

# CIRCLERAMA

## SERVICE MANUAL



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

# PRECAUTIONS FOR USE

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

For safety reasons.

- The following suggestions should be adhered to:

## 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

## WARNING

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

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

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



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



**Protect the game machine from:**

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



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



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



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



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



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



## CAUTION

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

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

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



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



**Be sure to ground this product.**



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




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

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

# PRECAUTIONS FOR USE

## WARNING

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

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

### In case of abnormality

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

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

- Doing so could result the power cord periodically.


## CAUTION


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

- Using in a residential area or an area next to a residential area could affect signal reception of radios, television sets, telephones, etc..

- Do not give shock the surface of glass products.

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

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


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


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


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


# PRECAUTIONS FOR USE


## WARNING

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

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

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


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

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


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

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

## CAUTION

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

Be sure not to let the machine tip over.

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

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

Avoid excessive force while moving the machine.

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## PRECAUTIONS IN HANDLING

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

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12-1. ASSEMBLING MAIN CABINET

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12-3. ASSEMBLING MAIN CABINET

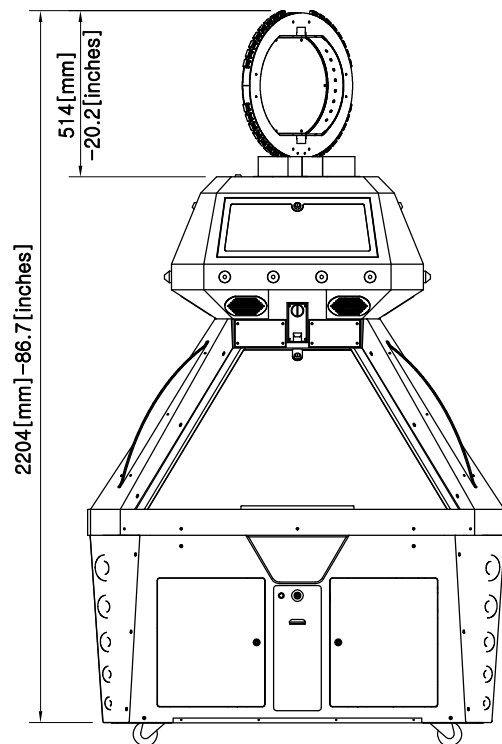
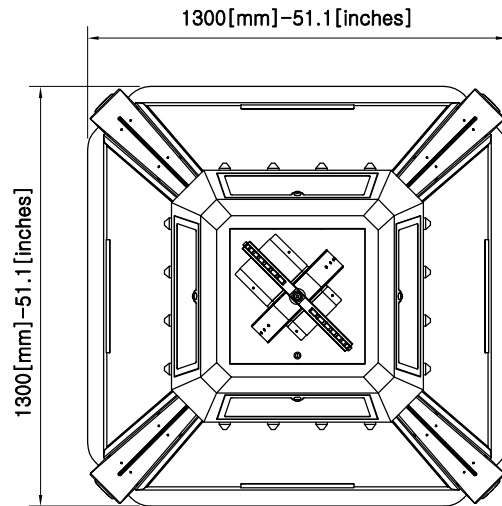
12-4. ASSEMBLING MAIN CABINET

12-5. ASSEMBLING MAIN CABINET

### 13. WIRING DIAGRAM

# 1. SPECIFICATION AND DIMENSION

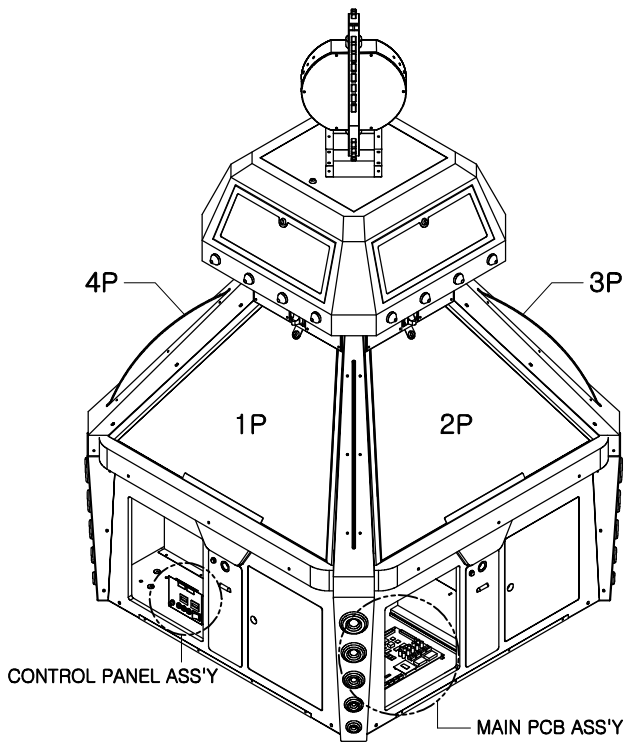
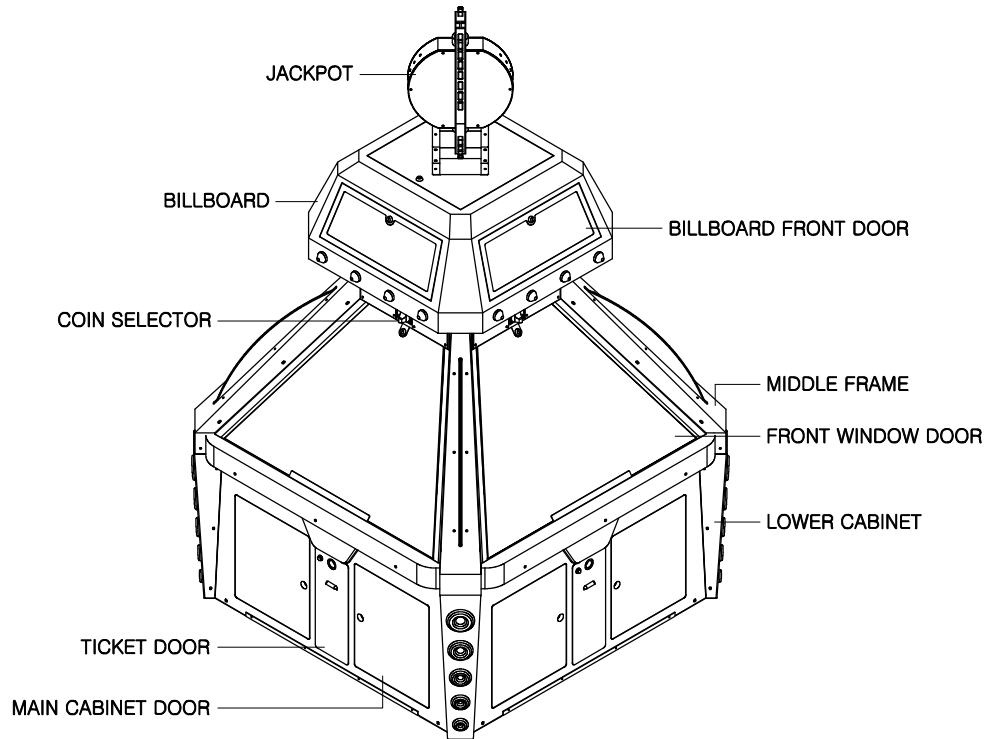
## 1-1. DIMENSION



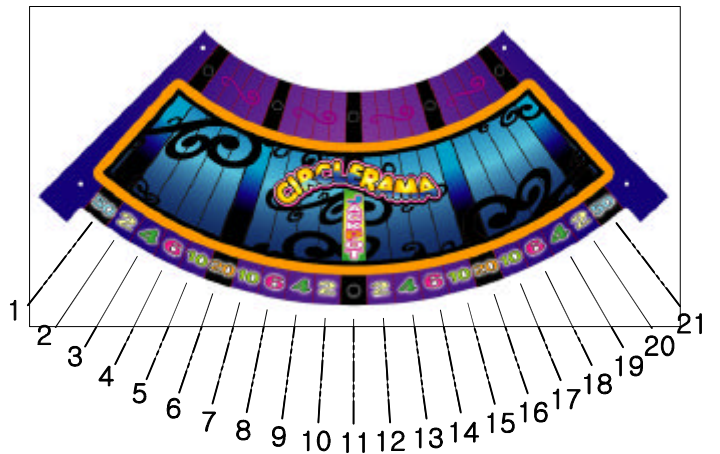
## 1-2. SPECIFICATION

POWER RATED VOLTAGE RANGE	SEE THE FRONT PAGE
POWER RATED FREQUENCY RANGE	50Hz ~ 60Hz
CONSUMPTION	200 W
WEIGHT	260 Kg

## 2. NAME OF PARTS



\* GAME PANEL (TARGET NUMBER)





### 3. COMPONENTS

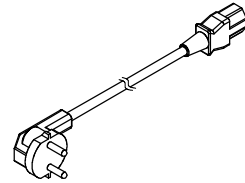
①



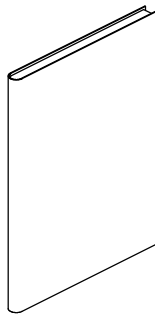
②



③



④

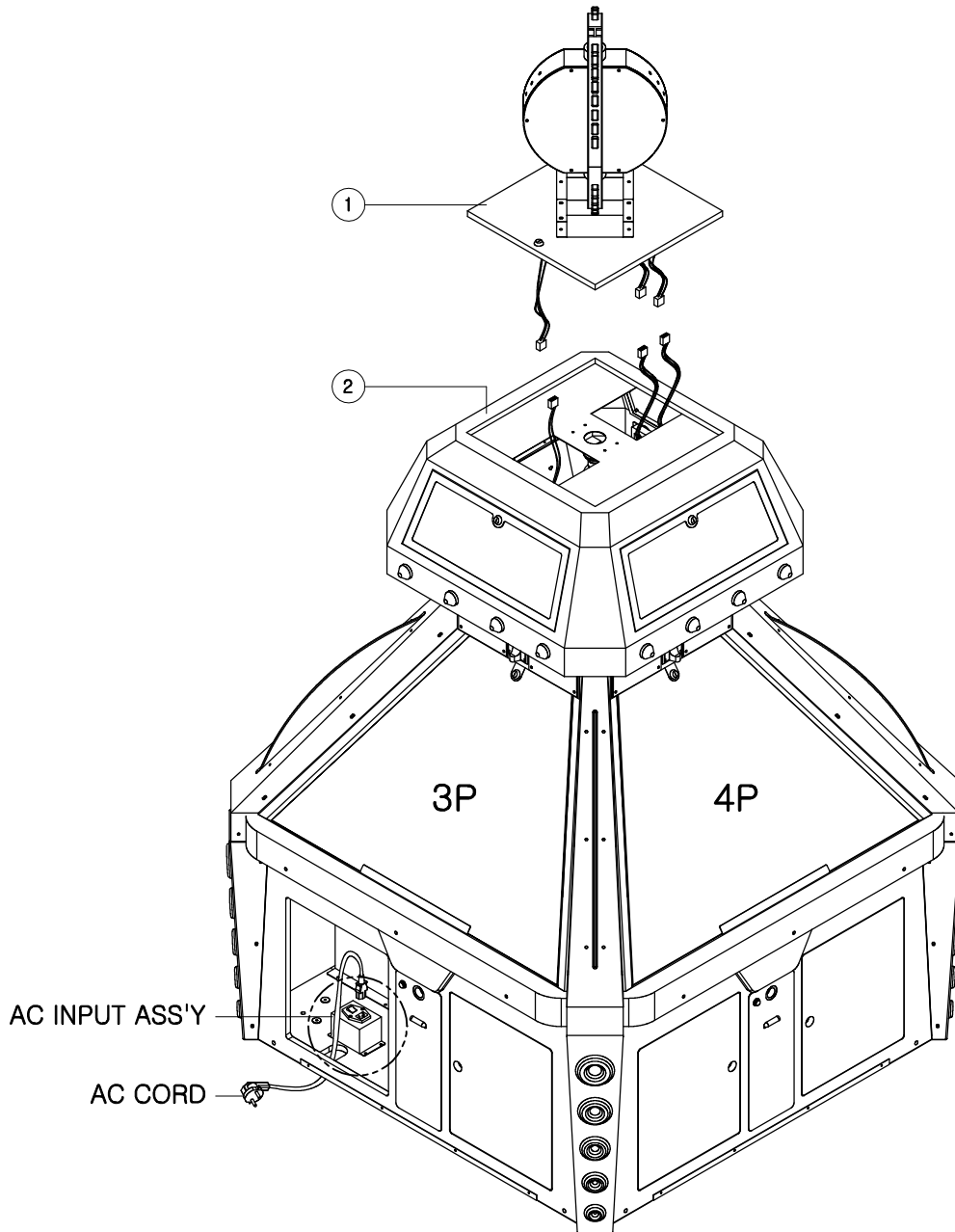


⑤



NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	CASH BOX KEY	6001	2	-
2	FRONT DOOR KEY	7001	2	-
3	AC POWER CORD	-	1	-
4	MANUAL	-	1	-
5	WRENCH	3mm	1	-

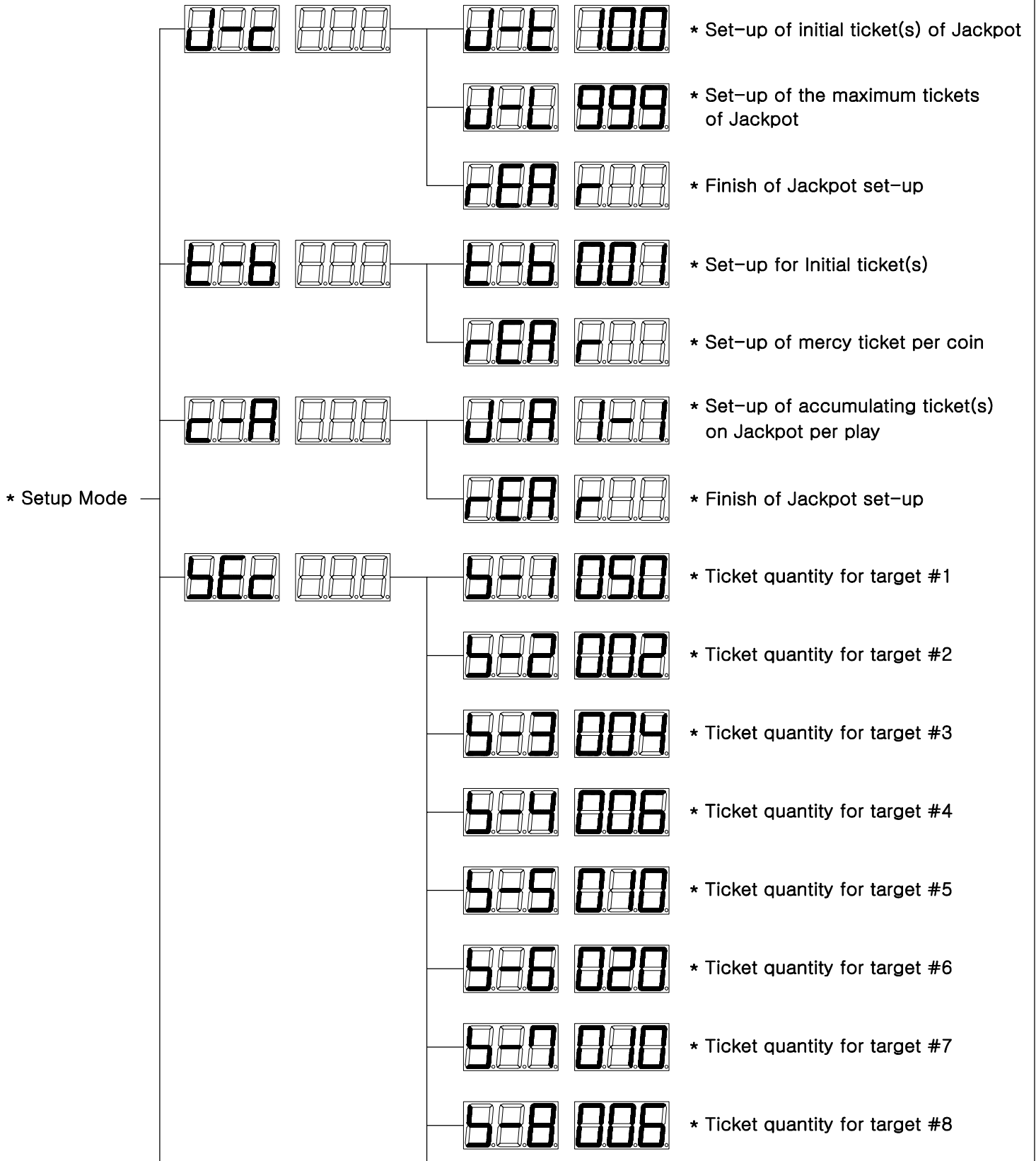
## 4. HOW TO ASSEMBLE

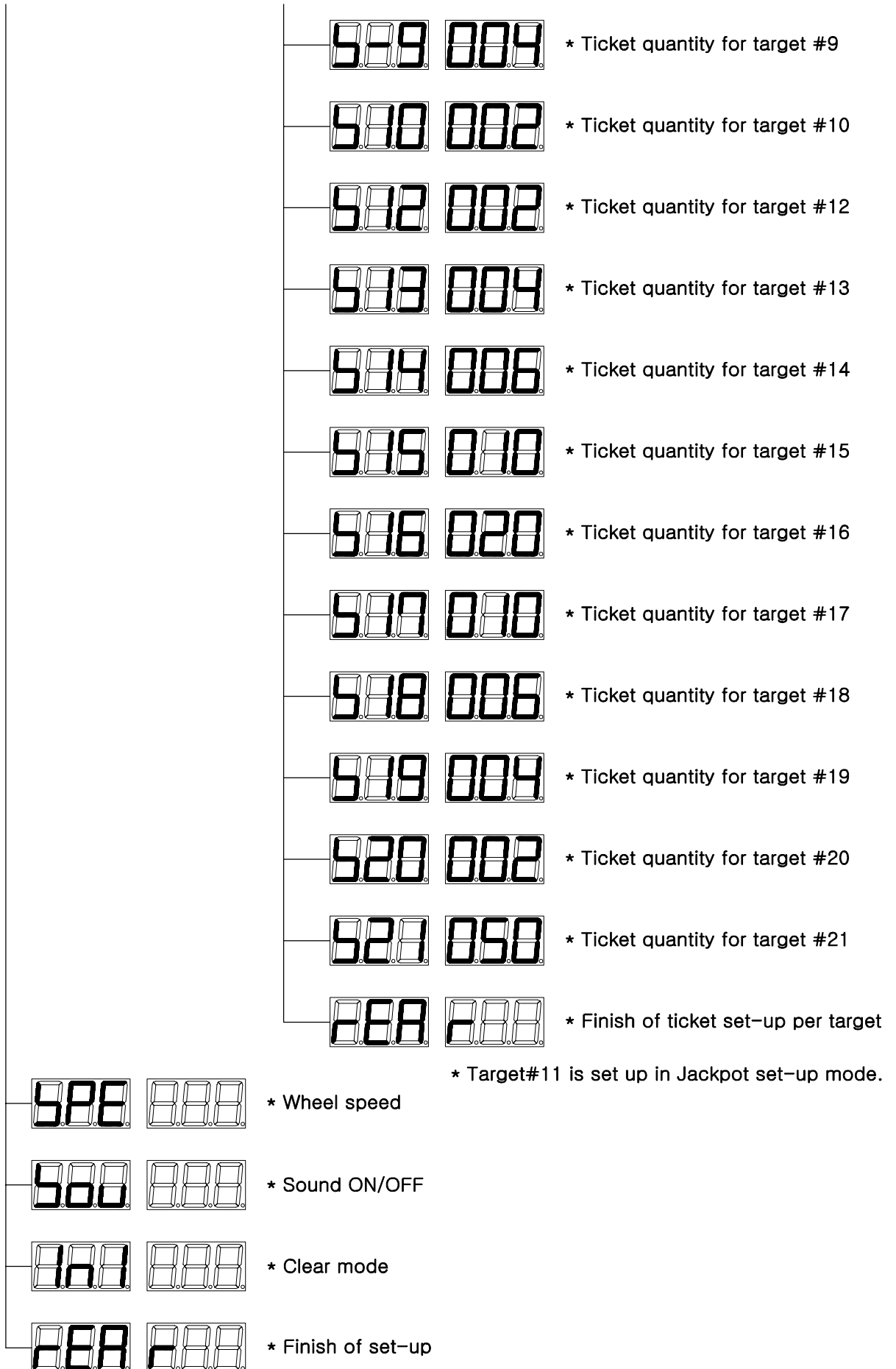


NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	JACKPOT FND ASS'Y	-	1	-
2	MAIN CASE ASS'Y	-	1	-

# 5. SETUP MODE AND ERROR NO

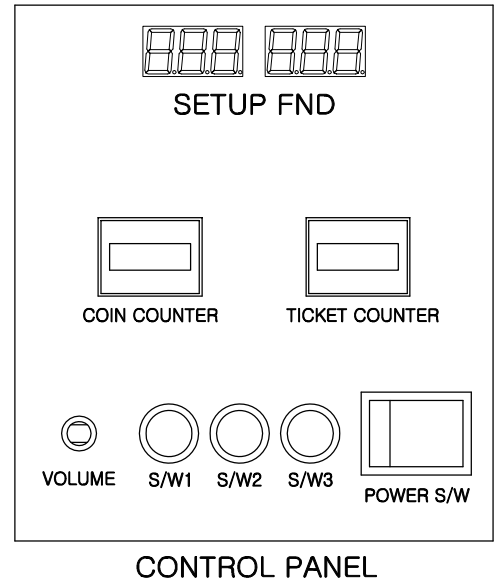
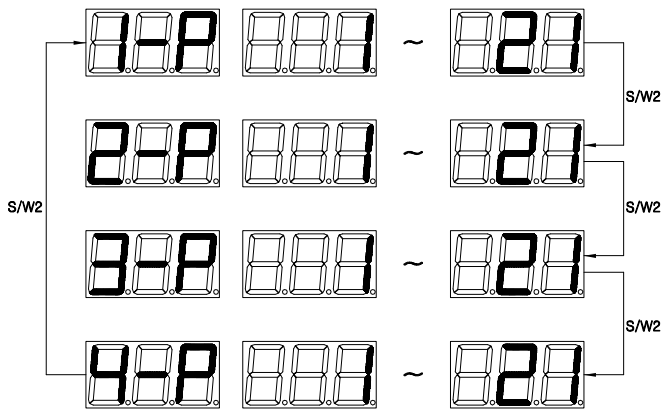
## 5-1. Flow chart





