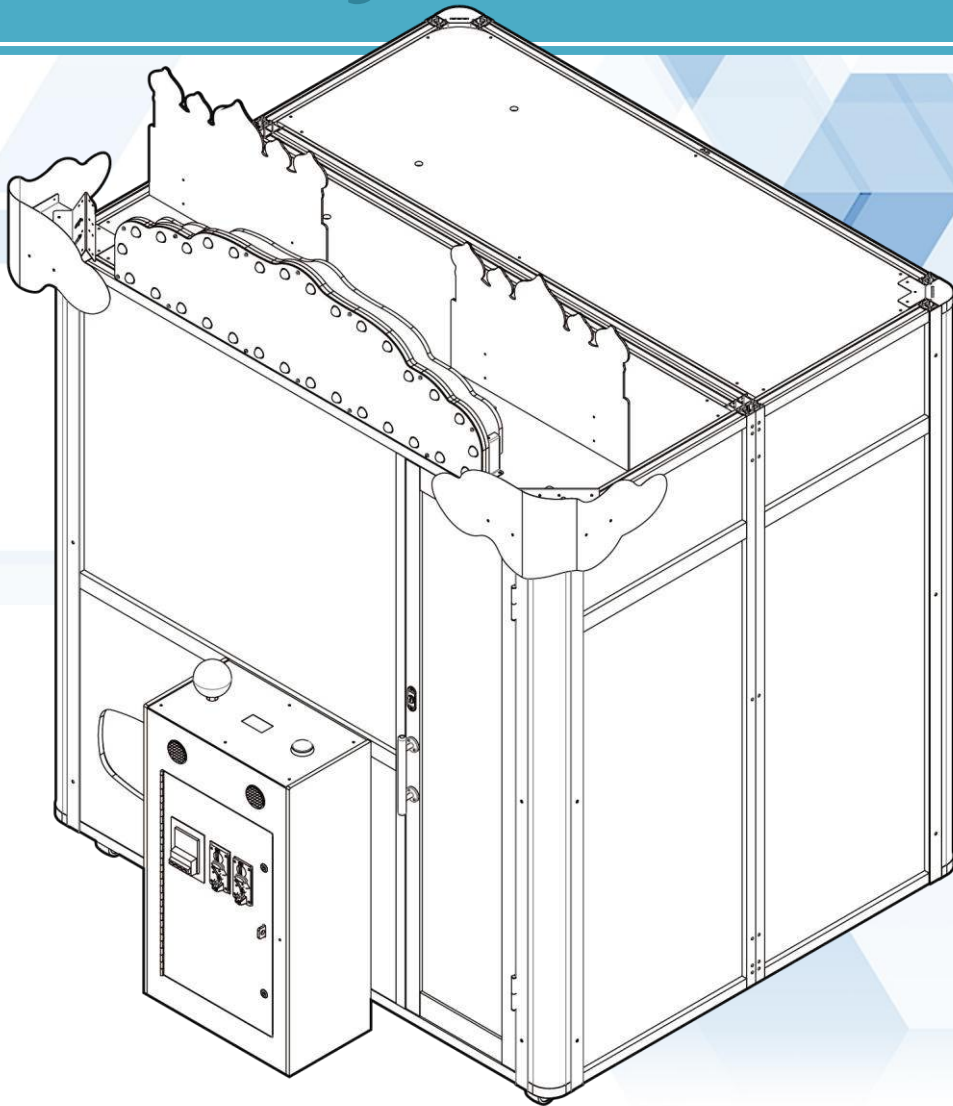


USER'S MANUAL

F32G-SK

MINI

Taj Mahal



MANUAL VERSION : F32G-SMTAJ-01-SK



SMART INDUSTRIES
www.smartind.com

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▲ SAFETY NOTICE



1 SAFETY NOTICE

- a. Please read carefully with enclosure of “Warranty”.
- b. Please read carefully with enclosure of “Maintenance”.
- c. Please check and maintain the machine regularly, DO NOT use any synthetic detergents to clean the machine.
- d. Places where the ground is sloping, uneven or there is strong vibration.
- e. Avoid direct sunlight machine placed in place in case the internal parts damaged.
- f. Avoid machine in high dust, high humidity, high temperature environment, so as to avoid damage to machine parts.
- g. Machine does not have waterproof, limited to indoor use, do not place water & beverages in the machine.
- h. DO NOT climbing or stand above the machine in any time, to avoid a threat to personal safety.
- i. Any casualties which caused by inappropriate behavior and dangerous acts, the Company shall not be responsible.
- j. This appliance is not for children and persons with reduced physical, sensory or mental capabilities or lack of experience and knowledge.
- k. Do not use this appliance near bathtubs, showers, basins or other vessels containing water.
- l. After using this appliance should be cleaned to avoid the accumulation of grease and other residues.
- m. Children should be supervised to ensure that they do not play with the appliance.
- n. If the supply cord is damaged, it must be replaced by the manufacturer, its service agent or similarly qualified persons in order to avoid a hazard.

2 TRANSPORTATION AND MOVING

- a. Before moving the machine, make sure to unplug it from the mains.
- b. Turn off the power as notice before unplug from the mains, inappropriate handling will cause damage to the machine.

3 POWER NOTICE

- a. Before power connecting, verified the voltage is correct. 110V, 220V or 240V
- b. DO NOT touch the plug with damp hands to avoid electric shock.
- c. When installing the device, should ensure a smooth footing.

4 ORDER IN POWER ON

Plug in and turn on the power.

5 ORDER IN POWER OFF

Turn off the power and unplug

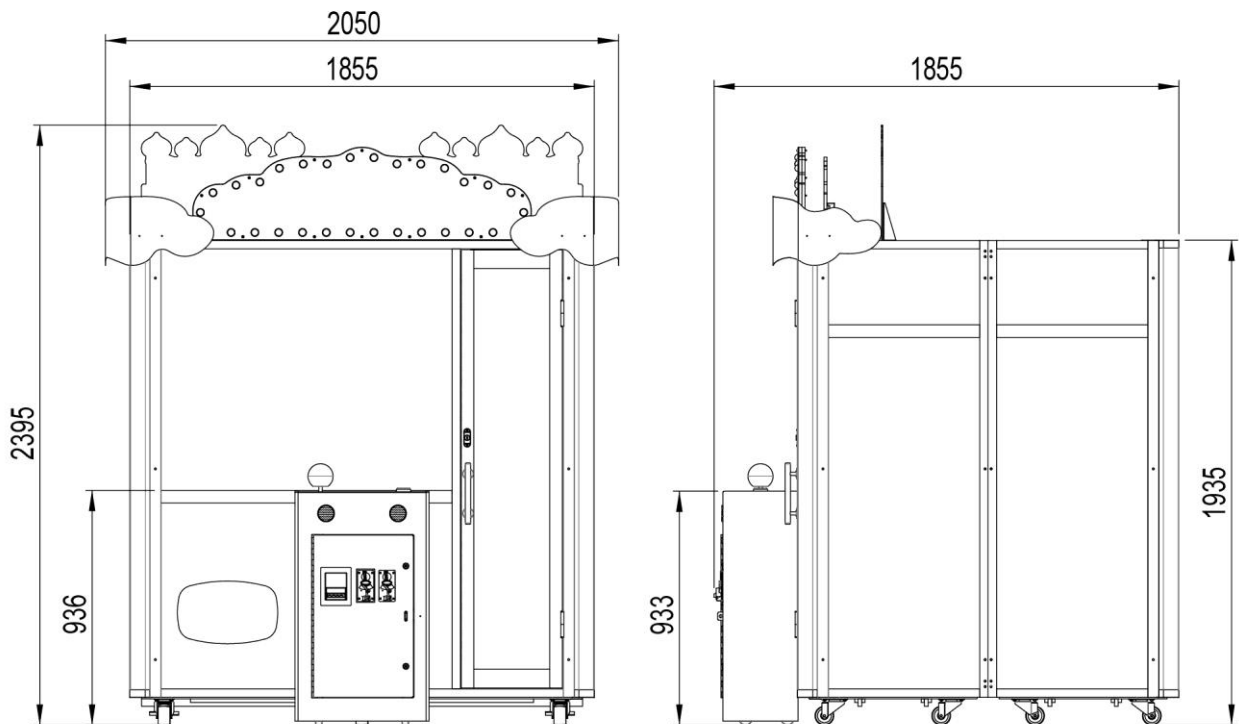
 Wait for 10 seconds to reboot

■ ABOUT THE MACHINE

1 SPECIFICATION

a. Voltage & Frequency	Voltage : 100V 、 110V 、 220V 、 240V (Refer to Specification Label) Frequency : 50/60HZ
b. Dimension	W 2050 x D1855 x H 2395 mm
c. User	1 person
d. Environment	Weather Protected Environment
e. Temperature	0°C~40°C
f. Humidity	10%~70%
g. Power Consumption	Maximum : 385W

2 DIMENSION



◆ GAME INTRODUCTION

1 HOW TO PLAY

a. Game Instruction :

- (1) Insert coin(s)
- (2) Control the claw moving by joystick
- (3) Press CATCH button to catch
- (4) The claw moves to prize hole to release catching of prize

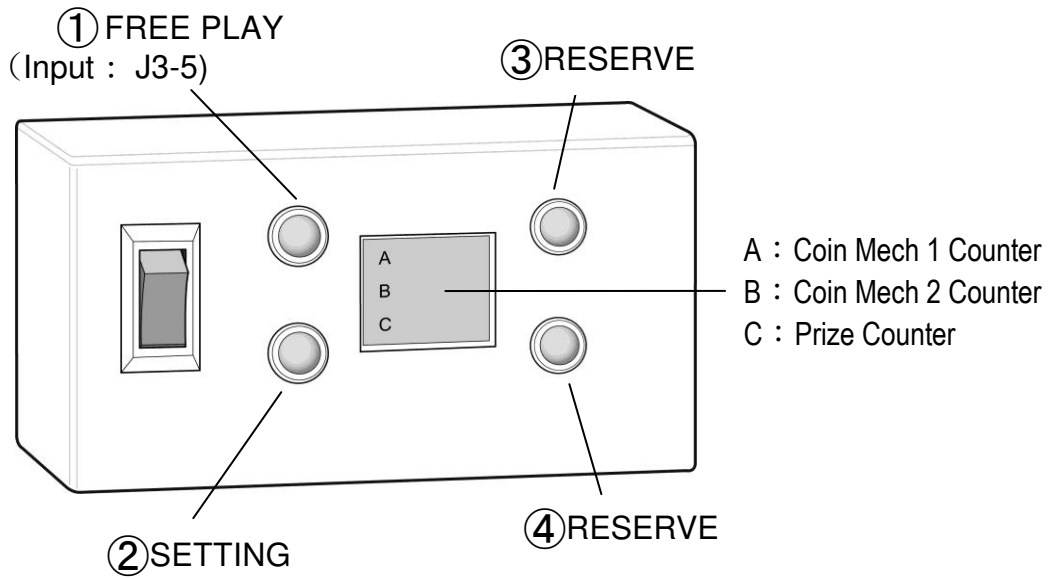


When the machine alarms error code, it will reboot automatically after alarming for 3 minutes. If the machine alarms again within 1 hour after rebooting, it will not reboot again. And it needs troubleshooting. But if the machine alarms again after 1 hour, the machine will reboot as it supposes to be after 3 minutes.

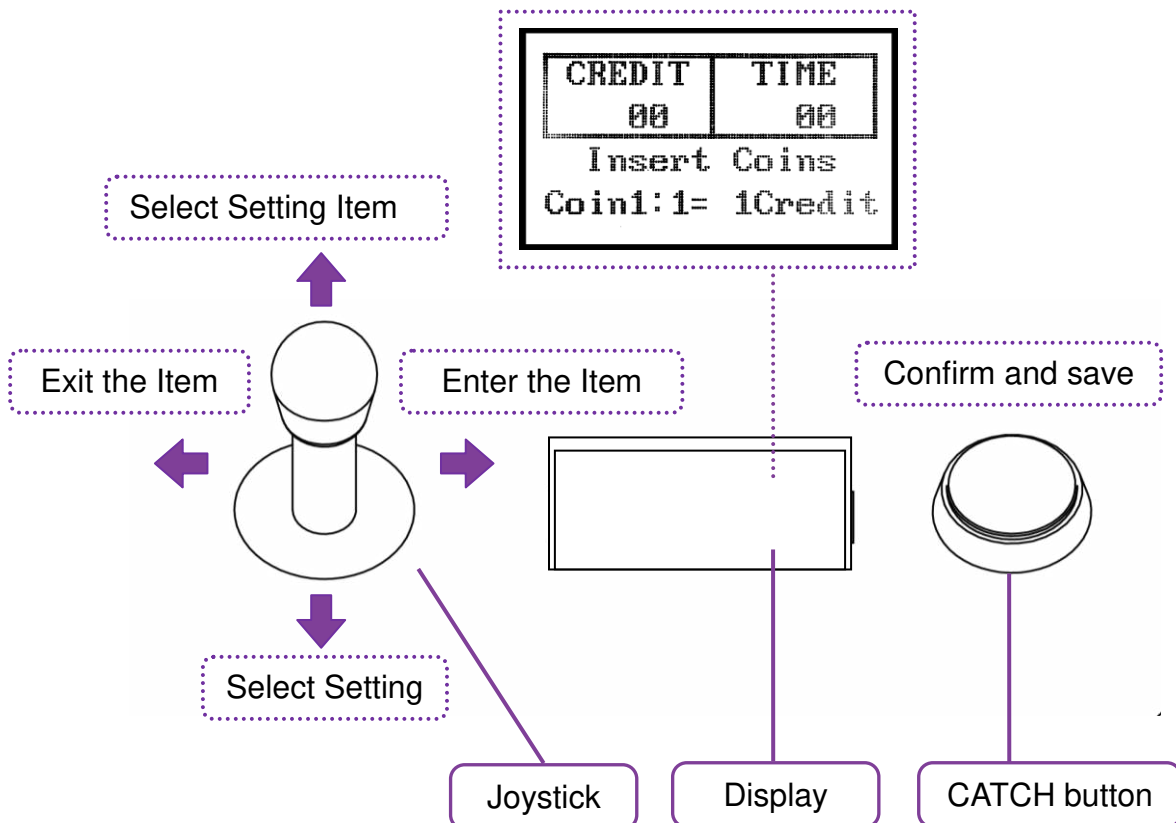
※ As the machine rebooting for error alarming has been disabled (the machine alarms again after 1 hour), it can be enabled by pressing SETTING button to enter setting page when turning on the machine.

2 SYSTEM SETTING

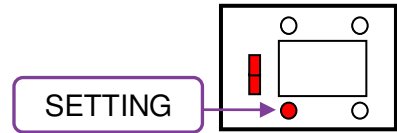
➤ Electronic Counter



➤ Maintenance Tray



※ The arrangement above will be varied according to different machine version.



1. To Enter Setting Menu :

※ The range of values will be varied according to different machine specification. Please refer to actual values on display.

(1) When the machine is in stand-by mode, enter SETTING button to enter setting menu. Or keep pressing SETTING button and turn on the machine to enter setting menu.

(2) 6 main setting items in setting menu :

>>A : Setting
>>B : Clamp Power
>>C : Accounts
>>D : Play Mode
>>E : Motor Speed
>>F : Test
>>G : Default Value

Joystick: UP or DOWN - select items. RIGHT – enter the item. LEFT - Exit

2. >A : Setting :

>>A1 : Coin→Play
>>A2 : Game time
>>A3 : No Function
>>A4 : Attract Mu.(Music)
>>A5 : Clamp Catch
>>A6 : Coin Save
>>A7 : Play T- Win (Play Till Win)
>>A8 : Volume Adj
>>A9 : Clamp Start
>>A10 : Coin Disable/Enable
>>A11 : Clamp End-P
>>A12 : Winning Music

A1 : Coin→Play

AA1 : Coin1 Set
AA2 : Bill Accept. (Acceptor)
AA3 : Credit > Play
AA4 : Bonus
AA5 : Coin Display

Joystick : UP or DOWN - select items. RIGHT – enter the item. LEFT - Exit

>AA1 : Coin1 Set

AA1 : Coin1 Set
↑ : + ↓ : - ☀→Exit
1 C = 1 (1~10) Credits

Joystick [Up] / [Down]→ Adjust value
[CATCH] ☀→ Save & Exit

>AA 2 : Bill Accept

AA 2 : Bill Accept.
↑ : + ↓ : - ☀→Exit
1 P = 1 (1~10) Credits

Joystick [Up] / [Down]→ Adjust value
[CATCH] ☀→ Save & Exit

>AA 3 : Credit> Play

AA 3 : Credit> Play
↑ : + ↓ : - ☀→Exit
1 (1~40) Credits =1 Play

Joystick [Up] / [Down]→ Adjust value
[CATCH] ☀→ Save & Exit

>AA 4 : Bonus

AA 4 : Bonus
↑ : + ↓ : - ☀→Exit
(1~40) Credits bonus +
= (1~10) Credits

COIN1 :
Joystick [Up] / [Down]→ Adjust value
[CATCH] ☀→ Save & Exit

>AA 5 : Coin Display

AA 5 : Coin Display
↑↓ : Change ☀→Exit
>> CREDIT / PLAY

Joystick [Up]/ [Down]→ Change setting
Display for : REDIT OR PLAY.
[CATCH] ☀→ Save & Exit

A2 Game time : (example:30 seconds) ◦

A2 Game time		
↑ : +	↓ : -	☀ → Exit
=	30	sec

Joystick [Up] / [Down] → Adjust value

Range : 5~90 seconds

[CATCH] ☀ → Save & Exit

A3 : No Function

A4 : Attract Music

(The explanation below is for demo music sounding per 5 minutes.)

A4 : Attract Mu.(Music)		
↑ : +	↓ : -	☀ → Exit
→ON=	5	minutes

Joystick [Up] / [Down] → Adjust value

Range : 1~30 minutes or disable ◦

[CATCH] ☀ → Save & Exit

A5 : Clamp Catch Position

A5 : Clamp Catch
↑↓ : Change ☀→Exit
= At Air / At Bottom

Joystick [Up]/ [Down]→ Change setting

AT AIR – Available to catch in before claw reaches the bottom

AT BOTTOM—Only catch when claw reach the bottom

[CATCH] ☀→ Save & Exit

A6 : Coin Save

A6 : Coin Save
↑↓ : Change ☀→Exit
= Save / Clear

Joystick [Up]/ [Down]→ Change setting

Save : To memory remaining credits when rebooting

Clear : Reset to 0 when rebooting

[CATCH] ☀→ Save & Exit

A7 : Play Til Win

A7 : Play Til Win
↑↓ : Change ☀→Exit
= YES / NO

Joystick [Up]/ [Down]→ Change setting

YES : In win game, allow player to play all the time until winning

NO : Only allow player to play by credits even in win game.

[CATCH] ☀→ Save & Exit

A8 : Volume Adjustment

A8 : Volume Adj.
↑ : + ↓ : - ☀→Exit
= 1~10

Joystick [Up] / [Down]→ Adjust value

Range : 1~10

[CATCH] ☀→ Save & Exit

A9 : Clamp Start Position

A9 : Clamp Start
Start = At Home / At center
Forward=1.0 ~5.0 sec
Right= 1.0 ~5.0 sec

Joystick [Right] / [Left] → Select

Joystick [Up] / [Down] → Adjust value

The adjustment for seconds of “Forward” and “Right” is only available when it was set “At center”.

[CATCH] ☀ → Save & Exit

A10 : Coin Disable / Enable

A10 : Coin Dis/En
↑↓ : Change ☀ → Exit
When Game Start
>> Coin Enable / Coin Disable

Joystick [Up] / [Down] → Change setting

When Game Start to select : Coin Enable / Coin Disable.

[CATCH] ☀ → Save & Exit

A11 : Clamp End Position

A11 : Clamp End-P
↑↓ : Change ☀ → Exit
= Front / Behind

Joystick [Up] / [Down] → Change setting

The adjustment for Clamp end & power off position.

[CATCH] ☀ → Save & Exit

A12 : Winning Music

A12 : Winning Music
↑ : + ↓ : - ☀ → Exit
Frequency = 1~5

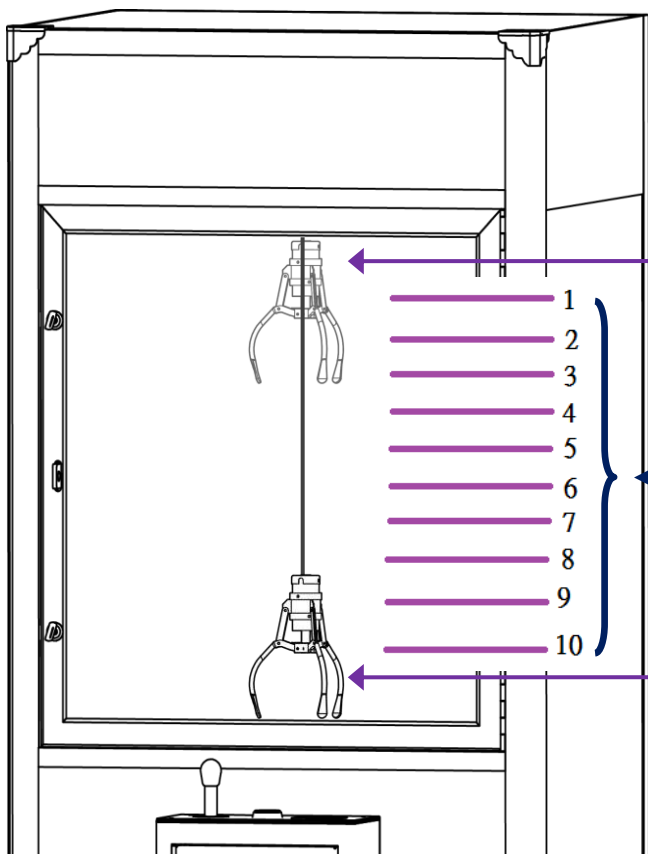
Joystick [Up] / [Down] → Adjust value

Winning Music Frequency : 1 ~ 5

[CATCH] ☀ → Save & Exit

3. > B : Clamp Power : Claw Catching Voltage

- > B1 : Strong-V
- > B2 : Middle-V
- > B3 : Weak-V
- > B4 : Mid-V Height



B2 : Weak-V
Low voltage remains for catching: The voltage remains when claw is reached top and moving to prize output hole.

