BALL SPECTACULAR MANUAL

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 theappliance by a person responsible for their safety.

Children should be supervised while playing this game.

⚠ CAUTION

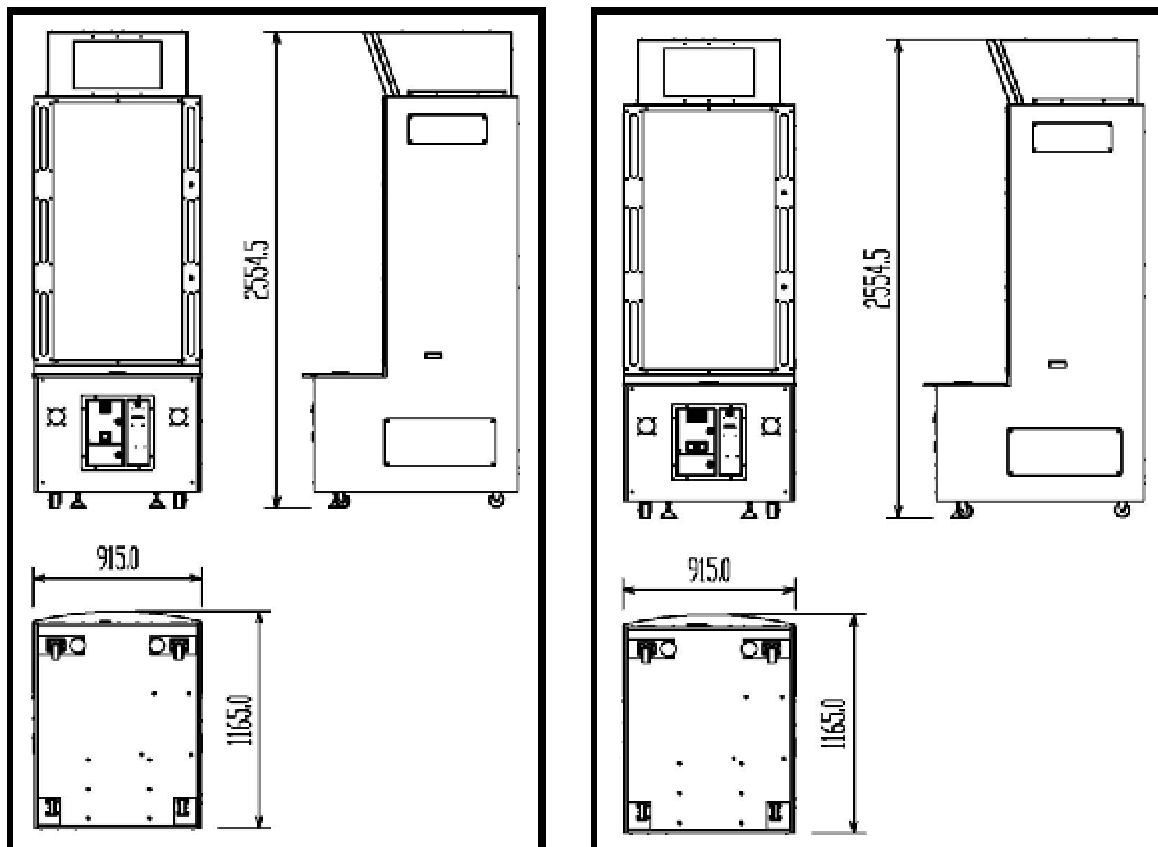| |
| --- |
| When opening or closing the glass door, support the glass with one hand and avoid applying impact to the door during opening or closing. Careless handling of the glass door can result in the pinching of your hand or the breakage of the glass causing possible injury. |
| When moving the 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 forceis 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 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: 400W (for indoor use only)

AMBIENT OPERATING   +5 °C to +35 °C(41F −95F)
TEMPERATURE

DIMENSIONS: 915mm(w) x 1165mm(d) x 2555mm(h)

WEIGHT: 260kg

ACCESSORIES: Operation Manual;
                           Ball: (pink ball; white ball;
                                    yellow;orange ball;);
                           power cord;
                           Keys: (Front Door)
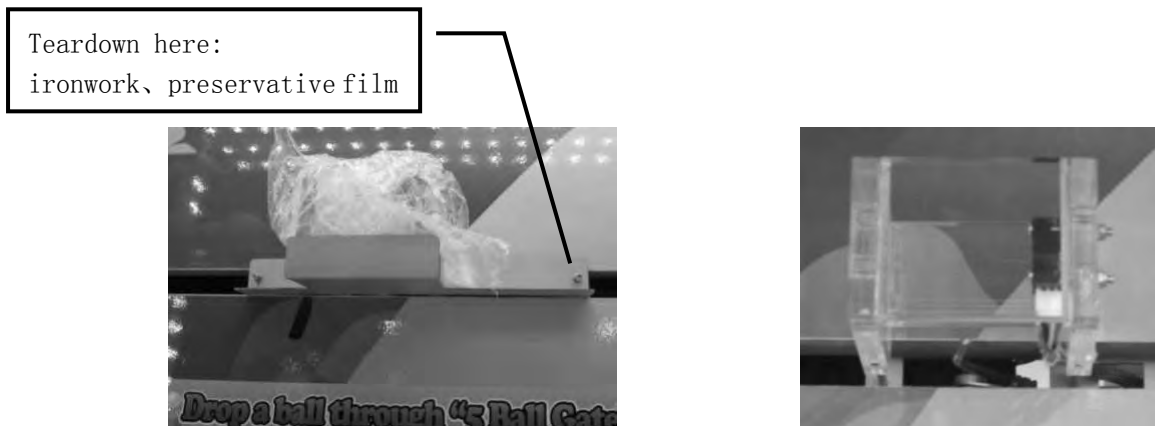   (Coin compartment Door) } Common Key (Redemption
                                  Door)
                                  (Cashbox)
                           Number acrylic;
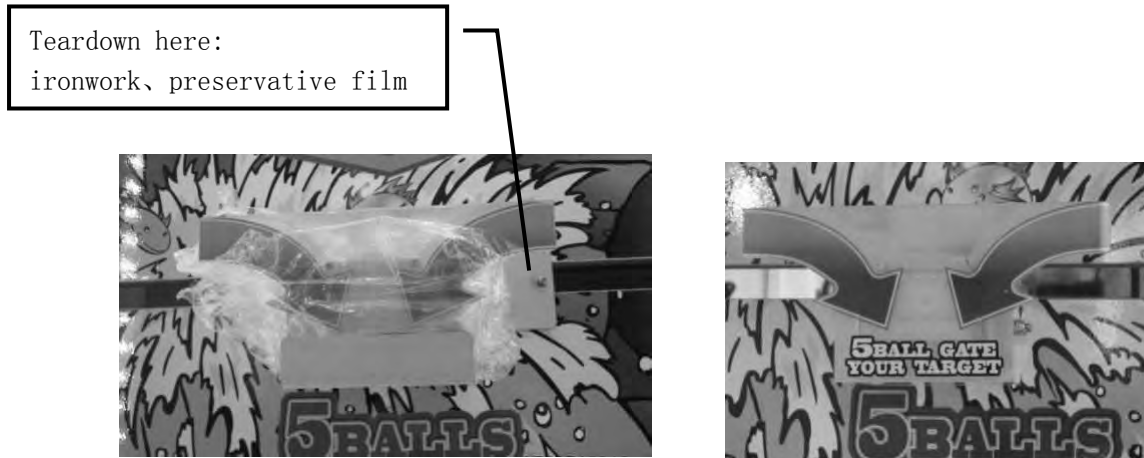
3. TEARDOWN FOR TRANSPORTATION

3.1　・・・Jackpot Cascading Unit

Teardown this foam

3.2　・・・Starting Gate Unit

Teardown here:
ironwork、preservative film

3.3　・・・5Ball Gate Unit

Teardown here:
ironwork、preservative film

4. Installation of LCD Box Unit

Top Tray 1pcs
Screw M4X12 8pcs

Top Tray 1pcs
Screw M4X12 8pcs

Pipe

OK

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
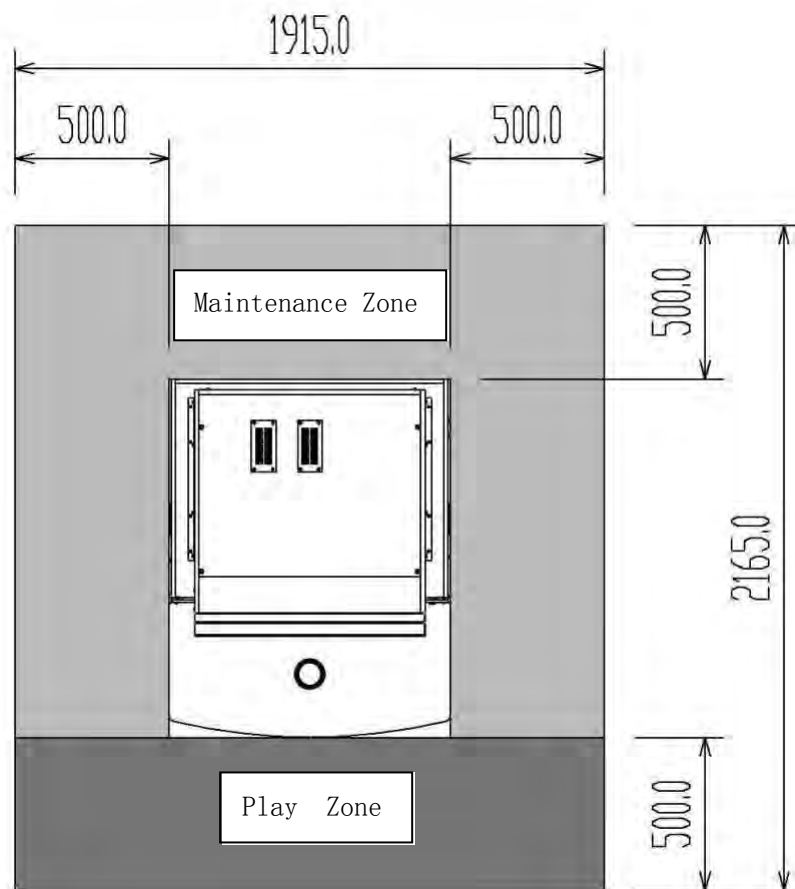
6. Play Zone of Installed Machine

