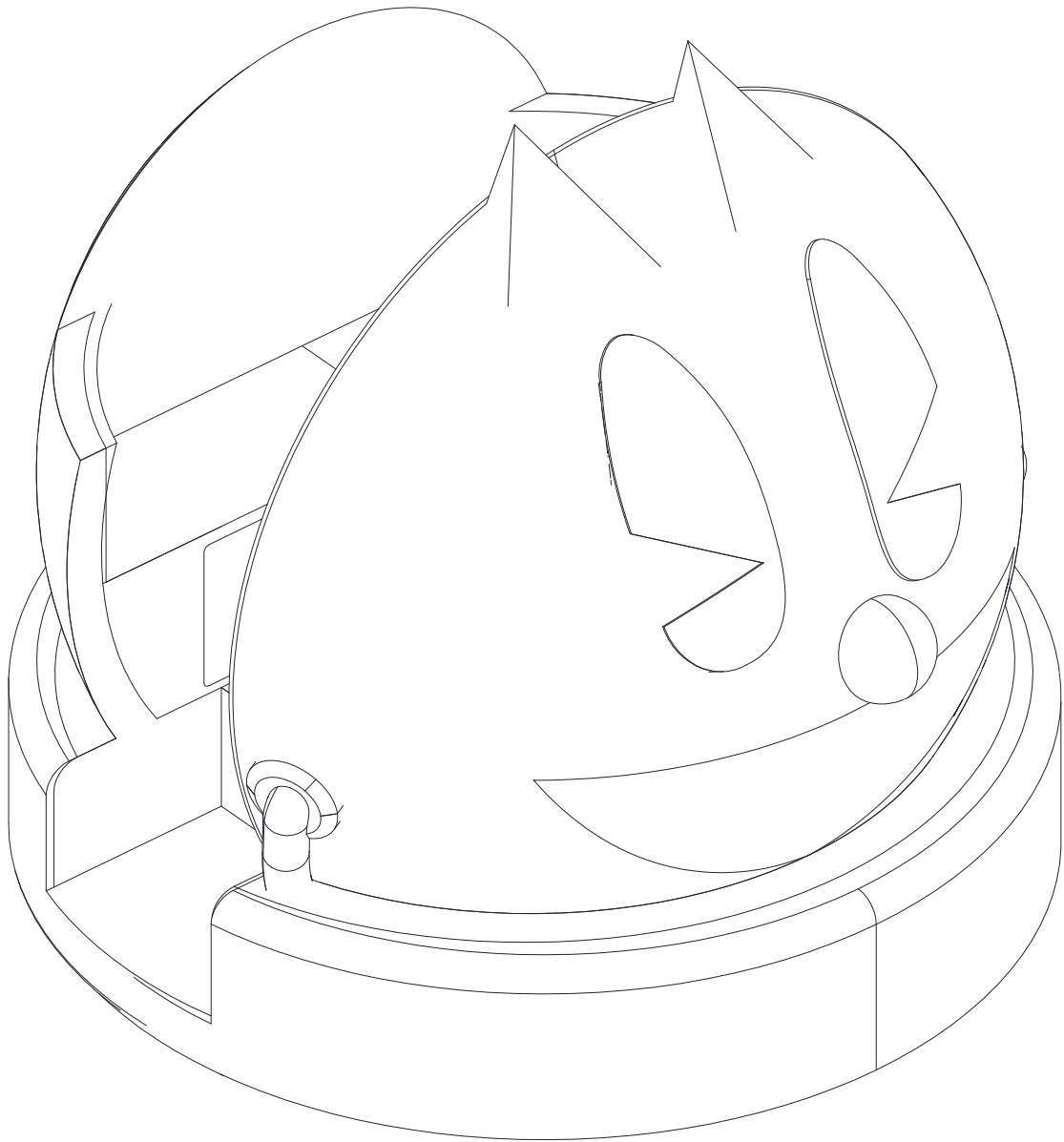




Pac-Man Kiddie Ride USER MANUAL Ver 2.0

Please read this manual before installation and operation

To prevent problems caused by incorrect operation, please carefully read this user manual before installing and using the machine, especially the items marked with "Attention".

Please keep this manual properly for future reference.

ABSTRACT

- ✧ Safe operation methods and precautions for transportation, installation, movement.
- ✧ Installation and operation methods of the machine.
- ✧ The methods of adjustment functions.
- ✧ The methods of maintenance and upkeep.
- ✧ Troubleshooting and solutions for common faults.
- ✧ Main parts diagrams of the machine.
- ✧ Circuit connection diagrams of the machine.

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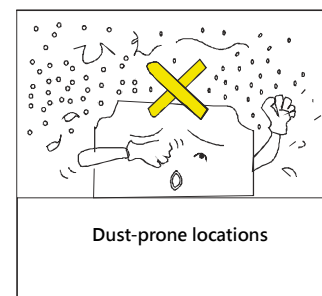
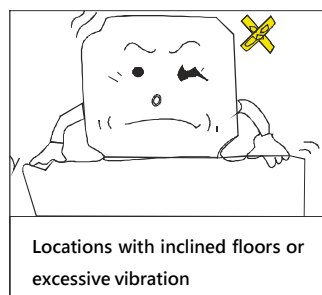
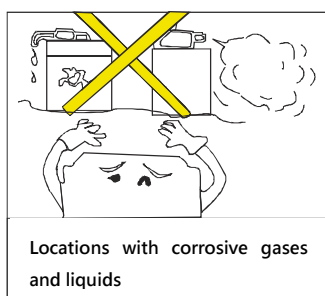
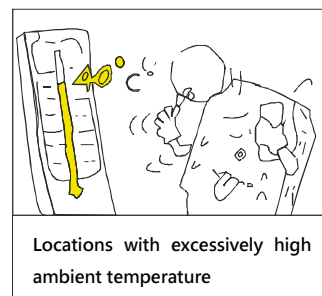
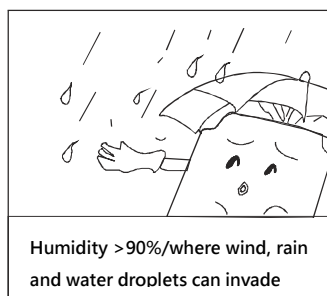
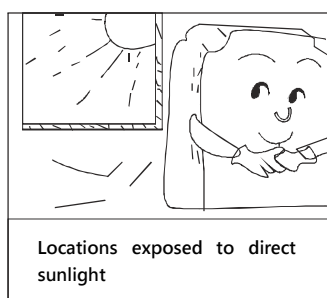
Safety Notes

- 1) Cause the internal part of the machine contains high-voltage electrical components, adjustments must be performed by technical personnel. Non-professional personnel are not allowed to inspect or maintain the machine to avoid personal injury or machine damage due to improper operation.
- 2) Before inspection and maintenance, be sure to cut off the machine's power supply first.
- 3) Keep all doors of the machine always closed. Turn off the power switch before opening any machine door or cover.
- 4) Fire-fighting equipment must be available nearby to prevent abnormal disasters.

Installation Notes

For safe use and to prevent abnormal damage to the machine, it must be installed in a suitable location.

Unsuitable installation location :



Usage Notes

- 1) The machine's operating voltage range is 105V ~ 115V/215V ~ 225V, with a rated voltage of 110V/220V. The specific operating voltage shall be in accordance with the nameplate on the chassis. Ensure the correct voltage is used; otherwise, the machine may suffer irreparable damage.
- 2) Insert the power plug firmly. Ensure the power cord is not pulled too tightly or damaged to prevent personal injury, power short circuits or leakage.
- 3) For initial use, set up the machine's coin acceptor and game content to ensure it can be put into normal operation.

- 4) During operation, regularly check all functions of the machine to avoid operating with incomplete game functions, which may affect the gaming experience.

Maintenance and Repair Notes

- 1) Regularly inspect and maintain the machine to prevent the expansion of faults and ensure all functions work normally.
- 2) Turn off the machine's power supply before replacing parts to avoid personal injury from the operating machine.
- 3) Use the same model of parts for replacement; otherwise, the replaced parts may damage other components of the machine.
- 4) After replacing the power supply box, check whether the wiring is correct, and the voltage output is normal. Otherwise, the machine's circuit system may be damaged.
- 5) The operating voltage of the PCB board must be within the specified range of 12.1V ~ 12.4V. Otherwise, the machine's circuit system may be damaged, or the machine may fail to operate normally.
- 6) Before sending the PCB board for repair, conduct a leakage check and internal power voltage check on the machine. Only send it for repair if it is confirmed that the PCB board is damaged.

Cleaning and Maintenance Notes

- 1) Wipe the machine with a clean, soft cloth.
- 2) To prevent damage to the machine surface, do not use the following items for cleaning:
 - Deteriorated cleaning agents.
 - Acidic cleaning agents.
 - Insecticides, disinfectants, alcohol or other chemical products.

Notes During Movement or Transportation

- 1) When disassembling for movement or transportation, pay attention to the correct disassembly method to avoid machine damage due to improper operation.
- 2) Prevent impact or friction on the machine during movement and transportation, as this may cause serious damage to the machine's appearance and structure.
- 3) Pay attention to the handling method and appearance protection measures during transportation to avoid severe machine damage.

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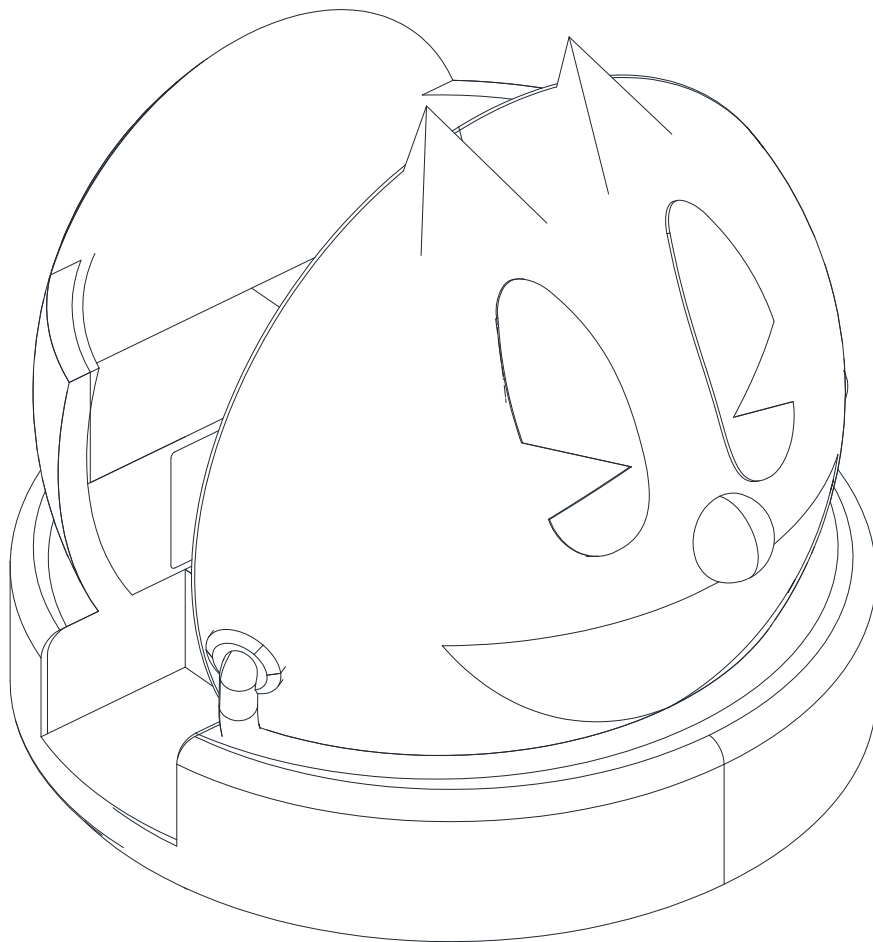
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1. Introduction

The Pac-Man Kiddie Ride features a unique, attractive and streamlined appearance, combined with interesting and exciting game content, making it highly popular among children players in amusement venues.

Developed by our company based on research into game content loved by children and integrated with new popular game elements, the Machine is a classic arcade game and an essential model for entertainment venues.



Features

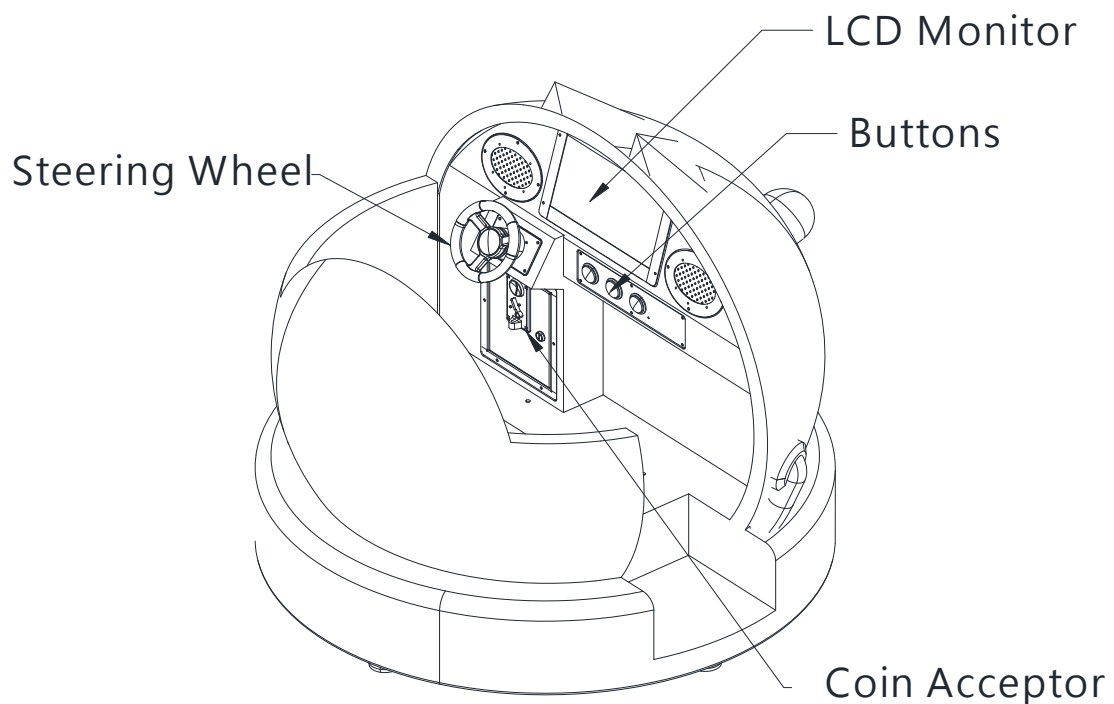
- 1) Unique appearance design with bright, attractive colors.
- 2) Integrated mainboard with high-speed CPU for stable and reliable performance.
- 3) High-definition, high-quality LCD Monitor for clear images and guaranteed quality.
- 4) Stable and reliable rotating components.
- 5) Exciting gameplay with strong operability and entertainment value.
- 6) Adjustable revenue ratio according to actual conditions.

2. Gameplay Instructions

- 1) After boarding the Pac-Man kiddie Ride, please insert game coins into the coin acceptor and wait 3 seconds to start the game.
- 2) The machine will rotate within a 90-degree range and the video game in the LCD monitor will start in the same time. During the video game players can use the steering wheel/buttons to control Pac-Man left and right to eat dots, and the score will increase after each dot is eaten.
- 3) During the video game Pac-Man will be chased by Ghosts of different colors continuously. Being contacted by ghosts twice results in game failure and the video game will restart in the game

time being set (default:60 seconds).

- 4) Randomly appearing fruits such as cherries and strawberries in the maze provide additional points (e.g., cherry add 100 points, strawberry add 200 points, etc.).
- 5) Pac-Man can eat power pellets to temporarily weaken ghosts. During this 10-second period, Pac-Man can reverse roles, take the initiative to chase and "eat" ghosts, and then gain score bonuses.
- 6) Players need to complete the task within the time limit; otherwise, the game will end.



3. Technical Parameters

Rated power supply: AC110V/220V (50/60HZ)

Rated power consumption: 50W

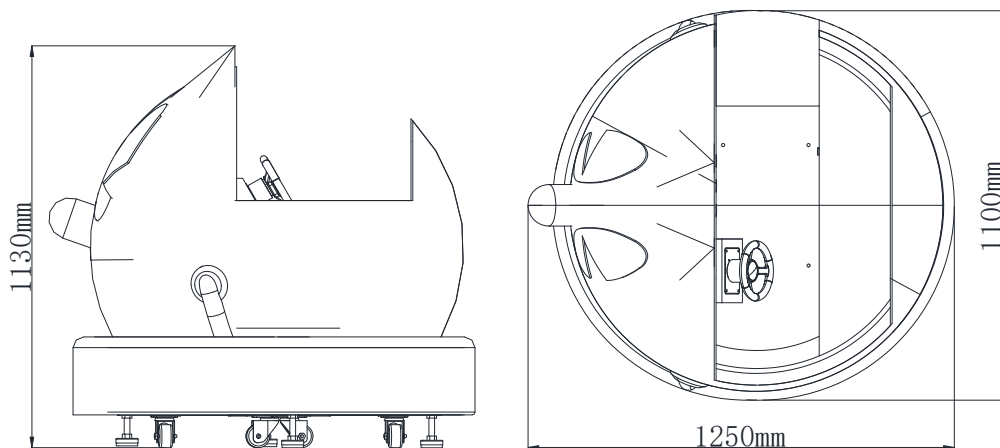
Maximum consumption current: 1.7A/0.85A

(Note: The actual operating voltage and current are subject to the machine's nameplate.)

