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GOAL LINE RUSH OPERATION MANUAL



GOAL LINE RUSH

OPERATION MANUAL

©NAMCO BANDAI Games Inc.

The specifications of the machine and the contents of this operation manual are subject to change without prior notice due to product improvements.

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NAMCO BANDAI Games Inc.

The actual product you have received may differ slightly from the illustration.

WARNING

- **To ensure safe operation of the game machine,be sure to read this Operation Manual before use.**
- **Keep this Operation Manual in a safe place for quick access whenever needed**

INTRODUCTION

Thank you for purchasing the “Goal Line Rush” game machine (hereafter referred to as the “machine”)

This operation manual describes

- How to install, operate, transport, maintain and discard the machine safely and properly
- How to operate the machine correctly and make use of its full features
- How to ensure safety of players and bystanders

Inquiries regarding this machine and its repair

- For further information about the machine and its repair, contact your distributor

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14. Wire harness diagram 50

1. SAFETY PRECAUTIONS

Before using this game,read the following safety precautions thoroughly and use the game correctly.

Be sure to observe the safety instructions as they are important for ensuring safe operation of the game.



This indicates risk that can lead to personal injury and/or property damage

This appliance is not intended for use by persons(including children)with reduced physical,sensory or mental capabilities, or lack of experience and knowledge,unless they have been given supervision or instruction regarding the use of theappliance by a person responsible for their safety.

Children should be supervised while playing this game.

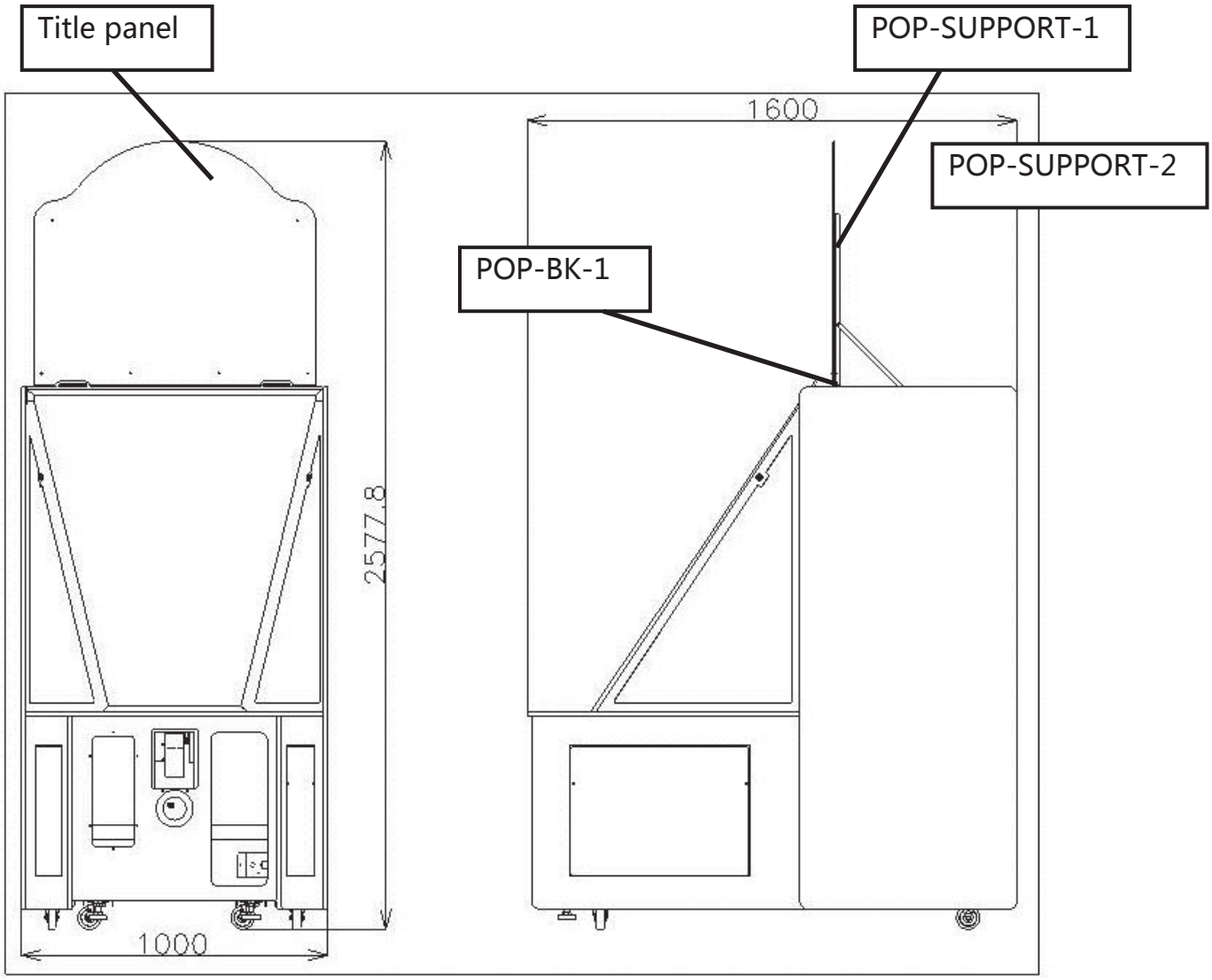


When opening or closing the glass door, support the glass with one hand and avoid applying pressure to the door during opening or closing. Careless handling of the glass door can result in pinching your hand or breaking the glass causing possible injury.
When moving the machine, exercise caution and do not push the glass section. The glass used on the game is tempered safety glass, but it can break if excessive force is applied, causing possible danger to yourself and people around the machine.
Do not allow players to tilt, lift or drop the machine, or conduct any other improper action. Such action may cause the machine to tip over or the glass to break, causing danger to people around the machine.
When installing the machine, use the leg levelers to ensure that machine does not move easily. lf the leg levelers are not adjusted properly, the machine can move if a light push is applied, causing possible danger to people around the machine.
Be careful not to pinch your fingers when adjusting the leg levelers. The machine is very heavy. Do not place your hand under the machine.
This machine is for indoor use only. Never use the machine outdoors as rain or dust can cause a short circuit or electric shock.
To prevent possible electric shock due to failure, this equipment MUST be fitted with a securely connected GROUNDED plug.
Install the power cord so that people cannot step on it or in such a way that could present a trip hazard. Route it under other machines or where it could be crushed.
Do not unplug the power cord by pulling the cord, as could break internal wires and cause electric shock.
Do not use power cord if it becomes damaged. If internal wires are exposed, replace the cord immediately; otherwise, a short circuit or electric shock can occur.
● if you have to leave the machine unattended during maintenance or service, be sure to close and lock the the glass door, coin door, and rear compartment door to

prevent people from getting injured by touching the inside of the machine.
● Never touch the slide unit or other drive system during operation. Moving parts can pinch or injure your fingers.
● When removing the rear compartment door, hold it carefully with both hands as it is large and heavy. Be careful not to drop it on your feet.

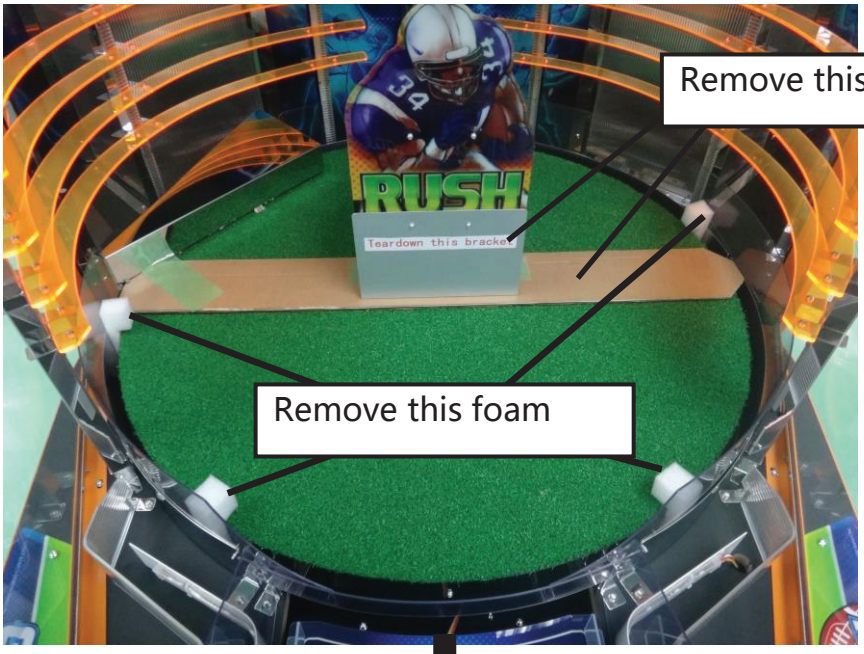
2. SPECIFICATIONS

POWER SUPPLY:	Rated voltage: AC 120/240 V Rated frequency: 50/60 Hz Rated power consumption: 400W (for indoor use only)
AMBIENT OPERATING TEMPERATURE	+5 °C to +35 °C(41 °F -95 °F)
DIMENSIONS:	1000mm(w) x 1600mm(d) x 2578mm(h) 40" x 63" x 101.5"
WEIGHT:	213kg 469lbs
ACCESSORIES:	Operation Manual;
	Ball: (5 points ball(35pcs); 15 points ball(8pcs); 30 points ball(3pcs); 50 points ball(2pc); 100 points ball(1pc); JP ball(1pc);)
	power cord;
	Keys: ・Front Door(B17A2) ・Service Door(B30A) ・Cash box key ・Coin door key ・Ticket door key
	Title Panel
	POP-BK-1
	POP-SUPPORT-1
	POP-SUPPORT-2

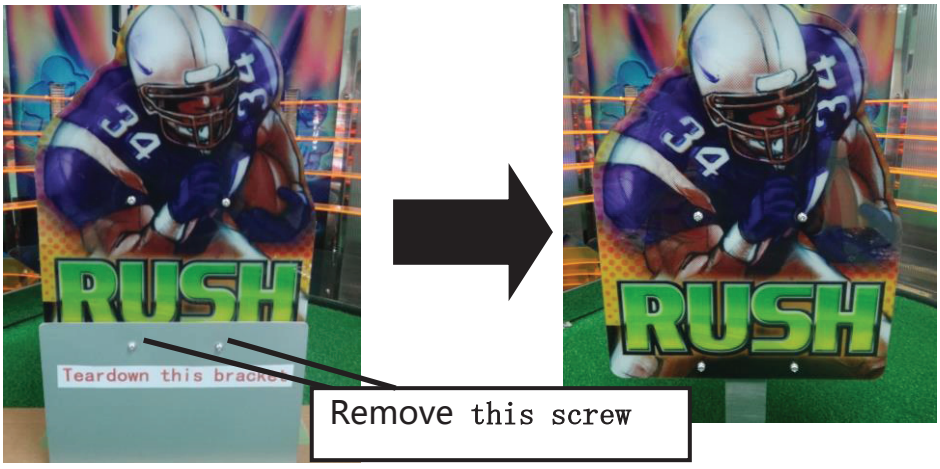

Title panel
POP-SUPPORT-1
POP-SUPPORT-2
POP-BK-1
1600
2577.8
1000

3. REMOVE FOR TRANSPORTATION

3.1 Ball Push Unit & Field Unit

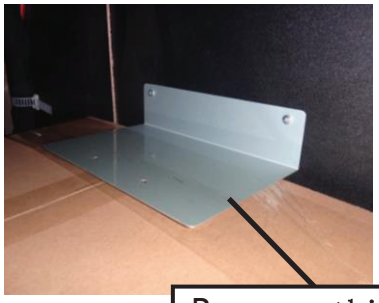






3.2 Remove BALL



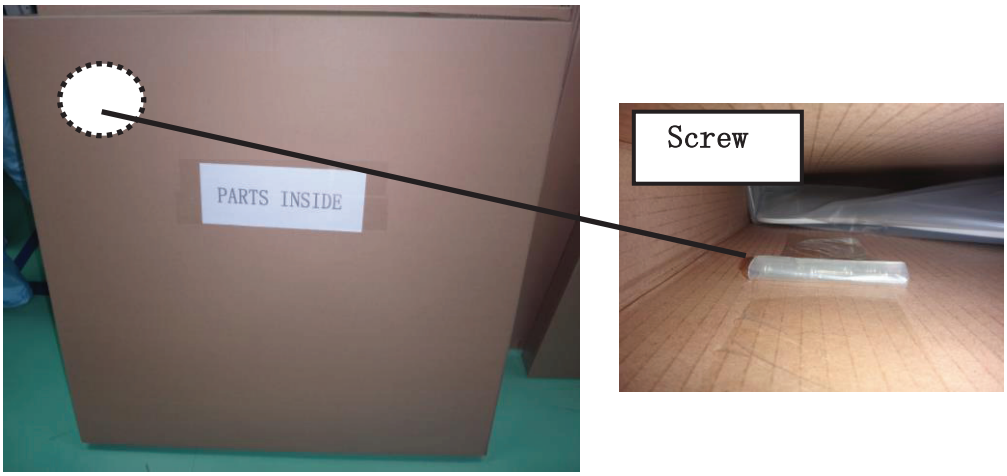




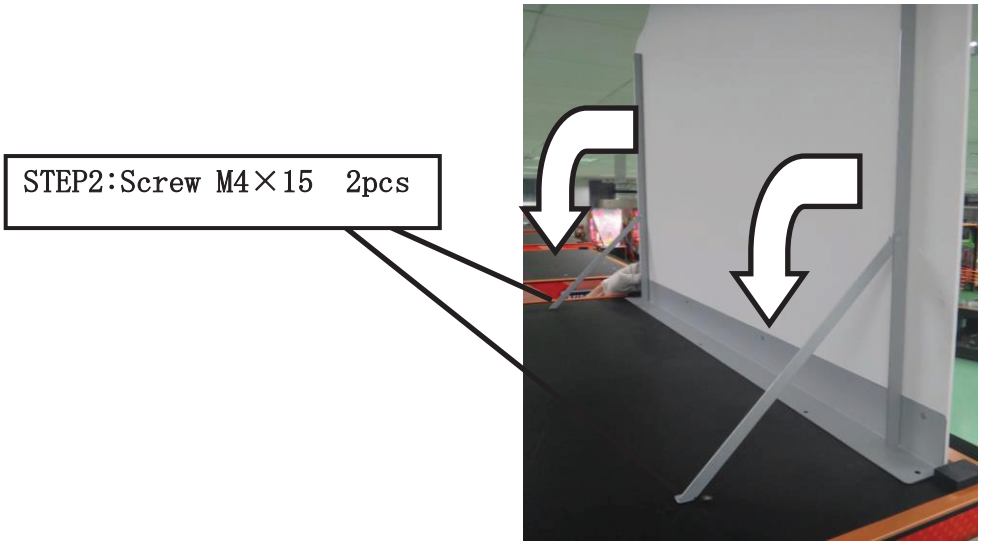
Remove this bracket



3.3 Title Panel







4. INSTALLATION

⚠ CAUTION

Install the machine according to the instructions and procedures specified in this operation manual. Failure to follow the specified procedures may result in a fire, electric shock, injury, or machine malfunction.
Insert the power cord plug firmly into the power outlet. Poor contact may cause overheating that can lead to fire or burns.
Install the machine securely by using the level adjusters. Unstable machine installation can result in accident or injury (See "Adjusting the Level Adjusters")

Installation Conditions

Locations to avoid

⚠ CAUTION

- The machine is designed for indoor use. Never install the machine outdoors or at any of the following locations:
  - Place in direct sunlight
  - Place exposed to rain or water leaks.
  - Place where a water jet could be used.
  - Damp place.
  - Dusty place.
  - Close to heating devices.
  - Hot place.
  - Extremely cold place.
  - Place where moisture condensation may occur due to temperature differences.
  - Place where the machine may become an obstruction in emergencies (such as close to emergency exits) and place where a fire extinguisher or similar equipment is installed.
  - Unstable place or location where vibrations occur.

