



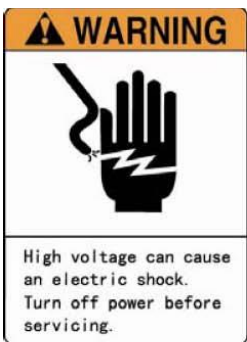
**VERY HEAVY, REQUIRES 2  
PEOPLE TO ASSEMBLE**



Parts & Service: 708-598-3720

## Safety Instructions:

Repair and maintenance requires trained service personnel. Depending on the potentially hazardous degrees, the terms of NOTICE, WARNING GAUTION, etc. are used. Be sure to understand the content of the displays before reading the text.



### High Voltage Warning:

High voltage can cause an electric shock. Turn off power before servicing.



### No Touching Warning:

This part may cause an electric shock or the surface is overheating. Do not touch this part.



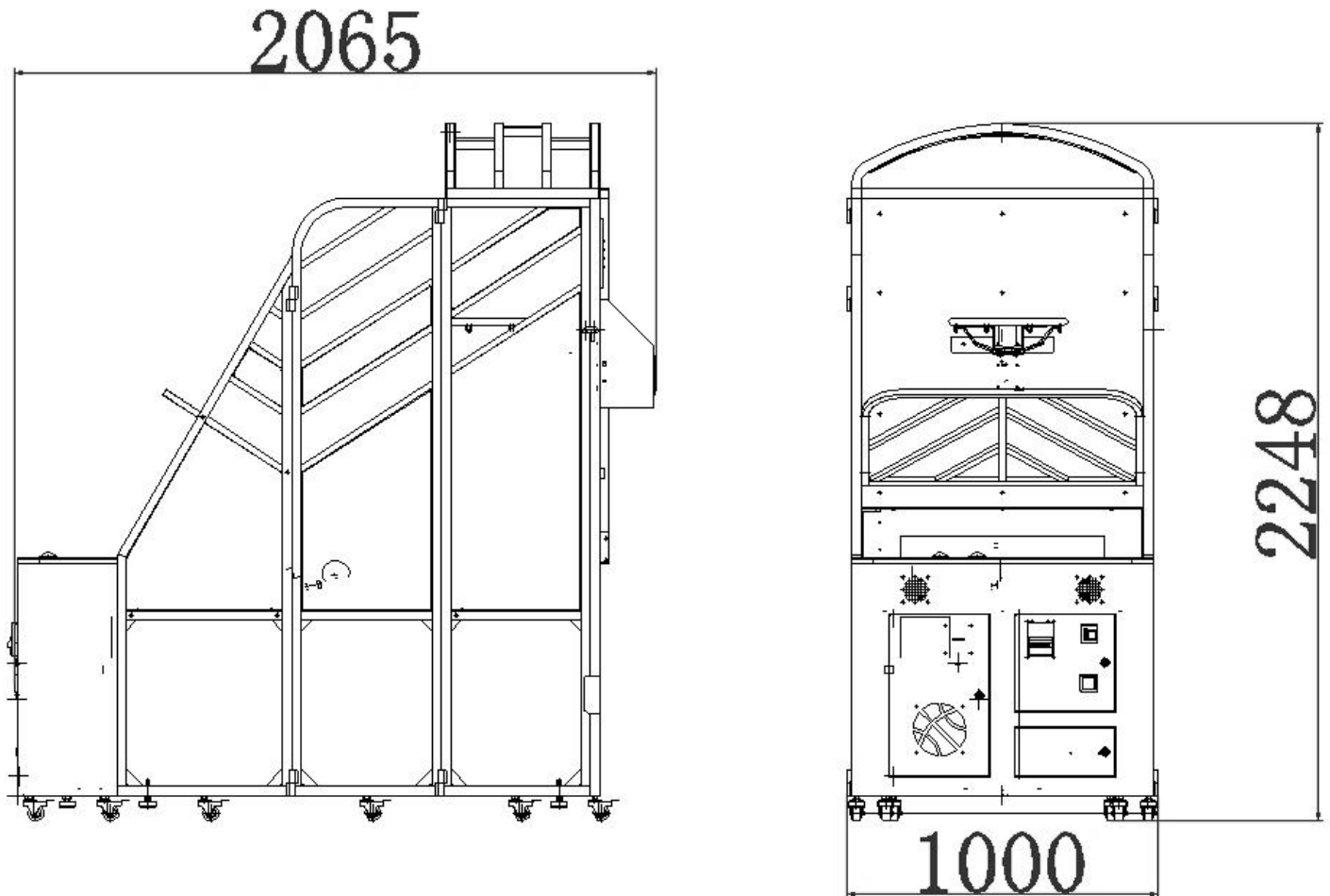
### Warning:

This part may cause by scalding if somebody inadvertent to do something.

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## 1. SPECIFICATIONS



- 1) Rated power supply : AC 110V $\pm$ 10% 50Hz
- 2) Power consumption : min 100W ~ max 400W
- 3) Dimensions : L2065 $\times$ W1000 $\times$ H2248 ( mm )

Gross weight: 250KG / Net weight: 200KG

- 4) Environment condition : (indoor) temperature: -10 $^{\circ}$ C ~ +40 $^{\circ}$ C ;

Humidity :  $\leq$ 90% ;

Atmospheric pressure : 86Pa ~ 106Pa。






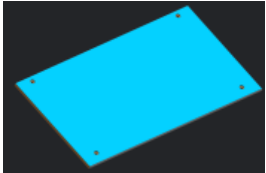
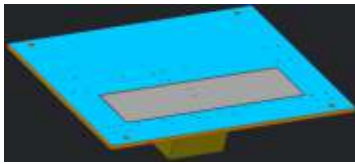
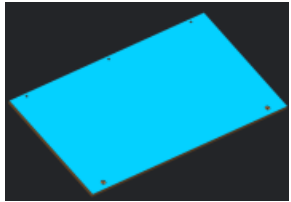

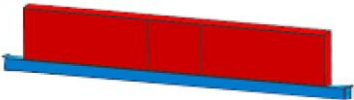
After turn off the machine, please wait 1 minute to turn on the game.





**Note: Game parameters are subject to change without notice.**

## 2. PACKAGE CONTENTS

Please Make sure that all the parts shown below are included in the product packages.




NO	Description	Parts#	Qty	Illustration
1	Manual	English	1	
2	Keys	ATB-03-01	4	
3	Fuses	ATB-03-03	1	
4	Power cord	ATB-03-02	1	
5	Basketball	#5, Black, no logo	8	
6	Link games wire	ATB-03-04	1	
7	Air pin		1	
8	Pump		1	
9	Spare screws		1	

NO	Description	Qty	Pictures
1	Main frame	1	
2	Control panel	1	
3	Header	1	
4	Front playfield	1	
5	Ball gate playfield	1	
6	Back playfield	1	
7	Bracket 1 (front)	1	
8	Bracket 2 (middle)	1	

9	Bracket 3 (back)	1	
10	Basket rim	1	
11	Back frame	1	
12	Front panel	1	

NO	Description	Spec	Qty	Picture
1	Hexagon head round head screw	M8×80	12	
2	Hexagon head round head screw	M8X50	18	
3	Hexagon head round head screw	M8X25	7	
4	Big flat head screw	M6X30	10	
5	Big flat head screw	M6X12	6	
6	Big flat head screw	M5X12	4	
7	Big flat head screw	M4X12	4	
8	Retaining nut	M8	3	
9	Cover nut	M8	12	
10	Spring washer	M6	16	



11	Spring washer	M8	16	
12	Flat washer	M6	16	
13	Flat washer	M8	30	

## TOOLS YOU NEED

NO.	Description		Qty	Picture
1	Phillips screwdriver		1	
2	Hexagon screwdriver head	6mm	1	
3	Hexagon screwdriver head	8mm	1	
4	wrench	13	1	

## GAME INSTALLATION AND SERVICE

- First check the assembling instruction and assemble the game.
- Second, adjust the leveler of the game on even ground.
- After installation, plug in and check the game operation. If there is a problem, stop the game and check the trouble shooting section.

