## Operator Manual



MANUAL VERSION : F23T-FEI-E-VB1.0 PROGRAM VERSION: VUP-B10

## 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:

## A 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.


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.


## A WARNING

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

- This product should not be set up, moved or transported by any one dther 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 mac hine 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 malfunction.

Do not place containers holding chemic als or water on or near the mac hine.


Do not place object near the ventilating holes.


Do not bend the power cord or place heavy objects upon it.


Never connect or disconnect the power cord with wet hands.


Never remove the power by pulling the power cord, always use the power sw.


## 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 attac hed powercord.


Do not lay the power cord where people walk through.

Be sure to gound this product


Do not exert excessive force when moving the machine.


For proper ventilation, keep the machine at least $100 \mathrm{~mm}\left(4^{\prime \prime}\right)$ away from the walls.

Do not alter the system related dipswitch settings.

## PRECAUTIONS FOR USE

## A CAUTION

If there is any abnomality such as smoke, bad smell or abnomal noise being emitted from the machine, immediately tum 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.

## PRECAUTIONS FOR USE

## 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 pinc hed 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 oc cur 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 ouraround the doors.

To avoid falls and resulting injury, immediately stop the c ustomer 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 neara player who is playing the game may result in the child being bumped, stuck or knocked.

## PRECAUTIONS FOR USE

## A WARNING

Be sure to tum OF 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 sevice panel is tumed OFF without tuming OF the main power switch of the power supply unit, some parts in the units remain live. When opening the back door, be sure to tum OFF the main power switch and unplug the power cord from the receptacle.

Strictly refrain from disassembly and repair of parts whic $h$ 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 alc ohol 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 tum 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.


## \& PRECAUTIONS FOR USE

## 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

$\square$ 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).
$\square$ 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.
$\square$ 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.
$\square$ If the machine is ever moved or violently bumped or tilted then it is recommended that the machine is re-calibrated.
$\square$ 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.
$\square \quad$ Tips and notices to players should be posted behind a protective cover or glass and easily viewed from the player's position.
$\square$ 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.
$\square$ 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.
$\square$ 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.

## $\triangle$ 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.

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.


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## 1 COMPONENT LIST

1 List of Components

| ITEM | DESCRIPTION | PICTURE |
| :---: | :---: | :---: |
| a. KEY | QT'Y: 2 <br> REMARK: $2735 \times 2$ |  |
| b. Power line | QT'Y : 1 <br> REMARK: <br> Plug form according area. |  |
| c. Manual | QT'Y: 1 pc REMARK: |  |
| 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 <br> (Refer to Specification Label) |
| :--- | :--- |
| Frequency:50/60HZ |  |

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


Electronic Counter

> Calibration Mode :
Addition mode before machine booting :
(Keep pressing button $\rightarrow$ Turn on machine $\rightarrow$ 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
(1) In stand-by mode, press "setting" button or keep pressing "setting" button and turn on the machine to enter setting menu.
(2) 5 primary items on main menu :

A : Setting
B : Difficulty Setting
C : Bookkeeping
D : Hanging Gift
E : Sales Data
(3) 4): select item
(2): enter

1) : exit

A: Setting:

| A1 $:$ | Coin->Play |
| :--- | :--- | :--- |
| A2 $:$ | DBA->Play |
| A3 $:$ | 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
$>A 1$. Coin Set :

| A1: Coin- $>$ Play |
| :---: |
| $1(1 \sim 10)$ coin $=1(1 \sim 10)$ play |

(3) 4): adjust value (1~10)
(2): switch coin or play setting
(1): save \& exit
$>A 2$. DBA Set :

| A2 : DBA->Play |
| :---: |
| $1(1 \sim 10)$ pulse $=1(1 \sim 10)$ play |


(3) (4): adjust value (1~10)
(2) : switch coin or play setting
(1): save \& exit
$>$ A3. Bonus Play :

| A3 $:$ Bonus Play |
| :---: |
|  |
| $0(0 \sim 10)$ P get 1 Bonus |

(3) (4): adjust value (1~10)
(1) : save \& exit
>A4. Play time : (example: 5 seconds) 。

| A4 $:$ Game Time |
| :---: |
| $=5$ Seconds $(1 \sim 10)$ |

(3) (4): adjust value (1~10)
(1) : save \& exit
>A5: Demo Music :

| $\mathrm{A} 5:$ Demo Music |
| :---: |
| $\mathrm{ON}=\operatorname{per} 5$ minutes |
| Volume $=+0 \quad(+0 \sim-9)$ |