<div style="border:1px solid">

⚠ CAUTION

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

</div>

◖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	310-680
2	Key (9888)	2	310-681
3	White Ball　(25 pieces)	25	310-564
4	Pink Ball　(25 pieces)	25	310-565
5	Yellow Ball　(25 pieces)	25	310-566
6	Orange Ball (25 pieces)	25	310-567
7	Number acrylic （"1"）	4	310-621
8	Number acrylic （"3"）	6	310-617
9	Number acrylic （"10"）	8	310-618
10	Number acrylic （"20"）	2	310-622
11	Power cord	1	310-553
12	Operation Manual	1	310-682
13	Pipe	1	
14	Top Tray	2	
15	Screw M4x12	16	

（※ Number acrylic （"2"） PART No.310-620 ）
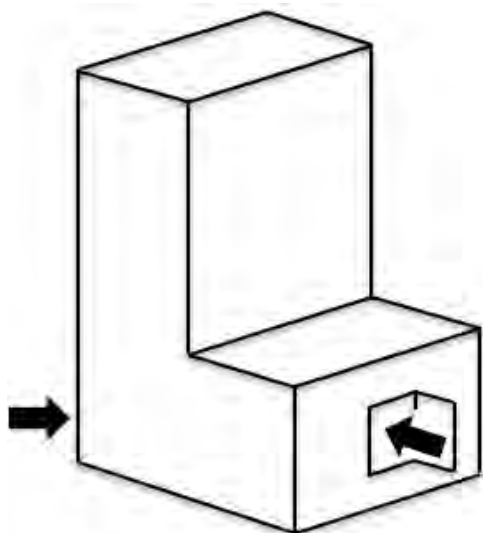
（※ Number acrylic （"5"） PART No.310-619 ）

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.

. 7.
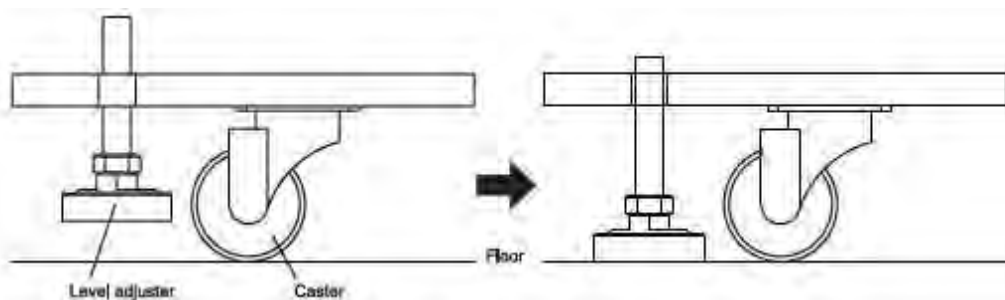
9. Power switch and Ball

· **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

NOTICE

* Use only attached balls.
* Operate the game with less than 100 balls. Too many balls may cause ball jam.

10. How to Play

When a ball through number " CHANNEL JAM" or 7SEG " CHANNEL JAM",the ticket is dispensed directly to the player.

- After inserting the coin, a set of "Starting Gate Unit" will move from left to right back & forth. Starting Gate Unit running;(If the Mercy Ticket has been set, the ticket will come out at the set time.)
- When the "Drop Button" is flashing, you may operate "Drop Button".
- Aiming at the moving back-and-forth "5 Ball Gate Unit ", push the "DROP" button within the time frame of 15 seconds. (5 seconds before the set time, the timer start to count and the balls will drop when it is 0 second.)
- After the ball passes through "5 Ball Gate Unit", 5 balls will fall altogether from the top "5 Ball Launcher Unit (5 Balls sticker).
- When the ball passes through the "Number Gate Unit" & "7seg Gate Unit", the number of tickets shown on top will also be incremented
  (When the player completes the current game and before the next game begins, the ticket obtained from the previous game will be cleared.)
- When the ball passes through "Jackpot Gate Unit", the 50 balls accumulated at "Jackpot Cascading Unit (jackpot sticker)" will fall down just like water falling down from the waterfall. (The number of balls at "Jackpot Cascading Unit" can be reset at the range from 30 balls to 60 balls with the multiple of 10 balls .)
- After most of the balls pass "Number Gate Unit" & "7seg Gate Unit", the number of tickets shown on the timer will be increased. (When the player succeed the current game and before the next game begins, the ticket obtained from the previous game will be cleared; When the ball passes through "Jackpot Gate Unit", and when the balls accumulated at "Jackpot Cascading Unit" do not reach the preset quantity; these passed balls will be kept to be dropped with the other balls when the preset required quantity of balls are collected.)
- After the "Starting Gate Unit" starts moving, the numbers on the left and right of "7seg Gate Unit" can be confirmed (the settings can be adjusted)
- Coins can be inserted consecutively even it is in operation.
- If the ticket dispenser is out of tickets, the tickets that have been accumulated previously will be replenished.

11. CHANGE OF SETTINGS & CONFIRMATION OF DATA
FUNCTION KEYS ILLUSTRATION:
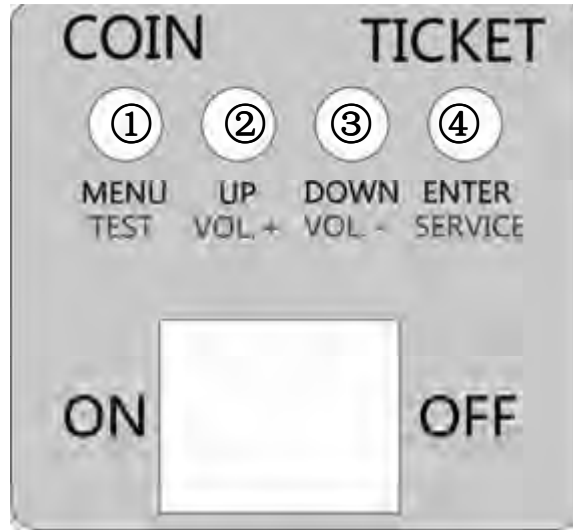
MAIN MENU
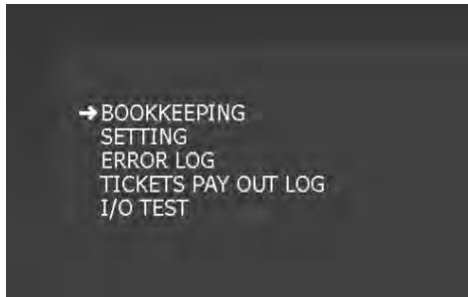
BOOKKEEPING·································GAME RECORD
SETTING····································CHANGE OF SETTING
                                  TICKET PAYOUT SETTING
ERROR LOG··································ERROR RECORDS（THE LATEST 10 RECORDS）
TICKETS PAY OUT LOG·····················TICKETING RECORDS（THE LATEST 30 RECORDS）
I/O TEST···································INPUT/OUTPUT TESTING

Press button ② & ③ to move the cursor.
Press button ① to return to the game.
Press button ④ to enter each menu.

BOOKKEEPING MENU

```
\BOOKKEEPING
 ➡GAME COUNT           1810
   COIN COUNT           581
   TICKETS PAY OUT      39673
   TICKETS/COINS        68.3
   TICKETS/GAMES        21.9
   AVE. GAME TIME       11
   5Balls GATE COUNT    449
   Jackpot GATE COUNT   75
```

GATE PAY OUT Value					GATE COUNT Value			
	5	2	5			269	621	247
5	2	2	5	181		732	946	232
	5	2	5		162	80	188	
5	3	3	5	196	603	796	188	
50	10	10	50	0	184	122	118	

GAME COUNT   ···Number of games played. It will be updated when it is game over.

COIN COUNT   ···Number of coins inserted. It will be updated when a coin is inserted.
                 (Key in is not counted)

TICKETS PAYOUT ···Number of tickets paid out.

TICKETS/COINS ···Average number of ticket out per coin.

TICKET/GAMES   ···Average number of ticket out per game.

AVE. GAME TIME ···Average amount of game time. It will be updated when the game is over.

5Balls GATE COUNT···Total count of ball passing through 5Balls GATE.

Jackpot GATE COUNT···Total count of ball passing through Jackpot GATE.

GATE PAY OUT Value ···.Display of set value of gates.

GATE COUNT Value ···Number of passing through of all gates.

Press button ① to return to the main menu

SETTING MENU

```
\SETTING
→Jackpot                                50
 Mercy Tickets                          1
 Mode Switching                         Normal
 Coin Set Mode                          1COINS / 1CREDIT
 No.Gate PAY OUT Mode                   C
 7-segment display PAY OUT Mode         50
 BGM                                    ON
 Jackpot/7-segment display             Max
 BOOKKEEPING (Data initialization)
 GATE COUNT (Data initialization)
 Coin Acceptor Type                     Mechanical
 Ticket Output                          Normal
```

GATE PAY OUT Value					GATE COUNT Value			
	5	2	2	5		269	621	247
5		2	2		5	181	732	946	232
	5	2	2	5		162	80	188
5		3	3		5	196	603	796	188
50		10	10	50	0	184	122	118

Jackpot…Number of JPs

Mercy Tickets…Number of mercy tickets

Mode Switching…Change of mode (Normal or Debug)

Coin Set Mode…Setup of coin in.

№Gate PAY OUT Mode…Setup of number gate payout.

When the ball enters the number gate, the player will get the scores displayed on the number gate.

7-segment display PAY OUT Mode…Setup of 7-segment displayed number payout.

When the ball enters the 7-segment displayed number, which are right next to the Jackpot, the player will get the payout which is exactly the number displayed on the 7-segment gate.

BGM…On/off of background music.

Jackpot/7-segment display…When the ball enters the Jackpot/7-segment gates, the player will get the payout exactly the same as the number shown on the Jackpot/7-setment display.

BOOKKEEPING(Data Initialization)…Input password (1342) to reset to factory default. Select "YES" to clear bookkeeping .

GATE COUNT(Data Initialization)…Select "YES" to clear the number of passing through.