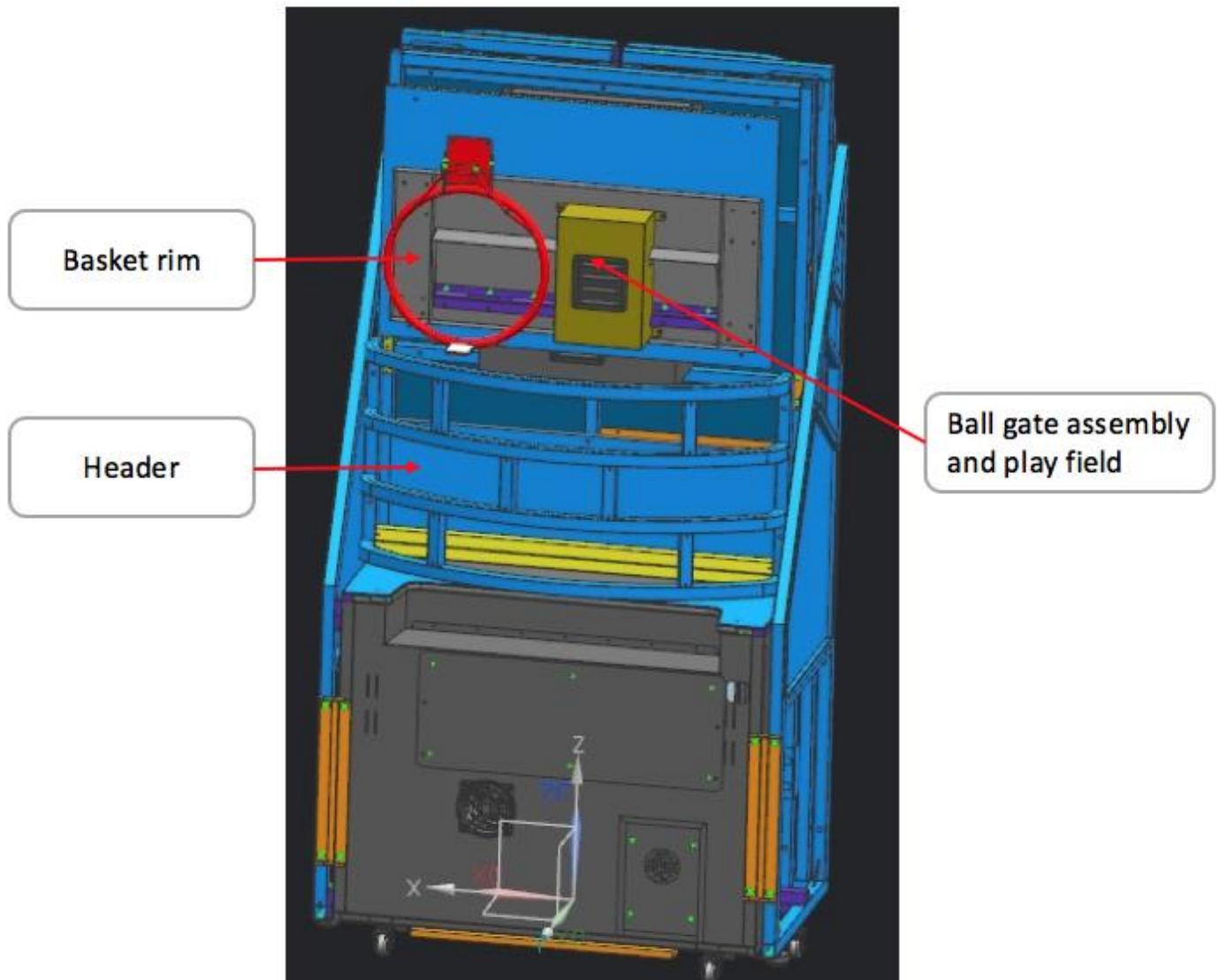
### 3. ASSEMBLY STEPS



**WHEN REMOVING & UNPACKING KEEP HANDS ON PARTS AT ALL TIMES, PARTS ARE HEAVY.**

#### STEP 1: Unpacking

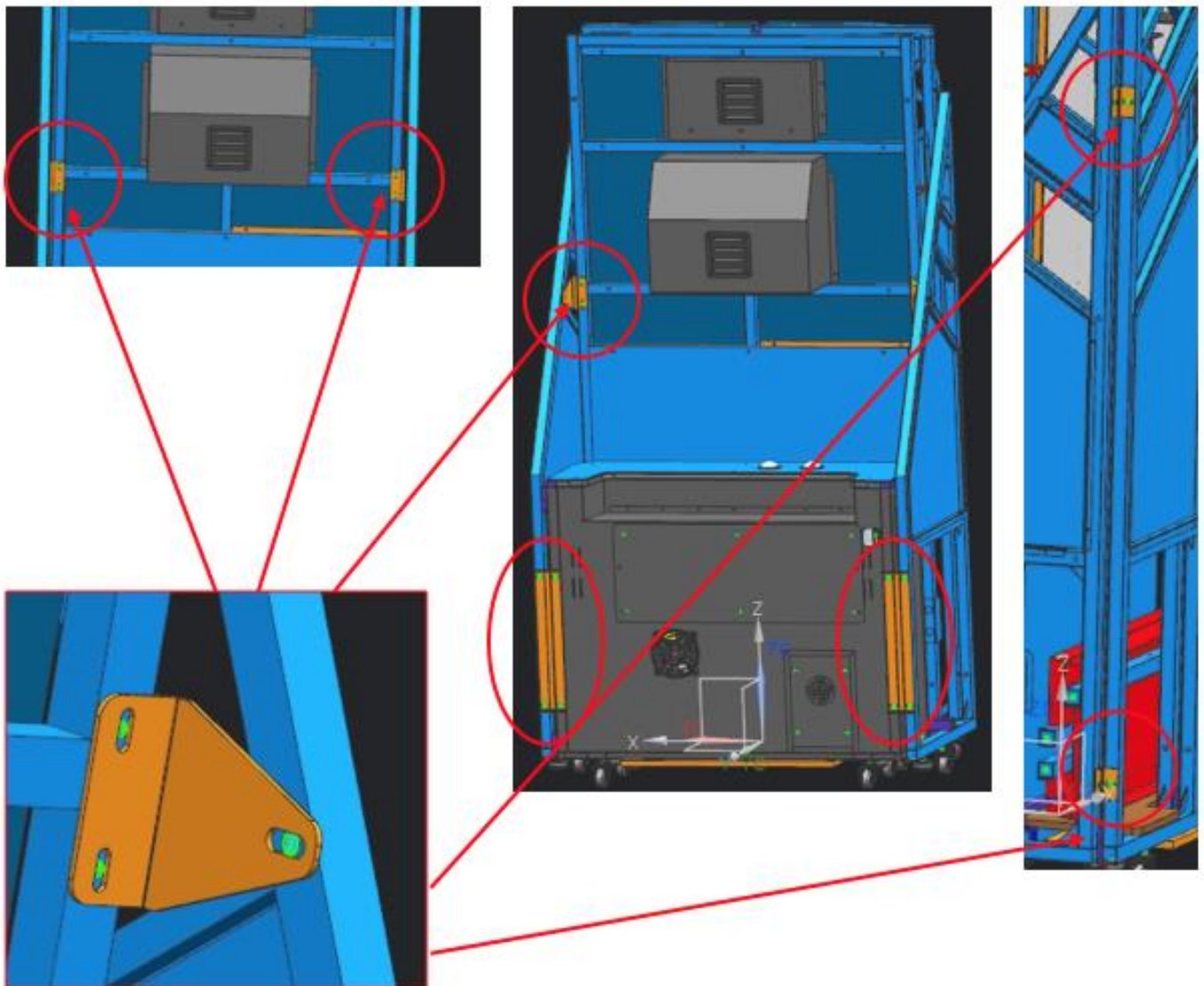
Take out: basket rim, header, ball gate assembly and playfield from packaging.



# ⚠ CAUTION

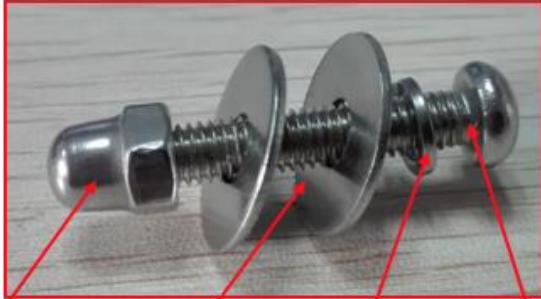
**WHEN REMOVING & UNPACKING KEEP HANDS ON PARTS AT ALL TIMES, PARTS ARE HEAVY.**

Remove all the packing metals from the game (in orange)



## STEP 2: Open the frame

Combination #1

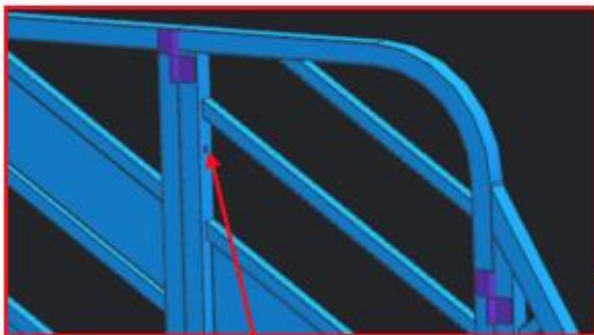


Cover  
nut

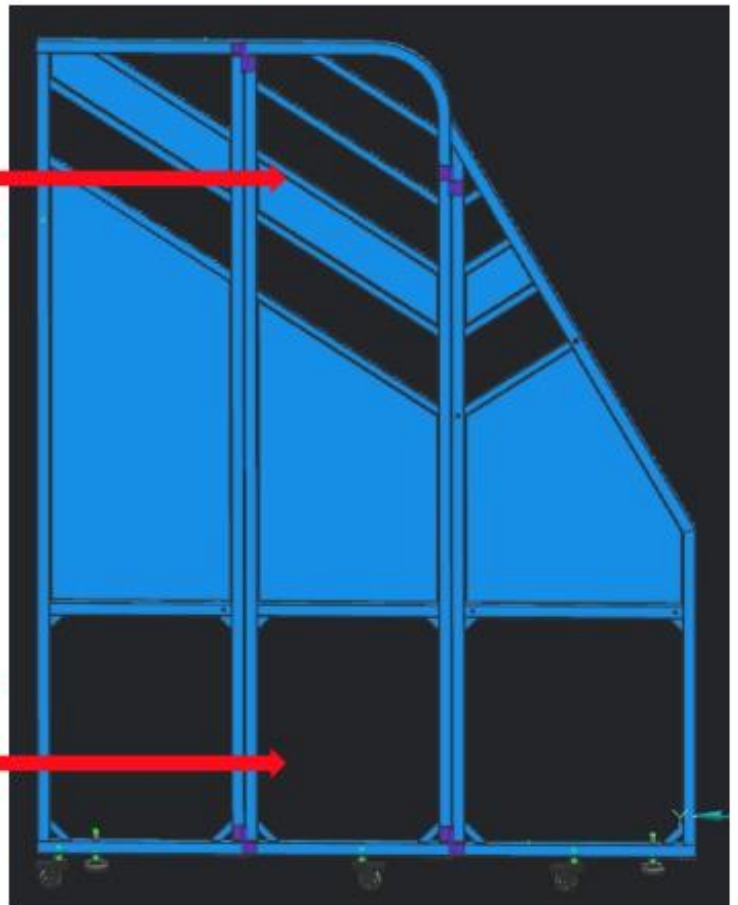
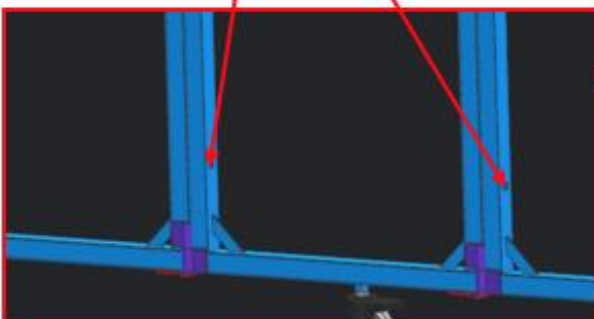
2 x M6 Flat  
washer

M6 Spring  
washer

M8X25  
Hexagon head  
round head  
screw



Combination #1 through the screw  
hole position



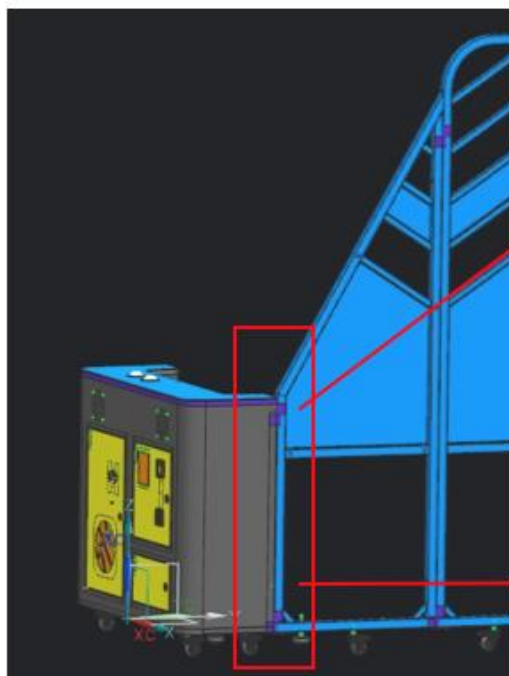
### STEP 3: Combine the control panel with the frame

#### Combination #2



M8 Flat  
washer

M8X50  
Hexagon head  
round head  
screw



Combine the hinge on  
control panel with the  
frame hinge

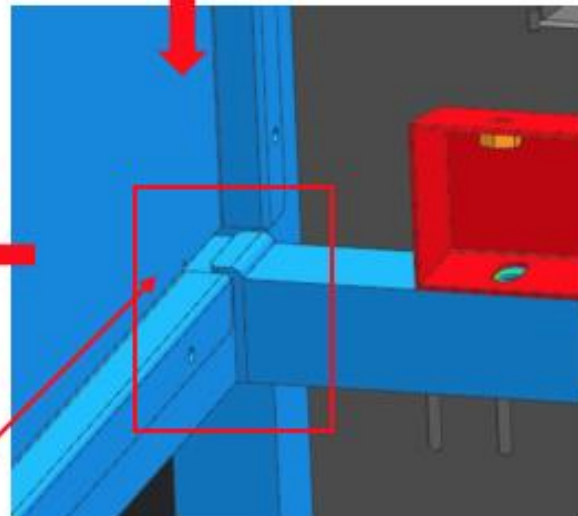
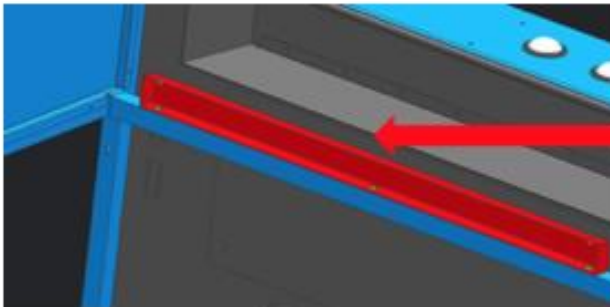
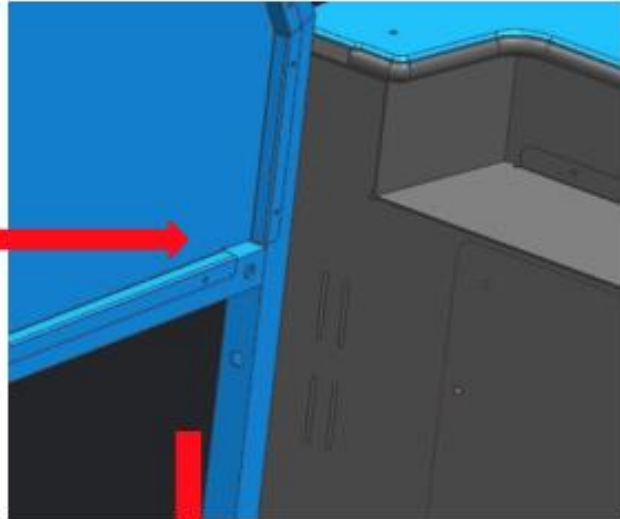
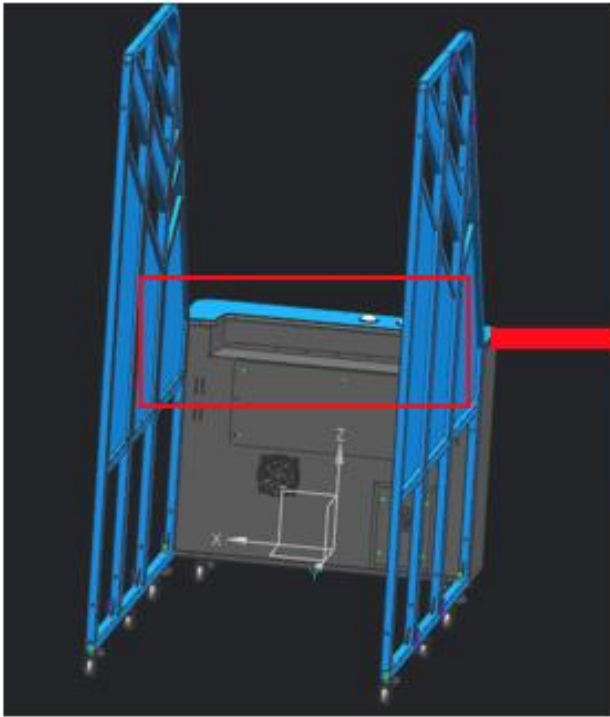


Combination #2  
through the screw  
hole position

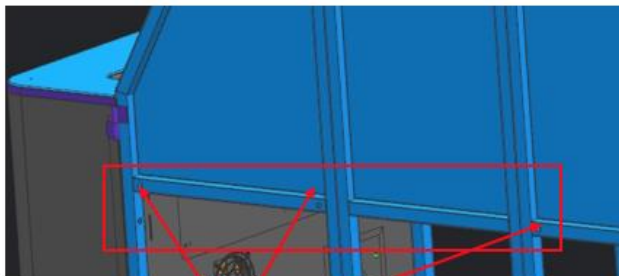




## STEP 4: Mount the bracket assembly to the main frame



Insert the holes on both sides of the bracket into the main frame



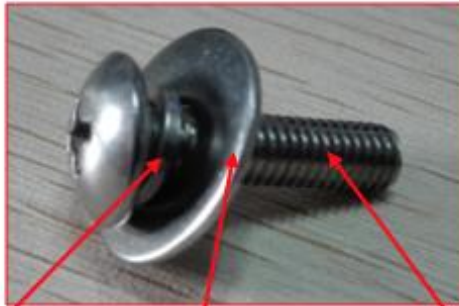
Combination #2  
through the screw  
hole position



Note: The bracket installation method are same from bracket 1 – 3, from control panel to the back.

