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MAZE ESCAPE

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E&OE (Errors & Omissions Excepted)

MAZE ESCAPE

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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.


**Image used for illustration purposes only and may differ from actual product.*

PRECAUTIONS BEFORE 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 that care should be taken.

 Indicates a matter which must be performed.

 Forbidden.

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 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.

This machine is for indoor use only. Do not install outside.



Do not place the machine near emergency exits.



Protect the machine from:

Rain or moisture.

Direct sunlight

Direct heat from air-conditioning and heating equipment, etc.

Hazardous flammable substances.

failure to observe these warnings may result in injury, accidental damage or malfunction.



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



Do not place object near the ventilating holes.



Do not bend the power cord or place heavy objects upon it.



Never connect or disconnect the power cord with wet hands.



Never remove the power by pulling the power cord, always use the power sw.



PRECAUTIONS FOR USE

CAUTION

Be sure to use indoor wiring within the specified voltage requirements. It is not recommended to use extension cables. If for some reason an extension cable must be used then please ensure that the rating of the extension cable matches that of the machine specifications or greater. Never use a multi-connection extension cable.

Be sure to use the attached power cord.



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 machine at least 100mm (4") away from the walls.

Do not alter the system related dipswitch settings.

PRECAUTIONS FOR USE

CAUTION

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.



- Using the machine in abnormal conditions may result in a fire hazard or accidents.

In case of abnormality

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

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

Do not plug or unplug the power cord with wet hand. 

In handling the power cord, follow the instructions below. 

- Do not damage the power cord.
- Do not bend the power cord.
- Do not heat the power cord.
- Do not bind the power cord.
- Do not sandwich the power cord.
- Do not modify the power cord.
- Do not twist the power cord.
- Do not pull the power cord.
- Do not stand on 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

CAUTION

Do not use this machine 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.

When opening or closing the glass door, always hold the glass with one hand and move the door gently. If the glass door is opened or closed carelessly, your hand or fingers may get trapped or pinched or the glass may smash.

When moving the machine, do not push the glass section. Tempered glass is used but it can still smash if pressed hard. If the glass smashes, personal injury can occur to the player or bystanders.

For safety reasons, do not allow any of the following people to play the game.

- Those who have high blood pressure or heart problem.
- Those who are intoxicated or under the influence of drugs.
- Pregnant women.
- Those who are not in good health.
- Those who have experienced muscle convulsions or loss of consciousness when playing video games, etc.
- Even players who have never been adversely affected by light stimulus might experience dizziness or headache depending on their physical condition when playing the game.
- Those who have neck or spinal cord problems.

To avoid injury from falls and electric shock due to spilled drinks, instruct the player not to place items such as drinks on the machine.

To avoid electric shocks and short circuits, do not allow customers to put hands, fingers or extraneous matter into the openings of the machine or small opening in or around the doors.

To avoid falls and resulting injury, immediately stop the customer from leaning against or climbing upon the machine.

Instruct guardians of small children to keep an eye on their children at all times.

Children cannot sense danger. Allowing small children to get near a player who is playing the game may result in the child being bumped, stuck or knocked.

PRECAUTIONS FOR USE

WARNING

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



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



Opening inside the machine shall be done by a machine specialist or engineer qualified to do so as high current and voltages are present inside.



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.

- 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.

 **WARNING**

Servicing and maintenance work of the contents herein stated should be performed by the SERVICEMAN stipulated as per IEC Standard. Those who do not have technical expertise and knowledge other than the SERVICEMAN are not allowed to perform the work herein stated. Executing aforementioned work by such non-technical personnel can cause serious accidents that may endanger life.

Parts replacement, maintenance inspections and troubleshooting should be carried out by site maintenance personnel or other qualified professionals. This manual includes directions for potentially dangerous procedures which should only be carried out by professionals with the appropriate specialised knowledge.

The site maintenance personnel or other qualified professionals mentioned in this manual are defined as follows:

Site maintenance personnel:

Individuals with experience in maintaining amusement equipment, vending machines, etc., working under the supervision of the owner/operator of this product to maintain machines within amusement facilities or similar premises by carrying out everyday procedures such as assembly, maintenance inspections, and replacement of units/expendable parts.

Activities to be carried out by site maintenance personnel:

Amusement equipment/vending machine assembly, maintenance inspection and replacement of units/expendable parts.

Other qualified professionals:

Persons employed by amusement equipment manufacturers, or involved in design, production, testing or maintenance of amusement equipment. The individual should have either graduated from technical school or hold similar qualifications in electrical/electronics/mechanical engineering.

Activities to be carried out by other qualified professionals:

Amusement equipment/vending machine assembly, repair/adjustment of electrical/electronic/mechanical parts.

Waste of Electrical and Electronic Equipment (WEEE) Statement.

The WEEE (Waste of Electrical and Electronic Equipment) directive places an obligation on all EU based manufacturers and importers of Electrical and Electronic Equipment to take back products at the end of their useful life. Sega Amusements Europe Ltd accepts its responsibility to finance the cost of treatment and recovery of redundant WEEE in the United Kingdom in accordance with the specified WEEE recycling requirements.

The symbol shown below will be on all products manufactured from 13th August 2005, which indicates this product must NOT be disposed of with other normal waste. Instead, it is the user's responsibility to dispose of their waste equipment by arranging to return it to a designated UK collection point for the correct recycling of waste electrical and electronic equipment.

For more information about where you can send your waste equipment for recycling contact your local authority office.

For non-UK users contact your local authority office for information on the recycling of Waste Electrical and Electronic Equipment.

Battery Recycling Statement.

The EC Directive on Batteries and Accumulators (2006/66/EC) aims to minimise the impact of batteries on the environment and encourage the recovery of the materials they contain. To achieve increased collection and recycling of waste batteries, the Directive places 'producer responsibility' obligations on manufacturers and importers of portable, industrial and automotive batteries.

The symbol shown below will be on all equipment fitted with batteries from 26th September 2008 and indicates they must NOT be disposed of with other normal waste. Instead, it is the user's responsibility to dispose of used batteries by arranging to return them to a designated collection point for the correct recycling.

For more information about where you can send your waste batteries for recycling contact your local authority office.

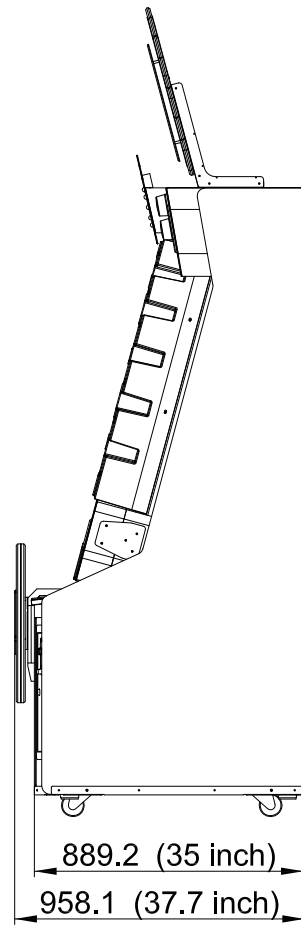
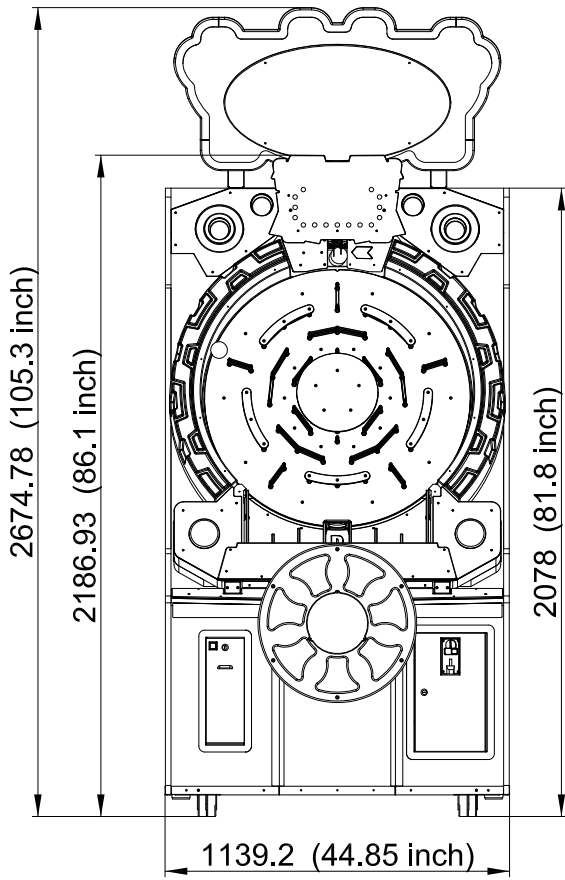


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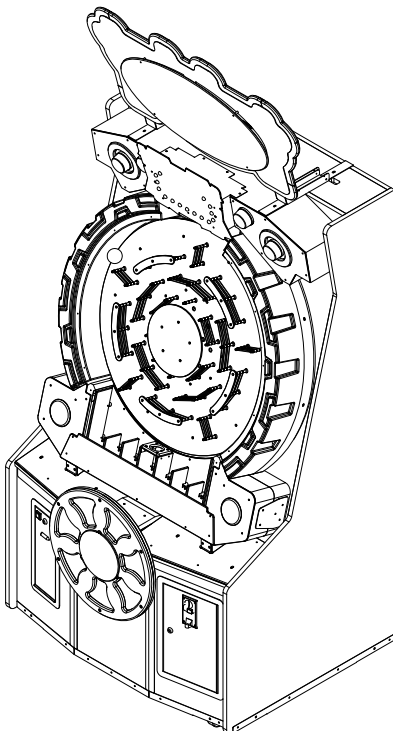
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	12-33. M WHEEL ELEC CLUTCH Ass'y
	12-34. M WHEEL MOTOR Ass'y
	12-35. M WHEEL Ass'y
	12-36. CASTER Ass'y (FRONT)
	12-37. CASTER Ass'y (FRONT)_mir
	12-38. CASTER Ass'y (BACK)
	12-39. CASTER Ass'y (BACK)_mir
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	12-41. BACK DOOR Ass'y
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	14. SHEET (62p)

1. SPECIFICATION AND DIMENSIONS

1-1. DIMENSIONS



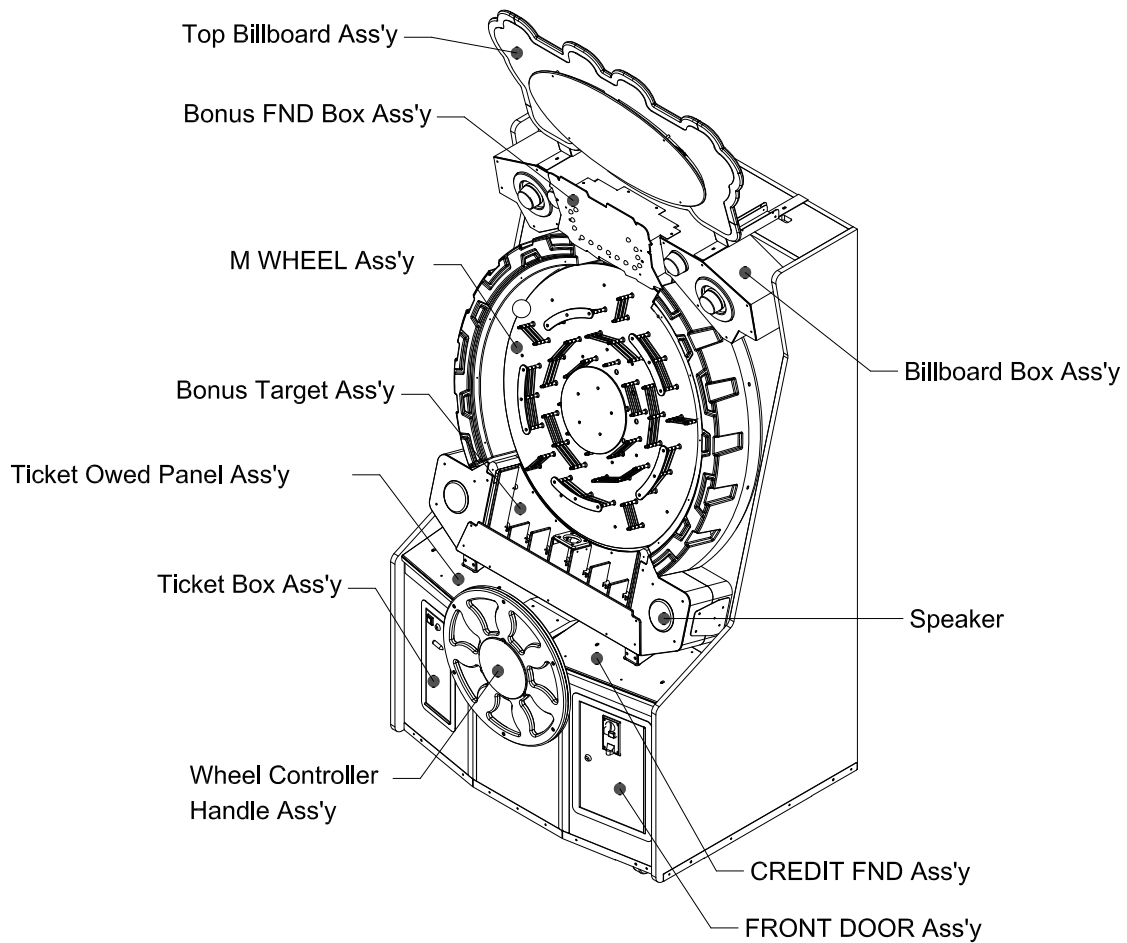
1-2. SPECIFICATION



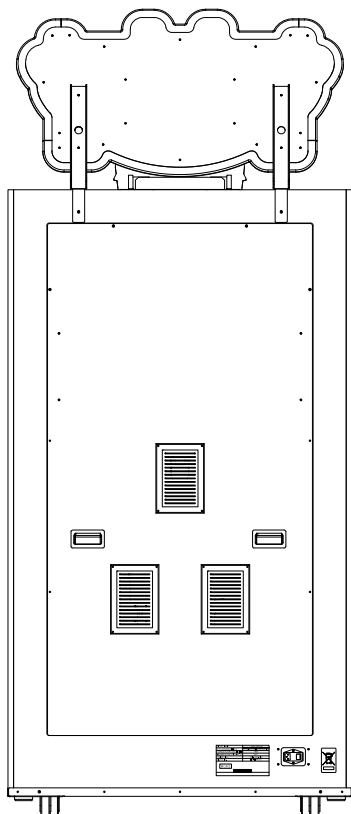
NOMINATED VOLTAGE RANGE	AC 120V	AC 220V
NOMINATED FREQUENCY RANGE	50Hz / 60Hz	
AVERAGE POWER CONSUMPTION	175W	
MAXIMUM POWER CONSUMPTION	238W	
WEIGHT	238 kg (524.7 lb)	


2. NAME OF PARTS & STICKER LOCATION

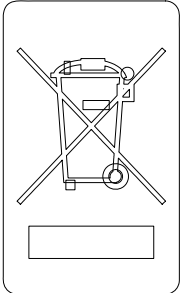
2-1. NAME OF PARTS



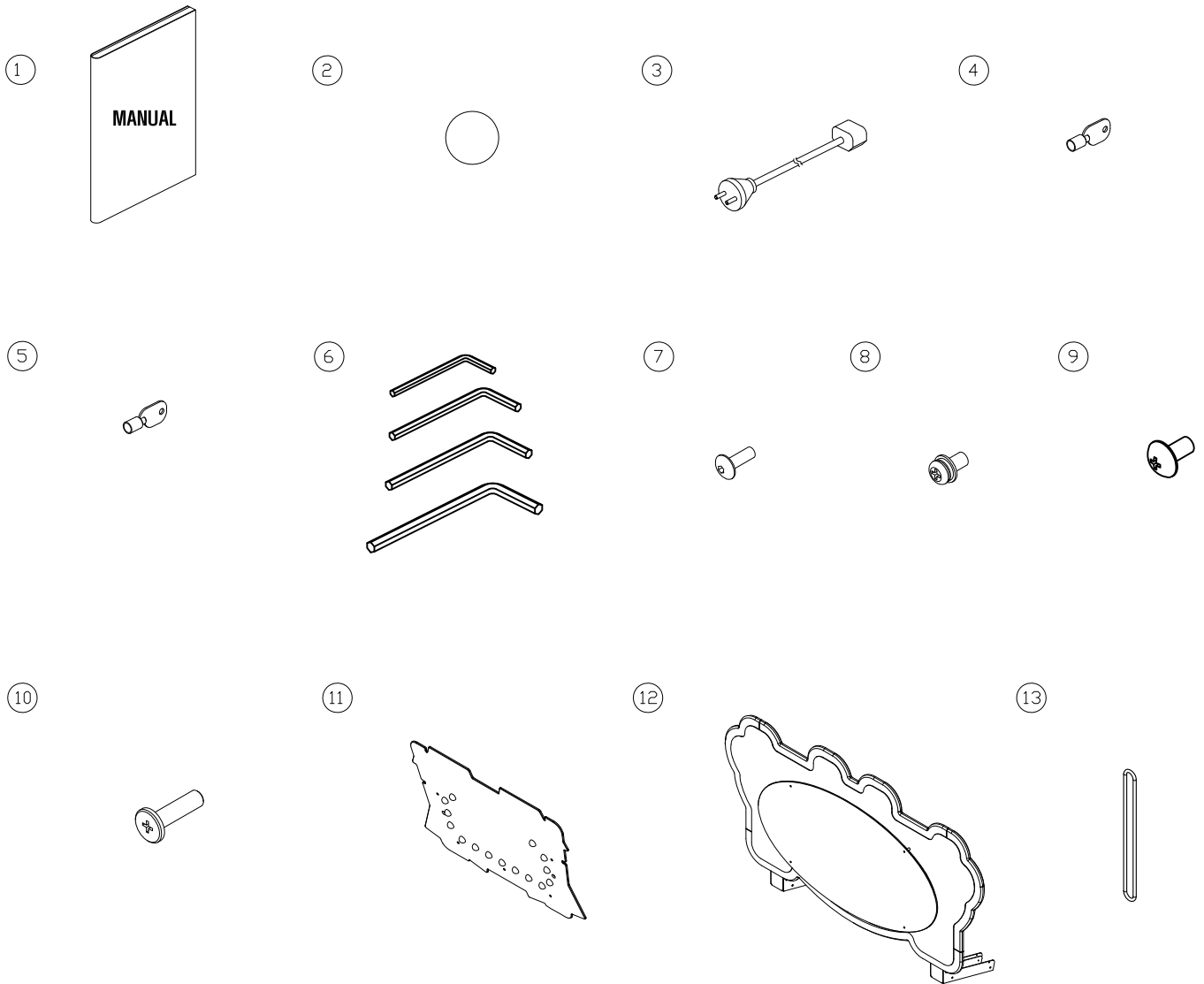
2-2. STICKER LOCATION



MODEL NAME	MAZE ESCAPE	
POWER REQUIREMENTS	AC 120V, 50-hz / 60-hz	AC 230V, 50-hz / 60-hz
AVERAGE POWER CONSUMPTION	175W	
MAXIMUM POWER CONSUMPTION	280W	
WEIGHT (KG)	238Kg (524.7 lb)	
MODEL NO.	KM-MAR-001	
<div style="border: 1px solid black; padding: 5px; display: inline-block;">ROHS</div>		
		



3. COMPONENTS

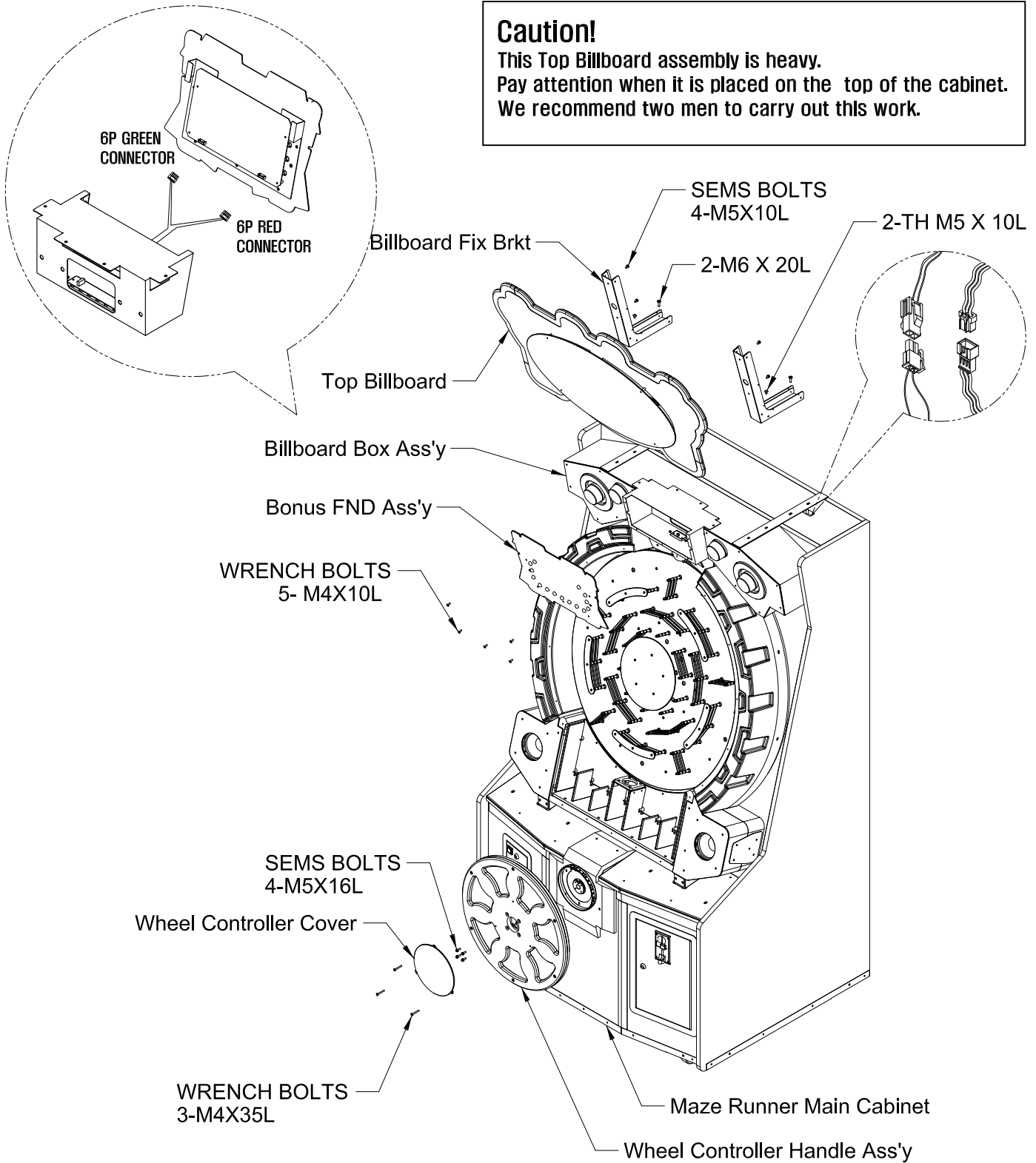


NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	MANUAL	MAZE ESCAPE	1	MMAROMAN001
2	BALL (55mm)	55mm	12	MZZZ0000511
3	AC POWER CORD	125V-7A(0.75)	1	MELEOACP001
		250V-10A(0.75)		MELEOACP008
		250V-13A(0.75)UL (BF3)		MELEOACP006
4	DOOR KEY / TICKET BOX KEY	7001	2	MZZZOKEY032
5	CASH BOX KEY	6001	2	MZZZOKEY013
6	WRENCH	2.5mm	1ea	MXXXOREN001
		3mm		MXXXOREN004
		4mm		MXXXOREN002
		5mm		MXXXOREN005
7	WRENCH BOLT	M4 X 10L	5	-
8	SEMS BOLT	M5 X 10L	4	-
9	TH BOLT	M5 X 10L	2	-
10	TH BOLT (FLAT)	M6 X 20L	2	-
11	BILLBOARD BONUS FND COVER Ass'y	ASSEMBLE	1	MMAROASM006
12	TOP BILLBOARD Ass'y	ASSEMBLE	1	MMAROASM043
13	RUBBER BAND No.30	SILICONE No.30	9	MZZZORUB008

4-1. HOW TO ASSEMBLE

Caution!

This Top Billboard assembly is heavy.
Pay attention when it is placed on the top of the cabinet.
We recommend two men to carry out this work.



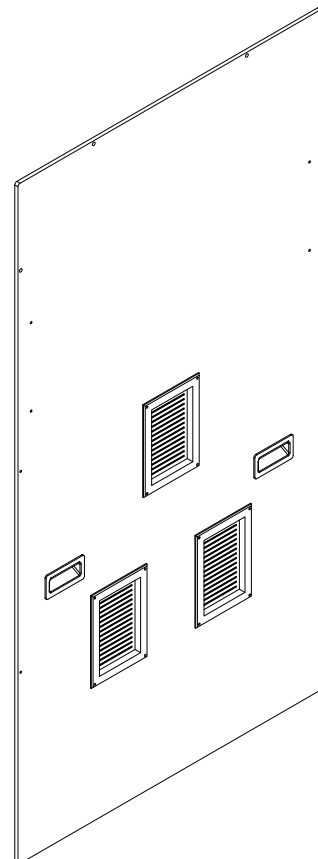
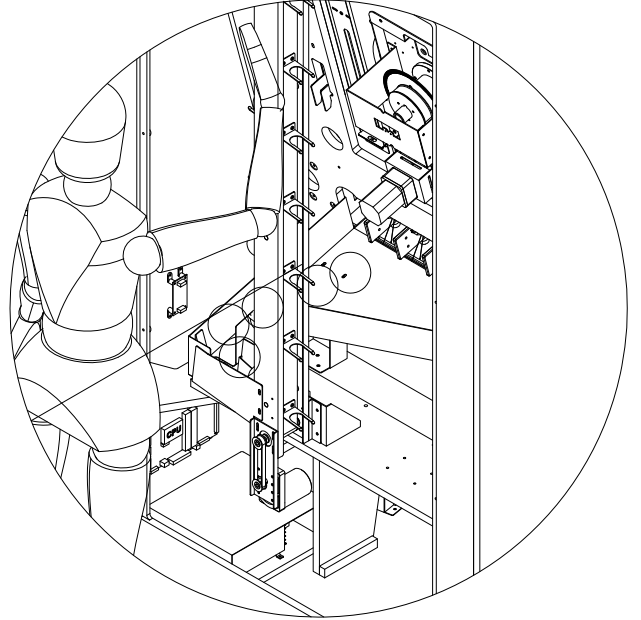
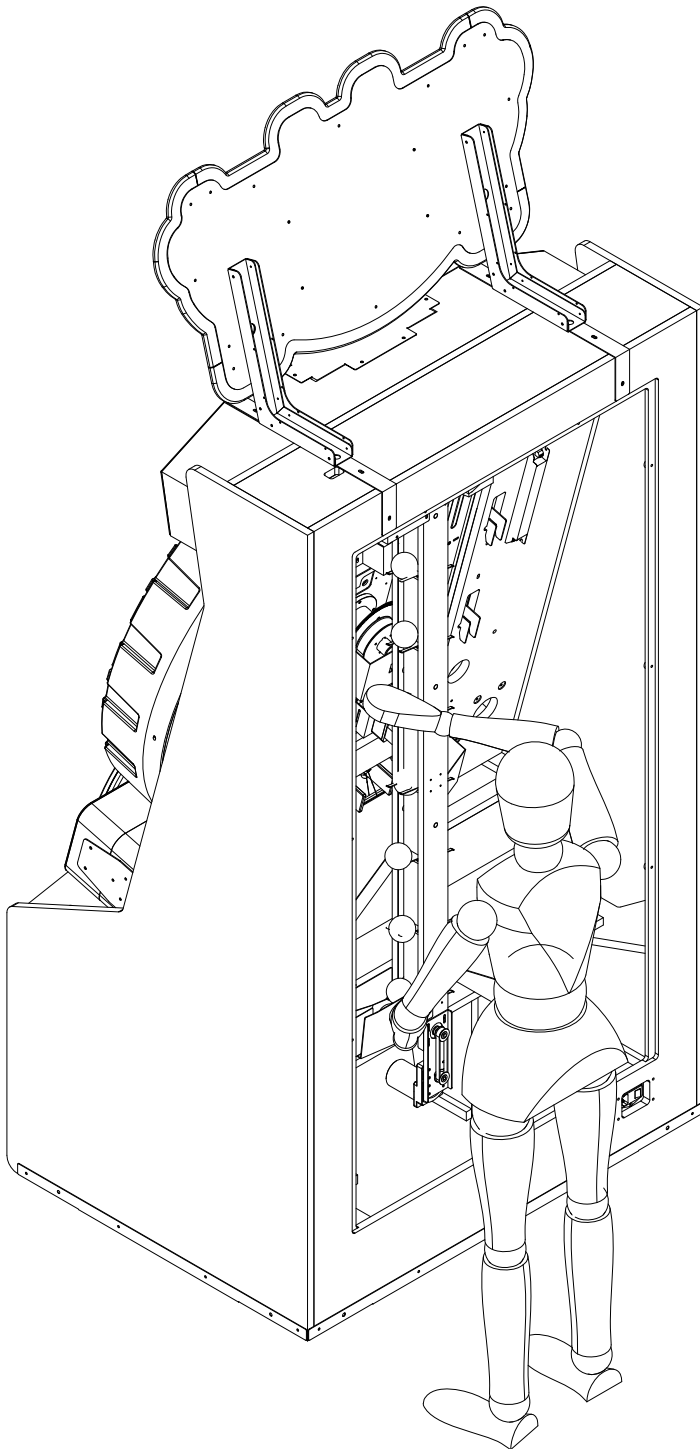
1. Connect the Bonus Fnd Assy (6P Red, Green Connector) Harness as shown above.
2. Assemble the Bonus Fnd Assy with enclosed bolts (WRENCH M4 x 10L) to the Billboard Box Assy.
3. Assemble the Top Billboard with enclosed bolts (SEMS M5 x 10L) to the Billboard Fix Brkt.
4. Assemble the Top Billboard Assy with enclosed bolts (M6 x 20L), (TH M5 x 10L) to the Main Cabinet ASSY.

4-2. HOW TO ASSEMBLE

1. Open the Back Door as shown below.

2. Prepare the 12 Balls and then put 7 Balls on Elevator Ball Move Bracket as shown below.

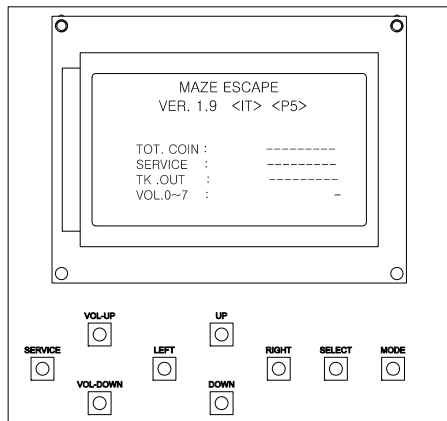
3. Put another 5 balls in Rear Ball GUIDE Box as shown below.



