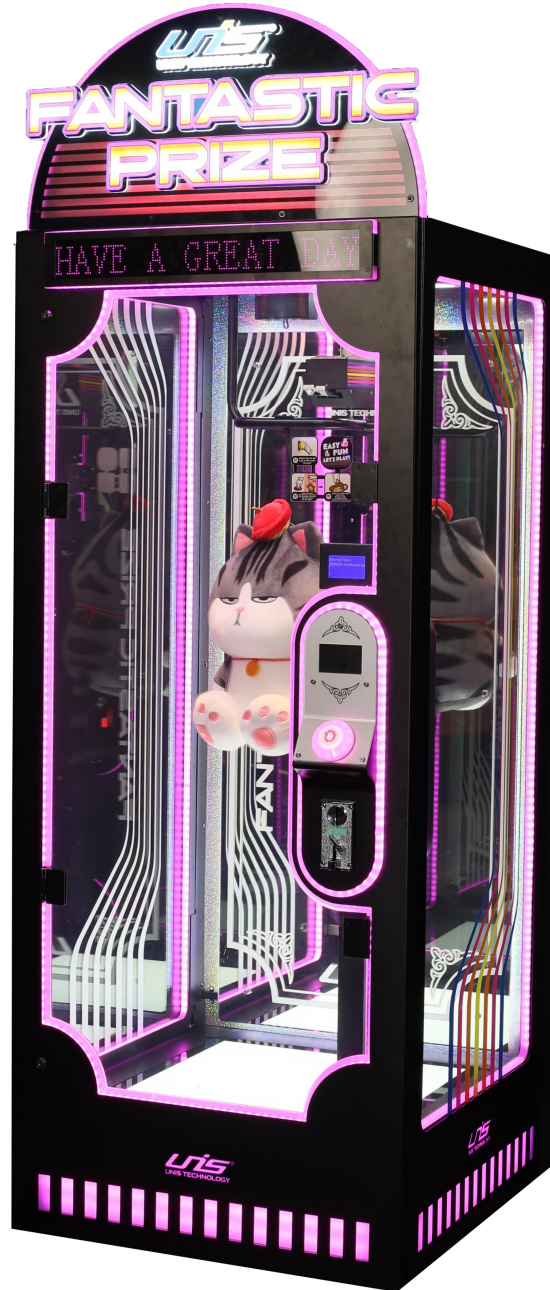




IMPORTANT



Be Sure
to Read this
Manual
Before Use

Operation Manual

WE ARE HERE TO ASSIST For parts and service



Have Questions? Contact us!

UNIS SERVICE CENTER

Tel: 972-241-4263

Email: service@unispartsandservice.com

www.unispartsandservice.com

When contacting Service, you will need the following information
and the name of your authorized distributor.

INDOOR MACHINE	
NAME: Fantastic Prize 2 GMP	MAX POWER: 700W
MODEL: A-495	MIN POWER: 550W
S/N:	FREQUENCY: 50/60Hz
VOLTAGE: AC110V~	DATE:
Guangdong UNIS Technology Co.,Ltd.	

CONTENT

IMPORTANT SAFETY INSTRUCTIONS	3
1. SPECIFICATIONS	5
2. CONTENTS OF THE ACCESSORY KIT	6
3. PART NAME	7
4. SET UP & INSTALLATION	8
5. LOCATION OPERATION INSTRUCTIONS	10
6. HOW TO PLAY	11
7. GAME OPTION	12
8. TROUBLESHOOTING	15
9. MAINTENANCE & INSPECTION	17
10. OVERALL CONSTRUCTION	18
WIRING DIAGRAM	

Thank you for purchasing **Fantastic Prize 2 GMP**. We hope you enjoy the product.

This manual contains valuable information about how to operate and maintain your game machine properly and safely. It is intended for the owner and/or personnel in charge of product operation. Carefully read and understand the instructions.

If you need any help during installation and setup please utilize this manual and troubleshooting guide. If the product fails to function properly, *non-technical personnel should under no circumstance attempt to service the machine*. Contact your distributor or manufacturer for help.

Before use, please read **IMPORTANT SAFETY INSTRUCTIONS**.

IMPORTANT SAFETY INSTRUCTIONS

To ensure the safe usage of this product, carefully read and understand these instructions before operating your game.

Save these instructions for future reference.

Use this product only as described in this manual. Other uses not recommended may cause fire, electric shock or personal injury. Unplug the game from the outlet when not in use, when moving from one location to another, and before cleaning/servicing.

Explanations which require special attention are indicated by signs of warning. Depending on the potential hazardous degree, the terms: **NOTE**, **NOTICE**, and **WARNING** are used.

NOTE: A NOTE indicates useful hints or information about product usage.

NOTICE: A NOTICE indicates potential damage to product and how to avoid the problem.

WARNING: A WARNING indicates a potential for product damage or serious personal injury.

It is important to understand the meaning of the following HAZARD SIGNS before continuing:

High Voltage and Shock Hazard:

High voltage can cause electric shock.

Turn off/unplug power before servicing.



High Temperature Hazard:

This part may cause scalding.

Do not touch. Surface may be hot.



No Touching Hazard:

This part may be hot or can cause electric shock.

Do not touch.



Use the following safety guidelines to help ensure your own personal safety and to help protect your equipment and surrounding environment from potential damage.

⚠️ This product is an indoor game machine. Do not install outdoors.

Avoid installing in the following places to prevent fire, electric shock, injury and/or machine malfunctioning:

- Places subject to rain/moisture, or places subject to high humidity.
- Places subject to direct sunlight, or places subject to extremely hot or cold temperatures to ensure that it is used within the specified operating range.
- Places where inflammable gas may be present or in the vicinity of highly inflammable/volatile chemicals or items that can easily catch fire.
- On unstable or sloped surfaces. The machine may topple or cause unforeseen accidents.
- Vicinity of fire exits, fire extinguishers etc that may block/prevent safety measures.

IMPORTANT NOTE:

ALL REPAIRS MUST BE DONE TO ORIGINAL MANUFACTURER SPECIFICATIONS. FAILURE TO DO SO VOID ALL WARRANTIES AND OPERATOR ASSUMES ALL RISKS.

Note: The contents of this manual may be updated without notice.

1. SPECIFICATIONS

Rated power supply: AC110V 50/60Hz;

Min. Power consumption: 550W

Max. Power consumption: 700W

Dimension: W31.69×D34.37×H93.54 in

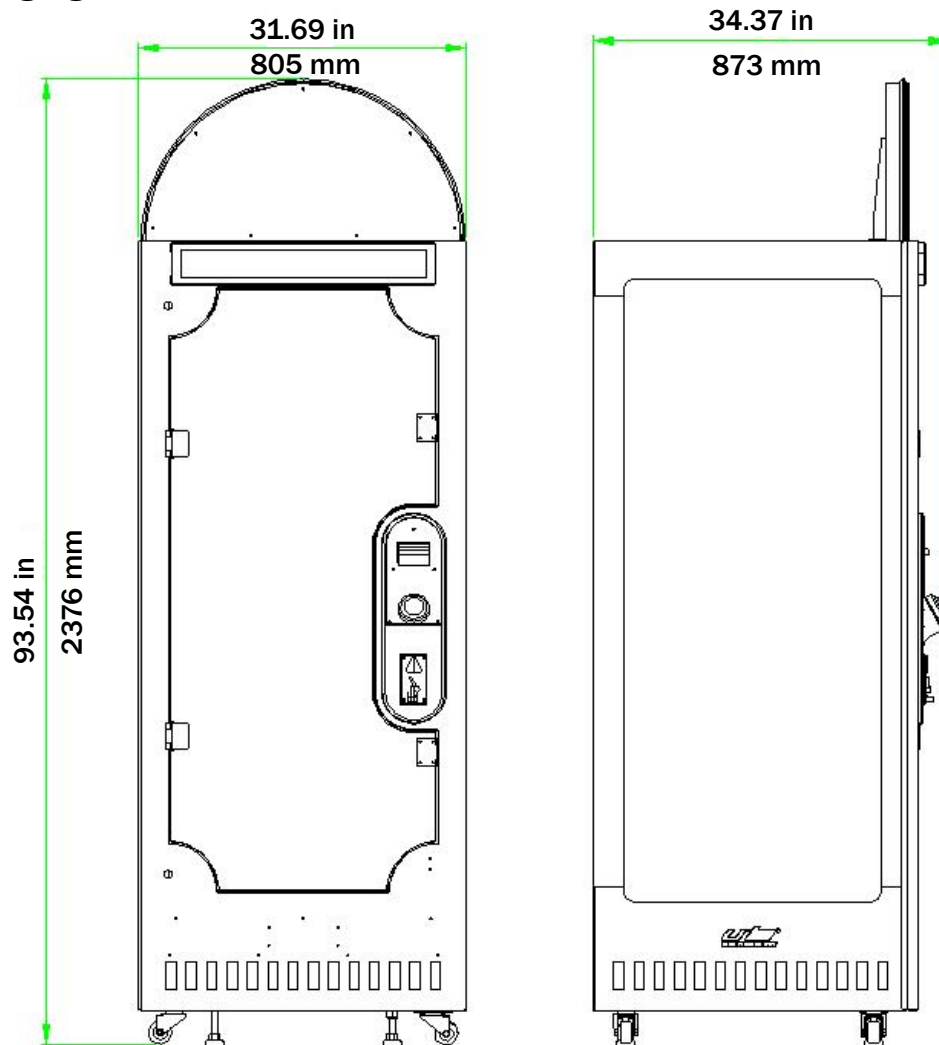
W805 ×D873 ×H2376 mm

Weight: Approximately 513.67 lb/ 233kg

Model No: A-495

Part No.: F164

 **NOTICE:** After turning off the game, please wait at least 1 minute before restarting again.



Note: Game specifications are subject to change without notice.

