

CUCKOO

OWNER'S MANUAL



IMPORTANT

- Before using this product, read this manual carefully to understand the contents herein stated.
- After reading this manual, be sure to keep it near the product or in a convenient place for easy reference when necessary.

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. |

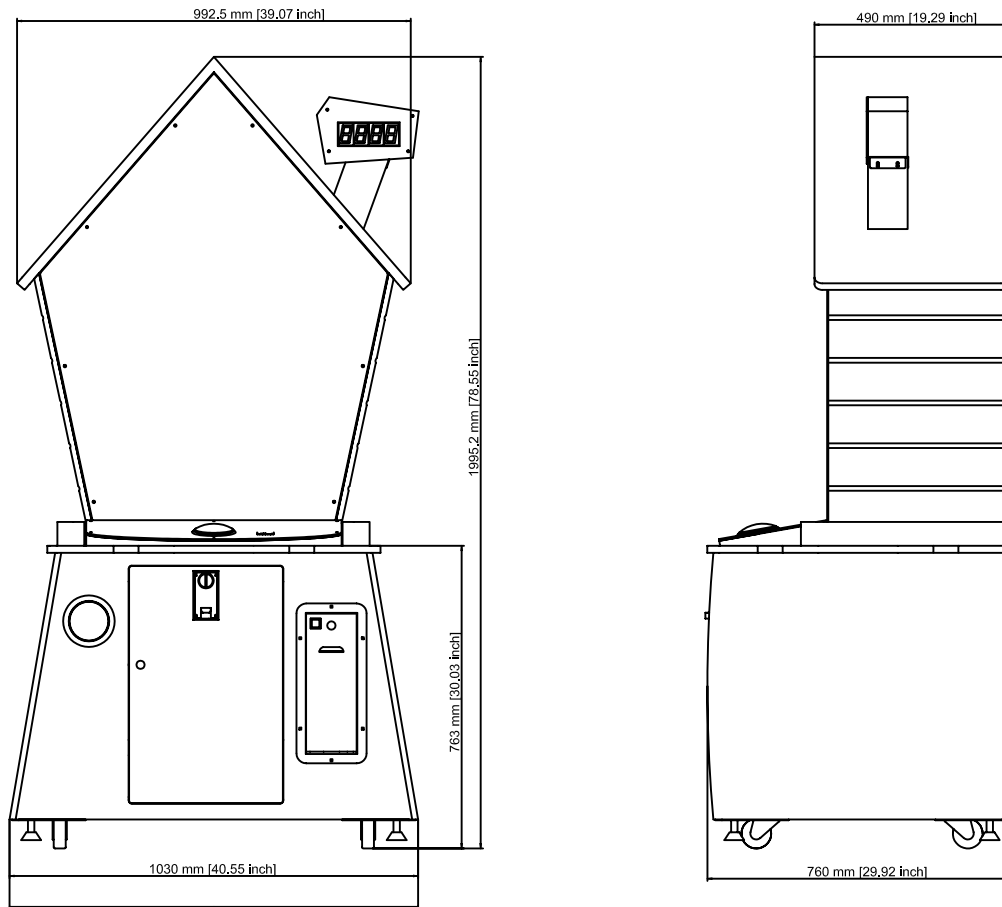
If the power cord or power plug becomes damaged, stop using the machine immediately and ask your nearest dealer to replace the parts.

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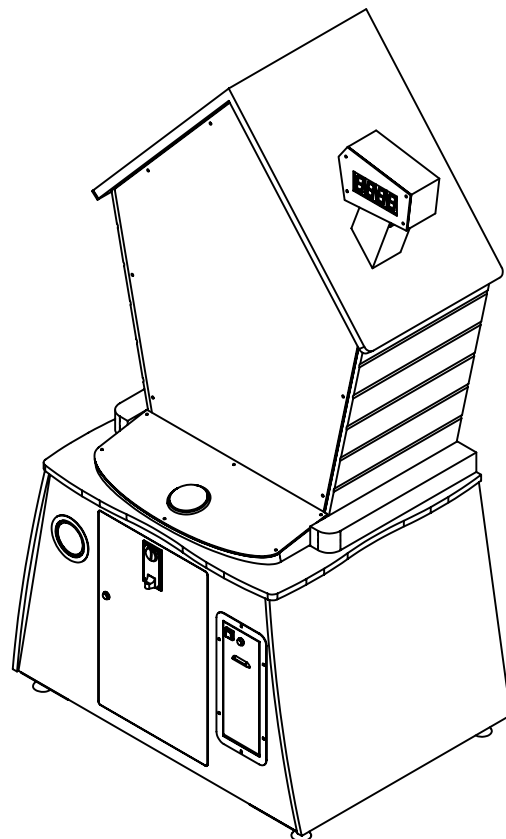
A. SPECIFICATION AND DIMENSIONS

A-a. DIMENSIONS

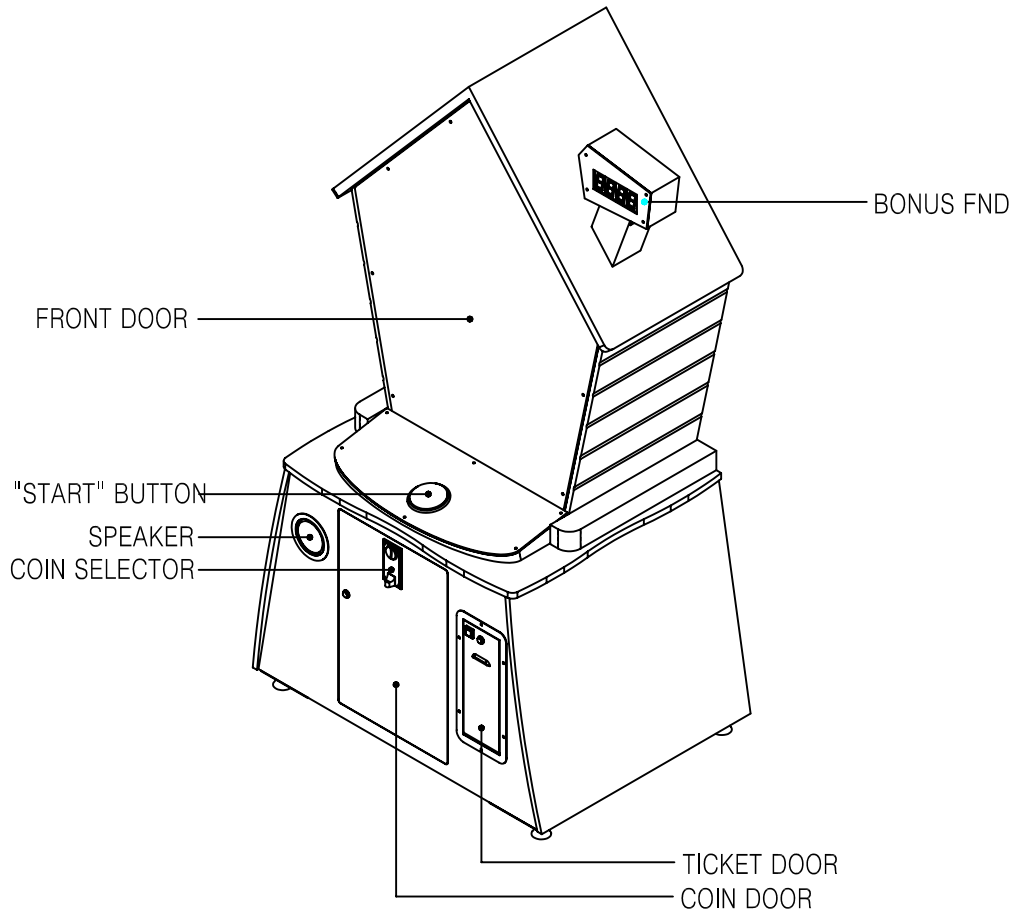


A-b. SPECIFICATION

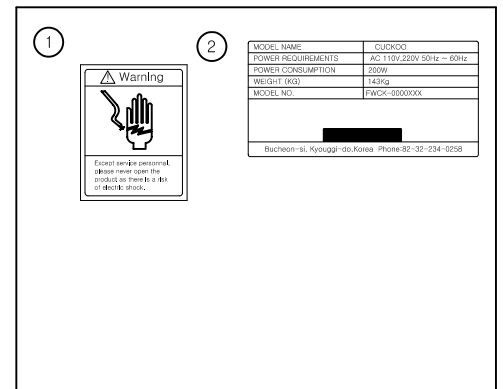
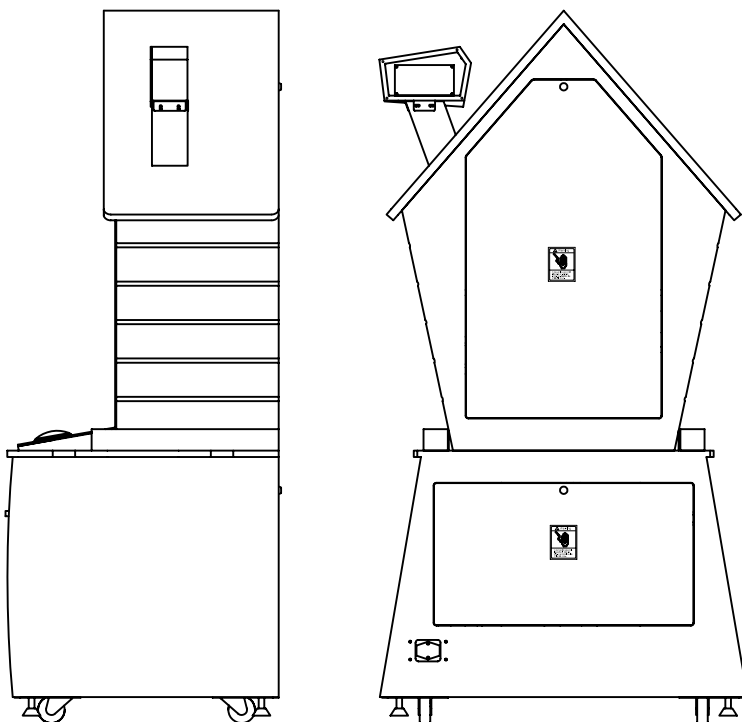
| | |
|---------------------------|----------------|
| NOMINATED VOLTAGE RANGE | AC 110V / 220V |
| NOMINATED FREQUENCY RANGE | 50Hz ~ 60Hz |
| POWER CONSUMPTION | 200W |
| WEIGHT | 143Kg(315lbs) |



B. NAME OF PARTS



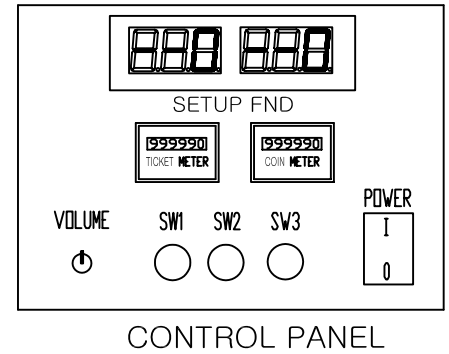
C. STICKER LOCATION



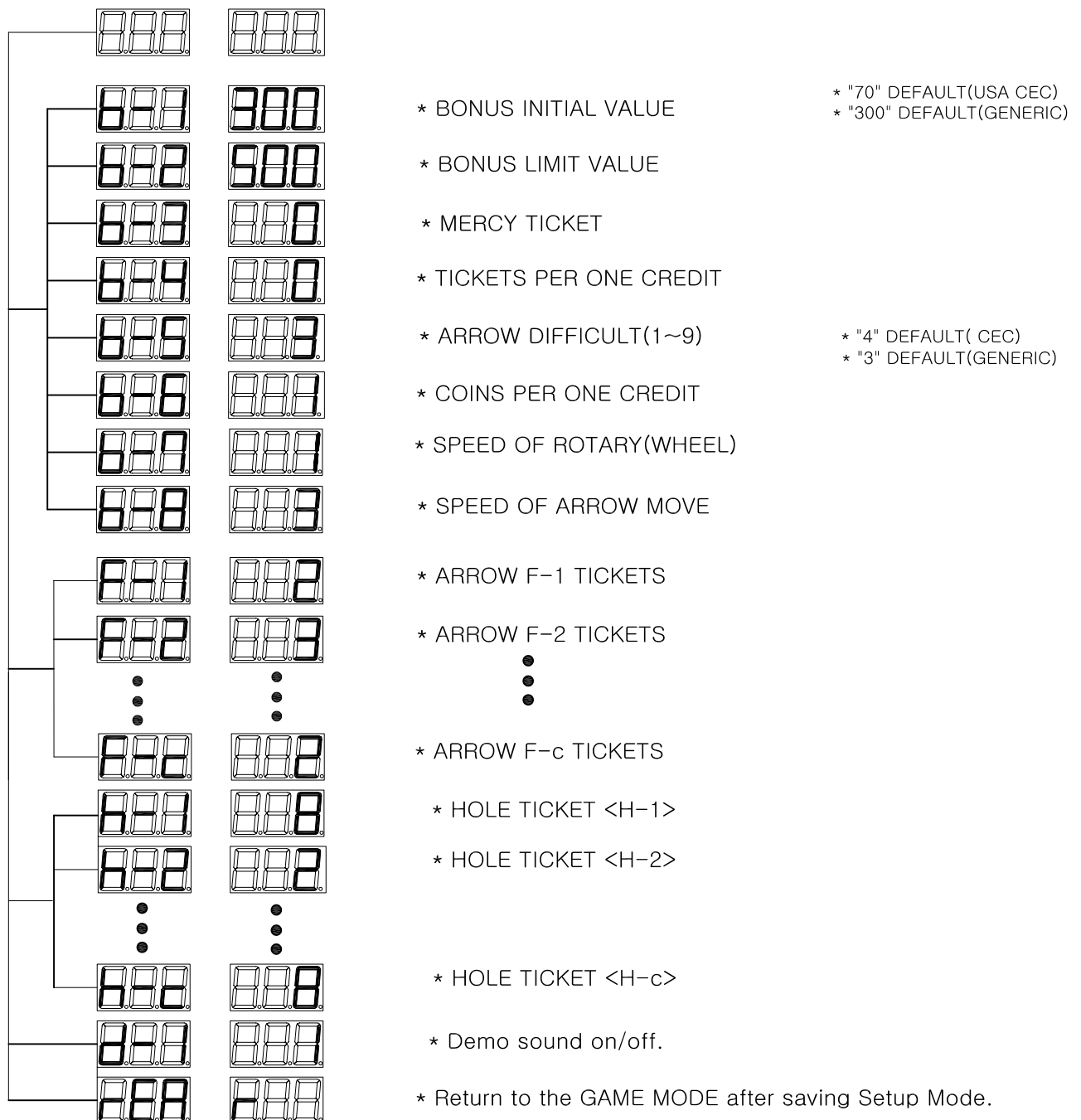
E. SETUP MODE, CLEAR MODE, ERROR NO.