## STEP 5: Ball gate assembly

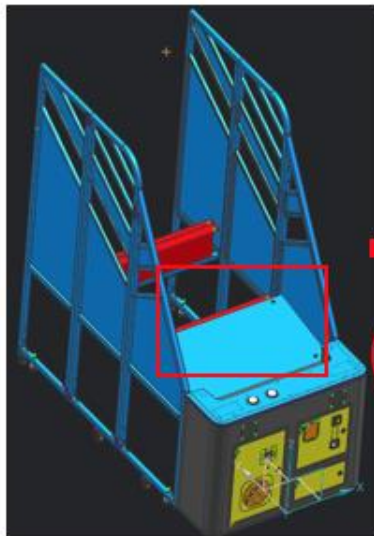
### Combination #3



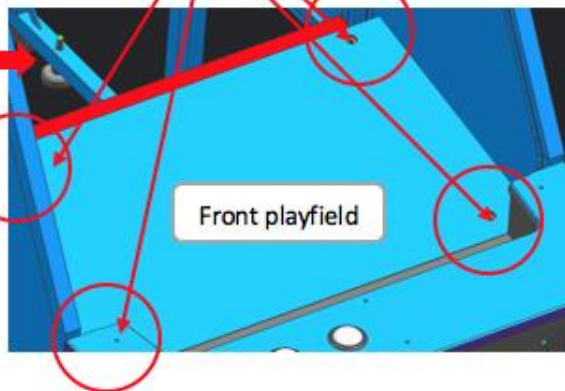
M6 Spring  
washer

M6 Flat  
washer

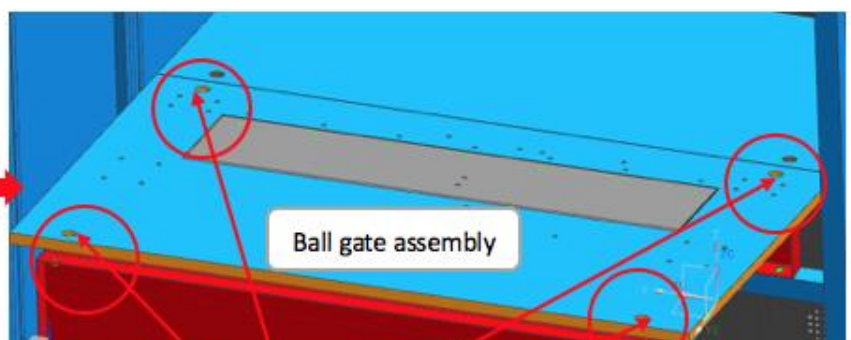
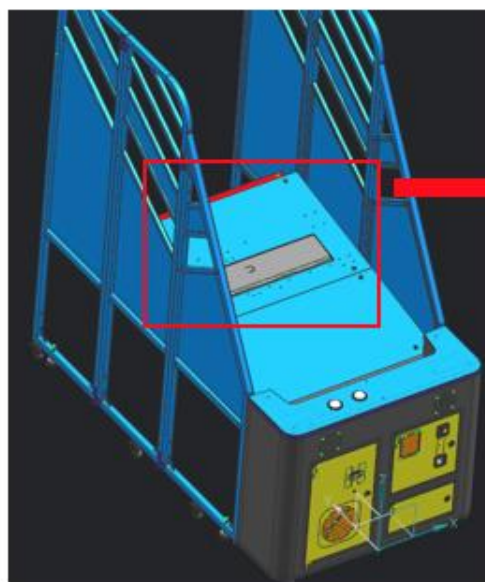
M6X30  
Big flat head  
screw



Combination #3(x4)  
through the screw  
hole position



Front playfield



Ball gate assembly

Combination #3(x4)  
through the screw  
hole  
position



## STEP 6: Install the basket rim

Combination #3



M6 Spring  
washer

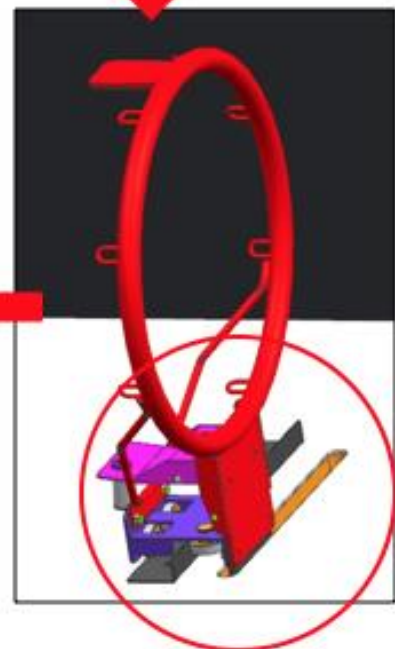
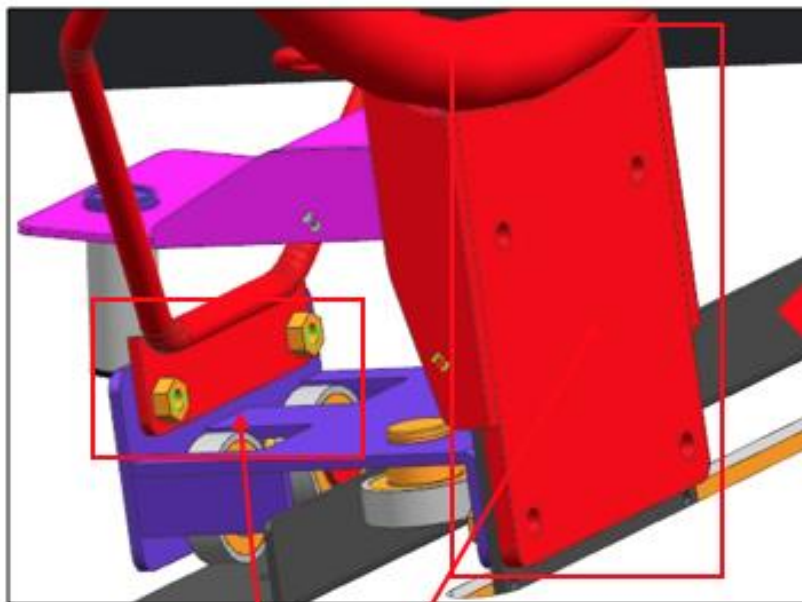
M6 Flat  
washer

M6X30  
Big flat head  
screw

**! CAUTION**

**BACK FRAME IS VERY HEAVY**

Lay flat the back frame on floor

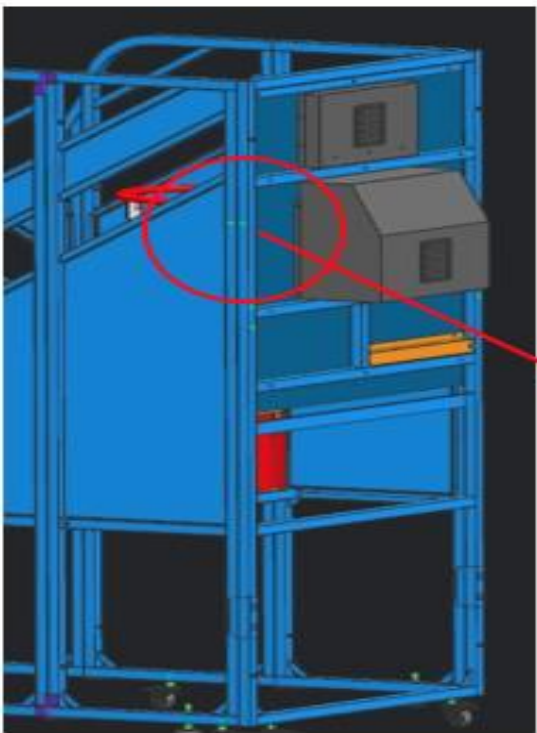


Combination #3(x6)  
to install the rim on

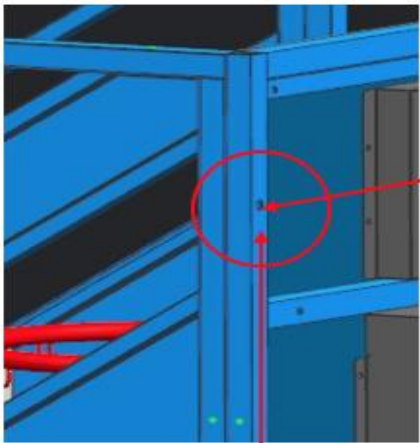
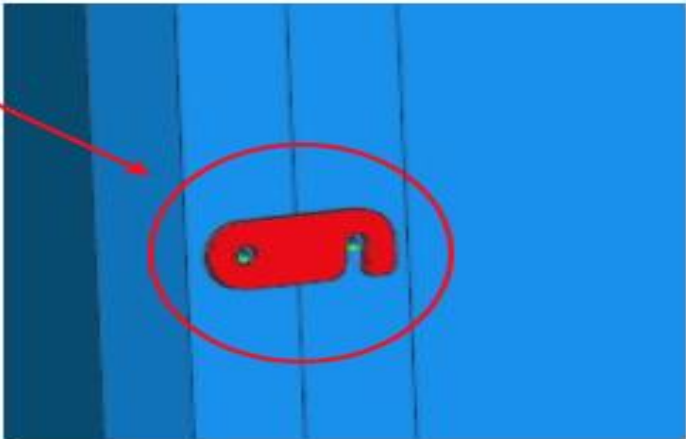




STEP 7: Combine the back board with main frame



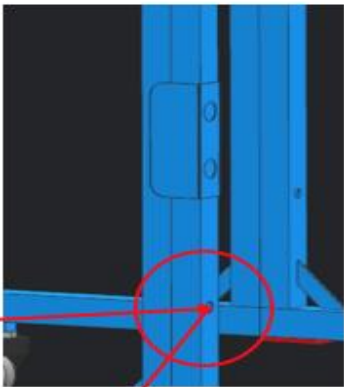
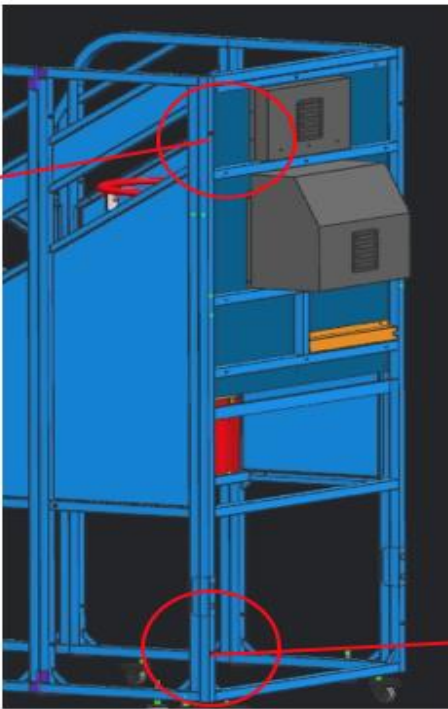
M4x12 Big flat head screw



Combination #1



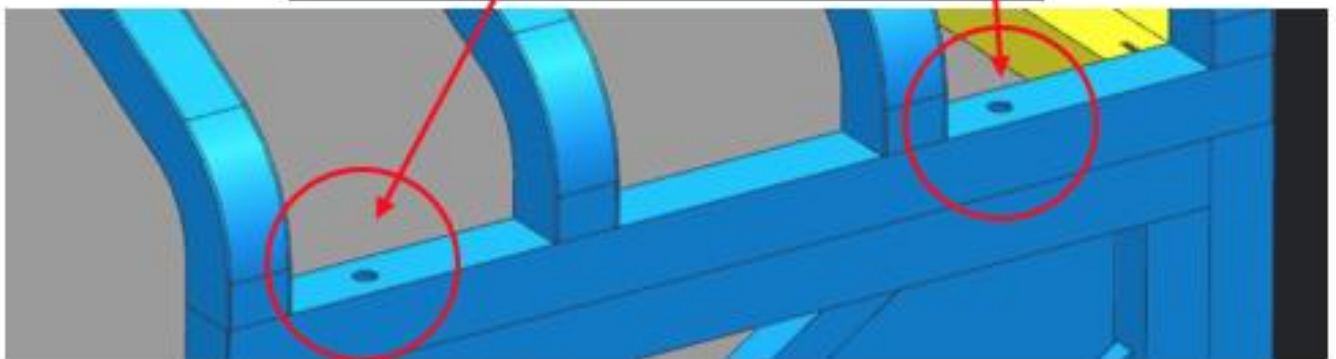
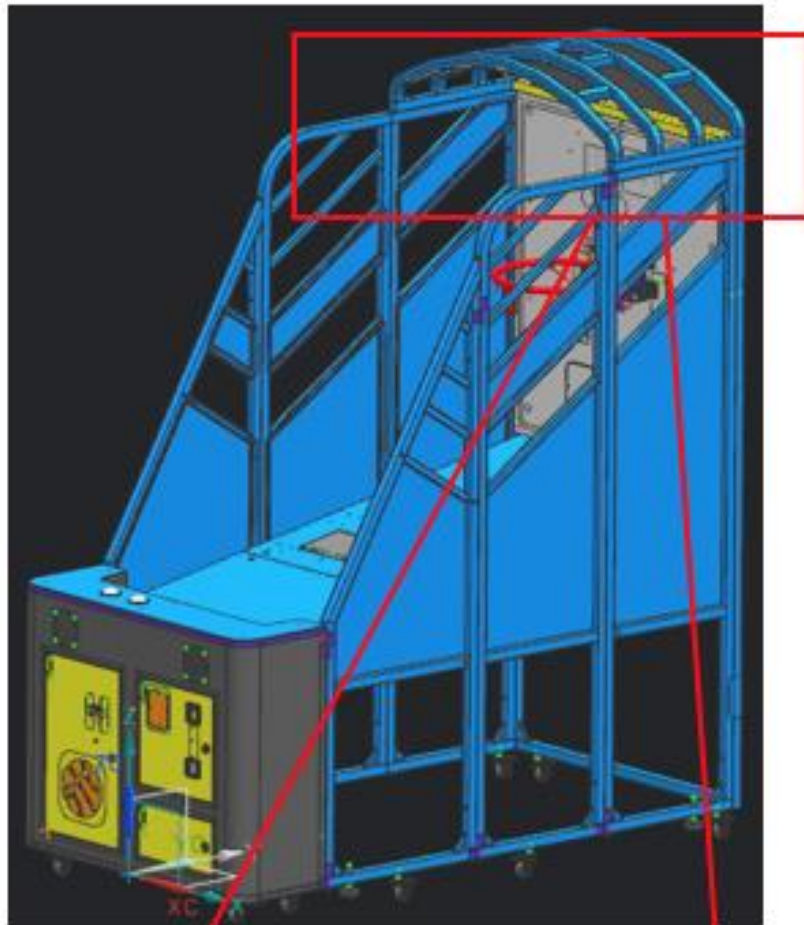
- Cover nut
- 2 x M6 Flat washer
- M6 Spring washer
- M8X25 Hexagon head round head screw



