

CRAZY CUCKOO

OWNER'S MANUAL

CEC



IMPORTANT

- Please read the manual carefully and keep it in mind before using this machine.
- Put this manual within touch of your reference in anytime.

PRECAUTIONS FOR 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 a care should be taken.



Forbidden.



Indicates a matter which must be performed.

- Precautions to be followed:

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 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:

- Rain or moisture.
- Direct sunlight.
- Direct heat from air-conditioning and heating equipment, etc..
- 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

⚠ WARNING

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 from the receptacle to stop operating it. 

- Using the machine in abnormal conditions could result in fire or accidents.

In case of abnormality

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

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

- Doing so could result the power cord periodically.


⚠ CAUTION


Do not use this product 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..

- Do not give shock the surface of glass products.

- Please do not play this game if
 - When you do drinking;
 - When your physical condition is not normal;
 - When you are in pregnancy;
 - When you have on a pulse controller;
 - When you have recently experienced a cramp or fainting away while watching TV.
- Avoid excessive force/shock while playing/moving the game.
- While do games, pay attention to surrounding.

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


In handling the power cord, follow the instructions below. 


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


⚠ 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.

⚠ 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

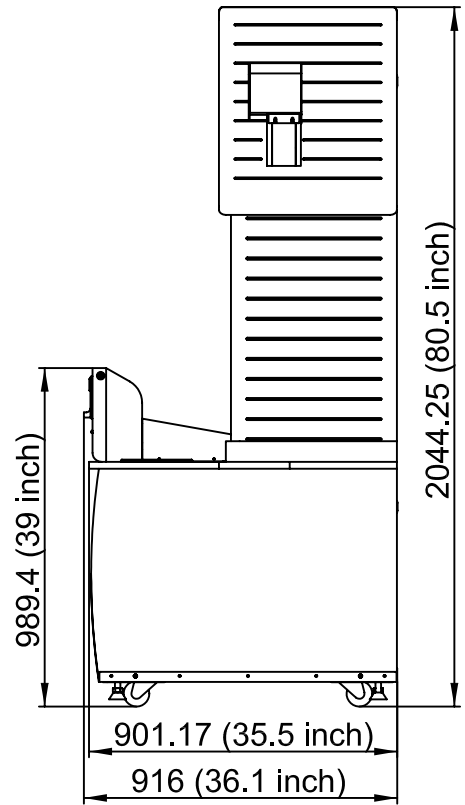
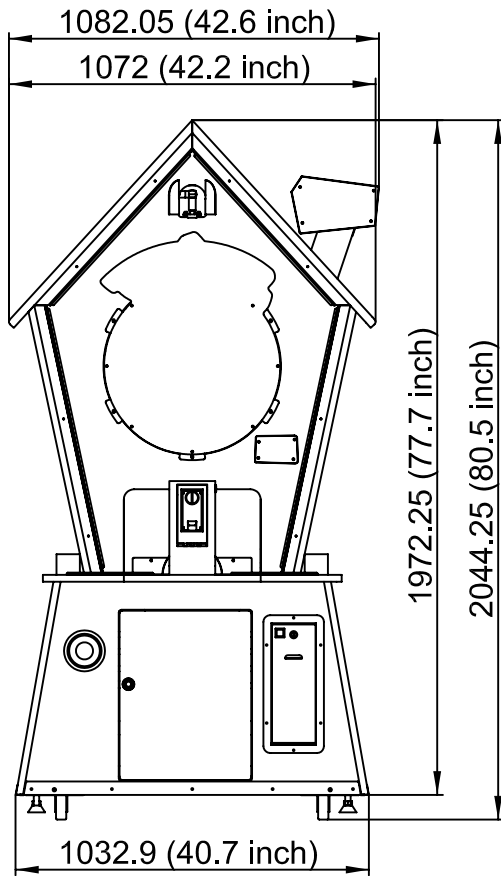
- When setting up, inspecting, maintaining, moving or transporting this product, follow the procedures and instructions set forth in this manual and perform such work safely.
- Do not set up, handle, inspect, maintain, move or transport this product under conditions equivalent to the condition of "WARNING"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

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11. SHEET (42p)
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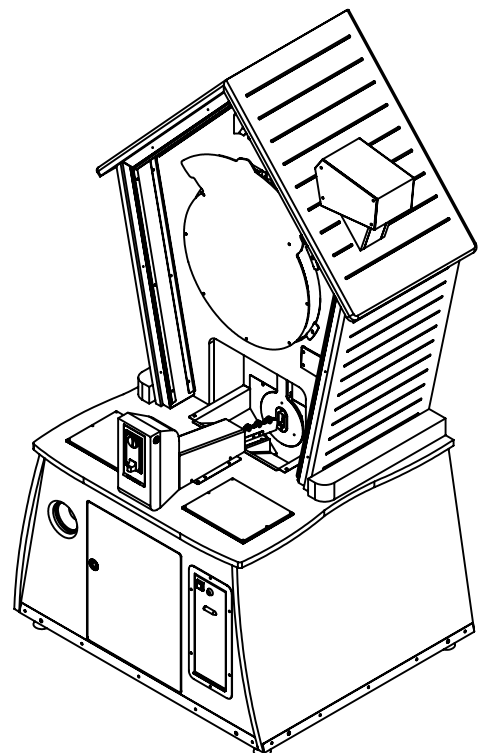
1. SPECIFICATION AND DIMENSIONS

1-1. DIMENSIONS



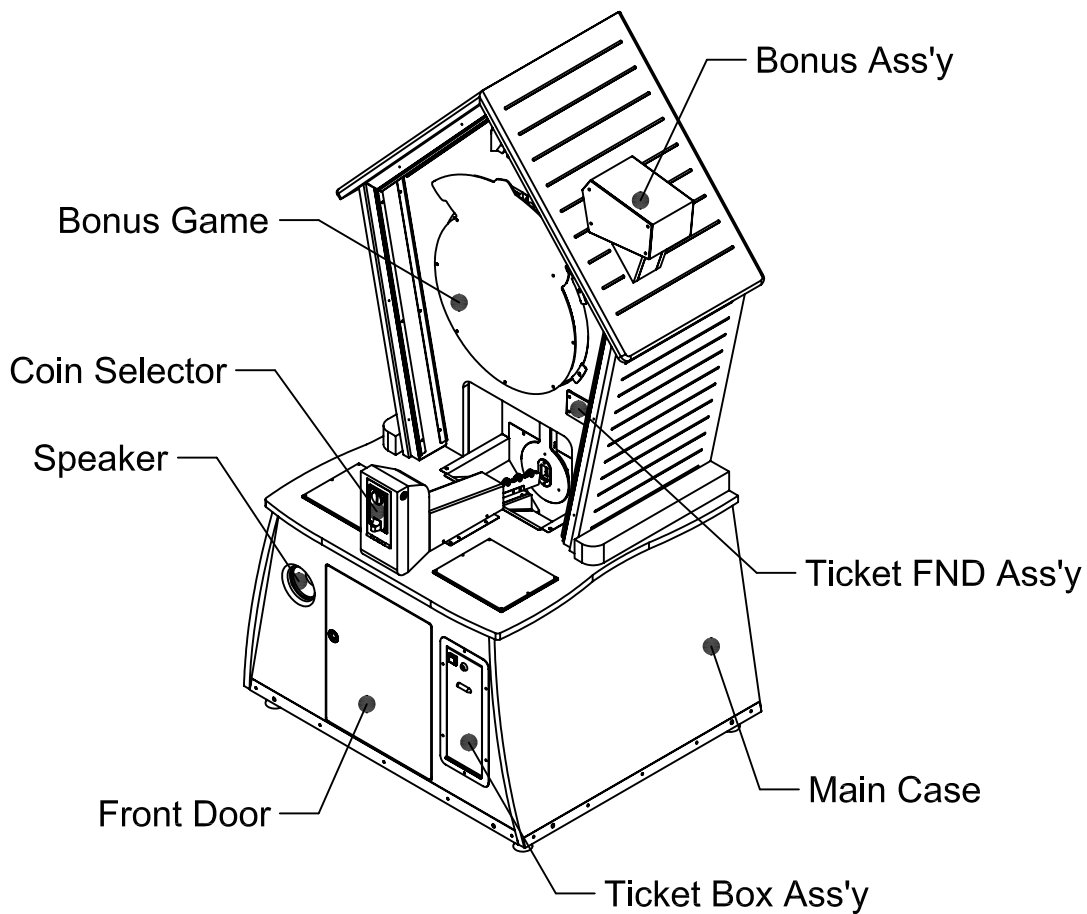
1-2. SPECIFICATION

| | | |
|---------------------------|---------------|---------|
| NOMINATED VOLTAGE RANGE | AC 110V | AC 230V |
| FUSE | 5A | 3.15A |
| NOMINATED FREQUENCY RANGE | 50Hz ~ 60Hz | |
| AVERAGE POWER CONSUMPTION | 125W | 88W |
| MAXIMUM POWER CONSUMPTION | 160W | 179W |
| WEIGHT | 181kg (400Lb) | |

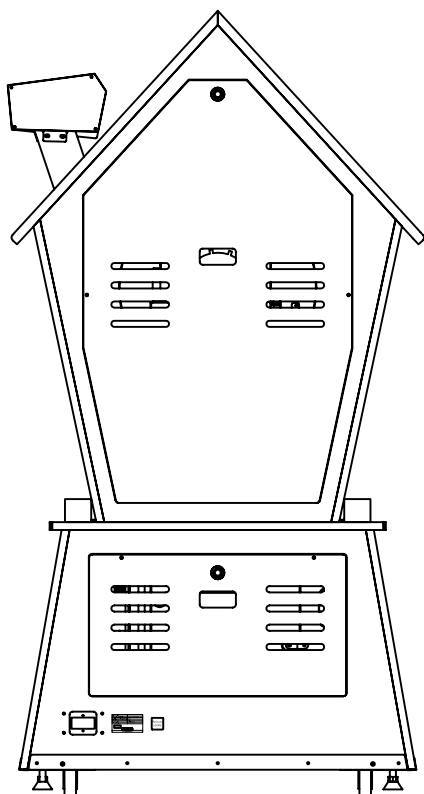


2. NAME OF PARTS & STICKER LOCATION

2-1. NAME OF PARTS

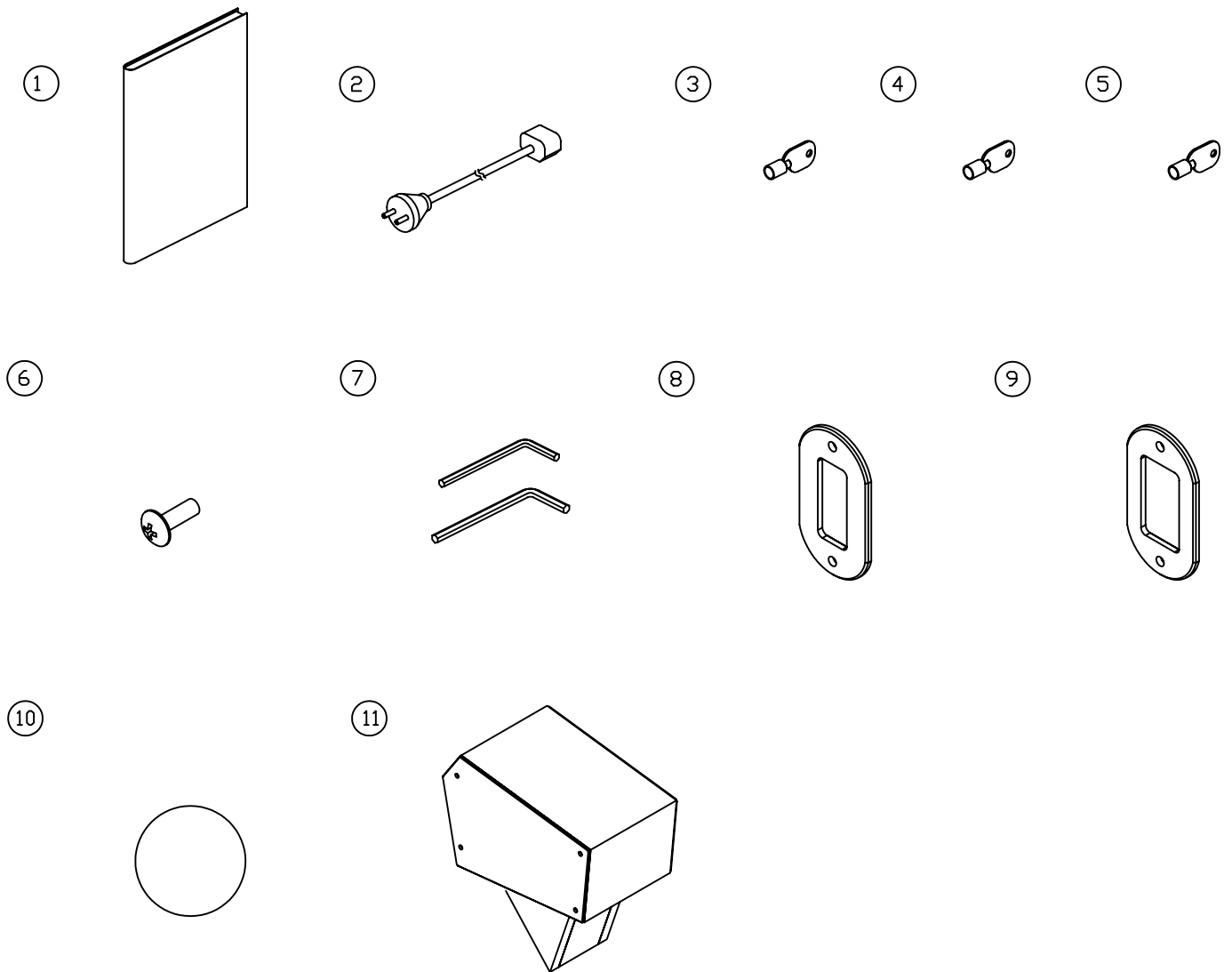


2-2. STICKER LOCATION



| | | | | |
|---|---------------------------|----------------------|---|--------------|
| 1 | MODEL NAME | CRAZY CUCKOO (CEC) | 2 | Recycle MARK |
| | POWER REQUIREMENTS | AC 110V, 50Hz ~ 60Hz | | |
| | AVERAGE POWER CONSUMPTION | 125W | | |
| | MAXIMUM POWER CONSUMPTION | 160W | | |
| | WEIGHT (KG) | 181kg (400lb) | | |
| | MODEL NO. | KM-CCK002 | | |
| | ROHS | | | |

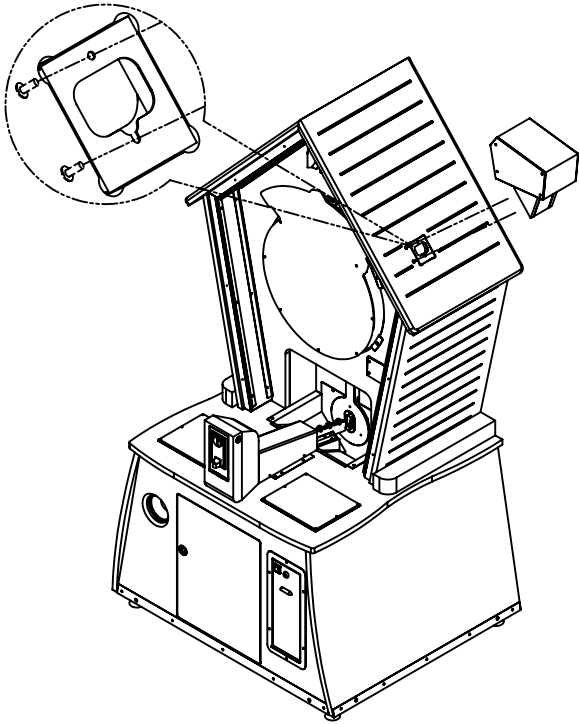
3. COMPONENTS



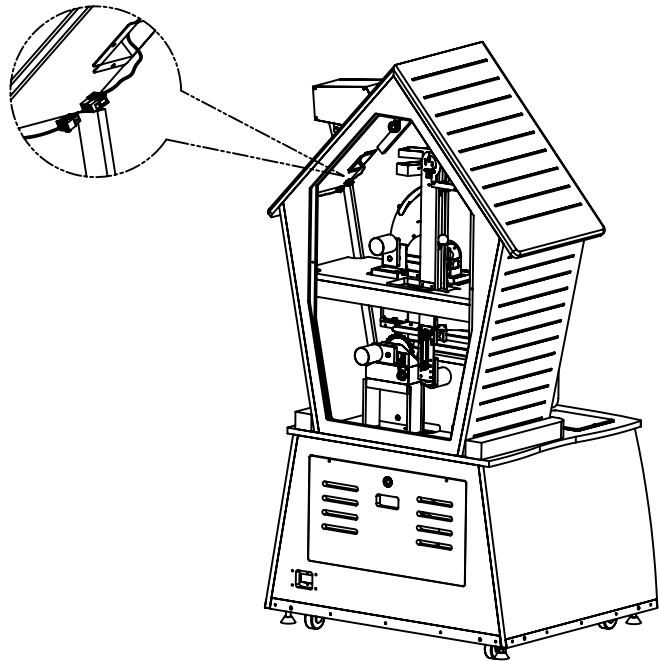
| NO. | PART NAME | SPEC. | QUANTITY | CODE NO. |
|-----|---------------------------|-------------------|----------|-------------|
| 1 | MANUAL | MANUAL | 1 | MCRCOBOX002 |
| 2 | AC POWER CORD | 125V-7A(O.75)UL | 1 | MELEOACP011 |
| | | 250V-10A(O.75)BF3 | | MELEOACP006 |
| 3 | DOOR KEY / TICKET BOX KEY | 7001 | 2 | - |
| 4 | CASH BOX KEY | 6001 | 2 | - |
| 5 | COIN BOX KEY | 8001 | 2 | - |
| 6 | BOLT (TH) | M4x20L | 2 | - |
| 7 | WRENCH | 3mm | 1 | MXXXOREN004 |
| | | 4mm | 1 | MXXXOREN002 |
| 8 | GUIDE ACRYL 20 X 45 | CLEAR PC-3.0t | 1 | MCRCOSHE015 |
| 9 | GUIDE ACRYL 30 X 45 | CLEAR PC-3.0t | 1 | MCRCOSHE017 |
| 10 | BALL | ∅ 35 | 6 | MCUC0000001 |
| 11 | BONUS Ass'y | - | 1 | MCRCOMEP100 |

4. HOW TO ASSEMBLE

4-1. ASSEMBLING Bonuse Ass'y



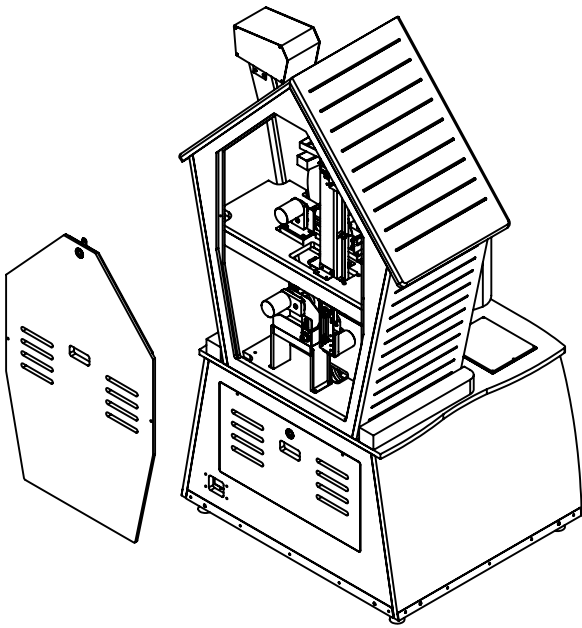
Assemble the Bonus Ass'y on the Bonus Plate BKT with enclosed bolts (TH M4 X 20L)



Connect the Jackpot FND (8P) Harness as shown above.

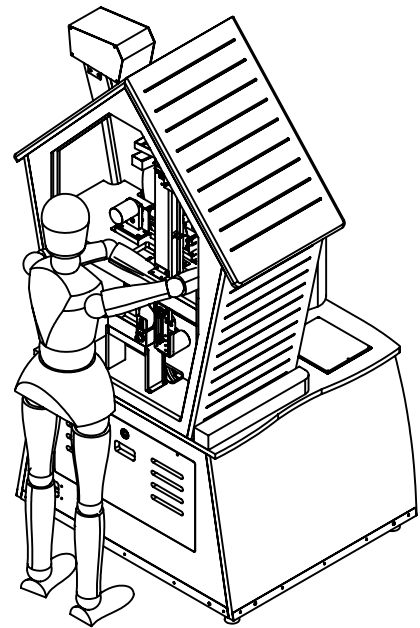
4-2.HOW TO BALL SETTING

①



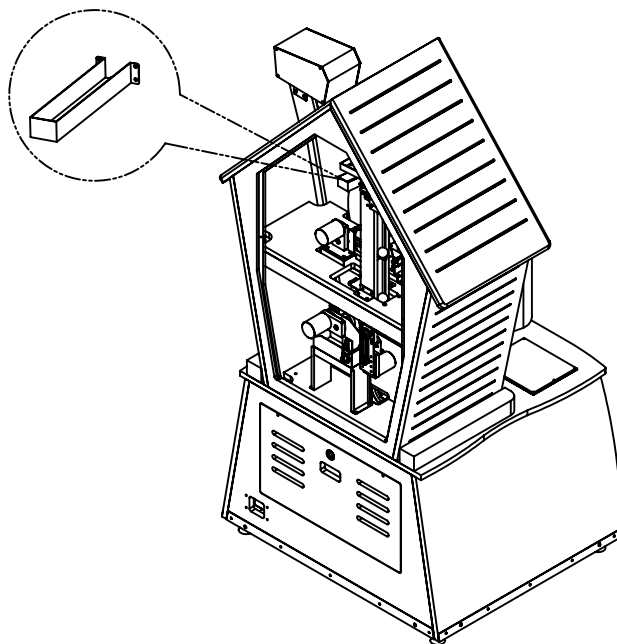
Open the Rear Upper Door as shown above.

