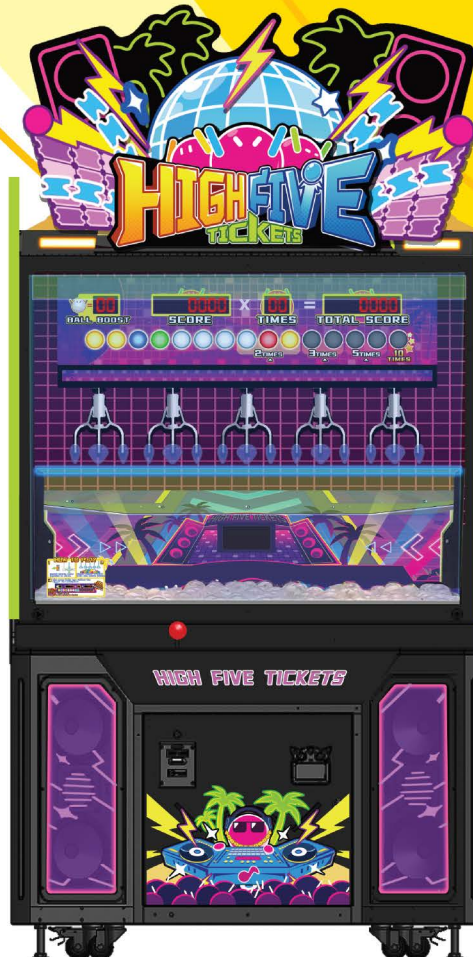




OWNER'S MANUAL



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.

PICTOGRAPHS AND DEFINITIONS

 **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 (this 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 (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 that exceed the specified rating can cause a fire and an electric shock





- **Specification changes (removal of equipment, conversions and additions) 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 or 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. 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, take considerable care (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. 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 customer
 - **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 castors 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 or dents?
- Are all accessories available?
- Can all doors and lids be opened with the accessory keys? Can doors and lids be firmly closed?

INTRODUCTION

This Manual is intended to provide detailed descriptions together with all necessary information covering the general operation of electronic assemblies, electromechanical, servicing control, spare parts, etc. for the product:
"HIGH FIVE TICKETS"

This Manual is intended for the owners and 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 words **"STOP"**, **"IMPORTANT"**, **"WARNING"**, or **"CAUTION"** and the symbols below.

 IMPORTANT!

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

 WARNING **CAUTION**

Indicates a warning or caution that, if ignored, may result in the mishandling of the product and cause faulty operation or damage to the product

Sega Amusements International Limited



42 Barwell Business Park, Leatherhead Road
Chessington
Surrey, KT9 2NY
United Kingdom

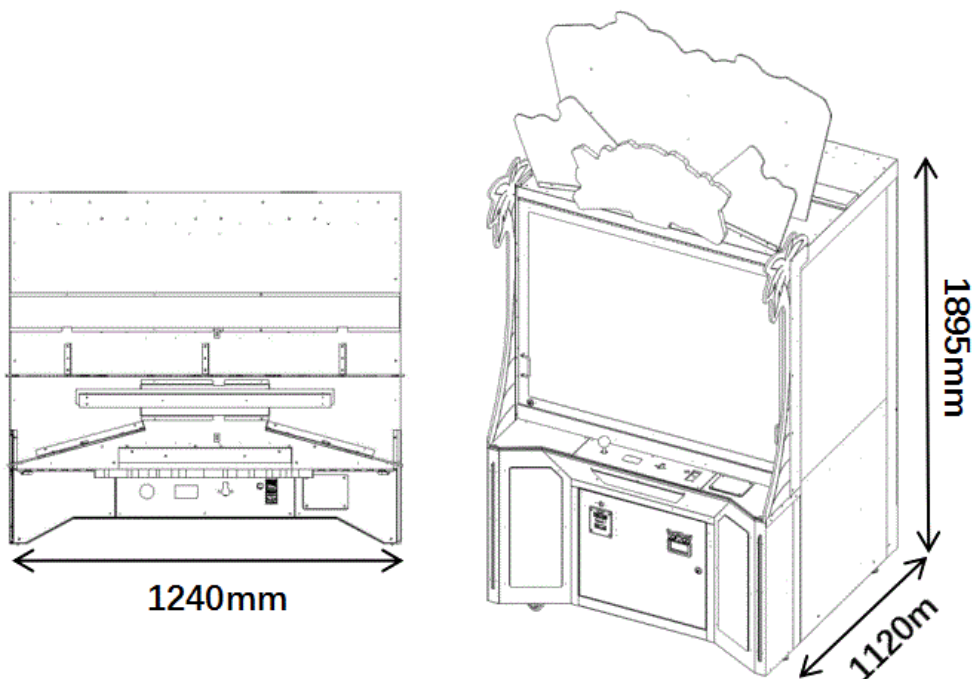
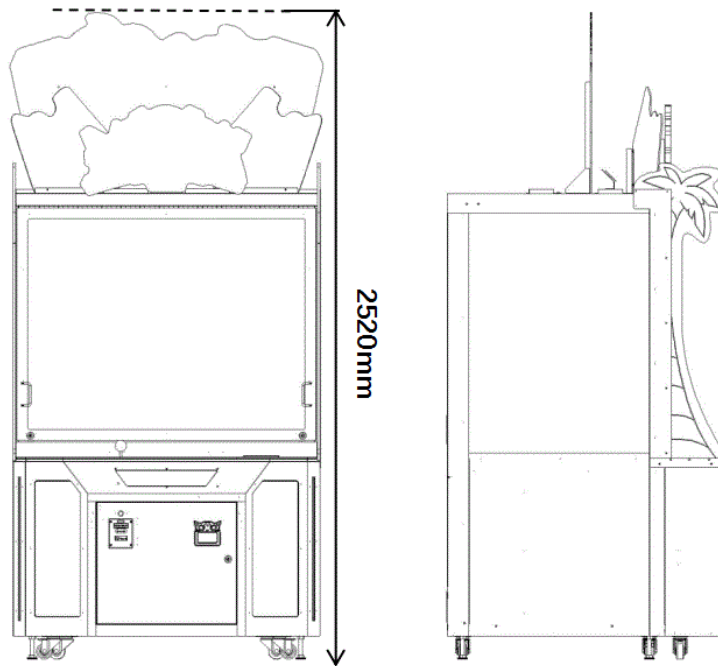
European Sales:	+44 (0)208 391 8090	Email:	sales@segaarcade.com
USA Sales:	+00 (1) 224 265 4287	Email:	sales@segaarcade.com
STS (Spares):	+44 (0) 208 391 8060 (Option 1)	Email:	stssales@segaarcade.com
Tech Support:	+44 (0)208 391 8060 (Option 2)	Email:	technical@segaarcade.com
Prize & Merchandise:	+44 (0)208 391 8060 (Option 1)	Email:	segaprize@segaarcade.com

Web: <https://segaarcade.com/>



SPECIFICATIONS

Machine Dimensions:	Width = 1.24m (48.8 inches) Depth = 1.12m (44.1 inches)
Machine Height:	2.52m (99.2 inches)
Machine Weight:	266Kgs (682lbs)
Power:	310W 110/220VAC @ 50-60Hz



Definition of 'Site Maintenance Personnel' or Other Qualified Individuals



IMPORTANT!

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 technological experience. 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 (EEE) to ensure waste equipment is disposed of in accordance with the directive at the end of their useful life.

The symbol shown below will be placed on all products manufactured from 13th August 2005, which indicates this product must NOT be disposed of with other normal waste.

Upon purchasing any EEE from SEGA Amusements International Ltd., the user accepts responsibility to dispose of their waste equipment by arranging to return it to a designated UK collection point (AATF) or an Approved Exporter (AE) for the correct recycling of waste electrical and electronic equipment.

For more information on Approved Authorised Treatment Facilities (AATF) within the UK please consult the government website: www.gov.uk/weee

For users outside of the UK, EEE should be disposed of in accordance with the local policy 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.



READ BEFORE OPERATING

OPERATOR NOTICE OF LEGAL REQUIREMENTS

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



TABLE OF CONTENTS

	INTRODUCTION	iii
1	HANDLING PRECAUTIONS	1
2	PRECAUTIONS REGARDING INSTALLATION	4
	- Limitations of Use	4
	- Operation Area	5
3	PRECAUTIONS REGARDING OPERATION	7
	- Before Operation	7
	- Paying Attention to Customers	9
4	ACCESSORIES	11
5	ASSEMBLY AND INSTALLATION	13
	- Installation Process	14
	- Fixation to Site	17
6	GAME DESCRIPTION	20
	- Game Outline	20
	- How to Play	21
	- Score Cards & Payout	22
	- Operator Guide	23
7	TEST AND SERVICE DATA	24
	- Access & Navigation	24
	- Menu Options	25
	- Error Codes	27
8	PARTS LIST	28
9	SCHEMATIC DIAGRAM	33

HANDLING PRECAUTIONS

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

Noncompliance 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
- **During 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 the case that 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 Board 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. Noncompliance with this instruction can have a bad influence upon the physical conditions of players or onlookers, or result in injury during play**
- SEGA shall not be held responsible for damage or 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





WARNING

- Do not touch undesignated places. Touching places not designated can cause electric shock or short circuit
- **Whenever any fasteners (e.g. screws, nuts) have been lost, be sure to use replacement fasteners with proper dimensions as specified in this Manual. If fasteners of any other dimensions are used, it could cause damage and/or separation of parts that result in secondary accidents**
- 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. Noncompliance with this instruction can have a bad influence upon the physical conditions of players and onlookers, or result in injury during play**
- SEGA shall not be held responsible for damage or compensation for damage to a third party caused by specification changes not designated by SEGA
- **Performing work or parts replacements not described in this Manual could result in accidents. 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 inquire for details**
- Be sure to perform periodic maintenance inspections herein stated



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 electronic 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 or 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 has technical expertise.

