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1ST PRINTING

SEGA[®]

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BEJEWEELED ARCADE

OWNER'S MANUAL

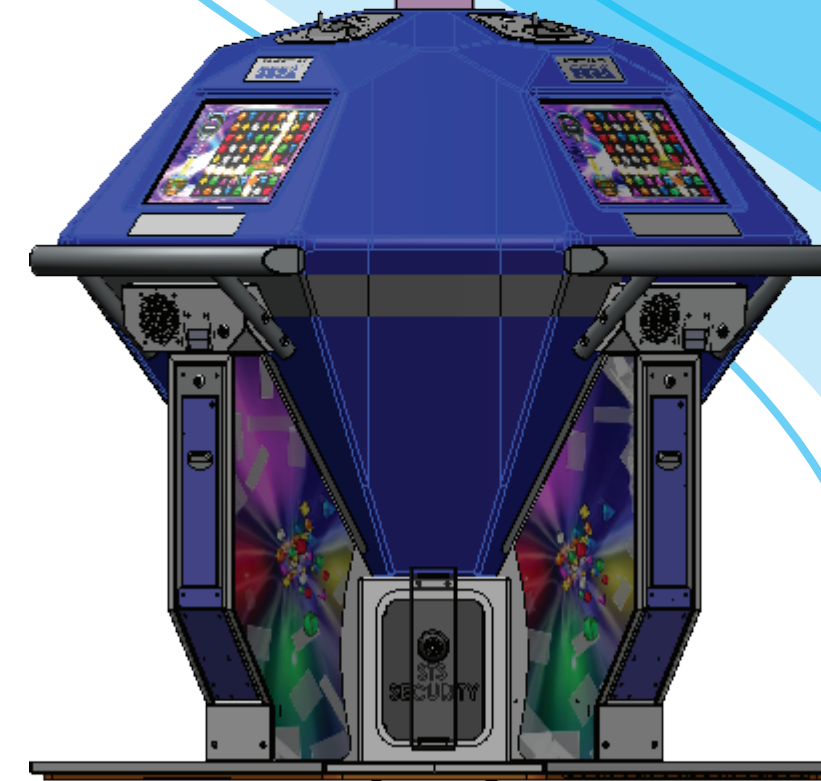
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BEJEWEELED



OWNER'S MANUAL



IMPORTANT


- Before using this product, read this manual carefully to understand the contents herein stated.
- After reading this manual, be sure to keep it near the product or in a convenient place for easy reference when necessary.


BEFORE USING THE PRODUCT, BE SURE TO READ THE FOLLOWING:


To maintain safety:

To ensure the safe operation of this product, be sure to read the following before usage. 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 displays and cautions, handle the product appropriately. Be sure to keep this manual close to the product or in a convenient place for future reference.

Herein, explanations which require special attention are enclosed with dual lines. Depending on the potentially hazardous degrees, the terms of DANGER, WARNING, CAUTION, etc. are used. Be sure to understand the contents of the displays before reading the text.

 **DANGER** Indicates that mishandling the product by disregarding this pictograph will cause severe injury or death.

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

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

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.)

- **Perform work in accordance with the instructions herein stated.**
Instructions for work are explained by paying attention to the aspect of accident prevention. Failing to perform work as per the instructions can cause accidents. In the case where only those who have technical expertise should perform the work to avoid hazardous situation, the instructions herein state that the site maintenance personnel should perform such work.
- **Be sure to turn off the power before working on the machine.**
To prevent an electric shock, be sure to turn off the power and unplug the power cable before carrying out any work that requires direct contact with the interior of the product. If the work is to be performed in the power-on status, the instruction manual herein always states to that effect.
- **Be sure to ground the earth terminal.**
(This is not required in the case where a power cable with earth is used.)
This product is equipped with the earth terminal. When installing the product, connect the earth terminal to the "accurately grounded indoor earth terminal" by using an earth wire. Unless the product is grounded appropriately, the user can be subject to an electric shock. After performing repair, etc. for the control equipment, ensure that the earth wire is firmly connected to the control equipment.
- **Ensure that the power supply used is equipped with an earth leakage breaker.**
Using a power supply which is not equipped with the earth leakage breaker can cause a fire when earth leakage occurs.
- **Be sure to use fuses which meet the specified rating.**
(Only for the machines which use fuses.)
Using fuses exceeding the specified rating can cause a fire and an electric shock.

- **Specification changes (removal of equipment, conversion and addition) not designated by SEGA are not allowed.**

The parts of the product include warning labels for safety, covers for personal protection, etc. It is very hazardous to operate the product by removing parts and/or modifying the circuits. Should doors, lids and protective parts be damaged or lost, refrain from operating the product, and contact where the product was purchased from or the office herein stated.

SEGA shall not be held responsible for any accidents, compensation for damage to a third party, resulting from the specifications not designated by SEGA.

- **Ensure that the product meets the requirements of appropriate electrical specifications.**

Before installing the product, check for electrical specifications. SEGA products have a nameplate on which electrical specifications are described. Ensure that the product is compatible with the power supply voltage and frequency requirements of the location. Using any electrical specifications different from the designated specifications can cause a fire and an electric shock.

- **Install and operate the product in places where appropriate lighting is available, allowing warning labels to be clearly read.**

To ensure safety for the customers, labels and printed instructions describing potentially hazardous situations are applied to places where accidents can be caused. Ensure that where the product is operated has sufficient lighting allowing the warnings to be read. If any label is peeled off, apply it again immediately. Please place an order with where the product was purchased from or the office herein stated.

- **When handling the monitor, be very careful. (Applies only to products with monitors.)**

Some of the monitor parts are subject to high tension voltage. Even after turning off the power, some portions are still subject to high tension voltage sometimes. Monitor repair and replacement should be performed only by those technical personnel who have knowledge of electricity and technical expertise.

- **Be sure to adjust the monitor properly. (Applies only to products with monitors.)**

Do not operate the product leaving on-screen flickering or blurring as it is. Using the product with the monitor not properly adjusted may cause dizziness or a headache to an operator, a player, or the customers.

- **When transporting or reselling this product, be sure to attach this manual to the product.**

* *In the case where commercially available monitors and printers are used in this product, only the contents relating to this product are explained herein. Some commercially available equipment has functions and reactions not stated in this manual. Read this manual together with the specific instruction manual of such equipment.*

* *Descriptions herein contained may be subject to improvement changes without notice.*

* *The contents described herein are fully prepared with due care. However, should any question arise or errors be found, please contact SEGA.*

INSPECTIONS IMMEDIATELY AFTER TRANSPORTING THE PRODUCT TO THE LOCATION

Normally, at the time of shipment, SEGA products are in a status allowing for usage immediately after transporting to the location. Nevertheless, an irregular situation may occur during transportation. Before turning on the power, check the following points to ensure that the product has been transported in a satisfactory status.

- Are there any dented portions or defects (cuts, etc.) on the external surfaces of the cabinet?
- Are casters and adjusters damaged?
- Do the power supply voltage and frequency requirements meet with those of the location?
- Are all wiring connectors correctly and securely connected? Unless connected in the correct way, connector connections can not be made accurately. Do not insert connectors forcibly.
- Do power cables have cuts and dents?
- Are all accessories available?
- Can all doors and lids be opened with the accessory keys? Can doors and lids be firmly closed?

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INTRODUCTION

This manual is intended to provide detailed descriptions together with all necessary information covering the general operation of electronic assemblies, electro-mechanicals, servicing control, spare parts, etc. for the product, "BEJEWELED"

This manual is intended for the owners, personnel managers in charge of operation of this product. Operate the product after carefully reading and sufficiently understanding the instructions.

In the unlikely event that the product does not function correctly, DO NOT allow anyone other than a technician to touch the internal system. Turn off the power to the machine, making sure to unplug the electrical cord from the outlet, and contact the office listed below or the point-of-purchase for this product.

Use of this product is unlikely to cause physical injuries or damage to property. However, points that require special attention are indicated by bold text, the word "IMPORTANT" and the symbol below.



Indicates important information that, if ignored, may result in the mishandling of the product and cause faulty operation or damage to the product.

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SPECIFICATIONS

Standard 2P Cabinet (without Seats)

| | |
|---------------------|---|
| Machine Dimensions: | 1,40m (55.1in.) [Width] x 0.71m (28.0in.) [Depth] |
| Machine Height: | 2.2m (86.5in.) (Installed) |
| Machine Weight: | 190kg Approx (Installed) |

Standard 2P Cabinet (with Seats)

| | |
|---------------------|---|
| Machine Dimensions: | 1,80m (70.8in.) [Width] x 0.92m (36.2in.) [Depth] |
| Machine Height: | 2.2m (86.5in.) (Installed) |
| Machine Weight: | 220kg Approx (Installed) |

| | |
|-------------------------|--|
| Power, maximum current: | 240W at AC230v~AC240v 500W at AC100v~AC110v |
|-------------------------|--|

Definition of 'Site Maintenance Personnel or Other Qualified Individuals



Procedures not described in this manual or marked as 'to be carried out by site maintenance personnel or other qualified professionals' should not be carried out by personnel without the necessary skill or technology. Work carried out by unqualified persons may cause serious accidents, including electrocution.

Parts replacement, maintenance inspections and troubleshooting should be carried out by site maintenance personnel or other qualified professionals. This manual includes directions for potentially dangerous procedures which should only be carried out by professionals with the appropriate specialised knowledge.

The site maintenance personnel or other qualified professionals mentioned in this manual are defined as follows:

Site maintenance personnel:

Individuals with experience in maintaining amusement equipment, vending machines, etc., working under the supervision of the owner/operator of this product to maintain machines within amusement facilities or similar premises by carrying out everyday procedures such as assembly, maintenance inspections, and replacement of units/expendable parts.

Activities to be carried out by site maintenance personnel:

Amusement equipment/vending machine assembly, maintenance inspection and replacement of units/expendable parts.

Other qualified professionals:

Persons employed by amusement equipment manufacturers, or involved in design, production, testing or maintenance of amusement equipment. The individual should have either graduated from technical school or hold similar qualifications in electrical/electronics/mechanical engineering.

Activities to be carried out by other qualified professionals:

Amusement equipment/vending machine assembly, repair/adjustment of electrical/electronic/mechanical parts.

Waste of Electrical and Electronic Equipment (WEEE) Statement.

The WEEE (Waste of Electrical and Electronic Equipment) directive places an obligation on all EU based manufacturers and importers of Electrical and Electronic Equipment to take back products at the end of their useful life. Sega Amusements Europe Ltd accepts its responsibility to finance the cost of treatment and recovery of redundant WEEE in the United Kingdom in accordance with the specified WEEE recycling requirements.

The symbol shown below will be on all products manufactured from 13th August 2005, which indicates this product must NOT be disposed of with other normal waste. Instead, it is the user's responsibility to dispose of their waste equipment by arranging to return it to a designated UK collection point for the correct recycling of waste electrical and electronic equipment.

For more information about where you can send your waste equipment for recycling contact your local authority office.

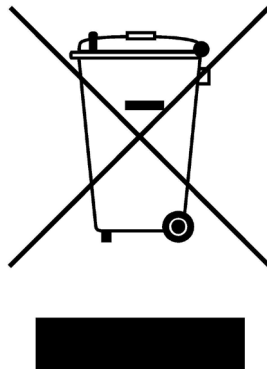
For non-UK users contact your local authority office for information on the recycling of Waste Electrical and Electronic Equipment.

Battery Recycling Statement.

The EC Directive on Batteries and Accumulators (2006/66/EC) aims to minimise the impact of batteries on the environment and encourage the recovery of the materials they contain. To achieve increased collection and recycling of waste batteries, the Directive places 'producer responsibility' obligations on manufacturers and importers of portable, industrial and automotive batteries.

The symbol shown below will be on all equipment fitted with batteries from 26th September 2008 and indicates they must NOT be disposed of with other normal waste. Instead, it is the user's responsibility to dispose of used batteries by arranging to return them to a designated collection point for the correct recycling.

For more information about where you can send your waste batteries for recycling contact your local authority office.



REGISTERED IN ENGLAND REGISTERED NO. 1711515

REGISTERED OFFICE: BLOCK C 42 BARWELL BUSINESS PARK, CHESSINGTON, SURREY KT9 2NY

1 HANDLING PRECAUTIONS

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

Non-compliance with the following points or inappropriate handling running counter to the cautionary matters herein stated can cause personal injury or damage to the machine.

WARNING

Before performing work, be sure to turn the power off. Performing the work without turning the power off can cause an electric shock or short circuit. In cases where work should be performed in the status of power on, this manual always states to that effect.

To avoid an electric shock or short circuit, do not plug in or unplug quickly.

To avoid an electric shock, do not plug in or unplug with a wet hand.

Do not expose power cords or earth wires on the surface, (floor, passage, etc.) If exposed, the power cords and earth wires are susceptible to damage. Damaged cords and wires can cause an electric shock or short circuit.

To avoid causing a fire or an electric shock, do not put things on or damage the power cords.

When or after installing the product, do not unnecessarily pull the power cord. If damaged, the power cord can cause a fire or an electric shock.

In case the power cord is damaged, ask for a replacement through where the product was purchased from or the office herein stated. Using the cord as is damaged can cause fire, an electric shock or leakage.

Be sure to perform grounding appropriately. Inappropriate grounding can cause an electric shock.

Be sure to use fuses meeting the specified rating. Using fuses exceeding the specified rating can cause a fire or an electric shock.

Be sure that connections such as IC BD are made properly. Insufficient insertion can cause an electric shock.

Specification changes, removal of equipment, conversion and/or addition, not designated by SEGA are not permitted.

Failure to observe this may cause a fire or an electric shock. Non-compliance with this instruction can have a bad influence upon physical conditions of the players or the onlookers, or result in injury during play.

SEGA shall not be held responsible for damage, compensation for damage to a third party, caused by specification changes not designated by SEGA.

Do not perform any work or change parts not listed in this manual. Doing so may lead to an accident.

If you need to perform any work not listed in this manual, request work from the office indicated in this manual or the point of purchase, or inquires for details.

Be sure to perform periodic maintenance inspections herein stated.

STOP IMPORTANT

For the IC board circuit inspections, only the use of a logic tester is recommended. Using a Multi Tester or General Purpose Tester may result in damage to IC Circuits.

Static electricity from your body may damage some electronics devices on the IC board. Before handling the IC board, touch a grounded metallic surface so that the static electricity can be discharged.

Some parts are not designed and manufactured specifically for this game machine. The manufacturers may discontinue, or change the specifications of such general-purpose parts. If this is the case, SEGA cannot repair or replace a failed game machine whether or not a warranty period has expired.

CONCERNING THE STICKER DISPLAY

This SEGA product has stickers attached describing the product manufacture No. (Serial No.) and Electrical Specifications. It also has a Sticker describing where to contact for repair and for purchasing parts. When inquiring about or asking for repairs, mention the Serial No. and Name of Machine indicated on the Sticker. The Serial Number indicates the product register. Identical machines could have different parts depending on the date of production. Also, improvements and modifications might have been made after the publication of this manual. In order to ensure you order the correct parts, mention the Serial No. when contacting the applicable places.

CONCERNING WARNING DISPLAYS

This SEGA product has warning displays on stickers, labels and/or printed instructions adhered/attached to or incorporated in the places where a potentially hazardous situation could arise. The warning displays are intended for accident prevention for customers and for avoiding hazardous situations relating to maintenance and servicing work. Some portions of the cabinet contain high voltage and may cause accidents if touched. When performing maintenance, be very careful of the warning displays. It is especially important that any complex repair and replacement work not mentioned herein should be performed by those technical personnel who have knowledge of electricity and technical expertise.

In order to prevent accidents, caution any customer ignoring the warnings to cease and desist immediately.

VIDEO GAME-INDUCED SEIZURES (VGS) AND PHOTONSENSITIVE EPILEPSY (PSE)

This SEGA product has warning displays on stickers which outline the risk of epilepticform and photosensitive seizures. These warning displays on stickers are applied close in proximity of the device which may promote symptoms of either video game-induced seizures or epilepsy. The warning displays are supplied in several languages and form part of the Installation kit supplied with this product. It is standard practice for the English version of this label to be applied during manufacture, however it is especially important for the operator to apply the same said label in the language of the country of operation.

2 PRECAUTIONS REGARDING INSTALLATION

WARNING

This product is an indoor game machine. Do not install it outside. Even indoors, avoid installing in places mentioned below so as not to cause a fire, electric shock, injury and/or malfunction.

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 inflammable gas or vicinity of highly inflammable/volatile chemicals or hazardous matter.

Dusty places.

Sloped surfaces.

Places subject to any type of violent impact.

Vicinity of anti-disaster facilities such as fire exits and fire extinguishers.

Areas where the temperature exceeds the applicable temperature (ambient temperature) range of 5 to 30 degrees centigrade.

LIMITATIONS OF USAGE

WARNING

Be sure to check the Electrical Specifications. Ensure that this product is compatible with the location's power supply, voltage, and frequency requirements. A label describing Electrical Specifications is attached to the product. Non-compliance with the Electrical Specifications can cause a fire and electric shock.

This product requires a breaker and earth mechanism as part of the location facilities. Using the product without these can cause a fire and electric shock.

Ensure that the indoor wiring for the power supply is rated at 15 A or higher (AC single phase 100 V ~ 120 V area), and 7 A or higher (AC 220 V ~ 240 V area). Non-compliance with the Electrical Specifications can cause a fire and electric shock.

Be sure to use an independent power supply equipped with an earth leakage breaker. Using a power supply without an earth leakage breaker can cause an outbreak of fire if a power surge occurs.

Putting many loads on one electrical outlet can cause generation of heat and a fire resulting from overload.

When using an extension cord, ensure that the cord is rated at 15 A or higher (AC 100 V ~ 120 V area) and 7 A or higher (AC 220 V ~ 240 V area). Using a cord rated lower than the specified rating can cause a fire and electric shock.

STOP IMPORTANT

Securing a safe area for operation as described in this manual will ensure safe operation for players and observers.

SEGA shall not be held responsible for damage or compensation for damage to a third party, resulting from the failure to observe this instruction.

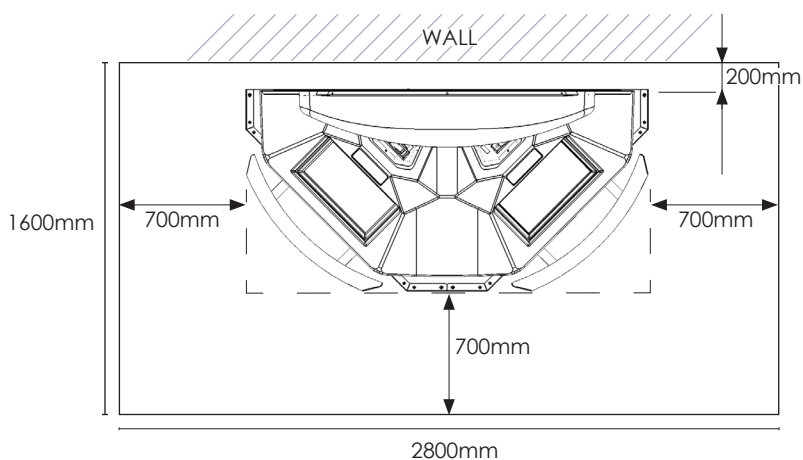
OPERATION AREA (SINGLE CABINET WITHOUT SEATS)

WARNING

For the operation of this machine, secure a minimum area of 2.80m (W) x 1.60m (D).

Be sure to provide sufficient space specified in this manual. Do not allow objects to block the ventilation ports. It can cause generation of heat and a fire.

Sufficient space either side of the playing area must be allowed for players/observers to move safely around the machine.

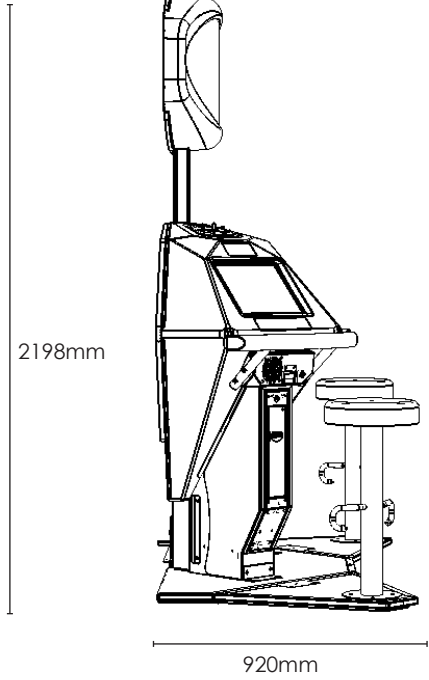
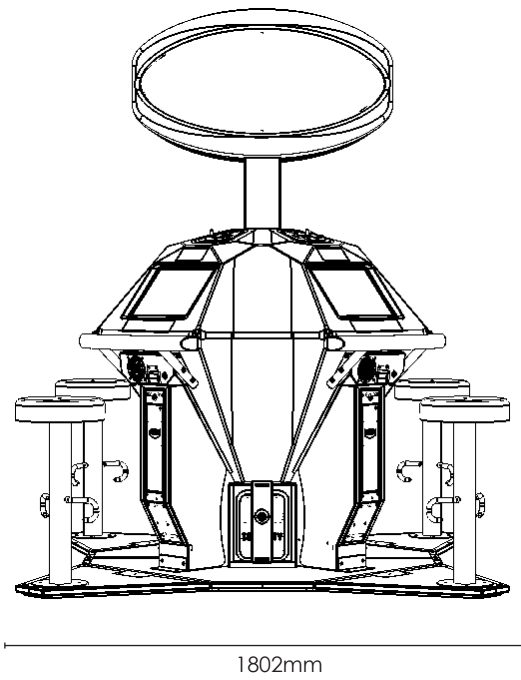
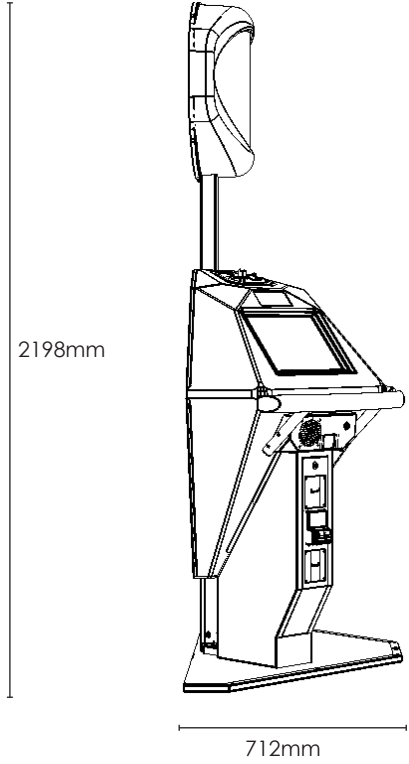
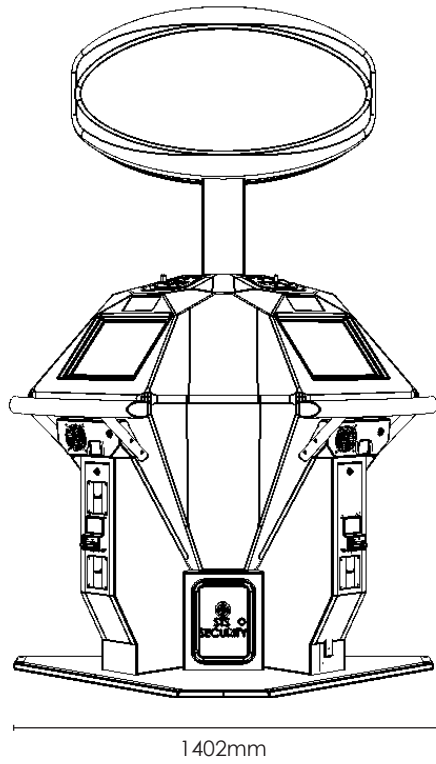


STOP IMPORTANT

To install this product, the entrance must be at least 0.73m in width and 2.3 m in height.

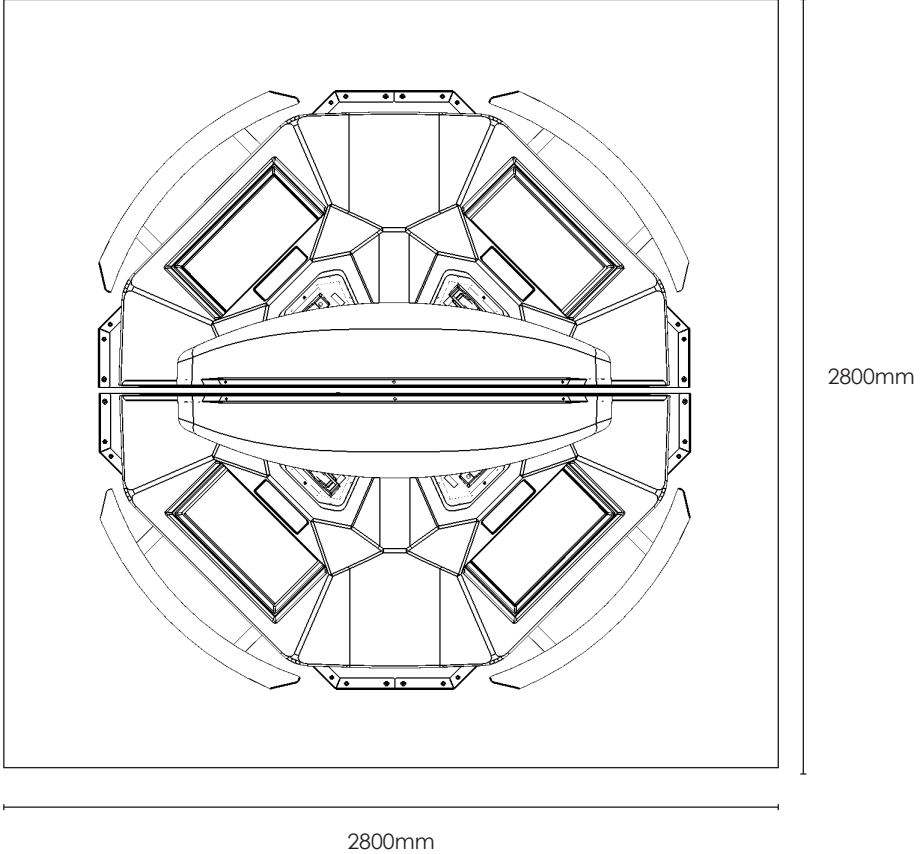
Do not attempt to move the product by pushing or pulling on the plastic parts. This may damage the product and may cause personal injury.

2 PRECAUTIONS REGARDING INSTALLATION LOCATION



STOP IMPORTANT

When installing 2 machines back to back to form a jewelled centerpiece please secure a minimum area of 2.80m x 2.80m.



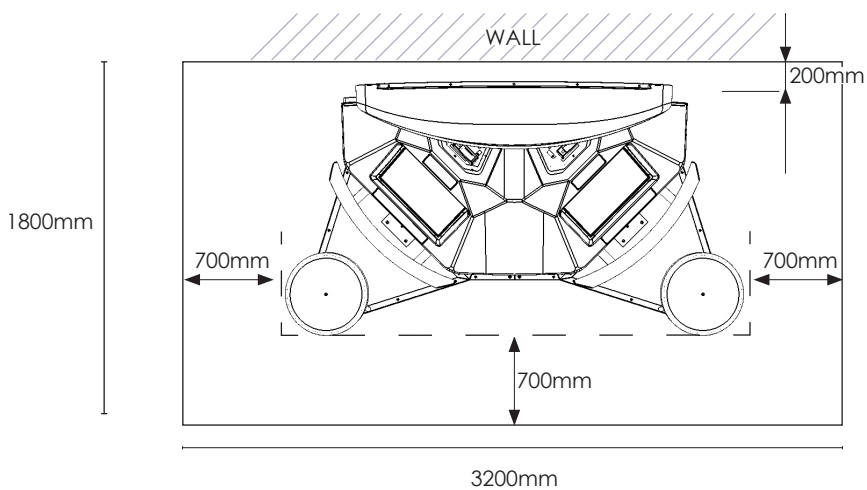
OPERATION AREA (SINGLE CABINET WITH SEATS)

⚠ WARNING

For the operation of this machine, secure a minimum area of 3.20m (W) x 1.80m (D).
 Be sure to provide sufficient space specified in this manual. Do not allow objects to block the ventilation ports. It can cause generation of heat and a fire.
 Sufficient space either side of the playing area must be allowed for players/observers to move safely around the machine.

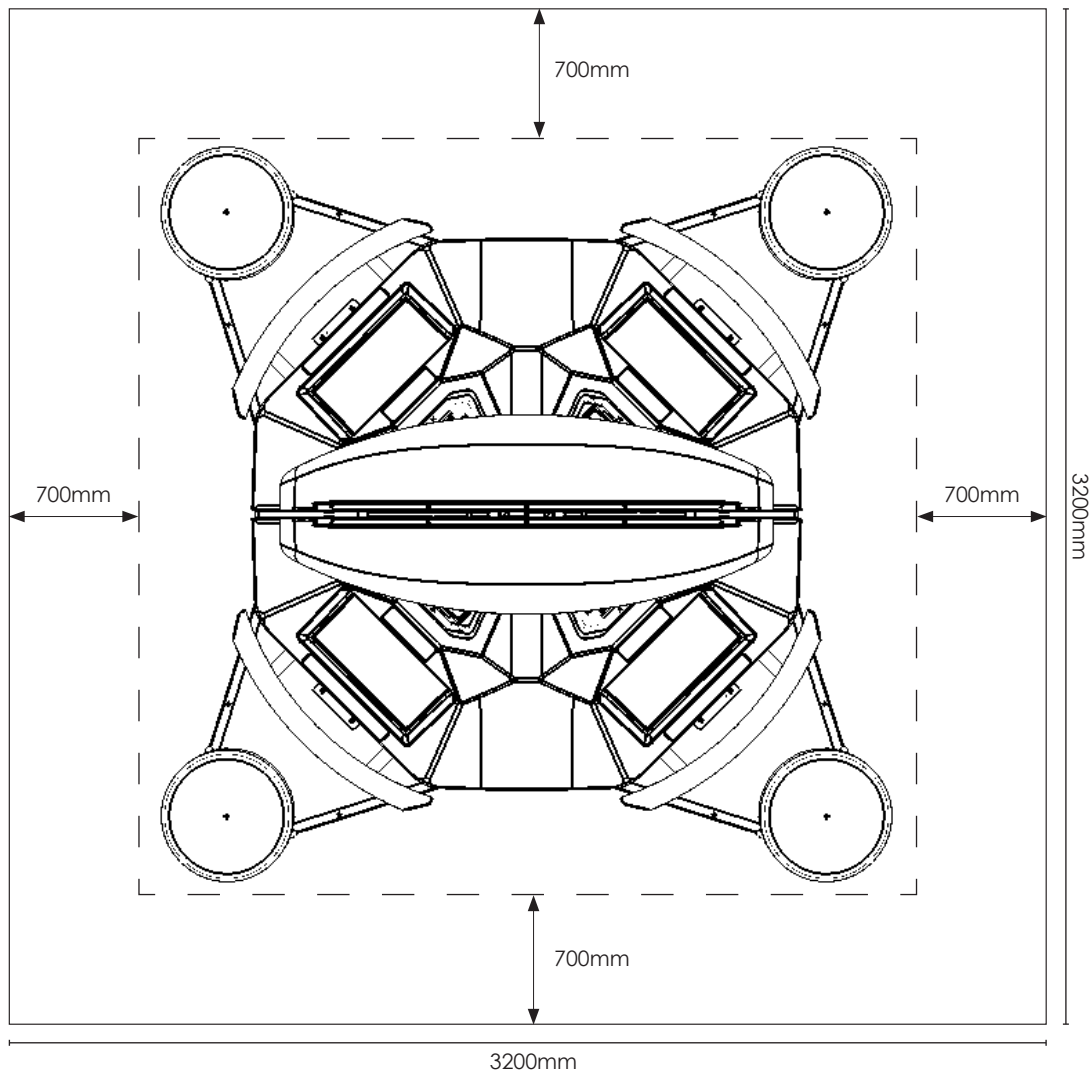
STOP IMPORTANT

To install this product, the entrance must be at least 0.73m in width and 2.3 m in height.
 Always remove the seats from the cabinet before attempting to move or transport to another location either on or off the premises.
 Do not attempt to move the product with the seats attached. Moving the product with the seats attached may cause an injury or damage to the cabinet.
 When operating as a single cabinet, always allow 20cm at the rear of the for ventilation.



STOP IMPORTANT

When installing 2 machines back to back with seats to form a jewelled centerpiece, to allow prospective players, observers or pedestrian traffic to sit/walk comfortably around the cabinet, please secure a minimum area of 3.20m x 3.20m.



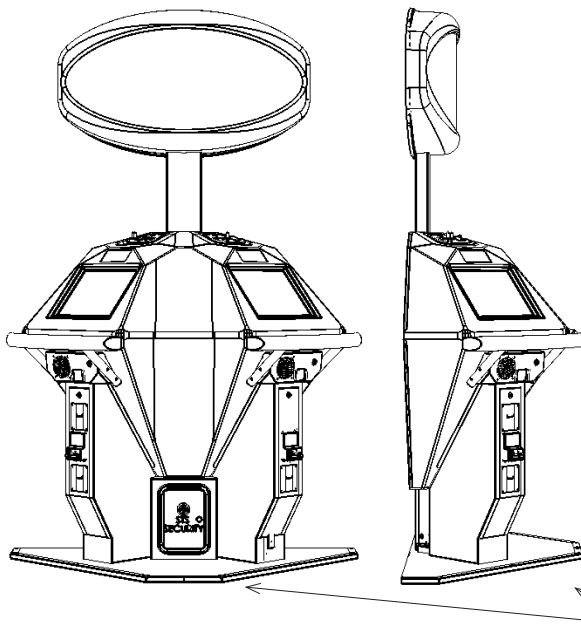
3 PRECAUTIONS REGARDING OPERATION

To avoid injury and trouble, be sure to pay attention to the behavior of visitors and players.