Coin Box Capacity : $\phi 25\text{mm} \times 1.5\text{mm}$. Approximately 1807 pieces of tokens

Operating Environment: Room temperature $-5 \sim 40^{\circ}\text{C}$, relative humidity $> 90\%$, no direct contact with corrosive liquids, no excessive oil mist or dust

Overall Dimensions: L1250mm*W1100mm*H1130mm

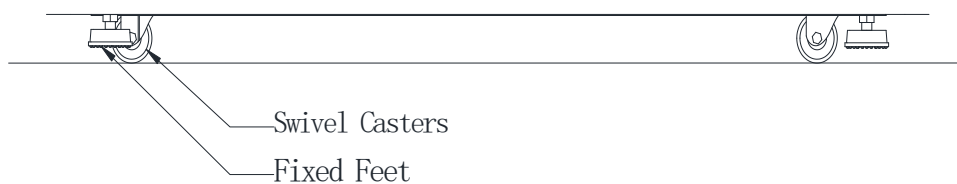


Accessories List :

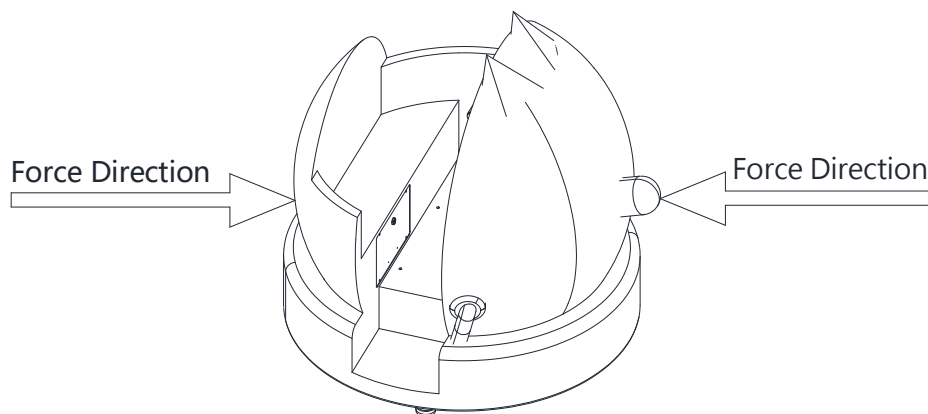
No.	Drawing	Name	Spec/Mod.	Quantity
1		User Manual	This manual	1 Copy
2		Key(Coin&Maintenance Door)	KC02	2 Pieces
3		Key(Coin Box)	1396 #	2 Pieces
4		Power Cord		1 Piece

4. Transporting and Moving the Machine

- 1) Screw the nuts on the feet to the bottom, then turn the fixed feet counterclockwise until they touch the nuts on the machine base.
- 2) Unplug the power cord from the mains socket.



- 3) Push the machine from the front or rear



Attention : When moving the machine on uneven or sloped surfaces, control the force to prevent collision damage to the machine casing during transportation.

⚠ ATTENTION

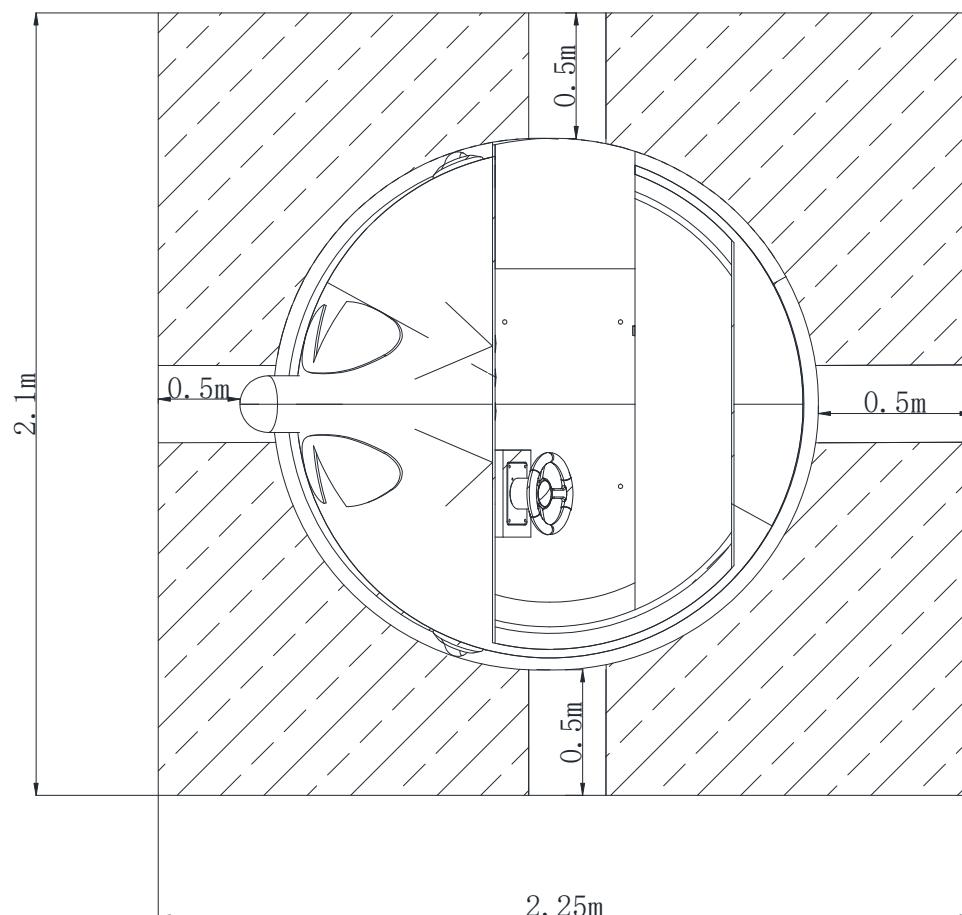
- Before moving the equipment, always turn off the power supply and unplug the power cord.
- Arbitrary manual movement, flipping, transportation, or similar actions may damage the equipment and impair its mechanical performance.
- Avoid impact/scraping during transport; irreversible damage to appearance/structure may occur.

5. Installation

Follow the steps below for initial machine installation.

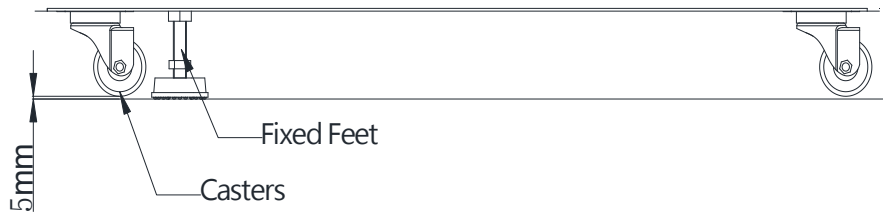
5.1 Selecting the Installation Location

- 1) Classify the machine by gameplay and place it with similar models. Then select the specific location based on the machine's appearance.
- 2) Reserve the site dimensions as shown in the figure below to ensure sufficient space for normal machine operation and comfortable gameplay for customers.



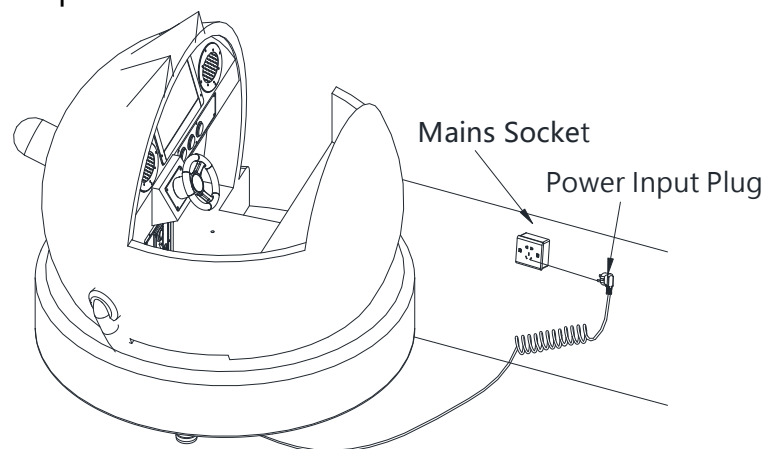
Attention : The machine must be installed on a flat surface to ensure stability.

5.2 Securing the Machine



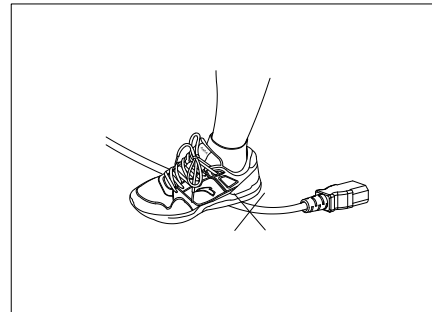
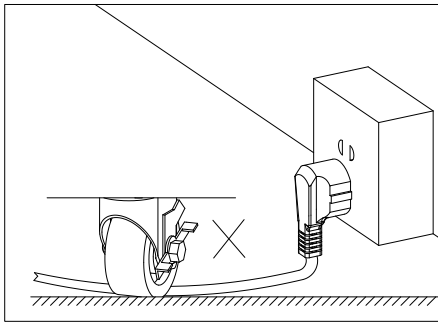
5.3 Pre-Power Input Inspection and Power Connection

- 1) Check for loose internal structures caused by transportation vibration. Ensure all wire connectors are securely inserted into ports.
- 2) Verify that the machine's ground wire is properly connected to the ground.
- 3) Confirm that the impedance between the two power input terminals and the ground wire is greater than 100 megaohms.
- 4) Adjust the coin acceptor to ensure normal token insertion.
- 5) Connect the power cord.

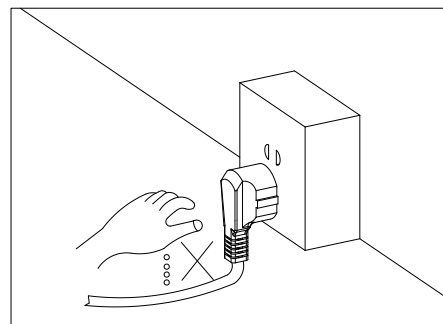
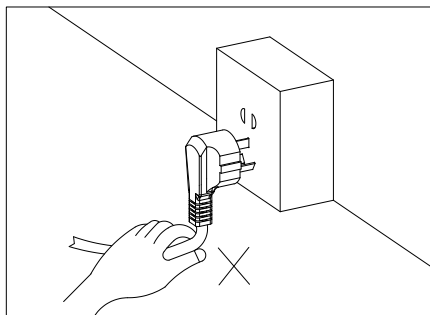


Power Cord Connection Notes

- A When placing the power cord, ensure it is not crushed by heavy objects such as casters or fixed feet, as this may damage the wire and cause short circuits or even fires. Do not pull or twist the power cord forcefully. Keep the exposed part of the power cord away from high-temperature objects. Do not place the power cord in areas prone to being kicked or stepped on.



- B When unplugging the power cord from the socket, grasp the plug instead of the wire. Do not touch the plug with wet hands.



5.4 Power Input

- 1) Confirm that the input voltage matches the factory nameplate on the backside of the machine.

- 2) Connect the power supply and turn on the power switch.
- 3) Insert a token into the coin acceptor to confirm normal coin operation.
- 4) Visually inspect the machine to ensure the display and all lights are functioning properly.
- 5) Access the settings program to configure gameplay parameters (including number of coins, volume, etc.)
- 6) Insert coins for a test play to confirm all buttons and the steering wheel work normally.
- 7) Check the sound to ensure it is functioning properly.

6. Pre-Operation Inspection

To prevent abnormal machine operation and unsafe operation, inspect the machine before daily use.

Checklist :

- 1) Confirm the power input cord is securely plugged in and undamaged.
- 2) Verify the machine is securely positioned.
- 3) Check the machine shell to ensure without damage or sharp edges.
- 4) Ensure the machine appearance is free of stains and all labels are properly affixed.

7. Daily Operation

7.1 Powering On to Start Operation

- 1) Turn on the machine's power switch.
- 2) Visually inspect the machine to confirm the display is working.
- 3) Check that the background sound is normal.
- 4) Verify all machine lights are illuminated properly.
- 5) Ensure the coin acceptor accepts coins normally.
- 6) Confirm the steering wheel rotates smoothly.
- 7) Check that all machine buttons are functional.

Note: Only put the machine into operation after confirming all the above items are normal.

7.2 Machine Operation Inspection Before Closing

Perform the same inspection as 7.1 before closing.

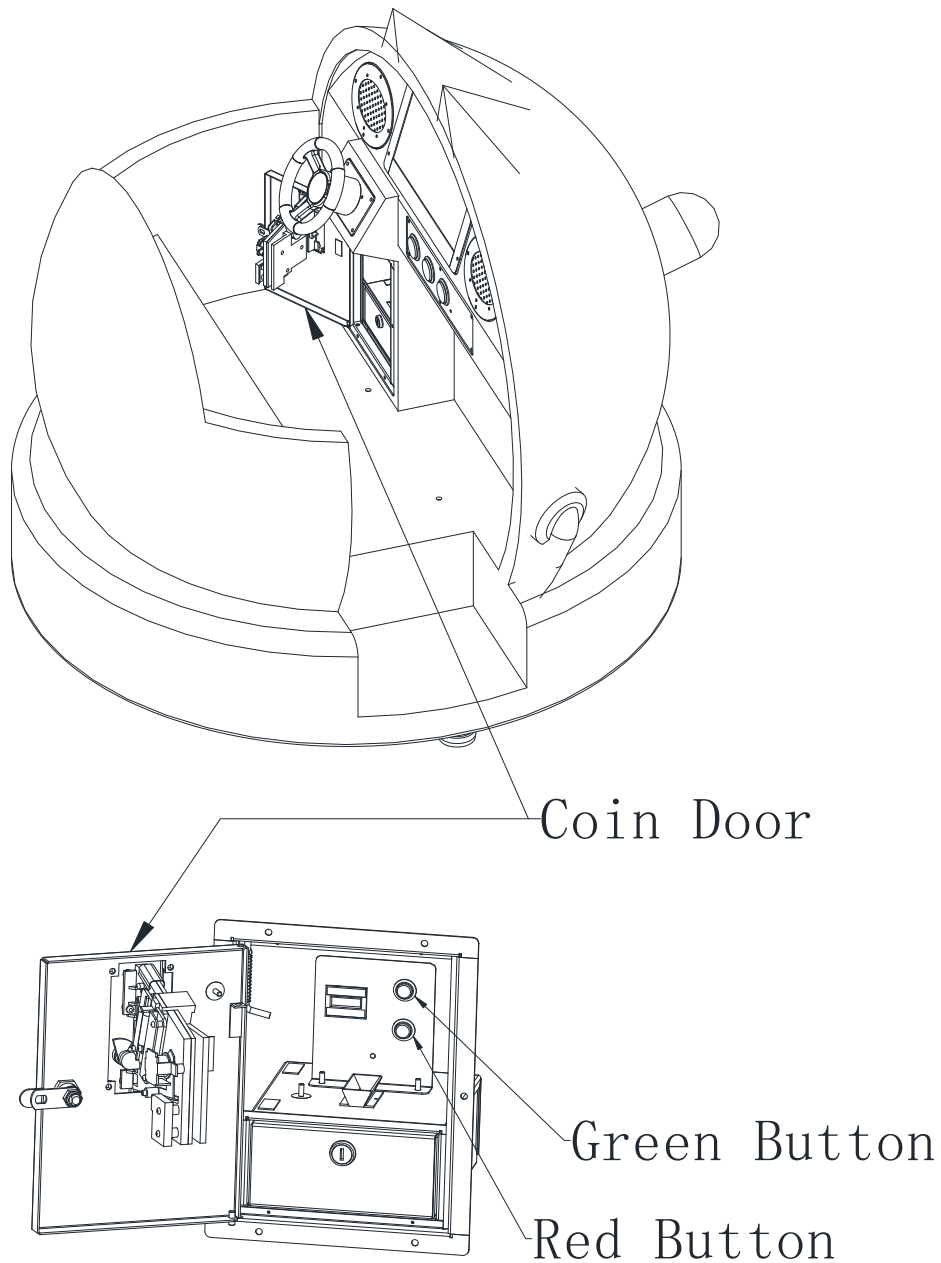
7.3 Coin Collection and Meter Counting

- 1) After closing, turn off the machine's power supply and open the coin box door to collect coins.
- 2) Record the coin meter reading.

