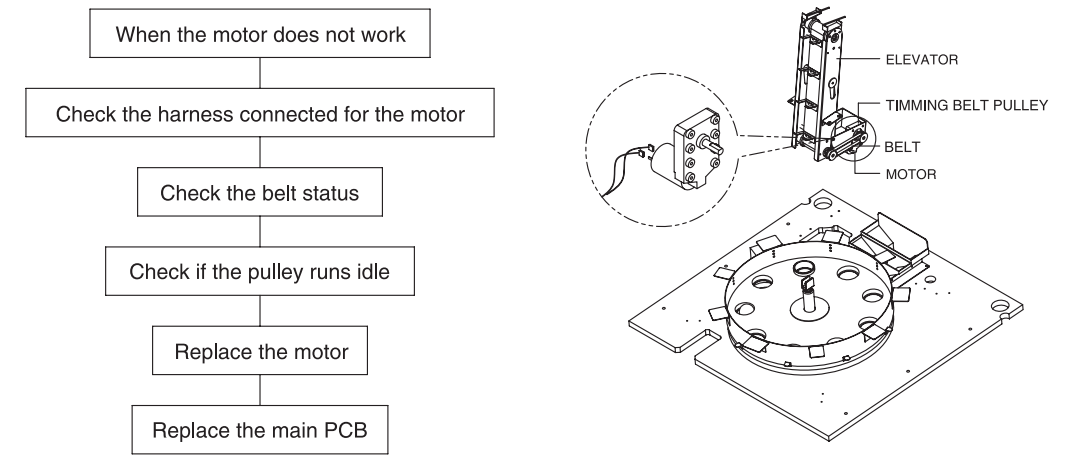
- Check the sounds by pushing SW2. Every pushing SW2 can make next sound.

7

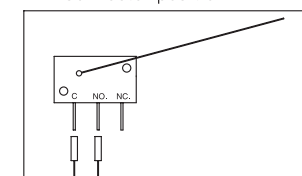
TROUBLESHOOTING

7-1. Error #01

- Test "Elevator Motor On" in Test Mode 6-1 and see if the motor does not work.



* Connector position

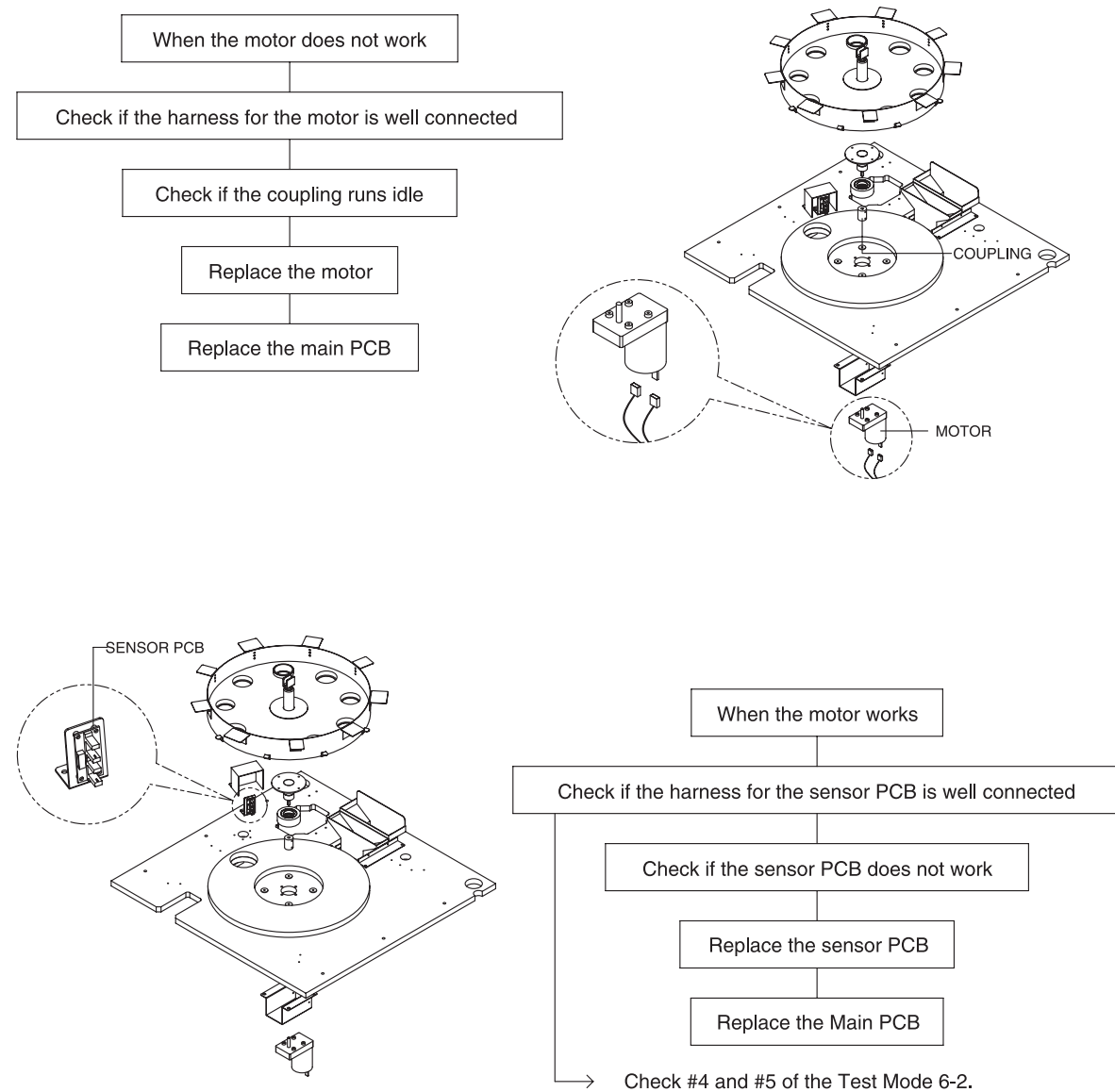


7

TROUBLESHOOTING

7-2. Error # 02

- Test "Main Motor ON" in the Test Mode 6-1 and see if the motor works.