- The quality of prizes may deteriorate, depending on installation conditions and prize types.
  * The temperature inside the upper doors can be much higher than the temperature of the surrounding area since the upper doors block ventilation and fluorescent lamps are used to illuminate the prizes. If the machine is installed where it is exposed to direct sunlight, the temperature inside the glass doors may become extremely high

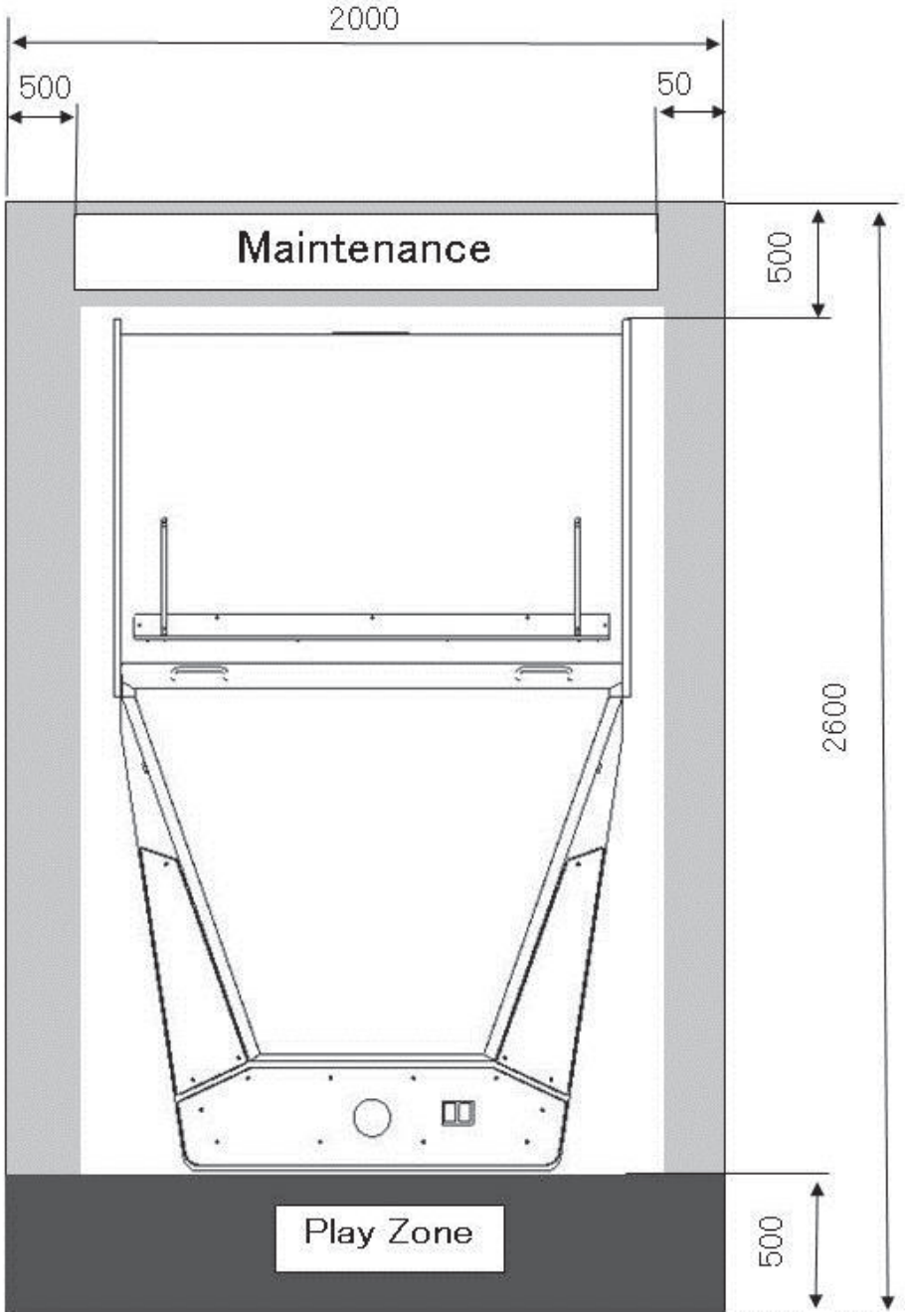
5.Play Zone of Installed Machine

⚠ CAUTION

- Set a play zone as shown below so that players can move away from the machine without bumping into observers or passersby.

NOTICE

- Provide a space of at least 500mm(2 feet) between the machine and wall or other machines. This space is necessary for maintenance and service.

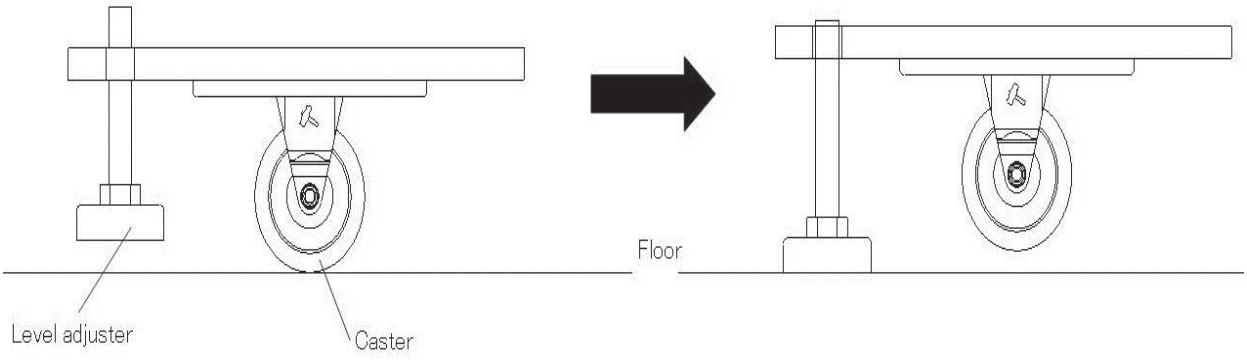


6.ACCESSORIES　LIST

ITEM	DESCRIPTION	QY .	PART No.
1	Common Key	2	XGLR -310-950
2	Cash box Key	1	XGLR -310-951
3	Coin door Key	1	XGLR -310-952
4	Ticket door Key	1	XGLR -310-953
5	5 point ball	35	XGLR -310-891
6	15 point ball	8	XGLR -310-892
7	30 point ball	3	XGLR -310-893
8	50 point ball	2	XGLR -310-894
9	100 point ball	1	XGLR -310-895
10	JP ball	1	XGLR -310-896
11	Title panel	1	XGLR -310-903
12	POP -BK-1	1	XGLR -310-904
13	POP -SUPPORT　-1	2	XGLR -310-905
14	POP -SUPPORT　-2	2	XGLR -310-906
15	Power cord (US,UK)	1	XGLR -310-949
16	Operation Manual　(US.UK)	1	XGLR -N03-001

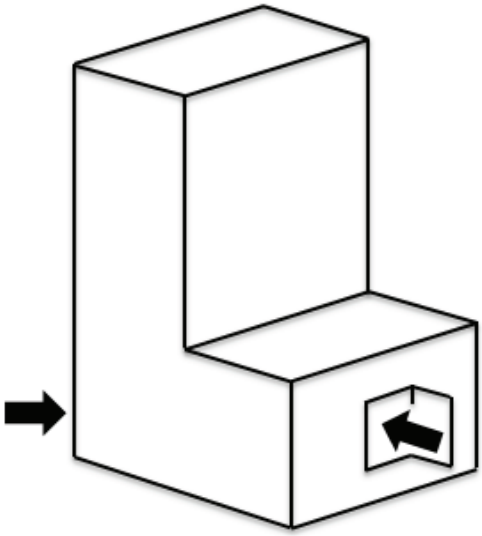
7.Adjusting the Level Adjusters

Set the machine in the desired location and lower the Level Adjusters(two positions)so that the casters are raised from the floor by approximately 5mm(1/4).Make sure that the machine is level and does not shake.



8.Power switch

・Power switch



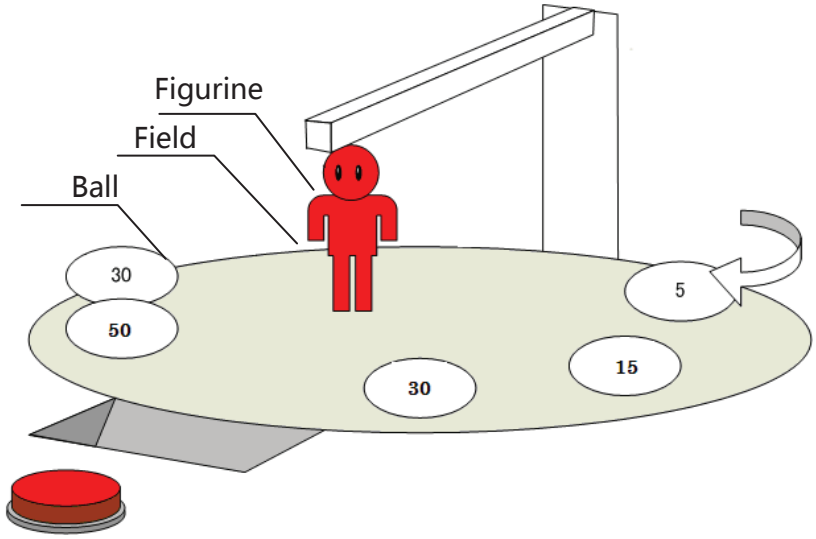
There are two power switches, one is on the back and the other is inside of the service door. Both of them need to be ON to operate the game.

9.How to Play

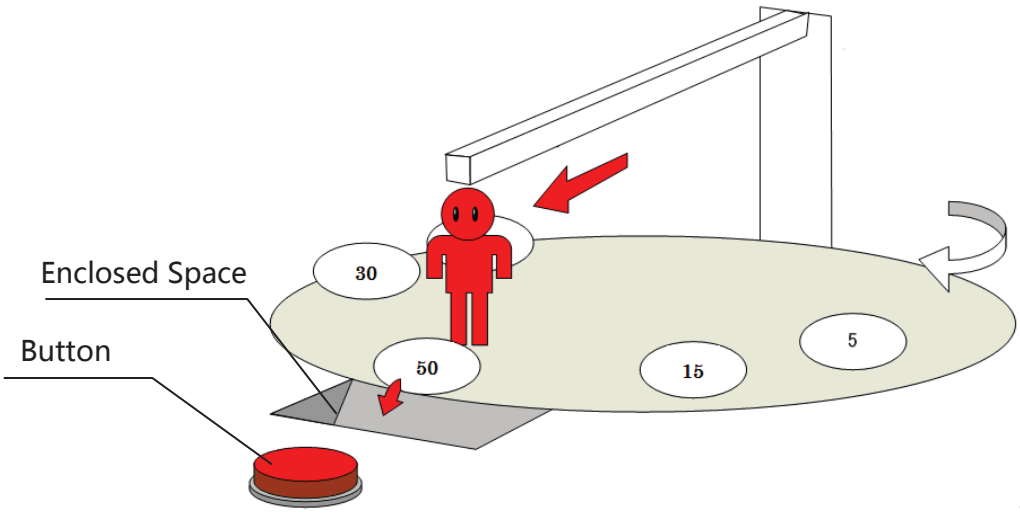
・ Explanation of Playing

① Insert coins. Player can be started after reached set-up coin quantity.

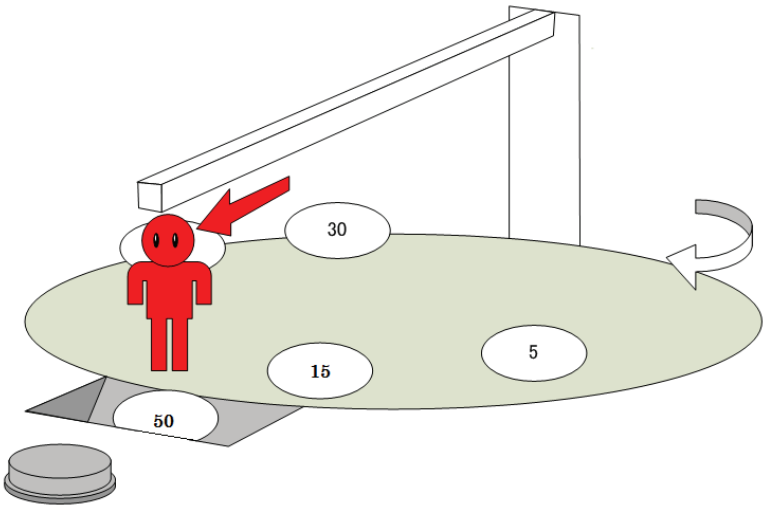
② There are balls marked with its numbers on the turning table. A figurine standing in the middle of the table moves forward after press a button. Try to move the figurine at the right time to push high score balls well. If the button is not pressed within 60 seconds, the figurine will be automatically moved forward after sounding the warning.



③ Press the button, the figurine will move forward and push the ball to the front enclosed space.



④ After the ball drops into the space, tickets will be issued according to numbers marked on the ball. If succeeded in dropping JP ball, player can get scores mentioned on JP 7 SEG.

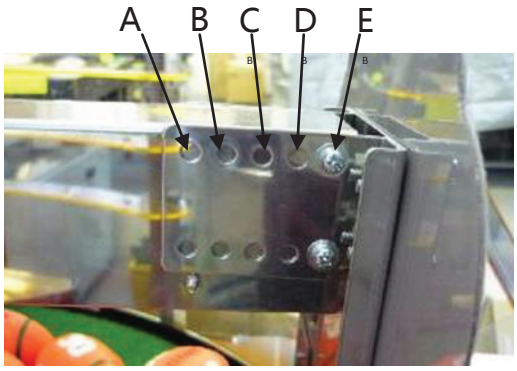


10.CHANGE OF SETTINGS & CONFIRMATION OF DATA

●PAY OUT SETTING

The JACKPOT tickets number and figurine section can be set.
The points of JACKPOT can change by test mode.
e.g. 150 200 250 300 400 500 600 700 800 900 999

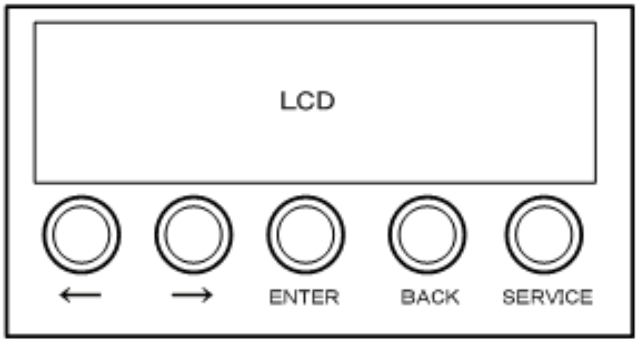
※The data written below is describing tickets average number of each game .
※Figurine position can change to five sections ,just like picture.
※The shipment setting is "section B or C JACK POT 300 tickets ".



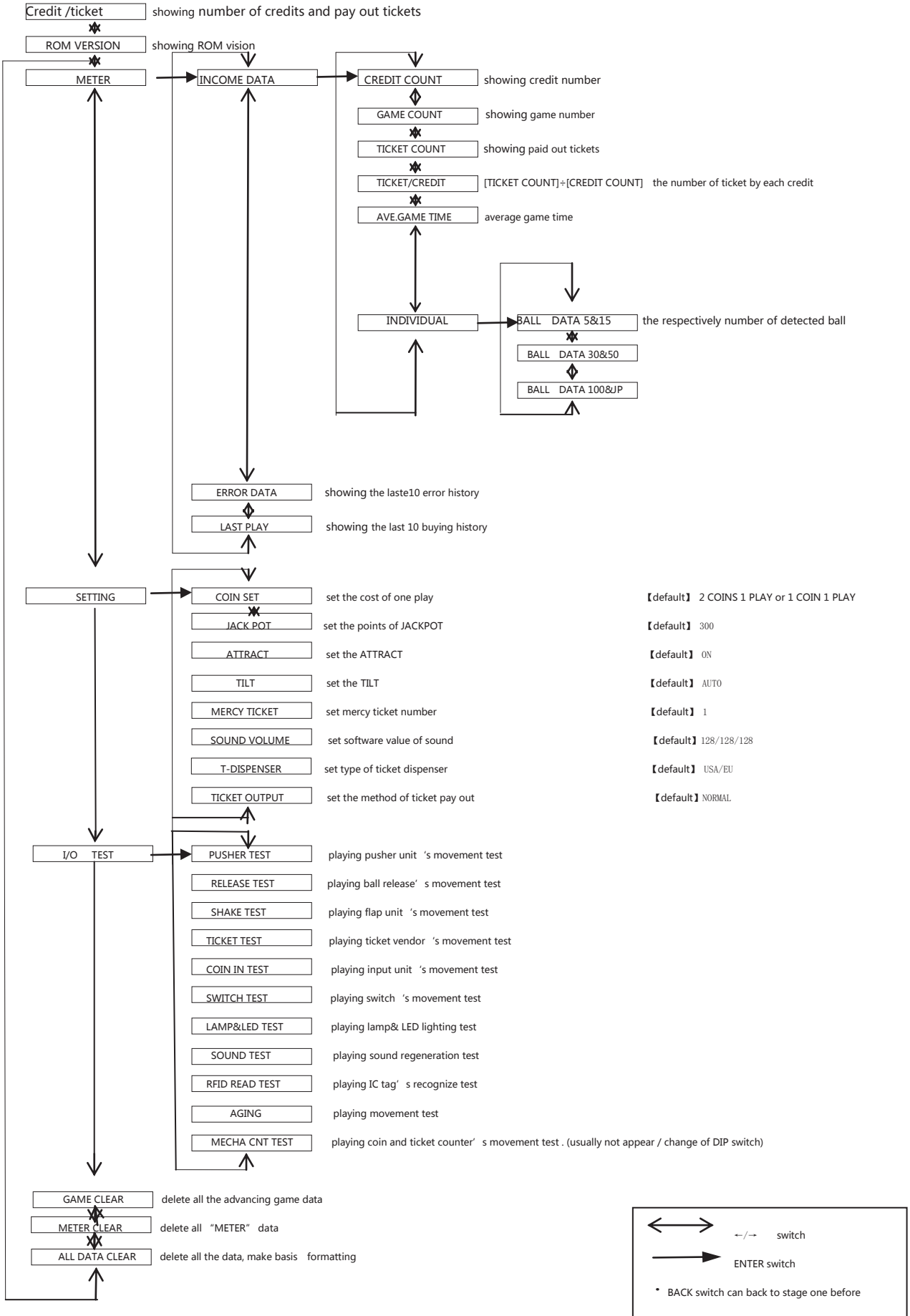
	Jackpot （pieces）	position A （pieces）	position B （pieces）	position C （pieces）	position D （pieces）	position E （pieces）
	150	16	12	9	8	7
	200	20	14	11	10	9
	250	24	17	13	11	10
default	300	27	19	14	13	11
	400	35	24	18	16	13
	500	43	29	22	20	16
	600	50	34	26	23	19
	700	58	38	30	26	22
	800	66	43	33	30	25
	900	73	48	37	33	28
	999	81	53	41	36	31

●TEST MODE

Push [ENTER] on test mode, each unit will start test mode. Change content with「←」「→」which on the inter operation board, push「ＥＮＴＥＲ」 can go to mode decision ,and start test.
Return with push 「ＢＡＣＫ」.Back to game mode with click 「ＥＮＴＥＲ」at the top of test mode .



