

COCO BOWL

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COCO BOWL OWNER'S MANUAL

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OWNER'S MANUAL

Version 1.2 A

GH August 2022



**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.

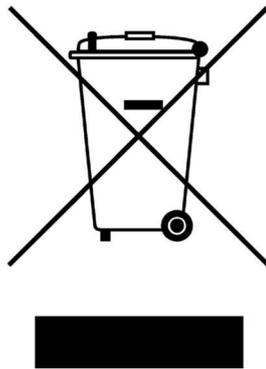
For non-UK users contact your local authority office for information on the recycling of Waste Electrical and Electronic Equipment.

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.





PRECAUTIONS DE L'EMPLOI

Ce manuel décrit des précautions de sécurité à respecter strictement non seulement afin de protéger les personnels à installer, utiliser ou maintenir ce produit également les joueurs, les visiteurs, les propriétés.

Pour la raison de sécurité, les signalisations suivantes sont adhérees :



AVERTISSEMENT

Le mépris cause le blessure grave.



CAUTION

Le mépris cause le blessure grave et l'endommagement du produit.

Les signalisations au-dessous sont des recommandations à respecter:



indique ce que l'on devrait faire attention



indique des occasions à considérer.



ce qui est interdit.

Certaines procédures demandent l'entretien sous le contrôle du personnel qualifié ou spécialisé en industrie. Pour effectuer des instructions mentionnées, le personnel qualifié devrait s'occuper des occasions:

- Sinon, il se peut que le choc électrique, le trouble de machine, ou des accidents sérieux proviennent.
- Le remplacement, l'inspection et le maintien de machine, et le dépannage sont à s'occuper par le personnel qualifié ou spécialisé en industrie. Ce livret donne des instructions que des emplois(travaux) dangereux doivent en particulier être manipulés(traités) par une industrie specialit. Qualifié dans - dénoncent l'employé chargé de l'entretien et le spécialiste d'industrie est defned comme suit.

Le personnel qualifié chargé de l'entretien

Des effectifs de service devraient être expériencé en opérations de la machine aux jeux et responsable à la domaine d'assembler, d'installataller, d' inspecter, d' entretenir la machine.

Spécialiste industriel.

Le spécialiset industriel est obligé de s'investir à l'élaboration, la manufacture, l'inspection, la distraction à l'usage de macine. Il ou elle est obligé d'avoir le degré de connaissance en électricité et l'ingénierie mécanique, également d'entretenir régulièrement et la distraction sur le service de la machine.



PRECAUTIONS DE L'EMPLOI



AVERTISSEMENT

Assurer de consulter du personnel industriel lors d'installer, déplacer ou transporter ce produit.

- Ce produit ne devrait pas être installé, délivré ou transporté à travers autre que le spécialiste industriel.
- Lors d'installer ce produit, mettre 4 niveaux des pieds uniformément sur le plancher et assurer que le produit est installé de manière stable pour la blessure ou bien accident.
- Lors d'installer ce produit, ne pas appliquer la force excessive sur des parties mobiles.

Cette machine n'est que pour l'utilisation intérieure. Ne pas installer à l'extérieur 

Ne pas mettre la machine près de la sortie de secours. 

Éviter les circonstances énumérées le suivant: 

Pluie ou bien humidité.

La lumière solaire directe

Chaleur reflétée directement du climatiseur ou bien du chauffeur

Substance inflammable et dangereuse

Ne pas mettre de contenants tenant des produits chimiques ou l'eau sur ou près de la machine. 

Ne pas mettre d'objet près des trous de ventilation. 

Ne pas plier le cordon d'alimentation ni mettre de lourds objets. 

Ne joignez jamais ou débranchez le cordon d'alimentation à la main humide. 

N'enlevez jamais la puissance en tirant le cordon électrique, utilisez toujours le commutateur de puissance. 



PRÉCAUTIONS D'EMPLOI



AVERTISSEMENT

Assurez-vous d'utiliser le câblage intérieur dans les exigences de tension indiquées. Il n'est pas recommandé de rallonger le câblage. En cas de demander le rallongement de câble, assurer que l'extension de câble suit la recommandation d'après le cahier des charges(des spécifications) de machine ou plus. N'utilisez jamais le rallongement à la multi-connexion.

Assurez-vous d'utiliser le cordon d'alimentation attaché

Ne soyez pas le cordon d'alimentation où les gens(le peuple) marchent par.

Assurez-vous de moude ce produit.

N'exercez pas la force excessive en déplaçant la machine

Pour ventilation appropriée, keet la machine au moins 100 mm (4 ") loin des murs

Ne changez pas le système liéaux paramètres de dipswitch.





PRÉCAUTIONS D'EMPLOI



AVERTISSEMENT

S'il y a une anomalie comme la fumée, la mauvaise odeur ou le bruit anormal étant émis de la machine, s'éteindre immédiatement le pouvoir principal commute et déconnecte le cordon d'alimentation.

- L'utilisation de la machine en états anormaux pourrait aboutir en danger d'incendie ou aux accidents.

En cas d'anomalie

1. Éteignez le connecteur de la puissance principal.
2. Déconnectez la cordon de la puissance de machine
- 3 Contacter au point d'après- vente.

Ne pas mettre le câble branchée inexactement ou couvert de la poussière.

Ni brancher ni débrancher le câble à la main humide.

Dans la tenue du cordon d'alimentation, suivez les instructions ci-dessous.



- N'endommagez pas le cordon d'alimentation.
- Ne faites pas plier la corde powert.
- Ne chauffez pas le cordon d'alimentation.
- Ne pas attacher les cordons électriques
- Ne faites pas entre-mettre le cordon d'alimentation
- Ne pas modifier le câblage.
- Ne tordez pas le cordon d'alimentation.
- Ne tirez pas le cordon d'alimentation
- . O pas sont debout sur le cordon d'alimentation.
- Ne conduisez pas d'ongle(de clou) dans le cordon d'alimentation

Si le cordon d'alimentation ou la prise de pouvoir(puissance) deviennent endommagés, arrêtez d'utiliser la machine immédiatement et vous demander le négociant le plus proche de remplacer les parties.



PRÉCAUTIONS D'EMPLOI



AVERTISSEMENT

N'utilisez cette machine que des zones industrielles.

- Utiliser dans une zone résidentielle ou près de la zone résidentielle pourrait affecter la réception de signal de radios, de postes de télévision, de téléphones, etc.

En ouvrant ou fermant la porte vitrée, enirt toujours le verre d'une main et déplacer la porte doucement. Si la porte vitrée est ouverte ou fermée négligemment, votre main ou les doigts peuvent être pris au piège ou pincés ou le verre peut se briser.

En déplaçant la machine, ne pas pousser la section en verre.

Le verre trempé est utilisé mais il peut toujours se briser si appuyé durement. Si les coups violents de verre, la blessure personnelle peut arriver à l'acteur(au joueur) ou aux témoins Les raisons Fpr de sécurité, ne permettez à aucun de gens followin de jouer au jeu.

- Ceux qui ont la pression haute ou le problème du coeur.
- Ceux qui sont intoxiqués ou sous l'emprise de la drogue.
- Femmes enceintes.
- Ceux qui ne sont pas en bonne santé.
- Ceux qui ont éprouvé le muscle convulsions ou la perte de conscience en jouant des jeux vidéo. Etc.
- Même acteurs(joueurs) qui jamais été défavorablement affecté par stimulus léger headdache selon leur condition physique en jouant le jeu
- Ceux qui ont des problèmes de moelle épinière ou le cou

Pour éviter la blessure de chutes et la décharge électrique en raison des boissons renversées, informer aux joueur de ne pas mettre des objets liquide sur la machine.

Pour éviter des décharges électriques et des court-circuits, ne permettez pas aux clients de mettre la main, des doigts ou la matière étrangère dans les ouvertures de la machine ou de la petite ouverture dans notre autour des portes.

Pour éviter des chutes et la blessure résultant, arrêtez immédiatement le client de s'appuyer ou se mettre sur la machine.

Informez les gardiens de surveiller des petits enfants.

Les enfants ne peuvent pas sentir le danger. Permettre à de petits enfants d'arriver près d'un joueur qui est plaing le jeu peut aboutir à l'enfant étant heurté, coincé ou frappé.



PRÉCAUTIONS D'EMPLOI



AVERTISSEMENT

Assurer d'éteindre le commutateur principal de puissance et déconnecter le cordon d'alimentation du produit avant d'inspecter ou nettoyer la machine.



Quand remplacer des parties, assurez-vous d'utiliser les parties au conformément de la spécification correcte. N'utilisez jamais des parties d'autres que cette spécification. L'ouverture à l'intérieur de la machine sera faite par un spécialiste de machine ou un ingénieur qualifié parce qu'il existe le courant ne haute voltage à l'intérieur.



Si le commutateur de pouvoirsous du panneau de service est éteint sans se tourner de commutateur de puissance principal de l'unité d'alimentation secteur, quelques parties dans les unités restent vivantes.



La poule ouvrant la porte de derrière, être su pour éteindre le pouvoir(la puissance) principal commute(change) et déconnecte le cordon d'alimentation du réceptacle



Abstenez-vous strictement du démontage et la réparation des parties qui ne sont pas indiquées dans ce manu, aussi bien que des fixations et la réorganisation.

Pour pencher le jeu achine, essayez-le avec un tissu doux refroidi dans un détergent neutre.



- L'utilisation de plus mince d'autre solvant organique ou l'alcool peut décomposer le matériel(la matière).
- Le choc électrique ou l'échec d'équipement pourraient être causés par l'eau transpersée à l'intérieur de la machine.



CAUTION

Les composants en jeu sont sensibles aux vibrations et l'impact. Le soin devrait être fait en déplaçant et transportant la machine de jeu. Soyez ne pas laisser la machine pencher. Avant le déplacement de machine, assurez-vous d'éteindre le commutateur de puissance principal et déconnecter le cordon d'alimentation et enlever le cordon d'alimentation de la machine.

Avant que le déplacement ne prenne la machine, du levelers et le déplace sur les roulettes.

Évitez la force excessive en déplaçant la machine.

- En montant, inspectant, maintenant, déplaçant ou transportant ce produit, suit les procédures et les instructions exposées dans ce manuel et exécute un tel travail sans risque.
- N'installez pas, manipulez inspectez, maintenant, le mouvement ou transport ce produit sous l'équivalent de conditions de la condition d'avertissement ou avertissez indiqué dans ce manuel.
- Si un nouveau propriétaire doit avoir ce produit comme un reculte atransfer, s'assurer etc donnent ce manuel au nouveau propriétaire.

Avertissement

L'entretien et le maintien (la maintenance) workof le contenu en ceci exposé devraient être exécutés par le SEVICEMAN stipulé selon la Norme (le Standard) IEC. Ceux qui n'ont pas l'expertise technique et la connaissance d'autre que le personnel de service ne sont pas autorisés à exécuter le travail en ceci exposé. En effectuant le travail par tel non - le personnel technique peut causer les accidents graves qui peuvent la vie en dager.

Le remplacement de parties, des inspections de maintien et le diagnostic des pannes devraient être effectués par le personnel de maintien de site ou d'autres professionnels qualifiés. Le manuel inclut des directions pour les procédures potentiellement dangereuses qui devraient seulement être effectuées par des professionnels avec la connaissance spécialisée appropriée.

Le site maintenance le personnel ou d'autres professionnels qualifiés mentionnés dans ce Manuel est défini comme suit :

Personel d'entretien :

Des personnels en expérience sur l'entretien de l'équipement d'amusement, des distributeurs automatiques, dans la surveillance du propriétaire / l'opérateur de ce produit entretiennent les machines dans l'amusement des facilités en effectuant les procédures régulières comme l'assemblée, des inspections de l'entretien et le remplacement des unités / parties consommables.

Des activités à être effectuées par le personnel del'entretien de site :

Équipement d'amusement / assemblée de distributeurs automatiques, inspection de l'entretien, le remplacement d'unités / parties consommables.

D'autres Personnes professionnelles:

Personnes employées par amusement équipement fabricants, ou impliqué dans design (conception), production, testant ou maintien (maintenance) d'équipement d'amusement. L'individu devrait avoir ou terminé ses études à l'école technique ou tient des qualifications semblables dans l'électronique / électrique / ingénierie électronique.

Actiities pour être porté ou par d'autres professionnels qualifiés:

L'équipement d'amusement / l'assemblée de distributeur automatique, réparez / l'ajustement d'électrique / electronic / mechanical des parties.

* Contents

1. Dimensions & Specification (2p)

- 1-1. Dimensions
- 1-2. Specification

2. Name of Parts & Sticker Location (3p)

- 2-1. Name of Parts
- 2-2. Sticker Location
- 2-3. Warning Label Location

3. Components (5p)

4. How to Assemble (6p)

5. Function (12p)

- 5-1. Description of Switch of Main Board
- 5-2. Sound Volume
- 5-3. Description of Dip Switch

6. Menu Chart (13p)

7. Setup Mode (14p)

- 7-1. How to Setup
- 7-2. The no.of ticket to each path

8. Test MODE (19p)

- 8-1. How to Setup
- 8-2. Check the Status of Sensors and Switches.

9. Bookkeeping Data (22p)

- 9-1. How to Setup

10. Errors (23p)

11. TROUBLESHOOTING (24p)

12. Assembling CoCo Bowl (29p)

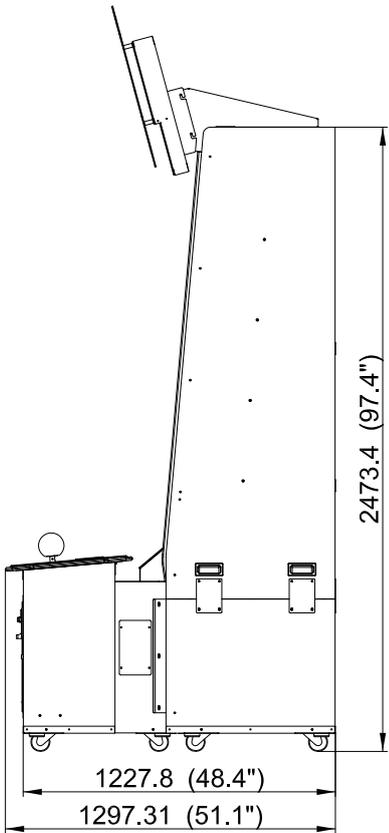
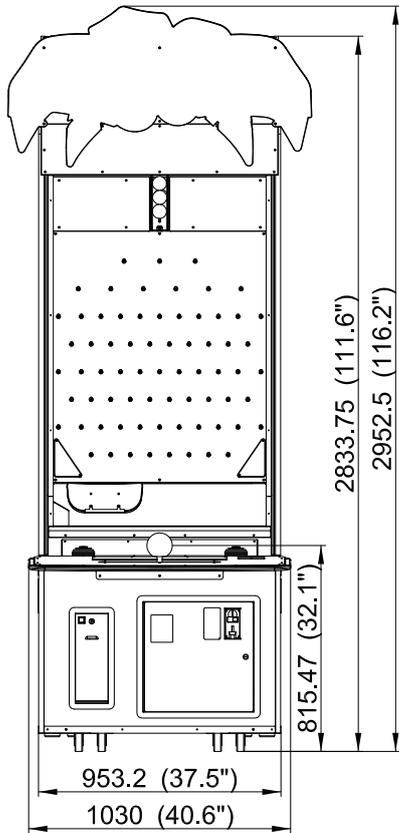
- 12-1. JOYSTIC Ass'y
- 12-2. JOYSTIC RETURN SPRING BLOCK Ass'y
- 12-3. LM GUIDE SHAFT Ass'y
- 12-4. BUTTON JOYSTIC Ass'y
- 12-5. BUTTON BOX BKT Ass'y
- 12-6. BUTTON BOX Ass'y
- 12-7. SPEAKER BOX Ass'y
- 12-8. AC POWER SWITCH Ass'y
- 12-9. CASH BOX Ass'y
- 12-10. CASH BOX BODY Ass'y
- 12-11. TICKET BOX Ass'y
- 12-12. FRONT DOOR Ass'y
- 12-13. CASTER Ass'y-A
- 12-14. CASTER Ass'y-B
- 12-15. FRONT CABINET Ass'y
- 12-16. FRONT CASE Ass'y
- 12-17. HANDLE LINK BEARING Ass'y
- 12-18. HANDLE LINK BKT Ass'y
- 12-19. REAR LOWER CABINET Ass'y
- 12-20. REAR LOWER CASE Ass'y
- 12-21. BALL MIX MOTOR Ass'y
- 12-22. BALL ELEVATOR MOTOR Ass'y
- 12-23. BALL BASKET SLIDE BASE Ass'y
- 12-24. BALL GAME PLAY PANEL LED STICK BAR Ass'y
- 12-25. BALL DROP GUIDE ACRYL Ass'y
- 12-26. BALL GAME PLAY PANEL SIDE GUIDE ACRYL-L Ass'y
- 12-27. BALL GAME PLAY PANEL SIDE GUIDE ACRYL-R Ass'y
- 12-28. BALL GAME PLAY PANEL Ass'y
- 12-29. BALL BASKET MAIN ACRYL Ass'y (IT)
- 12-30. BALL DROP SOLENOID Ass'y
- 12-31. BALL DROP STOPPER Ass'y
- 12-32. BALL DROP MAIN BASE Ass'y
- 12-33. BALL SLOPE Ass'y
- 12-34. BALL DROP SLOPE BKT Ass'y (IT)
- 12-35. REAR TOP SIDE DECO ACRYL-L Ass'y
- 12-36. REAR TOP SIDE DECO ACRYL-R Ass'y
- 12-37. BALL ELEVATOR BODY TOP COVER Ass'y
- 12-38. BALL STOPPER Ass'y
- 12-39. BALL DISK Ass'y
- 12-40. BALL ELEVATOR Ass'y (IT)
- 12-41. REAR TOP CABINET Ass'y
- 12-42. REAR TOP CASE Ass'y
- 12-43. NOISE FILTER Ass'y
- 12-44. POWER SMPS Ass'y
- 12-45. COCO BOWL MAIN BOARD Ass'y
- 12-46. TOP BILLBOARD BASE Ass'y (NEW)
- 12-47. TOP BILLBOARD Ass'y (NEW)
- 12-48. REAR TOP UPPER BACK DOOR Ass'y
- 12-49. REAR TOP LOWER BACK DOOR Ass'y
- 12-50. ASSEMBLING COCO BOWL Ass'y ALL FIX Ass'y

13. WIRE DIAGRAM (66p)

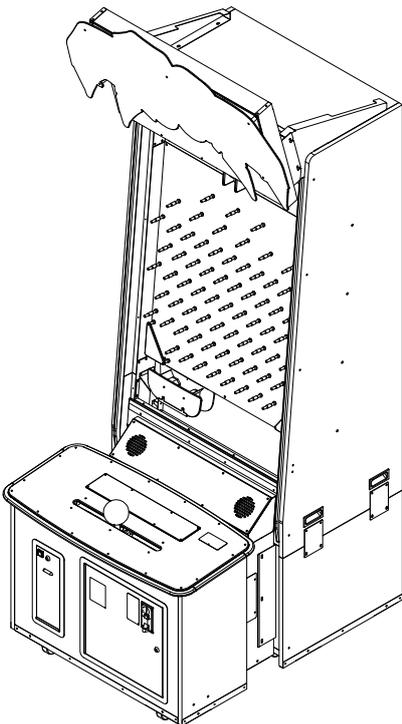
14. SHEET (70p)

1. Dimensions & Specification

1-1. Dimensions



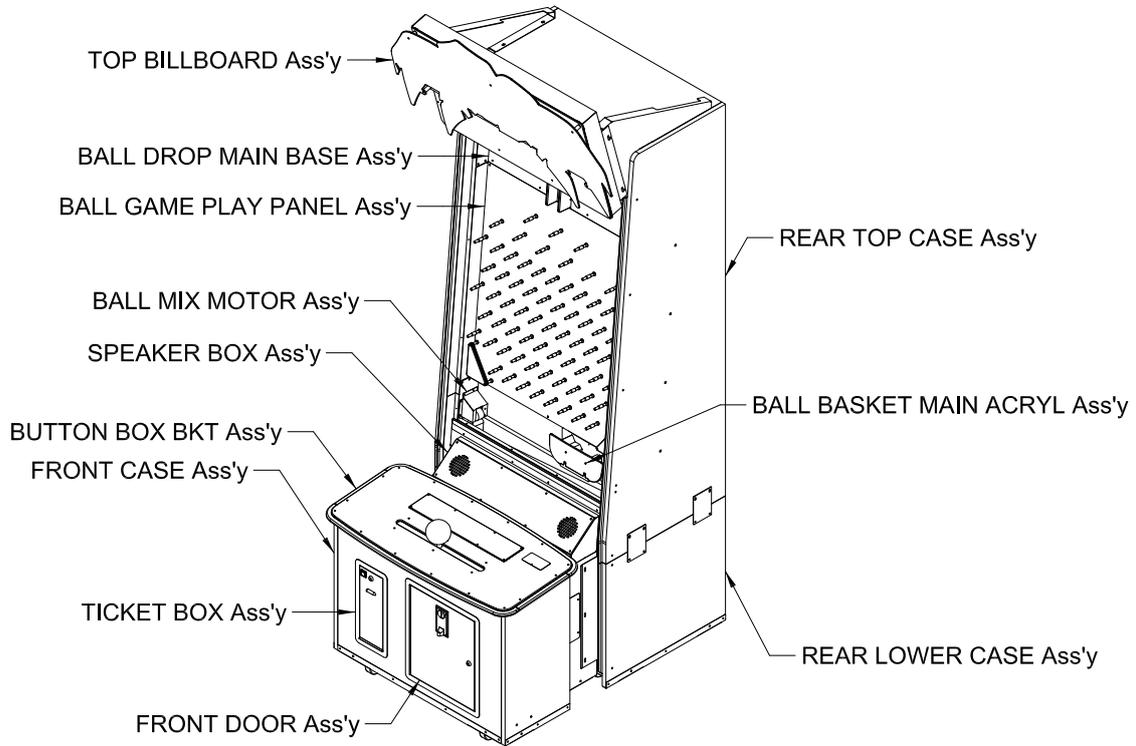
1-2. Specification



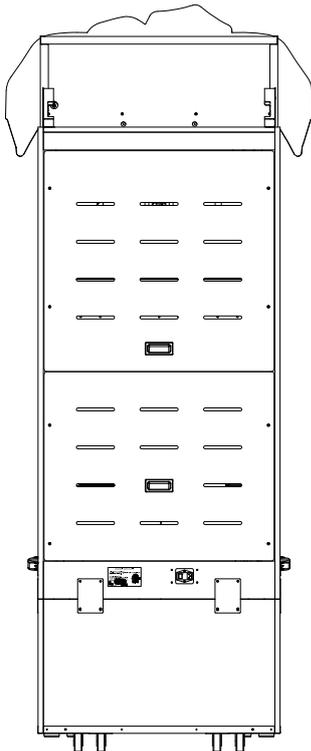
ELECTRICAL RATING (V/Hz)	120 V~ 60 Hz	230 V~ 50/60 Hz
RATED POWER INPUT (W)	210 W	180 W
RATED CURRENT (A)	2.87 A	1.3 A
WEIGHT (kg)	310 kg (683.5 lb)	

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-COC-001
POWER REQUIREMENTS : 120V~, 60Hz
POWER CONSUMPTION : 210W(2.87A)
SERIAL NO : KM-COC-0000000



RoHS
MADE IN KOREA



KOMUSE



Intertek
5006778

PRODUCT NAME	COCO BOWL
MODEL NO.	KM-COC-001
ELECTRICAL RATING (V/Hz)	230 V~, 50/60 Hz
RATED POWER INPUT (W)	180 W
RATED CURRENT (A)	1.3 A
WEIGHT (kg)	310 kg (683.5 lb)
MANUFACTURING DATE	2000.00.00

KOMUSE



KM-COC-0000000

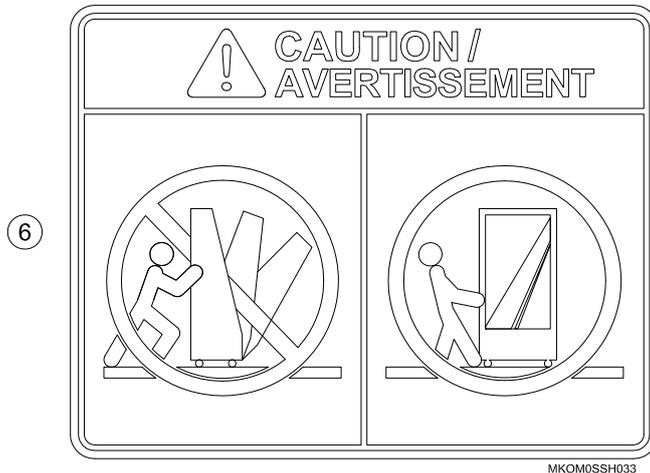
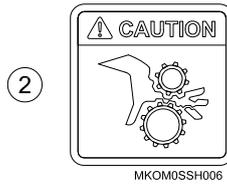
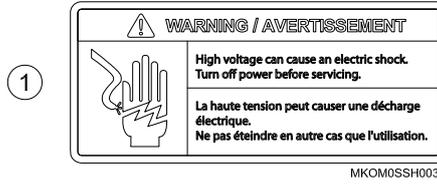
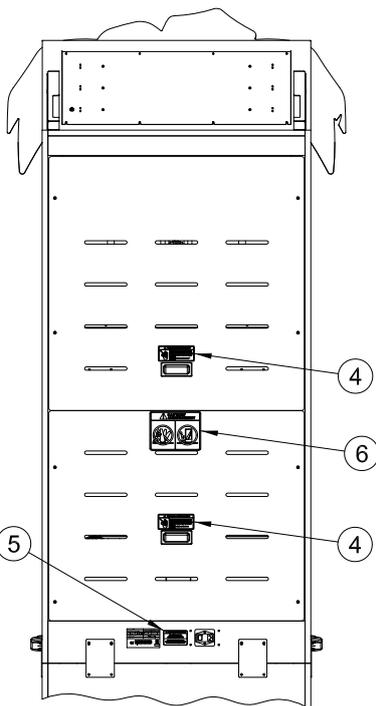
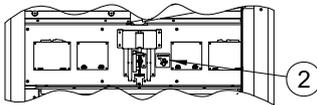
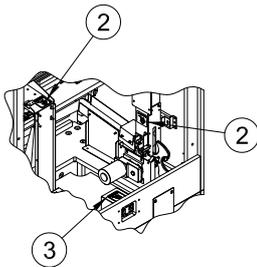
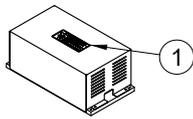
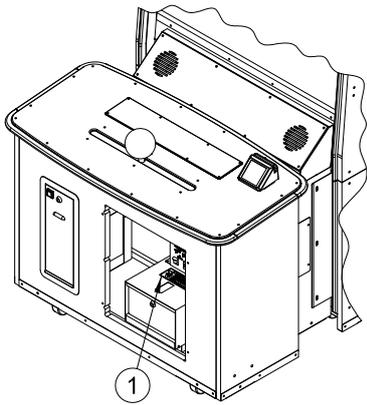
KOMUSE CO., LTD
41 Jeokseongsandan-ro, jeokseong-myeon, paju-si,
Gyeonggi-do, 10802, Korea
TEL. +82-070-7507-2154



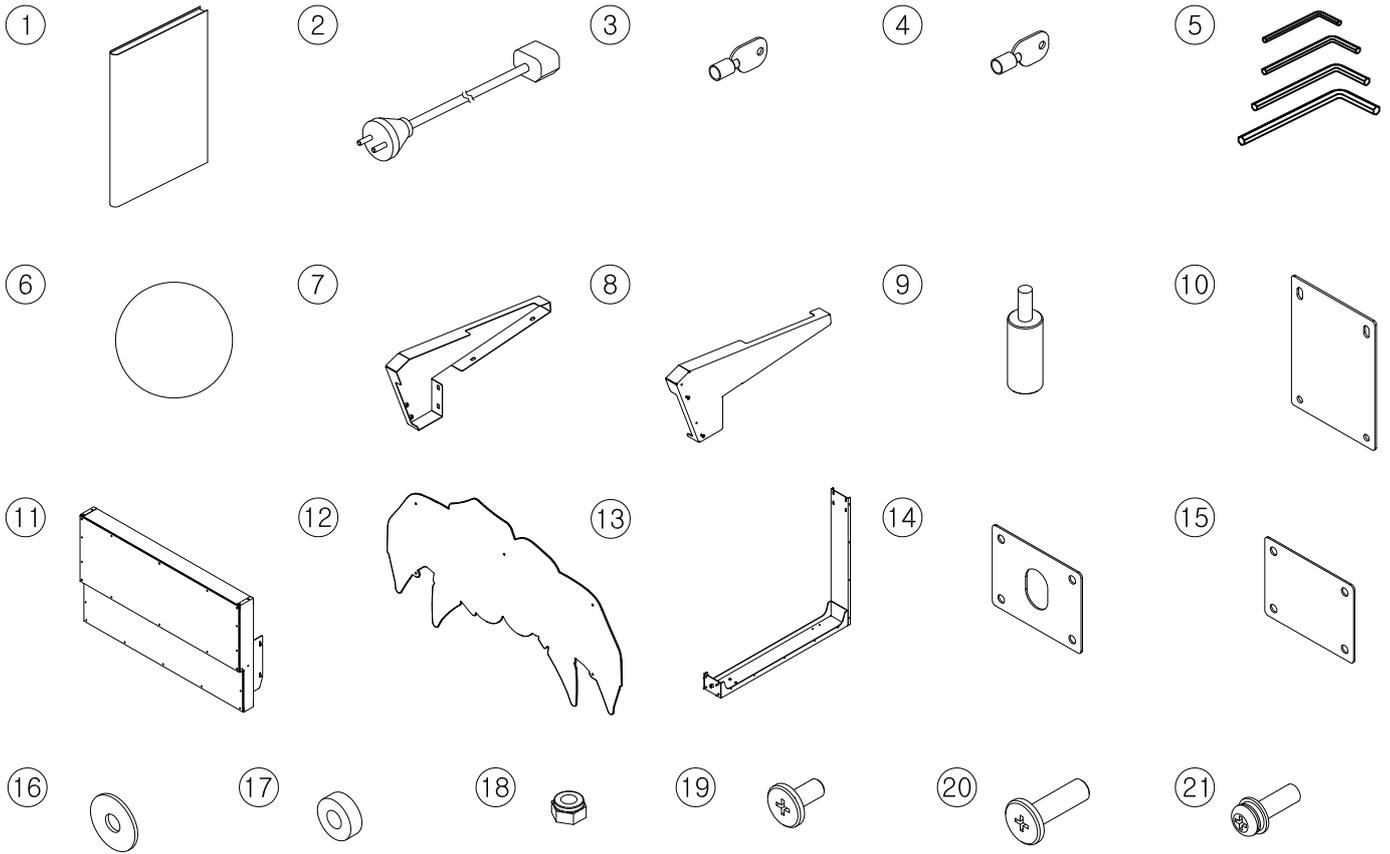
RoHS

MADE IN KOREA

2-3. Warning Label Location



3. Components



No.	Part Name	Spec.	Quantity	Code No.
1	Manual	COCO BOWL	1	MCOC0MAN001
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
		5mm	1	MXXX0REN005
6	Φ55 BALL	Φ55 ±0.2mm	42	MCOC0BAL002
7	TOP BILLBOARD FIXED BKT-L	SPCC-1.6t	1	MCOK0MET004
8	TOP BILLBOARD FIXED BKT-R	SPCC-1.6t	1	MCOK0MET003
9	TOP BILLBOARD ACRYL SUPPORT	AL	5	MCOK0PRO003
10	LOWER & TOP SIDE FIXED BKT	SPCC-2.0t	6	MCOK0MET105
11	TOP BILLBOARD BASE Assy (NEW)	ASSEMBLE	1	ACOC0ASM045
12	TOP BILLBOARD ACRYL (IT)	CLEAR PC-4.5t	1	ACOC0A&S003
13	HANDLE LINK BKT Ass'y	ASSEMBLE	1	ACOC0ASM017
14	HANDLE LINK PLUS BKT-A	GI-1.2t	1	MCOC0MET047
15	HANDLE LINK PLUS BKT-B	GI-1.2t	1	MCOC0MET048
16	M5 WASHER (Φ16)	Φ16 / Φ5.2 / 1.0t	5	-
17	HANDLE LINK BKT BUSHING	ACETAL	4	MCOK0PRO019
18	M5 NYLON NUT	M5	8	-
19	FLAT HEAD BOLT	M5 X 10	5	-
20	FLAT HEAD BOLT	M6 X 20	22	-
21	SEMS BOLT	M5 X 16	4	-

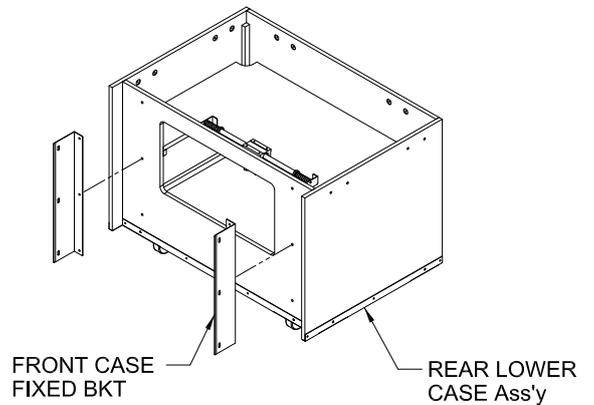
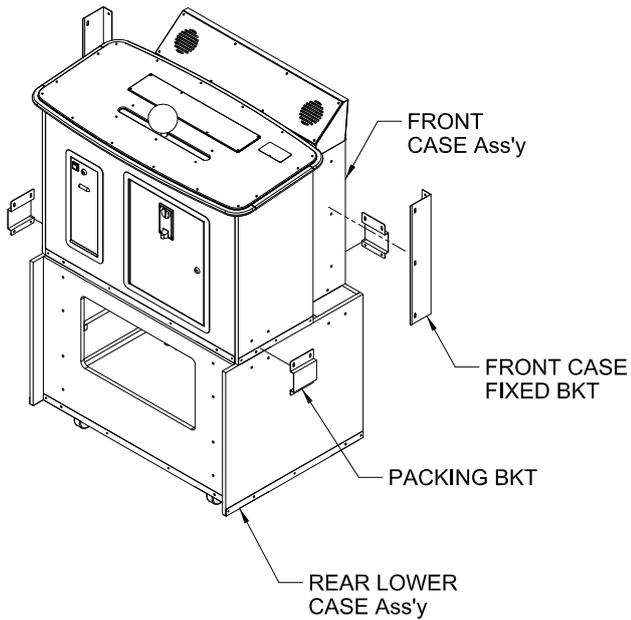
4. How to Assemble

Step.1

1. As shown in pic1-1, detach the Packing BKT (4pcs) from Front Case Ass'y and Rear Lower Case Ass'y which are held together by these brackets.
(Keep the brackets to use it when the game is moved later.)
(Keep the bolts to use at the next step.)

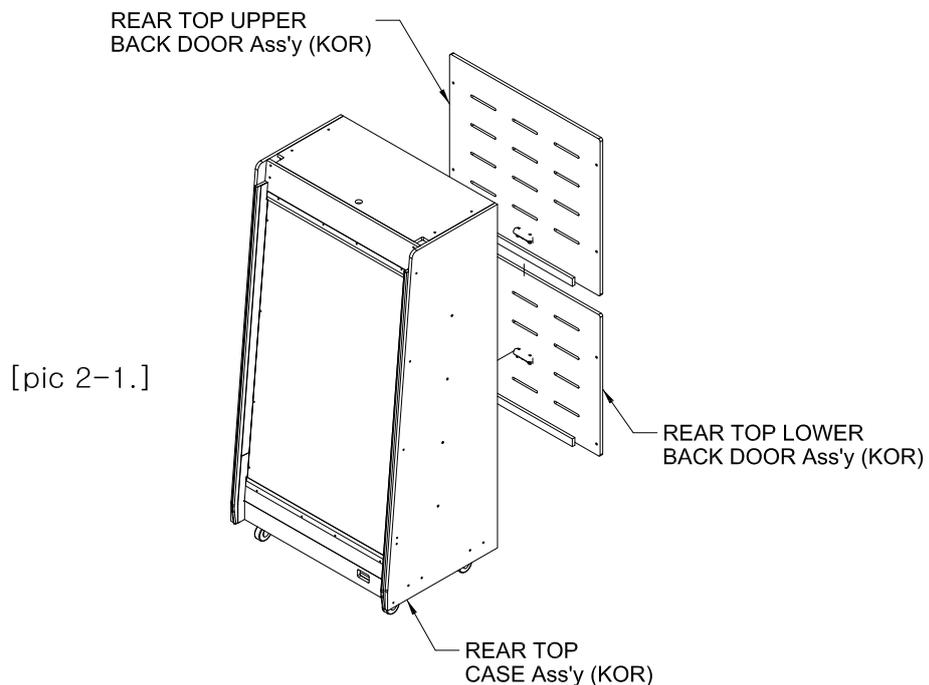
Lift Front Case Ass'y from the Rear Lower Case and put it on the floor.

