1. SAFETY PRECAUTIONS

Before using this game, read the following safety precautions thoroughly and use the game correctly.
Be sure to observe the safety instructions as they are important for ensuring safe operation of the game.

⚠ CAUTION

This indicates risk that can lead to personal injury and/or property damage

This appliance is not intended for use by persons (including children) with reduced physical , sensory or mental capabilities, or lack of experience and knowledge , unless they have been given supervision or instruction regarding the use of the appliance by a person responsible for their safety.
Children should be supervised while playing this game.

⚠ CAUTION
When opening or closing the glass door, support the glass with one hand and avoid applying impact to the door during opening or closing. Careless handling of the glass door can result in the pinching of your hand or the breakage of the glass causing possible injury.
When moving the machine, exercise caution and do not push the glass section. The glass used on the game is tempered safety glass, but it can break if excessive force applied, thus causing possible danger to yourself and people around the machine.
Do not allow players to tilt, lift or drop the machine, or conduct any other improper action. Such action may cause the machine to tip over or the glass to break , thus causing danger to people around the machine.
When installing the machine, use the leg levelers to ensure that machine does not move easily. lf the leg levelers are not adjusted properly, the machine can move if a light push is applied, thus causing possible danger to people around the machine.
Be careful not to pinch your fingers when adjusting the leg levelers. The machine is very heavy. Do not place your hand under the machine.
This machine is for indoor use only. Never use the machine outdoors as rain or dust can cause a short circuit or electric shock.
To prevent possible electric shock due to failure, this equipment MUST be fitted with a securely connected GROUNDED plug.
Install the power cord so that people cannot step on it or in such a way that could present a trip hazard. Route it under other machines or where it could be crushed.
Do not unplug the power cord by pulling the cord, as could break internal wires and cause electric shock.
Do not use power cord if it becomes damaged. If internal wires are exposed, replace the cord immediately; otherwise, a short circuit or electric shock can occur.

● if you have to leave the machine unattended during maintenance or service, be sure to close and lock the glass door, coin door, and rear compartment door to prevent people from getting injured by touching the inside of the machine.
● Never touch the slide unit or other drive system during operation. Moving parts can pinch or injure your fingers.
● When removing the rear compartment door, hold it carefully with both hands as it is large and heavy. Be careful not to drop it on your feet.

2. SPECIFICATIONS

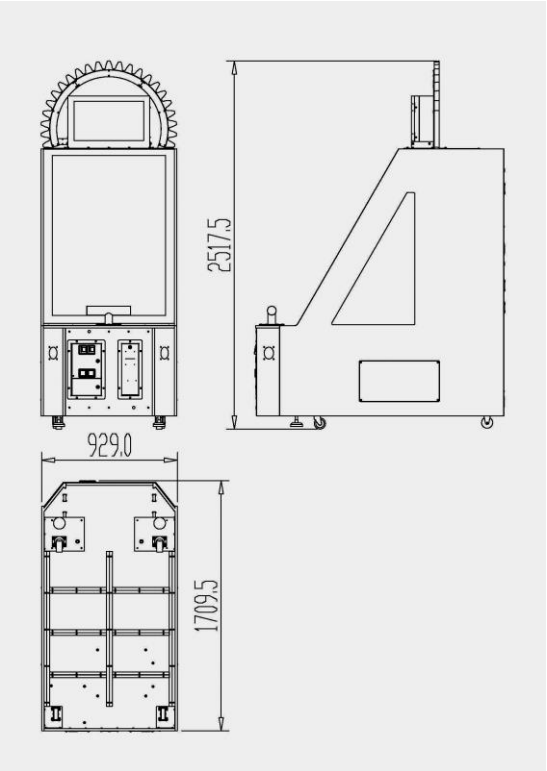
POWER SUPPLY: Rated voltage: AC 120/240 V
Rated frequency: 50/60 Hz
Rated power consumption: 460W (for indoor use only)

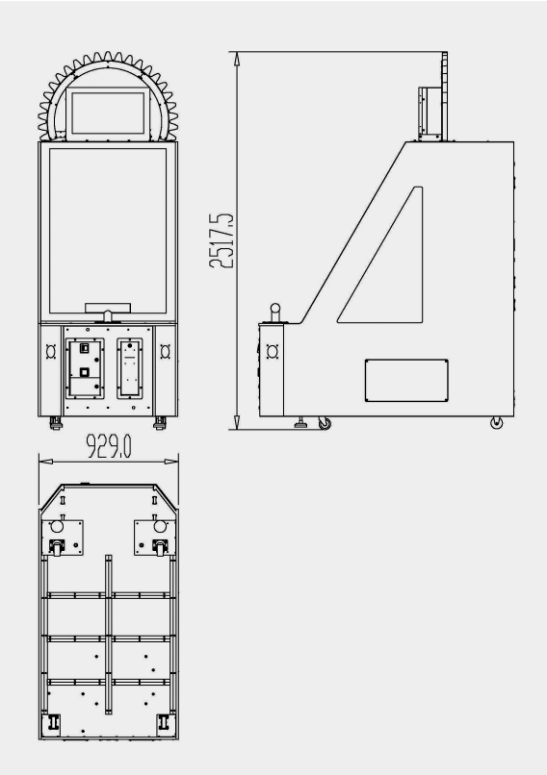
AMBIENT OPERATING TEMPERATURE: +5 ˚C to +35 ˚C (41F -95F)

DIMENSIONS: 929mm (w) x 1709.5mm (d) x 2517.5 mm (h)

WEIGHT: 291kg

ACCESSORIES: Operation Manual;
Ball: (pink ball; yellow ball; orange ball);
Power cord;
Keys: (Front Door)
(Coin compartment Door) } Common Key
(Redemption Door)
(Cashbox)

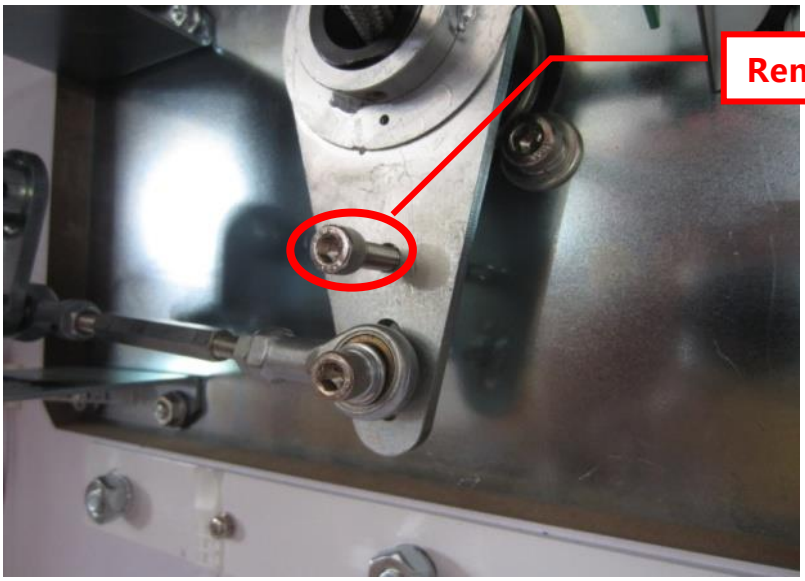




3. TEARDOWN FOR TRANSPORTATION

⚠ CAUTION

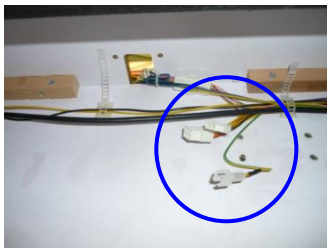
Before turning on the power, open the top back door and remove the screw first.



4. Installation of LCD Box Unit

Top Tray L 1pcs
Screw M5X20 10pcs

Please open the inner cover of the machine cabinet and link the connector of the top roof to LCD Box Unit;



Take off the inner cover of LCD Box Unit and connect black cable to the displayer;

5. INSTALLATION

⚠ CAUTION

Install the machine according to the instructions and procedures specified in this operation manual. Failure to follow the specified procedures may result in a fire, electric shock, injury, or machine malfunction.
Insert the power cord plug firmly into the power outlet. Poor contact may cause overheating that can lead to fire or burns.
Install the machine securely by using the level adjusters. Unstable machine installation can result in accident or injury (See "Adjusting the Level Adjusters").

Installation Conditions

Locations to avoid

⚠ CAUTION

- The machine is designed for indoor use. Never install the machine outdoors or at any of the following locations:
  - Place in direct sunlight
  - Place exposed to rain or water leaks.
  - Place where a water jet could be used.
  - Damp place.
  - Dusty place.
  - Close to heating devices.
  - Hot place.
  - Extremely cold place.
  - Place where moisture condensation may occur due to temperature differences.
  - Place where the machine may become an obstruction in emergencies (such as close to emergency exits) and place where a fire extinguisher or similar equipment is installed.
  - Unstable place or location where vibrations are produced.

- The quality of prizes may deteriorate, depending on installation conditions and prize types.
  * The temperature inside the upper doors can be much higher than the temperature of the surrounding area since the upper doors block ventilation and fluorescent lamps are used to illuminate the prizes. If the machine is installed where it is exposed to direct sunlight, the temperature inside the glass doors may become extremely high.

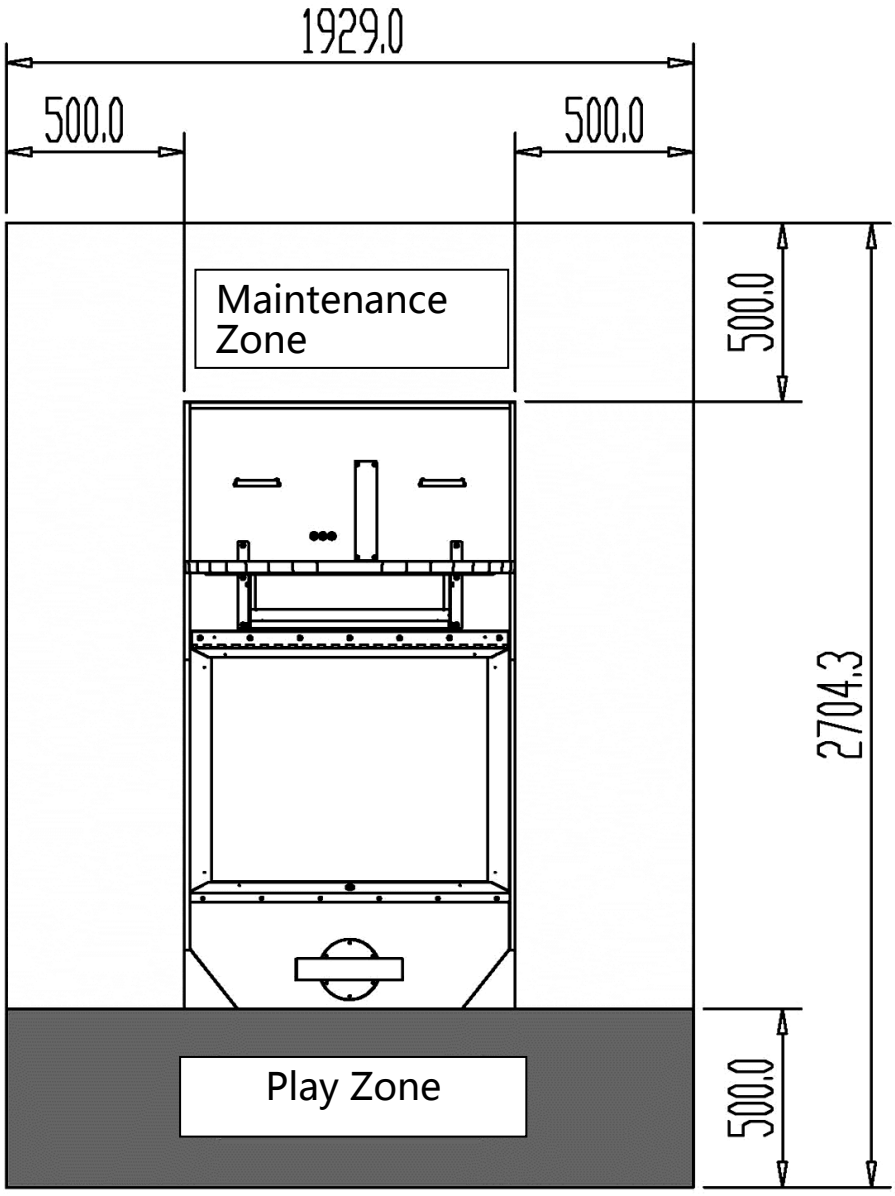
6. Play Zone of Installed Machine

CAUTION

● Set a play zone as shown below so that players can move away from the machine without bumping into observers or passersby.