8. Game Testing and Setting Operations

8.1 Game Testing and Setting Operations

Open the coin door to locate the relevant buttons.



Green Button (Test Switch):

Enter the Test or Settings interface/select items.

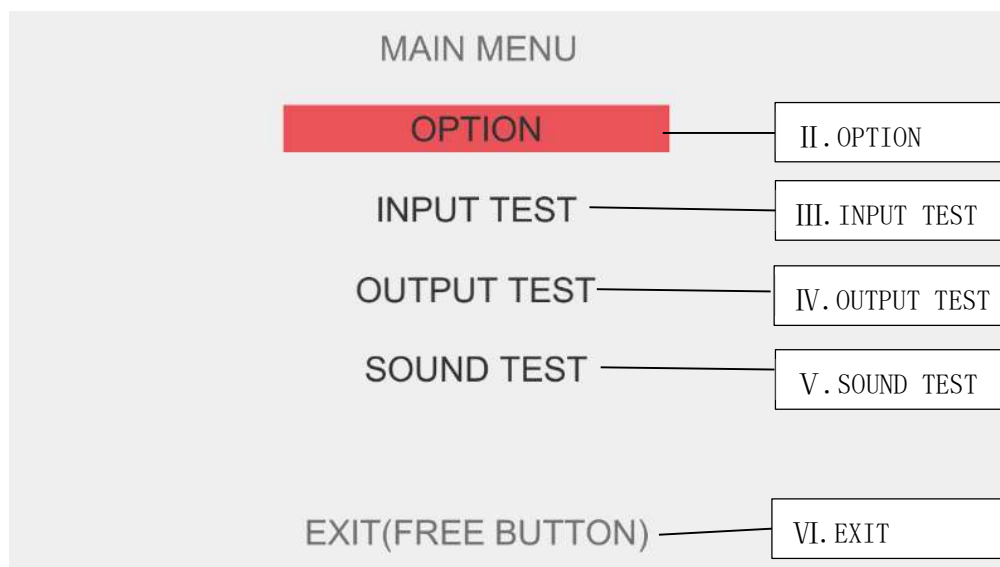
Red Button (Service Switch):

- a) Confirm selected items/modify item values in the Test or Settings interface.
- b) Free play (Press once for one free game in the standby state).

8.2 Setting Operation Method

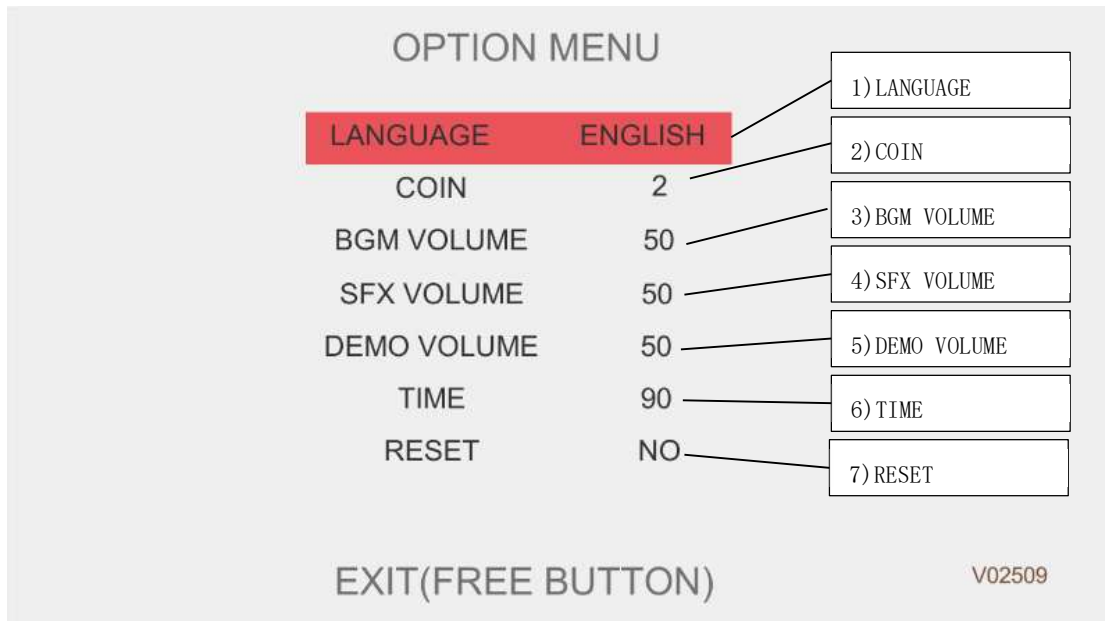
Press the Green Button on the meter bracket to enter the test or settings interface. Press the Green Button again to select the item to be tested. Press the Red Button on the meter bracket to confirm the selected item or modify the value.

I. Main Menu :



Press the Green Button to enter the test or settings interface as shown above.

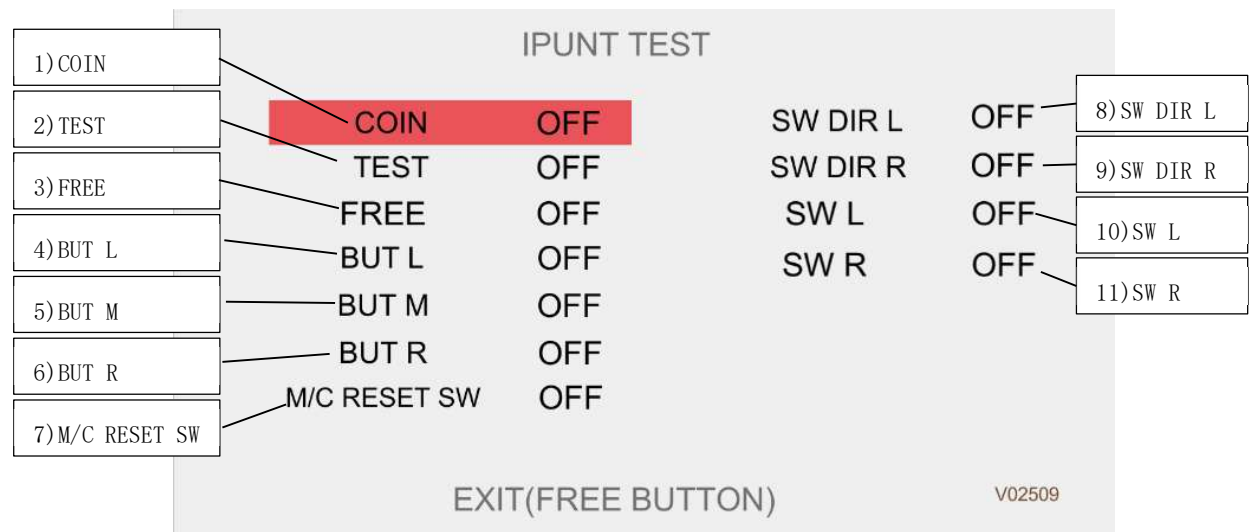
II. OPTION(Settings Description) :



- (1) LANGUAGE: Set the language of Test or Setting interface.
- (2) COIN: Set the number of coins required to play one game. For example, setting it to 1 allows 1coin per game. (Adjustable from 0-30 coins with a step size of 1; "0" is free mode.)
- (3) BGM VOLUME: Set the machine's BGM volume of video game. (Adjustable from 0-100 with a step size of 10).
- (4) SFX VOLUME: Set the machine's sound effects volume of video game. (Adjustable from 0-100 with a step size of step 10.)
- (5) DEMO VOLUME: Set the machine's demo mode volume of video game. (Adjustable from 0-100 with a step size of step 10.)
- (6) TIME: Set the time of each game in seconds. For example, setting it to "60" means each game lasts 60 seconds. (Adjustable from 60s-180s)

7). RESET: Reset all the setting to default mode.

III. INPUT TEST :

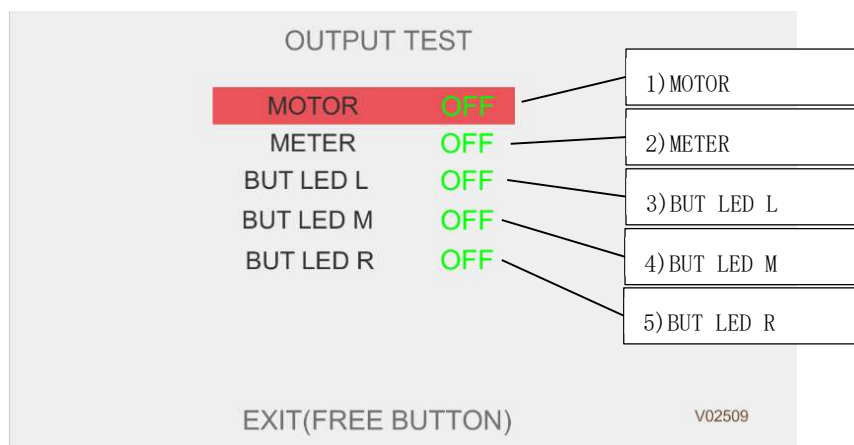


- 1) COIN: Confirm the function of coin meter, inserting game coin into the coin acceptor, it will be ON.
- 2) TEST: Confirm the function of Green Button inside the coin door, pushing the button, it will be ON.
- 3) FREE: Confirm the function of Red Button inside the coin door, pushing the button, it will be ON.
- 4) BUT L: Confirm the function of left button on the console panel, pushing the button, it will be ON.
- 5) BUT M: Confirm the function of middle button on the console panel, pushing the button, it will be ON.
- 6) BUT R: Confirm the function of right button on the console panel,

pushing the button, it will be ON.

- 7) M/C RESET SW: Confirm the position of the body assembly. When the body assembly is locked by stop pin in right position, it will be ON.
- 8) SW DIR L: Confirm the function of left sensor of the steering wheel assembly, turning the steering wheel, it will be ON.
- 9) SW DIR R: Confirm the function of right sensor of the steering wheel assembly, turning the steering wheel, it will be ON.
- 10) SW L: Confirm the function of the steering wheel assembly, turning the steering wheel counterclockwise, it will be ON.
- 11) SW R: Confirm the function of the steering wheel assembly, turning the steering wheel clockwise, it will be ON.

IV. OUTPUT TEST :

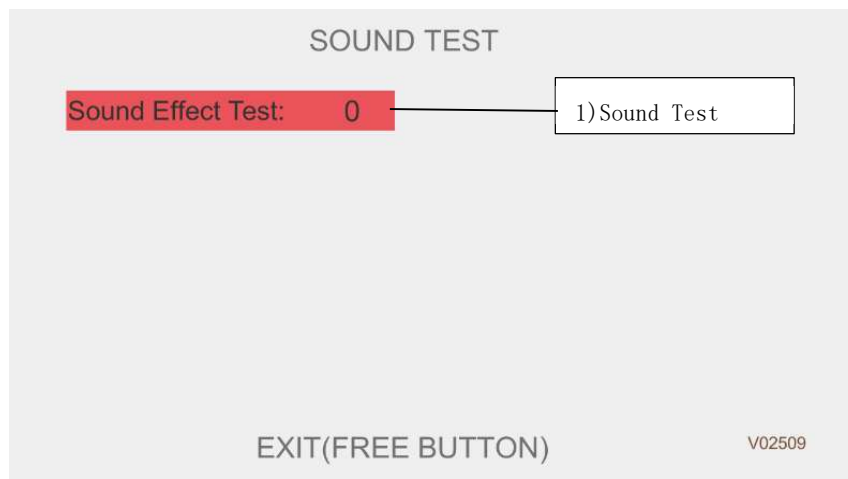


- 1) MOTOR: Confirm the function of motor, push Green Button to ON,

the body assembly will rotate.

- 2) METER: Confirm the function of coin meter, push Green Button to ON, the count will increase by one.
- 3) BUT LED L: Confirm the function of LED of left button on the console panel, push Green Button to ON, the LED will turn on.
- 4) BUT LED M: Confirm the function of LED of middle button on the console panel, push Green Button to ON, the LED will turn on.
- 5) BUT LED R: Confirm the function of LED of right button on the console panel, push Green Button to ON, the LED will turn on.

V. SOUND TEST

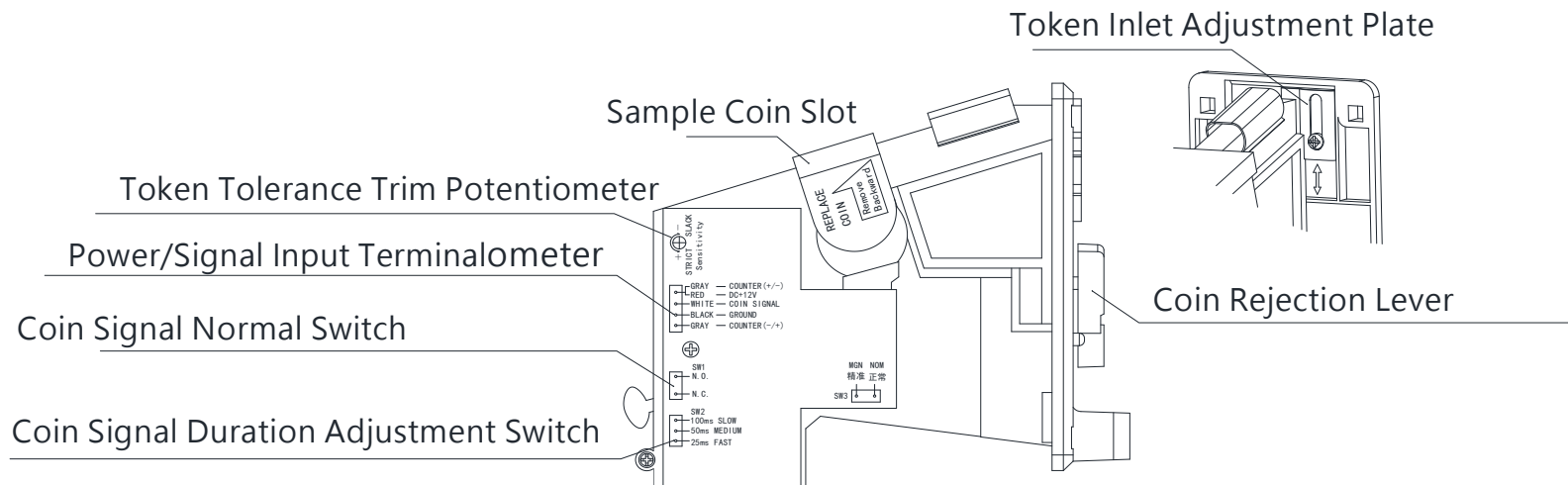


- 1). Sound Test: Confirm the sound of video game, push Green Button to change the value from 1 to 6, and the machine will emit different game sound effects.

VI. EXIT: Push Red Button to Exit the Test or Settings interface.

9. Adjustments

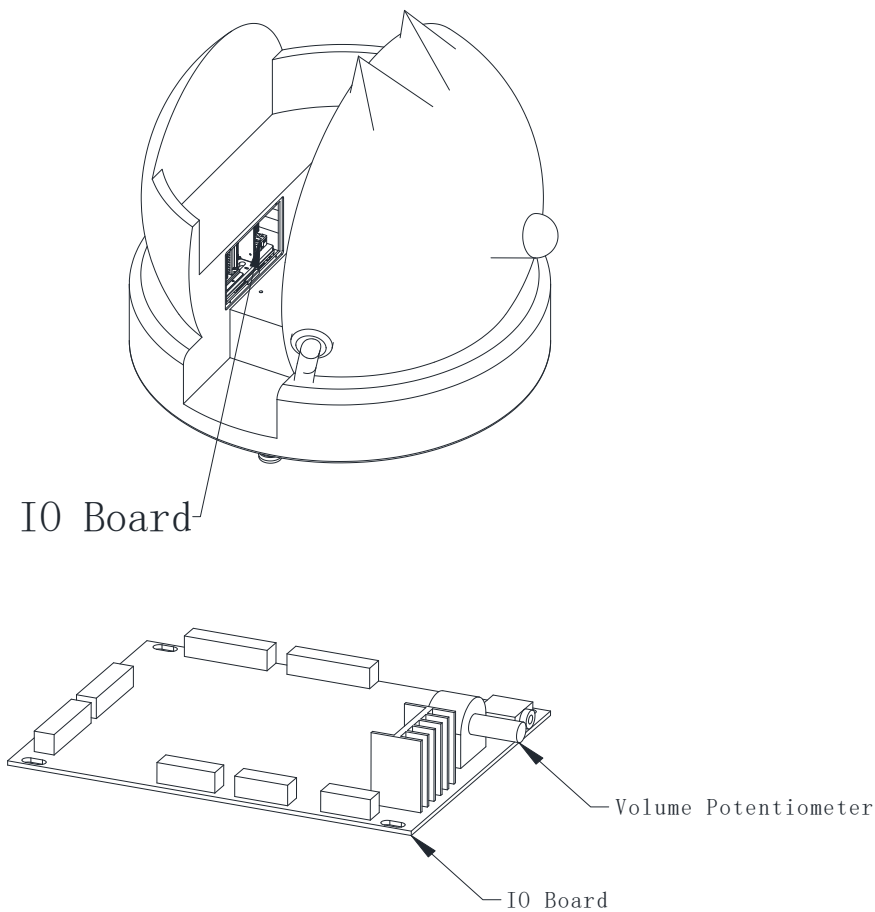
9.1 Coin Acceptor Adjustment



Coin Acceptor Adjustment Method :

- 1) Remove the plastic sample coin from the sample coin slot and replace it with the token to be used.
- 2) Loosen the screws on the back of the coin inlet. Adjust the fixing plate according to diameter of the token used to prevent jamming from oversized tokens.
- 3) Set the Coin normal switch to NO.
- 4) Set the Coin signal duration adjustment switch to the 50MS.
- 5) Adjust the token tolerance trim potentiometer: turning clockwise the trim potentiometer will expand acceptable token tolerance range; turning counterclockwise narrows the acceptable token tolerance range, making token selection stricter.

