



SONIC BLAST BALL SBB

OWNERS MANUAL SBB

SONIC BLAST BALL SBB

OWNER'S MANUAL
SBB



Distributed by:

SEGA Amusements International Ltd.

Europe

Phone: +44 (0) 208 391 8090

Fax: +44 (0) 208 391 8099

United States of America

Phone: +1 (847) 364 9787

Fax: +1 (630) 860 7775

Email: sales@segaarcade.com

Web: www.segaarcade.com

Manufactured By KOMUSE Co., Ltd.

E&OE (Errors & Omissions Excepted)

IMPORTANT

- Before using this product, read this manual carefully to understand the contents herein stated.
- After reading this manual, be sure to keep it near the product or in a convenient place for easy reference when necessary.


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

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.



* CONTENTS

1. SPECIFICATION AND DIMENSIONS (2p)

- 1-1. DIMENSIONS
- 1-2. SPECIFICATION

2. NAME OF PARTS & STICKER LOCATION (3p)

- 2-1. NAME OF PARTS
- 2-2. STICKER LOCATION

3. COMPONENTS (4p)

4. HOW TO ASSEMBLE (5p)

5. SETUP MODE (6p)

- 5-1. Function of Control Panel (SW1, SW2, SW3)
- 5-2. How to setup.
- 5-3. Flow chart
- 5-4. The no. of ticket to each path and wheel
- 5-5. How to clear existing setup value.
- 5-6. Error mode

6. Test MODE (12p)

- 6-1. The first step of Test Mode
- 6-2. Sensor And Switch Test

7. TROUBLESHOOTING (14p)

- 7-1. <Error Code "1">
- 7-2. <Error code "2", "3">
- 7-3. <Error code "4", "5">
- 7-4. <Error code "6">
- 7-5. <Error code "7">
- 7-6. <Error code "8">
- 7-7. <Error code "9">
- 7-8. <Error code "10">

8. ASSEMBLING SONIC BLAST BALL Ass'y (21p)

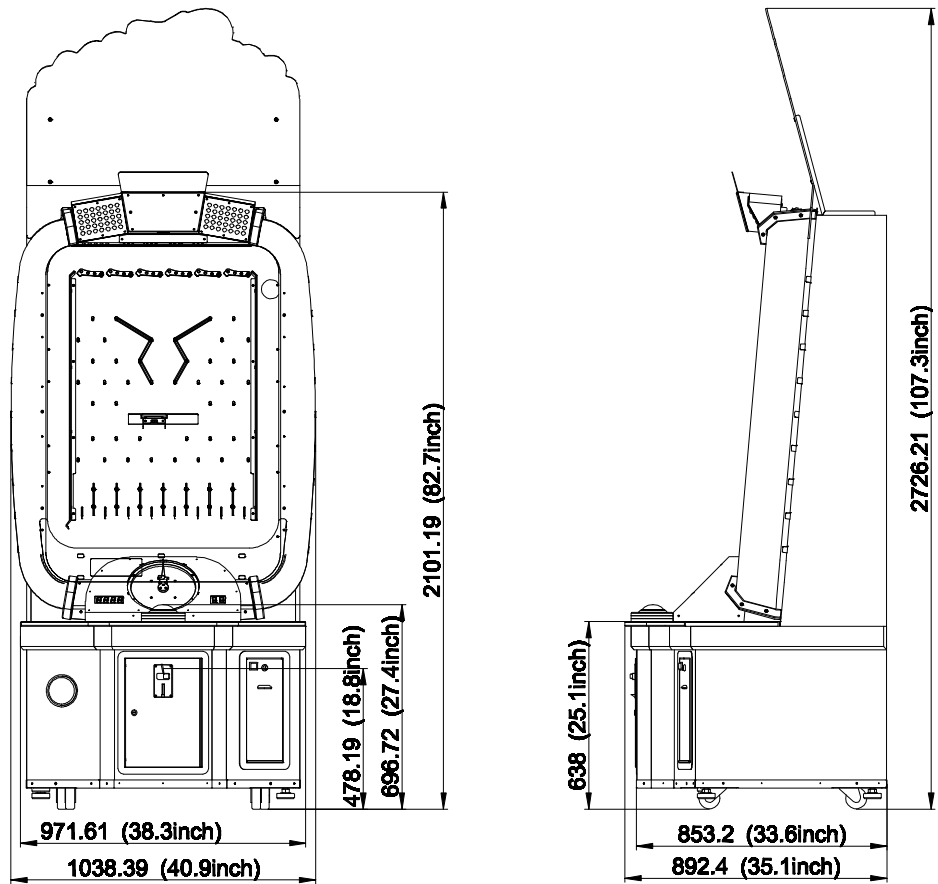
- 8-1. BILLBOARD FOMEX Ass'y
- 8-2. AC POWER SWITCH Ass'y
- 8-3. NOISE FILTER Ass'y
- 8-4. MAIN BOARD Ass'y
- 8-5. POWER SMPS Ass'y
- 8-6. TICKET BOX Ass'y
- 8-7. FRONT DOOR Ass'y
- 8-8. CASH BOX BODY Ass'y
- 8-9. CASH BOX Ass'y
- 8-10. VACCUM TOP FIXED BKT Ass'y
- 8-11. VACCUM SIDE FIXED BKT-R Ass'y
- 8-12. VACCUM SIDE FIXED BKT-L Ass'y
- 8-13. BONUS FND BOX Ass'y
- 8-14. TOP SIDE BILLBOARD Ass'y
- 8-15. BILLBOARD Ass'y
- 8-16. VACCUM BOTTOM FIXED BKT Ass'y
- 8-17. VACCUM LOWER COVER Ass'y
- 8-18. BONUS WHEEL Ass'y
- 8-19. BONUS WHEEL BOX Ass'y
- 8-20. BUTTON PANEL Ass'y
- 8-21. BLOWER Ass'y
- 8-22. LEVER MOTOR Ass'y
- 8-23. FRONT LED BOARD BKT-B Ass'y
- 8-24. LEVER HOUSING Ass'y
- 8-25. LEVER DRIVEN HOUSING Ass'y
- 8-26. LINK GUIDE BKT Ass'y
- 8-27. LEVER Ass'y
- 8-28. FRONT LED BOARD BKT-A Ass'y
- 8-29. FRONT CORNER LED BOARD BKT Ass'y
- 8-30. BIG WIN MOTOR Ass'y
- 8-31. BIG WIN HOLE ACRYL Ass'y
- 8-32. BIG WIN HOLE Ass'y
- 8-33. LOWER HOLE LED BOARD Ass'y
- 8-34. MICRO SWITCH BKT Ass'y
- 8-35. LOWER HOLE GUIDE ACRYL Ass'y
- 8-36. SIDE INNER ACRYL Ass'y
- 8-37. SIDE INNER ACRYL-R Ass'y
- 8-38. FRONT BKT Ass'y
- 8-39. VACCUM ACRYL COVER Ass'y
- 8-40. VENTILATION DUCT Ass'y
- 8-41. CASTER Ass'y (BACK)
- 8-42. CASTER Ass'y (BACK)_mir
- 8-43. CASTER Ass'y (FRONT)
- 8-44. CASTER Ass'y_mir (FRONT)
- 8-45. MAIN CABINET Ass'y
- 8-46-1. ASSEMBLING SONIC BLAST BALL ALL FIX Ass'y
- 8-46-2. ASSEMBLING SONIC BLAST BALL ALL FIX Ass'y

9. WIRE DIAGRAM (57p)

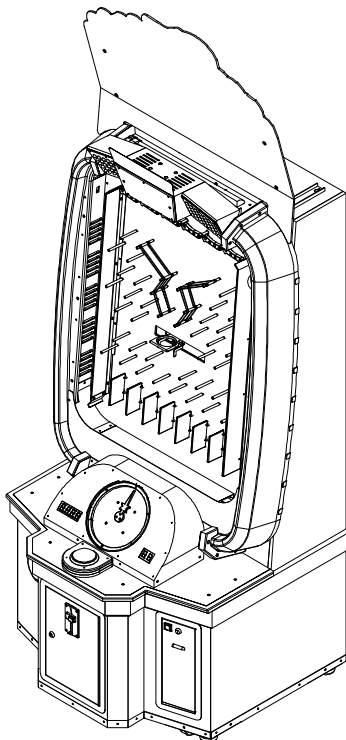
10. SHEET (60p)

1. SPECIFICATION AND DIMENSIONS

1-1. DIMENSIONS



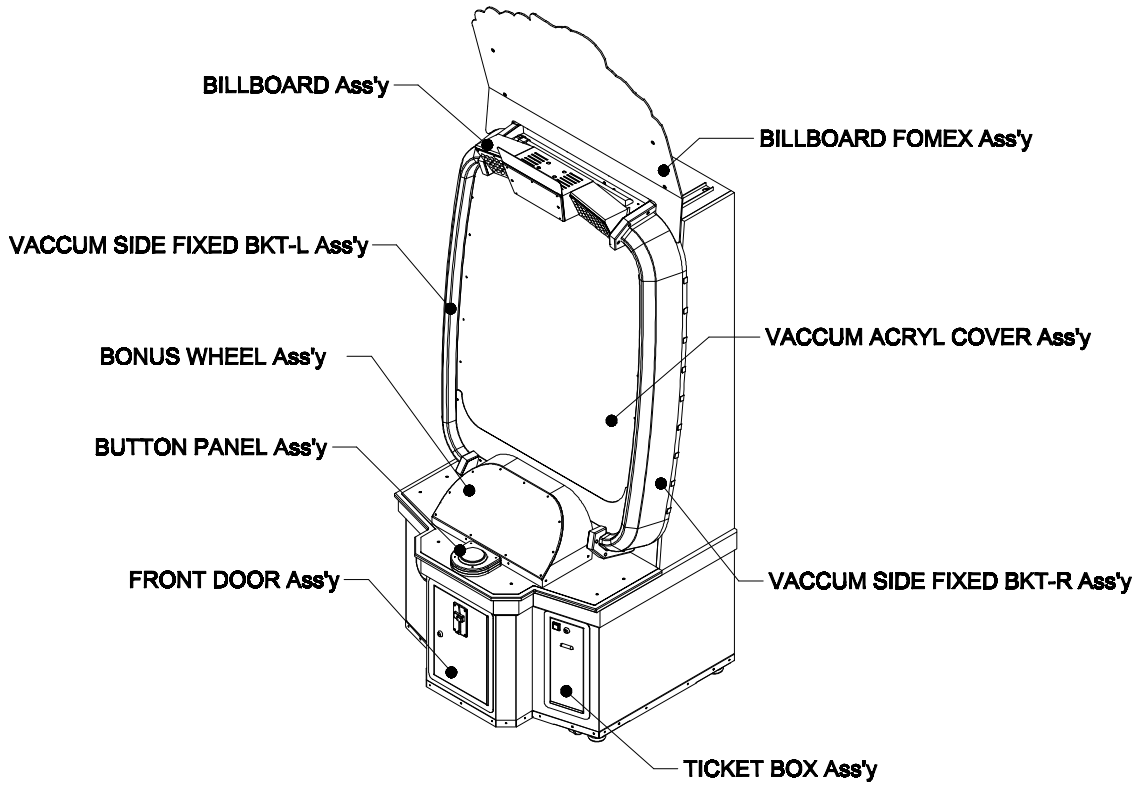
1-2. SPECIFICATION



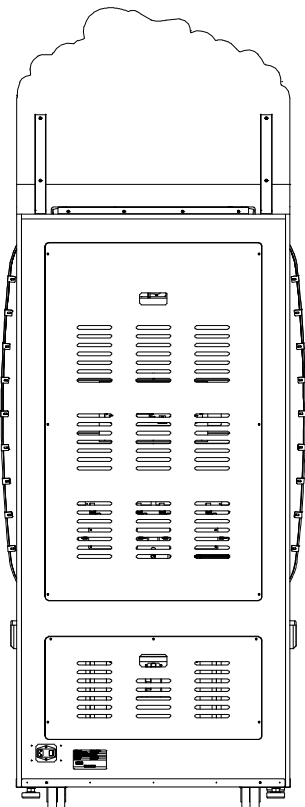
NOMINATED VOLTAGE RANGE	AC 230V
NOMINATED FREQUENCY RANGE	50Hz
AVERAGE POWER CONSUMPTION	200W (1A)
MAXIMUM POWER CONSUMPTION	280W (1.5A)
WEIGHT	172kg (379.2 lb)

2. NAME OF PARTS & STICKER LOCATION

2-1. NAME OF PARTS



2-2. STICKER LOCATION

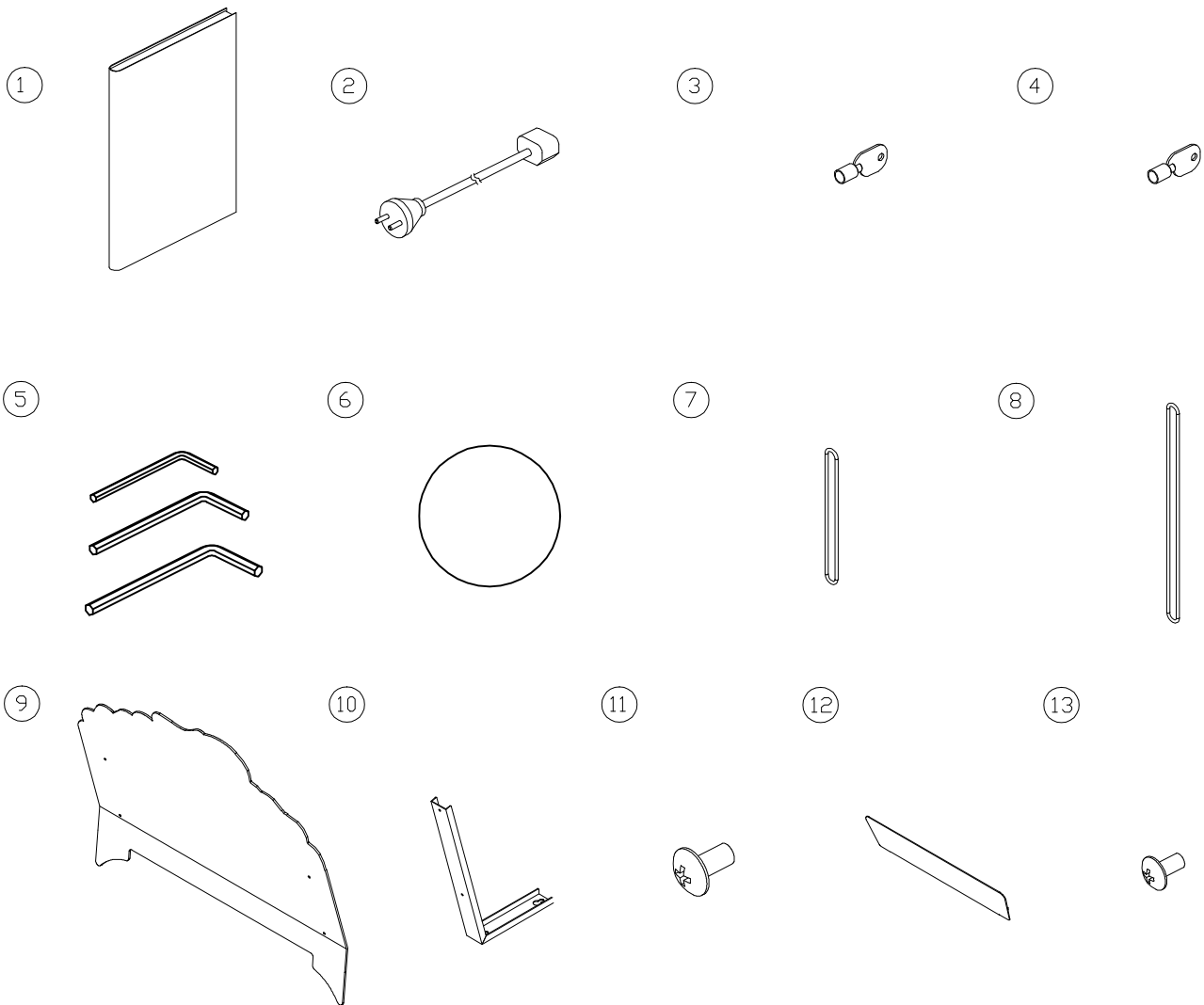


MODEL NAME	SONIC BLAST BALL
POWER REQUIREMENTS	AC 230V , 50Hz
AVERAGE POWER CONSUMPTION	200W (1A)
MAXIMUM POWER CONSUMPTION	280W (1.5A)
WEIGHT (KG)	172Kg(379.2 lb)
MODEL NO.	KM-SBB-001

ROHS



3. COMPONENTS

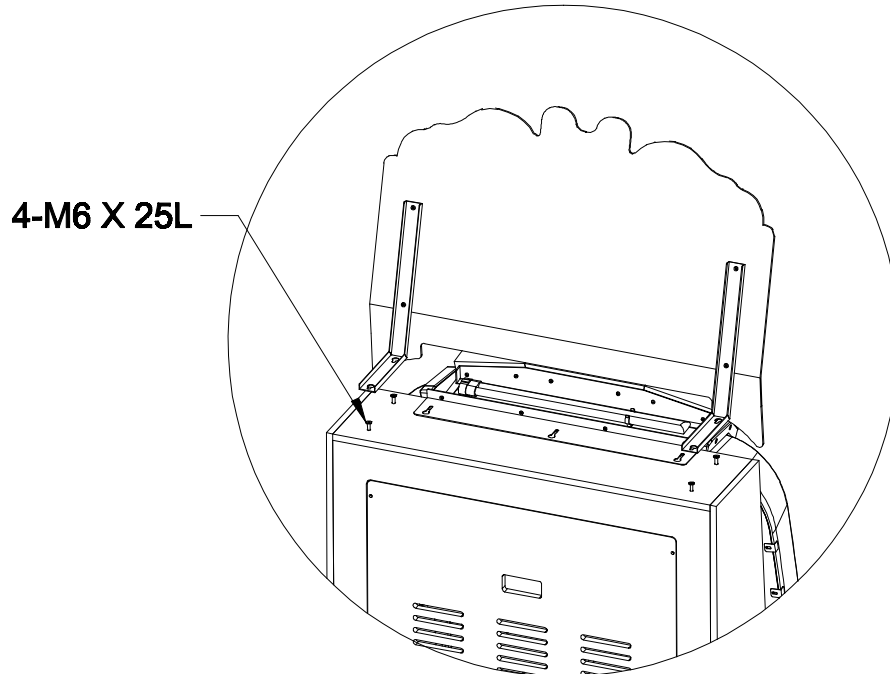


NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	MANUAL	MANUAL	1	MSBBOMAN001
2	AC POWER CORD	125V-7A(0.75)	1	MELEOACP001
		250V-10A(0.75)		MELEOACP008
		250V-13A(0.75)UL (BF3)		MELEOACP006
3	DOOR KEY / TICKET BOX KEY	7001	2	MZZZOKEY032
4	CASH BOX KEY	6001	2	MZZZOKEY013
5	WRENCH	2.5mm	1ea	MXXXOREN001
		3mm		MXXXOREN004
		4mm		MXXXOREN002
6	BALL	φ 85	3	MTODOMOLO02
7	RUBBER BAND No.30	SILICONE (41X1.78mm)	8	MZZZORUB006
8	RUBBER BAND No.41	SILICONE (85.72X1.78mm)	4	MZZZORUB008
9	BILLBOARD FOMEX	BLACK FOMEX-5.0t	1	MSBBOSHE001
10	BILLBOARD FOMEX FIXED BKT	SPCC-1.6t	2	MSBBOMET026
11	TH BOLT	TH M5 X 12L	4	
12	BONUS SHEET BKT	SPCC-1.2t	1	MSBBOMET027
13	TH BOLT	TH M4 X 8L	2	

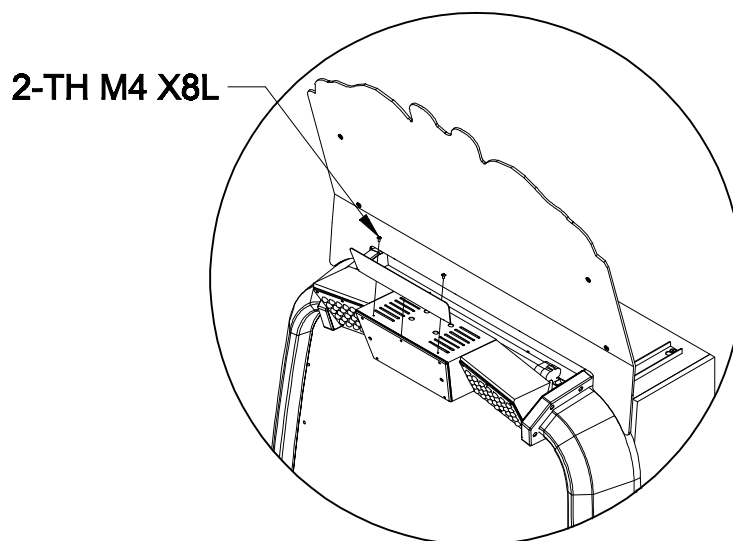
4. HOW TO ASSEMBLE

4-1. Connect a BILLBOARD Ass'y to the top of the main cabinet by tightening the bolts 4EA (M6 x 25L) as shown below.

Refer to PAGE 21 to assemble BILLBOARD FOMEX Ass'y.



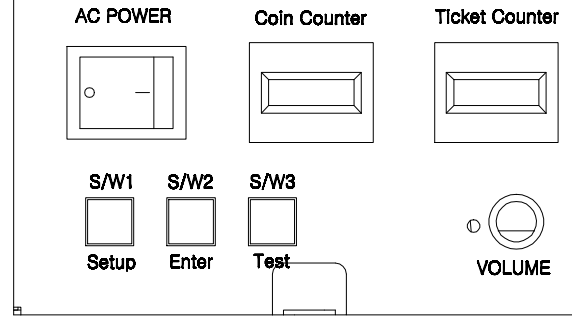
4-2. Connect a BONUS DECAL Bracket with the main cabinet by tightening the bolts 2EA (M4 x 8L) as shown below.



5. SETUP MODE

5-1 Function of Control Panel (SW1, SW2, SW3) .

- 1) S/W1 : a) Entering Setup Mode.
b) Push SW1 two times and return to upper menu.
- 2) S/W2 : a) Adjusting each Setup value.
b) Service coin switch
- 3) S/W3 : a) Entering each Setup menu
b) Test switch



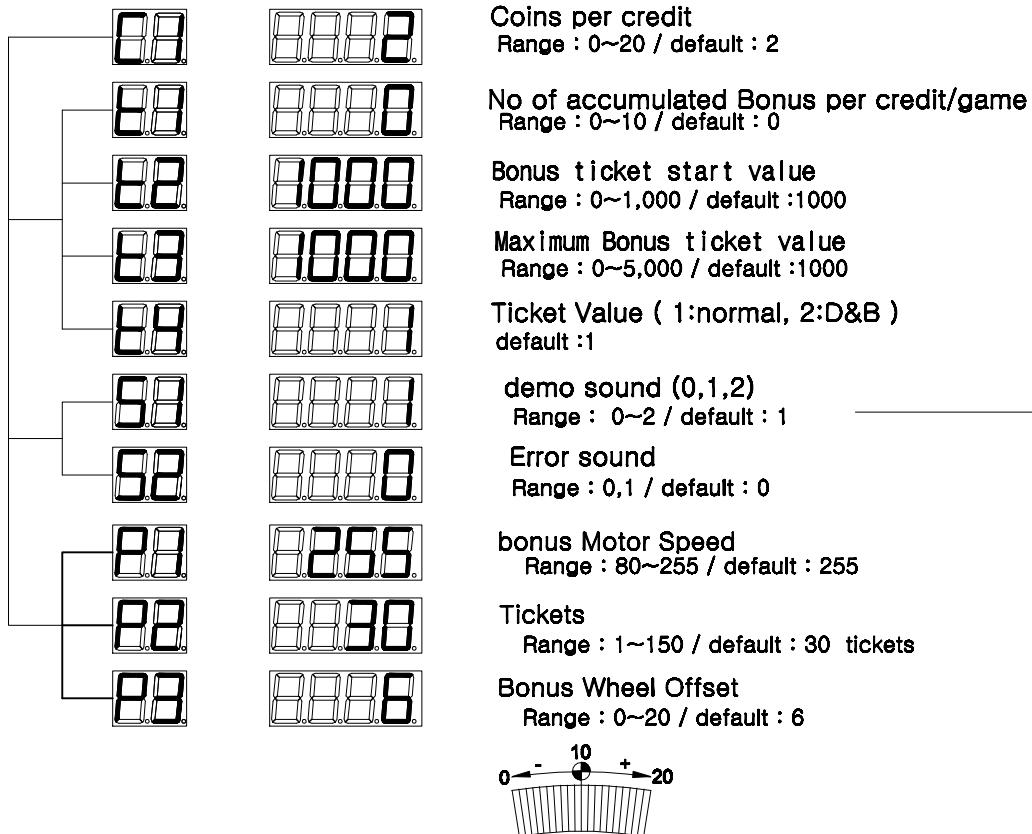
5-2 How to setup.

- 5-2.1 Press SW1 to enter into Setup Mode.
- 5-2.2 Press SW3 and enter each Setup menu.
- 5-2.3 Press SW2 and adjust each setup value.
- 5-2.4 Press SW1 two times to save the setup and return to Game Mode.

setup Mode Flow chart

CREDIT FND (MODE)

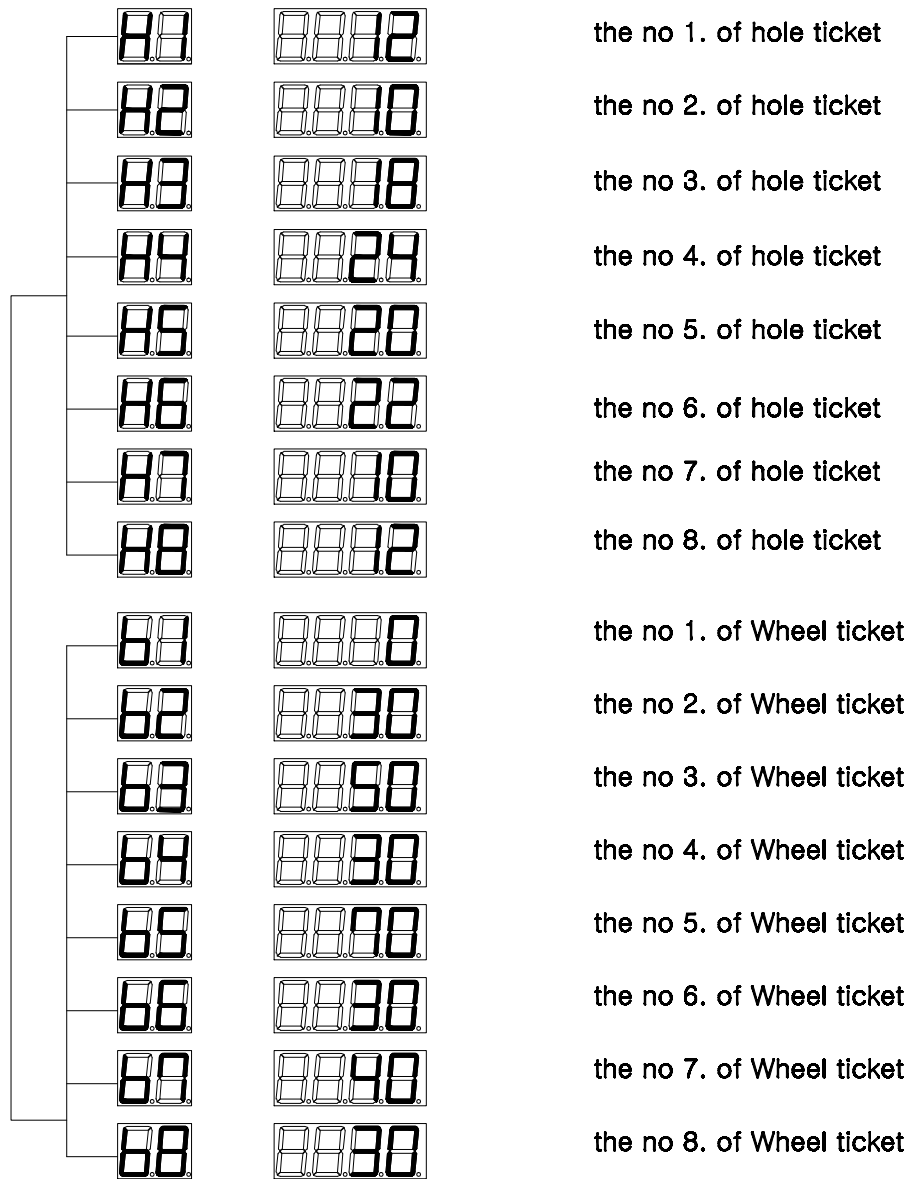
TICKET OWED FND (Setting value displayed)



* Demo sound on/off (0 , 1 , 2)

- * NO 0 --> Demo sound off.
- * No 1 --> Playing demo sound once every 5min.
- * No 2 --> Playing demo sound continuously.

5-3. Flow chart
 * Setup Mode



Dip. S/W
 No.6 OFF - China
 On - International

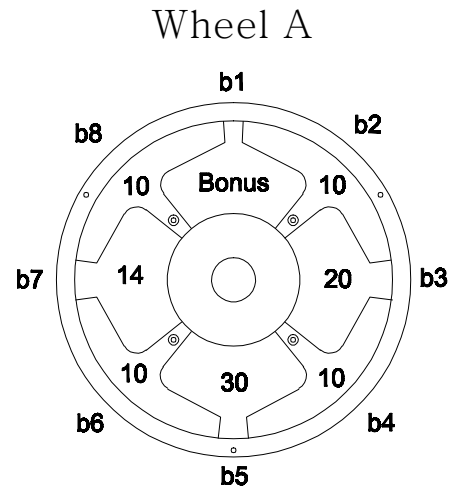
Setting up Wheel A

Price per play: 25c / Ticket Value: 1
 or Price per play: 10c / Ticket Value: 0.5

This is a guide on how to set up Sonic Blast Ball.
 Please check local regulations before operating this game.

By raising or lowering the lower playfield 'hole' ticket values and the maximum 'bonus', you will raise or lower the average number of tickets given per credit.

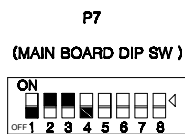
Below are some setup examples for Wheel 'A'. Set the wheel values, DIP switches, hole values and maximum bonus as detailed to achieve the desired average tickets given per credit.