2. As shown in pic1-1 & 1-2, detach Front Case Fixed BKT (2pcs) from the Front Case Ass'y and install it to Rear Lower Case Ass'y using Flat Head bolts M6x20L 6EA.



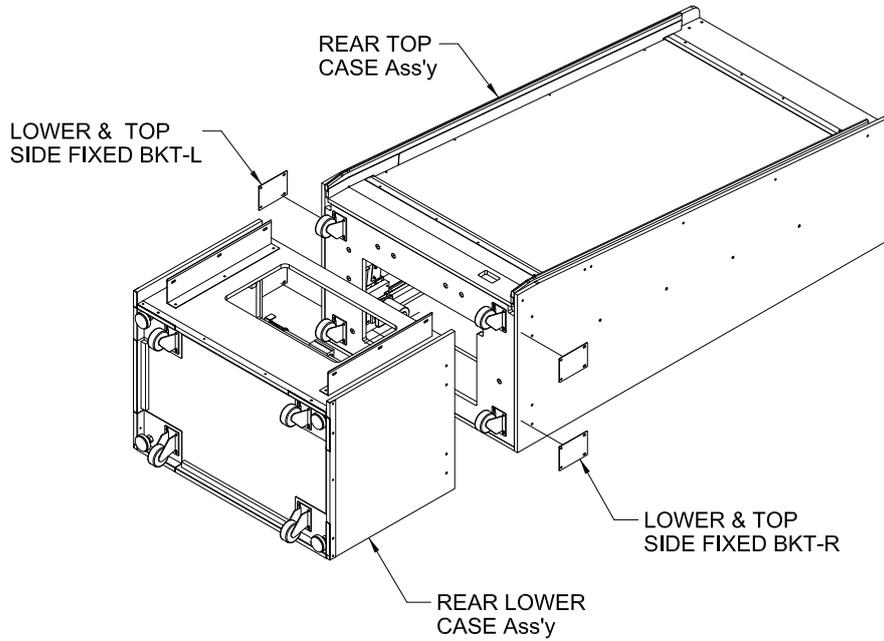
Step.2

1. As shown in pic 2-1, open both doors.



Step.3

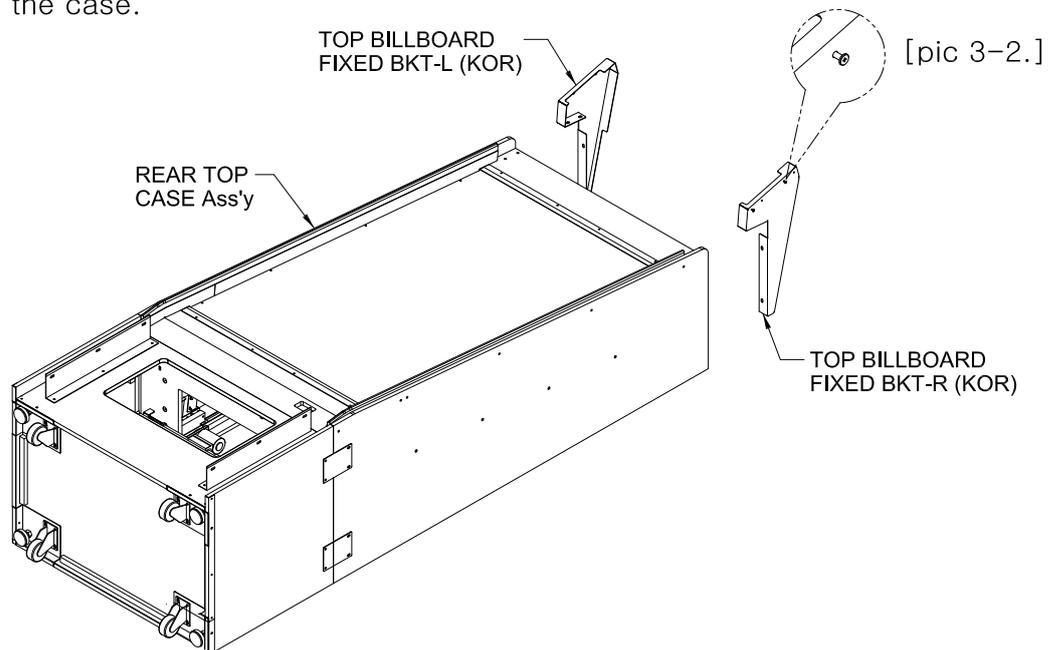
1. As shown in pic 3-1, lay down Rear Lower Case Ass'y and Rear Top Case Ass'y.
Fix Lower & Top Side Fixed BKT (4pcs), having a decal on surface, on the cases using the bolts, Flat Head Bolt M6x20L 16EA, detached from the previous step.
Pay special attention to the L(left) or R(right) direction of the bracket decals.



[pic 3-1.]

2. As shown in pic 3-2, tighten bolts (Flat head M6x20L 4EA) by two-thirds of the thread, into Top Billboard Fixed BKT-L,R. Install the brackets on the top of Rear Top Case Ass'y using Flat head bolts M6x20L 8EA.

*The brackets have the bolts already attached. If it is fully screwed, loosen it by 2/3 and install the brackets to the case.



[pic 3-3.]

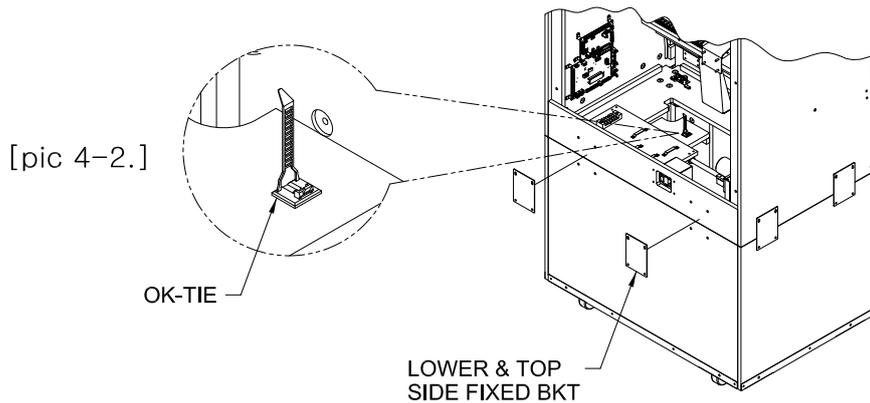
Step.4

1. Now make the cabinet stand up. Loosen the bolts of Lower & Top Side Fix BKT slightly that are fixing the upper and lower cases at Step 3, and then adjust the both cases well and tighten the bolts again to completely fix the upper and lower cases.

As shown in pic 4-1, attach another two Lower & Top Side Fixed BKT, that have no decals on it, on the back of the cabinet using Flat head bolts M6x20L 8EA.

Watch out! Two people stand the cabinet next to each side and the other supports the cabinet from the front while standing it.

2. Tie wires up using OK-TIE, as shown in pic 4-2.



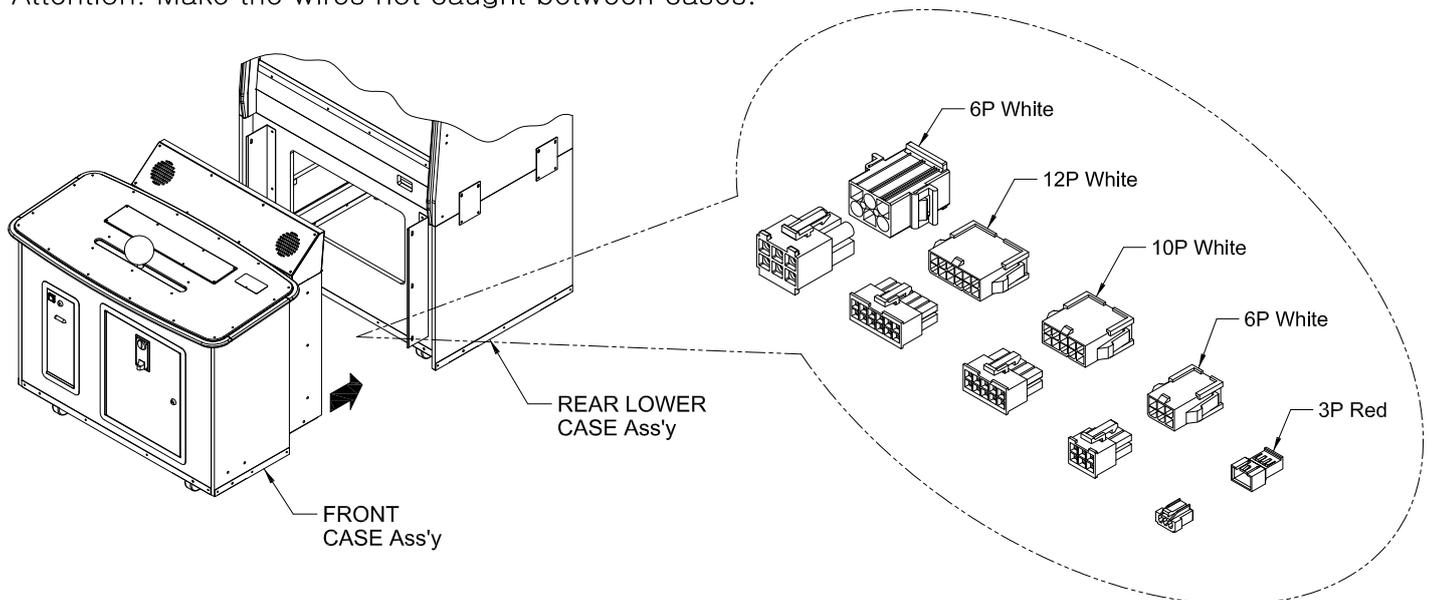
[pic 4-1.]

Step.5

1. As shown in pic 5-1, sit Front Case Ass'y in front of the Rear Lower Case Ass'y. Connect 5 wire harness between the two cases referring to the type of the connectors as shown in pic 5-2.

2. Push Front Case Ass'y and stick it close to Rear Lower Case Ass'y. And fix them using the Flat head M6x20L 6EA. (The bolts were from the step1)

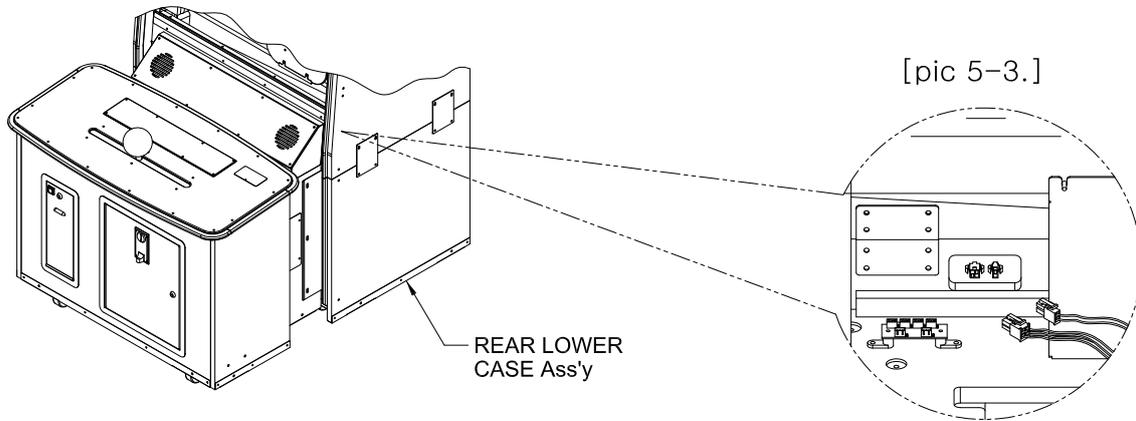
Attention! Make the wires not caught between cases.



[pic 5-1.]

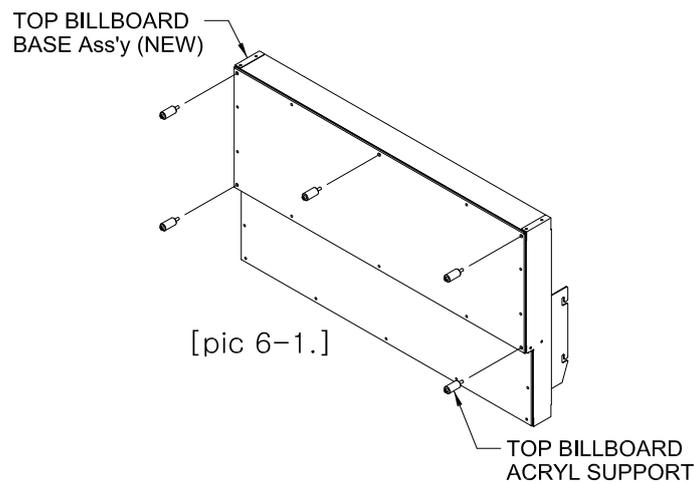
[pic 5-2.]

- As shown in pic 5-3, insert two wires to the connectors fitting inside of Rear Case from the back of the rear case.

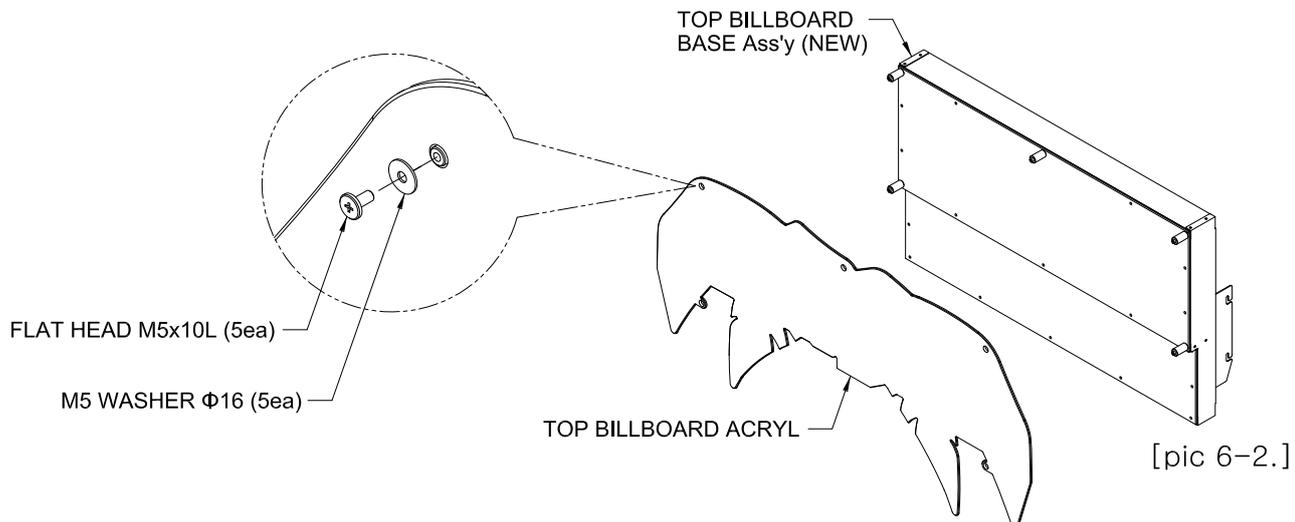


Step.6

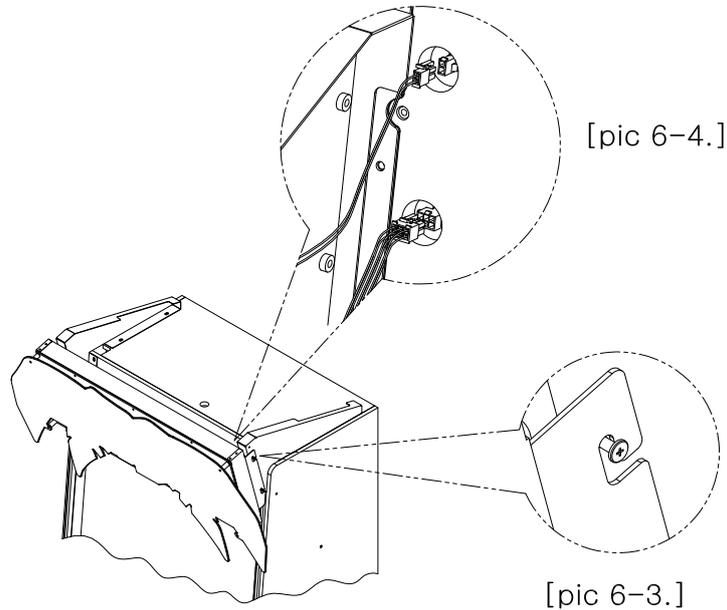
- As shown in pic 6-1, screw Top Billboard Acryl Support (5pcs) up to Top Billboard Base Ass'y using a hand.



- As shown in pic 6-2, assemble Top Billboard Acryl using bolts, insert M5 flat washer first and then put Flat head M5x10L.

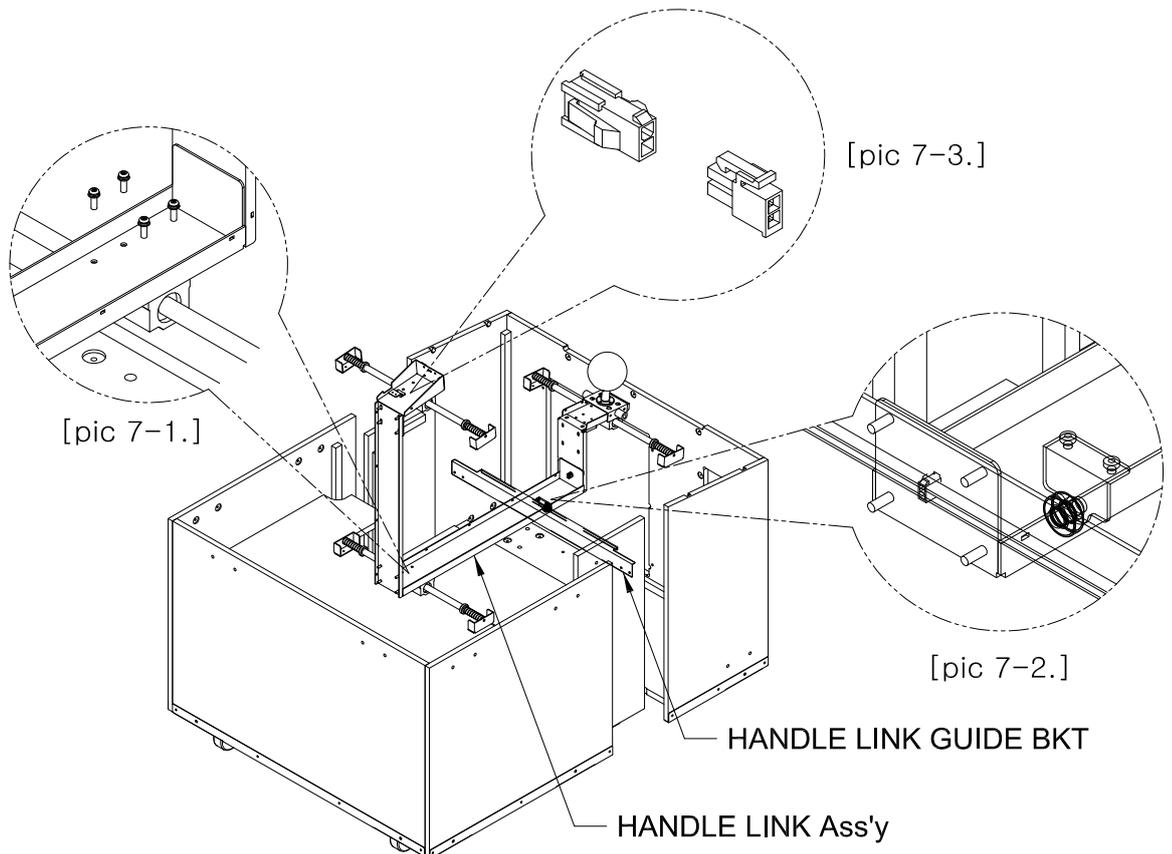


3. As shown in pic 6-3, place Top Billboard Ass'y on Top Billboard Fixed BKT-L,R and tighten the bolts.
4. As shown in pic 6-4, connect wires to the back.

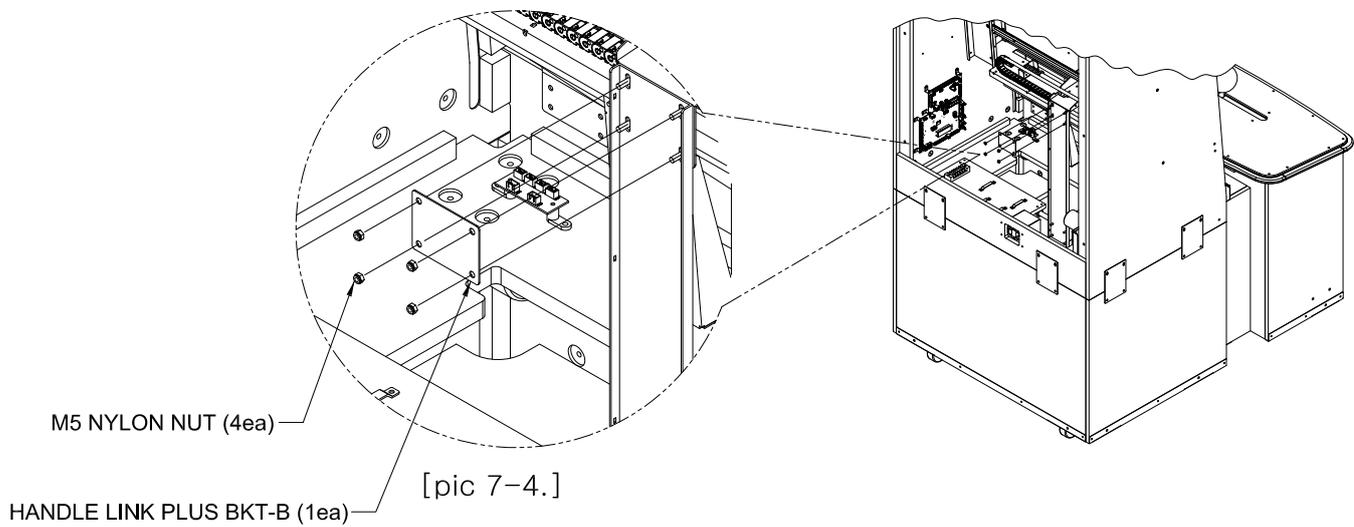


Step.7

1. Place Handle Link BKT Ass'y on a LM bearing as shown in pic 7-1 and fix it using bolts, SEMS M5x16L 4EA. As shown in pic 7-2, make sure that the bearing is placed well on top of Handle Link Guide BKT.
2. As shown in pic 7-3, link the connectors.

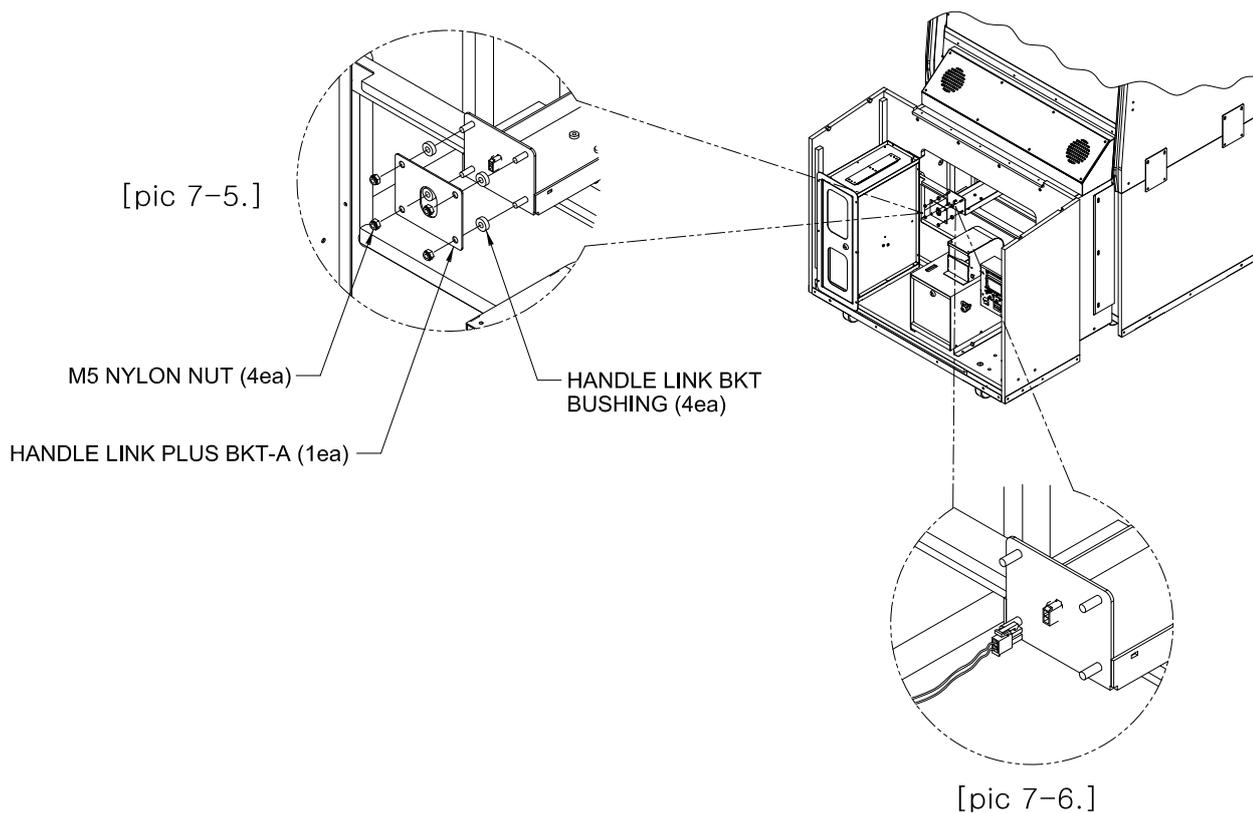


3. As shown in pic 7-4, insert Handle Link Plus BKT-B first and then put M5 Nylon nut. And fix them using 8mm vox.



4. Open the front door. Insert ① Handle Link BKT Busing (4pcs), ② Handle Link Plus BKT-A, and ③ M5 Nylon nut and fix them using 8mm vox. 4 points in total.

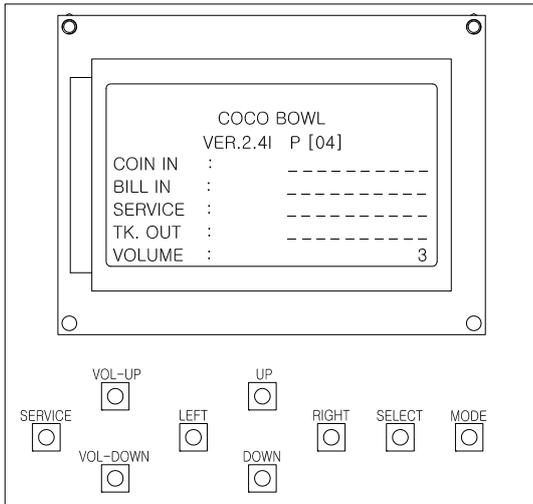
5. As shown in pic 7-6, link connectors and make sure if any wire was loosen down or interfered.



5. Function

5-1. Description of Switch of LCD Display Board

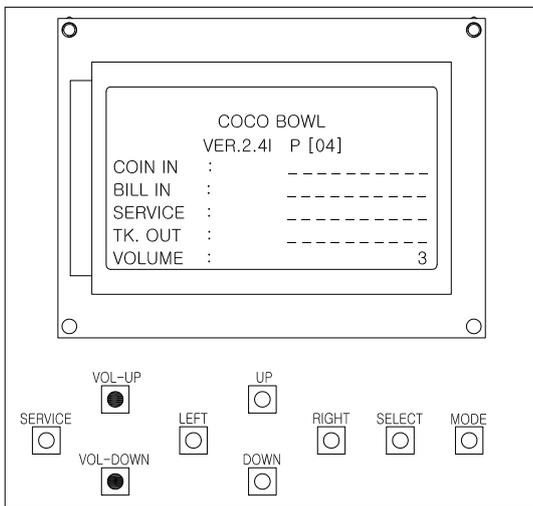
(LCD Display Board)



- 1) [Service] : Service Credit
- 2) [Vol-Up /Down] : To adjust volume.
- 3) [Up / Down] : To move a cursor Up or Down in the Menu or Mode
- 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

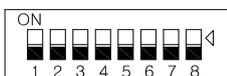
(LCD Display Board)



Volume Range : 0~7

5-3. Description of Dip Switch

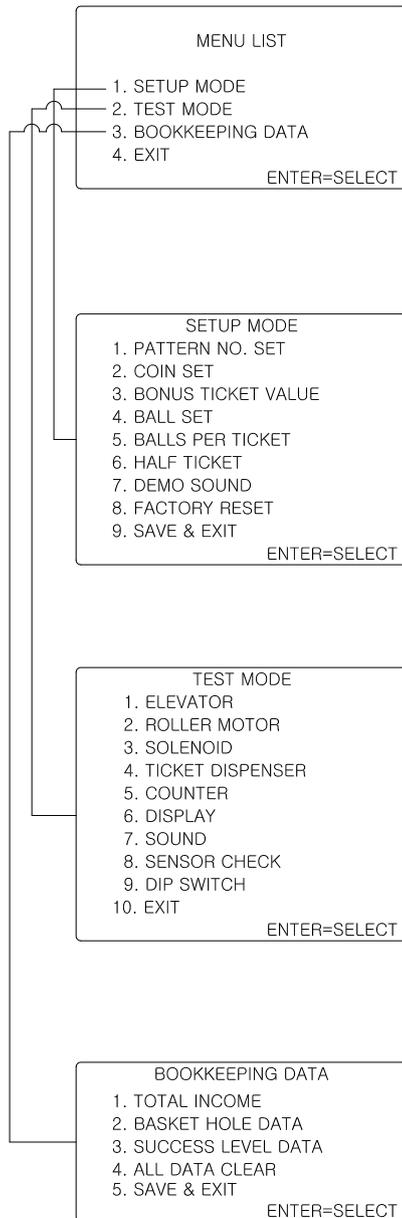
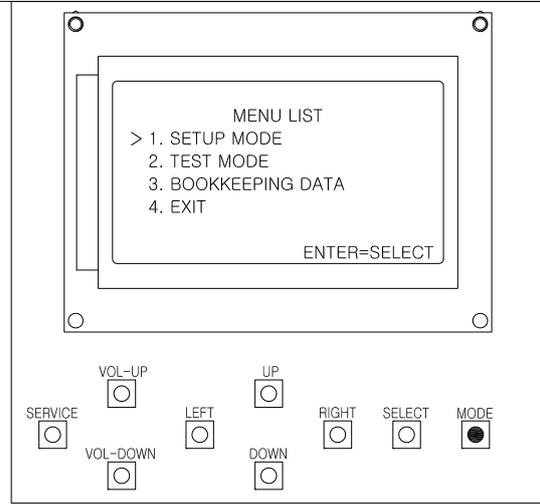
(MAIN BOARD DIP SW)



ON : Tickets Automatically Counting Mode.

6. Menu Chart

- * Press Mode button for 3 sec to enter Menu List.
- Push UP/DOWN button to move up or down in the Menu list and press SELECT button.