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





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 fire, electric shock, injury and/or malfunction:
- **Places subject to rain/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**
- In dusty places or locations prone to heavy dust accumulation
- **On sloped or uneven 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 plate describing Electrical Specifications is attached to the product. Noncompliance 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). Noncompliance 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**



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

WARNING

- For safe operation, use and operate this product in an area measuring at least **2.24m (88.2in)** in width and **2.12m (83.5in)** in depth when the Cabinet is installed. SEGA shall not be held responsible for damage or compensation for damage to a third party, resulting from the failure to observe this instruction
- **The ceiling where this product is installed must be at least 2.52m (99.2in) high. If the ceiling is too low, the heat emitted from the product may cause it to catch on fire**
- Be sure to provide the sufficient space specified in this Manual. Do not allow objects to block the ventilation ports. This can cause generation of heat and a fire
- **Put the Cabinets close together so that people cannot get through or provide enough space between them that people can go both ways without difficulty. If the Cabinets are installed carelessly, people may bump into each other or the Cabinets when passing between them or fall down. To prevent people from walking between them, place them 0.15 m (5.9 in) apart**
- If the machine does not fit through the entryway to the installation location, do not disassemble it without first consulting the instructions. Specific tools and adjustment procedures are required to assemble and disassemble the mechanical parts
- **Attempting to assemble or disassemble the machine without consulting the instructions may result in accidents during assembly/disassembly, electric shock, short circuits, and/or personal injury during operation. If the machine still does not fit through the entryway after following the procedures in this Manual, contact your retailer or the office listed in this Manual**
- If the machine is still too large to fit through the entryway after following the procedures listed in this Manual, do not tip the machine on its side. Attempting to transport the machine while it is tipped on its side may cause accidents. It may also damage or warp parts of the machine, resulting in accidents during operation

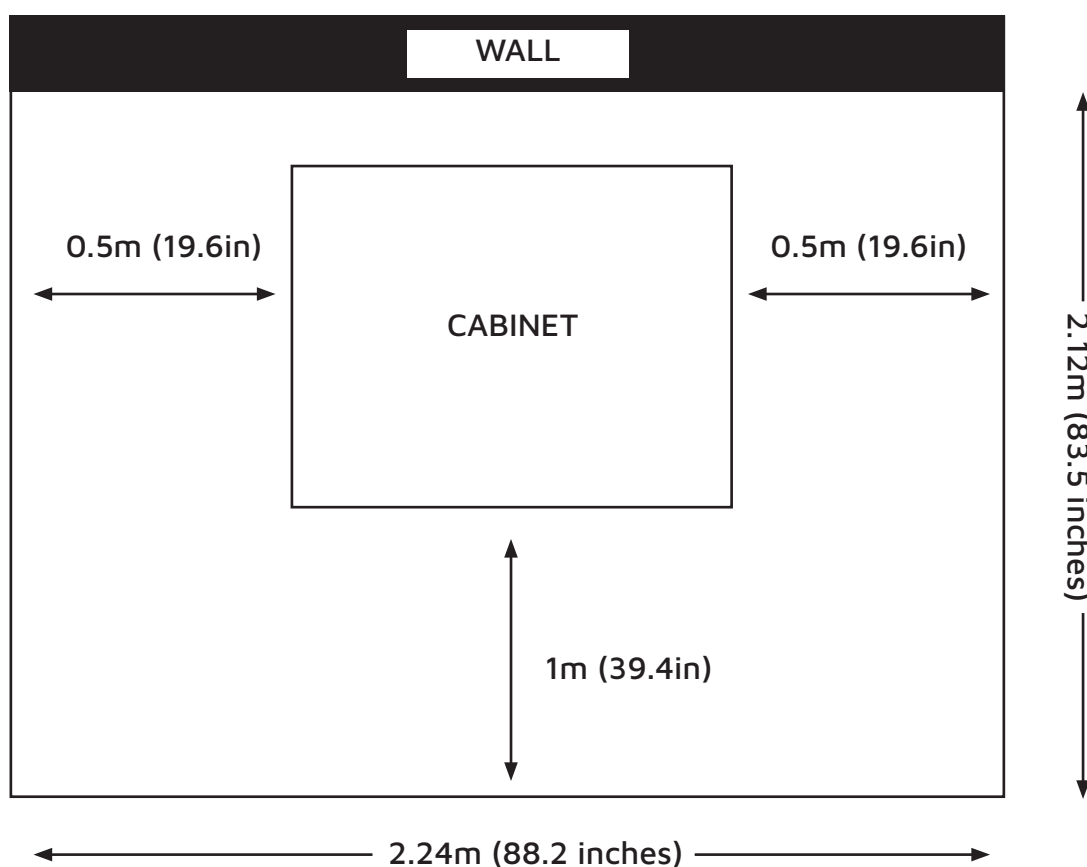




WARNING

- To install this product, the entrance must be at least **1.24m (48.8in)** in width and **2.52m (99.2in)** in height
- If the entrance is too narrow, do not tilt the product carelessly. If all the product weight is put on the castors at one side only, there could be damage or deformation, causing serious accidents such as workers getting caught underneath

(not to scale)



PRECAUTIONS REGARDING OPERATION

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

BEFORE OPERATION

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**
- Check if all of the adjusters are in contact with the surface. If they are not, the Cabinet can move and cause an accident
- **Do not put any heavy item on this product. Placing any heavy item on the product can cause a falling down accident or parts damage**
- 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/stepladder
- **To avoid electric shock, check to see if door and cover parts are damaged or omitted**
- Do not place the following items on top of or near the product or hang them from the ceiling. Doing so could result in electric shock, short circuits and/or damage to the parts:
- **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 contact, collisions, and/or trouble between customers
- During daily cleaning, be sure to check the surface of the Control Unit and other parts that the player touches with his/her hands for damage, cracks, or loose screws. If a player uses the machine while it is damaged, cracked, or has a loose screw, the player may become injured
- Check carefully to make sure there are no gaps in the Cabinet joints and that they are not loose. If there are gaps or looseness, players may get their hands or fingers caught, resulting in an injury
- Make sure all the doors are locked securely and they do not rattle. If the doors are not locked properly or there are gaps or rattling, players could get their fingers or hands caught
- Inspect for the following items during a trial run. If there is any type of error, use the Test Mode, etc. to resolve the problem. If you continue use with an error, it can cause an accident or irreparable parts damage:
 - Is there any strangeness in the operability of the Control Unit?
- Prepare a place where players can rest if they feel sick

PAYING ATTENTION TO CUSTOMERS

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

DURING OPERATION (PAYING ATTENTION TO CUSTOMERS)

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**
- 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 over them 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, fingers or extraneous matter in the openings of the product or small openings in and 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 watch over 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





IMPORTANT!

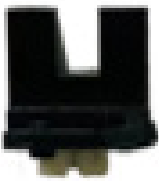
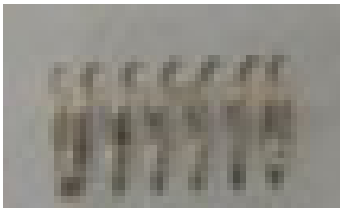
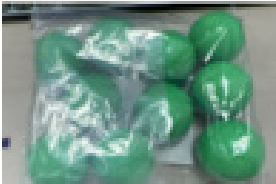
- Diligently clean the parts that players touch directly to ensure a pleasant game playing experience
- **Inspect the coin insertion slots to make sure no foreign objects have been inserted and that they have not otherwise been tampered with as this will prevent play**



CAUTION

- Immediately stop such violent acts as hitting and kicking the product. Such violent acts can cause parts damage or falling down, resulting in injury due to fragments and falling down
- **Persons other than the player should not be allowed to touch the controls during play. They may brush against or collide with the controls or the player, possibly resulting in accidents**
- Instruct those who feel sick during play to have a medical examination
- **Immediately stop users from leaning or sitting on the Control Panel. Such acts can lead to injury or damage to parts or the shape of the Cabinet**
- Items such as large finger rings can cause injury to the fingers while playing. Instruct players to remove all accessories that could cause an accident before playing

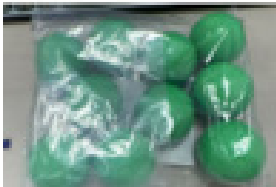
ACCESSORIES

PART NAME	DIAGRAM	QUANTITY
Limit Photoelectric Sensor		2
Limit Microswitch		2
Claw Plate		1
Compression Spring		2
Green Ball		8
Blue Ball		5
Rose Ball		2
Yellow Ball		1





Ball Quantity for Each Game

PART NAME	DIAGRAM	QUANTITY
Green Ball		320
Blue Ball		200
Rose Ball		80
Yellow Ball		40
Pearl White Ball		10

WARNING

- Perform assembly work by following the procedure herein stated. Failure to comply with the instructions can cause electric shock
- **Perform assembling 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
- **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**
- Do not leave power cords or Ground Wires exposed in areas of heavy foot traffic. Doing so may cause them to become damaged, possibly resulting in electric shock and/or short circuits. When laying wiring across the floor, always use safety covers to protect the wires. (Wiring diameter: power cable - approx. ~ 8)
- **Have a flashlight or another supplementary lighting unit available while working. With indoor lighting alone, the Cabinet interior may be too dark. Working without proper lighting can lead to accidents. It also hinders proper work performance**
- The Cabinet has ventilation ports. Be sure not to block them. If they are blocked, heat can build up, leading to fire. This can also accelerate wearing of parts and malfunctions
- **Secure ample ventilation space around the Cabinet. If heat builds up, there could be accidents associated with heat or smoke generation**
- 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





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 operations at height safely and accurately you must use a safe, steady footstool or stepladder. Working without this may lead to a fall and possible injury**
- When attaching or removing doors or lids, be careful that your hand or finger does not get caught in anything

