Operator Manual



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PRECAUTIONS BEFORE USE

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

For safety reasons.

The following suggestions should be adhered to:



WARNING

Disregarding could result in serious injury.



A CAUTION

Disregarding could result in injury or product damage.

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



Indicates that care should be taken.



Indicates a matter which must be performend.



Forbidden.

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

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

Qualified in-shop maintenance person

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

Industry specialist

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

♣ PRECAUTIONS FOR USE

A WARNING

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

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

This machine is for indoor use only. Do not install outside.	
Do not place the machine near emergency exits.	
Protect the machine from:	
Rain or moisture.	
Direct sunlight	
Direct heat from air-conditioning and heating equipment, etc.	
Hazardous flamable substances.	
failure to observe these warnings may result in injury, accidental damage or ma	Ifunction
Do not place containers holding chemicals or water on or near the machine.	\Diamond
Do not place object near the ventilating holes.	
Do not bend the power cord or place heavy objects upon it.	\bigcirc
Never connect or disconnect the power cord with wet hands.	
Never remove the power by pulling the power cord, always use the power sw.	0

♣ PRECAUTIONS FOR USE

A CAUTION

Be sure to use indoor wiring within the speified voltage requirements. It is not recommended to use extension cables. If for some reason an extension cable must be used then please ensure that the rating of the extension cable matches that of the machine specifications or greater. Never use a multi-connection extension cable.

Be sure to use the attached power cord.	0
Do not lay the power cord where people walk through.	\Diamond
Be sure to gound this product.	•
Do not exert excessive force when moving the machine.	\bigcirc

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

Do not alter the system related dipswitch settings.

PRECAUTIONS FOR USE

A CAUTION

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



Using the machine in abnormal conditions may result in a fire hazard or accidents.

In case of abnormality

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

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



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



In handling the power cord, follow the instructions below.



- Do not damage the power cord.
- Do not bend the power cord.
- Do not heat the power cord.
- Do not bind the power cord.
- Do not sandwich the power cord.
- Do not modify the power cord.
- Do not twist the power cord.
- Do not pull the power cord.
- Do not stand on the power cord.
- Do not drive a nail into the power
 cord

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



A CAUTION

Do not use this machine anywhere other that industrial areas.



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

When opening or closing the glass door, always hold the glass with one hand and move the door gently. If the glass door is opened or closed carelessly, your hand or fingers may get trapped or pinched or the glass may smash.

When moving the machine, do not push the glass section. Tempered glass is used but it can still smash if pressed hard. If the glass smashes, personal injury can occur to the player or bystanders.

For safety reasons, do not allow any of the following people to play the game.

- Those who have high blood pressure or heart problem.
- Those who are intoxicated or under the influence of drugs.
- Pregnant women.
- Those who are not in good health.
- Thiose who have experienced muscle convulsions or loss of consciousness when playing video games, etc.
- 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.
- Those who have neck or spinal cord problems.

To avoid injury from falls and electric shock due to spilled drinks, instruct the player not to place items such as drinks on the machine.

To avoid electric shocks and short circuits, do not allow customers to put hands, fingers or extraneous matter into the openings of the machine or small opening in our around the doors

To avoid falls and resulting injury, immediately stop the customer from leaning against or climbing upon the machine.

Instruct gardians of small children to keep an eye on their children at all times.

Children cannot sense danger. Allowing small children to get near a player who is playing the game may result in the child being bumped, stuck or knocked.

PRECAUTIONS FOR USE

WARNING

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



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

Opening inside the machine shall be done by a machine specialist or engineer qualified to do so as high current and voltages are present inside.

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



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



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

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

A CAUTION

Components in the game are sensitive to vibrations and impact. Care should be used when moving and transporting the game machine. Be sure not to let the machine tip over.

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



Before moving take the machine, off the levelers and move it on the casters. Avoid excessive force while moving the machine.



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



OPERATOR NOTICE

This prize offering game device has many settings and operator options to accommodate various marketing concepts, a wide range of prizes, and use in International Territories and throughout the United States.

In the US individual state statutes and local jurisdiction codes can impact payment required amusement themed and designed games offering prizes, including the type and value of the prizes. Further the degree of skill requirements vary. Not all settings and options are suitable for every jurisdiction.

Your Responsibility as an Operator

It is solely your responsibility as the operator of the game to fully comply with laws, regulations and prize value and type limitations in the jurisdiction where you place and offer this game to the public. (Contact your legal adviser).
SKILL CONSIDERATIONS: Generally the greater the degree of control that players have as to the movements of the retrieval tool the more likely that the element of "skill" will be present. This infers that the prizes offered are retrievable at any point in time when the skill requirement is achieved in accord with posted rules of play.
Test at each service that all player controls and the machinery work and track smoothly and time and rules display are fully visible and working.
If the machine is ever moved or violently bumped or tilted then it is recommended that the machine is re-calibrated.
Good maintenance and cleaning of the game and cabinetry is good business and enhances your sales. A poorly maintained machine may not continue to work in the way in which it was designed.
Tips and notices to players should be posted behind a protective cover or glass and easily viewed from the player's position.
Do not alter the machine's CPU board, circuitry, components, or change the EPROM software without the manufacturer's authorization. Doing so can result in criminal or civil liabilities, and void your factory warranty.
Do not alter or modify this machine in any shape or form other than that described in the manual. Doing so can result in criminal or civil liabilities, and void your factory warranty.
Neither manufacturer nor the distributor is responsible for any losses of prizes from this machine. It is the responsibility of the operator to set up that machine in accordance with the manual and maintain a level of security around the machine adequate for the level of prizes contained therein.

If you have questions or need technical assistance call the manufacturer or your authorized distributor for guidance.

WARNING

Servicing and maintenance work of the contents herein stated should be performed by the SERVICEMAN stipulated as per IEC Standard. Those who do not have technical expertise and knowledge other than the SERVICEMAN are not allowed to perform the work herein stated. Executing aforementioned work by such non-technical personnel can cause serious accidents that may endanger life.

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 of-

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.



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COMPONENT LIST

1 List of Components

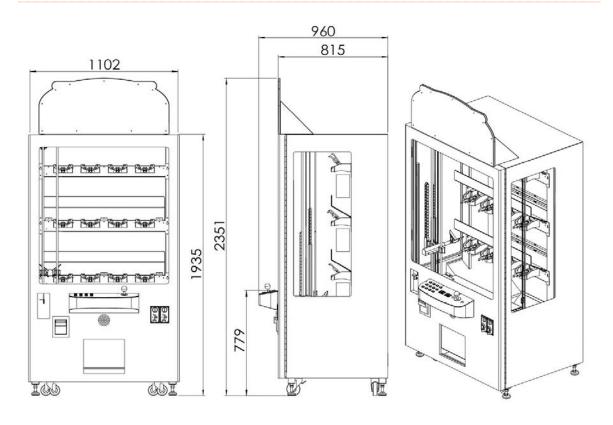
ITEM	DESCRIPTION	PICTURE
a. KEY	QT'Y: 2 REMARK: 2735 x 2	
b. Power line	QT'Y: 1 REMARK: Plug form according area.	
c. Manual	QT'Y: 1 pc REMARK:	Manual Manual
d. Z-axis Calibration Gauge	QT'Y: 1 pc REMARK:	
e. LED Controller	QT'Y: 1 pc REMARK:	
f. Topper Marquee Base	QT'Y: 1 pc REMARK:	