E-a. The first step of SETUP MODE

- Push SW1(SETUP) button to get into Setup Mode.
- Push SW2(MOVE) button to move to Setup Mode List.
- Push SW3(SERVICE) button to get into Data Setting Mode.
- Push SW1(SETUP) button to set up the data.
- * Get out of the SETUP MODE in the list of REAR.



* Setup Mode

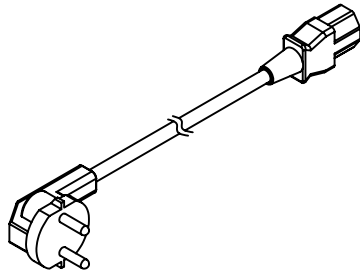


D. COMPONENTS

①



②



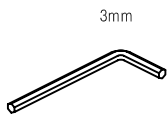
③



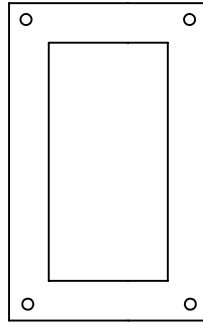
④



⑤



⑥



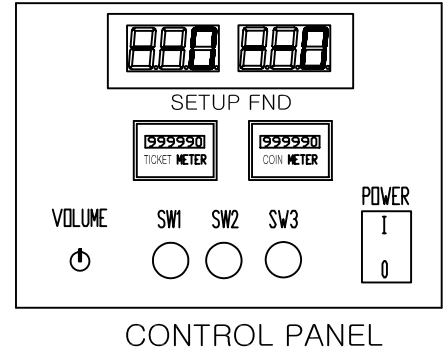
(UK ONLY)

| No. | CODE NO. | QUANTITY | PART NAME | SPECIFICATION |
|-----|--|----------|-----------------------|---------------|
| 1 | MCUC000002 | 1 | MANUAL | CUCKOO |
| 2 | MELE0ACP001(120V) MELE0ACP008(220V) | 1 | AC POWER CORD. | - |
| 3 | MZZZ0KEY032 | 2 | KEY | 7001 |
| 4 | MZZZ0KEY013 | 2 | CASHBOX KEY | 6001 |
| 5 | | 1 | WRENCH | 3mm |
| 6 | MCUC0MEP044 | 1 | COIN BRACKET(UK ONLY) | |
| 7 | | | | |

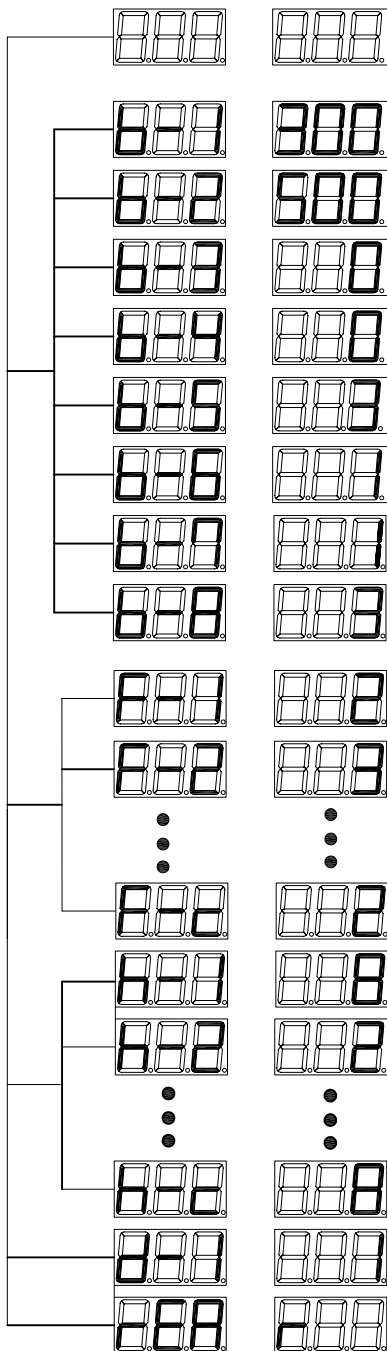
E. SETUP MODE, CLEAR MODE, ERROR NO.

E-a. The first step of SETUP MODE

- Push SW1(SETUP) button to get into Setup Mode.
- Push SW2(MOVE) button to move to Setup Mode List.
- Push SW3(SERVICE) button to get into Data Setting Mode.
- Push SW1(SETUP) button to set up the data.
- * Get out of the SETUP MODE in the list of REAR.



* Setup Mode

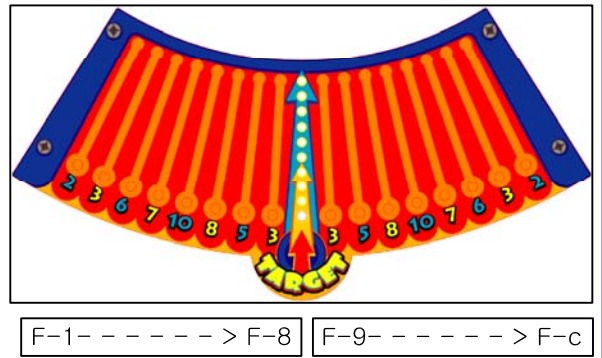
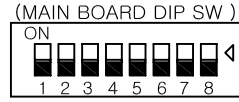
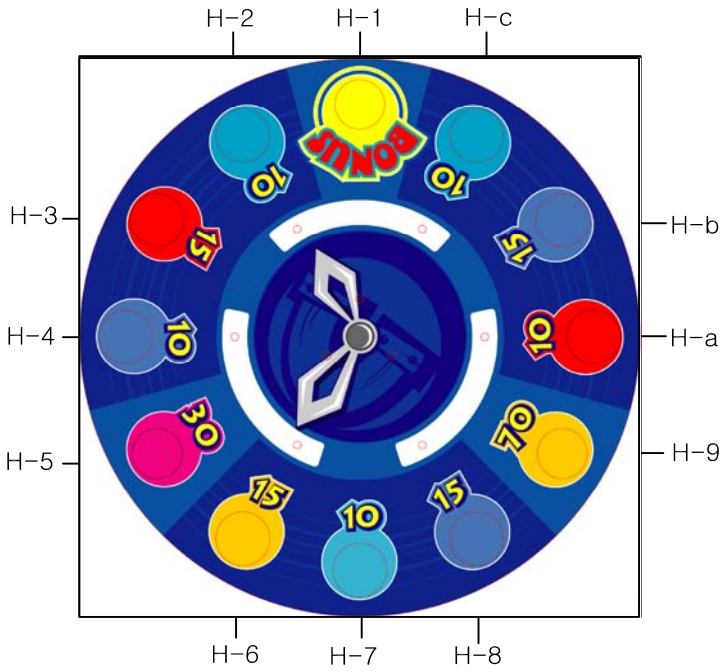


- * BONUS INITIAL VALUE * "70" DEFAULT(USA CEC)
- * BONUS LIMIT VALUE * "300" DEFAULT(GENERIC)
- * MERCY TICKET
- * TICKETS PER ONE CREDIT
- * ARROW DIFFICULT(1~9) * "4" DEFAULT(CEC)
- * COINS PER ONE CREDIT * "3" DEFAULT(GENERIC)
- * SPEED OF ROTARY(WHEEL)
- * SPEED OF ARROW MOVE
- * ARROW F-1 TICKETS
- * ARROW F-2 TICKETS
-
-
-
- * ARROW F-c TICKETS
- * HOLE TICKET <H-1>
- * HOLE TICKET <H-2>
-
-
-
- * HOLE TICKET <H-c>
- * Demo sound on/off.
- * Return to the GAME MODE after saving Setup Mode.

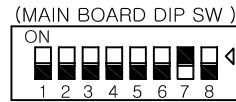
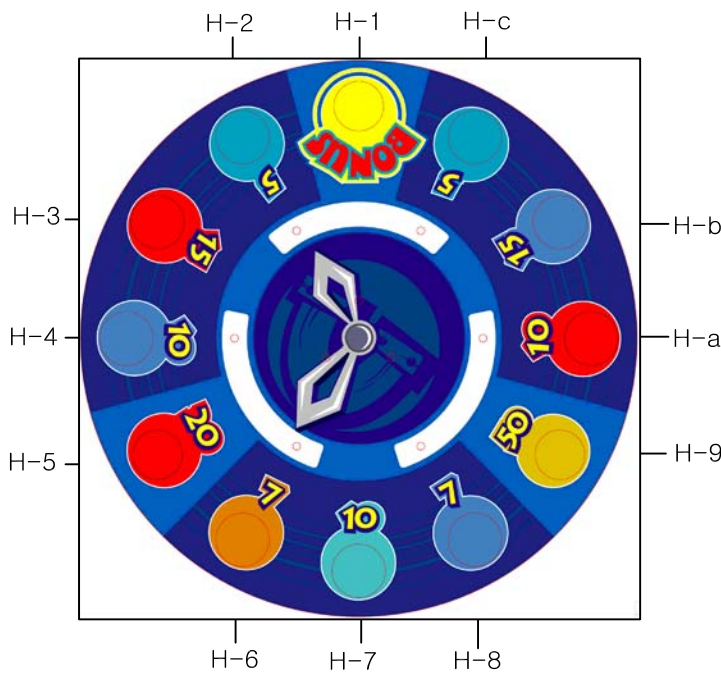
E. SETUP MODE, CLEAR MODE, ERROR NO.

E-b. Ticket values on the Sheet

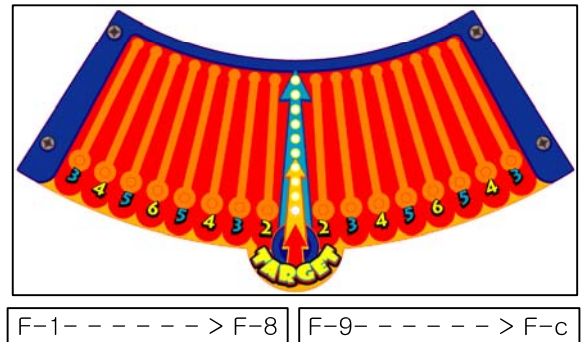
Generic Version



CEC Version



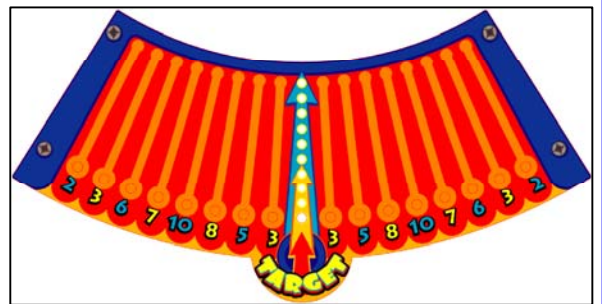
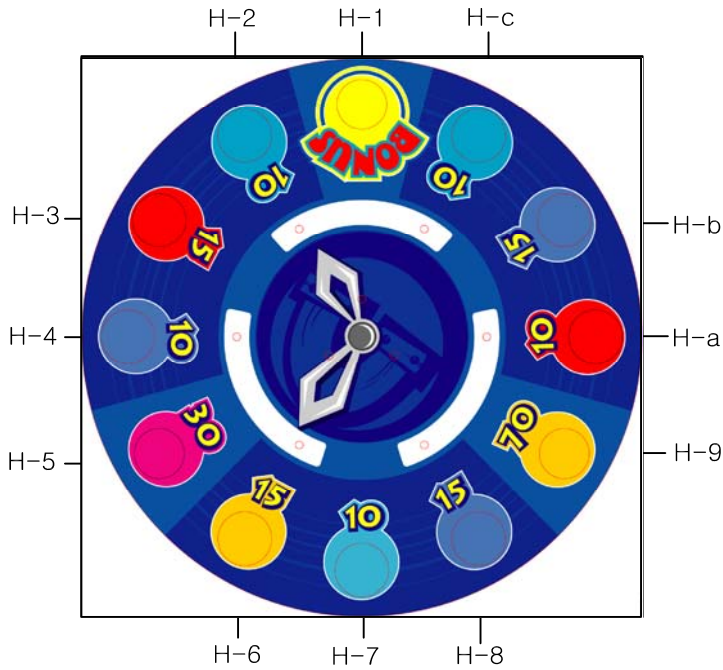
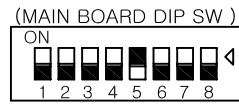
SET DIP #7 TO "ON" POSITION.