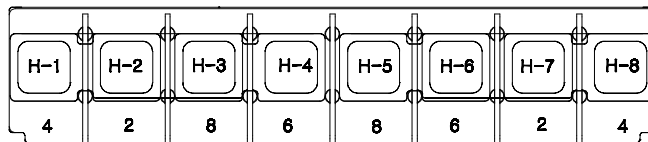
Set the 'wheel' values to match Wheel A above:

Setup Example #1 – Average 10 ticket given per credit

Set DIP switch to:



Set lower playfield 'hole' values to:

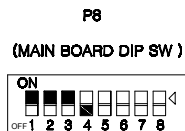


Set 'bonus' to maximum of:

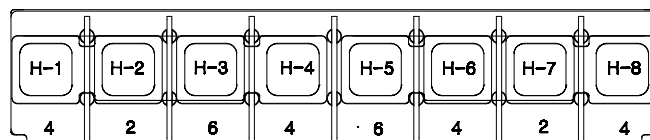
300

Setup Example #2 – Average 8 ticket given per credit

Set DIP switch to:



Set lower playfield 'hole' values to:

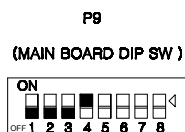


Set 'bonus' to maximum of:

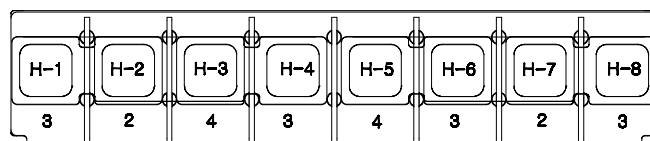
300

Setup Example 3 – Average 6 ticket given per credit

Set DIP switch to:



Set lower playfield 'hole' values to:



Set 'bonus' to maximum of:

100

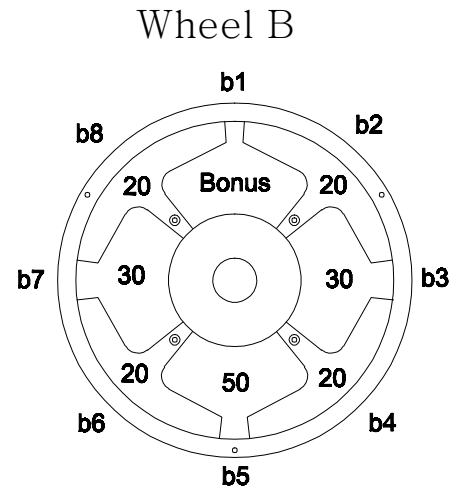
Setting up Wheel B

Price per play: 50c / Ticket Value: 1
 or Price per play: 25c / Ticket Value: 0.5

This is a guide on how to set up Sonic Blast Ball.
 Please check local regulations before operating this game.

By raising or lowering the lower playfield 'hole' ticket values and the maximum 'bonus', you will raise or lower the average number of tickets given per credit.

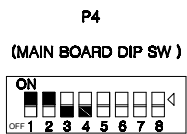
Below are some setup examples for Wheel 'B'. Set the wheel values, DIP switches, hole values and maximum bonus as detailed to achieve the desired average tickets given per credit.



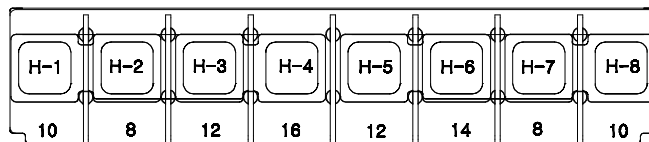
Set the 'wheel' values to match Wheel B above:

Setup Example #1 – Average 25 ticket given per credit

Set DIP switch to:



Set lower playfield 'hole' values to:

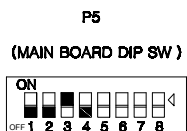


Set 'bonus' to maximum of:

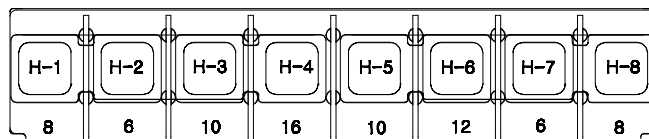
500

Setup Example #2 – Average 20 ticket given per credit

Set DIP switch to:



Set lower playfield 'hole' values to:

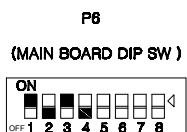


Set 'bonus' to maximum of:

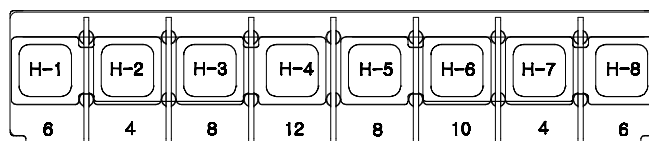
500

Setup Example 3 – Average 15 ticket given per credit

Set DIP switch to:



Set lower playfield 'hole' values to:



Set 'bonus' to maximum of:

500

Setting up Wheel C

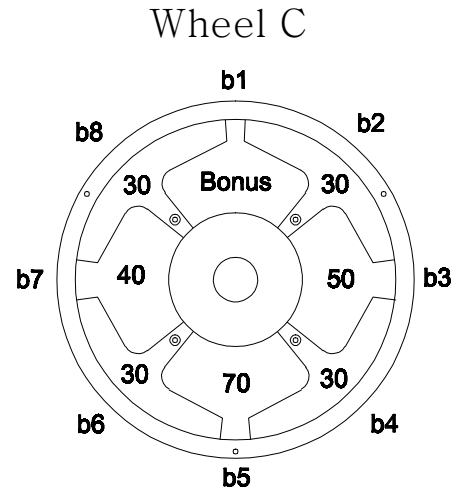
Price per play: \$1 / Ticket Value: 1

or Price per play: 50c / Ticket Value: 0.5

This is a guide on how to set up Sonic Blast Ball.
Please check local regulations before operating this game.

By raising or lowering the lower playfield 'hole' ticket values and the maximum 'bonus', you will raise or lower the average number of tickets given per credit.

Below are some setup examples for Wheel 'C'. Set the wheel values, DIP switches, hole values and maximum bonus as detailed to achieve the desired average tickets given per credit.



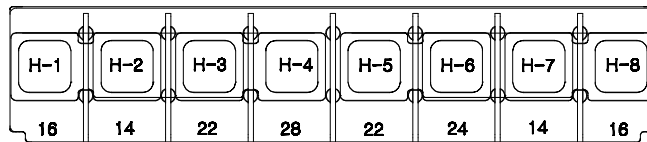
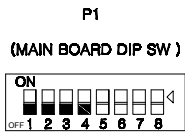
Set the 'wheel' values to match Wheel C above:

Setup Example #1 – Average 40 ticket given per credit

Set DIP switch to:

Set lower playfield 'hole' values to:

Set 'bonus' to maximum of:



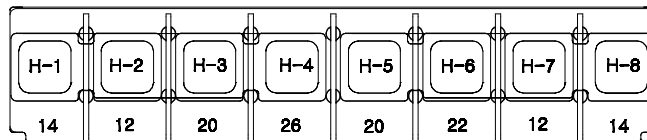
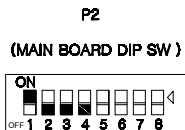
1000

Setup Example #2 – Average 35 ticket given per credit

Set DIP switch to:

Set lower playfield 'hole' values to:

Set 'bonus' to maximum of:



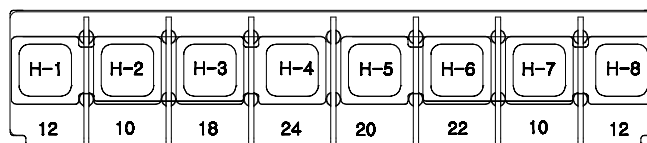
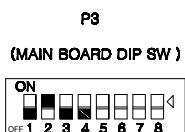
1000

Setup Example 3 – Average 30 ticket given per credit

Set DIP switch to:

Set lower playfield 'hole' values to:

Set 'bonus' to maximum of:



1000

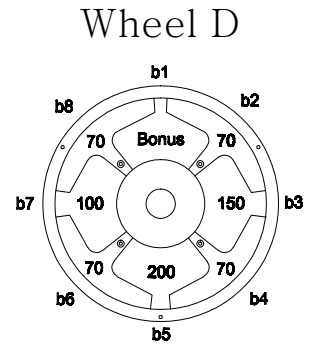
Setting up Wheel D

Price per play: \$2 / Ticket Value: 1
 or Price per play: \$1 / Ticket Value: 0.5

This is a guide on how to set up Sonic Blast Ball.
 Please check local regulations before operating this game.

By raising or lowering the lower playfield 'hole' ticket values and the maximum 'bonus', you will raise or lower the average number of tickets given per credit.

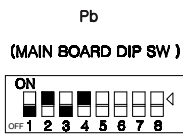
Below are some setup examples for Wheel 'D'. Set the wheel values, DIP switches, hole values and maximum bonus as detailed to achieve the desired average tickets given per credit.



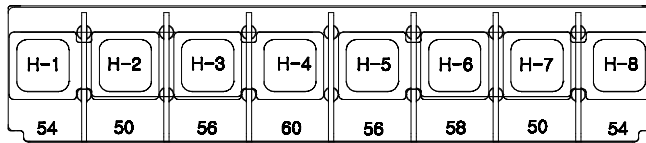
Set the 'wheel' values to match Wheel D below:

Setup Example #1 – Average 75 ticket given per credit

Set DIP switch to:



Set lower playfield 'hole' values to:

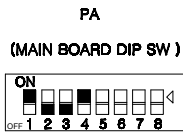


Set 'bonus' to maximum of:

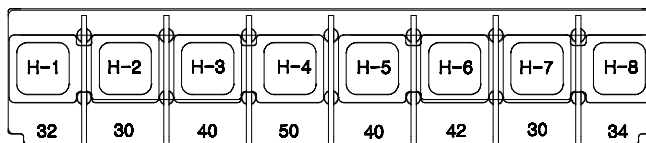
2000

Setup Example #2 – Average 60 ticket given per credit

Set DIP switch to:



Set lower playfield 'hole' values to:



Set 'bonus' to maximum of:

1500

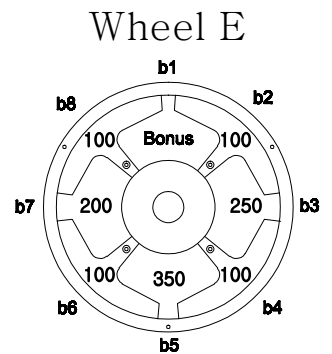
Setting up Wheel E

Price per play: \$4 / Ticket Value: 1
 or Price per play: \$2 / Ticket Value: 0.5

This is a guide on how to set up Sonic Blast Ball.
 Please check local regulations before operating this game.

By raising or lowering the lower playfield 'hole' ticket values and the maximum 'bonus', you will raise or lower the average number of tickets given per credit.

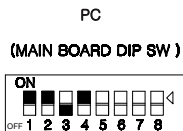
Below are some setup examples for Wheel 'E'. Set the wheel values, DIP switches, hole values and maximum bonus as detailed to achieve the desired average tickets given per credit.



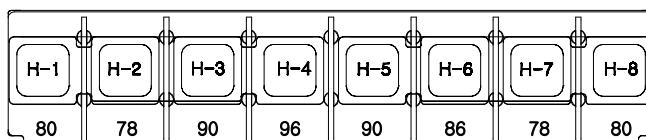
Set the 'wheel' values to match Wheel E below:

Setup Example #1 – Average 120 ticket given per credit

Set DIP switch to:



Set lower playfield 'hole' values to:



Set 'bonus' to maximum of:

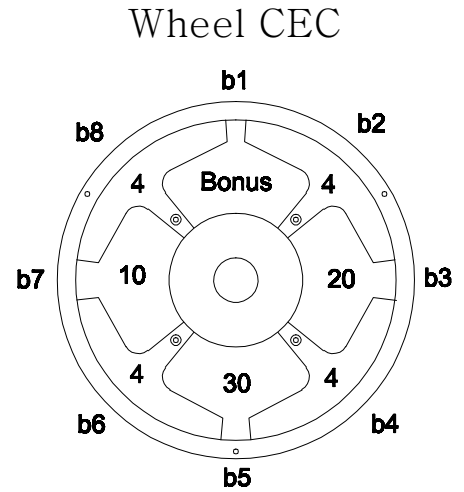
3000

Setting up Wheel CEC

This is a guide on how to set up Sonic Blast Ball.
Please check local regulations before operating this game.

By raising or lowering the lower playfield 'hole' ticket values and the maximum 'bonus', you will raise or lower the average number of tickets given per credit.

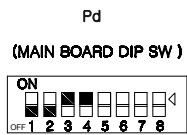
Below are some setup examples for Wheel 'CEC' . Set the wheel values, DIP switches, hole values and maximum bonus as detailed to achieve the desired average tickets given per credit.



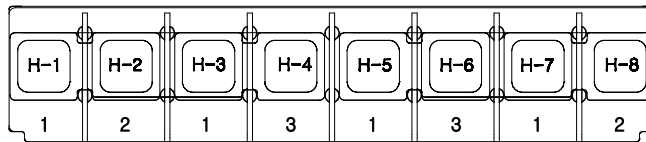
Set the 'wheel' values to match Wheel CEC above:

Setup Example #1 – Average 4 ticket given per credit

Set DIP switch to:



Set lower playfield 'hole' values to:



Set 'bonus' to maximum of:

100

5-5. How to clear existing setup value.

- 5-5.1 Turn on machine while SW1 being pushed to enter into Clear Mode.
- 5-5.2 Press SW2 and clear the data.
- 5-5.3 Press SW3 and enter each setup menu.
- 5-5.4 Press SW1 two times to save the setup and return to Game Mode.

*** Clear Mode**

Credit Fnd	Bonus Fnd	
		- Clear the accumulated Bonus Tickets in Bonus FND (Related setup menu : "t1" No. of accumulated bonus per game.)
		- Stop Ticket Dispense from Ticket Dispenser.
		- Clear the Tickets (Laid aside for bonus game.)
		- Clear the Credits.
		- Clear the all Set-up value and return to default setting.

5-6. Error mode

Ticket Owed FND

	When no ticket is available into dispenser, or Error on ticket dispenser.
	Error on Lever Motor or Open Sensor.
	Error on Lever Motor or Close Sensor.
	Error on Big Win Motor or Left Sensor.
	Error on Big Win Motor or Right Sensor.
	Error when a ball doesn't go around a track or air blower doesn't work, or Error on Ball Sensor 'a'.
	Error on Ball Sensor 'b'.
	Error when Micro Switch or Big Win Hole Sensor doesn't detect movement of a ball after a Ball-Drop Button pressed by a Player.
	Error on Bonus Wheel Motor or Sensor.
	Error when a Micro Switch is Pressed by the Ball. Or, a Pin of the Micro Switch couldn't Return.

6. Test mode

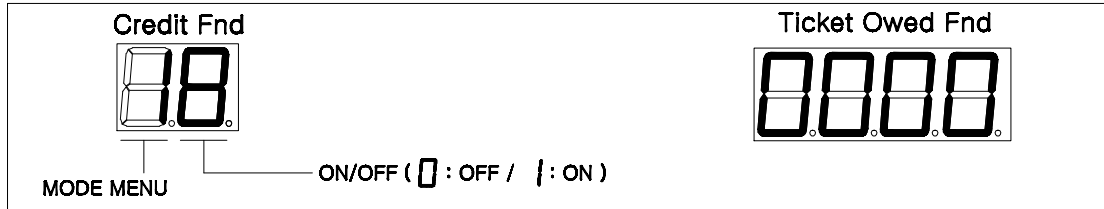
6-1. The first step of Test Mode.

6-1.1 Press SW3 to enter into Test Mode.

6-1.2 Press SW1 to enter into each Test Menu.

6-1.3 Press SW2 to operate each Test menu.

6-1.4 Press SW3 two times to save the setup and return to Game Mode.

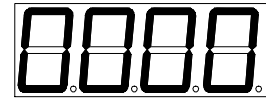


NO.	Credit Fnd	Content
1		Lever Motor Test Off
2		Lever Motor Test On
3		BIG WIN Motor Test Off
4		BIG WIN Motor Test On
5		Blower Motor Test Off
6		Blower Motor Test On
7		Ticket Dispenser Test Off
8		Ticket Dispenser Test On
9		Bonus Wheel Test Off
10		Bonus Wheel Test On
11		Led & Fnd Test Off
12		Led & Fnd Test On
13		Sound Test Off
14		Sound Test On
15		Counter Test Mode
16		Coin Counter On
17		Ticket Counter On

6-2.Sensor And Switch Test

- Sensor and Switch operation conformity check

Ticket Owed Fnd Display



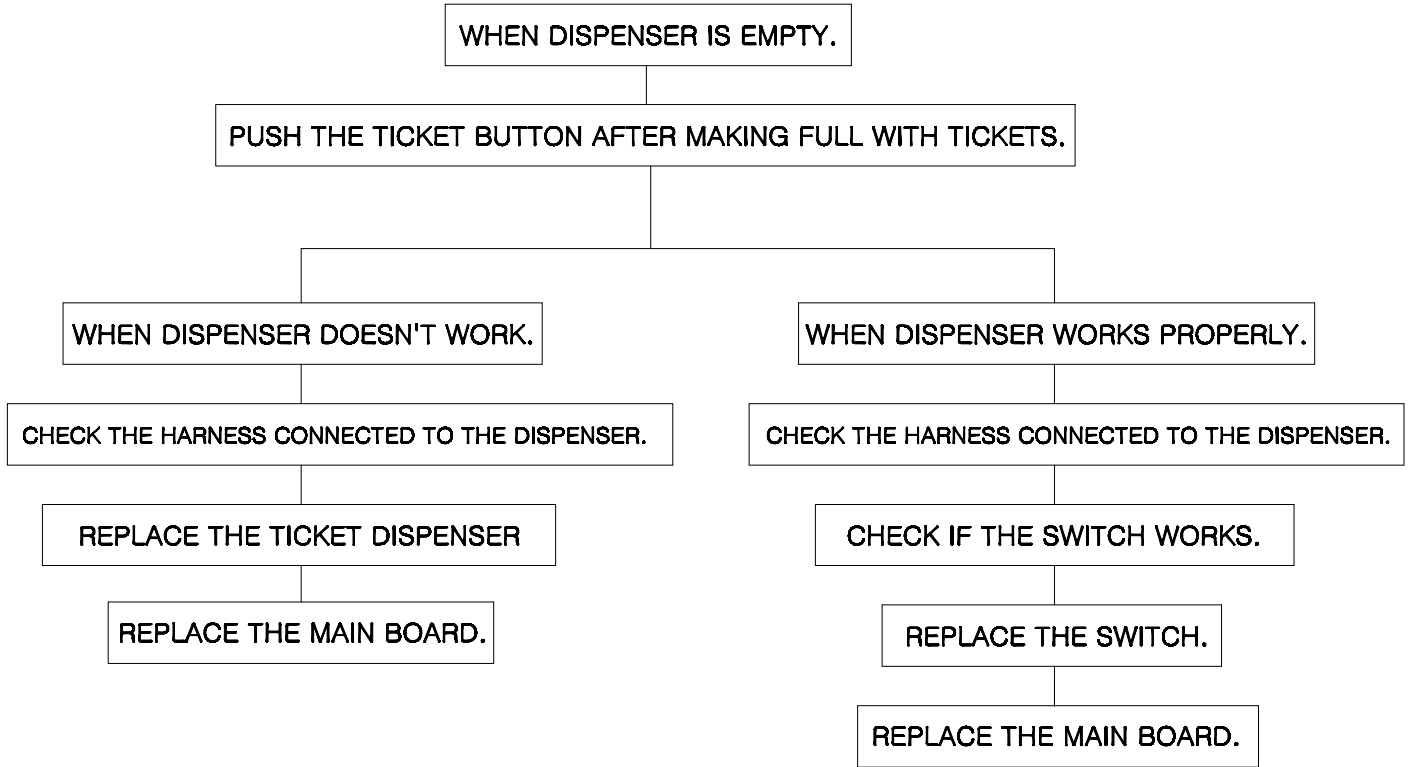
NO.	CONTENT	Ticket Owed FND
1	1P Ticket Dispenser Sensor	
2	1P Ticket Empty Switch	
3	Start Button	
4	Coin Sensor	
5	Setup Button	
6	Service Button	
7	Test Button	
8	Lever Close Sensor	
9	Lever Open Sensor	
10	Big Win Left Sensor	
11	Big Win Right Sensor	
12	Big Win Hole Sensor	
13	Ball Check "a" Sensor	
14	Ball Check "b" Sensor	
15	Micro Switch "1"	
16	Micro Switch "2"	
17	Micro Switch "3"	
18	Micro Switch "4"	
19	Micro Switch "5"	
20	Micro Switch "6"	
21	Micro Switch "7"	
22	Micro Switch "8"	
23	Bonus Wheel Point Sensor	

7. TROUBLESHOOTING

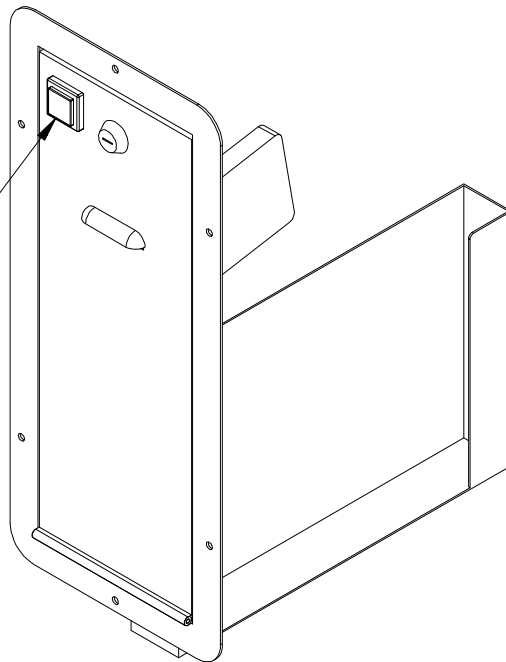
7-1. Error Code "1"

WHEN TICKET DISPENSER DOESN'T WORK OR DISPENSER IS EMPTY.

- TEST ACCORDING TO TEST MODE 7, 8
- CONFIRM THE STATUS OF MOTOR AFTER TESTING.



Ticket Empty Button

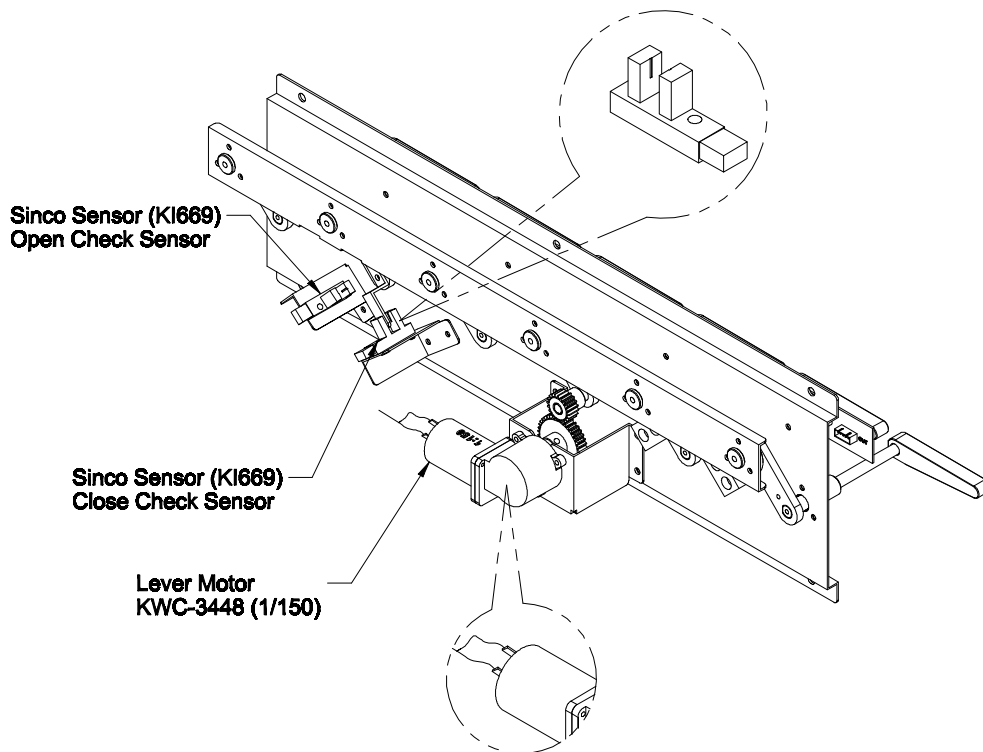
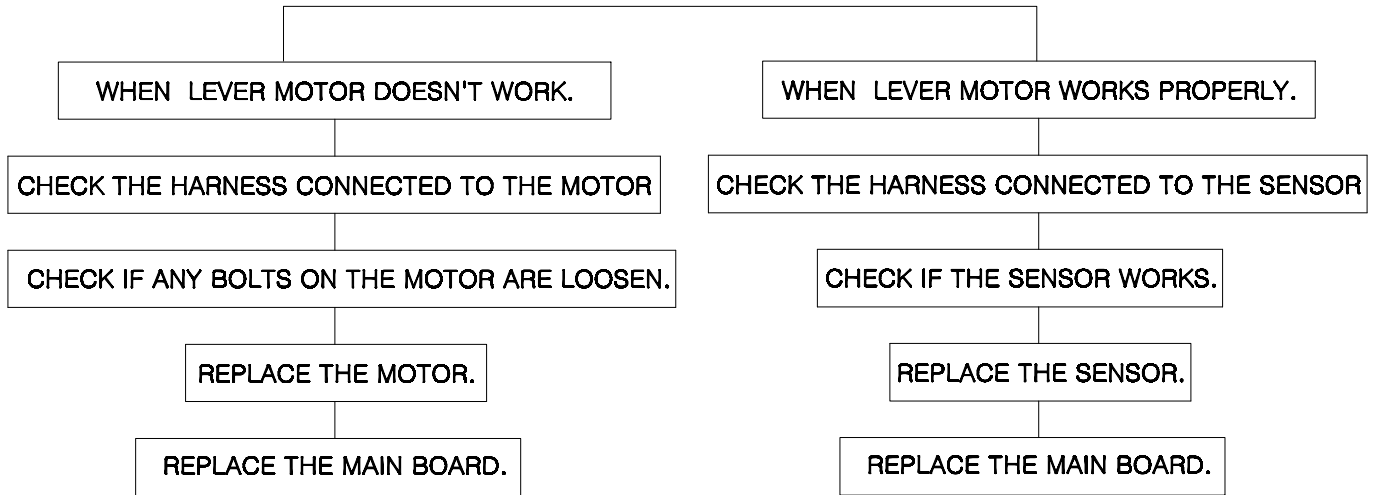


Reference: TICKET BOX Ass'y

7-2. <Error code "2", "3">

WHEN A LEVER MOTOR OR A SENSOR DOESN'T WORK.

- TEST ACCORDING TO TEST MODE 11(REFER TO Page 12~13.)
- CONFIRM THE STATUS OF MOTOR AFTER TESTING.

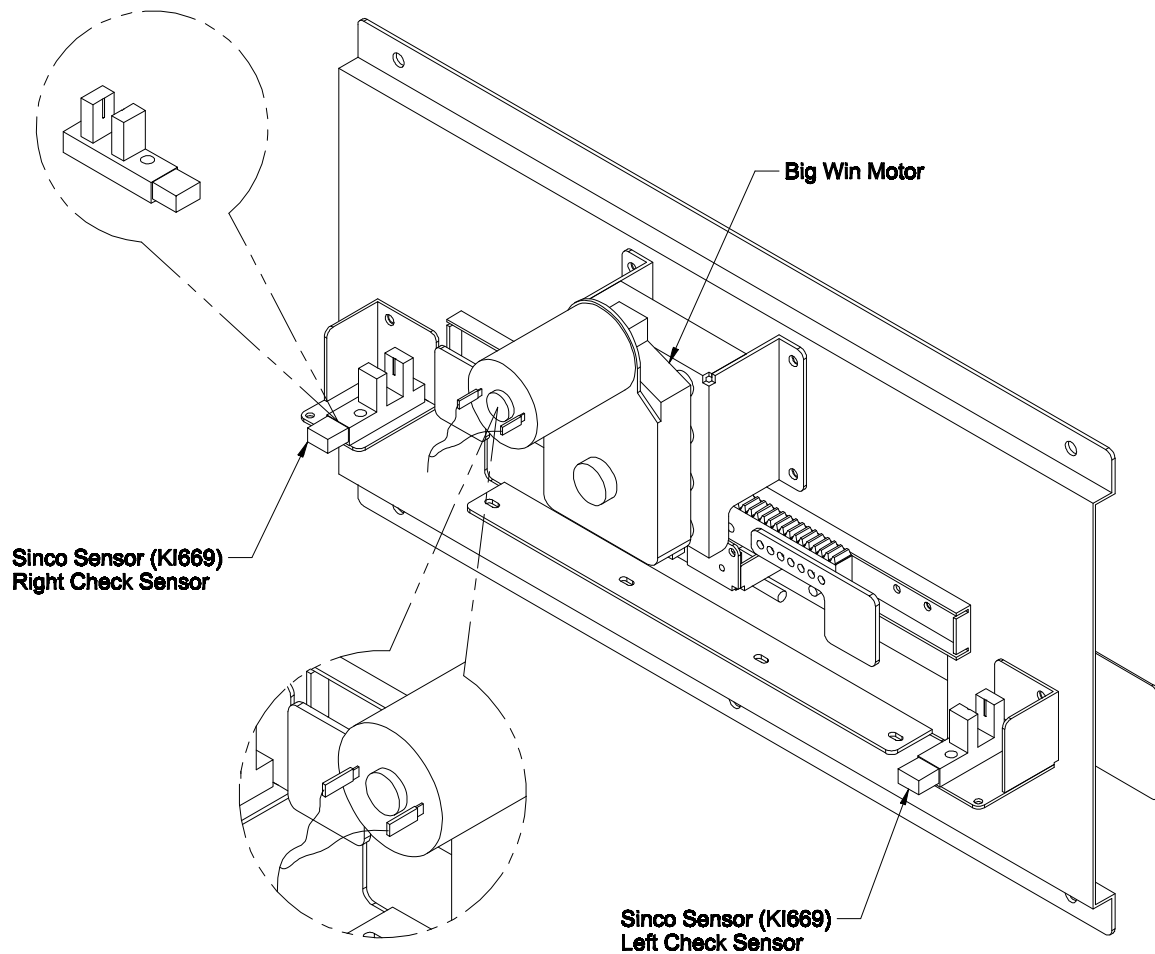
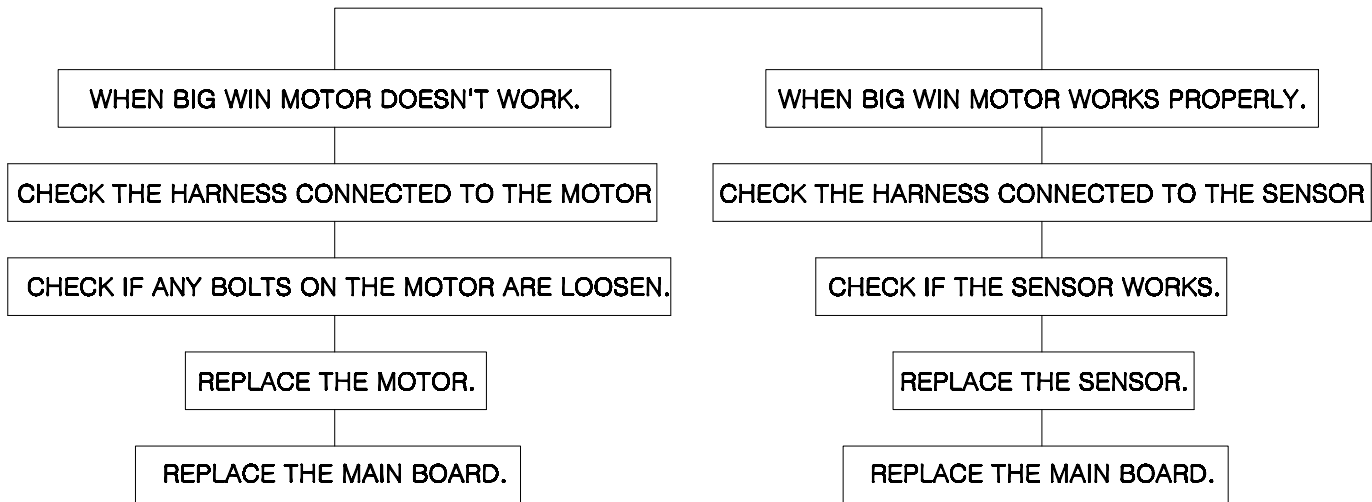


Reference: LEVER Ass'y

7-3. <Error code "4", "5">

WHEN A BIG WIN MOTOR OR A SENSOR DOESN'T WORK.

