

VOGOS®

Crossbow Master

Ticket Redemption



Operation Manual

IT IS THE RESPONSIBILITY OF THE OPERATOR TO MAINTAIN CUSTOMER SAFETY AT ALL TIMES, AND IT IS IMPERATIVE THAT THE DETAILS SET OUT IN THIS MANUAL AND ANY OTHER MANUAL SUPPLIED WITH THIS MACHINE SHOULD BE FOLLOWED PRECISELY AND ADHERED TO AT ALL TIME.

Contents :

1.	Technical Support Contact	-----	2
2.	Game Description	-----	3
3.	Sitting Considerations	-----	4
4.	Installation & Safety	-----	5
5.	Initial Assembly and Test	-----	6
6.	Installation at site	-----	7
7.	Internal Controls and Dispalys	-----	8
8.	Dip Switch Settings (Main PCB)	-----	9
9.	Default - Game settings	-----	10
10.	MODE FUNCTIONS for Display setting	-----	11
	Mode setting	-----	
	10-1 GAME SET-UP MODE	-----	12
	10-2 TEST MODE (for Hardware testing)	-----	14
	10-3 INFO MODE	-----	16
	(for Data Information and Clear)		
11.	ADJUSTMNET for ZERO POINT	-----	18
12.	ERROR CODE SIGN INFO.	-----	19
	12-1 Error CODE Display		
	12-2 Error CODE		
	12-3 Error locations	-----	20
13.	Trouble Shooting	-----	21
	13-1. TARGET BUTTON'S LAMP REPLACEMENT		
	13-2. TARGET BUTTON REPLACEMENT		
	13-3. TARGET ACRYLIC REPLACEMENT	-----	22
	13-4. FUSE LOCATION		
	13-5. UP/DOWN CONVEYOR ALIGNMENT	-----	23
	13-6. Ticket Error	-----	24
14.	PARTS LIST	-----	25
15.	PARTS PHOTO	-----	28
	15-1 A DEAL DRAWING	-----	32
	for Conveyor Mechanism		
	15-2 Decal Parts photo	-----	34
	15-3 Acrylic Parts photo	-----	36
16.	SERVICE RECORD	-----	37

1. FOR TECHNICAL SUPPORT

**For Parts and Service
contact SPT Parts and
Technical Support Department**

VOGOS®

2. Game Description

Crossbow Master is a ticket Redemption with the crossbow mechanism and 1~ 3 levels and bonus level target.

How to play :

1. Insert coin
2. Aim for lit target
3. Achieve each level to win bonus



3. Sitting Considerations (For indoor use only)

The following points should be taken into consideration:



1. The machine must stand on a flat, level and stable floor.
2. Ensure the machine is positioned away from direct sunlight and away from areas subject to extreme heat such as heating units.
3. Avoid nylon carpets which may cause static resetting problem.
4. Mains plugs and sockets should be tight fitting and in good order, and a good earth is necessary for safety and correct operation.
5. Avoid positioning the machine in the vicinity of fire exits and fire extinguishers.
6. Avoid positioning the machine in the proximity of an indoor swimming pool, shower or in an area where highly flammable and/or volatile liquids are stored.
7. Machines look attractive and perform their best when positioned in subdued lighting.

The machine requires certain maintenance routines to keep it in good working order. It is therefore, advisable that the site manager checks the condition of machine on a daily basis.

High voltages exist within the machine so it is important that only qualified personnel touch any internal parts of the machine. The high voltages which are present can cause shock or even fatality if misused. Always switch the machine off before commencing any work.

4. Installation & Safety :

It is important to avoid rough handling of this machine as certain parts are fragile. Upon removal of the shipping carton examine the exterior of the cabinet for dents, chips or broken parts. Access to the appliance should only be made by qualified personnel for any purpose. Inspect the cabinet interior as follow:

1. Check that all the plug-in connectors are firmly seated. If any of the connectors are found un-plugged, do not force them together when re-plugging, as some maybe keyed. They will only go together in the proper orientation.
2. Check that all plug-in Integrated Circuit components and boards which are situated on the main PCB, are firmly seated together.
3. Check all sub assembly components such as the power supply for secure mounting.

Warning!

Ensure that the mains supply is sufficient for the correct operation of machine, and that the supply has a good earth connection.

High voltages exist within the machine so it is important that only qualified personnel touch any internal parts of the machine. The high voltages which are present can cause shock or even fatality if misused. Always switch the machine off before commencing any work.

Caution!

Only use the correct fuse ratings which are specified, to ensure maximum safety, and protection to all the components.

While the power to the machine is switched on, never connect or disconnect any of the Integrated Circuit components, or adjust the dip switch settings as this can cause serious damage.

Dimensions (Based on a standard cabinet)

W x D x H : 27.6 x 28.8 x 70.5(inch) : Main cabinet only

WxDxH : 700 x 730.5 x 1,790(mm)

27.6 x 28.8 x 82.7(inch): with top Marquee

WxDxH : 700 x 730.5 x 2,100(mm)

Weight(app): 364 lbs / 165 kgs.

Power Requirement:

Voltage: 110V A.C.

Frequency: 50/60Hz

Rated Power: 180Watts

5. Initial Assembly and Test

Step 1. PLEASE REMOVE THE PACKING METERIAL.

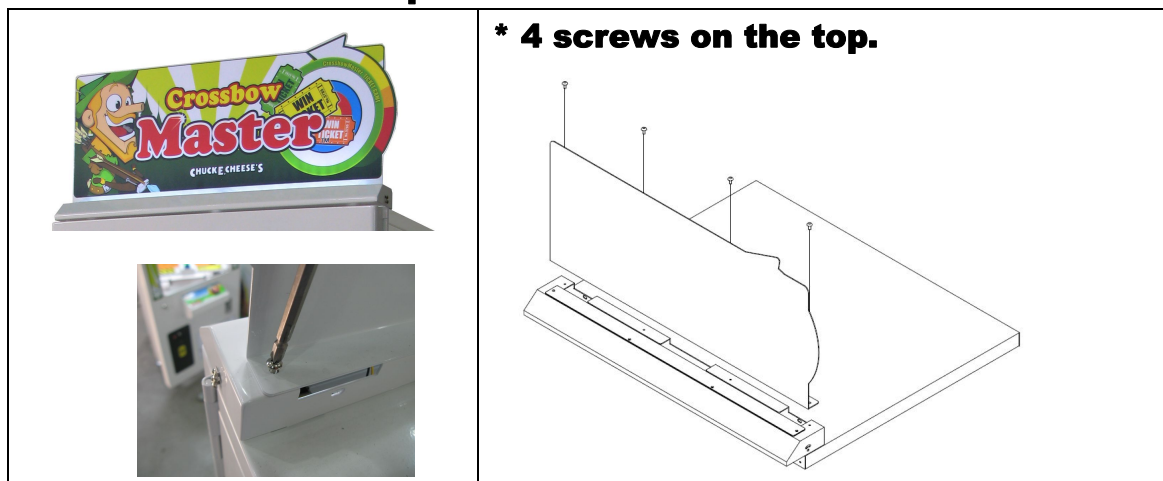
Examine the exterior of the cabinet for dents, chips, or broken parts.

Step 2. Open the front Door.

Step 3. Assemble the button panel.



Step 4. Assemble the Marquee.



Step 5. Electrical check

Check that all the plug-in connectors are firmly seated. If any of the connectors are found un-plugged, do not force them together when re-plugging, as some may be keyed. They will only go together in the proper orientation.

Check that all plug-in IC's (Integrated Circuits), components and boards which are situated on the main PCB, are firmly seated together.

Check all sub assembly components such as the power supply for secure mounting.

Step 6. Operation Check

Plug in and power on the machine to check operation.