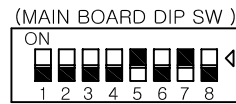
E. SETUP MODE, CLEAR MODE, ERROR NO.

E-bb. Ticket values on the Sheet

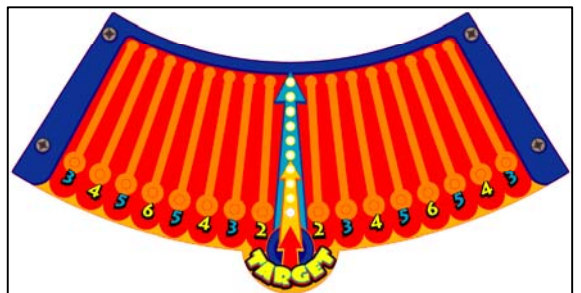
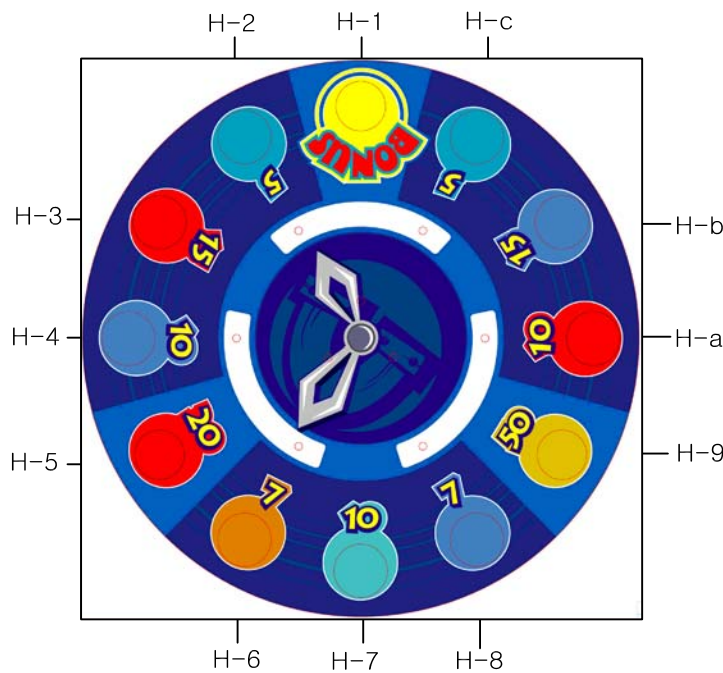
Generic Bonus skill Version



CEC Bonus skill Version



SET DIP #7 TO "ON" POSITION.



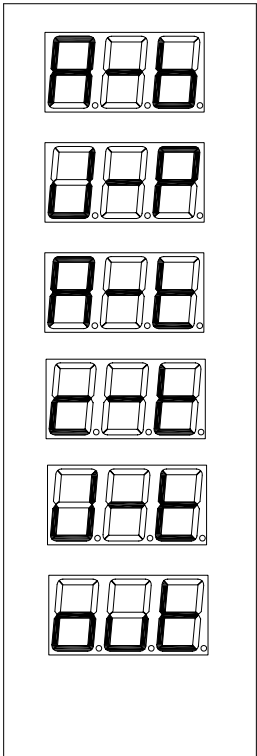
E. SETUP MODE, CLEAR MODE, ERROR NO.

E-c. The first step of CLEAR MODE

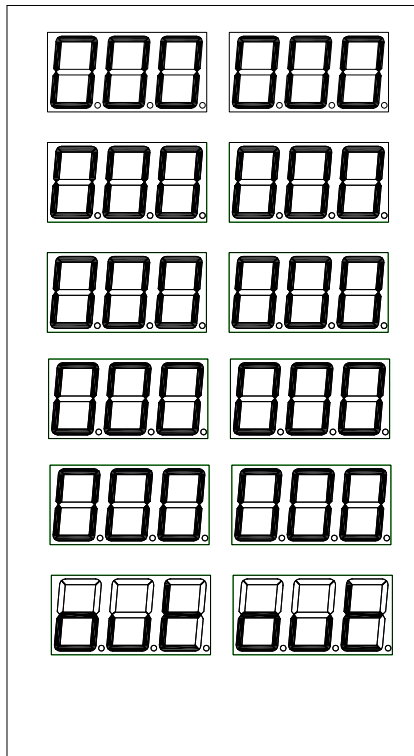
- Push SW1(SETUP) button to get into Setup Mode.
- Push SW3(SERVICE) Button to get into Clear Mode.
- Push SW2(MOVE) button to move to setting values of Clear Mode.
- Push SW3(ENTER) button to clear the data.
 - * Push SW1(SETUP) button to get out of Clear Mode.

* Clear Mode

TICKET OWED FND



SETUP FND

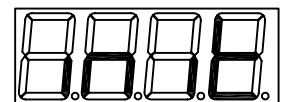


- * Accumulated Tickets (Default ticket value).
- * Accumulated jackpot Tickets (Default ticket value)
- * Total Dispensed Tickets (Default the value).
- * Total Coin Income (Default the value).
- * No Use.
- * Get out of the Clear Mode.

* When the power is turned OFF and ON while SW2 being pushed, it is return to the Factory Setting.

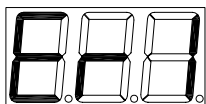
(When SW2 is being pushed for 2 or 3 seconds, it displayed at OWED FND).

BONUS FND

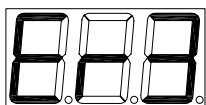


E-d. ERROR NO.

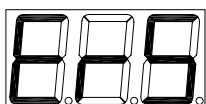
OWED FND



— When the Rotary(Wheel) Motor or Ticket Sensor does not works properly or the machine has no tickets.the error number is displayed at the OWED FND.



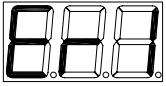
— When the Ticket Motor or Ticket Sensor does not works properly or the machine has no tickets.the error number is displayed at the OWED FND.



— When the Elevator Motor or Switch does not works properly or the machine has no ball.the error number is displayed at the OWED FND.

F. TROUBLE SHOOTING

* F-a. ERROR NO 1.



#ROTARY(WHEEL) MOTOR 또는 ENCODER SENSOR does not works properly.

- Refer to TEST MODE 7-1

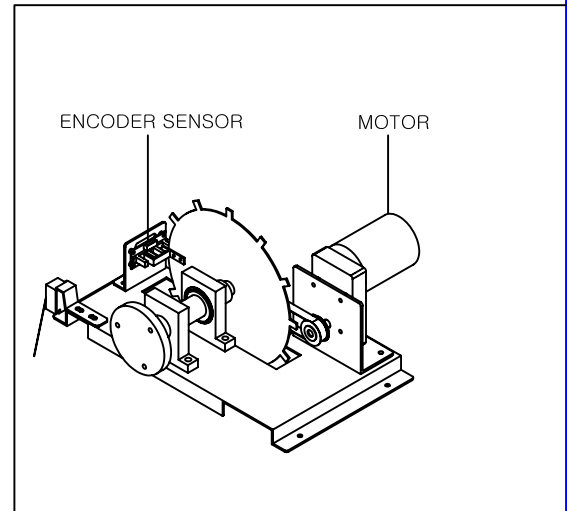
WHEN ROTARY(WHEEL) MOTOR DOESN'T WORK.

CHECK THE HARNESS CONNECTED TO THE MOTOR

CHECK IF ANY BOLTS ON THE MOTOR ARE LOOSEN.

REPLACE THE MOTOR.

REPLACE THE MAIN BOARD.



WHEN WHEEL MOTOR WORKS PROPERLY.

CHECK IF PHOTO SENSOR PCB WORKS PROPERLY.

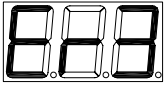
REPLACE THE PHOTO SENSOR PCB.

REPLACE THE MAIN BOARD.

→Check the content of NO 7 and 8 in the item <G-b>of the Test Mode.

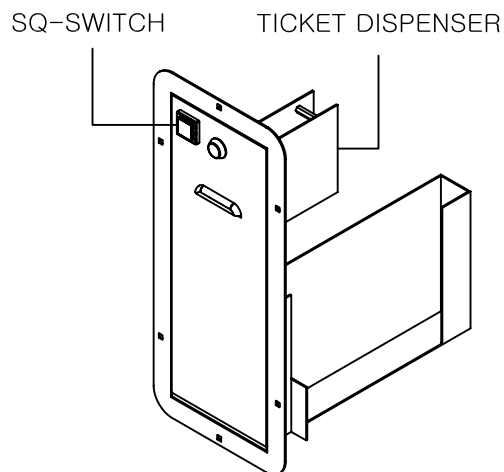
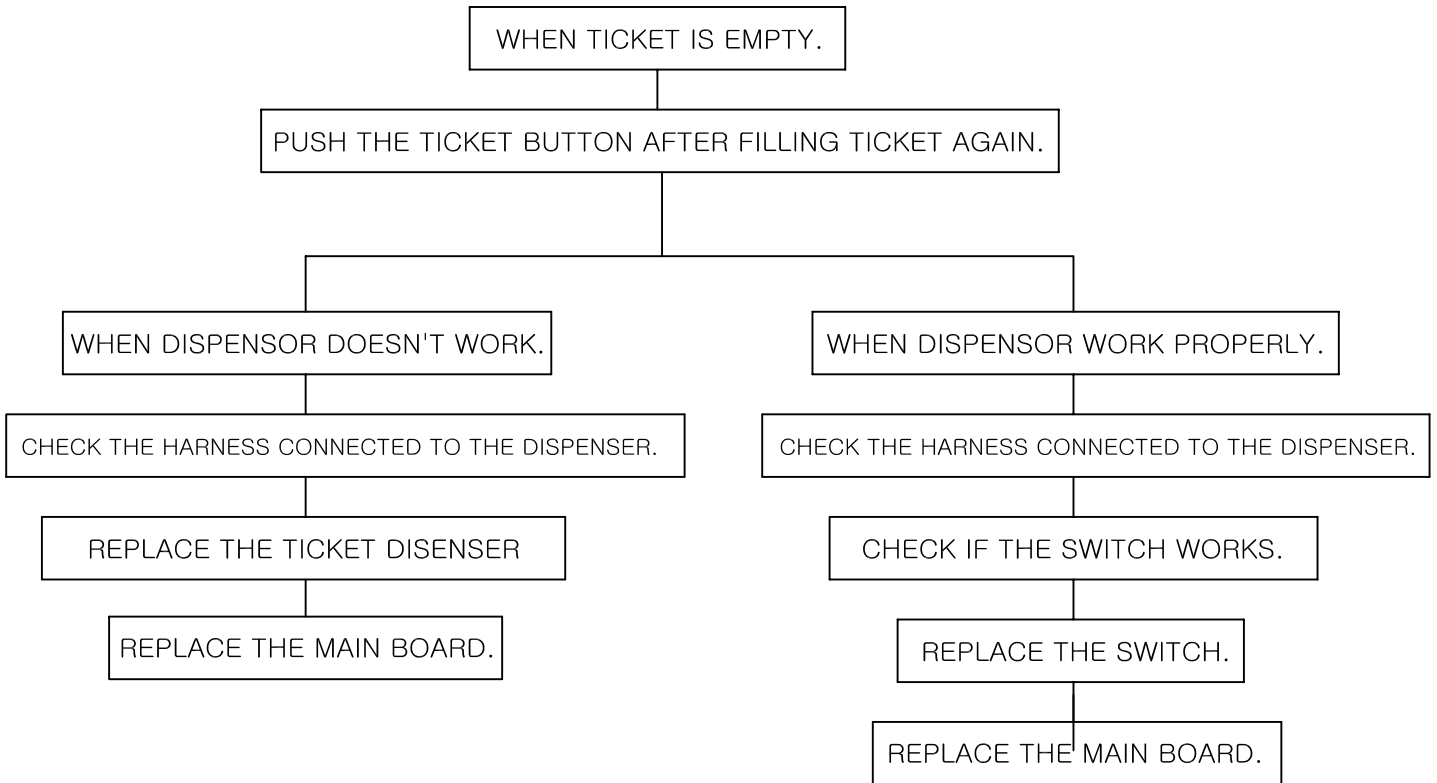
F. TROUBLE SHOOTING

* F-b. ERROR NO 3.



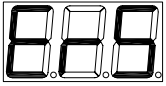
#WHEN TICKET DISPENSOR DOESN'T WORK OR TICKET IS EMPTY.

- TEST ACCORDING TO TEST MODE 2-1
- CONFIRM THE STATUS OF MOTOR ATER TESTING.