2 ABOUT THE MACHINE

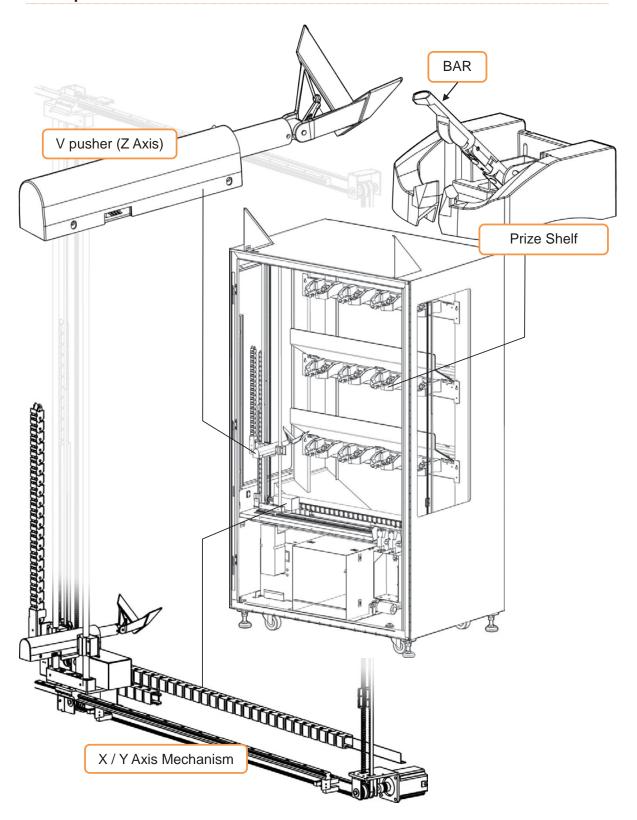
1 Specification

a.	Voltage & Frequency	Voltage: 100V \ 110V \ 220V \ 240V (Refer to Specification Label) Frequency: 50/60HZ
b.	Dimension	(W)1102 x (D)960 x (H)2351 mm
C.	Weight	260 kg
d.	User	1 person
e.	Environment	Weather Protected Environment
f.	Temperature	0°C~40°C
g.	Humidity	10%~70%
h.	Power Consumption	Maximum: 600W

2 Dimension



3 Disposition In Cabinet



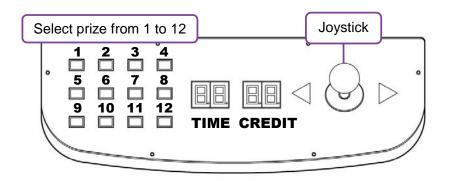
3 GAME INTRODUCTION

3-1 HOW TO PLAY

Game Instruction:

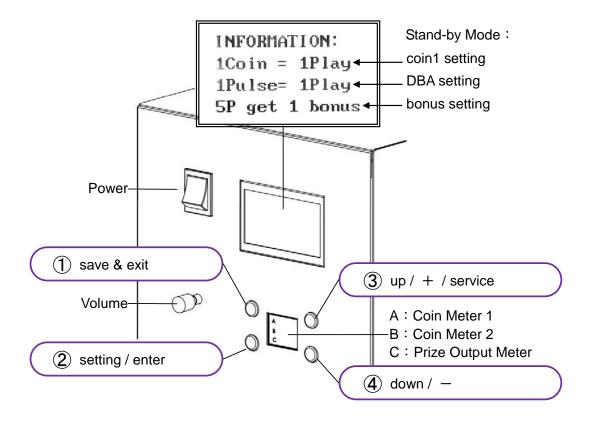
- (1) Insert coin(s)
- (2) Push the buttons from 1 to 12 to select prize
- (3) "V" bar moves to game position of the selected prize.
- (4) V bar (Z axis) pushes out and then counts down for 3 seconds. After countdown, V bar rises and also moves left or right.
- (5) To control V bar moving left or right and make it lifting the prize bar on the preferred prize shelf. Make the prize bar dropping through the breach on the prize shelf to win the prize.
- (6) Game will be over as V bar reached the top limit of each level.

Console Box



3-2 SYSTEM SETTINGS

> Electronic Counter



➤ Calibration Mode:

Addition mode before machine booting:

(Keep pressing button→Turn on machine→Release button as display is on)

- ① : Laser positioning calibration) / Confirm mode 。
- 2: Setting mode
- ③: Z axis calibration / Confirm mode
- 4 : Reserved
- 3+4: Machine QC mode

3-3 SETTINGS MENU

- (1) In stand-by mode, press "setting" button or keep pressing "setting" button and turn on the machine to enter setting menu.
- 1 3 ↑ + Setting 2 4 ↓ -

(2) 5 primary items on main menu:

A : SettingB : Difficulty SettingC : BookkeepingD : Hanging GiftE : Sales Data

- (3)(4): select item
- (2): enter
- (1): exit

A: Setting:

A1	:	Coin->Play
A2	:	DBA->Play
А3	:	Bonus Play
A4	:	Game time
A5	:	Demo Music
A6	:	Credit Save
A7	:	Capsule set
A8	:	TILT Credit

- 3 4: select item
- (2): enter
- (1): exit

>A1. Coin Set :

A1: Coin->Play				
1 (1~10) coin=	1(1~10)	play		

- (3) (4): adjust value (1~10)
- 2 : switch coin or play setting
- (1): save & exit

>A2. DBA Set :

A2 : DI	BA-> Play	
1 (1~10)pulse=	1(1~10)	play

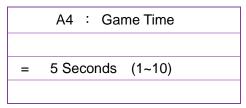
- ③ ④: adjust value (1~10)
- 2: switch coin or play setting
- 1 : save & exit

>A3. Bonus Play:

A3	: Bonus Play
0 (0~10) P	get 1 Bonus

- 3 4: adjust value (1~10)
- ①: save & exit

> A4. Play time : (example : 5 seconds) \circ



- ③ ④: adjust value (1~10)
- 1 : save & exit

>A5 : Demo Music :

A5 : Demo Music
ON = per 5 minutes
Volume= +0 (+0~ - 9)

- ③ ④: adjust value (OFF or ON for demo music enabled per 1~30 minutes)
- 2 : select setting item

Demo music volume : +0 (as loud as game music) ; 9 (volume lower than game music)

1 : save & exit

>A6 : Credit Save :

A6	:	Credit	Save	
= Save / 0	Cle	ear		

③ ④: Change setting (Save / Clear)

Save: To save built credits after rebooting Clear: To cancel all credits after rebooting

1 : save & exit

A7: Capsule set:

A7 : Capsule set		
Dispenser: ON/OFF		
Cap. Error: YES/NO		

③ ④: Change setting②: select setting item

①: save & exit

Dispenser: (ON/OFF) Enable or disable capsule dispenser.

Capsule Error: (YES/NO) Enable or disable error code for capsule dispenser

failure.(error 26)

>A8: TILT Credit:

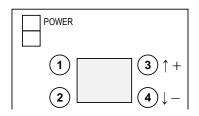
A8	: TILT Credit
= Reserve	e / Deduct

③ ④: Change setting (Reserve / Deduct)

Reserve: When the tilt is activated, credits will be reserved. [Reserved before it starts the game (allow to move the joystick); Deduct after it started the game].

Deduct: When the tilt is activated, credits will be deducted.

1 : save & exit



B: Di culty Setting:

B: Di culty Setting
B1: "A" ROW
B2: "B" ROW
B3: "C" ROW

- (3)(4): select item
- (2): enter
- (1): exit

B1: "A" ROW DIFFICULTY:

	"A" ROW DIFFICULTY	
=	0 1 0 0 (1~9999)	

- $\overbrace{4}$: To increase value
- (3): To decrease value
- (2): Select setting row
- 1): save & exit

>B2: "B" ROW DIFFICULTY:

"B" ROW DIFFICULTY		
=	0100 (1~9999)

POWER	
1	3 ↑+
(<u>2</u>)	

- 4: To increase value
- (3): To decrease value
- (2): Select setting row
- 1: save & exit

>B3: "C" ROW DIFFICULTY:

	"C" RC	W DIFFICULTY
=	0100	(1~9999)

- 4: To increase value
- (3): To decrease value
- (2): Select setting row
- 1: save & exit

C: Bookkeeping:

C : Bookkeeping	
C1>Total Coins Play	
C2>Total Service Play	
C3>"A" Row info.	
C4>"B" Row info.	
C5>"C" Row info.	
C6>Error Code Count	
C7>Reset All data	

- (3)(4): select item
- 2: enter
- 1): exit

>C1: Total Coins Play:

Total Coins Play			
=	0100	(1~65535)	

POWER	
1	3 ↑+
2	4 ↓ −

Keep pressing button 2 for over 2 seconds to reset the value. 1: exit

>C2: Total Service Play:

	Total S	Service Play	
=	0100	(1~65535)	

Keep pressing button (2) for over 2 seconds to reset the value.