### 5-2. Encoder Check

Encoder sensor can be checked by SW2 button

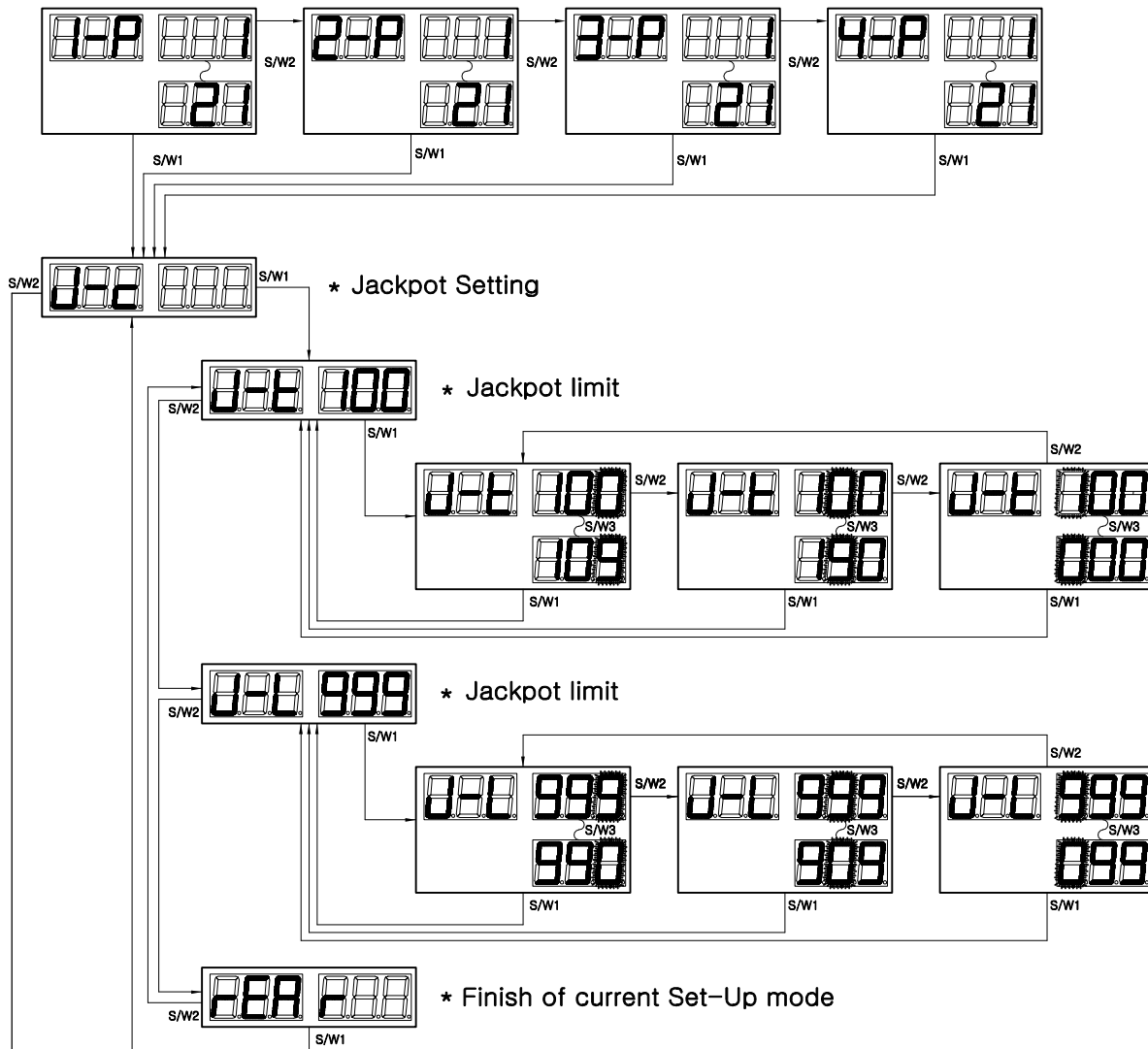


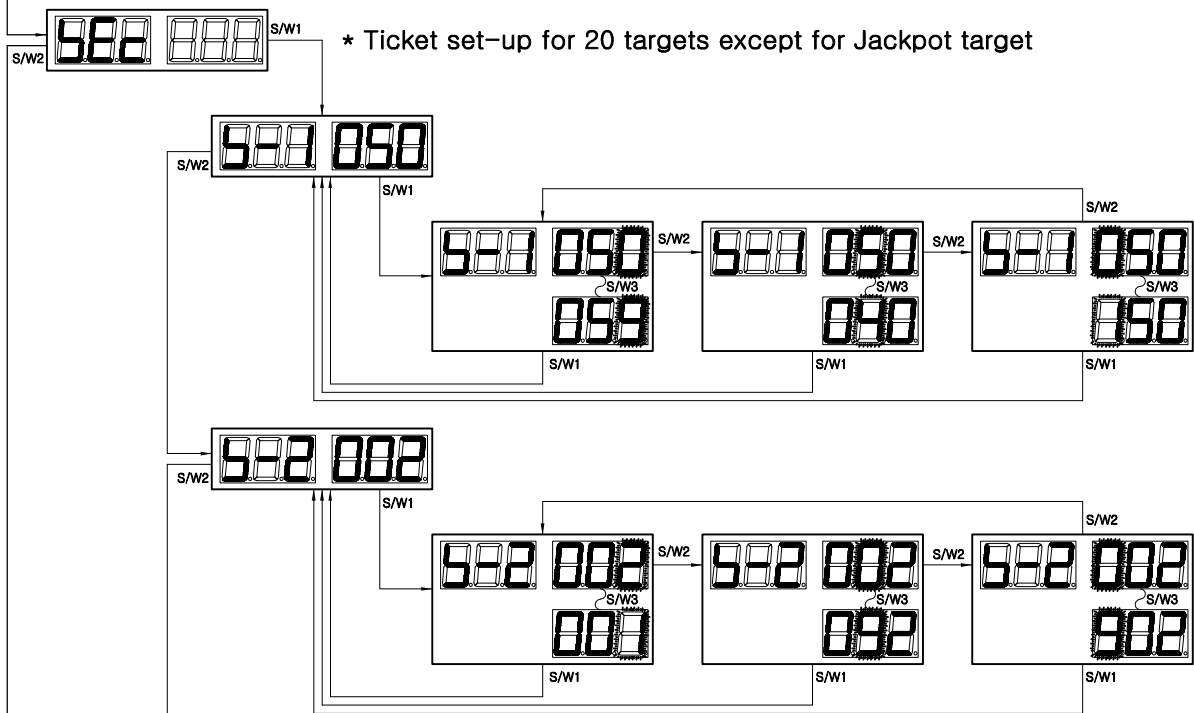
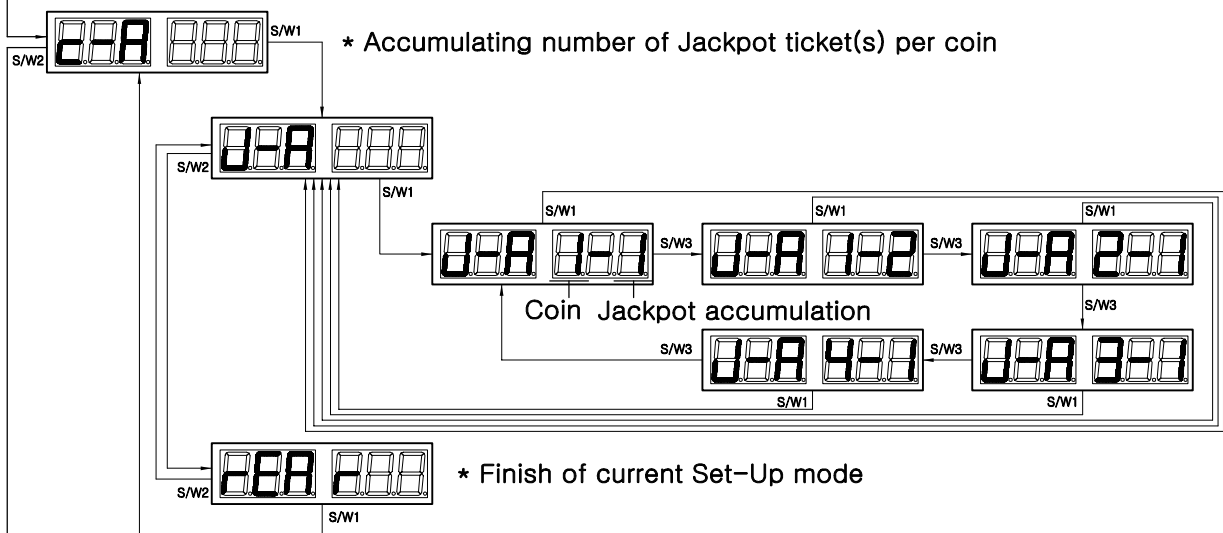
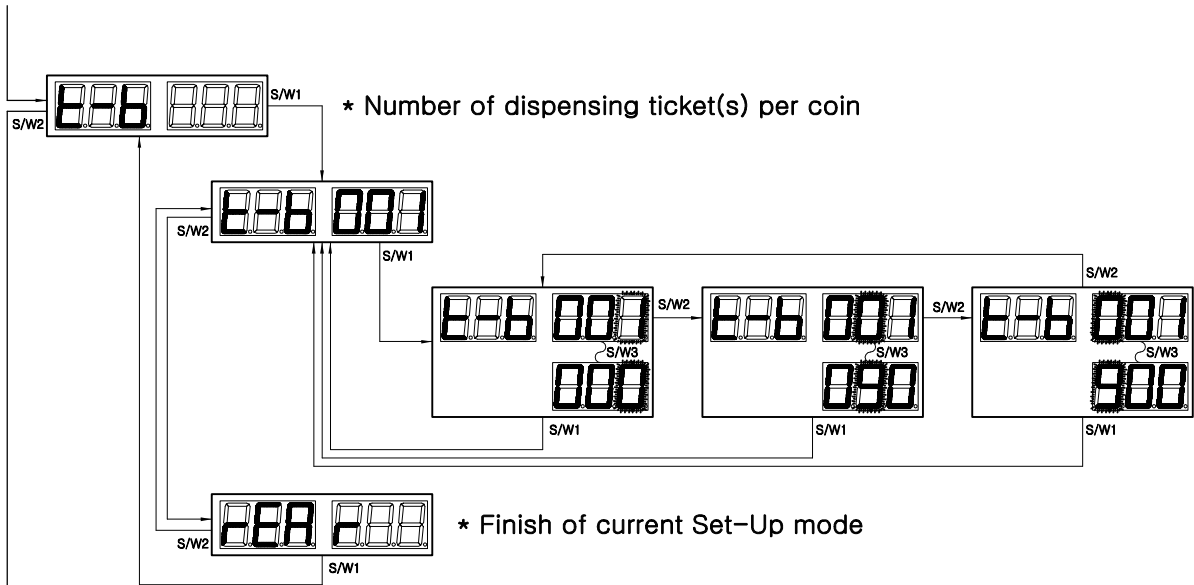
### 5-3. Setup Mode

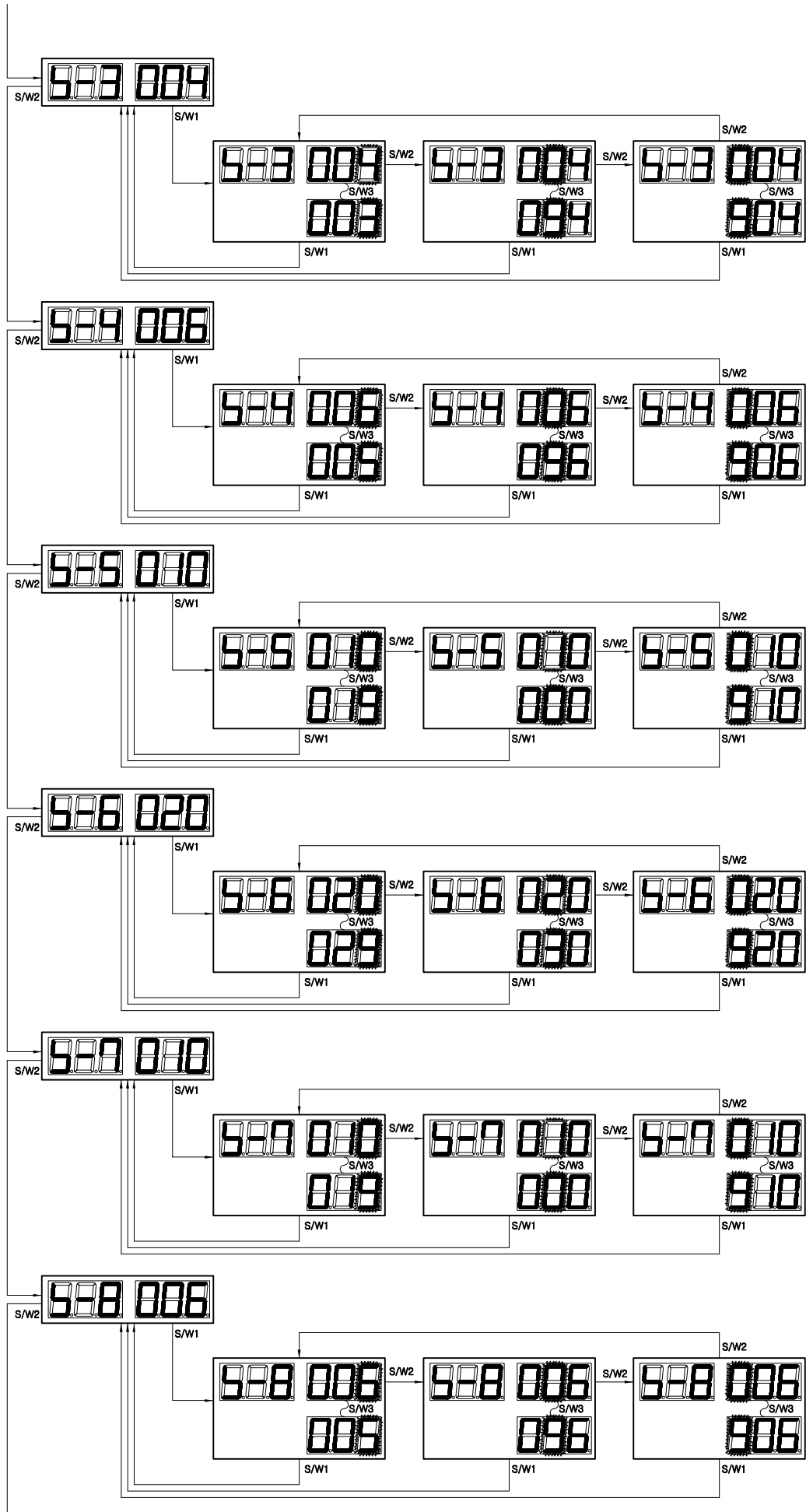
Push SW1 button to get into SET-UP mode

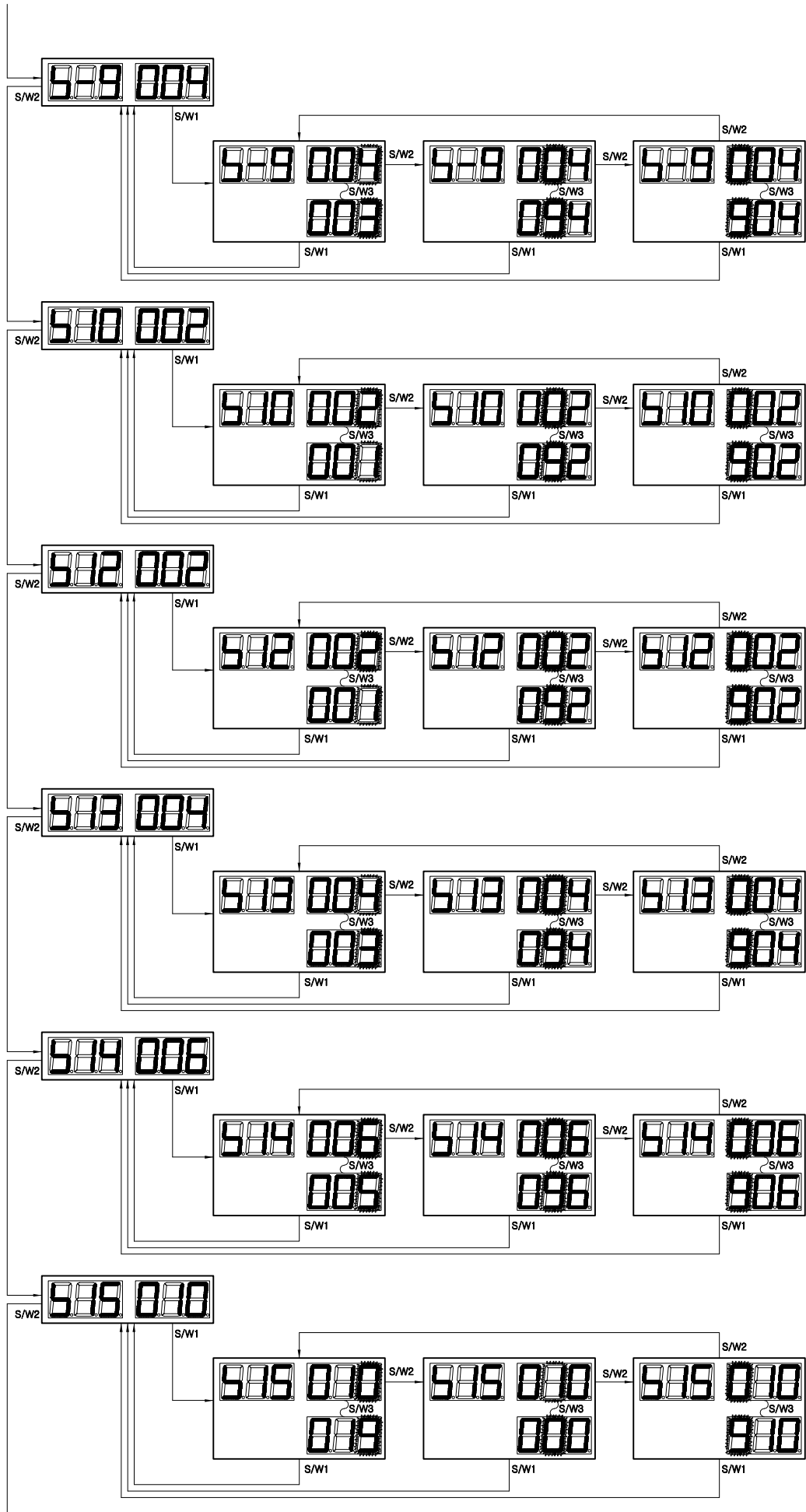
Push SW2 button to get into setting mode