B2 : Middle-V
Middle voltage remains for catching. The voltage remains when claw reached setting height until reached top position.

B1 : Strong-V
High voltage for catching: High voltage for claw catching in bottom.

B4 : Mid-V Height
The height for claw catching from High voltage to Middle voltage. 1 is at the top and 10 is at the bottom.

B1 : Strong-V :

B1 : Strong-V
20.0V ~ 48.0V
↑ : + ↓ : - ☀→Exit
= 48.0V

Joystick [Up]/ [Down]→ Change setting

Range: 20V~48V

[CATCH] ☀→ Save & Exit

It will save the setting and exit automatically if operator doesn't change anything for 30 seconds.

B2 : Middle-V :

B2 : Middle-V
0.0V ~ 48.0V
↑ : + ↓ : - ☀→Exit
= 20.0V

Joystick [Up]/ [Down]→ Change setting

Range: 0V~48V

[CATCH] ☀→ Save & Exit

It will save the setting and exit automatically if operator doesn't change anything for 30 seconds.

B3 : Weak-V :

B3 : Weak-V
0.0V ~ 30.0V
↑ : + ↓ : - ☀→Exit
= 10.0V

Joystick [Up]/ [Down]→ Change setting

Range:0V~30V

[CATCH] ☀→ Save & Exit

It will save the setting and exit automatically if operator doesn't change anything for 30 seconds.

B4 : Mid-V Height

B4 : Mid-V Height
1 (HI) ~ 10(LO)
↑ : + ↓ : - ☀→Exit
= 5

Joystick [Up]/ [Down] → Change setting
Range:1~10 ,
1 : Highest ; 10 : Lowest
[CATCH] ☀ → Save & Exit

4. >C : Accounts

C : Accounts
C1 > No Function
C2 > Coin Play Cou.(counter)
C3 > Gift Out Cou. (counter)

C1 : No Function

C2 : Coin Play counter
(example : 31) ◦

C2 : Coin Play Cou.(counter)
Counter
= 31
"0"= push ☀ → 2 sec

CoinPlay counter : the value increase 1 for every play by inserting coins.

Joystick → No use

Press [CATCH] once → Exit

Press [CATCH] once for 2 seconds → Reset value & Exit

C3 : Gift Out counter
(example : 17) ◦

C3 : Gift Out Cou. (counter)
Counter
= 17
"0"= push ☀ → 2 sec

Joystick → No use

Press [CATCH] once → Exit

Press [CATCH] once for 2 seconds → Reset value & Exit

5. >D : Play Mode

>D : Play Mode
>>Business
>>Free Play
>>Machine Test

Joystick [Up] / [Down] → Change setting

> Business : Disable free play mode.

> Free Play : Enable free play mode.

> Machine Test : To enter auto test mode. The mode is for QC purpose of manufacturer only.

[CATCH] ☀ → Save & Exit

6. >E : Motor Speed Adjustment

>E : Motor Speed
E1 > F&B Motor Sp. (Speed)
E2 > L&R Motor Sp. (Speed)
E3 > U&D Motor Sp. (Speed)
E4 > All Speed 100%

E1 > Forward & Backward

E2 > Left & Right

E3 > Up & Down

Joystick [Up] / [Down] → Select items

Joystick [Right] → Enter

Joystick [Left] → Exit

E1 : Forward & Backward Motor Speed Adjustment

E1 > F&B Motor Sp. (Speed)
↑ : + ↓ : - ☀ → Test
=100%

Joystick [Up] / [Down] → Adjust value

Range : 30%~100%

30% : Slowest

100% : Fastest

[CATCH] → Save & Enter to test mode

Speed test mode :

E1 > F&B Motor Sp. (Speed)
>> Joystick Test
=100% Test

Joystick [Up] / [Down] → To make motor moving forward or backward

[CATCH] ☀ → Exit

E2 : Left & Right Motor Speed Adjustment

E2 > L&R Motor Sp. (Speed)
↑ : + ↓ : - ☀ → Test
=80%

Joystick [Up] / [Down] → Adjust value

Range: 30%~100%

30% : Slowest

100% : Fastest

[CATCH] → Save & Enter to test mode

Speed test mode :

E2 > L&R Motor Sp. (Speed)
>>Joystick Test
= 80% Test

Joystick [Right] / [Left] → To make motor moving left or right

[CATCH] ☀ → Exit

E3 : Up & Down Motor Speed Adjustment

E3 > U&D Motor Sp. (Speed)
↑ : + ↓ : - ☀ → Test
= 50%

Joystick [Up] / [Down] → Adjust value

Range: 30%~100%

30% : Slowest

100% : Fastest

[CATCH] → Save & Enter to test mode

Speed test mode :

E3 > U&D Motor Sp. (Speed)
>>Joystick Test
= 50% Test

Joystick [Up] / [Down] → To make claw rising or falling

[CATCH] ☀ → Exit

E4>E4>All Speed 100%

E4>All Speed 100%
>>No →Exit
>>Yes →Save

Joystick [Up] / [Down]→ No / Yes ◦
No : Refer to settings.
Yes : Speed of all motors are 100%
[CATCH] ☀→ Save & Exit

7. >F : Test :

F : Test
>>F1 : Gift Sensor
>>F2 : Coin Test

Joystick [Right]→ Enter
Joystick [Left]→ Exit

>G : Default Value

G : Default Value
>NO→Exit
>YES→ Save & Exit

Joystick [Up] / [Down]→ Change setting ◦
>> Select "YES" to make (AA5,A5,A6,A9) settings returning default value.
[CATCH] ☀→ Save & Exit ◦

**Default Value :

1. AA5 : Coin Display = PLAY .
2. A5 : Clamp Catch Position = At Bottom .
3. A6 : Coin Save = Clear .
4. A9 : Clamp Start Position = At center .

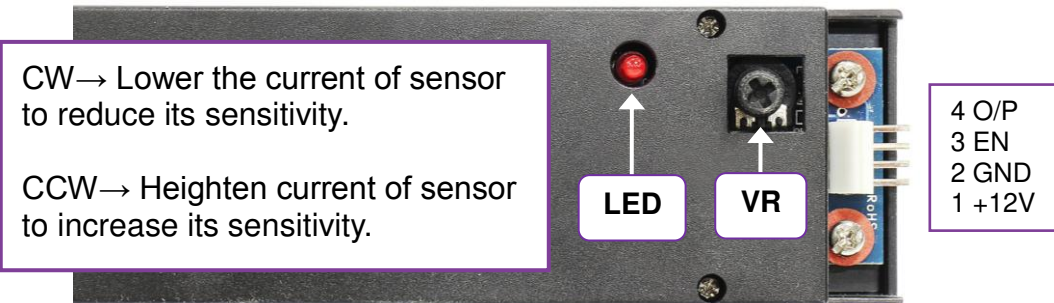
> F1 : Gift Sensor test

Step 1 :

F1 Gift Sensor test
>>Sensor VR Adj.
LED=OFF
<< OK >>

Sensor Adjustment: Please adjust the sensor in this test

- (1) Check the LED on sensor. If it is on, make sure that no any obstruction remaining in prize chamber.
- (2) Adjust VR by screwdriver. Turn the VR clockwise to the end (lowest value) and the LED supposes to be off. If not, it is probably caused by sensor failure or improper black sticker inside prize chamber.
- (3) Adjust VR again. Turn it counterclockwise (increase value) until LED is on.
- (4) And turn it clockwise again until LED is off and then turn it clockwise a little more.
- (5) As the adjustment has been done, test sensitivity of the sensor by some items during the game.



[CATCH] button : Enter to next item

Step 2 :

F1 Gift Sensor test
>>[CATCH]→Exit
LED=ON
<< OK >>

- (1) Check LED is on or off. If it is off, it may be caused by loosing connector or sensor failure.
- (2) Step 1 and step 2 should be all ok.

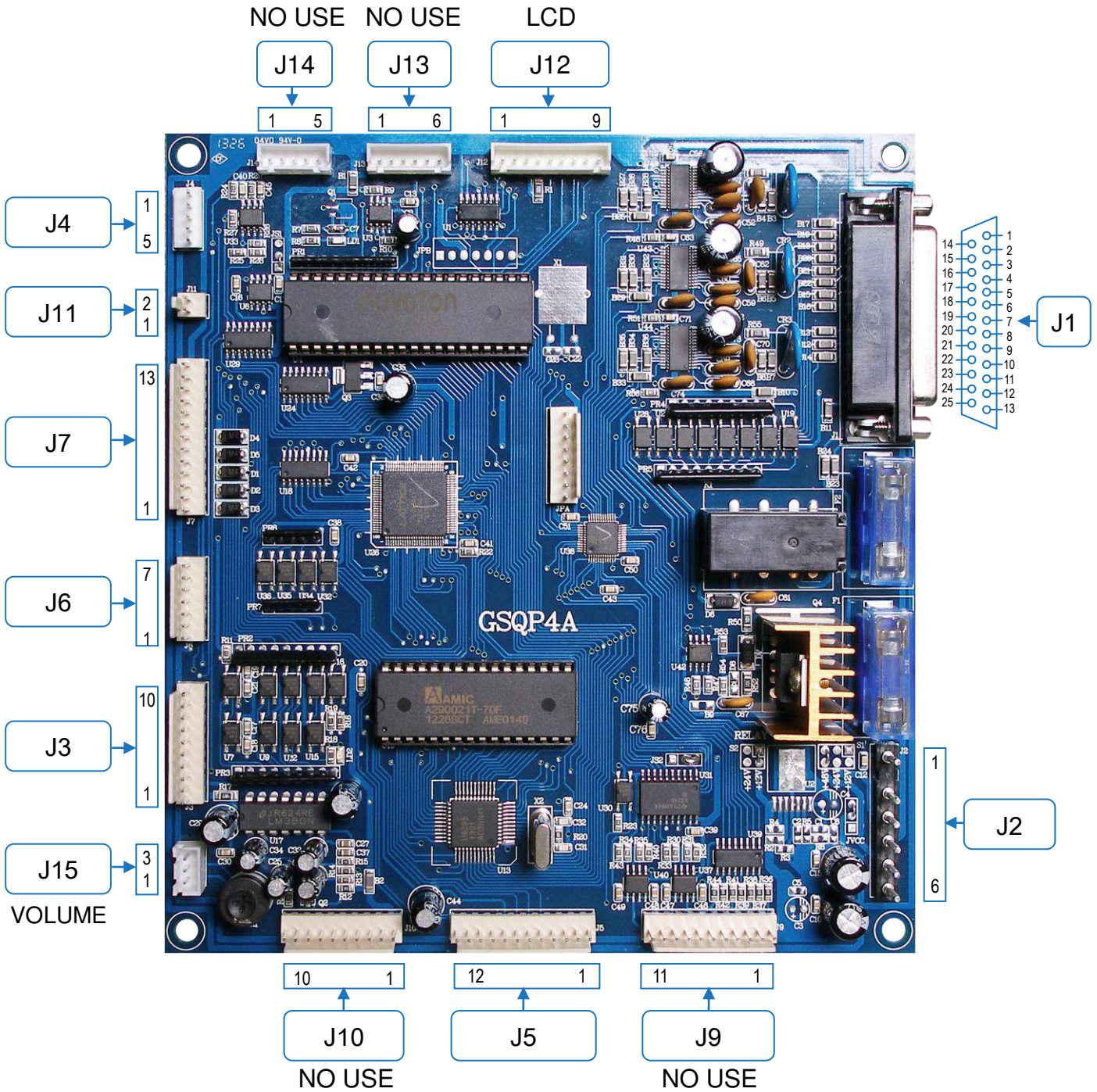
> F2 : Coin Test

> F2 : Coin Test
~ Insert Coins ~
Coins=0

- (1) It counts once on "Counter" when inserting a coin. And it will not count on electronic counter.
- (2) Joystick [Left] or [CATCH] → Exit ◦

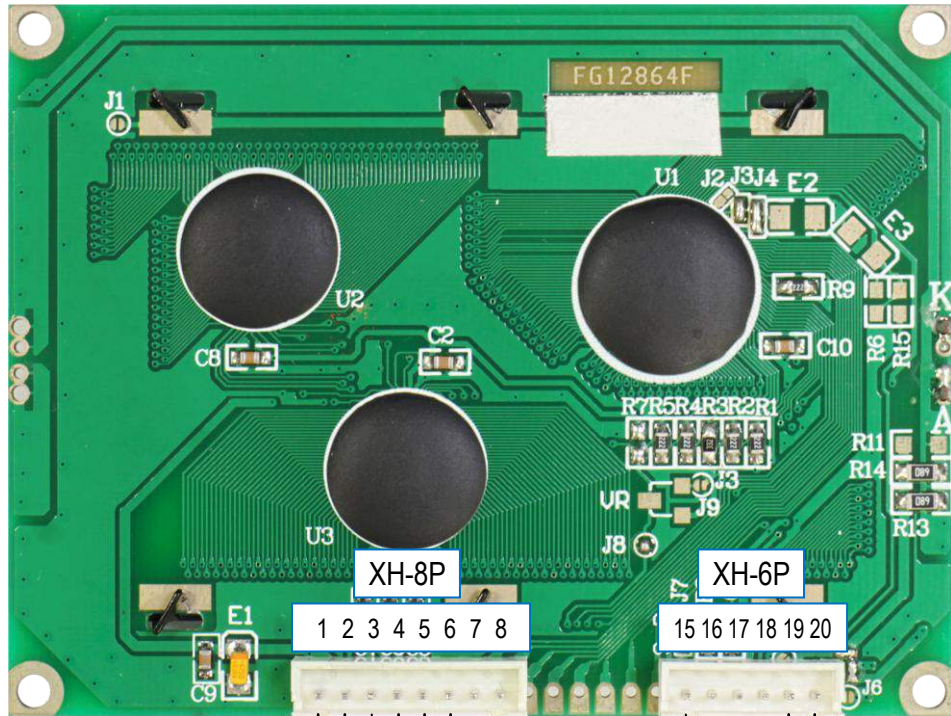
◆ WIRING DIAGRAM

1 DIAGRAM OF MAIN BOARD

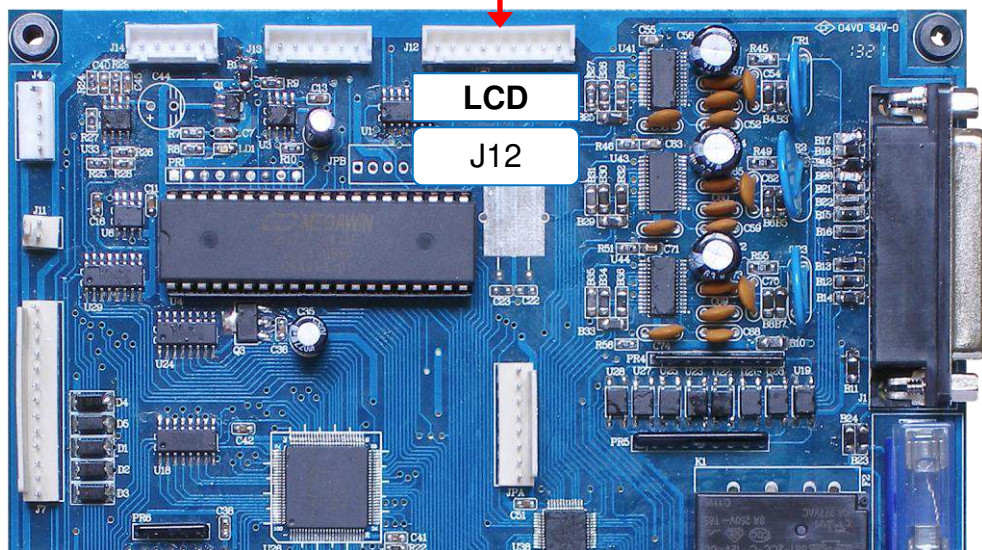
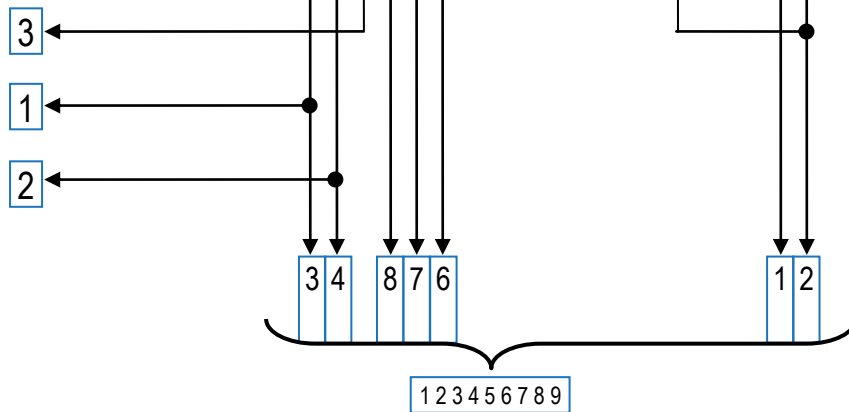
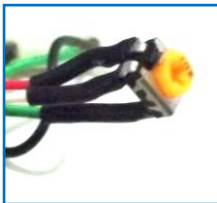
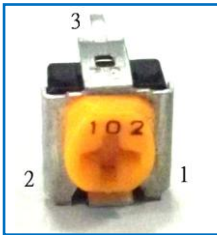


J1 (GANTRY)		J2 (POWER SUPPLY)	J3 (SPEAKER & IINPUT)
1. & 14. LEFT OR RIGHT MOTOR 2. & 15. FORWARD OR BACK MOTOR 3. & 16. UP OR DOWN MOTOR 4. & 17. POWER SUPPLY FOR CLAW 5. RIGHT LIMIT SWITCH 6. LEFT LIMIT SWITCH 7. NC 8. FRONT LIMIT SWITCH 9. TOP LIMIT SWITCH 10. BOTTOM LIMIT SWITCH	11. NC 12. NC 13. HOME LIMIT SWITCH 18. GND 19. GND 20. GND 21. GND 22. NC 23. NC 24. NC 25. NC	1. GND 2. VCC 3. +24V 4. -48V 5. +48V 6. +12V	1. +12V 2. GND 3. SENSOR OUT 4. SENSOR IN 1 5. FREE PLAY 6. TILT INPUT 7. GND 8. SETTING INPUT 9. SPEAKER OUT 10. GND
J4 (TILT SW)	J5 (COIN SELECTOR & METER)	J6 (JOYSTICK)	J7 (OUTPUT)
1. +12V 2. GND 3. NC 4. TILT SW IN 5. NC	1. GND 2. GND 3. GND 4. COIN SELECTOR 1 SIGNAL 5. COIN SELECTOR 2 SIGNAL 6. RFID OUTPUT 7. INPUT RESERVED 8. COIN POWER (V+) 9. OUTPUT METER 10. INPUT METER 1 11. +12V 12. COIN2 /BILL ACCEPTOR	1. CATCH BUTTON 2. RESERVED 3. LEFT 4. RIGHT 5. BACK 6. FORWARD 7. GND	1. LED LIGHT BAR 1 2. LED LIGHT BAR 2 3. COIN2 METER 4. BUTTON LAMP 5. +12V 6. Flash Power Control 7. Top Marquee Light B 8. Top Marquee Light G 9. Top Marquee Light R 10. NC 11. NC 12. NC 13. +5V
J11 (GND)	J12 (LCD)	J15 (VR)	
1. GND 2. GND	3. ~9. LCD DISPLAY	1~3 VOLUME VR-10K	

2 LCD DIAGRAM



**VR1K-
Brightness
Adjustment**



◆ TROUBLESHOOTING

1 ERROR CODE

NO.	ERROR ITEM	SOLUTION
01	COIN COUNTER 1 ERROR	(1) Check wiring (2) Replace counter
02	COIN COUNTER 2 ERROR	(1) Check wiring (2) Replace counter
03	PRIZE COUNTER	(1) Check wiring (2) Replace counter
04	COIN SELECTOR 1 ERROR	Check NC/NO SW on coin selector, it should be NO
05	COIN SELECTOR 2 ERROR	Check NC/NO SW on coin selector, it should be NO
06	PRIZE SENSOR ERROR	(1) Adjust sensor VR (2) Replace sensor
07	PCB DATA ERROR	Enter to setting menu to re-set all values
08	PCB MEMORY ERROR	Replace PCB
10	TICKET (CARD OR CAPSULE) OUTPUT ERROR	Refill tickets (cards or capsules)
11	MOTOR UP ERROR	(1) Check UP SW (2) Check fuse "F1" on PCB
12	MOTOR DOWN ERROR	(1) Check DOWN SW. (2) Check fuse "F1" on PCB
13	MOTOR LEFT ERROR	(1) Check LEFT SW. (2) Check fuse "F1" on PCB
14	MOTOR RIGHT ERROR	Check fuse "F1" on PCB
15	MOTOR FORWARD ERROR	(1) Check FORWARD SW. (2) Check fuse "F1" on PCB
16	MOTOR BACKWARD ERROR	(1) Check BACKWARD SW. (2) Check fuse "F1" on PCB



When the machine alarms error code, it will reboot automatically after alarming for 3 minutes. If the machine alarms again within 1 hour after rebooting, it will not reboot again. And it needs troubleshooting. But if the machine alarms again after 1 hour, the machine will reboot as it supposes to be after 3 minutes.

※ As the machine rebooting for error alarming has been disabled (the machine alarms again after 1 hour), it can be enabled by pressing SETTING button to enter setting page when turning on the machine.