Combination #1



## STEP 8: Install header



### Combination #4



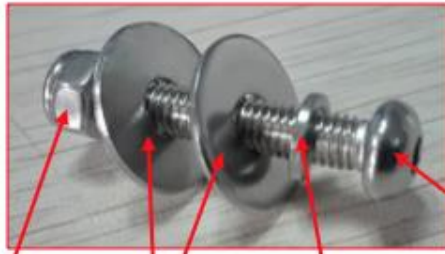
M6 Flat  
washer

M6 Spring  
washer

M8X25  
Hexagon head  
round head  
screw

## STEP 9: Install the back play field

### Combination #5

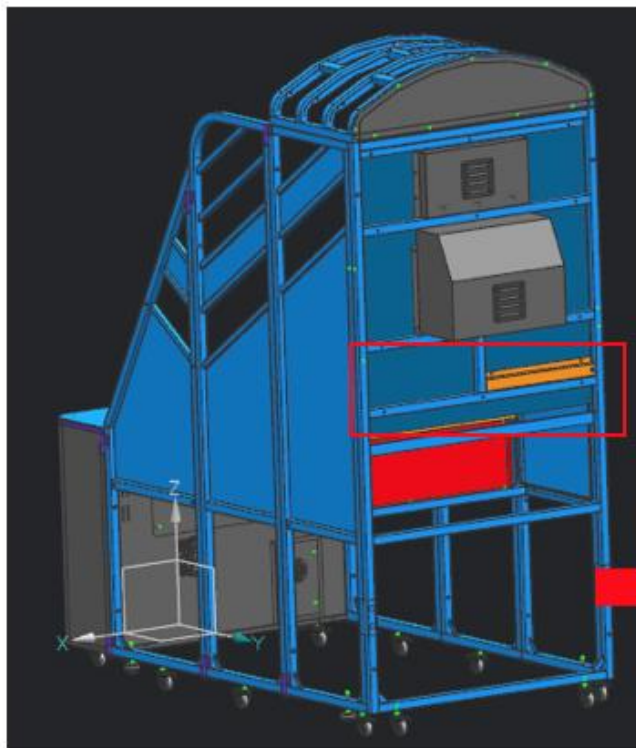


M8  
Retaining  
nut

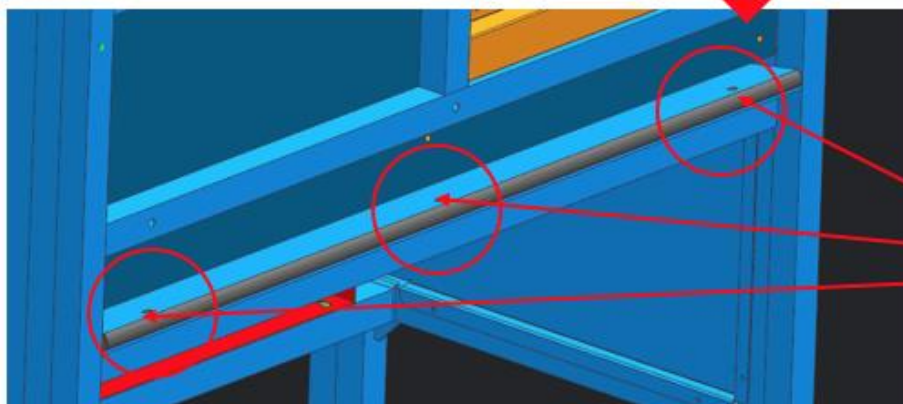
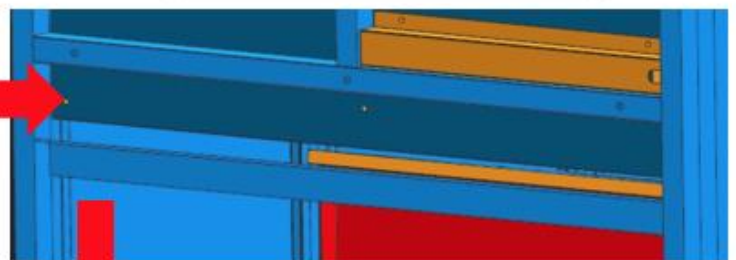
2 x M8  
Flat  
washer

M8  
Spring  
washer

M8X25  
Hexagon head  
round head  
screw

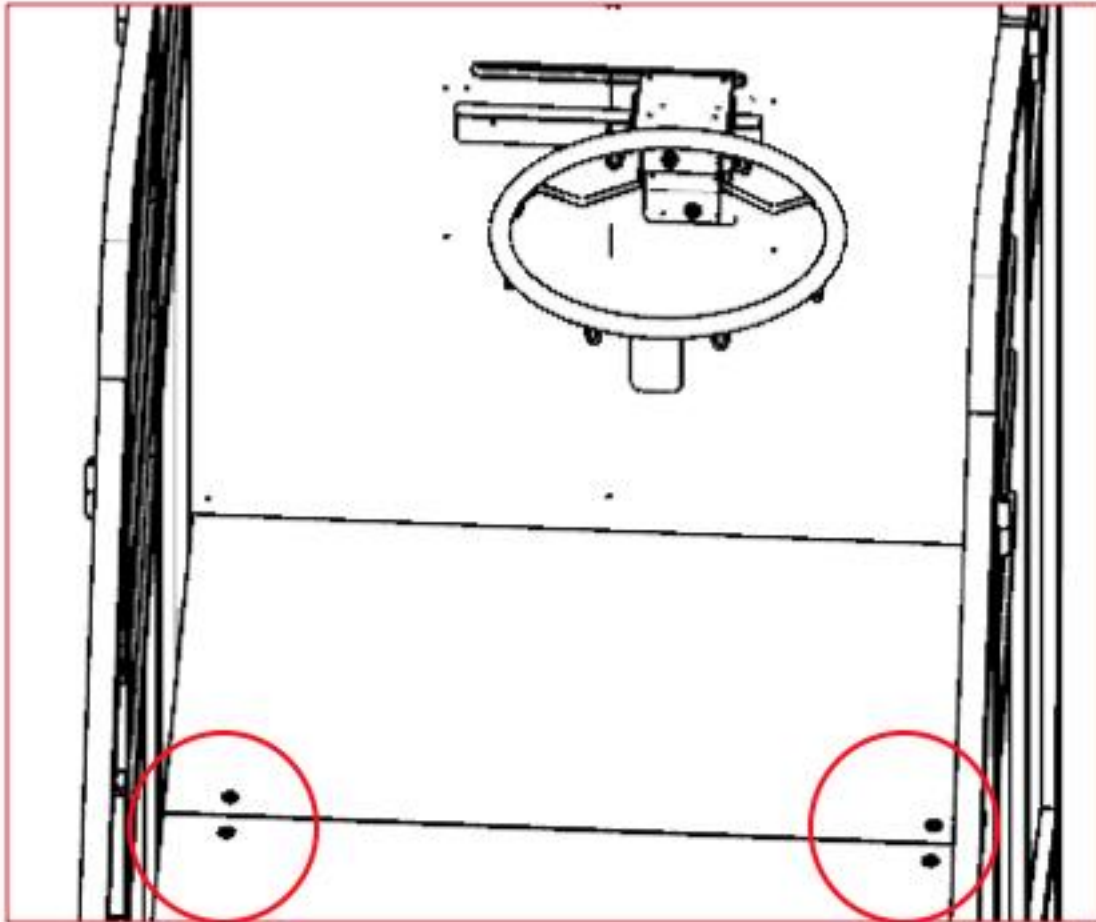


Insert the back playfield  
from this slot



Combination #5 (x3)