Push SW3 to change the setting value

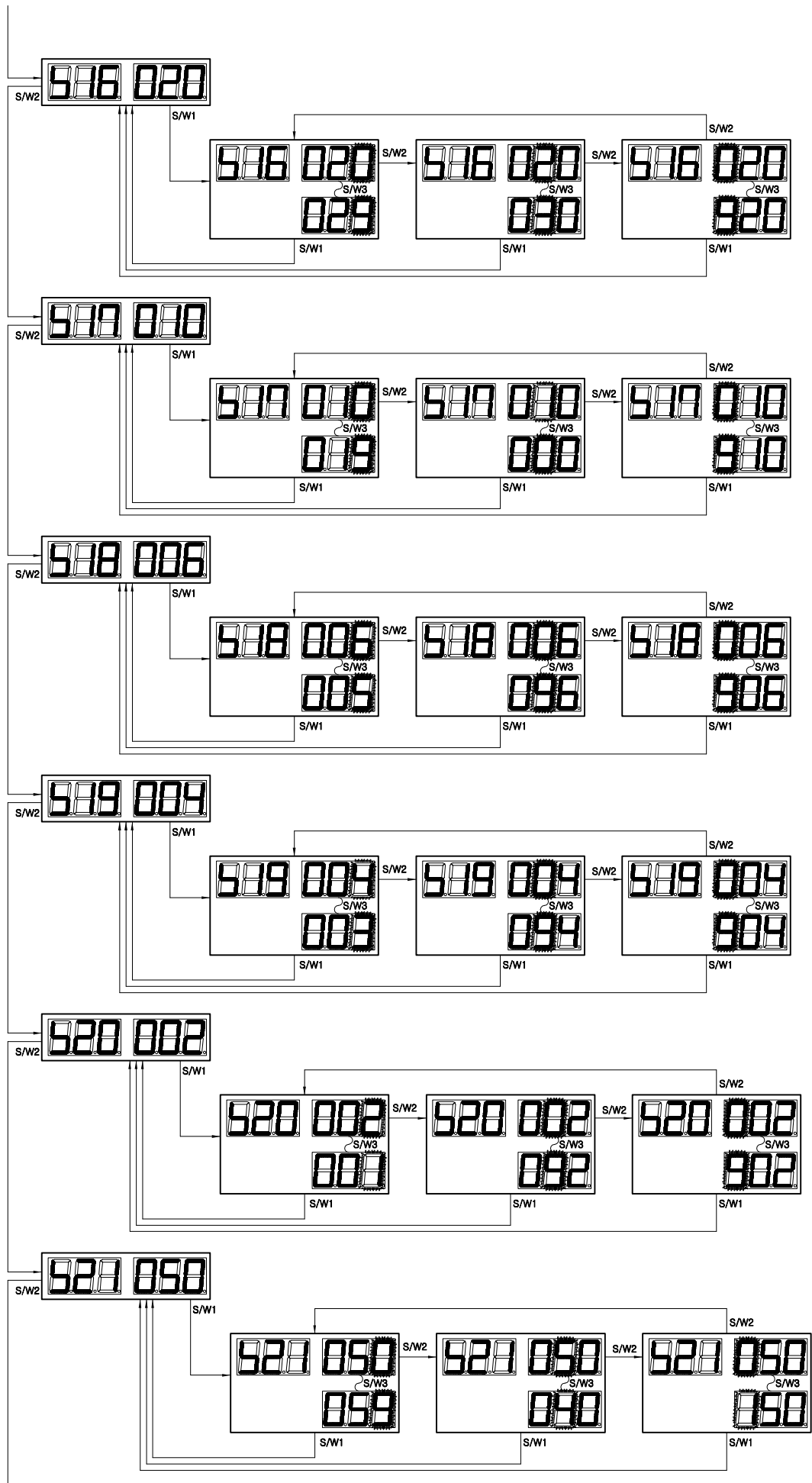


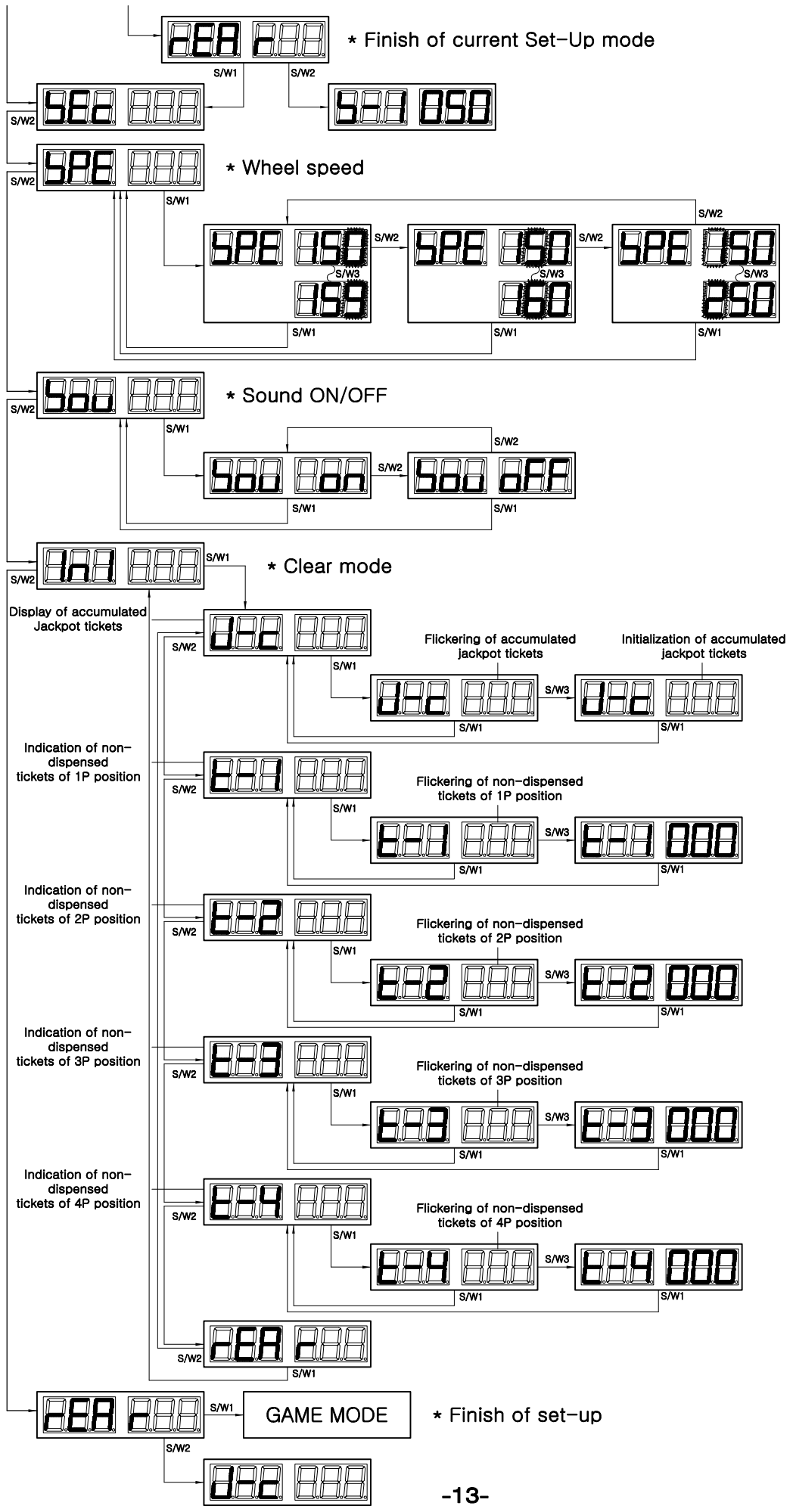








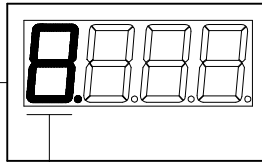




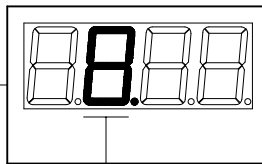
## 6. TEST MODE

- \* Turn on the machine while pushing SW3 button
- And then, follow up the following test procedures

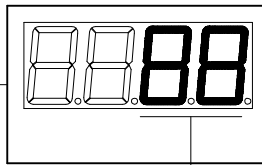
### 6-1. State Indication on TICKET OWED FND



; If the coin selector senses coin input, "8" in the first FND flickers once.  
-(COIN SELECTOR TEST)



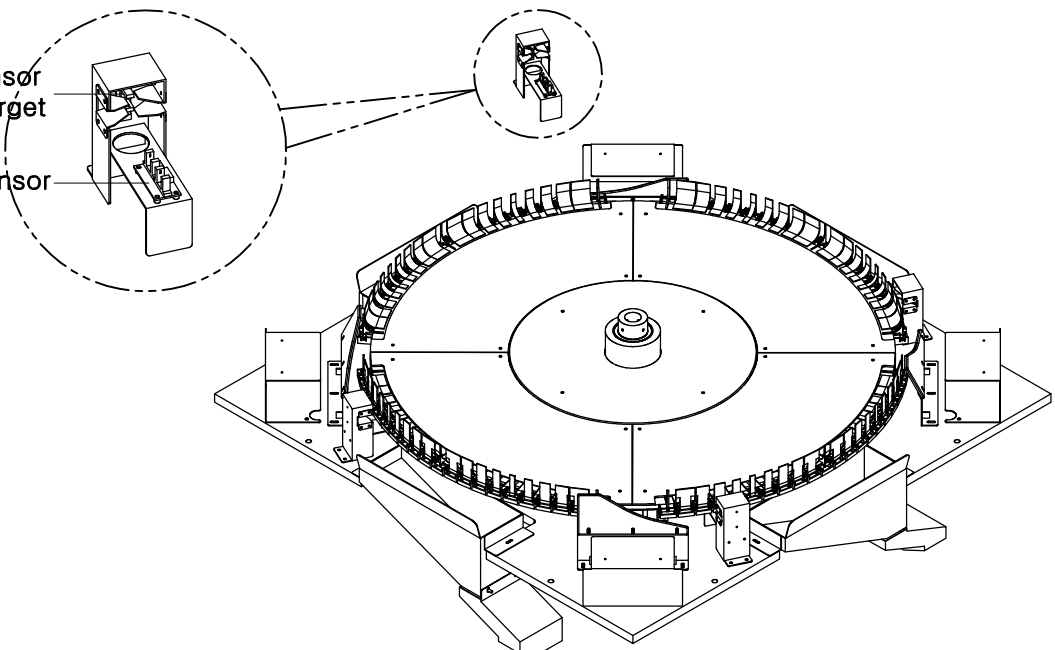
; If a target topples over, "8" in the second FND blinks once.  
-(Checking sensor test for toppled target)



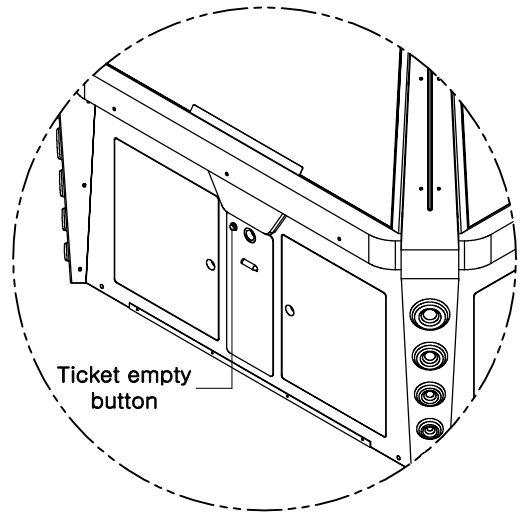
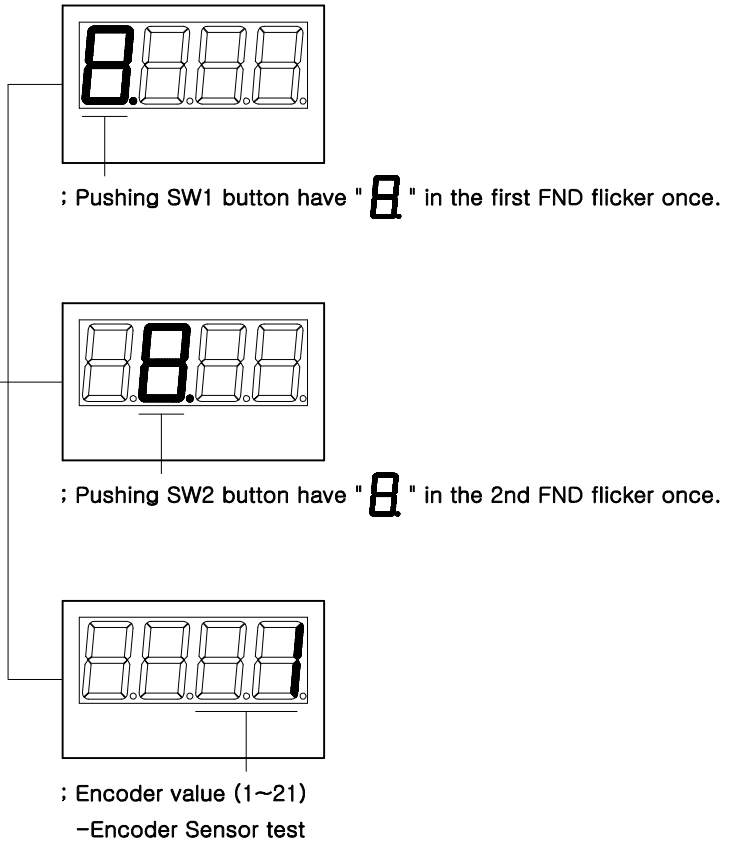
; Pushing the "Ticket Empty Button" dispenses 8 tickets.  
If there are no tickets, the lamp of "Ticket Empty Button" is flickering.

Checking sensor  
for toppled target

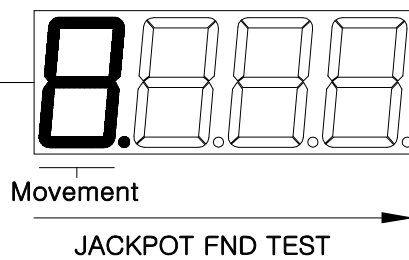
Encoder Sensor



6-2. State Indication on JACKPOT FND

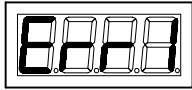


6-3. Jackpot State indication

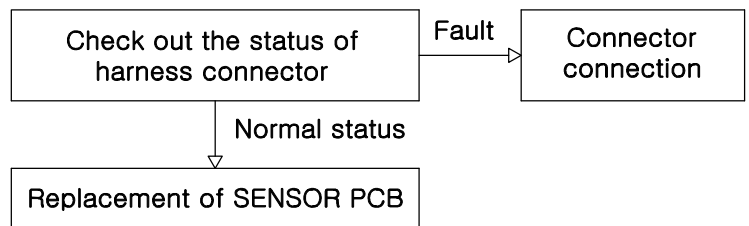
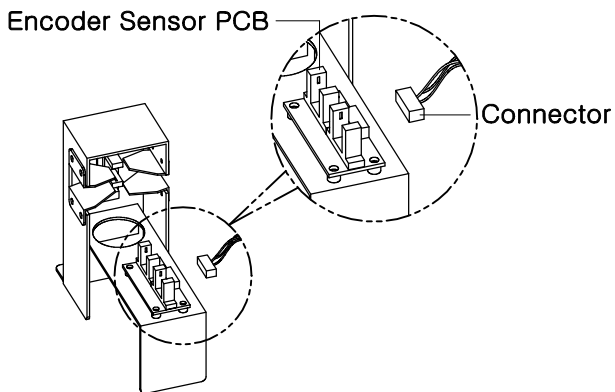


## 7. TROUBLESHOOTING

### 7-1. For Error #1 – ENCODER ERROR

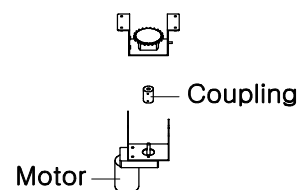
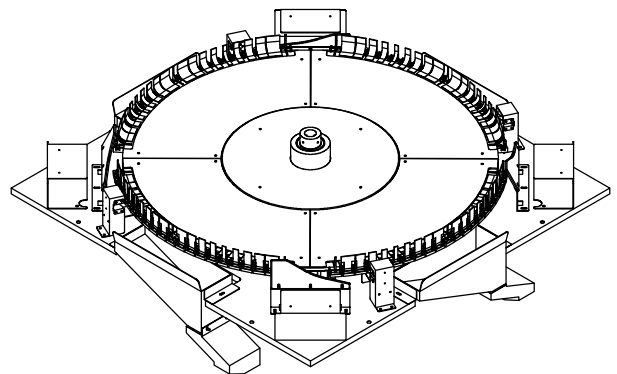
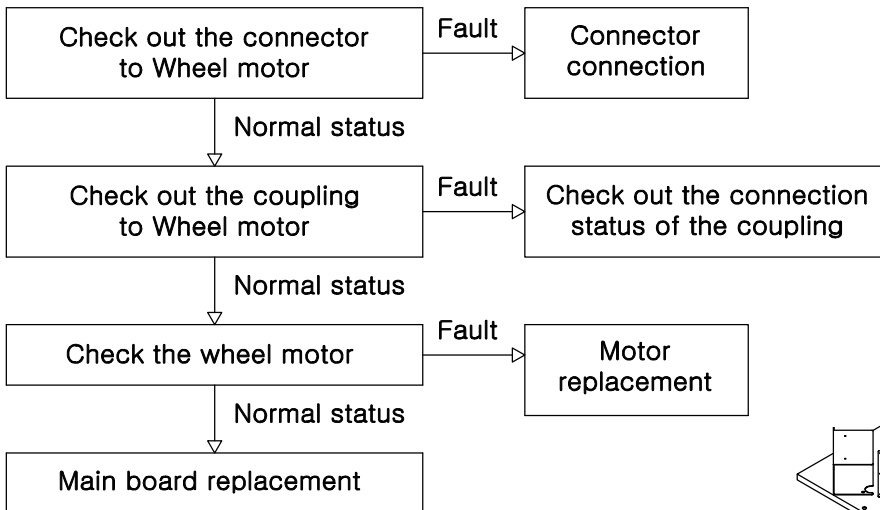


Error number is shown on the related "Ticket Owed FND"

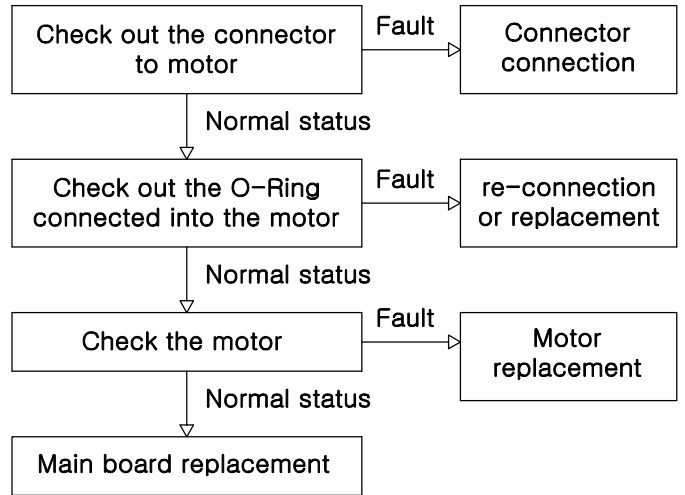
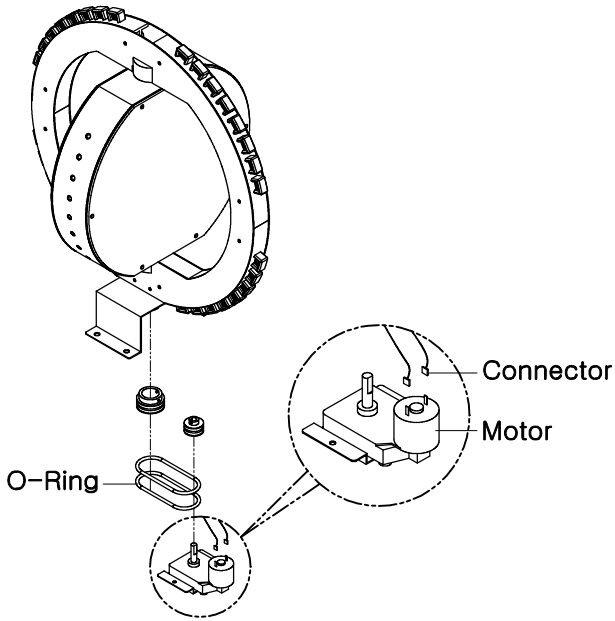


Warning) Pay attention on connector direction after the replacement of Sensor PCB

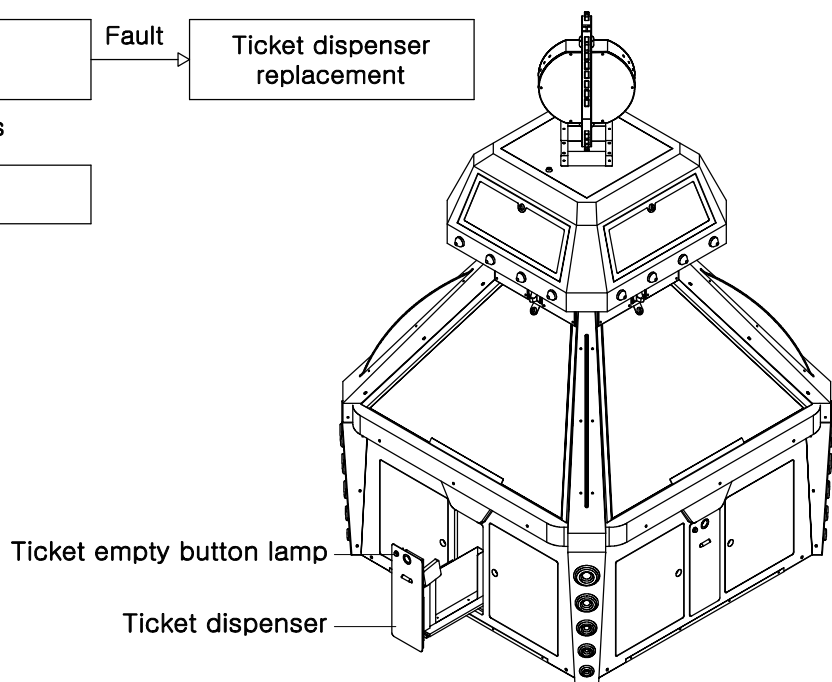
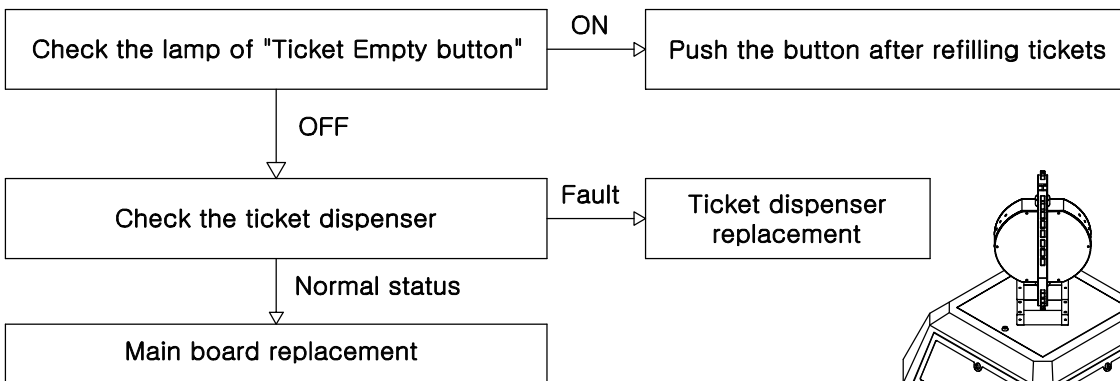
### 7-2. When the wheel does not work