5. Function

5-1. Description of Switches of Main Board

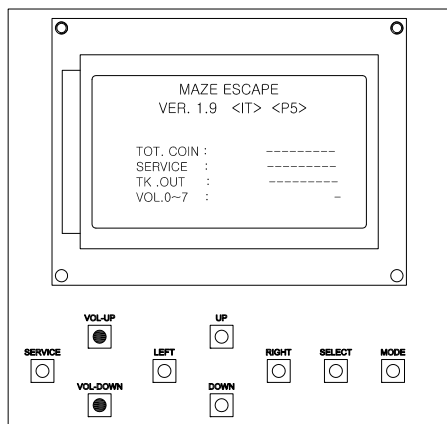
Main Board



- 1) [Service] : Service Credit
- 2) [Vol-Up /Down] : To adjust Volume
- 3) [Up / Down] : To move Up or Down in the menu / To adjust setup value
- 4) [Left / Right] : To move a cursor Right or Left to change a figure.
A figure blinks when a cursor moves.
- 5) [Select] : To Select/Enter into the Menu
- 6) [Mode] : To exit or return to the upper menu

5-2. Sound Volume

Main Board



Volume Range : 0~7 / default : 3

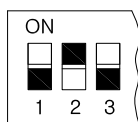
5-3. Description of DIP Switch

(MAIN BOARD DIP SW)



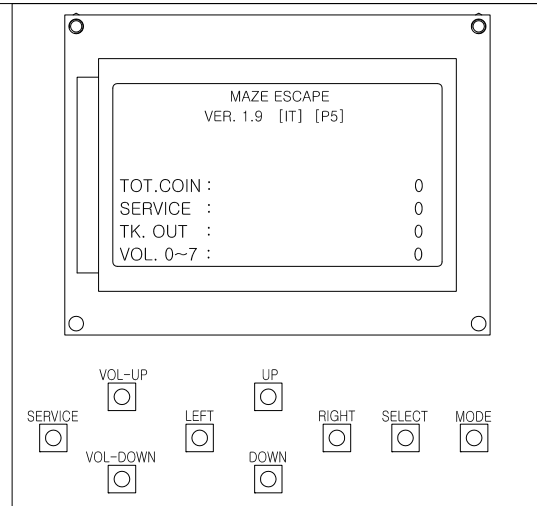
not related to this setting

PATTERN NO. P0~P10



→ BLACK UP = ON
 → BLACK DOWN = OFF
 SWITCHES 5~8 not related to this setting

6. MENU LIST



GAME SETUP Mode

1. COIN SET
2. BONUS START VALUE
3. BONUS END VALUE
4. BONUS ACCUMULATED
5. HALF TICKET
6. DEMO SOUND
7. WHEEL SPEED
8. HOLE SCORE
9. FACTORY SETTING
10. SAVE & EXIT

- Setup Mode : Press MODE button for 3 seconds.
- Push UP/DOWN button to move up or down in the menu.

BOOKKEEPING DATA & CLEAR

1. TOT. COIN -----
2. SERVICE -----
3. TICKET -----
4. BONUS -----
5. TK. REMAIN -----
6. CO. REMAIN -----
7. HOLE DATA -----
8. ALL CLEAR -----
9. SAVE & EXIT

- BOOKKEEPING DATA Mode : Press LEFT button for 3 seconds.
- Push UP/DOWN button to move up or down in the menu.

TEST MODE

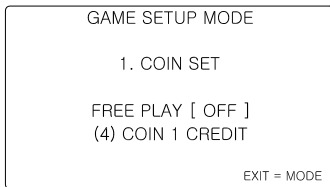
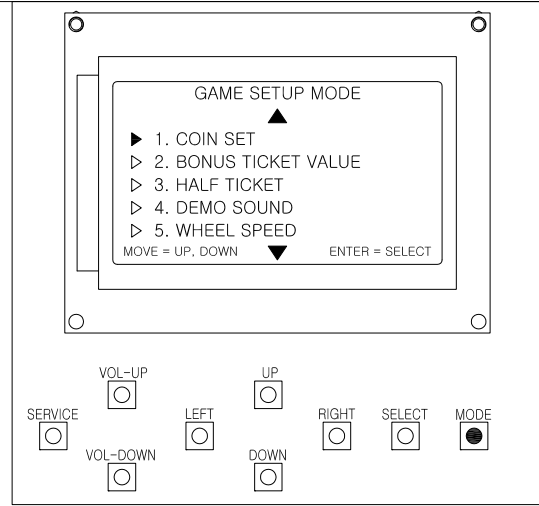
1. WHEEL MOTOR
2. E/V MOTOR & SOL
3. TICKET MOTOR
4. COUNTER
5. DISPLAY
6. SOUND TEST
7. SENSOR CHECK
8. EXIT

- Test Mode : Press SELECT button for 3 seconds.
- Push UP/DOWN button to move up or down in the menu.

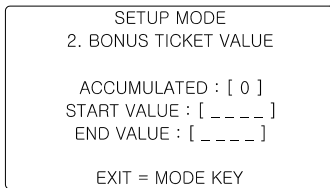
7. Game Setup Mode

7-1. How to Setup.

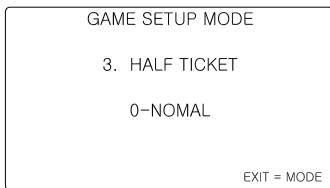
- 1) Press MODE button for 3 sec to enter into Game Setup Mode.
- 2) Push UP/DOWN button to move up or down in the setup menu and Press SELECT button.
- 3) Push LEFT/RIGHT button to move a cursor LEFT or RIGHT to change a figure. A figure blinks when a cursor moves.
Push UP/DOWN button to adjust setup value.
- 4) Press MODE button to return to the upper menu.



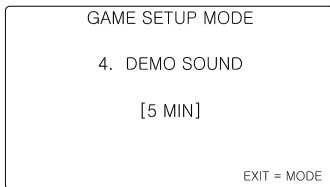
Up and Down Move



Up and Down Move



Up and Down Move



Up and Down Move

Coins per Credit

Range : 0~99
 Default : 4Coin / 1Credit
 Unit : 1Coin
 0 : Free Play Mode

No. of accumulated Bonus per credit/game

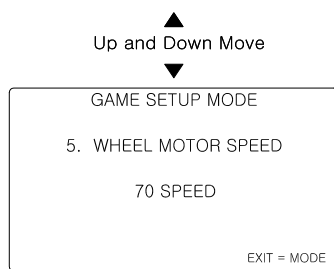
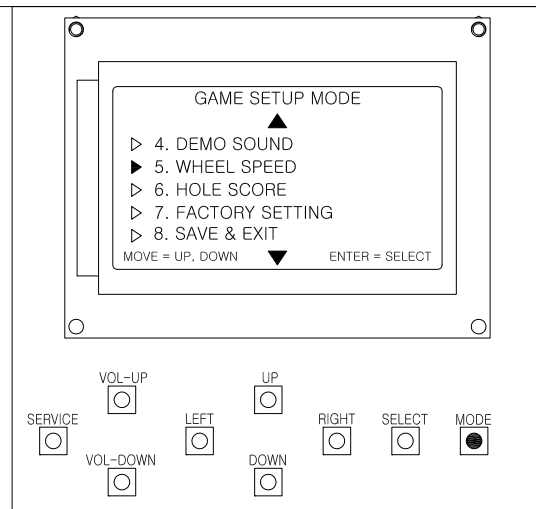
Range : 0~10 Default : 0 Unit : 1 0 : NONE
 Bonus Ticket start value
 Range : 0~9,999 Unit : 1
 Maximum Bonus Ticket value
 Range : 0~9,999 Unit : 1

Ticket Value (Half Ticket option)

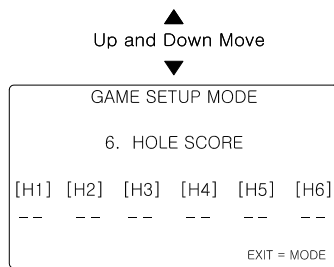
Range : 0-NOMAL,1-HALF
 Default : 0
 Unit : 1

Demo Sound ON/OFF

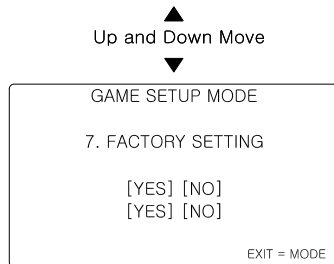
Range : [OFF],1~10 MIN,[ALWAYS]
 Default : 5
 Unit : 1



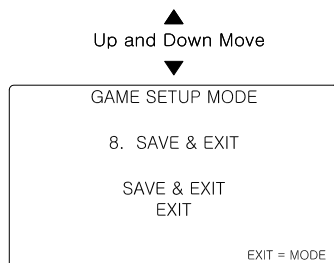
Wheel Motor speed
 Range : 50~100
 Default : 70
 Unit : 5



Ticket Value of each hole
 Range : 1~99
 Unit : 1



Clear the all setup value and return to Default setting
 Range : YES , NO
 * It requires to press the button two times to delete all setup value.



Save & Exit or Exit without saving changes, and Return to Game mode
 Range : SAVE & EXIT , EXIT

7-2. The no.of ticket to each path

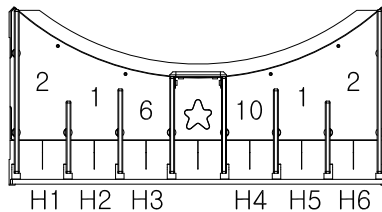
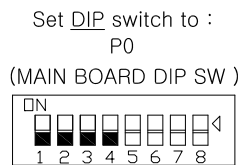
Set up : CEC

This is a guide on how to set up Maze Escape
Please check local regulations before operating this game.

By raising or lowering the 'Ticket hole values' you will raise or lower the average number of tickets given per credit.

Below is a setup example for 'CEC'. Set the DIP switches and 'Ticket hole values' to achieve the desired average tickets given per credit.

Set up Example #1 - Average 4 ticket given per credit (CEC)



Set 'BONUS' to maximum of :

50

Set up : A

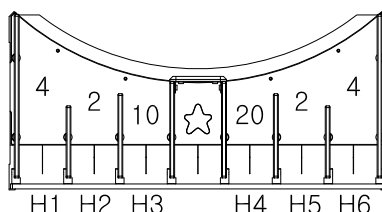
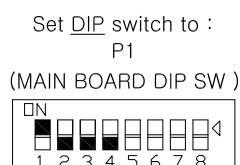
Price per play : 25c / Ticket : 1
or price per play : 10c / Ticket : 0.5

This is a guide on how to set up Maze Escape
Please check local regulations before operating this game.

By raising or lowering the 'Ticket hole values' you will raise or lower the average number of tickets given per credit.

Below is a setup example for 'A'. Set the DIP switches and 'Ticket hole values' to achieve the desired average tickets given per credit.

Set up Example #2 - Average 8 ticket given per credit



Set 'BONUS' to maximum of :

100

Set up : B

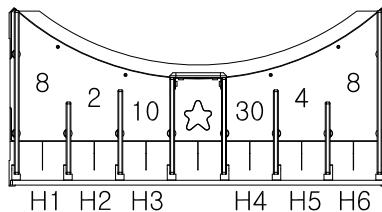
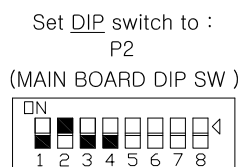
Price per play : 50c / Ticket : 1
or price per play : 25c / Ticket : 0.5

This is a guide on how to set up Maze Escape
Please check local regulations before operating this game.

By raising or lowering the 'Ticket hole values' you will raise or lower the average number of tickets given per credit.

Below is a setup example for 'B'. Set the DIP switches and 'Ticket hole values' to achieve the desired average tickets given per credit.

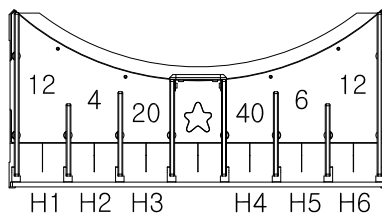
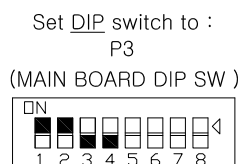
Set up Example #3 – Average 15 ticket given per credit



Set 'BONUS' to maximum of :

300

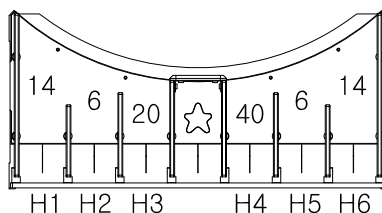
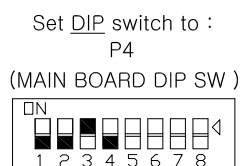
Set up Example #4 – Average 20 ticket given per credit



Set 'BONUS' to maximum of :

300

Set up Example #5 – Average 25 ticket given per credit



Set 'BONUS' to maximum of :

500

Set up : C

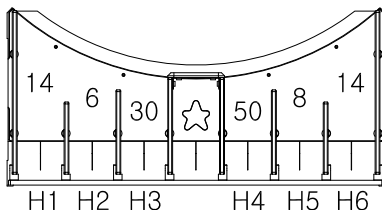
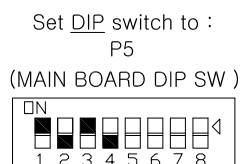
Price per play : \$1 / Ticket : 1
or price per play : 50c / Ticket : 0.5

This is a guide on how to set up Maze Escape
Please check local regulations before operating this game.

By raising or lowering the 'Ticket hole values' you will raise or lower the average number of tickets given per credit.

Below is a setup example for 'C'. Set the DIP switches and 'Ticket hole values' to achieve the desired average tickets given per credit.

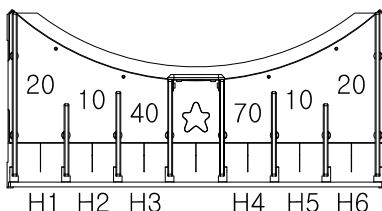
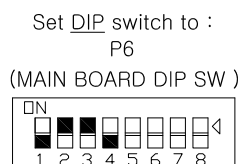
Set up Example #6 – Average 30 ticket given per credit



Set 'BONUS' to maximum of :

500

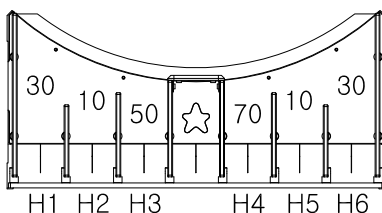
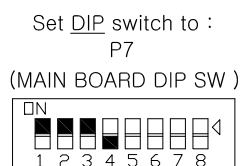
Set up Example #7 – Average 35 ticket given per credit



Set 'BONUS' to maximum of :

500

Set up Example #8 – Average 40 ticket given per credit



Set 'BONUS' to maximum of :

500

Set up : D

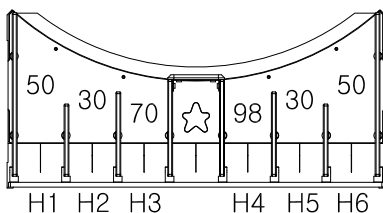
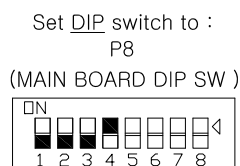
Price per play : \$2 / Ticket : 1
or price per play : \$1 / Ticket : 0.5

This is a guide on how to set up Maze Escape
Please check local regulations before operating this game.

By raising or lowering the 'Ticket hole values' you will raise or lower the average number of tickets given per credit.

Below is a setup example for 'D'. Set the DIP switches and 'Ticket hole values' to achieve the desired average tickets given per credit.

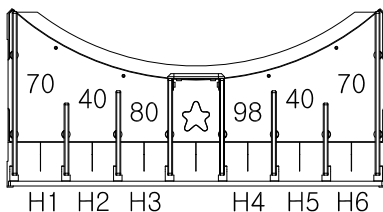
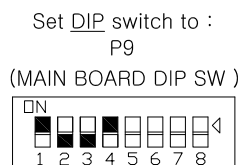
Set up Example #9 – Average 60 ticket given per credit



Set 'BONUS' to maximum of :

1000

Set up Example #10 – Average 80 ticket given per credit



Set 'BONUS' to maximum of :

1500

Set up : E

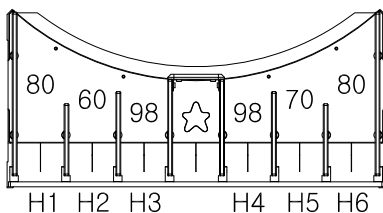
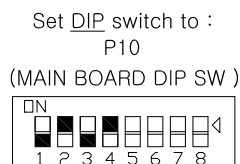
Price per play : \$4 / Ticket : 1
or price per play : \$2 / Ticket : 0.5

This is a guide on how to set up Maze Escape
Please check local regulations before operating this game.

By raising or lowering the 'Ticket hole values' you will raise or lower the average number of tickets given per credit.

Below is a setup example for 'E'. Set the DIP switches and 'Ticket hole values' to achieve the desired average tickets given per credit.

Set up Example #11 – Average 120 ticket given per credit



Set 'BONUS' to maximum of :

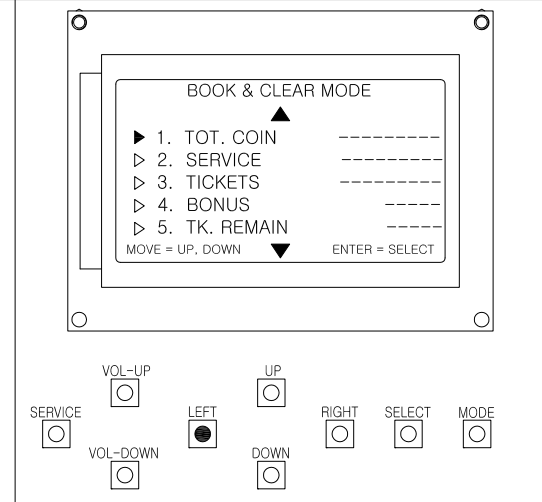
2000

8. BOOKKEEPING & CLEAR Mode

8-1. How to Setup.

- 1) Press LEFT button for 3 seconds to enter into Book Keeping Mode.
- 2) Push UP/DOWN button to move up or down in the book keeping menu and Press SELECT button.
- 3) Press MODE button to return to the upper menu.

BOOK&CLEAR MODE	
1. TOT. COIN	-----
2. SERVICE	-----
3. TICKETS	-----
4. BONUS	-----
5. TK. REMAIN	-----
6. CO. REMAIN	-----
7. HOLE DATA	
8. ALL CLEAR	CLEAR
9. SAVE & EXIT	



1. TOT. COIN -----
Total Coin accumulated income
2. SERVICE -----
Total Service Credits
3. TICKETS -----
Total Tickets dispensed
4. BONUS -----
Total accumulated Bonus Tickets in Bonus FND
5. TK. REMAIN -----
Remaining Tickets not dispensed from a
ticket dispenser
6. CO. REMAIN -----
Remaining Credits not played yet
7. HOLE DATA
Number of times a ball went into each hole. — Press
(EXIT = Mode Button) — Select Button
8. ALL CLEAR CLEAR
Clear the all book keeping data from #1~#7
9. SAVE & EXIT
Save & Exit or Exit without saving changes,
and Return to Game mode

7. HOLE DATA	
HOLE1 =	-----
HOLE2 =	-----
HOLE3 =	-----
HOLE4 =	-----
HOLE5 =	-----
HOLE6 =	-----
BONUS =	-----

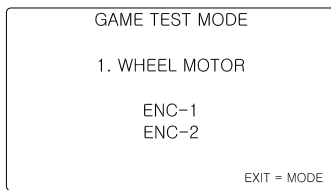
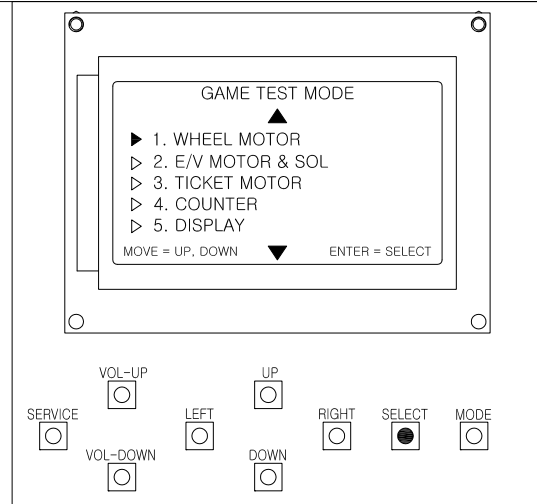
Press Mode Button — EXIT

SAVE & EXIT , EXIT

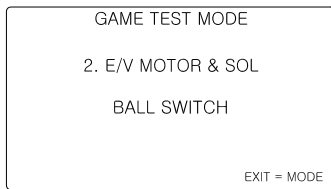
9. Test Mode

9-1. How to Setup.

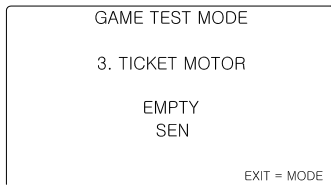
- 1) Press SELECT Button for 3 seconds to enter into Test Mode.
- 2) Push UP/DOWN button to move up or down in the test menu.
- 3) Press SELECT button and it performs testing automatically.
Cursor blinks when sensors/switches work.
- 4) Press MODE button to return to the upper menu.



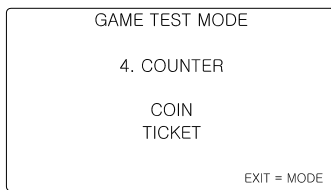
▲
Up and Down Move
▼



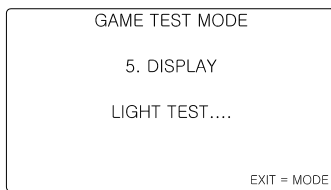
▲
Up and Down Move
▼



▲
Up and Down Move
▼



▲
Up and Down Move
▼



▲
Up and Down Move
▼

Mode for checking an operating state of the Wheel Motor
Normal operation: Wheel Motor runs

ENC-1 : Encoder sensor 1
ENC-2 : Encoder sensor 2

Mode for checking an operating state of the E/V Motor.
Normal operation: E/V Motor runs

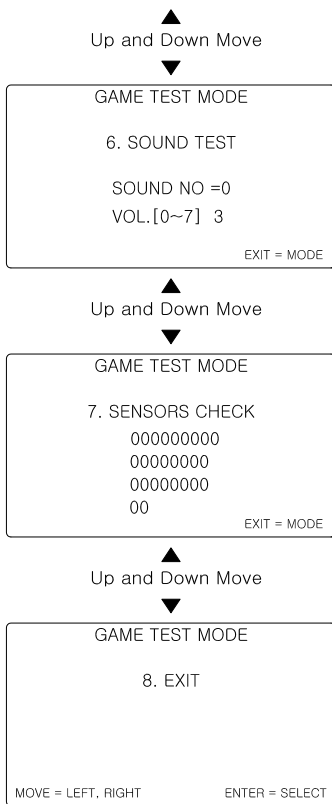
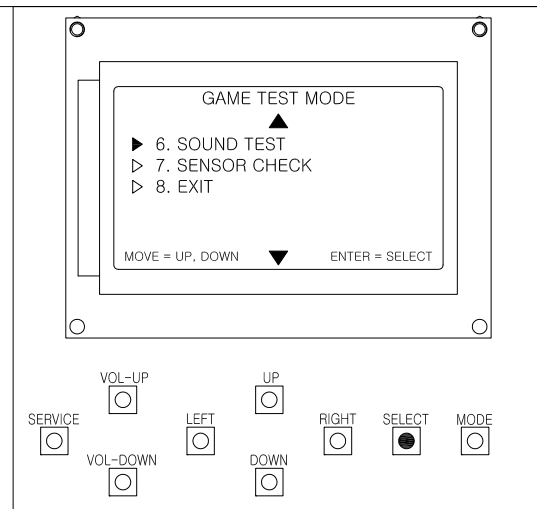
Mode for checking an operating state of the Ticket Dispenser
Normal operation: It operates one time by pressing Ticket Empty Button.

Mode for checking an operating state of the Coin & Ticket counter.

COIN : press UP button
TICKET : press DOWN button

Mode for checking an operating state of the LED lightings and FNDs

Normal operation: FNDs display 0 ~ 9 digits repeatedly.
LED lights turn RGB colors in order.

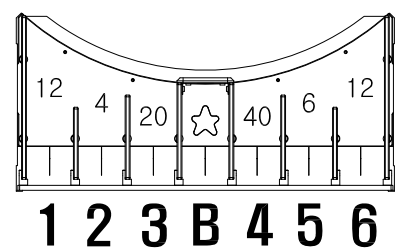
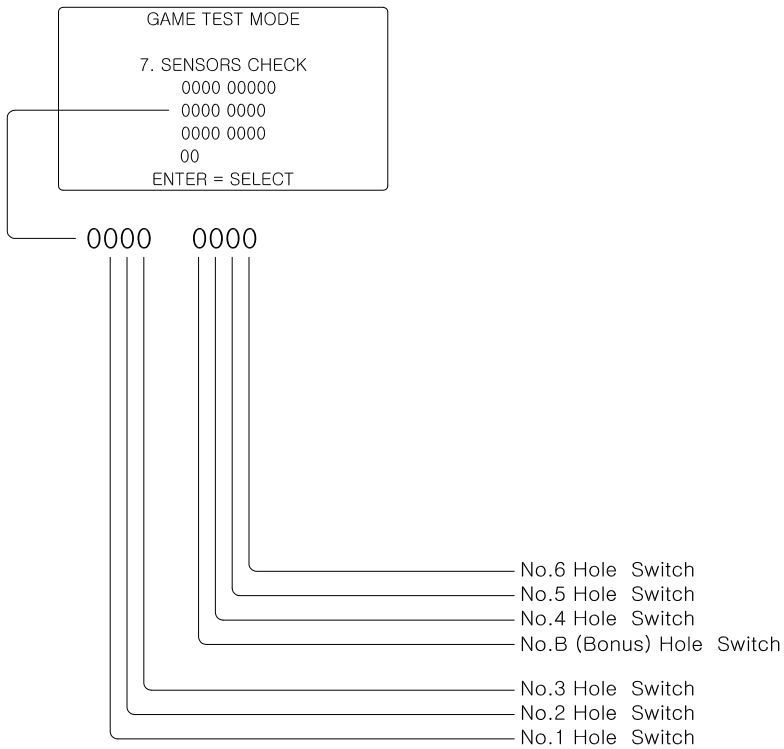
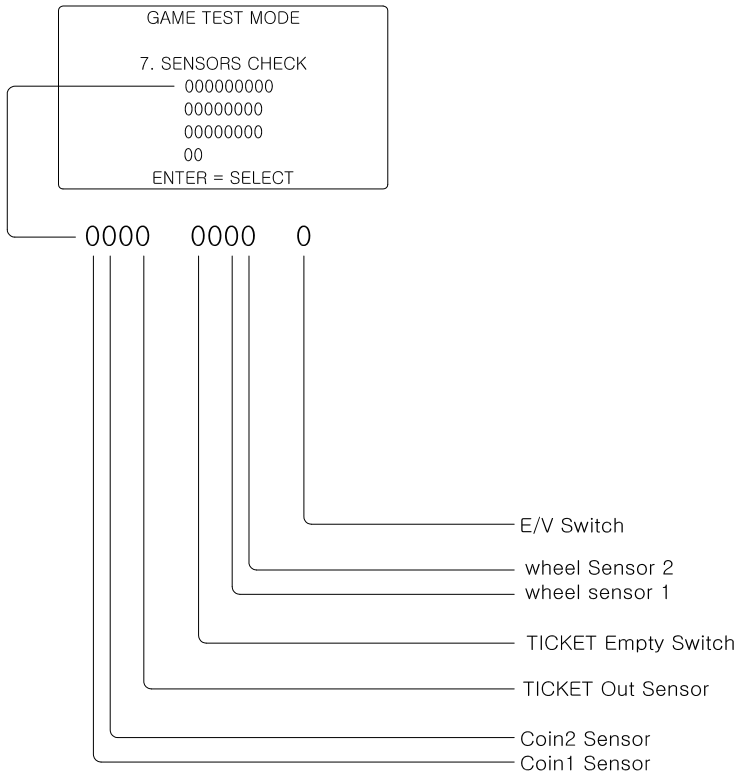


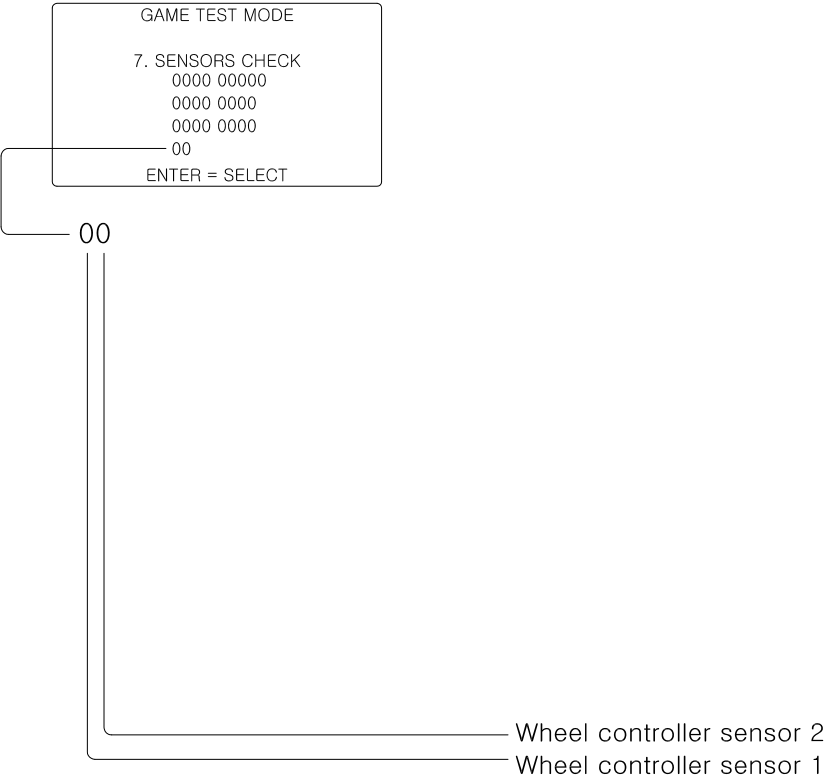
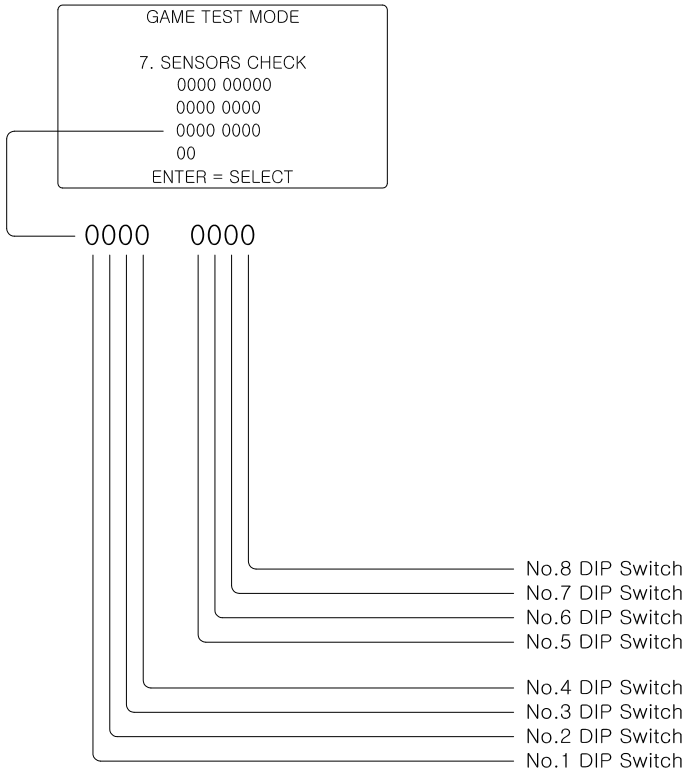
Mode for checking an operating state of Sound.
 Press UP/DOWN button to select sound menu.
 Selected sound effect makes sound

Mode for checking an operating state of the Sensors
 and Switches. (Refer to 8-2)

Exit Game Test Mode and Return to Game Play Mode.