★ ENCLOSURE

1 WARRANTY

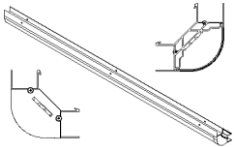
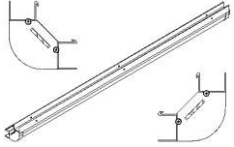
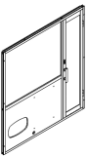
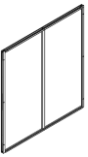

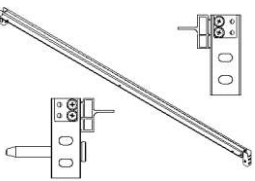
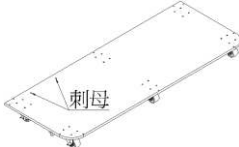

- a. Please be prepared to provide the following information for place a warranty request :
- (1) The Machine type or product number.
 - (2) Serial Number of Game or Commercial Invoice of Sale.
 - (3) A Detailed Description of the Equipment Fault Symptoms.
- b. All product is warranted as follows :
- (1) Main PCB and Computer: 12 Months since produce finished.
 - (2) Major Mechanism and Kit: 12 Months since produce finished.
 - (3) All other components: 180 days since produce finished.
(i.e. ticket dispenser, coin selector, bill acceptor, printer, LCD, hopper, transformer, card dispenser, and etc.)
 - (4) All repaired items: 90 days since produce finished.
(i.e. Light, hammer, fan, motor, figure, power supply, transmission belt, and etc.)
- c. Please note :
- (1) Major Mechanism and Kit request to return for repair or replacement.
 - (2) Damage through transportation will be cover by seller after issue been confirmed.
 - (3) The warranty of replacement will be warranted as same as machine or no longer than 90 days since replaced.
 - (4) The copy of warranty is not transferable and applies only to first purchaser.
 - (5) These statements do not contain any warranty due to improper installation, accidents, natural disasters, abuse, misuse, inadequate or excessive volts power supply, improper operation, poor environmental conditions and any unauthorized disassembly, repair, or product damage caused by the changes.
 - (6) These warranty statement does not apply to warranty sticker has been to modify, alter or remove the tear of the product.
The product with packaging damaged, incomplete, second-hand resale or any violation of national resale product.
 - (7) Data criteria of warranty has been advice as warranty sticker.

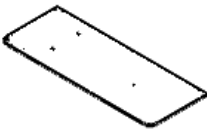
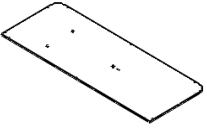
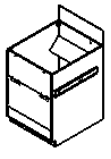
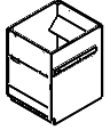
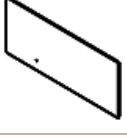

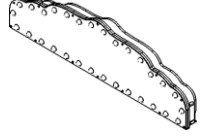

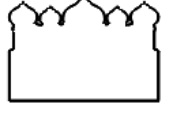
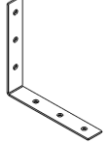
2 MAINTENANCE

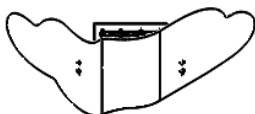
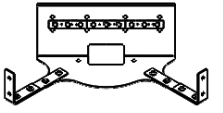


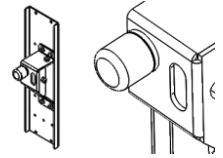
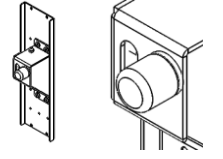
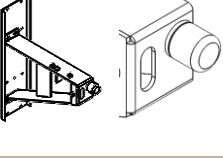
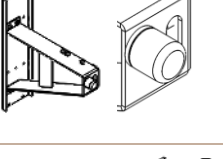

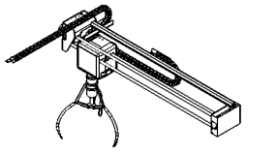
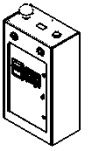
Items	Maintenance	Period	Notice
Interior clean	Use dry cloth with normal detergent to clean	Depend on machine situation	1. Do not use strong acid or corrosive detergent to clean 2. Do not use water to wash it directly to avoid any electronic damage
Exterior clean	Use dry cloth with normal detergent to clean	Depend on machine situation	1. Do not use strong acid or corrosive detergent to clean 2. Do not use water to wash it directly to avoid any electronic damage
Glass clean	Use dry cloth with normal detergent to clean	Depend on machine situation	1. Do not use strong acid or corrosive detergent to clean 2. Do not use water to wash it directly to avoid any electronic damage
Gantry clean	Use dry cloth to clean	Depend on machine situation	1. Do not use strong acid or corrosive detergent to clean 2. Do not use water to wash it directly to avoid any electronic damage
Check neon light	Check neon light	monthly	Change neon light or ballast
Check power cord	Check power cord	weekly	Do not touch power cord by hand directly to avoid electric shock


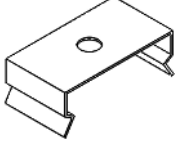

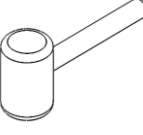
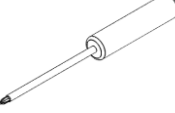

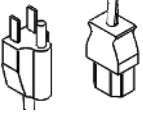
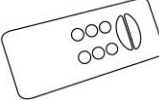
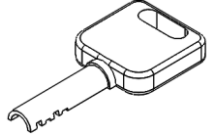
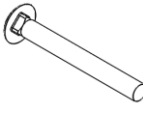
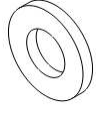
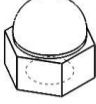
★ CABINET ASSEMBLY

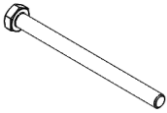

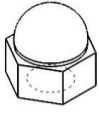
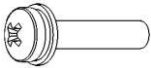
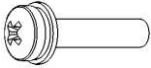
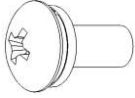
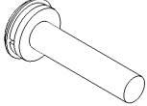
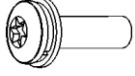
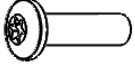


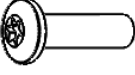


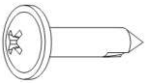
1 PART LIST OF COMPLETE DISASSEMBLED

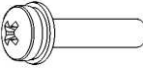
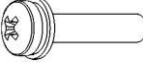
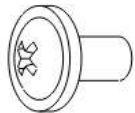
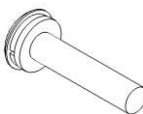
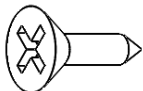
No.	Photo	Item	Q'ty	Dimension / Crews	Serial
1		Front Pillar	2	W125xD125xH1830(mm) Carriage Bolt "1/4"x2 1/4-12pcs Washer M6-12pcs Acorn Nut "1/4"-12PCS	A
2		Back Pillar	2	W125xD125xH1830(mm) Carriage Bolt "1/4"x2 1/4-12pcs Washer M6-12pcs Acorn Nut "1/4"-12PCS	A
3		Front Door Assembly	1	W1673xD119xH1822(mm)	
4		Back Board	1	W1673xD63xH1822(mm)	
5		Side frame	4	W671xD63xH1822(mm)	
6		Floor Middle Frame	4	W1760xD108xH80(mm) Hex Head Bolt M6x80(mm)-16pcs Washer M6-16pcs Acorn Nut M6-16PCS	B
7		Front Floor	1	W1759xD670xH123(mm) Combination Round Head Bolt M4x20(mm) -10pcs	C
8		Back Floor	1	W1759xD670xH123(mm) Combination Round Head Bolt M4x20(mm) -10pcs	C

No.	Photo	Item	Q'ty	Dimension / Crews	Serial
9		Front Ceiling	1	L1759xW670xt12(mm) Combination Round Head Bolt M4x15(mm) -10pcs	D
10		Back Ceiling	1	L1759xW670xt12(mm) Combination Round Head Bolt M4x15(mm) -10pcs	D
11		Prize Box Assembly	1	W547xD659xH905(mm) Combination Cross Bolt "1/4"*5/8" -6pcs Combination Cross Bolt "1/4"*1 1/4" -2pcs	E
11.1		Prize Box	1	W547xD609xH755(mm)	
11.2		Prize Chute Acrylic	1	L225xW532xt5(mm)	
11.3		Prize Box Bracket	1	W280xD50xH50xt2(mm)	
12		Top Marquee Assembly	1	W1350xD158xH372(mm) Security Torx Bolt M4x15(mm) -4pcs	F
13		Castle Decoration Assembly	2	W652xD135xH460(mm) Security Torx Bolt M4x15(mm)-8pcs Security Torx Bolt M4x12(mm)-8pcs Washer M4-8pcs Nylon Nut M4-8PCS	F
13.1		Castle Decoration	2	L460xW652xt5	
13.2		L-Bracket (5")	4	W22xD127xH127xt2	

No.	Photo	Item	Q'ty	Dimension / Crews	Serial
14		Side Cloud Light Assembly	2	W435xD435xH275(mm) Security Torx Bolt M4x8(mm)-8pcs Washer M4-8pcs Nylon Nut M4-8PCS Self-tap Bolt #8"x1/2"-4PCS	G
14.1		Cloud Light Bracket	2	W264xD182xH66(mm)	
14.2		Left Cloud Decoration	1	L820xW275xt0.2	
14.3		Right Cloud Decoration	1	L820xW275xt0.2	
15		Right Front Gantry Track Base	1	W96xD97xH346(mm) Combination Cross Bolt M4x12(mm) -2pcs Hex Socket Bolt M6x20(mm) -2pcs	H
16		Right Back Gantry Track Base	1	W96xD105xH346(mm) Combination Cross Bolt M4x12(mm) -2pcs Hex Socket Bolt M6x20(mm) -2pcs	H
17		Left Front Gantry Track Base	1	W96xD315xH346(mm) Combination Cross Bolt M4x12(mm) -2pcs Hex Socket Bolt M6x20(mm) -2pcs	H
18		Left Back Gantry Track Base	1	W96xD321xH346(mm) Combination Cross Bolt M4x12(mm) -2pcs Hex Socket Bolt M6x20(mm) -2pcs	H
19		Gantry Track	2	W12xH32xL1560(mm)	
20		Gantry Assembly	1	W1100xD720xH660(mm) Combination Cross Bolt M4x15(mm) -2pcs Screw M3x6(mm)-8pcs	I
21		Console Assembly	1	W535xD336xH1043(mm) Combination Cross Bolt "1/4"x1" 1/2"-4pcs	J

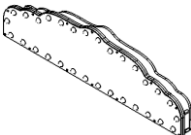

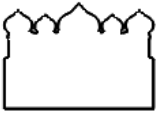
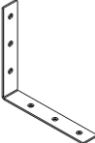
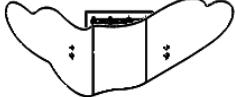
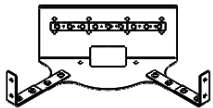


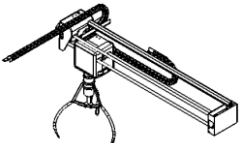

No.	Photo	Item	Q'ty	Dimension / Crews	Serial
22		LED Light Tube – 3”	4	W35xD22xH860(mm) Twinfast Bolt -8PCS	K
23		LED Light Tube Clip	8	W8.6xD13xH23.8(mm) Twinfast Bolt -8PCS	K
24		Wiring	1		
25		Rubber Hammer	1		
26		Screwdriver	1		
27		Security Torx Wrench	1		
28		Power Cord	1		
29		LED Controller	1		
30		KEY	2	#2735	
31		KEY	3	#647 Prize Door	
32		Carriage Bolt	24	"1/4"x2 1/4 吋	A
		Washer	24	M6	
		Acorn Nut	24	"1/4"	


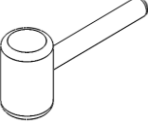
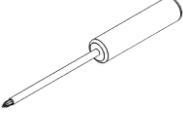

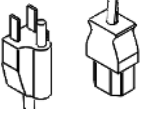
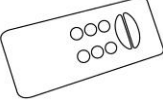
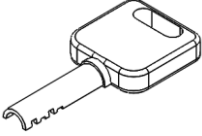
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33		Hex Head Bolt	16	M6x80(mm)	B
		Washer	16	M6	
		Acorn Nut	16	M6	
34		Combination Cross Bolt	20	M4x20(mm)	C
35		Combination Cross Bolt	20	M4x15(mm)	D
36		Combination Cross Bolt	6	"1/4"*5/8"	E
		Combination Cross Bolt	2	"1/4"*1 1/4"	
37		Combination Security Torx Bolt	12	M4x15(mm)	F
		Security Torx Bolt	8	M4x12(mm)	
		Washer	8	M4	
		Nylon Nut M4	8	M4	
38		Security Torx Bolt	8	M4x8(mm)	G
		Washer	8	M4	
		Nylon Nut M4	8	M4	
		Self-tap Bolt	4	#8" * 1/2"	


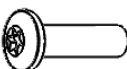


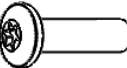



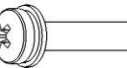
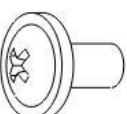

No.	Photo	Item	Q'ty	Dimension / Crews	Serial
39		Combination Cross Bolt	8	M4x12(mm)	H
		Combination Hex Socket Bolt	8	M6x20(mm)	
40		Combination Cross Bolt	2	M4x15(mm)	I
41		Cross Bolt	8	M3x6(mm)	
42		Combination Cross Bolt	4	"1/4" * 1" 1/2"	J
43		Twinfast Bolt	8		K

2 PART LIST OF HALF DISASSEMBLED

※ Instruction begins from 「Combination of Front and Back Assembly」

No.	Photo	Item	Q'ty	Dimension / Crews	Serial
1		Top Marquee Assembly	1	W1350xD158xH372(mm) Security Torx Bolt M4x15(mm) -4pcs	A
2		Castle Decoration Assembly	2	W652xD135xH460(mm) Security Torx Bolt M4x15(mm)-8pcs Security Torx Bolt M4x12(mm)-8pcs Washer M4-8pcs Nylon Nut M4-8PCS	A
2.1		Castle Decoration	2	L460xW652xt5	
2.2		L-Bracket (5")	4	W22xD127xH127xt2	
3		Side Cloud Light Assembly	2	W435xD435xH275(mm) Security Torx Bolt M4x8(mm)-8pcs Washer M4-8pcs Nylon Nut M4-8PCS Self-tap Bolt #8"*1/2"-4PCS	B
3.1		Cloud Light Bracket	2	W264xD182xH66(mm)	
3.2		Left Cloud Decoration	1	L820xW275xt0.2	
3.3		Right Cloud Decoration	1	L820xW275xt0.2	
4		Gantry Assembly	1	W1100xD720xH660(mm) Combination Cross Bolt M4x15(mm) -2pcs Screw M3x6(mm)-8pcs	C
5		Console Assembly	1	W535xD336xH1043(mm) Combination Cross Bolt "1/4"*1 1/2"-4pcs	D

No.	Photo	Item	Q'ty	Dimension / Crews	Serial
6		Wiring	1		
7		Rubber Hammer	1		
8		Screwdriver	1		
9		Security Torx Wrench	1		
10		Power Cord	1		
11		LED Controller	1		
12		KEY	2	#2735	
13		KEY	3	#647 Prize Door	

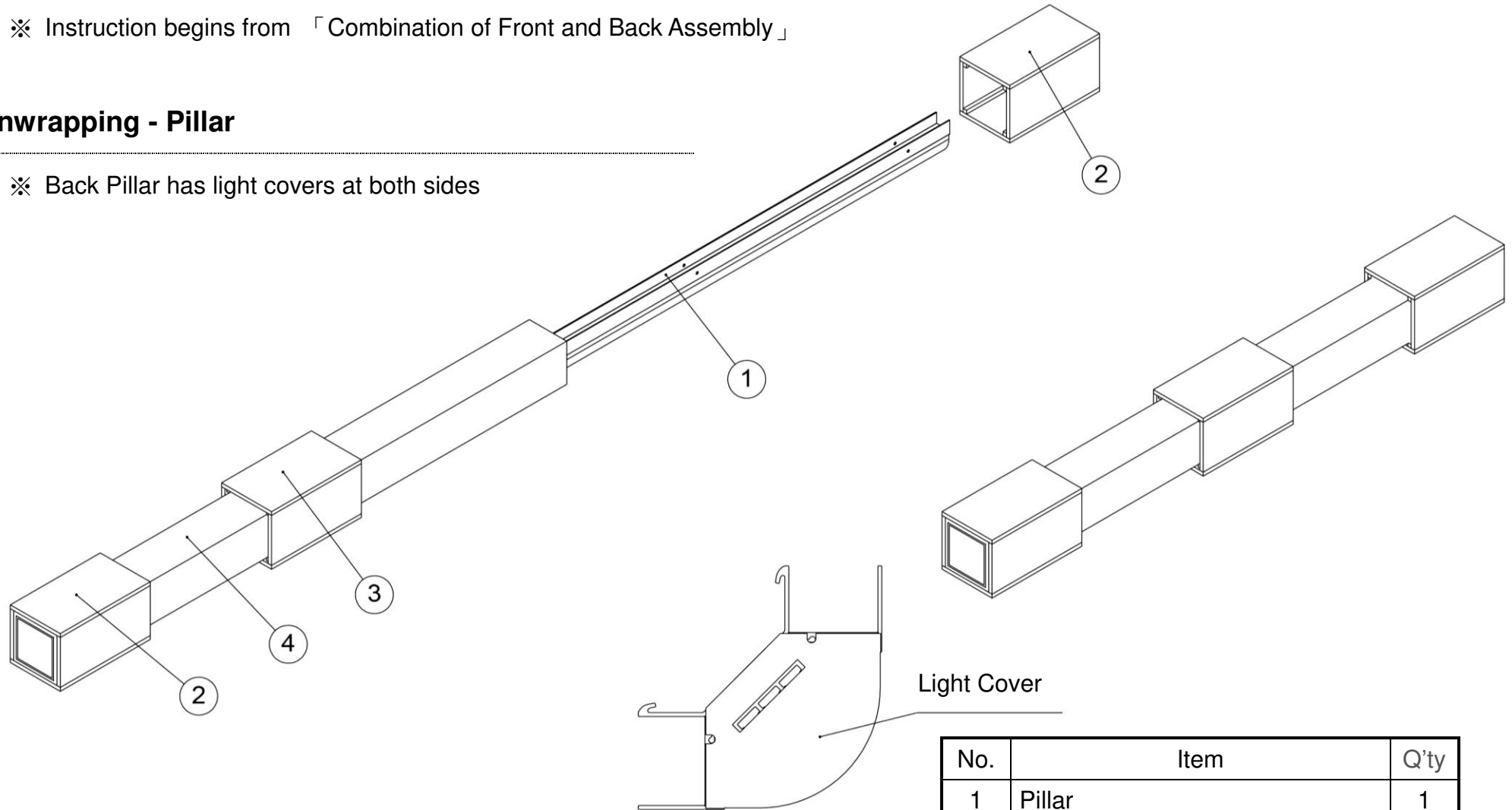
No.	Photo	Item	Q'ty	Dimension / Crews	Serial
14		Combination Security Torx Bolt	12	M4x15(mm)	A
		Security Torx Bolt	8	M4x12(mm)	
		Washer	8	M4	
		Nylon Nut M4	8	M4	
15		Security Torx Bolt	8	M4x8(mm)	B
		Washer	8	M4	
		Nylon Nut M4	8	M4	
		Self-tap Bolt	4	#8" * 1/2"	
16		Combination Cross Bolt	2	M4x15(mm)	C
17		Cross Bolt	8	M3x6(mm)	
18		Combination Cross Bolt	4	"1/4"*1" 1/2"	

3 ASSEMBLY INSTRUCTION

※ Instruction begins from 「Combination of Front and Back Assembly」

Unwrapping - Pillar

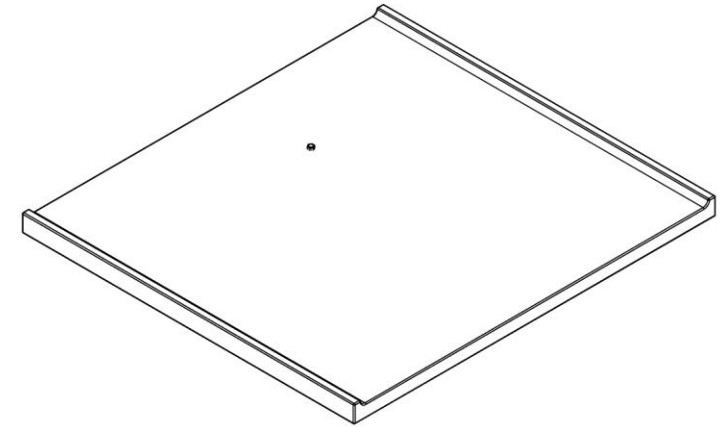
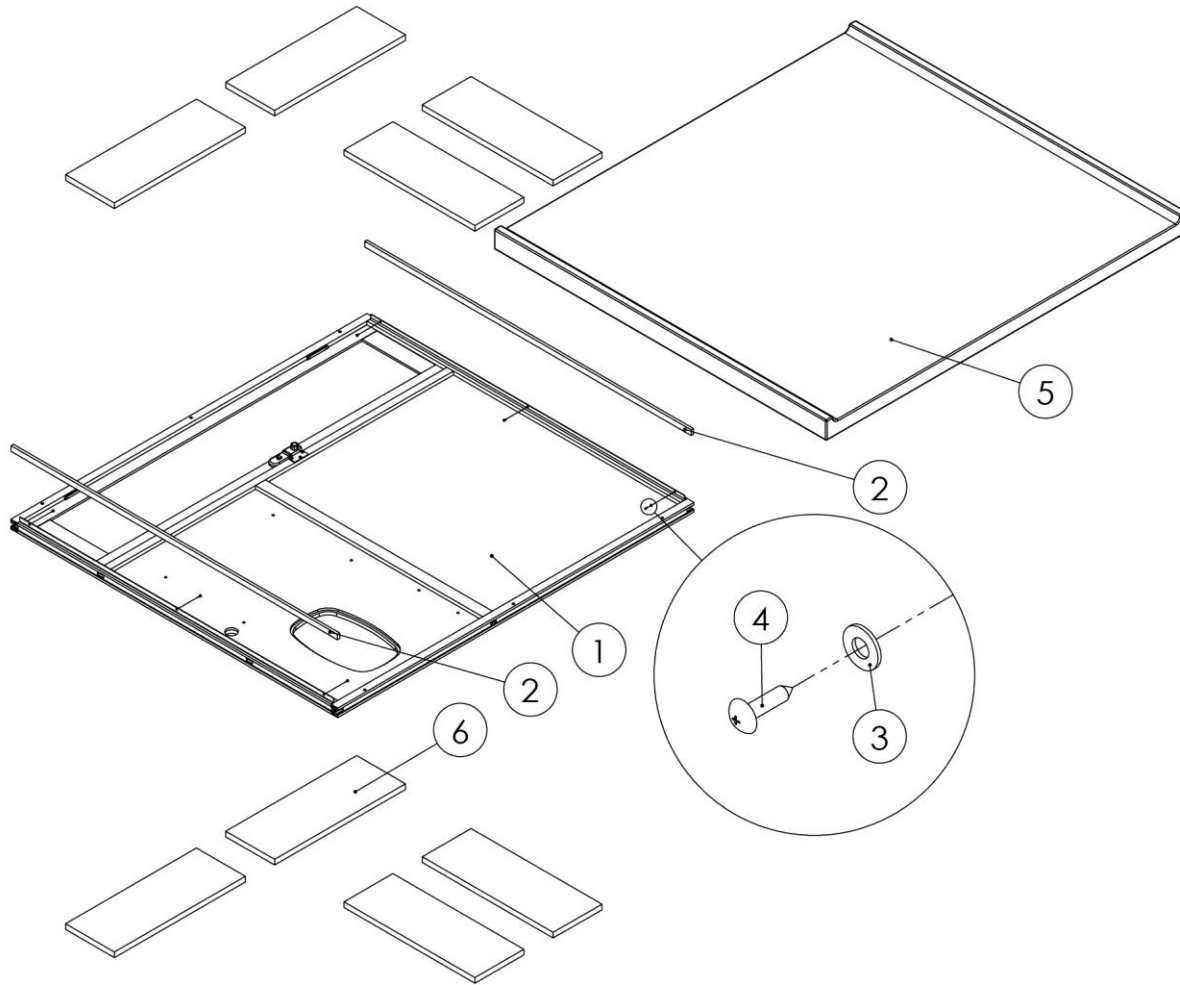
※ Back Pillar has light covers at both sides