(1): exit

>C3: "A" Row info.:

"/	A" Row info.
CA1>>	Game Income
CA2>>	Gift Out
CA3>>	Bank Data
CA4>>	Reset Data

- (3)(4): select item
- (2): enter
- 1): exit

>C4: "B" Row info.:

"E	"B" Row info.	
CB1>>	Game Income	
CB2>>	Gift Out	
CB3>> Bank Data		
CB4>> Reset Data		

- (3)(4): select item
- (2): enter
- (1): exit

>C5: "C" Row info.:

"(C" Row info.
CC1>>	Game Income
CC2>>	Gift Out
CC3>>	Bank Data
CC4>>	Reset Data

POWER	
1	3 ↑+
(2)	(4)↓-

- $\boxed{3}$ $\boxed{4}$: select item
- 2: enter
- \bigcirc exit

>C6: Error Code Count:

Error Co	ode Count
>>Error 01	0
>>Error 02	0
•	
•	
•	
>>Error 25	0

(3)(4): select item

Keep pressing button 2 for 2 seconds Reset Error Code Count

 \bigcirc : exit

C7>Reset All data

C7>Reset All Data	
Reset All Data?	
->NO / YES	

- $\fbox{3}$ $\fbox{4}$: select YES or NO $_{\!\circ}$
- 1 : select YES→Reset All Data & exit

D: Hanging Gift

D : Hanging Gift	
'ENTER'-> Star	
(Any Key ->OFF)	

POWER	
1	3 ↑+
2	

- ② : Open all prize locks. As it is in opening status, all locks can be locked again and then exit by any button. It will alarm and lock automatically after opening for 20 minutes.
- (1) : exit

E: Sales Data:

Sales	s Data
>> NO1	
>> NO2	
>> NO3	
•	
•	
•	
>> NO10	
>>Reset	All

※The data will be saved when operating for over 10 minutes.

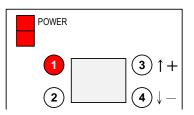
- ③ ④: select item (NO1 the latest; NO10 earliest)
- 2: enter
- $\textcircled{1}:\mathsf{exit}$

>E1: Sales Data NO1~NO10:

Sales Data NO1
>>Time: (m)
>>T-Income :
>>T-play:
>>A1 play :
>>A2 play :
>>A3 play :
>>A4 play :
>>A5 play :
>>B1 play :
>>B2 play :
>>B3 play :
>>B4 play :
>>B5 play :
>>C1 play :
>>C2 play :
>>C3 play :
>>C4 play :
>>C5 play :
>>A1 Gift Out:
>>A2 Gift Out:
>>A3 Gift Out:
>>A4 Gift Out:
>>A5 Gift Out:
>>B1 Gift Out:
>>B2 Gift Out:
>>B3 Gift Out:
>>B4 Gift Out:
>>B5 Gift Out:
>>C1 Gift Out:
>>C2 Gift Out:
>>C3 Gift Out:
>>C4 Gift Out:
>>C5 Gift Out:

3-4 LASER POINTING CALIBRATION / CONFIRM MODE

Addition mode before machine booting : (Keep pressing button ①→Turn on machine→Release button as display is on)



① : Laser positioning calibration/ Confirm mode

LA: Point sensor:

L	A : Point sensor :
>>LA1	Calibration
>>LA2	Check Point
>>LA3	X.Y.OFFSET

3 4: select item

②: enter

(1) : exit

LA1: Point sensor Calibration:

LA1: Calibration:
'ENTER'-> Start

②: enter

 \bigcirc : exit

Press button ② to start auto-calibration and save calibration value after calibration finished.

LA2: Point sensor Check:

L	.A2: Check Point:
>LA21	All Points
>LA22	Single Point

1 3 ↑ +

3 4: select item

②: enter

 \bigcirc : exit

LA21: Check All Point

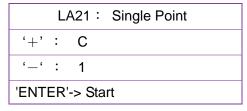
LA21: All Points
'ENTER'-> Start

2 : enter1 : exit

Press button ②to start auto-confirmation. V bar moves toward right and push all prize bars to winning position from:

C1→C2→C3→C4→ B1→B2→B3→B4→ A1→A2→A3→A4→

LA22: Check Single Point





4: "-" switch prize shelf $1 \rightarrow 2 \rightarrow 3 \rightarrow 4 \rightarrow$

2: enter

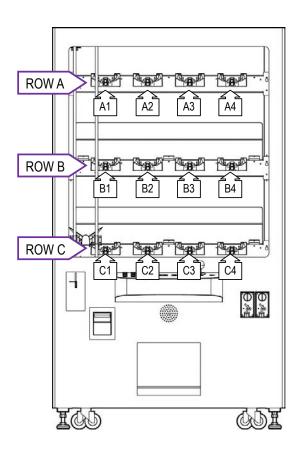
(1) : exit

Press button ② to start auto-confirmation. V bar moves toward right and push all prize bars to winning position.

LA3: X.Y. OFFSET: (If V bar fail to get in datum point when operating LA2 calibration, it needs to be adjusted to the datum point. The imperceptible adjustment is only for all 12 prize shelves, it can be adjusted individually.)

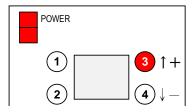
LA3 X.Y.OFFSET
X=(+/-) 0 (1~10)
Y=(+/-) 0 (1~10)

- ③: "+" Increase value for value "X" to make the datum point moving right or value "Y" to make it rising. Value rate:+1=0.56mm and the maximum is +10=5.6mm.
- ④: "—"Decrease value for value "X" to make the datum point moving left or value "Y" to make it lowering. Value rate:+1=0.56mm and the maximum is +10=5.6mm.
- 2 : Select value "X" or "Y"
- 1 : Save & exit



3-5 ZAXIS CALIBRATION / CONFIRM MODE

Addition mode before machine booting : (Keep pressing button③→Turn on machine→Release button as display is on)



Z Point Calibration:

Z Calibration:
'+' : C
'ENTER'-> Start

③: "+" switch Row C>>B>>A ∘

②: enter

Row C: Z Point Calibration:

Z Point 1

Row C : Z Point 1	
ZC1 Point=	
'+''-' Point Length	
ENTER: CHECK	

③: "+" increase Point Length (value)

④: "−" decrease Point Length (value)

②: check Z axis length. Press button to push and press again to pull.

(1): Enter to Row C - Z Point 2 test

Z Point 2

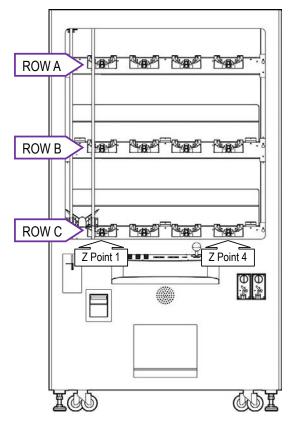
Row C : Z Point 2	
ZC4 Point=	
'+''-' Point Length	
ENTER: CHECK	

 $\ensuremath{\mathfrak{3}}: \text{``+''} \text{ increase Point Length (value)}$

④: "−" decrease Point Length (value)

② : check Z axis length. Press button to push and press again to pull.