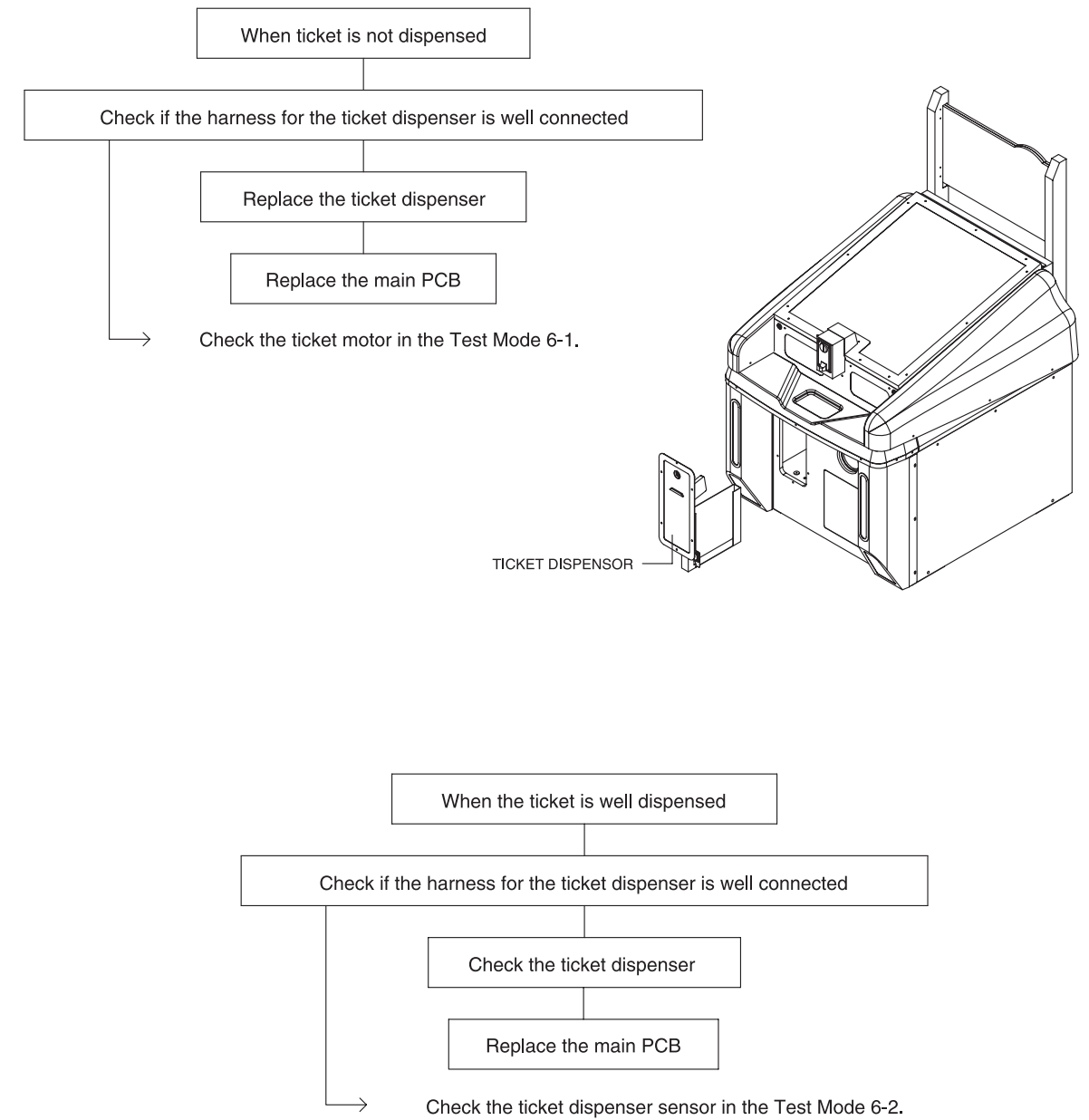


7

TROUBLESHOOTING

7-3. Error #03

- Check if the tickets are empty.

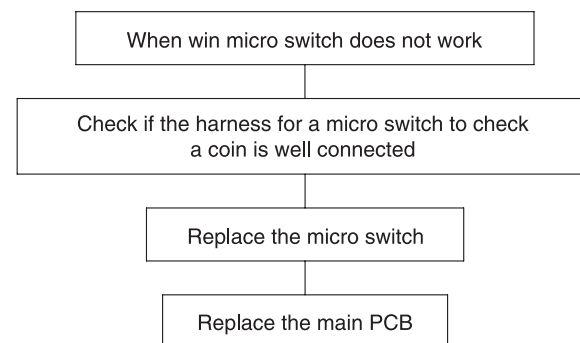
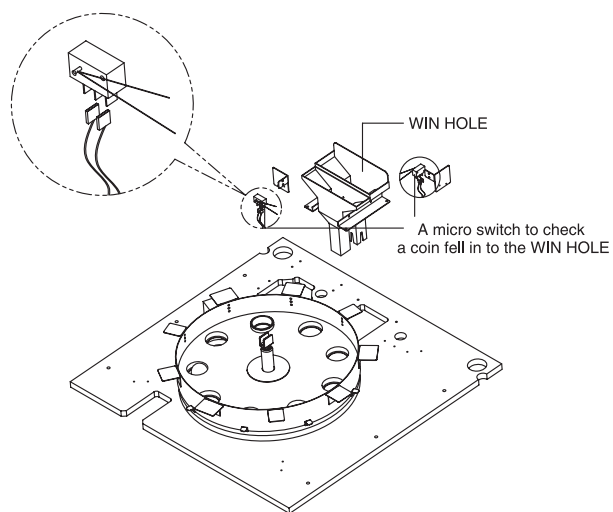
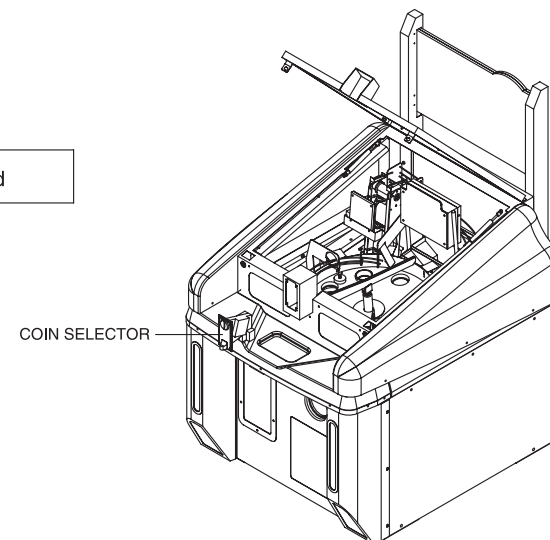
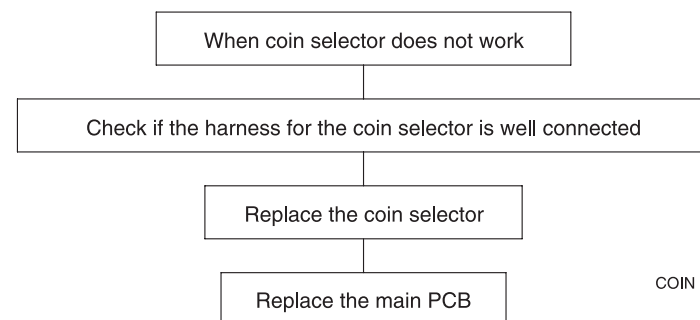


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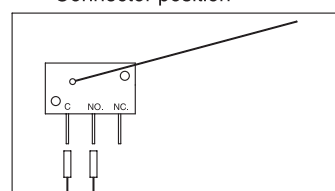
TROUBLESHOOTING

7-4. Error #4

- Check micro switch to check coin according to #7 & 8 of Test Mode 6-2.



* Connector position

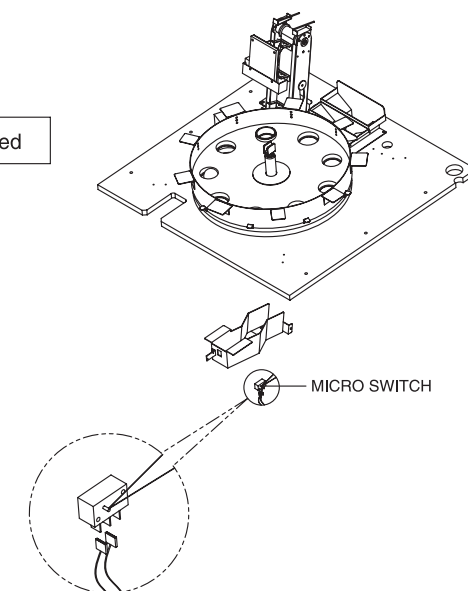
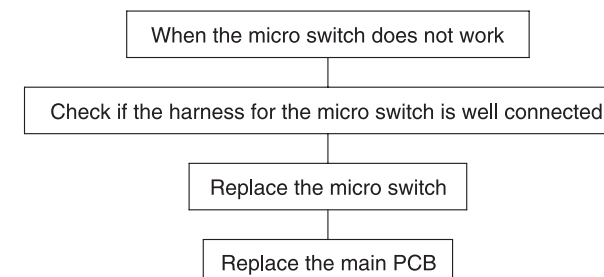


7

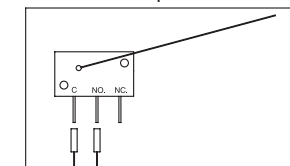
TROUBLESHOOTING

7-5. When tickets are not dispensed after coin correctly falls into the WIN hole

- Check if the number of Error is "03" on Bonus FND.
 - Check a micro switch to check a ball dropped into ball-out hole according to #6 of the Test Mode 6-2.



