SEGA®

SEGA®

OWNER'S MANUAL

OPERATOR AND SERVICE MANUAL

IMPORTANT

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

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

To maintain safety:

To ensure the safe operation of this product, be sure to read the following before usage: The following instructions are intended for the users, operators and the personnel in charge of the operation of the product. After carefully reading and sufficiently understanding the warning displays and cautions, handle the product appropriately. Be sure to keep this manual close to the product or in a convenient place for future reference.

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

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

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

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

For the safe usage of the product, the following pictographs are used:

Indicates "HANDLE WITH CARE." In order to protect the human body and equipment, this display is attached to places where the instruction manual should be referred to.

Indicates a "protective earth terminal." Before operating the equipment, be sure to connect it to the ground (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 (this is not required in the case where a power cable with earth is used).**
  This product is equipped with the earth terminal. When installing the product, connect the earth terminal to the "accurately grounded indoor earth terminal" by using an earth wire. Unless the product is grounded appropriately, the user can be subject to an electric shock. After performing repair, etc. for the control equipment, ensure that the earth wire is firmly connected to the control equipment.

- **Ensure that the power supply used is equipped with an earth leakage breaker.**
  Using a power supply which is not equipped with the earth leakage breaker can cause a fire when earth leakage occurs.

- **Be sure to use fuses which meet the specified rating (only for the machines which use fuses).**
  Using fuses exceeding the specified rating can cause a fire and an electric shock.

- **Specification changes (removal of equipment, 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. SEGA products have a nameplate on which the electrical specifications are described. Ensure that the product is compatible with the power supply voltage and frequency requirements of the location. Using any electrical specifications different from the designated specifications can cause a fire and an electric shock.

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

- **When handling the monitor, be very careful (applies only to products with monitors).**
  Some of the monitor parts are subject to high tension voltage. Even after turning off the power, some portions are still subject to high tension voltage. 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 casters and adjusters damaged?

☐ Do the power supply voltage and frequency requirements meet with those of the location?

☐ Are all wiring connectors correctly and securely connected? Unless connected in the correct way, connector connections can not be made accurately. Do not insert connectors forcibly.

☐ Do power cables have cuts and dents?

☐ Are all accessories available?

☐ Can all doors and lids be opened with the accessory keys? Can doors and lids be firmly closed?

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:
"MARIO AND SONIC AT THE TOKYO OLYMPICS 2020"

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

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

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

(STOP) **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	Facsimile:	+44 (0) 208 391 8099
USA Sales:	+00 (1) 224 265 4287		
STS (Spares):	+44 (0) 208 391 8060	Facsimile:	+44 (0) 208 391 8096
email:	mailbox@sega.co.uk	Web:	http://www.segaarcade.com

SPECIFICATIONS

Standard Cabinet

Machine Dimensions:	0.81m (31.8in) [Width] x 1.4m (55.1in) [Depth]
Machine Height:	2.3m (90.5in) (Installed)
Machine Weight:	283kg Approx (Installed)
Power, maximum current:	-200w-
Rating:	3.15A @ 230vac

Definition of 'Site Maintenence Personnel' or Other Qualified Individuals

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(STOP) **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.

Copyright

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

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.
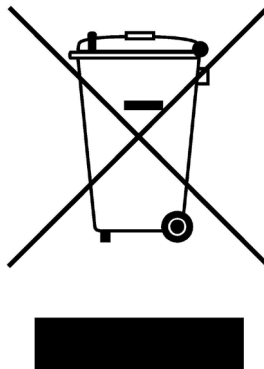
REGISTERED IN ENGLAND REGISTERED NO. 1711515

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

TABLE OF CONTENTS

1 HANDLING PRECAUTIONS

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

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

⚠ WARNING

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

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

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

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

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

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

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

This product MUST be Earthed. Inappropriate Earthing can cause an electric shock.

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

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

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

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

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

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

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

Be sure to perform periodic maintenance inspections herein stated.

STOP IMPORTANT

For the IC board circuit inspections, only the use of a logic tester is recommended. Using a Multi Tester or General Purpose Tester may result in damage to IC Circuits. Static electricity from your body may damage some electronics devices on the IC board. Before handling the IC board, touch a grounded metallic surface so that the static electricity can be discharged.

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

CONCERNING THE STICKER DISPLAY

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

CONCERNING WARNING DISPLAYS

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

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

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

STICKER DISPLAY

⚠ CAUTION

If you or your child have experienced a convulsive attack, loss of consciousness, etc., due to light stimulus or TV game, or fear that you may experience such symptoms, be very careful of using this machine.
If you feel sick whilst playing this game, immediately discontinue use and take a rest.