1 : save & exit



Row B : Z Point Calibration :

Z Point 1

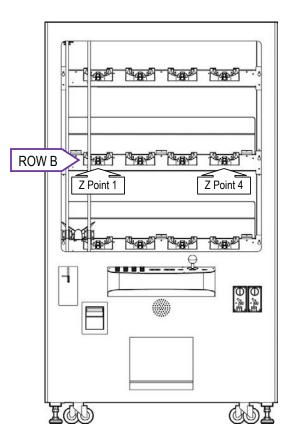
Row B : Z Point 1
ZB1 Point=
'+''-' Point Length
ENTER : CHECK

- 1 3 ↑ +
 2 4 ↓ -
- ③: "+" increase Point Length (value)
- 4: "-" decrease Point Length (value)
- ②: check Z axis length. Press button to push and press again to pull.
- ①: Row B Z Point 2 test

Z Point 2

Row B : Z Point 2	
ZB4 Point=	
'+''-' Point Length	
ENTER : CHECK	

- ③: "+" increase Point Length (value)
- ④: "—" decrease Point Length (value)
- ②: check Z axis length. Press button to push and press again to pull.
- ①: save & exit



Row A: Z Point Calibration:

Z Point 1

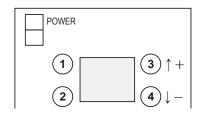
Row A : Z Point 1	
ZA1 Point=	
'+''-' Point Length	
ENTER: CHECK	

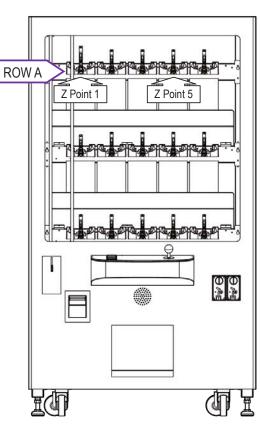
- ③: "+" increase Point Length (value)
- 4: "-" decrease Point Length (value)
- ②: check Z axis length. Press button to push and press again to pull.
- ①: Row B Z Point 2 test

Z Point 2

RowA : Z Point 2	
ZA4 Point=	
'+''-' Point Length	
ENTER: CHECK	

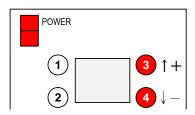
- ③: "+" increase Point Length (value)
- 4: "-" decrease Point Length (value)
- 2: check Z axis length. Press button to push and press again to pull.
- ①: save & exit



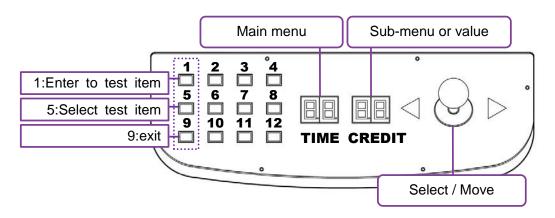


3-6 MACHINE QC MODE

Keep pressing button ③+④→Turn on machine
→Release the buttons when it shows "9999" on display



Display	QC test item
88 88	Panel buttons & display
88 88	Sound Test
88 88	X-MOVE : X axis & SW; Y-MOVE : Y axis & SW
H8 H 8	Z-MOVE : Z axis & SW
S8 88	GIFT DOOR : motor & sensor
68 88	GIFT SENSOR : 12 sensors
88 88	COIN : coin selector, counter & POINT SENSOR & DIPSW -



Main menu : select item by joystick

[TIME display] $: 10 \rightarrow 20 \rightarrow 30 \rightarrow 40 \rightarrow 50 \rightarrow 60 \rightarrow 70 \rightarrow 10$

Press button "1" to enter the item •

1. test for buttons & display:

Press button "1" to enter the item

- (1) It shows TIME CREDIT
 - 1) Push joystick right → Left and right LED are on and display shows from 1111 to 9999.
 - 2) Push joystick left \rightarrow Left and right LED are on and display shows from 9999 to 1111.
 - 3) Press prize buttons \rightarrow The LED of pressed button will be on.
 - 4) Press prize button "9" for 2 seconds to exit the test and return to main menu.
- 2. Sound Test:

Press button "1" to enter the item:

- (1) Press button "5" to switch sound track $[21] \rightarrow [22] \rightarrow [23] \rightarrow [21]...$
 - TIME CREDIT: IC1-ROM1
 - 22 81 : IC2-ROM1
 - ILC2-ROM2
- (2) Press button "1" to play the sound track
- (3) Select sub-menu by joystick : $[01] \rightarrow [02] \rightarrow [03] \dots \rightarrow [10]$ (sound track No.)
- (4) Press button "9" to exit and return to main menu

test for X \ Y axis motor & SW:

Press button "1" to enter the item:

- (1) test for X-axis motor & SW:
 - 1) Press button "1" or "5" to switch motor : [31] X-axis $\leftarrow \rightarrow$ [32] Y-axis
 - 2) Move the motor by joystick (It will show steps of motor movement on display if X-axis starts moving from original position)

As left sensor activated:



As right sensor activated:



TIME CREDIT

No sensor activated:



TIME CREDI

- 3) Press button "9" to exit and return to main menu
- (2) BB FB test for Y-axis motor & SW:
 - 1) The test only work as Y-axis falls to its original position
 - 2) Move the motor by joystick (it will show steps of motor movement on display)

As down sensor activated :





TIME CREDIT

No sensor activated:



88

- 3) Press button "1" or "5" to switch motor : [31] X-axis $\leftarrow \rightarrow$ [32] Y-axis
- 4) Press button "9" to exit and return to main menu

test for Z-axis (V bar pusher) motor & SW: Press button "1" to enter the item: TIME CREDIT (1) Move the motor by joystick (It will show steps of motor movement on display if Z-axis starts moving from original position) As original position sensor activated: As front sensor activated: No sensor activated: (2) Press button "9" to exit and return to main menu test for GIFT DOOR motor & sensor : Press button "1" to enter the item: (1) Move the GIFT DOOR motor by joystick Right for door open: TIME CREDIT Left for door close: Open sensor activated: Close sensor activated: No sensor activated:

(2) Press button "9" to exit and return to main menu

6. **B** test for GIFT SENSOR :

Press button "1" to enter the item:

Press button "5" to switch : $[61] \rightarrow [62] \rightarrow [63] \rightarrow [64] \rightarrow [61]...$

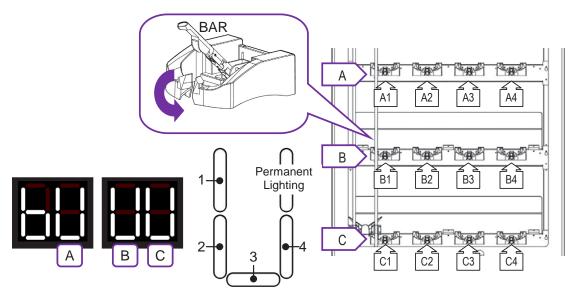
(1) Row A prize lock test :

Press button"1" to test → button "1" light on

: Prize unlocked and sensor on (Remark : UL= UnLuck)

: Prize locked and sensor off

- (2) Row B prize lock test: the same as Row A test
- (3) Row C prize lock test: the same as Row A test
- (4) Gift sensor test: A x 5 sensors; B x 5 sensors; C x 5 sensors
 - 1) Press "1" to test → button "1" light on and all prize row unlocked
 - 2) To test gift sensors by releasing bars. As bar released, it will show the position on display accordingly.