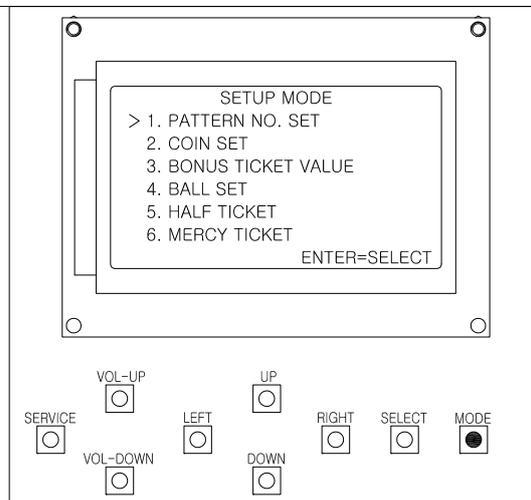


7. Setup Mode

* 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=[P4]
EXIT = MODE KEY
    
```

Setting Pattern No.

Press Left, Right button to select a Pattern.

Pattern : Changing Pattern No changes the Game Mode.

Pattern Range : P1~P7

```

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

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

0: Free Play Mode

Price per play (Set the no. of Bills)

Pulse Range : 1~20 Credit Range : 1~5 Default : 1Pulse / 1Credit Unit : 1

```

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

No. of accumulated bonus per credit/game

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

Accumulated : No. of tickets accumulated per game

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

Start Value : Bonus Ticket value start value on Bonus FND

Range : 0~5,000 Unit : 1

End Value : Maximum bonus ticket value

Range : 0~5,000 Unit : 1

```

SETUP MODE
4.BALL SET
1 PLAY = [ 24 ] BALLS
EXIT = MODE KEY
    
```

Ball Setting

To set number of balls given per play.

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

1Play Ball Range : 18 ~ 51 Unit : 3

```

SETUP MODE
5. BALLS PER TICKET
F=[ 15 ] ~ [ 15 ] 70TK
E=[ 14 ] ~ [ 14 ] 50TK
D=[ 12 ] ~ [ 13 ] 30TK
C=[ 10 ] ~ [ 11 ] 20TK
B=[ 7 ] ~ [ 9 ] 14TK
A=[ 0 ] ~ [ 6 ] 10TK
    