2. CONTENTS OF THE ACCESSORY KIT

Open the package and make sure all the items are included:

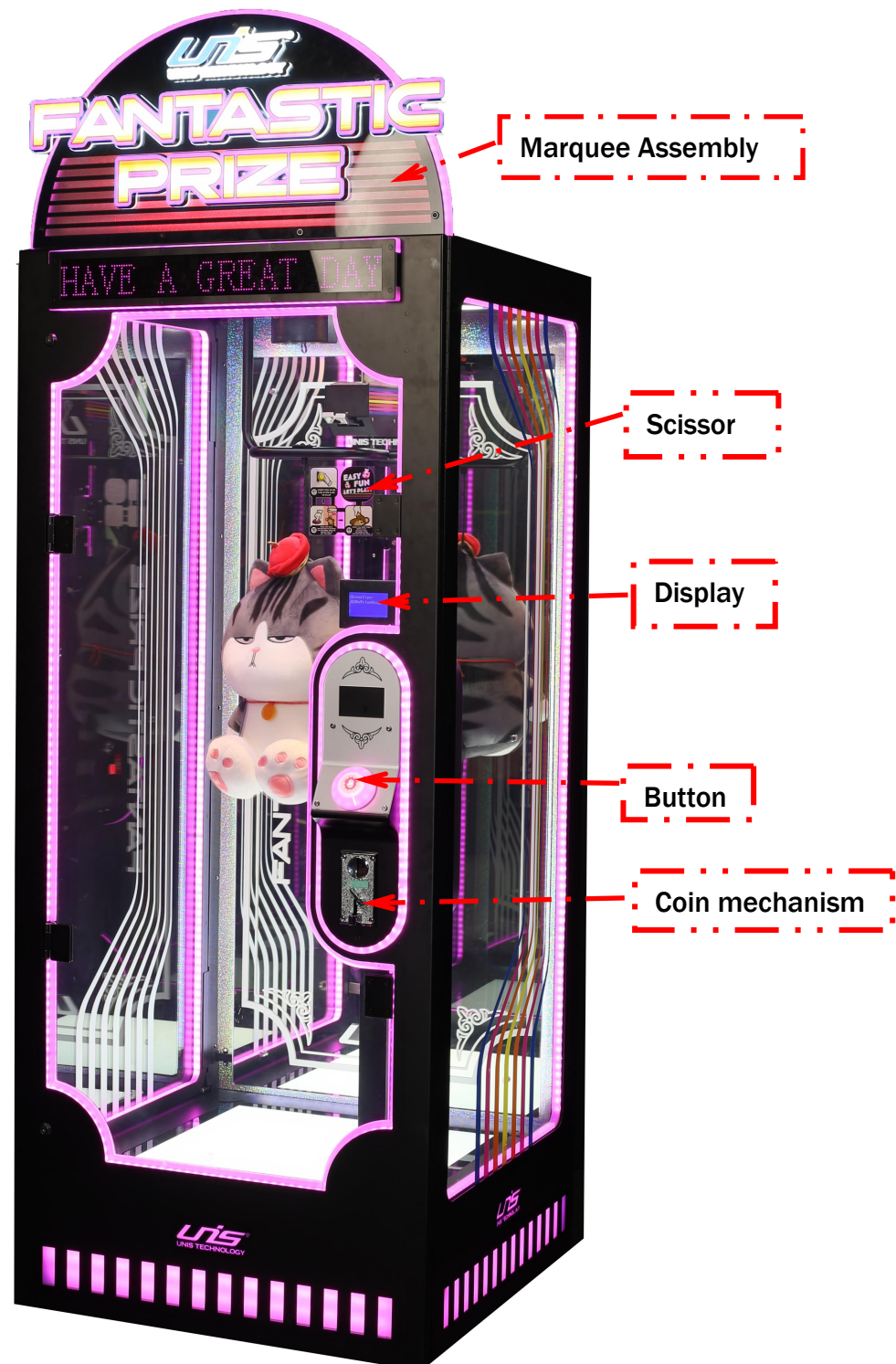
Following accessories

No.	Part No.	Part No.	Name/SPEC	Picture	Qty
1	F164-0503-00	2.53.00608837	1408a key		2
2	F164-0504-00	2.53.00608838	1408b key		1
3	F164-0505-00	2.53.00608839	1408c key		1
4	F164-0506-00	2.33.01.010020	Power cord		1
5	F164-0502-00	2.51.08.010023	String		1
6	F164-0510-00	4.14.40000645	Manual		1
7	F164-0507-00	2.19.01.000013	Fuse $\Phi 5 \times 20$ T10A/250V		1
8	F164-0508-00	2.19.01.000015	Fuse $\phi 5 \times 20$ mm T6.3A/250V		1
9	F164-0509-00	2.19.01.000012	Fuse $\Phi 5 \times 20$ mm T5A/250VAC		1
10	F164-0501-00	202.2.2306.001	Coin mech. Blanking plate		1
11	F164-0511-00	2.66.01.110457	Packing bag		1
12	F164-0512-00	2.66.01.110458	Blade set		1

NOTE: Part models are subject to change without notice.

3. PART NAME

Key Components



4. SET UP & INSTALLATION

NOTICE

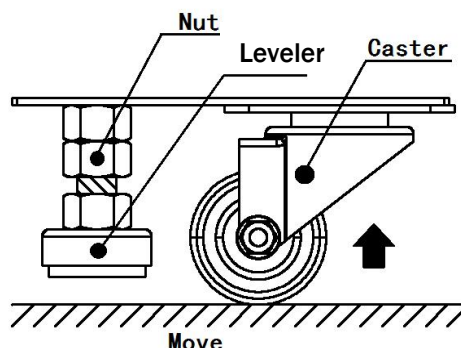
We do not recommend using power tools as they may cause damage.

 **This product is an indoor game machine. Do not install outdoors.**

- Refer to IMPORTANT SAFETY INSTRUCTIONS (Pg. 3) for places to avoid.
- Place the unit on a dry level surface.
- Ventilation openings in the back of the unit must not be obstructed by objects or by wall.

4.1 Transporting the Game

If you need to move the game, adjust the levelers back to an “up” position.



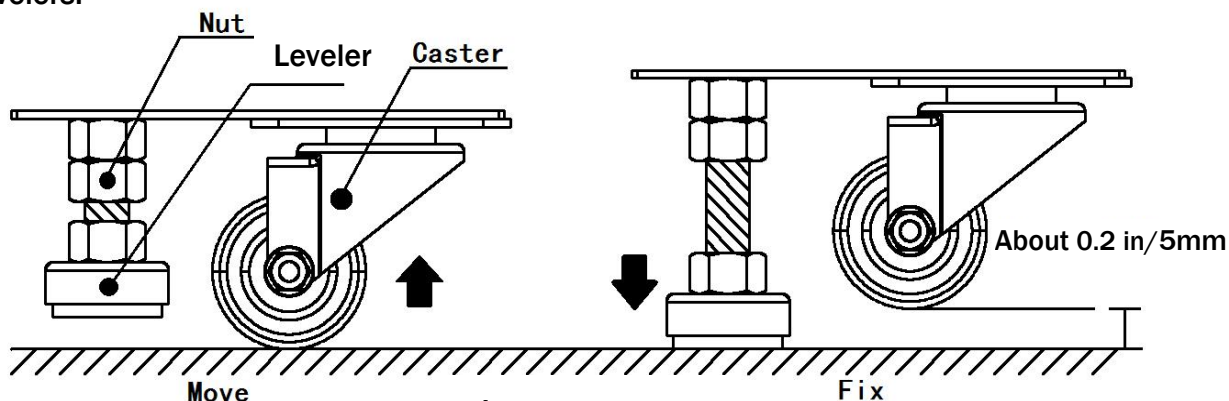
NOTICE

- Be careful not to damage the machine during transport.
- Always unplug the game before moving.
- Keep the machine in upright position during transport.
- For longer distance transport, package the game properly to prevent damages.

4.2 Level Adjustment

Install this game on a flat surface. If the game is installed on an unsuitable floor, it could cause game malfunction.

To secure the game, loosen the nut, utilize wrench to adjust the leveler down until it touches the floor, lifting the casters off the ground by 0.2 in/5mm. Repeat the same for all levelers.

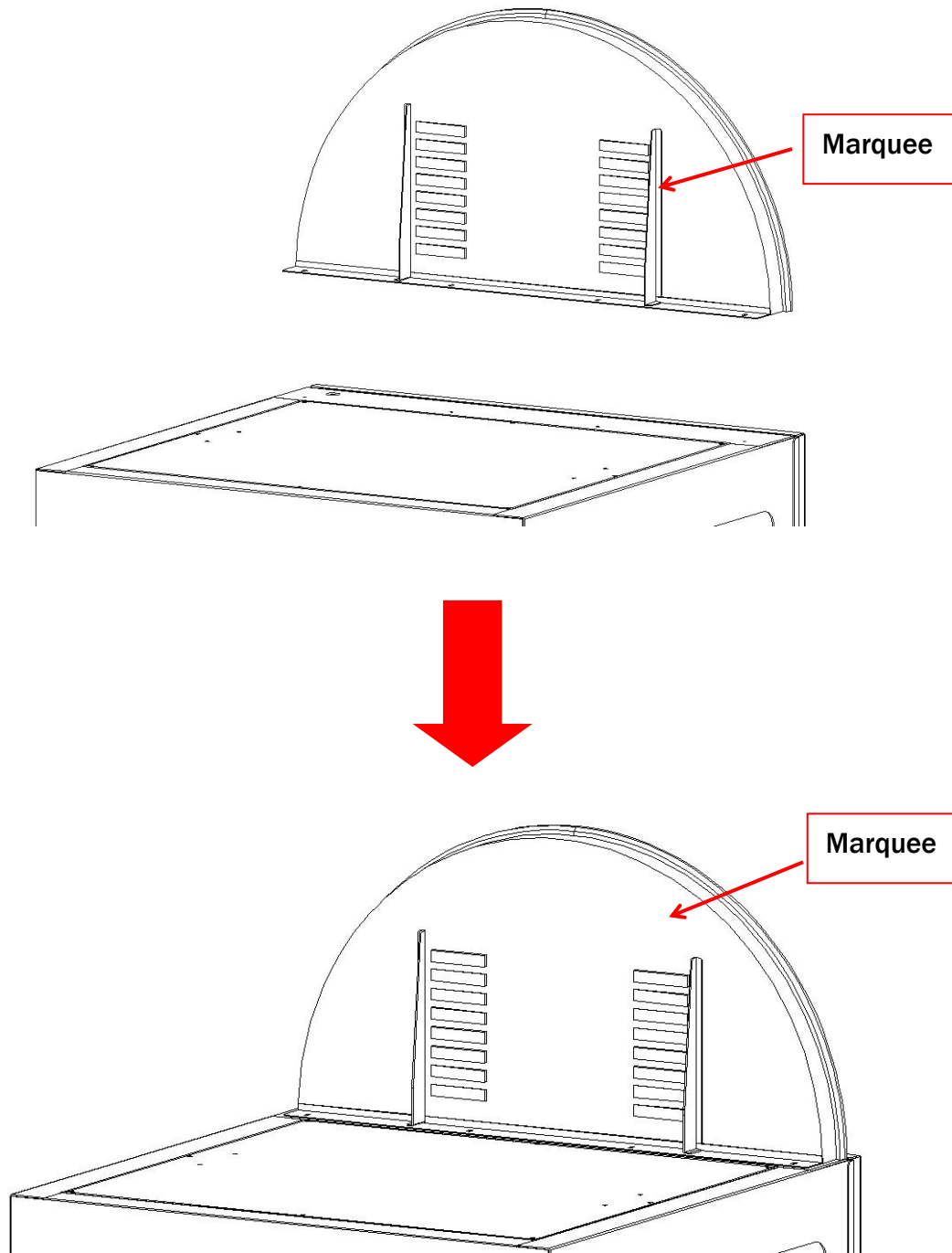


NOTICE

Make sure the machine is level.