Coin Acceptor Type…Select the mechanical type of coin acceptor or the electrical coin acceptor.

Ticket Output… Normal (Ticket out based on the scores obtained)

Half …. Number of ticket out is the half of the total scores obtained, if it is an odd number, it will be carried over.

Press button ② & ③ to move the cursor.

Press button ① to return to the main menu.

Press button ④ to change the set value.

TICKET PAY OUT SETTING

●№Gate PAY OUT Mode

A SETTING

10		5		10
10	5		5	10
10		5		10
10	5		5	10
	20		20	

B SETTING

10		3		10
10	3		3	10
10		3		10
10	5		5	10
	10		10	

C SETTING 【Default】

5		2		5
5	2		2	5
5		2		5
5	3		3	5
	10		10	

D SETTING

3		2		3
3	1		1	3
3		2		3
3	1		1	3
	10		10	

●Jackpot/7-segment display

90 SETTING

90				90	Max（Jackpot）
5				85	normal（Jackpot） : Totai 90

70 SETTING

70				70	Max（Jackpot）
5				65	normal（Jackpot） : Totai 70

50 SETTING【Default】

50				50	Max（Jackpot）【Default】
5				45	normal（Jackpot） : Totai 50

30 SETTING

30				30	Max（Jackpot）
5				25	normal（Jackpot） : Totai 30

※normal(Jackpot) : at random Number

●JACKPOT
SETTING
Number of JP

30	
40	
50	【Default】
60	

. 13.

★RECOMMEND SETTING

A SETTING＋70 SETTING(Max）＋JACKPOT SETTING　50

⇒Average Tickets/GAME ：40

10		5		10	
10	5		5	10	
10		5		10	
10	5		5	10	
70	20		20	**70**	Max（Jackpot）

B SETTING＋50 SETTING(Max）＋JACKPOT SETTING　50

⇒Average Tickets/GAME ：30

10		3		10	
10	3		3	10	
10		3		10	
10	5		5	10	
50	10		10	**50**	Max（Jackpot）

C SETTING＋50 SETTING(Max）＋JACKPOT SETTING　50

⇒Average Tickets/GAME ：20【Default】

5		2		5	
5	2		2	5	
5		2		5	
5	3		3	5	
50	10		10	**50**	Max（Jackpot）

D SETTING＋30 SETTING(Max）＋JACKPOT SETTING　40

⇒Average Tickets/GAME ：10

3		2		3	
3	1		1	3	
3		2		3	
3	1		1	3	
30	10		10	**30**	Max（Jackpot）

Display of error log

```
1   31. TICKET EMPTY
2   30. COIN ACCEPTOR JAM
3   31. TICKET EMPTY
4   30. COIN ACCEPTOR JAM
5   31. TICKET EMPTY
6   30. COIN ACCEPTOR JAM
7   31. TICKET EMPTY
8   30. COIN ACCEPTOR JAM
9   03. 5BALL FAIRWAY JAM
10  31. TICKET EMPTY


[CLEAR]
```

TICKET PAYOUT LOG

```
1   16          16  38
2   9           17  1
3   9           18  1
4   9           19  1
5   11          20  1
6   1           21  1
7   11          22  1
8   9           23  1
9   9           24  1
10  4           25  9
11  1           26  12
12  11          27  11
13  4           28  26
14  4           29  1
15  4           30  6
→[CLEAR]
```
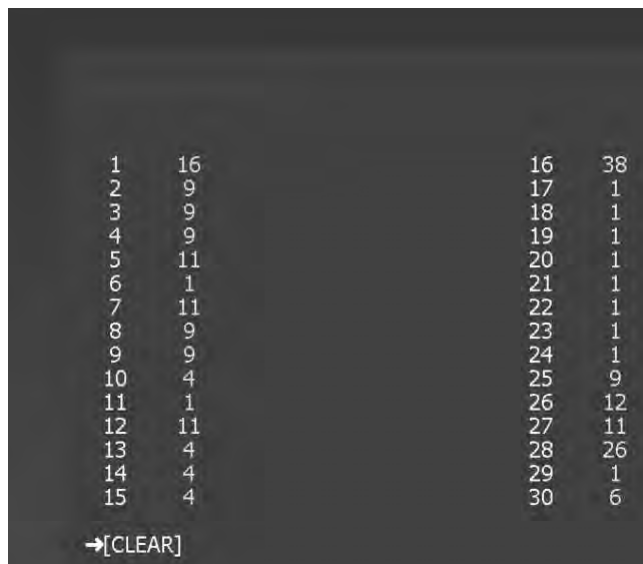
Display the latest 30 records of ticket out.

Press button ① to return to the main menu.

Move cursor to "CLEAR" and press button ④ to clear.

Select "YES" and to press button ④ to clear records.

INPUT/OUTPUT TESTING

Channel Sensor 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19
JP GateMotor   SensorA   SensorB   JP FallMotor   SensorA   5B FallMotor   SensorA
SolenoidA   SolenoidB   Home   PlaySolenoid   Home
Play StepMotor   SensorB   5B StepMotor   SensorB
HopperMotor   Count   Bottom 5B Channel   Sensor   Play Channel   Sensor
Position 5B Sensor   Position JP Sensor   Position Play Sensor   Coin In Sensor
Fairway 5B Sensor1 Sensor2 Play Btn Enable   Door Open Enable TicketEmpty
                                                                        TicketCount

JP GateMotor   Enable   Dir.   JP FallMotor   Enable   Dir.   5B FallMotor   Enable   Dir.
SolenoidA   Enable   SolenoidB   PlaySolenoid   Enable
Play StepMotor   Enable   Dir.   5B StepMotor   Enable   Dir.
HopperMotor   Enable   Dir.   AC Blower   Enable   TicketOut   Enable

Channel Lamp 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19
5B GateLamp   Enable   5B RingLamp   Enable   JP RingLamp   Enable   Play BtnLamp Enable
SideLamp   Red   Green   Blue   FrontLamp   Red   Green   Blue
RoofLamp1   Red   Green   Blue   RoofLamp2   Red   Green   Blue
RoofLamp3   Red   Green   Blue   7-Segment1   Enable   7-Segment2   Enable

TESTING DISPLAY：

IN RED… Starting up (ON)

IN YELLOW…No startup (OFF)

UP   Sensor signal

MIDDLE   On/off of allmotors and solenoid valve.

DOWN   On/off of all LED lamps.

Press button ② & button ③ to move cursor.

Press button ① to return to the game.

Press button ④ to begin or end.

12. Error Messages

ERR CODE	ERR UNIT	HOW TO RELEASE
01. TUBE BOTTOM JAM	Long pipe bottom	Bottom of ball-dispatching tube got jammed
02. TUBE COUNT JAM	Long pipe MID	Middle of ball-dispatching tube got jammed
03. 5BALL FAIRWAY JAM	5Ball Launcher Unit	Insufficient or excessive balls at 5BALL position
04. SOLENOID A ERROR	Solenoid error A	(Ball jammed or sensor error)
05. SOLENOID B ERROR	Solenoid error B	(Ball jammed or sensor error)
06. PLAY SOLENOID ERROR	Play solenoid error	(Ball jammed or sensor error)
07. CHANNEL 01 JAM	Channel jam 01	Channel jam 01 got jammed
08. CHANNEL 02 JAM	Channel jam 02	Channel jam 02 got jammed
09. CHANNEL 03 JAM	Channel jam 03	Channel jam 03 got jammed
10. CHANNEL 04 JAM	Channel jam 04	Channel jam 04 got jammed
11. CHANNEL 05 JAM	Channel jam 05	Channel jam 05 got jammed
12. CHANNEL 06 JAM	Channel jam 06	Channel jam 06 got jammed
13. CHANNEL 07 JAM	Channel jam 07	Channel jam 07 got jammed
14. CHANNEL 08 JAM	Channel jam 08	Channel jam 08 got jammed
15. CHANNEL 09 JAM	Channel jam 09	Channel jam 09 got jammed
16. CHANNEL 10 JAM	Channel jam 10	Channel jam 10 got jammed
17. CHANNEL 11 JAM	Channel jam 11	Channel jam 11 got jammed
18. CHANNEL 12 JAM	Channel jam 12	Channel jam 12 got jammed
19. CHANNEL 13 JAM	Channel jam 13	Channel jam 13 got jammed
20. CHANNEL 14 JAM	Channel jam 14	Channel jam 14 got jammed
21. CHANNEL 15 JAM	Channel jam 15	Channel jam 15 got jammed
22. CHANNEL 16 JAM	Channel jam 16	Channel jam 16 got jammed
23. CHANNEL 17 JAM	Channel jam 17(JP gate)	Channel jam 17(JP gate) got jammed
24. CHANNEL 18 JAM	Channel jam 18	Channel jam 18 got jammed
25. CHANNEL 19 JAM	Channel jam 19	Channel jam 19 got jammed
26. 5BALL POSITION JAM	Divide Unit (5BALL)	Track jam (5BALL)
27. JP POSITION JAM	Divide Unit (JP)	Track jam (JP)
28. PLAY POSITION JAM	Divide Unit (PLAY)	Track jam (PLAY)
29. 5BALL CHANNEL JAM	5Ball Gate Unit	5BALL channel jam
30. COIN ACCEPTOR JAM	Coin acceptor	Coin acceptor jam
31. TICKET EMPTY	Coin /Redemption Door Unit	No ticket out
32. TICKET JAM	Coin /Redemption Door Unit	Ticket jam
33. JP GATE MOTOR ERR.	Jackpot Gate Unit	Motor not working or sensor error at JP GATE
34. PLAY STEP MOTOR ERR.	Starting Gate Unit	Step motor not working or sensor error at play
35. 5BALL STEP MOTOR ERR.	5Ball Gate Unit	Step motor not working or sensor error at 5BALL GATE
36. JP FALL MOTOR ERR.	Jackpot Cascading Unit	Motor not working or sensor error

|		occurred at dropping balls when hitting JP.
37. 5BALL FALL MOTOR ERR.	5Ball Launcher Unit	Motor not working
38. HOPPER ERROR	Hopper Unit	Motor for dispatching balls not working or sensor error occurred
39. Play CHANNEL sensor ERR	Play CHANNEL	Play CHANNEL JAM

