



GAME OPERATION & INSTRUCTION MANUAL

FOR ALL PARTS, SERVICE, AND TECHNICAL SUPPORT

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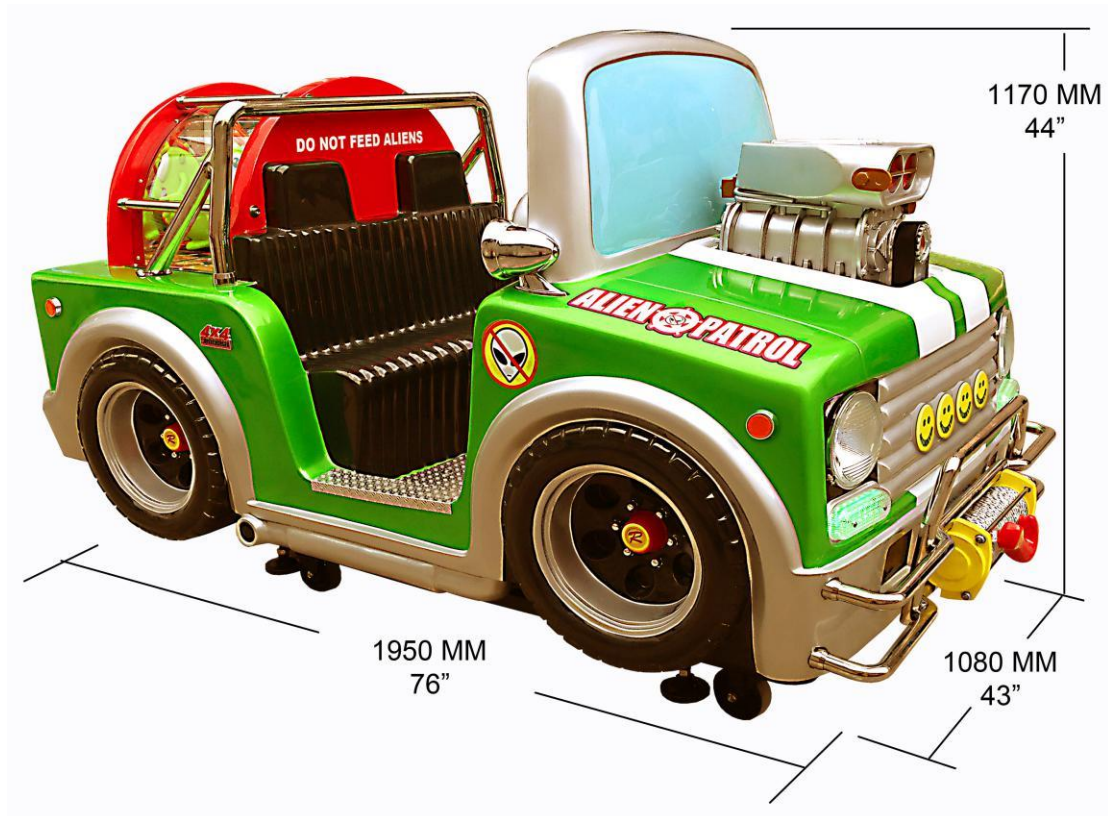


THIS GAME IS INTENDED FOR INDOOR USE ONLY

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1. SPECIFICATION



(1) Dimension: L1950mm, W1080mm, H1170mm

W43" x D76" x H44"

(2) Weight: 205 KG, 452 Lbs.

(3) Voltage: AC 110V -120V, 220- 240V , 50Hz-60Hz;

(4) Power: 68W-500W

(5) Current: 0.9A-10A

(6) Environment: (indoor) temperature -10°C ~ +40°C; humidity ≤90% ; Pressure 86Pa ~ 106Pa

Note: Please refer to the nameplate at the back of game for the voltage of your unit.

Note: Game parameters are subject to change without notice.

2. INTRODUCTION

2-1 OVERVIEW

Thank you for purchasing the “ALIEN BOOGIE PATROL” video game ride.

This owner’s Manual is intended to provide detailed descriptions together with all the necessary information regarding the general operation of electronic assemblies, servicing control, spare parts, etc., pertaining to the game.

This manual is intended for the owner, operator, personnel and managers in charge of operation of the product. Operate the product after carefully reading and sufficiently understanding the instructions. If the product fails to function satisfactorily, non-technical personnel should under no circumstances attempt to service the internal system.

To Maintain Safety:

To ensure the safe usage of the product, be sure to read the following before using the product. The following instructions are intended for the users, operators and the personnel in charge of the operation of the product. After carefully reading and sufficiently understanding the warning display and cautions, handle the product appropriately. Be sure to keep this operation manual nearby the product or elsewhere convenient for referring to it when necessary.

For the safe usage of the product, the following pictographs are used:



Indicates: “HANDLE WITH CARE”. In order to protect the human body and equipment, this display is attached to places where the instruction manual should be referred to.



Indicates: a “PROTECTIVE EARTH TERMINAL”. Before operating the equipment, be sure to connect it to the ground. (The step may be omitted for products in which a power cable with earth is used.)



Be sure to understand the contents of the displays before operating the equipment or reading the text.



DANGER

Indicates that mishandling the product by disregarding this pictograph may cause severe injury or even death.



WARNING

Indicates that mishandling the product by disregarding this warning may cause a potentially hazardous situation which can result in death or serious injury.



CAUTION

Indicates that mishandling the product by disregarding this caution may cause a slight hazardous situation which can result in personal injury and/or material damage.

2-2 IMPORTANT SAFETY INFORMATION

- ➡ Unplug the game from the AC wall receptacle when servicing this product. Failure to do so could result in serious injury to yourself or others.
- ➡ Use only a GROUNDED AC receptacle. Failure to do so could result in improper operation or damage to the game and could void your warranty. If you are unsure that your AC receptacle is properly grounded, have a qualified electrician perform this check for you.
- ➡ Always be sure power to the game is turned off when doing even routine maintenance otherwise, moving parts could activate unexpectedly causing injury.
- ➡ This product is heavy, necessitated by the design. When moving this game, be sure you have adequate help. Use a suitable dolly or hand truck where practical.

2-3 SET UP





- ➡ Be sure that the game is on a level surface. If the game is rocking unevenly on the floor adjust the legs to remove the rocking of the game.
- ➡ Be sure to plug the game into the proper A.C. GROUNDED receptacle. Do not use long extension cords unless absolutely necessary and if so, be sure it is a heavy duty cord of at least 16 Ga. and no longer than 20 ft. Check the label on the back of the game to make sure the power requirements of the game match that of your location.
- ➡ Turn the game on and check to be sure there are no unusual sounds and that everything appears to be working correctly.

3. PACKAGE CONTENTS

Be sure to check that you have received all packages indicated below.

☞ **Game Unit**

☞ **Accessories**

No.	Name	Specification	Picture	Qty.	Remark
1	Manual			1	English version
2	Key	GU0711		2	Ticket door、coin door、coin box、service door
3	Power cord	UL/CE Version		1	Per request
4	Fuse	10A		1	

This machine has included an additional “U” disc for situations caused by power surges.



Function	In the event of a sudden surge of power, the video may freeze or the game may not log in normally. In this case, please take this U disc which is found next to the main PC and insert into USB port on host PC. After inserting, game system software will be reinitialized automatically. After installing, game will run normally. Please put U disc back into the storage port for future use if necessary.
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4. INSTALLATION

Check the parts list before installation. Verify that all parts that have been received and are in good condition



ATTENTION
For indoor use only!

4-1 LOCATIONS TO AVOID

WARNING

The machine is designed for indoor use only. Never install this machine outdoors or in any of the following:

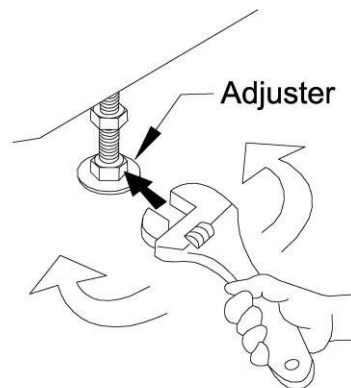
- Locations exposed to direct sunlight
- Locations subject to rain or water leakage.
- Unstable locations or locations subject to vibration.
- Dusty, hot, or damp locations.

