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CODE NO : C00013-001D




## PRECAUTIONS FOR USE

### Setting Up

#### ⚠ 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 a horizontal position. Unstable installation may result 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.


The machine for indoor usage only does not install outside. 


Do not set the game machine up near emergency exits. 

**Protect the game machine from:** 

1. Rain or moisture.
  2. Direct sunlight.
  3. Direct heat from air-conditioning and heating equipment, etc..
  4. Hazardous flammable substances.
- Otherwise an accident or malfunction may result.

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

Do not place objects near the ventilating holes. 

Do not bend the power cord by force or place heavy objects on it. 


Never plug or unplug the power cord with wet hands. 


Never unplug the game machine by pulling the power cord. 


#### ⚠ CAUTION


**Be sure to use indoor wiring within the specified voltage requirements. For extension cord, use the specified rating or more.**

**Be sure to use the attached power cord.**

Never plug more than one cord at a time into the electrical receptacle. 

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 game machine 100mm(4 ) away from the walls.


Do not alter the system related dipswitch settings.


# PRECAUTIONS FOR USE


## Inspection and cleaning


### ⚠ WARNING

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

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

Opening inside the machine shall be done by machine specialist only as high electric current is being sent inside. For game machine with monitor, a care should be taken while opening its back door. If not, a damage to the inside parts or the monitor may occur. 

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.

## Moving and transportation

### ⚠ 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.

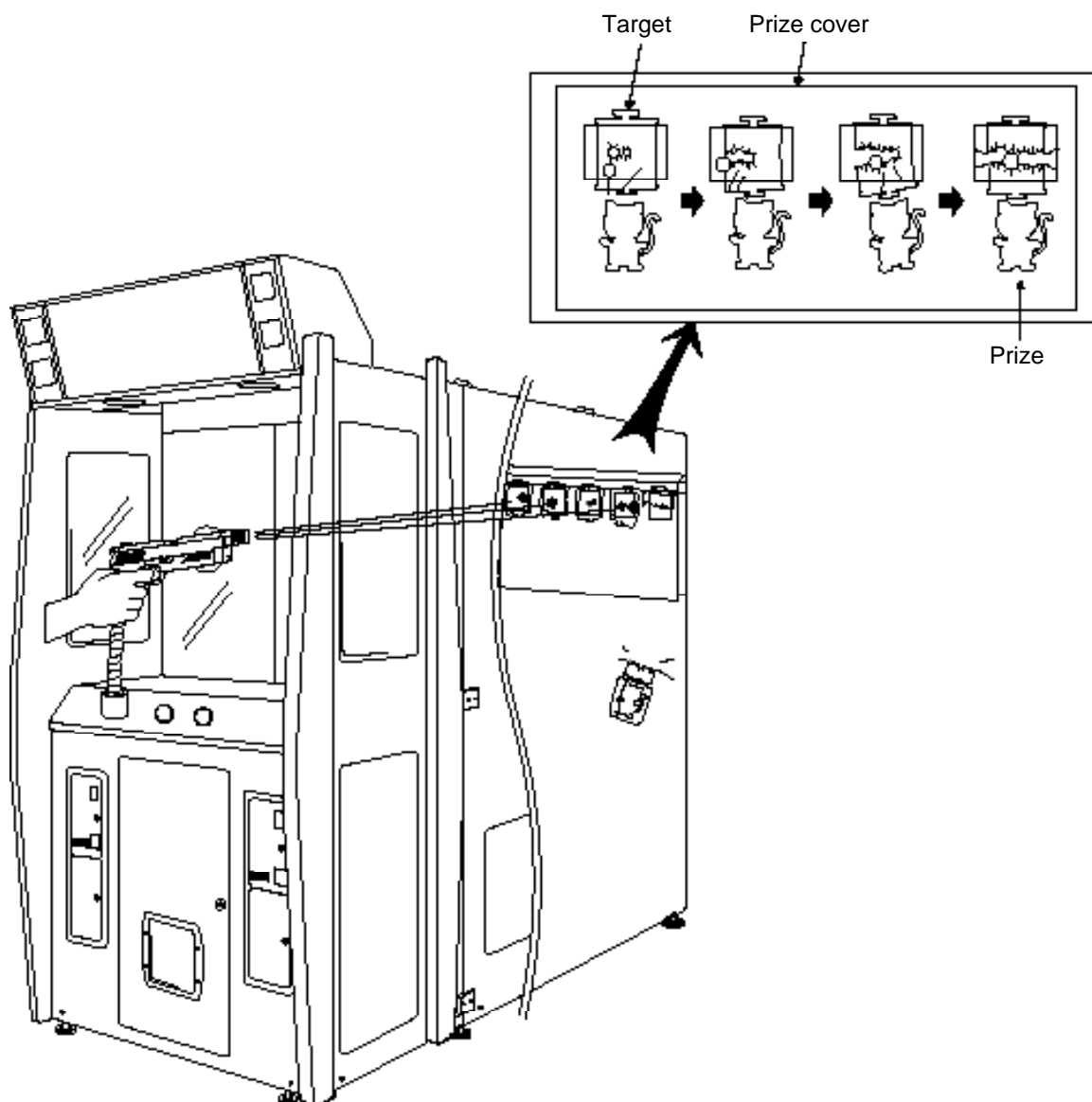
Avoid excessive force while moving the machine.

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### PRECAUTIONS IN HANDLING

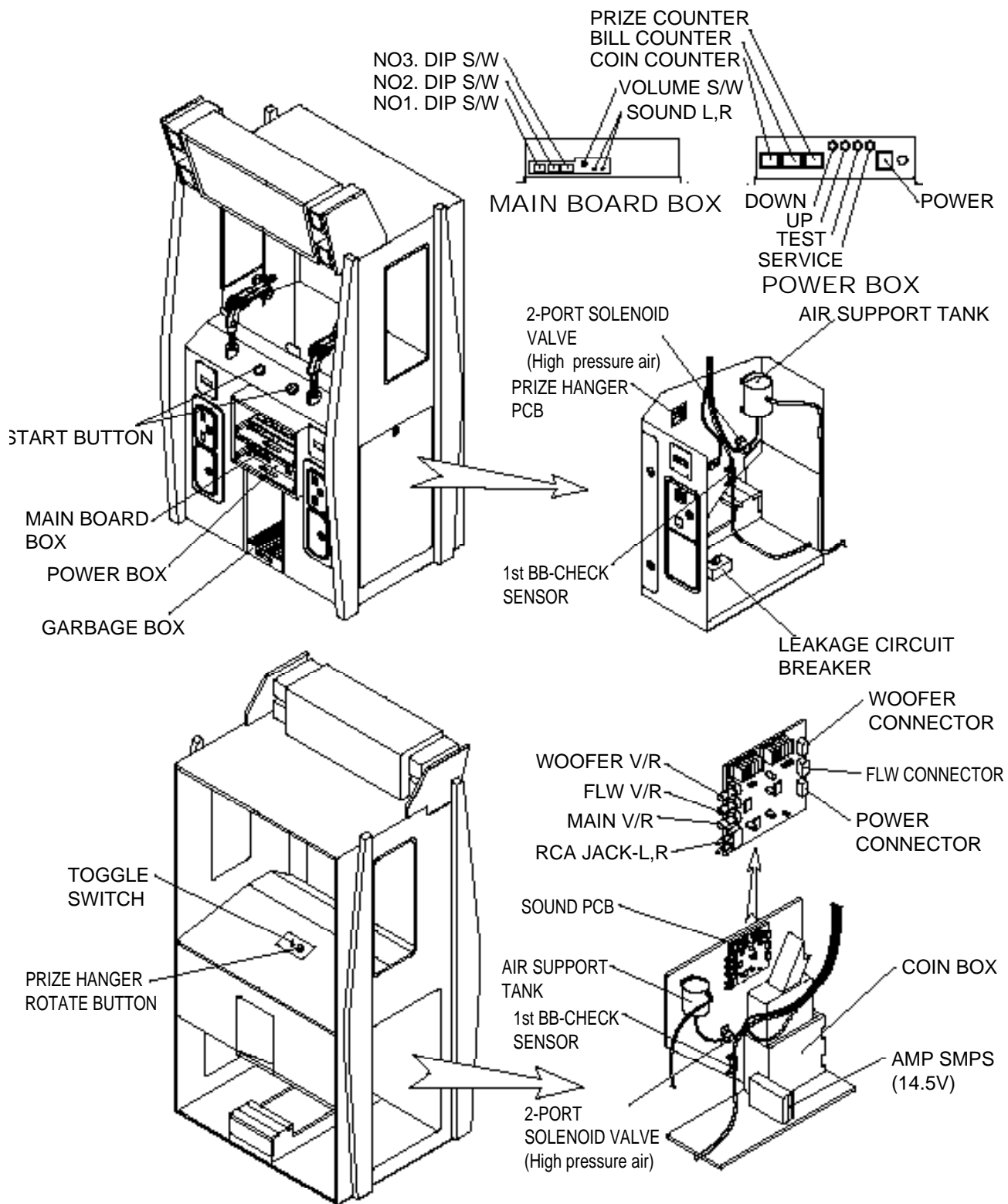
- When setting up, inspecting, maintaining, moving or transporting this product, follow the procedures and instructions set forth in this manual and perform such work safely.
- Do not set up, handle, inspect, maintain, move or transport this product under conditions equivalent to the condition of "WARNING" 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.

## 1. How to play

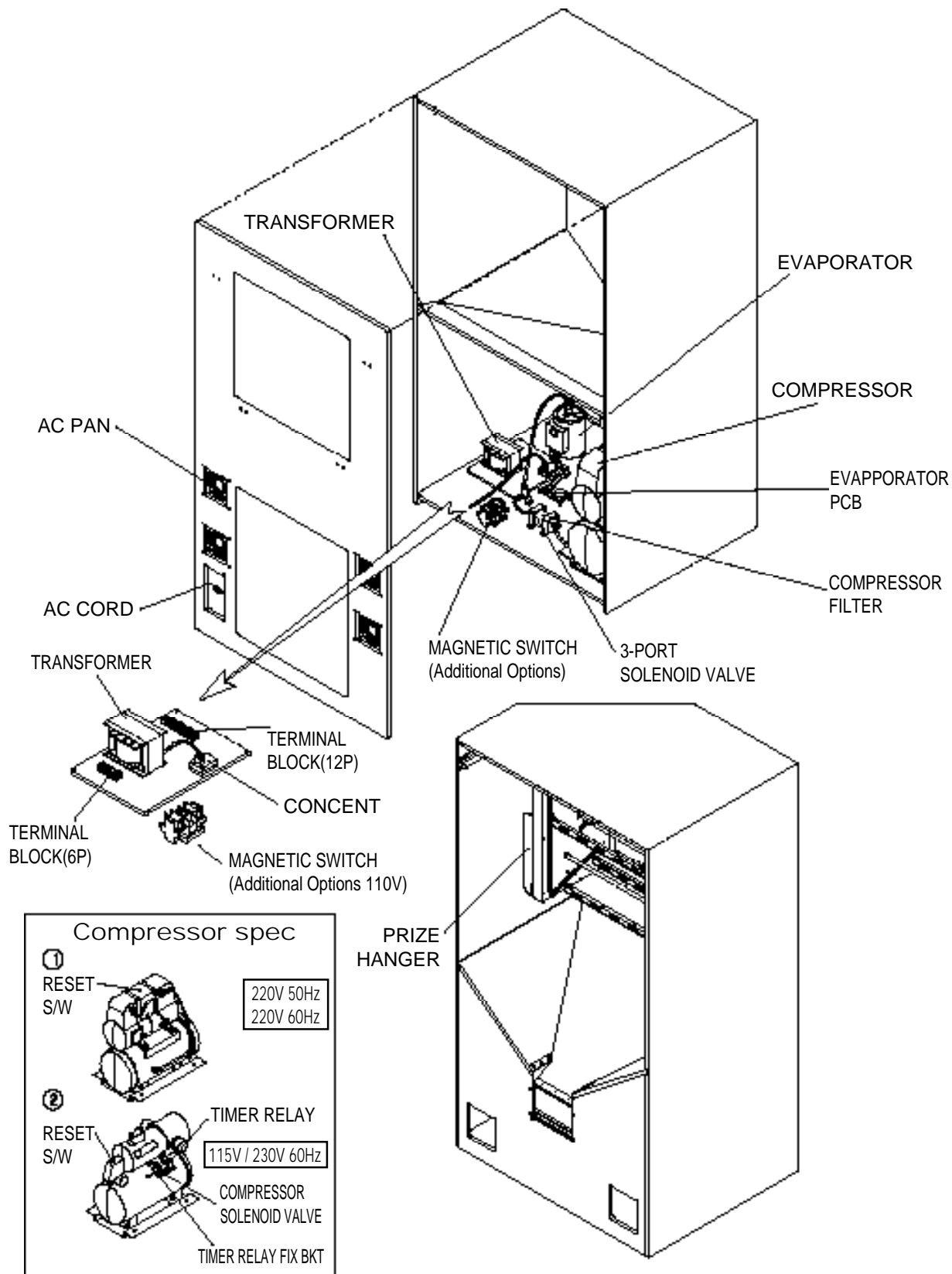


1. Insert coin or bill and then press START button.
2. Pull the trigger and shoot with BB bullets the rubber tab of the desired prize.
3. Prize is won when the rubber tab is completely severed.