②



Prepare the 6 Balls and put 5 Balls on Elevator Ball Attachment BKT as shown above.

③



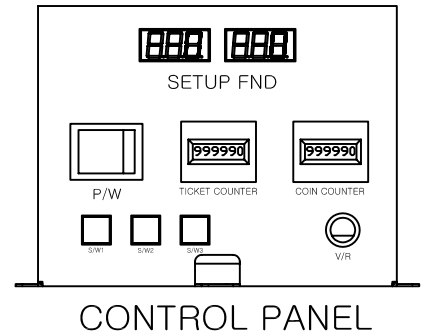
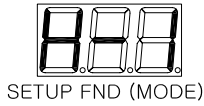
Insert another Ball into SLOPE-3 as shown above.

5. SETUP MODE

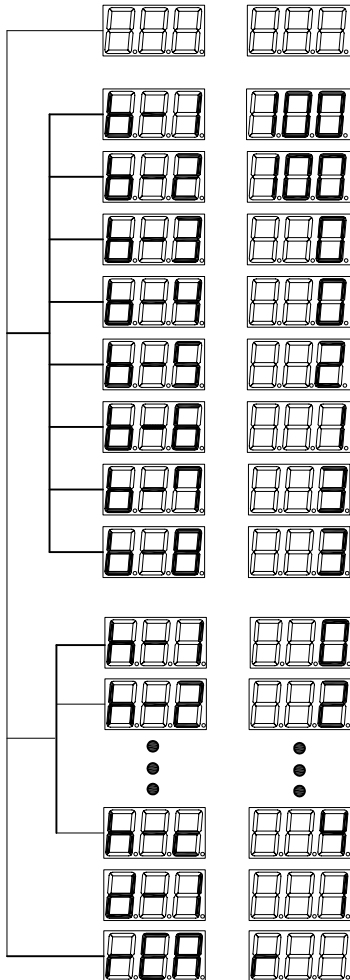
5-1. The first step of SETUP MODE

- Push SW1(SETUP) button to get into Setup Mode.
- Push SW2(MOVE) button to move to Setup Mode List.
- Push SW3(SERVICE) button to get into Data Setting Mode.
- Push SW1(SETUP) button to set up the data.

* Get out of the SETUP MODE in the list of REAR.



* Setup Mode

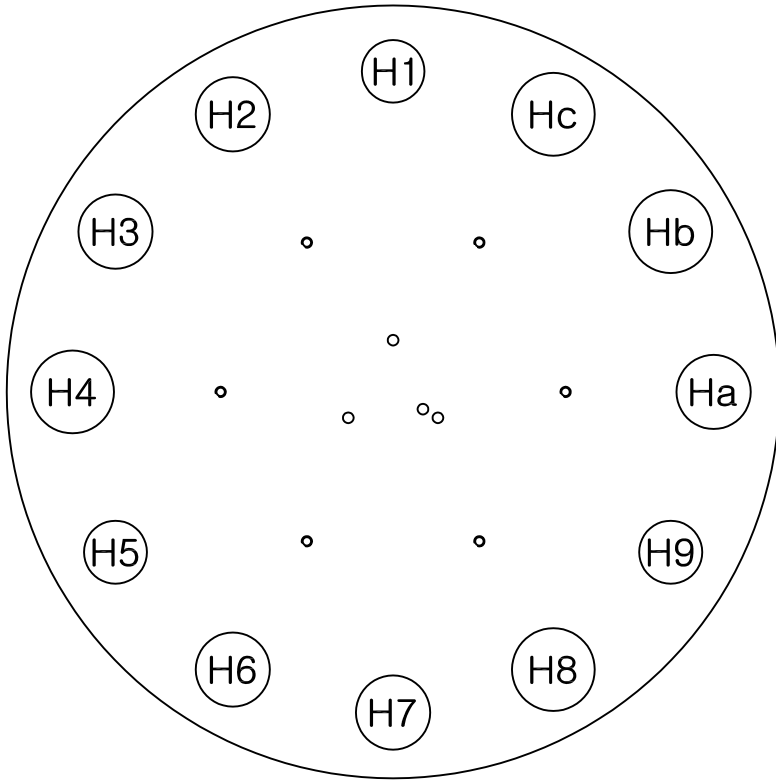


- * JACKPOP INITIAL VALUE(0~999)
- * JACKPOP LIMIT VALUE(0~999)
- * MERCY TICKET(0~9)
- * JACKPOT INCREASE VALUE(0~999)
- * PENDULRUM DIFFICULT(1~9)
- * COINS PER ONE CREDIT(0~9)
- * SPEED OF ROTARY(WHEEL)-(1~9)
- * SPEED OF PENDULUM MOVE(1~9)
- * HOLE TICKET <H-1>
- * HOLE TICKET <H-2>
-
-
-
- * HOLE TICKET <H-c>
- * demo sound on/off(0,1)
- * Return to the GAME MODE after saving Setup Mode.

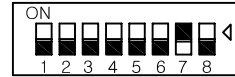
* factory deafult setting (CEC): After power off,power on, press sw2.

5-2. Ticket values on the Sheet

CEC Version



(MAIN BOARD DIP SW)



SET DIP #7 TO "ON" POSITION.

- H1 - 0(BONUS)
- H2 - 2
- H3 - 6
- H4 - 4
- H5 - 20
- H6 - 2
- H7 - 6
- H8 - 4
- H9 - 30
- Ha - 2
- Hb - 6
- Hc - 4

6. CLEAR MODE

6-1. The first step of CLEAR MODE

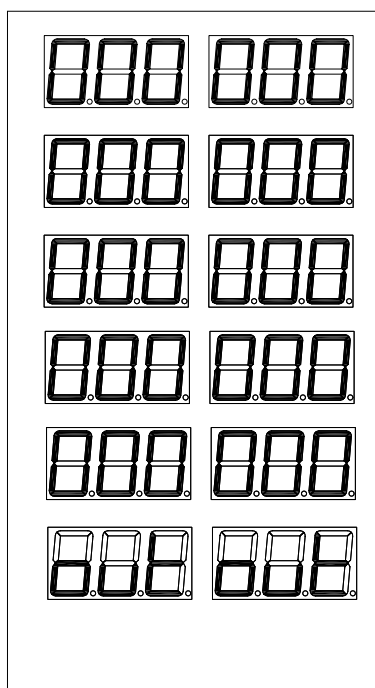
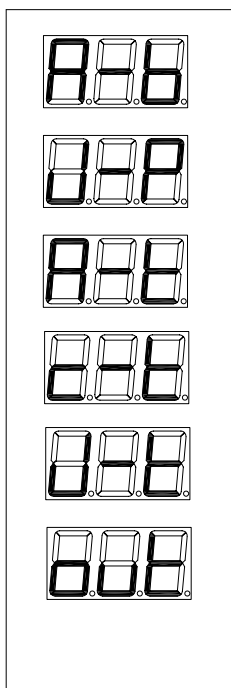
- Push SW1 (SETUP) button to get into Setup Mode.
- Push SW3 (SERVICE) Button to get into Clear Mode.
- Push SW2 (MOVE) button to move to setting values of Clear Mode.
- Push SW3 (ENTER) button to clear the data.

* Push SW1 (SETUP) button to get out of Clear Mode.

* Clear Mode

TICKET OWED FND

SETUP FND



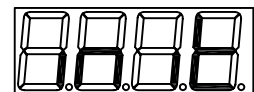
- * Undispensed Tickets .
- * Jackpot Tickets.
- * Total Dispensed Tickets.
- * Total Coin Income.
- * No Use.
- * Get out of the Clear Mode.

* DATA ALL CLEAR (INITIALIZING)

When the power is turned OFF and ON while SW2 being pushed, it is return to the Factory Setting.

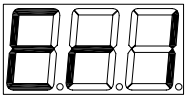
(When SW2 is being pushed for 2 or 3 seconds, it displayed at OWED FND).

BONUS FND

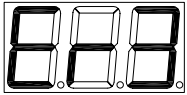


7. ERROR NO.

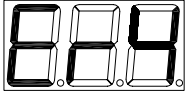
OWED FND



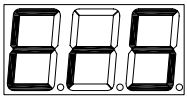
— When the Rotary(Wheel) Motor or Ticket Sensor does not works properly or the machine has no tickets.the error number is displayed at the OWED FND.



— When the Ticket Motor or Ticket Sensor does not works properly or the machine has no tickets.the error number is displayed at the OWED FND.



— PENDULUM ERROR

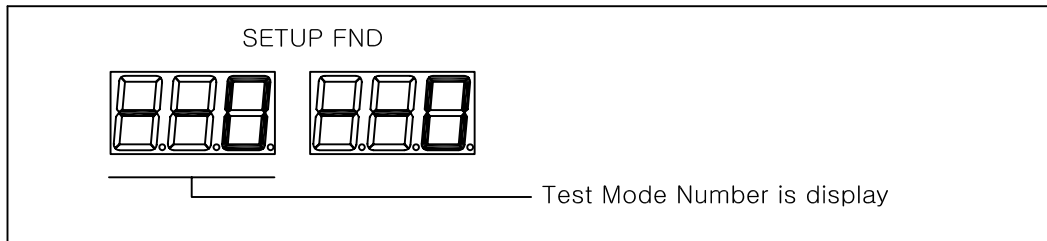


— When the Elevator Motor or Switch does not works properly or the machine has no ball.the error number is displayed at the OWED FND.

8. TEST MODE

8-1. The first step of TEST MODE

- You can get into TEST MODE when the machine turns ON while SW3(SERVICE)being pushed.
- Push SW1(SETUP)button to move to MODE MENU.
- Push SW3(SEVICE)button to set up the setting values.

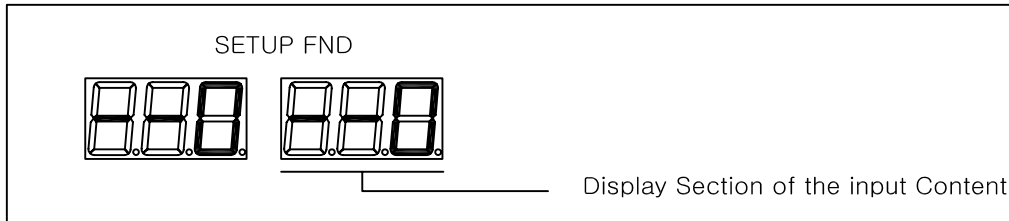


| NO. | SETUP FND | CONTENTS |
|-----|-----------|-----------------------------|
| 1 | | ALL DISPLAY OFF |
| 2 | | ALL DISPLAY ON |
| 3 | | TICKET DISPENSER MOTOR OFF |
| 4 | | TICKET DISPENSER MOTOR ON |
| 5 | | TICKET EMPTY LAMP OFF |
| 6 | | TICKET EMPTY LAMP ON |
| 7 | | COIN COUNTER ON(SW3 PUSH) |
| 8 | | TICKET COUNTER ON(SW3 PUSH) |
| 9 | | ELEVATOR MOTOR OFF |
| 10 | | ELEVATOR MOTOR ON |
| 11 | | ROTARY (WHEEL) MOTOR OFF |
| 12 | | ROTARY (WHEEL) MOTOR ON |
| 13 | | PEDULUM MOTOR ON |
| 14 | | PENDULUM MOTOR OFF |
| 15 | | BIRD SOL ON/OFF |
| 16 | | BALL OUT DROP ON/OFF |

* SOUND TEST - "S/W 2" SOUND ROOF

8-2. SENSOR or SWITCH TEST

- Followings are displayed at the SETUP FND when each sensor and Switch is sensed.



| NO. | CONTENTS | SETUP FND |
|-----|--------------------------|-----------|
| 1 | TICKET DISPENSER SENSOR | |
| 2 | TICKET EMPTY SWITCH | |
| 3 | COIN SWITCH | |
| 4 | BUTTON SWITCH | |
| 5 | ELEVETER SWITCH | |
| 6 | BALL OUT SWITCH | |
| 7 | POSITION SENSOR | |
| 8 | POSITION HOME SENSOR | |
| 9 | PENDULUM ENCODER SENSOR | |
| 10 | PENDULUM POSITION SENSOR | |
| 11 | WIN S/W | |

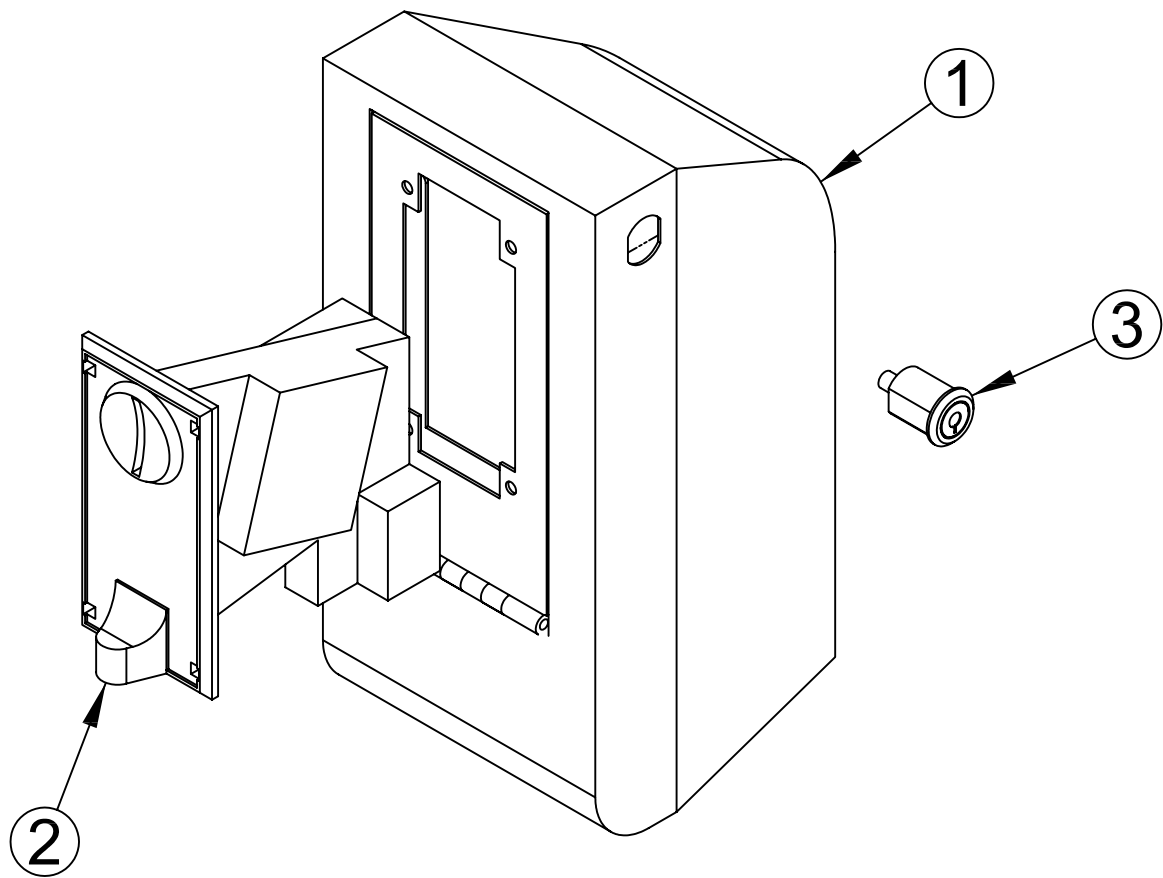
TROUBLESHOOTING TABLE

| NO | PROBLEMS | CAUSE | COUNTERMEASURES | REFERENCE PAGE |
|----------------|-----------------------------|--|---|----------------|
| 1 | NO POWER ON GAME MACHINE | REAR POWER S/W IS TURNED OFF | TURN ON THE REAR POWER S/W | P39-⑥ |
| | | FRONT POWER S/W IS TURNED OFF | TURN ON THE FRONT POWER S/W | P17-② |
| | | FUSE IS BLOWN | CHANGE A FUSE | P19-② |
| 2 | NO SOUND | VOLUME IS NOT ADJUSTED | CHANGE VOLUME PCB | P17-⑤ |
| | | MAIN BD IS CONDEMNED | EXECUTE SOUND TEST MODE IN TEST MODE | |
| | | | CHANGE MAIN BD | P18-① |
| | | CPU BD IS CONDEMNED | EXECUTE SOUND TEST MODE IN TEST MODE | P18-① |
| CHANGE CPU BD | P18-① | | | |
| 3 | COIN ACCEPTER DOES NOT WORK | COIN MECH REJECT COIN | CHECK COIN MECH IF IT HAS A SAMPLE MEDAL | P15-② |
| | | | CONTROL VR OF COIN MECH | P15-② |
| | | | CHANGE COIN MECH | P15-② |
| | | | CHECK COIN CONNECTOR | P15-② |
| 4 | TICKET IS NOT DISPENSED | RED LIGHT ON THE TICKET DISPENSER | CHECK IF TICKET IS EMPTY | |
| | | | CHECK IF TICKET IS STUCK | |
| | | TICKET DISPENSER DOES NOT WORK | CHECK CONNECTOR | |
| | | | CHANGE TICKET DISPENSER | P22-④ |
| | | | EXECUTE TICKET TEST IN TEST MODE(8-1, #3~#6 TEST) | |
| CHANGE MAIN BD | P18-① | | | |
| 5 | PENDULUM DOES NOT MOVE | MOTOR DOES NOT WORK | CHECK THE ELECTRIC VOLTAGE IF YOU MEASURE AT LEAST DC+12V | P34-⑨ |
| | | | CHECK SENSOR | P34-⑨ |
| | | | EXECUTE PENDULUM MOTOR TEST MODE IN TEST MODE(8-1, #13~#14) | P9 |
| 6 | CUCKOO BIRD DOES NOT MOVE | SOLENOID DOES NOT WORK | CHANGE A SOLENOID | P21-⑦ |
| | | | CHANGE MAIN BD | P18-① |
| 7 | BALL IS NOT DROPED | THE MACHINE IS EMPTY | FILL WITH BALLS | P3-⑨ |
| | | ELEVATOR DOES NOT WORK | CHECK MICRO SWITCH(N.O) | P32-⑮ |
| | | SOLENOID DOES NOT WORK | CHANGE SOLENOID | P20-④ |
| CHANGE MAIN BD | P18-① | | | |
| 8 | DISPLAY LED DOES NOT WORK | CONNECTOR IS WRONG | RECONNECT THE WIRES | |
| | | CHANGE MAIN BD | P18-① | |
| | | WIRING HARNESS IS CUT | RECONNECT THE WIRES | |
| | | | | |
| 9 | ELEVATOR DOES NOT WORK | HARNESS CONNECTED TO THE MOTOR IS FAULTY | RECONNECT THE WIRES | P32-16 |
| | | EMPTY OF BALLS | FILL WITH BALLS(4 BALL AT LEAST) | P3-⑨ |
| | | MICRO SW DOES NOT WORKS PROPERLY | CHECK IF SWITCH(#5 OF 8-2) IS WORKS PROPERLY IN TEST MODE | P32-⑮ |
| | | | CHANGE MICRO SW | P32-⑮ |
| CHANGE MAIN BD | P18-① | | | |

| NO | PROBLEMS | CAUSE | COUNTERMEASURES | REFERENCE PAGE |
|----|--|-------------------------------------|--|----------------|
| 10 | THE COIN IS PASSED THROUGH THE HOLE OF PENDULUM, BUT THE BALL IS NOT DROPPED | WIN MICRO SW DOES NOT WORK PROPERLY | CHECK IF SWITCH(#11 OF 8-2) IS WORKS PROPERLY IN TEST MODE | P26-③ |
| | | | CHANGE MICRO SW | P26-③ |
| | | | CHANGE MAIN BD | P18-① |
| | | BALL OUT SW DOES NOT WORK PROPERLY | CHECK IF SW(#6 OF 7-2) IS WORKING PROPERLY IN TEST MODE | 35-16 |
| | | | CHANGE MICRO SW | 35-16 |
| | | | CHANGE MAIN BD | P18-① |
| 11 | THE SCORE ON THE WHEEL IS NOT CORRECT | ENCODER SNSOR IS FAULTY | CHECK SENSOR WIRING | |
| | | | CHANGE SENSOR | P35-⑫ |
| | | | CHANGE MAIN BD | P18-① |
| 12 | THE LETTER ON THE FND IS BROKEN | WIRING HARNESS IS CUT | CHECK THE WIRING HARNESS | |
| | | CONNECTOR IS FAULTY | CHECK THE CONNECTOR | |
| | | INPUT AND OUTPUT ARE SWITCHED | SWITCHCH THE INPUT AND OUTPUT CONNECTOR | |
| | | FND BOARD IS FAULTY | CHANGE FND BOARD | P16-②,P23-② |
| | | | CHANGE MAIN BD | P18-① |
| 13 | ELECTRIC POWER IS SUPPLIED, BUT THE MACHINE DOES NOT WORK | DC POWER TO SMPS IS CUT OFF | CHANGE THE SMPS | P19-②,③ |
| | | CONNECTION OF WIRING IS WRONG | RECONNECT THE WIRES | |
| | | WIRING HARNESS IS CUT | CHECK THE WIRES AND RECONNECT THE WIRES | |
| | | MAIN BOARD IS FAULTY | CHANGE MAIN BD | P18-① |
| | | CPU BOARD IS FAULTY | CHANGE CPU BOARD | P18-② |
| 14 | ALL SAVED DATE ARE DELETED | SETUP SW IS WONG | SETUP SW2 IS BEING PUSHED | P17-⑦ |
| | | | CHANGE SETUP BUTTON PCB | P17-⑦ |

