

# ULTIMATE SHOT

## OWNER'S MANUAL



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

### IMPORTANT


- Please read the manual thoroughly before operating this machine.
- Please keep this manual within reach for easy reference.

# 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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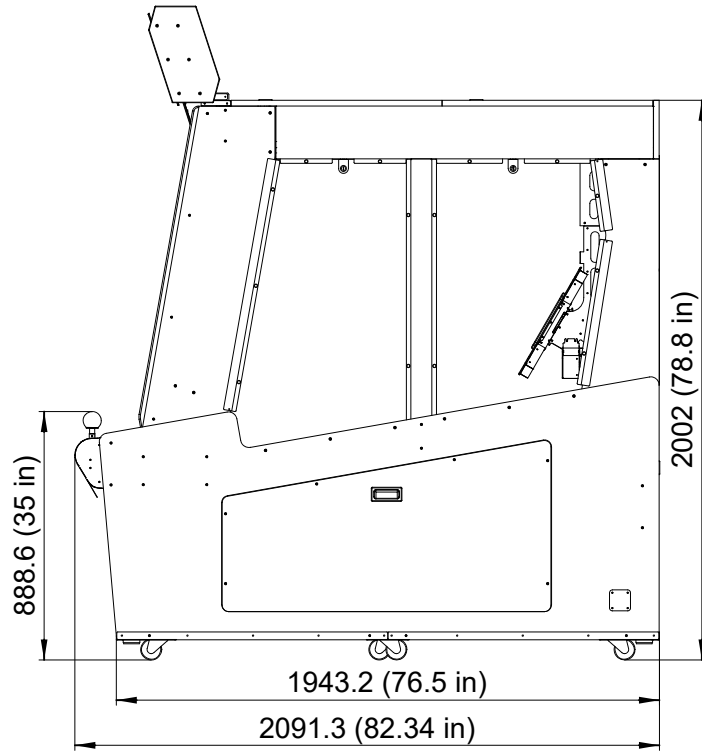
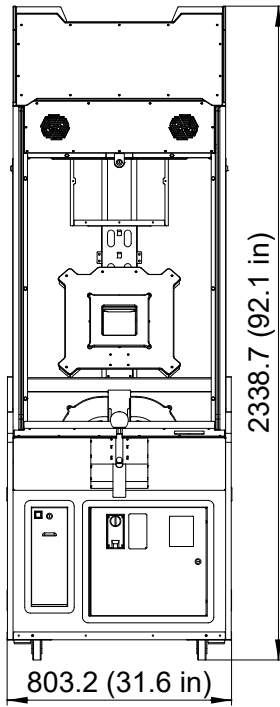
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## 13. WIRE DIAGRAM (67p)

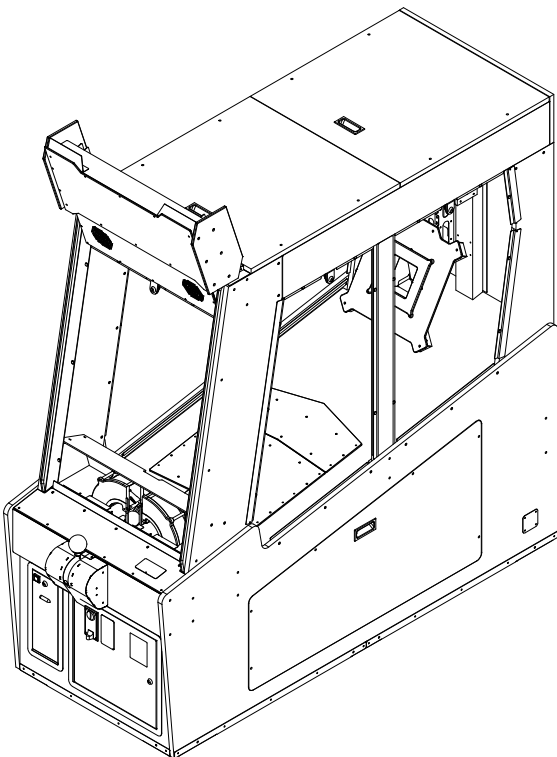
## 14. SHEET (73p)

# 1. Dimensions & Specification

## 1-1. Dimensions



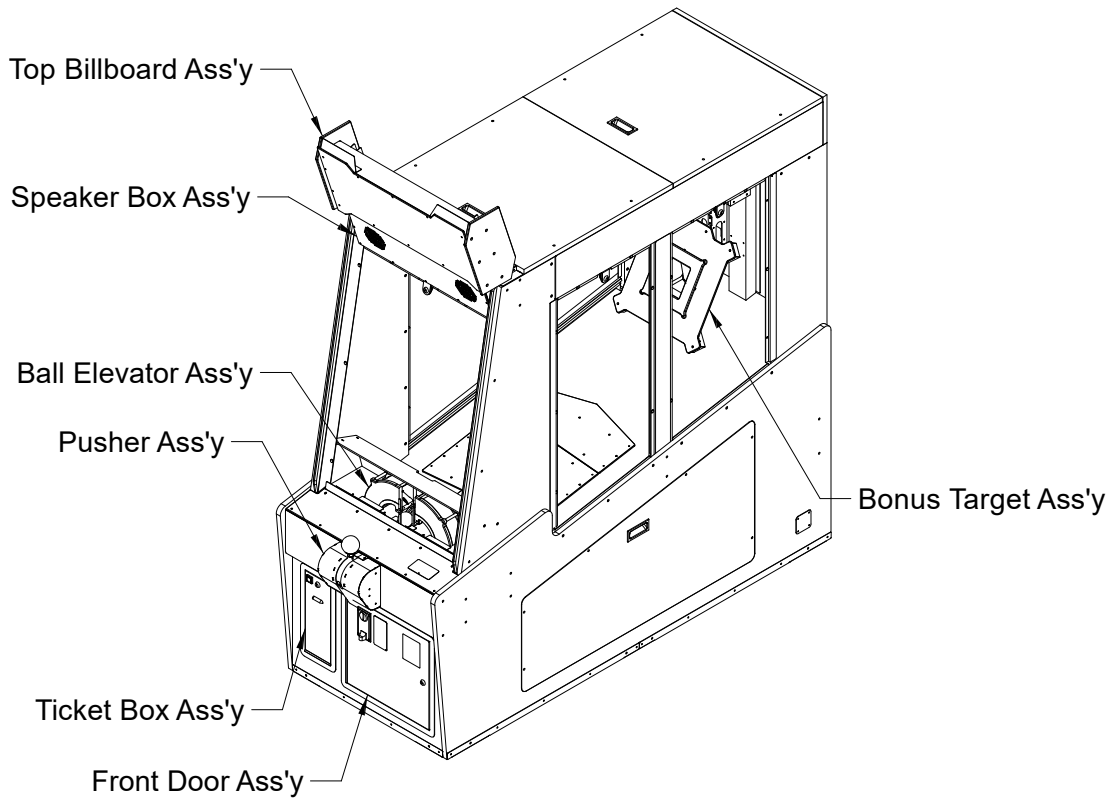
## 1-2. Specification



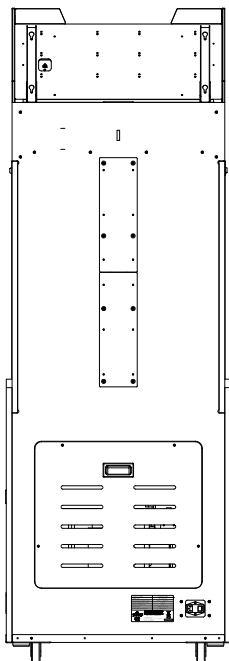
ELECTRICAL RATING (V/Hz)	120 V~ 60 Hz	230 V~ 50/60 Hz
RATED POWER INPUT (W)	125 W	120 W
RATED CURRENT (A)	1.5 A	2.3 A
WEIGHT (kg)	335 kg (738.5 lb)	

## 2. Name of Parts & Sticker Location

### 2-1. Name of Parts





### 2-2. Sticker Location




**AMUSEMENT GAME MACHINE**


CONFORMS TO UL STD. 22 &  
CERTIFIED TO CSA STD. C22.2 No.60335-1 & CSA STD. No.60335-2-82  
Suitable for Indoor Use Only

MODEL NO : KM-ULS-000  
POWER REQUIREMENTS : 120 V ~, 60 Hz  
POWER CONSUMPTION : 125 W (1.5 A)  
SERIAL NO : KM-ULS-0000000

**RoHS**  
MADE IN KOREA



  
**Intertek**  
5006778

PRODUCT NAME	ULTIMATE SHOT
MODEL NO.	KM-ULS-000
ELECTRICAL RATING (V/Hz)	230 V~, 50/60 Hz
RATED POWER INPUT (W)	120 W
RATED CURRENT (A)	2.3 A
WEIGHT (kg)	335kg (738.5 lb)
MANUFACTURING DATE	2023.00.00

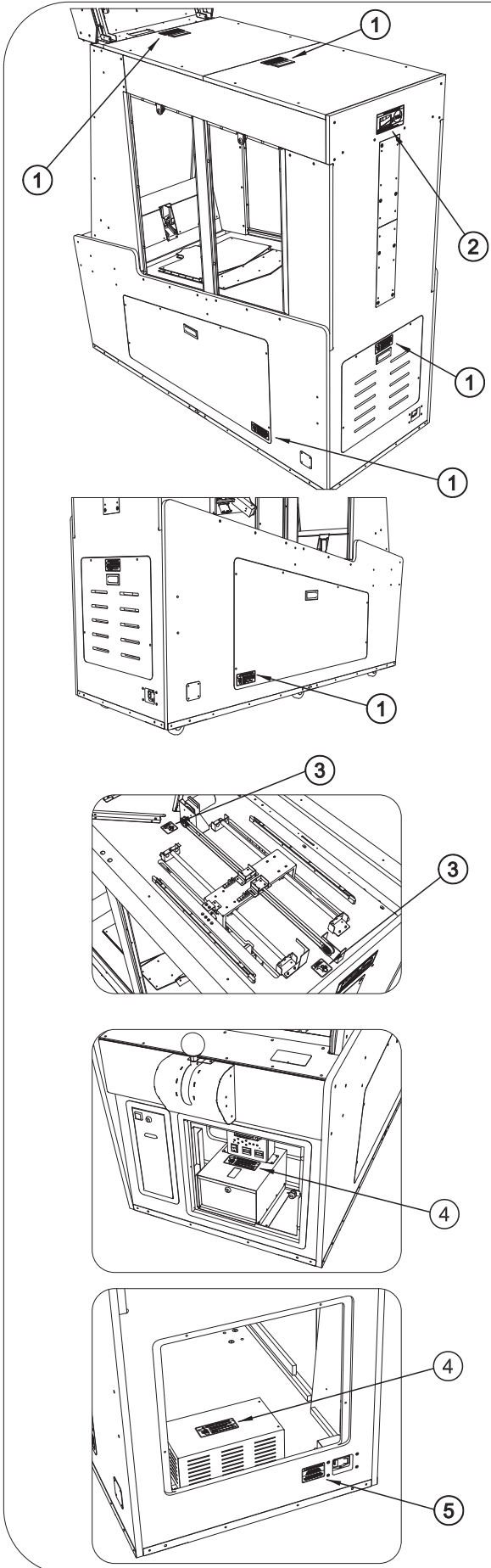
  

**KM-ULS-0000001**

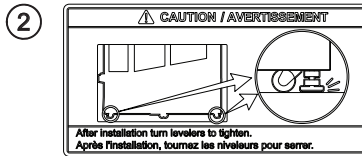
**CE**  **MADE IN KOREA**

KOMUSE CO., LTD  
41 Jeokseongsandan-ro, jeokseong-myeon, paju-si,  
Gyeonggi-do, 10802, Korea  
TEL. +82-070-7507-2154

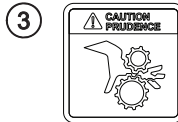
## 2-3. Warning Label Location



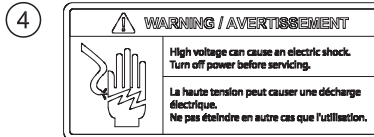
WARNING SERVICE PERSONEL sheet  
MKM0SSH004  
5ea



CAUTION AFTER INSTALLATION SHEET  
MKM0SSH046  
1ea



CAUTION FINGER sheet  
MKM0SSH006  
2ea



WARNING HIGH VOLTAGE sheet  
MKM0SSH003  
2ea

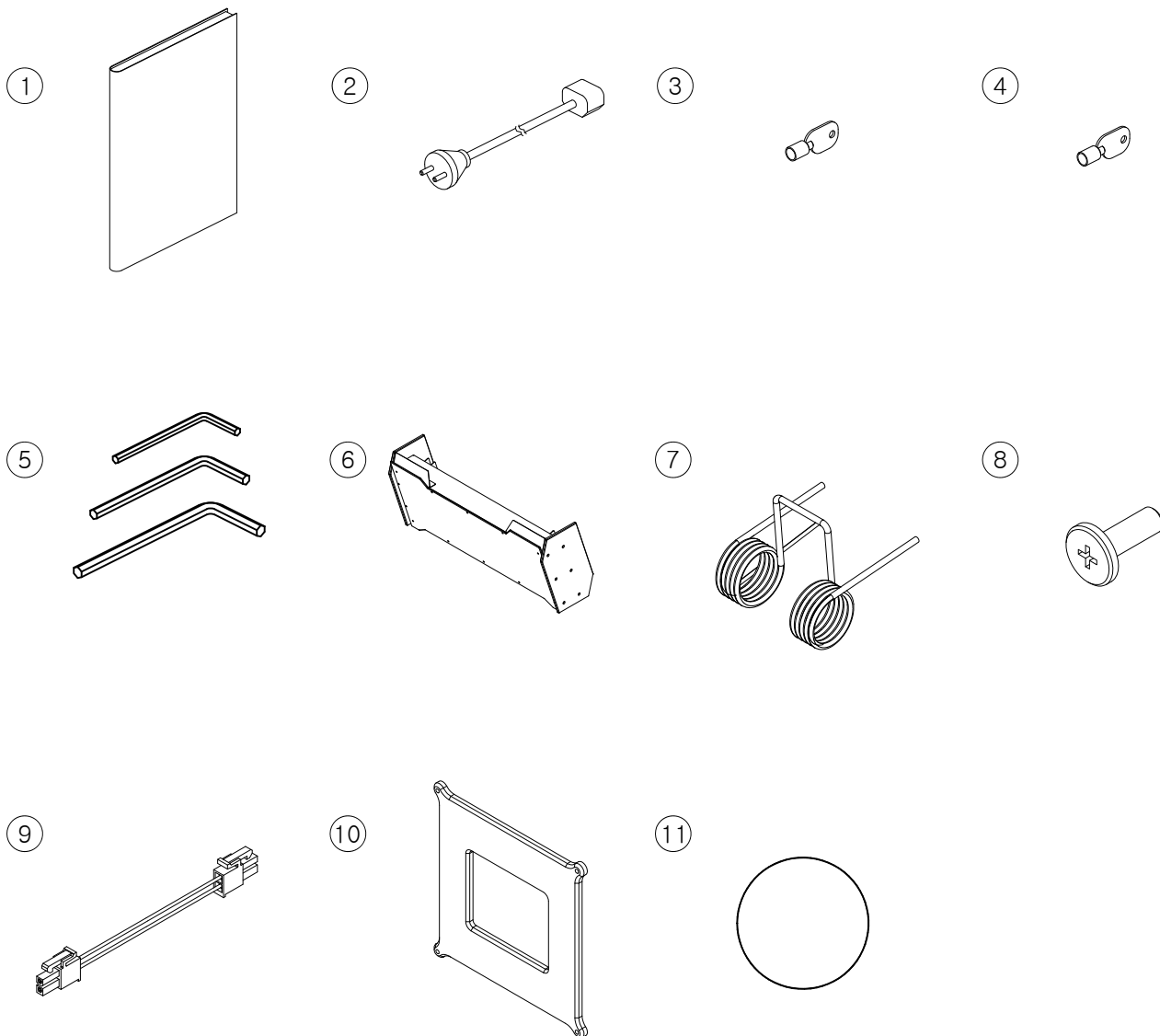


CAUTION FUSE SHEET (5A-125V)  
MKM0SSH044

5A - 125V

3.15A - 250V

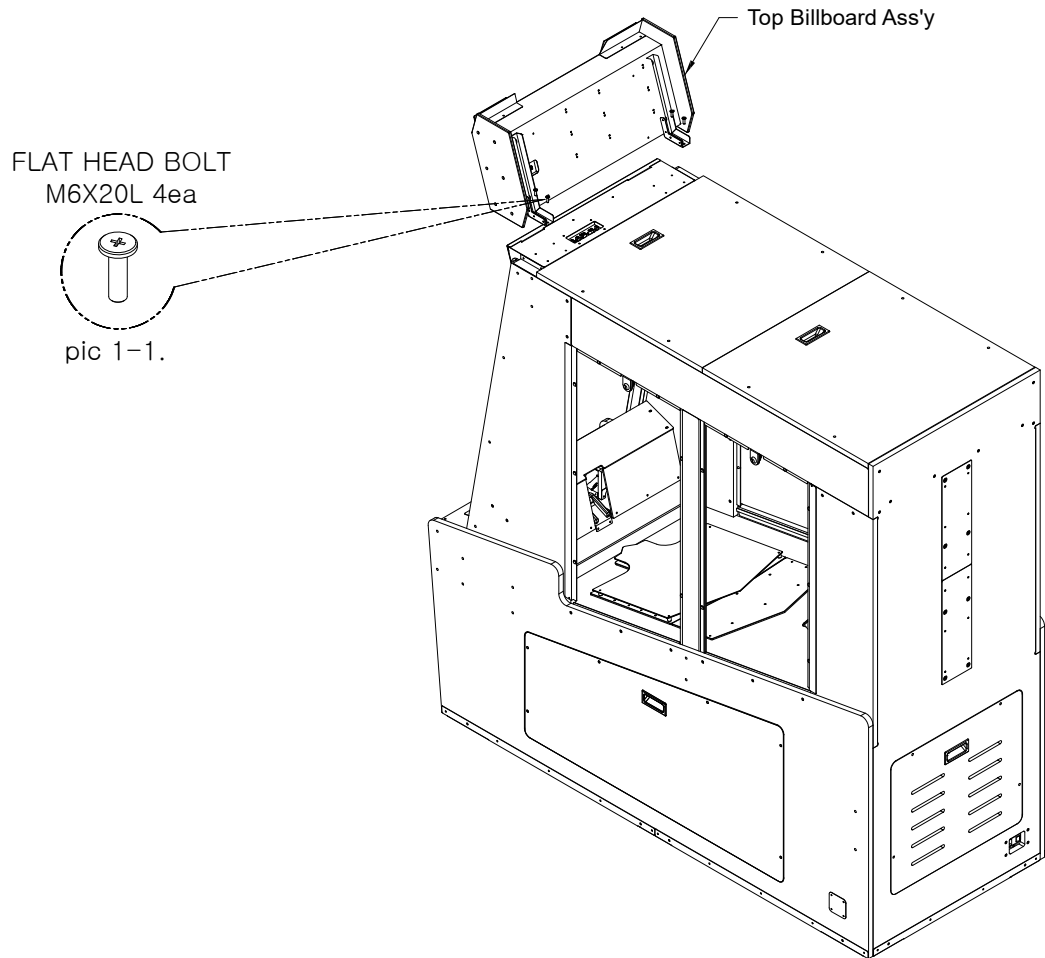
### 3. Components



No.	Part Name	Spec.	Quantity	Code No.
1	Manual	ULTIMATE SHOT	1	MULT0MAN001
2	AC Power Cord	125V-7A (0.75)	1	MELE0ACP001
		250V-10A (0.75)		MELE0ACP008
		250V-13A (0.75) UL (BF3)		MELE0ACP006
3	Front Door Key	7001	2	MZZZ0KEY032
4	Cash Box Key	6001	2	MZZZ0KEY013
5	Wrench	2.5mm	1	MXXX0REN001
		3mm	1	MXXX0REN004
		4mm	1	MXXX0REN002
6	TOP BILLBOARD Ass'y	ASSEMBLE	1	AULS0ASM001
7	ULTIMATE SHOT PUSHER SPRING	PW-Φ2.8	1	MULS0SPR001
8	FLAT HEAD BOLT M6 X 20	M6 X 20L	4	-
9	BONUS FND LED -> BILLBOARD LED BAR	KMUTS-HAR-033A	1	MULS0HAR033
10	BONUS TARGET ACRYL (100mm)	WHITE LIGHT ACRYL-8.0t	1	MULS0ACR023
11	Φ55 BALL	WHITE COLOR	-	MZZZ0MOL010

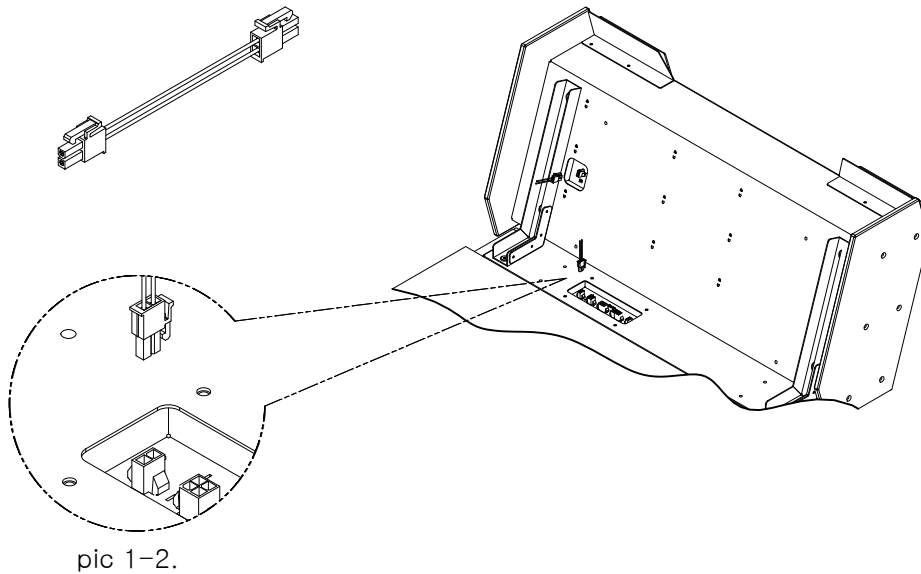
## 4. How to Assemble

1. Install 'Top Billboard Ass'y' with Flat Head Bolt M6x20L as shown in the pic 1-1.



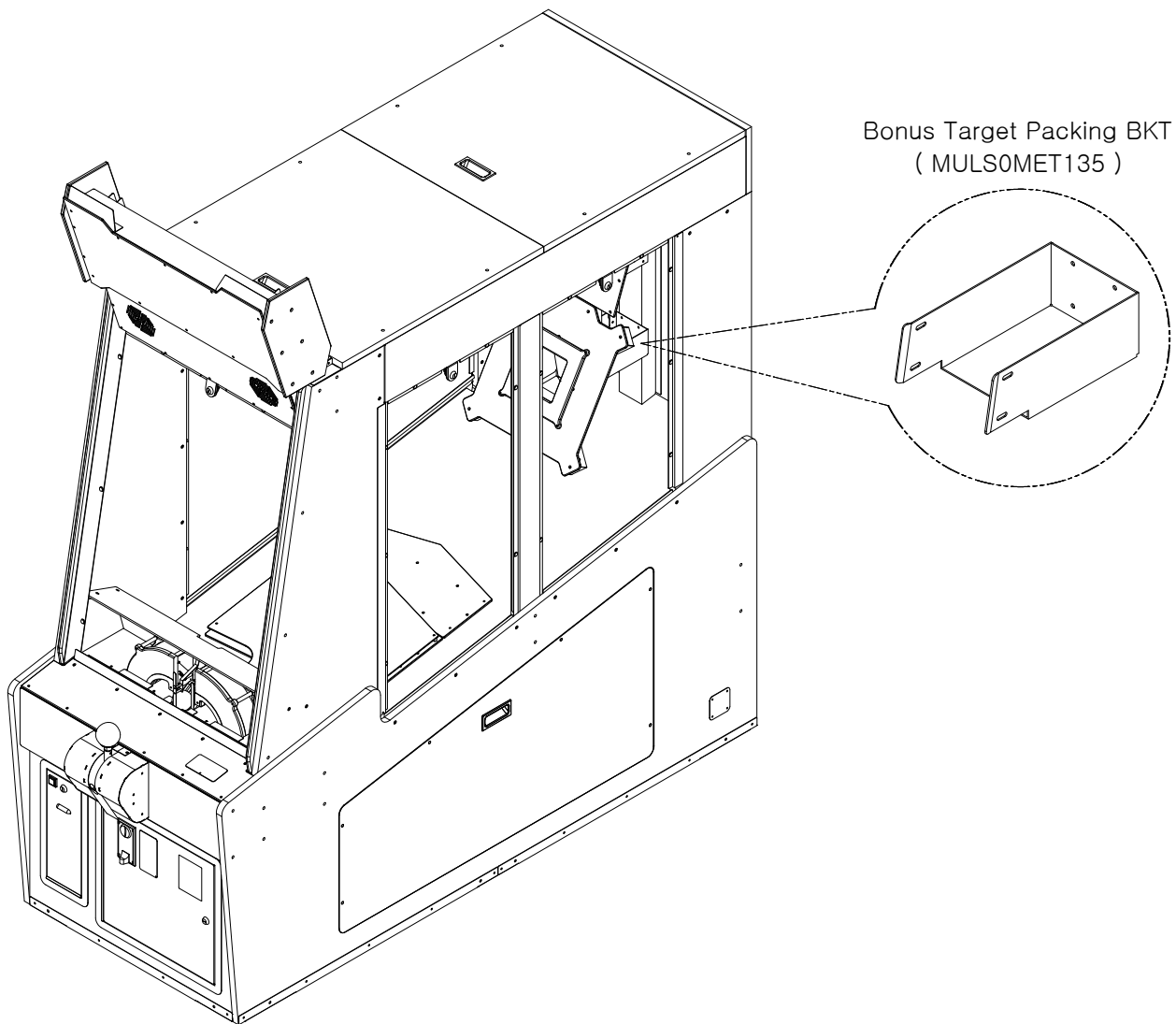
2. Connect a 2P connector as shown in the pic 1-2, and connect it with a connector-in of Top Billboard Ass'y back.

BONUS FND LED → BILLBOARD LED BAR  
( KMUTS-HAR-033A )



# ATTENTION!

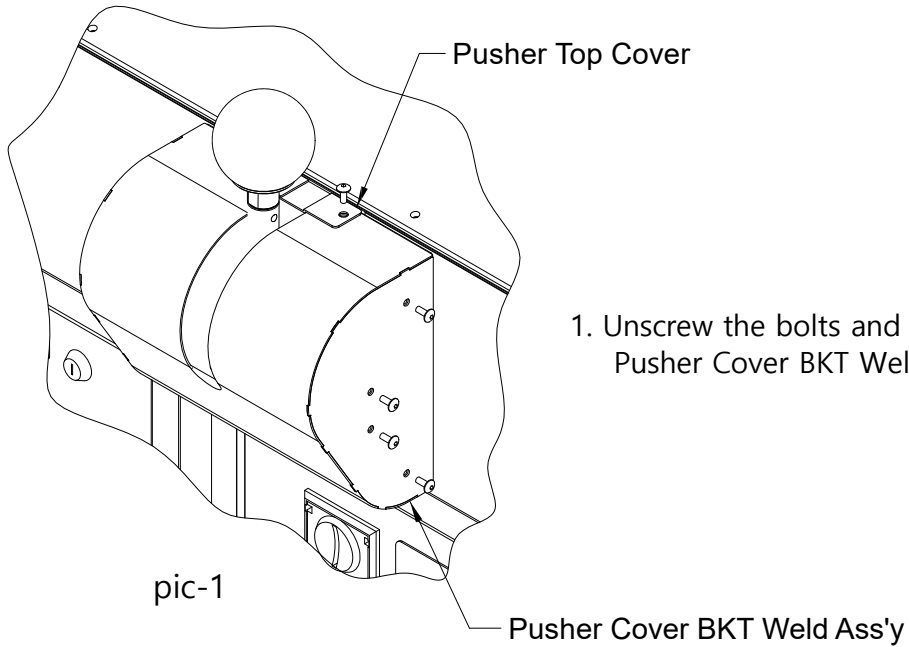
Please remove this Bonus Target Packing BKT (Red Color) before turning the power on and running the game.





-How to replace the Pusher Spring.

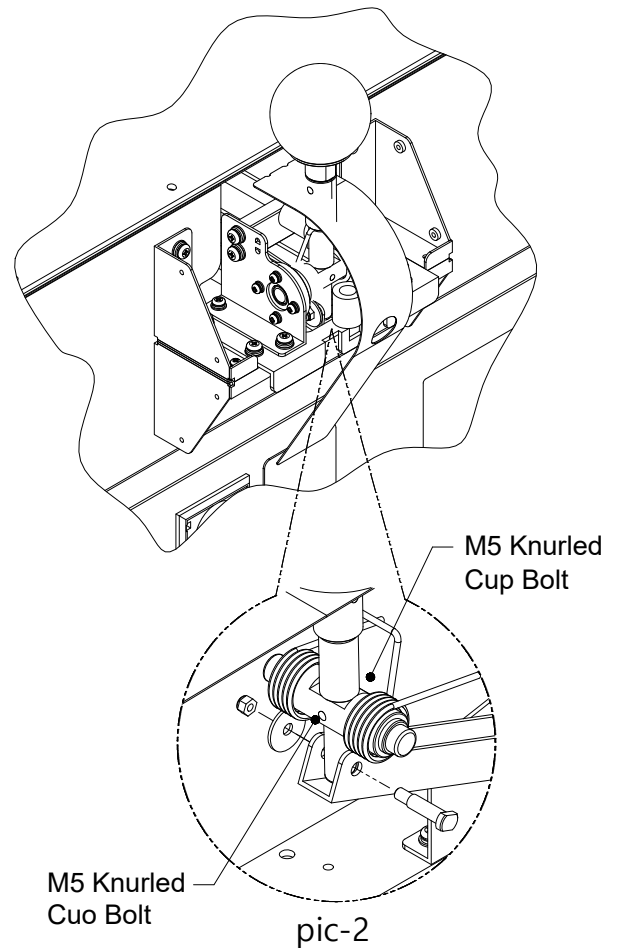
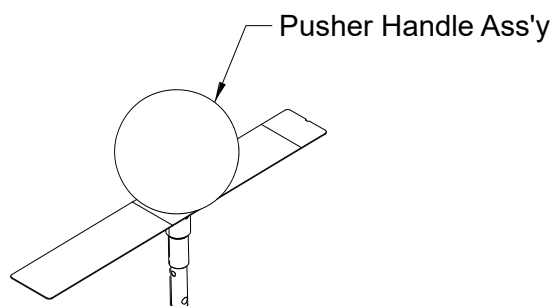
### Step1.



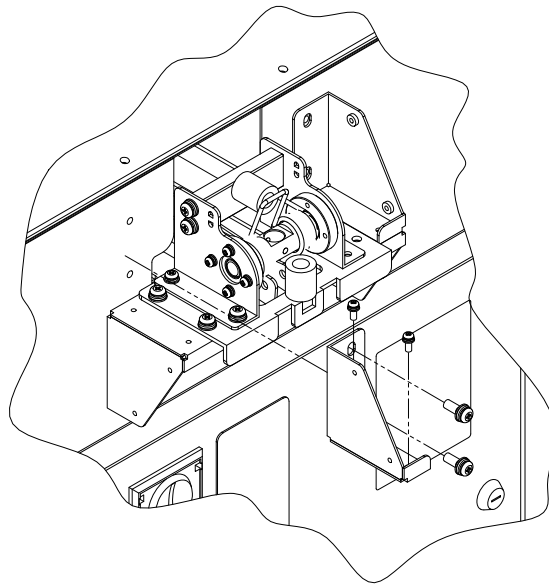
1. Unscrew the bolts and detach the Pusher Top Cover BKT and Pusher Cover BKT Weld Ass'y as shown in the pic-1.

### Step2.

2. As shown in the pic-2, unscrew M5 Knurled cup bolts 2EA and M5 Nylon Nut to detach Pusher Handle Ass'y.



Step3.

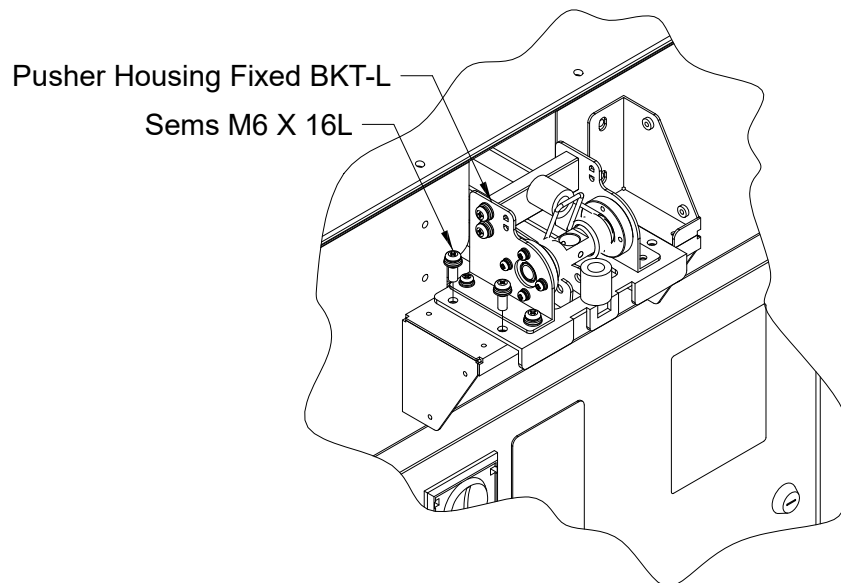


pic-3

3. Remove Pusher Ass'y Upper Fixed BKT-L as shown in the pic-3.

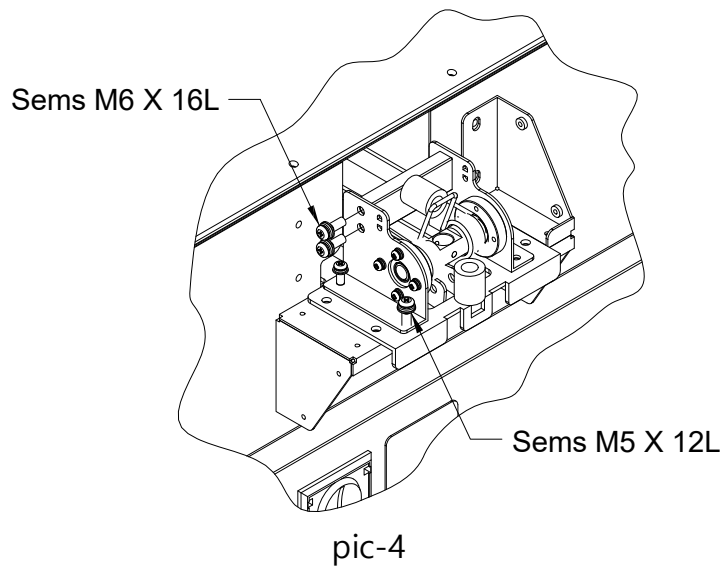
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Step4.



4. Unscrew SEMS M6x16L bolt and remove Pusher Housing Fixed BKT-L

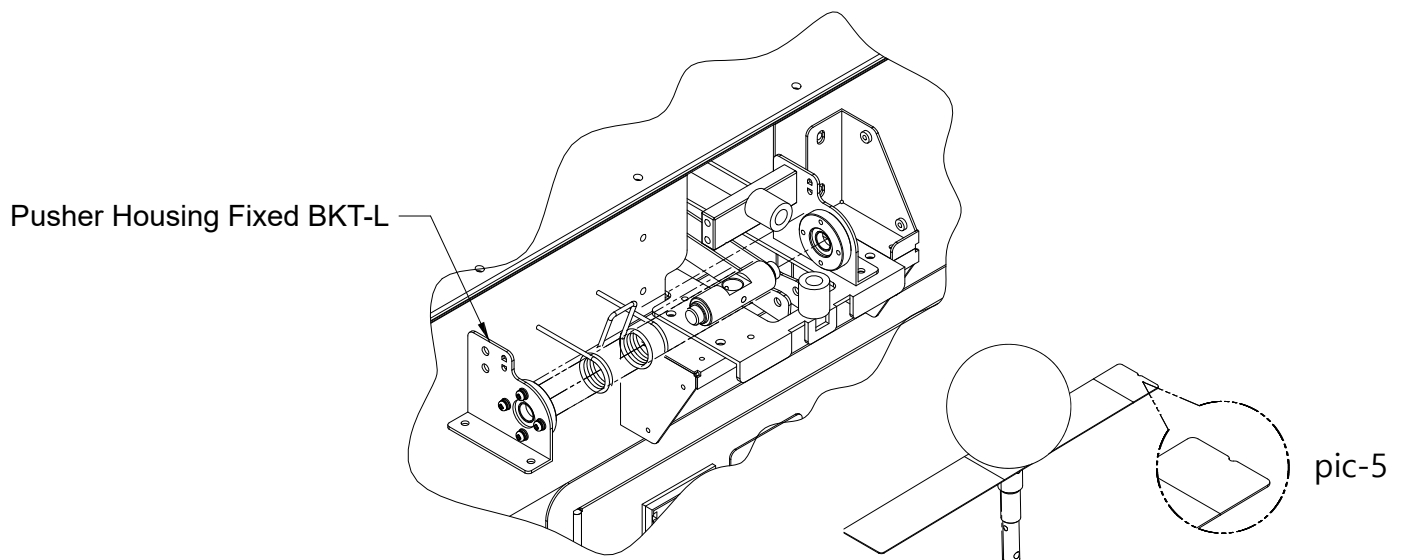
## Step5.



5. Unscrew SEMS M6x16L and SEMS M5x12L Bolts as shown in the pic-4.

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## Step6.

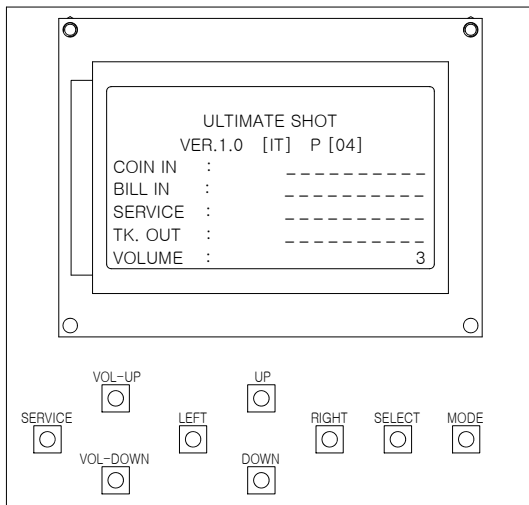


6. Detach Pusher Housing Fixed BKT-L and replace it with a new spring.  
7. Assemble in reverse order of disassembly. Assemble a plastic cover as shown in the pic-5, with the direction mark facing the glass.

## 5. Function

### 5-1. Description of Switch of LCD Display Board

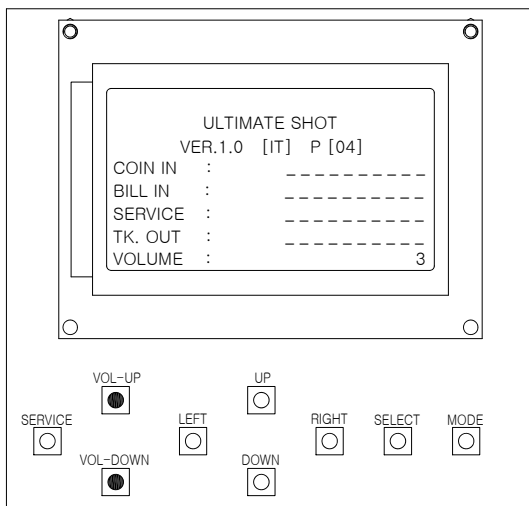
( LCD Display Board )



- 1) [Service] : Service Credit
- 2) [Vol-Up /Down] : To adjust volume.
- 3) [Up / Down] : Move items in menu [Up] Previous / Above item  
[Down] Next / Below item
- 4) [Left / Right] : To Change a Setting
- 5) [Select] : Select a Menu or Mode
- 6) [Mode] : Menu Mode Enter Entering or previous steps

### 5-2. Sound Volume

( LCD Display Board )



Volume Range : 0~7

### 5-3. Description of Dip Switch

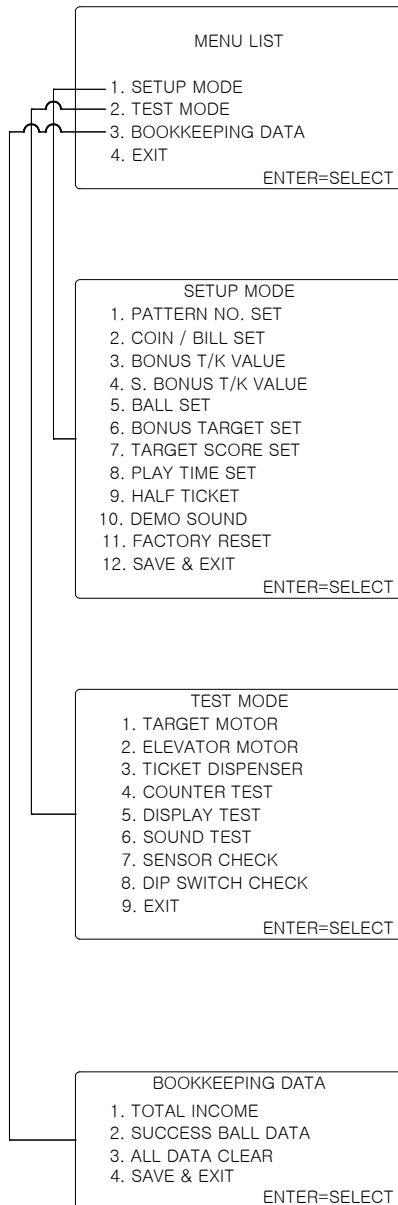
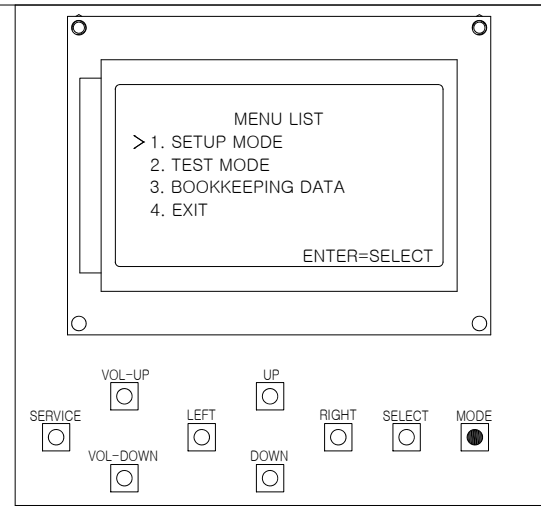
(MAIN BOARD DIP SW )



ON : Tickets Automatically Counting Mode.