- TEST ACCORDING TO TEST MODE 21 (REFER TO Page 12~13.)
- CONFIRM THE STATUS OF MOTOR AFTER TESTING.

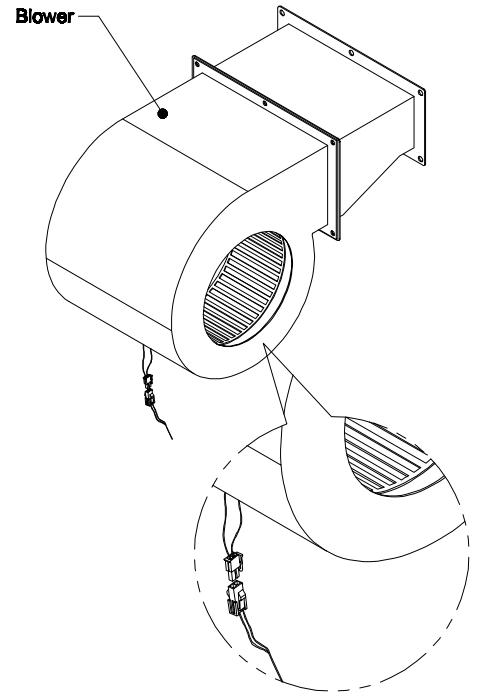
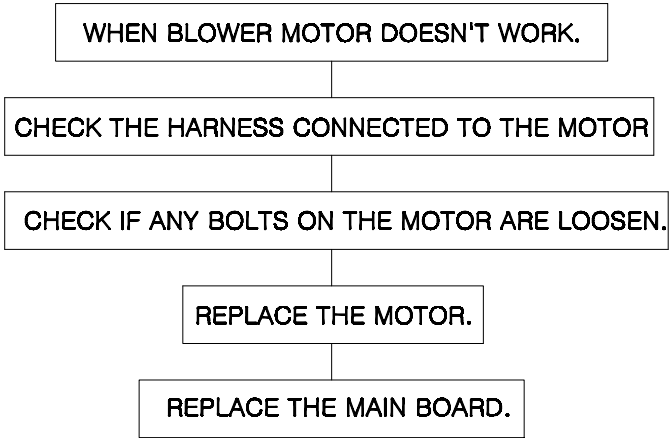


Reference: BIG WIN HOLE Ass'y

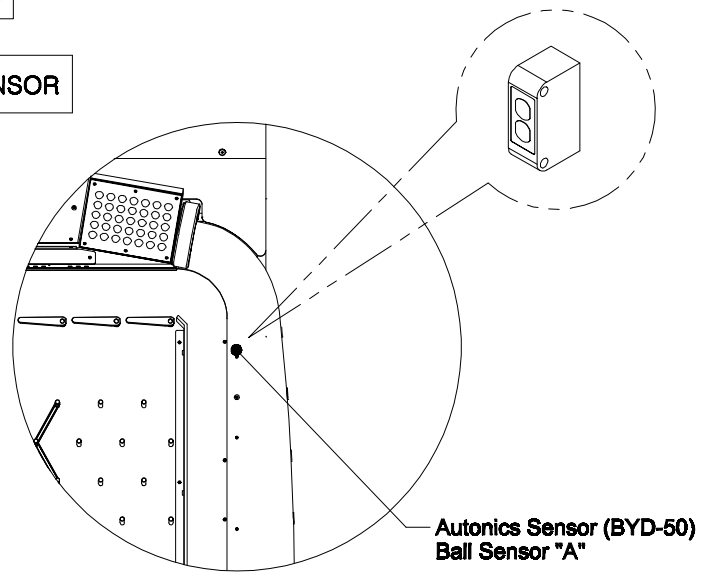
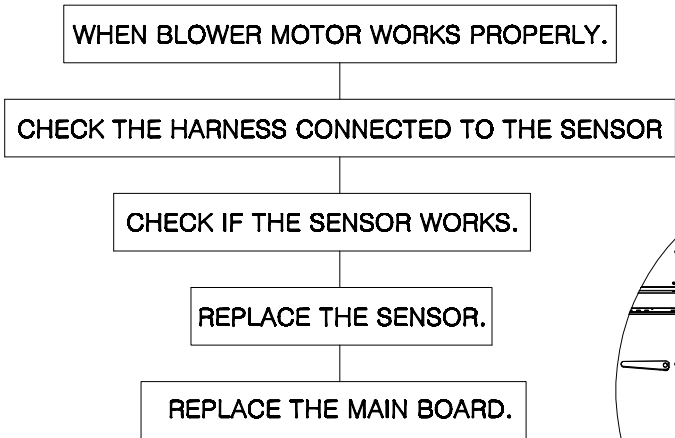
7-4. <Error code "6">

WHEN A BLOWER MOTOR OR "A" SENSOR DOESN'T WORK.

- TEST ACCORDING TO TEST MODE 31(REFER TO Page 12~13.)
- CONFIRM THE STATUS OF MOTOR AFTER TESTING.



Reference: Blower Ass'y

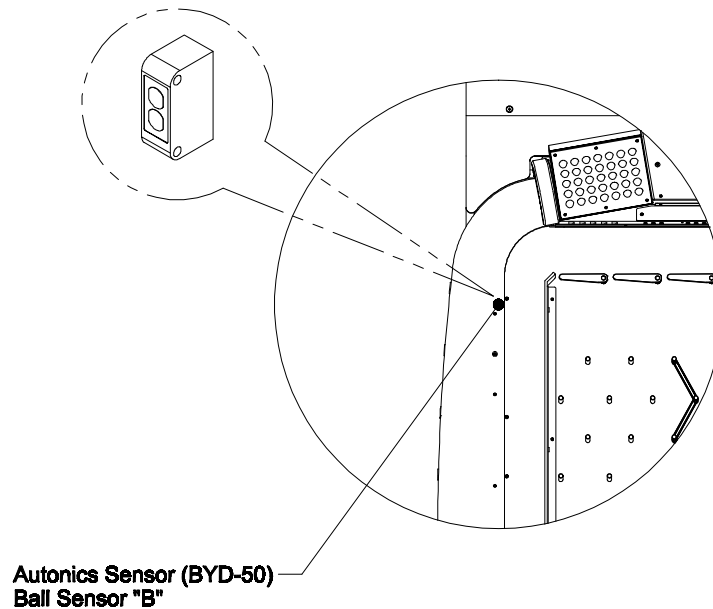
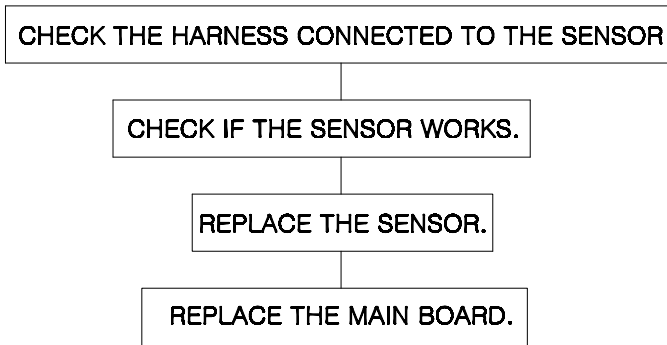


Reference: VACCUM SIDE FIXED BKT-R Ass'y

7-5. <Error code "7">

WHEN "B" SENSOR DOESN'T WORK.

- TEST ACCORDING TO TEST MODE 31(REFER TO Page 12~13.)

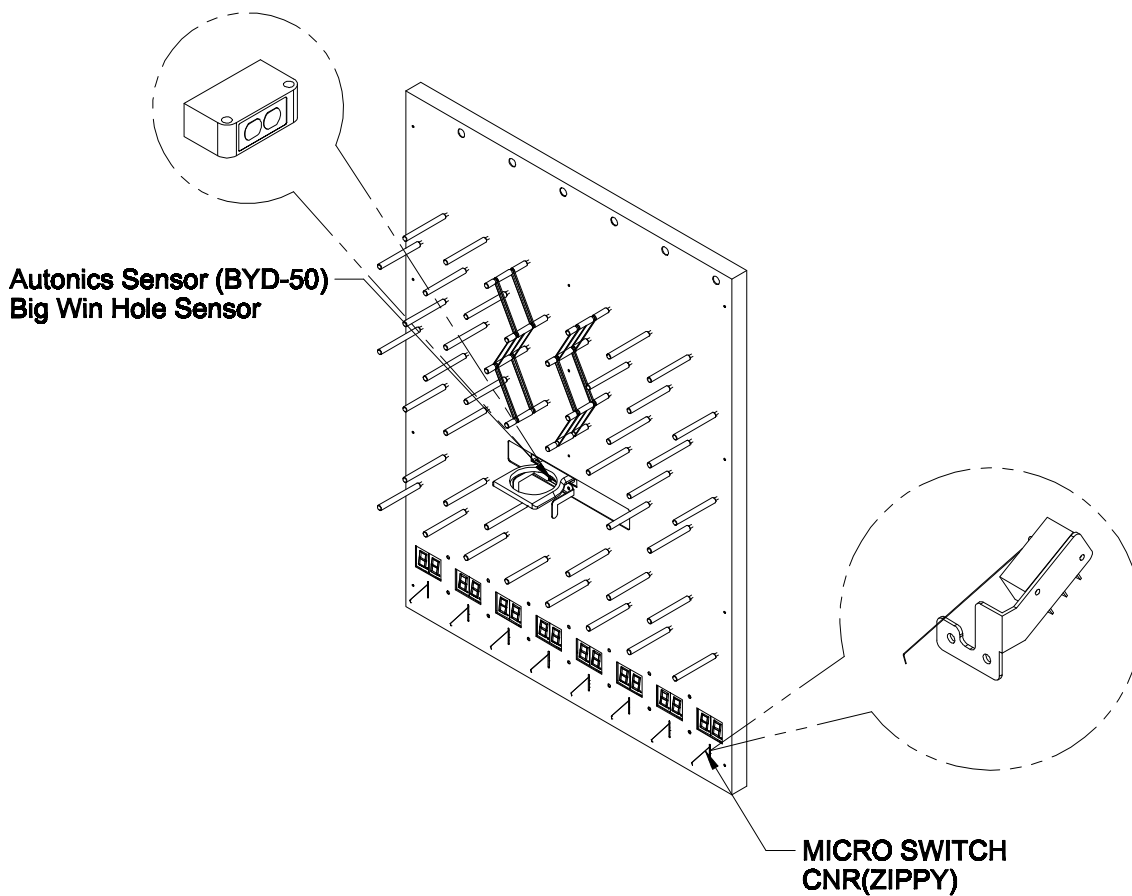
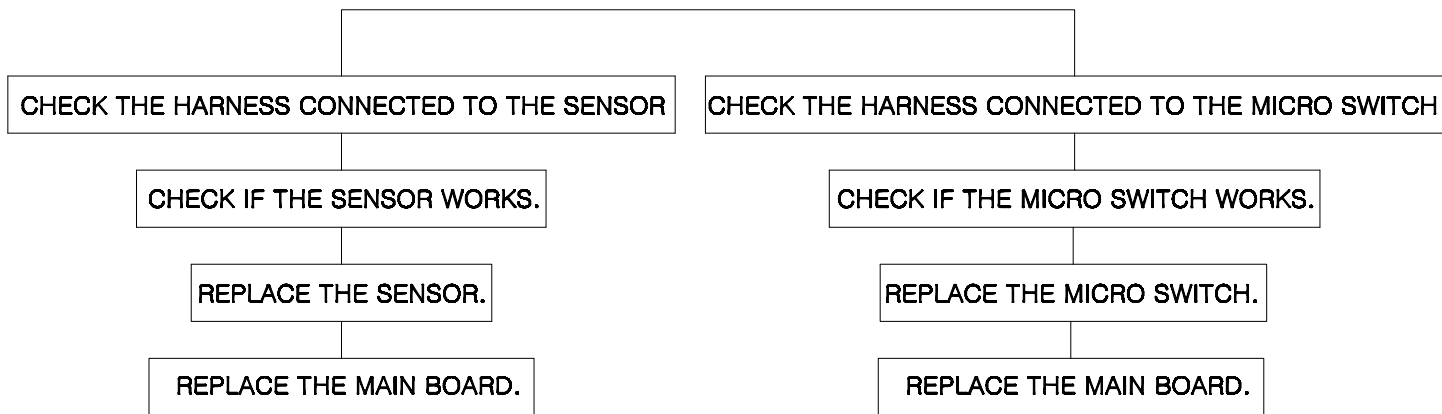


Reference: VACCUM SIDE FIXED BKT-L Ass'y

7-6. <Error code "8">

WHEN A PLAYER PUSHES A BALL-DROP BUTTON, THE BALL DROPS BUT HOLE MICRO SWITCH OR A BIG WIN HOLE SENSOR DOESN'T SENSE THE DROPPING BALL.

- TEST ACCORDING TO TEST MODE 31(REFER TO Page 12~13.)



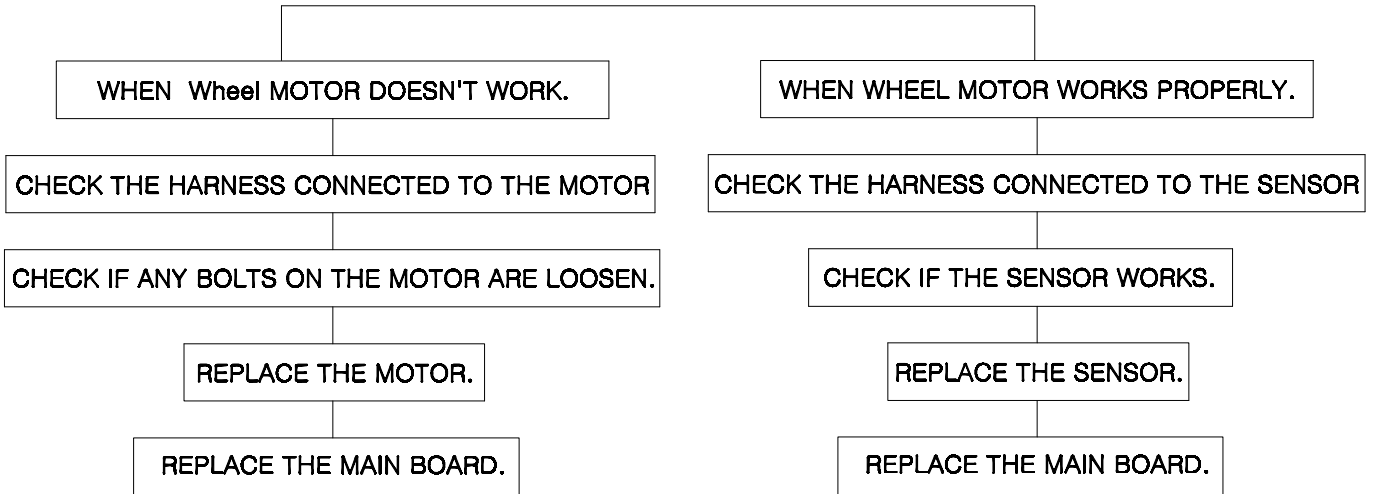
Reference: FRONT BKT Ass'y

7-7. <Error code "9">

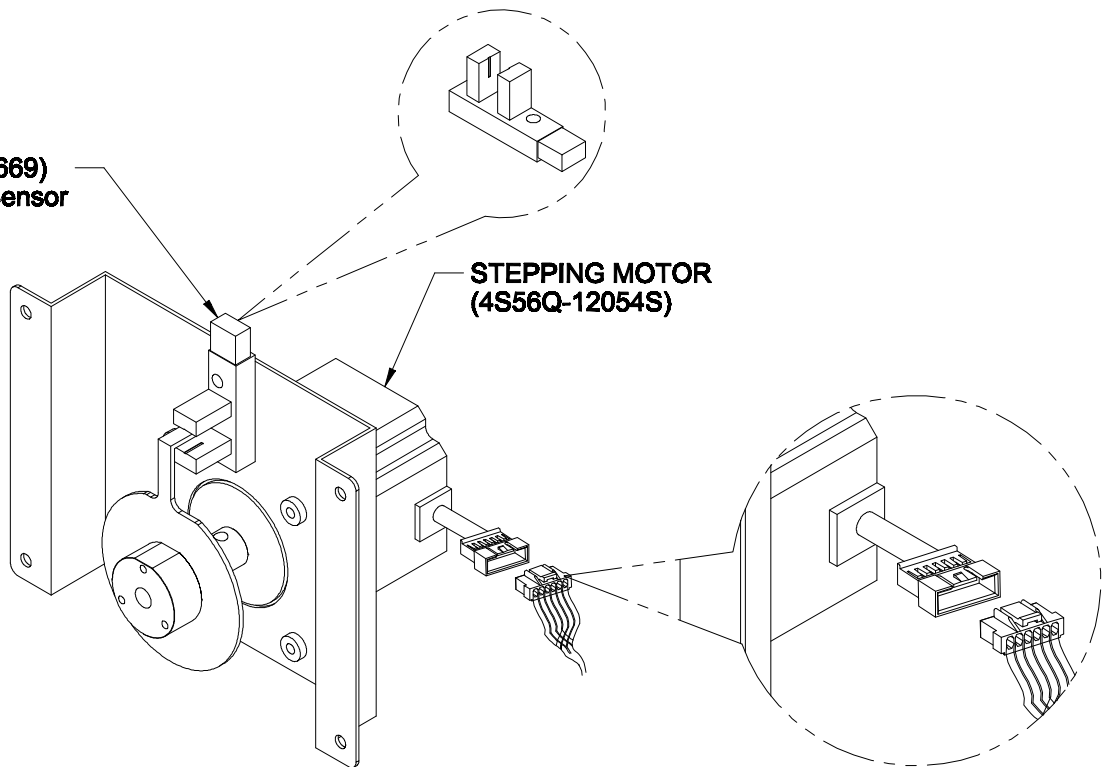
WHEN A BONUS WHEEL MOTOR OR A SENSOR DOESN'T WORK.

- TEST ACCORDING TO TEST MODE 41,51(REFER TO Page 12~13.)

- CONFIRM THE STATUS OF MOTOR AFTER TESTING.



Sinco Sensor (K1669)
Encoder Check Sensor

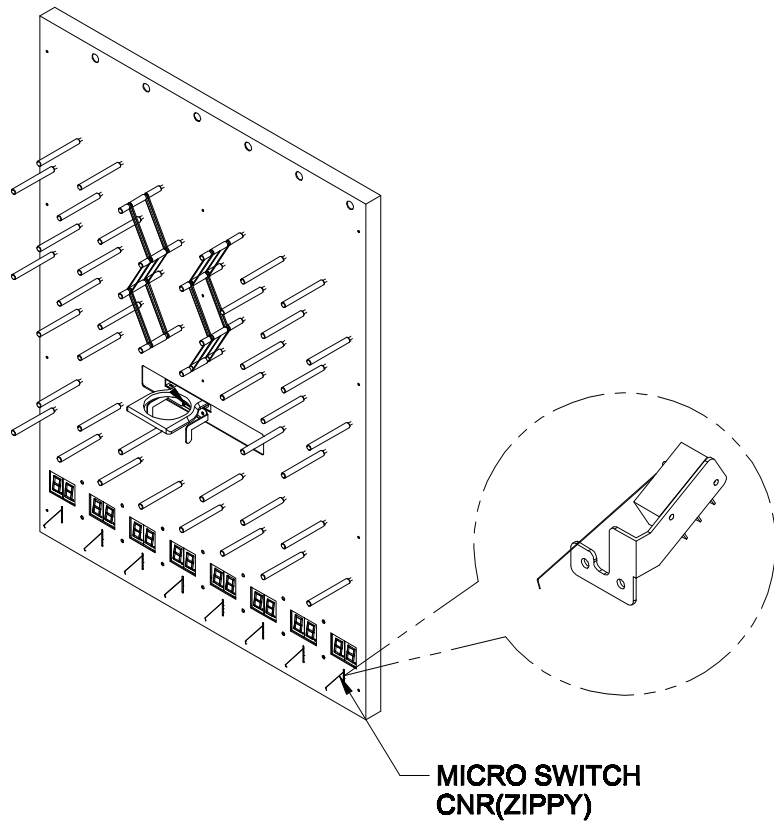
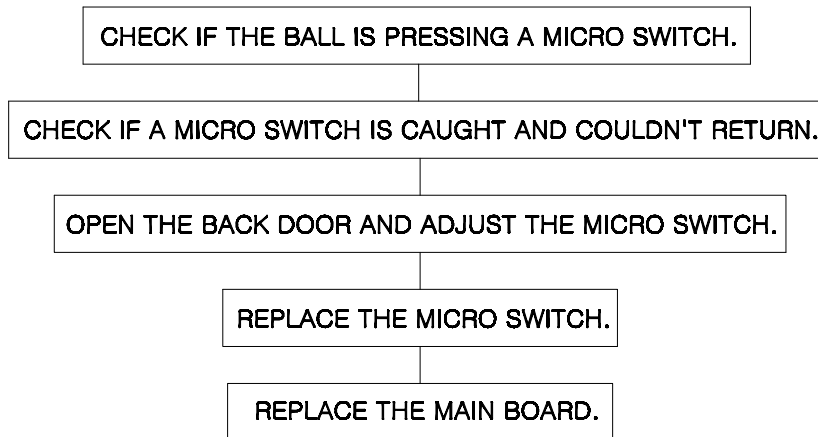


Reference: BONUS WHEEL Motor Ass'y

7-8. <Error code "10">

ERROR WHEN A MICRO SWITCH IS PRESSED BY THE BALL.
OR, A PIN OF THE MICRO SWITCH COULDN'T RETURN.

- TEST ACCORDING TO TEST MODE 31(REFER TO Page 12~13.)

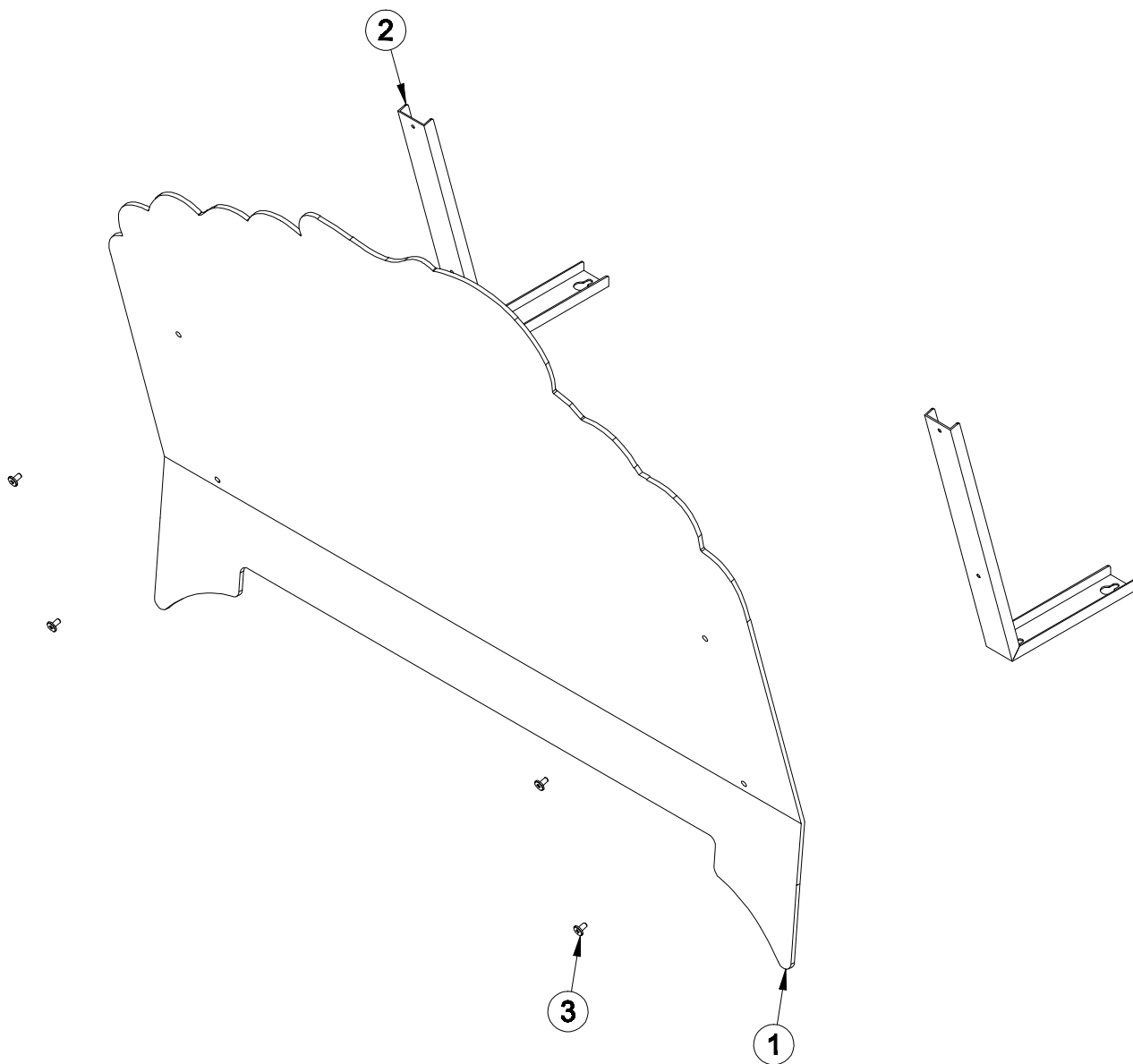


Reference: FRONT BKT Ass'y

8.ASSEMBLING SONIC BLAST BALL Ass'y

8-1.BILLBOARD FOMEX Ass'y

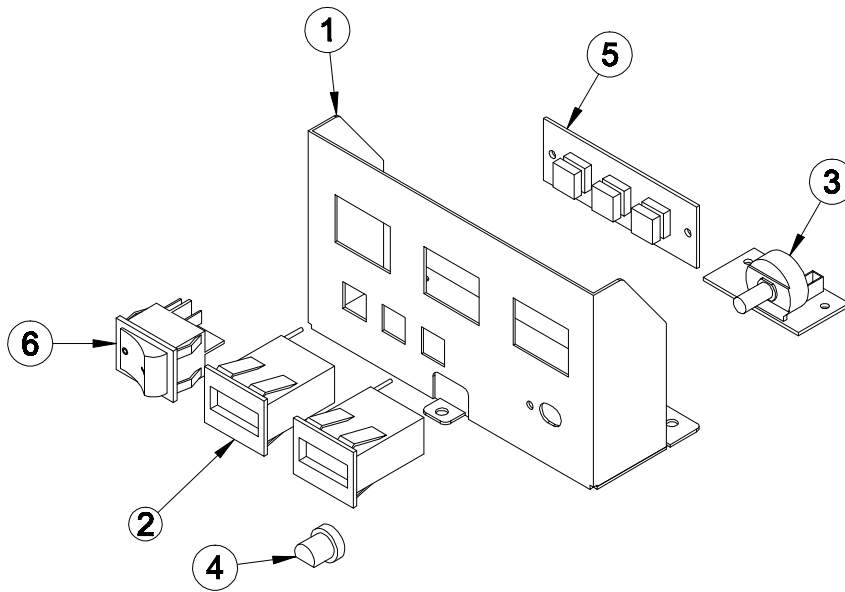
MSBB0ASM001



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MSBB0SHE001	1	BILLBOARD FOMEX	BLACK FOMEX-5.0t
2	MSBB0MET026	2	BILLBOARD FOMEX FIXED BKT	SPCC-1.6t
3		4	TH M5X12L	M5X12L

8-2.AC POWER SWITCH Ass'y

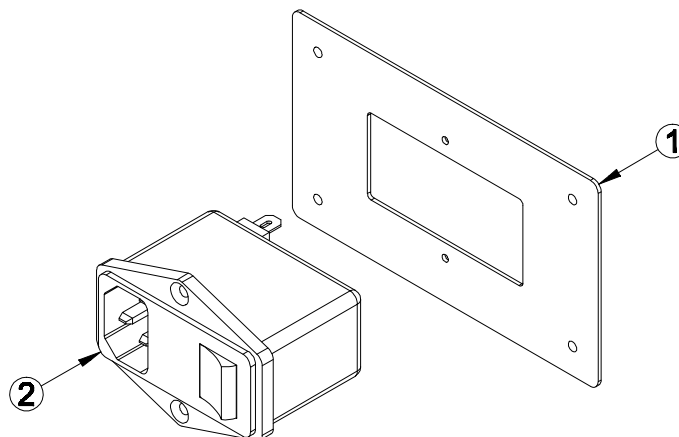
MSBB0ASM002



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MSBB0MET070	1	AC POWER SWITCH BRACKET	SPCC-1.2t
2	MZZZ0COU002	2	COUNTER	AMMC-712(OA127CL)
3	AMUN0PCB003	1	VOLUME BOARD Ass'y	KMAMP-VR
4	MELE0VOL007	1	VOLUME KNOB	YELLOW COLOR
5	AGKM0BOA001	1	SETUP BUTTON BOARD	KMMB 121101-100A
6	MELE0SWI004	1	ROCKER SWITCH	T-125 4P