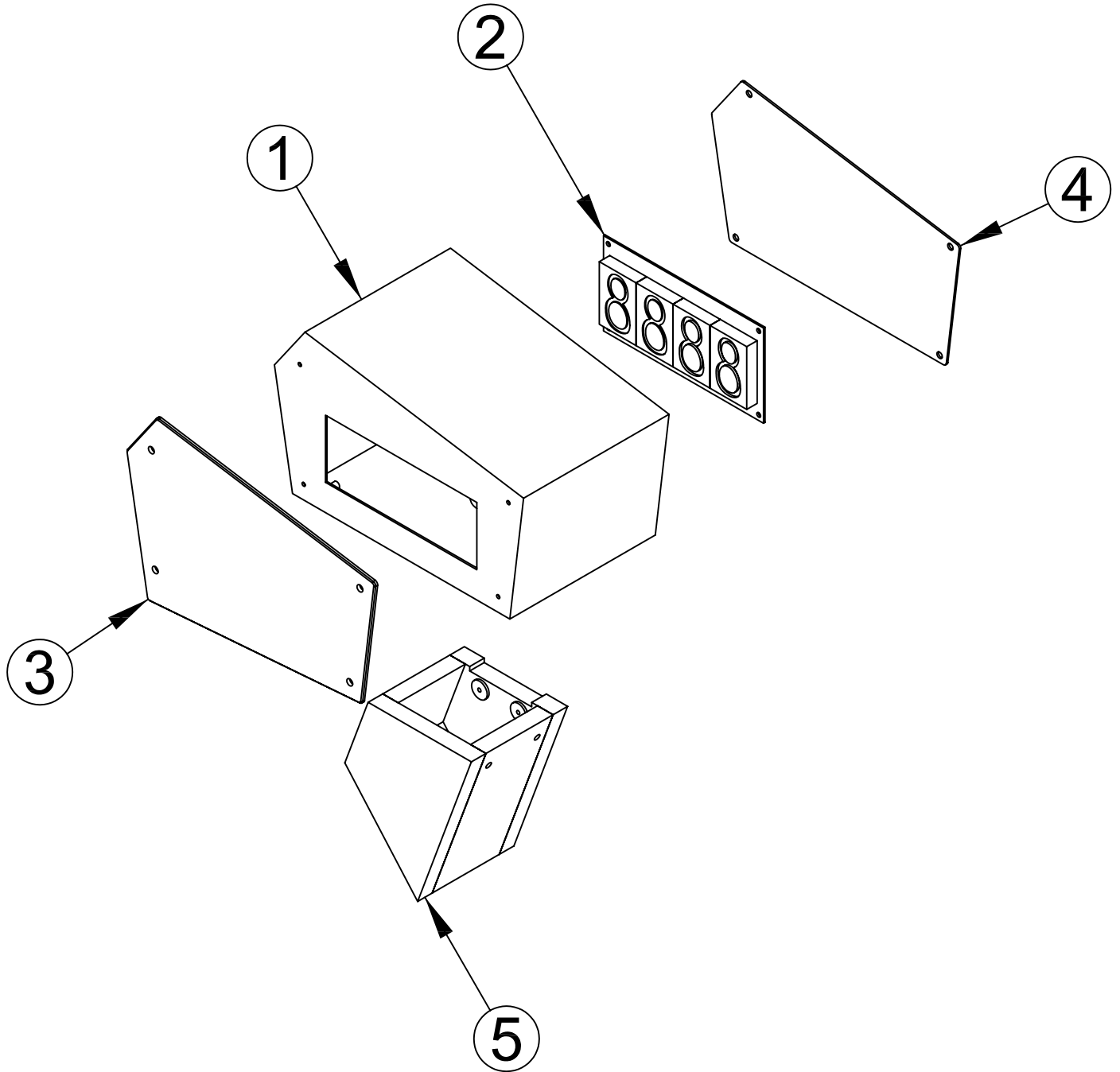
10.ASSEMBLING CRAZY CUCKOO Ass'y

10-1.ASSEMBLING COIN BOX Ass'y



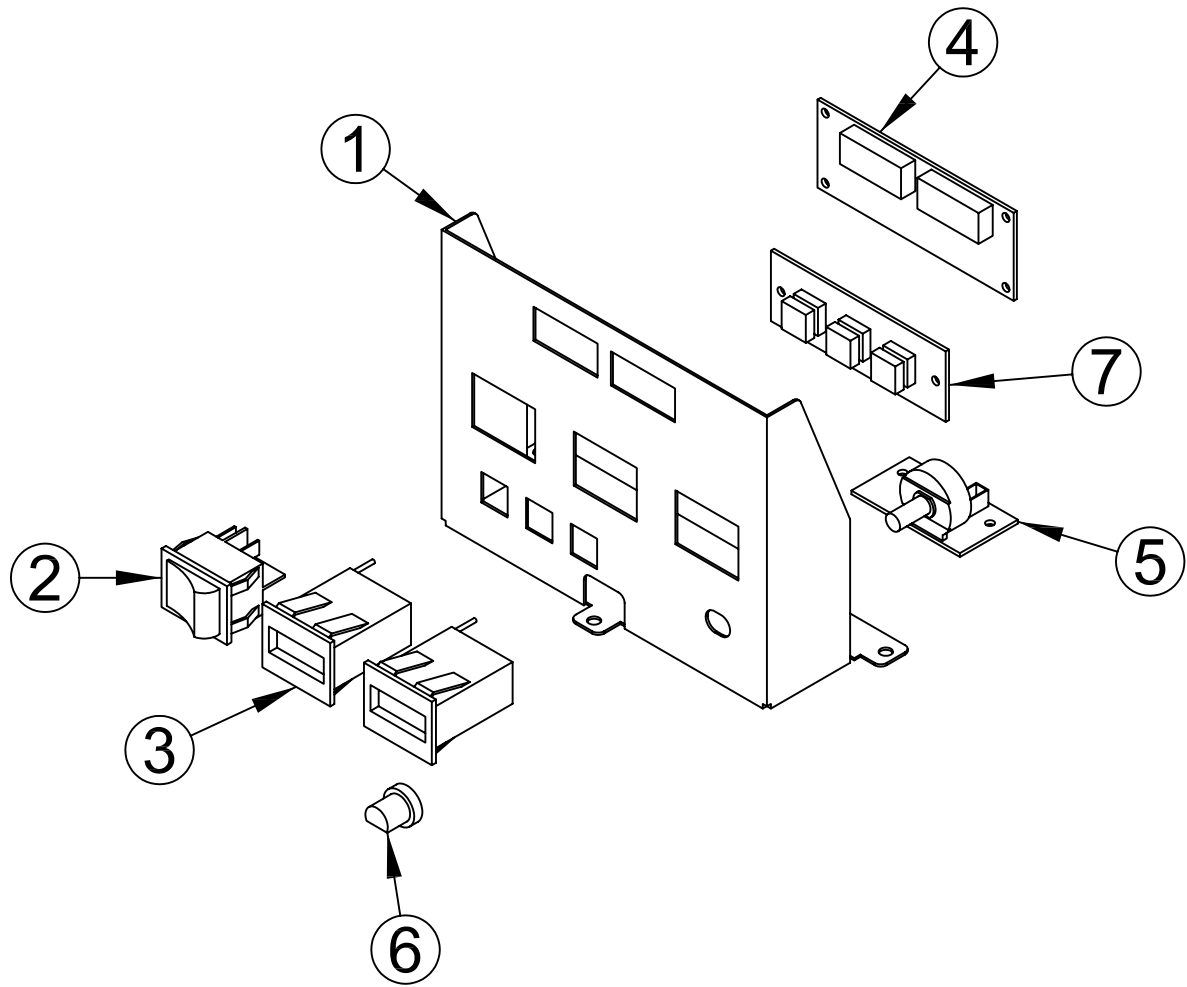
| NO. | CODE NO. | QUANTITY | PART NAME | SPEC. |
|-----|-------------|----------|----------------------|--------|
| 1 | MCRC0MEP001 | 1 | COIN DOOR WELD Ass'y | - |
| 2 | MZZZ0COS025 | 1 | COIN SELECTOR (T-L) | TW-400 |
| 3 | MZZZ0KEY046 | 1 | KEY PUSH TYPE | 8001 |

10-2.ASSEMBLING BONUS Ass'y



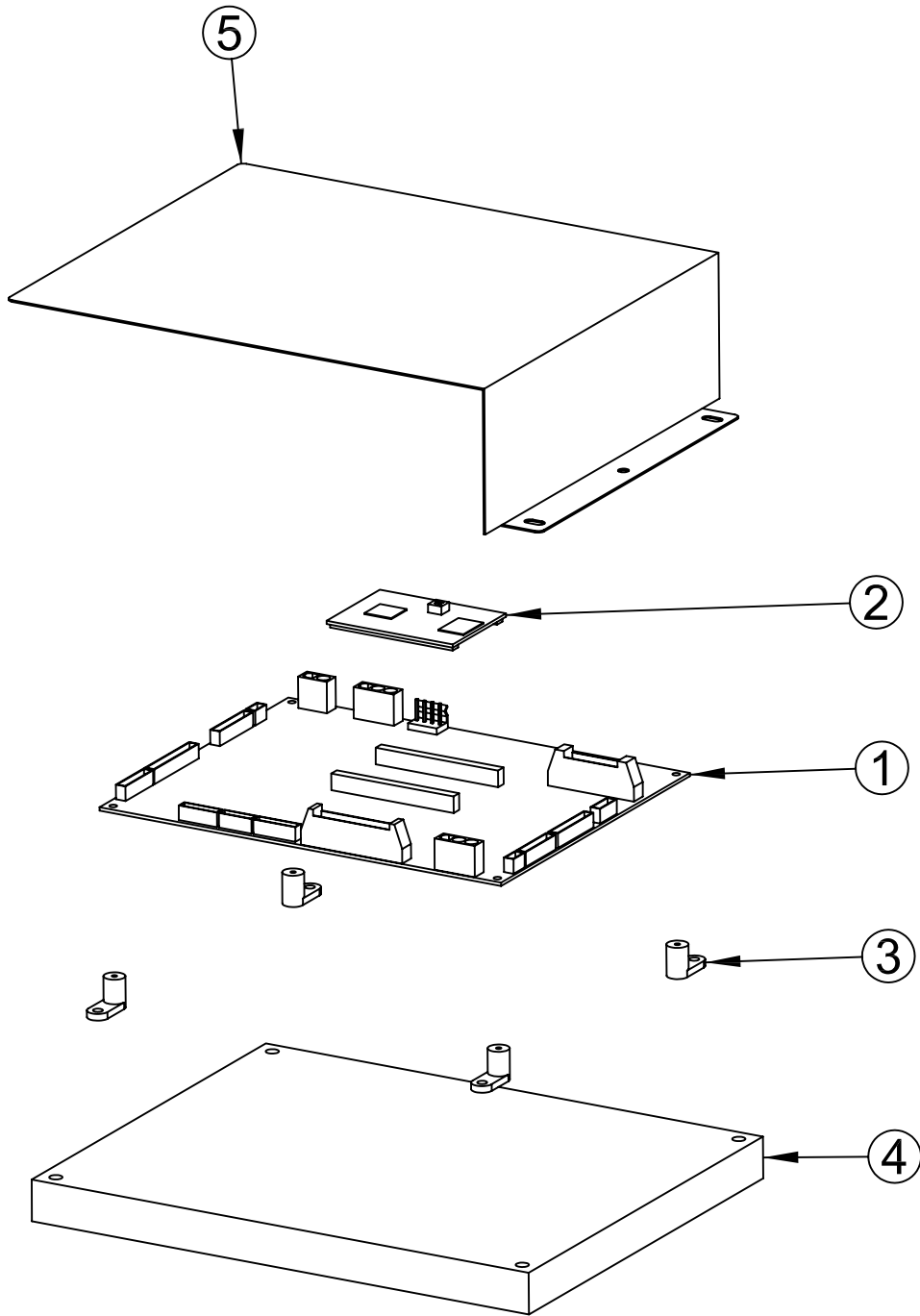
| NO. | CODE NO. | QUANTITY | PART NAME | SPEC. |
|-----|-------------|----------|--------------------------|------------------|
| 1 | MCRC0MEP002 | 1 | BONUS PCB BKT WELD Ass'y | - |
| 2 | ACUC0PCB005 | 1 | BONUS FND BOARD | - |
| 3 | MCRC0SHE020 | 1 | BONUS ACRYL | CLEAR ACRYL-3.0t |
| 4 | MCRC0MEP003 | 1 | BONUS BKT COVER | SPCC-1.6t |
| 5 | MCRC0WOO001 | 1 | BONUS PLATE | MDF-15.0t |

10-3.ASSEMBLING AC POWER SWITCH Ass'y



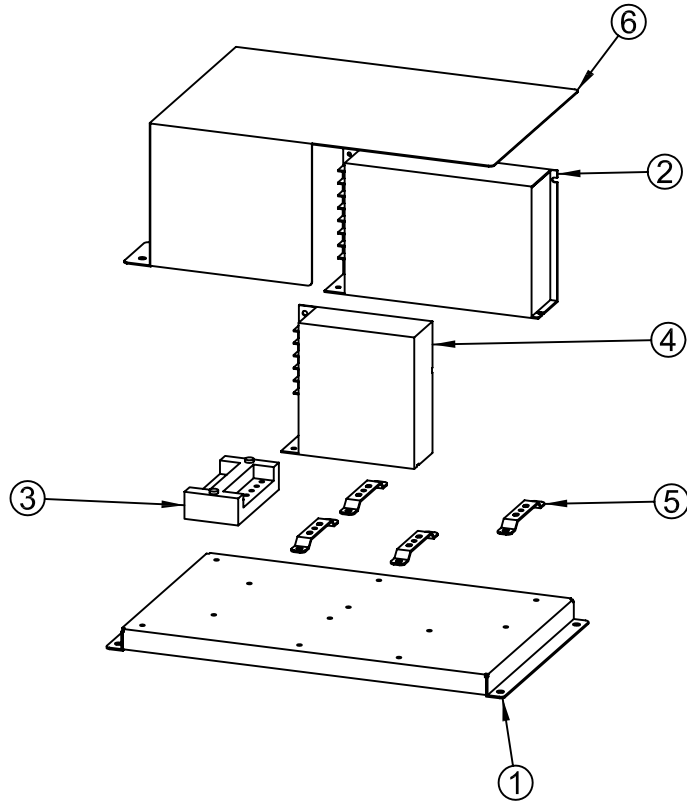
| NO. | CODE NO. | QUANTITY | PART NAME | SPEC. |
|-----|-------------|----------|---------------------|-------------------|
| 1 | MCR00MEP004 | 1 | AC POWER SWITCH BKT | SPCC-1.0t |
| 2 | MELE0SWI004 | 1 | ROCKER SWITCH | T-125 4P |
| 3 | MZZZ0COU002 | 2 | COUNTER | AMMC-712(OA127CL) |
| 4 | AALA0PCB004 | 1 | SETUP FND BOARD | - |
| 5 | AMUN0PCB003 | 1 | VR-BOARD-VR-080125 | - |
| 6 | MELE0VOL007 | 1 | VOLUME KNOB | - |
| 7 | AGKM0BOA001 | 1 | SETUP BUTTON BOARD | - |

10-4.ASSEMBLING MAIN BOARD Ass'y (CEC)



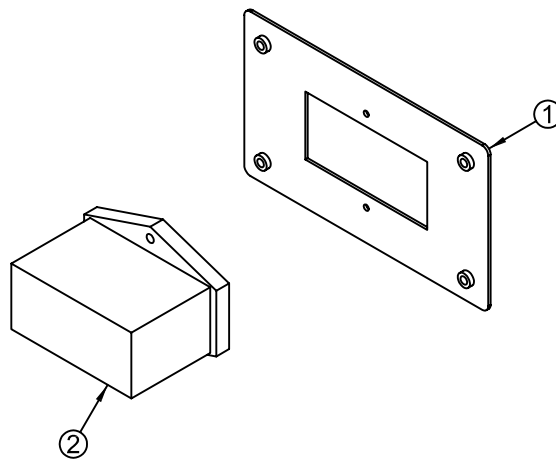
| NO. | CODE NO. | QUANTITY | PART NAME | SPEC. |
|-----|-------------|----------|------------------------|-----------|
| 1 | ACRC0PCB001 | 1 | MAIN BOARD | - |
| 2 | ACRC0PCB002 | 1 | CPU BOARD | - |
| 3 | - | 4 | PCB SUPPORT | - |
| 4 | MCRC0WOO009 | 1 | MAIN BOARD PLATE (CEC) | MDF-20.0t |
| 5 | MCRC0ACR001 | 1 | MAIN PCB PET COVER | PET-0.8t |

10-5.ASSEMBLING POWER SMPS Ass'y (CEC)



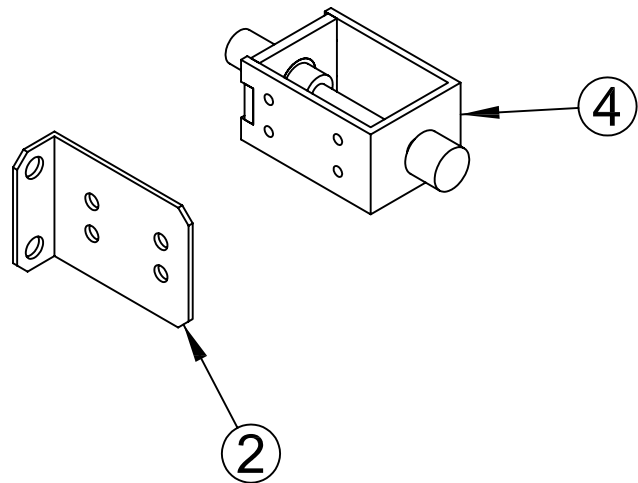
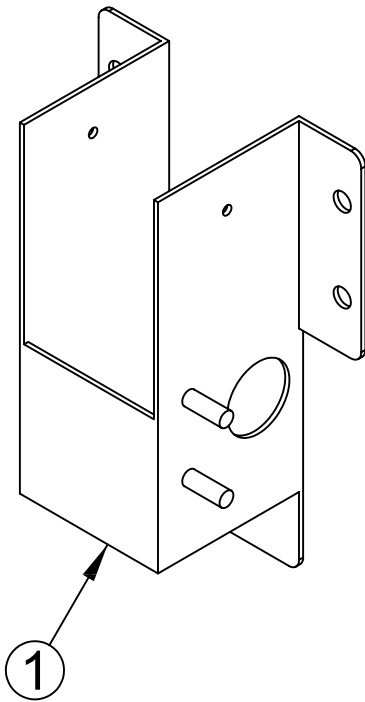
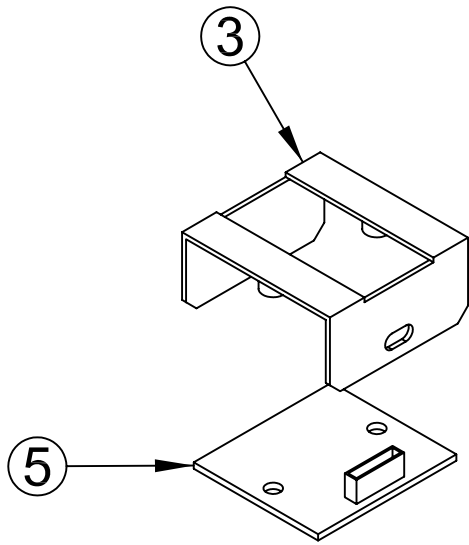
| NO. | CODE NO. | QUANTITY | PART NAME | SPEC. |
|-----|-------------|----------|----------------------------|-----------|
| 1 | MCR00MEP071 | 1 | POWER SMPS PLATE BKT (CEC) | SPCC-1.2t |
| 2 | MELE0SMP034 | 1 | POWER SMPS (RS-100-12) | 12V |
| 3 | MELE0TEB001 | 1 | TERMINAL BLOCK | 6P UL |
| 4 | MELE0SMP033 | 1 | POWER SMPS (RS-50-5) | 5V |
| 5 | MCR00MEP005 | 4 | SMPS FIX BKT | SPCC-1.2t |
| 6 | MCR00ACR019 | 1 | SMPS PET COVER (CEC) | PET 0.8t |