## 6. Menu Chart

\* Press the MODE button for 3 seconds to enter MENU list.  
Press the Up or Down button to move in the menu and push the SELECT button.

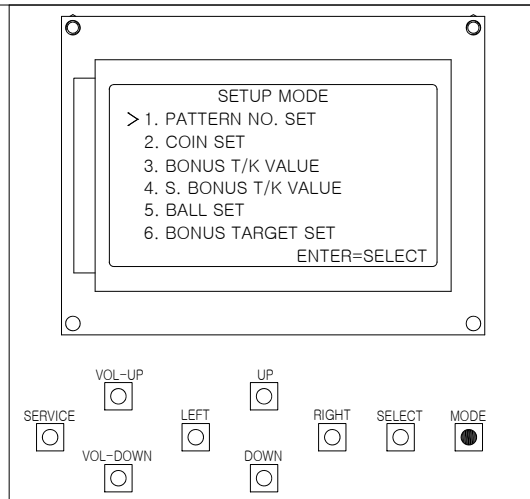


## 7. Setup Mode

\* This mode allow Game Setting to be modified for Operation of the Game Machine.

### 7-1. How to Setup.

- 1) Press Mode button for 3 sec to enter Menu List.
- 2) Press Up or Down button to move to Setup Mode and push Select Button.
- 3) Press Up or Down button to choose Setup Menu and push Select Button.
- 4) Press Mode button to return to upper menu or mode.



```

SETUP MODE
1.PATTERN NO. SET
PATTERN=[P1]
EXIT = MODE KEY
    
```

#### 1. Pattern No. Set

Preset Game Setup Patterns (see 7-2. for detail)

Press Left / Right button to select a Pattern.

Pattern : Changing Pattern No changes the Bonus / Hole Ticket values.

Pattern Range : P1~P6

```

SETUP MODE
2. COIN / BILL SET
FREE PLAY : OFF
[ 1 ] COIN [ 1 ] CREDIT
BILL SET
[ 1 ] PULSE [ 1 ] CREDIT
EXIT = MODE KEY
    
```

#### 2. Coin / Bill Set

Price per play (Set the no. of Coins)

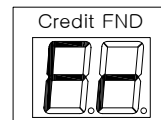
Press Up / Down button to move to, Left / Right button to set.

Coin Range : 0~20 Credit Range : 1~2 Default : 1Coin / 1Credit Unit : 1

0: Free Play Mode

Price per play (Set the no. of Bills)

Pulse Range : 1~20 Credit Range : 1~2 Default : 1Pulse / 1Credit Unit : 1



```

SETUP MODE
3. BONUS T/K VALUE
ACCUMULATED : [ 0 ]
START VALUE : [ 500 ]
END VALUE : [ _ _ _ _ ]
EXIT = MODE KEY
    
```

#### 3. Bonus Ticket Value / Accumulate Bonus Value

Press Up / Down button to move to, Left / Right button to set.

Accumulated : No. of tickets accumulated per game

Range : 0~10 Default : 0 Unit : 1 0 : NONE

Start Value : Bonus Ticket value start value on Bonus FND

Range : 1~9,999 Unit : 1

End Value : Maximum bonus ticket value

Range : 1~9,999 Unit : 1

```

SETUP MODE
4. S. BONUS T/K VALUE
ACCUMULATED : [ 0 ]
START VALUE : [ 1000 ]
END VALUE : [ _ _ _ _ ]
EXIT = MODE KEY
    
```

#### 4. Super Bonus Ticket Value / Accumulate Super Bonus Value

Press Up / Down button to move to, Left / Right button to set.

Accumulated : No. of tickets accumulated per game

Range : 0~10 Default : 0 Unit : 1 0 : NONE

Start Value : Super Bonus Ticket value start value on Super Bonus FND

Range : 100~9,999 Unit : 1

End Value : Maximum Super bonus ticket value

Range : 100~9,999 Unit : 1

```

SETUP MODE
5. BALL SET
BALL (S)
[ 5 ]
SUCCESS BALL (S)
[ 3 ]
EXIT = MODE KEY
    
```

#### 5. Ball Set.

Press Up / Down button to move to, Left / Right button to set.

Ball : Balls per credit

Range : 1~20 Unit : 1 Default : 5

Success Ball : Numbers of balls to make a goal.

Range : 1~20 Unit : 1 Default : 4

```

SETUP MODE
6. BONUS TARGET SET
TARGET MOVE OPTION
[ ONE STEP MOVE ]
START POSITIONS
[ FRONT ]
MOTOR SPEED
[ 5 ]
    
```

#### 6. Bonus Target Set.

Press Up / Down button to move to, Left / Right button to set.

Target Move Option One Step Move : It moves one step for each goal.

Shift always : It keeps changing a target position.

Range : One Step Move / Shift always Default : One Step Move

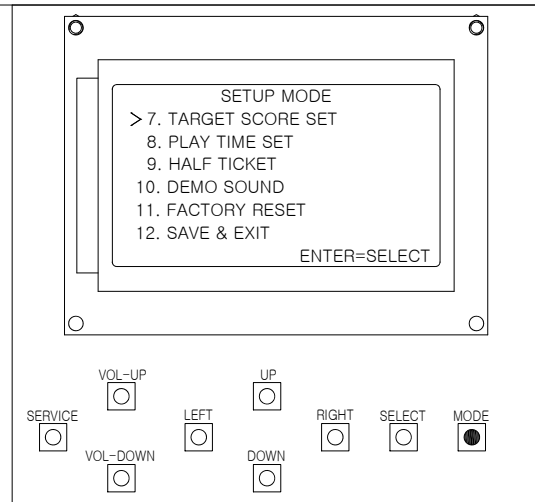
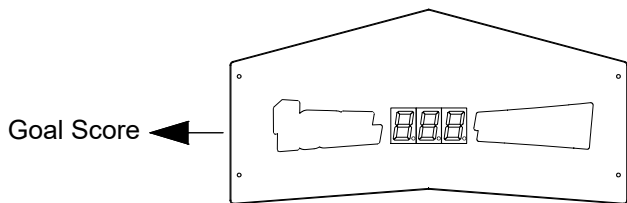
Start Positions Front : Target moves from front to back.

Back : Target moves from back to front.

Range : Front / Back Default : Back

Motor Speed : Adjust a motor speed of target.

Range : 1~10/Variable Default : 5



```

SETUP MODE
7. TARGET SCORE SET

1 GOAL  [ 10 ] TK
MERCY  [  8 ] TK

EXIT = MODE KEY
  
```

### 7. Target Score Set.

Press Up / Down button to move to, Left / Right button to set.

Range : 1 ~ 999 Unit : 1  
 Mercy Range : 1 ~ 99 Unit : 1

```

SETUP MODE
8. PLAY TIME SET

[ OFF ]

EXIT = MODE KEY
  
```

### 8. Play Time Set.

Press Left / Right button to set.

Play Time Range : Off, 6~60sec Default : Off Unit : 1sec

```

SETUP MODE
9. HALF TICKET

[ 0 ]

EXIT = MODE KEY
  
```

### 9. HALF TICKET

Half Ticket Options

Press Left / Right button to set. (Left Button : 0 / Right Button : 1 )

Range : [ 0 ] Normal , [ 1 ] Half Ticket  
 Default : 0  
 Unit : 1

```

SETUP MODE
10. DEMO SOUND

[ 5 min ]

EXIT = MODE KEY
  
```

### 10. DEMO SOUND

Press Left / Right button to set.

Range : ( Off ) , ( 1 ~ 10 min ) , ( Always )  
 Default : 5 min  
 Unit : 1

```

SETUP MODE
11. FACTORY RESET

YES NO
  
```

### 11. FACTORY RESET

Clear the all setup value and return to Default setting.

Press Left / Right button to move and press Select Button.

```

SETUP MODE
12. SAVE & EXIT

YES NO
  
```

### 12. SAVE & EXIT

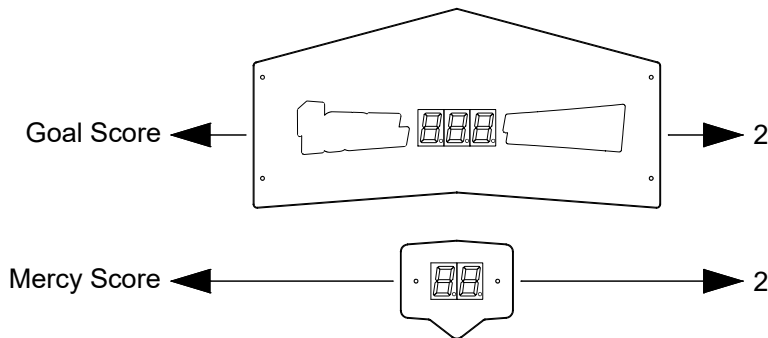
Save and Exit or Exit without saving.

Press Left / Right button to move and press Select Button.

7-2. Preset Game Setup Patterns

## Pattern No. : P1 (CEC)

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



Set 'Bonus' to maximum of :

50~100

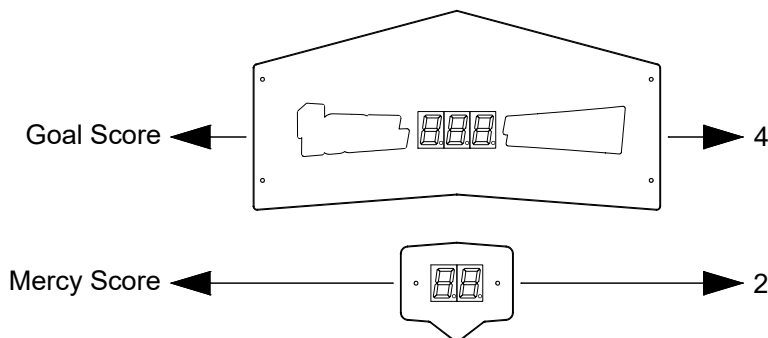
Set 'Super Bonus' to maximum of :

200~300

## Pattern No. : P2

Price per play : \$0.5 / Ticket : 1

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



Set 'Bonus' to maximum of :

100~150

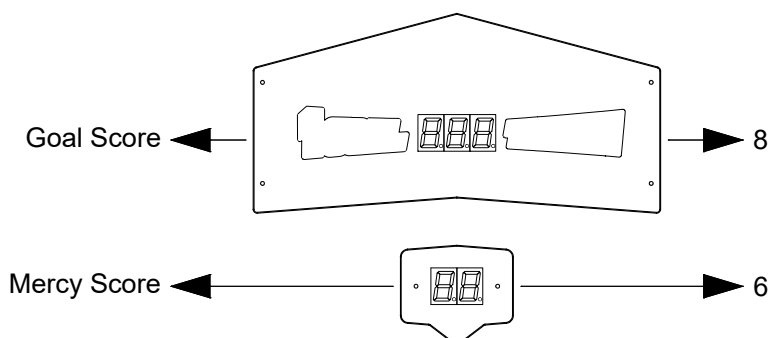
Set 'Super Bonus' to maximum of :

300~400

## Pattern No. : P3

Price per play : \$1.0 / Ticket : 1

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



Set 'Bonus' to maximum of :

500~700

Set 'Super Bonus' to maximum of :

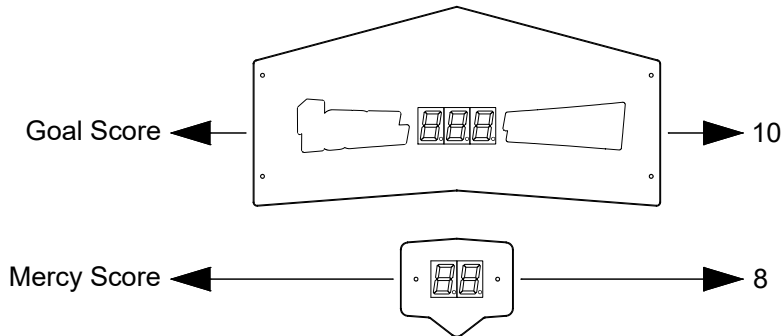
700~800



Pattern No. : P4

Price per play : \$1.5 / Ticket : 1

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



Set 'Bonus' to maximum of :

500~800

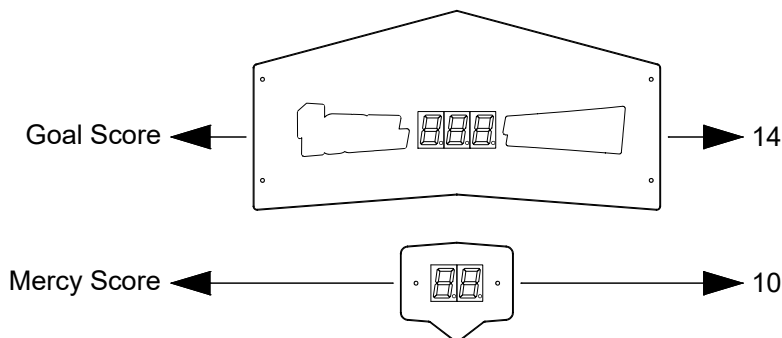
Set 'Super Bonus' to maximum of :

1,000~1,500

Pattern No. : P5

Price per play : \$1.75 / Ticket : 1

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



Set 'Bonus' to maximum of :

500~800

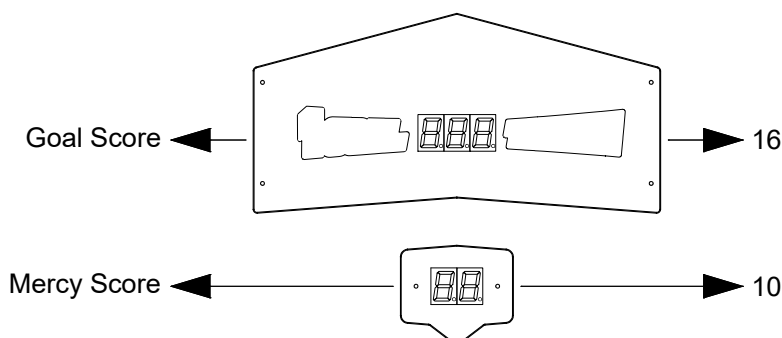
Set 'Super Bonus' to maximum of :

1,500~2,000

Pattern No. : P6

Price per play : \$2.0 / Ticket : 1

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



Set 'Bonus' to maximum of :

700~800

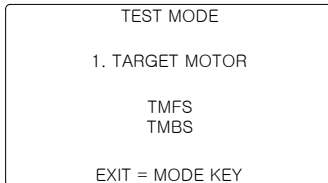
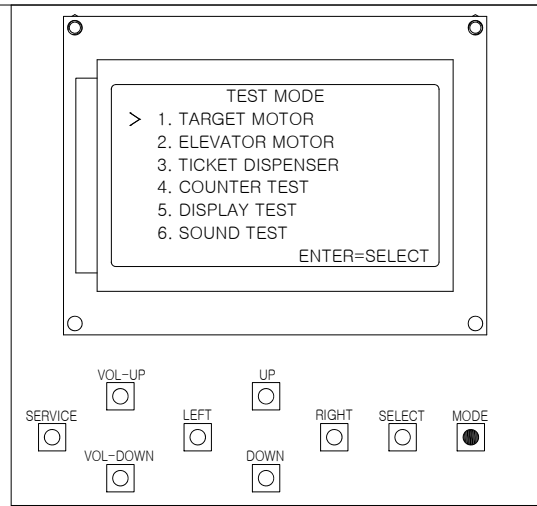
Set 'Super Bonus' to maximum of :

2,000~2,500

## 8. Test Mode

### 8-1. How to test.

- 1) Press Mode button for 3 sec to enter Menu List.
- 2) Press Up or Down button to move to Test Mode and push Select Button.
- 3) Press Up or Down button to choose Test Mode and push Select Button.
- 4) Press Mode button to return to upper menu or mode.



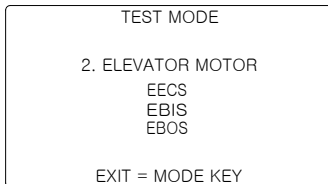
#### 1. Target Motor Test

Press SELECT button to run Target Motor and press it again to stop spinning.

(Test menu blinks when the sensor detects.)

TMFS : Target Motor Front Sensor.

TMBS : Target Motor Back Sensor.



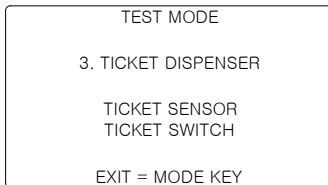
#### 2. Elevator Motor Test

Elevator Motor run once whenever SELECT button is pressed.

EECS : Elevator Encoder Sensor

EBIS : Elevator Ball In Sensor

EBOS : Elevator Ball Out Switch

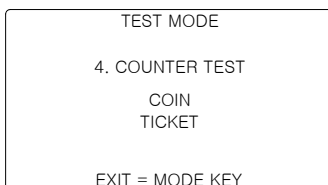


#### 3. Ticket Dispenser Test

Ticket Dispenser runs one time whenever "Ticket Switch" is pressed.

Ticket Sensor : It blinks when Ticket Out Sensor of the Ticket Dispenser detects.

Ticket Switch : It blinks when the empty button of Ticket Box Ass'y is being pressed.

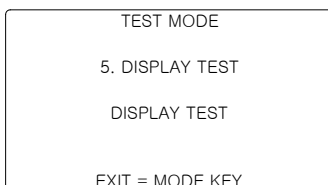


#### 4. Counter Test

Press Left button to test Coin Counter.

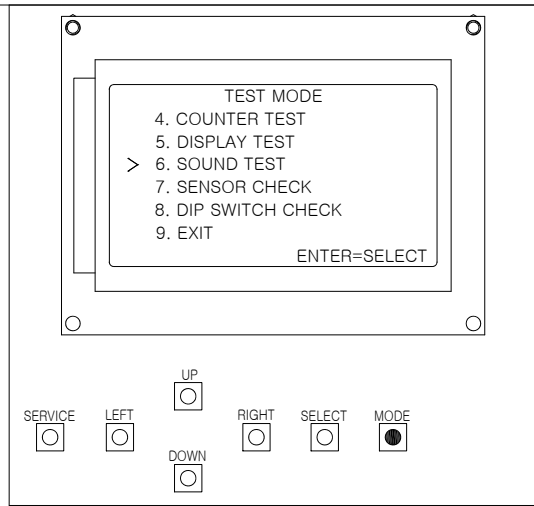
Press Right button to test Ticket Counter.

(Test menu blinks when it is tested.)



#### 5. Display Test

It starts LED Display Test right after pressing SELECT button to enter the menu.



```

TEST MODE

6. SOUND TEST

SOUND NO [00]
SOUND VOL: 3

EXIT = MODE KEY

```

**6. Sound Test**

Press Left Button or Right Button to move to Sound menu and play the sound.

```

TEST MODE
7. SENSOR CHECK
TMFS  TMBS  TSHS
EECS  EBIS  EBOS  SBCS
C1C2  TKES  BILL

EXIT = MODE KEY

```

**7. Sensor Check**

Test operate status of the Sensors (Refer to 8-2)

```

TEST MODE

8. DIP SWITCH CHECK

0 0 0 0 0 0 0

EXIT = MODE KEY

```

**8. Dip Switch Check**

Test operation status of the DIP Switches on the main board.

On = "0" Off = "1"

```

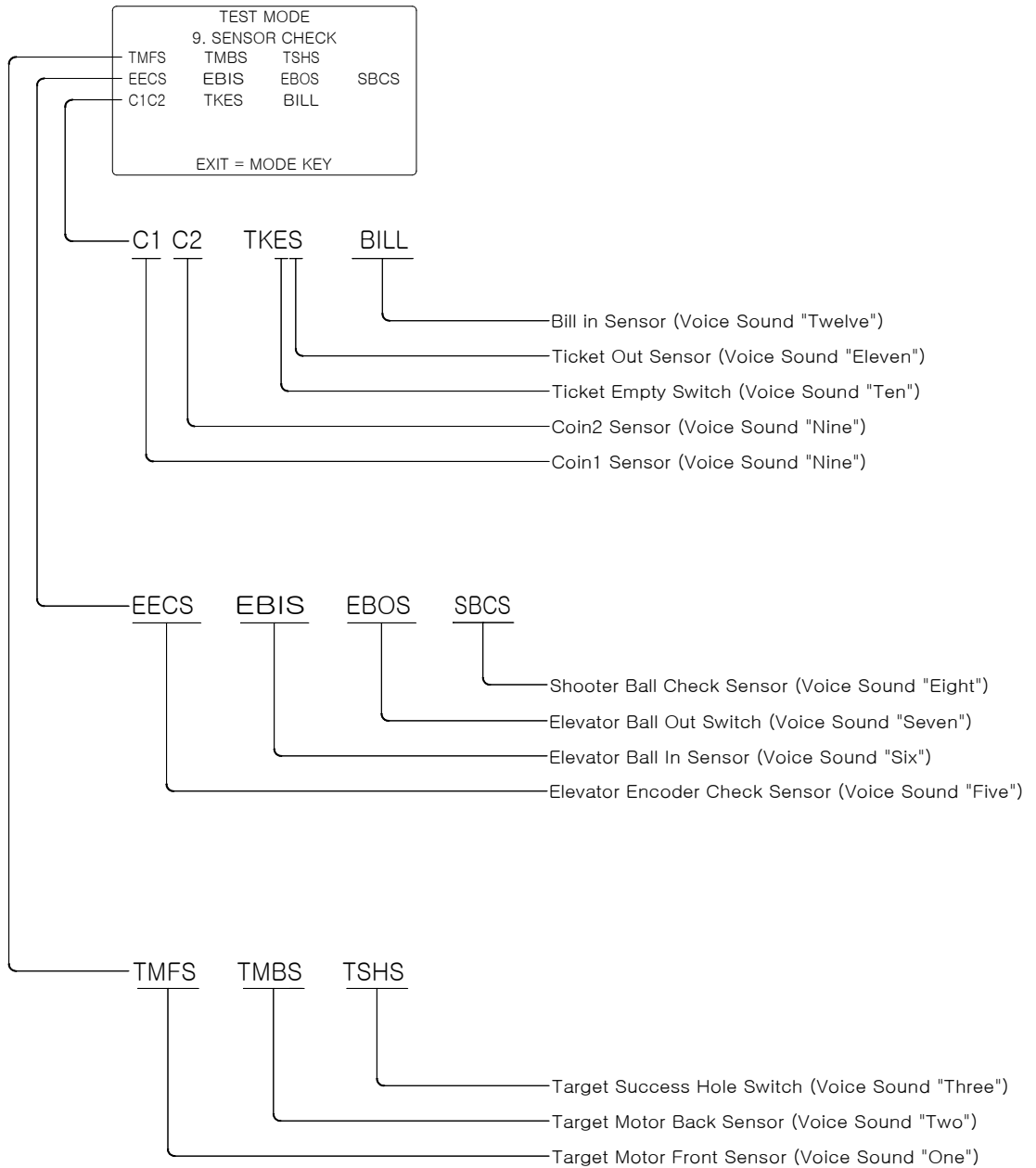
TEST MODE

9. EXIT

```

**9. Exit Test Mode.**

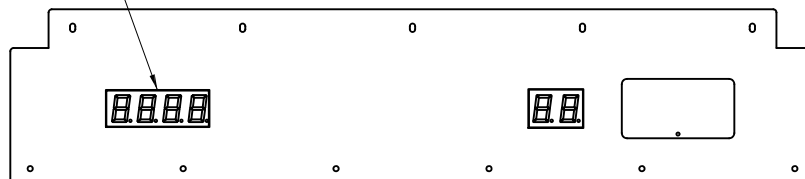
8-2. Check the Status of Sensors and Switches.



8-2. Check the Status of Sensors and Switches.

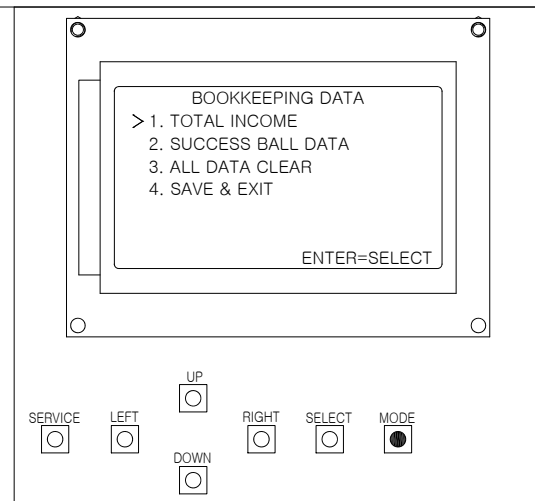
No.	Content	Voice Sound	TICKET OWED FND
1	Target Motor Front Sensor	One	
2	Target Motor Back Sensor	Two	
3	Target Success Hole Switch	Three	
4	Elevator Encoder Check Sensor	Five	
5	Elevator Ball In Sensor	Six	
6	Elevator Ball Out Switch	Seven	
7	Shooter Ball Check Sensor	Eight	
8	Coin1 Sensor	Nine	
9	Coin2 Sensor	Nine	
10	Ticket Empty Switch	Ten	
11	Ticket Out Sensor	Eleven	
12	Bill Sensor	Twelve	

TICKET OWED FND



# 9. BOOKKEEPING DATA

- 1) Press MODE button for 3 sec to enter Menu List.
- 2) Press Up or Down button to move to Bookkeeping Data and push SELECT Button.
- 3) Press Up or Down button to choose the Menu and push SELECT Button.
- 4) Press MODE button to return to upper menu or mode.



```

BOOKKEEPING DATA
1. TOTAL INCOME
CO [ _ _ _ _ _ ]
BI [ _ _ _ _ _ ]
SV [ _ _ _ _ _ ]
TK [ _ _ _ _ _ ]
BT [ _ _ _ _ _ ] [ _ _ _ _ ]
ST [ _ _ _ _ _ ] [ _ _ _ _ ]
    
```

## 1. TOTAL INCOME

CO : Total coin accumulated income  
 BI : Total accumulated bill acceptor pulse counter  
 SV : Total service credit  
 TK : Total tickets dispensed, including Bonus and Super Bonus tickets.  
 BT : The of tickets dispensed for Bonus [Number of Bonus wins]  
 ST : The of tickets dispensed for Super Bonus [Number of Super Bonus wins]

```

BOOKKEEPING DATA
2. SUCCESS BALL DATA
TOTAL BALLS
[ _ _ _ _ _ ]
SUCCESS BALLS
[ _ _ _ _ _ ]
EXIT = MODE KEY
    
```

## 2. Success Ball Data

Total Balls : Numbers of times the balls were shot.  
 Success Balls : The numbers of balls which entered a target.

```

BOOKKEEPING DATA
3. ALL DATA CLEAR
YES    NO
    
```

## 3. All Data Clear

Clear the all bookkeeping data.  
 Press Left / Right button to move to and push SELECT Button.

```

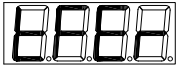
BOOKKEEPING DATA
4. SAVE & EXIT
YES    NO
    
```

## 4. Save & Exit

Save and Exit or Exit without saving.  
 Press Left / Right button to move to and push SELECT Button.

## 10. Errors

Ticket OWED FND



— When Target Motor does not function or Target Motor Front Sensor does not work (15 sec.)



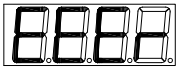
— When Target Motor does not function or Target Motor Back Sensor does not work (15 sec.)



— When Target Motor Front Sensor or Target Motor Back Sensor is being sensed



— When there is continuous detection of Targets Success Hole Switch for more than 10 seconds.



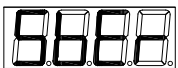
— When Elevator Motor does not function or Elevator Encoder Sensor does not work (5 sec.)



— When a ball is stuck on the slope and doesn't come down or Elevator Ball-In Sensor does not work (10 sec.)



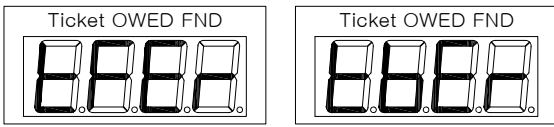
— When Elevator Ball Out Switch is continuously detected. (5 sec.)



— When Shooter Ball Check Sensor is continuously detected after the game is over.

# 11. Trouble Shooting

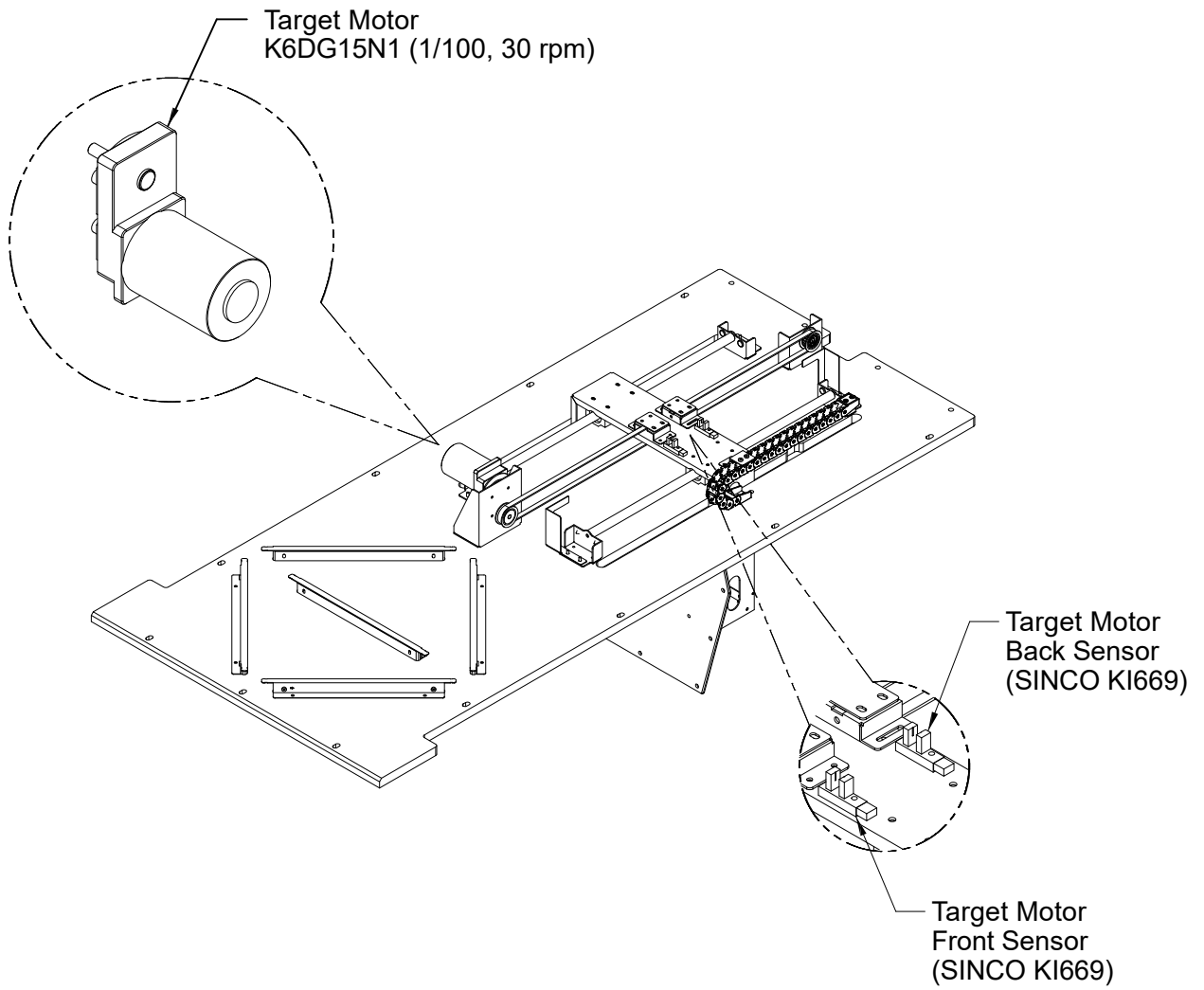
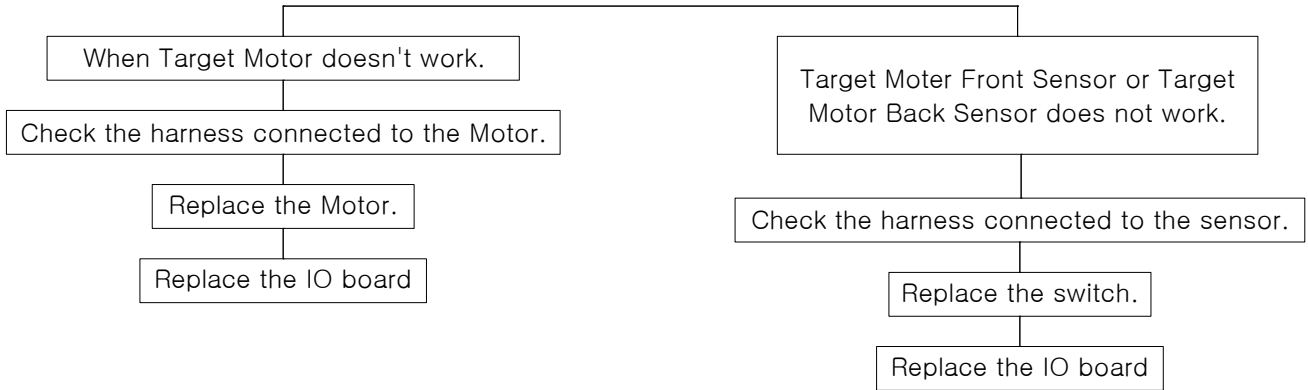
## 11-1. Error Code



Target Motor Front Sensor →  
Target Motor Back Sensor →

TEST MODE
1. TARGET MOTOR
TMFS
TMBS
EXIT = MODE KEY

-When Target Motor does not function or Target Motor Front Sensor does not work (15 sec.)



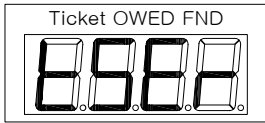
Reference : Main Frame Top Middle Panel Ass'y



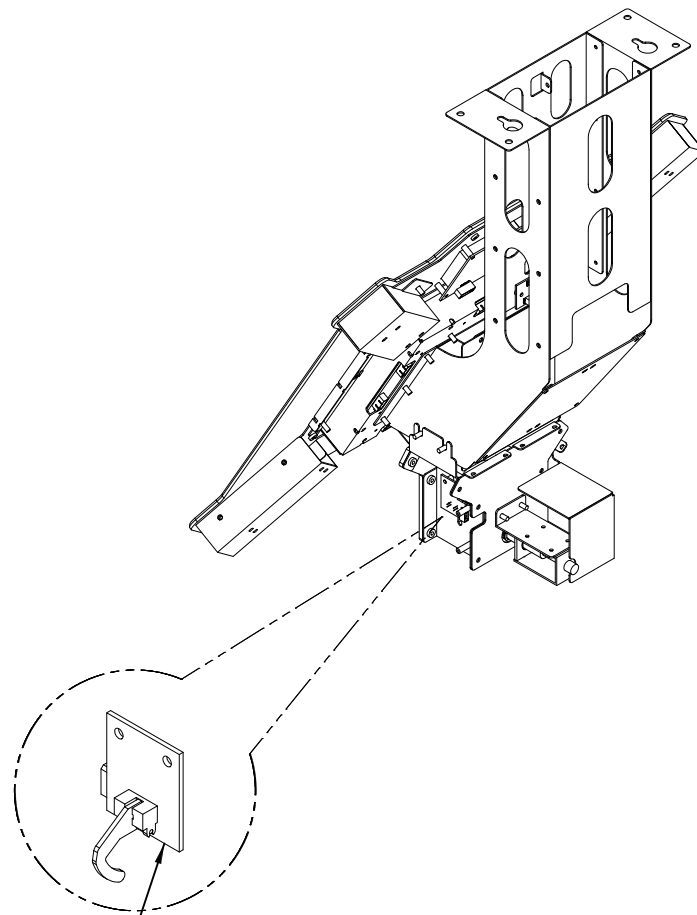
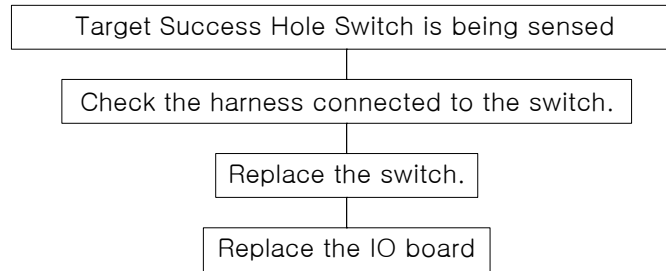
TSHS : Target Success Hole Switch →

TEST MODE			
9. SENSOR CHECK			
TMFS	TMBS	<b>TSHS</b>	
EMCS	EBIS	EBOS	SBCS
C1C2	TKES	BILL	
EXIT = MODE KEY			

## 11-2. Error Code



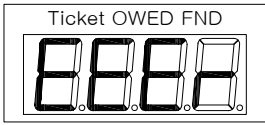
- When there is continuous detection of Targets Success Hole Switch for more than 10 seconds.



Target Success Hole  
Switch (SG-402)  
(KMSEN-1501-066B)

Reference : Bonus Target Ass'y

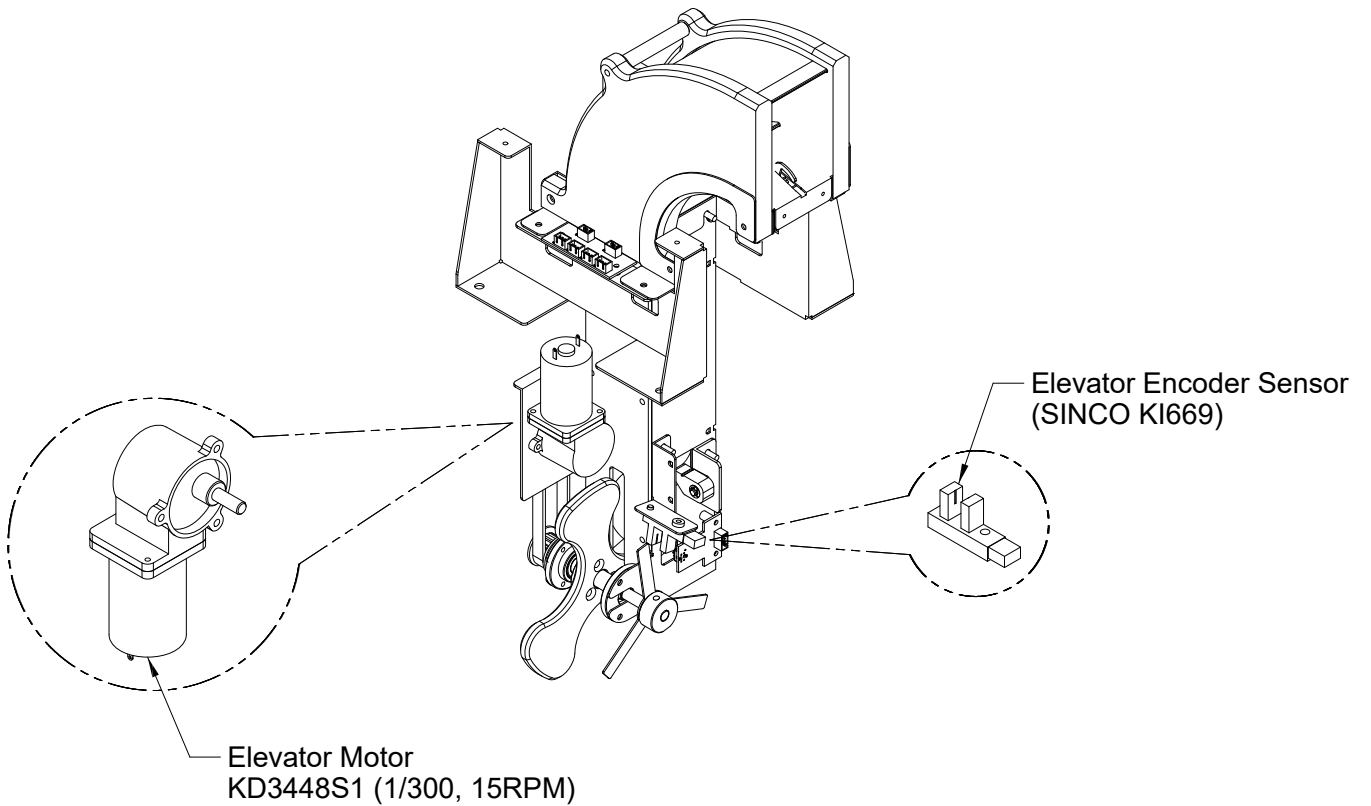
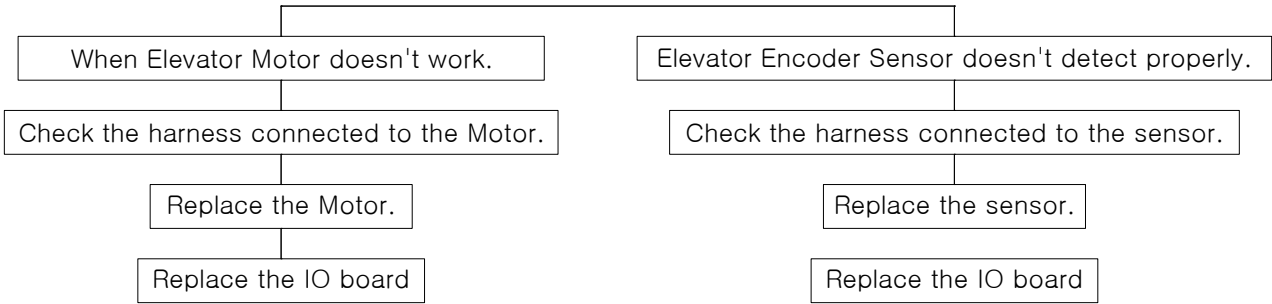
11-3. Error Code



Elevator Encoder Sensor →

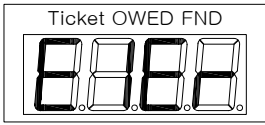
TEST MODE  
2. ELEVATOR MOTOR  
[EECS]  
EBIS  
EBOS  
EXIT = MODE KEY

- When Elevator Motor does not function or Elevator Encoder Sensor does not work (5 sec.)