9.2 Volume Adjustment



Volume Adjustment Methods

- 1) Open the maintenance door of the machine, locate the volume potentiometer on the IO board, and turn it to adjust the volume. Turning clockwise increases the volume; turning counterclockwise decreases it.
- 2) Open the coin door and adjust the volume through the volume settings as per "8.2 Setting Operation Method"(P13).

The second method is the primary volume adjustment method for this machine.

⚠ Attention

When turning the volume potentiometer, do so slowly. Do not quickly turn it to the maximum position to avoid sudden high volume output current damaging the speakers.

10. Inspection, Maintenance and Upkeep



Attention

- Non-professional technical personnel are not allowed to perform inspection and maintenance to avoid personal injury or machine damage due to improper operation.
- Always cut off the machine's power supply before inspection and maintenance.
- Do not insert foreign objects such as tools into the machine, as this may cause malfunctions.
- After inspection, reinstall all removed parts and tighten screws securely.

10.1 Daily Inspection

Item	Inspection Content
Power Cord	Check for damage
Coin Acceptor	Check for normal coin acceptance
Coin Meter	Check for normal counting
Buttons	Check if all Buttons are functional
Lights	Check if all lights are illuminated properly
Sound	Check if sound is working and volume is appropriate
Screen Display	Check if the screen shows images and colors are normal
Button Operation	Check if buttons respond correctly
Temperature and Humidity	Check if the ambient temperature and humidity are too high
Warning Labels	Check if "warning labels" are intact and clearly visible

10.2 Daily Maintenance

Item	Maintenance Content
Machine Shell	Clean with clean water and absorbent paper
Display Glass	Clean with clean water and absorbent paper
Circuit Board	Remove dust and dirt with a small brush

11. Trouble Shooting

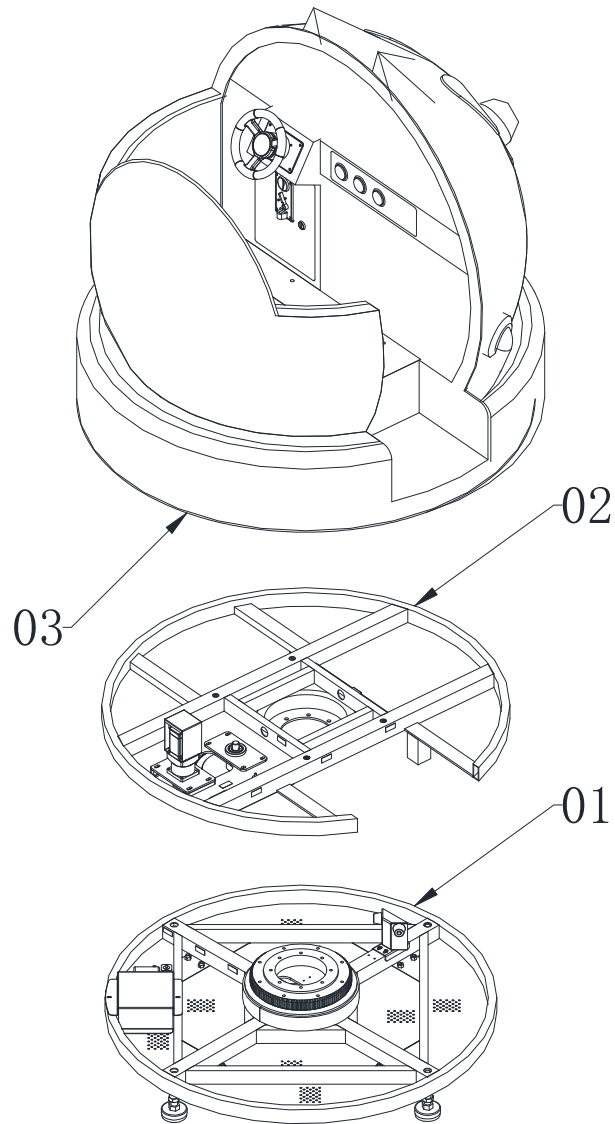
If you encounter any problems during installation or use, it is recommended to first refer to the following table for possible causes and solutions before contacting technical support.

Fault Countermeasure Table :

Fault Phenomenon	Causes	Solutions	Reference
Cannot Insert Coins	1.No sample coin inserted 2.Coin acceptor sensitivityset too high 3.Defective coin acceptor	1.Insert a sample coin into the sample coin slot 2.Adjust the coin acceptor's sensitivity 3.Replace the coin acceptor	P17
Coin Insertion Invalid	1.Disconnected coin control circuit. 2.Defective coin acceptor; 3.Defective IO board.	1.Connect the coin control circuit; 2.Replace the coin acceptor 3.Repair or replace the IO Board	P42~46
Control Lights Not Illuminated	1.The light control circuit is open-circuited. 2.The light has malfunctioned. 3.Either the LED Controller or the main board is faulty.	1.Connect the light control circuit 2.Replace the lights 3.Replace the LED Controller or IO Board	P42~P46
Buttons Unresponsive	1.The button circuit is disconnected. 2.The button has malfunctioned. 3.The main board is faulty.	1.Connect the button circuit 2.Replace the buttons 3.Repair or replace the IO Board	P38~P40 P42~P46
No Display on Monitor	1.The power cable of monitor is loose 2.The signal cable of monitor is disconnected. 3.The monitor is malfunctioned 4.The main board is faulty.	1.Secure the monitor power cord 2.Connect the monitor signal cable 3.Replace the monitor 4.Replace the IO Board	P41~P46
No Sound	1.The speaker wires is loose 2.Volume set too low 3.The speaker is malfunctioned	1.Connect the speaker wires 2.Open the coin door and adjust the volume potentiometer on the IO Board 3.Replace the speakers	P40 P42~P46 P40
Steering Wheel Unresponsive	1.The photoelectric switch is faulty. 2.The bearing is faulty. 3.The wiring of the photoelectric sensor is loose	1.Replace the photoelectric switch 2.Replace the bearing 3.Connect the photoelectric sensor wire	P36~P38
No Machine Response	1.No AC110V/220V input voltage 2.The fuse has blown. 3.The filter switch is not turned on. 4.The power supply box has no voltage output. 5.The IO Board has not started up.	1.Check the power cord and mains supply circuit 2.Replace the fuse 3.Check and turn on the switch 4.Repair or replace the power supply box 5.Replace the IO Board	P42~P46 P52 P42~P46

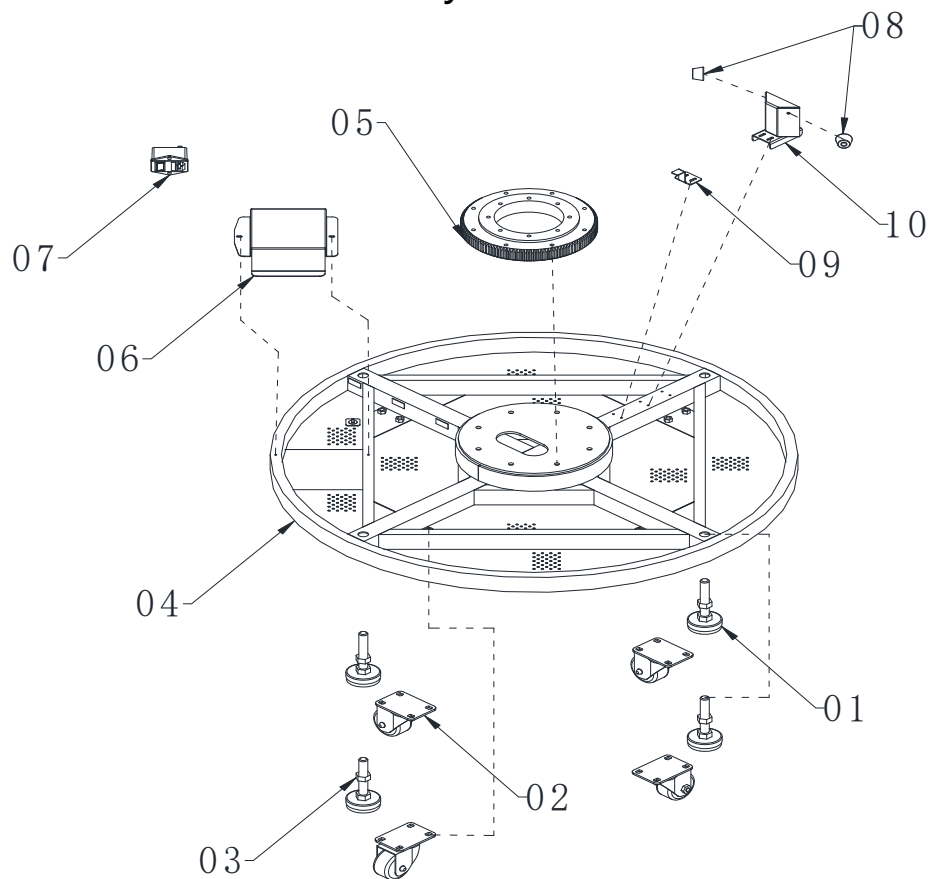
12. Parts Exploded Views and Parts Lists

Overall Machine Assembly Exploded View and Parts List



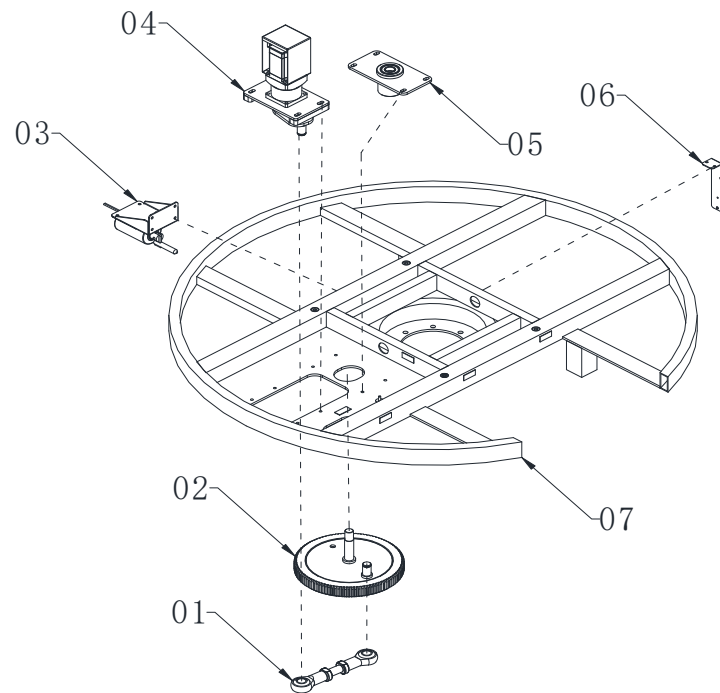
NO.	Name/Part Number	Quantity	Part No.
01	Base Frame Assembly	1	—
02	Upper Frame Assembly	1	—
03	Body Assembly	1	—

12.1 Base Frame Assembly



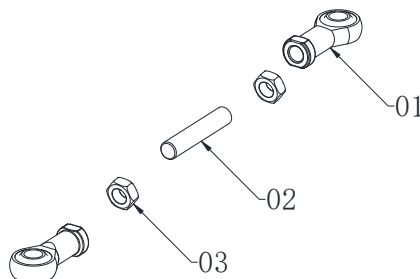
NO.	Name/Part Number	Quantity	Part No.
01	FootM16/0208011604	4	752-751
02	Caster 2.5-Inch/0207020204	4	752-752
03	NutM16/0816011601	4	752-753
04	Base Frame/MKR0101-1-1	1	—
05	Rotating Bearing/4205029301	1	752-754
06	Power Socket/MKR0101-1-3	1	—
07	Filter/1108010103	1	—
08	Trapezoidal Rubber	2	752-755
09	Reflector Seat/	1	752-756
10	Limit Stopper/	1	—

12.2 Upper Frame Assembly



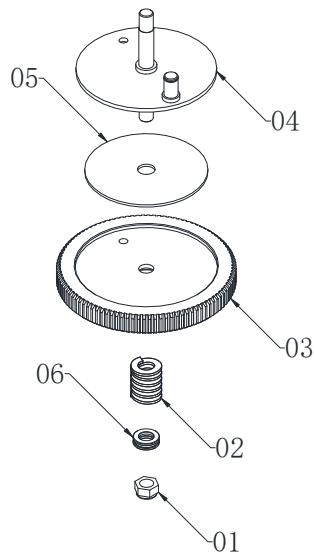
NO.	Name/Part Number	Quantity	Part No.
01	Spherical Plain Bearing Assembly	1	—
02	Transmission Gear Assembly	1	—
03	Electromagnet Assembly	1	—
04	Motor Assembly	1	—
05	Bearing Seat Assembly	1	—
06	Photoelectric Switch Assembly	1	—
07	Upper Turntable/MKR0101-1-2	1	—

12.2.1 Spherical Plain Bearing Assembly



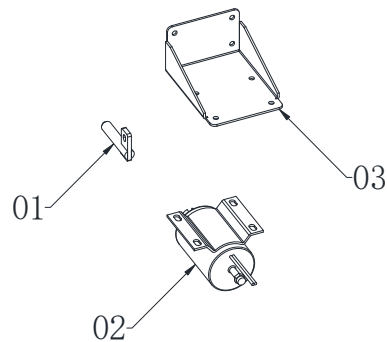
NO.	Name/Part Number	Quantity	Part No.
01	Spherical Plain Bearing SI16/0302300161	2	752-802
02	Connecting Rod Screw/MKR0101-2-7	1	752-803
03	Nut M16/0816011601	2	752-804

12.2.2 Transmission Gear Assembly



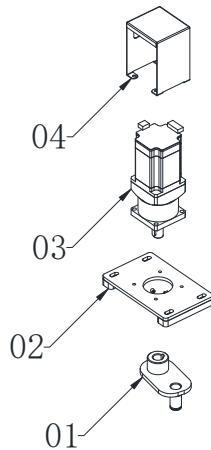
NO.	Name/Part Number	Quantity	Part No.
01	M16 Lock Nut/0816041601	1	752-757
02	Mold Spring/0102035005	1	752-758
03	Transmission Gear/MKR0101-2-3	1	752-759
04	Gear Bracket/MKR0101-2-2	1	752-760
05	Brake Pad/4205029302	1	752-761
06	Thrust Bearing 51103/0302050302	1	752-762

12.2.3 Electromagnet Assembly



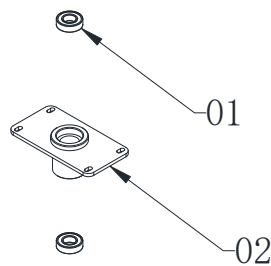
NO.	Name/Part Number	Quantity	Part No.
01	Stop Pin/MKR0101-2-12	1	752-763
02	Electromagnet/1105010753	1	752-764
03	Electromagnetic Suction Seat B/MKR0101-2-11	1	752-765

12.2.4 Motor Assembly



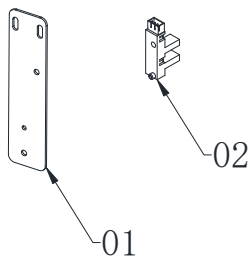
NO.	Name/Part Number	Quantity	Part No.
01	Active Eccentric Block/MKR0101-2-6	1	752-766
02	Motor Bracket/MKR0101-2-5	1	—
03	Motor/0301020707	1	752-767
04	Motor Cover/MKR0101-2-10	1	—