10-6.ASSEMBLING NOISE FILTER Ass'y



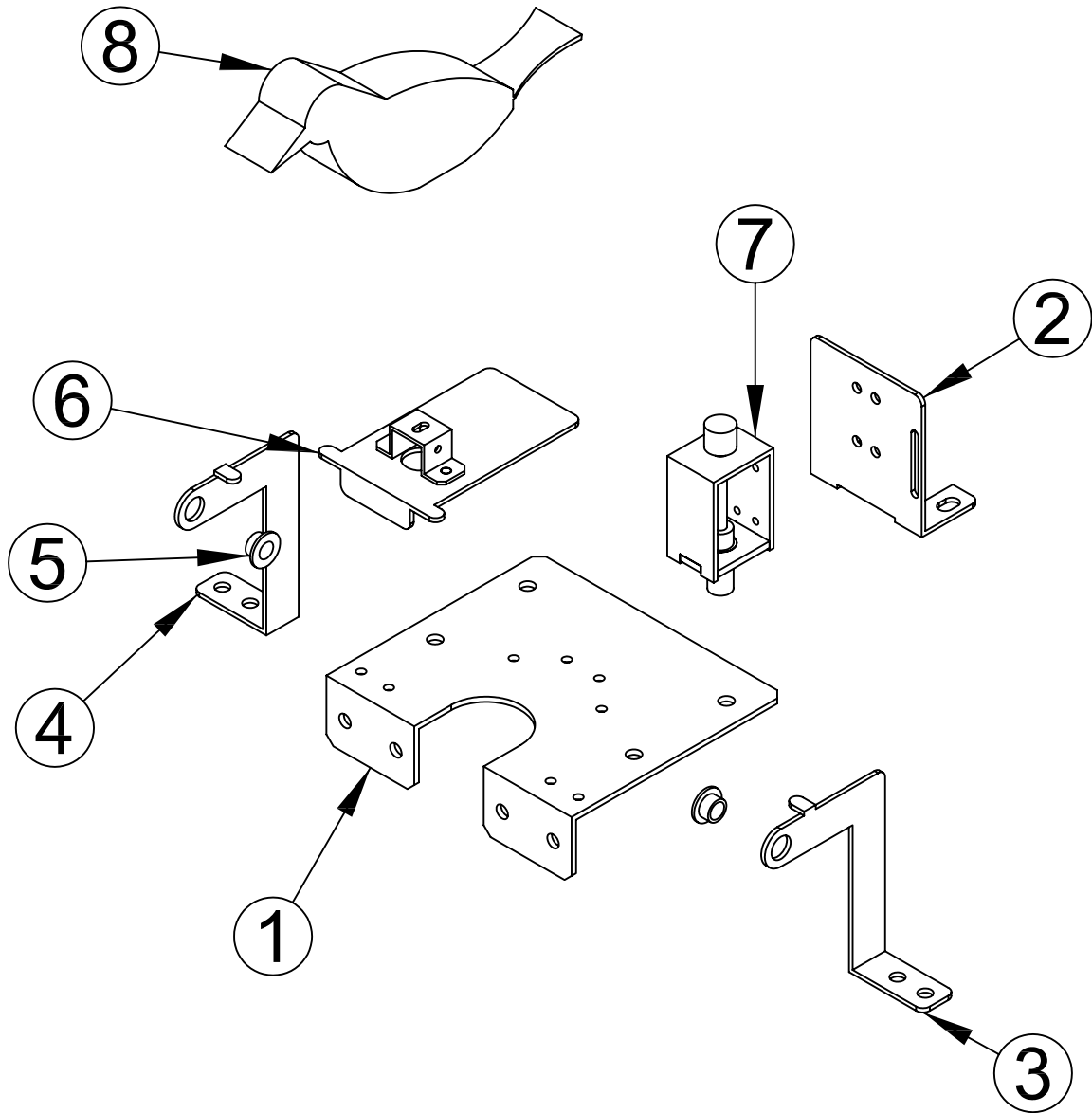
| NO. | CODE NO. | QUANTITY | PART NAME | SPEC. |
|-----|-------------|----------|--------------|------------|
| 1 | MCR00MEP006 | 1 | AC INPUT BKT | SPCC-1.2t |
| 2 | MELE0NOI002 | 1 | NOISE FILTER | IP-0642-H2 |

10-7.ASSEMBLING BALL SLOPE Ass'y



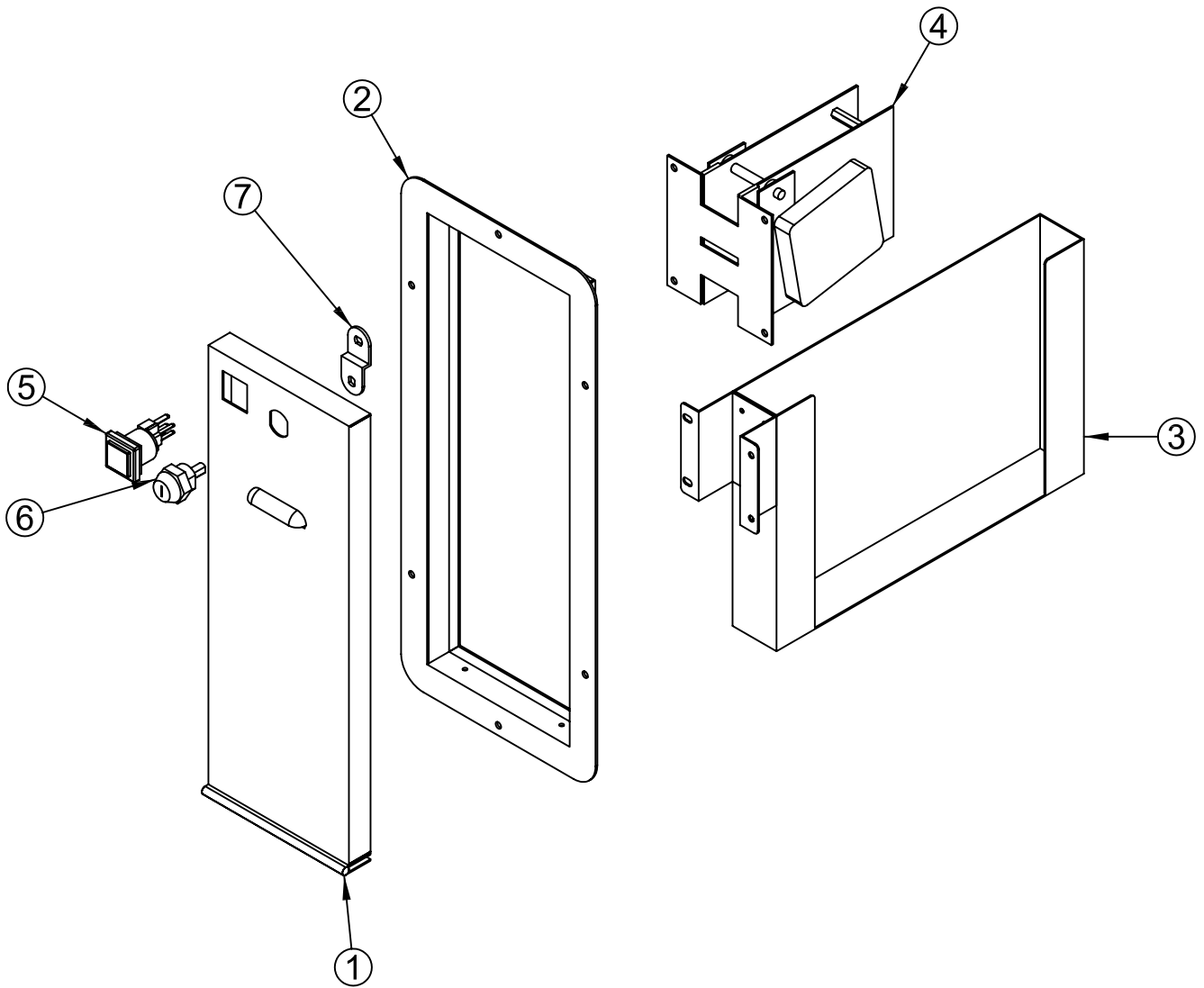
| NO. | CODE NO. | QUANTITY | PART NAME | SPEC. |
|-----|-------------|----------|-------------------------|--------------|
| 1 | MCRC0MEP007 | 1 | SLOPE-2 | SPCC-1.2t |
| 2 | MCRC0MEP008 | 1 | BALL FIXED SOLENOID BKT | SPCC-1.2t |
| 3 | MCRC0MEP009 | 1 | BALL LIGHTING PCB BKT | SPCC-1.2t |
| 4 | MCUC0000004 | 1 | SOLENOID | DS-08A (12V) |
| 5 | ACU20PCB005 | 1 | BALL LIGHT PCB | - |

10-8.ASSEMBLING CUCKOO HOUSE Ass'y



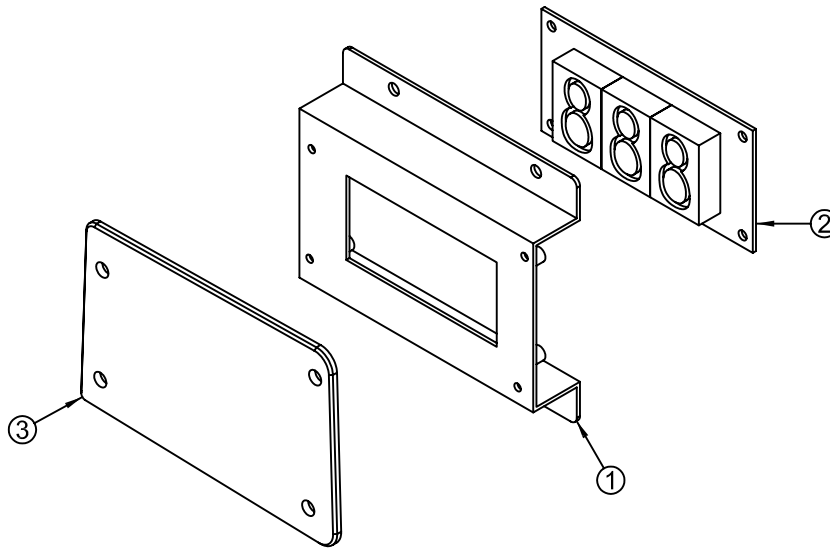
| NO. | CODE NO. | QUANTITY | PART NAME | SPEC. |
|-----|-------------|----------|-------------------------|--------------|
| 1 | MCRC0MEP010 | 1 | CUCKOO BODY | SPCC-2.0t |
| 2 | MCRC0MEP011 | 1 | SOLENOID BKT | SPCC-1.6t |
| 3 | MCRC0MEP012 | 1 | HINGE BKT | SPCC-1.6t |
| 4 | MCRC0MEP013 | 1 | HINGE BKT_mir | SPCC-1.6t |
| 5 | MCUC0000006 | 2 | FRANGE DU BUSH | D6 X 6L |
| 6 | MCRC0MEP014 | 1 | CUCKOO PLATE WELD Ass'y | - |
| 7 | MCUC0000004 | 1 | SOLENOID | DS-08A (12V) |
| 8 | MCUC0VAC001 | 1 | CUCKOO VACUUM FORMING | - |

10-9.ASSEMBLING TICKET BOX Ass'y



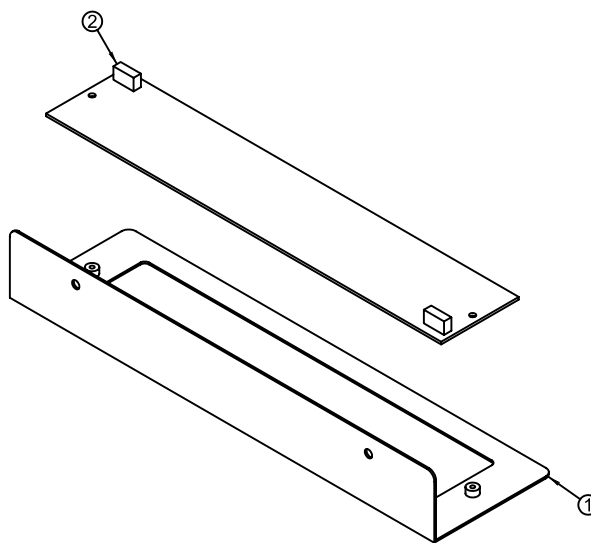
| NO. | CODE NO. | QUANTITY | PART NAME | SPEC. |
|-----|-------------|----------|------------------------|-----------------|
| 1 | MCRC0MEP015 | 1 | TICKET DOOR WELD Ass'y | - |
| 2 | MCRC0MEP016 | 1 | TICKET DOOR COVER BKT | SPCC-1.6t |
| 3 | MCRC0MEP017 | 1 | TICKET BOX WELD Ass'y | - |
| 4 | MZZZ0TID003 | 1 | TICKET DIISPENSOR | CLECO |
| 5 | MHA20000007 | 1 | BUTTON | AM1PB-26SH-R12D |
| 6 | MZZZ0KEY032 | 1 | KEY Ass'y 7001 | 7001 |
| 7 | MCRC0MEP105 | 1 | TICKET KEY PLATE | SPCC-2.0t |

10-10.ASSEMBLING TICKET FND Ass'y (CEC)



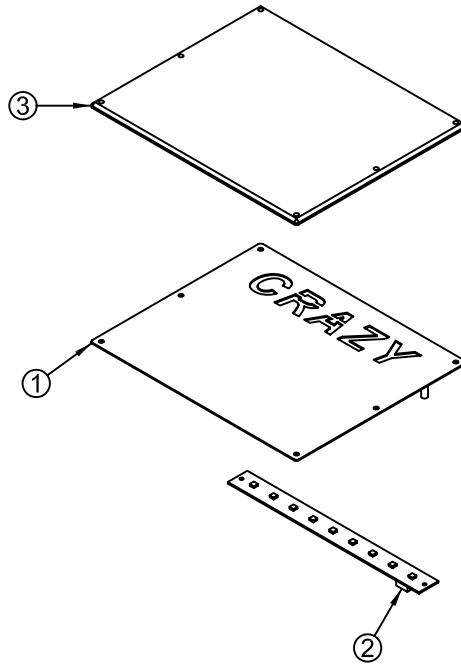
| NO. | CODE NO. | QUANTITY | PART NAME | SPEC. |
|-----|-------------|----------|----------------------|------------------|
| 1 | MCRC0MEP109 | 1 | TICKET FND BKT (CEC) | SPCC-1.6t |
| 2 | ACUC0PCB006 | 1 | TICKET OWED BOARD | - |
| 3 | MCRC0SHE014 | 1 | TICKET OWED ACRYL | CLEAR ACRYL-3.0t |

10-11.ASSEMBLING PENDULEM TOP LED Ass'y



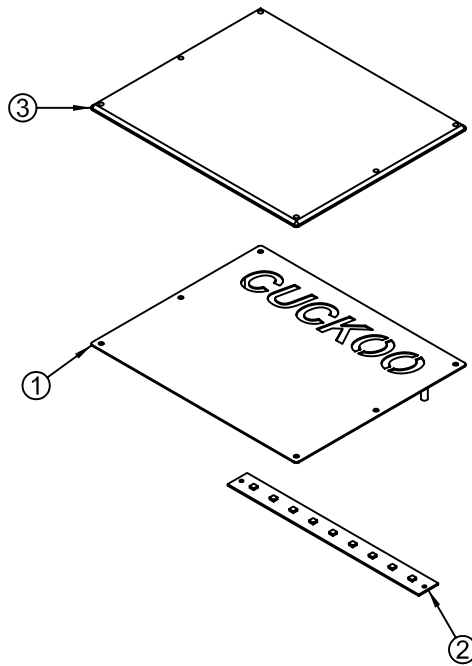
| NO. | CODE NO. | QUANTITY | PART NAME | SPEC. |
|-----|-------------|----------|----------------------|------------|
| 1 | MCRC0MEP019 | 1 | PENDULEM TOP LED BKT | SPCC--1.2t |
| 2 | ACRC0PCB003 | 1 | PENDULUM TOP LED | - |

10-12.ASSEMBLING FRONT DISPLAY ACRYL-L Ass'y



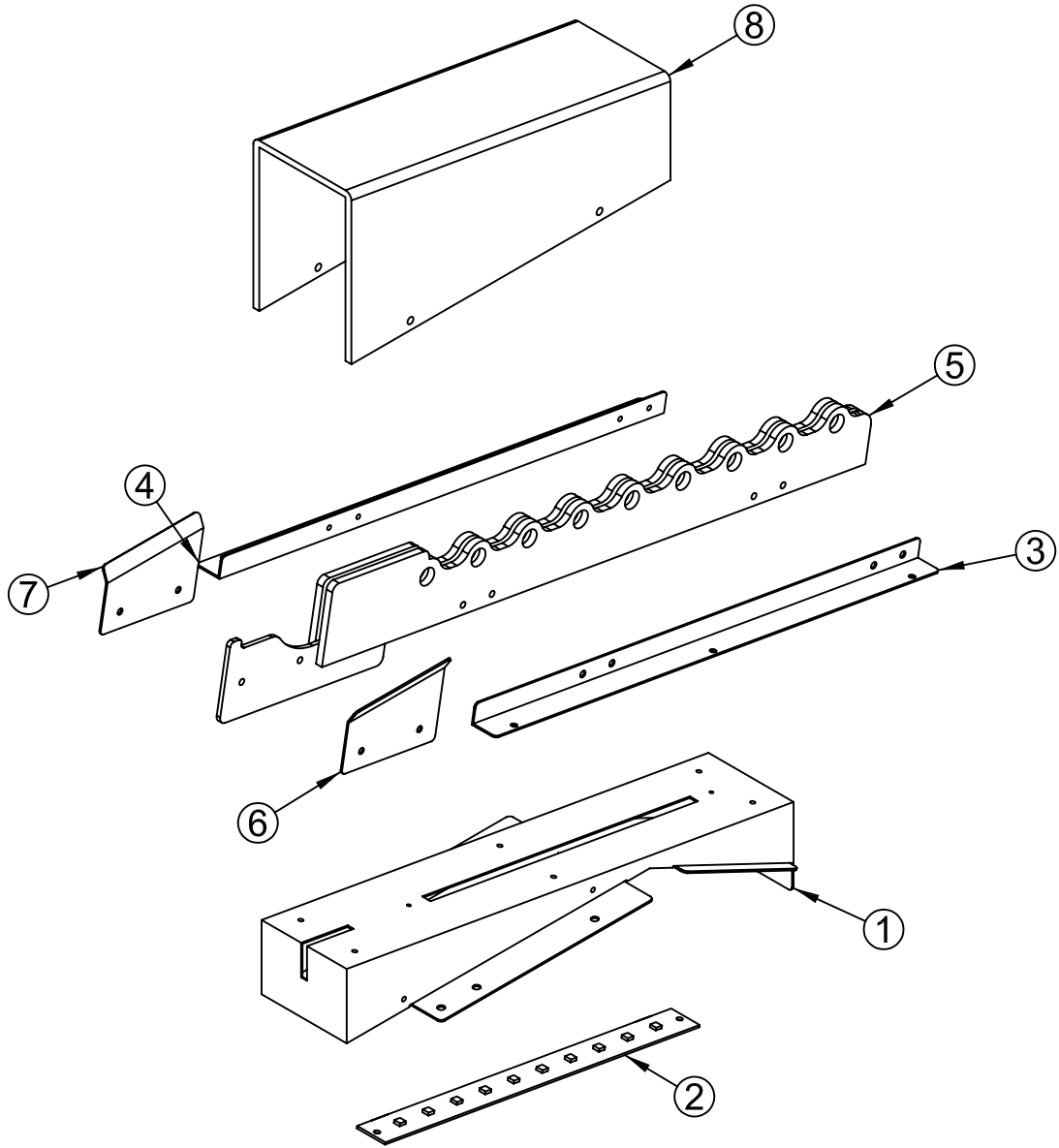
| NO. | CODE NO. | QUANTITY | PART NAME | SPEC. |
|-----|-------------|----------|---------------------------|------------------|
| 1 | MCRC0MEP020 | 1 | FRONT DISPLAY PANEL-L | SPCC-1.2t |
| 2 | ACU20PCB002 | 1 | FRONT DISPLAY-L LED BOARD | - |
| 3 | MCRC0ACR002 | 1 | FRONT DISPLAY ACRYL-L,R | CLEAR ACRYL-5.0t |