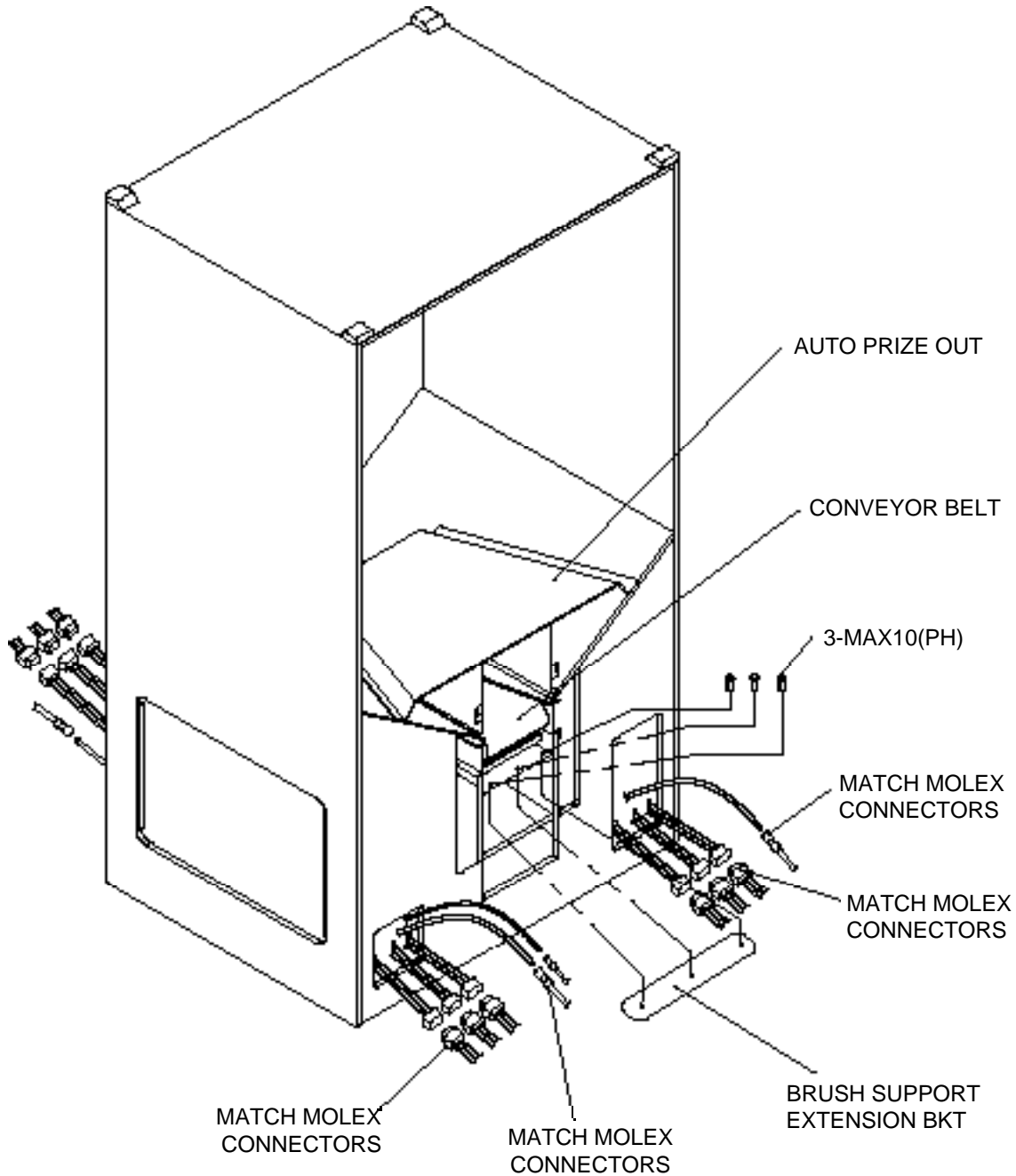
# 3-1. Components of FRONT CABINET



# 3-3. Components of REAR CABINET



# 4-2. Assembling MIDDLE CABINET

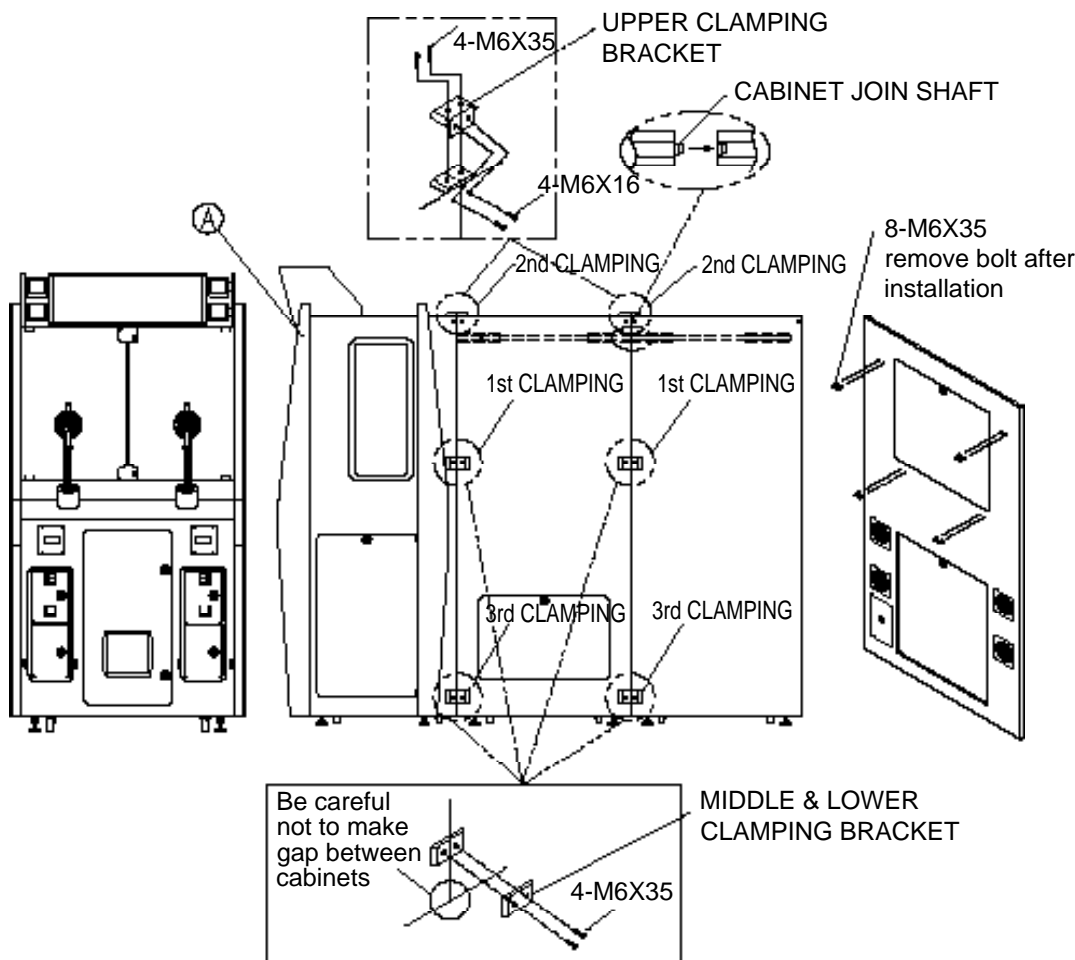




# 4-4. Cabinet Assembling

Step 1) Align MIDDLE and REAR CABINETS, then connect with the clamps in the order shown.  
 Step 2) Align FRONT and MIDDLE CABINETS, then connect with the clamps in the order shown.

Notice : 1. Do not carry it with gripping part "A" during moving.  
 2. Be careful not to make gap between cabinets.  
 3. Game should be installed on the flat surface.  
 4. After installation, the shipping bolt needs to be removed from the prize hanger on the back of the rear cabinet. (For moving purposes the bolt should be in place)



How to connect and disassemble fitting

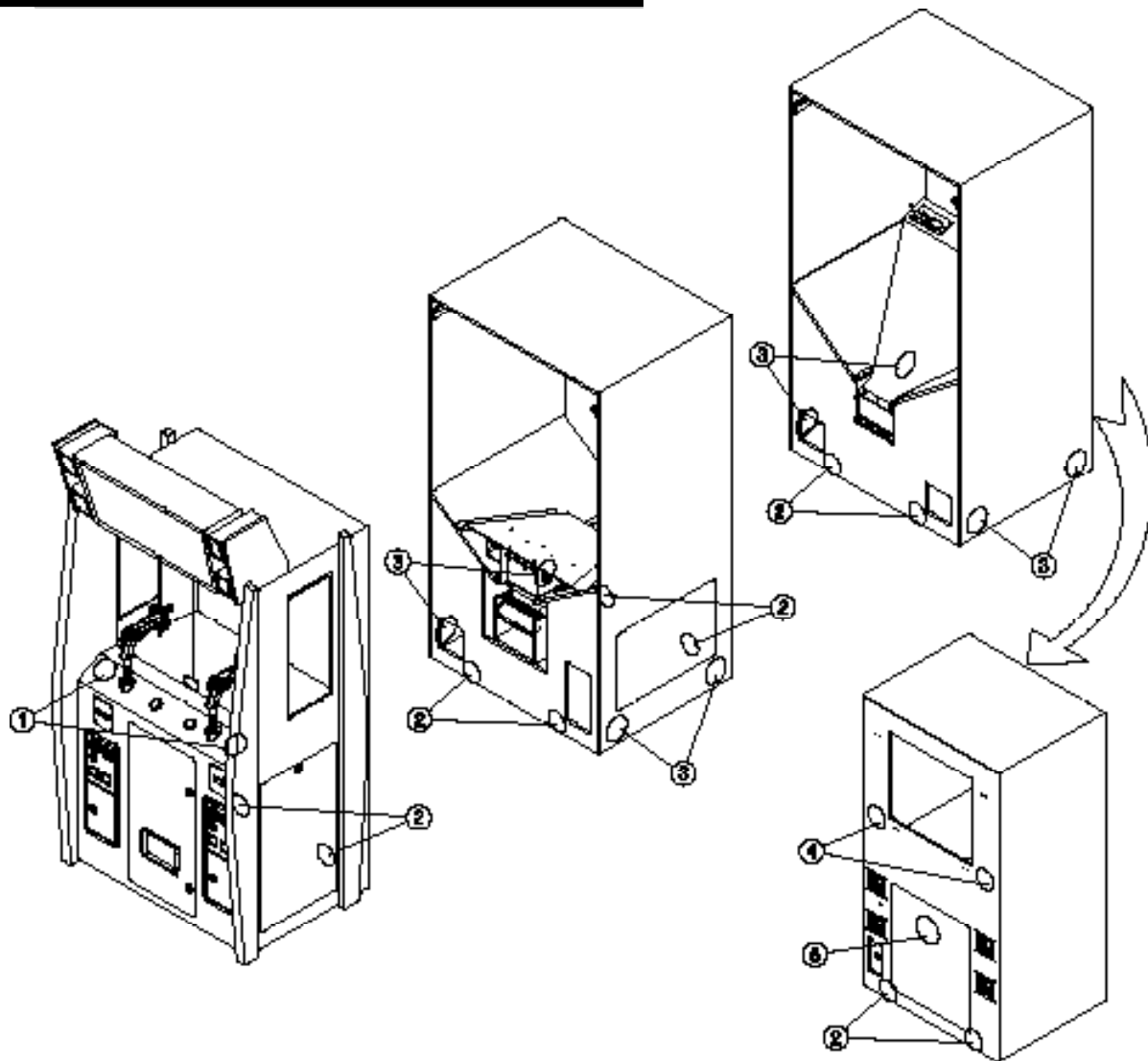
When connecting or disassembling tube with fitting(Ø6, Ø10), push down on the locking device. Do not apply excessive force.

MATCH THE CONNECTORS

force

HOOK

6. Sticker Location



1

**Warning**  
Use only B.B bullets supplied or approved by Andamiro Co., Ltd. otherwise it causes problems

2



3

**Warning**  
To ensure safety, please install all the adjusters surely and check them carefully.

4

**Warning**  
Take off the bolts before operation. Insert the bolts for transport.

5

**Warning**  
  
Except service personal, please never open the product as there is a risk of electric shock.

# 7. Dip Switch

## Dip SW2 Description

Description		DIP2	DIP21	DIP22	DIP23	DIP24	DIP25	DIP26	DIP27	DIP28
AIR Sensor	Check		OFF							
	No Check		ON							
Door Open AIR Sensor	Check			OFF						
	No Check			ON						
Prize Hanger Sensor	Check				OFF					
	No Check				ON					
BB Bullet Supply Sensor	Check					OFF				
	No Check					ON				
Demo Sound	Usable						OFF			
	Disable						ON			
Prize Hanger Motor Speed	Slow							OFF	OFF	OFF
								ON	OFF	OFF
								OFF	ON	OFF
								ON	ON	OFF
								OFF	OFF	ON
								ON	OFF	ON
	Fast							OFF	ON	ON

## Dip SW3 Description

Description		DIP3	DIP31	DIP32	DIP33	DIP34	DIP35	DIP36	DIP37	DIP38
Play Time	10sec		OFF	OFF	OFF	OFF				
	15sec		ON	OFF	OFF	OFF				
	20sec		OFF	ON	OFF	OFF				
	25sec		ON	ON	OFF	OFF				
	30sec		OFF	OFF	ON	OFF				
	35sec		ON	OFF	ON	OFF				
	40sec		OFF	ON	ON	OFF				
	45sec		ON	ON	ON	OFF				
	50sec		OFF	OFF	OFF	ON				
	55sec		ON	OFF	OFF	ON				
	60sec		OFF	ON	OFF	ON				
	65sec		ON	ON	OFF	ON				
	70sec		OFF	OFF	ON	ON				
	75sec		ON	OFF	ON	ON				
80sec		OFF	ON	ON	ON					
No Limit		ON	ON	ON	ON					
No. of BB Bullet	10						OFF	OFF	OFF	OFF
	15						ON	OFF	OFF	OFF
	20						OFF	ON	OFF	OFF
	25						ON	ON	OFF	OFF
	30						OFF	OFF	ON	OFF
	35						ON	OFF	ON	OFF
	40						OFF	ON	ON	OFF
	45						ON	ON	ON	OFF
	50						OFF	OFF	OFF	ON
	55						ON	OFF	OFF	ON
	60						OFF	ON	OFF	ON
	65						ON	ON	OFF	ON
	70						OFF	OFF	ON	ON
	75						ON	OFF	ON	ON
80						OFF	ON	ON	ON	
No Limit						ON	ON	ON	ON	

8-1. Output test mode

O U T P U T M O D E	S T A T E	1	OUT 1-0	CONVEYOR MOTOR	
			OUT 1-1	BILLBOARD LAMP1	
			OUT 1-2	BILLBOARD LAMP2	
			OUT 1-3	BILLBOARD LAMP3	
			OUT 1-4	BILLBOARD LAMP4	
			OUT 1-5		
			OUT 1-6		
		OUT 1-7			
		2	OUT 2-0	1P START LAMP	
			OUT 2-1	2P START LAMP	
			OUT 2-2	1P COIN LAMP	
			OUT 2-3		
			OUT 2-4	2P COIN LAMP	
			OUT 2-5		
			OUT 2-6		
		3	OUT 2-7		
			OUT 3-0	COIN COUNTER	
			OUT 3-1	BILL COUNTER	
			OUT 3-2	PRIZE COUNTER	
			OUT 3-3		
			OUT 3-4		
			OUT 3-5		
		4	OUT 3-6	1P BILL INHIBIT	
			OUT 3-7	2P BILL INHIBIT	
			OUT 4-0	1P BB - FILTER SUPPLY MOTOR	
			OUT 4-1	2P BB - FILTER SUPPLY MOTOR	
			OUT 4-2	BB - FILTER ROTATE MOTOR	
			OUT 4-3		
			OUT 4-4	1P 2 - PORT SOLENOID V/V (HIGH)	
		5	OUT 4-5	2P 2 - PORT SOLENOID V/V (HIGH)	
			OUT 4-6	1P 2 - PORT SOLENOID V/V (LOW)	
			OUT 4-7	2P 2 - PORT SOLENOID V/V (LOW)	
			OUT 5-0	1P GUN SOLENOID	
			OUT 5-1	2P GUN SOLENOID	
			OUT 5-2		
			OUT 5-3		
		6	OUT 5-4		
			OUT 5-5	3 - PORT SOLENOID VALVE	COMPRESSOR
			OUT 5-6	3 - PORT SOLENOID VALVE	DRYER
			OUT 5-7		
			OUT 6-0		
			OUT 6-1		
			OUT 6-2		
		7	OUT 6-3	AUTO PRIZE OUT MOTOR CW	OPEN
			OUT 6-4	AUTO PRIZE OUT MOTOR CCW	CLOSE
			OUT 6-5	5 - PORT SOLENOID VALVE (2P)	AIR CYLINDER
			OUT 6-6	5 - PORT SOLENOID VALVE (1P)	AIR CYLINDER
			OUT 6-7	SYSTEM LED	
			OUT 7-0	PRIZE HANGER MOVING MOTOR	CW
OUT 7-1	PRIZE HANGER MOVING MOTOR		CCW		

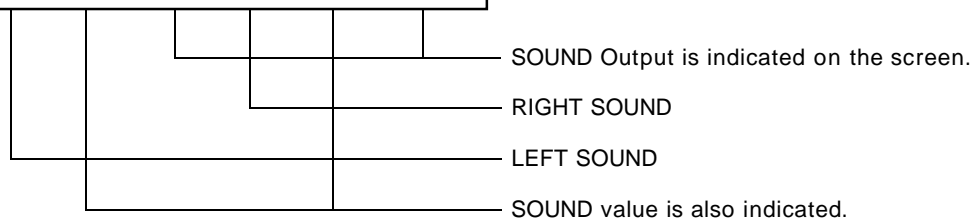
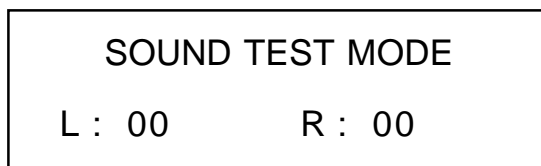
### 8-3. DIP SW test mode

DIP NO	1	2	3	4	5	6	7	8	
DIP	1	1	1	1	1	1	1	1	ON
SW 1-3	0	0	0	0	0	0	0	0	OFF

If you press UP BUTTON, MATRIX DIP 1,2,3 appears.