· Test mode flowchart



Present Credit & pay out ticket number

【present credit & pay out ticket number】
The number of present credit is showing on the front LCD screen, ticket number is showing below

```
CREDIT  00000000
TICKET  00000000
```

Credit number.
Paid out ticket number.

ROM VERSION

【ROM VERSION】
ROM VERSION at present.

```
VERSION A04XXXX
J04XXXX L04XXXX
```

(A04XXXX) MAIN CPU VERSION
(J04XXXX) SUBCPU VERSION,(L04XXXX) SOUND VERSION

METER

【METER】
It is the top menu of meter
Change to Data select menu with pushing ENTER switch

```
>METER
```

●INCOME DATA
It is the top menu of INCOME DATA
Change to income information screen with pushing ENTER switch.
When all types of meters come to the max value （99999999）, the meters cannot count any more, please go to METER CLEAR to clear the data.

```
>INCOME DATA
```

●CREDIT COUNT
Credit number expression
It cannot count the point numbers of service switch

```
CREDIT COUNT
00000000
```

●GAME COUNT（GAME NUMBER）
Show game number
It will count the number of service switch

```
GAME COUNT
00000000
```

・TICKET COUNT (cumulative total of pay out ticket)
the number of pay out tickets (the cumulative total of ticket allotment)

```
TICKET COUNT
00000000
```

・TICKET/CREDIT (the average ticket number of each credit)
The value of「TICKET COUNT」÷「CREDIT COUNT」

```
TICKET/CREDIT
00000000
```

・AVE. GAME TIME (average game time)
The average time from game start (pushing button) until finish (score determined)

```
AVE. GAME TIME
00000000sec
```

・INDIVIDUAL (the cumulative total of all detected balls)
Show the cumulative total of each detected ball
Show data with pushing switch ENTER .change it with pushing switch ←→

```
>INDIVIDUAL
```

```
005:00000000
015:00000000
```

```
030:00000000
050:00000000
```

```
100:00000000
JP :00000000
```

ＥＮＴＥＲ：push five seconds until data deleted.

●ERROR DATA (error history)
Show the lasted ten error・warning history
Show data with pushing switch ENTER ,change it with pushing switch←→

```
>ERROR DATA
```

History number : error number / warning number

・ERROR-1&2

```
01:ERROR=XX
02:WARNING=XX
```

・ERROR-3&4

```
03:WARNING=XX
04:ERROR=XX
```

:

・ERROR-9&10

```
09:ERROR=XX
10:ERROR=XX
```

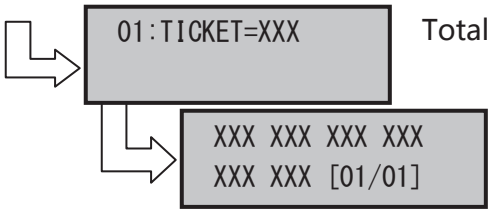
●LAST PLAY (play history)

Show the lasted ten play history

Show data with pushing switch ENTER ,change it with pushing switch ←→



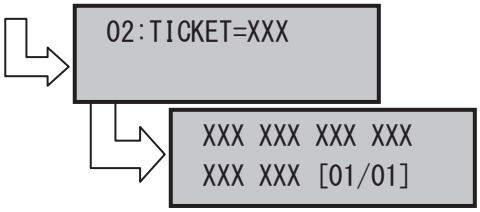
・LAST PLAY-1



Total of gained tickets

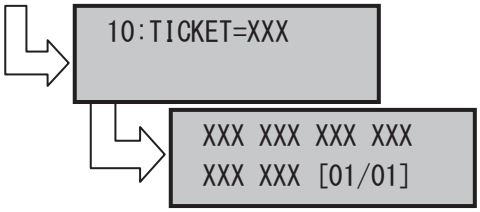
The score of each fallen ball, can show max six data in each page

・LAST PLAY-2



:

・LAST PLAY-10



SETTING

【SETTING】

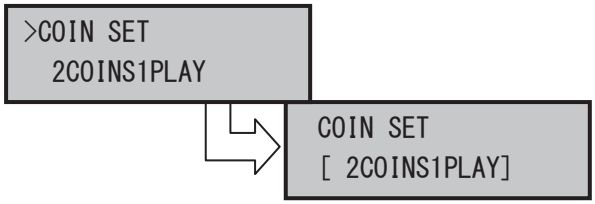
The top menu of all setting mode.

Pushing ENTER switch ,can go to any setting mode of REFERENCE・CHANGE



●COIN SET (game number of each credit)

Set the cost of one play



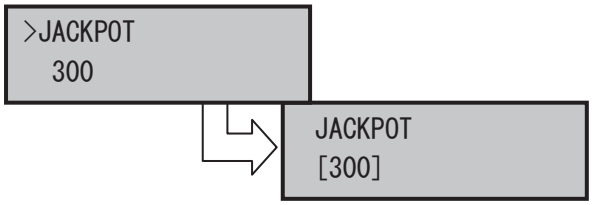
○content setting

1COIN2PLAY / 1COIN1PLAY / 2COINS1PLAY / 3COINS1PLAY /
4COINS1PLAY / 5COINS1PLAY / 6COINS1PLAY / 7COINS1PLAY
8COINS1PLAY / 9COINS1PLAY / 10COINS1PLAY

○default

2COINS1PLAY or 1COIN 1PLAY

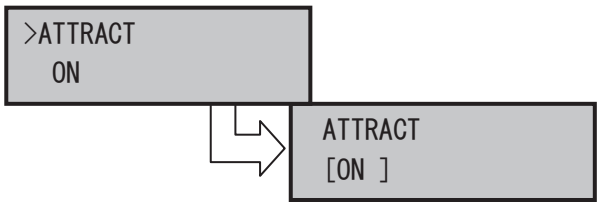
● J A C K P O T (JACK POT　number)
Set the JACKPOT number.



○content setting
150 / 200 / 250 / 300 / 400 / 500 / 600 / 700 / 800 / 900 / 999

○default
300

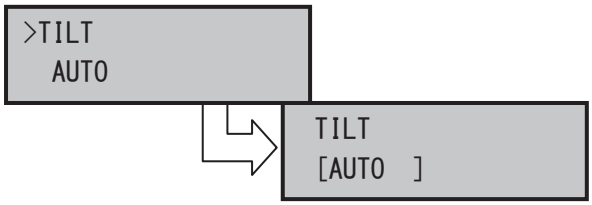
●ATTRACT (attract movement setting)
Set the movement when attracting time



○content setting
ON / OFF

○default
ON

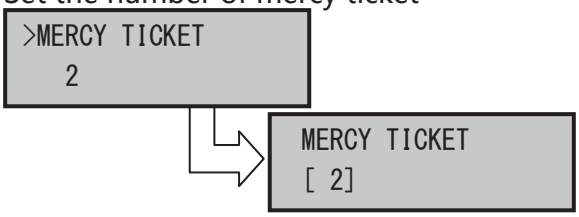
●TILT (TILT setting ,auto reversion)
TILT detecting movement setting



○content setting
AUTO (　auto reversion by 20 seconds) / MANUAL (　keep error warning until canceled) / OFF (do not detect)

○default
AUTO

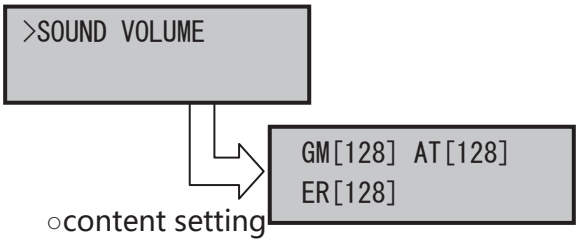
●MERCY TICKET (mercy ticket setting)
Set the number of mercy ticket



○content setting
0 ~ 1 0 (ticket)

○default
1 (ticket)

●SOUND VOLUME (SOUND VOLUME　SETTING)
Set sound software value

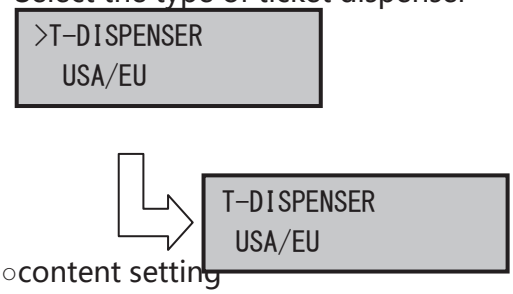


GM=GAME　　AT=ATTRACT
ER=ERROR (show dip SW 1 when 【ON】)

○content setting
0 ~ 1 2 8

○ default
1 2 8

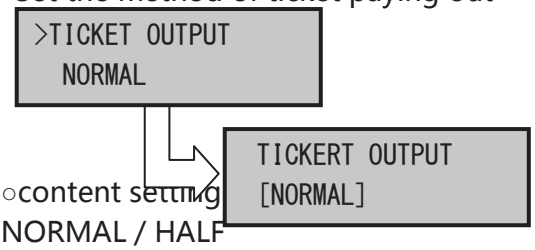
●T-DISPENSER (ticket dispenser setting)
Select the type of ticket dispenser



○content setting
USA/EU / ASIA

○ default
USA/EU

●TICKET OUTPUT (the method of ticket paying out　)
Set the method of ticket paying out



○content setting
NORMAL / HALF
Choose【 HALF 】can pay the tickets by half number
Odd number will raised above to the next whole number, but, the ticket out counter　will show practice number

○ default
NORMAL

I/O TEST

【I/O TEST】

This is the top menu of I/O TEST

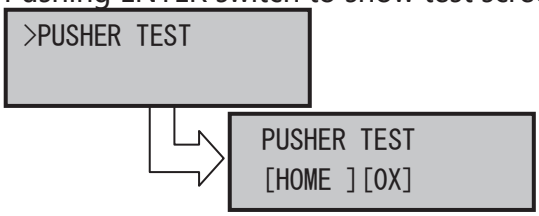
Pushing ENTER switch to go all types of I/O screens.



●PUSHER TEST (pusher movement test, sensor condition)

Playing the movement test of pusher, show the condition of sensor and so on.

Pushing ENTER switch to show test screen.



[HOME/LIMIT/STOP/BRAKE/EXX]

[standby position sensor condition, push-out position condition.]

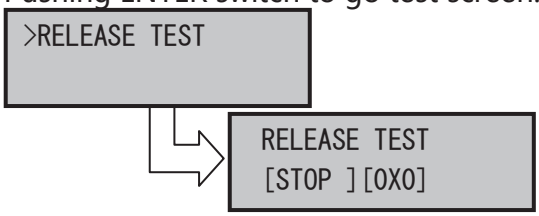
← : go to stand-by position

→ : go to push-out position

●RELEASE TEST (movement test of ball release, situation of sensor）

Playing movement test of ball release, show situation of sensor etc.

Pushing ENTER switch to go test screen.



[STOP/HOME/LIMIT/BRAKE/EXX][situation of reading position and release, shake sensor]

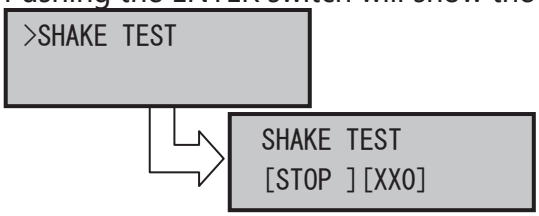
← : move to stand-by position

→ : move to release position

●SHAKE TEST (shake movement test, sensor condition）

Playing the shake movement test, to show condition of sensor

Pushing the ENTER switch will show the test screen



[STOP/SPIN/BRAKE/EXX]

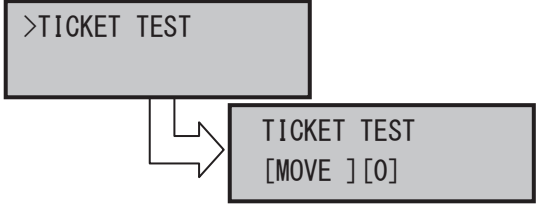
[situation of reading position and release, shake sensor]

←→ : shake moving

●TICKET TEST (ticket movement test, expression of sensor condition)

Playing the movement of ticket vendor, can express the condition of sensor and so on.

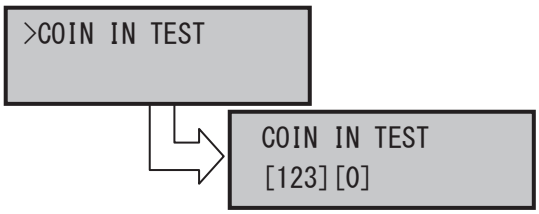
Pushing ENTER switch could show the test screen.



[MOVE/STOP/EXX][ticket counter sensor’ s condition]

ＥＮＴＥＲ：one ticket may paid out by each time pushing

●COIN IN TEST (moving test of COIN INPUT SLIT、expression of sensor condition)
Playing the movement of coin input slit, and express the sensor’ s condition.
Pushing ENTER switch could show the test screen.



[coin sensor change number of times/EXX]
[coin sensor condition]

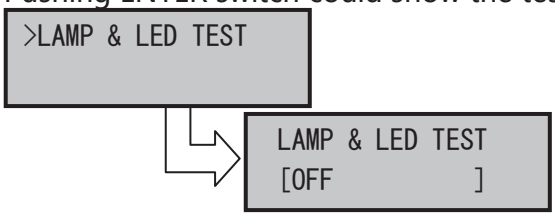
●SWITCH TEST (switch movement test, sensor condition expression)
Playing all types of switch movement test, showing the condition of sensor and so on.
Pushing ENTER switch could show the test screen.



Switch condition (←、→、BACK、ENTER、SERVICE,LIGHT BUTTON、TILT, FIELD ROTATE) Switch change number of times

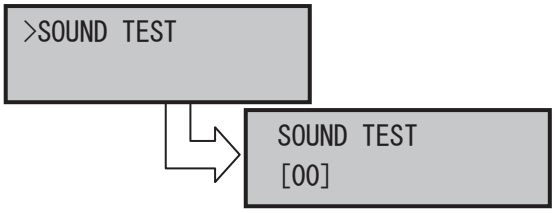
ＢＡＣＫ：push for one second back to ＳＷＩＴＣＨ　ＴＥＳＴ

●LAMP&LED TEST (test of LAMP、LED)
Light on test of all LAMP & LED.
Pushing ENTER switch could show the test screen.



←→:lamp selector (selected lamp will light on)

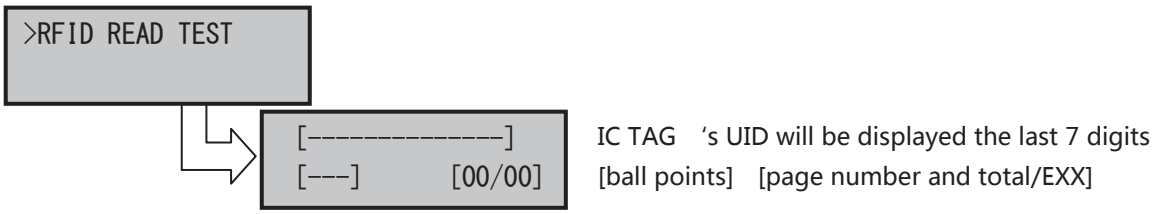
●SOUND TEST (sound repeat test)
Playing all types of sound repeat test
Pushing ENTER switch could show the test screen.



←→ : to select sound code
ＥＮＴＥＲ：to sound selected sound

●RFID READ TEST (reading test of IC TAG inside the ball)
Playing ball reading test of IC TAG UID & ball point，then show the detect result.

Pushing ENTER switch to show the test screen.



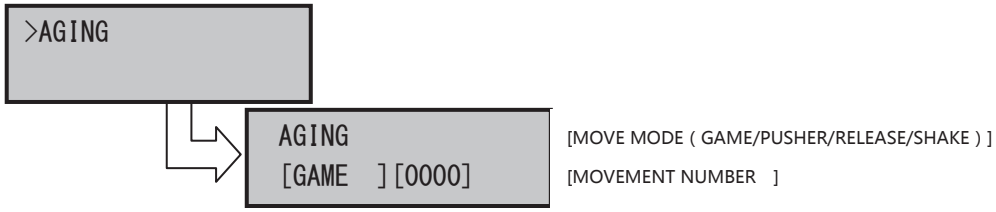
←→ : when the plural number of IC TAG has been read, please read next page

ＥＮＴＥＲ：reading

ＳＥＲＶＩＣＥ：change / ＡＵＴＯ reading or not auto

※ read points will show on the pay-out ticket on score 7 SEG display.(When single side of IC TAG in the ball has been read, it will show points).

●AGING



←→ : select movement mode

ENTER : aging movement ON/OFF

SERVICE : movement number clear

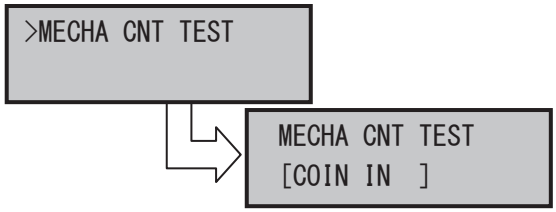
GAME : repeat game movement (without paying ticket) .
INCOME DATA&ERROR DATA showing either

PUSHER : repeat ball push-out movement.