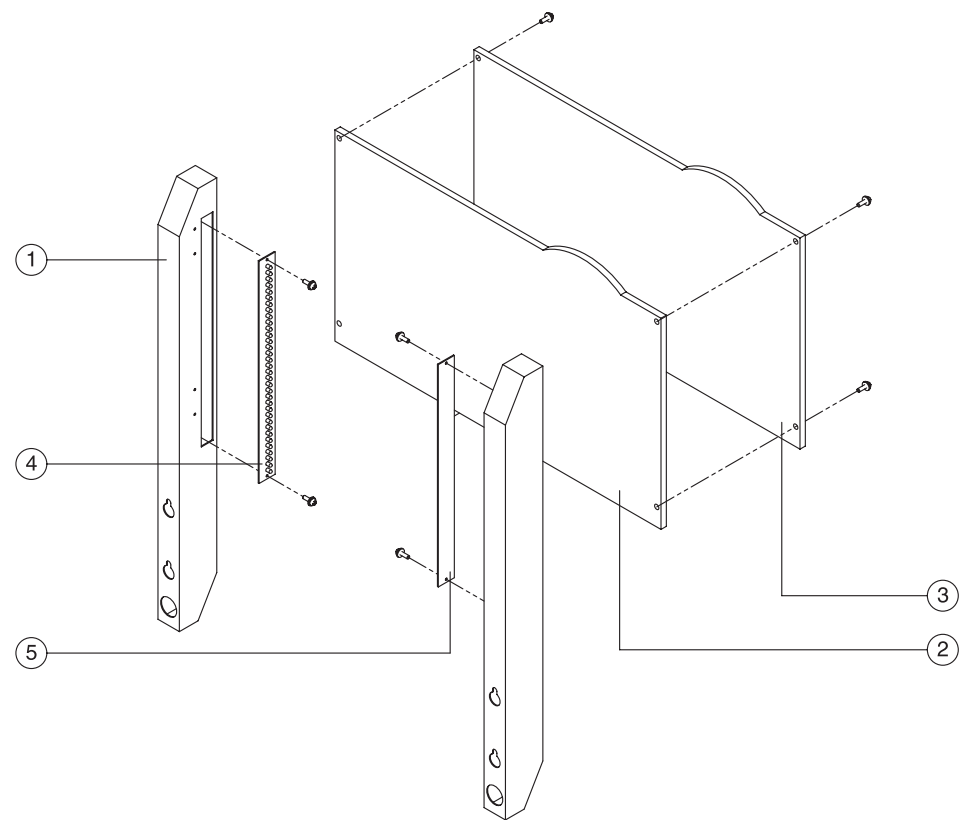
* Connector position



8

ASSEMBLING

8-1. ASSEMBLING BILLBOARD

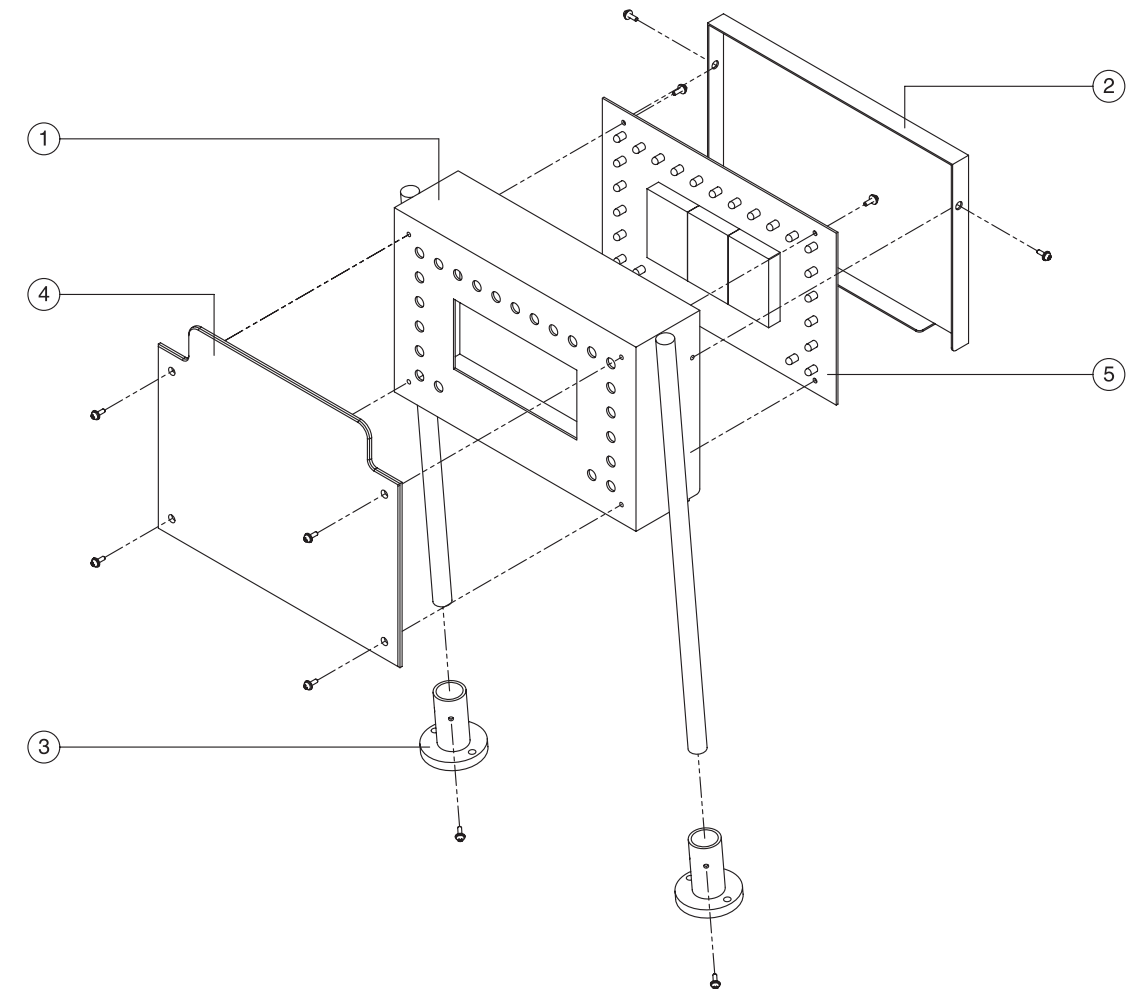


NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	BILLBOARD FIXING FRAME ASS'Y	-	2	MWIW0MEP019
2	BILLBIARD ACRYL	-	1	MWIW0ACR011
3	BILLBOARD	-	1	MWIW0ACR015
4	BILLBOARD LED PCB ASS'Y - L	-	1	AWIW0PCB011
5	BILLBOARD LED PCB ASS'Y - R	-	1	AWIW0PCB012