NOTICE

● Provide a space of at least 500mm (2 feet) between the machine and wall or other machines. This space is necessary for maintenance and service.

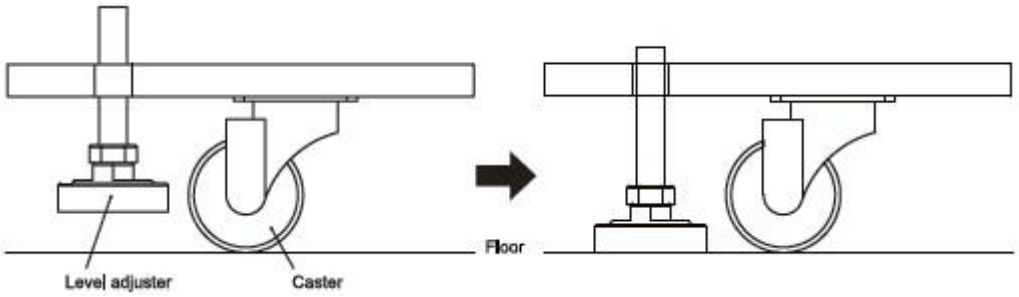


7. ACCESSORIES LIST

ITEM	DESCRIPTION	QY .	PART No.
1	Key (9895)	2	------
2	Key (9888)	2	------
3	Pink Ball (20 pieces)	20	310-706
4	Yellow Ball (20 pieces)	20	310-707
5	Orange Ball (20 pieces)	20	310-708
6	Power cord	1	310-553
7	Operation Manual	1	310-705
8	Spanner (400820202)	1	------
9	Top Tray-Left (400802801)	1	310-709
10	Top Tray-Right (400802802)	1	310-710
11	Top Tray Screw (M5x20)	6	------
12	Spring 5	10	------
13	Washer 5	10	------
14	Number tags -A	2	310-711
15	Number tags -C	2	310-712
16	Number tags -D	2	310-713
17	Hardless Cover Screw (M4x8)	4	------

8. Adjusting the Level Adjusters

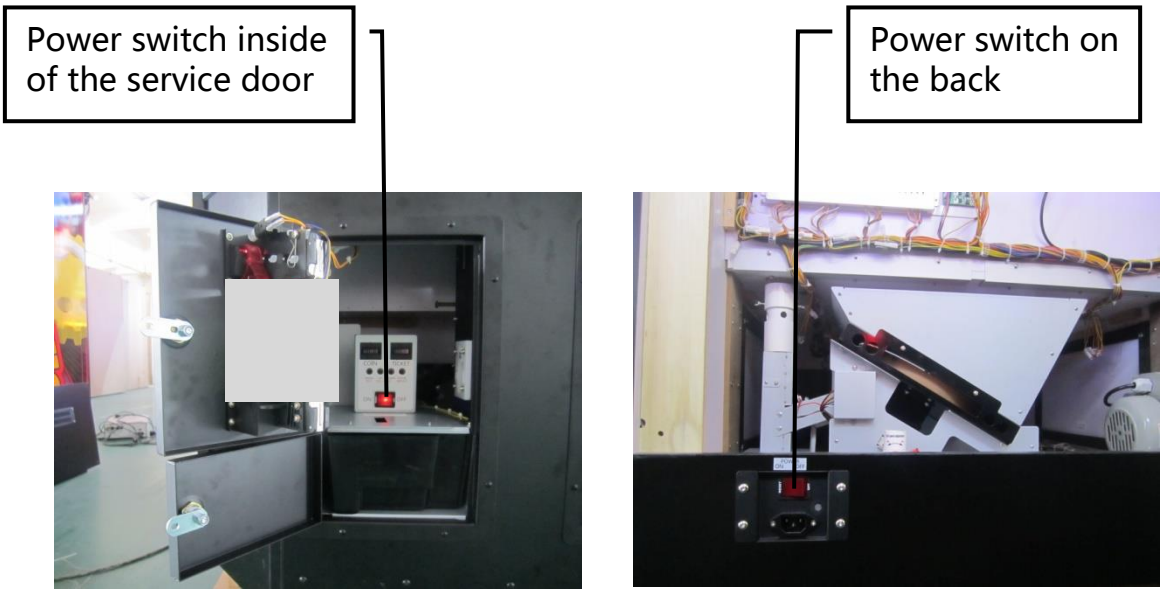
Set the machine in the desired location and lower the Level Adjusters (two positions) so that the casters are raised from the floor by approximately 5mm (1/4"). Make sure that the machine is level and does not shake.



9. Power switch and Ball

・Power switch

There are two power switches, one is on the back and the other is inside of the service door. Both of them need to be ON to operate the game.



・About the balls to use

* Use only attached balls.
* Operate the game with less than 60 balls. The ball will be jammed if exceed 60.

10. How to Play

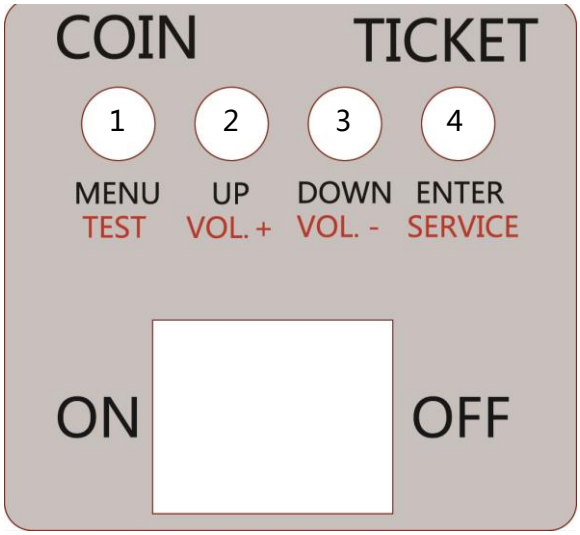
- After a coin is inserted, the monitor on top of the game machine will display "PUSH". When the "Launcher Unit" is flashing, you may operate "Push Handle Unit ".
  Notice: When it is under the setting of "Mercy Ticket", tickets will come out immediately.
- When the handle is pressed down, a ball will come out of one of the three pipes located on the small gear.
- When the ball falls into the red pipe, it will fall through the track and will drop into the red roulette.
  If the ball falls into the yellow pipe, it will pass through the track and drops into the yellow roulette.
  If the ball does not fall into any one of the three pipes, it will pass through the right track and drops into the blue roulette.
- There are three roulettes in total. The top blue roulette is drilled with holes marked with numbers & "DROP". The middle yellow roulette is drilled with holes marked with numbers, "DROP", and "3balls".The red roulette located at the bottom is drilled with holes marked with numbers & "JACKPOT".
- When the ball falls into the hole marked with numbers, the monitor will display this number and the tickets corresponding to this number will come out.
  When the ball drops into the hole marked with "DROP", the ball will fall into the next roulette.
  When the ball falls into the hole marked "3balls", 3 balls will drop randomly.
  When the ball drops into the hole marked "JACKPOT", the monitor will display JACKPOT scores and the tickets corresponding to JACKPOT will come out.
- During the game, coins can be inserted continuously.
- When the ticket dispenser is running out of tickets, after tickets are re-filled, dispenser will release those tickets that did not come out in previous game.

11. CHANGE OF SETTINGS & CONFIRMATION OF DATA

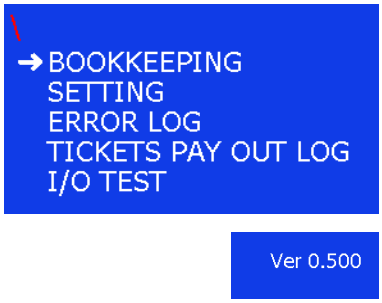
⚠ CAUTION

In order to ensure the machine functions properly, please check whether the voltage of the power supply box matches the value of the label directions.

FUNCTION KEYS ILLUSTRATION:



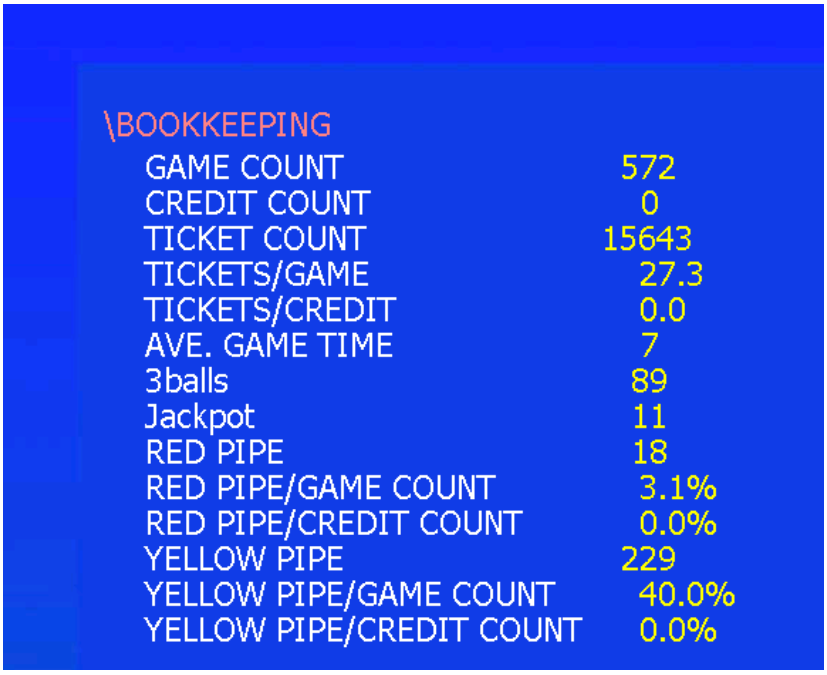
MAIN MENU



BOOKKEEPING.....Confirmation of game info
SETTING.....Change of settings
ERROR LOG.....Record of errors (the latest 10 records)
TICKETS PAY OUT LOG.....Record of ticket payout (the latest 30 records)
I/O TEST.....Test of all settings

Press button ② & ③ to move up/down of the cursor.
Press button ① to return to the menu.
Press button ④ to select the service item.

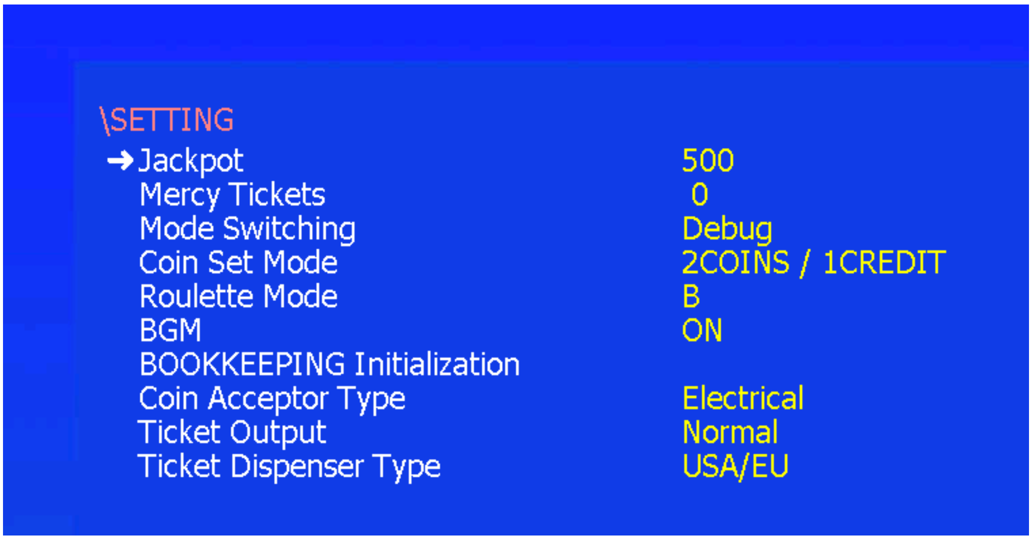
BOOKKEEPING MENU



GAME COUNT ...Total number of games played. It will be updated when it is game over.
CREDIT COUNT ...Total number of credits. (SERVICE is not counted) .
TICKETS COUNT ...Total number of ticket payout.
TICKETS/GAME ...Avg. number of ticket payout per game.
TICKETS/CREDIT ...Avg. number of ticket payout per credit.
AVE. GAME TIME ...Avg. time per game. It will be updated when it is game over.
3balls ...Accumulated number of times the ball has dropped into 3balls hole.
Jackpot ...Accumulated number of times the ball has dropped into Jackpot hole.
RED PIPE ...Accumulated number of times the ball has passed through the red pipe from sorting mechanism.
RED PIPE/GAME COUNT...Avg. number of times the ball drops into red pipe per total number of games played.
RED PIPE/CREDIT COUNT...Avg. number of times the ball drops into red pipe per total number of credits.
YELLOW PIPE ...Total number of times the ball has passed through the yellow pipe from sorting mechanism.
YELLOW PIPE/GAME COUNT...Avg. number of times the ball drops into yellow pipe per total number of games played.
YELLOW PIPE/CREDIT COUNT...Avg. number of times the ball drops into red pipe per total number of games played.