(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 / Clear |

(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 setting
(2) : 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 / 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: Dif culty Setting :

|  | B : Dif 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 |
| :---: |
| $=0100 \quad$ (1~9999) |

[^0]>B2: "B"ROW DIFFICULTY:

| 'B"ROW DIFFICULTY |
| :---: |
| $=0100 \quad(1 \sim 9999)$ |


4): To increase value
3): To decrease value
2): Select setting row
1): save \& exit
>B3: "C"ROW DIFFICULTY:

| "C"ROW DIFFICULTY |
| :---: |
| $=0100 \quad$ (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 |

[^1]>C1: Total Coins Play:

| Total Coins Play |
| :---: |
| $=0100 \quad(1 \sim 65535)$ |



Keep pressing button (2) for over 2 seconds to reset the value.
(1): exit
>C2 : Total Service Play:

| Total Service Play |
| :---: |
| $=0100 \quad(1 \sim 65535)$ |

Keep pressing button (2) for over 2 seconds to reset the value.
(1): exit
>C3: "A"Row info.:

| "A" Row info. |
| :--- |
| CA1>> |
| CA2 $2 \gg$ Gift Out |
| CA3>> Bank Data |
| CA4>> Reset Data |

(3) (4): select item
2): enter

1) : exit
>C4: "B"Row info.:

| "B"Row info. |
| :--- |
| CB1>> |
| CB2 $2 \gg$ |
| CB3 Ift Out |
| CB4>> |

(3) 4): select item
(2): enter

1) : exit
>C5: "C"Row info.:

| "C"Row info. |  |
| :--- | :---: |
| CC1>> |  |
| CC2 $2 \gg$ |  |
| CC3me Income |  |
| CC4>> Out |  |


(3) 4) select item
(2): enter

1) : exit
>C6: Error Code Count:

| Error Code Count |
| :---: |
| >>E rror 01-- 0 |
| >>E rror 02-- 0 |
| - |
| - |
| - |
| >>E rror 25 -- 0 |

(3) 4) select item

Keep pressing button 2 for 2 seconds $\boxtimes$ Reset Error Code Count
(1): exit

C7 $>$ Reset All data

| C $7>$ Reset All Data |
| :---: |
| Reset All Data ? |
| $->$ NO $/$ YES |
|  |

(3) 4): select YES or NO。
(1) : select YES $\rightarrow$ ResetAll Data \& exit
(1) : select $\mathrm{NO} \rightarrow$ exit

D: Hanging Gift

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


(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 Data |
| :---: |
| > $\mathrm{NO}^{\text {l }}$ |
| > NO 2 |
| >> NO 3 |
| - |
| - |
| $\bullet$ |
| >> NOLO |
| >>Reset All |

※The data will be saved when operating for over 10 minutes.
(3) (4) : select item (NO1 - the latest ; NO10 - earliest)
(2) : enter
(1): 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 G ift Out |  |
| >>A3 G ift Out |  |
| >>A4 G ift Out |  |
| >>A5 G ift Out |  |
| >>B1 Gift Out |  |
| >>B2 Gift Out |  |
| >>B3 G ift Out |  |
| >>B4 G ift Out |  |
| >>B5 G ift Out |  |
| >>C 1 Gift Out |  |
| >>C2 Gift Out |  |
| >>C3 Gift Out |  |
| >>C4 Gift Out |  |
| >>C5 Gift Out |  |

Addition mode before machine booting: (Keep pressing button $(1) \rightarrow$ Turn on machine $\rightarrow$ R elease button as display is on)

(1): Laser positioning calibration/ Confirm mode

LA : Point sensor :

| LA $:$ Point sensor : |  |
| :--- | :--- |
| $>$ LA1 | Calibration |
| $\gg$ LA2 | Check Point |
| $>$ LA3 | X.Y.OFFSET |