7-3. When the Jackpot FND does not turn

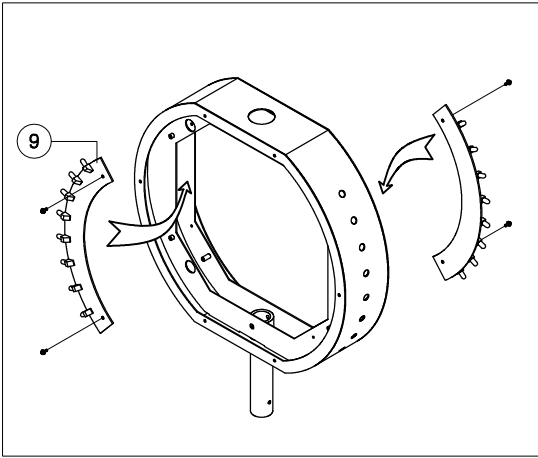


7-4. When ticket(s) are not dispensed

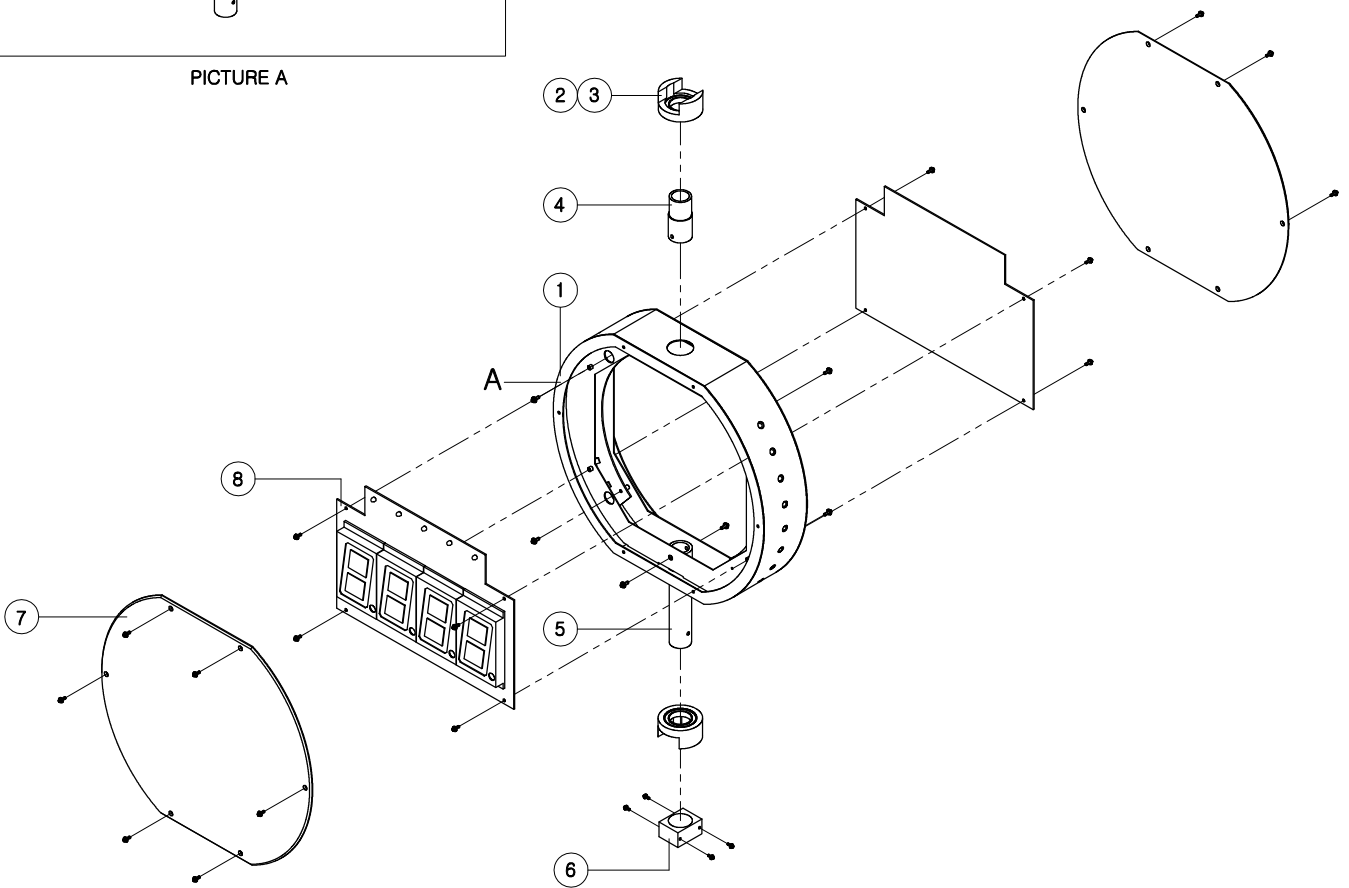


## 8. ASSEMBLING JACKPOT

### 8-1. ASSEMBLING JACKPOT

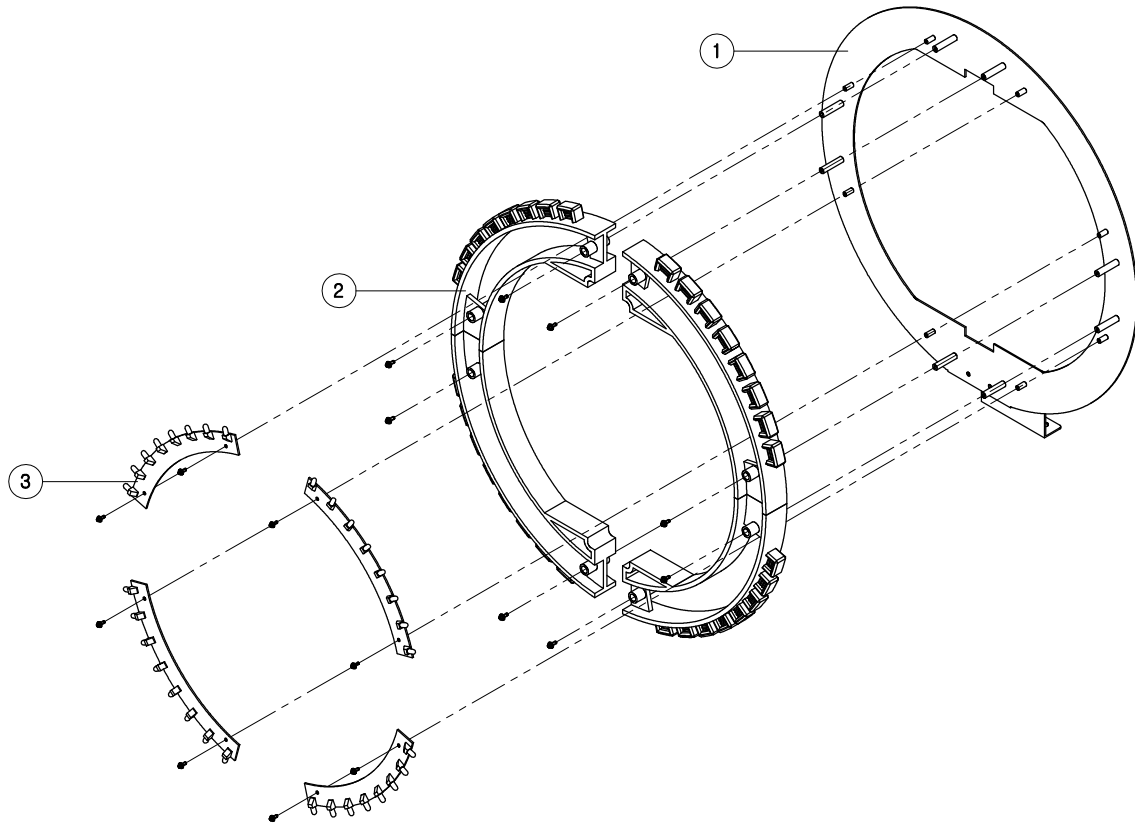


PICTURE A



NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	JACKPOT FND FRAME ASS'Y	-	1	-
2	JACKPOT FND BEARING HOUSING	-	2	MCIR0PR0001
3	BEARING	6805ZZ	2	-
4	JACKPOT FND SHAFT-B	-	1	MCIR0PR0002
5	JACKPOT FND SHAFT-A	-	1	MCIR0PR0003
6	JACKPOT FND SHAFT-A GUIDE	-	1	MCIR0PR0027
7	JACKPOT FND ACRYL	3.0t	2	MCIR0ACR005
8	JACKPOT FND PCB ASS'Y	-	2	ACIR0PCB006
9	JACKPOT SIDE LED PCB ASS'Y	-	2	ACIR0PCB008

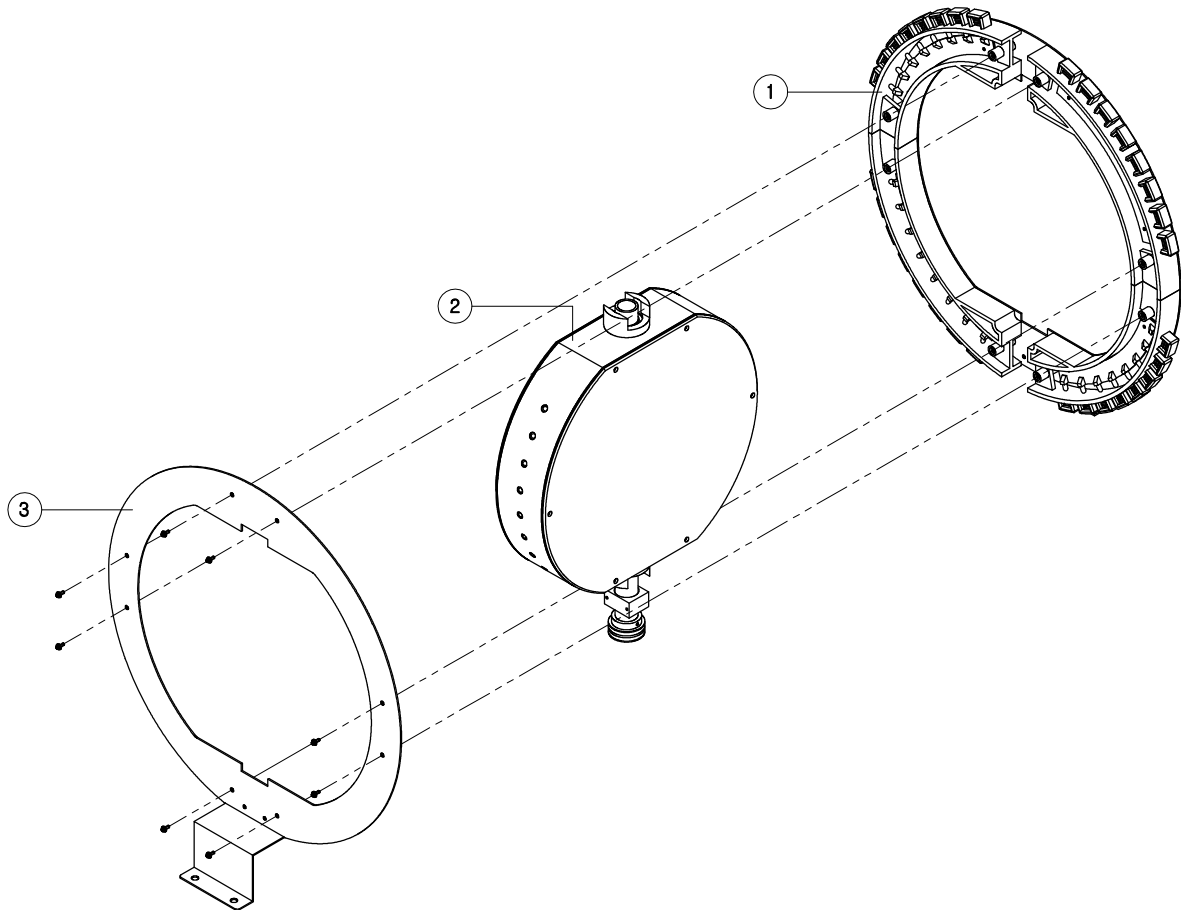
## 8-2. ASSEMBLING JACKPOT



NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	JACKPOT OUTER FRAME-B	-	1	MCIR0MEP001
2	JACKPOT OUTER ACRYL	PS	4	MCIR0PLA011
3	JACKPOT LED PCB ASS'Y	-	4	ACIR0PCB007

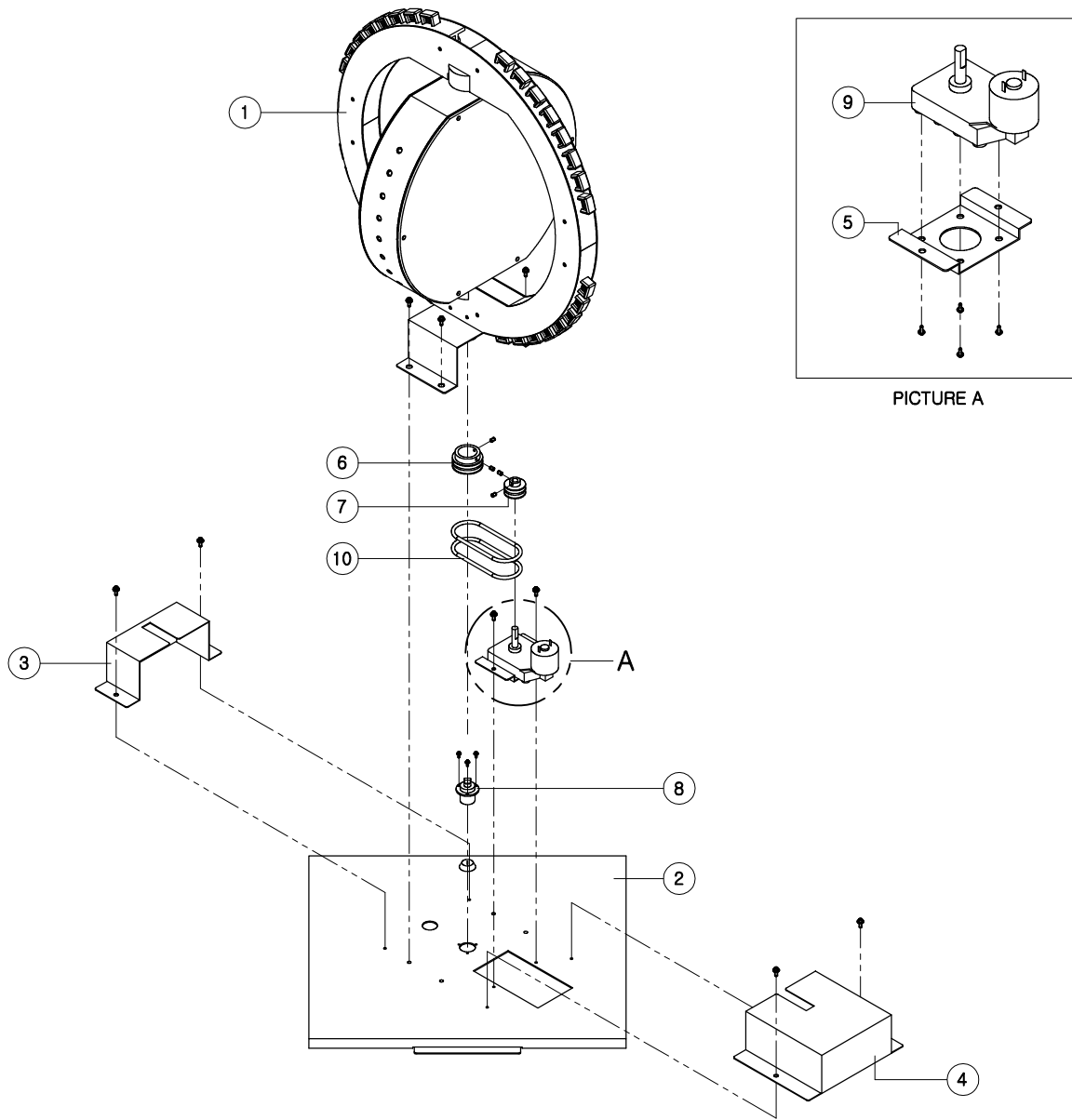


### 8-3. ASSEMBLING JACKPOT



NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	JACKPOT OUTER FRAME ASS'Y	-	1	-
2	JACKPOT FND FRAME ASS'Y	-	1	-
3	JACKPOT OUTER FRAME-A	-	1	MCIR0MEP002

### 8-4. ASSEMBLING JACKPOT

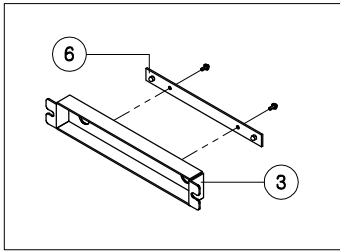


PICTURE A

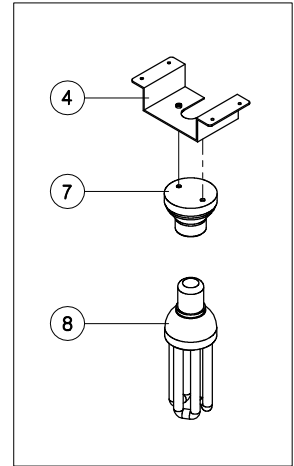
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	JACKPOT FRAME ASS'Y	-	1	-
2	JACKPOT FND BASE	-	1	MCIR0MEP003
3	JACKPOT FND ROTATE COVER-A	-	1	MCIR0MEP004
4	JACKPOT FND ROTATE COVER-B	-	1	MCIR0MEP005
5	JACKPOT ROTATE MOTOR BRACKET	-	1	MCIR0MEP006
6	JACKPOT ROTATE SHAFT-A	-	1	MCIR0PR0004
7	JACKPOT ROTATE SHAFT-B	-	1	MCIR0PR0005
8	SLIP RING	-	1	MCIR0PR0006
9	DC MOTOR	KGE-615-3429C	1	-
10	O-RING	P60	2	-