Press Button ① to return to the main menu.

SETTING MENU



Jackpot…No. of JACKPOT ticket out (100～1000) .
Mercy Tickets…No. of Mercy Ticket output (0～5) .
Mode Switching…Change of mode (Normal Game Mode、Debug Burning Mode)
Coin Set Mode… Coin insert settings (1 COIN/2CREDITS、1~10 COINS/1CREDIT)
Roulette Mode…Roulette scores settings
※※※

Numbers on the roulette can be changed by adhering “number tag” stickers according to the following instructions

After changing the numbers stickers on the roulette please don’t forget to change the settings of Roulette A,C,and D;

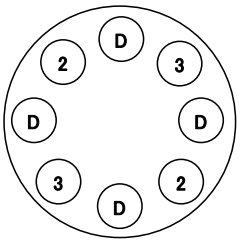
By combining the values of ” Number tag” and” JACKPOT",the per-set values of the payout of each game will be as the followings;

Default

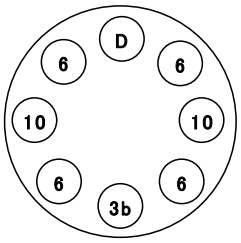
JACKPOT (pieces)	Roulette A (pieces)	Roulette B (pieces)	Roulette C (pieces)	Roulette D (pieces)
100	8	16	23	29
200	9	17	24	30
250	10	18	25	31
300	11	19	25	31
400	12	20	26	33
500	13	21	28	34
600	14	23	29	35
700	16	24	30	37
800	17	25	32	38
900	18	26	33	39
1,000	20	28	34	40

Roulette A
(Number tags –A)

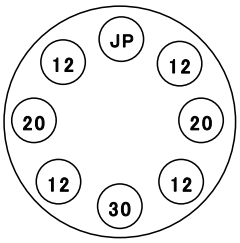
Upper section



Middle section

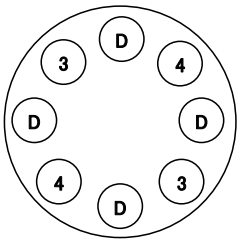


Lower section

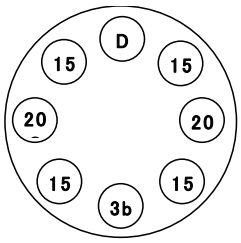


Roulette B
(Default)

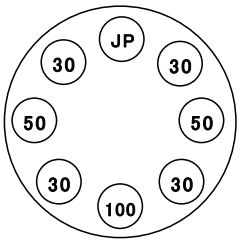
Upper section



Middle section

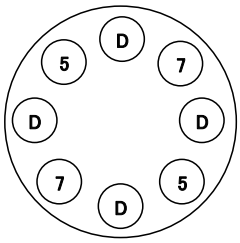


Lower section

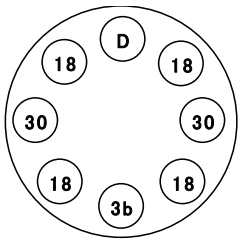


Roulette C
(Number tags –C)

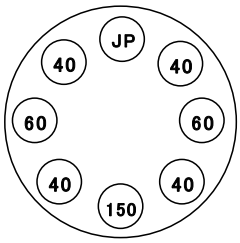
Upper section



Middle section

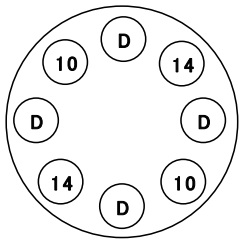


Lower section

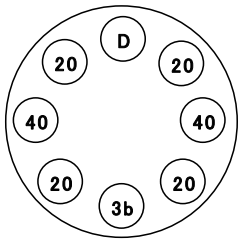


Roulette D
(Number tags –D)

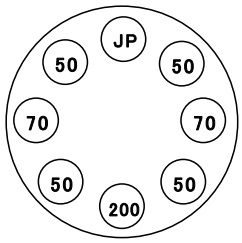
Upper section



Middle section



Lower section

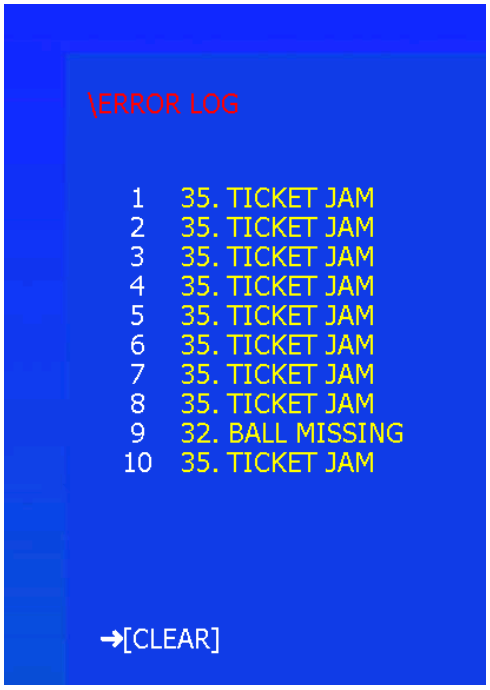


「D」Stands for DROP、「3b」Stands for 3balls。

BGM… (ON ; OFF)
BOOKKEEPING(Data Initialization)…Input 4 digits password ("1342") to clear all records in BOOKKEEPING.
Coin Acceptor Type…Selection of electronic coin acceptor or mechanical coin acceptor.
Ticket Output…Settings for No. of ticket output
Normal-> one score for one ticket
Half->two scores for one ticket
Ticket Dispenser Type…USA/EU version or Asia version

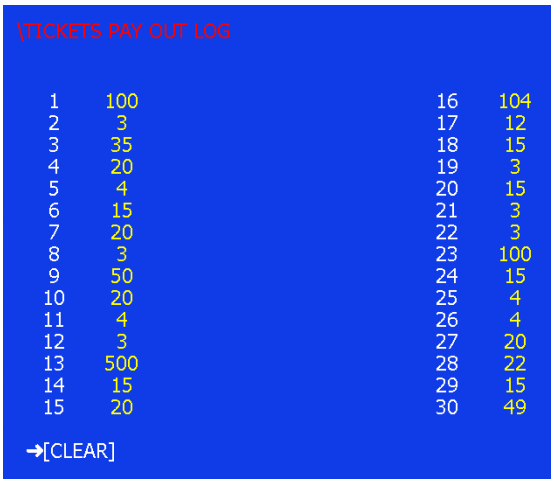
Press Button②、Button③ to move cursor up & down.
Press Button ① to return to the main menu.
Press Button ④ to change settings.

Display of error log



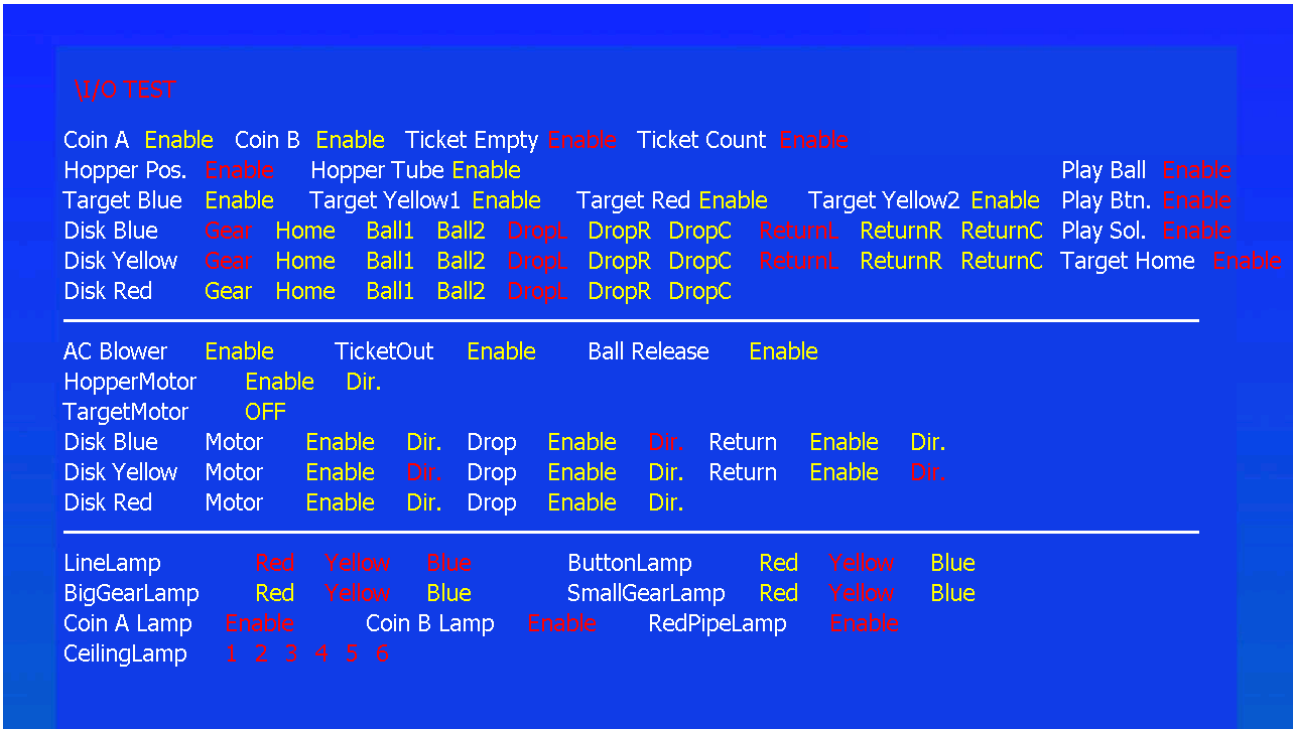
ERROR LOG : show the latest 10
Press Button ① to return to the main menu.
Press Button ④ to select the item.
Select YES and press Button ④ to clear records.

TICKETS PAY OUT LOG MENU



P Press Button ① to return to the main menu.
Press Button ④ to enter & confirm the item.
Select YES and press Button ④ to clear records.

I/O TEST MENU



Items displayed:
in red ink...responding、rotating、lamp on (ON)
in yellow ink...no responding、no rotating、lamp off (OFF)

UPPER MENU: confirmation of INPUT signal
MIDDLE MENU: ON/OFF of OUTPUT devices such as motor、ticket dispenser、air blower、solenoid
LOWER MENU: ON/OFF display of all LED

Press Button②、Button ③ to move cursor up and down.
Press Button ① to return to the main menu.
Press Button ④ to start or stop any devices.