6. Installation at site

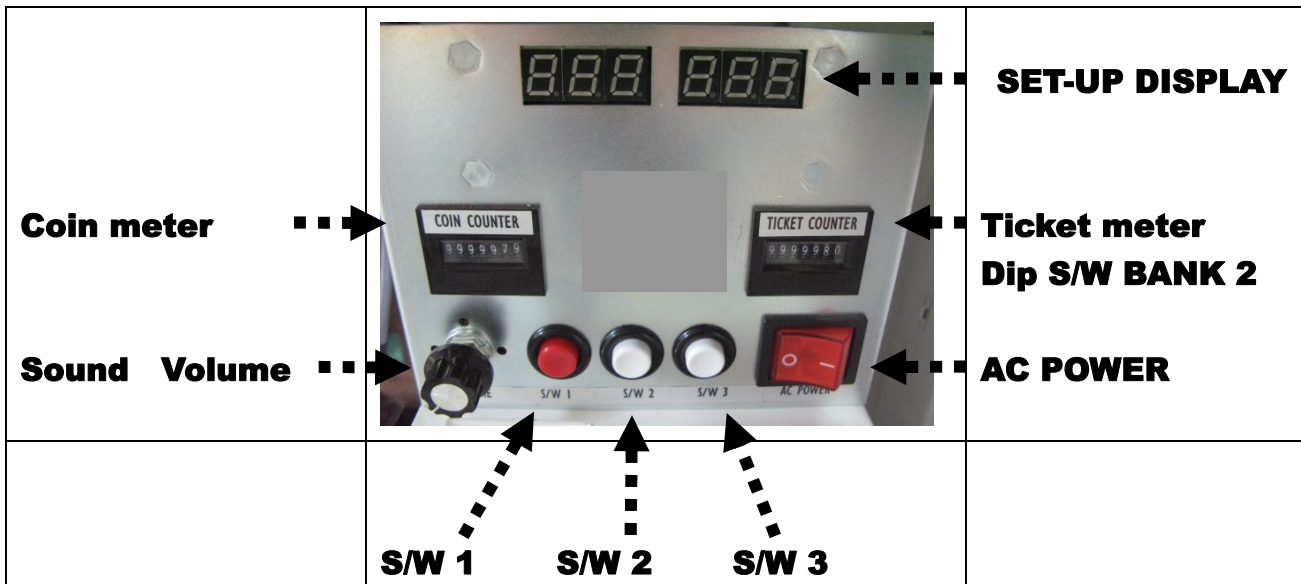
Step 1. Locate machine near an appropriate power source.

Step 2. Adjust the 4 Leg levelers so that the game is level !

- * FAILURE TO ENSURE THE GAME IS LEVEL AND SECURE***
- * WILL EFFECT THE OPERATION OF MACHINE AND***
- * MAY COMPROMISE PLAYER SAFETY***



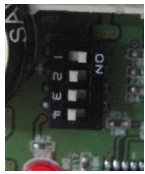
7. Internal Controls and Dispalys













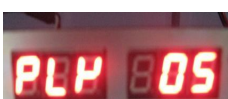


1. **SETUP DISPLAY**
2. **COIN METER**
3. **TICKET METER**
4. **SOUND VOLUME**
5. **S/W 1.~ S/W 3**
6. **A/C POWER SWITCH**

8. Dip Switch Settings

* Default from Factory as following;				
s/w no.	1	2	3	4
BANK	ON	OFF	OFF	OFF

Function.	Photo.	Description.
S/W 1.		“ ON ” for CEC program.
S/W 2.		(Factory use only)
S/W 3.		(Factory use only)
S/W 4.		(Factory use only)

9. Default - Game Settings

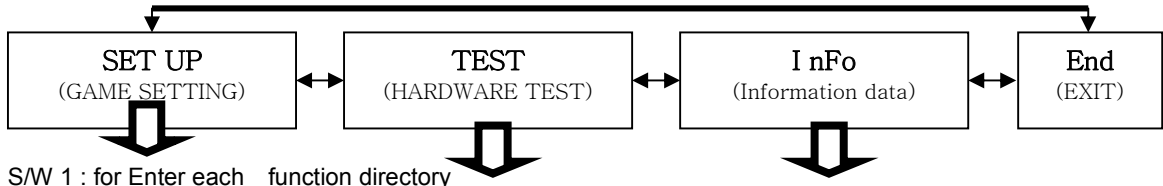
SETUP MODE	Default Displayed	Descriptions.
		
(1) Coin Setting		1 coin / 1 credit
(2) Mercy Ticket		1 ticket
(3) LV.1 Ticket Q'ty		5 tickets
(4) LV.2 Ticket Q'ty		10 tickets
(5) LV.3 Ticket Q'ty		20 tickets
(6) JP. Ticket Q'ty		200 tickets
(7) Ticket value (per credit) 1credit = 25pcs		1credit(\$0.25) = 25 tickets
(8) Accumulated Ticket per credit		0 ticket
(9)Payout rate		40% Payout
(10)Play time		5 sec.
(11)DEMO SOUND		Off
(12) Ticket Sound		On

10. MODE FUNCTIONS Directory

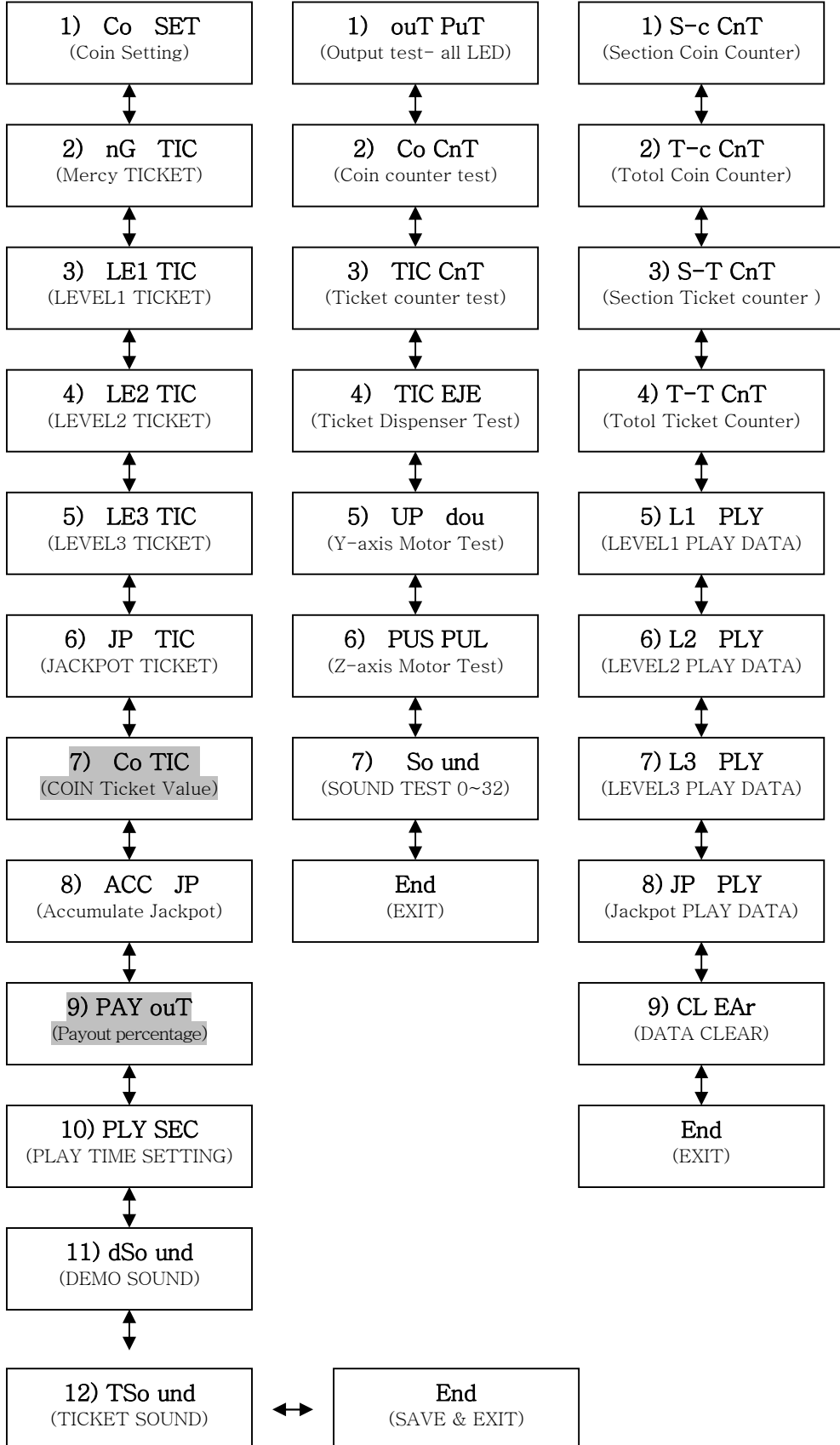
S/W 1 : for Enter / Save & Exit

S/W 2 : NEXT(UP)