Reference : Ball Elevator Ass'y

11-4. Error Code



Elevator Ball In Sensor →

TEST MODE

2. ELEVATOR MOTOR

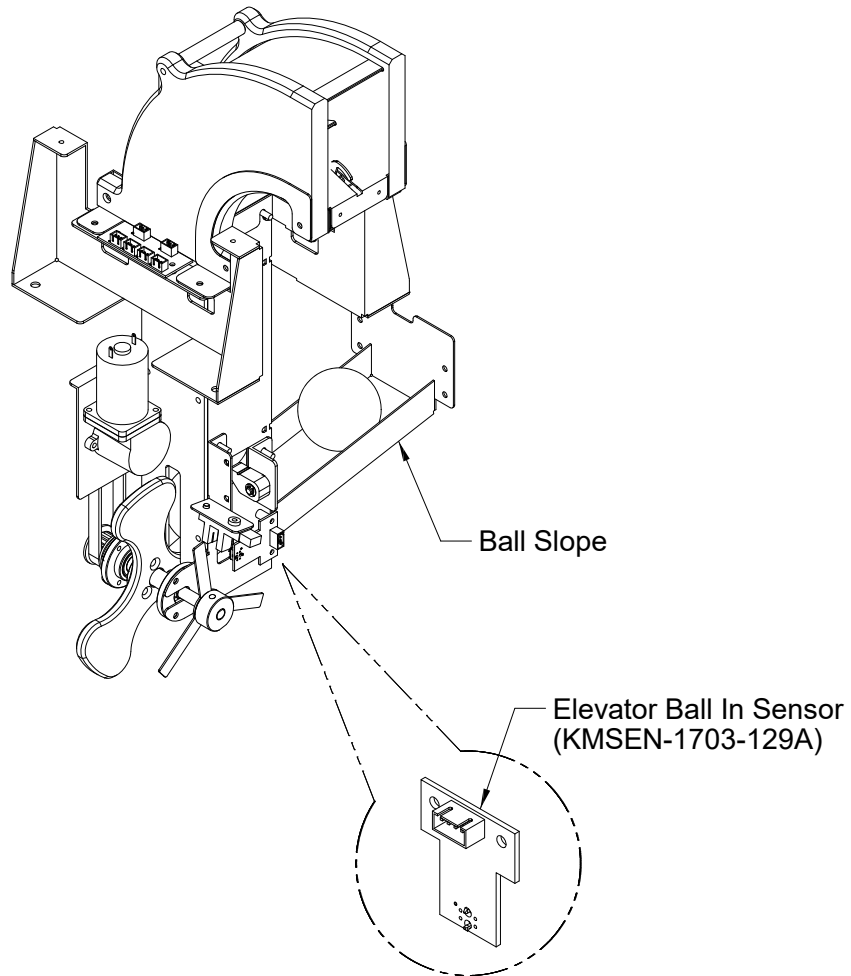
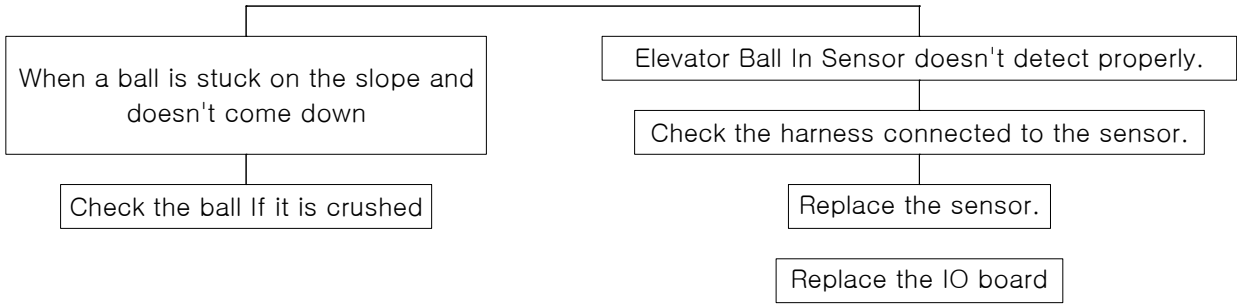
EECS

EBIS

EBOS

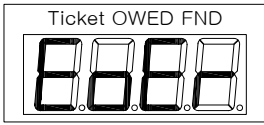
EXIT = MODE KEY

- When a ball is stuck on the slope and doesn't come down or Elevator Ball-In Sensor does not work (10 sec.)



Reference : Ball Elevator Ass'y

11-5. Error Code



Elevator Ball Out Sensor →

TEST MODE

2. ELEVATOR MOTOR

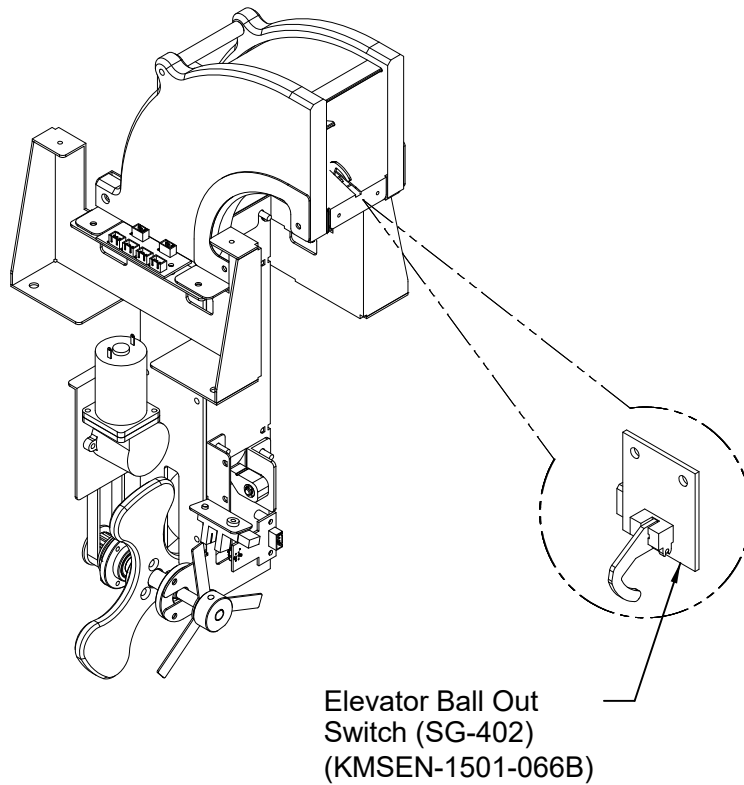
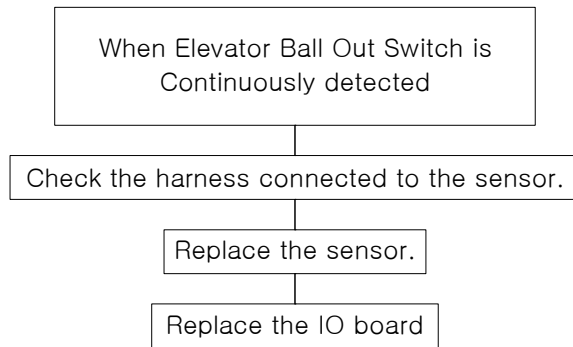
EECS

EBIS

**EBOS**

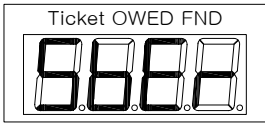
EXIT = MODE KEY

- When Elevator Ball Out Switch is continuously detected. (5 sec.)



Reference : Ball Elevator Ass'y

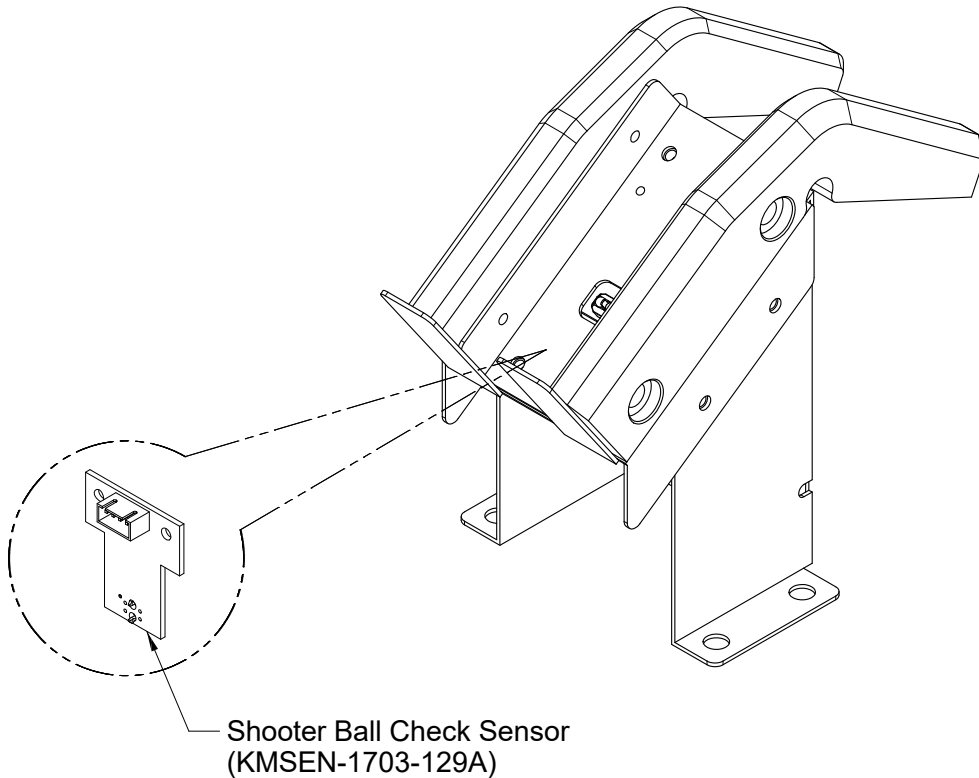
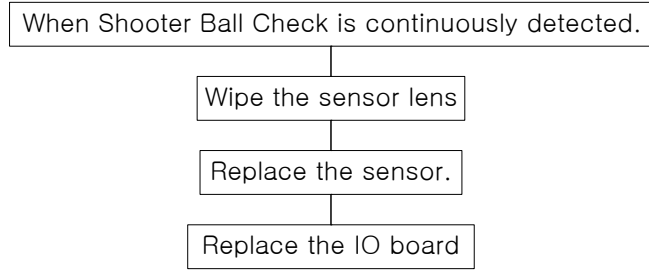
11-6. Error Code



SBCS : Shooter Ball Check Sensor →

TEST MODE			
9. SENSOR CHECK			
TMFS	TMBS	TSHS	
EMCS	EBIS	EBOS	SBCS
C1C2	TKES	BILL	
EXIT = MODE KEY			

- When Shooter Ball Check Sensor is continuously detected after the game is over.

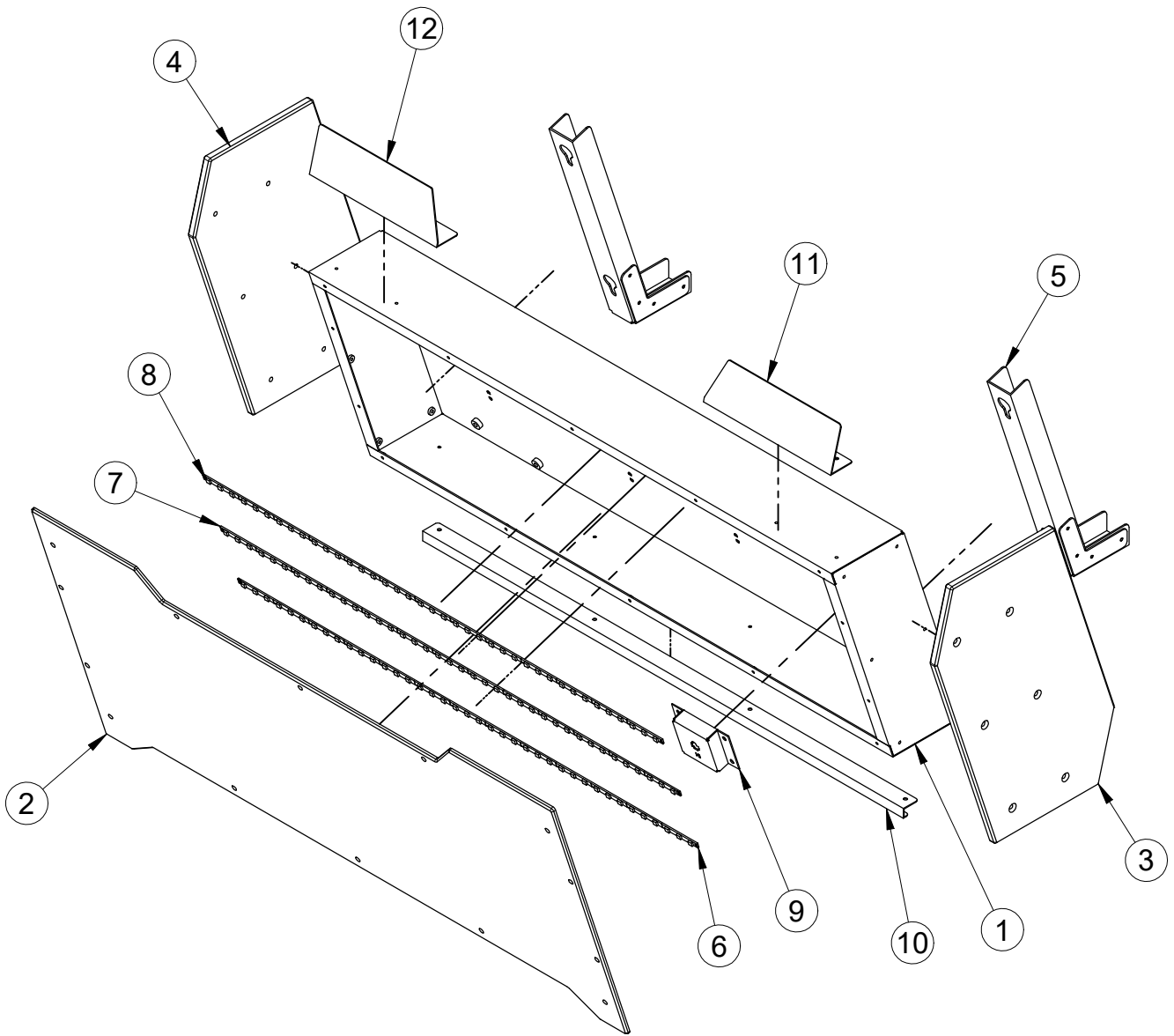


Reference : Shooter Ass'y

# 12.ASSEMBLING ULTIMATE SHOT

## 12-1.TOP BILLBOARD Ass'y

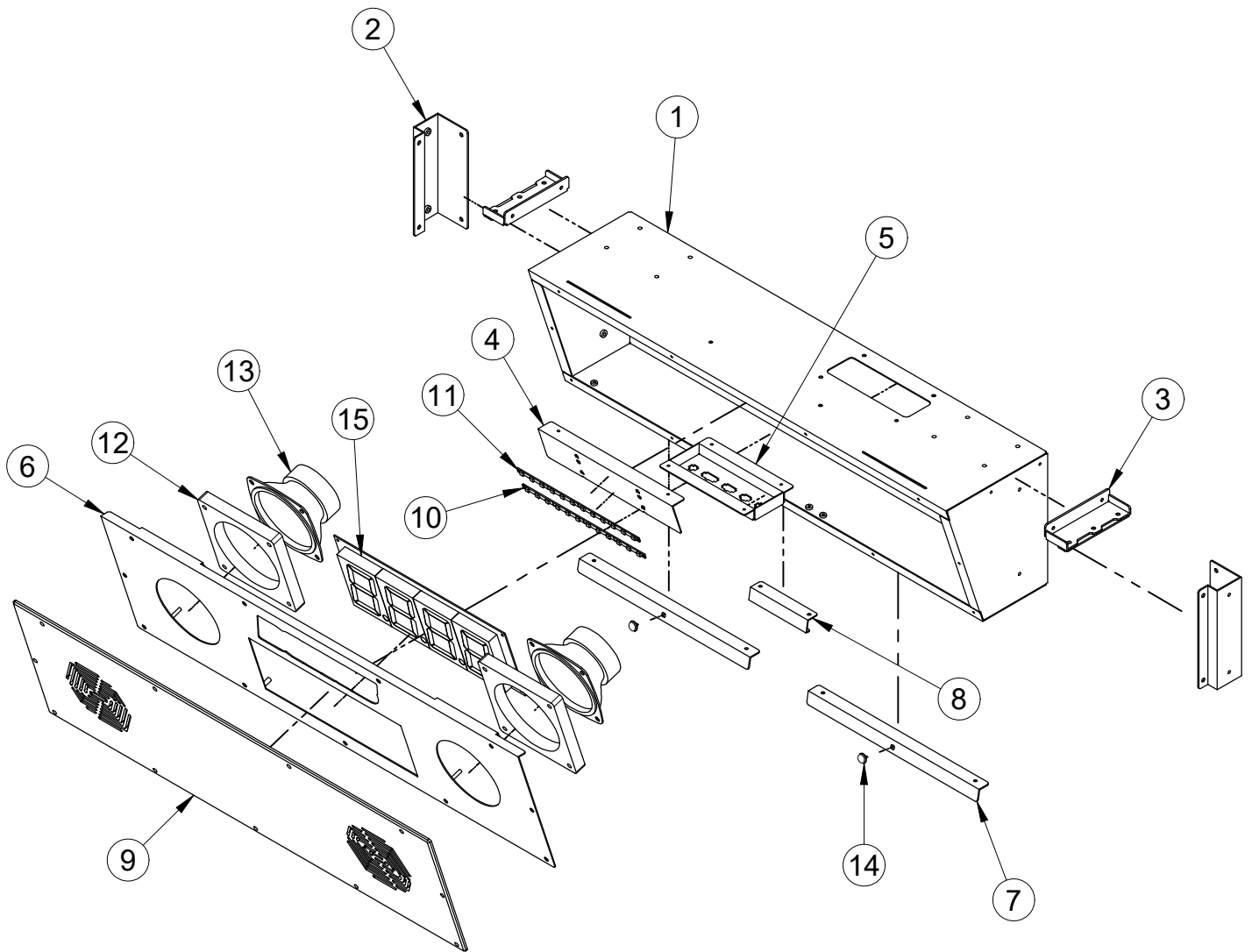
AULS0ASM001



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MULS0MET001	1	TOP BILLBOARD BOX BKT	SPCC-1.2t
2	PART CODE	1	TOP BILLBOARD COVER ACRYL	CLEAR ACRYL - 4.5t (투명 압출판 아크릴)
3	PART CODE	1	TOP BILLBOARD SIDE DECO ACRYL-R	CLEAR ACRYL - 10.0t (투명 압출판 아크릴)
4	PART CODE	1	TOP BILLBOARD SIDE DECO ACRYL-L	CLEAR ACRYL - 10.0t (투명 압출판 아크릴)
5	MULS0MET002	2	TOP BILLBOARD FIXED BKT WELD Ass'y	WELD Ass'y (용접품)
6	AULS0LBA001	1	ULT LED BAR 650mm-A	200-5559 / 100-35184
7	AULS0LBA002	1	ULT LED BAR 650mm-B	100-35155 / 100-35184
8	AULS0LBA003	1	ULT LED BAR 650mm-C	100-35155
9	MULS0MET003	1	TOP BILLBOARD CONNECTOR BKT-2P	SPCC-1.2t
10	MULS0MET004	1	TOP BILLBOARD BOTTOM SUPPORT BKT	SPCC-1.2t
11	MULS0MET005	1	TOP BILLBOARD DECO BKT-R	SPCC-1.2t
12	MULS0MET006	1	TOP BILLBOARD DECO BKT-L	SPCC-1.2t

# 12-2.SPEAKER BOX Ass'y

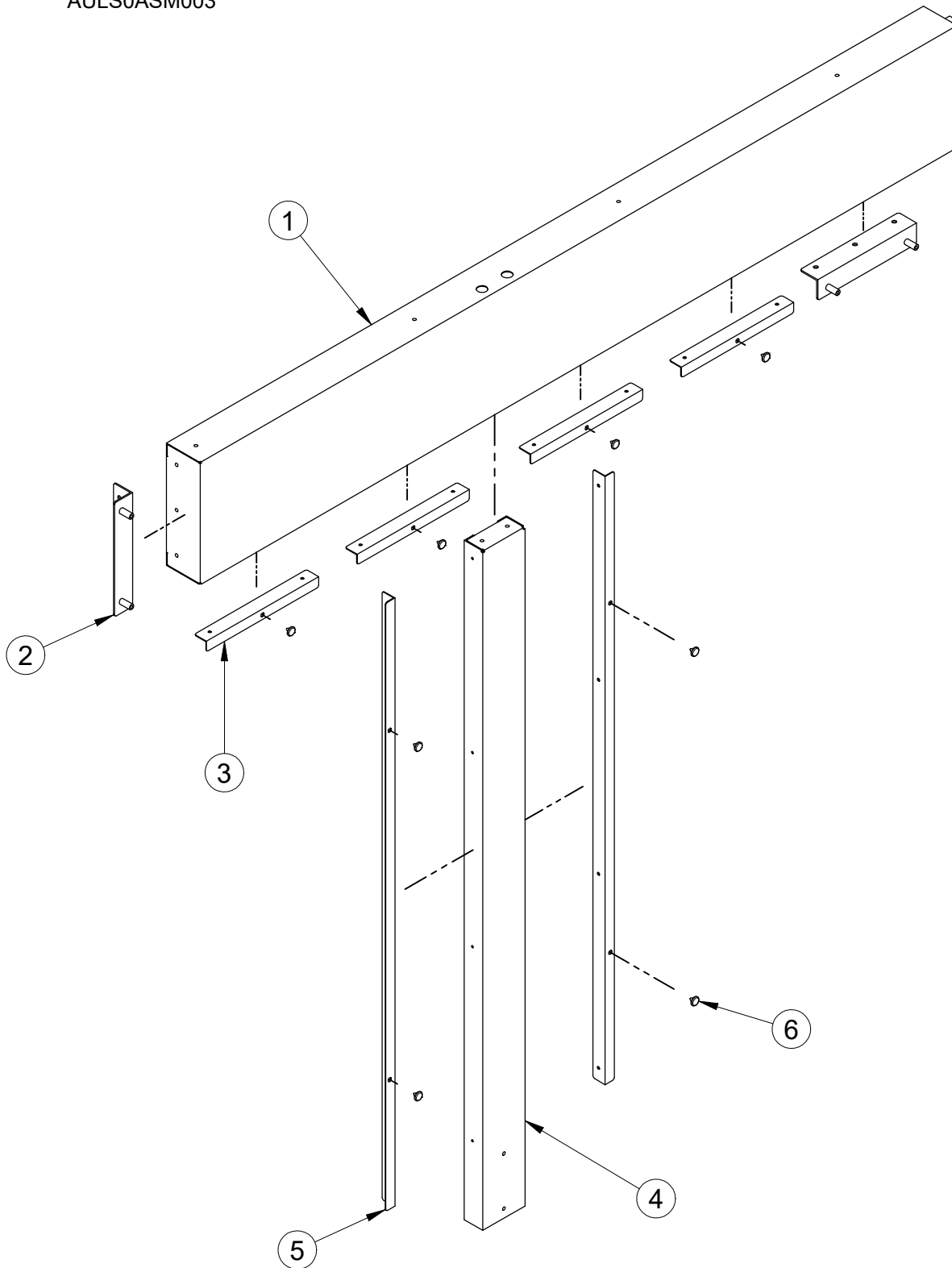
AULS0ASM002



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MULS0MET007	1	SPEAKER BOX BKT	SPCC-1.2t
2	MULS0MET008	2	SPEAKER BOX FIXED BKT	SPCC-1.6t
3	MULS0MET009	2	SPEAKER BOX TOP COVER BKT WELD Ass'y	WELD Ass'y
4	MULS0MET010	1	BONUS LED BAR FIXED BKT	SPCC-1.2t
5	MULS0MET011	1	CONNECTOR BKT-2,4,6,8P	SPCC-1.2t
6	MULS0MET012	1	SPEAKER BOX COVER BKT	SPCC-1.2t
7	MULS0MET013	2	FRONT GLASS TOP FIXED BKT	SPCC-1.6t
8	MULS0MET164	1	MAIN FRAME FRONT GLASS LOCK BKT	SPCC-1.2t
9	AULS0A&S004	1	SPEAKER BOX COVER ACRYL	CLEAR ACRYL - 4.5t (투명 압출판 아크릴)
10	AULS0LBA007	1	ULT LED BAR 200mm-A	300-5557 / 100-35184
11	AULS0LBA008	1	ULT LED BAR 200mm-B	100-35155 / 200-5559
12	MULS0WOO008	2	SPEAKER PANEL	PW-15.0t
13	MZZZ0SPE004	2	speaker[MID4.5]	MID 4.5 8Ω80W
14	MZZZ0RUB003	2	Φ6 SHOCK ABSORBER	6Φ
15	ATWB0BOA004	1	BONUS FND BOARD 4P (BLUE)	KMFND-1703-131B

# 12-3.MAIN FRAME TOP SIDE BKT-R Ass'y

AULS0ASM003

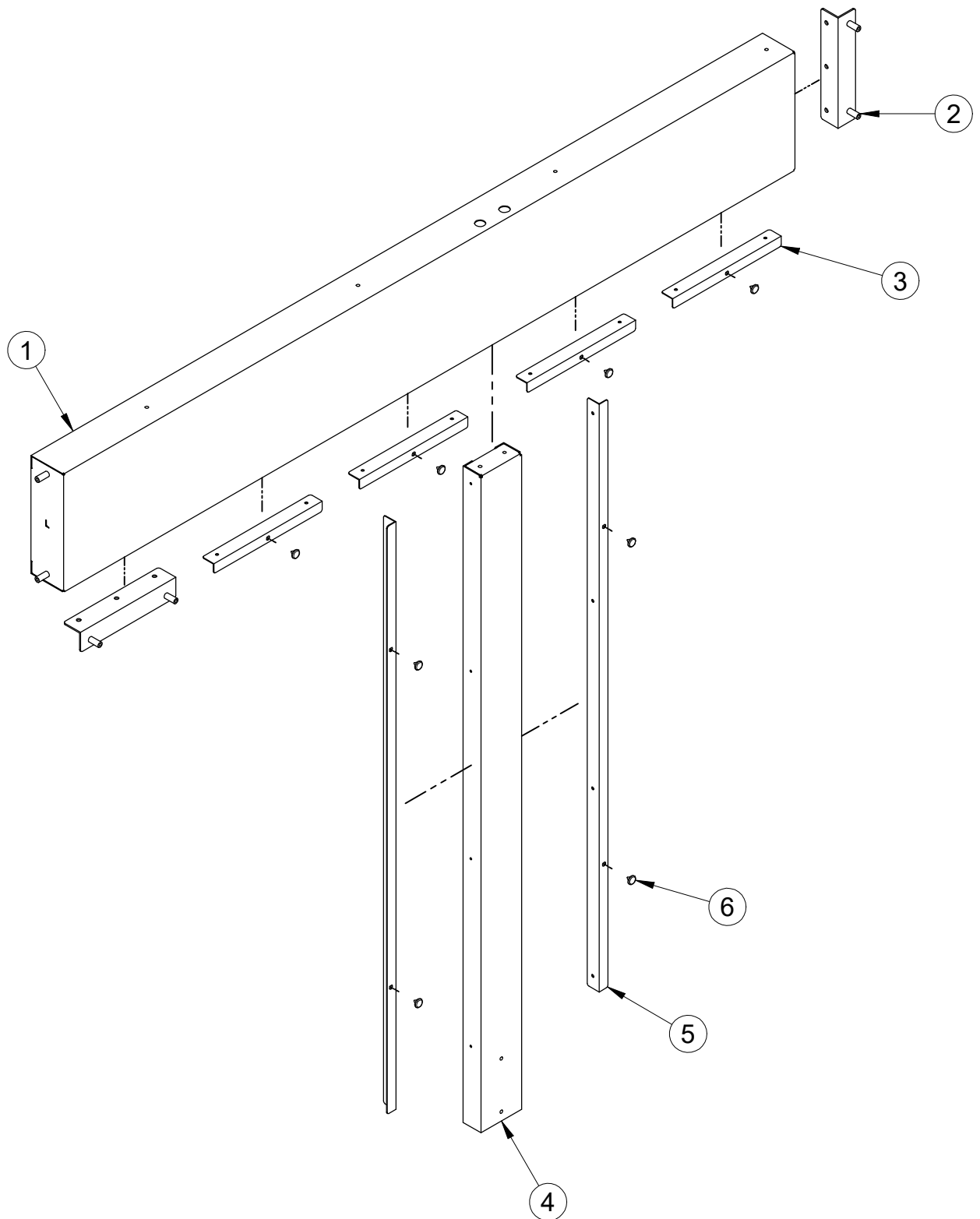


NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MULS0MET157	1	MAIN FRAME TOP SIDE BKT-R (NEW)	SPCC-1.2t
2	MULS0MET016	2	MAIN FRAME TOP SIDE FIXED BKT	SPCC-2.0t
3	MULS0MET161	4	MAIN FRAME SIDE TOP GLASS BKT (NEW)	SPCC-1.2t
4	MULS0MET027	1	MAIN FRAME SIDE SUPPORT BKT	SPCC-1.6t
5	MULS0MET028	2	MAIN FRAME SIDE GLASS BKT-B	SPCC-1.2t
6	MZZZ0RUB003	8	Φ6 SHOCK ABSORBER	6Φ



# 12-4.MAIN FRAME TOP SIDE BKT-L Ass'y

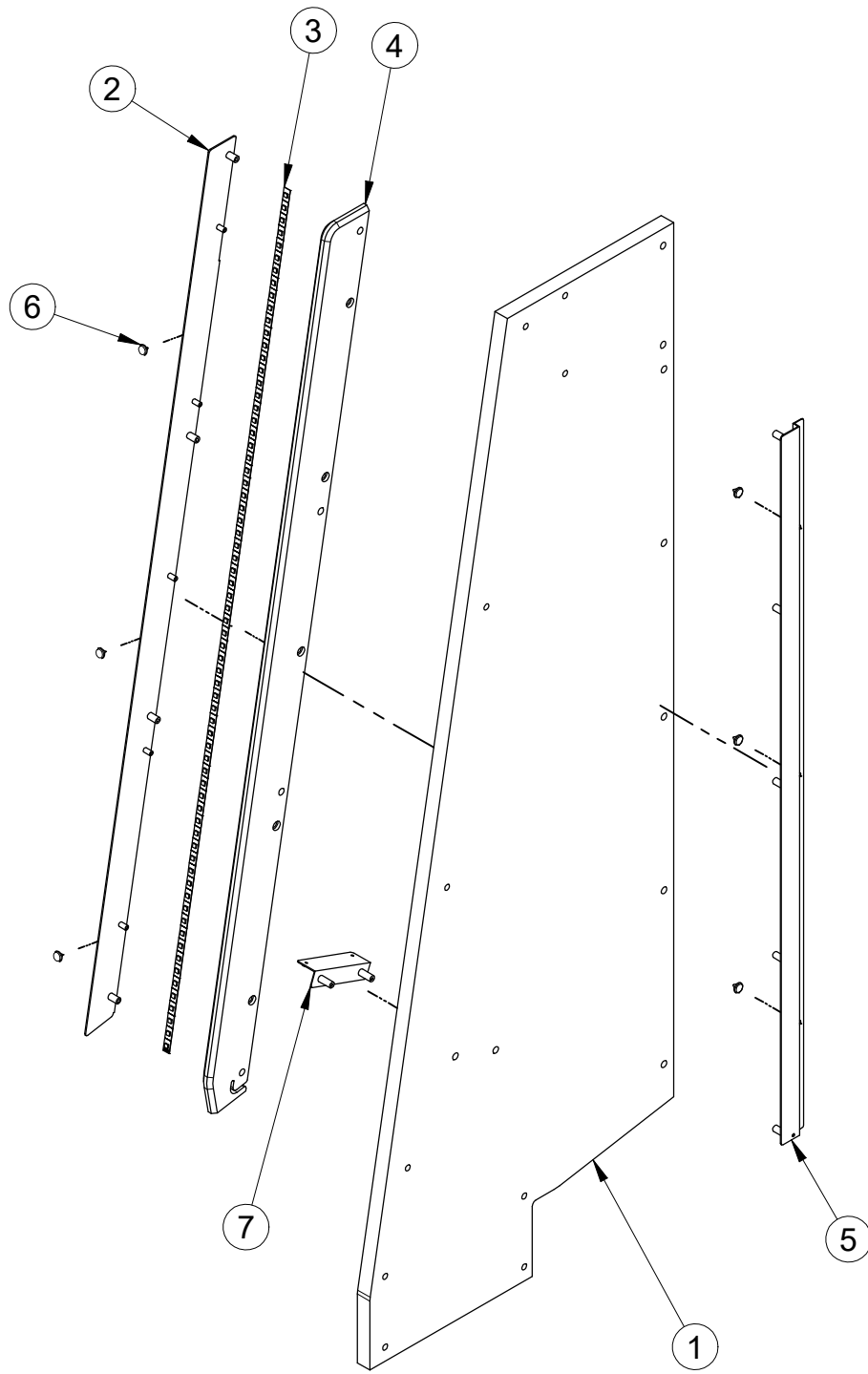
AULS0ASM004



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MULS0MET158	1	MAIN FRAME TOP SIDE BKT-L (NEW)	SPCC-1.2t
2	MULS0MET016	2	MAIN FRAME TOP SIDE FIXED BKT	SPCC-2.0t
3	MULS0MET161	4	MAIN FRAME SIDE TOP GLASS BKT (NEW)	SPCC-1.2t
4	MULS0MET027	1	MAIN FRAME SIDE SUPPORT BKT	SPCC-1.6t
5	MULS0MET028	2	MAIN FRAME SIDE GLASS BKT-B	SPCC-1.2t
6	MZZZ0RUB003	8	Φ6 SHOCK ABSORBER	6Φ

# 12-5.MAIN FRAME FRONT SIDE PANEL-R Ass'y

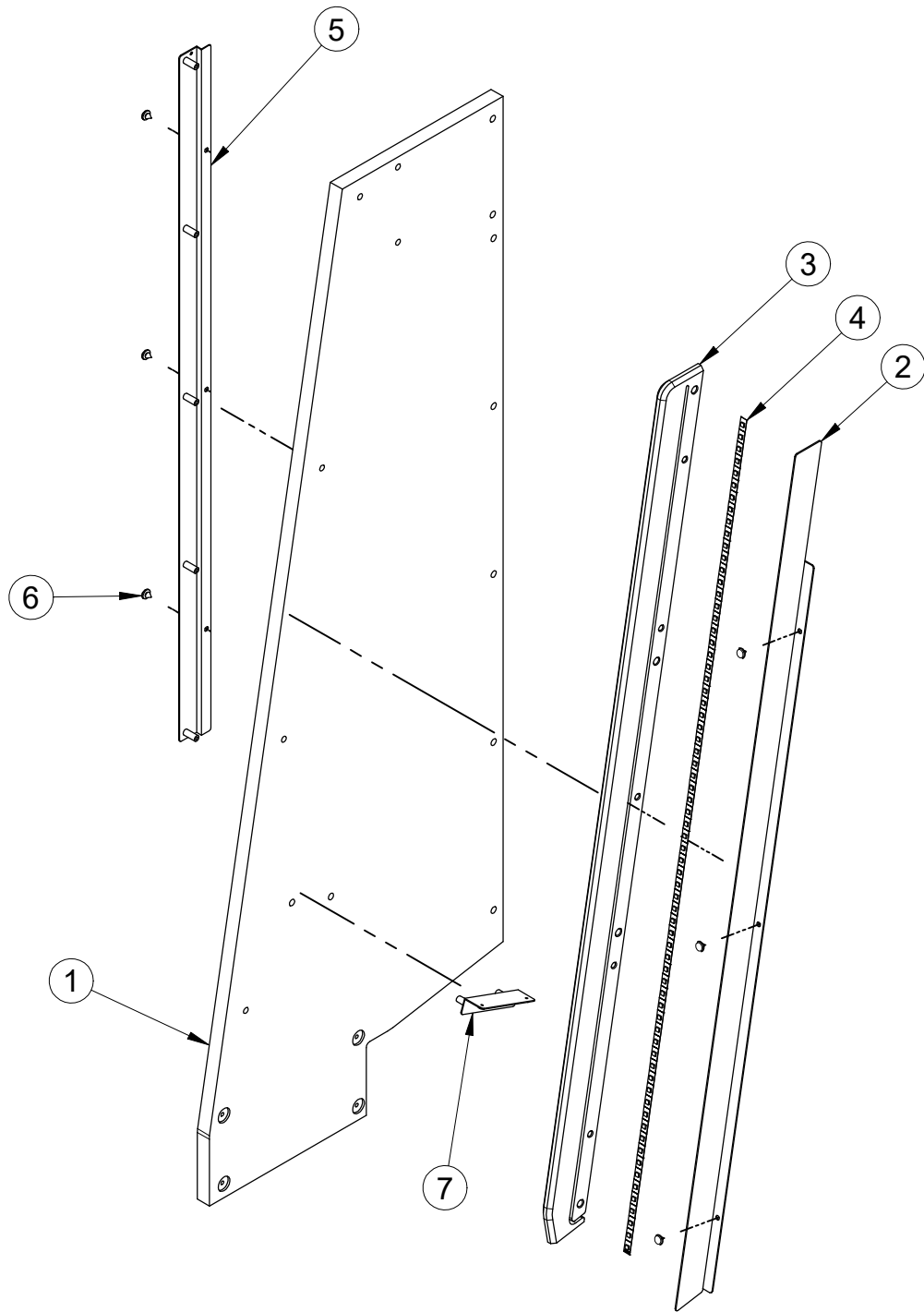
AULS0ASM005



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MULS0WOO020	1	MAIN FRAME FRONT SIDE PANEL-R (NEW)	MDF-20.0t
2	MULS0MET019	1	MAIN FRAME FRONT SIDE DECO COVER-R	SPCC-1.6t
3	AULS0FLM001	1	MAIN FRAME FRONT SIDE FLEXIBLE LED	700-35155
4	MULS0ACR015	1	MAIN FRAME FRONT SIDE DECO ACRYL-R	WHITE LIGHT ACRYL-15.0t(백색스리아크릴)
5	MULS0MET159	1	MAIN FRAME SIDE GLASS BKT-A (NEW)	SPCC-1.2t
6	MZZZ0RUB003	6	Φ6 SHOCK ABSORBER	6Φ
7	MULS0MET022	1	BALL FENCE FIXED BKT	SPCC-1.2t

# 12-6.MAIN FRAME FRONT SIDE PANEL-L Ass'y

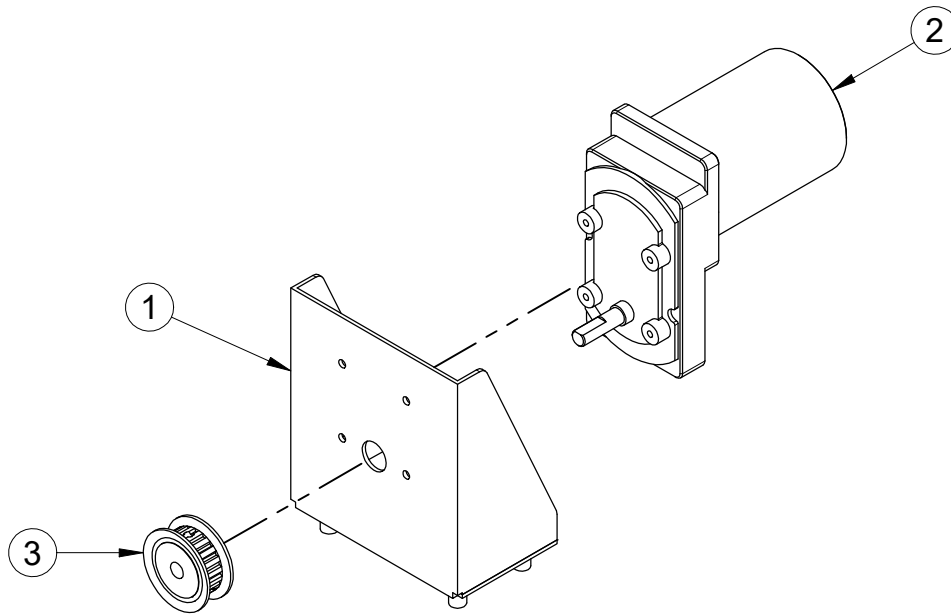
AULS0ASM006



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MULS0WOO021	1	MAIN FRAME FRONT SIDE PANEL-L (NEW)	MDF-20.0t
2	MULS0MET020	1	MAIN FRAME FRONT SIDE DECO COVER-L	SPCC-1.6t
3	MULS0ACR016	1	MAIN FRAME FRONT SIDE DECO ACRYL-L	WHITE LIGHT ACRYL-15.0t(백색스리아크릴)
4	AULS0FLM001	1	MAIN FRAME FRONT SIDE FLEXIBLE LED	700-35155
5	MULS0MET159	1	MAIN FRAME SIDE GLASS BKT-A (NEW)	SPCC-1.2t
6	MZZZ0RUB003	6	Φ6 SHOCK ABSORBER	6Φ
7	MULS0MET022	1	BALL FENCE FIXED BKT	SPCC-1.2t

## 12-7.BONUS TARGET MOTOR BKT Ass'y

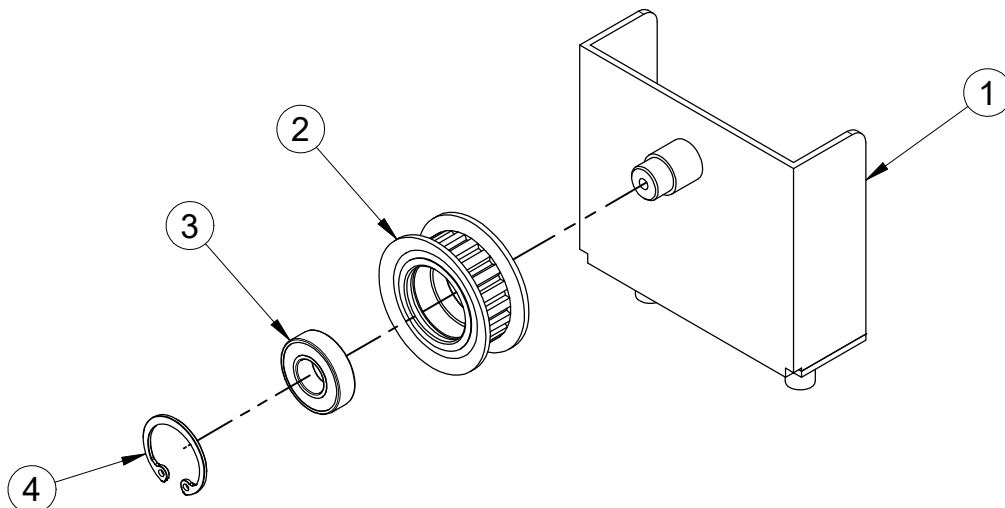
AULS0ASM007



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MULS0MET113	1	BONUS TARGET MOTOR BKT	GI-2.0t
2	MTIM0MOT001	1	KGY SERIES MOTOR (047)	K6DG15N1 (3,000rpm, 1/47, 63.8rpm)
3	MULS0PRO017	1	BONUS TARGET MOTOR PULLEY	AL (20 XL 037 33F)