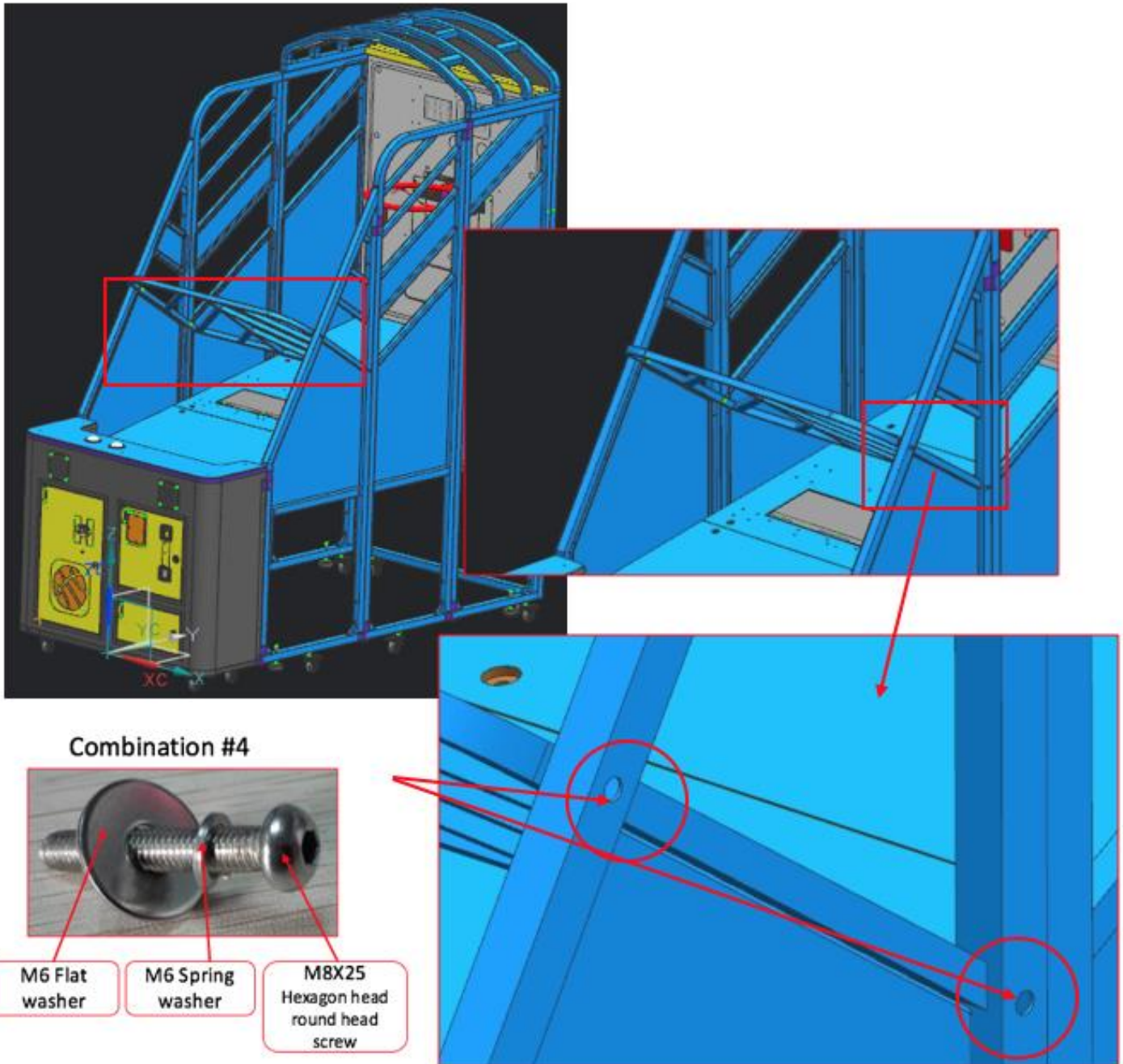


Combination #3

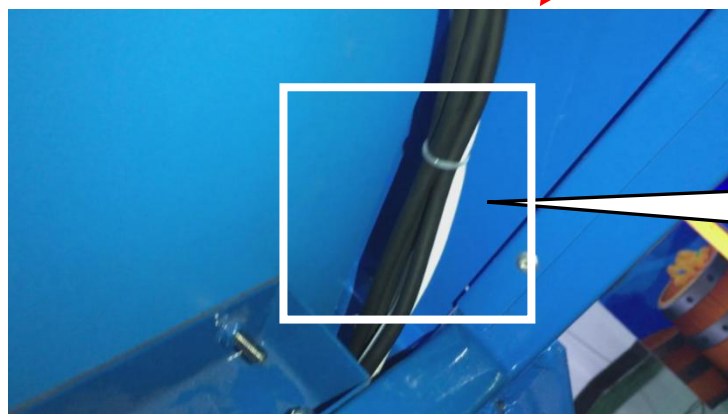
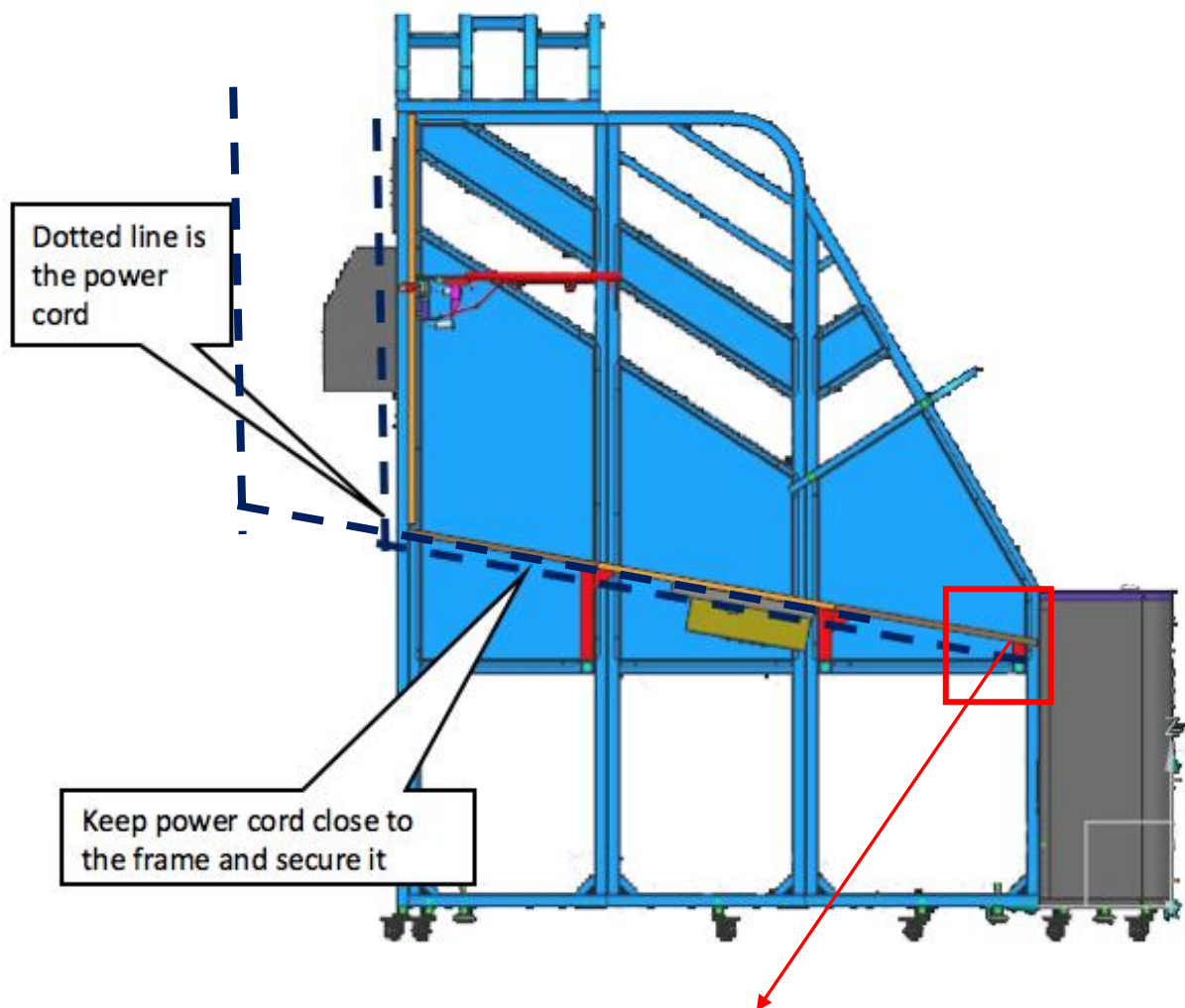
Go to the front of the cabinet, use Combination 3 to secure the playfield



## STEP 10: Install front panel



## 4. CONNECTING POWER

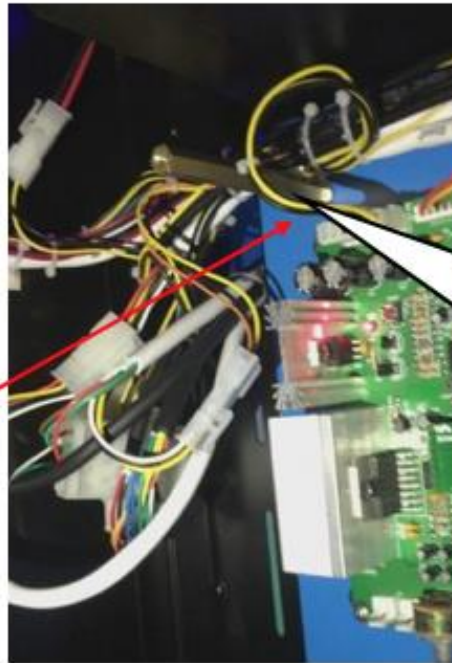


Power cord is coming out from this hole



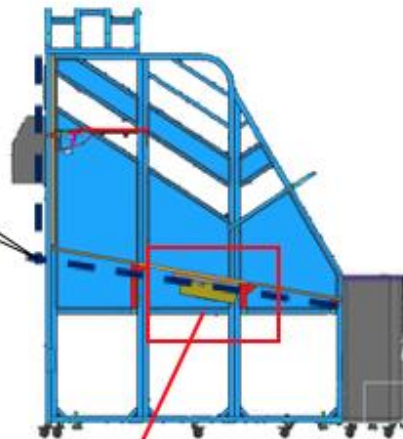


Open service door

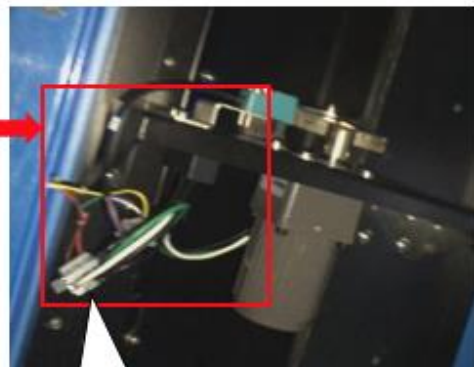


Power cord going through from a hole on the left side of Control panel

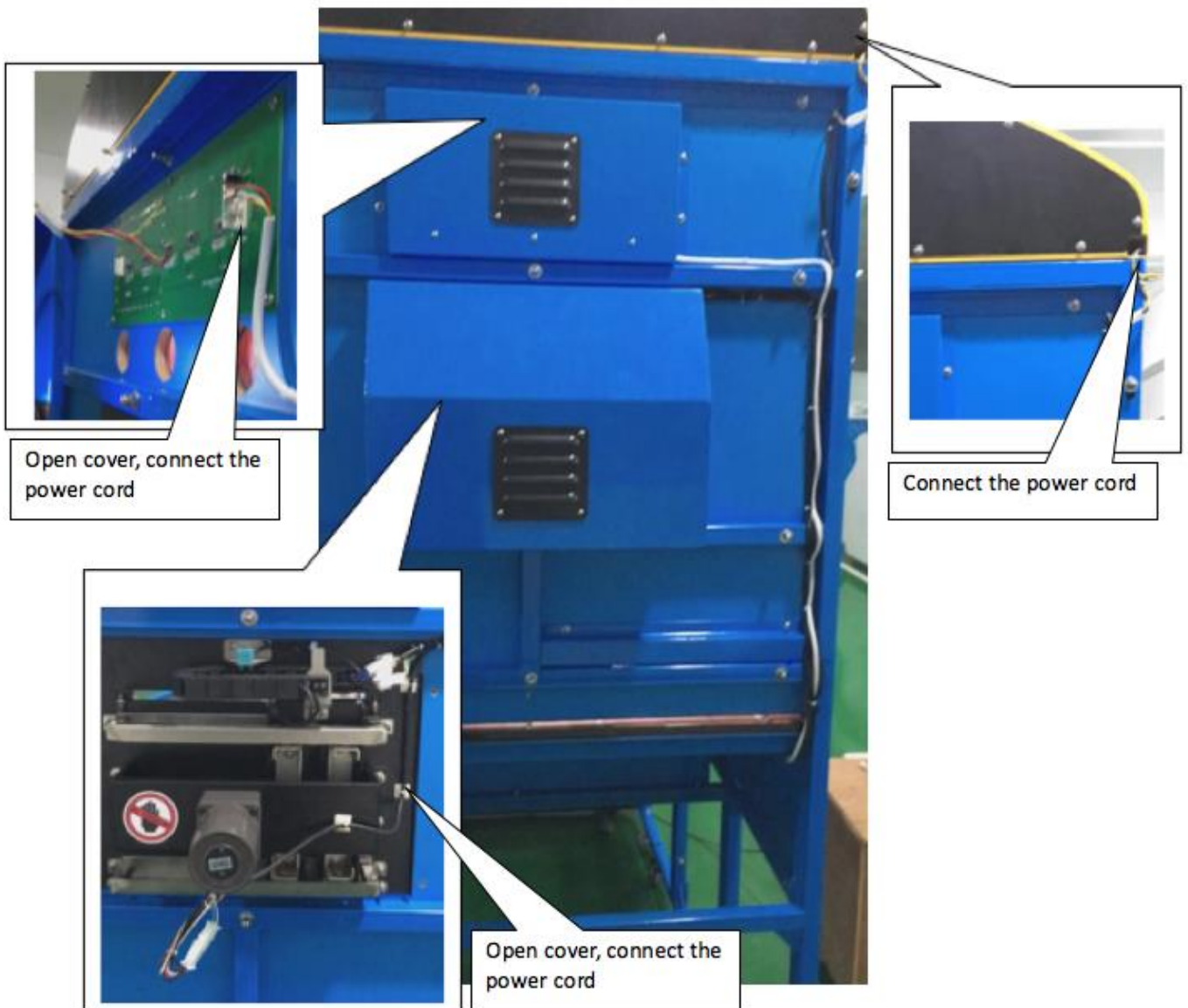
Dotted line is the power cord



Take off the metal cover



Connect the the connectors

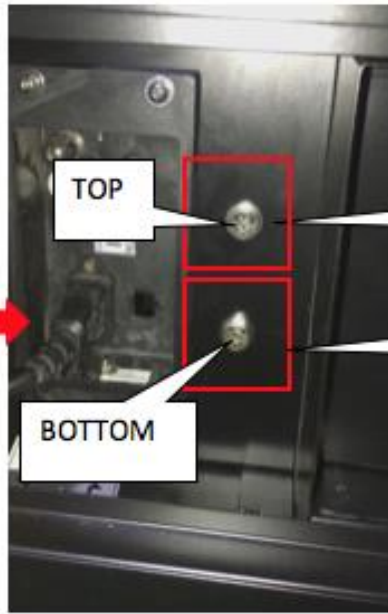




## 5. LINK GAMES



Open service door

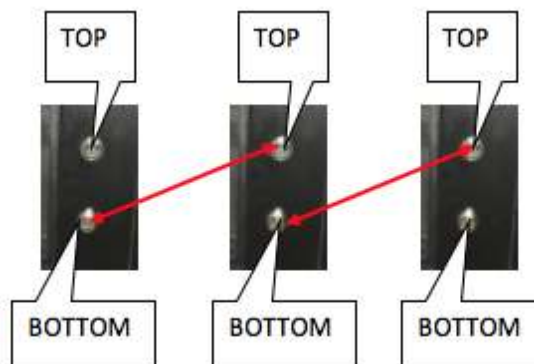
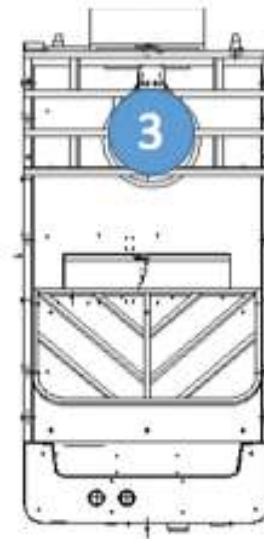
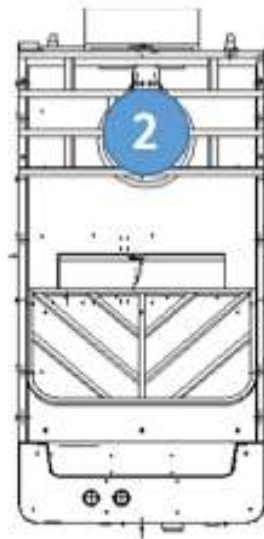
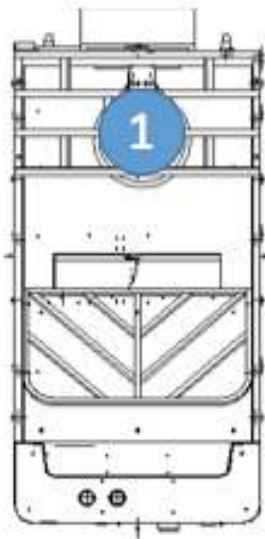


TOP

BOTTOM

RIGHT game connector

LEFT game connector



## Connecting multi games:

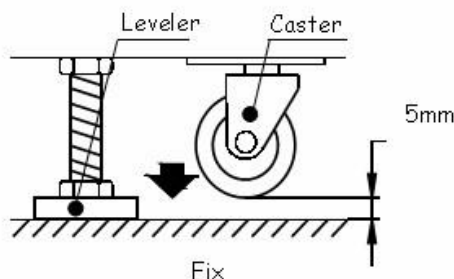
- ① bottom connect to ② top; ② bottom connect to ③ top, and keep repeating it to connect all games.

**Note:** Before linking games, you need to setup one game as Game #1. Then other games can be any number between 2 to 8.

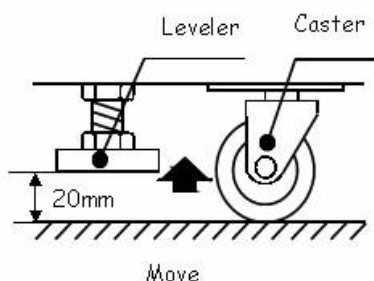
## 6. TRANSPORTATION

Install this machine on a flat surface. Adjust levers to lift casters off the ground to level the game. If the game is installed on an unsuitable floor, it could cause a malfunction.