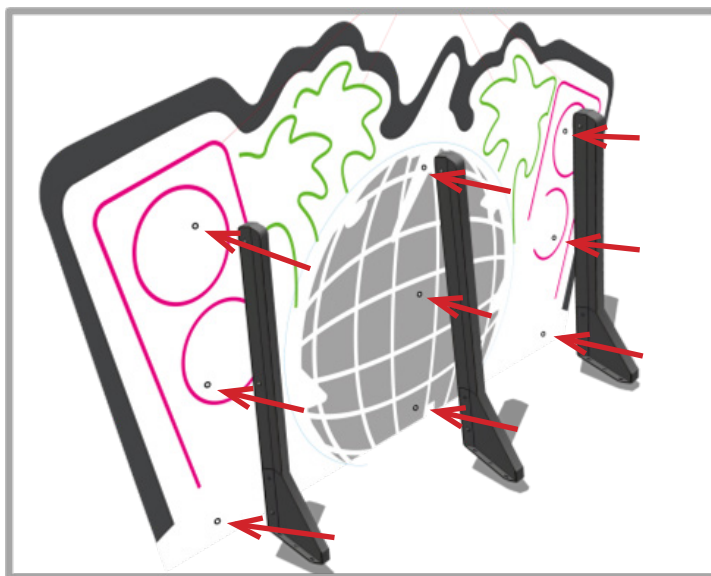
INSTALLATION PROCESS



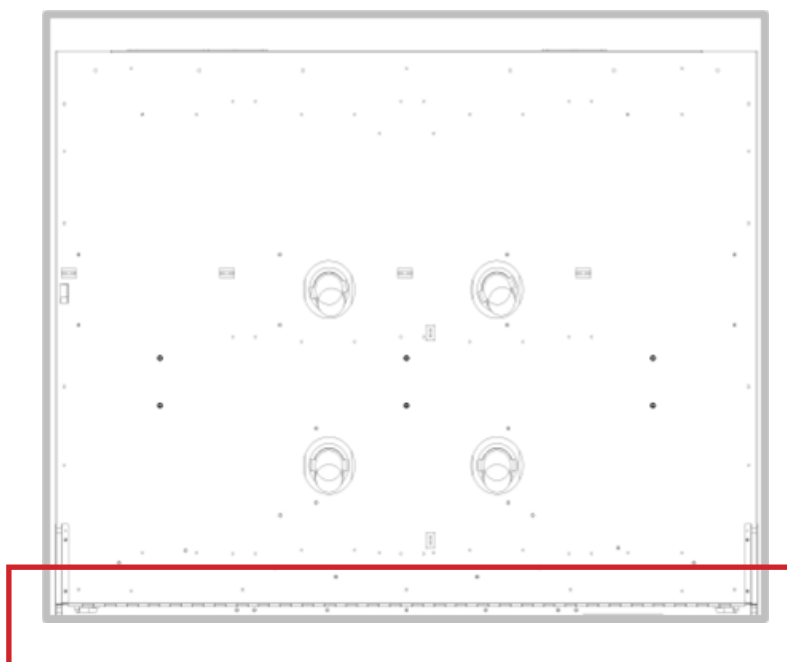
IMPORTANT!

- Be careful not to damage parts surfaces. In some cases, if such surfaces are damaged, the part must be replaced; it cannot be reinforced or repaired
- **Ensure to carry out the installation with a minimum of 2 people**

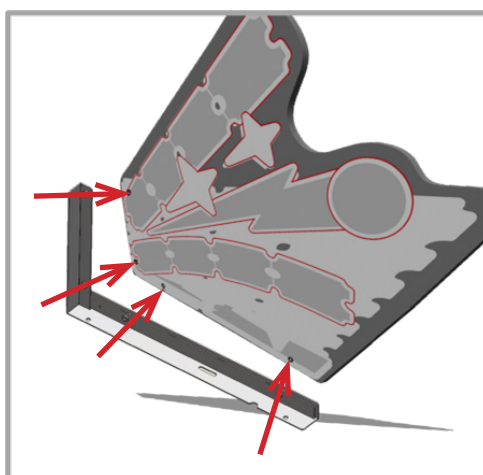
1 Secure the acrylic panel with 9 x fixings



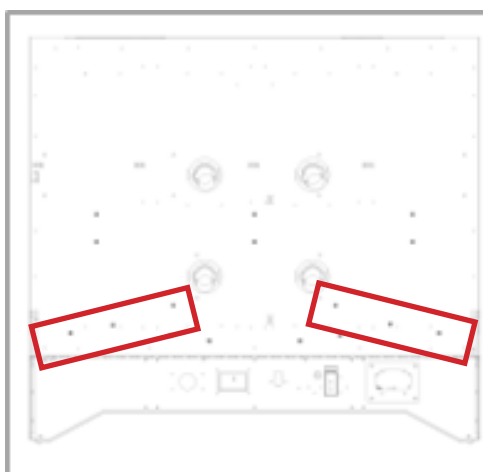
2 Secure the top Cabinet brackets with 6 x fixings



3 Secure the PVC with 4 x fixings

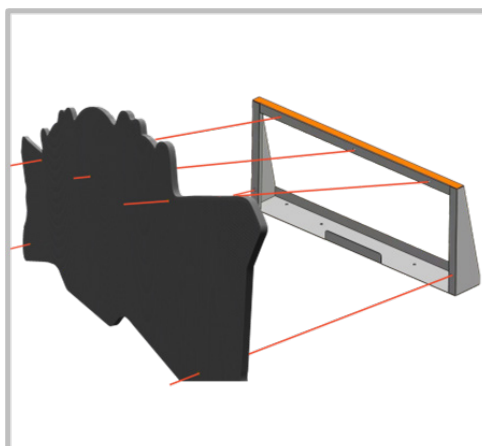


4 Secure the top Cabinet brackets with 6 x fixings

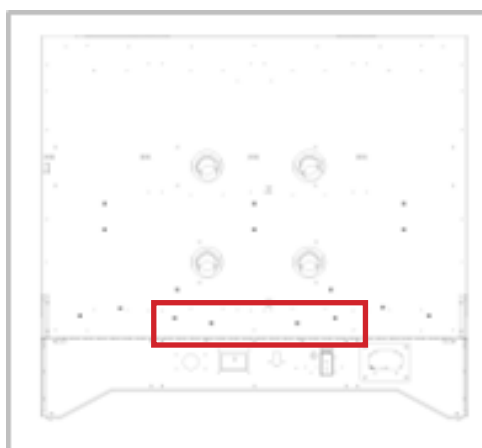




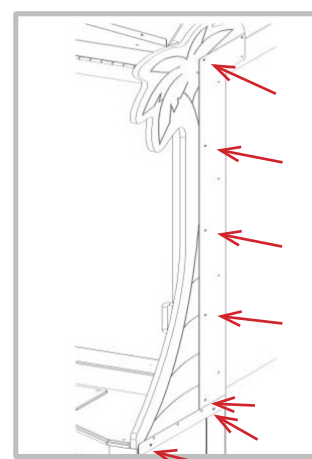
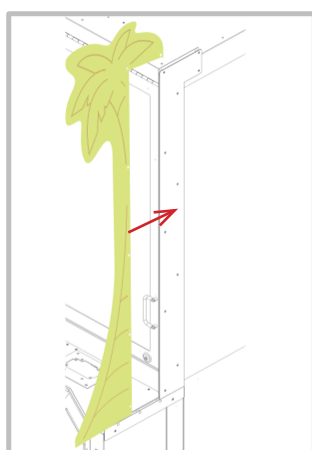
5 Secure the Logo with 5 x fixings



6 Secure the top Cabinet brackets with 4 x fixings



7 Insert Tree acrylic into position and secure with 7 x fixings



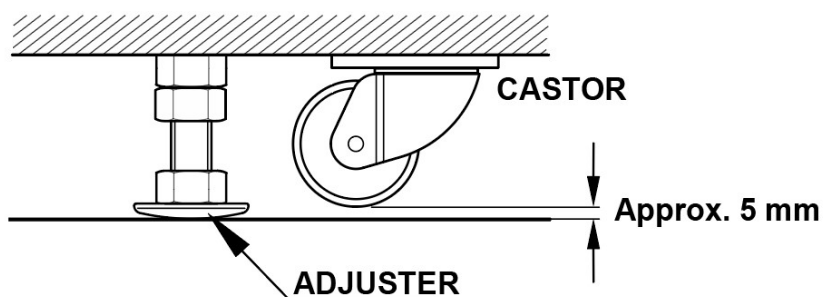
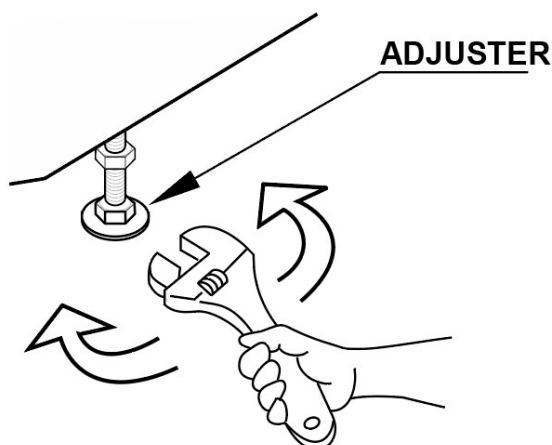
FIXATION TO INSTALLATION SITE

WARNING

Make sure that all the adjusters contact the floor. Otherwise the Cabinet could move, causing an accident

The product comes with castors and adjusters at multiple locations. When the installation site has been determined, have the adjusters come in direct contact with the floor. Establish a gap of at least 5 mm between the floor and the castors and adjust the unit so that it will remain level.