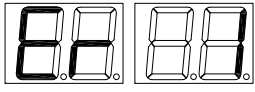
9-2. Check the Status of Sensors and Switches.



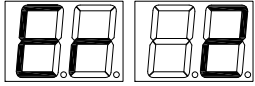


10. Errors

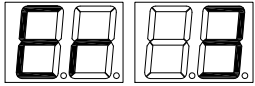
TICKET OWED FND



— Error on Wheel Motor or Encoder Sensor



— Error on Ball E/V Motor or Ball Switch
(When it doesn't detect more than 7 sec.)

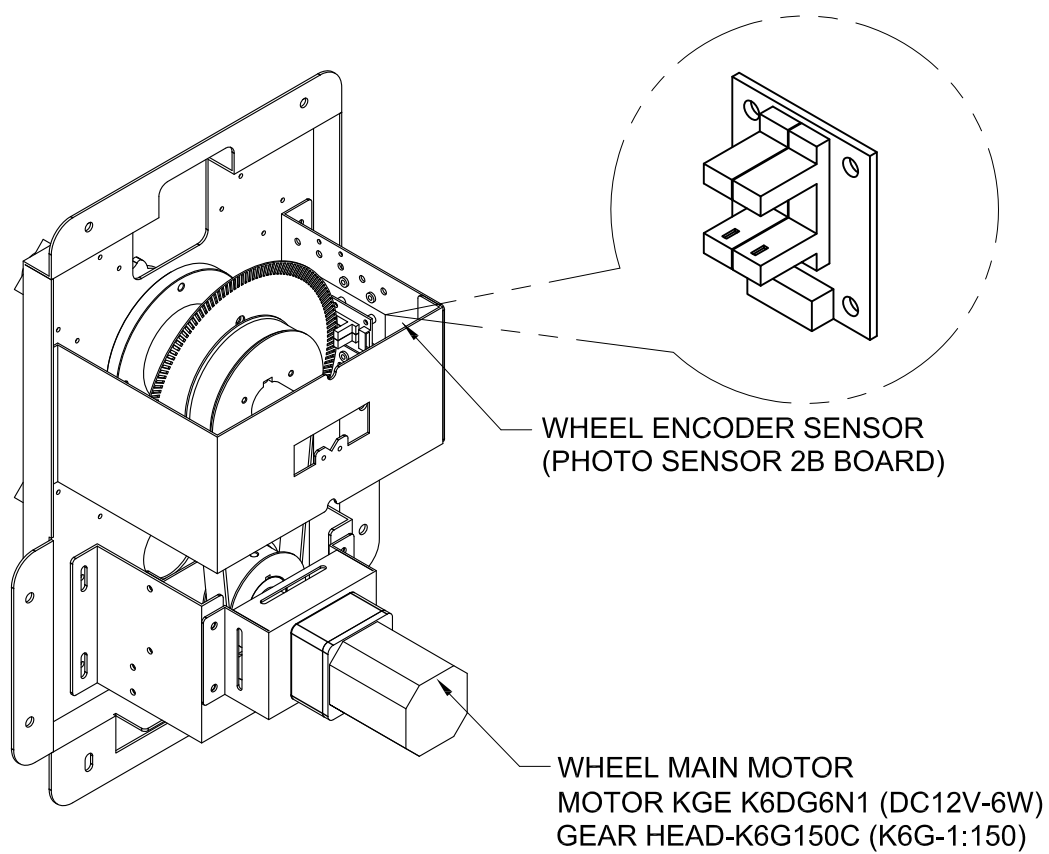
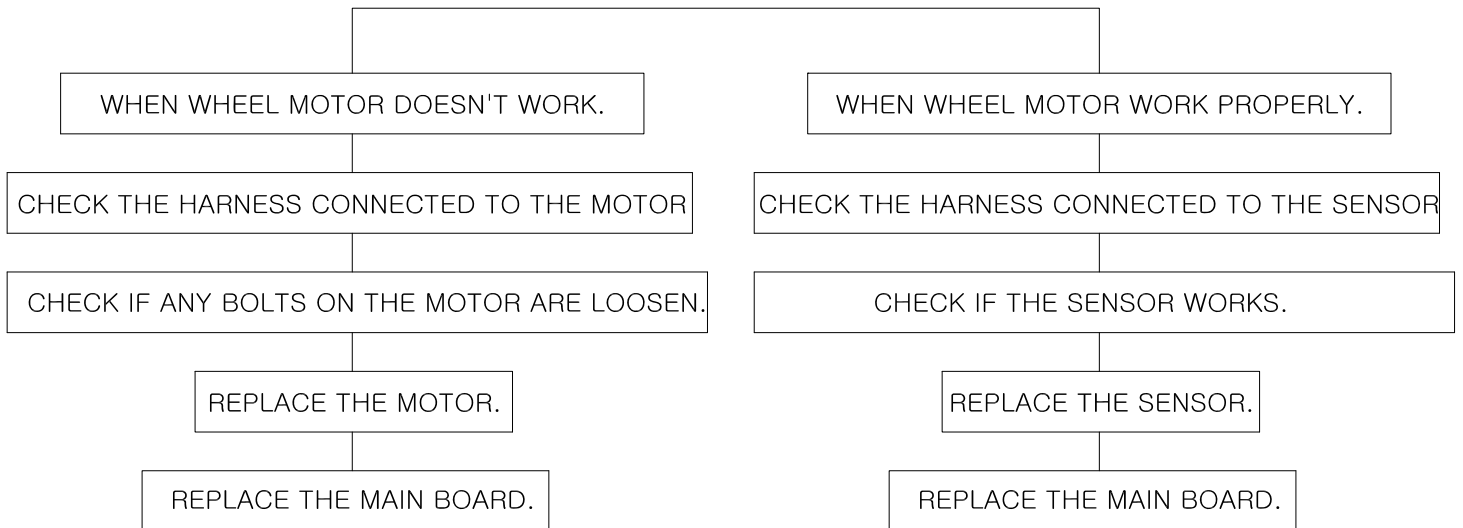
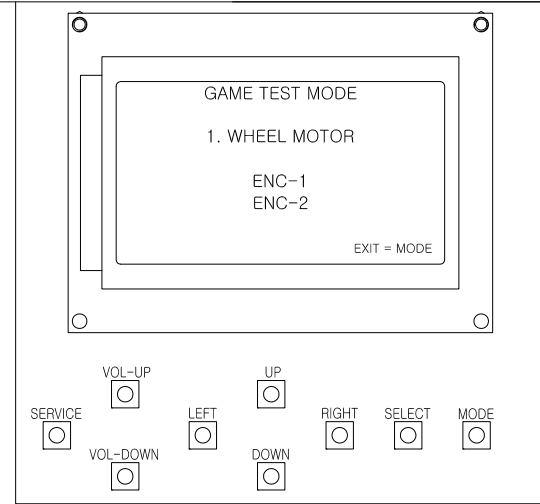


— Error on Score LED Light switches
(When it doesn't detect more than 1 min while playing a game.)

11. Trouble Shooting

11-1. <Error code "1">

Error on Wheel Main MOTOR or EncoderSensor .
 - CONFIRM THE STATUS OF MOTOR AFTER TESTING.

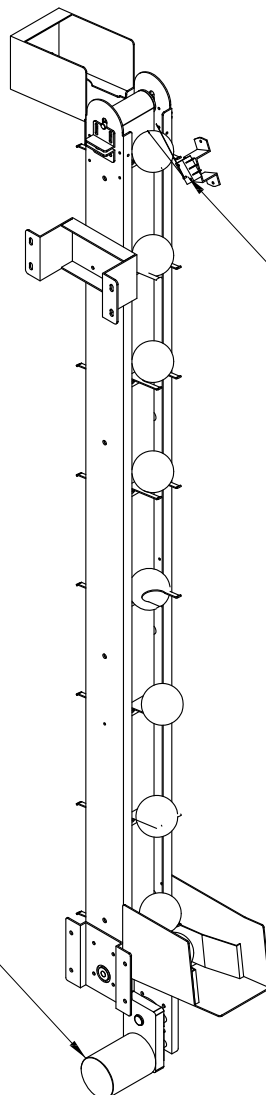
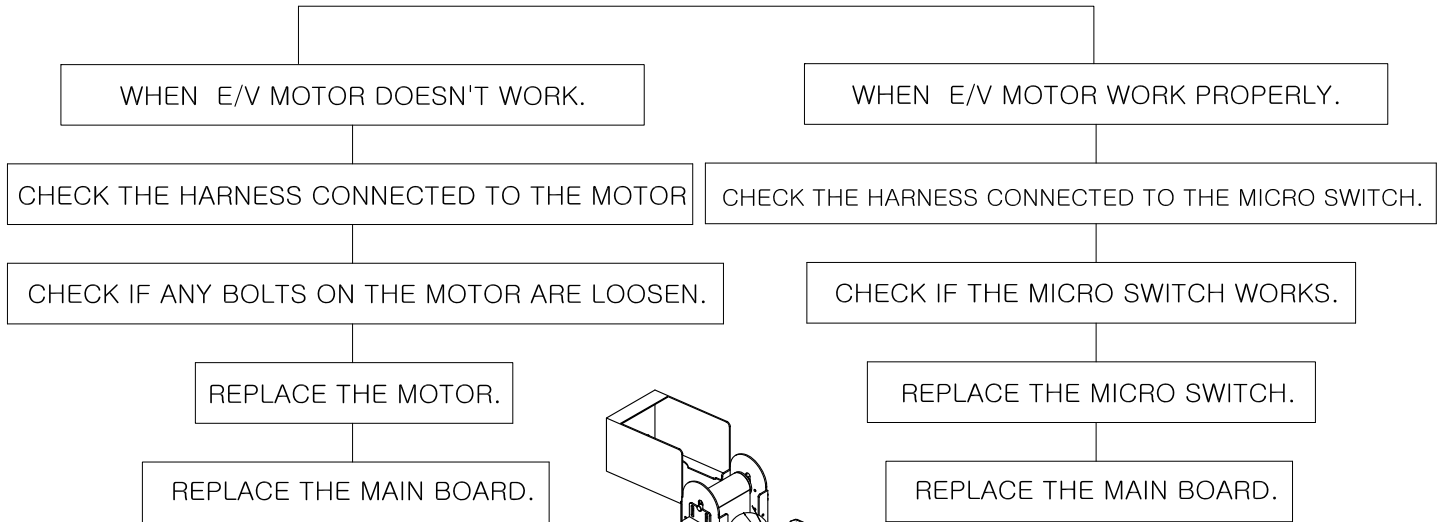
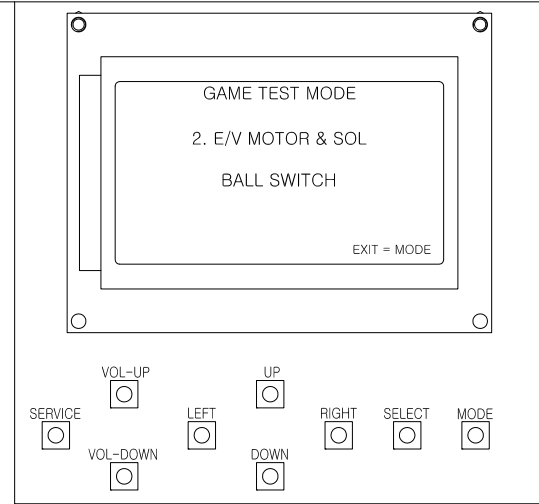


Reference: WHEEL MAIN MOTER Ass'y

11-2. <Error code "2">

Error on Ball E/V Motor or Ball Micro Switch
(When it doesn't detect more than 7 sec.)

- CONFIRM THE STATUS OF MOTOR AFTER TESTING.



Micro Switch (CNR-05H-03)

ELEVATOR MOTOR
(MOTOR KGY-0075-K6DG15N1)

Reference : BALL ELEVATOR Ass'y

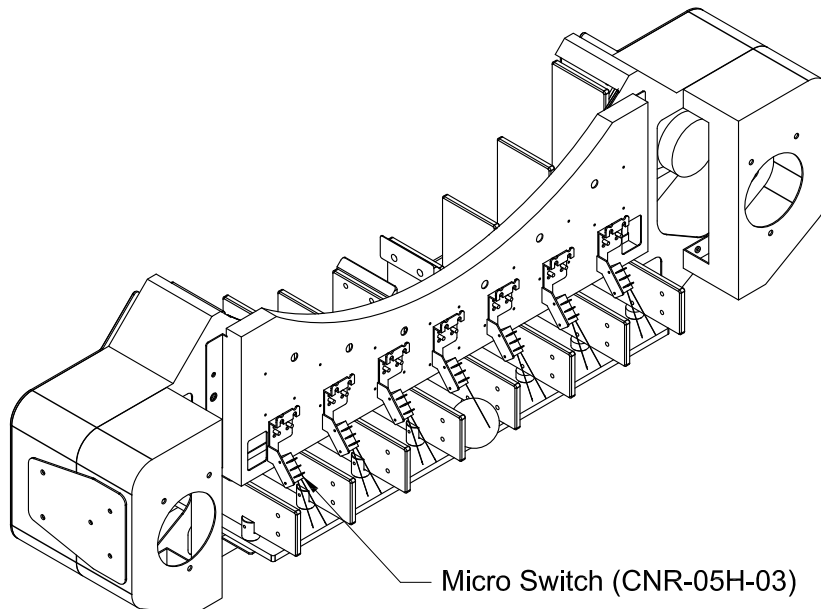
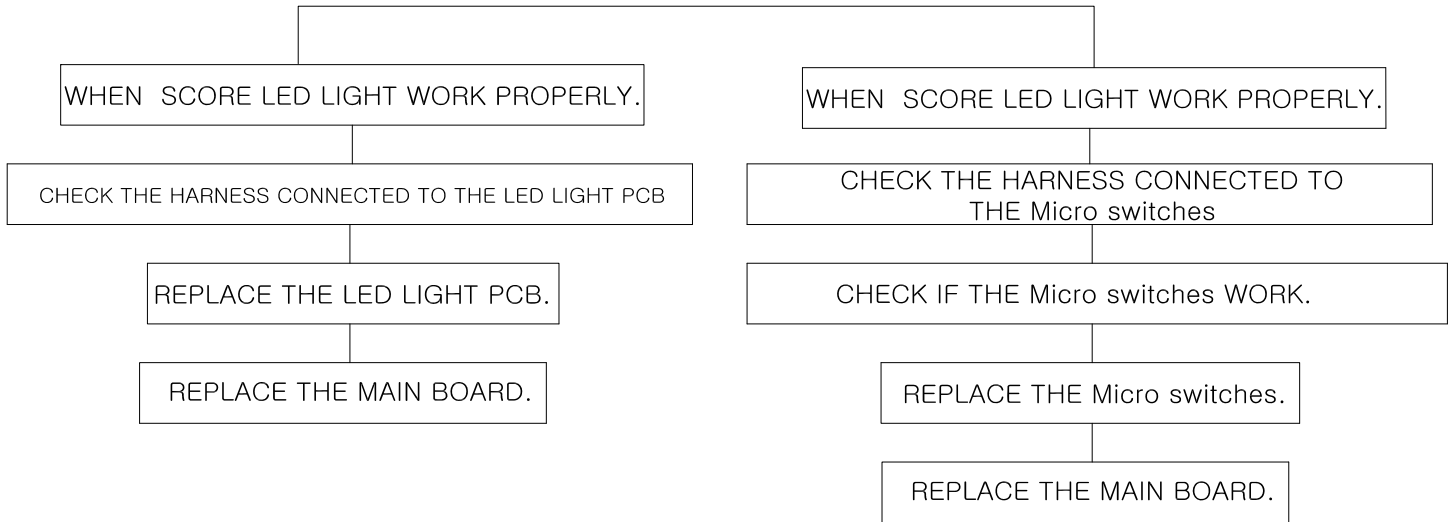
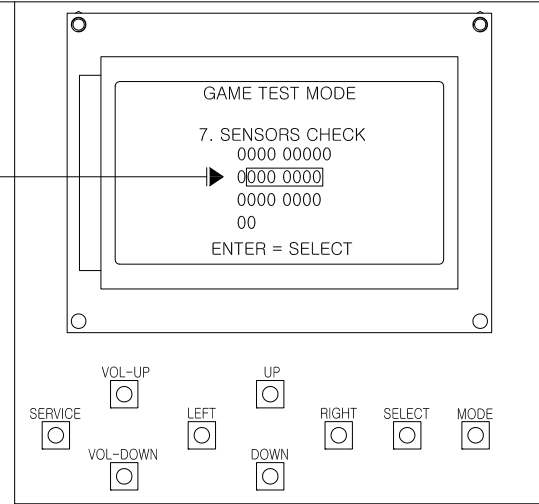
11-3. <Error code "3">

CHECK IF BALL HOLE SENSOR WORKS PROPERLY. (Refer to 9-2.)할 것.

Error on Score LED Light switches

(When it doesn't detect more than 1 min while playing a game.)

- CONFIRM THE STATUS OF LED Light switch AFTER TESTING.

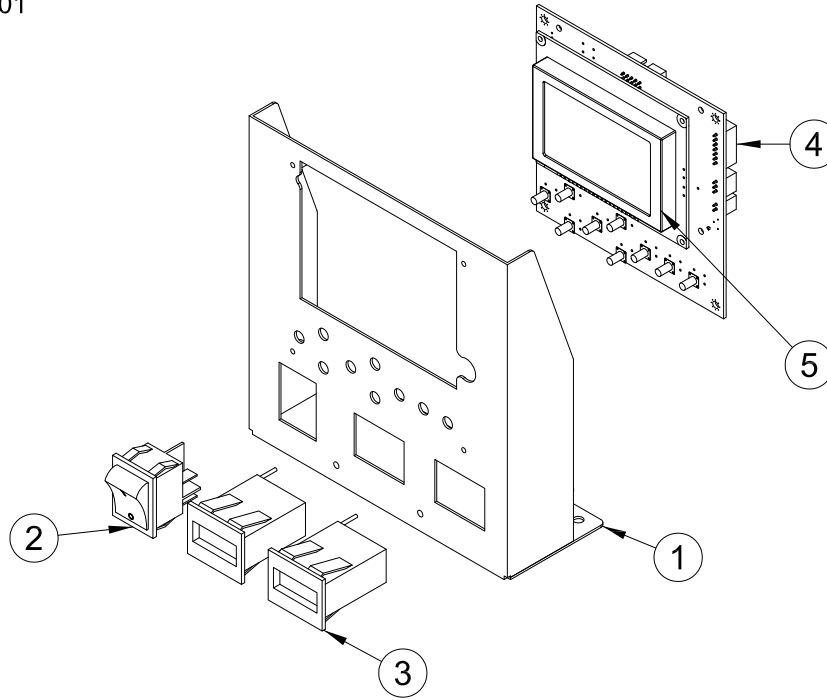


Reference: **ESCAPED SCORE LED LIGHT Box Assy**

12.ASSEMBLING MAZE ESCAPE

12-1.AC POWER SWITCH Ass'y

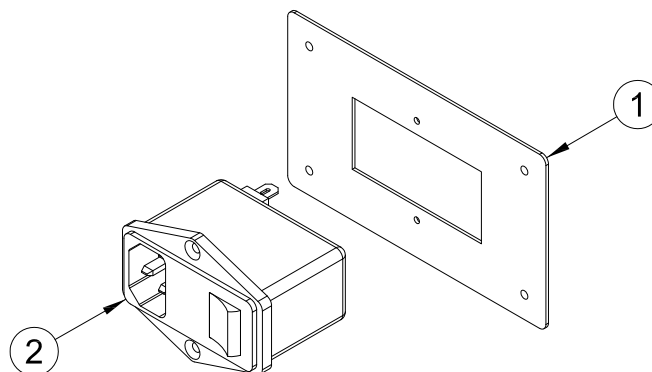
MMAR0ASM001



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MMAR0MET087	1	AC POWER SWITCH BRACKET	SPCC-1.2t
2	MELE0SWI004	1	ROCKER SWITCH	T-125 4P
3	MZZZ0COU002	2	COUNTER	AMMC-712(OA127CL)
4	AMAROBOA011	1	SETUP LCD BOARD	KMLCD-1606-116A
5	MELE0LCB001	1	LCD BOARD	128648 V2.0

12-2.NOISE FILTER Ass'y

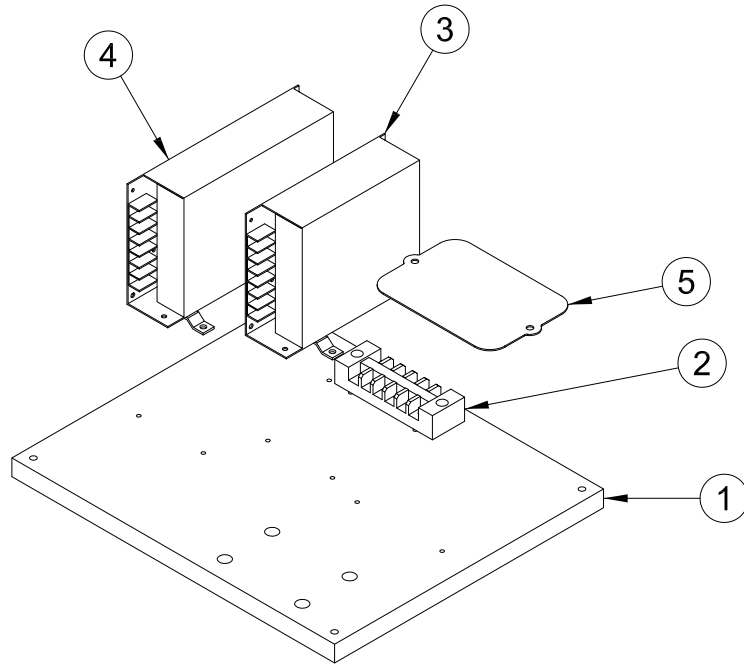
MMAR0ASM038



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MMAR0MET082	1	AC INPUT BRACKET	SPCC-1.2t
2	MELE0NOI002	1	NOISE FILTER	IP-0642-H2

12-3.POWER SMPS Ass'y

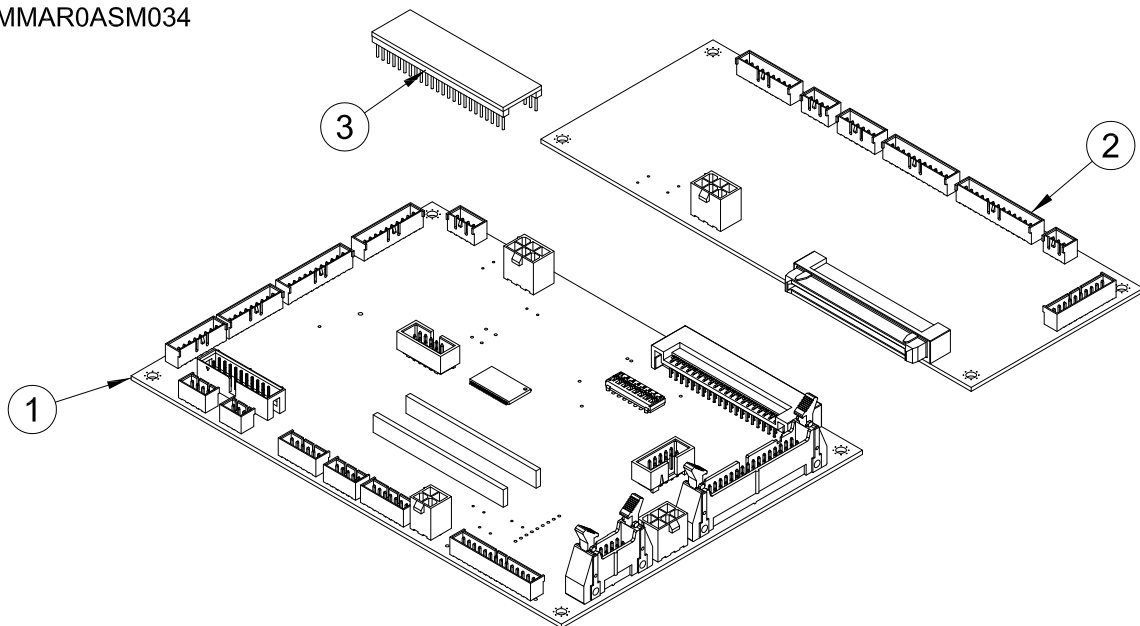
MMAR0ASM040



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MMAR0WOO006	1	SMPS PLATE	PW - 15.0t
2	MELE0TEB001	1	TERMINAL BLOCK (6P)	6P UL
3	MELE0SMP035	1	POWER SMPS (JSF-75-05)	110~240V/5V-12A
4	MELE0SMP013	1	POWER SMPS (JSF-100-12)	110~240V/12V-8.5A
5	MMAR0ACR022	1	WARNING HIGH VOLTAGE SHEET PET	PET-1.0

12-4.MAIN BOARD Ass'y

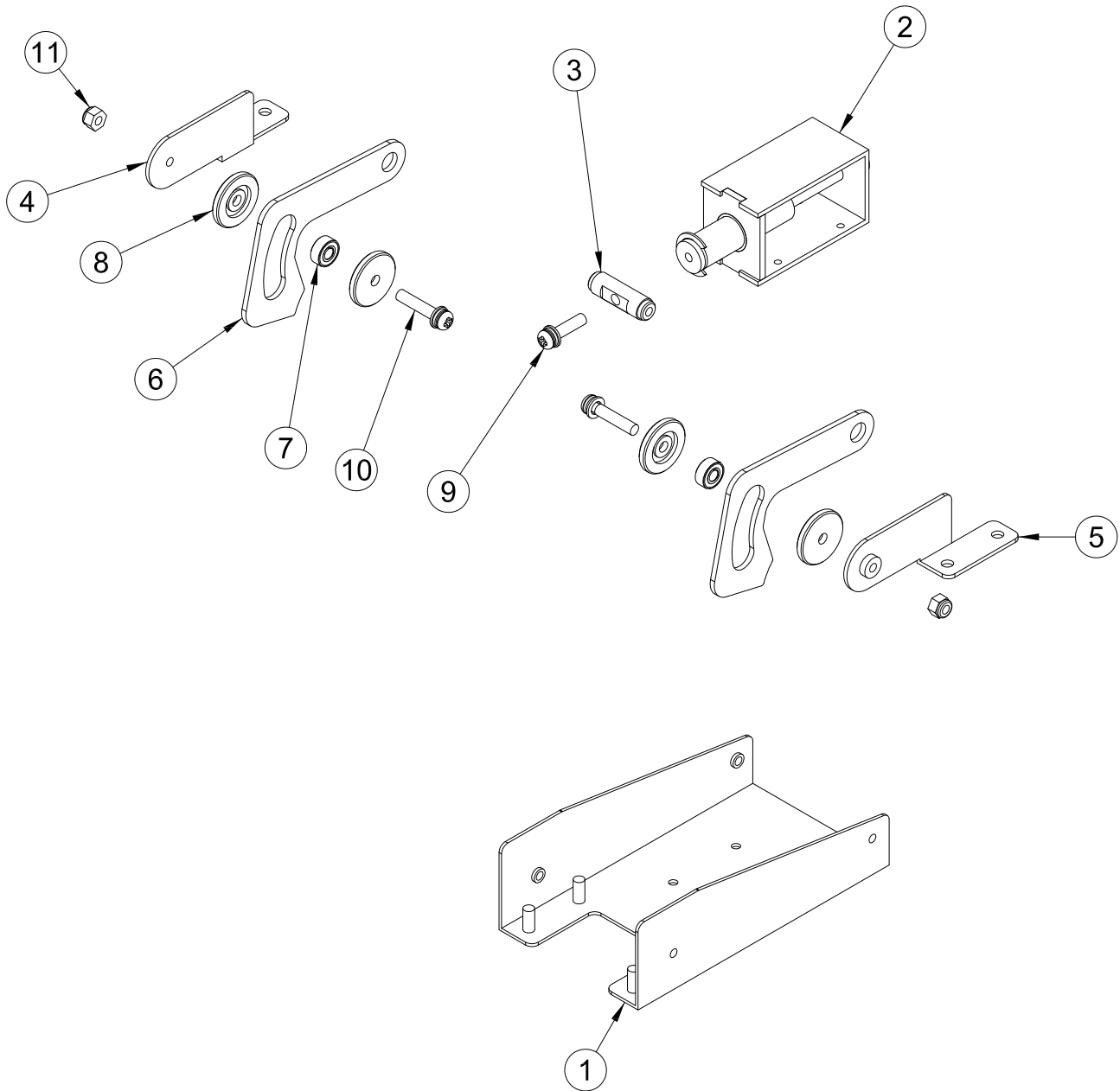
MMAR0ASM034



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	AMAR0BOA008	1	MAZE ESCAPE MAIN BOARD	KMMA-1606-104C
2	AMAR0BOA010	1	MAZE ESCAPE IO BOARD	KMIO-1608-115A
3	AMAR0BOA009	1	SOUND ROM BOARD	KMMM100808A