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

LA1 : P oint sensor Calibration :

| LA1 : Calibration : |
| :---: |
| 'ENTER'-> Start |
|  |

(2) : enter
(1) : exit

Press button (2) to start auto-calibration and save calibration value after calibration finished.
LA2 : P oint sensor Check :

| LA2 : Check P oint : |
| :--- |
| $>$ LA21 $\quad$ All P oints |
| $>$ LA22 |


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

LA21 : Check All Point

| LA21 : All P oints |
| :--- |
| 'ENTER'-> Start |
|  |

(2) : enter
(1) : exit

Press button (2)to start auto-confirmation. V bar moves toward right and push all prize bars to winning position from :
$\mathrm{C} 1 \rightarrow \mathrm{C} 2 \rightarrow \mathrm{C} 3 \rightarrow \mathrm{C} 4 \rightarrow$
$\mathrm{B} 1 \rightarrow \mathrm{~B} 2 \rightarrow \mathrm{~B} 3 \rightarrow \mathrm{~B} 4 \rightarrow$
$\mathrm{A} 1 \rightarrow \mathrm{~A} 2 \rightarrow \mathrm{~A} 3 \rightarrow \mathrm{~A} 4 \rightarrow$

LA22 : Check Single Point

| LA21 : S ingle Point |
| :---: |
| ' + ' : C |
| '-' : 1 |
| 'ENTER '-> Start |


(3): "+" switch R ow $C \rightarrow B \rightarrow A$
(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 $\quad$ X.Y.OFFSET |
| :---: |
| $X=(+/-) 0(1 \sim 10)$ |
| $Y=(+/-) 0$ |$(1 \sim 10)$

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

Addition mode before machine booting : (Keep pressing button(3) $\rightarrow$ Turn on machine $\rightarrow$ Release button as display is on)

## POWER



Z P oint Calibration :

| Z Calibration: |
| :---: |
| ' + ' : $\quad$ C |
|  |
| 'ENTER '-> Start |

(3) : "+" switch Row C $\gg B \gg A$ 。
(2) : enter

Row C:Z Point Calibration :
Z Point 1

| Row C : Z Point 1 |
| :--- |
| ZC1 $\quad$ 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 |


(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 B : Z Point Calibration:

Z Point 1

| Row B : Z Point 1 |
| :--- |
| ZB1 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

| 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 $\quad$ 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 $\quad$ 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


Keep pressing button (3)+(4) $\rightarrow$ Turn on machine $\rightarrow$ Release the buttons when it shows "9999" on display

## POWER

| Display | QC test item |
| :---: | :---: |
| H1 | Panel buttons \& display |
| EHIC | Sound Test |
| Etic | X-MOVE : X axis \& SW ; Y-MOVE : Y axis \& SW |
| H010 | Z-MOVE : Z axis \& SW |
| 50 | GIFT DOOR : motor \& sensor |
| ETI | GIFT SENSOR : 12 sensors |
| H | 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 :

TIME CREDIT
Press button " 1 " to enter the item
(1) It shows $11 \begin{aligned} & 11 \\ & 1\end{aligned}$

TIME CREDTT

1) Push joystick right $\rightarrow$ 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. 름 Sound Test: <br> TIIE CREDIT

Press button " 1 " to enter the item :
(1) Press button " 5 " to switch sound track [21] $\rightarrow[22] \rightarrow[23] \rightarrow[21] \ldots$

## 已|

TIME CREDIT
EUC: IC2-ROM1
EG: IC2-ROM2
(2) Press button "1" to play the sound track
(3) Select sub-menu by joystick: $[01] \rightarrow[02] \rightarrow[03] \ldots . . \rightarrow[10]$ ( sound track No.)
(4) Press button " 9 " to exit and return to main menu
3. 调 test for $\mathrm{X}, ~ \mathrm{Y}$ axis motor \& SW:
TIME CREDIT
Press button " 1 " to enter the item :
(1) $\begin{array}{c:c}\text { ZIME CREDIT } & -- \\ \text { test for } X \text {-axis motor } \& ~ S W: ~\end{array}$

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)

3) Press button " 9 " to exit and return to main menu

4) The test only work as $Y$-axis falls to its original position
5) Move the motor by joystick (it will show steps of motor movement on display)

As down sensor activated: Et
TIME CREDIT
No sensor activated:

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

Press button＂ 1 ＂to enter the item ：

\section*{| $-1 \mid c$ |
| :--- | :--- |
| 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 ：
－「 「II
TIME CREDIT
No sensor activated ：

## पा <br>  <br> TIME CREDIT

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

5．Efict test for GIFT DOOR motor \＆sensor ：
TIME CREDIT
Press button＂ 1 ＂to enter the item ：