8

ASSEMBLING

8-2. ASSEMBLING FND

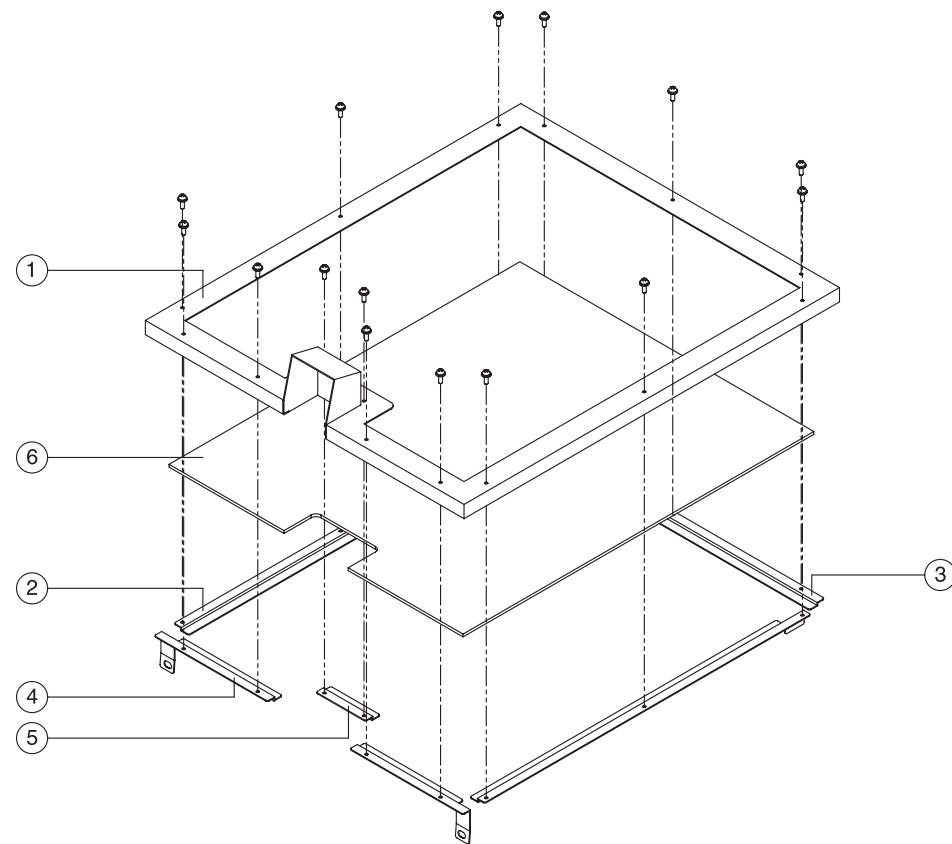


NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	FND BRACKET ASS'Y	-	1	MWIW0MEP018
2	FND BRACKET COVER	-	1	MWIW0MEP045
3	FND BRACKET PIPE HOUSING	-	2	MWIW0PRO035
4	FND ACRYL	-	1	MWIW0ACR014
5	FND PCB ASS'Y	-	-	MWIW0PCB010

8

ASSEMBLING

8-3. ASSEMBLING TOP DOOR

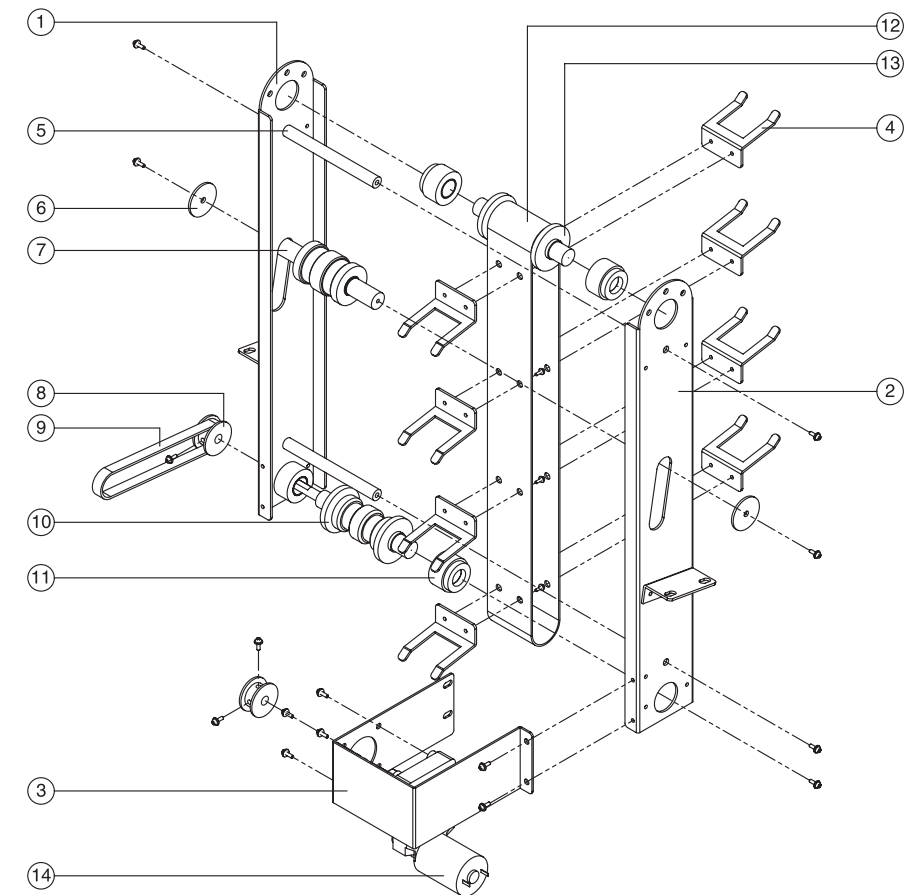


NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	TOP DOOR FRAME ASSY	-	1	MWIW0MEP021
2	TOP DOOR WINDOW BRACKET-C	-	2	MWIW0MEP042
3	TOP DOOR WINDOW BRACKET-B	-	1	MWIW0MEP041
4	TOP DOOR WINDOW BRACKET-A	-	2	MWIW0MEP040
5	TOP DOOR WINDOW BRACKET-D	-	1	MWIW0MEP048
6	TOP DOOR WINDOW	-	1	MWIW0GLA002

8

ASSEMBLING

8-4. ASSEMBLING ELEVATOR



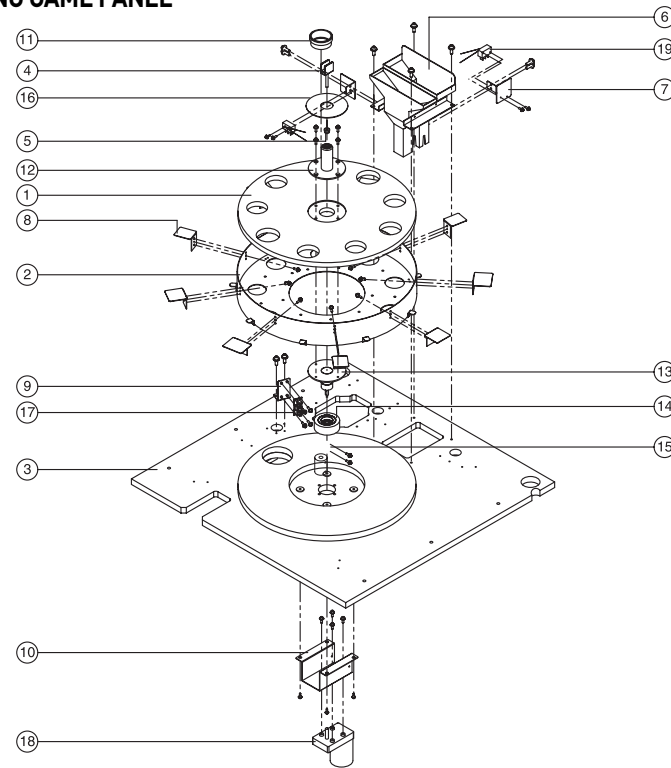
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	ELEVATOR BRACKET-A ASS'Y-L	-	1	MWIW0MEP016
2	ELEVATOR BRACKET-A ASS'Y-R	-	1	MWIW0MEP016
3	ELEVATOR MOTOR BRACKET	-	1	MWIW0MEP036
4	BALL LIFT BRACKET	-	8	MWIW0MEP002
5	ELEVATOR BRACKET SPACE	-	2	MWIW0PR032
6	TENSION ROLLER STOPPER	-	2	MWIW0MEP049
7	ELEVATOR ROLLER ASS'Y	-	1	MWIW0PRO027
8	TIMMING BELT PULLEY	-	2	MWIW0PR030
9	TIMMING BELT	120XL-9.5t	1	MWETOBEL001
10	ELEVATOR ROLLER-B	-	1	MWETOBEL001
11	ROLLER BUSH HOUSING ASS'Y	-	4	MWIW0PRO028
12	CONVEYOR BELT	-	1	MWIW0BEL001
13	ELEVATOR ROLLER-A	-	1	MWIW0PRO033
14	MOTOR	KGE-083-3448D	1	MMAL0MOT004