13. DISCARDING THE MACHINE

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⚠ CAUTION
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● 　 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.
● 　 The 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.
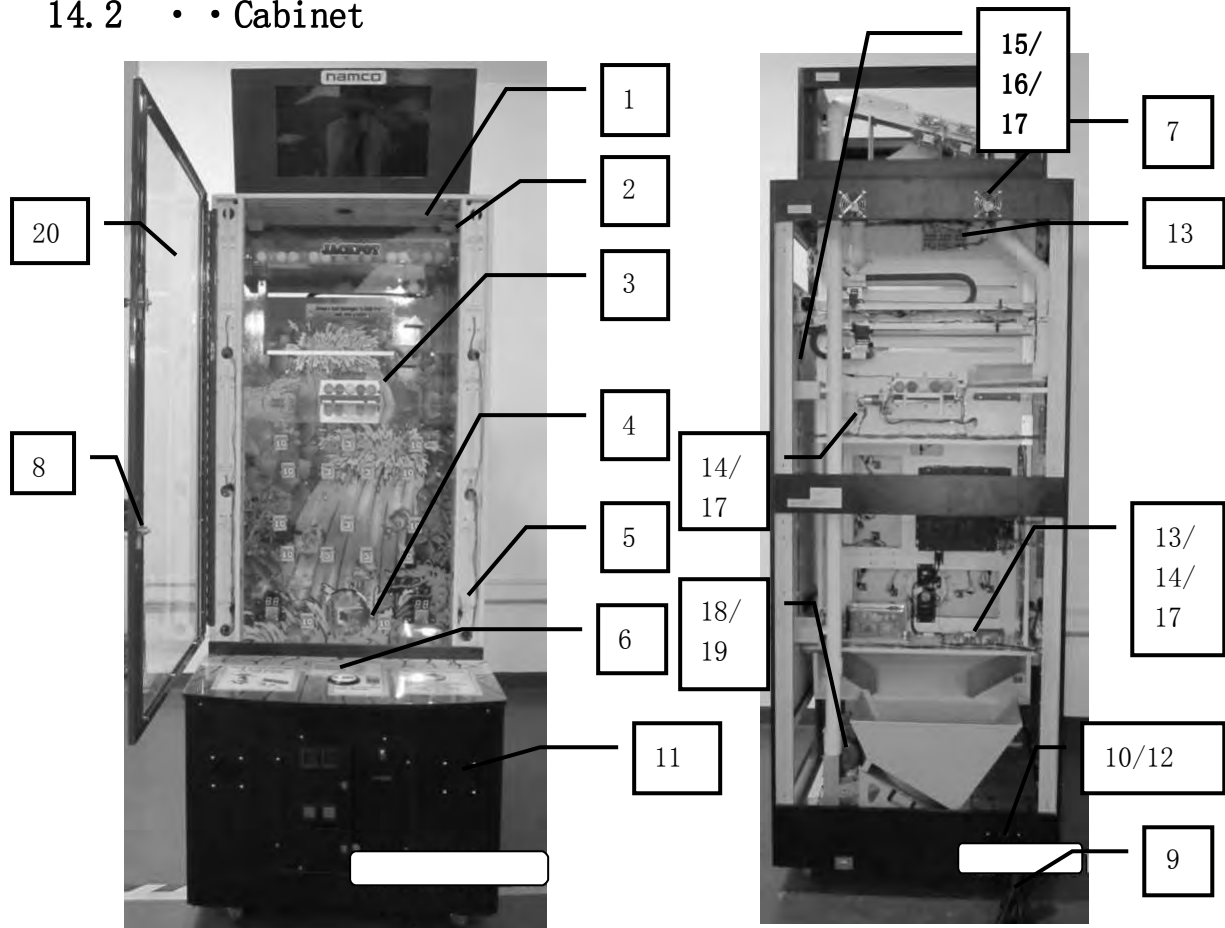
14. Assembly description
14.1   ··Cabinet
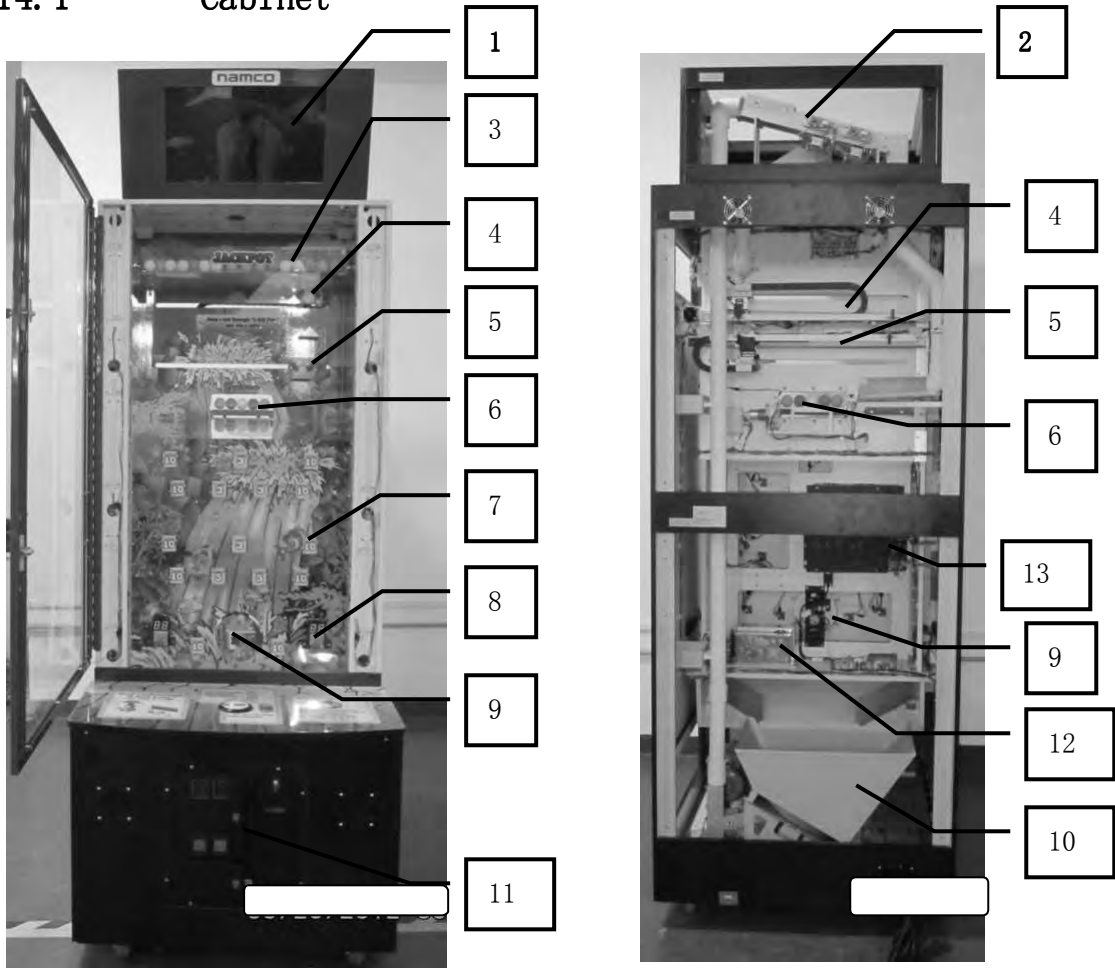
ITEM	DESCRIPTION	QY.	PART No.
1	LCD Box Unit	1	
2	Divide Unit	1	
3	Jackpot Cascading Unit	1	
4	Starting Gate Unit	1	
5	5Ball Gate Unit	1	
6	5Ball Launcher Unit	1	
7	Number Gate Unit	16	
8	7seg Gate Unit	2	
9	Jackpot Gate Unit	1	
10	Hopper Unit	1	
11	Coin /Redemption Door Unit	1	
12	Power Supply Unit	1	
13	PC Box Unit	1	

14.2 ・・Cabinet

ITEM	DESCRIPTION	QY.	PART No.
1	LED RGB LAMP（LED-FPC-600L-18P-RGB)	6	310-545
2	LED RGB LAMP(LED-FPC-1200L-36P-RGB)	4	310-546
3	LED LAMP(LED-FPC-600L-36P -SW)	1	310-547
4	LED LAMP(LED-FPC-500L-30P -SW)	1	310-548
5	LED RGB LAMP(LED-AWLM-T18-5050-FC-36012)	6	310-549
6	PushButton (BLC-BL-TN-100)	1	310-550
7	Fan(80x80x25T-DC12V)	2	310-551
8	Lock (9895 27L)	2	310-552
9	power cord(5-15)	1	310-553
10	Power switch(SS-005AC 250V/4A 50/60HZ;)	1	310-554
11	Speaker （4 inch, 8Ω15W)	2	310-555
12	AC OUTLET (AC 250V/15A R-301(B00))	1	310-556
13	Lamp driver Board(PCB-FETDR-005)	5	310-557
14	DC MOTOR Driver Board (JMGB-G083-005 0.75A)	2	310-558
15	PWM Board (PWM Controler-V01)	2	310-559
16	STEP MOTOR Driver Board (MD-2522)	2	310-560
17	Driver Board (FETDR-001 V2)	3	310-561
18	BLOWER (DG-100-11)	1	310-562
19	SSR(KD20C15AX)	1	310-563
20	Acrylics panel （J2031)	1	310-569