WARNING

In order to avoid accidents, check the following before starting the operation:

- To ensure maximum safety for the players and the customers, ensure that where the product is operated has sufficient lighting to allow any warnings to be read. Operation under insufficient lighting can cause bodily contact with each other, hitting accident, and/or trouble between customers.
- Be sure to perform appropriate adjustment of the display (LCD Screen). For operation of this machine, do not leave monitor's flickering or deviation as is. Failure to observe this can have a bad influence upon the players' or the customers' physical conditions.
- It is suggested to ensure a space allowing the players who may feel sick while playing the game to take a rest.
- Check that the product is located on a level surface. If the product is placed upon an uneven surface it will rock and can trap feet or fingers between gaps



Ensure that the cabinet remains level at all times. Do not operate product on an uneven surface as this may cause a trap hazard.

If the product is not stable at location it may be necessary to place wedges or pads on the underside to stable product.

- Do not put any heavy item on this product. Items, if placed on this product may fall and cause injury to the player / observer.
- Do not climb on the product. Climbing on the product can cause falling down accidents. To check the top portion of the product, use a step ladder.

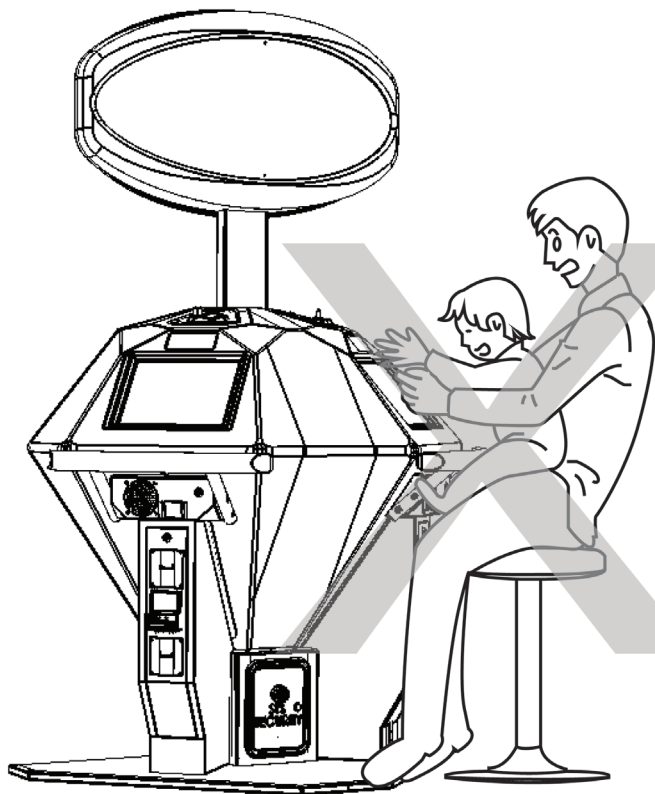
⚠ WARNING

- To avoid electric shock, ensure that all covers and panels are undamaged and fitted. Do not operate with covers removed.
- To avoid electric shock, short circuit and/or parts damage, do not put the following items on or in the periphery of the product.

Flower vases, flowerpots, cups, water tanks, cosmetics, and receptacles/containers/vessels containing chemicals and water.

⚠ CAUTION

- To avoid injury, be sure to provide sufficient space by considering the potentially crowded situation at the installation location. Insufficient installation space can cause making bodily contact with each other, hitting accidents, and/or trouble between customers.
- Everyday when cleaning the screen, inspect the touch controller and make sure that there are no cracks in the surface, and that fastening screws are not loose in and around the playable area. If the game is played with cracks in the screen or fixings which become loose it can cause injuries to the player.
- If seats are fitted do not allow more than one person in any seat at any time. Do not allow adults to play the game with a child sitting in their lap.



It is recommended that hand wipes (paper towels) be provided.

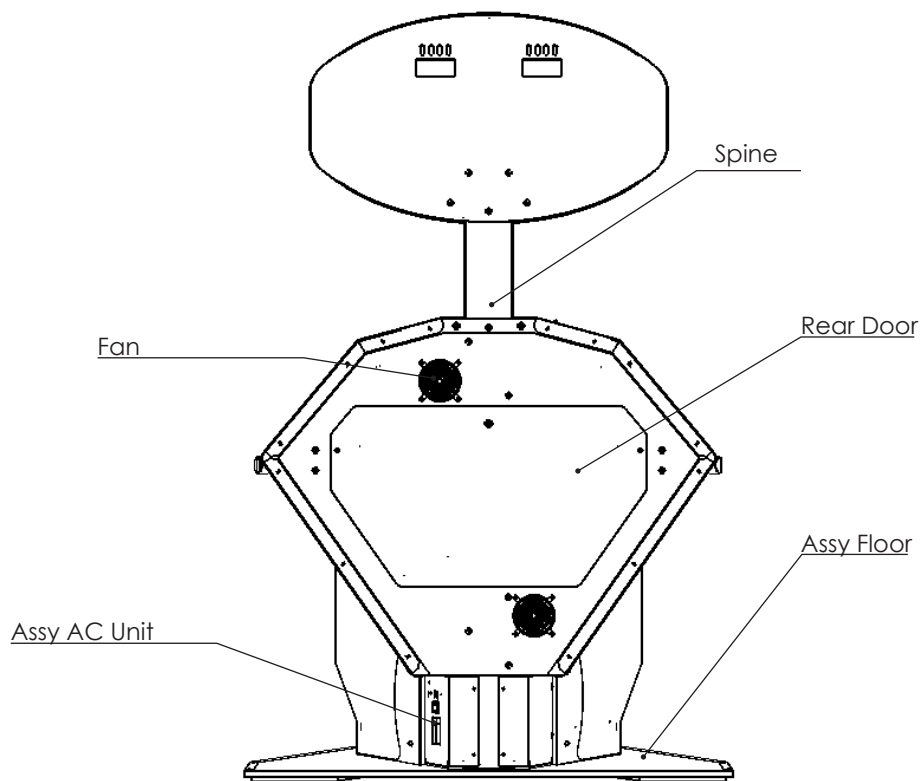
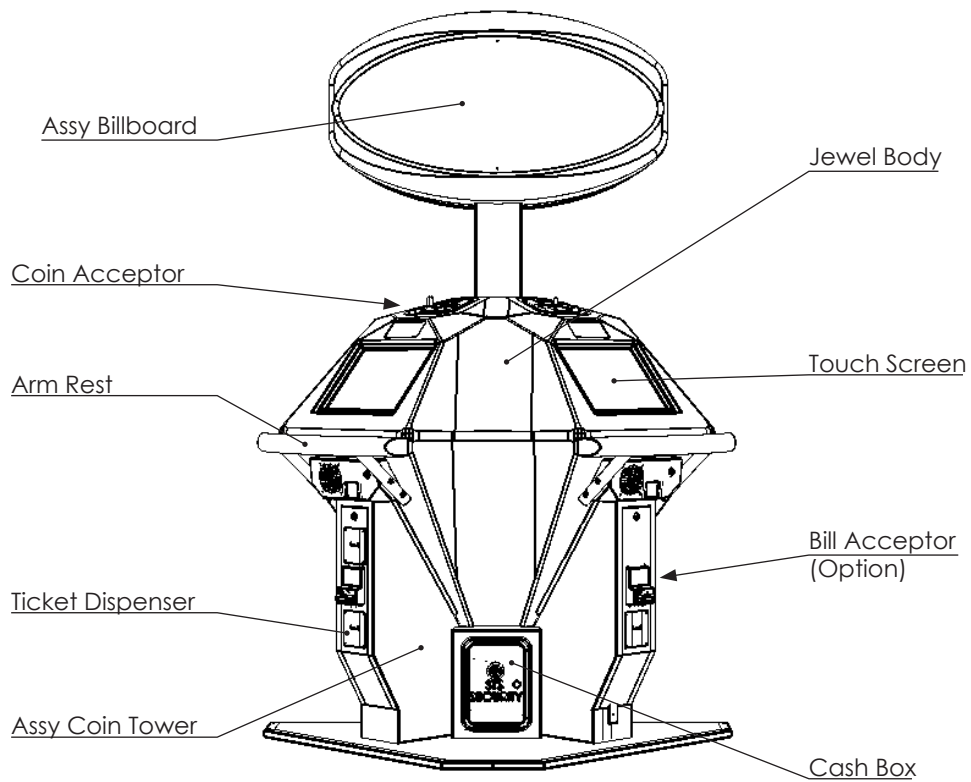
DURING OPERATION (PAYING ATTENTION TO CUSTOMERS)

To avoid injury and trouble, be sure to constantly give careful attention to the behavior and manner of the visitors and players.

WARNING

- For safety reasons, do not allow any of the following people to play the game.
- Those who have high blood pressure or a heart problem.
- Those who have experienced muscle convulsion or loss of consciousness when playing video games, etc.
- Those who have neck or spinal cord problems.
- Those who are intoxicated or under the influence of drugs.
- Pregnant women.
- Those who are not in good health.
- Those who do not follow the attendant's instructions.
- Those who cannot grasp the Control Unit securely because of immobility in fingers, hands or arms.
- Persons who disregard the product's warning displays.
- This product is intended for a single player only. Having two or more persons simultaneously playing this product can result to injury to the player and possible damage to the product.
- Even players who have never been adversely affected by light stimulus might experience dizziness or headache depending on their physical condition when playing the game.
- Small children are especially likely to experience these symptoms. Caution guardians of small children to keep watch on their children during play.
- Instruct those who feel sick during play to have a medical examination.
- To avoid injury from falls and electric shocks due to spilled drinks, instruct the player not to place heavy items or drinks on the product.
- To avoid electric shocks and short circuits, do not allow customers to put hands and fingers or extraneous matter in the openings of the product or small openings in or around the doors.
- To avoid falls and resulting injury, immediately stop the customer from leaning against or climbing on the product, etc.
- To avoid electric shock and short circuit, do not allow customers to unplug the power plug without a justifiable reason.
- Instruct the guardians of small children to keep an eye on their children.
- Children cannot sense danger. Allowing small children to get near a player who is playing the game could result in the children being bumped, struck or knocked down.

4 PART DESCRIPTIONS

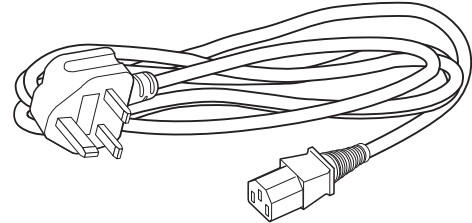


5 ACCESSORIES

Confirm that the accessories listed in the table below are present when setting up the product. Accessories marked “Spare” in the note column are consumable items but included as spares.

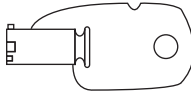
DESCRIPTION: OWNER'S MANUAL
Part No. (Qty.): 420-0014UK(1)

Parts not labeled with part numbers are as yet unregistered or cannot be registered. Be sure to handle all parts with care, as some parts are not available for purchase separately.

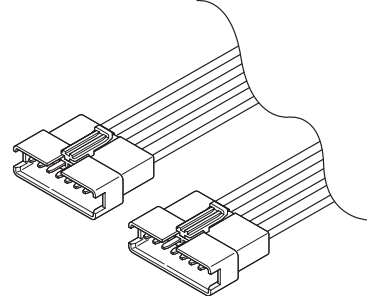


POWER CORD
 LM1227 (1) <UK>
 LM1226 (1) <EU>
 For installation. See chapter 6.

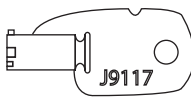
| | |
|---|--|
| <p>CAUTION</p> <p>Do not use power cords from manufacturers other than Philips. Use of power cords from other manufacturers may cause fire or electric shock. Do not use power cords with different specifications than those specified in this manual. Do not use power cords with different specifications than those specified in this manual.</p> | <p>ADVARSEL!</p> <p>Ikke bruk strømledninger fra andre produsenter enn Philips. Bruk av strømledninger fra andre produsenter kan føre til brann eller elektrisk støt. Ikke bruk strømledninger med andre spesifikasjoner enn de som er angitt i denne manualen. Ikke bruk strømledninger med andre spesifikasjoner enn de som er angitt i denne manualen.</p> |
| <p>ATTENTION</p> <p>Do not use power cords from manufacturers other than Philips. Use of power cords from other manufacturers may cause fire or electric shock. Do not use power cords with different specifications than those specified in this manual. Do not use power cords with different specifications than those specified in this manual.</p> | <p>VAROITUS!</p> <p>Älä käytä muita kuin Philipsin valmistamia virtajohtoja. Muun valmistajan virtajohtojen käyttö voi aiheuttaa tulipalon tai sähköiskun. Älä käytä virtajohtoja, joiden tekniset tiedot eivät vastaa tässä käyttöohjeessa annettuja tietoja.</p> |
| <p>VORSICHT</p> <p>Verwenden Sie nur Stromkabel von Philips. Die Verwendung von Stromkabeln anderer Hersteller kann zu Brand oder elektrischem Schlag führen. Verwenden Sie keine Stromkabel mit anderen technischen Daten als in dieser Bedienungsanleitung angegeben. Verwenden Sie keine Stromkabel mit anderen technischen Daten als in dieser Bedienungsanleitung angegeben.</p> | <p>ΠΡΟΣΟΧΗ!</p> <p>Μην χρησιμοποιείτε καλώδια από άλλους κατασκευαστές εκτός της Philips. Η χρήση καλωδίων άλλων κατασκευαστών μπορεί να προκαλέσει πυρκαγιά ή ηλεκτροπληξία. Μην χρησιμοποιείτε καλώδια με διαφορετικές προδιαγραφές από αυτές που αναφέρονται σε αυτήν την οδηγία χρήσης. Μην χρησιμοποιείτε καλώδια με διαφορετικές προδιαγραφές από αυτές που αναφέρονται σε αυτήν την οδηγία χρήσης.</p> |
| <p>ATTENZIONE</p> <p>Utilizzare solo cavi di alimentazione Philips. L'uso di cavi di alimentazione di altri produttori può causare incendi o scosse elettriche. Non utilizzare cavi di alimentazione con specifiche tecniche diverse da quelle indicate in questo manuale. Non utilizzare cavi di alimentazione con specifiche tecniche diverse da quelle indicate in questo manuale.</p> | <p>ADVARSEL!</p> <p>Ikke bruk strømledninger fra andre produsenter enn Philips. Bruk av strømledninger fra andre produsenter kan føre til brann eller elektrisk støt. Ikke bruk strømledninger med andre spesifikasjoner enn de som er angitt i denne manualen. Ikke bruk strømledninger med andre spesifikasjoner enn de som er angitt i denne manualen.</p> |
| <p>PRECAUTION</p> <p>Use only power cords from Philips. Use of power cords from other manufacturers may cause fire or electric shock. Do not use power cords with different specifications than those specified in this manual. Do not use power cords with different specifications than those specified in this manual.</p> | <p>WAARSCHUWING!</p> <p>Gebruik alleen stroomkabel van Philips. Het gebruik van stroomkabel van andere fabrikanten kan brand of elektrische schokken veroorzaken. Gebruik geen stroomkabel met andere technische gegevens dan die in deze gebruiksaanwijzing zijn vermeld. Gebruik geen stroomkabel met andere technische gegevens dan die in deze gebruiksaanwijzing zijn vermeld.</p> |
| <p>PRECAUCIÓN</p> <p>Utilice únicamente cables de alimentación Philips. El uso de cables de alimentación de otros fabricantes puede provocar incendios o descargas eléctricas. No utilice cables de alimentación con especificaciones técnicas diferentes a las indicadas en este manual. No utilice cables de alimentación con especificaciones técnicas diferentes a las indicadas en este manual.</p> | <p>VAROITUS!</p> <p>Älä käytä muita kuin Philipsin valmistamia virtajohtoja. Muun valmistajan virtajohtojen käyttö voi aiheuttaa tulipalon tai sähköiskun. Älä käytä virtajohtoja, joiden tekniset tiedot eivät vastaa tässä käyttöohjeessa annettuja tietoja. Älä käytä virtajohtoja, joiden tekniset tiedot eivät vastaa tässä käyttöohjeessa annettuja tietoja.</p> |



Cashbox Key (key to differ). (2)

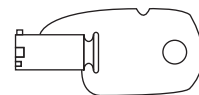


WH Billboard Link 4 Plyr
 BE-6003UK (1)
 (For syncing billboard 4plyr)

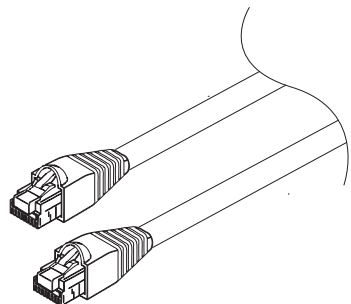


Service Key (J9117). (10)

440-CS0186UK
 Sticker C Epilepsy Multi (2)



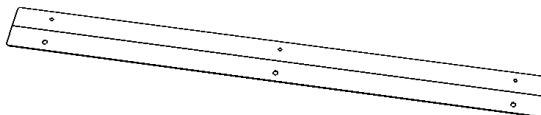
Options key. (4)



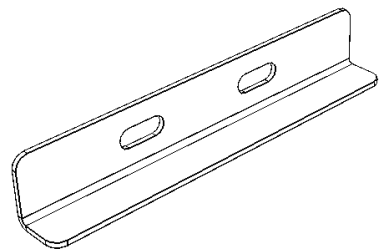
Assy LAN Cable 50cm
 600-7269-0050UK (1)
 (For connecting 4 player cabinet)

BKT Rear Stabilizer (1)
 BE-9003XUK

(Provides stability to 2 Plyr Cabi)

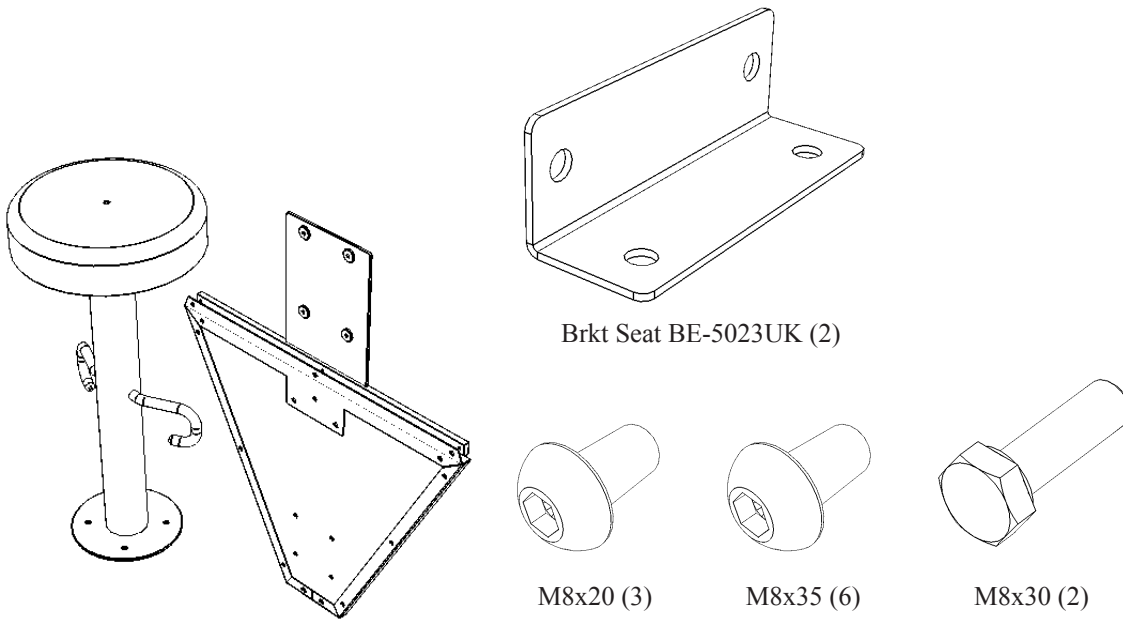


BKT Closer Gap 4Plyr (1)
 BE-9006UK
 (For joining 4 Plyr Cabi)



BKT Floor Joint 4Plyr (1)
 BE-9002UK
 (For joining 4 Plyr Cabi)

ASSY SEAT KIT (BE5000-02UK) QTY (2)



Assy Seat BE-5000-02UK (2) / Assy Seat Base BE-5000-02UK (2)
For installation refer to chapter 6 of this manual

6 ASSEMBLY AND INSTALLATION

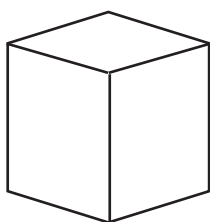
WARNING

- Perform assembly work by following the procedure herein stated. Failure to comply with the instructions can cause electric shock.
- Perform assembly as per this manual. Since this is a complex machine, incorrect assembling can cause an electric shock, machine damage and/or improper functioning as per specified performance.
- When assembling, more than one person is required. Depending on the assembly work, there are some cases in which working by one person alone can cause personal injury or parts damage.
- Ensure that connectors are properly connected. Improper connections can cause electric shock.
- Be careful not to damage the wires. Damaged wires may cause electric shock or short circuit or present a risk of fire.
- Do not unnecessarily push the display screen.
- This work should be carried out by site maintenance personnel or other qualified professionals. Work performed by non-technical personnel can cause a severe accident such as electric shock. Failing to comply with this instruction can cause a severe accident such as electric shock to the player during operation. If no one with proper technological expertise is available, request service from the office indicated in this document or the point of purchase so as to ensure safety.
- Provide sufficient space so that assembling can be performed. Performing work in places with narrow space or low ceiling may cause an accident and assembly work to be difficult.
- To perform work safely and avoid serious accident such as the cabinet falling down, do not perform work in places where step-like grade differences, a ditch, or slope exist.
- This product does not use any connectors other than those connected to and used by the game board when it leaves the factory. Do not needlessly connect wires to unused connectors. This could lead to overheating, generation of smoke and burn related injuries.

⚠ WARNING

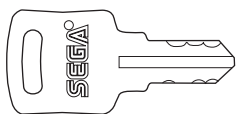
- Only qualified maintenance personnel should perform such work as cabinet installation. Having untrained or unqualified personnel performing such tasks may result in either damage to the product or personal injury.

Tools required for installation



Step or Ladders

- Aid in fixing Billboard and Billboard Panel.



KEY

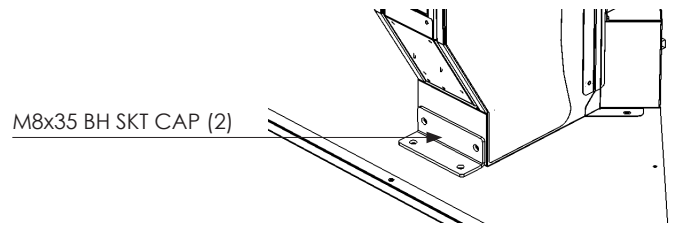
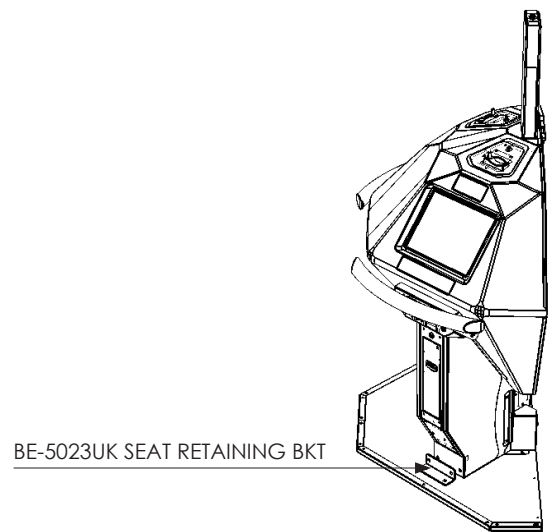
- Gain access to Redemption Tower

6-1 INSTALLING SEATS (OPTIONAL)

⚠ CAUTION

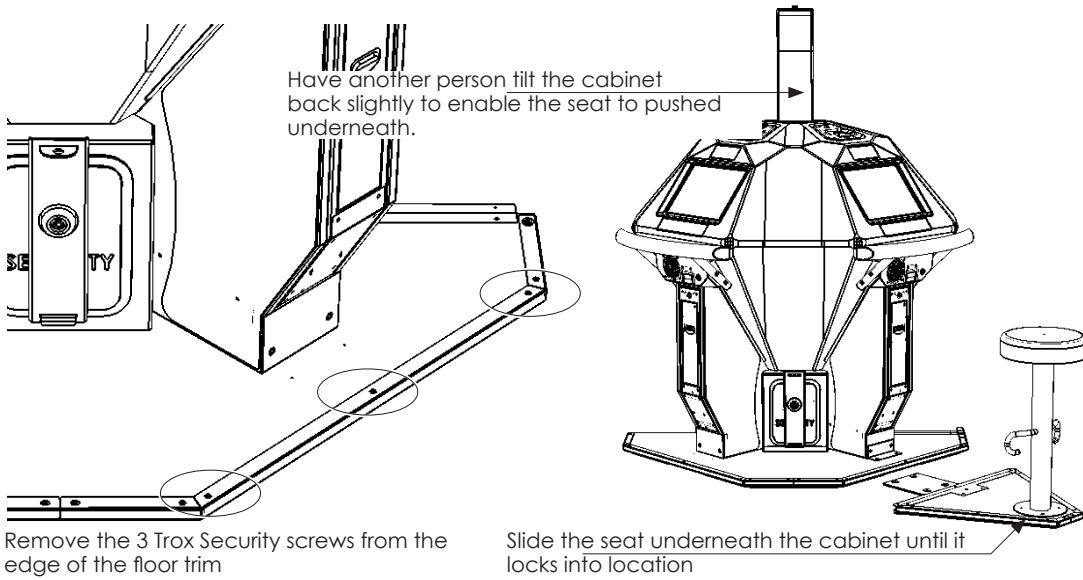
- Each Seat weighs approximately 15kg. Have at least 2 people during this operation. Working alone could result in personal injuries, etc.

1 Fit the SEAT RETAINING BKT to the lower section of each REDEMPTION TOWER as shown and loosely secure using 2x M8x35 BH SKT SC for each BKT.

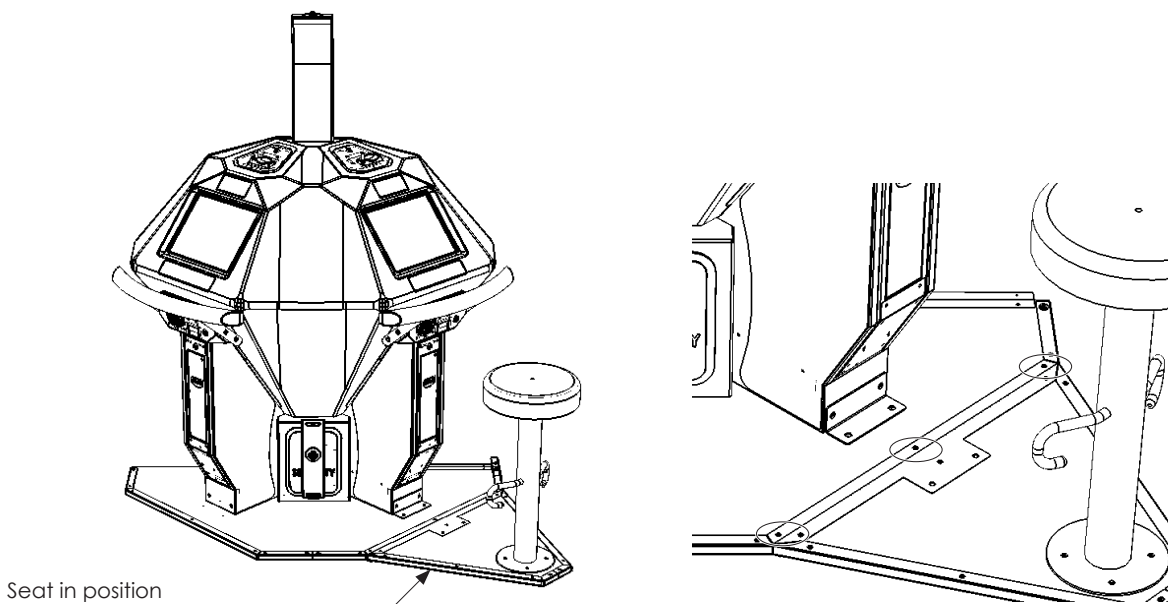


Do not tighten fixings at this point as movement within the BKT will allow for alignment of the SEAT at a later stage.

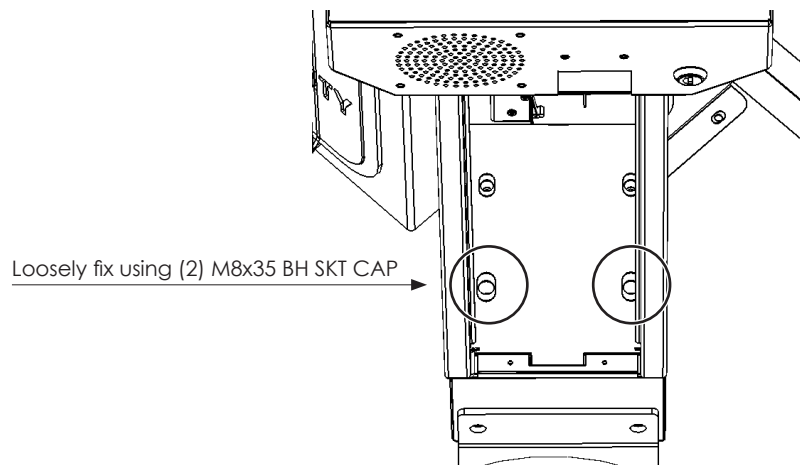
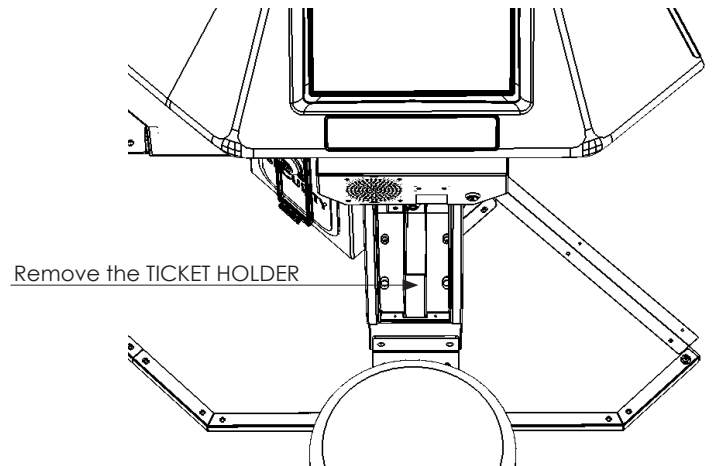
- 2** Remove the M4x20 SEC TRX (3) Screws from the loger edge of the cabinet floor trim. Offer the Seat to the cabinet. Tilt the cabinet back slightly to create a small gap to enable the seat to slide underneath. Once in position the seat will self locate.



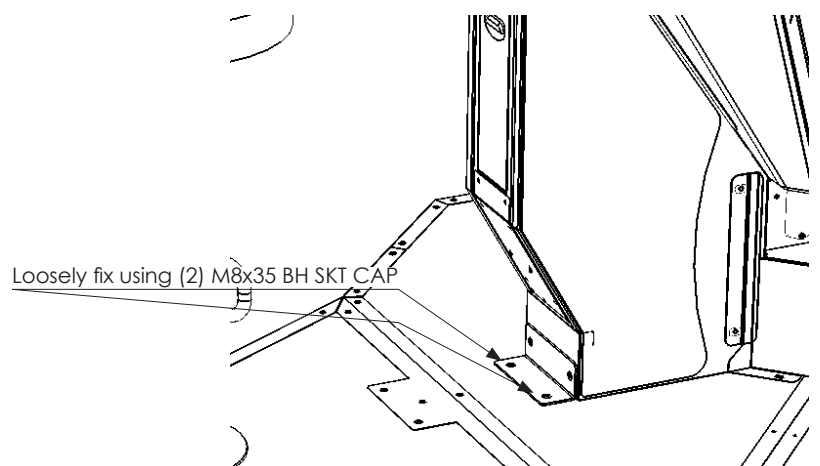
- 3** Once in position, secure the chromed trip of the ASSY SEAT over the top of the CABINET trip.



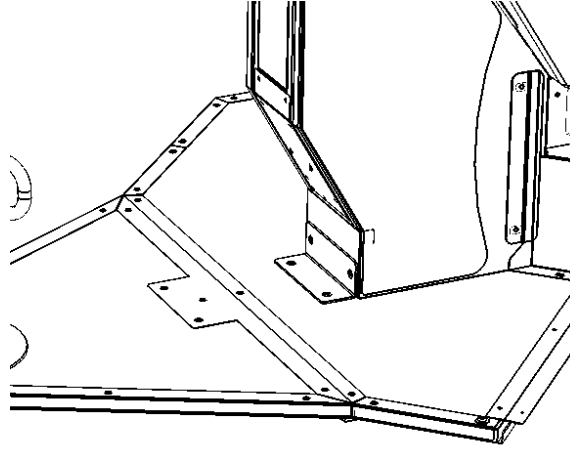
- 4** Open the SERVICE DOOR to the REDEMPTION TOWER and remove the TICKET HOLDER. Located the (2) fixing points in the centre of the floor and secure loosely using (2) M8x35 BUTTON HEAD SOCKET CAP. Do not tighten at this point.



