



SERVICE MANUAL



IMPORTANT

- ▶ Read the manual before operating this machine.
- ▶ Keep the manual for your reference.

♣ PRECAUTIONS FOR USE

The following safety precautions are given throughout this manual. They must be strictly followed to protect those who install, use or maintain this product as well as to protect players, visitors and property.

For safty reasons.

- The following suggestions should be adhered to:



WARNING
Disregarding could result in serious injury.



CAUTION
Disregarding could result in injury or product damage.

- The following graphic suggestions describe the types of precautions to be followed.



Indicates a care should be taken.



Forbidden.



Indicates a matter which must be performed.

- Precautions to be followed:

Certain procedures require a qualified in-shop maintenance person or industry specialist. For such instructions, a qualified person must take care of the jobs.

- Otherwise an electric shock, machine trouble, or a serious accident may result.
- Replacing the machine parts, inspecting and maintaining the machines, and troubleshooting must be assigned only to a qualified in-shop maintenance person or industry specialist. This booklet gives instructions that hazardous jobs in particular must be handled by an industry specialist. Qualified in-shop maintenance person and industry specialist are defined as follows.

Qualified in-shop maintenance person

- A service staff shall have experience in operations of game machines. The staff shall be responsible for assembly, installation, inspection and maintenance of the machine.

Industry specialist

- An industry specialist must be engaged in designing, manufacturing, inspecting and servicing amusement machines. He or she must have an education in electrical, electronic and mechanical engineering, and routinely maintain and repair amusement machines.

♣ PRECAUTIONS FOR USE

⚠ WARNING

Be sure to consult an industry specialist when setting up, moving or transporting this product.

- This product should not be set up, moved or transported by any one other than an industry specialist.
- When installing this product, set the 4 leg levelers evenly on the floor and make sure that the product is installed stably in a horizontal position. Unstable installation may result in injury or accident.
- When installing this product, do not apply undue force on movable parts. Otherwise, injury and accident may result, or the product may be damaged.

The machine for indoor usage only does not install outside. 

Do not set the game machine up near emergency exits. 

Protect the game machine from:

- Rain or moisture.
- Direct sunlight.
- Direct heat from air-conditioning and heating equipment, etc..
- Hazardous flammable substances.
- Otherwise an accident or malfunction may result.

Do not place containers holding chemicals or water on or near the game machine. 

Do not place objects near the ventilating holes. 

Do not bend the power cord by force or place heavy objects on it. 

Never plug or unplug the power cord with wet hands. 

Never unplug the game machine by pulling the power cord. 

⚠ CAUTION

Be sure to use indoor wiring within the specified voltage requirements. For extension cord, use the specified rating or more.

Be sure to use the attached power cord.

Never plug more than one cord at a time into the electrical receptacle. 

Do not lay the power cord where people walk through. 

Be sure to ground this product.



Do not exert excessive force when moving the machine. 

For proper ventilation, keep the game machine 100mm(4") away from the walls.

Do not alter the system related dipswitch settings.

♣ PRECAUTIONS FOR USE

WARNING

If there is any abnormality such as smoke, bad smell or abnormal noise being emitted from the machine, immediately turn OFF the main power switch and unplug the power cord from the receptacle to stop operating it.



- Using the machine in abnormal conditions could result in fire or accidents.

In case of abnormality

1. Turn OFF the main power switch.
2. Unplug the power cord from the receptacle.
3. Contact your nearest dealer.

Do not leave the power cord plugged in improperly or covered with dust.



- Doing so could result in the power cord periodically.

CAUTION

Do not use this product anywhere other than industrial areas.



- Using in a residential area or an area next to a residential area could affect signal reception of radios, television sets, telephones, etc..

- Do not give shock the surface of glass products.

- Please do not play this game if
 - When you do drinking;
 - When your physical condition is not normal;
 - When you are in pregnancy;
 - When you have on a pulse controller;
 - When you have recently experienced a cramp or fainting away while watching TV.
- Avoid excessive force/shock while playing/moving the game.
- While do games, pay attention to surrounding.

Do not plug or unplug the power cord with wet hands.



In handling the power cord, follow the instructions below.



- | | |
|---|---|
| <ul style="list-style-type: none">• Do not damage the power cord.• Do not bend the power cord excessively.• Do not heat the power cord.• Do not bind the power cord.• Do not sandwich the power cord. | <ul style="list-style-type: none">• Do not modify the power cord.• Do not twist the power cord.• Do not pull the power cord.• Do not stand on the power cord.• Do not drive a nail into the power cord. |
|---|---|

If the power cord or power plug becomes damaged, stop using the machine immediately and ask your nearest dealer to replace the parts.

♣ PRECAUTIONS FOR USE

⚠ WARNING

Be sure to turn OFF the main power switch and unplug the power cord from the receptacle before inspecting or cleaning the machine.



When replacing parts, be sure to use parts of the correct specifications. Never use parts other than the specified ones.



Opening inside the machine shall be done by machine specialist only as high electric current is being sent inside. For game machine with monitor, a care should be taken while opening its back door. If not, a damage to the inside parts or the monitor may occur.



If the sub power switch of the service panel is turned OFF without turning OFF the main power switch of the power supply unit, some parts in the units remain live. When opening the back door, be sure to turn OFF the main power switch and unplug the power cord from the receptacle.



Strictly refrain from disassembly and repair of parts which are not indicated in this manual, as well as settings and remodeling.



To clean the game machine, wipe it with a soft cloth dampened in a neutral detergent.

- Using thinner or other organic solvent or alcohol may decompose the material.
- Electrical shock or equipment failure could be caused by water entering the inside of the machine.

⚠ CAUTION

Components in the game are sensitive to vibrations and impact. Care should be used when moving and transporting the game machine.



Be sure not to let the machine tip over.

Before moving the machine, be sure to turn OFF the main power switch, unplug the power cord from the receptacle and remove the power cord form the machine.



Before moving take the machine, off the levelers and move it on the casters.

Avoid excessive force while moving the machine.

PRECAUTIONS IN HANDLING

- When setting up, inspecting, maintaining, moving or transporting this product, follow the procedures and instructions set forth in this manual and perform such work safely.
- Do not set up, handle, inspect, maintain, move or transport this product under conditions equivalent to the condition of "WARNING" or "CAUTION" specified in this manual.
- If a new owner is to have this product as a result of transfer, etc., be sure to give this manual to the new owner.

* CONTENTS

1. SET UP MENU	13. ASSEMBLING MAIN CASE
2. I/O Test	13-1. ASSEMBLING BILLBOARD
3. Screen Test	13-2. ASSEMBLING MAIN CASE
4. Game Setting	13-3. ASSEMBLING MAIN CASE
5. Coin setting	13-4. ASSEMBLING FRONT DOOR
6. Sound Test	13-5. ASSEMBLING MAIN CASE
7. BOOKKEEPING MENU	13-6. ASSEMBLING MAIN CASE
8. STATISTICS MENU	13-7. ASSEMBLING MAIN CASE
9. SPECIFICATION AND DIMENSION	13-8. ASSEMBLING MAIN CASE
9-1. DIMENSION	13-9. ASSEMBLING MAIN CASE
9-2. SPECIFICATION	13-10. ASSEMBLING BILLBOARD
10. NAME OF PARTS	14. ASSEMBLING FLOOR STEP
11. STICKER LOCATION	14-1. ASSEMBLING FLOOR STEP
12. HOW TO ASSEMBLY	14-2. ASSEMBLING FLOOR STEP
12-1. ASSEMBLING BILLBOARD	14-3. ASSEMBLING FLOOR STEP
12-2. ASSEMBLING FLOOR STEP	14-4. ASSEMBLING FLOOR STEP
	14-5. ASSEMBLING FLOOR STEP
	15. WIRING DIAGRAM

1. SET UP MENU

Set up the machine proper for your own game center.

Service Options

Test the hardware and set options before using the game.

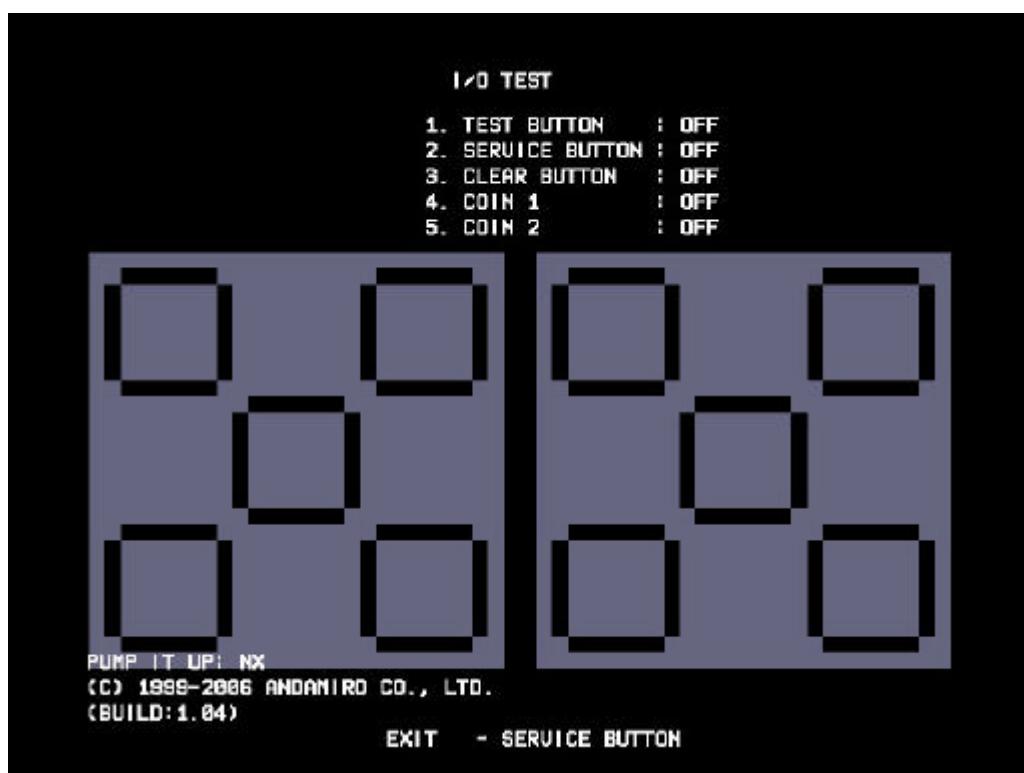
Press the "Test" button (O TEST) located in the service box at any time.
The Service Options menu will appear.



2. I/O Test

You can test pad sensors and lamps and buttons located on the body of the machine.

1. Press the "Test" button (O test) to enter I/O TEST in SET UP MENU.
2. Press each button in order to check each button function. If it is normal, "OFF" on the screen is changed to "ON".



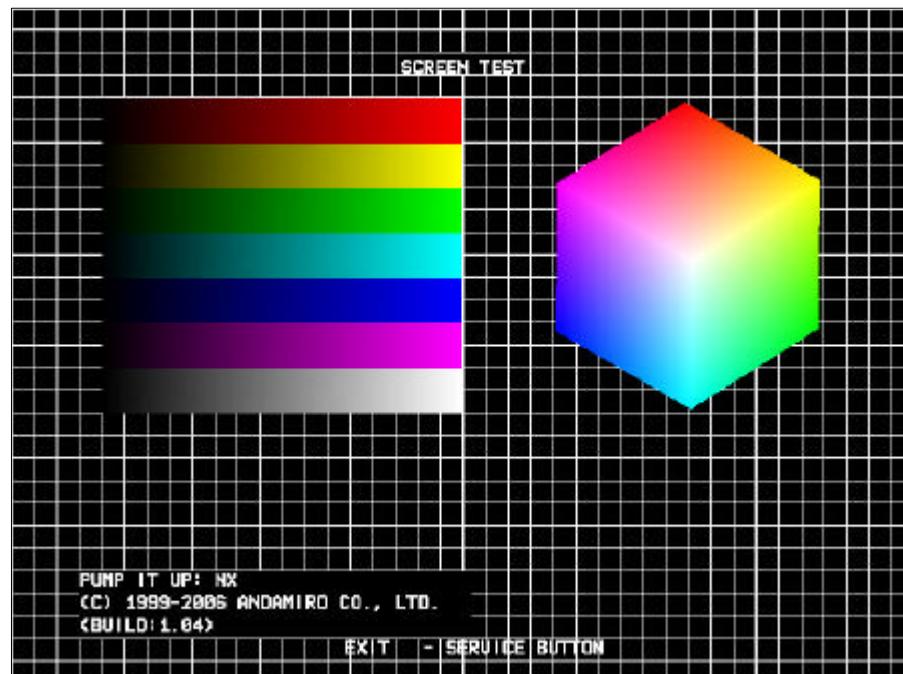
"If it does not work well, contact the service center for advice or repair."

3. Press the "Service" Button(O service) to exit from I/O TEST.

3. Screen Test

Check out the status of monitor screen.

1. Press the "Test" button (O test) to enter SCREEN TEST in SET UP MENU.



"If color and linearity of latticed pattern is not normal, contact the service center for advice or repair."

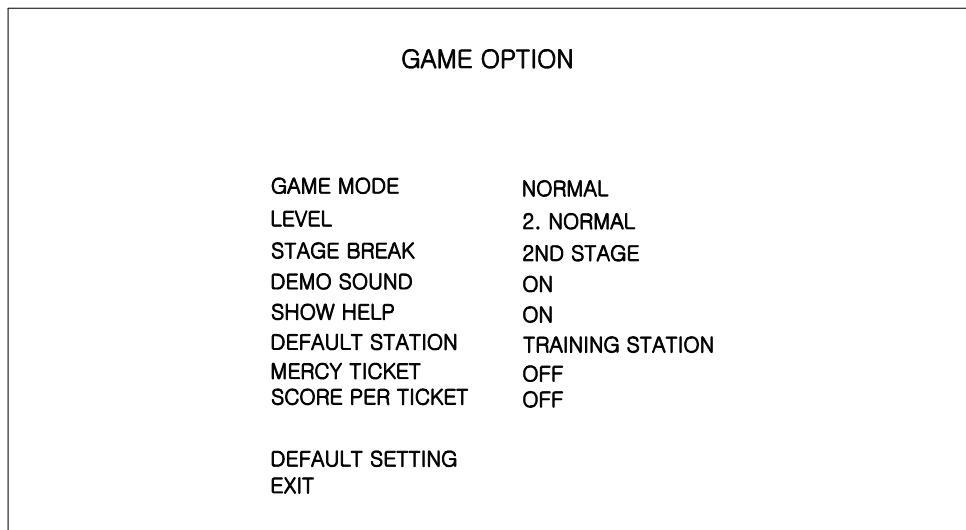
2. Press the "Service" Button(O service) to exit from SCREEN TEST.

4. Game Setting

Set the degree of game difficulty and stage option.