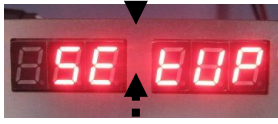



S/W 3 : PREV. (DOWN)





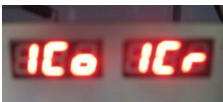


S/W 1 : for Enter each function directory




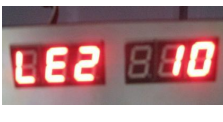





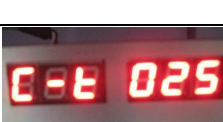


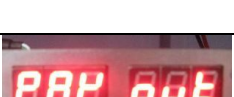







*** MODE information with Displays ***

Mode	Displayed	Function
PLAY MODE		Stand-by Mode for playing GAME.
	↓	S/W 1 : ENTER THE MODE
GAME SET-UP MODE		Press S/W 1, again for each SETUP.
	↓	S/W 2 : NEXT / S/W 3 : PREV.
TEST MODE		Press S/W 2, once for TEST MODE And S/W 1 for enter the each test.
	↓	S/W 2 : NEXT / S/W 3 : PREV.
INFO. MODE		Press S/W 2, twice for DATA Info. And S/W 1 for enter the Info Data.
	↓	S/W 2 : NEXT / S/W 3 : PREV.
END (SAVE)		Press S/W 2, 3 times for Ending. After all set-up action and press S/W 1 SAVE & EXIT. (MUST)









10-1 GAME SET-UP MODE




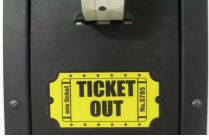


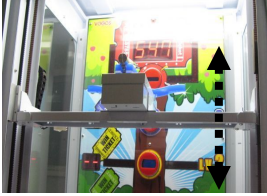


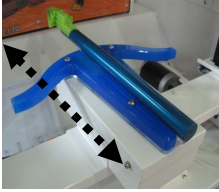





		
(1) Coin Setting		Press S/W 1 once for COIN SETTING. And Press S/W 1, again for following:
	S/W 2 for Next S/W 3 for Prev.	 <ul style="list-style-type: none"> S/W 2 : coin (up) 1~9 S/W 3 : credit (up) 1~9 S/W 1 : SAVE and EXIT
(2) Mercy Ticket		And Press S/W 1, again for setting.
	S/W 2 for Next S/W 3 for Prev.	 <ul style="list-style-type: none"> S/W 2 : (up) 0~10 S/W 3 : (down) 0~10 S/W 1 : SAVE and EXIT

(3) LV.1 Ticket Q'ty		And Press S/W 1, again for setting.	
	S/W 2 for Next S/W 3 for Prev.		S/W 2: (up) 1~99 S/W 3: (down) 1~99 S/W 1 : SAVE and EXIT
(4) LV.2 Ticket Q'ty		And Press S/W 1, again for setting.	
	S/W 2 for Next S/W 3 for Prev.		S/W 2: (up) 1~99 S/W 3: (down) 1~99 S/W 1 : SAVE and EXIT
(5) LV.3 Ticket Q'ty		And Press S/W 1, again for setting.	
	S/W 2 for Next S/W 3 for Prev.		S/W 2: (up) 1~99 S/W 3: (down) 1~99 S/W 1 : SAVE and EXIT
(6) JP. Ticket Q'ty		And Press S/W 1, again for setting.	
	S/W 2 for Next S/W 3 for Prev.		S/W 2: (up) 50~250 S/W 3: (down) 50~250 S/W 1 : SAVE and EXIT
(7) Ticket value (per credit) 1credit = 25pcs		And Press S/W 1, again for setting.	
	S/W 2 for Next S/W 3 for Prev.		S/W 2: (up) 10~100 S/W 3: (down) 10~100 S/W 1 : SAVE and EXIT
(8) Accumulated Ticket per credit		And Press S/W 1, again for setting.	
	S/W 2 for Next S/W 3 for Prev.		S/W 2: (up) 0~10 S/W 3: (down) 0~10 S/W 1 : SAVE and EXIT
(9)Payout rate		And Press S/W 1, again for setting.	
	S/W 2 for Next S/W 3 for Prev.		S/W 2: (up) 0~100 S/W 3: (down) 0~100 S/W 1 : SAVE and EXIT
(10)Play time		And Press S/W 1, again for setting.	



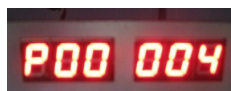
	S/W 2 for Next S/W 3 for Prev.		S/W 2: (up) 5~30 S/W 3: (down) 5~30 S/W 1 : SAVE and EXIT
(11) DEMO SOUND			And Press S/W 1, again for setting.
	S/W 2 for Next S/W 3 for Prev.		S/W 2: (up) S/W 3: (down) S/W 1 : SAVE and EXIT
(12) Ticket Sound			And Press S/W 1, again for setting.
	S/W 2 for Next S/W 3 for Prev.		S/W 2: (up) S/W 3: (down) S/W 1 : SAVE and EXIT
End the SETUP MODE (EXIT)	S/W 2 for Next S/W 3 for Prev.		And Press S/W 1, again for SAVE and EXIT





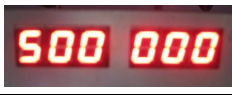


10-2 TEST MODE (for Hardware testing)

			Press S/W 2 once for Test Mode. When it is SET UP.
(1) Out put TEST 			And Press S/W 1, again for testing.
	S/W 2 for Next S/W 3 for Prev.	 	All display will show the numbering And changed automatically. S/W 1 : EXIT
(2) Coin Counter 			And Press S/W 1, again for testing.
	S/W 2 for Next S/W 3 for Prev.		S/W 2 : coin counter test S/W 1 : EXIT

(3) Ticket Counter 		And Press S/W 1, again for testing.	
	S/W 2 for Next S/W 3 for Prev.		S/W 2 : ticket counter S/W 1 : EXIT
(4) Ticket Dispenser 		And Press S/W 1, again for testing.	
	S/W 2 for Next S/W 3 for Prev.		S/W 2 : ticket out S/W 1 : EXIT
(5) Y-axis Motor (Up & Down) 		And Press S/W 1, again for testing.	
	S/W 2 for Next S/W 3 for Prev.		S/W 2 : UP S/W 3 : DOWN S/W 1 : EXIT
(6) Z-axis Motor (Push and pull) 		And Press S/W 1, again for testing.	
	S/W 2 for Next S/W 3 for Prev.		S/W 2 : PUSH S/W 3 : PULL S/W 1 : EXIT
(7) Sound TEST		And Press S/W 1, again for testing.	
	S/W 2 for Next S/W 3 for Prev.		S/W 2 : UP = NEXT S/W 3 : DOWN = PRE S/W 1 : EXIT
End the TEST (EXIT)		And Press S/W 1, again for EXIT.	

10-3 INFO MODE (for Data Information and Clear)

		Press S/W 2 once for Test Mode. When it is SET UP.	
(1) Coin Counter (Count from CLEAR)		And Press S/W 1, again for Information.	
* RESETABLE	S/W 2 for Next S/W 3 for Prev.		Resettable
(2) Total income (Coins collected)		And Press S/W 1, again for Information.	
*NON- RESETABLE	S/W 2 for Next S/W 3 for Prev.		Non-resettable data.
(3) Ticket counter		And Press S/W 1, again for Information.	
*RESETABLE	S/W 2 for Next S/W 3 for Prev.		Resettable
(4) Total payout (Paid Tickets)		And Press S/W 1, again for Information.	
*NON- RESETABLE	S/W 2 for Next S/W 3 for Prev.		Non-resettable data.
(5) LV.1 Play DATA		And Press S/W 1, again for Information.	
*RESETABLE	S/W 2 for Next S/W 3 for Prev.	Played times 	S/W 3 : success 
(6) LV.2 Play DATA		And Press S/W 1, again for Information.	
*RESETABLE	S/W 2 for Next S/W 3 for Prev.	Played times 	S/W 3 : success 

(7) LV.3 Play DATA *RESETABLE		And Press S/W 1, again for Information.	
	S/W 2 for Next S/W 3 for Prev.	Played times 	S/W 3 : success 
(8) JP Play DATA *RESETABLE		And Press S/W 1, again for Information.	
	S/W 2 for Next S/W 3 for Prev.	played 	S/W 3 : success 
(9) DATA CLEAR		And Press S/W 1, again for clearing the data (1)(3)(5)(6)(7)(8) , except (2)(4) In the INFO DATA.	
	S/W 2 for Next S/W 3 for Prev.		DATA cleared.
End the Info. (EXIT)		Press S/W 1 once for SAVE & EXIT	
	S/W 2 for Next S/W 3 for Prev.		Return to stand by For playing game.