RELEASE : ball release movement repeat

SHAKE : ball shake movement repeat

●MECHA CNT TEST (the special content DIP SW 7 ON)



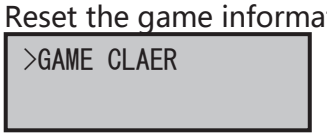
←→ : select meter (COIN IN、TICKET OUT)

ENTER : add 1 to counter

GAME CLEAR

【GAME CLEAR】 (clear the present play situation)

Reset the game information & remained tickets & credits.

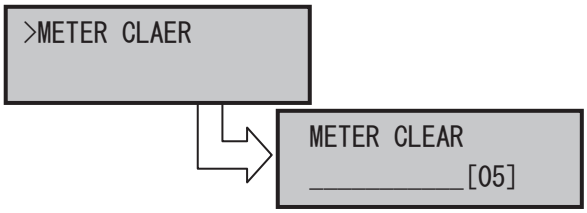




E N T E R ：reset the data with pushing 5 seconds.

METER CLEAR

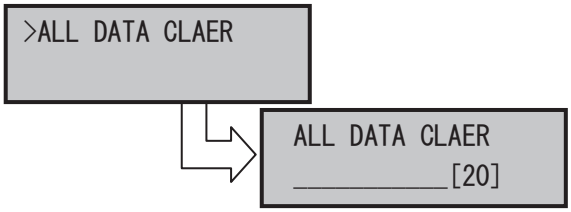
【METER CLEAR】（clear “METER” data except for “SETTING”）
Reset “INCOME DATA、ERROR DATA、LAST PLAY” data.
※CAUTION
It will be lost the game information & remained tickets & credits, when playing.



E N T E R ：reset the data with pushing 5 seconds.

ALL DATA CLEAR

【ALL DATA CLEAR】（format the circuit board）
Format the information of circuit board.
All data set to initial value, reset all “meter” data.



E N T E R ：pushing 5 seconds to format data.

11.ERROR Messages

When any unit has a movement error ,it will show the error code on 7 SEG.
Error code will show on inter LCD either.
When there is a error ,please remove the occur reason ,and pushing ENTER to cancel the error.

ERROR CODE	ERROR NAME		CONDITION	
E01	Turn field undetected error	TURN FIELD SENSOR TIME OUT	Turn field sensor cannot be read changing until 10sec. Sensor may got out of order.	
E02	Pusher-home undetected error	PUSHER HOME SENSOR TIME OUT	Standby position of sensor cannot be read until 5sec,it may occurred a ball jam。When it cannot operating normally, the motor or sensor may got out of order	
E03	Pusher-home no action error	PUSHER MOVE ERROR	Pusher does not move from standby position until 5sec, it may have a ball jam. If it cannot operate normally, the motor or sensor may got out of order	
E04	Pusher direction undetected error	PUSHER LIMIT SENSOR TIMEOUT	If the pusher cannot go to the push-out position by 5sec and back to standby position. A ball jam may occur.	It will only remain the error history normally, without showing error. It will show the error when 3 games have lasted.
E05	Ball release reading position undetected error	RELEASE HOME SENSOR TIMEOUT	When ball release cannot be read by 3sec(horizontal position), and cannot work normally ,the motor or sensor may become inoperable.	

E06	Release position undetected error	RELEASE LIMIT SENSOR TIME OUT	Ball release cannot be read by 3sec,and cannot move to release position. When it cannot operate normally, the motor or sensor may become inoperable.	
E07	Ball release shake undetected error	RELEASE SWING SENSOR TIME OUT	Ball release cannot shake (origin sensor undetected by 2sec) When it cannot operate normally, the motor or sensor may become inoperable.	
E08	The ball release error	RELEASE BALL JAM	The ball still cannot back to athletics table until the ball release has shaken 3 times, please return the ball to athletics table by hand	This error will not stop the game ,but the error will remain data to error history.
E09	Coin selector jam detecting error	COIN SELECTOR JAM	When coin is jamming in the coin selector,(coin selector is showing ON by 2sec, please confirm the coin selector.	
E10	Ticket time out error	TICKET SENSOR TIMEOUT	When tickets are depleted.(count sensor cannot detect OFF by 4sec), please fill the tickets. When it still having tickets or ticket jam occurred ,the motor sensor may has a trouble	It will not show the error ,but it will remain the error data history.
E11	TILT error	TILT	Product is shaken.	
E12	Operation board cable error	CONTROL PANEL DISCONNECT	Operate board doesn’ t connect with cable .Please confirm cable and connect it.	

E13	SUB CPU starting error	SUB CPU	The SUB CPU cannot be started. The program may not have input to SUB CPU.	It will show error code with 7 SEG on main PCB. Below code is displayed constantly. （'E'→' '→'1'→' '→'2'→'E'･･･）
E99	program error	PROGRAM VERSION	The different version programs have filled in the MAIN PCB.	It will show error code with 7 SEG on main PCB. Below code is displayed constantly. （'E'→' '→'9'→' '→'9'→'E'･･･）

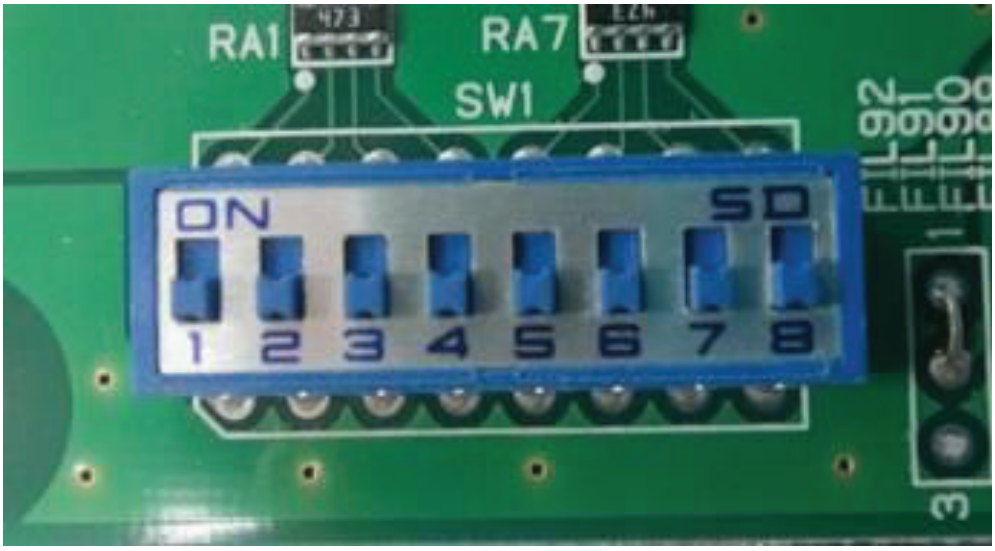
It will show the error code on the 7 SEG, when it is warning.
Warning code will show on the inter LCD too.
The warning will be canceled when certain conditions are satisfied, and return to game.

Warning code	Warning name		condition	content
C01	LOW BATTERY	MAIN PCB LOW BATTERY	Battery on circuit board is low value at game start.	Cancel it by pushing START button, or wait for a while .and change the battery in the near future.
C02	Ball fallen at attract	INVALID BALL	The ball fallen in the score area at attract, and been detected	Ball release shake 3 times,and if it still cannot return, it will go to attract without warning error. SE of ball return moving will not repeat.

●MAIN-PCB DIP switch setting

Change below movement with changing DIP switch on the circuit board.
The normal setting of DIP switch is OFF.

SW CODE	NAME	ON	OFF	REMARK
DIP-1	error sound setting	Sound	No sound	
DIP-2				
DIP-3				
DIP-4	no pay out ticket	Do not pay out ticket	Pay out ticket	Pay out count down is normal working without pay out ticket.
DIP-5				
DIP-6				
DIP-7	The express setting of Hidden test mode	show	Do not show	To show 「MECHA CNT TEST」on test mode.
DIP-8				



12.DISCARDING THE MACHINE

⚠ CAUTION

- The machine must be collected, transported and discarded in accordance with the local laws and regulations.
- When entrusting a third party to collect, transport and discard the machine, be sure to use specialist companies to perform the task.

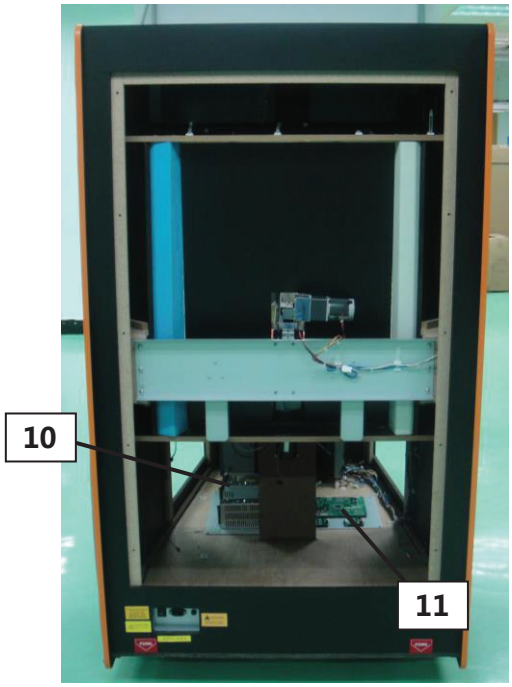
NOTICE

- Compliance with WEEE regulations
  The machine must be collected, transported and discarded in accordance with the local laws and regulations.
  When entrusting a third party to collect, transport and discard the machine ensure that they are authorized to do so.
- The software used in this game machine is protected by copyright laws.
  It is forbidden to copy, adapt, distribute publicly, or use the software for purposes other than the operation of this machine.
  Infringement of the copyright laws may subject persons to criminal penalties.
  Do not use the recording media containing the software in a machine other than the specified game machine. Doing so can result in equipment malfunction.

13.Assembly description

13.1・・Cabinet (Unit)

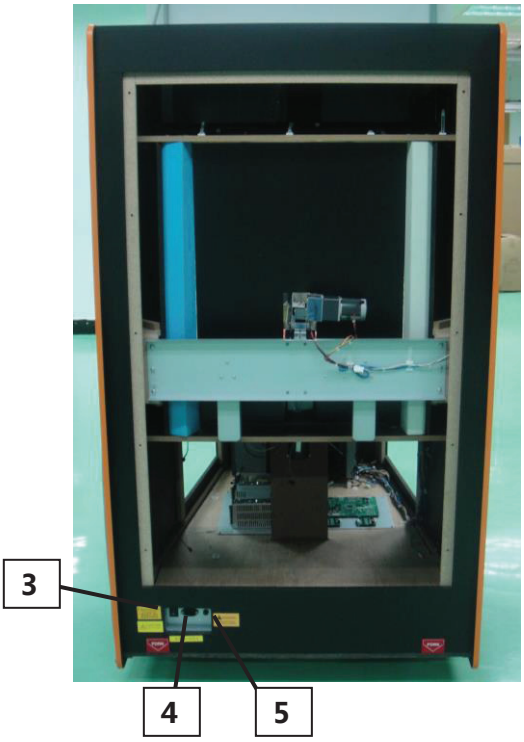




ITEM	DESCRIPTION	QY .	PART No.
1	Ticket Score Display Unit	1	
2	Jackpot Score Display Unit	1	
3	Ball Push Unit	1	
4	Field Unit	1	
5	Touchdown Unit	1	
6	Credit Expression Unit	1	
7	Coin Door Unit US	1	
	Coin Door Unit UK	1	
8	Redemption Door Unit for US/UK	1	
9	Setting Door Unit	1	
10	Power Supply Unit	1	
11	PC Box Unit	1	

13.2 · · Cabinet (Parts)