To fix the game, adjust the Leveler down until it touches the floor, lifting the casters off the ground by 5 mm. Repeat the same for all levelers.



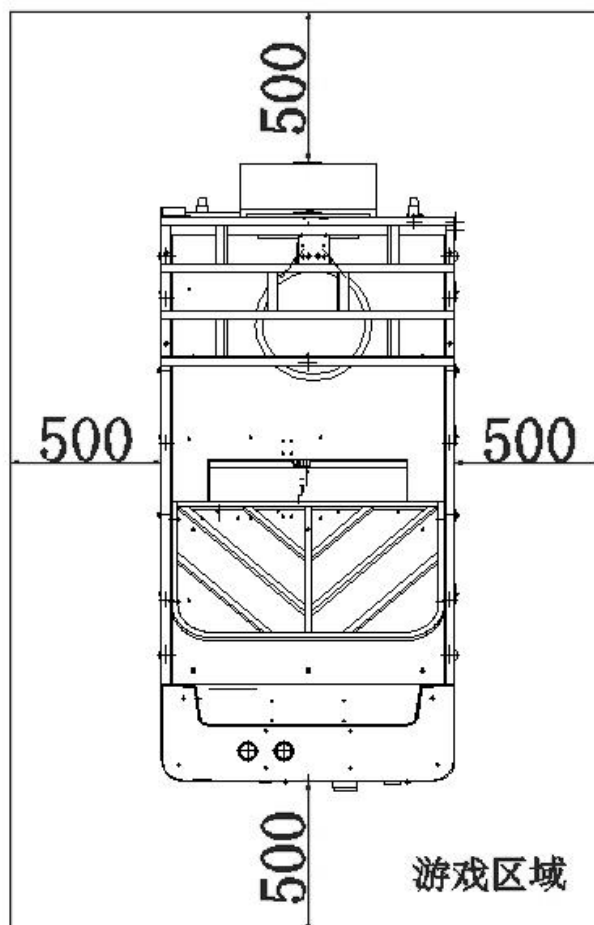
To move the game, adjust the leveler up to keep a distance 20mm from the floor. In order to avoid the damage while moving the game, when the caster touches the floor, move the game from its left or right side step by step.



## 7. LOCATIONS

**Warning**  
**This is an indoor machine.**  
**Do not install outdoors.**

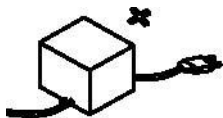
- This machine requires space for playing the game (play zone) and for maintenance (maintenance zone) as shown below. Be sure to leave enough space when installing the machine.
- The play zone is about: 500mm
- The maintenance zone is about: 300mm



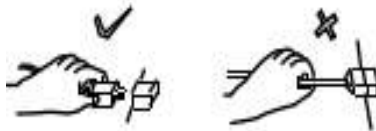
- Failure to follow location requirements may result in fire, electric shock, injury and or malfunctioning.
- Places subject to rain or water leakage, or places subject to high humidity in the proximity of an indoor swimming pool and or shower, etc.
- Places subject to direct sunlight, or places subject to high temperatures in the proximity of heating units, etc.
- Places filled with flammable gas or vicinity of highly flammable/volatile chemicals or hazardous matter.
- Dusty places.
- Sloped surfaces.
- Places subject to any type of violent impact.
- Vicinity of fire exits and fire extinguishers.
- The operating (ambient) temperature range is from  $-10^{\circ}\text{C}$  to  $+40^{\circ}\text{C}$ .

## 8. CONNECTING THE POWER CORD

- Do not put heavy items on power cord.

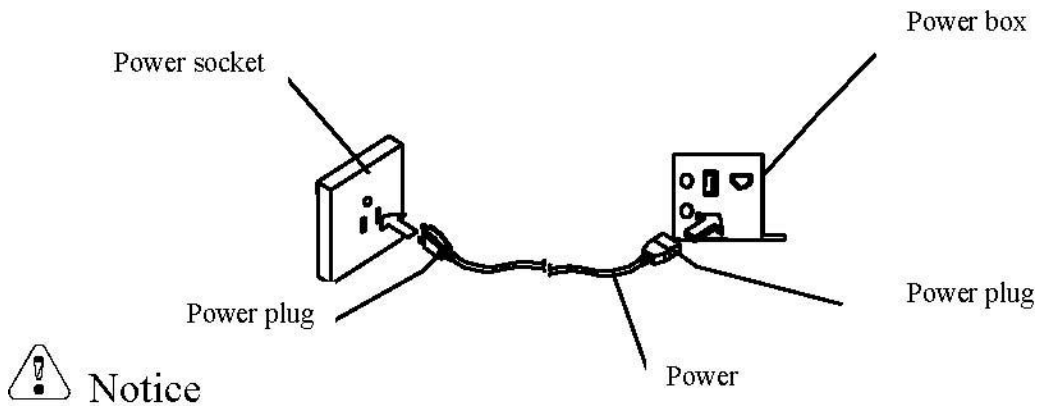


- Do not touch the power plug with a wet hand.
- Do not draw or twist the cord.



- Do not place the cord near a heat source.
- Do not place the cord where the player can easily touch or kick it.





- Run this machine with the correct power configuration.

## 9. GAME MAINTENANCE

- Run the game before operation every day.
- Check every component after running the game for a month.
- Check the machine regularly.

## 10. COMMON FAULTS AND TROUBLESHOOTING

No	PROBLEM	PROBABLE CAUSE	SOLUTION
1	No ticket dispensed	1. No tickets in the game 2. Tickets are jammed 3. Poor connection on the ticket dispenser	1. Refill and press reset button 2. Take the jammed tickets out and then press the reset button 3. Replace with a better connector
2	Does not score when ball goes in	1. Reflective paper is worn or old 2. Poor connection 3. Ball sensor is damaged	1. Replace the reflective paper 2. Make sure the connection is good 3. Replace with new sensor
3	Rim in wrong position	1. Sensors disconnection 2. Rim detected sensor is damaged	1. Connect the sensor 2. Replace the sensor board
4	Rim doesn't move	1. Relay is not working 2. Motor is not working 3. Faulty connectors	1. Check the power voltage to see if it is the same as motor voltage 2. Ensure wire is connected properly 3. Replace with new sensor
5	Ball gate faulty	1. Sensor connector is loose 2. Sensor is not working	1. Connect the wire properly 2. Replace the new sensor
6	Ball gate not open or close	1. Drive board sensor is not working 2. Motor is not working 3. Poor connection	1. Check the ball sensor input signal 2. Make sure power voltage is the same as motor voltage 3. Make sure every connector is connected

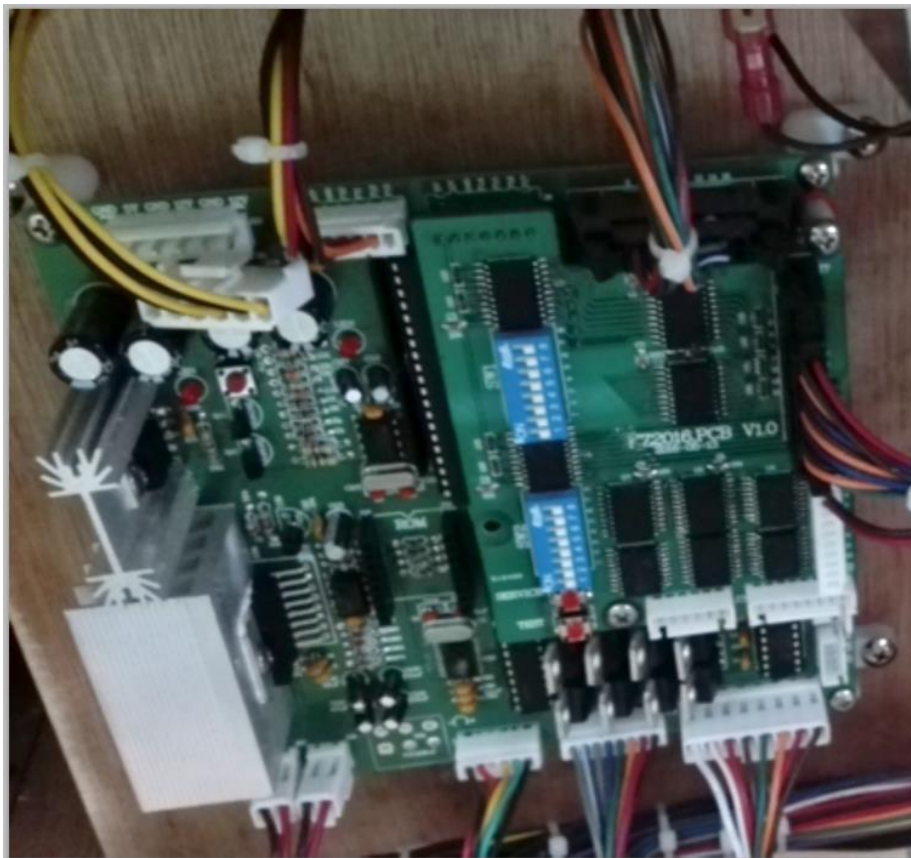
## 11. GAME PLAY DESCRIPTION

- Insert coin(s), choose “Single Player” or “Link Game”, press button to start
- Start shooting. It scores when balls get in.
- Tickets will be dispensed according to the score.

(Notice: suggest 6 balls for each game)

## 12. SWITCHES CONTROL SIGNAL

- Refer to the attached 1/O chart and the schematic.
- To adjust DIP SWITCH, please refer the 1/O chart. The default setting is in capitals.
- Main board:



## 13. I/O CHART

ITEM	CONTENT	SW1							
		1	2	3	4	5	6	7	8
Coin per game	1	off	off						
	2	on	off						
	3	off	on						
	4	ON	ON						
Score per ticket	10			off	off	off			
	20			ON	OFF	OFF			
	30			off	on	off			
	40			on	on	off			
	50			off	off	on			
	60			on	off	on			
	80			off	on	on			
	No Ticket			on	on	on			
Mercy ticket	0						off	off	
	1						ON	OFF	
	2						off	on	
	3						on	on	
Demo music Background music	YES								OFF
	NO								on

ITEM	CONTENT	SW2							
		1	2	3	4	5	6	7	8
Time between each round	<b>YES (5s)</b>	<b>OFF</b>							
	No	on							
Win JP Ticket	<b>ON</b>		OFF						
	OFF		on						
Highest score	150			off	off				
	200			ON	OFF				
	250			off	on				
	300			on	on				
Win JP Score	200					off	off		
	250					on	off		
	300					off	on		
	350					ON	ON		
JP Ticket	20							OFF	OFF
	40							on	off
	50							off	on
	100							on	on

ITEM	CONTENT	SW3							
		1	2	3	4	5	6	7	8
Round per game	<b>A</b>	<b>OFF</b>	<b>OFF</b>						
	B	on	off						
	C	off	on						
	D	on	on						
Machine numbers	1			off	off	off			
	2			on	off	off			
	3			off	on	off			
	4			on	on	off			
	5			off	off	on			
	6			on	off	on			
	7			off	on	on			
	8			on	on	on			
Free play	OFF						OFF		
	ON						on		
Empty	<b>empty</b>							<b>OFF</b>	<b>OFF</b>



## INPUT

INPUT	CONTENT	INPUT	CONTENT
<b>J1-1 ( 1 )</b>	Coin in signal	<b>J1-9 ( 9 )</b>	Ball gate ON/OFF
<b>J1-2 ( 2 )</b>	DBV signal	<b>J1-10 ( 10 )</b>	Single game button
<b>J1-3 ( 3 )</b>	Ticket dispenser response	<b>J1-11 ( 11 )</b>	Link game button
<b>J1-4 ( 4 )</b>	Service button	<b>J1-12 ( 12 )</b>	Basket score bottom sensor
<b>J1-5 ( 5 )</b>	Setting button	<b>J1-13 ( 13 )</b>	
<b>J1-6 ( 6 )</b>	Reset button	<b>J1-14 ( 14 )</b>	
<b>J1-7 ( 7 )</b>	Basket default position	<b>J1-15 ( 15 )</b>	
<b>J1-8 ( 8 )</b>	Basket score top sensor	<b>J1-16 ( 16 )</b>	

## OUTPUT

OUTPUT	CONTENT	OUTPUT	CONTENT	OUTPUT	CONTENT
<b>J2-1 ( 1 )</b>	Basket motor “+”	<b>J3-1 ( 9 )</b>	Coin in counter	<b>J5-4 ( P10 )</b>	Basket rim LED SCK
<b>J2-2 ( 2 )</b>	Basket motor “-”	<b>J3-2 ( 10 )</b>	Ticket dispenser counter	<b>J5-5 ( P11 )</b>	Basket rim LED RCK
<b>J2-3 ( 3 )</b>	Ball gate motor	<b>J3-3 ( 11 )</b>	Out of ticket light	<b>J5-6 ( P12 )</b>	Basket rim LED S
<b>J2-4 ( 4 )</b>	Ticket dispenser dive	<b>J3-4 ( 12 )</b>	Light control board 1	<b>J5-7 ( P13 )</b>	
<b>J2-5 ( 5 )</b>	Single game button light	<b>J3-5 ( 13 )</b>	Light control board 2	<b>J6-4 ( P14 )</b>	Control panel LED SCK
<b>J2-6 ( 6 )</b>	Link game button light	<b>J3-6 ( 14 )</b>		<b>J6-5 ( P15 )</b>	Control panel LED RCK
<b>J2-7 ( 7 )</b>	Header blue light	<b>J3-7 ( 15 )</b>		<b>J6-6 ( P16 )</b>	Control panel LED S
<b>J2-8 ( 8 )</b>	Logo light	<b>J3-8 ( 16 )</b>		<b>J6-7 ( P17 )</b>	

## TESTING

<b>0</b>	Press TEST button and hold for 5 seconds, enter Testing mode. All LED display 8, at the same time play music, test if the LED correct. (test all 6 LED together)
<b>1</b>	Press SERVICE button, LED displays 1, 2, 3, 4, 5, 6, 7, 8, then play the first music.
<b>2</b>	Press SERVICE button, enter DIP switch test, now the first LED displays SW1, others display 2, then play the 2 <sup>nd</sup> music.
<b>3</b>	Press SERVICE button, enter switch number displays, press the corresponding switch LED 1, 2, display the corresponding input number. Others display 3, play the 3 <sup>rd</sup> music.
<b>4</b>	Press SERVICE button, enter IO testing mode, LED 1, 2 display the corresponding output number, others display 4, play the 4 <sup>th</sup> music.
<b>5</b>	Press SERVICE button, enter music testing, play the 5 <sup>th</sup> music. Press TEST button once, play each music, test all 12 music.
<b>6</b>	Press SERVICE button, back to 0
<b>7</b>	At any time, press and hold TEST button for 5 seconds to exit testing mode.