ON is appeared as 1 and OFF is as 0.

### 8-4. Sound test mode

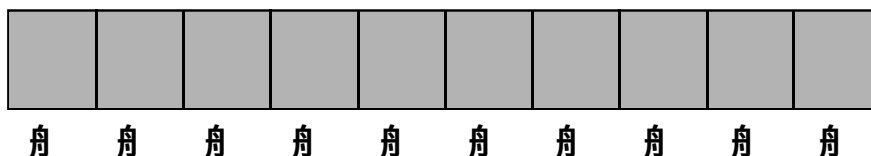


LEFT indicates value of 00~3F(composed of 56 sounds)

RIGHT indicates value of 00~3F(composed of 56 sounds)

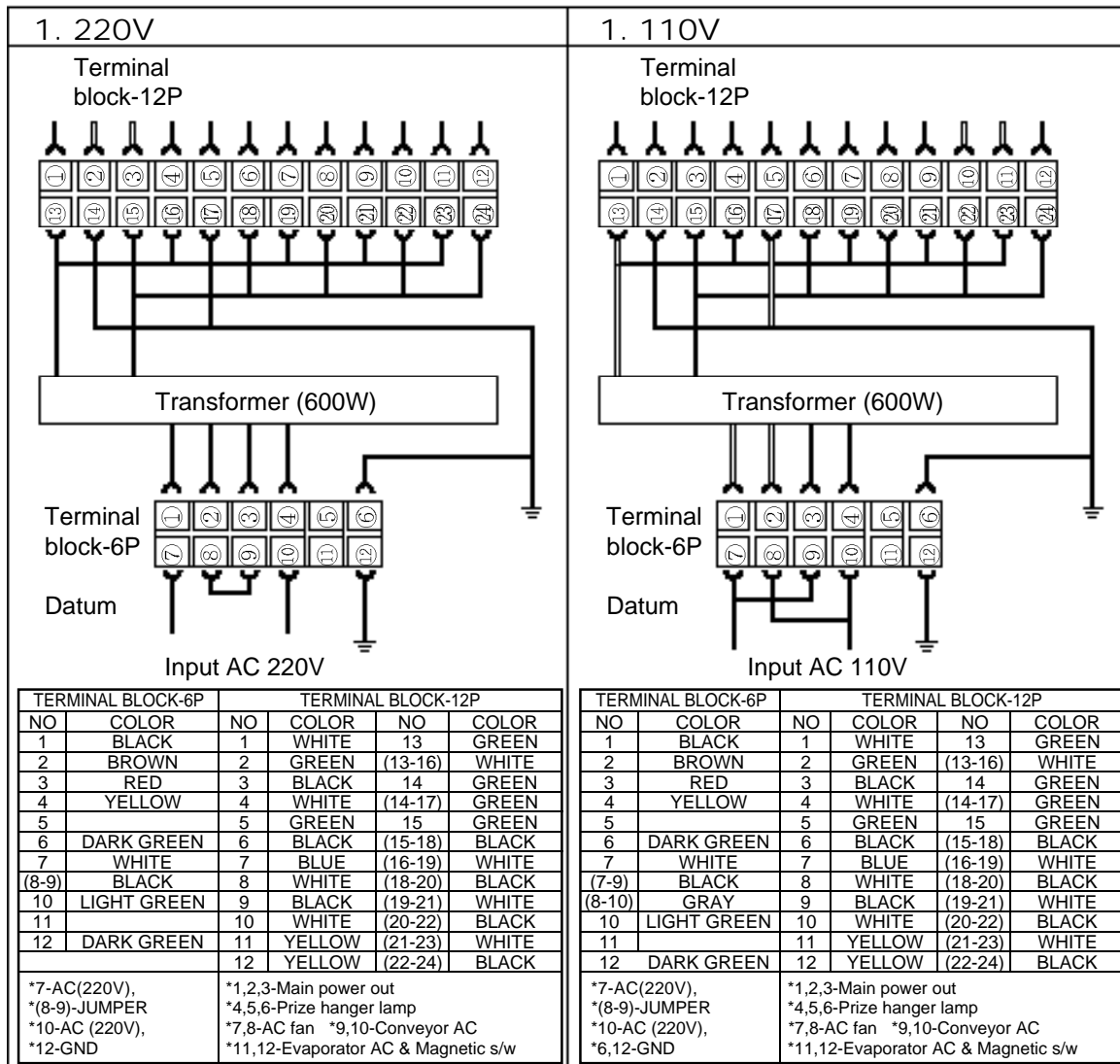
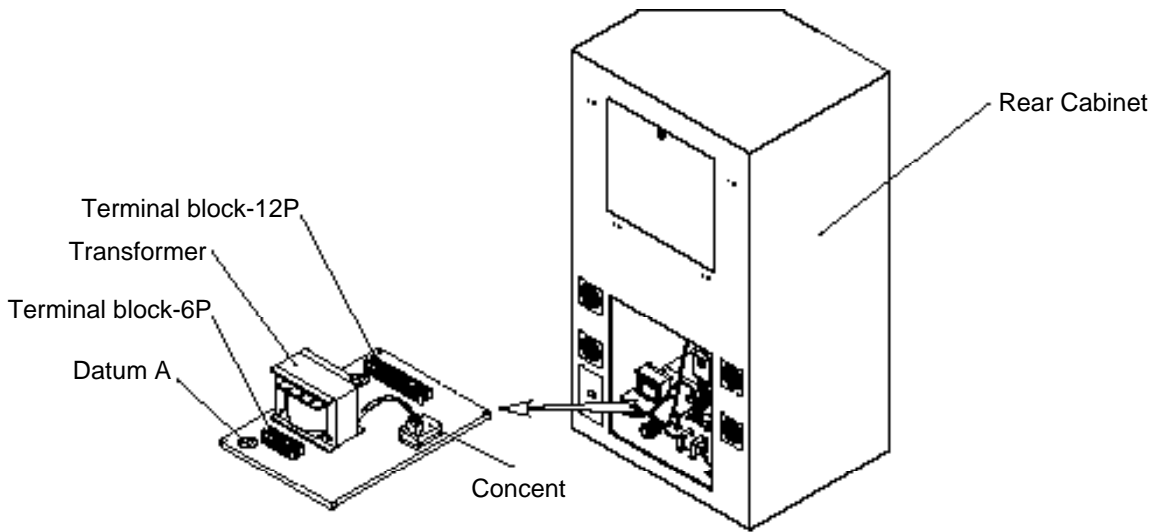
### 8-5. LDM test mode

MATRIX LED

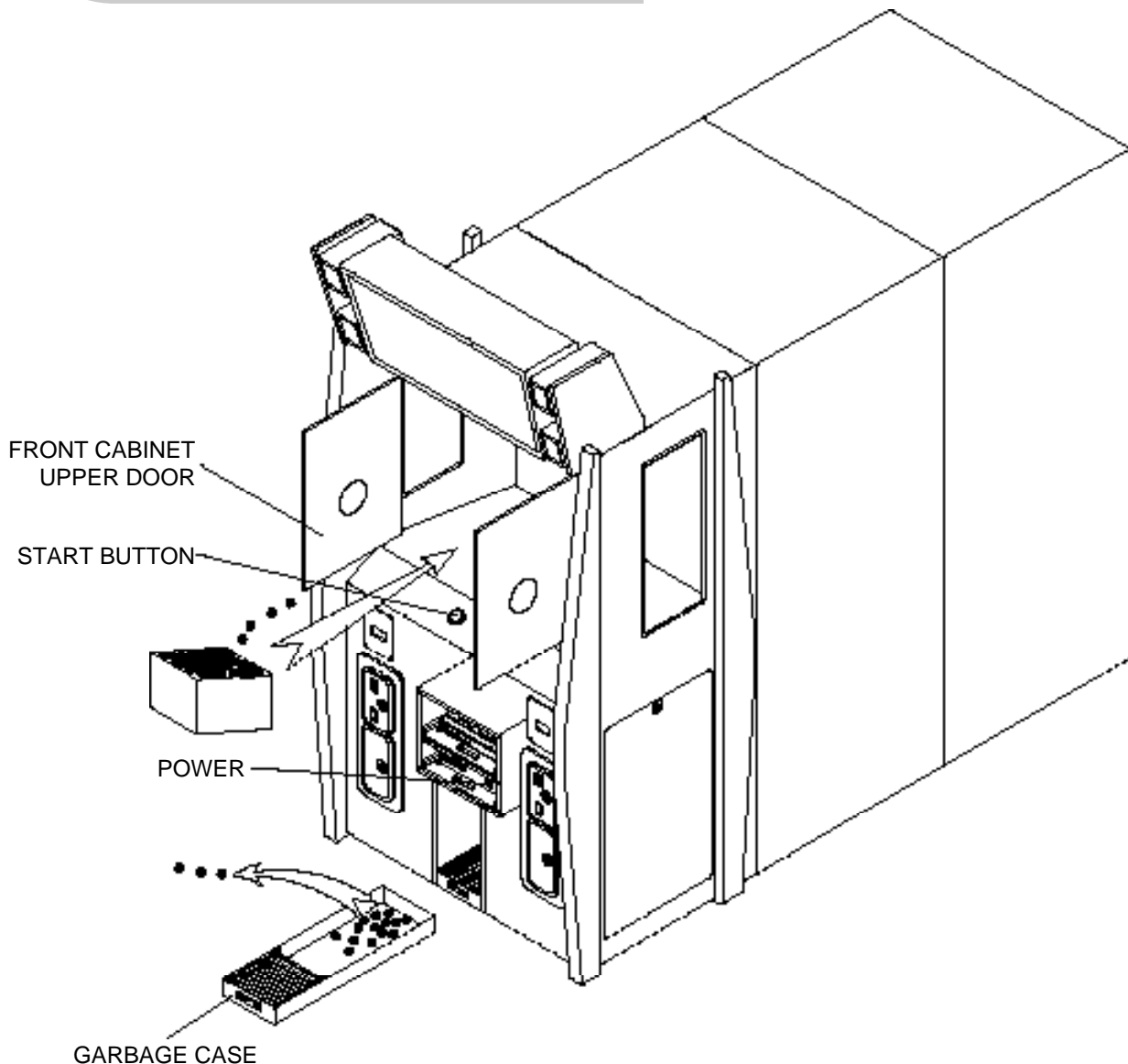


Matrixes of LED, GREEN, and ORANGE COLOR appear in turn.

# 9. Voltage control



## 11. How to supply BB bullets



### 1. How to supply BB bullet

- 1) Turn off the power and open front cabinet upper doors.
- 2) Pour BB bullet into the front cabinet as the picture shows.
- 3) Close the upper doors and start game by pressing the start button and then charge.

- Notice :
- 1) Before charging BB bullet, clean the inside of the cabinet.(refer to how to clean it)
  - 2) Initially, charge again as much as rejected BB's bullet discharged to the garbage case.
  - 3) A pack of BB bullet supplied by Andamiro Inc. contains 5,000 units, so at the first charging, charge less than a half pack(2,500units). Otherwise, it can cause trouble.
  - 4) Use only BB bullet supplied by Andamiro Inc.

## 13. How to clean

### 1. Operating principle

Target debris in the rear cabinet is collected at the garbage case of the front cabinet through the rotating conveyor belt.

### 2. How often it needs to be cleaned.

- 1) REAR CABINET - every 7days
- 2) BB bullet 's pathway - every 30days.

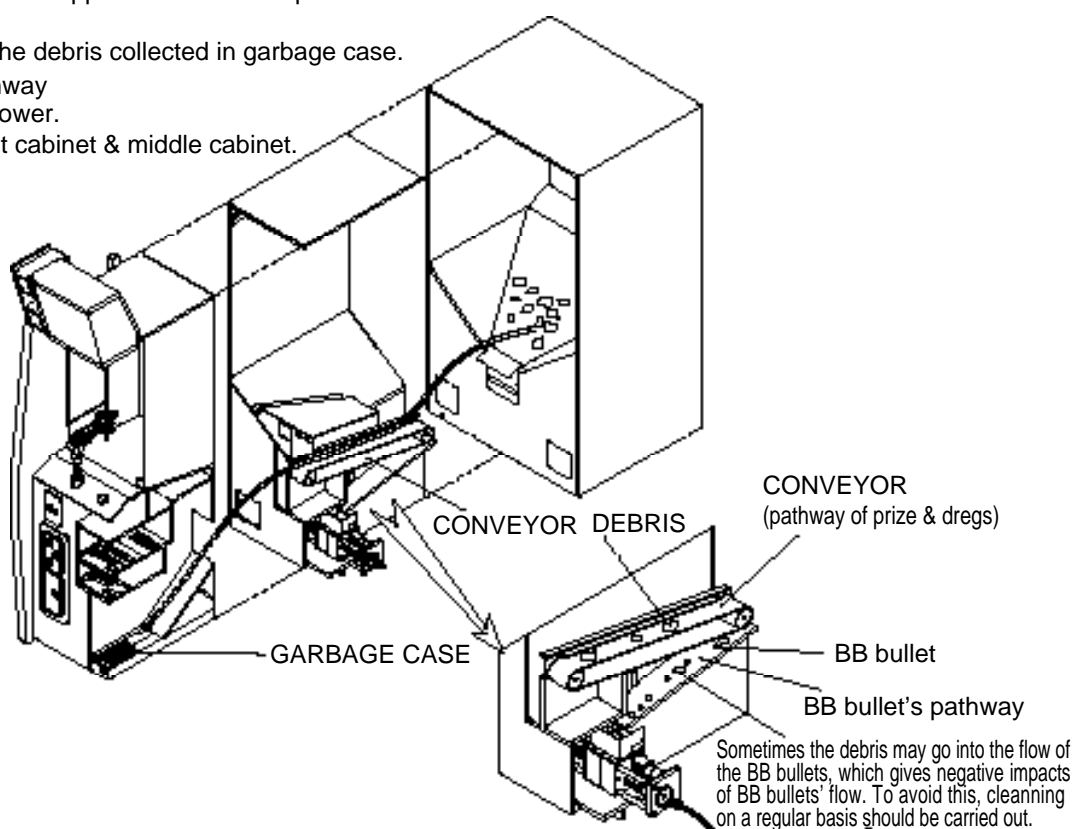
### 3. How to clean

#### 3-1. REAR CABINET

- 1) Move prize hanger forward.
- 2) Push start button and rotate conveyor by starting game.
- 3) Open rear cabinet upper door and sweep debris onto the conveyor.
- 4) Throw away the debris collected in garbage case.

#### 3-2. BB bullet 's pathway

- 1) Turn off the power.
- 2) Separate front cabinet & middle cabinet.

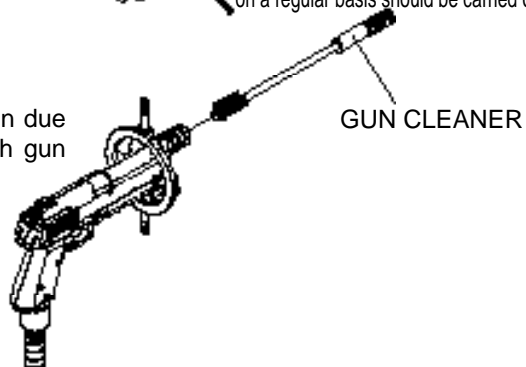


### 3. Cleaning gun

If you use it for a long time, dust can be filled inside of the gun due to BB bullets smeared with dust. So, clean it once a day with gun cleaner.