10-13.ASSEMBLING FRONT DISPLAY ACRYL-R Ass'y



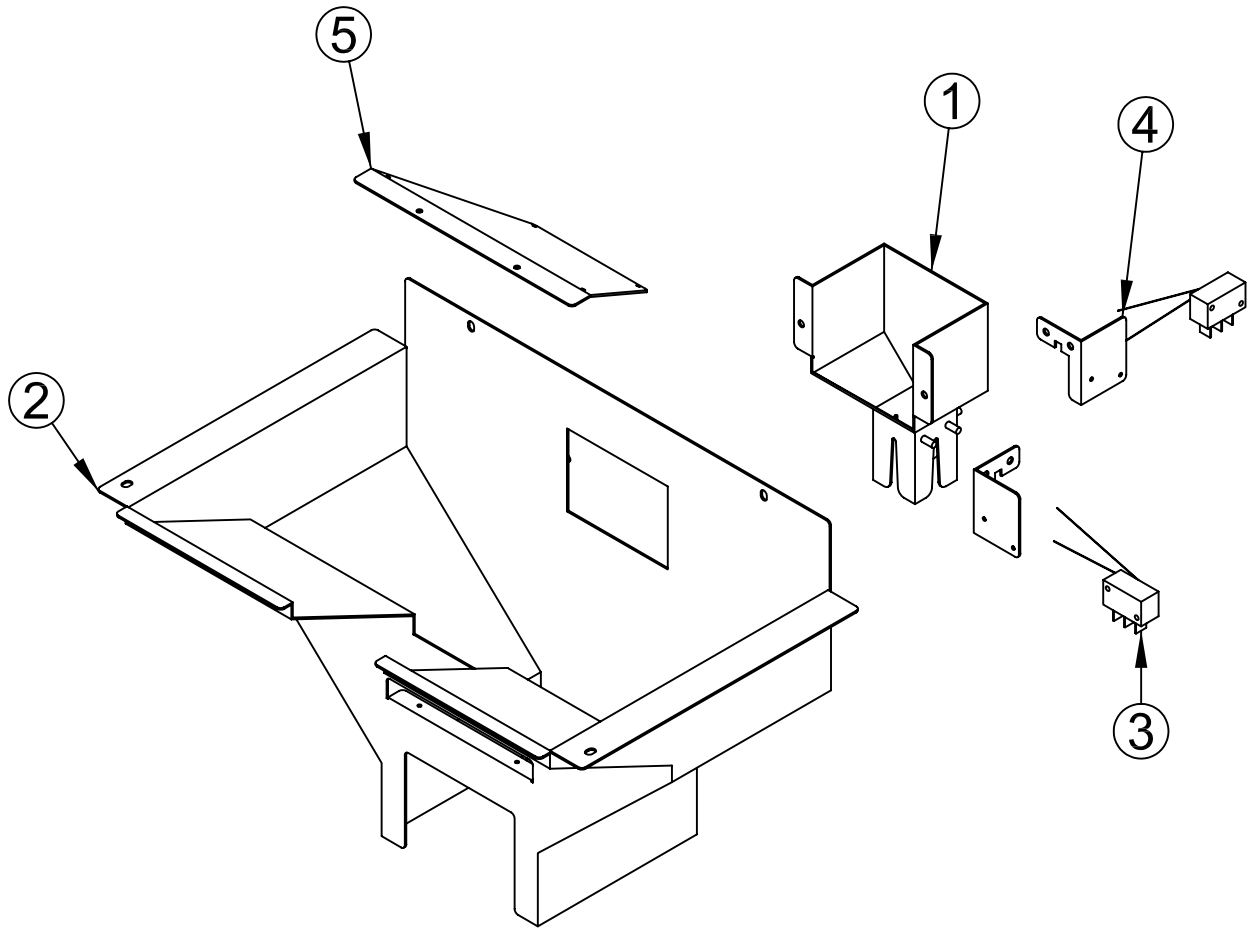
| NO. | CODE NO. | QUANTITY | PART NAME | SPEC. |
|-----|-------------|----------|---------------------------|------------------|
| 1 | MCRC0MEP021 | 1 | FRONT DISPLAY PANEL-R | SPCC-1.2t |
| 2 | ACU20PCB002 | 1 | FRONT DISPLAY-L LED BOARD | - |
| 3 | MCRC0ACR002 | 1 | FRONT DISPLAY ACRYL-L,R | CLEAR ACRYL-5.0t |

10-14.ASSEMBLING COIN SLOPE Ass'y



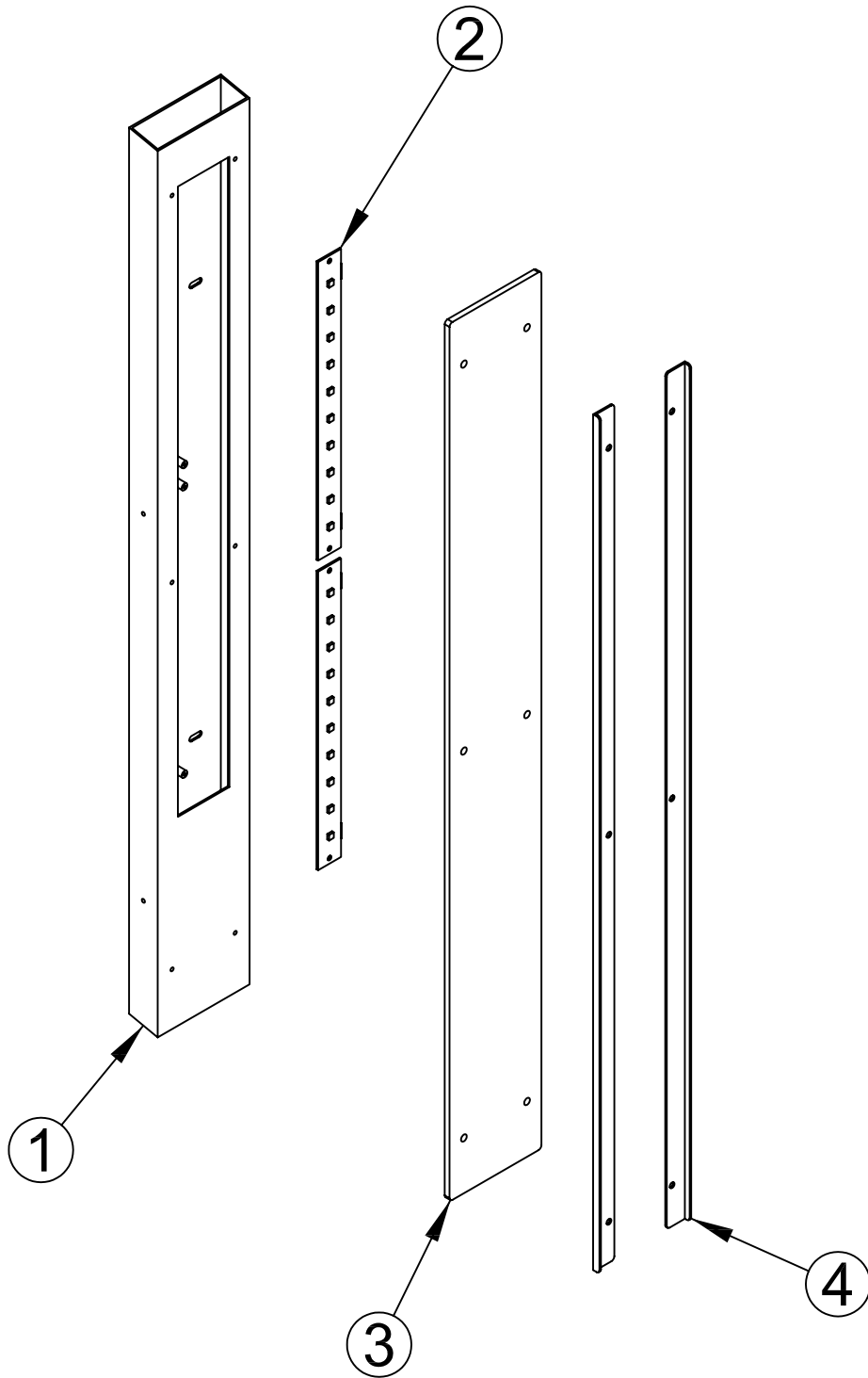
| NO. | CODE NO. | QUANTITY | PART NAME | SPEC. |
|-----|-------------|----------|--------------------------------|------------------|
| 1 | MCRC0MEP022 | 1 | SLOPE BOTTOM BODY | SPCC-1.2t |
| 2 | ACUC0PCB004 | 1 | SIDE LIGHT R.G,B BOARD | - |
| 3 | MCRC0MEP023 | 1 | SLOPE FIXED BKT-A | SPCC-2.0t |
| 4 | MCRC0MEP024 | 1 | SLOPE FIXED BKT-B | SPCC-2.0t |
| 5 | MCRC0ACR003 | 1 | SLOPE BODY ACRYL BONDING Ass'y | - |
| 6 | MCRC0MEP025 | 1 | COIN GUIDE BKT B | SUS304-1.2t |
| 7 | MCRC0MEP026 | 1 | COIN GUIDE BKT B_mir | SUS304-1.2t |
| 8 | MCRC0ACR004 | 1 | SLOPE COVER ACRYL | CLEAR ACRYL-5.0t |

10-15.ASSEMBLING COIN CHECK Ass'y



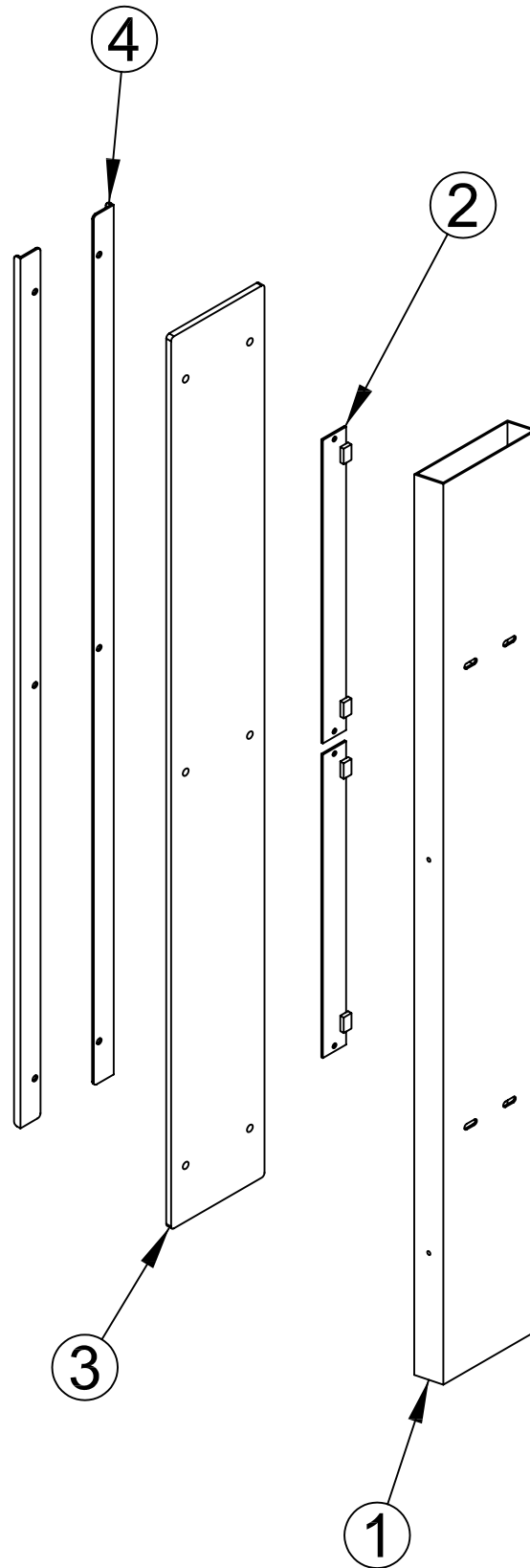
| NO. | CODE NO. | QUANTITY | PART NAME | SPEC. |
|-----|-------------|----------|-------------------------|-------------------|
| 1 | MCR00MEP027 | 1 | COIN CHECK | SPCC-1.2t |
| 2 | MCR00MEP028 | 1 | COIN GUIDE BASKET COVER | SPCC-1.2t |
| 3 | MELE0MIC002 | 2 | MICRO SWITCH | CNR-05H03 (ZIPPY) |
| 4 | MCR00MEP029 | 2 | COIN CHECK MICRO SW BKT | SPCC-1.2t |
| 5 | MCR00MEP030 | 1 | COIN LAMP COVER | SUS304-1.2t |

10-16.ASSEMBLING SIDE LED LIGHT BKT Ass'y



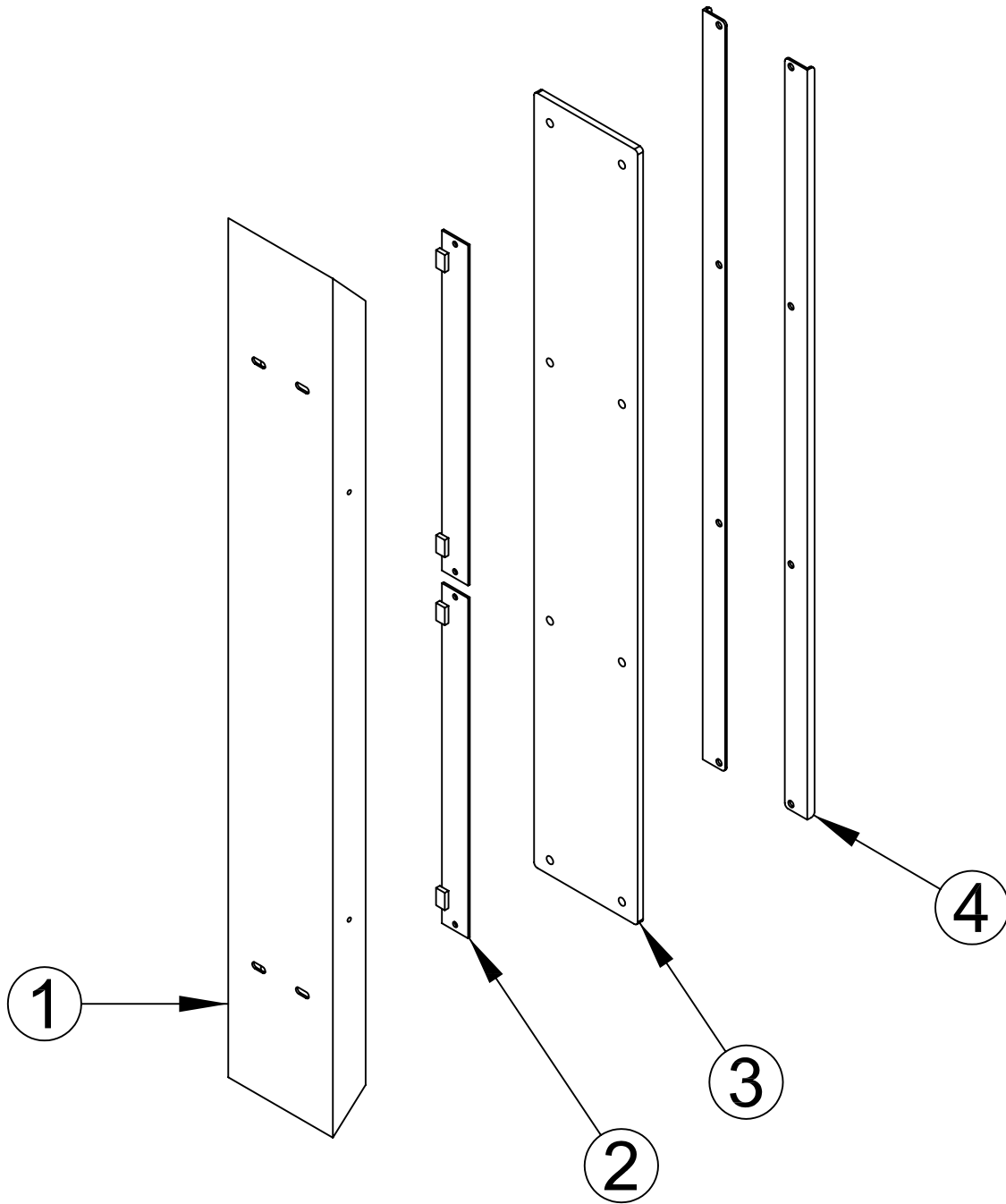
| NO. | CODE NO. | QUANTITY | PART NAME | SPEC. |
|-----|-------------|----------|--------------------------|------------------------|
| 1 | MCRC0MEP031 | 1 | SIDE BKT | SPCC-1.6t |
| 2 | ACUC0PCB004 | 2 | SIDE LIGHT R,G,B BOARD | - |
| 3 | MCRC0ACR005 | 1 | SIDE LIGHTING ACRYL | WHITE LIGHT ACRYL-5.0t |
| 4 | MCRC0MEP032 | 2 | SIDE LIGHT ACRYL FIX BKT | SPCC-1.6t |

10-17.ASSEMBLING SIDE LED LIGHT BKT Ass'y_mir



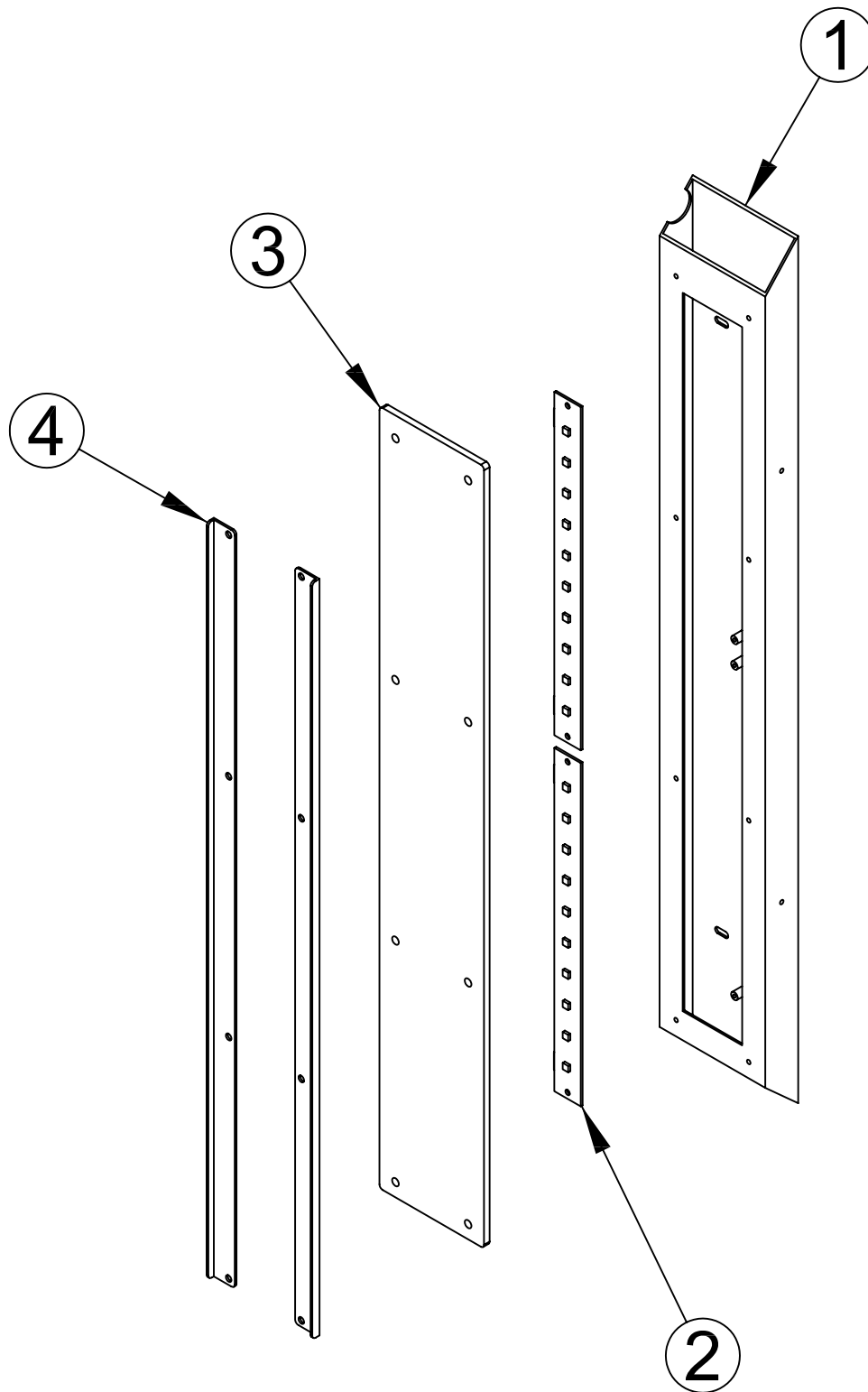
| NO. | CODE NO. | QUANTITY | PART NAME | SPEC. |
|-----|-------------|----------|--------------------------|------------------------|
| 1 | MCRC0MEP033 | 1 | SIDE BKT_mir | SPCC-1.6t |
| 2 | ACUC0PCB004 | 2 | SIDE LIGHT R,G,B BOARD | - |
| 3 | MCRC0ACR005 | 1 | SIDE LIGHTING ACRYL | WHITE LIGHT ACRYL-5.0t |
| 4 | MCRC0MEP032 | 2 | SIDE LIGHT ACRYL FIX BKT | SPCC-1.6t |