- 1** Move the product to the installation site. If the product is to be installed near a wall, secure enough passageway space for players to access the seat. You must also secure a 15cm space between the back wall and the back of the cabinet for ventilation
- 2** Bring the adjusters into direct contact with the floor. Use a wrench to align the height of the adjusters until the Cabinet is perfectly level
- 3** After setting, turn adjuster nuts upwards to tighten them and secure adjuster heights





CONNECTION OF POWER AND GROUND CABLES

(Only applies where an integral earth is not present in the mains/power lead.)

WARNING

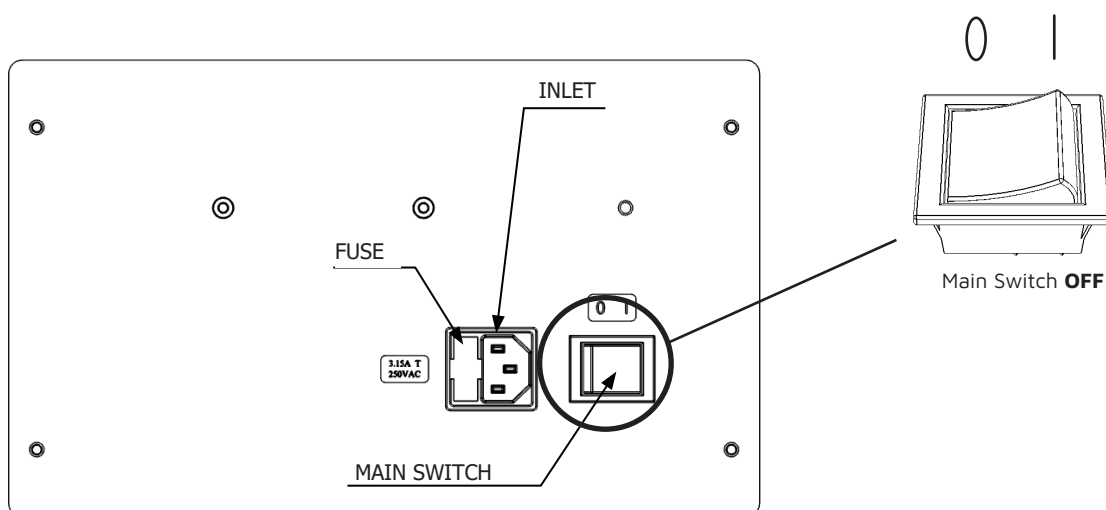
- Use the power supply equipped with an earth leakage breaker. Use of power supply without such a breaker could result in fire if there is a current leakage
- **Have available a securely grounded indoor ground terminal. Without proper grounding, customers could be electrocuted and product operations 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**
- When using the product's AC unit ground terminal, use ground wire with a circular terminal as shown in the illustration, and establish ground securely. Avoid indiscriminate grounding operations such as use of wire with only its sheath peeled off

IMPORTANT!

If grounding has been established with the ground wire inside the power cord, do not perform grounding with the AC unit ground terminal.

Conversely, if the AC unit ground terminal has been used for grounding, do not establish ground with the ground wire in the power cord. Otherwise there could be faulty or erroneous operations

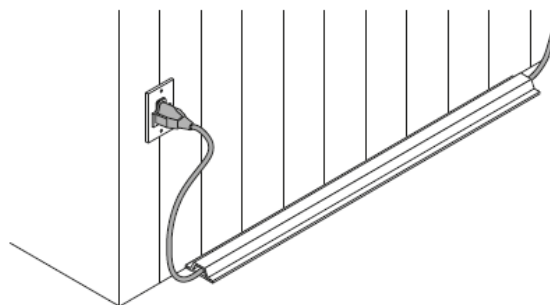
1 Confirm that the Mains Switch is at **OFF**



2 Fully insert the power cord connector on the side opposite the power plug into the AC unit inlet

3 Fully insert the power cord plug into the outlet

4 The power cord is laid out indoors. Protect the power cord by attaching wire cover to it. If ground will be established with a ground wire made available separately, lay out the ground wire indoors and have it protected

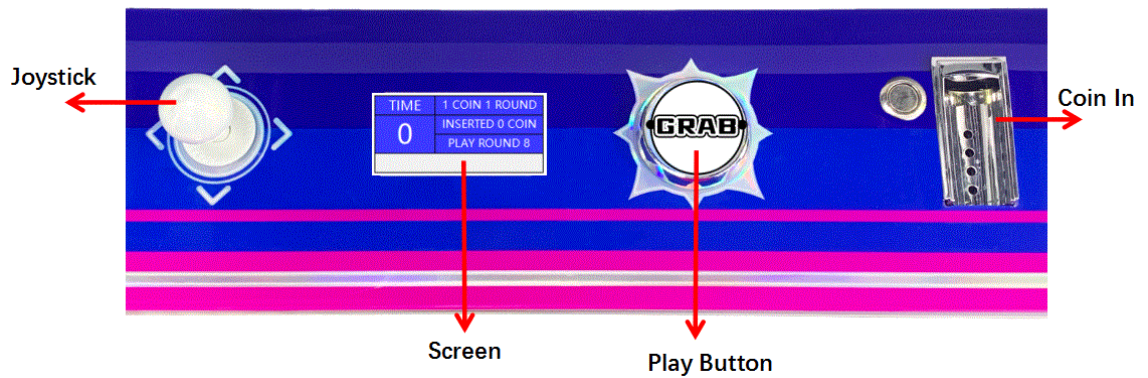




GAME DESCRIPTION

GAME OUTLINE

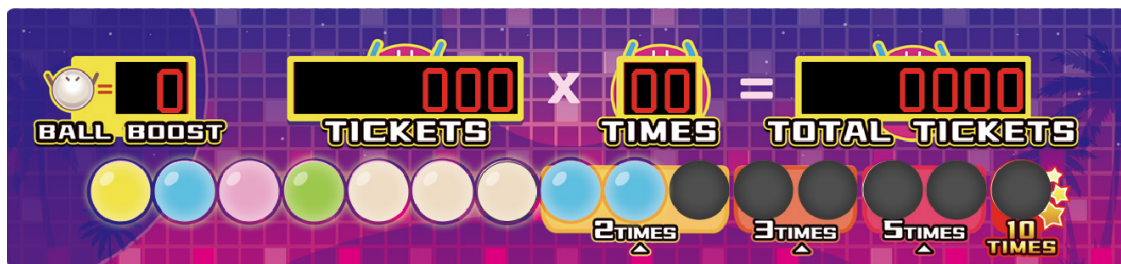
HIGH FIVE TICKETS controls 5 claws at the same time. Players move all 5 claws to grab multiple ticket balls to win rewards.



- Joystick - used to move the Claws
- Screen - Shows game time, coin number, and play round
- Play Button - Press to initiate Claw grab
- Speed Button - Press button to change turntable speed

HOW TO PLAY

- 1 - Insert Credit
- 2 - Move Joystick to start game and navigate Claws
- 3 - Press Play Button to attempt to grab ticket balls
- 4 - If successful, every ball dropped into the Drop Zone will light up (each ball colour is worth the value on the score card)
- 5 - The more balls that are won, the higher the multiplier



- 1-7 Balls won = 1x Multiplier
- 8-11 Balls won = 2x Multiplier
- 11-13 Balls won = 3x Multiplier
- 13-15 Balls won = 5x Multiplier
- 15+ Balls won = 10x Multiplier

 1 Ticket	 2 Tickets	 3 Tickets	 4 Tickets	 5 Tickets	
 2 Tickets	 3 Tickets	 4 Tickets	 6 Tickets	 8 Tickets	
 3 Tickets	 6 Tickets	 8 Tickets	 10 Tickets	 12 Tickets	
 4 Tickets	 7 Tickets	 8 Tickets	 10 Tickets	 12 Tickets	 14 Tickets



Ball Boost (White)

There are only 10 per game (this can be amended in the Test Menu).

If a player grabs and wins a Boost Ball, it will add whatever the current value is to the total number of balls (The top display shows the value).

Each time a player does not win a Boost Ball, the value on the display will increment by 1 to a maximum of what the parameter is set to.

Each time a player does not win a Boost Ball, the value on the display will increment by 1 to a maximum of what the parameter is set to.

NOTE: The increment is also an adjustable value in the settings menu.



SCORE CARDS & PAYOUT

Each game is supplied with score cards to apply to the back wall of the game and should be matched to the software value.

The price per play and ticket values are a guide and can be changed to suit your operation

NOTE: Average rewards per play based on default game settings and boost ball setup.

* Tested in a real life scenario over 1000 plays.

** If you are seeing higher or lower averages, you may need to adjust the default claw power settings

A				
Average reward per play: 35 *				
Price per play	Ticket Val			
\$1.00	\$0.01			
Green	Blue	Pink	Yellow	
1	2	3	4	

B				
Average reward per play: 45 *				
PPP	Ticket Val			
\$1.50	\$0.01			
Green	Blue	Pink	Yellow	
1	2	6	7	

C		Average reward per play: 75 *		
PPP	Ticket Val			
\$2.00	\$0.01			
Green	Blue	Pink	Yellow	
1	3	6	8	
* This chart also covers \$1 price per play at \$0.005 Ticket value				

D				
Average reward per play: 90 *				
PPP	Ticket Val			
\$3.00	\$0.01			
Green	Blue	Pink	Yellow	
2	3	6	8	

E				
Average reward per play: 75				
PPP	Ticket Val			
\$1.50	\$0.005			
Green	Blue	Pink	Yellow	
3	4	6	7	

F				
Average reward per play: 120 *				
PPP	Ticket Val			
\$2.00	\$0.005			
Green	Blue	Pink	Yellow	
3	4	8	10	

G				
Average reward per play: 150 *				
PPP	Ticket Val			
\$2.50	\$0.005			
Green	Blue	Pink	Yellow	
3	6	10	12	

H				
Average reward per play: 190 *				
PPP	Ticket Val			
\$3.00	\$0.005			
Green	Blue	Pink	Yellow	
4	8	12	14	

 1 Ticket	 2 Ticket	 3 Ticket	 4 Ticket	 5 Ticket	
 2 Ticket	 3 Ticket	 4 Ticket	 6 Ticket	 8 Ticket	
 3 Ticket	 6 Ticket	 8 Ticket	 10 Ticket	 12 Ticket	
 4 Ticket	 7 Ticket	 8 Ticket	 10 Ticket	 12 Ticket	 14 Ticket



**The default settings are recommended for correct operation.
To adjust arcade specific settings, such as tickets awarded, see below.**

Ball value Settings

Press the **Settings button** for 2 seconds to enter the menu.