## 9. ASSEMBLING BILLBOARD

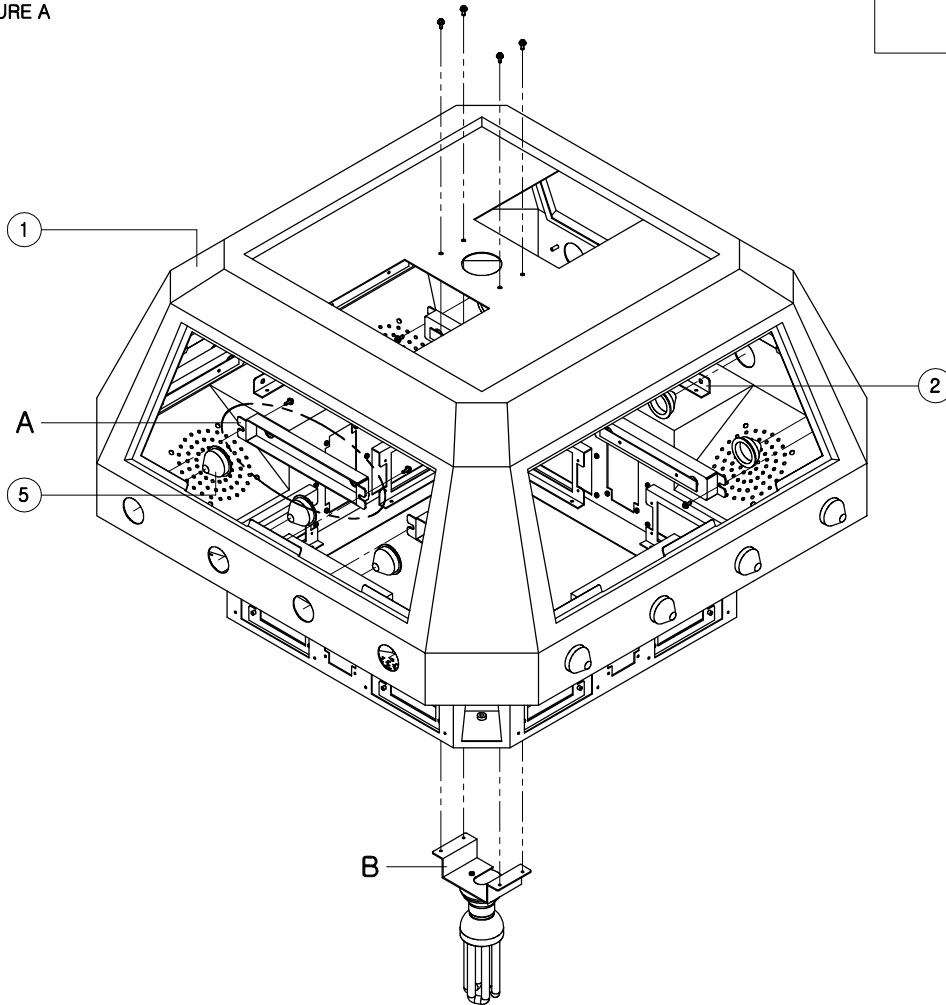
### 9-1. ASSEMBLING BILLBOARD



PICTURE A

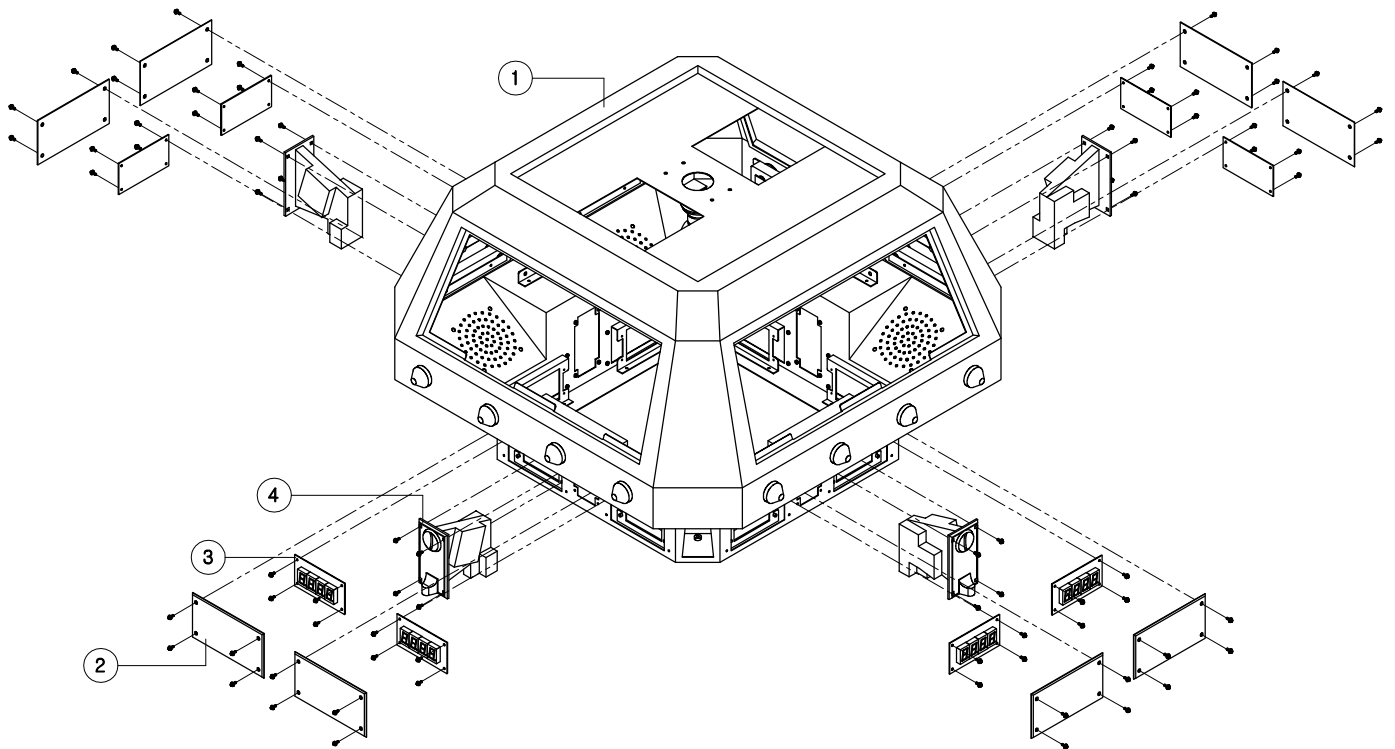


PICTURE B



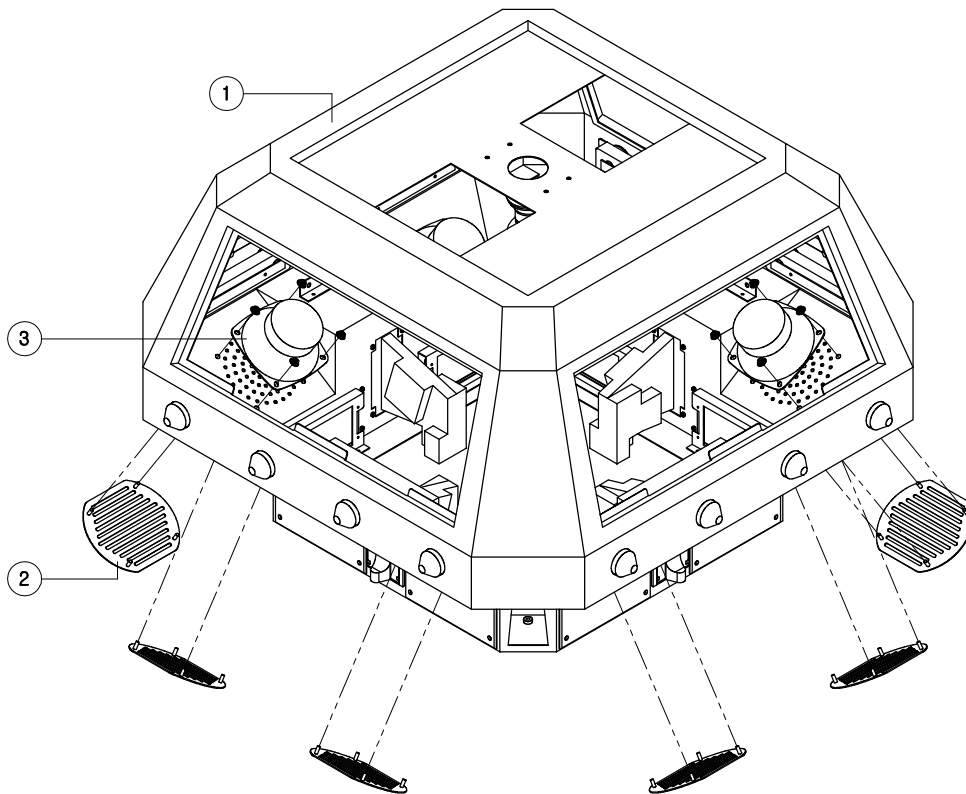
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	BILLBOARD MAIN FRAME	-	1	MCIROME007
2	BILLBOARD HARNESS BRACKET	-	4	MCIROME008
3	BILLBOARD LED CAP ACRYL BRACKET	-	8	MCIROME009
4	BILLBOARD LAMP BRACKET	-	1	MCIROME010
5	LED CAP	φ35	16	-
6	BILLBOARD LED PCB ASS'Y	-	8	ACIROPCB004
7	AC RECEPTACLE	-	1	MELE0ARE002
8	3 WAVE LAMP	20W/110V	1	MELE0LAM004

## 9-2. ASSEMBLING BILLBOARD



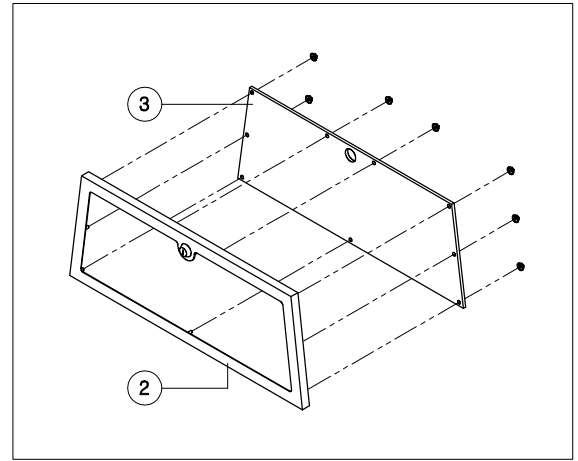
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	BILLBOARD MAIN FRAME ASS'Y	-	1	-
2	FND ACRYL-A	3.0t	8	-
3	SCORE FND PCB ASS'Y	-	8	ACIR0PCB009
4	COIN SELECTOR	SG-628	4	MZZZ0C0S013

### 9-3. ASSEMBLING BILLBOARD

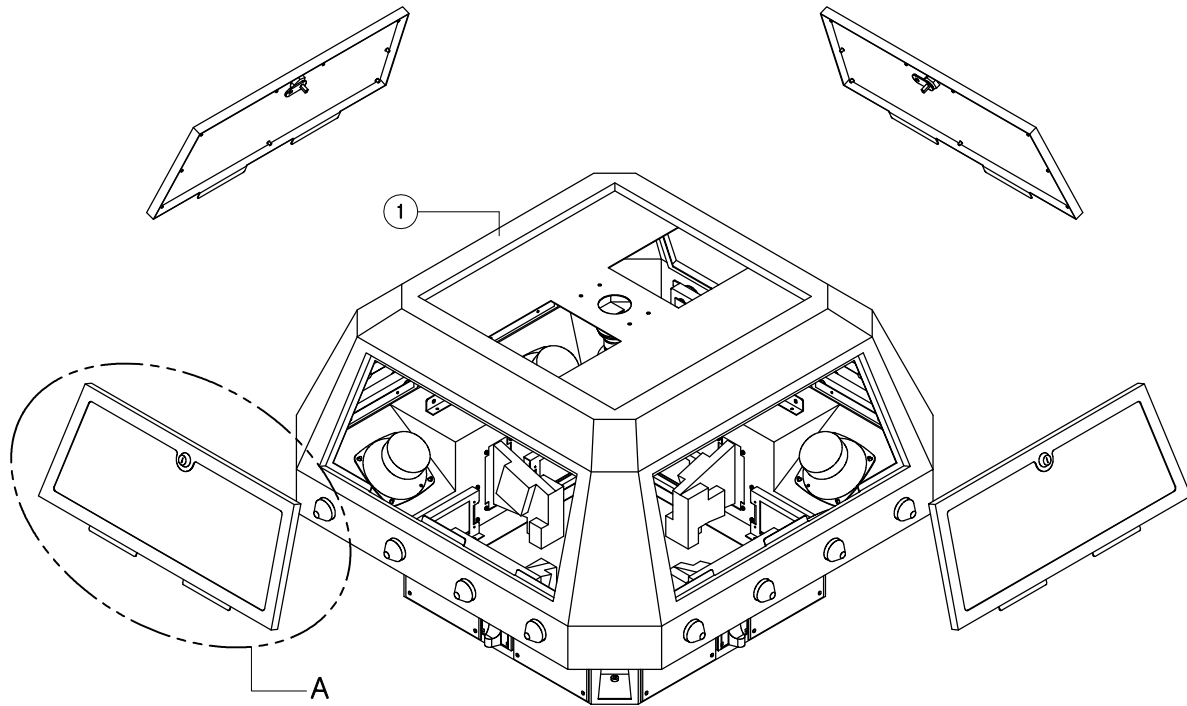


NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	BILLBOARD MAIN FRAME ASS'Y	-	1	-
2	SPEAKER COVER	-	8	MCIROME011
3	SPEAKER	MID 4.5"	8	MZZZ0SPE004

## 9-4. ASSEMBLING BILLBOARD



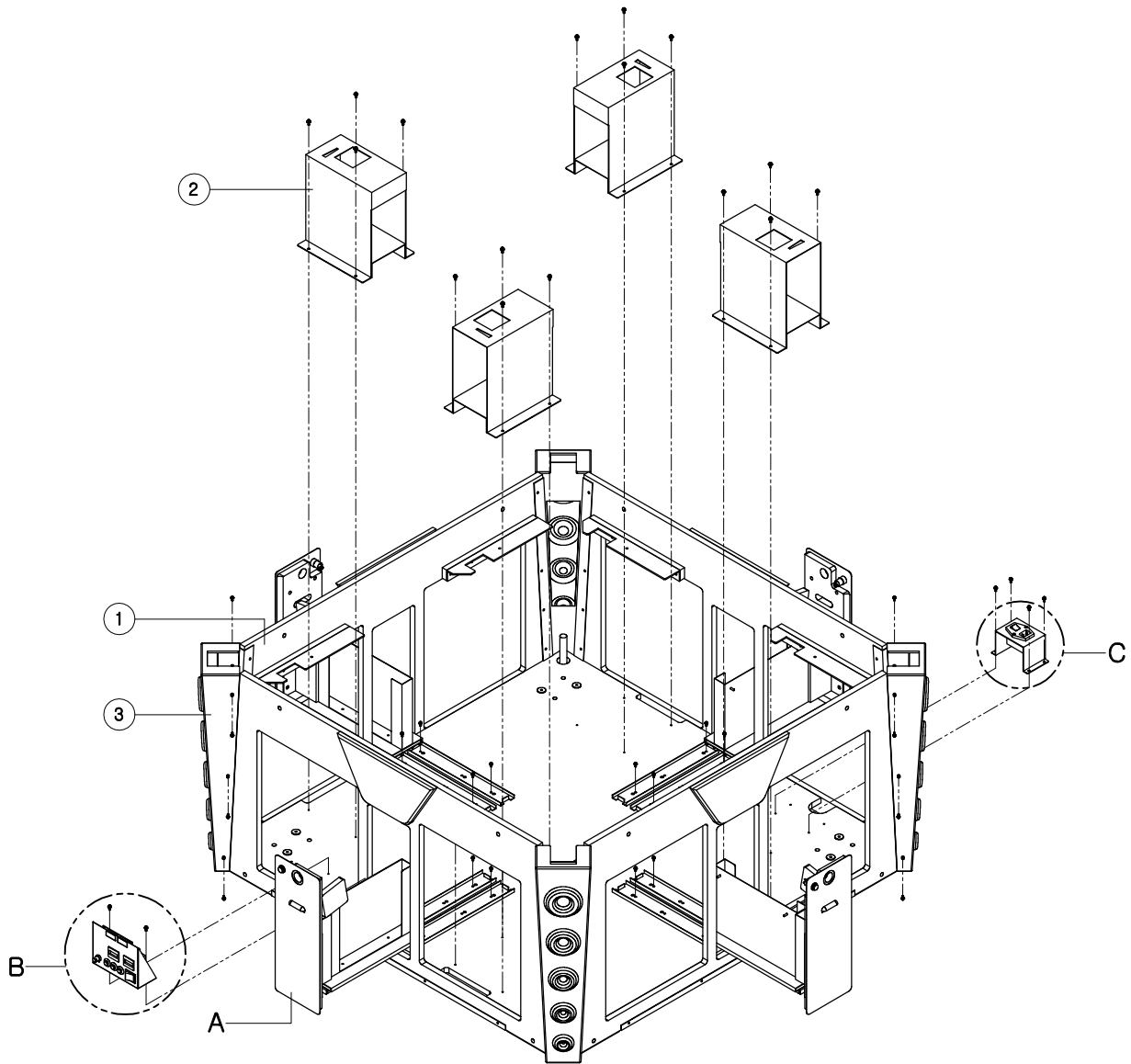
PICTURE A



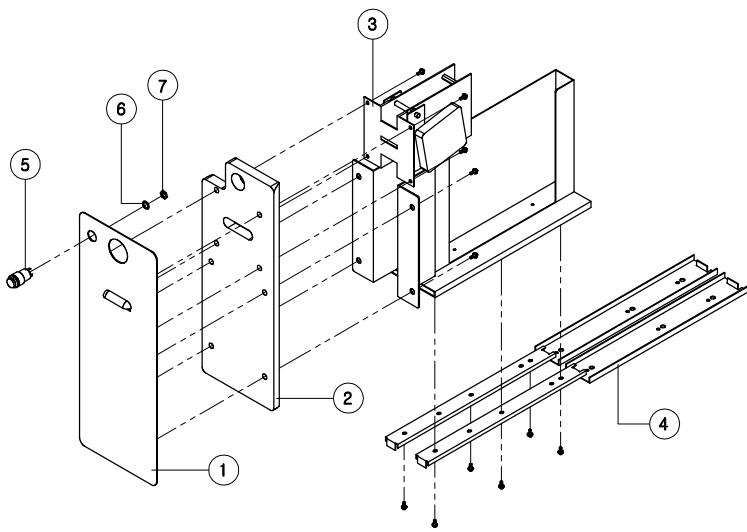
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	BILLBOARD MAIN FRAME ASS'Y	-	1	-
2	BILLBOARD FRONT DOOR	-	4	MCIROME012
3	BILLBOARD ACRYL	5.0t	4	MCIROACR004

## 10. ASSEMBLING LOWER CABINET

### 10-1. ASSEMBLING LOWER CABINET

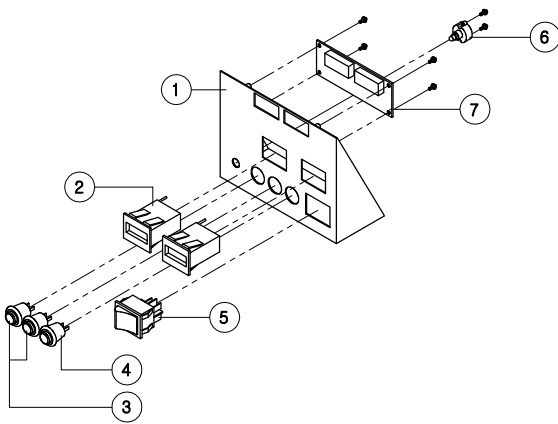


NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	LOWER CABINET	-	1	MCIR0W00001
2	COIN BOX BRACKET ASS'Y	-	4	MCIR0MEP013
3	EDGE FRAME COVER MOLDING	ABS-5.0t	4	MCIR0PLA012



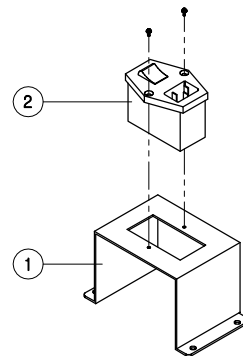
PICTURE A

NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	TICKET DOOR COVER	-	1	MCIR0MEP014
2	TICKET DOOR	-	1	MCIR0WOO002
3	TICKER DISPENSER	-	1	-
4	GUIDE RAIL	300mm	2	-
5	PBL	∅16/DC 12V	1	-
6	WASHER	-	1	-
7	NUT	-	1	-



PICTURE B

NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	AC POWER SWITCH BRACKET	-	1	MCIR0MEP015
2	COUNTER	AMMC-712(7D12V)	1	MZZZ0COU002
3	PUSH BUTTON SWITCH-W	412W	2	MELE0PUS002
4	PUSH BUTTON SWITCH-R	412R	1	MELE0PUS001
5	ROCKER SWITCH	T-125 4P	1	MELE0SWI004
6	PUSH BUTTON	HSS-03	1	-
7	SETTING FND PCB	-	1	AWIW0PCB008

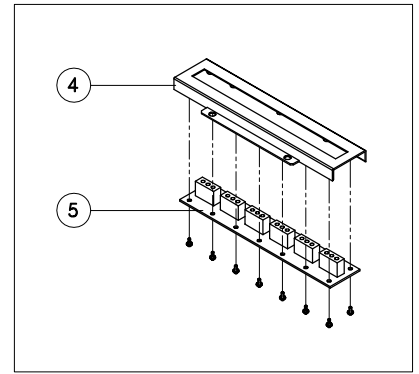


PICTURE C

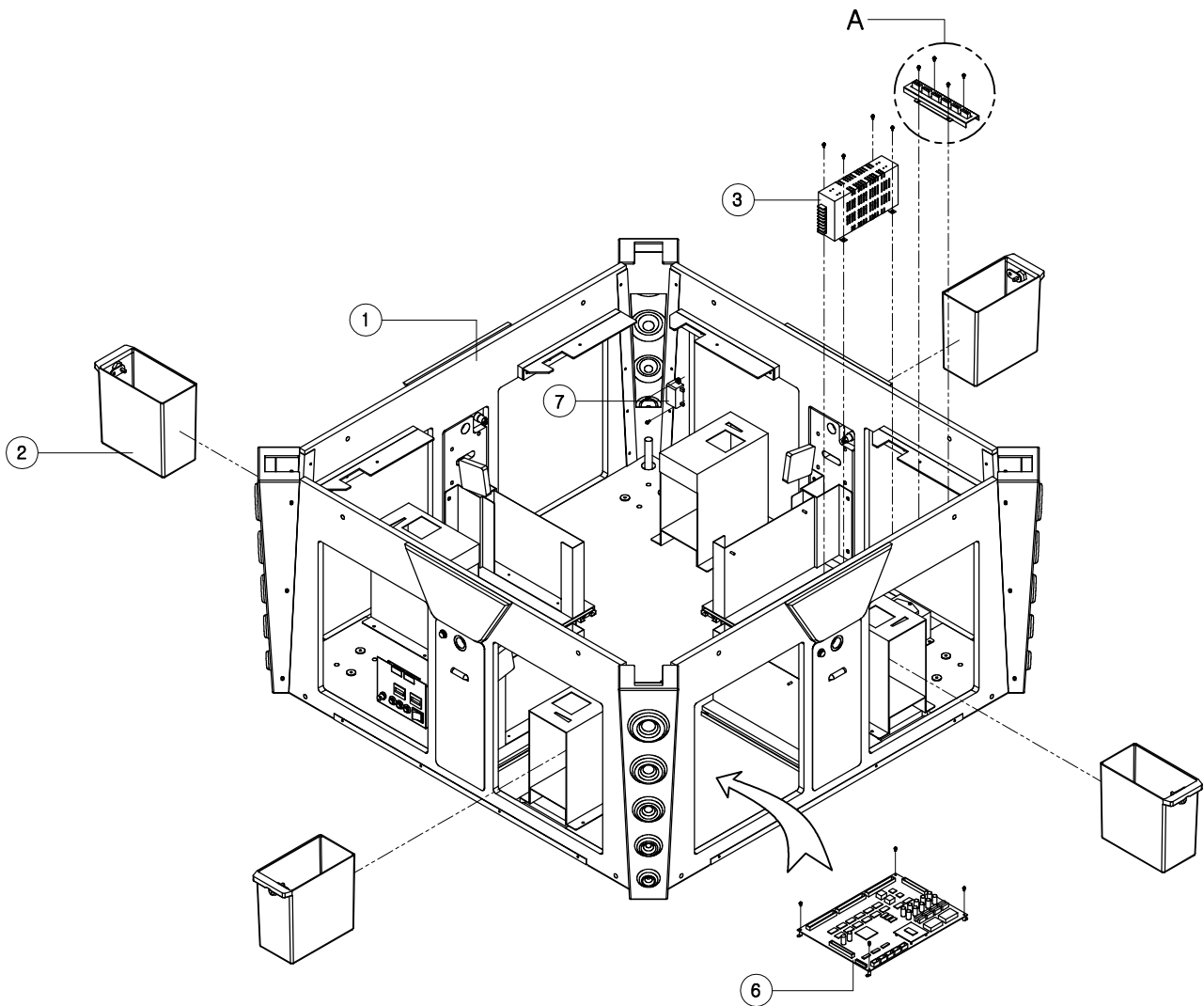
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	AC INPUT BRACKET	-	1	MCIR0MEP016
2	NOISE FILTER	IP-0642-H2	1	MELE0NOI002