Light Cover

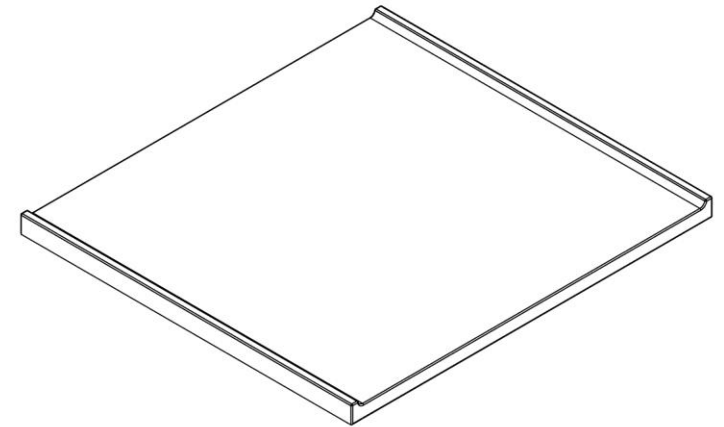
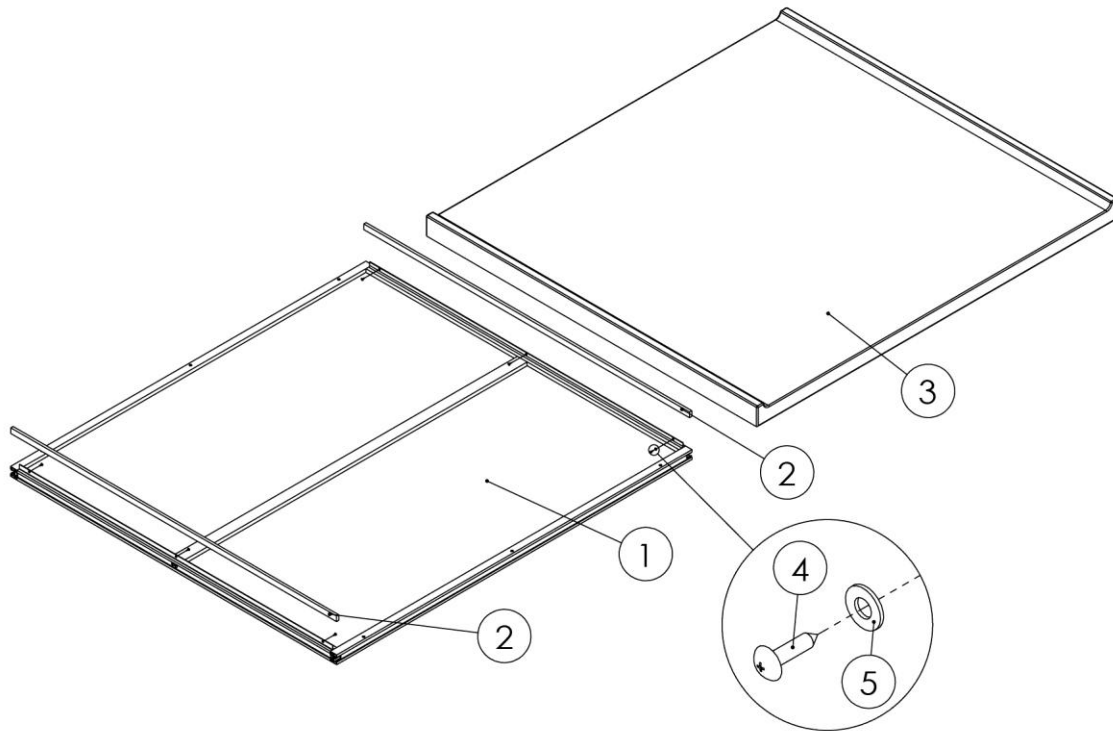
No.	Item	Q'ty
1	Pillar	1
2	Pillar Protection Cover A	2
3	Pillar Protection Cover B	1
4	Bubble Wrap	1

Unwrapping – Front Frame



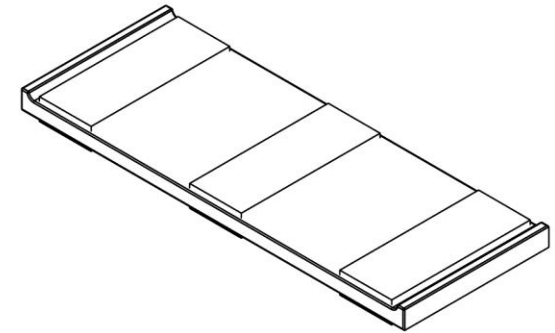
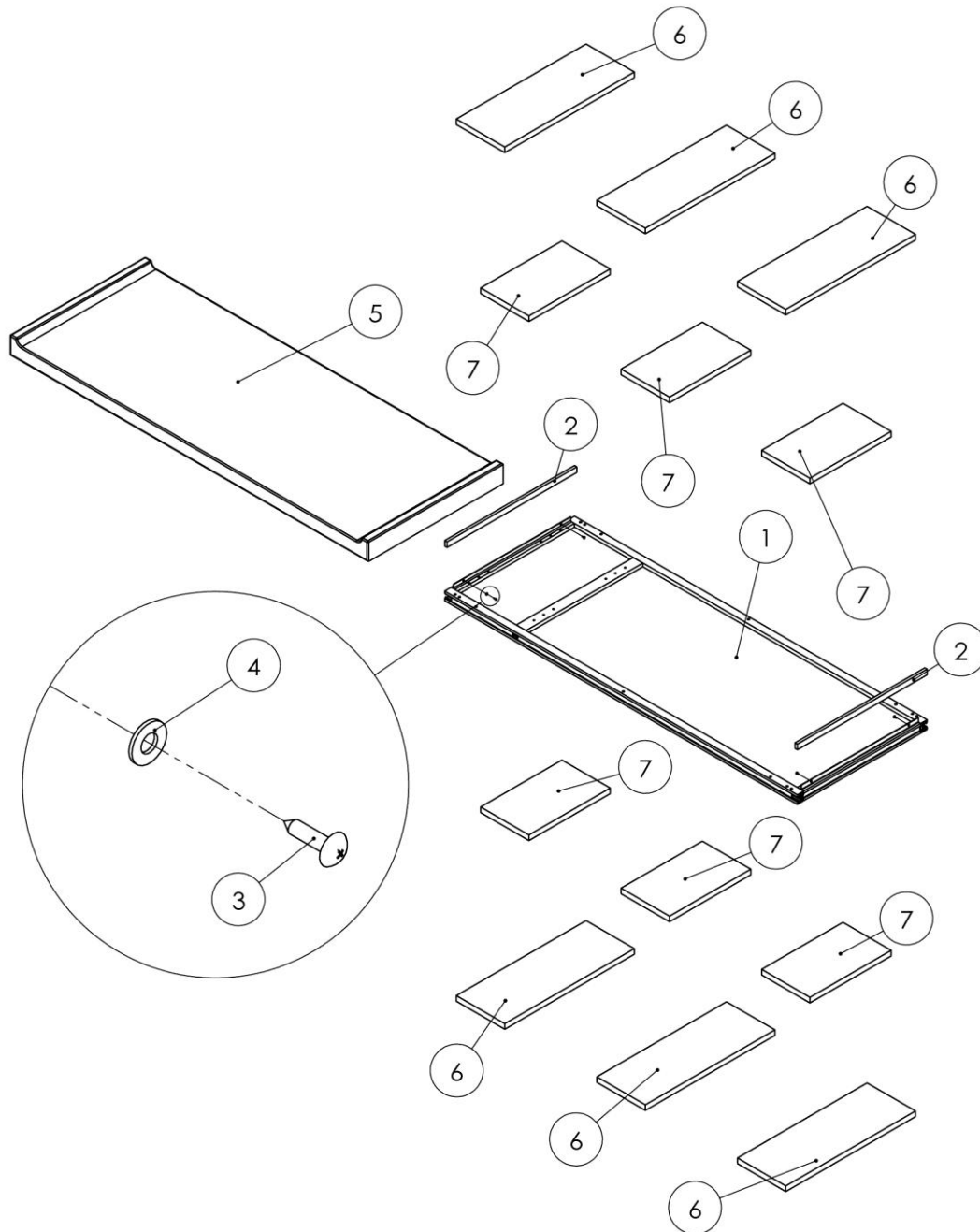
No.	Item	Q'ty
1	Front Frame	1
2	Shelter	2
3	Washer M4	6
4	Cross Bolt 1/8X1/2	6
5	Bubble Wrap	1
6	Styrofoam 670 x 250	8

Unwrapping – Back Frame



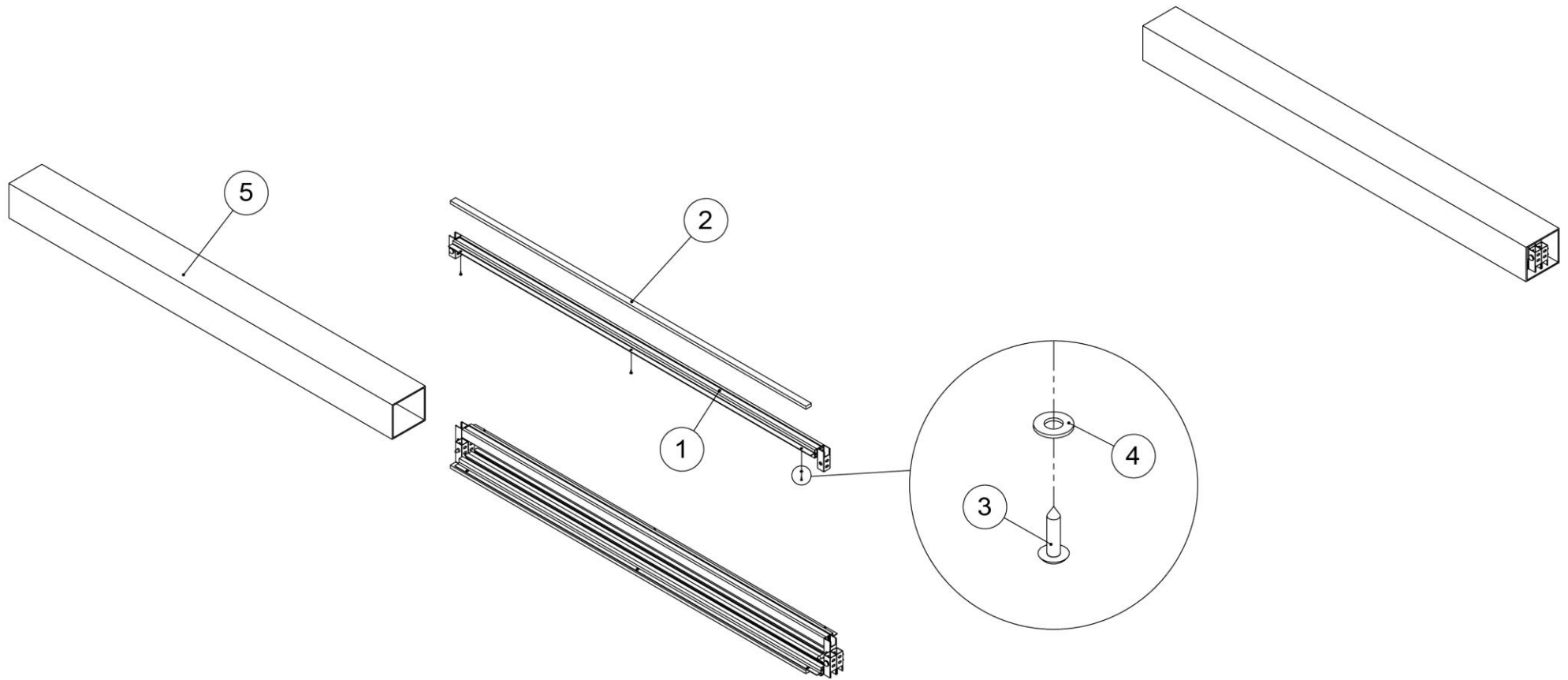
No.	Item	Q'ty
1	Back Frame	1
2	Shelter	2
3	Bubble Warp	1
4	Cross Bolt 1/8X1/2 6	6
5	Washer M4 6	6

Unwrapping – Side Frame



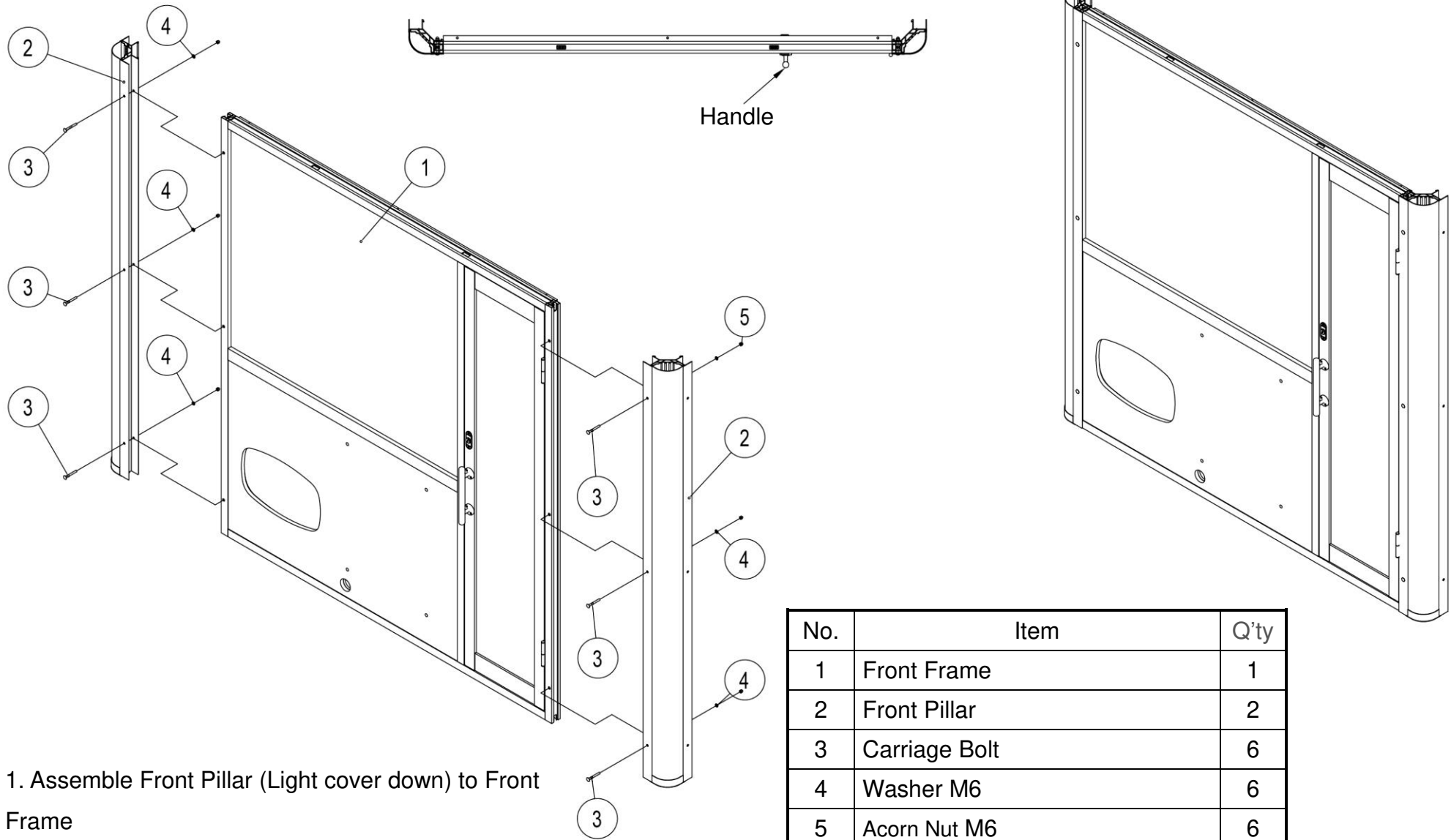
No.	Item	Q'ty
1	Side Frame	1
2	Shelter	2
3	Cross Bolt 1/8 X1/2	4
4	Washer M4	4
5	Bubble Warp	1
6	Styrofoam 670 x 250	6
7	Styrofoam 420 x 250	6

Unwrapping – Middle Floor Frame



No.	Item	Q'ty
1	Middle Floor Frame	4
2	Shelter	2
3	Cross Bolt 1/8 X1/2	12
4	Washer M4	12
5	Bubble Warp	1

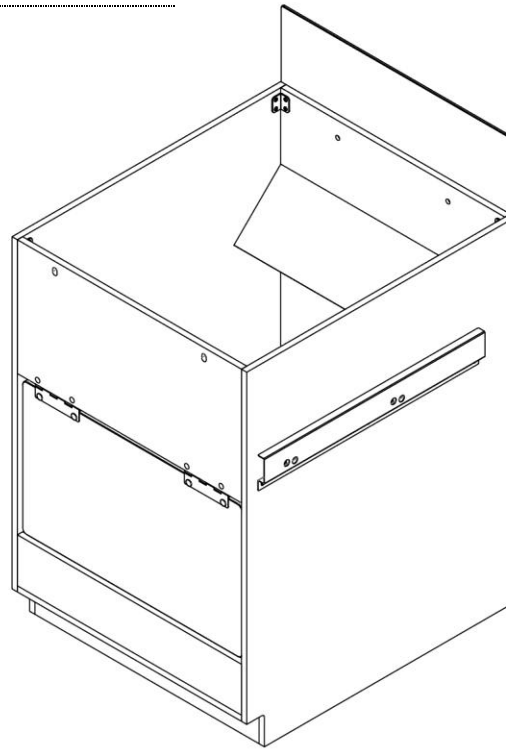
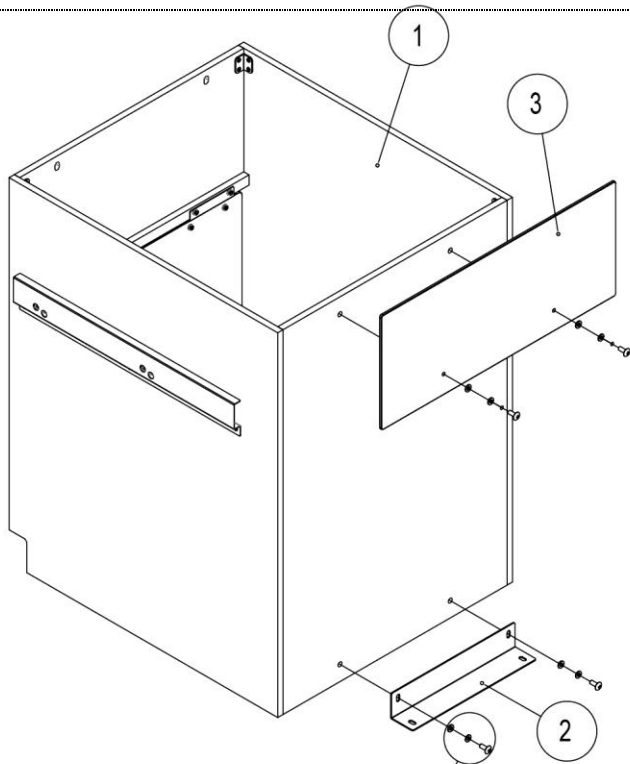
Front Frame Assembly



1. Assemble Front Pillar (Light cover down) to Front Frame
2. Do the same for another side

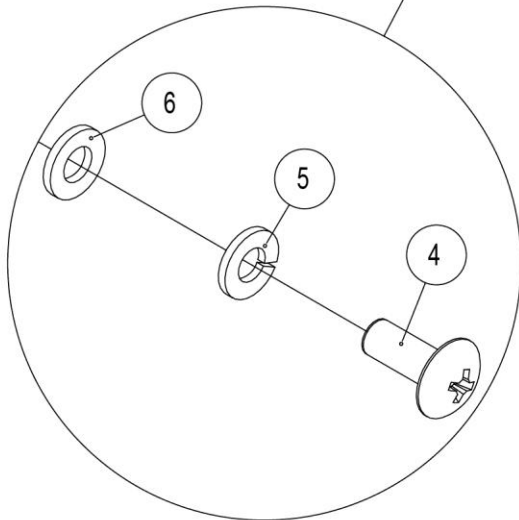
No.	Item	Q'ty
1	Front Frame	1
2	Front Pillar	2
3	Carriage Bolt	6
4	Washer M6	6
5	Acorn Nut M6	6