440-CS0356-02

SUITABLE FOR ALL AGES
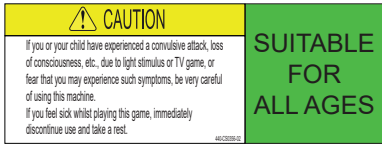
440-CS0356-02UK
Epilepsy Sticker

Inside

⚠ CAUTION

Take care when servicing within these areas.
440-CS0010UK
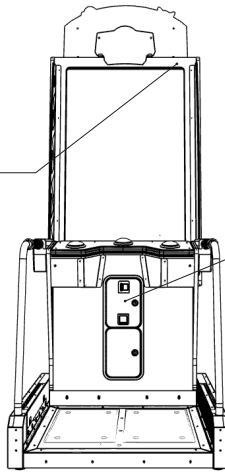
440-CS0010UK
Caution Sticker

440-WS0005UK
Warning Sticker - High Voltage

⚠ WARNING

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

⚠ WARNING

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

440-WS0005UK
Warning Sticker - High Voltage

⚠ CAUTION

To avoid injury, please do not play this game if you have or suffer from any one of the following conditions:

- High blood pressure or heart condition

- Intoxicated or under the influence of drugs

- Pregnant

Always wear footwear when playing this game

Do not play this game when wearing high heeled shoes

Only one person is allowed to play this machine at any one time

Take care when entering and exiting the machine
440-CS0019UK

440-CS0019UK
CAUTION - Player Caution

440-CS0021UK
CAUTION - Place Objects

⚠ CAUTION

Do not place objects on the floor during gameplay
440-CS0021UK

3

Inside

⚠ **DANGER**

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

440-DS0010UK
Danger Sticker - High Voltage

Inside

⚠ **DANGER**

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

440-DS0010UK
Danger Sticker - High Voltage

PORTABLE APPLIANCE TEST RECORD					
DATE	ENGINEER	VISUAL PASS	EARTH BOND	INSULATION	SIGNED

SEGA AMUSEMENTS INTERNATIONAL

P.A.T. Label

LB1101
Caution Sticker - Battery replacement
Game BD

⚠**CAUTION**

DANGER OF EXPLOSION IF BATTERY IS INCORRECTLY REPLACED

Replace only with the same of equivalent type recommended by the
manufacturer. Dispose of used batteries according to the
manufacturer's guidelines.
LB1101

ON
OFF

ON/OFF Label

AC Bracket
and Earth Brkt

Earth Label

WEEE Label

Rating Label

INDOOR USE ONLY
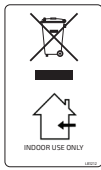
SEGA Sega Amusements International Ltd. 42 Barwell Business Pk
Leatherhead Road | Chessington | Surrey | KT9 2NY | Untied Kingdom

MODEL: MSJ-0000UK
NAME: MARIO AND SONIC
TOKYO
RATING: AC110-230V | 200W
FREQ: 50/60Hz
WEIGHT: 283Kg

RoHS2

3.15A
Rating Label
(AC Bracket)

6.3A
Rating Label
(Distribution BD)

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2 PRECAUTIONS REGARDING INSTALLATION LOCATION

⚠ WARNING

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

Places subject to rain or water leakage, or places subject to high humidity in the proximity of an indoor swimming pool and/or shower, etc.

Places subject to direct sunlight, or places subject to high temperatures in the proximity of heating units, etc.

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

Dusty places.

Sloped surfaces.

Places subject to any type of violent impact.

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

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

STOP IMPORTANT

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

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

⚠ WARNING

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

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

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

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

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

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

2-2　OPERATION AREA

(STOP) **IMPORTANT**

> To install this product, the entrance must be at least 0.9m in width and 1.94m in height.
>
> Do not attempt to move the product by pushing or pulling on the plastic parts. This may damage the product and my cause personal injury.

⚠ WARNING

- For the operation of a 2 player machine, secure a minimum area of 2.17m (W) x 2.97m (D). These dimensions are necessary to enable the customer to walk around the machine and also to provide adequate ventilation. The player is required to be physically active when playing this game, so there is a possibility of a player falling, so be sure to secure the minimum area around the machine specified in this manual.

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

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

- If the machine does not fit through the entryway to the installation location, do not disassemble it without first consulting the instructions. The machine should only be disassembled in accordance with the instructions listed in this manual; do not attempt to disassemble it in any other way. 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 and 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.

- To install this product, the entrance must be at least 0.9 m in width and 1.94m in height. If the entrance is too narrow, do not tilt the product carelessly. If all the product weight is put on the casters at one side only, there could be damage or deformation, causing serious accidents such as workers getting caught underneath.

(STOP) **IMPORTANT**

> Securing a safe area for operation as described in this manual will ensure safe operation for players and observers.
>
> SEGA shall not be held responsible for damage or compensation for damage to a third party, resulting from the failure to observe this instruction.