1 1

***IN THE EVENT OF SOFTWARE OR PCB CHANGE.**

Step 1. Power off

Step 2. Power on by pressing S/W 1 + S/W 3. on the control Panel and please wait for 3seconds.

As following steps;



<p>1. Pressing S/W 1. + S/W 3.</p> 	<p>2.(At the same time) Turn on the AC power</p> 	<p>3. and wait for 3 seconds.</p>
--	---	---

And it do a re-adjustment ZERO POINT , Automatically. (It will take about 10min.) And after the re-adjustment, and return to Game Standby.

Step 3. Power off

Step 4. Power on by pressing S/W 3. on the control Panel and please wait for 3seconds.

As following steps;

<p>1. Pressing S/W 3.</p> 	<p>2.(At the same time) Turn on the AC power</p> 	<p>3. and wait for 3 seconds.</p>
---	---	---

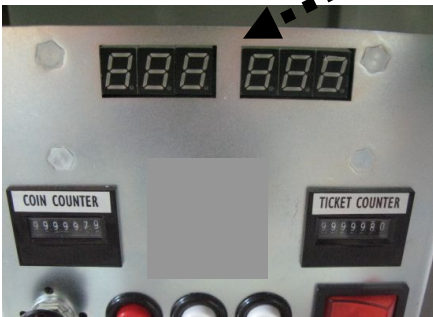
And it will do an target positioning action for the ZERO POINT, one time automatically. And after this process, and return to Game Standby.

12. ERROR CODE SIGN INFO.

12-1 Error CODE Display :



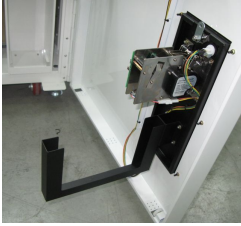
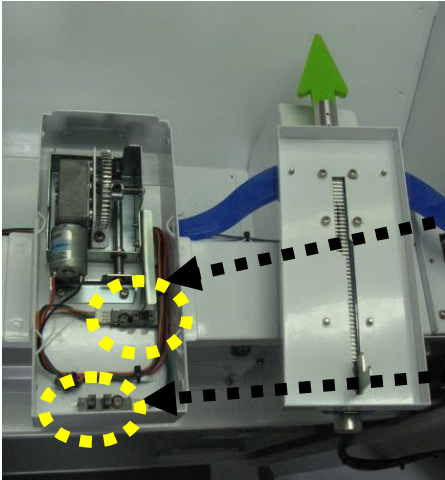

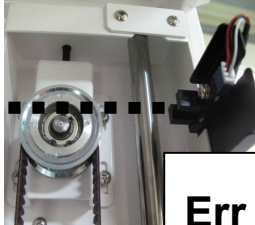
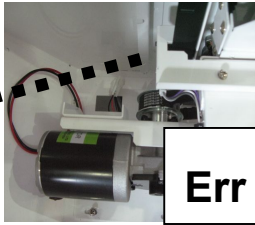
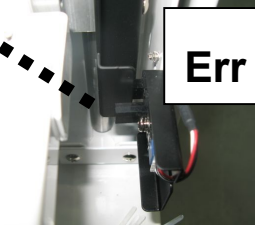
Error CODE Display



12-2 Error CODE

Error CODE	Error locations	Check point
Er 01	Ticket Error	
Er 02	Z-axis Front sensor (Push)	
Er 03	Z-axis Rear sensor (Pull)	
Er 04	Y-axis Upper sensor	
Er 05	Y-axis Lower sensor	
Er 06	LEVEL CHECK sensor	

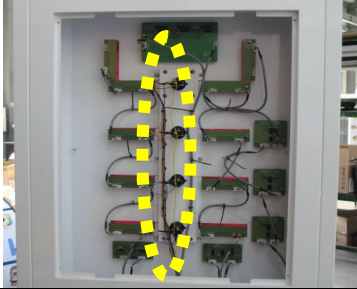
12-3 Error locations

	Location of Sensor	Details;
	<p>Ticket Dispenser</p> 	<p>Ticket Error</p> <div style="border: 1px solid black; padding: 5px; width: fit-content; margin-left: auto; margin-right: auto;">Err no.01</div>
	<p>Z-axis : Pull/Push sensor</p> 	<p>Z-axis Front sensor (Push)</p> <div style="border: 1px solid black; padding: 5px; width: fit-content; margin-left: auto; margin-right: auto;">Err no.02</div> <p>Z-axis Rear sensor (Pull)</p> <div style="border: 1px solid black; padding: 5px; width: fit-content; margin-left: auto; margin-right: auto;">Err no.03</div>
<p>Error CODE Display</p>	<p>Y-axis : UP/DOWN sensor</p> 	<p>Y-axis Upper sensor</p>  <div style="border: 1px solid black; padding: 5px; width: fit-content; margin-left: auto; margin-right: auto;">Err no.04</div> <p>LEVEL CHECK sensor</p>  <div style="border: 1px solid black; padding: 5px; width: fit-content; margin-left: auto; margin-right: auto;">Err no.06</div> <p>Y-axis Lower sensor</p>  <div style="border: 1px solid black; padding: 5px; width: fit-content; margin-left: auto; margin-right: auto;">Err no.05</div>