8-3.NOISE FILTER Ass'y

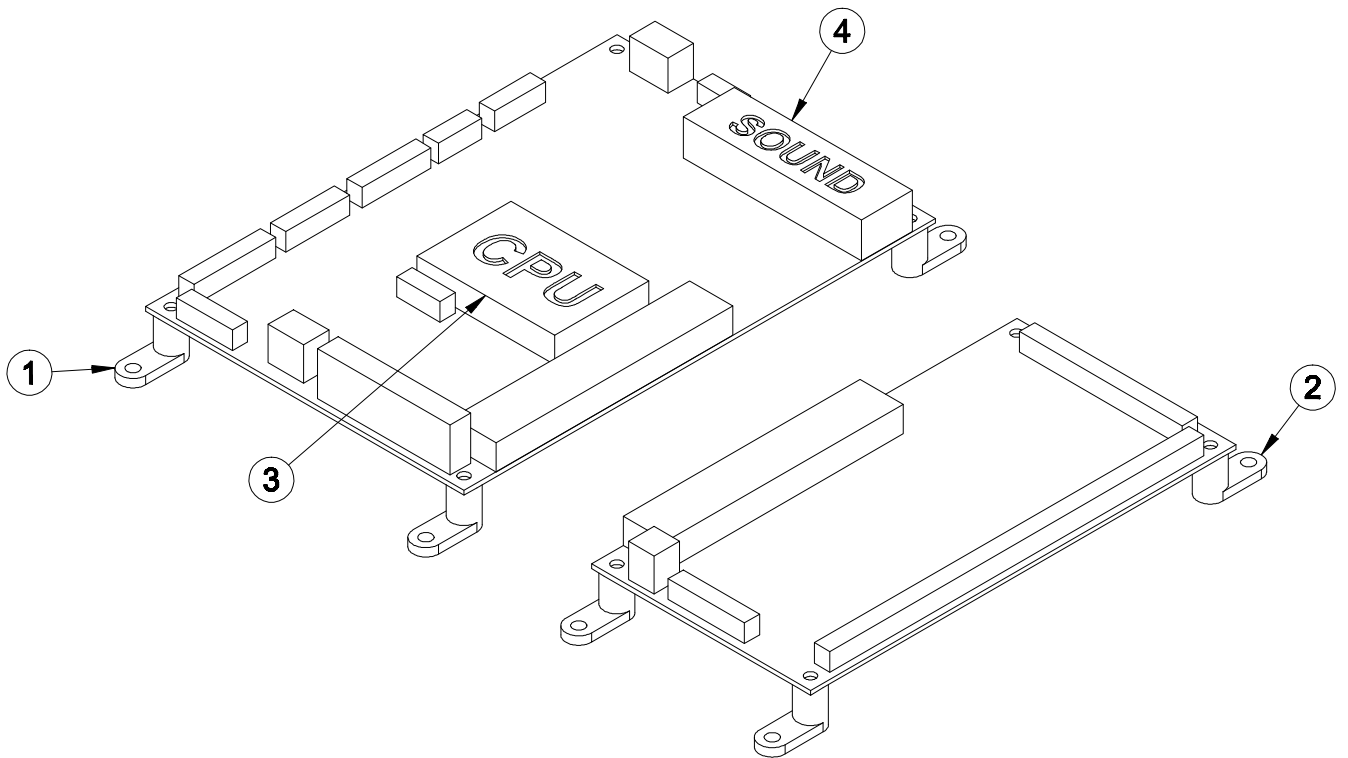
MSBB0ASM003



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MSBB0MET071	1	AC INPUT BRACKET	SPCC-1.2t
2	MELE0NOI002	1	NOISE FILTER	IP-0642-H2

8-4.MAIN BOARD Ass'y

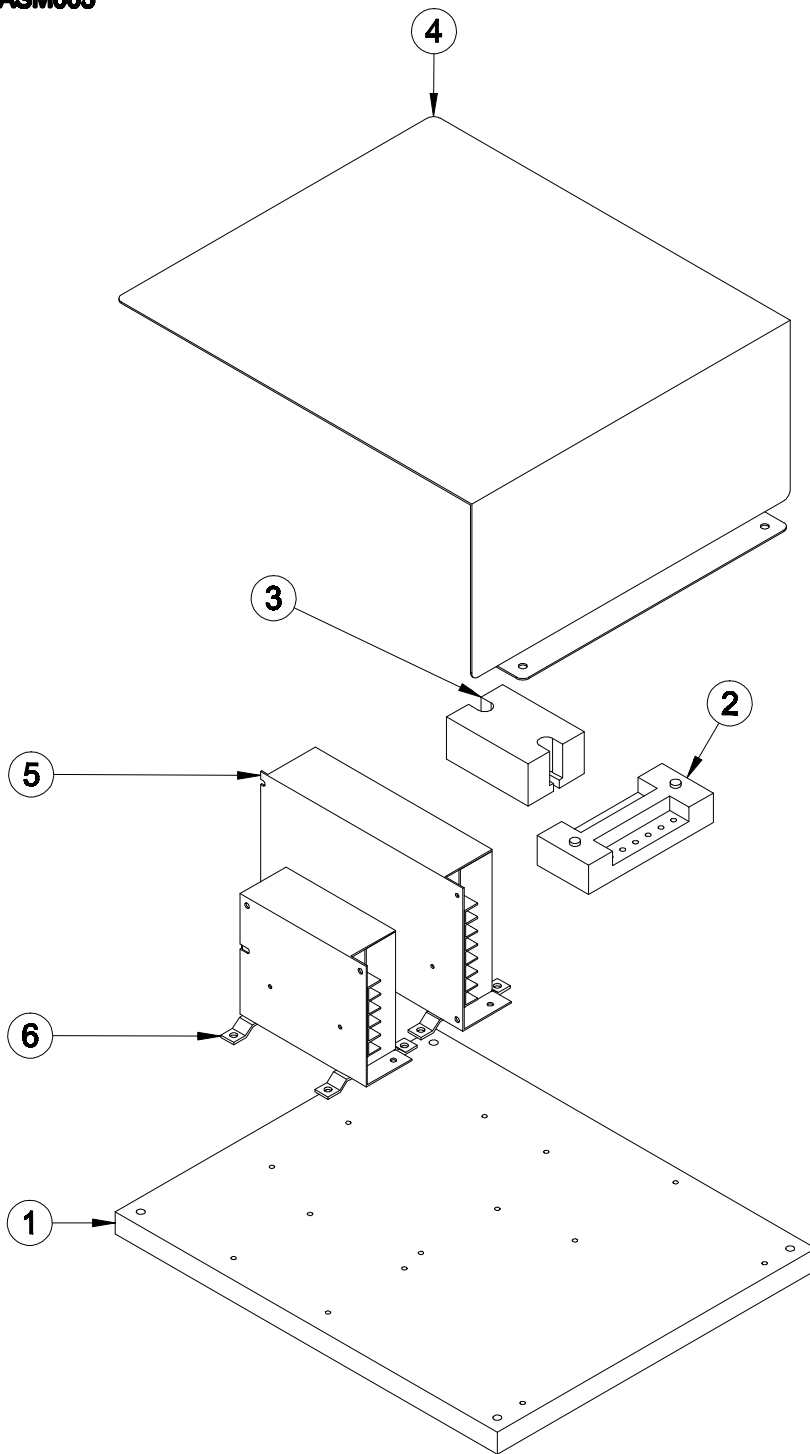
MSBB0ASM004



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	ATOD0BOA017	1	KOMEGA3 MAIN BOARD	KMMB 1209-47A
2	ATOD0BOA001	1	IO(KMIO-1412-61B) BOARD	KMIO-1412-61B
3	ASBB0BOA001	1	CPU BOARD(KMCPU-1203-22A)-ATMEGA64	
4	ASBB0BOA002	1	SOUND(KMTM081205A)BOARD	

8-5.POWER SMPS Ass'y

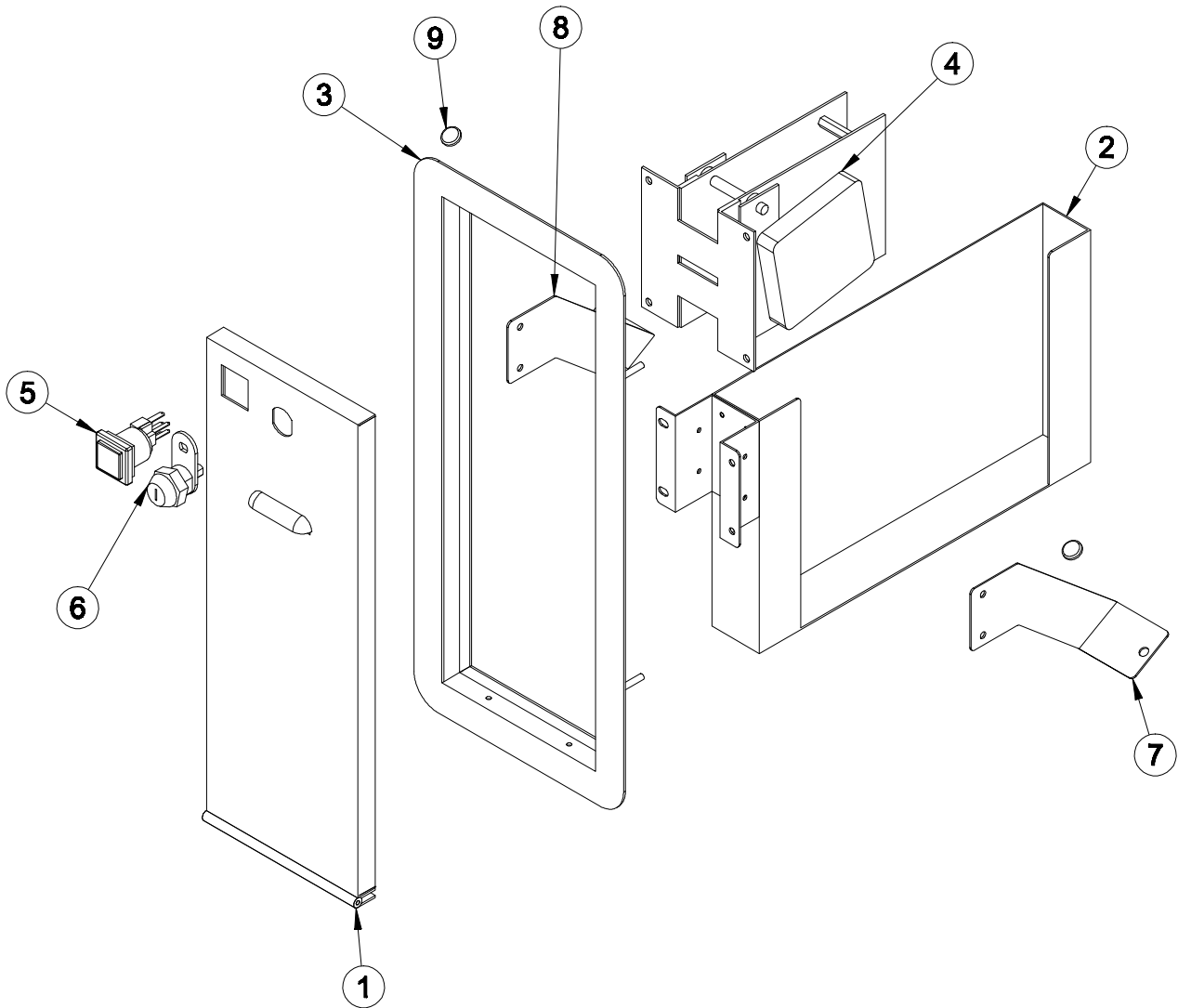
MSBB0ASM005



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MSBB0WOO005	1	SMPS PLATE	PW-15.0t
2	MELE0TEB001	1	TERMINAL BLOCK (6P)	6P UL
3	MELE0SSR001	1	SSR (SDA1-215Z-CVR)	INPUT-DC OUT-AC
4	MSBB0ACR013	1	SMPS PET COVER	PET-1.0t
5	MELE0SMP013	1	POWER SMPS (JSF-100-12)	110~240V/12V-8.5A
6	MELE0SMP035	1	POWER SMPS (JSF-35S-05)	110~240V/5V7A

8-6.TICKET BOX Ass'y

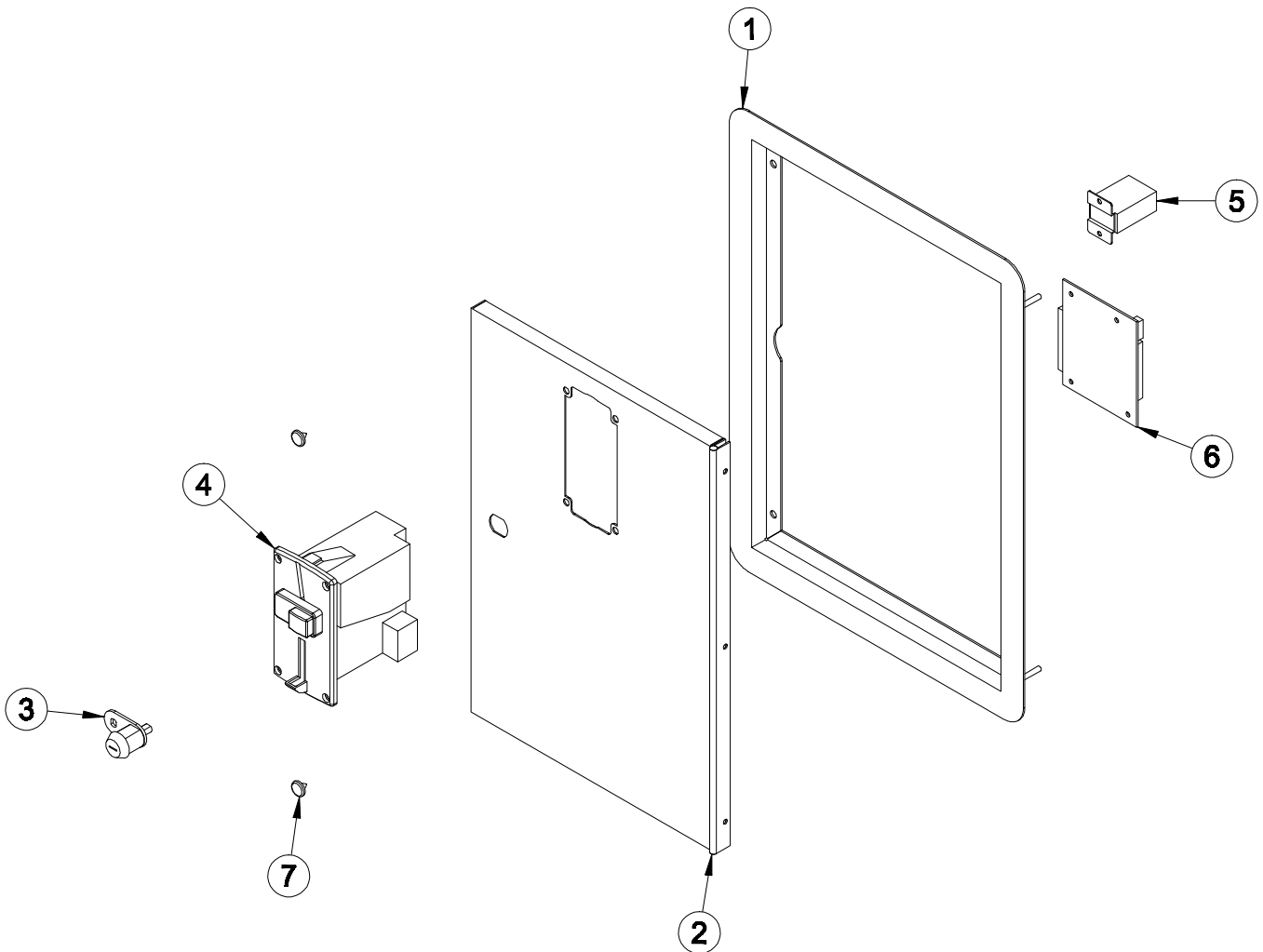
MSBB0ASM006



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MSBB0MET015	1	TICKET DOOR WELD Ass'y	WELD PARTS
2	MSBB0MET017	1	TICKET BOX WELD Ass'y	WELD PARTS
3	MSBB0MET016	1	TICKET DOOR COVER BKT	SPCC-1.6t
4	MZZZ0TID003	1	TICKET DISPENSER	CLECO
5	MHA20000007	1	BUTTON	AM1PB-26SH-R12D
6	MZZZ0KEY032	1	KEY ASS'Y	7001
7	MSBB0MET018	1	TICKET DOOR STOP BAR	SPCC-1.2t
8	MSBB0MET019	1	TICKET DOOR STOP BAR_mir	SPCC-1.2t
9	MZZZ0RUB003	2	SHOCK ABSORBER	6Φ

8-7.FRONT DOOR Ass'y

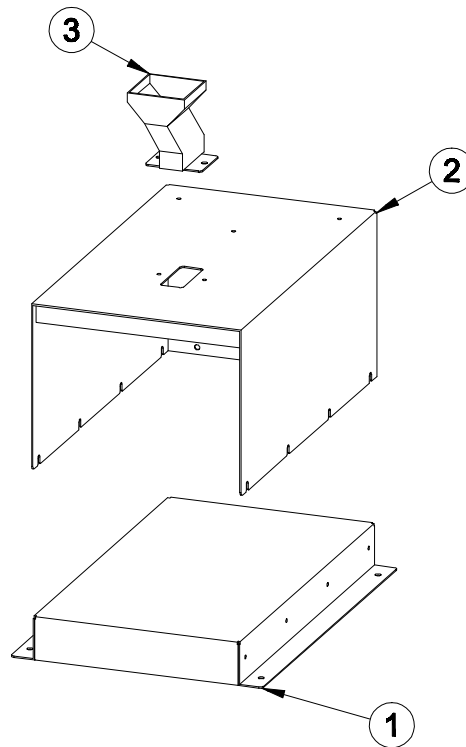
MSBB0ASM007



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MSBB0MET014	1	FRONT DOOR COVER BKT	SPCC-1.6t
2	MSBB0MET013	1	FRONT DOOR WELD Ass'y	WELD PARTS
3	MZZZ0KEY032	1	KEY ASS'Y	7001
4	MZZZ0000486	1	SR3 FRONT (UK)	OPTION
5	MZZZ0000488	1	COUNTER UK (SR3)	OPTION
6	MZZZ0000489	1	EXCEL CREDIT(SR3) PCB	OPTION
7	MZZZ0RUB003	2	SHOCK ABSORBER	6Φ

8-8.CASH BOX BODY Ass'y

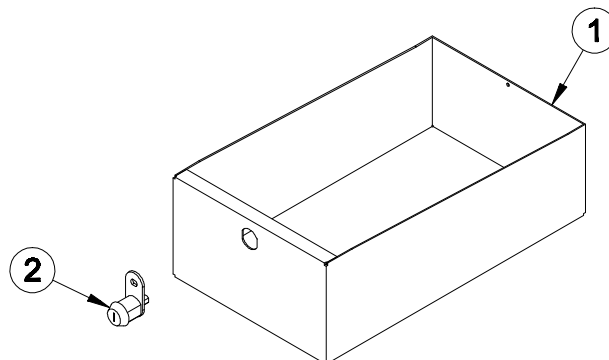
MSBB0ASM008



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MSBB0MET021	1	CASH BOX BODY BOTTOM	SPCC-1.2t
2	MSBB0MET020	1	CASH BOX BODY COVER WELD Ass'y	WELD PARTS
3	MSBB0MET023	1	COIN RAIL	SPCC-1.2t

8-9.CASH BOX Ass'y

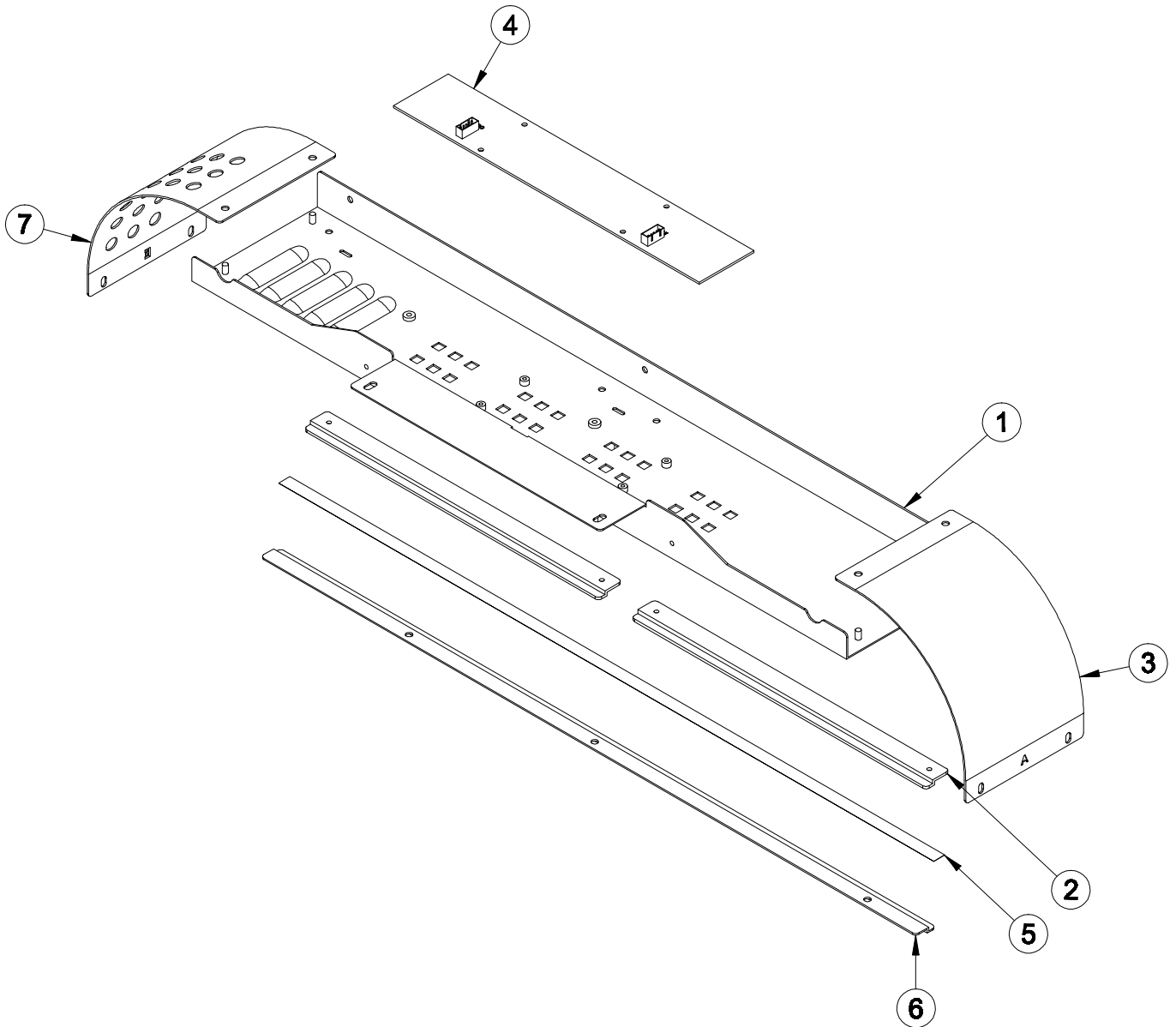
MSBB0ASM009



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MSBB0MET022	1	CASH BOX	SPCC-1.2t
2	MZZZ0KEY013	1	KEY ASS'Y	6001

8-10.VACCUM TOP FIXED BKT Ass'y

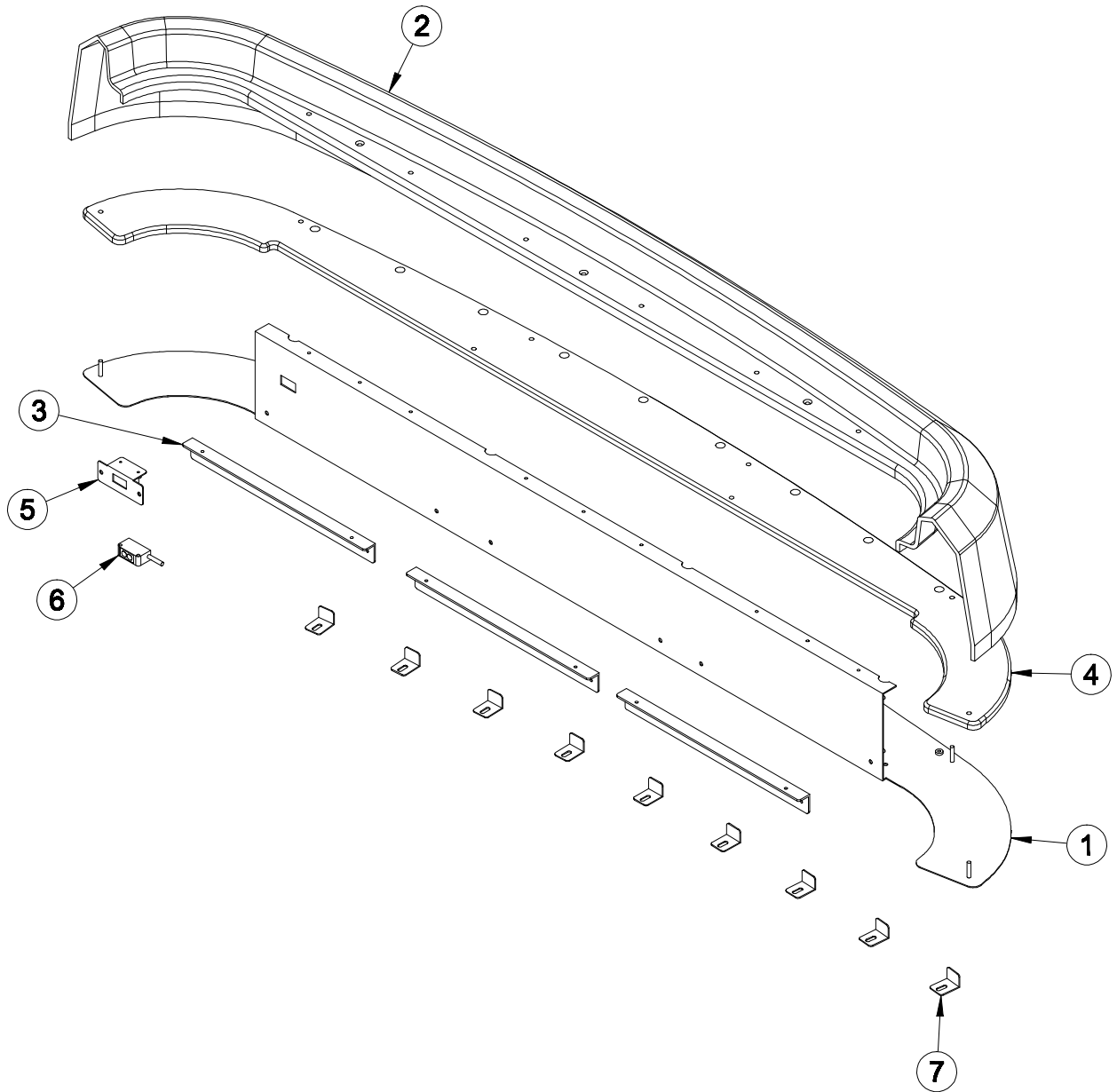
MSBB0ASM010



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MSBB0MET056	1	VACCUM TOP FIXED BKT	SPCC-1.2t
2	MSBB0MET065	2	MIDDLE ACRYL TOP FIXED BKT	SPCC-2.0t
3	MSBB0MET057	1	CORNER BKT-A	SPCC-1.2t
4	ATOD0BOA006	1	LOWER HOLE LED BOARD	KMLLED-1408-056B
5	ATOD0BOA012	1	FLEXIBLE LED	600L
6	MSBB0MET063	1	MIDDLE ACRYL TOP FIXED BKT-A	SPCC-1.2t
7	MSBB0MET058	1	CORNER BKT-E	SPCC-1.2t

8-11.VACCUM SIDE FIXED BKT-R Ass'y

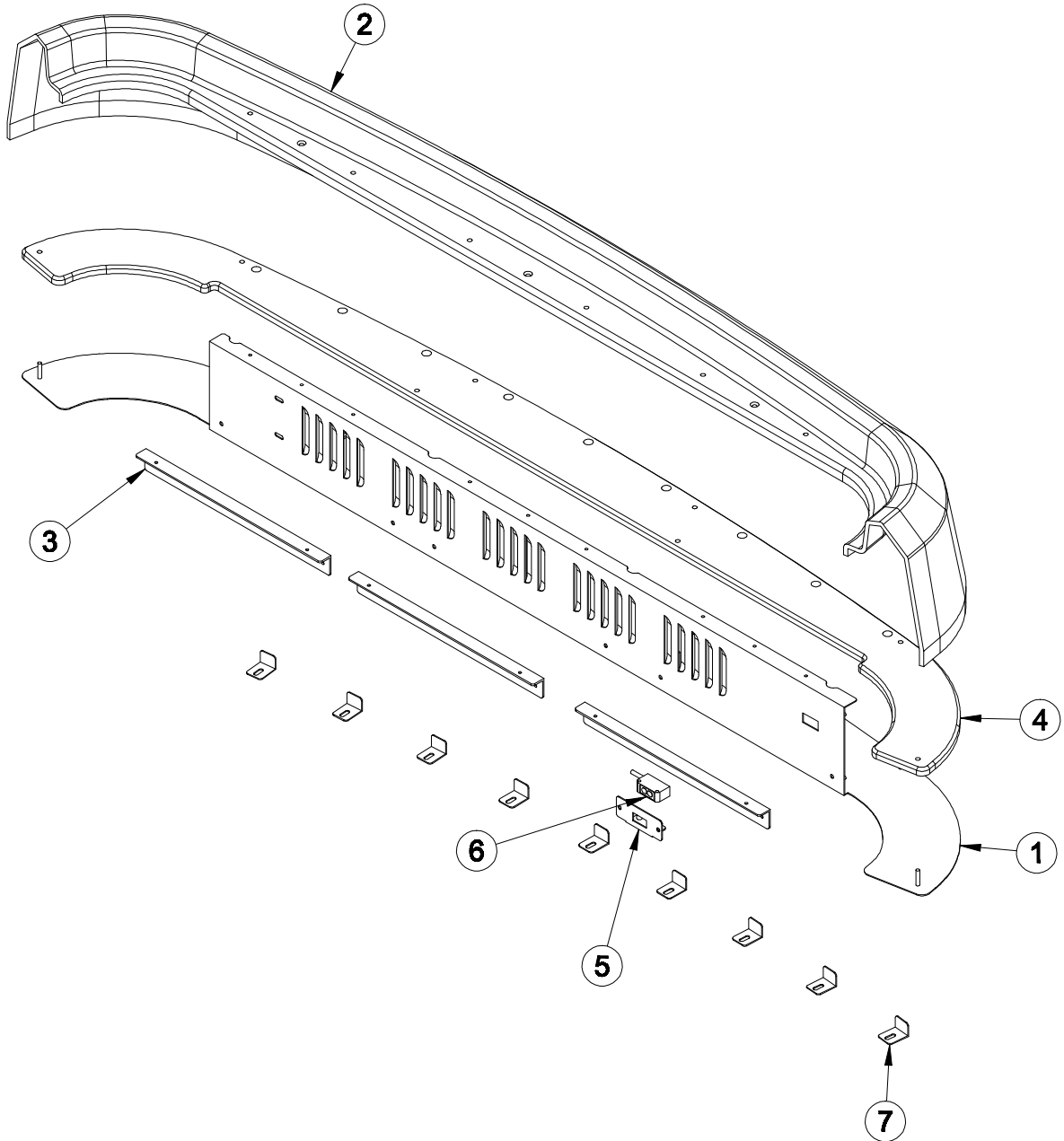
MSBB0ASM011



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MSBB0MET059	1	VACCUM SIDE FIXED BKT-R	SPCC-1.2t
2	MTOD0MOL001	1	VACCUM COVER	ABS RED COLOR-5.0t
3	MSBB0MET064	3	MIDDLE ACRYL FIXED BKT	SPCC-2.0t
4	MSBB0WOO004	1	VACCUM SUP MDF PANEL.	PW-9.0t
5	MSBB0MET061	1	VACCUM BYD SENSOR BKT	SPCC1.2t
6	MELE0PHO001	1	BYD SERIES	BYD-50-DDT
7	MSBB0MET069	9	VACCUM FIXED BKT	SPCC-1.2t