- 5** Fit (2) M8x35 BUTTON HEAD SOCKET CAP to the remaining fixing points on the SEAT RETAINING BKT and tighten. Tighten the remaining bolts from the previous steps.



- 6** Fit (2) M8x35 BUTTON HEAD SOCKET CAP to the remaining fixing points on the SEAT RETAINING BKT and tighten. Tighten the remaining bolts from the previous steps.



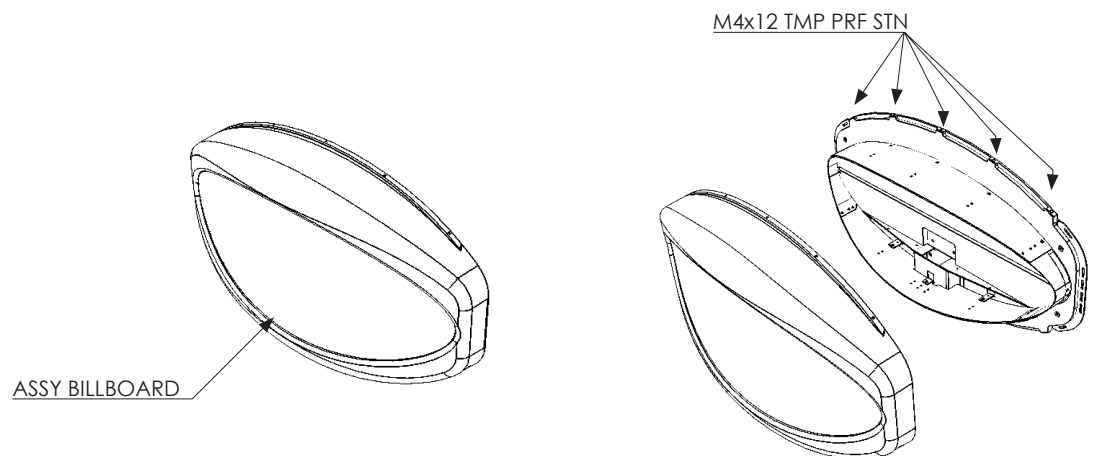
6-2 INSTALLING THE BILLBOARD**⚠ CAUTION**

- Billboard weighs approximately 10 kg. Have at least 2 people during this operation. Working alone could result in personal injuries, etc.
- To perform work safely and securely, be sure to prepare a step which is in a safe and stable condition. Performing work without using a step may lead to injury of damage to components.

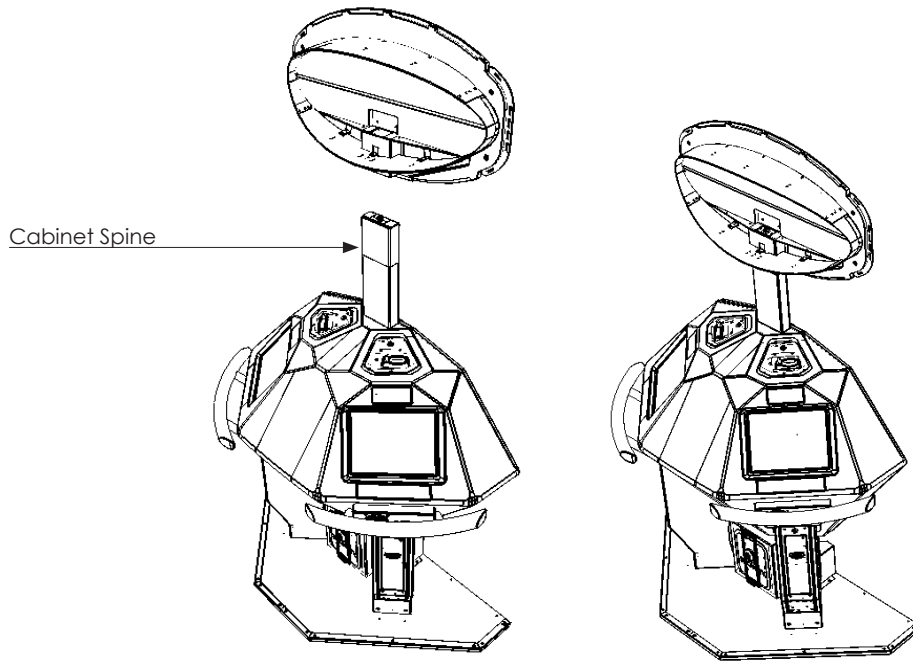
⚠ CAUTION

- Handle molded parts with care. Excessive weight or pressure may cause them to break and the broken pieces may cause injury.
- To perform the operation safely and accurately you must use a safe, steady footstool or stepladder. Working without this may lead to a fall and possible injury.

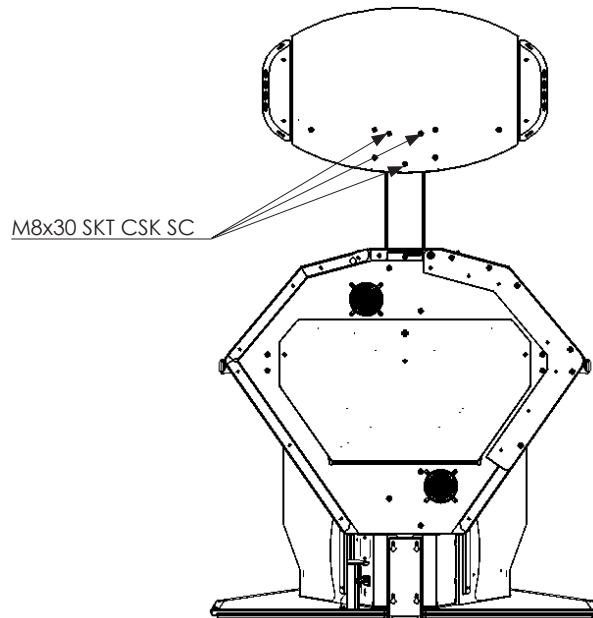
- 1** Remove the 10x M4x12 TMP PRF STN machine screws from around the ASSY BILLBOARD. There are 5 fixings positioned around the top section and a further 5 positioned around the lower section. Once all ten fixings have been removed, carefully separate the plastic moulding from the wooden base.



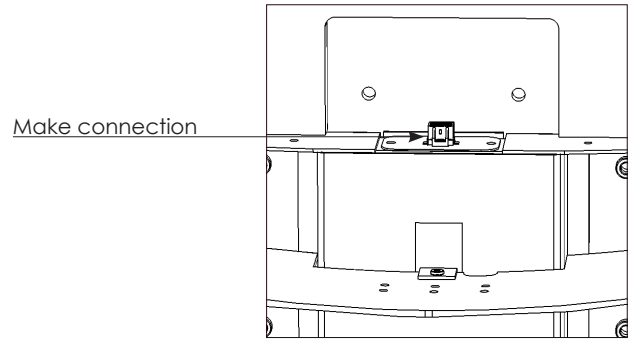
- 2** Carefully place the rear section of the Billboard over the spine of the cabinet taking care as to not trap any wires in the process..



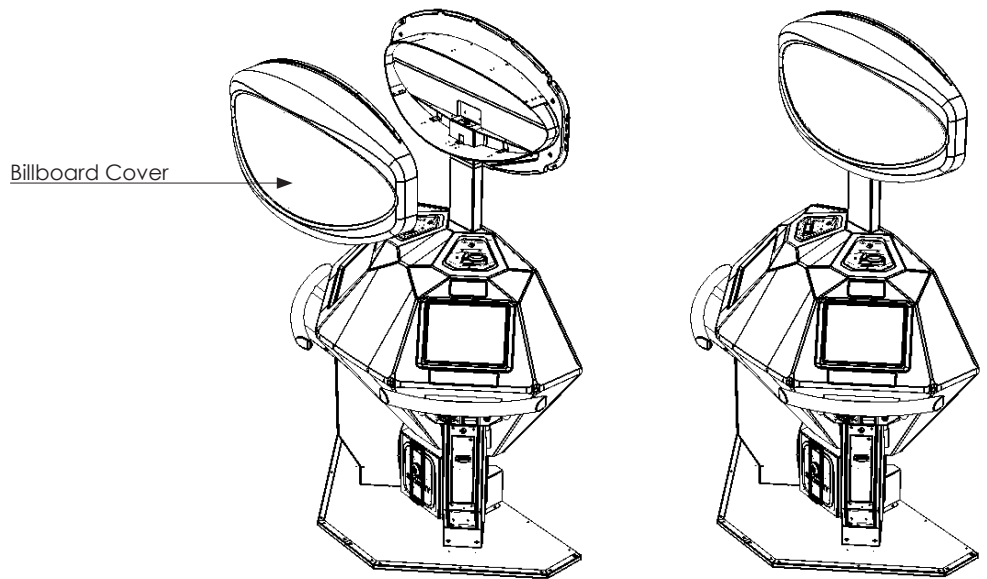
- 3** From the rear of the cabinet secure the Billboard in place by fixing the 3x M8x30 Internal Hex Socket Screws as shown.



- 4 Connect the Billboard to the top of the spine, making sure that the connection is made correctly.



- 5 Using a step or ladder, replace the Billboard cover and refit the 10x M4 security fixings along the upper and lower sections.

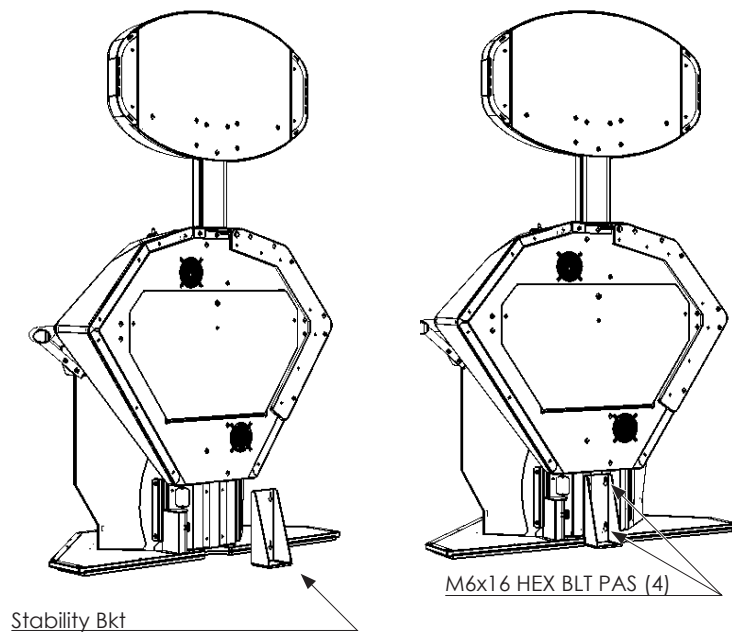


6-3 INSTALLING THE STABILITY BKT

⚠ WARNING

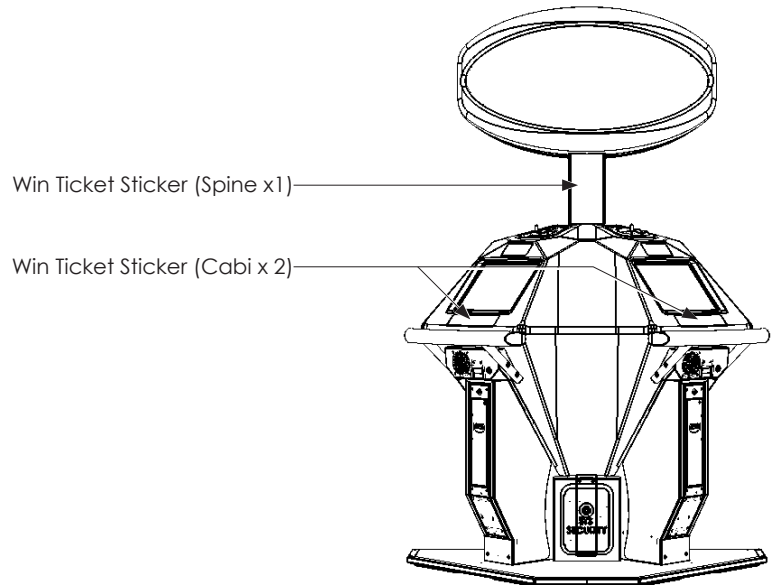
- When operating a cabinet in 2 player mode it is important to keep the cabinet stable whilst at location. Therefore a STABILITY BKT MUST be installed to provide safe operation. If the STABILITY BKT is not installed the cabinet may become unstable and in extreme cases fall to the ground.
- It is not necessary to install the STABILITY BKT when operating a 4 player cabinet.
- In some cases where the floor may be uneven a wedge may be applied to the underside of the base to prevent the cabinet from rocking.

- 1 Using an M6 socket wrench, fit and secure the STABILITY BKT to the rear of the cabinet in position shown using 4x M6x16 HEX BLT PAS.



- 2 Once the STABILITY BKT has been fitted, make sure that the cabinet is stable. If there is any slight movement or rocking motion then either adjust the STABILITY BKT or add a wedge to the underside of the base to level out the cabinet.

3 Apply the “WIN TICKET” stickers to the cabinet.



6-4 INSTALLING A 4 PLAYER CABINET

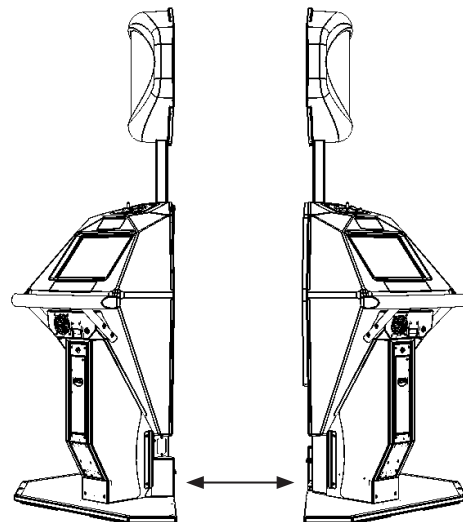
⚠ WARNING

- Only qualified maintenance personnel should perform such work as cabinet installation. Having untrained or unqualified personnel performing such tasks may result in either damage to the product or personal injury.

⚠ CAUTION

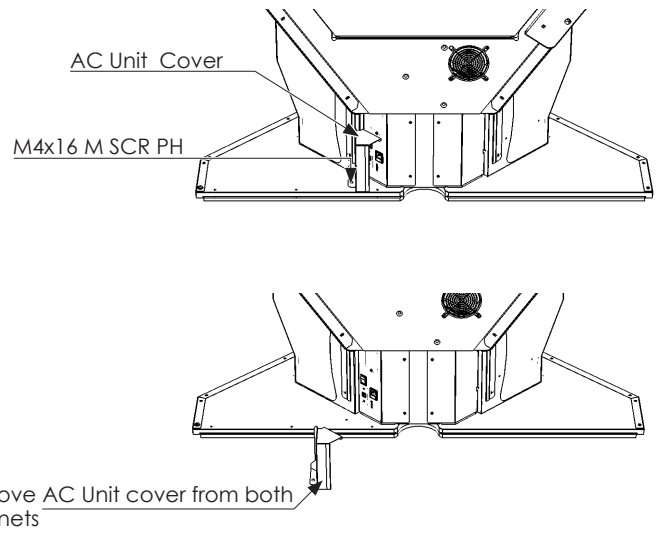
- Handle molded parts with care. Excessive weight or pressure may cause them to break and the broken pieces may cause injury.
- To perform the operation safely and accurately you must use a safe, steady footstool or stepladder. Working without this may lead to a fall and possible injury.
- Be sure to allow sufficient space for installation. by not allowing enough space for installation may lead to possible injury or damage to the product.
- To perform work safely and securely do not attempt to carry out this procedure single handed. Have at least one other person to help in this procedure. To carry out this procedure single handed may result in serious injury or may damage the product. Follow instructions carefully and ensure that each point has been carried out in its entirety.
- Be sure to provide space specified in this manual. Do not allow objects to block the ventilation ports.
- Be sure to allow sufficient space for players and observers to freely walk around the cabinet. Securing a safe area for operation as described in this manual will ensure safe operation for players and observers.

- 1 Following on from the previous steps, position both cabinets back to back allowing enough space to work safely around each machine.

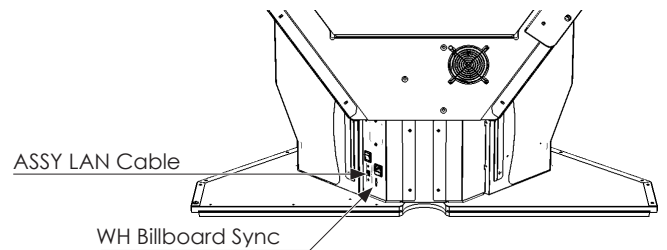


Provide enough space to work safely between the cabinets

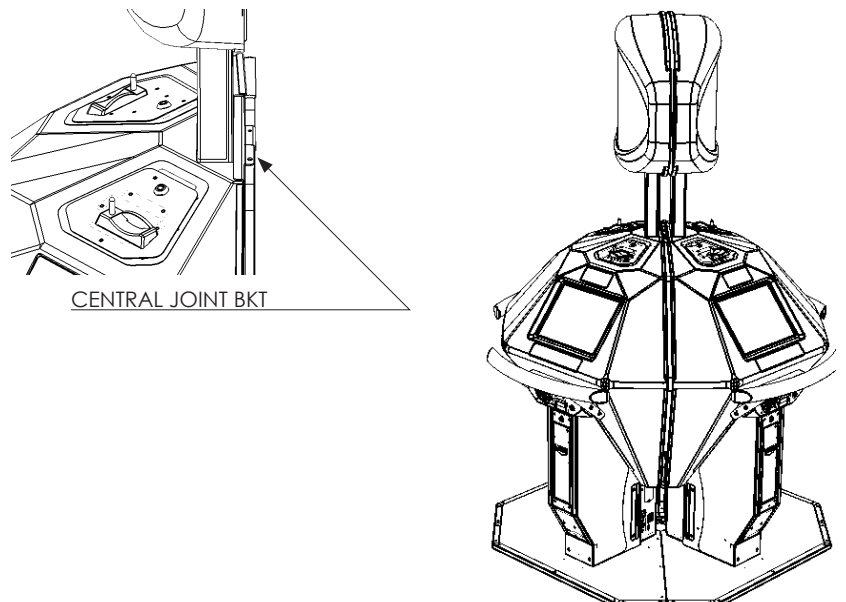
- 2** Using a Phillips No1 screwdriver remove the single screw which secures the AC unit covers to the floor from both cabinets.



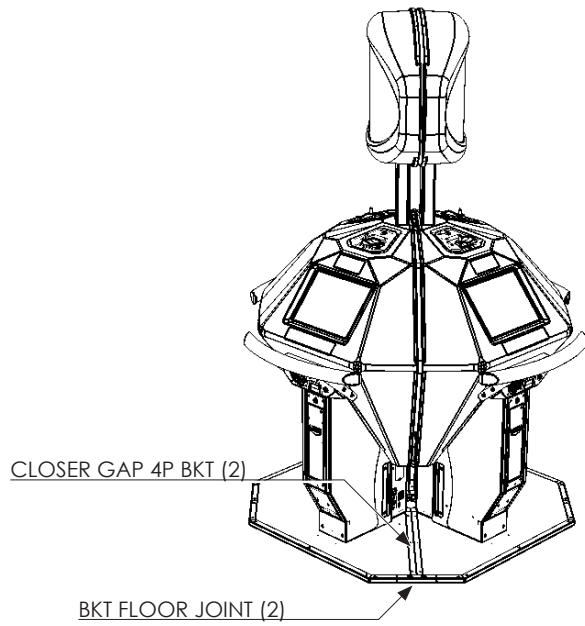
- 3** Attach the ASSY LAN Cable (supplied) and WH Billboard Sync (supplied) to the ports on the AC Unit on both cabinets.



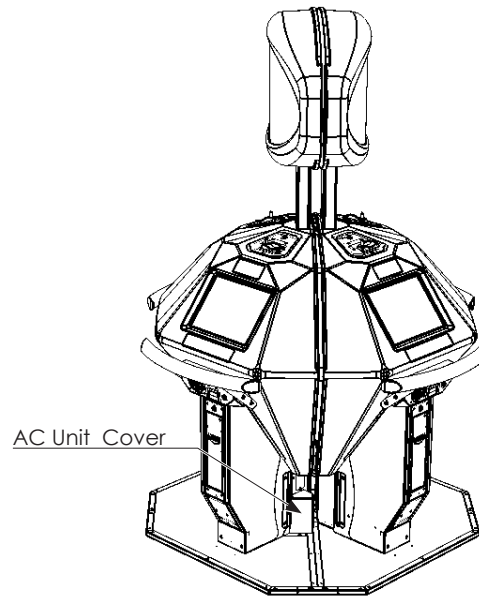
- 4** Locate and remove the M5x16 Hex BLT from the CENTRAL REAR JOINT BKTS on both cabinets. Carefully slide both cabinet together so that the floor bases are touching and the CENTRAL JOINT BKTS engage. Take care not to trap wires at this point.



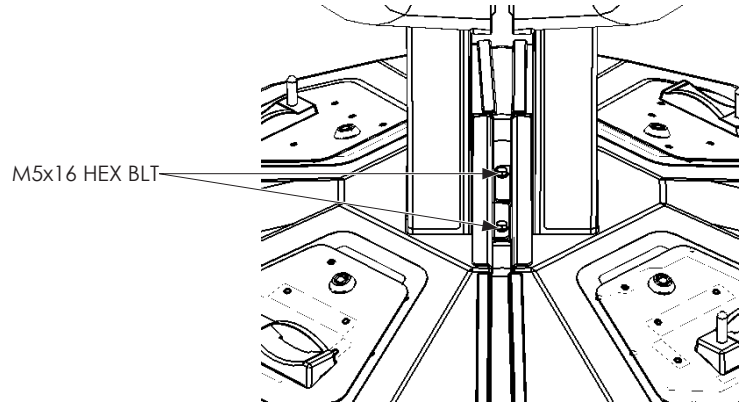
- 5** Using a Phillips No1 screwdriver and M4x10 M SCR TH CRM (16) - fit the CLOSER GAP 4P BKT (2) and the BKT FLOOR JOINT (2)



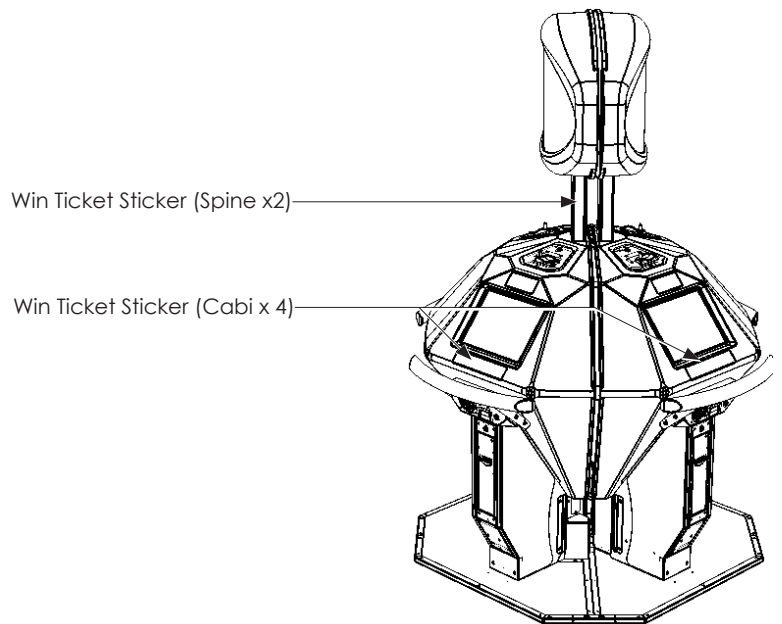
- 6** Refit the AC UNIT COVER on both cabinet.



- 7 At the central mid-section point of the cabinet, fit and secure both cabinets together using M5x16 Hex Blt (2)



- 8 Apply the “WIN TICKET” stickers to the cabinet.



- 9 Using 2 or more people, carefully position the cabinet into its desired position.

6-5 INSTALLING TICKETS

CAUTION

- Only qualified Service / Maintenance Personnel are advised to change the tickets within the Redemption Tower. Having someone who is unqualified to carry out this operation may result in malfunctioning of equipment or possible injury.

- 1 Using the Service key (J9117) supplied, unlock and open the door to the Redemption Tower.

Service Key and Lock



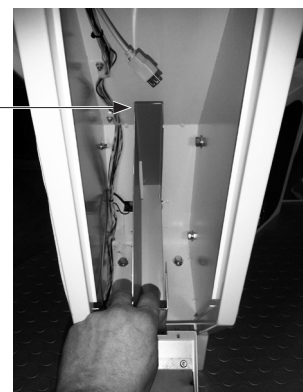
- 2 Locate the Ticket Holder and remove. It is possible to refill the Ticket holder without removing it from the Redemption Tower but here instructions will show it removed.

Ticket Holder



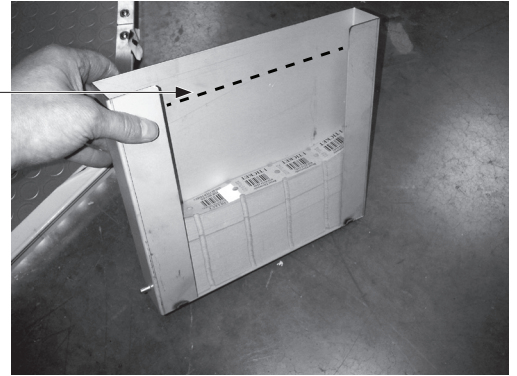
- 3 To remove the Ticket Holder it must be first tilted at the rear of the housing before lifting up and out.

Lift Ticket Holder at the rear before removal.



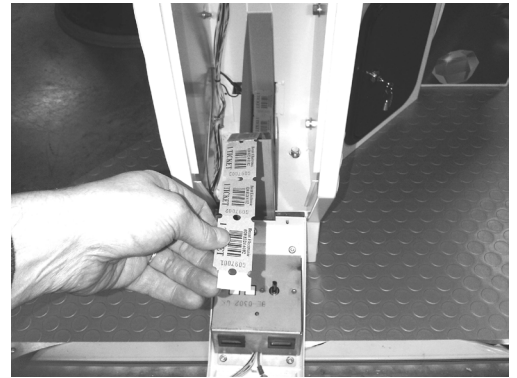
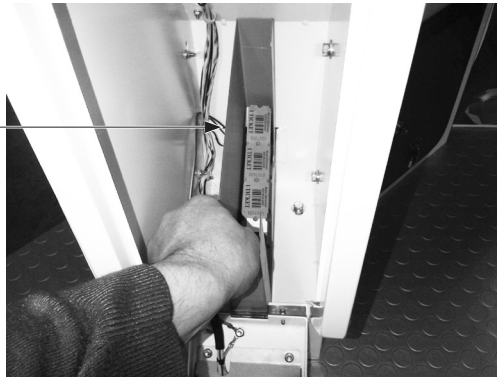
-
- 4** Place tickets into the Ticket Holder - Do not fill past the “HI” level a this may encourage ticket jam error.

Ticket Full level



-
- 5** Place the Ticket Holder back into the Redemption tower making sure that the Ticket Low Level Switch is engaged.

Ticket Switch



-
- 6** Release the Ticket guide tab and feed the end of the ticket string into the Ticket Dispenser.

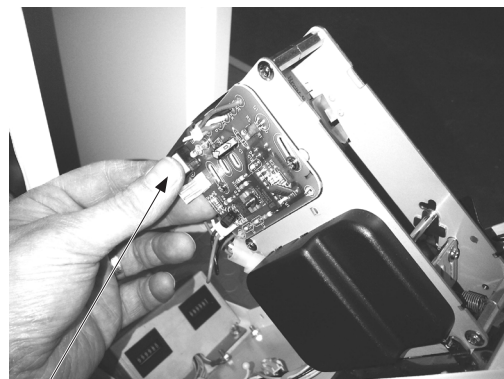
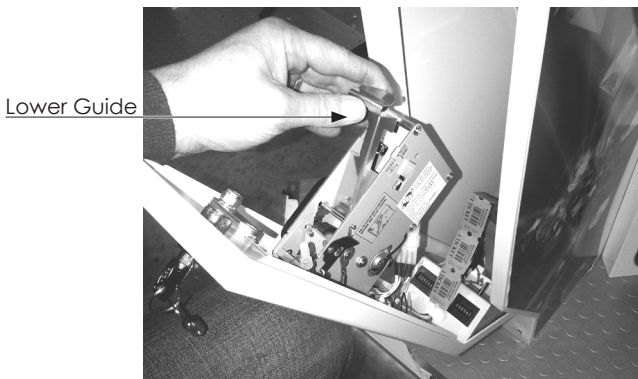
Guide Tab



7 When feeding the tickets into the Dispenser make sure that the Tickets pass through the Ticket Sensor. Lift the Roller Tab and continue to feed the Tickets underneath the roller and out through the Ticket access in the Ticket door. Once the ticket is visible at the otherside of the door, lower the Roller Guide.



8 Lower the Ticket Guide and with the machine safely powered on - press the Ticket Dispenser feed button which allow the tickets to be automatically fed through the door access point.



9 Tear off any excess tickets.



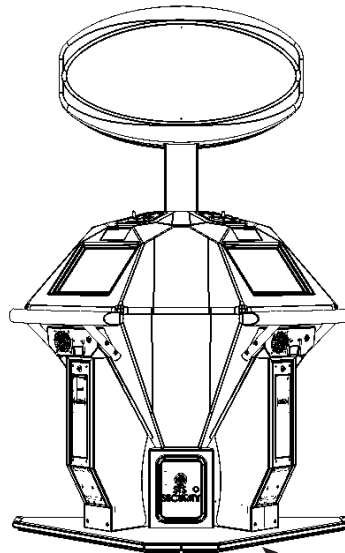
6-6 FIXATION TO SITE

WARNING

- Make sure that all the adjusters contact the floor. Otherwise the cabinet could move, causing an accident.
- Provide a ventilation space at least 20cm wide behind the cabinet. There are ventilation holes on the back of the cabinet. Do not block the ventilation holes. Doing so could trap heat inside resulting in fire. It could also result in equipment damage or cause parts to become exhausted prematurely.
- Do not position the product on uneven surfaces or a surface which slopes. Positioning the cabinet on either an uneven or sloped surface may cause the cabinet to become unstable which may result in damage or injury.
- It is NOT possible to place wedges of any kind underneath a cabinet if seats are being used. Placing wedges underneath a cabinet which uses seats may provide a pinch or trap area.

The product does not have castors or leg adjuster and relies solely on the floor base for stability.

When fixing the cabinet into location be sure that the cabinet is stable within its environment. If the floor is slightly uneven it may cause the cabinet to rock which may lead to possible injury such as finger or hand jam. In certain circumstances it may be possible to prevent slight rocking motion by placing a small wedge underneath the base.



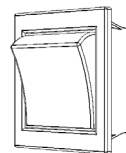
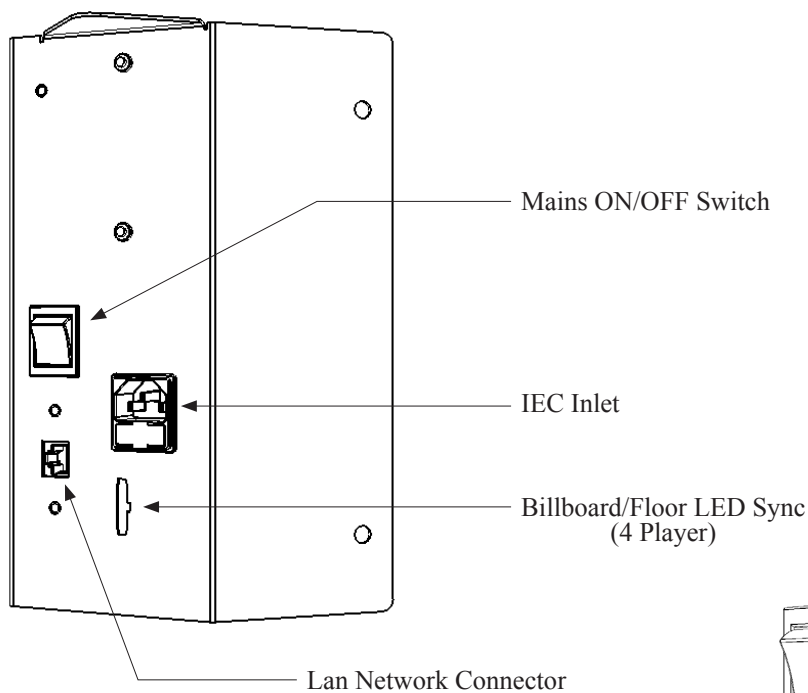
In certain circumstances it may be possible to place a small wedge underneath the base to prevent slight rocking motion.

6-7 POWER SUPPLY AND OTHER CONNECTIONS

⚠ WARNING

- Use the power supply equipped with an earth leakage breaker. Use of power supply without such a breaker could result in fire if there is a current leakage.
- Have available a securely grounded indoor ground terminal. Without proper grounding, customers could be electrocuted and product operations might not always be stable.
- Do not expose the power cord or ground wire. If these are exposed, customers could stumble over them, for instance, and easily damage them. Additionally, if these lines are damaged, there could be a risk of electrical shock or short circuit. Set these lines at locations where they will not interfere with customer traffic, or attach covers to them.
- After laying out the power cord on the floor, be sure to always protect it. If the power cord is left exposed, it can easily be damaged, resulting in electrical shock.