4-2 INSTALLING ON SITE

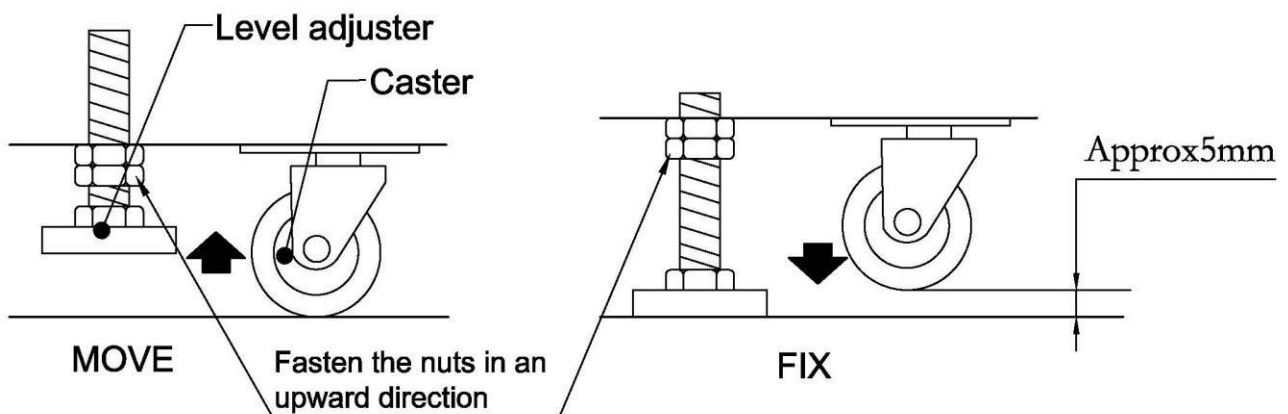
The machine must be fixed on level ground. The product is equipped with 4 casters and 4 adjusters. When installation position /site has been determined, have the adjusters come in direct contact with the floor.

Establish a gap of about 5 mm between the floor and the casters and adjust the unit so that it will remain level.

- ① Move the product to the installation site.
- ② Bring the adjusters into direct contact with the floor. Use a wrench to align the height of the adjusters until the cabinet is perfectly level.



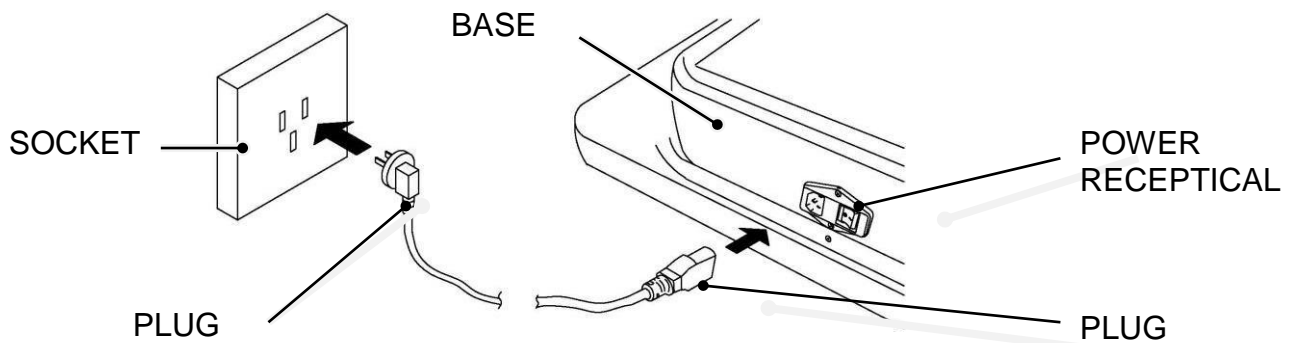
- ③ After setting, turn adjuster nuts upwards to tighten them and secure adjuster heights.



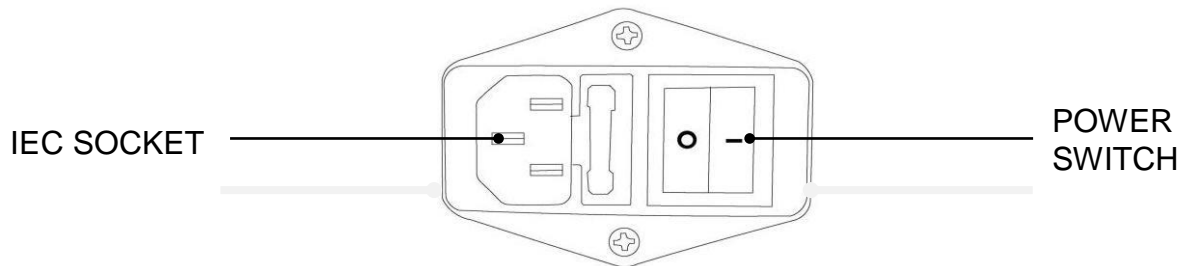
⚠ WARNING

- Disconnect game power before moving.
- Make sure all wheels are intact. Replace any wheels that are damaged or broken before moving the game.
- When moving the game, **DO NOT** slide the game across the floor.
- Ensure the game is level **before** connecting the power.
- To insure a long life of your product we recommend always wrapping the game with soft blankets for moving long distance to protect the finish.

5. CONNECTING THE POWER CORD

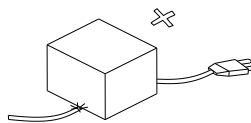


5-1 POWER RECEPTICAL (INLET)

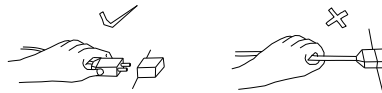


⚠ WARNING

- Do not put heavy items on power cord.



- Hold the power plug instead of the wire to draw the power cord out of the socket.



- Do not touch the power plug with wet hands.



- Do not draw or twist the cord or store near any high heat source.

- Do not place the cord where the player can easily trip over, or come in contact with it.



- Operate this game with the correct power and fuse configuration.

6. PARTS DESCRIPTION

6-1 GAME APPEARANCE AND FEATURES



- 1 **GAS PEDAL:** Foot pedal accelerates the game vehicle speed on screen.
- 2 **TICKET/DBV DOOR:** Ticket dispenser access or optional DBV connection. Key GUA71.
- 3 **427 HEMI ENGINE:** Molded PVC model engine decoration.
- 4 **AUDIO SPEAKERS (2):** LED lighted speaker covers and speakers
- 5 **COIN AND CASHBOX DOOR:** For coin mech, cashbox, game adj. panel. Key GUA711
- 6 **17" LCD FLAT PANEL MONITOR:** Game video display.
- 7 **ALIEN CONTAINMENT CHAMBER:** Alien characters containment display
- 8 **ALIEN CHARACTER :** Molded PVC Alien characters for display (2)
- 9 **REAR TRUNK DOOR:** Access door for the main hardware, PC & I/O
- 10 **BASE & SKIRT:** Mechanical base and protective skirt mounts to car.

6-2 TICKET MECHANISM (ENTROPY)



NOTE

For Ticket version only!

How to fill the ticket

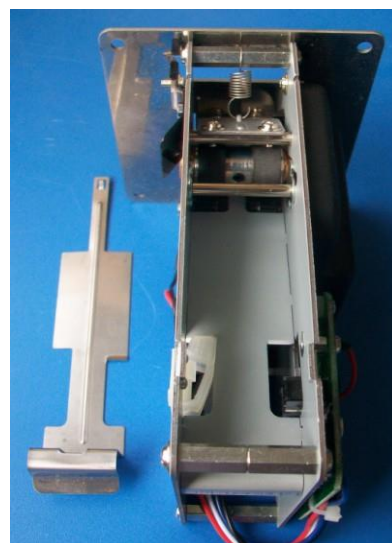
Open the Ticket Door, place the Tickets into the TICKET HOLDER.

Feed the Tickets into the TICKET MECH.

- ① Unclip and remove the Ticket retainier



Picture 1



Picture 2

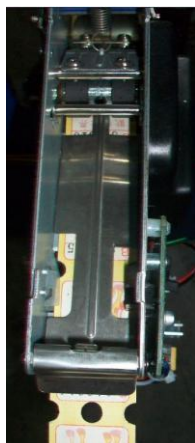
Feed the tickets into the mechanism making sure that the ticket passes through the sensor.



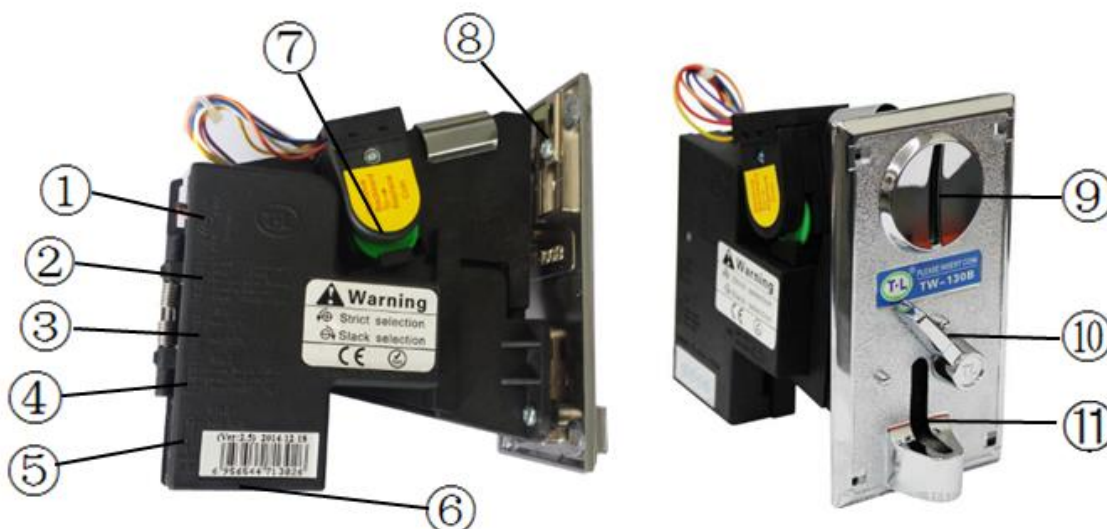
Replace the ticket retainier to secure tickets into position.