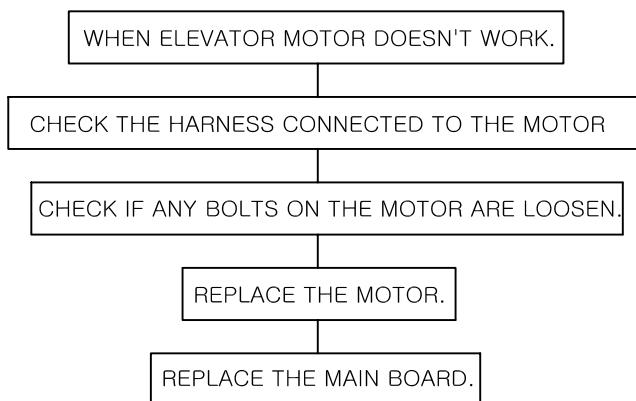
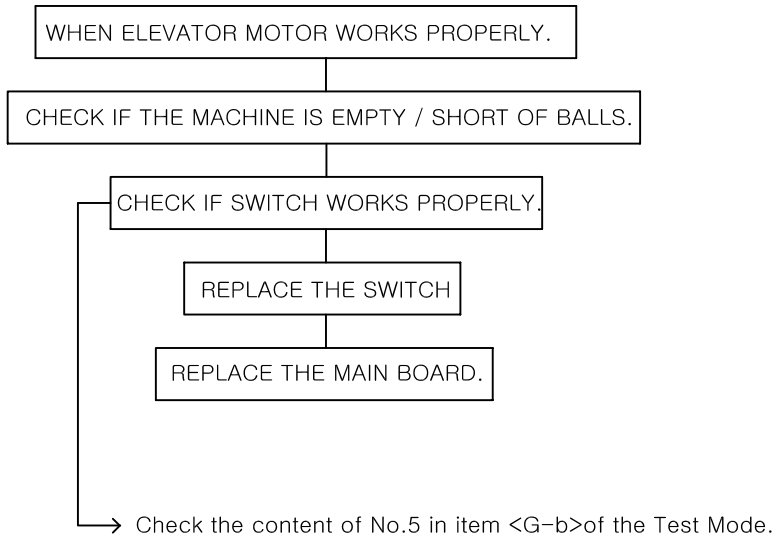


F. TROUBLE SHOOTING

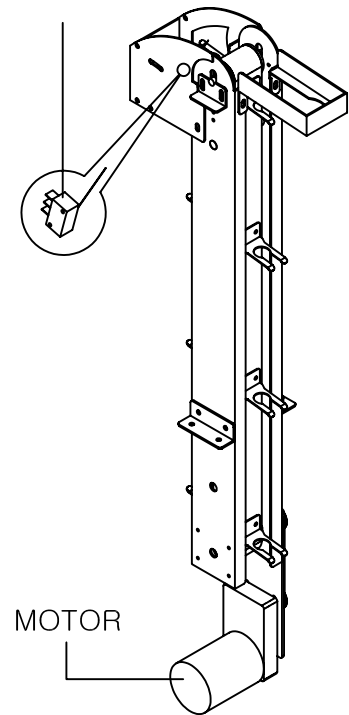
* F-c. ERROR NO 5.



WHEN THE MACHINE IS EMPTY / SHORT OF BALLS.
WHEN ELEVATOR MOTOR OR SWITCH DOESN'T WORK
- TEST ACCORDING TO TEST MODE 6-1



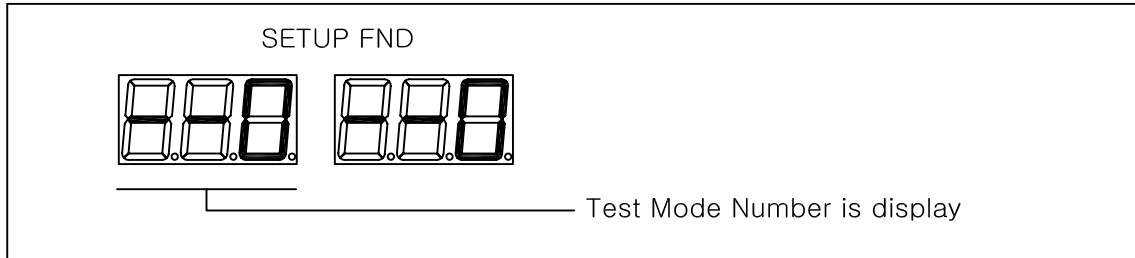
MICRO SW(ELEVATOR SW)



G. TEST MODE

* G-a. The first step of TEST MODE.

- You can get into TEST MODE when the machine turns ON while SW3(SERVICE)being pushed.
- Push SW1(SETUP)button to move to MODE MENU.
- Push SW3(SERVICE)button to set up the setting values.

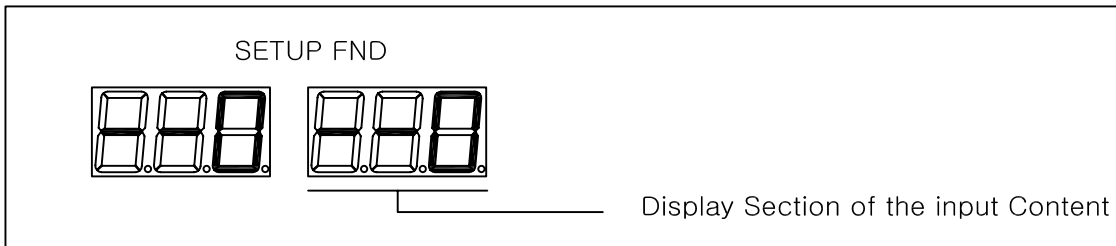


| NO. | SETUP FND | CONTENTS |
|-----|-----------|-----------------------------|
| 1 | | ALL DISPLAY OFF |
| 2 | | ALL DISPLAY ON |
| 3 | | TICKET DISPENSER MOTOR OFF |
| 4 | | TICKET DISPENSER MOTOR ON |
| 5 | | TICKET EMPTY LAMP OFF |
| 6 | | TICKET EMPTY LAMP ON |
| 7 | | COIN COUNTER ON(SW3 PUSH) |
| 8 | | TICKET COUNTER ON(SW3 PUSH) |
| 9 | | ELEVATOR MOTOR OFF |
| 10 | | ELEVATOR MOTOR ON |
| 11 | | ROTARY (WHEEL) MOTOR OFF |
| 12 | | ROTARY (WHEEL) MOTOR ON |
| 13 | | TEST MODE EXIT |

G. TEST MODE

G-b. SENSOR or SWITCH TEST

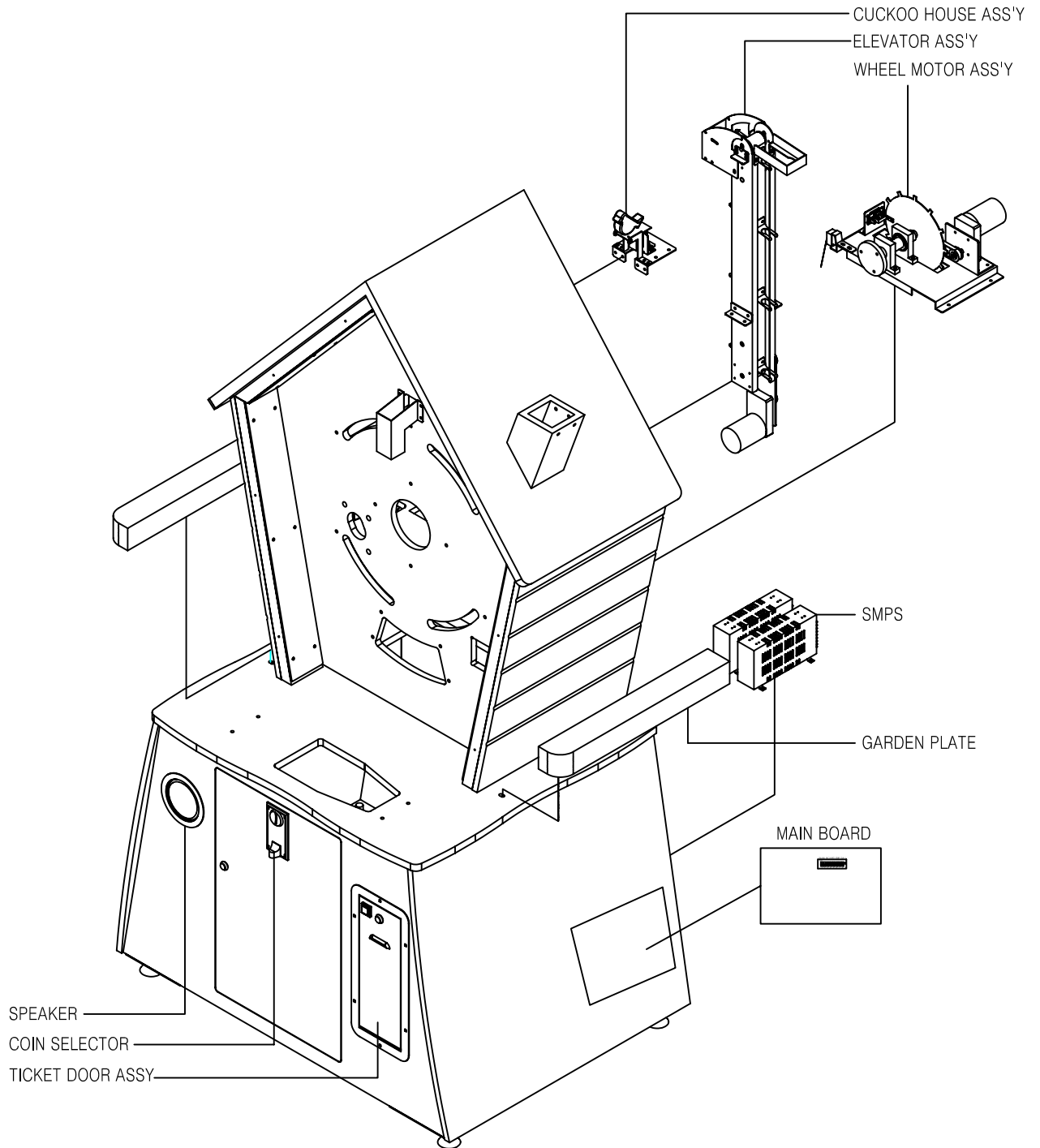
– Followings are displayed at the SETUP FND when each sensor and Switch is sensed.



| NO. | CONTENTS | SETUP FND |
|-----|-------------------------|-----------|
| 1 | TICKET DISPENSER SENSOR | |
| 2 | TICKET EMPTY SWITCH | |
| 3 | COIN SWITCH | |
| 4 | BUTTON SWITCH | |
| 5 | ELEVETER SWITCH | |
| 6 | BALL OUT SWITCH | |
| 7 | POSITION SENSOR | |
| 8 | POSITION HOME SENSOR | |

