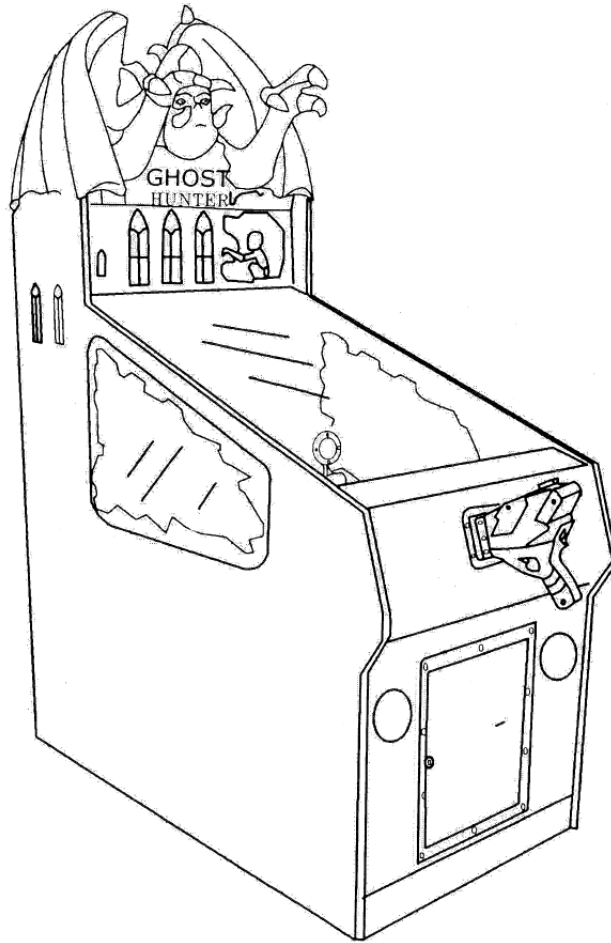# Operation Manual

Ghost Hunter

⚠ WARNING

Be sure to read this Operation Manual before use.

Bromley Incorporated in conjunction with Universal Space.
420-Crossen Avenue
Elk Grove IL 60007
847-427-0639 Service Dept.

1   Specifications

(1) Rated power supply   :AC 110V± 5%   60Hz or

                                     :AC 220V± 5%   50Hz;

   (Note: As the actual voltage, please refer the label of the machine.)

(2) Power Consumption   :Min power consumption   250W

                                     :Max power consumption   300W

(3) Dimensions   :W2.49× D5.06× H6.68(inch)

(4) Weight   :441lbs
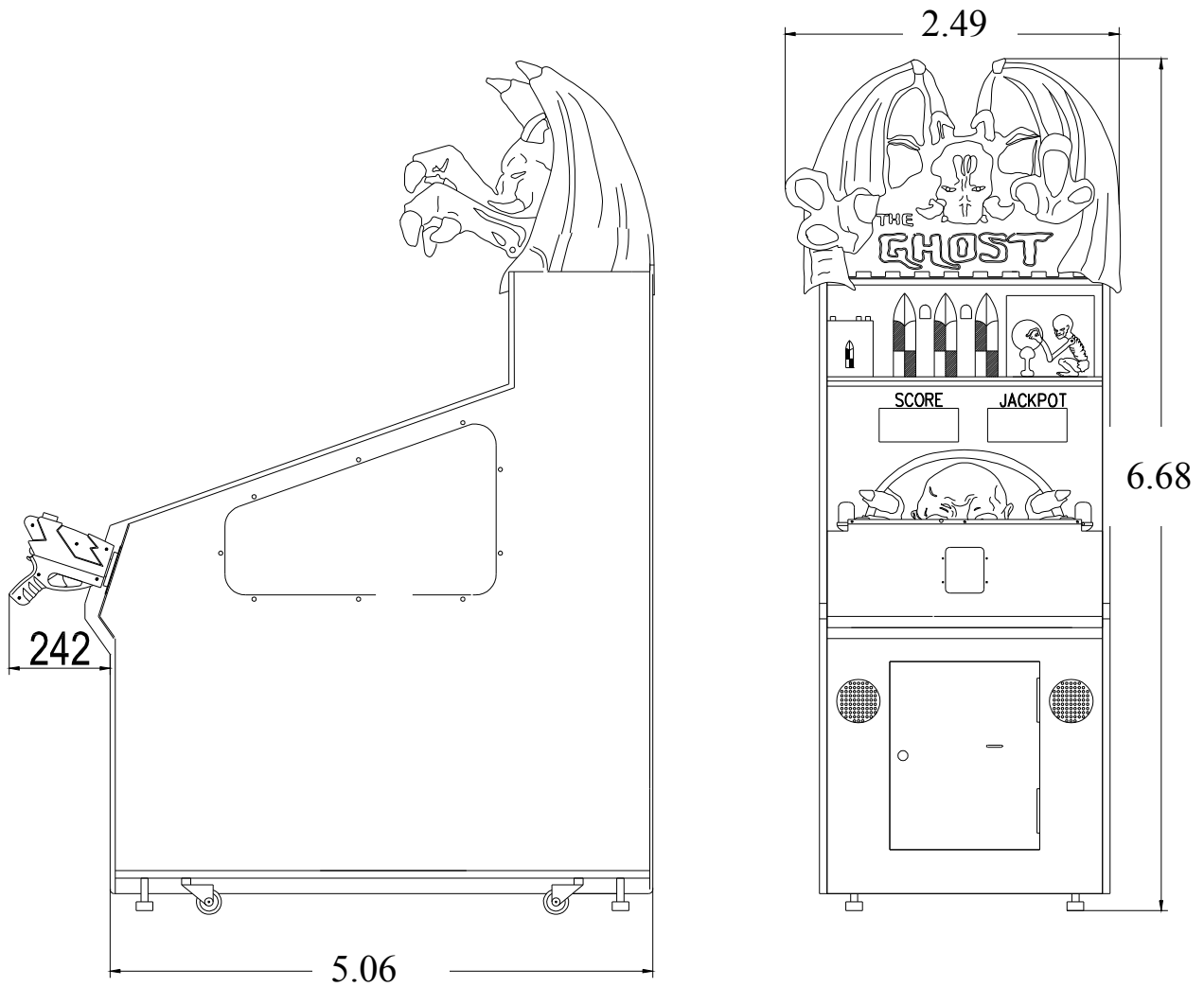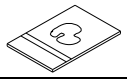
Note: Game parameters are subject change without notice.

2 Package Contents

(1) Body Assembly: 1 unit

(2) Accessories

When transporting the machine, make sure that the following parts are supplied:

No.	Part Number	Component	Specification	Qty	Illustration	Note
1	G101-401-000	Power cord	1 5m	1		
2	G101-402-000	Fuse	5-20mm	3		6A For 110V
3	G101-403-000	Keys	2222	1		
	G101-404-000		171	2		
4	G101-801-000	Regulator	7805	1		
5	G101-701-000	Operate Manual		1		
6	G101-405-000	Fire Ghost light	12/20W Yellow(Big)	2		
7	G101-406-000	Fire Spotlight	12V/20W White(small)	2		
8	G101-407-000	Console LED Spotlight	12V/1W(Green)	1		
9	G101-408-000	LED Light Board		1		
10	G101-409-000	Sensor	YENOX NO	2		
11	G101-410-000	Micro-SW		2		
12	G101-411-000	Bulb 1	12V/3W	4		
13	G101-412-000	Long arm SW		2		
14	G101-413-000	Pulley Switch		2		

15	G101-414-000	Synchronous Belt	670XL × 8	1	
16	G101-415-000	Fire		1set	
17	G101-702-000	Score Sticker	With magnetic	1set	
18	G101-101-000	Trip Spring		2	
19	G101-102-000	Spring		2	
20	G101-103-000	Trigger Spring		2	
21	G101-104-000	Limit Spring		2	
22	G101-301-000	L-Wrench	M3	1	

(3) The following parts you can oder if you need for it:

No.	Parts No.	Component	Specification	Illustration	Note
1	G101-405-000	Fire Ghost light	12/20W Yellow(Big)	2	
2	G101-406-000	Fire Spotlight	12V/20W White(small)	2	
3	G101-407-000	Console LED Spotlight	12V/1W(White)	1	
4	G101-408-000	LED spotlight			
5	G101-409-000	Sensor	YENOX NO		
6	G101-410-000	Micro-SW	Epecially		
7	G101-411-000	Bulb 1	12V/3W		
8	G101-412-000	Long arm SW			
9	G101-413-000	Pulley Switch			
10	G101-414-000	Synchronous Belt	670XL× 8		
11	G101-415-000	Fire			
12	G101-702-000	Score Sticker	With magnetic		
13	G101-101-000	Trip Spring			
14	G101-102-000	Spring			

15	G101-103-000	Trigger Spring			
16	G101-104-000	Limit Spring			
17	G101-416-000	Transformer	DK2-60VA		
18	G101-417-000	Fan			
19	G101-418-000	Elentromagnet			
20	G101-001-000	Gun Ogran Assy			
21	G101-002-000	Gun Cover			
22	G101-003-000	Gun Hold			
23	G101-004-000	Bridge Assy			
24	G101-005-000	Wheel Ghost Assy			
25	G101-006-000	Gargoyle Target Assy			
26	G101-007-000	Boss Target Assy			
27	G101-008-000	Fire Trarget Assy			

3. Installation

3.1 Play Zone

Space for Operation and Maintenance

This machine requires space for playing the game(play zone) and for maintenance(maintenance zone) as shown below. Also for maintenance. Be sure to leave enough space when installing the machine.

Maintenance
Zone

800

500

500

500

1600

Play
Zone

500
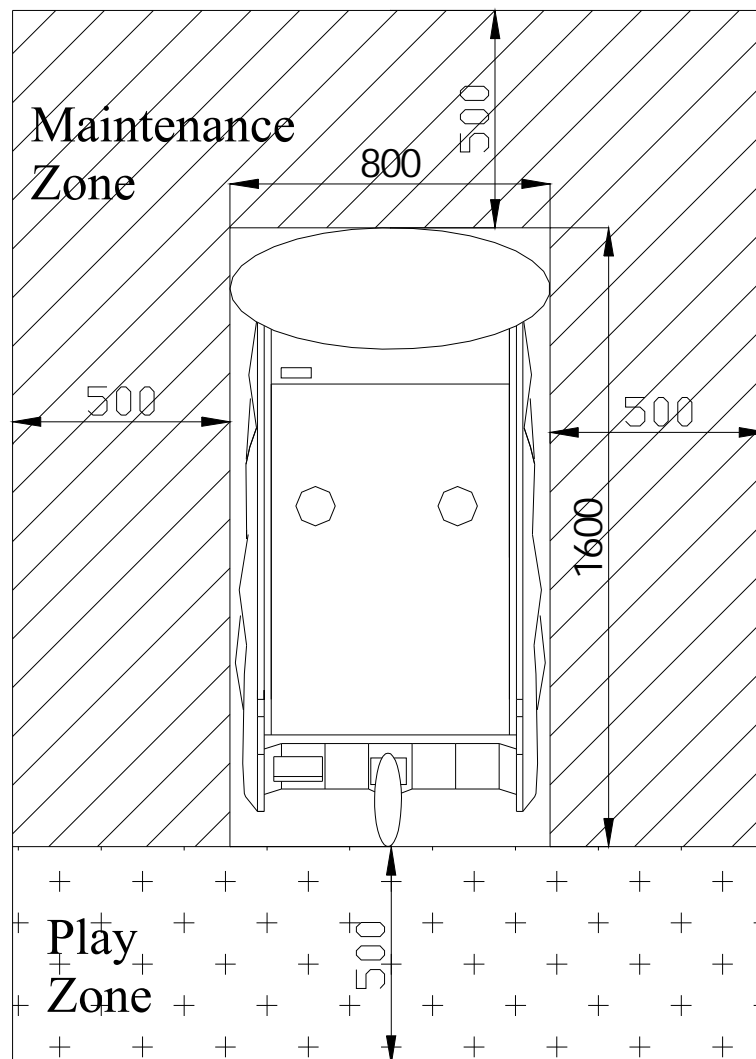
3.2 Locations to avoid installing:

⚠ **WARNING**

This machine is designed for indoor only. Never install this machine outdoor or at any of the following:
- Locations exposed to direct sunlight.
- Locations subjected to rain or water leakage.
- Damp dust or hot places.
- Do not place close to a heat source.