### 4. Cleaning BB bullet

If you use BB bullets for a long time, it can be discolored by dust or foreign materials. So, if you use it without any treatment, it can shorten the life of the gun and tube by foreign materials collected inside.





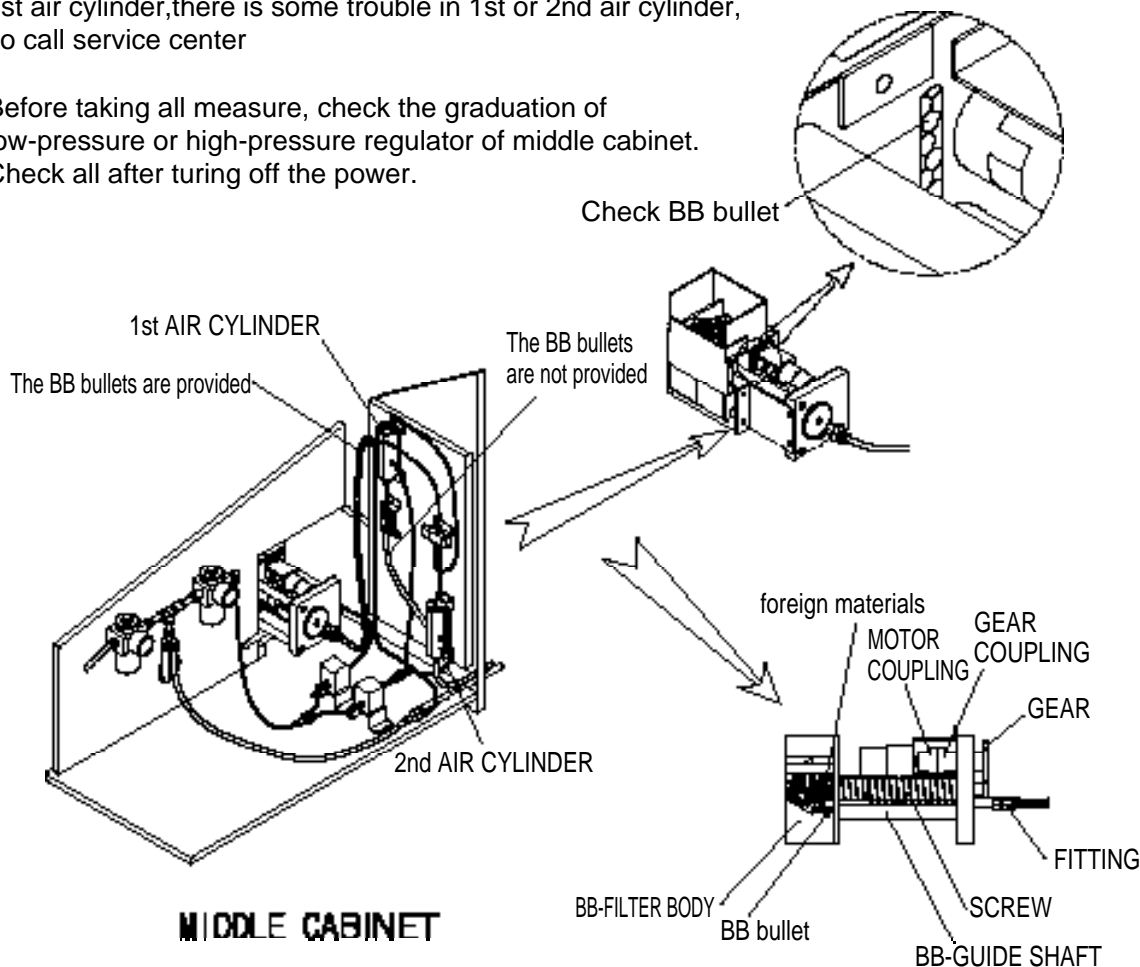
## 14-1-2. Troubleshooting for the gun

3. When the gun does not fire due to the BB-FILTER problems :  
As the picture shows, such trouble can be caused because BB bullets are filled only in the gap between BB-FILTER and not in from the 1st AIR CYLINDER to BB bullets supplying tube. In this case, check it as follows.

- 1) Check the BB bullets in BB-FILTER
  - 1-1) Open the middle cabinet side door and check if BB bullets are in the BB-Filter with the naked eye.
  - 1-2) When there are no BB bullets, charge BB bullets by the order of " Charging BB bullets ".
- 2) Check the BB-FILTER there are some trouble in it.
  - 2-1) BB-Filter Body includes the element of the BB bullet. When the BB bullet cannot be supplied with a screw, please do the followings:
    1. Separate the BB-Filter from Middle Cabinet.
    2. Check if the BB-Filter contains any foreign materials in it except the BB bullet.
  - 2-2) When gear coupling and screw do not spin despite motor coupling spins with BB-FILTER 's MOTOR
    1. Disassemble BB-FILTER 's FITTING
    2. Check if there are foreign materials inside the fitting and also check the connecting condition.  
(Here, check if there are BB bullets somewhere except BB-FILTER 's SCREW and BB-GUIDE SHAFT)

When BB bullets are neither appearing into 1st air cylinder, nor into 2nd BB check sensor from 1st air cylinder, there is some trouble in 1st or 2nd air cylinder, so call service center

Before taking all measure, check the graduation of low-pressure or high-pressure regulator of middle cabinet. Check all after turing off the power.



## 14-2-1. Troubleshooting for the prize hanger

### 1. In case prize hanger does not rotate

1. This trouble occurs because BB bullet is lodged into the prize hanger chain.

1-1. Turn off the power then open rear cabinet upper door.

1-2. Rotate the prize deck with hand as shown in the picture diagram until it rotates freely again.

Repeat it 2~3 times.

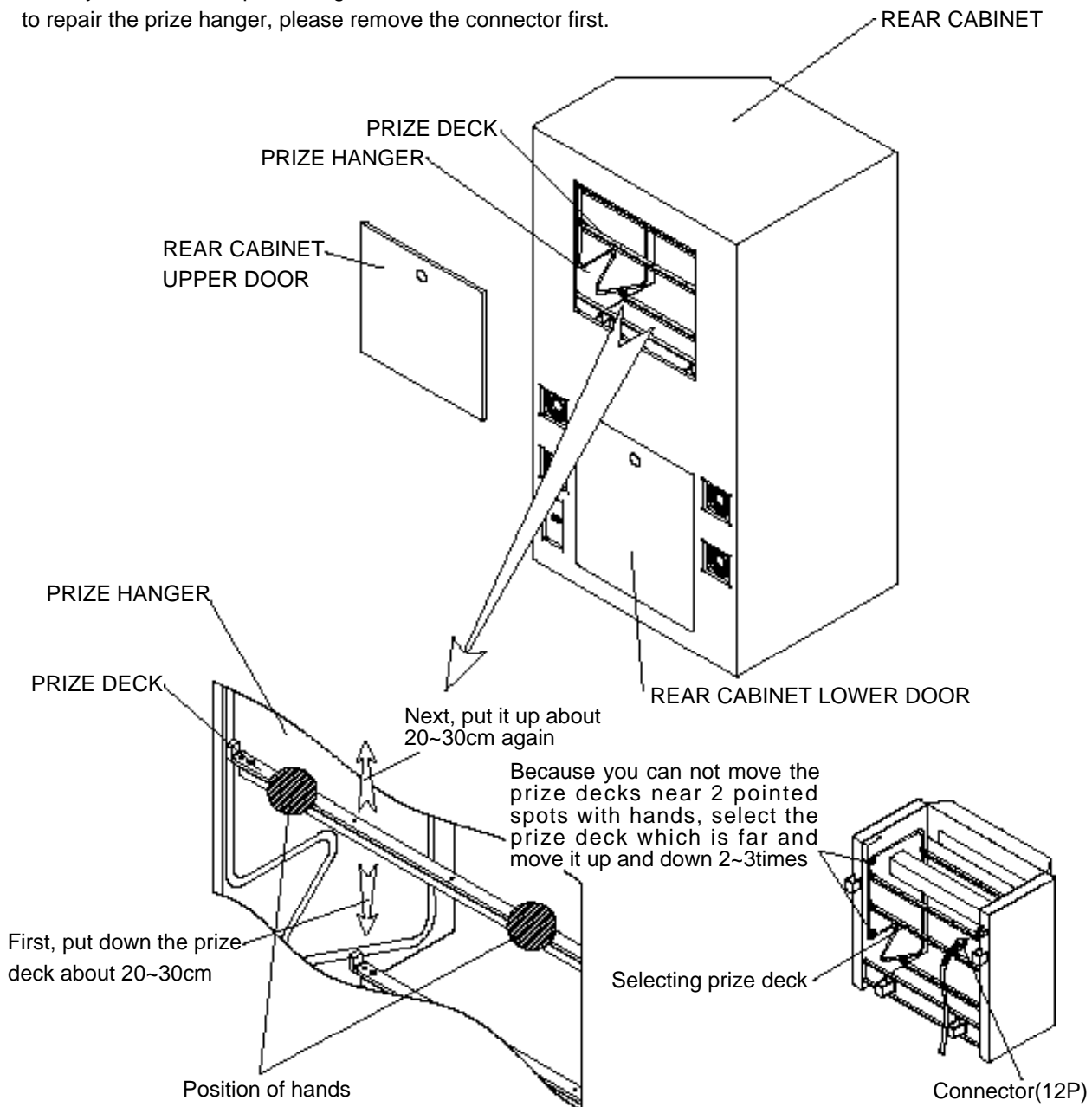
1-3. Close rear cabinet's upper door and restart game.

Please check always the following things before you try to do as explained above.

1. Check the connector.

2. Check if the motor operates properly.

When you remove the prize hanger from rear cabinet in order to repair the prize hanger, please remove the connector first.



## 14-3. Troubleshooting for the conveyor

### 1. In case conveyor belt does not rotate

#### 1-1. Causes

1-1-1. BB bullets are stuck into the conveyor belt.

1-1-2. Prize or foreign materials are stuck between Auto prize out ass'y and the Conveyor belt.

#### 1-2. 1st step

1-2-1. Turn off the power

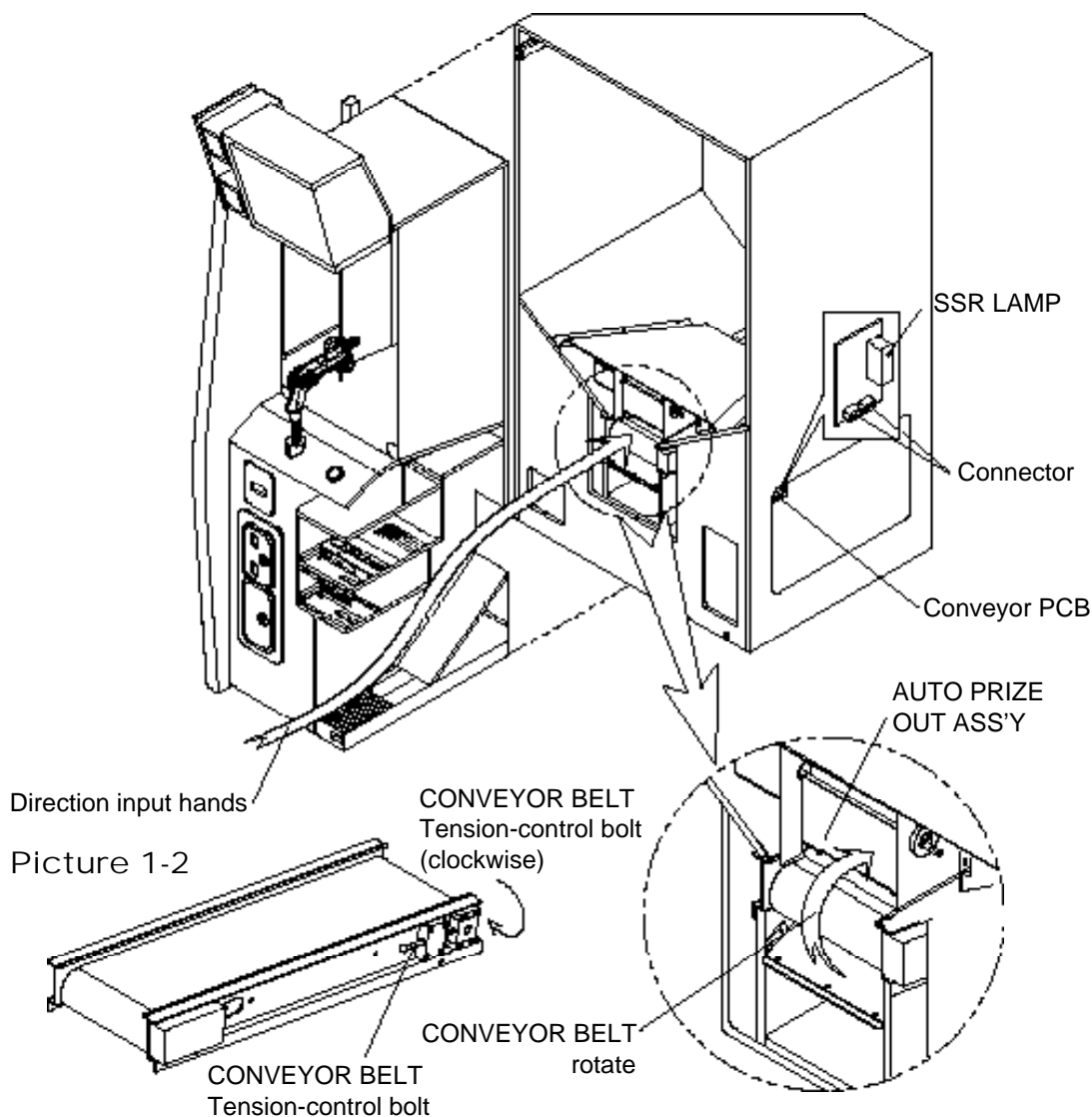
1-2-2. Open front cabinet's lower door and rotate the conveyor belt, which is shown through the prize exit, as the diagram shows. (When the 1st step does not work, refer to 2nd step)