14.3　・・・LCD Box Unit
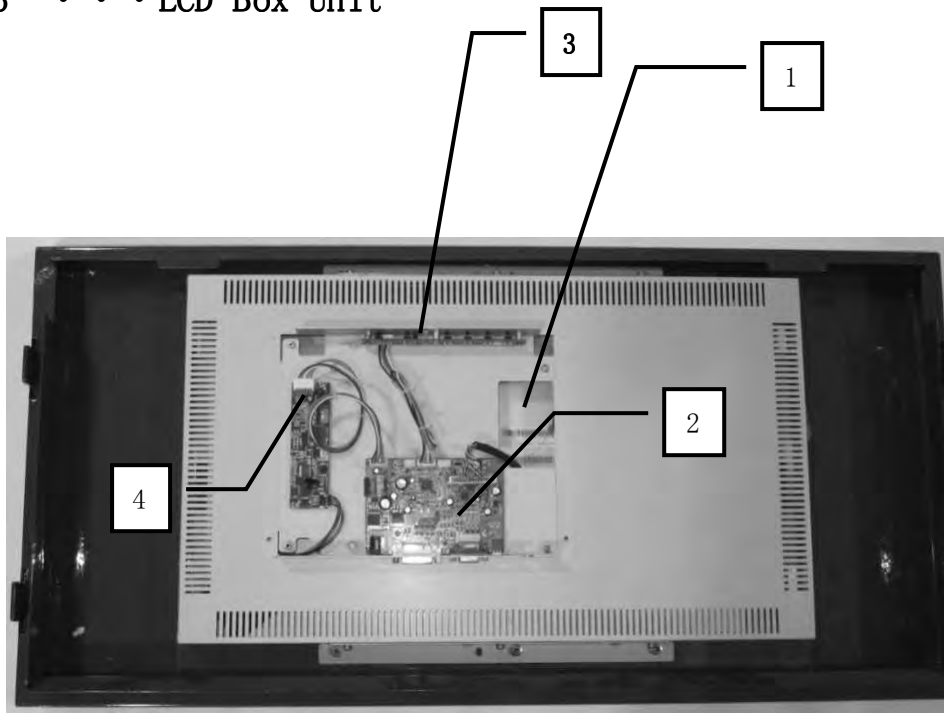
ITEM	DESCRIPTION	QY.	PART No.
1	Lcd(AU 16:9 M215HW02 V0; 21.5″ LCD PANEL)	1	310-570
2	A/D Board (ALLYSTAR M03-MB)	1	310-571
3	KB Board (Allystar MOSB-03)	1	310-572
4	LED DRIVER BOARD (LDB2720MX4V70B1)	1	310-573

14.4 ・・・Divide Unit
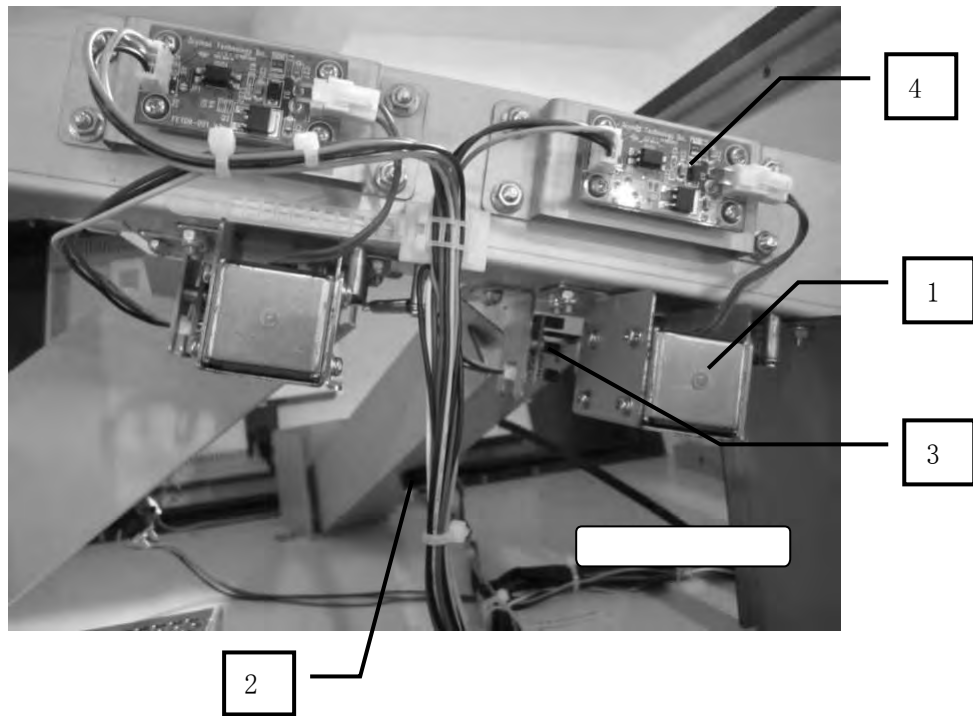
ITEM	DESCRIPTION	QY.	PART No.
1	SOLENOID (DC 12V 1253L)	2	310-576
2	Sensor (KR 1207)	4	310-577
3	Sensor (INT-2-DN)	2	310-578
4	Driver Board (FETDR-001 V2)	2	310-561

14.5 ・・・Jackpot Cascading Unit
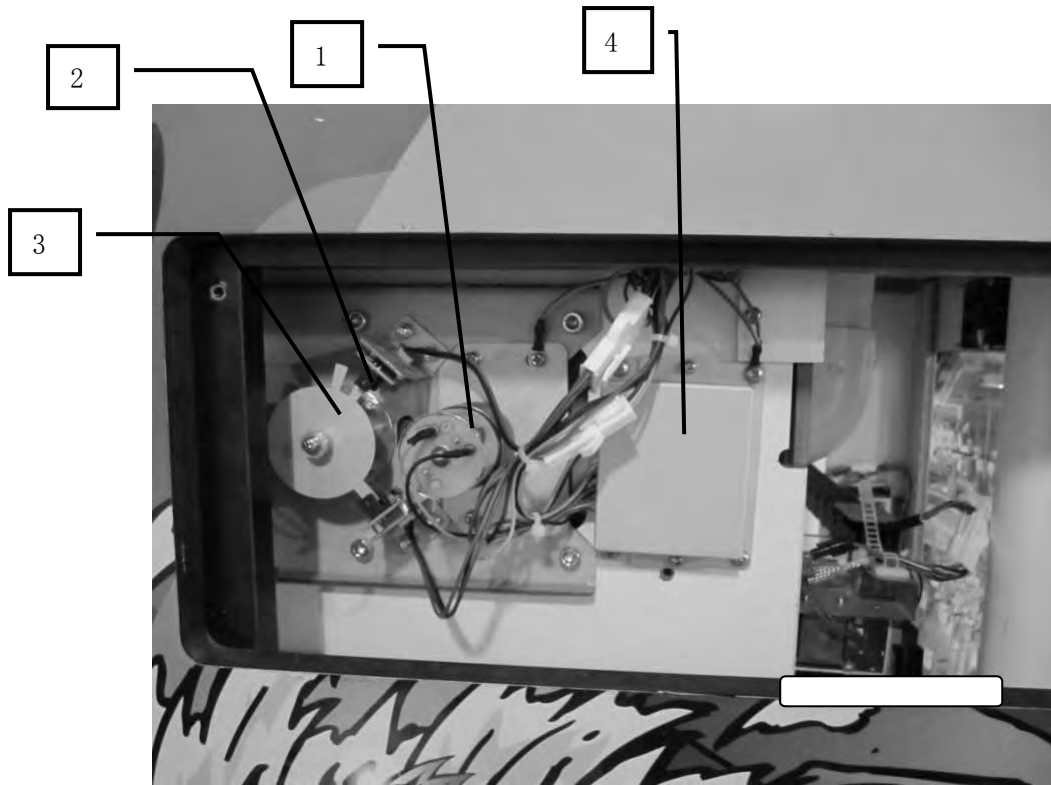
ITEM	DESCRIPTION	QY.	PART No.
1	DC MOTOR(DC 24V 35R.P.M.)	1	310-585
2	Sensor (INT-2-DN)	2	310-578
3	JP Sensor Buffer(J2207A)	1	310-586
4	DC MOTOR Driver Board (JMGB-G083-005 0.75A)	1	310-558

14.6 ・・・Starting Gate Unit
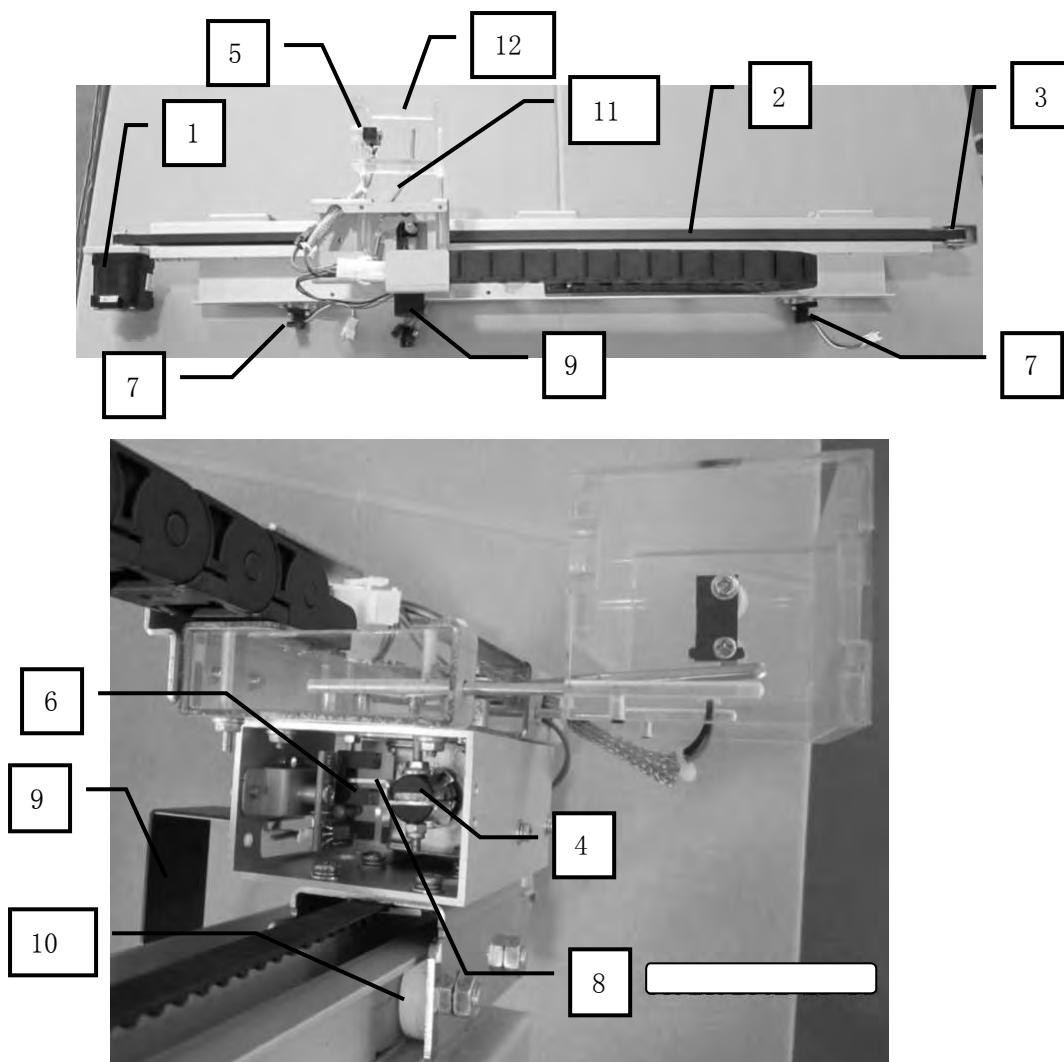
ITEM	DESCRIPTION	QY.	PART No.
1	Step Motor(SS1704A20A)	1	310-595
2	Timing Belt(630XL-031)	1	310-596
3	Synchronizing Wheel(11XL -031-P5)	2	310-597
4	Solenoid (DC 12V 1253L)	1	310-576
5	Sensor (KR 1207)	1	310-577
6	Sensor (INT-2-DN)	1	310-578
7	Sensor (KI-662)	2	310-598
8	Solenoid Buffer(B2222)	1	310-599
9	Starting Buffer(B2226)	1	310-600
10	Bearing Bolts(M6X22DX7H-YOK-DR22)	4	310-601
11	Stop Ball Shaft(B2225-00)	1	310-602
12	Start Frame (J2041-00)	1	310-603