```

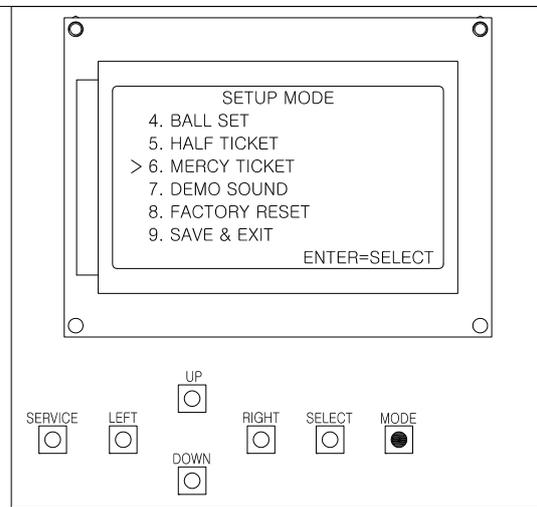
TICKETS PER SCORE (Change score range or ticket value)

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

Press the Select button to move to the Tick Value item.

Ball Range : 1 ~ 99 Unit : 1

TK : Ticket Value Range : 1~999 Unit : 1



SETUP MODE
 6. HALF TICKET
 [0]
 EXIT = MODE KEY

Ticket Value (Half Ticket Option)

Press Left, Right button to set.

Range : [0] Normal , [1] Half

Default : 0

Unit : 1

SETUP MODE
 7. DEMO SOUND
 [5 min]
 EXIT = MODE KEY

Demo Sound

Press Left, Right button to set.

Range : (Demo Sound Off) , (1 ~ 10 min) , (Demo Sound Always)

Default : 5 min

Unit : 1

SETUP MODE
 8. FACTORY RESET
 YES NO

Clear the all setup value and return to Default setting.

Press Up, Down button to move to and push Select Button.

SETUP MODE
 9. SAVE & EXIT
 YES NO

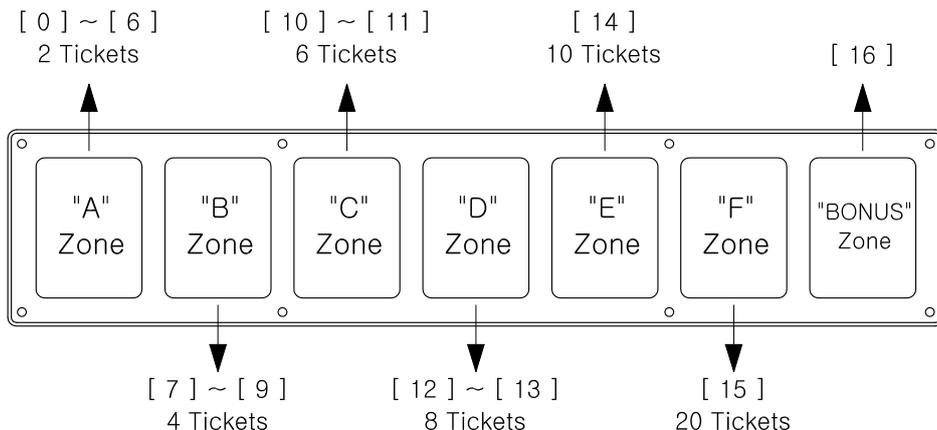
Save & Exit

Press Up, Down button to move to and push Select Button.

7-2. The no.of ticket to score range

Pattern No. : P1 Average 8 ticket given per credit (CEC)

24 BALLS

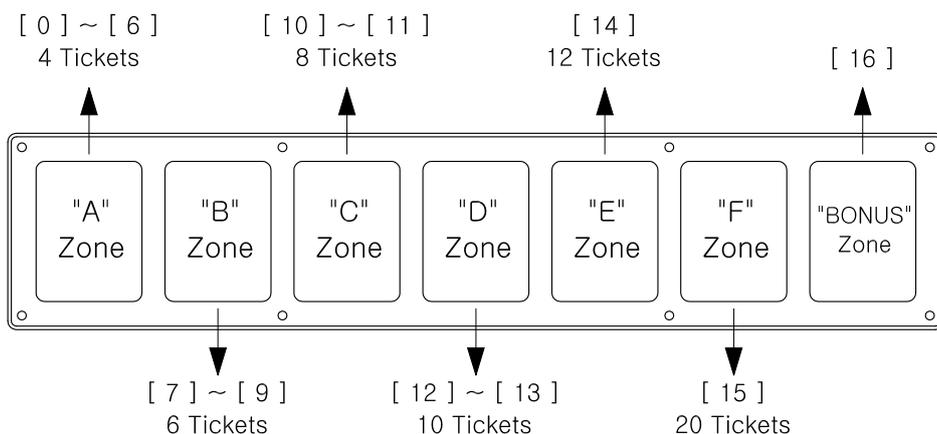


Set 'BONUS' to maximum of :

50

Pattern No. : P2 Average 15 ticket given per credit

24 BALLS

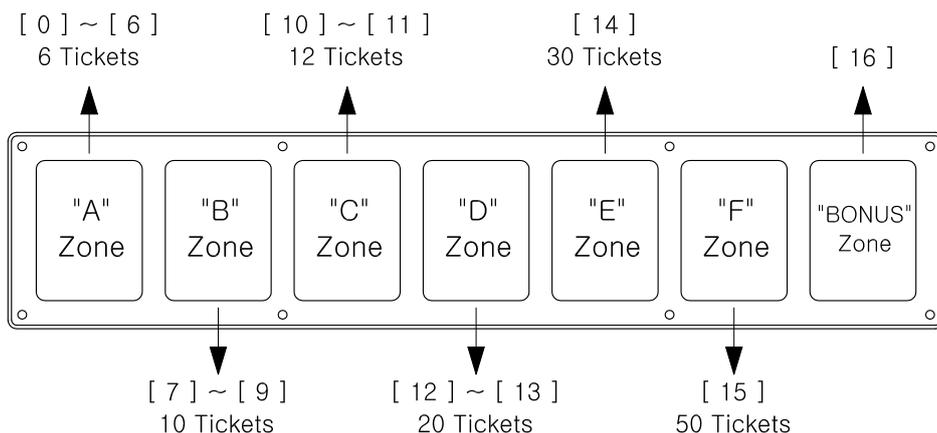


Set 'BONUS' to maximum of :

200

Pattern No. : P3 Average 30 ticket given per credit

24 BALLS

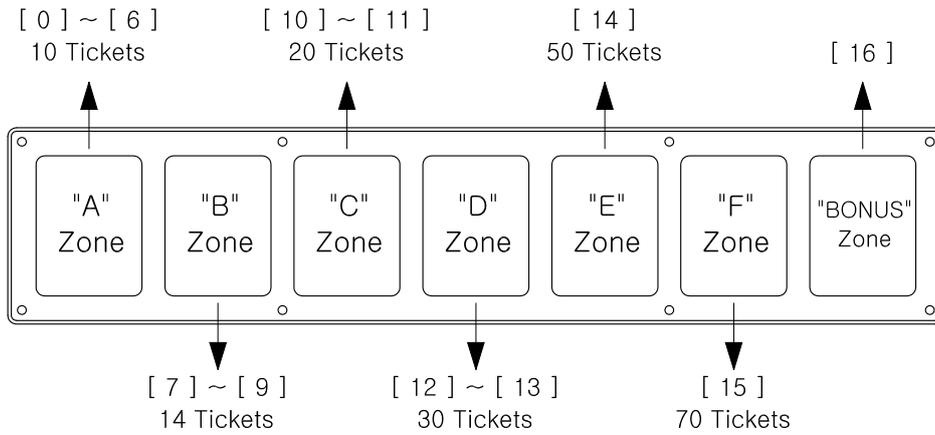


Set 'BONUS' to maximum of :

300

Pattern No. : P4 Average 45 ticket given per credit

24 BALLS

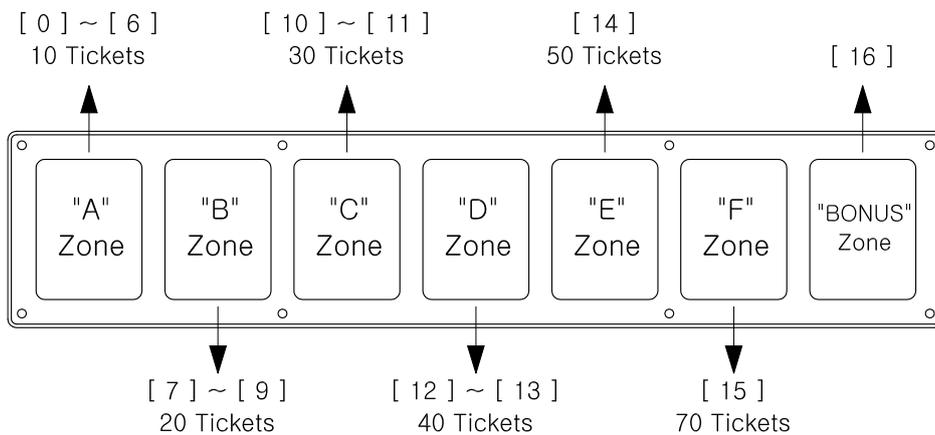


Set 'BONUS' to maximum of :

500

Pattern No. : P5 Average 53 ticket given per credit

24 BALLS

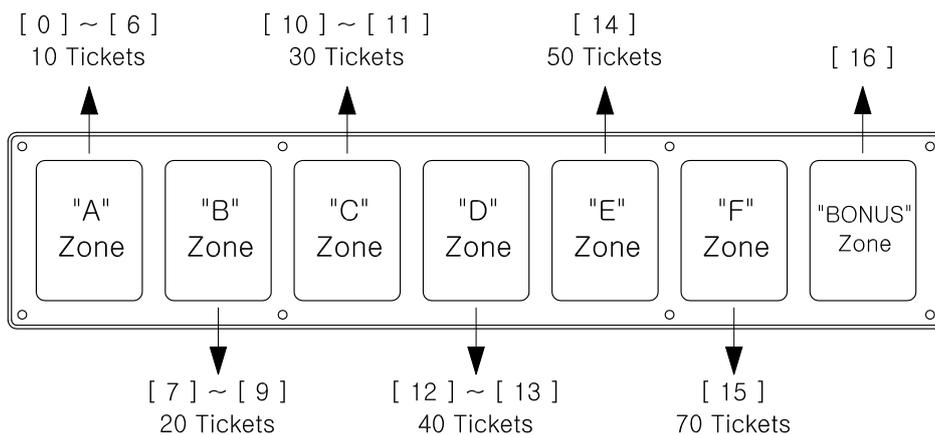


Set 'BONUS' to maximum of :

500

Pattern No. : P6 Average 60 ticket given per credit

24 BALLS

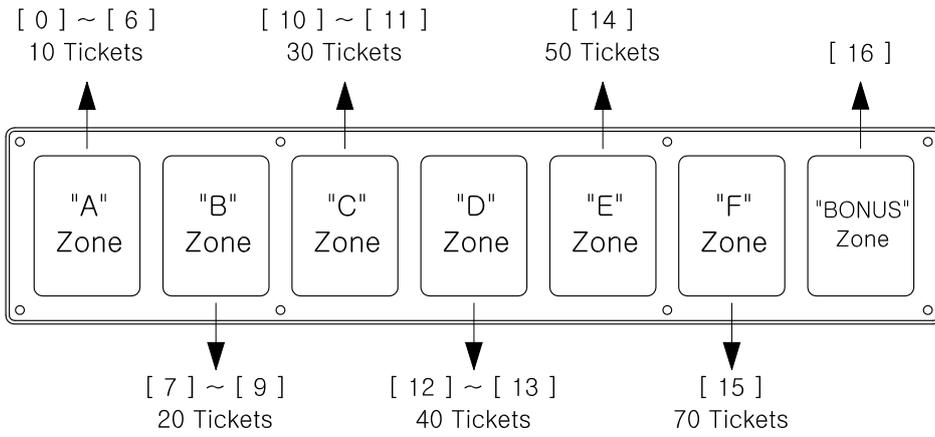


Set 'BONUS' to maximum of :

700

Pattern No. : P7 Average 150 ticket given per credit (TILT)

24 BALLS



Set 'BONUS' to maximum of :

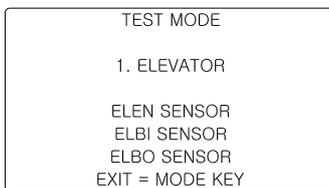
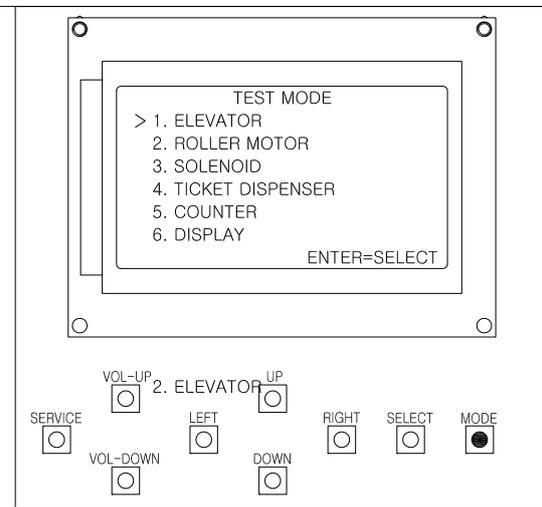
1,000

8. Test Mode

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

8-1. How to Setup.

- 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 Menu and push Select Button.
- 4) Press Mode button to return to upper menu or mode.



Ball Elevator Motor Test

Each time pressing the Select Button, the Elevator Motor is operated once.

(Test menu blinks when the sensor detects.)

ELEN Sensor : Ball Elevator Encoder Sensor

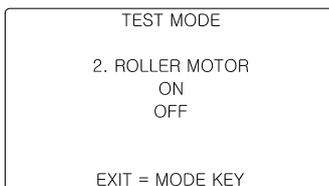
(Sensor to check motor operation)

ELBI Sensor : Ball Elevator Ball In Sensor

(The sensor is used to check that the ball is waiting on the elevator disk.)

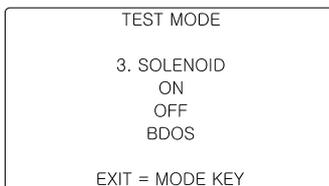
ELBO Sensor : Ball Elevator Ball Out Sensor

(Sensor to check the quantity of ball supplied from the elevator)



Roller Motor Test

The roller motor operates while the select button is pressed.



Solenoid Test

Each time pressing the Select Button, the Solenoid is operated once.

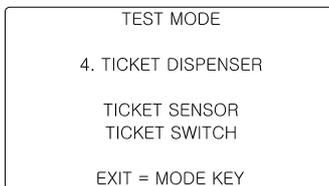
('ON' blinks when the solenoid runs.)

On : Cursor is in ON when solenoid is working.

Off : The solenoid is not operating (The cursor is in OFF position at normal).

BDOS : Ball Drop Ball Out Sensor

(This cursor blinks when the solenoid works and the ball is falling down on the Ball Drop Device.)

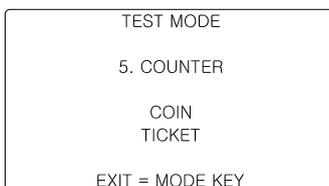


Ticket Dispenser Test

The Ticket Dispenser works while the SELECT button is being 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 assy is being pressed.

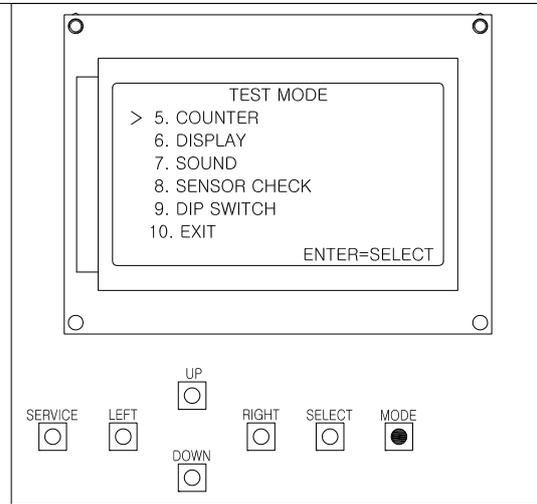


Counter Test

Press UP button to test Coin Counter.

Press DOWN button to test Ticket Counter.

(Test menu blinks when it is tested.)



TEST MODE
 6. DISPLAY
 DISPLAY TEST
 EXIT = MODE KEY

LED Display Test

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

TEST MODE
 7. SOUND
 SOUND NO [00]
 CORE V1.0
 SOUND VOL: 3
 EXIT = MODE KEY

Sound Test

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

TEST MODE
 8. SENSOR CHECK
 BABS
 ELEN ELBI ELBO BDOS
 CO12 TKES BILL BDIS
 EXIT = MODE KEY

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

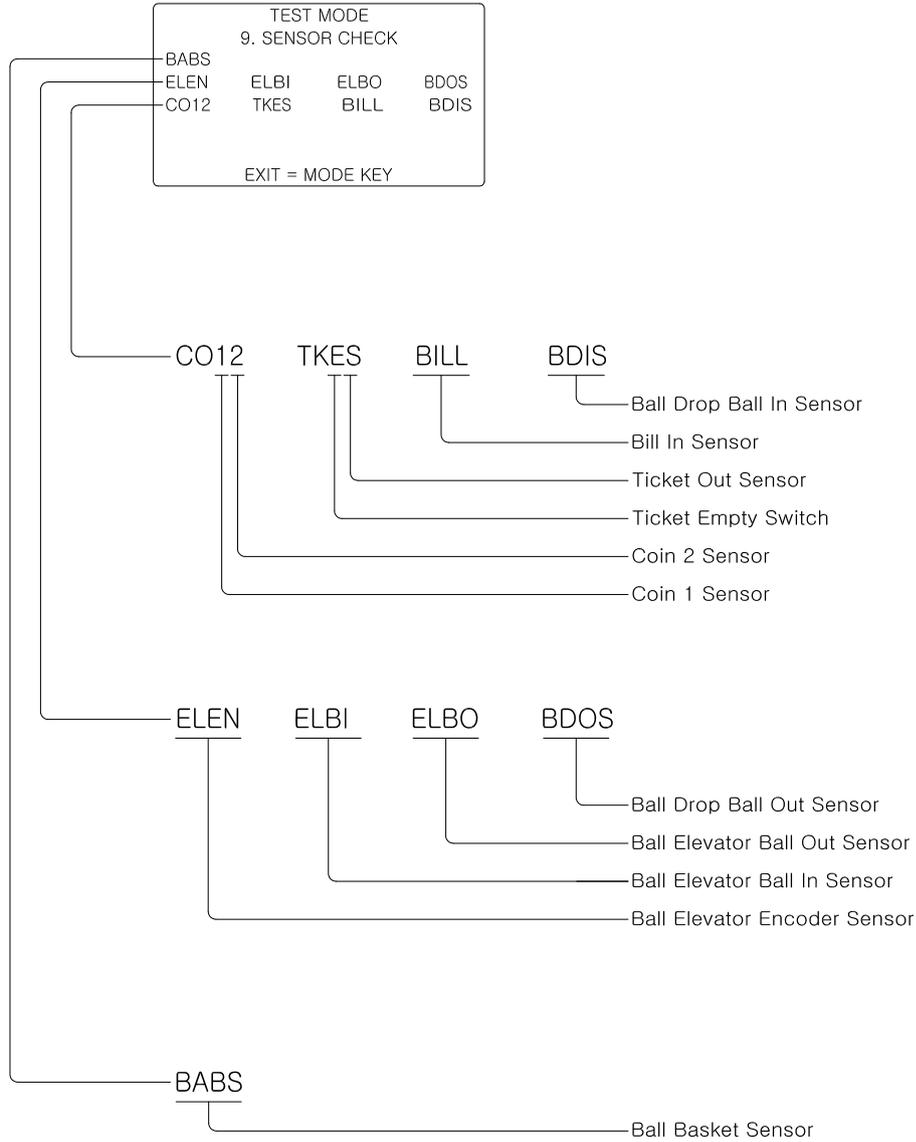
TEST MODE
 9. DIP SWITCH
 0 0 0 0 0 0 0 0

Test operate status of the DIP Switches of the main board.

TEST MODE
 10. EXIT

Exit Test Mode.

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

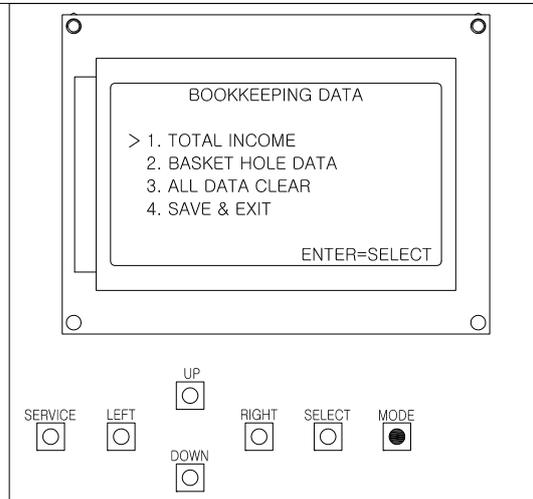


9. BOOKKEEPING DATA

* This mode allows Data Management in relation to probability and settlement.

9-1. How to Setup.

- 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	
COIN IN	[_ _ _ _ _]
BILL IN	[_ _ _ _ _]
SERVICE	[_ _ _ _ _]
TICKET	[_ _ _ _ _]
BS T.K	[_ _ _ _ _]
BONUS	[_ _ _ _ _]

TOTAL INCOME

COIN IN : Total coin accumulated income

BILL IN : Total accumulated bill acceptor pulse count

SERVICE : Total service credit

TICKET : Total tickets dispensed

BS T.K : The of tickets dispensed for Bonus

BONUS : Number of Bonus wins.

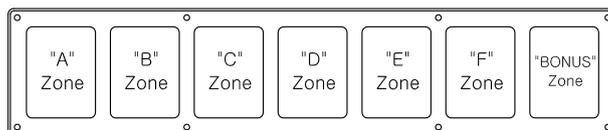
BOOKKEEPING DATA	
2. BASKET HOLE DATA	
TOTAL BALLS	
[_ _ _ _ _]	
SUCCESS BALLS	
[_ _ _ _ _]	
EXIT = MODE KEY	

Total Balls : The quantity of ball provided in total

Success Balls : The quantity of ball succeeded in passing through the basket hole

3.SUCCESS LEVEL DATA	
BONUS =	[_ _ _ _ _]
LV F =	[_ _ _ _ _]
LV E =	[_ _ _ _ _]
LV D =	[_ _ _ _ _]
LV C =	[_ _ _ _ _]
LV B =	[_ _ _ _ _]
LV A =	[_ _ _ _ _]

BALL 수량별 LEVEL



BOOKKEEPING DATA	
4. ALL DATA CLEAR	
YES	NO

Clear the all bookkeeping data.

Press LEFT, RIGHT button to move to and push SELECT Button.

BOOKKEEPING DATA	
5. SAVE & EXIT	
YES	NO

Save and Exit or Exit without saving.

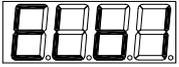
Press LEFT, RIGHT button to move to and push SELECT Button.

10. Errors

Ticket OWED FND



— When Ball Element Motor does not operate or Ball Element Encoder Sensor is not detected.



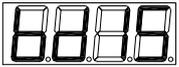
— When The ball is not supplied to the Ball Elevator or the Ball Elevator Ball In Sensor is not detected.



— When Ball Element Ball Out Sensor is not detected.



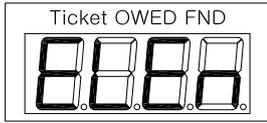
— When the solenoid does not operate or the Ball Drop Ball Out Sensor is not detected.



— When Elevator Ball Out Sensor was detected but Ball Drop Ball In Sensor isn't detected.

11. Trouble Shooting

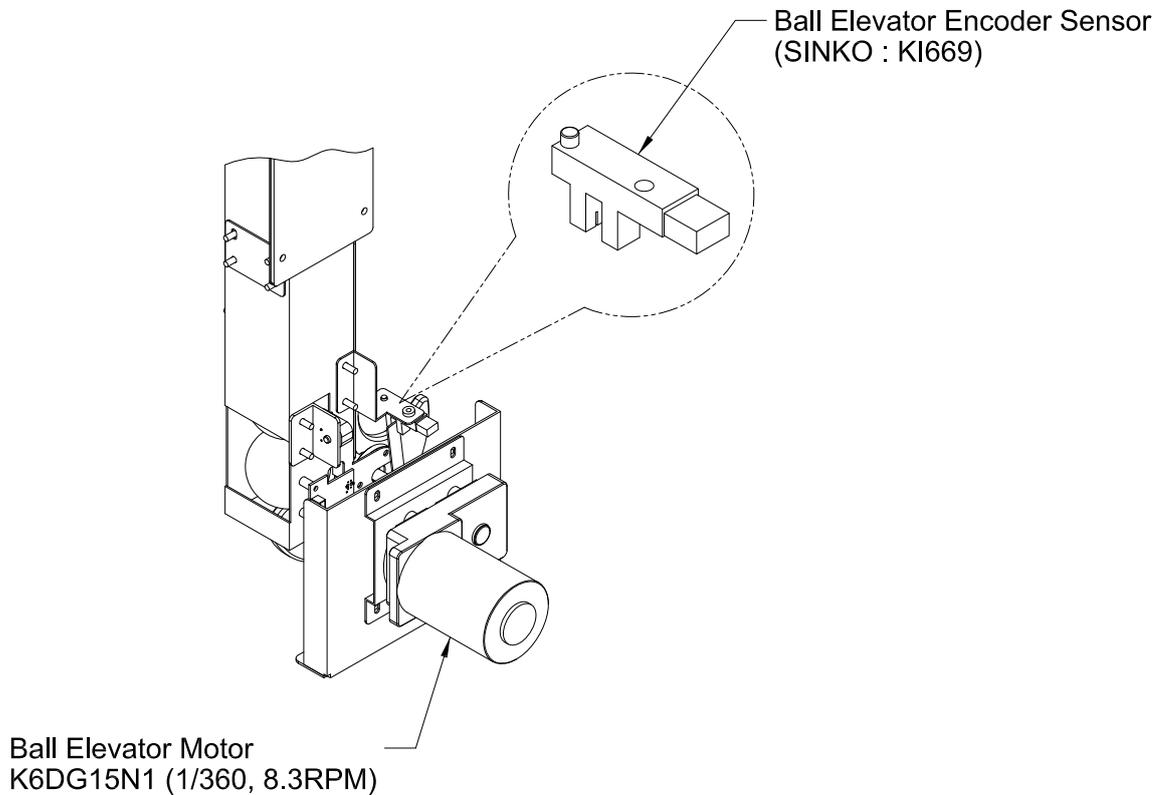
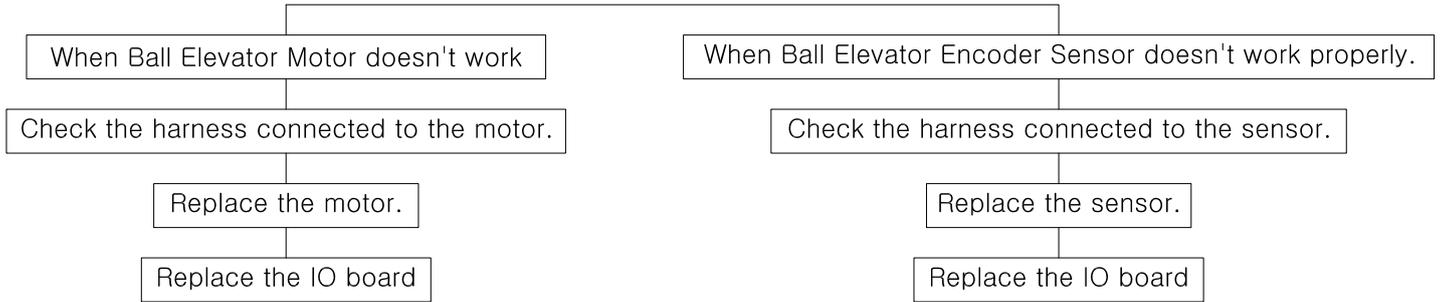
11-1. Error Code



ELEN Sensor : Ball Elevator Encoder Sensor

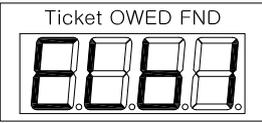
TEST MODE
1. ELEVATOR
ELEN SENSOR
ELBI SENSOR
ELBO SENSOR
EXIT = MODE KEY

- When Ball Element Motor does not operate or Ball Element Encoder Sensor is not detected



Reference : Ball Elevator Motor Ass'y + Ball Elevator Ass'y

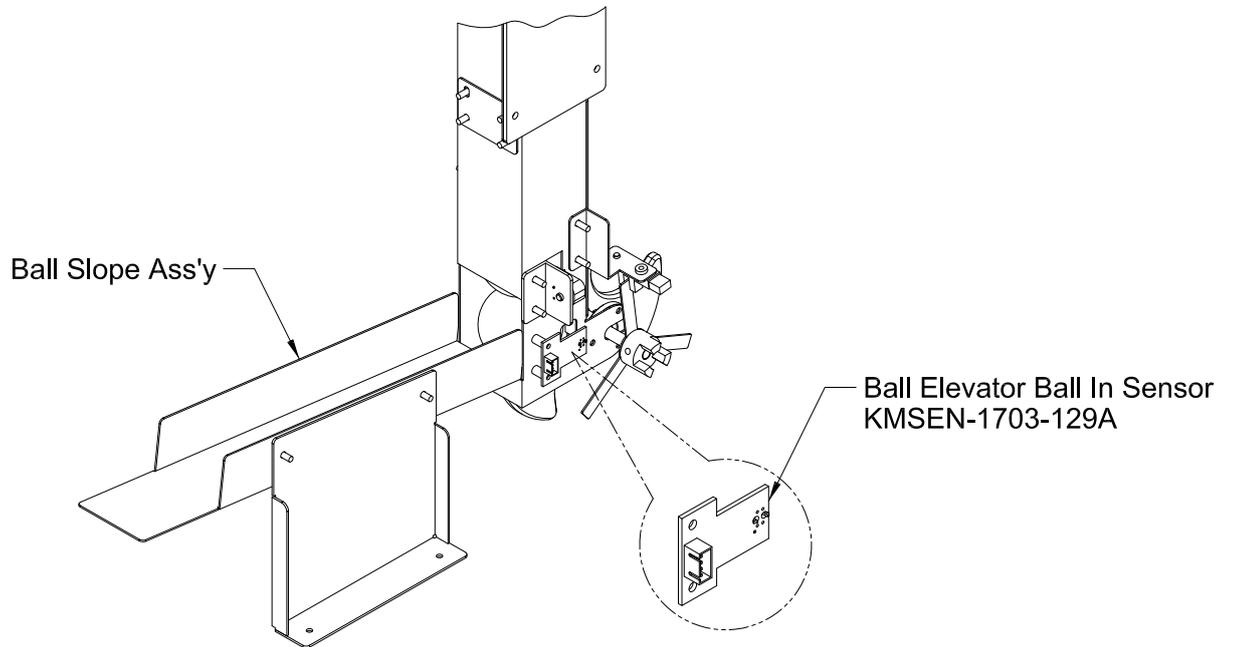
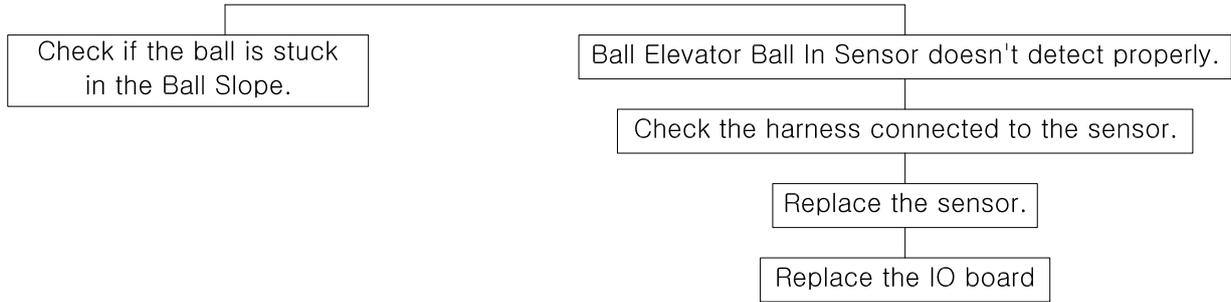
11-2. Error Code



ELBI Sensor : Ball Elevator Ball In Sensor

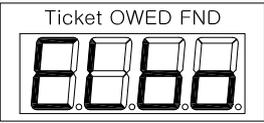
TEST MODE
1. ELEVATOR
ELEN SENSOR
ELBI SENSOR
ELBO SENSOR
EXIT = MODE KEY

- When The ball is not supplied to the Ball Elevator or the Ball Elevator Ball In Sensor is not detected.



Reference : Ball Slope Ass'y + Ball Elevator Ass'y