1. Press the "Test" button (O test) to enter GAME OPTION in SET UP MENU and move the cursor to each GAME OPTION.

2. Press the "Service" button in order to change option of each GAME OPTION.



a. GAME MODE

Select "Normal" or "Event".

b. LEVEL

Set the degree of difficulty of game.

The degree of difficulty is set in three steps, including Easy/Normal/Hard.

c. STAGE BREAK

Set up that a stage break is applied from which stage.

Available setting : OFF/Stages 1~4

d. DEMO SOUND

 DEMO Sound ON/OFF

e. SHOW HELP

 Set the message of how to play Pump It Up" ON or OFF on DEMO SCREEN

f. MERCY TICKET

 Set the number of mercy ticket

g. SCORE PER TICKET

 Set the number of score per ticket

h. DEFAULT SETTING

 Return to Factory Default Setting

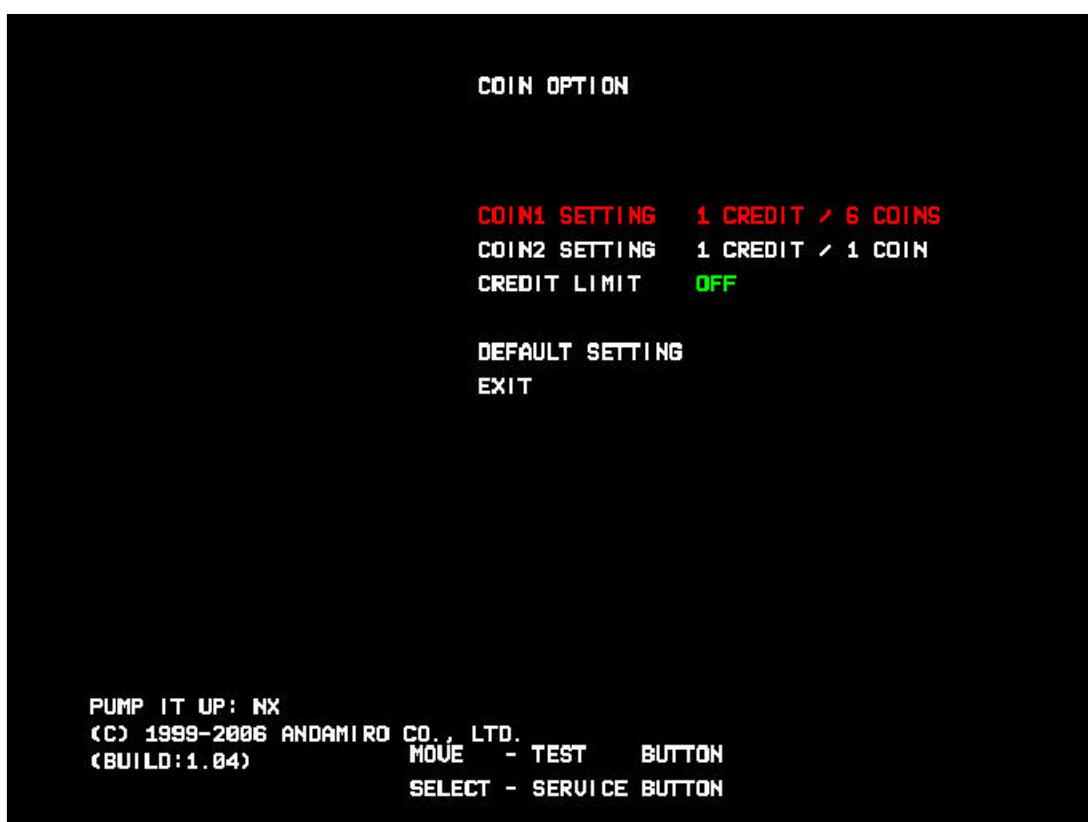
i. EXIT

 Exit to the game screen with saving the changed setting

5. Coin setting

You can set up number of coins for a credit.

1. Press the "Test" button (O test) to enter COIN OPTION in SET UP MENU and move the cursor to each COIN OPTION.
2. Press the "Service" button in order to set up number of coins for a credit.



6. Sound Test

Check status of speakers and woofer with music tracks and effect sounds.

1. Press the "Test" button (O test) to enter SOUND TEST in SET UP MENU.
2. Press the "Service" button (O SERVICE) and the Sound Test items will appear on the screen.



7. BOOKKEEPING MENU

You can check the number of coins and service coins put into the machine.

1. Press the "Test" button (O test) to enter BOOKKEEPING in SET UP MENU and move the cursor to each BOOKKEEPING.
2. Press the "Service" button in order to make the record of BOOKKEEPING reset.



8. STATISTICS MENU

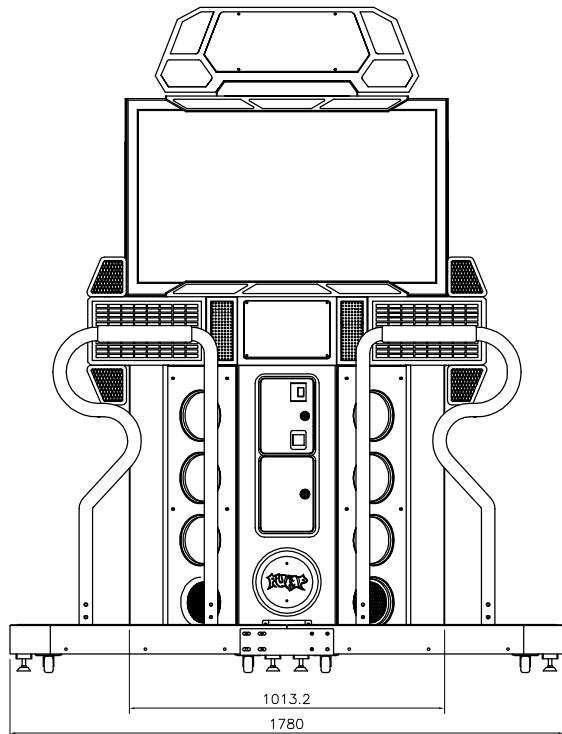
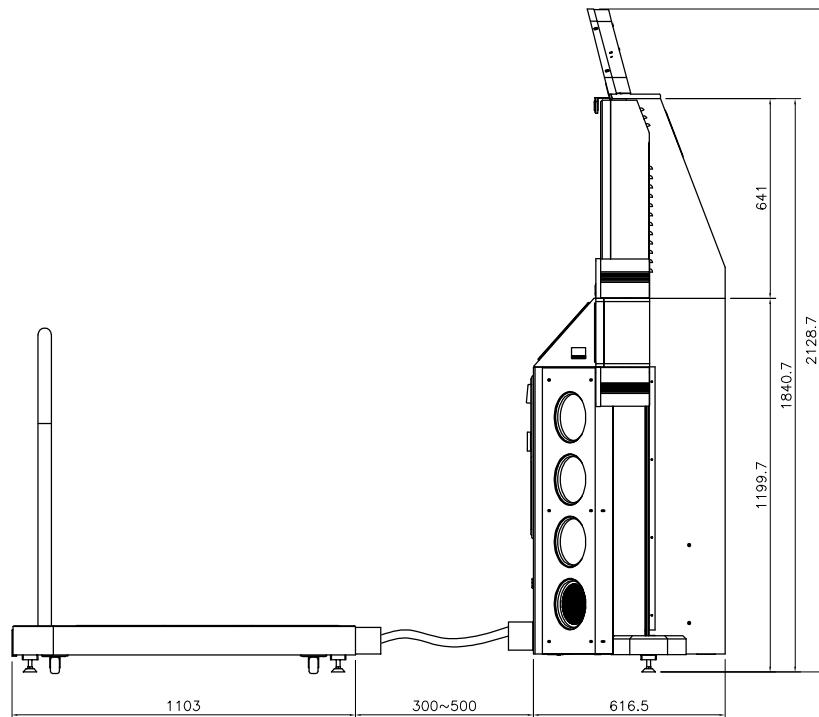
It indicates the number of the play on each song.

1. Press the "Test" button (O test) to enter STATISTICS in SET UP MENU. Keep pressing the "Test" button" to move the cursor to the end of the song list.



9. SPECIFICATION AND DIMENSION

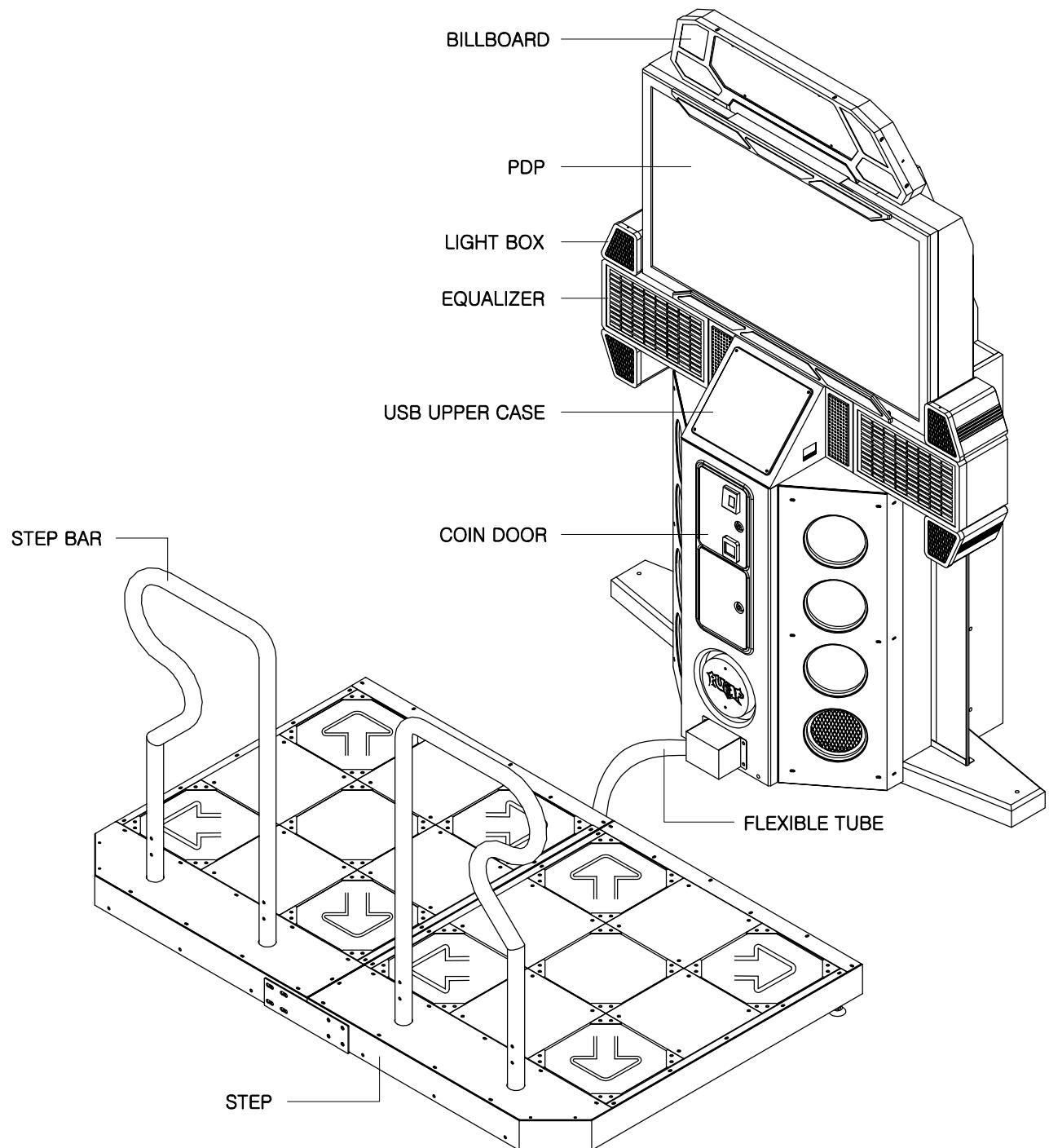
9-1. DIMENSION



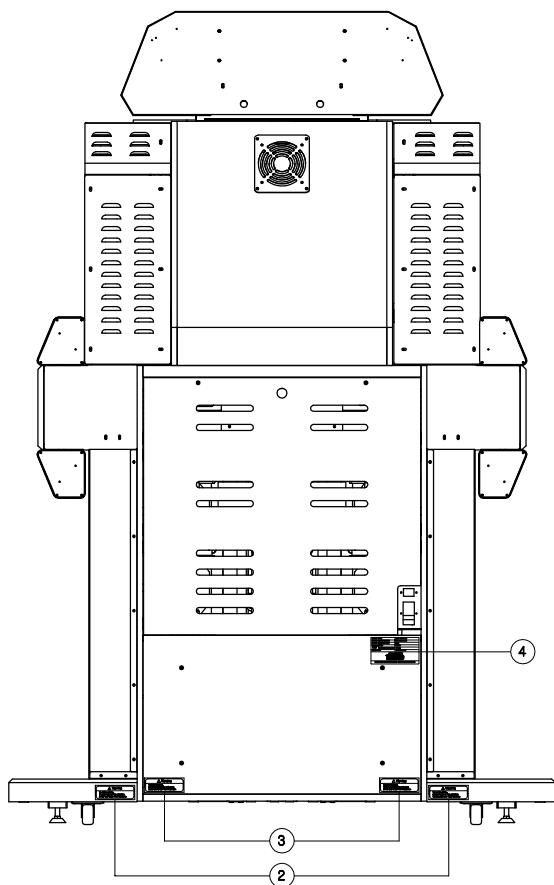
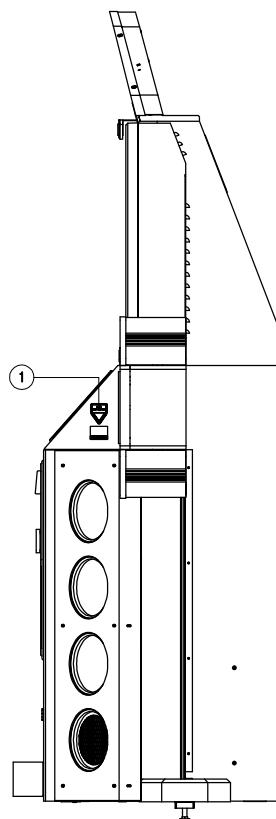
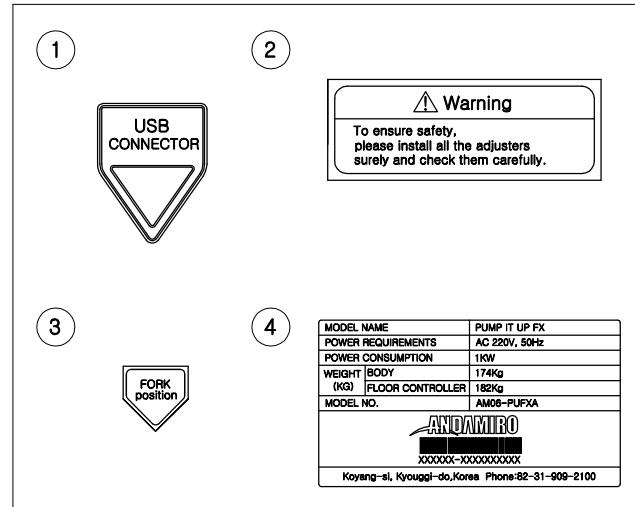
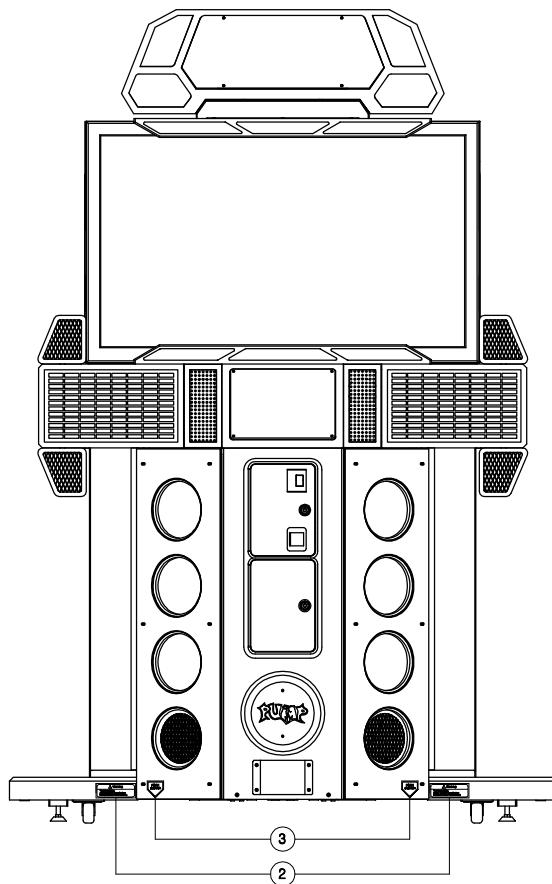
9-2. SPECIFICATION