Press the TEST button on the PCB to draw tickets through the mechanism and out of the door.

Close the Ticket Door, tear off any excess tickets.



6-3 COIN MECHANISM (ELECTRONIC)



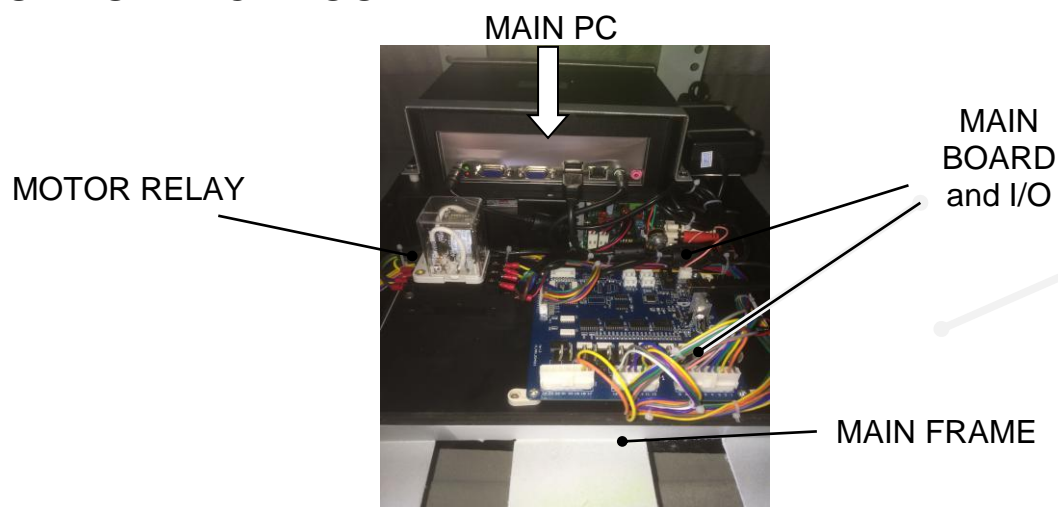
- 1 VR coin type sensitivity adjustment, clockwise adjustment (+) , accept greater area of coin tolerance; anticlockwise adjustment (-) , accept smaller area of coin tolerance, coin type filtration will be more restricted.
- 2 Power socket: connecting DC+12V power line、COIN signal.
- 3 Polarity switch(SW1): Setting as normally open(N.O), or normally closed(N.C)as required.
Factory Default: Normally Closed (N.C)
- 4 Time switch (SW2) : Adjusting to fast、normal、slow as required.
Factory Default: Normal.
- 5 Accuracy switch (SW3) : Adjusting the coin filtrating accuracy.]
Factory Default: Normal
- 6 Coin outlet: Final outlet of real coin.
- 7 Coin Calibration position- sample coin insert: Putting the preferred coin at right position.
- 8 Size limitation metal shrapnel: Adjusting the metal shrapnel to set the appropriate size of coin inlet, avoid big size coin.
- 9 COIN SLOT: Real coin inlet.
- 10 Coin Reject Arm: Pushing down on the reject arm when a coin is jammed to release it.
- 11 False coin outlet: Final outlet of false coin or improper token type..

Coin Mechanism Wiring:

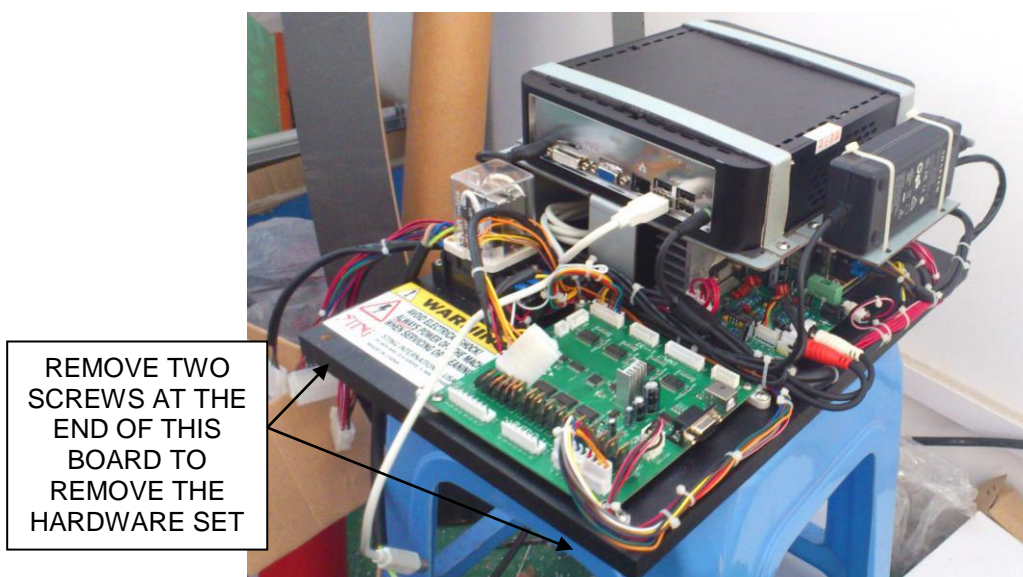
- Grey —————
- Red -DC+12V
- White –COIN signal
- Black-Grounded
- Grey —————

Code Table

6-4 TRUNK SERVICE DOOR

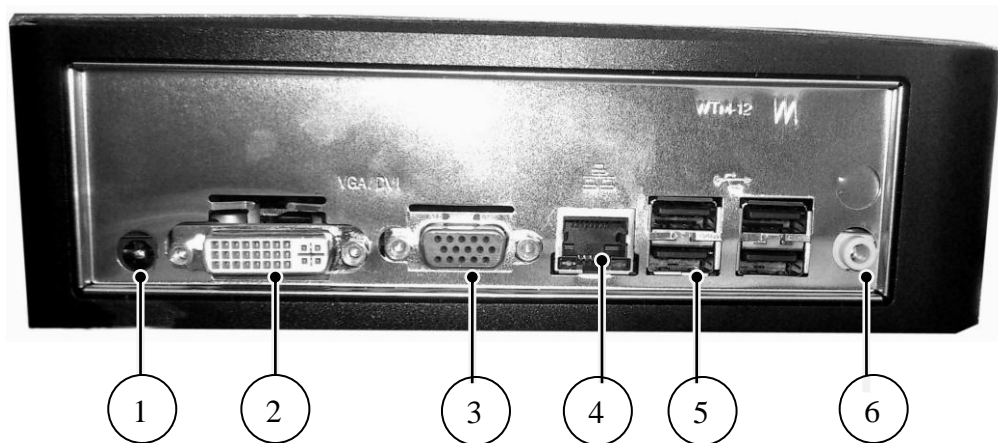


- **SERVICE DOOR** – At the rear of the game, open the service door to service the computer host, circuit board, I/O, relay, power supply, etc.



Your hardware set can be removed for service as a complete assembly as shown. Remove the two screws at the left and right hand side of the board and then slide the unit out through the service door once the cables have been disconnected.