8

ASSEMBLING

8-5. ASSEMBLING GAME PANEL

8-5-1. ASSEMBLING GAME PANEL

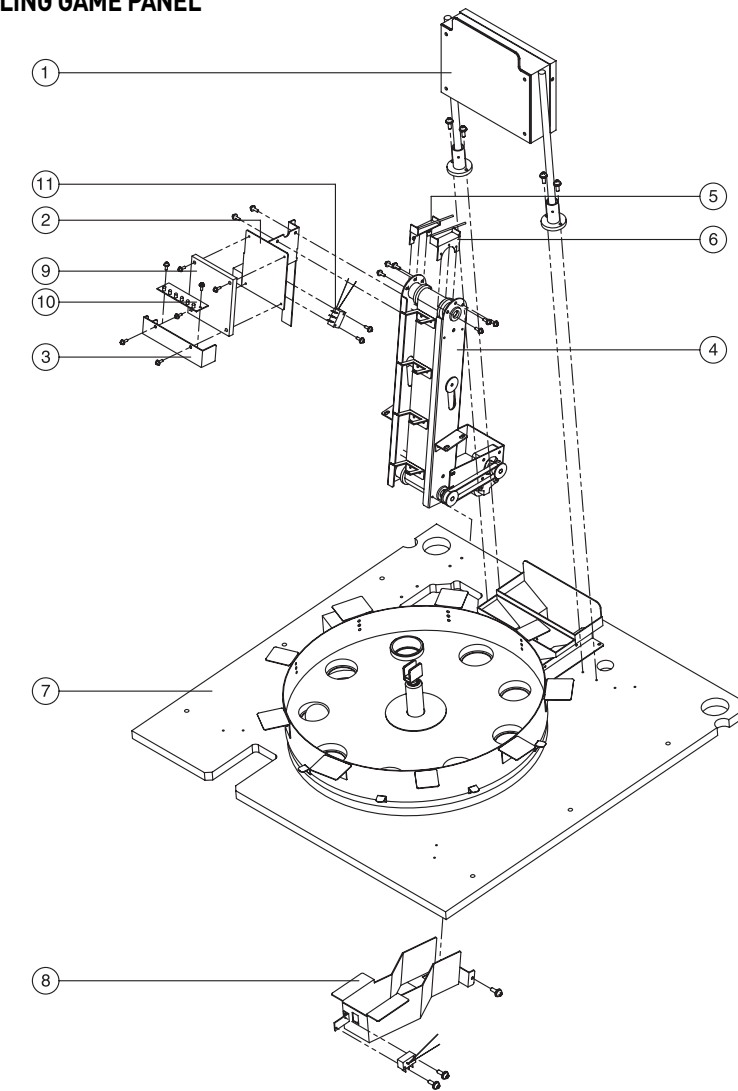


NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	WHEEL	-	1	MWIW0WOO003
2	WHEEL FLANGE BASE ASS'Y	-	1	MWIW0MEP014
3	BASE PANEL	-	1	-
4	SHOOTER ADJUSTER	-	1	MWIW0MEP013
5	SHOOTER SUPPORT BUSHING	-	1	MWIW0PRO037
6	WIN COIN ENTRY ASS'Y	-	1	MWIW0MEP015
7	WIN COIN SENSOR BRACKET	-	2	MWIW0MEP035
8	WIN GUIDE	-	9	MWIW0SHE017-020
9	POSITION SENSOR BRACKET	-	1	MWIW0MEP030
10	WHEEL MOTOR BRACKET	-	1	MWIW0MEP033
11	JACPOT COVER BLOCK-B	-	1	MWIW0PRO036
12	SHOOTER SUPPORT SHAFT ASS'Y	-	1	MWIW0PRO024
13	WHEEL ROTATE SHAFT ASS'Y	-	1	MWIW0PR026
14	WHEEL BEARING BLOCK ASS'Y	-	1	MWIW0PRO025
15	COUPLING	CR050	1	MWIW0PRO038
16	SHOOTER SUPPORT COVER	-	1	MWIW0MEP038
17	SENSOR PCB-2	-	1	MWIW0PCB009
18	MOTOR	KGB6-075-6080D1	1	MZZZ0MOT023
19	MICRO SWITCH	CNR-05H-03(ZIPPY-COIN)	2	MELE0MIC002

8

ASSEMBLING

8-5-2. ASSEMBLING GAME PANEL

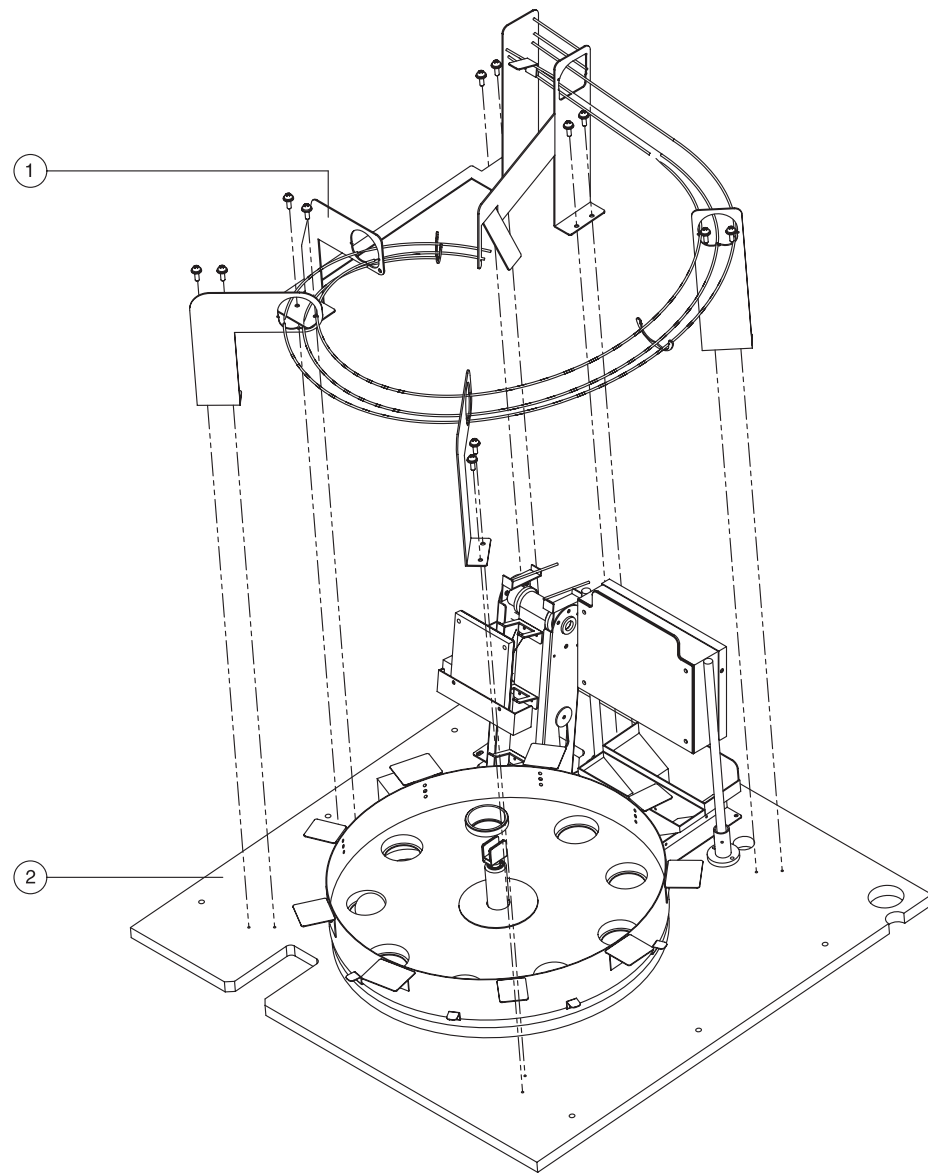


NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	FND ASS'Y	-	1	-
2	ELEVATOR BALL SENSOR BRACKET ASS'Y	-	1	MWIW0MEP011
3	ELEVATOR LED PCB BRACKET	-	1	MWIW0MEP051
4	ELEVATOR ASS'Y	-	1	-
5	BALL LOAD GUIDE ASS'Y-L	-	1	MWIW0MEP043
6	BALL LOAD GUIDE ASS'Y-R	-	1	MWIW0MEP043
7	BASE PANEL ASS'Y	-	1	MWIW0WOO002
8	BALL OUT RAIL ASS'Y	--	1	MWIW0MEP008
9	BALL WINNER ACRYL	-	1	MWIW0ACR012
10	ELEVATOR LED PCB ASS'Y	-	1	AWIW0PCB015
11	MICRO SWITCH	CNR-05H-03(ZIPPY-COIN)	2	MELE0MIC002