#### 1-3. 2nd step

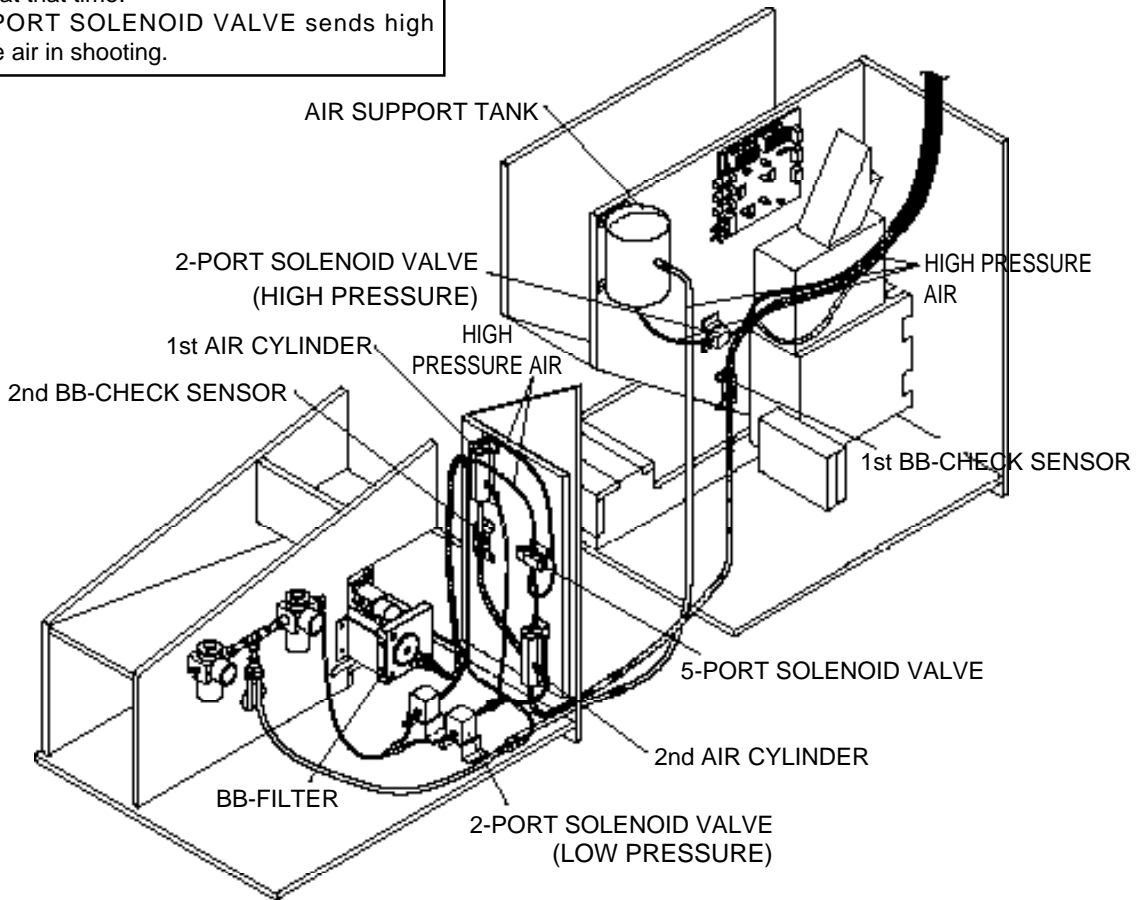
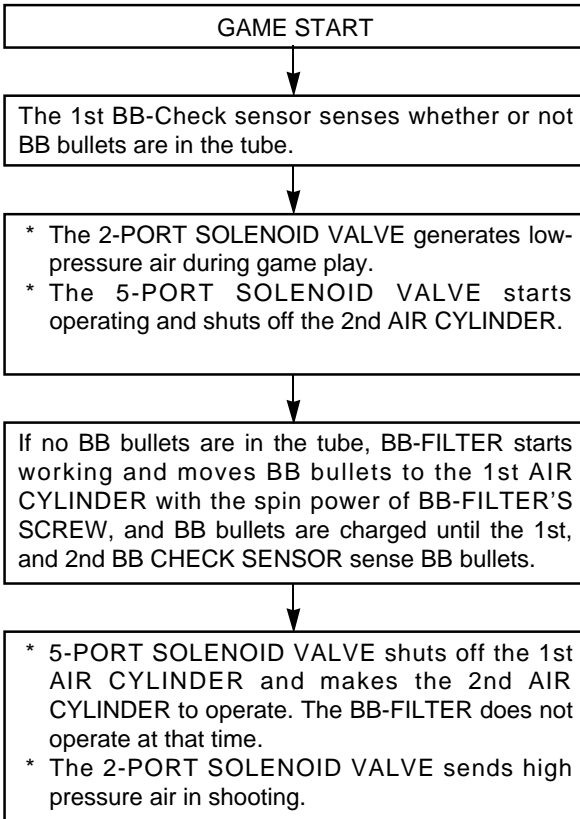
1-3-1. Turn off the power

1-3-2. Open middle cabinet's side door and tighten the tension-control bolt in the left and right side of conveyor belt 1 to 2 times clockwise as the diagram 1-2 shows.

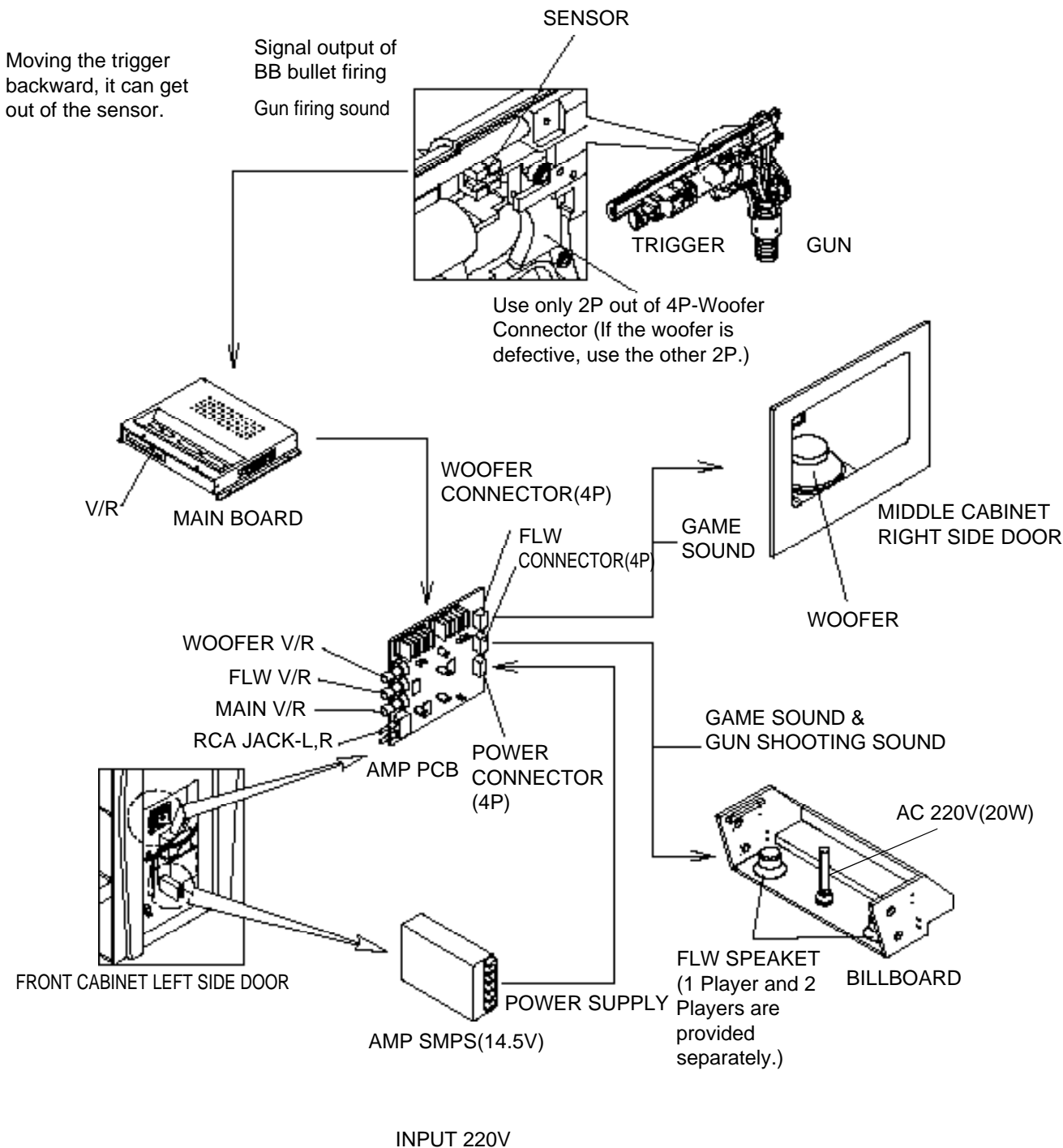
Please check the connector.



# 15. Principle of BB bullet supply

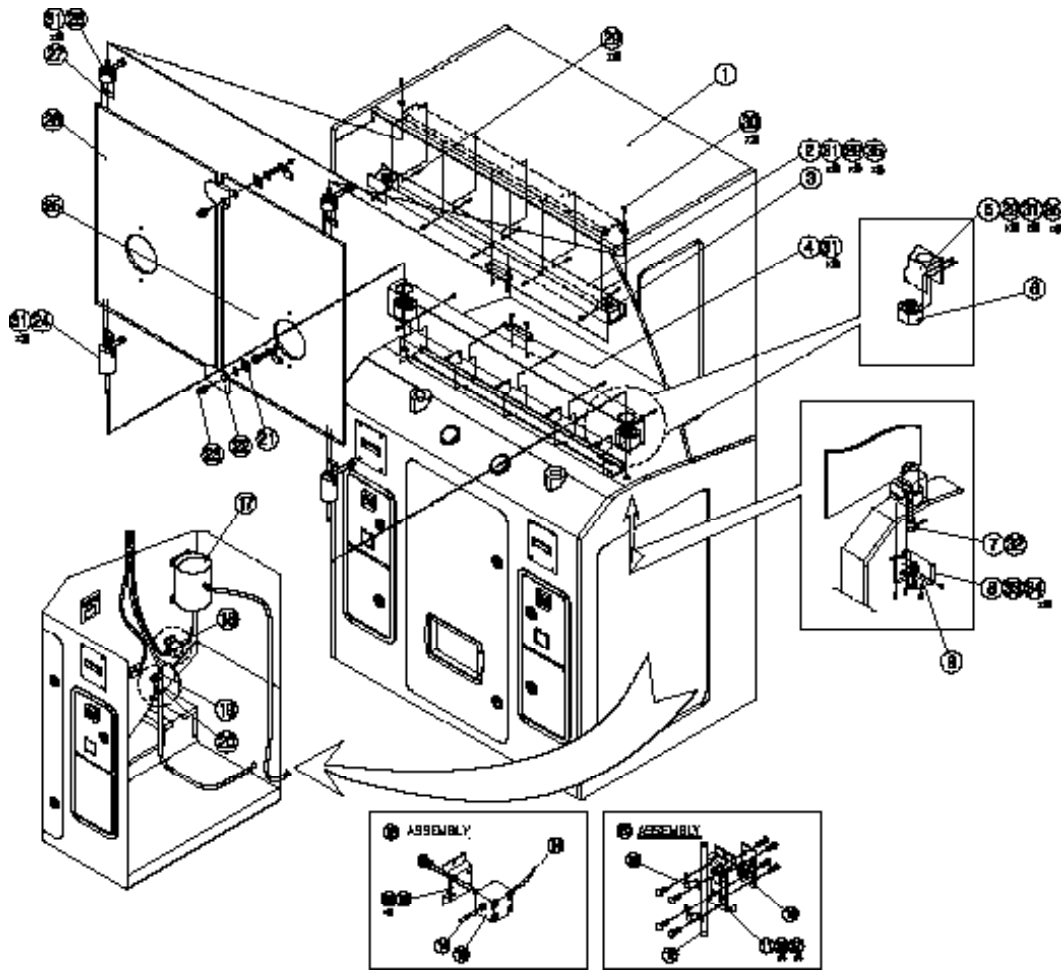


# 17. Sound flow & Check point



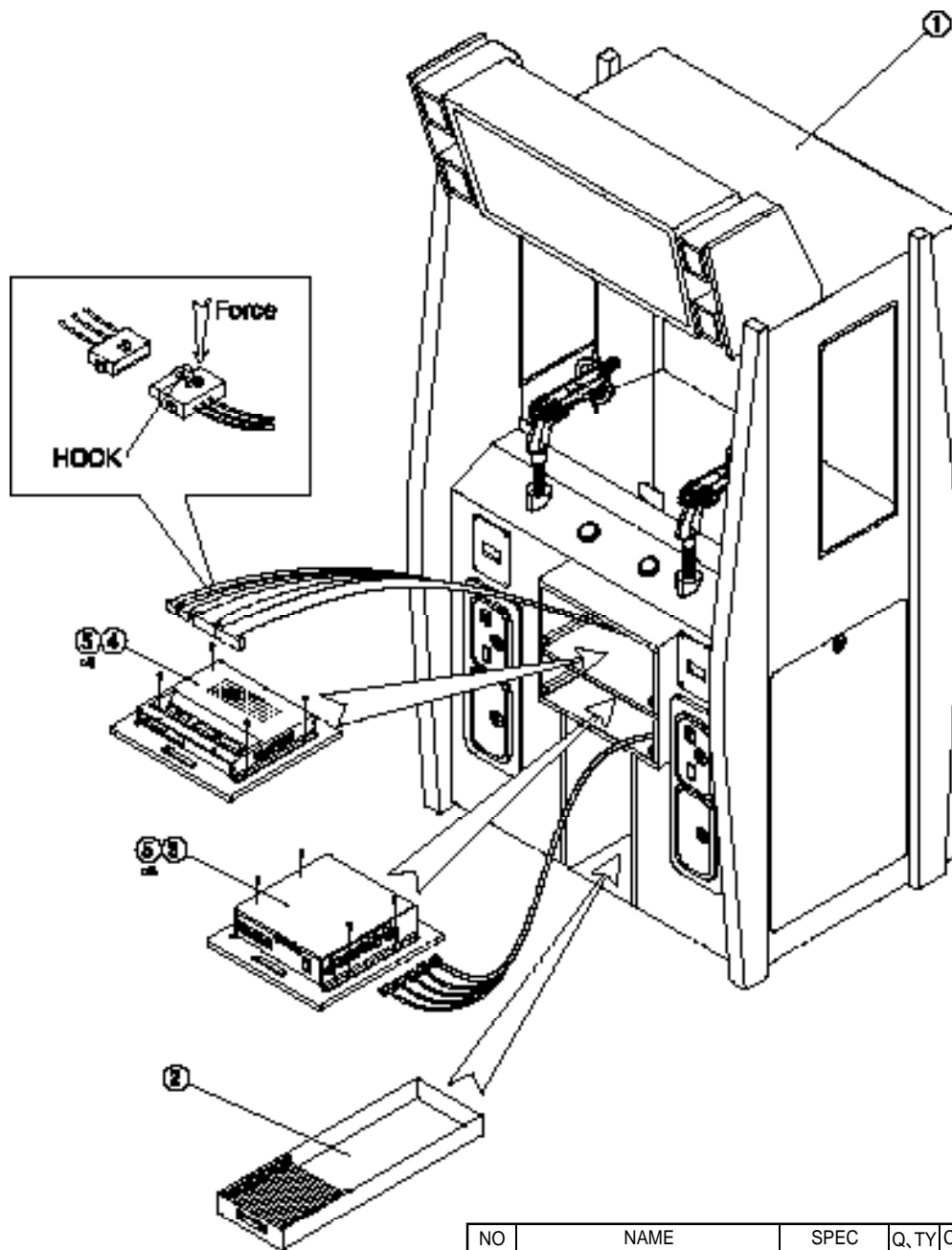
- \* Because treble and bass sounds are set independently, a defect may occur only at one part.  
In such a case, set bass  $0^{\circ} \pm$  and then check treble part output adjusting treble.  
For bass output, please check it in reverse order of the above method.
- \* Check output of Main Board    Check power supply of SMPS (Input, Output)    Check AMP PCB    Check Speaker
- \* If there occurs a noise in the sound, please check Main Board and AMP PCB.
- \* Check overall wire connecting state.