## 10-2. ASSEMBLING LOWER CABINET



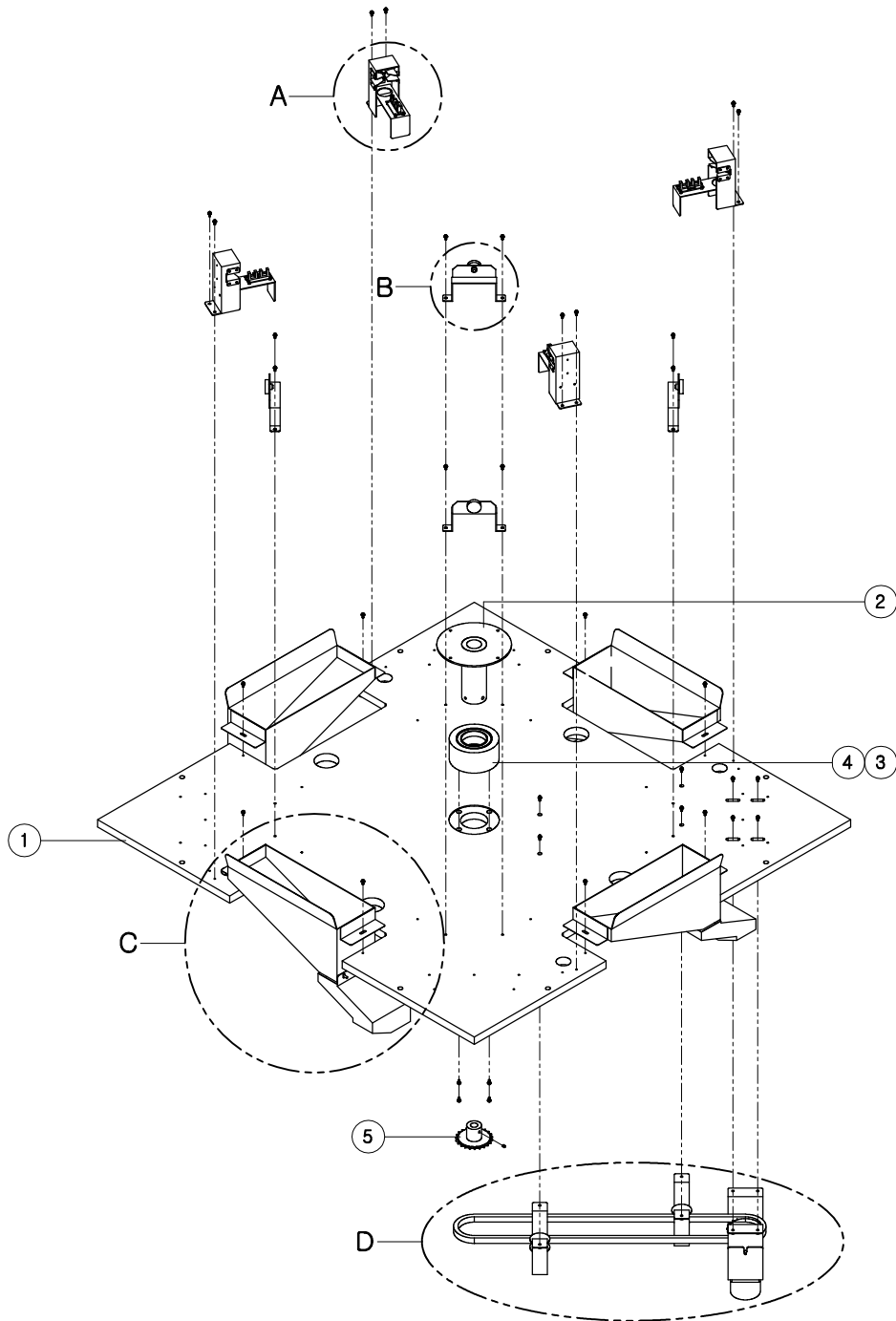
PICTURE A



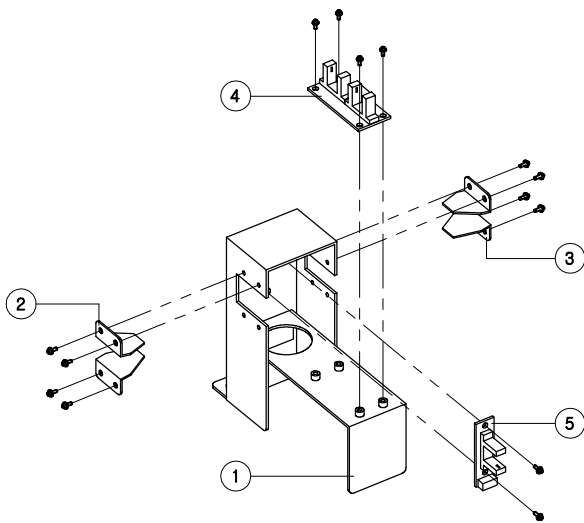
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	LOWER CABINET ASS'Y	-	1	MCIR0W0001
2	COIN BOX ASS'Y	-	4	-
3	POWER SMPS	-	1	-
4	AC JOIN PCB ASS'Y BRACKET	-	1	MMUN0PRO008
5	AC JOIN PCB ASS'Y	-	1	AMUM0PCB010
6	MAIN PCB ASS'Y	-	1	ACIR0PCB001
7	INVERTER	-	1	-

# 11. ASSEMBLING GAME PANEL

## 11-1. ASSEMBLING GAME PANEL

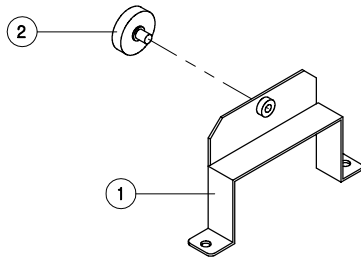


NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	GAME PANEL	-	1	MCIR0W0003
2	WHEEL SHAFT ASS'Y	-	1	MCIR0PR0007
3	WHEEL BEARING HOUSING	-	1	MCIR0PR0012
4	BEARING	6910ZZ	2	-
5	WHEEL SPROCKET	RS35-23T	1	MCIR0PR0008



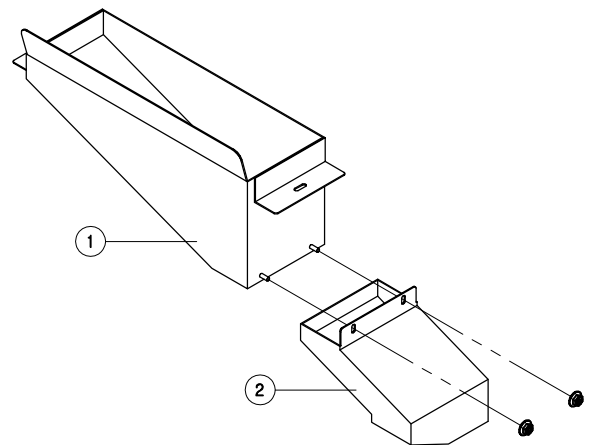
PICTURE A

NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	WHEEL SENSOR BRACKET ASS'Y	-	1	MCIROME021
2	WIN TARGET GUIDE-A	-	2	MCIROME022
3	WIN TARGET GUIDE-B	-	2	MCIROME023
4	SENSOR PCB-2	-	1	-
5	SENSOR PCB-1	-	1	ACIR0PCB011



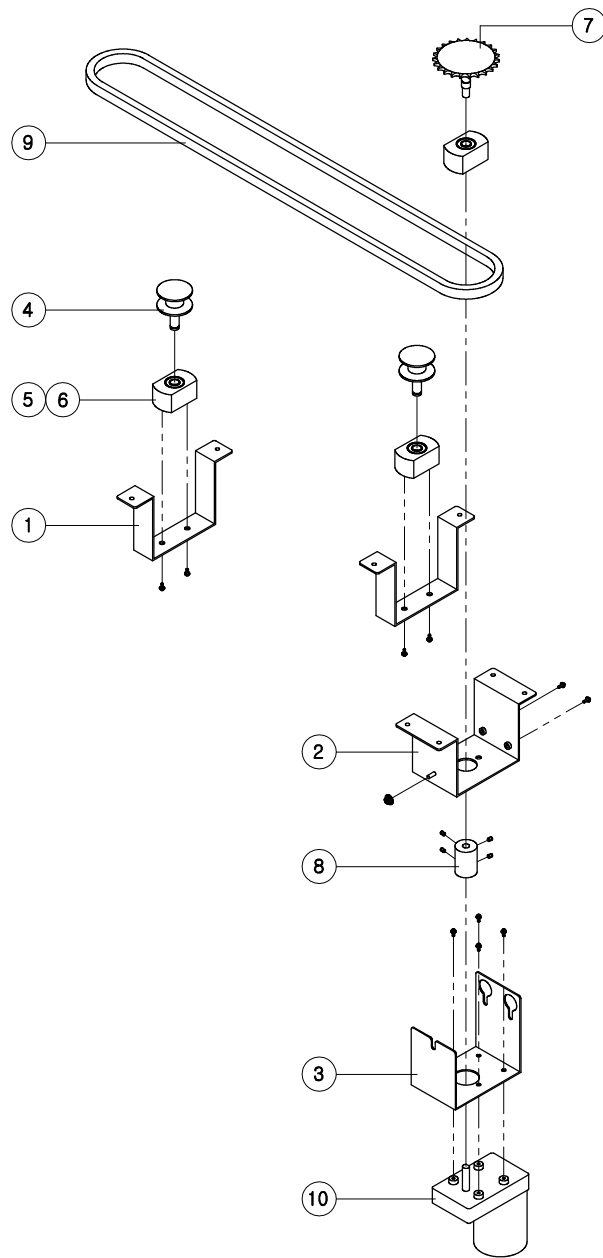
PICTURE B

NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	BALL TRANSFER BRACKET	-	1	MCIROME024
2	BEARING	DR28	1	-



PICTURE C

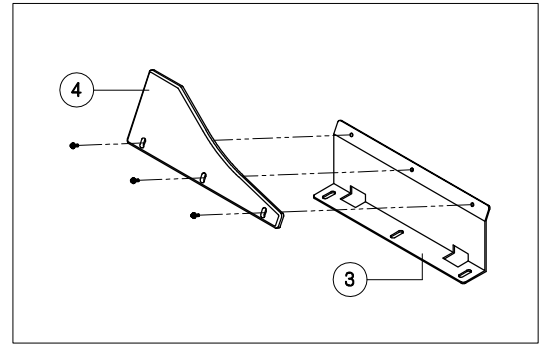
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	COIN RETURN ENTRY ASS'Y	-	1	MCIROME025
2	COIN RETURN GUIDE	-	1	MCIROME026



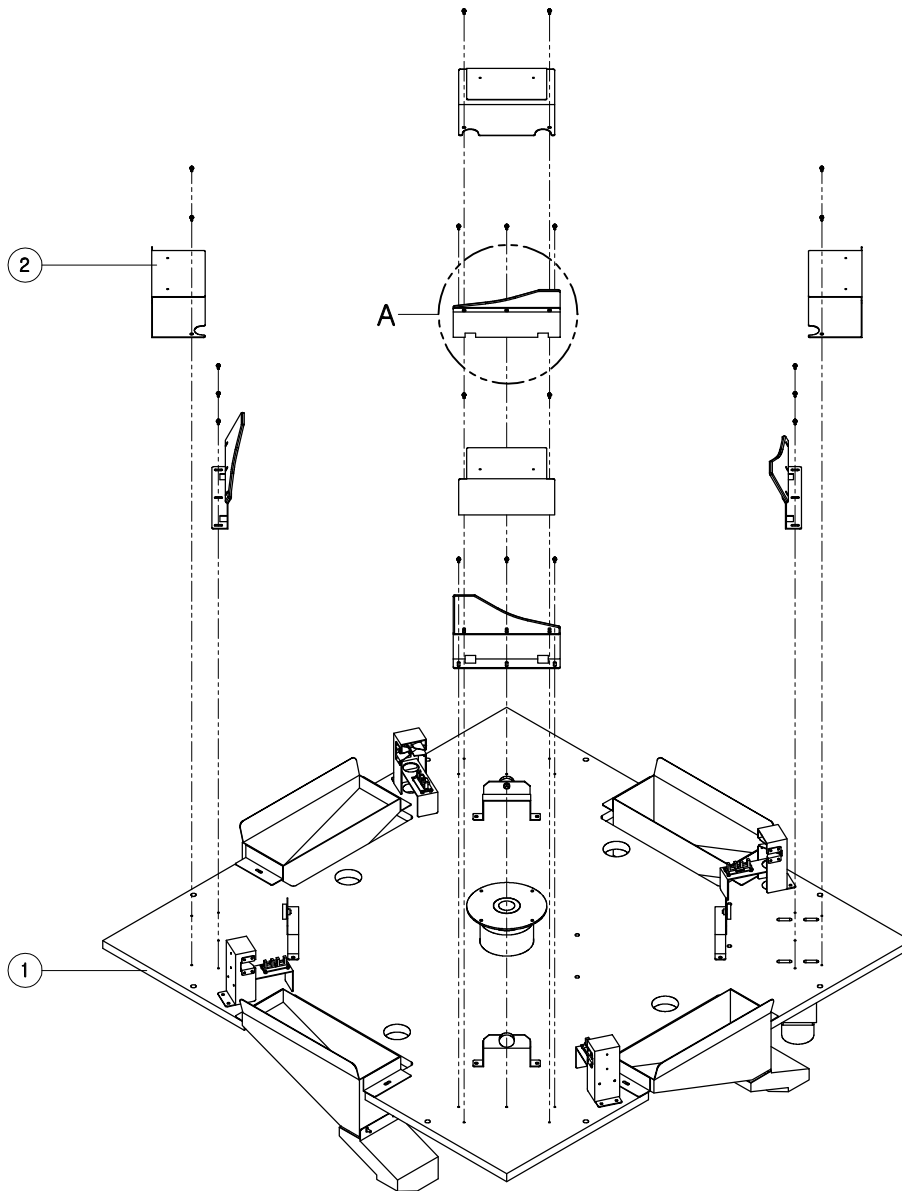
PICTURE D

NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	TENSION ROLLER BRACKET	-	1	MCIR0MEP018
2	WHEEL BEARING UNIT BRACKET	-	1	MCIR0MEP019
3	WHEEL MOTOR BRACKET	-	1	MCIR0MEP020
4	TENSION ROLLER	-	2	MCIR0PRO009
5	SPROCKET BEARING HOUSING ASS'Y	-	3	MCIR0PRO010
6	BEARING	6900ZZ	6	MZZZ0BEA007
7	WHEEL MOTOR SPROCKET	RS35-23T	1	MCIR0PRO011
8	COUPLING	CR050	1	MRES0PRO002
9	WHEEL CHAIN	RS35-136RINK	1	-
10	DC MOTOR	KGY-532-DC12V-15W	1	-

# 11-2. ASSEMBLING GAME PANEL

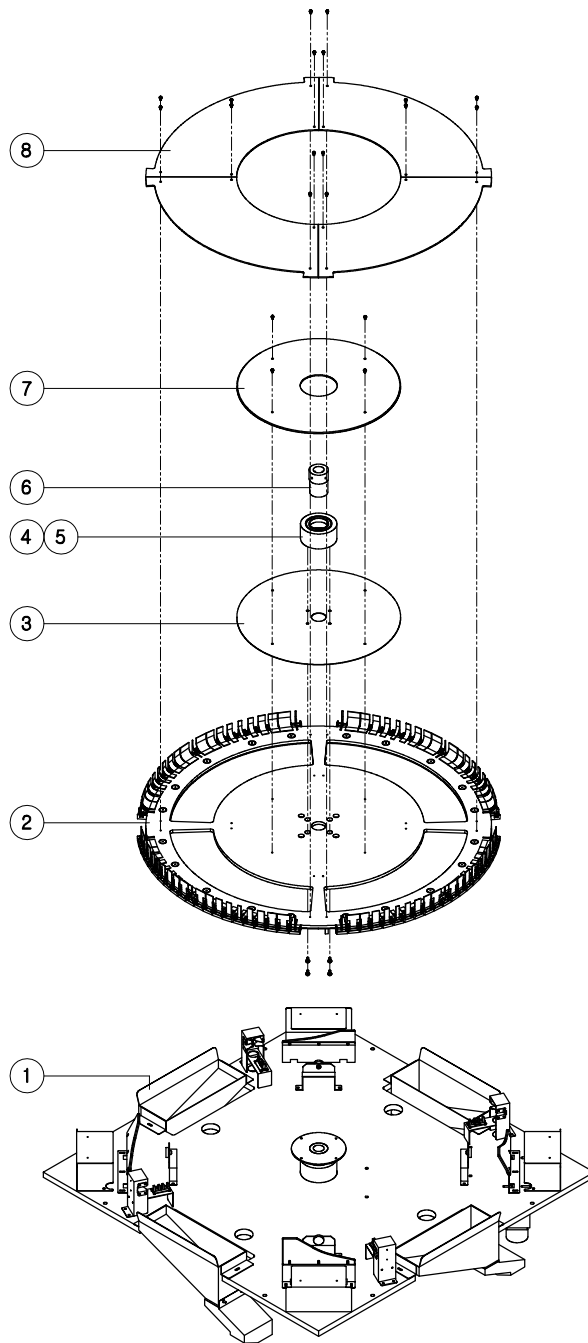


PICTURE A



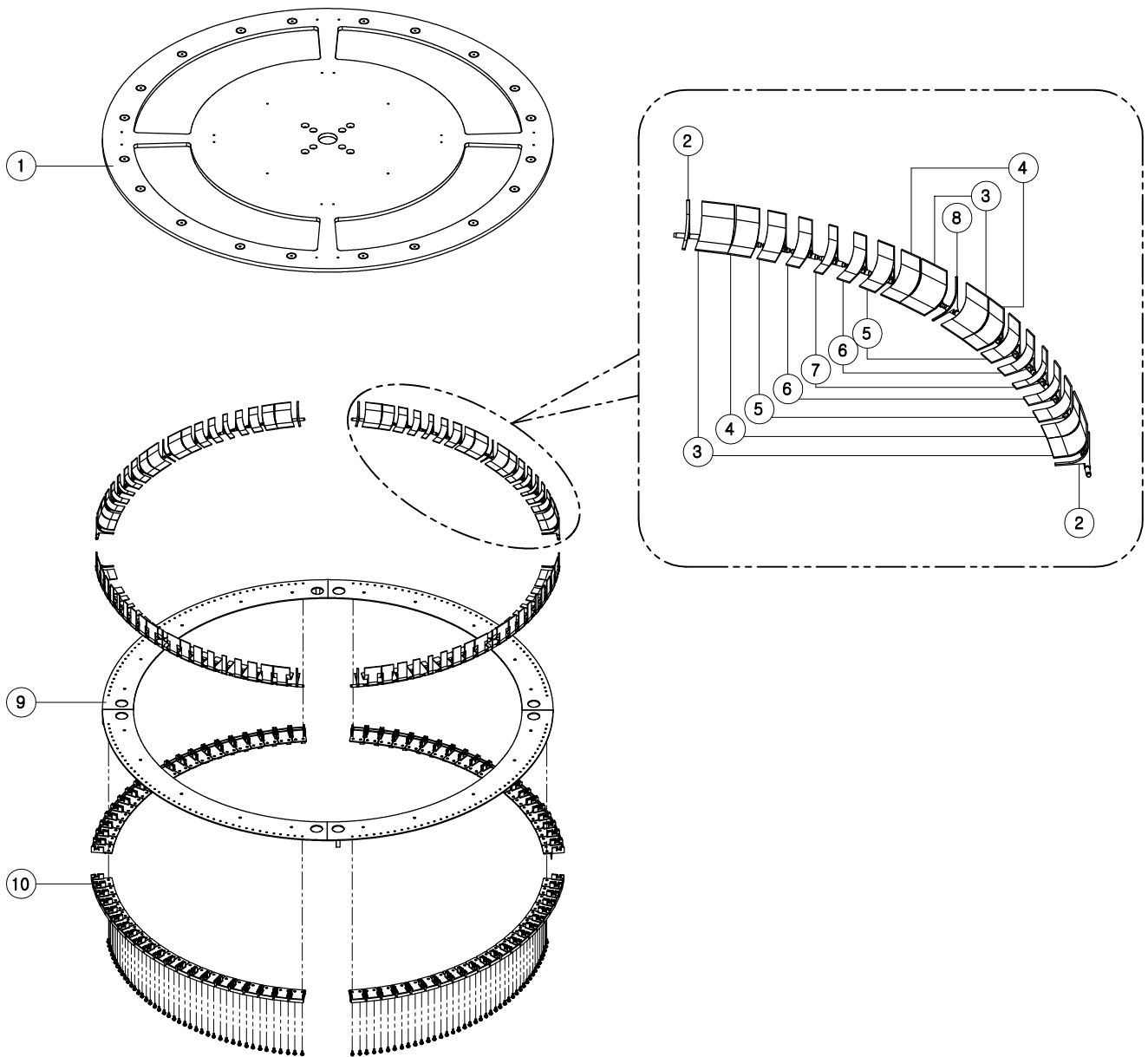
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	GAME PANEL ASS'Y	-	1	-
2	GAME PANEL INNER ACRYL BRACKET	-	4	MCIROMEP027
3	TARGET RETURN BRACKET SUPPORT	-	4	MCIROMEP028
4	TARGET RETURN PLATE	ABS-5.0t	4	MCIROACR007