## 12-8.BONUS TARGET PULLEY BKT Ass'y

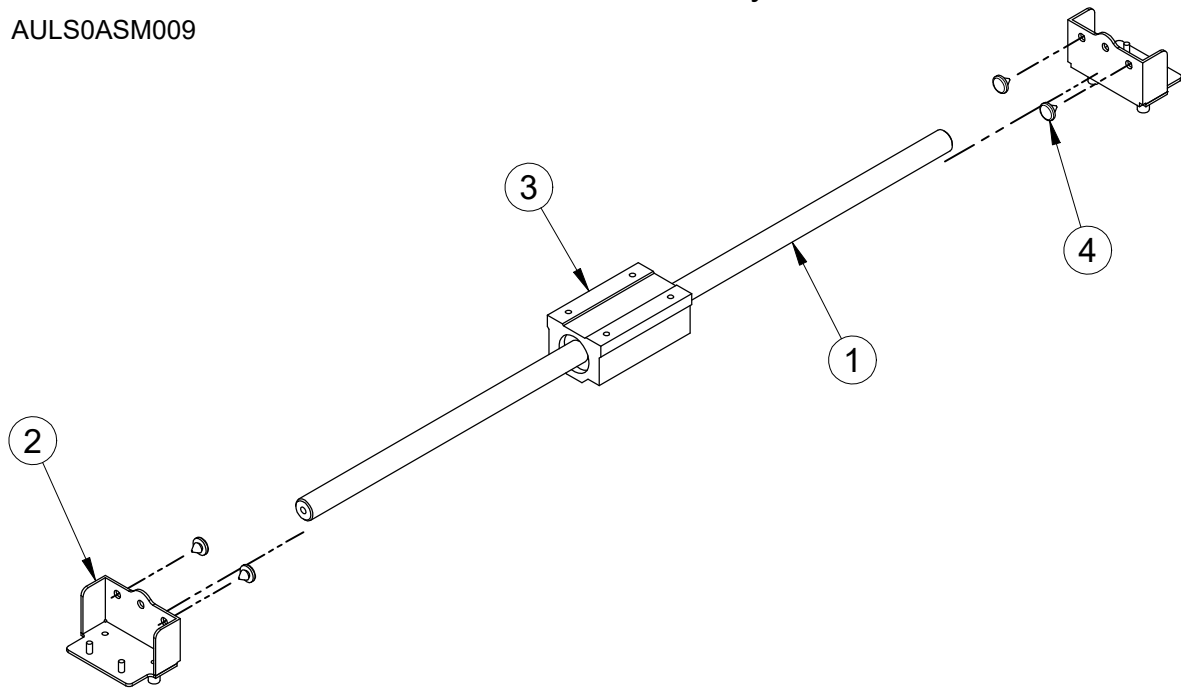
AULS0ASM008



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MULS0MET115	1	BONUS TARGET PULLEY BKT WELD Ass'y	WELD Ass'y (용접품)
2	MULS0PRO018	1	BONUS TARGET PULLEY	AL (20 XL 037 33F)
3	MZZZ0BEA029	1	BEARING 6900ZZ	6900ZZ
4	PART CODE	1	Snapping R22 (HOLE TYPE)	R22

## 12-9.BONUS TARGET LM BEARING SHAFT Ass'y

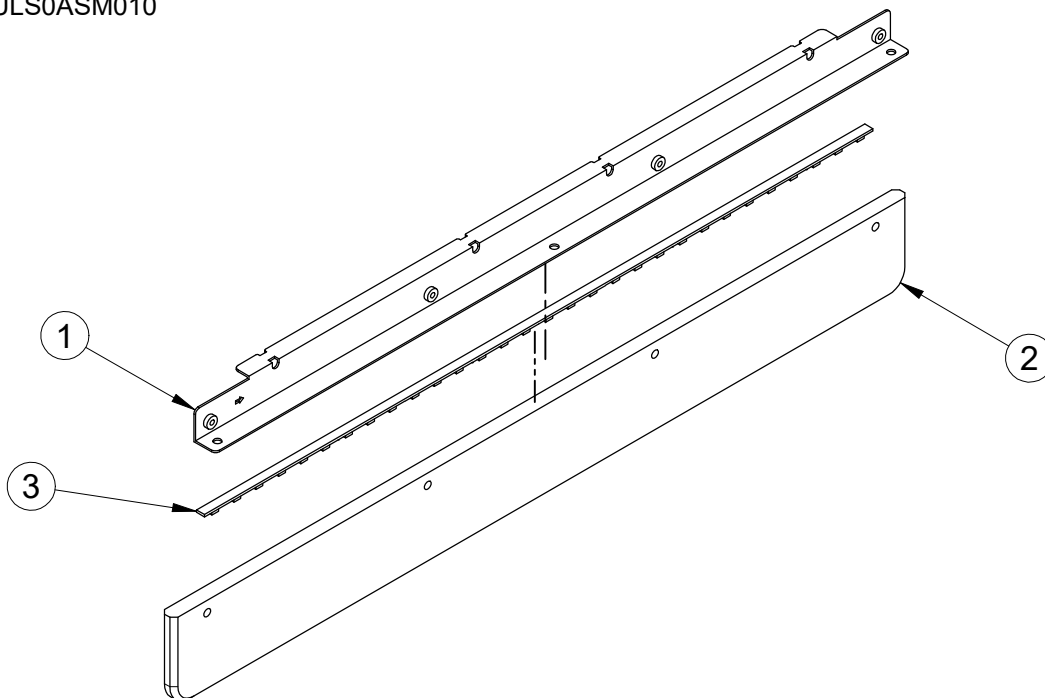
AULS0ASM009



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MULS0PRO011	1	BONUS TARGET LM GUIDE SHAFT	SM45C
2	MULS0MET114	2	BONUS TARGET LM GUIDE SHAFT FIXED BKT	GI-2.0t
3	MKEM0BEA001	1	LM BEARING HOUSING 16UU	SC16LUU
4	MZZZ0RUB003	4	Φ6 SHOCK ABSORBER	6Φ

## 12-10.BACK CEILING DECO ACRYL Ass'y

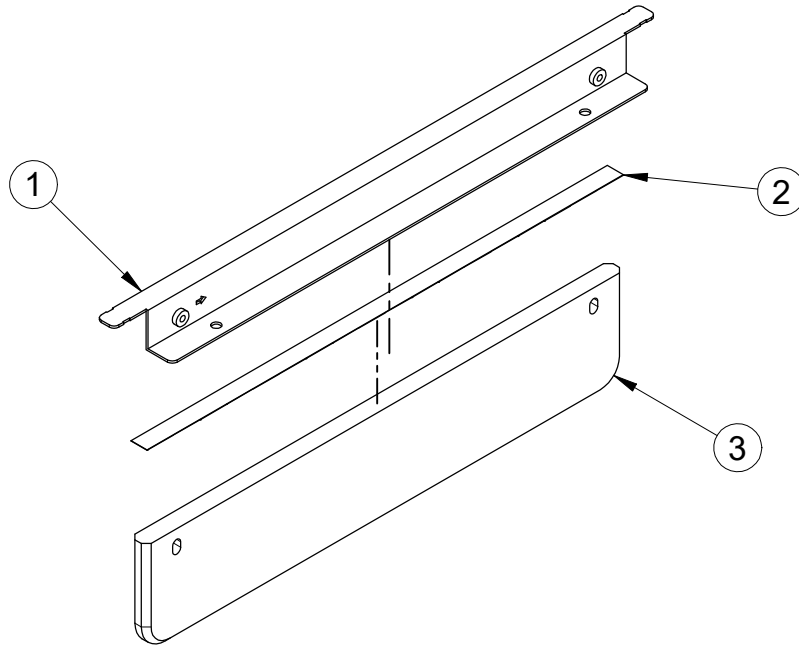
AULS0ASM010



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MULS0MET108	1	BACK CEILING DECO ACRYL FIXED BKT	GI-1.2t
2	MULS0ACR019	1	BACK CEILING DECO ACRYL	CLEAR ACRYL-10.0t(투명아크릴)
3	AULS0LBA012	1	ULT LED BAR 500mm-A	100-35155

## 12-11.CEILING DECO ACRYL Ass'y-A

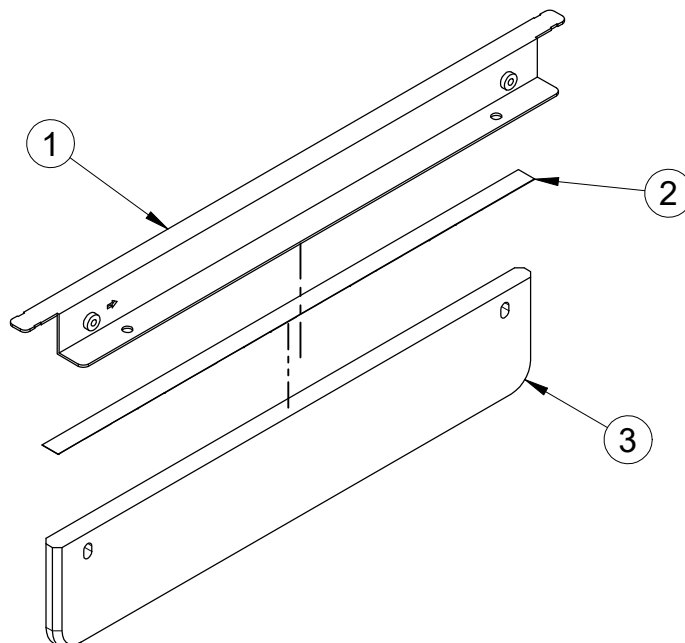
AULS0ASM011



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MULS0MET107	1	CEILIING DECO ACRYL FIXED BKT	GI-1.2t
2	AULS0FLM002	1	CEILIING DECO FLEXIBLE LED-A	120-35155 / 120-35184
3	MULS0ACR007	1	CEILIING DECO ACRYL	CLEAR ACRYL-10.0t(투명아크릴)

## 12-12.CEILING DECO ACRYL Ass'y-B

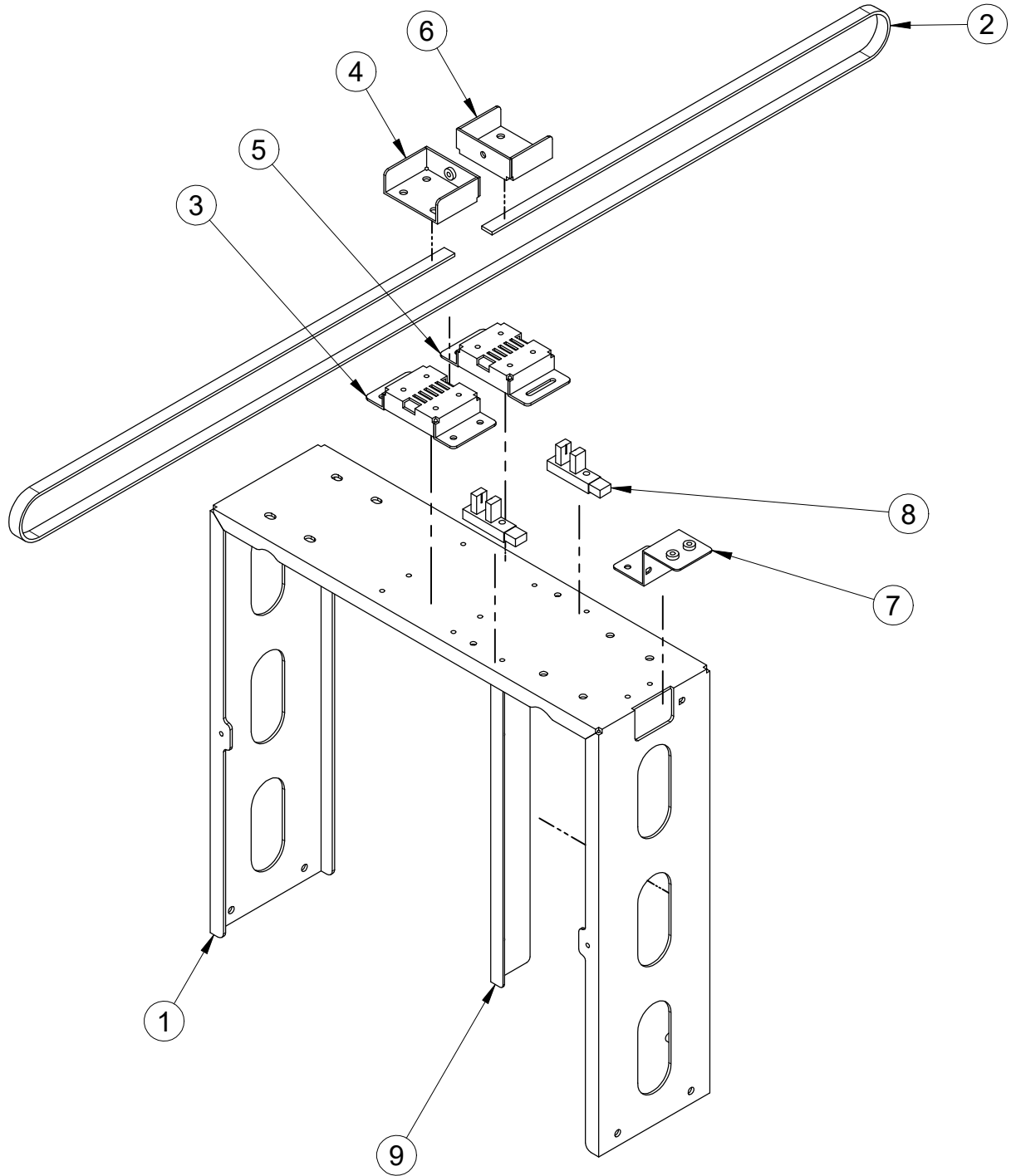
AULS0ASM012



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MULS0MET107	1	CEILIING DECO ACRYL FIXED BKT	GI-1.2t
2	AULS0FLM003	1	CEILIING DECO FLEXIBLE LED-B	120-35155
3	MULS0ACR007	1	CEILIING DECO ACRYL	CLEAR ACRYL-10.0t(투명아크릴)

# 12-13.BONUS TARGET FIXED BKT Ass'y

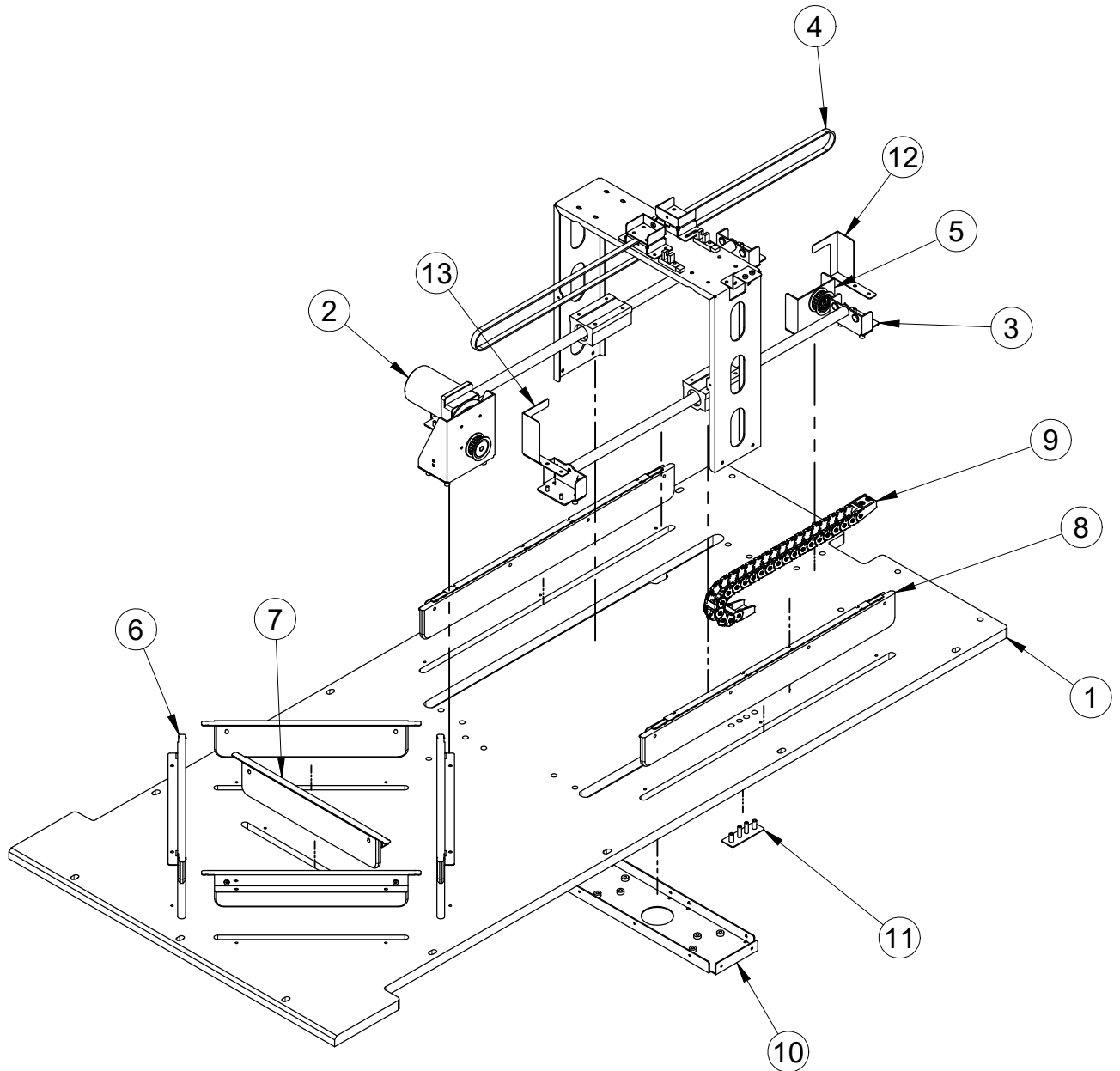
AULS0ASM013



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MULS0MET100	1	BONUS TARGET FIXED BKT	SPCC-2.0t
2	PART CODE	1	TIMING BELT (616XL037)	WHITE COLOR
3	MULS0MET109	1	BONUS TARGET TIMING BELT FIXED BKT-A	GI-1.6t
4	MULS0MET110	1	BONUS TARGET TIMING BELT FIXED BKT-B	GI-1.6t
5	MULS0MET111	1	BONUS TARGET TIMING BELT FIXED BKT-C	GI-1.6t
6	MULS0MET112	1	BONUS TARGET TIMING BELT FIXED BKT-D	GI-1.6t
7	MULS0MET103	1	CABLE CHAIN FIXED BKT-A	SPCC-1.2t
8	MLIM0PHO001	2	SINCO SENSOR (KI669)	SINKO:KI669
9	MULS0MET131	1	BONUS TARGET HARNESS COVER BKT	SPCC-1.2t

# 12-14.MAIN FRAME TOP MIDDLE PANEL Ass'y

AULS0ASM014

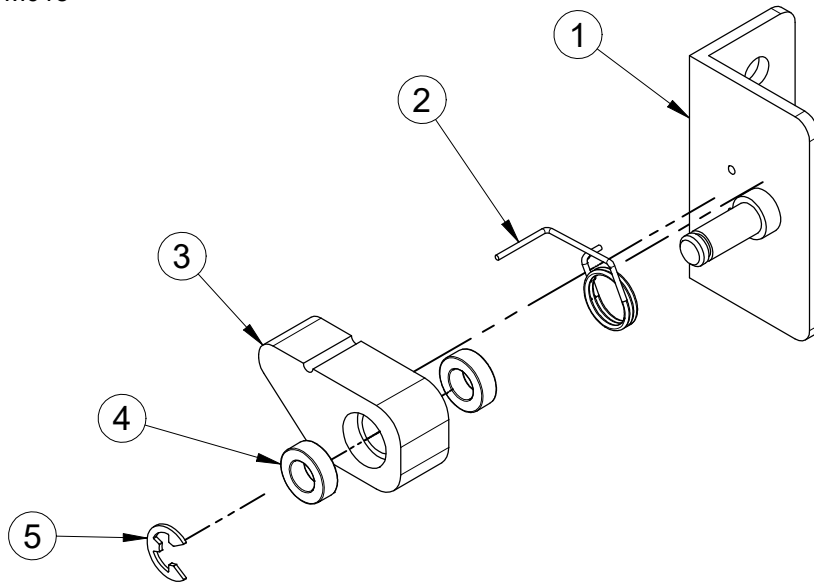


NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MULS0WOO006	1	MAIN FRAME TOP MIDDLE PANEL	PW-18.0t
2	AULS0ASM007	1	BONUS TARGET MOTOR BKT Ass'y	12-7 (25 page)
3	AULS0ASM009	2	BONUS TARGET LM BEARING SHAFT Ass'y	AULS0ASM009
4	AULS0ASM013	1	BONUS TARGET FIXED BKT Ass'y	12-13 (28 page)
5	AULS0ASM008	1	BONUS TARGET PULLEY BKT Ass'y	12-8 (25 page)
6	AULS0ASM011	4	CEILING DECO ACRYL Ass'y-A	12-11 (27 page)
7	AULS0ASM012	1	CEILING DECO ACRYL Ass'y-B	12-12 (27 page)
8	AULS0ASM010	2	BACK CEILIING DECO ACRYL Ass'y	12-10 (26 page)
9	MKEM0CAB002	1	KJP0180-1B-R28-414L-23LINK	KJP0180-1B-R28-414L-23LINK
10	MULS0MET101	1	BONUS TARGET FIXED SUPPORT BKT-A	SPCC-1.6t
11	MULS0MET104	1	CABLE CHAIN FIXED BKT-B	SPCC-1.2t
12	MULS0MET106	1	BONUS TARGET MOVE CHECK BKT-BACK	SPCC-1.2t
13	MULS0MET105	1	BONUS TARGET MOVE CHECK BKT-FRONT	SPCC-1.2t



## 12-15.BALL STOPPER Ass'y

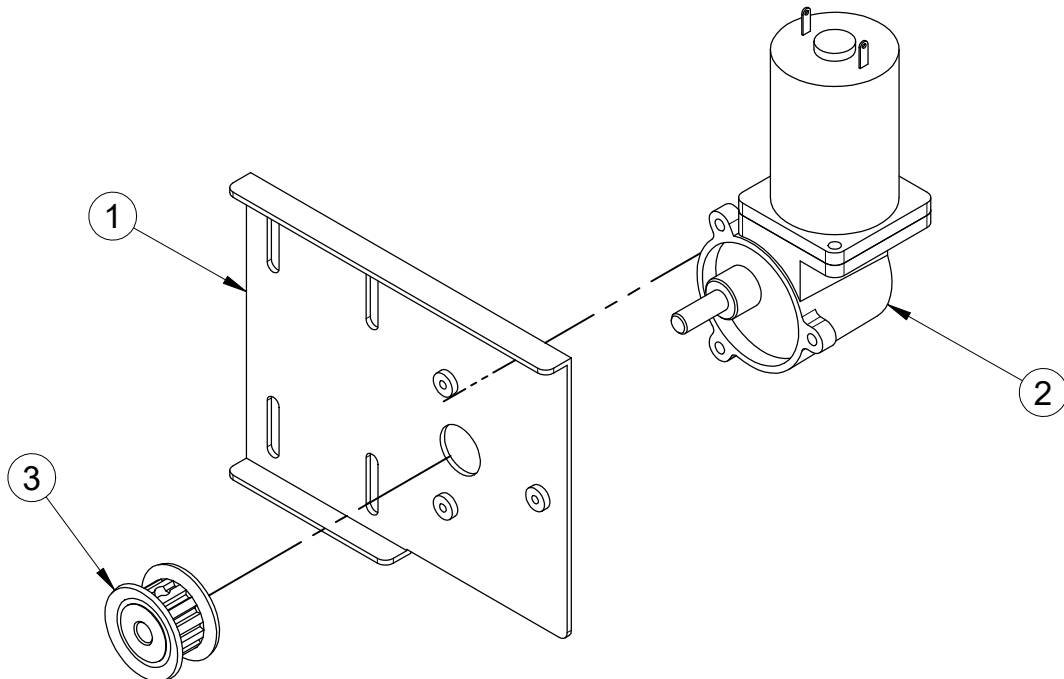
AULS0ASM015



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MULS0PRO019	1	BALL STOPBAR PIN WELD Ass'y	WELD Ass'y (용접품)
2	MUFE0SPR002	1	TORSION SPRING	SUS-0.8t
3	MULS0PRO021	1	BALL STOPPER	WHITE ACETAL (백색 아세탈)
4	MZZZ0BEA045	2	BEARING MR95ZZ	MR95ZZ
5	PART CODE	1	E Type Snapping 4	E-4

## 12-16.ELEVATOR MOTOR Ass'y

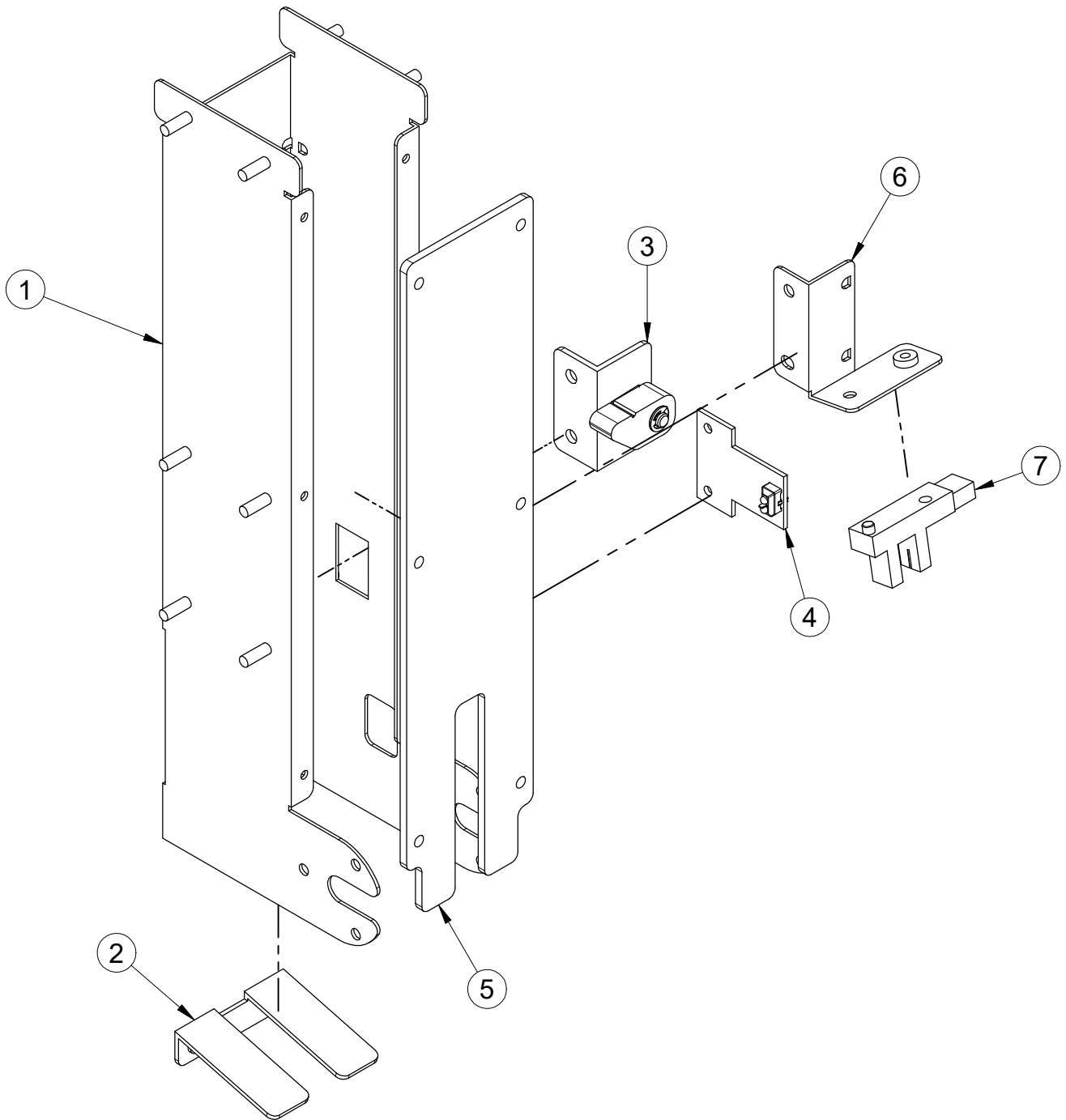
AULS0ASM016



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MULS0MET076	1	ELEVATOR MOTOR BKT	SPCC-1.6t
2	MZZZ0MOT054	1	KWC-3448 SERIES MOTOR (300)	KWC3448S1 (5,000rpm, 1/300, 15rpm)
3	MULS0PRO016	1	ELEVATOR MOTOR PULLEY	AL (13 XL 037 33F)

# 12-17.ELEVATOR BODY Ass'y

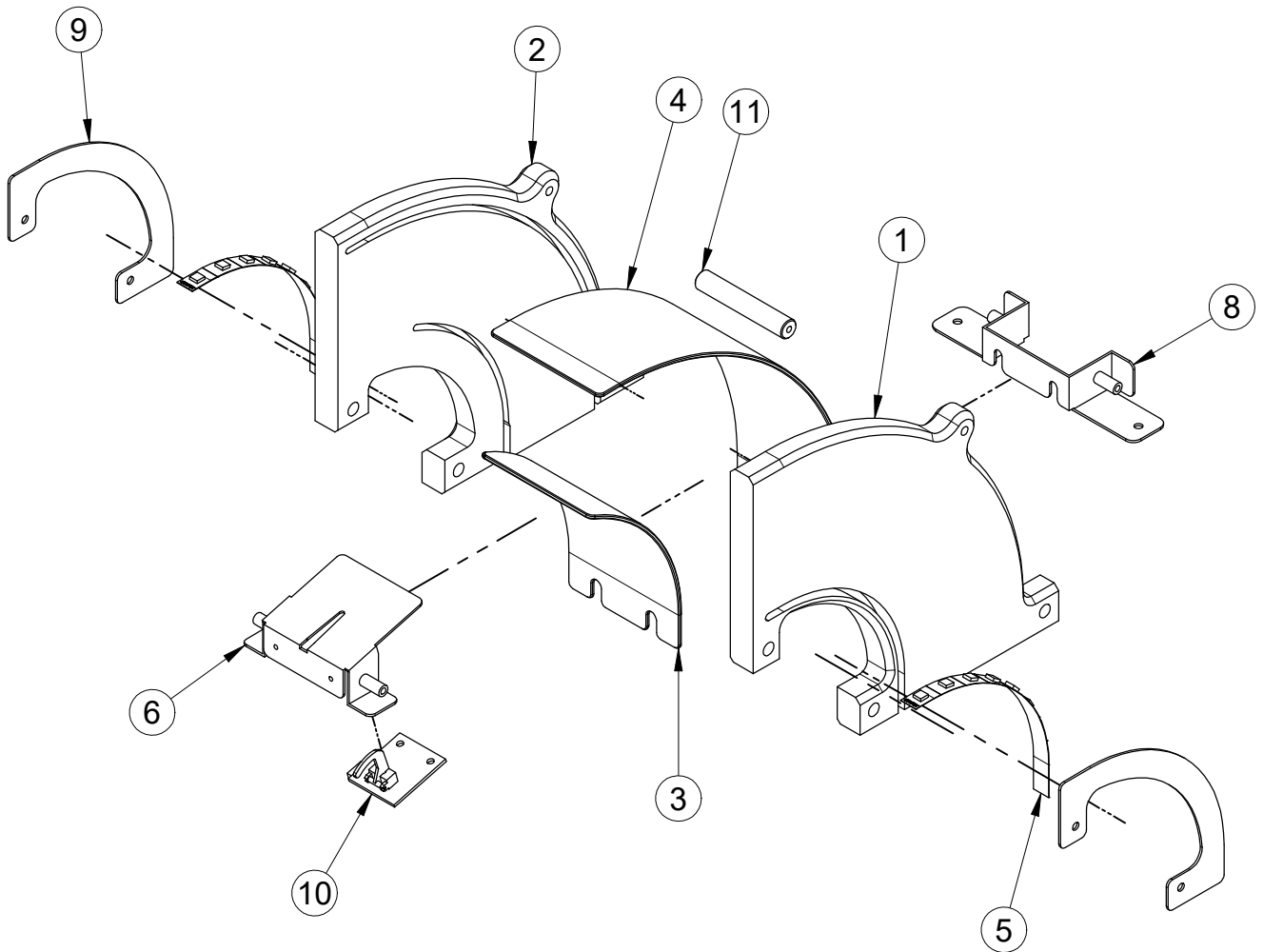
AULS0ASM017



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MULS0MET075	1	ELEVATOR BODY BKT	SPCC-1.2t
2	MULS0MET077	1	BALL ELEVATOR DISK GUIDE BKT	SPCC-1.6t
3	AULS0ASM015	1	BALL STOPPER Ass'y	12-15 (30 page)
4	ATWB0BOA002	1	BALL HOLE SENSOR BOARD Ass'y	KMSEN-1703-129A
5	MULS0ACR002	1	BALL UP GUIDE ACRYL	CLEAR PC-3.0t [투명 PC]
6	MULS0MET082	1	BALL DISK SENSOR FIXED BKT	GI-1.2t
7	MLIM0PHO001	1	SINCO SENSOR (KI669)	SINKO:KI669

# 12-18.ELEVATOR BALL OUT Ass'y

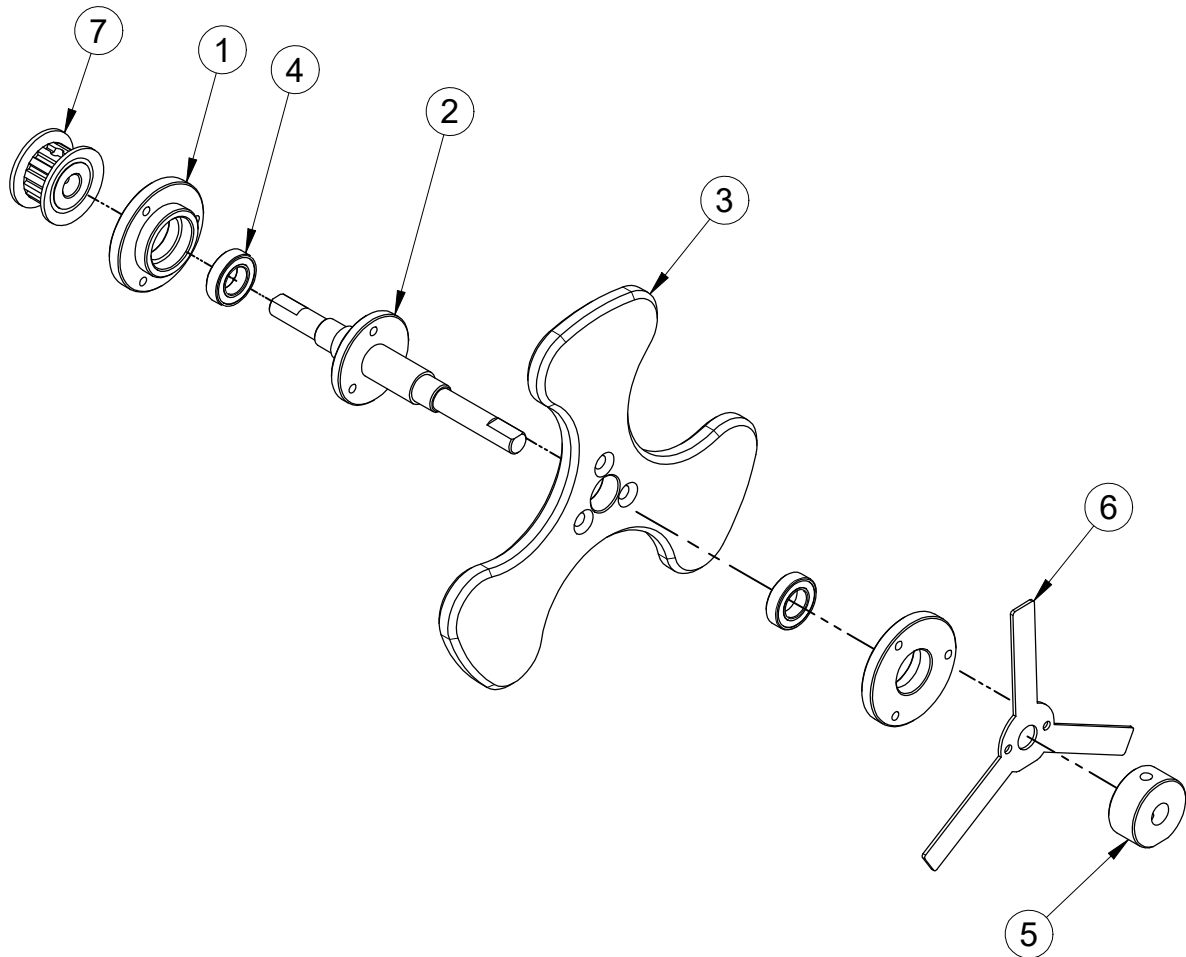
AULS0ASM018



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MULS0ACR008	1	ELEVATOR SIDE ACRYL-A	CLEAR ACRYL - 15.0t (투명아크릴)
2	MULS0ACR009	1	ELEVATOR SIDE ACRYL-B	CLEAR ACRYL - 15.0t (투명아크릴)
3	MULS0ACR013	1	ELEVATOR INNER ACRYL	LIGHT DIFFUSION PC-2.0t (광확산PC-2.0t)
4	MULS0ACR001	1	ELEVATOR OUTER ACRYL	CLEAR PC-2.0t [투명 PC)
5	AULS0FLM004	2	ELEVATOR SIDE FLEXIBLE LED	700-35155
6	MULS0MET067	1	ELEVATOR SIDE ACRYL FIXED BKT-A	SPCC-1.2t
7*	MULS0MET068	1	ELEVATOR SIDE ACRYL FIXED BKT-B	SPCC-1.2t
8	MULS0MET069	1	ELEVATOR SIDE ACRYL FIXED BKT-C	SPCC-1.2t
9	MULS0MET070	2	ELEVATOR SIDE ACRYL COVER BKT	SPCC-1.2t
10	AGOR0BOA010	1	OPTO SENSOR BOARD Ass'y (SG-402)	KMSEN-1501-066B
11	MULS0PRO010	1	ELEVATOR SIDE ACRYL SUPPORT PIN	AL

# 12-19.BALL DISK Ass'y

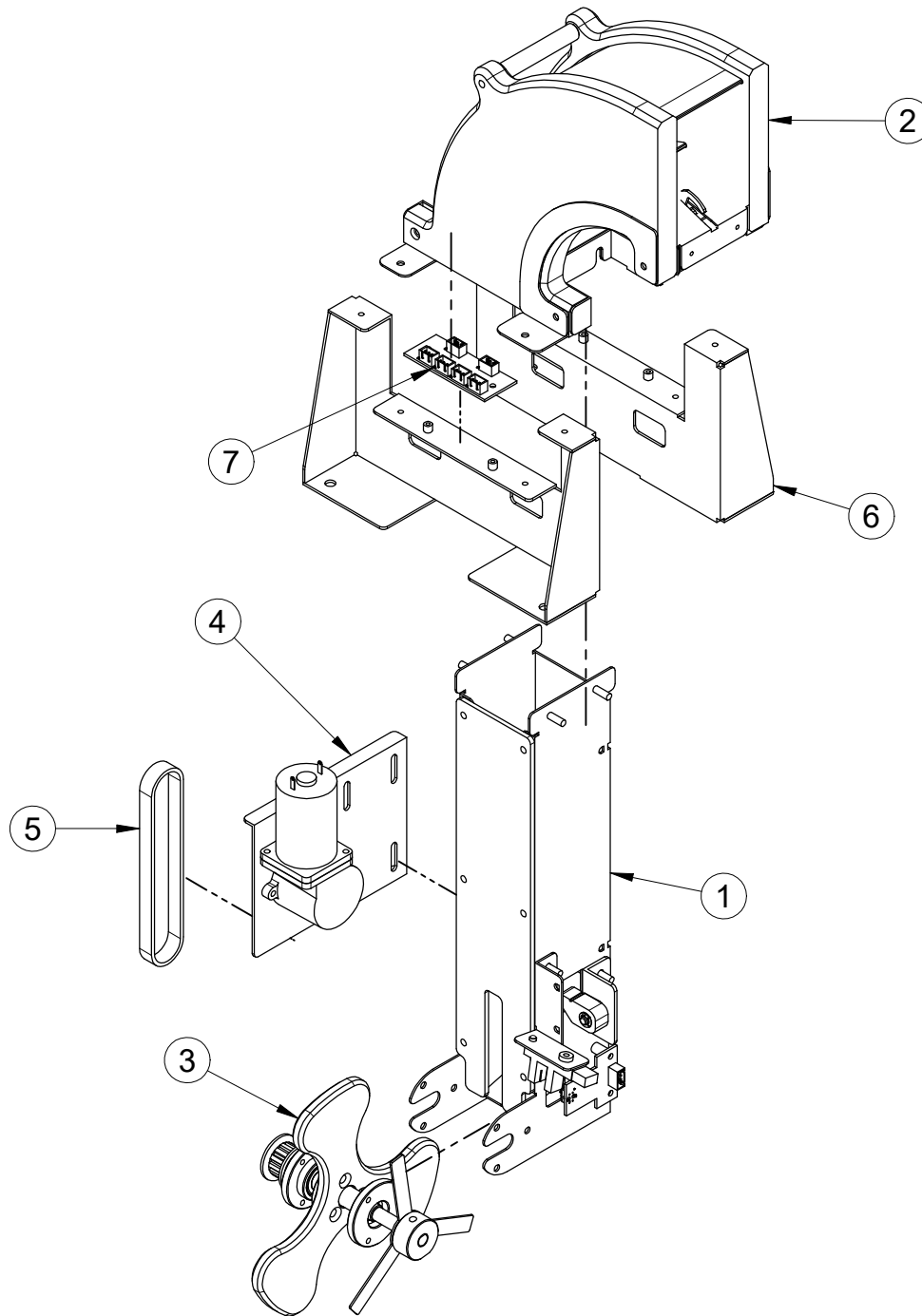
AULS0ASM019



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MULS0PRO007	2	BALL DISK HOUSING	SS41
2	MULS0PRO009	1	BALL DISK SHAFT	SS41
3	MULS0ACR017	1	BALL DISK ACRYL	WHITE COLORACETAL - 8.0t (백색 아세탈)
4	MZZZ0BEA070	2	BEARING 6800ZZ	6800ZZ
5	MULS0PRO008	1	BALL DISK SENSOR CHECK BKT HOUSING	SS41
6	MULS0MET078	1	BALL DISK SENSOR CHECK BKT	SPCC-1.2t
7	MULS0PRO015	1	ELEVATOR SHAFT PULLEY	AL (13 XL 037 33F)