3.3 Game Leveling

Install this machine on a flat surface. Adjust levelers to lift casters off the ground and level game.

· Make sure that the machine is level with the floor. If the machine is not level medals may not be play well.

Level Adjust   Caster   Approx 5mm

Move   Fix
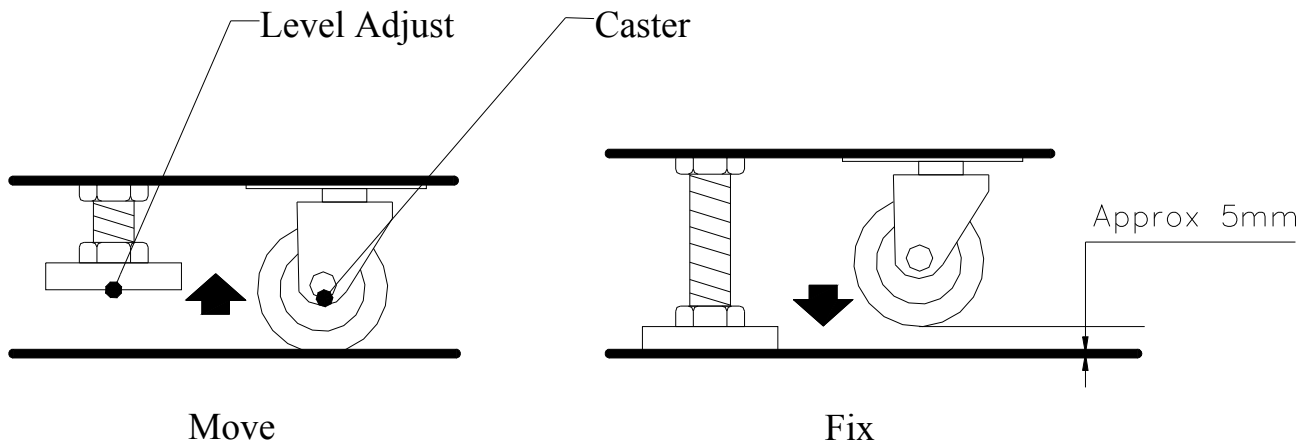
4. Movement and Transport

4.1 Movement :

1. Turn off the power switch before moving this machine.

2. Unplug the power cable and put it in the Main Assy from the maintenance door.

3. Hold the machine in the specified position on the sides of the Main Assy and lift the machine. While keeping its balance, carry the machine.

4. This machine must be carried by 6 or more persons.
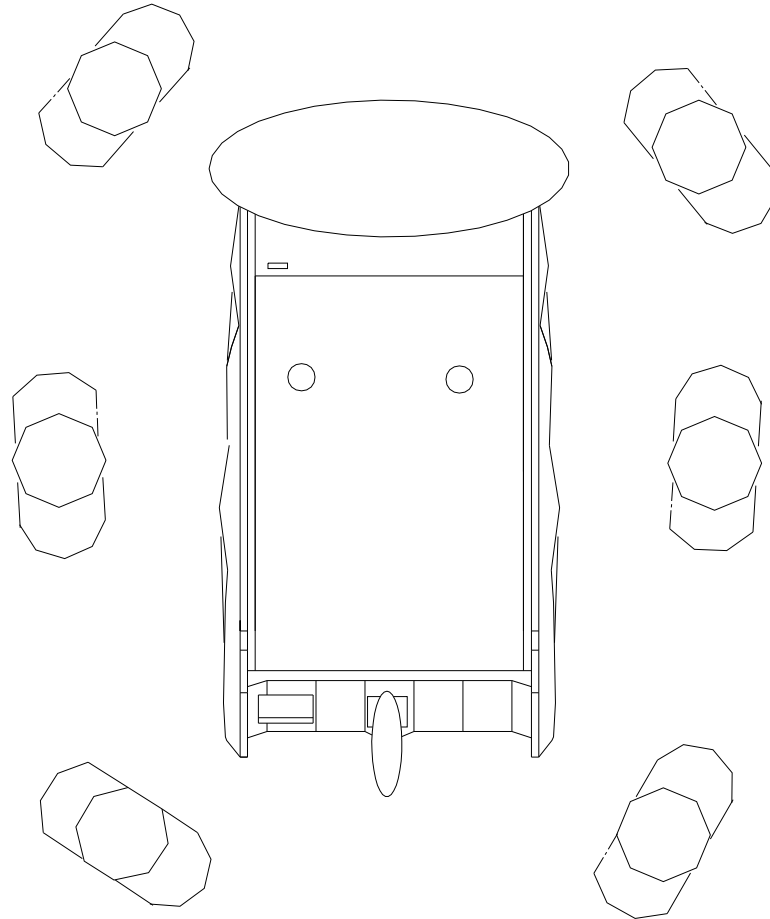
4.2 Transport

```
┌─────────────────  ⚠ WARNING  ─────────────────┐
│                                                │
│  · Be careful not to damage the machine during transport. │
│                                                │
│  · Do not give a shock to the molded parts. These parts are fragile. │
│                                                │
│  · Be careful not to give a shock to the machine when bringing it down │
│                                                │
│    from a higher level.                        │
│                                                │
└────────────────────────────────────────────────┘
```

When transporting this machine, must use bubble wrap cove on the machine, care for the Playfield glass, sand or other hard substances may scratch the surface.

Avoid to crack up the machine, please set down the lever adjustor while in packing.

⚠ **NOTICE**

● Be sure trun off the power switch and unplug the machine when moving it.

5. Connecting the power cord and grounding

5.1 The Connection:

1. Insert the plug of power cord into the power socket of the machine.
2. Insert the power cord plug into a service outlet.

Power socket

Power box

Power plug

Power plug

Power cord
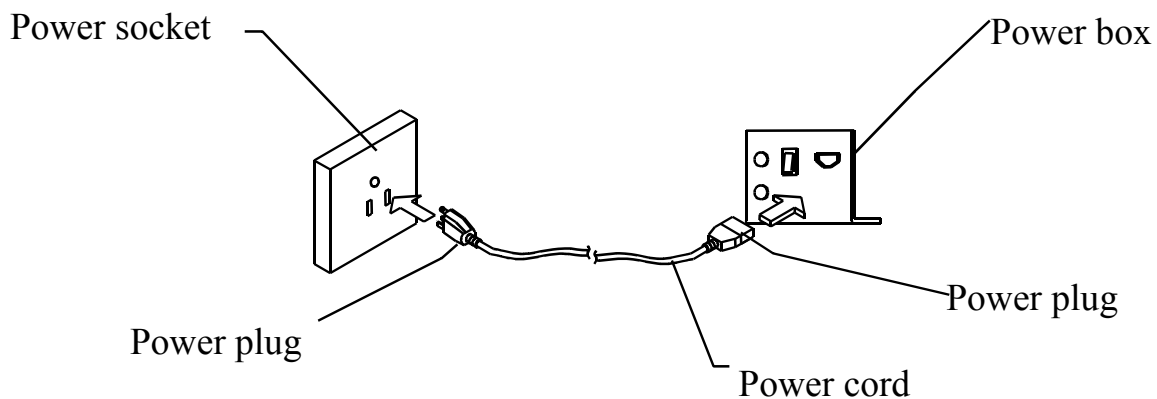
⚠ WARNING

Be sure to connect the ground wire before turn on the machine. Failure to connect the ground wire could result in electric shock if power occurs.

5.2 The Power socket:

This power socket is fixed to the underside of the machine Assy.

1. This machine's supply voltage is 110V± 5%   60Hz, or 220V± 5% 50Hz", for actual supply voltage, please refer the label of the machine.

2. Fuse specifications
      110V 60Hz use 110V 6A   5-20mm
      220V 50Hz use 220V 3A   5-20mm.

3. Power switch: Main game power.

4. Ground terminal   Use to connect the ground cord.

⚠ WARNING

- Do not put heavy items on power cord.
- Do not touch the power plug with a wet hand.
- Do not draw or twist the cord.
- Do not place the cord near a heat source.
- Do not place the cord where the player can easy to touch or kick.
- Run this machine with the correct power configuration

---

6. Construction

6.1   The Components of the Machine
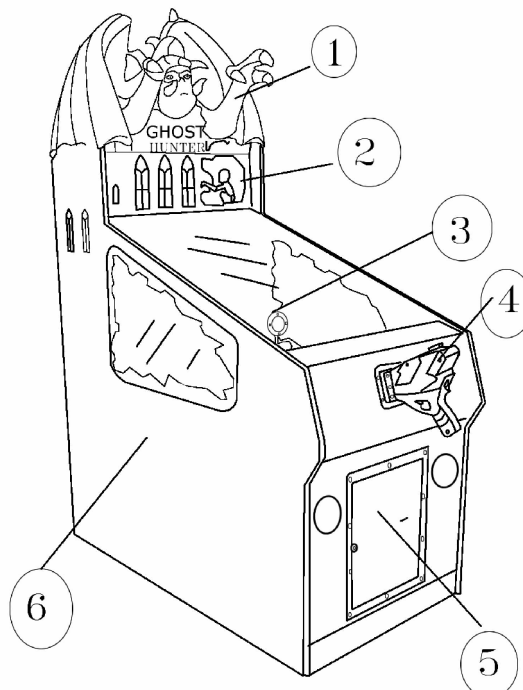
1. The Signboard

2. The Display panel

3. The Playfield

4. The coin shooter

5. The front door

6. The machine cabinet: It is manufactured with wood, and get some stickers on.

6.2 The Components of each part:

1. The Signboard: It is manufactured with fiberglass, colors on, it made the machine more vitality.

When transport the machine, make sure to used the bubble-bubble wrap to protect, Sand or other hard substances may scratch the surface of it.