Navigate to **Prize Setting → BallSet**

Select the appropriate **BallVal** (Ball Value) set as shown on the **Score Cards** page in the manual.

Adjust your **Ball Value decals** to match your selected score card. (A-H)

For further information on this, please refer to the full user manual

Removing balls

Should you find your game is still awarding too many tickets for your location, you can remove some of the higher value balls from play. We recommend only removing one colour at a time to ensure the change can be measured.

We do not recommend removing any green or blue balls.

Boost Ball

Navigate to **Basic Setting → Boost Ball**

Reduce your **MaxBoostB** to reduce the maximum value of any boost ball won.

Ensure you have the correct number of Boost Balls in your playfield, we recommend starting with 5, but if you want to give more tickets, add more.



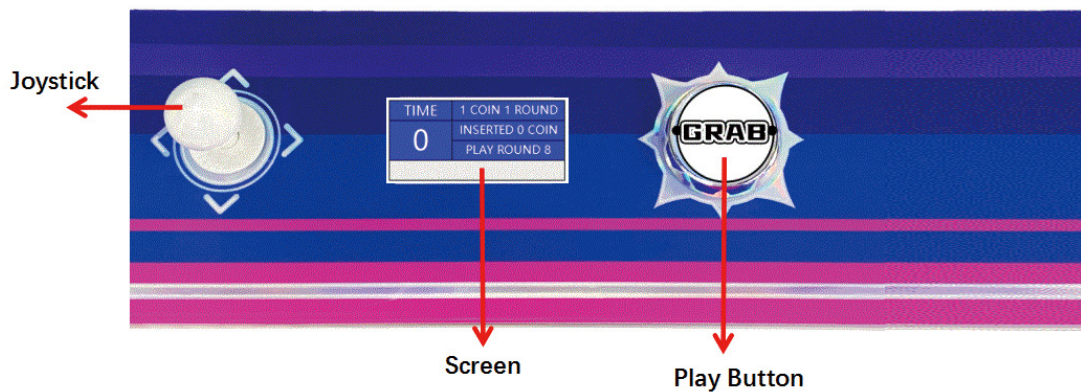
TEST AND SERVICE DATA

TEST MENU ACCESS + NAVIGATION

Press and hold the Setting Key for 1 second to enter into the Test Menu.

Use the Joystick and Drop Button to navigate, change, and execute settings/changes.

Note: The Test Menu cannot be entered during gameplay. Pressing the Setting Key during a game will not access the Test Menu until the game has finished.



MENU OPTIONS

Main Menu	
Bookkeeping >	Contains bookkeeping information
Basic Setting >	Contains basic operational settings
PrizeSetting >	Contains game specific settings
MachineTest >	Contains machine test functions
FactorySetting >	Resets game to factory default
SystemInfo >	Contains system info

Bookkeeping		
AccountData >	Coin	Total Coin pulses (Main coin input)
	Cash	Total Cash (UCL) pulses
	Card	Total card pulses
	GAMECNT	Total game plays
	WINCNT	Total wins
ClearBooks >	Clear credit and win data	Clear credit and win data

Basic Setting			
Menu Name	Description	Range	Default
Coin/Credit	How many coins required for a credit	1-99	1
Play/Credit	How many plays granted per per credit	1-99	1
LockCoin	Coin inhibit option (ON/OFF). When this number is reached, the coin inhibit line from the game will pull low (3.3v inactive / OvActive)	0-10	0
GameTime	Set game sound volume. The game also has a digital volume pot that can adjust the volume which will be stored when powered off.	20-60	20
MercyPoints	Points granted to the player regardless of score. Example , if this option is set to 10 and a player scores 20 points, the total score for that game will be 30	0-30	0
BoostBall ↓			
BoostInc	Set the Boost Ball value increment everytime a "Boost Ball is not won. Example: If set to 1, everytime a player does not win a Boost Ball, 1 is added to the display.	1-2	1
MaxBoostB	Set the maximum value the Boost Ball will go to	2-5	5

PrizeSetting			
Menu Name	Description	Range	Default
BallSet ↓ (Forces a bookkeeping reset)			
BallVal	Set the value based on the chosen score charts.	A-H	D
GreenBall	All information displayed on each ball are for information only to show ball ticket values. The values are automatically calculated on the "BallVal" Option and should match the ticket ball values you have on the back wall of the game. Refer to Score cards page for further information		
BlueBall			
PinkBall			
YellowBall			



TEST AND DATA DISPLAY



MachineTest	
Menu Name	Description
Auto test	The machine will automatically operate all outputs and each input that is received will show on the display. NOTE: Coin input is manual in this mode, but will still register and display the input
ManualTest ↓	Select option and use the joystick to operate the output. The inputs will register on the LCD each time activated.
F&B Test	Test the output function of the front and back motors
L&R Test	Test the output function of the Left and Right motors
Up & Down Test	Test the output function of the Up and Down motor
Joystick Test	Test the input function of the 4 joystick switches
RFID Test	Test the RFID Ball reader. The test will count each ball as a single item up to a max of 32 balls. TIP : Use the gantry lights to check the color registers correctly

FactorySetting (Password 2025)			
Menu Name	Description	Range	Default
Free Play	Toggle the game free or coin play option (On/Off)	ON/OFF	OFF
Stby Music	Toggle the game music option during demo mode (On/Off)	ON/OFF	ON
ClawSettings ↓	Not recommended to adjust unless advanced user. See "Operator Guide" page for tips on adjusting payout		
GrabPower1	Set the power of the grab as the claw reaches the balls	25-50	30
GrabPower2	Set the power of the grab as the claw rises (Based on "UpDropHigh" setting)	25-50	35
GrabPower3	Set the power of the grab as the claw moves back	25-50	35
UpDropHigh	Set the height of the claw when it changes from "GrabPower1" to "GrabPower2" (recommend 1-3)	1-9	1
GrabTest	Manually test the claw settings		
Motor Speed ↓			
F&B Speed	Set speed of the front and back motors	80-100	100
L&R Speed	Set speed of the front and back motors	80-100	100
Left Speed	Displays up/down motor speed percentage of Left up/dn		
Right Speed	Displays up/down motor speed percentage of Right up/dn		
Auto LRSP	Use this option if your gantry lowers or raises at an angle. This option will auto calibrate the percentage of power sent to each motor. To use, remove all balls and run the option		
DropLength	Set the length the gantry drops to the prize bed. 3000 ensures the claws reach and dig into the balls	2500-3000	3000
MixMotDemo	Set how often the ball mixer operates during demo mode	0-60	10
DemoTime	Set how often the gantry performs a demo attraction	0-60	10
ReleaseGap	Set the time delay between each claw open as they drop the balls into the win area.	020-100	75
SetColor	Set color of the ball gantry lighting sections (Color 1-5)	1-5	1
TopStopT	Set time the claw pauses at the top before returning home in game play	0-950	300
Bo.StopT	Set time the claw pauses at the bottom before ascending	0-950	650
Language	Set game language (Eng/Chinese)	English / Chinese	English
ReseSystem	Reset the game to factory settings		
GameInfo	Displays game board info and software date		

SystemInfo	
Version	Displays base software revision
Date	Displays base software revision date

ERROR CODES

Error Code	Error Cause	Troubleshooting
ZBeginErr	Claw can not move up	Check move up motor
	Claw move up, but limit switch can not recognize	Check up stop switch
XLeftErr	Claw can not move left or right	Check move left & right motor
	Claw move to left start point or right start point, but sensor can not recognize.	Check left & right start point sensor
MotorLKeyErr	Claw can not move left	Check move left motor
	Claw move left to start point, but sensor can't recognize.	Check left home sensor
MotorRKeyErr	Claw can not move right	Check right start point motor
	Claw move right to start point, but sensor can not recognize.	Check right start point sensor
YBeginErr	Claw can not move back.	Check move front & back motor
	Claw move to front end & back end, but sensor can not recognize sensor.	Check front stop end point sensor
YEndErr	Claw can not move front.	Check move front & back motor
	Claw move to front end & back end, but sensor can not recognize sensor.	Check front stop end point sensor
ZLBeginErr	Claw left side can not move up.	Check left side move up motor
	Claw left side move to top, but limit switch can not recognize.	Check left side up switch
ZRBeginErr	Claw right side can not move up.	Check right side move up motor
	Claw right side move to top, but limit switch can not recognize.	Check right side up switch
ZEndErr	Claw can not move down.	Check motor
	Claw move to bottom, but limit switch can not recognize.	Check down switch
ZLEndErr	Claw left side can not move down.	Check left side up/down motor
	Claw left side move to bottom, but limit switch can not recognize.	Check left side down switch
ZREndErr	Claw right side can not move down.	Check right side up/down motor
	Claw right side move to bottom, but limit switch can not recognize.	Check right side down switch
CoinErr	Coin mechanism signal error.	Check coin signal is not held low (0vdc)
	Coin mechanism damaged.	Replace coin mechanism
No Tickets	Ticket dispenser signal error.	Check ticket dispenser settings are corrcet and motor is working
	Ticket dispenser damaged.	Replace ticket dispenser
No Shake	Customer shake machine.	Game resume after 10 seconds
	Anti-shake device stuck.	Adjust anti-shake device