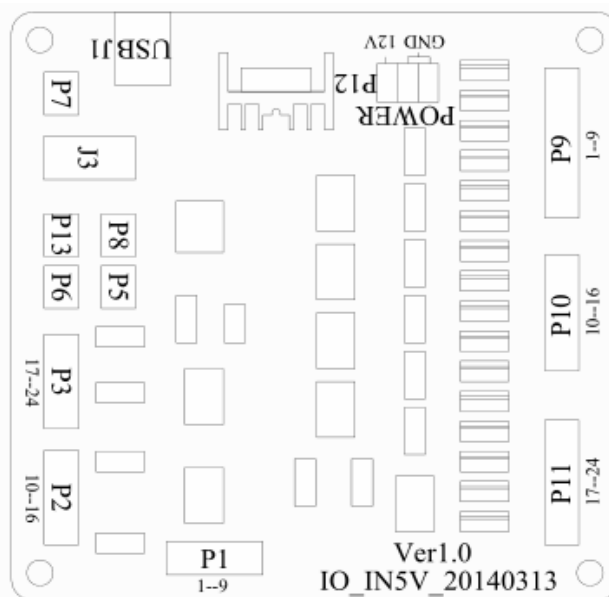
➤ HOST COMPUTER CONNECTIONS



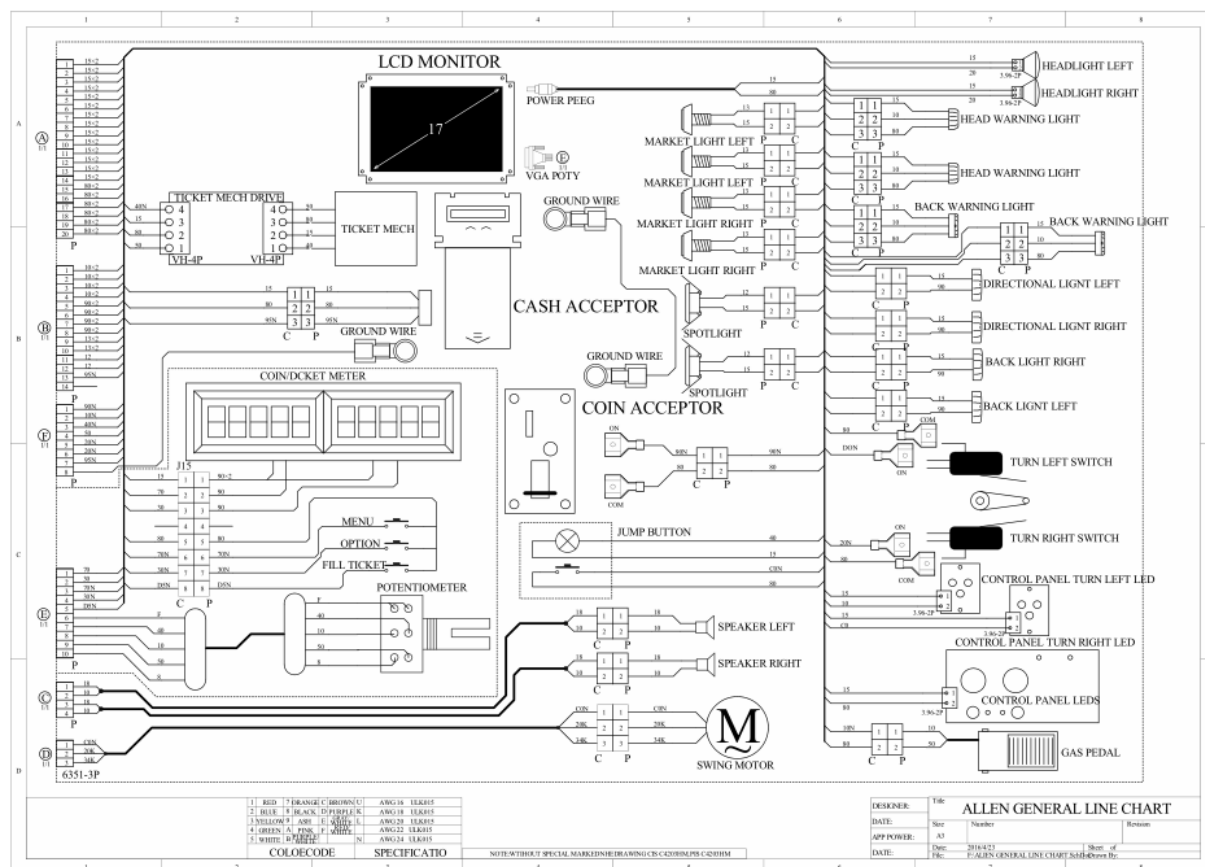
- 1 POWER INLET
- 2 CVI
- 3 VGA
- 4 NETWORK CONNECTION
- 5 USB (4PCS)
- 6 AUDIO CONNECTION

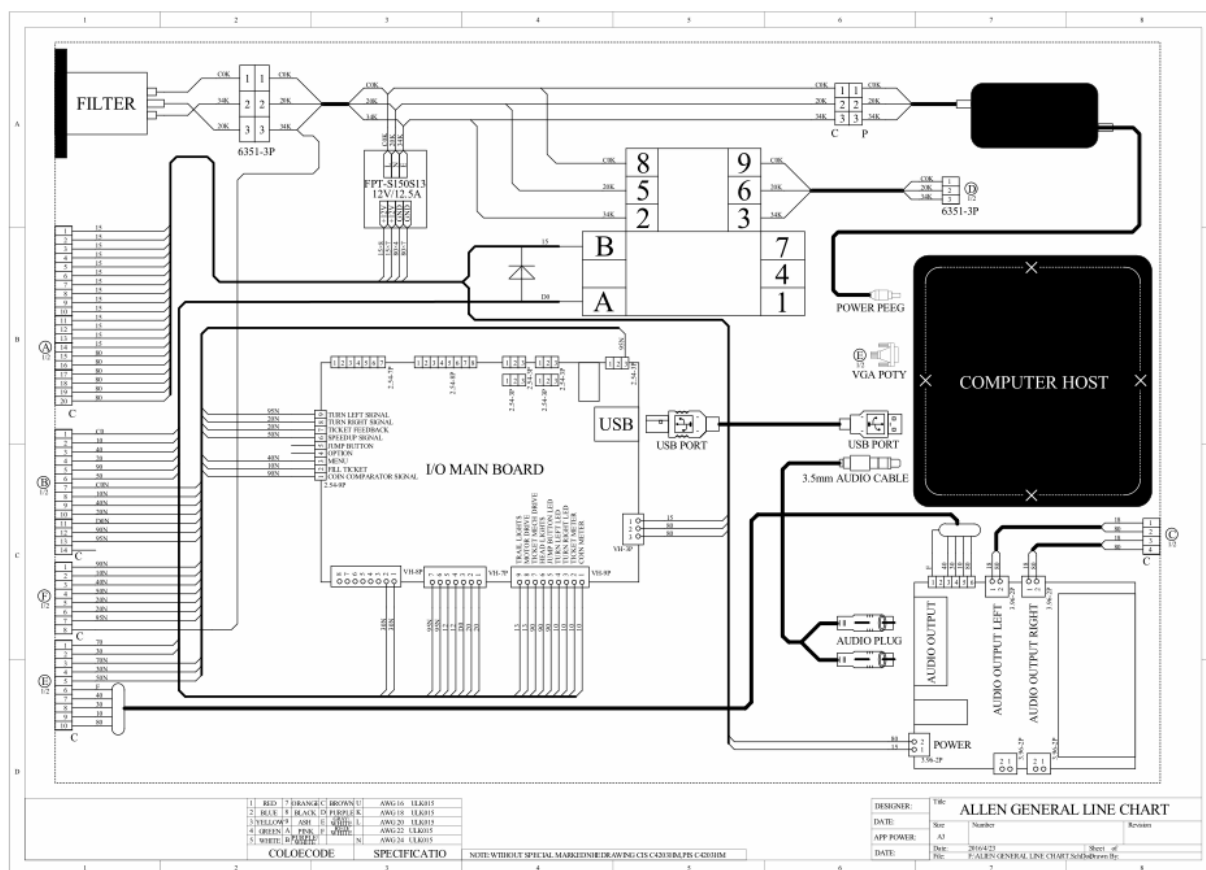
7. CONTROL SIGNAL AND INSTRUCTION

7-1 PCB LAYOUT



P1, P2, P3, P5, P6, P8, P13 are for signal input port, P7, P9, P10, P11 are signal output port, J1 is for USB, P12 is for power.





7-2 HOW TO ENTER INTO MENUS & ADJUSTMENTS

Open the coin door and you will see the Game Setting/Meter Panel at the top of coin box;



- ↓ To enter the Menu state on screen-which can only be done during non-game play attract modes- Press: **"MENU"** inside the door on this Game Setting/Meter panel, then you will see the screen change as below. Continue to press **"MENU"** until you highlight the word: **"ENTER"**. To enter the Menu state, then press **"OPTION"**. In the event you accidentally change the password, please enter the default password (default password is 0000).

CONTINUED ON THE FOLLOWING PAGES;