## E：－－ <br> TIME CREDIT

（1）Move the GIFT DOOR motor by joystick


Left for door close ：$\quad$ EI IM
Open sensor activated：EIEG
TIME CREDIT
Close sensor activated：■！こコ
TIME CREDIT
No sensor activated：
（2）Press button＂ 9 ＂to exit and return to main menu

## 6. ER test for GIFT SENSOR: <br> TIME CREDIT

Press button " 1 " to enter the item :
Press button "5" to switch : $[61] \rightarrow[62] \rightarrow[63] \rightarrow[64] \rightarrow[61] \ldots$
(1)

| LI - | Row A prize lock test : |
| :---: | :---: |
| TIME CREDIT |  |
| Press butto | " 1 " to test $\rightarrow$ button " 1 " light on |

E| Ill : Prize unlocked and sensor on (Remark : UL=UnLuck) TIME CREDIT
(2) Row B prize lock test: the same as Row A test
(3)
(4) 苗 - -

G ift sensor test: A x 5 sensors; B x 5 sensors; C $\times 5$ sensors TIME CREDIT

Row C prize lock test: the same as Row A test
) Press " 1 " to test $\rightarrow$ 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) $7 \mid$ 「Ill test for coin selector \& meter :

TIME CR DIT

1) Insert coins to test
2) Press button "5" to switch : [71: coin selector] $\rightarrow$ [72: POINT SENSOR ] $\rightarrow$ [73: DIPSW]
3) Press button "9" to exit and return to main menu
(2)

TIME CREDIT

1) Check laser from the sensor by reflection sticker.

TIME CREDIT
2) Press button "5" to switch : [71: coin selector] $\rightarrow$ [72: POINT SENSOR ] $\rightarrow$ [73: DIPSW]
3) Press button " 9 " to exit and return to main menu
(3) 侱 test for DIP SW:

TIME CREDIT

1) Press button "1" to test
2) Press button "5" to switch : [71: coin selector] $\rightarrow$ [72: POINT SENSOR ] $\rightarrow$ [73: DIPSW]
3) Press button " 9 " to exit and return to main menu


| $\begin{aligned} & \text { JP1 } \\ & (\mathrm{LCM}) \end{aligned}$ | JP2 (Stepping Motor) | $\begin{aligned} & \text { JP3 } \\ & \text { (Tilt) } \end{aligned}$ | $\begin{gathered} \text { JP4 } \\ \text { (Display) } \end{gathered}$ |
| :---: | :---: | :---: | :---: |
| 1. (Red) +5 V <br> 2. (Black)GND <br> 3. (Black)GND <br> 4. (Orange) +5 V 1 <br> 5. (Yellow)ADV <br> 6. NC <br> 7. LCMSI <br> 8. LCMCLK <br> 9. LCMCS | 1. +5 V <br> 2. XAxis CW <br> 3. X Axis CCW <br> 4. XAxis HOLD <br> 5. +5 V <br> 6. YAxis CW <br> 7. Y Axis CCW <br> 8. Y Axis HOLD | 1. +12 V <br> 2. Reserved <br> 3. IN Reserved <br> 4. GND <br> 5. Tilt IN <br> 6. GND | 1. +12 V <br> 2. +5 V <br> 3. LDSI <br> 4. LDCLK <br> 5. LDSLE <br> 6. LDSOE <br> 7. GND <br> 8. GND |
| $\underset{\text { (SPI O utput-reserved) }}{\text { JP6 }}$ | JP7 <br> (Volume) | JP8 <br> (Speaker) | JP9 $(L E D-$ Magnetic piston) |
|  | 1. VR1 <br> 2. VR2 <br> 3. VR3(GND) | $\begin{aligned} & \text { 1. SP+ } \\ & \text { 2. SP } \end{aligned}$ | 1. +12 V (Yellow) <br> 2. Z-LED Out put 1 <br> 3. Reserved <br> 4. Reserved <br> 5. Prize Piston A <br> 6. Prize Piston B <br> 7. Prize Piston C <br> 8. Reserved <br> 9. +12 V |