18-1-2. Assembling FRONT CABINET



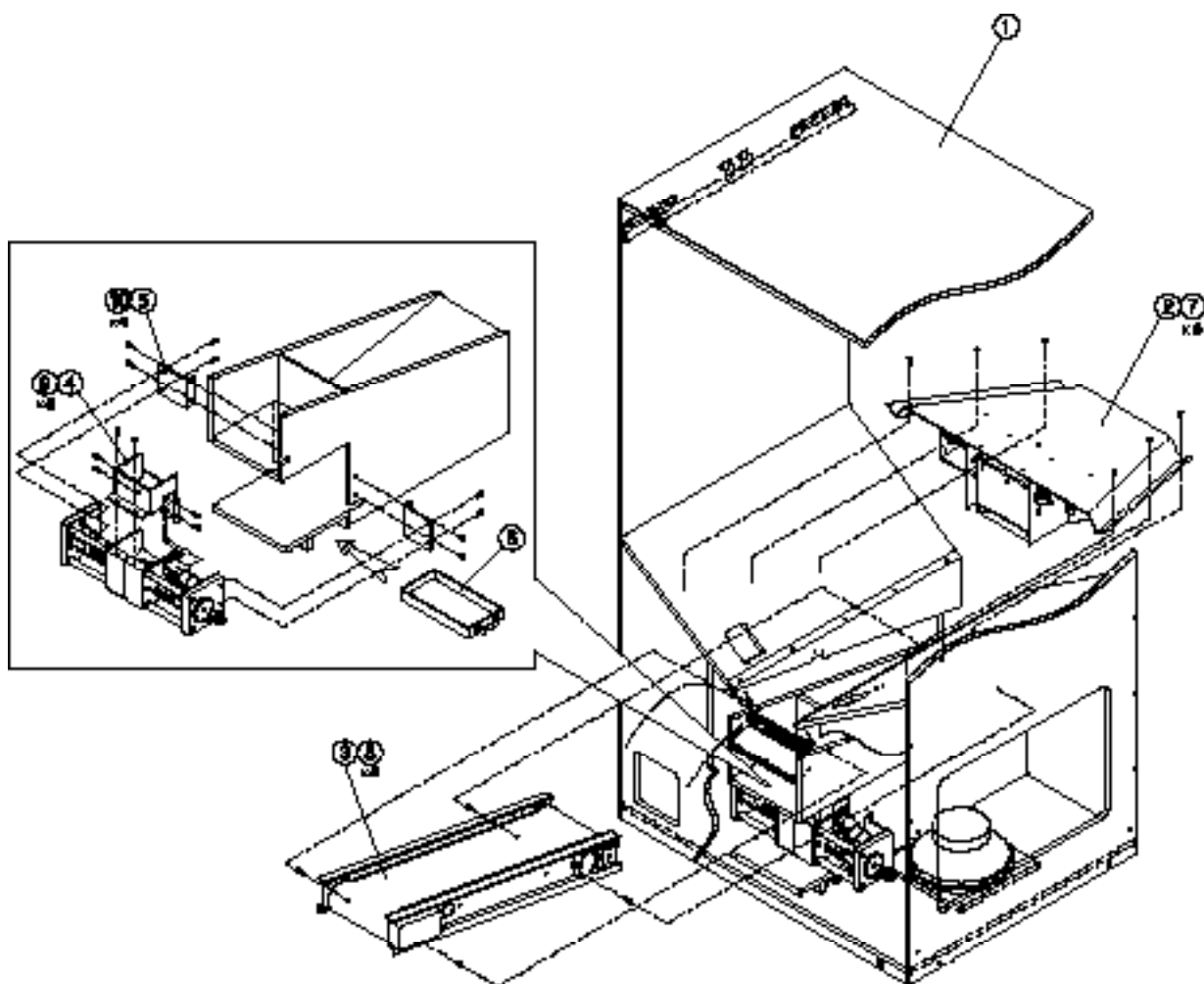
NO	NAME	SPEC	Q. TY	CODE NO.	NO	NAME	SPEC	Q. TY	CODE NO.
	FRONT CABINET	AMRS-A001B	1			BB-CHECK SENSOR ASS'Y		4	
	DOOR TOP COVER	AMRS-A101C	1		)	KEY REAR PLATE	AMRS-A109A	2	
	HINGE UPPER HOUSING	AMRS-A202A	2		)	LOWER KEY PLATE	AMRS-A105B	2	
	ROCK BRACKET	AMRS-A108A	2		)	KEY	6089 or 1293	1	
	DOOR BOTTOM COVER	AMRS-A102C	1		)	HINGE LOWER SHAFT	AMRS-A201A	2	
	HINGE LOWER HOUSING	AMRS-A203A	2		)	RIGHT FRONT DOOR	AMRS-A301B	1	
	DOOR SENSING BKT-1	AMRS-A121A	2		)	LEFT FRONT DOOR	AMRS-A302A	1	
	DOOR SENSOR FIX BKT	AMRS-A106A	2		)	DOOR SUPPORT	AMRS-A104A	4	
	DOOR SENSOR		2	GP1A025A	)	HINGE UPPER SHAFT	AMRS-A204A	2	
	BB-SUPPLY SENSOR PCB		4		)	PWH	M4X10	10	
	BB-SUPPLY SENSOR BRACKET	AMRS-A118A	4		)	SEMS	M6X10	2	
	AIR TUBE	6			31	SEMS	M4X10	20	
	PIPE HOLDER	AMRS-A119A	8		32	SEMS	M3X10	2	
	AIR TUBE	6			33	SEMS	M4X12	2	
	2-PORT SOLENOID VALVE		4		34	SEMS	M4X20	2	
	2-PORT SOLENOID VALVE BRACKET		4		35	THH	M4X10	10	
	AIR SUPPORT TANK		2		36	SEMS	M4X10	16	
	2-PORT SOLENOID VALVE ASS'Y		4		37	TH	M3X8	16	
	FITTING	KGE10-00	2		38	T/1S PH	4X12	8	

18-1-4. Assembling FRONT CABINET



NO	NAME	SPEC	Q, TY	CODE NO.
	FRONT CABINET	AMRS-A001B	1	
	GARBAGE ASS'Y		1	
	POWER BOX ASS'Y		1	
	MAIN BOARD ASS'Y		1	
	T/1S PH	4X12	8	

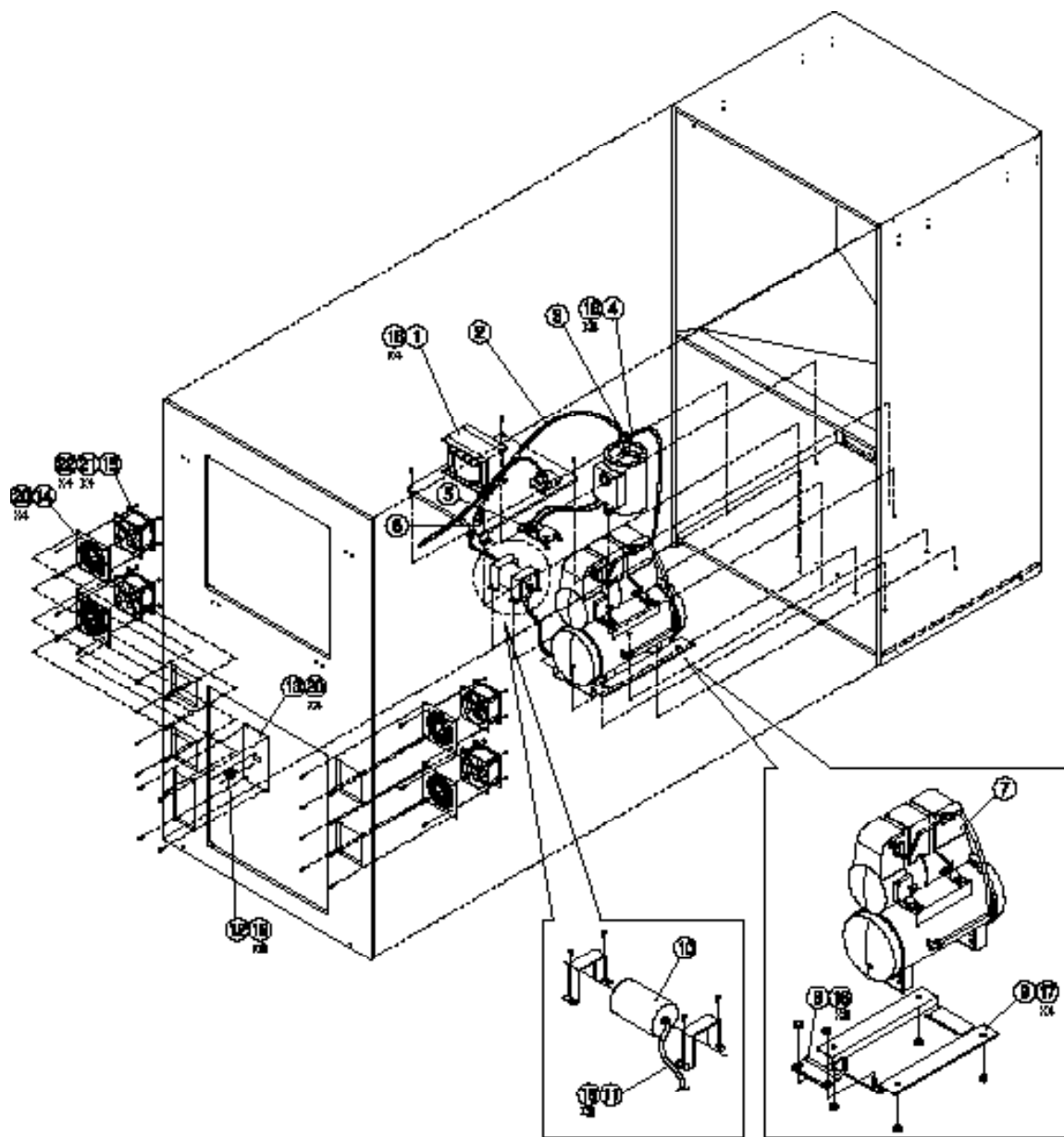
18-2-2. Assembling MIDDLE CABINET



NO	NAME	SPEC	Q. TY	CODE NO.
	MIDDLE CABINET ASS'Y		1	
	AUTO PRIZE OUT ASS'Y		1	
	CONVEYOR ASS'Y		1	
	BB-FILTER COVER ASS'Y		1	
	BB-FILTER FIX BKT		2	
	BB-FILTER GARBAGE CASE		1	
	T/1S PH	M4X16(BLACK)	6	
	SEMS	M6X20	4	
	SEMS	M4X12	6	
	SEMS	M6X10	8	