14.7 ・・・5Ball Gate Unit
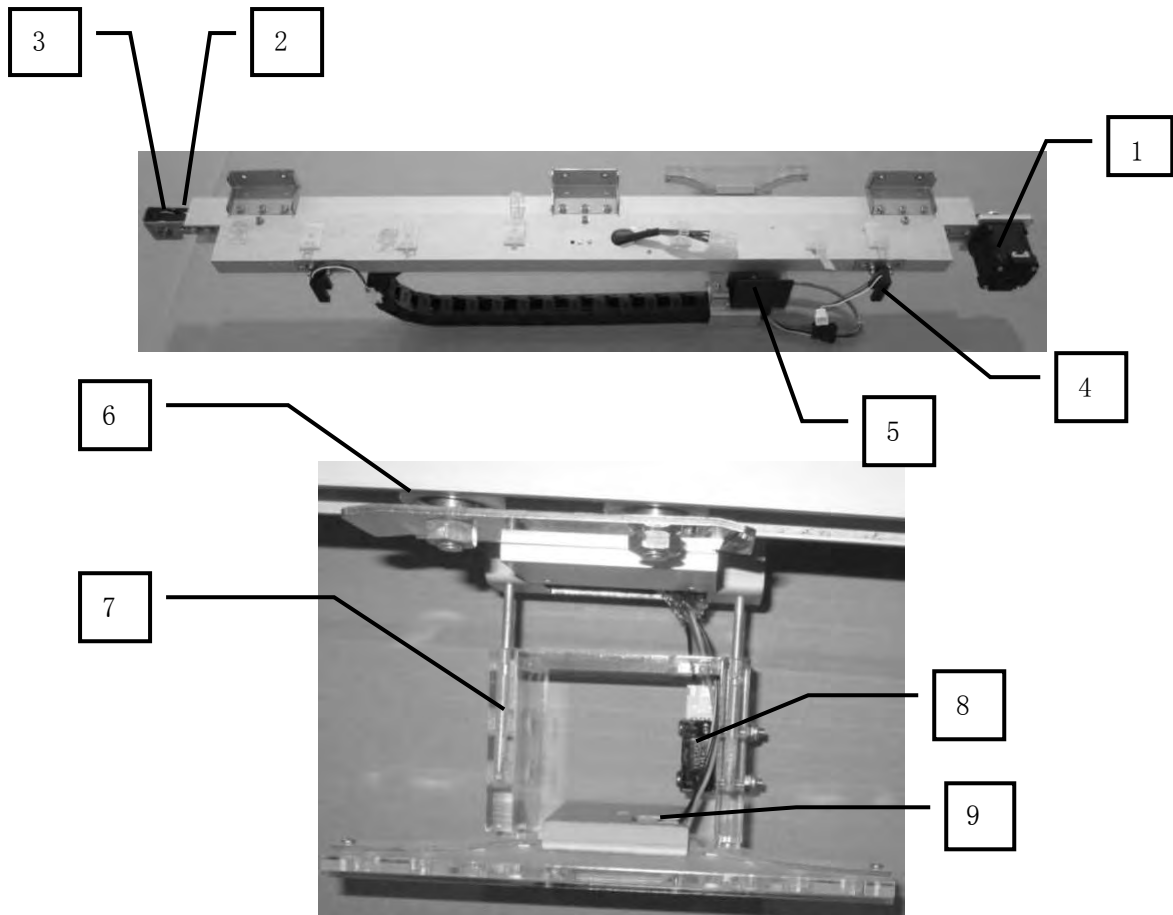
ITEM	DESCRIPTION	QY.	PART No.
1	Step Motor (SS1704A20A)	1	310-595
2	Timing Belt(630XL-031)	1	310-596
3	Synchronizing Wheel(11XL -031-P5)	2	310-597
4	Sensor (KI-662)	2	310-598
5	5Ball Gate Buffer(B2284)	1	310-607
6	Bearing Bolts(M6X22DX7H-YOK-DR22)	4	310-601
7	5Ball Gate Frame (J2046-00)	1	310-605
8	Sensor (KR 1207)	1	310-577
9	5Ball Gate Lamp EN(JMGB-G083-002)	1	310-606

14.8 ・・・5Ball Launcher Unit
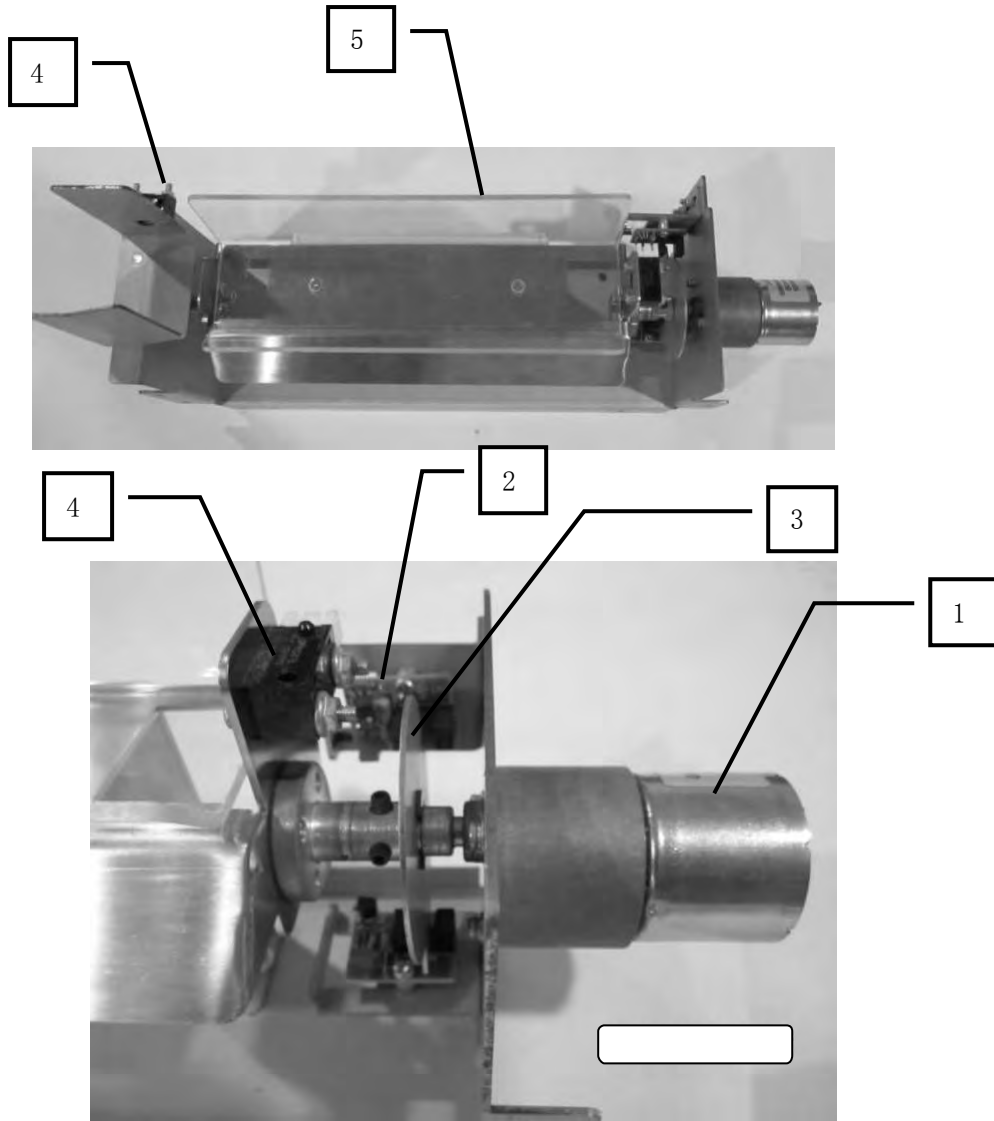
ITEM	DESCRIPTION	QY.	PART No.
1	DC MOTOR(DC 24V 35R.P.M.)	1	310-585
2	Sensor (INT-2-DN)	2	310-578
3	5Ball Launcher Buffer(B2164)	1	310-610
4	Sensor (KR 1207)	2	310-577
5	5Ball Acrylic (J2026)	1	310-614