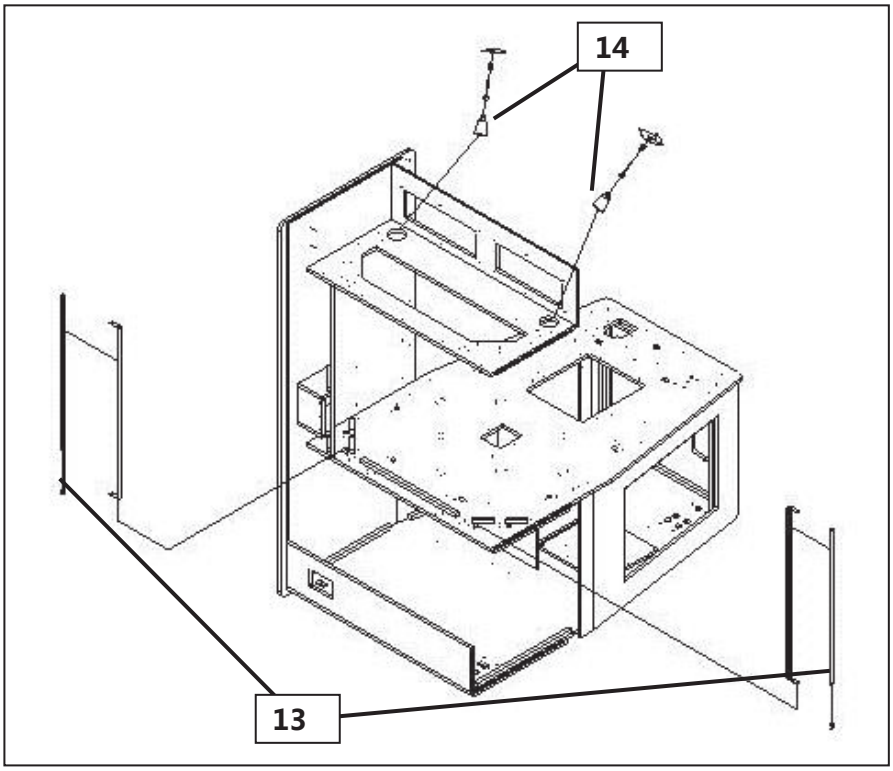


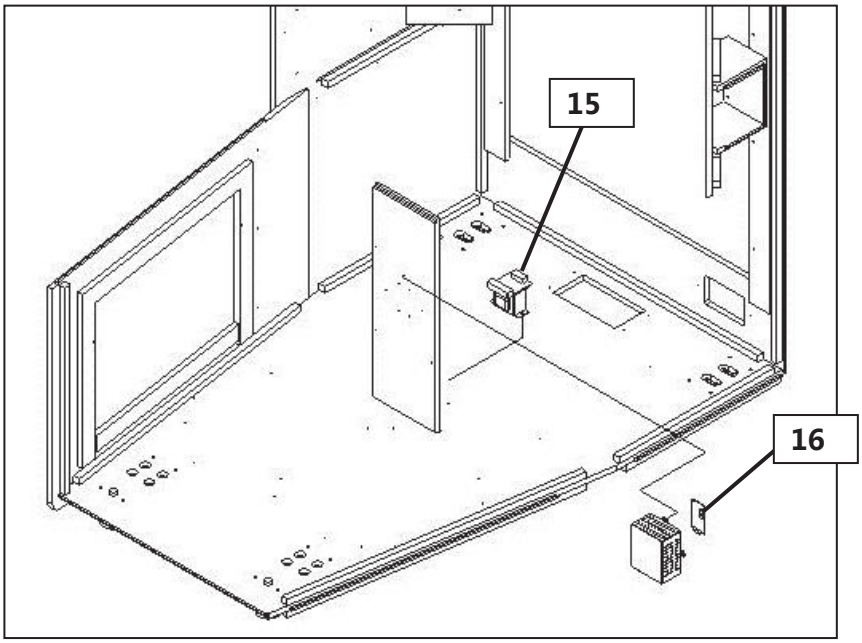


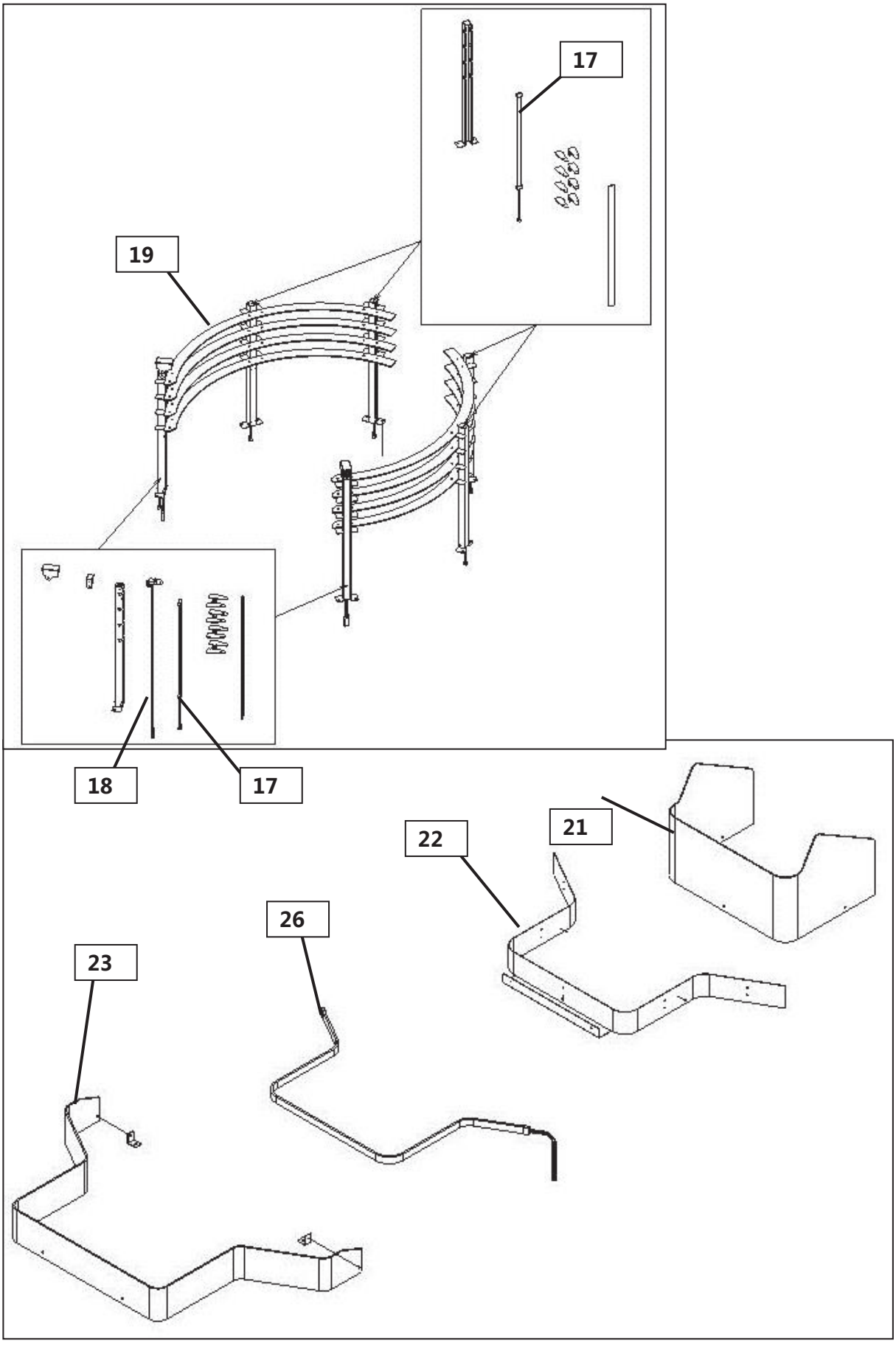


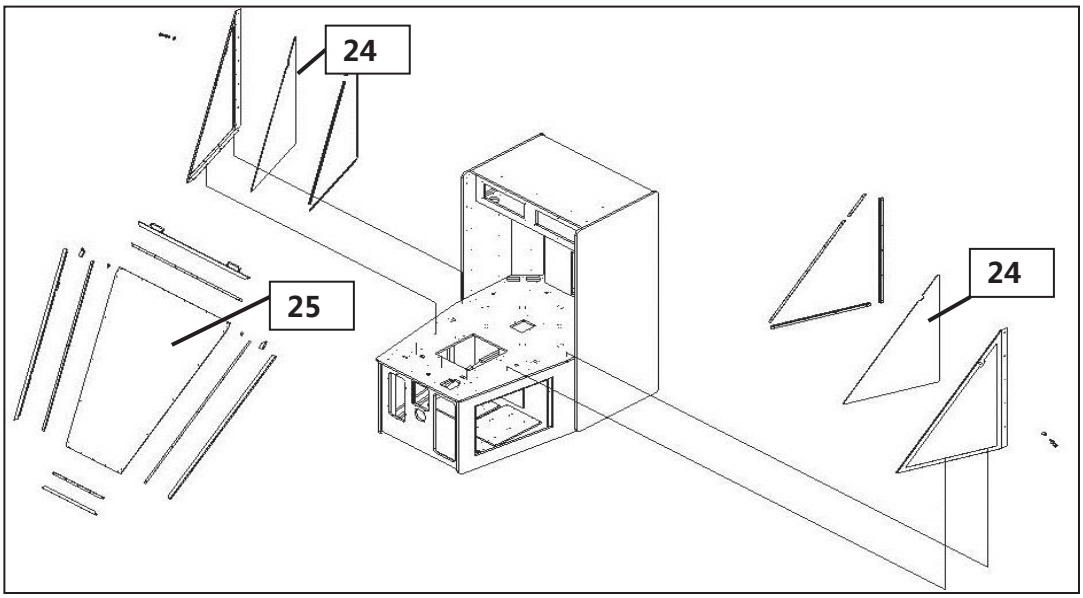





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ITEM	DESCRIPTION	QY.	PART No.
1	Title Panel	1	XGLR-310-903
2	Backboard	1	XGLR-310-909
	Backboard st	1	XGLR-310-910
3	Power switch	1	XGLR-310-859
4	AC-INLET (10GEEG3E-R)	1	XGLR-007-205
5	Fuse holder	1	XGLR-310-911
	Fuse (250V5A 20×5)	1	XGLR-971-654
6	Speaker（F92A33-3）	1	XGLR-006-079
7	TOP-ACRYL-1	1	XGLR-310-912
8	CONPANE-ACRYL-2	1	XGLR-310-913
9	CONPANE-ACRYL-3	1	XGLR-310-914
10	CONPPANE-ACRYL-1	1	XGLR-310-915
11	SW-COVER	1	XGLR-310-916
	SW (BLC-DP-BK-D-CW)	1	XGLR-310-860
12	EDGE-1	1	XGLR-310-917
13	STRIP-LED (RGB5050 30P-70)	2	XGLR-310-866
14	Ceiling LED Lamp (MR02-S05P1)	2	XGLR-310-858
15	Trans (EI66)	1	XGLR-310-918
16	RFID-READ-PCB (B96FC-S-633CE)	1	XGLR-310-888
17	Pillar LED Lamp (LED18/30cm)	6	XGLR-310-868
18	Spot LED Light (T10-3W)	2	XGLR-310-869
19	TABLE-GUIDE-ACRYL-1	8	XGLR-310-919
20	VERTICAL-ACRYL-2	2	XGLR-310-920
21	WIN-SHIELD	1	XGLR-310-921
22	WALL-BK-1	1	XGLR-310-922
23	WALL-ACRYL-1	1	XGLR-310-923
24	SIDE-WINDOW	2	XGLR-310-924
25	FRONT-WINDOW	1	XGLR-310-925
26	STRIP-LED(RGB5050 21P-90)	1	XGLR-310-867
27	Spot LED Harness	2	XGLR-310-870

13.3 · · Ticket Score Unit



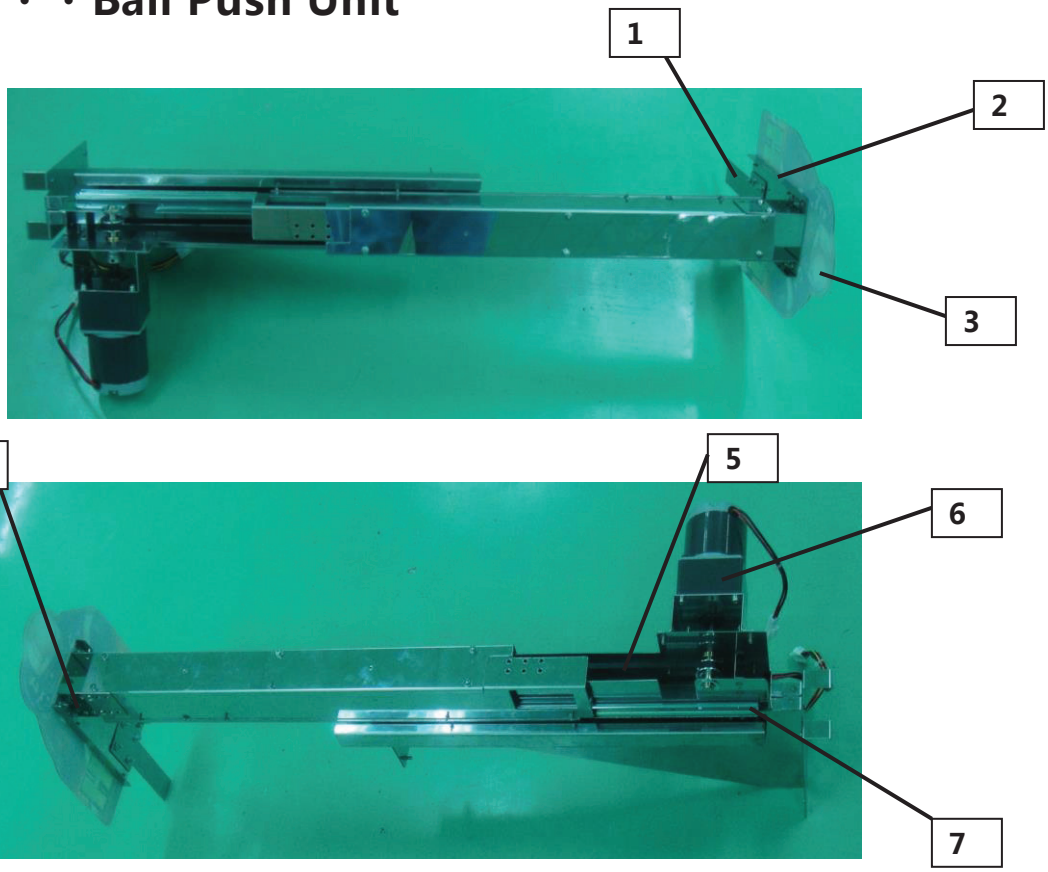
ITEM	DESCRIPTION	QY .	PART No.
1	7SEG BK 3	1	XGLR-310-926
2	M258 LED PCB	1	XGLR-726-740