2. The Display Panel:
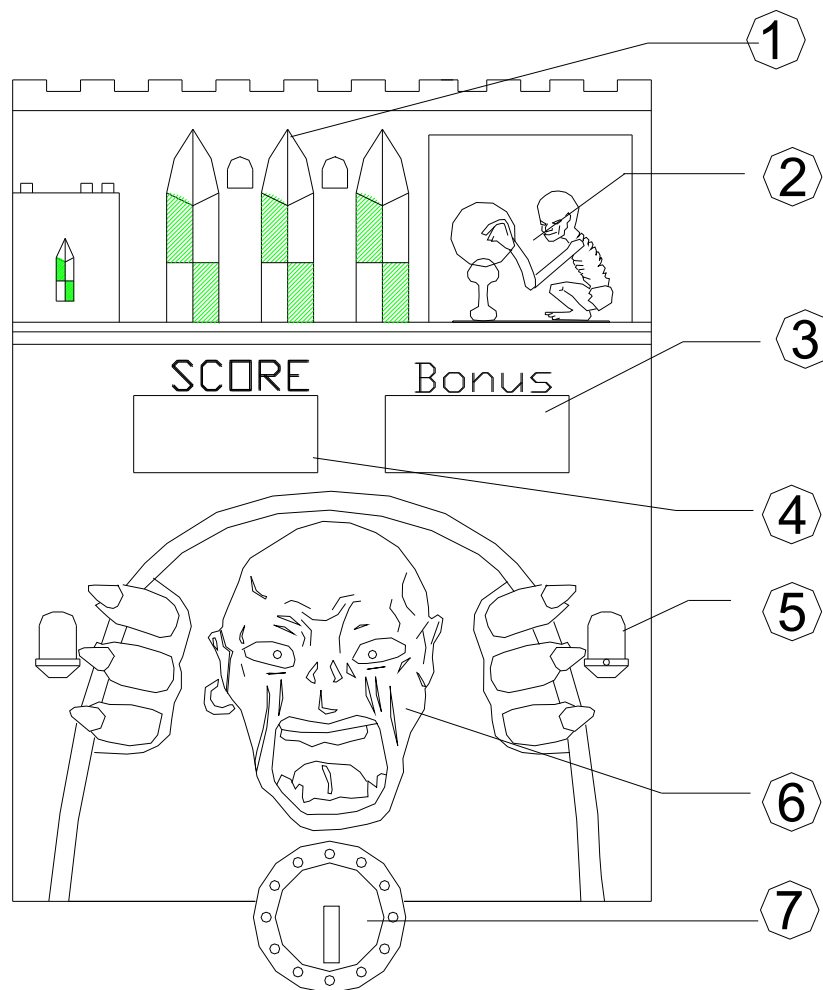
1. Castle Windows: There have lights on the back to lighted on the windows. It is the adorning of the machine.

2. The Castle Ghost Organ:

It is the master of the castle, he will say some words along the game, and it's hand can turn the wheel around, while the targets(two gargoyles on the playfield and one fire ghost) has been hit, the master will move it's

hand to let the wheel rotate, at the same time to lay down the bridge which on the front of the boss, so that the player can challenge with the boss.

At true, it is also a adorning of the game. It make the game more reality.

3.The Bonus LED: It shows the value of the bonus. The player can get this socre while the coin is drop into the targets which on the front of the boss.

3. The Score LED: It shows the value that the player got in the game.

4. Castle Fire: It is a adorning of the machine. The fires is made of silk cloth, behind it there are a fan and a spotlight, so make the fire looks more trueness.

5. Boss: It is manufactured with fiberglass, it's the captain of the game, challenge it you can get the chance to win the Bonus.

6. Boss Target: It is the target of the boss, get the bouns value while the coin drop on this target. It will be move side to side, so the player must take much skill on shooting it.

   The value of Bouns can increase by inserting coin, and also can be adjustable.

3. The Playfield:
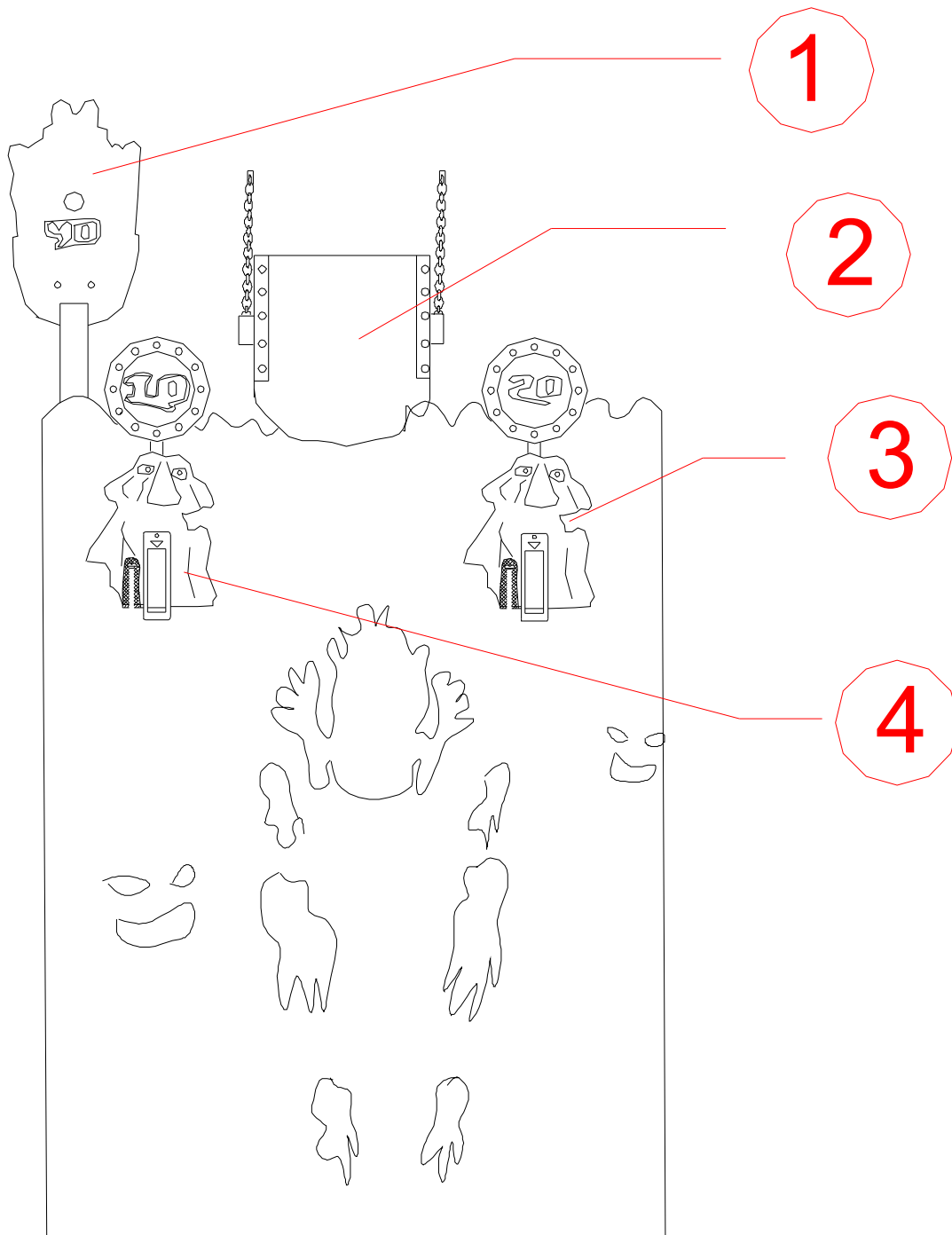
1. Fire Ghost Target: This is the target for player to shoot on, it will be moved side to side, stop at a side while it has been shot, it is high-difficulty targetsof the game, so the player should take highly skill on shooting it to get more score.

2. Bridge: It is the bridge and only the way extend to shooting the boss target. It will be lay down a space base on shooting the targets that on

front has been shot, fully lay down while three targets all been shot.

Shoot at the boss target while the bridge fully lay down as soon as you can, shoot on the Boss target you can get the Bonus prize. Or the bridge will be rise up in a interval, then you miss the chance.

3. Gargoyles Target(Higher Score): Shoot on it, you can get it's score which showed on it's head; the score and the target slot adjustable, so that the user can setting the percentage of the game.

4. Gargoyles Target(Lower Score): It is as the same as the high score gargoyles target, just the slot size is larger and the score is lower.

Note: Don't shooting while the playfield is in the state of cleaning coin(s).

4. The Control Panel:
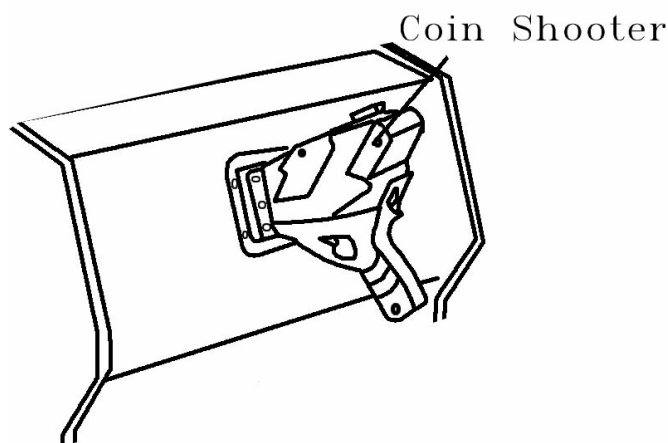
Coin Shooter

1. Coin Shooter

This is the main part of the game, inser coin from here, pull the trigger to release coin to hit on the targets. The gun's coin acceptor is adjustable, the user can adjust it base on the size of coin that he want

to used, as the adjusting method as following:

Adapt the Gun to Coin ①

1. Remove the gun's cover by unscrewing all bolts.

2. Loosen two screws inorder to make the adjusting shell moving.
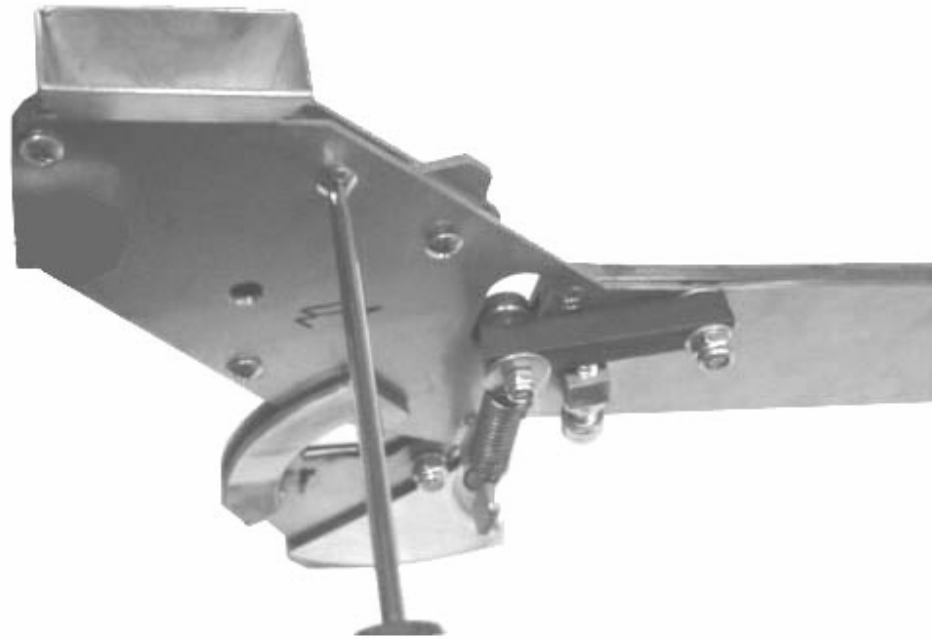
②
Use a vernier caliper to measure a right size as the coin that you want to used.

This is the shell used to control the coin's size.