13. TROUBLE SHOOTING

13-1. TARGET BUTTON'S LAMP REPLACEMENT

Step.1



Step.2

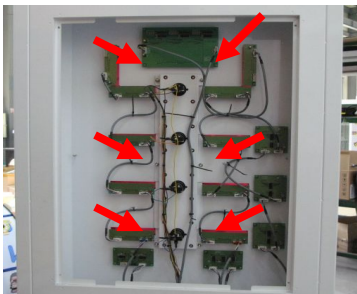


Step.3



13-2. TARGET BUTTON REPLACEMENT

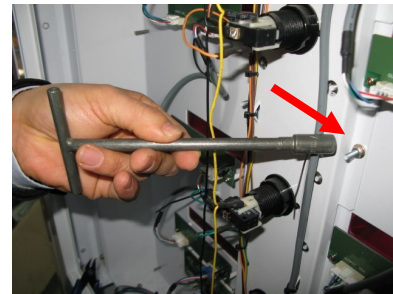
Step.1



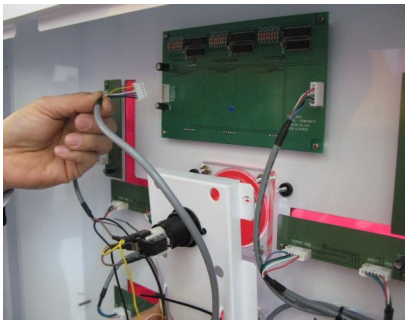
Step.2



Step.3



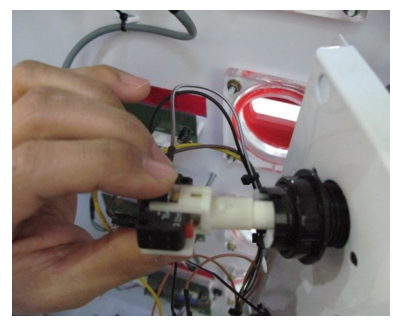
Step.4



Step.5



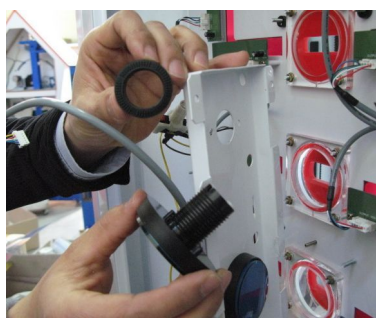
Step.6



Step.7

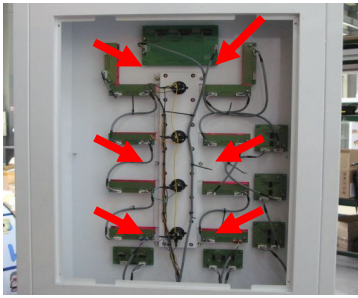


Step.8



13-3. TARGET ACRYLIC REPLACEMENT

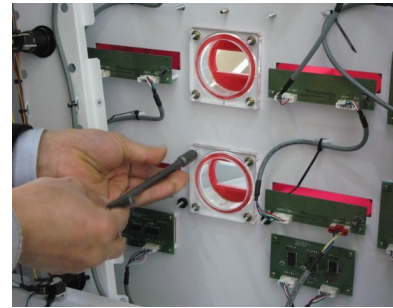
Step.1



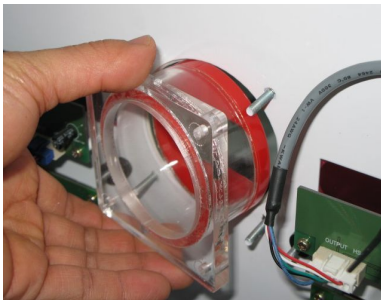
Step.2



Step.3



Step.4



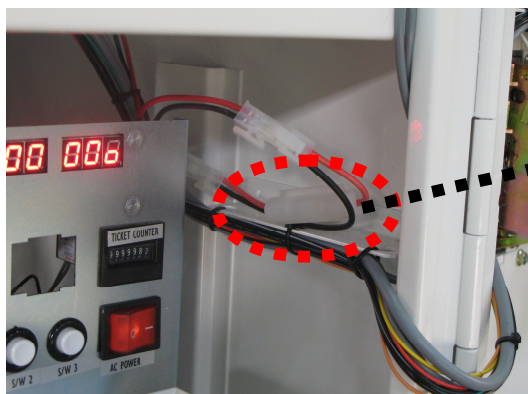
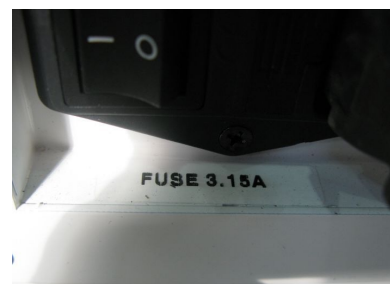
Step.5



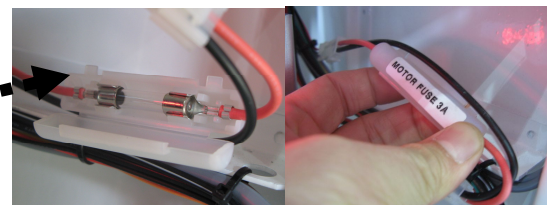
13-4. FUSE LOCATION



EMI FILTER FUSE 3.15A



24V DC MOTOR FUSE 3A

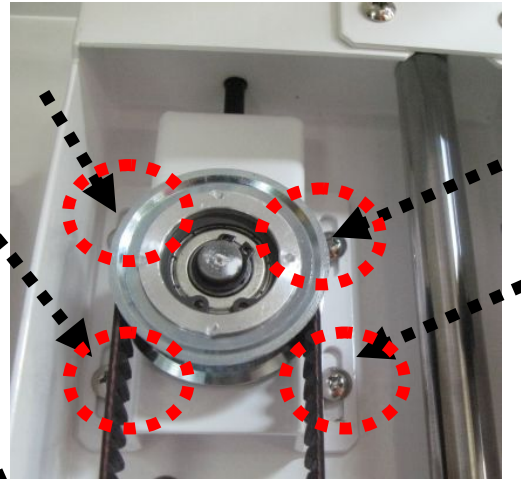


13-5.UP/DOWN CONVEYOR ALIGNMENT

Position of Conveyor



**Loosen the fixed 4 screws.
(Do not take it out)**



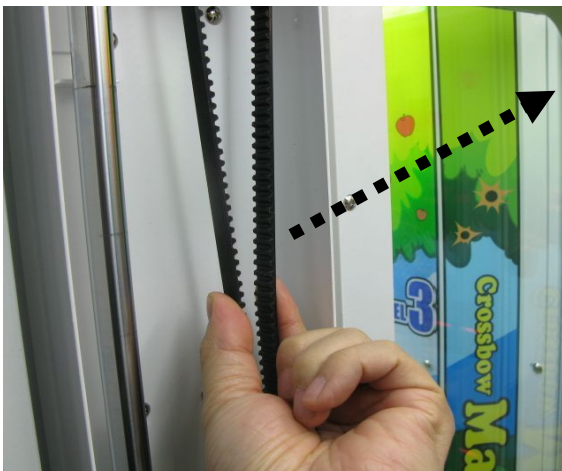
Left Conveyor



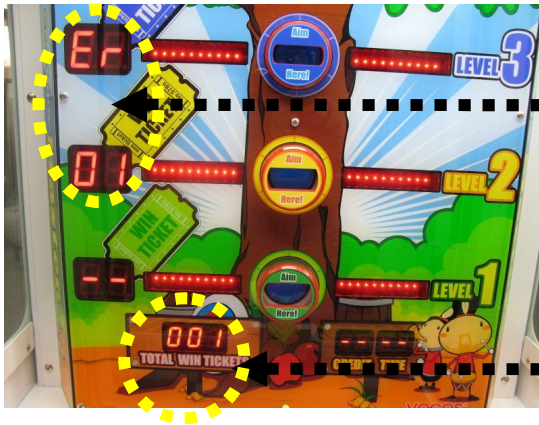
Right Conveyor



***Please adjust the timing belt on each side and assure it is firm.
*This will assure a smooth operation of the conveyor.**



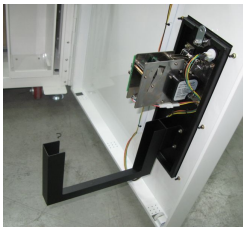
13-6. Ticket Error



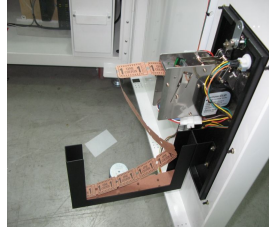
Ticket Error Sign

Reminder Tickets (Not paid out)

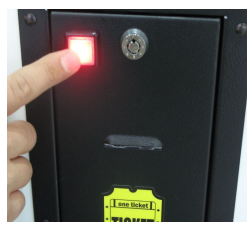
Step 1. ➡
Open the front and
Check the ticket mech



Step 2. ➡
Refill the ticket and
Close the door



Step 3. ➡
Push the ticket lamp
(for Ticket out)



Step 4.
Ticket out and
The game is continued.