10-18.ASSEMBLING SIDE TOP LED LIGHT BKT Ass'y



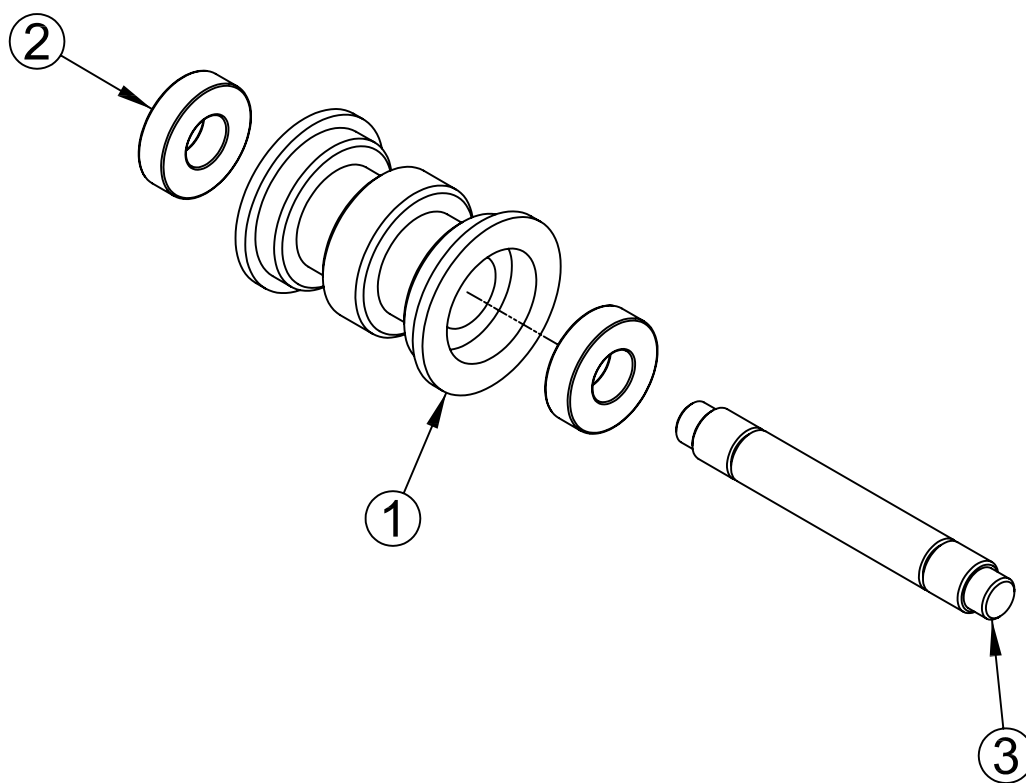
| NO. | CODE NO. | QUANTITY | PART NAME | SPEC. |
|-----|-------------|----------|---------------------------|------------------------|
| 1 | MCR00MEP034 | 1 | TOP BKT | SPCC-1.6t |
| 2 | ACUC0PCB004 | 2 | SIDE LIGHT R,G,B BOARD | - |
| 3 | MCR00ACR006 | 1 | UPPER LIGHTING ACRYL | WHITE LIGHT ACRYL-5.0t |
| 4 | MCR00MEP035 | 2 | UPPER LIGHT ACRYL FIX BKT | SPCC-1.6t |

10-19.ASSEMBLING SIDE TOP LED LIGHT BKT Ass'y_mir



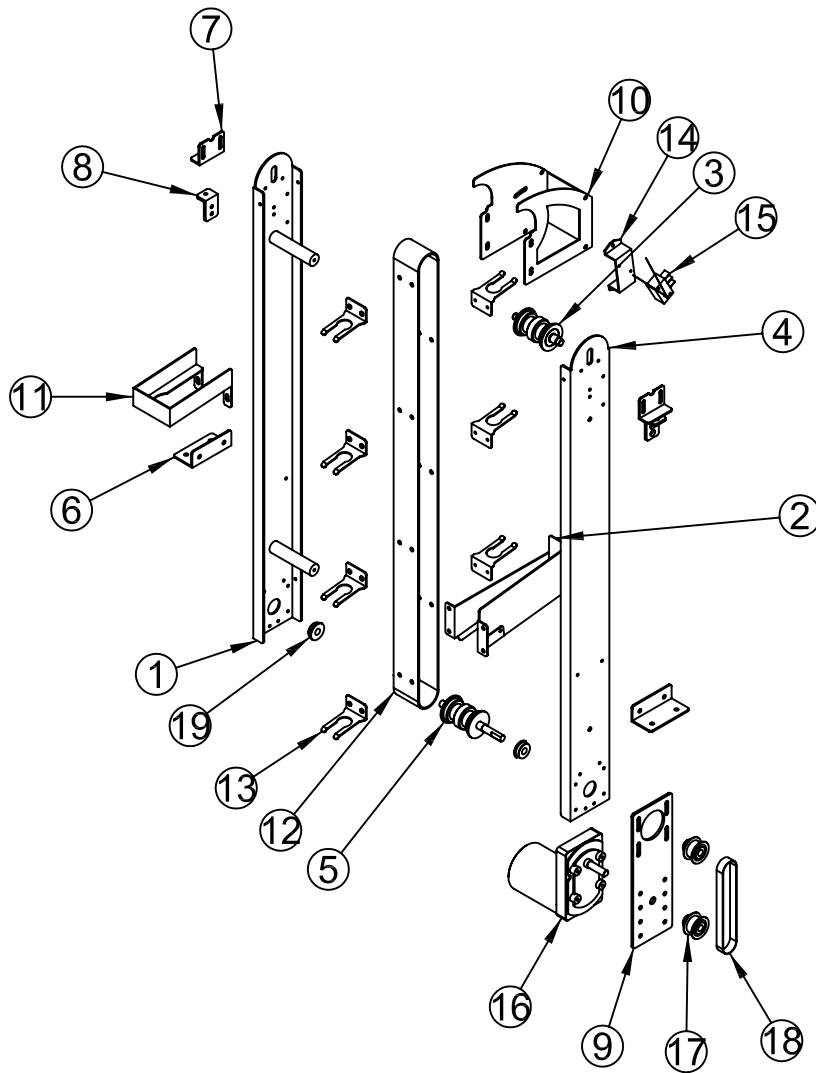
| NO. | CODE NO. | QUANTITY | PART NAME | SPEC. |
|-----|-------------|----------|---------------------------|------------------------|
| 1 | MCR00MEP036 | 1 | TOP BKT_mir | SPCC-1.6t |
| 2 | ACUC0PCB004 | 2 | SIDE LIGHT R,G,B BOARD | - |
| 3 | MCR00ACR006 | 1 | UPPER LIGHTING ACRYL | WHITE LIGHT ACRYL-5.0t |
| 4 | MCR00MEP035 | 2 | UPPER LIGHT ACRYL FIX BKT | SPCC-1.6t |

10-20.ASSEMBLING E/L TAIL PULLEY BEARING Ass'y



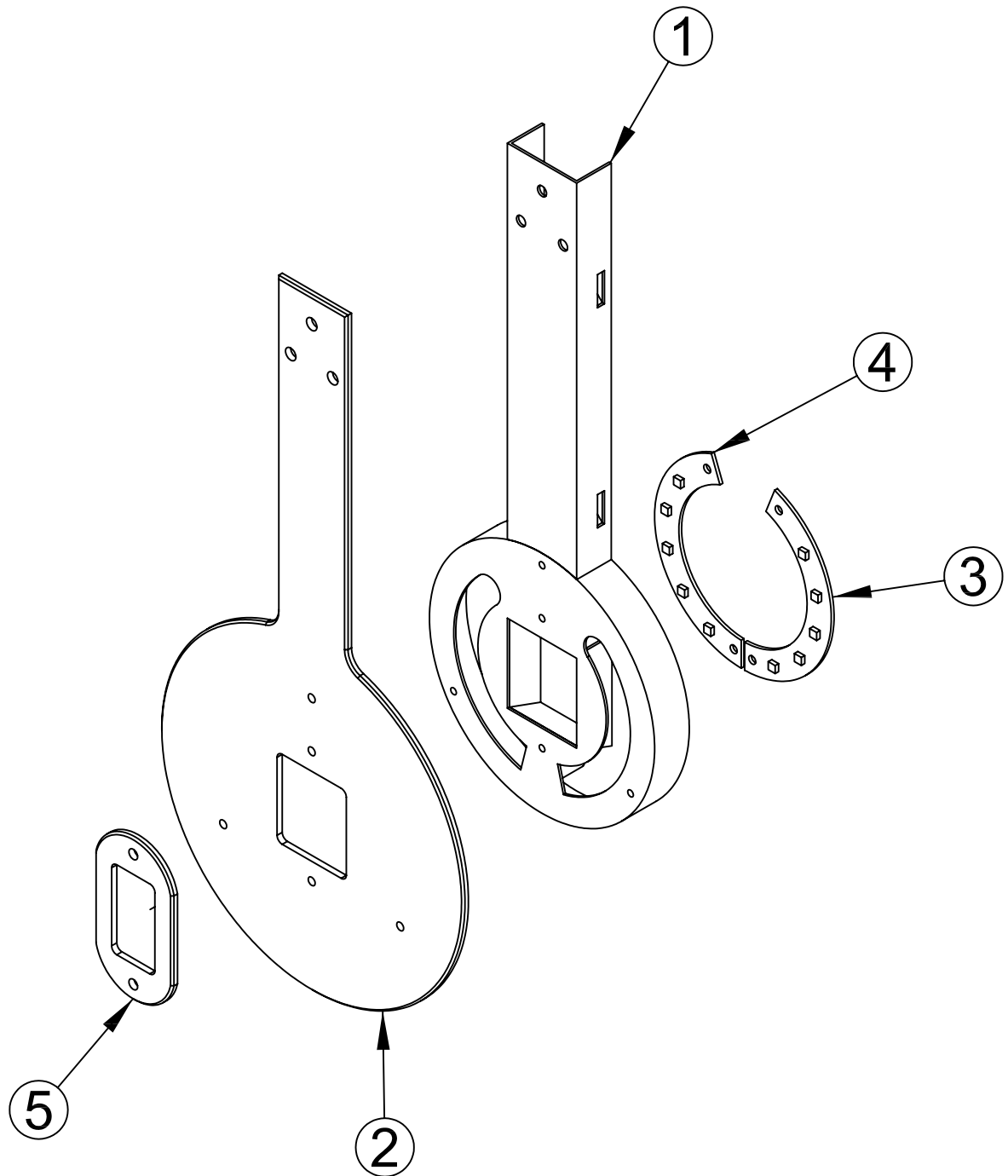
| NO. | CODE NO. | QUANTITY | PART NAME | SPEC. |
|-----|-------------|----------|-----------------|---------|
| 1 | MCRC0PRO001 | 1 | E/L TAIL PULLEY | SS41 |
| 2 | MZZZ0BEA007 | 2 | BEARING | 6900 ZZ |
| 3 | MCRC0PRO002 | 1 | TAIL SHAFT | SS41 |

10-21.ASSEMBLING ELEVATOR Ass'y



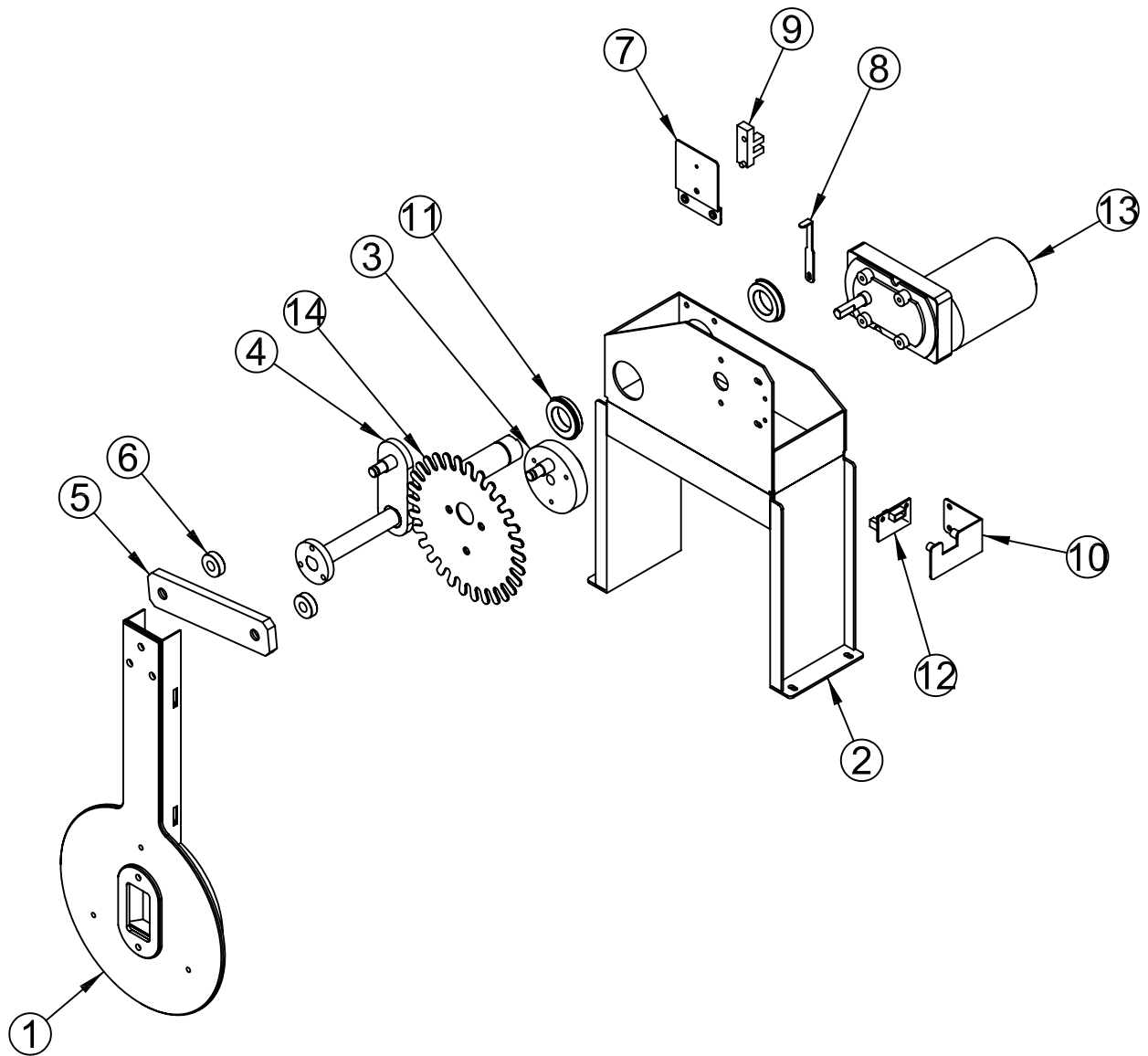
| NO. | CODE NO. | QUANTITY | PART NAME | SPEC. |
|-----|-------------|----------|-------------------------------|-------------------|
| 1 | MCRC0MEP037 | 1 | E/L BODY-A WELD Ass'y | - |
| 2 | MCRC0MEP038 | 1 | E/L CHUTE-B WELD Ass'y | - |
| 3 | MCRC0MEP079 | 1 | E/L TAIL PULLEY BEARING Ass'y | 10-20 (p.31) |
| 4 | MCRC0MEP039 | 1 | E/L BODY-B | SPCC-2.0t |
| 5 | MCRC0PRO003 | 1 | E/L HEAD PULLEY | SS41 |
| 6 | MCRC0MEP040 | 2 | E/L FIXED BKT | SPCC-2.0t |
| 7 | MCRC0MEP041 | 2 | TENSION BKT-A | SPCC-2.0t |
| 8 | MCRC0MEP042 | 2 | TENSION BKT-B | SPCC-3.0t |
| 9 | MCRC0MEP043 | 1 | MOTOR BKT | SPCC-3.0t |
| 10 | MCRC0MEP044 | 1 | S/W BKT COVER | SPCC-1.6t |
| 11 | MCRC0MEP045 | 1 | ELEVATOR SLOPE | SPCC-1.6t |
| 12 | MCUC0BEL001 | 1 | CONVEYOR BELT | BLACK-2.0t |
| 13 | MCRC0MEP046 | 7 | BALL ATTACHMENT | SUS304-1.5t |
| 14 | MCRC0MEP047 | 1 | BALL TOUCH S/W BKT | SPCC-1.6t |
| 15 | MELE0MIC002 | 1 | MICRO SWITCH | CNR-05H03 (ZIPPY) |
| 16 | MCUC0MOT002 | 1 | MOTOR | KGY-055-6080D1 |
| 17 | MCRC0PRO004 | 2 | PULLEY (13XL 037 28F) | AL |
| 18 | MWET0BEL002 | 1 | TIMING BELT | 110XL 037 |
| 19 | MTIM0BEA004 | 2 | BEARING | F698 ZZ |

10-22.ASSEMBLING PENDULUM Ass'y



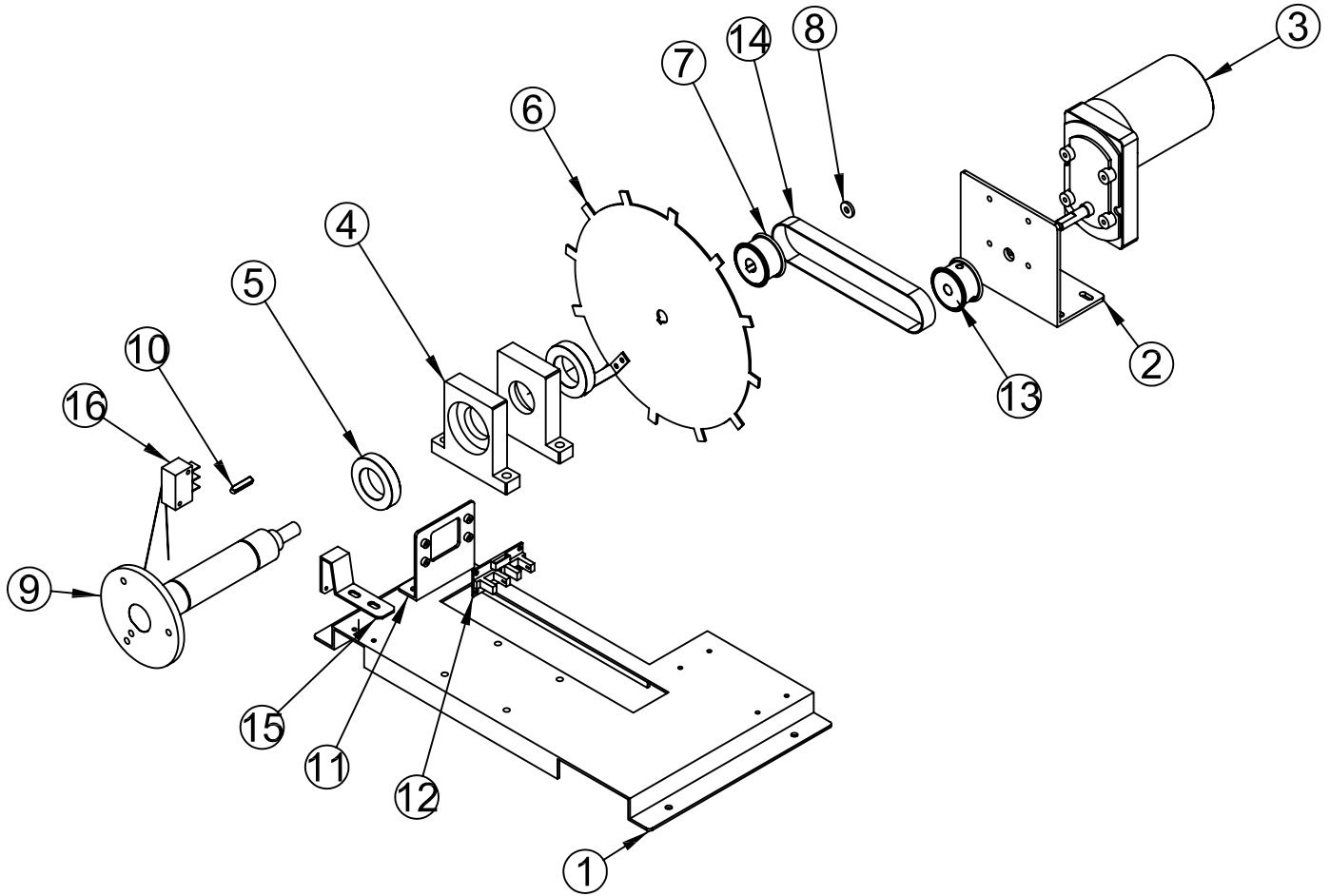
| NO. | CODE NO. | QUANTITY | PART NAME | SPEC. |
|-----|-------------|----------|----------------------|---------------|
| 1 | MCRC0MEP048 | 1 | PENDULUM WELD Ass'y | - |
| 2 | MCRC0SHE018 | 1 | PENDULUM ACRYL | CLEAR PC-3.0t |
| 3 | ACU20PCB004 | 1 | PENDULUM R LED BOARD | - |
| 4 | ACU20PCB008 | 1 | PENDULUM L LED BOARD | - |
| 5 | MCRC0SHE016 | 1 | GUIDE ACRYL 25X45 | CLEAR PC-3.0t |