12. Error Messages

ERR CODE	ERR UNIT	HOW TO RELEASE
01. TUBE BOTTOM JAM	Long pipe bottom	Ball gets jammed at HOPPER exit.
02. PLAY CHANNEL JAM	PLAY CHANNEL; AC Power	Ball is not in place; or sensor is activated when there is no ball; or ball ascending speed too low; or AC power low
03. BLUE TUBE JAM	BLUE TUBE	Ball gets jammed at blue tube under ball-dividing mechanism.
04. YELLOW TUBE1 JAM	YELLOW TUBE1	Ball gets jammed at yellow tube under ball-dividing mechanism (left).
05. RED TUBE JAM	RED TUBE	Ball gets jammed at red tube under ball-dividing mechanism.
06. YELLOW TUBE2 JAM	YELLOW TUBE2	Ball gets jammed at yellow tube under ball-dividing mechanism (right).
07. PLAY MOTOR ERROR	PLAY MOTOR	Motor of ball-dividing mechanism is not working; or HOME sensor of the motor is not responded.
08. BLUE ROTATE MOTOR ERROR	BLUE ROULETTE	Blue roulette is not rotating; or gear sensor error.
09. BLUE DROP MOTOR ERROR	BLUE ROULETTE	DROP motor of blue roulette is not running; or sensor error of DropL & DropR.
10. BLUE RETURN MOTOR ERROR	BLUE ROULETTE	RETURN motor of blue roulette is not running; or sensor error of ReturnL & ReturnR.
11. BLUE BALL1 SENSOR ERROR	BLUE ROULETTE	Sensor error of BALL1 for blue roulette (respond for 3 seconds).
12. BLUE BALL2 SENSOR ERROR	BLUE ROULETTE	Sensor error of BALL2 for blue roulette (respond for 3 seconds).
13. BLUE HOME SENSOR ERROR	BLUE ROULETTE	Sensor error of HOME for blue roulette (respond for 3 seconds) ; or sensor is not responding.
14. BLUE DROP SENSOR ERROR	BLUE ROULETTE	Sensor error of DropC for blue roulette (respond for 3 seconds).
15. BLUE RETURN SENSOR ERROR	BLUE ROULETTE	Sensor error of ReturnC for blue roulette (respond for 3 seconds) .
16. YELLOW ROTATE MOTOR ERROR	YELLOW ROULETTE	Yellow roulette is not rotating; or gear sensor error.
17. YELLOW DROP MOTOR ERROR	YELLOW ROULETTE	DROP motor of yellow roulette is not running; or sensor error of DropL & DropR.
18. YELLOW RETURN MOTOR ERROR	YELLOW ROULETTE	RETURN motor of yellow roulette is not running; or sensor error of ReturnL & ReturnR.

19. YELLOW BALL1 SENSOR ERROR	YELLOW ROULETTE	Sensor error of BALL1 for yellow roulette (respond for 3 seconds).
20. YELLOW BALL2 SENSOR ERROR	YELLOW ROULETTE	Sensor error of BALL2 for yellow roulette (respond for 3 seconds).
21. YELLOW HOME SENSOR ERROR	YELLOW ROULETTE	Sensor error of HOME for yellow roulette (respond for 3 seconds); or sensor is not responding.
22. YELLOW DROP SENSOR ERROR	YELLOW ROULETTE	Sensor error of DropC for yellow roulette (respond for 3 seconds);
23. YELLOW RETURN SENSOR ERROR	YELLOW ROULETTE	Sensor error of ReturnC for yellow roulette (respond for 3 seconds);
24. RED ROTATE MOTOR ERROR	RED ROTATOR	Red roulette is not rotating; or gear sensor error.
25. RED DROP MOTOR ERROR	RED ROULETTE	DROP motor of red roulette is not running; or sensor error of DropL & DropR.
26. RED BALL1 SENSOR ERROR	RED ROULETTE	Sensor error of BALL1 for red roulette (respond for 3 seconds);
27. RED BALL2 SENSOR ERROR	RED ROULETTE	Sensor error of BALL2 for red roulette (respond for 3 seconds);
28. RED HOME SENSOR ERROR	RED ROULETTE	Sensor error of HOME for red roulette (respond for 3 seconds); or sensor is not responding
29. RED DROP SENSOR ERROR	RED ROULETTE	Sensor error of DropC for red roulette (respond for 3 seconds);
30. PLAY SOLENOID ERROR	PLAY CHANNEL	Solenoid is not working; or HOME sensor error
31. HOPPER ERROR	BALL BLOWER	HOPPER is not working; or sensor error
32. BALL MISSING	ROULETTE	20 seconds after the game starts, ball is not detected in roulette.
33. COIN ACCEPTOR JAM	COIN ACCEPTOR	Mechanical coin acceptor jammed.
34. TICKET EMPTY	TICKET DISPENSER	Ticket empty
35. TICKET JAM	TICKET DISPENSER	Ticket jam or broken ticket.

13. DISCARDING THE MACHINE

CAUTION

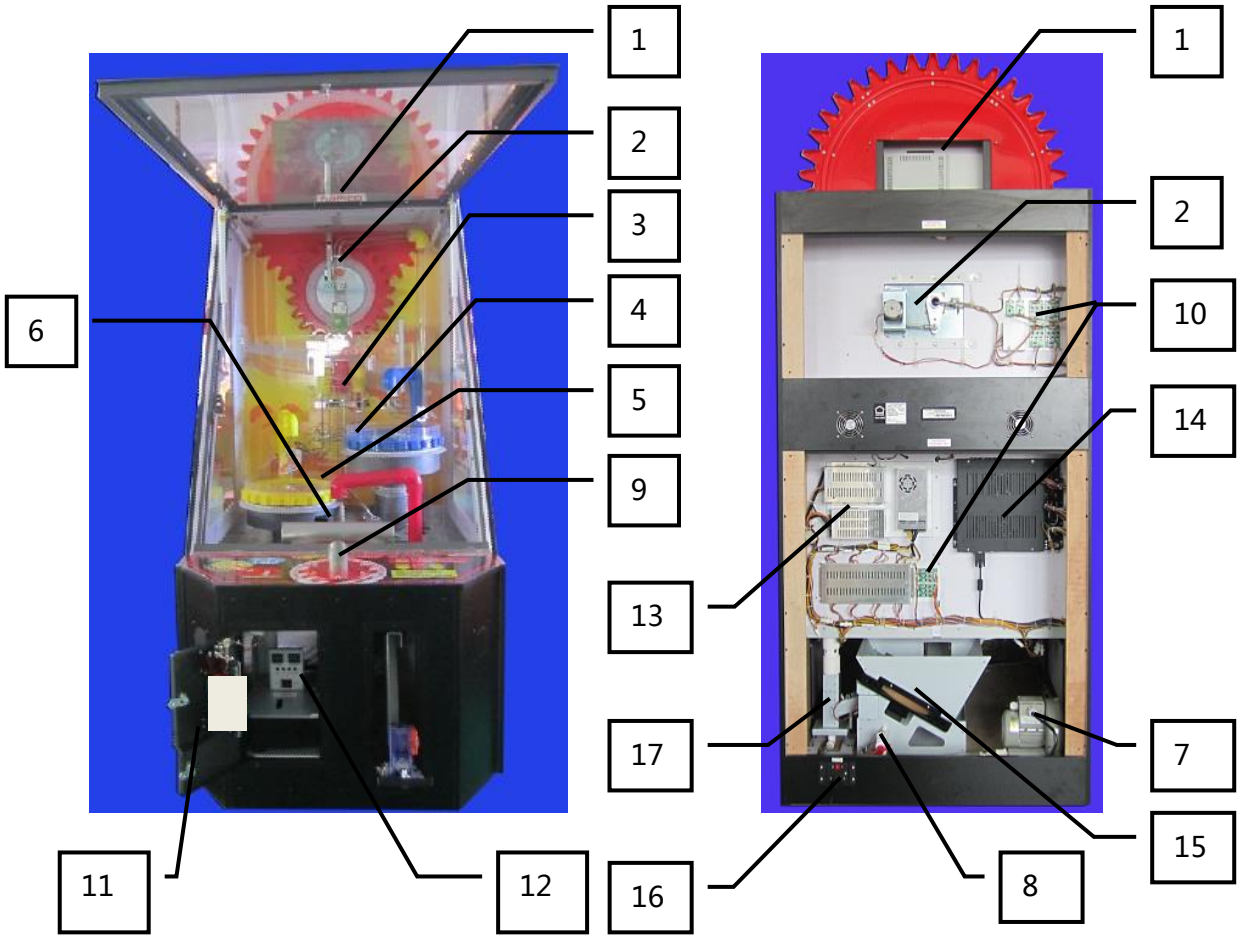
● The machine must be collected, transported and discarded in accordance with the local laws and regulations.
● When entrusting a third party to collect, transport and discard the machine, be sure to use specialist companies to perform the task.

NOTICE

- Compliance with WEEE regulations
  The machine must be collected, transported and discarded in accordance with the local laws and regulations.
  When entrusting a third party to collect, transport and discard the machine ensure that they are authorized to do so.
- Software used in this game machine is protected by copyright laws.
  It is forbidden to copy, adapt, distribute publicly, or use the software for purposes other than the operation of this machine.
  Infringement of the copyright laws may subject persons to criminal penalties.
  Do not use the recording media containing the software in a machine other than the specified game machine. Doing so can result in equipment malfunction.

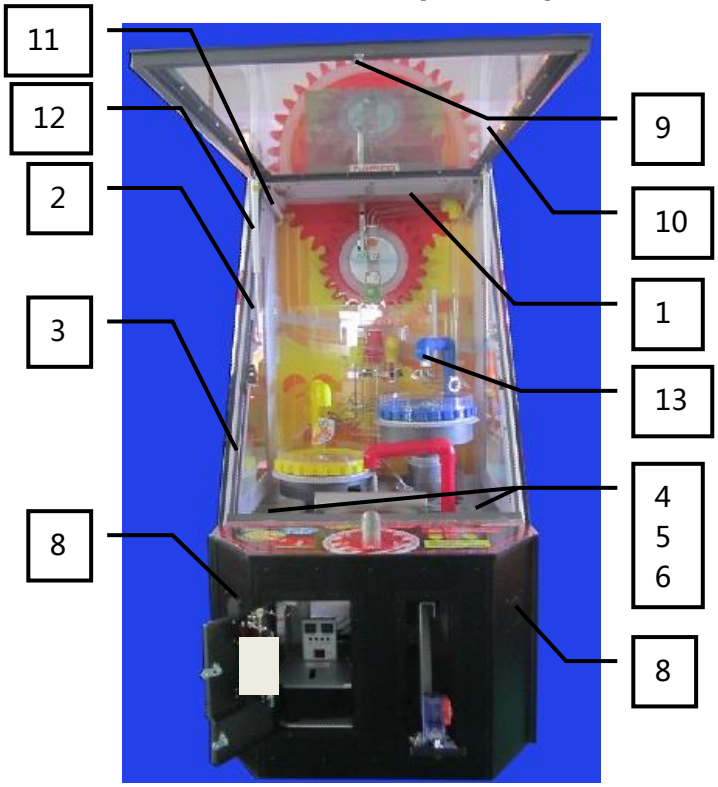
14. Assembly description

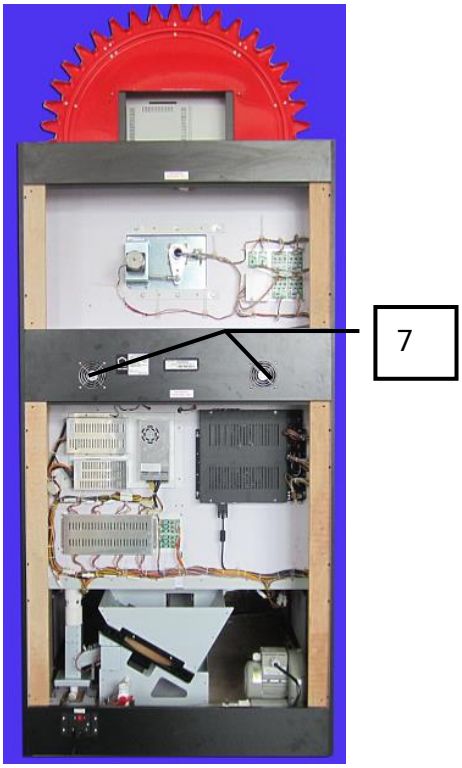
14.1 ・・Cabinet (Unit)