# 12-20.BALL ELEVATOR Ass'y

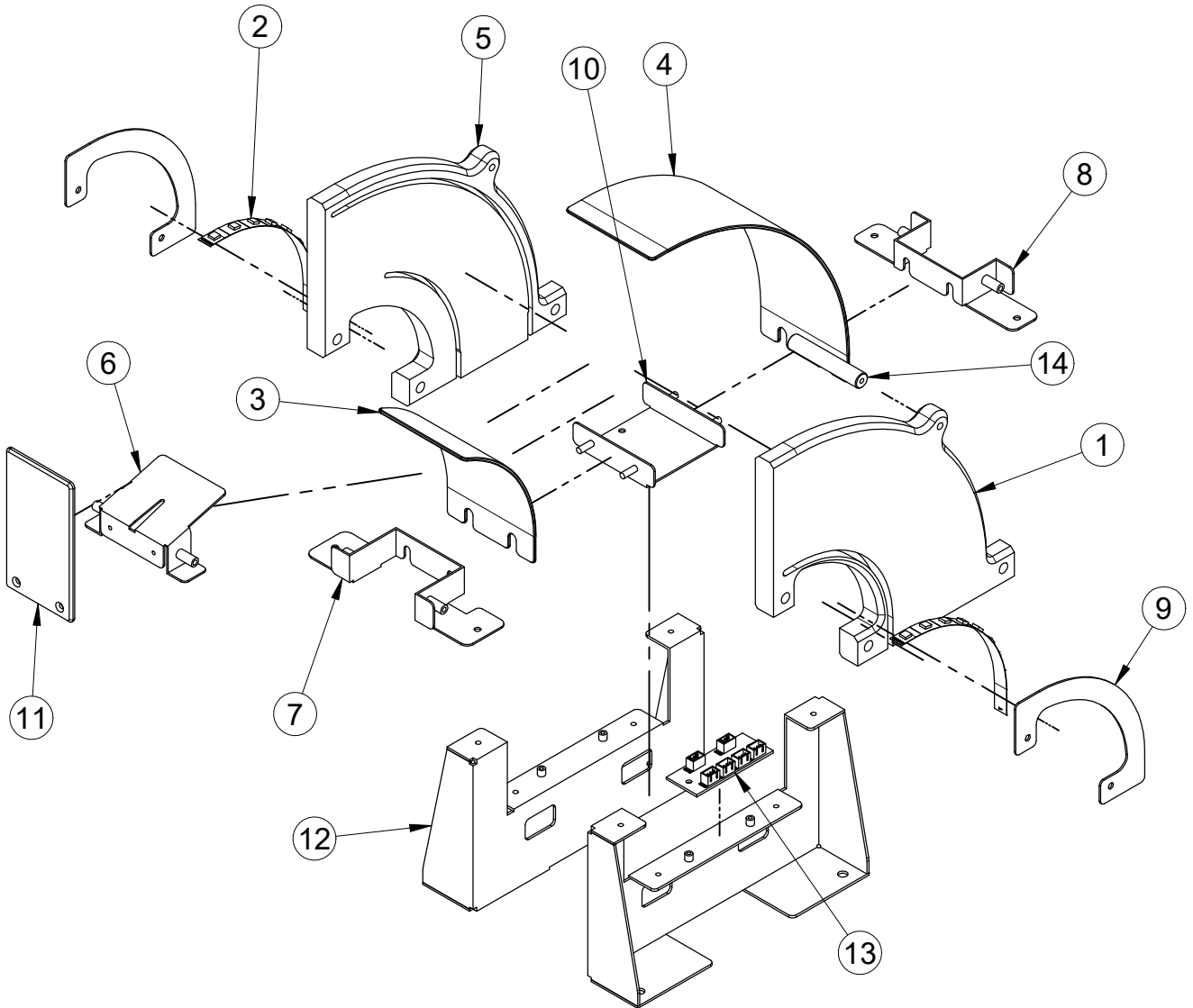
AULS0ASM020



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	AULS0ASM017	1	ELEVATOR BODY Ass'y	12-17 (31 page)
2	AULS0ASM018	1	ELEVATOR BALL OUT Ass'y	12-18 (32 page)
3	AULS0ASM019	1	BALL DISK Ass'y	12-19 (33 page)
4	AULS0ASM016	1	ELEVATOR MOTOR Ass'y	12-16 (30 page)
5	MWET0BEL002	1	TIMING BELT(110XL037)	110XL037
6	MULS0MET083	2	ELEVATOR Ass'y FIXED BKT	GI-1.6t
7	AULS0BOA003	1	LED LINK (LOC AB+CD) BOARD	KMIO-1809-181B

# 12-21.ELEVATOR BALL OUT DECO Ass'y

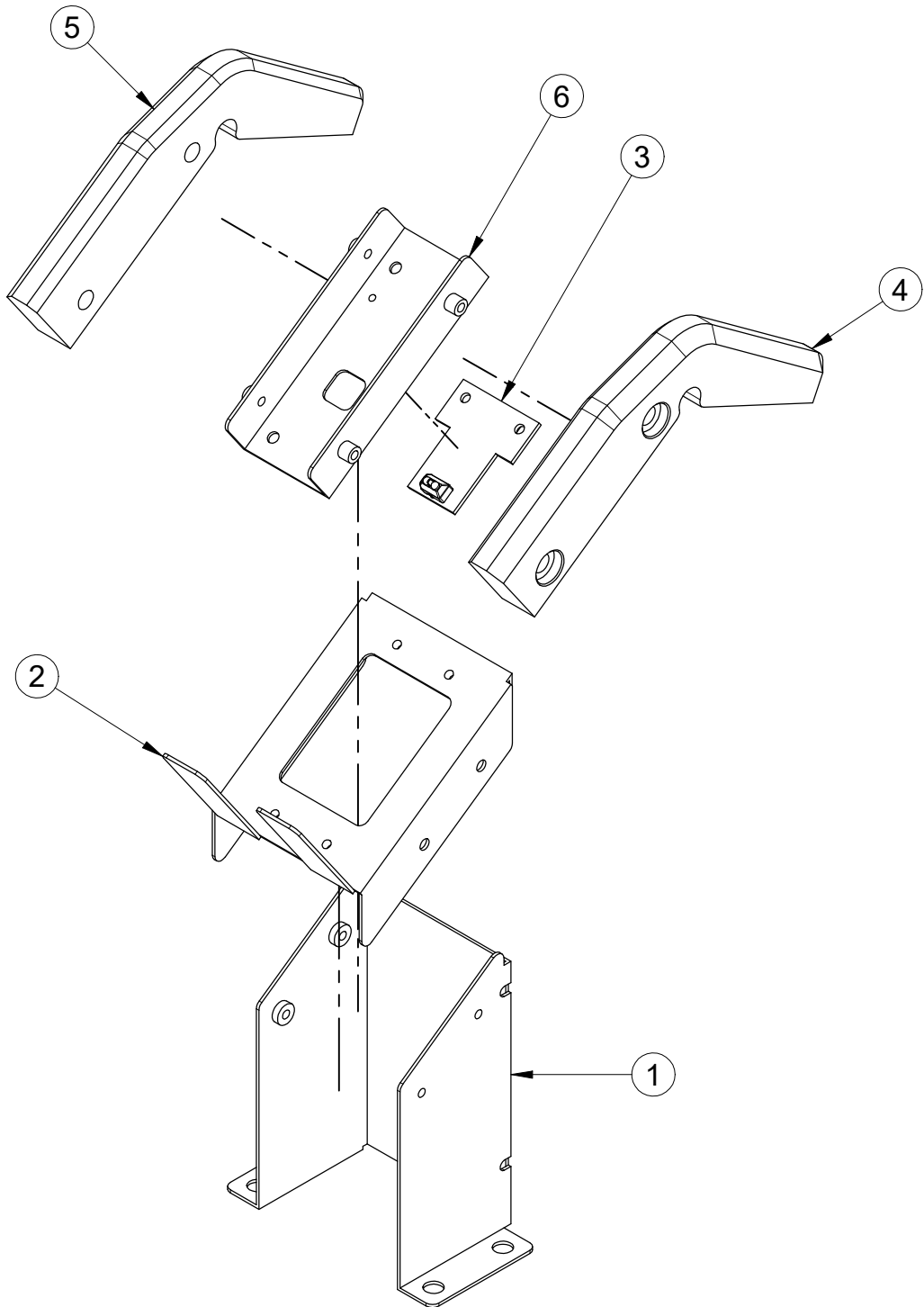
AULS0ASM021



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MULS0ACR008	1	ELEVATOR SIDE ACRYL-A	CLEAR ACRYL - 15.0t (투명아크릴)
2	AULS0FLM004	2	ELEVATOR SIDE FLEXIBLE LED	700-35155
3	MULS0ACR013	1	ELEVATOR INNER ACRYL	LIGHT DIFFUSION PC-2.0t (광확산PC-2.0t)
4	MULS0ACR001	1	ELEVATOR OUTER ACRYL	CLEAR PC-2.0t [투명 PC]
5	MULS0ACR009	1	ELEVATOR SIDE ACRYL-B	CLEAR ACRYL - 15.0t (투명아크릴)
6	MULS0MET067	1	ELEVATOR SIDE ACRYL FIXED BKT-A	SPCC-1.2t
7	MULS0MET068	1	ELEVATOR SIDE ACRYL FIXED BKT-B	SPCC-1.2t
8	MULS0MET069	1	ELEVATOR SIDE ACRYL FIXED BKT-C	SPCC-1.2t
9	MULS0MET070	2	ELEVATOR SIDE ACRYL COVER BKT	SPCC-1.2t
10	MULS0MET071	1	ELEVATOR BALL OUT DECO BOTTOM COVER BKT	SPCC-1.2t
11	MULS0ACR003	1	ELEVATOR BALL OUT DECO COVER ACRYL	CLEAR PC-3.0t [투명 PC]
12	MULS0MET083	2	ELEVATOR Ass'y FIXED BKT	GI-1.6t
13	AULS0BOA003	1	LED LINK (LOC AB+CD) BOARD	KMIO-1809-181B
14	MULS0PRO010	1	ELEVATOR SIDE ACRYL SUPPORT PIN	AL

# 12-22.SHOOTER Ass'y

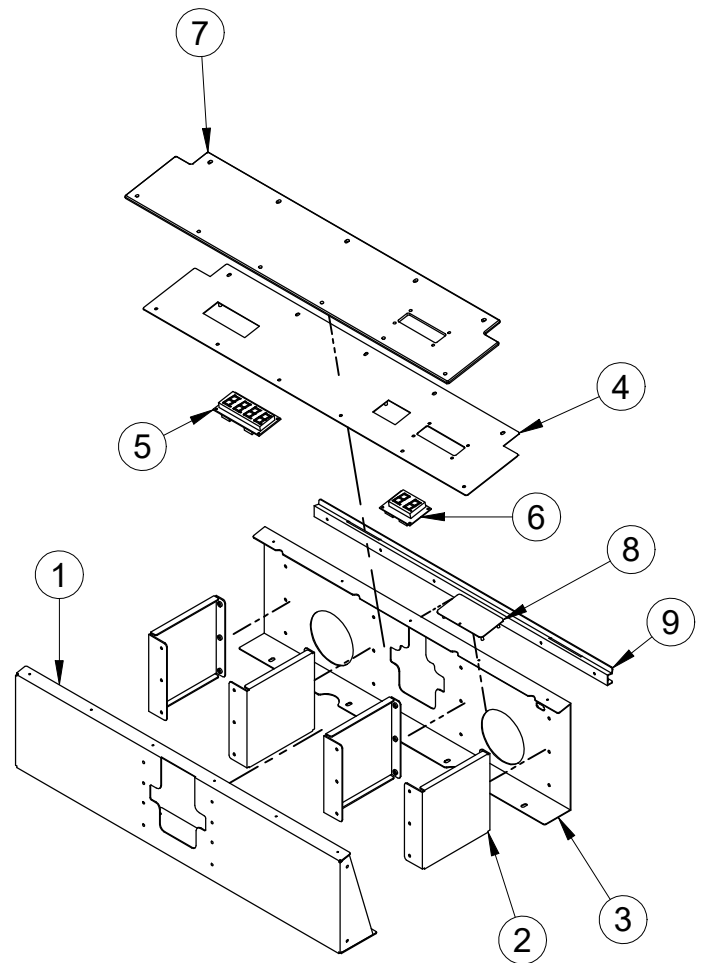
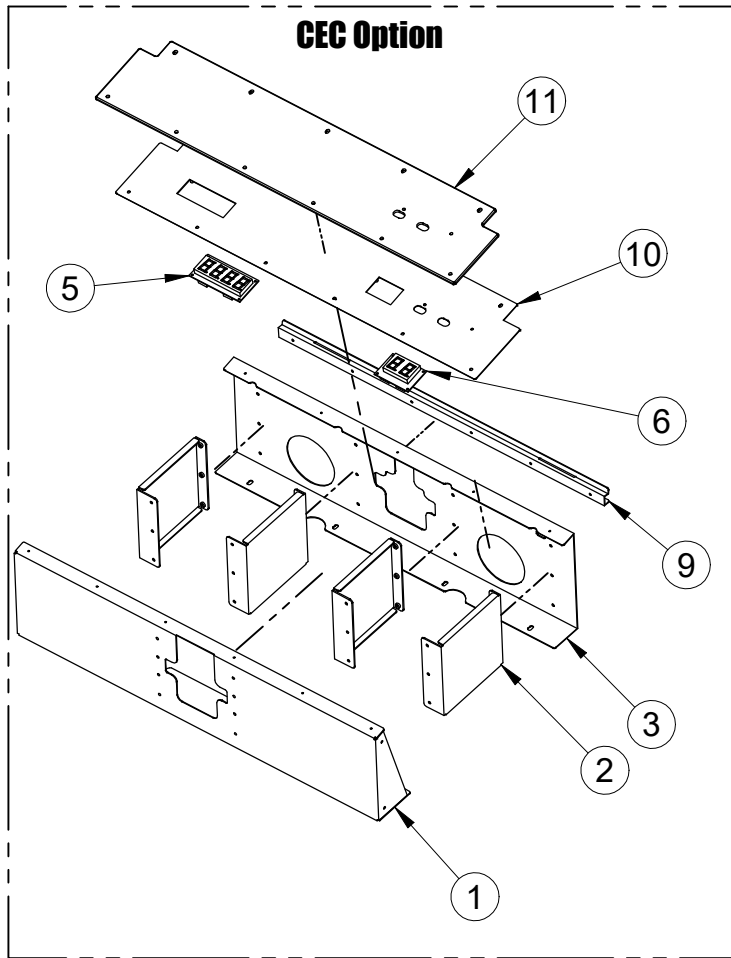
AULS0ASM022



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MULS0MET097	1	SHOOTER FIXED BKT	SPCC-1.2t
2	MULS0MET084	1	SHOOTER BALL GUIDE BKT-A	SPCC-1.2t
3	ATWB0BOA002	1	BALL HOLE SENSOR BOARD Ass'y	KMSEN-1703-129A
4	MULS0ACR010	1	SHOOTER BALL GUIDE ACRYL-R	CLEAR ACRYL - 15.0t (투명아크릴)
5	MULS0ACR011	1	SHOOTER BALL GUIDE ACRYL-L	CLEAR ACRYL - 15.0t (투명아크릴)
6	MULS0MET085	1	SHOOTER BALL GUIDE BKT-B	SPCC-1.2t

# 12-23.BUTTON BOX Ass'y

AULS0ASM023 (Standard)  
 AULS0ASM061 (CEC Option)

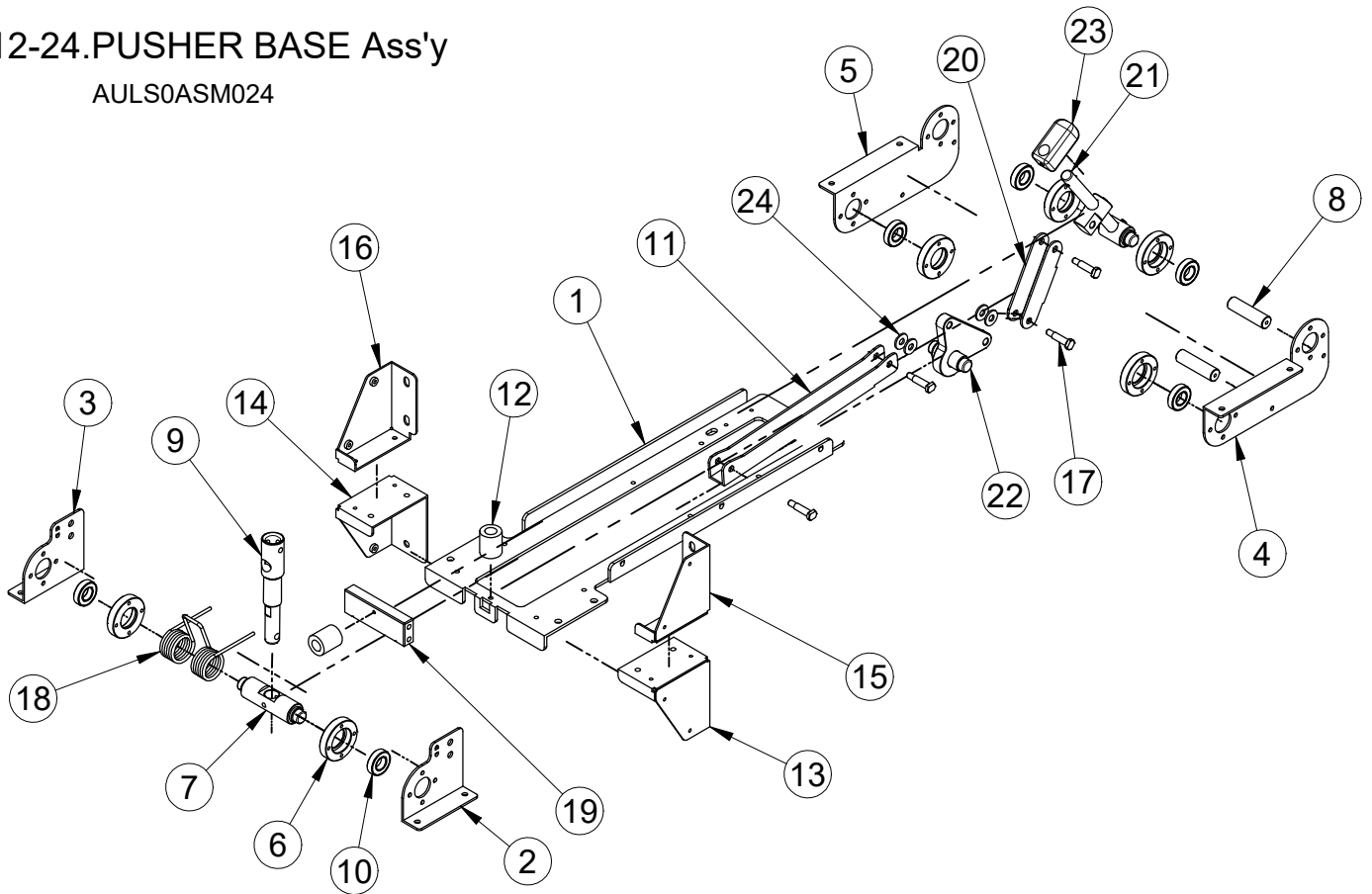


NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MULS0MET047	1	BUTTON BOX FRONT BKT	SPCC-1.6t
2	MULS0MET052	4	BUTTON BOX SUPPORT BKT	GI-2.0t
3	MULS0MET049	1	BUTTON BOX BACK BKT	SPCC-1.6t
4	MULS0MET048	1	BUTTON BOX TOP COVER BKT	SPCC-1.2t
5	APIX0BOA019	1	TICKET OWED FND4 BOARD-NEW	KMFND-1808-055C
6	APIX0BOA018	1	CREDIT FND BOARD-NEW	KMFND-1807-178B
7	AULS0A&S005	1	BUTTON BOX TOP COVER ACRYL	CLEAR ACRYL - 4.5t(투명 압출판 아크릴)
8	MULS0MET050	1	CARD SWIPE COVER BKT	SPCC-1.2t
9	MULS0MET051	1	MAIN FRAME FRONT GLASS SUPPORT BKT	SPCC-1.6t
10	MULS0MET166	1	BUTTON BOX TOP COVER BKT (CEC)	SPCC-1.2t
11	AULS0A&S015	1	BUTTON BOX TOP COVER ACRYL (CEC)	CLEAR ACRYL - 4.5t(투명 압출판 아크릴)



# 12-24.PUSHER BASE Ass'y

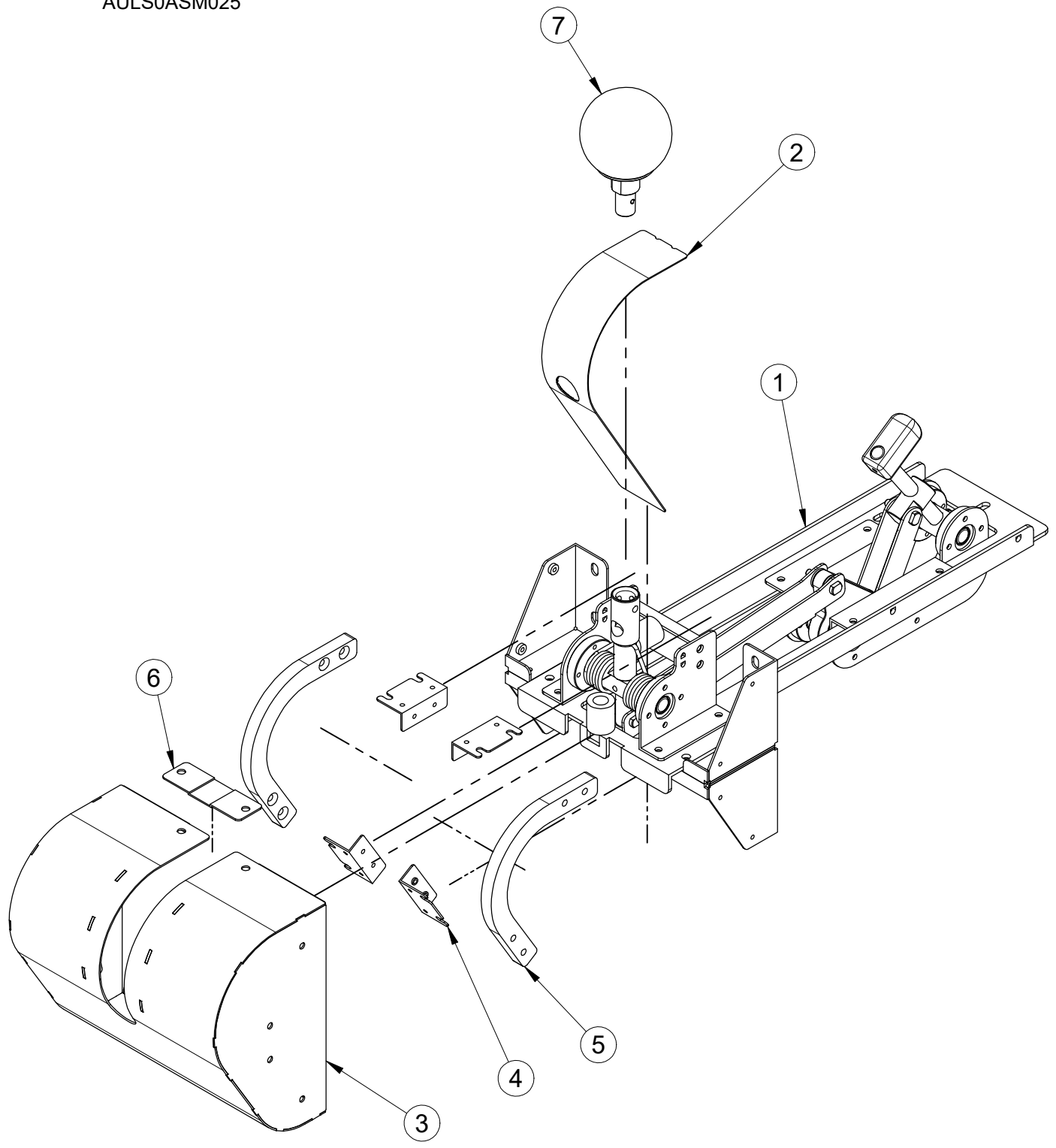
AULS0ASM024



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MULS0MET056	1	PUSHER BASE BKT	GI-3.0t
2	MULS0MET057	1	PUSHER HOUSING FIXED BKT-R	GI-2.0t
3	MULS0MET058	1	PUSHER HOUSING FIXED BKT-L	GI-2.0t
4	MULS0MET059	1	PUSHER HIT BASE BKT-R	GI-2.0t
5	MULS0MET060	1	PUSHER HIT BASE BKT-L	GI-2.0t
6	MULS0PRO002	6	PUSHER HOUSING	SM45C
7	MULS0PRO001	1	PUSHER SPRING SHAFT	SM45C
8	MULS0PRO004	2	PUSHER HIT SUPPORT SHAFT	SM45C
9	MULS0PRO012	1	PUSHER SHAFT	SM45C
10	MZZZ0BEA067	6	BEARING 6901ZZ	6901ZZ
11	MULS0MET061	1	PUSHER LINK BKT-A	GI-2.0t
12	MULS0PRO020	2	PUSHER STOPPER URETHANE	URETHANE (우레탄)
13	MULS0MET063	1	PUSHER Ass'y FIXED BKT-R	GI-1.6t
14	MULS0MET064	1	PUSHER Ass'y FIXED BKT-L	GI-1.6t
15	MULS0MET065	1	PUSHER Ass'y UPPER FIXED BKT-R	GI-1.6t
16	MULS0MET066	1	PUSHER Ass'y UPPER FIXED BKT-L	GI-1.6t
17	MULS0PRO006	4	PUSHER LINK PIN	SM45C
18	MULS0SPR001	1	ULTIMATE SHOT PUSHER SPRING	PW-Φ2.8
19	MULS0PRO003	1	PUSHER SPRING GUIDE BLOCK	SM45C
20	MULS0MET062	1	PUSHER LINK BKT-B	GI-2.0t
21	MULS0PRO014	1	PUSHER HIT SHAFT WELD Ass'y	WELD Ass'y (용접품)
22	MULS0PRO005	1	PUSHER HIT SWING CENTER SHAFT WELD Ass'y	WELD Ass'y (용접품)
23	MULS0PRO022	1	PUSHER SHOOTING ACETAL.	BLACK COLOR ACETAL [검정색 아세탈]
24	MULS0PRO023	4	PUSHER LINK PIN BUSHING	BLACK COLOR ACETAL [검정색 아세탈]

# 12-25.PUSHER Ass'y

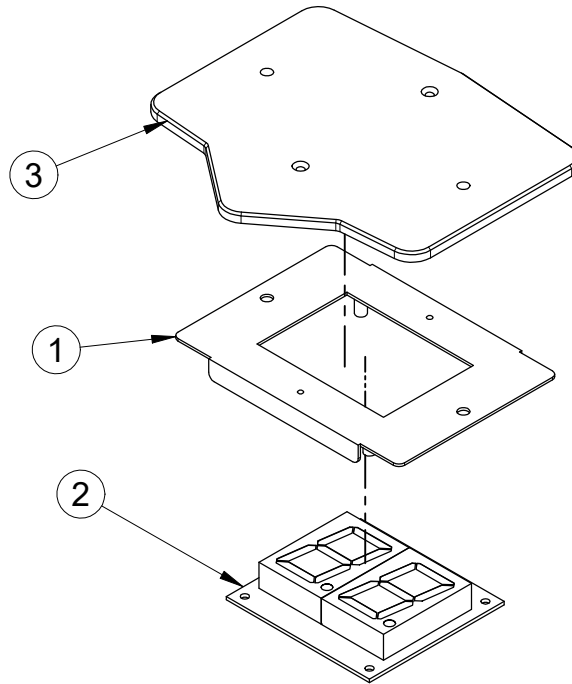
AULS0ASM025



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	AULS0ASM024	1	PUSHER BASE Ass'y	12-24 (38 page)
2	MULS0ACR018	1	PUSHER COVER PE	PP-0.8t
3	MULS0MET053	1	PUSHER COVER BKT WELD Ass'y	WELD Ass'y (용접품)
4	MULS0MET054	4	PUSHER COVER PET SLIDE BKT	SPCC-1.2t
5	MULS0ACR006	2	PUSHER COVER PET GUIDE ACRYL	CLEAR ACRYL-10.0(투명아크릴)
6	MULS0MET055	1	PUSHER TOP COVER BKT	SPCC-1.2t
7	AULS0ASM060	1	PUSHER HANDLE Ass'y (Φ65 BALL)	ASSEMBLE (조립품)

## 12-26.LOW SCORE FND Ass'y

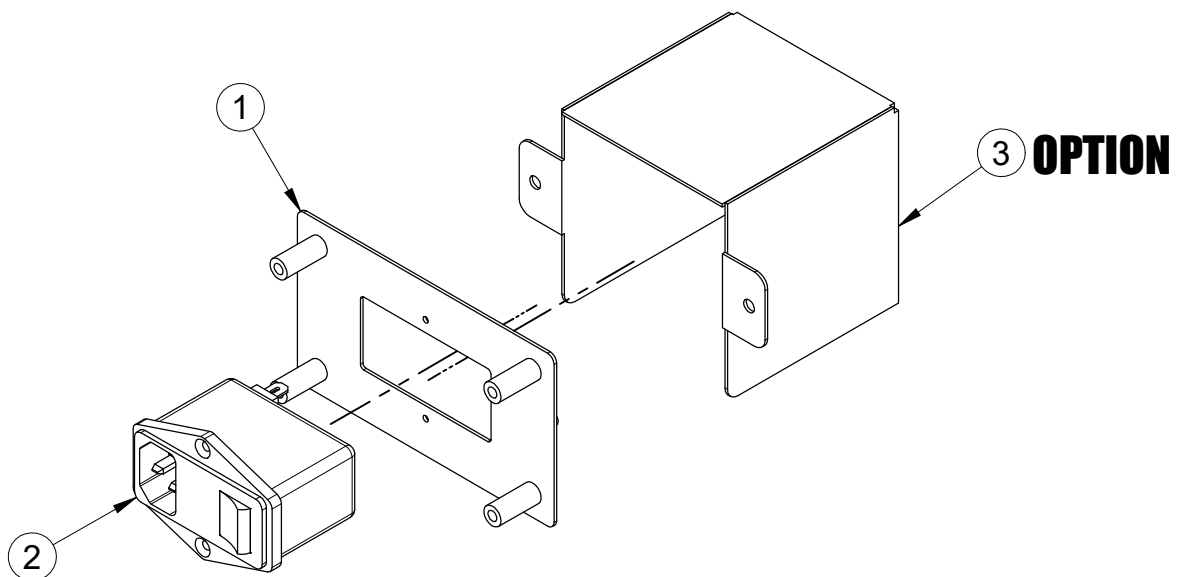
AULS0ASM026



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MULS0MET095	1	LOW SCORE FND FIXED BKT	SPCC-1.2t
2	AMAR0BOA012	1	SCORE FND BOARD (KMFND1611-126C)	KMFND1611-126C
3	AULS0A&S008	1	LOW SCORE FND COVER ACRYL	CLEAR ACRYL - 4.5t (투명 압출판 아크릴)

## 12-27.NOISE FILTER Ass'y

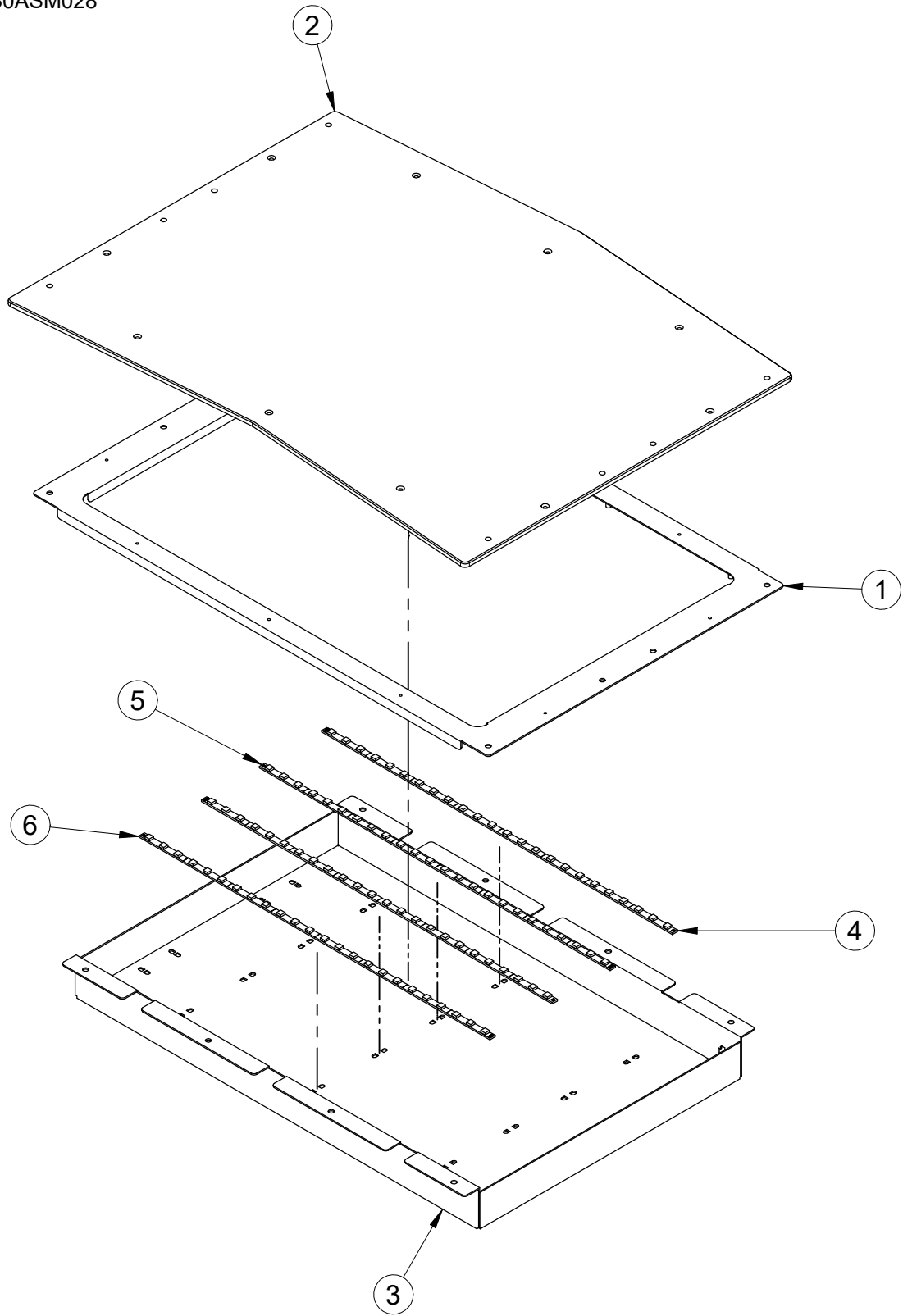
AULS0ASM027



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MULS0MET136	1	AC INPUT BRACKET	SPCC-1.2t
2	MELE0NOI002	1	NOISE FILTER	IP-0642-H2
3	MULS0MET137	1	NOISE FILTER COVER	SPCC-1.2t

# 12-28.HOW TO PLAY Ass'y

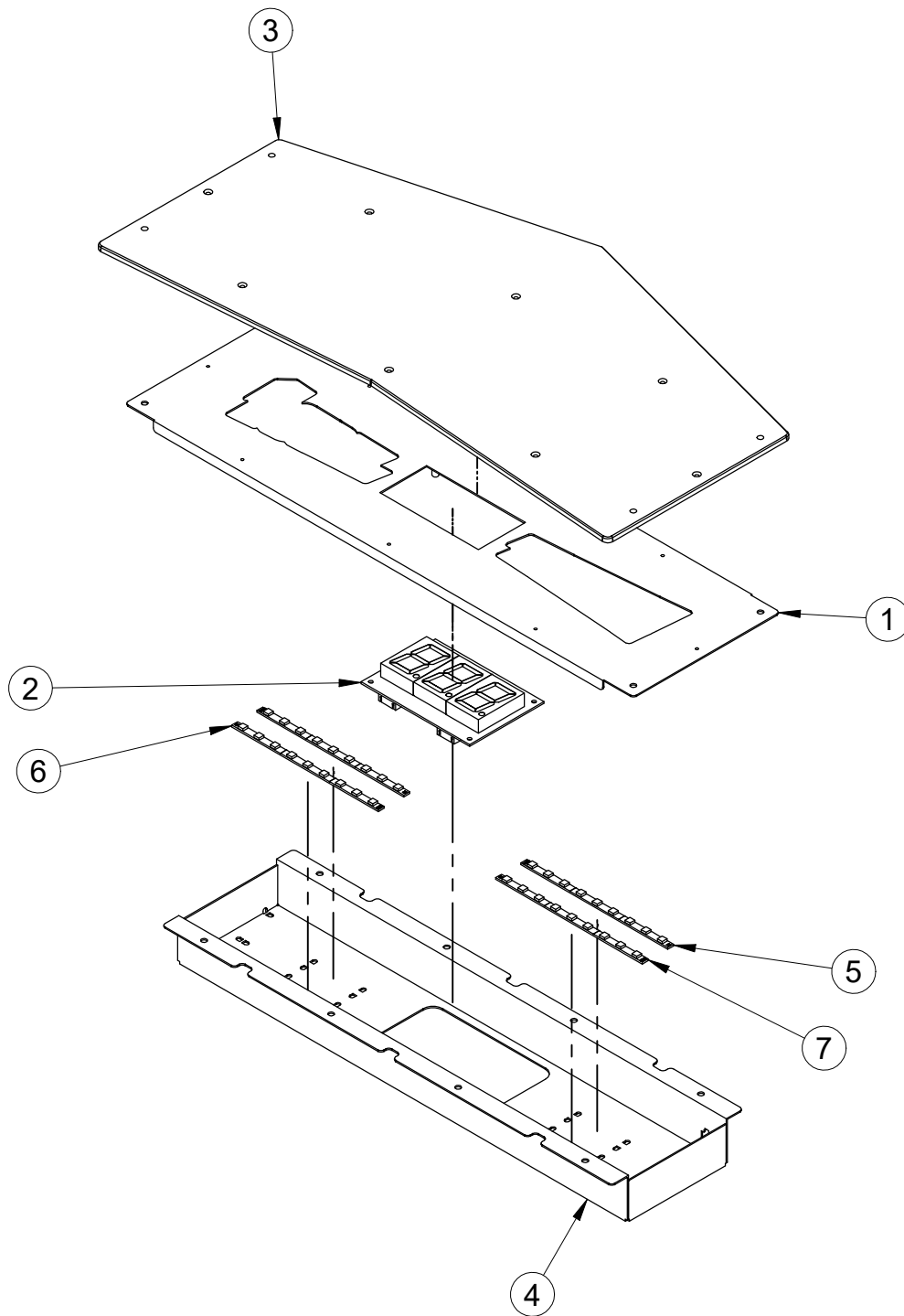
AULS0ASM028



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MULS0MET093	1	HOW TO PLAY BASE BKT	SPCC-1.2t
2	AULS0A&S006	1	HOW TO PLAY COVER ACRYL	CLEAR ACRYL - 4.5t(투명 압출판 아크릴)
3	MULS0MET098	1	HOW TO PLAY LED FIXED BKT	GI-1.2t
4	AULS0LBA004	1	ULT LED BAR 400mm-A	200-5559 / 100-35184
5	AULS0LBA005	2	ULT LED BAR 400mm-B	100-35155 / 100-35184
6	AULS0LBA006	1	ULT LED BAR 400mm-C	100-35155