14. PART LIST

NO.	PART NO.	PART NAME		Q'TY
		LEVEL 1	LEVEL 2	
1	ACRM0MEP001	CABINET ASS'Y		1
2	MCRM0W00001	MAIN PCB FIX PLATE		1
3	ACRM0PRO001	PRO ASS'Y (STEEL PARTS)		1SET
4	MCRM0PRO001		UP/DOWN BELT SHAFT(L,R)	2
5	MCRM0PRO002		UP/DOWN BELT GEAR (L,R)	4
6	MCRM0PRO003		MOTOR DRIVE SHAFT	1
7	MCRM0PRO004		DRIVE SHAFT GEAR	1
8	MCRM0PRO005		MOTOR DRIVE GEAR	1
9	MCRM0PRO006		LM BEARING (L)	1
10	MCRM0PRO007		LM BEARING (R)	1
11	ACRM0SHE001	DECAL ASS'Y		1SET
12	MCRM0SHE001		GAME PLATE(ACRYLIC)	1
13	MCRM0SHE002		BUTTON PLATE(ACRYLIC)	1
14	MCRM0SHE003		TOP MARQUEE	1
15	MCRM0SHE004		FRONT UPPER SHEET	1
16	MCRM0SHE005		SIDE (L) UPPER SHEET	1
17	MCRM0SHE006		SIDE (R) UPPER SHEET	1
18	MCRM0SHE007		LV.1 TARGET SHEET(GREEN)	1
19	MCRM0SHE008		LV.2 TARGET SHEET(YELLOW)	1
20	MCRM0SHE009		LV.3 TARGET SHEET(BLUE)	1
21	MCRM0SHE010		BONUS TARGET SHEET(RED)	1
22	MCRM0SHE011		INNER WING (L) SHEET	1
23	MCRM0SHE012		INNER WING (R) SHEET	1
24	MCRM0SHE013		FRONT (L) SHEET	1
25	MCRM0SHE014		FRONT (R) SHEET	1
26	MCRM0SHE015		INNER BOTTOM SHEET	1
27	MCRM0SHE016		MOTOR COVER SHEET	1
28	MCRM0SHE017		HOW TO PLAY (L) SHEET	1
29	MCRM0SHE018		HOW TO PLAY (R) SHEET	1
30	MCRM0SHE019		TICKET OUT SHEET	1
31	MCRM0SHE020		FRONT LOWER SHEET	1
32	MCRM0SHE021		SIDE (L) LOWER SHEET	1
33	MCRM0SHE022		SIDE (R) LOWER SHEET	1
34	MCRM0SHE023		WARNING STICKER	2
35	MCRM0SHE024		DANGER STICKER	2
36	MCRM0SHE025		ATTENTION STICKER	1







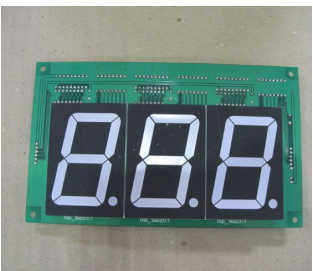



VOGOS CO.,LTD.

37	MCRM0SHE026		A/S CONTACT STICKER	1
38	MCRM0SHE027		CAUTION STICKER	1
39	ACRM0ACR001	ACRYLIC ASS'Y		1SET
40	MCRM0ACR003		CROSS-STICK L (LOW)	1
41	MCRM0ACR004		CROSS-STICK R (LOW)	1
42	MCRM0ACR005		CROSS-STICK L (UP)	1
43	MCRM0ACR006		CROSS-STICK R (UP)	1
44	MCRM0ACR007		BONUS TARGET ACRYLIC	1
45	MCRM0ACR008		LV.3 TARGET ACRYLIC	1
46	MCRM0ACR009		LV.2 TARGET ACRYLIC	1
47	MCRM0ACR010		LV.1 TARGET ACRYLIC	1
48	MCRM0ACR012		ARROW-TAIL	1
49	MCRM0ACR015		MAIN BOARD PROTECTOR	1
50	MCRM0ACR001	ARROWHEAD(INJECTION)		1
51	ACRM0PCB001	MAIN PCB (BCB5)		1
52	ACRM0PCB002	CPU PCB		1
53	ACRM0PCB003	SOUND PCB		1
54	ACRM0PCB004	I/O PCB (CRSS-IO)		1
55	ACRM0PCB005	BONUS FND-2		1
56	ACRM0PCB006	TICKET(1.5) FND		3
57	ACRM0PCB007	TOTAL TICKET FND		1
58	ACRM0PCB008	CREDIT/TIME FND		1
59	ACRM0PCB009	GAME PLATE LED PCB		10
60	ACRM0PCB010	MARQUEE LED PCB		2
61	AALA0PCB004	SETUP FND		1
62	AMUN0PCB003	VOLUME PCB (VR PCB)		1
63	MELE0SMP018	POWER SMPS (12V-7A, 5V-8A)		1
64	MCRM0ELE001	POWER SMPS (24V-4.2A)		1
65	MZZZ0000350	MOTOR KWA-0650		1
66	MZZZ0000349	MOTOR (37SA, 24V,64RPM)		1
67	MZZZ0000357	BEARING FLS-000, 10MM-U TYPE		2
68	MZZZ0BEA026	BEARING 626ZZ (IØ6, EØ19,T6)		4
69	MZZZ0000358	BEARING PS-001 (IØ12) B/R		2
70	MZZZ0000360	BEARING MF84ZZ		1
71	MZZZ0BEA041	BEARING DR-30B		1
72	MZZZ0000361	FRANGE DU BUSHING (IØ6)		4
73	MCRM0000002	SPEAKER 8Ω, 15W		1
74	MZZZ0000344	SPRING		2
75	MZZZ0000366	PHOTO SENSOR		5
76	MHA20000007	BUTTON (TICKET DOOR) R12D		1

VOGOS CO.,LTD.

77	MZZZ0BUT028	BUTTON (Ø60) B12	4
78	MZZZ0BUT026	BUTTON (Ø60) W12	1
79	MELE0PUS001	PUSH BUTTON(Ø12) 412R	1
80	MELE0PUS002	PUSH BUTTON(Ø12) 412W	2
81	MELE0N01002	NOISE FILTER	1
82	MELE0TEB001	TERMINAL BLOCK (6P)	1
83	MELE0SW1004	POWER SWITCH(T-125 4P)	1
84	MCRM0CAB001	CABLE CHAIN	1
85	MCRM0BEL001	TIMING BELT(S5M-1800)1800mm	2
86	MZZZ0000356	TIMING BELT(109L-050) 269mm	1
87	MZZZ0000322	LAMP PL	2
88	MZZZ0000386	BALLAST (55W * 2LAMP)	1
89	MMST0ELE007	PL LAMP RECEPTABLE(SOCKET)	2
90	MCRM0GLA001	FRONT T/GLASSES(825*553*8T)	1
91	MCRM0GLA002	SIDE T/GLASSES(686*316*8T)	2
92	MZZZ0CAS004	CASTER (REAR)	2
93	MZZZ0000408	CASTER (FRONT)	2
94	MZZZ0CAS005	LEVELER (M16 X 125L)	4
95	MZZZ0C0U002	METER (COIN/TICKET)(0A127CL)	2
96	MZZZ0TID003	TICKET DISPENSER (SPT)	1
97		KEY ASS'Y (SPT)	4
98		COIN SELECTOR (SPT)	1
99	MELE0ACP001	AC POWER CODE	1
100		SERVICE MANUAL	1

15. PART PHOTO

NO PHOTO	Wood panel 516*270*15T	NO PHOTO	PLS SEE 16-1 , 16-2
CABINET ASS'Y ACRM0MEP001	MAIN PCB FIX PLATE MCRM0W00001	PRO ASS'Y ACRM0PR0001	DECAL ASS'Y ACRM0SHE001
PLS SEE 16-3		NO PHOTO	
ACRYLIC ASS'Y ACRM0ACR001	ARROWHEAD MCRM0ACR001	HARNESS ASS'Y ACRM0HAR001	AC POWER CODE MELE0ACP001
			