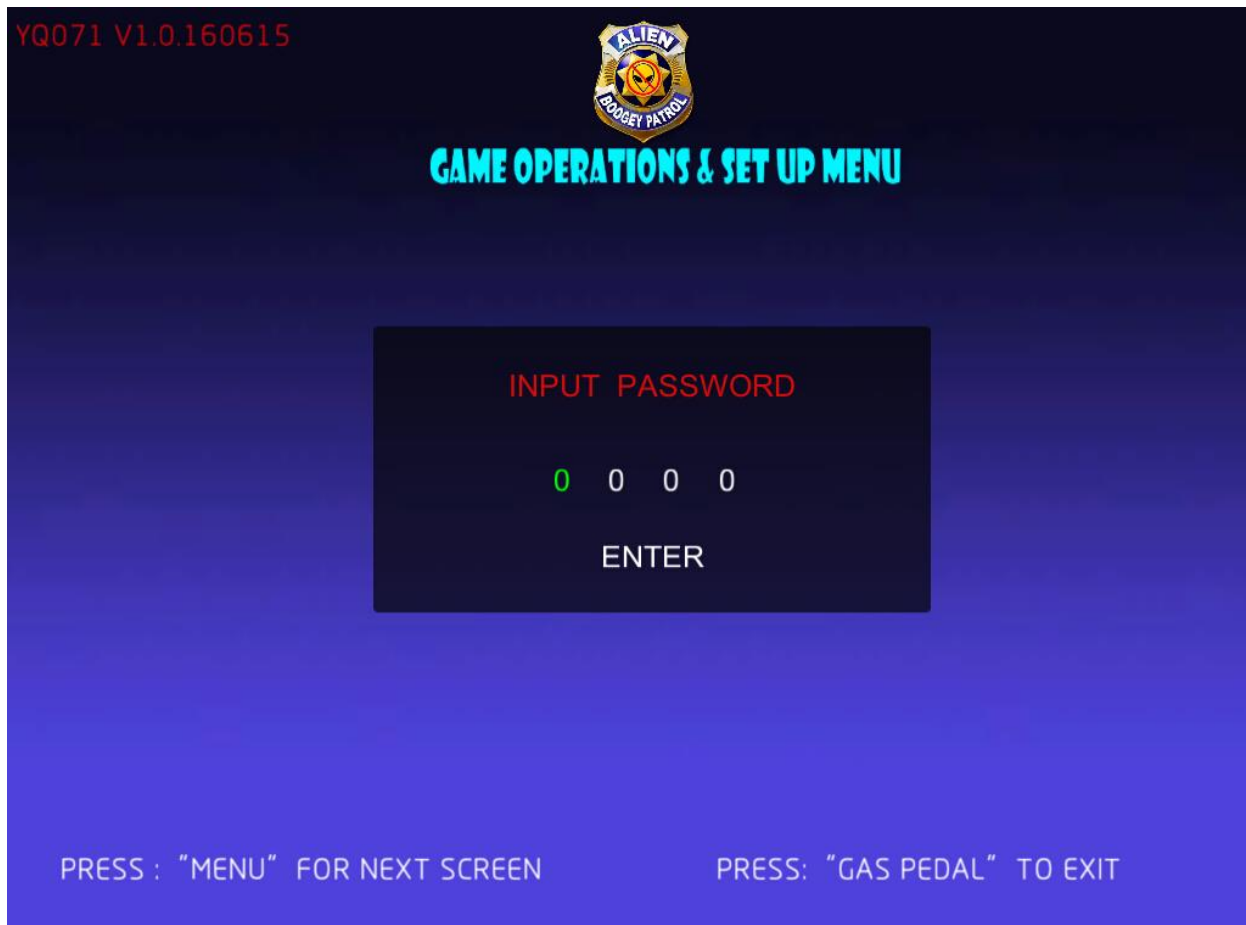


Figure 1

- ⬆ After enter password, press “MENU”, move to ENTER, then press; “OPTION” to enter into next page (see figure 2)

Pressing “Menu” again and again advances through all of the various Menus available. Pressing “OPTION”, when in any given Menu, will highlight the Option desired and step through the options of that Menu.

When all of the Menu options are chosen- or at any time- the Operator simply can press the “GAS PEDAL” button and return to normal game play.

- ⬆ If desired, please set the desired password or leave at the default, 0-0-0-0.

PRESS THE “GAS PEDAL” LOCATED ON THE RIDE FLOOR AT ANY TIME TO EXIT THE MENU EXCEPT IN THE TEST MENU!

EXIT THE MENU AND RETURN TO NORMAL GAME PLAY FROM ANY MENU SCREEN EXCEPT “TEST” BY PRESSING THE “GAS PEDAL”.

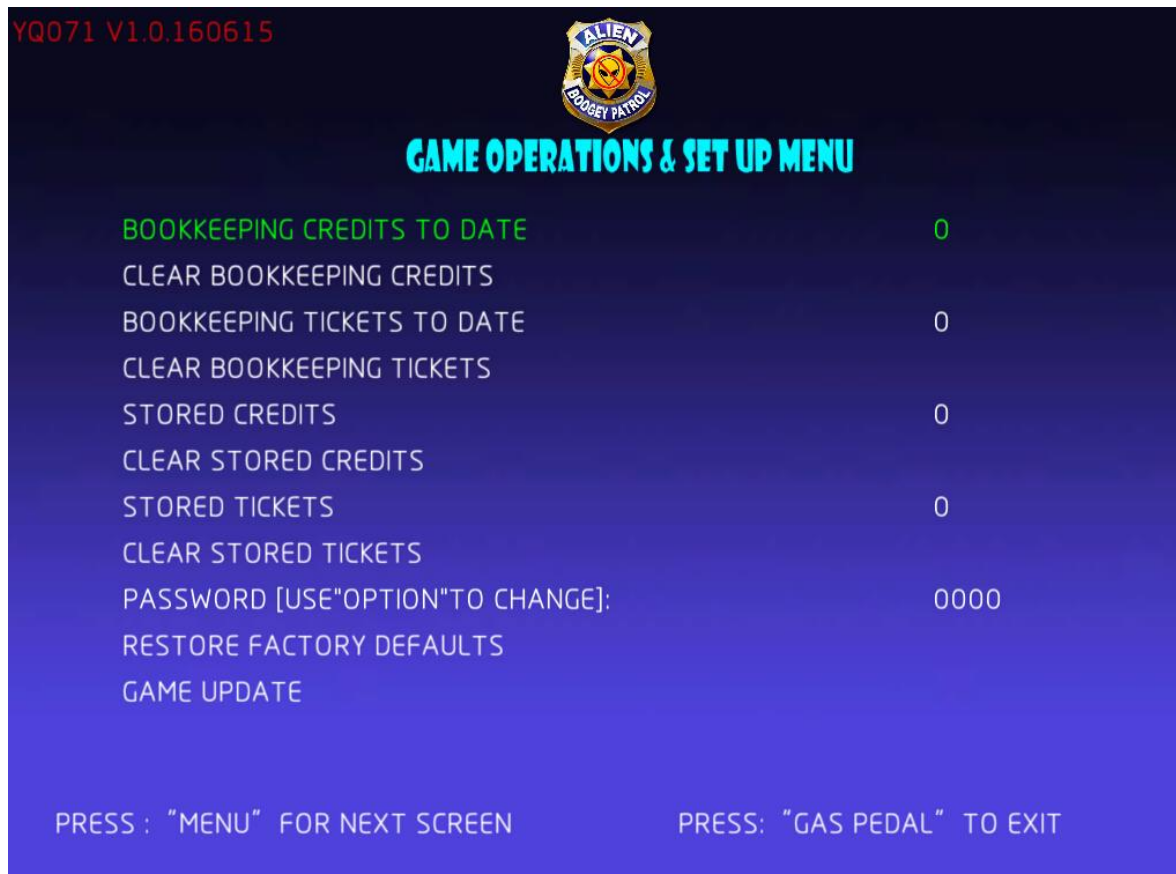


Figure 2

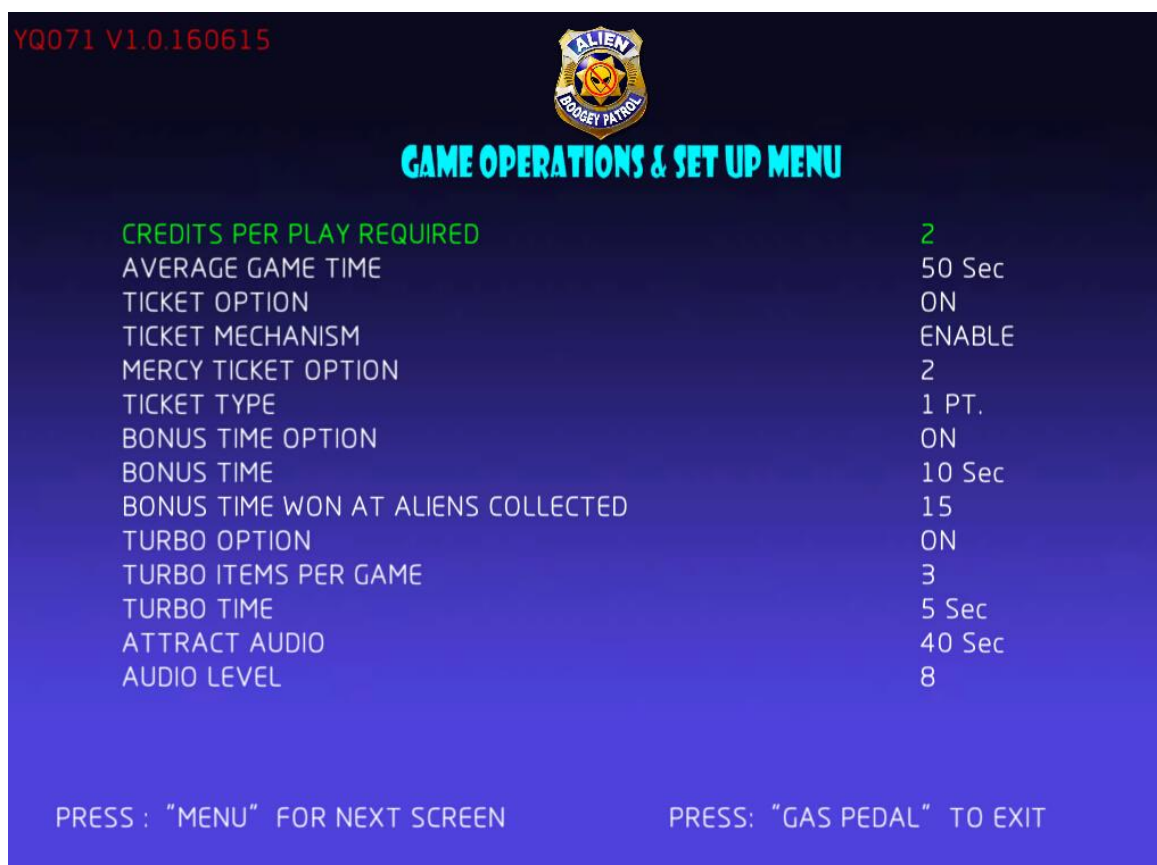



Figure 3

CREDITS PER PLAY REQUIRED	1—8
AVERAGE GAME TIME	30 Sec—120 Sec
TICKET OPTION	ON/OFF
TICKET MECHANISM	ENABLE/ DISABLE
MERCY TICKET OPTION	0—8
TICKET TYPE	1PT/ 2PT
BONUS TIME OPTION	ON/OFF
BONUS TIME	5 Sec—30 Sec
BONUS TIME WON AT COINS COLLECTED	5—40
TURBO OPTION	ON/OFF
TURBO ITEMS PER GAME	1—5
TURBO TIME	5 Sec—30 Sec
ATTRACT MODE	ON/OFF
ATTRACT AUDIO	OFF/ 20—120
AUDIO LEVEL	1—10

TICKET PAYOUT TABLE [WHEN ENABLED]

YQ071 V1.0.160615



GAME OPERATIONS & SET UP MENU

WHEN THE TICKET OPTION IS ENABLED, THE FOLLOWING TICKET PAYOUT OPTIONS MAY BE SELECTED. TICKETS ARE DISPENSED FOR TOTAL NUMBER OF ALIENS CAPTURED AT THE END OF THE GAME.