12.2.5 Bearing Seat Assembly



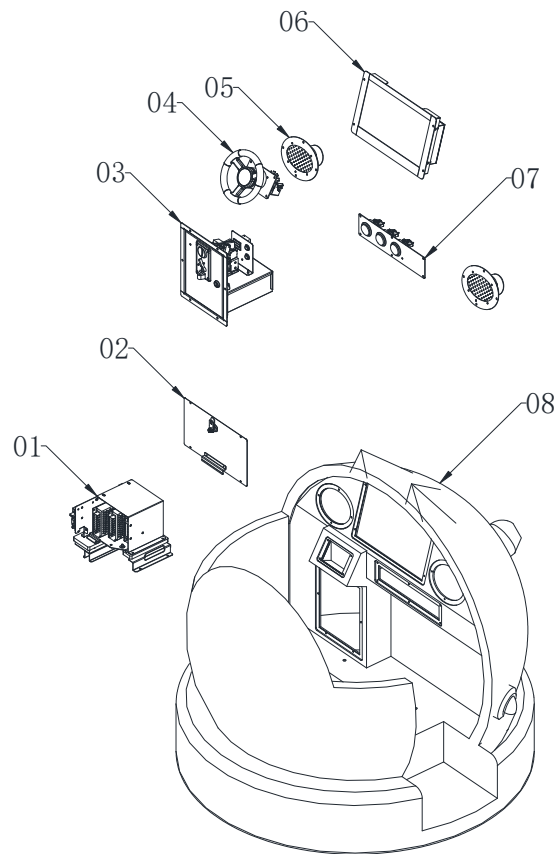
NO.	Name/Part Number	Quantity	Part No.
01	Bearing 6003/0302060031	2	752-768
02	Steering Wheel Fixing Seat/MKR0101-3-5	1	752-769

12.2.6 Photoelectric Switch Assembly



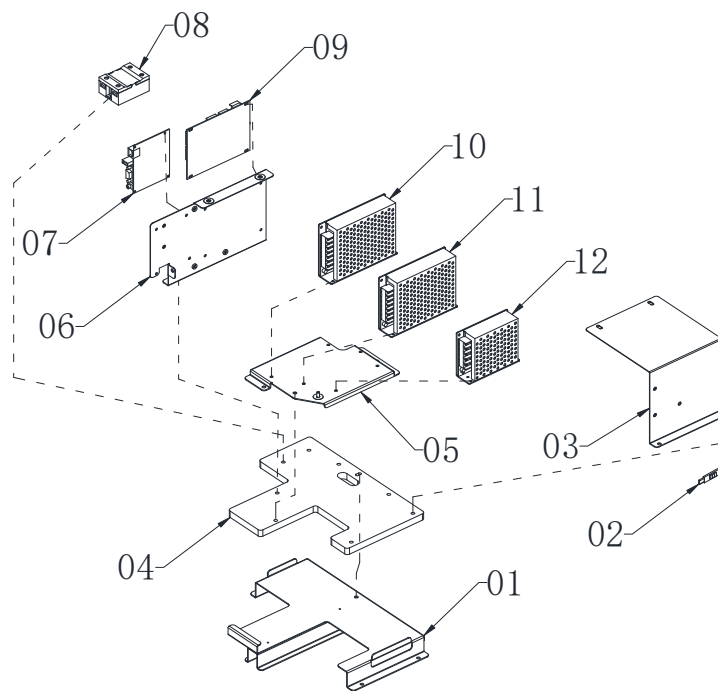
NO.	Name/Part Number	Quantity	Part No.
01	Photoelectric Switch Seat/MKR0101-2-8	1	—
02	Photoelectric Switch KI1300/1602110154	1	752-770

12.3 Body Assembly



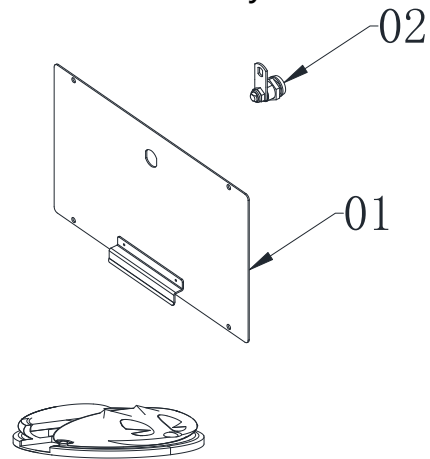
NO.	Name/Part Number	Quantity	Part No.
01	PCB Board Assembly	1	—
02	Maintenance Door Assembly	1	—
03	Coin Door Assembly	1	—
04	Steering Wheel Assembly	1	—
05	Speaker Assembly	2	—
06	LCD Monitor (Model C)/2107020082	1	752-771
07	Button Assembly	1	—
08	FRP(Pac-Man) Assembly	1	—

12.3.1 PCB Board Assembly

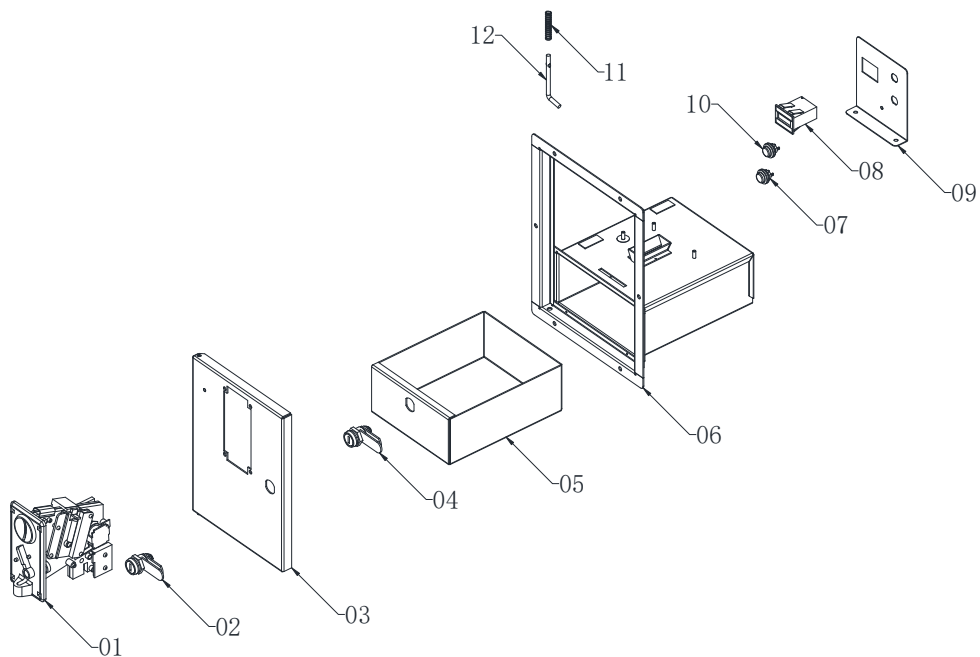


NO.	Name/Part Number	Quantity	Part No.
01	Electrical Base Frame/MKR0101-3-12	1	—
02	LED Controller/1519020591	1	752-805
03	Cover Plate/MKR0101-3-15	1	—
04	Electrical Wooden Board	1	—
05	Adapter Base Plate/MKR0101-3-17	1	—
06	PC Base Plate/MKR0101-3-16	1	—
07	Mainboard/P-VP0232A	1	752-772
08	DC Solid State Relay/	1	752-773
09	IO Board/P-MP0244	1	752-774
10	Power Supply Box 24V4.5A/	1	752-775
11	Power Supply Box 12V8.5A/	1	752-776
12	Power Supply Box 5V10A/	1	752-777

12.3.2 Maintenance Door Assembly

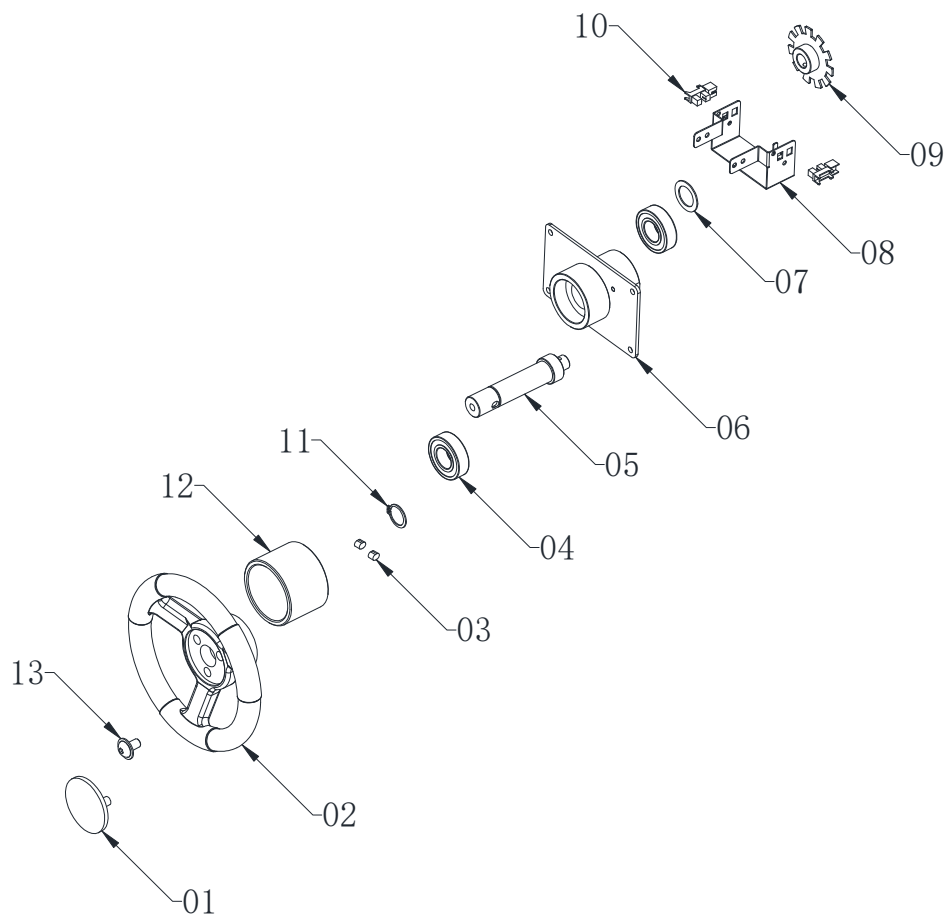


12.3.3 Coin Door Assembly



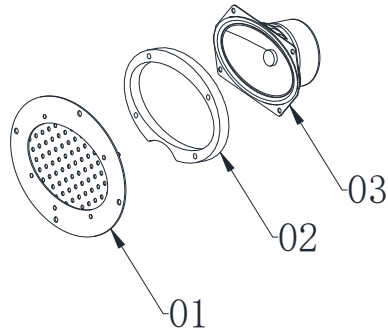
NO.	Name/Part Number	Quantity	Part No.
01	Coin Acceptor/0304011002	1	752-779
02	Cabinet Lock KC02/0203010067	1	752-778
03	Coin Door/MKR0101-4-2	1	—
04	Cabinet Lock 1396#/0203010035	1	752-780
05	Coin Box/MKR0101-4-5	1	—
06	Front Door Frame Bracket/MKR0101-4-1	1	—
07	Green Button/1017010112	1	752-781
08	Meter/1310011203	1	752-782
09	Meter Bracket/MKR0101-4-6	1	—
10	Red Button/1017010105	1	752-783
11	Door Spring/MKR0101-4-3	1	—
12	Front Bolt/MKR0101-4-4	1	—29

12.3.4 Steering Wheel Assembly



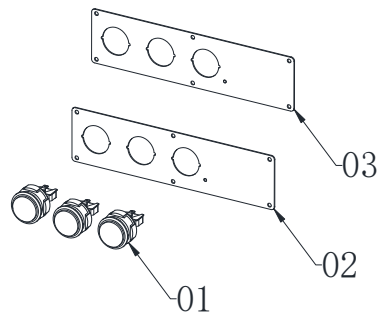
NO.	Name/Part Number	Quantity	Part No.
01	Steering Wheel Cover	1	752-784
02	Steering Wheel $\phi 170/3001040101$	1	752-785
03	Square Key 668/1314060613	2	752-786
04	Bearing 6004/0302060041	2	752-787
05	Steering Wheel Shaft/MKR0101-3-6	1	752-788
06	Steering Wheel Mounting Base/MKR0101-3-5	1	752-789
07	Silicone Gaskets/3301070177	1	752-790
08	Photoelectric Switch Bracket/MKR0101-3-9	1	752-791
09	Photoelectric Switch Induction Plate/MKR0101-3-8	1	752-792
10	Photoelectric Switch 3781/1602100106	2	752-793
11	External Circlip $\phi 20/0101032001$	1	752-794
12	Decorative Sleeve/MKR0101-3-7	1	752-795
13	Hex Socket Combination 8*16/0810081604	1	752-796

12.3.5 Speaker Assembly (2 Sets)



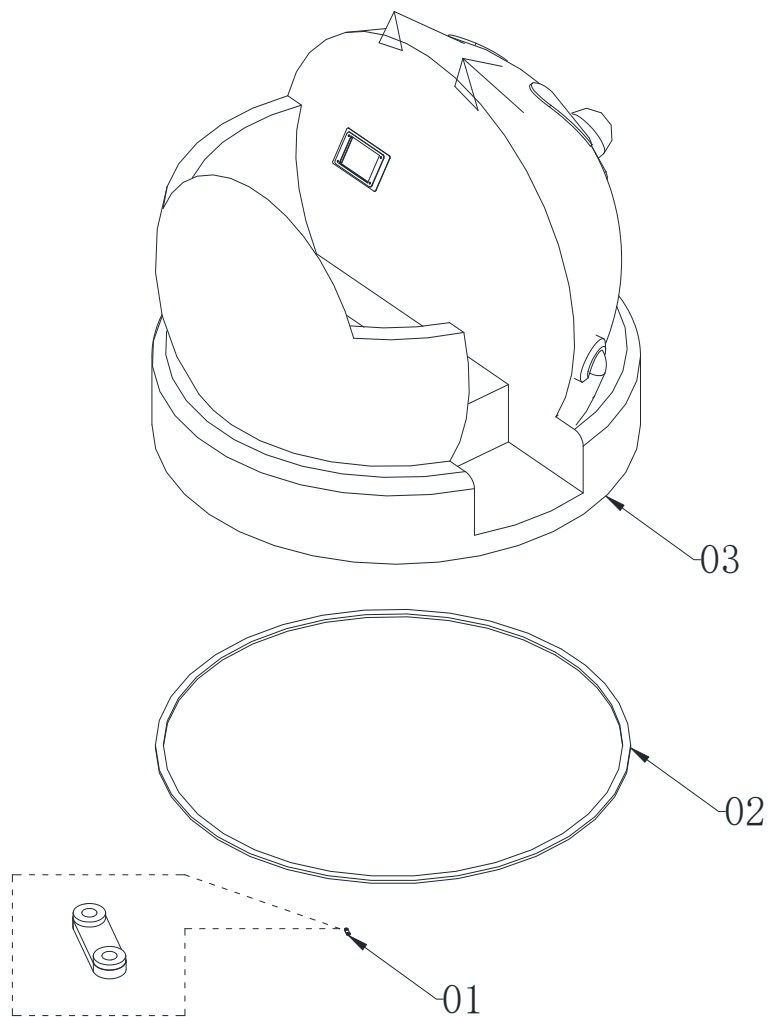
NO.	Name/Part Number	Quantity	Part No.
01	Speaker Grill/MKR0101-3-3	1	—
02	Speaker Grill Wooden Board	1	—
03	Speaker LS813T-1-R877/0303013503	1	752-797