4.3 Machine Installation

Step 1 Place the marquee on the top, connect the connectors for marquee, and tighten screws;



Finish!

5. LOCATION OPERATION INSTRUCTIONS

5.1 First Power On Operation

Step 1. When first power on the machine, only need to confirm and adjust below parameter ↓



Open front Prize door with door key, there is a Keyboard near the Coin box. Press “PROGRAM” button to enter the setting menu.

No.	Parameter	Recommend	How to Set
1	Coin/Game (How many coins per play)	3-5 coins	Screen:ParaSet-Coin/Game

Warning: All the other parameters have been fully tested by factory technical personnel before shipped. Do not adjust until you have read the manual & instructions in detail.

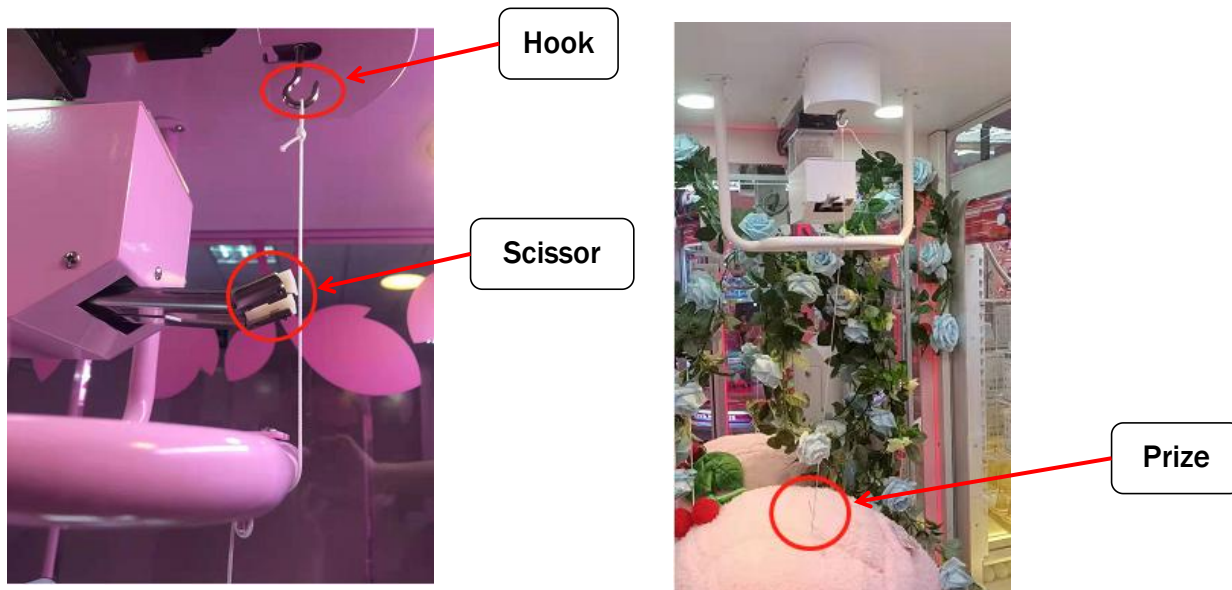
5.2 Prize Hanging Important Notice

Note: Please follow the process to hang the prize!

Step 1. Take out the String from accessory bag (see below picture).



Step 2. Tie one end of String to the Hook and the other end of String to the Prize; The String must be tied inside the middle lowest point of Hook, and must be fixed straight;



(One end of String to the hook ↑)

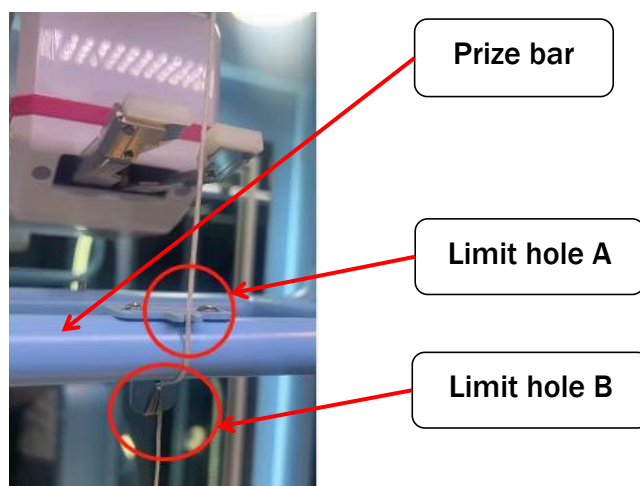
(The other end of String to the Prize ↑)

Two Ways of Placing Prize: Prize can be hung or place onto the Platform

Prize Hung Weight Limit: 33.06 lb

Prize Platform Bearing Weight Limit: 176.36 lb

Step 3. When pull the string to pass through the prize bar, please make sure the string pass both Limit hole A and Limit hole B, requests 2-3 circles to go through Limit hole B;



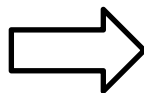
6. HOW TO PLAY

1. Insert Coin(s) or Tap/Swipe Card to Start.
2. Press and hold the button to extend the scissors.
3. Release the button in a good timing to cut the string.
4. If String cut: Glass door will open, the prize drops and player wins the prize. If String not cut: player should try again.

Note: Attendant should refill the prize after prize is collected by player.

7. GAME OPTION

7.1 Keyboard instruction



Open front Prize door with door key, there is a Keyboard near the Coin box. Press "PROGRAM" button to enter the setting menu.

After entering the menu, use the keyboard to control mini screen cursor to up, down, left and right to choose, press "Confirm" button to enter or save.

Options	Description
L	Move mini screen cursor to left
R	Move mini screen cursor to right
UP	Move mini screen cursor to up
DOWN	Move mini screen cursor to down
PROGRAM	Long press to enter setting menu/Return
FREEGAME	Service coin to activate plays
CONFIRM	To confirm every selection/Enter

7.2 Setting menu

7.2.1 Main menu: The first interface while entering the setting menu

No.	Options	Description
01	Accounts	Refer to 7.2.2
02	ParaSet	Refer to 7.2.3
03	Hardware	Refer to 7.2.4
04	VerInfo	Refer to 7.2.5
05	Exit	

7.2.2 Accounts: operation records are included as below

Options	Description
COINS	The total number of coins inserted.
GAMES	The total number of game plays.
PRIZES	The total number of prize out.

7.2.3 Para Set: Game settings up are included as below

No.	Options	Adjustable value	Default	Description
01	Coin/Game	1-20	2	The number of coins for each game.
02	Pats/Game	1-2	2	How many pats per game.
03	Level	Easy/Normal/Hard	Easy	The playing difficulty.
04	Blade	270-400	280	
05	Volume	0-30	25	
06	Run Max	0-4280	-	
07	Cut Pos	2800-3000	-	For prize out usage: The distance between the scissor and the rope. It is to help prize out, the biggest the number, more helpful for prize out.
08	Open Mode	Win/Lock	Win	Win: Glass door will open while the player wins; Lock: Need attendant to use Keys to open the front door;
09	Free Mode	On/Off	Off	Free play
10	DBV Bonus	On/Off	On	If no DBV installed, On/Off: both invalid If DBV installed and select Off: no extra credits; If DBV installed and select On: 4 bonus credits will be given while inserting 5, 10 or 20 dollars;
11	Demo Music	On/Off	On	
12	Np Alarm	On/Off	On	
13	Language	English/Chinese	English	
14	Clr Accounts	Continue/Exit	-	Clear account and the number of games
15	Factory Reset	Continue/Exit	-	To reset the machine
16	Exit			Back to the front page

7.2.4 Hardware

No.	Options	Description
01	Test	Test the electrical components.
02	Cut Off	Test the crane to cut the string.
03	Open Door	Open the front glass door.
04	Demo Color	Change the led lighting colors.
05	Music Test	
06	Exit	

7.2.5 Ver Info (Show Version number & Date)

Ver:	SKNJ ----
(Date)	-- -- -- --

8. TROUBLESHOOTING

8.1 Common Problem

Please confirm that all connectors fit tightly.

Symptom	Possible Cause	Recommended action
Game will not start	Frame assembly connector is loose.	Check connector.
	Frame assembly fault	Contact with UNIS Service.
Power off	Circuit protector make power SW in off state.	Turn on power SW again. If appeared again and again, machine has anomaly. Please contact with UNIS Service.
No sound	Low volume	Raise the volume.
	Connector loose.	Check connector.
	Speaker fault.	Check speaker.
	POT installation error.	Install POT correctly.
	POT fault.	Change POT.
	Audio cable problem.	Reconnect the audio cable or change it.
The prize door can't open.	Door lock is faulty	Replace the door lock.
	The door holder stuck with the lock.	Remove the door holder.
	The door stuck with the cabinet frame.	Utilize key to open.

If you see following error signs showing on the display, please try the recommended action.

Display	Possible Cause	Recommended action
E5 Pls Close Door	The prize door is not been closed.	Close the prize door
	The prize door lock is faulty.	Replace the prize door lock.
E3 Motor Err	The crane do not touch the Back limited sensor.	Restart the machine.
	Connector became loose during transport.	Check and reconnect the Back limited sensor and Front&back motor connector.
	Back limited sensor is faulty.	Replace Back limited sensor.
	Front and back motor is faulty.	Replace Front and back motor motor.
E4 Cut Err	The scissors are not cut or continuously cutting during the game.	Restart the machine.
	Connector became loose during transport.	Check and reconnect the sensor and motor connector.
	Scissors sensor screw loosen	Adjust the scissors sensor screw.
	Scissors sensor is faulty.	Replace scissors sensor.
	Scissors motor is faulty.	Test the scissors motor.(Refer to 8.4). If the motor is faulty, replace scissors motor.
E1 Coin Error	The coin mechanism signal is faulty.	Turn the NO/NC switch to the NO position.
	The coin mechanism is faulty.	Replace coin mechanism.
E2 No Prize Hanging	No prize on the cabinet.	Add prize.
	The prize is too light	The prize weight should be over 0.5kg.
	Hook sensor is faulty.	Replace Hook sensor.

8.2 System Update Operation

Step 1. Power off the game.

Step 2. Insert the TF card with new program into the TF card socket of the mainboard.

Step 3. Power on and the system will automatically start update.

Step 4. Wait for several seconds, remove TF card. Restart the machine.

Step 5. Factory Reset: Enter Program-ParaSet-Factory Reset.

Step 6. Program Update complete!



WARNING: The TF card should only be used to update system. Using it for other purposes may cause unexpected results and damages.

9. MAINTENANCE & INSPECTION

9.1 Safety Check

Check the points listed before operating the machine. These checks are necessary for safe machine operation:

1. Test game before operation each day.
2. Conduct monthly routine checks of game components to ensure good working condition.
3. Check the machine regularly for dust and clean when necessary.

Note: Parts and components require preventative maintenance to maintain proper operation.

9.2 Handling Precautions

When installing or inspecting the machine, be very careful and pay attention to ensure that the player can enjoy the game safely.