ITEM	DESCRIPTION	QY .	PART No.
1	LCD Box Unit	1	
2	Launcher Unit	1	
3	Target Unit	1	
4	Blue Roulette Unit	1	
5	Yellow Roulette Unit	1	
6	Red Roulette Unit	1	
7	Blower Unit	1	
8	Blast Volume Regulator Unit	1	
9	Handel Unit	1	
10	Feature Boards Unit	1	
11	Coin Door Unit	1	
12	Redemption Door Unit	1	
13	Power Supply Unit	1	
14	PC Box Unit	1	
15	Hopper Unit	1	
16	AC Power Input Unit	1	
17	Send Ball Unit	1	

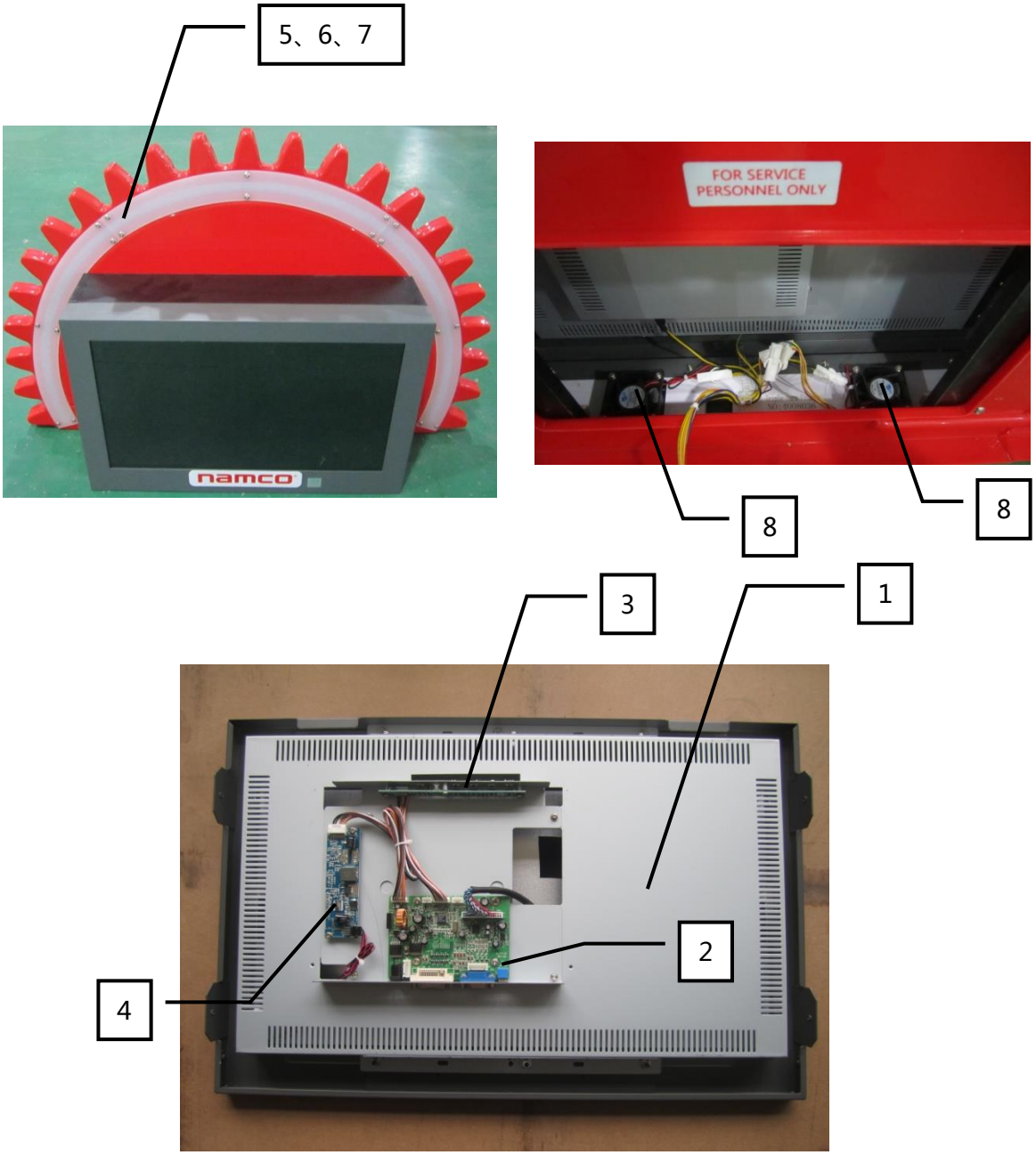
14.2 ・・Cabinet (Parts)





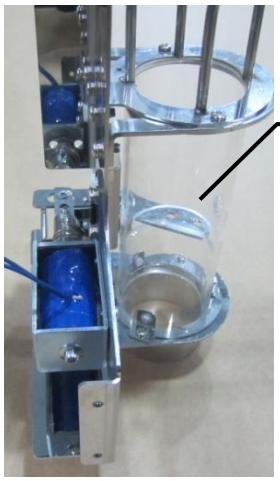
ITEM	DESCRIPTION	QY .	PART No.
1	Ceiling LED LAMP(LED-PVC-750L-75P-W)	6	310-720
2	SIDE LED LAMP(LED-PVC-660L-66P-W)	2	310-721
3	SIDE LED LAMP(LED-PVC-690L-69P-W)	2	310-722
4	Floor LED LAMP(LED-PVC-750L-75P-SY)	2	310-723
5	Floor LED LAMP(LED-PVC-750L-75P-SR)	2	310-724
6	Floor LED LAMP(LED-PVC-750L-75P-SB)	2	310-725
7	Fan 80x80x25T-DC12V	2	310-551
8	SPEAKER (4 inch 8Ω15W)	2	310-555
9	Lock(9895 27L)	1	310-552
10	Acrylic panel (J2119)	1	310-726
11	Air spring(80Nf)	2	310-727
12	Air spring(130Nf)	2	310-728
13	LED CUP LAMP(MR16 SL-209)	3	310-729

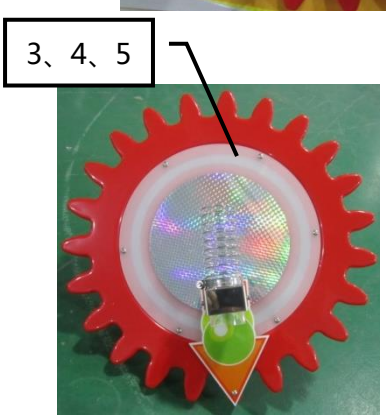
14.3 ・・・LCD Box Unit

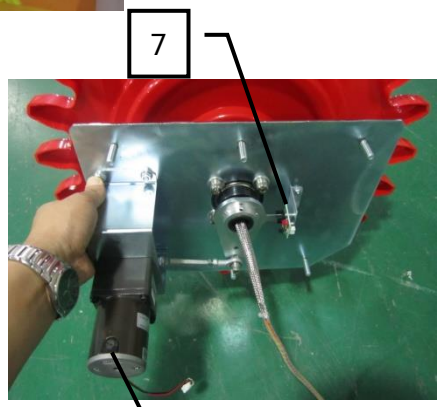


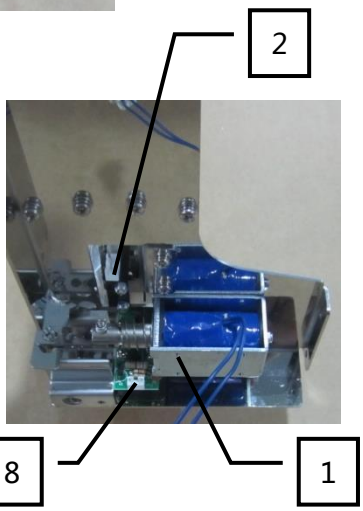
ITEM	DESCRIPTION	QY .	PART No.
1	LCD(AU 16:9 M215HW02 V0 ; 21.5" LCD PANEL)	1	310-570
2	A/D Board (ALLYSTAR M03-MB)	1	310-571
3	KB Board (Allystar MOSB-03)	1	310-572
4	LED DRIVER BOARD (LDB2720MX4V70B1)	1	310-573
5	Poster LED SMD (LED-FPC-140L-84P-SR)	1	310-740
6	Poster LED SMD (LED-FPC-140L-84P-SY)	1	310-741
7	Poster LED SMD (LED-FPC-140L-84P-SB)	1	310-742
8	Fan (60x60x25T-DC12V)	2	310-743

14.4 ・・・Launcher Unit







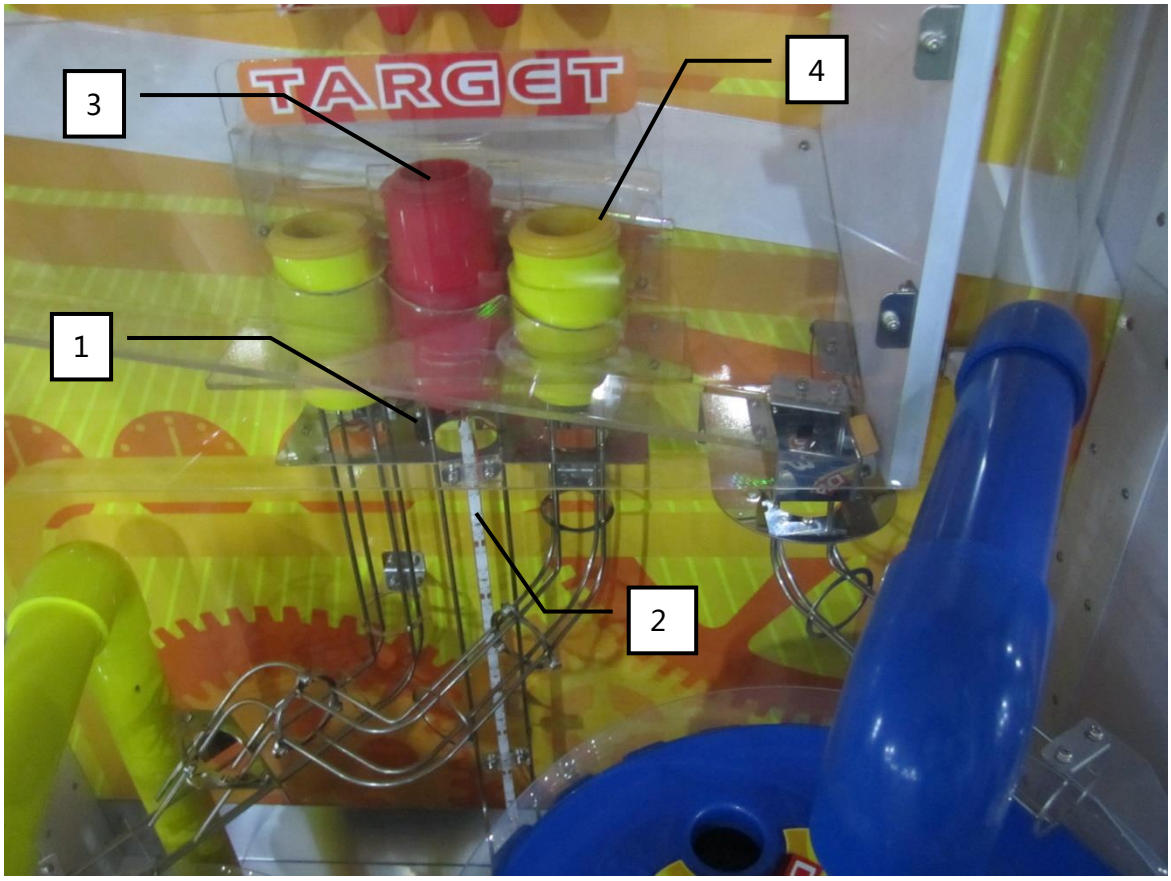


⚠ CAUTION

If sensor (KR1207) ERROR :
1 ERR CODE 02

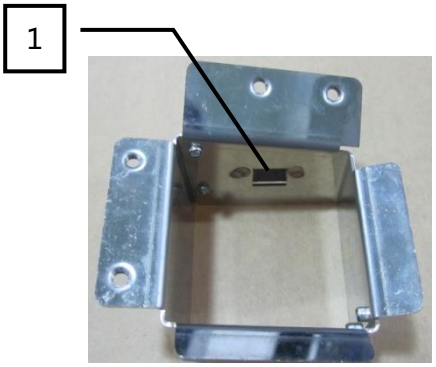
ITEM	DESCRIPTION	QY .	PART No.
1	Launch SOLENOID (DC 12V 1253L)	1	310-750
2	Sensor (KR 1207)	1	310-577
3	Launch LED SMD(LED-FPC-80L-48P-SR)	1	310-751
4	Launch LED SMD (LED-FPC-80L-48-SY)	1	310-752
5	Launch LED SMD (LED-FPC-80L-48P-SB)	1	310-753
6	Acrylic Pipe(J2111B)	1	310-754
7	Sensor (HQ SSR-DOWN)	1	310-755
8	Sensor (HQ SSR-UP)	1	310-756
9	Launch DC Motor(DC 24V 55R.P.M.)	1	310-757