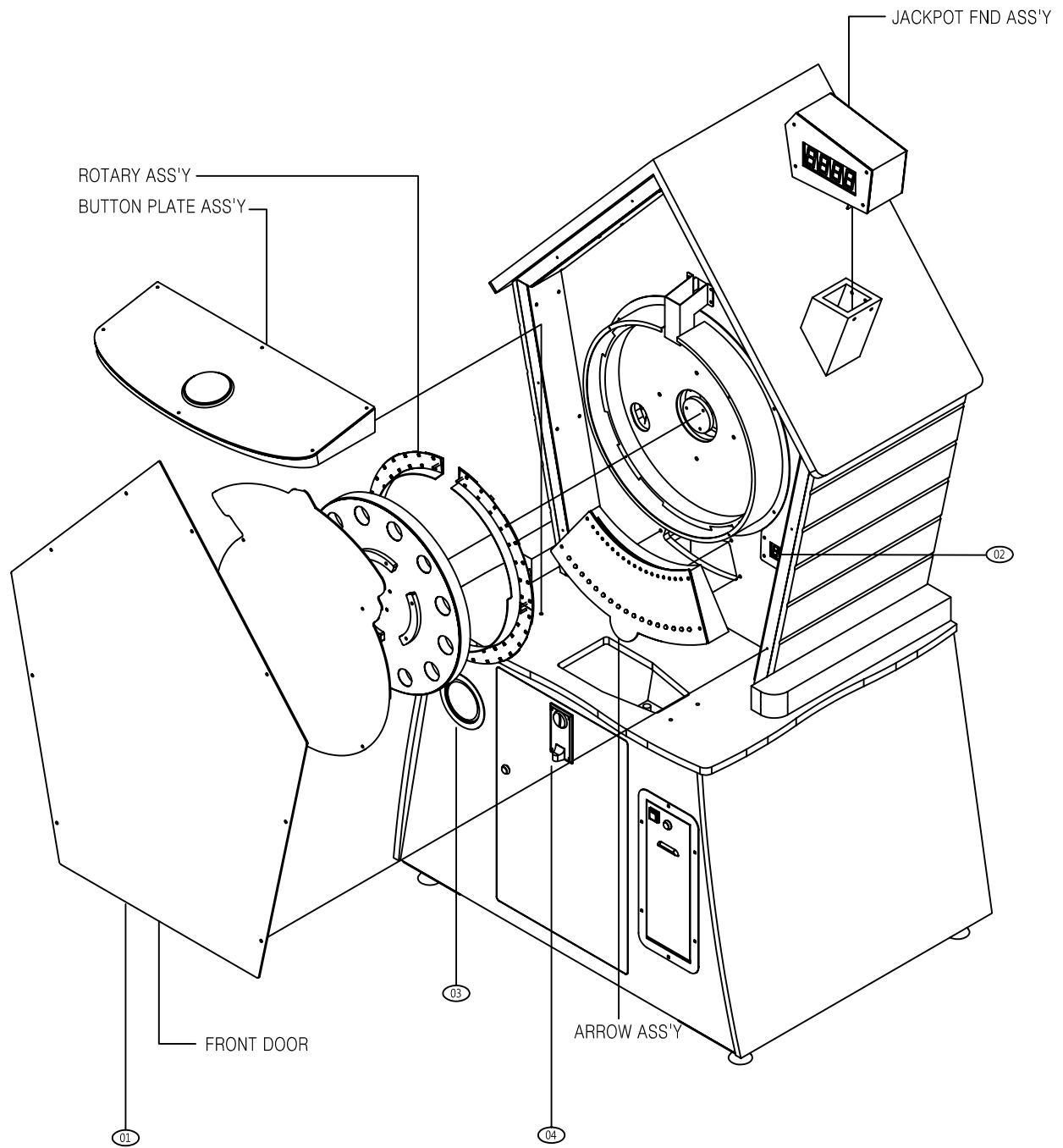
H. ASSEMBLING

H-a. ROTARY(WHEEL) MOTOR ASS'Y, ELEVATOR ASS'Y & ETC



H. ASSEMBLING

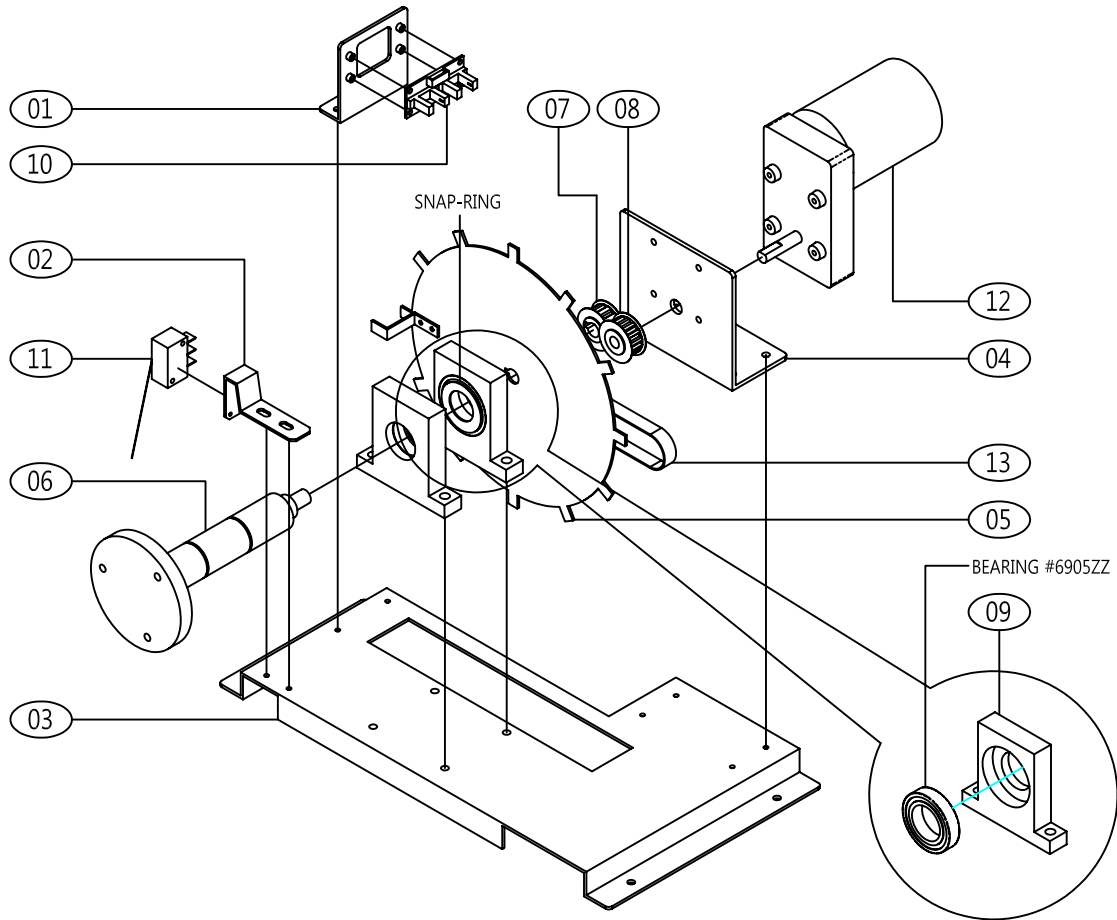
H-b. ROTARY ASS'Y, ARROW ASS'Y & BUTTON PLATE ASS'Y & ETC



| No. | CODE NO. | QUANTITY | PART NAME | SPECIFICATION |
|-----|-------------|----------|------------------|---------------|
| 1 | MCUC0ACR005 | 1 | FRONT DOOR ACRYL | CUCKOO |
| 2 | ACUC0PCB006 | 1 | TICKET OWED PCB | - |
| 3 | MZZZ0SPE004 | 1 | SPEAKER | MID 4.5 8옴80W |
| 4 | MZZZ0COS013 | 1 | COIN SELECTOR | SG-628 |
| 5 | | | | |
| 6 | | | | |
| 7 | | | | |

H. ASSEMBLING

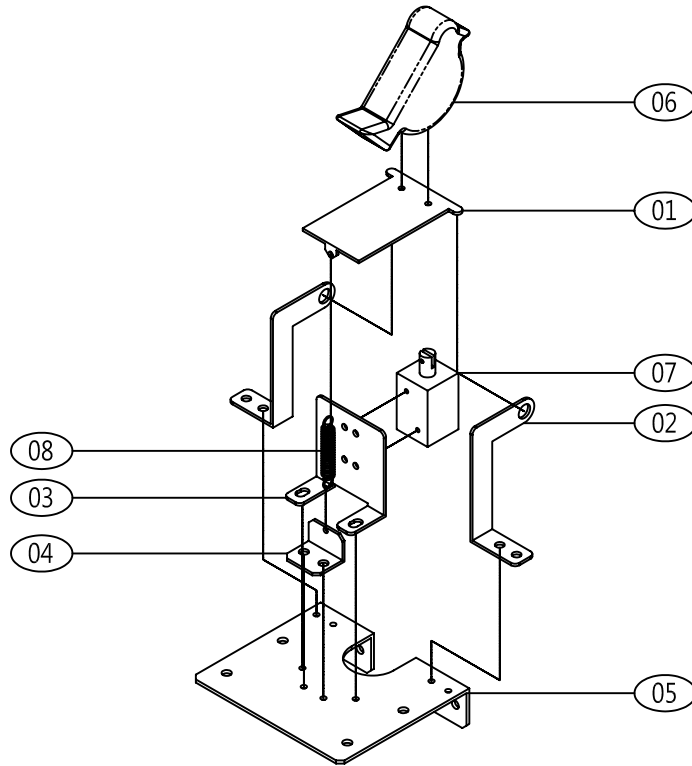
H-c. WHEEL MOTOR ASS'Y



| No. | CODE NO. | QUANTITY | PART NAME | SPECIFICATION |
|-----|-------------|----------|-------------------|----------------|
| 1 | MCUCOME001 | 1 | SENSOR BRACKET | FWCK-WB004 |
| 2 | MCUCOME002 | 1 | MICRO S/W BRACKET | FWCK-WB006 |
| 3 | MCUCOME003 | 1 | WHEEL MOTOR BASE | FWCK-WB001 |
| 4 | MCUCOME004 | 1 | MOTOR BRACKET | FWCK-WB002 |
| 5 | MCUCOME005 | 1 | SENSOR VANE | FWCK-WB003 |
| 6 | MCUC0PRO008 | 1 | R-SHAFT | 80+151L |
| 7 | MCUC0PRO009 | 1 | TIMMING PULLEY | 13XL 33F |
| 8 | MCUC0PRO009 | 1 | TIMMING PULLEY | 13XL 33F |
| 9 | MCUC0PRO007 | 2 | BEARING HOUSING | - |
| 10 | ACUC0PCB002 | 1 | R/T-SENSOR PCB | 2 TYPE |
| 11 | MELE0MIC002 | 1 | MICRO SWITCH | CNR-05H-03 |
| 12 | MCUC0MOT001 | 1 | R-MOTOR | KGY-360-6080D1 |
| 13 | MWET0BEL001 | 1 | TIMMING BELT | 120XL037 |

H. ASSEMBLING

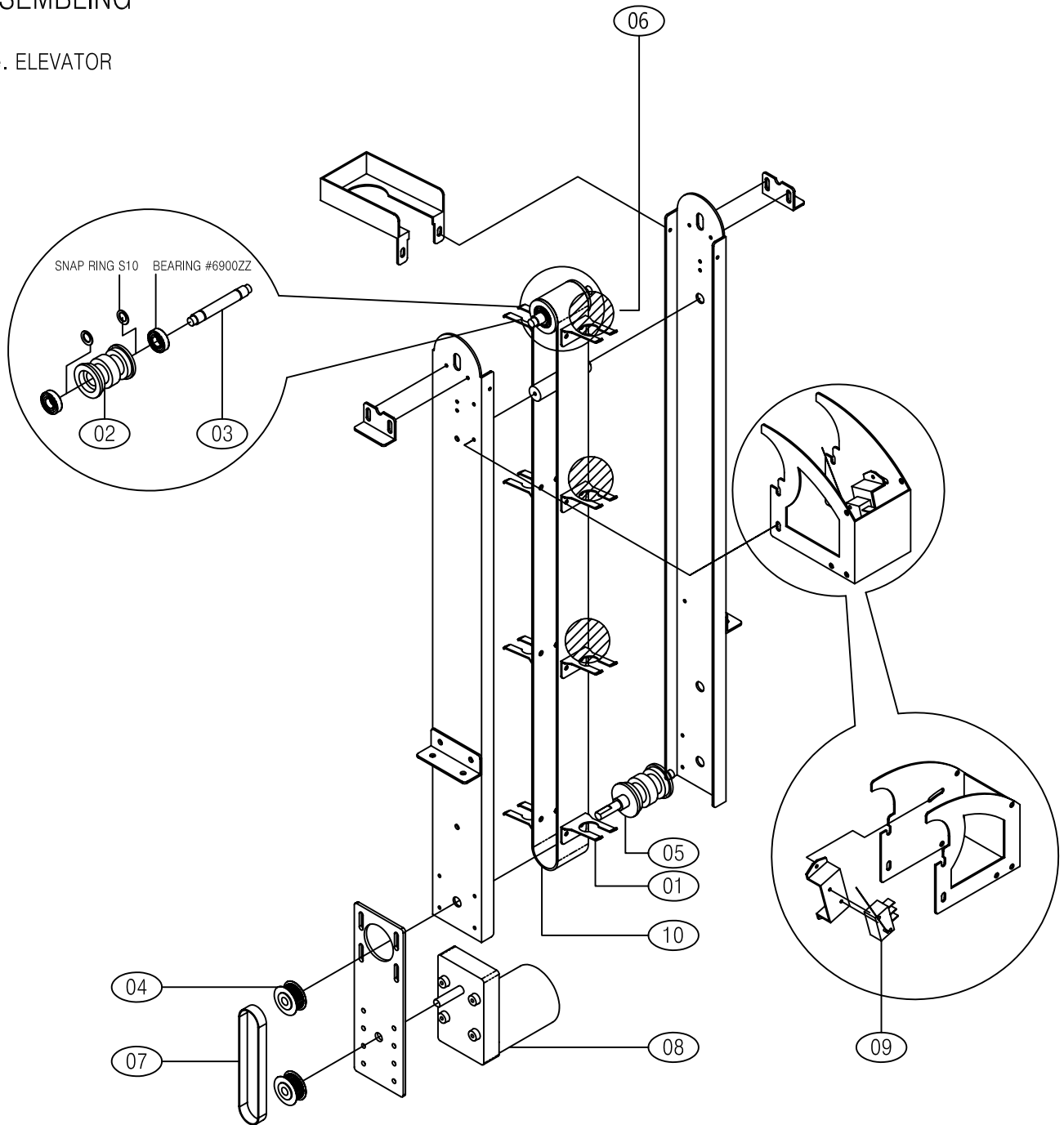
H-d. CUCKOO HOUSE



| No. | CODE NO. | QUANTITY | PART NAME | SPECIFICATION |
|-----|-------------|----------|-----------------------|---------------|
| 1 | MCUC0MEP006 | 1 | CUCKOO PLATE | FWCK-CH009 |
| 2 | MCUC0MEP007 | 2 | HINGE BRACKET | FWCK-CH008 |
| 3 | MCUC0MEP008 | 1 | SOLENOID BRACKET | FWCK-CH010 |
| 4 | MCUC0MEP009 | 1 | SPRING BRACKET | FWCK-CH011 |
| 5 | MCUC0MEP010 | 1 | CUCKOO BODY | FWCK-CH007 |
| 6 | MCUC0VAC001 | 1 | CUCKOO VACUUM FORMING | - |
| 7 | MCUC0000004 | 1 | SOLENOID | SD08A(12V) |
| | | | | |