### 11-3. ASSEMBLING GAME PANEL



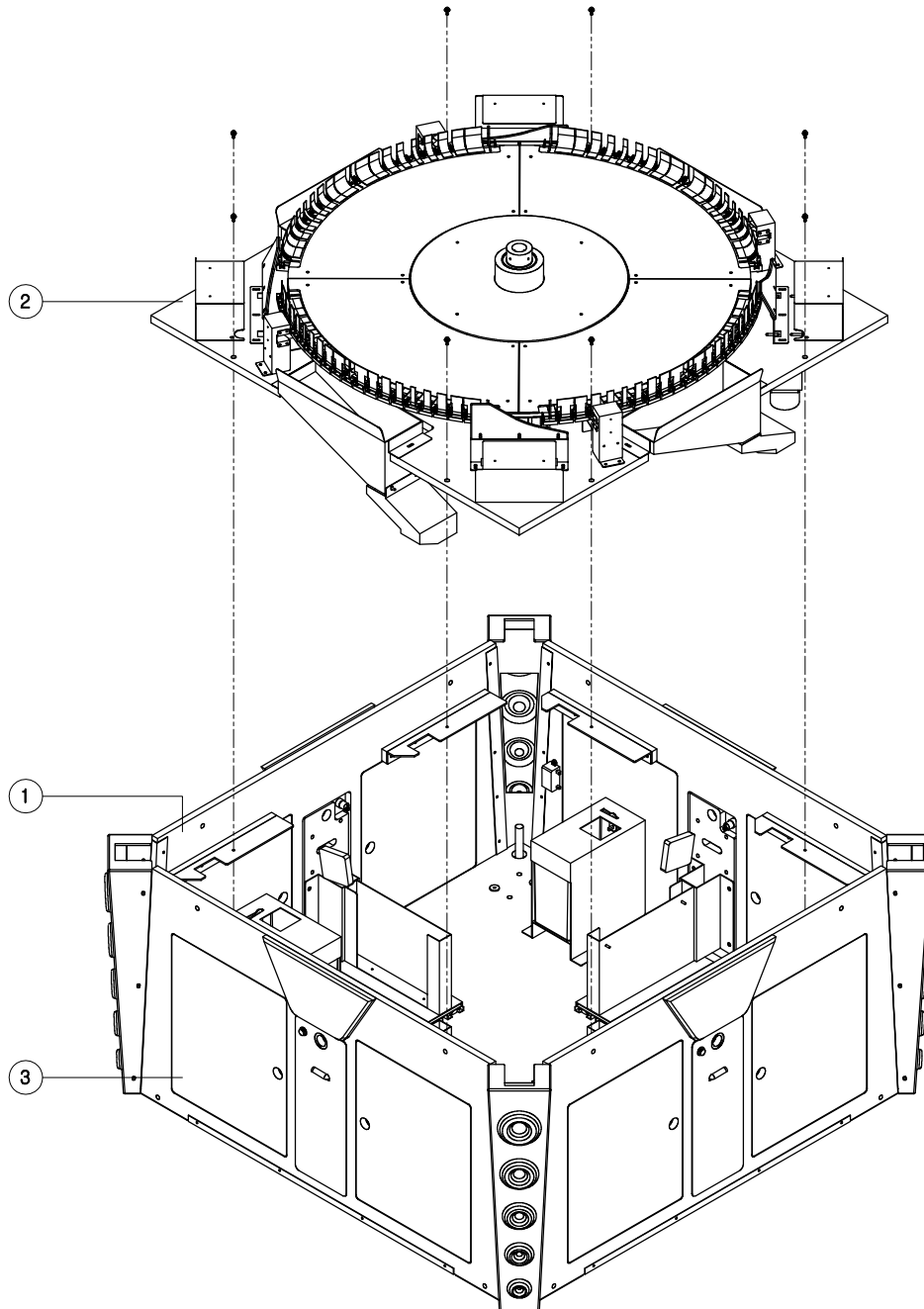
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	GAME PANEL ASS'Y	-	1	-
2	WHEEL ASS'Y	-	1	-
3	WHEEL SKIN PLATE	-	1	MCIR0MEO029
4	WHEEL BEARING HOUSING	-	1	MCIR0PR0012
5	BEARING	6910ZZ	2	-
6	COLUMN SHAFT	-	1	MCIR0PR0013
7	WHEEL SKIN ACRYL	3.0t	1	MCIR0ACR012
8	WHEEL NUMBER ACRYL	3.0t	4	MCIR0ACR001

## 11-4. ASSEMBLING GAME PANEL



NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	WHEEL PANEL	-	1	MCIR0W00004
2	TARGET	3mm	4	MCIR0PLA003
3	TARGET	35mm	16	MCIR0PLA008
4	TARGET	25mm	16	MCIR0PLA007
5	TARGET	20mm	16	MCIR0PLA006
6	TARGET	15mm	16	MCIR0PLA005
7	TARGET	10mm	8	MCIR0PLA004
8	TARGET	1.5mm	8	MCIR0PLA002
9	TARGET BASE BRACKET	-	4	MCIR0MEP030
10	TARGET BASE	-	21	MCIR0PLA001

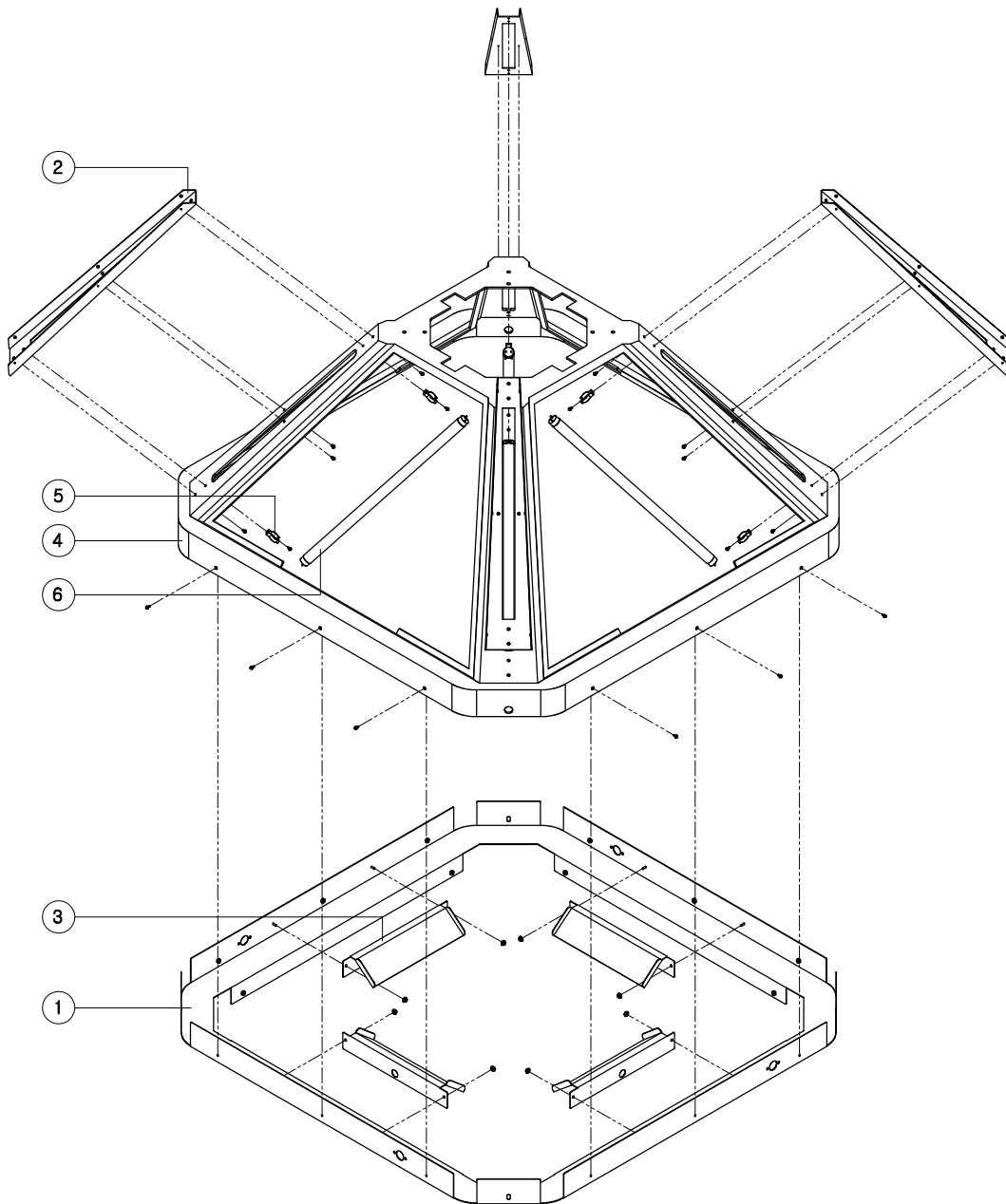
## 11-5. ASSEMBLING GAME PANEL



NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	LOWER CABINET ASS'Y	-	1	MCIROWOO001
2	GAME PANEL ASS'Y	-	1	-
3	MAIN CABINET DOOR	-	8	-

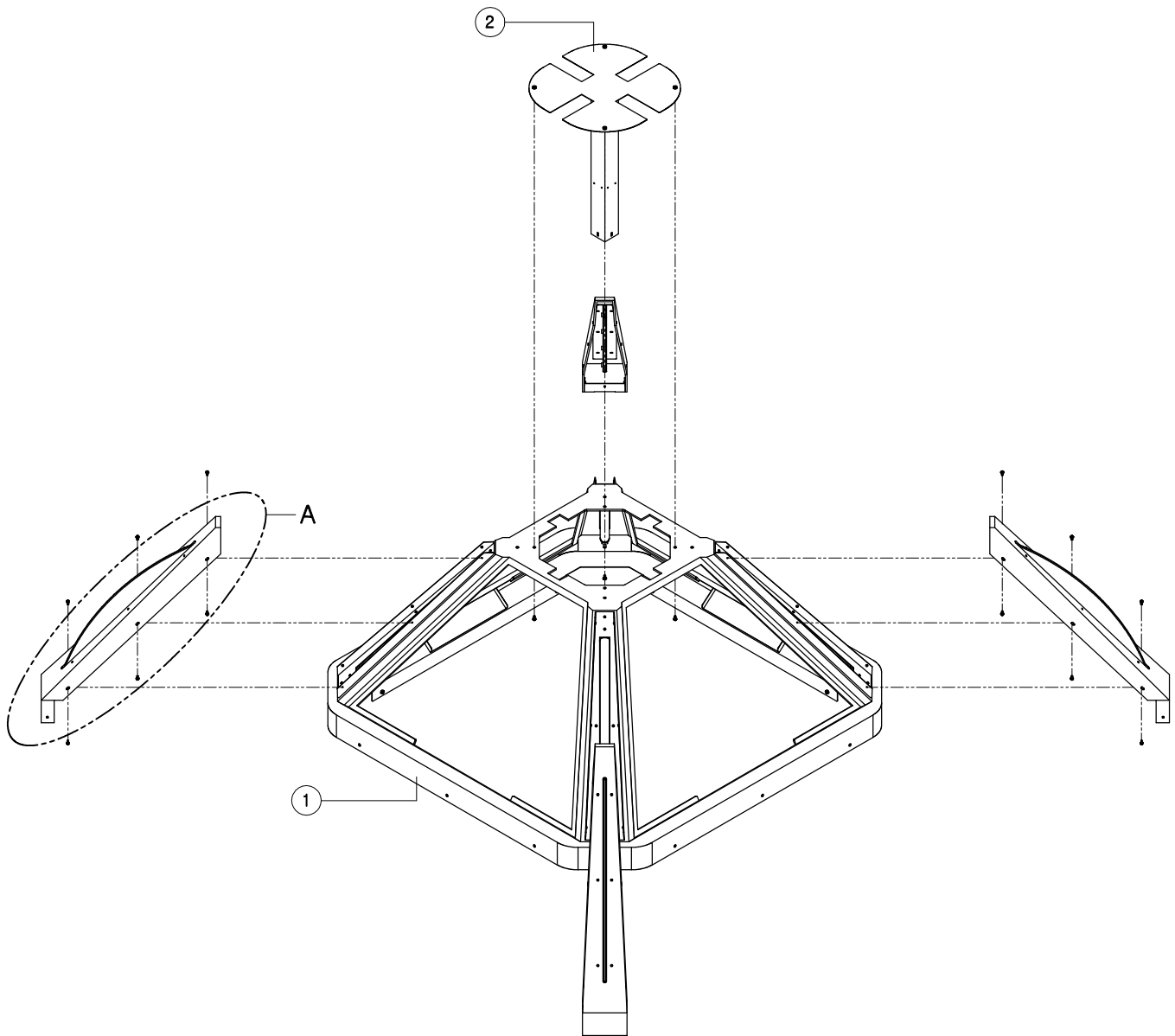


## 11-6. ASSEMBLING GAME PANEL

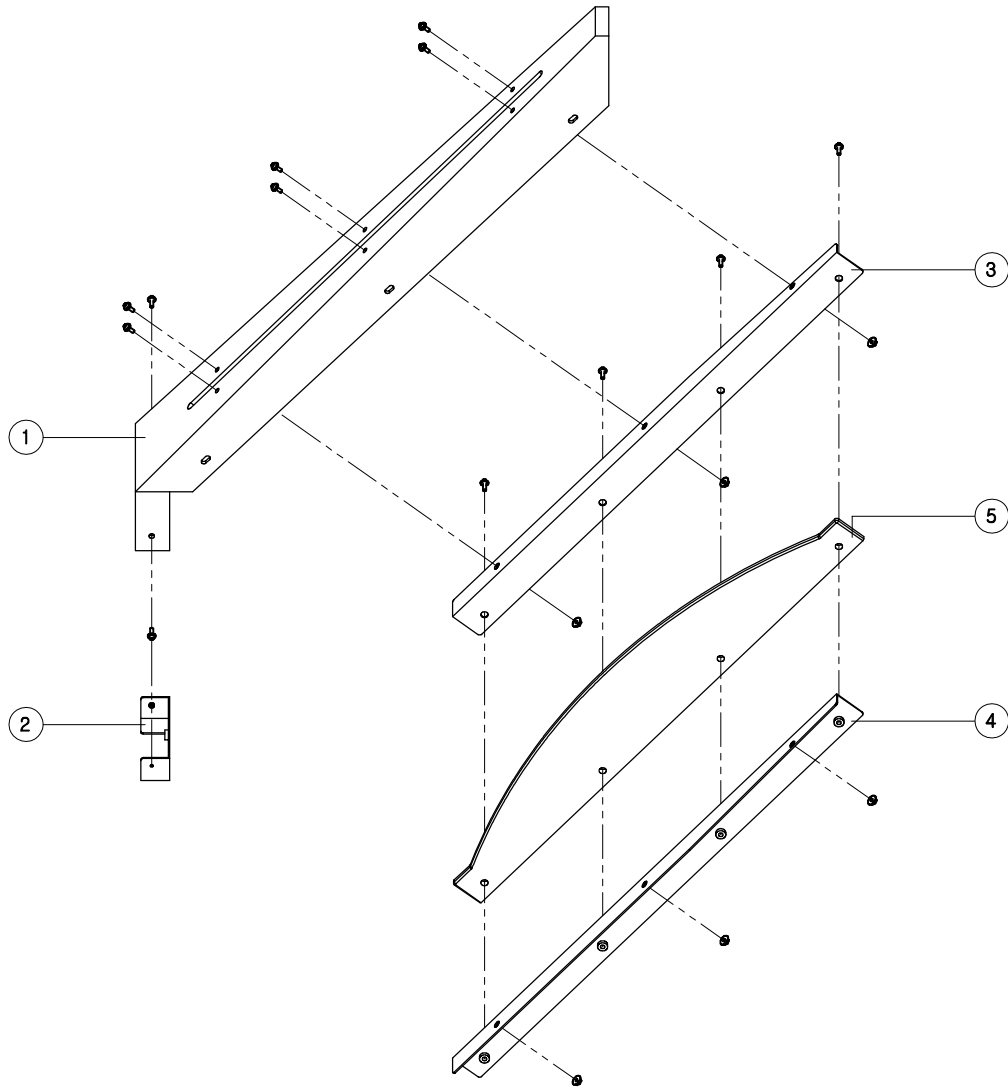


NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	MIDDLE FRAME	-	1	-
2	EDGE FRAME BRACKET	-	4	MCIROMEP032
3	COIN RETURN ENTRY GUIDE	-	4	MCIROMEP033
4	MIDDLE FRAME MOLDING	ABS-8.0t	1	MCIROPLA013
5	LAMP CLAMP	-	4	MELE0LAM014
6	FLUORESCENT LAMP	20W	4	MELE0LAM002

11-7. ASSEMBLING GAME PANEL



NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	MIDDLE FRAME MOLDING ASS'Y	-	1	-
2	COLUMN ASS'Y	-	4	-

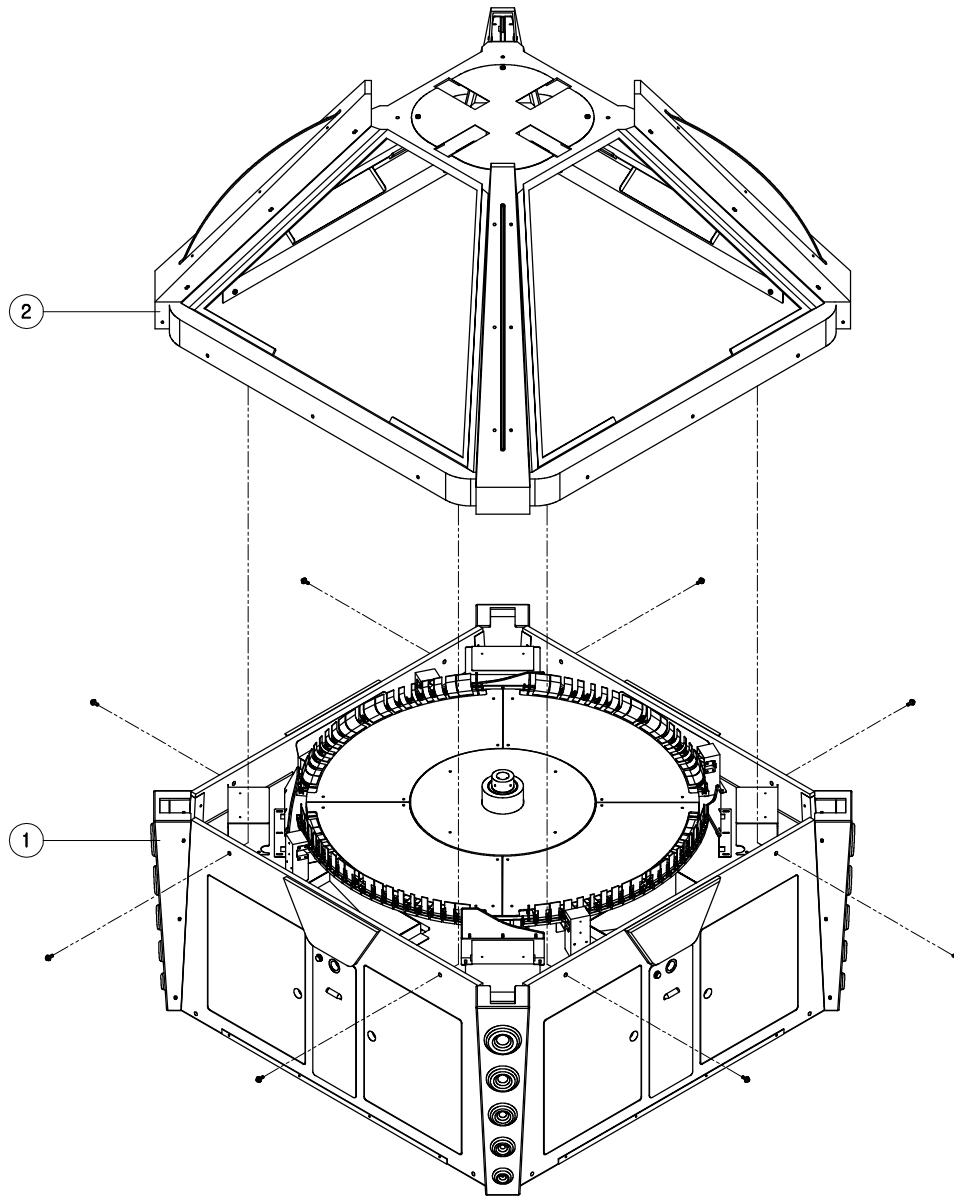


PICTURE A

NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	EDGE FRAME COVER-U	-	1	MCIR0MEP034
2	EDGE FRAME-U BRACKET	-	1	MCIR0MEP035
3	EDGE FRAME ACRYL BRACKET-A	-	1	MCIR0MEP036
4	EDGE FRAME ACRYL BRACKET-B	-	1	MCIR0MEP037
5	EDGE FRAME ACRYL	8.0t	1	MCIR0ACR011