This steel shell can be moveable, adjust it to setting the space of coin, tightent the bolt when it is in the right size.
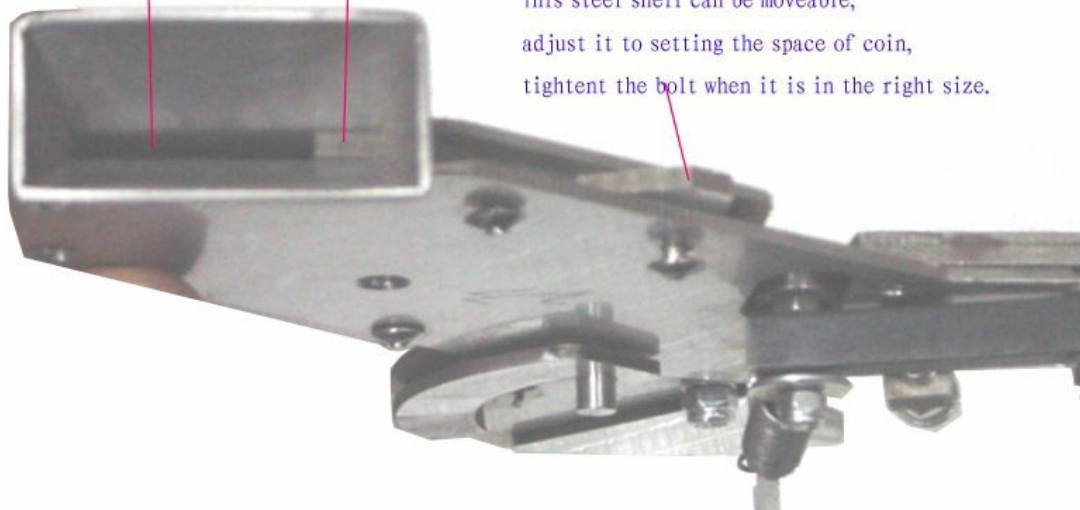
2. Front Door:
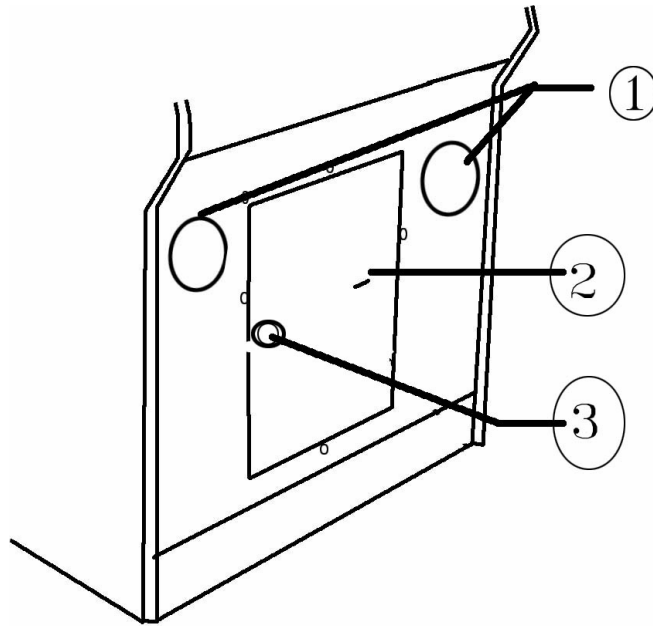
Open it to install tickets r reclaim coins.

1). Speaker: Play out sounds on the game.

2). Ticket Dispenser: Pay out tickets that the player got.

3). Lock: Unlock it to replace the tickets, reclaim coins, and also can

check or maintenance the machine.

3. Rear Door:

Open it to check the electric elements or maintain the machine.

7. Instructions of Play

1. Insert 1-4 Tocken.

2. Aim at targets when coin goes through targets, drawdridge come

down.

3. Quickely get coin in target at end of drawbridge to receive Bonus.

8.Adjustments

Bonus Value:

Adjust it to setting the Bonus Value of this game. There are 4 options for user to select. It is controlled by SW 11 12.

Bonus Value	Options	SW11	SW12	Note
SW11	100	ON	ON	Bonus value is 100
	200	off	on	Bonus value is 200
SW12	300	on	off	Bonus value is 300
	500	off	off	Bonus value is 500

JP Increase:

This is the incremental value for the game Bonus, Setting 1 will increment the bonus one for every coin inserted, 0 will turn the increment off, leaving the value continuously at the start/reset value. The 1/2 value will increment the Bonus one for every two coins inserted and the 1/3 will increment the Bonus one for every 3 coins inserted. It is controlled by SW13 SW14.

Bonus Increase	Options	SW13	SW14	Note
	0	ON	ON	No increase
SW13	1/3	off	on	Increase 1 coin by insert 3 coins
SW14	1/2	on	off	Increase 1 coin by insert 2 coins
	1	off	off	Increase 1 coin by insert 1 coins

Bouns Time:

The delay time for wining Bonus. There are 4 options for user to select. It is controlled by SW 15 SW16.

Bonus Time	Options	SW15	SW16	Note
SW15	20s	ON	ON	20s for player to shoot on the boss target
	30s	off	on	30s for player to shoot on the boss target
SW16	40s	on	off	40s for player to shoot on the boss target
	60s	off	off	60s for player to shoot on the boss target

Target Reset Time:

It is the time for target to reset. There are 4 options for user to select.

It is controlled by SW 17 SW18.

Bonus Time	Options	SW17	SW18	Note
SW17	20s	ON	ON	20s for target to reset
	30s	off	on	30s for target to reset
SW18	50s	on	off	50s for target to reset
	9999s	off	off	Can't reset!

The score for Left Ghost:

Setting it to confirm that how many score the player can get by hitting on the left ghost which seat on the playfield. It is controlled by SW21 SW22.

Ghost-L Score	Options	SW21	SW22	Note
SW21	10	ON	ON	10 score in hitting on the left ghost target.
	20	off	on	20 score in hitting on the left ghost target.
SW22	30	on	off	30 score in hitting on the left ghost target.
	40	off	off	40 score in hitting on the left ghost target.

The score for right Ghost:

Setting it to confirm that how many score the player can get by hitting on the left ghost which seat on the playfield. It is controlled by SW23 SW24.

Ghost-R score	Options	SW23	SW24	Note
SW23 SW24	20	ON	ON	20 score in hitting on the right ghost target.
	30	off	on	30 score in hitting on the right ghost target.
	50	on	off	50 score in hitting on the right ghost target.
	60	off	off	60 score in hitting on the right ghost target.

The Ghost_Fire Score:

Setting it to confirm that how many score the player can get by hitting on the fire ghost target which seat on the playfield. It is controlled by SW25 SW26.

Ghost-Fire score	Options	SW25	SW26	Note
SW25 SW26	30	ON	ON	10 score in hitting on the fire ghost target.
	50	off	on	30 score in hitting on the fire ghost target.
	100	on	off	50 score in hitting on the fire ghost target.
	150	off	off	100 score in hitting on the fire ghost target.

The Mercy Ticket:

Adjust it to setting whether pay out ticket(s) when player get no score by inserting coin. There have 4 option for user to select. It is

controlled by SW27-SW28.

Mercy ticket	Options	SW27	SW28	Note
SW27 SW28	0	on	on	No mercy ticket
	1	OFF	ON	Player can get 1 ticket whether he hit no target
	2	on	off	Player can get 2 ticket whether he hit no target
	3	off	off	Player can get 3 ticket whether he hit no target

Please refer the I/O chart and the main board figure.

Note: The factory setting are in Caps

As the setting on the manual just a sample for instruction, The setting of the game, please refer the IO chart which stick on the machine;

9. Error Indication:

The error code of this machine will be shown on the LED.

Indication method (It writes E)

The numbers beside E indicate error code.

Error Code	Possibility	Treatment
E01	1. Coin signal is on the "NC" state. 2.IC-U1 on the mainPCB was burnout. 3.The filter capacitance on the mainPCB was burnout.	1. Repair or replace the coin Acceptor. 2. Replace a new IC. 3. Replace a new capacitance.
E02	1. Shoot Senser is on the "NC" state. 2.IC-U1 on the mainPCB was burnout. 3.The filter capacitance on the mainPCB was burnout.	1. Repair or replace the Senser. 2. Replace a new IC. 3. Replace a new capacitance.
E03	1. TicketAssy Switch is on the "NC" state. 2.IC-U1 on the mainPCB was burnout. 3.The filter capacitance on the mainPCB was burnout.	1. Repair or replace the Senser. 2. Replace a new IC. 3.Replace a new capacitance.
E04	1. Ticket Assy reset signal is on the "NC" state. 2. IC-U1 on the mainPCB was burnout. 3. The filter capacitance on the mainPCB was burnout.	1. Replace the reset button. 2. Replace a new IC. 3. Replace a new capacitance.

E05	1. Tilted Warning SW is on the "NC" state. 2. IC-U1 on the mainPCB was burnout. 3. The filter capacitance on the mainPCB was burnout.	1. Repair or replace the Tilted Warning SW. 2. Replace a new IC. 3. Replace a new capacitance.
E06	1. CleanCoin SW_up Button is on the "NC" state. 2. IC-U1 on the main PCB was burnout. 3. The filter capacitance on the mainPCB was burnout.	1. Replace the button. 2. Replace a new IC. 3. Replace a new capacitance.
E07	1. CleanCoin SW_Down Button is on the "NC" state. 2. IC-U1 on the mainPCB was burnout. 3. The filter capacitance on the mainPCB was burnout.	1. Replace the button. 2. Replace a new IC. 3. Replace a new capacitance.
E10	1.Ghost_L Switch is on the "NC" state. 2.IC-U2 on the mainPCB was burnout. 3. The filter capacitance on the mainPCB was burnout.	1. Replace the switch. 2. Replace a new IC. 3. Replace a new capacitance.
E11	1. Ghost_R Switch is on the "NC" state. 2.IC-U2 on the mainPCB was burnout. 3. The filter capacitance on the mainPCB was burnout.	1. Replace the switch. 2. Replace a new IC. 3. Replace a new capacitance.
E12	1. Ghost_Fire Switch is on the "NC" state. 2.IC-U2 on the mainPCB was burnout. 3. The filter capacitance on the mainPCB was burnout.	1. Replace the switch. 2. Replace a new IC. 3. Replace a new capacitance.
E13	1. Ghost_Fire_L Switch is on the "NC" state. 4. IC-U2 on the mainPCB was burnout. 3. The filter capacitance on the mainPCB was burnout.	1. Replace the switch. 2. Replace a new IC. 3. Replace a new capacitance.
E14	1. Ghost_Fire_M Switch is on the "NC" state. 4. IC-U2 on the mainPCB was burnout. 3. The filter capacitance on the mainPCB was burnout.	1. Replace the switch. 2. Replace a new IC. 3. Replace a new capacitance.
E15	1. Ghost_Fire_R Switch is on the "NC" state. 4. IC-U3 on the mainPCB was burnout. 3. The filter capacitance on the mainPCB was burnout.	1. Replace the switch. 2. Replace a new IC. 3. Replace a new capacitance.
E16	1. BossScore switch is on the "NC" state. 4. IC-U3 on the mainPCB was burnout. 3. The filter capacitance on the mainPCB was burnout.	1. Replace the switch. 2. Replace a new IC. 3. Replace a new capacitance.
E18	1. BridgeReset Senseor is on the "NC" state. 4. IC-U3 on the mainPCB was burnout. 3. The filter capacitance on the mainPCB was burnout.	1. Replace the Senseor. 2. Replace a new IC. 3. Replace a new capacitance.

The way to find out the Error:

1. Press the "Test button" on the MainPCB in three times.

2. The LEDs will display the error code.

3. Unplug the J011 connector on the MainPCB, If the error code disappear, it means the switch of this part was work out or the ciucuit was open; If the error code even show, it means the corresponding IC was burnout, replace a new IC; If the problem can't been settled, then it must be the filter capacitance was leakage or short ciucuit.

Notice: For information about the machine and repairs, please contact your distributor.

The upper treatment tasks must be carried out by technicians only.

(Technician:A person engaged in machine design, manufacture of amusement equipment, or a person who has technical knowledge related to electrical.)