Inappropriate handling running counter to the cautionary matters can cause personal injury or damage to the machine.

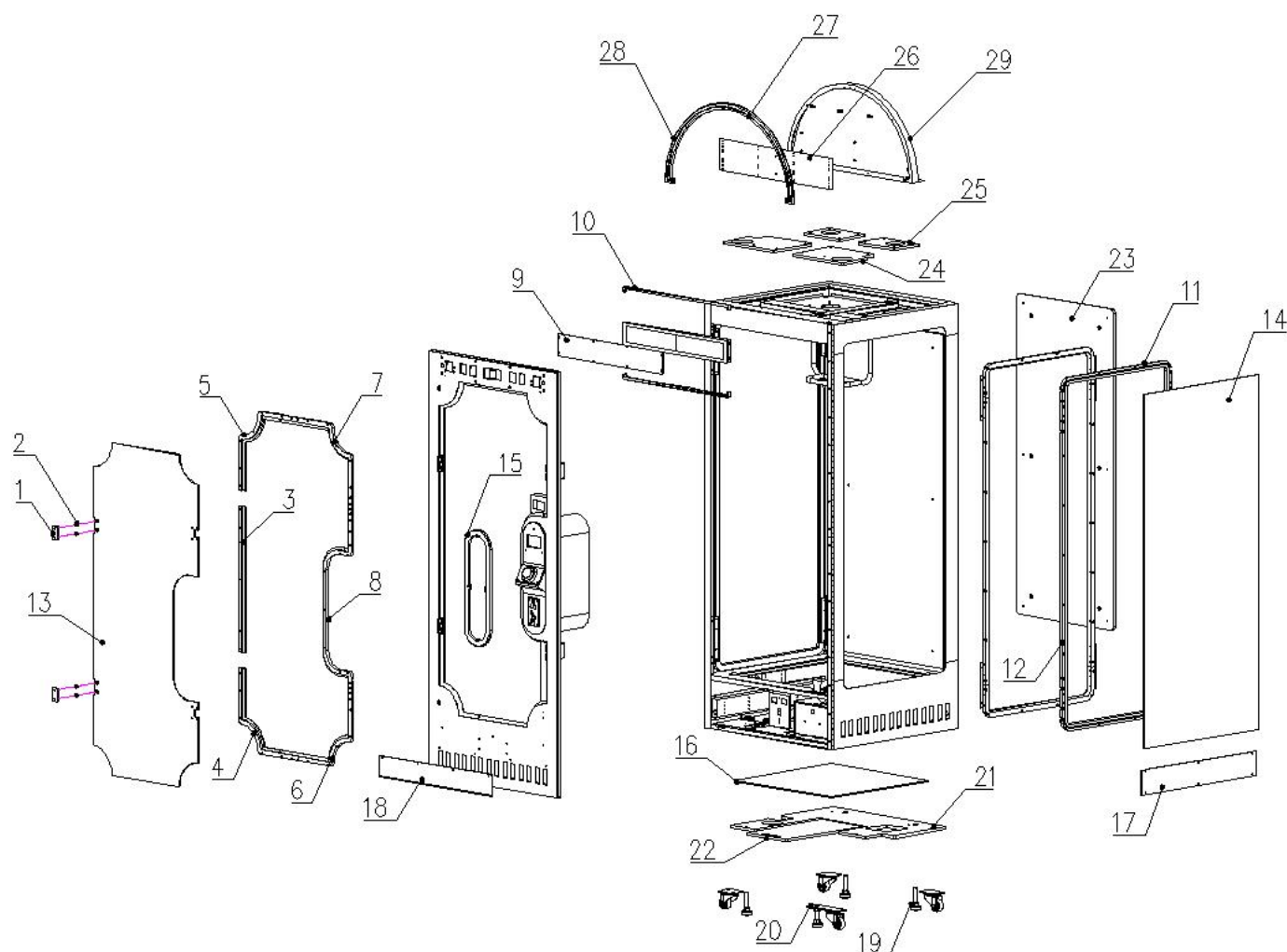


NOTICE

We do not recommend using power tools as they may cause damage.

10. OVERALL CONSTRUCTION

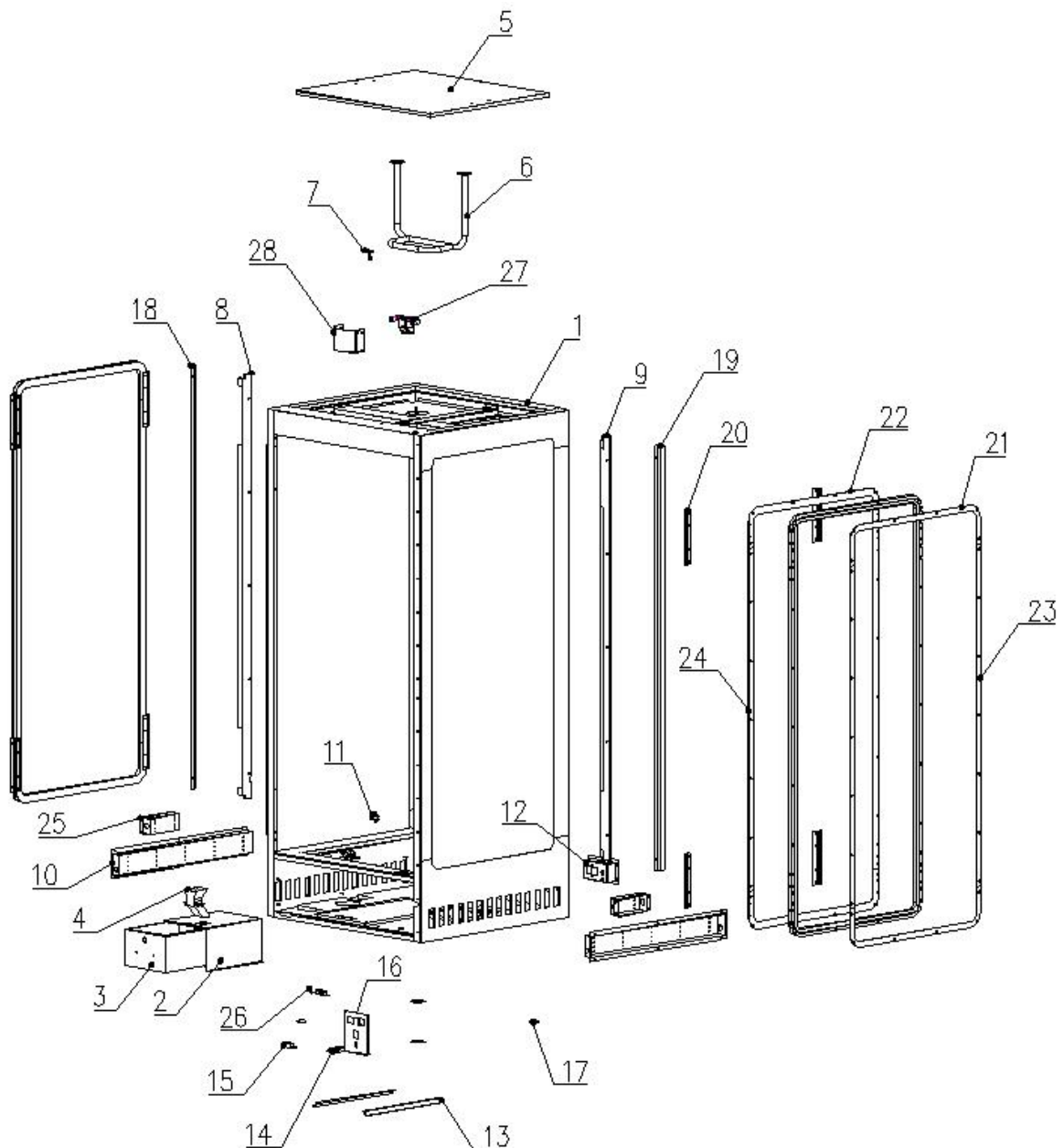
10.1 General Assembly



No.	Part No.	Code No.	Name	Version	Qty
1	F164-0002-00	206.2.2306.002	Glass door PVC board	V1.1	4
2	F164-0004-00	206.2.2306.026	Glass door hole rubber pad	V1.1	8
3	F164-0009-00	206.2.2306.008	Front glass door light plastic	V1.1	1
4	F164-0010-00	206.2.2306.009	Front glass door light plastic	V1.1	1
5	F164-0011-00	206.2.2306.010	Front glass door light plastic	V1.1	1
6	F164-0012-00	206.2.2306.011	Front glass door light plastic	V1.1	1
7	F164-0013-00	206.2.2306.012	Front glass door light plastic	V1.1	1
8	F164-0014-00	206.2.2306.013	Front glass door light plastic	V1.1	1
9	F164-0015-00	206.2.2306.016	Display cover plastic	V1.1	1
10	F164-0016-00	206.2.2306.017	Display light plastic	V1.1	2
11	F164-0017-00	206.2.2306.018	Side light plastic 1	V1.1	4
12	F164-0018-00	206.2.2306.019	Side light plastic 2	V1.1	4
13	F164-0019-00	206.2.2306.020	Front glass	V1.1	1
14	F164-0020-00	206.2.2306.021	Side glass	V1.1	2
15	F164-0021-00	206.2.2306.033	Panel light plastic	V1.1	1
16	F164-0022-00	206.2.2306.022	Inner base glass	V1.1	1