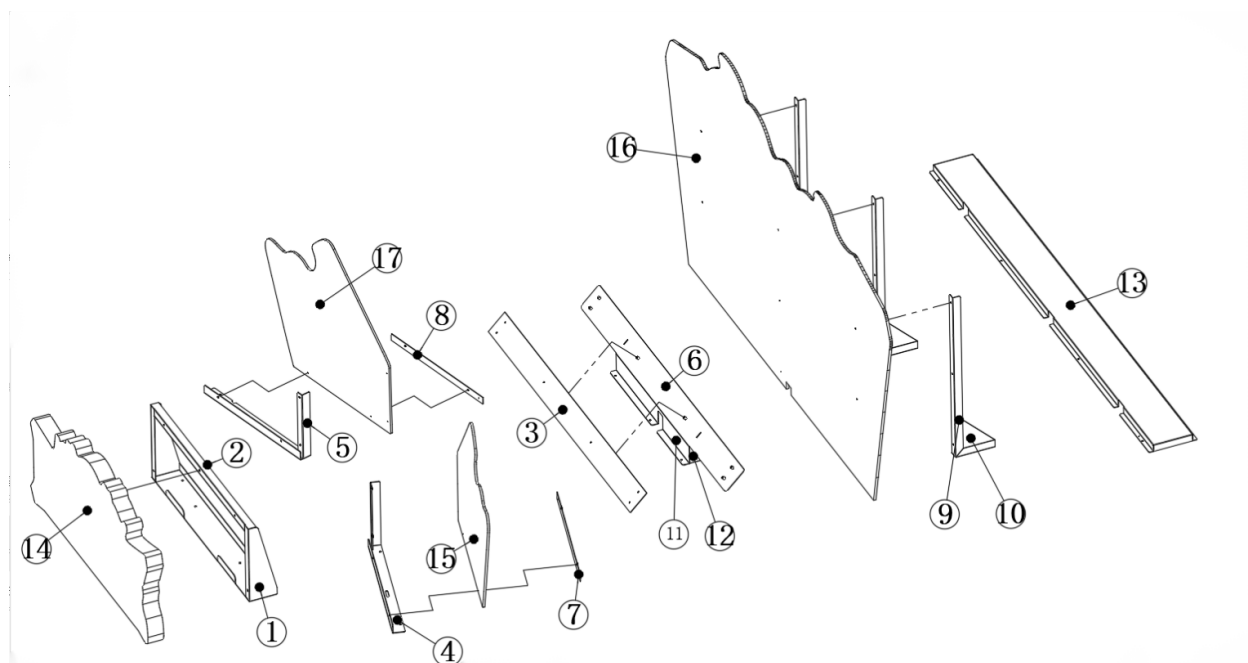


PARTS LIST

LIGHT BOX

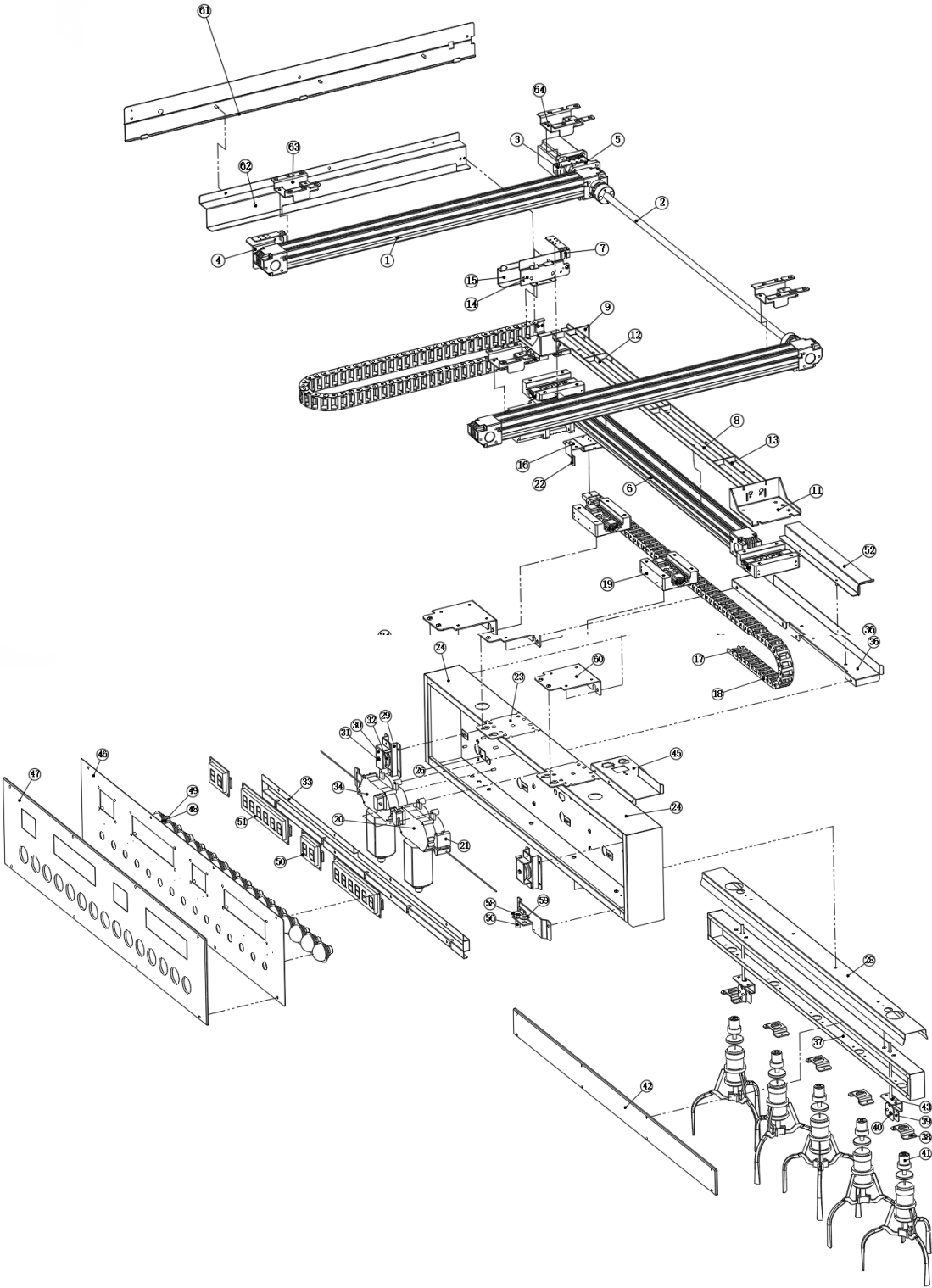


PARTS LIST



ITEM NO	PART NO	DESCRIPTION	QTY
1	07.040.043	Light Box Bracket A-01	1
2		Light Box Bracket A-02	1
3	01.019.232	Top White Light Panel 1	1
4	07.040.044	Top Acrylic B	2
5		Top Acrylic B	2
6	07.040.086	Top Light Panel Hardware	1
7	07.040.085	Top Acrylic B - Clip Strip	2
8		Mirror Top - Clip A	1
9	07.040.045	Top Acrylic Bracket B-01	3
10		Top Acrylic Bracket B-02	3
11	07.040.086	Top Light Panel Hardware	2
12		Top Light Panel Hardware	1
13	07.040.087	Top Light Panel - Base B	1
14	06.050.002	High Five Tickets NO.1	1
15	06.050.004	High Five Tickets NO.2-R	1
16	06.050.007	High Five Tickets NO.6	1
17	06.050.003	High Five Tickets NO.2-L	1