12-5.BALL DROP SOL Ass'y

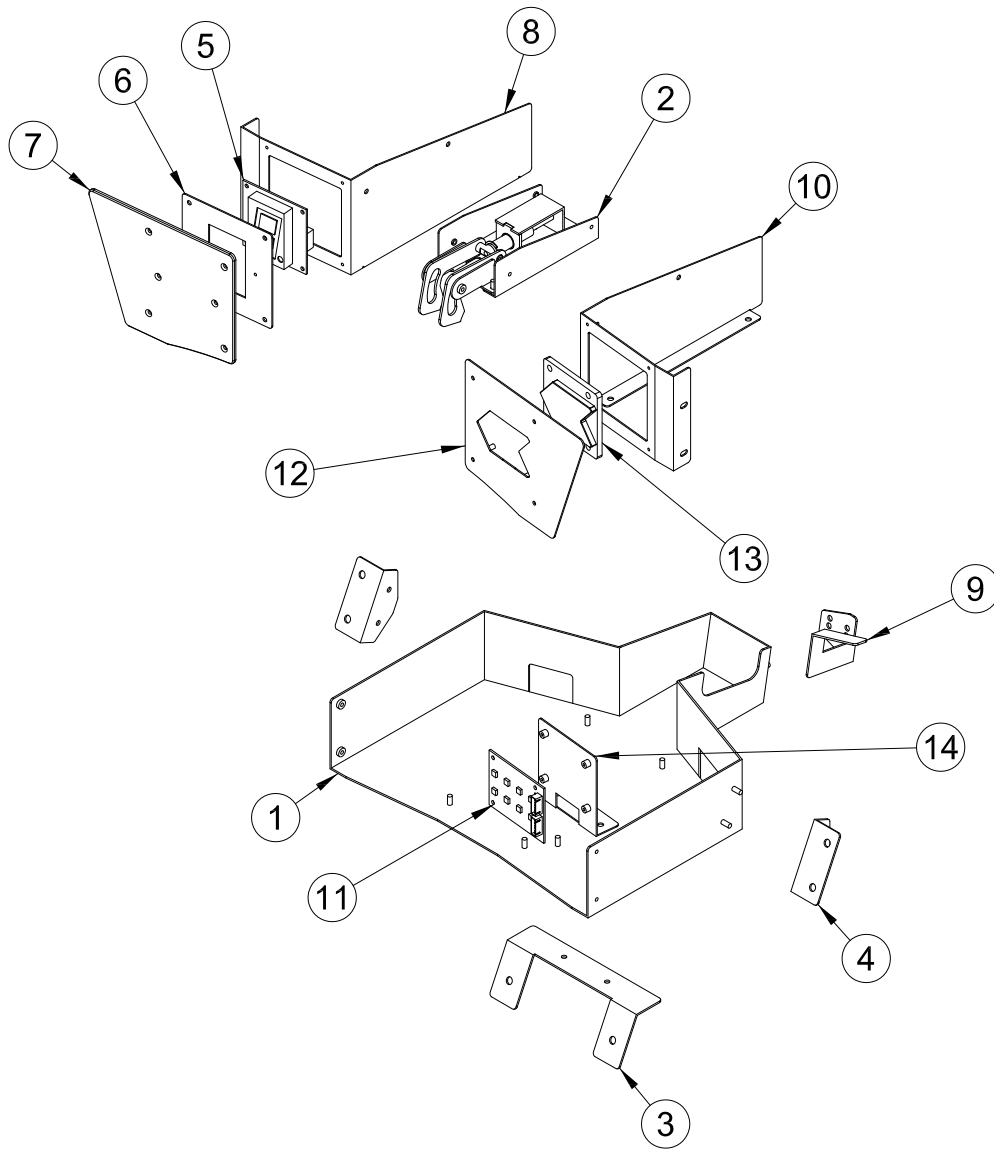
MMAR0ASM004



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MMAR0MET041	1	SOLENOID FIXED BKT	SUS304-1.2t (2P)
2	MZZZ0SOL003	1	SOLENOID (DS12ES12V)	DS12ES12V
3	MMAR0PRO021	1	BALL DIVIDE DROP DOOR SHAFT	AL
4	MMAR0MET043	1	BALL DIVIDE DROP DOOR GUIDE BKT-L	SUS304-1.5t (2P)
5	MMAR0MET044	1	BALL DIVIDE DROP DOOR GUIDE BKT-R	SUS304-1.5t (2P)
6	MMAR0MET042	2	BALL DIVIDE DROP DOOR BKT	SUS304-2.0t (2P)
7	MZZZ0BEA063	2	BEARING MR104ZZ	MR104ZZ
8	MMAR0PRO022	4	BEARING WASHER	SM45C
9	-	1	SEMS M4 X 16	SEMS M4 X 16
10	-	2	SEMS M4 X 20	SEMS M4 X 20
11	-	2	M4 NYLON NUT	M4

12-6.BALL DIVIDE DROP Ass'y

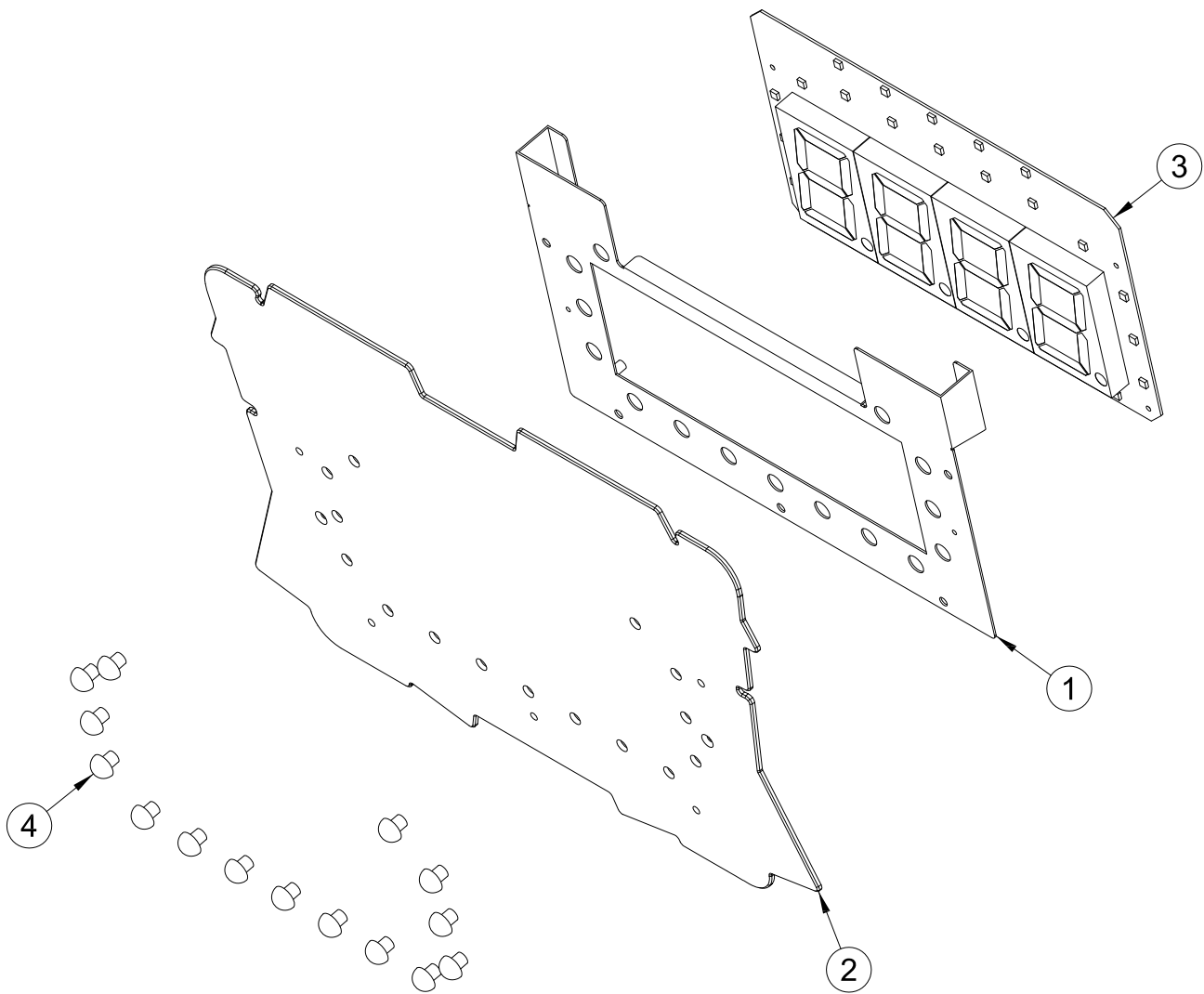
MMAR0ASM003



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MMAR0MET032	1	BALL DIVIDE BOTTOM BRKT	SPCC-1.6t
2	MMAR0ASM004	1	BALL DROP SOL Ass'y	12-5. (26page)
3	MMAR0MET033	1	BALL DIVIDE FIX BRKT A	SPCC-1.6t
4	MMAR0MET034	2	BALL DIVIDE FIX BRKT B	SPCC-1.6t
5	AMAR0BOA003	1	BALL COUNT FND BOARD	KMFND1505-113A
6	MMAR0MET035	1	BALL DIVIDE DROP FND BRKT	SPCC-1.2t
7	MMAR0S&A006	1	BALL DIVIDE DROP FND ACRYL	PC-3.0t
8	MMAR0MET037	1	BALL DIVIDE SIDE BRKT-L	SPCC-1.2t
9	MMAR0MET036	1	BALL DIVIDE ELEVATOR SUPPORT BRKT	SPCC-1.6t
10	MMAR0MET038	1	BALL DIVIDE SIDE BRKT-R	SPCC-1.2t
11	AMAR0BOA002	1	BONUS TARGET LED BOARD	KMFND-112C
12	MMAR0MET039	1	BALL DIVIDE DROP LED COVER BKT	SPCC-1.2t
13	MMAR0ACR014	1	BALL DIVIDE DROP ARROW ACRYL	WHITE LIGHT ACRYL-10.0(백색 스키 아크릴)
14	MMAR0MET040	1	BALL DIVIDE DROP LED FIXED BKT	SPCC-1.2t

12-7.BILLBOARD BONUS FND COVER Ass'y

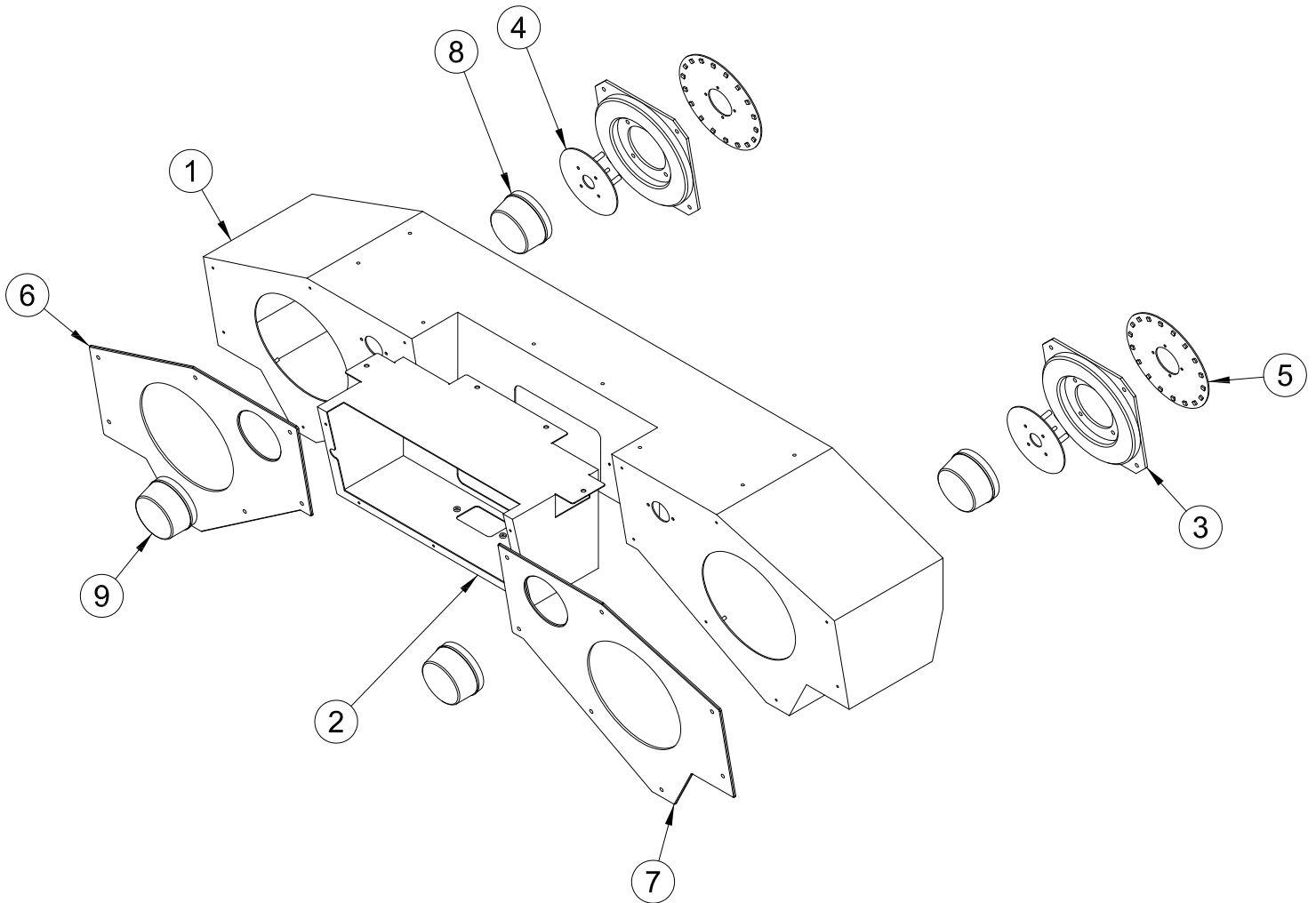
MMAR0ASM006



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MMAR0MET024	1	BILLBOARD BONUS FND COVER BKT	SPCC-1.2t
2	MMAR0S&A001	1	BILLBOARD BONUS FND COVER ACRYL	PC-3.0t
3	AWOC0BOA013	1	BILLBOARD BONUS FND BOARD-FND BLUE	KMFND-1509-093A (BLUE)
4	MWOL0PLA001	15	LED CAP 10Φ	10Φ

12-8.BILLBOARD MIDDLE BOX Ass'y

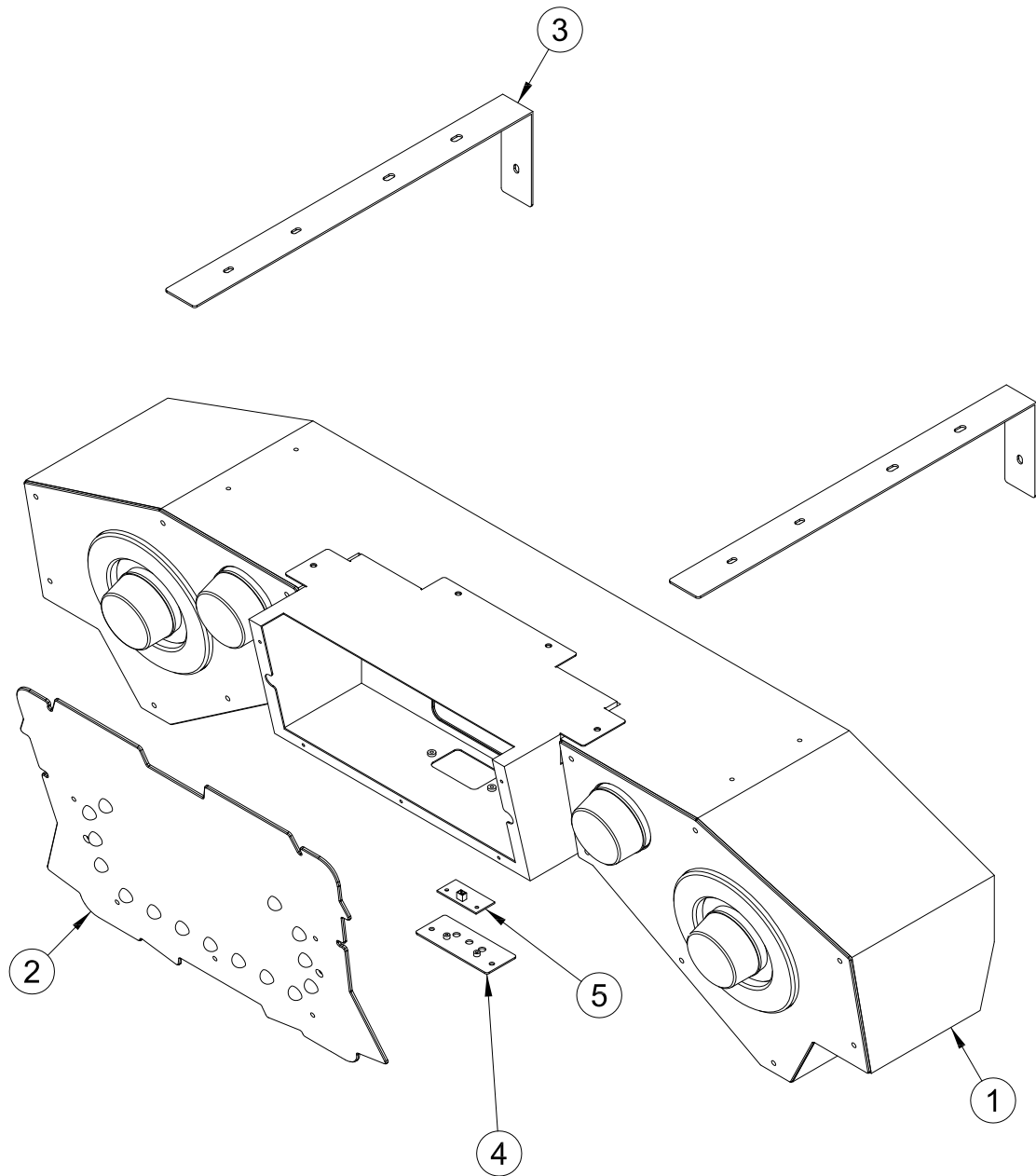
MMAR0ASM008



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MMAR0MET022	1	BILLBOARD MIDDLE BOX	SPCC-1.6t
2	MMAR0MET023	1	BILLBOARD BONUS FND BOX BKT	SPCC-1.2t
3	MMAR0ACR015	2	BILLBOARD SIDE LIGHT ACRYL	ACRYL - 15.0t
4	MMAR0MET026	2	BILLBOARD SIDE ACRYL BRKT	SPCC-1.6t
5	AMAR0BOA004	2	BILLBOARD SIDE LED BOARD	KMLD1505-114A
6	MMAR0S&A002	1	BILLBOARD SIDE ACRYL	PC-3.0t
7	MMAR0S&A003	1	BILLBOARD SIDE ACRYL_mir	PC-3.0t
8	MZZZ0WAL003	2	BILLBOARD FLASHER LIGHT (BLUE)	BLUE COLOR DC12V
9	MZZZ0WAL002	2	BILLBOARD FLASHER LIGHT (RED)	RED COLOR DC12V

12-9.BILLBOARD BOX Ass'y

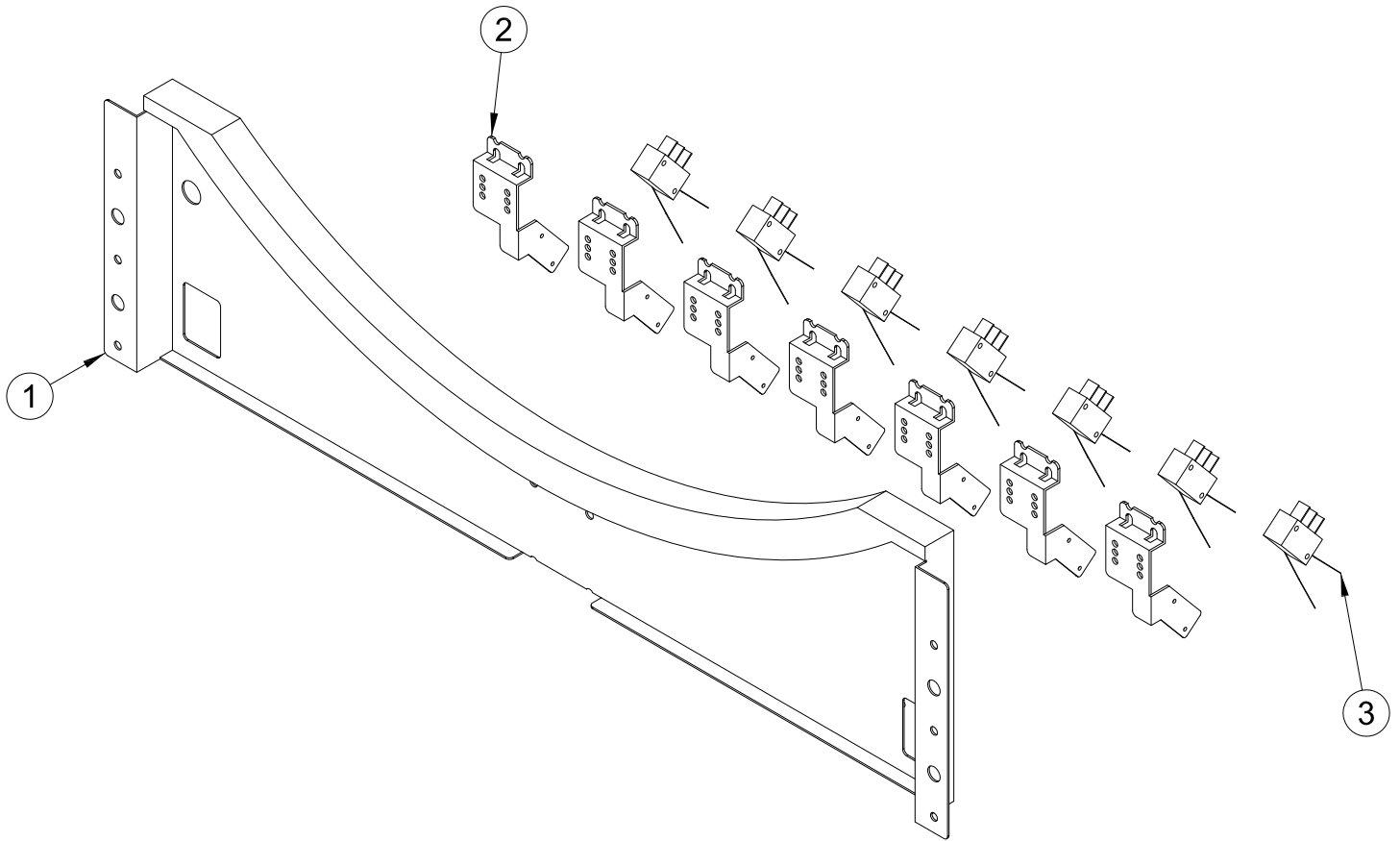
MMAR0ASM007



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MMAR0ASM008	1	BILLBOARD MIDDLE BOX Ass'y	12-8. (29page)
2	MMAR0ASM006	1	BILLBOARD BONUS FND COVER Ass'y	12-7. (28page)
3	MMAR0MET027	2	BILLBOARD BOX ASSY FIX BRKT	SPCC-2.0t
4	MMAR0MET025	1	BILLBOARD BONUS LED COVER B	SPCC-1.6t
5	AWOC0BOA012	1	STOPER ARROW LED BOARD	KMLD-1509-092A

12-10.BONUS TARGET BACK COVER BRKT Ass'y

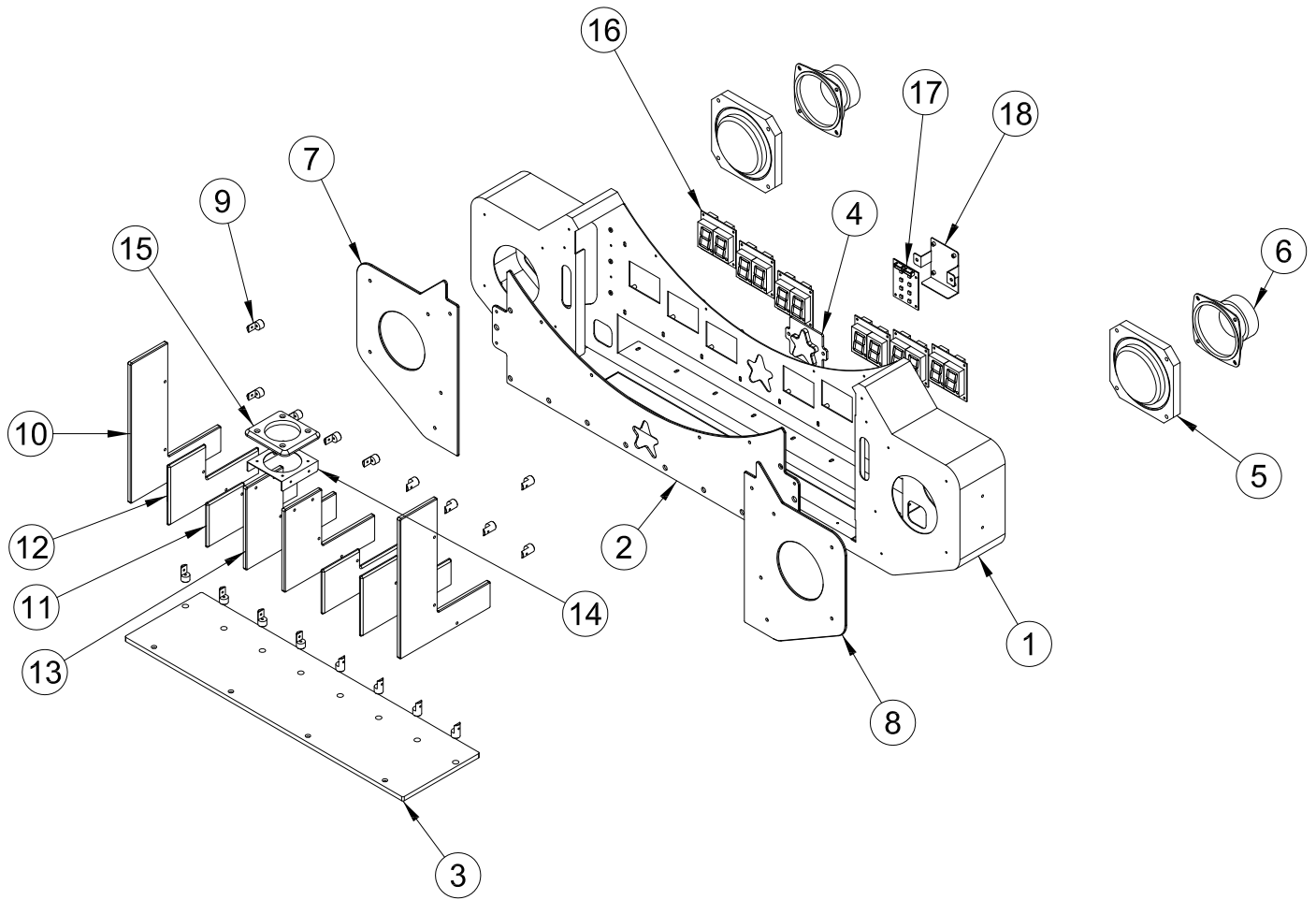
MMAR0ASM010



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MMAR0MET014	1	BONUS TARGET BACK COVER BRKT	SPCC-1.2t
2	MMAR0MET021	7	MICRO SWITCH BKT	SPCC-1.6t
3	MELE0MIC002	7	MICRO SWITCH (ZIPPY-COIN TYPE)	CNR-05H-03(ZIPPY-COIN TYPE)

12-11.BONUS TARGET BOX Ass'y

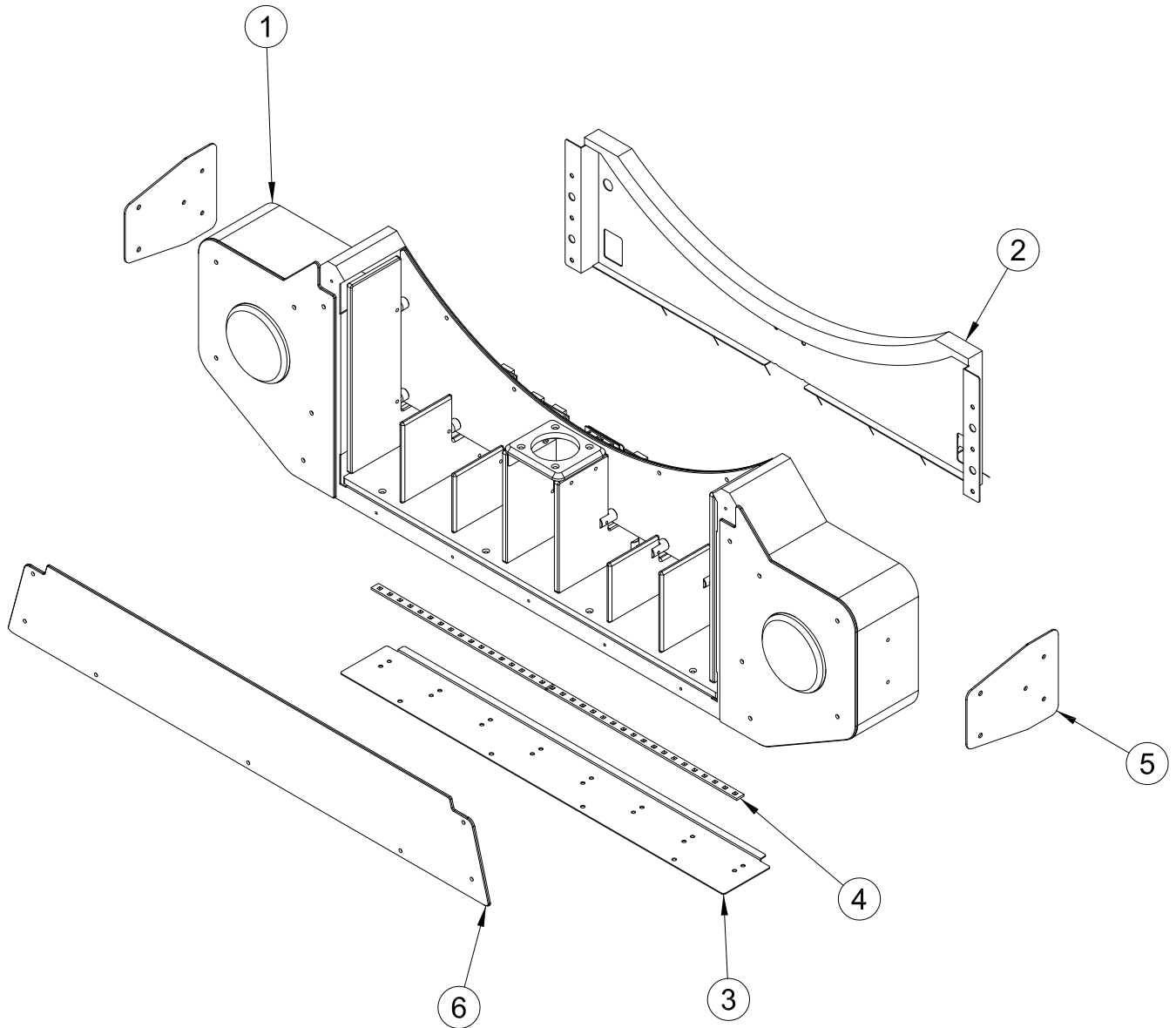
MMAR0ASM011



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MMAR0MET013	1	BONUS TARGET BOX	SPCC-1.6t
2	MMAR0S&A008	1	BONUS TARGET INNER ACRYL	PC-3.0t
3	MMAR0ACR012	1	BONUS TAGENT BOTTOM ACRYL	WHITE LIGHT ACRYL-8.0t(백색스리)
4	MMAR0ACR013	1	BONUS TARGET ABC ACRYL 4	WHITE LIGHT ACRYL-10.0t(백색스리)
5	MMAR0WOO003	2	SPEAKER MDF Ass'y	MDF-15.0t + Mesh 0.8t
6	MZZZ0SPE004	2	SPEAKER	MID 4.5(8 Ω)80W
7	MMAR0S&A004	1	BONUS TARGET FRONT ACRYL	PC-3.0t
8	MMAR0S&A005	1	BONUS TARGET FRONT ACRYL_mir	PC-3.0t
9	MMAR0PRO002	18	BONUS HOLE GUIDE SHAFT	AL
10	MMAR0ACR020	2	BONUS HOLE GUIDE ACRYL 1	RED COLOR ACRYL-8.0t(적색아크릴)
11	MMAR0ACR006	2	BONUS HOLE GUIDE ACRYL 2	CLEAR ACRYL-8.0t(투명아크릴)
12	MMAR0ACR007	2	BONUS HOLE GUIDE ACRYL 3	CLEAR ACRYL-8.0t(투명아크릴)
13	MMAR0ACR010	2	BONUS HOLE GUIDE ACRYL 4	FLUORESCENT ORANGE ACRYL-8.0t(형광 주황색 아크릴)
14	MMAR0MET020	1	BIG WIN HOLER COVER BKT	SPCC-1.2t
15	MMAR0ACR011	1	BIC WIN HOLER ACRYL	FLUORESCENT ORANGE ACRYL-8.0t(형광 주황색 아크릴)
16	AMAR0BOA012	6	SCORE FND BOARD (KMFND1610-126B)	KMFND1611-126B
17	AMAR0BOA002	1	BONUS TARGET LED BOARD	KMFND-112C
18	MMAR0MET019	1	BONUS TARGET LED BOARD FIXED BKT	SPCC-1.2t