12.3.6 Button Assembly



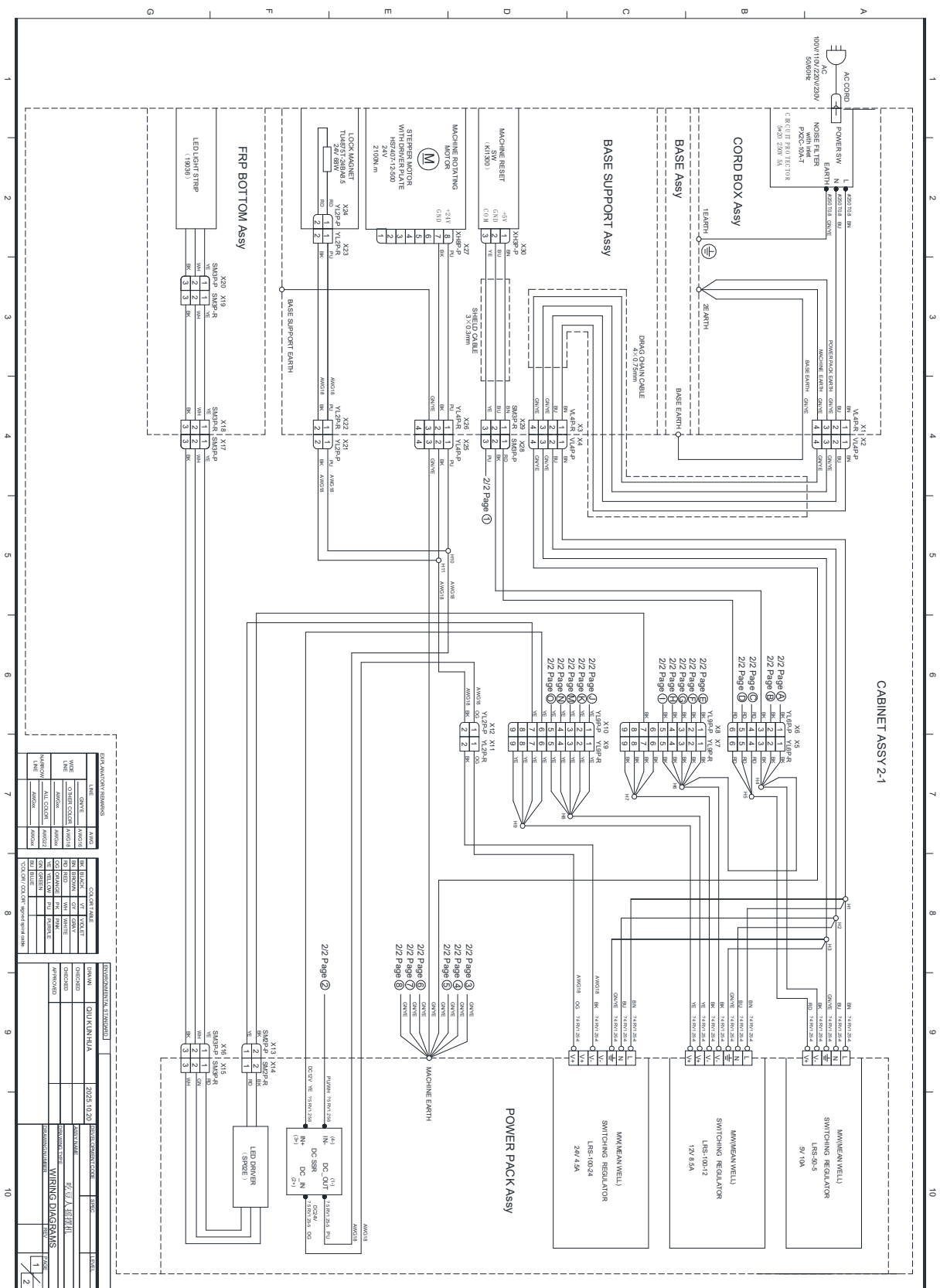
NO.	Name/Part Number	Quantity	Part No.
01	Red Illuminated Button/1002034651	3	752-798
02	Button Sticker	1	752-799
03	Button Base Plate/MKR0101-3-11	1	—

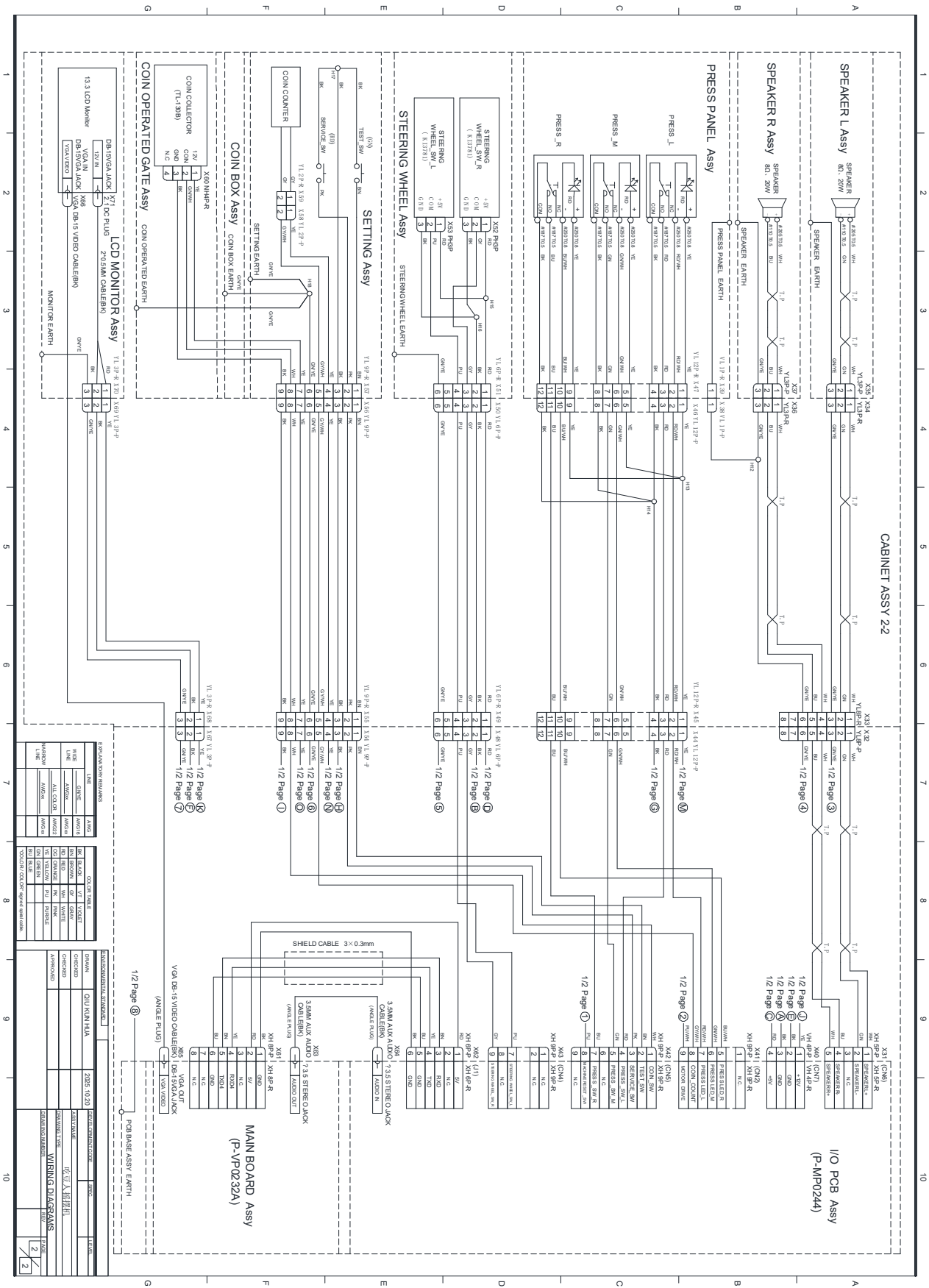
12.3.7 FRP (Pac-Man) Assembly



NO	Name/Part Number	Quantity	Part No.
1	Concave Flat Plate C-Series LED Strip Clip/1519040001	17	752-800
2	1903 Colorful LED Strip/4205029303	1	752-801
3	FRP(Pac-Man)/4701010151	1	—

13. Wiring Diagrams





14. Parts Replacement Instructions

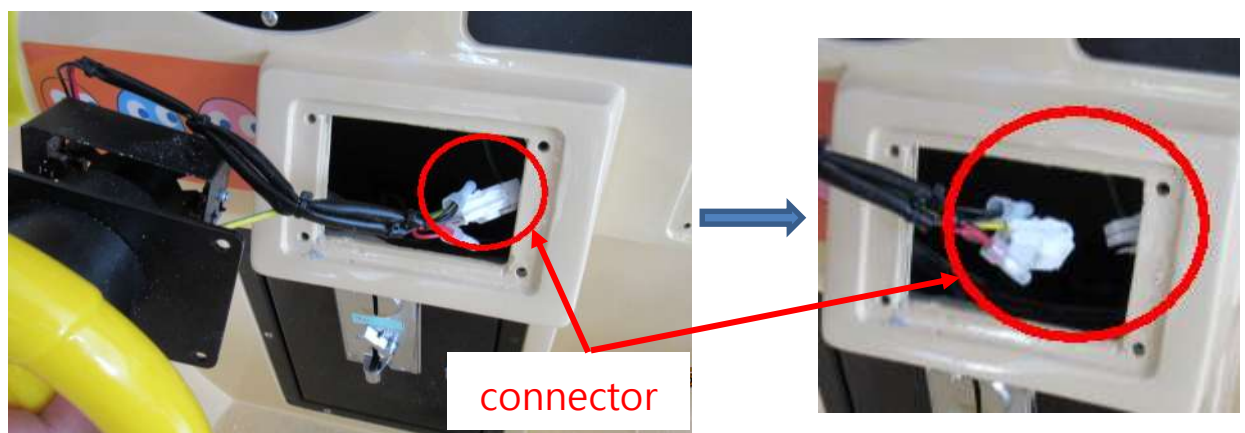
14.1 Steering Wheel Parts Replacement

(1) Remove and reinstall the Steering Wheel Assembly

- 1) Turn off the power supply first.
- 2) As shown in the figure, remove the M4*25 hex socket head cap screws on the steering wheel assembly.



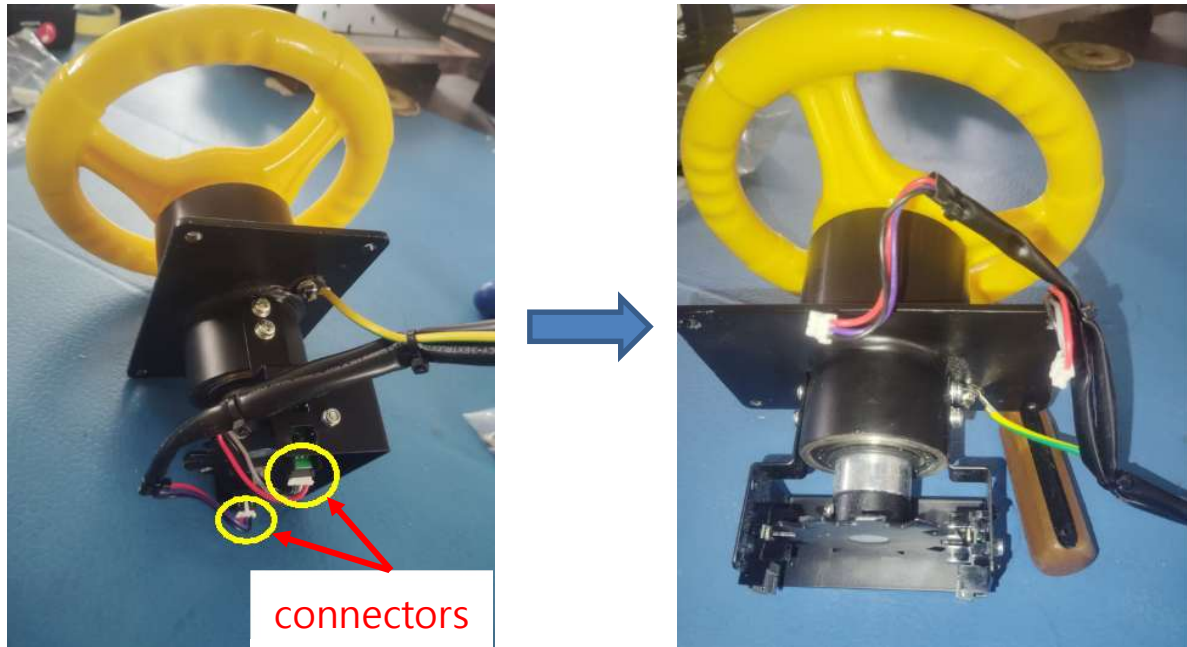
- 3) Unplug the connector of the steering wheel assembly.



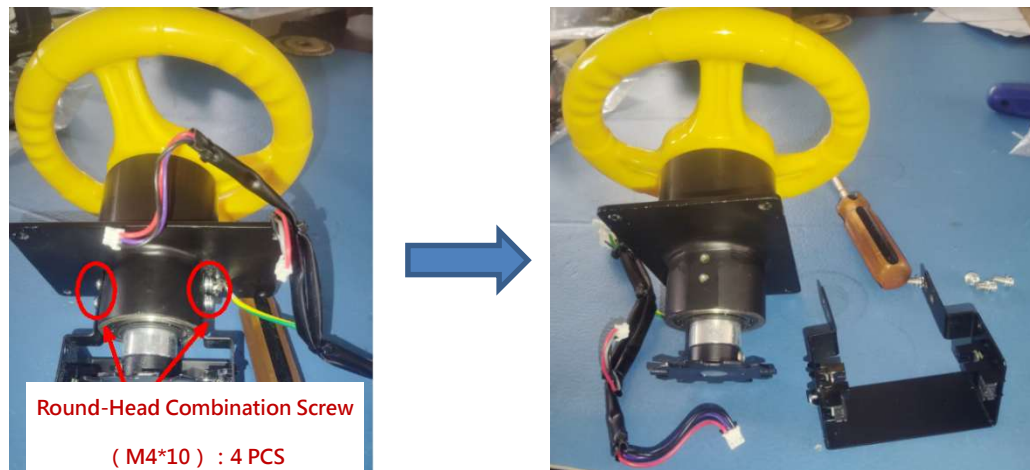
- 4) Reinstall it following the reverse steps above.

(2) Photoelectric Switch Replacement

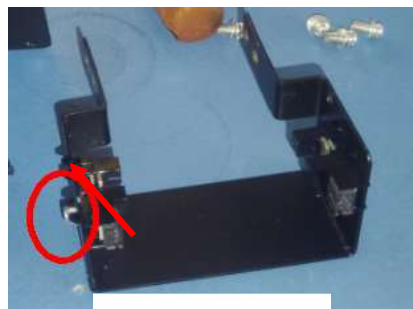
- 1) Remove the Steering Wheel Assembly as the step (1).
- 2) Unplug the connectors of photoelectric Switch.



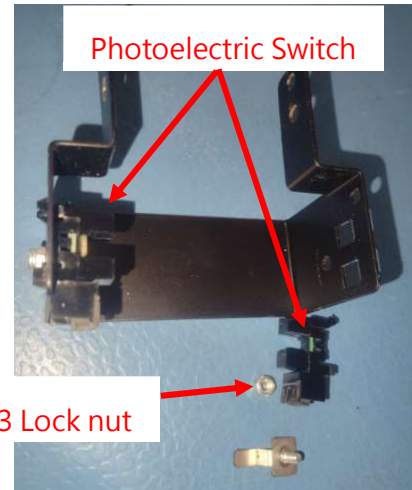
- 3) As shown in the figure, remove the four M4 × 10 round - head combination screws that fixed the photoelectric Switch Bracket.



- 4) Remove the M3 lock nuts that fixed the photoelectric Switch.



M3 Lock nut



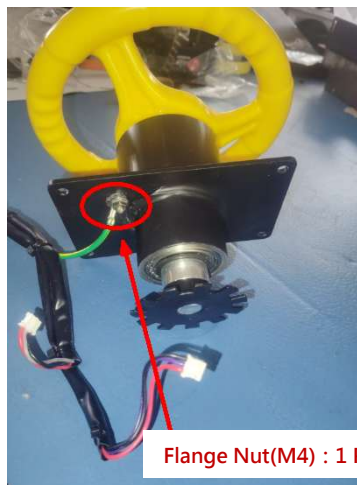
Photoelectric Switch

M3 Lock nut

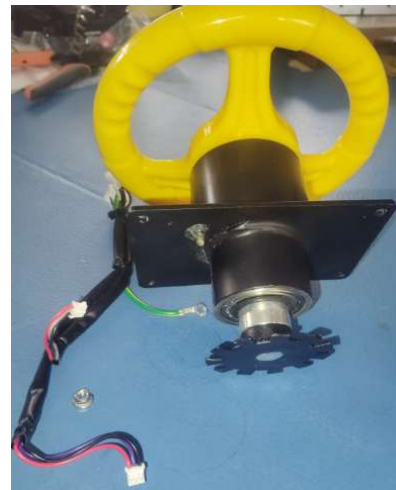
5) Replace the parts and reinstall it following the reverse steps above.

(3) Steering Wheel sub-Assembly Replacement

- 1) Remove the Steering Wheel Assembly as the step (1) and take off the photoelectric Switch Bracket as Step (2) above.
- 2) Remove the M4 hex nut and take out the ground wire .



Flange Nut(M4) : 1 PC



3) Replace the parts and reinstall it following the reverse steps above.