Prize Box Accessory Assembly



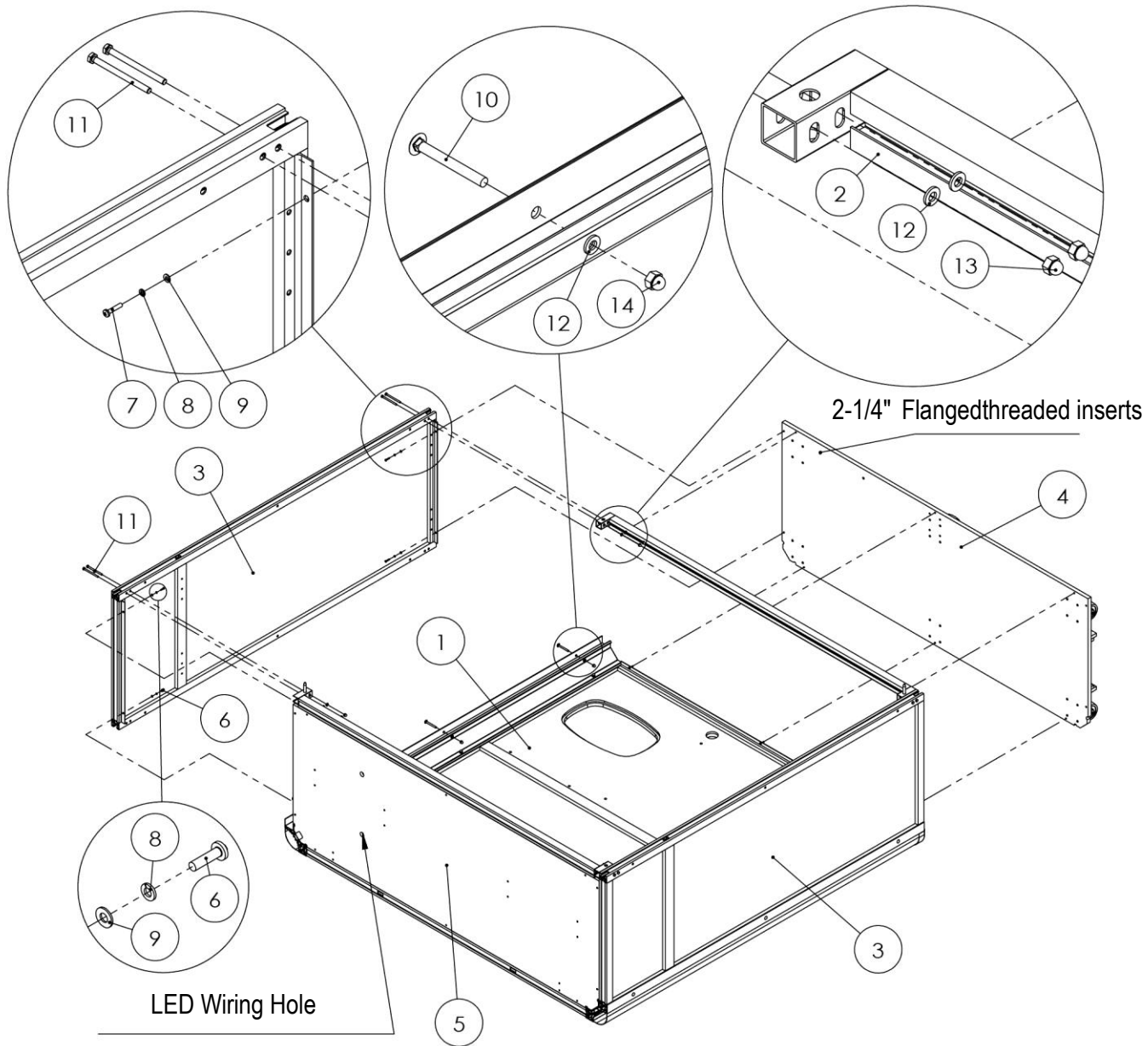
1. Assemble Prize Box Bracket to Prize Box at the bottom by side.

2. Assemble Prize Chute Acrylic to Prize Box.



No.	Item	Q'ty
1	Prize Box	1
2	Prize Box Bracket	1
3	Prize Chute Acrylic	1
4	Cross Bolt	4
5	Spring Washer M6	4
6	Washer M6	4

Front Cabinet Assembly 1

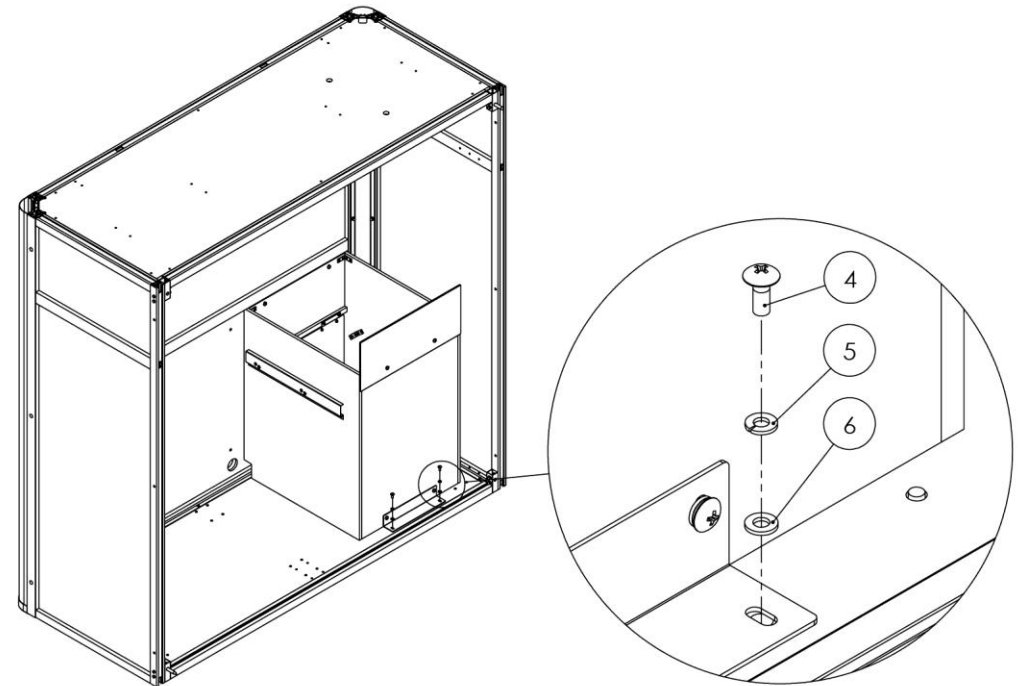
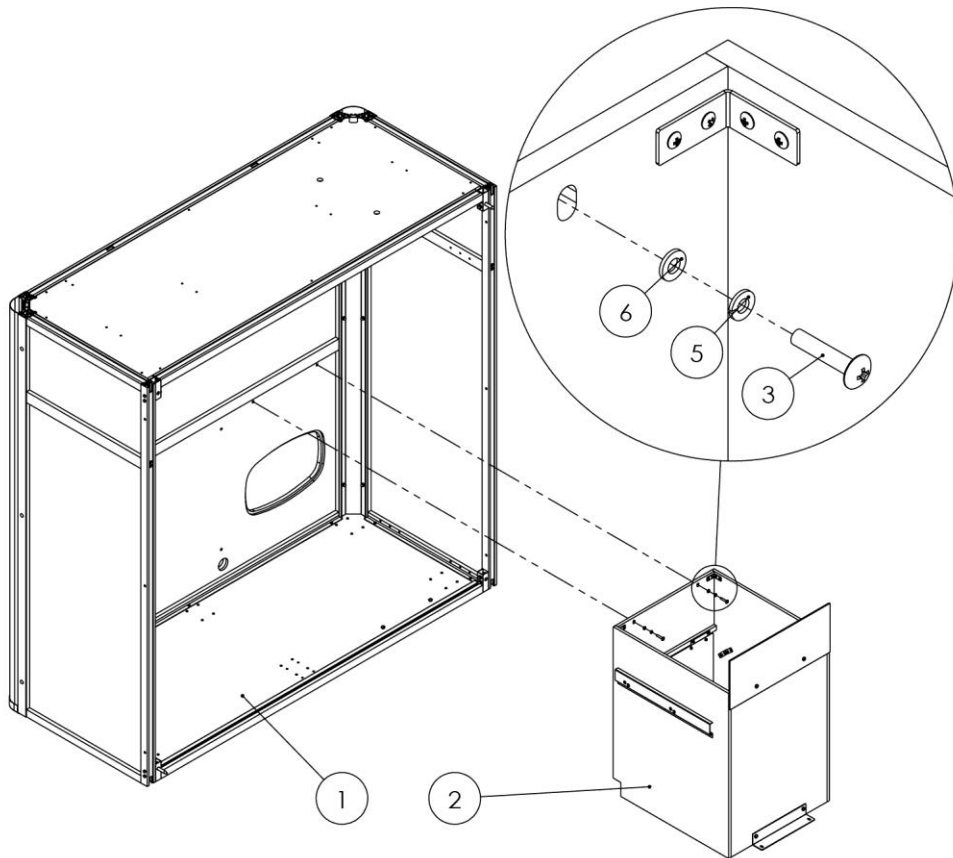


1. Put "①" on the ground (Handle down)
2. Assemble ③ to ① (Both sides)
3. Assemble ② to ③ (Up and down sides)
4. Assemble ④ to the bottom of ①②③ assembly
5. Assemble ⑤ to the bottom of ①②③ assembly

No.	Item	Q'ty
1	Front Frame Assembly	1
2	Floor Middle Frame	2
3	Side Frame	2
4	Front Floor Assembly	1
5	Front Ceiling Board	1
6	Cross Bolt M4X15	10
7	Cross Bolt M4X20	10
8	Spring Washer M4	20
9	Washer M4*10*1mm	20
10	Carriage Bolt	6
11	Hex Head Bolt M6x80	8
12	Washer M6	14
13	Acorn Nut M6	8
14	Acorn Nut 1/4"	6

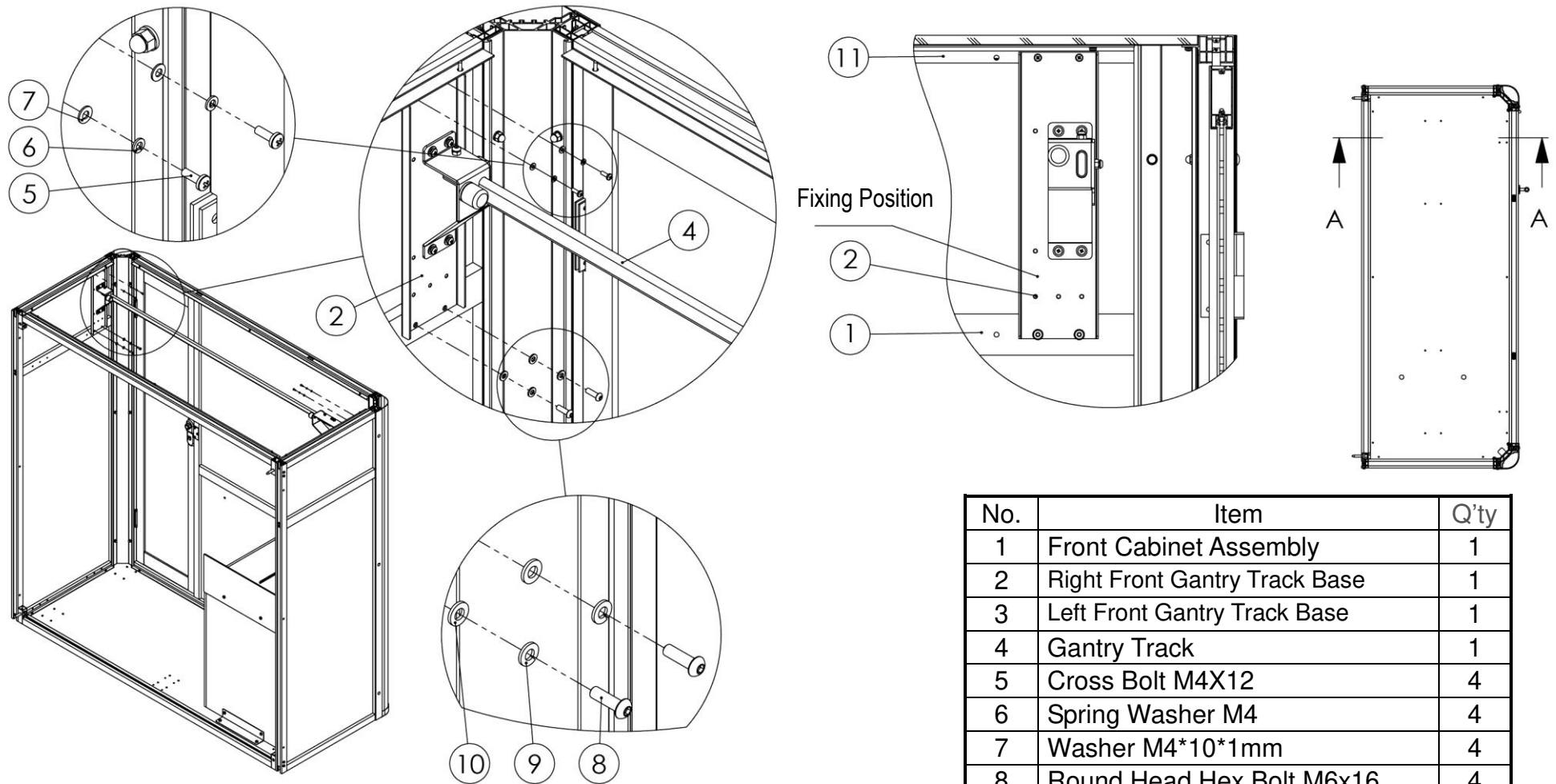
Front Cabinet Assembly 2

1. Assemble "②" into "①" by front side
2. Fix "②" to "①" from the floor



No.	Item	Q'ty
1	Front Cabinet Assembly	1
2	Prize Box Assembly	1
3	Cross Bolt "1/4"- 1 "1/4"	2
4	Cross Bolt	2
5	Spring Washer M6	4
6	Washer M6	18

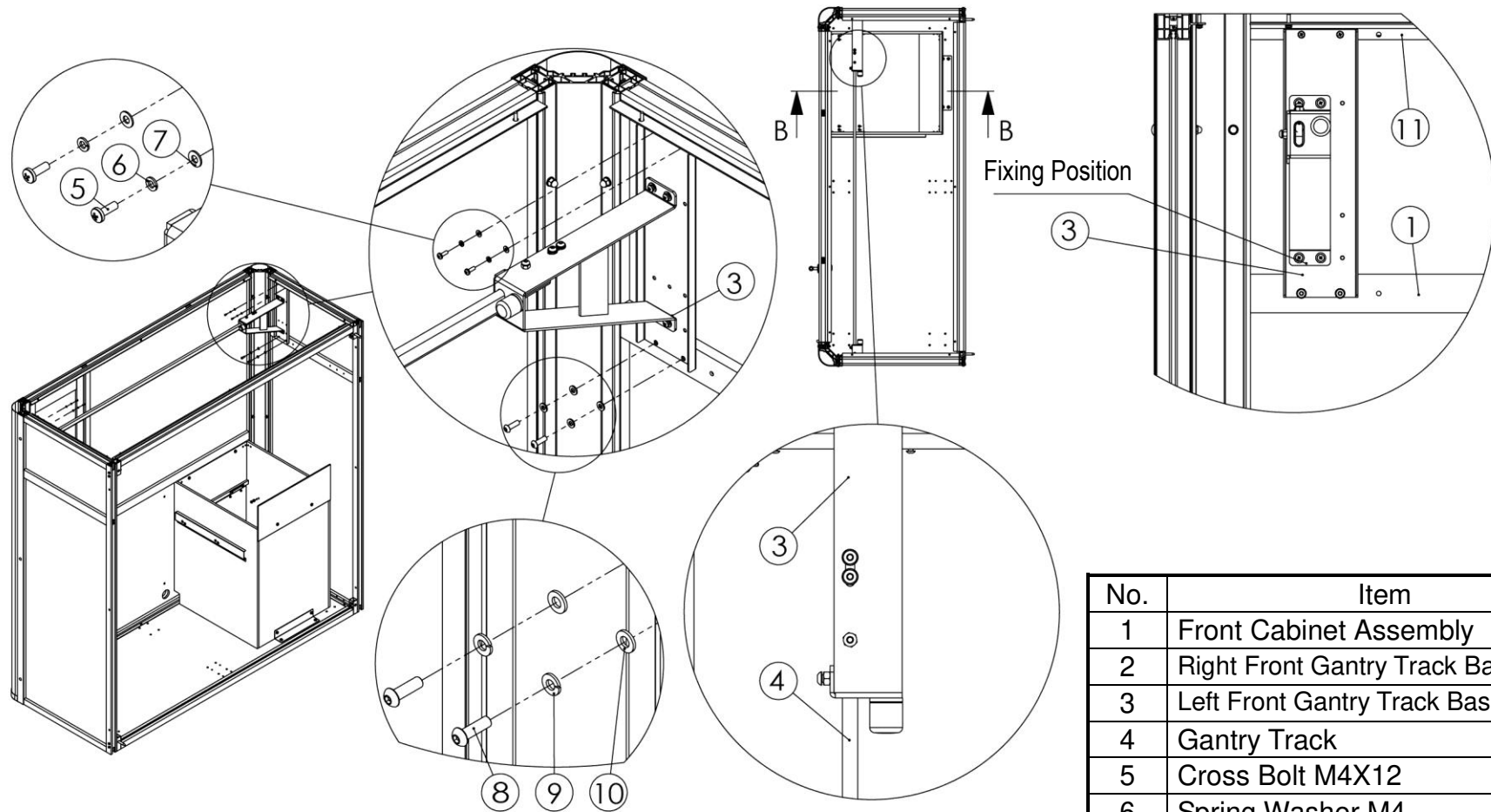
Front Cabinet Assembly 3



1. Assemble "②" onto "⑪"
2. Assemble "②" onto "①"

No.	Item	Q'ty
1	Front Cabinet Assembly	1
2	Right Front Gantry Track Base	1
3	Left Front Gantry Track Base	1
4	Gantry Track	1
5	Cross Bolt M4X12	4
6	Spring Washer M4	4
7	Washer M4*10*1mm	4
8	Round Head Hex Bolt M6x16	4
9	Spring Washer M6	4
10	Washer M6	4

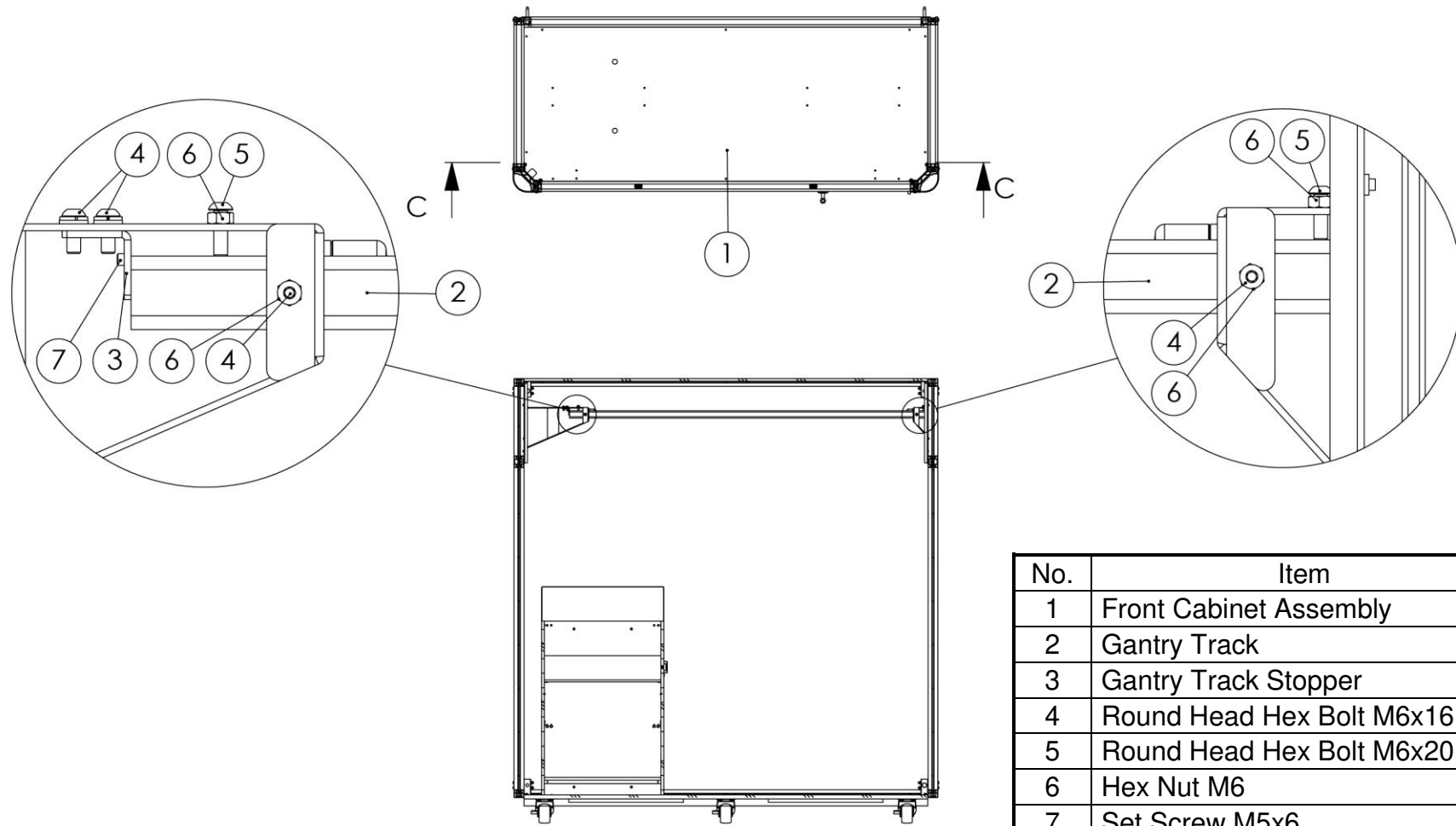
Front Cabinet Assembly 4



1. Make "④" passing through "②" from its hole
2. Make "④" passing through "③" from its hole
3. Assemble "③" onto "⑪"
4. Assemble "③" onto "①"