H. ASSEMBLING

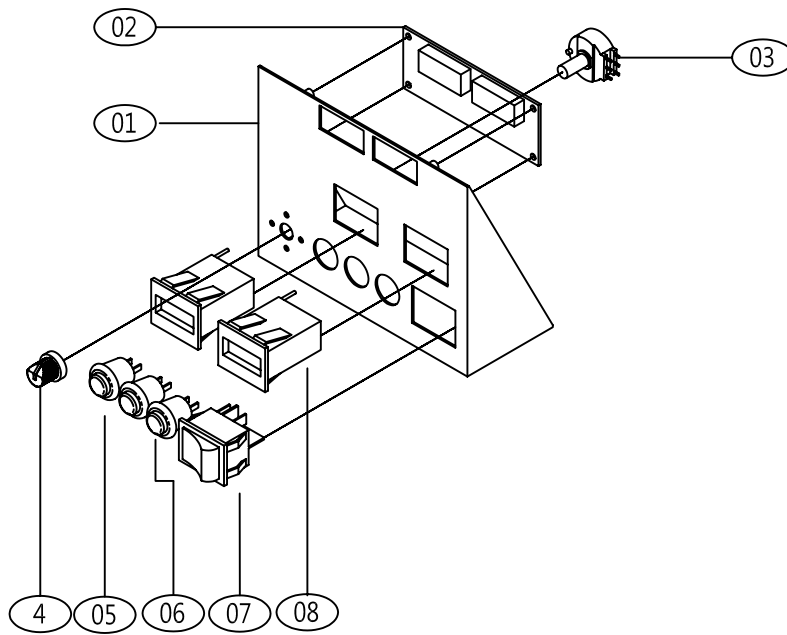
H-e. ELEVATOR



| No. | CODE NO. | QUANTITY | PART NAME | SPECIFICATION |
|-----|-------------|----------|------------------|---------------|
| 1 | MCUC0MEP017 | 7 | BALL ATTACHMENT | FWCK-EL018 |
| 2 | MCUC0PRO003 | 1 | E/L TAIL PULLEY | FWCK-MC005E |
| 3 | MCUC0PRO005 | 1 | TAIL SHAFT | FWCK-MC006E |
| 4 | MCUC0PRO006 | 2 | R-TIMMING PULLEY | 13XL 33F |
| 5 | MCUC0PRO002 | 1 | E/L HEAD PULLEY | FWCK-MC004E |
| 6 | MCUC0000001 | 4 | BALL | 35mm |
| 7 | MWET0BEL002 | 1 | TIMMING BELT | 110XL037 |
| 8 | MCUC0MOT002 | 1 | MOTOR | KGY-55-6080D1 |
| 9 | MELE0MIC002 | 1 | MICRO SWITCH | CNR-05H-03 |
| 10 | MCUC0BEL001 | 1 | CON'V BELT | 1320LX2T |
| | | | | |

H. ASSEMBLING

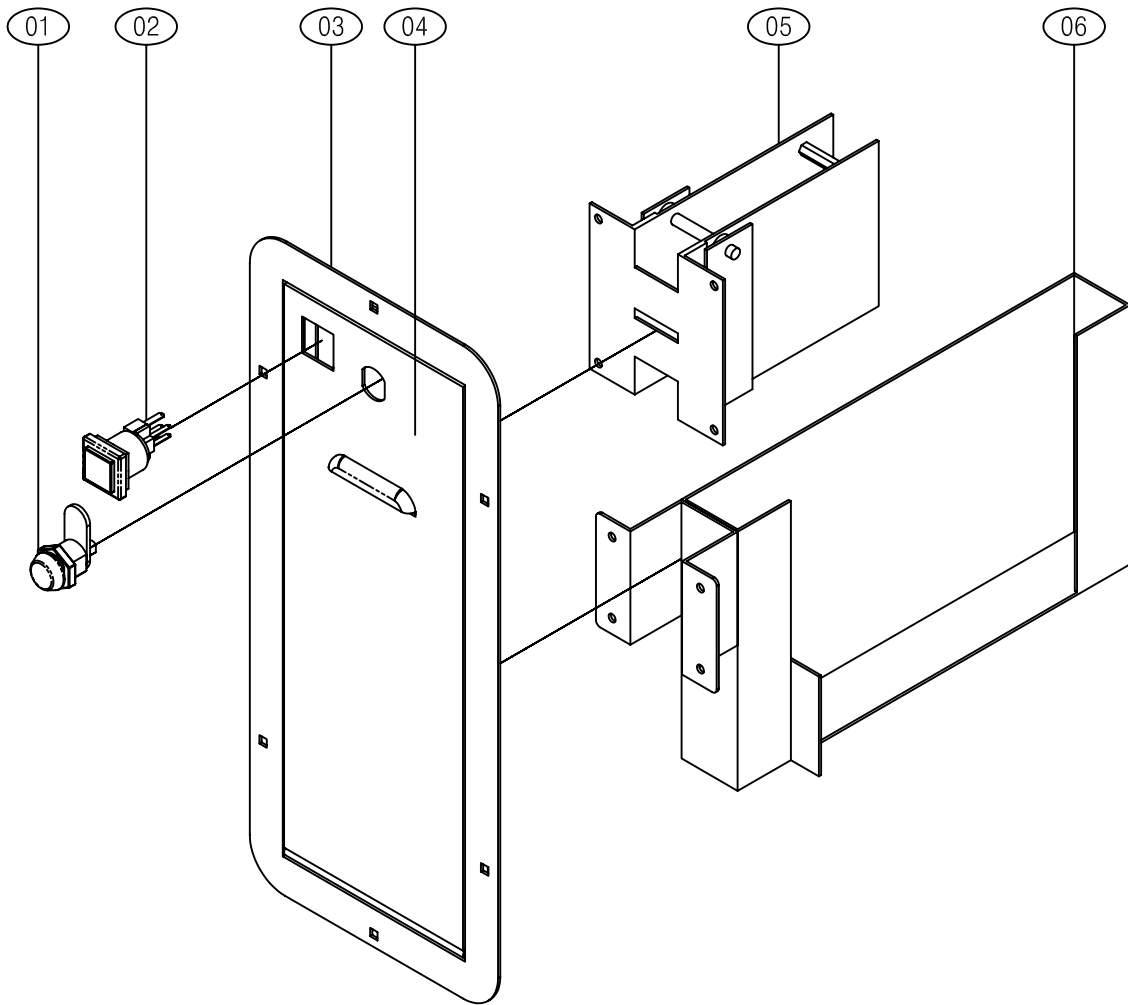
H-f. AC SW & BUTTON PANEL



| No. | CODE NO. | QUANTITY | PART NAME | SPECIFICATION |
|-----|-------------|----------|-------------------------|---------------|
| 1 | MCUC0MEP033 | 1 | AC POWER SWITCH BRACKET | FWCK-0U035 |
| 2 | ACUC0PCB001 | 1 | SET UP PCB ASS'Y | - |
| 3 | MELE0VOL008 | 1 | VOLUME | BY25Y-10K |
| 4 | MELE0VOL006 | 1 | VOLUME KNOB | - |
| 5 | MELE0PUS002 | 2 | PUSH BUTTON SWITCH | DS412W |
| 6 | MELE0PUS001 | 1 | PUSH BUTTON SWITCH | DS412R |
| 7 | MELE0SWI004 | 1 | ROCKER SWITCH | - |
| 8 | MZZZ0COU002 | 2 | COUNTER | AMMC-712 |

H. ASSEMBLING

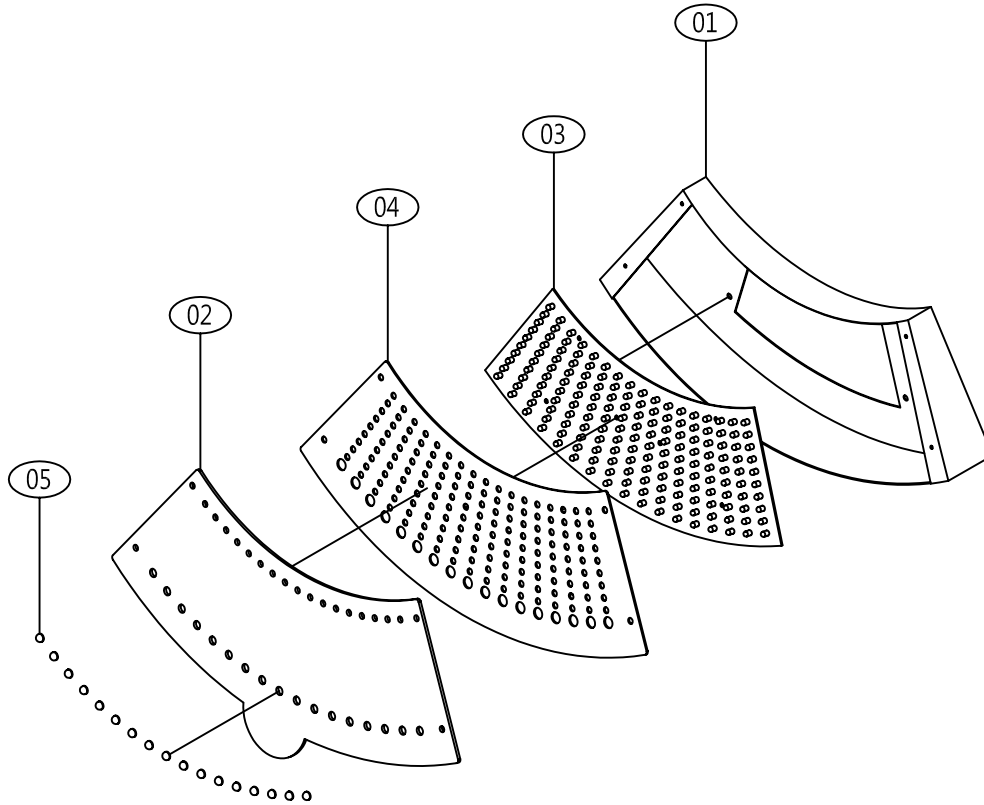
H-g. TICKET DOOR



| No. | CODE NO. | QUANTITY | PART NAME | | SPECIFICATION |
|-----|-------------|----------|------------------|---------------|-----------------|
| 1 | MZZZ0KEY032 | 1 | KEY | | 7001 |
| 2 | MHA20000007 | 1 | SQ-SWITCH | | AM1PB-26SH-R12D |
| 3 | MCUC0MEP020 | 1 | TICKET DOOR ASSY | TICKET DOOR-A | - |
| 4 | | 1 | | TICKET DOOR-B | - |
| 5 | MZZZ0TID003 | 1 | TICKET DISPENSER | | CLECO |
| 6 | MCUC0MEP021 | 1 | TICKET BOX | | - |

H. ASSEMBLING

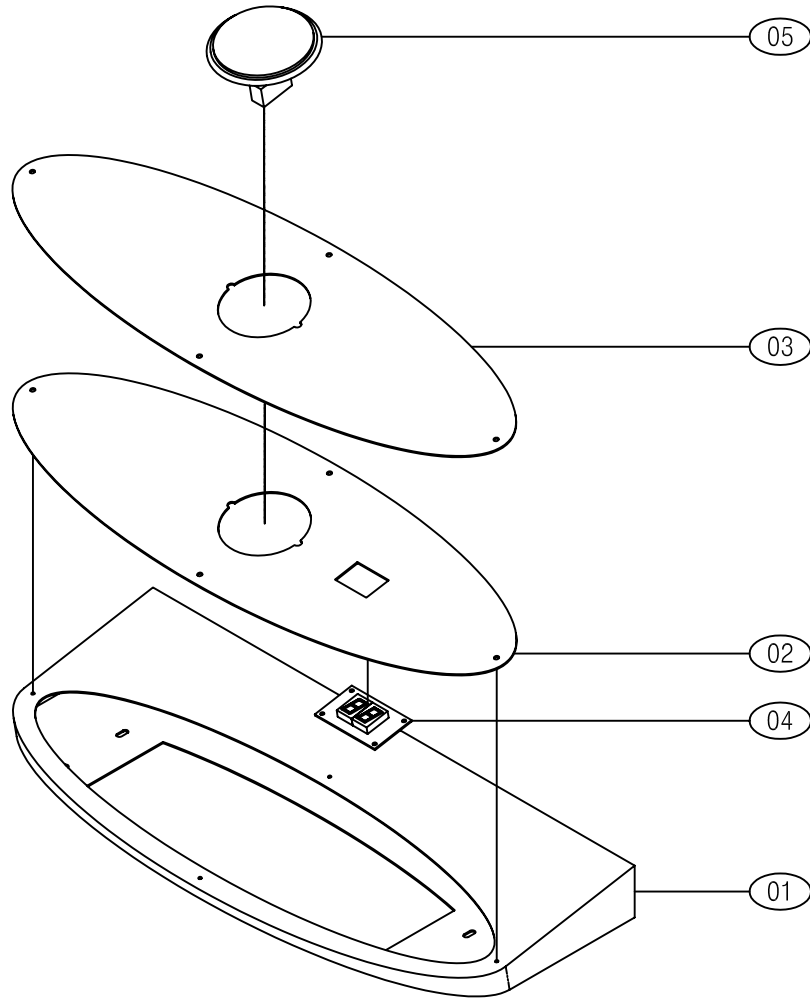
H-h. ARROW



| No. | CODE NO. | QUANTITY | PART NAME | SPECIFICATION |
|-----|-------------|----------|-------------------|---------------|
| 1 | MCUC0MEP022 | 1 | ARROW BODY | - |
| 2 | MCUC0ACR004 | 1 | ARROW ACRYL | - |
| 3 | ACUC0PCB007 | 1 | ARROW PCB ASS'Y | - |
| 4 | MCUC0MEP023 | 1 | ARROW PCB BRACKET | - |
| 05 | MWOL0PLA001 | 17 | LED CAP | - |