POWER CONSUMPTION		600W
PDP TV POWER CONSUMPTION		320W
SCREEN SIZE		42"(Plasma Display Panel)
WEIGHT (Kg)	BODY	175 kg
	STEP	252 kg
PDP TV POWER REQUIREMENT		AC 100~240V (50/60Hz)

10. NAME OF PARTS

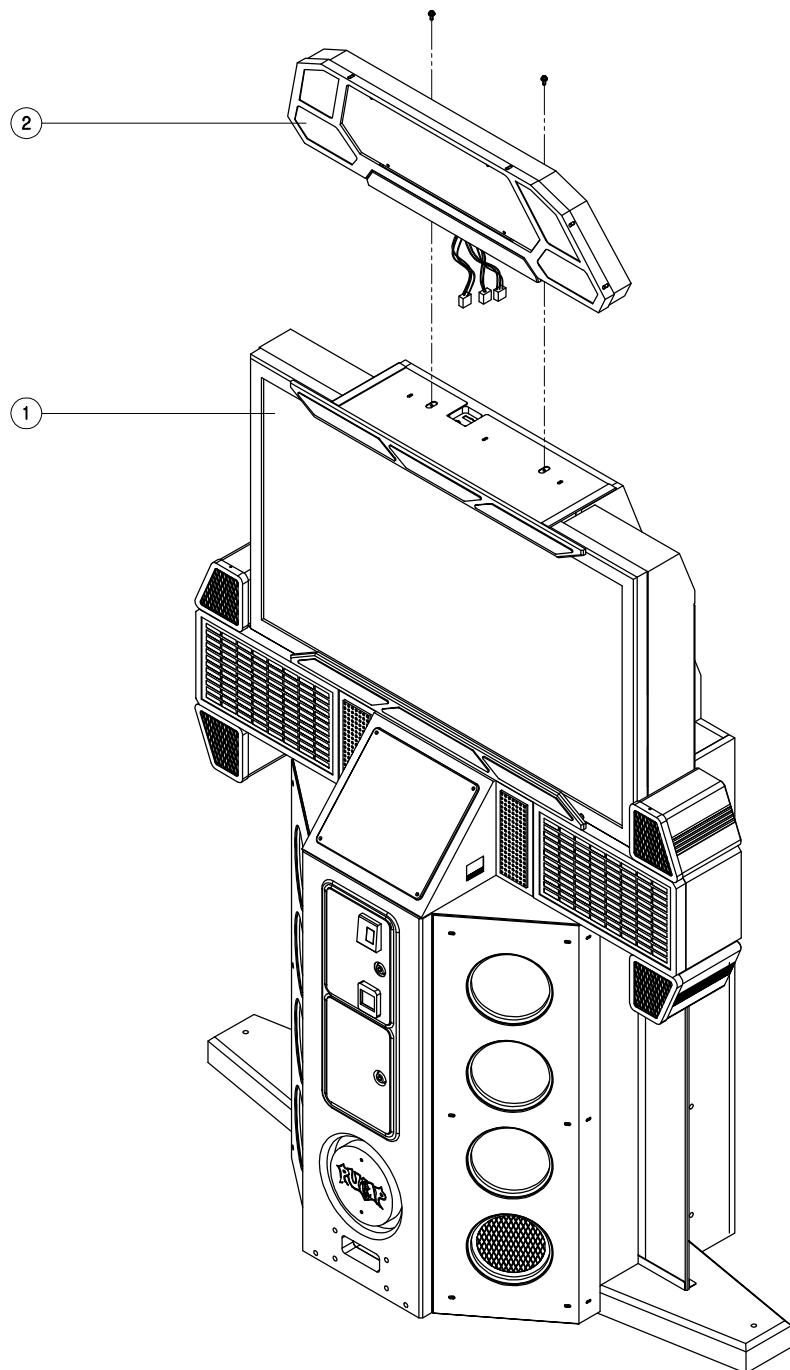


11. STICKER LOCATION



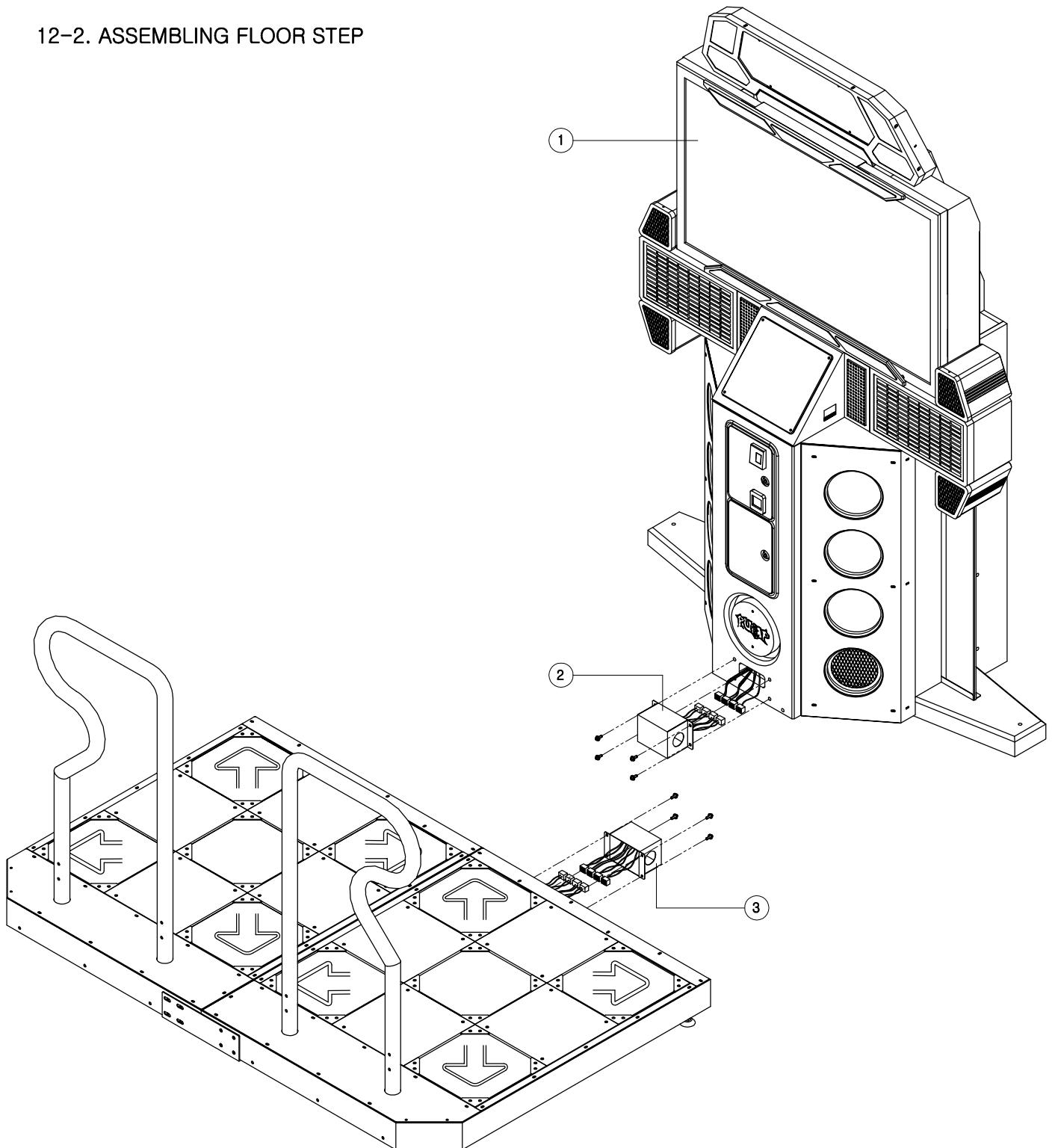
12. HOW TO ASSEMBLY

12-1. ASSEMBLING BILLBOARD



NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	MAIN BODY CASE ASS'Y	-	1	MPUF0W00005
2	BILLBOARD ASS'Y	-	1	-

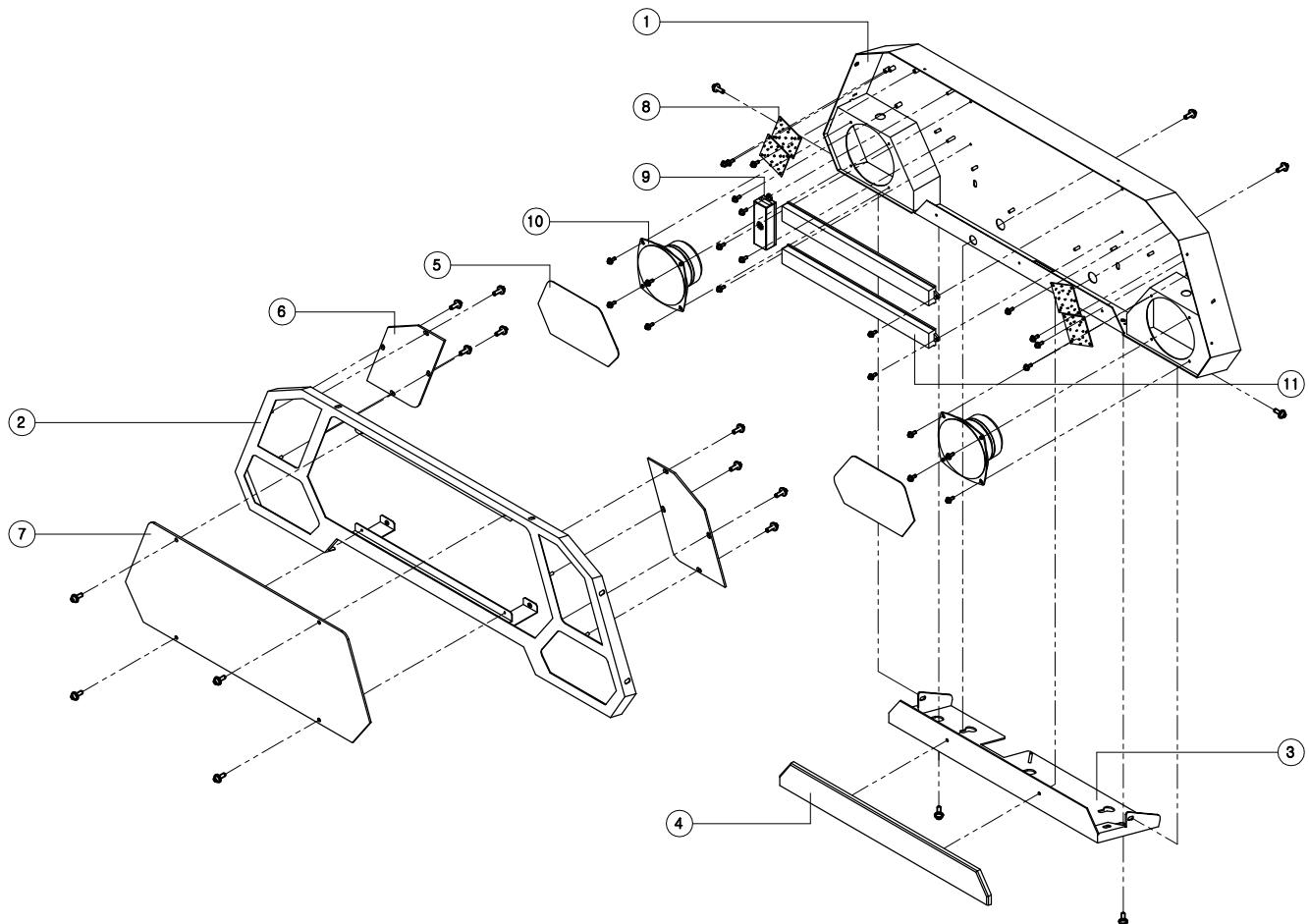
12-2. ASSEMBLING FLOOR STEP



NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	MAIN BODY CASE ASS'Y	-	1	MPUF0W00005
2	CONNECTOR BOX-CABINET	-	1	MPUD0MEP008
3	CONNECTOR BOX-STEP	-	1	MPUD0MEP009