TOTAL ALIENS	0-2	3-5	6-8	9-11	12-14	15-17
TICKET OPTION 1	0	1	2	3	4	5
TICKET OPTION 2	0	2	4	6	8	10
TICKET OPTION 3	2	4	6	8	10	12
TICKET OPTION 4	4	6	8	10	12	14
TICKET OPTION 5	6	8	10	12	16	30
TICKET OPTION 6	8	10	20	30	40	50

PRESS : "MENU" FOR NEXT SCREEN

PRESS: "GAS PEDAL" TO EXIT

Figure 4

EXIT THE MENU AND RETURN TO NORMAL GAME PLAY FROM ANY MENU SCREEN EXCEPT "TEST" BY PRESSING THE "JUMP" BUTTON.

TEST MENU

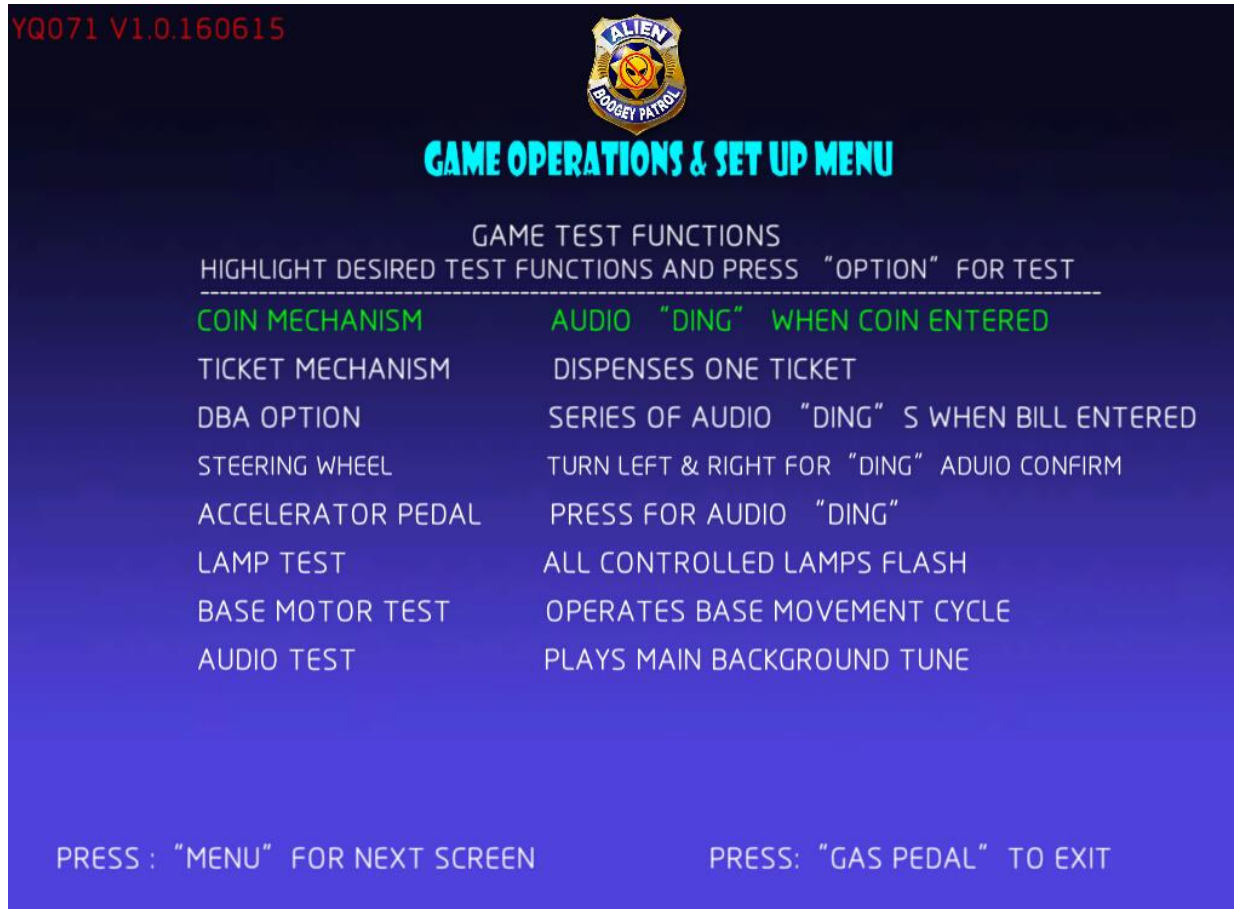




Figure 5

EXIT THE MENU AND RETURN TO NORMAL GAME PLAY FROM ANY MENU SCREEN EXCEPT "TEST" BY PRESSING THE "JUMP" BUTTON.

8. INSTRUCTION OF GAME PLAY

8-1 GOAL ICONS

GOAL	IMAGE	FUNCTION
Capturing Alien		ACCUMULATE SCORE, 10 POINT (TOWARDS TICKET REWARDS IF TICKET FUNCTION IS ENABLED)
GAS CAN		TURBO SPEED REWARD

8-2 HOW TO PLAY

Insert the proper Credits and the game will begin at various points throughout the course;



Step on the gas pedal to speed up the car. Control steering wheel to collect more aliens, and to avoid obstacles.



Step on the “GAS PEDAL” to chase down and steer directly into running Aliens to capture and contain them for later disposal.

By collecting Gas Cans which provide a Turbo speed bonus, Players can collect and capture more Aliens.



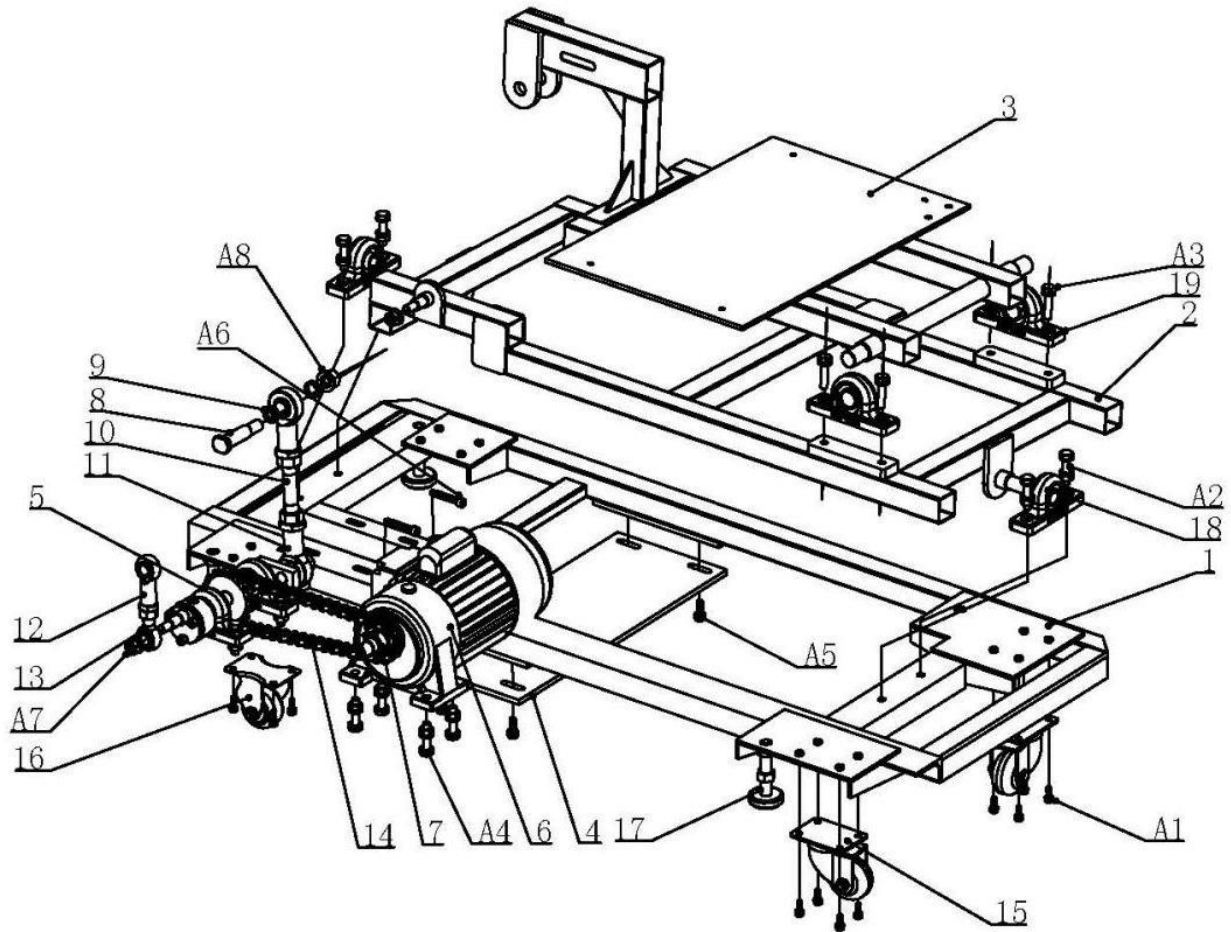
Tickets will be dispensed according to the total score after the game has ended. (When the Tickets Option is enabled). The Operator adjustable Ticket Payout Table determines the number of tickets awarded according to the number of Aliens collected.