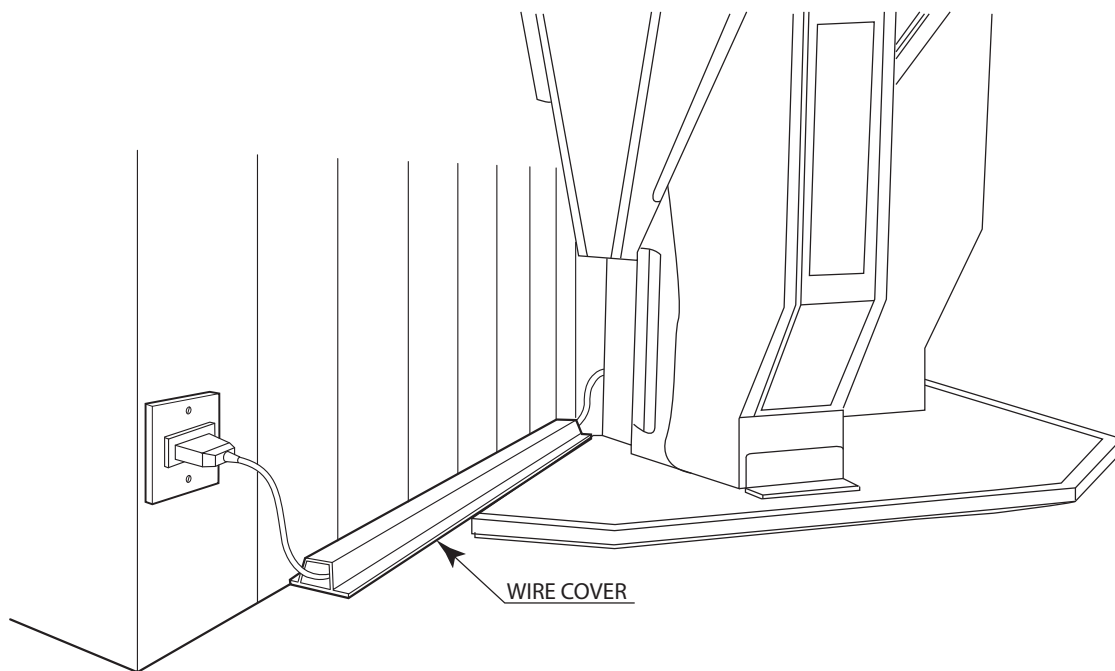
1 Confirm that the main switch is at OFF.



Mains Switch shown in OFF position

2 Fully insert the power cord connector on the side opposite the power plug into the AC unit IEC inlet. Insert the power cord plug into the outlet.

3 The power code is laid out indoors. Protect the power cord by attaching wire cover to it.



6-8 TURNING ON THE POWER

Set the main switch of the AC unit to ON and engage the power.

When you turn on the power, the billboard fluorescent lights will come on.

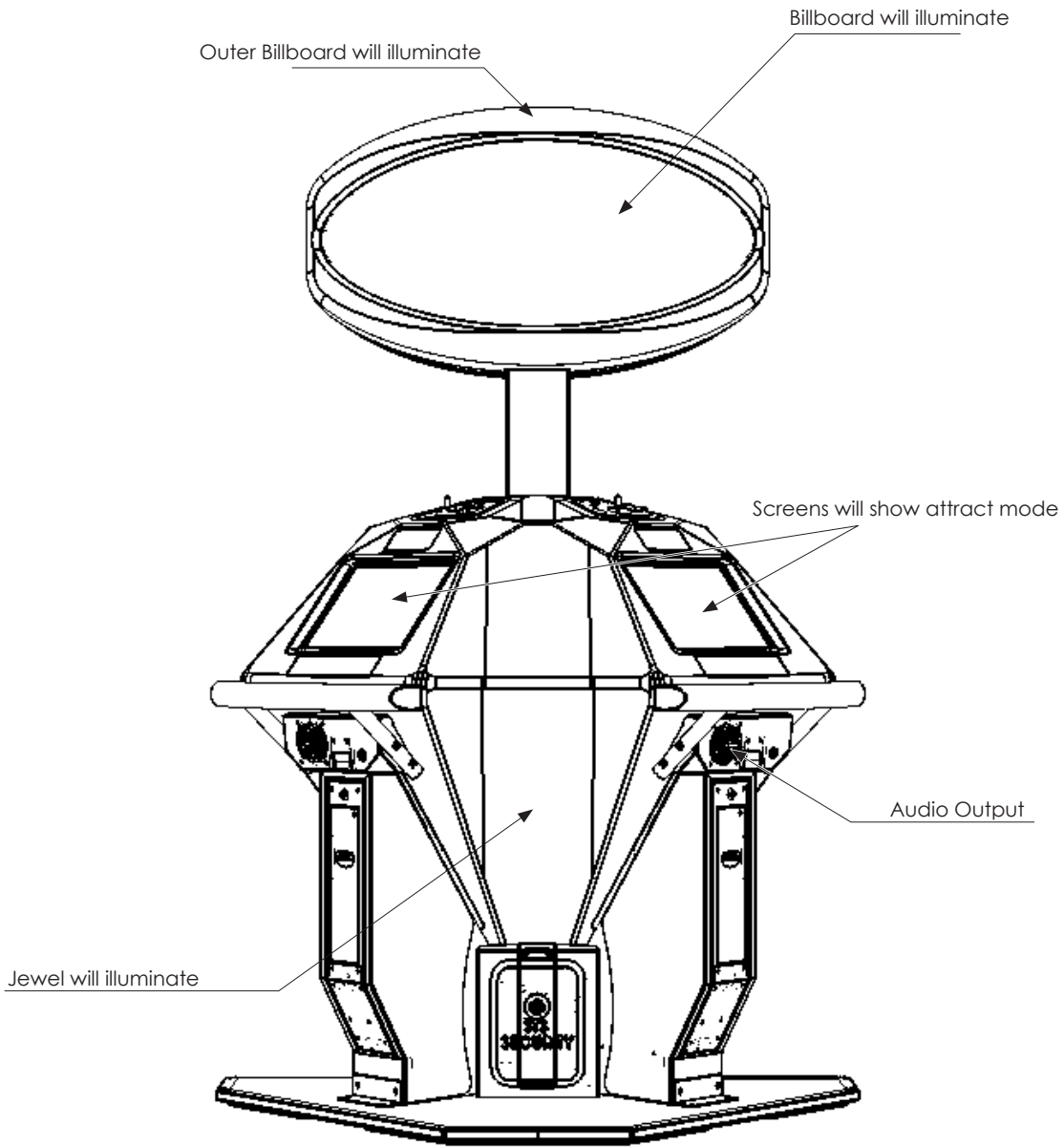
After the start up screen is displayed on the LCD screen, the Advertise (Attract) Mode will start.

The decorative LEDs within the jewel will illuminate and scroll through a variation of colours.

Start up sounds are output from the speakers on the left and right of the cabinet together with display of the startup screen.

Even when the power source has been cut off, credit count, ranking data, game settings and bookkeeping data are kept stored in the product. However, fractional coin counts (inserted coins that do not amount to one credit) and bonus adder counts are not kept.

COMPONENTS WHICH CHANGE STATE WHEN POWER IS APPLIED



6-9 CONFIRMATION OF ASSEMBLY

In the test mode, ascertain that the assembly has been made correctly and IC Board is satisfactory.
In the test mode, perform the following test: (refer to chapter 9).

9-4 INPUT TEST

This menu is used to test the system inputs such as steering, pedals and buttons. To implement the test, press each device that is listed and check the results on screen.

9-5 OUTPUT TEST

This menu is used to test the system outputs such as Lamps and LED.

9-7 COIN TEST

As this system utilises a Credit Board PCB, it is important that the setting remain 1 COIN 1 PLAY. Deviation from this setting when using the Credit Board PCB can result in unusual credit outputs.

9-6 NETWORK TEST

Apply and configure the network of each cabinet (only applies if 2 or more cabinets are linked).

9-14 TICKET PAYOUT SETTINGS

This test is used to change the percentage payout settings for the game, as well as enabling/disabling Mercy and Multiplayer Bonus Tickets..

6-10 APPLYING WARNING LABELS (EPILEPTIFORM SEIZURES)

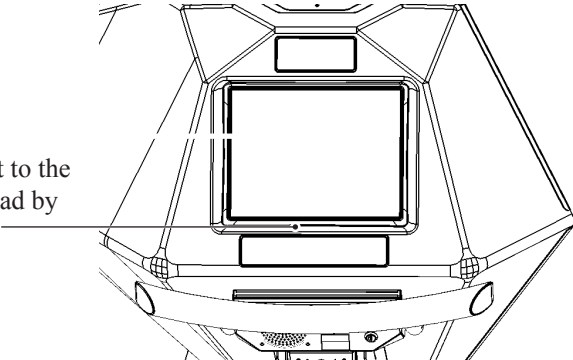
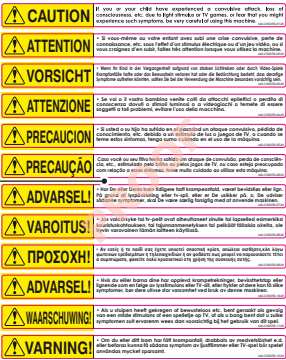
⚠ CAUTION

- The operator **MUST** apply the Epileptiform Seizure Label to this product. Failing to apply this label may result in the player/observer suffering from a photosensitive seizure. Warning the potential player/ observer of this before the start of a game may prevent such accidents.
- It is also important to apply the correct language label for each location. There are nine (9) different language labels - please apply the label which matches your location.

STOP IMPORTANT

Application of any warning labels must be placed in a location which is easy for the player/observer to read. Please follow the instructions below and apply the label in the location stated.

The Epileptiform Seizure label is supplied in 12 different languages. Please choose the label which matches your language location.



Apply the label centrally to the outer mask (do not apply it to the screen). This location is unobstructed and can be easily read by players.

7 PRECAUTIONS WHEN MOVING THE MACHINE

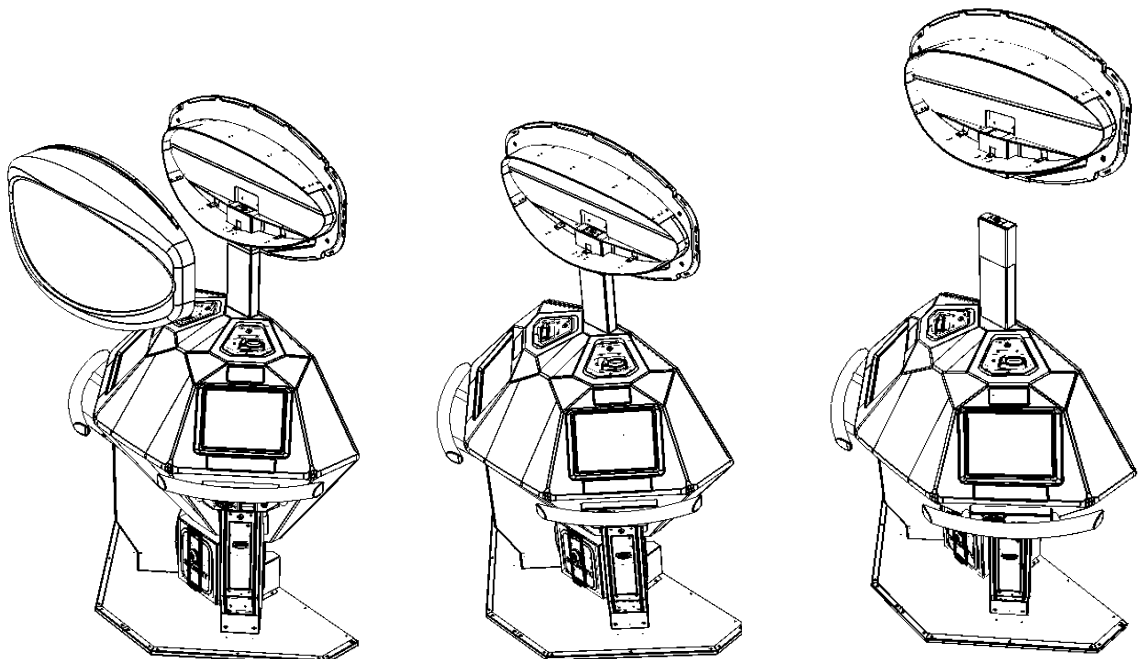
⚠ WARNING

- Always disconnect the power cable before moving the product. If it is moved with the power cable connected, the cable could be damaged, causing fire or electric shock.
- To move the unit over the floor, always use a trolley, truck or another form of lifting apparatus. Never drag the cabinet. Dragging the cabinet across an area will cause damage and/or injury.
- Always use a minimum of two people working together plus lifting apparatus to accommodate sloped areas or stairs.
- To lift up the cabinet using a trolley or manual truck, position the truck centrally at the rear of the cabinet and using the metal spine which runs through the cabinet as leverage, carefully manoeuvre the cabinet onto the truck.
- Do not push the cabinet by any part as this may cause damage or injury
- Do not pull the cabinet using the arm rests as this will may cause damage or injury.

STOP IMPORTANT

- If moving through a door or places that may become narrow, i.e corridors or places which have low ceilings such as an elevator, you should remove the billboard.

Detailed instructions for removing the Assy Billboard can be found in Chapter 6 of this manual. Please follow these instruction in reverse order for removal.



8 GAME DESCRIPTION



8-1 GAME OVERVIEW

The smash hit PC, mobile and console puzzle game has come to the arcade in this beautifully crafted ticket redemption master piece!

For anyone new to the Bejeweled phenomenon it couldn't be any easier to pick up and play. Just swap adjacent gems with one another to create lines of 3 of the same kind. Bonuses are awarded for creating lines of 4 and 5 gems. Score as big as you can to win as many tickets as possible in the time limit.

8-2 GAME MENU

Once a credit has been inserted (Or the SERVICE BUTTON has been pressed to give a service credit) the following options will become available.

Help
Start
High Scores



8-3 HELP

Pressing the HELP button will take you to a “HOW TO PLAY” screen.



This screen details the scoring system for the game. The top section lists the type and required amount of 'Gem Matches' to win a predetermined Ticket value as well as the score required to win the Jackpot Ticket value (please see Test Menu - Ticket Payout Settings for more information). The bottom section is split into 3 boxes and explains how 'Time Gems' are earned and making Gem matches quickly will give a Speed Bonus and a Blazing Speed.

Pressing the right arrow or when the timer reaches 0 (zero) the screen will return to main in credit screen.

8-4 HIGH SCORE TABLES

Pressing the HIGH SCORES button will take you to the "High Scores" screen.



This screen shows a table of the top 10 scores achieved in order of score (highest to lowest) from all cabinets connected and includes the player's initials entered at the beginning of a game.

Pressing the left arrow or when the timer reaches 0 (zero) the screen will return to main in credit screen.

Play

Pressing the PLAY button will take the player to the Name entry screen. Unlike the HELP and HIGH SCORE options, the player will not be able to return to the previous screen.

The following screen will appear.



The player will be asked to enter their initials and then press the DONE button. There is a 10 second time limit to enter initials, and provided they meet the criteria, will be used in game and in the High Score table if the player scores enough points.

If the player presses DONE but does not enter 3 characters or runs out of time, their name will show as PLA.

Upon entering initials the following screen will be shown.



It is at this point the player can choose a Single Player game by pressing PRESS HERE FOR SINGLE PLAYER. If the maximum amount of players joins a Multiplayer game will begin automatically. This is dependant of the cabinet configuration. (2 Player configuration shown above).

If the timer reaches 0 (zero) and another player has not joined a Single Player game will begin.

8-5 SINGLE GAME PLAY



Each game starts with 1 minute on the clock

How to play

- Player enters their initials using on-screen keyboard
- Player enters multiplayer “lobby” with option to drop out to single player game
- 1:00 minute game time is awarded and game begins
- Unlimited “hints” available if you cannot see a match (Hint Button on screen)
 - Auto “hint” if you do not make a match
- Players use the touch screen to swap one gem with an adjacent one to form a chain of three or more gems of the same colour (horizontally or vertically). When this occurs the gems disappear and new gems drop from above to fill up the empty space. When falling gems automatically line-up a chain reaction known as a “cascade” is caused.
- If a player matches a “Time Gem” with a numeric time value marked on it they are awarded additional game time
 - Time gems drop from above, when matched they add either 5 or 10 seconds (as stated on the gem) to the game. If unmatched at the end of the round, a 5-second gem becomes a flame gem, while a 10-second gem becomes a star gem
- Match 4 or more gems to create “Power Gems” with special properties
 - A Flame Gem, which appears to be a gem on fire, forms when a player matches four gems in a row. When matched, it explodes all gems adjacent horizontally, vertically, or diagonally

- A Star Gem, a shining gem with a four-pointed star in the middle, forms when a player makes a “T”, “+” or “L” shape. When matched, it explodes every gem in its row and column
- A Hypercube is formed by matching five gems in a row. When swapped with another gem, it detonates every gem of that colour. If it is swapped with another Hypercube, it detonates every gem on the board.. It appears as a spinning box with mystic markings on the surface, with the various colours of gems swirling around on its surface
- Score multipliers are awarded if players consistently make a number of matches in very quick succession
- If any “Power Gems” remain on screen when the game is over their special properties are triggered in a “Last Hurrah” that can award more tickets if a “cascade” is formed.

9 EXPLANATION OF TEST AND DATA DISPLAY

Perform tests and data checks periodically by manipulating the TEST Button and SERVICE Button in the cabinet. Follow the instructions in this chapter to conduct checks when the game machine is first installed, when money is being collected, or when the game machine does not operate properly.

Shown overleaf are the tests and screens to be used for different problems.

WARNING

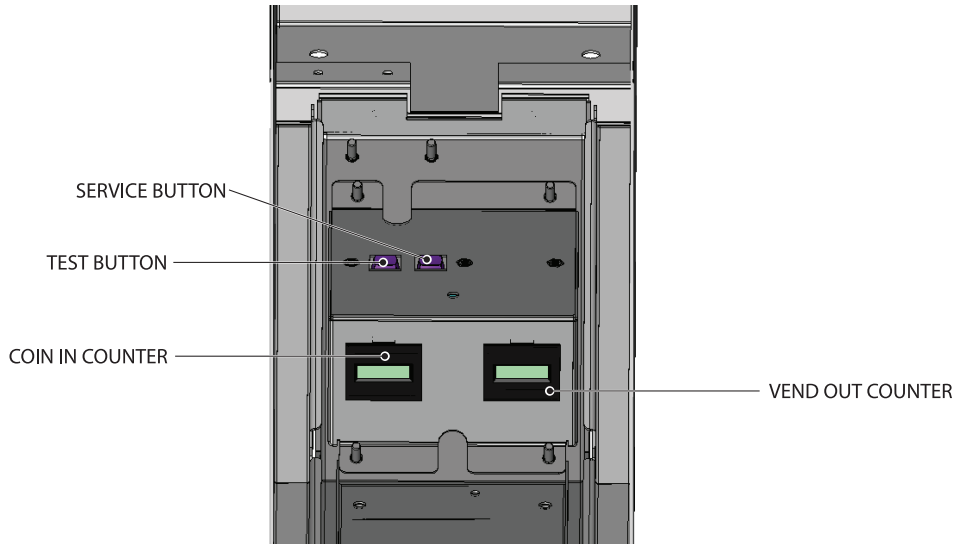
- When installing 2 of more cabinets which are networked together. The GAME SETTINGS which are adjusted within the first cabinet are reflected throughout all cabinets within that network.
- Never touch places other than those specified. Touching places not specified can cause electric shock and short circuit accidents.

IMPORTANT

- When changing the game configuration within the TEST MODE, be sure to exit all screens in the correct manner by choosing exit. DO NOT turn the machine ON/OFF to resume game. Changes WILL NOT take effect unless the correct method is used.
- Adjust the sound to the optimum volume, taking into consideration the environmental requirements of the installation location.

9-1 SWITCH UNIT AND COIN METER.

The SWITCH UNIT and COUNTERS are housed within the REDEMPTION TOWER. To access these controls you will need to open the TICKET door, the switches and counters can be found at the base of the outer door.



| DEVICE | FUNCTION |
|------------------|---|
| TEST BUTTON | Press to enter TEST MODE - Also used to enter choices selected within TEST MODE |
| SERVICE BUTTON | Press for SERVICE CREDIT - Also used to scroll through TEST MENUs |
| COIN IN COUNTER | Counts inserted coins (£0.10 or \$0.10 = 1 count) |
| VEND OUT COUNTER | Counts Tickets or Vouchers dispensed to player. |

9-2 TEST MENU

STOP IMPORTANT

The details of changes to Test Mode settings are saved when you exit from each Test Mode by selecting EXIT. Be careful because if the power is turned off before that point, changes to the settings will be lost.

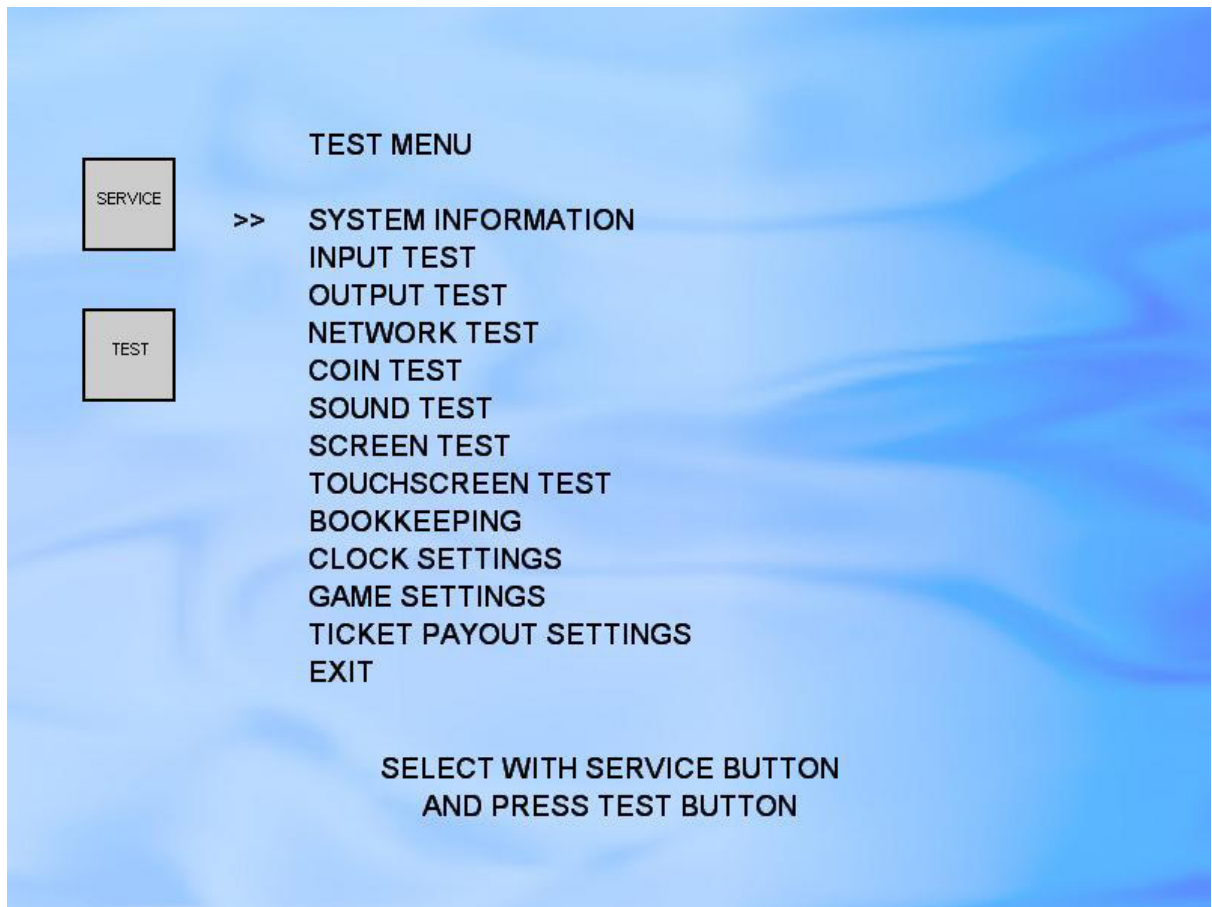
SYSTEM TEST MODE can be used to check the information or the operation of RINGWIDE, adjust Monitor color, and perform coin/credit settings.

- 1 Press the TEST Button after powering on the unit to display the following SYSTEM TEST MODE.

TEST MENU

Press the physical TEST button to open the TEST MENU.

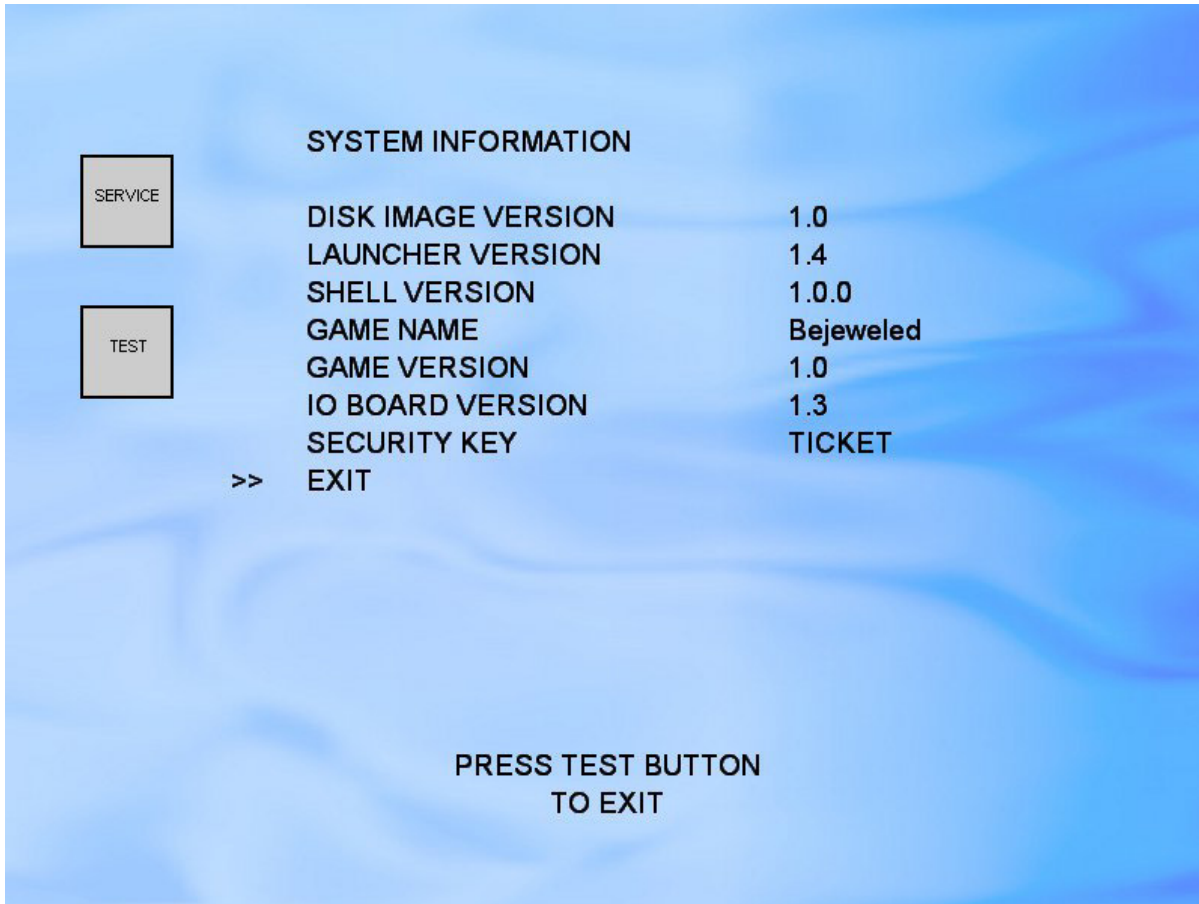
The following options are available from the Test Menu.



Use the physical or ON screen SERVICE button to move the cursor to the desired test item. Press the physical or ON screen TEST button to enter the selected item.

| | |
|------------------------|--|
| SYSTEM INFORMATION | General information on Software. |
| INPUT TEST | Test System Inputs such as the Coin entry and Ticket Notch |
| OUTPUT TEST | Test LED lighting and Ticket vending |
| NETWORK TEST | Test routine for Ethernet link and assigning Cabinet ID's |
| COIN TEST | Coin and Service Credit counts and enable/disable FreePlay |
| SOUND TEST | Test speakers and adjust in game volume levels |
| SCREEN TEST | Test routine for the display screen. |
| TOUCHSCREEN TEST | Calibrate and test Touchscreen |
| BOOKKEEPING | View game types played and clear bookkeeping and high scores |
| CLOCK SETTING | Set System date and time settings |
| GAME SETTINGS | Change language options for game |
| TICKET PAYOUT SETTINGS | Change Ticket values and percentage payout levels |
| EXIT | Exit the Test Menu to return to the game |

9-3 SYSTEM INFORMATION



Select 'System Information' from the Test Menu to display the System Information menu.

The System Information Test lists revision numbers and names of currently installed system components.

DISK IMAGE VERSION Version number for the master hard disk image

LAUNCHER VERSION Version number of System Launcher program

SHELL VERSION Version number of Shell program

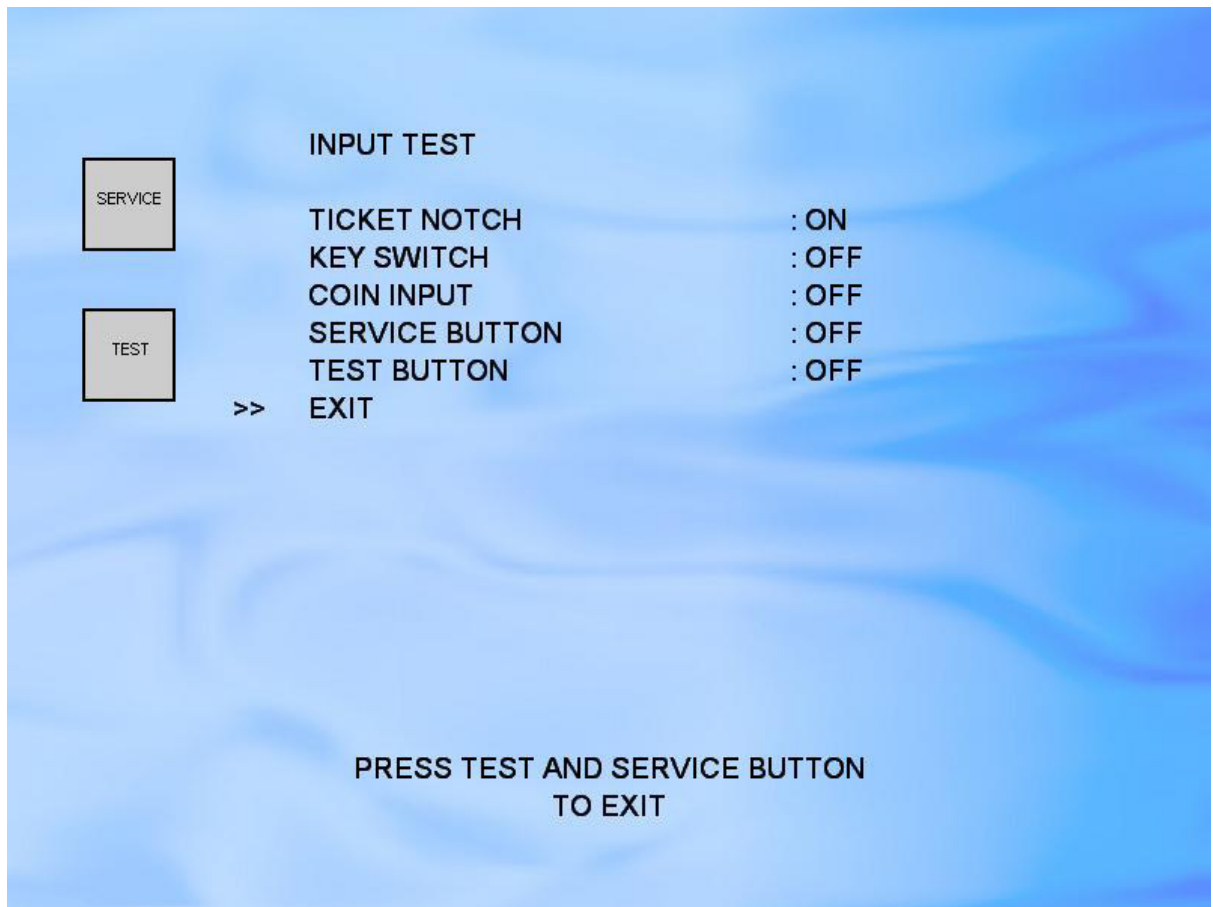
GAME NAME Name of currently installed game

GAME VERSION Version number of currently installed game

IO BOARD VERSION Version number of IO board in use

SECURITY KEY Type of security key in use

9-4 INPUT TEST



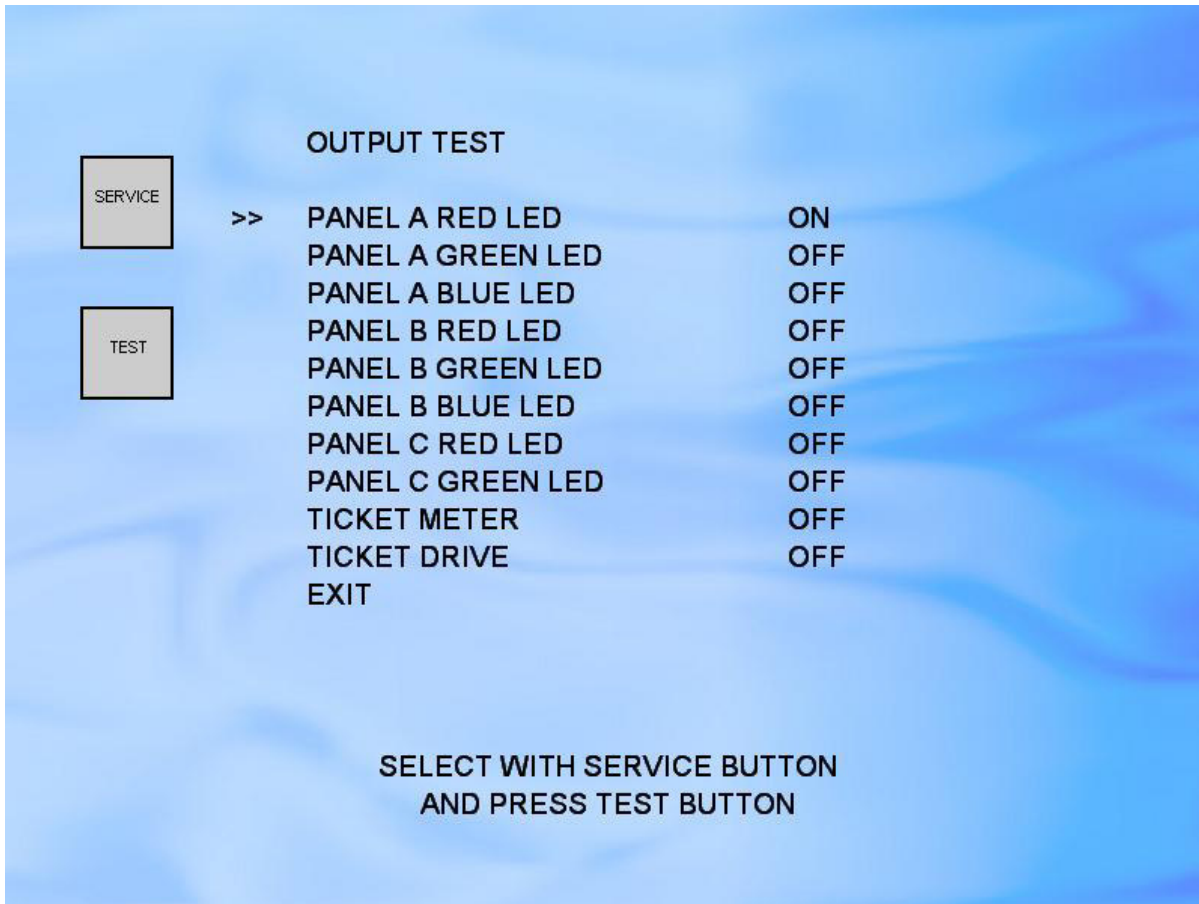
Select 'Input Test' from the Test Menu screen to display the Input Test menu.