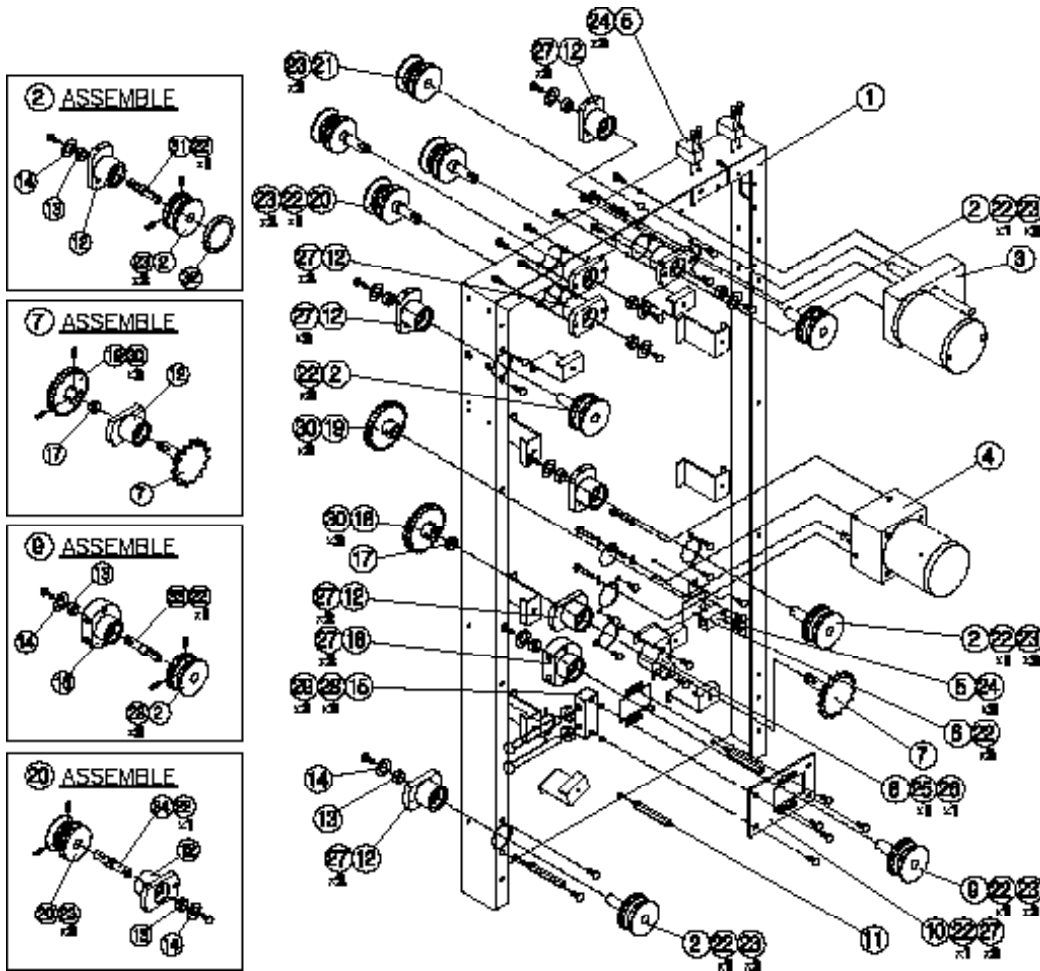


18-3-1. Assembling REAR CABINET



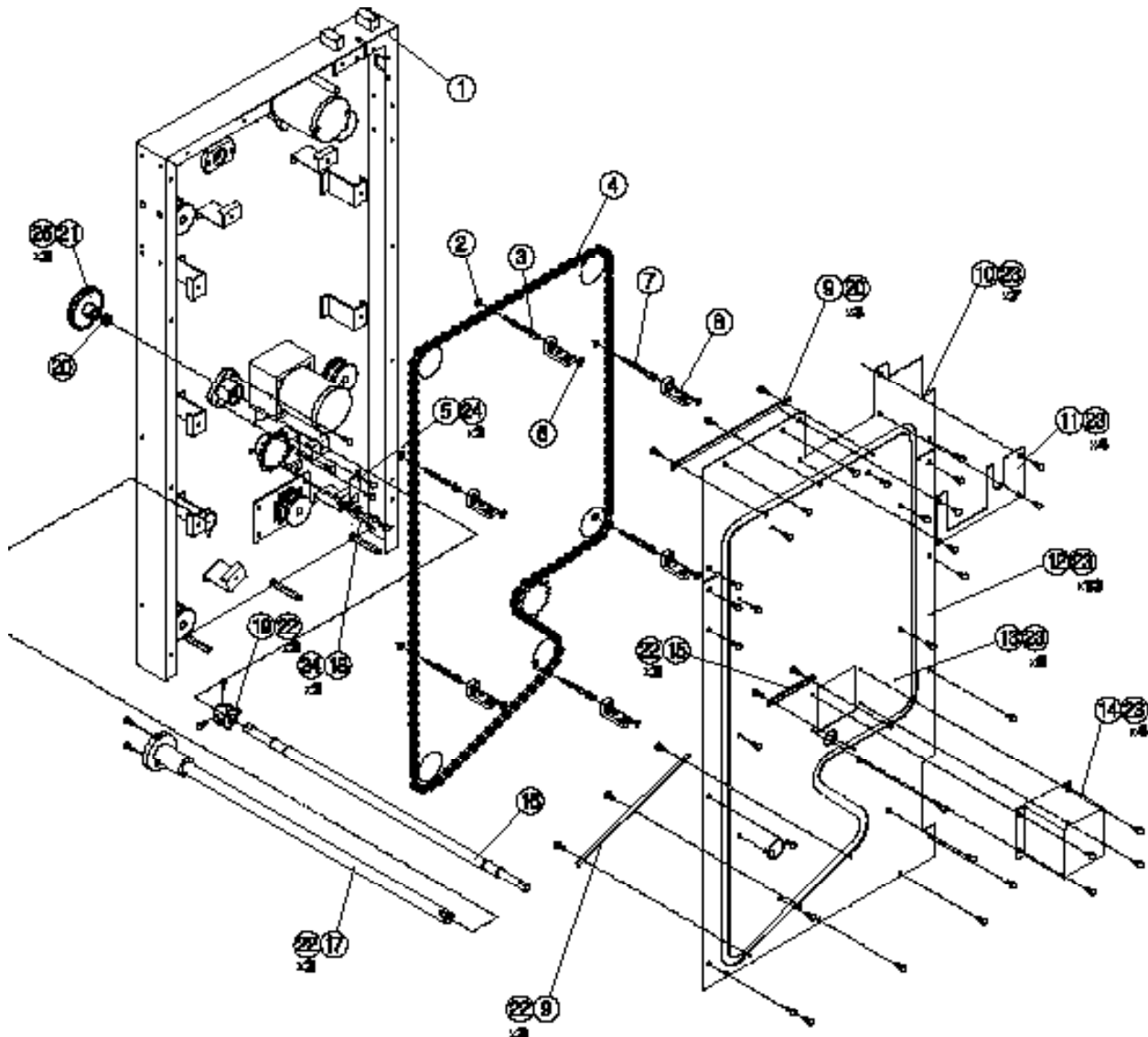
NO	NAME	SPEC	Q, TY	CODE NO.	NO	NAME	SPEC	Q, TY	CODE NO.
	POWER PLATE	AMRS-C001B	1			AC CORD		1	
	TUBE	6	1			AC CORD BKT	AMRS-C109A	1	
	EVAPORATOR		1			FAN BKT	AMRS-C004A	4	
	FITTING	KPU-06-00	1			FAN		4	
	EVAPORATOR PCB		1			T/1S PH	4X16	11	
	3-PORT SOLENOID V/V	VDW350-5G-2-01	1			NUT	M10	4	
	COMPRESSOR		1			NUT	M8	2	
	COMPRESSOR SUPPORT-L	AMRS-C112A	1			FH	M3X10	2	
	COMPRESSOR SUPPORT		1			PH	M4X20	20	
	COMPRESSOR FILTER		1	)		PH	M4X40	16	
	COMPRESSOR FILTER BKT	AMRS-C102A	1	)		NUT	M4	16	

18-4-1. Assembling PRIZE HANGER



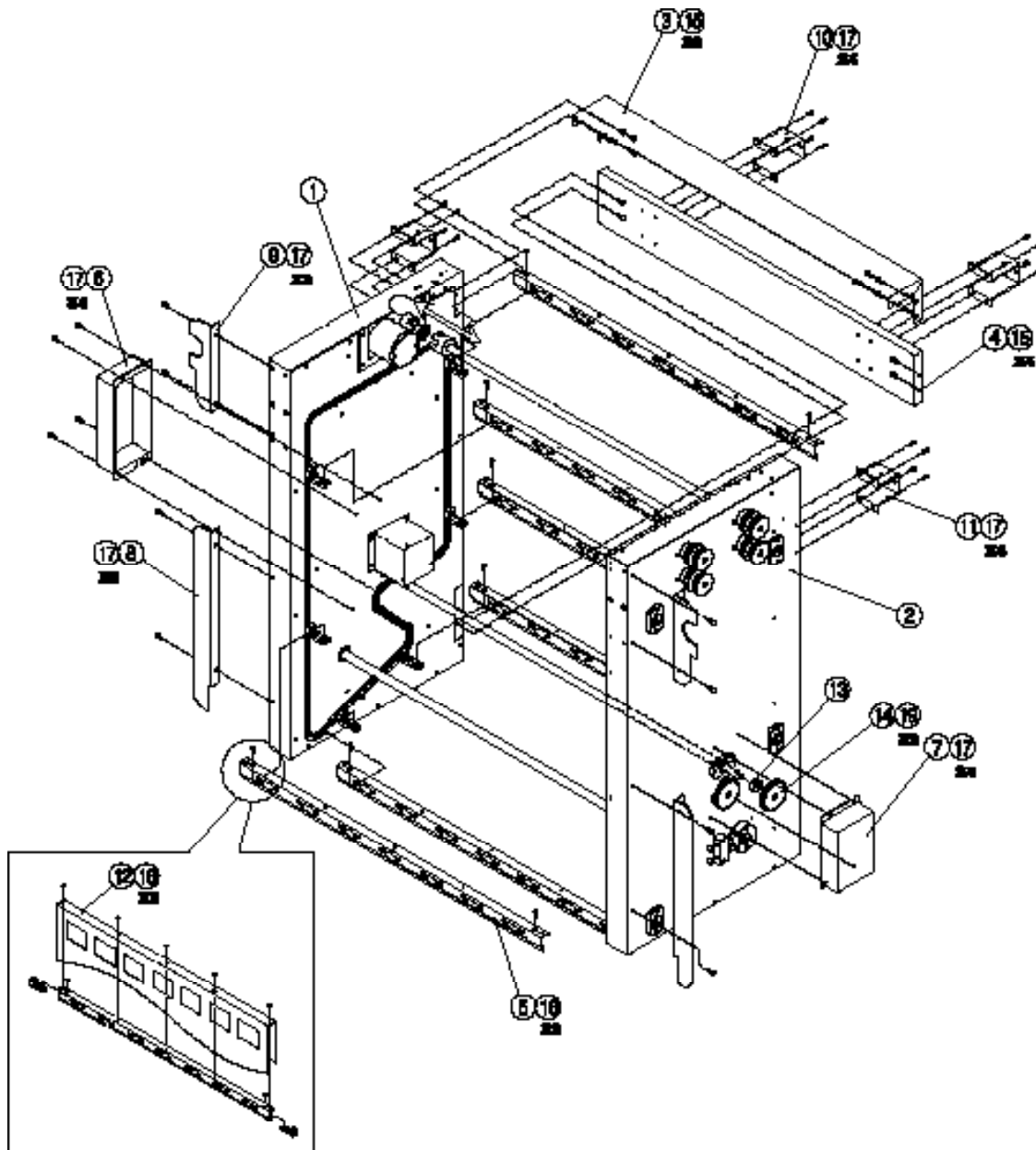
NO	NAME	SPEC	Q, TY	CODE NO.	NO	NAME	SPEC	Q, TY	CODE NO.
	PRIZE HANGER-L	AMRS-H001C	1			PRIZE HANGER MOTOR SPUR GEAR	AMRS-H112A	1	
	RS35 CHAIN ROLLER ASS'Y		5			Z-AXIS ROLLER	AMRS-H109A	3	
	Z-AXIS MOTOR		1		)	Z-AXIS MOTOR ROLLER	AMRS-H110A	1	
	CHAIN MOTOR		1		)	SEMS	M4X10	11	
	PRIZE HANGER SENSOR	PH175DN	3		)	CTS	M6X6	22	
	SWITCH BKT	AMRS-H024A	1		)	SEMS	M3X25	6	
	SPROCKET GEAR SHAFT	AMRS-H105A	1		)	PH	M5X30	1	
	SPROCKET PROTECT BLOCK-L		1		)	PH	M4X35	1	
	TENSION ROLLER ASS'Y		1		)	HSH	M5X10	20	
	TENSION ROLLER SUPPORT BKT	AMRS-H027A	1		)	HSH	M6X60	2	
	PRIZE HANGER OUT COVER SUPPORT PIN	AMRS-H124A	3		)	NUT	M6	2	
	40 ROLLER BEARING UNIT	AMRS-H102B	8		)	HSH	M4X12	4	
	SPROCKET COLLAR	AMRS-H115B	9		31	ROLLER SHAFT	AMRS-H106B	4	
	WASHER		9		32	O-RING-S		4	
	TENSION SUPPORT BLOCK		1		33	TENSION ROLLER SHAFT	AMRS-H108A	1	
	TENSION ROLLER BEARING UNIT	AMRS-H103B	1		34	Z-AXIS ROLLER SHAFT	AMRS-H107A	3	
	Z-AXIS ROLLER SHAFT COLLAR	AMRS-H115B	1		35				
	PRIZE HANGER SPUR GEAR	AMRS-H113A	1		36				

18-4-3. Assembling PRIZE HANGER



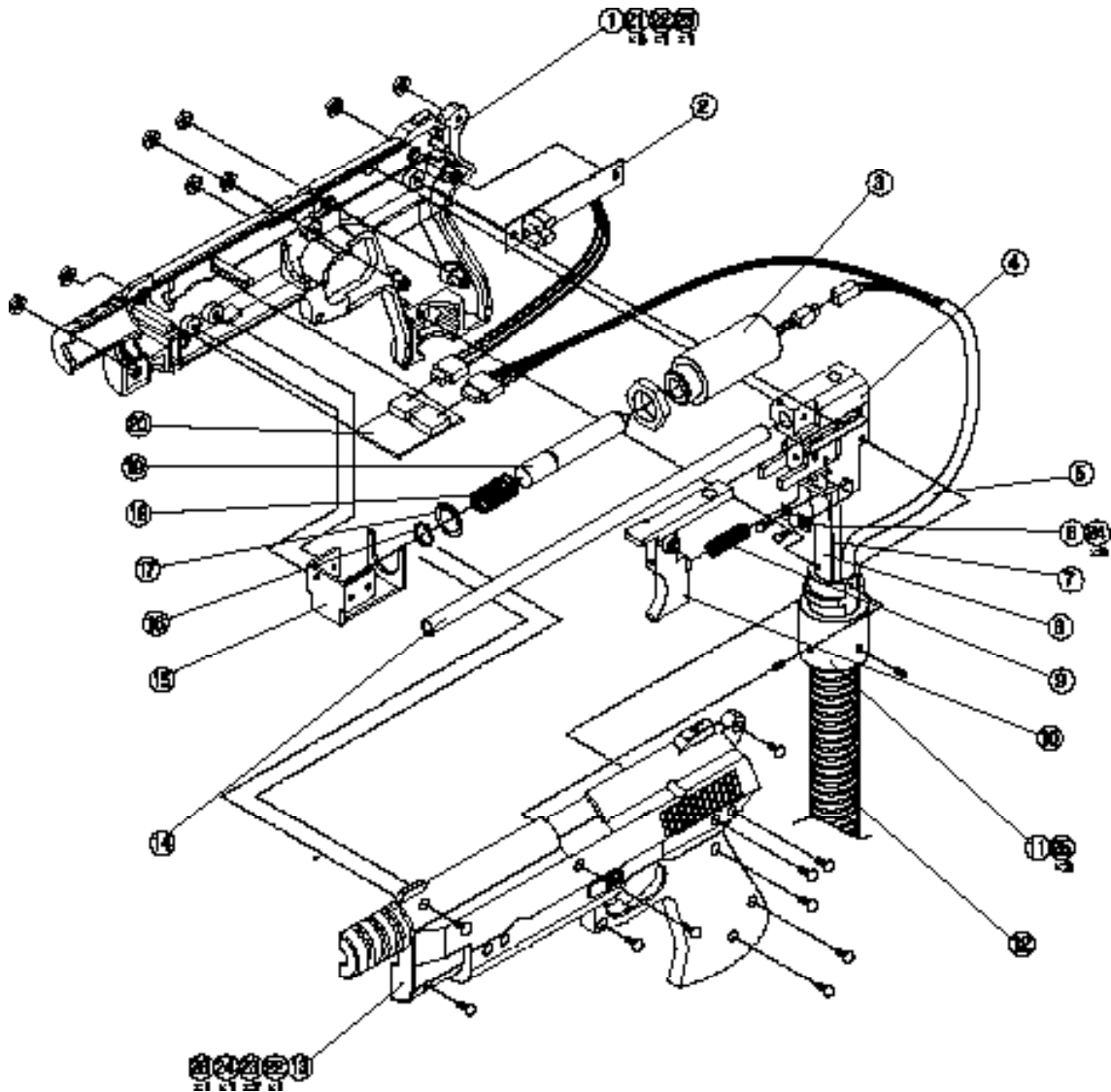
NO	NAME	SPEC	Q. TY	CODE NO.	NO	NAME	SPEC	Q. TY	CODE NO.
	PRIZE HANGER-L ASS'Y		1			CHAIN MOTOR COVER	AMRS-H028A	1	
	E-SNAP RING	3	6			HANGER SHAFT PROTECT BLOCK-S	AMRS-H119B	1	
	HANGER SHAFT COLLAR	AMRS-H112B	6			PRIZE HANGER CHAIN SHAFT	AMRS-H116A	1	
	CHAIN	RS35	1			PRIZE HANGER SUPPORT PIN	AMRS-H125A	1	
	SPROCKET COVER-L		1			CHAIN COVER BKT	AMRS-H033A	1	
	E-SNAP RING	5	6			SWITCH CONTACT BLOCK	AMRS-H118A	1	
	HANGER SHAFT	AMRS-H123B	6			Z-AXIS ROLLER SHAFT COLLAR	AMRS-H115B	1	
	HANGER SHAFT UNIT	AMRS-H121B	6	)		PRIZE HANGER SPUR GEAR	AMRS-H113A	1	
	HANGER SHAFT PROTECT BLOCK-L	AMRS-H120B	2	)		HSH	M4X10	12	
	PRIZE HANGER OUTSIDE UPPER COVER-L	AMRS-H029A	1	)		PH	M4X10	36	
	PRIZE HANGER Z-AXIS MOTOR COVER	AMRS-H032A	1	)		SEMS	M4X10	4	
	PRIZE HANGER OUTSIDE LOWER COVER	AMRS-H031A	1	)		HSH	M4X10	2	
	PRIZE HANGER INSIDE COVER-L	AMRS-H005B	1	)					