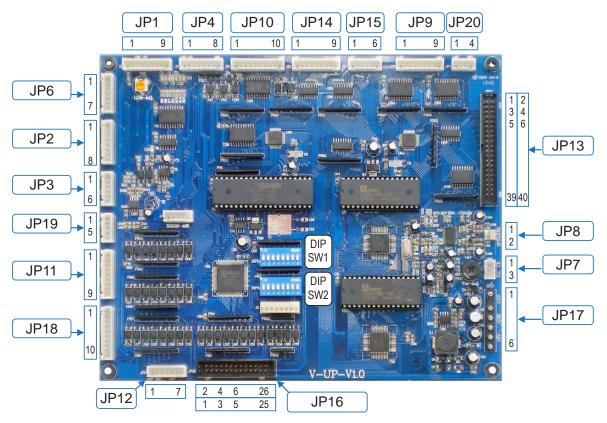
(5) Press button "9" to exit and return to main menu

7. Test for coin selector, counter, point sensor, and DIPSW

Press button "1" to enter the item:

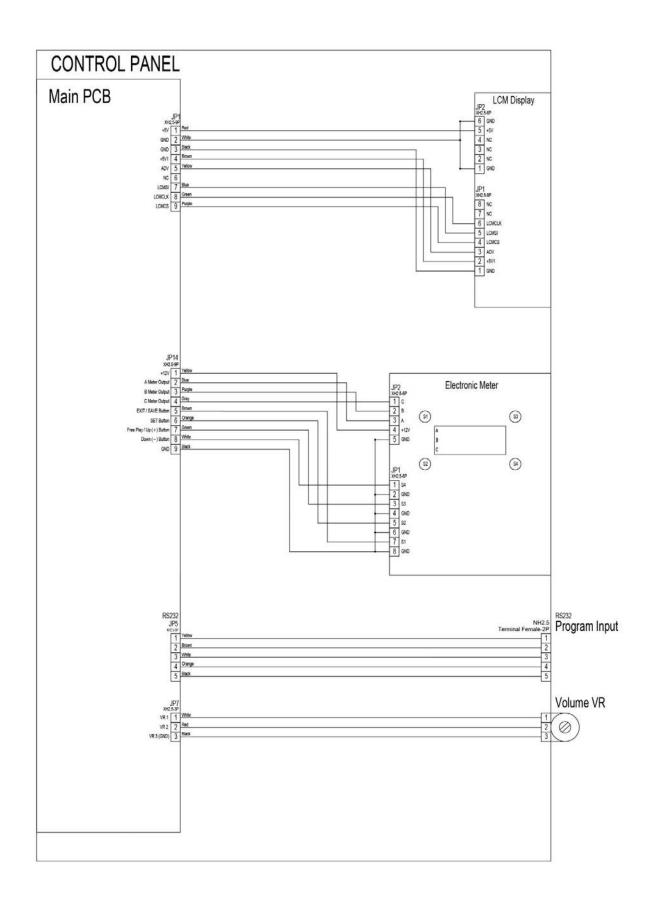
- (1) test for coin selector & meter :
 - 1) Insert coins to test
 - 2) Press button "5" to switch: [71: coin selector] → [72: POINT SENSOR] → [73: DIPSW]
 - 3) Press button "9" to exit and return to main menu
- (2) Rest POINT SENSOR:
 - 1) Check laser from the sensor by reflection sticker.
 - : CREDIT display [11] for reflection activated properly.
 - 2) Press button "5" to switch : [71 : coin selector] → [72 : POINT SENSOR] → [73 : DIPSW]
 - 3) Press button "9" to exit and return to main menu
- (3) test for DIPSW :
 - 1) Press button "1" to test
 - 2) Press button "5" to switch : [71 : coin selector] → [72 : POINT SENSOR] → [73 : DIPSW]
 - 3) Press button "9" to exit and return to main menu