14.9 ・・・Number Gate Unit
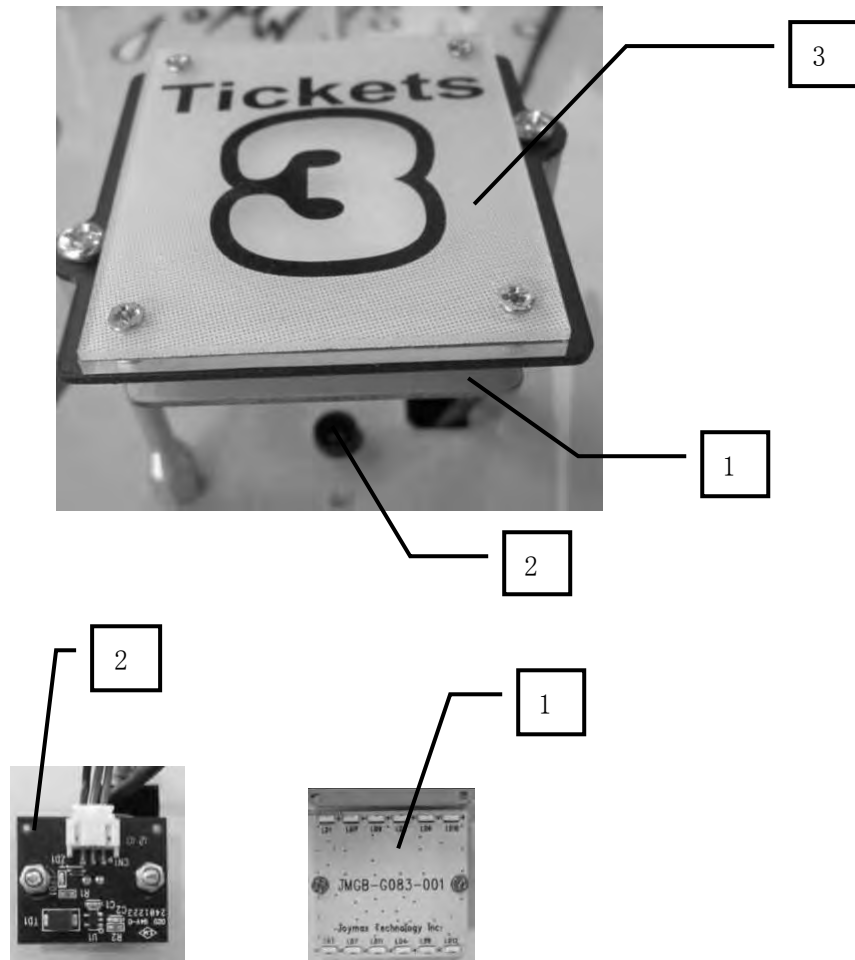
ITEM	DESCRIPTION	QY.	PART No.
1	Led Lamp Pcb Unit (JMGB-G083-001)	1	310-615
2	Receiver Pcb Unit(JMGB-G083-006)	1	310-616
3	Number Acrylic （J2034）※1	1	一（※1）

※1　PART № of Number Acrylic refer to "7.ACCESSORIES LIST"

14.10 ・・・7seg Gate Unit
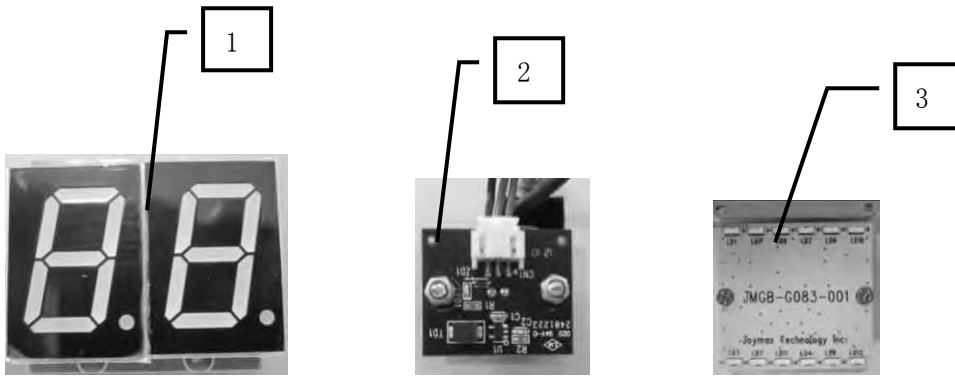
ITEM	DESCRIPTION	QY.	PART No.
1	Seg Pcb(JMGB-G083-004)	1	310-625
2	Receiver Pcb Unit(JMGB-G083-006)	1	310-616
3	Led Lamp Pcb Unit (JMGB-G083-001)	1	310-615

14.11 ・・・Jackpot Gate Unit
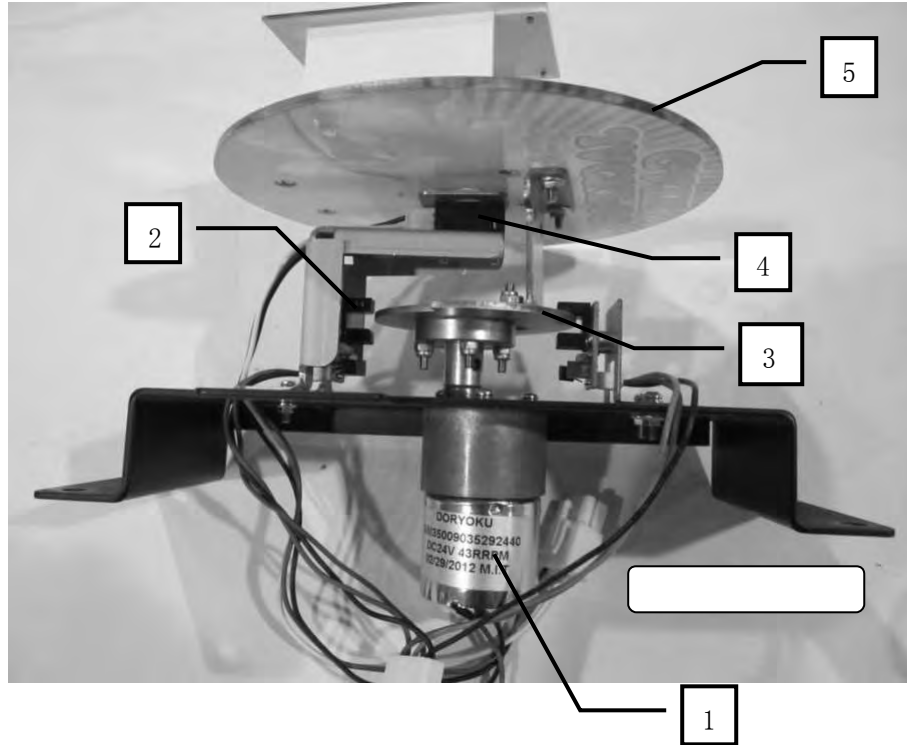
ITEM	DESCRIPTION	QY.	PART No.
1	DC MOTOR(DC 12V 43R.P.M.)	1	310-690
2	Sensor (INT-2-DN)	2	310-578
3	JP Get Sensor Buffer (B2149)	1	310-631
4	Sensor (KR 1207)	1	310-577
5	JP Acrylic Disk (J2024)	1	310-632

14.12 ・・・Hopper Unit
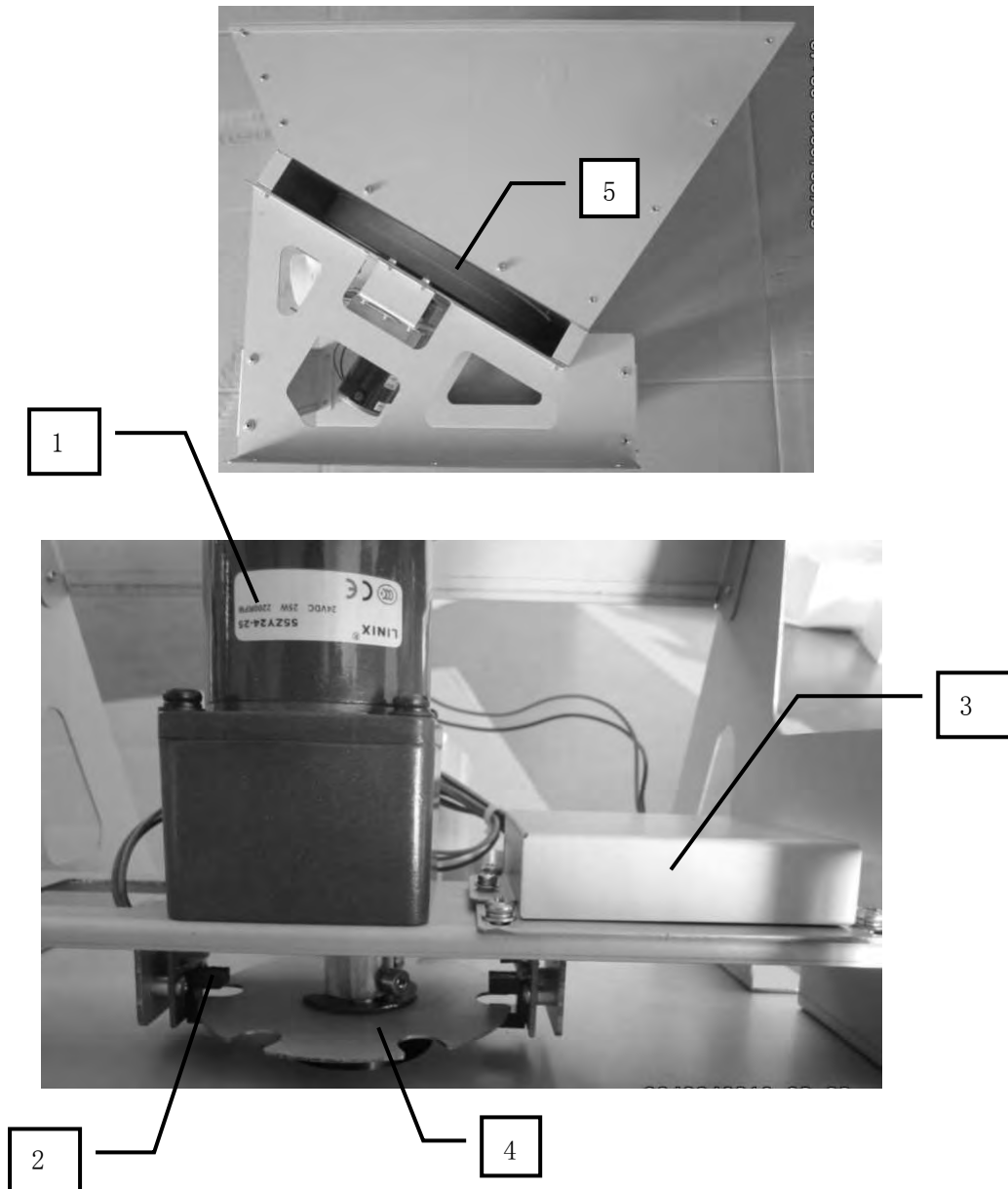
ITEM	DESCRIPTION	QY.	PART No.
1	DC MOTOR(DC 24V 12R.P.M.)	1	310-640
2	Sensor (INT-2-DN)	2	310-578
3	DC MOTOR Driver Board (JMGB-G083-005 1.5A)	1	310-641
4	Hopper Sensor Buffer (B2175)	1	310-642
5	Hopper Disk (K2002-22)	1	310-643