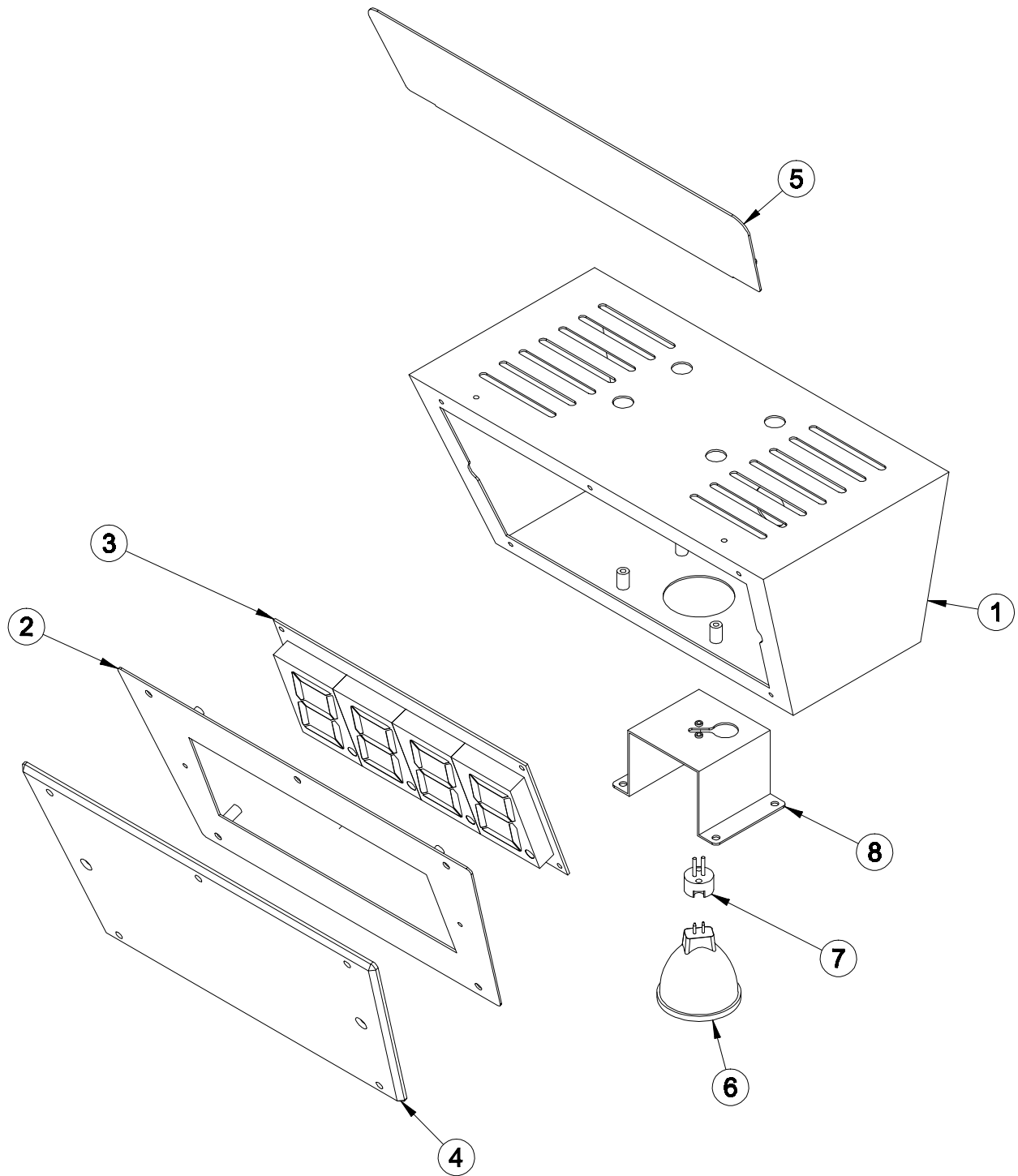
8-12.VACCUM SIDE FIXED BKT-L Ass'y

MSBB0ASM012



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MSBB0MET060	1	VACCUM SIDE FIXED BKT-L	SPCC-1.2t
2	MTOD0MOL001	1	VACCUM COVER	ABS RED COLOR-5.0t
3	MSBB0MET064	3	MIDDLE ACRYL FIXED BKT	SPCC-2.0t
4	MSBB0WOO004	1	VACCUM SUP MDF PANEL.	PW-9.0t
5	MSBB0MET061	1	VACCUM BYD SENSOR BKT	SPCC1.2t
6	MELE0PHO001	1	BYD SERIES	BYD-50-DDT
7	MSBB0MET069	9	VACCUM FIXED BKT	SPCC-1.2t

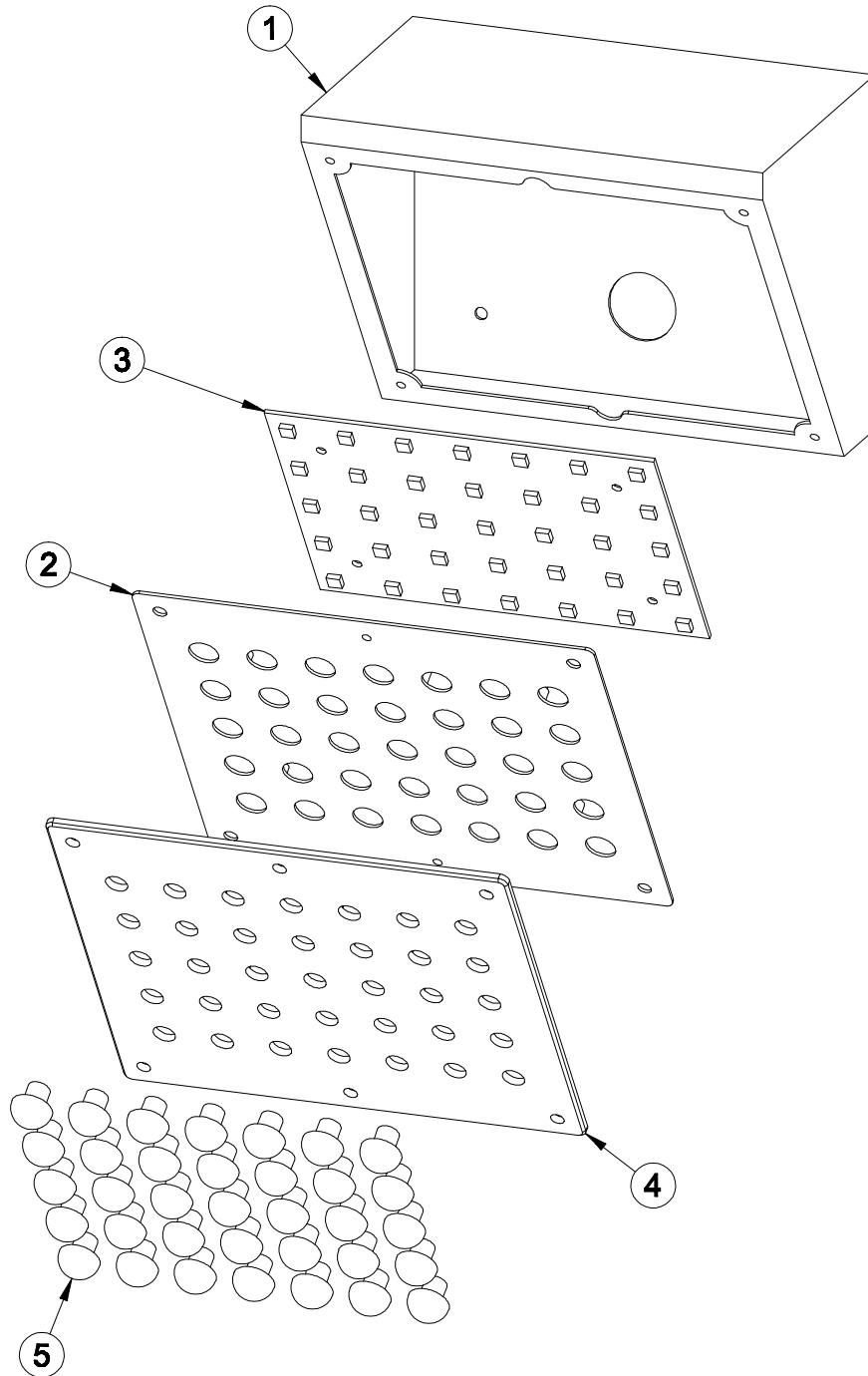
8-13.BONUS FND BOX Ass'y
MSBB0ASM013



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MSBB0MET024	1	BONUS FND BOX BKT	SPCC-1.2t
2	MSBB0MET025	1	BONUS FND COVER BKT	SPCC-1.2t
3	AUFE0PCB003	1	BILLBOARD JP FND BOARD	KMFND-1208-033B
4	MSBB0SHE003	1	BONUS FND COVER ACRYL	CLEAR
5	MSBB0MET027	1	BONUS SHEET BKT	SPCC-1.2t
6	MELE0LAM037	1	MR16 LAMP (12V, 5W)	Warm White
7	MZZZ0SOC005	1	MR RECEPTACLE(소켓)	CIRCLE TYPE
8	MSBB0MET028	1	MR16 LAMP FIXED BKT	SPCC-1.2t

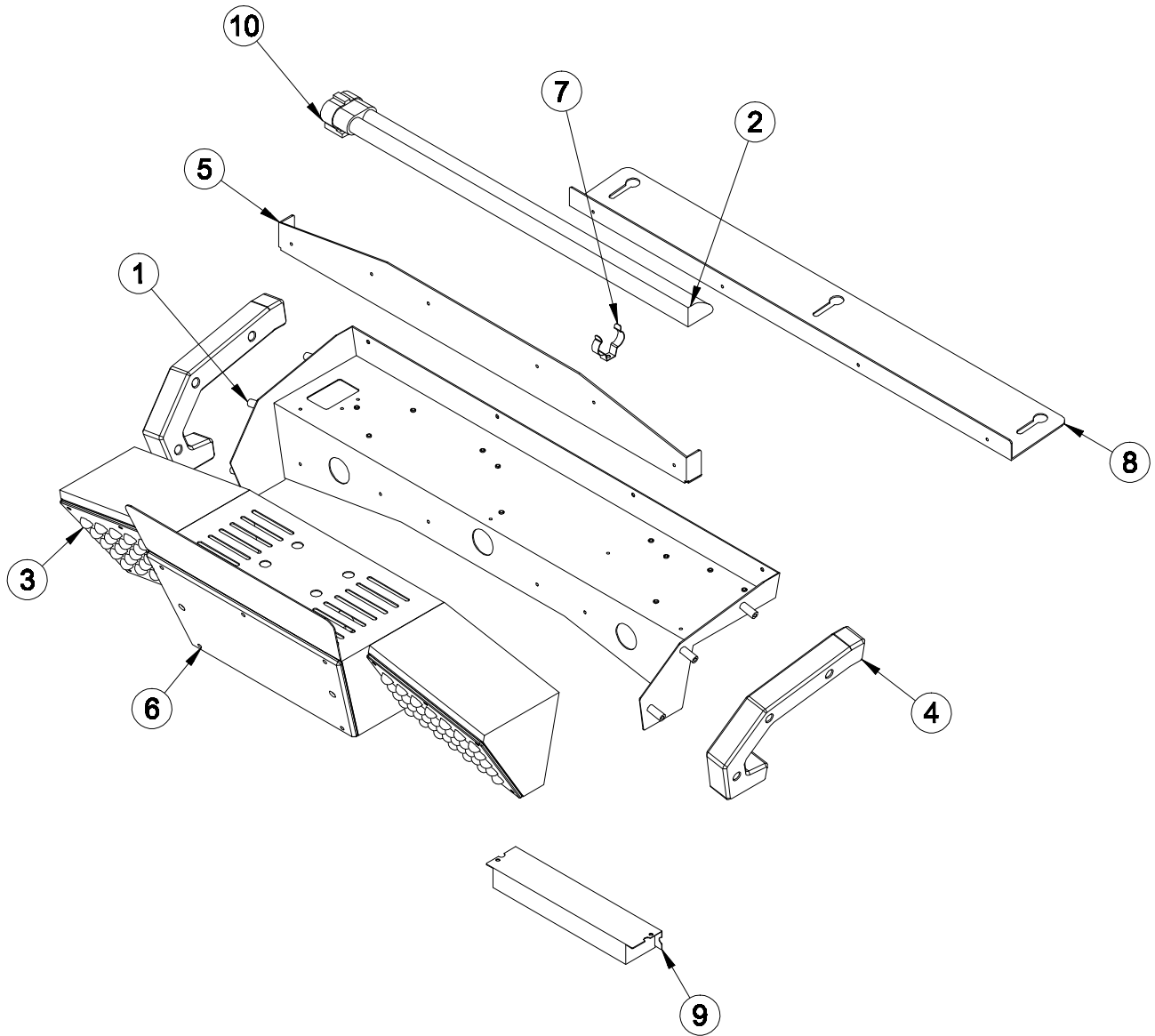
8-14.TOP SIDE BILLBOARD Ass'y

MSBB0ASM014



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MSBB0MET029	1	TOP SIDE LED BILLBOARD	SPCC-1.2t
2	MSBB0MET030	1	TOP SIDE LED BILLBOARD COVER BKT	SUS-1.2t
3	ATOD0BOA008	1	TOP SIDE LED BOARD	KMLED-1408-060B
4	MSBB0ACR001	1	TOP SIDE LED BILLBOARD COVER ACRYL	CLEAR
5	MWOL0PLA001	35	LED CAP 10Φ	10Φ

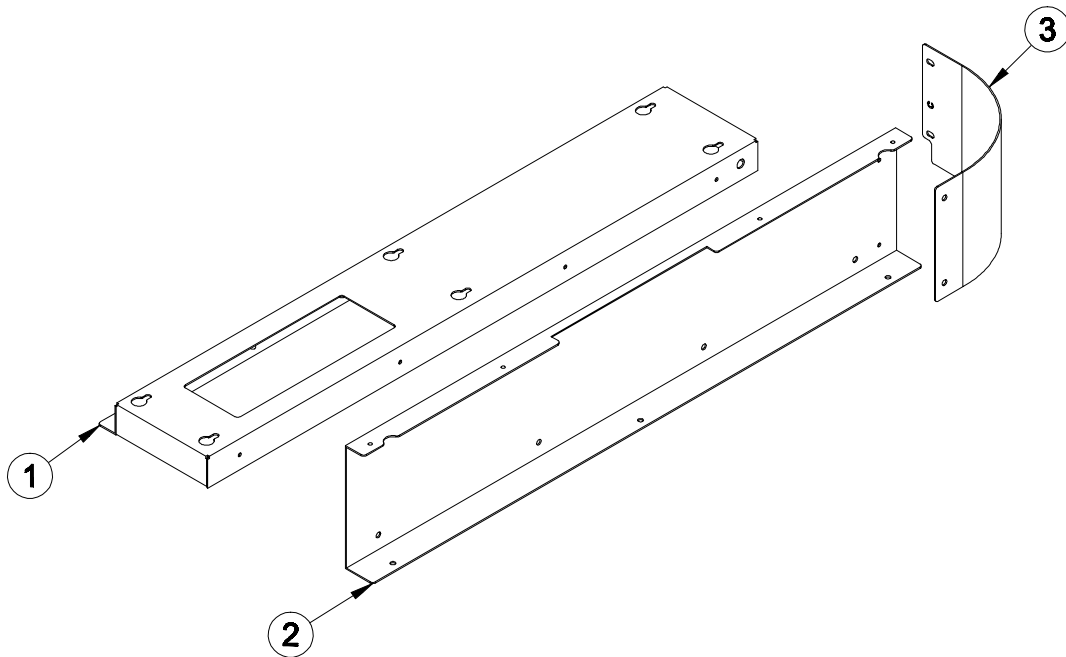
8-15.BILLBOARD Ass'y
MSBB0ASM015



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MSBB0MET031	1	BILLBOARD MAIN BKT	SPCC-1.2t
2	MZZZ0000322	1	PL LAMP	110/220V 55W
3	MSBB0ASM014	2	TOP SIDE BILLBOARD Ass'y	8-14. (32page)
4	MSBB0ACR012	2	VACCUM COVER SUPPORT	BLUE ACRTL-30.0t
5	MSBB0MET033	1	BONUS FND BOX SUP BKT	SPCC-1.6t
6	MSBB0ASM013	1	BONUS FND BOX Ass'y	8-13. (31page)
7	MELE0000012	1	LAMP LOOP	SUS-0.6t
8	MSBB0MET032	1	BILLBOARD FIXED BKT	SPCC-1.6t
9	MELE0BAL015	1	ELECTRONIC BALLAST (FULHAM)	WH5-120-L (120V)
	MELE0BAL017		ELECTRONIC BALLAST (UIB)	UIB+E254-58P (230V)
10	MZZZ0000371	1	PL SOCKET	"I" TYPE

8-16.VACCUM BOTTOM FIXED BKT Ass'y

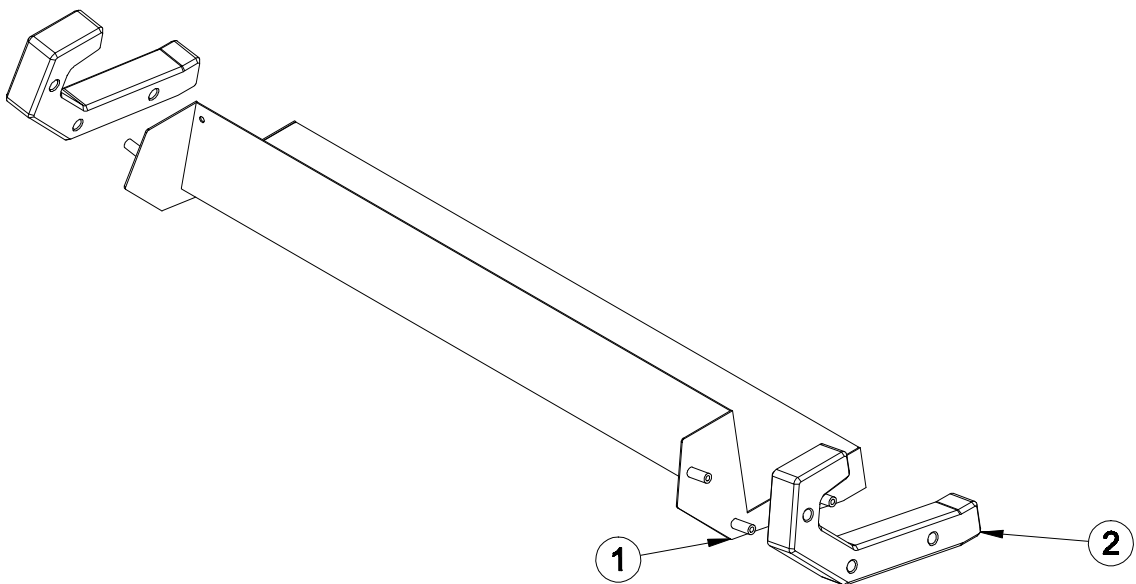
MSBB0ASM016



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MSBB0MET068	1	VACCUM BOTTOM FIXED BKT-DW	SPCC-1.2t
2	MSBB0MET053	1	VACCUM BOTTOM FIXED BKT-A	SPCC-1.2t
3	MSBB0MET054	1	CORNER BKT-C	SPCC-1.2t

8-17.VACCUM LOWER COVER Ass'y

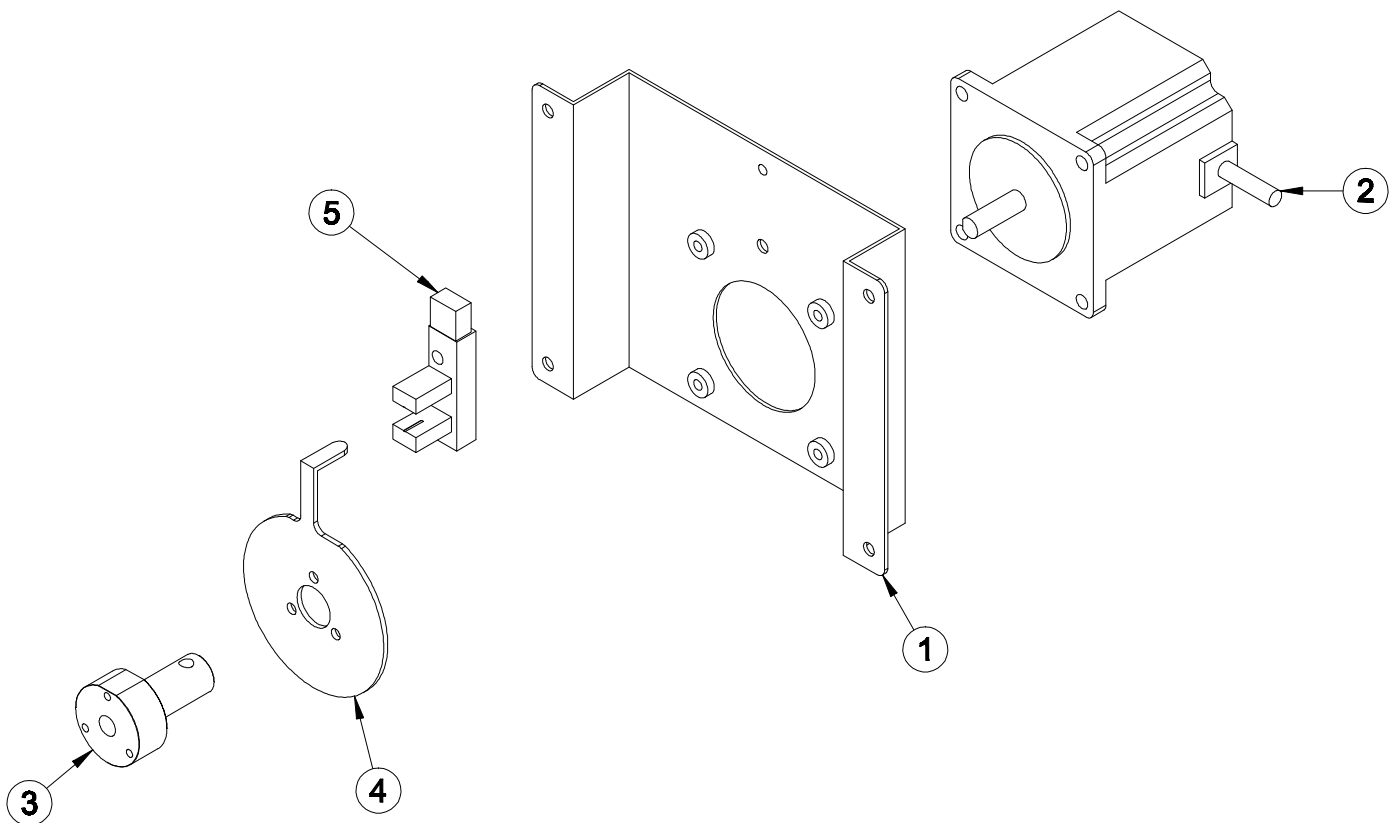
MSBB0ASM017



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MSBB0MET034	1	VACCUM LOWER COVER BKT	SPCC-1.2t
2	MSBB0ACR012	2	VACCUM COVER SUPPORT	BLUE ACRTL-30.0t

8-18.BONUS WHEEL MOTOR Ass'y

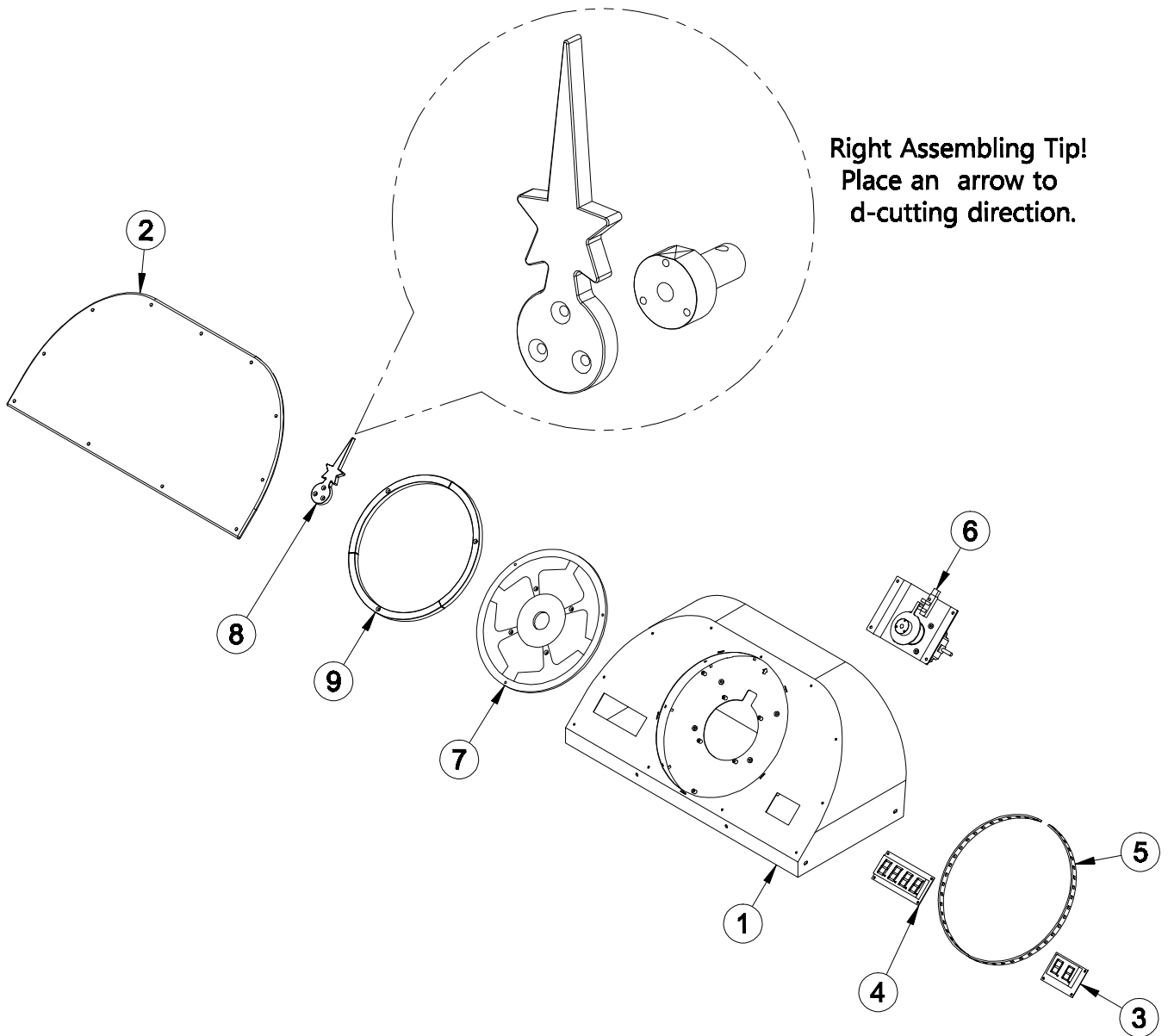
MSBB0ASM018



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MSBB0MET005	1	BONUS WHEEL MOTOR FIXED BKT	SPCC-1.2t
2	MTHU0MOT001	1	STEPPING MOTOR 4S56Q-12054S	4S56Q-12054S
3	MSBB0PRO006	1	POINTER HOUSING	AL
4	MSBB0MET004	1	WHEEL ENCODER-A	SPCC-1.6t
5	MLIM0PHO001	1	SINKO SENSOR	SINKO:KI669

8-19.BONUS WHEEL BOX Ass'y

MSBB0ASM019

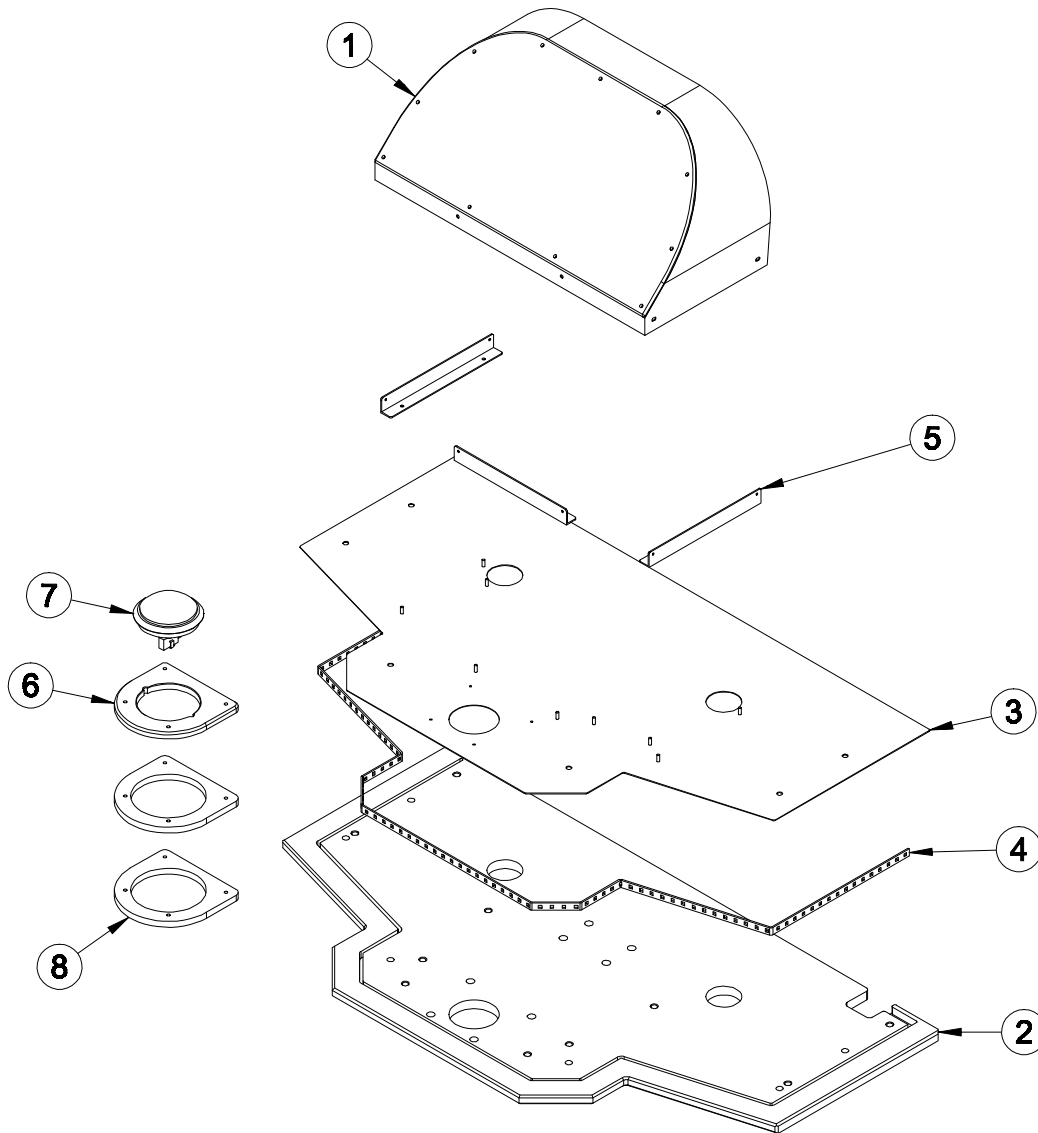


Right Assembling Tip!
Place an arrow to
d-cutting direction.

NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MSBB0MET001	1	BONUS WHEEL BOX WELD Ass'y	WELD PARTS
2	MSBB0SHE004	1	BONUS WHEEL BOX FRONT ACRYL	CLEAR ACRYL-5.0t
3	ACOU0PCB010	1	CREDIT FND(KMCF1017-2A) BOARD	KMCF1017-2A
4	ATOD0BOA002	1	TICKET OWED FND4	KMFND-055A
5	ATOD0BOA014	1	BONUS WHEEL FLEXIBLE LED	750L
6	MSBB0ASM018	1	BONUS WHEEL MOTOR Ass'y	8-18. (35page)
7	MSBB0SHE021	1	BONUS WHEEL ACRYL	CLEAR ACRYL-5.0t
8	MSBB0ACR008	1	POINTER	FLUORESCENT ORANGE ACRYL-8.0t
9	MSBB0ACR010	3	BONUS WHEEL GUIDE ACRYL	WHITE LIGHT ACRYL-10.0t

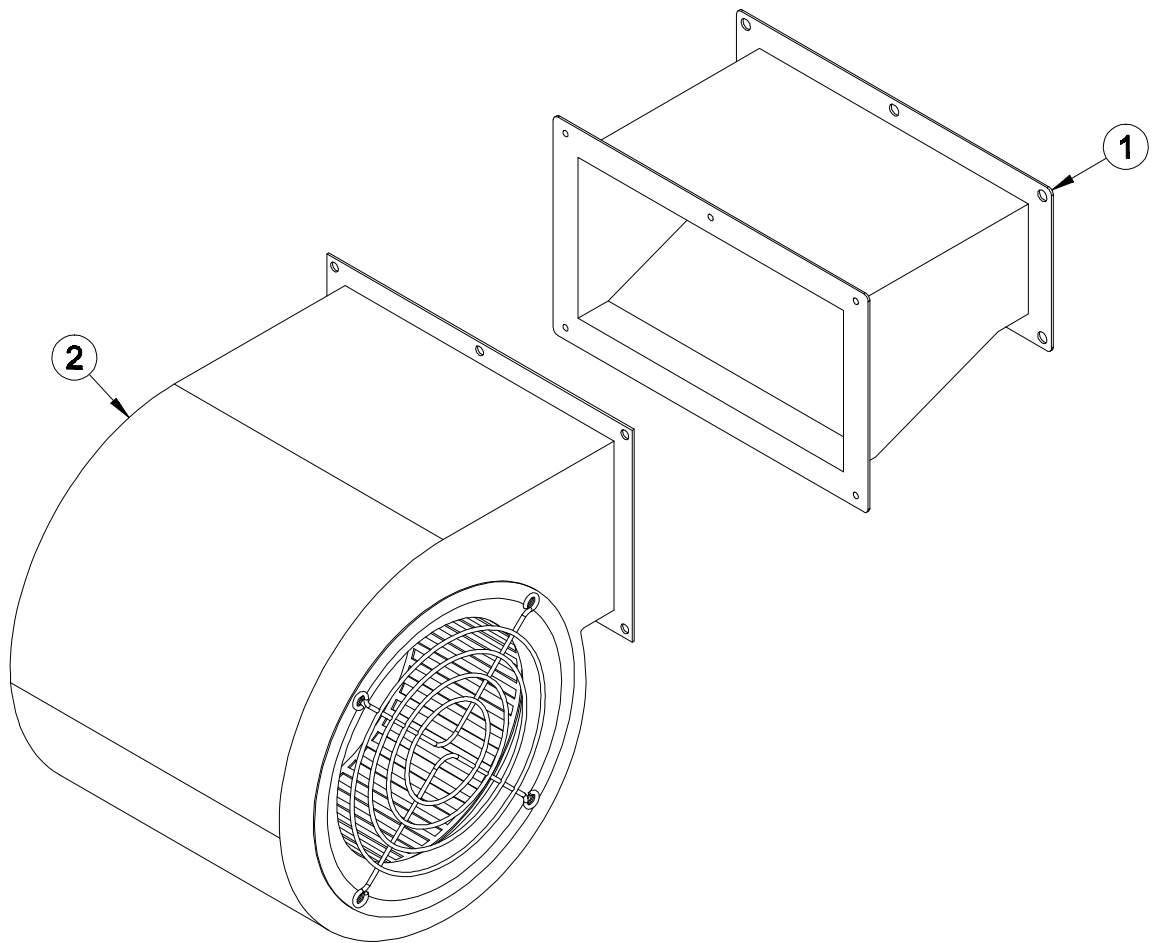
8-20.BUTTON PANEL Ass'y

MSBB0ASM020



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MSBB0ASM019	1	BONUS WHEEL BOX Ass'y	8-19. (36page)
2	MSBB0ACR009	1	BUTTON PLATE LIGHT ACRYL	WHITE LIGHT ACRYL-15.0t
3	MSBB0MET003	1	BUTTON PLATE FIXED BKT	SPCC-1.2t
4	ATOD0BOA013	1	BUTTON PANEL FLEXIBLE LED	1650L R.G.B
5	MSBB0MET006	3	BONUS WHEEL BOX FIXED BKT	SPCC-2.0t
6	MTOD0ACR002	1	BUTTON ACRYL-UP	RED ACRYL-10.0t
7	ASBB0ASS002	1	BUTTON 401W & LIGHT SHEET	401-CLEAR Φ100
8	MSBB0ACR019	2	BUTTON ACRYL-DW	RED ACRYL-10.0t

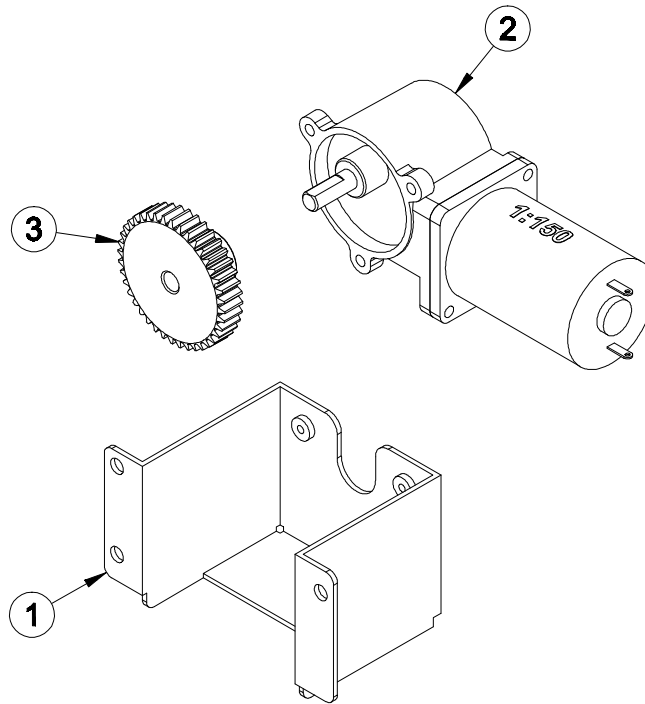
8-21.BLOWER Ass'y
MSBB0ASM021



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MSBB0MET049	1	BLOWER UPPER DUCT	SPCC-1.2t
2	ASBB0BRO001	1	BLOWER MB940 (120V 60HZ)	120V 60HZ (IMPELLER 35ea)
	ASBB0BRO004		BLOWER MB940 (230V 50HZ)	230V 50HZ (IMPELLER 49ea)

8-22.LEVER MOTOR Ass'y

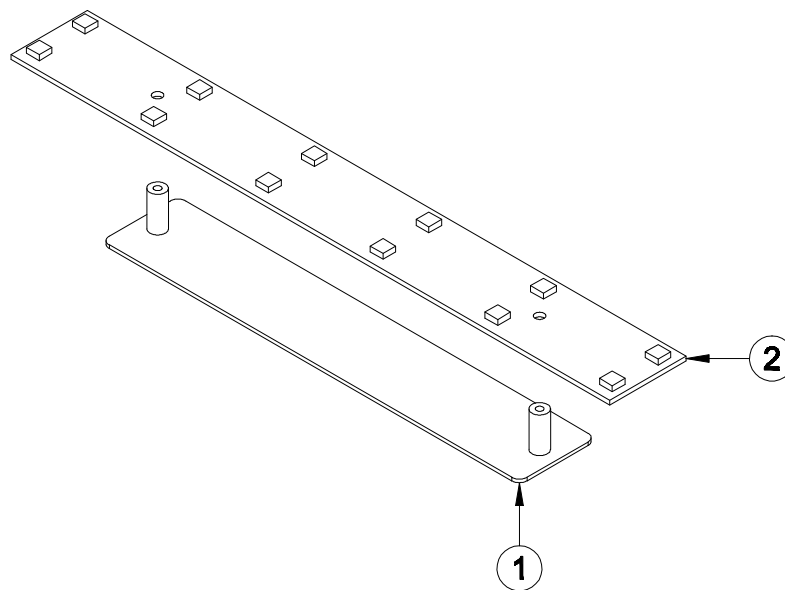
MSBB0ASM022



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MSBB0MET009	1	LEVER MOTOR BKT	SPCC-1.6t
2	MZZZ0MOT032	1	MOTOR	KD1-3448-050 (1/150)
3	MSBB0PRO003	1	MOTOR GEAR	AL

8-23.FRONT LED BOARD BKT-B Ass'y

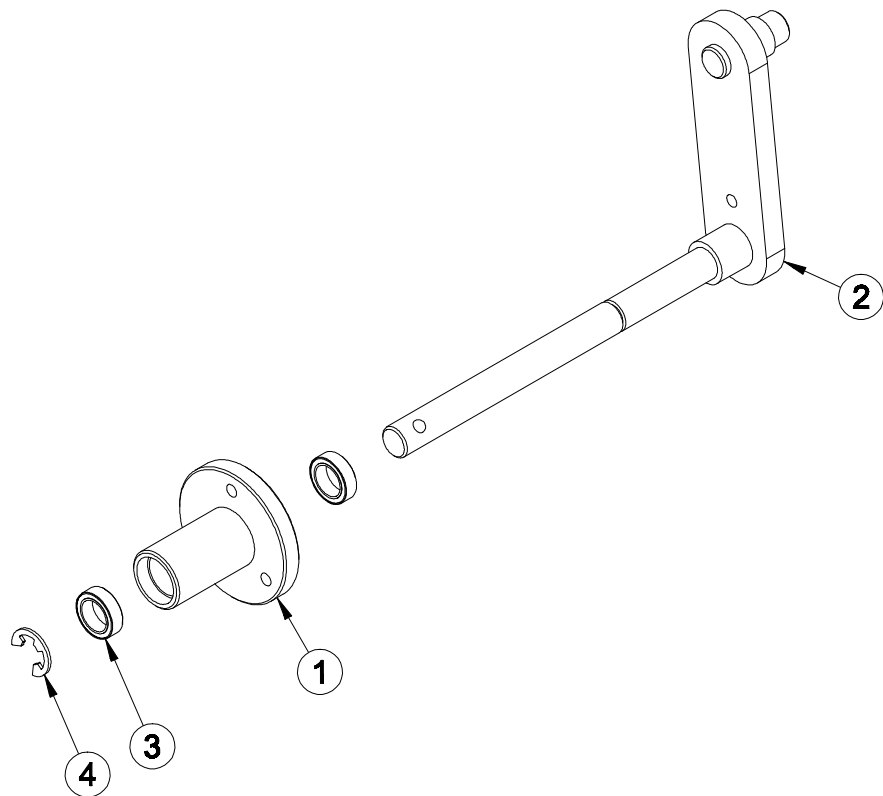
MSBB0ASM023



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MSBB0MET010	1	FRONT LED BOARD FIXED BKT-B	SPCC-1.2t
2	ATOD0BOA004	1	FRONT LED BOARD	KMLD-1408-058A

8-24.LEVER HOUSING Ass'y

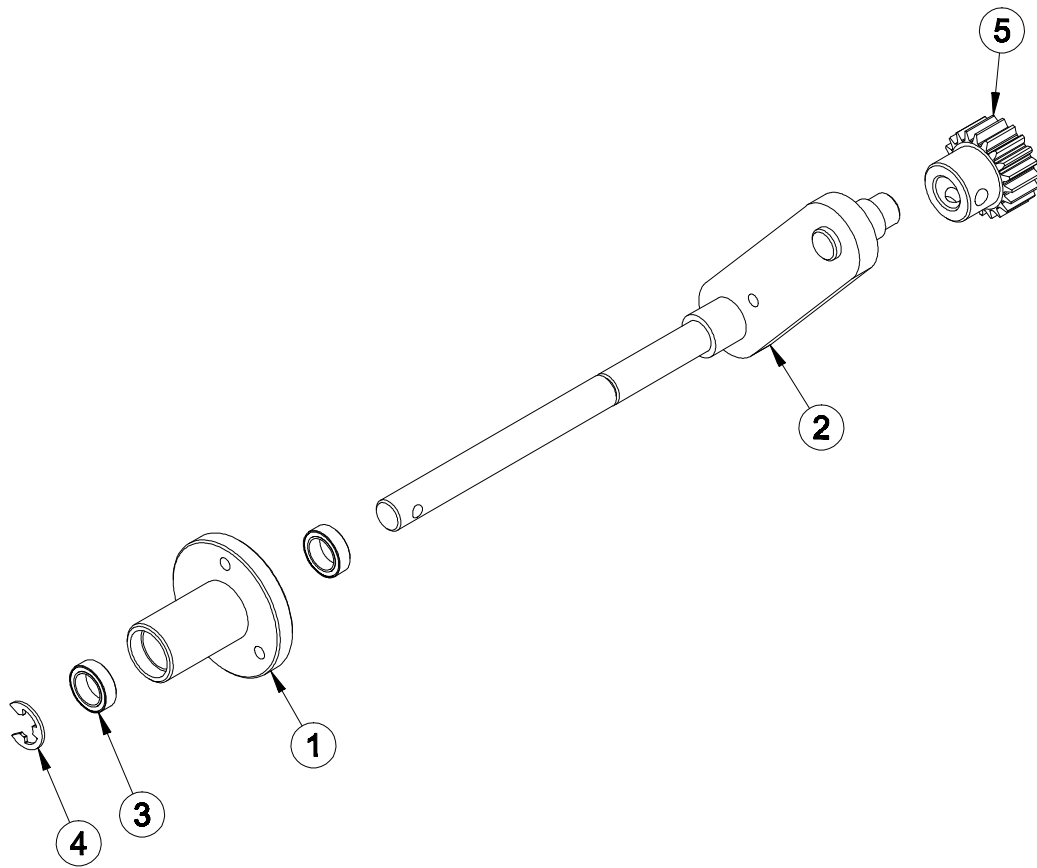
MSBB0ASM024



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MSBB0PRO015	1	LEVER HOUSING	SS41
2	MSBB0PRO014	1	LEVER SHAFT WELD Ass'y	WELD PARTS
3	MZZZ0BEA052	2	BEARING (MR128ZZ)	MR128ZZ
4		1	E Type Snapping 6	E6

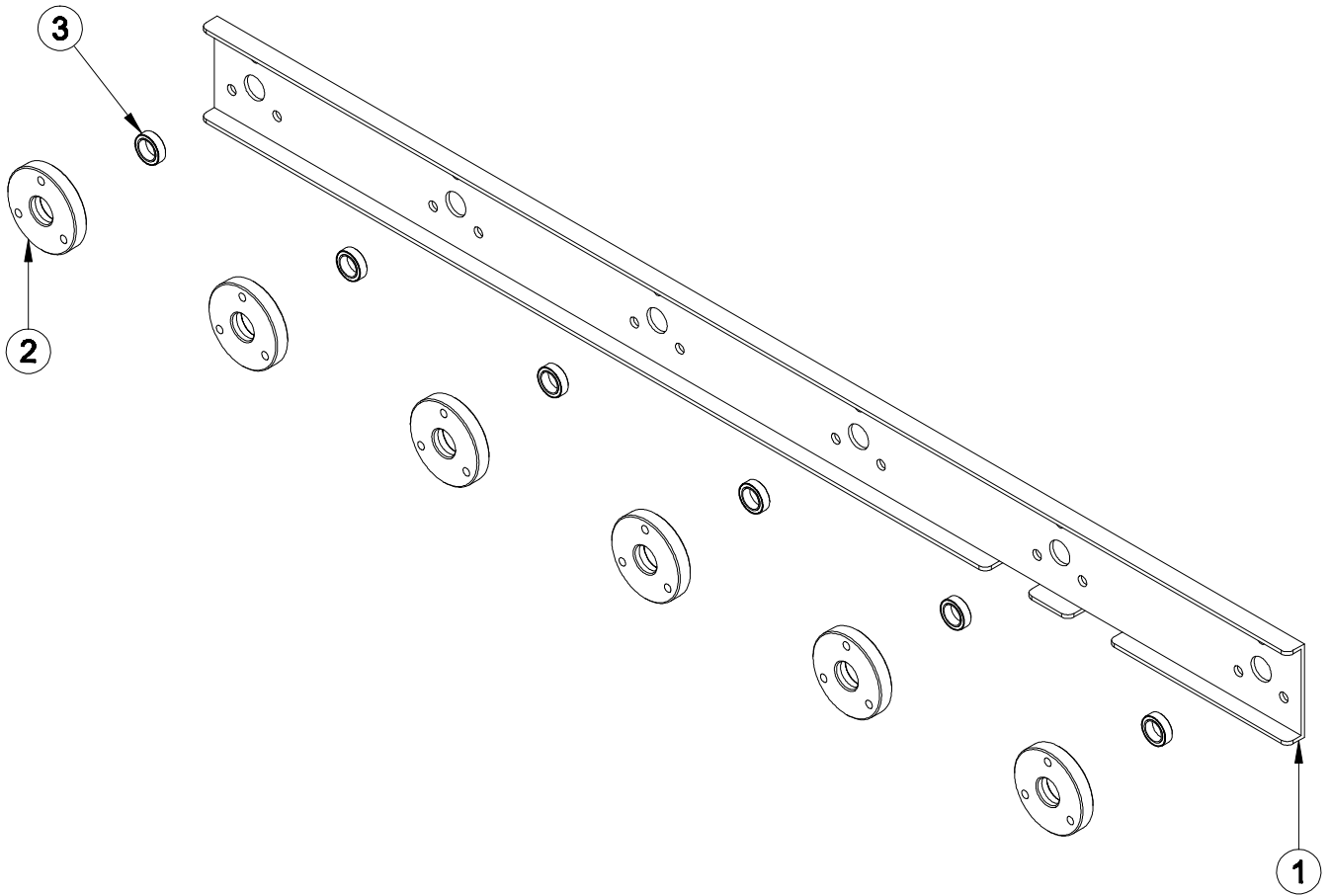
8-25.LEVER DRIVEN HOUSING Ass'y

MSBB0ASM025



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MSBB0PRO015	1	LEVER HOUSING	SS41
2	MSBB0PRO013	1	LEVER DRIVEN SHAFT WELD Ass'y	WELD PARTS
3	MZZZ0BEA052	2	BEARING (MR128ZZ)	MR128ZZ
4		1	E Type Snapping 6	E6
5	MSBB0PRO002	1	LEVER GEAR	AL

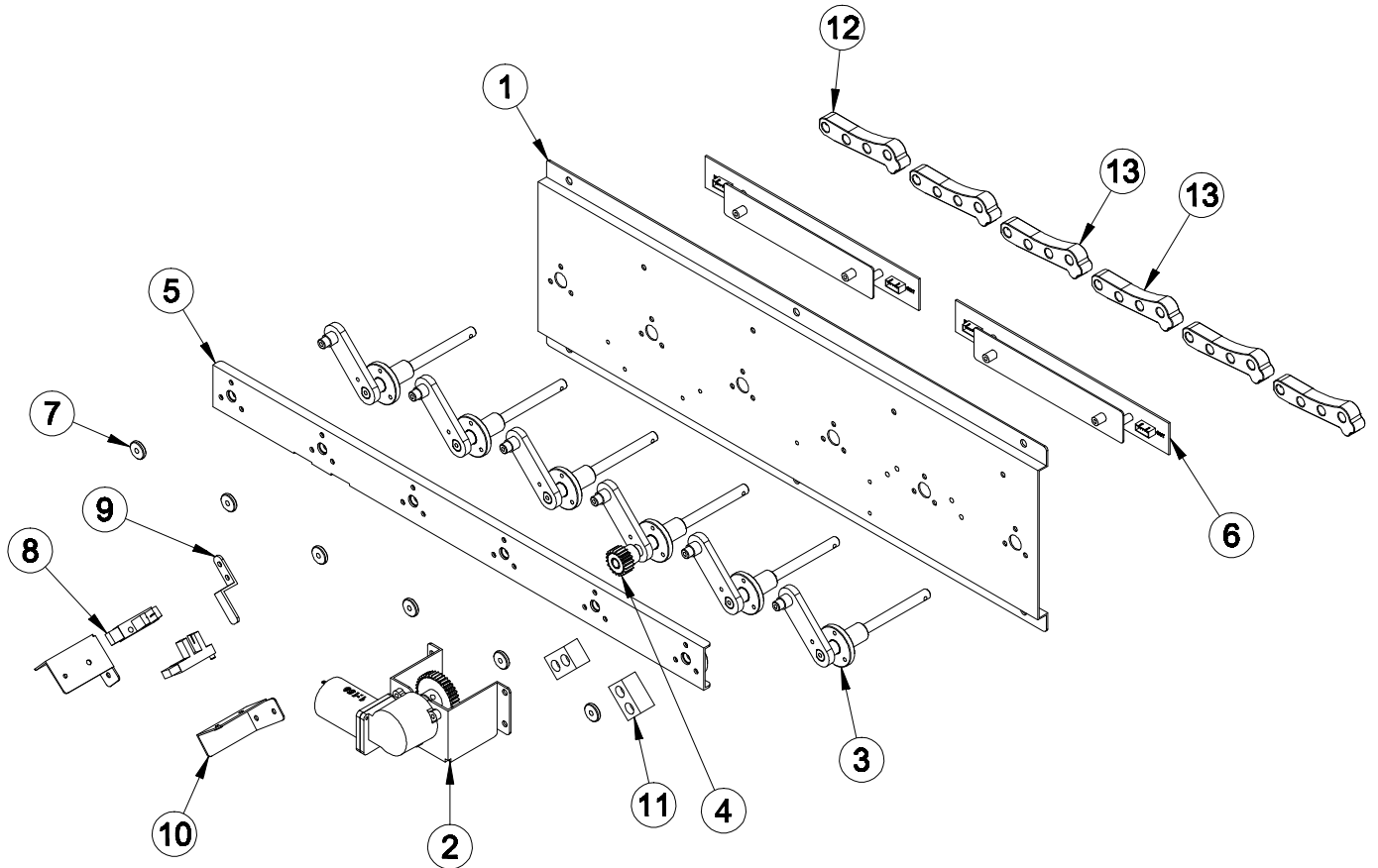
8-26.LINK GUIDE BKT Ass'y
MSBB0ASM026



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MSBB0MET008	1	LINK GUIDE BKT	SPCC-1.6t
2	MSBB0PRO016	6	LINK SUPPORT BLOCK	SS41
3	MZZZ0BEA052	6	BEARING (MR128ZZ)	MR128ZZ

8-27.LEVER Ass'y

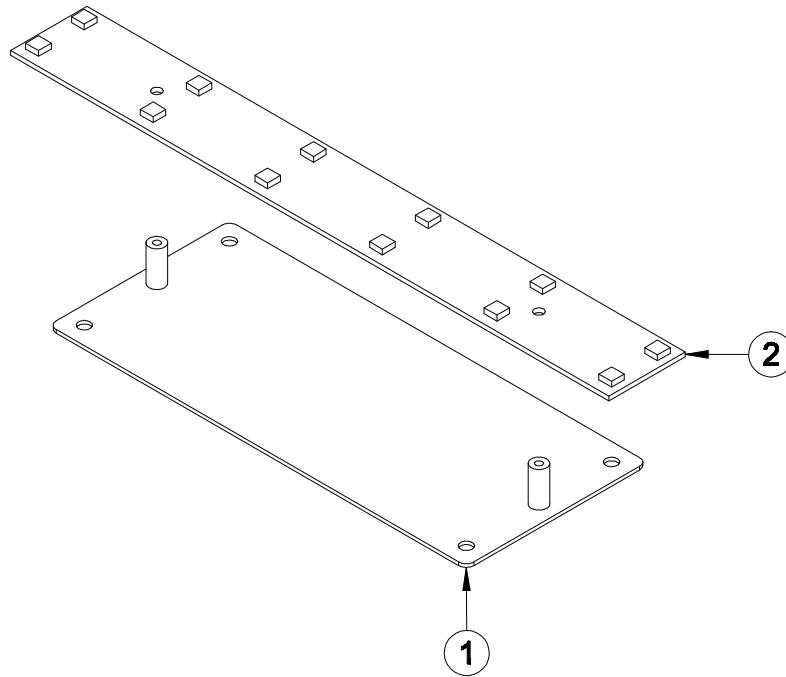
MSBB0ASM027



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MSBB0MET007	1	LEVER HOUSING FIXED BKT	SPCC-1.6t
2	MSBB0ASM022	1	LEVER MOTOR Ass'y	8-22. (39page)
3	MSBB0ASM024	5	LEVER HOUSING Ass'y	8-24. (40page)
4	MSBB0ASM025	1	LEVER DRIVEN HOUSING Ass'y	8-25. (41page)
5	MSBB0ASM026	1	LINK GUIDE BKT Ass'y	8-26. (42page)
6	MSBB0ASM023	2	FRONT LED BOARD BKT-B Ass'y	8-23. (39page)
7	MSBB0PRO001	6	LINK WASHER	AL
8	MLIM0PHO001	2	SINKO SENSOR	SINKO:KI669
9	MSBB0MET012	1	SENSOR CHECK BKT-A	SPCC-1.6t
10	MSBB0MET011	2	SENSOR FIXED BKT-A	SPCC-1.2t
11	MSBB0PRO017	2	URETHANE BLOCK	URETHANE
12	MSBB0PRO007	4	LEVER-A (RED COLOR)	AL
13	MSBB0PRO012	2	LEVER-B (GOLD COLOR)	AL

8-28.FRONT LED BOARD BKT-A Ass'y

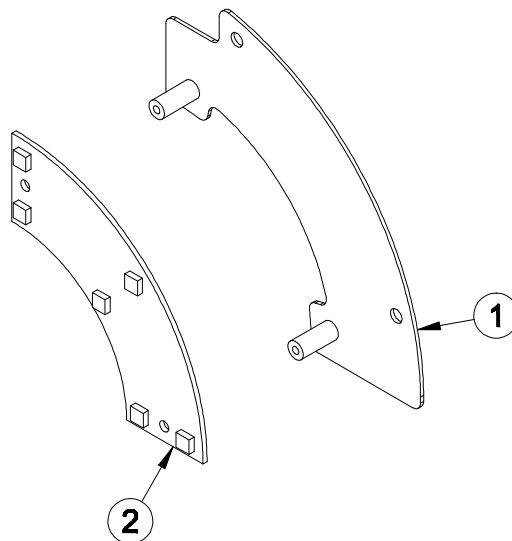
MSBB0ASM028



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MSBB0MET066	1	FRONT LED BOARD FIXED BKT-A	SPCC-1.2t
2	ATOD0BOA004	1	FRONT LED BOARD	KMLD-1408-058A

8-29.FRONT CORNER LED BOARD BKT Ass'y

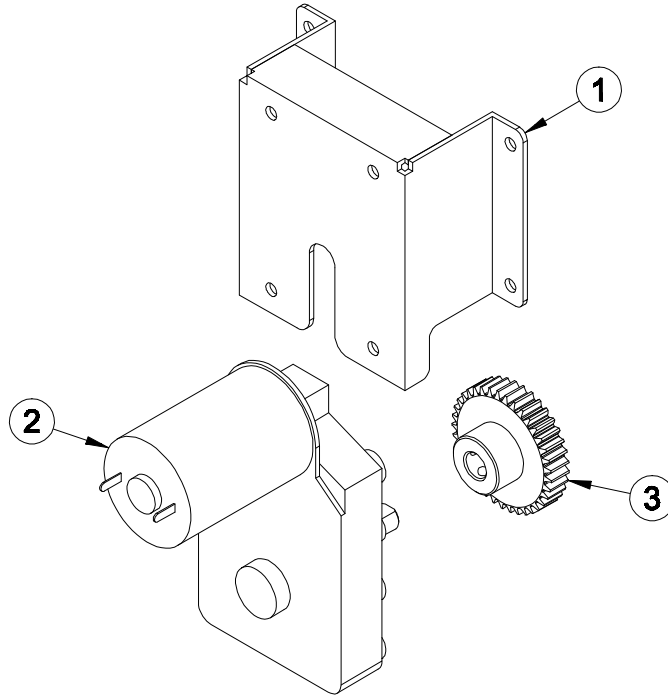
MSBB0ASM029



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MSBB0MET067	1	FRONT CORNER LED BOARD FIXED BKT	SPCC-1.2t
2	ATOD0BOA005	1	FRONT CORNER LED BOARD	KMLD-1408-057A