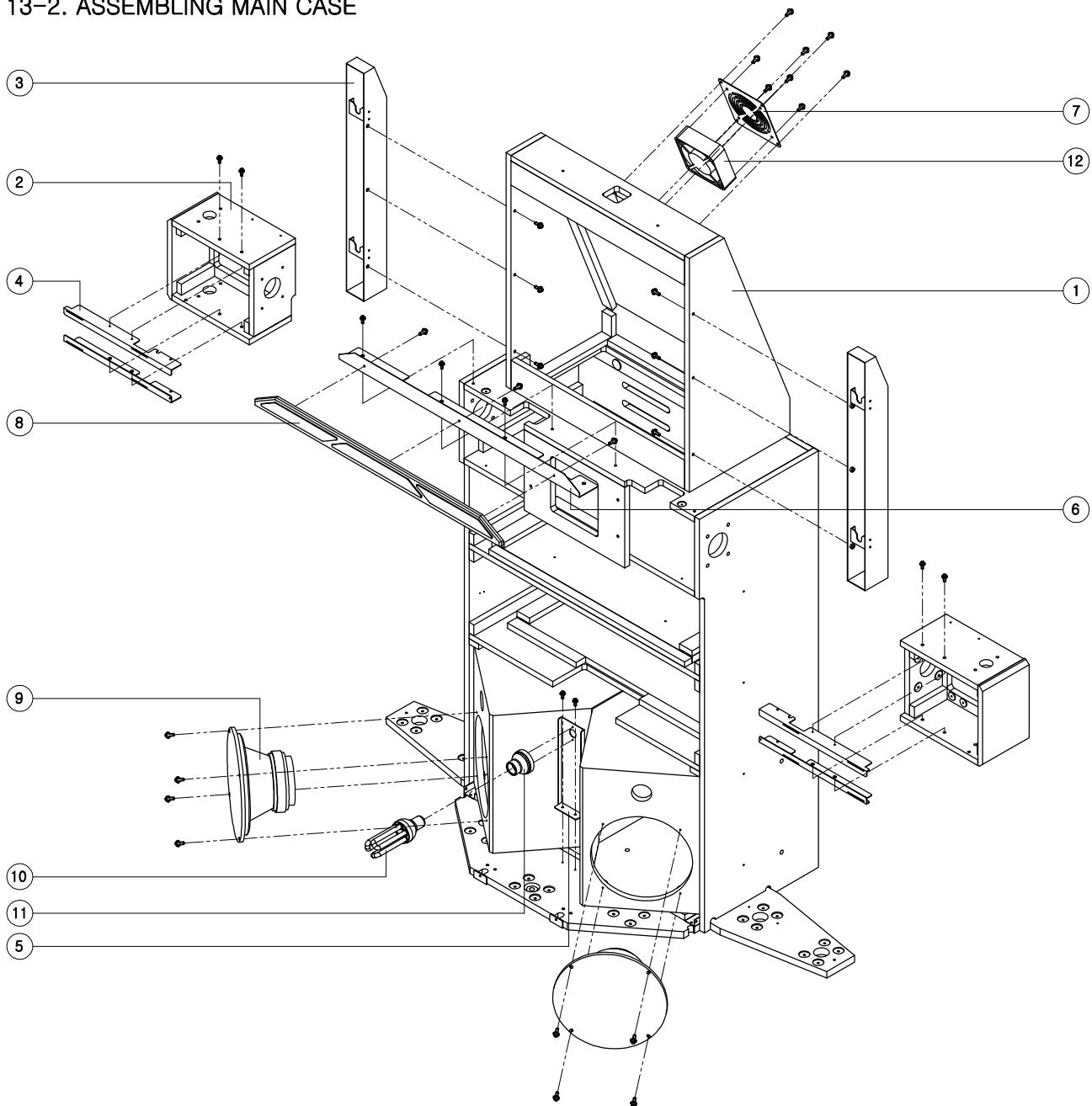
13. ASSEMBLING MAIN CASE

13-1. ASSEMBLING BILLBOARD



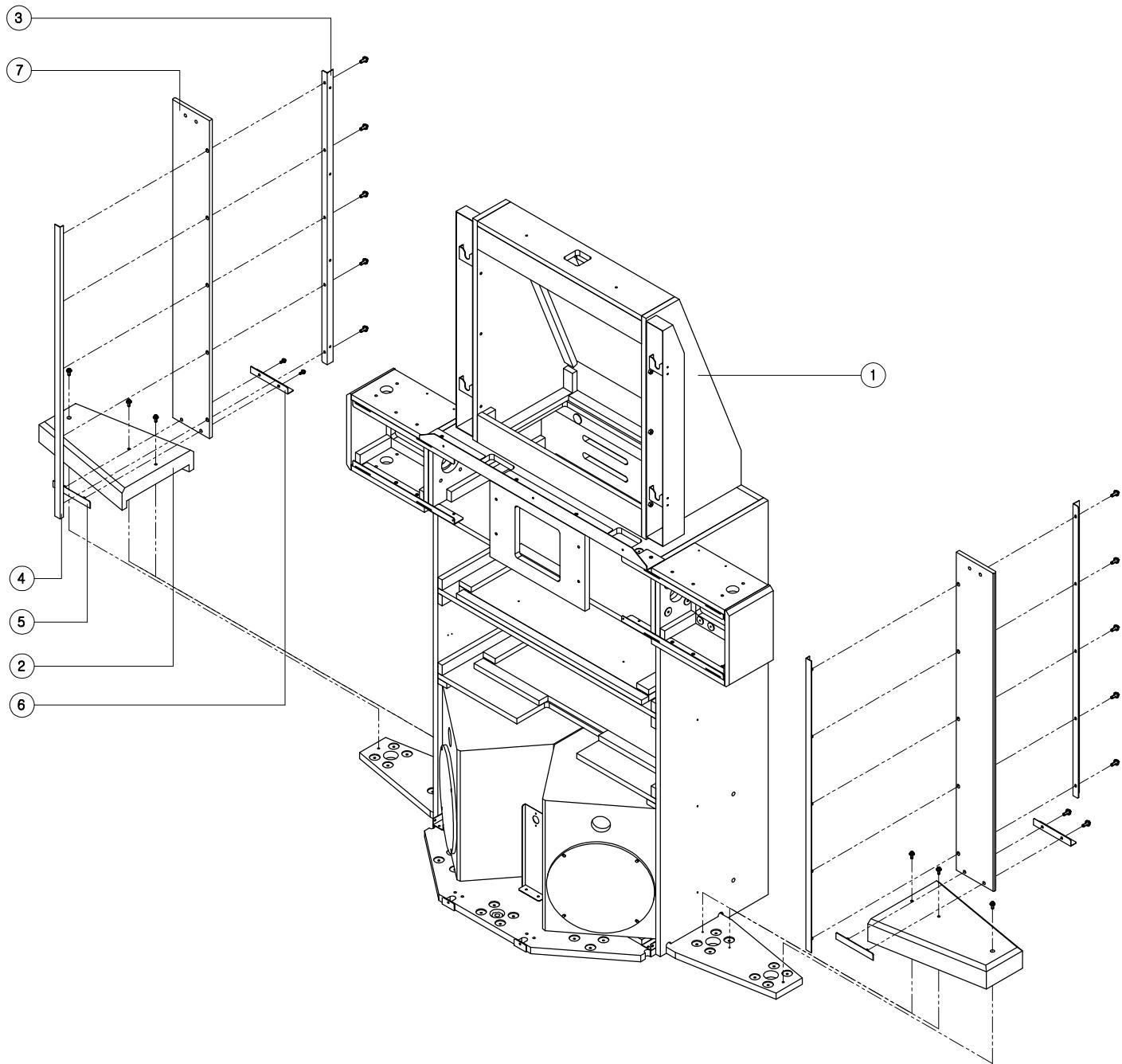
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	BILLBOARD MAIN CASE	-	1	MPUF0MEP027
2	BILLBOARD COVER	-	1	MPUF0MEP026
3	BILLBOARD FIX BRACKET	-	1	MPUF0MEP028
4	TOP PDP UP GUIDE	-	1	MPUF0MEP029
5	SPEAKER MESH	-	2	MPUF0MEP037
6	BILLBOARD LIGHT ACRYL	3.0t	2	MPUF0ACR011
7	BILLBOARD COVER ACRYL	3.0t	1	MPUF0ACR010
8	SPEAKER LAMP-B PCB ASS'Y	BLUE	4	APUF0PCB001
9	INVERTER	-	1	MELE0INV003
10	SPEAKER	MID 4.5"	2	MZZZ0SPE015
11	CCFL COVER ASS'Y	300mm	2	MELE0LAM017

13-2. ASSEMBLING MAIN CASE



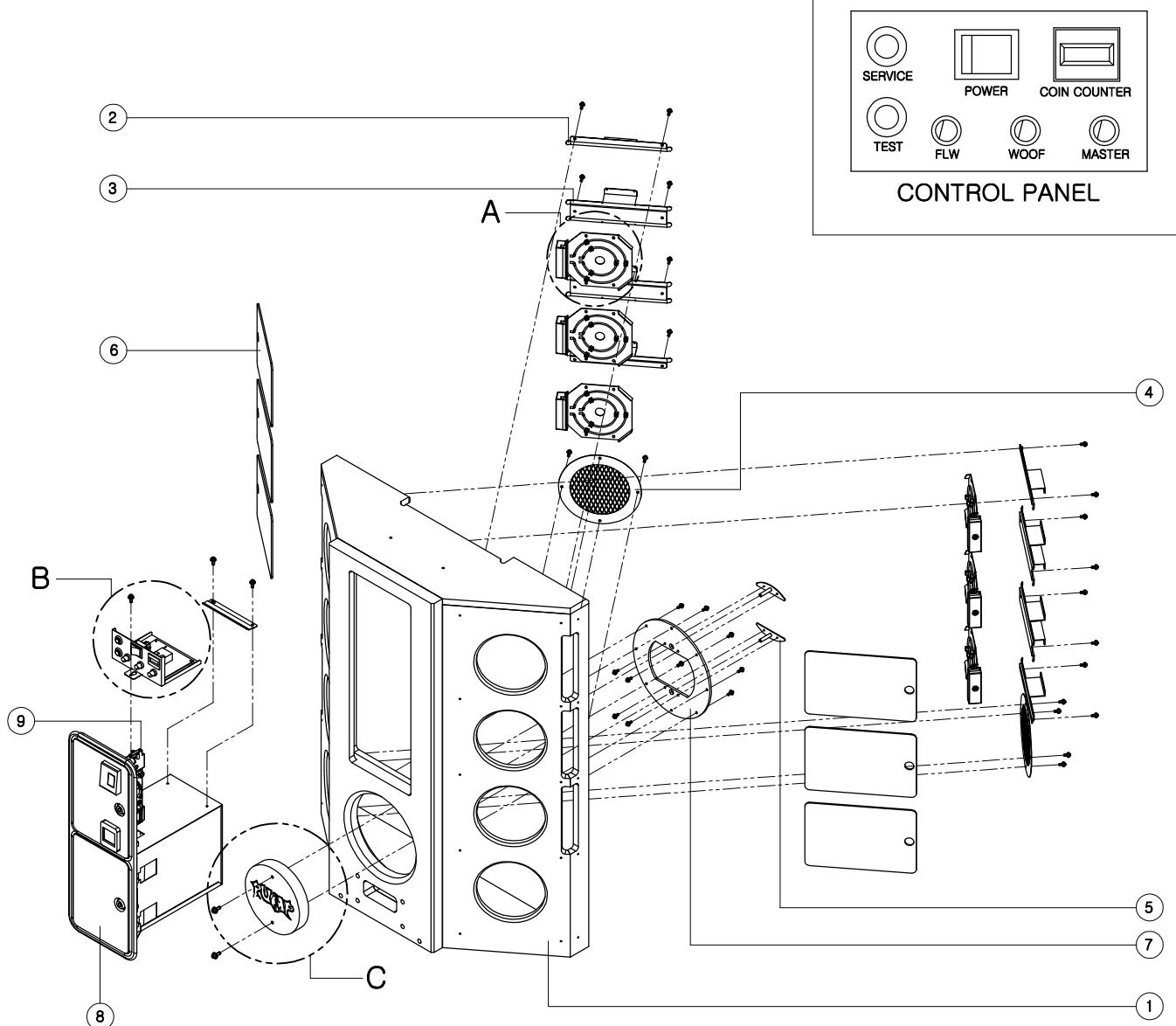
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	MAIN BODY CASE ASS'Y	-	1	MPUF0W00005
2	SPEAKER BOX	-	2	MPUF0W00009
3	PDP BRACKET	-	2	MPUF0MEP023
4	EQUALIZER BRACKET	-	4	MPUF0MEP031,032
5	LAMP BRACKET	-	1	MPUF0MEP004
6	MAIN BTM PDP GUIDE	-	1	MPUF0MEP016
7	FAN BRACKET	-	1	MPUF0MEP024
8	TOP PDP GUIDE FORMAX	-	1	MPUF0ACR013
9	SPEAKER	WOOFER-10"	2	MZZZ0SPE003
10	LAMP	3 WAVE LAMP	1	MELE0LAM004
11	SOCKET	3 WAVE SOCKET	1	MELE0ARE002
12	FAN	-	1	MZZZ0FAN001

13-3. ASSEMBLING MAIN CASE

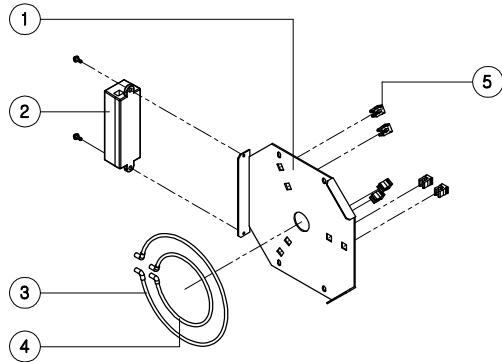


NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	MAIN BODY CASE ASS'Y	-	1	MPUF0W00005
2	TOW BOX COVER	-	2	MPUF0W00004
3	PCB BRACKET COVER	-	2	MPUF0MEP014
4	TOW ACRYL SIDE BRACKET	-	2	MPUF0MEP013
5	MAIN SIDE ACRYL BRACKET-1	-	2	MPUF0MEP011
6	MAIN SIDE ACRYL BRACKET-2	-	2	MPUF0MEP012
7	MAIN CASE SIDE ACRYL	10.0t	2	MPUF0ACR005

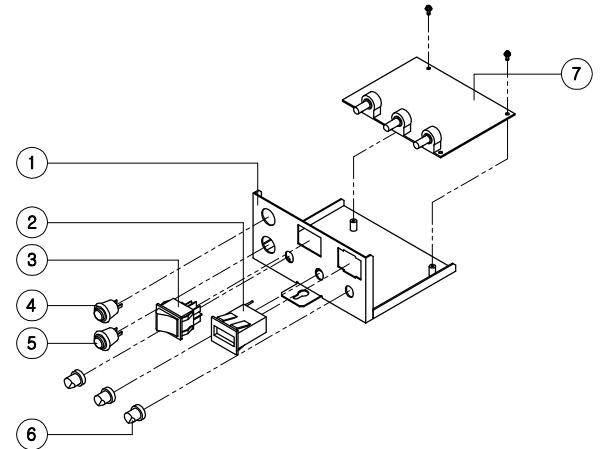
13-4. ASSEMBLING FRONT DOOR



NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	FRONT DOOR	-	1	MPUF0W00001
2	FRONT DOOR GUIDE BRACKET-1	-	4	MPUF0MEP005
3	FRONT DOOR GUIDE BRACKET-2	-	4	MPUF0MEP006
4	WOOFER MESH PLATE	-	1	MPUF0MEP008
5	LAMP BRACKET	-	2	MPUF0MEP007
6	CASE DOOR LIGHT ACRYL	3.0t	6	MPUF0ACR004
7	FRONT DOOR ACRYL	5.0t	1	MPUF0ACR004
8	COIN DOOR	-	1	-
9	COIN SELECTOR	-	1	-