8.1　The DIP SW

8.2 The Test Button

Coin Counter   Ticket Counter
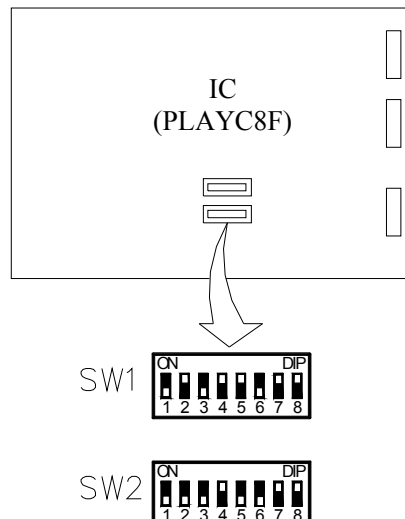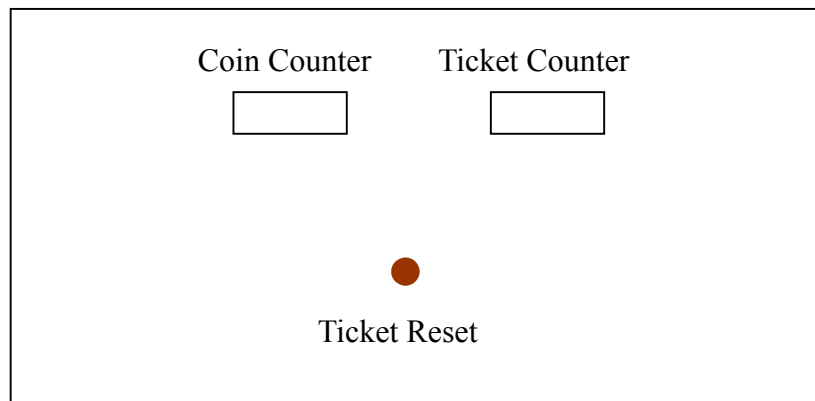
Ticket Reset

1 Coin counter

2 Ticket counter

3 Volume Control: Control the volume of the play music.

4 Ticket Reset: If the game experiences a ticket jam the game will
hold the value of tickets owed and display them in the Bonus
window, After the jam is cleared and the reset button is pressed
the game will resume the ticket payout.

9. The plane figure of main-board

LED CS1	**AC 110V**
LED CS2 **LED 1** **LED 2**	**OUT 37-40**
LED CS3	
LED CS4 **LED 3** **LED 4**	**OUT 33-36**
IN 1-40	
PLAY C8E	**OUT 25-32**
RESET	
CPU	**OUT 17-24**
SW1	**OUT 9-16**
SW2 **TEST**	
IN 41-80	**OUT1-8**
POWER **MUSIC OUT**	
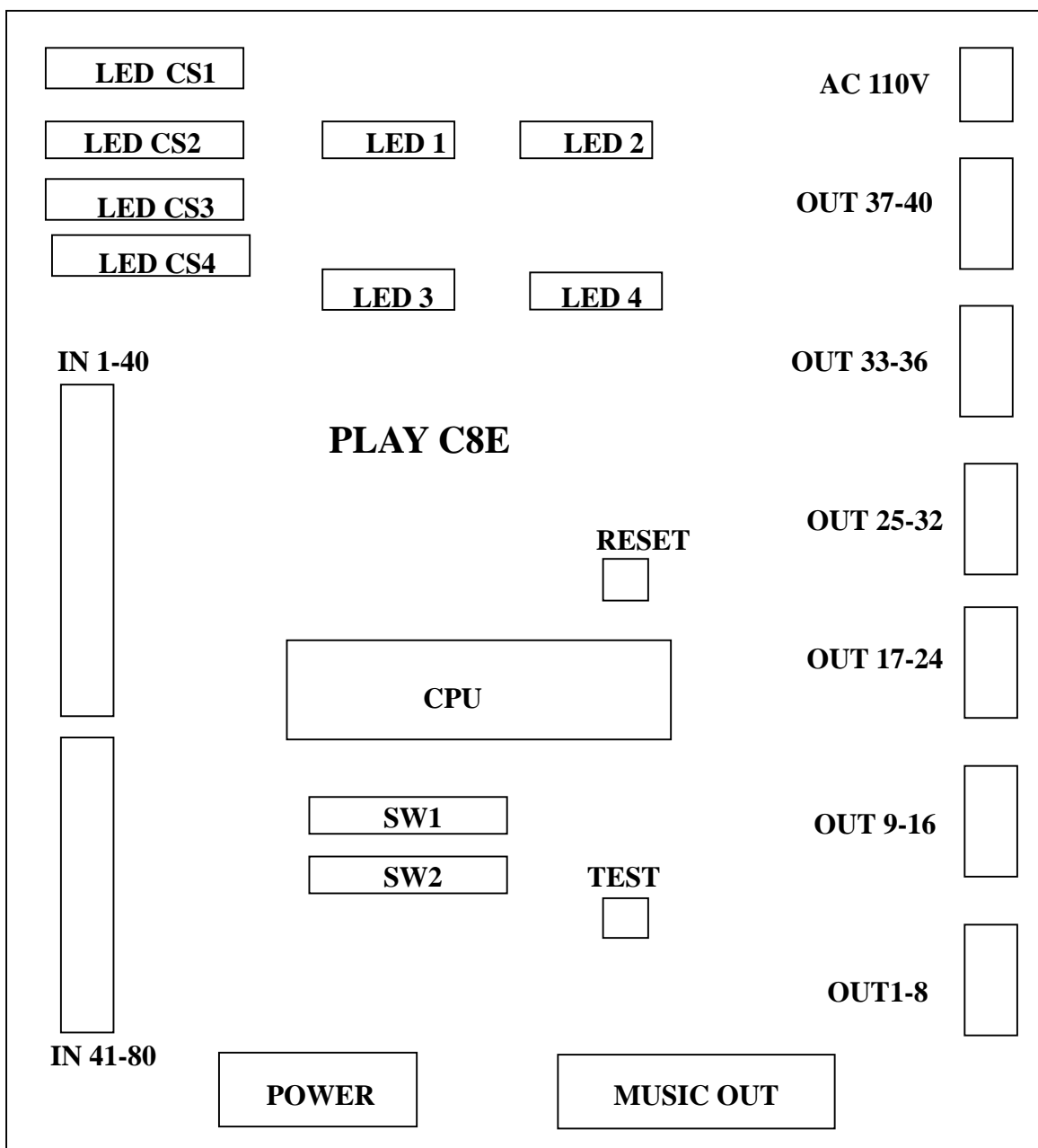
10.   Maintenance and inspections

Safty Check

Be sure to check the following before operating the machine to prevent prevent accident or injury.

(1). The warning labels clearly visible?

(2). All the level adjusters fixed firmly?

(3). Any foreign substance stuck in the gun?

Functional Check

(1). Check if the lamps light up properly(Playfield Assy   Moving Mice and Score Mice)

(2). Check the speaker volume.

(3). Check if the proper coin pass through easily.

(4). Performance of the Target Switch.

(5). Performance of the Gun Assy sensor.

(5). Performance of the Motor that drive the Cleaning Coin Assy.

(6). Performance of the Motor that drive Bridge Assy.

(7). Make sure the glass that cover the playfield is clean on the surface.

11. Cleaning:

Run and check the machine before beginning service every day.

(1). Use a vacuum cleaner to clean the inner of the machine.

(2). When the machine's surface is cover with dust, Wipe off dirt gently with a soft cloth.

(3). Moisten a soft cloth in clean water. Wring the clother and wipe the playfield glass with the cloth.

(4). Thoroughly wipe off water from the front glass with a dry soft cloth.

Notice: Do not give a shock to the front glass.

⚠ WARNING

Remove power before servicing game
Choose the appropriate replacement parts

12. Drawing

12-1 Overall
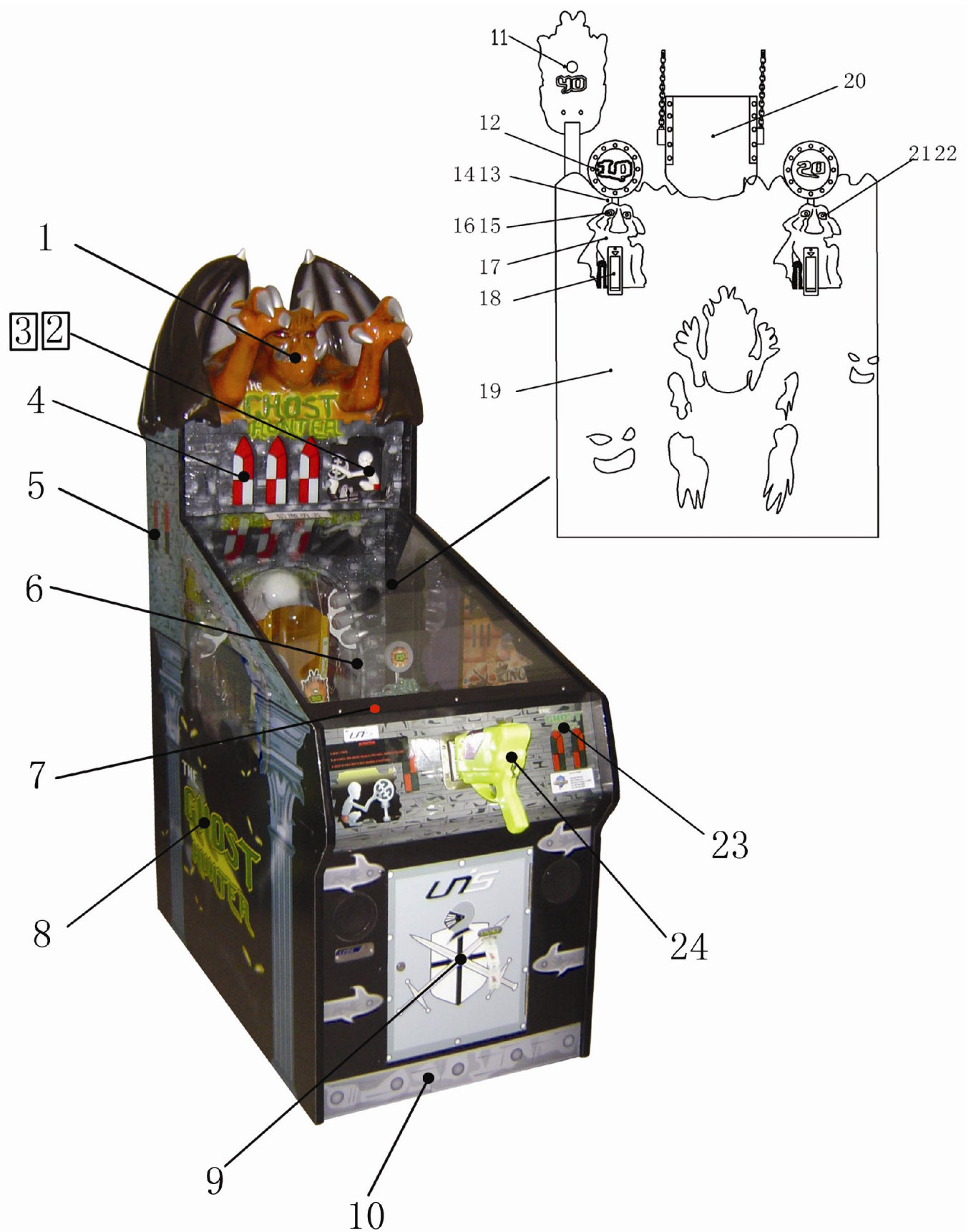
12-1 Overall

No	Part No.	Name	Qty	Spec.	Note
1	G101-601-000	Fiberglass head	1		
2	G101-602-000	Ghost window	1	Clear acrylic	
3	G101-419-000	Ghost light	2	3 red	
4	G101-603-000	Castle window	1	Acrylic	
5	G101-703-000	Upper side graphic	1		
6	G101-604-000	Glass	1	Clear	
7	G101-105-000	Glass bracket	2	Q235-A	
8	G101-704-000	Bottom side graphic	1		
9	G101-705-000	Front door graphic	1		
10	G101-706-000	Front bottom graphic	1		
11	G101-420-000	Fire light	2	10Blue	
12	G101-707-000	Score sign	3		
13	G101-106-000	Score sign support	2	Stainless steel	
14	G101-107-000	Score sign cushion	2	Q235-A	
15	G101-421-000	L_ghost light	2	3 Red	
16	G101-605-000	Triode plate	2	Nylon	
17	G101-006-000	Ghost assembly	2		
18	G101-708-000	Coin entry	3	Plastic	
19	G101-709-000	Playfield	1	PC	
20	G101-710-000	Bridge	1	Plastic	
21	G101-422-000	R_ghost light	2	3 Yellow	
22	G101-423-000	Light pcb	3	LED12-TBJ	
23	G101-711-000	Control panel	1	Plastic	
24	G101-009-000	Gun	1	assembly	