8-30.BIG WIN MOTOR Ass'y

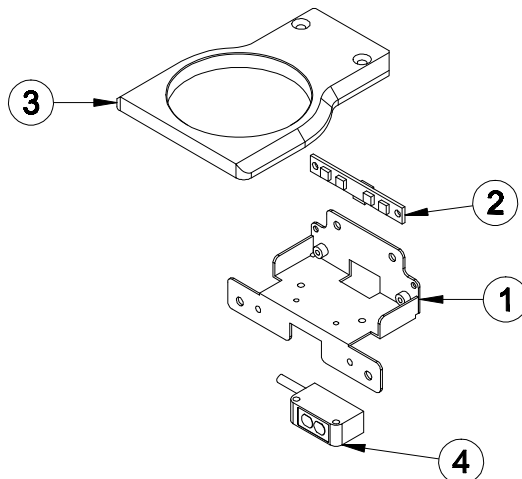
MSBB0ASM030



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MSBB0MET039	1	BIG WIN MOTOR FIXED BKT	SPCC-1.6t
2	MZZZ0MOT036	1	KGE-3448	KWC-3448-050 (1/083)
3	MSBB0PRO005	1	SPUR GEAR	AL

8-31.BIG WIN HOLE ACRYL Ass'y

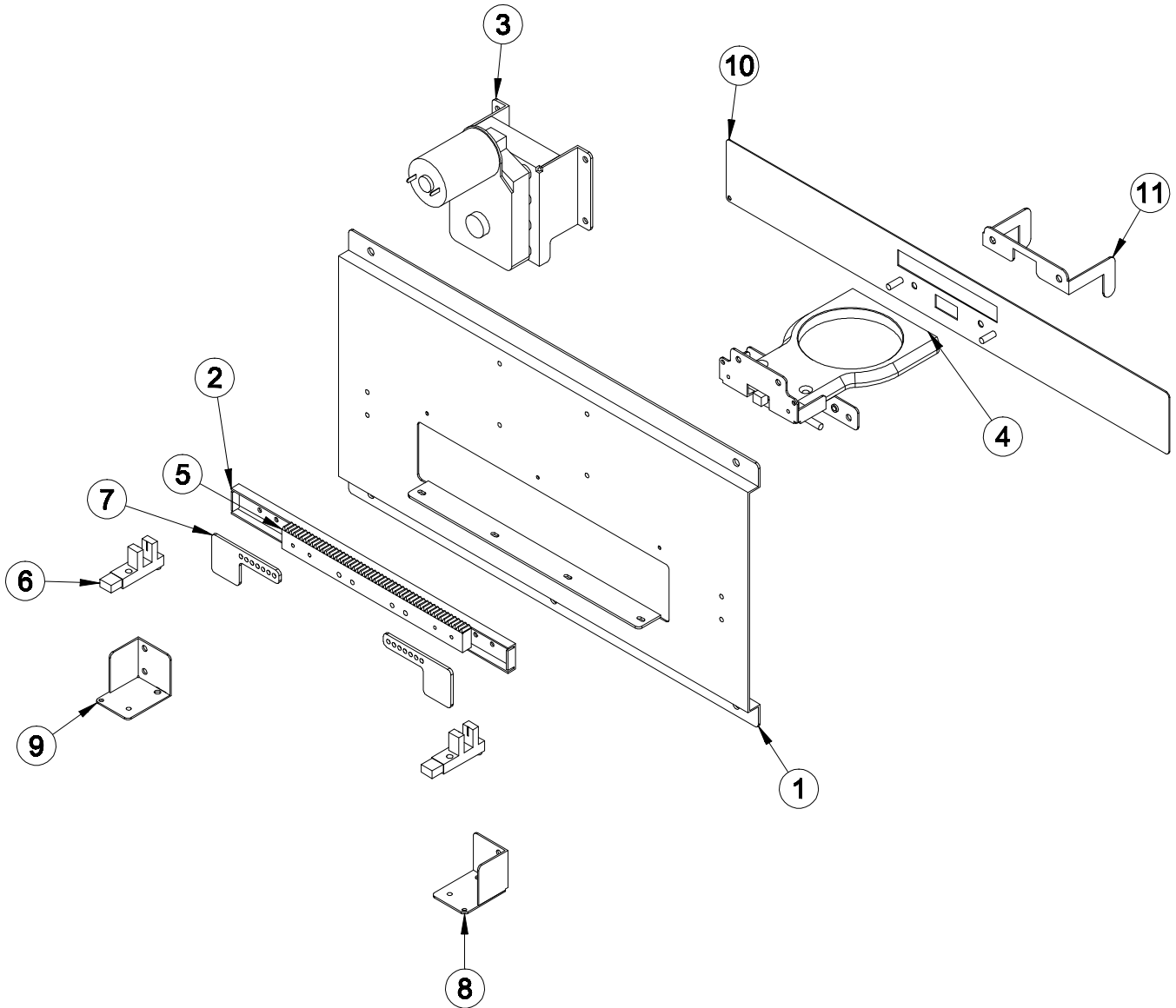
MSBB0ASM031



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MSBB0MET044	1	BIG WIN HOLE SUPPORT BKT	SPCC-1.2t
2	ATOD0BOA007	1	BIG WIN LED BOARD	KMLD-1408-059A
3	MSBB0ACR007	1	BIG WIN HOLE ACRYL	FLUORESCENT ORANGE ACRYL-8.0t
4	MELE0PHO001	1	BYD SENSOR	BYD-50-DDT

8-32.BIG WIN HOLE Ass'y

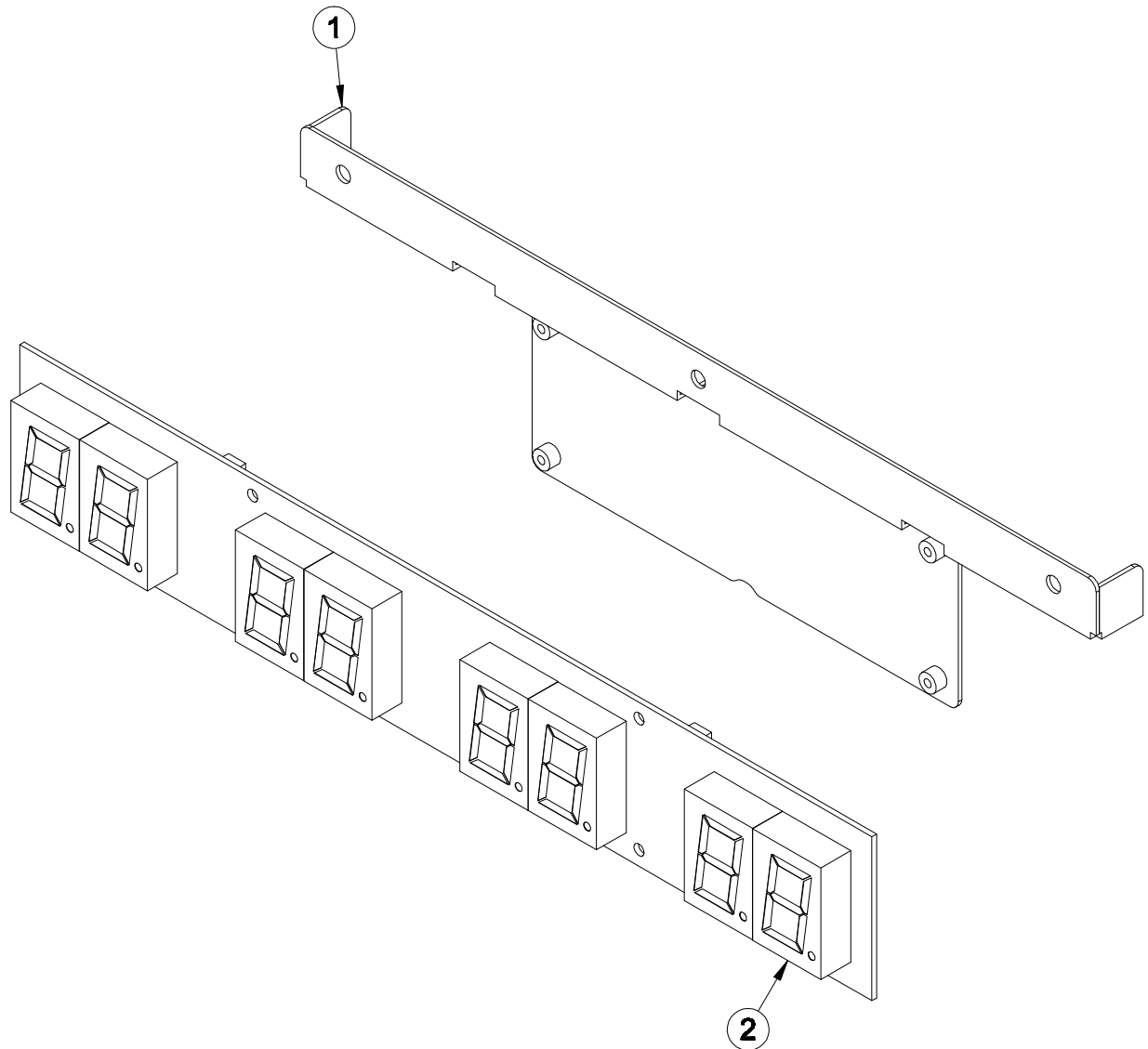
MSBB0ASM032



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MSBB0MET038	1	BIG WIN HOLE FIXED BKT	SPCC-1.6t
2	MZZZ0000437	1	LINEAR MOTION SLIDE	SANGIN 2011-250
3	MSBB0ASM030	1	BIG WIN MOTOR Ass'y	8-30. (45page)
4	MSBB0ASM031	1	BIG WIN HOLE ACRYL Ass'y	8-31. (45page)
5	MSBB0PRO004	1	SLIDE RACK GEAR	AL
6	MLIM0PHO001	2	SINKO SENSOR	SINKO:KI669
7	MSBB0MET037	2	SENSOR CHECK BKT-B	SPCC-2.0t
8	MSBB0MET040	1	SENSOR FIXED BKT-B	SPCC-1.2t
9	MSBB0MET041	1	SENSOR FIXED BKT-B_mir	SPCC-1.2t
10	MSBB0MET036	1	BIG WIN SLIDING COVER BKT	SPCC-0.8t
11	MSBB0ACR011	1	BIG WIN HOLE SENSOR GUIDE PET	PET-1.0t

8-33.LOWER HOLE LED BOARD Ass'y

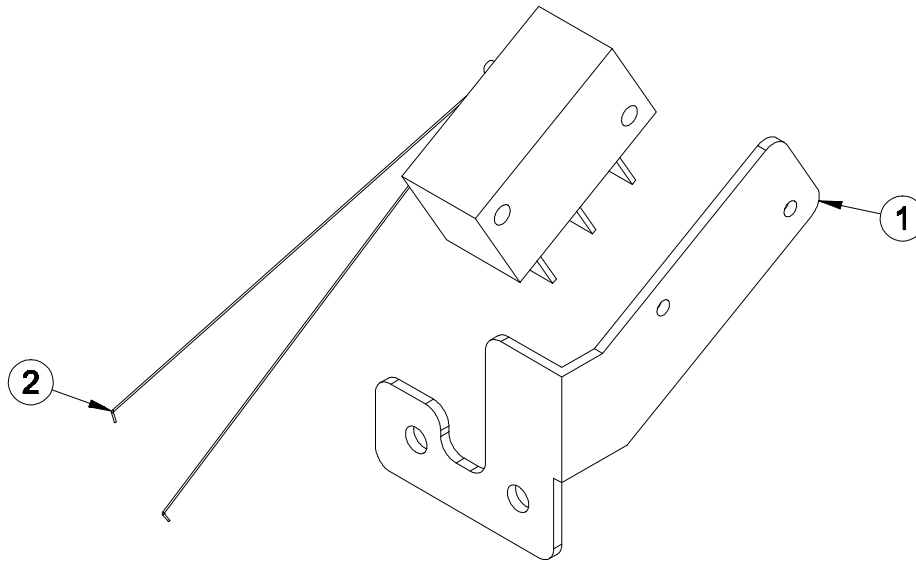
MSBB0ASM033



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MSBB0MET042	1	LOWER HOLE LED FIXED BKT	SPCC-1.2t
2	ATOD0BOA003	1	SCORE FND BOARD	KMFND-1410-062A

8-34.MICRO SWITCH BKT Ass'y

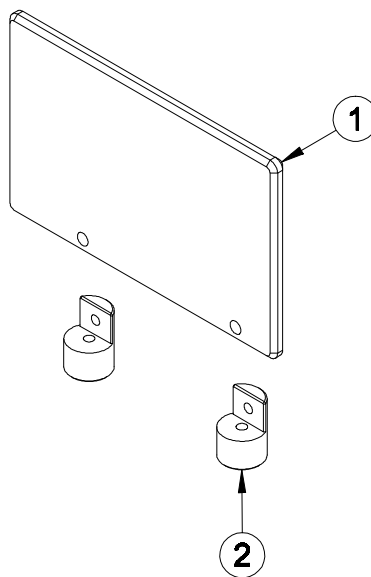
MSBB0ASM034



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MSBB0MET043	1	MICRO SWITCH BKT	SPCC-1.6t
2	MELE0MIC002	1	MICRO SWITCH	CNR-05H-03(ZIPPY-COI

8-35.LOWER HOLE GUIDE ACRYL Ass'y

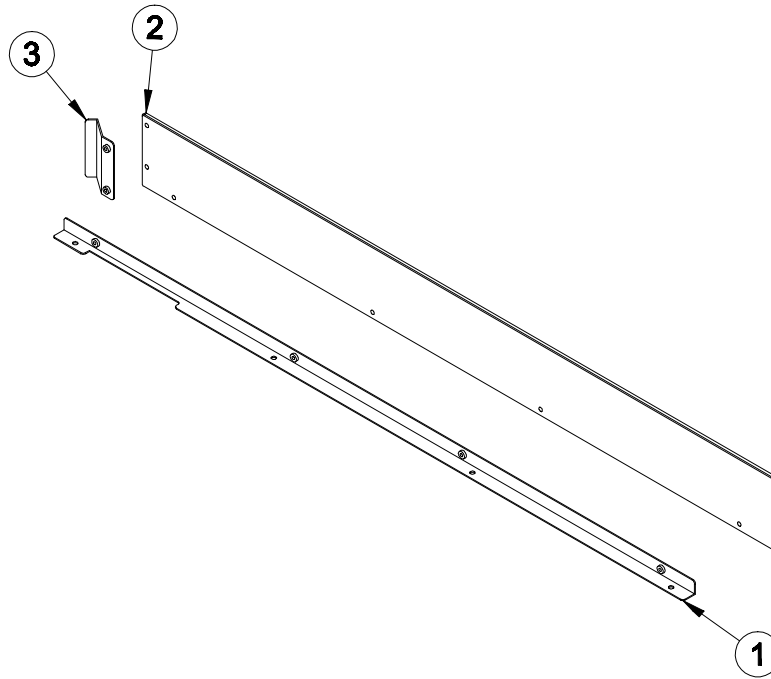
MSBB0ASM035



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MSBB0ACR006	1	LOWER HOLE GUIDE ACRYL	CLEAR
2	MSBB0PRO009	2	LOWER HOLE GUIDE SHAFT	AL

8-36.SIDE INNER ACRYL Ass'y

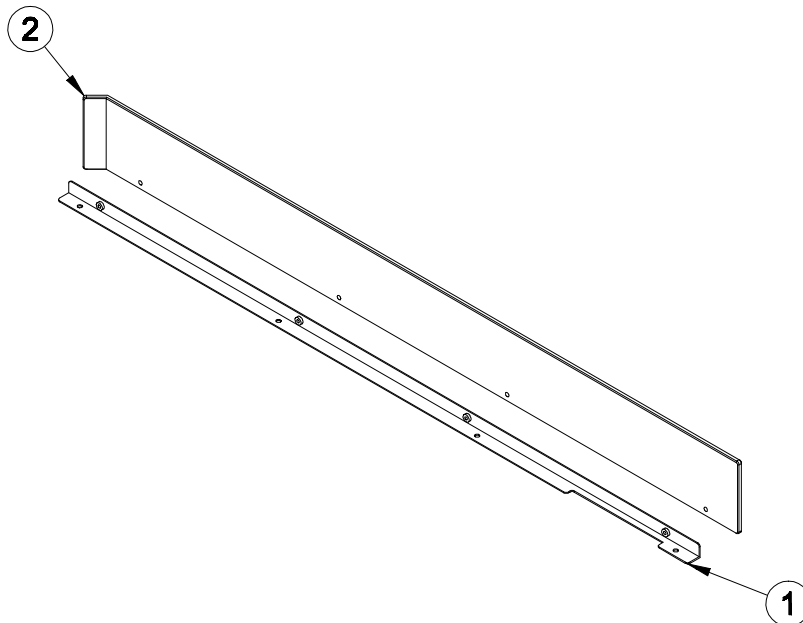
MSBB0ASM036



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MSBB0MET045	1	SIDE INNER BKT-L	SPCC-1.2t
2	MSBB0ACR004	1	SIDE INNER ACRYL	CLEAR
3	MSBB0MET047	1	BALL DOWN SUPPORT BKT	SUS-1.2t

8-37.SIDE INNER ACRYL-R Ass'y

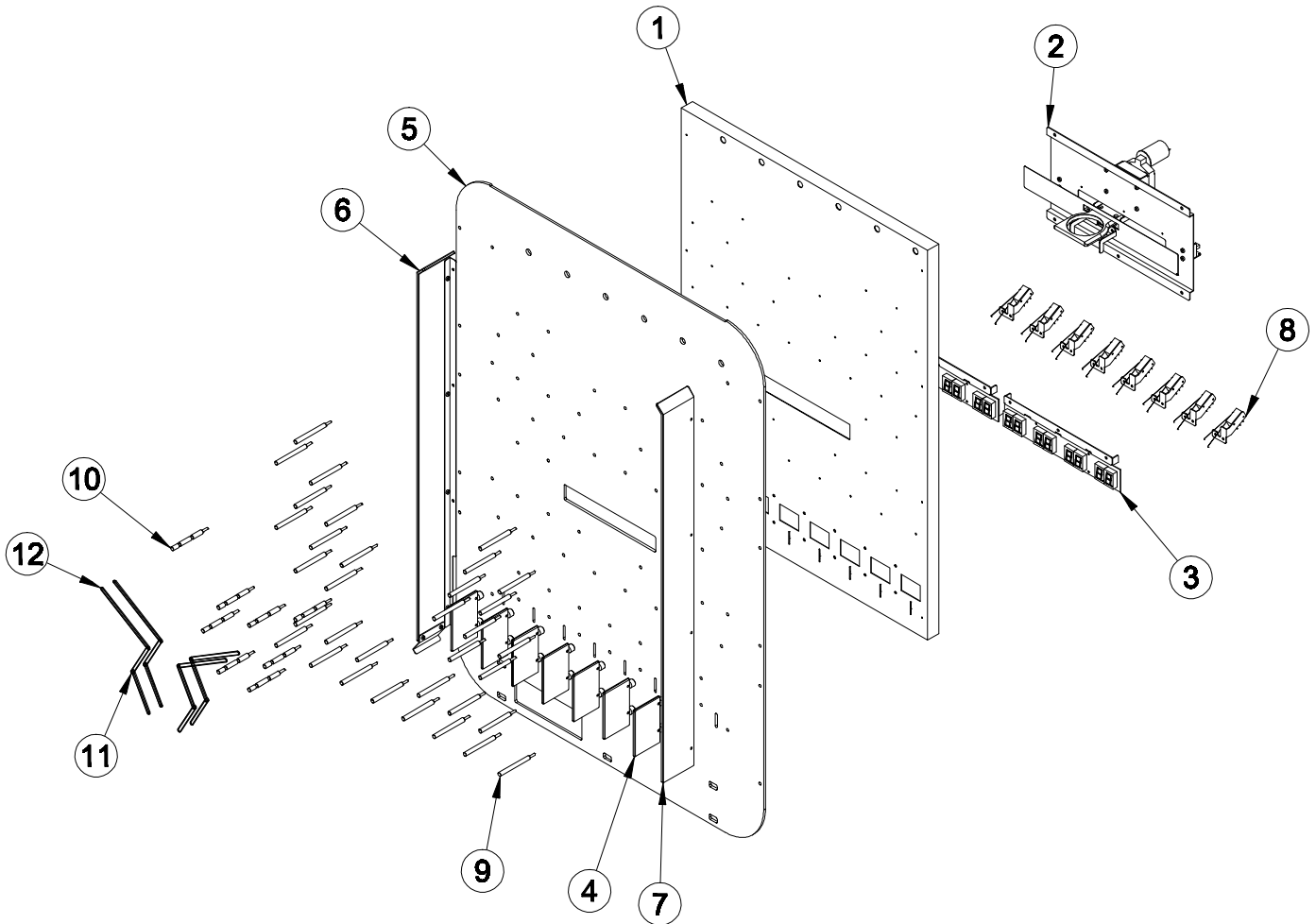
MSBB0ASM037



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MSBB0MET046	1	SIDE INNER BKT-L_mir	SPCC-1.2t
2	MSBB0ACR005	1	SIDE INNER ACRYL-R	CLEAR

8-38.FRONT BKT Ass'y

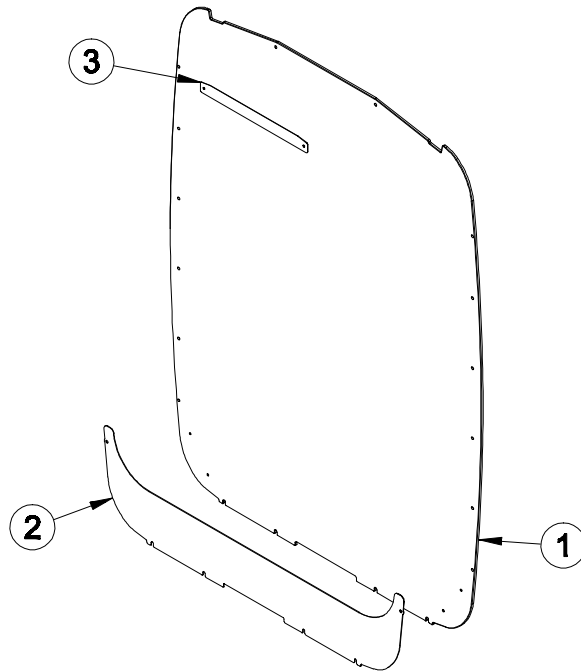
MSBB0ASM038



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MSBB0MET035	1	FRONT BASE BKT WELD Ass'y	WELD PARTS
2	MSBB0ASM032	1	BIG WIN HOLE Ass'y	8-32. (46page)
3	MSBB0ASM033	2	LOWER HOLE LED BOARD Ass'y	8-33. (47page)
4	MSBB0ASM035	7	LOWER HOLE GUIDE ACRYL Ass'y	8-35. (48page)
5	MSBB0SHE004	1	FRONT ACRYL COVER	CLEAR
6	MSBB0ASM036	1	SIDE INNER ACRYL Ass'y	8-36. (49page)
7	MSBB0ASM037	1	SIDE INNER ACRYL-R Ass'y	8-37. (49page)
8	MSBB0ASM034	8	MICRO SWITCH BKT Ass'y	8-34. (48page)
9	MSBB0PRO010	34	PIN	AL
10	MSBB0PRO011	8	PIN-A	AL
11	MZZZ0RUB006	8	RUBBER BAND No.30	SILICONE (41X1.78mm)
12	MZZZ0RUB008	4	RUBBER BAND No.41	SILICONE (75.92X1.78mm)

8-39.VACCUM ACRYL COVER Ass'y

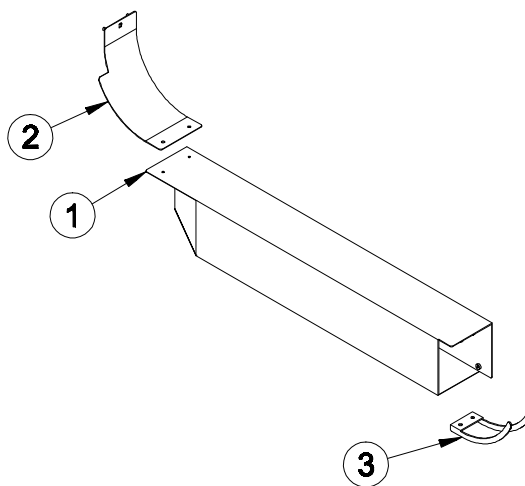
MSBB0ASM039



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MSBB0ACR003	1	VACCUM COVER ACRYL	CLEAR
2	MSBB0MET055	1	VACCUM COVER PANEL	SPCC-1.2t
3	MSBB0MET062	1	VACCUM COVER ACRYL FIXED BKT	SPCC-1.2t

8-40.VENTILATION DUCT Ass'y

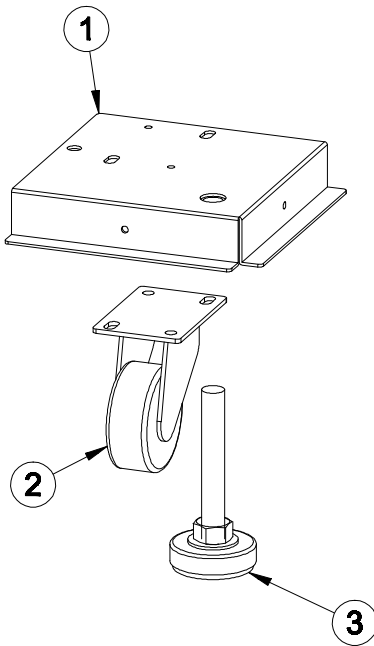
MSBB0ASM040



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MSBB0MET050	1	VENTILATION DUCT	SPCC-1.2t
2	MSBB0MET051	1	CORNER BKT-B	SPCC-1.2t
3	MSBB0MET052	1	CORNER BKT-D	SPCC-2.0t

8-41.CASTER Ass'y (BACK)

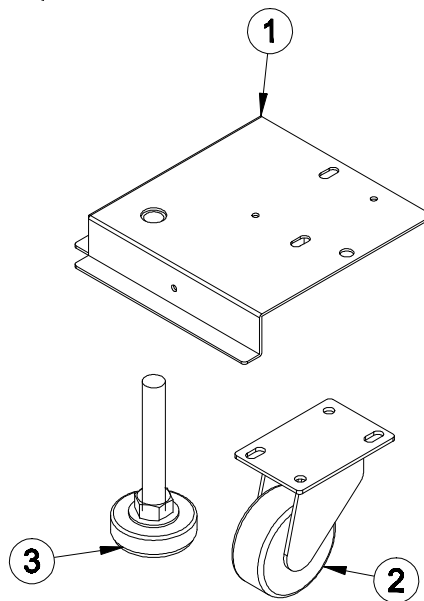
MSBB0ASM041



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MSBB0WOO006	1	CASTER BKT WELD Ass'y (BACK)	WELD PARTS
2	MZZZ0CAS010	1	CASTER	3inch
3	MZZZ0ADJ001	1	ADJUSTER (PV-100-60)	(PV-100-60)

8-42.CASTER Ass'y (BACK)_mir

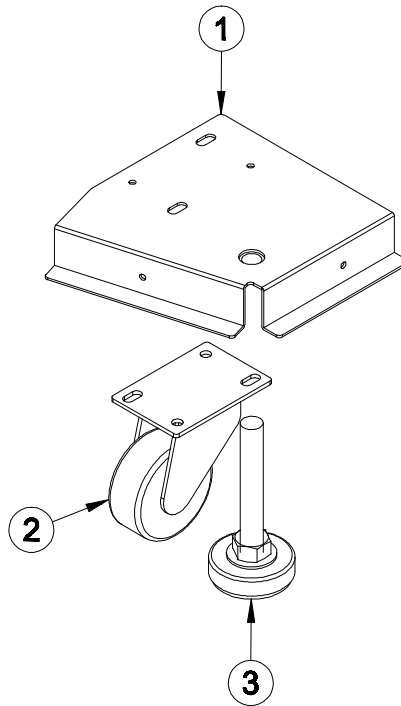
MSBB0ASM042



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MSBB0WOO007	1	CASTER BKT WELD Ass'y (BACK)_mir	WELD PARTS
2	MZZZ0CAS010	1	CASTER	3inch
3	MZZZ0ADJ001	1	ADJUSTER (PV-100-60)	(PV-100-60)

8-43.CASTER Ass'y (FRONT)

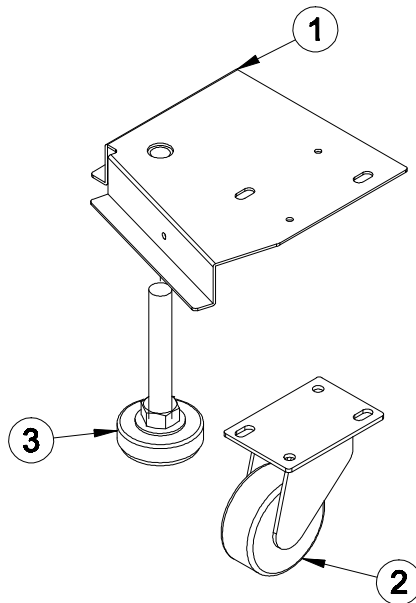
MSBB0ASM043



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MSBB0WOO008	1	CASTER BKT WELD Ass'y (FRONT)	WELD PARTS
2	MZZZ0CAS010	1	CASTER	3inch
3	MZZZ0ADJ001	1	ADJUSTER (PV-100-60)	(PV-100-60)

8-44.CASTER Ass'y_mir (FRONT)