12-12.BONUS TARGET ASSY

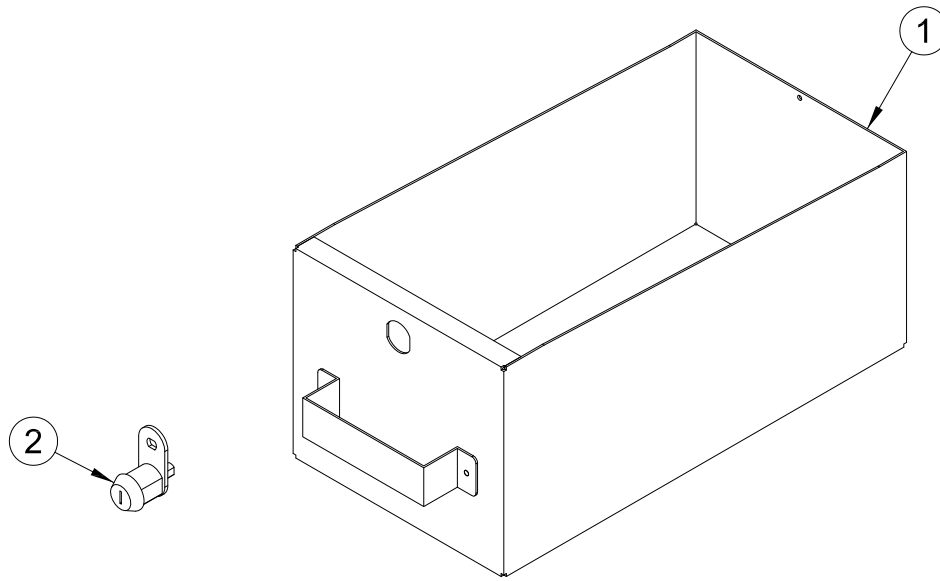
MMAR0ASM009



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MMAR0ASM011	1	BONUS TARGET BOX Ass'y	12-11. (32page)
2	MMAR0ASM010	1	BONUS TARGET BACK COVER BRKT Ass'y	12-10. (31page)
3	MMAR0MET018	1	BONUS TARGET BOTTOM COVER BRKT A	SPCC-1.2t
4	AMAR0BOA007	1	BONUS TAGAT LED BAR BOARD	DC12V, WHITE 600L
5	MMAR0MET017	2	BONUS TARGET SIDE BOX BRKT	SPCC-2.0t
6	MMAR0S&A011	1	BONUS TARGET TICKET VALUE ACRYL	PC-3.0t

12-13.CASH BOX Ass'y

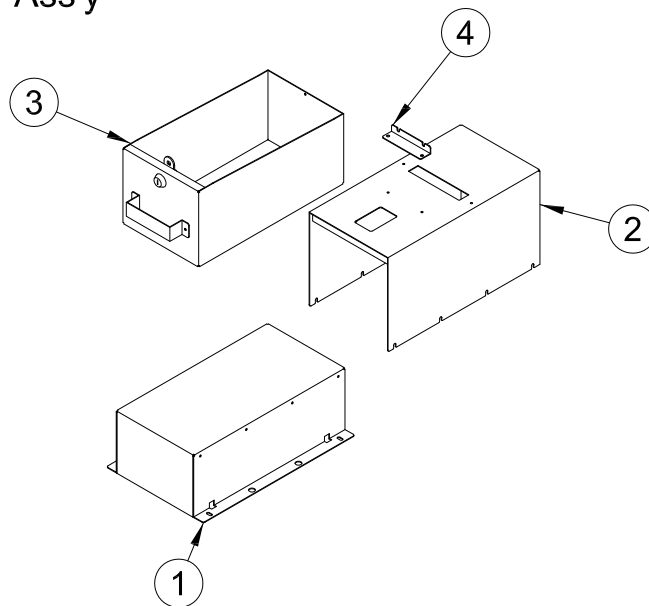
MMAR0ASM012



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MMAR0MET084	1	CASH BOX	SPCC-1.2t
2	MZZZ0KEY013	1	key ass'y(6001)	6001

12-14.CASH BOX BODY Ass'y

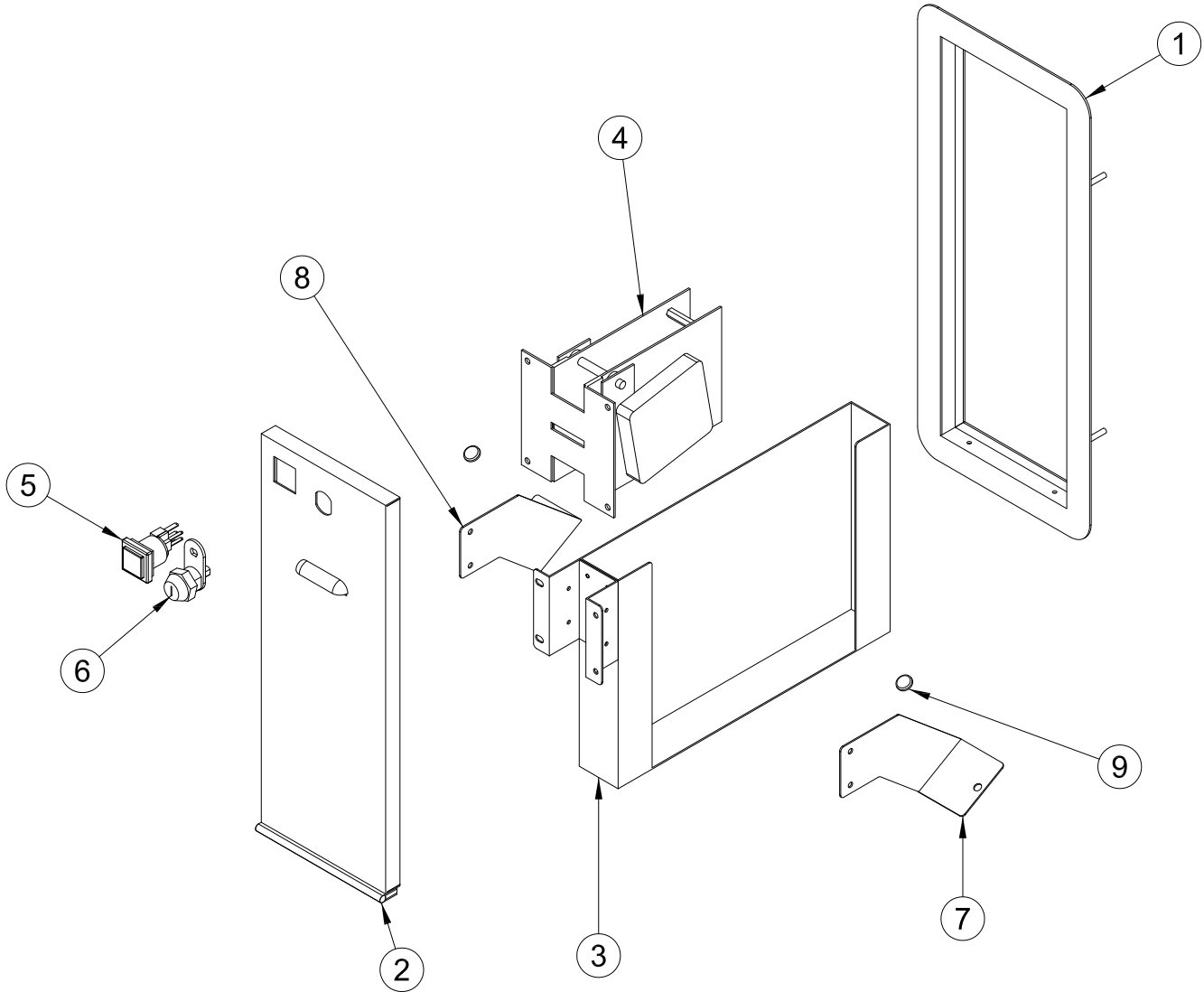
MMAR0ASM013



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MMAR0MET085	1	CASH BOX BODY BOTTOM	SPCC-1.2t
2	MMAR0MET083	1	CASH BOX BODY COVER WELD Ass'y	SPCC-1.6t
3	MMAR0ASM012	1	CASH BOX Ass'y	12-13. (34page)
4	MMAR0MET086	1	AC POWER SWITCH FIXED BKT	SPCC-1.2t

12-15.TICKET BOX Ass'y

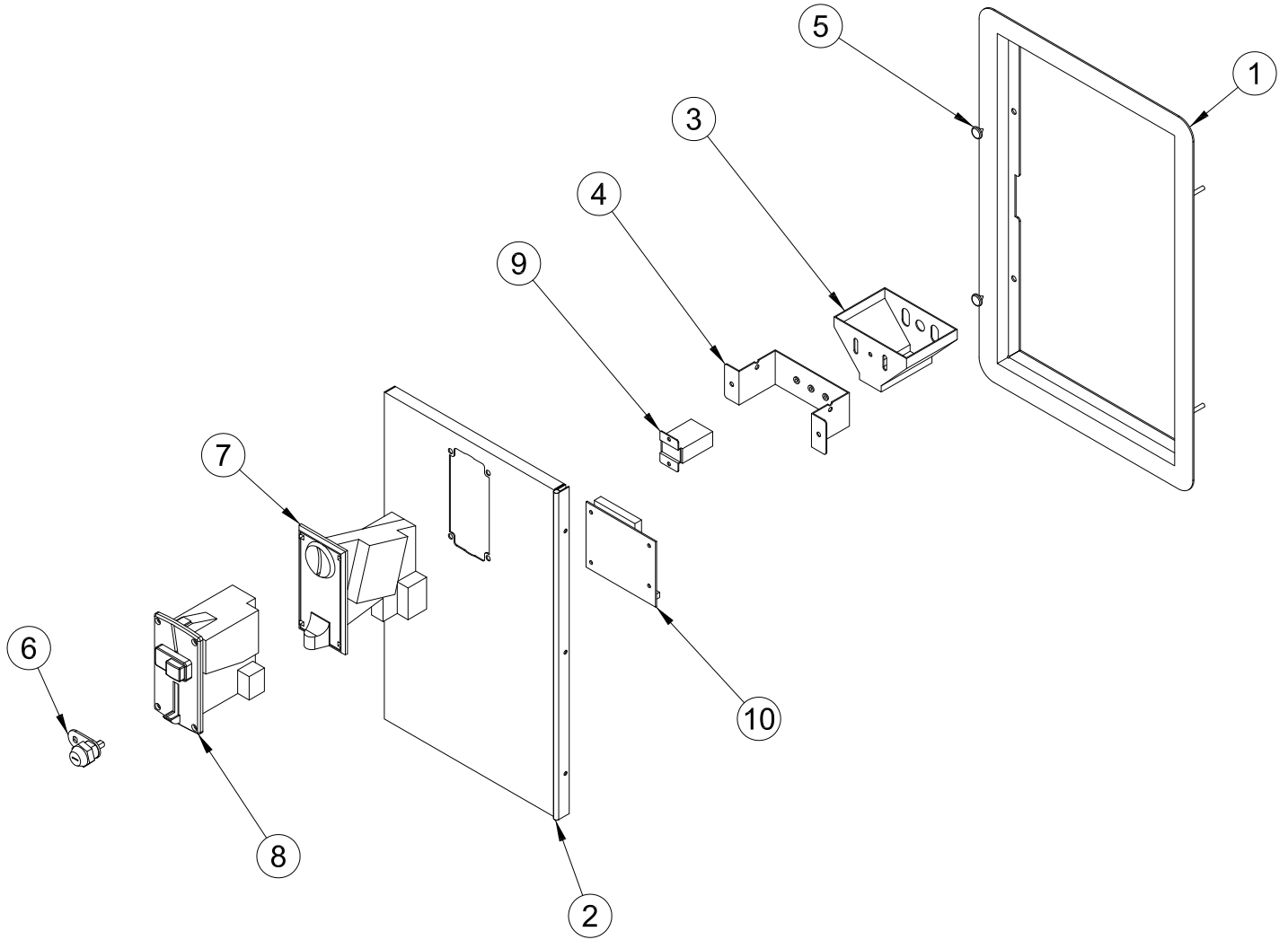
MMAR0ASM041



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MMAR0MET078	1	TICKET DOOR COVER BKT	SPCC-1.6t
2	MMAR0MET077	1	TICKET DOOR WELD Ass'y	SPCC-1.6t
3	MMAR0MET079	1	TICKET BOX WELD Ass'y	SPCC-1.2t
4	MZZZ0TID003	1	TICKET DISPENSOR	CLECO
5	MHA20000007	1	BUTTON	AM1PB-26SH-R12D
6	MZZZ0KEY032	1	key ass'y(7001)	7001
7	MMAR0MET080	1	TICKET DOOR STOP BAR	SPCC-1.2t
8	MMAR0MET081	1	TICKET DOOR STOP BAR_mir	SPCC-1.2t
9	MZZZ0RUB003	2	SHOCK ABSORBER	6Φ

12-16.FRONT DOOR Ass'y

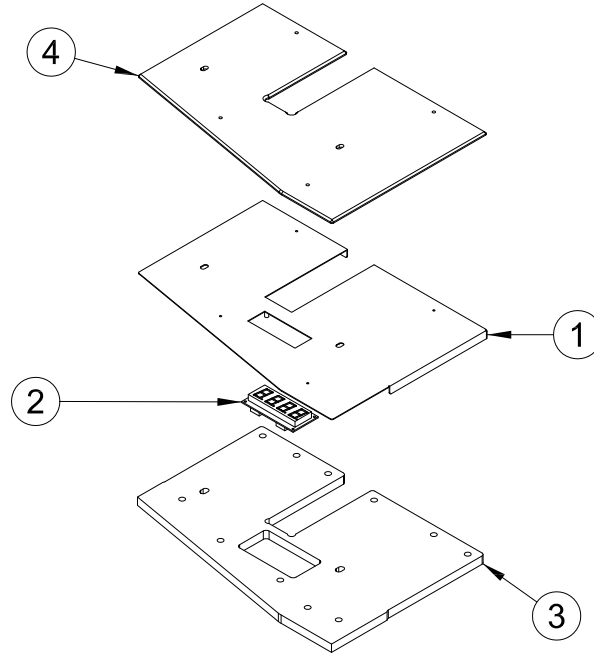
MMAR0ASM023



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MMAR0MET074	1	FRONT DOOR COVER BRKT	SPCC-1.6t
2	MMAR0MET073	1	FRONT DOOR WELD Ass'y	SPCC-1.6t
3	MMAR0MET076	1	COIN GUIDE BRKT	SPCC-1.2t
4	MMAR0MET075	1	COIN GUIDE FIX BRKT	SPCC-1.2t
5	MZZZ0RUB003	2	SHOCK ABSORBER	6Φ
6	MZZZ0KEY032	1	key ass'y(7001)	7001
7	MZZZ0COS025	1	COIN SELECTOR(TONGLI)	TW-130Q
8	MZZZ0000486	1	SR3-MONEY CTRL(UK)	(UK OPTION)
9	MZZZ0000488	1	COUNTER UK (SR3)	(UK OPTION)
10	MZZZ0000489	1	EXCEL CREDIT(SR3) PCB	(UK OPTION)

12-17.TICKET OWED PANEL Ass'y

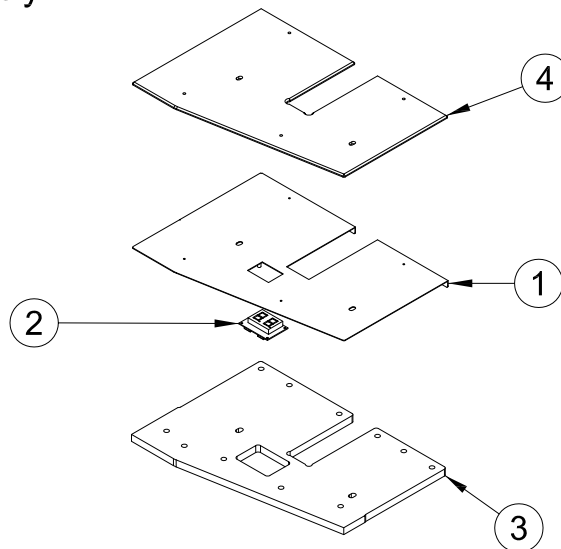
MMAR0ASM042



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MMAR0MET061	1	TICKET OWED PANEL BKT	SPCC-1.2t
2	ATOD0BOA002	1	TICKET OWED FND4	KMFND-055A
3	MMAR0WOO007	1	TICKET OWED BOTTOM PANEL	MDF-15.0t
4	MMAR0S&A013	1	TICKET OWED COVER ACRYL	CLEAR ACRYL-5.0t(투명아크릴)

12-18.CREDIT FND Ass'y

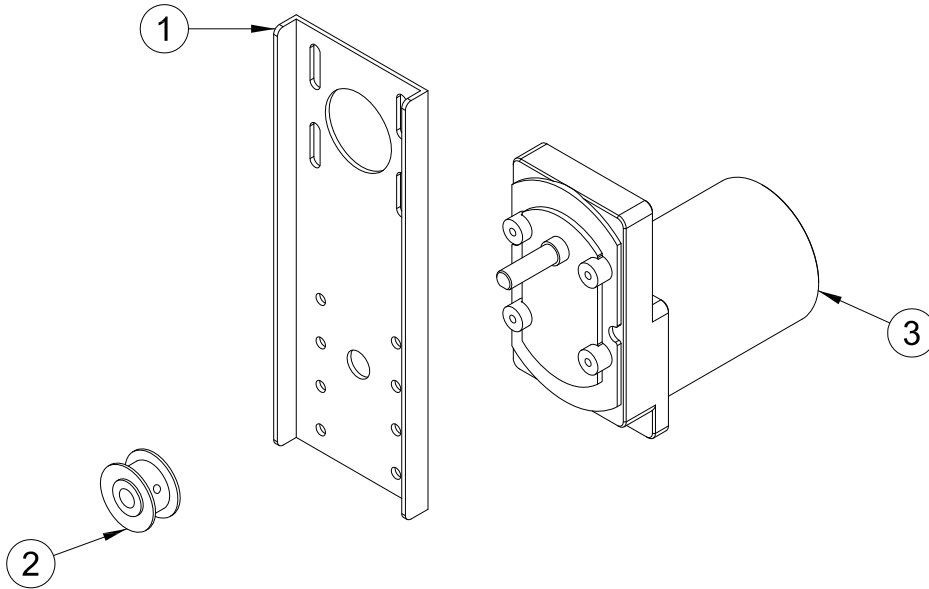
MMAR0ASM018



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MMAR0MET062	1	CREDIT FND PANEL BKT	SPCC-1.2t
2	ACOU0PCB010	1	CREDIT FND	KMCF1017-2A
3	MMAR0WOO008	1	CREDIT FND BOTTOM PANEL	MDF-15.0t
4	MMAR0S&A014	1	CREDIT FND COVER ACRYL	CLEAR ACRYL-5.0t(투명아크릴)

12-19.ELEVATOR MOTOR Ass'y

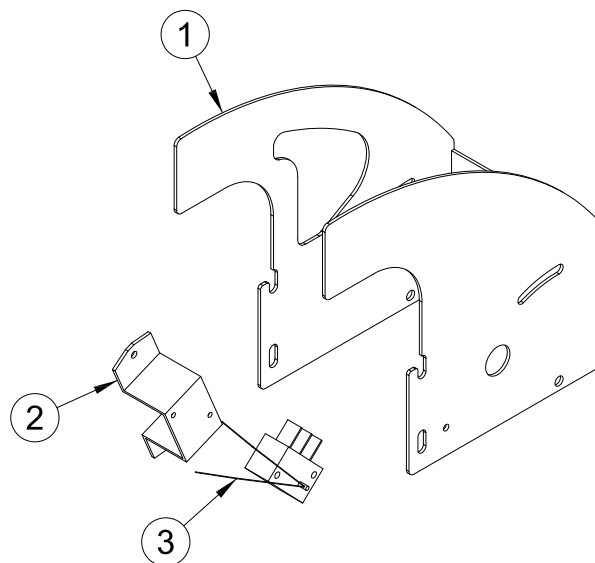
MMAR0ASM021



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MMAR0MET004	1	ELEVATOR MOTOR BRKT	SPCC-2.0t
2	MMAR0PRO016	1	ELEVATOR PULLEY	AL 60
3	MTIM0MOT002	1	KGY SERIES MOTOR (075)	K6DG15N1 (1/75, 40RPM)

12-20.ELEVATOR SW BRKT COVER Ass'y

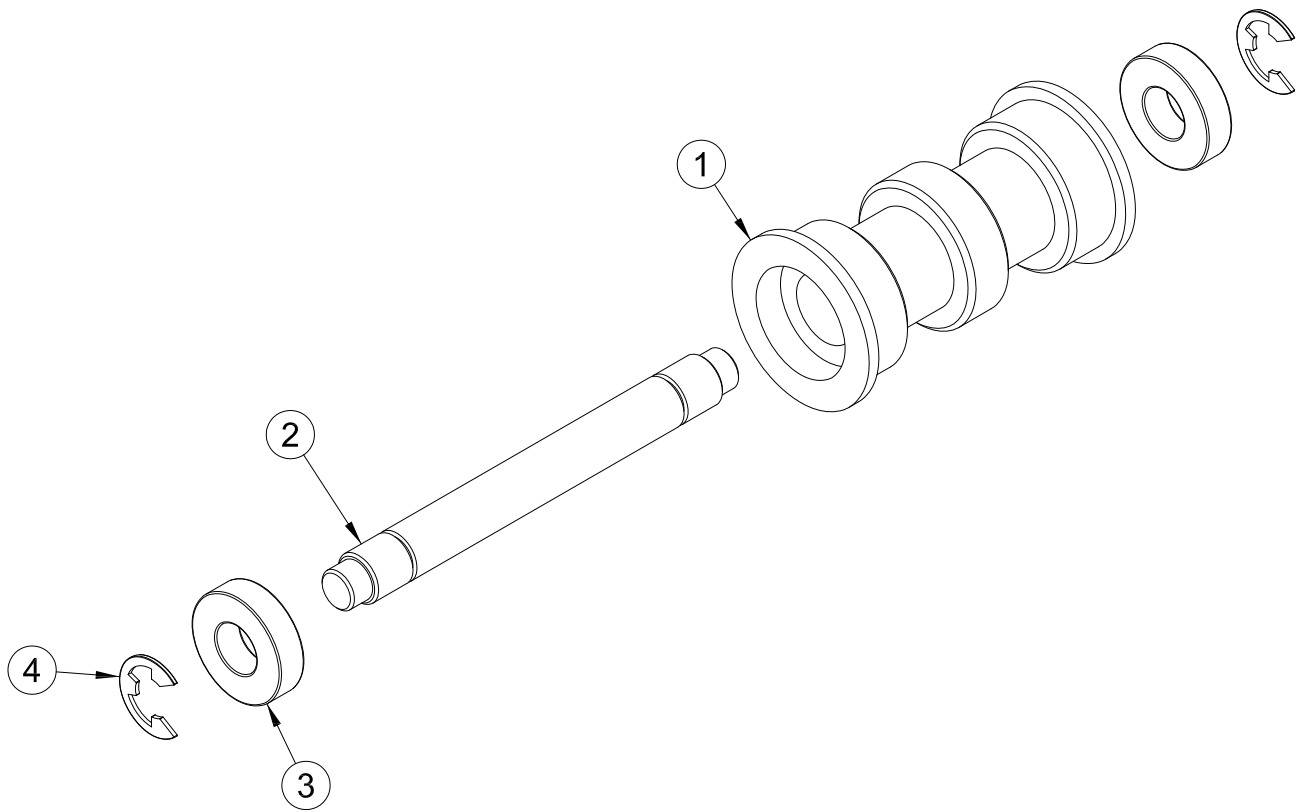
MMAR0ASM022



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MMAR0MET007	1	ELEVATOR SW BRKT COVER	SPCC-1.6t
2	MMAR0MET009	1	ELEVATOR BALL TOUCH SW BRKT	SPCC-1.6t
3	MELE0MIC002	1	MICRO SWITCH (ZIPPY-COIN TYPE)	CNR-05H-03(ZIPPY-COIN TYPE)

12-21.ELEVATOR EL TAIL PULLEY Ass'y

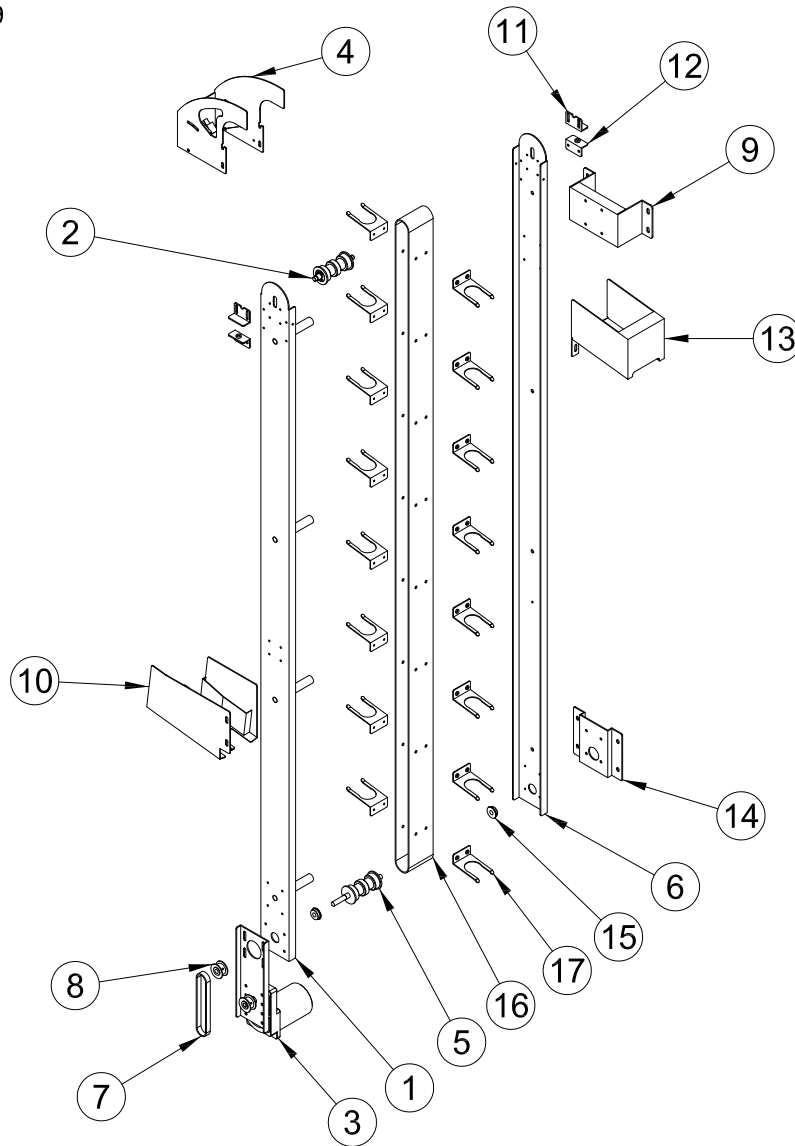
MMAR0ASM020



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MMAR0PRO006	1	ELEVATOR EL TAIL PULLEY	BLACK ACETAL (흑색 아세탈)
2	MMAR0PRO012	1	ELEVATOR TAIL SHAFT	SM45C
3	MZZZ0BEA007	2	BEARING 6900ZZ	6900ZZ
4	-	2	E Type Snapring 8	E8