OPERATION AREA
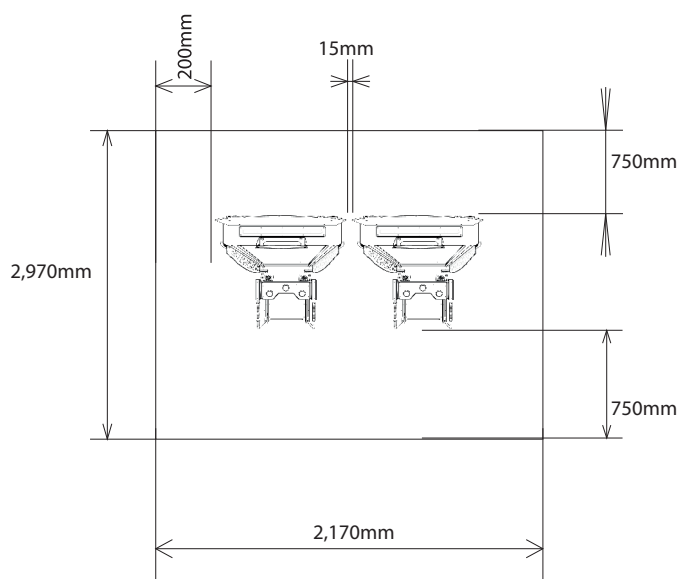
Minimum distance required for safe operation of 2 Player Cabinet
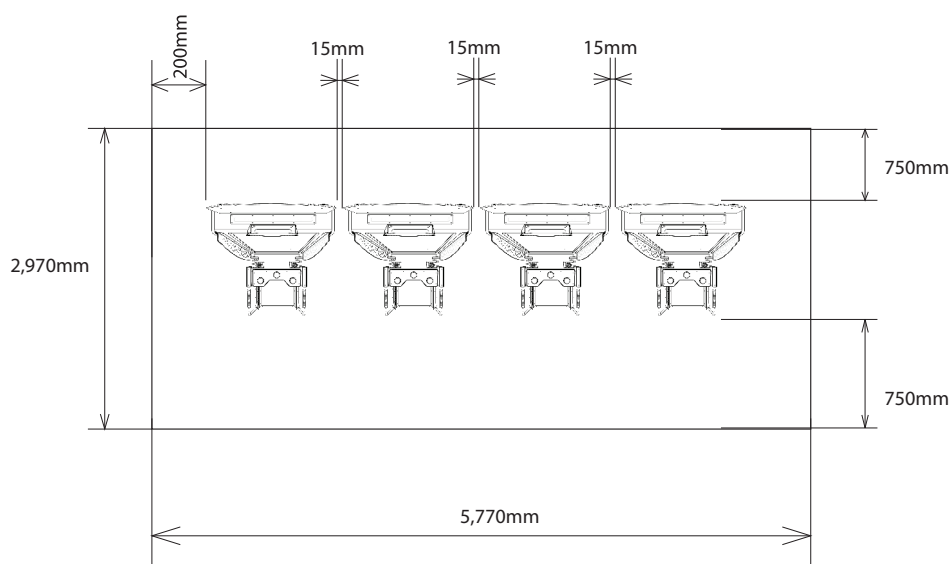
Minimum distance required for safe operation of 4 Player Cabinet

3 PRECAUTIONS REGARDING PRODUCT OPERATION

In order to prevent accidents and inappropriate behaviour, please check the following before operating the product.

3-1 BEFORE OPERATION

⚠ **WARNING**

- 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 may result in customers bumping into each other or the product causing injury.

- Check if all the Leg Adjusters are in contact with the surface. (The casters should be raised approximately 5mm from the floor) If they are not the cabinet will move and may cause damage to property or injury to a player or observer.