14.5 ・・・Target Unit



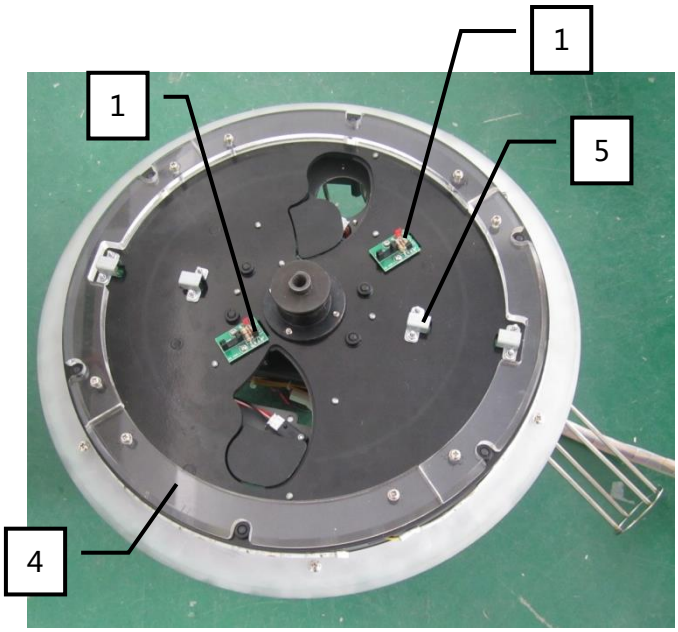
CAUTION

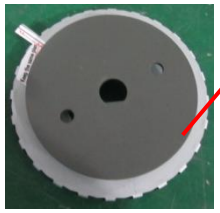
If sensor (KR1207) ERROR :
1 ERR CODE : 32
2 You cannot end the current game and start the next game.

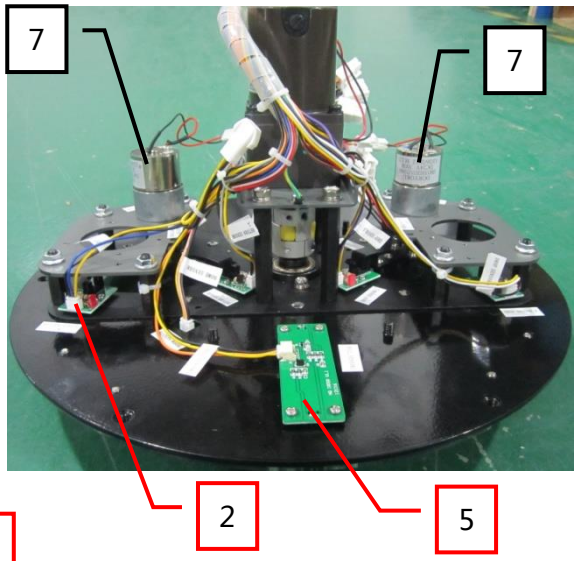


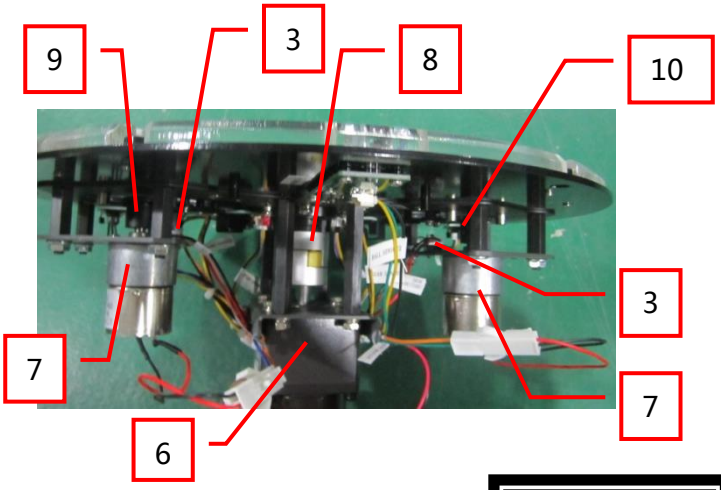
ITEM	DESCRIPTION	QY .	PART No.
1	Sensor (KR 1207)	4	310-577
2	Leading LED SMD(LED-FPC-90L-54P-SR)	1	310-765
3	Roulette Leading RED (400804210A)	1	310-766
4	Roulette Leading YELLOW (400804211A)	2	310-767

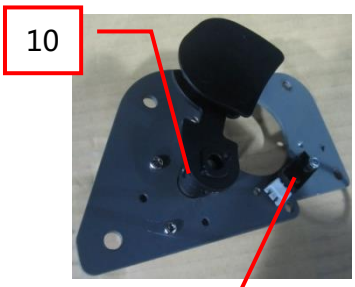
14.6 ・・・Blue Roulette Unit









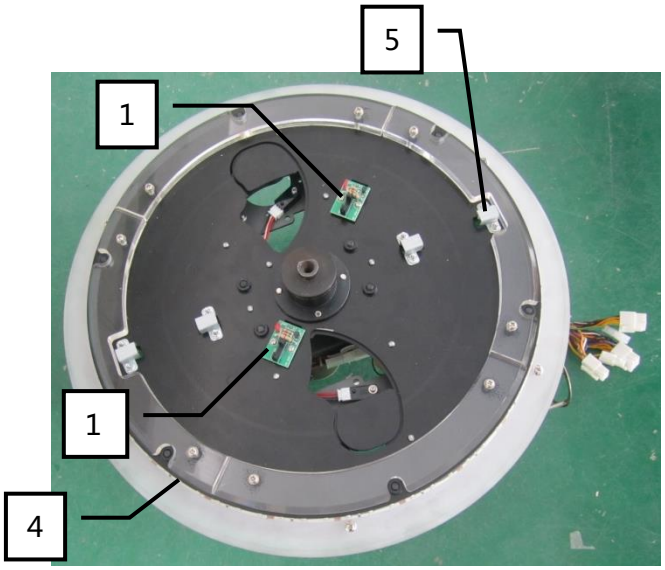


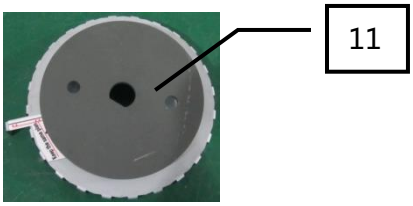
⚠ CAUTION

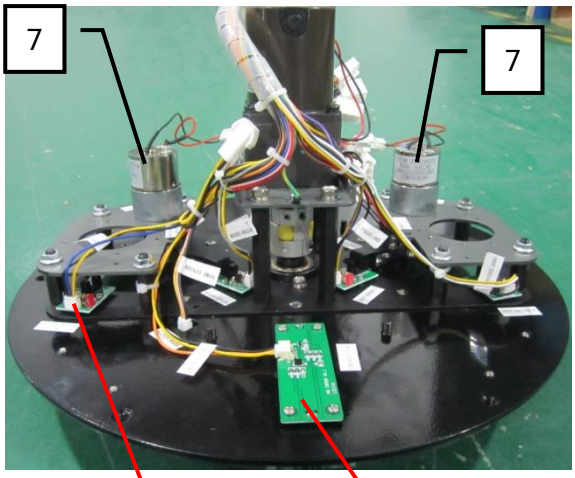
In order to ensure normal operation, after the machine being in operations, check if the screws of elements "7", "8", "9", "10" are loosen. If the screws are loosen, please fasten them before you start operating the machines.

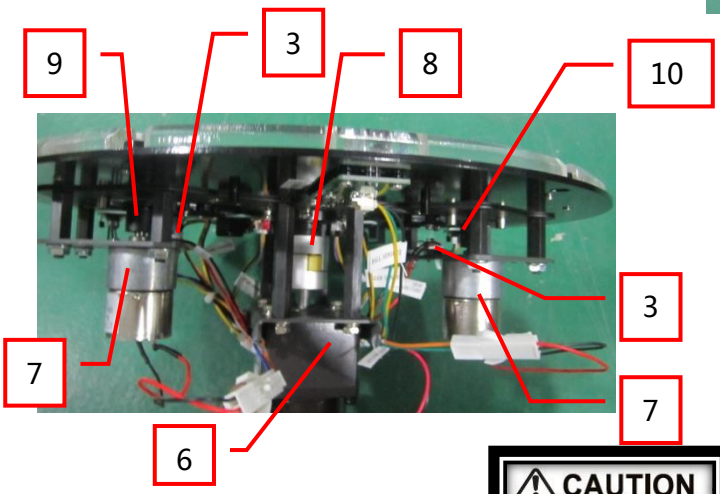
ITEM	DESCRIPTION	QY .	PART No.
1	Sensor (HQ SSR-DOWN)	2	310-755
2	Sensor (HQ SSR-UP)	4	310-756
3	Sensor (KR 1207)	2	310-577
4	Roulette LED SMD(LED-FPC-110L-66P-SB)	1	310-815
5	IRRS board(HQ IRRSR V1.1)	2	310-816
6	Revolve DC motor (DC24V 15R.P.M.)	1	310-817
7	Spin DC motor (DC24V 300R.P.M.)	2	310-818
8	Coupler	1	310-819
9	Shuttle1(400802204B)	1	310-820
10	Shuttle2(400802203B)	1	310-821
11	Sensor Buffer for B&R	1	310-822

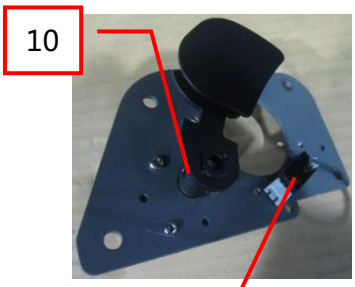
14.7 ・・・Yellow Roulette Unit









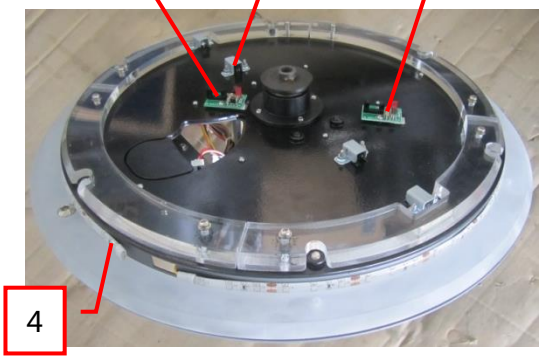


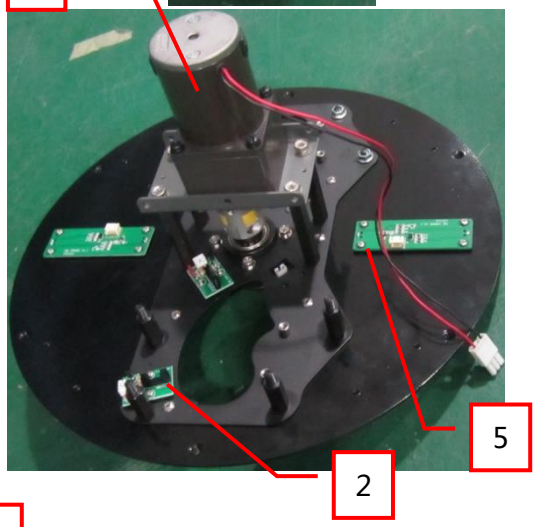
CAUTION

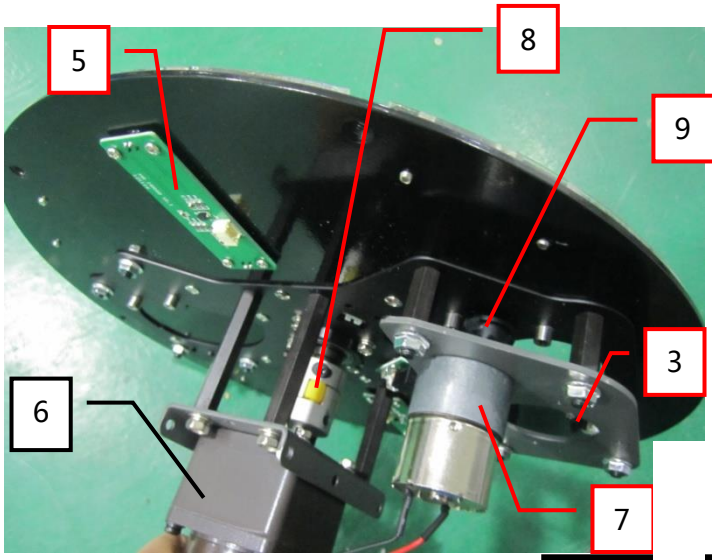
In order to ensure normal operation, after the machine being in operations, check if the screws of elements "7", "8", "9", "10" are loosen. If the screws are loosen, please fasten them before you start operating the machines.