This screen is used to test the system inputs such as the Ticket notch and Coin input. To implement the test, operate each device listed and check the results on screen. When activated and detected by the system the result on screen will be ON.

To exit from Input Test, press SERVICE and TEST buttons at the same time.

| | |
|-----------------------|--|
| TICKET NOTCH | Ticket notch opto sensor input from ticket vend unit |
| KEY SWITCH | Front panel Service Key switch input |
| COIN INPUT | Coin pulse input |
| SERVICE BUTTON | Service button (both physical and on screen) input |
| TEST BUTTON | Test button (both physical and on screen) input |

9-5 OUTPUT TEST



Select 'Output Test' from the Game Test Mode to display the Output Test Menu.

This test is used to check all configured outputs from the IO board.

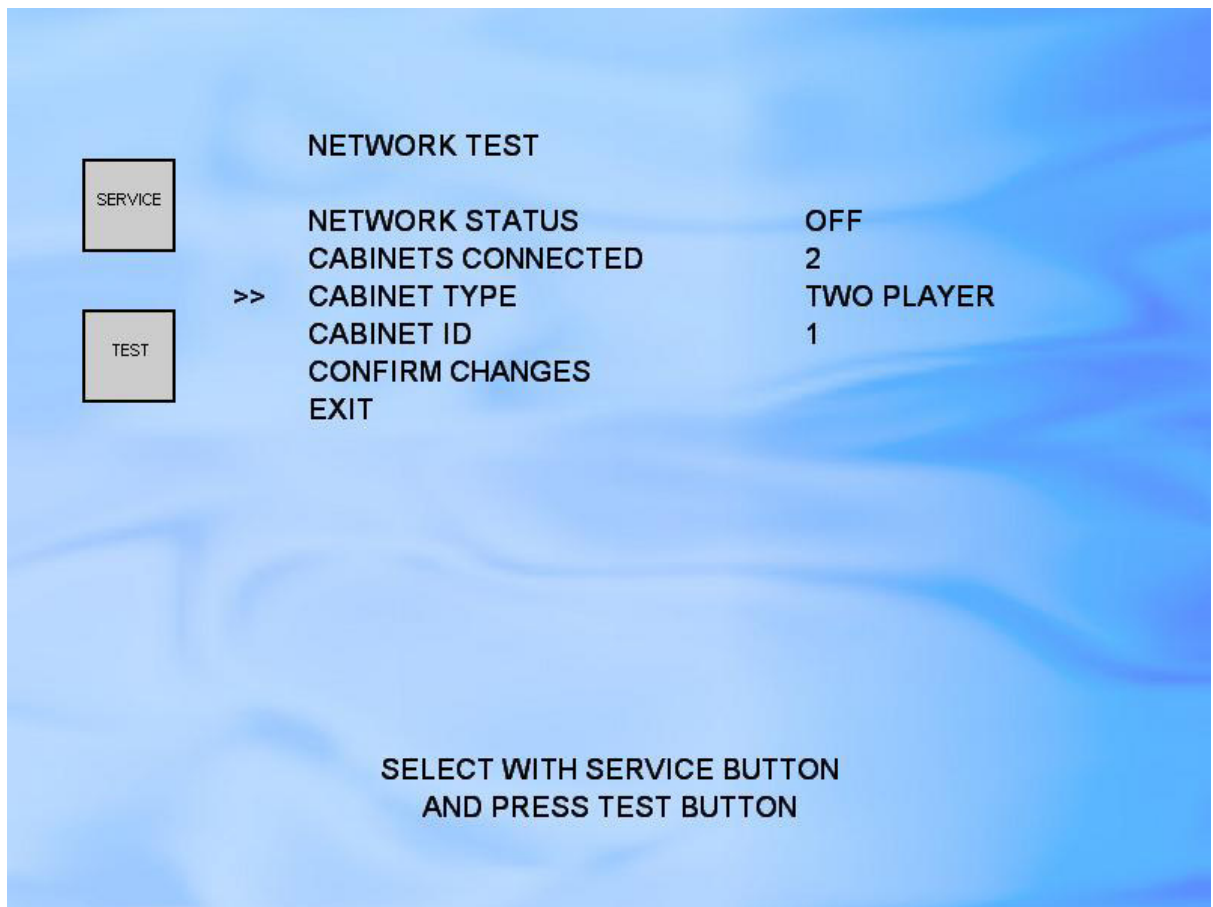
Use the SERVICE button to move the cursor to the desired test item.
Press the TEST button to test the selected item.

| | |
|--------------------------|---|
| PANEL A RED LED | Panel A RED LED is on and Panel A is coloured RED |
| PANEL A GREEN LED | Panel A GREEN LED is on and Panel A is coloured GREEN |
| PANEL A BLUE LED | Panel A BLUE LED is on and Panel A is coloured BLUE |
| PANEL B RED LED | Panel B RED LED is on and Panel B is coloured RED |
| PANEL B GREEN LED | Panel B GREEN LED is on and Panel B is coloured GREEN |
| PANEL B BLUE LED | Panel B BLUE LED is on and Panel B is coloured BLUE |
| PANEL C RED LED | Panel C RED LED is on and Panel C is coloured RED |
| PANEL C GREEN LED | Panel C GREEN LED is on and Panel C is coloured GREEN |

Please note that turning on more than 1 LED in a Panel will change the colour of the panel accordingly:

| | |
|---------------------|-----------------------|
| RED and GREEN | Panel will be YELLOW |
| RED and BLUE | Panel will be MAGENTA |
| GREEN and BLUE | Panel will be CYAN |
| RED, GREEN and BLUE | Panel will be WHITE |
| TICKET METER | Ticket meter output |
| TICKET DRIVE | Ticket drive output |

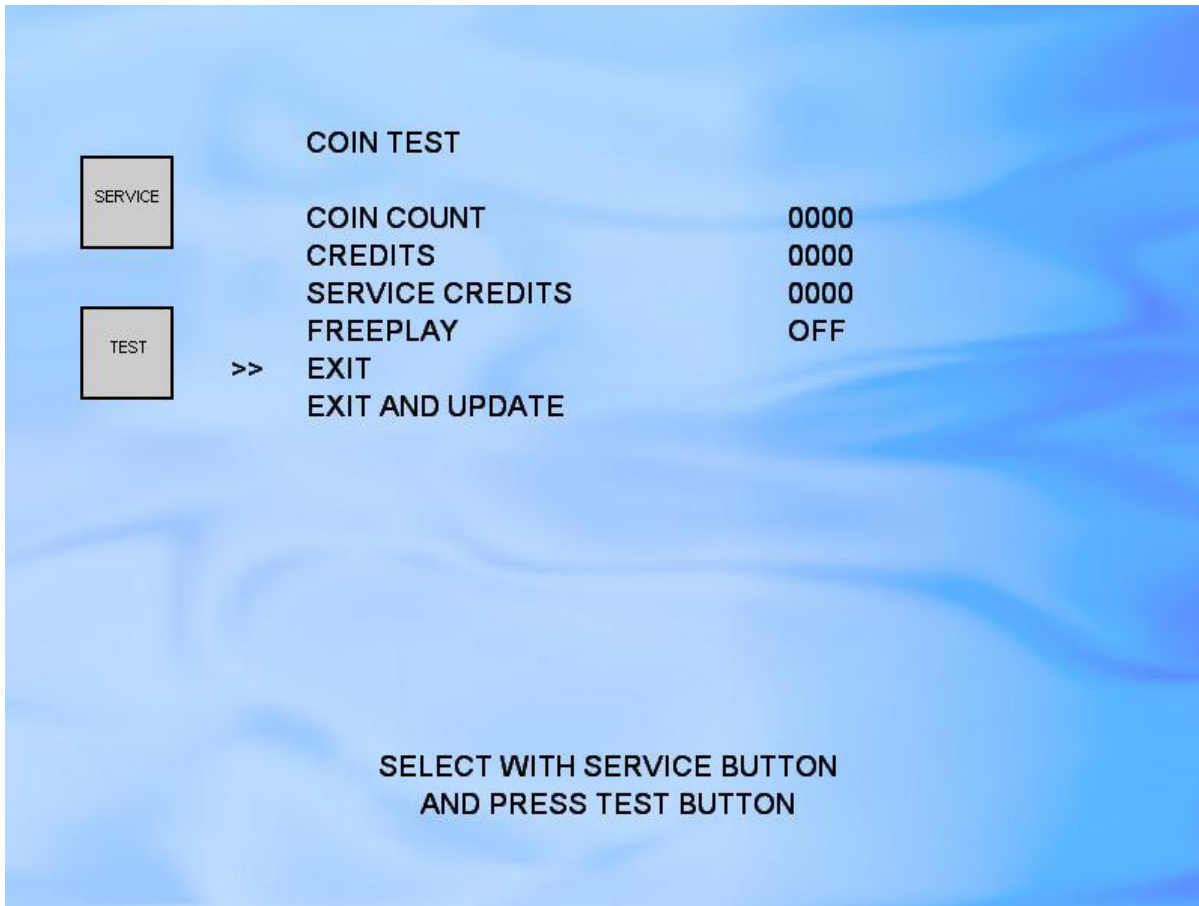
9-6 NETWORK TEST



Select 'NETWORK TEST' from the Test Menu to display Network Test menu.

| | |
|---------------------------|---|
| NETWORK STATUS | ON if network hardware is OK, OFF if network is not on |
| CABINETS CONNECTED | The number of cabinets connected INCLUDING the current one |
| CABINET TYPE | TWO PLAYER or FOUR PLAYER |
| CABINET ID | 1, 2, 3 OR 4. Options for Cabinet 3 and 4 only available when Cabinet Type is set to Four Player |
| CONFIRM CHANGES | To save any changes to Cabinet Type or Cabinet ID press Test button twice. To cancel any changes you can EXIT out at any point. |

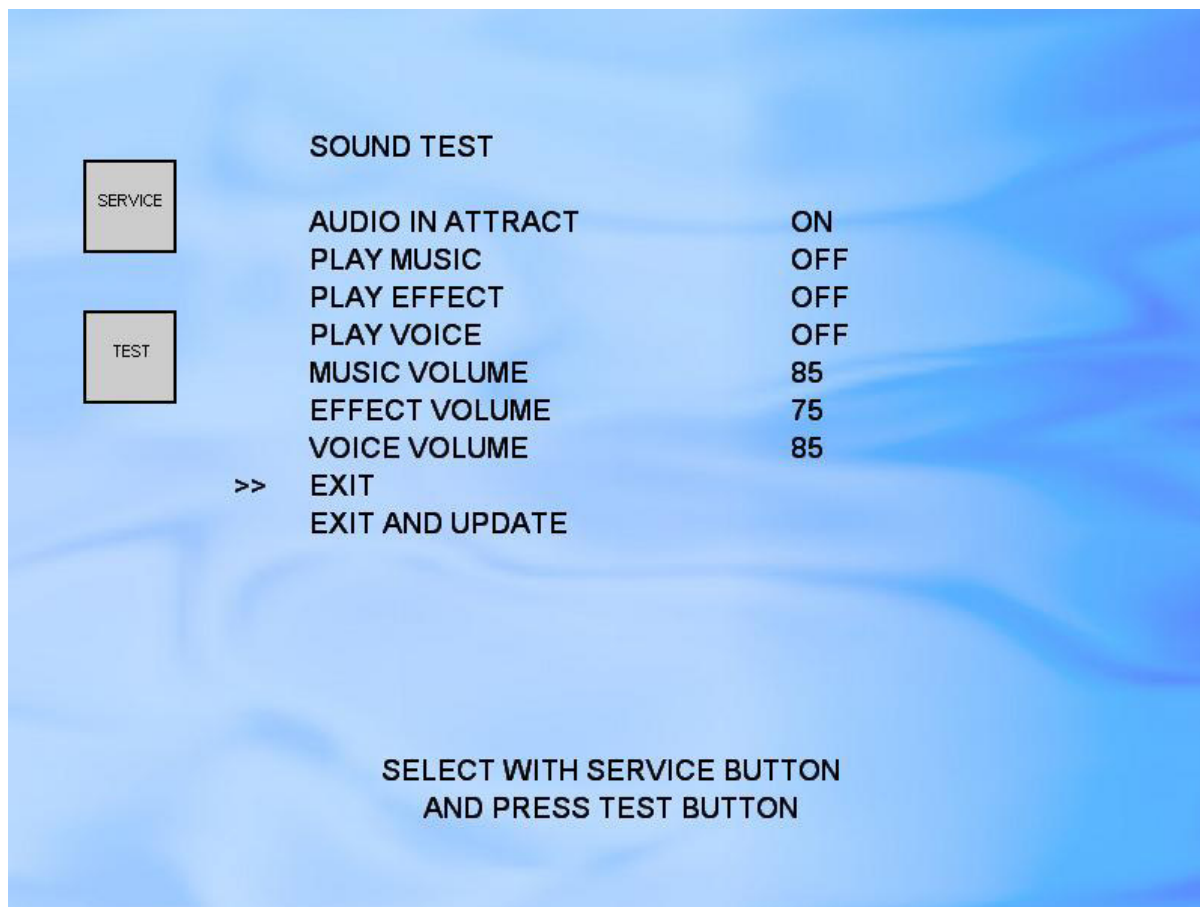
9-7 COIN TEST



Select 'COIN TEST' from the Test Menu screen to display the Coin Test screen.

| | |
|------------------------|--|
| COIN COUNT | Coin Count value from IO board (can not reset) |
| CREDITS | Total number of Coin credits added to the system |
| SERVICE CREDITS | Total number of Service Credits added to the system |
| FREEPLAY | ON – Freeplay is on, touching the screen during attract sequence will issue a credit. OFF – Credits can only be added using coins or service button. |
| EXIT | This will save any changes to Freeplay to this cabinet only |
| EXIT AND UPDATE | This option is only available from Cabinet 1. Selecting Exit and Update will broadcast Freeplay settings to all cabinets connected, but ONLY if they are in the Test Menu. |

9-8 SOUND TEST

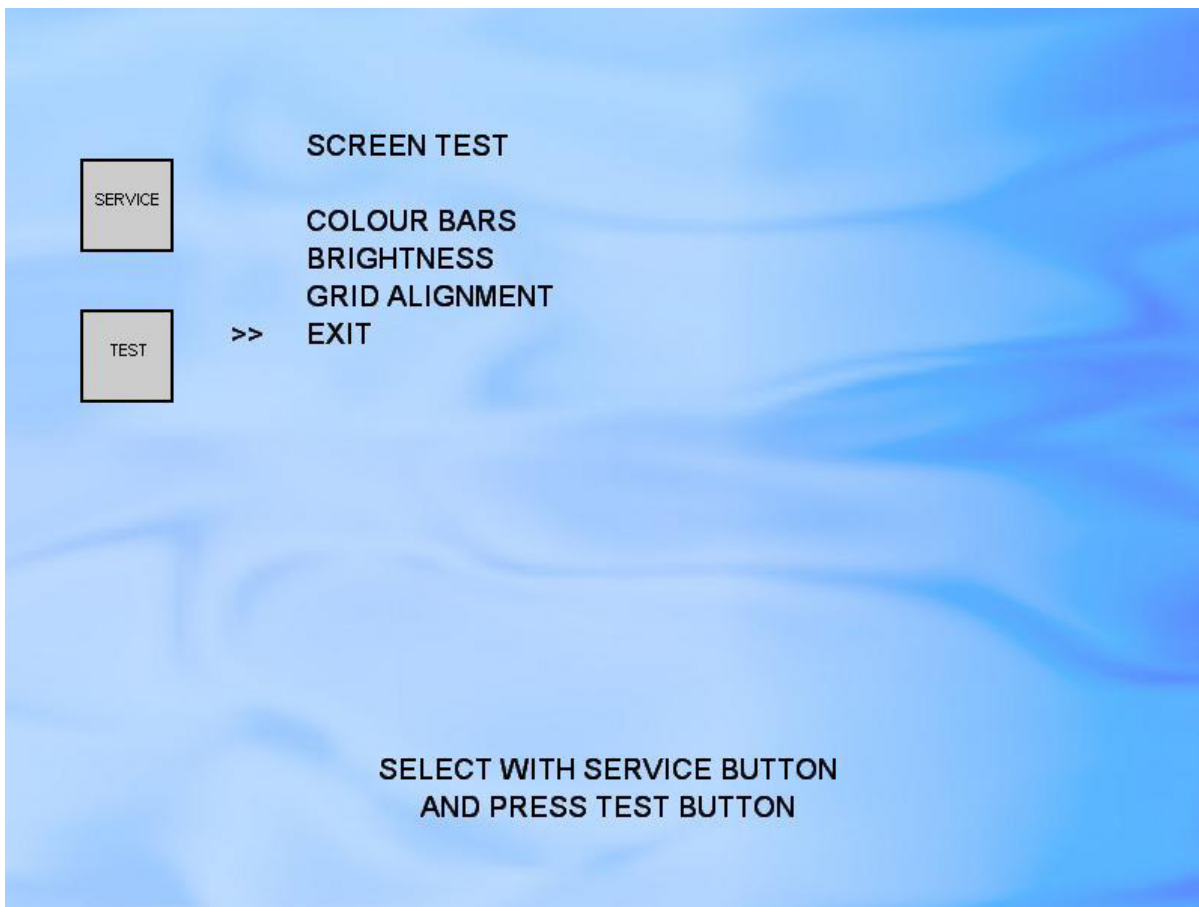


Select 'SOUND TEST' from the Test Mode to display the Sound Test screen.

This test is used to test the function of the speakers and set audio levels for the Game.

| | |
|-------------------------|---|
| AUDIO IN ATTRACT | ON – sound will be played in Attract mode OFF – No sound in Attract mode |
| PLAY MUSIC | ON - Test the sound level of the music in game OFF – Turn the test music off |
| PLAY EFFECT | ON – Test the sound level of effects in game OFF – Turn the test music off |
| PLAY VOICE | ON – Test the sound level of voice in game OFF – Turn the test music off |
| MUSIC VOLUME | Change the volume of music in game 0-100 (increments of 5) Default value is 85 |
| EFFECTS VOLUME | Change the volume of effects in game 0-100 (increments of 5) Default value is 75 |
| VOICE VOLUME | Change the volume of voice in game 0-100 (increments of 5) Default value is 85 |
| EXIT | This will save any changes to game volumes to this cabinet only |
| EXIT AND UPDATE | This option is only available from Cabinet 1. Selecting Exit and Update will broadcast game volume settings to all cabinets connected, but ONLY if they are in the Test Menu. |

9-9 SCREEN TEST

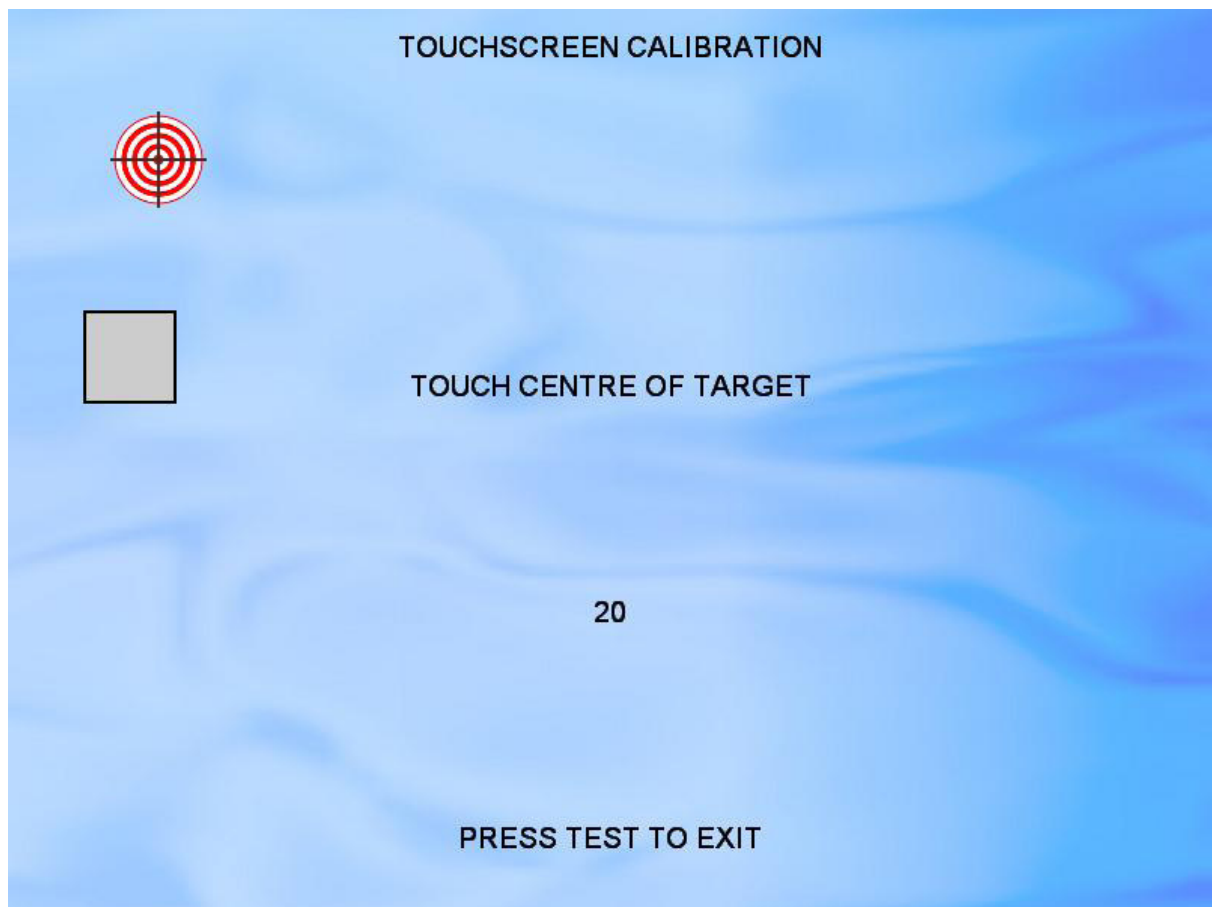


Select 'SCREEN TEST' from the Test Mode to display the Screen Test screen.

This test is used to display various test patterns for the display screen.

| | |
|-----------------------|---|
| COLOUR BARS | Displays vertical colour bars for colour balance correction |
| BRIGHTNESS | Displays graduated greyscale for brightness adjustment |
| GRID ALIGNMENT | Displays grid for screen size and alignment |

9-10 TOUCHSCREEN TEST



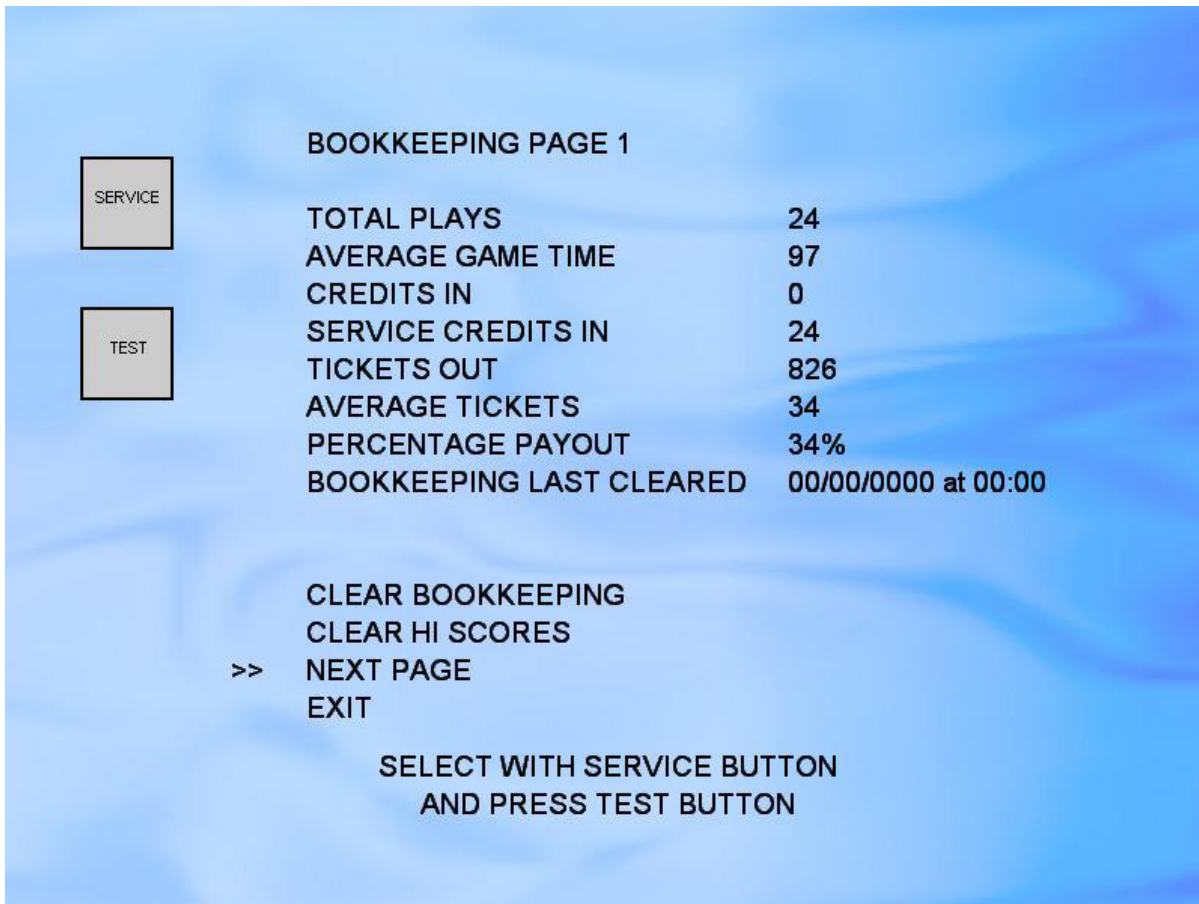
Select 'TOUCHSCREEN TEST' from the Test Mode to display the Touchscreen Test screen.

This test is used to calibrate the touchscreen to ensure reliable and accurate game play.

The calibration procedure requires you to TOUCH and then RELEASE 3 targets on the touchscreen, finally dragging the cursor around the screen to test the positioning.

Press the Test button to exit.

9-11 BOOKKEEPING TEST



Select 'BOOKKEEPING' from the Test Mode to display the Bookkeeping Test screen.

This test is used to review statistical data from the system. It consists of 4 screens of data.