# 12-29.SCORE CHART Ass'y

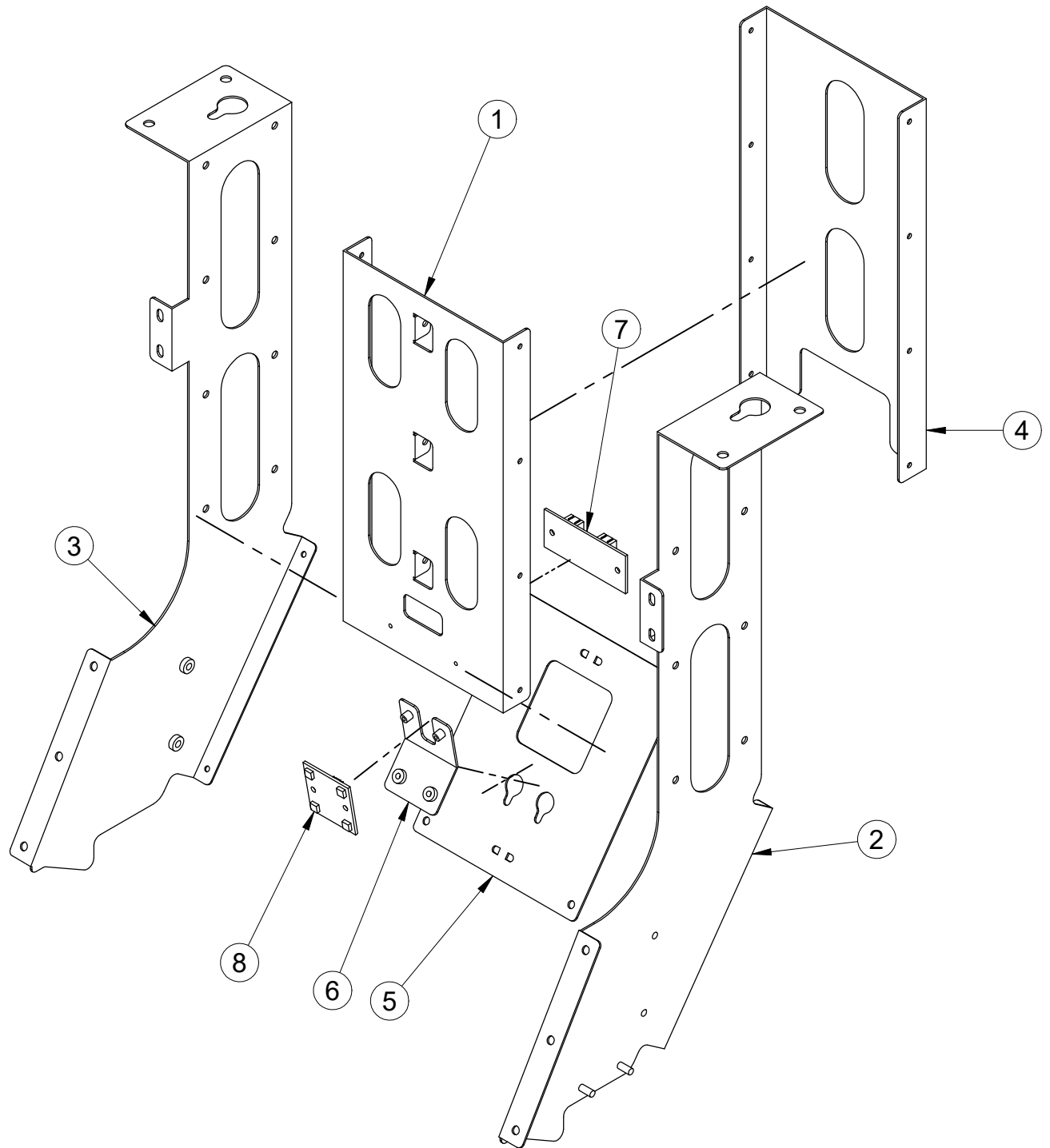
AULS0ASM029



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MULS0MET094	1	SCORE CHART BASE BKT	SPCC-1.2t
2	ACBD0BOA002	1	SCORE FND3 BOARD	KMFND-1807-174B
3	AULS0A&S007	1	SCORE CHART COVER ACRYL	CLEAR ACRYL - 4.5t(투명 압출판 아크릴)
4	MULS0MET099	1	SCORE CHART LED FIXED BKT	GI-1.2t
5	AULS0LBA009	1	ULT LED BAR 150mm-A	200-5559 / 100-35184
6	AULS0LBA010	2	ULT LED BAR 150mm-B	100-35155 / 100-35184
7	AULS0LBA011	1	ULT LED BAR 150mm-C	100-35155

# 12-30.BONUS TARGET FIXED BKT Ass'y

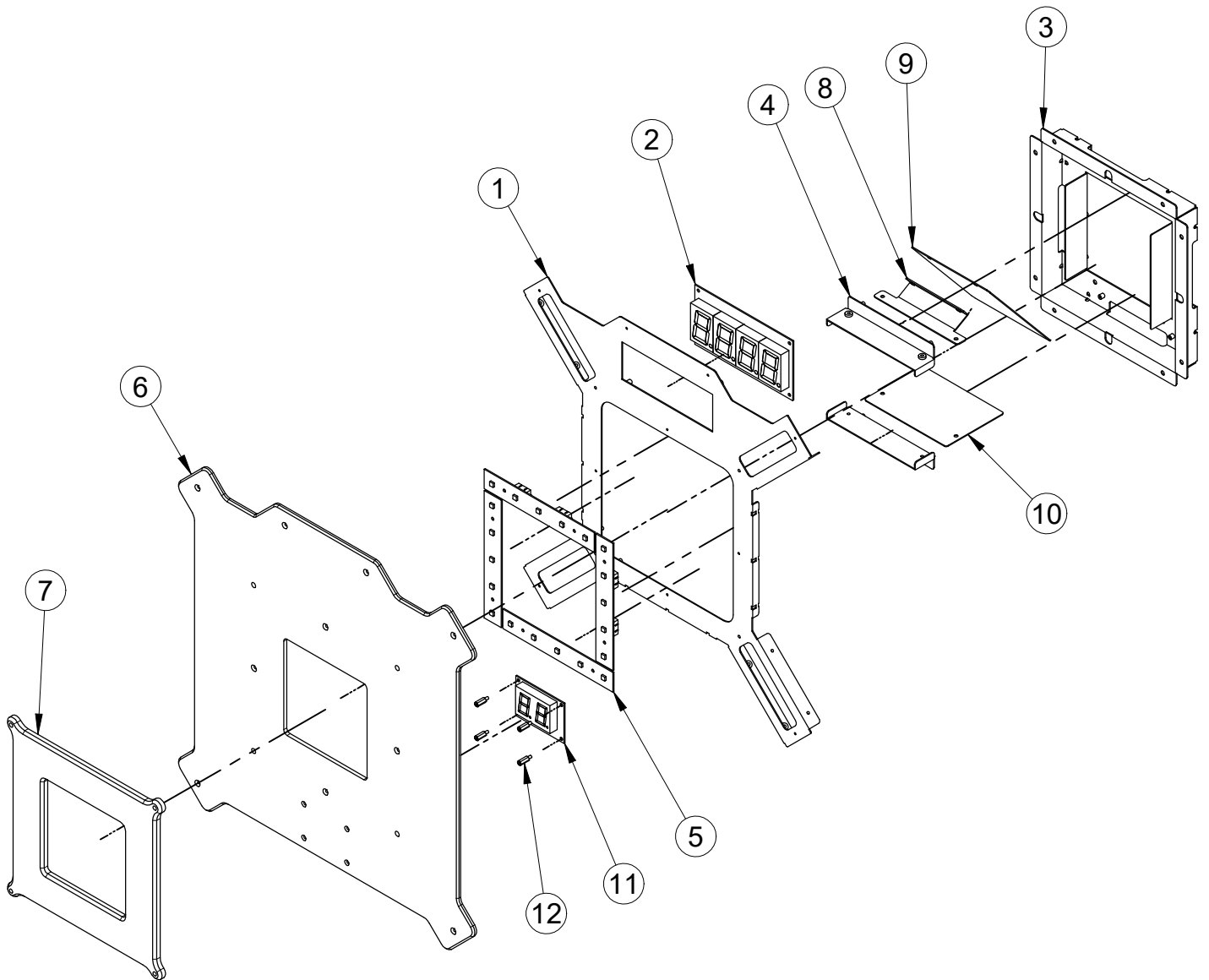
AULS0ASM030



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MULS0MET124	1	BONUS TARGET FIXED SUPPORT BKT-B	SPCC-1.2t
2	MULS0MET122	1	BONUS TARGET FIXED BKT-R	SPCC-1.2t
3	MULS0MET123	1	BONUS TARGET FIXED BKT-L	SPCC-1.2t
4	MULS0MET125	1	BONUS TARGET FIXED SUPPORT BKT-C	SPCC-1.2t
5	MULS0MET126	1	BONUS TARGET BALL STOPPER BACK BKT	SPCC-1.2t
6	MULS0MET132	1	BONUS TARGET BACK GOAL LED BOARD BKT	SPCC-1.2t
7	AULS0BOA003	1	LED LINK (LOC AB+CD) BOARD	KMIO-1809-181B
8	AFHB0BOA002	1	BALL BASKET SIDE LED BOARD	KMLED-1902-194B

# 12-31.BONUS TARGET BASE Ass'y

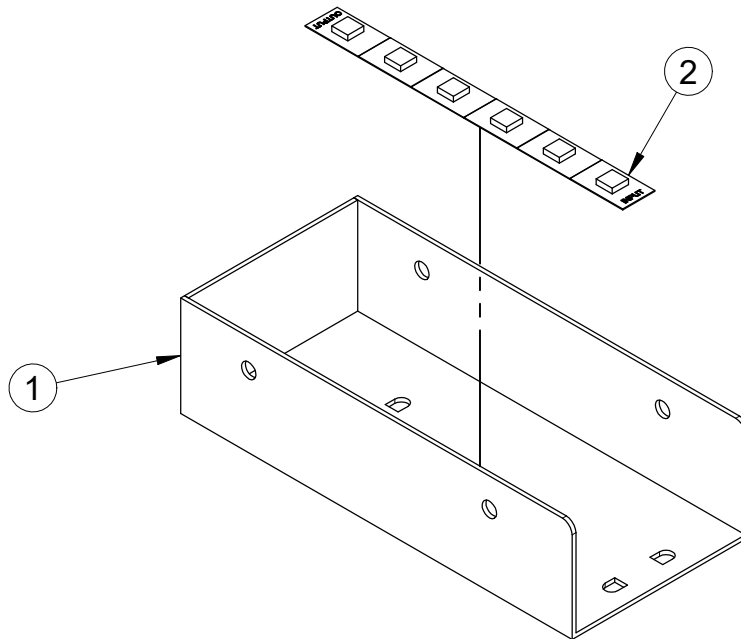
AULS0ASM031



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MULS0MET116	1	BONUS TARGET BASE BKT	SPCC-1.2t
2	ACBD0BOA011	1	SCORE FND4 BOARD	KMFND-1908-199B
3	MULS0MET117	1	BONUS TARGET LED FIXED BKT	SPCC-1.2t
4	MULS0MET118	2	BONUS TARGET LED GUIDE BKT	SPCC-1.2t
5	AULS0BOA001	4	BONUS TARGET LED BOARD	KMLED-2205-500B
6	AULS0A&S009	1	BONUS TARGET COVER ACRYL	CLEAR ACRYL - 4.5t (투명 압출판 아크릴)
7	MULS0ACR014	1	BONUS TARGET ACRYL	WHITE LIGHT ACRYL-8.0t (백색스리아크릴)
8	MULS0MET130	1	BONUS TARGET BACKBOARD ACRYL FIXED BKT	SPCC-1.2t
9	AULS0A&S011	1	BONUS TARGET BACKBOARD ACRYL-A	CLEAR PC-1.0t [투명 PC)
10	MULS0ACR012	1	BONUS TARGET BACKBOARD ACRYL-B	LIGHT DIFFUSOON PC-1.0t (광확산 PC-1.0t)
11	APIX0BOA018	1	CREDIT FND BOARD-NEW	KMFND-1807-178B
12	MZZZ0PSU001	4	PCB SUPPORT (M3X12L)	M3X12L

## 12-32.BONUS TARGET LOWER SIDE LED FIXED BKT Ass'y

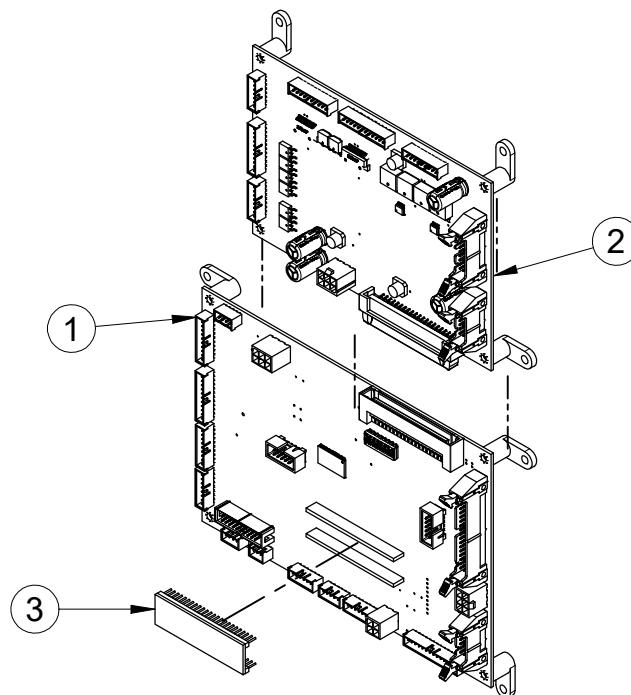
AULS0ASM032



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MULS0MET119	1	BONUS TARGET LOWER SIDE LED FIXED BKT	SPCC-1.2t
2	AULS0FLM005	1	BONUS TARGET SIDE FLEXIBLE LED	500-35155

## 12-33.ULTIMATE SHOT MAIN BOARD Ass'y

AULS0ASM033

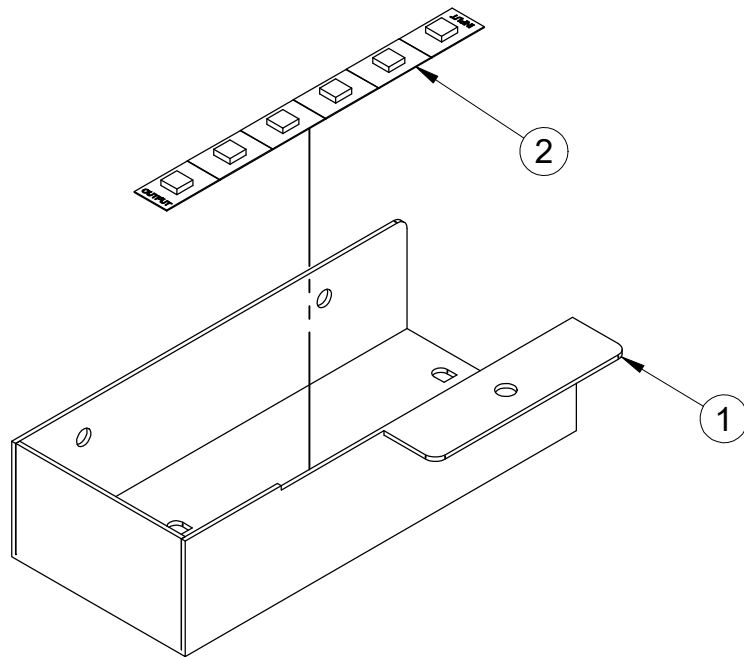


NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	AULS0BOA004	1	ULTIMATE SHOT MAIN BOARD	KMMA-1910-104F-KOMEGA-7
2	AICS0BOA001	1	KOMUSE MULTI IO BOARD-A	KMIO-2108-225A
3	AULS0BOA005	1	ULTIMATE SHOT SOUND ROM BOARD	KMMM100808A



## 12-34.BONUS TARGET TOP SIDE LED FIXED BKT-R Ass'y

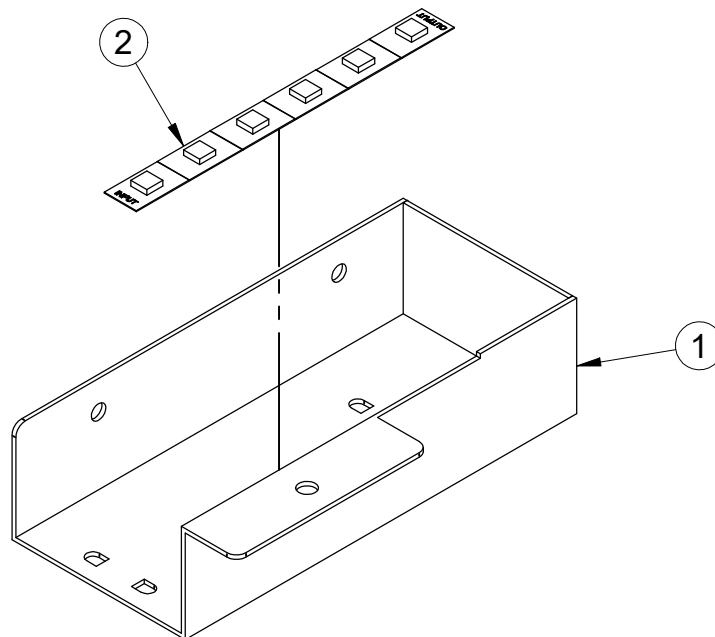
AULS0ASM034



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MULS0MET120	1	BONUS TARGET TOP SIDE LED FIXED BKT-R	SPCC-1.2t
2	AULS0FLM005	1	BONUS TARGET SIDE FLEXIBLE LED	500-35155

## 12-35.BONUS TARGET TOP SIDE LED FIXED BKT-L Ass'y

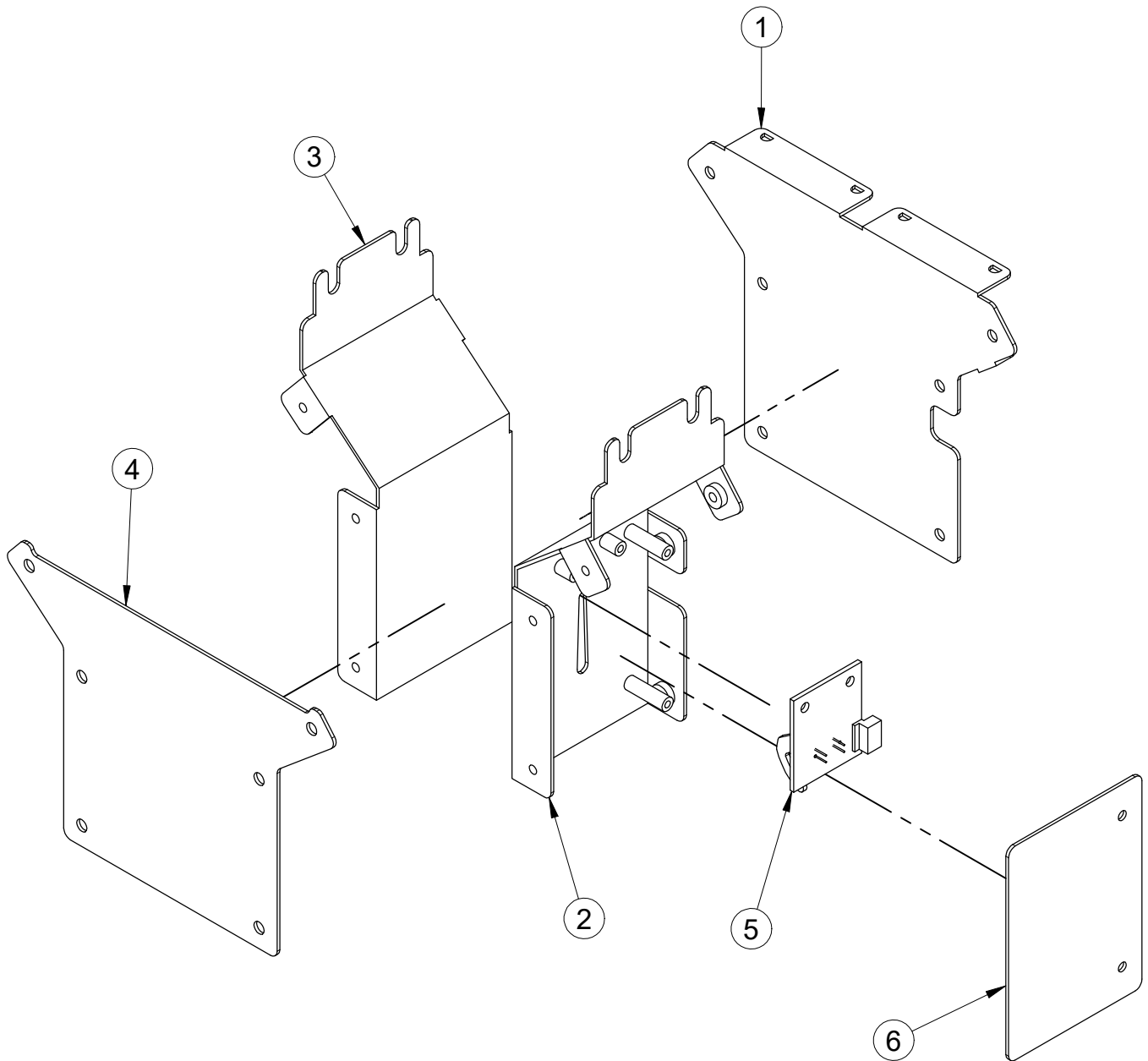
AULS0ASM035



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MULS0MET121	1	BONUS TARGET TOP SIDE LED FIXED BKT-L	SPCC-1.2t
2	AULS0FLM005	1	BONUS TARGET SIDE FLEXIBLE LED	500-35155

# 12-36.BONUS TARGET BALL STOPPER BOX Ass'y

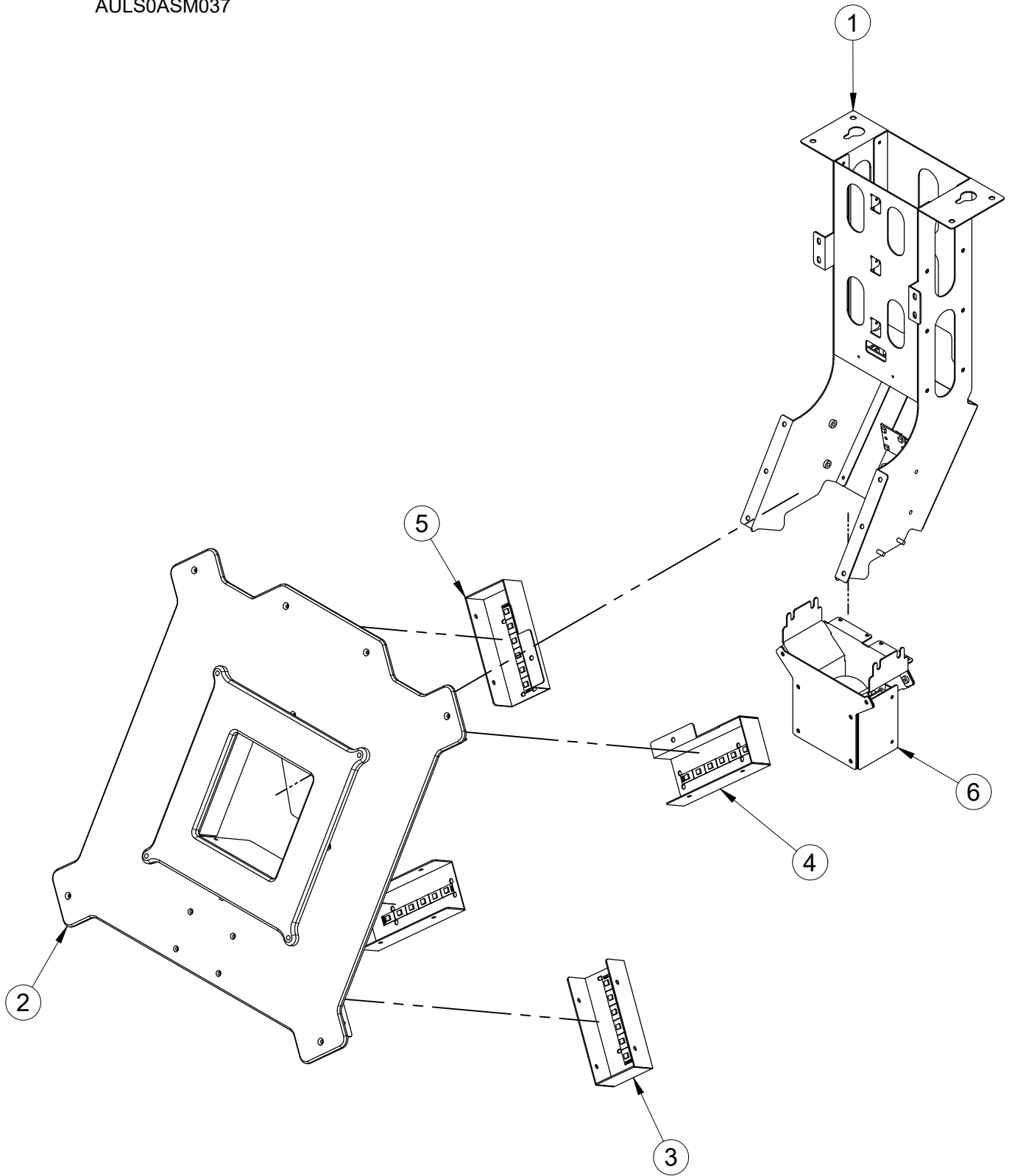
AULS0ASM036



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MULS0MET129	1	BONUS TARGET BALL STOPPER BASE BKT	SPCC-1.2t
2	MULS0MET127	1	BONUS TARGET BALL STOPPER SWITCH BKT	SPCC-1.2t
3	MULS0MET128	1	BONUS TARGET BALL STOPPER LED BKT	SPCC-1.2t
4	MULS0MET133	1	BONUS TARGET BALL STOPPER FRONT BKT	SPCC-1.2t
5	AGOR0BOA010	1	OPTO SENSOR BOARD Ass'y (SG-402)	KMSEN-1501-066B
6	MULS0MET134	1	BONUS TARGET BALL STOPPER COVER BKT	SPCC-1.2t

# 12-37.BONUS TARGET Ass'y

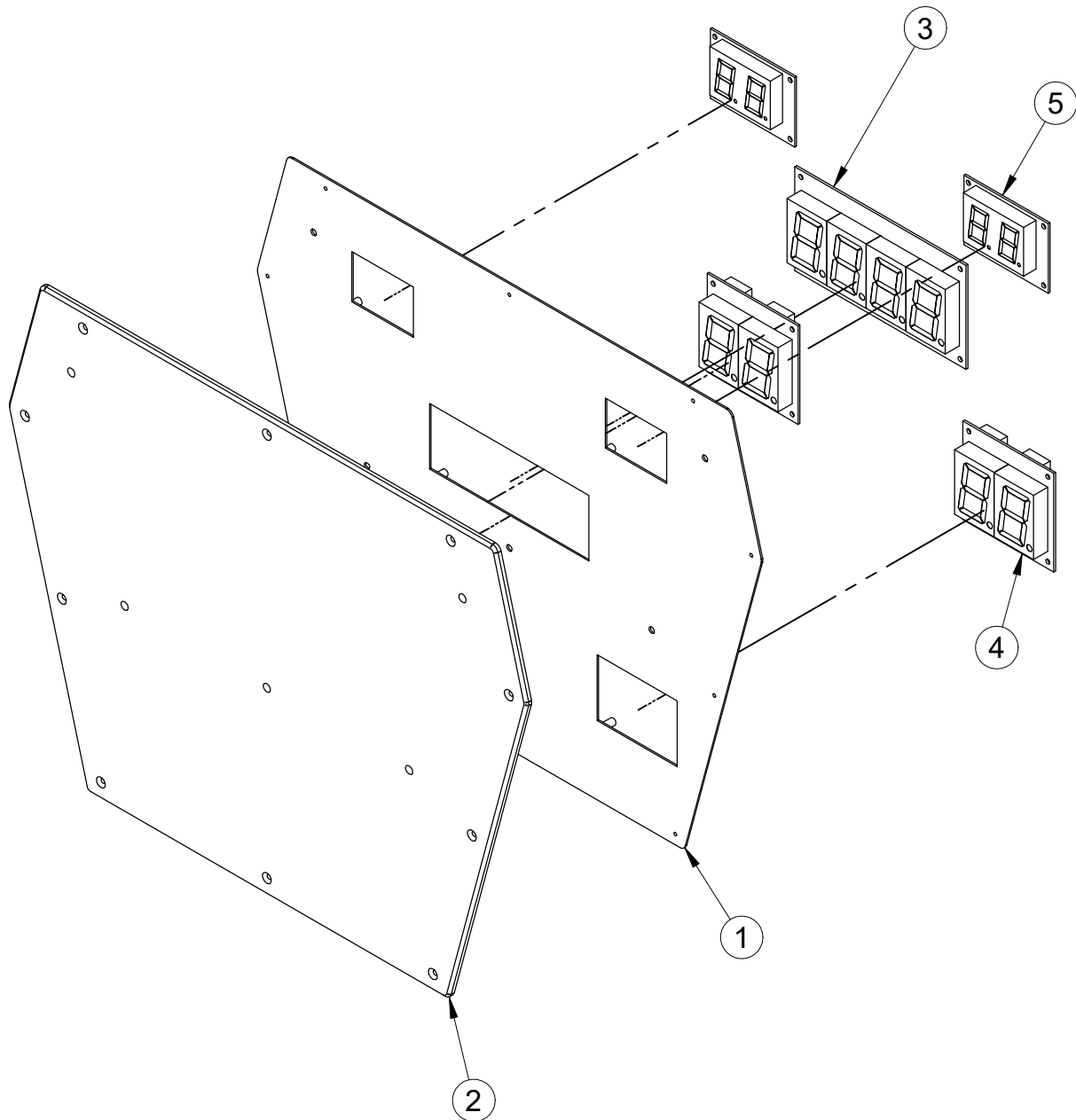
AULS0ASM037



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	AULS0ASM030	1	BONUS TARGET FIXED BKT Ass'y	12-30 (43 page)
2	AULS0ASM031	1	BONUS TARGET BASE Ass'y	12-31 (44 page)
3	AULS0ASM032	2	BONUS TARGET LOWER SIDE LED FIXED BKT Ass'y	12-32 (45 page)
4	AULS0ASM034	1	BONUS TARGET TOP SIDE LED FIXED BKT-R Ass'y	12-34 (46 page)
5	AULS0ASM035	1	BONUS TARGET TOP SIDE LED FIXED BKT-L Ass'y	12-35 (46 page)
6	AULS0ASM036	1	BONUS TARGET BALL STOPPER BOX Ass'y	12-36 (47 page)

# 12-38.BONUS TARGET BONUS FND Ass'y

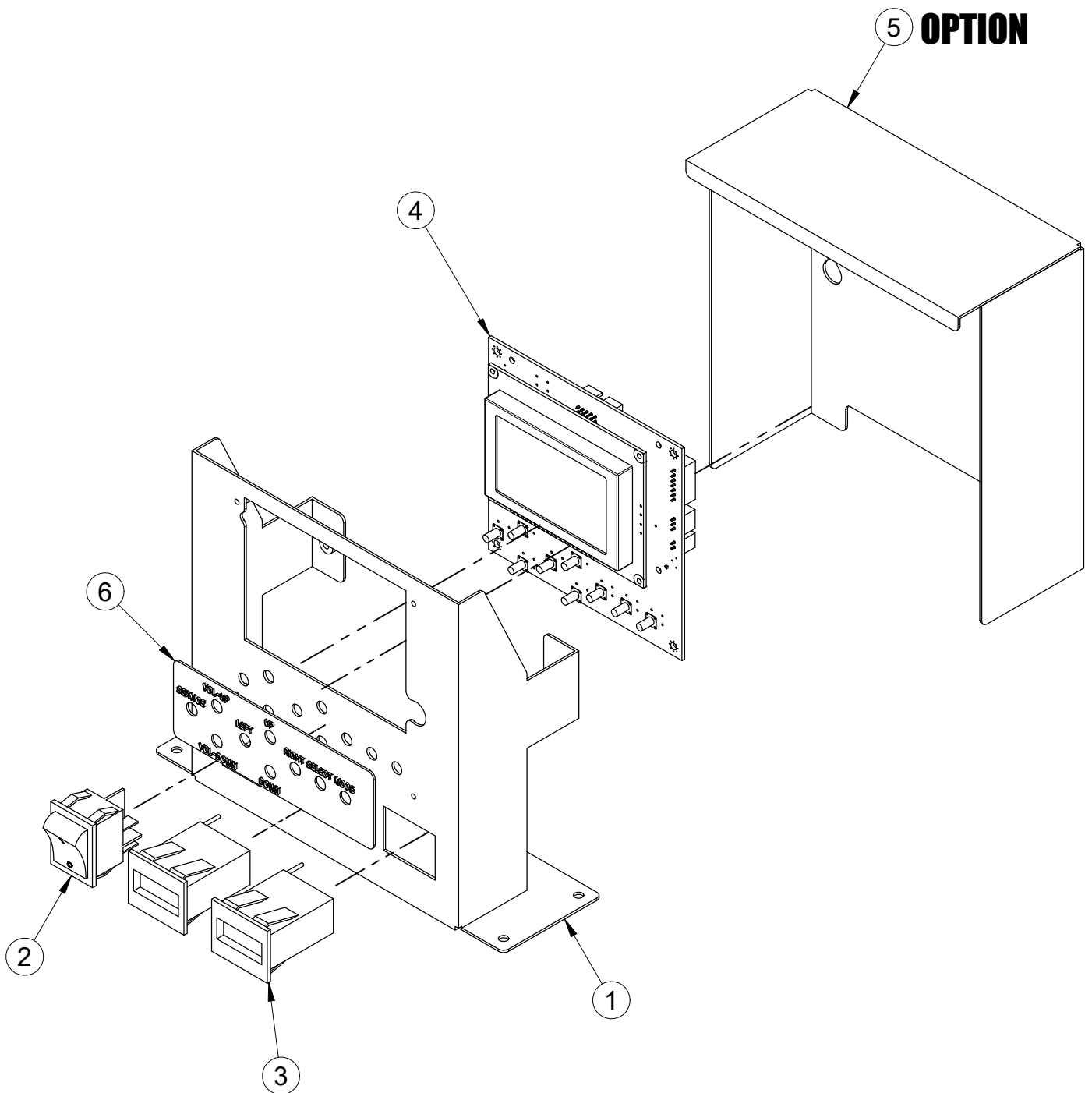
AULS0ASM038



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MULS0MET102	1	BONUS TARGET BONUS FND FIXED BKT	SPCC-1.2t
2	AULS0A&S010	1	BONUS TARGET BONUS FND COVER ACRYL	CLEAR ACRYL - 4.5t (투명 압출판 아크릴)
3	ACBD0BOA011	1	SCORE FND4 BOARD	KMFND-1908-199B
4	AMAR0BOA012	2	SCORE FND BOARD (KMFND1611-126C)	KMFND1611-126C
5	APIX0BOA018	2	CREDIT FND BOARD-NEW	KMFND-1807-178B

# 12-39.CONTROL PANEL Ass'y

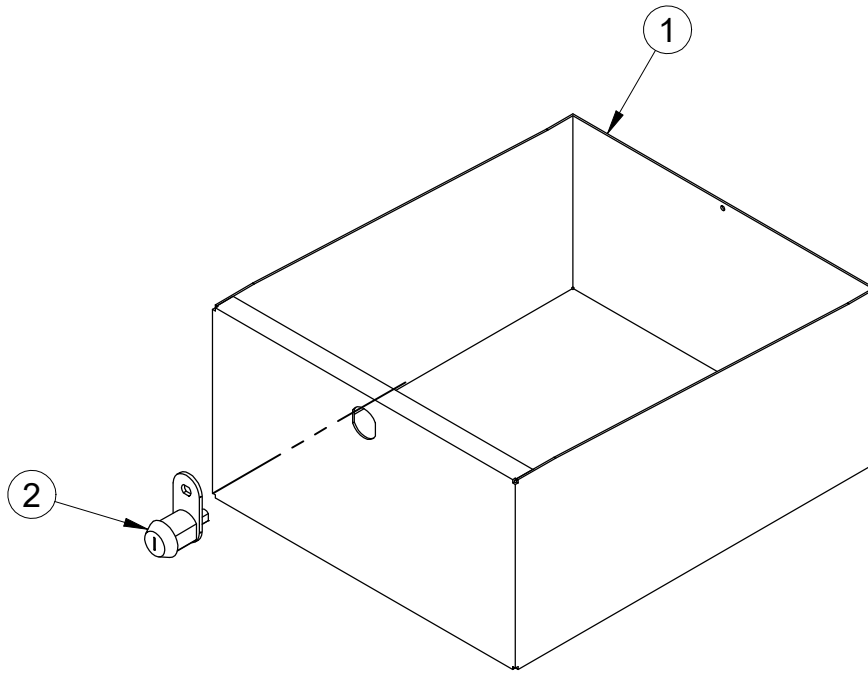
AULS0ASM039



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MULS0MET091	1	CONTROL PANEL BKT	SPCC-1.2t
2	MELE0SWI004	1	ROCKER SWITCH	RL2-321/N-C-RE/BK-P2(B)
3	MZZZ0COU001	2	COUNTER	COA126/12V/SPEED 18CPS
4	AMAR0BOA016	1	SETUP LCD BOARD Ass'y	KMLCD-1606-116A SETUP + MELE0LCB001 LCD
5	MULS0MET092	1	CONTROL PANEL COVER BKT	SPCC-1.2t
6	PART CODE	1	CONTROL PANEL SHEET	SHEET

## 12-40.CASH BOX Ass'y

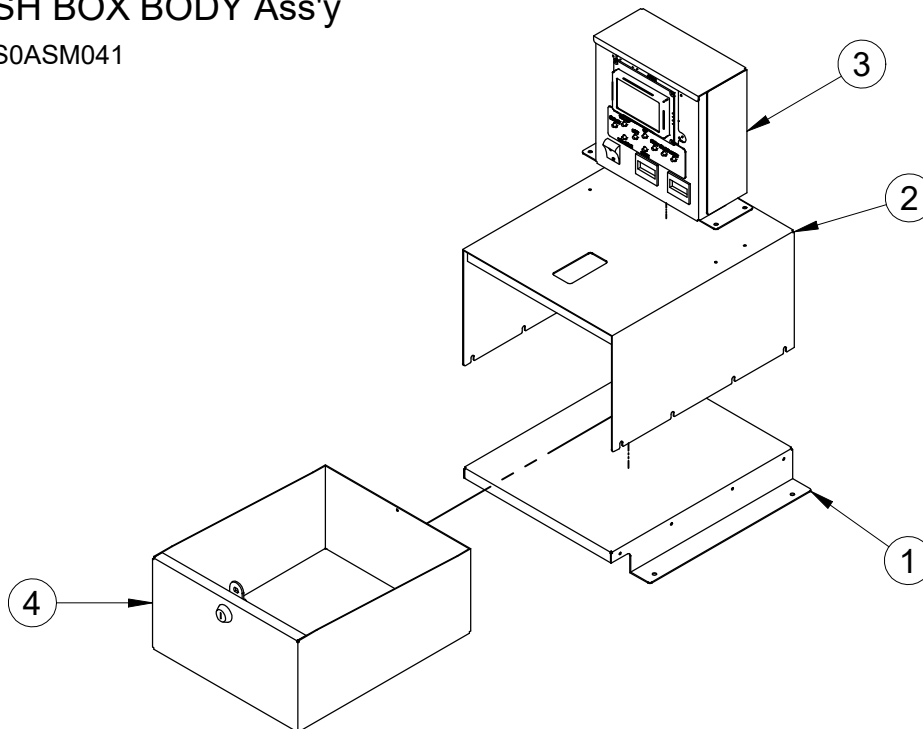
AULS0ASM040



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MULS0MET090	1	CASH BOX	SPCC-1.2t
2	MZZZ0KEY013	1	Key Ass'y (6001)	6001

## 12-41.CASH BOX BODY Ass'y

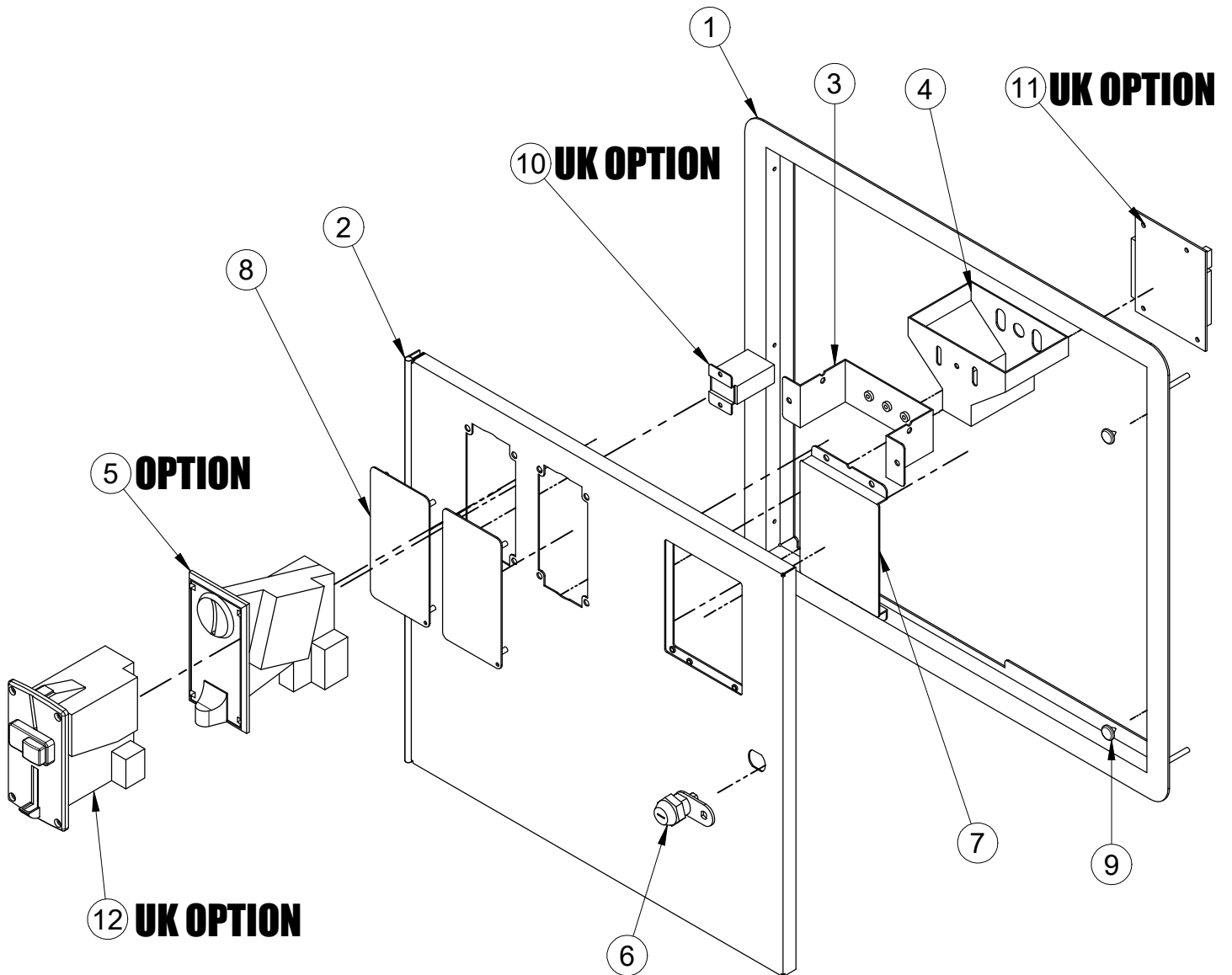
AULS0ASM041



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MULS0MET088	1	CASH BOX BODY BOTTOM	SPCC-1.2t
2	MULS0MET089	1	CASH BOX BODY COVER WELD Ass'y	WELD Ass'y (용접품)
3	AULS0ASM039	1	CONTROL PANEL Ass'y	12-39 (50 page)
4	AULS0ASM040	1	CASH BOX Ass'y	12-40 (51 page)