12-22.ELEVATOR Ass'y

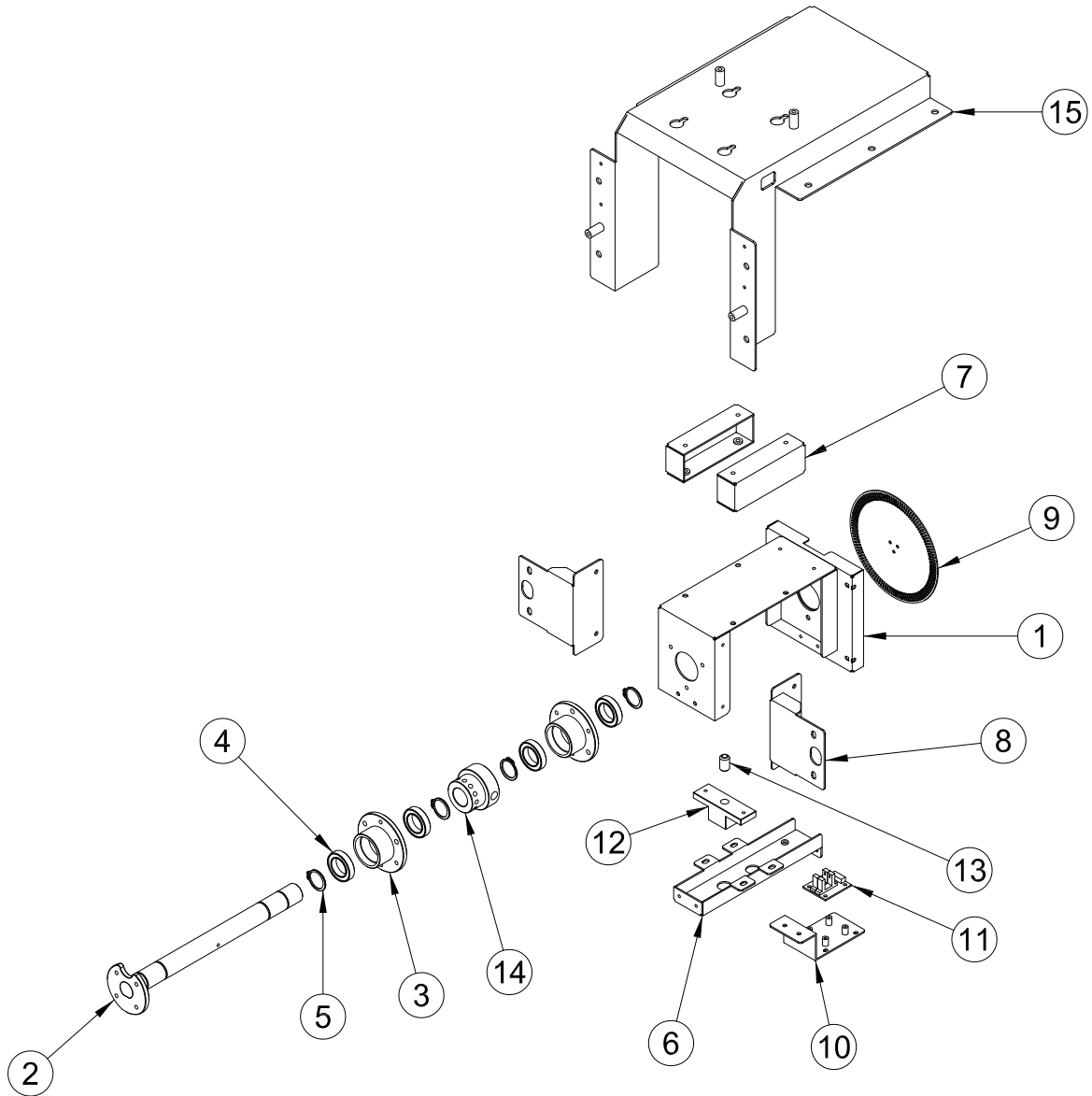
MMAR0ASM019



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MMAR0MET001	1	ELEVATOR EL BODY A WELD ASSY	SPCC-2.0t
2	MMAR0ASM020	1	ELEVATOR EL TAIL PULLEY Ass'y	12-21. (39page)
3	MMAR0ASM021	1	ELEVATOR MOTOR Ass'y	12-19. (38page)
4	MMAR0ASM022	1	ELEVATOR SW BRKT COVER Ass'y	12-20. (38page)
5	MMAR0PRO013	1	ELEVATOR EL HEAD PULLEY	SM45C
6	MMAR0MET002	1	ELEVATOR EL BODY B	SPCC-2.0t
7	MWET0BEL002	1	BELT 037 110XL	110XL037
8	MMAR0PRO016	1	ELEVATOR PULLEY	AL 60
9	MMAR0MET006	1	ELEVATOR HOLD BRKT	SPCC-2.0t
10	MMAR0MET003	1	ELEVATOR RAIL LOWER A	SPCC-1.6t + 1.2t
11	MMAR0MET010	2	ELEVATOR TENSION BRKT A	SPCC-2.0t
12	MMAR0MET011	2	ELEVATOR TENSION BRKT B	SPCC-2.0t
13	MMAR0MET008	1	ELEVATOR SLOOP UPPER	SPCC-1.6t
14	MMAR0MET005	1	ELVATOR ASSY LOWER FIX BRKT A	SPCC-2.0t
15	MTIM0BEA004	2	BEARING F698ZZ	F698ZZ
16	MMAR0BEL001	1	ELEVATOR BELT 1365 15R	BLACK Conveyor Belt
17	MMAR0MET012	16	EELEVATOR BALL MOVE BRKT	SUS304-1.5t FLAT

12-23.HANDLE Ass'y

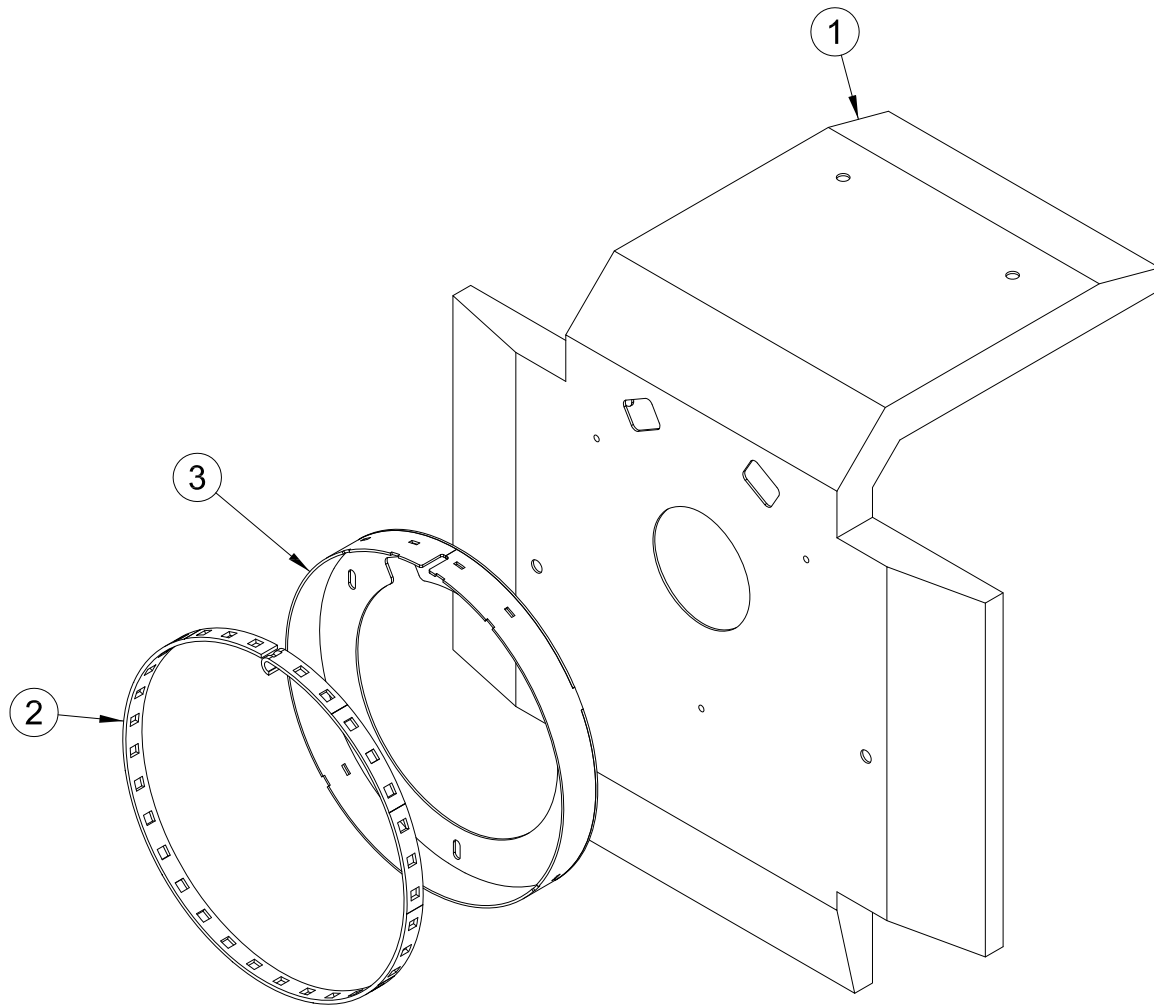
MMAR0ASM025



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MMAR0MET063	1	HANDLE BASE WELD Ass'y	WELD Ass'y (용접품)
2	MMAR0PRO015	1	HANDLE SHAFT WELD Ass'y	WELD Ass'y (용접품)
3	MMAR0PRO014	2	HANDLE SHAFT HOUSING	SS41
4	MZZZ0BEA048	4	BEARING 6804 ZZ	6804 ZZ
5	-	4	Snapping S20	S20
6	MMAR0MET064	1	HANDLE BASE FRONT SUPPORT BRKT	SPCC-1.6t
7	MMAR0MET065	2	HANDLE ASSY TOP FIX BRKT	SPCC-1.6t
8	MMAR0MET067	2	HANDLE FIXED BRKT	SPCC-1.6t
9	MMAR0MET068	1	HANDLE ENCODER BRKT	SPCC-1.2t (레이저 가공)
10	MMAR0MET066	1	HANDLE ENCODER2B SENSOR BRKT	SPCC-1.6t
11	AWOC0BOA011	1	SENSOR PCB B2	KMSEN-1412-065A
12	MMAR0PRO020	1	BALL FLUNGER BLOCK	S41C
13	MZZZ0BEA059	1	BALL FLUNGER M10(BPJ10)	BPJ10, BP10L
14	MMAR0PRO019	1	HANDLE BALL FLUNGER HOUSING	SM45C
15	MMAR0MET071	1	HANDLE ASSY FIX BRKT	SPCC-2.0t

12-24.HANDLE ASSY COVER BKT Ass'y

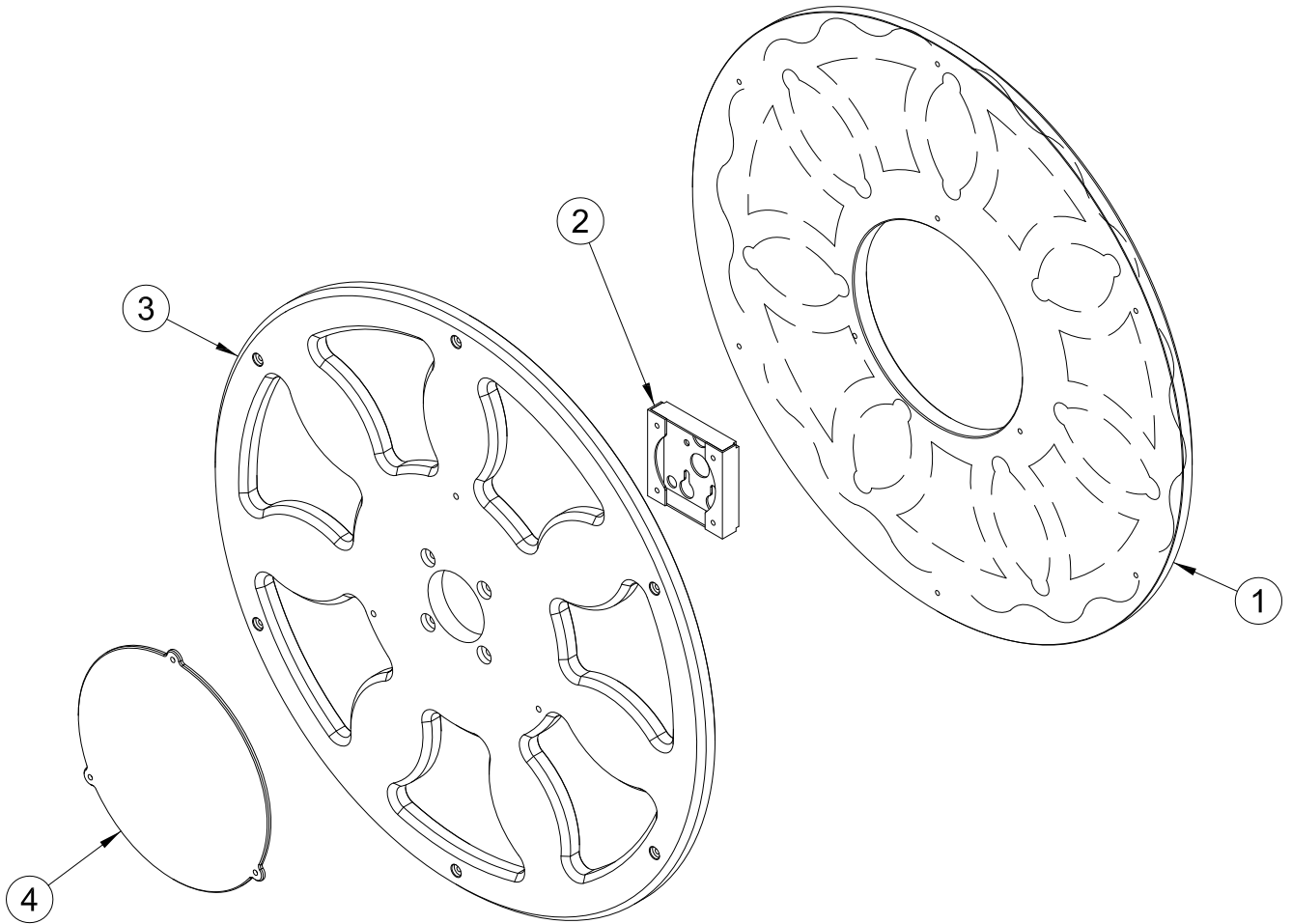
MMAR0ASM026



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MMAR0MET070	1	HANDLE ASSY COVER BRKT A	SPCC-1.2t
2	AMAR0BOA014	1	HANDLE FLEXIBLE LED	547.8-1/1-16.6L-33LED-S
3	MMAR0MET072	1	HANDLE DECO LED FIXED BKT WELD ASSY	WELD Ass'y (용접품)

12-25.HANDLE ACRYL Ass'y

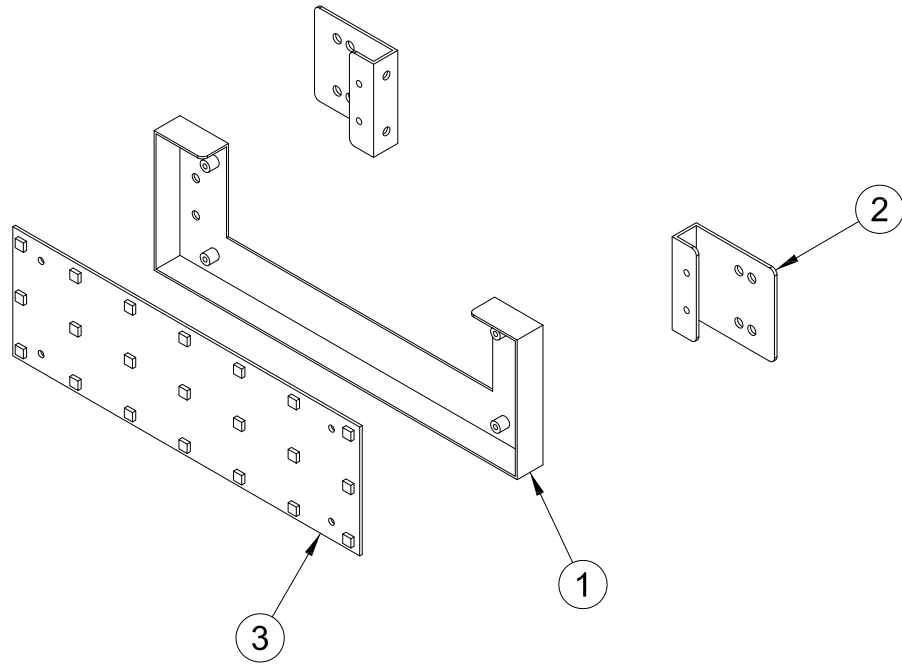
MMAR0ASM024



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MMAR0ACR008	1	HANDLE ACRYL LOWER	CLEAR ACRYL-15.0t(투명아크릴)
2	MMAR0MET069	1	HANDLE TOP ACRYL Ass'y FIXED BRKT	SPCC-1.6
3	MMAR0ACR009	1	HANDLE ACRYL UPPER	CLEAR ACRYL-15.0t(투명아크릴)
4	MMAR0S&A009	1	HANDLE COVER ACRYL	PC-3.0t

12-26.MAZE ZONE LED BOX Ass'y

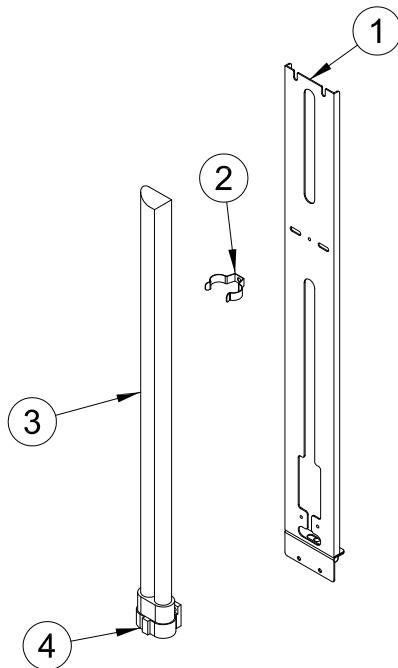
MMAR0ASM037



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MMAR0MET057	1	MAZE LED TOP BRKT	SPCC-1.2t
2	MMAR0MET058	2	MAZE ZONE LED BOX FIX BRKT	SPCC-1.6t
3	AMAR0BOA005	1	MAZE ZONE TOP LED PCB	KMLED-121A

12-27.PL LAMP Ass'y

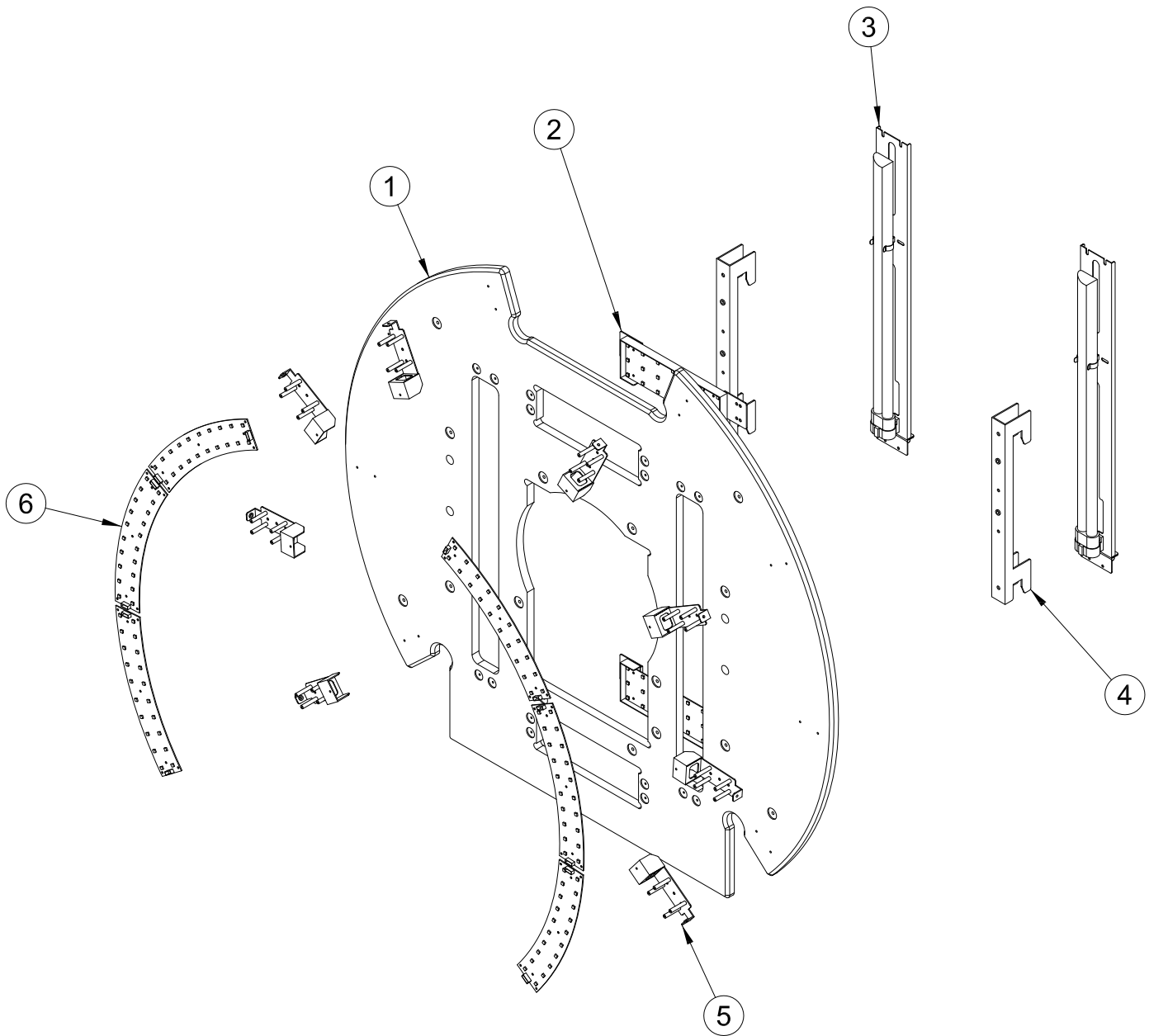
MMAR0ASM039



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MMAR0MET059	1	PL LAMP WELD ASSY	SPCC-1.2t
2	MELE0000012	1	LAMP LOOP	SUS-0.6t
3	MZZZ0000322	1	osram 55w	55W(WHITE)
4	MZZZ0000371	1	PL RECEPTACL(소켓)	"L" TYPE+SUS고리

12-28.M WHEEL MAIN BASE PANEL Ass'y

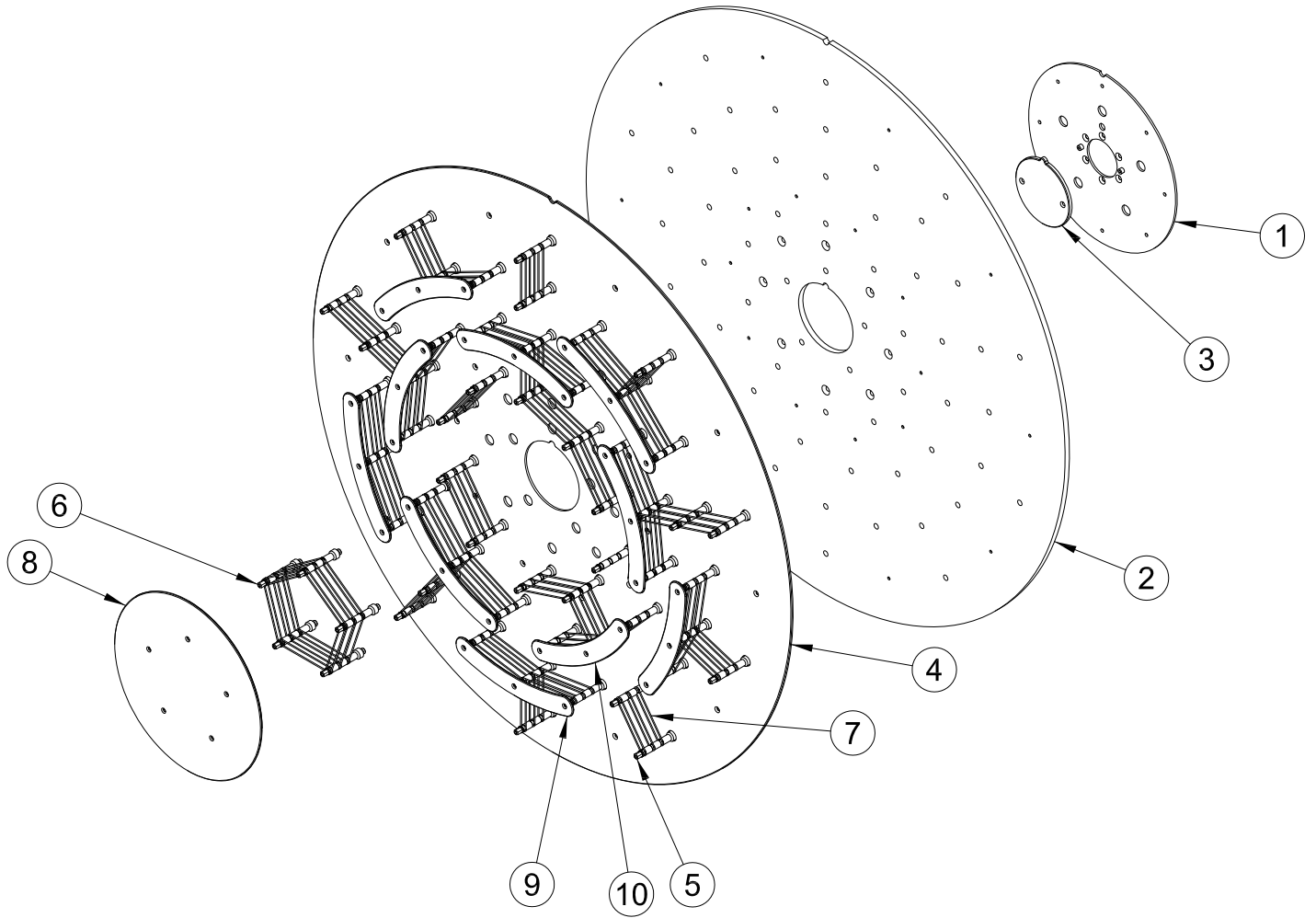
MMAR0ASM029



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MMAR0WOO004	1	M WHEEL MAIN BASE PANEL.par	PW - 15.0t
2	MMAR0ASM037	2	MAZE ZONE LED BOX Ass'y	12-26. (44page)
3	MMAR0ASM039	2	PL LAMP Ass'y	12-27. (44page)
4	MMAR0MET055	2	M WHEEL HANGER BRKT	SPCC-2.0t
5	MMAR0MET060	8	VACCUM FIX BRKT A	SPCC-1.6t
6	AMAR0BOA001	6	WHEEL OUT SIDE LED BOARD	KMFND-111A

12-29.M WHEEL VALUE PANEL Ass'y

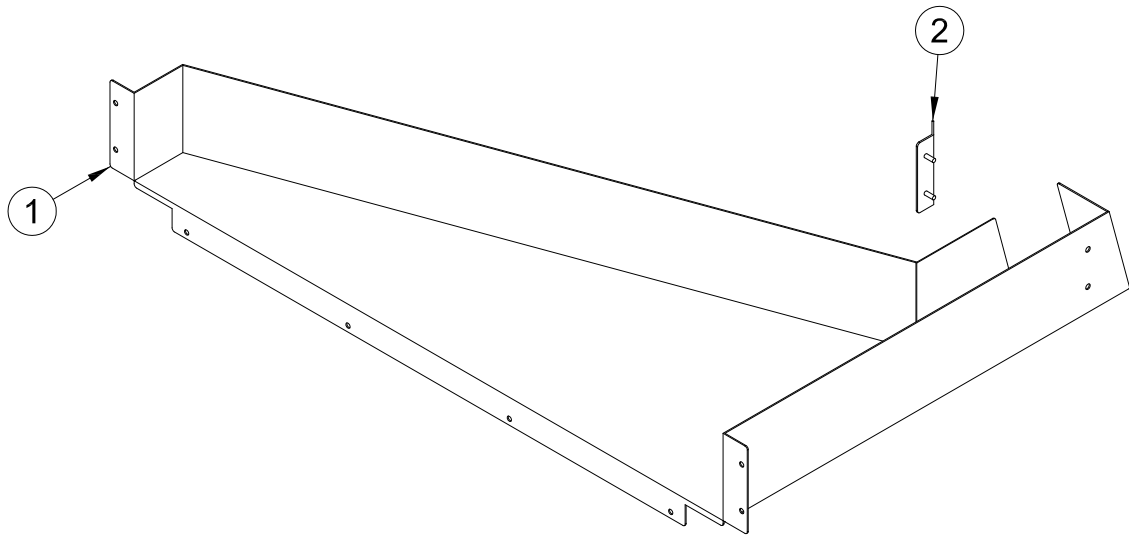
MMAR0ASM033



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MMAR0MET056	1	M WHEEL MAIN PLATE	SPCC-3.0t
2	MMAR0ACR005	1	M WHEEL MAIN ACRYL	CLEAR ACRYL-8.0t(압출 투명아크릴)INSERT 20EA
3	MMAR0S&A012	1	M WHEEL CENTER ACRYL B	CLEAR ACRYL-5.0t(투명아크릴)
4	MMAR0S&A007	1	M WHEEL MAIN SHEET ACRYL	PC-3.0t
5	MMAR0PRO001	54	M WHEEL STOP PIN A	AL 60(알루미늄)
6	MMAR0PRO003	5	M WHEEL STOP PIN B	AL 60(알루미늄)
7	MZZZ0RUB008	132	RUBBER BAND No.30	SILICONE No.30 (41.0X1.78mm)
8	MMAR0ACR002	1	M WHEEL CENTER ACRYL A	PC-3.0t
9	MMAR0ACR003	5	M WHEEL BALL GUIDE ACRYL	PC-3.0t
10	MMAR0ACR004	5	M WHEEL BALL GUIDE ACRYL-A	PC-3.0t

12-30.BALL GUIDE BOX B Ass'y

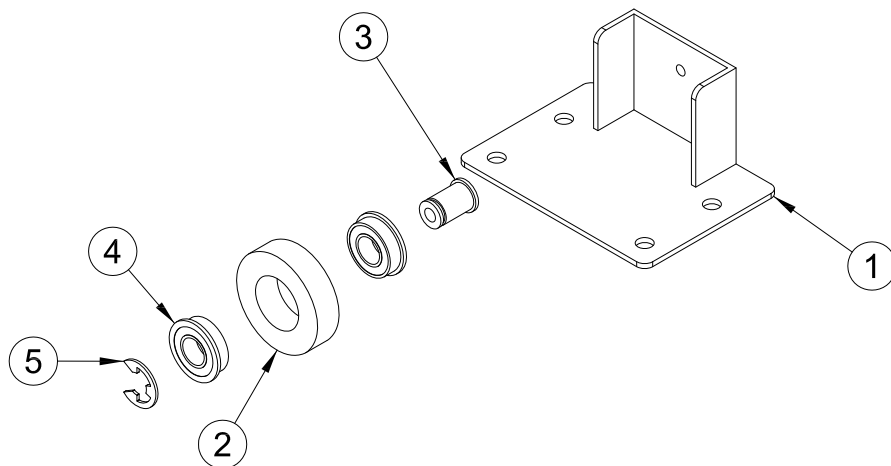
MMAR0ASM005



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MMAR0MET095	1	BALL GUIDE BOX B	SPCC-1.2t
2	MMAR0MET096	1	BALL GUIDE INNER BRKT	SPCC-1.2t