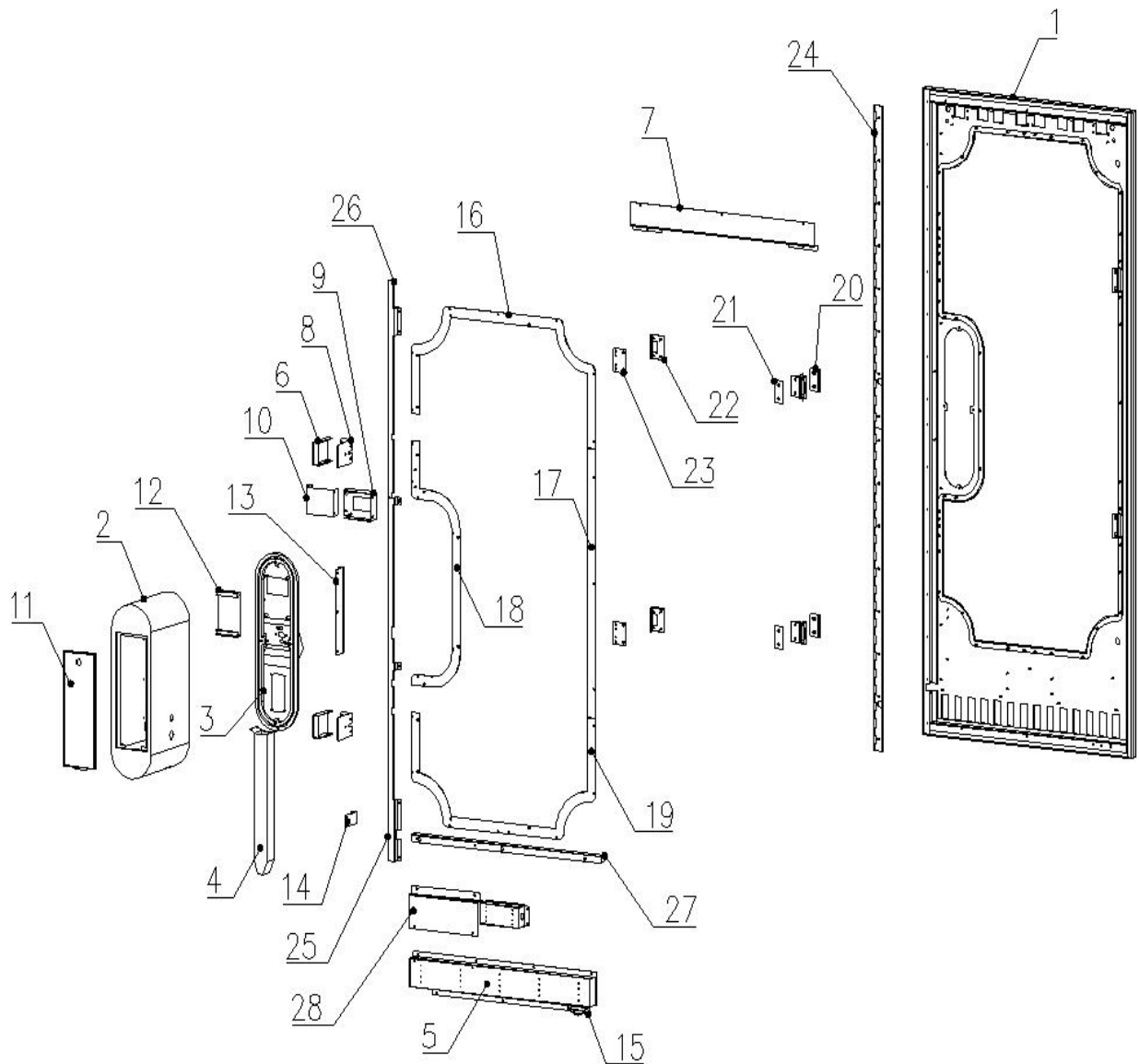
No.	Part No.	Code No.	Name	Version	Qty
17	F164-0023-00	206.2.2306.023	Side bottom light plastic	V1.1	2
18	F164-0024-00	206.2.2306.024	Front bottom light plastic	V1.1	1
19	F164-0025-00	2.60.00008000	Leveller	V1.1	4
20	F164-0026-00	2.60.00010000	Caster plate	V1.1	4
21	F164-0029-00	203.2.2306.001	Electrical mounting plate 1	V1.1	1
22	F164-0030-00	203.2.2306.002	Electrical mounting plate 2	V1.1	1
23	F164-0031-00	203.2.2306.003	Mirror back board	V1.1	1
24	F164-0032-00	203.2.2306.004	Spotlight mounting plate 1	V1.1	2
25	F164-0033-00	203.2.2306.005	Spotlight mounting plate 2	V1.1	2
26	F164-0034-00	206.2.2306.034	Marquee light mounting PVC	V1.1	1
27	F164-0035-00	206.2.2306.014	Marquee light plastic 1	V1.1	1
28	F164-0036-00	206.2.2306.015	Marquee light plastic 2	V1.1	1
29	F164-0037-00	LJ.G-02-08	Marquee bracket	V1.1	1

10.2 Cabinet Frame



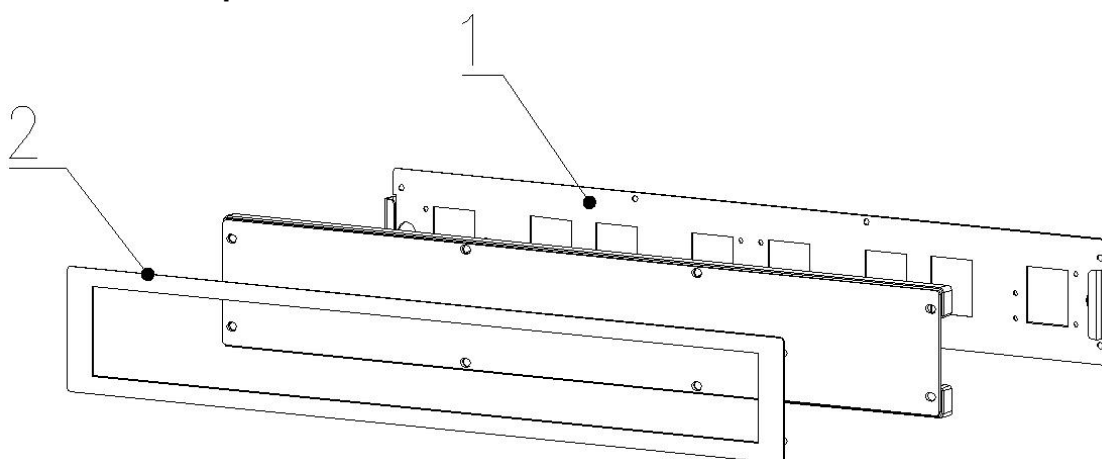
No.	Part No.	Code No.	Name	Version	Qty
1	F164-0701-00	LJ.G-01-01	Cabinet bracket	V1.1	1
2	F164-0702-00	LJ.G-01-02	Coin outer box	V1.1	1
3	F164-0703-00	LJ.G-01-03	Coin inner box	V1.1	1
4	F164-0704-00	LJ.G-01-04	Coin-in chute	V1.1	1
5	F164-0705-00	LJ.G-01-05	Upper plate	V1.1	1
6	F164-0706-00	LJ.G-01-07	Bending tube bracket	V1.1	1
7	F164-0707-00	LJ.G-01-08	Hook	V1.1	1
8	F164-0708-00	LJ.G-01-09	Back wiring cover plate L	V1.1	1
9	F164-0709-00	LJ.G-01-10	Back wiring cover plate R	V1.1	1
10	F164-0710-00	LJ.G-01-11	Bottom light acrylic plate	V1.1	2
11	F164-0711-00	LJ.G-01-13	Back bottom wiring plate	V1.1	1
12	F164-0712-00	LJ.G-01-14	Power supply plate	V1.1	1
13	F164-0713-00	LJ.G-01-15	Wooden pressing plate	V1.1	2
14	F164-0714-00	LJ.G-01-16	Pressing plate 1	V1.1	1
15	F164-0715-00	LJ.G-01-17	Pressing plate 2	V1.1	1
16	F164-0716-00	LJ.G-01-18	Setting panel plate	V1.1	1
17	F164-0717-00	LJ.G-01-19	Bottom glass pressing	V1.1	4
18	F164-0718-00	LJ.G-01-20	Side glass pressing plate	V1.1	1
19	F164-0719-00	LJ.G-01-21	Side glass pressing plate	V1.1	1
20	F164-0720-00	LJ.G-01-22	Inner acrylic fixing plate	V1.1	8
21	F164-0721-00	LJ.G-01-23	Inner acrylic pressing	V1.1	4
22	F164-0722-00	LJ.G-01-24	Inner acrylic pressing	V1.1	4
23	F164-0723-00	LJ.G-01-25	Inner acrylic pressing	V1.1	4
24	F164-0724-00	LJ.G-01-26	Inner acrylic pressing	V1.1	4
25	F164-0725-00	LJ.G-01-27	LOGO light box plate	V1.1	3
26	F164-0726-00	LJ.G-01-28	Bottom bracket	V1.1	4
27	F164-0727-00	LJ.G-01-29	Prize hook plate	V1.1	1
28	F164-0728-00	LJ.G-01-30	Prize hook cover	V1.1	1

10.3 Front Door



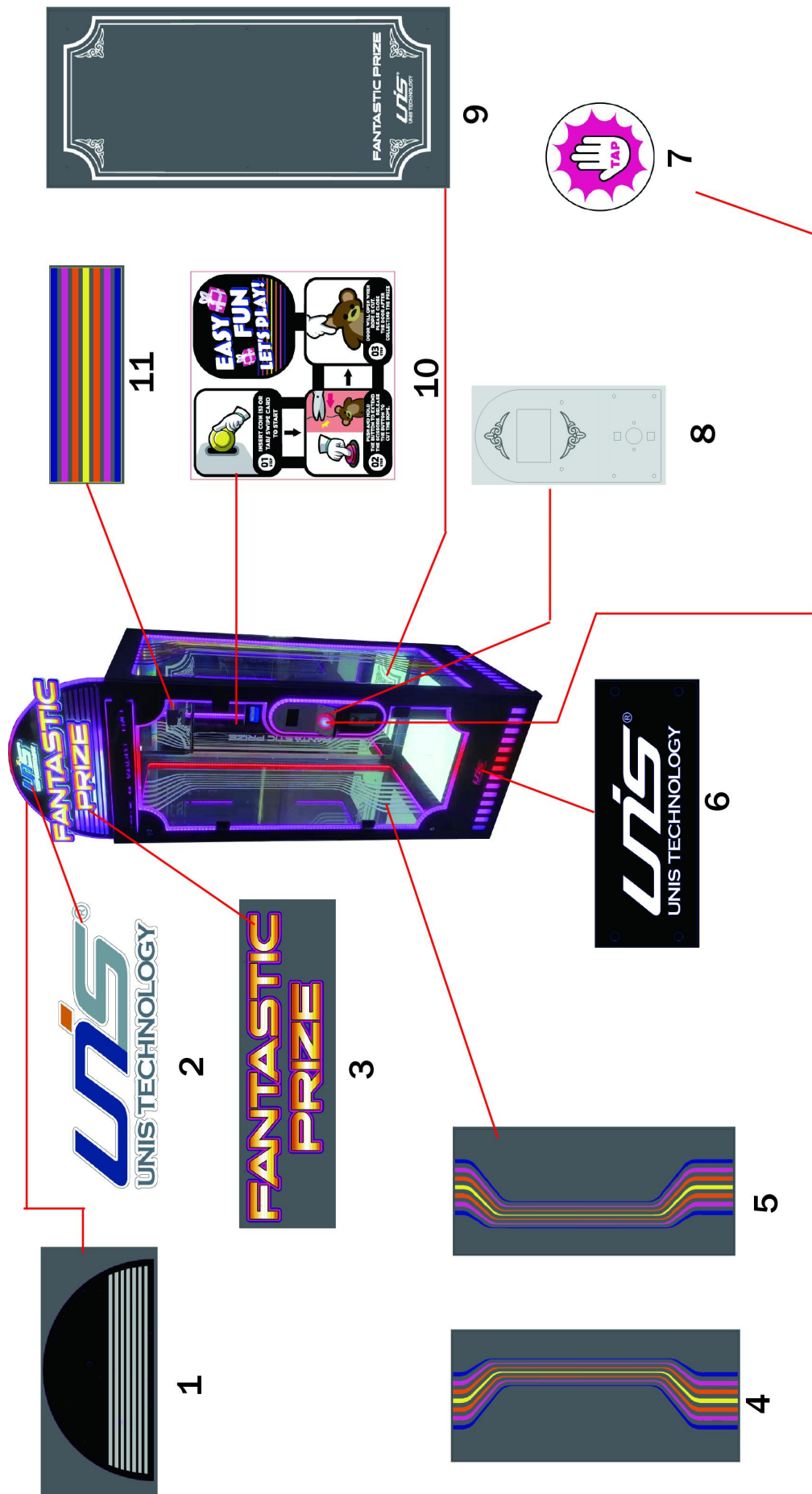
No.	Part No.	Code No.	Name	Version	Qty
1	F164-0801-00	LJ.G-02-04	Front door	V1.1	1
2	F164-0802-00	LJ.G-02-05	Pane bracket	V1.1	1
3	F164-0803-00	LJ.G-02-06	Panel	V1.1	1
4	F164-0804-00	LJ.G-02-07	Coin chute	V1.1	1
5	F164-0805-00	LJ.G-02-09	Bottom light marquee	V1.1	1
6	F164-0806-00	LJ.G-02-10	Lock box	V1.1	2
7	F164-0807-00	LJ.G-02-11	Upper light plate	V1.1	1
8	F164-0808-00	LJ.G-02-12	Lock box cover	V1.1	2
9	F164-0809-00	LJ.G-02-14	Limit box	V1.1	1
10	F164-0810-00	LJ.G-02-15	Limit box cover	V1.1	1
11	F164-0811-00	LJ.G-02-16	Pane back door plate	V1.1	1
12	F164-0812-00	LJ.G-02-17	Blanking plate	V1.1	1
13	F164-0813-00	LJ.G-02-18	Top plate	V1.1	1
14	F164-0814-00	LJ.G-02-19	Strengthen plate	V1.1	1
15	F164-0815-00	LJ.G-02-20	Rolling wheel plate	V1.1	1
16	F164-0816-00	LJ.G-02-21	Front door glass pressing plate 1	V1.1	1
17	F164-0817-00	LJ.G-02-22	Front door glass pressing plate 2	V1.1	1
18	F164-0818-00	LJ.G-02-23	Front door glass pressing plate 3	V1.1	1
19	F164-0819-00	LJ.G-02-24	Front door glass pressing plate 4	V1.1	1
20	F164-0820-00	LJ.G-02-25	Glass hinge 1	V1.1	2
21	F164-0821-00	LJ.G-02-26	Glass hinge 2	V1.1	2
22	F164-0822-00	LJ.G-02-27	Glass hinge 3	V1.1	2
23	F164-0823-00	LJ.G-02-28	Glass hinge 4	V1.1	2
24	F164-0824-00	LJ.G-02-31	Hinge	V1.1	2
25	F164-0825-00	LJ.G-02-32	Blocking plate 1	V1.1	1
26	F164-0826-00	LJ.G-02-33	Blocking plate 2	V1.1	1
27	F164-0827-00	LJ.G-02-34	Blocking plate 3	V1.1	1
28	F164-0828-00	LJ.G-02-35	Blocking plate 4	V1.1	1