**Clear all memory:** Press and hold SERVICE button, then press TEST button once. Shut down power and restart the game. Now all memories are cleared.

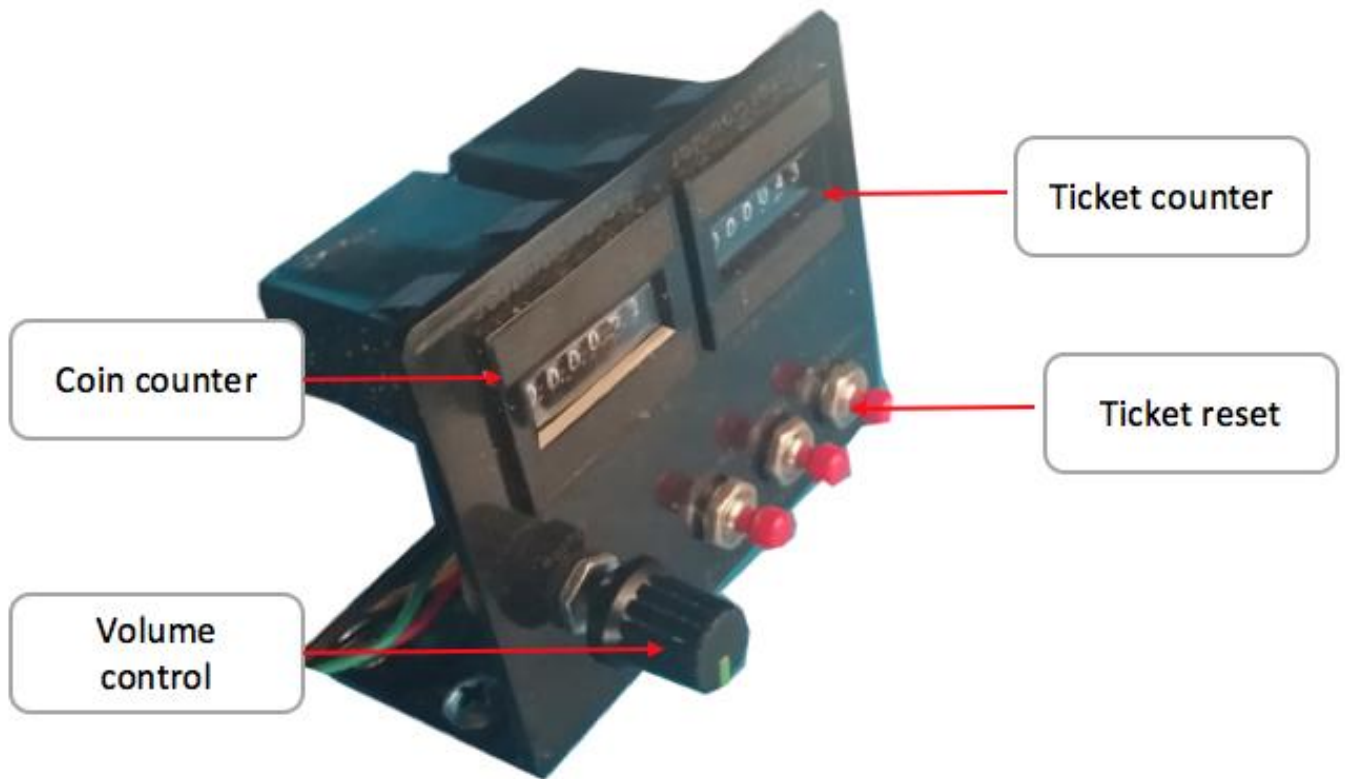
**Error display:** E07-->Basket rim default position sensor error

E09-->Ball gate sensor error

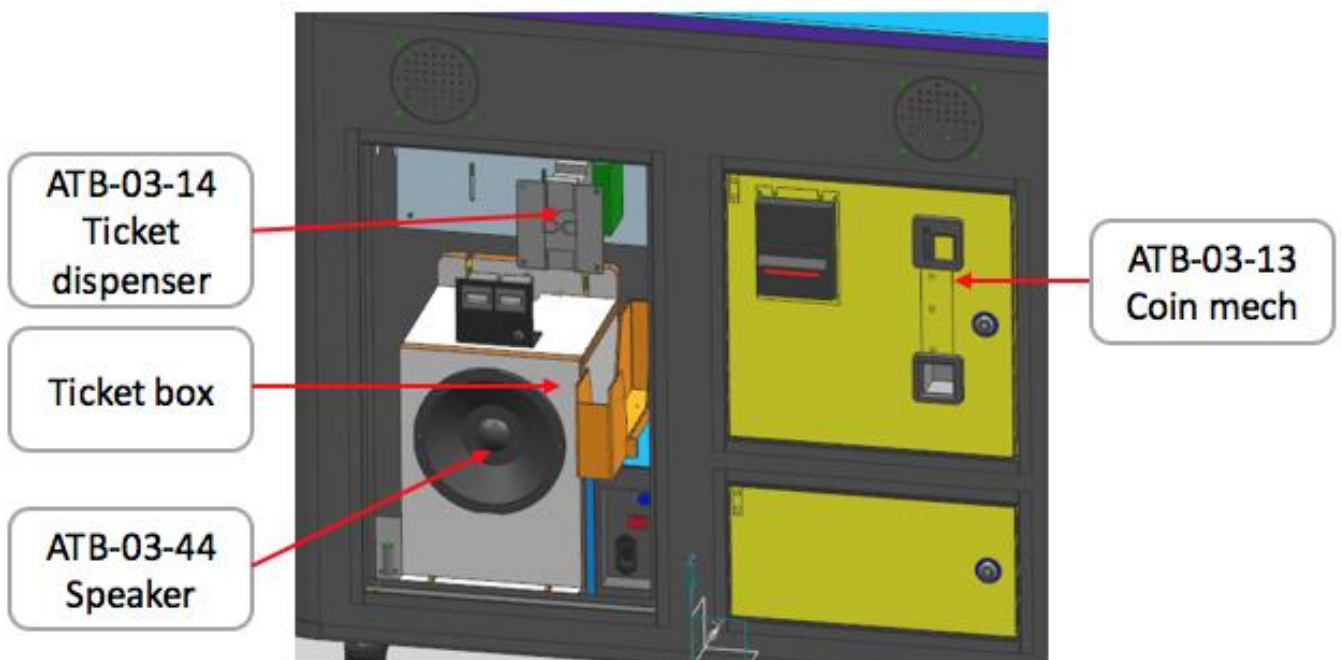
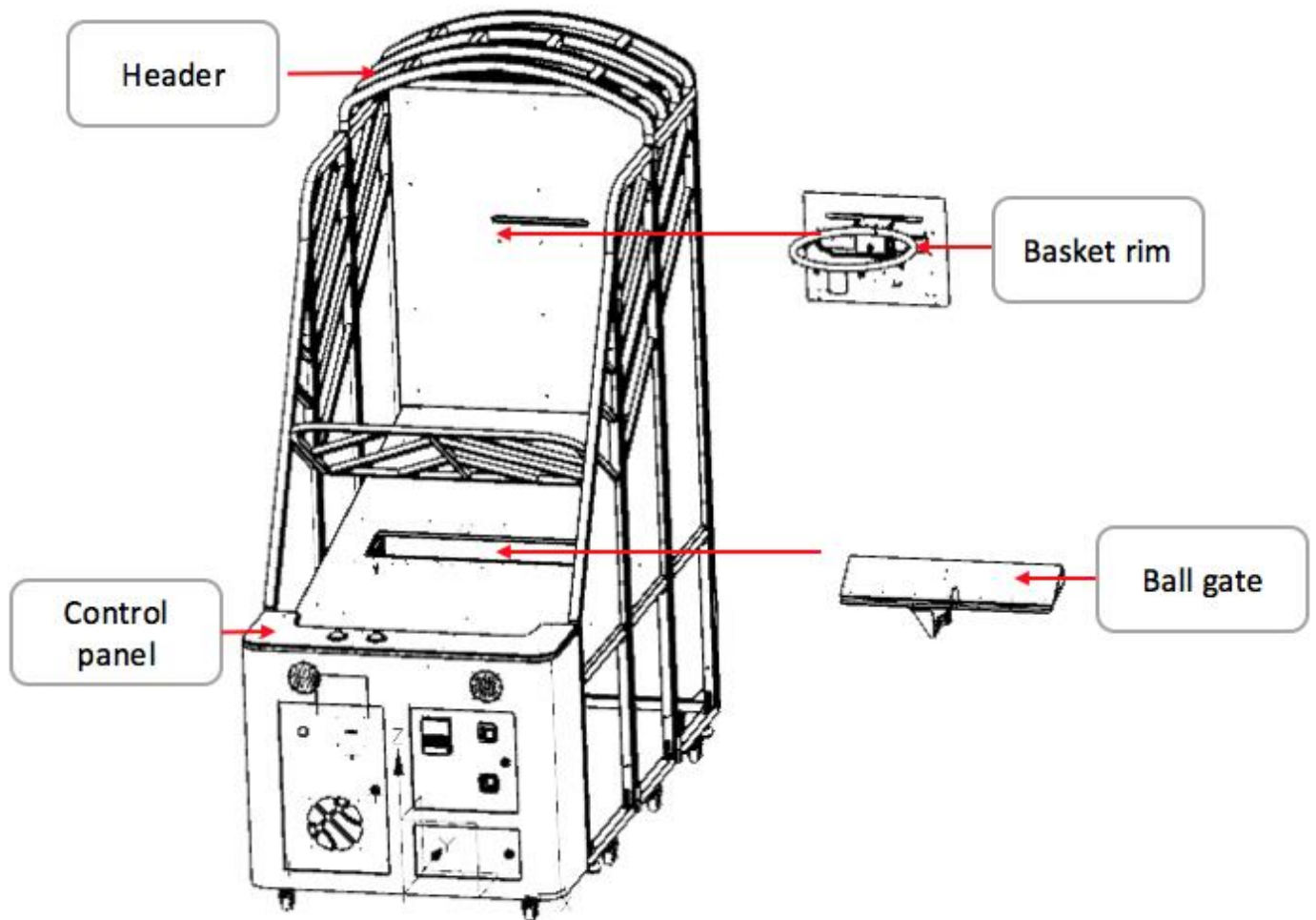
**Ticket Dispenser reset:** When out of tickets, install tickets back then press Reset button.