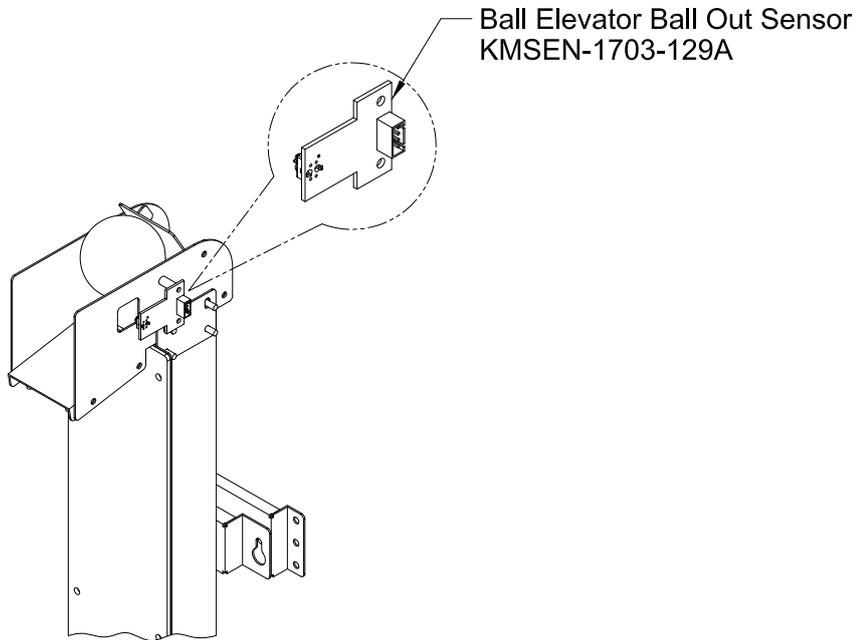
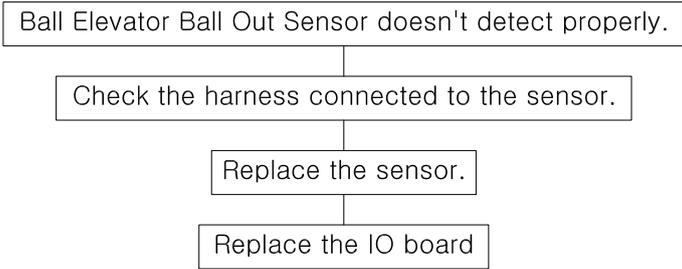
11-3. Error Code



ELBO Sensor : Ball Elevator Ball Out Sensor

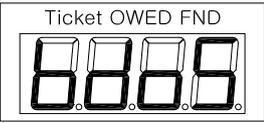
TEST MODE
1. ELEVATOR
ELEN SENSOR
ELBI SENSOR
ELBO SENSOR
EXIT = MODE KEY

- When Ball Element Ball Out Sensor is not detected.

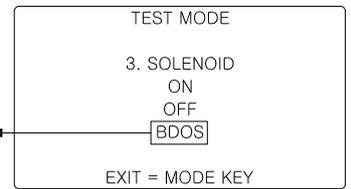


Reference : Ball Elevator Ass'y

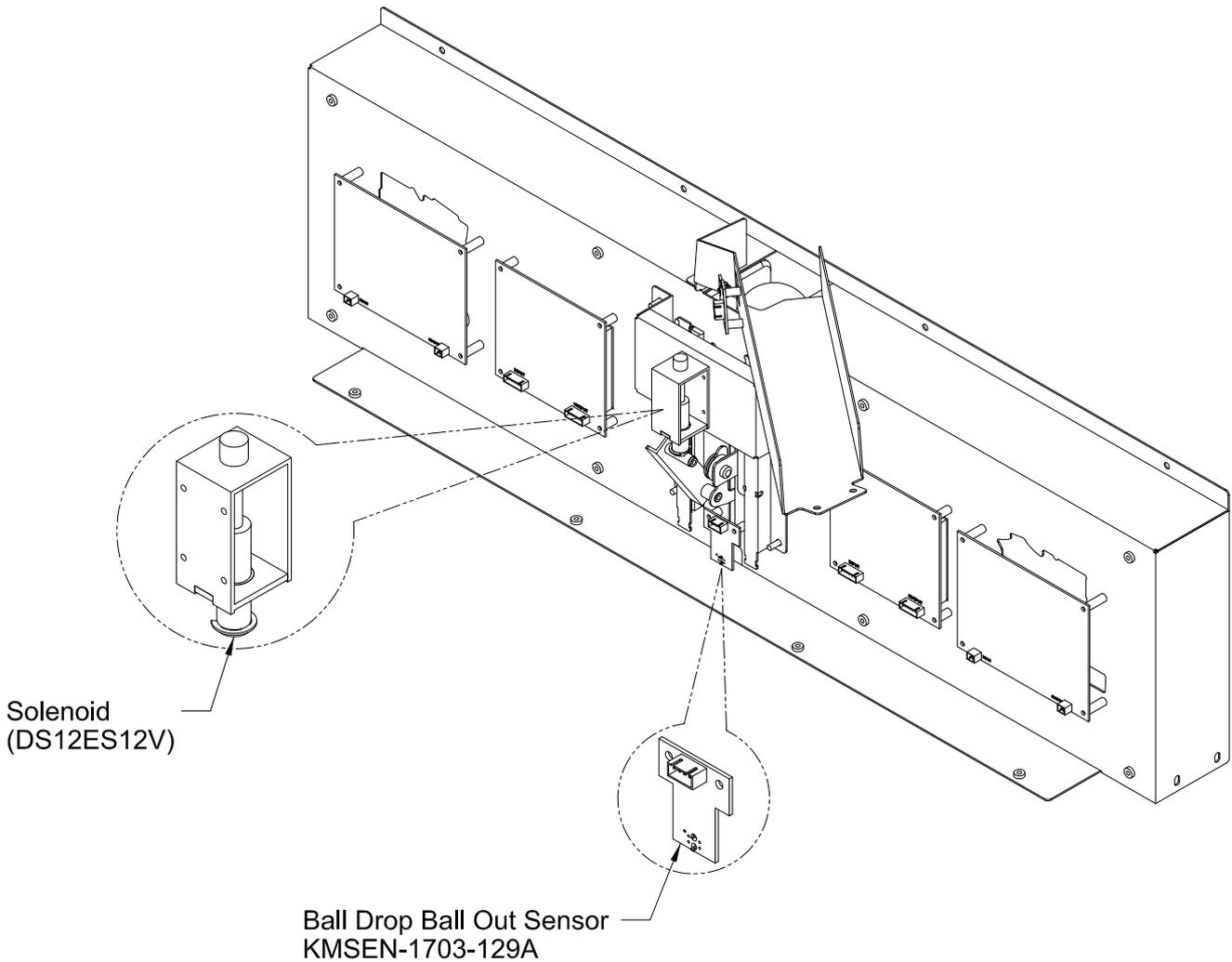
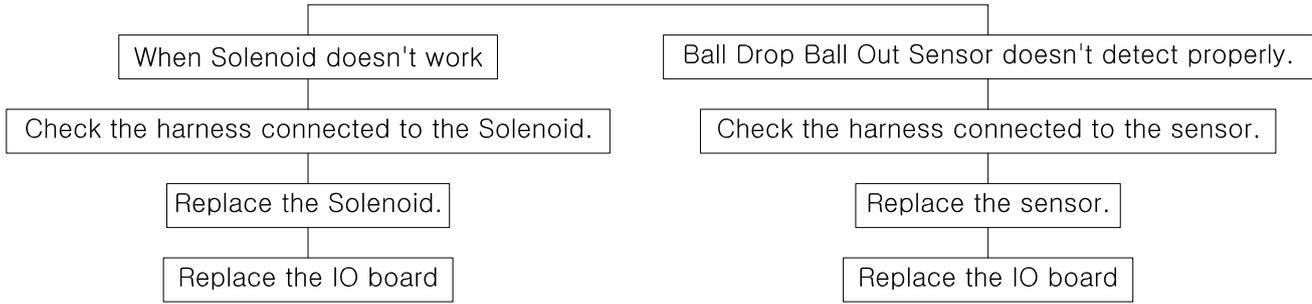
11-4. Error Code



BDOS : Ball Drop Ball Out Sensor

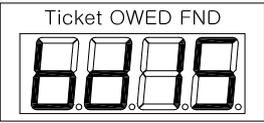


- When the solenoid does not operate or the Ball Drop Ball Out Sensor is not detected.

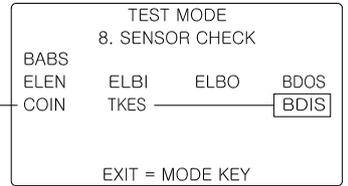


Reference : Ball Drop Main Base Ass'y

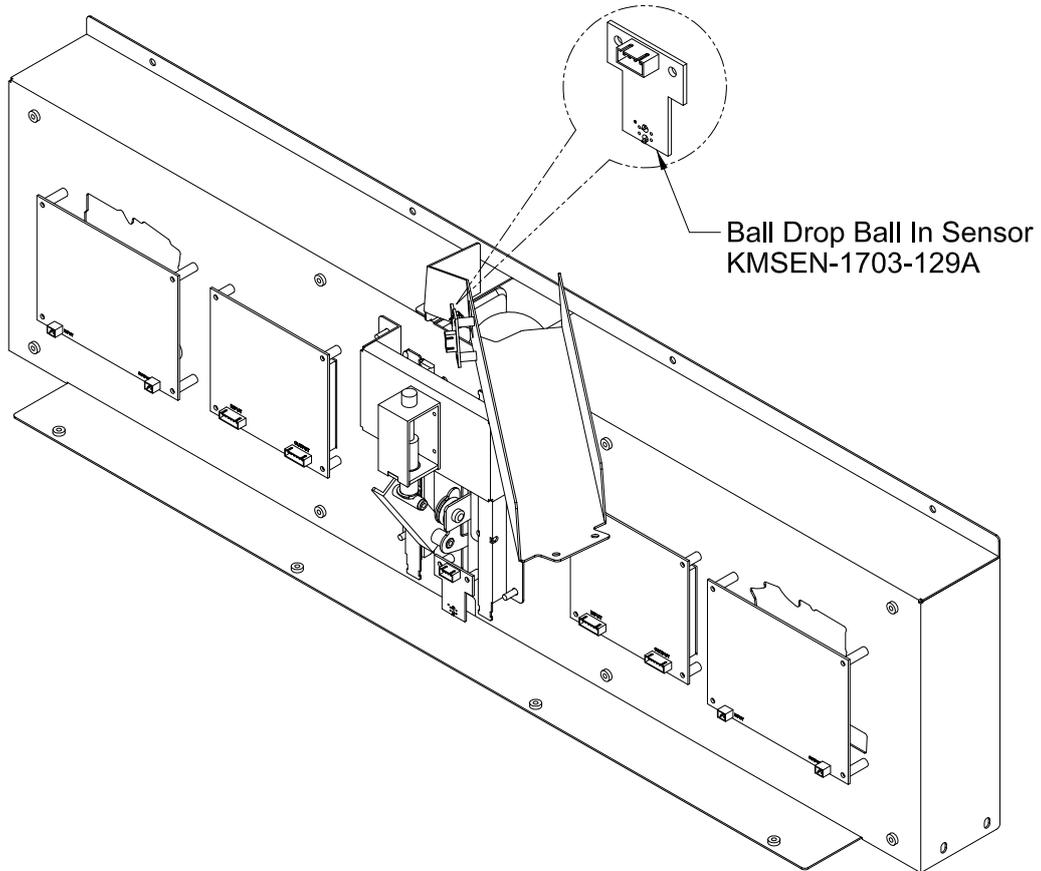
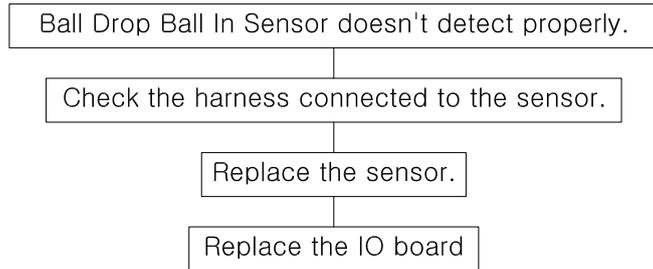
11-5. Error Code



BDIS : Ball Drop Ball In Sensor



- When Elevator Ball Out Sensor was detected but Ball Drop Ball In Sensor isn't detected.

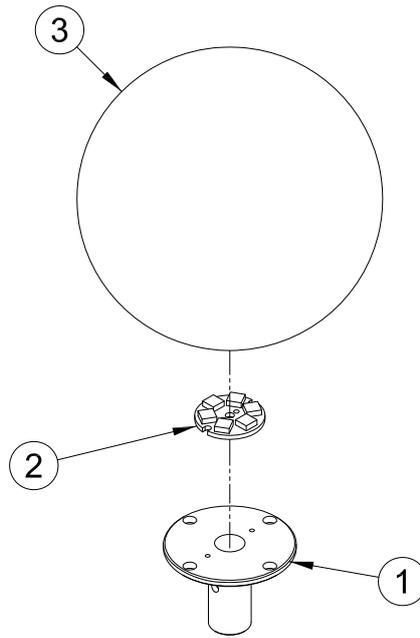


Reference : BALL DROP SLOPE BKT Ass'y

12.ASSEMBLING COCO BOWL

12-1.JOYSTIC Ass'y

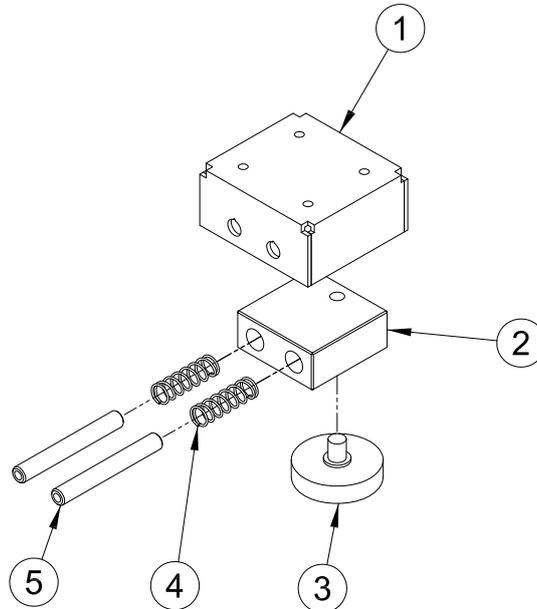
ACOC0ASM001



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MCOK0PRO005	1	JOYSTIC HOUSING	SM45C
2	APOR0BOA005	1	PUSHER HANDLE LED BOARD	RGB COLOR
3	MZZZ0000531	1	PUSHER HANDLE	PP-3.0t

12-2.JOYSTIC RETURN SPRING BLOCK Ass'y

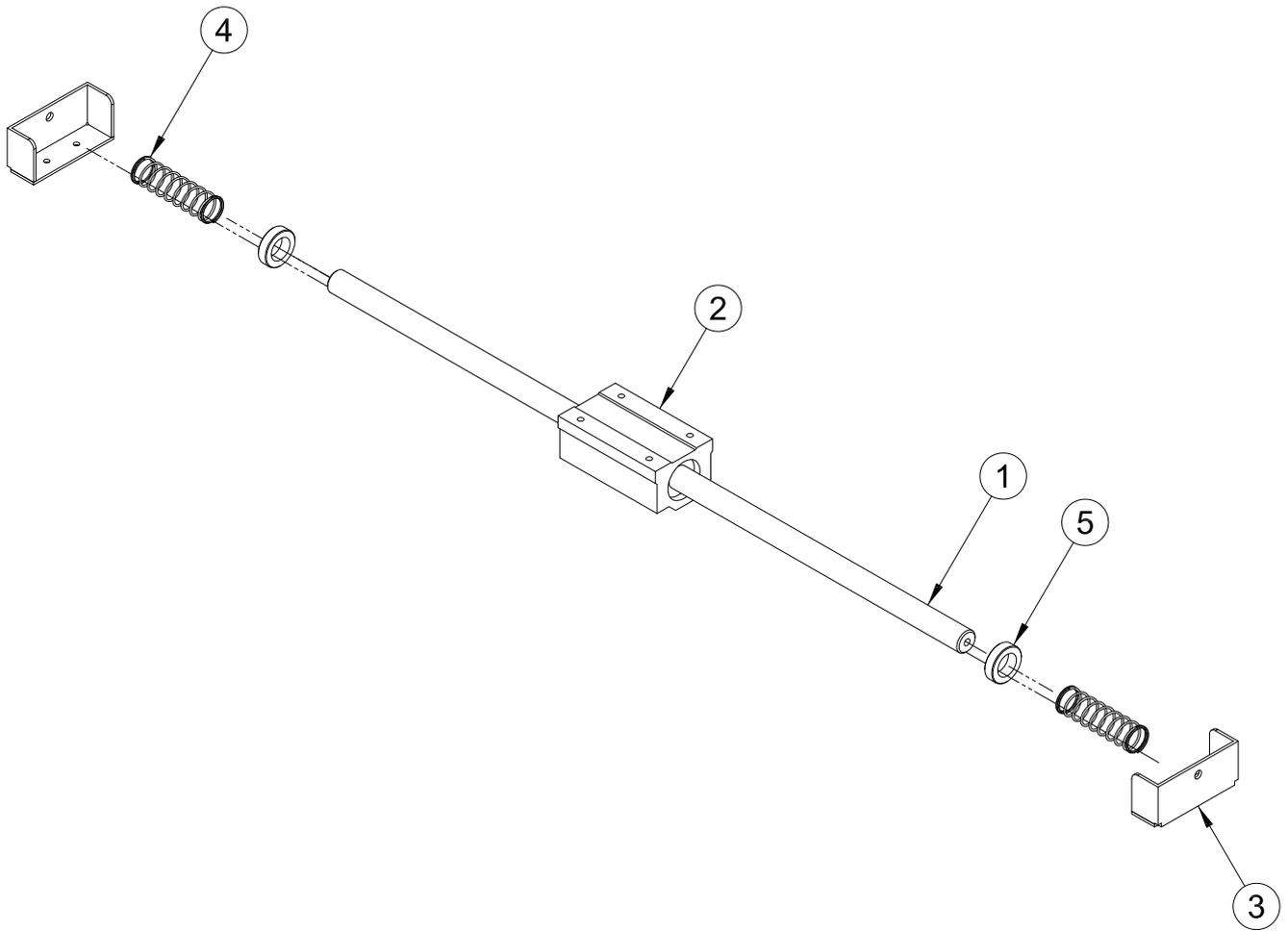
ACOC0ASM002



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MCOK0MET026	1	JOYSTIC RETURN SPRING BKT	GI-1.6t
2	MCOK0PRO011	1	JOYSTIC RETURN SPRING BLOCK	SM45C
3	MZZZ0BEA041	1	BEARING	DR-30B
4	MMAA0SPR001	2	Z PUSH MOTOR GUIDE SPRING TYPE 3	SUS-0.7Φ
5	MCOK0PRO006	2	JOYSTIC RETURN SPRING PIN	SUS-303

12-3.LM GUIDE SHAFT Ass'y

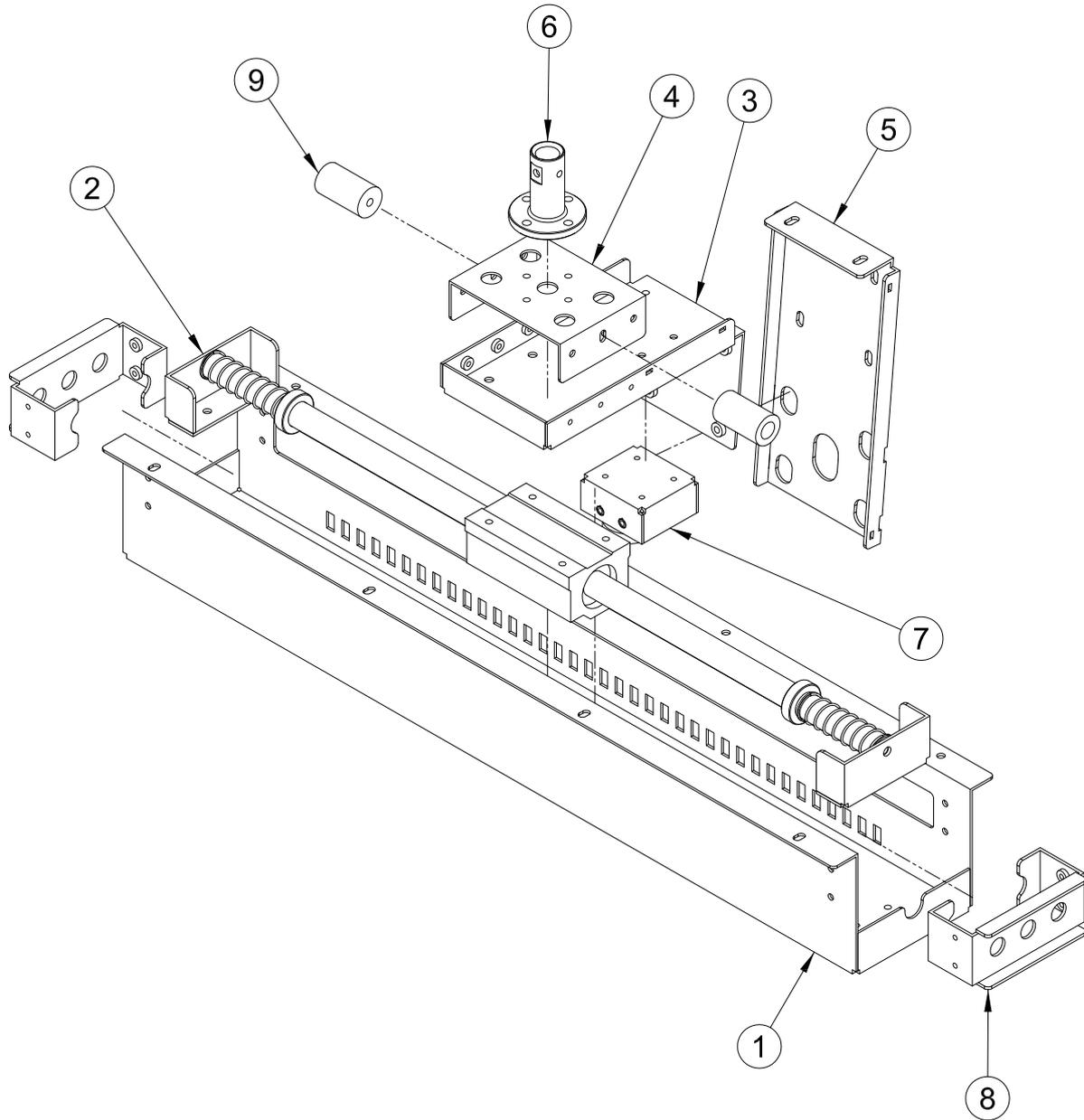
ACOC0ASM003



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MCOC0PRO001	1	LM GUIDE SHAFT	SM45C
2	MKEM0BEA001	1	LM BEARING HOUSING 16UU	SC16LUU
3	MCOK0MET055	2	LM GUIDE SHAFT FIXED BKT	GI-2.0t
4	MCOC0SPR001	2	X AXIS SPRING	PW-Φ1.2
5	MCOK0PRO022	2	SPRING BUSHING	BLACK COLOR ACETAL [검정색 아세탈]

12-4.BUTTON JOYSTIC Ass'y

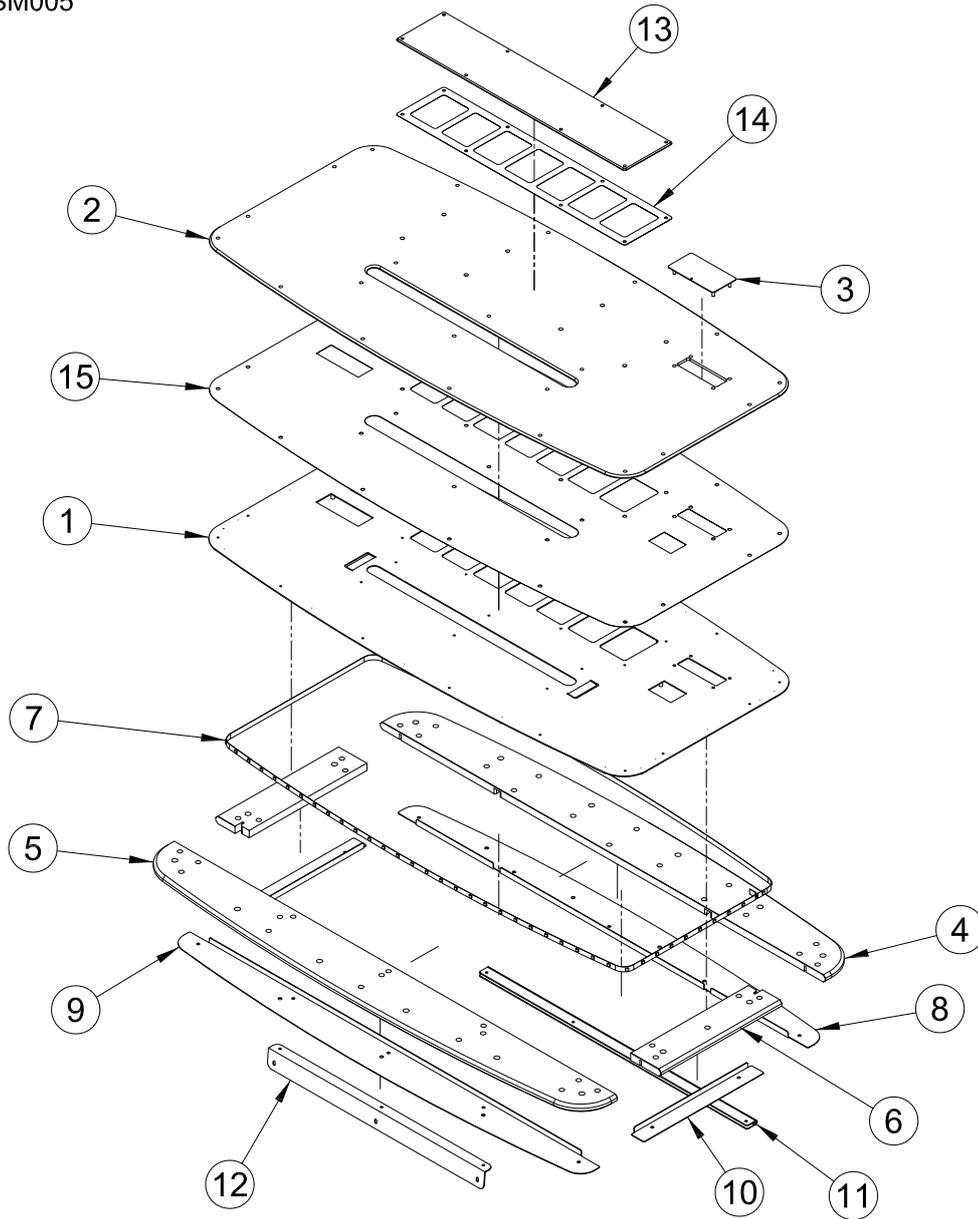
ACOC0ASM004



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MCOC0MET011	1	JOYSTIC TRI FIXED BKT	SPCC-1.6t
2	ACOC0ASM003	1	LM GUIDE SHAFT Ass'y	12-3 (30 page)
3	MCOK0MET022	1	JOYSTIC FIXED BKT-B	SPCC-1.6t
4	MCOK0MET021	1	JOYSTIC FIXED BKT-A	SPCC-1.6t
5	MCOK0MET018	1	HANDLE LINK BKT-B	SPCC-2.0t
6	MCOK0PRO004	1	JOYSTIC BASE HOUSING	SM45C
7	ACOC0ASM002	1	JOYSTIC RETURN SPRING BLOCK Ass'y	12-2 (29 page)
8	MCOK0MET023	2	LM GUIDE SPRING FIXED BKT-A	SPCC-2.0t
9	MCOK0PRO021	2	JOYSTIC STOPPER URETHANE	URETHANE (우레탄)

12-5.BUTTON BOX BKT Ass'y

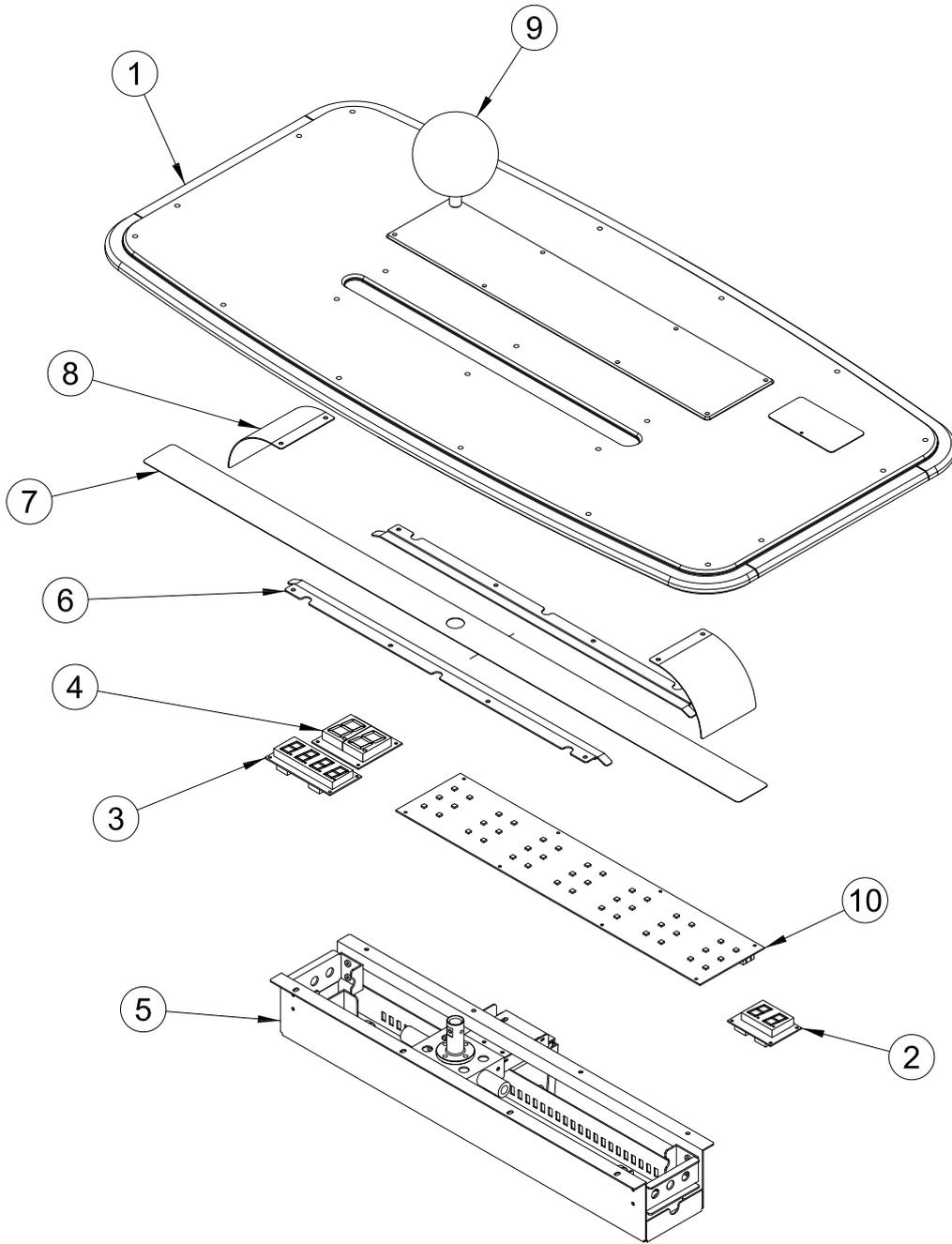
ACOC0ASM005



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MCOC0MET008	1	BUTTON BOX BKT	SPCC-1.2t
2	MCOC0ACR003	1	BUTTON BOX COVER ACRYL (IT)	CLEAR ACRYL-4.5t(투명 아크릴)
3	MCOC0MET009	1	CARD SWIPE COVER BKT	SPCC-1.2t
4	MCOK0ACR012	1	BUTTON BOX DECO LIGHT ACRYL-A	WHITE LIGHT ACRYL-15.0t (백색스리)
5	MCOK0ACR014	1	BUTTON BOX DECO LIGHT ACRYL-C	WHITE LIGHT ACRYL-15.0t (백색스리)
6	MCOK0ACR013	2	BUTTON BOX DECO LIGHT ACRYL-B	WHITE LIGHT ACRYL-15.0t (백색스리)
7	ACOC0FLE001	1	BUTTON FLEXIBLE LED	2556.4-1/1-33.2L-77LED-S
8	MCOK0MET011	1	BUTTON BOX ACRYL COVER BKT-A	SPCC-1.2t
9	MCOK0MET013	1	BUTTON BOX ACRYL COVER BKT-C	SPCC-1.2t
10	MCOK0MET012	2	BUTTON BOX ACRYL COVER BKT-B	SPCC-1.2t
11	MCOK0MET015	1	BUTTON BOX HINGE Ass'y	SPCC-1.6t
12	MCOK0MET014	1	BUTTON BOX FIXED BKT	SPCC-1.6t
13	MCOC0ACR002	1	SCORE CHART COVER ACRYL	CLEAR PC-3.0t [투명 PC]
14	MCOC0SHE026	1	SCORE CHART SHEET (P4)	LIGHTING SHEET
15	MCOC0SHE020	1	BUTTON BOX COVER ACRYL SHEET (IT)	LIGHTING SHEET

12-6.BUTTON BOX Ass'y

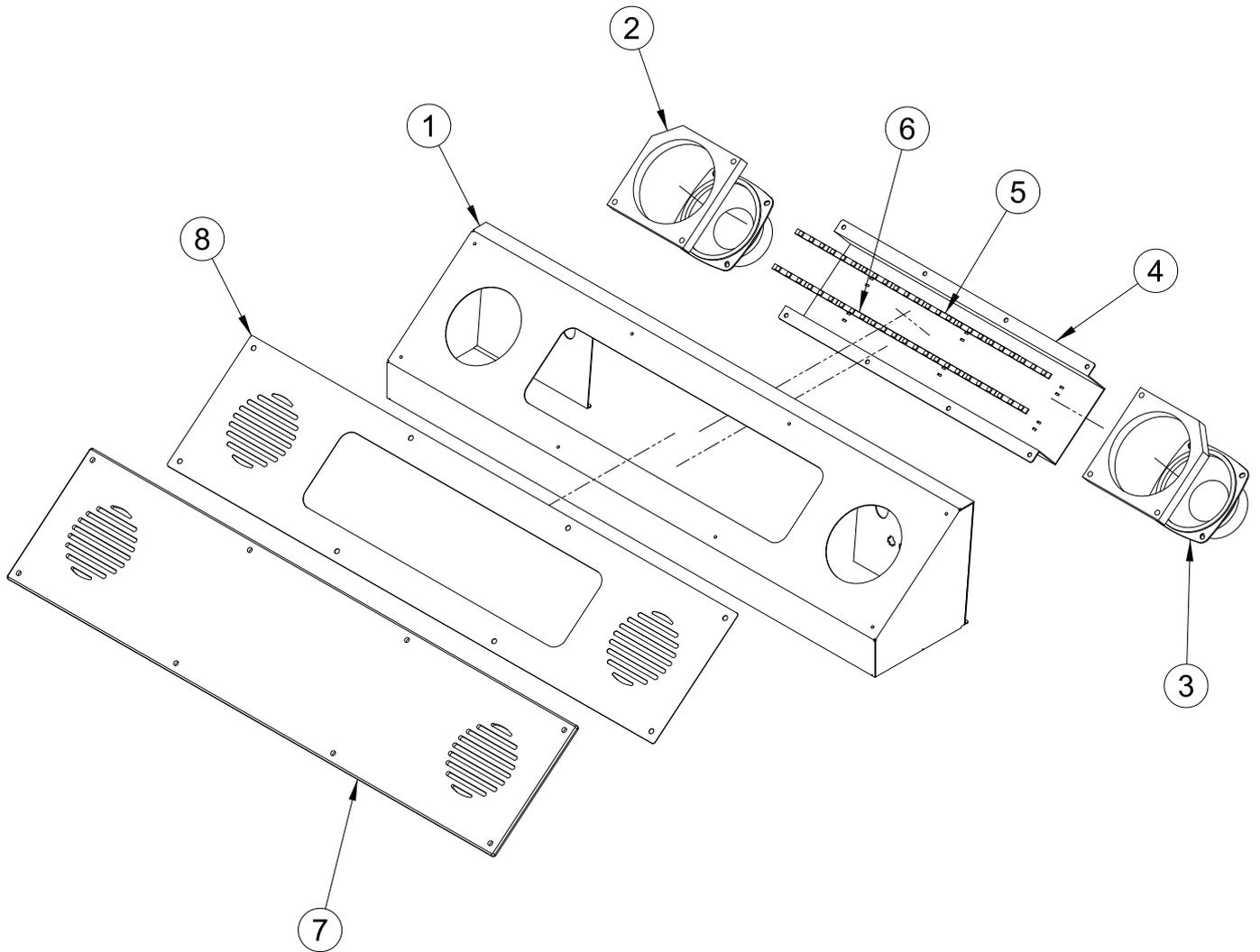
ACOC0ASM006



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	ACOC0ASM005	1	BUTTON BOX BKT Ass'y	12-5 (32 page)
2	APIX0BOA018	1	CREDIT FND BOARD-NEW	KMFND-1807-178B
3	APIX0BOA019	1	TICKET OWED FND4 BOARD-NEW	KMFND-1907-055C
4	AMAR0BOA012	1	SCORE FND BOARD (KMFND1611-126B)	KMFND1611-126B
5	ACOC0ASM004	1	BUTTON JOYSTIC Ass'y	12-4 (31 page)
6	MCOC0MET012	2	JOYSTIC SLIDE PE GUIDE BKT	GI-1.6t
7	MCOK0ACR017	1	JOYSTIC SLIDE COVER PE	PE-0.8t (BLACK COLOR)
8	MCOK0MET010	2	JOYSTIC SLIDE PE SIDE GUIDE BKT	SPCC-1.2t
9	ACOC0ASM001	1	JOYSTIC Ass'y	12-1 (29 page)
10	ACOC0BOA007	1	SCORE CHART BOARD	KMLD-2002-214B

12-7.SPEAKER BOX Ass'y

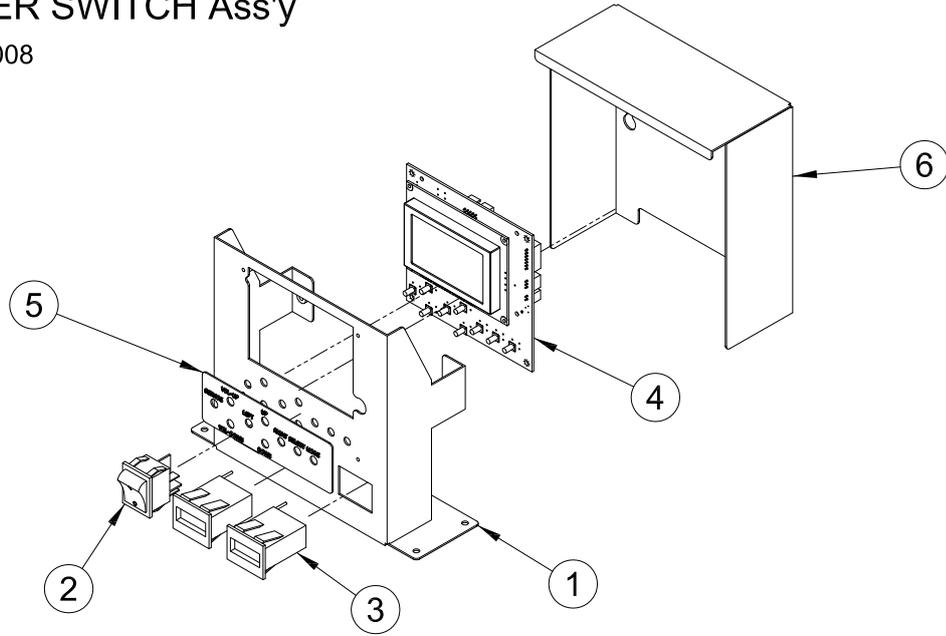
ACOC0ASM007



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MCOK0MET083	1	SPEAKER BOX BKT	SPCC-1.2t
2	MCOK0WOO008	2	SPEAKER PANEL	PW-15.0t
3	MZZZ0SPE004	2	speaker[MID4.5]	MID 4.5 8Ω
4	MCOK0MET084	1	STICK LED BOARD FIXED BKT	SPCC-1.2t
5	ACOC0BOA014	1	LED BAR ((CON IN-OUT 400mm)	WHITE COLOR (400mm)
6	ACOC0BOA010	1	LED BAR ((CON IN 400mm)	WHITE COLOR (400mm)
7	MCOK0ACR007	1	SPEAKER BOX COVER ACRYL	CLEAR PC-4.5t(투명 PC)
8	MCOC0SHE004	1	SPEAKER BOX COVER ACRYL SHEET (IT)	LIGHTING SHEET

12-8.AC POWER SWITCH Ass'y

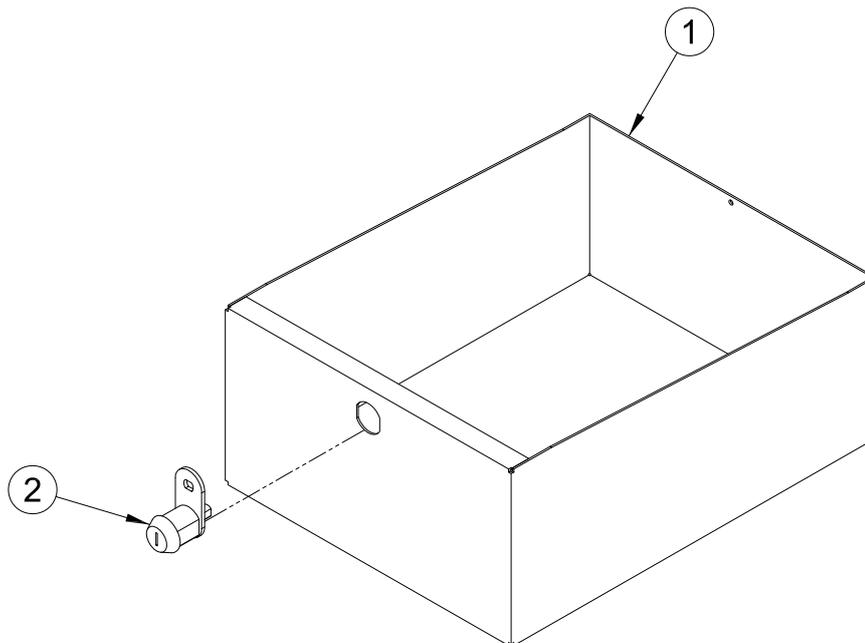
ACOC0ASM008



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MCOC0MET031	1	AC POWER SWITCH BRACKET	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	MKOM0SSH001	1	CONTROL PANEL SHEET	SHEET
6	MCOC0MET044	1	AC POWER SWITCH COVER BKT	SPCC-1.2t

12-9.CASH BOX Ass'y

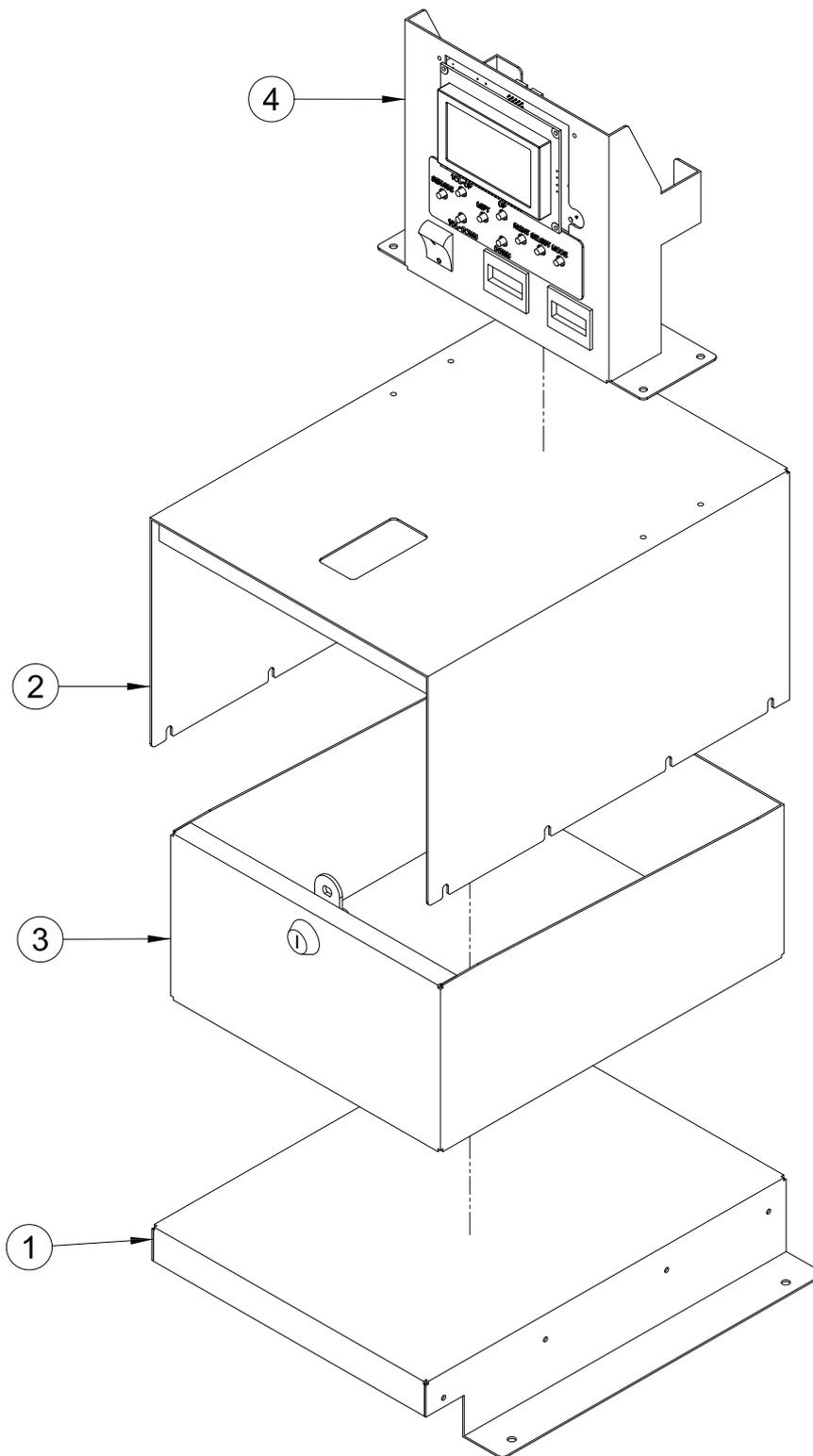
ACOC0ASM009



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MCOC0MET030	1	CASH BOX	SPCC-1.2t
2	MZZZ0KEY013	1	KEY ASS'Y	6001

12-10.CASH BOX BODY Ass'y

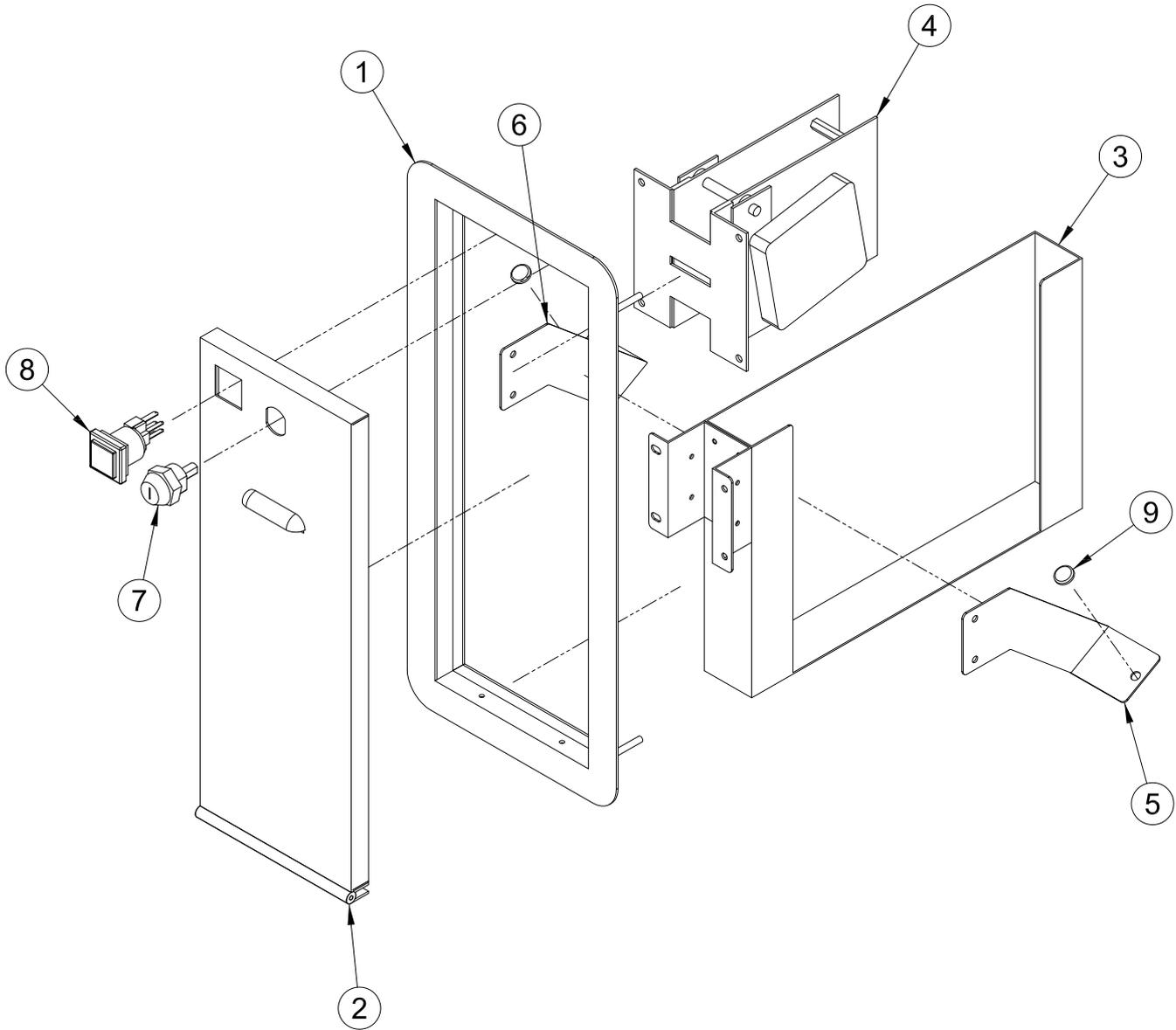
ACOC0ASM010



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MCOC0MET029	1	CASH BOX BODY BOTTOM	SPCC-1.2t
2	MCOC0MET028	1	CASH BOX BODY COVER WELD Ass'y	WELD Ass'y (용접품)
3	ACOC0ASM009	1	CASH BOX Ass'y	12-9 (35 page)
4	ACOC0ASM008	1	AC POWER SWITCH Ass'y	12-8 (35 page)

12-11.TICKET BOX Ass'y

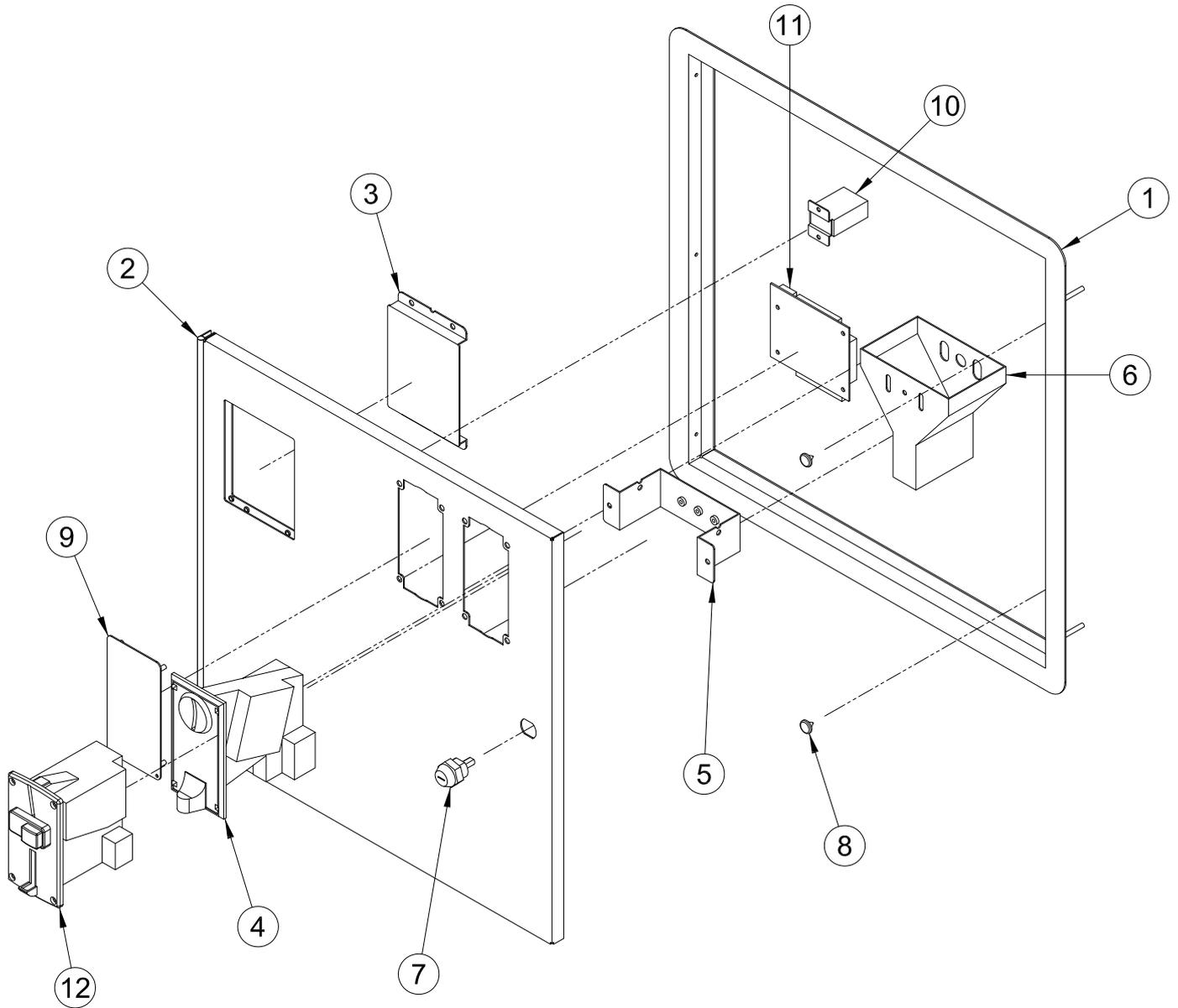
ACOC0ASM011



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MCOC0MET025	1	TICKET DOOR COVER BKT	SPCC-1.6t
2	MCOC0MET023	1	TICKET DOOR WELD Ass'y	WELD Ass'y (용접품)
3	MCOC0MET024	1	TICKET BOX WELD Ass'y	WELD Ass'y (용접품)
4	MZZZ0TID003	1	TICKET DISPENSOR	CLECO
5	MCOC0MET026	1	TICKET DOOR STOP BAR	SPCC-1.2t
6	MCOC0MET027	1	TICKET DOOR STOP BAR_mir	SPCC-1.2t
7	MZZZ0KEY032	1	KEY ASS'Y	7001
8	MHA20000007	1	BUTTON Ass'y	AM1PB-26SH-R12D
9	MZZZ0RUB003	2	Φ6 SHOCK ABSORBER	6Φ

12-12.FRONT DOOR Ass'y

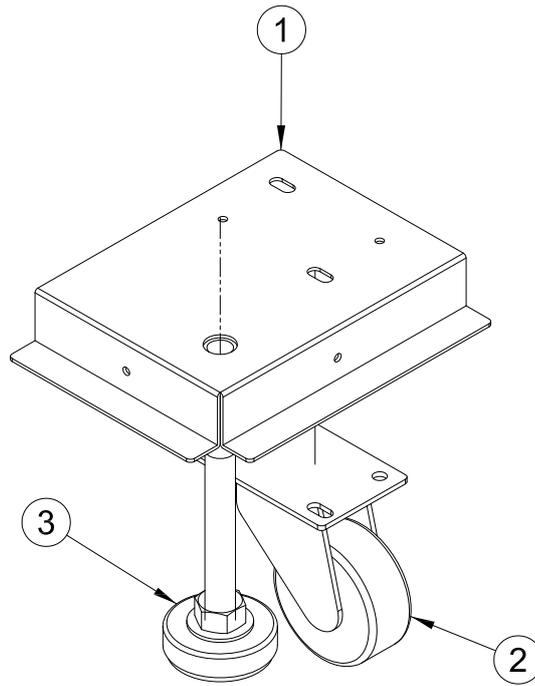
ACOC0ASM012



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MCOC0MET020	1	FRONT DOOR COVER BKT	SPCC-1.6t
2	MCOC0MET019	1	FRONT DOOR WELD Ass'y	WELD Ass'y (용접품)
3	MCOC0MET041	1	BILL PLUSE BKT	SPCC-1.2t
4	MZZZ0COS025	1	COIN SELECTOR(TONGLI)	TW-130Q
5	MCOC0MET021	1	COIN GUIDE FIX BRKT	SPCC-1.2t
6	MCOC0MET022	1	COIN GUIDE BRKT	SPCC-1.2t
7	MZZZ0KEY032	1	KEY ASS'Y	7001
8	MZZZ0RUB003	2	Φ6 SHOCK ABSORBER	6Φ
9	MCOC0MET042	1	COIN PLUS BKT	SPCC-1.2t
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)

12-13.CASTER Ass'y-A

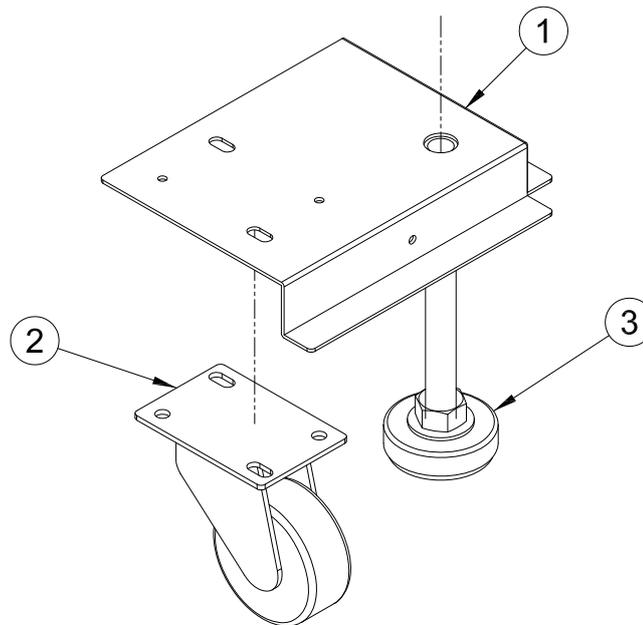
ACOC0ASM013



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MCOC0WOO012	1	CASTER BKT WELD Ass'y-A	WELD Ass'y (용접품)
2	MZZZ0CAS010	1	CASTER	3021-W-BR (3inch)