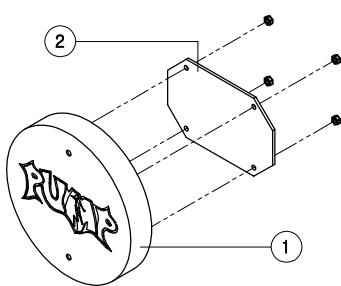
PICTURE A



PICTURE B

NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	CCFL SUPPORT BRACKET	-	1	MPUF0MEP077
2	INVERTER	-	1	MELE0INV005
3	CIRCLE CCFL ø113	-	1	MELE0LAM036
4	CIRCLE CCFL ø73	-	1	MELE0LAM037
5	CCFL RUBBER SUPPORT	-	6	MZZZ0MOL001

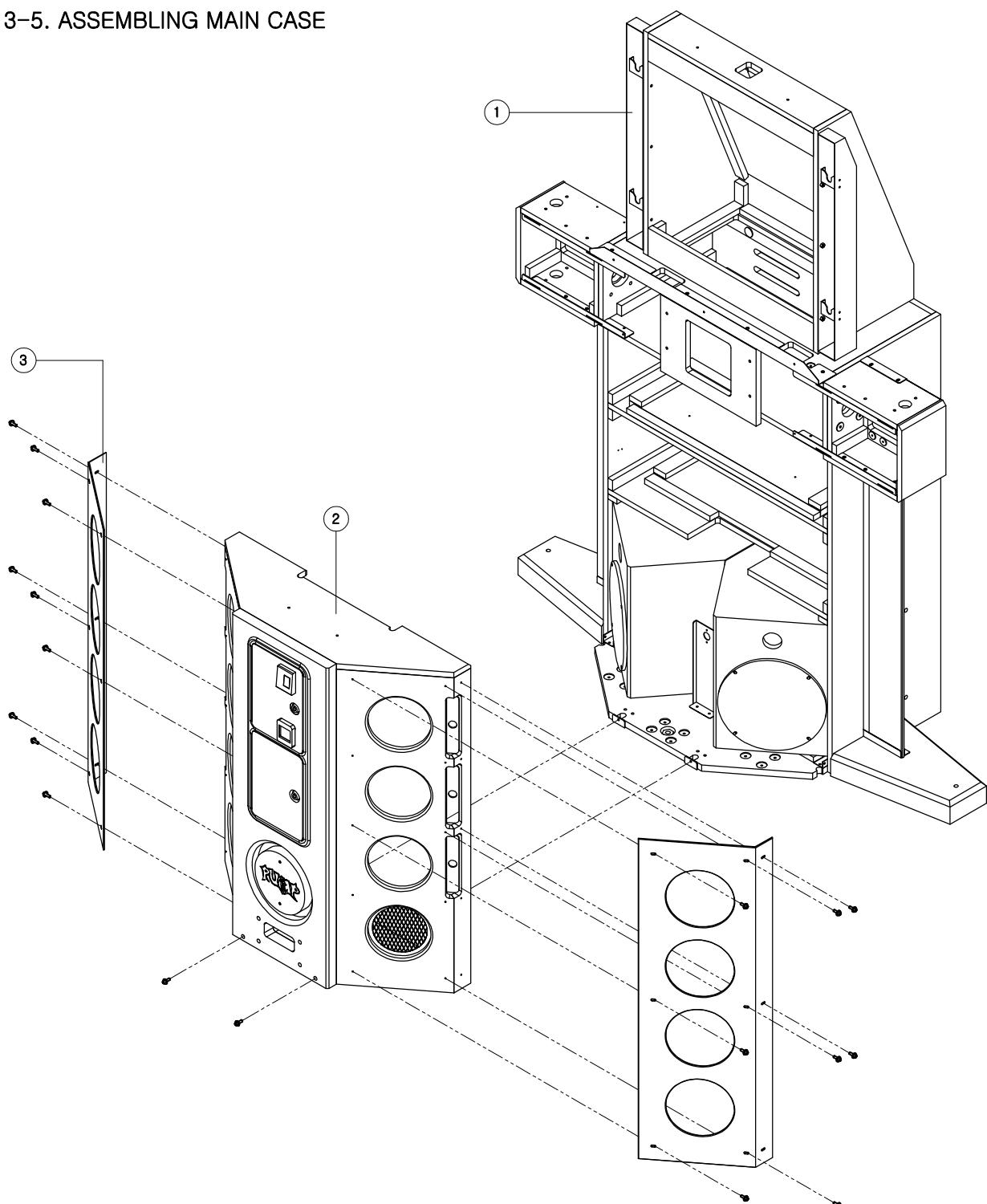
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	AC POWER SWITCH BRACKET	-	1	MPUF0MEP036
2	COUNTER	AMMC-712	1	MZZZ0COU002
3	ROCKER SWITCH	T-125 4P	1	MELE0SWI004
4	PUSH BUTTON SWITCH-W	412R	1	MELE0PUS002
5	PUSH BUTTON SWITCH-R	412W	1	MELE0PUS001
6	VOLUME KNOB	-	1	MELE0VOL006
7	PRE AMP PCB ASS'Y	-	1	APUS0PCB008



PICTURE C

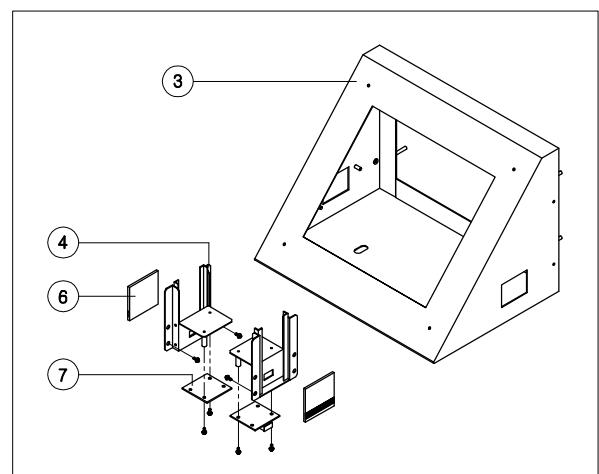
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	FRONT DOOR LOWER PIPE-2	-	1	MPUF0MEP003
2	FRONT DOOR P COVER ACRYL	3.0t	1	MPUF0ACR002

13-5. ASSEMBLING MAIN CASE

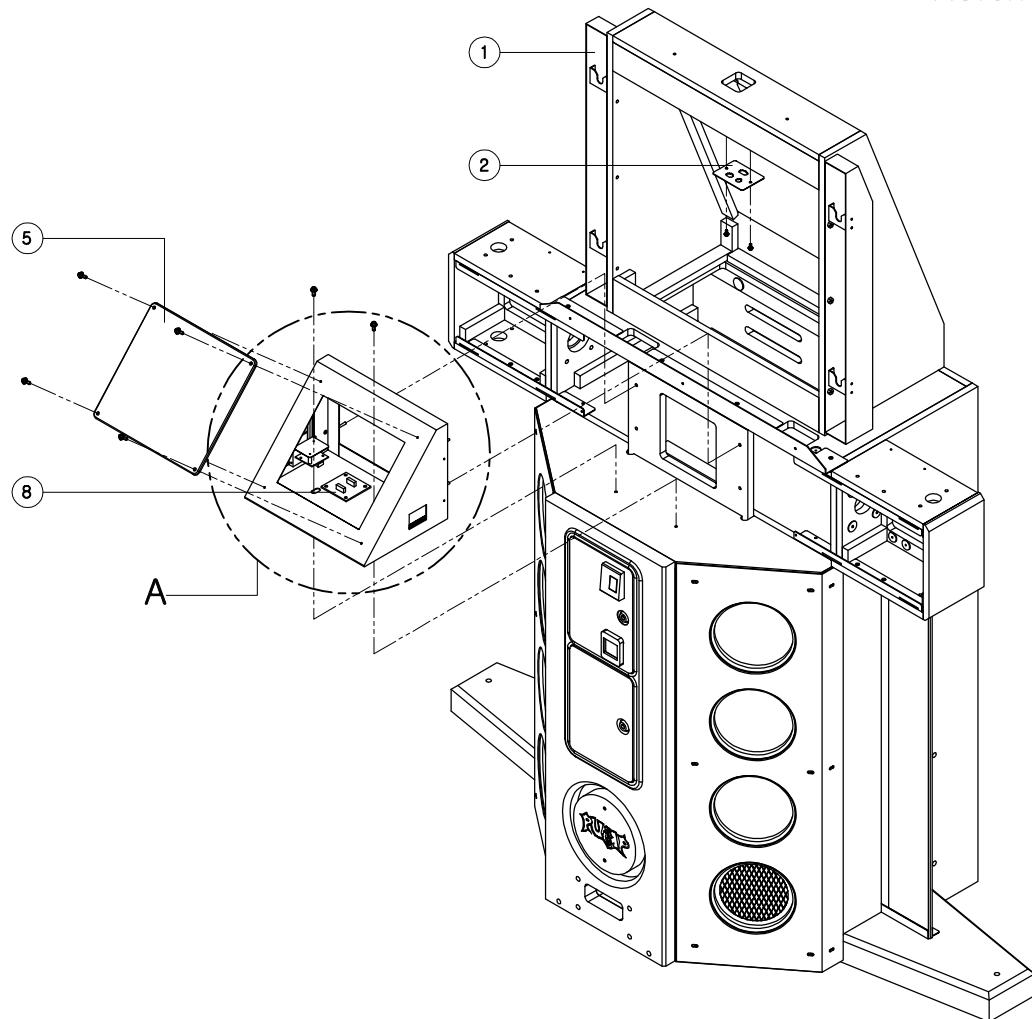


NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	MAIN BODY CASE ASS'Y	-	1	MPUF0W00005
2	FRONT DOOR	-	1	MPUF0W00001
3	FRONT DOOR ACRYL COVER	-	2	MPUF0ACR002

13-6. ASSEMBLING MAIN CASE

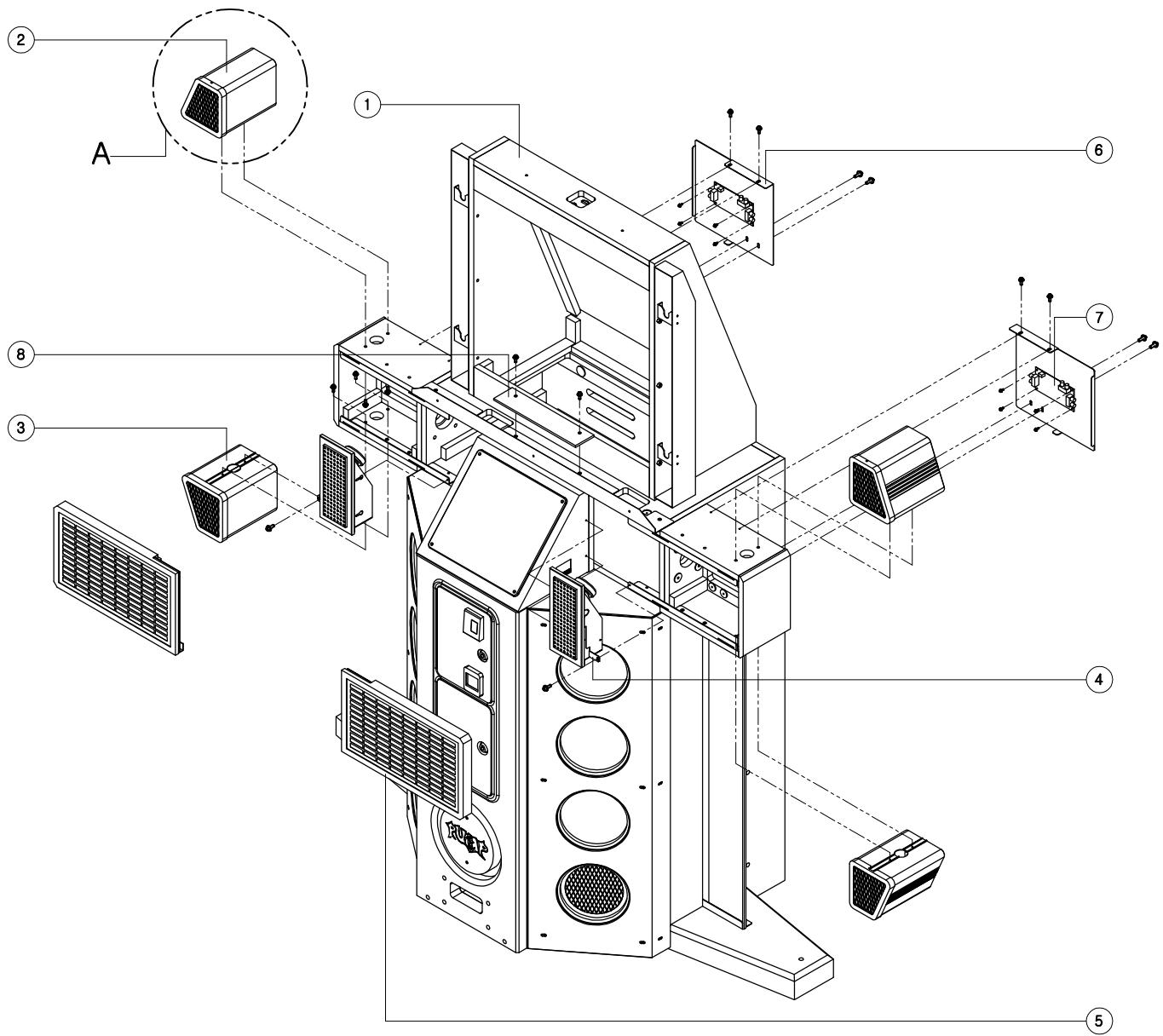


PICTURE A

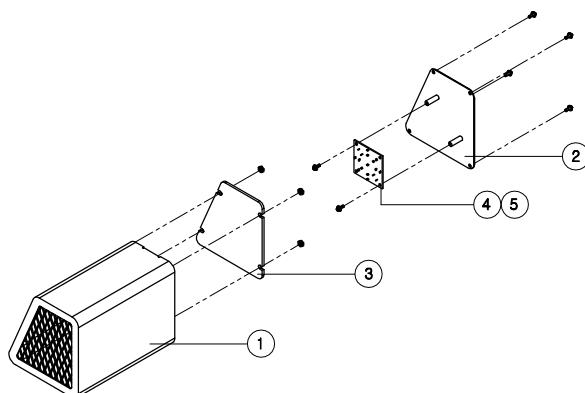


NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	MAIN BODY CASE ASS'Y	-	2	MPUF0W0005
2	MAIN UP CONNECTOR PLATE	-	1	MPUF0MEP025
3	MAIN DOOR UPPER CASE	-	1	MPUF0MEP015
4	USB HUB COVER	-	2	MPUF0MEP075
5	MAIN UPPER COVER ACRYL	5.0t	1	MPUF0ACR007
6	USB COVER ACRYL	3.0t	2	MPUF0ACR033
7	USB JOINT PCB	-	2	APUF0PCB003
8	USB ON/OFF PCB	-	1	APUF0PCB009