| $\begin{gathered} \text { JP10 } \\ \text { (DC Motor Drive Board) } \end{gathered}$ | $\stackrel{\text { J P } 11}{\text { (Coin Selector, Bill Acceptor) }}$ | $\begin{gathered} \text { JP } 12 \\ \text { (Laser Calibration) } \end{gathered}$ | $\begin{aligned} & \text { JP } 14 \\ & \text { (Counter) } \end{aligned}$ |
| :---: | :---: | :---: | :---: |
| 1. (Yellow) +12 V <br> 2. ZAxis CW <br> 3. Z Axis CCW <br> 4. Gate Motor CW <br> 5. Gate Motor CCW <br> 6. Reserved <br> 7. Winning Scan Output 1 <br> 8. Winning Scan Output 2 <br> 9. Winning Scan Output 3 <br> 10. GND | 1. $\mathrm{V}+($ Coin Selector 1 Output) <br> 2. Coin selector 1 Input <br> 3. GND <br> 4. $\mathrm{V}+($ Coin Selector 2 Output) <br> 5. Coin selector 2 Input <br> 6. GND <br> 7. BA Enable Output <br> 8. BA Input <br> 9. GND | 1. +12 V <br> 2. GND <br> 3. Joystick LED <br> 4. Z Axis CLK Input <br> 5. +12 V <br> 6. Laser ENABLE <br> 7. Laser IN | 1. (Yellow) +12 V <br> 2. Counter 1 Output <br> 3. Counter 2 Output <br> 4. Output Counter Output <br> 5. EXIT Button <br> 6. SET Button <br> 7. UP(+) Button <br> 8. DOWN(-) Button <br> 9. GND |
| J P13 (Prize Buttons - Input \& Output) |  | J P15 (Capsule) | J P 17 (Power Input) |
| 1. +12 V <br> 3. +12 V <br> 5. Prize Button A1-SW Input <br> 7. Prize Button A2-SW Input <br> 9. Prize Button A3-SW Input <br> 11. Prize Button A4-SW Input <br> 13. Reserved <br> 15. Prize Button B1-SW Input <br> 17. Prize Button B2-SW Input <br> 19. Prize Button B3-SW Input <br> 21. Prize Button B4-SW Input <br> 23. Reserved <br> 25. Prize Button C1-SW Input <br> 27. Prize Button C2-SW Input <br> 29. Prize Button C3-SW Input <br> 31. Prize Button C4-SW Input <br> 33. Reserved <br> 35. Reserved <br> 37.GND <br> 39.GND | $\begin{aligned} & \text { 2.+12V } \\ & \text { 4.+12V } \\ & \text { 6. Prize Button A1 LED } \\ & \text { 8. Prize Button A2 LED } \\ & \text { 10. Prize Button A3 LED } \\ & \text { 12. Prize Button A4 LED } \\ & \text { 14. Reserved } \\ & \text { 16. Prize Button B1 LED } \\ & \text { 18. Prize Button B2 LED } \\ & \text { 20. Prize Button B3 LED } \\ & \text { 22. Prize Button B4 LED } \\ & \text { 24. Reserved } \\ & \text { 26. Prize Button C1 LED } \\ & \text { 28. Prize Button C2 LED } \\ & \text { 30. Prize Button C3 LED } \\ & \text { 32. Prize Button C4 LED } \\ & \text { 34. Reserved } \\ & \text { 36.GND } \\ & \text { 38.GND } \\ & \text { 40.GND } \end{aligned}$ | 1. (Yellow) +12 V <br> 2. Capsule Out Enable <br> 3. NC <br> 4. Capsule SW IN <br> 5. NC <br> 6. GND | 1. (Yellow) +12 V <br> 2. (Yellow) +12 V <br> 3. (Black)GND <br> 4. (Black)GND <br> 5. <br> 6. <br> ning Sensor) $\begin{aligned} & 2 .+12 \mathrm{~V} \\ & 4 .+12 \mathrm{~V} \end{aligned}$ <br> 6. Winning Scan Input 1 <br> 8. Winning Scan Input 2 <br> 10. Winning Scan Input 3 <br> 12. Winning Scan Input 4 <br> 14. Winning Scan Input 5 <br> 16. <br> 18. Row A Prize Lock SW <br> 20. Row B Prize Lock SW <br> 22. Row C Prize Lock SW <br> 24.GND <br> 26.GND |
| J P 18 (Panel, Button, J oystick) | $\begin{gathered} \text { JP P19 } \\ \text { (Ticket Dispenser) } \end{gathered}$ | $\begin{gathered} \text { JP } 20 \\ \text { (R eserved) } \end{gathered}$ |  |
| 1. (Yellow) +12 V <br> 2. Reserved <br> 3. Reserved <br> 4. Reserved <br> 5. Joystick Left SW <br> 6. Joystick Right SW <br> 7. Reserved <br> 8. Reserved <br> 9. Reserved <br> 10. GND | 1. +12 V <br> 2. GND(Black) <br> 3. Ticket Enable (Yenox) <br> 4. Ticket Sensor <br> 5. Ticket Enable (Tecway) | 1. +12 V (Yellow) <br> 2. Output 1 <br> 3. Input 1 <br> 4. GND |  |