OVERHEAD CRANE



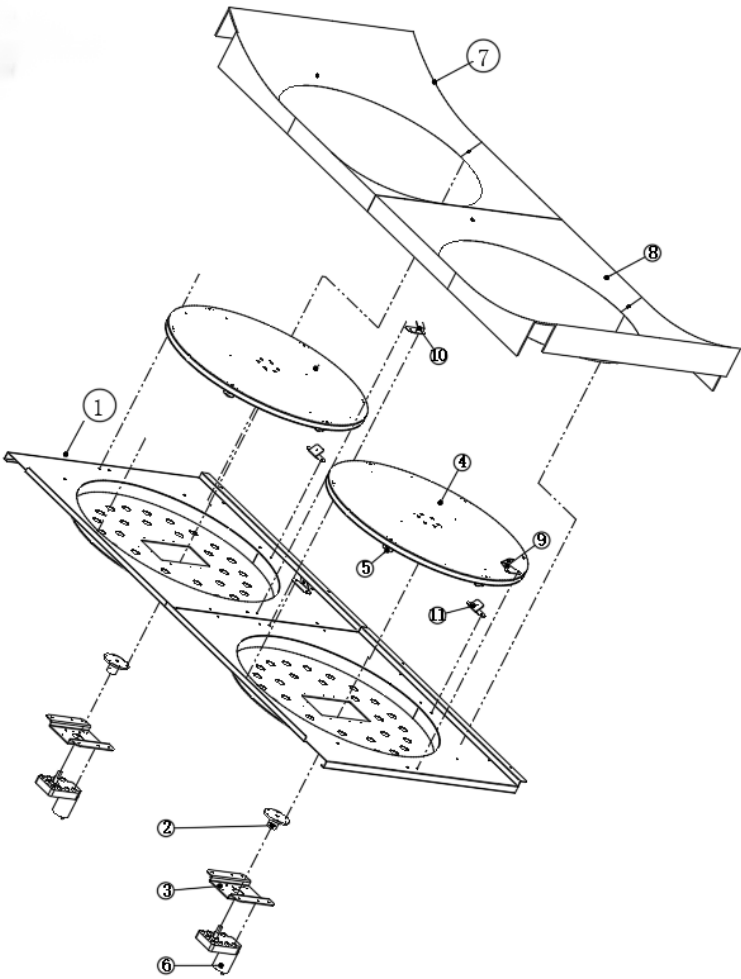
PARTS LIST



PARTS LIST

ITEM NO	PART NO	DESCRIPTION	QTY
1	01.018.224	Track	1
2	07.040.051	Crane Drive Rod	1
3	07.040.052	Crane Stroke Photoelectric Sensor Bracket	3
4	07.040.053	Crane Photoelectric Sensor Bracket Fixing Part	1
5	07.039.001	57 Motor Bracket	2
6	01.018.224	Track	2
7	01.019.219	Photoelectric Sensor	1
8-13	07.040.046	Crane Beam Fixing Bracket	1
14	07.040.047	Tank Chain Front Photoelectric Sensor Bracket	1
15	07.040.048	Tank Chain Hook Bracket	1
16	07.040.076	Tank Chain Left & Right Fixing Bracket - 01	1
17-18	01.015.072	Tank Chain	1
19	Included in the guide rail		
20-21	01.009.225	Crane Lowering Motor - 2.0MM (Right Wire Outlet)	1
22	07.040.054	Crane Stroke Photoelectric Sensor Plate	1
23-27	07.040.056	Crane Claw Control Box	1
28	07.040.063	Crane Claw Storage Cover	1
29	07.040.068	Pulley Shaft Bracket - 01	2
30	07.040.069	Pulley Shaft Bracket - 02	2
31	07.040.070	Pulley Shaft	2
32	01.021.125	Bearing Wheel	1
33	07.040.071	Crane Claw Control Box Wire Cover	1
34-35	01.009.217	Crane Lowering Motor - 2.0MM (Left Wire Outlet)	1
36	07.040.072	Left & Right Tank Chain Support Bracket - 01	1
37	07.040.064	Crane Fixing Bracket A	1
38	07.040.065	Crane Fixing Bracket B	5
39	07.040.066	Crane Fixing Bracket C	2
40	07.040.067	Crane Fixing Bracket D	2
41	01.018.280	Claw	5
42	06.050.014	Decal NO.13	1
43-44	07.040.100	Crane Shaft Bushing (T-Type A)	2
45	07.040.074	Tank Chain Left & Right Fixing Bracket - 02	1
46	07.040.128	Crane Control Box Cover Plate	1
47	06.050.053	Decal NO.12	1
48-49	01.007.381	Colorful LED Light	15
50	01.019.258	2-Position Figure-8 Plate	2
51	01.019.229	6-Position Figure-8 Plate	2
52	07.040.077	Left & Right Tank Chain Support Bracket - 02	1
56	07.040.099	Crane Shaft Bushing (T-Type B)	2
58	07.040.059	Crane Claw Operating Structure F	2
59	07.040.060	Crane Claw Operating Structure G	2
60	07.040.055	Crane Claw Control Box Fixing Plate	2
61	07.040.075	Side Hooks (Type A)	1
62	07.040.073	Tank Chain Front Fixing Bracket	1
63	07.040.049	Crane Fixing Seat	2
64	07.040.050	Crane Fixing Seat - 01	2
65	07.040.078	Side Hooks (Type B)	1

TURNTABLE

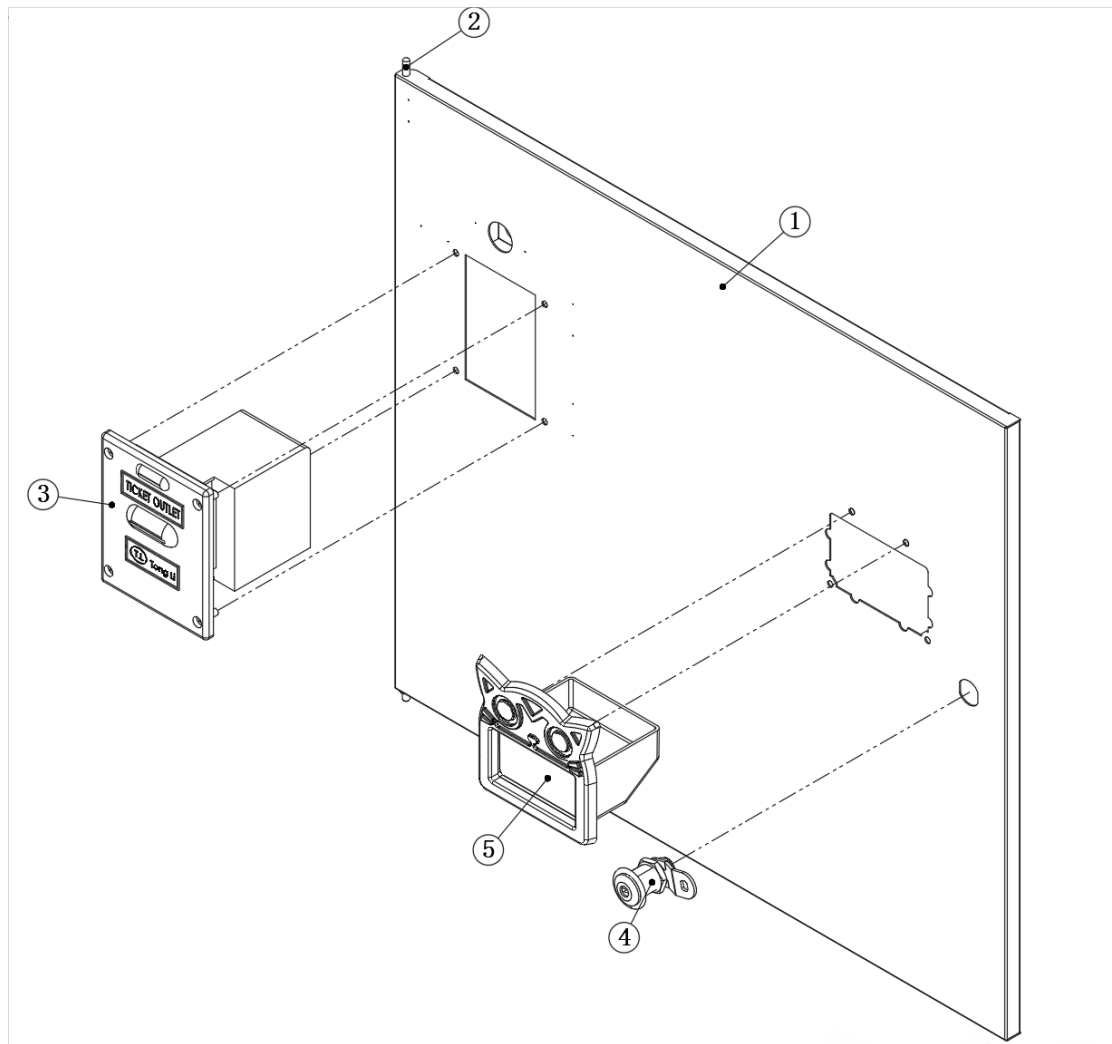


ITEM NO	PART NO	DESCRIPTION	QTY
1	07.040.029	Turntable Base - 03	2
2	07.040.030	Machined Shaft Part A	2
3	07.040.031	Turntable Motor Base	2
4	07.040.032	Turntable Assembly	2
5	07.040.104	Plastic Nylon Pulley - 19	12
6	01.009.249	Motor 56F545 12V 5 RPM	1
7	01.010.260	Left Turntable Blister Part	1
8	01.010.261	Right Turntable Blister Part	1
9	07.040.079	Drilling Seat A	2
10	07.040.080	Drilling Seat BA	2
11	07.040.081	Machined Shaft Part A	4