No.	Item	Q'ty
1	Front Cabinet Assembly	1
2	Right Front Gantry Track Base	1
3	Left Front Gantry Track Base	1
4	Gantry Track	1
5	Cross Bolt M4X12	4
6	Spring Washer M4	4
7	Washer M4*10*1mm	4
8	Round Head Hex Bolt M6x16	4
9	Spring Washer M6	4
10	Washer M6	4

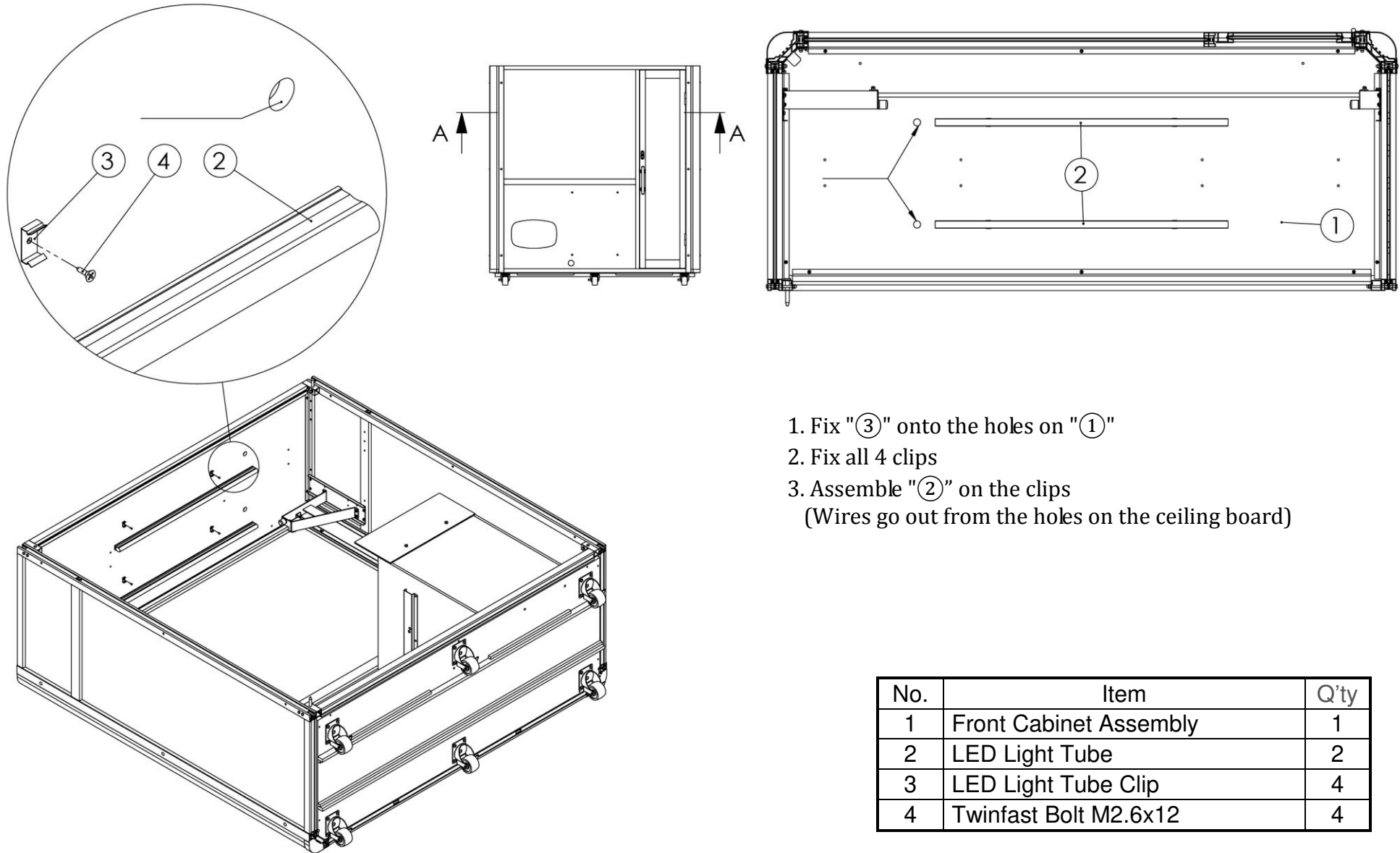
Front Cabinet Assembly 5



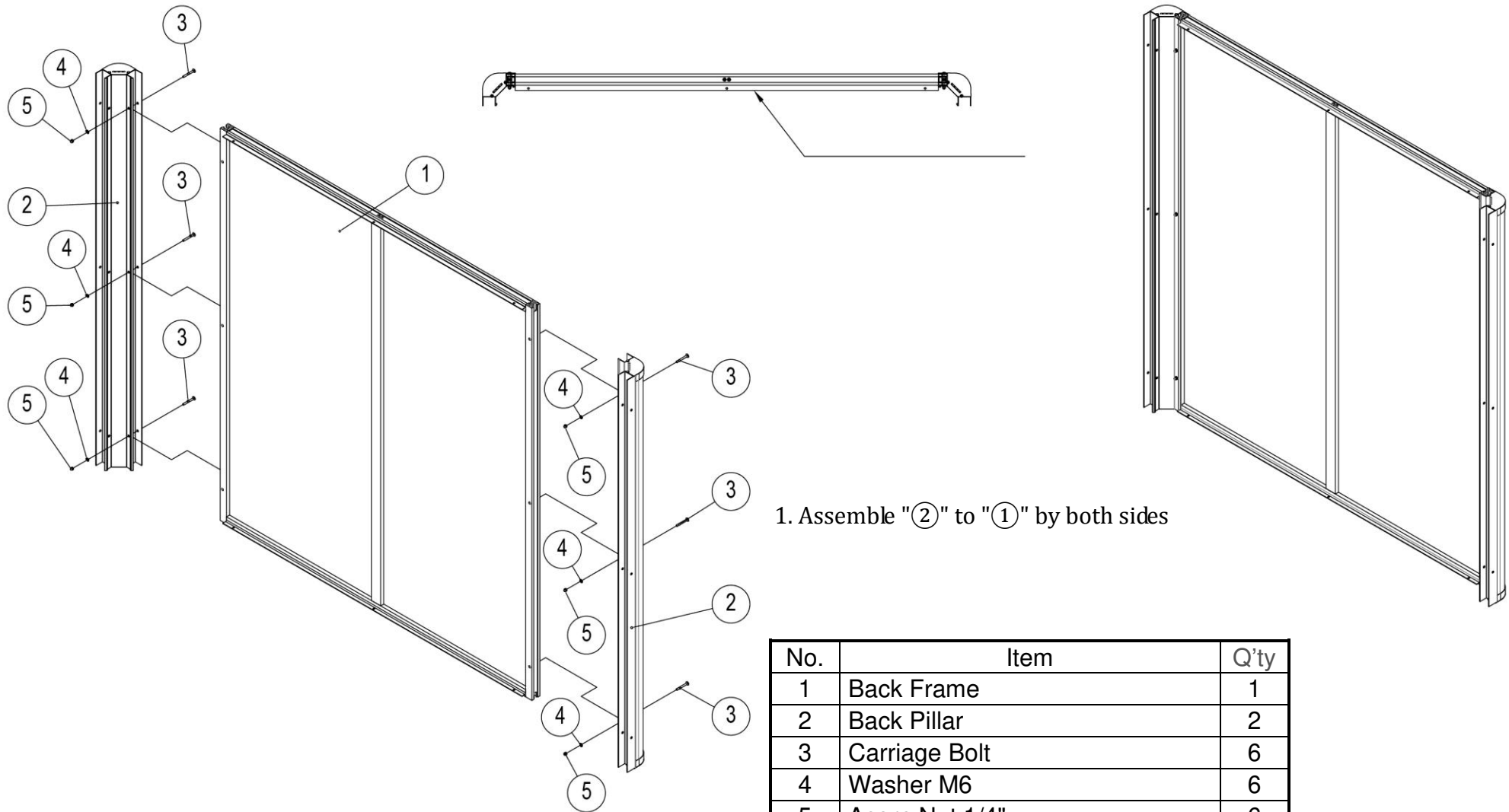
No.	Item	Q'ty
1	Front Cabinet Assembly	1
2	Gantry Track	1
3	Gantry Track Stopper	1
4	Round Head Hex Bolt M6x16	4
5	Round Head Hex Bolt M6x20	2
6	Hex Nut M6	4
7	Set Screw M5x6	1

1. Push "③" right close to "②" and then fix bolt "④" tightly
2. Fix "⑦" tightly close to "②"
3. Push "④" right close to "②" and then fix bolt "⑥" tightly
4. Push "⑤" right close to "②" and then fix bolt "⑥" tightly
5. Do the same as steps 3 and 4 for another side

Front Cabinet Assembly 6



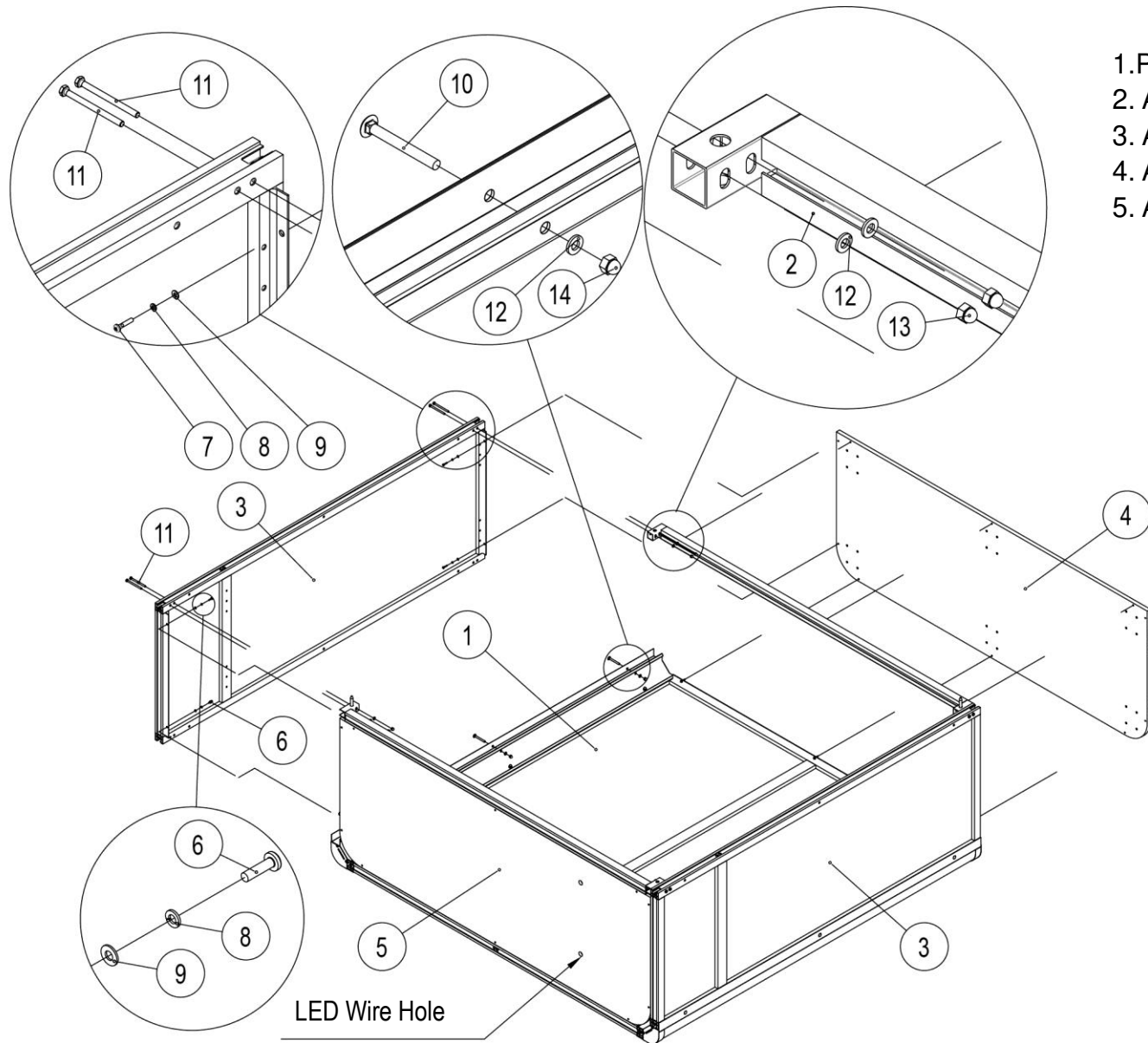
Back Board Assembly



1. Assemble "2" to "1" by both sides

No.	Item	Q'ty
1	Back Frame	1
2	Back Pillar	2
3	Carriage Bolt	6
4	Washer M6	6
5	Acorn Nut 1/4"	6

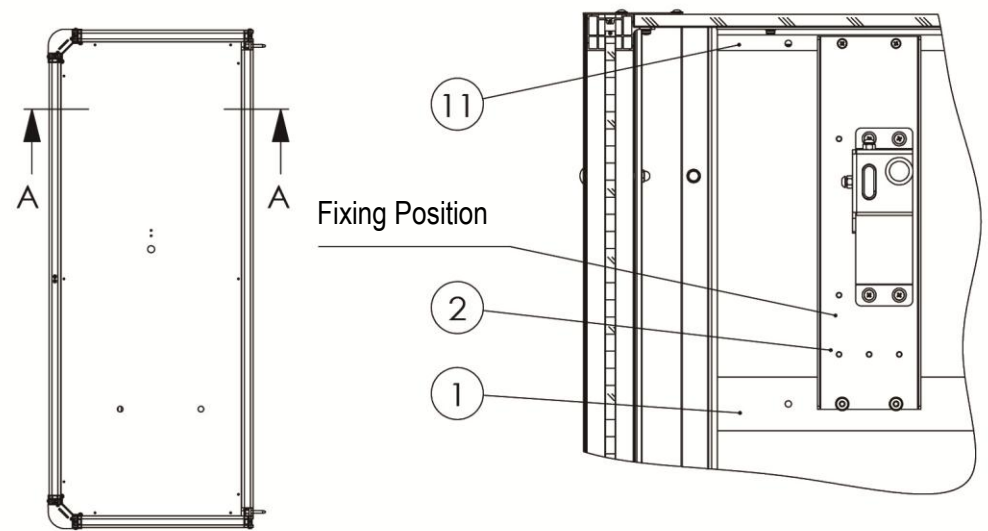
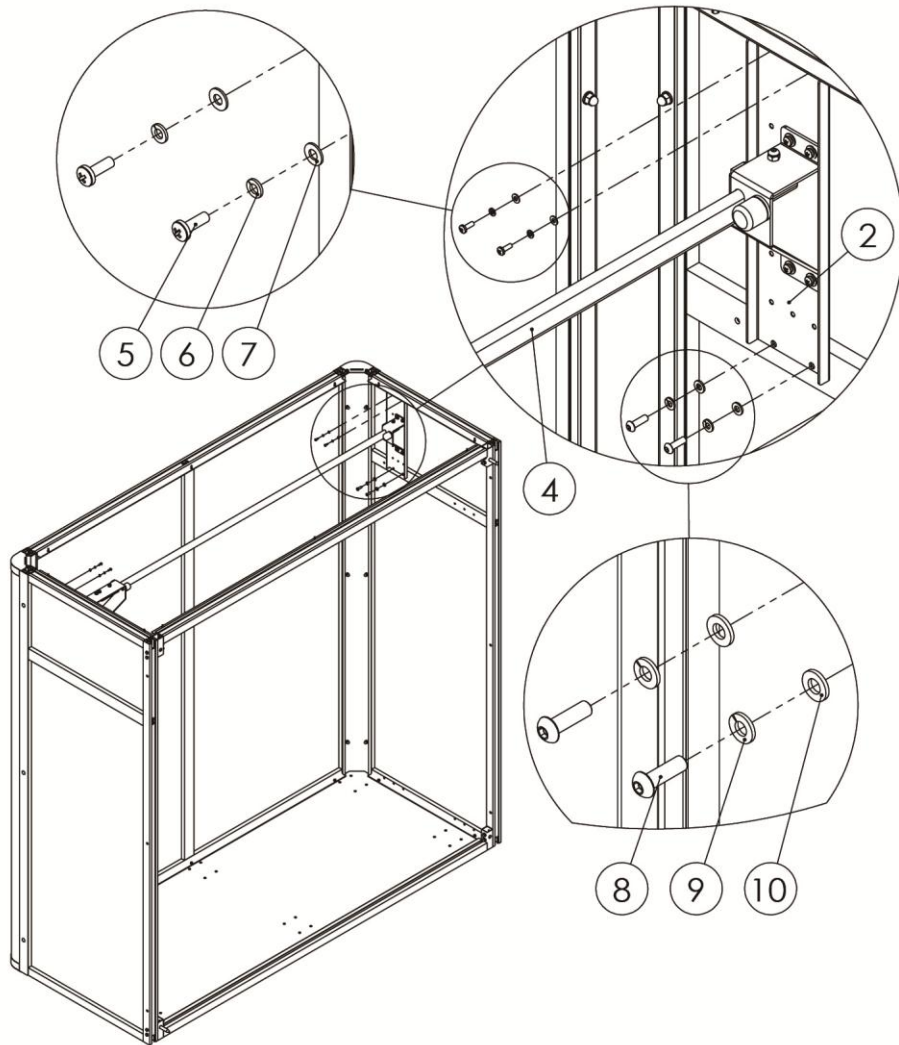
Back Cabinet Assembly 1



1. Put "1" on the ground
2. Assemble "3" to "1" (both sides)
3. Assemble "2" to "3" (both sides)
4. Assemble "4" to "123" from its bottom
5. Assemble "5" to "123" from its top

No.	Item	Q'ty
1	Back Board Assembly	1
2	Floor Middle Frame	2
3	Side Frame	2
4	Back Floor Assembly	1
5	Back Ceiling Board	1
6	Cross Bolt M4X15	10
7	Cross Bolt M4X20	10
8	Spring Washer M4	20
9	Washer M4*10*1mm	20
10	Carriage Bolt	6
11	Hex Bolt M6x80	8
12	Washer M6	14
13	Acorn Nut M6	8
14	Acorn Nut 1/4	6

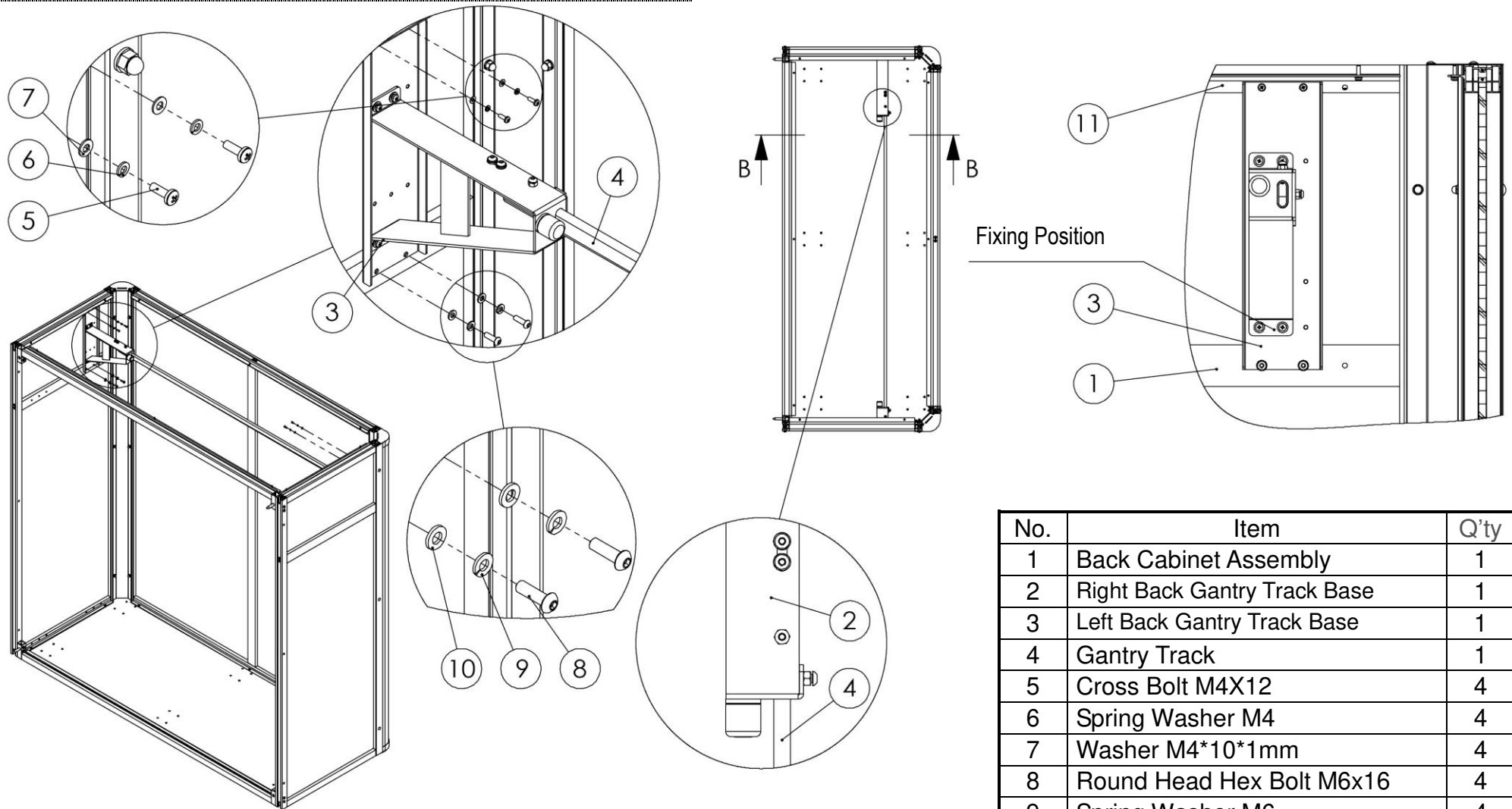
Back Cabinet Assembly 2



1. Assemble "2" onto "11"
2. Assemble "2" onto "1"

No.	Item	Q'ty
1	Back Cabinet Assembly	1
2	Right Back Gantry Track Base	1
3	Left Back Gantry Track Base	1
4	Gantry Track	1
5	Cross Bolt M4X12	4
6	Spring Washer M4	4
7	Washer M4*10*1mm	4
8	Round Head Hex Bolt M6x16	4
9	Spring Washer M6	4
10	Washer M6	4