14.13 ・・・Coin /Redemption Door Unit (3 IN 1 DOOR Unit) for Asia
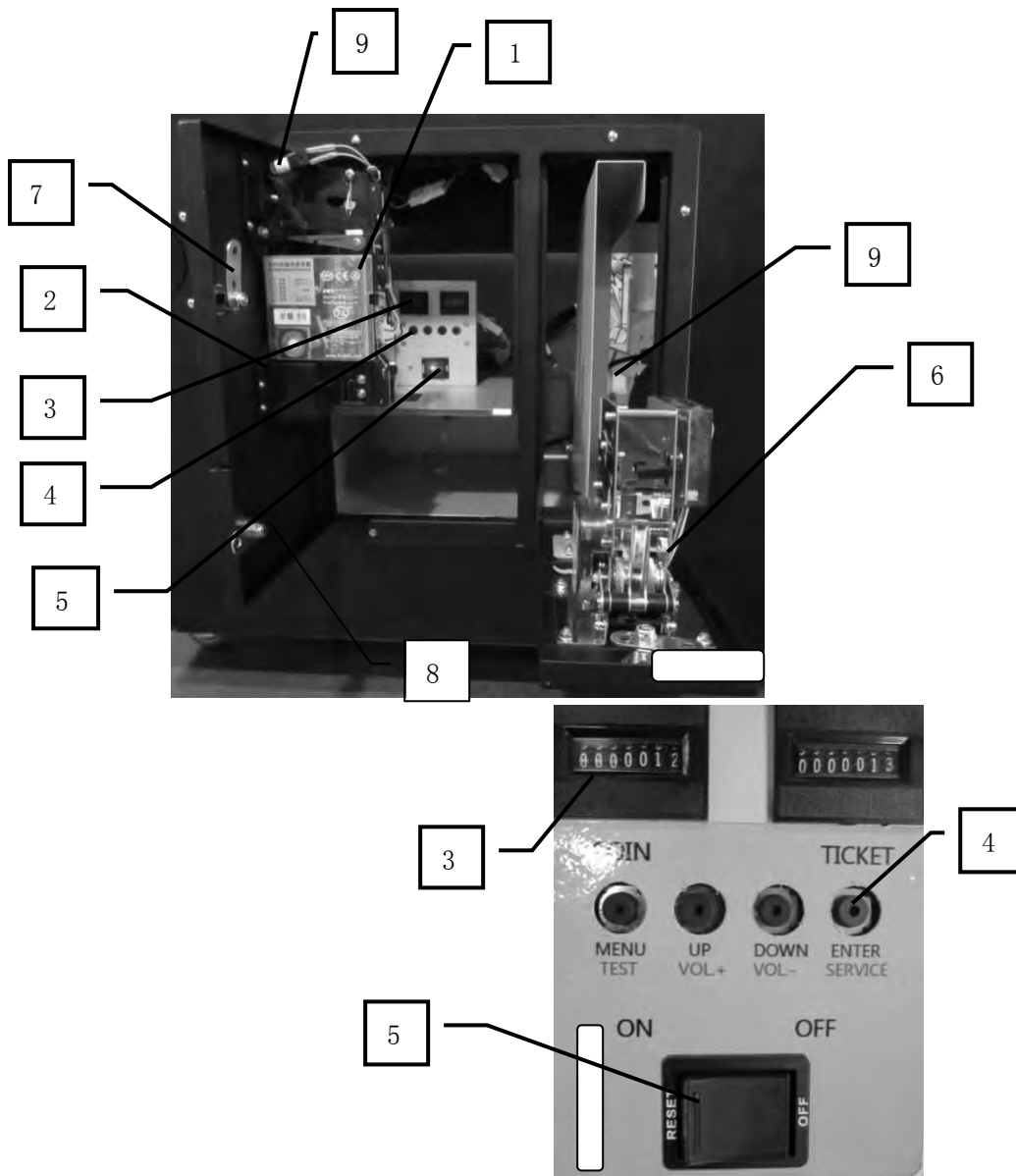
ITEM	DESCRIPTION	QY.	PART No.
1	Coin Selector(TW-800-PLUS)	1	310-665
2	Switch(SW3-50s)	1	310-653
3	Counter(OA-126)	2	310-648
4	Key Board Unit (CRKB-001)	1	310-649
5	Power Switch(SS-005AC)	1	310-650
6	Redemption(TL-001)	1	310-666
7	Door Lock(9895 17L)	2	310-651
8	Case Lock(9888 17L)	1	310-652
9	Led Lamp(Φ10 DC12V)	1	310-654

14.14 ・・・Power Supply Unit
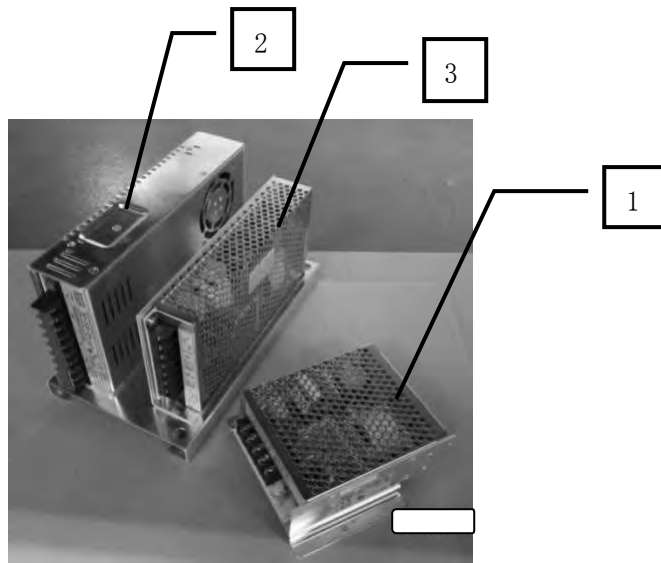
ITEM	DESCRIPTION	QY.	PART No.
1	Power Supply (RS-75-12)	1	310-670
2	Power Supply (SP-320-24)	1	310-671
3	Power Supply (RD-125A)	1	310-672
3	Power Supply (For Asisa:NED-100C)	1	**310-673**

14.15 ···PC Box Unit
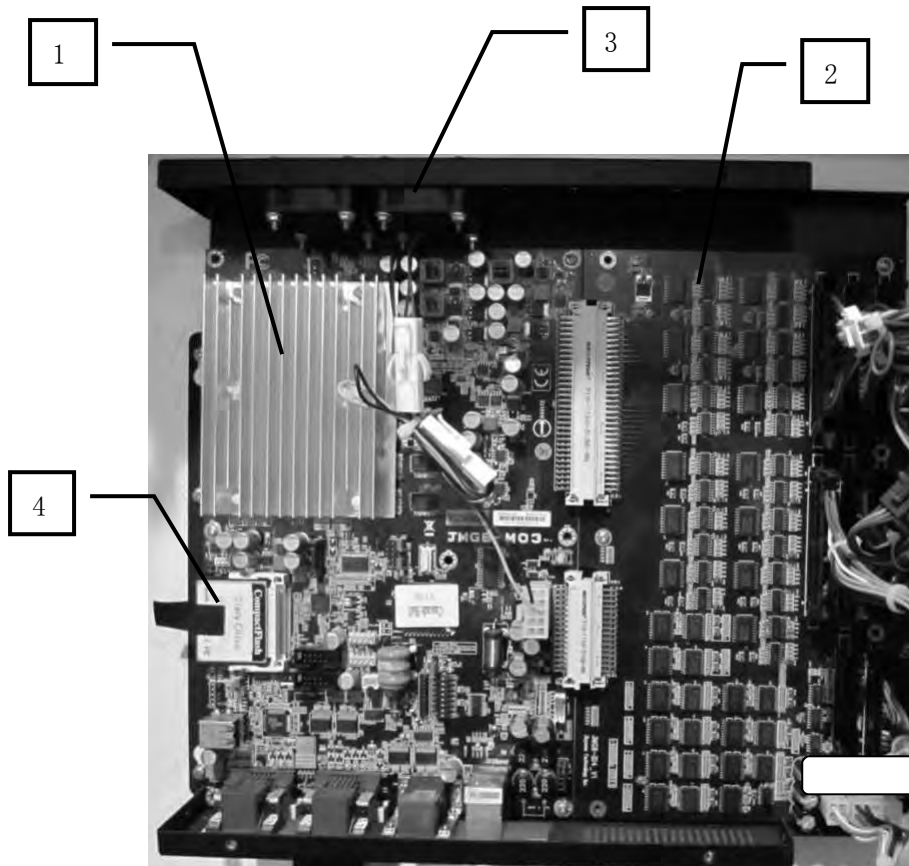
ITEM	DESCRIPTION	QY.	PART No.
1	Pc Board(JMGB-M03: VIA NANO 1.0GHZ/WITH 1GB)	1	
2	I/O Board(JMGB-I04 V1.0)	1	310-675
3	Fan(40x40x20T-DC12V)	2	310-676
4	CF Card(256M)	1	
5			

15. Wire harness diagram