10.4 Small Marquee

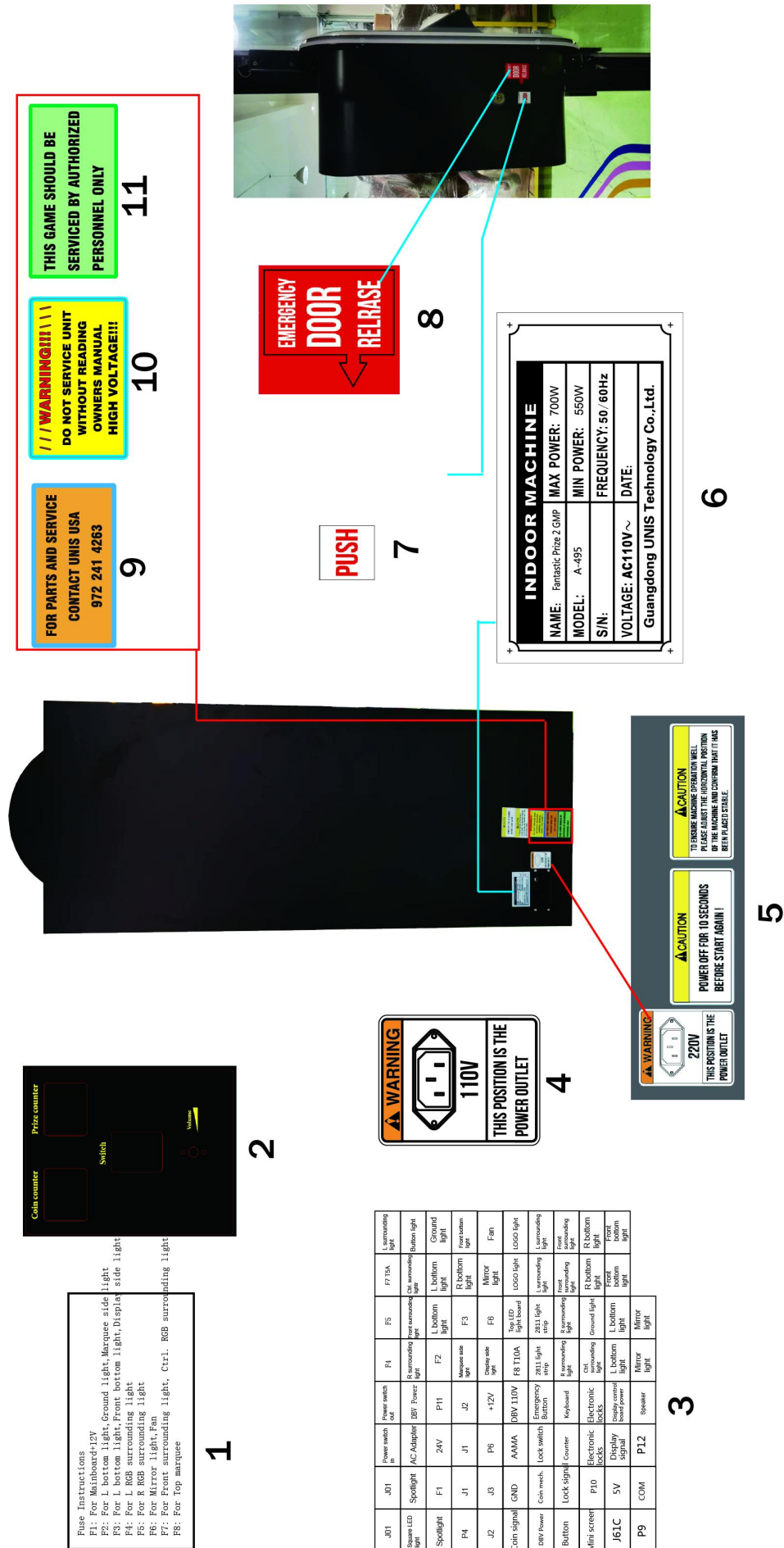


No.	Part No.	Code No.	Name	Version	Qty
1	F164-0901-00	LJ.G-02-29	Marquee fixing plate 1	V1.1	1
2	F164-0902-00	LJ.G-02-30	Marquee fixing plate 2	V1.1	1

10.5 Decals

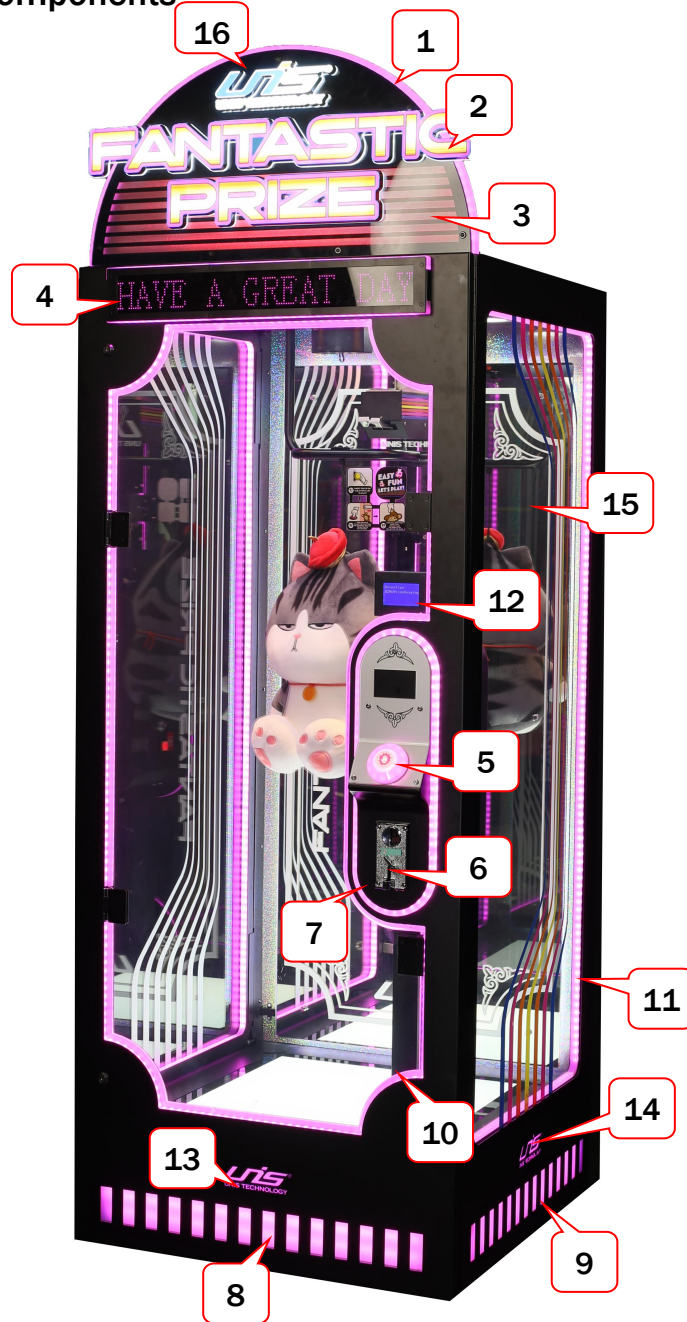


No.	Part No.	Code No.	Name	Version	Qty
1	F164-0113-00	205.2.2306.003	Marquee plastic	V1.1	1
2	F164-0117-00	205.2.2306.007	UNIS Logo	V1.1	1
3	F164-0116-00	205.2.2306.006	Machine LOGO	V1.1	1
4	F164-0114-00	205.2.2306.004	R side decal PET	V1.1	1
5	F164-0115-00	205.2.2306.005	L side decal PET	V1.1	1
6	F164-0119-00	205.2.2306.011	UNIS acrylic	V1.1	1
7	F164-0121-00	205.2.2306.014	Button decal	V1.1	1
8	F164-0122-00	205.2.2306.015	Panel plastic	V1.1	1
9	F164-0112-00	205.2.2306.002	Mirror glass	V1.1	1
10	F164-0120-00	205.2.2306.013	How to play decal	V1.1	1
11	F164-0118-00	205.2.2306.009	Crane decal	V1.1	1