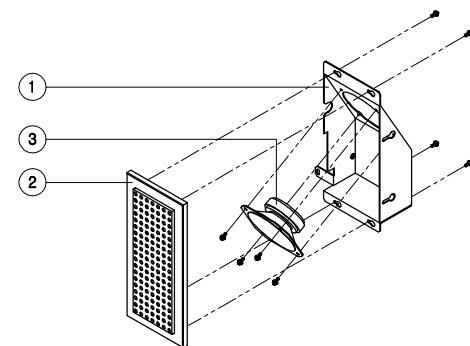
13-7. ASSEMBLING MAIN CASE



NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	MAIN BODY CASE ASS'Y	-	1	MPUF0W00005
2	LIGHT BOX ASS'Y-U	UPPER	2	-
3	LIGHT BOX ASS'Y-L	LOWER	2	-
4	WIDE EQUALIZER ASS'Y	-	2	-
5	MAIN CASE EQUALIZER ASS'Y	-	2	-
6	SPEAKER BOX COVER	-	2	MPUF0MEP020
7	EQUALIZER MAIN PCB ASS'Y	-	2	APUF0PCB004
8	PDP TV SPACER	-	1	MPUF0WOO021

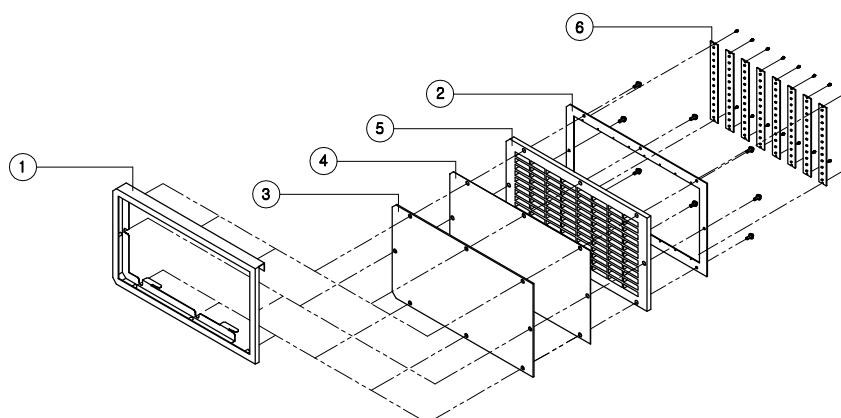


PICTURE A



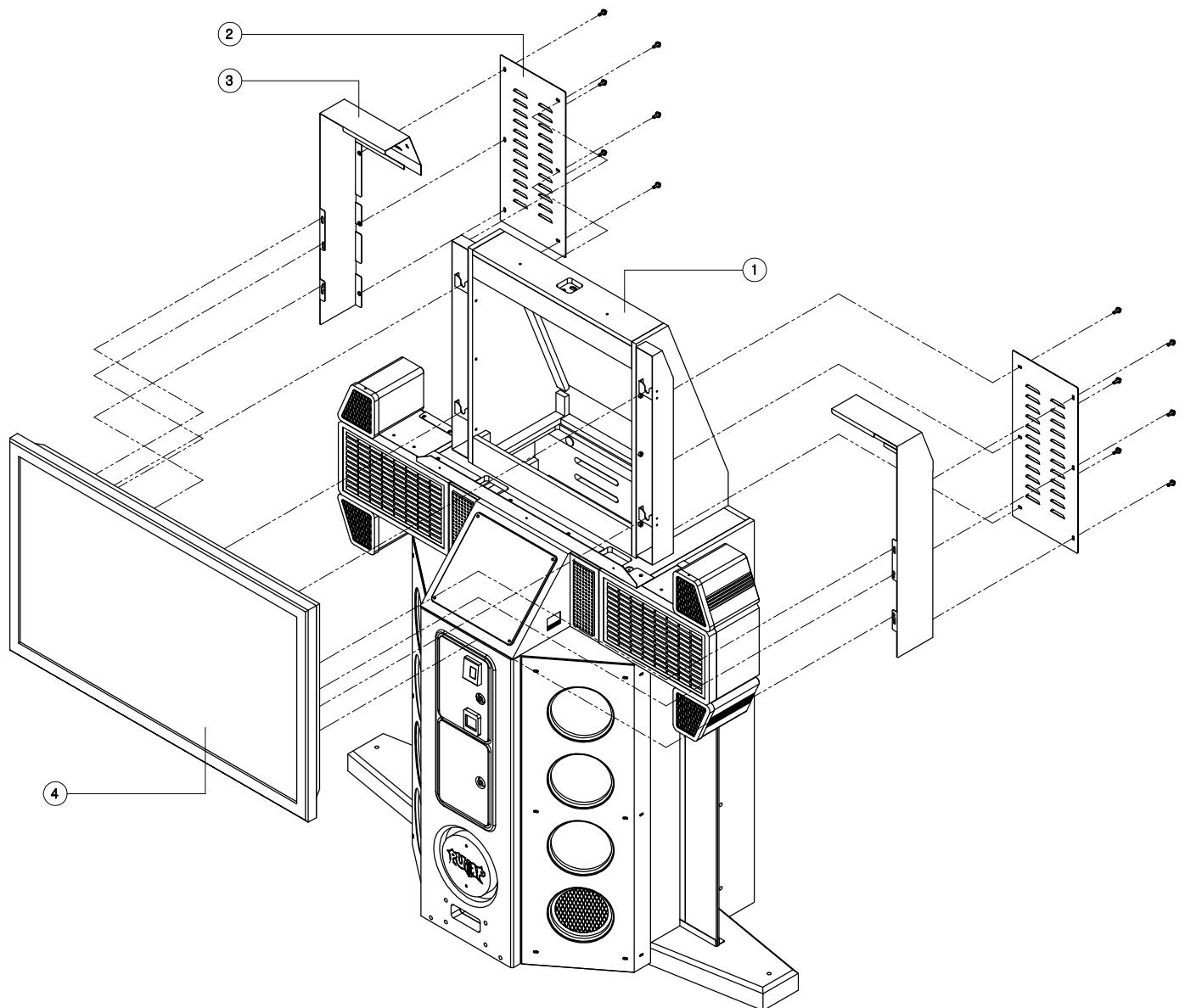
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	LIGHT CASE	-	1	MPUF0MEP021
2	LIGHT BOX COVER	-	1	MPUF0MEP022
3	LIGHT COVER ACRYL	GREEN	1	MPUF0ARC008
		RED	1	MPUF0ARC009
4	SPEAKER LAMP-GREEN PCB ASS'Y	-	1	APUF0PCB005
5	SPEAKER LAMP-RED PCB ASS'Y	-	1	APUF0PCB006

NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	PCB BRACKET	-	1	MPUF0MEP035
2	WIDE MAIN COVER	-	1	MPUF0MEP076
3	SPEAKER	T/W 3"	1	MZZZ0SPE018



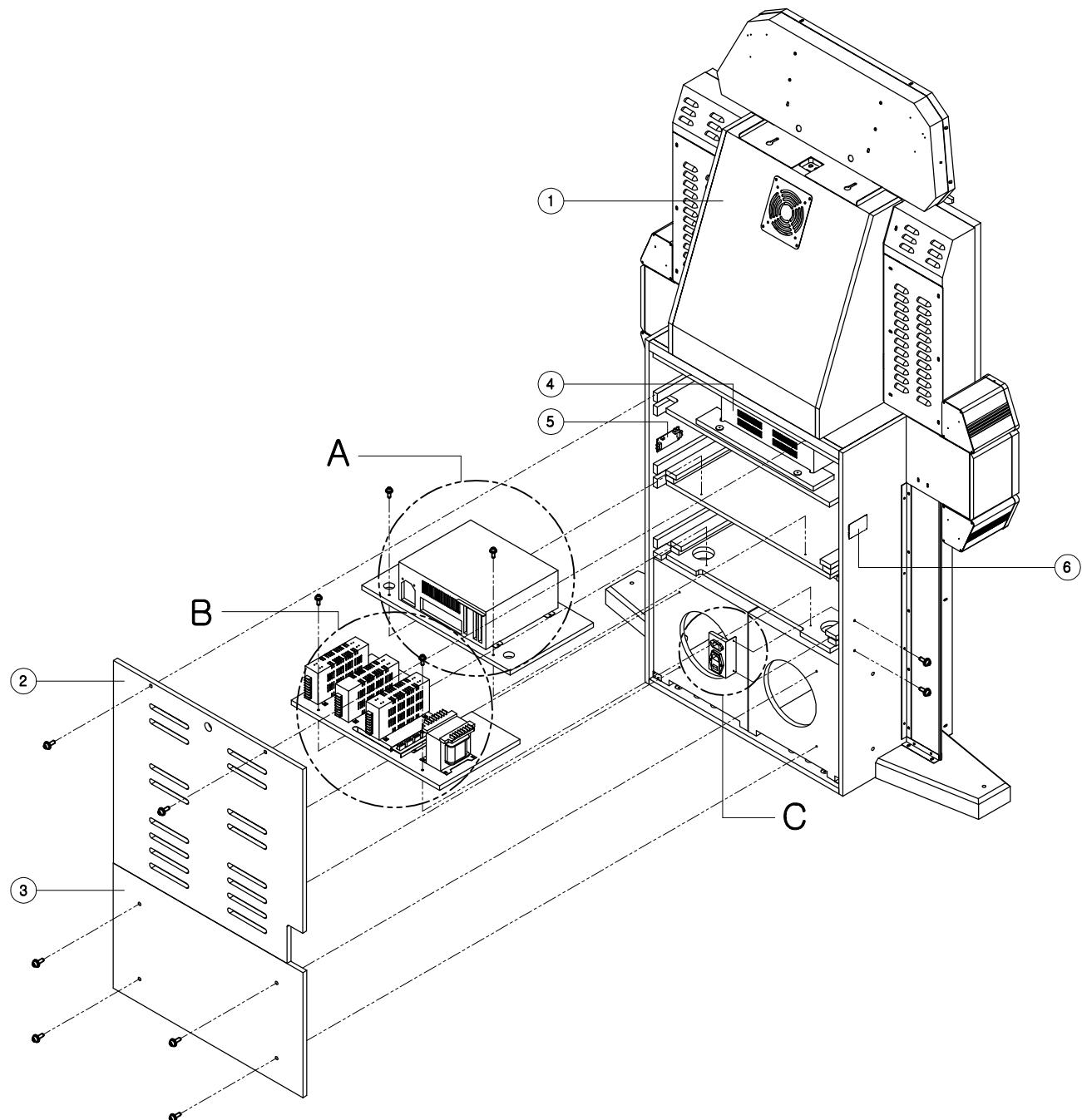
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	FRONT LIGHT COVER	-	1	MPUF0MEP030
2	EQUALIZER BASE SUPPORT	-	1	MPUF0MEP033
3	EQUALIZER FRONT ACRYL	3.0t	1	MPUF0ACR016
4	EQUALIZER PRINT COVER ACRYL-1	0.5t	1	MPUF0ACR014
5	EQUALIZER BASE PLATE	10.t	1	MPUF0ACR015
6	EQUALIZER LINE PCB ASS'Y	-	8	APUF0PCB010

13-8. ASSEMBLING MAIN CASE

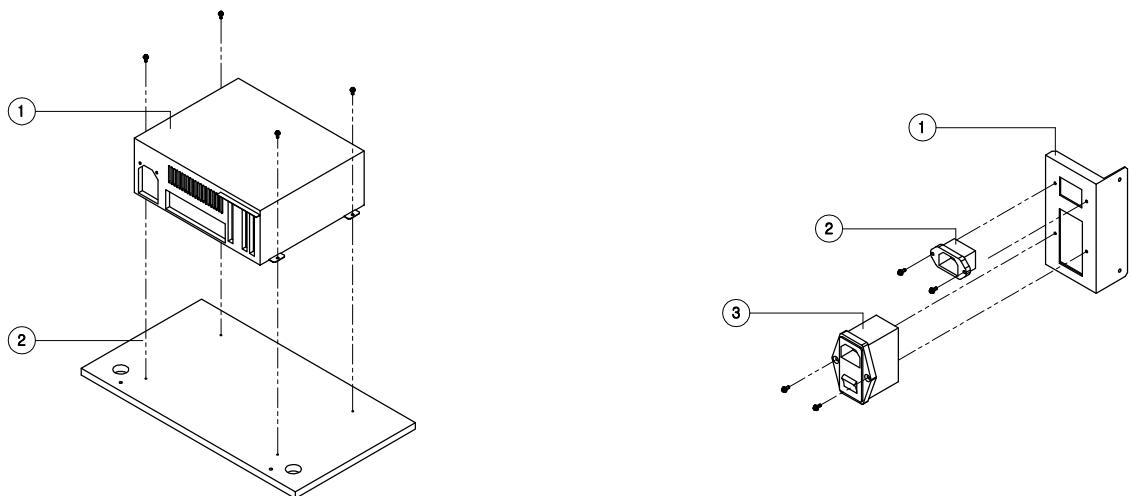


NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	MAIN BODY CASE ASS'Y	-	1	MPUF0W00005
2	PDP SIDE COVER	-	2	MPUF0MEP019
3	PDP TV SIDE COVER	-	2	MPUF0MEP018
4	PDP TV	42"-SD	1	MZZZ0PDP001