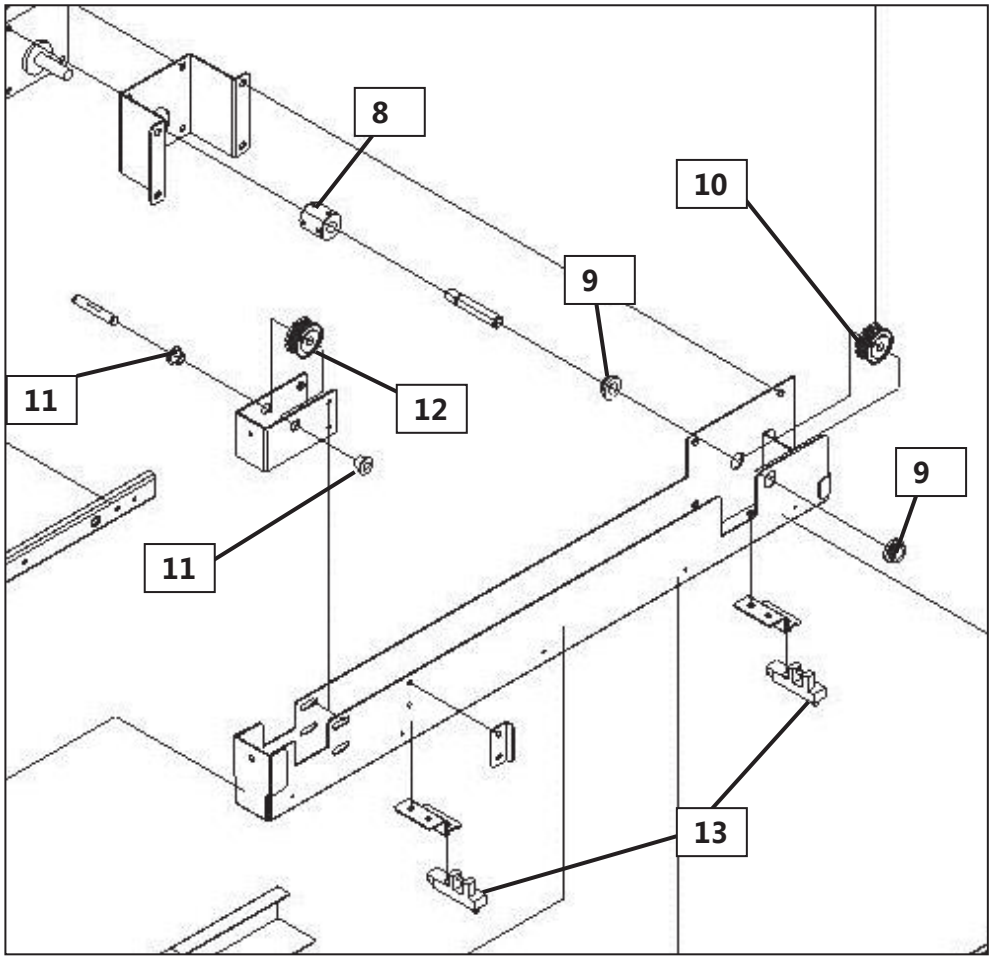
13.4 · · Jackpot Score Unit

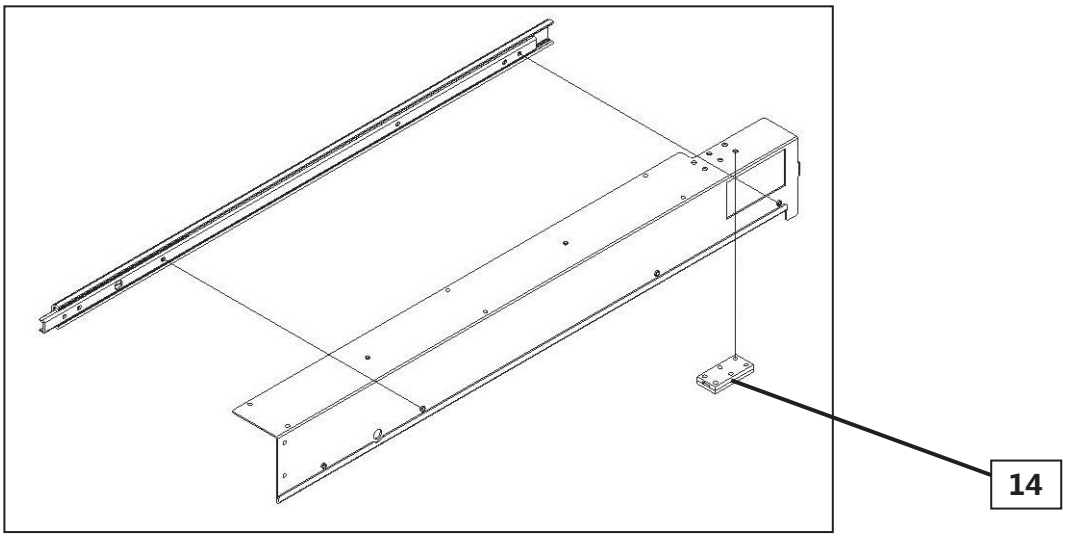


ITEM	DESCRIPTION	QY .	PART No.
1	7SEG BK 2	1	XGLR-310-927
2	M258 LED PCB	1	XGLR-726-740

13.5 · · Ball Push Unit

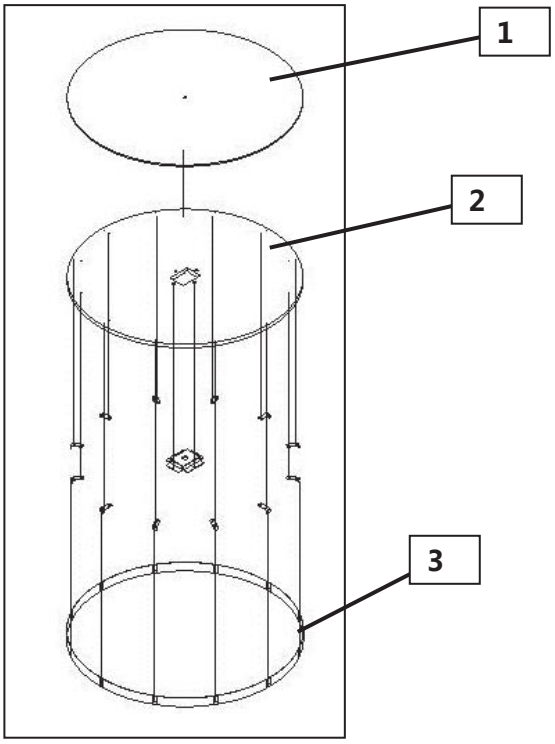


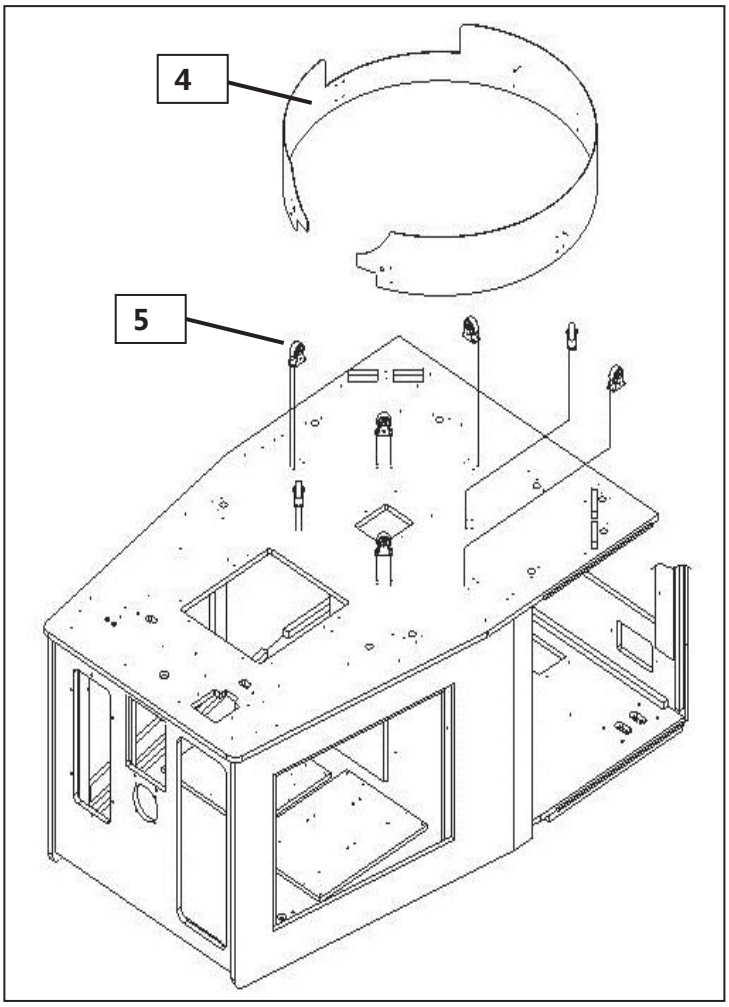


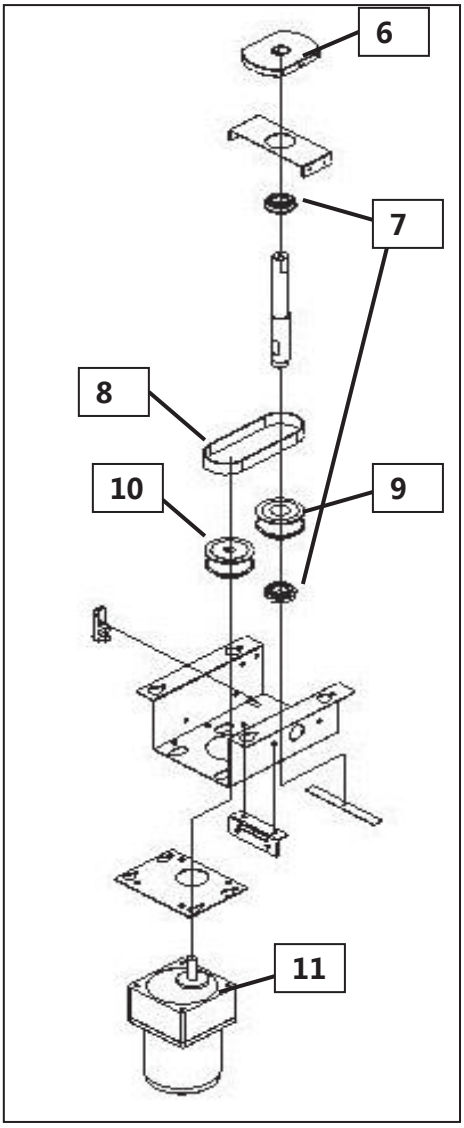


ITEM	DESCRIPTION	QY .	PART No.
1	RUG PIN HOLDER 1	1	XGLR-310-928
2	RUG DOLL BK 1	1	XGLR-310-929
3	RUSH	1	XGLR-310-930
4	RUG DOLL BK 2	2	XGLR-310-831
5	Belt (HTBN918S3M-60)	1	XGLR-310-879
6	DC Motor (Z2D10-24GN-30S-2GN20K)	1	XGLR-310-856
7	SLIDE-RAIL (C2421-50)	2	XGLR-310-881
8	Coupling (MSX-19-8*8)	1	XGLR-310-886
9	BUSH	2	XGLR-310-932
10	PULLEY (HTPA24S3M060-A-P8)	1	XGLR-310-878
11	BUSH (80F-0606)	2	XGLR-310-003
12	PULLEY (HTPA24S3M060-A-P6)	1	XGLR-310-877
13	PHOTO-SENSOR (HS0-IC-0030)	2	XGLR-310-854
14	BELT HOLD PLATE(TBCK-S3M060)	1	XGLR-310-880

13.6 · · Field Unit

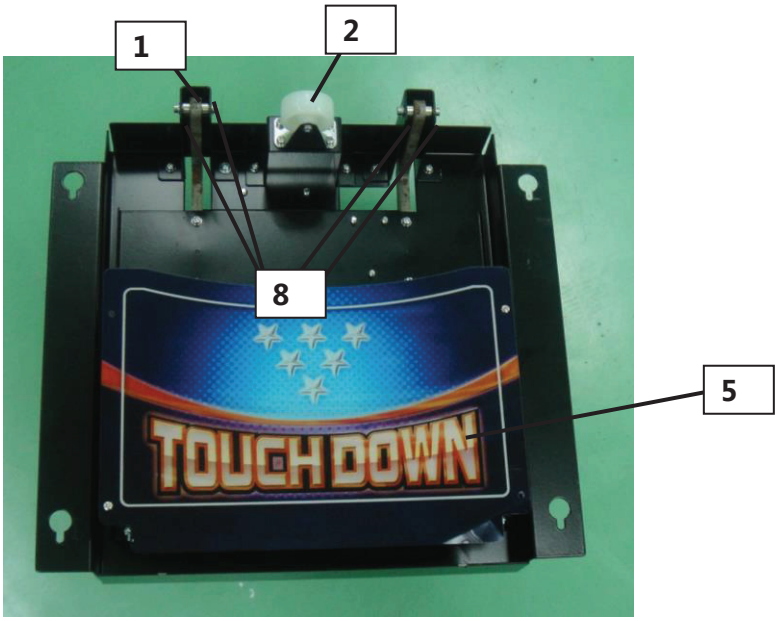


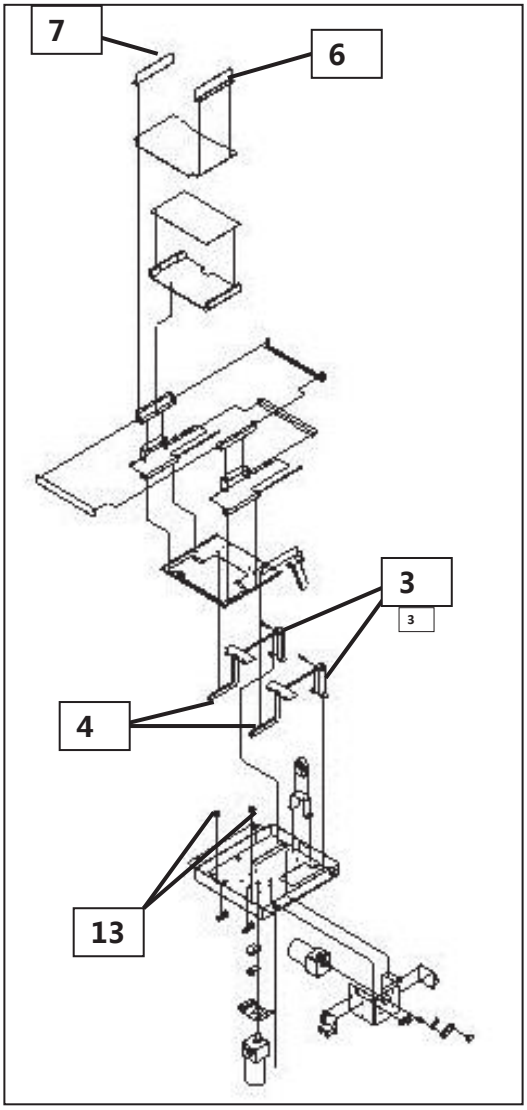


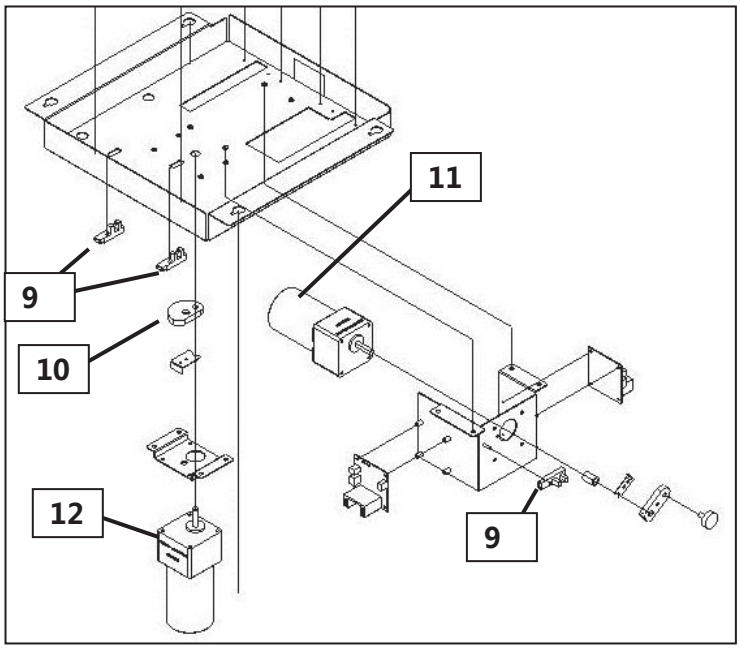


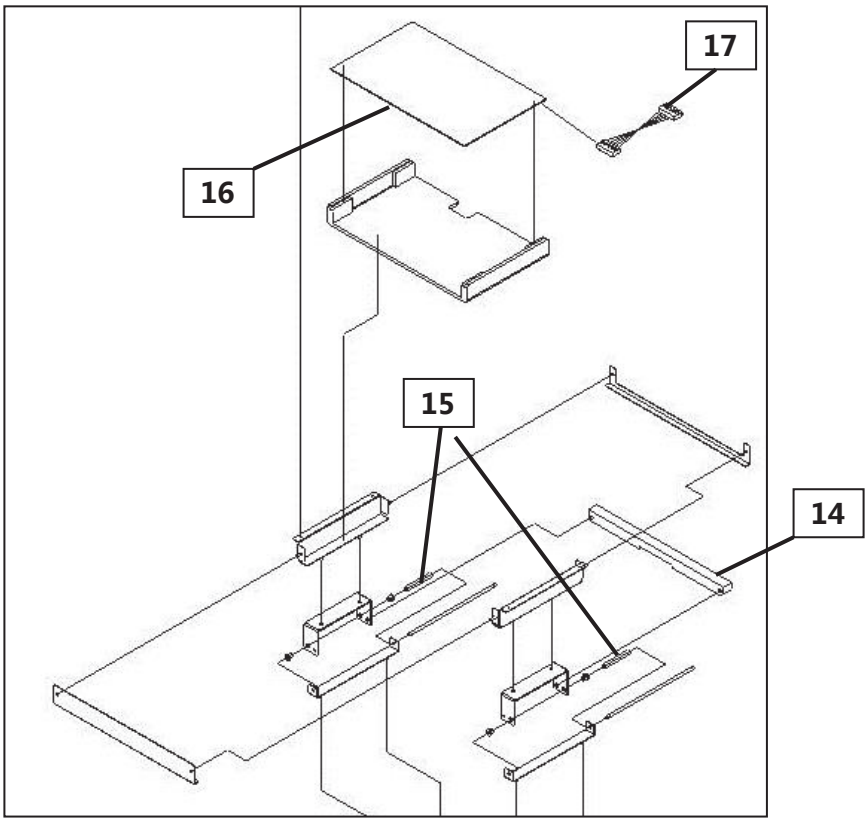
ITEM	DESCRIPTION	QY .	PART No.
1	PLASTIC LAWN	1	XGLR-310-897
2	WOOD	1	XGLR-310-933
3	DISC RING	1	XGLR-310-934
4	DISC-SHIELD-1	1	XGLR-310-935
5	Caster (J11038R)	7	XGLR-310-875
6	DISC-BLOCK-1	1	XGLR-310-936
7	Bearing (FL6903ZZ)	2	XGLR-310-873
8	Belt (HTBN300S2M-100)	1	XGLR-310-874
9	PULLEY (HTPA72S2M100-B-P10-KC90)	1	XGLR-310-871
10	PULLEY (HTPA72S2M100-B-P6-KC90)	1	XGLR-310-872
11	AC-MOTOR (YN80-25/80JB300G1032)	1	XGLR-310-857

13.7 · · Touchdown Unit



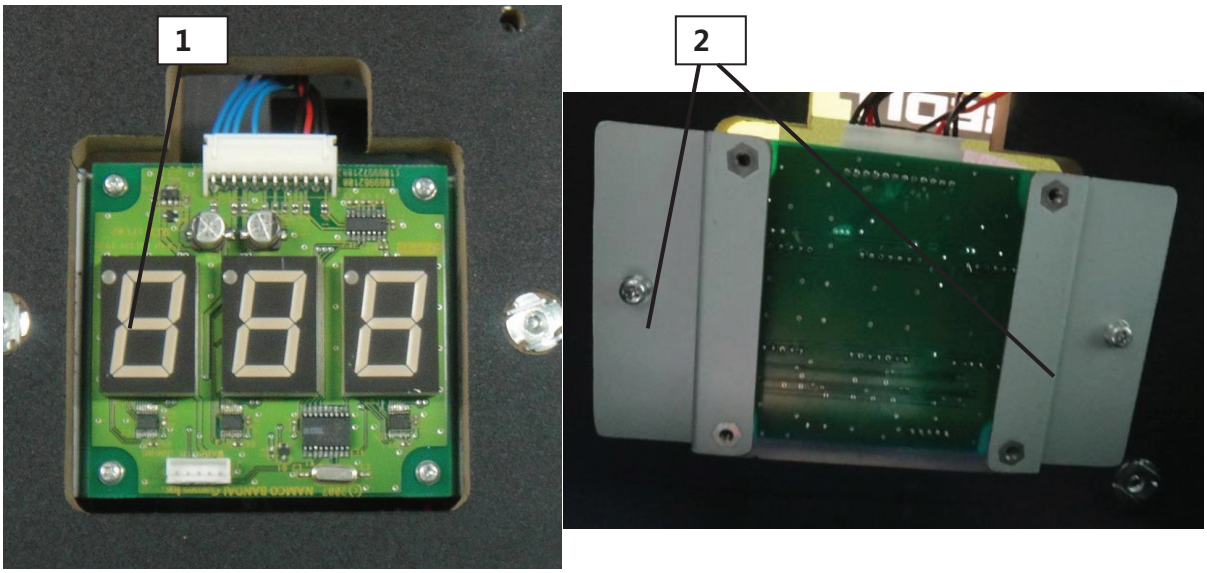






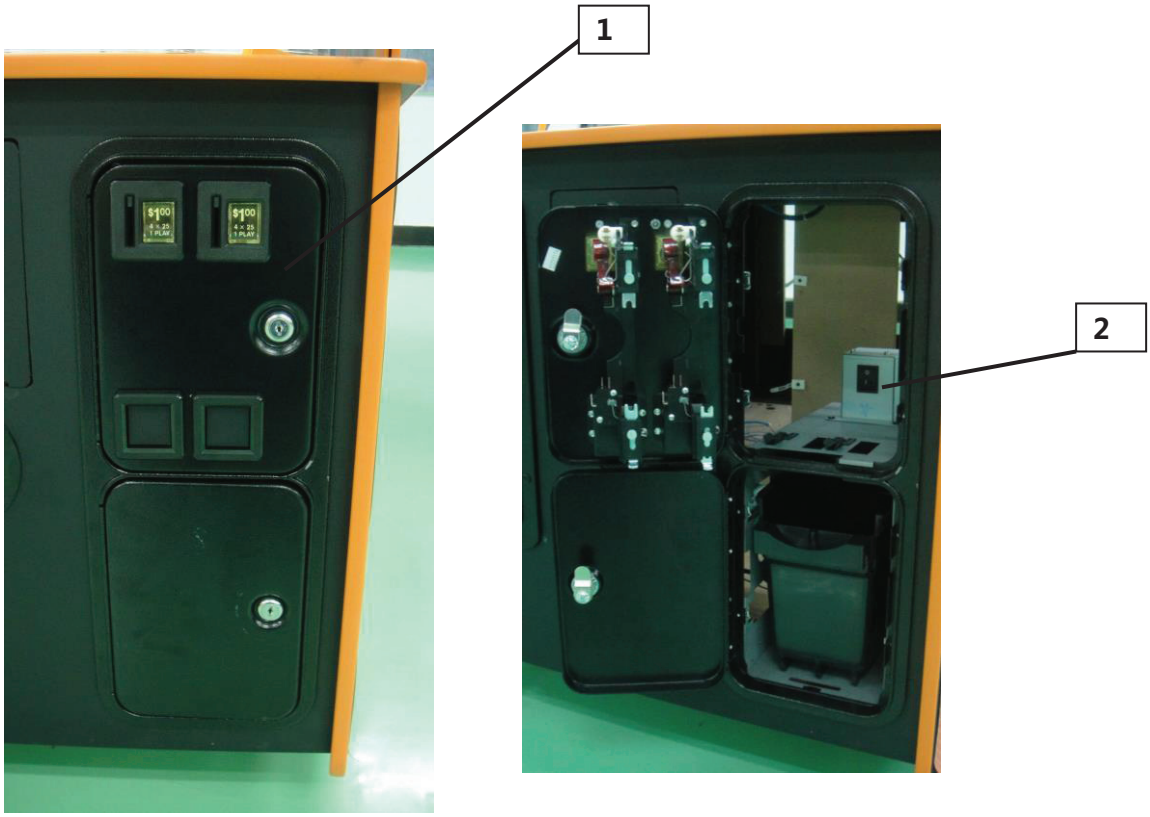
ITEM	DESCRIPTION	QY .	PART No.
1	ROTATE-PIN-1	2	XGLR-310-899
2	Caster (J11038R)	1	XGLR-310-875
3	ROTATE-BK-1	2	XGLR-310-937
4	ROTATE-ARM	2	XGLR-310-938
5	ANTENACASE LID	1	XGLR-310-939
6	DISC-SHIELD-3	1	XGLR-310-940
7	DISC-SHIELD-4	1	XGLR-310-941
8	SPACER (CB-605E)	4	XGLR-310-942
9	PHOTO-SENSOR (HS0-IC-0030)	3	XGLR-310-854
10	ROTARY-CAM-2	1	XGLR-310-943
11	DC-MOTOR(Z2D15-24GN-30S)	1	XGLR-310-853
12	DC-MOTOR(Z2D30-24GN-30S-2GN20K)	1	XGLR-310-855
13	PLAFOOT(GL-27F-G2X)	2	XGLR-310-876
14	MOVE BLOCK(50000113)	1	XGLR-310-887
15	SPRING-1	2	XGLR-310-898
16	ANTENA(A244149)	1	XGLR-310-889
17	CABLE 1m(TR3-AC-2A-1M)	1	XGLR-310-890