10-23.ASSEMBLING PENDULUM MOTOR Ass'y (CEC)



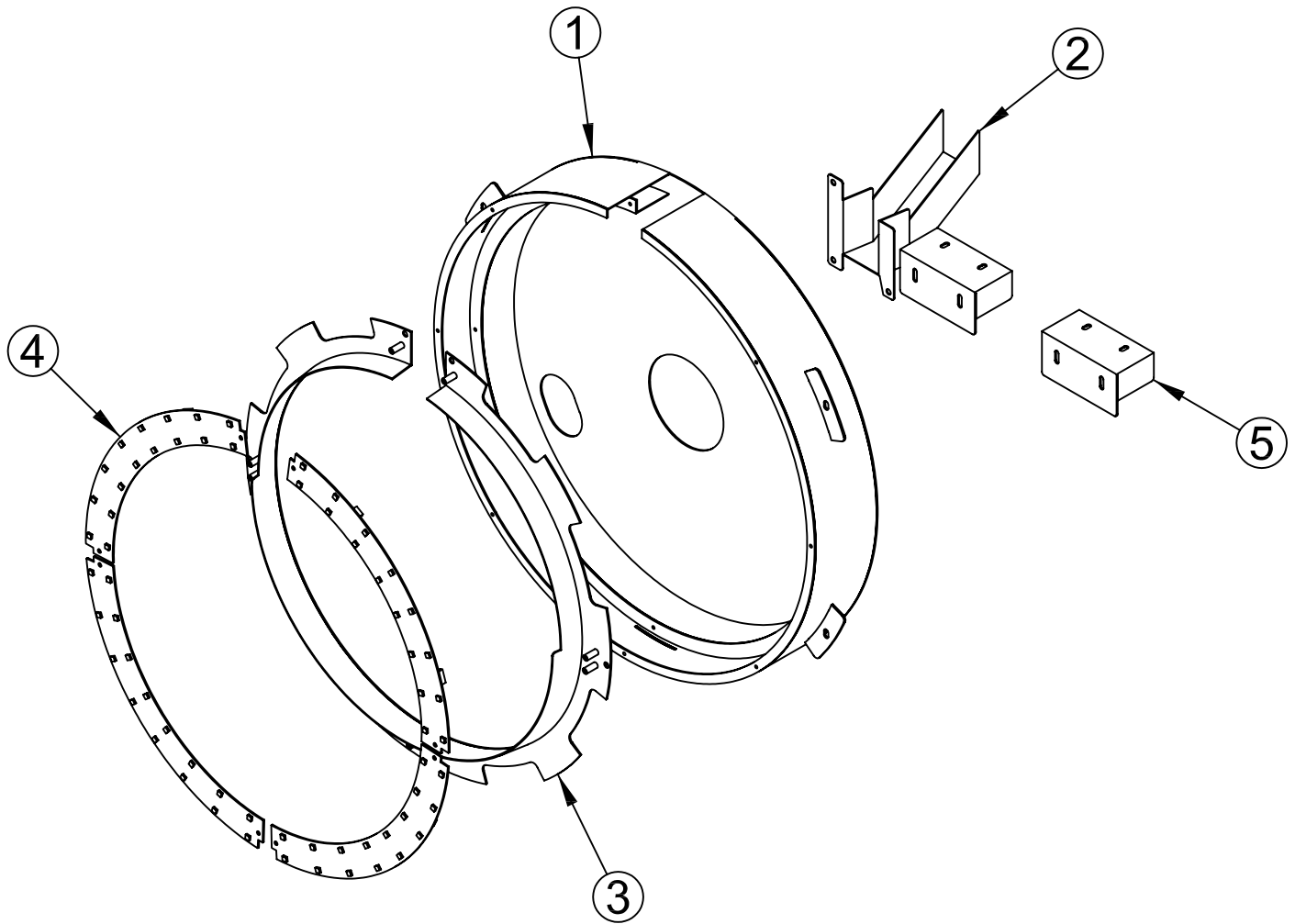
| NO. | CODE NO. | QUANTITY | PART NAME | SPEC. |
|-----|-------------|----------|--------------------------------|------------------|
| 1 | MCRC0MEP080 | 1 | PENDULUM Ass'y | 10-22 (p.33) |
| 2 | MCRC0MEP073 | 1 | PENDULUM BODY WELD Ass'y (CEC) | - |
| 3 | MCRC0PRO014 | 1 | MOTOR SHAFT WELD Ass'y (CEC) | - |
| 4 | MCRC0PRO015 | 1 | CAM SHAFT WELD Ass'y (CEC) | - |
| 5 | MCRC0PRO005 | 1 | LINK PLATE | SM45C |
| 6 | MZZZ0BEA032 | 2 | BEARING | 698 ZZ |
| 7 | MCRC0MEP049 | 1 | SHAFT SENSOR BKT-B | SPCC-1.2t |
| 8 | MCRC0MEP050 | 1 | SHAFT SENSOR BKT-A | SUS304-1.2t |
| 9 | MELE0PHO007 | 1 | PHOTO SENSOR | LG-217L3 |
| 10 | MCRC0MEP074 | 1 | PENDULUM SENSOR BKT (CEC) | SPCC-1.2t |
| 11 | MCU20BEA001 | 2 | BEARING (NR) | 6804 ZZ (NR) |
| 12 | ASPS0PCB001 | 1 | PHOTO SENSOR 1B BOARD | - |
| 13 | MSPS0MOT001 | 1 | MOTOR | KGY-100-K6DG15N1 |
| 14 | MCRC0MEP051 | 1 | PENDULUM SENSOR VANE-A | SPCC-1.6t |

10-24.ASSEMBLING WHEEL MOTOR Ass'y



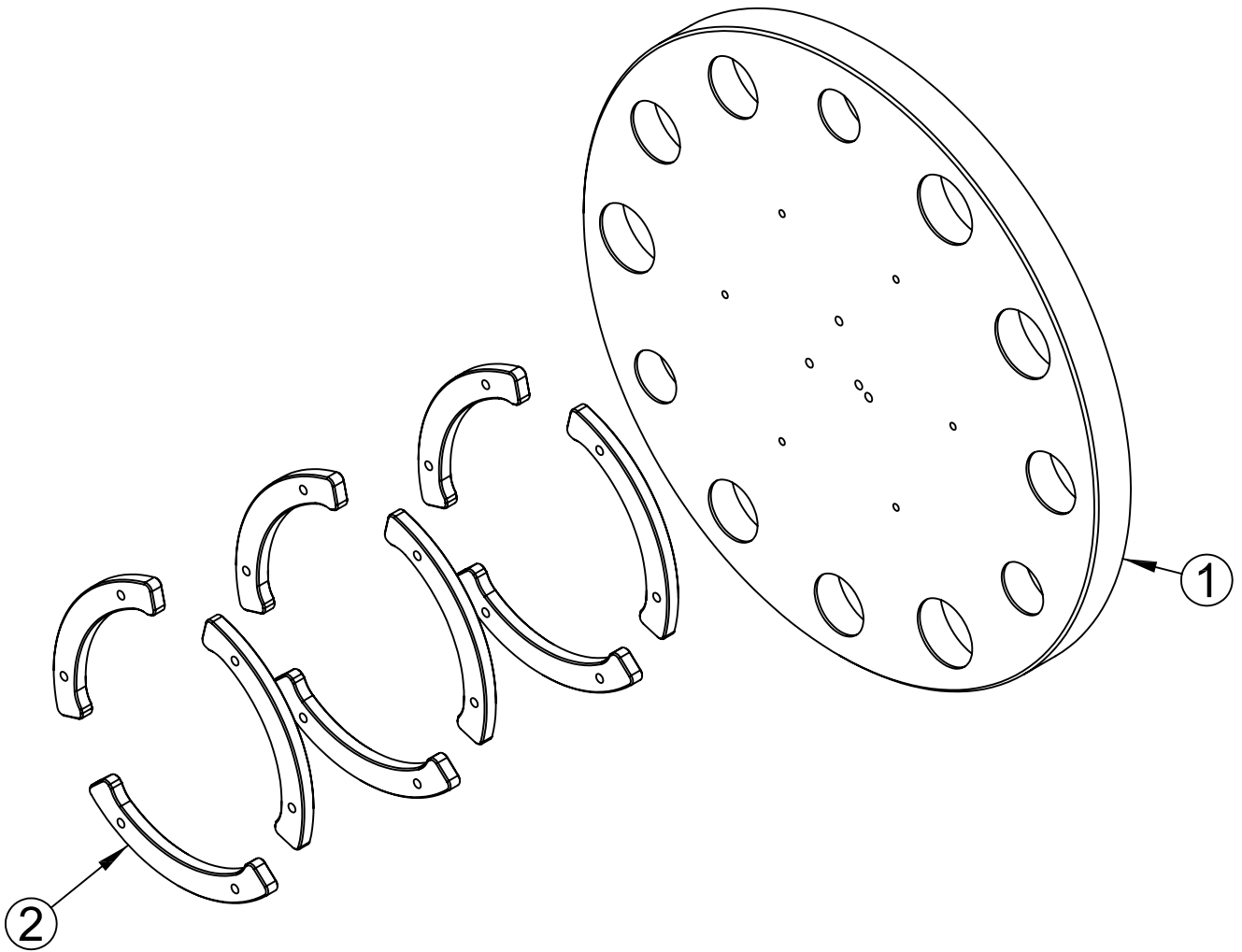
| NO. | CODE NO. | QUANTITY | PART NAME | SPEC. |
|-----|-------------|----------|----------------------------------|-------------------------|
| 1 | MCRC0MEP052 | 1 | WHEEL MOTOR BASE WELD Ass'y | - |
| 2 | MCRC0MEP053 | 1 | WHEEL MOTOR BKT | SPCC-3.0t |
| 3 | MCUC0MOT001 | 1 | MOTOR | KGY-360-6080D1 (SSF-01) |
| 4 | MCRC0PRO006 | 2 | R-BEARING HOUSING | SS41 |
| 5 | MZZZ0BEA044 | 2 | BEARING | 6905 ZZ |
| 6 | MCRC0MEP054 | 1 | SENSOR VANE WELD Ass'y | - |
| 7 | MCRC0PRO007 | 1 | WHEEL SHAFT PULLEY (LO50-10 33F) | AL |
| 8 | MCRC0PRO008 | 1 | WASHER | AL |
| 9 | MCRC0PRO009 | 1 | R-SHAFT WELD Ass'y | - |
| 10 | MCRC0PRO010 | 1 | 4X4X20L KEY | SM45C |
| 11 | MCRC0MEP055 | 1 | SENSOR BKT | SPCC-2.0t |
| 12 | AALA0PCB010 | 1 | PHOTO SENSOR BOARD | - |
| 13 | MCRC0PRO011 | 1 | WHEEL MOTOR PULLEY (LO50-10 33F) | AL |
| 14 | MZZZ0BEL008 | 1 | TIMING BELT | 135 L 050 |
| 15 | MCRC0MEP056 | 1 | MICRO S/W BKT | SPCC-1.6t |
| 16 | MELE0MIC002 | 1 | MICRO SWITCH | CNR-05H03 (ZIPPY) |

10-25.ASSEMBLING ROTARY WHEEL Ass'y



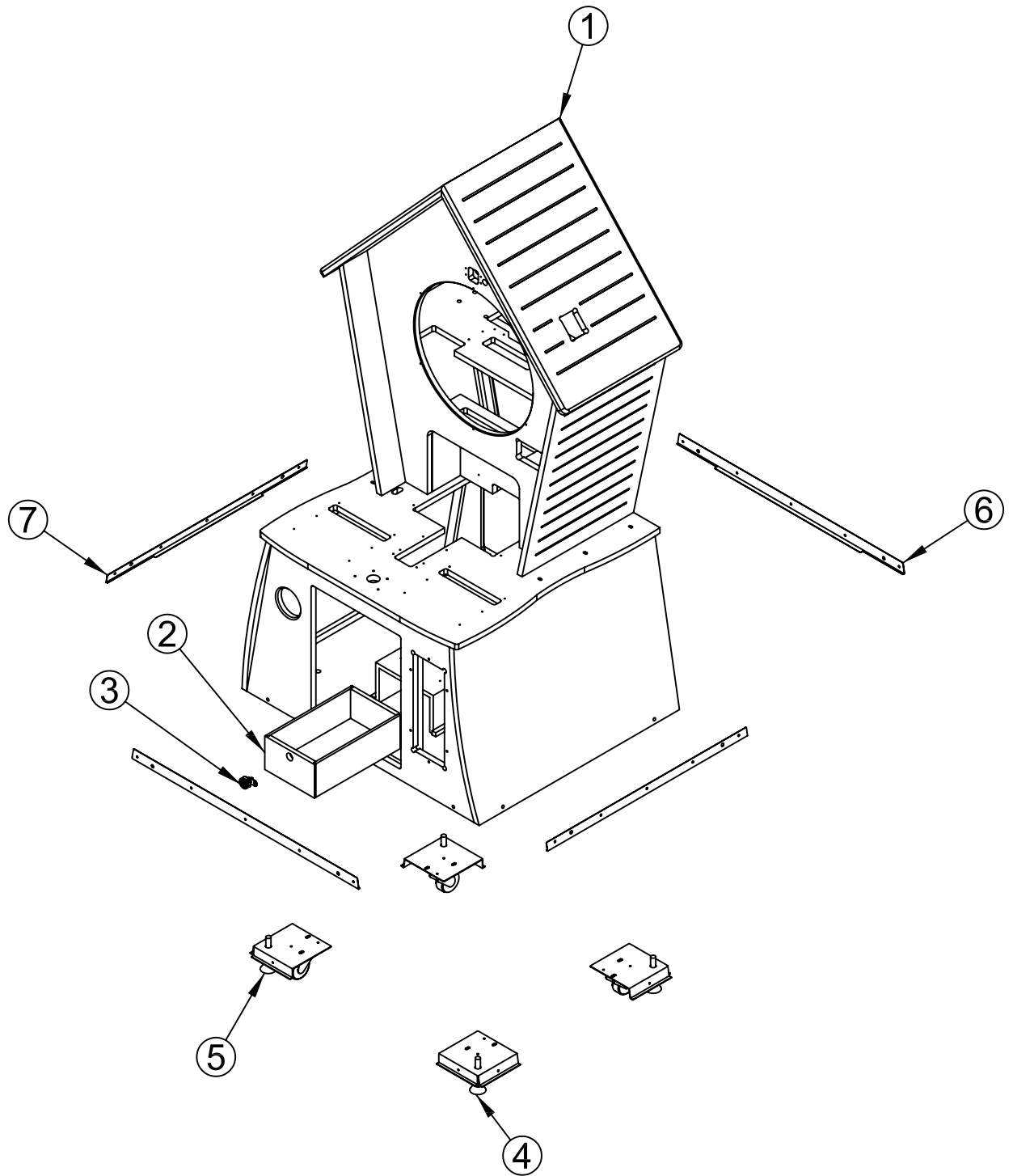
| NO. | CODE NO. | QUANTITY | PART NAME | SPEC. |
|-----|-------------|----------|-------------------------------|-----------|
| 1 | MCRC0MEP057 | 1 | ROTARY WHEEL COVER WELD Ass'y | - |
| 2 | MCRC0MEP058 | 1 | SLOPE-1 | SPCC-1.2t |
| 3 | MCRC0MEP059 | 1 | PCB BKT WELD Ass'y | - |
| 4 | ACUC0PCB008 | 4 | BONUS LIGHT BOARD | - |
| 5 | MCRC0MEP060 | 2 | ROTARY BODY-A BOTTOM SUPPORT | SPCC-1.6t |

10-26.ASSEMBLING BONUS GAME PLATE Ass'y



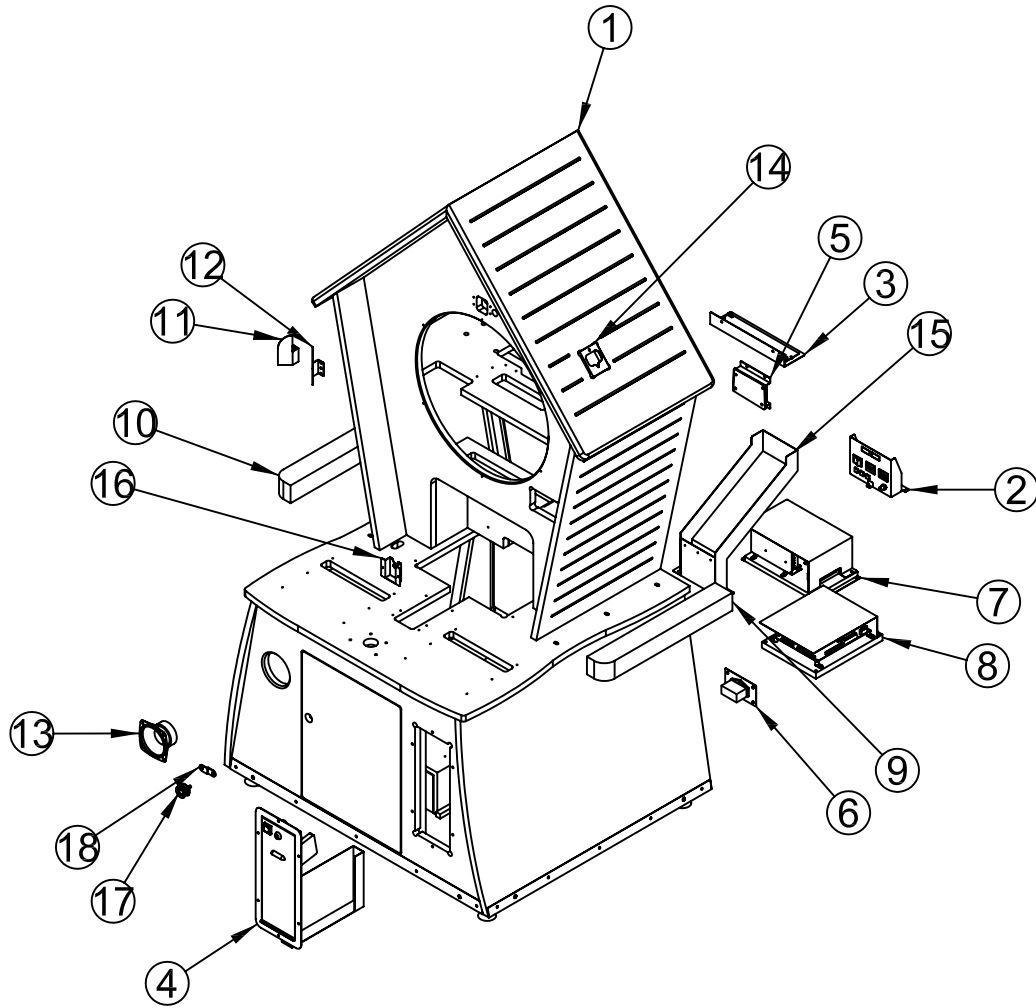
| NO. | CODE NO. | QUANTITY | PART NAME | SPEC. |
|-----|-------------|----------|--------------------|-------------------|
| 1 | MCRC0WOO002 | 1 | BONUS GAME PLATE | MDF-30.0t |
| 2 | MCRC0ACR007 | 9 | BALL GUIDE ACRYL-C | CLEAR ACRYL-10.0t |

10-27.ASSEMBLING CASE Ass'y (CEC)