3	MZZZ0ADJ001	1	ADJUSTER (PV-100-60)	(PV-100-60)

12-14.CASTER Ass'y-B

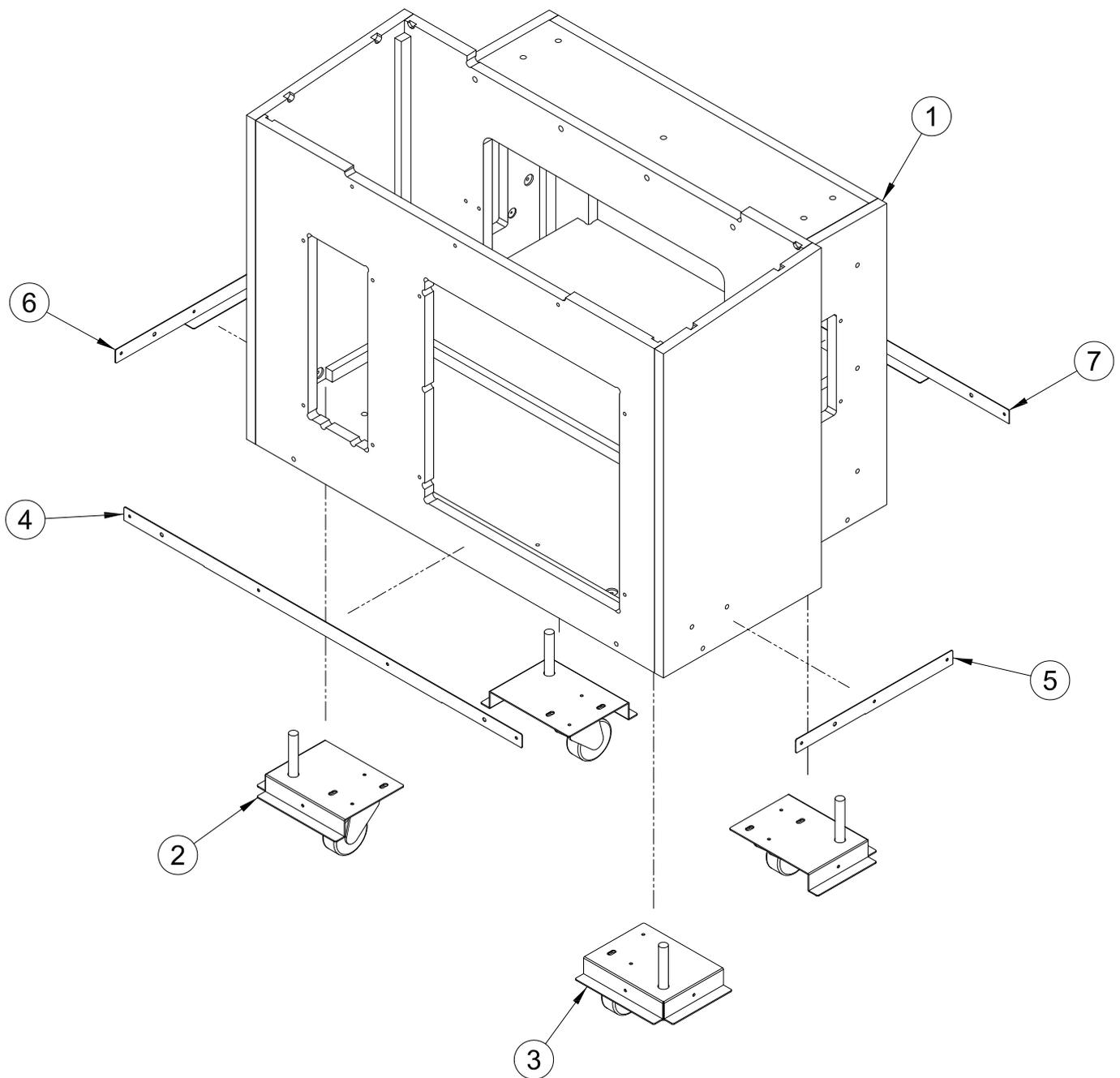
ACOC0ASM014



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MCOC0WOO013	1	CASTER BKT WELD Ass'y-B	WELD Ass'y (용접품)
2	MZZZ0CAS010	1	CASTER	3021-W-BR (3inch)
3	MZZZ0ADJ001	1	ADJUSTER (PV-100-60)	(PV-100-60)

12-15.FRONT CABINET Ass'y

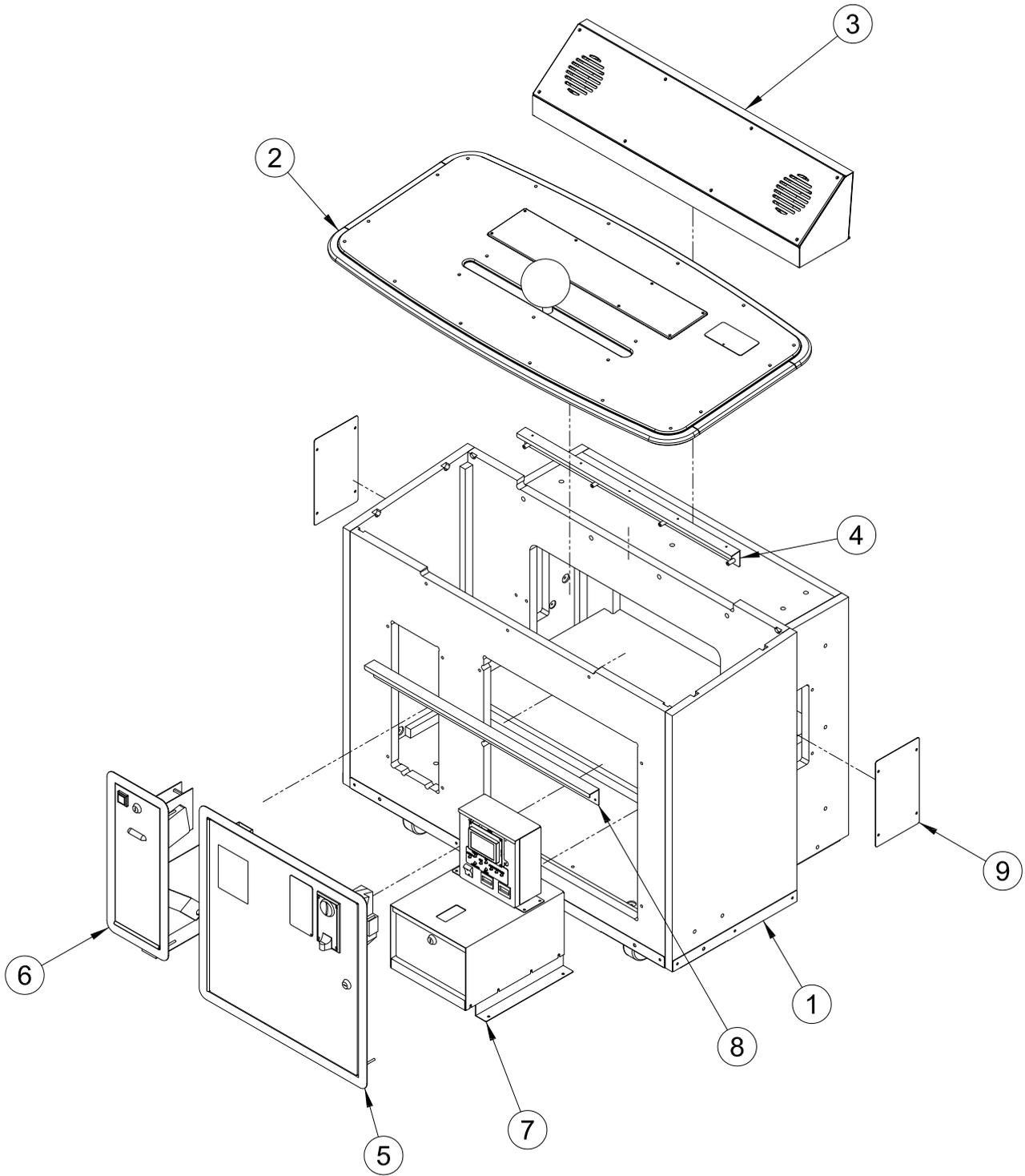
ACOC0ASM015



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MCOC0WOO001	1	FRONT WOOD CABINET Ass'y	ASSEMBLE (조립품)
2	ACOC0ASM013	2	CASTER Ass'y-A	12-13 (38 page)
3	ACOC0ASM014	2	CASTER Ass'y-B	12-14 (38 page)
4	MCOC0WOO006	1	LOWER FRONT BENDING	SPCC-1.2t
5	MCOC0WOO007	1	FRONT LOWER SIDE BENDING-R	SPCC-1.2t
6	MCOC0WOO008	1	FRONT LOWER SIDE BENDING-L	SPCC-1.2t
7	MCOC0WOO011	1	FRONT LOWER BACK BENDING	SPCC-1.2t

12-16.FRONT CASE Ass'y

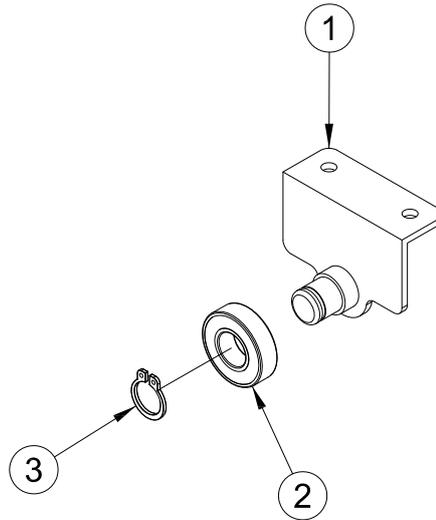
ACOC0ASM016



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	ACOC0ASM015	1	FRONT CABINET Ass'y	12-15 (40 page)
2	ACOC0ASM006	1	BUTTON BOX Ass'y	12-6 (33 page)
3	ACOC0ASM007	1	SPEAKER BOX Ass'y	12-7 (34 page)
4	MCOC0MET010	1	BUTTON BOX HINGE FIXED BKT	SPCC-1.6t
5	ACOC0ASM012	1	FRONT DOOR Ass'y	12-12 (38 page)
6	ACOC0ASM011	1	TICKET BOX Ass'y	12-11 (37 page)
7	ACOC0ASM010	1	CASH BOX BODY Ass'y	12-10 (36 page)
8	MCOC0MET032	1	HANDLE LINK GUIDE BKT	SUS304-1.5t (1P)
9	MCOC0MET039	2	FRONT CABINET SIDE HARNESS COVER	SPCC-1.2t

12-17.HANDLE LINK BEARING Ass'y

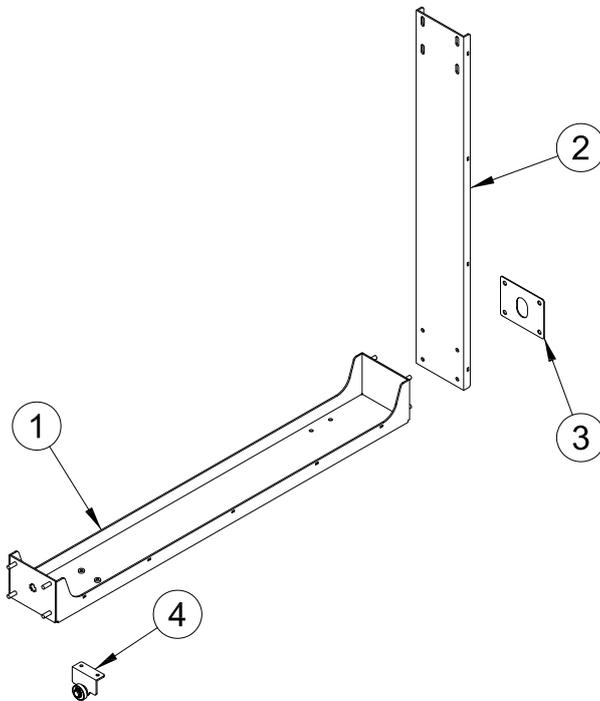
ACOC0ASM050



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MCOK0PRO010	1	HANDLE LINK SUPPORT BKT WELD Ass'y	WELD Ass'y (용접품)
2	MZZZ0BEA007	1	BEARING 6900ZZ	6900ZZ
3	PART CODE	1	Snapping S10	S10

12-18.HANDLE LINK BKT Ass'y

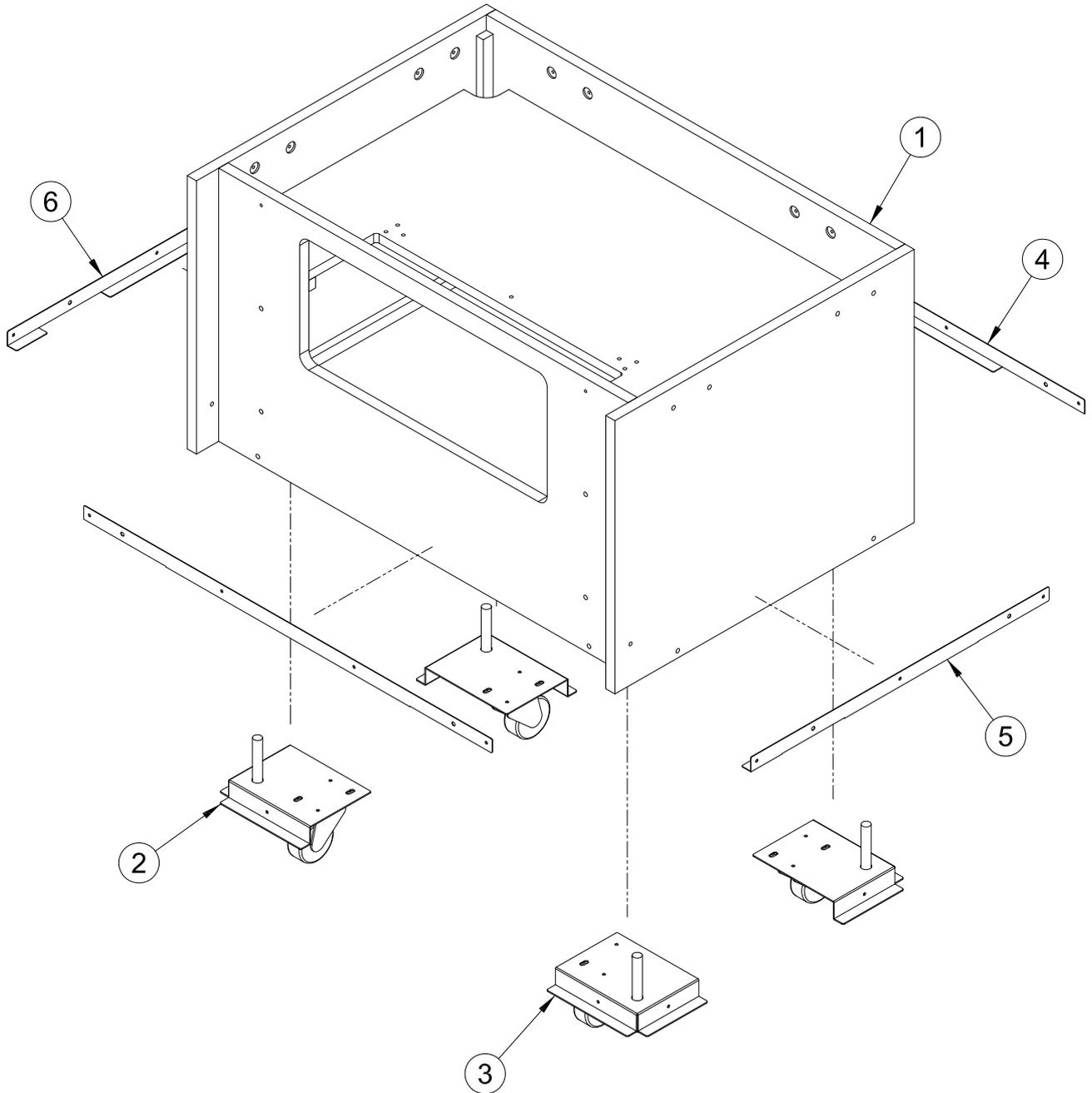
ACOC0ASM017



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MCOK0MET017	1	HANDLE LINK BKT-A	SPCC-2.0t
2	MCOK0MET019	1	HANDLE LINK BKT-C	SPCC-2.0t
3	MCOC0MET047	1	HANDLE LINK PLUS BKT-A	GI-1.2t
4	ACOC0ASM050	1	HANDLE LINK BEARING Ass'y	12-17 (42 page)

12-19.REAR LOWER CABINET Ass'y

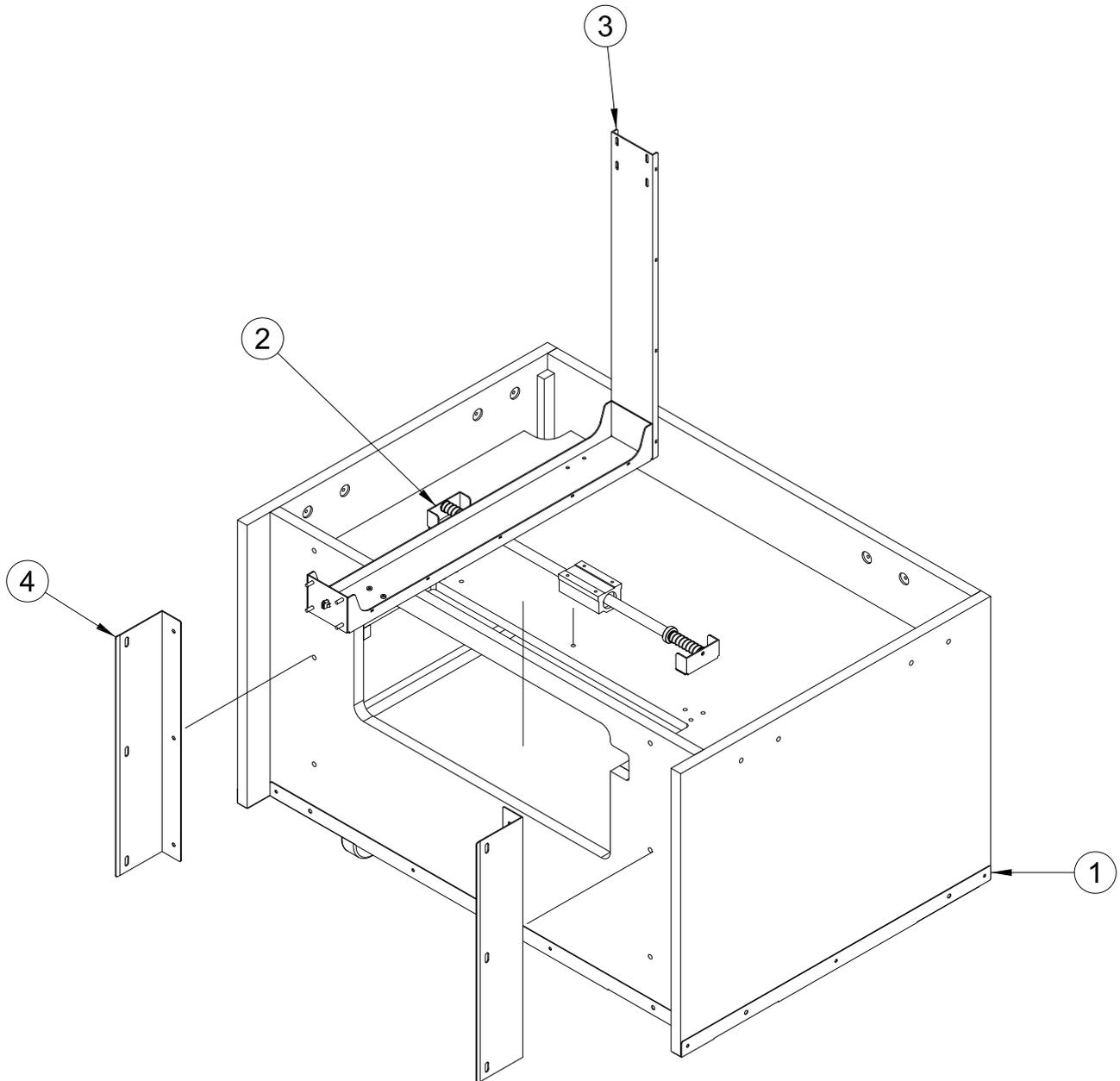
ACOC0ASM018



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MCOC0WOO002	1	REAR LOWER WOOD CABINET Ass'y	ASSEMBLE (조립품)
2	ACOC0ASM013	2	CASTER Ass'y-A	12-13 (39 page)
3	ACOC0ASM014	2	CASTER Ass'y-B	12-14 (39 page)
4	MCOC0WOO006	2	LOWER FRONT BENDING	SPCC-1.2t
5	MCOC0WOO009	1	REAR LOWER SIDE BENDING-R	SPCC-1.2t
6	MCOC0WOO010	1	REAR LOWER SIDE BENDING-L	SPCC-1.2t

12-20.REAR LOWER CASE Ass'y

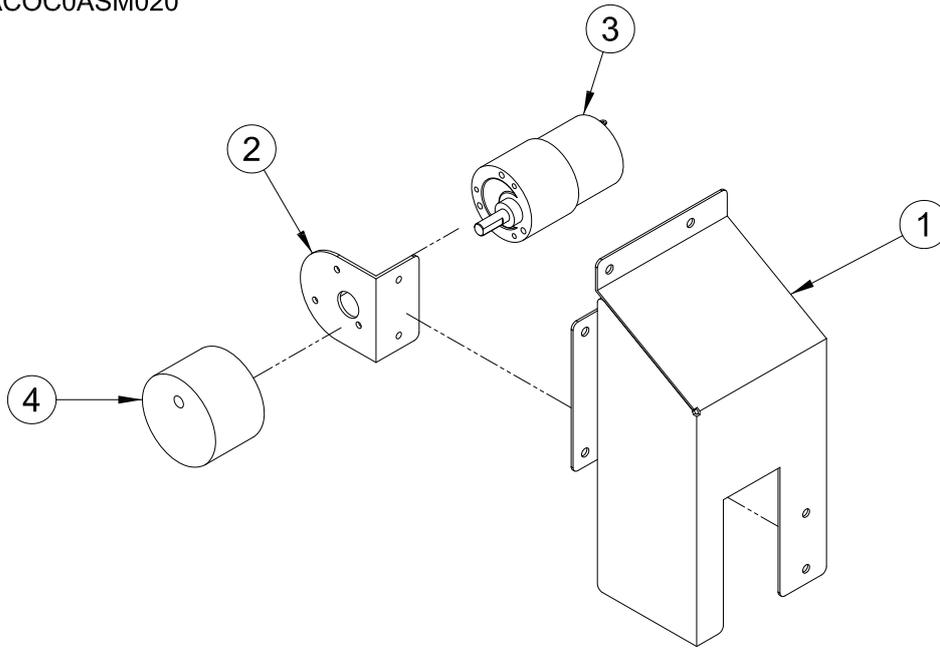
ACOC0ASM019



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	ACOC0ASM018	1	REAR LOWER CABINET Ass'y	12-19 (43 page)
2	ACOC0ASM003	1	LM GUIDE SHAFT Ass'y	12-3 (30 page)
3	ACOC0ASM017	1	HANDLE LINK BKT Ass'y	12-18 (42 page)
4	MCOC0MET040	2	FRONT CASE FIXED BKT (ver.2.0)	SPCC-1.6t

12-21.BALL MIX MOTOR Ass'y

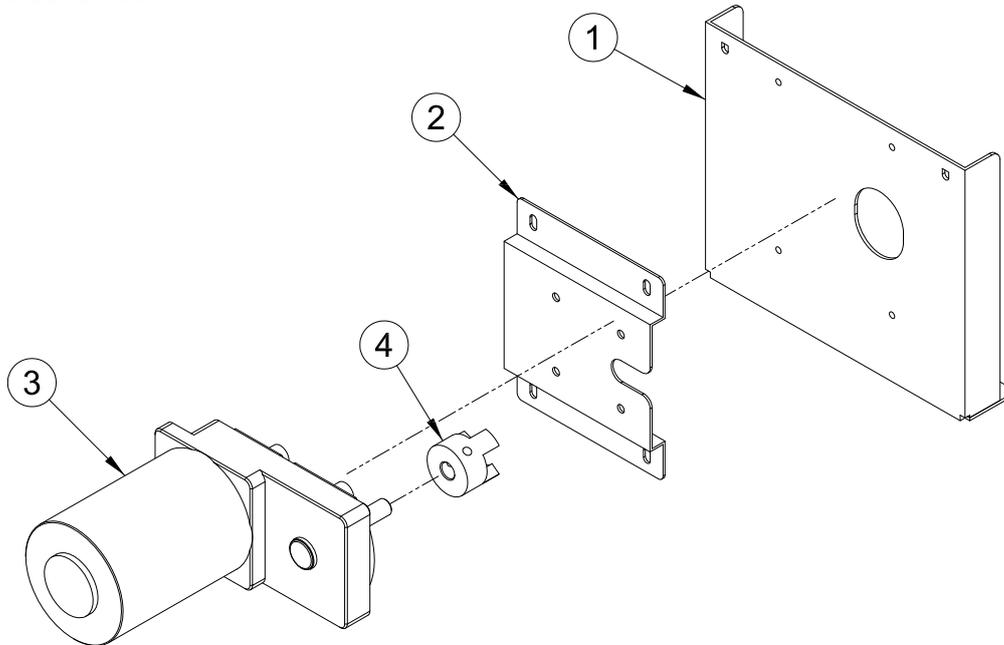
ACOC0ASM020



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MCOC0MET037	1	BALL LOWER COLLECT SIDE BALL GUIDE BKT	SPCC-1.2t
2	MCOK0MET046	1	BALL MIX MOTOR BKT	GI-1.6t
3	MZZZ0MOT041	1	KGC-3429 SERIES (150)	KD3429S1 (1/150, 30rpm))
4	MCOK0PRO020	1	BALL MIX URETHANE	URETHANE (우레탄)

12-22.BALL ELEVATOR MOTOR Ass'y

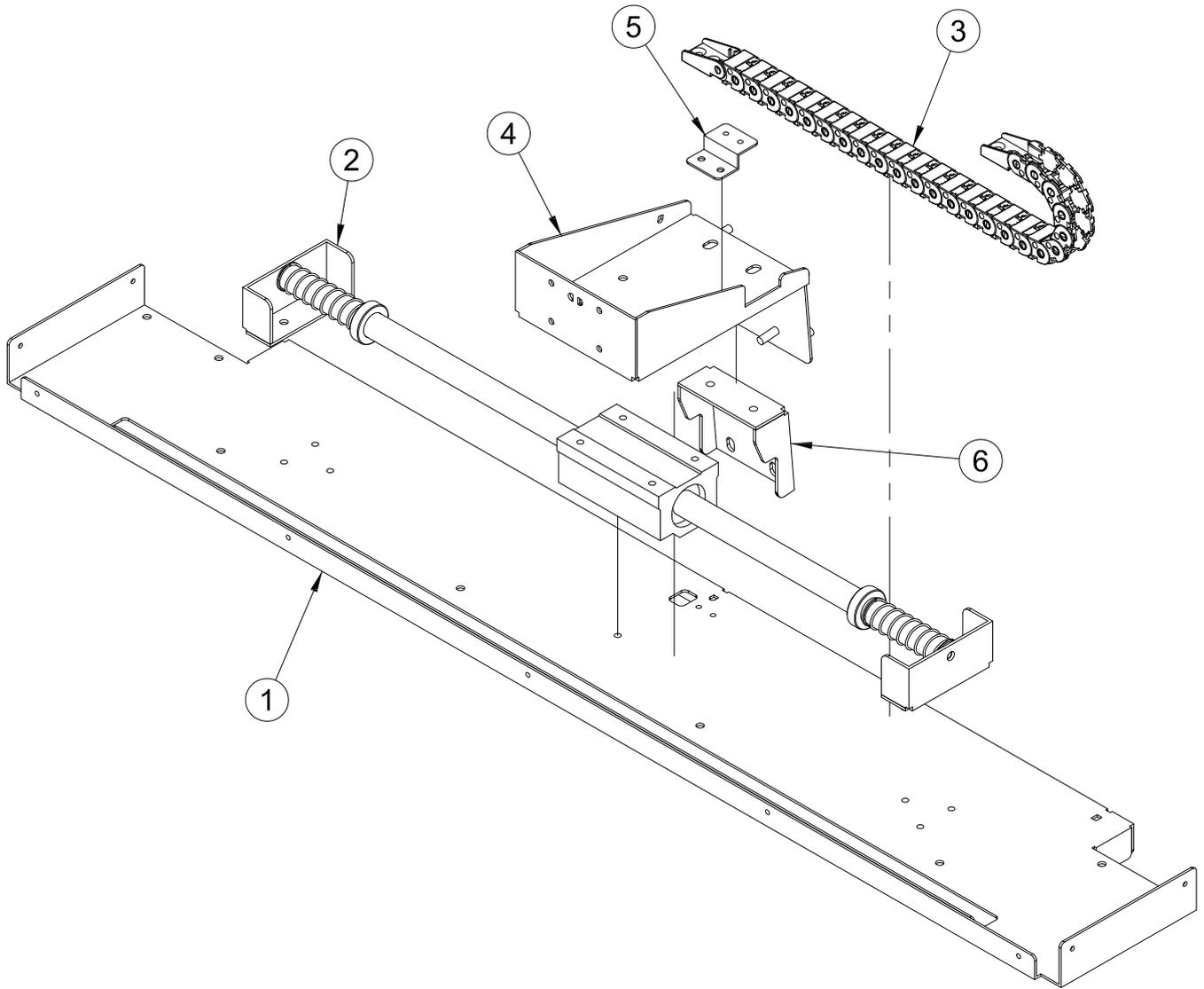
ACOC0ASM021



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MCOK0MET079	1	BALL ELEVATOR MOTOR FIXED BKT	EGI-1.6t
2	MCOK0MET077	1	BALL ELEVATOR MOTOR BKT	EGI-1.6t
3	MTIM0MOT003	1	KGY SERIES MOTOR (145)	K6DG15N1 (1/145, 20.7RPM)
4	MCOK0PRO016	1	CR050 COUPLING-B	CR050

12-23.BALL BASKET SLIDE BASE Ass'y

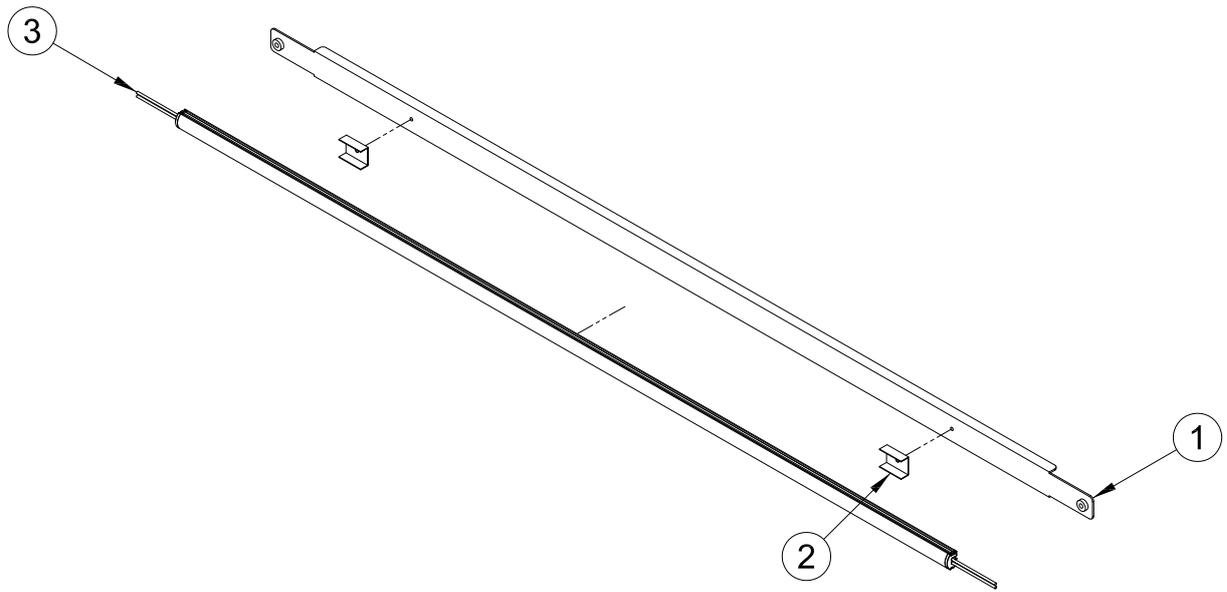
ACOC0ASM022



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MCOC0MET017	1	BALL BASKET SLIDE BASE BKT	SPCC-1.6t
2	ACOC0ASM003	1	LM GUIDE SHAFT Ass'y	12-3 (30 page)
3	MCOC0CAB001	1	CABLE CHAIN (KJP0150-1B-R28)	KJP0150-1B-R28-360L-24LINK
4	MCOK0MET048	1	BALL BASKET SLIDE BKT	SPCC-1.6t
5	MCOK0MET051	1	CABLECHAIN FIXED BKT	SPCC-1.2t
6	MCOC0MET049	1	BALL BASKET SLIDE SUPPORT BKT	GI-2.0t

12-24.BALL GAME PLAY PANEL LED STICK BAR Ass'y

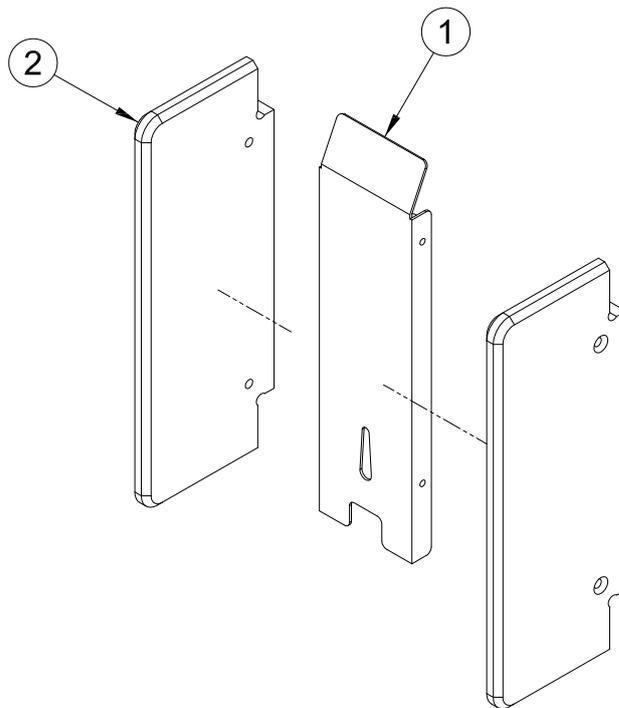
ACOC0ASM023



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MCOK0MET034	1	LED STICK BAR FIXED BKT	SPCC-1.2t
2	MZZZ0LSB047	2	LED STICK BAR BKT 12MM	12MM
3	MZZZ0LSB040	1	LED STICK BAR 700L	WHITE COLOR LED (LED 700mm)

12-25.BALL DROP GUIDE ACRYL Ass'y

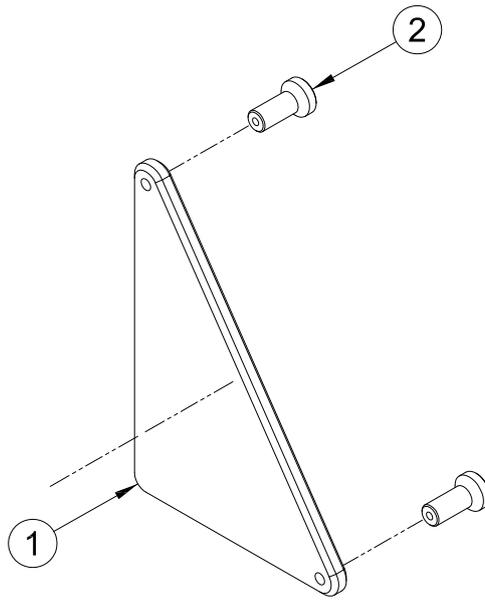
ACOC0ASM024



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MCOK0MET057	1	BALL DROP GUIDE ACRYL FIXED BKT	SPCC-1.2t
2	MCOK0ACR011	2	BALL DROP GUIDE ACRYL	CLEAR ACRYL-10.0t(투명 아크릴)

12-26.BALL GAME PLAY PANEL SIDE GUIDE ACRYL-L Ass'y

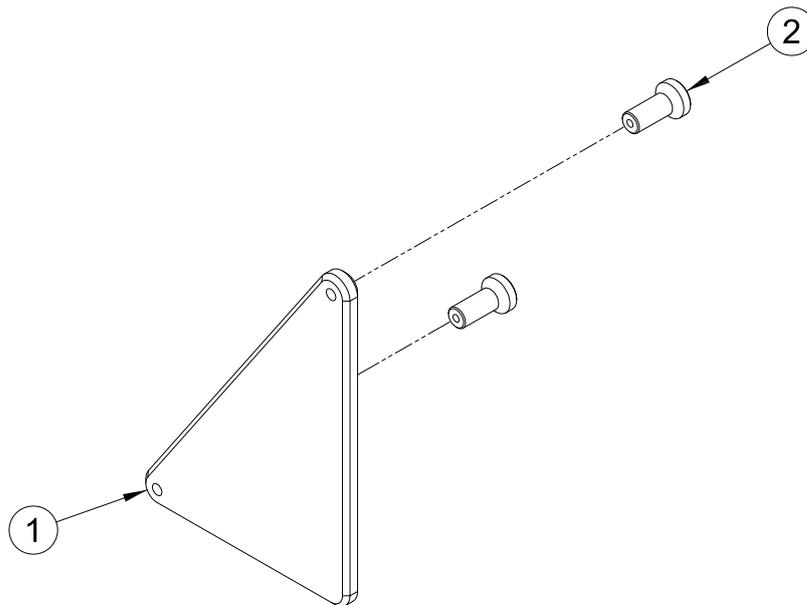
ACOC0ASM025



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MCOC0ACR004	1	BALL GAME PLAY PANEL SIDE GUIDE ACRYL	CLEAR ACRYL-8.0t(투명 아크릴)
2	MCOK0PRO002	2	BALL GAME PLAY PANEL SIDE PIN	AL

12-27.BALL GAME PLAY PANEL SIDE GUIDE ACRYL-R Ass'y

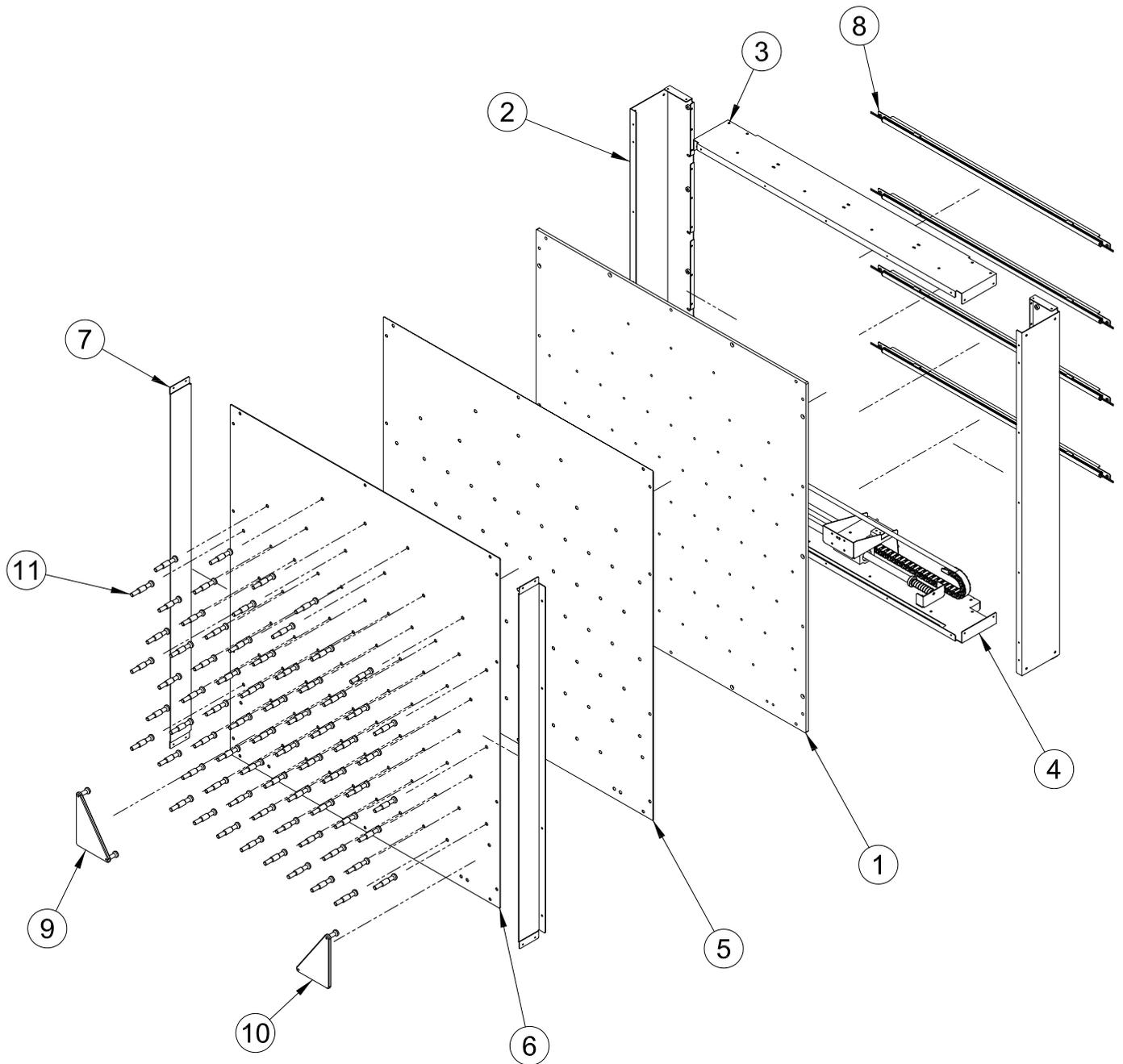
ACOC0ASM026



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MCOC0ACR004	1	BALL GAME PLAY PANEL SIDE GUIDE ACRYL	CLEAR ACRYL-8.0t(투명 아크릴)
2	MCOK0PRO002	2	BALL GAME PLAY PANEL SIDE PIN	AL

12-28.BALL GAME PLAY PANEL Ass'y

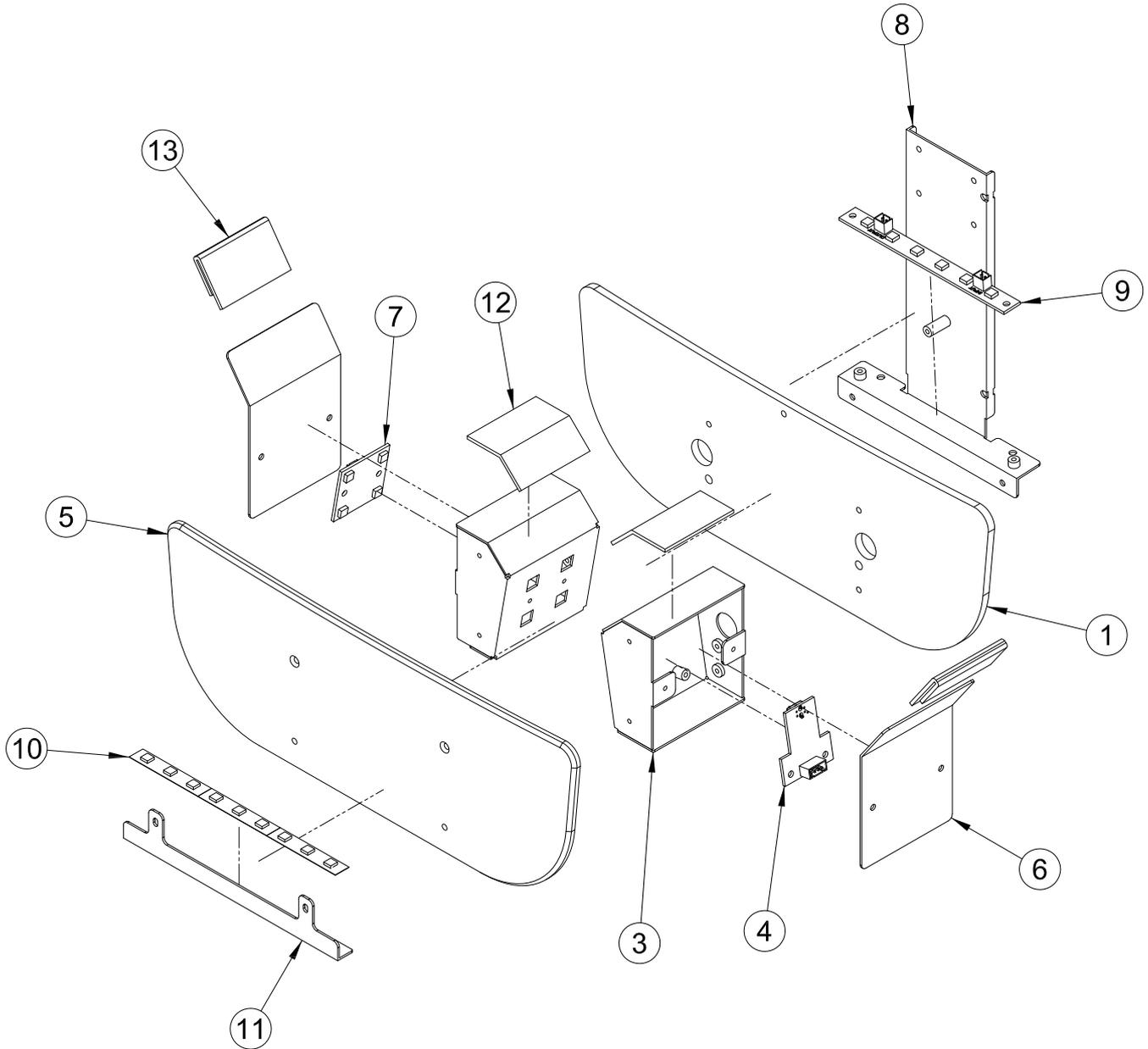
ACOC0ASM027



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MCOK0ACR009	1	BALL GAME PLAY BACK PANEL ACRYL	CLEAR ACRYL-8.0t(투명 압출판 아크릴)
2	MCOK0MET041	2	BALL GAME PLAY PANEL SIDE FIXED BKT	SPCC-1.6t
3	MCOK0MET043	1	BALL GAME PLAY PANEL UPPER FIXED BKT	SPCC-1.6t
4	ACOC0ASM022	1	BALL BASKET SLIDE BASE Ass'y	12-23 (46 page)
5	MCOC0SHE021	1	BALL GAME PLAY PANEL SHEET	LIGHTING SHEET
6	MCOK0ACR001	1	BALL GAME PLAY FRONT PANEL ACRYL	CLEAR PC-2.0t (투명PC아크릴)
7	MCOK0MET042	2	BALL GAME PLAY PANEL SIDE SUPPORT BKT	SPCC-1.6t
8	ACOC0ASM023	4	BALL GAME PLAY PANEL LED STICK BAR Ass'y	12-24 (47 page)
9	ACOC0ASM025	1	BALL GAME PLAY PANEL SIDE GUIDE ACRYL-L Ass'y	12-26 (48 page)
10	ACOC0ASM026	1	BALL GAME PLAY PANEL SIDE GUIDE ACRYL-R Ass'y	12-27 (48 page)
11	MCOK0PRO001	70	BALL GAME PLAY PANEL PIN	AL

12-29.BALL BASKET MAIN ACRYL Ass'y (IT)

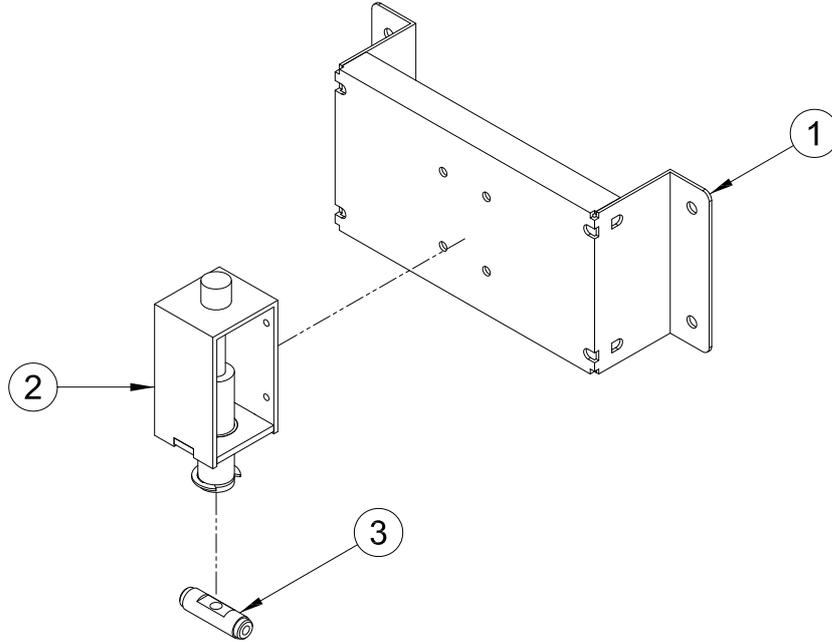
ACOC0ASM028



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	ACOC0A&S005	1	BALL BASKET MAIN ACRYL	CLEAR ACRYL-4.5(투명 압출판 아크릴)
2*	MCOK0MET053	1	BALL BASKET BOX BKT	SPCC-1.2t
3	MCOK0MET052	1	BALL BASKET SENSOR BOX BKT	SPCC-1.2t
4	ATWB0BOA002	1	BALL HOLE SENSOR BOARD Ass'y	KMSEN-1703-129A
5	ACOC0A&S004	1	BALL BASKET BOX COVER ACRYL (IT)	CLEAR ACRYL-4.5(투명 압출판 아크릴)
6	MCOK0MET054	2	BALL BASKET SIDE COVER BKT-A	SPCC-1.2t
7	ACOC0BOA004	1	BALL BASKET SIDE LED BOARD	KMLD-1902-194B
8	MCOK0MET049	1	BALL BASKET BACK LIGHT LED BOARD BKT	SPCC-1.2t
9	ACOC0BOA003	1	BALL BASKET BACK LIGHT LED BOARD	KMLD-1902-193A
10	ACOC0FLE006	1	BALL BASKET FLEXIBLE LED	150-1/3-50L-9LED
11	MCOK0MET050	1	BALL BASKET FLEXIBLE LED FIXED BKT	SPCC-1.2t
12	MCOC0CUS001	2	EVA PAD-A	EVA
13	MCOC0CUS002	2	EVA PAD-B	EVA

12-30.BALL DROP SOLENOID Ass'y

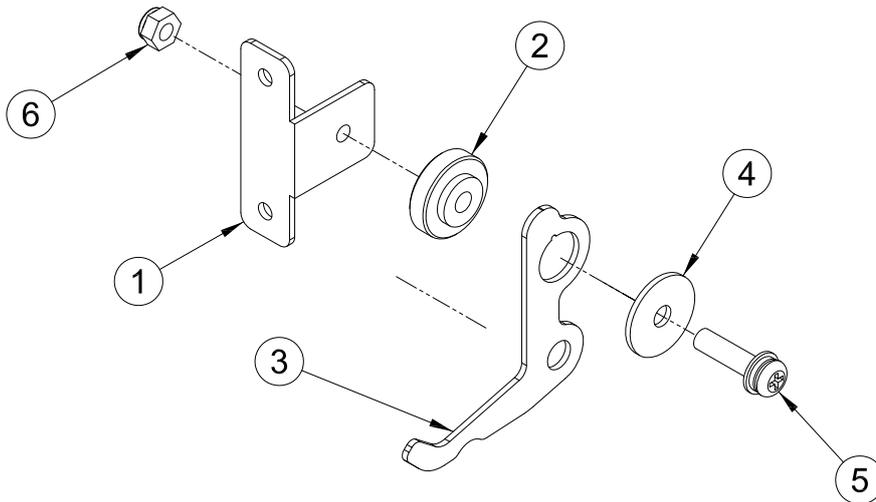
ACOC0ASM029



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MCOK0MET059	1	BALL DROP SOLENOID FIXED BKT	SUS304-1.2t
2	MZZZ0SOL003	1	SOLENOID (DH12ES12V)	DH12ES12V