9. GENERAL TROUBLESHOOTING

Symptom	Possible Problem	Solution
	POWER	POWER
Sound Problems -No sound -Low Sound -Intermittent Sound	Low Volume Faulty speaker harnessing Faulty speaker Faulty sound board or sound board harnessing Faulty Main P.C. Board	Check Volume Control and adjust as necessary Check connections and/or repair harnessing Check and/or replace speaker Check connections or Replace Sound Board Check and/or repair or replace Main P.C. Board
Game does not accept credits or credit correctly	Coin switch out of adjustment Coin mech dirty or improperly adjusted Faulty Coin switch Faulty coin switch harness or connector Game improperly programmed Faulty Main P.C. Board or component	Re-form coin switch wire Clean and adjust mech as necessary Check and/or replace switch Check and/or repair harnessing Check programming options and adjust Repair and/or replace Main P.C. board
Ticket Dispenser not working properly, or no tickets being dispensed	No tickets in the game Tickets jammed in dispenser Ticket dispenser sensor blocked with debris Poor connection on the ticket dispenser Game improperly programmed Faulty ticket dispenser Faulty ticket dispenser harnessing Faulty Main P.C. Board	Refill ticket dispenser Clear ticket jam Clean off sensor Check and/or replace connectors Check ticket programming options Replace dispenser Check and/or repair harnessing Replace or repair Main P.C. Board
LED Light fail	Poor contact of terminal LED light is burned out. No voltage output from power box	Correct the connection Replace the broken LED light with new one. Replace with new power box
Game will not start.	Game power off Electrical Power Switch Open Main fuse blown Power Supply problem or failure Faulty P.C. board or component	Check on/off switch and power cord Close Electrical Power Switch Check and/or replace fuse as necessary Check Power Supply output and connections Repair and/or replace main P.C. board
Game stops or is stopped with nothing displayed in video monitor	The power connector is disconnected. Possible faulty connection or short circuit.	Reconnect the connector securely. Check all circuitry for faulty connections or short circuits.

PARTS LIST

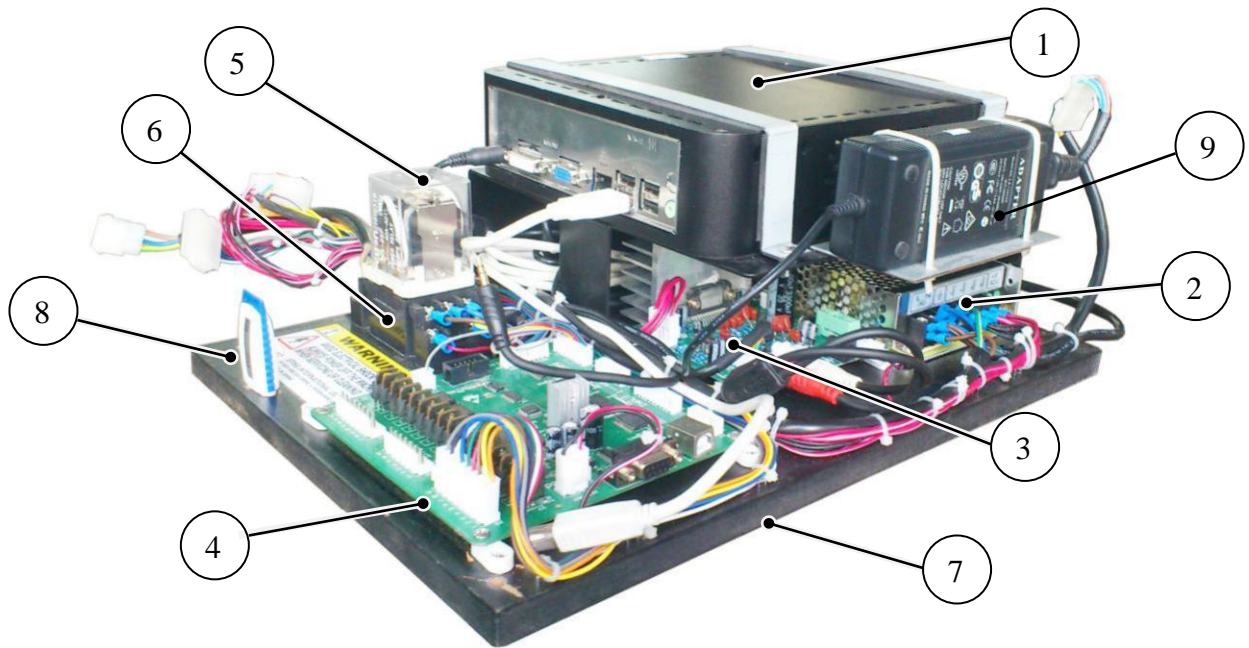
10-1 BASE MECH ASSY



NO.	PART CODE FOR BASE FRAME	DESCRIPTION	QTY	SPECIFICATION	REMA EK
1	ABP.01-01	BOTTOM FRAME	1	Q235	
2	ABP.01-02	MAIN MOTION FRAME	1	Q235	
3	ABP.01-03	UP MOTION FRAME	1	Q235	
4	ABP.01-04	PLATE FOR MOTOR	1	Q235	
5	ABP.01-05	AXIS OF ROTATION FIXING ASSY	1	ASSY	
6		MOTOR	1		
7	ABP.01-06	MOTOR CHAIN WHEEL	1	45#	
8	ABP.01-07	HINGE PIN	1	Q235	

9	ABP.01-08	SLEEVE	2	Q235	
10	ABP.01-09	PULL ROD	1	Q235	
11	ABP.01-10	PLAIN BEARING	2	INSIDE TEETH M20	
12	ABP.01-11	PLAIN BEARING	1	INSIDE TEETH M16	
13	ABP.01-12	PLAIN BEARING	1	OUTSIDE TEETH M16	
14		CHAIN (5 CHAIN)	1	23 KNOB	
15		CASTER	2	2.5"	
16		CASTER	2	2.5"	
17		ADJUSTER	4		
18		MOUNTED BEARING	4	UCP204	
19		MOUNTED BEARING	2	UCP205	
A1		OUT HEXAGON	16	M6X20	
A2		OUT HEXAGON	8	M10X45	
A3		OUT HEXAGON	4	M10X35	
A4		OUT HEXAGON	4	M10X40	
A5		OUT HECAGON	4	M8X25	
A6		IN HEXAGON	2	M8X50 (WHOLE)	
A7		NUT	2	212	
A8		NUT	2	M16	




10-2 HARDWARE COMPONENT







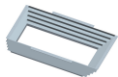





NO	DESCRIPTION	QTY	SPECIFICATION/ MATERIAL	IMAGES
1	HOST COMPUTER	1		
2	POWER SUPPLY	1	OUTPUT12V/12.5A	
3	POWER AMPLIFIER BOARD	1	GC-2.2	
4	MAIN BOARD	1	Ver2.2 20100130-6A	
5	RELAY	1	LJQX-38F/40A	
6	RELAY BASE	1	LJQX-38F-11A	
7	FIXED PLATE	1	BLACK WOOD	
8	"U" disc	1		
9	ADAPTOR	1		