# 12-42.FRONT DOOR Ass'y

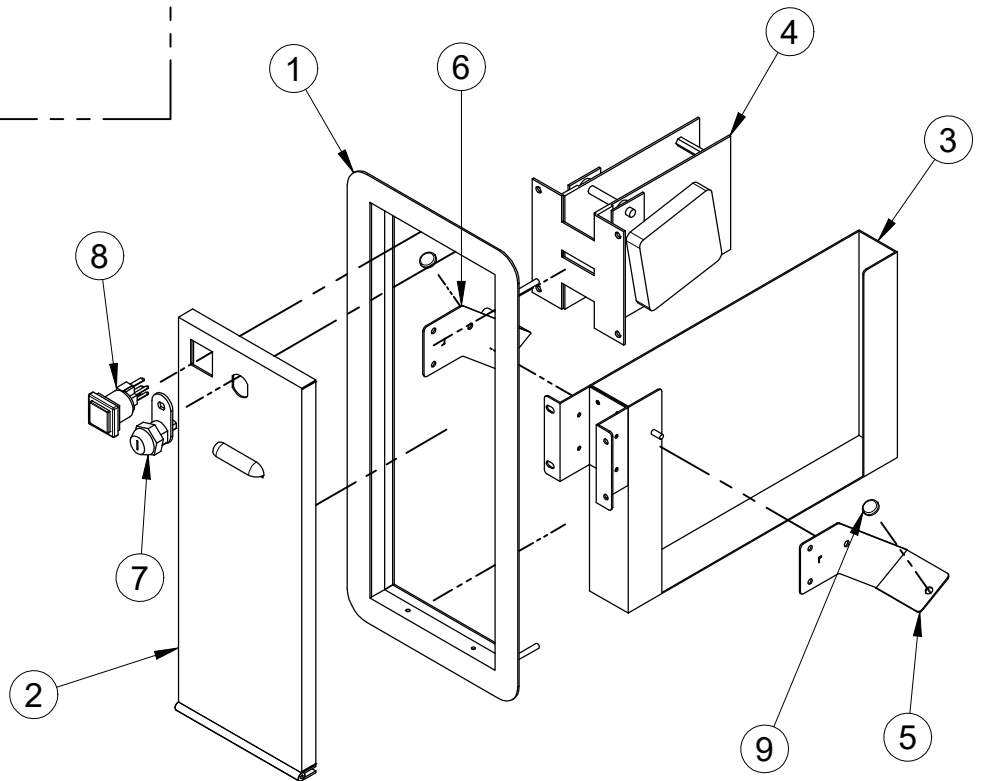
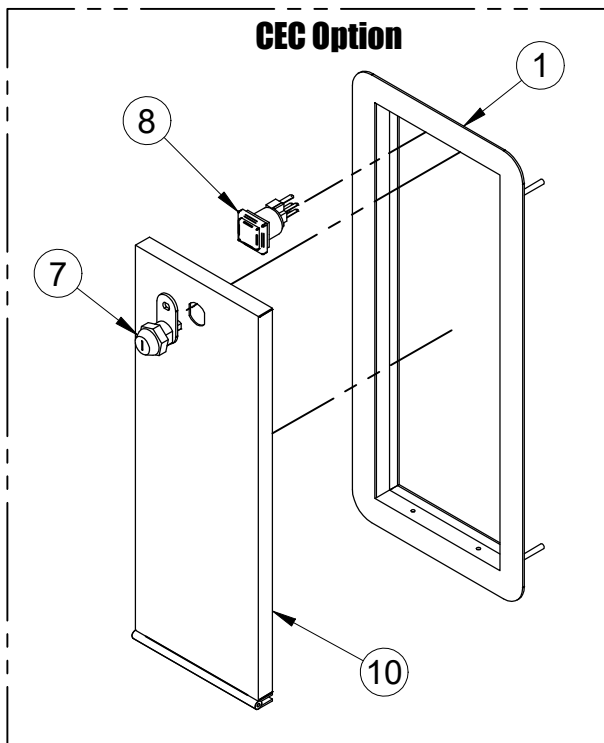
AULS0ASM042



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MULS0MET096	1	FRONT DOOR COVER BKT	SPCC-1.6t
2	MULS0MET037	1	FRONT DOOR WELD Ass'y	WELD Ass'y (용접품)
3	MULS0MET038	1	COIN GUIDE FIX BKT	SPCC-1.2t
4	MULS0MET039	1	COIN GUIDE BKT	SPCC-1.2t
5	MZZZ0COS025	1	COIN SELECTOR(TONGLI)	TW-130Q
6	MZZZ0KEY032	1	Key Ass'y (7001)	7001
7	MULS0MET040	1	BILL PLUSE BKT	SPCC-1.2t
8	MULS0MET041	2	COIN PLUSE BKT	SPCC-1.2t
9	MZZZ0RUB003	2	Φ6 SHOCK ABSORBER	6Φ
10	MZZZ0000488	1	COUNTER UK (SR3)	(UK OPTION)
11	MZZZ0000489	1	EXCEL CREDIT(SR3) PCB	(UK OPTION)
12	MZZZ0000486	1	SR3-MONEY CTRL(UK)	(UK OPTION)

# 12-43.TICKET BOX Ass'y

AULS0ASM043 (Standard)  
 AULS0ASM062 (CEC Option)

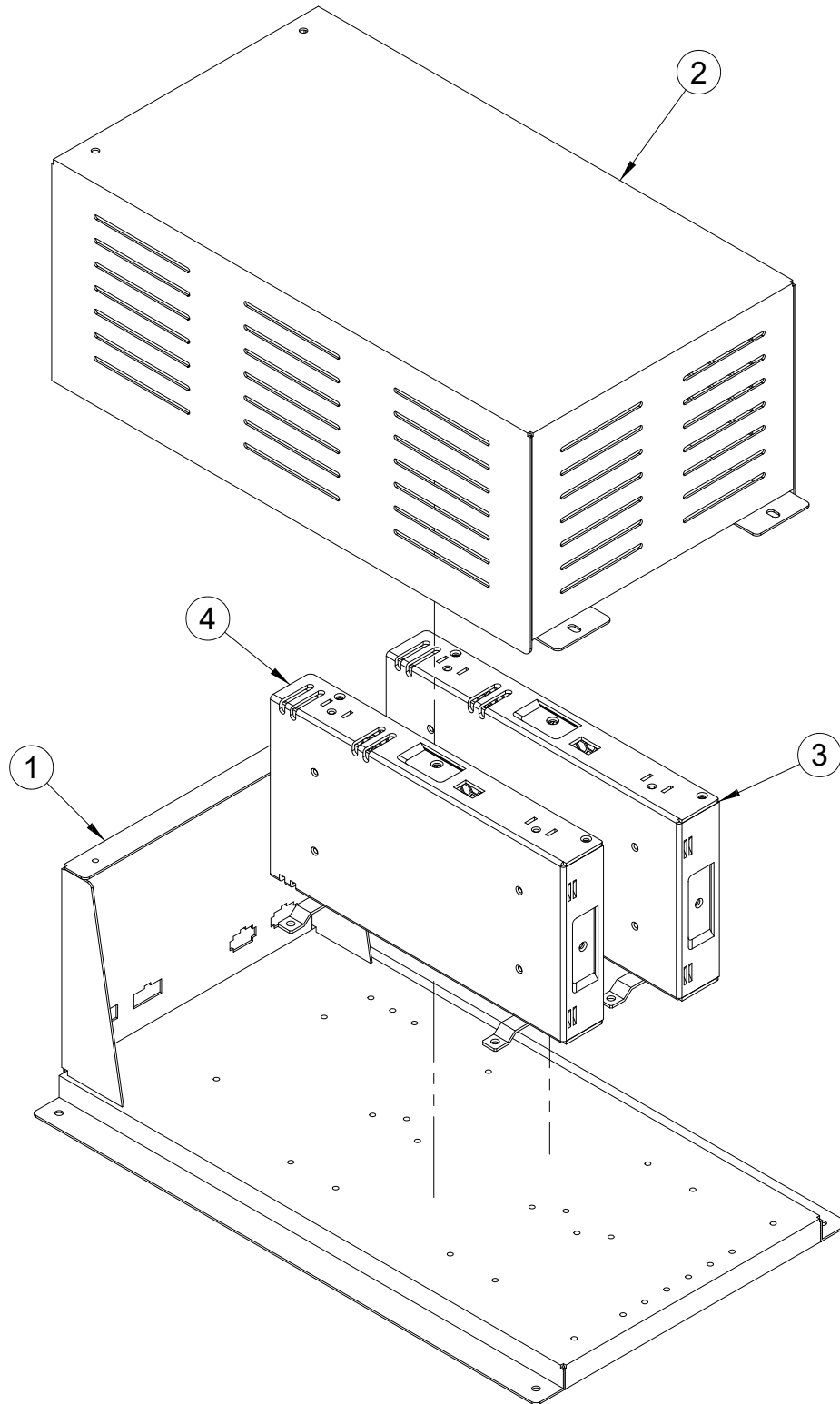


NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MULS0MET042	1	TICKET DOOR COVER BKT	SPCC-1.6t
2	MULS0MET043	1	TICKET DOOR WELD Ass'y	WELD Ass'y (용접품)
3	MULS0MET044	1	TICKET BOX WELD Ass'y	WELD Ass'y (용접품)
4	MZZZ0TID003	1	TICKET DISPENSER	CLECO
5	MULS0MET045	1	TICKET DOOR STOP BAR-R	SPCC-1.2t
6	MULS0MET046	1	TICKET DOOR STOP BAR-L	SPCC-1.2t
7	MZZZ0KEY032	1	Key Ass'y (7001)	7001
8	MHA20000007	1	BUTTON Ass'y	AM1PB-26SH-R12D
9	MZZZ0RUB003	2	Φ6 SHOCK ABSORBER	6Φ
10	MULS0MET165	1	TICKET DOOR WELD Ass'y (CEC)	WELD Ass'y (용접품)



# 12-44.POWER SMPS Ass'y

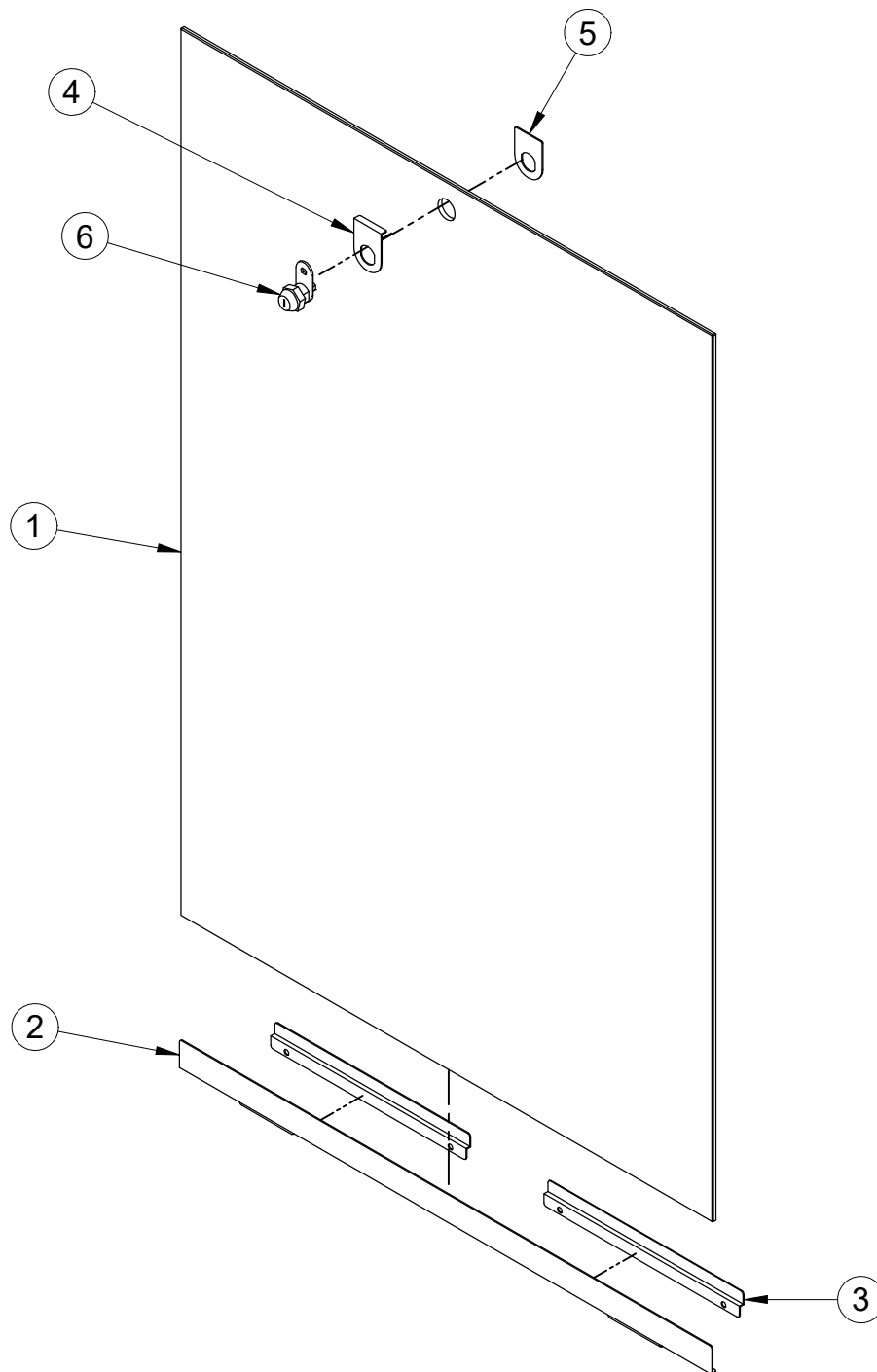
AULS0ASM044



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MULS0MET139	1	POWER SMPS BKT	GI-1.2t
2	MULS0MET138	1	SMPS COVER BKT	GI-1.2t
3	MELE0SMP047	1	POWER SMPS 5V (LRS-200-5)	100~240V/5V-40A
	MELE0SMP050		POWER-SMPS 5V (LM200-10B05)	100/240V,5V30A 150W
4	MELE0SMP046	1	POWER SMPS 12V (LRS-200-12)	100~240V/12V-17A
	MELE0SMP054		POWER-SMPS 12V (LM200-10B12)	100/240V,12V17A 204W

# 12-45.MAIN FRAME FRONT GLASS Ass'y

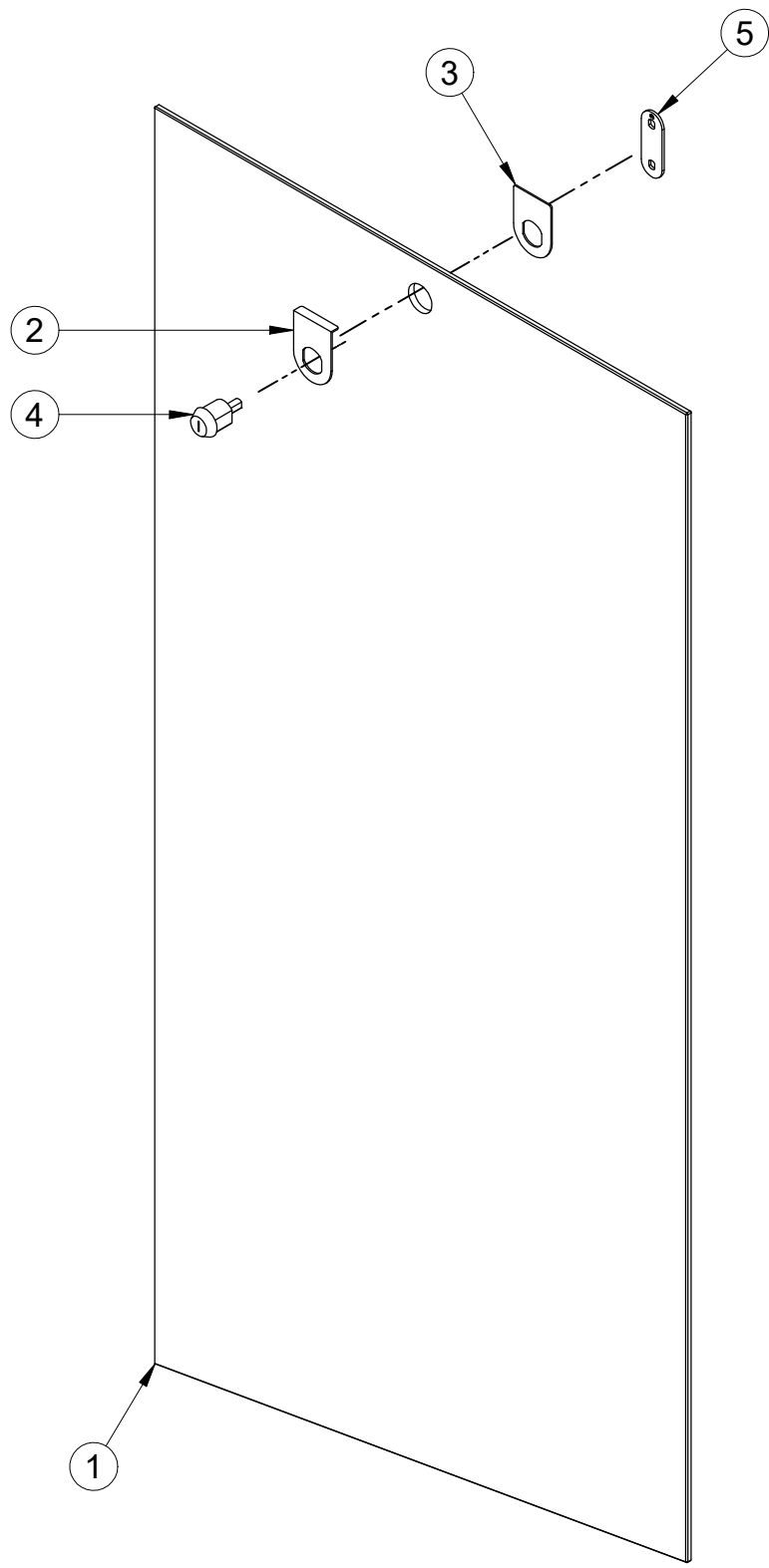
AULS0ASM045



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MULS0GLA001	1	MAIN FRAME FRONT GLASS	TEMPERED GLASS- 5.0t (강화유리)
2	MULS0MET025	1	MAIN FRAME FRONT GLASS FIXED BKT-A	SPCC-1.2t
3	MULS0MET026	2	MAIN FRAME FRONT GLASS FIXED BKT-B	SPCC-1.2t
4	MULS0MET033	1	KEY Ass'y PLATE-A	SUS304-1.2t (2P)
5	MULS0MET034	1	KEY Ass'y PLATE-B	SUS304-1.2t (2P)
6	MZZZ0KEY032	1	Key Ass'y (7001)	7001

# 12-46.MAIN FRAME SIDE FRONT GLASS-R Ass'y

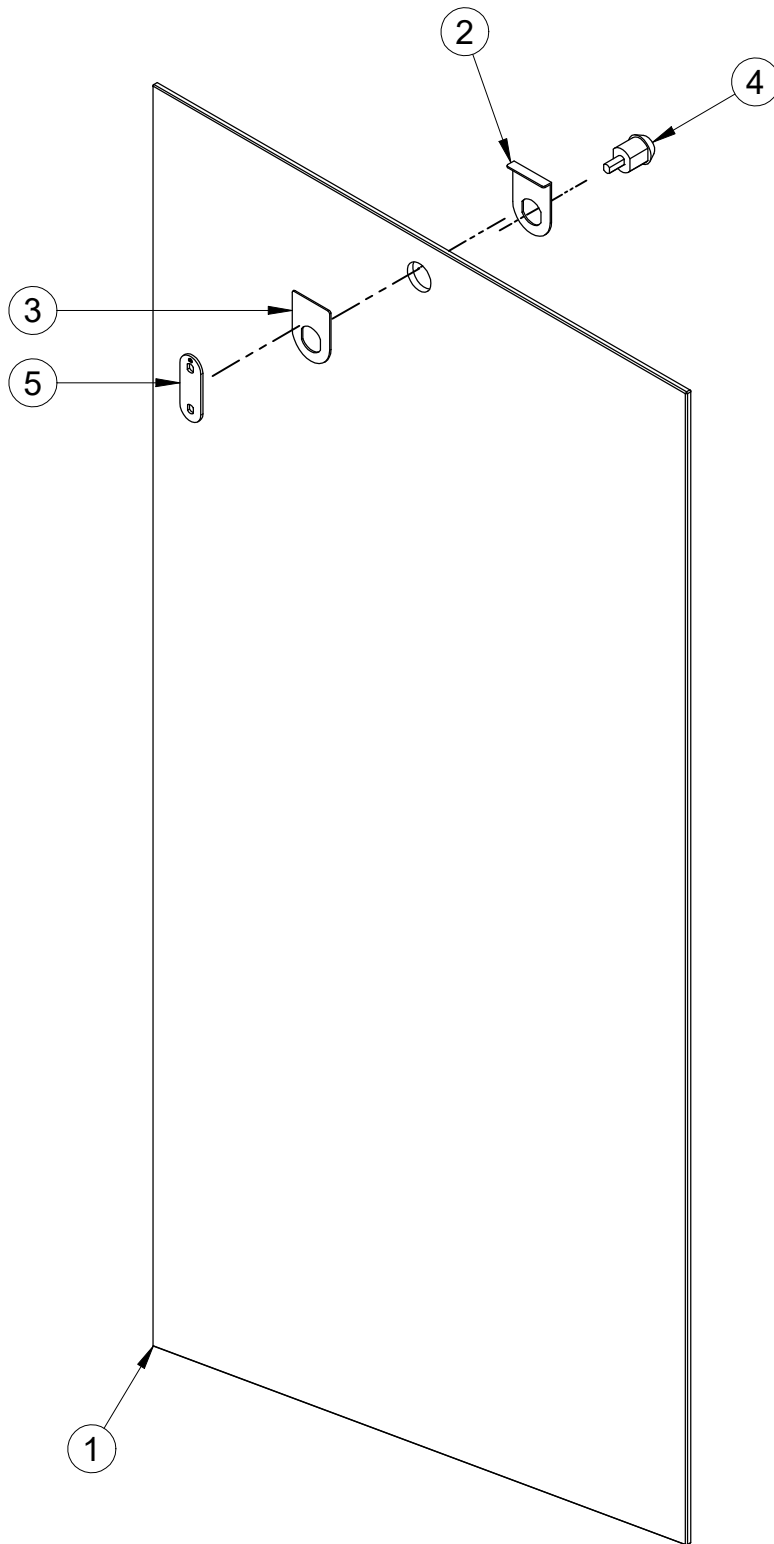
AULS0ASM046



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MULS0GLA004	1	MAIN FRAME SIDE FRONT GLASS (NEW)	TEMPERED GLASS- 5.0t (강화유리)
2	MULS0MET033	1	KEY Ass'y PLATE-A	SUS304-1.2t (2P)
3	MULS0MET034	1	KEY Ass'y PLATE-B	SUS304-1.2t (2P)
4	MZZZ0KEY032	1	Key Ass'y (7001)	7001
5	MULS0MET035	1	SIDE GLASS KEY PLATE	SPCC-2.0t

# 12-47.MAIN FRAME SIDE FRONT GLASS-L Ass'y

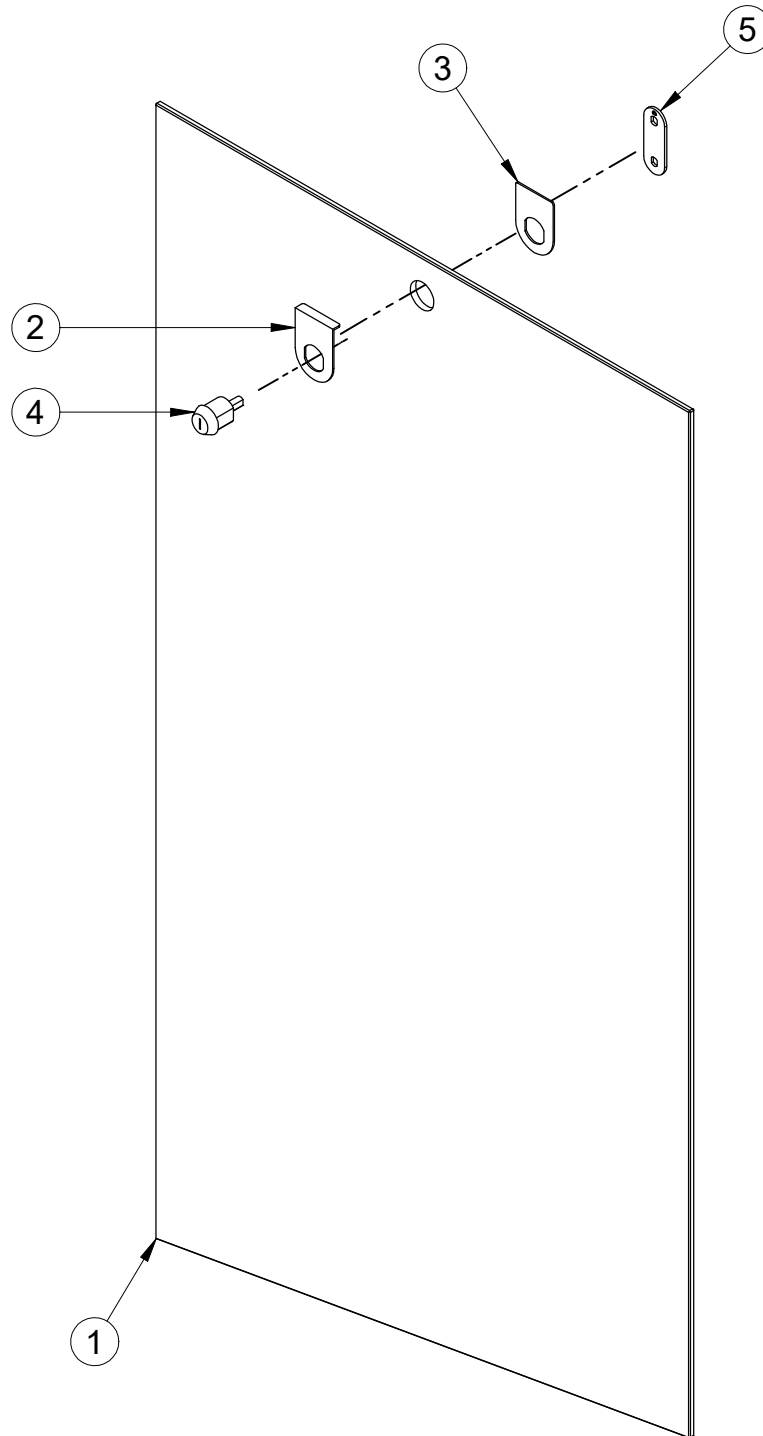
AULS0ASM047



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MULS0GLA004	1	MAIN FRAME SIDE FRONT GLASS (NEW)	TEMPERED GLASS- 5.0t (강화유리)
2	MULS0MET033	1	KEY Ass'y PLATE-A	SUS304-1.2t (2P)
3	MULS0MET034	1	KEY Ass'y PLATE-B	SUS304-1.2t (2P)
4	MZZZ0KEY032	1	Key Ass'y (7001)	7001
5	MULS0MET035	1	SIDE GLASS KEY PLATE	SPCC-2.0t

# 12-48.MAIN FRAME SIDE BACK GLASS-R Ass'y

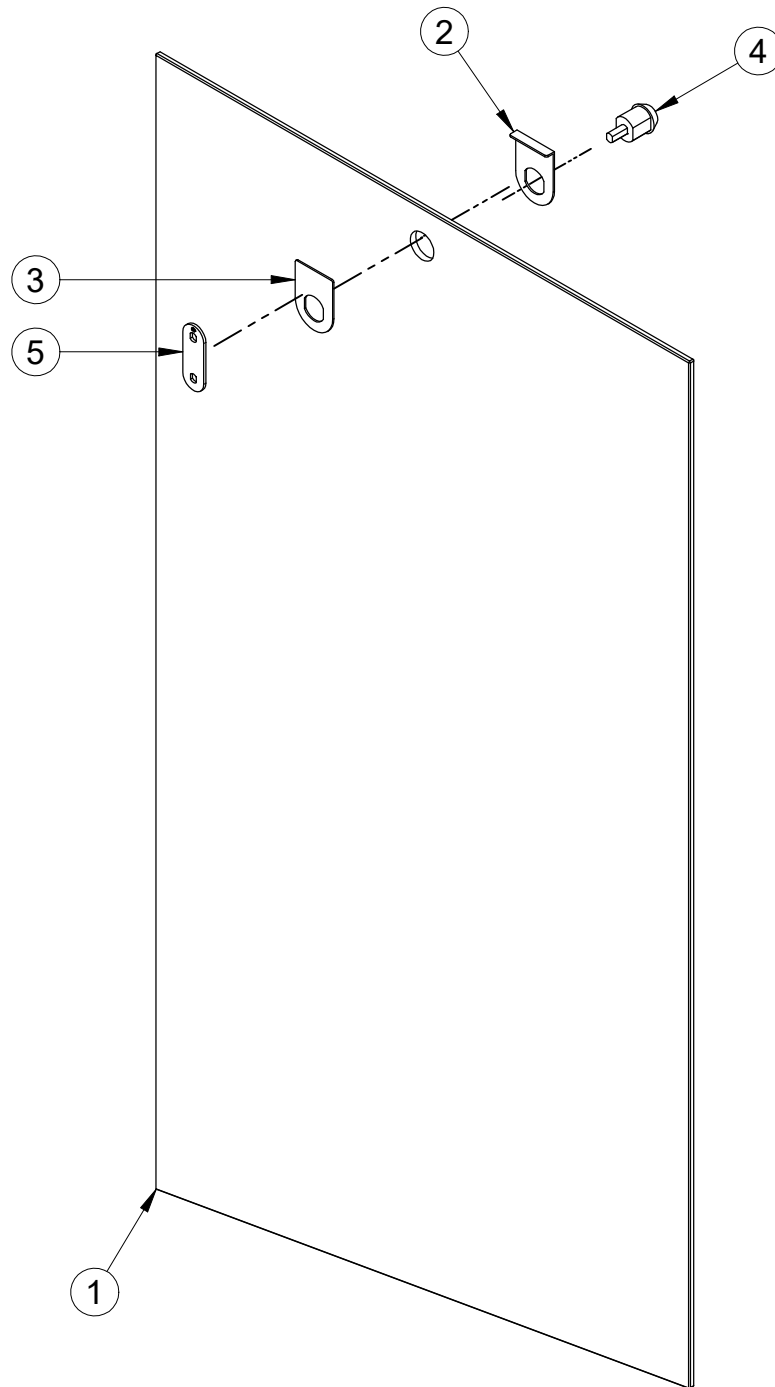
AULS0ASM048



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MULS0GLA005	1	MAIN FRAME SIDE BACK GLASS (NEW)	TEMPERED GLASS- 5.0t (강화유리)
2	MULS0MET033	1	KEY Ass'y PLATE-A	SUS304-1.2t (2P)
3	MULS0MET034	1	KEY Ass'y PLATE-B	SUS304-1.2t (2P)
4	MZZZ0KEY032	1	Key Ass'y (7001)	7001
5	MULS0MET035	1	SIDE GLASS KEY PLATE	SPCC-2.0t

# 12-49.MAIN FRAME SIDE BACK GLASS-L Ass'y

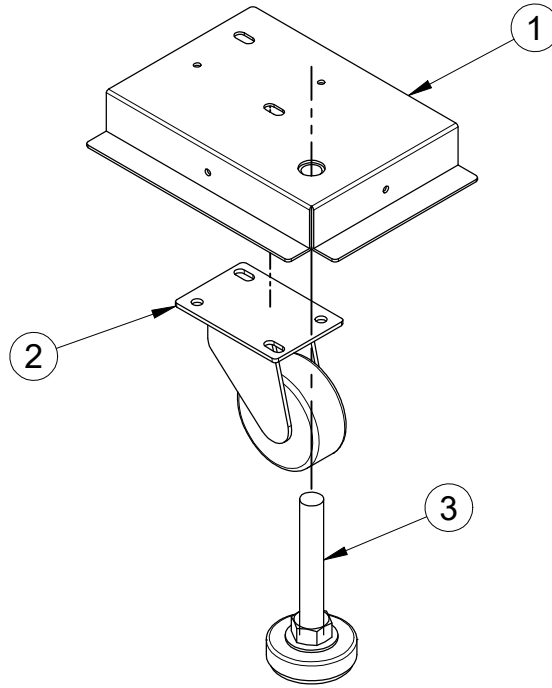
AULS0ASM049



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MULS0GLA005	1	MAIN FRAME SIDE BACK GLASS (NEW)	TEMPERED GLASS- 5.0t (강화유리)
2	MULS0MET033	1	KEY Ass'y PLATE-A	SUS304-1.2t (2P)
3	MULS0MET034	1	KEY Ass'y PLATE-B	SUS304-1.2t (2P)
4	MZZZ0KEY032	1	Key Ass'y (7001)	7001
5	MULS0MET035	1	SIDE GLASS KEY PLATE	SPCC-2.0t

## 12-50.CASTER Ass'y-A

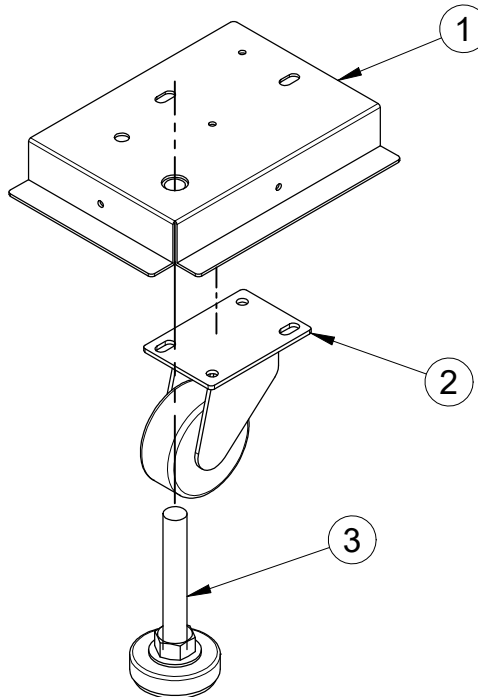
AULS0ASM050



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MULS0WOO015	1	CASTER BKT WELD Ass'y-A	WELD PARTS (용접품)
2	MZZZ0CAS010	1	CASTER	3021-W-BR (3inch)
3	MZZZ0ADJ001	1	ADJUSTER (PV-100-60)	(PV-100-60)

## 12-51.CASTER Ass'y-B

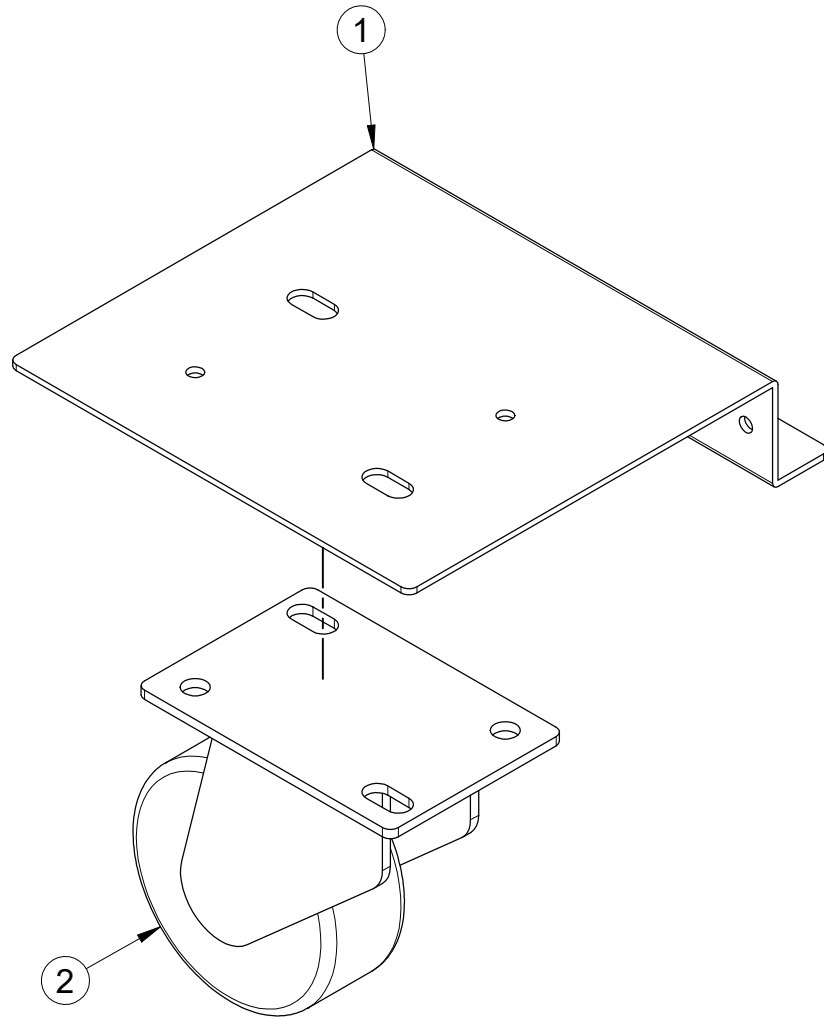
AULS0ASM051



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MULS0WOO016	1	CASTER BKT WELD Ass'y-B	WELD PARTS (용접품)
2	MZZZ0CAS010	1	CASTER	3021-W-BR (3inch)
3	MZZZ0ADJ001	1	ADJUSTER (PV-100-60)	(PV-100-60)

# 12-52.MIDDLE CASTER Ass'y

AULS0ASM052

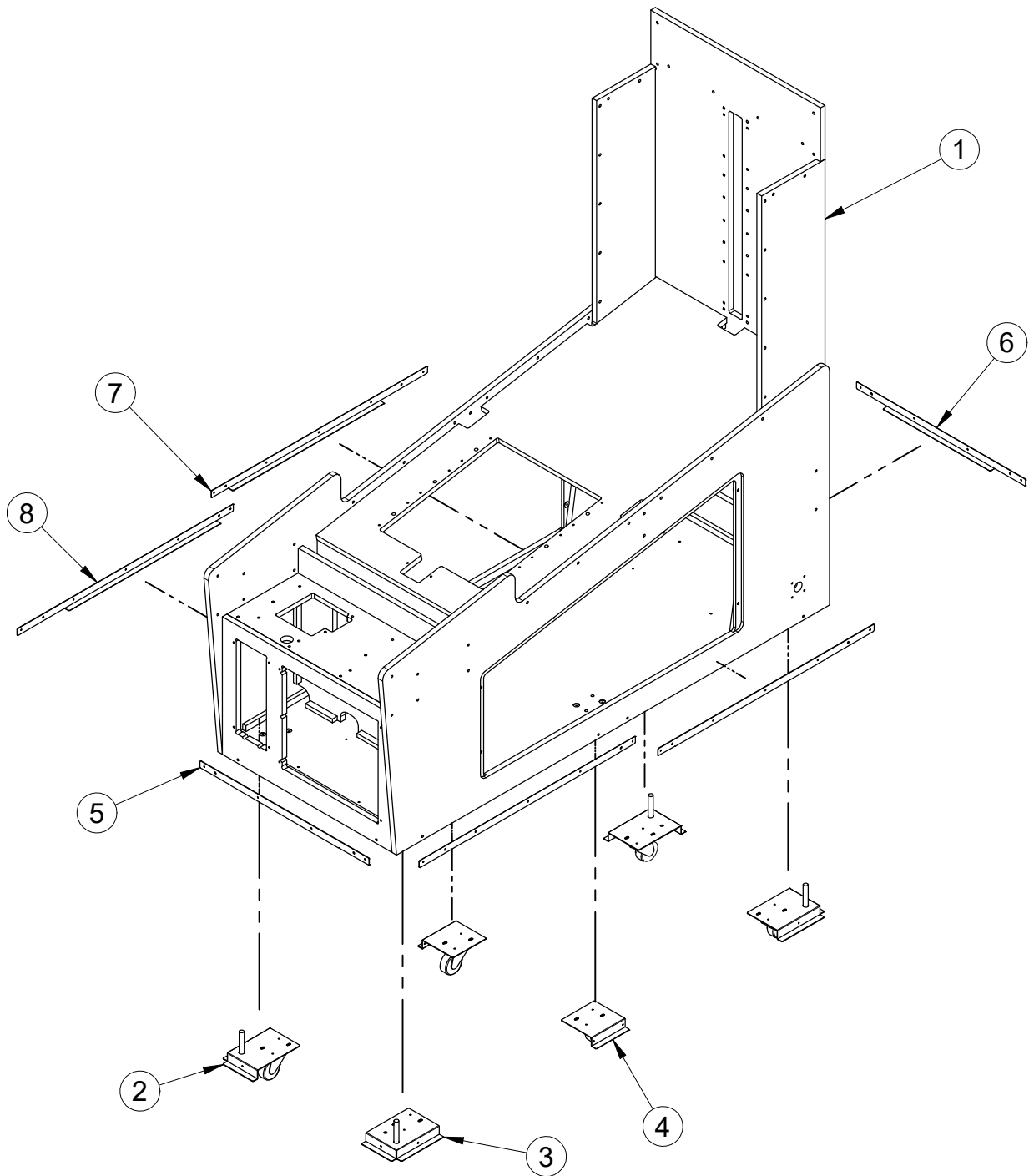


NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MULS0WOO017	1	MIDDLE CASTER BKT	SPCC-2.0t
2	MZZZ0CAS010	1	CASTER	3021-W-BR (3inch)