3	MCOK0PRO014	1	BALL DROP SOLENOID LINK SHAFT	AL

12-31.BALL DROP STOPPER Ass'y

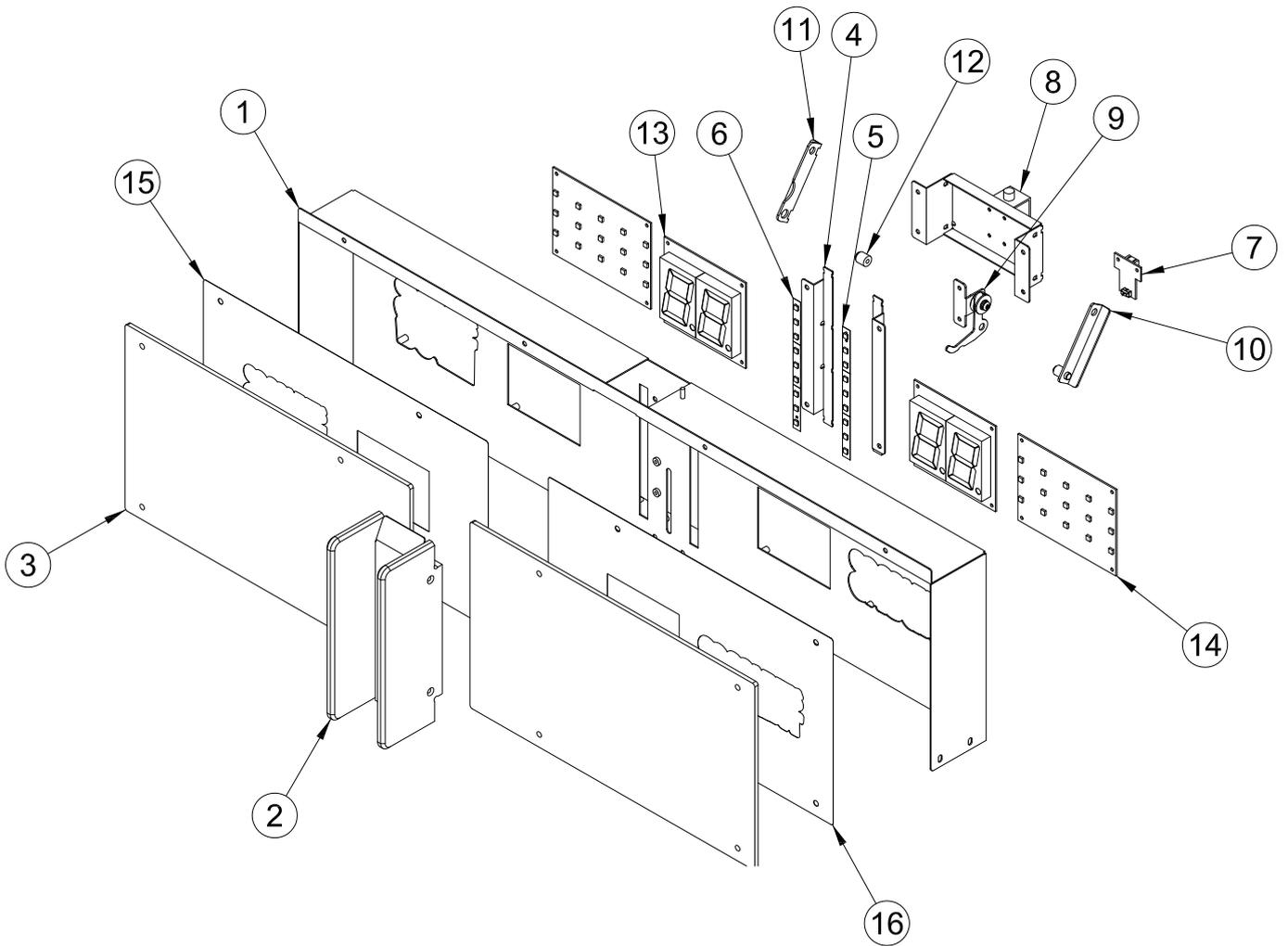
ACOC0ASM030



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MCOK0MET062	1	BALL DROP LINK AXIS BKT	EGI-1.6t
2	MCOK0PRO017	1	BALL DROP LINK BUSING	BLACK ACETAL (검정색 아세탈)
3	MCOK0MET060	1	BALL DROP STOPPER BKT	SUS304-1.5t (2P)
4	PART CODE	1	M5 WASHER	Φ19.9 / Φ5.2 / 1.4t
5	PART CODE	1	SEMS BOLT M5 X 20	M5 X 20
6	PART CODE	1	M5 NYLON NUT	M5

12-32.BALL DROP MAIN BASE Ass'y

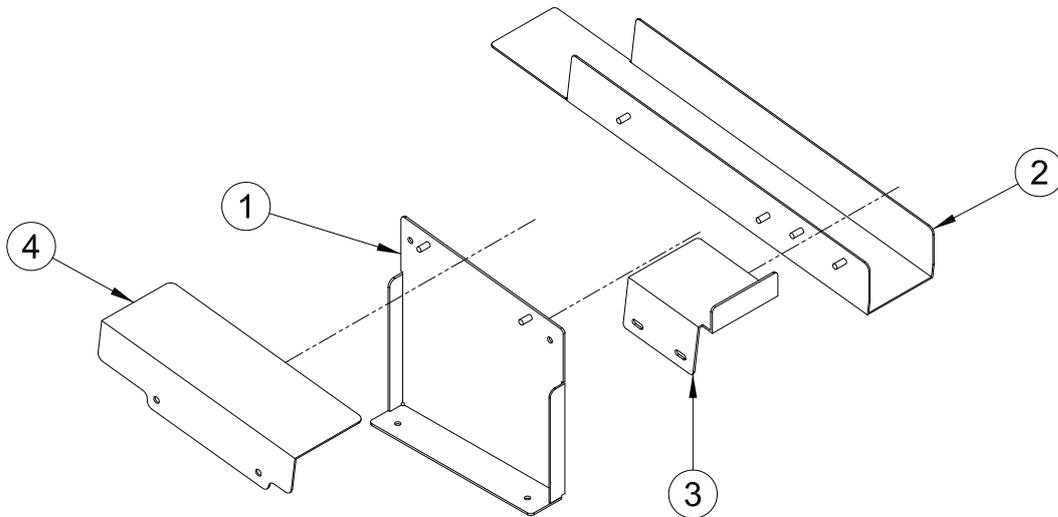
ACOC0ASM031



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MCOC0MET018	1	BALL DROP MAIN BASE BKT	SPCC-1.2t
2	ACOC0ASM024	1	BALL DROP GUIDE ACRYL Ass'y	12-25 (47 page)
3	MCOK0ACR008	2	BALL DROP FRONT ACRYL-L,R	CLEAR ACRYL-4.5t(투명 아크릴)
4	MCOK0MET061	2	BALL DROP FLEXIBLE LED FIXED BKT	EGI-1.2t
5	ACOC0FLE005	1	BALL DROP FLEXIBLE LED (CON IN-OUT)	150-1/3-50L-9LED
6	ACOC0FLE004	1	BALL DROP FLEXIBLE LED (CON IN)	150-1/3-50L-9LED
7	ATWB0BOA002	1	BALL HOLE SENSOR BOARD Ass'y	KMSEN-1703-129A
8	ACOC0ASM029	1	BALL DROP SOLENOID Ass'y	12-30 (51 page)
9	ACOC0ASM030	1	BALL DROP STOPPER Ass'y	12-31 (51 page)
10	MCOK0PRO013	1	BALL DROP LINK PLATE WELD Ass'y	WELD Ass'y (용접품)
11	MCOK0MET106	1	BALL DROP LINK PLATE-B	EGI-2.0t
12	MCOK0PRO023	1	BALL DROP AXIS LINK SHAFT-B	BLACK ACETAL (검정색 아세탈)
13	ACOC0BOA006	2	TIME FND 2P (BLUE)	KMFND-1707-143B
14	ACOC0BOA005	2	BALL DROP BACK LIGHT LED BOARD	KMLED-1905-195A
15	MCOC0SHE001	1	BALL DROP FRONT ACRYL-L SHEET (IT)	LIGHTING SHEET
16	MCOC0SHE002	1	BALL DROP FRONT ACRYL-R SHEET (IT)	LIGHTING SHEET

12-33.BALL SLOPE Ass'y

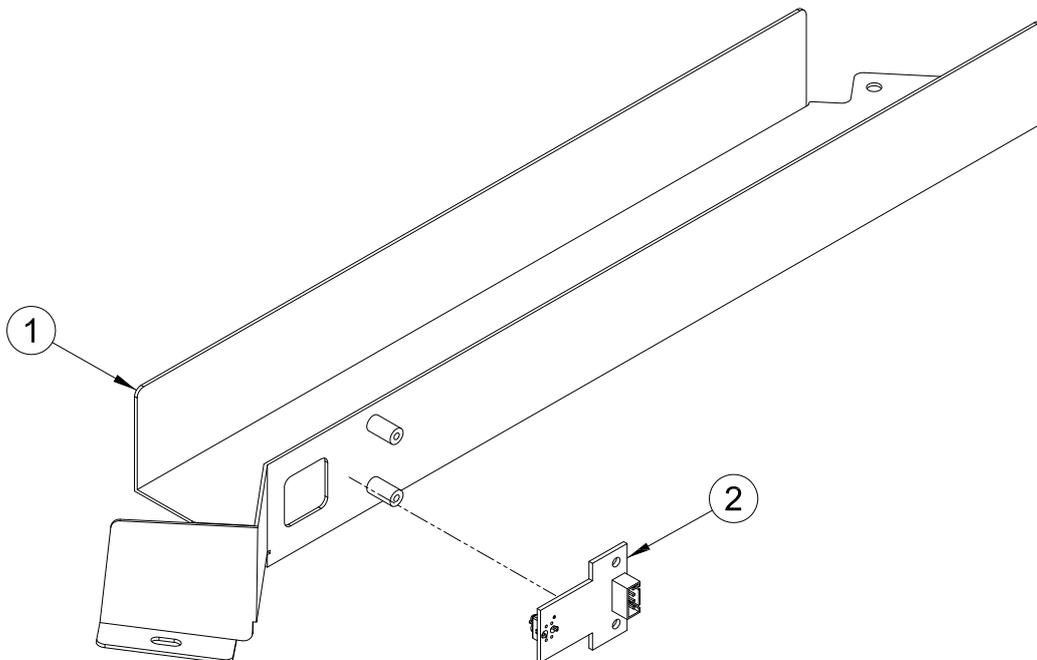
ACOC0ASM032



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MCOK0MET080	1	BALL SLOPE FIXED BKT	EGI-1.6t
2	MCOK0MET068	1	BALL SLOPE BKT	SPCC-1.2t
3	MCOK0MET069	1	BALL SLOPE GUIDE BKT	SPCC-1.6t
4	MCOK0MET107	1	BALL SLOPE GUIDE COVER BKT	SPCC-1.2t

12-34.BALL DROP SLOPE BKT Ass'y (IT)

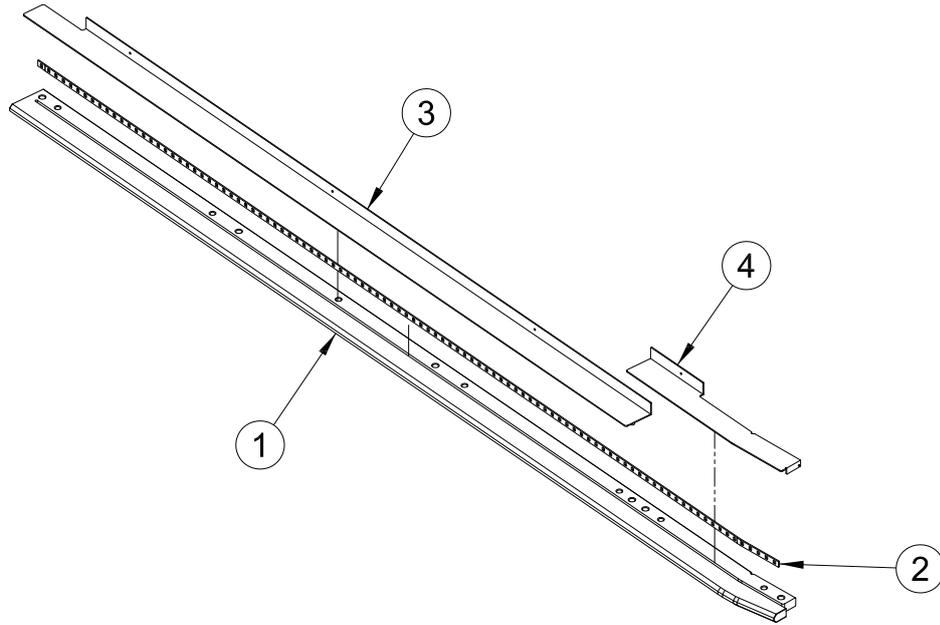
ACOC0ASM033



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MCOC0MET043	1	BALL DROP SLOPE BKT (IT)	SPCC-1.2t
2	ATWB0BOA002	1	BALL HOLE SENSOR BOARD Ass'y	KMSEN-1703-129A

12-35.REAR TOP SIDE DECO ACRYL-L Ass'y

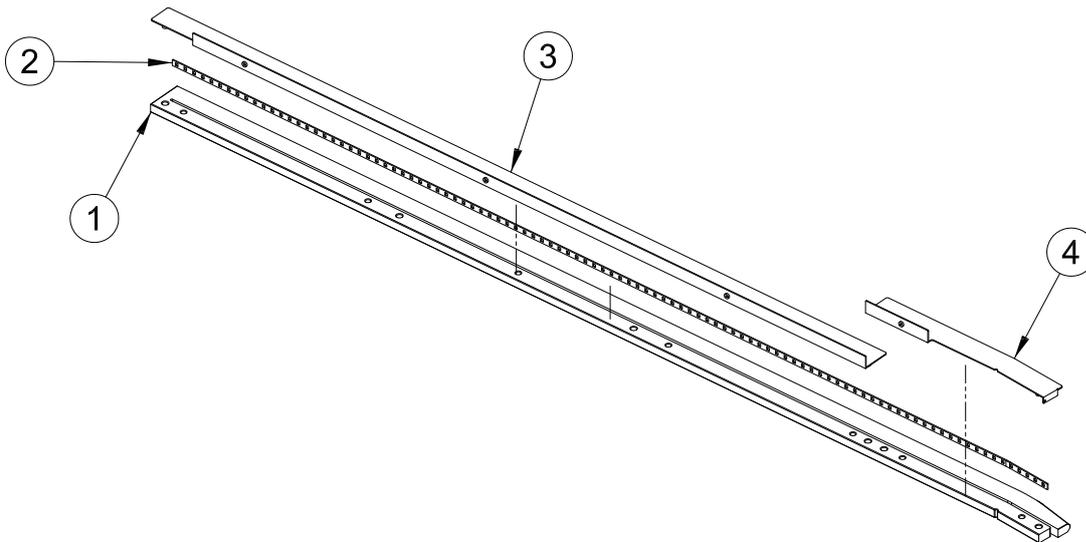
ACOC0ASM034



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MCOK0ACR016	1	REAR TOP SIDE DECO ACRYL-L	WHITE LIGHT ACRYL-15.0t (백색스리)
2	ACOC0FLE003	1	REAR TOP SIDE FLEXIBLE LED	1666.5-1/1-16.5L-101LED-S
3	MCOK0MET032	1	REAR TOP SIDE DECO ACRYL COVER BKT TOP-L	SPCC-1.6t
4	MCOK0MET030	1	REAR TOP SIDE DECO ACRYL COVER BKT-L	SPCC-1.6t

12-36.REAR TOP SIDE DECO ACRYL-R Ass'y

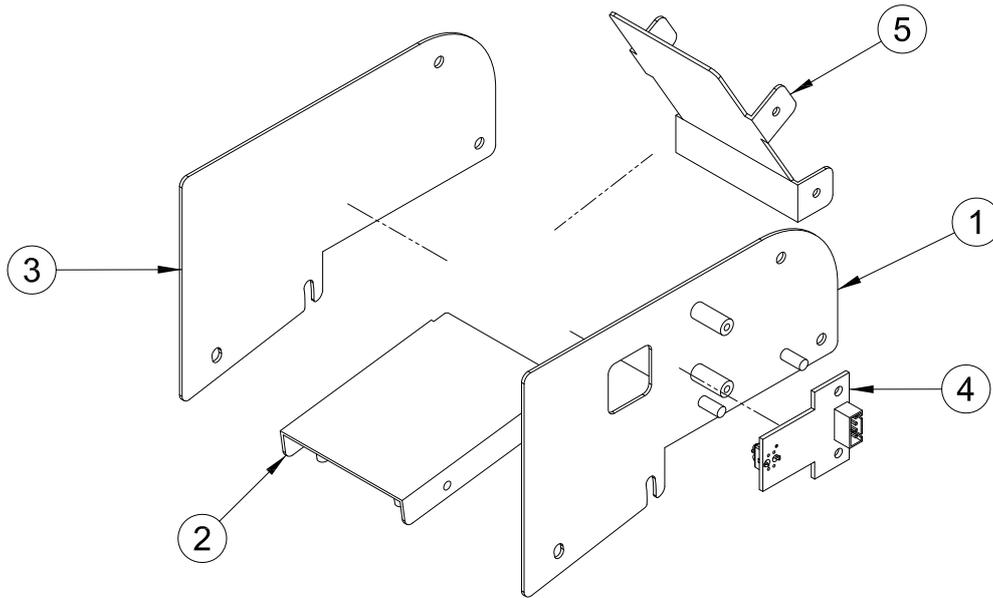
ACOC0ASM035



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MCOK0ACR015	1	REAR TOP SIDE DECO ACRYL-R	WHITE LIGHT ACRYL-15.0t (백색스리)
2	ACOC0FLE003	1	REAR TOP SIDE FLEXIBLE LED	1666.5-1/1-16.5L-101LED-S
3	MCOK0MET031	1	REAR TOP SIDE DECO ACRYL COVER BKT TOP-R	SPCC-1.6t
4	MCOK0MET029	1	REAR TOP SIDE DECO ACRYL COVER BKT-R	SPCC-1.6t

12-37.BALL ELEVATOR BODY TOP COVER Ass'y

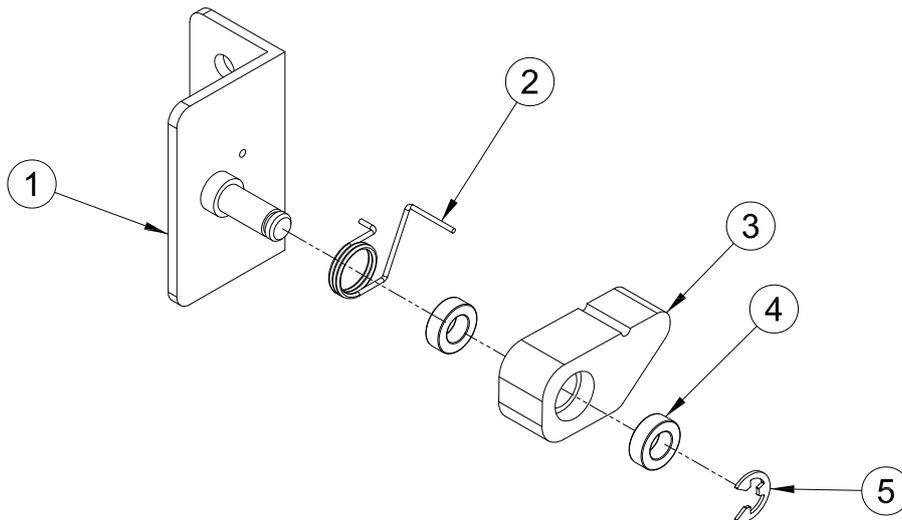
ACOC0ASM036



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MCOK0MET072	1	BALL ELEVATOR BODY TOP COVER-A	SPCC-1.2t
2	MCOK0MET070	1	BALL ELEVATOR TOP BALL OUT GUIDE BKT	SPCC-1.2t
3	MCOK0MET073	1	BALL ELEVATOR BODY TOP COVER-B	SPCC-1.2t
4	ATWB0BOA002	1	BALL HOLE SENSOR BOARD Ass'y	KMSEN-1703-129A
5	MCOK0MET074	1	BALL ELEVATOR BODY TOP COVER-C	SPCC-1.2t

12-38.BALL STOPPER Ass'y

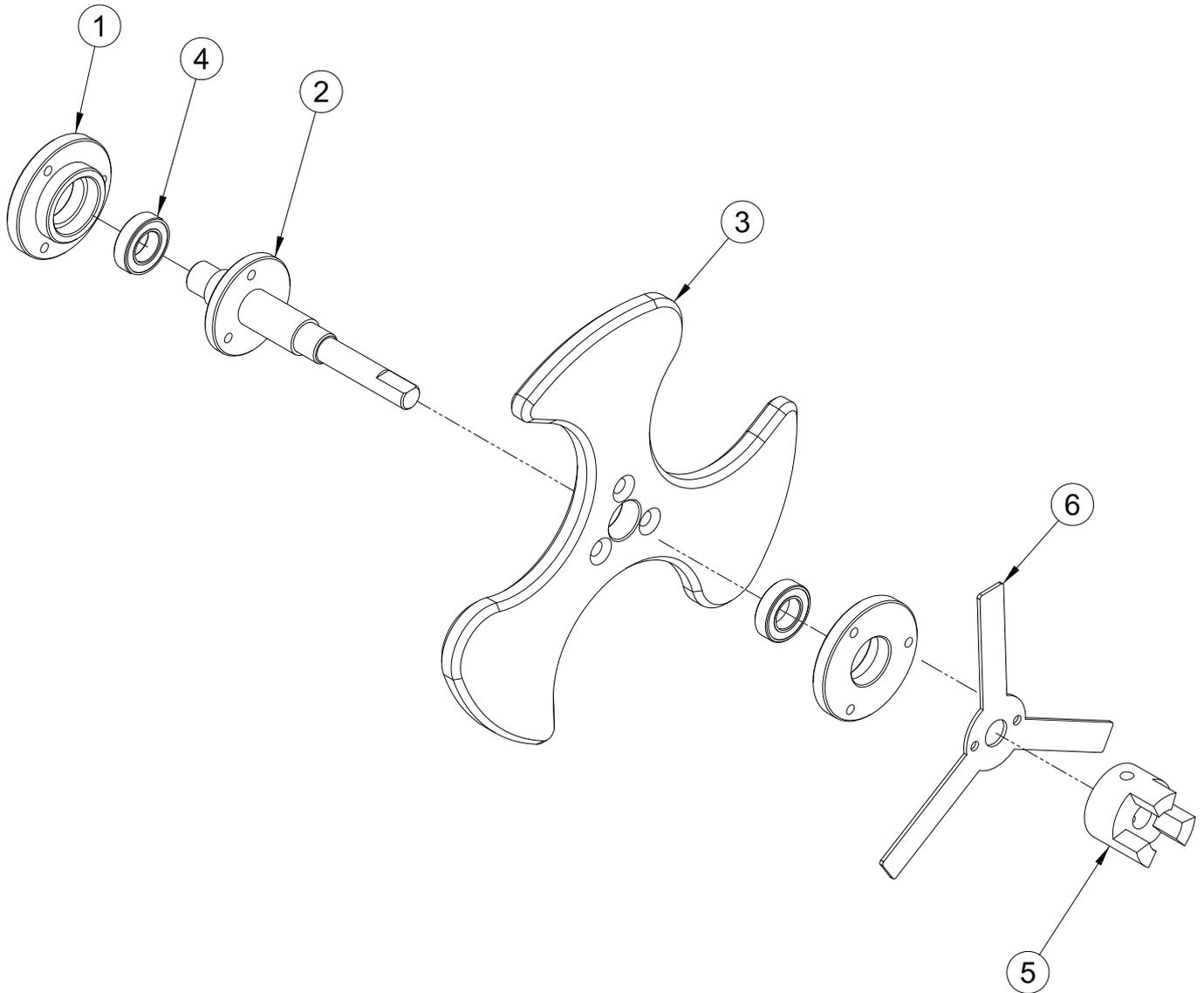
ACOC0ASM037



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MCOK0PRO012	1	BALL STOPBAR PIN WELD Ass'y	WELD Ass'y (용접품)
2	MUFE0SPR002	1	TORSION SPRING	SUS-0.8t
3	MCOK0PRO018	1	BALL STOPPER	WHITE ACETAL (백색 아세탈)
4	MZZZ0BEA045	2	BEARING MR95ZZ	MR95ZZ
5	PART CODE	1	E Type Snapping 4	E-4

12-39.BALL DISK Ass'y

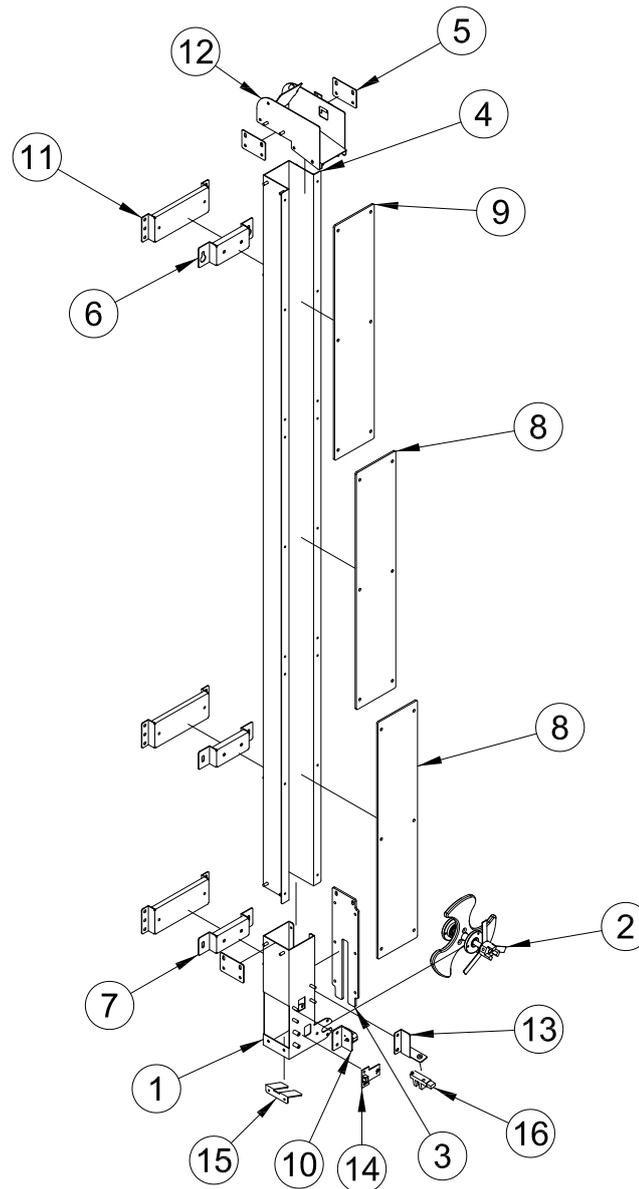
ACOC0ASM038



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MCOK0PRO008	2	BALL DISK HOUSING	SS41
2	MCOK0PRO009	1	BALL DISK SHAFT	SS41
3	MCOK0ACR018	1	BALL DISK ACRYL	WHITE COLOR ACETAL - 8.0t (백색 아세탈)
4	MZZZ0BEA070	2	BEARING 6800ZZ	6800ZZ
5	MCOK0PRO015	1	CR050 COUPLING-A	CR050
6	MCOK0MET075	1	BALL DISK SENSOR CHECK BKT	SPCC-1.2t

12-40.BALL ELEVATOR Ass'y (IT)

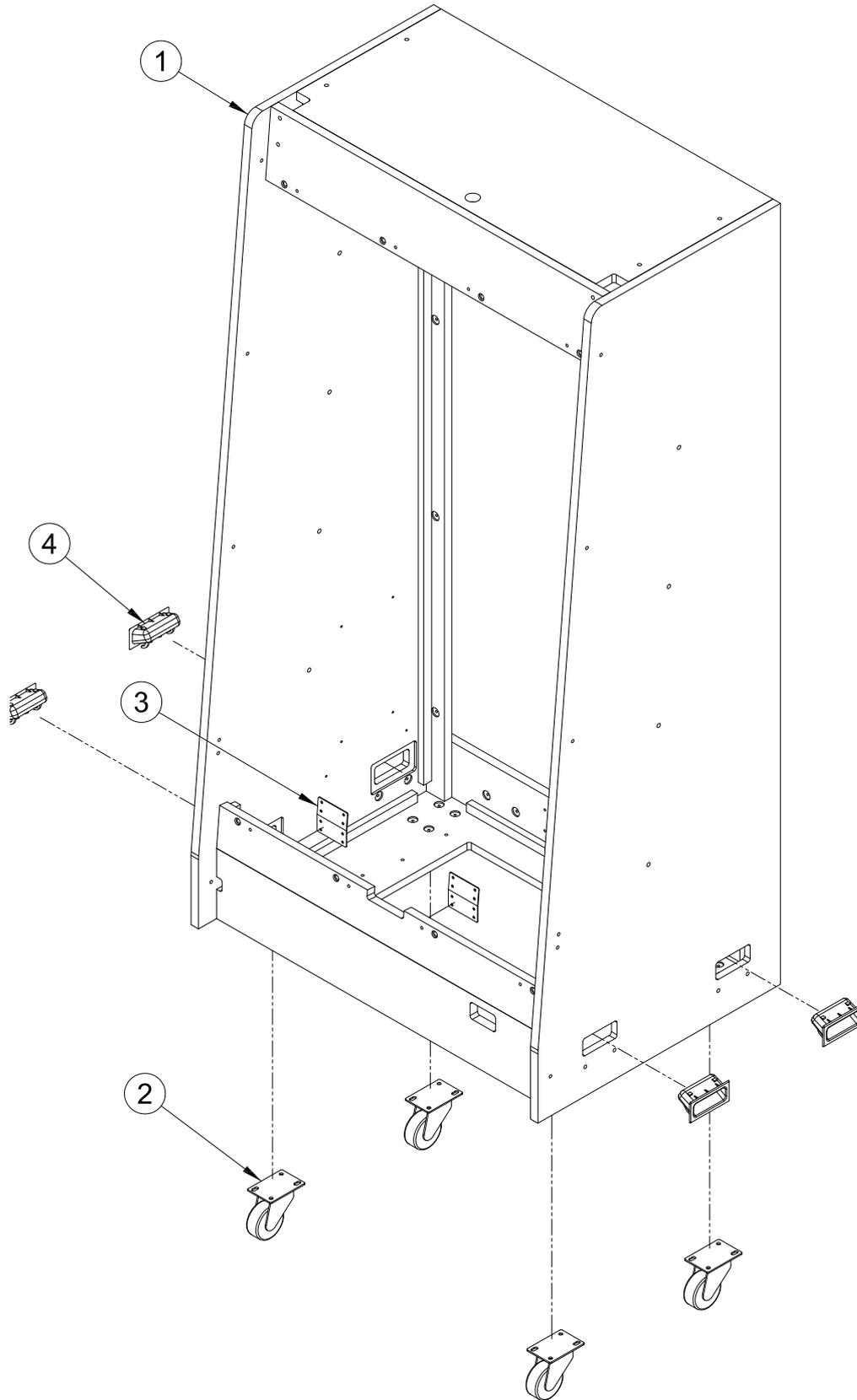
ACOC0ASM039



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MCOK0MET071	1	BALL DISK BODY BKT	SPCC-1.2t
2	ACOC0ASM038	1	BALL DISK Ass'y	12-39 (56 page)
3	MCOK0ACR003	1	BALL UP GUIDE ACRYL	CLEAR PC-3.0t [투명 PC]
4	MCOC0MET038	1	BALL ELEVATOR BODY BKT (ver.2.0)	SPCC-1.2t
5	MCOK0MET064	3	BALL ELEVATOR BODY CONNECT BKT	SPCC-1.2t
6	MCOK0MET065	1	BALL ELEVATOR BODY FIXED BKT-A	SPCC-1.2t
7	MCOK0MET066	2	BALL ELEVATOR BODY FIXED BKT-B	SPCC-1.2t
8	MCOC0ACR001	2	BALL ELEVATOR BODY COVER ACRYL (ver2.0)	CLEAR PC-3.0t (투명PC아크릴)
9	MCOC0ACR005	1	BALL ELEVATOR BODY TOP COVER ACRYL (ver2.0)	CLEAR PC-3.0t (투명PC아크릴)
10	ACOC0ASM037	1	BALL STOPPER Ass'y	12-38 (55 page)
11	MCOK0MET067	3	BALL ELEVATOR Ass'y FIXED BKT	SPCC-1.2t
12	ACOC0ASM036	1	BALL ELEVATOR BODY TOP COVER Ass'y	12-37 (55 page)
13	MCOK0MET078	1	BALL DISK SENSOR FIXED BKT	EGI-1.2t
14	ATWB0BOA002	1	BALL HOLE SENSOR BOARD Ass'y	KMSEN-1703-129A
15	MCOK0MET076	1	BALL ELEVATOR DISK GUIDE BKT	SPCC-1.6t
16	MLIM0PHO001	1	SINCO SENSOR (KI669)	SINKO:KI669

12-41.REAR TOP CABINET Ass'y

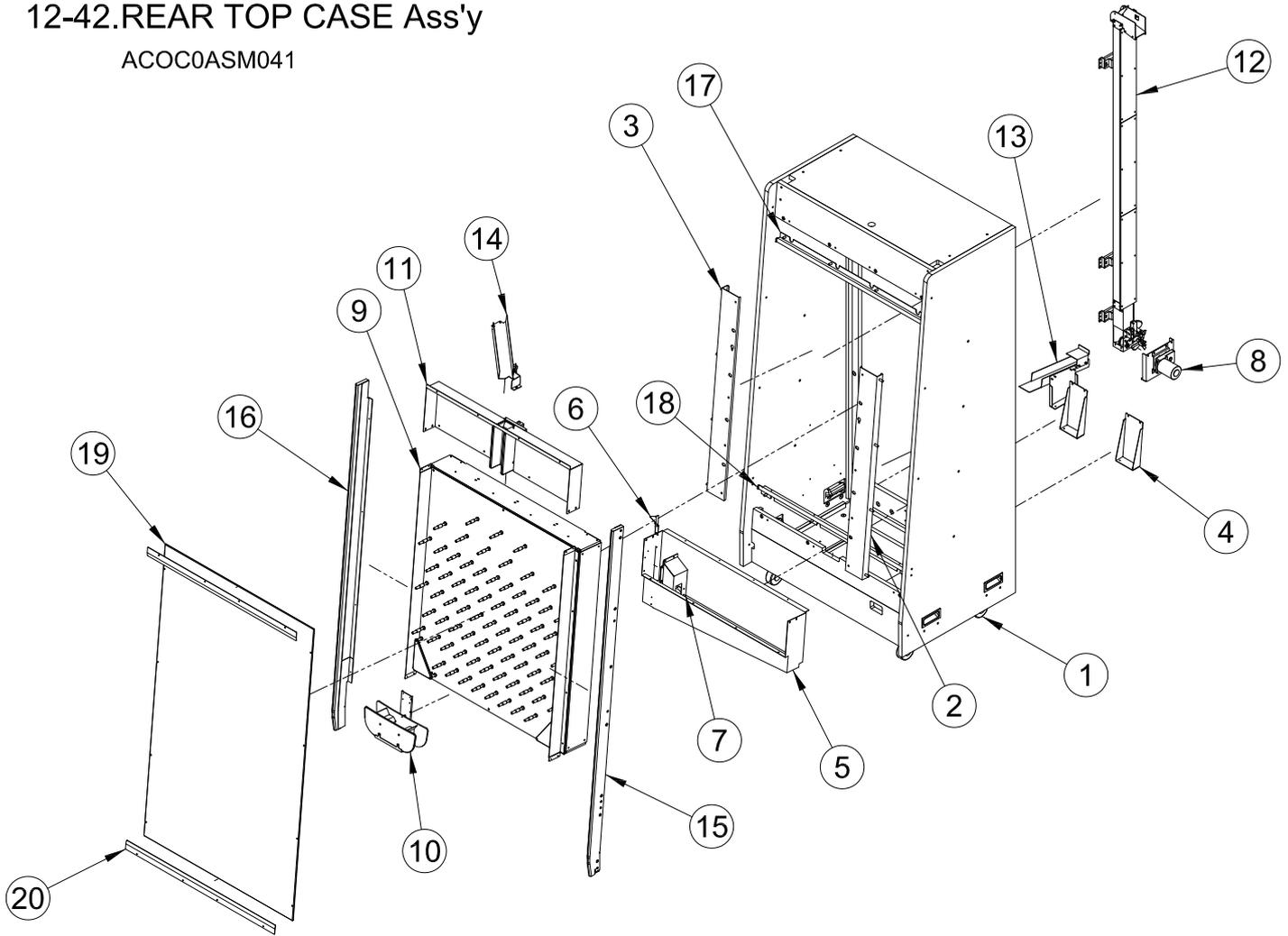
ACOC0ASM040



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MCOC0WOO003	1	REAR TOP WOOD CABINET Ass'y	ASSEMBLE (조립품)
2	MZZZ0CAS010	4	CASTER	3021-W-BR (3inch)
3	MCOK0WOO014	3	REAR TOP CASE ANGLE BKT	SPCC-1.6t
4	MSBC0WOO014	4	PLASTIC DRAWER PULLS	BLACK PLASTIC

12-42.REAR TOP CASE Ass'y

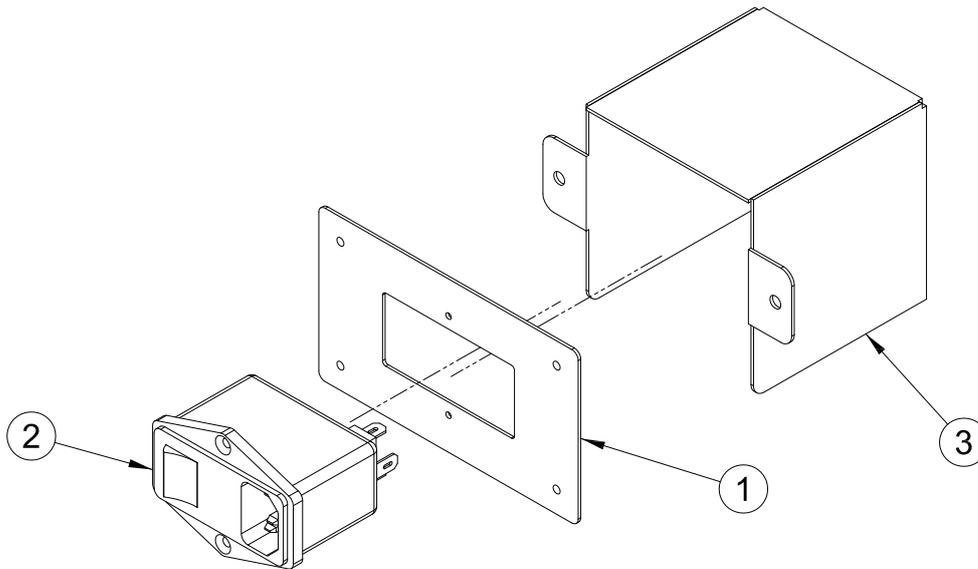
ACOC0ASM041



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	ACOC0ASM040	1	REAR TOP CABINET Ass'y	12-41 (58 page)
2	MCOC0MET013	1	BALL GAME PLAY PANEL FIXED BKT-R	SPCC-1.6t
3	MCOC0MET014	1	BALL GAME PLAY PANEL FIXED BKT-L	SPCC-1.6t
4	MCOK0MET045	2	BALL LOWER COLLECT FIXED BKT	EGI-1.6t
5	MCOC0MET036	1	BALL LOWER COLLECT BKT (ver.2.0)	SPCC-1.2t
6	MCOK0MET035	1	BALL LOWER COLLECT BALL GUIDE BKT	SPCC-1.2t
7	ACOC0ASM020	1	BALL MIX MOTOR Ass'y	12-21 (45 page)
8	ACOC0ASM021	1	BALL ELEVATOR MOTOR Ass'y	12-22 (45 page)
9	ACOC0ASM027	1	BALL GAME PLAY PANEL Ass'y	12-28 (49 page)
10	ACOC0ASM028	1	BALL BASKET MAIN ACRYL Ass'y (IT)	12-29 (50 page)
11	ACOC0ASM031	1	BALL DROP MAIN BASE Ass'y	12-32 (52 page)
12	ACOC0ASM039	1	BALL ELEVATOR Ass'y (IT)	12-40 (57 page)
13	ACOC0ASM032	1	BALL SLOPE Ass'y	12-33 (53 page)
14	ACOC0ASM033	1	BALL DROP SLOPE BKT Ass'y (IT)	12-33 (52 page)
15	ACOC0ASM035	1	REAR TOP SIDE DECO ACRYL-R Ass'y	12-36 (54 page)
16	ACOC0ASM034	1	REAR TOP SIDE DECO ACRYL-L Ass'y	12-35 (54 page)
17	MCOC0MET015	1	WINDOW GLASS GUIDE BKT-A	SPCC-1.6t
18	MCOC0MET016	1	WINDOW GLASS GUIDE BKT-B	SPCC-1.6t
19	ACOC0A&S006	1	REAR TOP CABINET FRONT COVER ACRYL	CLEAR PC-4.5t (투명PC아크릴)
20	MCOK0MET044	2	REAR TOP CABINET FRONT COVER ACRYL BKT	SPCC-1.6t

12-43.NOISE FILTER Ass'y

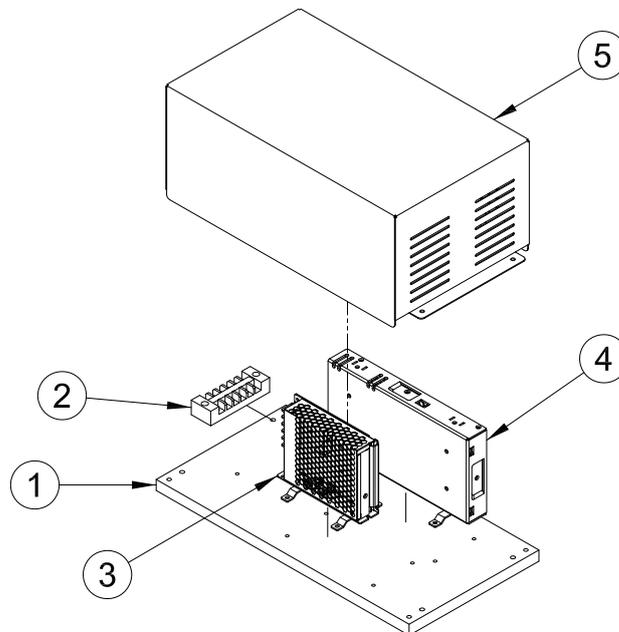
ACOC0ASM042



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MCOK0MET102	1	AC INPUT BRACKET	SPCC-1.2t