10-3 MACHINE PARTS LIST






NO.	PART CODE	DESCRIPTION	IMAGES	QTY	UNIT
1	ABP-US-001	MAIN GAME HARD DRIVE PC		1	PC
2	ABP-US-002	MAIN CONTROL I/O PCB Ver2.2 20100130-6A		1	PC
3	ABP-US-003	MAIN POWER SUPPLY OUTPUT 12V/12.5A		1	PC
4	ABP-US-004	ADAPTOR OUTPUT DC12V 5.0A		1	PC
5	ABP-US-005	POWER AMPLIFIER PCB GC-2.2		1	PC
6	ABP-US-006	RELAY AND BASE SETLJQX-38F/40A		1	PC
7	ABP-US-007	AUDIO CABLE Q-562A		1	PC
8	ABP-US-008	LINK CABLE USB Q-515		1	PC
9	ABP-US-009	VGA MONITOR CABLE FROM PC Q-550		1	PC
10	ABP-US-010	METER 6 DIGIT		2	PC
11	ABP-US-011	MENU/OPTION/TICKET CLEAR PUSHBUTTON RED		3	PC
12	ABP-US-012	SPEAKER GRILL COVER		2	PC
13	ABP-US-013	LCD MONITOR 17inch, 16:9/220V		1	PC
14	ABP-US-014	SPEAKER 8Ω/15W		2	PC
15	ABP-US-015	COIN MECH		1	PC

16	ABP-US-016	GAS PEDAL ASSEMBLY		1	PC
17	ABP-US-017	POWER SIWTCH 250V/10A		1	PC
18	ABP-US-018	FRONT LAMP COVER LA8020B(CHROMING)		2	PC
19	ABP-US-019	SPEAKER LAMP PANEL LED RING LIGHT		2	PC
20	ABP-US-020	BACK LAMP PANEL RED		4	PC
21	ABP-US-021	ALIEN CHARACTER SPOTLIGHT - WHITE		2	PC
22	ABP-US-022	FRONT LAMP LED PCB		4	PC
23	ABP-US-023	SPEED METER ON DASH BOARD LED PCB WHITE		2	PC
24	ABP-US-024	STEERING WHEEL TURN SIGNAL, INSTRUMENT & DASHBOARD LED PCB WHITE		5	PC
25	ABP-US-025	TICKET MECHANISM PCB DIVER		1	PC
26	ABP-US-026	CAPTURING METER ON DASH BOARD LED WHITE		2	PC
27	ABP-US-027	EXTINGUISHER METER ON DASH BOARD LED WHITE		1	PC
28	ABP-US-028	FRONT CAR LAMP COLOR CHANGE LED LIGHT PCB		4	PC
29	ABP-US-029	BACK CAR LAMP COLOR CHANGE LED LIGHT PCB		4	PC
30	ABP-US-030	BACK CAR LED LAMP COVER		4	PC




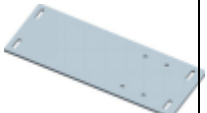





31	ABP-US-031	LEFT AND RIGHT LAMP ORANGE		4	PC
32	ABP-US-032	POTENTIOMETER		1	PC
33	ABP-US-033	CHROME TURNCAP		1	PC
34	ABP-US-034	STEERING WHEEL		1	PC
35	ABP-US-035	STEERING WHEEL END CAP		1	PC
36	ABP-US-036	BACK CAR LAMP COVER		4	PC
37	ABP-US-037	BACK CAR LAMPHOLDER		4	PC
38	ABP-US-038	FRONT CAR LED LAMP COVER		2	PC
39	ABP-US-039	PROTECTIVE SAFETY BASE APRON - BLACK		1	PC
40	ABP-US-040	PVC ALIEN CHARACTER		2	PC
41	ABP-US-041	PVC ENGINE		1	PC
42	ABP-US-042	SUPERCHARGED LABEL		1	PC
43	ABP-US-043	BACKUP MIRROR KT-421		2	PC
44	ABP-US-044	DASH BOARD PANEL ACRYLIC		1	PC
45	ABP-US-045	ALIEN CHAMBER OUTER COVER		1	PC

46	ABP-US-046	MONITOR GLASS WITH GRAPHICS ;TEMPERED GLASS		1	PC
47	ABP-US-047	FRONT BUMPER BAR; STAINLESS STEEL		1	PC
48	ABP-US-048	ROLL BAR;STAINLESS STEEL		1	PC
49	ABP-US-049	ALIEN CHARACTER SPRING BASE Q235		1	PC
50	ABP-US-050	PVC MOTOR INTERNAL FIXTURE PLATE Q235		1	PC
51	ABP-US-051	TICKET/DBV OUTPUT DOOR Q235		1	PC
52	ABP-US-052	COIN AND CASHBOX DOOR Q235		1	PC
53	ABP-US-053	FLOOR PLATE; DIAMOND PLATE PATTERN		1	PC
54	ABP-US-054	THRESHOLD STEP COVER RIGHT AND LEFT		2	PC
55	ABP-US-055	TRUNK DOOR HINGE		2	PC
56	ABP-US-056	MOTION LINKAGE FRAME BEARING UCP204		4	PC
57	ABP-US-057	MOTION LINKAGE FRAME BEARING UCP205		2	PC
58	ABP-US-058	MOTION LINKAGE JOINT BEARING M16(OUT TEETH)		1	PC
59	ABP-US-059	MOTION LINKAGE JOINT BEARING M20(IN TEETH)		2	PC
60	ABP-US-060	CYCLE CHAIN (23 KNOB)		1	PC
61	ABP-US-061	UNIVERSAL CASTER (2.5")		2	PC

62	ABP-US-062	DIRECTIONAL CASTER(2.5")		2	PC
63	ABP-US-063	CASTER M16		4	PC
64	ABP-US-064	CASTER PRIMER PLASTIC		4	PC
65	ABP-US-065	MOTION DRIVE MOTOR 110V-220V 400W		1	PC
66	ABP-US-066	MOTOR CHAIN WHEEL		1	PC
67	ABP-US-067	DRIVEN CHAIN WHEEL		1	PC
68	ABP-US-068	MOTION BEARING		1	PC
69	ABP-US-069	ECCENTRIC BLOCK A		1	PC
70	ABP-US-070	ECCENTRIC BLOCK B		1	PC
71	ABP-US-071	LOCK SET GU0711		3	PC
72	ABP-US-072	DEEO GROOVE BALL BEARING 6202		2	PC
73	ABP-US-073	FLANGE BEARING 6901Z		1	PC
74	ABP-US-074	SELF-ALIGNING BALL BEARING 2304		1	PC
75	ABP-US-075	SELF-ALIGNING BALL BEARING 2202		1	PC
76	ABP-US-076	CLIP ø35		1	PC
77	ABP-US-077	CLIP ø52		1	PC
78	ABP-US-078	CLIP ø20		1	PC

79	ABP-US-079	CLIP ø15		1	PC
80	ABP-US-080	DIRECTION PRESSURE SPRING		1	PC
81	ABP-US-081	BACK-MOVING BEARING		1	PC
82	ABP-US-082	DIRECTION SWITCH		2	PC
83	ABP-US-083	POWER CABLE		1	PC
84	ABP-US-084	TICKET MECH (OPTION)		1	PC
85	ABP-US-085	DBV (OPTION)		1	PC
86	ABP-US-086	LICENSE PLATE GRAPHIC		1	PC
87	ABP-US-087	TICKET DOOR GRAPHIC		1	PC
88	ABP-US-088	ELECTRIC SHOCK WARNING		1	PC
89	ABP-US-089	GAS PEDAL LABEL		1	PC
90	ABP-US-090	MOVING PART WARNING		1	PC
91	ABP-US-091	POWER SWITCH LABEL		1	PC
92	ABP-US-092	SERIAL NO. LABEL		1	PC
93	ABP-US-093	METER AND MENU PANEL GRAPHIC		1	PC

94	ABP-US-094	ALIEN PATROL GRAPHIC		2	PC
95	ABP-US-095	ALIEN CHAMBER BOTTOM GRAPHIC		1	PC
96	ABP-US-096	LEFT SIDE MONITOR GRAPHIC		1	PC
97	ABP-US-097	RIGHT SIDE MONITOR GRAPHIC		1	PC
98	ABP-US-098	WHEEL CENTER GRAPHIC		4	PC
99	ABP-US-099	ALIEN MARK GRAPHIC A FENDER L-R		2	PC
100	ABP-US-100	ALIEN MARK GRAPHIC B GAS TANK		1	PC
101	ABP-US-101	BACK CHAMBER GRAPHIC A		1	PC
102	ABP-US-102	BACK CHAMBER GRAPHIC B		1	PC
103	ABP-US-103	FRONT GRILLE SMILEY DECAL GRAPHIC		4	PC
104	ABP-US-104	CONTAINMENT CHAMBER DECAL GRAPHIC		1	PC
105	ABP-US-105	PULL ROD		1	PC
106	ABP-US-106	GEAR KEY (TYPE A) 6X6X32		1	PC
107	ABP-US-107	GEAR KEY (TYPE C) 5X5X25		1	PC
108	ABP-US-108	GEAR KEY (TYPE C) 7X7X34.5		1	PC

109	ABP-US-109	Base Metal Frame		1	PC
110	ABP-US-110	Main Swing Metal Frame		1	PC
111	ABP-US-111	Upper Part		1	PC
112	ABP-US-112	Motor Plate		1	PC
113	ABP-US-113	Pin Roll		1	PC
114	ABP-US-114	Join Bearing Big Cover		1	PC
115	ABP-US-115	Up / Down Swing Bearing Cover		1	PC
116	ABP-US-116	Left / Right Swing Bearing Cover		1	PC
117	ABP-US-117	Join Bearing Small Cover		1	PC



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