8

ASSEMBLING

8-5-3. ASSEMBLING GAME PANEL

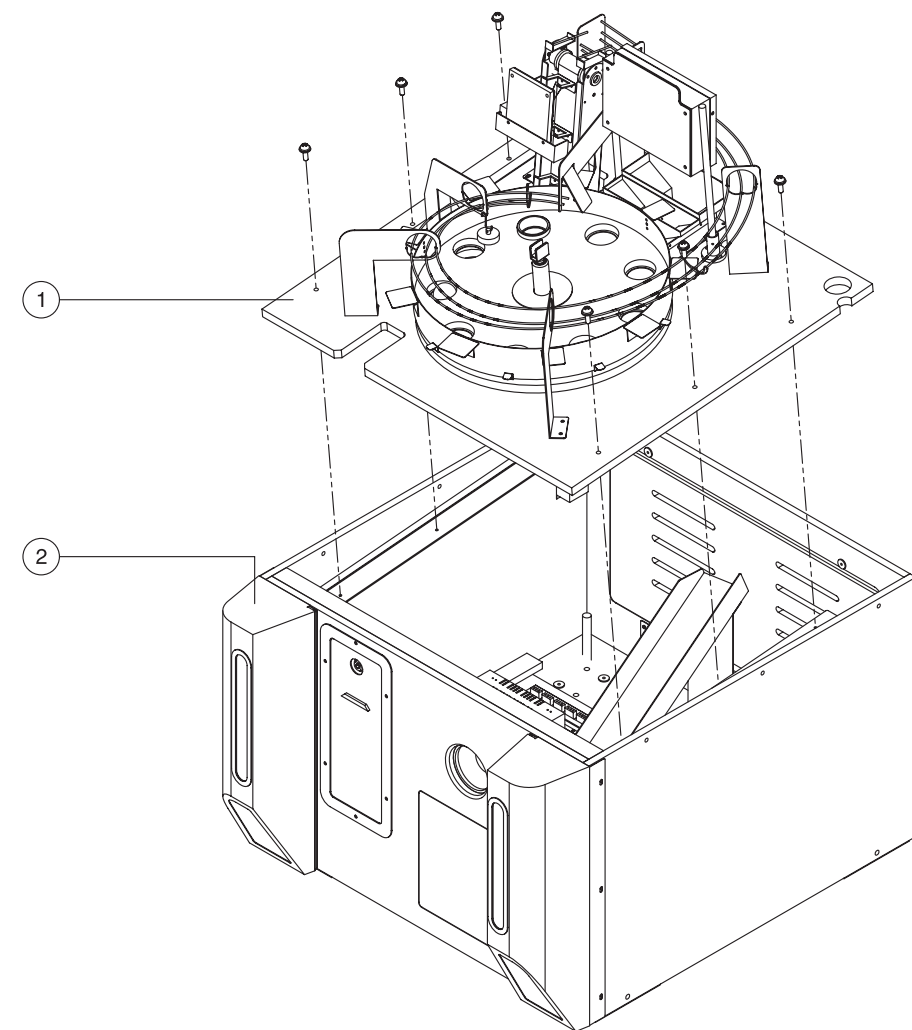


NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	BALL OUT RAIL ASSY	-	1	MWIIW0MEP008
2	GAME PANEL ASS'Y	-	1	-

8

ASSEMBLING

8-5-4. ASSEMBLING GAME PANEL



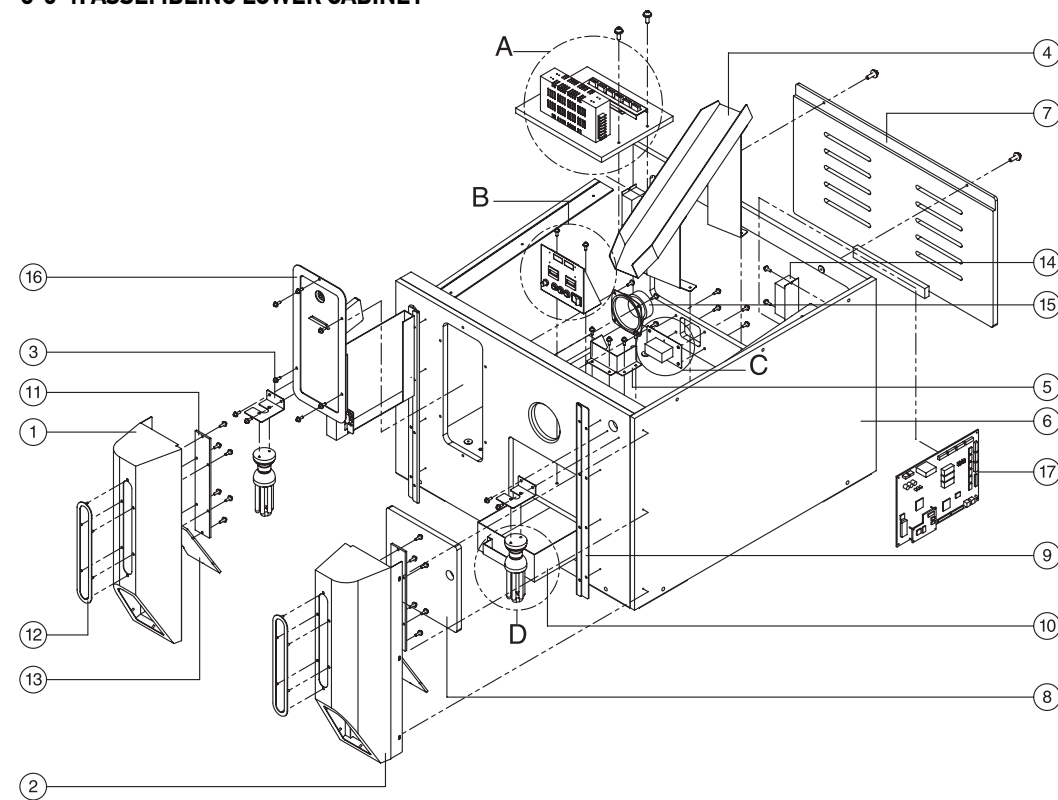
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	GAME PANEL ASS'Y	-	1	-
2	LOWER CABINET ASS'Y	-	1	MWIIW0WOO001

8

ASSEMBLING

8-6. ASSEMBLING LOWER CABINET

8-6-1. ASSEMBLING LOWER CABINET

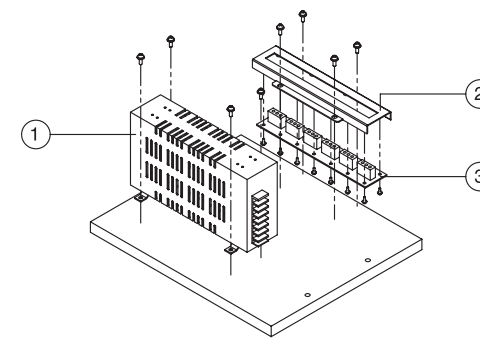


NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	FRONT FRAME-L	-	1	MWIIW0MEP024
2	FRONT FRAME-R	-	1	MWIIW0MEP024
3	FRONT LAMP BRACKET	-	2	MWIIW0MEP025
4	COIN IN GUIDE ASS'Y	-	1	MWIIW0MEP010
5	COIN BOX ENTRY BRACKET	-	1	MWIIW0MEP046
6	LOWER CABINET	-	1	MWIIW0WOO001
7	REAR PANEL	-	1	-
8	FRONT PANEL	-	1	-
9	HINGE ASSEMBLY	-	2	MWIIW0MEP028
10	COIN BOX ASS'Y	-	1	MWIIW0MEP009
11	FRONT LIGHT ACRYL-B	-	2	MWIIW0ACR013
12	FRONT LIGHT ACRYL-B COVER	-	2	MWIIW0MEP050
13	FRONT LIGHT ACRYL	-	2	MWIIW0ACR009
14	ELECTRONIC BALLAST	FL20W-DK2221-110V	2	MELEOBAL001
15	SPEAKER	MID 4.5	1	MZZZ0SPE004
16	TICKET DOOR ASS'Y	AMTD100A	1	AHAMOPRE001
17	MAIN BOARD	-	1	AWIIW0PCB013