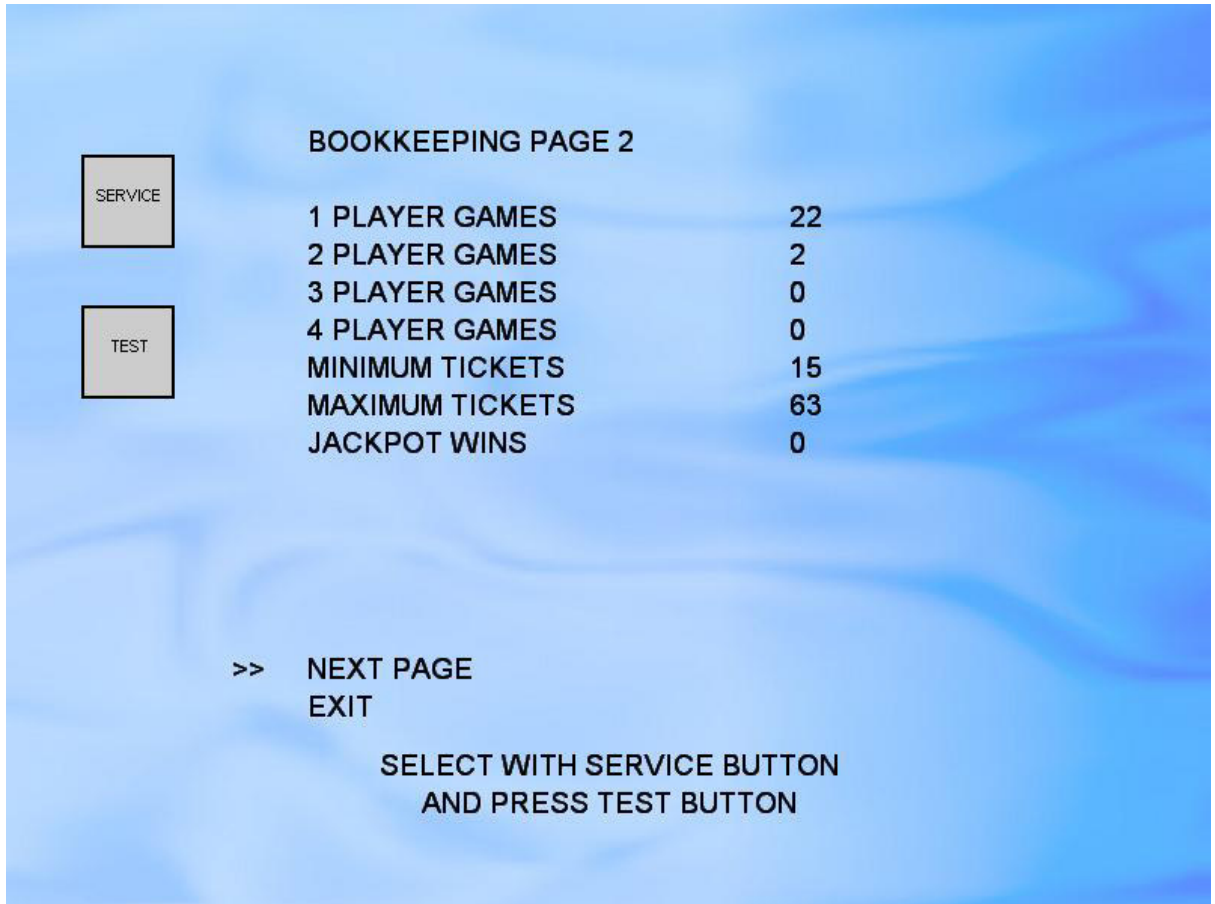
BOOKKEEPING PAGE 1

This page displays an overview of the coins and credits data.

| | |
|---------------------------------|--|
| TOTAL PLAYS | The total numbers of games played |
| AVERAGE GAME TIME | The average game time for all games |
| CREDITS IN | The total number of coin credits entered |
| SERVICE CREDITS IN | The total number of service credits entered |
| TICKETS OUT | The total number of tickets dispensed |
| AVERAGE TICKETS | The average number of tickets dispensed |
| PERCENTAGE PAYOUT | Current percentage payout |
| BOOKKEEPING LAST CLEARED | The date and time the Bookkeeping was last deleted |

Use the SERVICE button to navigate, and the TEST button to action changes to the following options.

| | |
|--------------------------|---|
| CLEAR BOOKKEEPING | Selecting this will delete ALL Bookkeeping data. WARNING – ONCE DELETED THIS INFORMATION CAN NOT BE RESTORED |
| CLEAR HI SCORES | Selecting this will delete ALL Hi Score data. WARNING – ONCE DELETED THIS INFORMATION CAN NOT BE RESTORED |
| NEXT PAGE | This will take you to Page 2 of Bookkeeping |
| EXIT | Return to the main Test Menu screen. |

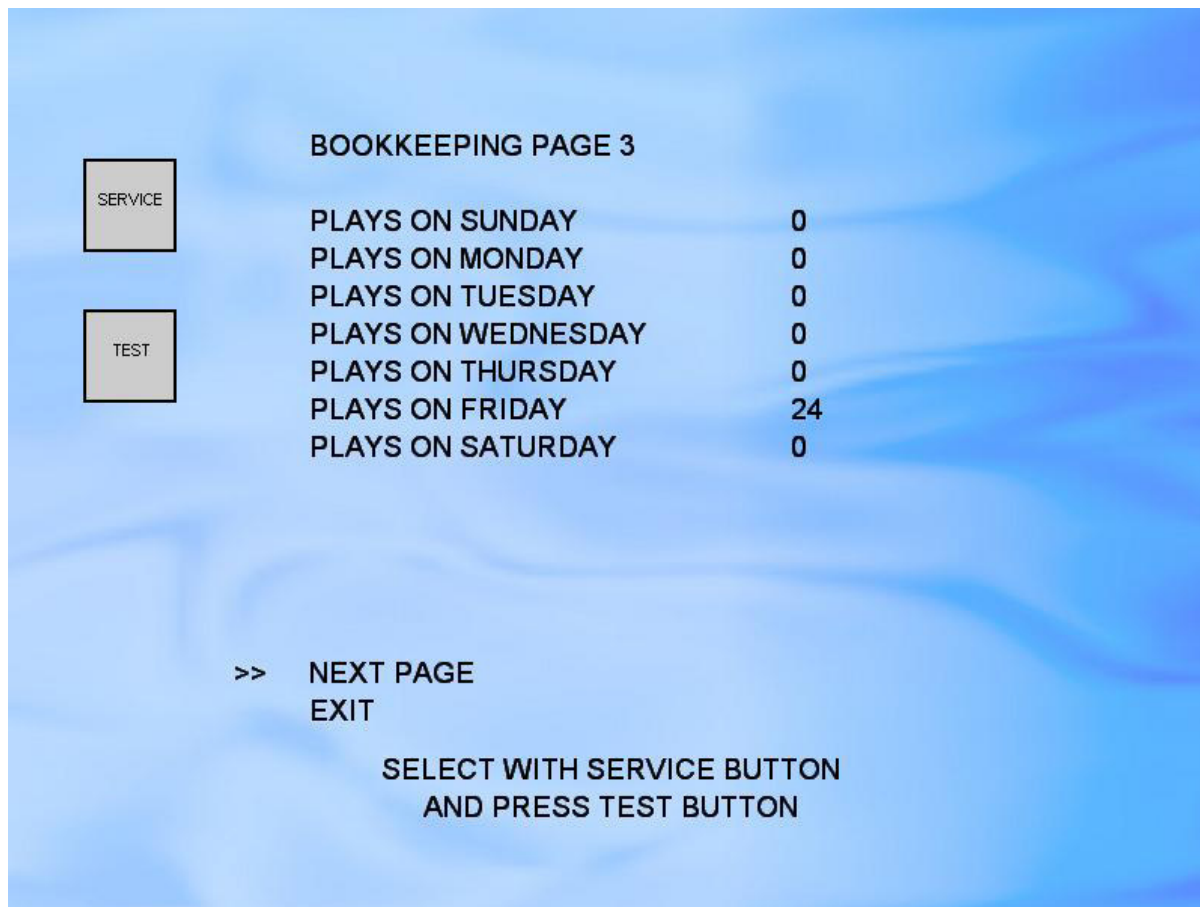


This page displays a breakdown of the games based on if it was a single player or multiplayer game, and ticket and jackpot details.

| | |
|------------------------|---|
| 1 PLAYER GAMES | Displays the number of 1 player games based on TOTAL PLAYS |
| 2 PLAYER GAMES | Displays the number of 2 player games based on TOTAL PLAYS |
| 3 PLAYER GAMES | Displays the number of 3 player games based on TOTAL PLAYS |
| 4 PLAYER GAMES | Displays the number of 4 player games based on TOTAL PLAYS |
| MINIMUM TICKETS | Minimum tickets won in any game type on this cabinet |
| MAXIMUM TICKETS | Maximum tickets won in any game type on this cabinet excluding Jackpot ticket value |
| JACKPOT WIN | Number of times Jackpot has been won on this cabinet |

Use the SERVICE button to navigate, and the TEST button to action changes to the following options.

| | |
|------------------|---|
| NEXT PAGE | This will take you to Page 3 of Bookkeeping |
| EXIT | Return to the main Test Menu screen. |

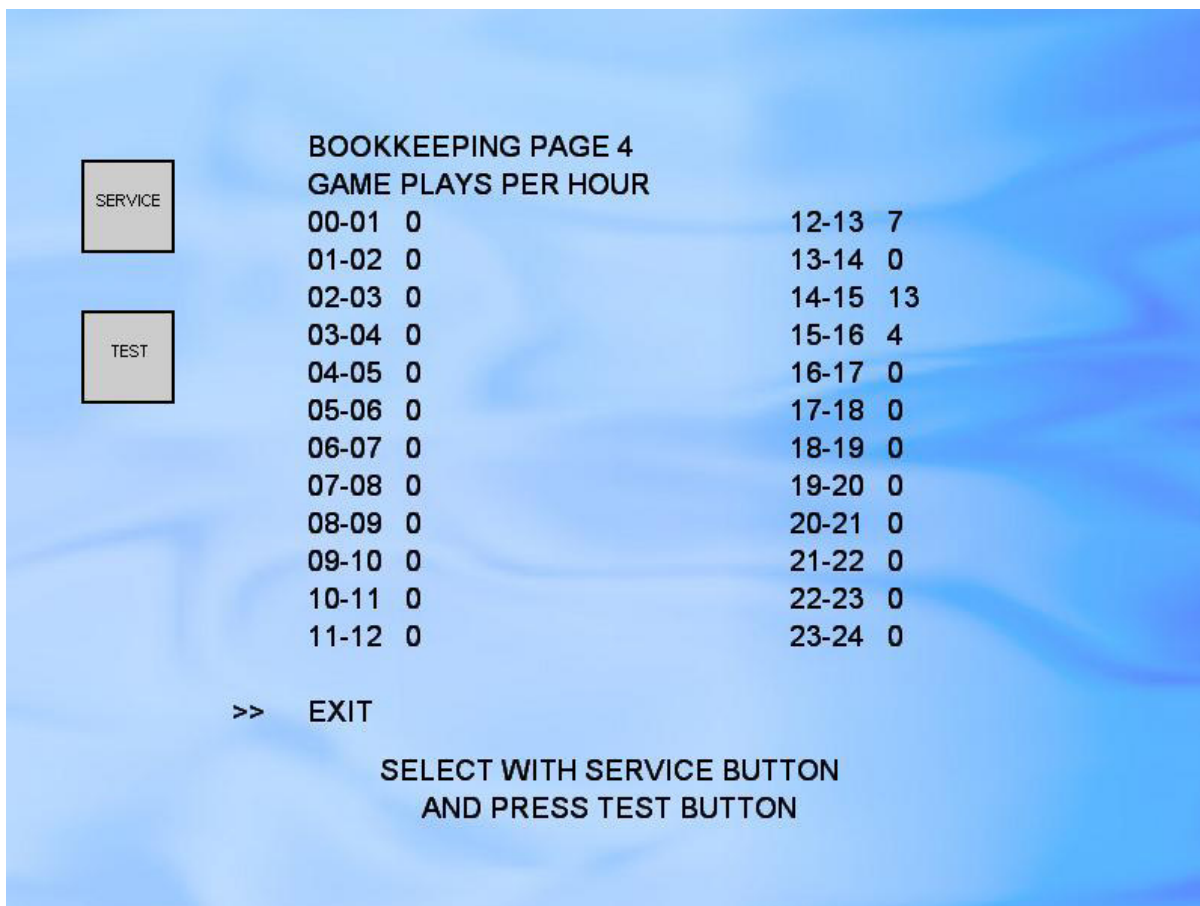


This page displays breakdown of the games on individual days. This is a cumulative total from the last point in time that the Bookkeeping was cleared.

| | |
|--------------------------|----------------------------------|
| PLAY ON SUNDAY | Total games played on a Sunday |
| PLAY ON MONDAY | Total games played on a Monday |
| PLAY ON TUESDAY | Total games played on a Tuesday |
| PLAY ON WEDNESDAY | Total games played on a Thursday |
| PLAY ON THURSDAY | Total games played on a Sunday |
| PLAY ON FRIDAY | Total games played on a Friday |
| PLAY ON SATURDAY | Total games played on a Saturday |

Use the SERVICE button to navigate, and the TEST button to action changes to the following options.

| | |
|------------------|---|
| NEXT PAGE | This will take you to Page 4 of Bookkeeping |
| EXIT | Return to the main Test Menu screen. |



This page displays a breakdown of the games into hourly periods. This is a cumulative total from the last point in time that the Bookkeeping was cleared.

Each hour is logged separately in 24 hour format therefore

1-01 logs games between 12am and 1am

1-02 logs games between 1am and 2am.

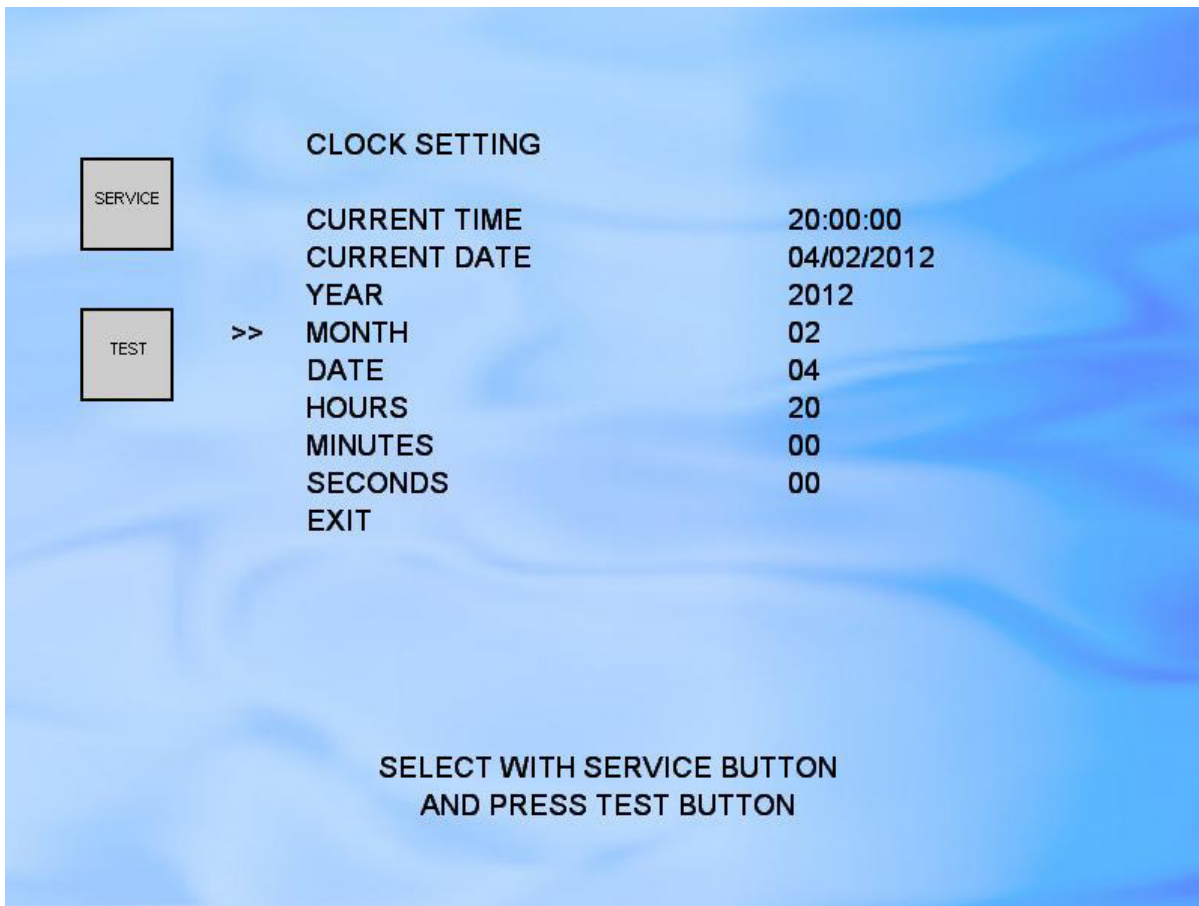
and so on

23-24 logs games between 11pm and 12am.

Use the SERVICE button to navigate, and the TEST button to action changes to the following options.

EXIT Return to the main Test Menu screen.

9-12 CLOCK SETTINGS



Select 'CLOCK SETTING' from the Test Menu screen to enter the Clock Setting screen.

This screen is used to set the time and date of the system.

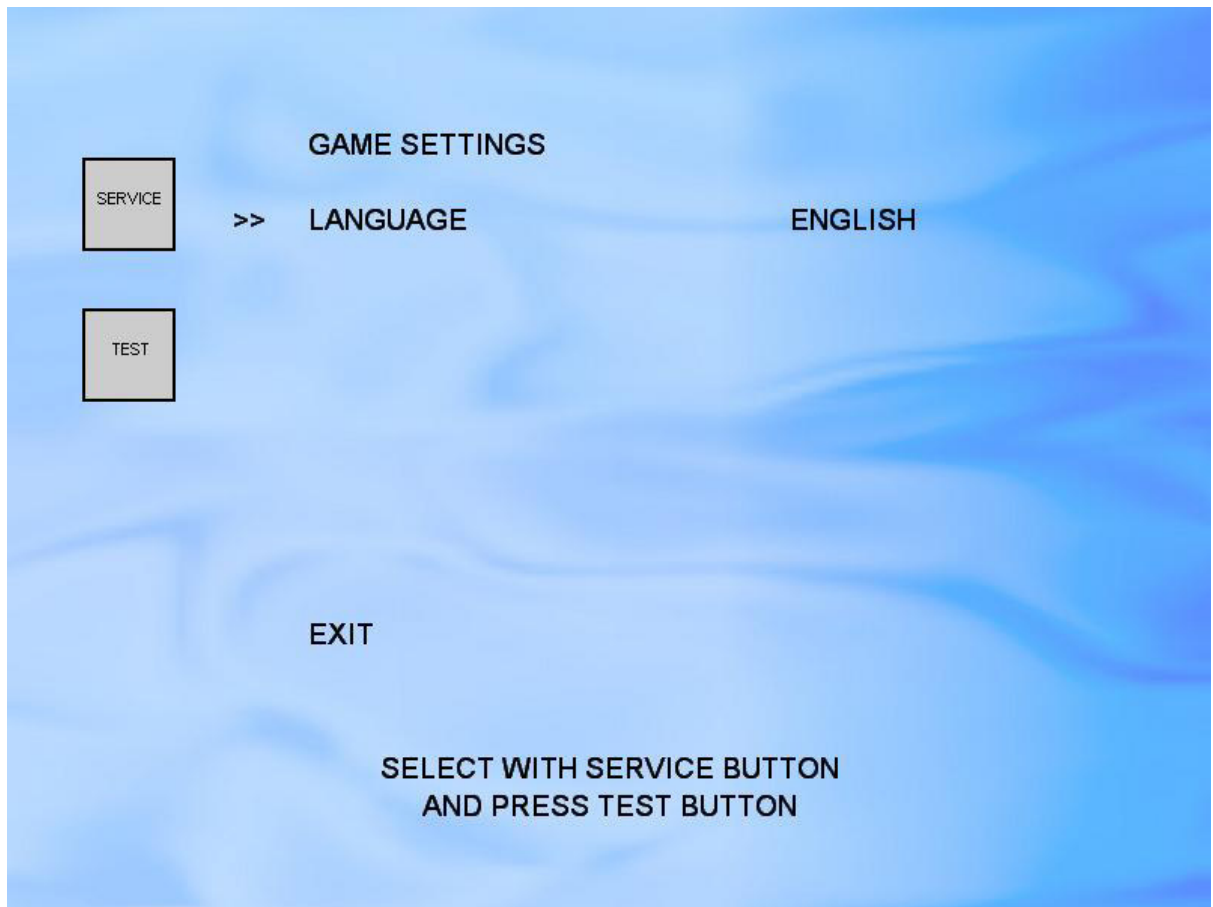
CURRENT TIME Shows the current time. Displayed in 24 hour clock format HH:MM:SS
CURRENT DATE Shows the current date. Displayed in the following format DD/MM/YYYY

Use the **SERVICE** button to move the cursor to the desired item.
Press the **TEST** button to test the selected item.

Use the service button to move the cursor to the item that needs to be changed and use the Test Button when that item is highlighted to change it to the desired setting. Changes made will automatically update **CURRENT TIME** and/or **CURRENT DATE**.

EXIT Press the Test button to return to the System Test Mode screen.

9-13 GAME SETTINGS



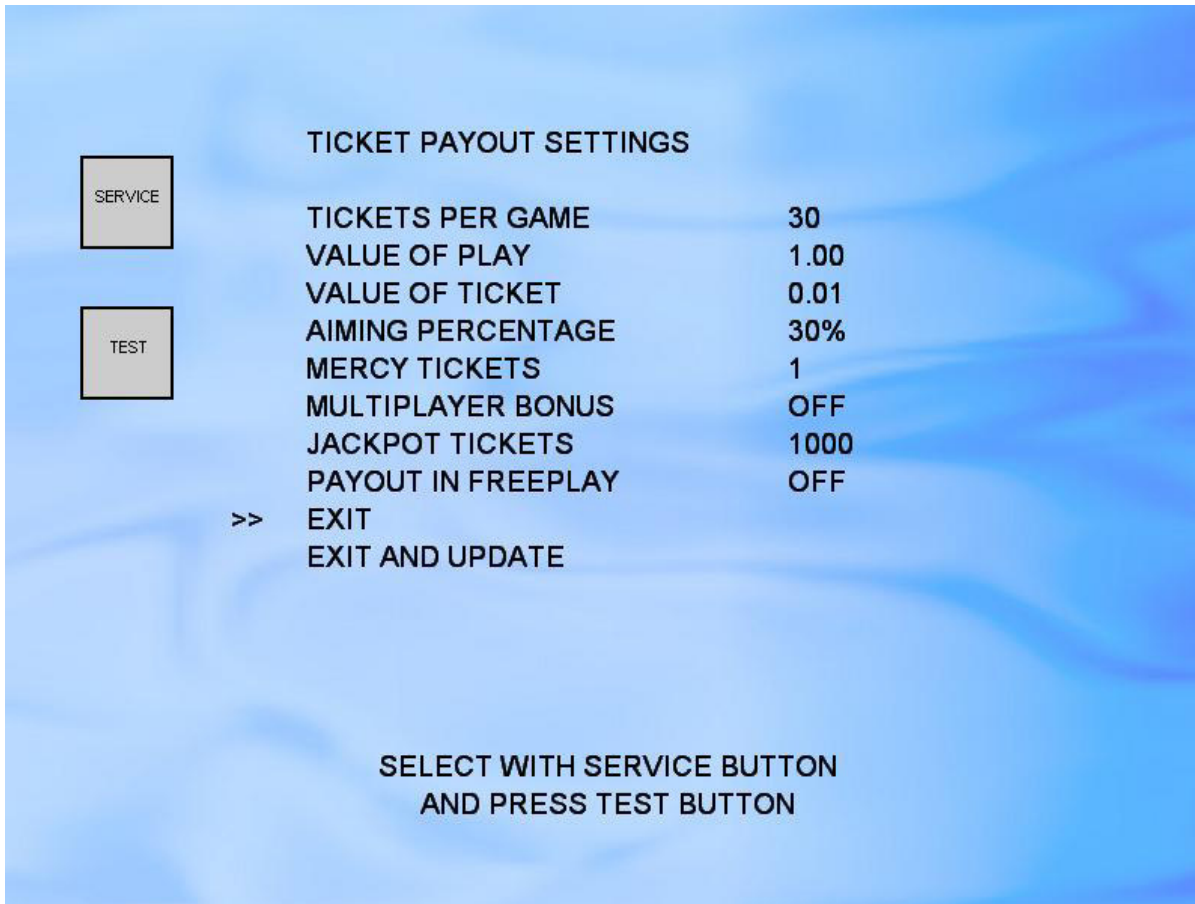
Select 'GAME SETTINGS' from the Test Menu screen to enter the Game Settings screen.

This test is used to change the language of the in game text. NOTE TEST MENU text only displays in ENGLISH.

The following option is available from the Game Settings screen

| | |
|-----------------|--|
| LANGUAGE | Options available English, French, German, Spanish, Russian and Turkish |
|-----------------|--|

9-14 TICKET PAYOUT SETTINGS



Select 'TICKET PAYOUT SETTINGS' from the Test Menu screen to enter the Ticket Payout Settings screen.

This test is used to change the percentage payout settings for the game, as well as enabling/disabling Mercy and Multiplayer Bonus Tickets.

| | |
|---|--|
| TICKETS PER GAME | This value will automatically change based on the settings assigned below |
| The following options are available from the Game Settings screen | |
| VALUE OF PLAY | Price of Play to calculate percentage payout. 0.20, 0.25, 0.50, 1.00, 2.00 |
| VALUE OF TICKET | NOTE Credit board settings will also need to be configured Set the financial value of 1 ticket 0.01, 0.02, 0.03, 0.04, 0.05, 0.06, 0.07, 0.08, 0.09, 0.10, 0.001, 0.002, 0.005 |
| AIMING PERCENTAGE | Set the desired percentage payout 20%, 25%, 30%, 35%, 40%, 45%, 50%, 55%, 60%, 65%, 70%, 75%, 80% |
| MERCY TICKETS | Pay out Mercy tickets if NO tickets are won in a game. 0 (zero) is OFF 0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10 |
| MULTIPLAYER BONUS | Turn ON/OFF multiplayer bonus, the value is based on percentage payout and the size of the multiplayer game. |
| JACKPOT TICKETS | Assign the value of the Jackpot prize. Jackpot payout is dependent on the percentage payout. 100, 200, 300, 400, 500, 600, 700, 800, 900, 1000 |
| PAYOUT IN FREEPLAY | Turn ON/OFF the option to pay tickets out in Freeplay. Default setting is OFF |
| EXIT | Exit Ticket Payout Settings saving the changes you have made. |
| EXIT AND UPDATE | This option is only available from Cabinet 1. Selecting Exit and Update will broadcast Ticket Payout Settings to all cabinets connected, but ONLY if they are in the Test Menu. |

10 PERIODIC INSPECTION

The items listed below require periodic check and maintenance to retain the performance of this machine and to ensure safe business operation.

When handling the controller, the player will be in direct contact with it. In order to always allow the player to enjoy the game, be sure to clean it regularly. Also, it is advisable to provide wet tissue, etc. available for player use.

WARNING

- Every 6 months check to see if power cords are damaged, the plug is securely inserted, dust is accumulated between the socket outlet and the power plug, etc. Using the product with accumulated dust in the interior may cause fire or electric shock.
- Never use a water jet, etc. to clean the inside and outside of the cabinet. If wetness occurs for any reason, do not use the product until it has completely dried.
- Once a year, request the office shown on this manual or the dealer from whom the product was originally purchased to perform the internal cleaning. Using the product with accumulated dust in the interior may cause fire or other accidents.

Note that you are liable for the cost of cleaning the interior parts.

- There is the danger of accidents involving electrical shorts circuits or fire caused by factors such as the deterioration of insulation in electrical and electronic equipment over time. Check that there are no abnormalities such as odors from burning.

10 TABLE 01 PERIODIC INSPECTION TABLE

| ITEMS | DESCRIPTION | PERIOD |
|---------------------------------------|--|------------------------|
| CABINET | Confirm that cabinet is stable within it's enviroment. (No rocking motion) | Daily |
| | Operation of illuminated segments of the jewel. | Weekly |
| | Clean arm rests | Daily |
| | Chech arm rests for damage | Weekly |
| SCREEN (LCD DISPLAY) | Clean | Daily |
| | Picture quality (size, colour, brightness) | Weekly |
| | Touch calibration | Weekly |
| COIN ACCEPTOR | Acceptance of coins | Weekly |
| | Coin reject and return | Weekly |
| SEATS | Cleaning | Monthly |
| | Check for damages | Monthly or when moving |
| TICKET DISPENSER / VOUCHER PRINTER | Operation | Monthly |
| | Ticket Level | Daily/Weekly |
| | Cleaning | Every 3 months |
| GAME BOARD | Confirm settings | Monthly |
| POWER CABLES | Inspection, Cleaning | 6 months |
| INTERIOR | Cleaning | Yearly |
| CABINET SURFACES | Cleaning | As appropriate |

Cleaning the Cabinet Surfaces

When the cabinet surfaces are badly soiled, remove stains with a soft cloth dipped in water or diluted with a chemical detergent and squeezed dry. To avoid damaging surface finish, do not use such solvents as thinner, benzene, etc. other than ethyl alcohol, or abrasives, bleaching agent and chemical dustcloth.

Some general-purpose household, kitchen and furniture cleaning products may contain strong solvents that degrade plastic components, coatings, and print. Before using any cleaning product, read the product's cautionary notes carefully and test the product first on a small area that is not highly visible.

DISPLAY (LCD SCREEN Cleaning)

When the Display LCD Screen surfaces are dirty, smudges or greasy, gently wipe the display with a dry, lint-free, soft cloth. If you see a scratch-like mark on your display, it might be a stain which has been transferred from food like matter when the screen was depressed from the outside. To avoid damaging surface finish, do not use such solvents as thinner, benzene, etc. the same applies to ethyl alcohol, or abrasives, bleaching agent and chemical dustcloths.

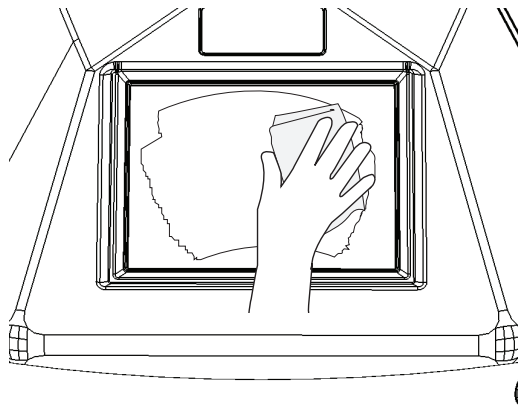
Wipe or dust the stain gently with a dry, soft cloth. If the stain remains, moisten a lint-free, soft cloth with water or a 50-50 mixture of isopropyl alcohol and water that does not contain impurities. Wring out as much of the liquid as possible and wipe the display again; do not let any liquid drip from the cloth.

Antistatic and purpose made LCD cleaning wipes are also acceptable alternatives.

STOP IMPORTANT

Isopropyl Alcohol is a flammable liquid.

Do not use this cleaner near an exposed flame or clean the screen when it is powered on..



11 TROUBLESHOOTING

11-1 TROUBLESHOOTING (WHEN NO ERROR MESSAGE IS SHOWN)

WARNING

- In order to prevent electric shock and short circuit, be sure to turn power off before performing work.
- Be careful so as not to damage wirings. Damaged wiring can cause electric shock or short circuit.
- After removing the cause of the functioning of the Circuit Protector, reinstate the Circuit Protector. Depending on the cause of the functioning, using the Circuit Protector as is without removing the cause can cause generation of heat and fire hazard.
- In the event that a problem cannot be resolved by employing the procedures listed in this Manual, be sure to request service from the office shown on this Manual or the dealer from whom the product was originally purchased. Attempts to employ procedures other than those specified in this Manual can cause electrical shock, shorting, or fire.
- In the event of a problem that is not described here, be sure to contact the office shown on this Manual or the dealer from whom the product was originally purchased. Careless attempts at repair can result in electrical shock, shorting, or fire.

If a problem occurs, first check to make sure that the wiring connectors are properly connected.

11 TABLE 01

| PROBLEM | CAUSE | COUNTERMEASURES |
|--|---|--|
| When the main SW is turned ON, the machine is not activated. | The power is not ON. | Firmly insert the plug into the outlet. |
| | Incorrect power source/voltage. | Make sure that the power supply/voltage are correct. |
| | The Fuse on the AC Unit has blown due to momentary over current. | After eliminating the cause of overload, replace the specified rating fuse. |
| | The fuse of the distribution board has blown due to momentary over current. | After eliminating the cause of overload, replace the specified rating fuse. |
| Cabinet colours incorrectly sequenced | Connector connection fault. | Check connections to the LED strips. |
| | LED strip fault | Replace LED strip. |
| Sound is not emitted. | Sound volume adjustment is not correct | Adjust the Switch Unit's sound adjustment volume. |
| | Faulty connections for various connectors | Check the connections for the game board, amp, speakers and Volume connectors |
| | Malfunctioning BD, amp and speaker | Perform Sound Test. |
| Sounds are emitted and the lamps are lit, but the screen is black. | Faulty connections for the visual signal connector or the monitor power connector | Check the connections for the monitor and game board connectors. |
| | Faulty LCD Display | Check video output to Display using another screen or opposing cabinet. |
| Colors on the monitor screen are strange. | Faulty connection for the visual signal connector. | Check the visual signal connector connection and make sure it is secured properly. |
| | Screen adjustment is not appropriate. | Make adjustment appropriately. |
| The on-screen image sways and/or shrinks. | The power source and voltage are no correct. | Make sure that the power supply and voltage are correct. |
| Does not accept input from any switch or volume. | Faulty connector connections. | Check the connection for the I/O Board and Cabinet connector. |
| | | Check the power for the I/O Board. |
| Does not accept input in from the Reset Button unit. | Faulty connector or connections. | Check the connections between the I/O Board, the Cabinet and the Reset Button Unit |
| | Faulty Microswitch | Replace Microswitch |
| Failure of the network play. | Network play is wrongly set. | Reset correctly. |
| | Communication cables are disconnected. Communication cables are wrongly connected. | Reconnect the cables. |
| | Damage of communication cables. | Replace the cables. Contact the company from whom the unit was purchased. |
| Touch Screen not responding | Clean the screen. | Refer to chapter 10/ |
| | Faulty connections.. | Check USB connections at PC and Display screen |
| | Faulty USB cable | Change USB cable A/B Type |

Replacing Fuses

⚠ WARNING

- In case fuse replacements other than those stated in this manual are necessary, contact where you purchased the product from for inquiries regarding this matter.
- In order to prevent an electric shock, be sure to turn power off and unplug from the socket outlet before performing work by touching the internal parts of the product.
- Be careful so as not to damage wirings. Damaged wiring can cause electric shock and short circuit accidents.
- Be sure to use fuses meeting specified rating. Using fuses exceeding the specified rating can cause fire and electric shock accidents.
- After eliminating the cause of the blowing of fuse, replace the fuse. Depending on the cause of fuse blowing, continued use with the fuse as is blown can cause generation of heat and fire hazard.

Fuses are located on the following:

| | | |
|----------------|---------------------|---------------------------|
| BE-1400UK | Assy AC Unit | (1) 3.15A Time Delay 20mm |
| 838-14551-02UK | AC Distribution PCB | (2) 6.3A Time Delay 20mm |

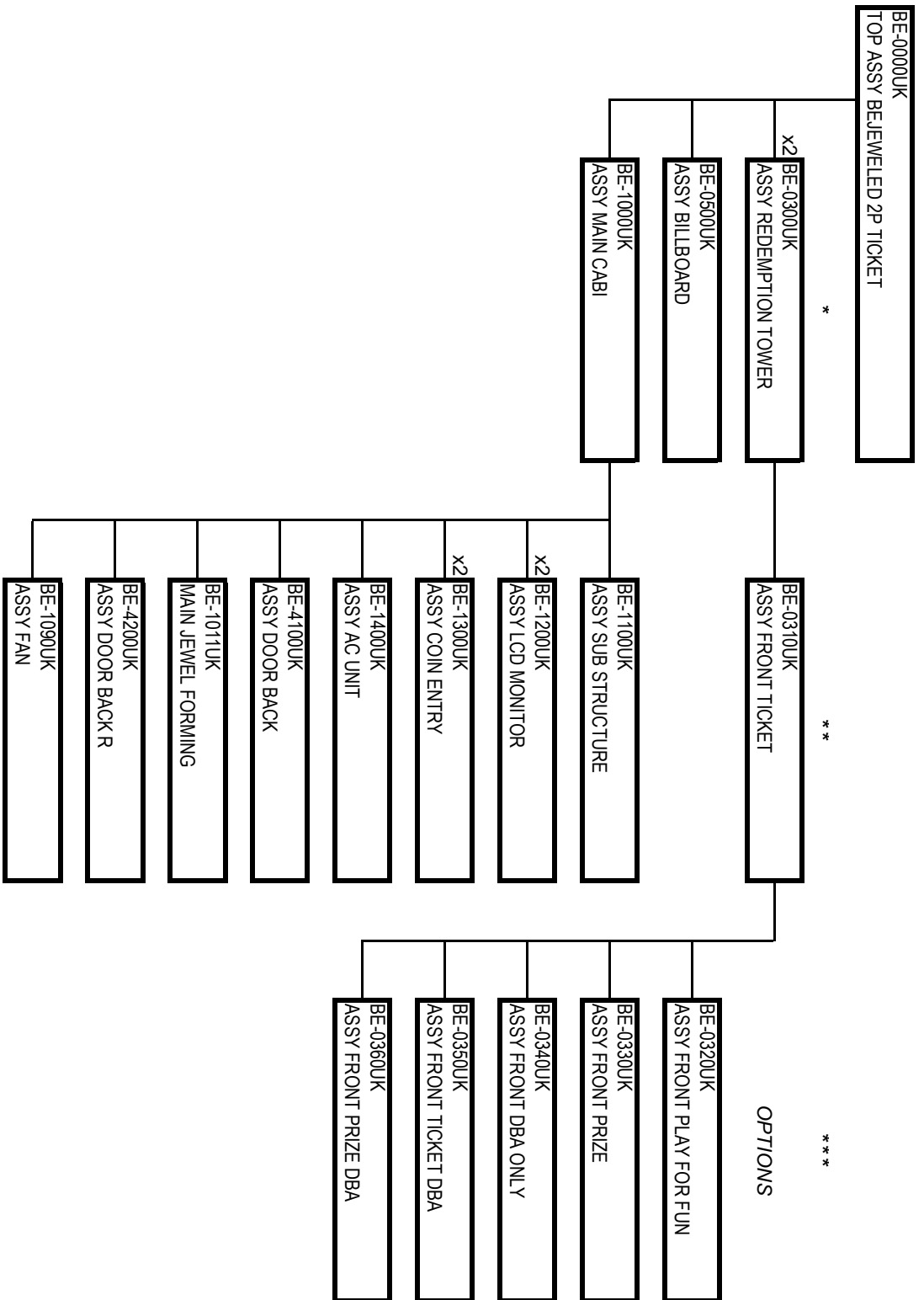
12 DESIGN-RELATED PARTS

For the warning display stickers, refer to Section 1.