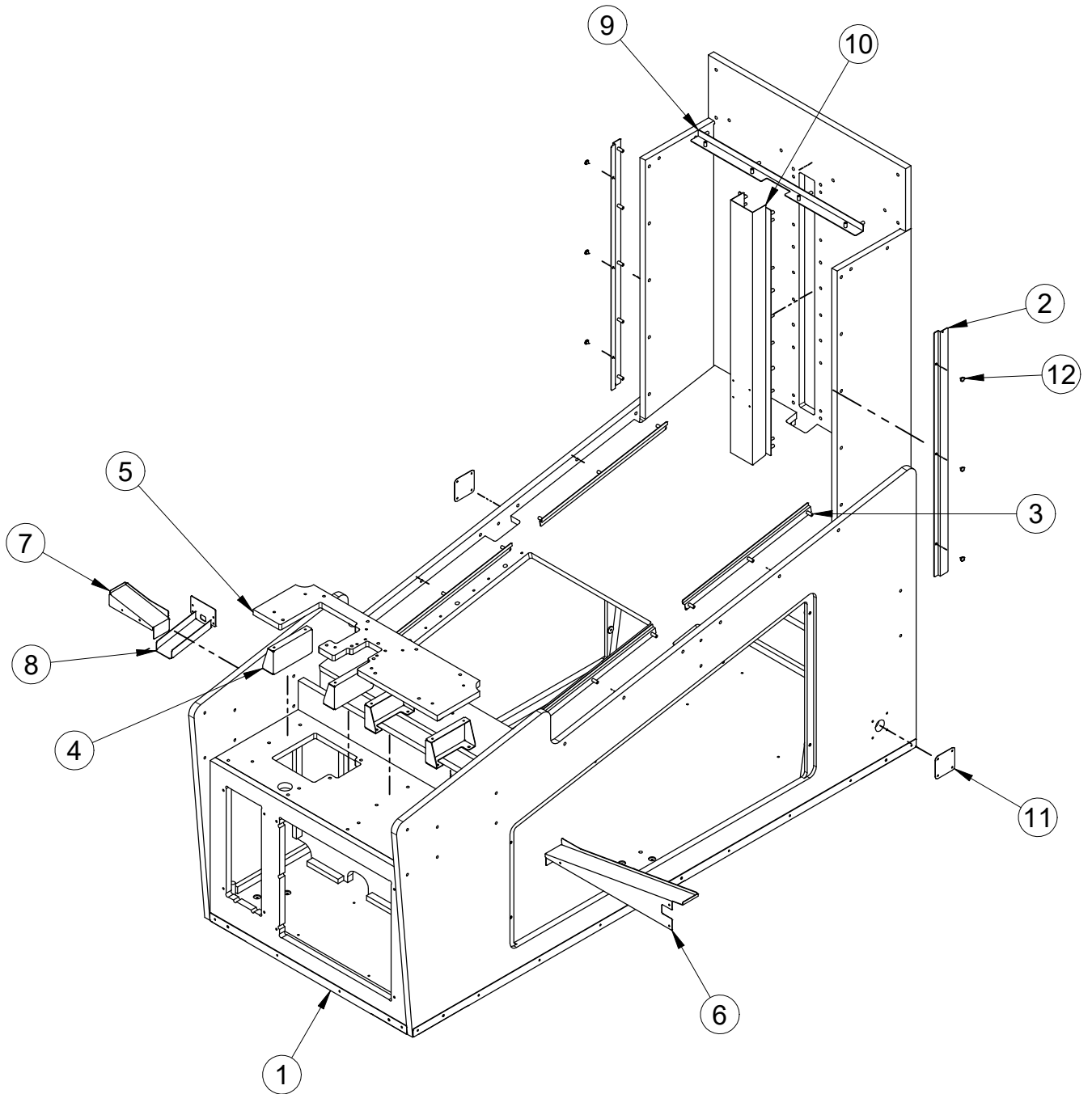
# 12-53.MAIN CABINET Ass'y

AULS0ASM053



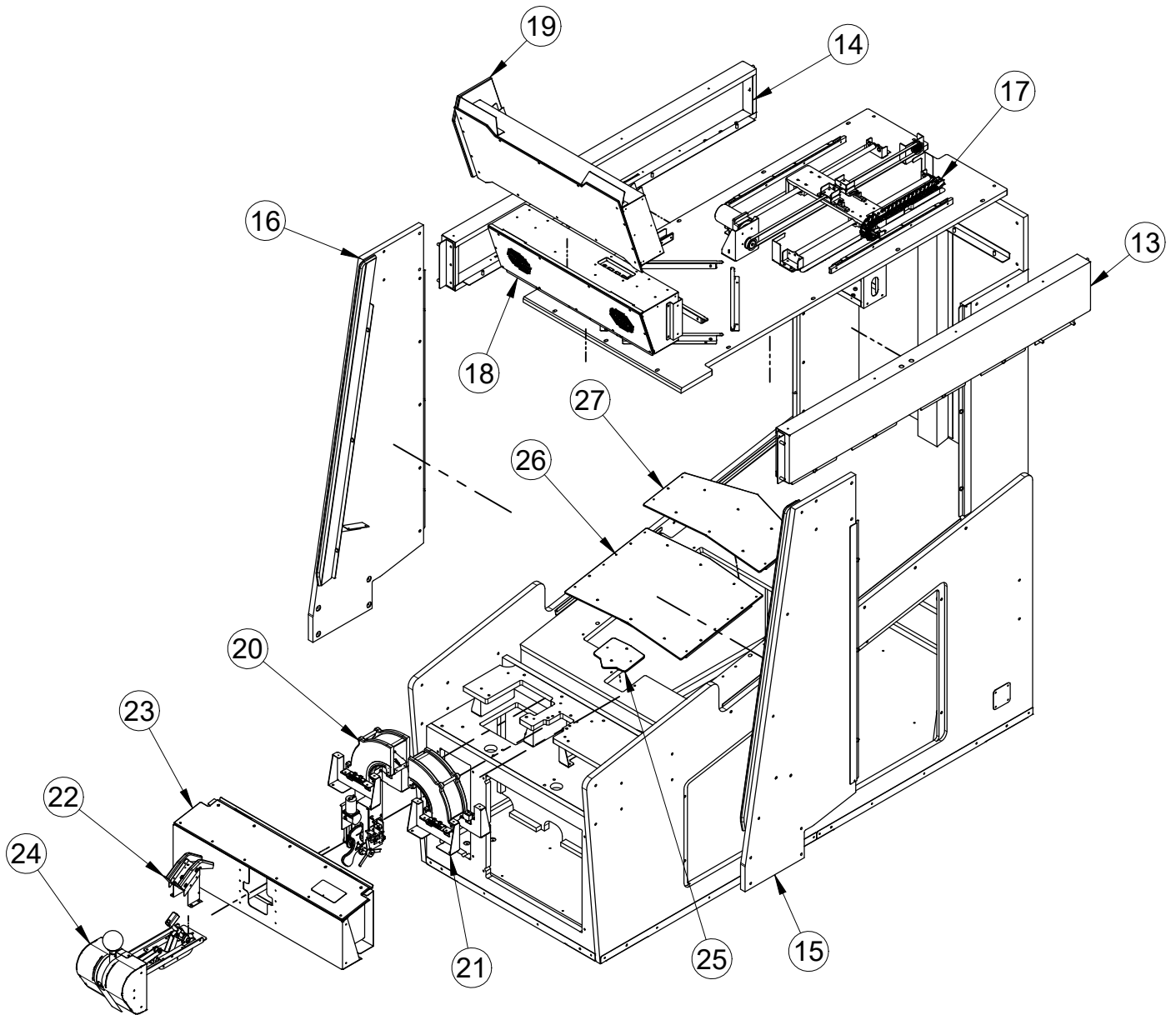
NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MULS0WOO001	1	WOOD CABINET Ass'y	MULS0WOO001
2	AULS0ASM050	2	CASTER Ass'y-A	12-50 (60 page)
3	AULS0ASM051	2	CASTER Ass'y-B	12-51 (60 page)
4	AULS0ASM052	2	MIDDLE CASTER Ass'y	12-52 (61 page)
5	MULS0WOO011	1	LOWER FRONT BENDING	SPCC-1.2t
6	MULS0WOO012	1	LOWER BACK BENDING	SPCC-1.2t
7	MULS0WOO013	2	LOWER SIDE BENDING-A	SPCC-1.2t
8	MULS0WOO014	2	LOWER SIDE BENDING-B	SPCC-1.2t

# 12-54-1.ASSEMBLING ULTIMATE SHOT ALL FIX Ass'y



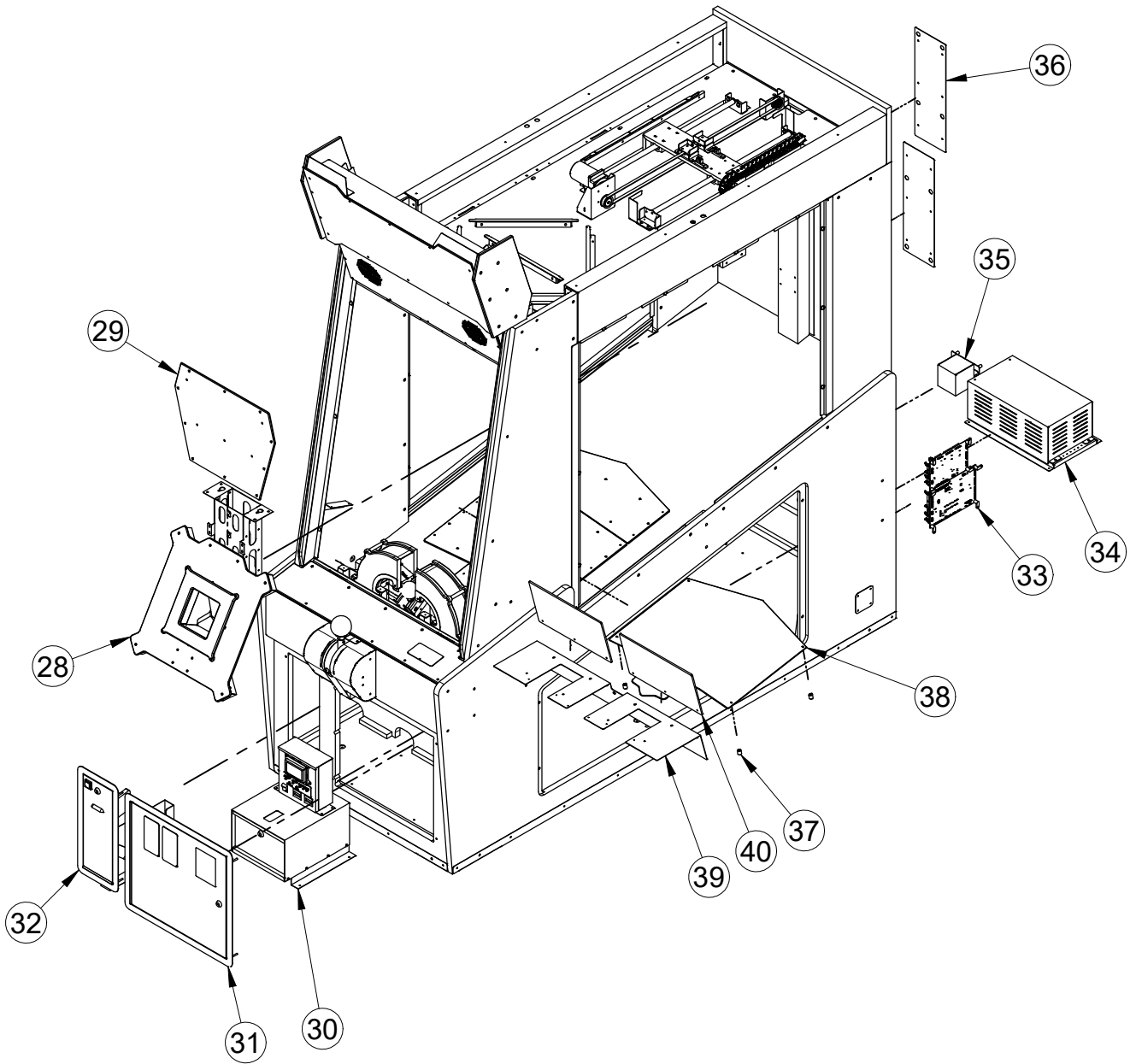
NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	AULS0ASM053	1	MAIN CABINET Ass'y	12-53 (62 page)
2	MULS0MET160	2	MAIN FRAME BACK SIDE GLASS BKT-A (NEW)	SPCC-1.2t
3	MULS0MET162	4	MAIN FRAME SIDE GLASS LOWER BKT (NEW)	SPCC-1.2t
4	MULS0MET036	4	ELEVATOR PANEL FIXED BKT	GI-1.6t
5	MULS0WOO007	1	ELEVATOR PANEL	PW-18.0t
6	MULS0MET079	1	BALL SLOPE BKT-A	SPCC-1.2t
7	MULS0MET080	1	BALL SLOPE BKT-B	SPCC-1.2t
8	MULS0MET081	1	BALL SLOPE BKT-C	SPCC-1.2t
9	MULS0MET032	1	MAIN FRAME TOP MIDDLE PALEL FIXED BKT	SPCC-1.6t
10	MULS0MET030	1	MAIN FRAME HARNESS BKT	SPCC-1.2t
11	MULS0MET163	2	MAIN CABINET SIDE HARNESS COVER BKT	SPCC-1.2t
12	MZZZ0RUB003	6	Φ6 SHOCK ABSORBER	6Φ

## 12-54-2.ASSEMBLING ULTIMATE SHOT ALL FIX Ass'y



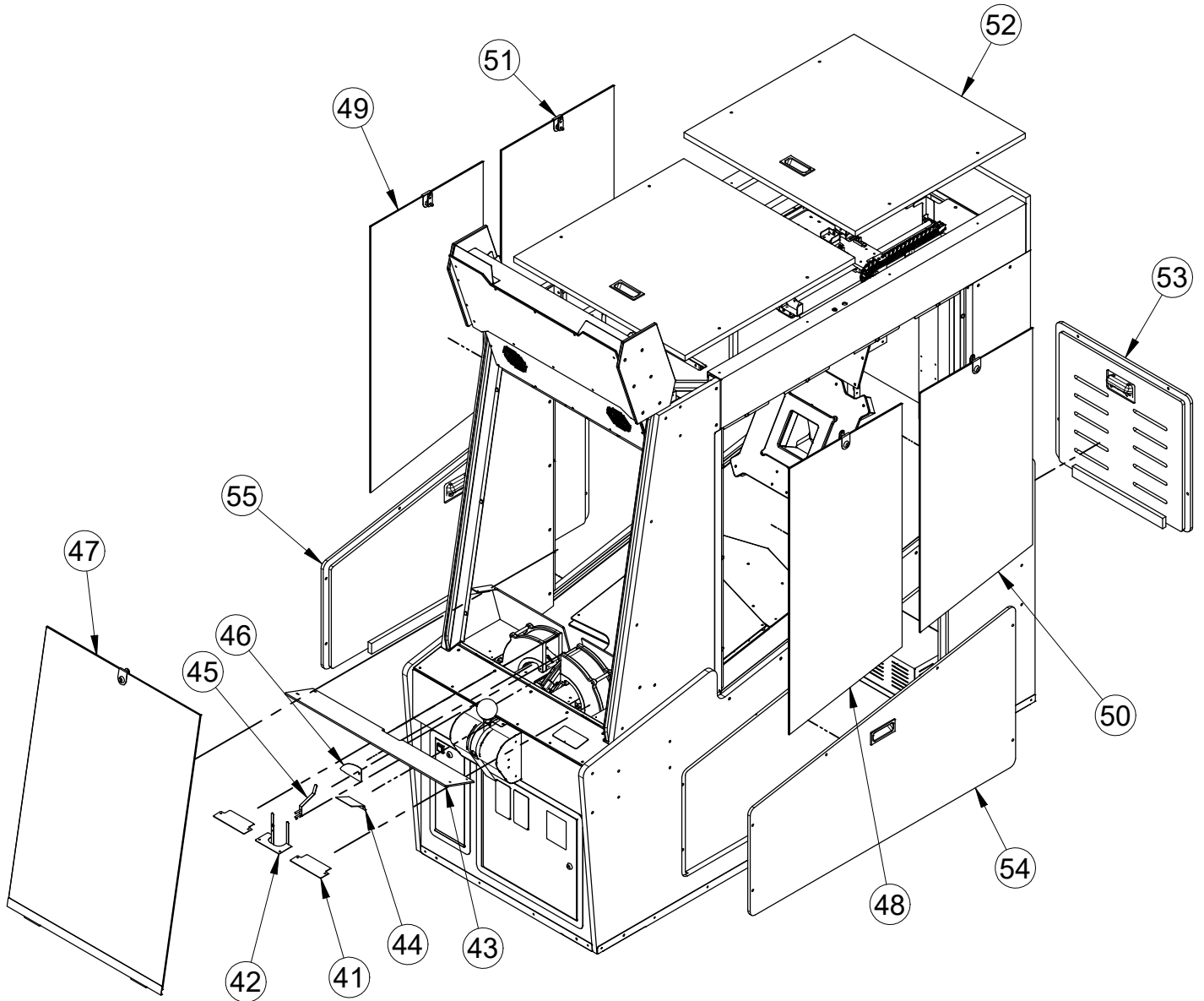
NO.	PART NO.	QUANTITY	PART NAME	SPEC.
13	AULS0ASM003	1	MAIN FRAME TOP SIDE BKT-R Ass'y	12-3 (21 page)
14	AULS0ASM004	1	MAIN FRAME TOP SIDE BKT-L Ass'y	12-4 (22 page)
15	AULS0ASM005	1	MAIN FRAME FRONT SIDE PANEL-R Ass'y	12-5 (23 page)
16	AULS0ASM006	1	MAIN FRAME FRONT SIDE PANEL-L Ass'y	12-6 (24 page)
17	AULS0ASM014	1	MAIN FRAME TOP MIDDLE PANEL Ass'y	12-14 (29 page)
18	AULS0ASM002	1	SPEAKER BOX Ass'y	12-2 (20 page)
19	AULS0ASM001	1	TOP BILLBOARD Ass'y	12-1 (19 page)
20	AULS0ASM020	1	BALL ELEVATOR Ass'y	12-20 (34 page)
21	AULS0ASM021	1	ELEVATOR BALL OUT DECO Ass'y	12-21 (35 page)
22	AULS0ASM022	1	SHOOTER Ass'y	12-22 (36 page)
23	AULS0ASM023	1	BUTTON BOX Ass'y	12-23 (37 page)
24	AULS0ASM025	1	PUSHER Ass'y	12-25 (39 page)
25	AULS0ASM026	1	LOW SCORE FND Ass'y	12-26 (40 page)
26	AULS0ASM028	1	HOW TO PLAY Ass'y	12-28 (41 page)
27	AULS0ASM029	1	SCORE CHART Ass'y	12-29 (42 page)

### 12-54-3.ASSEMBLING ULTIMATE SHOT ALL FIX Ass'y

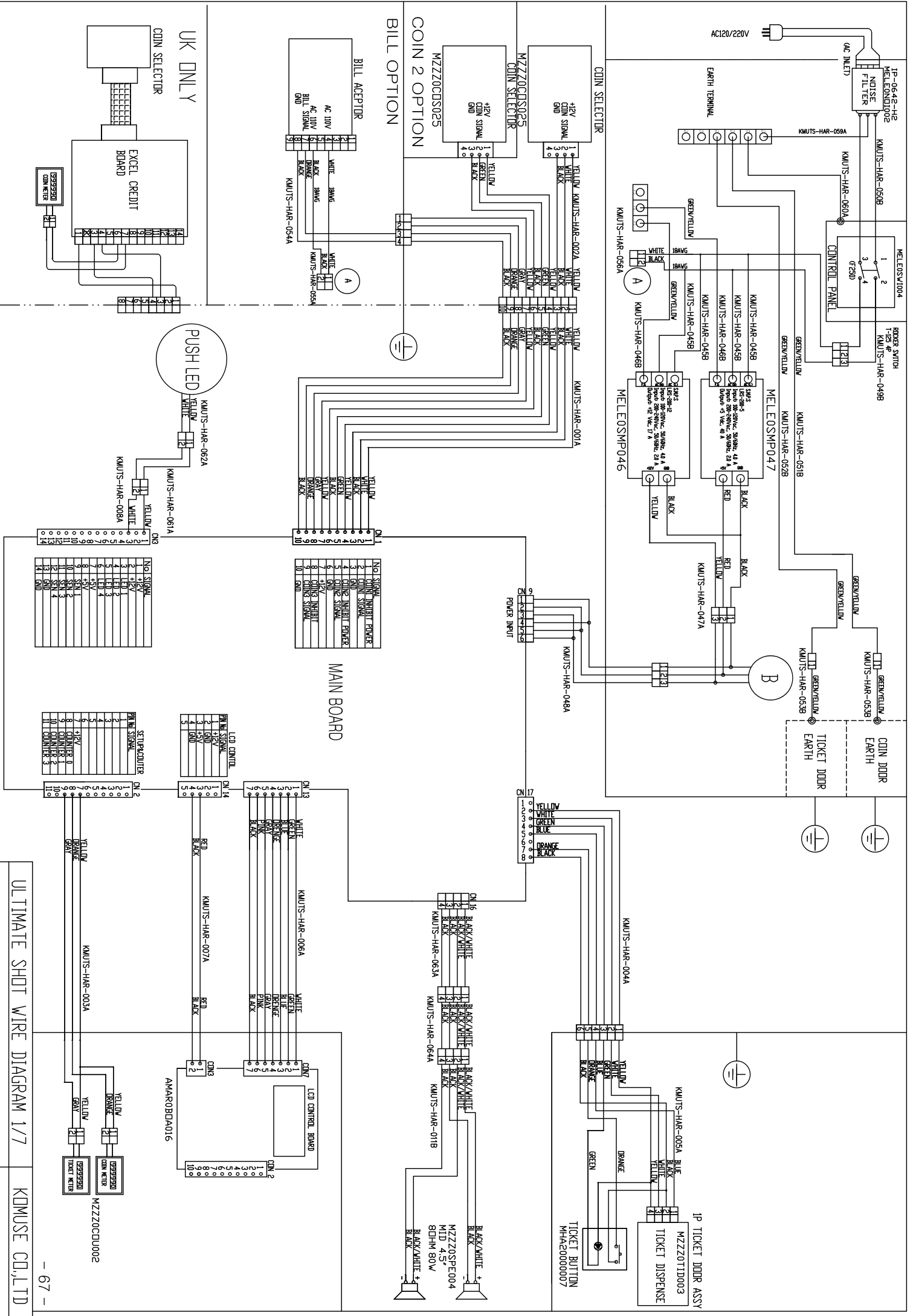


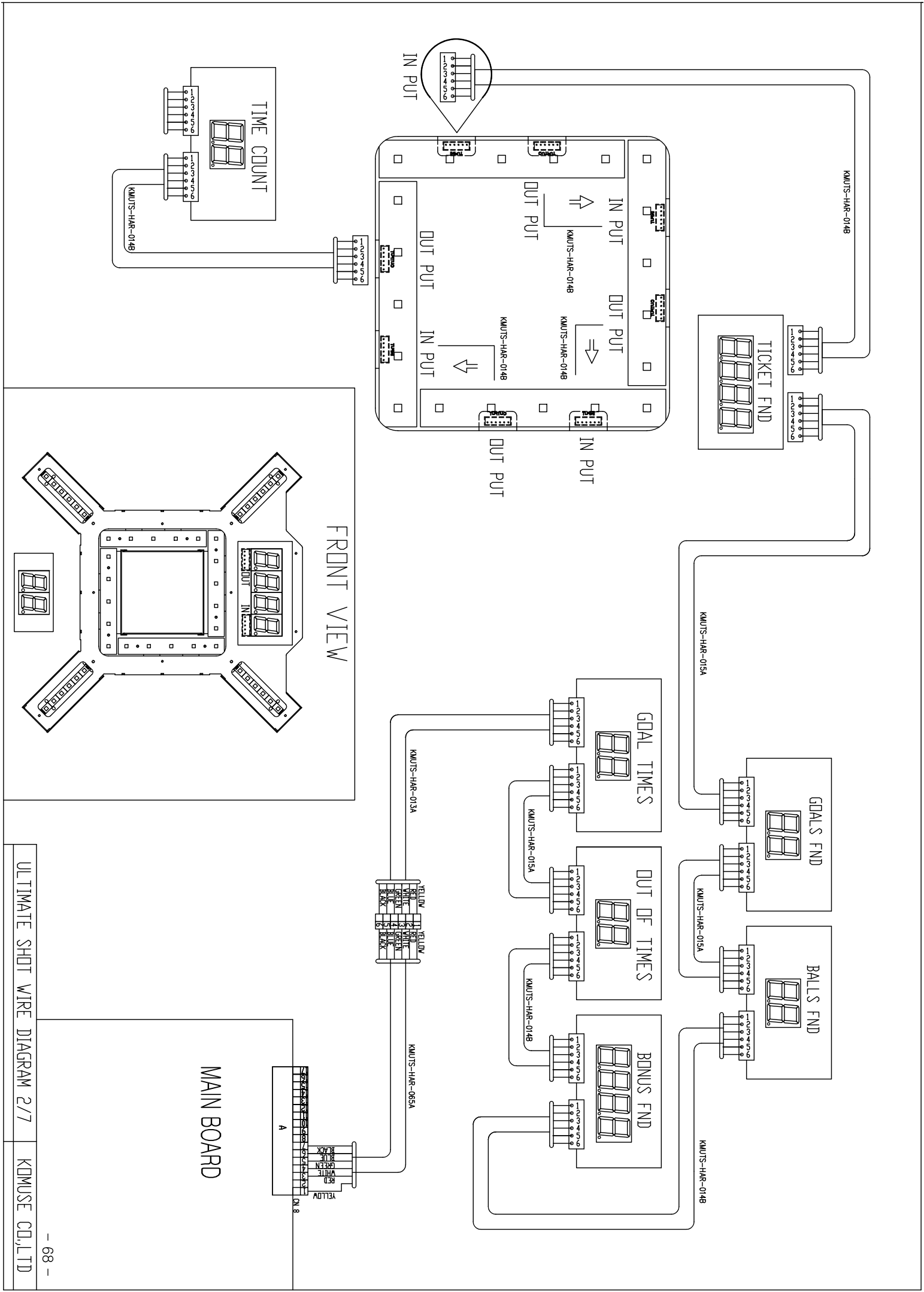
NO.	PART NO.	QUANTITY	PART NAME	SPEC.
28	AULS0ASM037	1	BONUS TARGET Ass'y	12-37 (48 page)
29	AULS0ASM038	1	BONUS TARGET BONUS FND Ass'y	12-38 (49 page)
30	AULS0ASM041	1	CASH BOX BODY Ass'y	12-41 (51 page)
31	AULS0ASM042	1	FRONT DOOR Ass'y	12-42 (52 page)
32	AULS0ASM043	1	TICKET BOX Ass'y	12-43 (53 page)
33	AULS0ASM033	1	ULTIMATE SHOT MAIN BOARD Ass'y	12-33 (45 page)
34	AULS0ASM044	1	POWER SMPS Ass'y	12-44 (54 page)
35	AULS0ASM027	1	NOISE FILTER Ass'y	12-27 (40 page)
36	MULS0MET031	2	MAIN FRAME HARNESS COVER BKT	SPCC-1.2t
37	MULS0PRO026	4	BALL BOUNCE SUPPORT RING	WHITE ACETAL (백색 아세탈)
38	MULS0ACR022	1	BALL BOUNCE ACRYL	CLEAR PC - 2.0t (투명 PC)
39	MULS0MET072	1	ELEVATOR COVER BKT	SPCC-1.2t
40	MULS0ACR004	2	BALL FANCE ACRYL-A	CLEAR PC-4.5t [투명 PC]

# 12-54-4.ASSEMBLING ULTIMATE SHOT ALL FIX Ass'y

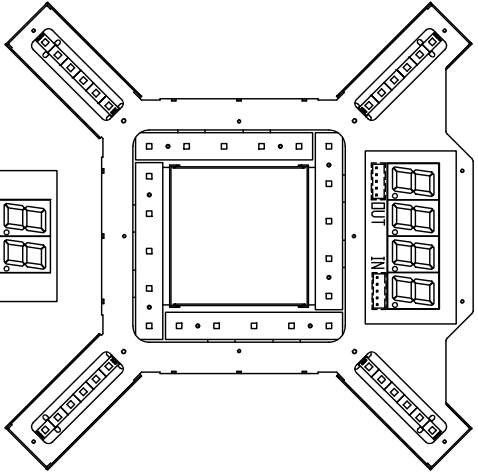


NO.	PART NO.	QUANTITY	PART NAME	SPEC.
41	MULS0MET073	2	ELEVATOR PWM BOARD COVER BKT	SPCC-1.2t
42	MULS0MET074	1	ELEVATOR SHOOTER COVER BKT	SPCC-1.2t
43	MULS0ACR005	1	BALL FENCE ACRYL-B	CLEAR PC-4.5t [투명 PC)
44	MULS0MET087	1	SHOOTER BALL GUIDE BKT-D	SPCC-1.2t
45	MULS0MET086	1	SHOOTER BALL GUIDE BKT-C	SPCC-1.2t
46	MULS0MET168	1	ELEVATOR SWITCH HARNESS COVER BKT	SPCC-1.2t
47	AULS0ASM045	1	MAIN FRAME FRONT GLASS Ass'y	12-45 (55 page)
48	AULS0ASM046	1	MAIN FRAME SIDE FRONT GLASS-R Ass'y	12-46 (56 page)
49	AULS0ASM047	1	MAIN FRAME SIDE FRONT GLASS-L Ass'y	12-47 (57 page)
50	AULS0ASM048	1	MAIN FRAME SIDE BACK GLASS-R Ass'y	12-48 (58 page)
51	AULS0ASM049	1	MAIN FRAME SIDE BACK GLASS-L Ass'y	12-49 (59 page)
52	MULS0WOO005	2	MAIN CABINET TOP DOOR Ass'y	ASSEMBLE (조립품)
53	MULS0WOO004	1	MAIN CABINET BACK DOOR Ass'y	ASSEMBLE (조립품)
54	MULS0WOO002	1	MAIN CABINET SIDE DOOR-R Ass'y	ASSEMBLE (조립품)
55	MULS0WOO003	1	MAIN CABINET SIDE DOOR-L Ass'y	ASSEMBLE (조립품)

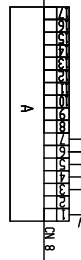


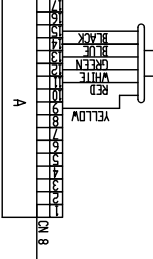
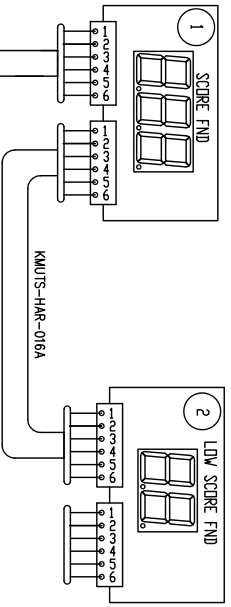


FRONT VIEW



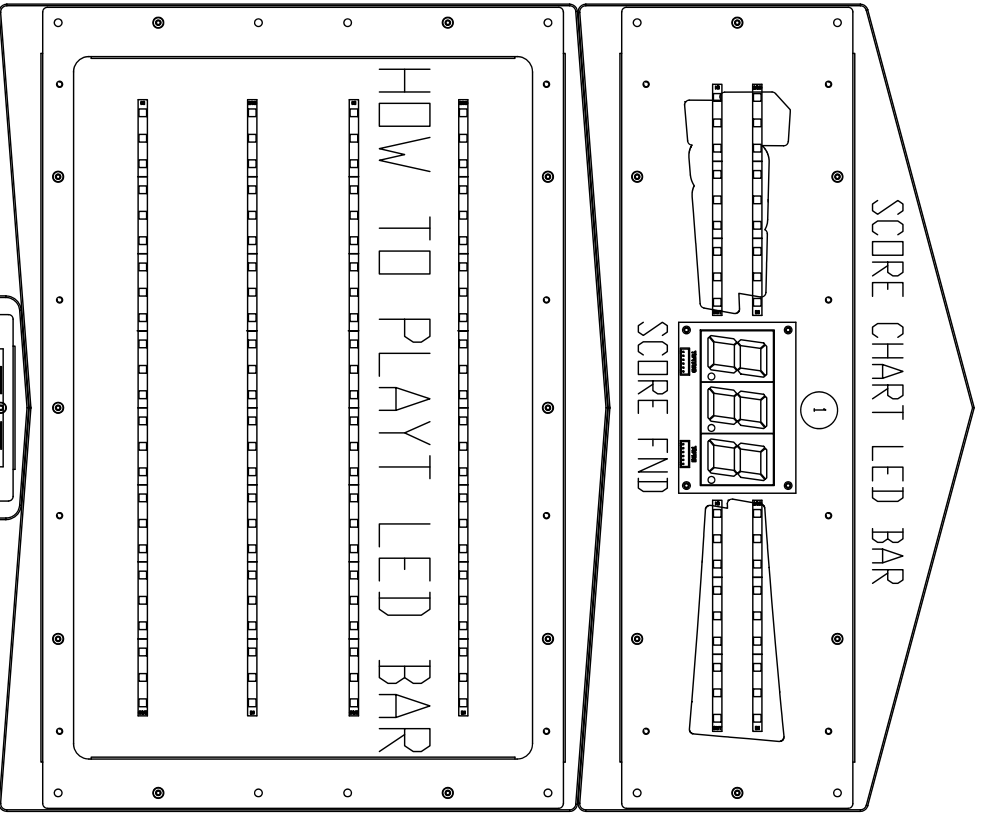
MAIN BOARD





1	NOT SIGNAL
2	+12V
3	5V
4	DATA
5	GROUND
6	DATA
7	DATA
8	5V
9	5V
10	5V
11	DATA
12	DATA
13	DATA
14	DATA
15	DATA
16	DATA
17	DATA

MAIN BOARD





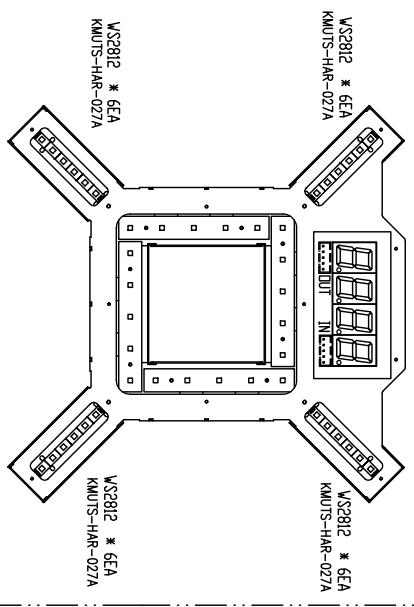




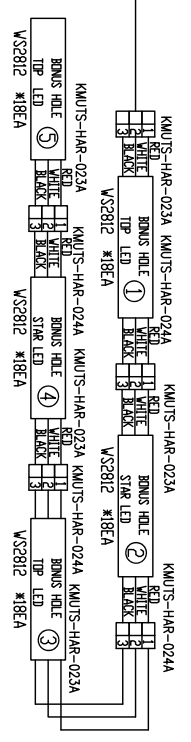


# BONUS TARGET SIDE RGB(S) PART

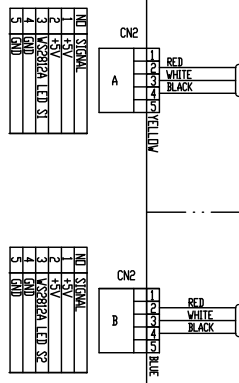
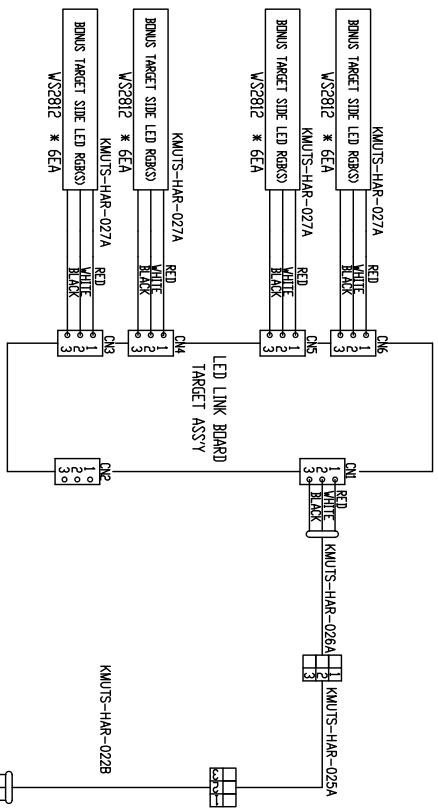
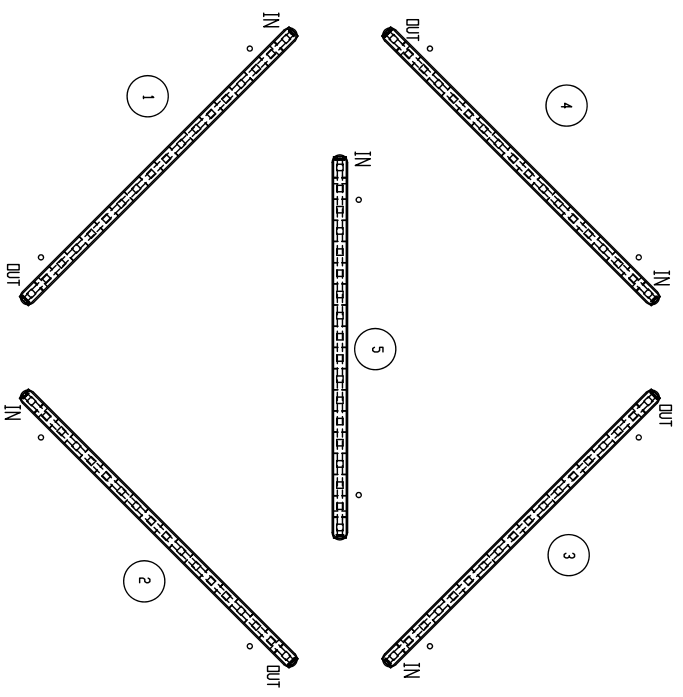
## FRONT VIEW



# CEILING DECO LED



## CEILING DECO LED



## I/O BOARD

# ULTIMATE SHOT



2. Jan. 2023

ULTIMATE SHOT

IMAGE	NAME	QUANTITY	METERIAL	CDDE NO.
	TOP BILLBOARD SIDE DECO ACRYL-R	1 EA	ACRYL Silk screen	AULS0A&S001
	TOP BILLBOARD SIDE DECO ACRYL-L	1 EA	ACRYL Silk screen	AULS0A&S002
	TOP BILLBOARD COVER ACRYL	1 EA	ACRYL Silk screen	AULS0A&S003
	SPEAKER BOX COVER ACRYL	1 EA	ACRYL Silk screen	AULS0A&S004
	BUTTON BOX TOP COVER ACRYL	1 EA	ACRYL Silk screen	AULS0A&S005
	HOW TO PLAY COVER ACRYL	1 EA	ACRYL Silk screen	AULS0A&S006
	SCORE CHART COVER ACRYL	1 EA	ACRYL Silk screen	AULS0A&S007
	LOW SCORE FND COVER ACRYL	1 EA	ACRYL Silk screen	AULS0A&S008
	BONUS TARGET COVER ACRYL	1 EA	ACRYL Silk screen	AULS0A&S009
	BONUS TARGET BONUS FND COVER ACRYL	1 EA	ACRYL Silk screen	AULS0A&S010
	BONUS TARGET BACKBOARD ACRYL-A	1 EA	ACRYL Silk screen	AULS0A&S011
	BACK WALL SHEET L	1 EA	SHEET Silk screen	MULS0SHE001
	BACK WALL SHEET R	1 EA	SHEET Silk screen	MULS0SHE002














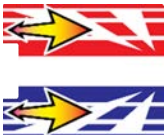


	IMAGE	NAME	QUANTITY	METERIAL	CDDE NO.
14		FRONT BOX SHEET L	1 EA	SHEET Silk screen	MULS0SHE003
15		FRONT BOX SHEET R	1 EA	SHEET Silk screen	MULS0SHE004
16		FRONT SHEET	1 EA	SHEET Silk screen	MULS0SHE005
17		FRONT SHEET L	1 EA	SHEET Silk screen	MULS0SHE031
18		FRONT DOOR SHEET	1 EA	SHEET Silk screen	MULS0SHE006
19		FRONT DOOR SHEET C	1 EA	SHEET Silk screen	MULS0SHE007
20		TICKET DOOR SHEET	1 EA	SHEET Silk screen	MULS0SHE008
21		CARD SWIPE SHEE	1 EA	SHEET Silk screen	MULS0SHE009
22		FRONT SIDE L SHEET	1 EA	SHEET Silk screen	MULS0SHE010
23		FRONT SIDE R SHEET	1 EA	SHEET Silk screen	MULS0SHE011
24		GAME PLATE BACK SHEET	1 EA	SHEET Silk screen	MULS0SHE012
25		GAME PLATE SIDE SHEET L	1 EA	SHEET Silk screen	MULS0SHE013
26		GAME PLATE SIDE SHEET R	1 EA	SHEET Silk screen	MULS0SHE014
27		PUSHER COVER SHEET C	1 EA	SHEET Silk screen	MULS0SHE015
28		PUSHER COVER SHEET L	1 EA	SHEET Silk screen	MULS0SHE016
29		PUSHER COVER SHEET R	1 EA	SHEET Silk screen	MULS0SHE017

IMAGE	NAME	QUANTITY	METERIAL	CDDE NO.
	SIDE L SHEET A	1 EA	SHEET Silk screen	MULS0SHE018
	SIDE L SHEET B	1 EA	SHEET Silk screen	MULS0SHE019
	SIDE L DOOR SHEET	1 EA	SHEET Silk screen	MULS0SHE020
	SIDE R SHEET A	1 EA	SHEET Silk screen	MULS0SHE021
	SIDE R SHEET B	1 EA	SHEET Silk screen	MULS0SHE022
	SIDE R DOOR SHEET	1 EA	SHEET Silk screen	MULS0SHE023
	TOP SIDE SHEET L	1 EA	SHEET Silk screen	MULS0SHE024
	TOP SIDE SHEET R	1 EA	SHEET Silk screen	MULS0SHE025
	MAIN FRAME SIDE SUPPORT SHEET	2 EA	SHEET Silk screen	MULS0SHE026
	BALL ELV FRONT COVER SHEET L	1 EA	SHEET Silk screen	MULS0SHE027
	BALL ELV FRONT COVER SHEET R	1 EA	SHEET Silk screen	MULS0SHE028
	SETUP CONTROL PANEL SHEET	1 EA	SHEET Silk screen	MKOM0SSH001
	WARNING HIGH VOLTAGE SHEET	2 EA	SHEET Silk screen	MKOM0SSH003
	WARNING SERVICE MAN SHEET	5 EA	SHEET Silk screen	MKOM0SSH004
	CAUTION FINGER SHEET	2 EA	SHEET Silk screen	MKOM0SSH006
	FORK POSITION SHEET	4 EA	SHEET Silk screen	MKOM0SSH029
	CAUTION AFTER INSTALLATION SHEET	1 EA	SHEET Silk screen	MKOM0SSH046
	GROUNDING SHEET	1 EA	SHEET Silk screen	MKOM0SSH028
	CAUTION FUSE SPEC SHEET (125 V - 5 A) (option)	1 EA	SHEET Silk screen	MKOM0SSH044
	BUTTON BOX TOP COVER ACRYL CEC (option)	1 EA	ACRYL Silk screen	AULS0A&S015
	TICKET DOOR SHEET CEC (option)	1 EA	SHEET Silk screen	MULS0SHE032

Version 1.0A  
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# ULTIMATE SHOT™

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