H. ASSEMBLING

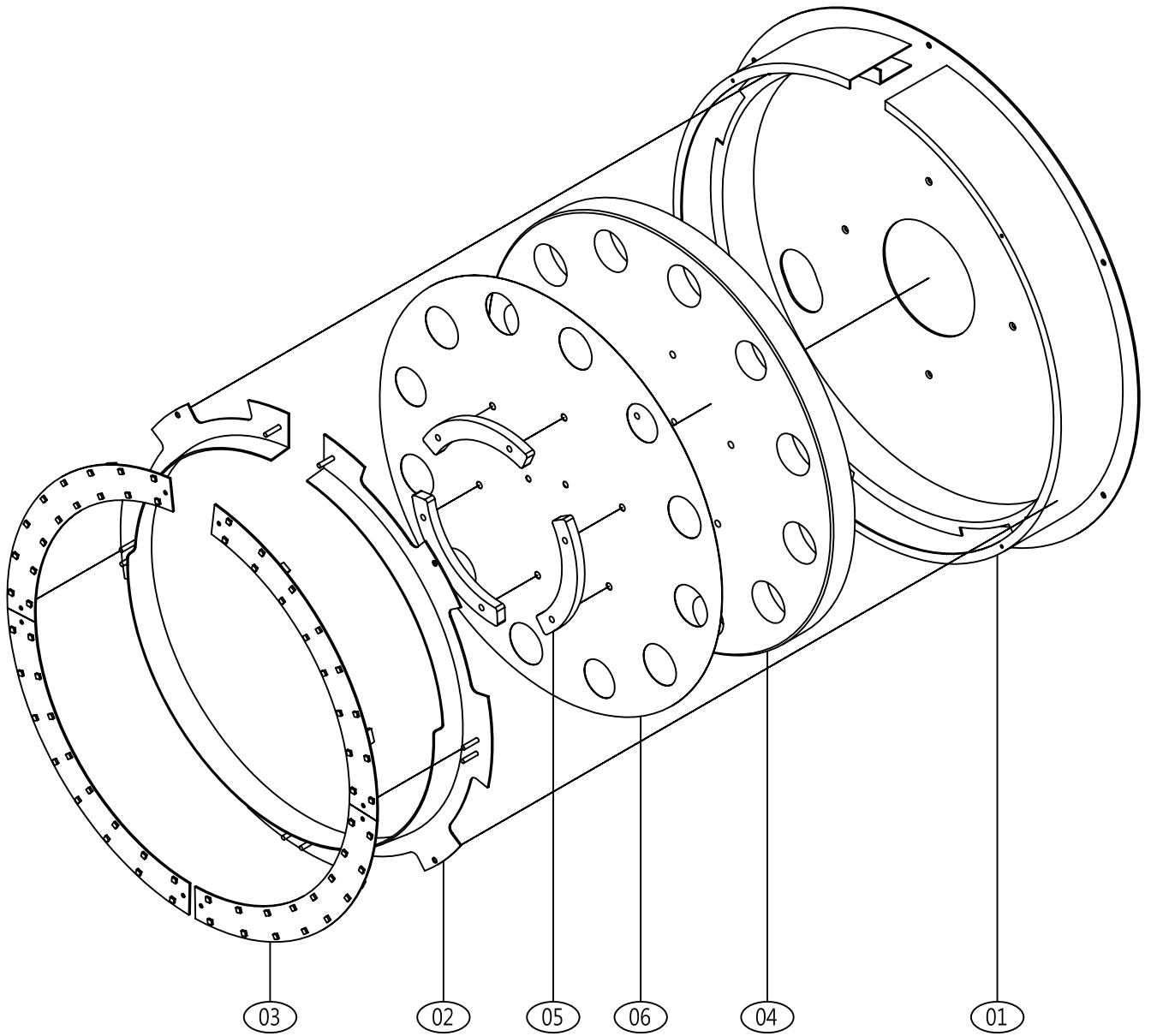
H-i. BUTTON PANEL



| No. | CODE NO. | QUANTITY | PART NAME | SPECIFICATION |
|-----|-------------|----------|------------------|---------------------|
| 1 | MCUC0MEP024 | 1 | BUTTON PANEL | FWCK-BP026 |
| 2 | MCUC0MEP025 | 1 | BUTTON COVER | FWCK-BP027 |
| 3 | MCUC0SHE004 | 1 | BUTTON ACRYL | KMCC-SKS-ACRYL-004A |
| 4 | ACUC0PCB011 | 1 | CREDIT PCB ASS'Y | - |
| 5 | ACMO0000005 | 1 | BUTTON(100mm) | - |

H. ASSEMBLING

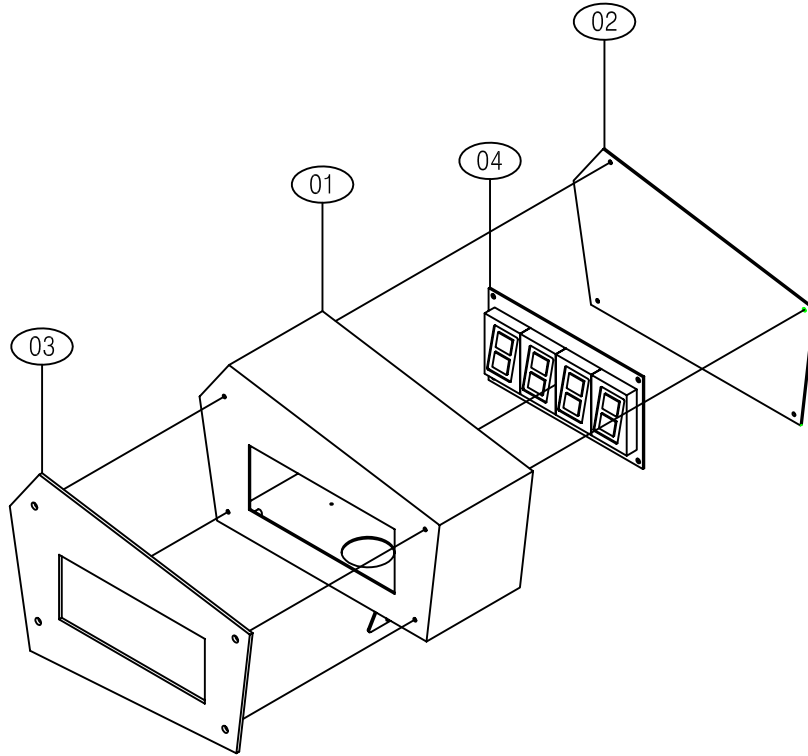
H-j. ROTARY(WHEEL)



| No. | CODE NO. | QUANTITY | PART NAME | SPECIFICATION |
|-----|-------------|----------|------------------------|---------------|
| 1 | MCUC0MEP026 | 1 | ROTARY BODY | FWCK-RW028 |
| 2 | MCUC0MEP027 | 1 | PCB BRACKET | FWCK-RW029 |
| 3 | ACUC0PCB008 | 4 | BONUS RIGHT-PCB | - |
| 4 | MCUC0WOO001 | 1 | BONUS GAME PLATE | - |
| 5 | MCUC0ACR003 | 9 | BONUS BALL GUARD ACRYL | - |
| 6 | MCUC0SHE015 | 1 | BONUS GAME PLATE SHEET | - |

H. ASSEMBLING

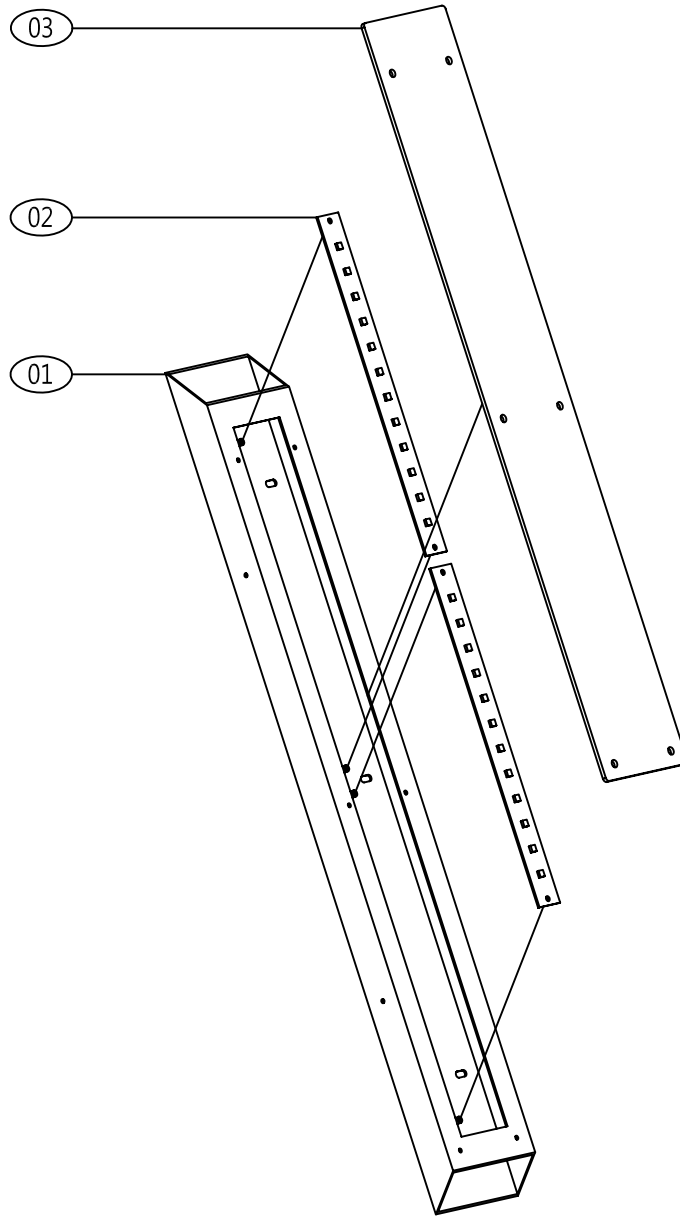
H-k. BONUS FND ASS'Y



| No. | CODE NO. | QUANTITY | PART NAME | SPECIFICATION |
|-----|-------------|----------|-------------------|---------------------|
| 1 | MCUC0MEP028 | 1 | BONUS FND BODY | - |
| 2 | MCUC0MEP029 | 1 | COVER | - |
| 3 | MCUC0SHE002 | 1 | SHEET BONUS ACRYL | KMCC-SKS-ACRYL-002A |
| 4 | ACUC0PCB005 | 1 | BONUS F.N.D PCB | - |

H. ASSEMBLING

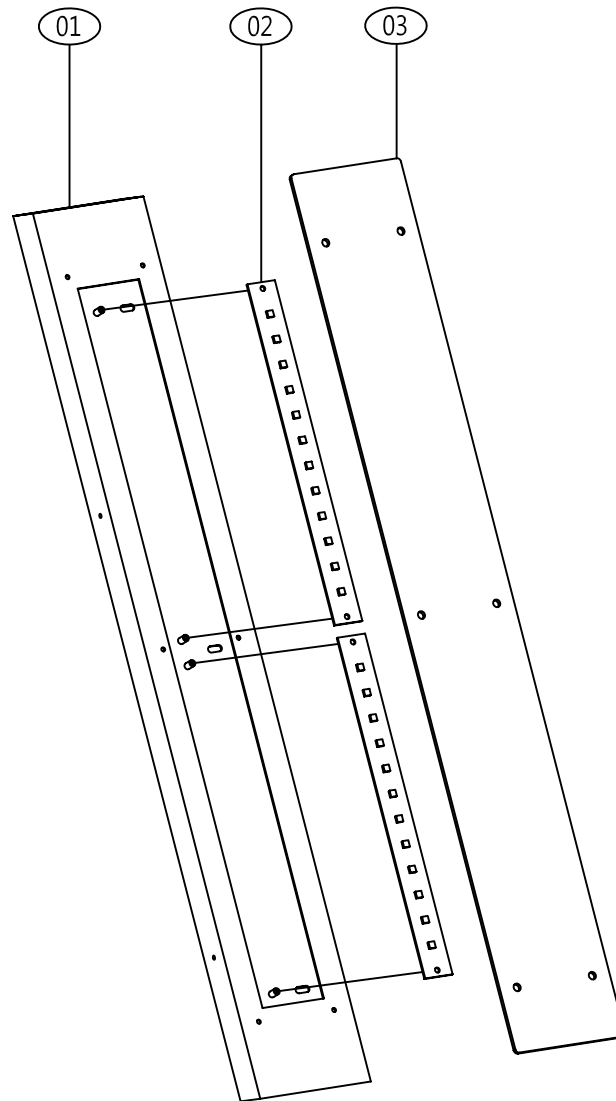
H-m. TOP LED LIGHT CASE



| No. | CODE NO. | QUANTITY | PART NAME | SPECIFICATION |
|-----|-------------|----------|----------------------------|---------------|
| 1 | MCUC0MEP030 | 1 | TOP RIGHT-BRACKET | - |
| 2 | ACUC0PCB003 | 2 | TOP RIGHT-LED PCB | - |
| 3 | MCUC0ACR001 | 1 | ACRYL UPPER- RIGHTING(R/L) | - |

H. ASSEMBLING

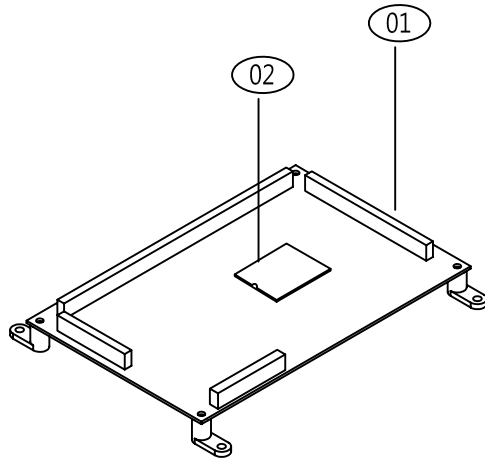
H-n. SIDE LIGHT LED CASE



| No. | CODE NO. | QUANTITY | PART NAME | SPECIFICATION |
|-----|-------------|----------|---------------------|---------------|
| 1 | MCUC0MEP031 | 1 | SIDE RIGHT-BRACKET | - |
| 2 | ACUC0PCB003 | 2 | SIDE RIGHT-LED PCB | - |
| 3 | MCUC0ACR002 | 1 | ACRYL SIDE-RIGHTING | - |