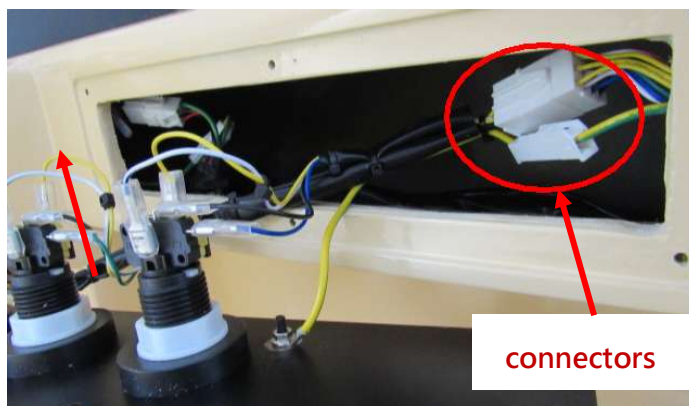
14.2 Button Assembly Parts Replacement

- 1) Turn off the power supply first.

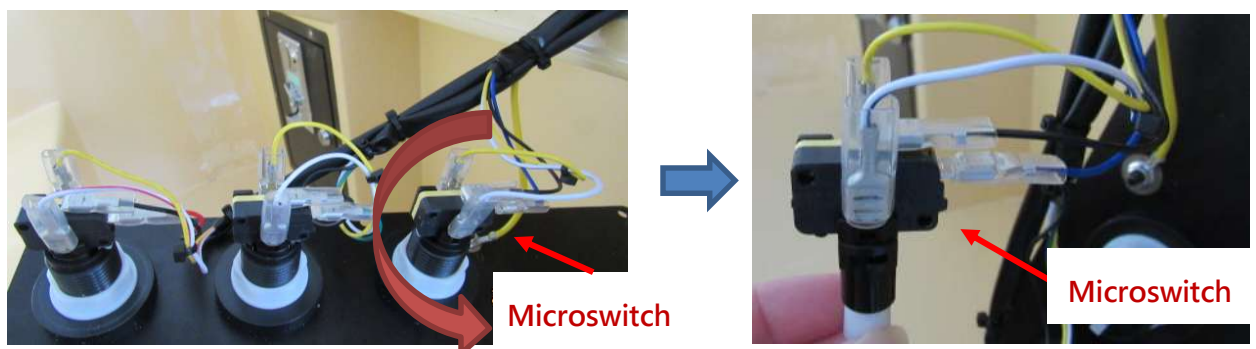
- 2) Remove the six M4×16 round-head socket head cap screws on the Button Assembly.



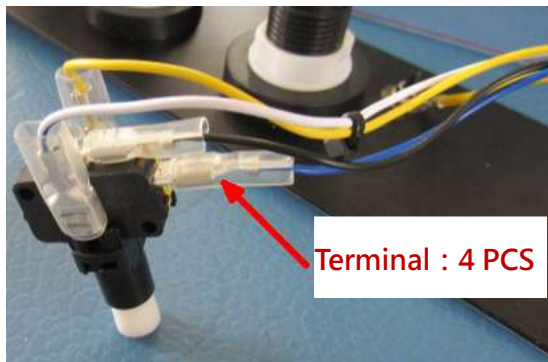
- 3) Unplug the Button connectors.



- 4) As shown in the figure rotate the microswitch and take out it.



- 5) Remove the 4 terminals.



- 6) As shown in the figure rotate the plastic nut and take out the button cover.



- 7) Replace the parts and reinstall it following the reverse steps above.

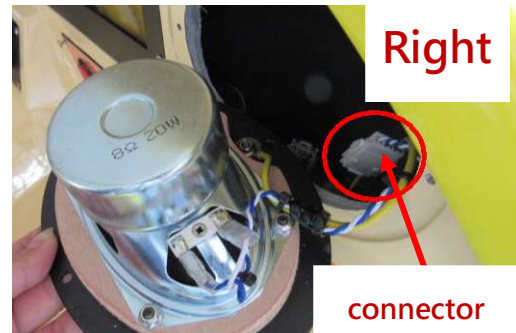
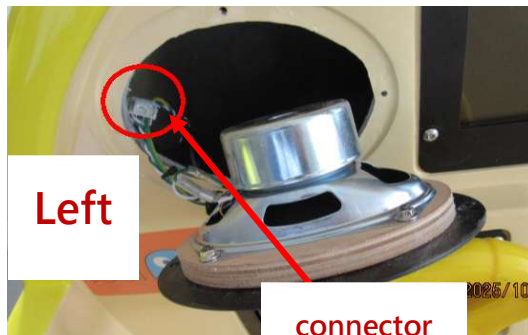
14.3 Speaker Parts Replacement

- 1) Turn off the power supply first.
- 2) Remove the eight M4 × 16 round-head socket head cap screws (divided into 2 sets) on the speaker assembly.



Speaker assembly

- 3) Unplug the speaker connector (Note: Left is green wire; right is blue wire).



- 4) Use an M7 socket to remove the 8*M4 hex nuts on the speaker (2 sets).



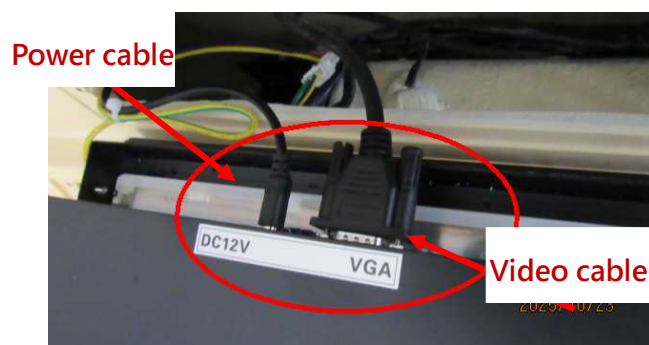
- 5) Replace the parts and reinstall it following the reverse steps above.

14.4 Display Parts Replacement

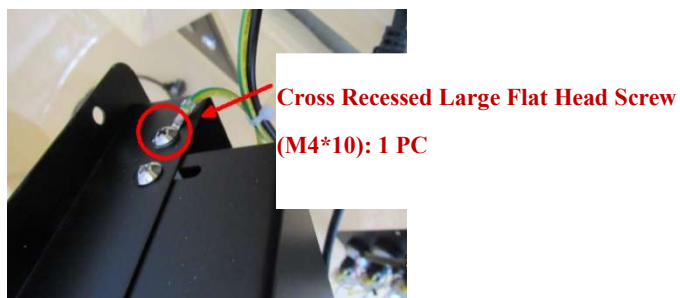
- 1) Turn off the power supply first.
- 2) Remove the four M4×16 round-head socket head cap screws on the LCD Monitor.



3) Unplug the monitor connectors.



4) Remove the M4*10 large flat head screw on the monitor connected with ground wire.



5) Replace the parts and reinstall it following the reverse steps above.

14.5 Parts of PCB Board Assembly Replacement

(1) Remove and reinstall the Maintenance door

- 1) Turn off the power supply first.
- 2) Remove the four M4*16 hex socket head cap screws on the maintenance door, then use the KC02 key to open the maintenance door and take it down.



- 3) Reinstall it following the reverse steps above.

(2) Remove and reinstall the PCB board assembly

- 1) Remove the Maintenance door as the step (1).
- 2) Remove the M4*20 wing screw and M4*12 flat washer on the PCB board assembly.



(M4*20) Wing Screw: 1 PC

(M4*12) Steel Flat Washer: 1 PC

3) Pull out the PCB board assembly, then unplug the connectors.



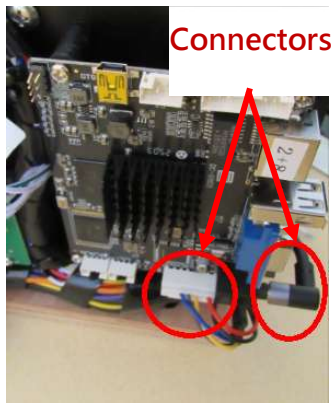
Connectors

4) Reinstall it following the reverse steps above.

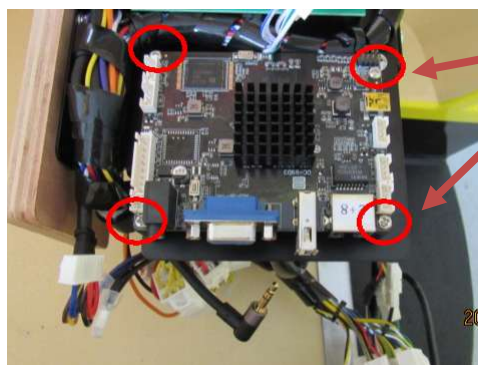
(3) Mainboard Parts Replacement

1) Remove the PCB board Assembly as the step (2).

2) Unplug the connectors on the mainboard.



3) Remove the four M3*4 round head cross screws on the mainboard.



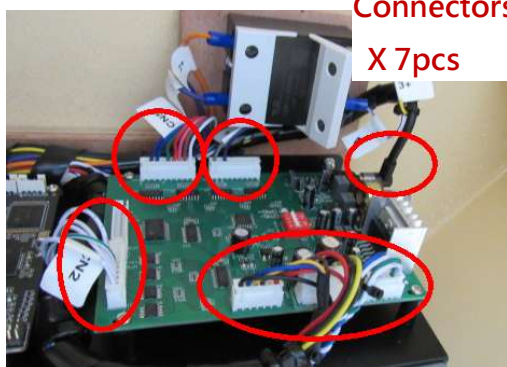
Round-Head cross screws
M3*4 : 4 PCS

4) Replace the parts and reinstall it following the reverse steps above.

(4) IO Board Parts Replacement

1) Remove the PCB board Assembly as the step (2).

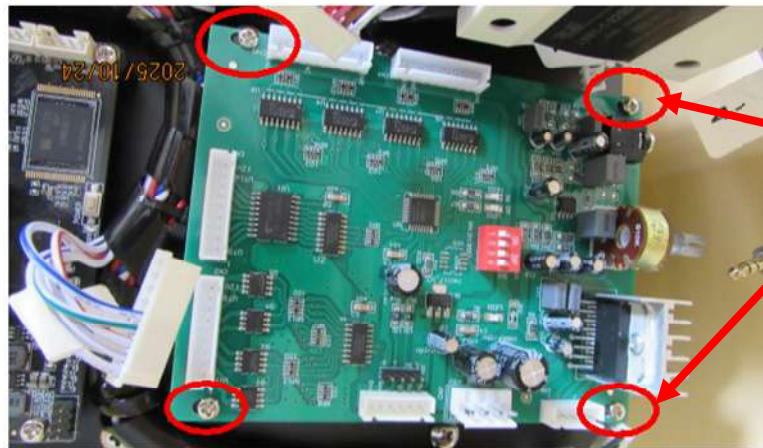
2) Unplug the connectors on the IO Board.



Connectors
X 7pcs



3) Remove the four M3*4 round head cross screws on the IO board.



Round-Head cross screws

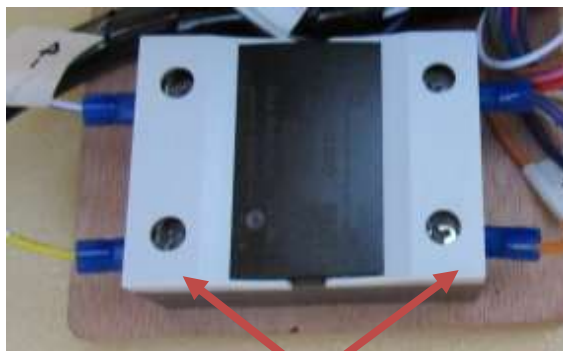
M3*4 : 4PCS

4) Replace the parts and reinstall it following the reverse steps above.

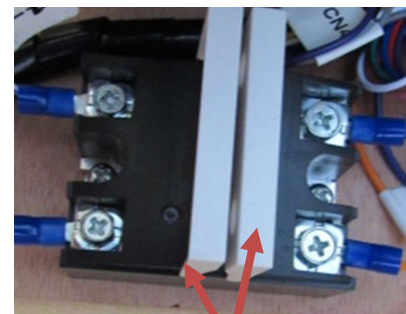
(5) DC Solid state relay Parts Replacement

1) Remove the PCB board Assembly as the step (2).

2) Open the Cap of terminals as the figure below.

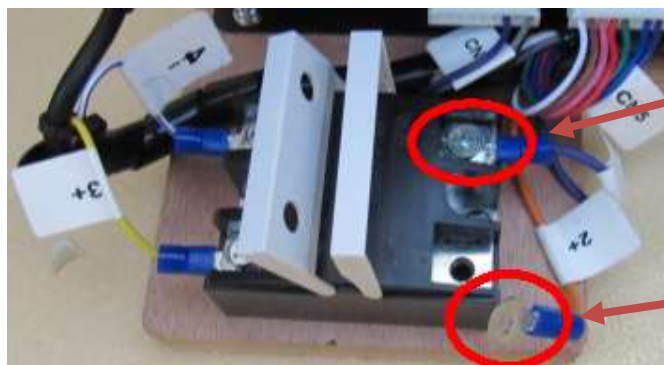


the Cap is close



the Cap is open

3) Remove the screws of the wires connected to the DC solid state relay.

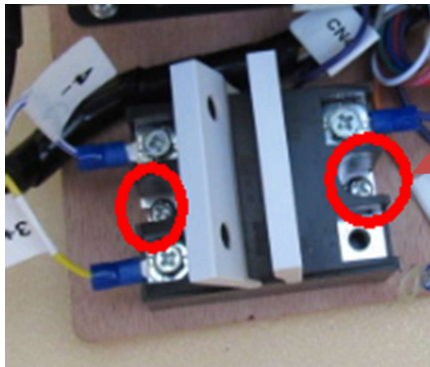


Screw : 4 PCS

Y-Type Terminal : 4 PCS

4) Remove the two M4*12 round head cross screws fixing the DC solid

state relay.



Round-Head cross screws
M4*12 : 2 PCS

5) Replace the parts and reinstall it following the reverse steps above.

14.6 Parts of Upper Frame Assembly Replacement

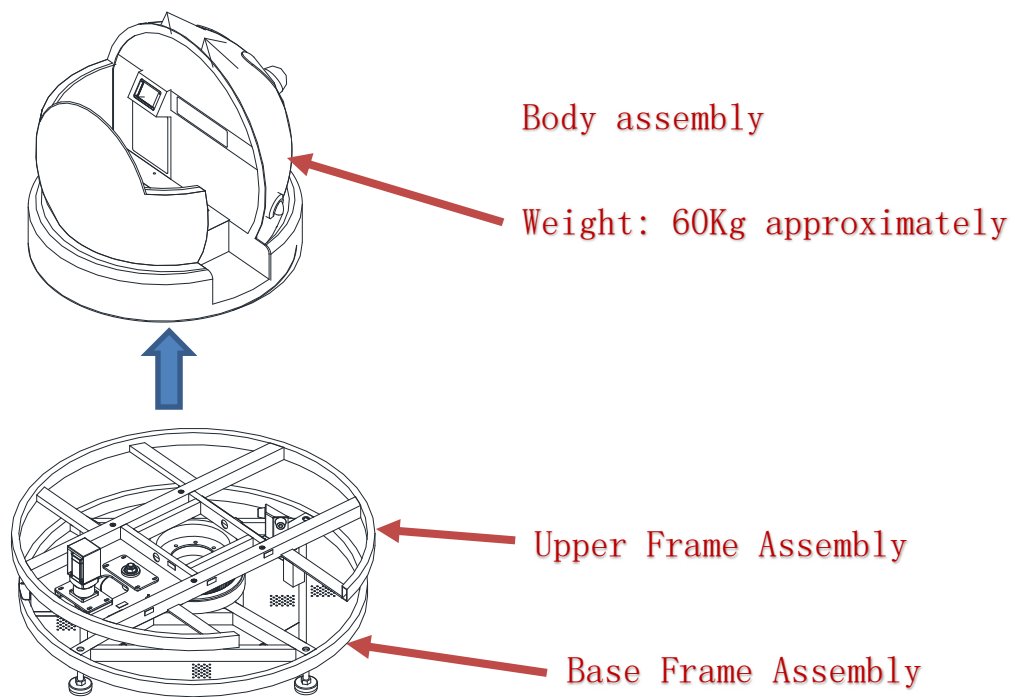
(1) Remove and reinstall the Body Assembly

- 1) Remove the PCB board Assembly as the step (2) of 14.5.
- 2) Remove the four M6*35 hex socket head cap screws and 4*6*20 flat washers fixing the FRP.