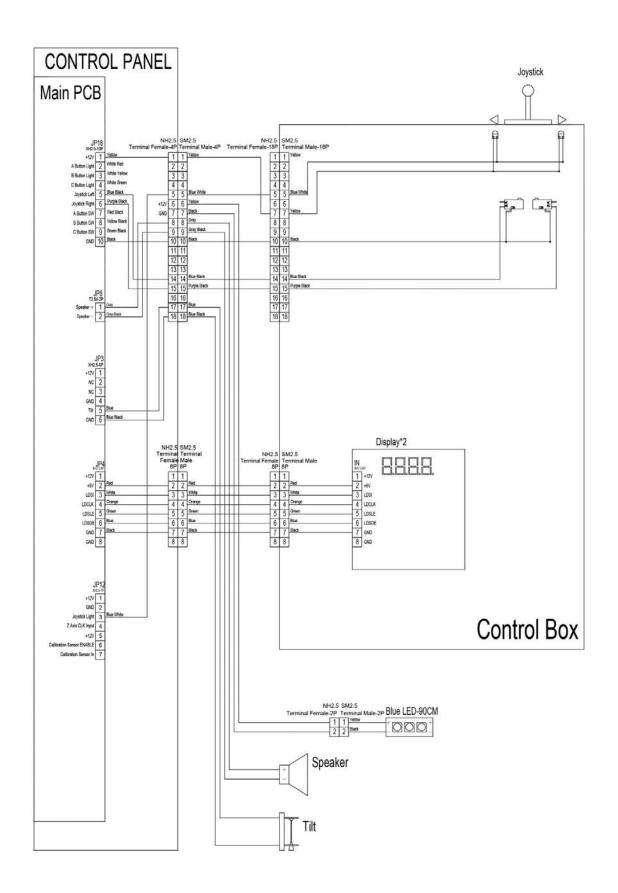
4 WIRING DIAGRAM

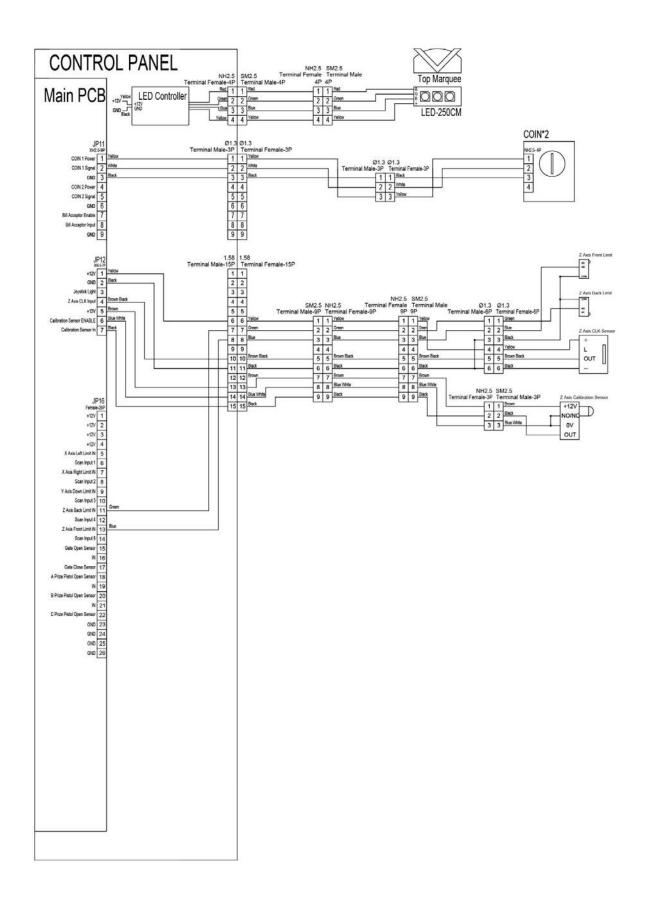


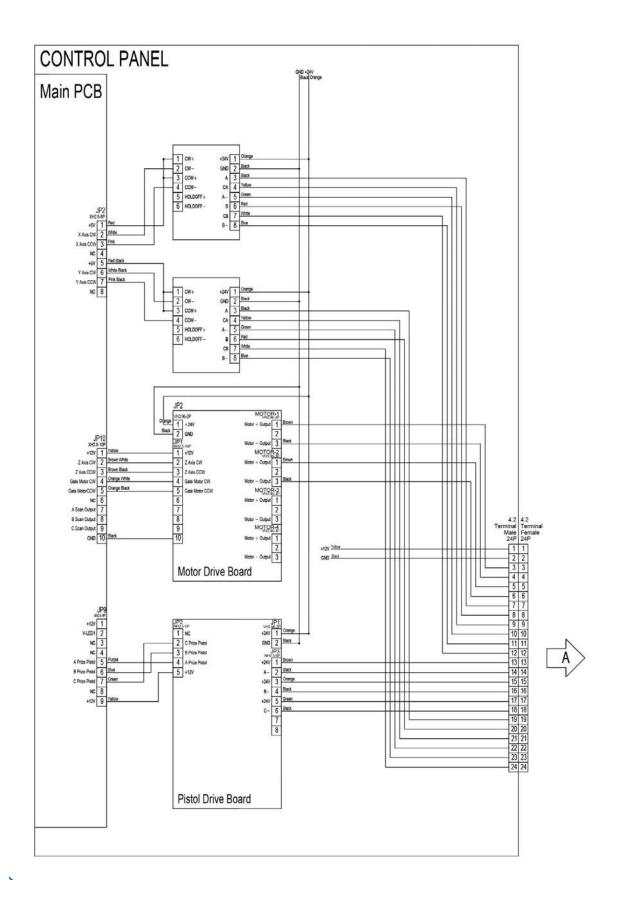
JP1	JP2	JP3	JP4
(LCM)	(Stepping Motor)	(Tilt)	(Display)
1. (Red)+5V 2. (Black)GND 3. (Black)GND 4. (Orange)+5V1 5. (Yellow)ADV 6. NC 7. LCMSI 8. LCMCLK 9. LCMCS	1. +5V 2. X Axis CW 3. X Axis CCW 4. X Axis HOLD 5. +5V 6. Y Axis CW 7. Y Axis CCW 8. Y Axis HOLD	1. +12V 2. Reserved 3. IN Reserved 4. GND 5. Tilt IN 6. GND	1. +12V 2. +5V 3. LDSI 4. LDCLK 5. LDSLE 6. LDSOE 7. GND 8. GND
JP6	JP7	JP8	JP9
(SPI Output-reserved)	(Volume)	(Speaker)	(LED – Magnetic piston)
	1. VR1 2. VR2 3. VR3(GND)	1. SP+ 2. SP	1. +12V(Yellow) 2. Z-LED Out put 1 3. Reserved 4. Reserved 5. Prize Piston A 6. Prize Piston B 7. Prize Piston C 8. Reserved 9. +12V

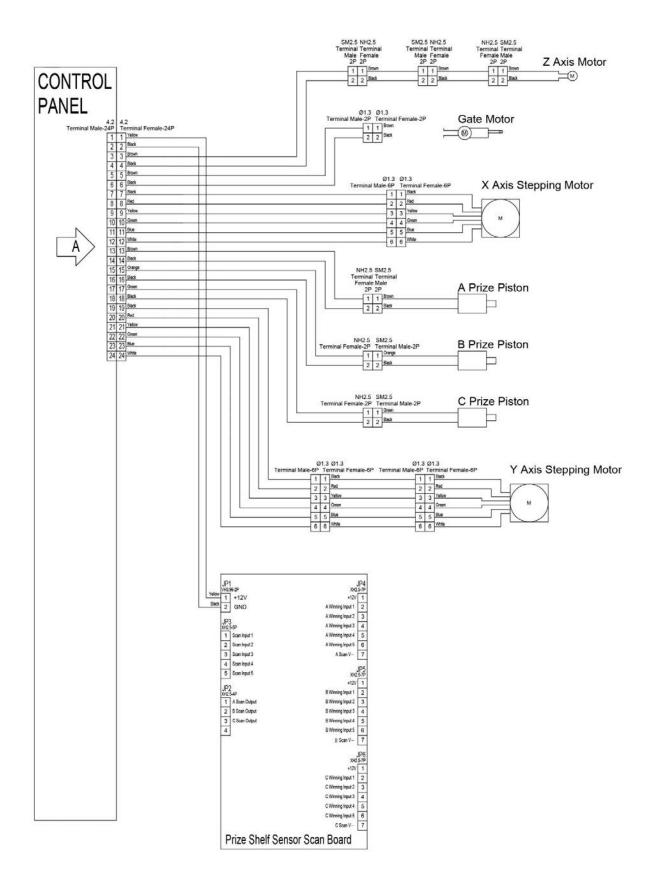
JP10 (DC Motor Drive Board)	JP11 (Coin Selector, Bill Acceptor)	JP12 (Laser Calibration)	JP14 (Counter)
1. (Yellow)+12V 2. Z Axis CW 3. Z Axis CCW 4. Gate Motor CW 5. Gate Motor CCW 6. Reserved 7. Winning Scan Output 1 8. Winning Scan Output 2 9. Winning Scan Output 3 10. GND	1. V+(Coin Selector 1 Output) 2. Coin selector 1 Input 3. GND 4. V+(Coin Selector 2 Output) 5. Coin selector 2 Input 6. GND 7. BA Enable Output 8. BA Input 9. GND	1. +12V 2. GND 3. Joystick LED 4. Z Axis CLK Input 5. +12V 6. Laser ENABLE 7. Laser IN	1. (Yellow)+12V 2. Counter 1 Output 3. Counter 2 Output 4. Output Counter Output 5. EXIT Button 6. SET Button 7. UP(+) Button 8. DOWN(-) Button 9. GND
JP13 (Prize Buttor	ns – Input & Output)	JP15 (Capsule)	JP17 (Power Input)
1. +12V 3. +12V 5. Prize Button A1-SW Input 7. Prize Button A2-SW Input 9. Prize Button A3-SW Input 11. Prize Button A4-SW Input	1. +12V 3. +12V 5. Prize Button A1-SW Input 7. Prize Button A2-SW Input 9. Prize Button A3-SW Input 10. Prize Button A3 LED		1. (Yellow)+12V 2. (Yellow)+12V 3. (Black)GND 4. (Black)GND 5. 6.
13. Reserved15. Prize Button B1-SW Input	14. Reserved 16. Prize Button B1 LED	JP16 (Position	oning Sensor)
17. Prize Button B1-SW Input 19. Prize Button B3-SW Input 21. Prize Button B4-SW Input 23. Reserved 25. Prize Button C1-SW Input 27. Prize Button C2-SW Input 29. Prize Button C3-SW Input 31. Prize Button C4-SW Input 33. Reserved 35. Reserved 37.GND 39.GND		1.+12V 3.+12V 5.X Axis Left Sensor IN 7.X Axis Right Sensor IN 9.Y Axis Down Sensor IN 11.Z Axis Back SW 13.Z Axis Front SW 15.Gate Open SW 17.Gate Close SW 19 21 23.GND 25.GND	2.+12V 4.+12V 6. Winning Scan Input 1 8. Winning Scan Input 2 10. Winning Scan Input 3 12. Winning Scan Input 4 14. Winning Scan Input 5 16. 18. Row A Prize Lock SW 20. Row B Prize Lock SW 22. Row C Prize Lock SW 24.GND 26.GND
JP18 (Panel, Button, Joystick)	JP19 (Ticket Dispenser)	JP20 (Reserved)	
1. (Yellow)+12V 2. Reserved 3. Reserved 4. Reserved 5. Joystick Left SW 6. Joystick Right SW 7. Reserved 8. Reserved 9. Reserved 10. GND	1. +12V 2. GND(Black) 3. Ticket Enable (Yenox) 4. Ticket Sensor 5. Ticket Enable (Tecway)	1. +12V(Yellow) 2. Output 1 3. Input 1 4. GND	