MAIN PCB (BCB5) ACRM0PCB001	CPU PCB ACRM0PCB002	SOUND PCB ACRM0PCB003	I/O PCB (CRSS-IO) ACRM0PCB004
			
BONUS FND-2 ACRM0PCB005	TICKET(1.5) FND ACRM0PCB006	TOTAL TICKET FND ACRM0PCB007	CREDIT/TIME FND ACRM0PCB008

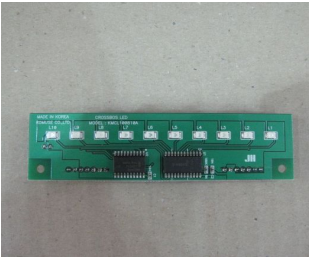











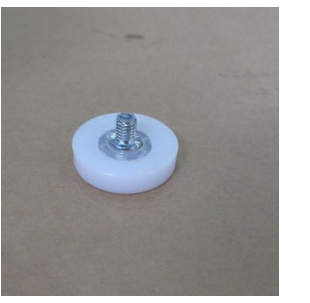


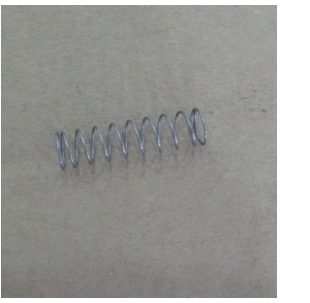
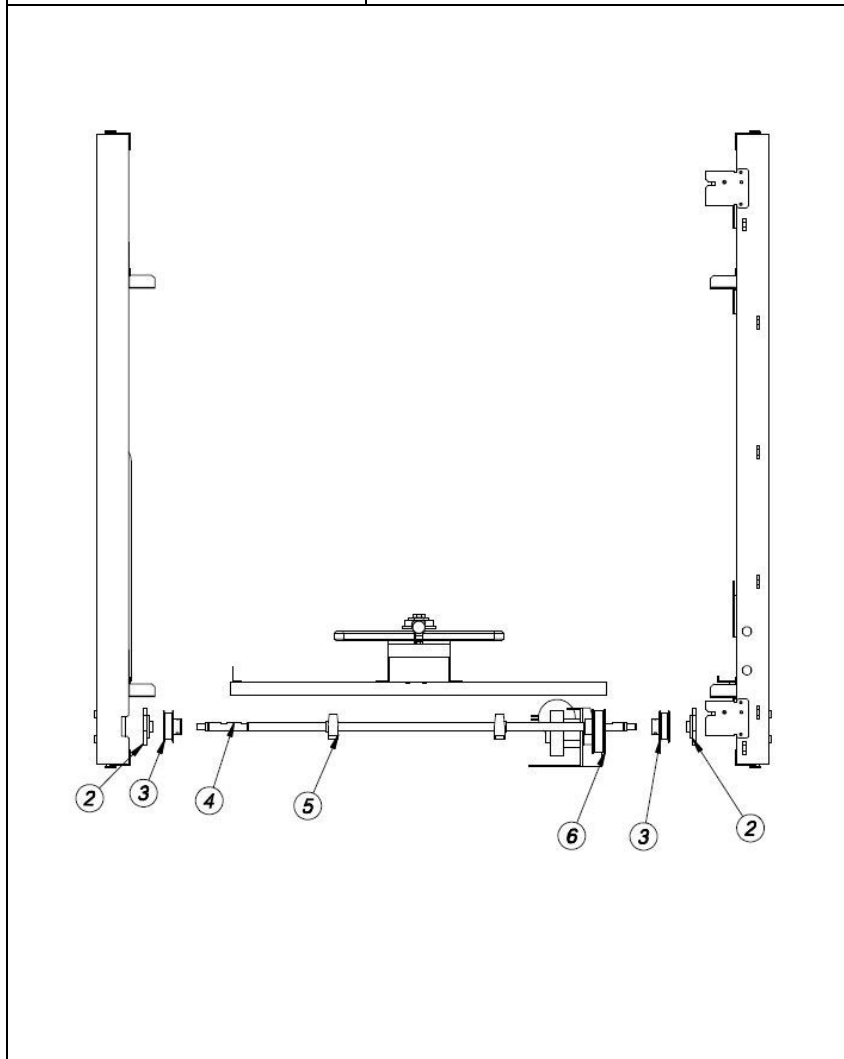
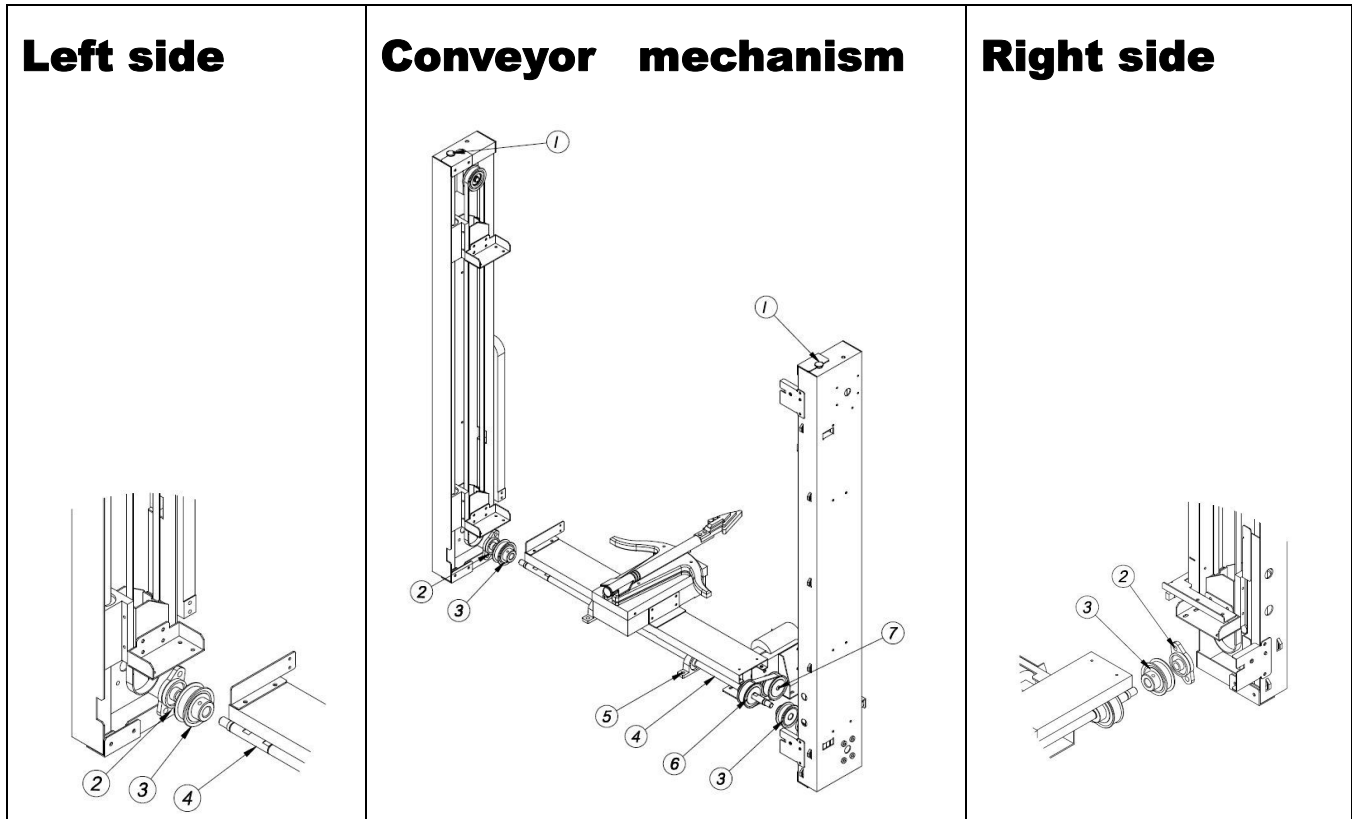
			
BACKPANEL LED PCB ACRM0PCB009	MARQUEE LED PCB ACRM0PCB010	SETUP FND ACRM0PCB011	VOLUME PCB AMUN0PCB003
			
POWER SMPS (12V) MELE0SMP018	POWER SMPS (24V) MCRM0ELE001	ARROW MOTOR MZZZ0000350	UP/DOWN MOTOR MZZZ0000349
			
BEARING FLS-000 MZZZ0000357	BEARING 626ZZ MZZZ0BEA026	BEARING PS-001 MZZZ0000358	BEARING MF84ZZ MZZZ0000360
			
BEARING DR-30B MZZZ0BEA041	BUSHING (I06) MZZZ0000361	SPEAKER MCRM0000002	SPRING MZZZ0000344

			
PHOTO SENSOR MZZZ0000366		BUTTON R12D MHA20000007	BUTTON (Ø60) B12 MZZZ0BUT028
			
BUTTON (Ø60) W12 MZZZ0BUT026	PUSH BUTTON 412R MELE0PUS001	PUSH BUTTON 412W MELE0PUS002	NOISE FILTER MELE0N01002
			
TERMINAL BLOCK MELE0TEB001	POWER SWITCH MELE0SW1004	CABLE CHAIN MCRM0CAB001	TIMING BELT(S5M) MCRM0BEL001
			FRONT GLASS
TIMING BELT MZZZ0000356	LAMP PL MZZZ0000322	PL LAMP HOLDER MMST0ELE007	T/GLASS(825*553*8T) MCRM0GLA001

<p>SIDE GLASS</p>			
<p>T/GLASS(686*316*8T) MCRM0GLA002</p>	<p>CASTER (REAR) MZZZ0CAS004</p>	<p>CASTER (FRONT) MZZZ0000408</p>	<p>LEVELER(M16X125L) MZZZ0CAS005</p>
			