No.	Part No.	Code No.	Name	Version	Qty
1	F164-0123-00	205.2.2306.016	Fuse decal	V1.1	1
2	F164-0128-00	205.2.2306.021	Counter decal	V1.1	1
3	F164-0124-00	205.2.2306.017	Wiring decal	V1.1	1
4	F164-0107-00	2.56.00.000071	110V decal	V1.1	1
5	F164-0127-00	205.2.2306.020	Warning decal	V1.1	1
6	F164-0111-00	205.2.2306.001	110V nameplate	V1.1	1
7	F164-0126-00	205.2.2306.019	Emergency Button decal	V1.1	1
8	F164-0125-00	205.2.2306.018	Emergency button instruction	V1.1	1
9	F164-0108-00	2.56.00.000095A	Maintenance PVC(Orange)	V1.1	1
10	F164-0106-00	2.56.00.000067A	Maintenance PVC(Yellow)	V1.1	1
11	F164-0105-00	2.56.00.000042A	Maintenance PVC(Green)	V1.1	1

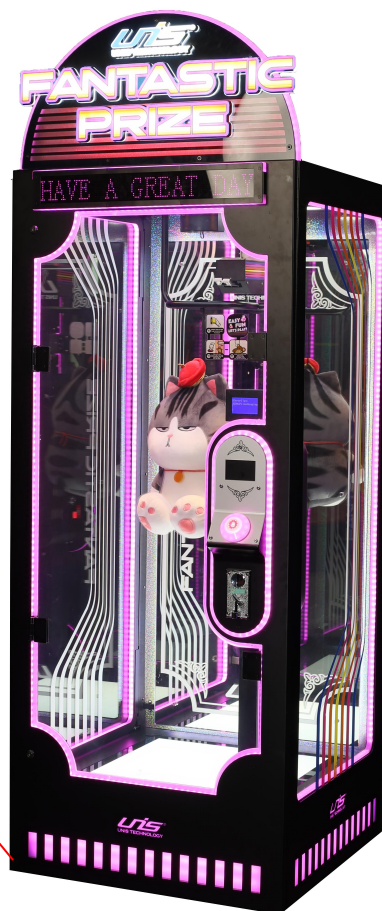
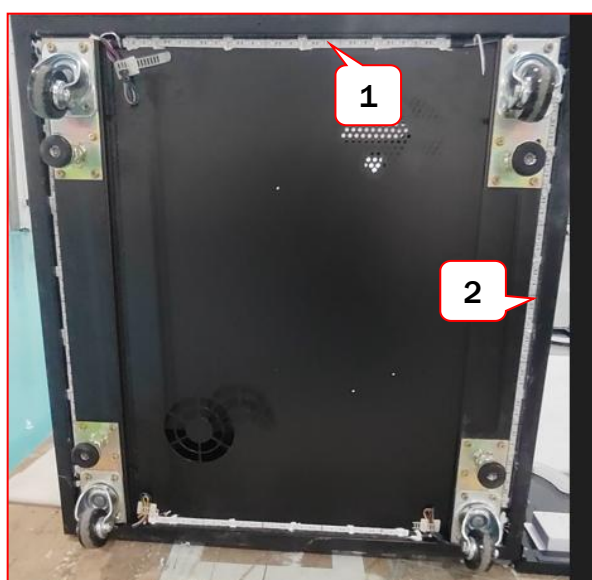
10.6 Electrical Components



No.	Part No.	Code No.	Name	Version	Qty
1	F164-0219-00	2.20.02.020107	5050 RGB light strip	V1.1	47.24 in (1200mm)
2	F164-0116-00	205.2.2306.006	Machine LOGO	V1.1	1
3	F164-0218-00	2.20.02.020092	2811 light strip	V1.1	27.55 in×4 (700mm×4)
4	F164-0211-00	5.08.01000020	Display	V1.1	1
	F164-0219-00	2.20.02.020107	5050 RGB light strip	V1.1	53.14 in (1350mm)
5	F164-0236-00	2.24.01.300025	Start button	V1.1	1
6	F164-0235-00	2.66.01.120603	Coin mechanism	V1.1	1
7	F164-0219-00	2.20.02.020107	5050 RGB light strip	V1.1	45.27 in (1150mm)
8	F164-0219-00	2.20.02.020107	5050 RGB light strip	V1.1	53.14 in (1350mm)
9	F164-0219-00	2.20.02.020107	5050 RGB light strip	V1.1	53.14 in (1350mm)
10	F164-0219-00	2.20.02.020107	5050 RGB light strip	V1.1	169.29 in (4300mm)

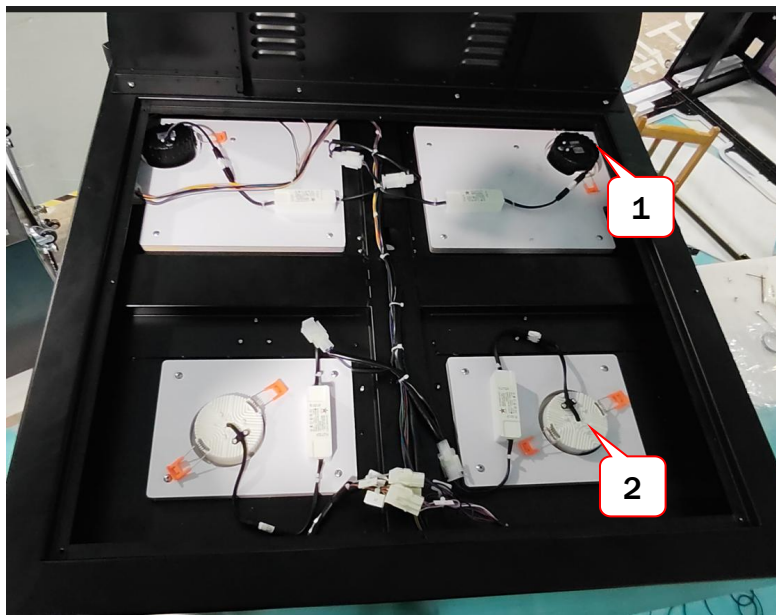
No.	Part No.	Code No.	Name	Version	Qty
11	F164-0219-00	2.20.02.020107	5050 RGB light strip	V1.1	169.29 in(4300mm)
12	F164-0212-00	2.12.01.000033	Mini screen	V1.1	1
13	F164-0219-00	2.20.02.020107	5050 RGB light strip	V1.1	11.81 in (300mm)
14	F164-0219-00	2.20.02.020107	5050 RGB light strip	V1.1	11.81 in (300mm)
15	F164-0220-00	2.20.02.015019	BG5050W white light	V1.1	157.48 in
16	F164-0117-00	205.2.2306.007	UNIS Logo	V1.1	1

Bottom:

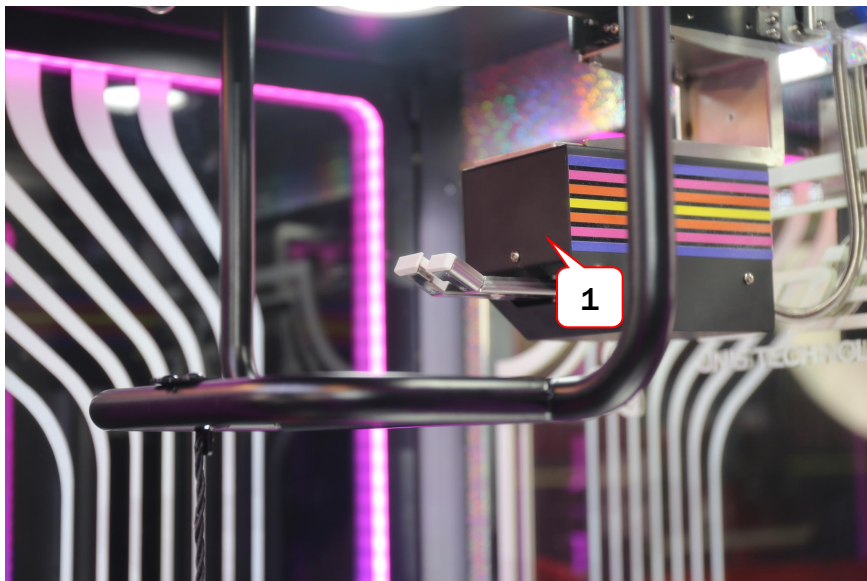


No.	Part No.	Code No.	Name	Version	Qty
1	F164-0219-00	2.20.02.020107	5050 RGB light strip	V1.1	17.71 in (450mm)
2	F164-0219-00	2.20.02.020107	5050 RGB light strip	V1.1	25.59 in (650mm)

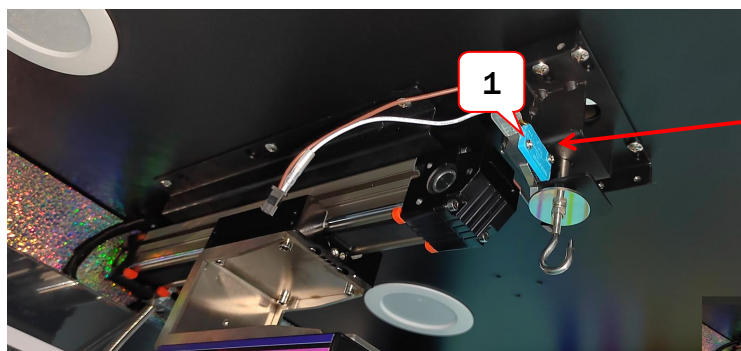
Top:



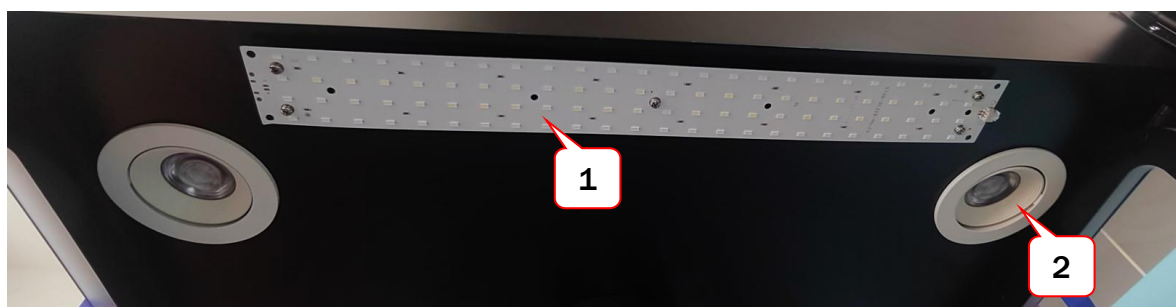
No.	Part No.	Code No.	Name	Version	Qty
1	F164-0222-00	2.20.03.230052	Spotlight	V1.1	2
2	F164-0221-00	2.20.03.230051	Downlight	V1.1	2