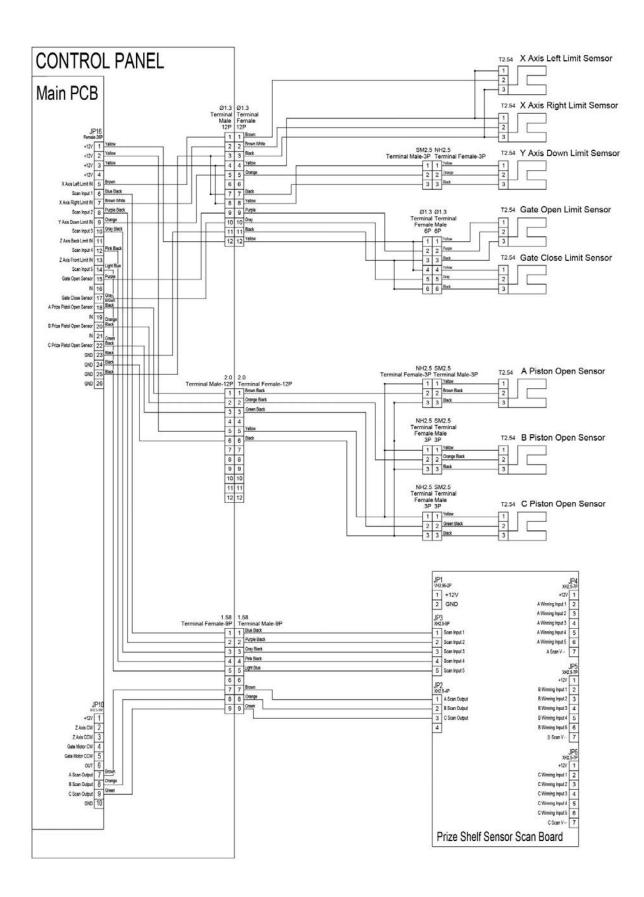


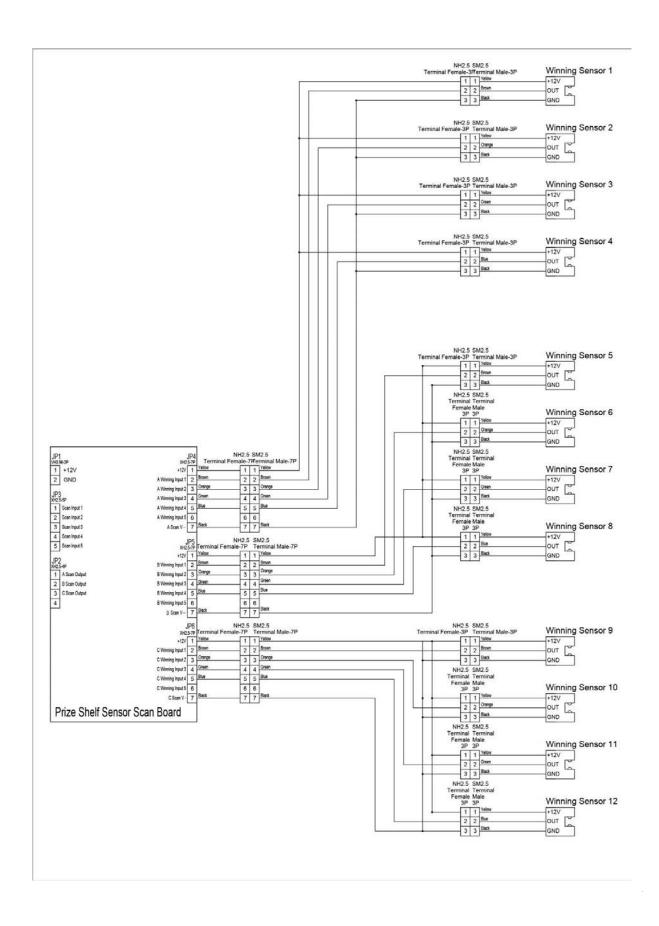


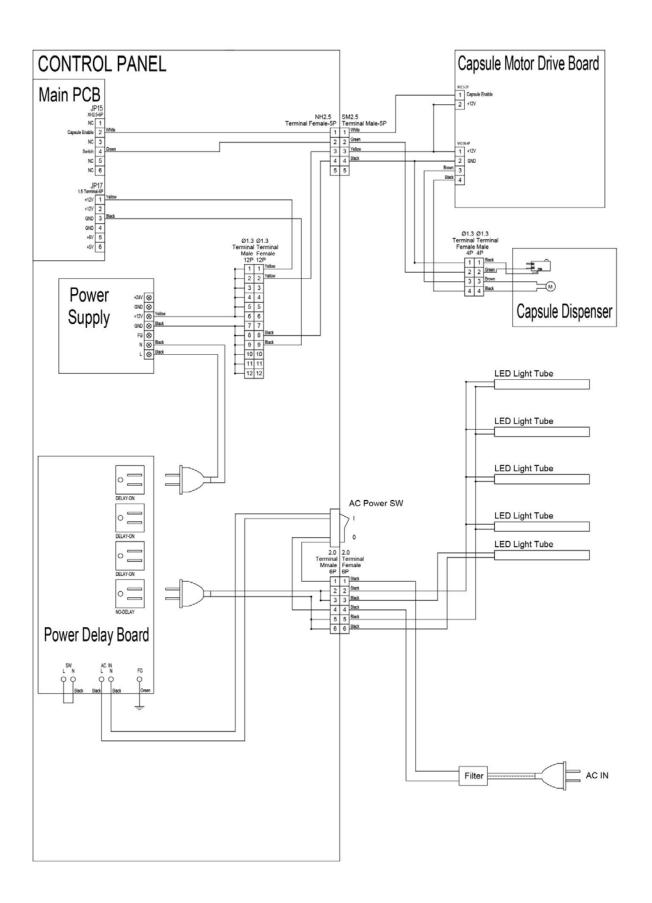


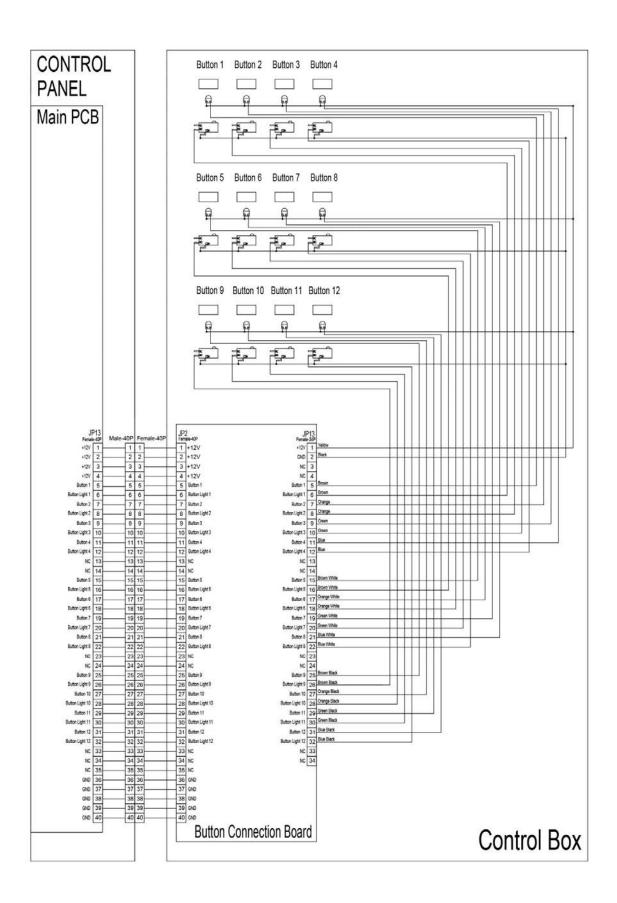












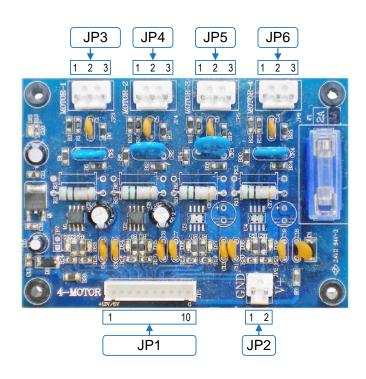
2 DIP SW SETTING

DIP SW 1 (Reserved)						1=	ON 0	=OFF
	1	2	3	4	5	6	7	8
	0	0	0	0	0	0	0	0

DIP SW 2

		1	2	3	4	5	6	7	8
X,Y point will return to initial value	YES								1
	NO								0

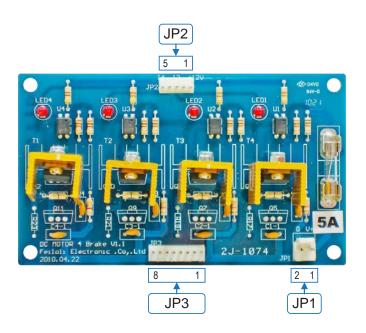
^{*}Please reboot the machine when DIP switch setting has been changed