13-9. ASSEMBLING MAIN CASE

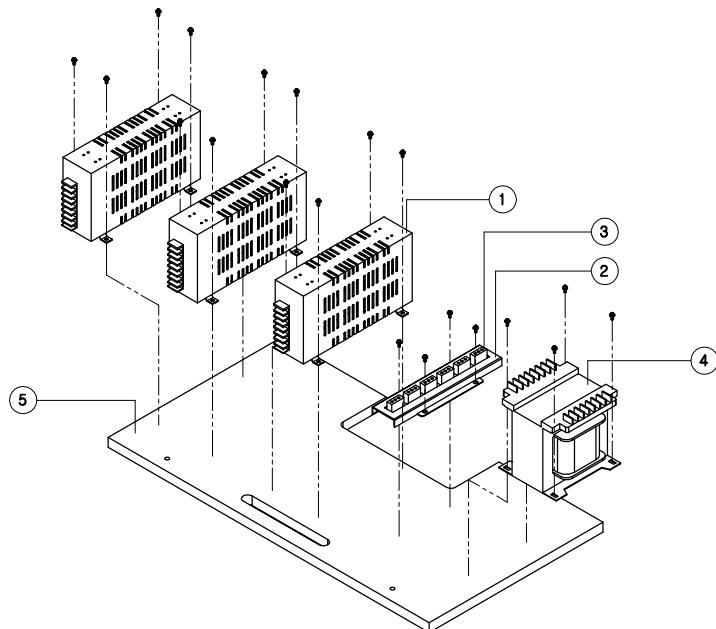


NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	MAIN BODY CASE ASS'Y	-	1	MPUF0W00005
2	MAIN BODY REAR DOOR-1	-	1	MPUF0W00006
3	MAIN BODY REAR DOOR-2	-	1	MPUF0W00008
4	AMP BOX ASS'Y	-	1	APUS0W00010
5	SOUND DVI PCB ASS'Y	-	1	APUF0PCB007
6	LED DRIVER PCB ASS'Y	-	1	APUF0PCB008



NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	MAIN BOX ASS'Y	MK6	1	MPWF0W00002
2	MAIN BODY MID SHELF-1	-	1	MPWF0W00002

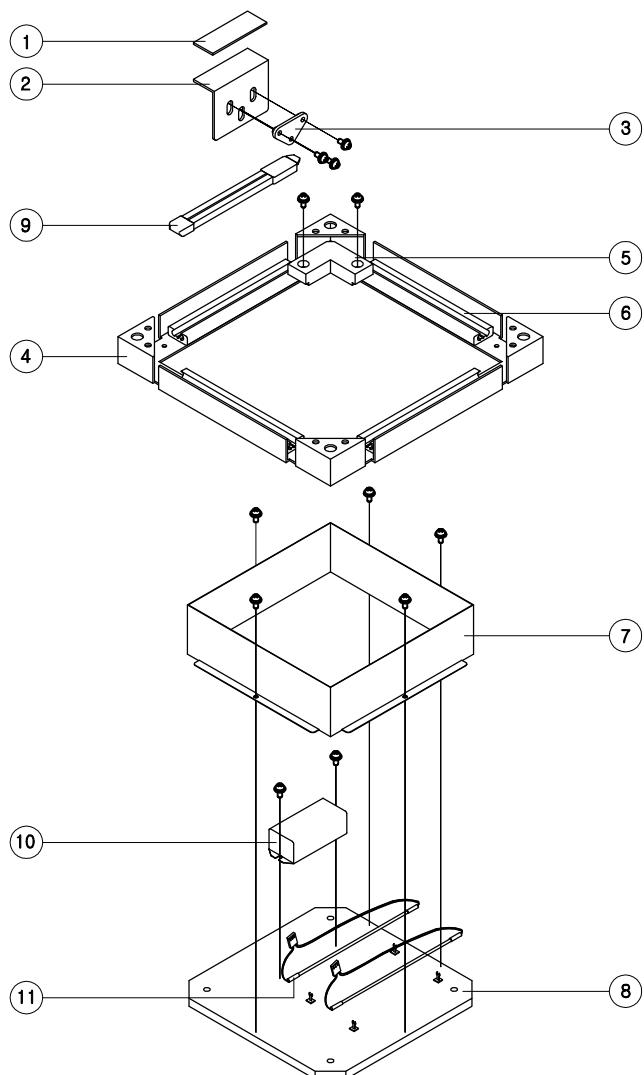
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	AC CODE BRACKET	-	1	MPWF0MEP017
2	AC INPUT	SWEEFE EAC311	1	MPWF0ELE001
3	NOISE FILTER	IP-0642-H2	1	MELE0N01002



NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	POWER SMPS	DC5V8A 12V7A	3	MELE0SMP018
2	TERMINAL BRACKET	-	1	MMUN0PRO008
3	AC JOIN PCB ASS'Y	-	1	AMUM0PCB010
4	TRANSFORMER	600W	1	MELE0TRF026
5	MAIN BODY MID SHELF-1	-	1	MPWF0W00002

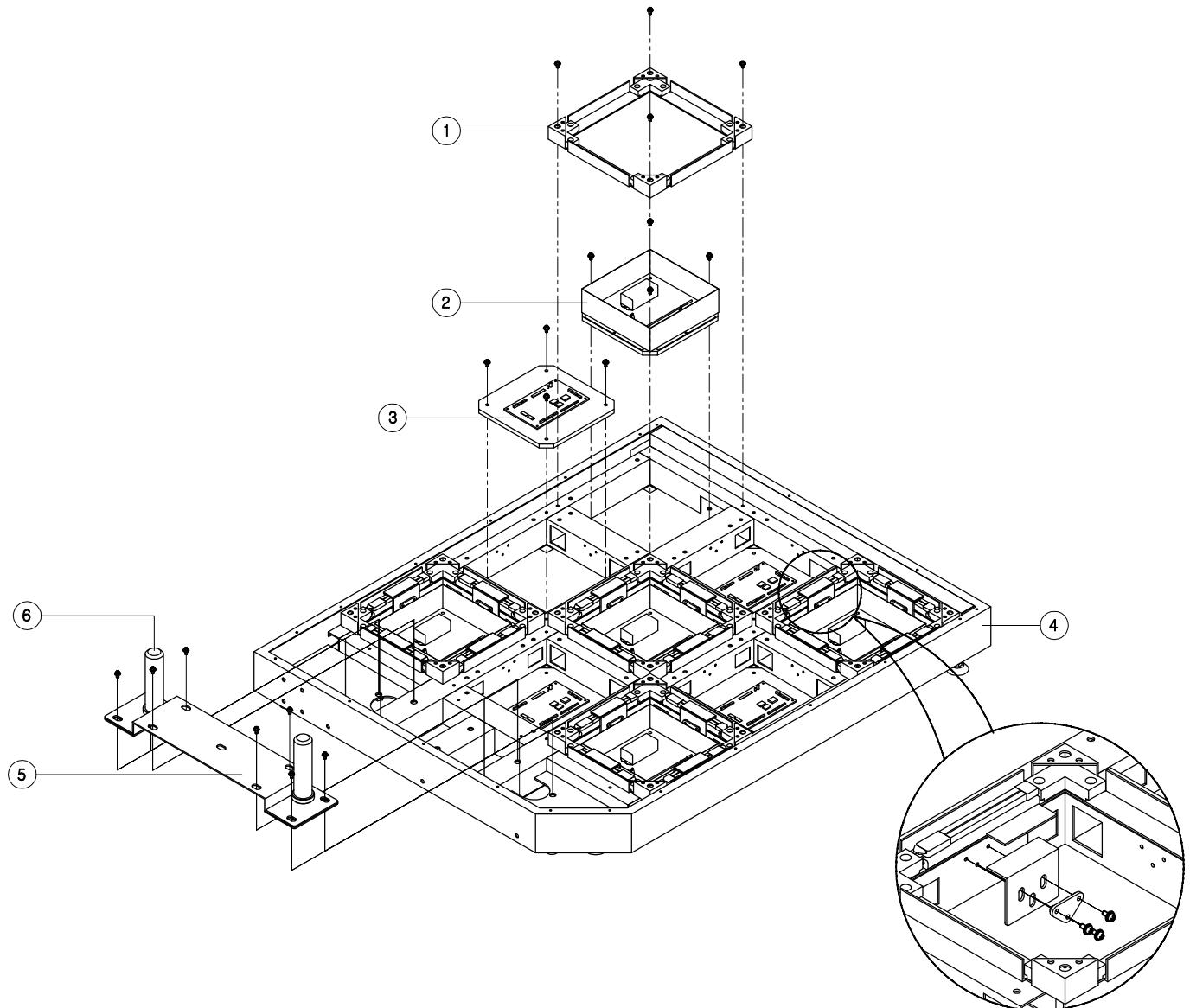
14. ASSEMBLING FLOOR STEP

14-1. ASSEMBLING FLOOR STEP



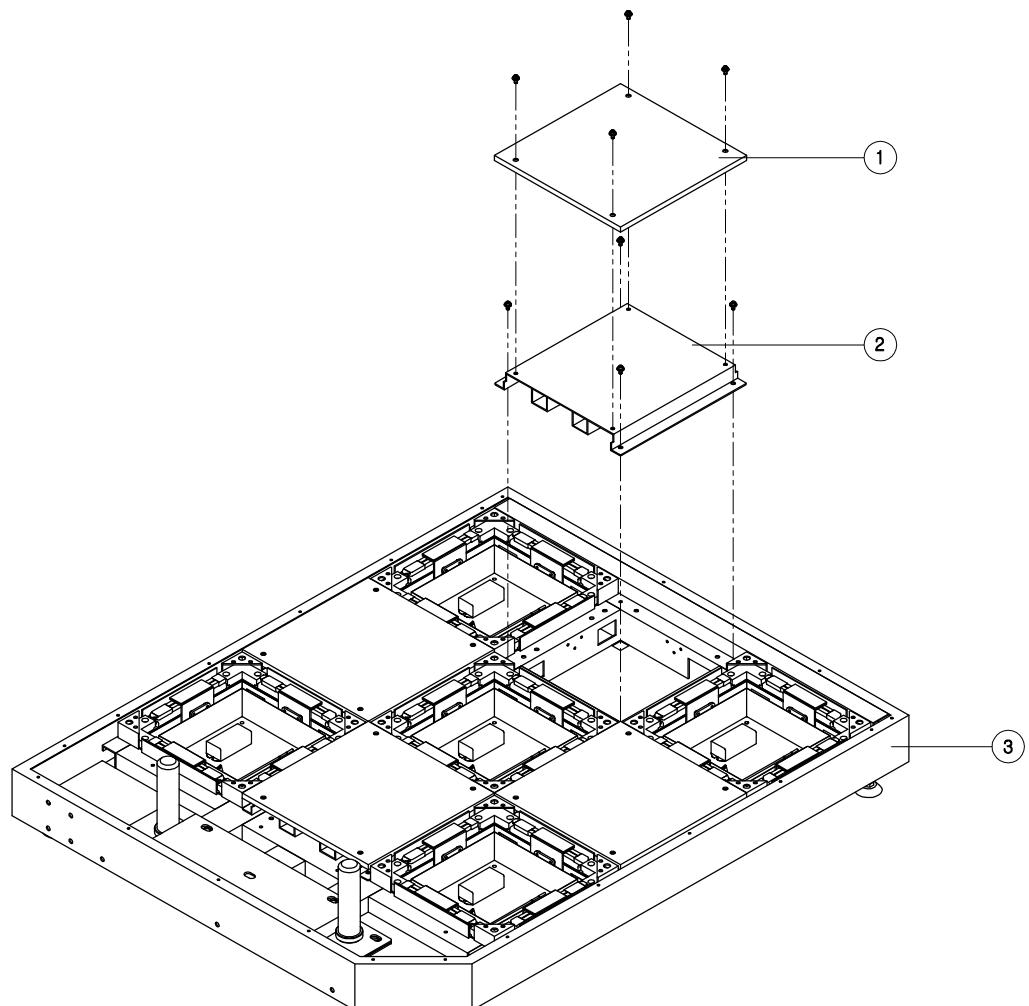
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	SENSOR BRACKET TAPE	-	32	MPUS0000001
2	SENSOR COVER BRACKET	-	32	MPUS0MEP041
3	BRACKET SUPPORT	-	32	MPUS0PLA018
4	SWITCH FRAME	-	8	MPUS0MEP072
5	STEP ACRYL STOPPER	-	32	MPUS0PLA017
6	SENSOR RUBBER	-	32	MPUS0PLA016
7	CCFL COVER	-	8	MPUD0PLA005
8	STEP WOOD	-	12	MPUS0WOO017
9	FOOT SENSOR	-	32	MELE0SEN003
10	INVERTER	-	8	MELE0INV001
11	CCFL LAMP	150 mm	16	MELE0LAM012

14-2. ASSEMBLING FLOOR STEP



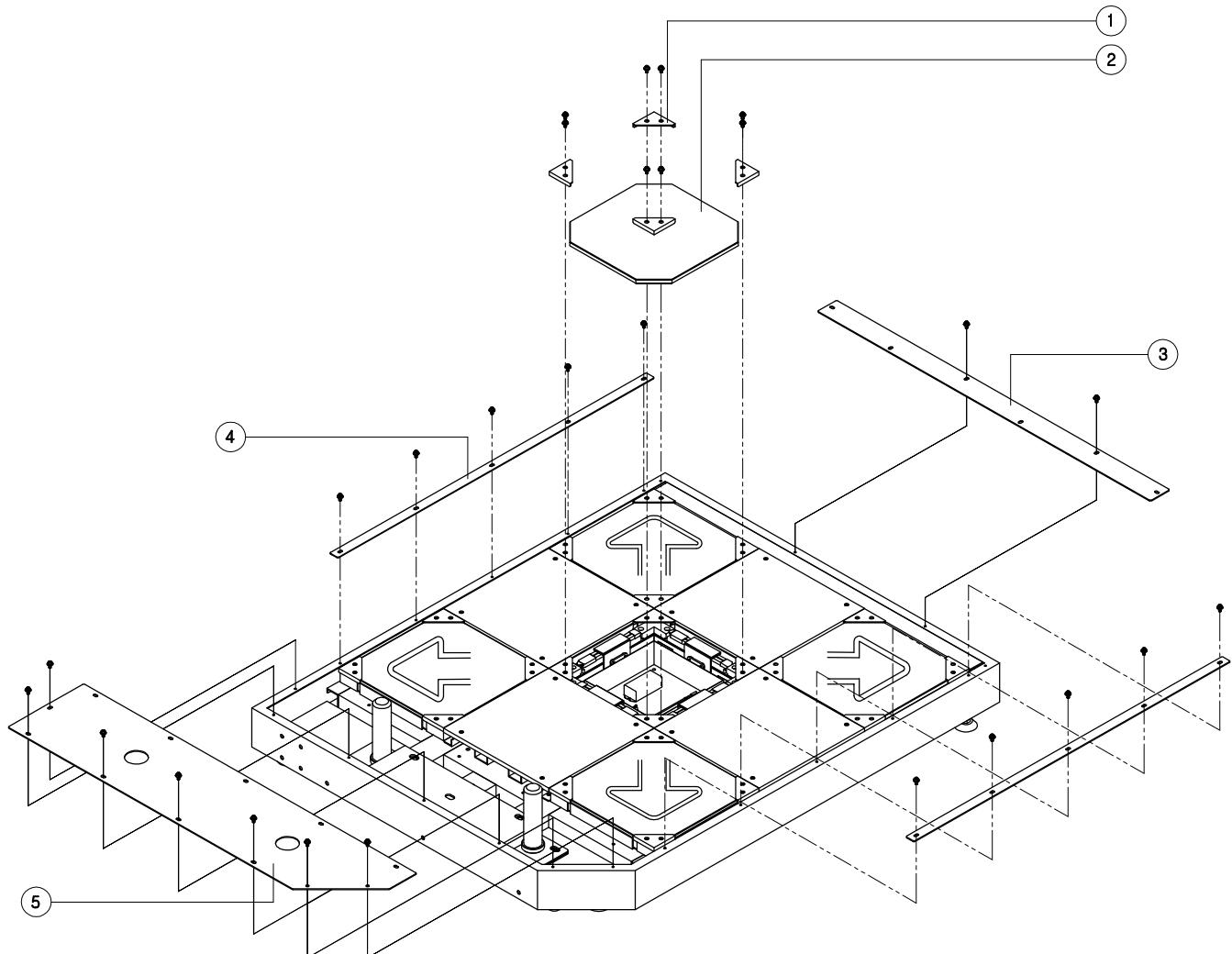
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	SWITCH FRAME ASS'Y	-	1	-
2	CCFL COVER ASS'Y	-	1	-
3	FOOT PCB ASS'Y	-	1	APUSOPCB017
4	STEP FRAME	-	1	MPUS0MEP045
5	HANDLE JOINT BRACKET	-	2	MZZZ0MEP004