Hex Socket Head Cap Screws
M6*35 : 4 PCS
Steel Flat Washer 6*20 : 4 PCS

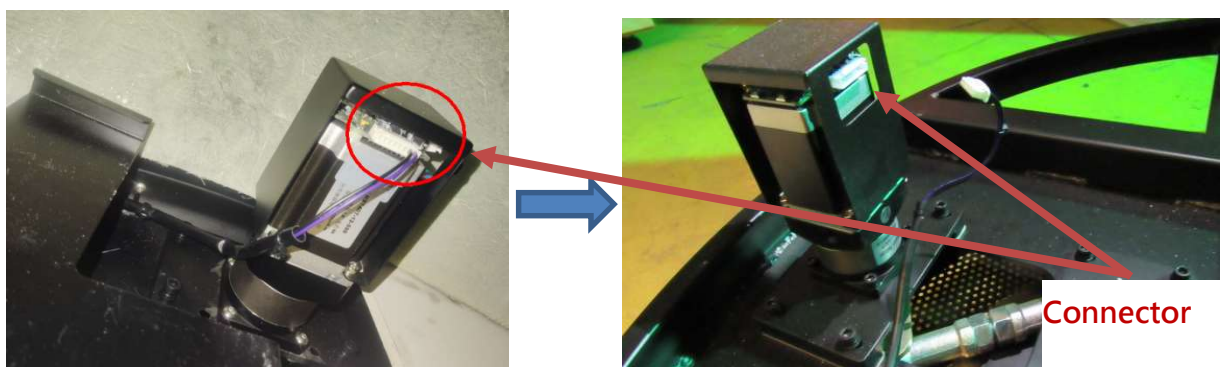
3) Lift the Body assembly with two people.



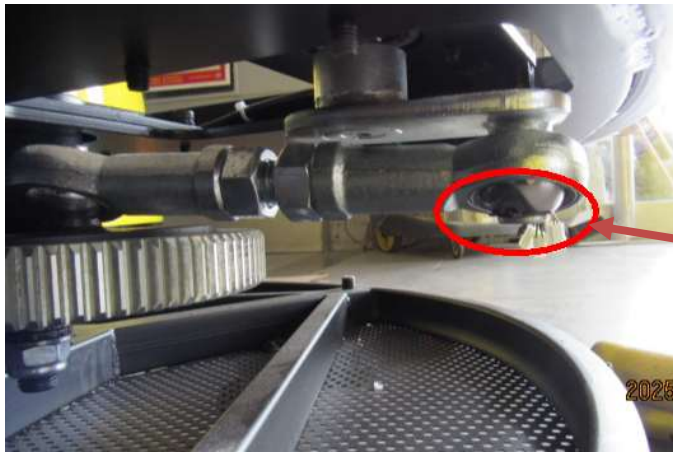
4) Reinstall it following the reverse steps above.

(2) Motor Parts Replacement

- 1) Remove the Body Assembly as the step (1).
- 2) Unplug the connector on the motor.

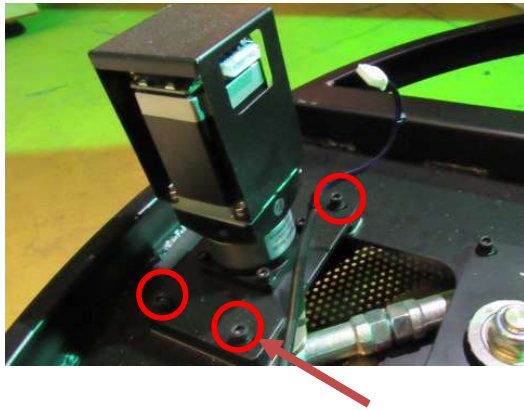


- 3) Remove the external circlip $\phi 16$ fixing the bearing.



External Circlip for Shaft: $\Phi 16$

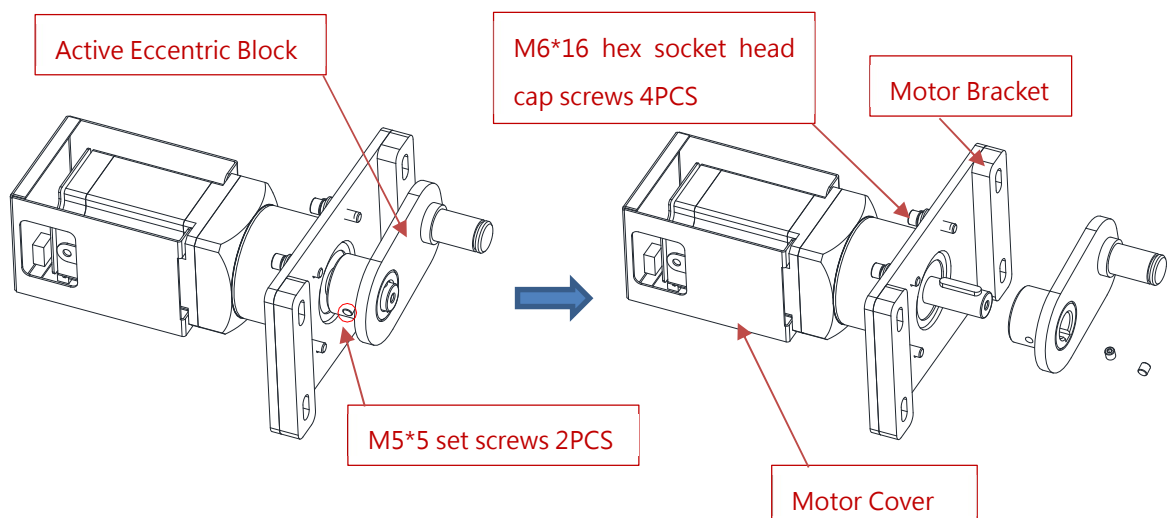
- 4) Remove the four M6*30 hex socket combination screws fixing the motor bracket.



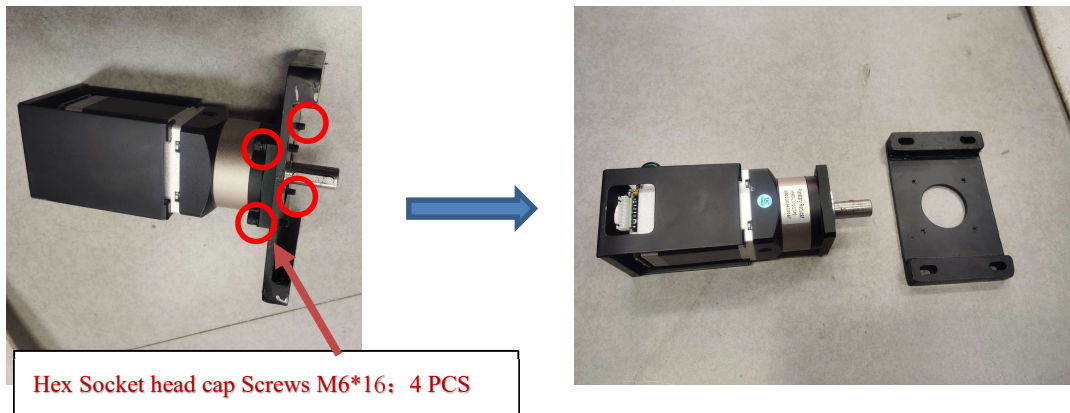
Hex Socket Combination Screws M6*30: 4 PCS



- 5) Remove the two M5*5 set screws fixing the active eccentric block.



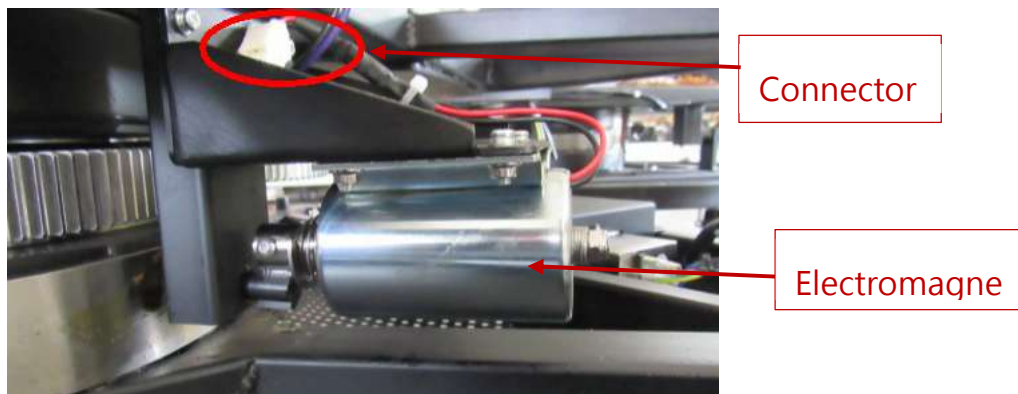
- 6) Remove the four M6*16 hex socket head cap screws fixing the motor.



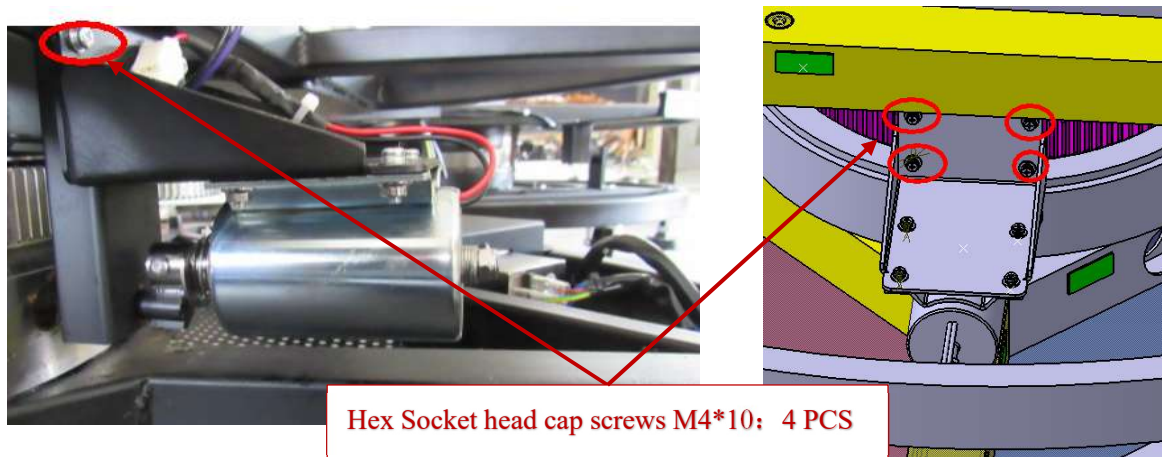
- 7) Replace the parts and reinstall it following the reverse steps above.

(3) Stop Pin and Electromagnet Parts Replacement

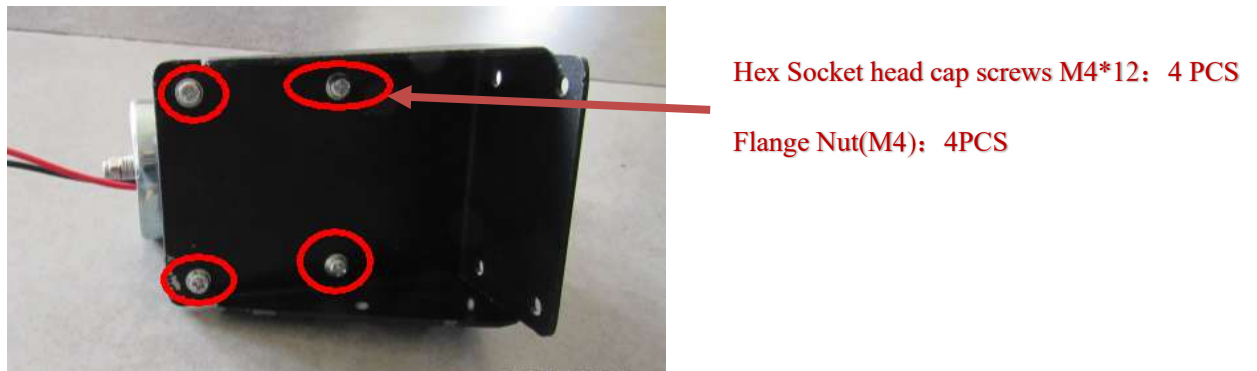
- 1) Remove the Body Assembly as the step (1).
- 2) Unplug the connector of the electromagnet.



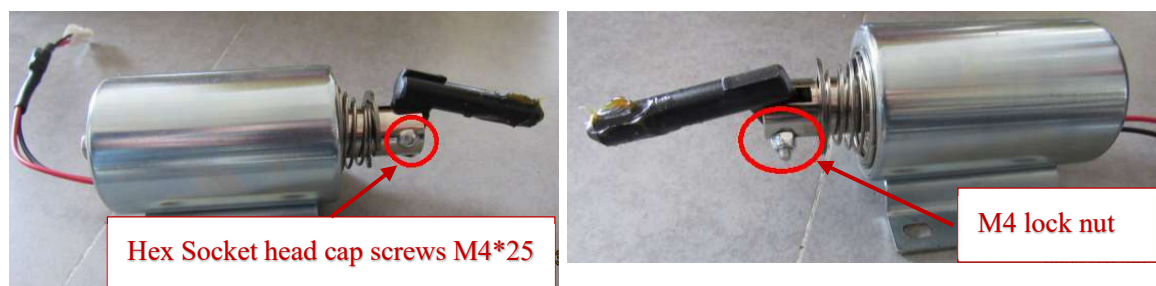
- 3) Remove the four M4*10 hex socket head cap screws fixing the electromagnetic suction seat.



- 4) Remove the four M4*12 hex socket head cap screws and 4*M4 Flange nuts fixing the electromagnetic suction.



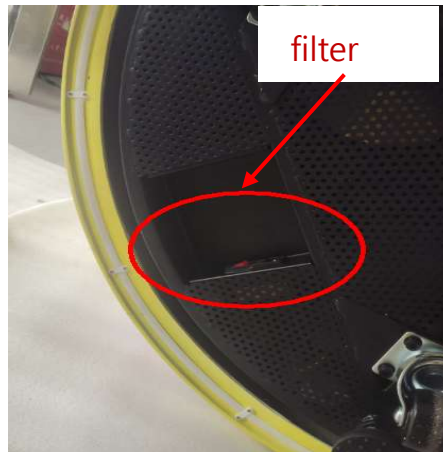
- 5) Remove the M4*25 hex socket head cap screw and M4 lock nut fixing the stop pin.



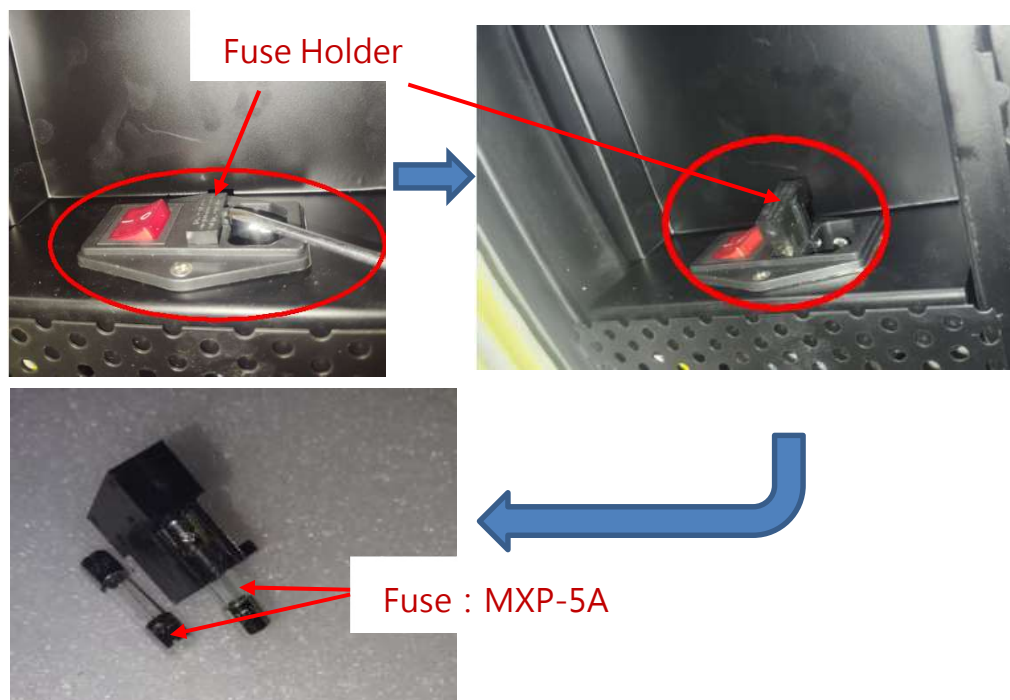
- 6) Replace the parts and reinstall it following the reverse steps above.

14.7 Fuse Parts Replacement

- (1) Turn off the power supply first, then take off the AC cable from the socket of the machine.
- (2) Have two people tip the machine over to locate the filter.



- (3) Use a flathead screwdriver to pry open the fuse holder.



- (4) Replace the parts and reinstall it following the reverse steps above.

15. After-Sales Service Instructions

This game is called **Pac-Man Kiddie Ride**.

This manual contains the following contents:

- Brief introduction.
- How to operate, install, transport, move and maintain the machine correctly.
- How to make full use of the function of the machine.
- How to ensure the safety of player and maintainer.

Inquiry and maintenance

For technical inquiries and maintenance support, please reach out to either the machine distributor or Bandai Namco Technical Inc.

Bandai Namco Technical Inc. Contact Information:

- Email: overseas_tec@bn-service.jp