18-4-5. Assembling PRIZE HANGER



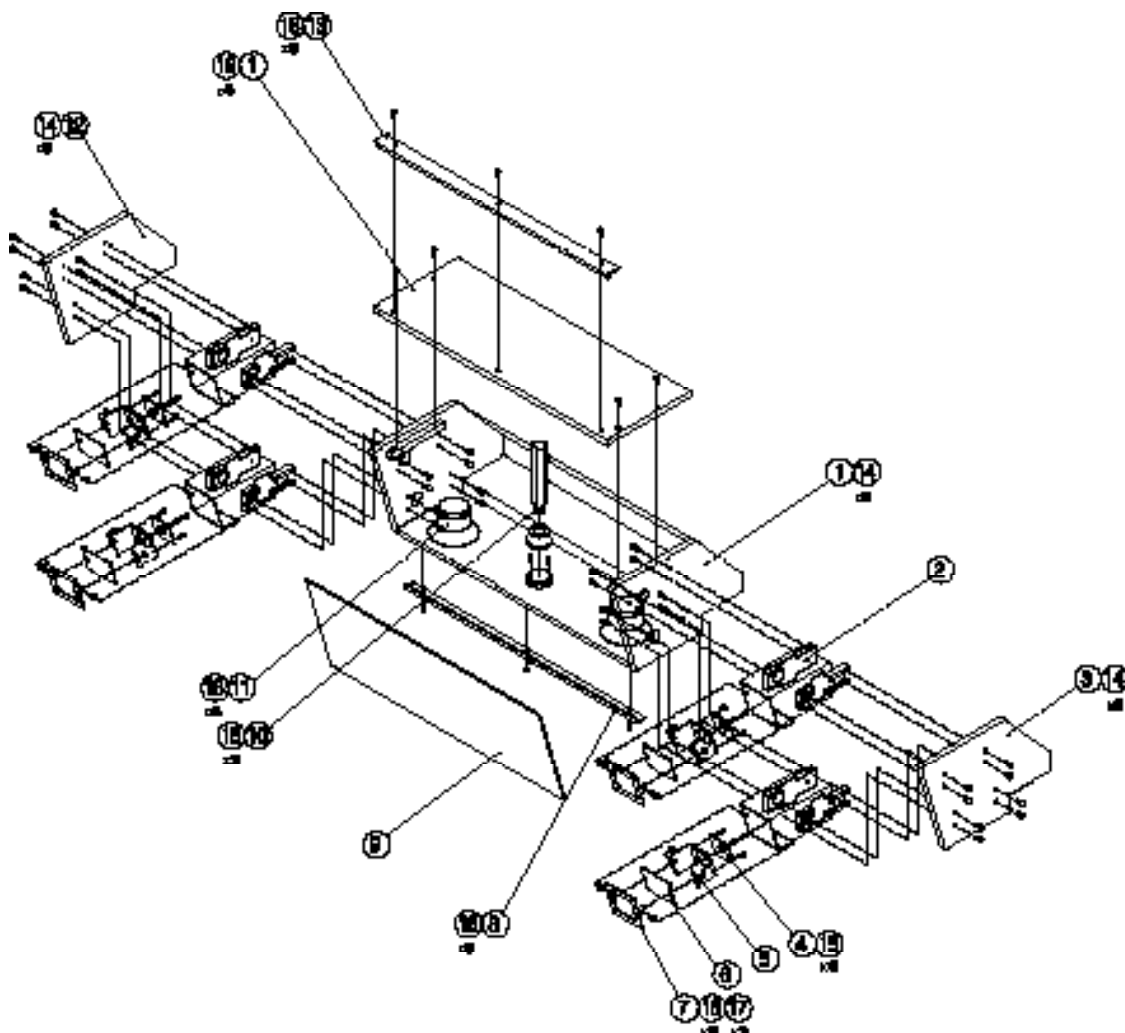
NO	NAME	SPEC	Q. TY	CODE NO.	NO	NAME	SPEC	Q. TY	CODE NO.
	PRIZE HANGER-L ASS'Y		1			PRIZE HANGER FIX BKT-L	AMRS-H021A	1	
	PRIZE HANGER-R ASS'Y		1			PRIZE PROTECT COVER	AMRS-H201A	6	
	PRIZE HANGER UPPER SUPPORT	AMRS-H008A	1			Z-AXIS ROLLER SHAFT COLLAR	AMRS-H115B	1	
	PRIZE HANGER LOWER SUPPORT	AMRS-H007A	1			PRIZE HANGER SPUR GEAR	AMRS-H113A	1	
	PRIZE PROTECT COVER BKT	AMRS-H025A	6			SEMS	M4X12	12	
	PRIZE HANGER GEAR COVER-L	AMRS-H009B	1			FH	M4X10	12	
	PRIZE HANGER GEAR COVER-R	AMRS-H010A	1			SEMS	M4X10	30	
	PRIZE HANGER LOWER SIDE COVER-L,R	AMRS-H011A	2			PH	M4X10	30	
	PRIZE HANGER UPPER SIDE COVER-L,R	AMRS-H012B	2			HSH	M4X12	2	
	PRIZE HANGER FIX BKT-S	AMRS-H022A	1						

18-5-1. Assembling gun



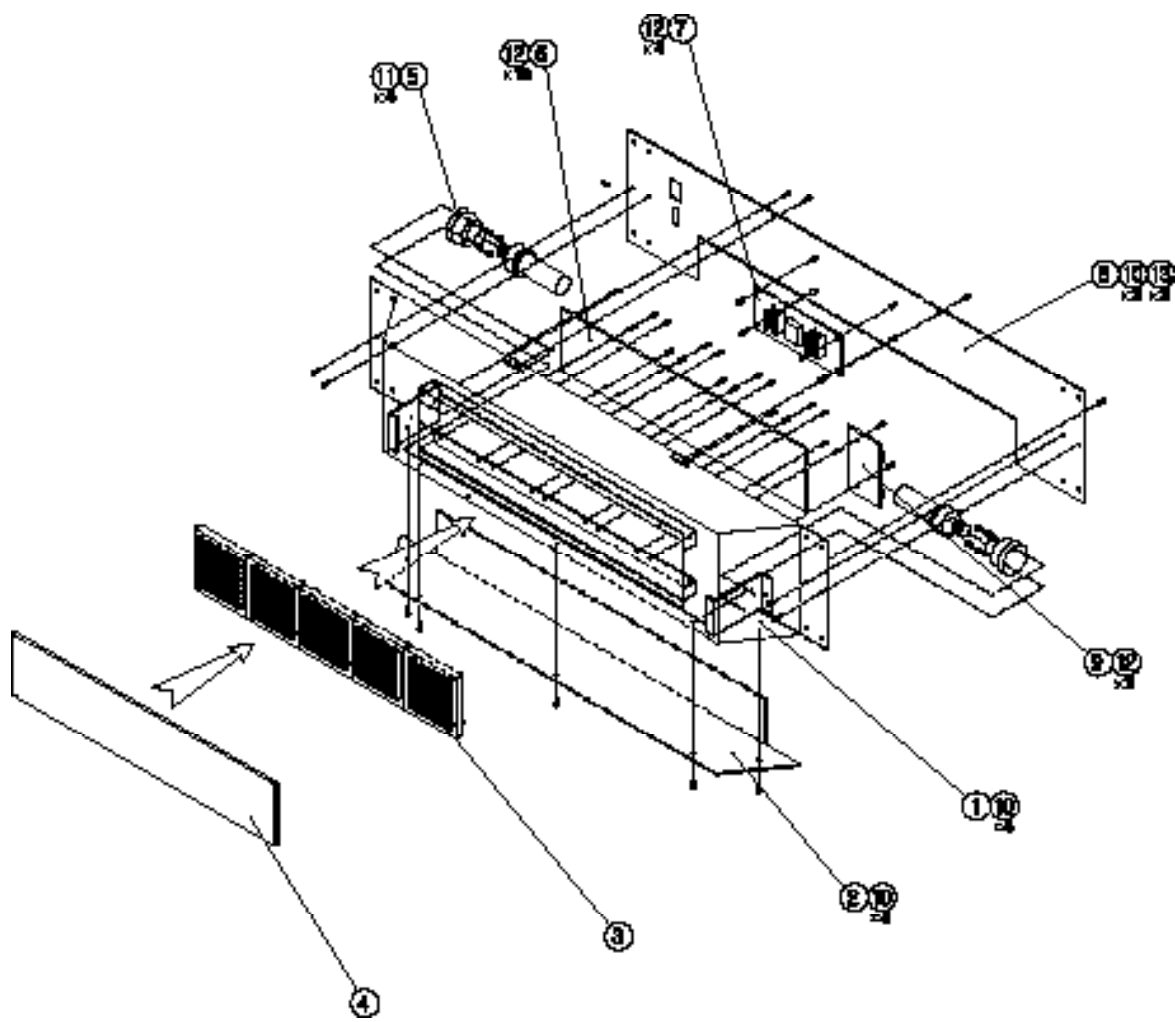
NO	NAME	SPEC	Q, TY	CODE NO.	NO	NAME	SPEC	Q, TY	CODE NO.
	GUN RIGHT CASE	AMRS-G001A	1			C-SNAP RING	6	1	
	GUN PCB-B		1			GUN SOLENOID RING		1	
	GUN SOLENOID		1			GUN SOLENOID SPRING	AMRS-G401A	1	
	GUN TRIGGER HOUSING	AMRS-G002B	1			GUN SOLENOID SHAFT		1	
	GUN HARNESS		1			GUN PCB-B		1	
	6 TUBE FIX BKT	AMRS-G102A	1	)		CAP NUT	M3	8	
	6 TUBE		1	)		FH	M3X8	2	
	10 TUBE		1	)		HSH	M3X10	9	
	TRIGGER SPRING	AMRS-G402A	1	)		HSH	M3X8	3	
	TRIGGER	AMRS-G002B	1	)		CTS	M4X6	2	
	FLEXIBLE HOLDER	AMRS-G213A	1	)		HSH	M3X12	1	
	FLEXIBLE TUBE		1	)					
	GUN LEFT CASE		1	)					
	GUN PIPE		1	)					
	SOL SUPPORT BKT	AMRS-G101A	1	)					

# 18-6-1. Assembling BILLBOARD



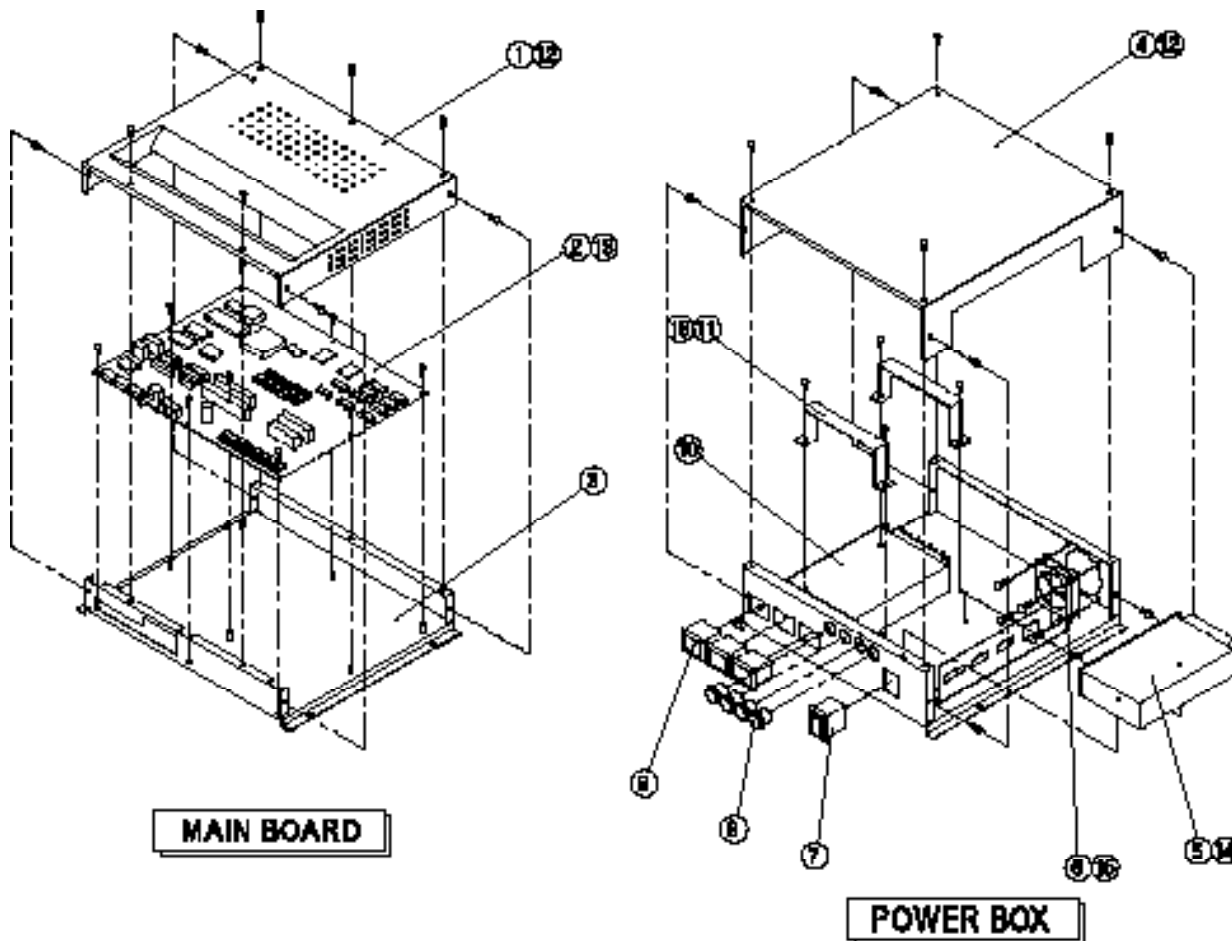
NO	NAME	SPEC	Q. TY	CODE NO.	NO	NAME	SPEC	Q. TY	CODE NO.
	BILLBOARD	AMRS-D001B	1			ACRYL LOWER BKT	AMRS-D004A	1	
	LED HOUSING ASS'Y	AMRS-D101A	4			SEMS	M4X20	32	
	BILLBOARD SIDE PLATE-R	AMRS-D002A	1			PH	M3X10	16	
	LED PCB		4			SEMS	M4X8	8	
	LED FIX BKT	AMRS-D105A	4			NUT	M4	8	
	LED ACRYL	AMRS-D202A	4			T/1S PH	4X16	16	
	LED LAMP COVER	AMRS-D104A	4			PH	M6X25	4	
	ACRYL UPPER BKT	AMRS-D003A	1						
	BILLBOARD ACRYL	AMRS-D201A	1	)					
	LAMP (220V 20W)		1	)					
	SPEAKER		2	)					
	BILLBOARD SIDE PLATE-L	AMRS-D002A	1	)					

18-8-1. Assembling MATRIX



NO	NAME	SPEC	Q, TY	CODE NO.	NO	NAME	SPEC	Q, TY	CODE NO.
	MATRIX FRONT COVER	AMRS-I001A	1			SEMS	M4X12	8	
	LAMP ACRYL	AMRS-I101A	1			SEMS	M3X8	24	
	MATRIX		5			FH	M4X10	2	
	MATRIX ACRYL	AMRS-I102A	1						
	LAMP (220V 20W)		2						
	SHIELD PLATE		1						
	MATRIX SMPS		1						
	MATRIX BACK PLATE	AMRS-I002A	1						
	MATRIX PCB		1						
	PH	M4X10	11						

# 18-10-1. Assembling MAIN BOARD & POWER BOX



NO	NAME	SPEC	Q, TY	CODE NO.	NO	NAME	SPEC	Q, TY	CODE NO.
	MAIN BOARD COVER	AMRS-E001B	1			SMPS FIX BKT	AMRS-F003A	2	
	MAIN BOARD PCB		1			PWH	M4X10	17	
	MAIN BOARD BOX	AMRS-E002B	1			PH	M3X10	11	
	POWER BOX COVER	AMRS-F002A	1			PH	M4X30	4	
	SMPS-A		1			SEMS	M4X10	4	
	FAN		1						
	AC POWER SWITCH		1						
	BUTTON		4						
	COUNTER		3						
	SMPS-B		1						



## 18-12-1. WIRE SPEC

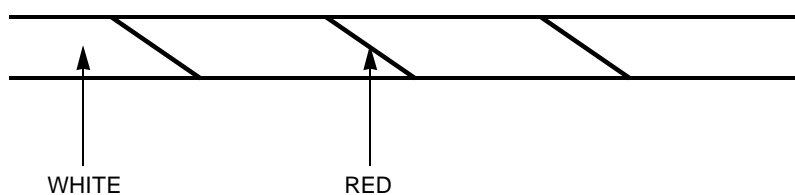
The code table of WIRE - COLOR used in general wiring diagram is as follows.

### WIRE - COLOR CODE

CODE	WIRE COLOR
10	RED
20	BULE
30	YELLOW
40	GREEN
50	WHITE
70	ORANGE
80	BLACK
90	GRAY
A	PINK
B	SKYBLUE
C	BROWN
D	PURPLE
E	LIGHT GREEN

Note 1) If Code 1 is not located in 0, the location of Color 10 and background color 1 are screwed.

<example> 51 - - - - -WHITE/RED



Note 2) The letter in the back of WIRE COLOR CODE means the size of WIRE.

U : AWG 16

K : AWG 18

L : AWG 20

No : AWG 22