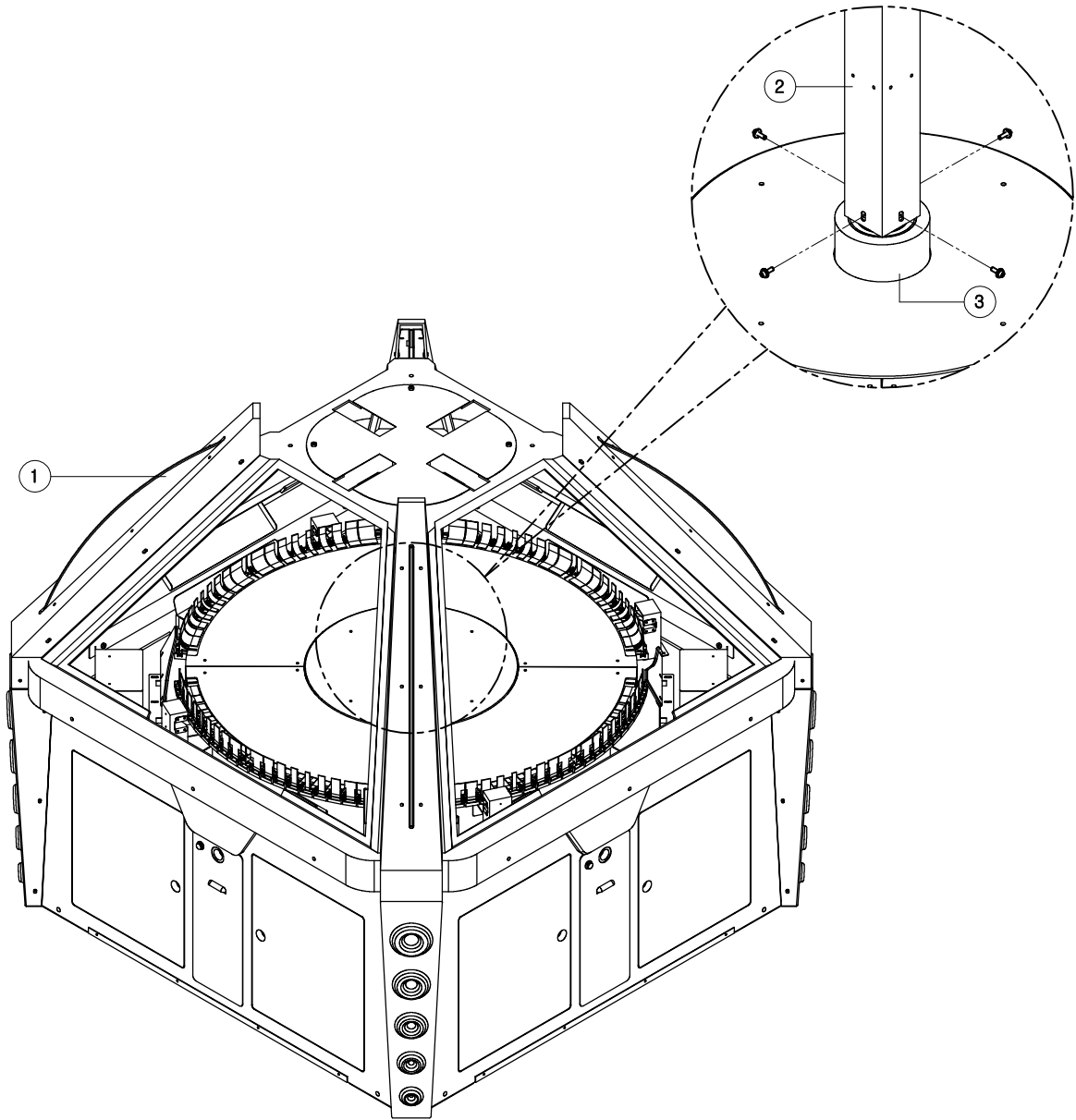
## 12. ASSEMBLING MAIN CABINET

### 12-1. ASSEMBLING MAIN CABINET



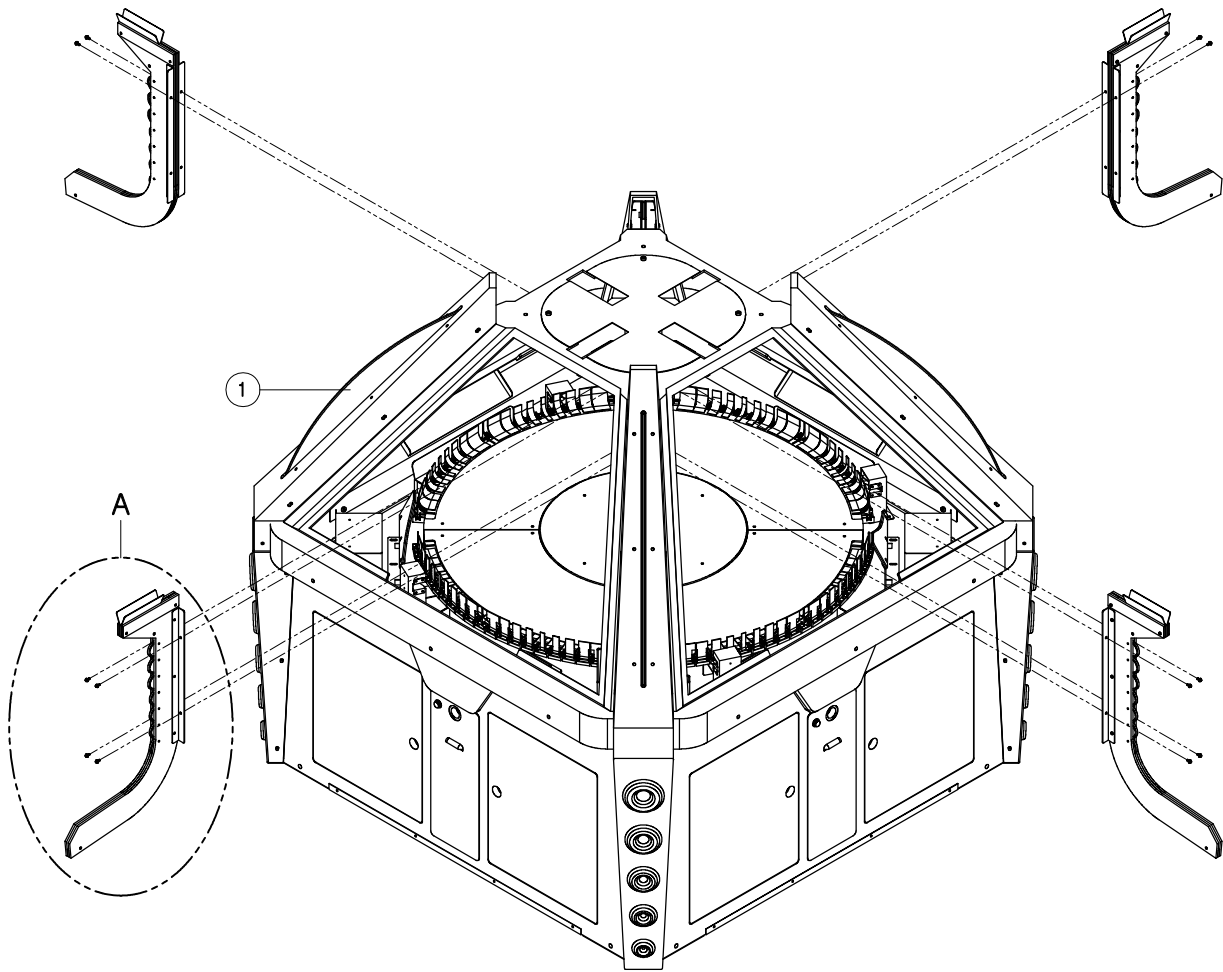
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	LOWER CABINET ASS'Y	-	1	-
2	MIDDLE FRAME ASS'Y	-	1	-

12-2. ASSEMBLING MAIN CABINET

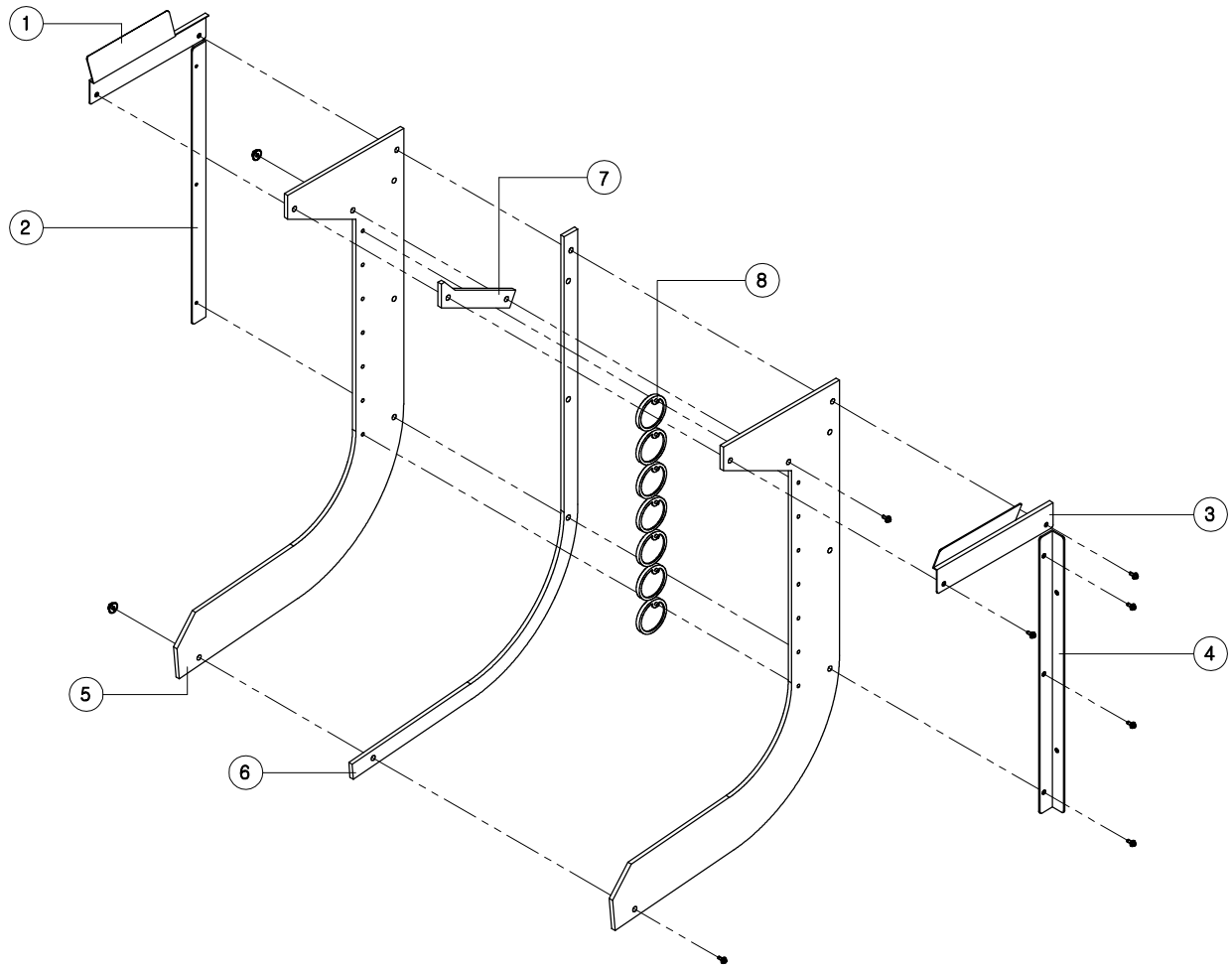


NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	MAIN CASE ASS'Y	-	1	-
2	COLUMN ASS'Y	-	1	-
3	WHEEL BEARING HOUSING ASS'Y	-	1	-

12-3. ASSEMBLING MAIN CABINET



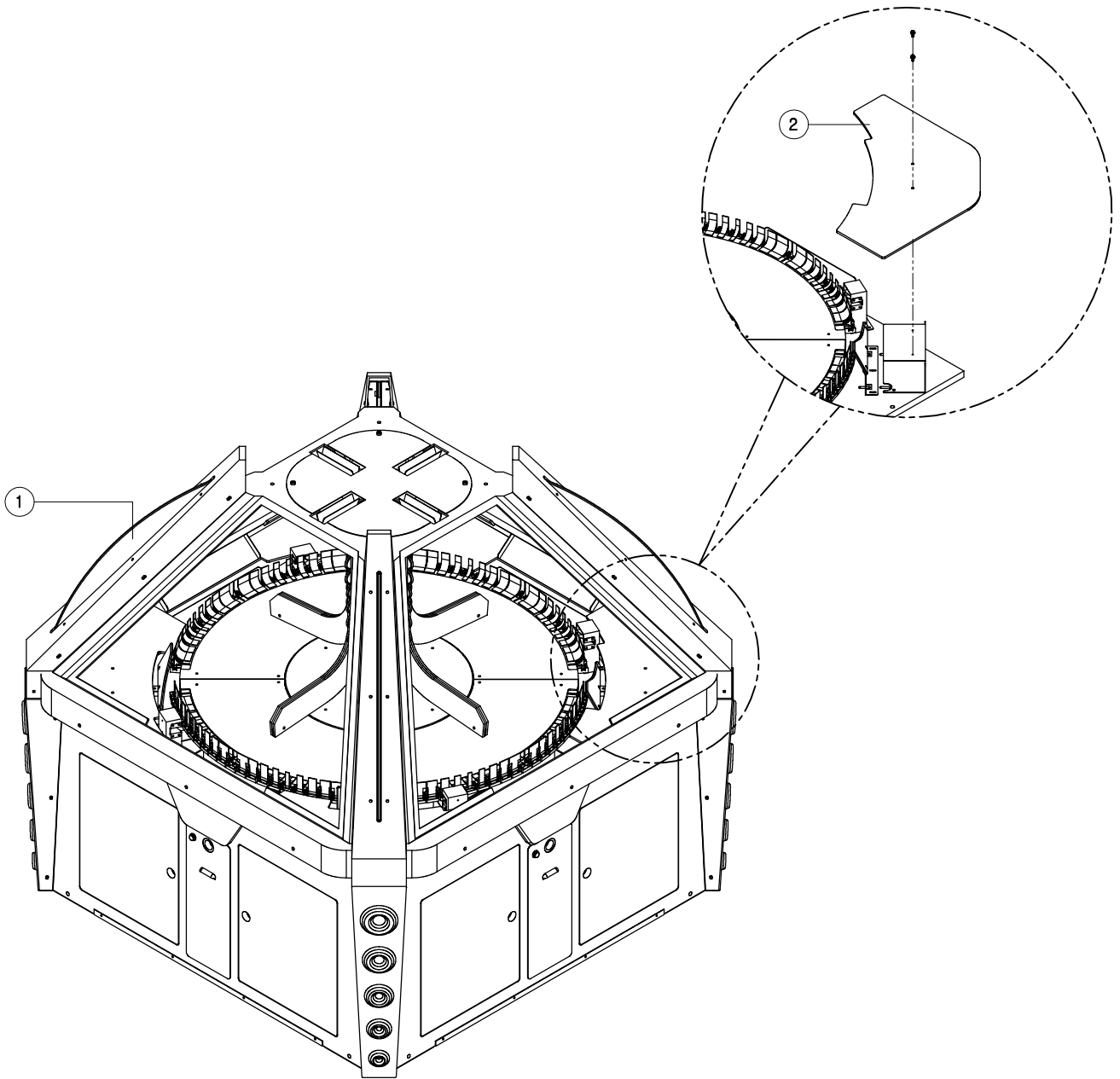
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	MAIN CASE ASS'Y	-	1	-
2	COIN GUIDE ASS'Y	-	4	-



PICTURE A

NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	COIN GUIDE ENTRY-B	-	1	MCIR0MEP038
2	COIN GUIDE BRACKET-B	-	1	MCIR0MEP039
3	COIN GUIDE ENTRY-A	-	1	MCIR0MEP040
4	COIN GUIDE BRACKET-A	-	1	MCIR0MEP041
5	COIN GUIDE-B	5.0t	2	MCIR0ACR009
6	COIN GUIDE-A	5.0t	1	MCIR0ACR008
7	COIN GUIDE-C	5.0t	1	MCIR0ACR010
8	COIN GUIDE SPACER	ø40	7	MCIR0PLA010

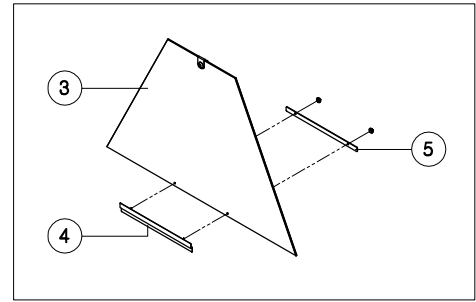
12-4. ASSEMBLING MAIN CABINET



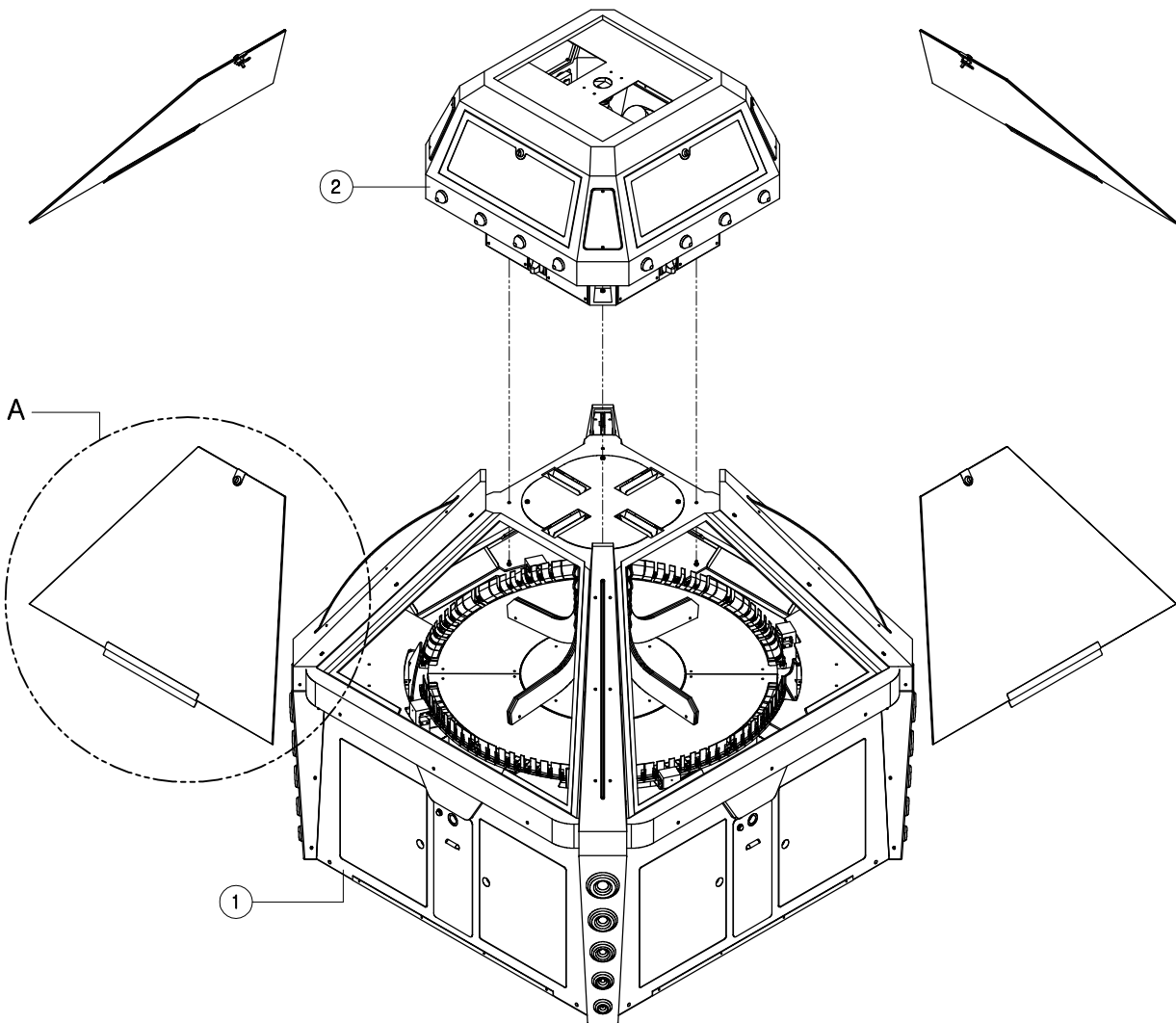
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	MAIN CASE ASS'Y	-	1	-
2	GAME PANEL INNER ACRYL	-	4	MCIR0ACR013



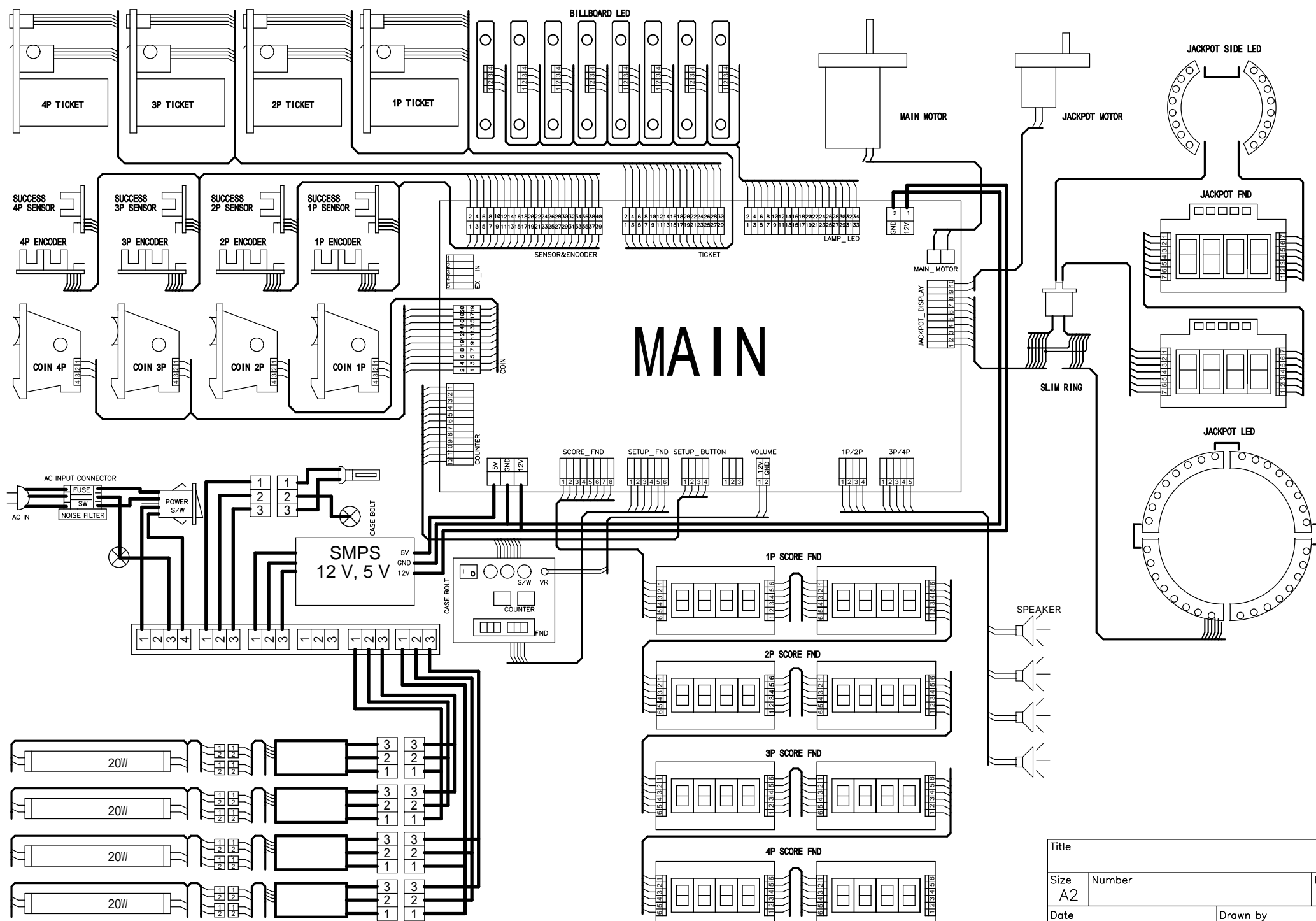
12-5. ASSEMBLING MAIN CABINET



PICTURE A



NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	MAIN CASE ASS'Y	-	1	-
2	BILLBOARD ASS'Y	-	1	-
3	FRONT WINDOW DOOR ASS'Y	GLASS-5.0t	4	MCIROACR006
4	FRONT WINDOW GLASS BRACKET-A	-	4	MCIROME043
5	FRONT WINDOW GLASS BRACKET-B	-	4	MCIROME044



# MAIN

Title		
Size	Number	Rev
A2		
Date	Drawn by	
Filename	Sheet	of



ISSUE DATE : Jul. 11, 2007