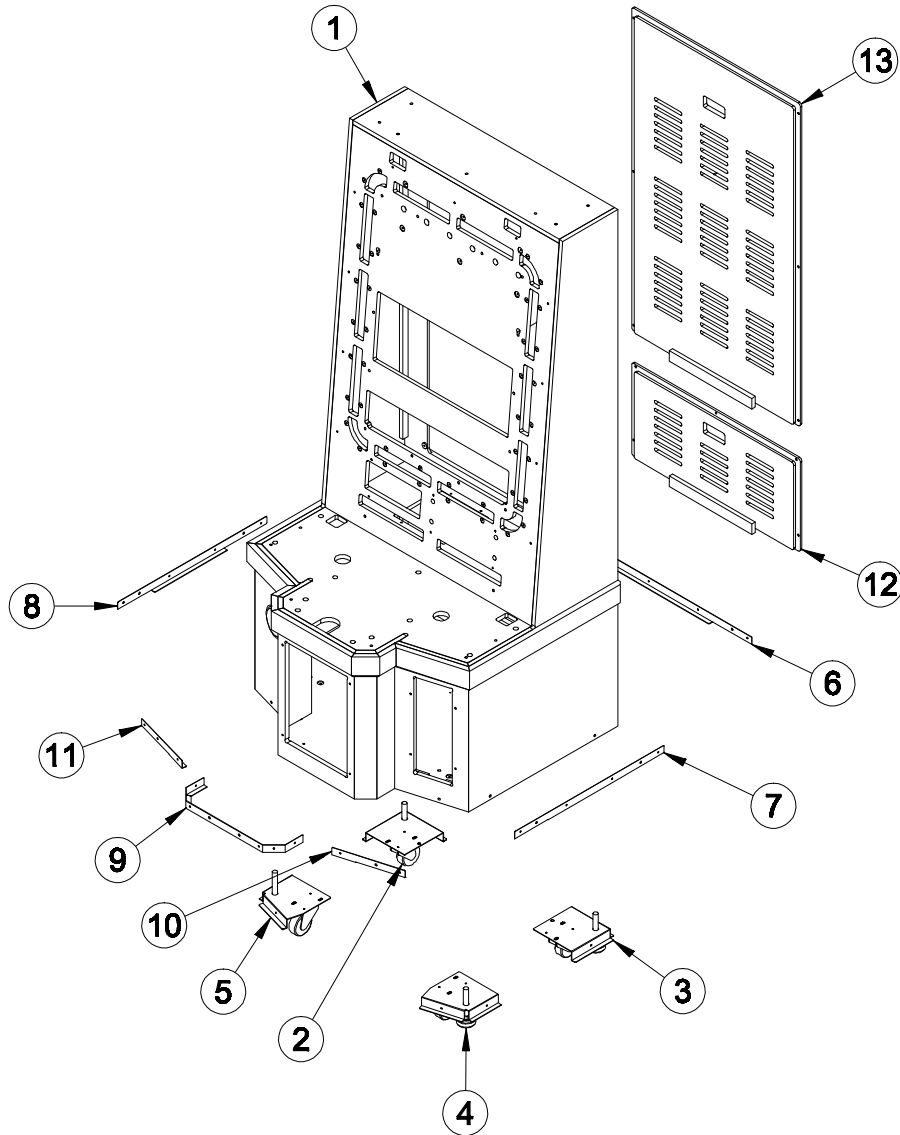
MSBB0ASM044



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MSBB0WOO009	1	CASTER BKT WELD Ass'y_mir (FRONT)	WELD PARTS
2	MZZZ0CAS010	1	CASTER	3inch
3	MZZZ0ADJ001	1	ADJUSTER (PV-100-60)	(PV-100-60)

8-45.MAIN CABINET Ass'y

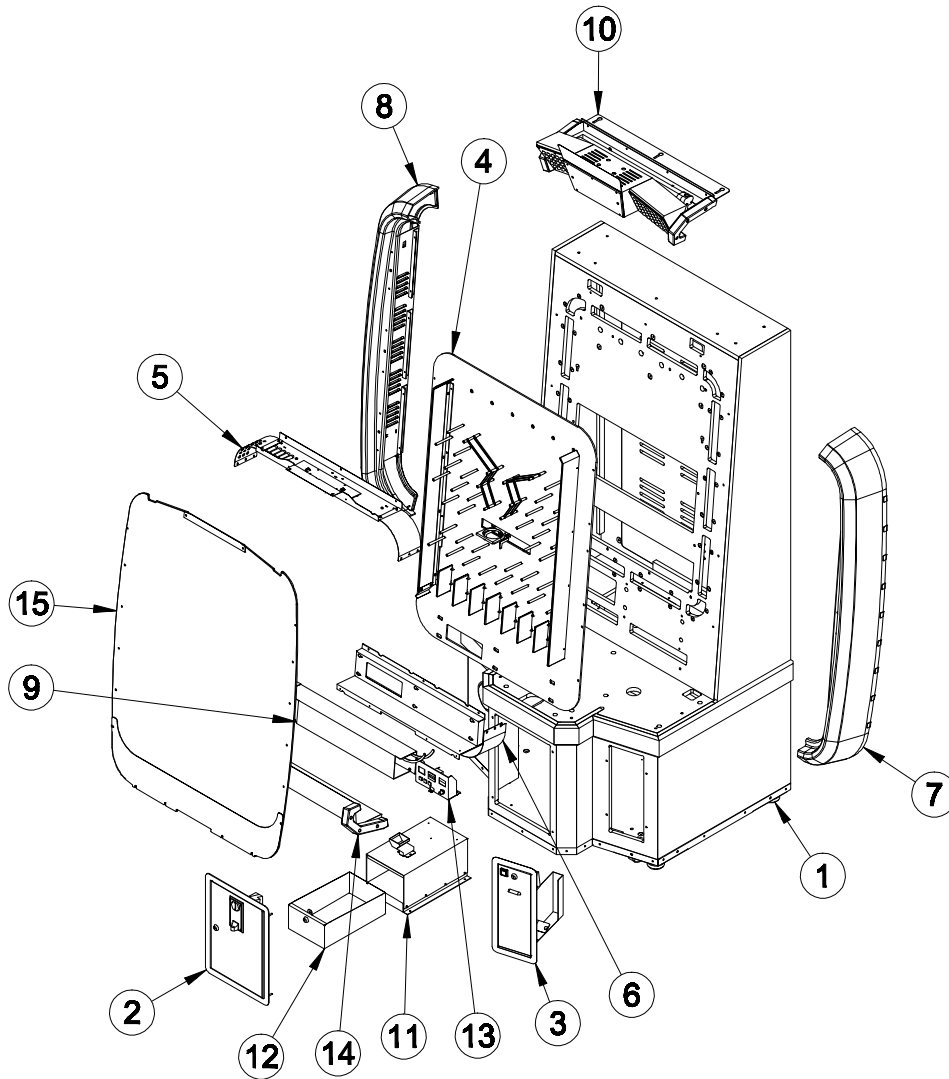
MSBB0ASM045



NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MSBB0WOO001	1	WOOD CASE Ass'y	ASSEMBLE (조립품)
2	MSBB0ASM041	1	CASTER Ass'y (BACK)	8-41. (52page)
3	MSBB0ASM042	1	CASTER Ass'y (BACK)_mir	8-42. (52page)
4	MSBB0ASM043	1	CASTER Ass'y (FRONT)	8-43. (53page)
5	MSBB0ASM044	1	CASTER Ass'y_mir (FRONT)	8-44. (53page)
6	MSBB0WOO015	1	BACK BENDING	SPCC-1.2t
7	MSBB0WOO013	1	SIDE BENDING	SPCC-1.2t
8	MSBB0WOO014	1	SIDE BENDING_mir	SPCC-1.2t
9	MSBB0WOO010	1	FRONT BENDING	SPCC-1.2t
10	MSBB0WOO011	1	FRONT SIDE BENDING	SPCC-1.2t
11	MSBB0WOO012	1	FRONT SIDE BENDING_mir	SPCC-1.2t
12	MSBB0WOO003	1	REAR LOWER DOOR	MDF-15.0t
13	MSBB0WOO002	1	REAR UPPER DOOR	MDF-15.0t

8-46-1.ASSEMBLING SONIC BLAST BALL ALL FIX Ass'y

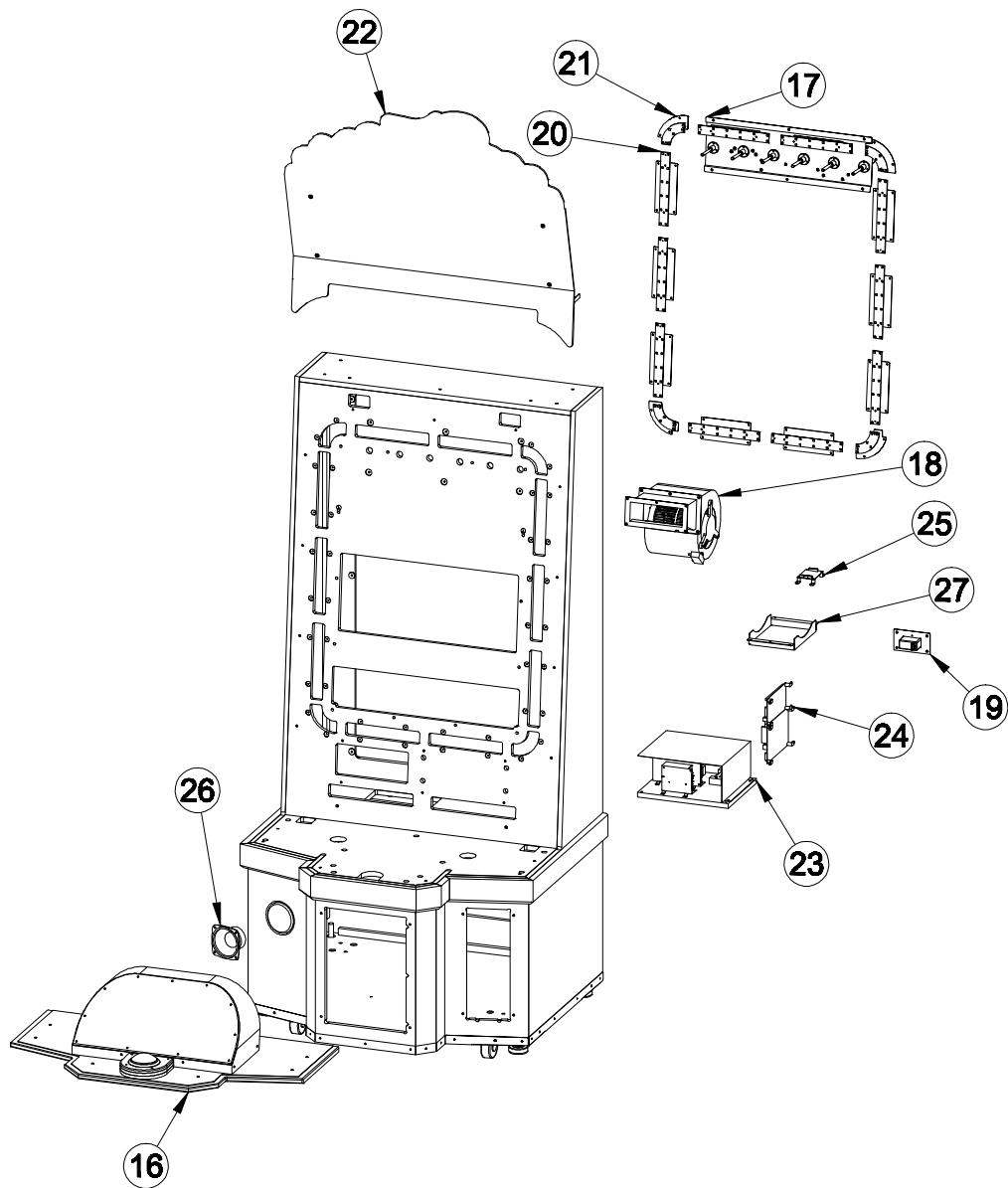
MSBB0ASM046



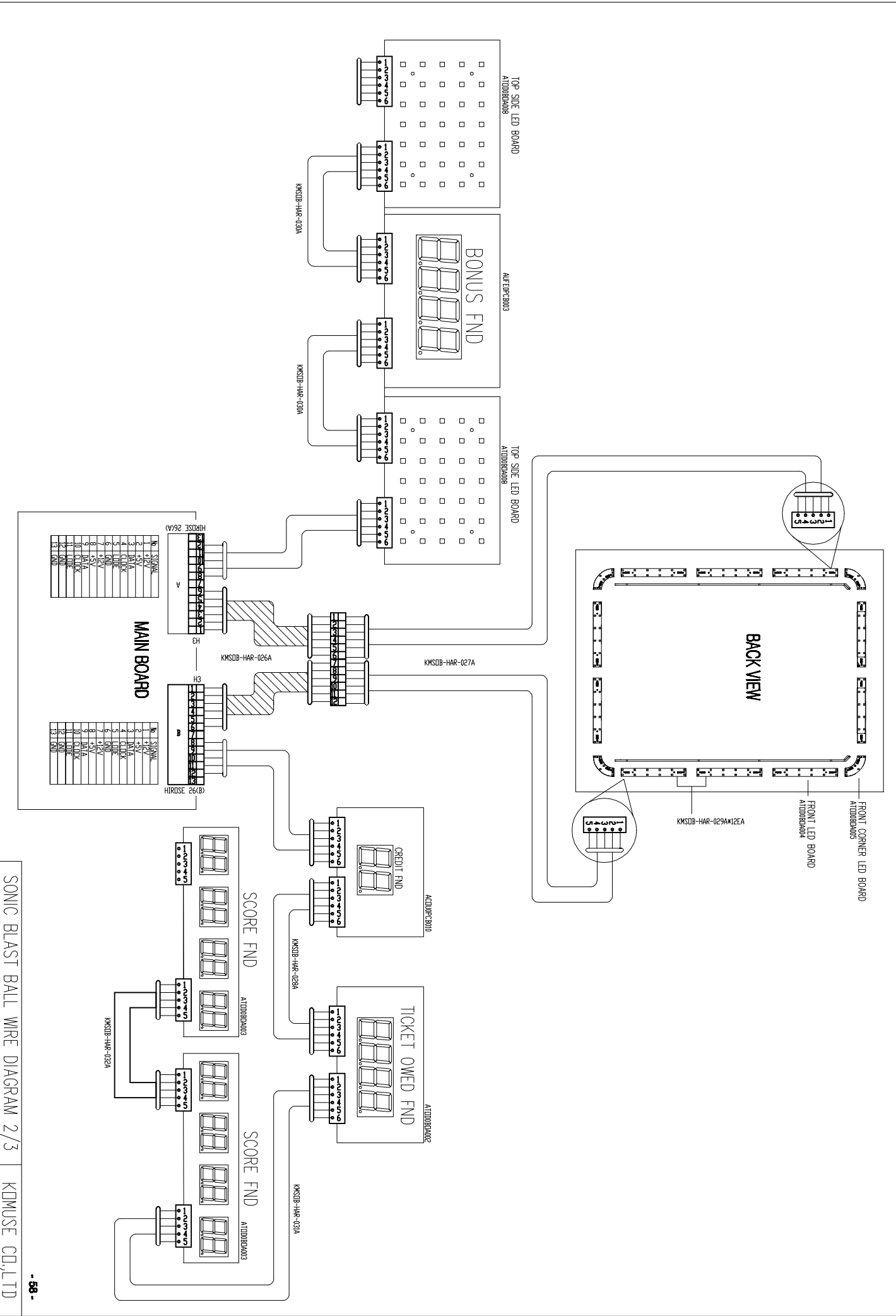
NO.	Code Number	QUANTITY	PART NAME	SPEC.
1	MSBB0ASM045	1	MAIN CABINET Ass'y	8-45. (54page)
2	MSBB0ASM007	1	FRONT DOOR Ass'y	8-7. (26page)
3	MSBB0ASM006	1	TICKET BOX Ass'y	8-6. (25page)
4	MSBB0ASM038	1	FRONT BKT Ass'y	8-38. (50page)
5	MSBB0ASM010	1	VACCUM TOP FIXED BKT Ass'y	8-10. (28page)
6	MSBB0ASM016	1	VACCUM BOTTOM FIXED BKT Ass'y	8-16. (34page)
7	MSBB0ASM011	1	VACCUM SIDE FIXED BKT-R Ass'y	8-11. (29page)
8	MSBB0ASM012	1	VACCUM SIDE FIXED BKT-L Ass'y	8-12. (30page)
9	MSBB0ASM040	1	VENTILATION DUCT Ass'y	8-40. (51page)
10	MSBB0ASM015	1	BILLBOARD Ass'y	8-15. (33page)
11	MSBB0ASM008	1	CASH BOX BODY Ass'y	8-8. (27page)
12	MSBB0ASM009	1	CASH BOX Ass'y	8-9. (27page)
13	MSBB0ASM002	1	AC POWER SWITCH Ass'y	8-2. (22page)
14	MSBB0ASM017	1	VACCUM LOWER COVER Ass'y	8-17. (34page)
15	MSBB0ASM039	1	VACCUM ACRYL COVER Ass'y	8-39. (51page)

8-46-2.ASSEMBLING SONIC BLAST BALL ALL FIX Ass'y

MSBB0ASM046



NO.	Code Number	QUANTITY	PART NAME	SPEC.
16	MSBB0ASM020	1	BUTTON PANEL Ass'y	8-20. (37page)
17	MSBB0ASM027	1	LEVER Ass'y	8-27. (43page)
18	MSBB0ASM021	1	BLOWER Ass'y	8-21. (38page)
19	MSBB0ASM003	1	NOISE FILTER Ass'y	8-3. (22page)
20	MSBB0ASM028	8	FRONT LED BOARD BKT-A Ass'y	8-28. (44page)
21	MSBB0ASM029	4	FRONT CORNER LED BOARD BKT Ass'y	8-29. (44page)
22	MSBB0ASM001	1	BILLBOARD FOMEX Ass'y	8-1. (21page)
23	MSBB0ASM005	1	POWER SMPS Ass'y	8-5. (24page)
24	MSBB0ASM004	1	MAIN BOARD Ass'y	8-4. (23page)
25	AUFE0PCB002	1	PWM 3 POINT LED(KMPWM-1303-38B) BOARD	KMPWM-1303-38B
26	MZZZ0SPE004	1	speaker[MID4.5]	MID 4.5 8Ω80W
27	MSBB0MET048	1	BLOWER BOTTOM BKT	SPCC-1.6t



PWM LED ASSY

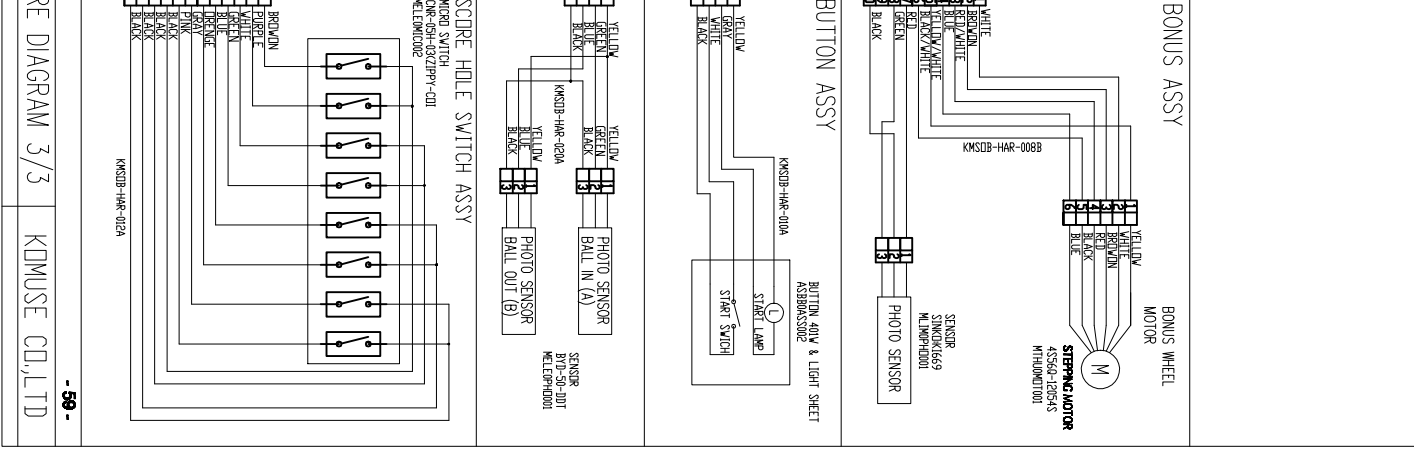
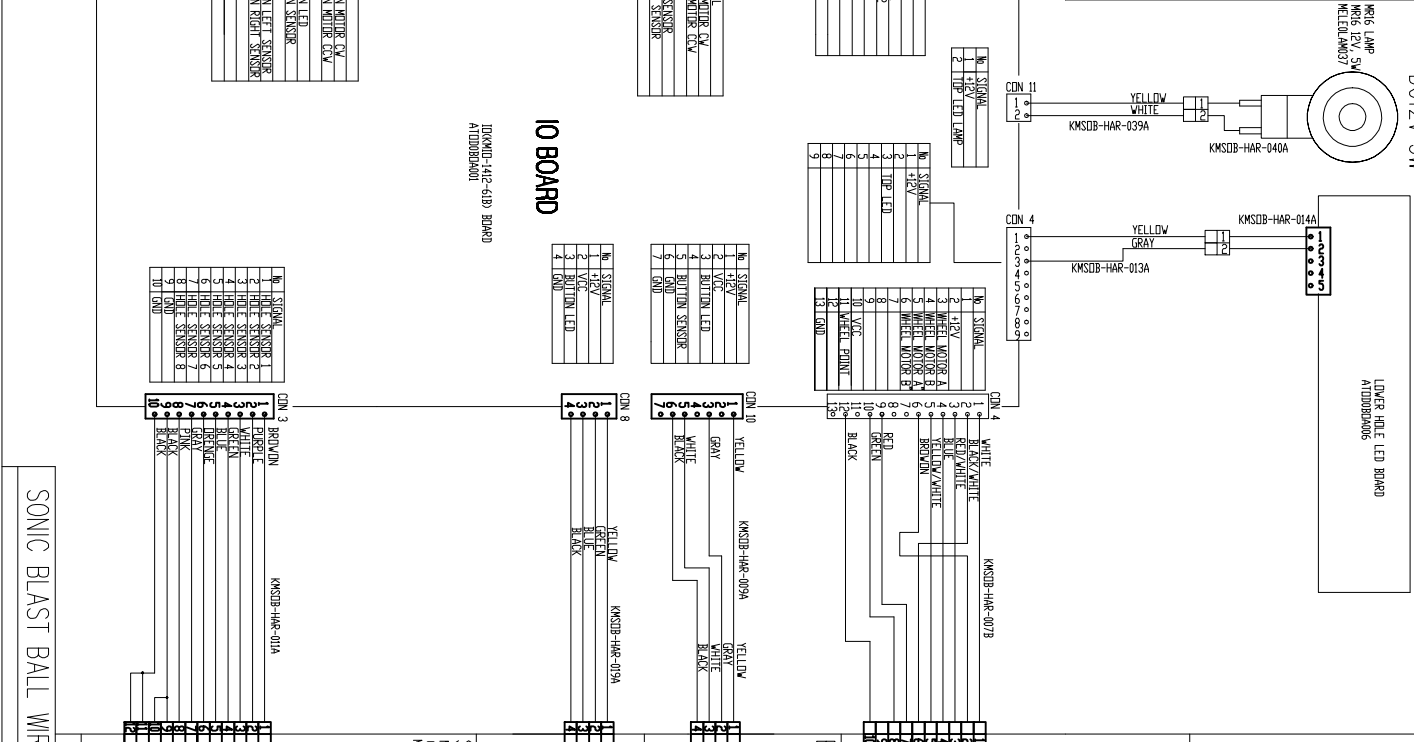
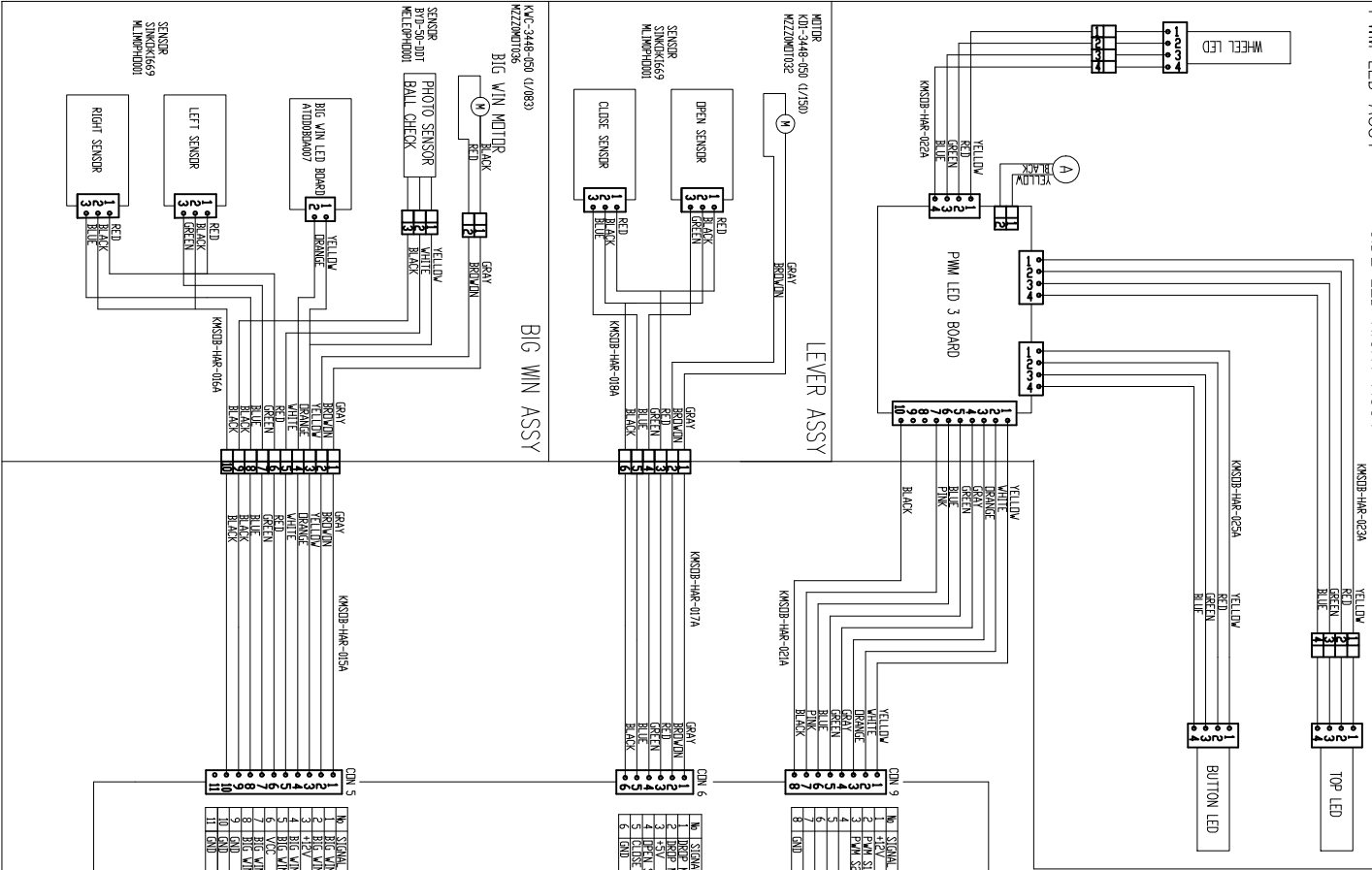
SIDE LED RIGHT ASSY

DC12V 5W

TOP LED ASSY



LOWER HOLE LED BOARD
AT000B0006



SONIC BLAST BALL WIRE DIAGRAM 3/3

KIMUSE CO., LTD








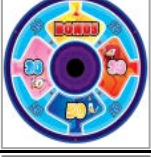
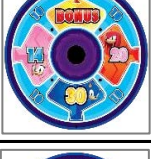



SONIC BLAST BALL



2016.02.02

SONIC BLAST BALL

IMAGE		NAME	QUANTITY	MATERIAL	CDDE NO.
1		BILLBOARD FOMEX & SHEET	1 EA	P.O.P Silk screen	MSBBOSHE001
2		BONUS ACRYL	1 EA	ACRYL Silk screen	MSBBOSHE003
3		BONUS WHEEL BOX FRONT ACRYL	1 EA	ACRYL Silk screen	MSBBOSHE004
4		FRONT ACRYL COVER SHEET	1 EA	ACRYL Silk screen	MSBBOSHE005
5		FRONT ACRYL COVER INNER SHEET	1 EA	SHEET Silk screen	MSBBOSHE006
6		BONUS SHEET	1 EA	SHEET Silk screen	MSBBOSHE007
7		VACUUM LOWER COVER SHEET	1 EA	SHEET Silk screen	MSBBOSHE008
8		BONUS WHEEL BOX UP SHEET	1 EA	SHEET Silk screen	MSBBOSHE009
9		BUTTON PANEL CENTER SHEET	1 EA	SHEET Silk screen	MSBBOSHE010
10		BUTTON PANEL LEFT SHEET	1 EA	SHEET Silk screen	MSBBOSHE011
11		BUTTON PANEL RIGHT SHEET	1 EA	SHEET Silk screen	MSBBOSHE012
12		INSERT COIN SHEET	1 EA	SHEET Silk screen	MSBBOSHE013
13		FRONT DOOR SHEET	1 EA	SHEET Silk screen	MSBBOSHE014

IMAGE		NAME	QUANTITY	MATERIAL	CDDE NO.
14		TICKET DOOR SHEET	1 EA	SHEET Silk screen	MSBBOSHE015
15		SPEAKER COVER SHEET	1 EA	SHEET Silk screen	MSBBOSHE016
16		SIDE L SHEET	1 EA	SHEET Silk screen	MSBBOSHE017
17		SIDE R SHEET	1 EA	SHEET Silk screen	MSBBOSHE018
18		BUTTON LIGHT SHEET	1 EA	SHEET Silk screen	MSBBOSHE019
19		POINTER SHEET	1 EA	PRISM SHEET	MSBBOSHE020
20		BONUS WHEEL ACRYL & SHEET (WHEEL C)	1 EA (Default)	BONUS 50 70 40	MSBBOSHE021
21		BONUS WHEEL ACRYL & SHEET (WHEEL B)	1 EA (Option)	BONUS 30 50 30	MSBBOSHE022
22		BONUS WHEEL ACRYL & SHEET (WHEEL A)	1 EA (Option)	BONUS 20 30 14	MSBBOSHE023
23		BONUS WHEEL ACRYL & SHEET (WHEEL D) MIDDLE EAST	1 EA (Option)	BONUS 150 200 100	MSBCOSHE024
24		BONUS WHEEL ACRYL & SHEET (WHEEL E) MIDDLE EAST	1 EA (Option)	BONUS 250 350 200	MSBBOSHE025
25		BONUS WHEEL ACRYL & SHEETT (CEC)	1 EA (Option)	BONUS 20 30 10	MSBBOSHE026

SPARES AND SERVICE CONTACT INFORMATION

- SEGA TOTAL SOLUTIONS -

42 Barwell Business Park
Leatherhead Road,
Chessington,
Surrey,
KT9 2NY
United Kingdom

Parts/Customer Service : +44 (0) 208 391 8060

Technical Support : +44 (0) 208 391 8072



- PLAY IT AMUSEMENTS -

252 Beinoris Drive,
Wood Dale,
IL,
60191,
United States of America

Parts/Customer Service : +00 (1) 224 265 4287

Technical Support : +00 (1) 224 265 4283