8

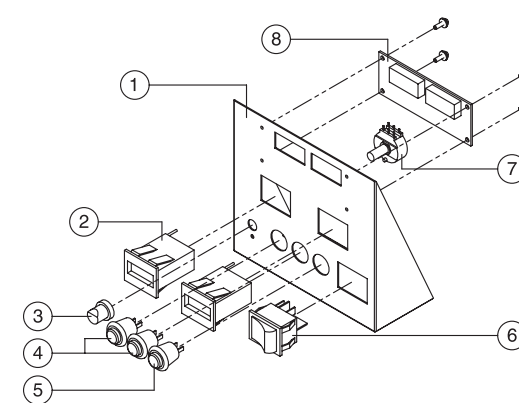
ASSEMBLING

8-6-2. ASSEMBLING LOWER CABINET



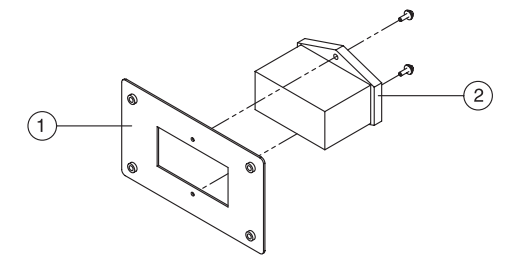
PICTURE A

NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	POWER SMPS	100-250V, 12V/7V, 5V/8V	1	MELE0SMP017
2	AC JOIN PCB ASS'Y BRACKET	-	1	MMUN0PRO008
3	AC JOIN PCB ASS'Y	-	1	AMUM0PCB010



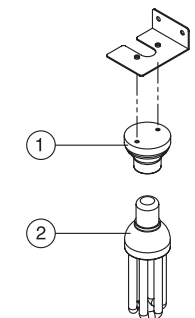
PICTURE B

NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	AC POWER SWITCH BRACKET	-	1	MWIIW0MEP039
2	COUNTER	AMMC-712(7D12V)	2	MZZZ0COU002
3	VOLUME KNOB	-	1	MELE0VOL006
4	PUSH BUTTON SWITCH-W	412W	2	MELE0PUS002
5	PUSH BUTTON SWITCH-R	412 R	1	MELE0PUS001
6	ROCKER SWITCH	T-125 4P	1	MELE0SWI004
7	VOLUME	BA25Y-10KΩ	1	MELE0VOL008
8	SETTING FND PCB	-	1	AWIIW0PCB008



PICTURE C

NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	AC INPUT BRACKET	-	1	MWIIW0MEP023
2	NOISE FILTER	IP-0642-H2	1	MELE0NOI002



PICTURE D

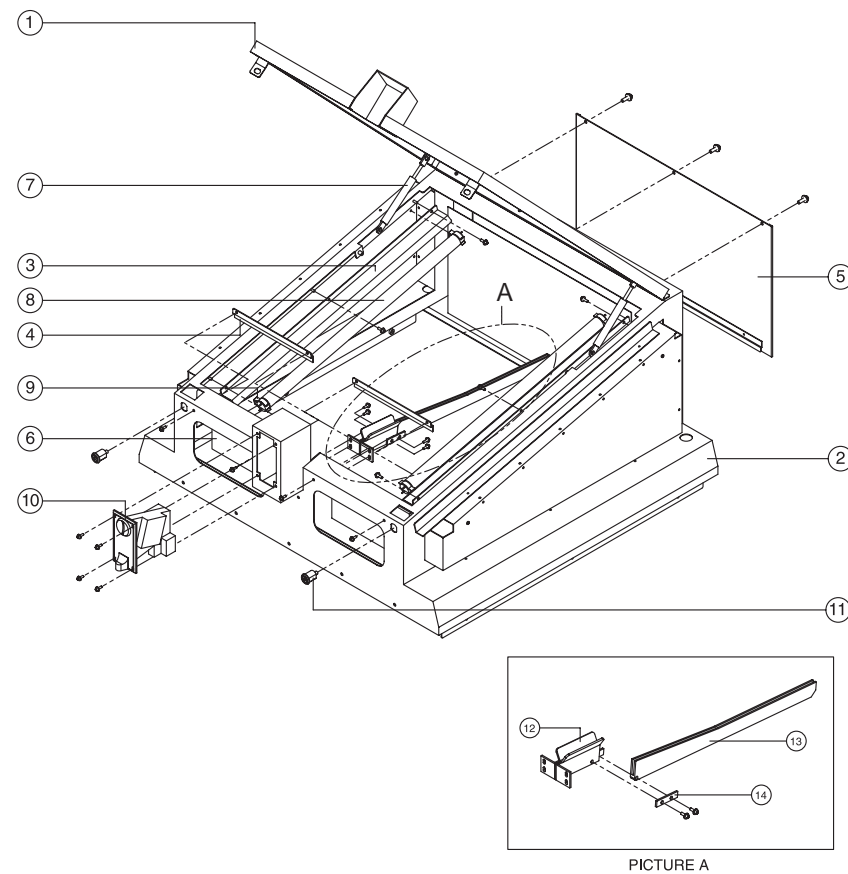
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	AC RECEPTACLE	SOCKET FOR 3 WAVE LAMP	1	MELE0ARE002
2	3 WAVE LAMP	110V 20W	1	MELE0LAM005

8

ASSEMBLING

8-7. ASSEMBLING UPPER CABINET

8-7-1. ASSEMBLING UPPER CABINET

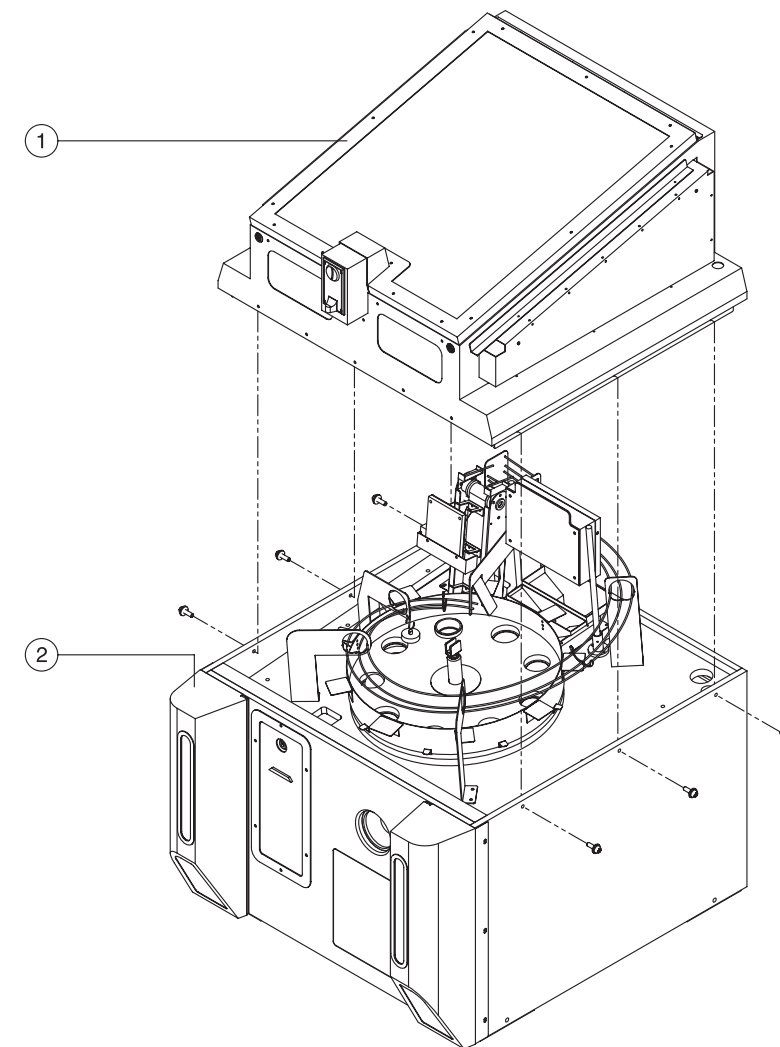


NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	TOP DOOR FRAME ASS'Y	-	1	MWIW0MEP021
2	UPPER CABINET ASS'Y	-	1	MWIW0MEP020
3	LAMP COVER BRACKET	-	2	MWIW0MEP047
4	FRONT WINDOWS BRACKET	-	2	MWIW0MEP044
5	UPPER REAR DOOR	-	1	MWIW0MEP012
6	FRONT WINDOW ACRYL	-	1	MWIW0GLA001
7	GAS DAMPER	KD-302-02(20Kg)	2	MZZZ0SHO001
8	FLUORESCENT LAMP	FL20SD-20W	2	MELE0LAM002
9	LAMP CLAMP	-	2	MELE0LAM014
10	COIN SELECTOR	SG-628	1	MZZZ0COS013
11	KEY ASS'Y	PUSH TYPE	2	MZZZ0KEY046
12	SHOOTER	-	1	MWIW0MEP007
13	COIN GUIDE	-	1	MWIW0PRO029
14	COIN GUIDE FIXING PLATE	-	1	MWIW0MEP022