12-31.M WHEEL ROLLER Ass'y

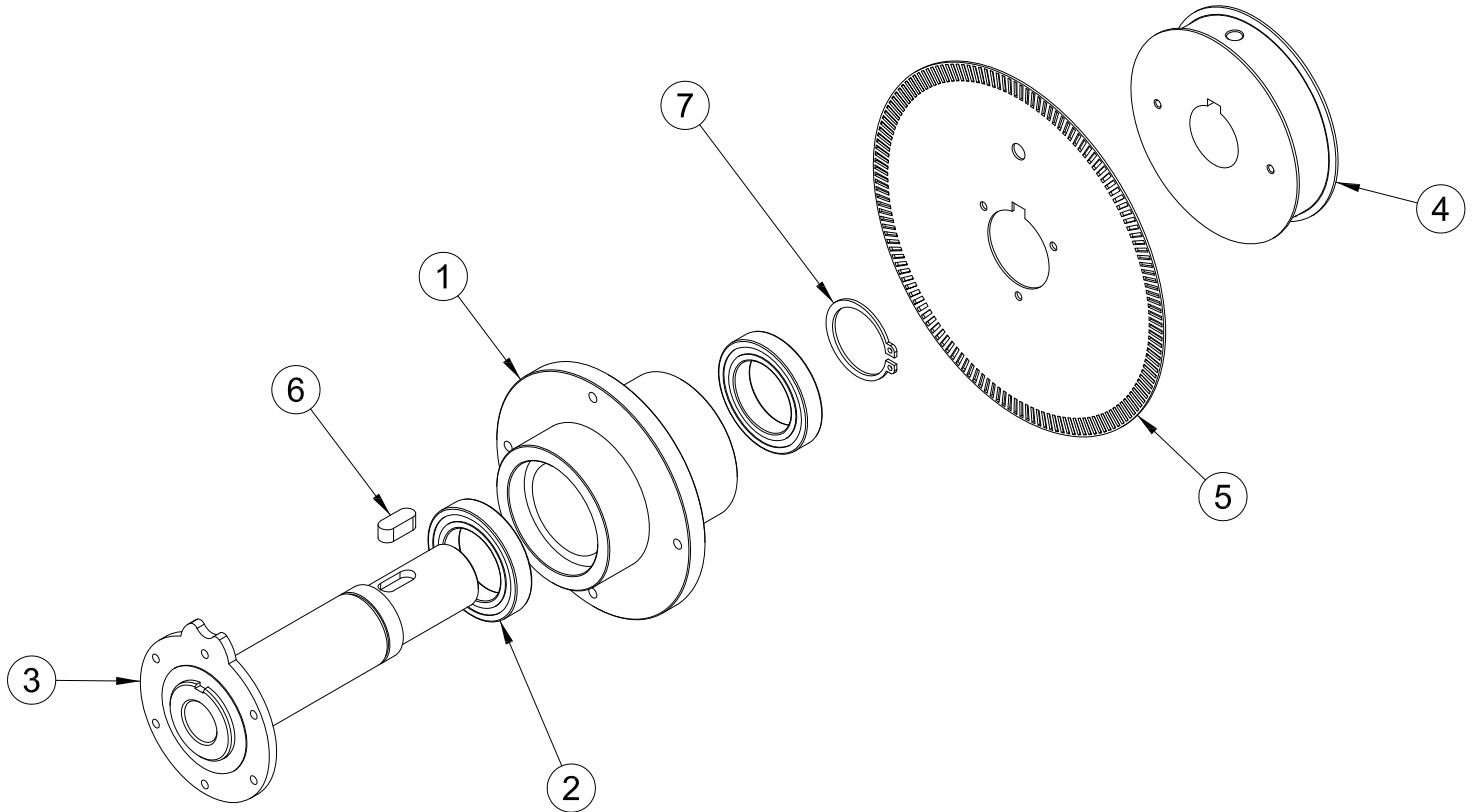
MMAR0ASM032



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MMAR0MET054	1	M WHEEL ROLLER BRKT	SPCC-1.6t
2	MMAR0PRO005	1	M WHEEL UR ROLLER	URETHANE (우래탄)
3	MMAR0PRO004	1	M WHEEL ROLLER SHAFT	BRASS (황동)
4	MZZZ0BEA055	2	BEARING(F688ZZ)	F688ZZ
5	-	1	E Type Snpring 7	E7

12-31.M WHEEL MAIN SHAFT PULLEY Ass'y

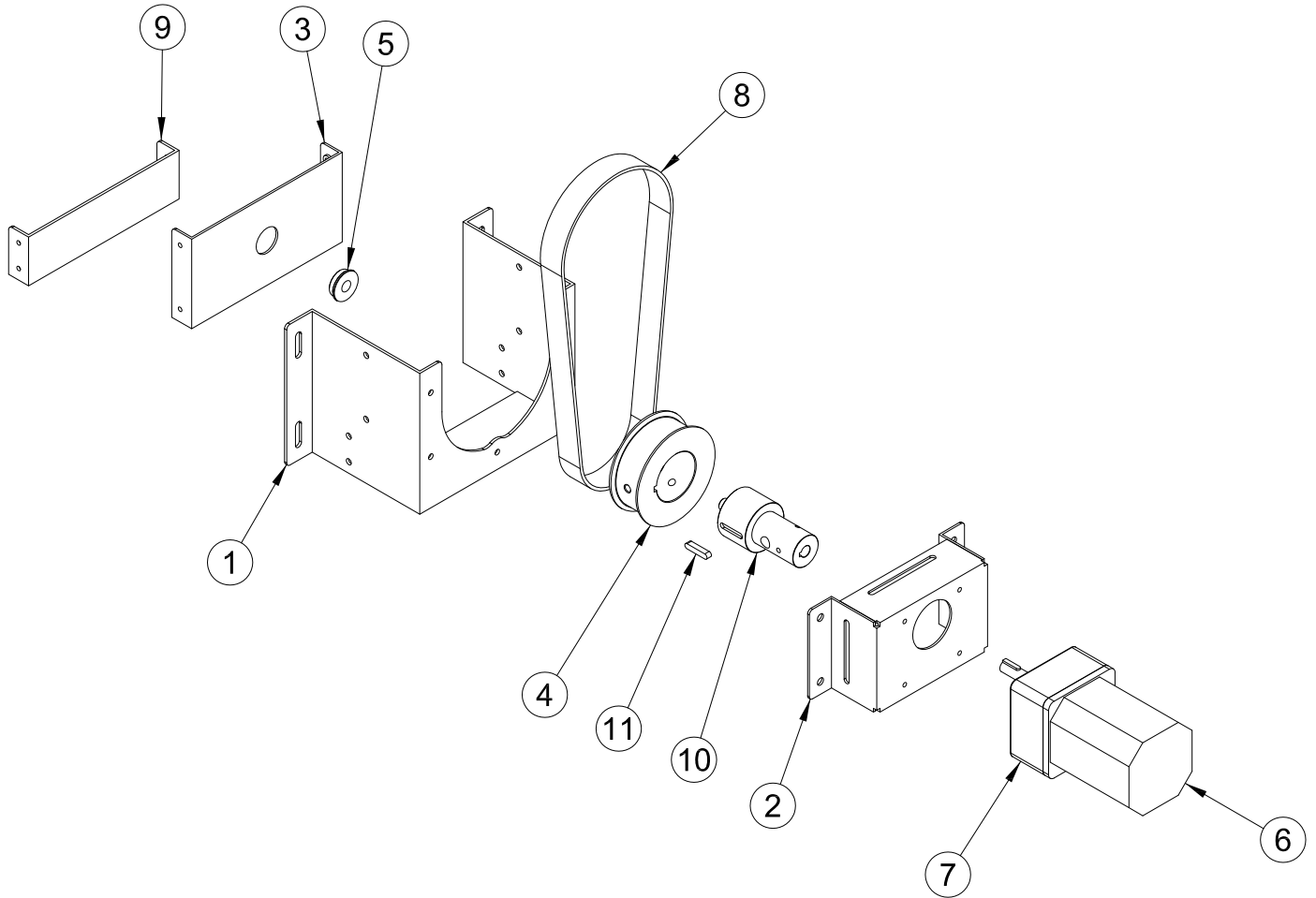
MMAR0ASM030



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MMAR0PRO009	1	BEARING HOUSING	SM45C
2	MZZZ0BEA062	2	BEARING 6907	6907 ZZ
3	MMAR0PRO011	1	M WHEEL ROTATE SHAFT WELD	WELD Ass'y(용접품)
4	MMAR0PRO018	1	M WHEEL MAIN PULLEY	AL 60
5	MMAR0MET045	1	ENCODER SENSOR BRKT 50A	SPCC-1.2t (레이저 가공)
6	MMAR0PRO008	1	M WHEEL MAIN KEY	SM45C (8X7X20L)
7	-	1	Snapping S35 (SHAFT TYPE)	S35

12-32.M WHEEL ELEC CLUTCH Ass'y

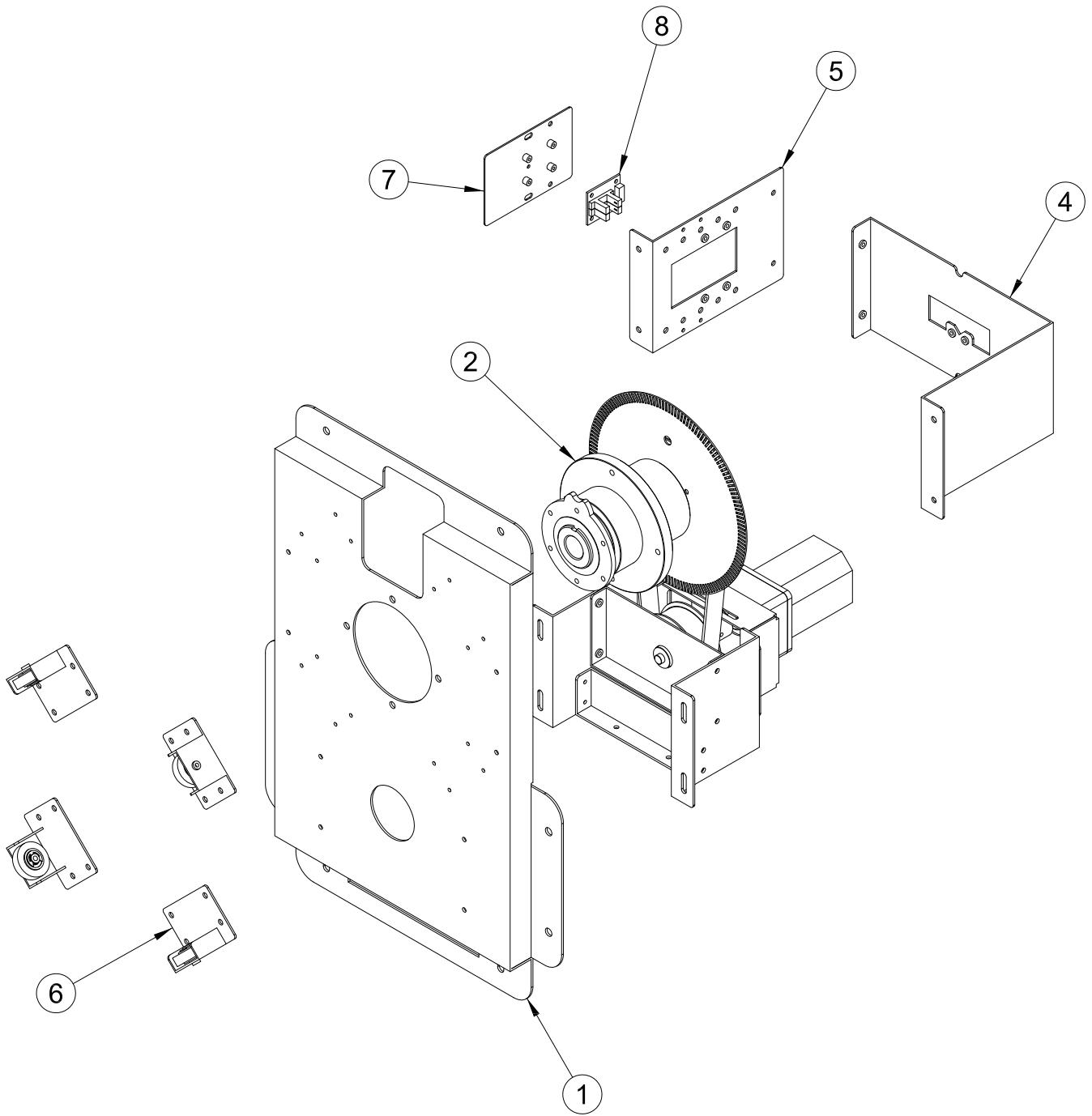
MMAR0ASM028



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MMAR0MET050	1	M WHEEL ELEC CLUCH BRKT A	SPCC-2.0t
2	MMAR0MET051	1	WHEEL ELEC CLUCH BRKT B	SPCC-1.6t
3	MMAR0MET052	1	M WHEEL ELEC CLUCH BRKT C	SPCC-1.6t
4	MMAR0PRO017	1	M WHEEL SUB MOTOR PULLEY	AL 60 (ALUMINUM)
5	MTIM0BEA004	1	BEARING F698ZZ	F698ZZ
6	MSTB0000015	1	MOTOR K6DG15N1 (DC12V-15W)	MOTOR KGE K6DG15N1 (DC12V-15W)
7	MZZZ0MOS011	1	GEAR HEAD-K6G150C-01S (K6G-1:150)	K6G150C-01S KEY3mm
8	MZZZ0BEL011	1	TIMING BELT 225L	L225(MBL)
9	MMAR0MET053	1	M WHEEL TENTION BRKT A	SPCC- 2.0t
10	MMAR0PRO010	1	M WHEEL ELEC CLUCH SHAFT B	SM45C
11	MMAR0PRO007	1	M WHEEL ELEC CLUCH SHAFT KEY	SM45C (4X4X20L)

12-33.M WHEEL MOTOR Ass'y

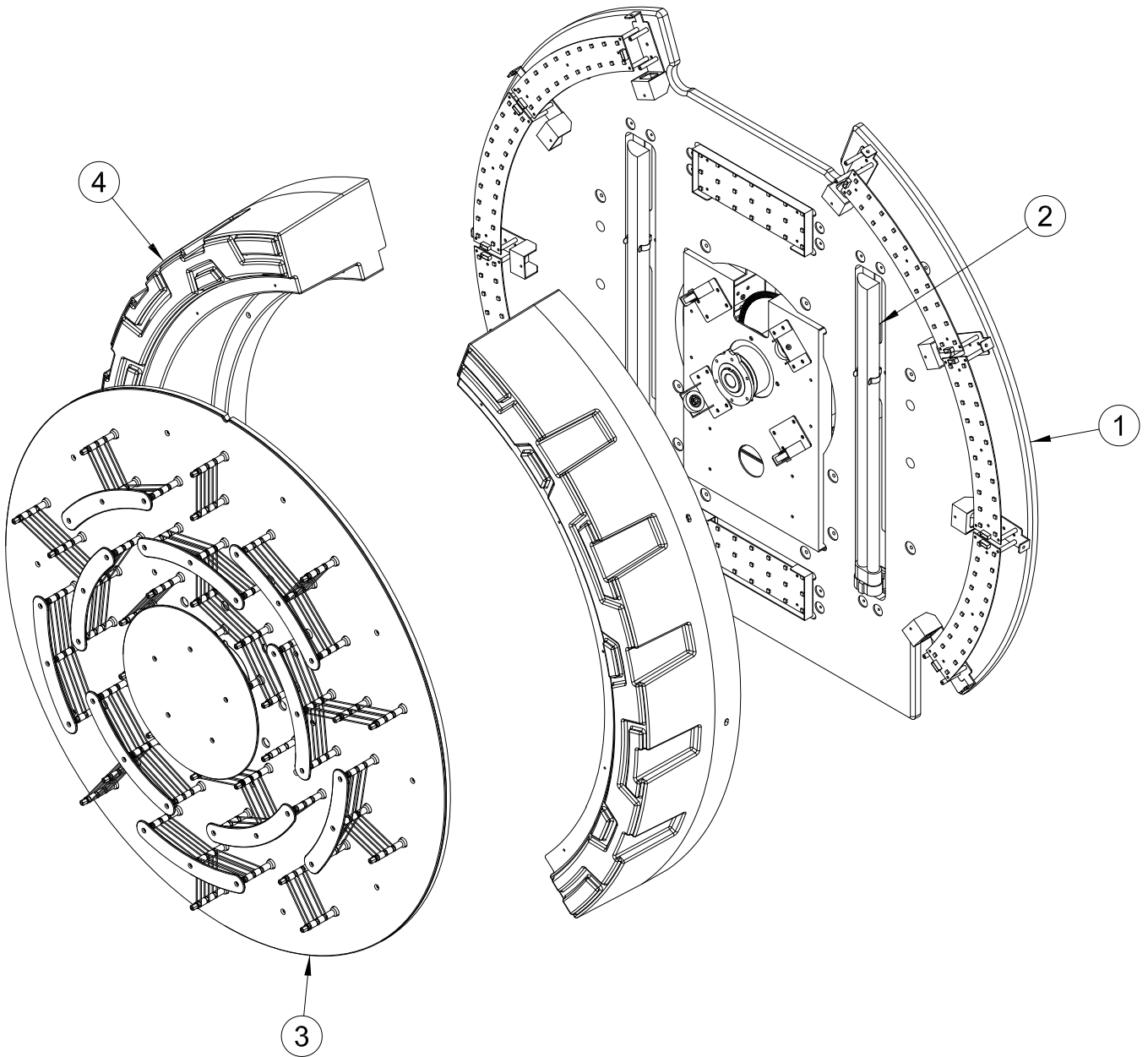
MMAR0ASM031



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MMAR0MET046	1	M WHEEL MOTOR BRKT A	SPCC-2.0t
2	MMAR0ASM030	1	M WHEEL MAIN SHAFT PULLEY Ass'y	12-32. (48page)
3*	MMAR0ASM028	1	M WHEEL ELEC CLUTCH Ass'y	12-33. (49page)
4	MMAR0MET047	1	M WHEEL MOTOR BRKT C	SPCC-1.6t
5	MMAR0MET048	1	M WHEEL SENSOR BRKT	SPCC-1.6t
6	MMAR0ASM032	4	M WHEEL ROLLER Ass'y	12-31. (47page)
7	MMAR0MET049	1	SENSOR PCB FIX BRKT	SPCC-1.2t
8	AWOC0BOA011	1	SENSOR PCB B2	KMSEN-1412-065A

12-34.M WHEEL Ass'y

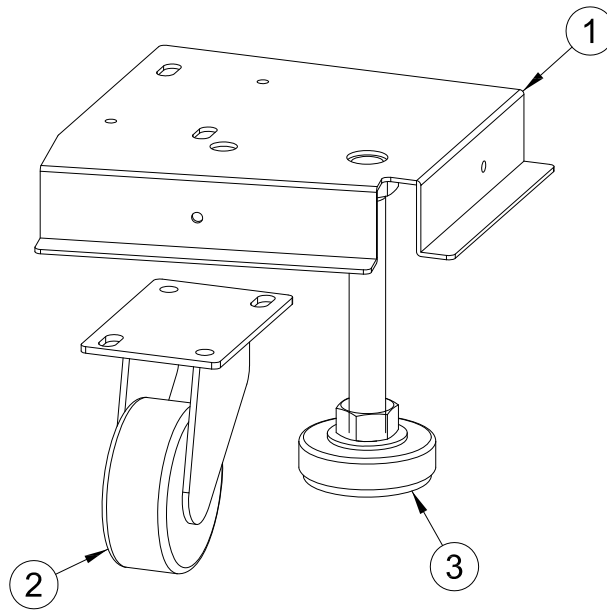
MMAR0ASM027



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MMAR0ASM029	1	M WHEEL MAIN BASE PANEL Ass'y	12-28. (45page)
2	MMAR0ASM031	1	M WHEEL MOTOR Ass'y	12-34. (50page)
3	MMAR0ASM033	1	M WHEEL VALUE PANEL Ass'y	12-29. (46page)
4	MMAR0MOL001	2	WHEEL MAIN VACCUM COVER D	WHITE LIGHT PC-4.5t (광학산 PC)

12-35.CASTER Ass'y (FRONT)

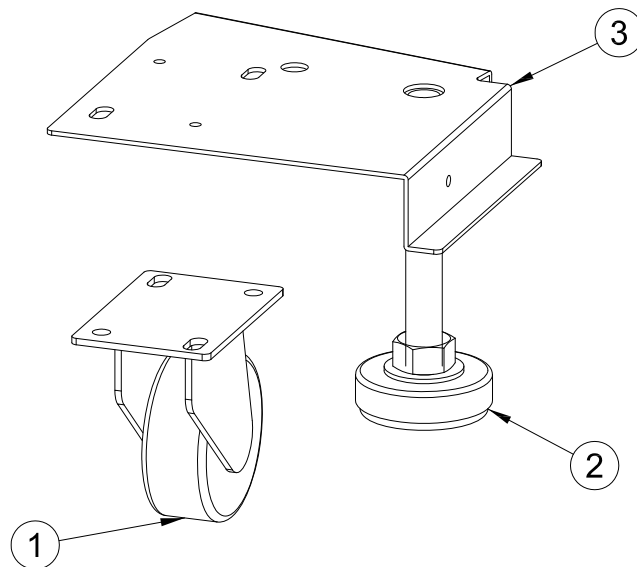
MMAR0ASM016



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MMAR0WOO019	1	CASTER BKT WELD Ass'y (FRONT)	WELD PARTS
2	MZZZ0CAS010	1	CASTER	3inch
3	MZZZ0ADJ001	1	ADJUSTER (PV-100-60)	(PV-100-60)

12-36.CASTER Ass'y (FRONT)_mir

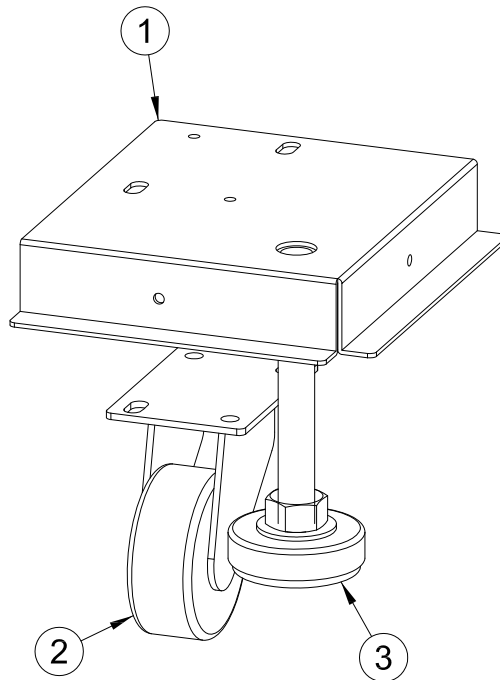
MMAR0ASM017



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MZZZ0CAS010	1	CASTER	3inch
2	MZZZ0ADJ001	1	ADJUSTER (PV-100-60)	(PV-100-60)
3	MMAR0WOO020	1	CASTER BKT WELD Ass'y (FRONT)_mir	WELD PARTS

12-37.CASTER Ass'y (BACK)

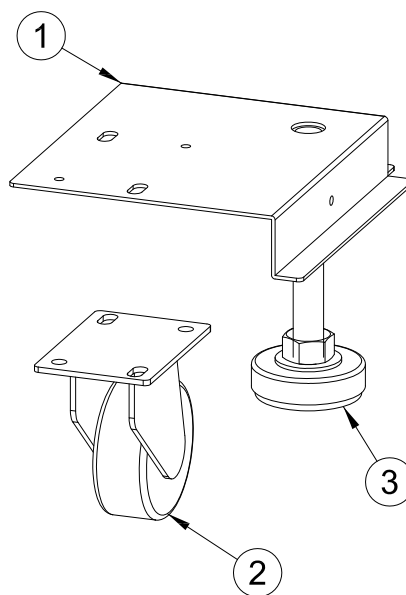
MMAR0ASM014



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MMAR0WOO021	1	CASTER BKT WELD Ass'y (BACK	WELD PARTS
2	MZZZ0CAS010	1	CASTER	3inch
3	MZZZ0ADJ001	1	ADJUSTER (PV-100-60)	(PV-100-60)

12-38.CASTER Ass'y (BACK)_mir

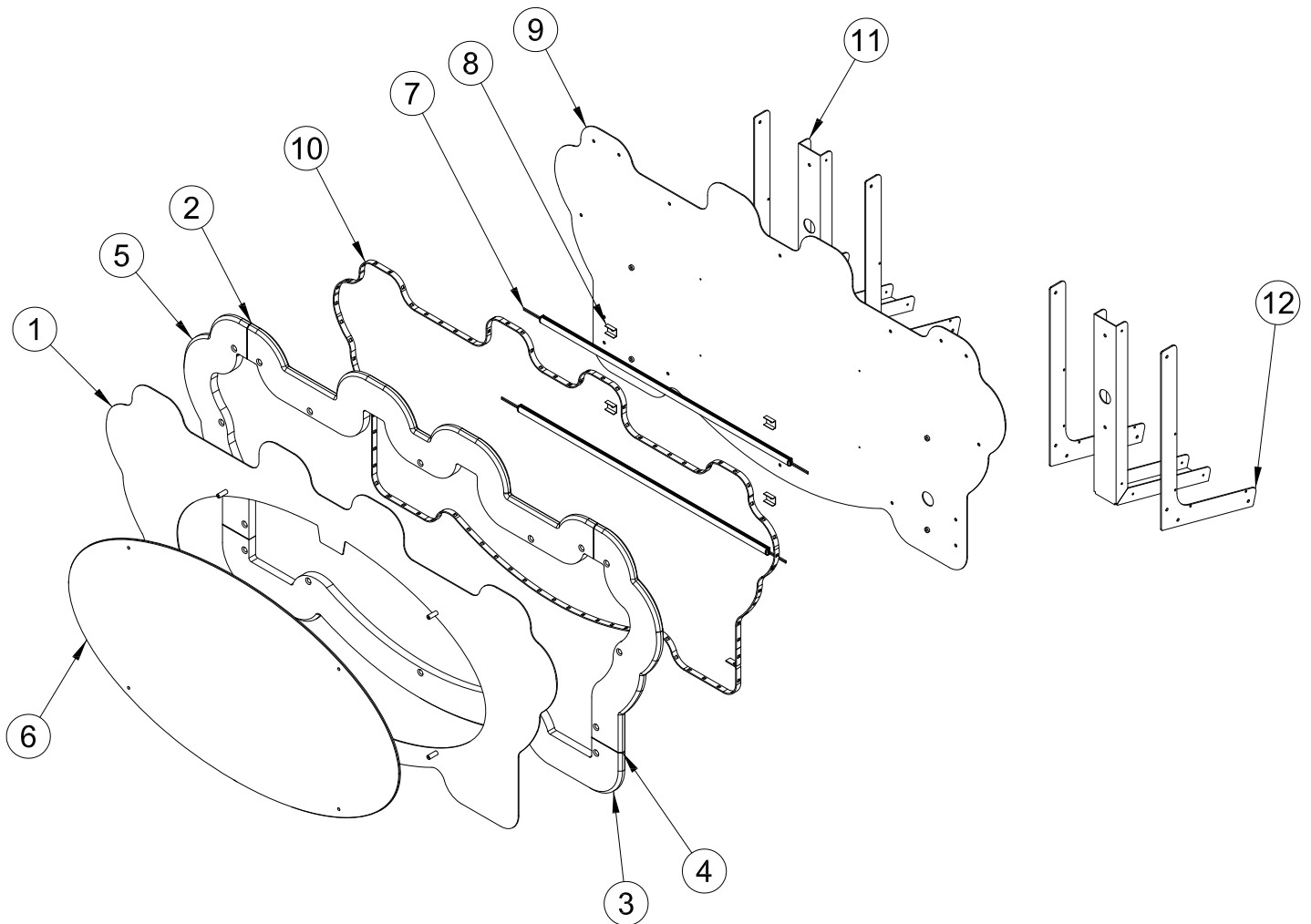
MMAR0ASM015



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MMAR0WOO022	1	CASTER BKT WELD Ass'y (BACK)_mir	WELD PARTS
2	MZZZ0CAS010	1	CASTER	3inch
3	MZZZ0ADJ001	1	ADJUSTER (PV-100-60)	(PV-100-60)

12-40.TOP BILLBOARD Ass'y

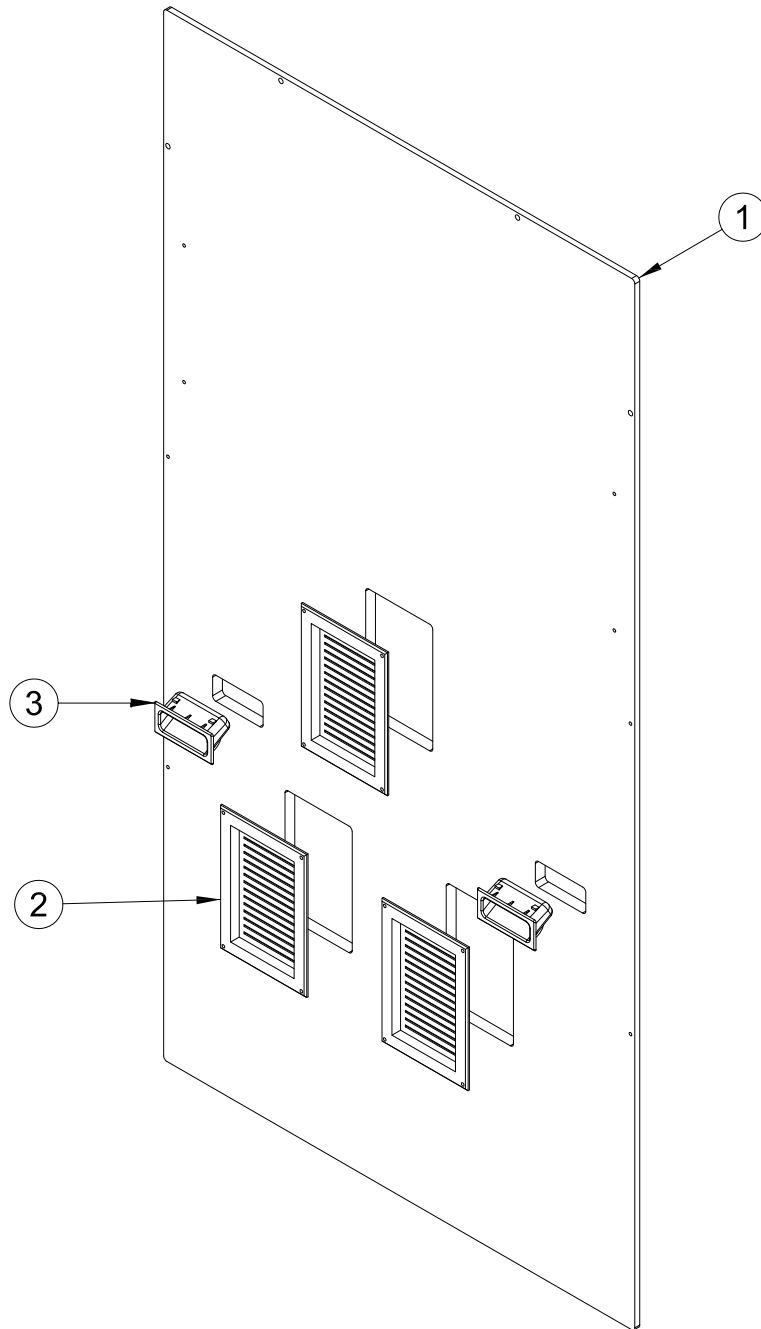
MMAR0ASM043



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MMAR0MET028	1	TOP BILLBOARD FRONT BKT	SPCC-1.6t
2	MMAR0ACR016	1	TOP BILLBOARD LIGHT ACRYL-A	WHITE LIGHT ACRYL-15.0t (백색스리)
3	MMAR0ACR019	1	TOP BILLBOARD LIGHT ACRYL-C	WHITE LIGHT ACRYL-15.0t (백색스리)
4	MMAR0ACR017	1	TOP BILLBOARD LIGHT ACRYL-B	WHITE LIGHT ACRYL-15.0t (백색스리)
5	MMAR0ACR018	1	TOP BILLBOARD LIGHT ACRYL-B_mir	WHITE LIGHT ACRYL-15.0t (백색스리)
6	MMAR0S&A010	1	TOP BILLBOARD FRONT ACRYL	PC-3.0t
7	MMAR0LSB001	2	LED STICK BAR CW970 SMP250 02 (564L)	WHITE COLOR LED (564mm)
8	MSWI0LSB002	4	LED STICK BAR BRKT 12MM	12MM
9	MMAR0MET029	1	TOP BILLBOARD BACK BKT	SPCC-1.6t
10	AMAR0BOA013	1	TOP BILLBOARD FLEXIBLE LED	2888.4-1/1-33.2L-87LED-S
11	MMAR0MET030	2	TOP BILLBOARD ASSY FIXED BKT	SPCC-1.6t
12	MMAR0MET031	4	TOP BILLBOARD ASSY FIXED SUPPORT BKT	SPCC-2.0t