13.8 · · Credit Expression Unit



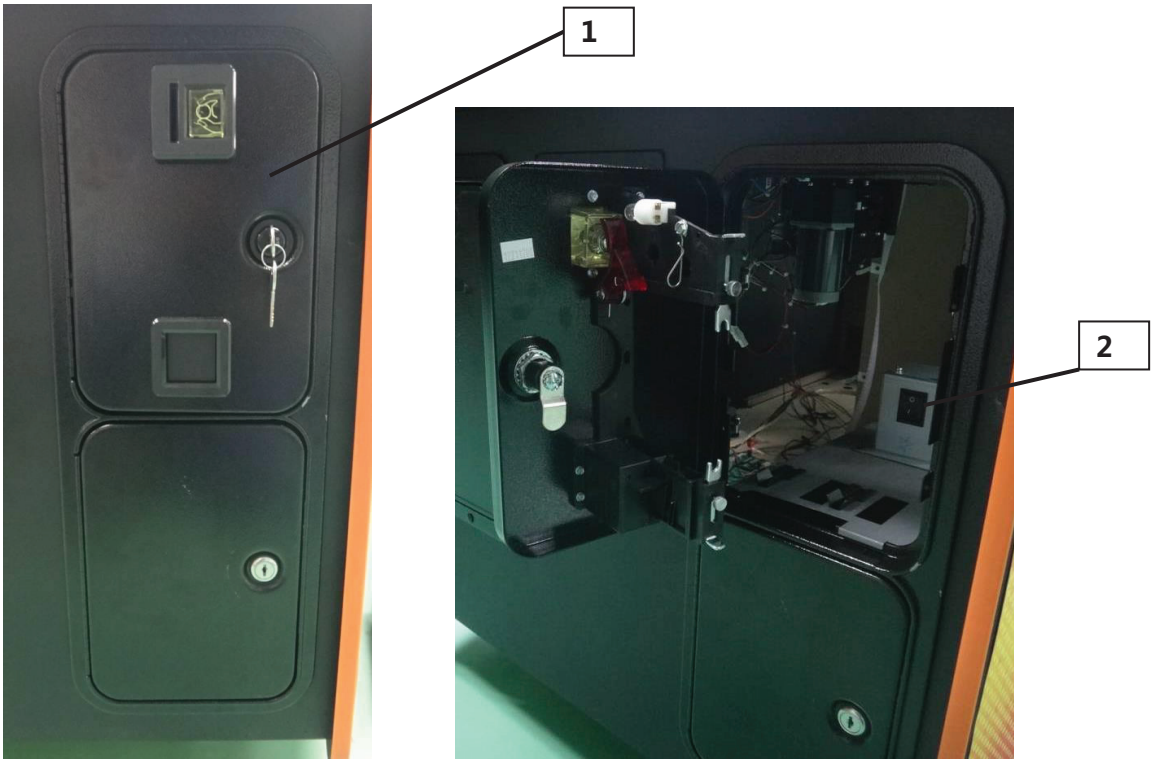
ITEM	DESCRIPTION	QY .	PART No.
1	N098 7SEG LED PCB	1	XGLR-306-957
2	7SEG-BK-1	2	XGLR-310-944

13.9 · · Coin Door Unit for U.S.A



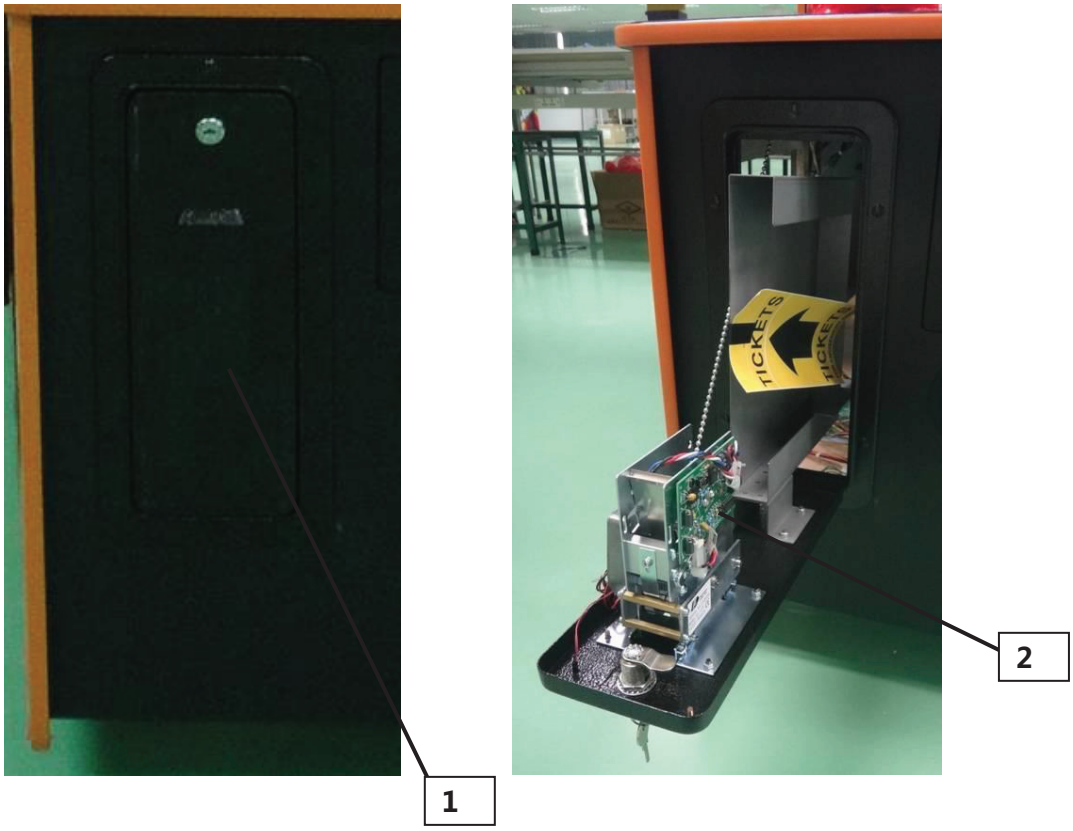
ITEM	DESCRIPTION	QY .	PART No.
1	Coin door assy 2(US)40-0038-00	1	XGLR-310-946
2	POWER SWICH	1	XGLR-310-859

13.10 · · Coin Door Unit for EU



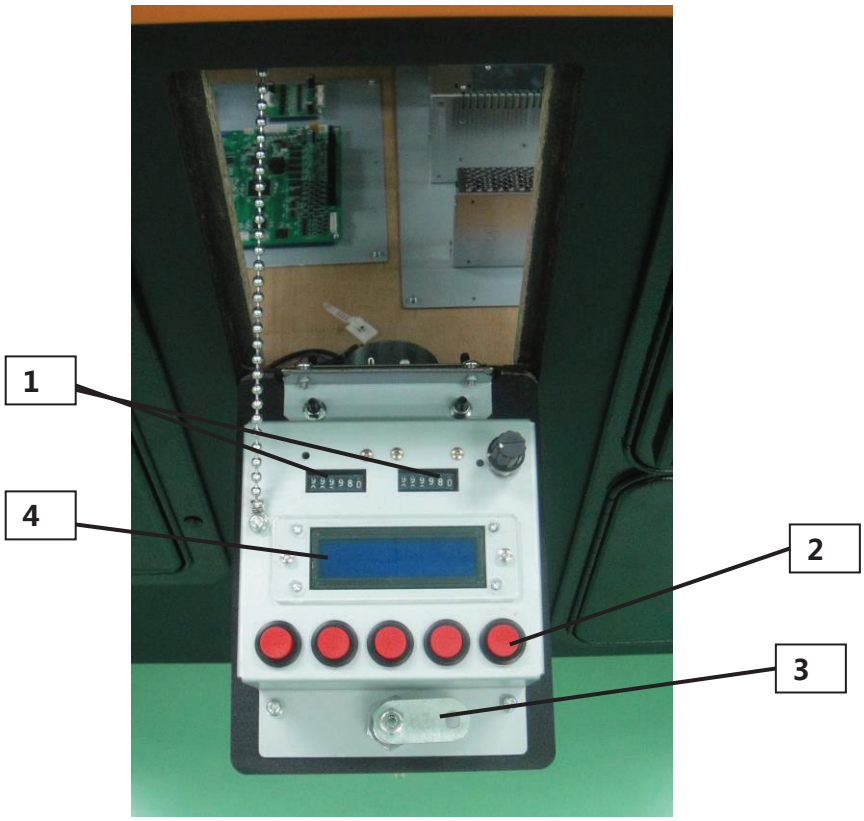
ITEM	DESCRIPTION	QY .	PART No.
1	Coin door assy 1(UK)40-0512-00	1	XGLR-310-945
2	POWER SWICH	1	XGLR-310-884

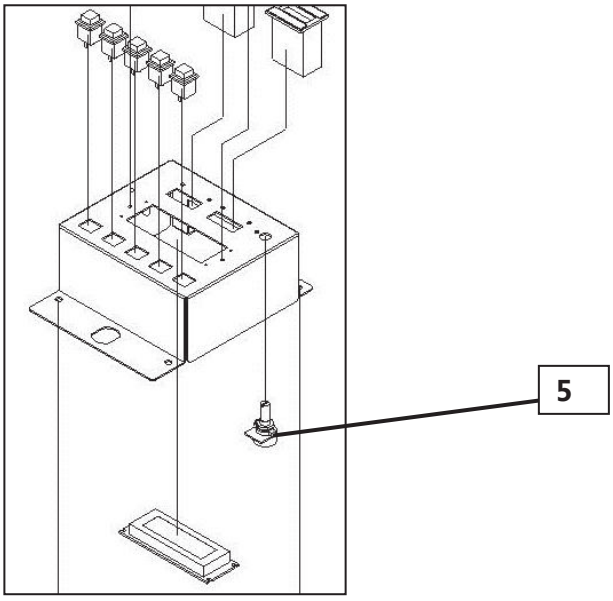
13.11 · · Redemption Door Unit for EU & U.S.A



ITEM	DESCRIPTION	QY .	PART No.
1	Redemption door 40-0547-00	1	XGLR-310-947
2	Ticket dispenser(US UK) DL1275	1	XGLR-310-885

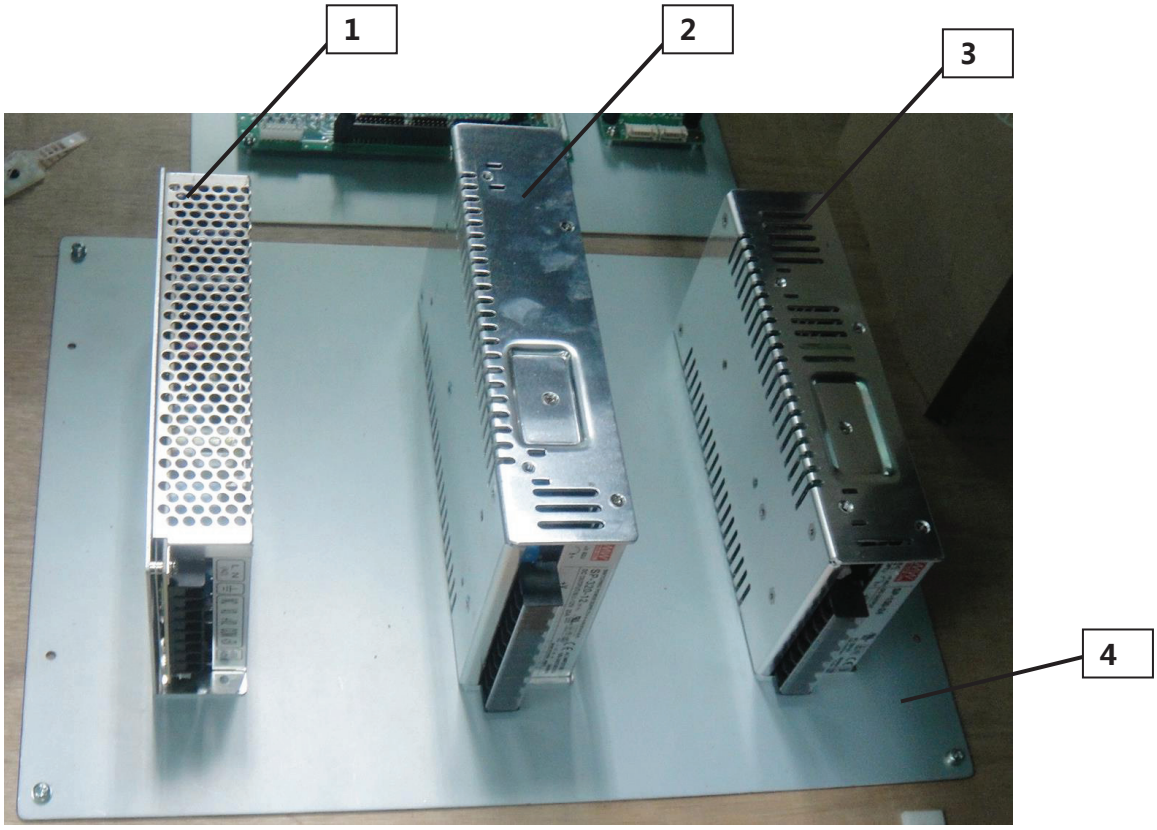
13.12 · · Setting Door Unit





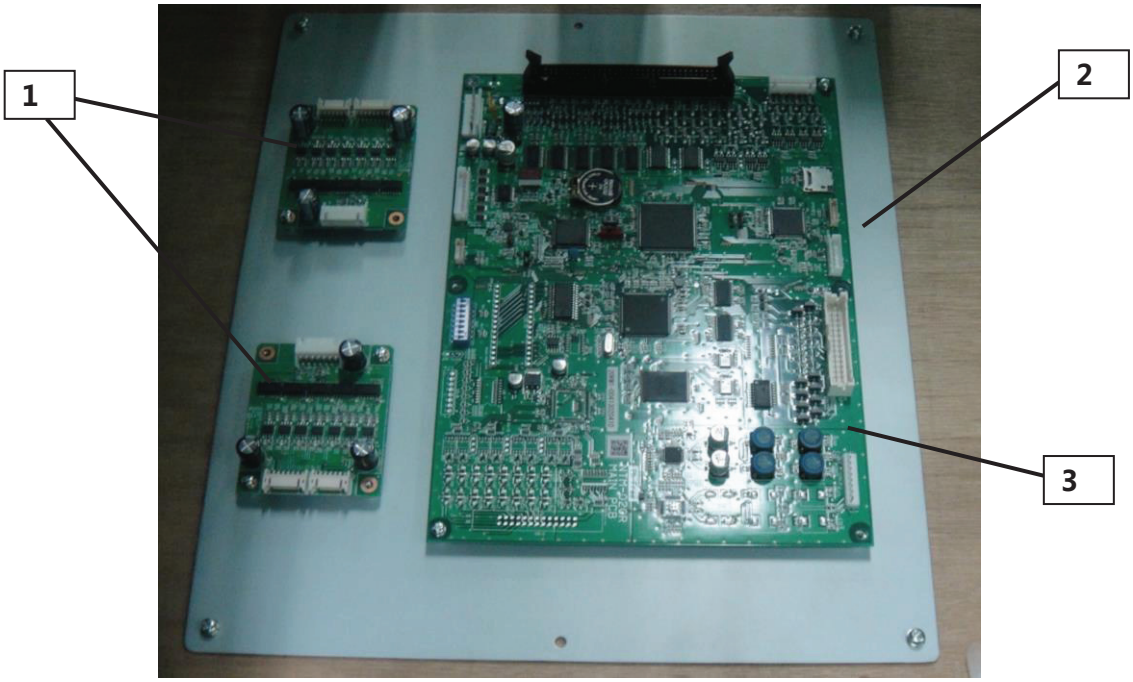
ITEM	DESCRIPTION	QY .	PART No.
1	COUNTER (OA126STL)	2	XGLR-310-852
2	PUSH SW (PS-008A-RB)	5	XGLR-310-862
3	KEY (B30A)	1	XGLR-310-955
4	LED PANEL(SC1602BBWB-XA-GB-G)	1	XGLR-310-861
5	Volume (F16K-NP0Q2CB5K)	1	XGLR-310-863