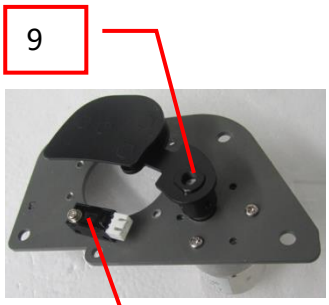
ITEM	DESCRIPTION	QY .	PART No.
1	Sensor (HQ SSR-DOWN)	2	310-755
2	Sensor (HQ SSR-UP)	4	310-756
3	Sensor (KR 1207)	2	310-577
4	Roulette LED SMD(LED-FPC-110L-66P-SY)	1	310-830
5	IRRS board(HQ IRRSR V1.1)	2	310-816
6	Revolve DC motor (DC24V 15R.P.M.)	1	310-817
7	Spin DC motor (DC24V 300R.P.M.)	2	310-818
8	Coupler	1	310-819
9	Shuttle1(400802204B)	1	310-820
10	Shuttle2(400802203B)	1	310-821
11	Sensor Buffer for Yellow	1	310-831

14.8 · · · Red Roulette Unit









⚠ CAUTION

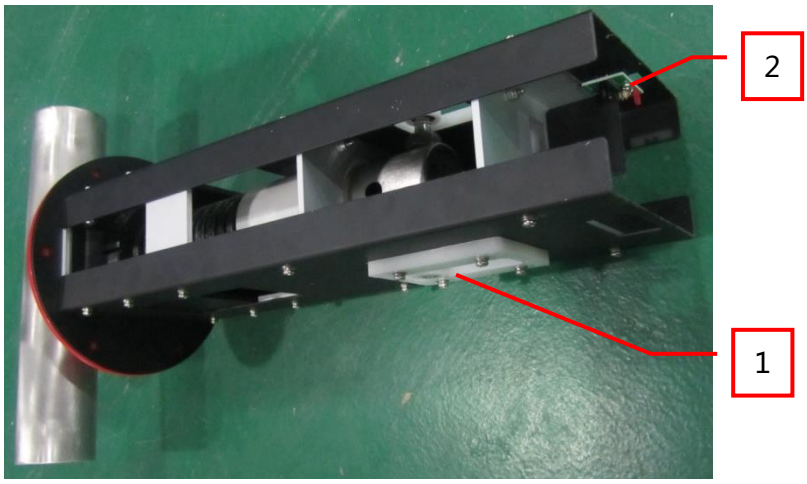
In order to ensure normal operation, after the machine being in operations, check if the screws of elements "7", "8", "9", "10" are loosen. If the screws are loosen, please fasten them before you start operating the machines.

ITEM	DESCRIPTION	QY .	PART No.
1	Sensor (HQ SSR-DOWN)	2	310-755
2	Sensor (HQ SSR-UP)	2	310-756
3	Sensor (KR 1207)	1	310-577
4	Roulette LED SMD(LED-FPC-110L-66P-SR)	1	310-840
5	IRRS board(HQ IRRSR V1.1)	2	310-816
6	Revolve DC motor (DC24V 15R.P.M.)	1	310-817
7	Spin DC motor (DC24V 300R.P.M.)	1	310-818
8	Coupler	1	310-819
9	Shuttle2(400802203B)	1	310-821
10	Sensor Buffer for B&R	1	310-831
11		1	

14.9 ・・・Blower Unit

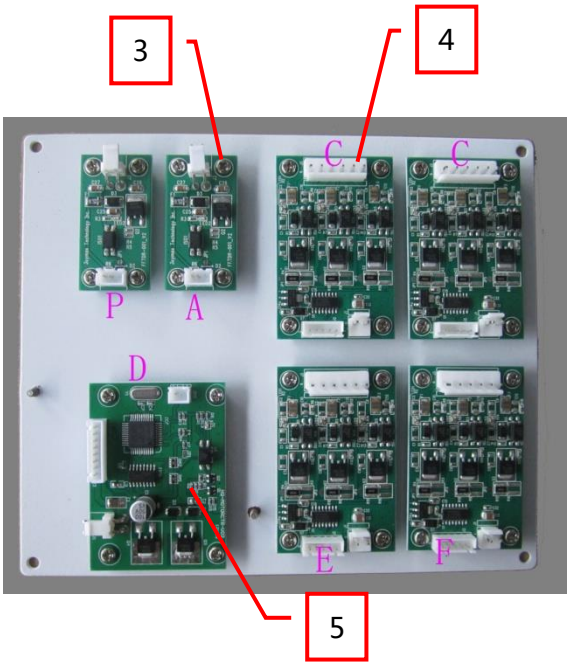
ITEM	DESCRIPTION	QY .	PART No.
1	BLOWER (DG-100-11)	1	310-562
2	SSR(KD20C15AX)	1	310-563

14.10 ・・・Handle Unit



ITEM	DESCRIPTION	QY .	PART No.
1	Bearing Bolts(M6X22DX7H-YOK-DR22)	2	310-601
2	Sensor (HQ SSR-DOWN)	1	310-755

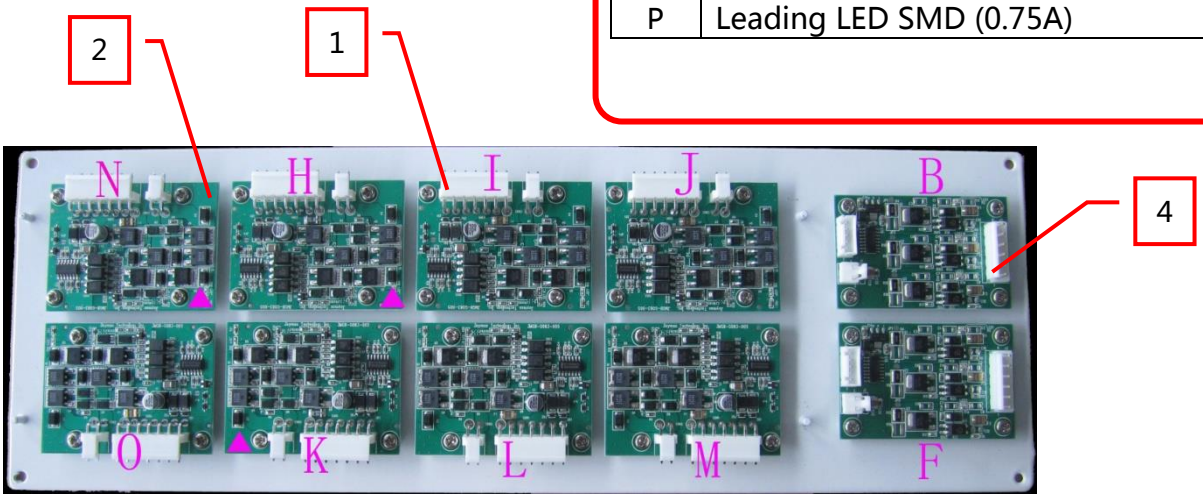
14.11 · · · Feature Boards Unit



CAUTION

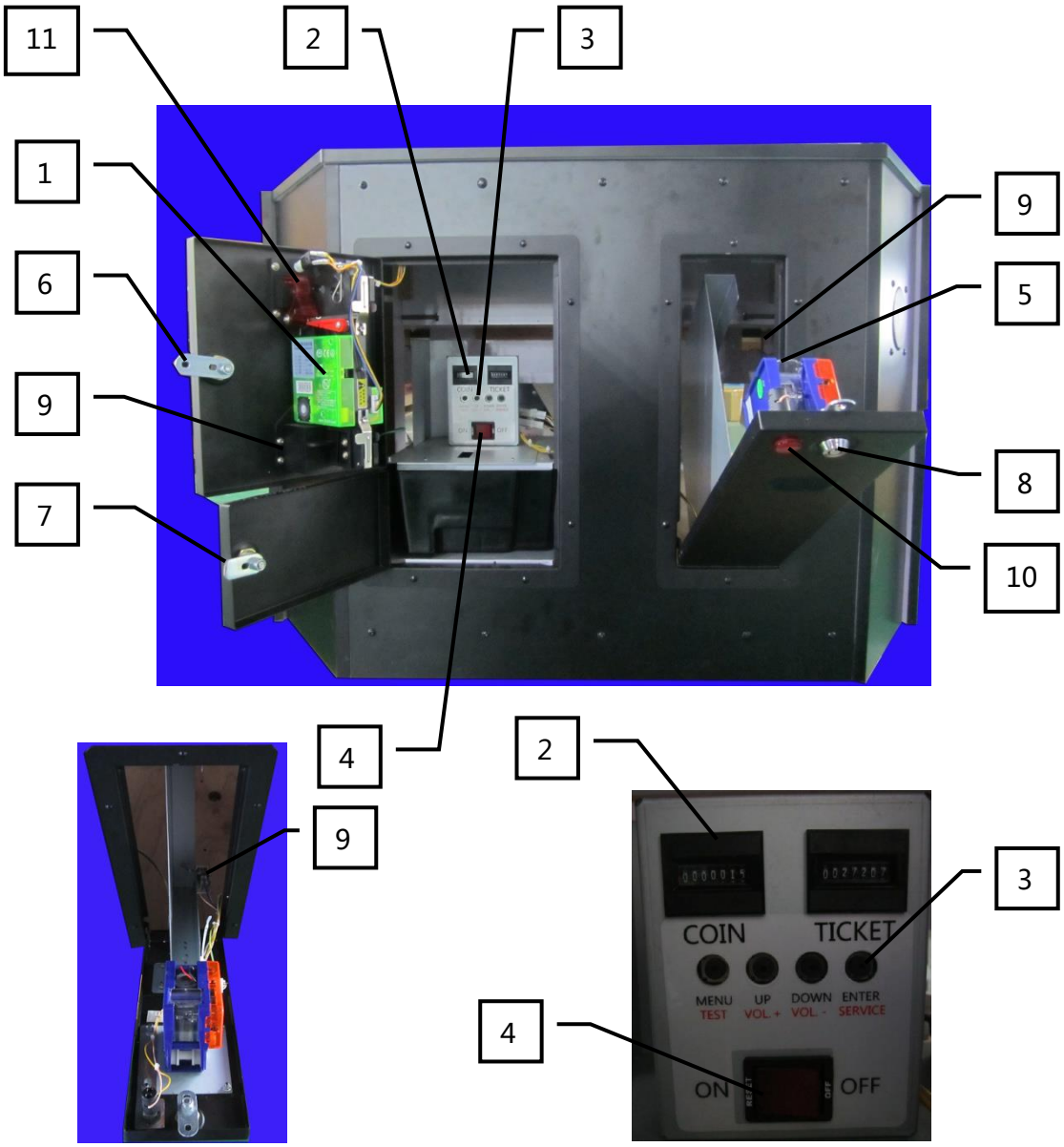
PCB Unit Driver Parts List:

Sign	Parts
A	Launch SOLENOID (0.75A)
B	LED CUP LAMP (0.75A)
C	Ceiling LED LAMP (0.75A)
D	Launch DC Motor (1.5A)
E	Launch LED SMD (0.75A)
F	Floor LED SMD (0.75A)
G	Poster LED SMD (0.75A)
H	Revolve DC motor-B (1.5A)
I	Drop Spin DC motor-B (0.75A)
J	Return Spin DC motor-B (0.75A)
K	Revolve DC motor-Y (1.5A)
L	Drop Spin DC motor-Y (0.75A)
M	Return Spin DC motor-Y (0.75A)
N	Revolve DC motor-R (1.5A)
O	Drop Spin DC motor-R (0.75A)
P	Leading LED SMD (0.75A)



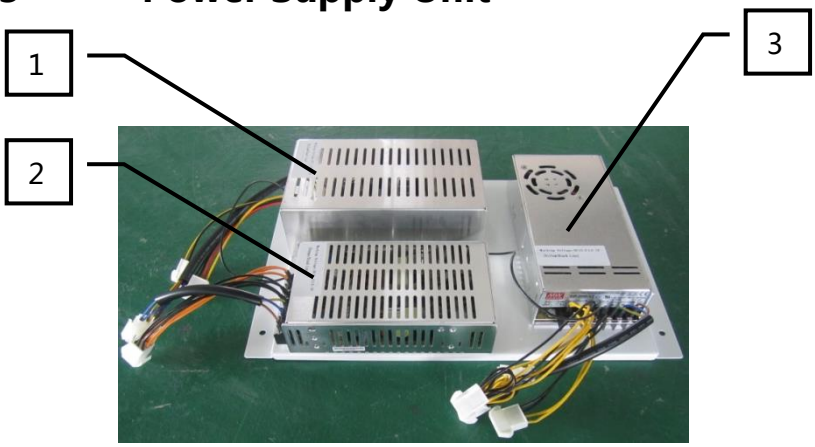
ITEM	DESCRIPTION	QY .	PART No.
1	DC MOTOR Driver Board (JMGB-G083-005 0.75A)	5	310-558
2	DC MOTOR Driver Board (JMGB-G083-005 1.5A)	3	310-641
3	Driver Board (FETDR-001 V2)	2	310-561
4	Driver Board(PCB-FETDR-005)	6	310-557
5	PWM Driver Board (HQ MOTORVTR-V03)	1	310-780

14.12 · · · Coin /Redemption Door Unit For Asia



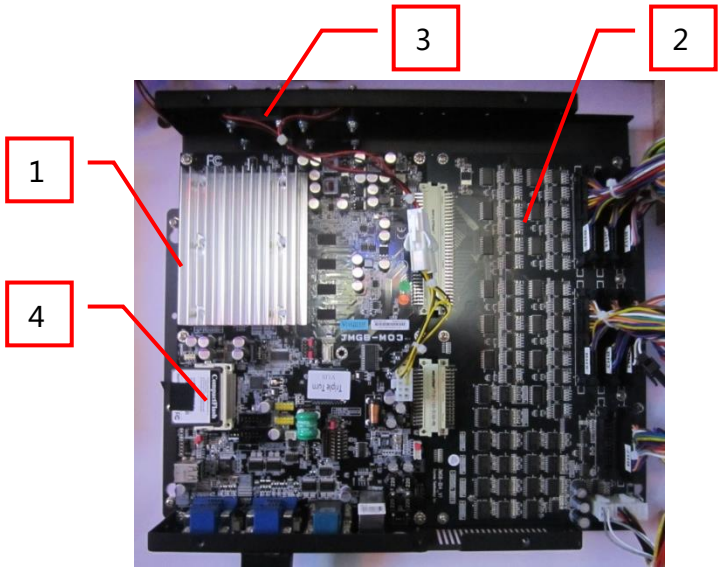
ITEM	DESCRIPTION	QY .	PART No.
1	Coin Selector(TW-800-PLUS)	1	310-665
2	Counter (OA-126)	2	310-648
3	Key Board Unit (CRKB-001)	1	310-649
4	Power Switch(SS-005AC)	1	310-650
5	Redemption (TL-001B)	1	310-786
6	Door Lock(9895 17L)	2	310-651
7	Case Lock(9888 17L)	1	310-652
8	Lock (9895 27L)	1	310-552
9	Switch(SW3-50s)	1	310-653
10	LED(DC12V;D19d14)	1	310-785
11	Led Lamp(Φ10 DC12V)	1	310-654

14.13 · · · Power Supply Unit



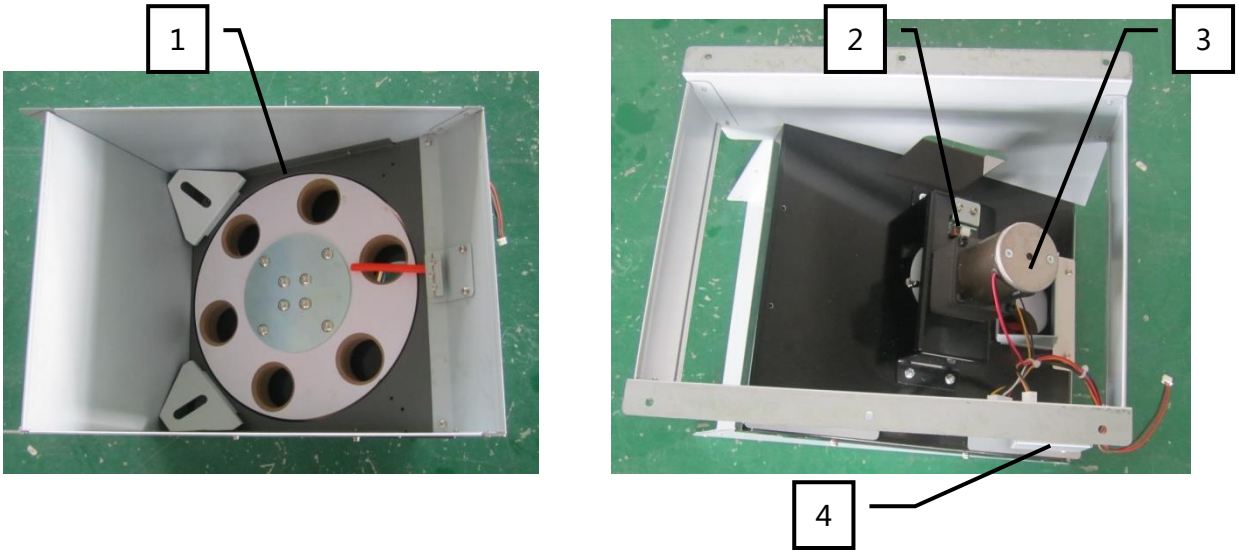
ITEM	DESCRIPTION	QY .	PART No.
1	PC Power Supply (MW-PD-110)	1	310-790
2	Power Supply (SP-100-12)	1	310-791
3	Power Supply (SP-200-12)	1	310-792

14.14 · · · PC Box Unit



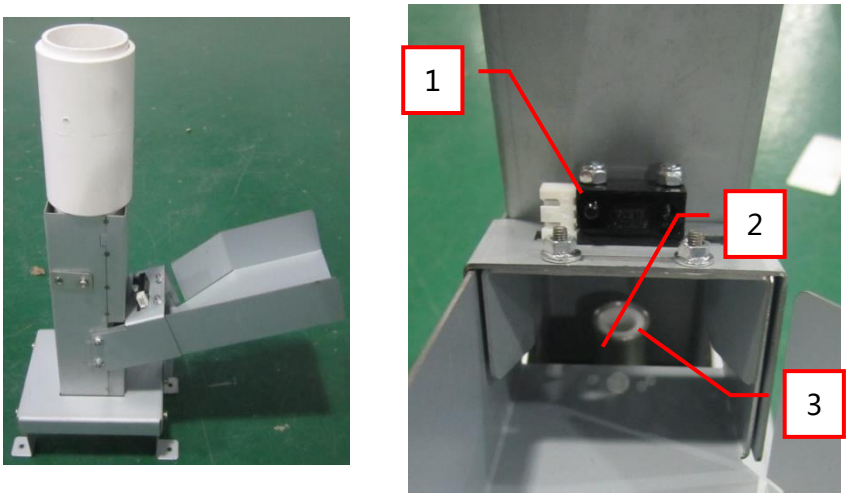
ITEM	DESCRIPTION	QY .	PART No.
1	Pc Board(JMGB-M03: VIA NANO 1.0GHZ/WITH 1GB)	1	310-674
2	I/O Board(JMGB-I04 V1.0)	1	310-675
3	Fan(40x40x20T-DC12V)	2	310-676
4	CF Card(256M)	1	310-794

14.15 · · · Hopper Unit



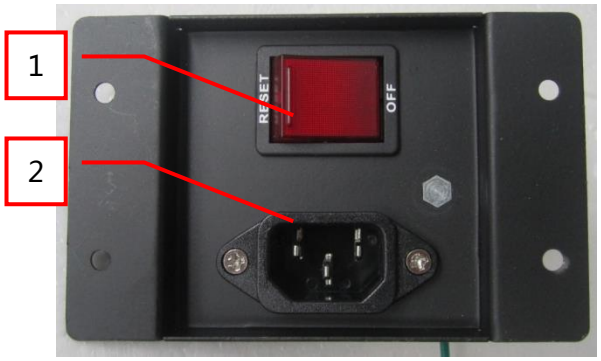
ITEM	DESCRIPTION	QY .	PART No.
1	Hopper Disk Unit	1	310-800
2	Sensor (HQ SSR-UP)	1	310-756
3	DC motor(DC24V 15R.P.M.)	1	310-801
4	Motor Driver Board (JMGB-G083-005 ;1.5A)	1	310-641

14.16 · · · Send Ball Unit



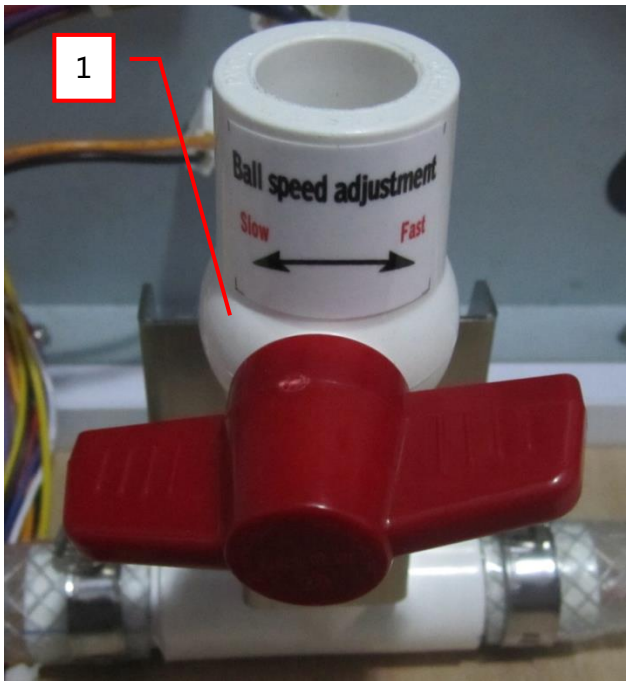
ITEM	DESCRIPTION	QY .	PART No.
1	Sensor (KR1207)	1	310-577
2	Bolwtorch (A2038-V02)	1	310-802
3	Stuff (400803503)	1	310-803

14.17 · · · AC Power Input Unit



ITEM	DESCRIPTION	QY .	PART No.
1	Power switch(SS-005AC 250V/4A 50/60HZ ;)	1	310-554
2	AC OUTLET (AC 250V/15A R-301(B00))	1	310-556

14.18 · · · Blast Volume Regulator Unit



CAUTION

If the ball coming out of the tube located on top of the machine too fast, turn the valve anti-clockwise to release the air (As for the degree of turning the valve, it should be okay as long as the ball can be sent to the area where 14.4 sections "O" illustrated.

ITEM	DESCRIPTION	QY .	PART No.
1	Valve(Φ20MM)	1	310-810

15. Wire harness diagram