8

ASSEMBLING

8-7-2. ASSEMBLING UPPER CABINET

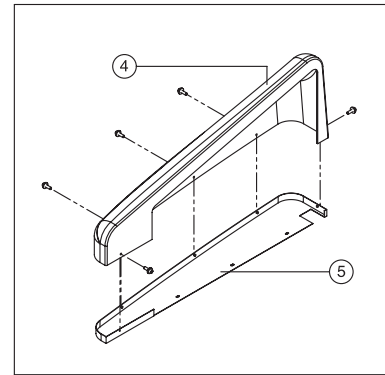


NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	UPPER CABINET ASS'Y	-	1	MWIW0MEP020
2	LOWER CABINET ASS'Y	-	1	AWIW0WOO001

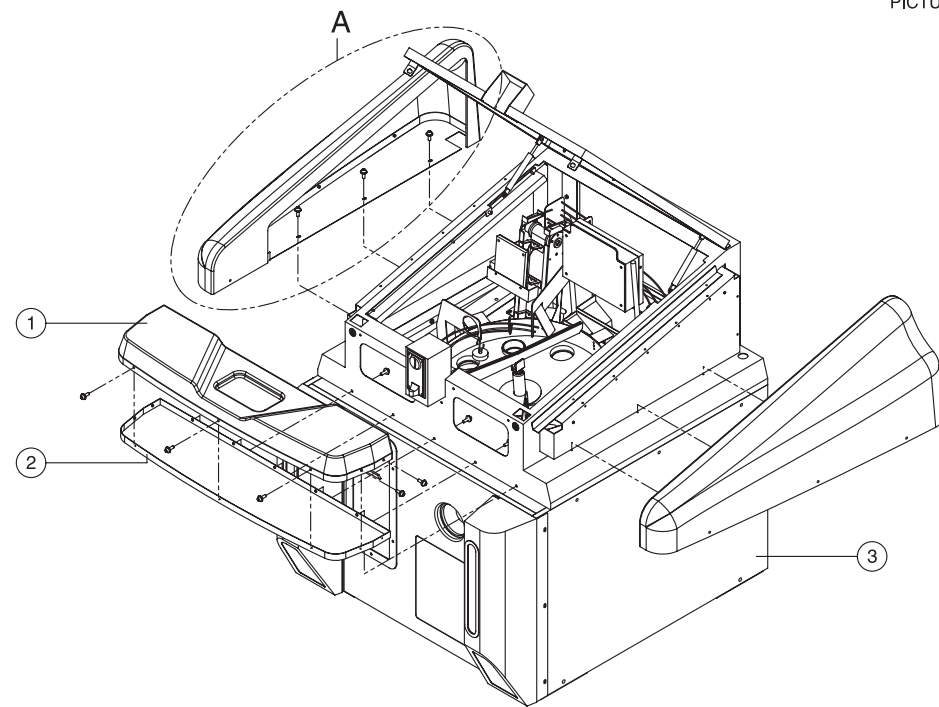
8

ASSEMBLING

8-8. ASSEMBLING FRONT & SIDE MOLDING



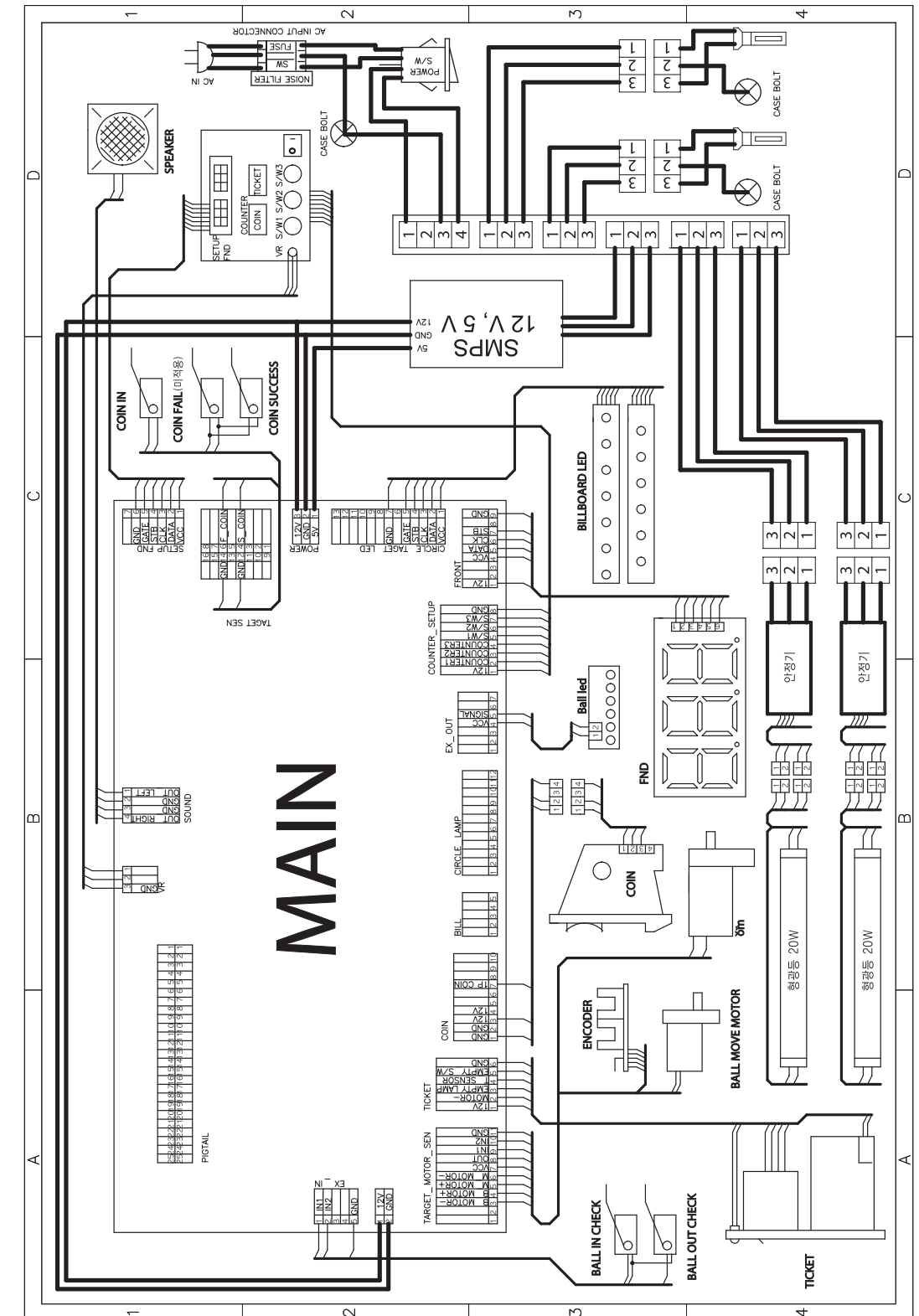
PICTURE A



NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	FRONT MOLDING	-	1	MWIIW0ACR016
2	FRONT MOLDING BRACKET	-	1	MWIIW0MEP026
3	CABINET ASS'Y	-	1	-
4	SIDE MOLDING	-	2	MWIIW0ACR017
5	SIDE MOLDING BRACKET	-	2	MWIIW0MEP027

9

WIRING DIAGRAM





10

MEMO

10

MEMO



10

MEMO