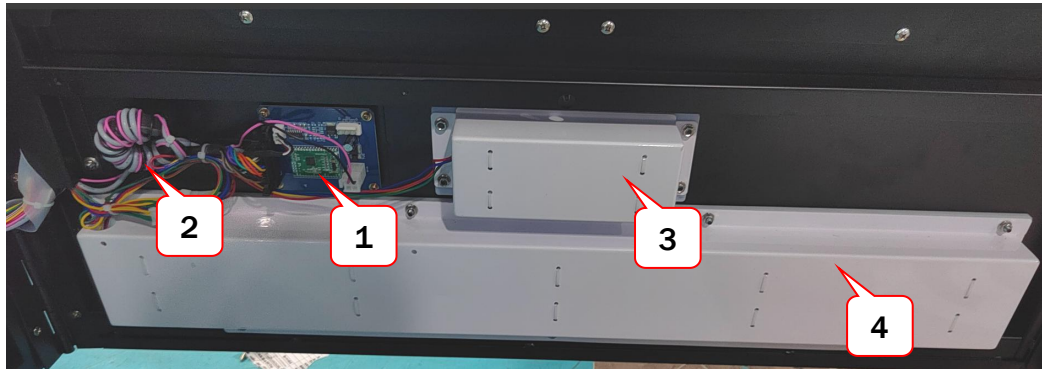
No.	Part No.	Code No.	Name	Version	Qty
1	F164-0401-00	208.2.2306.001	Crane	V1.1	1



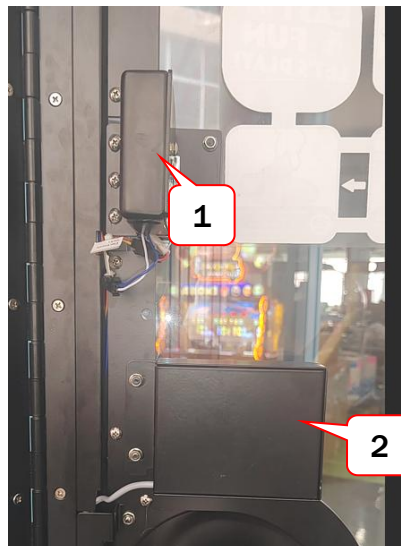
No.	Part No.	Code No.	Name	Version	Qty
1	F164-0402-00	208.2.2306.003	Hook micro switch	V1.1	1



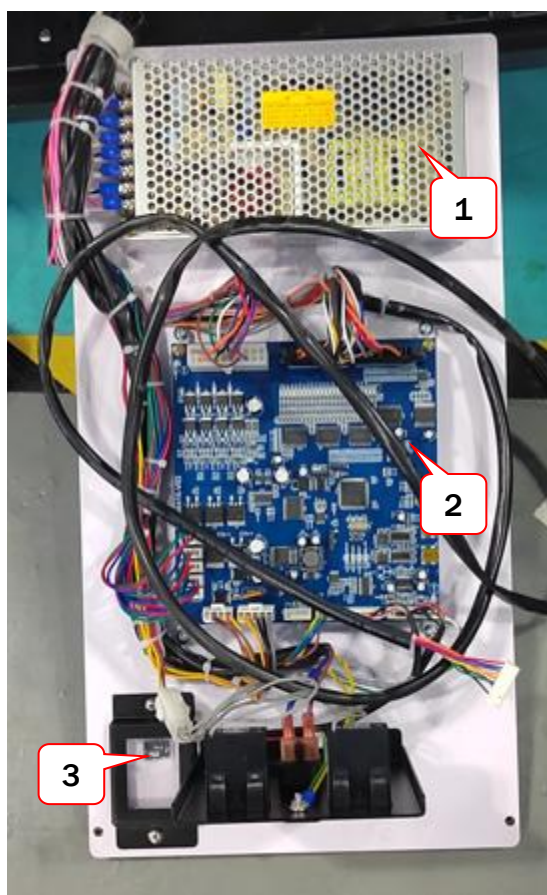
No.	Part No.	Code No.	Name	Version	Qty
1	F164-0225-00	2.20.03.230012	White light board	V1.1	1
2	F164-0222-00	2.20.03.230052	Spotlight	V1.1	2



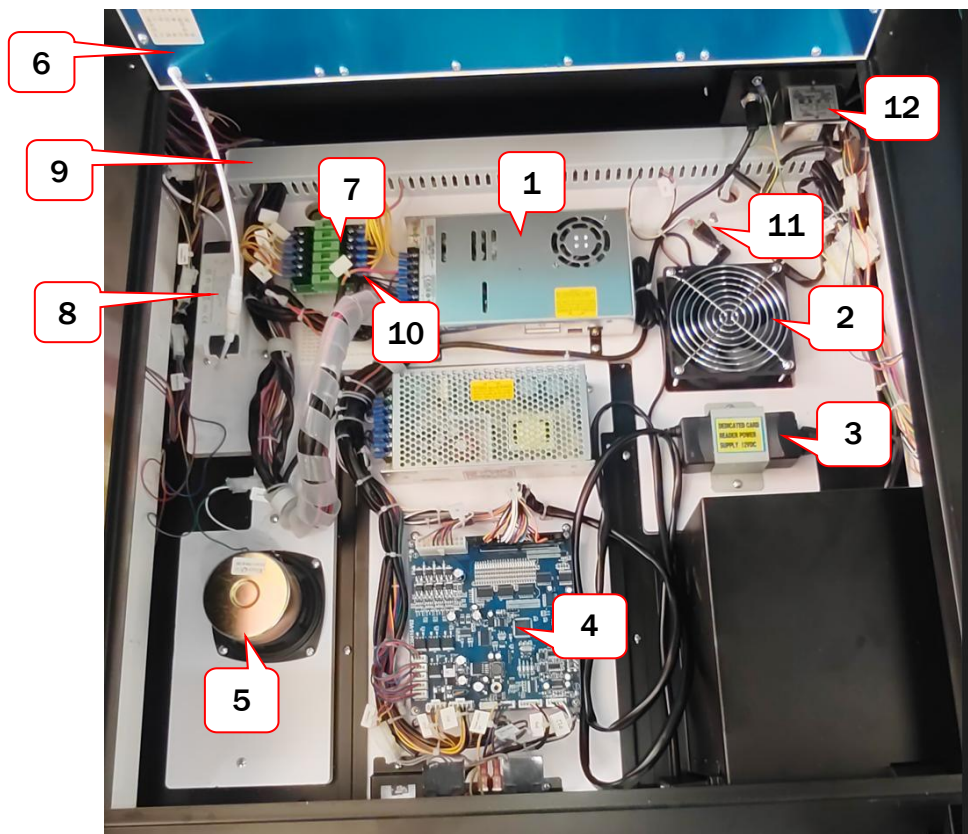
No.	Part No.	Code No.	Name	Version	Qty
1	F164-0404-00	208.2.2306.005	Display control board	V1.1	1
2	F164-0233-00	2.18.00000018	Magnet ring	V1.1	1
3	F164-0219-00	2.20.02.020107	5050 RGB light strip	V1.1	11.81 in(300mm)
4	F164-0219-00	2.20.02.020107	5050 RGB light strip	V1.1	53.14 in (1350mm)



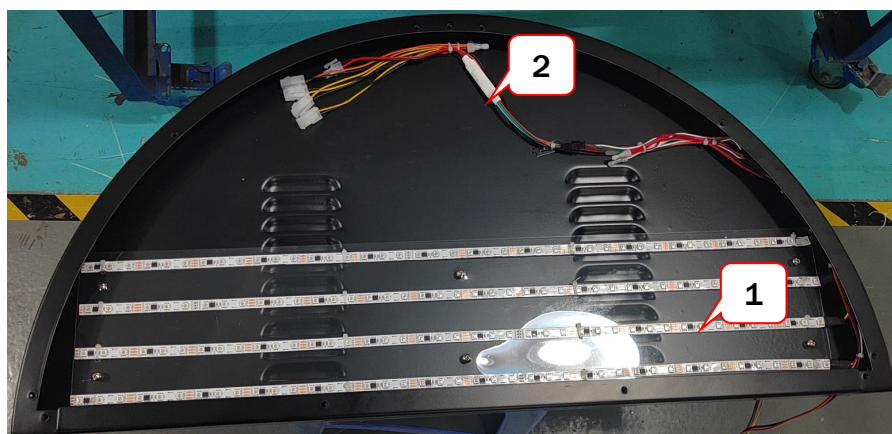
No.	Part No.	Code No.	Name	Version	Qty
1	F164-0213-00	2.53.00608822	Magnetic lock	V1.1	1
2	F164-0211-00	5.08.01000020	Display	V1.1	1



No.	Part No.	Code No.	Name	Version	Qty
1	F164-0203-00	2.16.02.000172	Power supply(RD-125B)	V1.1	1
2	F164-0403-00	208.2.2306.004	Crane mainboard	V1.1	1
3	F164-0238-00	208.2.2306.006	TF card	V1.1	1
4	F164-0207-00	2.30.00000005	Counter	V1.1	2
5	F164-0206-00	2.26.01.040005	Power SW	V1.1	1
6	F164-0208-00	297.9.1400001	POT board	V1.1	1
	F164-0209-00	2.24.03.000001	POT knob	V1.1	1
7	F164-0237-00	2.24.02.070013	Setting panel	V1.1	1



No.	Part No.	Code No.	Name	Version	Qty
1	F164-0202-00	2.16.02.000171	Power supply(12V)	V1.1	1
2	F164-0204-00	2.27.02.050017	Fan	V1.1	1
	F164-0205-00	2.27.02.000010	Fan net	V1.1	1
3	F164-0215-00	2.16.03.000027	Adapter	V1.1	1
4	F164-0403-00	208.2.2306.004	Crane mainboard	V1.1	1
5	F164-0210-00	2.28.01.000005	Speaker	V1.1	1
6	F164-0223-00	2.20.03.230046	LED light board	V1.1	1
7	F164-0229-00	2.17.14.000243A	Fuse board	V1.1	1
8	F164-0224-00	2.20.03.230045	Barretter	V1.1	1
9	F164-0226-00	2.33.16.000005	Alveolar line	V1.1	0.6
10	F164-0230-00	2.19.02.000024	Fuse holder	V1.1	1
11	F164-0216-00	2.33.01.040022	DC port	V1.1	1
12	F164-0201-00	2.32.01000007	Filter	V1.1	1



No.	Part No.	Code No.	Name	Version	Qty
1	F164-0218-00	2.20.02.020092	2811 light strip	V1.1	27.55 in×4 (700mm×4)
2	F164-0217-00	2.21.1.000040	Light controller	V1.1	1



No.	Part No.	Code No.	Name	Version	Qty
1	F164-0214-00	2.24.01.300029	Emergency Button	V1.1	1