13 PARTS LIST

ASSY TOP BEJEWELLED 2P STRUCTURE



① ASSY TOP BEJEWELLED 2P TICKET (BE-0000UK)

(D-1/2)

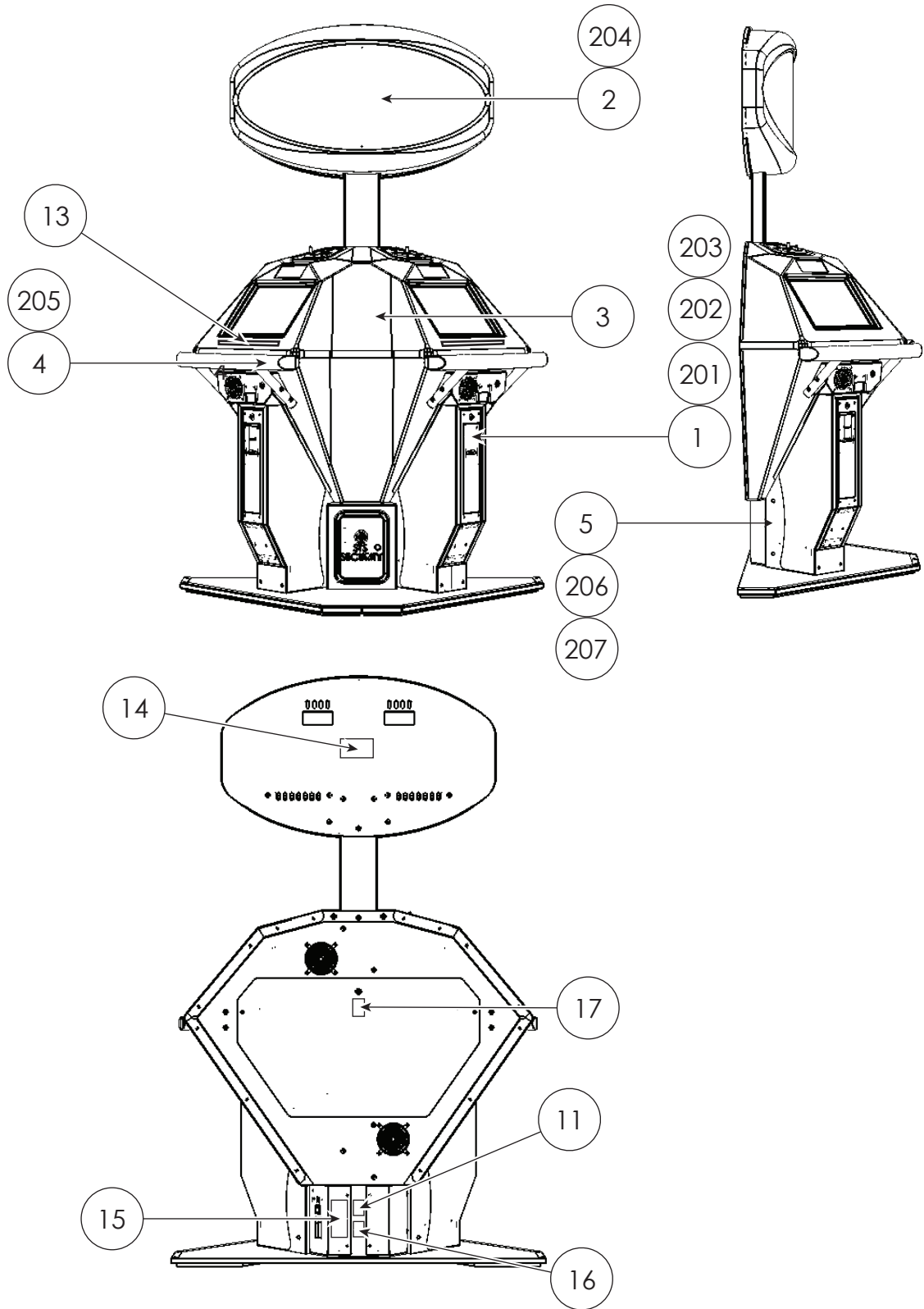
| ITEM NO | PART NO | DESCRIPTION | QTY |
|---------|-----------------|-------------------------------|-----|
| *1 | BE-0300UK | ASSY REDEMPTION TOWER | 2 |
| *2 | BE-0500UK | ASSY BILLBOARD | 1 |
| *3 | BE-1000UK | ASSY MAIN CABI | 1 |
| *4 | BE-0005UK | ARMREST | 2 |
| *5 | BE-0006UK | PLATE BLANK TOWER | 2 |
| *11 | 421-7988-91UK | STICKER SERIAL NUMBER UK | 1 |
| *12 | 421-7020UK | STICKER CAUTION FORK | 2 |
| *13 | 440-CS0186UK | STICKER C EPILEPSY MULTI | 1 |
| *14 | 440-WS0011UK | WARNING LABEL HI-VOLT/HEAT | 2 |
| *15 | LB1046 | LABEL TESTED FOR ELEC. SAFETY | 1 |
| *16 | LB1130 | LABEL WEEE WHEELIE BIN | 1 |
| *201 | 030-000825 | M8X25 BLT PAS | 20 |
| *202 | 060-S00800 | M8 WSHR SPR PAS | 20 |
| *203 | 068-852216 | M8 WSHR 22OD FLT PAS | 20 |
| *204 | 020-F00830-0Z | M8X30 SKT CSK OZ | 3 |
| *205 | 020-F00850 | M8X50 SKT CSK PAS | 8 |
| *206 | 050-F00500 | M5 NUT FLG SER PAS | 4 |
| *207 | 068-552016 | M5 WSHR 20OD FLT PAS | 4 |
| *301 | 600-7269-0050UK | ASSY LAN CABLE 50CM | 1 |
| *401 | OS1019 | SELF SEAL BAG 9X12.3/4 | 1 |
| *410 | LM1227 | UK MAINS LEAD 10A WITH PLUG | 1 |
| *411 | LM1246 | EUROLEAD 10A EUROPEAN SOCKET | 1 |
| *412 | | MANUAL | 1 |
| *413 | SAECE-xxx | DECLARATION OF CONFORMITY | 1 |
| *414 | PK0477 | PALLET BE 2P | 1 |
| *415 | PK0478 | SHRINK WRAP BE 2P | 1 |

① ASSY TOP BEJEWELED 2P TICKET (BE-0000UK)

(D-2/2)

13

PARTS LIST



② ASSY REDEMPTION TOWER (BE-0300UK)

(D-1/2)

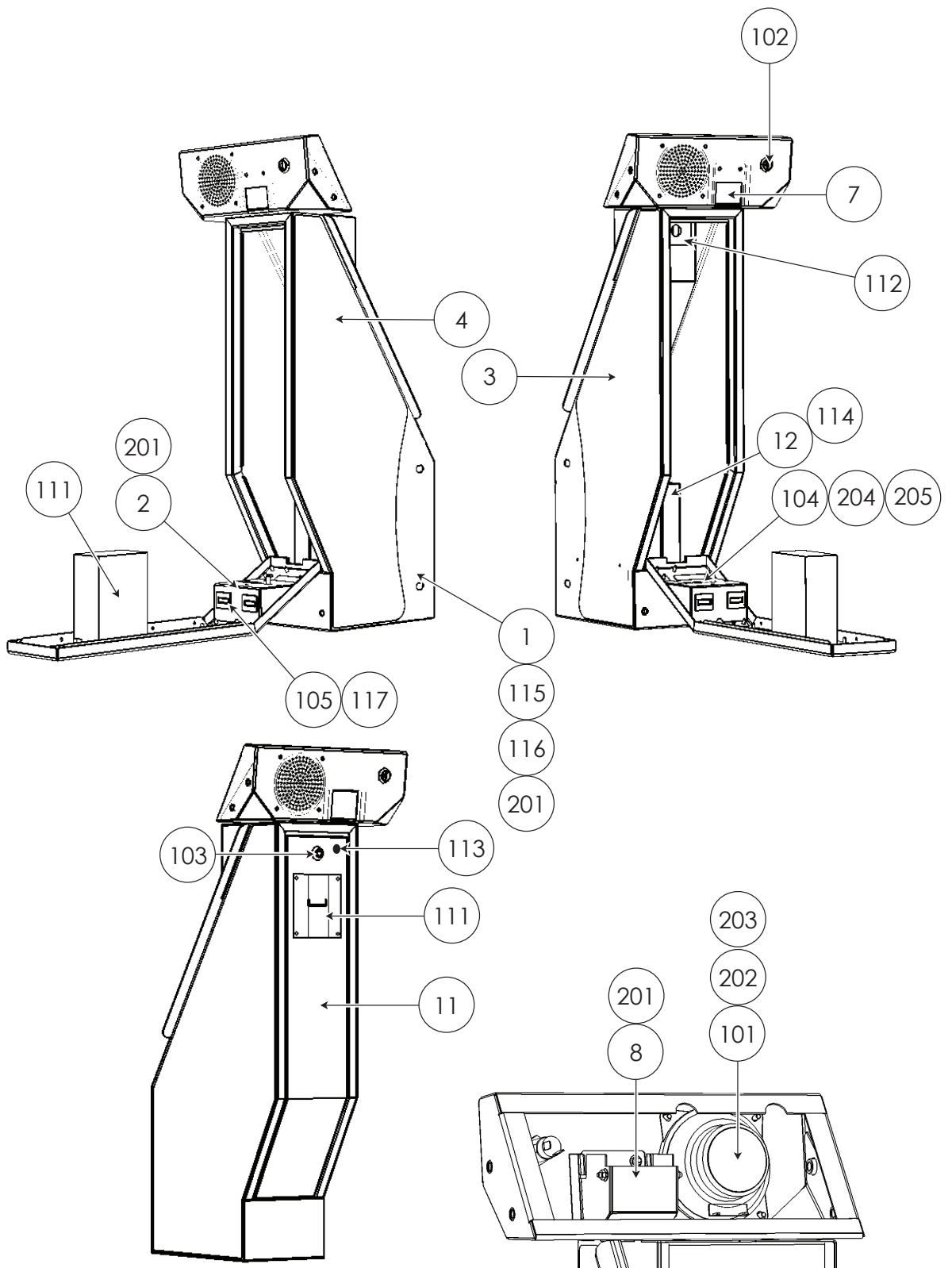
| ITEM | PART NO | DESCRIPTION | QTY |
|-------|-----------------|-------------------------------------|-----|
| **1 | BE-0301UK | BOX ENCLOSURE REDEMPTION | 1 |
| **2 | BE-0302UK | BRKT METER SW VOL BD | 1 |
| **3 | BE-0303UK | DECAL BOX SIDE L | 1 |
| ***1 | BE-0303-AUK | DECAL BOX SIDE L BLANK | 1 |
| **5 | BE-0304UK | DECAL BOX SIDE R | 1 |
| ***1 | BE-0304-AUK | DECAL BOX SIDE R BLANK | 1 |
| **7 | BE-0305UK | FLAP REJECT | 1 |
| **8 | BE-0306UK | FLAP REJECT RETAINER | 1 |
| **11 | BE-0311UK | PLATE DOOR TICKET DISP | 1 |
| **12 | BE-0312UK | BOX TICKET RETAINER | 1 |
| **101 | 130-010-04020 | SPKR 4OHM 20W FR 10 HM 4898 | 1 |
| **102 | EP1422 | SW KEY DIFFER 5015014 | 1 |
| **103 | 220-5575UK | LOCK (J9117) KEY TO LIKE 22MM W CAM | 1 |
| **104 | 838-14548-01AUK | SW & VOL CTL BD | 1 |
| **105 | 220-5643UK | 12V COIN METER | 2 |
| **111 | 220-0001-01UK | TICKET VEND UNIT TD | 1 |
| **112 | 838-0015UK | TICKET VEND DRIVER PCB | 1 |
| **113 | EP1421 | LED 12V RED RS 541 4072 | 1 |
| **114 | EP1820 | SW MICRO LEVER RS 706 4281 | 1 |
| **115 | OS1198 | P CLIP 11MM | 6 |
| **116 | 280-A00748-PM | ROUTER TWIST D7 SO4.8 PANEL M | 8 |
| **117 | OS1098 | CRIMP BELL END SMALL | 2 |
| **201 | 050-F00400 | M4 NUT FLG SER PAS | 22 |
| **202 | 050-U00400 | M4 NUT NYLOK PAS | 4 |
| **203 | 060-F00400 | M4 WSHR FORM A FLT PAS | 4 |
| **204 | 000-P00308 | M3X8 MSCR PAN PAS | 3 |
| **205 | 068-330808-PN | M3 WSHR 8OD FLT NYLON | 3 |
| **206 | 050-U00300 | M3 NUT NYLOK PAS | 2 |
| **207 | 000-P00316 | M3X16 MSCR PAN PAS | 2 |
| **301 | BE-60007UK | WH TICKET BOX | 1 |
| **302 | BE-60015UK | WH SPKR & KSW | 1 |

② ASSY REDEMPTION TOWER (BE-0300UK)

(D-2/2)

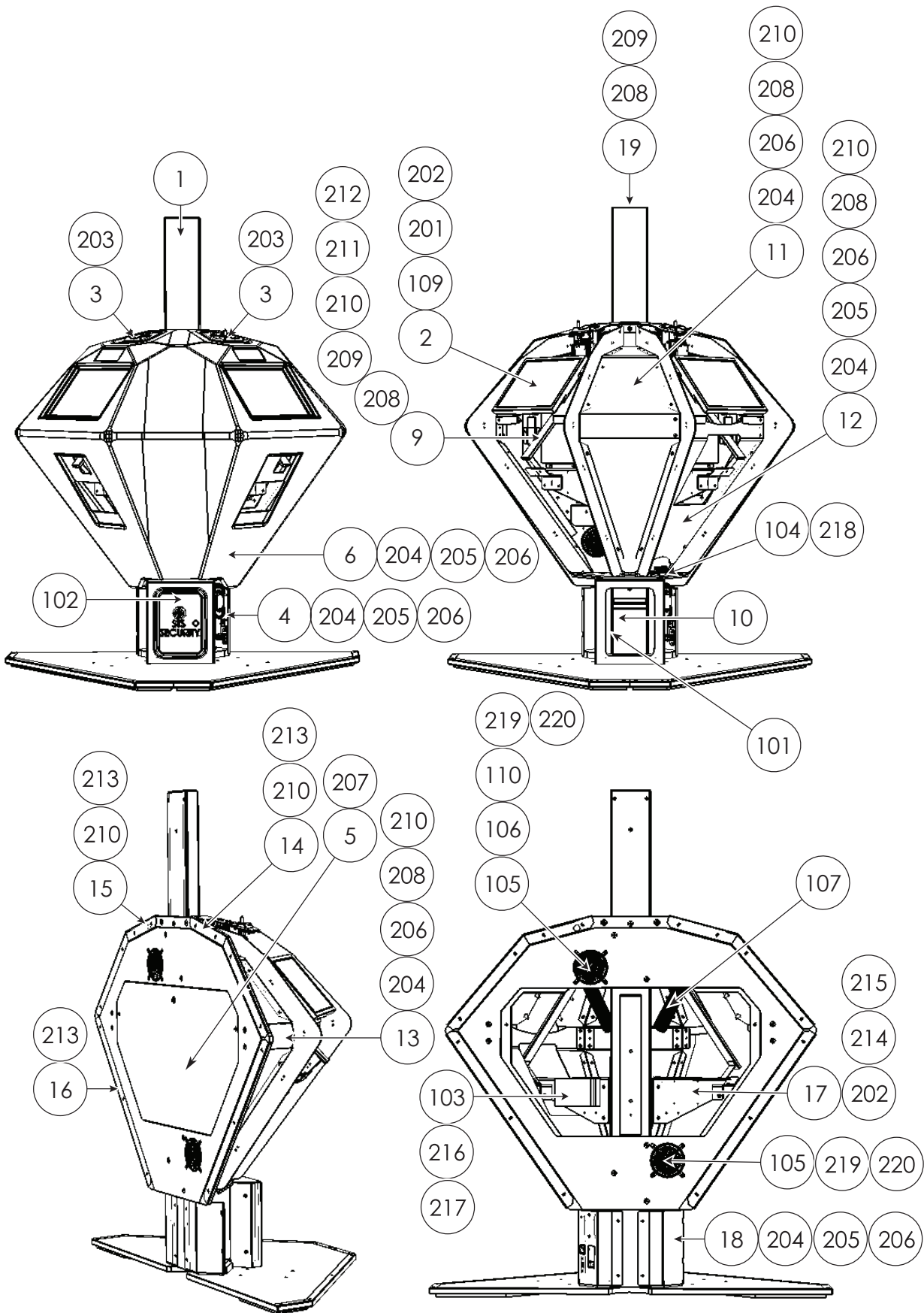
13

PARTS LIST



③ ASSY MAIN CABINET (BE-1000UK)

(D-1/3)



③ ASSY MIN CABINET (BE-1000UK)

(D-2/3)

13

PARTS LIST

| ITEM NO | PART NO | DESCRIPTION | QTY |
|---------|----------------|--------------------------------|-----|
| **1 | BE-1100UK | ASSY SUB STRUCTURE | 1 |
| **2 | BE-1200UK | ASSY LCD MONITOR | 2 |
| **3 | BE-1300UK | ASSY COIN ENTRY | 2 |
| **4 | BE-1400UK | ASSY AC UNIT | 1 |
| **5 | BE-4100UK | ASSY DOOR BACK | 1 |
| **6 | BE-1011UK | MAIN JEWEL FORMING | 1 |
| **9 | BE-1001UK | CHUTE REJECT/CASHBOX | 2 |
| **10 | BE-1002UK | CASH BOX | 1 |
| **11 | BE-1003UK | PANEL SUB LIGHT CENTRE | 1 |
| **12 | BE-1004UK | PANEL SUB LIGHT MON | 2 |
| **13 | BE-1005UK | PANEL SUB LIGHT OUTER | 2 |
| **14 | BE-1007UK | SASH FORMING CLOSER TOP L | 1 |
| **15 | BE-1008UK | SASH FORMING CLOSER TOP R | 1 |
| **16 | BE-1009UK | SASH FORMING CLOSER BTM | 2 |
| **17 | BE-1010UK | STRUT TOWER SUPP | 2 |
| **18 | BE-1013UK | PLATE COVER REAR BTM | 1 |
| **19 | BE-0506UK | BRKT ELEC CONN | 1 |
| **101 | 220-5725-03W | FRAME SINGLE MINI WHITE | 1 |
| **102 | 220-5727-01W | DOOR CASH H.S. STS WHITE | 1 |
| **103 | 400-125-0512 | PSU 5/12V DC 125W MW RD-125A | 1 |
| **104 | 838-14551-02UK | AC DISTRIBUTION BD | 1 |
| **105 | FN1012 | MESH GUARD METAL 120mm FAN | 3 |
| **106 | OS1195 | RIVET SNAP MOSS SR1811 | 4 |
| **107 | 253-0002UK | FLEXI HOSE 38ID BLACK | 2 |
| **108 | 601-10645-1MUK | HOSE CLIP SIZE NO. 1M | 2 |
| **109 | 400-60-012-01B | PSU 12V 60W BRICK SZO 150-0046 | 2 |
| **110 | 260-0024-01UK | FAN AC AXIAL DP200A-2123XBT.GN | 1 |
| **111 | | CABLE TIE NYLON 200MM | 6 |
| **201 | 050-U00800 | M8 NUT NYLOK PAS | 8 |
| **202 | 068-852216 | M8 WSHR 22OD FLT PAS | 12 |
| **203 | 008-0S0412 | M4X12 TMP PRF STN | 2 |
| **204 | 020-000616 | M6X16 SKT CAP PAS | 22 |
| **205 | 060-S00600 | M6 WSHR SPR PAS | 10 |
| **206 | 060-F00600 | M6 WSHR FORM A FLT PAS | 22 |
| **207 | 020-F00640-0Z | M6X40 SKT CSK OZ | 2 |
| **208 | 000-P00408 | M4X8 MSCR PAN PAS | 26 |
| **209 | 060-S00400 | M4 WSHR SPR PAS | 6 |
| **210 | 068-441616 | M4 WSHR 16OD FLT PAS | 46 |
| **211 | 050-F00500 | M5 NUT FLG SER PAS | 2 |
| **212 | 068-552016 | M5 WSHR 20OD FLT PAS | 2 |
| **213 | 000-P00416 | M4X16 MSCR PAN PAS | 12 |
| **214 | 030-000816 | M8X16 BLT PAS | 4 |
| **215 | 060-S00800 | M8 WSHR SPR PAS | 4 |
| **216 | 000-P00308 | M3X8 MSCR PAN PAS | 4 |
| **217 | 068-330808-PN | M3 WSHR 8OD FLT NYLON | 8 |
| **218 | 000-P00320 | M3X20 MSCR PAN PAS | 4 |
| **219 | 030-000425 | M4X25 BLT PAS | 8 |
| **220 | 050-U00400 | M4 NUT NYLOK PAS | 8 |

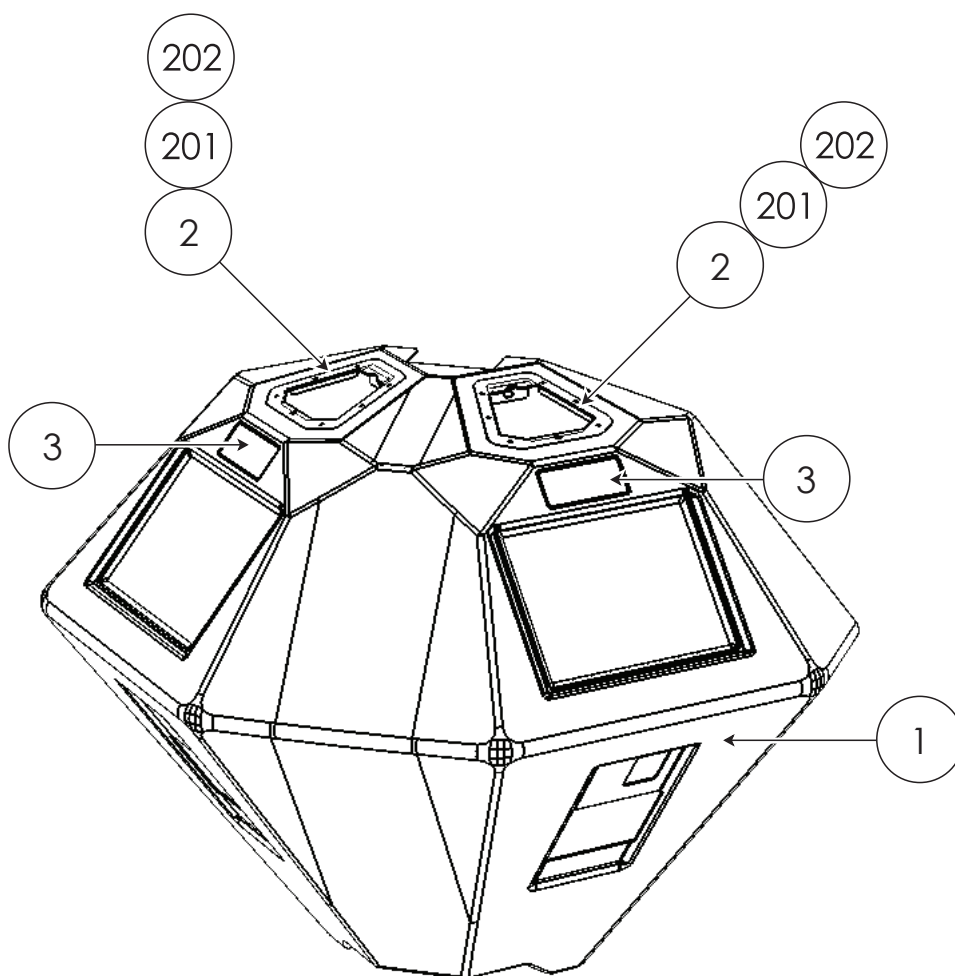
③ ASSY MIN CABINET (BE-1000UK)

(D-3/3)

| ITEM NO | PART NO | DESCRIPTION | QTY |
|---------|----------------|---------------------------|-----|
| **301 | BE-60002UK | WH AC DISTRIBUTION | 1 |
| **302 | BE-60003UK | WH AC BB STRUT | 1 |
| **303 | BE-60012UK | WH SPKR B EXTN | 1 |
| **304 | BE-60013UK | WH I/O EXTN | 2 |
| **305 | BE-60014UK | WH DC POWER A | 1 |
| **306 | BE-60017UK | WH AC LCD PSU | 2 |
| **307 | BE-60018UK | WH PSU AC | 1 |
| **308 | BE-60019UK | WH LED DISTRIBUTION | 1 |
| **309 | BE-60020UK | WH LED ZIFF | 15 |
| **310 | BE-60021UK | WH LED SPLITTER | 5 |
| **311 | BE-60022UK | WH LED EXTN | 5 |
| **312 | 600-7141-100UK | CABLE JVS TYPE A-B 100CM | 2 |
| **313 | 600-7919-200UK | CA RGB D-SUB TO DVI 200CM | 2 |
| **314 | 390-2012-RGB | LED FLX STRIP RGB 5MTR | 2 |

④ ASSY MAIN JEWEL FORMING (BE-1011UK)

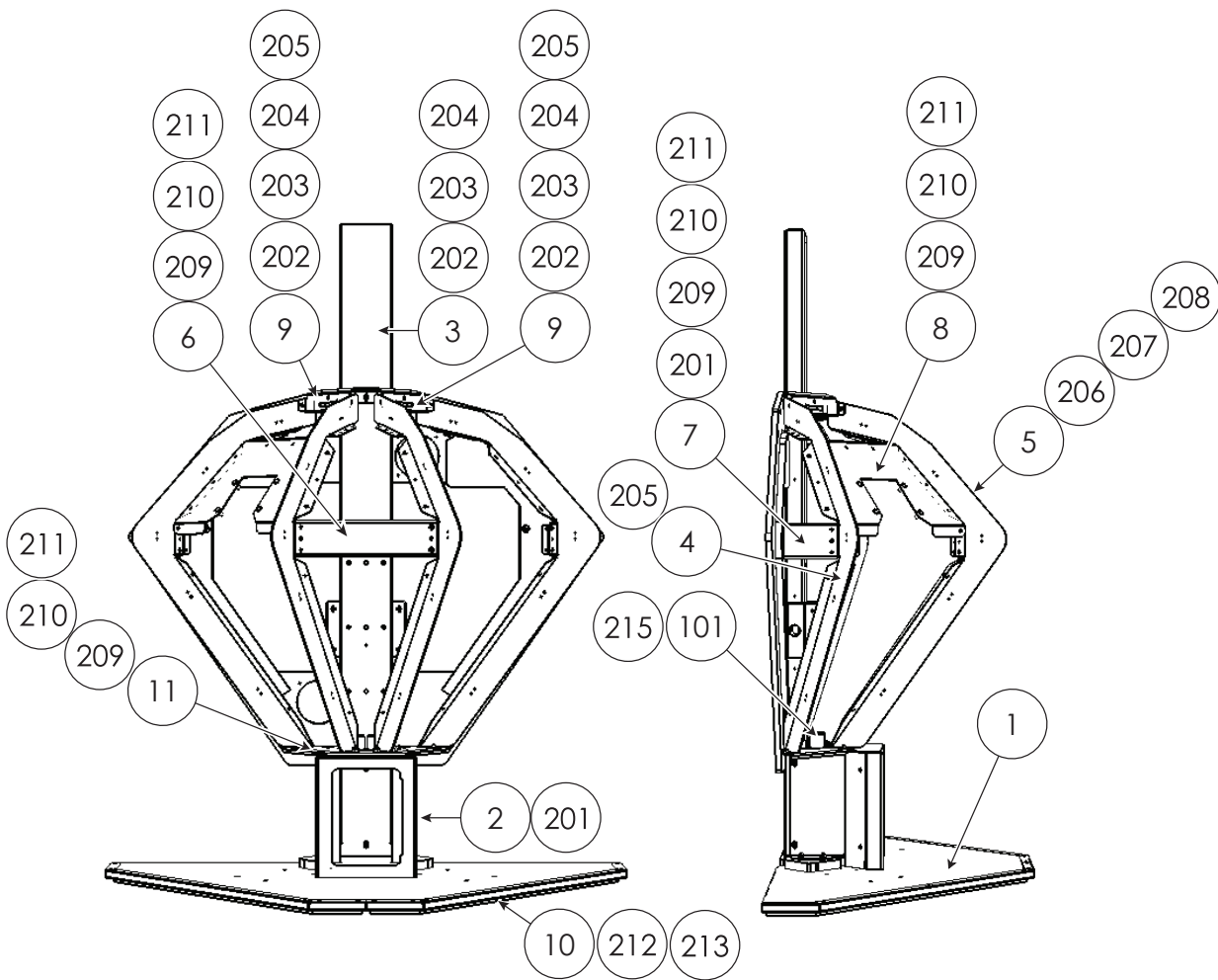
(D-1/1)



| ITEM NO | PART NO | DESCRIPTION | QTY |
|---------|-------------|---------------------------|-----|
| **1 | BE-1011-AUK | MAIN JEWEL FORMING BLANK | 1 |
| **2 | BE-1011-BUK | PLATE COIN ENTRY SURROUND | 2 |
| **3 | BE-1011-CUK | LOGO SEGA AMUSEMENTS | 2 |
| **201 | 050-F00400 | M4 NUT FLG SER PAS | 12 |
| **202 | 068-441616 | M4 WSHR 16OD FLT PAS | 12 |

⑤ ASSY SUB STRUCTURE (BE-1100UK)

(D-1/2)



ITEM NO PART NO

| | | | |
|--------|-----------|---------------------------|---|
| ***1 | BE-1101UK | BASE FLOOR | 1 |
| ***2 | BE-1102UK | ENCLOSURE CASHBOX | 1 |
| ***3 | BE-1103UK | SPINE MAIN | 1 |
| ***4 | BE-1104UK | BACK FRAME WOOD | 1 |
| ***5 | BE-1105UK | BRACE VERT | 4 |
| ***6 | BE-1106UK | BRACE HORIZ | 1 |
| ***7 | BE-1107UK | BRACE HORIZ SHORT | 2 |
| ***8 | BE-1108UK | BRACE MONITOR | 2 |
| ***9 | BE-1109UK | RECEPTICLE COIN ENTRY | 1 |
| ***10 | BE-1110UK | SASH FLOOR CENTRE | 2 |
| ***11 | BE-1115UK | SUPPORT CASHBOX TOP | 1 |
| ***101 | ? | FLEXI-HOSE MOULDED COLLAR | 2 |

⑤ ASSY SUB STRUCTURE (BE-1100UK)

(D-2/2)