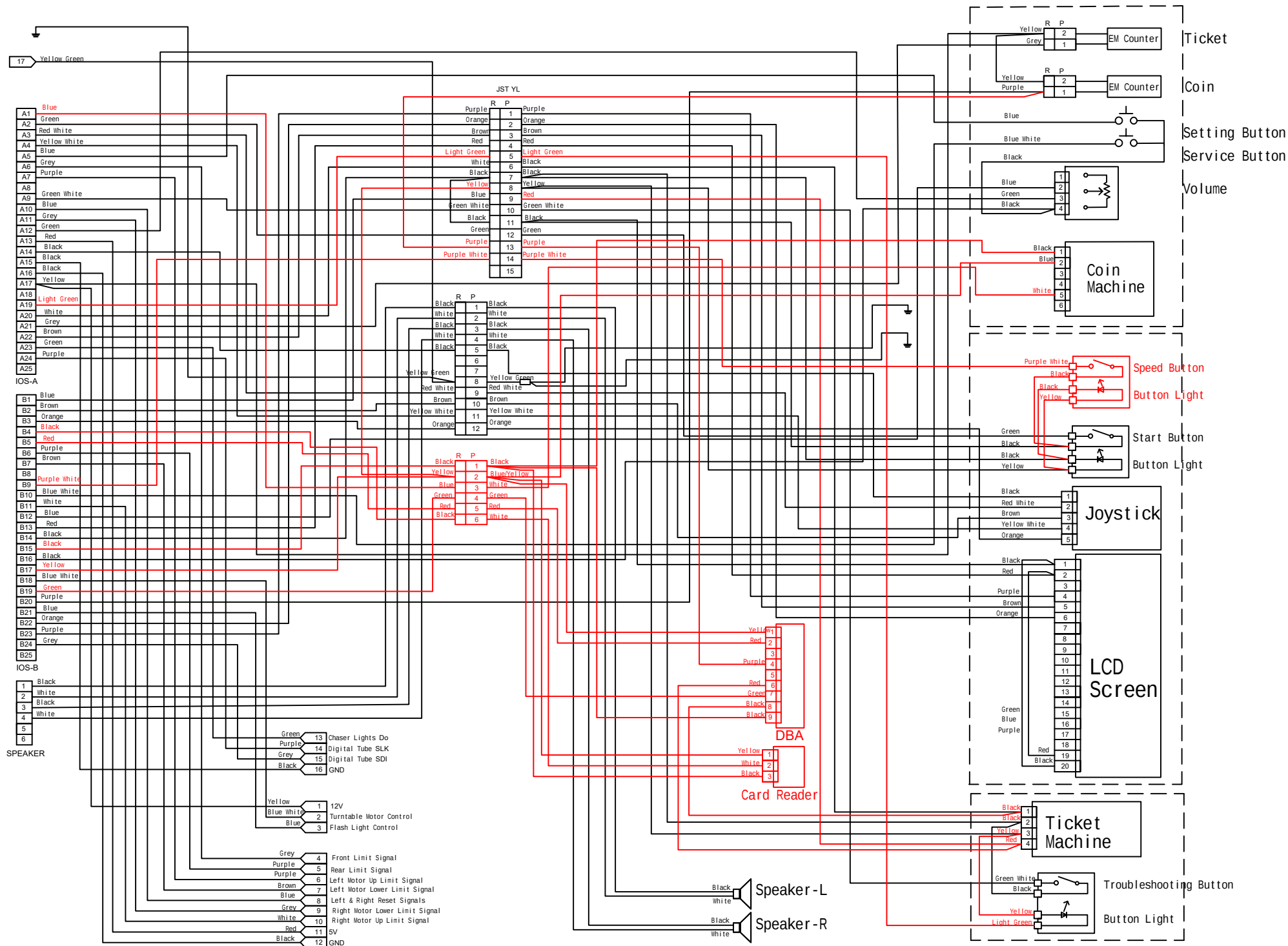
FRONT DOOR ASSEMBLY

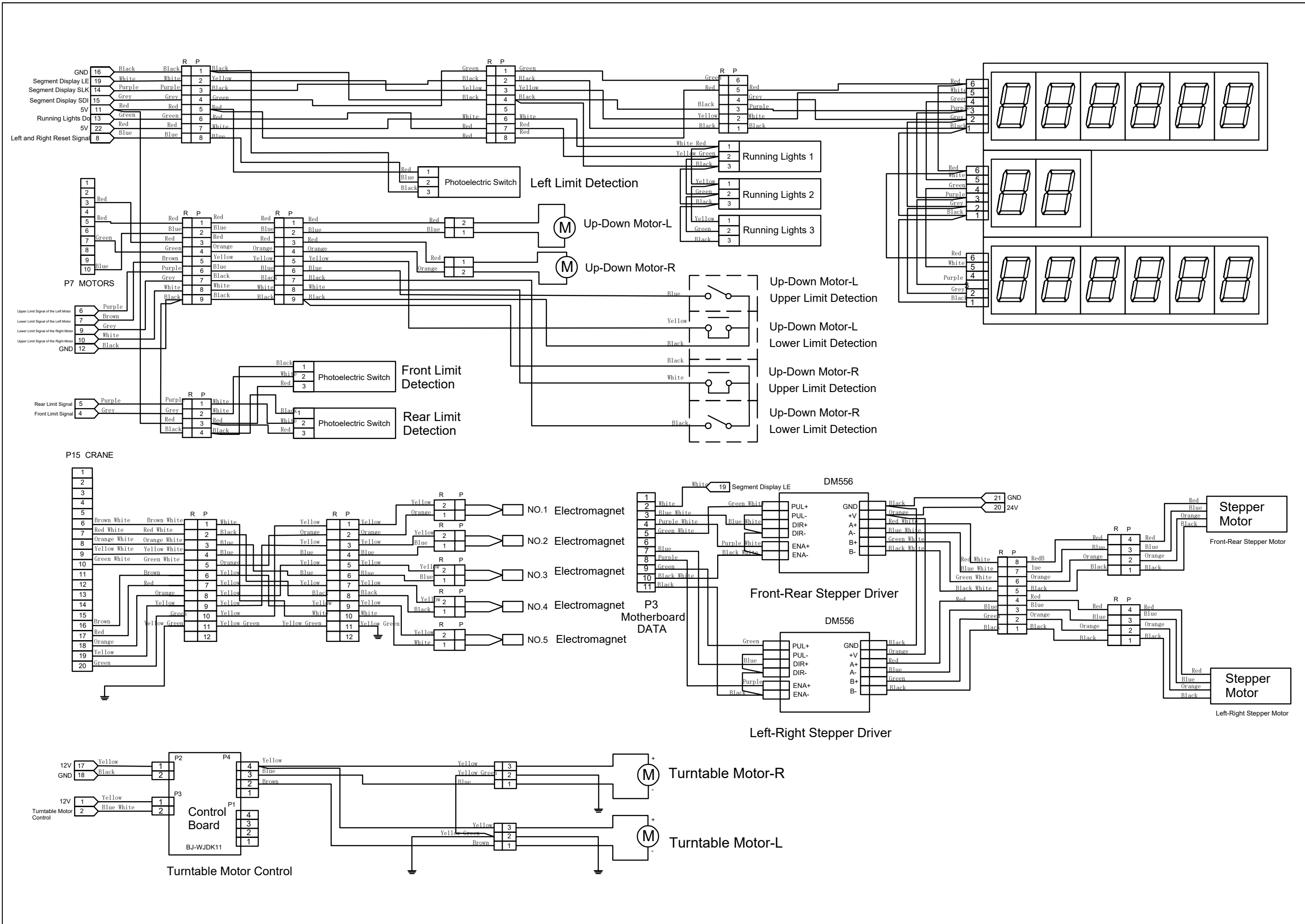


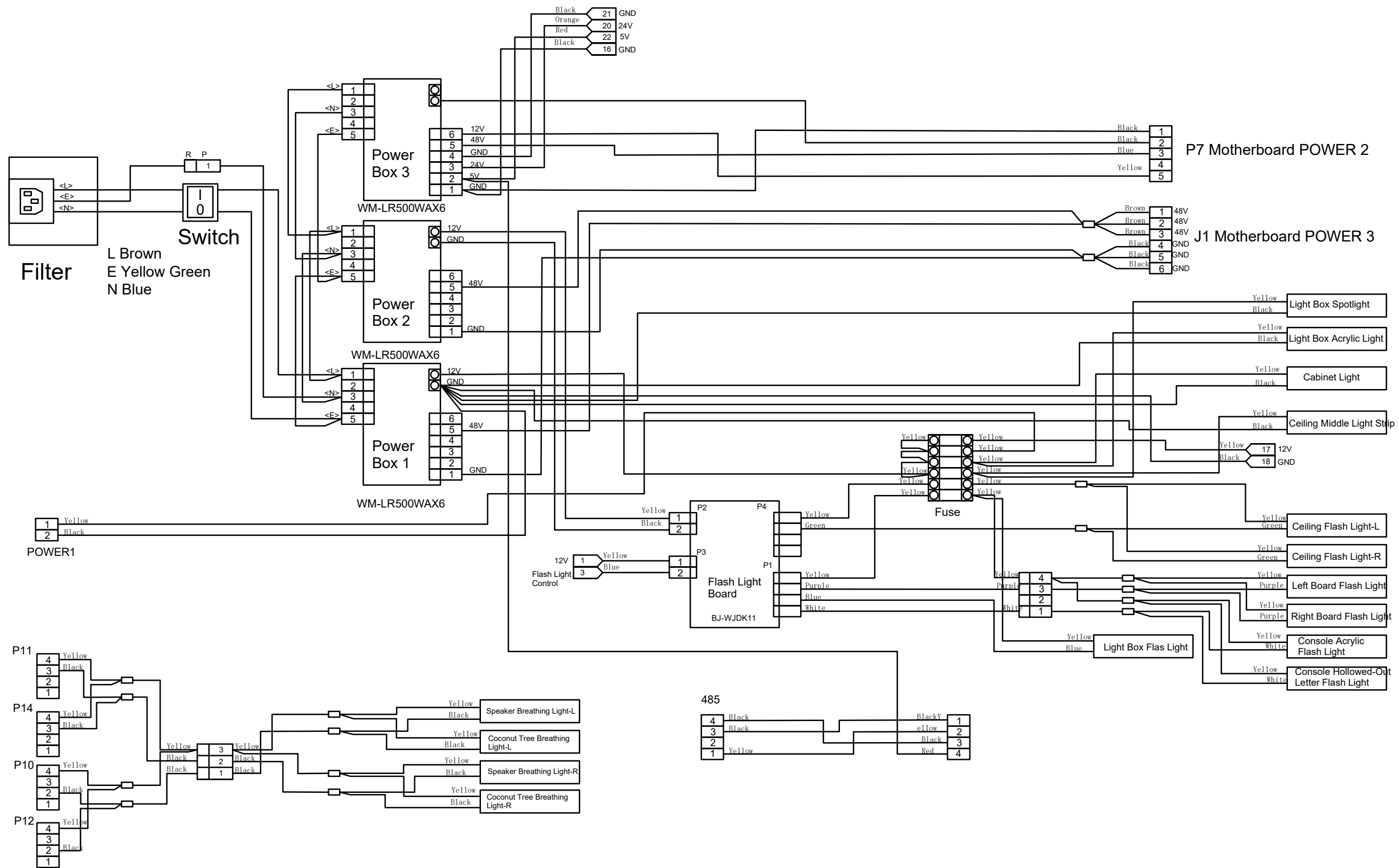
PARTS LIST



ITEM NO	PART NO	DESCRIPTION	QTY
1	07.040.040	Door Panel Assembly	1
2	07.040.103	Spring Latch on Door	1
3	01.017.009	Ticket Dispenser	1
4	01.018.206	Lock	2
5	01.015.002	Fake Coin Slot	1







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