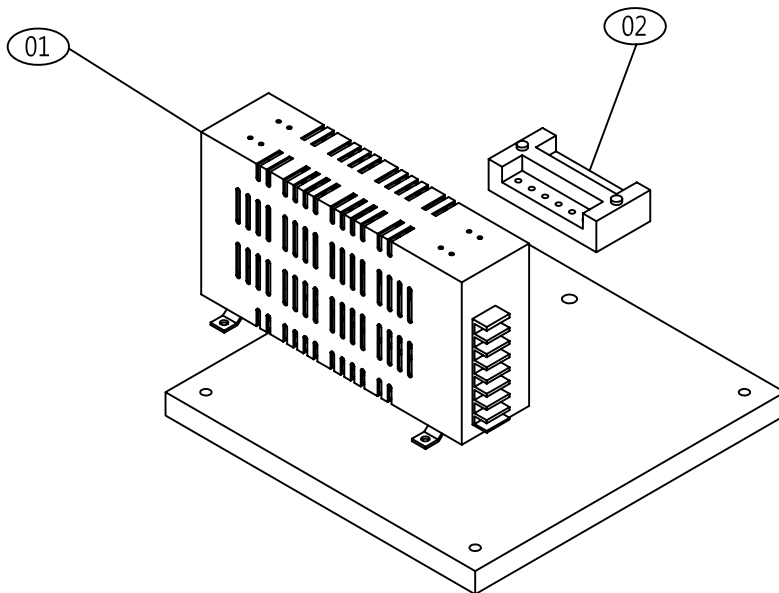
H. ASSEMBLING

H-O.MAIN BOARD















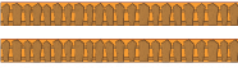
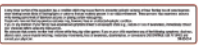





| No. | CODE NO. | QUANTITY | PART NAME | SPECIFICATION |
|-----|-------------|----------|-----------------|---------------|
| 1 | ACUC0PCB009 | 1 | MAIN BOARD ASSY | - |
| 2 | ACUC0PCB010 | 1 | CPU BOARD ASSY | - |

H-P. POWER ASSY

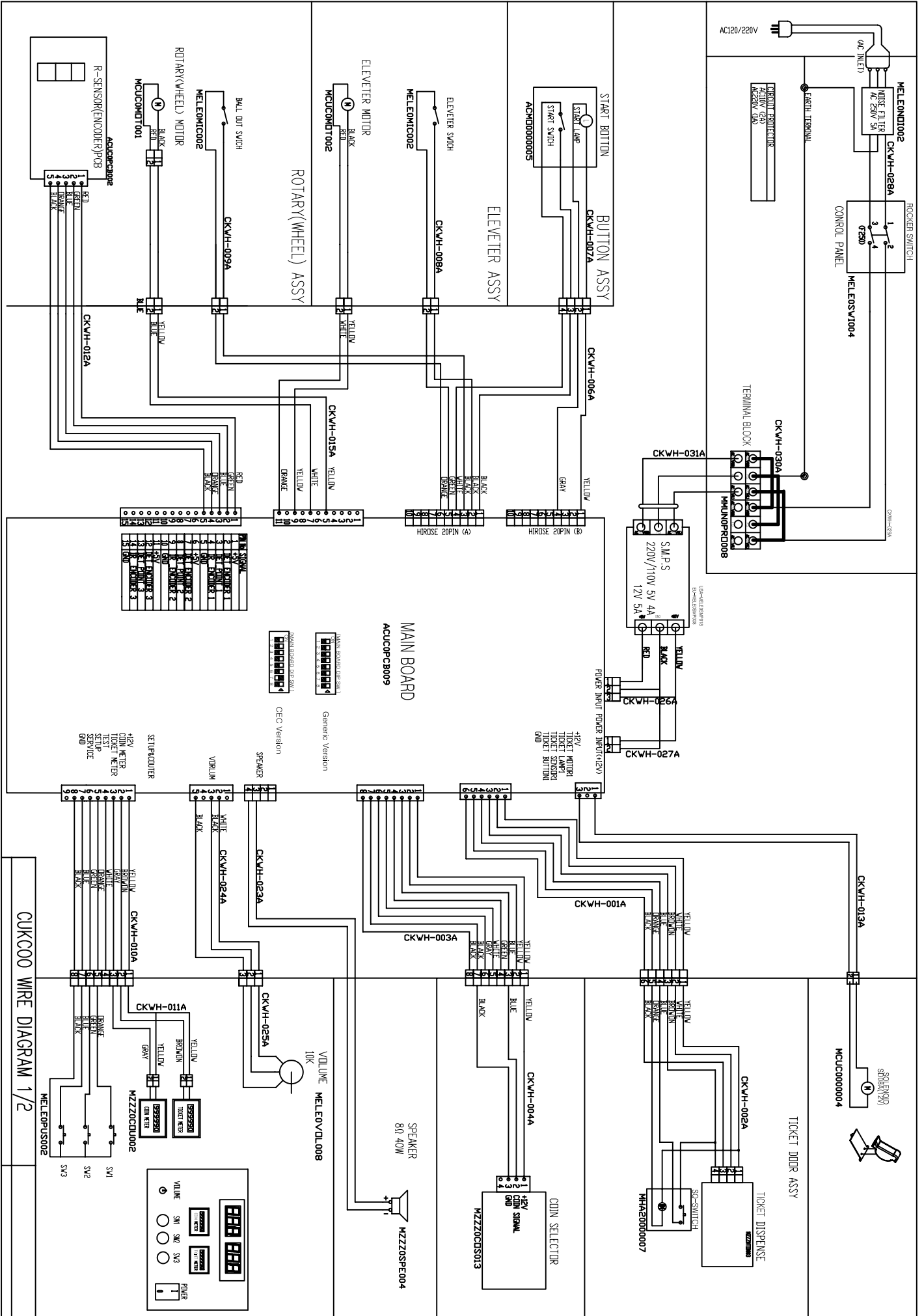


| No. | CODE NO. | QUANTITY | PART NAME | SPECIFICATION |
|-----|----------------------------|----------|--|----------------|
| 1 | MELE0SMP018 MELE0SMP008 | 1 | POWER-SMPS CSR028A POWER-SMPS MSF60-BDW | DC5V-4A 12V-5A |
| 2 | MELE0TEB003 | 1 | TERMINAL BLOCK | 6P UL |
| 3 | | | | |

CUCKOO SHEET

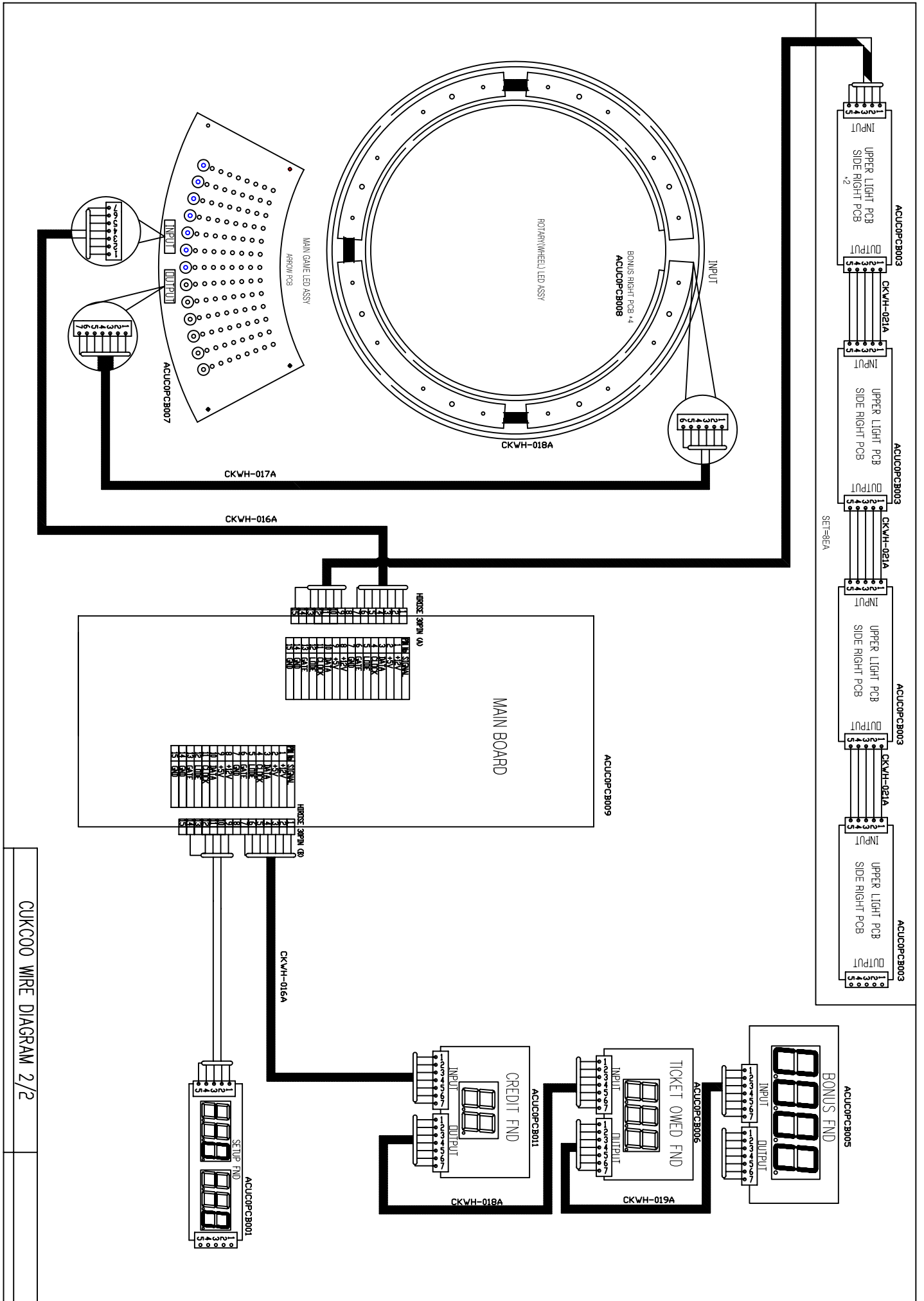
| | | Image | Standard | Quantity | Material | Sheet No. | Code No. |
|---------|----|---|--|----------|----------------------|---------------------|-------------|
| Common | 1 |  | BILLBOARD 514,8X693,8 | 1EA | acryl silk screen | kmcc-sks-acryl-001A | MCUC0SHE001 |
| | 2 |  | BONUS 256,7X168 | 1EA | acryl silk screen | kmcc-sks-acryl-002A | MCUC0SHE002 |
| | 3 |  | TICKET OWED 125,5X83,7 | 1EA | acryl silk screen | kmcc-sks-acryl-003A | MCUC0SHE003 |
| | 4 |  | BUTTON 641X197,5 | 1EA | acryl silk screen | kmcc-sks-acryl-004A | MCUC0SHE004 |
| | 5 |  | TOP DECO 73,5X670,5 | 1SET=L/R | PET silk screen | kmcc-sks-PET-005A | MCUC0SHE005 |
| | 6 |  | FRONT INNER 701X787,9 | 1EA | silk screen | kmcc-sks-006A | MCUC0SHE006 |
| | 7 |  | WINDOW A/ 119,5X117,6 B/ 53,6X98,5 | 1SET=A/B | silk screen | kmcc-sks-007A | MCUC0SHE007 |
| | 8 |  | HOW TO PLAY 640,5X146 | 1EA | silk screen | kmcc-sks-008A | MCUC0SHE008 |
| | 9 |  | MIDDLE DECO-TOP 520X64 | 1SET=L/R | silk screen | kmcc-sks-009A | MCUC0SHE009 |
| | 10 |  | SIDE L/ 626X511 R/ 614,9X511 | 1SET=L/R | silk screen | kmcc-sks-010A | MCUC0SHE010 |
| | 11 |  | TICKETS 136X85 | 1EA | silk screen | kmcc-sks-011A | MCUC0SHE011 |
| | 12 |  | UNDER FRONT DOOR 380X410 | 1EA | silk screen | kmcc-sks-012A | MCUC0SHE012 |
| | 13 |  | MIDDLE DECO- SIDE 571X56 | 2EA | silk screen | kmcc-sks-013A | MCUC0SHE013 |
| | 14 |  | EPILEPSY WARNING STICKER 132X26 | 1EA | print | kmcc-p-016A | MCUC0SHE018 |
| Generic | 15 |  | MAIN GAME PLATE 461,6X233,5 | 1EA | Light print | kmcc-p-014A-EU | MCUC0SHE014 |
| | 16 |  | BONUS GAME PLATE 448 | 1EA | print | kmcc-p-015A-EU | MCUC0SHE015 |
| | 17 |  | RECYCLE 38,1X63,5 | 1EA | print | kmcc-p-017-EU | MCUC0SHE019 |
| CEC | 18 |  | MAIN GAME PLATE 461,6X233,5 | 1EA | Light print | kmcc-p-014B-CEC | MCUC0SHE016 |
| | 19 |  | BONUS GAME PLATE 448 | 1EA | print | kmcc-p-015B-CEC | MCUC0SHE017 |

J. WIRING DIAGRAM



CUKCOO WIRE DIAGRAM 1/2

J. WIRING DIAGRAM



CUKCOO WIRE DIAGRAM 2/2



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