2	MELE0NOI002	1	NOISE FILTER	IP-0642-H2
3	MCOK0MET028	1	NOISE FILTER COVER	SPCC-1.2t

12-44.POWER SMPS Ass'y

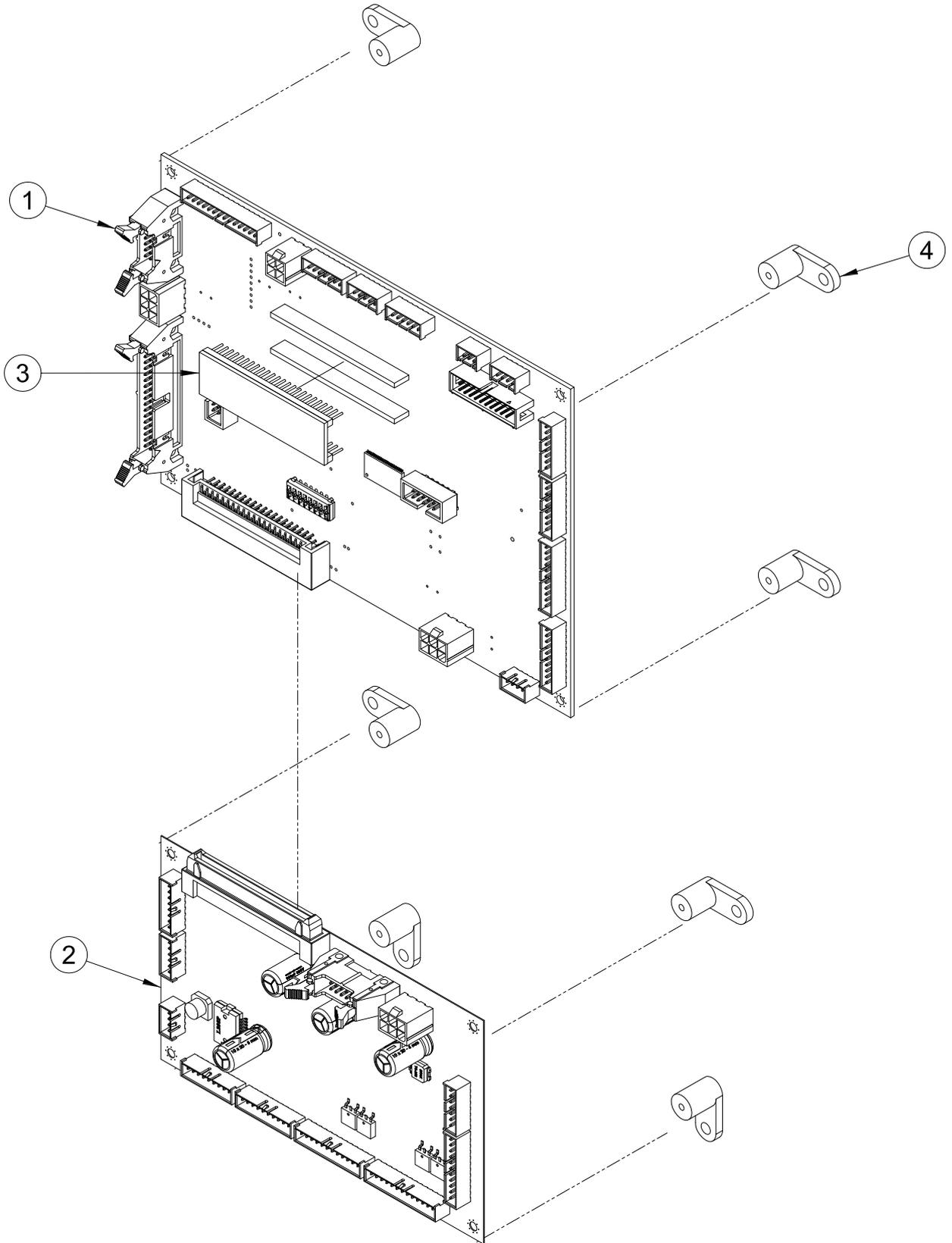
ACOC0ASM043



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MCOK0WOO007	1	SMPS PLATE	PW - 15.0t
2	MELE0TEB001	1	TERMINAL BLOCK (6P)	6P UL
3	MELE0SMP007	1	POWER SMPS 5V (LRS-100-5)	100~240V/5V-18A
4	MELE0SMP046	1	POWER SMPS 5V (LRS-200-12)	100~240V/12V-17A
5	MCOC0MET045	1	SMPS COVER BKT	OPTION

12-45.COCO BOWL MAIN BOARD Ass'y

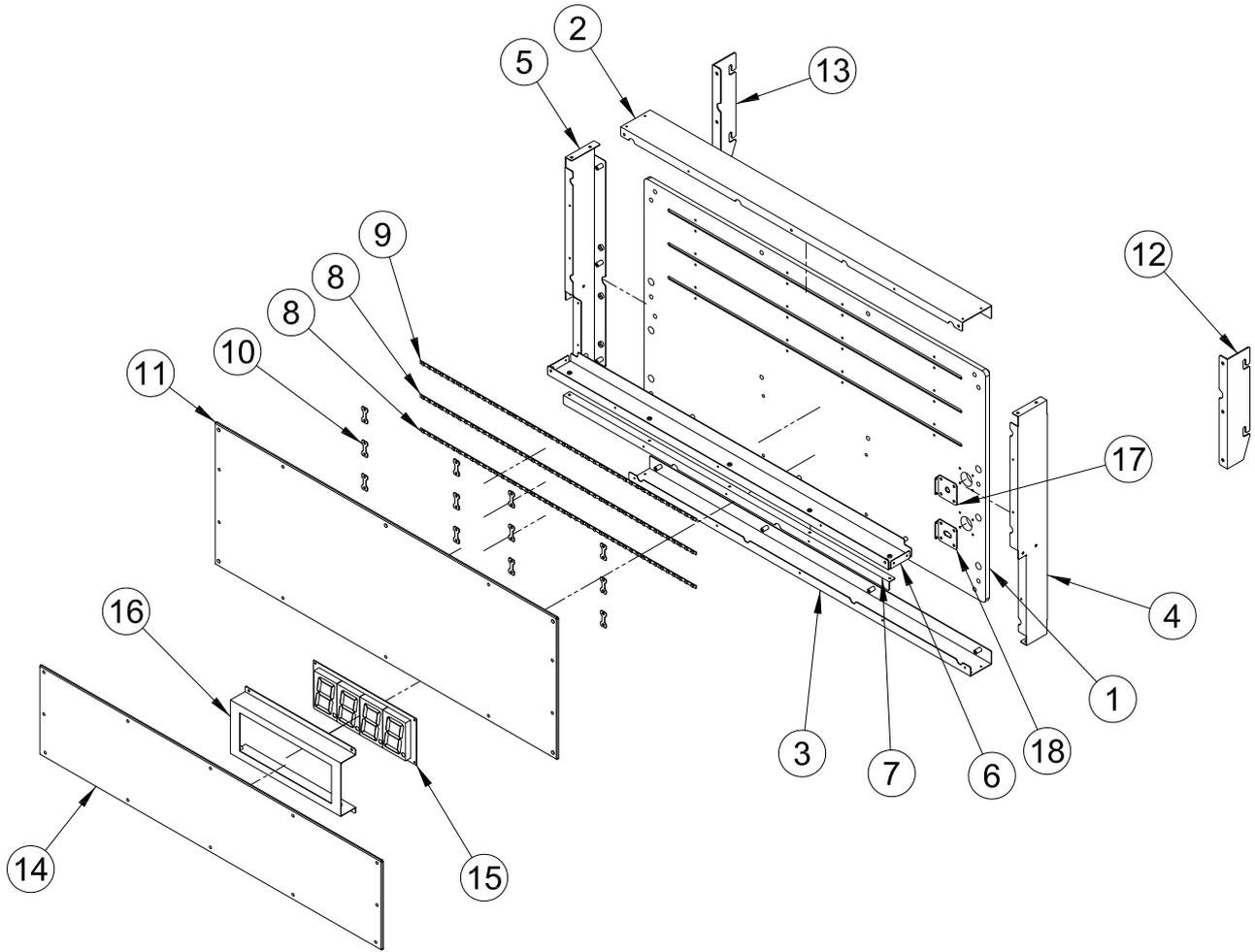
ACOC0ASM044



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	ACOC0BOA011	1	COCO BOWL MAIN BOARD	KMMA-1910-104E
2	ACOC0BOA001	1	COCO BOWL IO BOARD	KMIO-1906-200B
3	ACOC0BOA012	1	SOUND ROM BOARD	KMMM100808A
4	PART CODE	8	PCB SUPPORT	

12-46.TOP BILLBOARD BASE Ass'y (NEW)

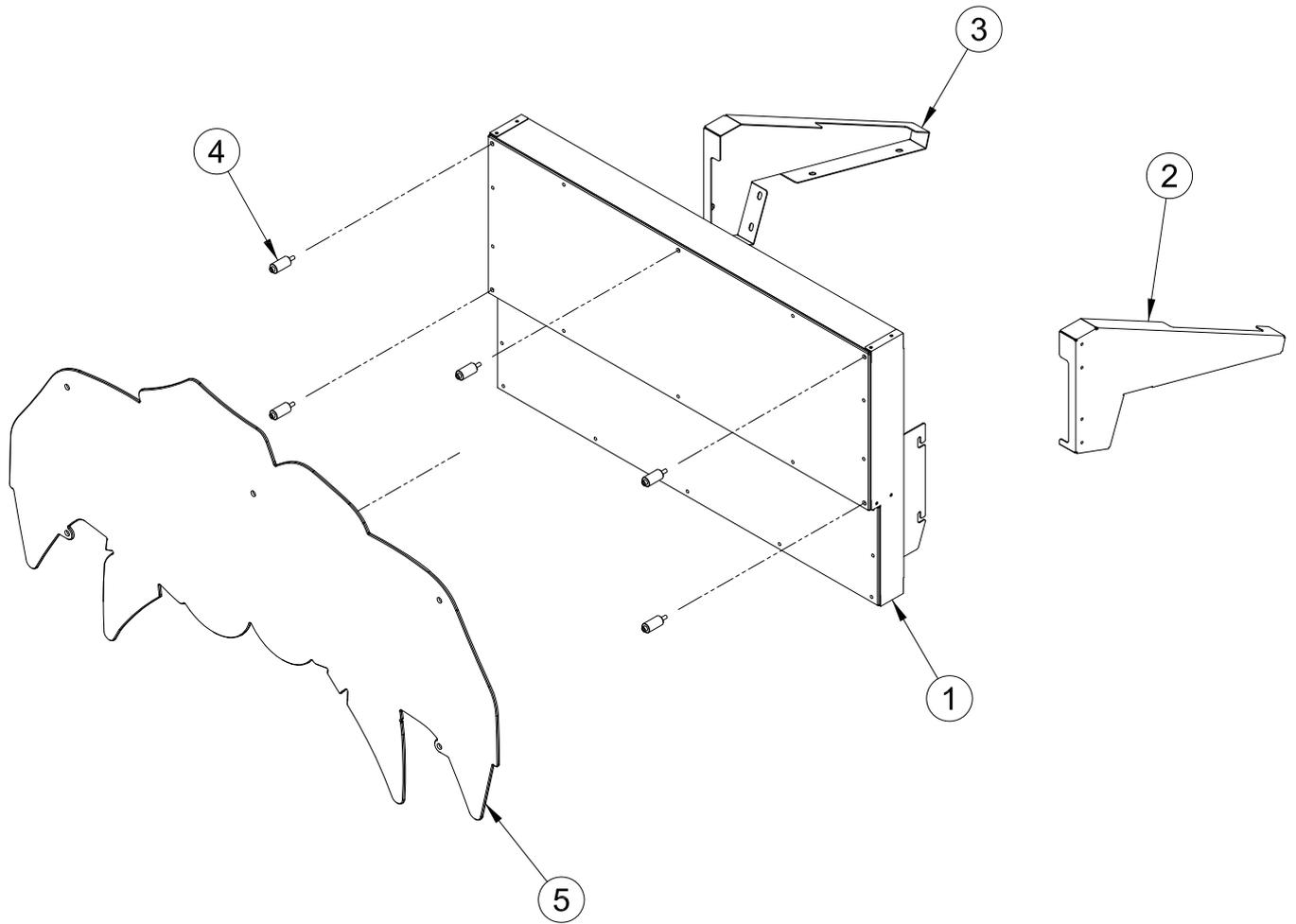
ACOC0ASM045



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MCOC0WOO014	1	TOP BILLBOARD BASE PANEL (IT)	MDF-15.0t
2	MCOC0MET001	1	TOP BILLBOARD BODY TOP BKT	SPCC-1.2t
3	MCOC0MET002	1	TOP BILLBOARD BODY BOTTOM BKT	SPCC-1.2t
4	MCOC0MET005	1	TOP BILLBOARD BODY SIDE BKT-R	SPCC-1.2t
5	MCOC0MET006	1	TOP BILLBOARD BODY SIDE BKT-L	SPCC-1.2t
6	MCOC0MET003	1	TOP BILLBOARD BODY MIDDLE BKT-A	SPCC-1.2t
7	MCOC0MET004	1	TOP BILLBOARD BODY MIDDLE BKT-B	SPCC-1.2t
8	ACOC0BOA016	2	LED BAR (CON IN-OUT 750mm)	WHITE COLOR (750mm)
9	ACOC0BOA015	1	LED BAR (CON IN 750mm)	WHITE COLOR (750mm)
10	MCOK0MET007	12	FLEXIBLE LED WOOD FIXED BKT	GI-1.2t
11	ACOC0A&S002	1	TOP BILLBOARD COVER ACRYL (IT)	CLEAR ACRYL -4.5t (투명 압출판 아크릴)
12	MCOC0MET033	1	TOP BILLBOARD FIXED SUPPORT BKT-R (IT)	SPCC-2.0t
13	MCOC0MET034	1	TOP BILLBOARD FIXED SUPPORT BKT-L (IT)	SPCC-2.0t
14	ACOC0A&S001	1	BONUS FND COVER ACRYL (IT)	CLEAR ACRYL -4.5t (투명 압출판 아크릴)
15	ATWB0BOA004	1	BONUS FND BOARD 4P (BLUE)	KMFND-1703-131B
16	MCOC0MET007	1	BONUS FND FIXED BKT (IT)	SPCC-1.2t
17	MCOK0MET008	1	TOP BILLBOARD CONNECTOR BKT-2P	GI1.2t
18	MCOC0MET035	1	TOP BILLBOARD CONNECTOR BKT-6P	GI1.2t

12-47.TOP BILLBOARD Assy (NEW)

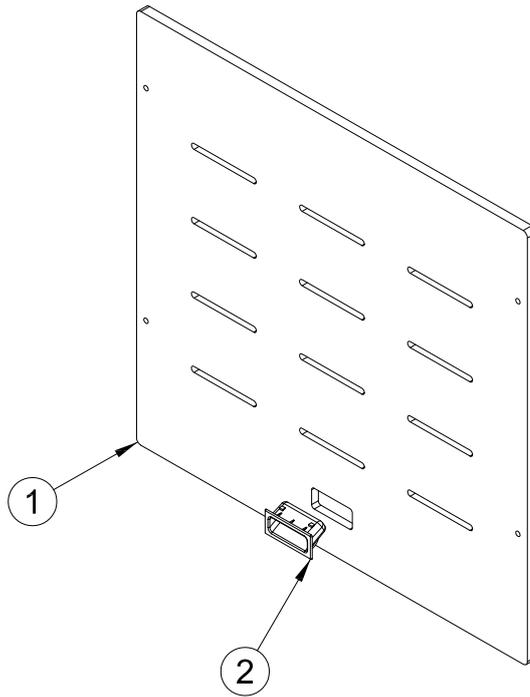
ACOC0ASM046



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	ACOC0ASM045	1	TOP BILLBOARD BASE Ass'y (NEW)	12-46 (62 page)
2	MCOK0MET003	1	TOP BILLBOARD FIXED BKT-R	SPCC-1.6t
3	MCOK0MET004	1	TOP BILLBOARD FIXED BKT-L	SPCC-1.6t
4	MCOK0PRO003	5	TOP BILLBOARD ACRYL SUPPORT	AL
5	ACOC0A&S003	1	TOP BILLBOARD ACRYL (IT)	CLEAR PC-4.5t(투명 PC)

12-48.REAR TOP UPPER BACK DOOR Ass'y

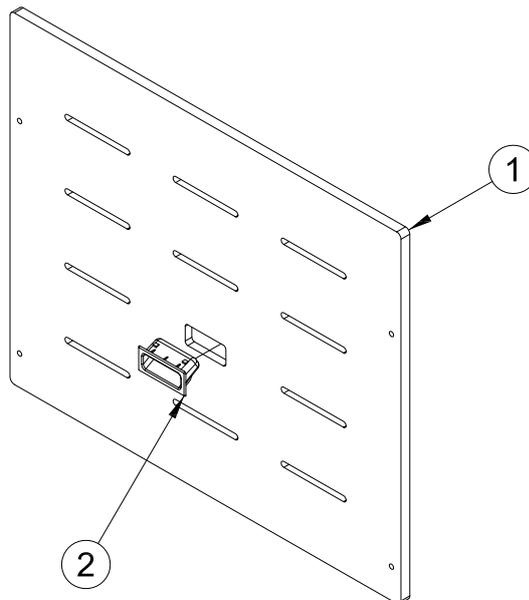
ACOC0ASM047



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MCOC0WOO004	1	REAR TOP UPPER BACK DOOR	MDF-20.0t
2	MSBC0WOO014	1	PLASTIC DRAWER PULLS	BLACK PLASTIC

12-49.REAR TOP LOWER BACK DOOR Ass'y

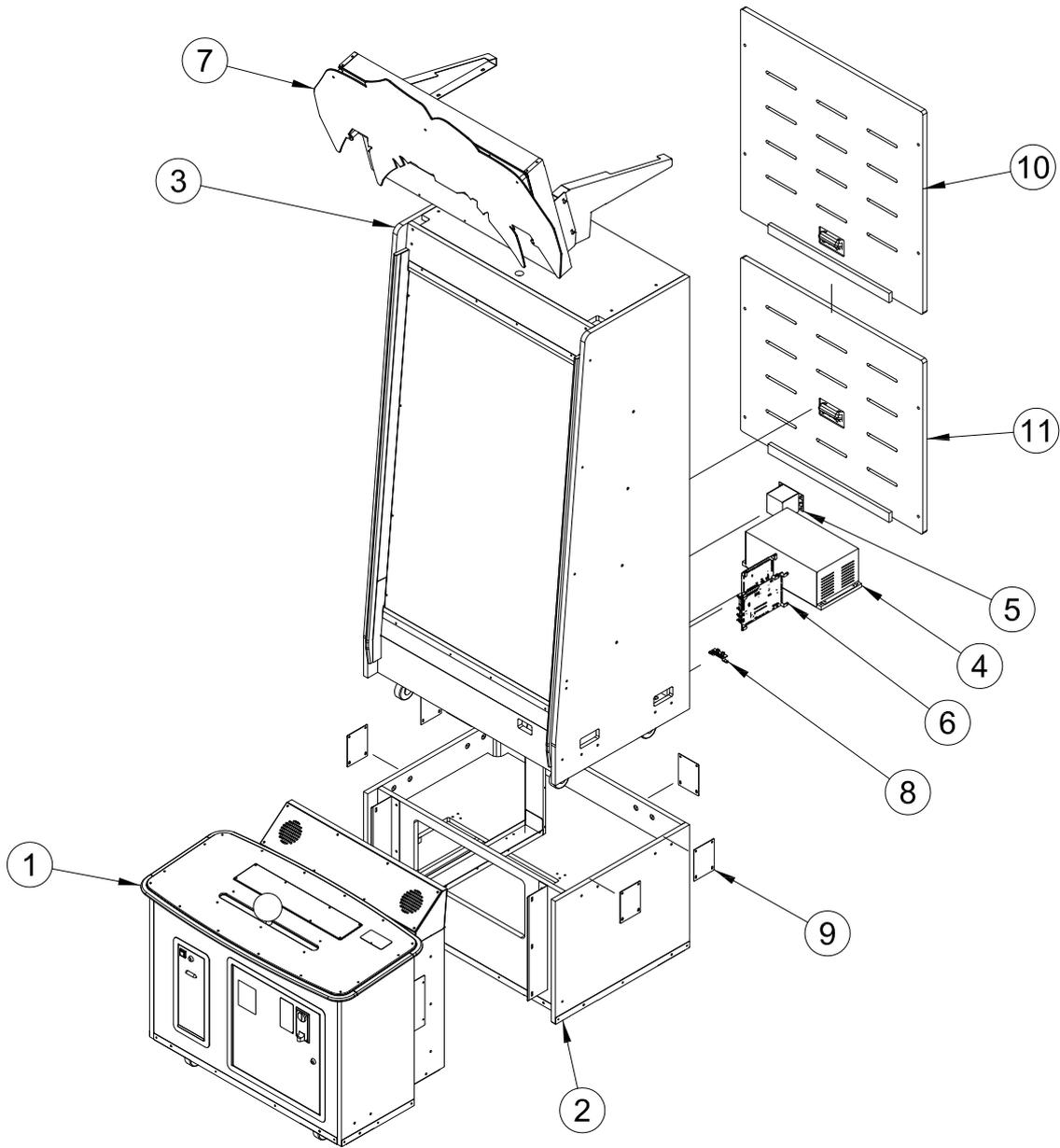
ACOC0ASM048



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	MCOC0WOO005	1	REAR TOP LOWER BACK DOOR	MDF-20.0t
2	MSBC0WOO014	1	PLASTIC DRAWER PULLS	BLACK PLASTIC

12-50.ASSEMBLING COCO BOWL ALL FIX Ass'y

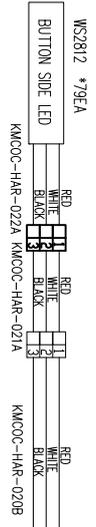
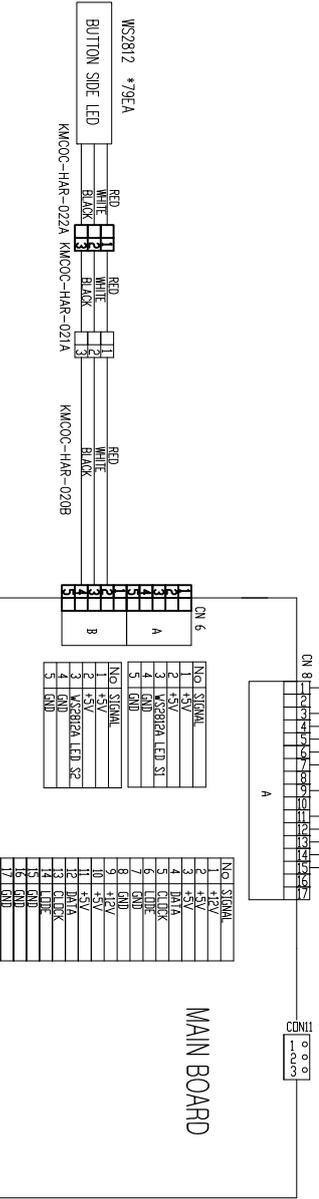
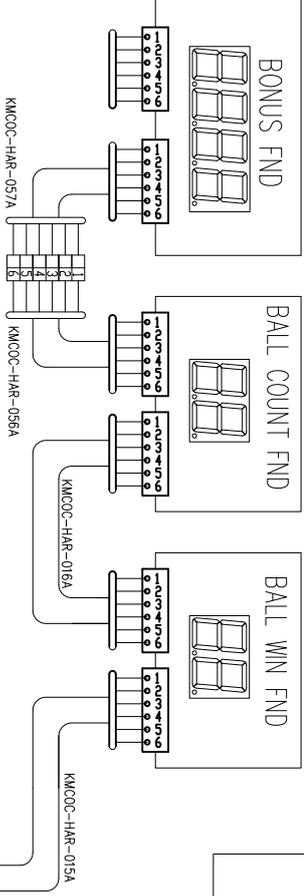
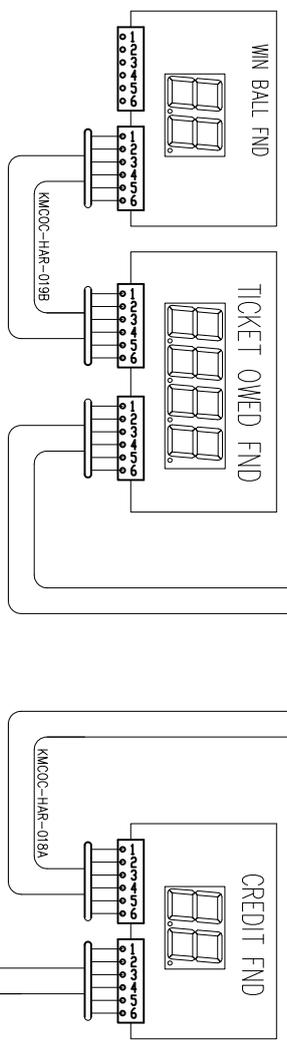
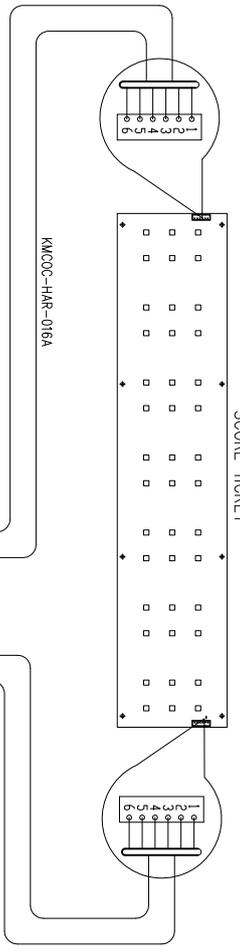
ACOC0ASM049



NO.	PART NO.	QUANTITY	PART NAME	SPEC.
1	ACOC0ASM016	1	FRONT CASE Ass'y	12-16 (41 page)
2	ACOC0ASM019	1	REAR LOWER CASE Ass'y	12-20 (44 page)
3	ACOC0ASM041	1	REAR TOP CASE Ass'y	12-42 (59 page)
4	ACOC0ASM043	1	POWER SMPS Ass'y	12-44 (60 page)
5	ACOC0ASM042	1	NOISE FILTER Ass'y	12-43 (60 page)
6	ACOC0ASM044	1	COCO BOWL MAIN BOARD Ass'y	12-45 (61 page)
7	ACOC0ASM046	1	TOP BILLBOARD Assy (NEW)	12-47 (63 page)
8	ACBD0BOA003	1	LED LINK BOARD	KMIO-1809-181A
9	MCOK0MET105	6	LOWER & TOP SIDE FIXED BKT	SPCC-2.0t
10	ACOC0ASM047	1	REAR TOP UPPER BACK DOOR Ass'y	12-48 (64 page)
11	ACOC0ASM048	1	REAR TOP LOWER BACK DOOR Ass'y	12-49 (64 page)

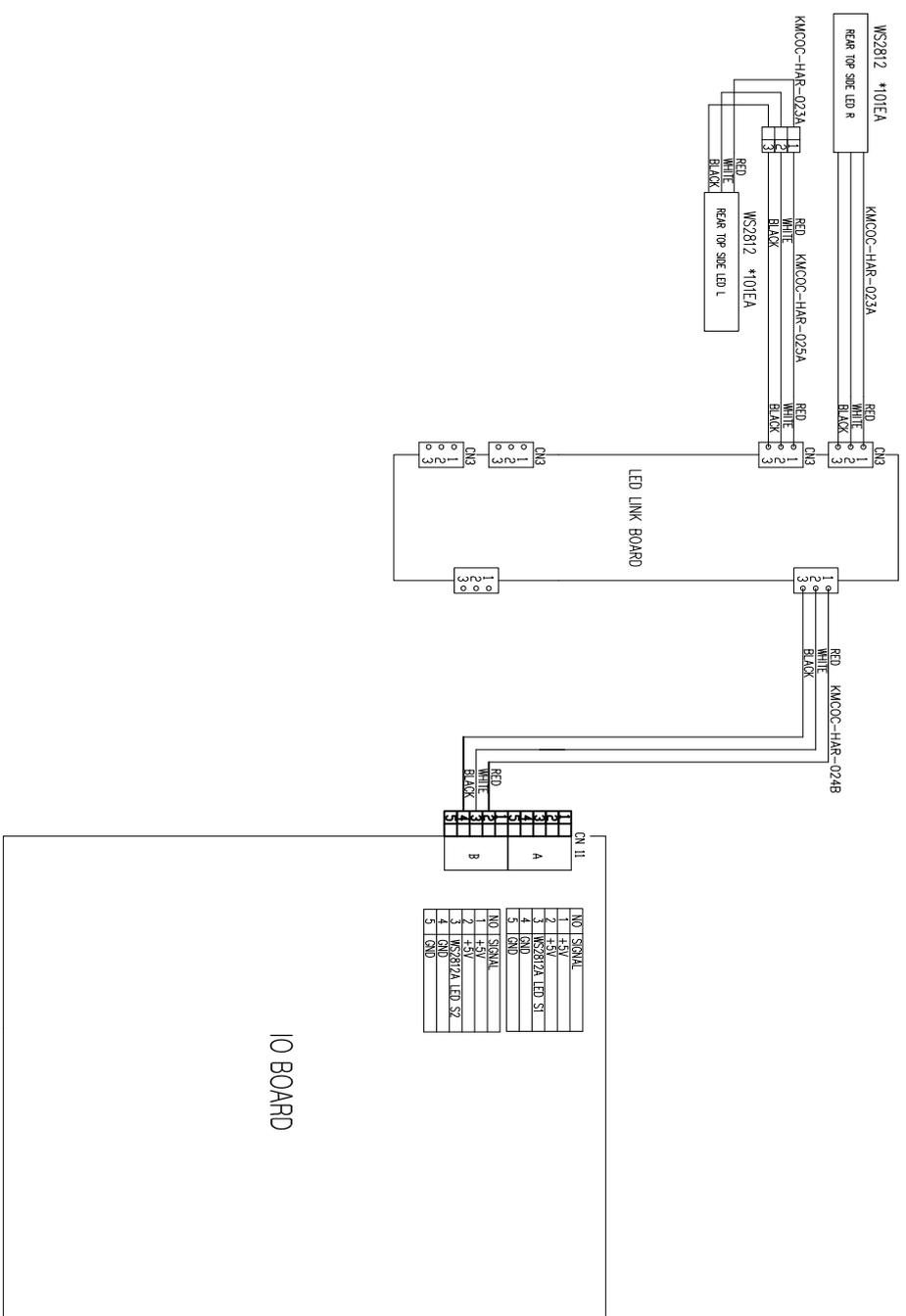
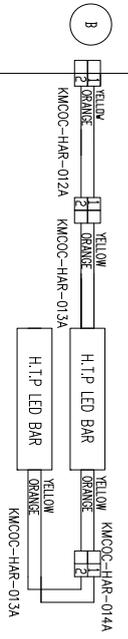
FRONT CASE

SCORE TICKET



CH 6	CH 8
1 NO SIGNAL	1 YELLOW
2 +5V	2 RED
3 +5V	3 WHITE
4 DATA	4 GREEN
5 CLDRK	5 BLUE
6 END	6 BLACK
7 NO SIGNAL	7 YELLOW
8 +5V	8 RED
9 CLDRK	9 WHITE
0 END	0 GREEN
1 +5V	1 BLUE
2 DATA	2 BLACK
3 CLDRK	3 NO SIGNAL
4 END	4 +5V
5 END	5 DATA
6 END	6 CLDRK
7 END	7 END

HOW TO PLAY LED SPEAKER BOX



COCOBOWL



2021.10.14

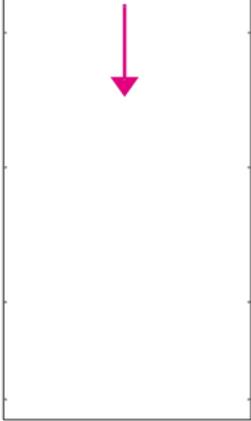
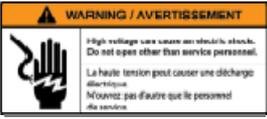
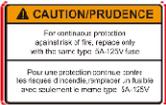
COCO BOWL

IMAGE		NAME	QUANTITY	METERIAL	CDDE NO.
1		BONUS FND COVER ACRYL (IT)	1 EA	Silk screen	ACOCOA&S001
2		TOP BILLBOARD COVER ACRYL (IT)	1 EA	Silk screen	ACOCOA&S002
3		TOP BILLBOARD ACRYL (IT)	1 EA	LIGHTING Sheet	ACOCOA&S003
4		BALL BASKET MAIN ACRYL	1 EA	Silk screen	ACOCOA&S005
5		BALL BASKET BOX COVER ACRYL(IT)	1 EA	Silk screen	ACOCOA&S004
6		BALL GAME PLAY PANEL SHEET	1 EA	LIGHTING SHEET	MCOCOSHE021
7		BALL DROP FRONT ACRYL-L SHEET (IT)	1 EA	LIGHTING SHEET	MCOCOSHE001
8		BALL DROP FRONT ACRYL-R SHEET (IT)	1 EA	LIGHTING SHEET	MCOCOSHE002
9		SPEAKER BOX COVER ACRYL SHEET (IT)	1 EA	LIGHTING SHEET	MCOCOSHE004



	IMAGE	NAME	QUANTITY	METERIAL	CODE NO.
10		MAIN CABINET SIDE TOP SHEET L	1 EA	SHEET Silk screen	MCOCOSHE005
11		MAIN CABINET SIDE TOP SHEET R	1 EA	SHEET Silk screen	MCOCOSHE006
12		MAIN CABINET SIDE LOW SHEET L	1 EA	SHEET Silk screen	MCOCOSHE007
13		MAIN CABINET SIDE LOW SHEET R	1 EA	SHEET Silk screen	MCOCOSHE008
14		FRONT CASE SIDE SHEET L	1 EA	SHEET Silk screen	MCOCOSHE009
15		FRONT CASE SIDE SHEET R	1 EA	SHEET Silk screen	MCOCOSHE010
16		FRONT CASE SHEET	1 EA	SHEET Silk screen	MCOCOSHE011
17		FRONT DOOR SHEET	1 EA	SHEET Silk screen	MCOCOSHE012
18		TICKET DOOR SHEET	1 EA	SHEET Silk screen	MCOCOSHE013
19		BILL COVER SHEET	1 EA	SHEET Silk screen	MCOCOSHE014

	IMAGE	NAME	QUANTITY	METERIAL	CDDE NO.
20		COIN PLUS BKT SHEET	1 EA	SHEET Silk screen	MCOCOSHE015
21		LOWER & TOP SIDE FIXED BKT SHEET LL	1 EA	SHEET Silk screen	MCOCOSHE016
22		LOWER & TOP SIDE FIXED BKT SHEET LR	1 EA	SHEET Silk screen	MCOCOSHE017
23		LOWER & TOP SIDE FIXED BKT SHEET RL	1 EA	SHEET Silk screen	MCOCOSHE018
24		LOWER & TOP SIDE FIXED BKT SHEET RR	1 EA	SHEET Silk screen	MCOCOSHE019
25		BUTTON BOX COVER ACRYL SHEET (IT)	1 EA	LIGHTING SHEET	MCOCOSHE020
26		BALL LOWER COLLECT BKT SHEET	1 EA	SHEET Silk screen	MCOCOSHE022
27		CARD SWIPE SHEET	1 EA	SHEET Silk screen	MCOCOSHE023
28		SCORE CHART SHEET(P1)	1 EA (Option)	LIGHTING SHEET	MCOCOSHE003
29		SCORE CHART SHEET(P2)	1 EA (Option)	LIGHTING SHEET	MCOCOSHE024
30		SCORE CHART SHEET(P3)	1 EA (Option)	LIGHTING SHEET	MCOCOSHE025
31		SCORE CHART SHEET(P4)	1 EA (Default)	LIGHTING SHEET	MCOCOSHE026
32		SCORE CHART SHEET(P5 / P6/ P7)	1 EA (Option)	LIGHTING SHEET	MCOCOSHE027

	IMAGE	NAME	QUANTITY	MATERIAL	CODE NO.
33		REAR TOP CABINET FRONT COVER ACRYL	1 EA	ACRYL + SHEET Silk screen	ACOCOAS006
34		CONTROL PANEL SHEET	1 EA	SHEET Silk screen	MKOMOSSH001
35		WARNING HIGH VOLTAGE SHEET	2 EA	SHEET Silk screen	MKOMOSSH003
36		ONLY SERVICE PERSONNEL SHEET	2 EA	SHEET Silk screen	MKOMOSSH004
37		CAUTION FINGER SHEET	3 EA	SHEET Silk screen	MKOMOSSH006
38		WARNING HIGH VOLTAGE SHEET	1 EA	SHEET Silk screen	MKOMOSSH018
39		WARNING MOVE BY NARROW SHEET	1 EA	SHEET Silk screen	MKOMOSSH033
40		CAUTION FUSE 5A- 125V SHEET	1 EA	SHEET Silk screen	MKOMOSSH044