<b>LED Display :</b>	<b>TIME</b>	<b>BUZZER</b>
	<b>HIGHEST SCORE</b>	<b>CURRENT SCORE</b>
	<b>TIME :</b>	<b>J5 LED 1 and 2 slots</b>
	<b>BUZZER :</b>	<b>J5 LED 4 and 5 slots</b>
	<b>HIGHEST SCORE :</b>	<b>J6 LED 1 to 3 slots</b>
	<b>CURRENT SCORE :</b>	<b>J6 LED 4 to 6 slots</b>





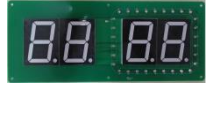






## 14. METER PANEL



## 15. OVERALL STRUCTURE



## 16. PARTS

1	2	3	4	5	6
					
7	8	9	10	11	
					

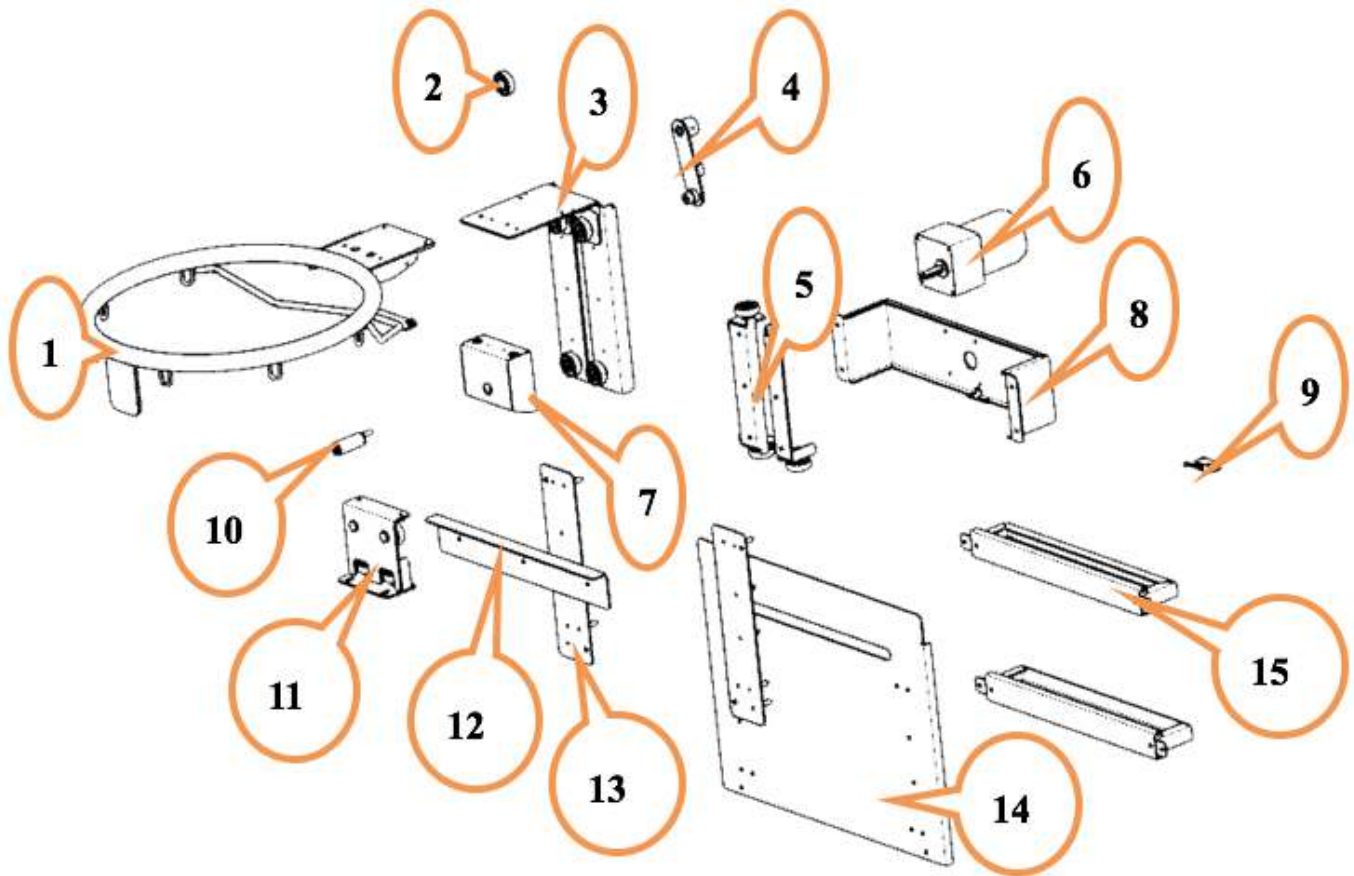
	Part #	DESCRIPTION	SPECS	QTY NEED PER GAME
1	ATB-03-42	Power supply	12V 150W	1
2	ATB-03-40	LED control board	XXH-150703A	1
3	ATB-03-41	Main board	ZYKJ-2016.PCB V1.2	1
4	ATB-03-20	LED Display (3 digits)	SMG23101-3W.PCB V3.0	2
5	ATB-03-21	LED Display (4 digits)	TBA-SMG.PCB V3.2	1
6	ATB-03-23	Amplifier board	GC-2.2	1
7	ATB-03-29	Basket rim sensor	KL-G18-3M30N1	2
8	ATB-03-32	Medium button	Ø54mm	2
9	ATB-03-31	Audio cable	3.5 cable /1.5m	1
10	ATB-03-30	Metal sensor	RN04-N	2
11	ATB-03-39	Exhaust fan	1804U3A 001 12V	1



	Part #	DESCRIPTION	SPECS	QTY NEED PER GAME
1	ATB-03-22	Pass stage lights	ZYGD-LED-18G.PCB V1.0	3
2	ATB-03-26	Top lights (blue)	5050 blue light 12V/1.0m	3
3	ATB-03-24	Logo lights (white)	1206 white light Ø5mm 1.4m	1
4	ATB-03-25	Backboard lights	WS2811B 60 12V/3.6m	1
5	ATB-03-27	Lower control panel lights (blue)	5050 blue light 12V/1.5m	1



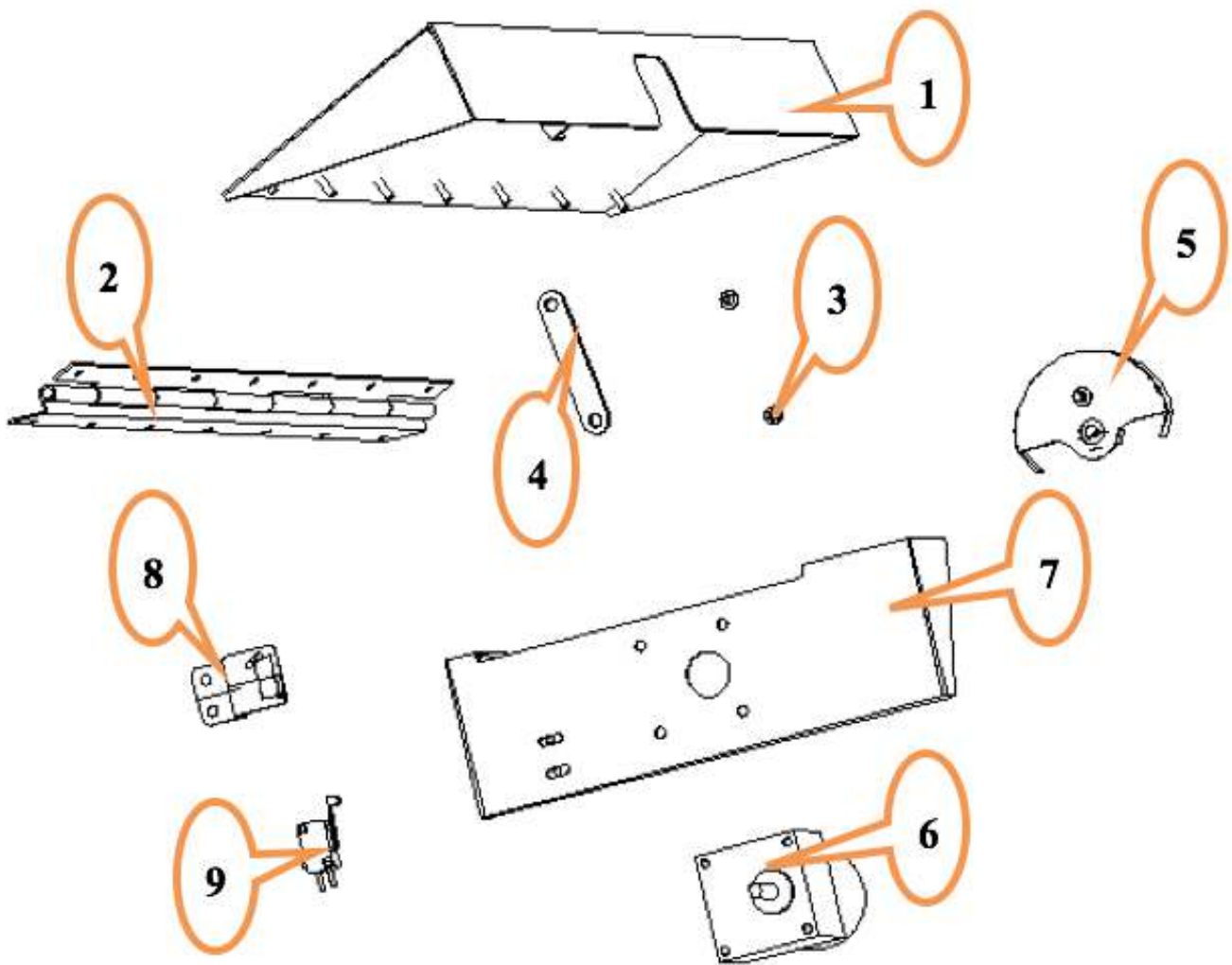
## BASKET RIM ASSEMBLY



	Part #	DESCRIPTION	SPECS	QTY NEED PER GAME
1	ATB-11-13	Basket Rim	Q235	1
2	ATB-03-17	Bearing		12
3	ATB-11-12	Basket main frame	Stainless steel	1
4	ATB-11-11	Basket crank	WS2811B 60 12V/3.6m	1
5	ATB-11-19	Basket frame	Q235	2
6	ATB-03-05	Basket rim motor	YN70- 15Z/70JB100G10	1
7	ATB-11-10	Basket rim sensor frame	Q235	1
8	ATB-11-09	Motor fixed frame	Q235	1
9	ATB-11-08	Pulley micro switch		1
10	ATB-03-29	Basket rim sensor	KL-G18-3M30N1	2

11	ATB-11-20	Bearing frame	Stainless steel	1
12	ATB-11-07	Basket rim bearing guide	Stainless steel	1
13	ATB-11-06	Reinforcing plate	Q235	2
14	ATB-11-05	Fixed plate	Q235	1
15	ATB-11-04	Guide track	Stainless steel	2

## BALL GATE ASSEMBLY








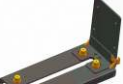


	Part #	DESCRIPTION	SPECS	QTY NEED PER GAME
1	ATB-03-09	Ball gate	Q235	1
2	ATB-11-23	Ball gate hinge	Q235	1
3	ATB-03-17	Bearing	Q235	2







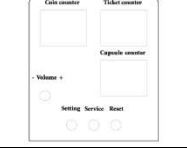
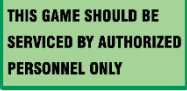





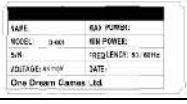




4	ATB-11-24	Metal link	Stainless steel	1
5	ATB-03-07	Ball gate crank	Q235	1
6	ATB-03-08	Ball gate motor	YN60-6Z/60JB100G8	1
7	ATB-11-25	Motor fixed sheet metal	Q235	1
8	ATB-11-26	Pulley micro switch metal	Stainless steel	1
9	ATB-11-27	Pulley micro switch		1







## OTHER PARTS

	Part #	DESCRIPTION	SPECS	QTY NEED PER GAME	PIC
1	ATB-03-06	Ball gate axis sleeve	Brass	2	
2	ATB-11-17	Logo on ball gate	5mm PVC	1	
3	ATB-12-13	Control panel light bar board	0.5mm PVC	1	
4	ATB-1221-1	Control panel light strip A	15mm plexi	2	
5	ATB-1221-2	Control panel light strip B	15mm plexi	2	
6	ATB-1221-3	Control panel light strip C	15mm plexi	2	
7	ATB-13-01	Header light strip	15mm plexi	3	
8	ATB-11-16	Basket crank	stainless steel 201	1	
9	ATB-11-22	Basket main frame	Q235	1	

10	ATB-03-01	Key	GU0711	4	
11	ATB-03-02	Power cord	1.8 meter	1	
12	ATB-03-03	Fuse	6.3A	5	
13	ATB-03-04	Link game wiring		1	
14	ATB-03-10	Ventilate window		3	
15	ATB-03-11	Handle	90mm	1	
16	ATB-03-12	Coin mech frame		1	
17	ATB-03-15	Lock	UC711	3	
18	ATB-03-16	Towline	15x15	1	
19	ATB-03-18	Door hitch lock		3	
20	ATB-03-19	Metal basket net	stainless steel 201	1	
21	ATB-03-33	Meter	C-012	2	
22	ATB-03-34	Small red button		3	
23	ATB-03-35	Fuse cap	HJMF-527	1	
24	ATB-03-36	Switch	BBJ601	1	
25	ATB-03-36	Switch	BBJ601	1	
26	ATB-03-37	Filter	YB10A1	1	

27	ATB-03-38	Ground connection terminal		1	
28	ATB-03-43	Need ticket indication light	12V red	1	
29	ATB-03-45	Subwoofer	6 inches 8Ω30W	1	
30	ATB-HM-01	Left side decals 01		1	
31	ATB-HM-02	Left side decals 02		1	
32	ATB-HM-03	Left side decals 03		1	
33	ATB-HM-04	Right side decals 01		1	
34	ATB-HM-05	Right side decals 02		1	
35	ATB-HM-06	Right side decals 03		1	
36	ATB-HM-07	Backboard silk screen plexi	905×995(silk screen+3mmPVC)	1	
37	ATB-HM-08	Top header graphic		1	
38	ATB-HM-09	Control panel silk screen plexi	950×310(silk screen +5mm plexi)	1	
39	ATB-HM-10	Ball field 1		1	

40	ATB-HM-11	Ball gate graphic		1	
41	ATB-HM-12	Button graphic		1	
42	ATB-HM-13	Ball field 2		1	
43	ATB-HM-14	Ball field 3		1	
44	ATB-HM-16	Inside control ticker		1	
45	ATB-HM-17	Service sticker		1	
46	ATB-HM-18	Indoor use sticker		1	
47	ATB-HM-19	Warning sticker		2	
48	ATB-HM-20	Fort lift sticker		4	
49	ATB-HM-21	Ground sticker		1	
50	ATB-HM-22	Fuse Voltage sticker		1	
51	ATB-HM-23	Game info. Sticker		1	
52	ATB-HM-24	Caution sticker		1	
53	ATB-HM-25	Ticket sticker		1	
54	ATB-HM-26	DBV instruction sticker		1	
55	ATB-HM-27	Voltage sticker		1	

56	ATB-HM-28	Recovery USB sticker		1	
57	ATB-HM-29	Caution sticker		2	
58	ATB-HM-30	ON/OFF sticker		1	
59	ATB-HM-31	Reset ticket sticker		1	
60	ATB-HM-32	No Touch sticker		1	
61	ATB-HM-33	Dongle sticker		1	
62	ATB-HM-34	Wheel		12	