14-3. ASSEMBLING FLOOR STEP



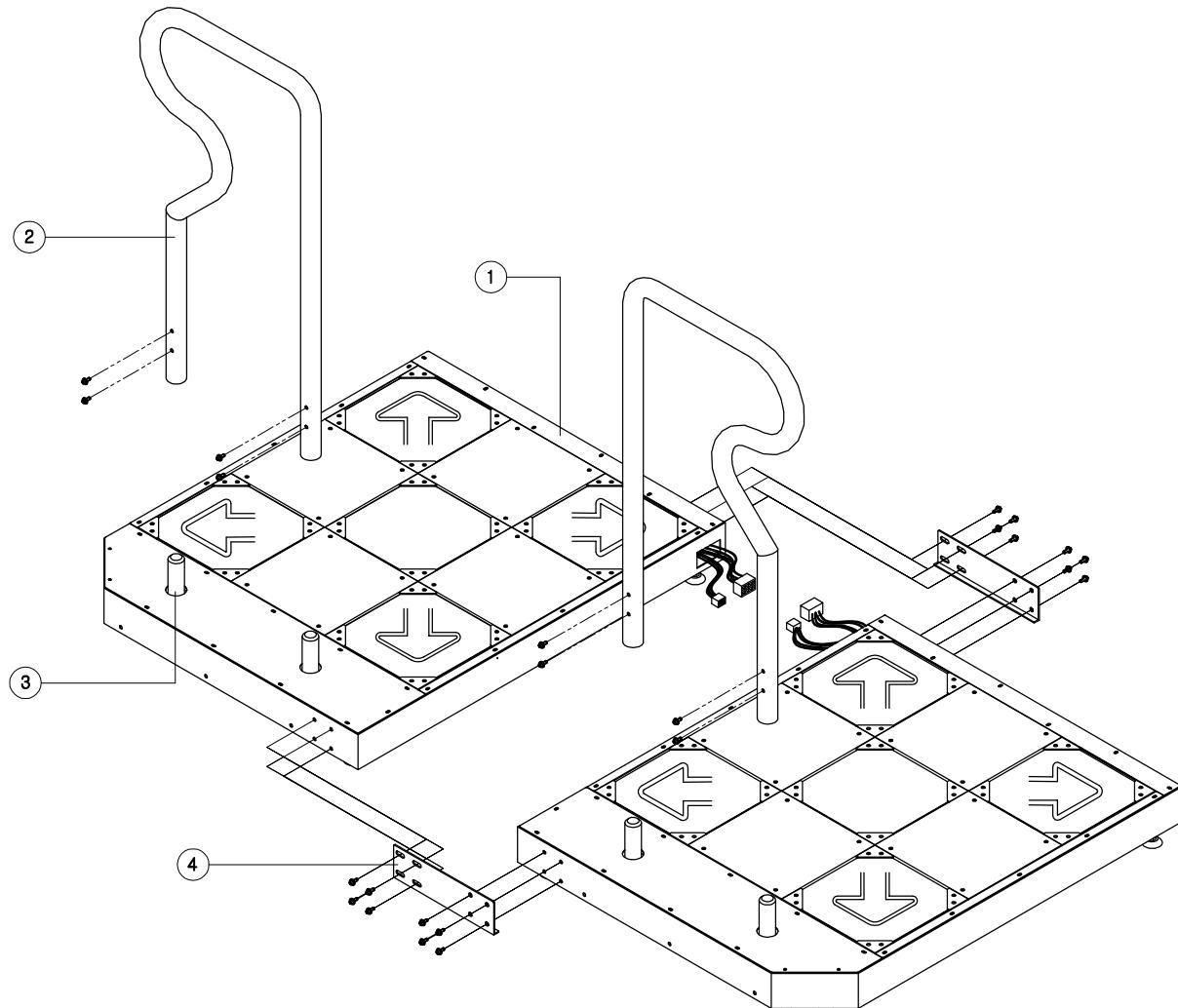
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	COVER PANEL	-	4	MPUS0MEP013
2	FRAME SUPPORT PANEL	-	4	MPUS0MEP022
3	STEP FRAME	-	1	MPUS0MEP045

14-4. ASSEMBLING FLOOR STEP

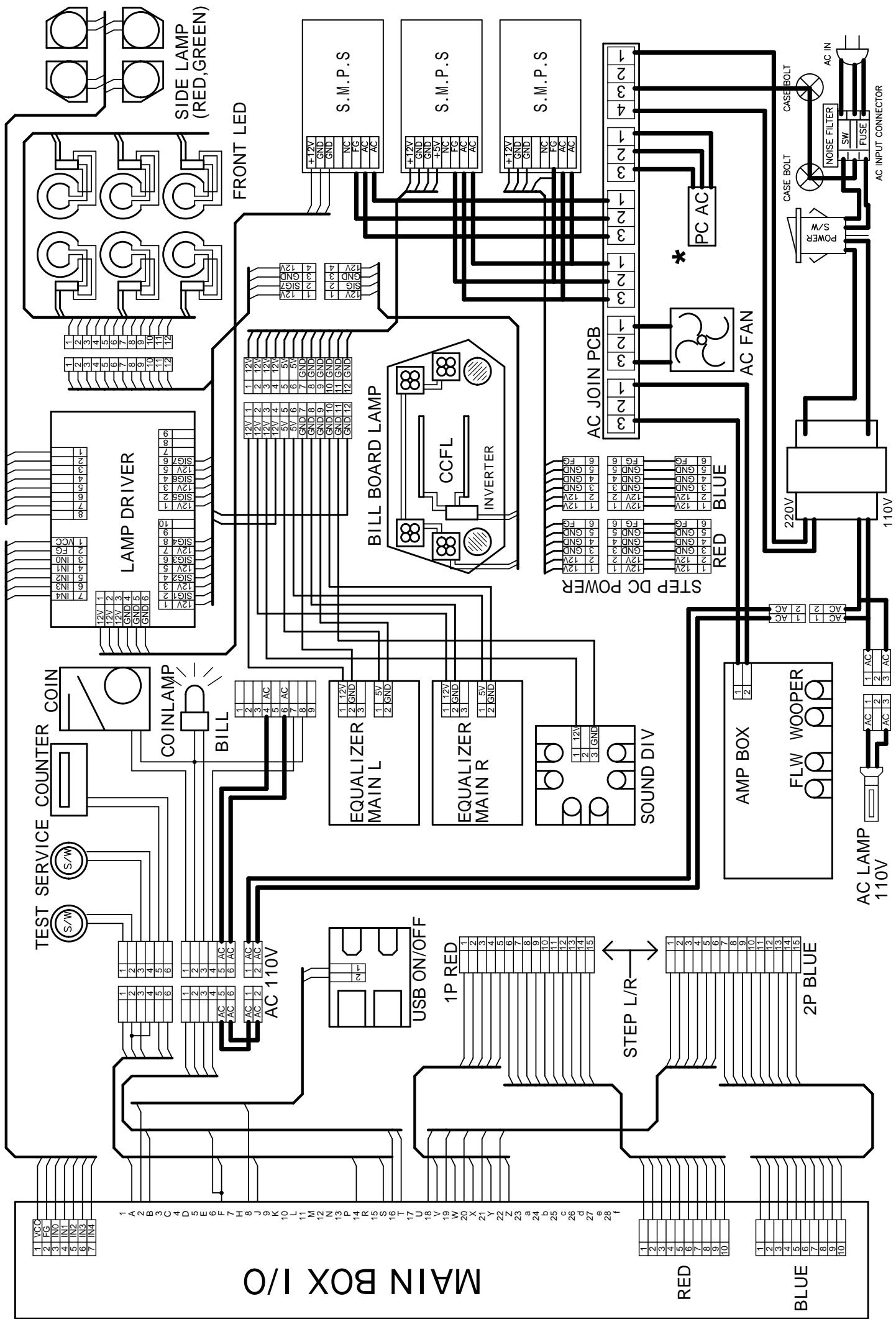


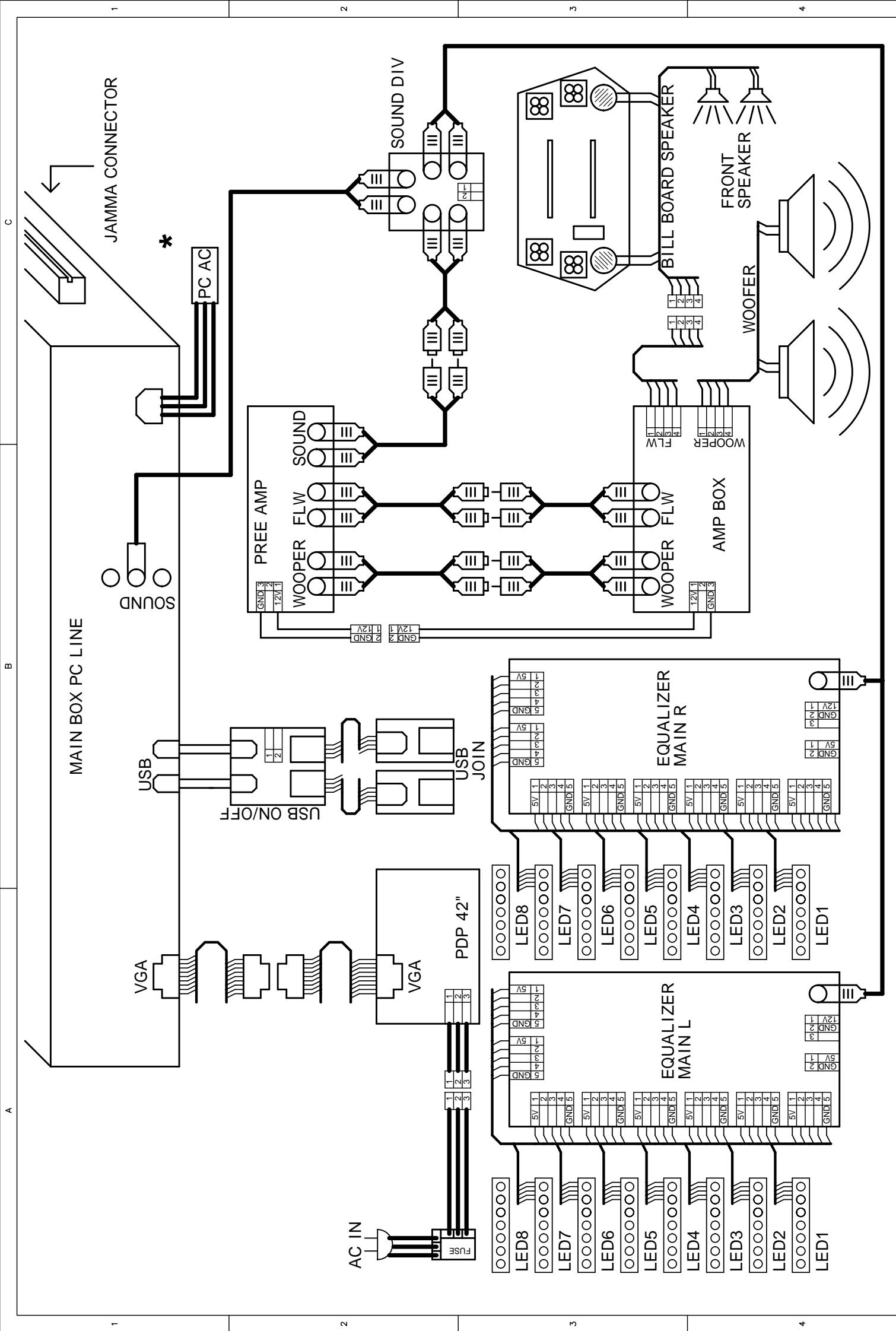
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	STEP ACRYL COVER	-	16	MPUS0MEP044
2	STEP ACRYL	-	4	MPUS0MEP044
3	FRAME FRONT COVER	-	1	MPUS0MEP018
4	FRAME SIDE COVER	-	2	MPUS0MEP021
5	FRAME REAR COVER	-	2	MPUS0MEP019

14-5. ASSEMBLING FLOOR STEP



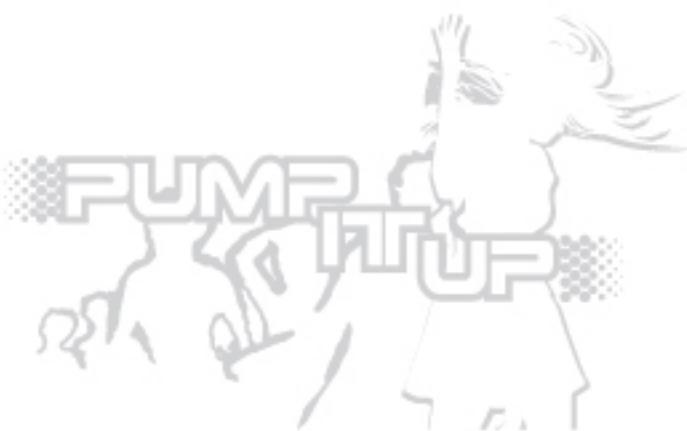
NO.	PART NAME	SPEC.	QUANTITY	CODE NO.
1	CROSS STEP ASS'Y	-	1	APUS0W0003
2	FRAME PIPE	-	4	MPUS0MEP035
3	PIPE SHAFT	-	4	-
4	FRAME JOINT BRACKET	-	2	MPUS0MEP047





ANDAMIRO®

ANDAMIRO®



**www.andamiro.com
www.andamirousa.com**