JP1(Control Input)	JP2(Power Input)	JP3 (Z Axis Motor Output)	JP4 (Gate Motor Output)
1. +12V 2. Z Axis Motor CW 3. Z Axis Motor CCW 4. Gate Motor CW 5. Gate Motor CCW 6. 7. 8. 9. 10. GND	1. GND 2. +24V	1. Motor + 2. X 3. Motor -	1. Motor + 2. X 3. Motor -
JP5 (Reserved)	JP6 (Reserved)		
1. X	1. X		
2. X 3. X	2. X 3. X		



OUT	IN
1. +12V 2. +5V 3. LDSO 4. LDCLK 5. LDSLE 6. LDSOE 7. GND	1. +12V 2. +5V 3. LDSI 4. LDCLK 5. LDSLE 6. LDSOE 7. GND 8. GND

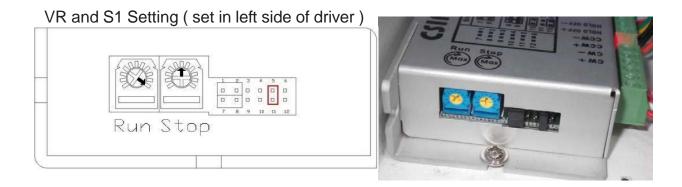


JP1(Power Input)	JP2 (Control Input)	JP3 (Control Output)	
1. +24V 2. GND	1. +24V 2. Row A Prize Lock Pistol 3. Row B Prize Lock Pistol 4. Row C Prize Lock Pistol 5. Reserved	 +24V Row A Prize Lock Pistol V- +24V Row B Prize Lock Pistol V- +24V Row C Prize Lock Pistol V- Reserved Reserved 	

X-axis stepper motor drive set:

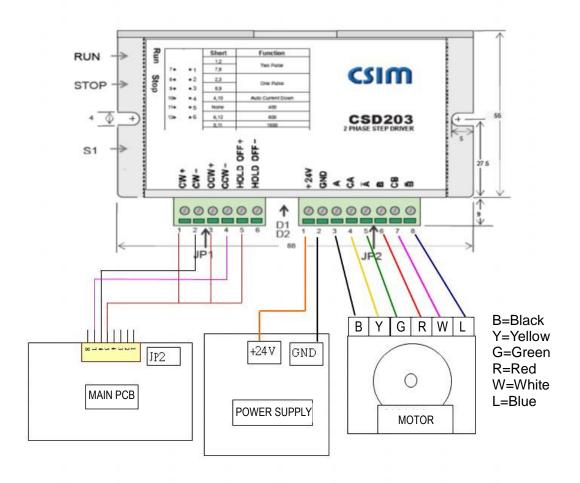
RUN Two Pulse 7 • 8 • 9 • 10 • 11 • 12 • •1 •2 •3 •4 •5 •6 csim Stop 2,3 8,9 One Pulse STOP 4,10 CSD203 2 PHASE STEP DRIVER CW+ CW-CCW+ CCW-HOLD OFF+ **S1** +244 G A A A B B B 00000000 00000 D1 D2 B Y G R W L B=Black +24V Y=Yellow GND JP2 G=Green 0 R=Red MAIN PCB W=White POWER SUPPLY MOTOR L=Blue

X-AXIS STEPPING MOTOR WIRING DIAGRAM

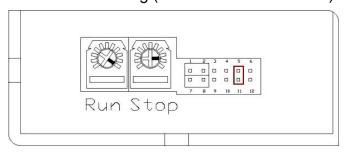


Y-axis stepping motor drive setting:

Y-AXIS STEPPING MOTOR WIRING DIAGRAM



VR and S1 Setting (set in left side of driver)





5 TROUBLESHOOTING & ERROR CODES

TROUBLESHOOTING

1 Error Code

NO.	ERROR ITEM	SOLUTION
01	METER 1 ERROR	1.Check wiring 2.Replace meter
02	METER 2 ERROR	1.Check wiring 2.Replace meter
03	OUTPUT METER ERROR	1.Check wiring 2.Replace meter
04	COIN SELECTOR 1 ERROR	Check NC/NO switch on coin selector. It should be NO.
05	COIN SELECTOR 2 ERROR	Check NC/NO switch on coin selector. It should be NO.
06	PCB MEMORY ERROR (Fail to save)	Replace PCB
07	PCB IO-1 ERROR	Replace PCB
80	PCB IO-2 ERROR	Replace PCB
09	PCB DATA ERROR	Default all settings
10	POSITIONING DATA ERROR	Check calibration
11	X-AXIS ORIGINAL POSITION ERROR	
12	X-AXIS RIGHT SENSOR ERROR	
13	Y-AXIS ORIGINAL POSITION ERROR	
14	Y-AXIS UP SENSOR ERROR	
15	Z-AXIS FRONT SENSOR ERROR	
16	Z-AXIS ORIGINAL SENSOR ERROR	
17	Z-AXIS ROTATING ERROR	
18	A ROW MAGNET VALVE FAIL TO OPEN	
19	B ROW MAGNET VALVE FAIL TO OPEN	
20	C ROW MAGNET VALVE FAIL TO OPEN	
21	X LASER CALIBRATION POINT ERROR	
22	Y LASER CALIBRATION POINT ERROR	
23	PRIZE DOOR OPEN ERROR	
24	PRIZE DOOR CLOSE ERROR	
25	TILT ACTIVATED	
26	OUT OF PRIZE	Refill prizes
27	CAPSULE DISPENSER ERROR	Check capsule dispenser

6

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.

A CAUTION

- It is important for the operation of the game that the KEY mechanism is calibrated and remains calibrated at all times. It is therefore recommended that AUTO CALIBRATION MODE is carried out weekly.
- It is also recommended that AUTO CALIBRATION MODE is performed after the vend of every major prize.
- If the machine is moved or bumped then an AUTO CALIBRATION MODE should be carried out.
- Failure to perform AUTO CALIBRATION MODE after these events may result in a false vend and may reduce the performace of the game.
- For details on calibration methods please refer to section 6.2 of this manual.

WARNING

Do not use a water jet (high pressure washing device) or hose to clean this product.
It was not designed to be cleaned by a water jet. Water could get inside and cause
electrocution or short circuits. The product could also be damaged in such a way that it
is difficult to repair.

Periodic Inspection Table

PERIOD	ITEMS	DESCRIPTION		
As appropriate	CABINET SURFACE	Cleaning		
	LAMPS	Inspection		
Daily	CABINET	Confirm adjusters contact floor		
		Check openings for debris		
Weekly	X Y MECHANISM	Operation		
		Calibration		
	PRIZE ARMS & PRIZES	Check condition/Location		
Monthly	CABINET	Check Internal lighting		
	CONTROLLER	Inspect condition		
		Check operation		
	COIN SELECTOR	Coin switch inspection		
		Coin insertion test		
Every 3 Months	X Y MECHANISM	Inspect gear meshing		
		Apply grease		
	CABINET	Check/Clean Ext Fans		
		Check system settings		
	COIN SELECTOR	Cleaning		
1 year	CPU & PSU	Cleaning		
	POWER PLUG	Inspection, Cleaning		
	CABI INTERIOR	Cleaning		

DESIGN RELATED PARTS (ARTWORK)



Spares and Service Contact Information

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E&)E (Errors and Omissions Excepted)