<p>METER(0A127CL) MZZZ0C0U002</p>	<p>TICKET DISPENSOR MZZZ0TID003</p>	<p>KEY ASS'Y</p>	<p>BALLAST (55W)</p>
	<p>NO PHOTO</p>		
<p>COIN SELECTOR</p>	<p>SERVICE MANUAL</p>		
<p>P.32~33</p>	<p>P.32~33</p>	<p>P.32~33</p>	<p>P.32~33</p>
<p>UP/DOWN BELT SHAFT(L,R) MCRM0PRO001</p>	<p>UP/DOWN BELT GEAR (L,R) MCRM0PRO002</p>	<p>MOTOR DRIVE SHAFT MCRM0PRO003</p>	<p>DRIVE SHAFT GEAR MCRM0PRO004</p>
<p>P.32~33</p>	<p>P.32~33</p>	<p>P.32~33</p>	
<p>MOTOR DRIVE GEAR MCRM0PRO005</p>	<p>LM BEARING (L) MCRM0PRO006</p>	<p>LM BEARING (R) MCRM0PRO007</p>	

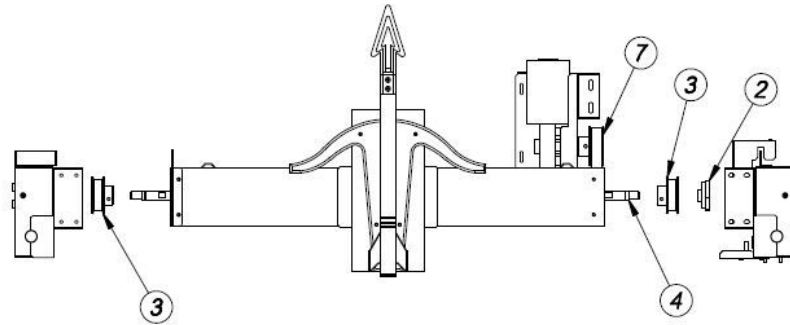
15-1 CONVEYOR MECHANISM DETAIL (A DEAL DRAWING)



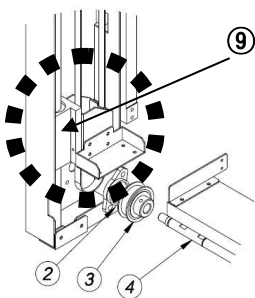
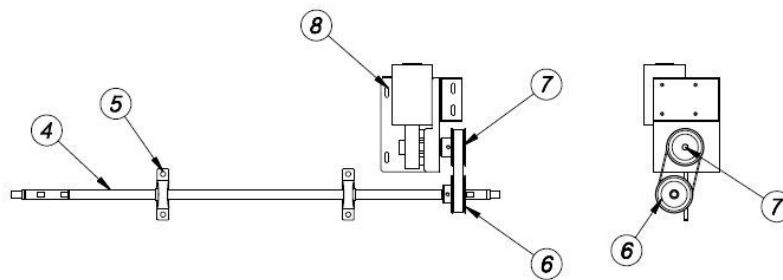
***PART NAME & PART NUMBER**

- ① **UP/DOWN BELT SHAFT (L,R)**
- MCRM0PRO001
- ② **BEARING (FLS-000)**
- MZZZ0000357
- ③ **UP/DOWN BELT GEAR (L,R)**
- MCRM0PRO002
- ④ **MOTOR DRIVE SHAFT**
- MCRM0PRO003
- ⑤ **BEARING (PS-001)**
- MZZZ0000358
- ⑥ **DRIVE SHAFT GEAR**
- MCRM0PRO004
- ⑦ **MOTOR DRIVE GEAR**
- MCRM0PRO005
- ⑧ **UP/DOWN MOTOR**
- MZZZ0000349
- ⑨ **LM BEARING (L)**
- MCRM0PRO006
- ⑩ **LM BEARING (R)**
- MCRM0PRO007

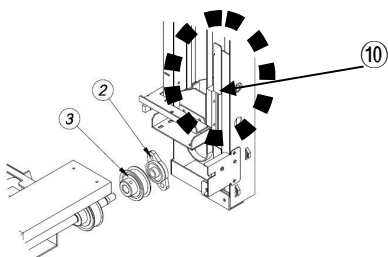
UP/DOWN MOTOR DRIVE PART



UP/DOWN MOTOR DRIVE PART

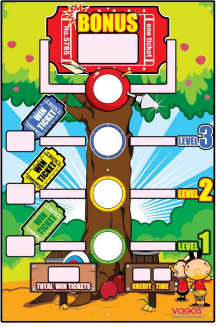

















⑨ **LM BEARING (L)**









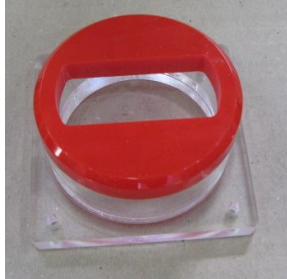
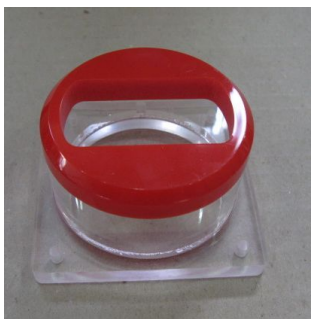

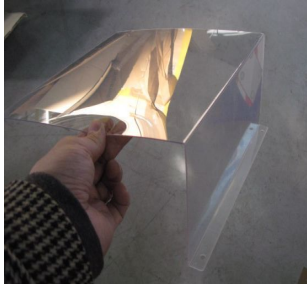

⑩ **LM BEARING (R)**

15-2. DECAL PART PHOTO

			
GAME PLATE(ACRYLIC) MCRM0SHE001	BUTTON PLATE(ACRYLIC) MCRM0SHE002	TOP MARQUEE MCRM0SHE003	FRONT UPPER SHEET MCRM0SHE004
			
SIDE (L) UPPER SHEET MCRM0SHE005	SIDE (R) UPPER SHEET MCRM0SHE006	LV.1 TARGET SHEET MCRM0SHE007	LV.2 TARGET SHEET MCRM0SHE008
			
LV.3 TARGET SHEET MCRM0SHE009	BONUS TARGET SHEET MCRM0SHE010	INNER WING (L) SHEET MCRM0SHE011	INNER WING (R) SHEET MCRM0SHE012
			
FRONT (L) SHEET MCRM0SHE013	FRONT (R) SHEET MCRM0SHE014	INNER BOTTOM SHEET MCRM0SHE015	MOTOR COVER SHEET MCRM0SHE016

			
<p>HOW TO PLAY (L) SHEET MCRM0SHE017</p>	<p>HOW TO PLAY (R) SHEET MCRM0SHE018</p>	<p>TICKET OUT SHEET MCRM0SHE019</p>	<p>FRONT LOWER SHEET MCRM0SHE020</p>
			
<p>SIDE (L) LOWER SHEET MCRM0SHE021</p>	<p>SIDE (R) LOWER SHEET MCRM0SHE022</p>	<p>WARNING STICKER MCRM0SHE023</p>	<p>DANGER STICKER MCRM0SHE024</p>
			
<p>ATTENTION STICKER MCRM0SHE025</p>	<p>A/S CONTACT STICKER MCRM0SHE026</p>	<p>CAUTION STICKER MCRM0SHE027</p>	<p>BUTTON INNER SHEET MCRM0SHE028</p>

15-3. ACRYLIC PART PHOTO

			
CROSS-STICK L (LOW) MCRM0ACR003	CROSS-STICK R (LOW) MCRM0ACR004	CROSS-STICK L (UP) MCRM0ACR005	CROSS-STICK R (UP) MCRM0ACR006
			
BONUS TARGET ACRYLIC MCRM0ACR007	LV.3 TARGET ACRYLIC MCRM0ACR008	LV.2 TARGET ACRYLIC MCRM0ACR009	LV.1 TARGET ACRYLIC MCRM0ACR010
			
ARROW-TAIL MCRM0ACR012	SMPs PROTECTOR COVER MCRM0ACR015	ARROWHEAD (INJECTION) MCRM0ACR001	