12-2 The Coin Shooter:
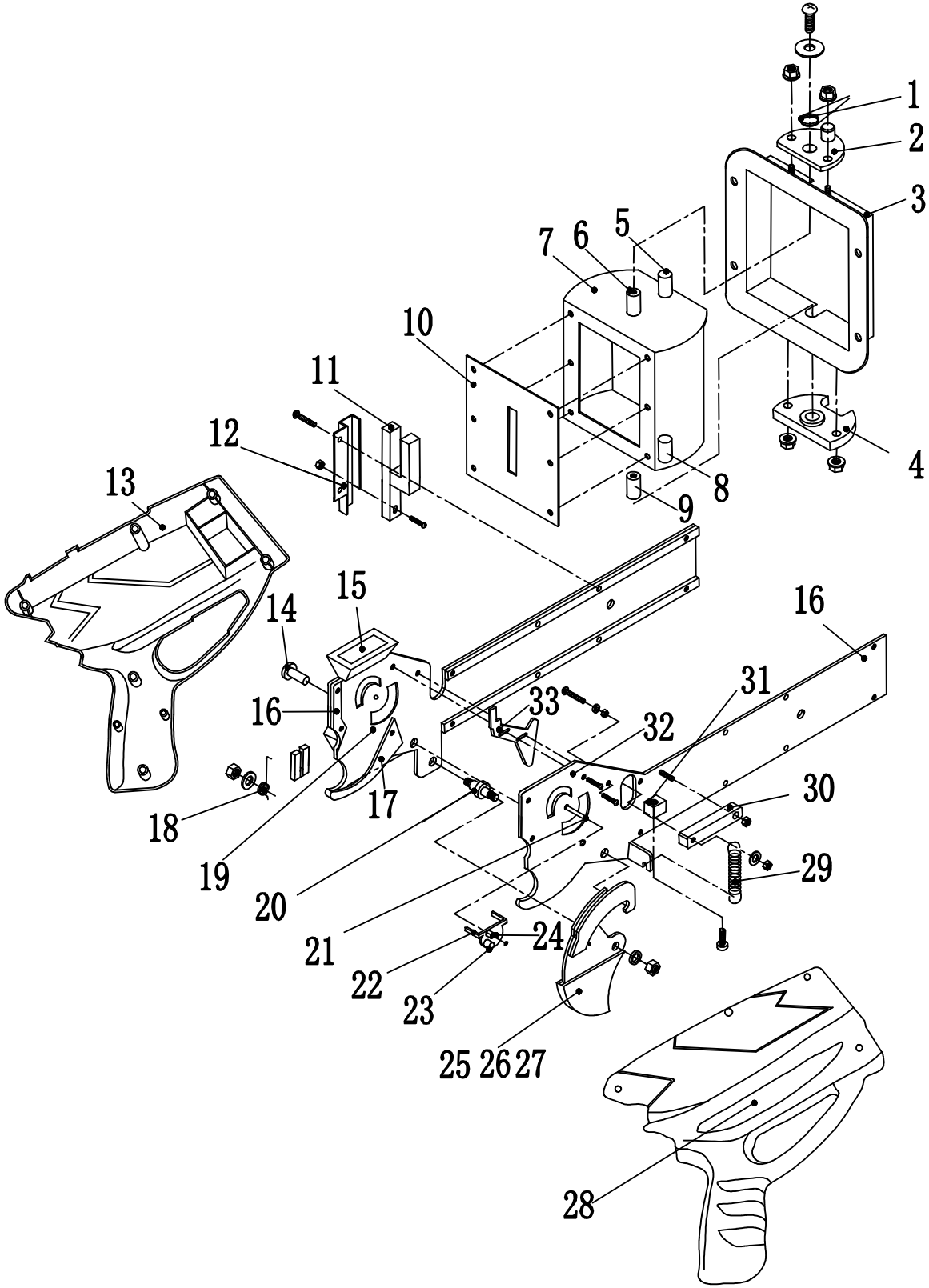
12-2 The Coin Shooter

No	Part No	Name	Qty	Spec.	Note
1	G101-103-000	Torsion spring	1	65SiMnA	
2	G101-108-000	Shaft sleeve 1	1	45#	
3	G101-109-000	Fix bracket	1		
4	G101-110-000	Position bracket	1	45#	
5	G101-111-000	Position shaft	1	Stainless steel	
6	G101-112-000	Top shaft	1	Stainless steel	
7	G101-113-000	Main frame	1		
8	G101-114-000	Bottom shaft	1	Stainless steel	
9	G101-115-000	Bottom fix shaft	1	Stainless steel	
10	G101-116-000	Cover plate	1		
11	G101-409-000	Sensor	1	YENOX	
12	G101-117-000	Sensor bracket	1	Stainless steel	
13	G101-606-000	Gun cover (left)	1	ABS	
14	G101-118-000	Shaft	1	Stainless steel	
15	G101-119-000	Funnel	1	Stainless steel	
16	G101-120-000	Back plate	1	Stainless steel	
17	G101-121-000	Coin return plate	1	Stainless steel	
18	G101-122-000	Trigger spring	1	65Si2MnA	
19	G101-123-000	Gun (left plate)	1	Stainless steel	
20	G101-124-000	Gun position shaft	1	Stainless steel	
21	G101-125-000	Gun shaft	1	Stainless steel	
22	G101-126-000	Coin separated part	1	Stainless steel	
23	G101-127-000	Pin	1	Stainless steel	
24	G101-128-000	Shaft sleeve 2	1	Stainless steel	
25	G101-129-000	Trigger	1	Stainless steel	
26	G101-010-000	Trigger assy 1	1	Stainless steel	
27	G101-011-000	Trigger assy 2	1	Stainless steel	
28	G101-607-000	Gun cover (right)	1	ABS	
29	G101-130-000	Trip spring	1	65Si2MnA	
30	G101-131-000	Drag bar	1	45#	
31	G101-132-000	Adjuster	1	Stainless steel	
32	G101-133-000	Gun (right plate)	1	Stainless steel	
33	G101-134-000	Limited plate	1	Stainless steel	
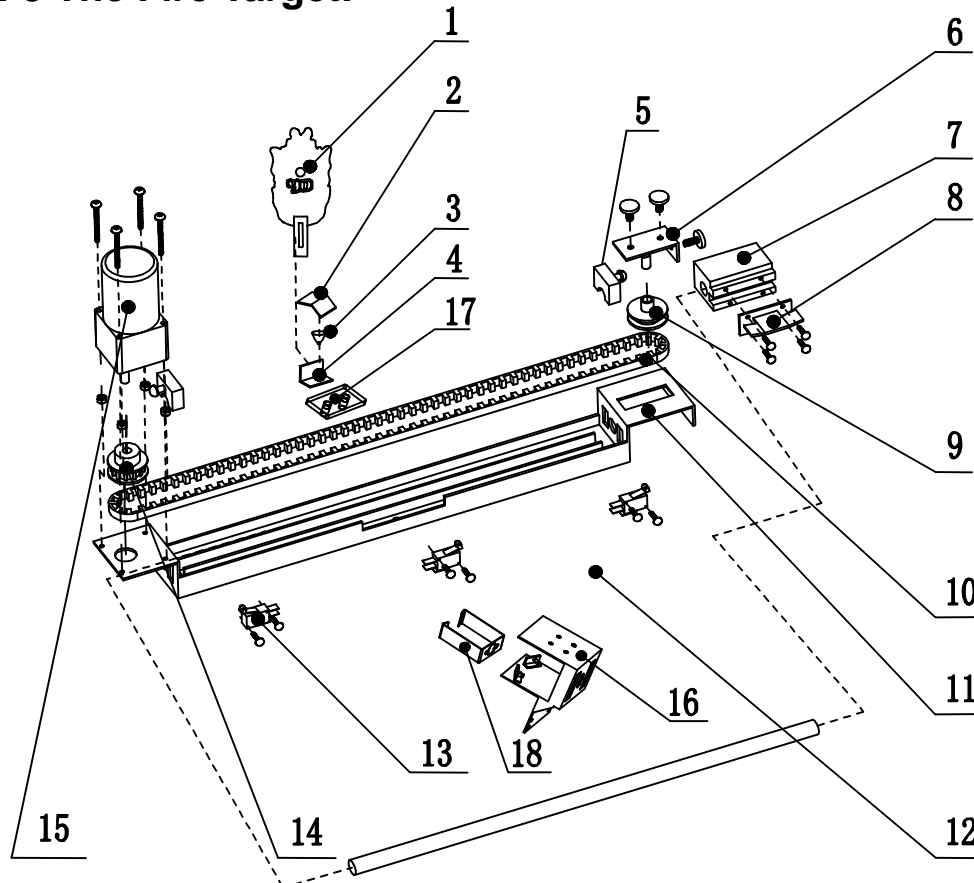
12-3 The Fire Target:

No.	Part No	Name	Qty	Specification	Note
1	G101-608-000	Fire Target	1	Clear acrylic	
2	G101-609-000	Spotlight Cover	1	Clear acrylic	
3	G101-405-000	Spotlight	1	12V/20W	
4	G101-135-000	Fire Target Bracket	1	Stainless steel	
5	G101-610-000	Bumper Rubber	2	Black	
6	G101-136-000	Auxiliary Wheel Bracket	1	Stainless steel	
7	G101-424-000	Linear Bearing with base	1	LY-12 31mm	
8	G101-137-000	Switch tip	1	Stainless steel	
9	G101-611-000	Auxiliary Wheel	1	Nylon	
10	G101-414-000	Synchronous Belt	1	670XL× 8	
11	G101-012-000	Fire Target Assy Bracket	1		
12	G101-425-000	Main Shaft	1	12	
13	G101-426-000	Pulley Micro-SW	3	L=28mm	
14	G101-427-000	Synchronous Gears	1	LY-12, 32mm	
15	G101-428-000	Motor	1	S6DA30B	
16	G101-138-000	Light bracket	1	Stainless steel	
17	G101-139-000	Magnet fix bracket	1	Q235	
18	G101-140-000	Spot light buckle	1	Stainless steel	

12-4 The Bridge Assy:

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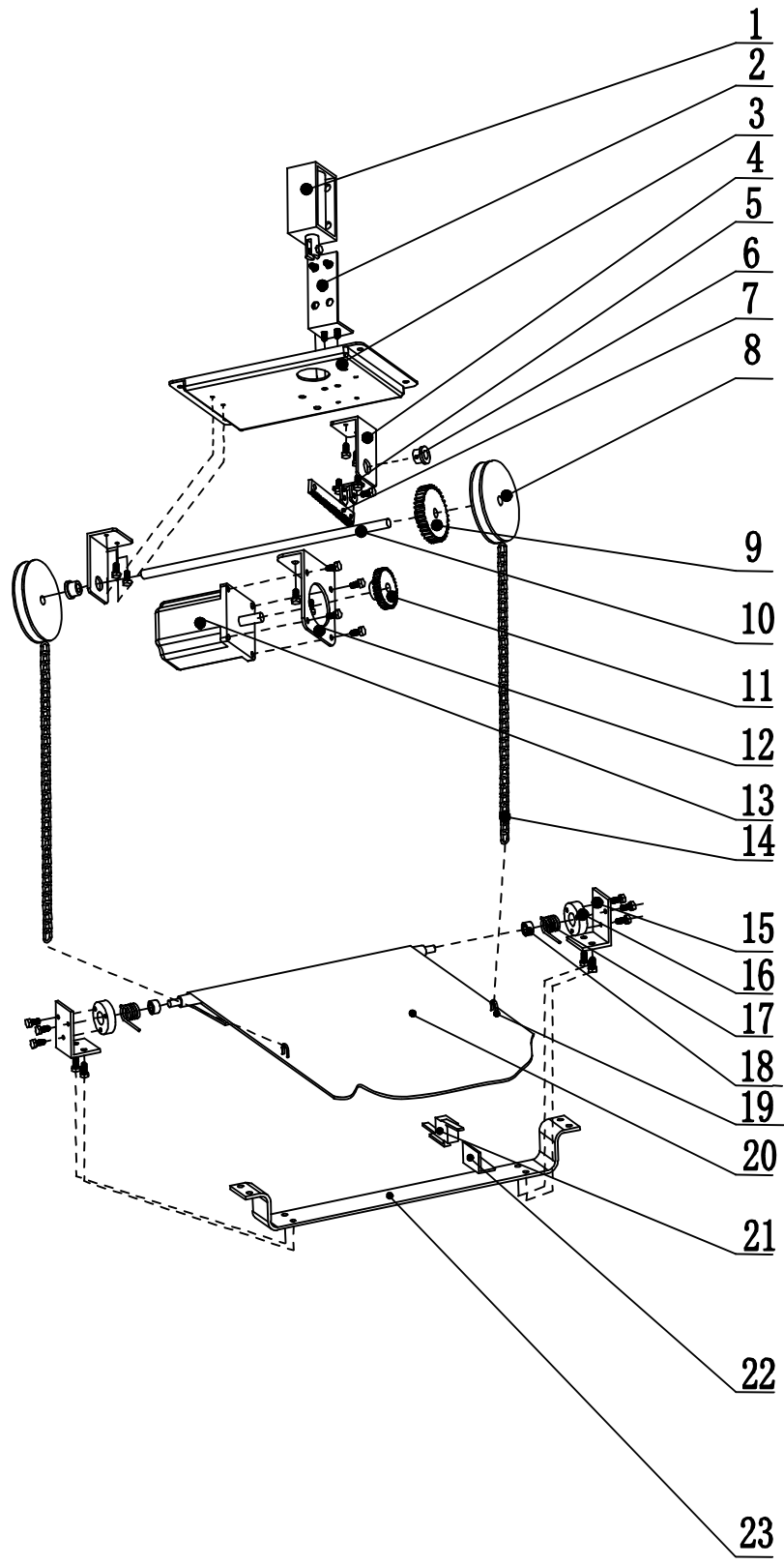
12-3 The Bridge Assy:

No.	Part No.	Name	Qty	Specification	Note
1	G101-418-000	Electromagnet	1	TAU-1264	
2	G101-141-000	Electromagnet Bracket	1	Stainless steel	
3	G101-142-000	Bridge Assy bracket	1	Stainless steel	
4	G101-143-000	Bearing Bracket	2	Stainless steel	
5	G101-144-000	Rack Bracket	1	Stainless steel	
6	G101-429-000	Bearing	2	$\varphi 8$	
7	G101-145-000	Rack	1	45#	
8	G101-146-000	Chain Wheel	2		
9	G101-147-000	Big Gear Wheel	2	45#	
10	G101-148-000	Shaft	1	Stainless steel	
11	G101-149-000	Small Gear Wheel	1	45#	
12	G101-150-000	Motor Bracket	1	Stainless steel	
13	G101-430-000	Motor	1	57HS13	
14	G101-151-000	Chain	1	Q235	
15	G101-152-000	Bridge Fix Base(Side)	2	Stainless steel	
16	G101-153-000	Gear Base	2		
17	G101-154-000	Spring	2	65Mn	
18	G101-431-000	Bearing	2	W688z	
19	G101-432-000	Chain ring	2	1　$\Phi 11$	
20	G101-155-000	Bridge	1	Stainless Steel	
21	G101-410-000	Micro-SW	2		
22	G101-156-000	Micro-SW bracket	1	Stainless Steel	
23	G101-157-000	Bridge Assy fix plate	1	Stainless Steel	

12-4 The Castle Ghost Organ:
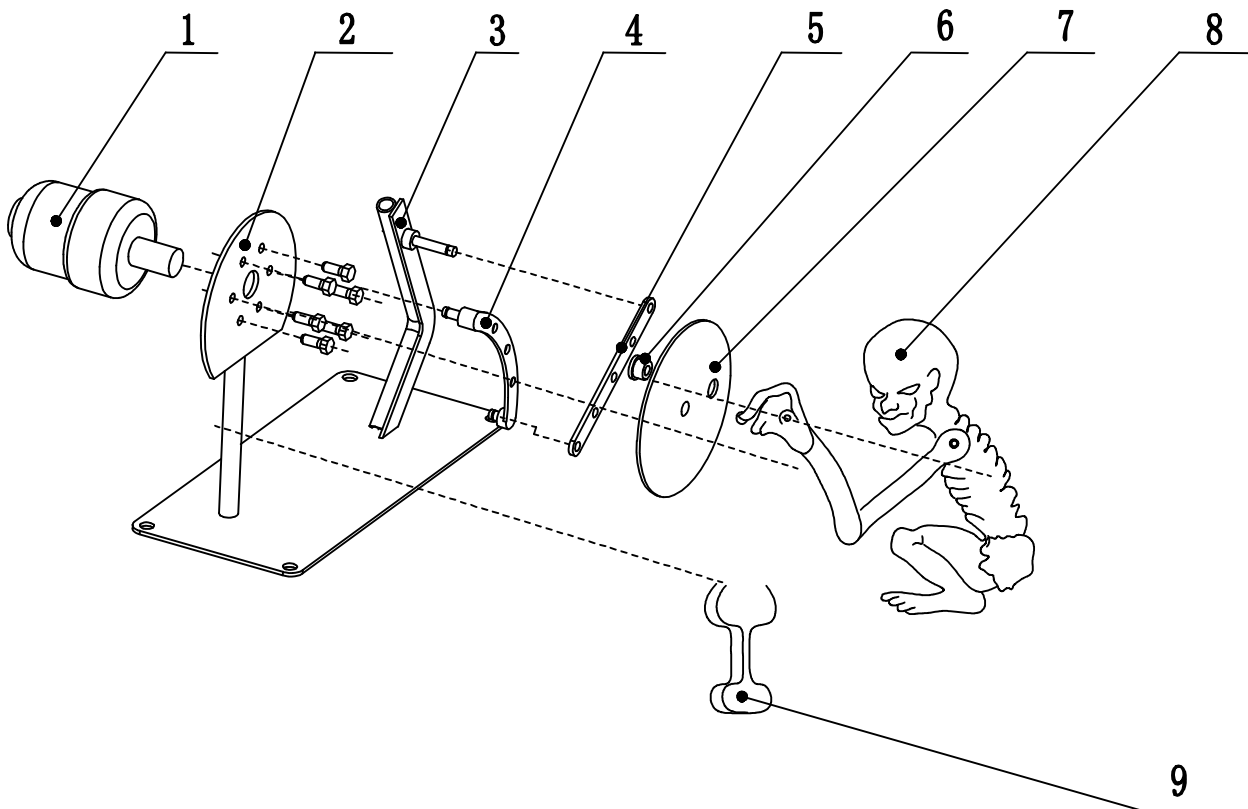
12-4 The Castle Ghost Organ:

No	Part No.	Name	Qty	Specification	Note
1	G101-433-000	Motor	1	TS03-347 15rmp	
2	G101-158-000	Motor Bracket	1	Stainless steel	
3	G101-159-000	Ghost Support	1	Stainless steel	
4	G101-160-000	Ghost Arm1	1	Stainless steel	
5	G101-161-000	Ghost Arm 2	1		
6	G101-434-000	Joint bearing	1	S110E	
7	G101-162-000	Wheel	1	Q235-A	
8	G101-612-000	Ghost Fiberglass	1	Stainless steel	
9	G101-613-000	Head Fiberglass	1	Stainless steel	

12-5 The Playfield:
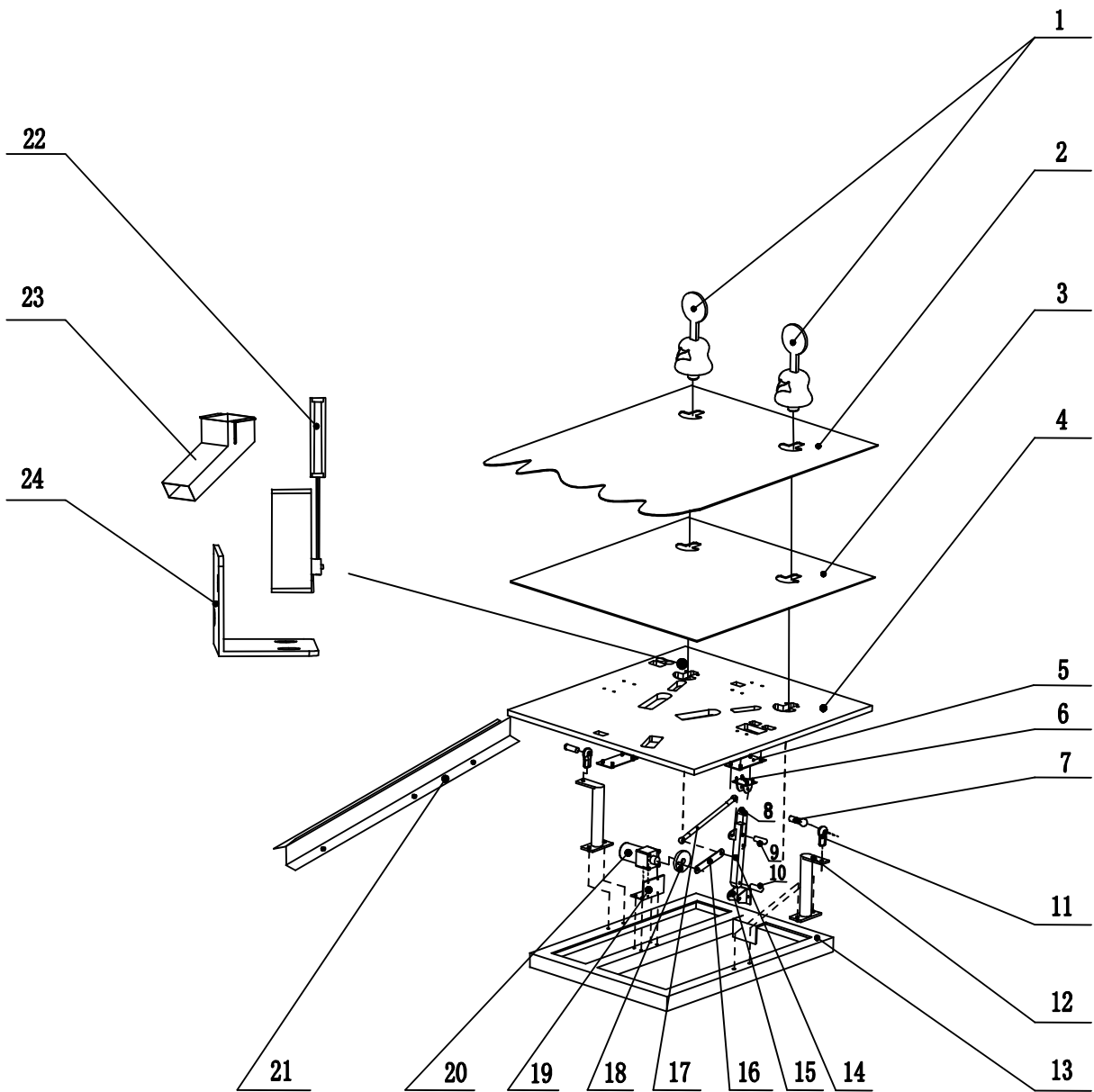
12-5 The Playfield:

No.	Part.No	Name	Qty	Specification	Note
1	G101-006-000	Ghost assembly	2		
2	G101-614-000	Playfield	1	Acrylic	
3	G101-615-000	Playfield protected board	1	Acrylic	
4	G101-501-000	Wood Installation Board	1		
5	G101-160-000	Fixed Board	1	Q235-A	
6	G101-161-000	Pitman Shaft Base (Up)	1	Q235-A	
7	G101-162-000	Shaft C	2	Stainless steel	
8	G101-163-000	Crank	1	Stainless steel	
9	G101-164-000	Shaft B	1	Stainless steel	
10	G101-165-000	Shaft A	1	Stainless steel	
11	G101-435-000	Oscillating Bearing	2	S16E	
12	G101-166-000	Knighthead	2	Q235-A	
13	G101-167-000	Playfield Bracket	1	40X40	
14	G101-168-000	Pitman Shaft	1	Stainless steel	
15	G101-169-000	Pitman Shaft (bottom)	1	Q235-A	
16	G101-170-000	Eccentric rod	1	Q235-A	
17	G101-171-000	Drive Main Shaft	1	Stainless steel	
18	G101-172-000	Wheel	1	Q235-A	
19	G101-173-000	Motor Base	1	Q335-A	
20	G101-436-000	Motor	1	YN70-15/70JB120 G10Z	
21	G101-174-000	Coin Cleaning Chute	1	Stainless steel	
22	G101-013-000	Coin SW Assy	2		
23	G101-175-000	Coin Funnel	2	Stainless steel	
24	G101-176-000	Coin SW bracket	1	Stainless steel	

12-6 Ghost Assembly
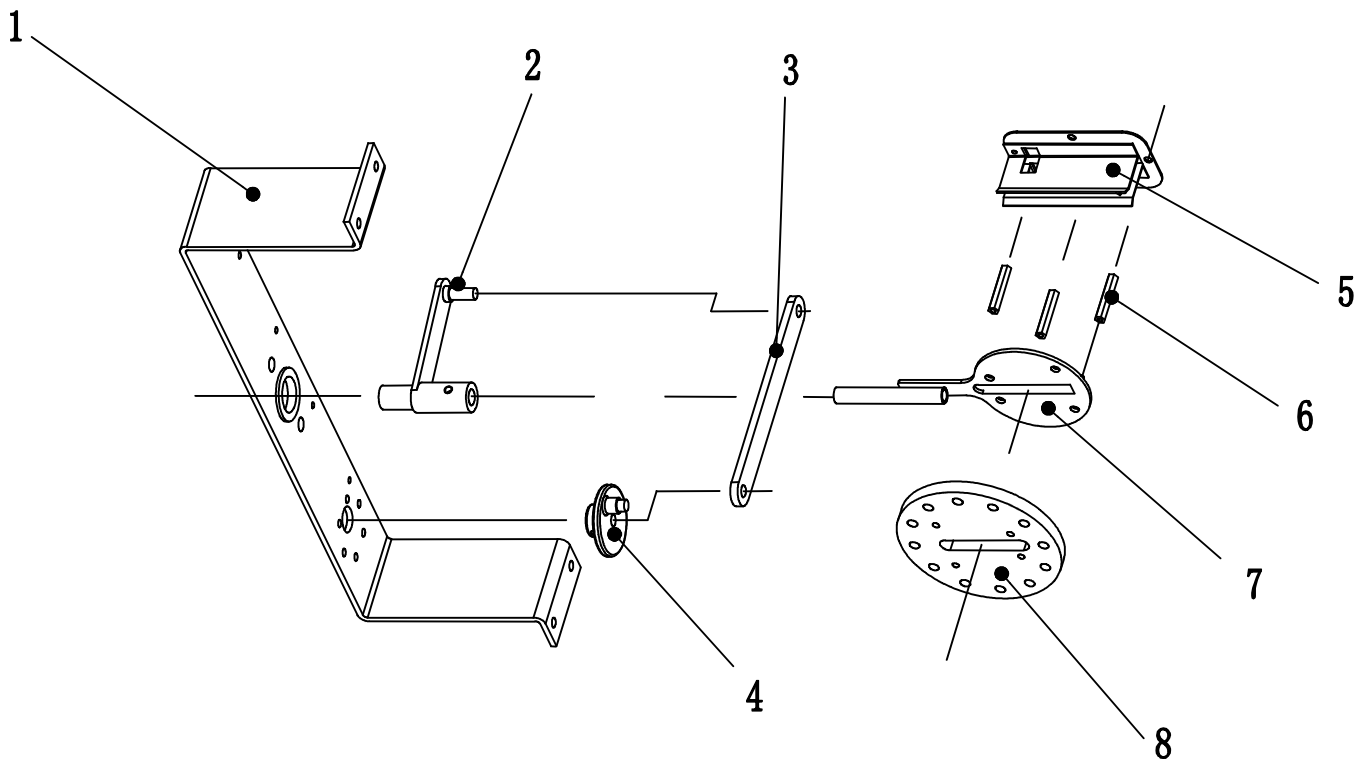
No.	Part No.	Name	Qty	Spec.	Note
1	G101-177-000	Motor fix bracket	1	Stainless steel	
2	G101-178-000	Motor bracket	1	Stainless steel	
3	G101-179-000	Connecting bar A	1	Bronze	
4	G101-180-000	Eccentricity wheel	1	Q235	
5	G101-181-000	Sensor fix block	1	Stainless steel	
6	G101-182-000	Connecting bar B	3	Brass	
7	G101-183-000	Ghost bracket	1	Stainless steel	
8	G101-616-000	Ghost	1	Nylon	

Note: The Coin Cleaning Assy will Lower one side of the playfield to clean the coin(s) which fell on it, It will act one time when case following affair:

(1). Once power on the machine.

(2). Player get JP.

(3). Once the coin(s) that inserted is reach to 200.

12-7. Electronic part:
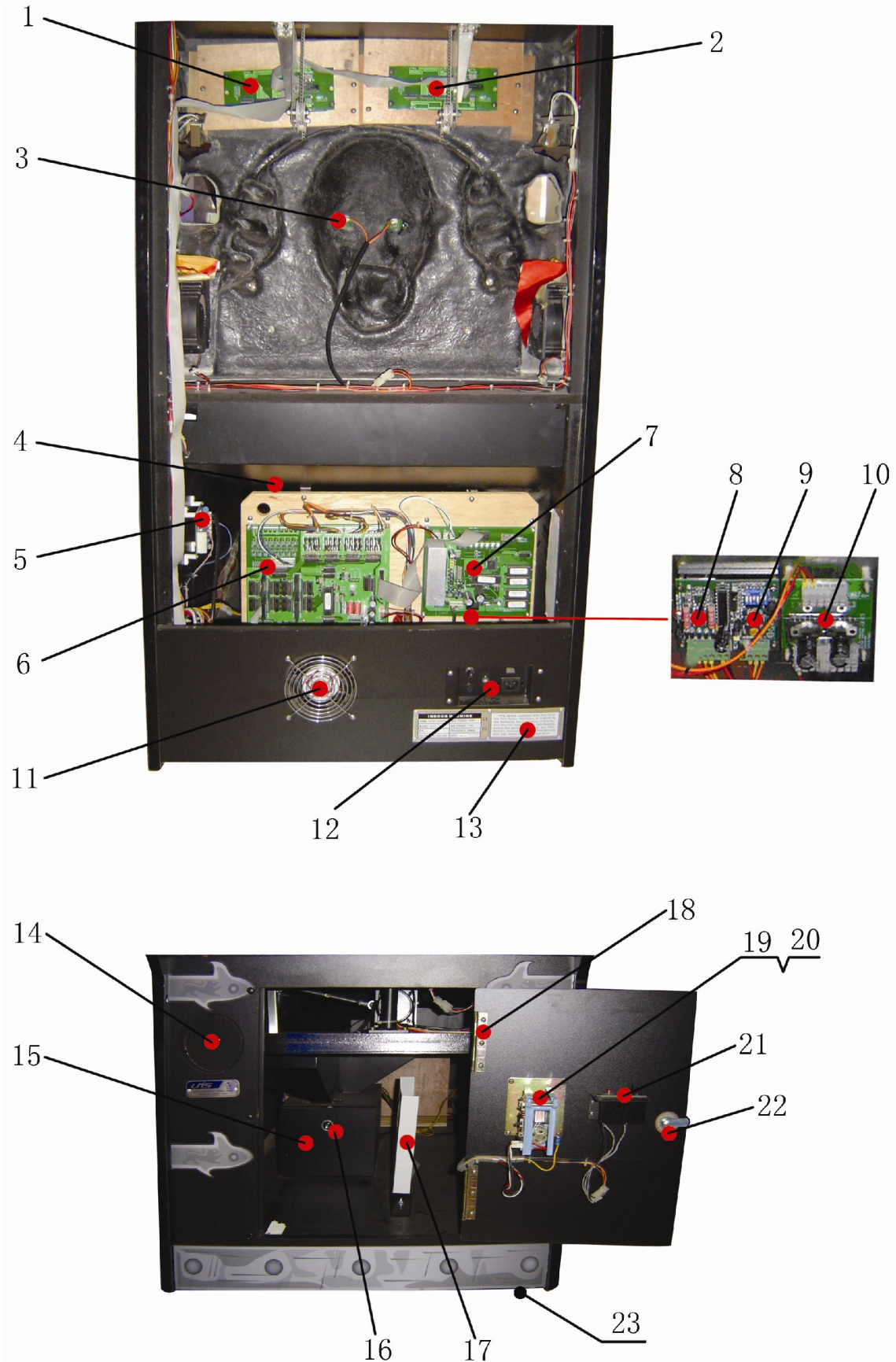
No	Part No.	Name	Qty	Spec.	Note
1	G101-437-000	BONUS Display	1	LED23B3	
2	G101-438-000	SCORE Display	1	LED23B4	
3	G101-439-000	Eye light	4	Φ8 Blue	
4	G101-440-000	Power supply	2	S-150-12 12V/12.5A	
5	G101-441-000	silicon controlled board	1	JJJ14D	
6	G101-801-000	Main PCB	1	PLAYC8F	
7	G101-802-000	Music board	1	SY MUSIC01	
8	G101-803-000	Dip SW board	1	DIP08.PCB	
9	G101-804-000	Motor drive board	1	M415-64V2.0B	
10	G101-805-000	Motor converted board	1	DJKZ1.PCB V1.1	
11	G101-442-000	Fun	1	SUNON SP100A	
12	G101-014-000	Power supply assy	1		
13	G101-712-000	Brand	2		
14	G101-443-000	Speaker	2	MULKA 4Ω/10W	
15	G101-444-000	Coin box	1		
16	G101-403-000	Lock	1	2222	
17	G101-445-000	Ticket bin	1		
18	G101-446-000	4" hinge	16		
19	G101-447-000	Ticket dispenser	1		
20	G101-811-000	Ticket converted board	1	TICK-CH.PCB	
21	G101-015-000	Counter assy	1		
22	G101-404-000	Lock	2	171	
23	G101-448-000	Caster	8	2.5 inch	