12-40.BACK DOOR Ass'y

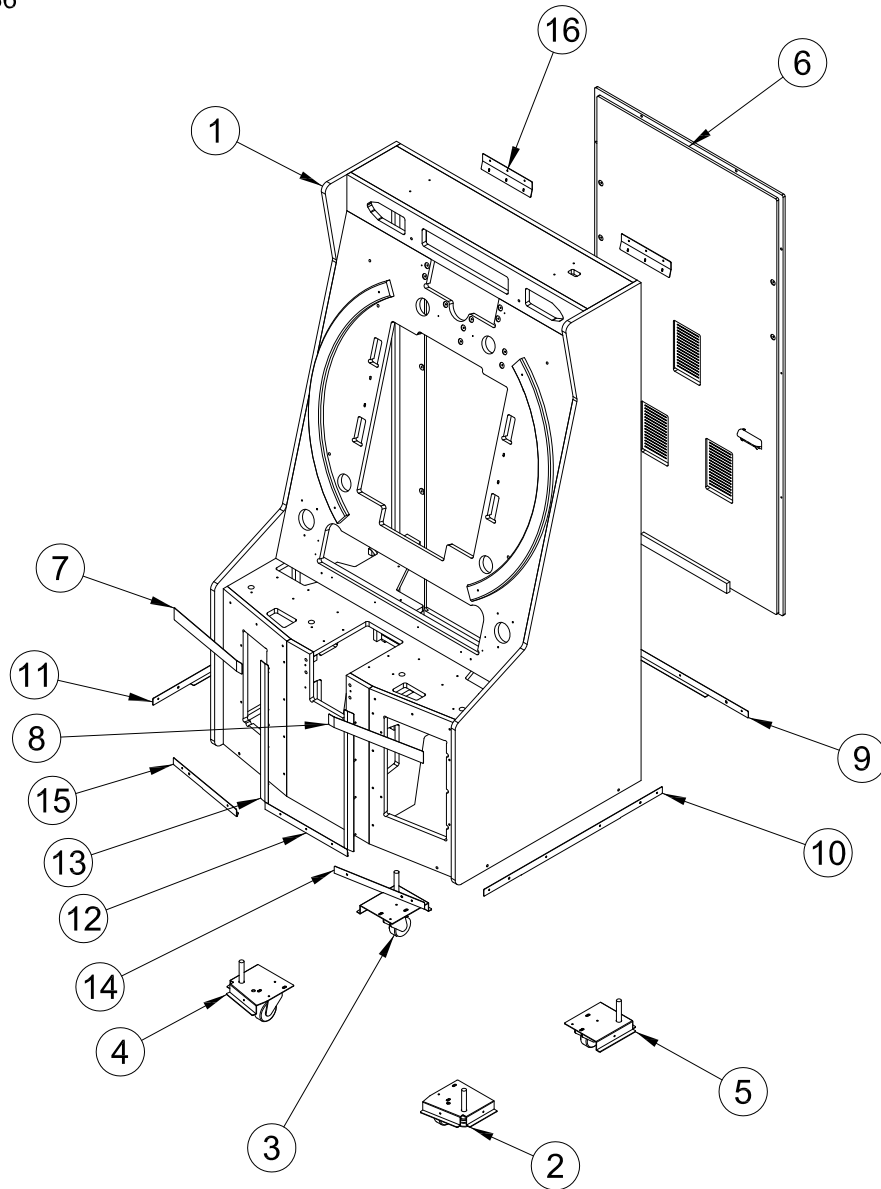
MMAR0ASM002



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MMAR0WOO002	1	BACK DOOR PANEL	MDF - 18.0t
2	MSBCOWOO015	3	AIRBENT PLASTIC	ABS
3	MSBC0WOO014	2	PLASTIC DRAWER PULLS	BLACK PLASTIC

12-42.MAZE RUNNER WOOD METAL Ass'y

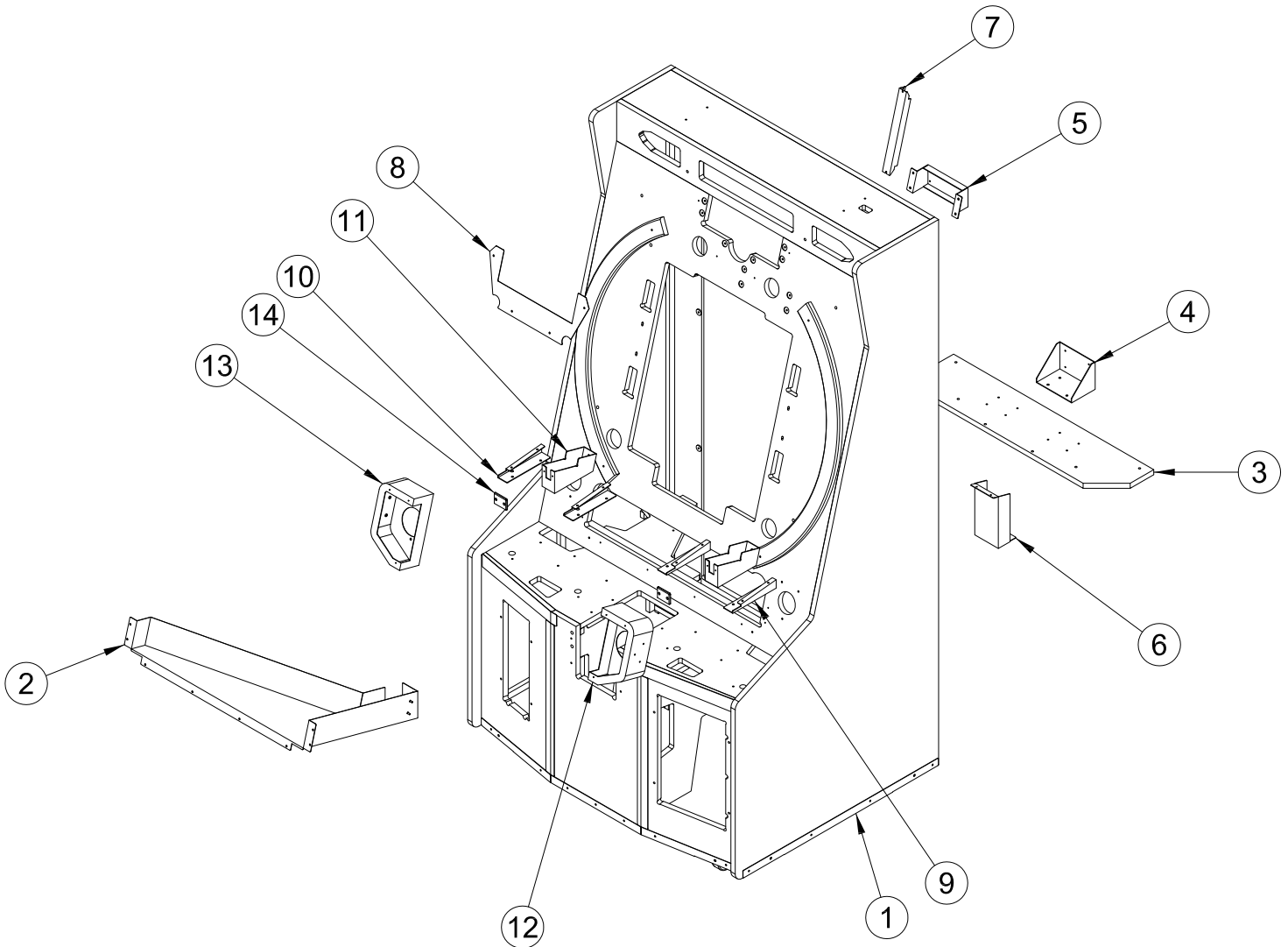
MMAR0ASM036



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MMAR0WOO001	1	MAIN CABINET ASSY	ASSEMBLE (조립품)
2	MMAR0ASM016	1	CASTER Ass'y (FRONT)	12-36. (52page)
3	MMAR0ASM014	1	CASTER Ass'y (BACK)	12-38. (53page)
4	MMAR0ASM017	1	CASTER Ass'y (FRONT)_mir	12-37. (52page)
5	MMAR0ASM015	1	CASTER Ass'y (BACK)_mir	12-39. (53page)
6	MMAR0ASM002	1	BACK DOOR Ass'y	12-41. (55page)
7	MMAR0WOO010	1	FRONT SIDE TOP BENDING	SPCC-1.2t
8	MMAR0WOO011	1	FRONT SIDE TOP BENDING_mir	SPCC-1.2t
9	MMAR0WOO018	1	BACK BENDING	SPCC-1.2t
10	MMAR0WOO013	1	SIDE BENDING	SPCC-1.2t
11	MMAR0WOO014	1	SIDE BENDING_mir	SPCC-1.2t
12	MMAR0WOO015	1	FRONT BENDING	SPCC-1.2t
13	MMAR0WOO012	2	FRONT SIDE UP BENDING	SPCC-1.2t
14	MMAR0WOO016	1	FRONT SIDE BENDING	SPCC-1.2t
15	MMAR0WOO017	1	FRONT SIDE BENDING_mir	SPCC-1.2t
16	MMAR0WOO009	2	MAIN CABINET INNER PLATE	SPCC-1.6t

12-43-1.ASSEMBLING MAZE ESCAPE ALL FIX Ass'y

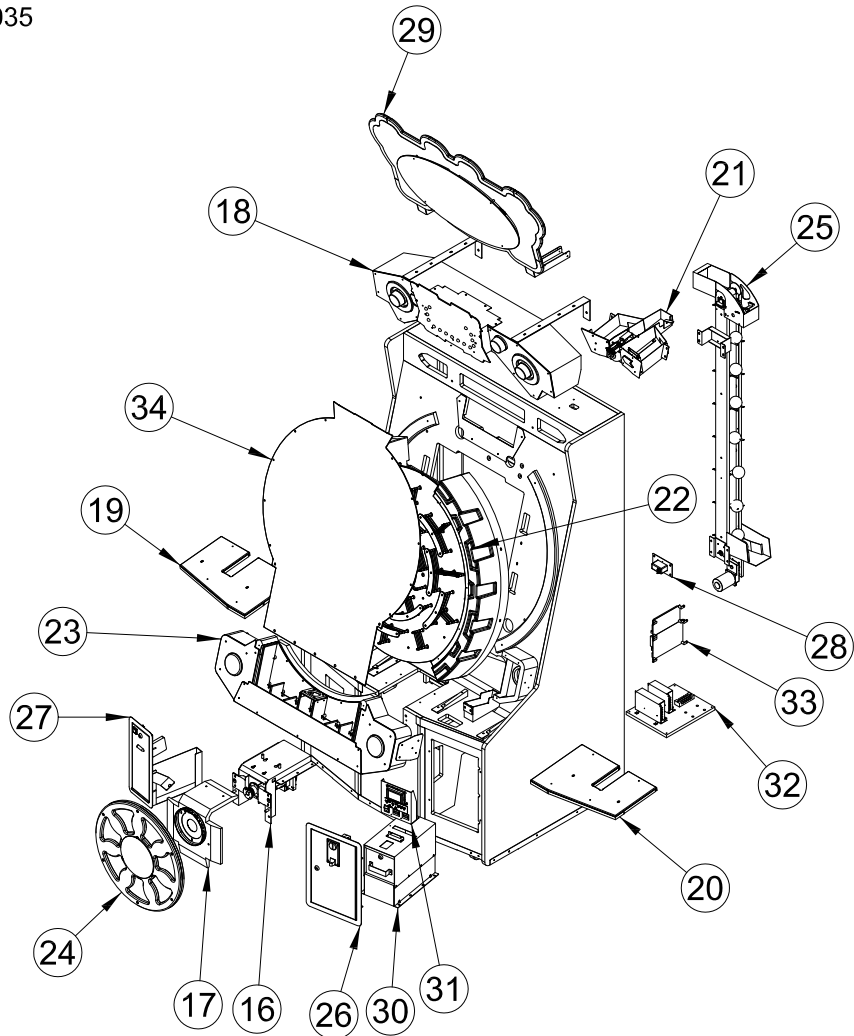
MMAR0ASM035



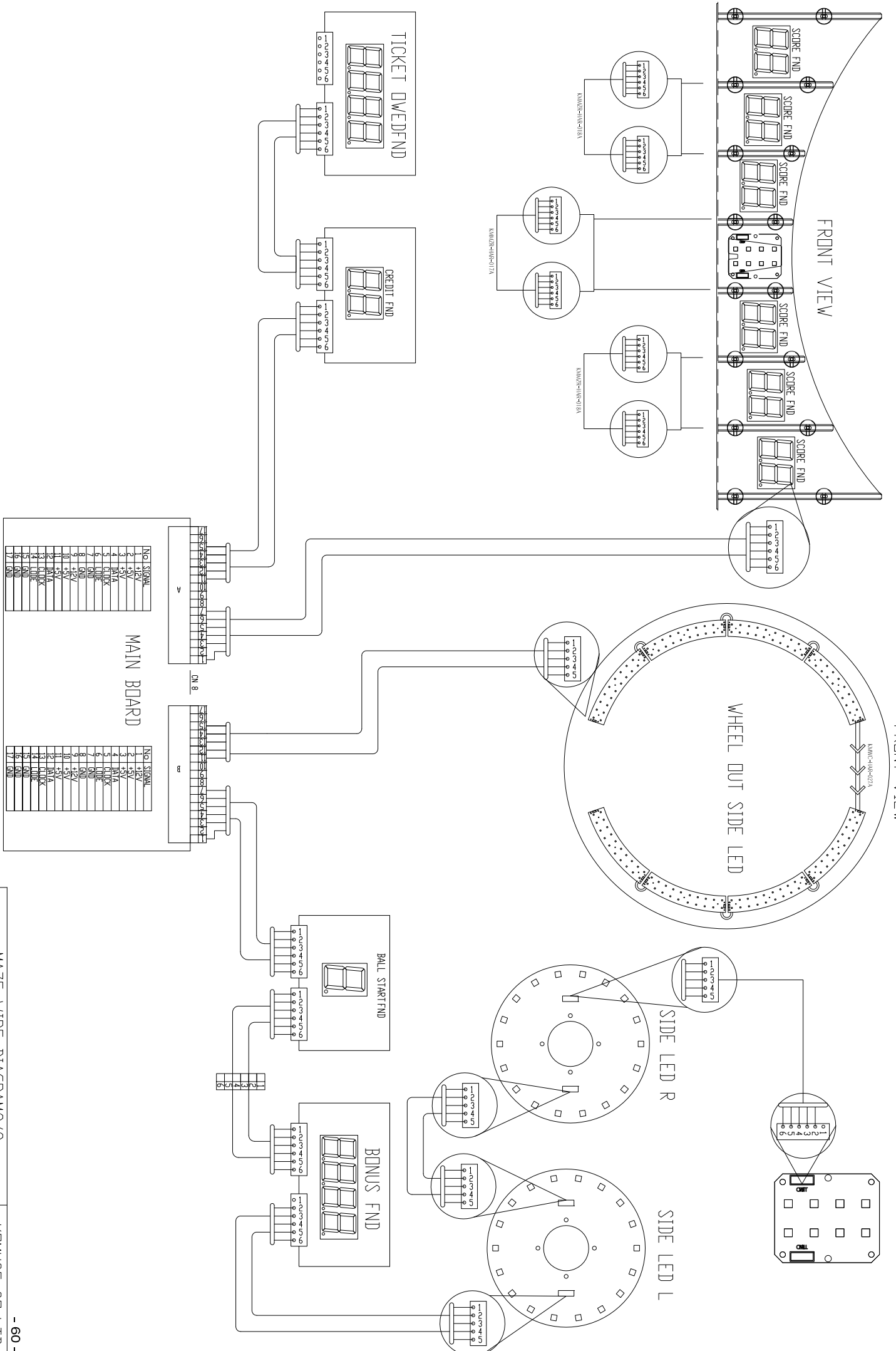
NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MMAR0ASM036	1	MAZE RUNNER WOOD METAL Ass'y	12-42. (56page)
2	MMAR0ASM005	1	BALL GUIDE BOX B Ass'y	12-30. (47page)
3	MMAR0WOO005	1	ELEVATOR ASSY FIX BOTTOM PANEL	PW - 18.0t
4	MMAR0MET089	1	ELEVATOR FIX BRKT A	SPCC-2.0t
5	MMAR0MET091	1	ELEVATOR FIX BRKT B	SPCC-2.0t
6	MMAR0MET088	1	BALL GUIDE BOX B FIX BRKT	SPCC-1.6t
7	MELE0BAL015	1	ELECTRONIC BALLAST (FULHAM)	FULHAM WH5-120L 120V 120W
	MELE0BAL017		ELECTRONIC BALLAST (UIB)	UIB-E254-58P 220~240V 2등용
8	MMAR0MET094	1	M WHEEL BLACK PLATE COVER	SPCC-1.2t
9	MMAR0MET092	2	BUTTON PANEL INNER FIX BRKT A	SPCC-2.0t
10	MMAR0MET093	2	BUTTON PANEL INNER FIX BRKT A_mir	SPCC-2.0t
11	MMAR0MET097	2	BONUS TARGET BOTTOM PROP BRKT	SPCC-2.0t
12	MMAR0MET016	1	BONUS TARGET SIDE REAR BOX_mir	SPCC-1.6t
13	MMAR0MET015	1	BONUS TARGET SIDE REAR BOX	SPCC-1.6t
14	MMAR0ACR021	2	BONUS TARGET MIDDLE PROP ACRYL	RED COLOR ACRYL-5.0(적색 아크릴)

12-43-2.ASSEMBLING MAZE ESCAPE ALL FIX Ass'y

MMAR0ASM035



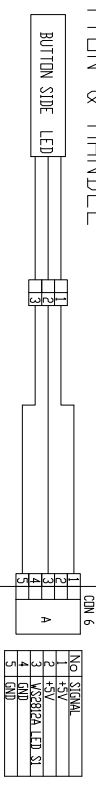
NO.	Code Number	QUANTITY	PART NAME	SPEC.
16	MMAR0ASM025	1	HANDLE Ass'y	12-23. (41page)
17	MMAR0ASM026	1	HANDLE ASSY COVER BKT Ass'y	12-24. (42page)
18	MMAR0ASM007	1	BILLBOARD BOX Ass'y	12-9. (30page)
19	MMAR0ASM042	1	TICKET OWED PANEL Ass'y	12-17. (37page)
20	MMAR0ASM018	1	CREDIT FND Ass'y	12-18. (37page)
21	MMAR0ASM003	1	BALL DIVIDE DROP Ass'y	12-6. (27page)
22	MMAR0ASM027	1	M WHEEL Ass'y	12-35. (51page)
23	MMAR0ASM009	1	BONUS TARGET ASSY	12-12. (33page)
24	MMAR0ASM024	1	HANDLE ACRYL Ass'y	12-25. (43page)
25	MMAR0ASM019	1	ELEVATOR Ass'y	12-22. (40page)
26	MMAR0ASM023	1	FRONT DOOR Ass'y	12-16. (36page)
27	MMAR0ASM041	1	TICKET BOX Ass'y	12-15. (35page)
28	MMAR0ASM038	1	NOISE FILTER Ass'y	12-2. (24page)
29	MMAR0ASM043	1	TOP BILLBOARD Ass'y	12-40. (54page)
30	MMAR0ASM013	1	CASH BOX BODY Ass'y	12-14. (34page)
31	MMAR0ASM001	1	AC POWER SWITCH Ass'y	12-1. (24page)
32	MMAR0ASM040	1	POWER SMPS Ass'y	12-3. (25page)
33	MMAR0ASM034	1	MAIN BOARD Ass'y	12-4. (25page)
34	MMAR0ACR001	1	WHEEL FRONT VACCUM ACRYL A	PC-3.0t



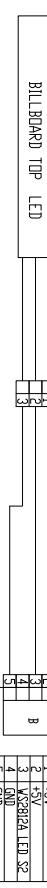
FRONT VIEW

FRONT VIEW

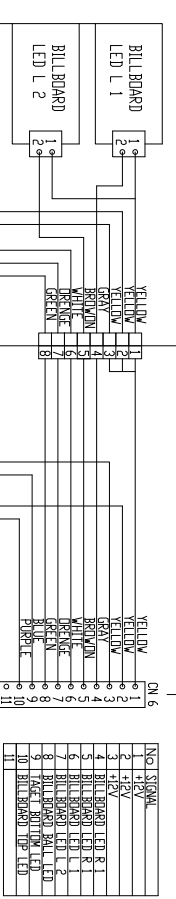
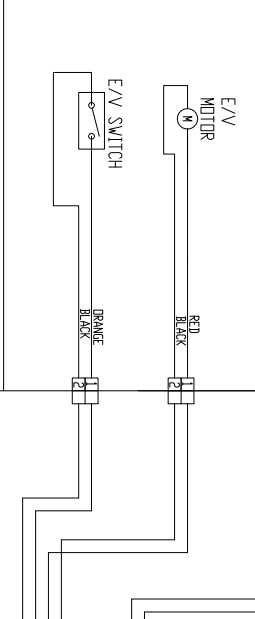
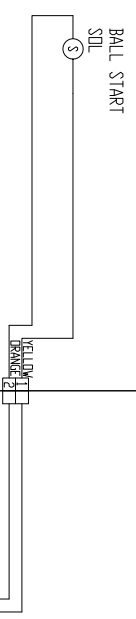
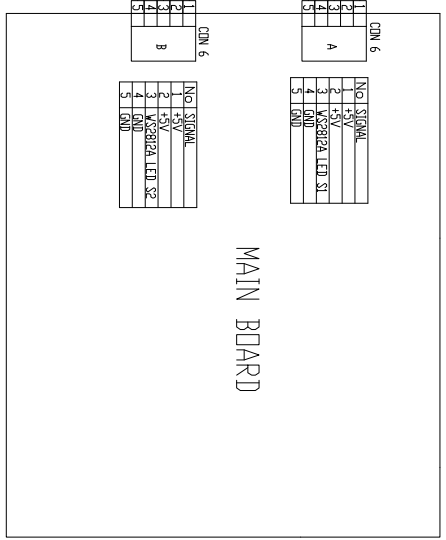
BUTTON & HANDLE



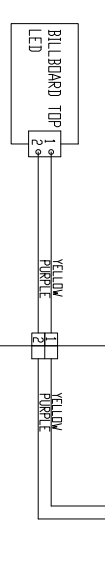
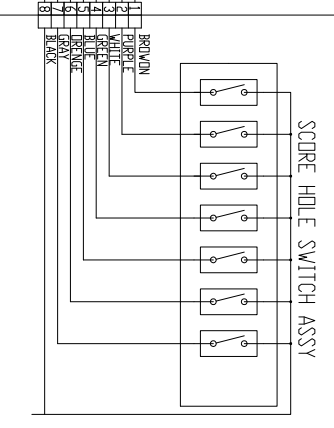
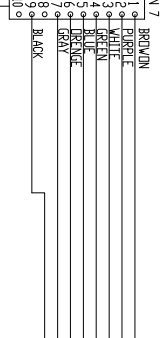
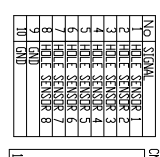
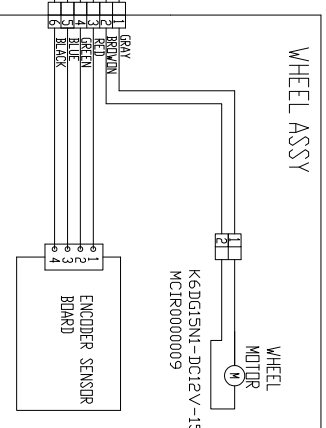
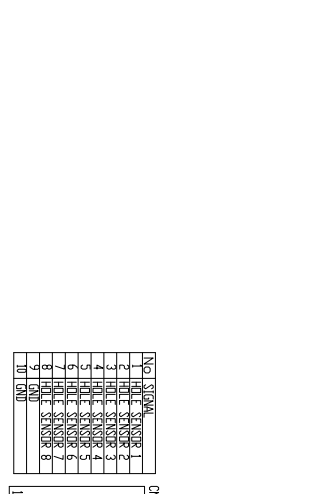
BILLBOARD



MAIN BOARD



ID BOARD



MAZE ESCAPE



2017.06.27

MAZE ESCAPE



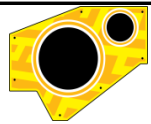
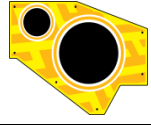


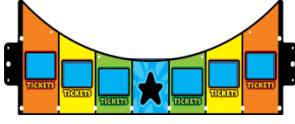




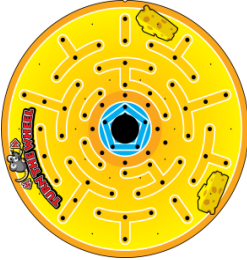
IMAGE	NAME	QUANTITY	METERIAL	CDDE NO.
	TOP BILLBOARD ACRYL	1 EA	ACRYL Si lk screen	MMAROS&A010
	BILLBOARD BONUS FND COVER ACRYL	1 EA	ACRYL Si lk screen	MMAROS&A001
	BILLBOARD SIDE ACRYL L	1 EA	ACRYL Si lk screen	MMAROS&A002
	BILLBOARD SIDE ACRYL R	1 EA	ACRYL Si lk screen	MMAROS&A003
	BALL DIVIDE DROP FND ACRYL	1 EA	ACRYL Si lk screen	MMAROS&A006
	M WHEEL CENTER ACRYL B	1 EA	ACRYL Si lk screen	MMAROS&A012
	BONUS TARGET INNER ACRYL	1 EA	ACRYL Si lk screen	MMAROS&A008
	BONUS TARGET FRONT ACRYL L	1 EA	ACRYL Si lk screen	MMAROS&A004
	BONUS TARGET FRONT ACRYL R	1 EA	ACRYL Si lk screen	MMAROS&A005
	TICKET OWED COVER ACRYL	1 EA	ACRYL Si lk screen	MMAROS&A013
	CREDIT FND COVER ACRYL	1 EA	ACRYL Si lk screen	MMAROS&A014
	M WHEEL MAIN SHEET ACRYL	1 EA	LIGHTING SHEET	MMAROS&A007

	IMAGE	NAME	QUANTITY	METERIAL	CDDE NO.
13		HANDLE COVER ACRYL SHEET	1 EA	SHEET Silk screen	MMAROS&A009
14		BONUS TARGET VALUE ACRYL SHEET	1 EA	SHEET Silk screen	MMAROS&A011
15		TOP BILLBOARD FRONT BKT SHEET	1 EA	SHEET Silk screen	MMAROSHE001
16		BALL DIVIDE DROP LED COVER BKT SHEET	1 EA	SHEET Silk screen	MMAROSHE002
17		FRONT SHEET	1 EA	SHEET Silk screen	MMAROSHE003
18		FRONT DOOR SHEET	1 EA	SHEET Silk screen	MMAROSHE004
19		TICKET DOOR SHEET	1 EA	SHEET Silk screen	MMAROSHE005
20		SIDE UP SHEET L	1 EA	SHEET Silk screen	MMAROSHE006
21		SIDE UP SHEET R	1 EA	SHEET Silk screen	MMAROSHE007
22		SIDE LOW SHEET L	1 EA	SHEET Silk screen	MMAROSHE008
23		SIDE LOW SHEET R	1 EA	SHEET Silk screen	MMAROSHE009
24		WHEEL FRONT VACUUM ACRYL A SHEET	1 EA	SHEET Silk screen	MMAROSHE010
25		BALL DIVIDE DROP LED COVER BKT ACRYL	1 EA	FILM SHEET	MMAROSHE011
26		RING WASHER SHEET	30 EA	FILM SHEET	MMAROSHE012
27		DISTRIBUTE SEGA SHEET	1 EA	SHEET Silk screen	MMAROSHE013
28		SETUP PCB SHEET	1 EA	SHEET Silk screen	MMAROSHE014
29		RECYCLE MARK SHEET		SHEET Silk screen	MMAROSHE015
30		HOW TO PLAY SHEET	1 EA	SHEET Silk screen	MMAROSHE016
31		WARNING HIGH VOLTAGE SHEET	1 EA	SHEET Silk screen	MMAROSHE021
32		WARNING SERVICE MAN SHEET	1 EA	SHEET Silk screen	MMAROSHE022
33		WARNING HOT LIGHT BULB SHEET	2 EA	SHEET Silk screen	MMAROSHE023
34		COUTION FINGER SHEET	2 EA	SHEET Silk screen	MMAROSHE024
35		COUTION IF 440 SHEET	1 EA	SHEET Silk screen	MMAROSHE025

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