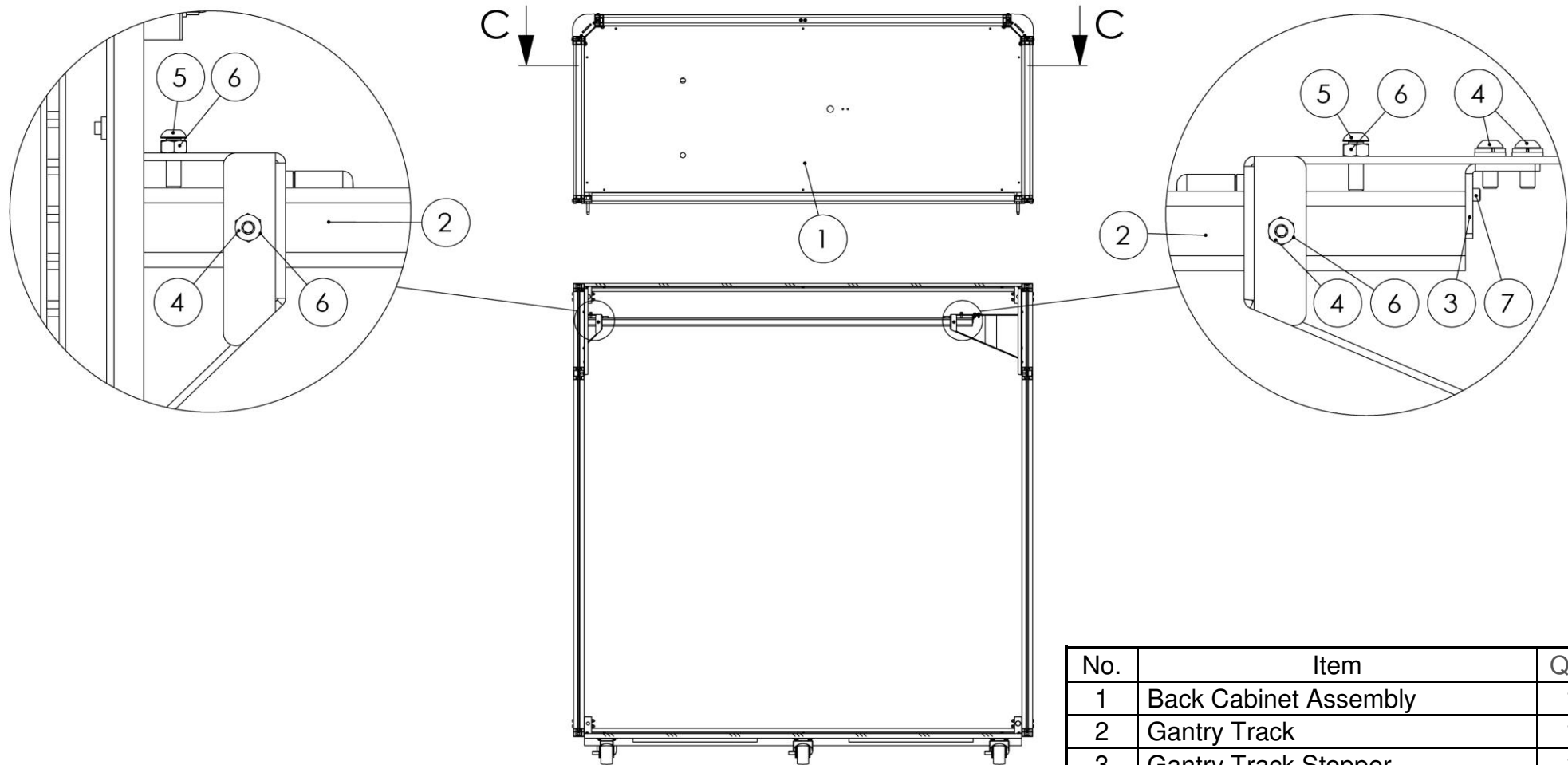
Back Cabinet Assembly 3



1. Make "④" passing through "②" from its hole
2. Make "④" passing through "③" from its hole
3. Assemble "③" onto "①"
4. Assemble "③" onto "①"

No.	Item	Q'ty
1	Back Cabinet Assembly	1
2	Right Back Gantry Track Base	1
3	Left Back Gantry Track Base	1
4	Gantry Track	1
5	Cross Bolt M4X12	4
6	Spring Washer M4	4
7	Washer M4*10*1mm	4
8	Round Head Hex Bolt M6x16	4
9	Spring Washer M6	4
10	Washer M6	4

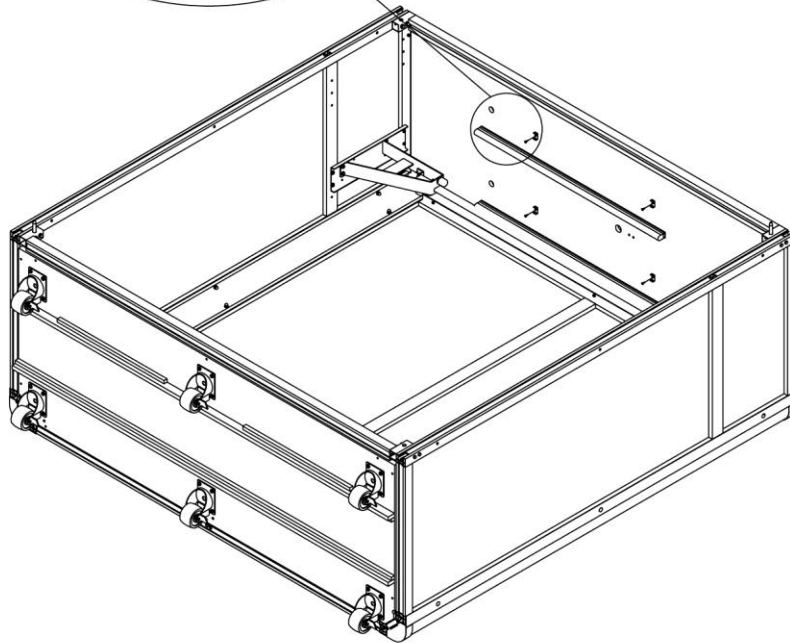
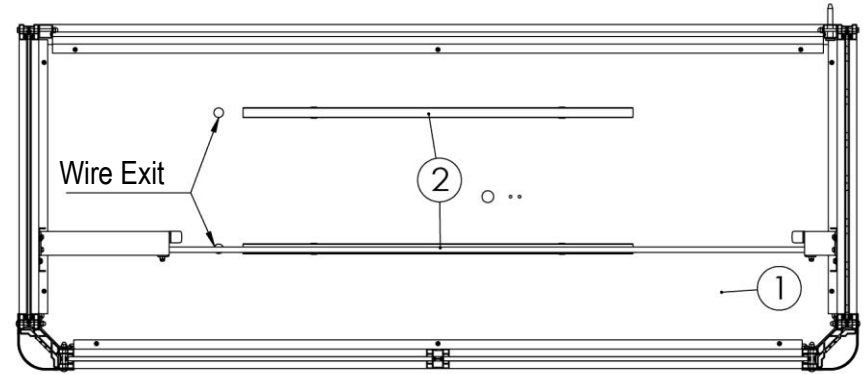
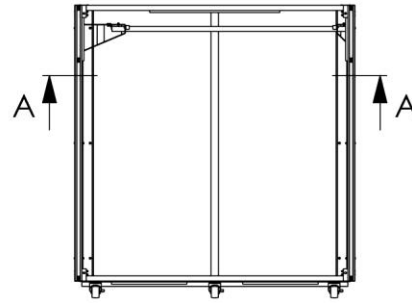
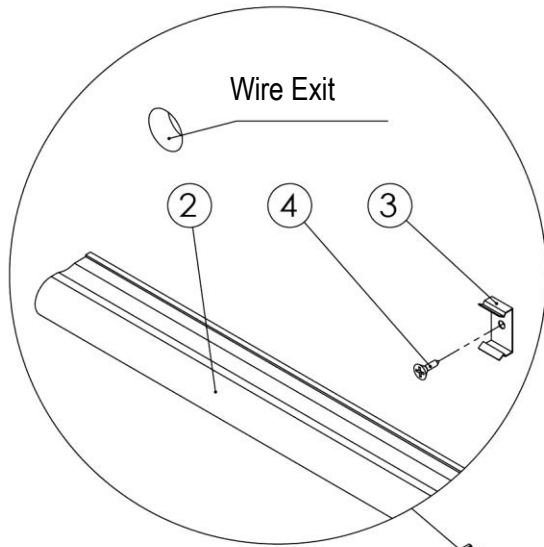
Back Cabinet Assembly 4



1. Push "③" right close to "②" and then fix bolt "④" tightly
2. Fix "⑦" tightly close to "②"
3. Push "④" right close to "②" and then fix bolt "⑥" tightly
4. Push "⑤" right close to "②" and then fix bolt "⑥" tightly
5. Do the same as steps 3 and 4 for another side

No.	Item	Q'ty
1	Back Cabinet Assembly	1
2	Gantry Track	1
3	Gantry Track Stopper	1
4	Round Head Hex Bolt M6x16	4
5	Round Head Hex Bolt M6x20	2
6	Hex Nut M6	4
7	Set Screw M5x6	1

Back Cabinet Assembly 5

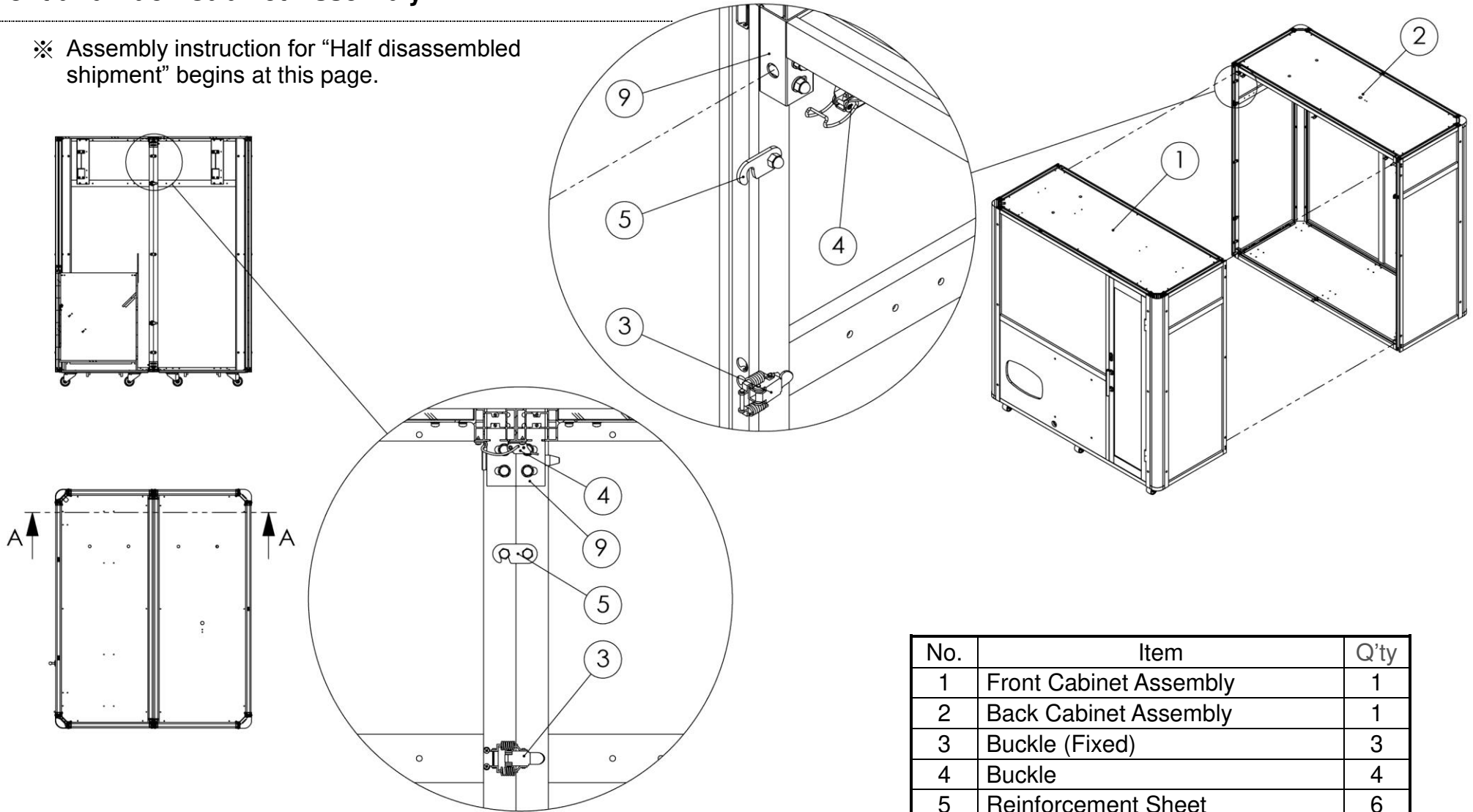


1. Fix "③" onto the holes on "①"
2. Fix all 4 clips
3. Assemble "②" on the clips
(Wires go out from the holes on the ceiling board)

No.	Item	Q'ty
1	Back Cabinet Assembly	1
2	LED Light Tube	2
3	LED Light Tube Clip	4
4	Twinfast Bolt M2.6x12	4

Front and Back Cabinet Assembly

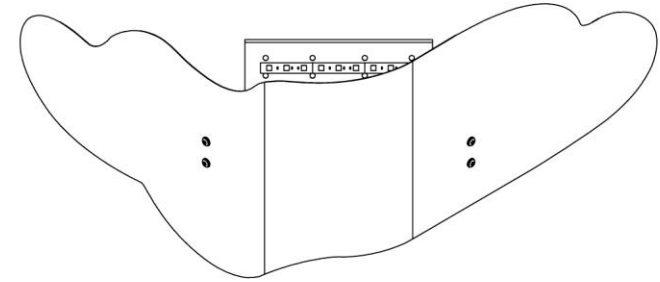
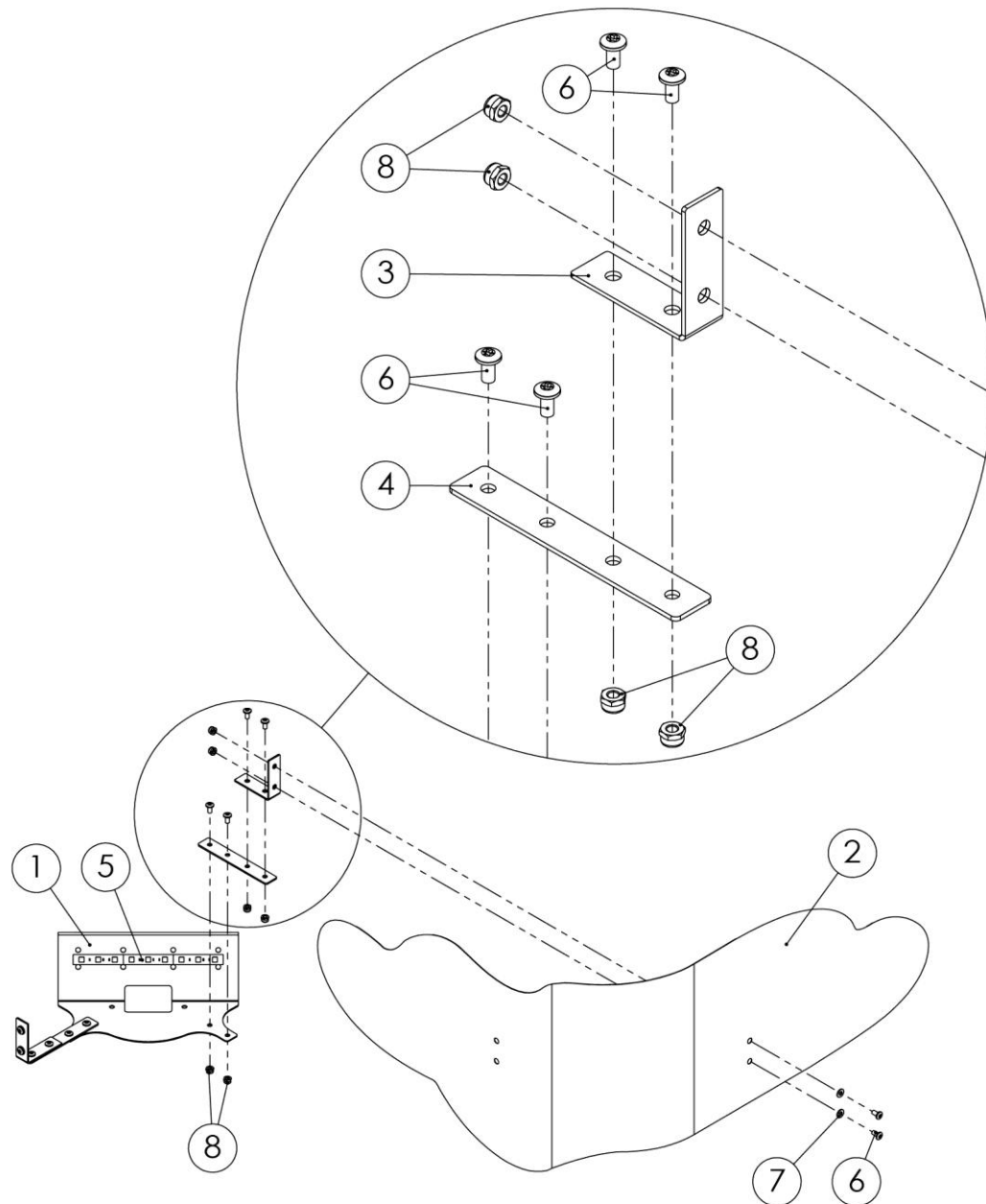
※ Assembly instruction for "Half disassembled shipment" begins at this page.



1. Make "①②" close to each other and insert bolts into "⑨" Positioning Brackets from 4 corners
2. Make "③④" buckled up
3. Fix all "⑤" tightly

No.	Item	Q'ty
1	Front Cabinet Assembly	1
2	Back Cabinet Assembly	1
3	Buckle (Fixed)	3
4	Buckle	4
5	Reinforcement Sheet	6
6	Cross Bolt 3x6.5mm	28
7	Carriage Bolt M6x50	12
8	Acorn Nut M6	12

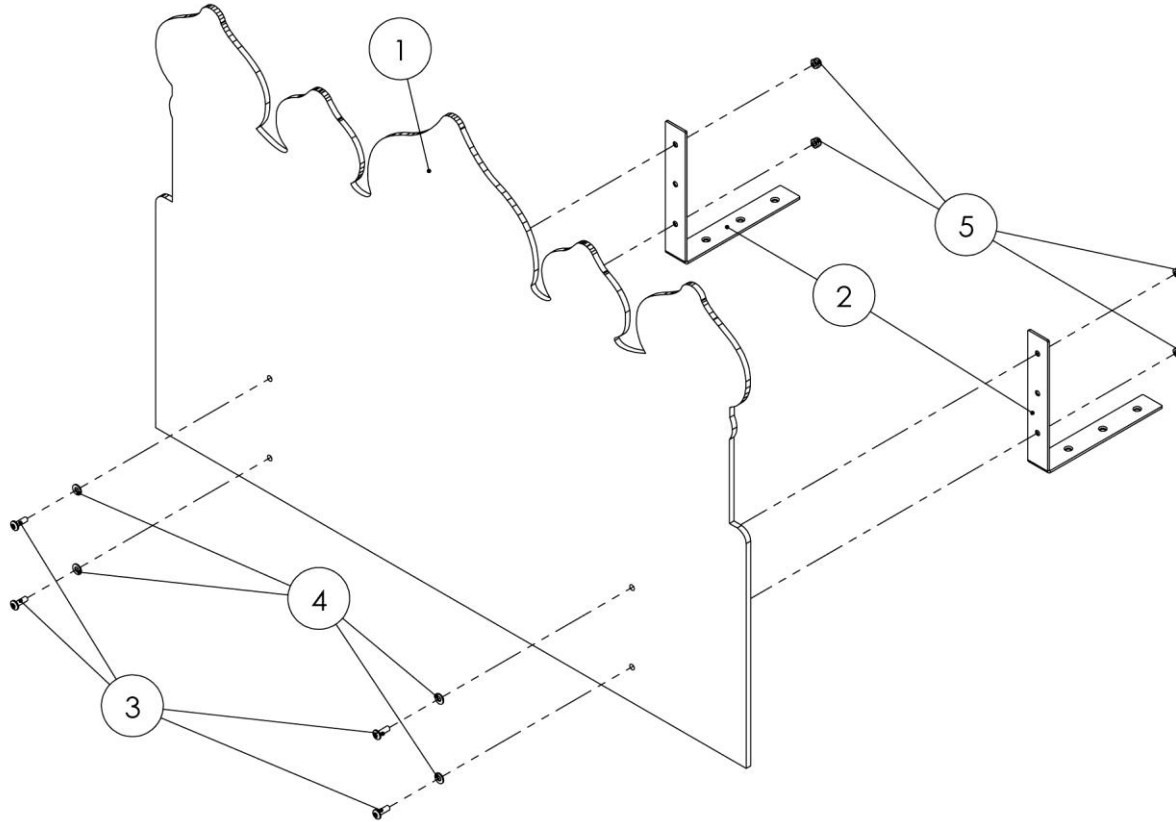
Side Cloud Light Assembly



1. Assemble "③" on "④"
 2. Assemble "④" on "①"
 3. Do the same for another side as step 1 and 2
 4. Assemble "②" onto "③"
 5. Do the same for another side as step 4
- ※The way pf assembly for both sides is completely the same

No.	Item	Q'ty
1	Cloud Light Bracket	1
2	Left Cloud Decoration	1
3	L-Bracket (2")	2
4	Bracket (4")	2
5	LED Light	2
6	Security Torx Bolt M4x8mm	12
7	Washer M4*10*1mm	4
8	Nylon Nut M4	12