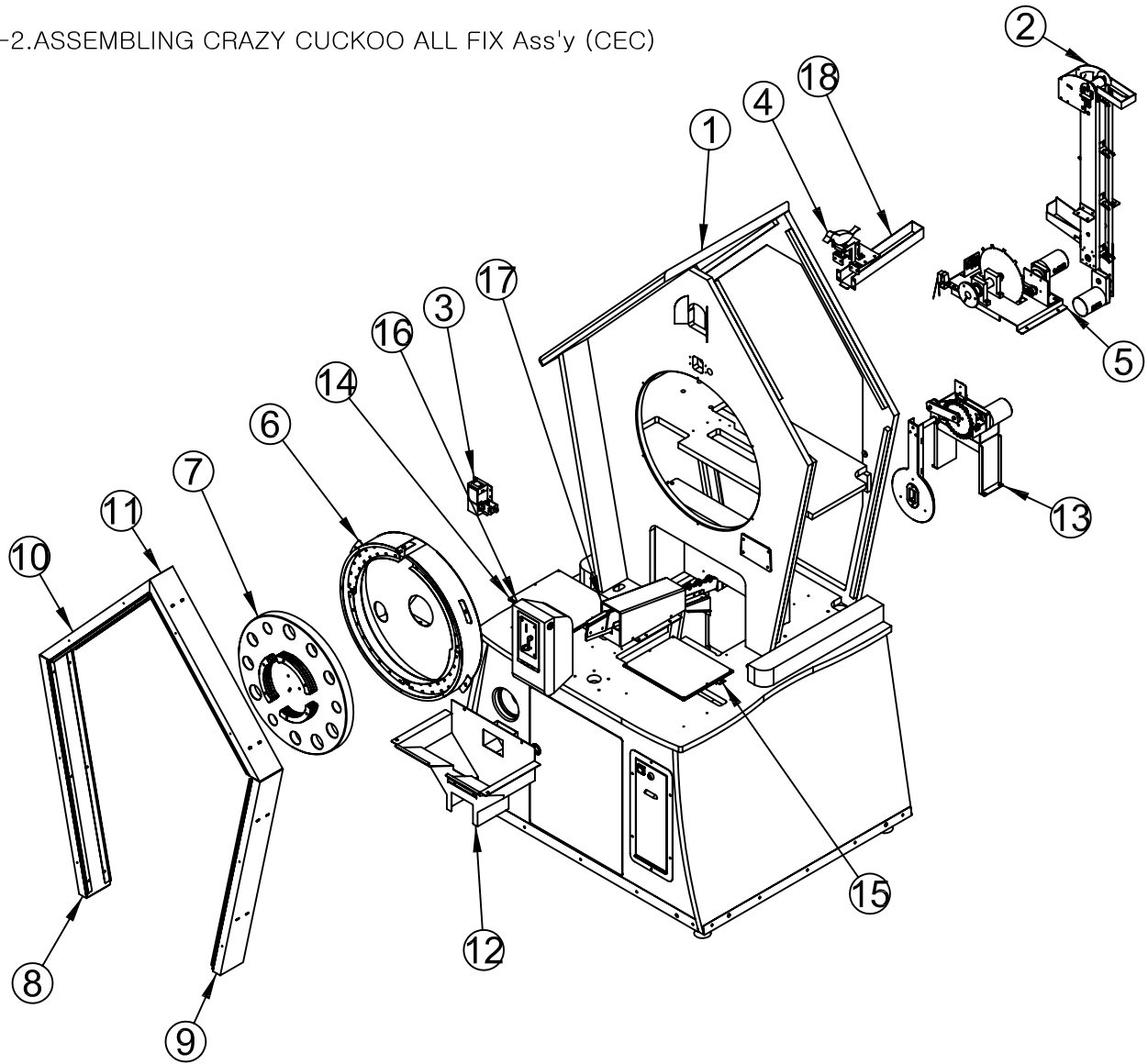
| NO. | CODE NO. | QUANTITY | PART NAME | SPEC. |
|-----|-------------|----------|----------------------------------|------------------|
| 1 | - | 1 | MAIN CASE (CEC) | - |
| 2 | MCRC0W00003 | 1 | CASH BOX | MDF-9.0t & 15.0t |
| 3 | MZZZ0KEY013 | 1 | KEY Ass'y (6001) | 6001 |
| 4 | MCRC0W00015 | 2 | CASTER Ass'y | - |
| 5 | MCRC0W00016 | 2 | CASTER Ass'y_mir1 | - |
| 6 | MCRC0W00017 | 2 | FRONT LOWER CASE COVER BKT (CEC) | SPCC-1.0t |
| 7 | MCRC0W00018 | 2 | SIDE LOWER CASE COVER BKT (CEC) | SPCC-1.0t |

10-28-1.ASSEMBLING CRAZY CUCKOO ALL FIX Ass'y (CEC)



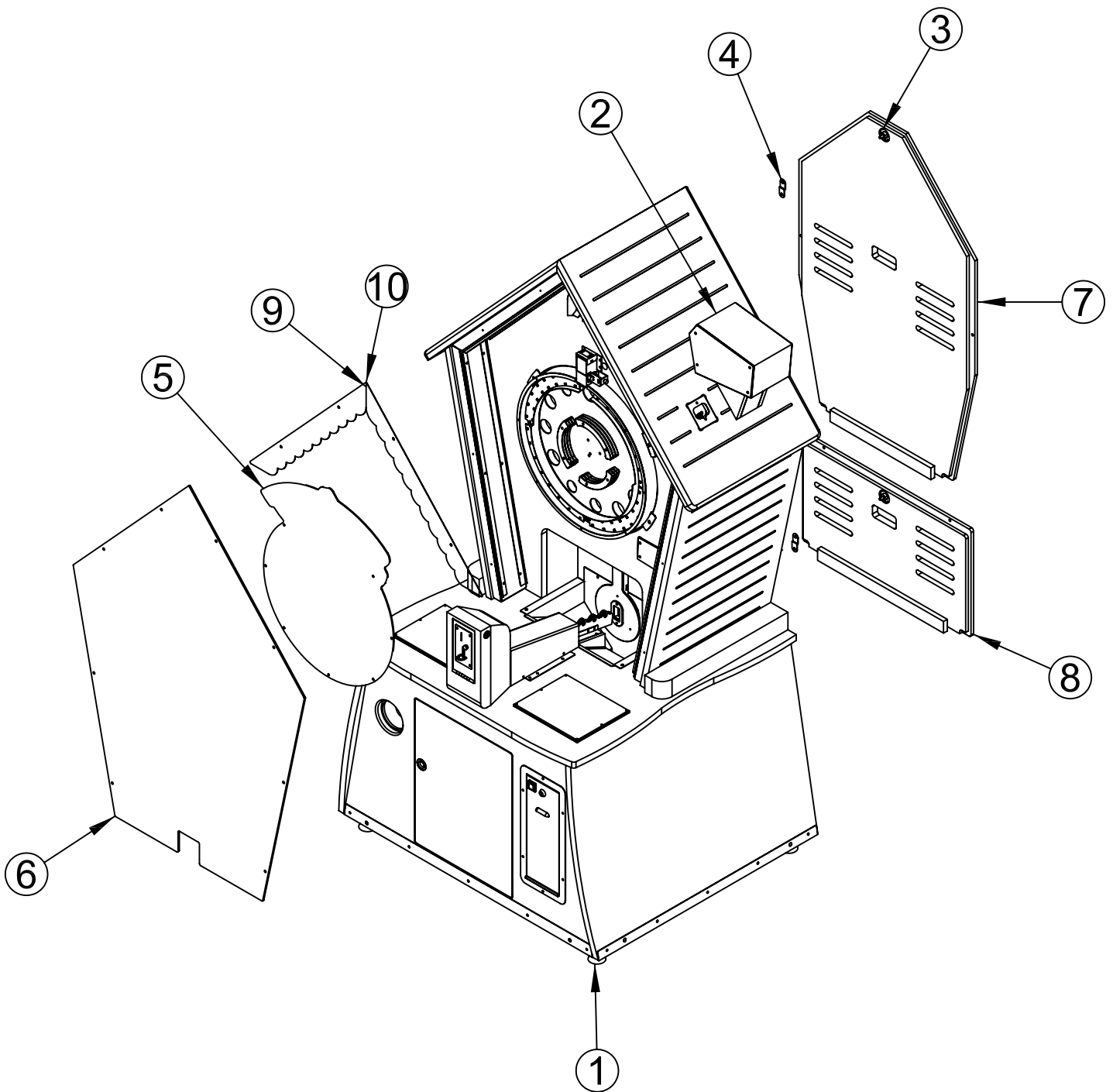
| NO. | CODE NO. | QUANTITY | PART NAME | SPEC. |
|-----|-------------|----------|------------------------------|----------------|
| 1 | MCRC0WOO010 | 1 | CASE Ass'y (CEC) | 10-27 (p.38) |
| 2 | MCRC0MEP081 | 1 | AC POWER SWITCH Ass'y | 10-3 (p.17) |
| 3 | MCRC0MEP082 | 1 | PENDULUM TOP LED Ass'y | 10-11 (p.23) |
| 4 | MCRC0MEP101 | 1 | TICKET BOX Ass'y | 10-9 (p.22) |
| 5 | MCRC0MEP110 | 1 | TICKET FND Ass'y (CEC) | 10-10 (p.23) |
| 6 | MCRC0MEP084 | 1 | NOISE FILTER Ass'y | 10-6 (p.19) |
| 7 | MCRC0MEP106 | 1 | POWER SMPS Ass'y (CEC) | 10-5 (p.19) |
| 8 | MCRC0MEP107 | 1 | MAIN BOARD Ass'y (CEC) | 10-4 (p.18) |
| 9 | MCRC0MEP061 | 1 | GARDEN PLATE-A | SPCC-1.2t |
| 10 | MCRC0MEP062 | 1 | GARDEN PLATE-A_mlr | SPCC-1.2t |
| 11 | MCRC0MEP075 | 1 | CUCKOO DOOR (CEC) | SPCC-1.6t |
| 12 | MCRC0MEP076 | 1 | CUCKOO DOOR_mlr (CEC) | SPCC-1.6t |
| 13 | MZZZ0SPE004 | 1 | SPEKER | MID 4.5 8Ω 80W |
| 14 | MCRC0MEP077 | 1 | BONUS PLATE BKT (CEC) | SPCC-1.2t |
| 15 | MCRC0MEP063 | 1 | COIN RETURN CHUTE | SPCC-1.2t |
| 16 | MCRC0MEP078 | 1 | PENDULUM CONNECTOR BKT (CEC) | SPCC-1.2t |
| 17 | MZZZ0KEY032 | 1 | KEY Ass'y (7001) | 7001 |
| 18 | MCRC0MEP072 | 1 | KEY PLATE (CEC) | SPCC-2.0t |

10-28-2.ASSEMBLING CRAZY CUCKOO ALL FIX Ass'y (CEC)



| NO. | CODE NO. | QUANTITY | PART NAME | SPEC. |
|-----|-------------|----------|----------------------------------|--------------|
| 1 | MCRC0WOO010 | 1 | CASE Ass'y (CEC) | 10-27 (p.38) |
| 2 | MCRC0MEP085 | 1 | ELEVATOR Ass'y | 10-21 (p.32) |
| 3 | MCRC0MEP086 | 1 | BALL SLOPE Ass'y | 10-7 (p.20) |
| 4 | MCRC0MEP087 | 1 | CUCKOO HOUSE Ass'y | 10-8 (p.21) |
| 5 | MCRC0MEP088 | 1 | WHEEL MOTOR Ass'y | 10-24 (p.35) |
| 6 | MCRC0MEP089 | 1 | ROTARY WHEEL Ass'y | 10-25 (p.36) |
| 7 | MCRC0MEP090 | 1 | BONUS GAME-PLATE Ass'y | 10-26 (p.37) |
| 8 | MCRC0MEP091 | 1 | SIDE LED LIGHT BKT Ass'y | 10-16 (p.27) |
| 9 | MCRC0MEP092 | 1 | SIDE LED LIGHT BKT Ass'y_mir | 10-17 (p.28) |
| 10 | MCRC0MEP093 | 1 | SIDE TOP LED LIGHT BKT Ass'y | 10-18 (p.29) |
| 11 | MCRC0MEP094 | 1 | SIDE TOP LED LIGHT BKT Ass'y_mlr | 10-19 (p.30) |
| 12 | MCRC0MEP095 | 1 | COIN CHECK Ass'y | 10-15 (p.26) |
| 13 | MCRC0MEP108 | 1 | PENDULUM MOTOR Ass'y (CEC) | 10-23 (p.34) |
| 14 | MCRC0MEP096 | 1 | FRONT DISPLAY ACRYL-L Ass'y | 10-12 (p.24) |
| 15 | MCRC0MEP097 | 1 | FRONT DISPLAY ACRYL-R Ass'y | 10-13 (p.24) |
| 16 | MCRC0MEP098 | 1 | COIN BOX Ass'y | 10-1 (p.15) |
| 17 | MCRC0MEP099 | 1 | COIN SLOPE Ass'y | 10-14 (p.25) |
| 18 | MCRC0MEP064 | 1 | SLOPE-3 | SPCC-1.2t |

10-28-3.ASSEMBLING CRAZY CUCKOO ALL FIX Ass'y (CEC)



| NO. | CODE NO. | QUANTITY | PART NAME | SPEC. |
|-----|-------------|----------|-----------------------|------------------|
| 1 | MCRC0WOO010 | 1 | CASE Ass'y (CEC) | 10-27 (p.38) |
| 2 | MCRC0MEP100 | 1 | BONUS Ass'y | 10-2 (p.16) |
| 3 | MZZZ0KEY032 | 2 | KEY Ass'y (7001) | 7001 |
| 4 | MCRC0MEP072 | 2 | KEY PLATE (CEC) | SPCC-2.0t |
| 5 | MCRC0SHE019 | 1 | WHEEL COVER ACRYL | CLEAR ACRYL-3.0t |
| 6 | MCRC0ACR009 | 1 | FRONT DOOR ACRYL | CLEAR ACRYL-5.0t |
| 7 | MCRC0WOO011 | 1 | REAR UPPER DOOR (CEC) | MDF-20.0t |
| 8 | MCRC0WOO012 | 1 | REAR LOWER DOOR (CEC) | MDF-20.0t |
| 9 | MCRC0SHE021 | 1 | TOP DECO PET L | PET-1.0t |
| 10 | MCRC0SHE022 | 1 | TOP DECO PET L_mir | PET-1.0t |









CRAZY CUCKOO SHEET (CEC TYPE)

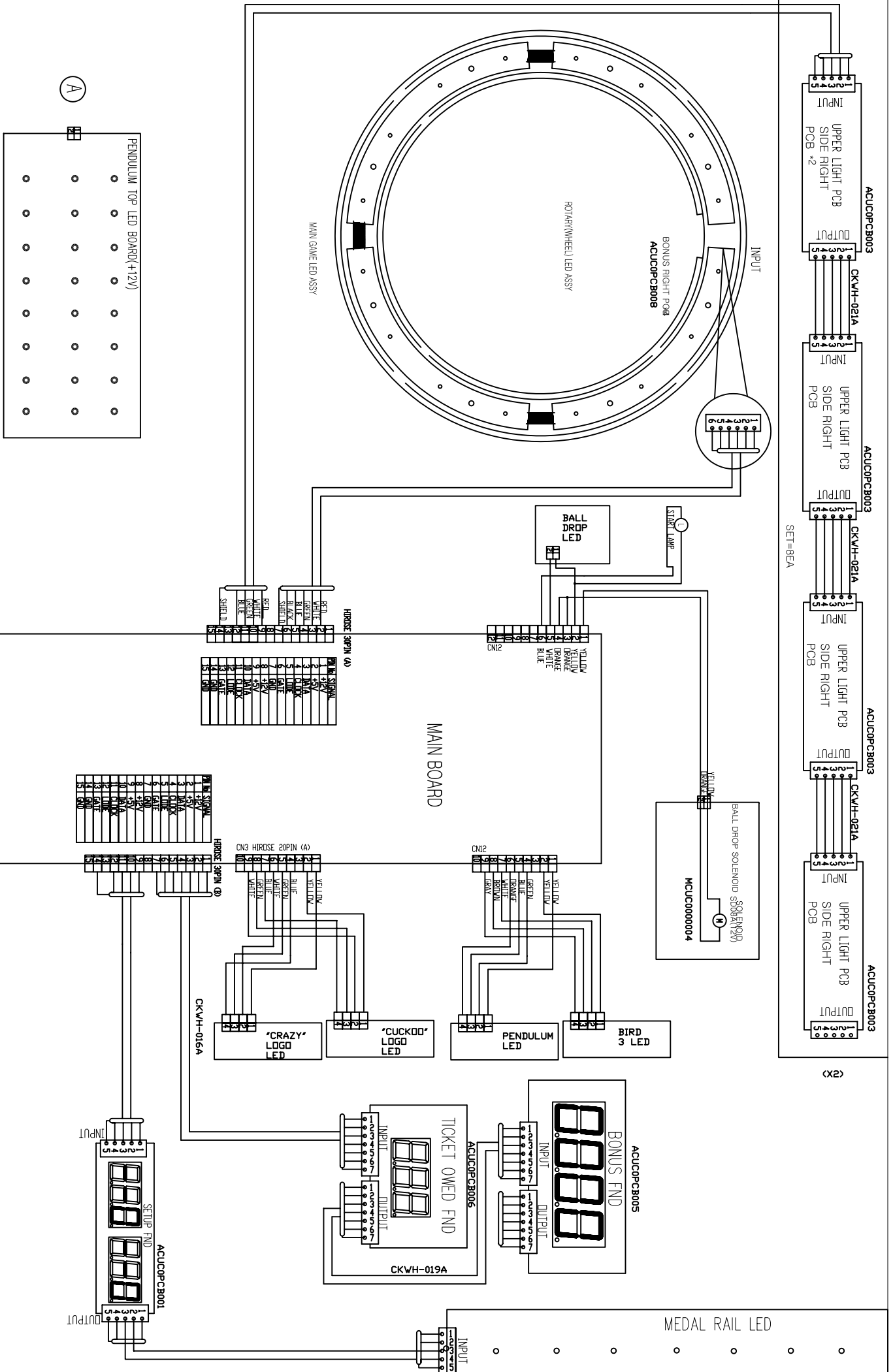


| 2012. 12. 19 | | CRAZY CUCKOO SHEET (CEC TYPE) | | | |
|---|---------------------------------|-------------------------------|-------------------|------------|--|
| IMAGE | NAME | QUANTITY | MATERIAL | CDDE NO. | |
|  | FRINT DOOR SHEET | 1SET | SHEET Silk screen | MRCOSHE001 | |
|  | COIN GUIDE BASKET COVER A SHEET | 1SET | SHEET Silk screen | MRCOSHE002 | |
|  | COIN GUIDE BASKET COVER B SHEET | 1SET | SHEET Silk screen | MRCOSHE003 | |
|  | FRONT UPPER SHEET | 1SET | SHEET Silk screen | MRCOSHE004 | |
|  | CUCKOO DOOR 01 SHEET | 1SET | SHEET Silk screen | MRCOSHE005 | |
|  | GARDEN PLATE A L SHEET | 1SET | SHEET Silk screen | MRCOSHE006 | |
|  | GARDEN PLATE A R SHEET | 1SET | SHEET Silk screen | MRCOSHE007 | |
|  | GARDEN PLATE B L,R SHEET | 2SET | SHEET Silk screen | MRCOSHE008 | |
|  | SEGA LOGO CUCKOO SHEET | 1SET | SHEET Silk screen | MRCOSHE009 | |
|  | RECYCLE MARK SHEET | 1SET | SHEET Silk screen | MRCOSHE010 | |
|  | TICKETS SHEET | 1SET | SHEET Silk screen | MRCOSHE011 | |
|  | HOW TO PLAY L SHEET | 1SET | BACK LIGHTING | MRCOSHE012 | |
|  | HOW TO PLAY R SHEET | 1SET | BACK LIGHTING | MRCOSHE013 | |
|  | TICKET OWED ACRYL SHEET | 1SET | ACRYL Silk screen | MRCOSHE014 | |
|  | GUIDE ACRYL 20X45 SHEET | 1SET | ACRYL Silk screen | MRCOSHE015 | |
|  | GUIDE ACRYL 25X45 SHEET | 1SET | ACRYL Silk screen | MRCOSHE016 | |
|  | GUIDE ACRYL 30X45 SHEET | 1SET | ACRYL Silk screen | MRCOSHE017 | |
|  | PENDULUM ACRYL SHEET | 1SET | ACRYL Silk screen | MRCOSHE018 | |
|  | WHEEL COVER ACRYL SHEET | 1SET | ACRYL Silk screen | MRCOSHE019 | |
|  | BONUS ACRYL SHEET | 1SET | ACRYL Silk screen | MRCOSHE020 | |
|  | TOP DECO PET L | 1SET | ACRYL Silk screen | MRCOSHE021 | |
|  | TOP DECO PET R | 1SET | ACRYL Silk screen | MRCOSHE022 | |

CRAZY CUCKOO SHEET (CEC TYPE)



| 2012. 12. 19 | | CRAZY CUCKOO SHEET (CEC TYPE) | | | |
|--------------|---|-------------------------------|------|-------------------|------------|
| 23 |  | CUCKOO DOOR 02 L SHEET | 1SET | SHEET Silk screen | MRCOSHE023 |
| 24 |  | CUCKOO DOOR 02 R SHEET | 1SET | SHEET Silk screen | MRCOSHE024 |
| 25 |  | SIDE LOW L SHEET | 1SET | SHEET Silk screen | MRCOSHE025 |
| 26 |  | SIDE LOW R SHEET | 1SET | SHEET Silk screen | MRCOSHE026 |
| 27 |  | FRONT LOWER UPPER SHEET | 1SET | SHEET Silk screen | MRCOSHE027 |
| 28 |  | FRONT LOWER LOWER L SHEET | 1SET | SHEET Silk screen | MRCOSHE028 |
| 29 |  | FRONT LOWER LOWER R SHEET | 1SET | SHEET Silk screen | MRCOSHE029 |
| 30 |  | BONUS GAME PLATE CEC SHEET | 1SET | SHEET Silk screen | MRCOSHE031 |





Sega Amusements U.S.A., Inc.

800 Arthur Avenue, Elk Grove Village, IL 60007-5215 U.S.A

Telephone: +1-847-364-9787

Toll free: +1-888-877-2669

Facsimile: +1-847-427-1065

<http://www.segaarcade.com>

Sega Amusements Europe Ltd.

42 Barwell Business Park, Leatherhead Road, Chessington, Surrey. KT9 2NY UNITED KINGDOM

Telephone: +44 (0) 208-391-8081

Facsimile: +44 (0) 208-391-8099

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