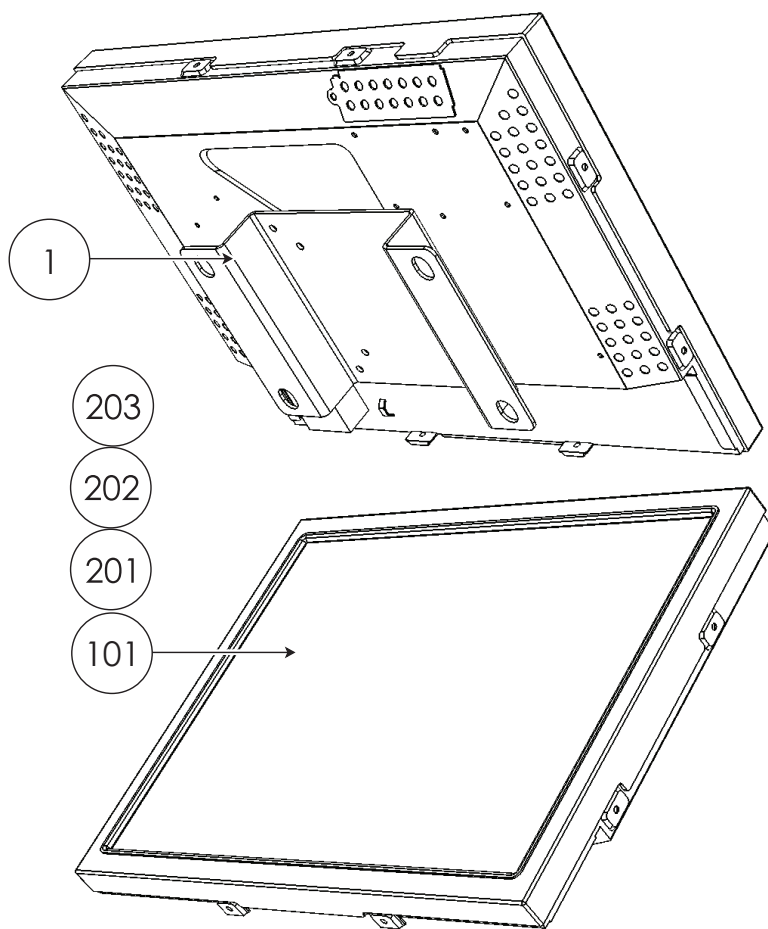
13

PARTS LIST

| ITEM NO | PART NO | DESCRIPTION | QTY |
|---------|---------------|------------------------|-----|
| ***201 | 020-F00860-0Z | M8X60 SKT CSK OZ | 10 |
| ***202 | 030-000816 | M8X16 BLT PAS | 7 |
| ***203 | 060-S00800 | M8 WSHR SPR PAS | 7 |
| ***204 | 068-852216 | M8 WSHR 22OD FLT PAS | 7 |
| ***205 | 020-F00830-0Z | M8X30 SKT CSK OZ | 8 |
| ***206 | 050-F00500 | M5 NUT FLG SER PAS | 8 |
| ***207 | 030-F00516 | M5X16 BLT FLG SER PAS | 4 |
| ***208 | 068-552016 | M5 WSHR 20OD FLT PAS | 4 |
| ***209 | 020-000616-0Z | M6X16 SKT CAP OZ | 18 |
| ***210 | 060-S00600 | M6 WSHR SPR PAS | 18 |
| ***211 | 060-F00600 | M6 WSHR FORM A FLT PAS | 18 |
| ***212 | 000-F00412 | M4X12 MSCR CSK PAS | 14 |
| ***213 | 060-F00800 | M8 WSHR FORM A FLT PAS | 4 |
| ***214 | | | 8 |
| ***215 | 050-F00400 | M4 NUT FLG SER PAS | 4 |

⑥ ASSY LCD MONITOR (BE-1200UK)

(D-1/1)



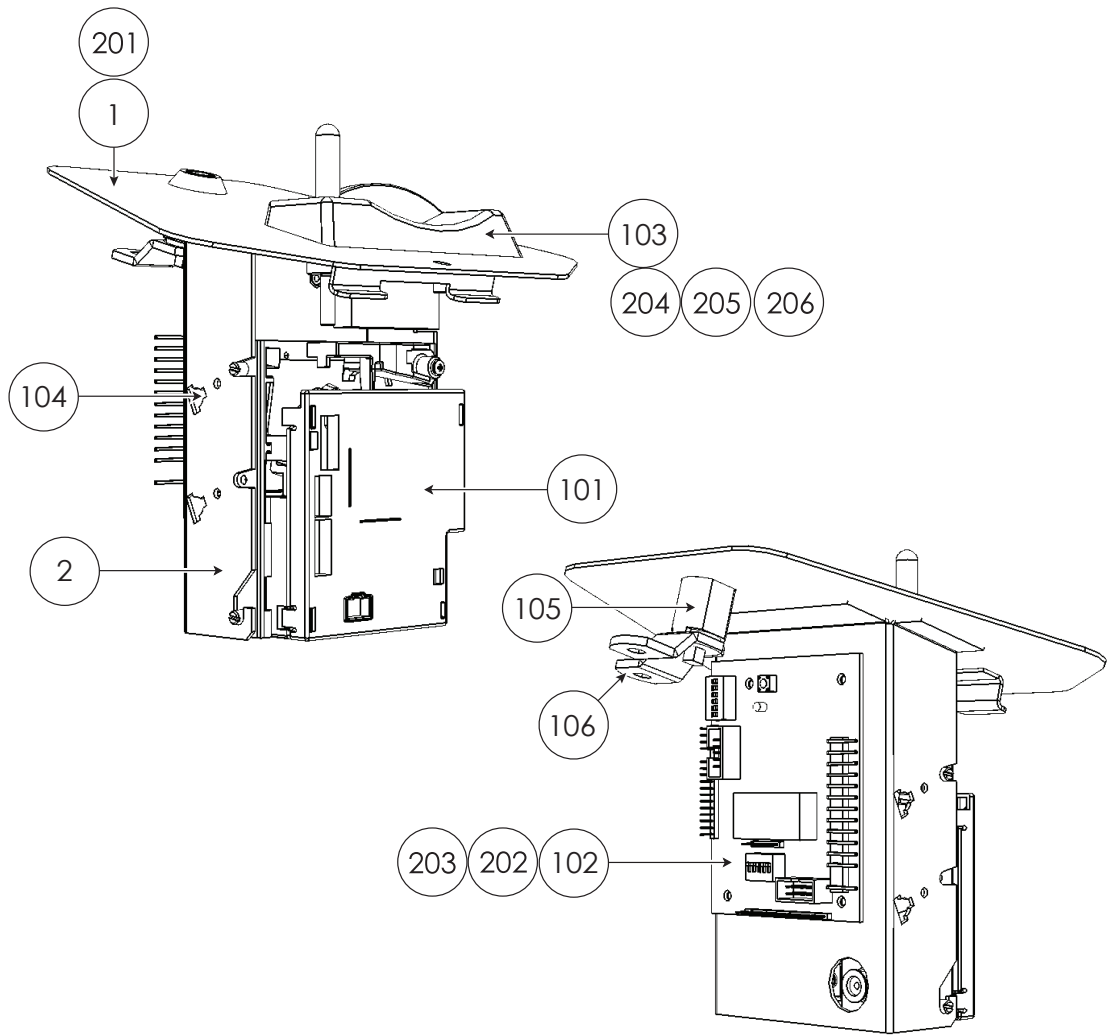
| ITEM NO | PART NO | DESCRIPTION | QTY |
|---------|----------------|------------------------|-----|
| ***1 | BE-1201UK | BRKT MON MOUNT | 1 |
| ***2 | | SHIM | |
| ***101 | 200-6015-01TUK | LCD 15" TOUCH | 1 |
| ***201 | 000-P00408 | M4X8 MSCR PAN PAS | 4 |
| ***202 | 060-S00400 | M4 WSHR SPR PAS | 4 |
| ***203 | 060-F00400 | M4 WSHR FORM A FLT PAS | 4 |

⑦ ASSY COIN ENTRY (BE-1300UK)

(D-1/1)

13

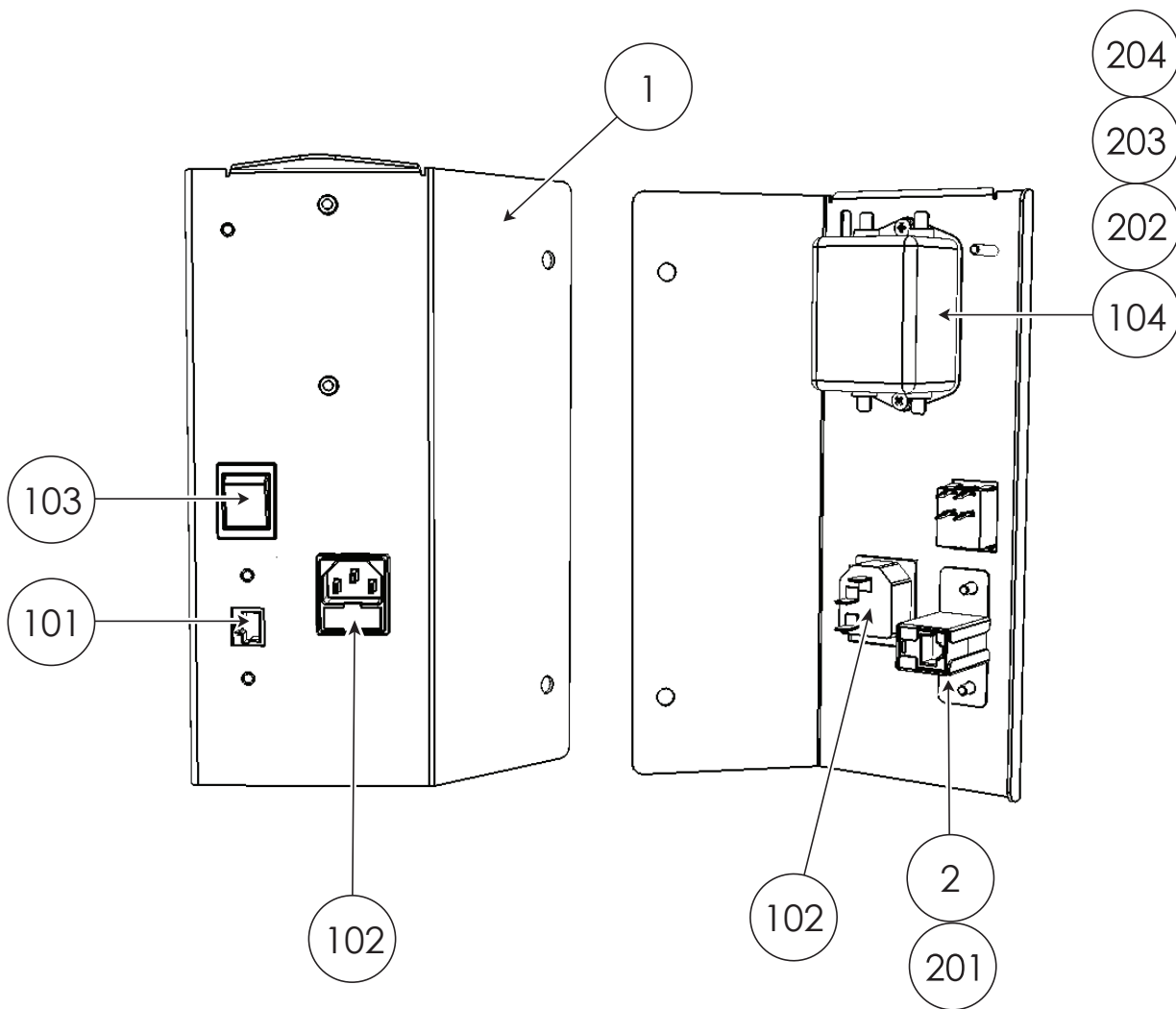
PARTS LIST



| ITEM NO | PART NO | DESCRIPTION | QTY |
|---------|---------------|-------------------------------------|-----|
| ***1 | BE-1301UK | PLATE COIN ENTRY | 1 |
| ***2 | BE-1302UK | CRADLE MECH | 1 |
| ***101 | 220-5610-01 | COIN MECH SR3 | 1 |
| ***102 | EP1380-01 | EXCEL CREDIT BOARD | 1 |
| ***103 | 220-0002UK | BEZEL TOP C ENTRY 3MM 107-0040 | 1 |
| ***104 | 220-5086-CUK | MECH CLIP | 2 |
| ***105 | 220-5575UK | LOCK (J9117) KEY TO LIKE 22MM W CAM | 1 |
| ***106 | ORP-2372UK | CAM CRKD 9 L34 BATON 690-ZB34 | 1 |
| ***201 | 050-F00400 | M4 NUT FLG SER PAS | 4 |
| ***202 | 000-P00308 | M3X8 MSCR PAN PAS | 4 |
| ***203 | 068-330808-PN | M3 WSHR 8OD FLT NYLON | 4 |
| ***204 | 000-P00408 | M4X8 MSCR PAN PAS | 4 |
| ***205 | 060-S00400 | M4 WSHR SPR PAS | 4 |
| ***206 | 060-F00400 | M4 WSHR FORM A FLT PAS | 4 |
| ***301 | BE-60006UK | WH COIN HANDLING | 1 |

⑧ ASSY AC UNIT (BE-1400UK)

(D-1/1)



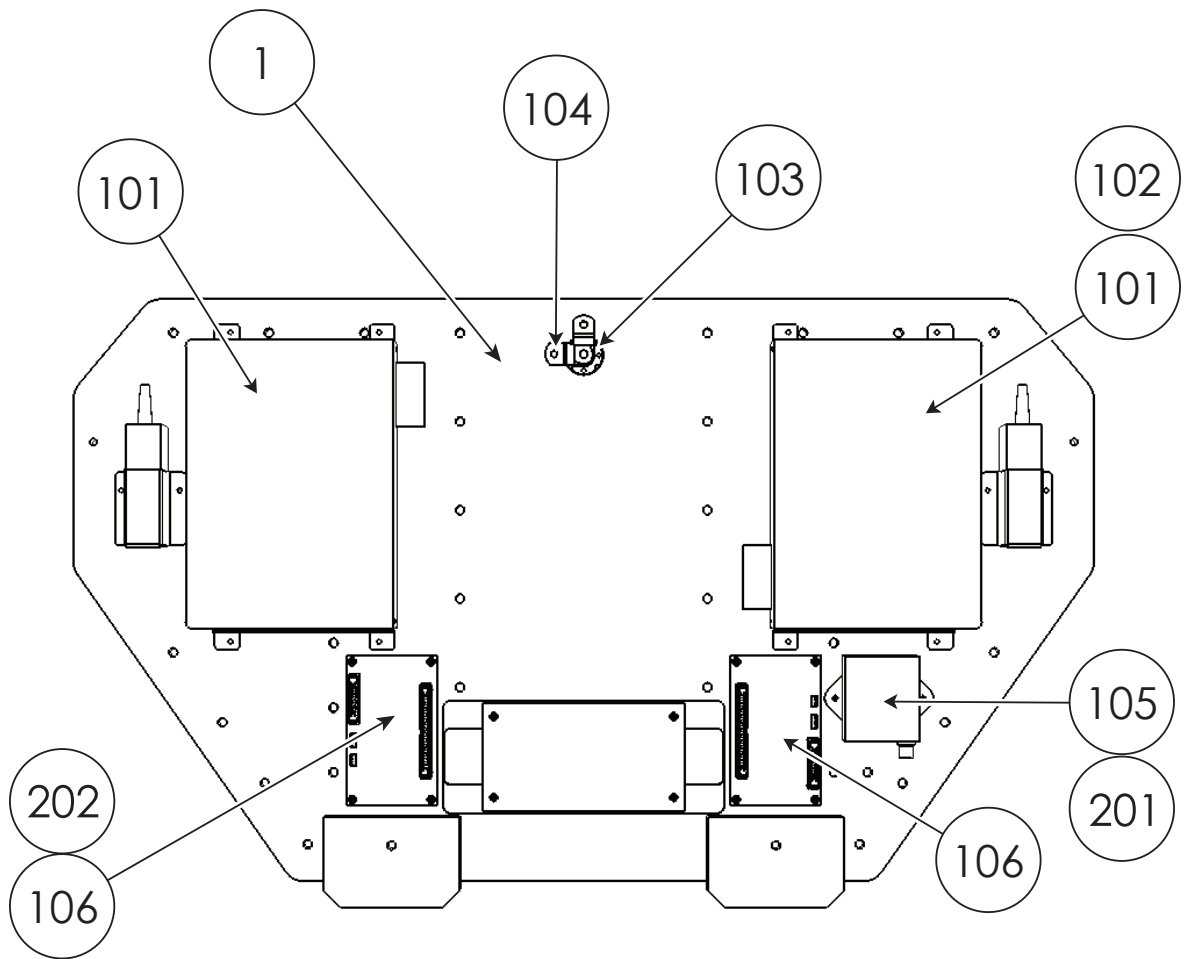
| ITEM NO | PART NO | DESCRIPTION | QTY |
|---------|------------|-----------------------------|-----|
| ***1 | BE-1401UK | PLATE AC MOUNT | 1 |
| ***2 | TFF-0402UK | CONN COVER | 1 |
| ***101 | EP1391 | COUPLER INLINE LAN RJ45 | 1 |
| ***102 | EP1423 | IEC INLET/OUTLET 211-1017 | 1 |
| ***103 | SW1109 | SW ROCKER | 1 |
| ***104 | EP1419 | FILTER SCHAFFNER 2030-16-06 | 1 |
| ***201 | 050-F00400 | M4 NUT FLG SER PAS | 4 |
| ***202 | 000-P00408 | M4X8 MSCR PAN PAS | 2 |
| ***203 | 060-S00400 | M4 WSHR SPR PAS | 2 |
| ***204 | 060-F00400 | M4 WSHR FORM A FLT PAS | 2 |
| ***301 | BE-60001UK | WH AC IN | 1 |

⑨ ASSY BACK DOOR (BE-4100UK)

(D-1/1)

13

PARTS LIST



| ITEM NO | PART NO | DESCRIPTION | QTY |
|---------|----------------|-------------------------------------|-----|
| ***1 | BE-4101UK | DOOR BACK | 1 |
| ***101 | 610-0008-01UK | ASSY PC FUJITSU D3003-S | 2 |
| ***102 | EP2005-00PI | DK BESTD EU PINK | 2 |
| ***103 | 220-5575UK | LOCK (J9117) KEY TO LIKE 22MM W CAM | 1 |
| ***104 | ORP-2372UK | CAM CRKD 9 L34 BATON 690-ZB34 | 1 |
| ***105 | 838-8001UK | AUDIO AMP2.2 VISATON 7100 | 1 |
| ***106 | 838-0005UK | I/O BD SAE | 2 |
| ***107 | 280-A01264-WX | ROUTER TWIST D12 SO6.4 WOOD X | 22 |
| ***108 | 280-A02064-WX | ROUTER TWIST D20 SO6.4 WOOD X | 10 |
| ***201 | 012-F03512 | N6X1/2" S/TAP CSK PAS | 2 |
| ***202 | 012-P00325 | N4X1" S/TAP PAN PAS | 8 |
| ***301 | BE-60004UK | WH I/O PLAYER 2 | 1 |
| ***302 | BE-60005UK | WH I/O PLAYER 1 | 1 |
| ***303 | BE-60008UK | WH DC POWER B | 1 |
| ***304 | BE-60009UK | WH AUDIO A | 1 |
| ***305 | BE-60010UK | WH AUDIO B | 1 |
| ***307 | BE-60011UK | WH SPKR A | 1 |
| ***308 | BE-60016UK | WH AC MAIN ASSY | 1 |
| ***309 | 600-7141-100UK | CABLE JVS TYPE A-B 100CM | 2 |

14 WIRE COLOUR CODE TABLE

WARNING

The DC power wire color for this product is different from previous SEGA titles. Working from the previous wire colors will create a high risk of fire.

The color codes for the wires used in the diagrams in the following chapter are as follows.

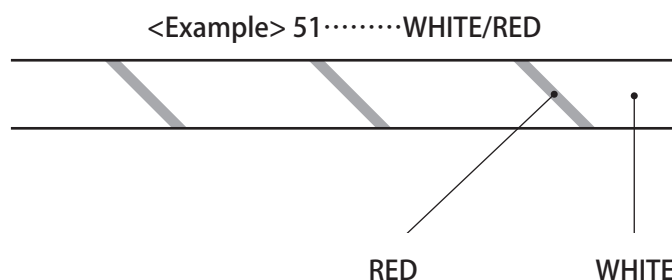
| | |
|---|-------------|
| A | PINK |
| B | SKY BLUE |
| C | BROWN |
| D | PURPLE |
| E | LIGHT GREEN |

Wires other than those of any of the above 5 single colors will be displayed by 2 alphanumeric characters.

| | |
|---|--------|
| 1 | RED |
| 2 | BLUE |
| 3 | YELLOW |
| 4 | GREEN |
| 5 | WHITE |
| 7 | ORANGE |
| 8 | BLACK |
| 9 | GRAY |

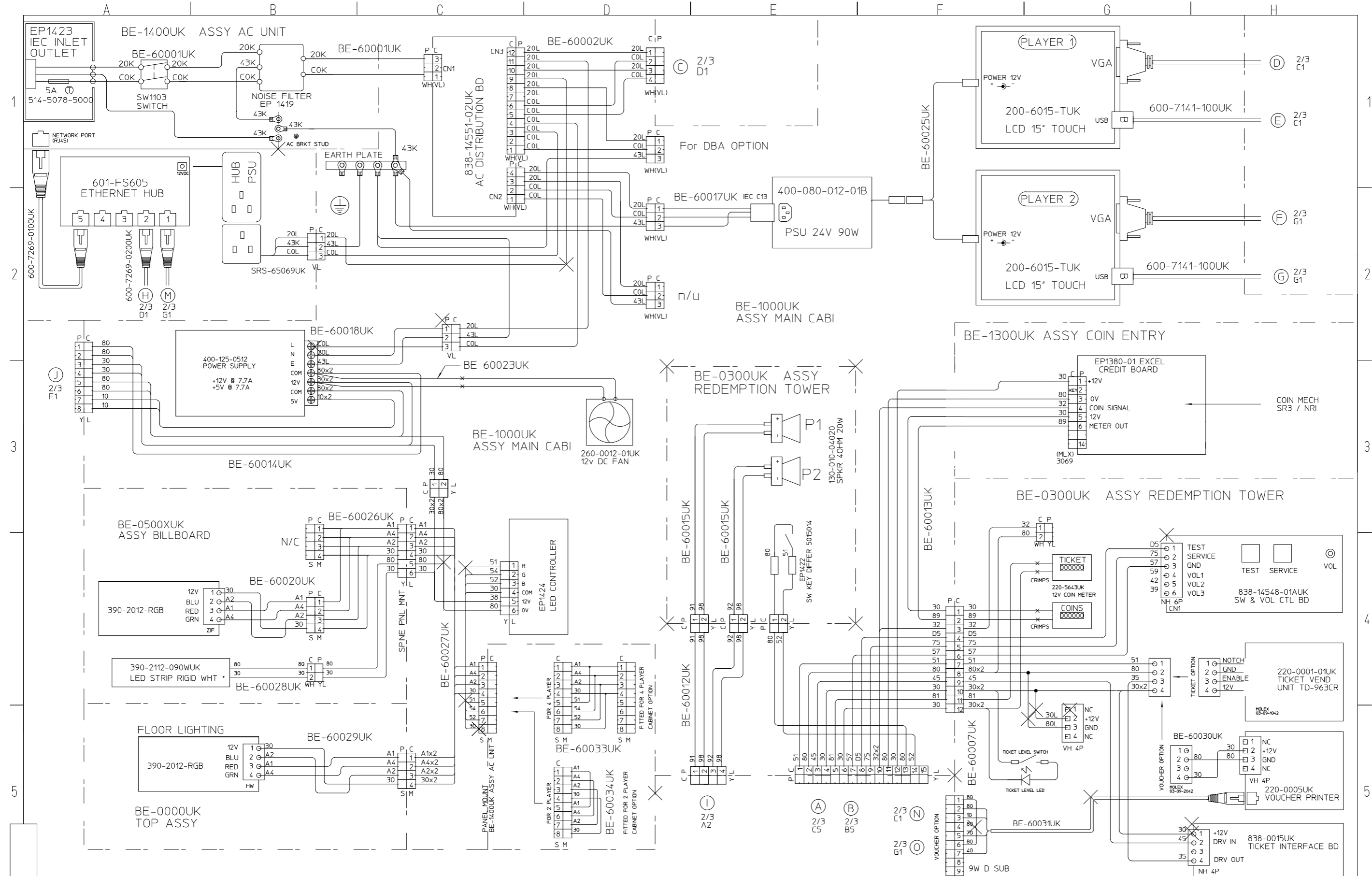
If the right-hand side numeral of the code is 0, then the wire will be of a single color shown by the left-hand side numeral (see the above).

Note 1: If the right-hand side numeral is not 0, that particular wire has a spiral color code. The left-hand side character shows the base color and the right-hand side one, the spiral color.



Note 2: The character following the wire color code indicates the size of the wire.

| | |
|--------|-------|
| U: | AWG16 |
| K: | AWG18 |
| L: | AWG20 |
| None : | AWG22 |

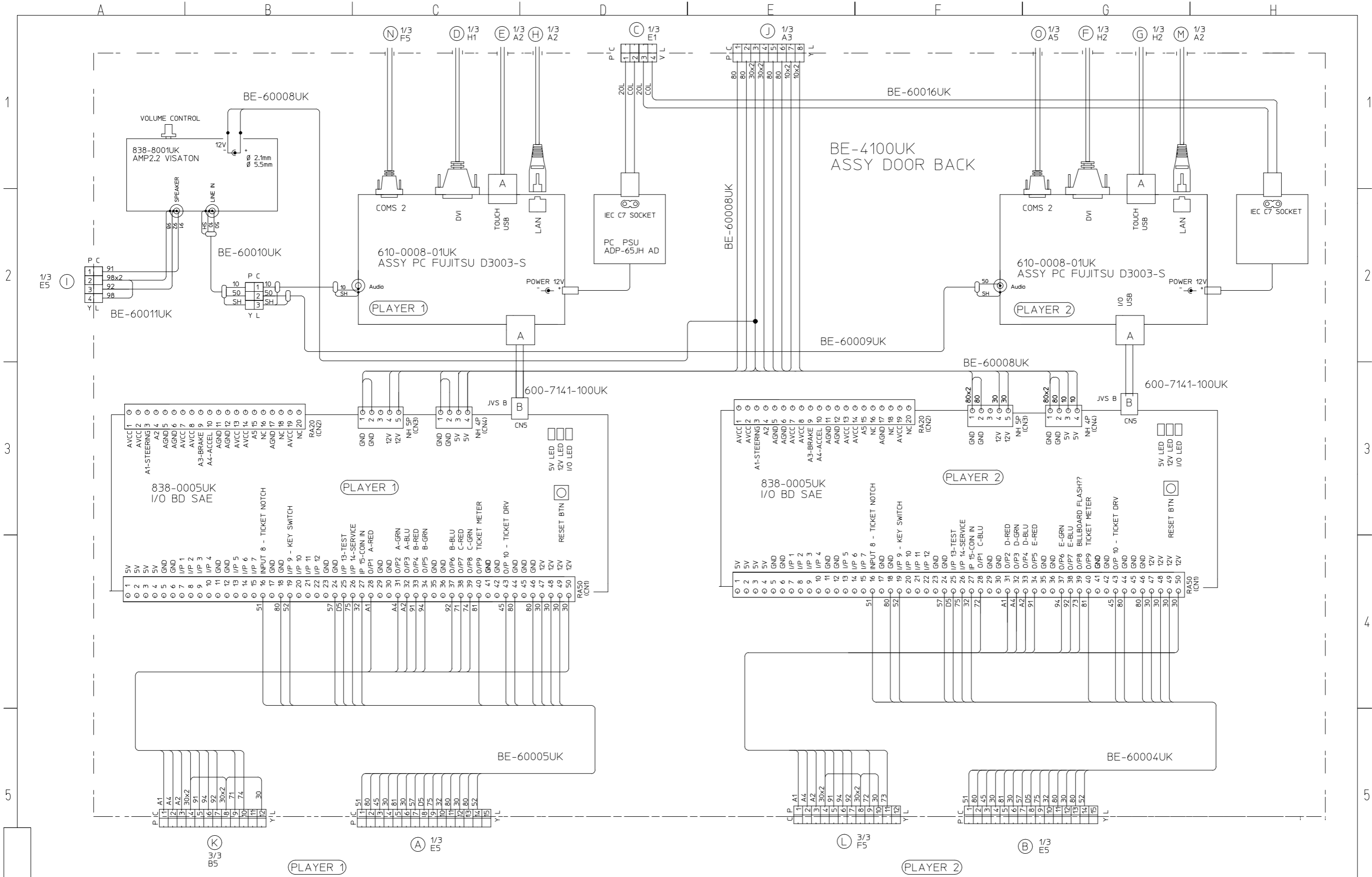


| | | |
|----------|------------|---------------|
| 1 RED | 8 BLACK | E LIGHT GREEN |
| 2 BLUE | 9 GREY | |
| 3 YELLOW | A PINK | |
| 4 GREEN | B SKY BLUE | |
| 5 WHITE | C BROWN | |
| 7 ORANGE | D PURPLE | |

| | | | |
|-----------------|---------------|---------------|---------------|
| U AWG 16 UL1015 | AWG 18 UL1015 | AWG 20 UL1007 | AWG 22 UL1007 |
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BE 1/3
PART NO.

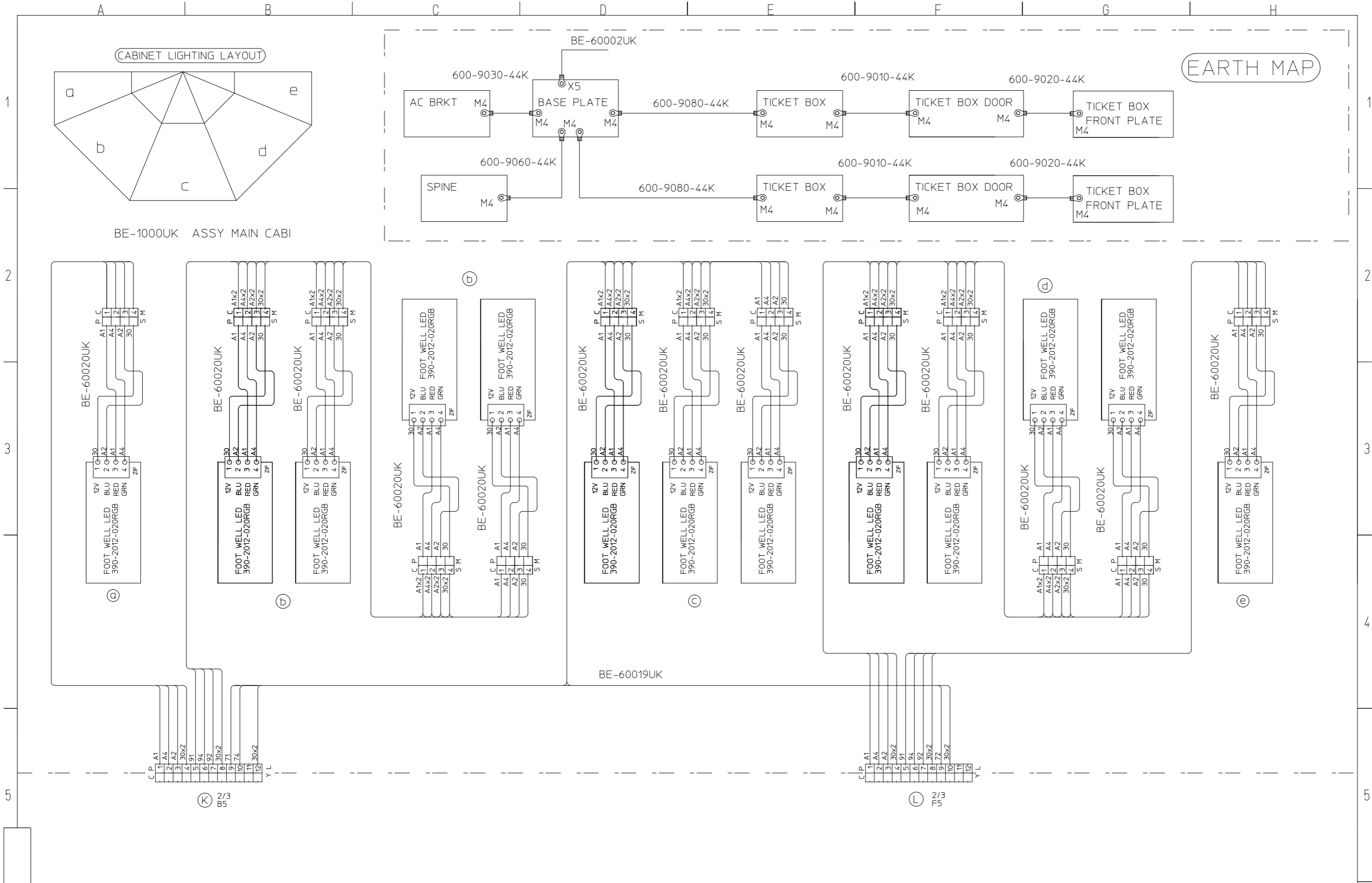


| | | |
|----------|------------|-----------------|
| 1 RED | 8 BLACK | E LIGHT GREEN |
| 2 BLUE | 9 GREY | |
| 3 YELLOW | A PINK | |
| 4 GREEN | B SKY BLUE | U AWG 16 UL1015 |
| 5 WHITE | C BROWN | K AWG 18 UL1015 |
| 7 ORANGE | D PURPLE | L AWG 20 UL1007 |
| | | AWG 22 UL1007 |

| | | |
|----------|------|-----------|
| DRAWN | CHKD | TOP LEVEL |
| CW | | |
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ORIGINAL SIZE A3
BE 2/3
PART NO.



| | | | | | |
|---|--------|---|----------|---|---------------|
| 1 | RED | 8 | BLACK | E | LIGHT GREEN |
| 2 | BLUE | 9 | GREY | | |
| 3 | YELLOW | A | PINK | | |
| 4 | GREEN | B | SKY BLUE | U | AWG 16 UL1015 |
| 5 | WHITE | C | BROWN | K | AWG 18 UL1015 |
| 7 | ORANGE | D | PURPLE | L | AWG 20 UL1007 |
| | | | | | AWG 22 UL1007 |

| | | |
|----------|------|-----------|
| DRAWN | CHKD | TOP LEVEL |
| CW | | |
| 06/02/12 | | |

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ORIGINAL SIZE
A3
BE
3/3
PART NO.