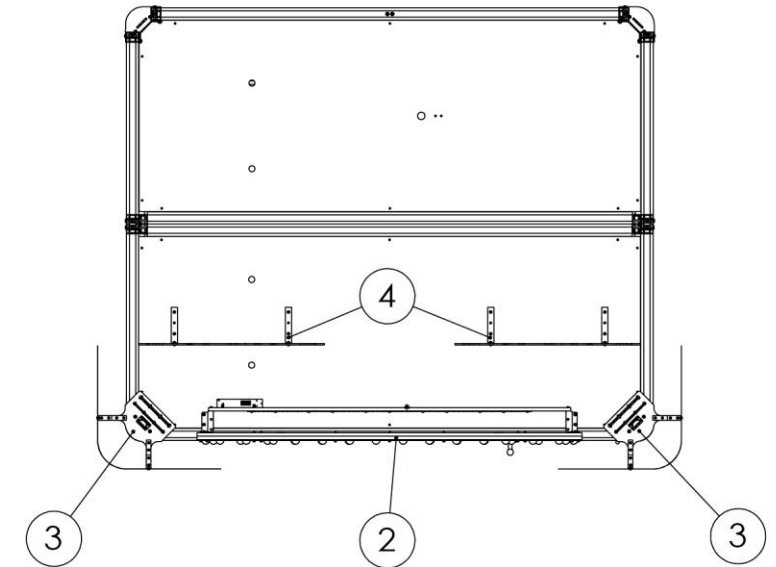
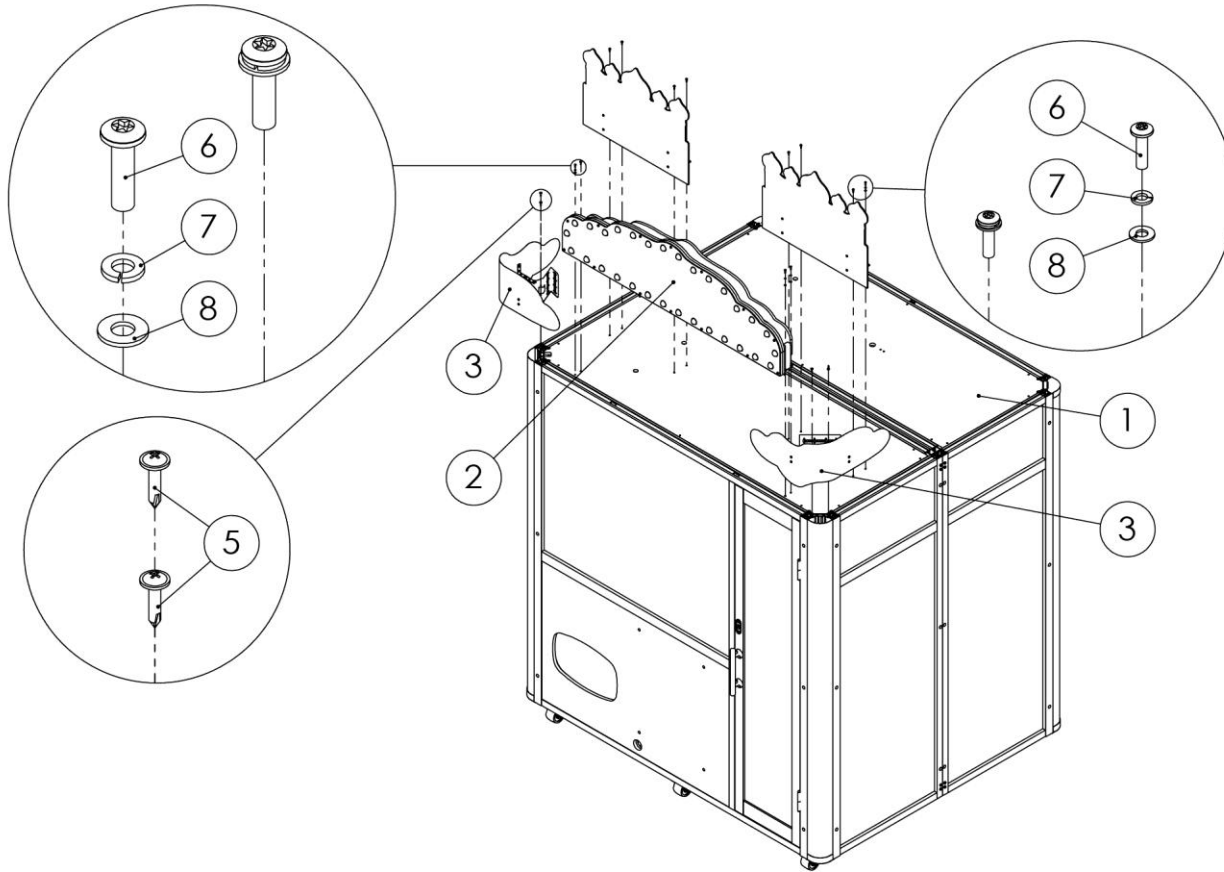
Castle Decoration Assembly



1. Assemble 2 “②” to the back of “①”

No.	Item	Q'ty
1	Castle Decoration	1
2	L-Bracket (5")	2
3	Security Torx Bolt M4x12mm	4
4	Washer M4	4
5	Nylon Nut M4	4

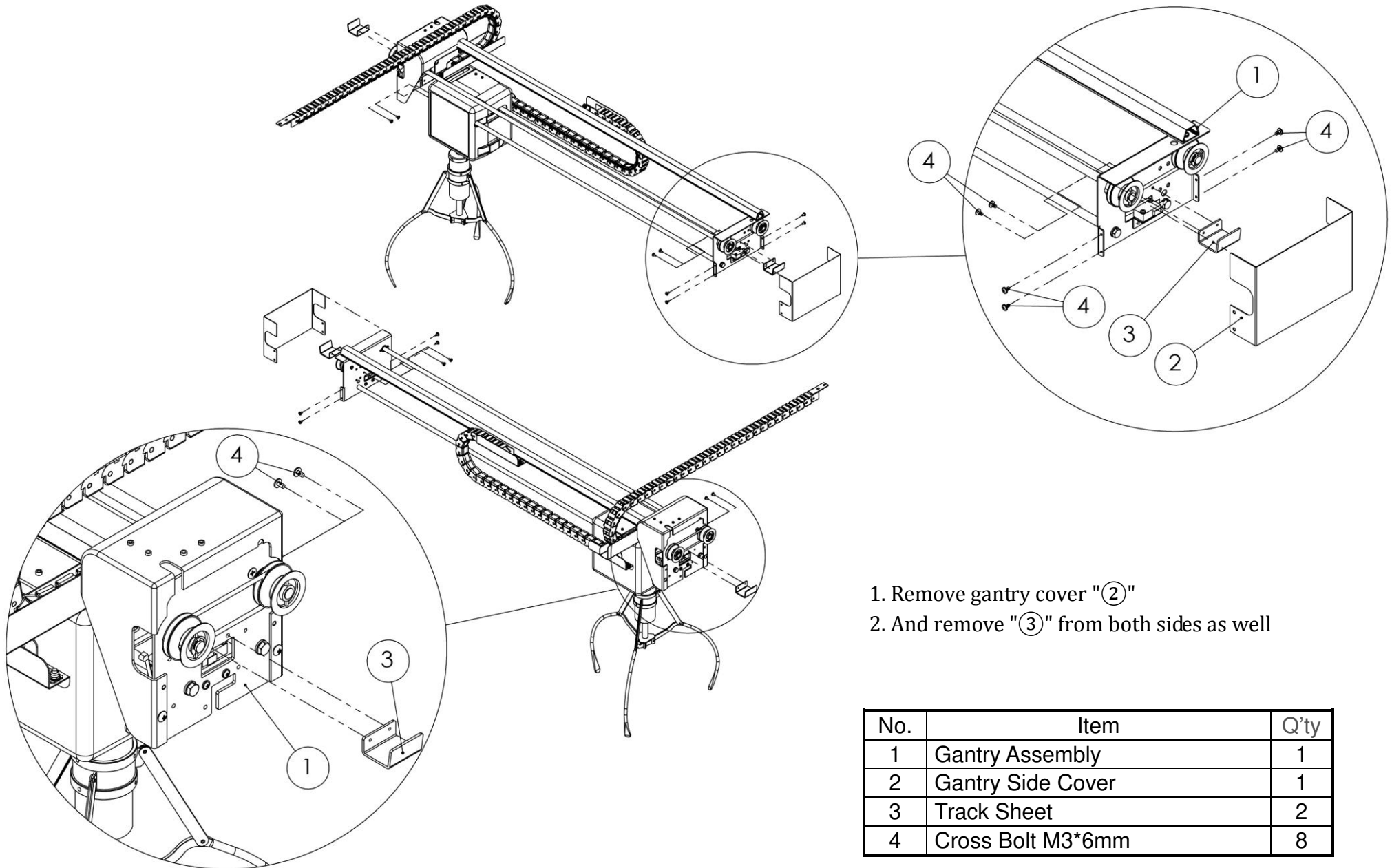
Topper Assembly



1. Assemble "②" on "①"
2. Assemble "③" onto "①" from both sides
("③" contains 2 different sides)
3. Assemble "④" on "①" (both sides)

No.	Item	Q'ty
1	Main Cabinet	1
2	Top Marquee Assembly	1
3	Side Could Light Assembly	2
4	Castle Decoration Assembly	2
5	Self-tap Bolt #8*1/2"	4
6	Security Torx Bolt M4x15	12
7	Spring Washer M4	12
8	Washer M4*10*1mm	12

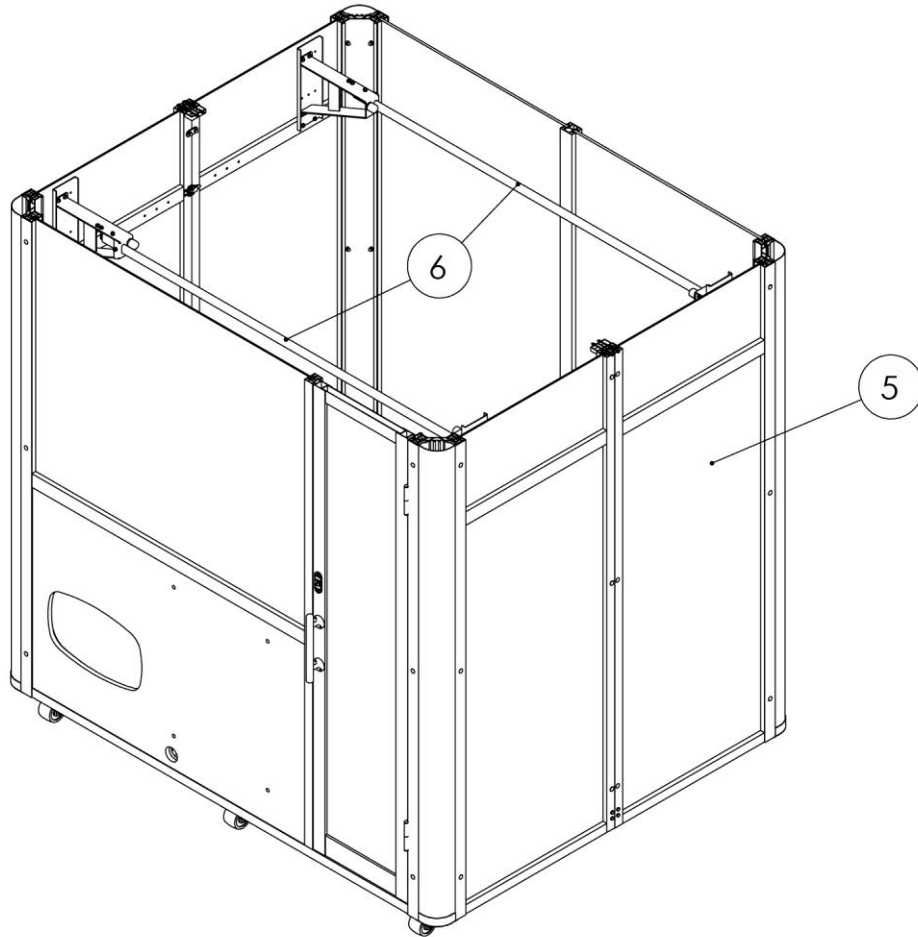
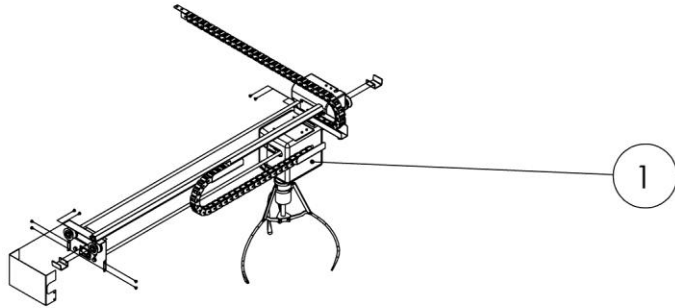
Gantry Assembly - 1



1. Remove gantry cover "②"
2. And remove "③" from both sides as well

No.	Item	Q'ty
1	Gantry Assembly	1
2	Gantry Side Cover	1
3	Track Sheet	2
4	Cross Bolt M3*6mm	8

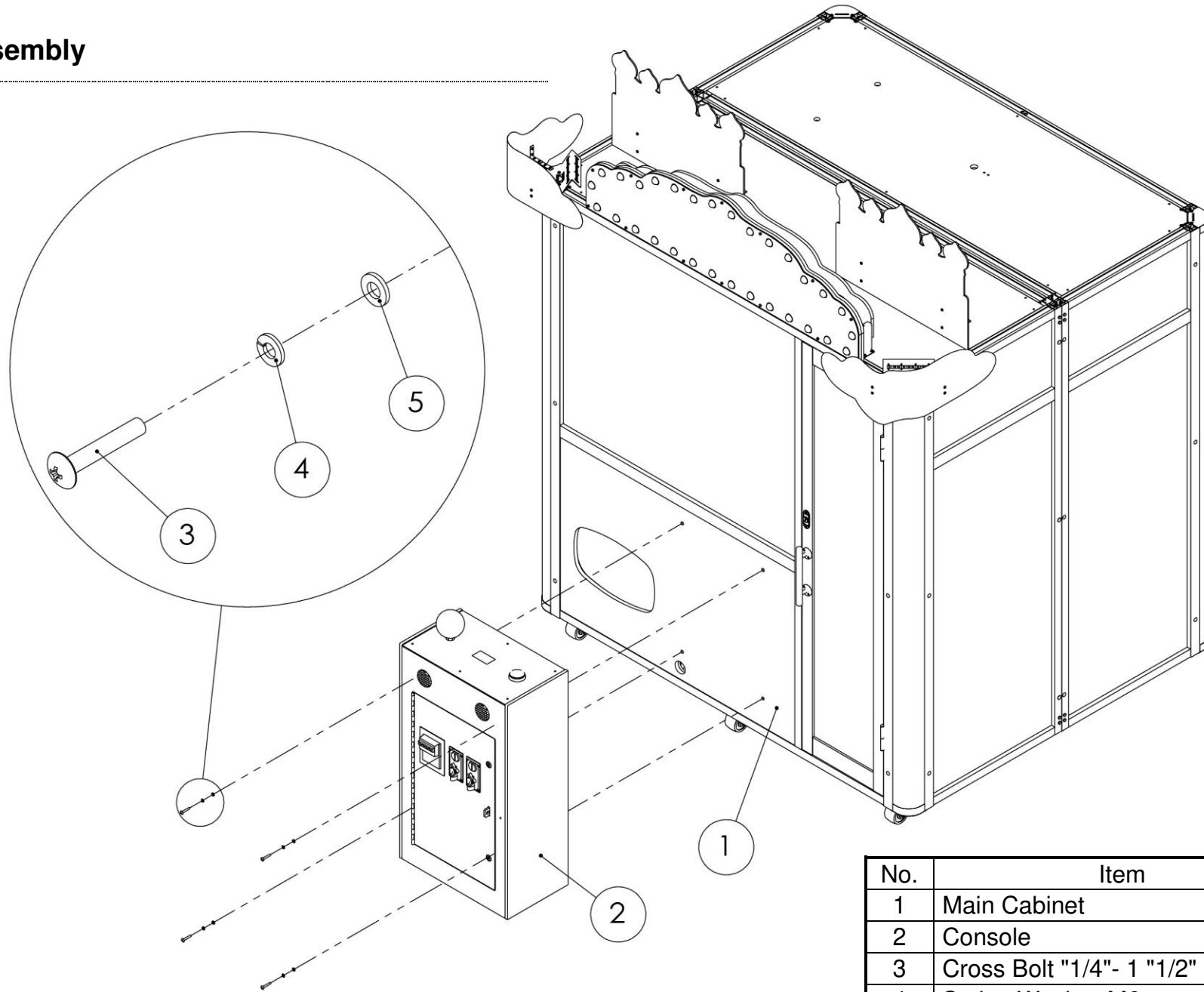
Gantry Assembly - 2



1. Put "①" on "⑥"
2. Assemble "③" on both sides of gantry (refer to last page)
3. Assemble "②" on the right side of gantry

No.	Item	Q'ty
1	Gantry Assembly	1
2	Gantry Side Cover	1
3	Track Sheet	2
4	Cross Bolt M3*6mm	6
5	Main Cabinet	1
6	Gantry Track	2

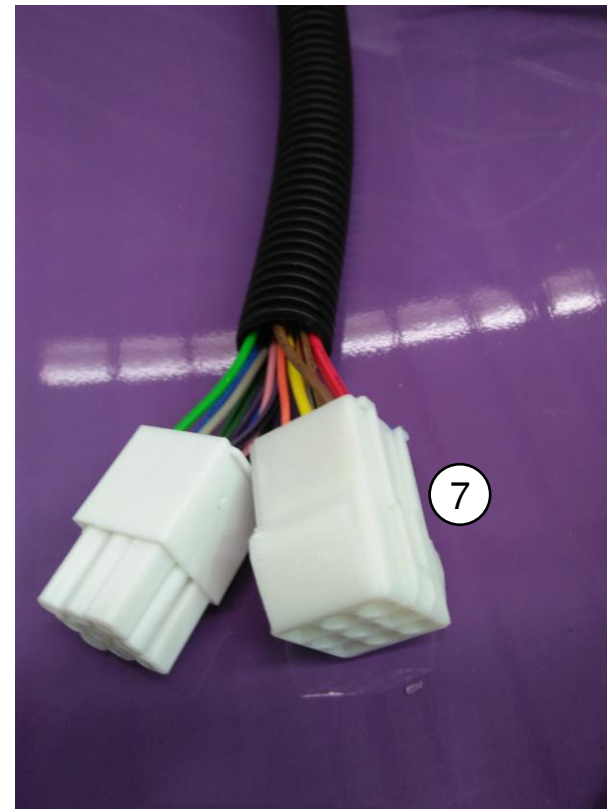
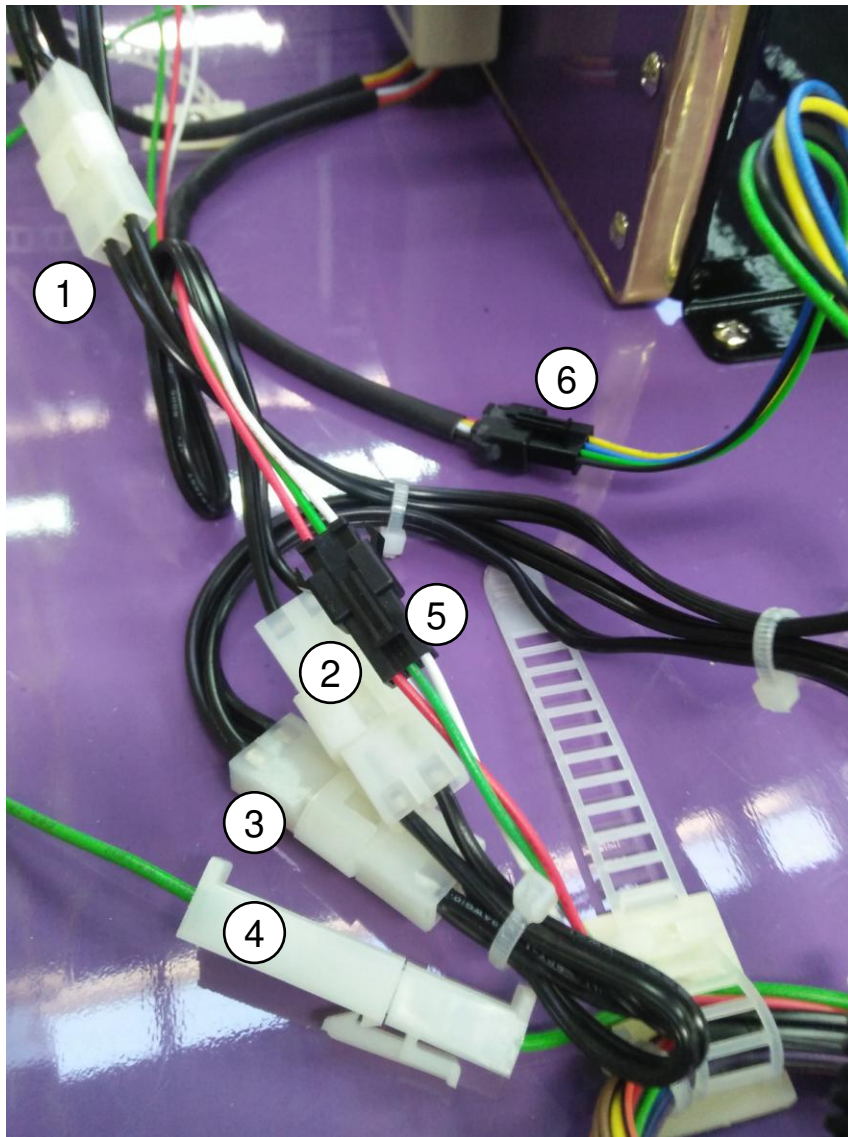
Console Assembly



1. Assemble "②" to the front side of main cabinet "①"

No.	Item	Q'ty
1	Main Cabinet	1
2	Console	1
3	Cross Bolt "1/4"- 1 "1/2"	4
4	Spring Washer M6	4
5	Washer M6	4

Harnesses Connecting



No.	Item
1~3	AC Power
4	Grounding
5	Top Marquee Light Bulb
6	Side Pillar Light
7	Gantry