## CONTROL PANEL








## 2 DIP SW SETTING

DIP SW 1 (Reserved)

|  | $1=0 N$ | $0=0 F F$ |  |  |  |  |  |  |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- |
|  | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
|  | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |

DIP SW 2

|  |  |  |  |  |  |  |  |  | 1 |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- |

※Please reboot the machine when DIP switch setting has been changed


| J P1(Control Input) | JP2(Power Input) | JP3 (Z Axis M otor Output) | JP4 (Gate Motor Output) |
| :---: | :---: | :---: | :---: |
| $\text { 1. }+12 \mathrm{~V}$ <br> 2. Z Axis Motor CW <br> 3. Z Axis Motor CCW <br> 4. Gate Motor CW <br> 5. Gate Motor CCW <br> 6. <br> 7. <br> 8. <br> 9. <br> 10. GND | $\begin{aligned} & \text { 1. GND } \\ & \text { 2. }+24 \mathrm{~V} \end{aligned}$ | $\begin{aligned} & \text { 1. Motor + } \\ & \text { 2. X } \\ & \text { 3. Motor - } \end{aligned}$ | $\begin{aligned} & \text { 1. Motor + } \\ & \text { 2. X } \\ & \text { 3. Motor - } \end{aligned}$ |
| JP5 (Reserved) | JP6 (Reserved) |  |  |
| $\begin{aligned} & \text { 1. } X \\ & \text { 2. } X \\ & \text { 3. } X \end{aligned}$ | $\begin{aligned} & \text { 1. } X \\ & \text { 2. } X \\ & \text { 3. } X \end{aligned}$ |  |  |




| J P1(P ower Input) | JP2 (Control Input) | JP3 (Control Output) |
| :---: | :---: | :---: |
| $\begin{aligned} & \text { 1. +24V } \\ & \text { 2. GND } \end{aligned}$ | 1. +24 V <br> 2. Row A Prize Lock Pistol <br> 3. Row B Prize Lock Pistol <br> 4. Row C Prize Lock Pistol <br> 5. Reserved | 1. +24 V <br> 2. Row A Prize Lock Pistol V- <br> 3. +24 V <br> 4. Row B Prize Lock Pistol V- <br> 5. +24 V <br> 6. Row C Prize Lock Pistol V- <br> 7. Reserved <br> 8. Reserved |

X-axis stepper motor drive set:


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


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 <br> 2.Replace meter <br> 1.Check wiring <br> 2.Replace meter |
| 02 | METER 2 ERROR | 1.Check wiring <br> 2.Replace meter |
| 03 | OUTPUT METER ERROR | Check NC/NO switch on coin selector. <br> It should be NO. |
| 04 | COIN SELECTOR 1 ERROR | Check NC/NO switch on coin selector. <br> It should be NO. |
| 05 | COIN SELECTOR 2 ERROR | Replace PCB |
| 06 | PCB MEMORY ERROR <br> (Fail to Save) | Replace PCB |
| 07 | PCB IO-1 ERROR | Replace PCB |
| 08 | PCB IO-2 ERROR | Default all settings |
| 09 | PCB DATA ERROR | Check calibration |
| 10 | POSITIONING DATA ERROR |  |
| 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 | TILTACTIVATED | Refill prizes |
| 26 | OUT OF PRIZE | Check capsule dispenser |
| 27 | CAPSULE DISPENSER ERROR |  |

## 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 mec hanism 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 canied 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 |



## Spares and Service Contact Information

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[^0]:    (4): To increase value
    (3): To decrease value
    (2): Select setting row
    (1): save \& exit

[^1]:    (3) 4): select item
    2): enter
    (1) : exit