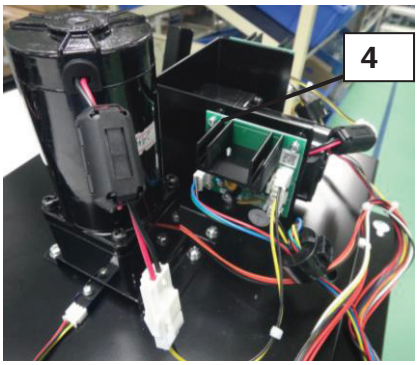
13.13 · · Power Supply Unit

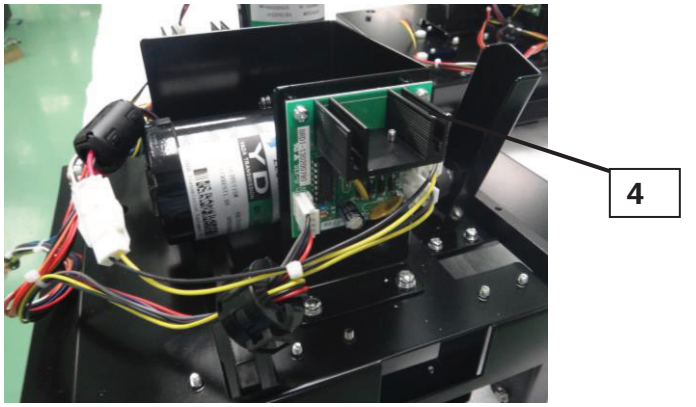


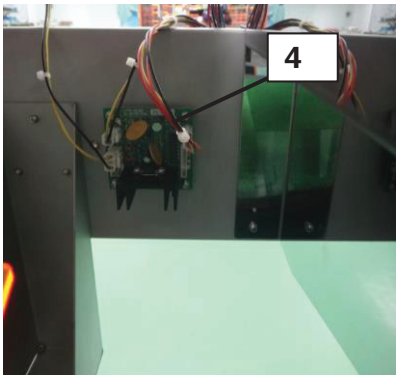
ITEM	DESCRIPTION	QY .	PART No.
1	5V-POWER-SUPPLY (RT-125A)	1	XGLR-310-864
2	12V-POWER-SUPPLY (SP-320-12)	1	XGLR-310-883
3	24V-POWER-SUPPLY (SP-150-24)	1	XGLR-310-865
4	PLATE-2	1	XGLR-310-948

13.14・・PC Box Unit



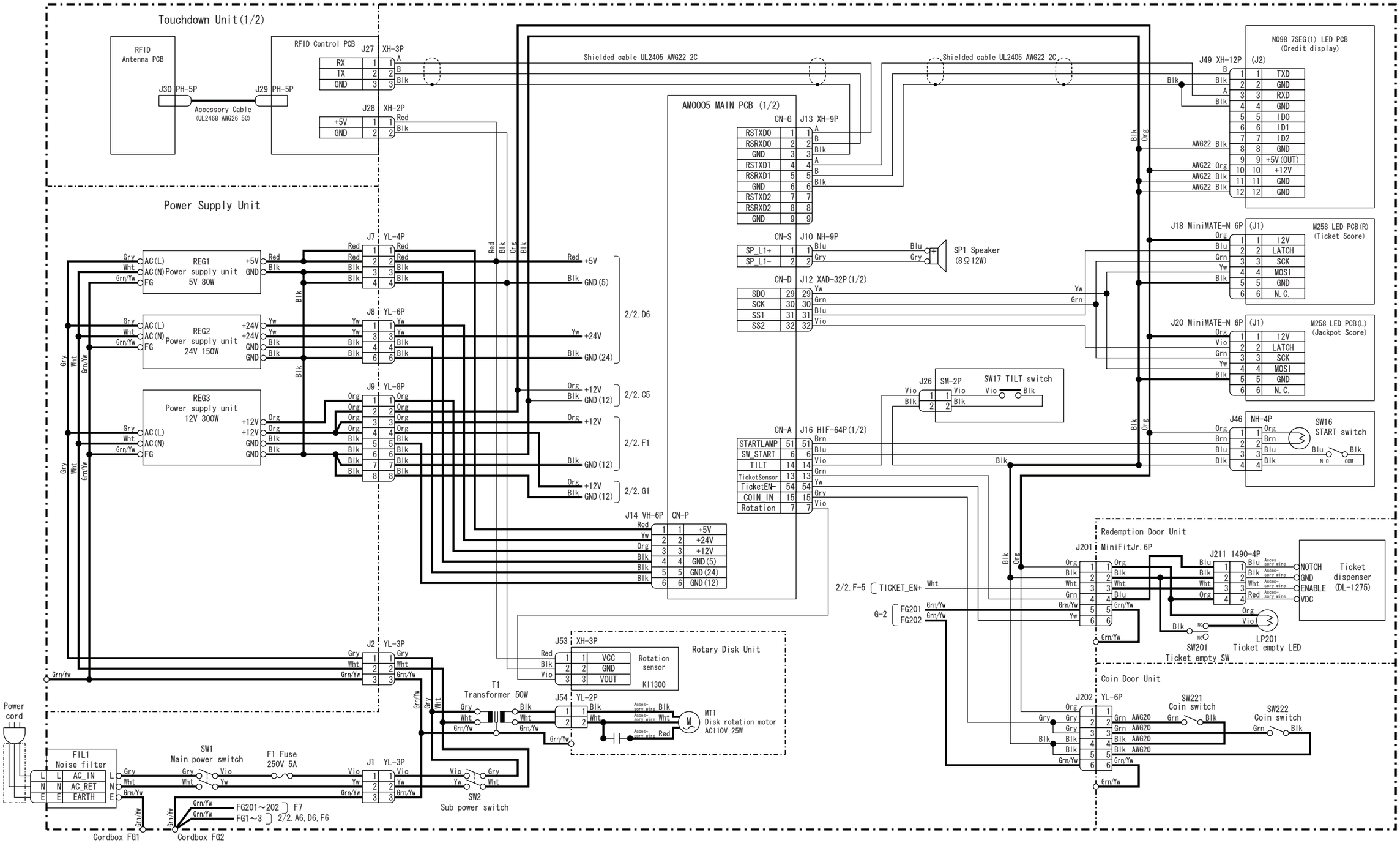






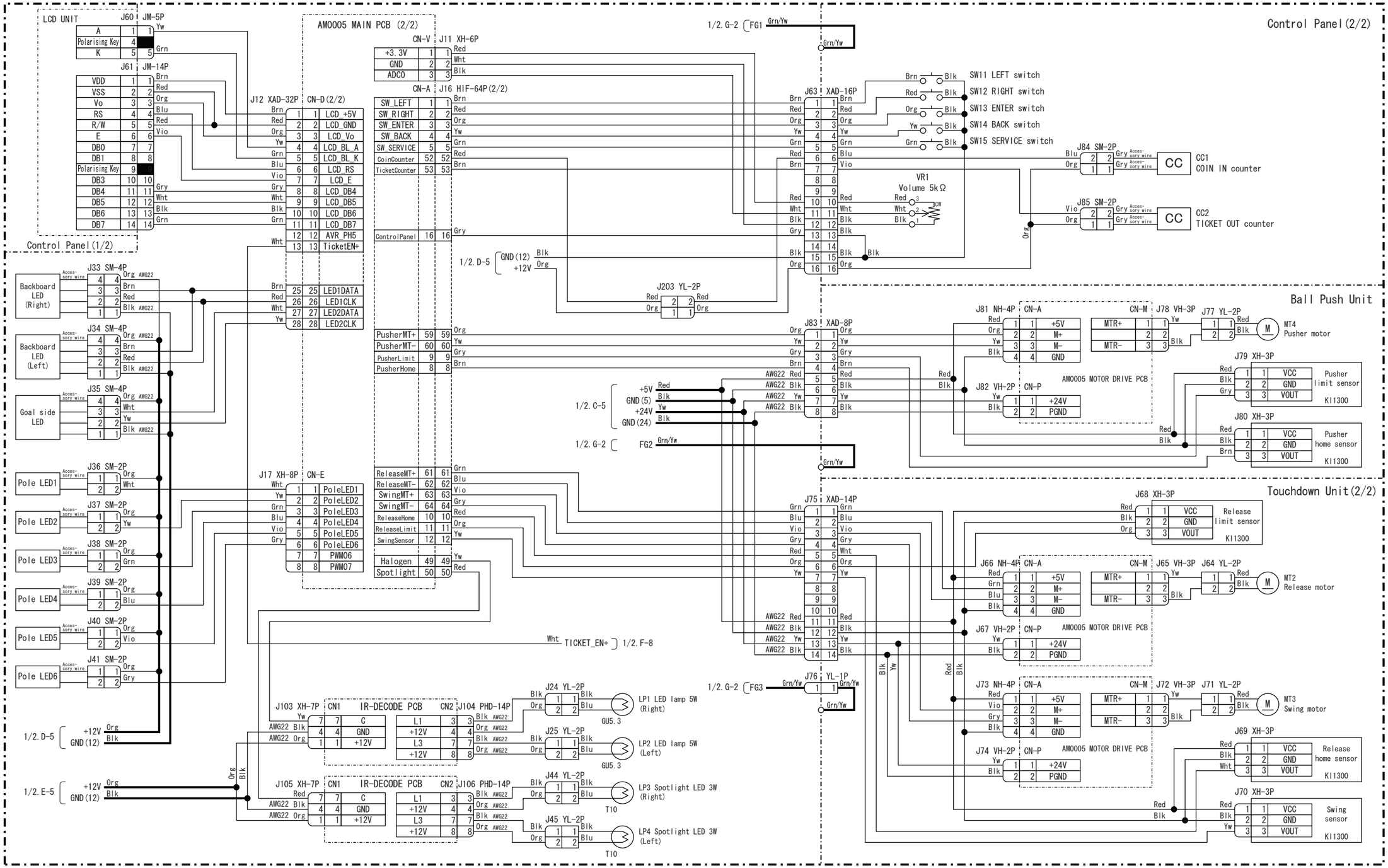
ITEM	DESCRIPTION	QY .	PART No.
1	IR-DECODE PCB	2	XGLR-307-746
2	PLATE-3	1	XGLR-310-954
3	MAIN PCB	1	
4	MOTOR DRIVE PCB(NTM-008RD1)	3	XGLR-310-851

14・・Wire harness diagram



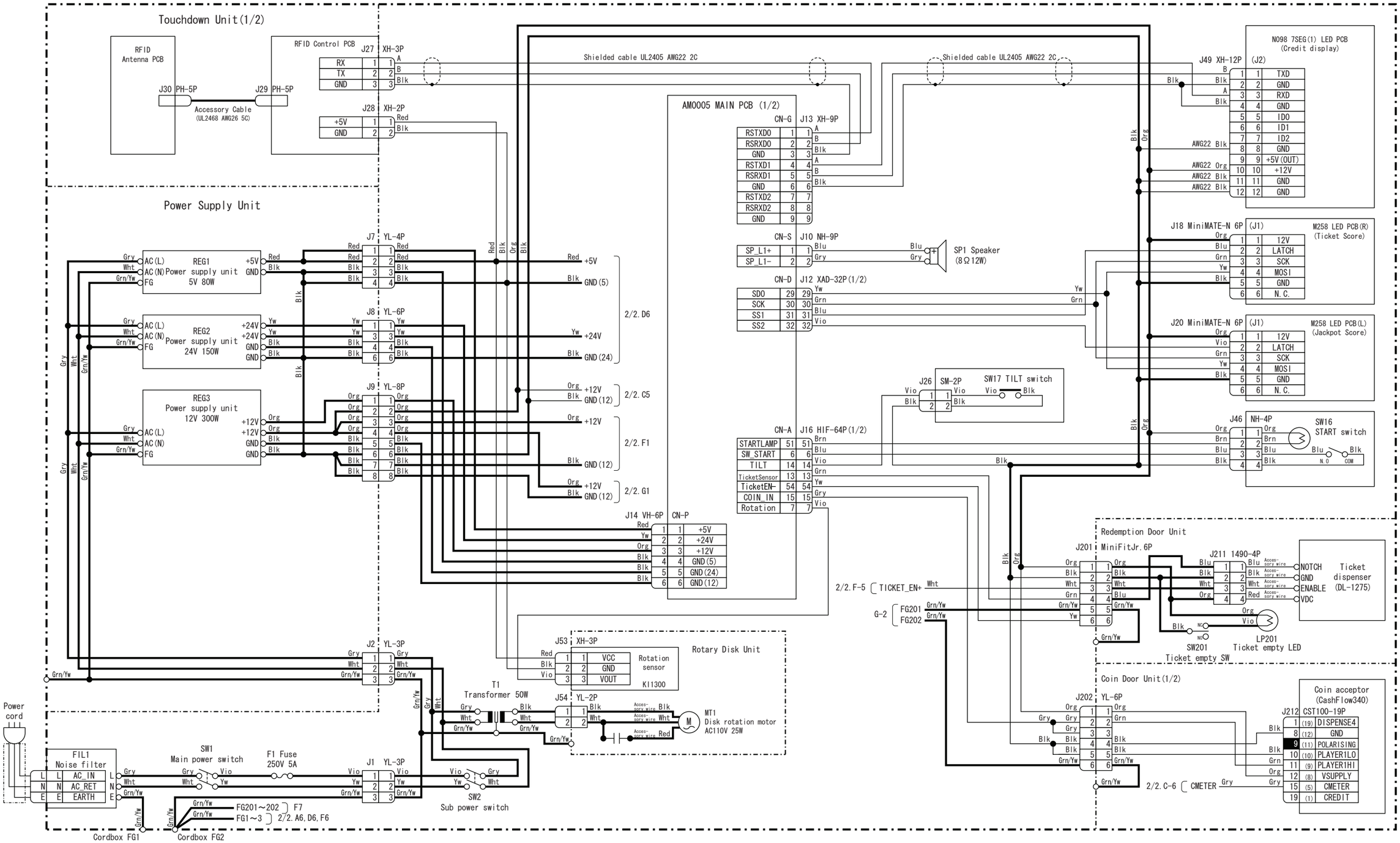
Notes:
Thick green/yellow line, thick lines and thin lines represent AWG16, AWG18, and AWG24, respenctively, unless otherwise specified.

US WiringDiagram 1/2



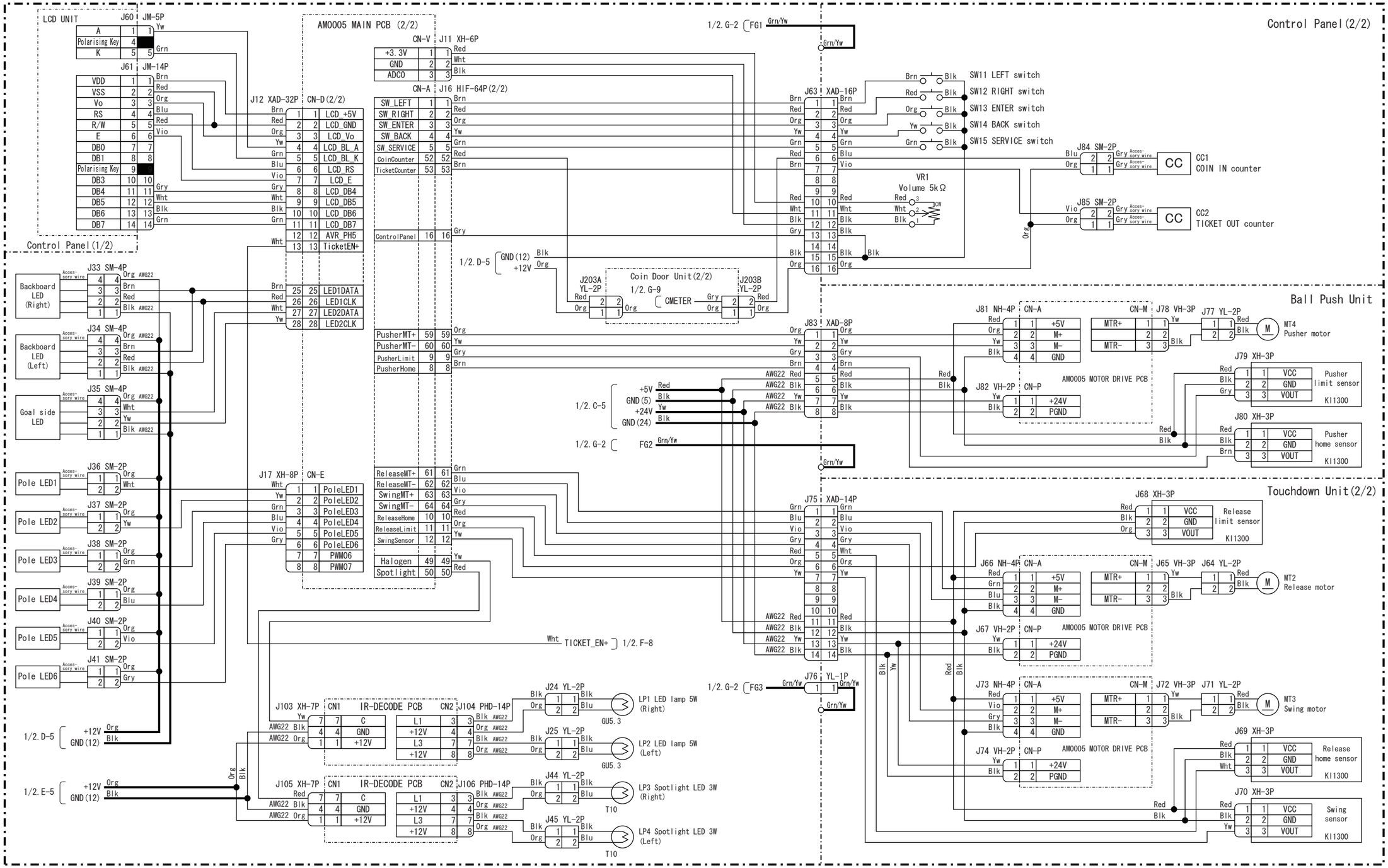
Notes:
Thick green/yellow line, thick lines and thin lines represent AWG16, AWG18, and AWG24, respenctively, unless otherwise specified.

US Wiring Diagram 2/2



Notes:
Thick green/yellow line, thick lines and thin lines represent AWG16, AWG18, and AWG24, respenctively, unless otherwise specified.

UK WiringDiagram 1/2



Notes:
Thick green/yellow line, thick lines and thin lines represent AWG16, AWG18, and AWG24, respenctively, unless otherwise specified.

UK WiringDiagram 2/2