5mm
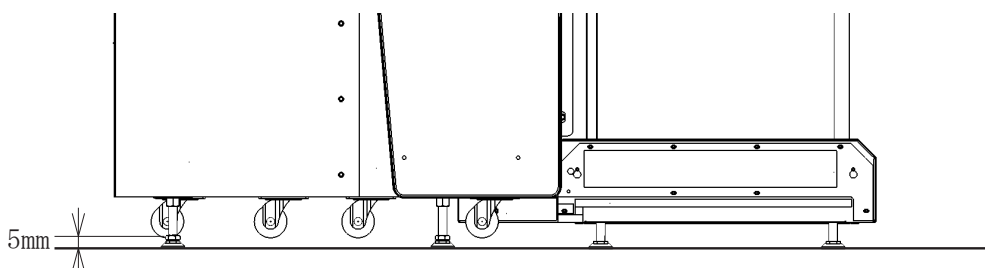
- When lowering the Leg Adjusters, make sure that the gap between the Cabinet and the floor has been closed.
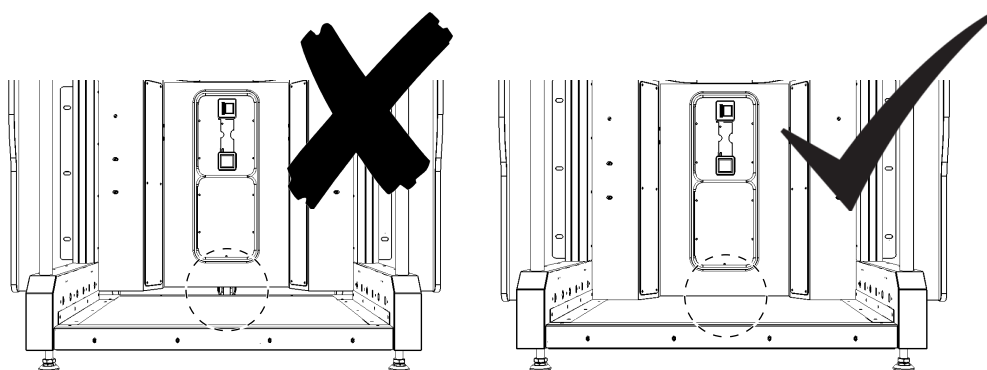
- Do not place any heavy items on this product. Doing so may result in injury or damage to the product.

- Do not climb on this product. Climbing on this product may result in injury or product damage. When checking the upper proportions of this product, always use a step/step ladder.

⚠ WARNING

- To avoid electric shock, always check each door or service hatch for damage and make sure that they are fitted correctly. Never operate this product with doors or service hatches removed.

- Do not place any of the following objects on top of the product, nearby the product or hang them from the ceiling in close proximity to the product as doing so may result in an electric shock, short circuit or damage to parts.

- Flower vases, flower pots, cups, glasses, water tanks, cosmetics and/or any receptacle/container/vessel containing liquid or chemicals.

⚠ CAUTION

- During daily cleaning, be sure to check the surface of the controllers and other parts that the player touches with his 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.

- During daily cleaning, be sure to check the floor for any abnormality, wetness, etc. Failure to do this may result in deliberate tampering or negligence being left undetected.

(STOP) IMPORTANT

- Players directly hold the controller with their bare hands so it is recommended that wet towels (paper towels) be provided.

- Endeavor to clean the controllers and the floor daily.

- Provide a container or space for storing the customers' hand luggage, etc. To help prevent an accident and also protect parts, establish measures so that customers do not bring rain gear, such as umbrellas, on rainy days, or juice or other beverages, into the area where the machine is installed.

- Inspect the coin insertion slots to make sure that no foreign objects have been inserted and that they have not otherwise been tampered with as this will prevent play.

3-2 DURING OPERATION (PAYING ATTENTION TO CUSTOMERS)

In order to prevent an accident or encourage inappropriate behaviour, the attendant or operator must endeavor to always pay attention to the behaviour of the players and customers. To play this machine involves physical activity undertaken by the player . Sometimes a player or a customer may behave in an unexpected manner. Be adequately aware of safety, and stop any behavior that is considered dangerous.

⚠ **WARNING**

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

PRECAUTIONS REGARDING PRODUCT OPERATION

STOP IMPORTANT

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

- To ensure maximum safety for the players and the customers, ensure that where the product is operated has sufficient lighting to allow any warnings to be read. Operation under insufficient lighting can cause bodily contact with each other, hitting accident, and/or trouble between customers.

- Be sure to perform appropriate adjustment of the display (LCD Screen). For operation of this machine, do not leave monitor's flickering or deviation as is. Failure to observe this can have a bad influence upon the players' or the customers' physical conditions.

- It is suggested to ensure a space allowing the players who may feel sick while playing the game to take a rest.

- Check that the product is located on a level surface. If the product is placed upon an uneven surface it will rock and can trap feet or fingers between gaps.

- Do not put any heavy item on this product. Items, if placed on this product may fall and cause injury to the player / observer.

- Do not climb on the product. Climbing on the product can cause falling down accidents. To check the top portion of the product, use a step ladder.

- If a player carries hand luggage or other items onto a ride, objects may fall off or roll over, for example, when the ride moves, resulting in injury or damage. Also, instruct players not to take breakable items, etc., onto the ride.

- After the end of a game, check to ensure that the player has not forgotten or dropped any belongings.

⚠ CAUTION

- Immediately stop such violent acts as hitting and kicking the product. Such violent acts can cause parts damage or cause the cabinet to fall over, resulting in injury.

- Take care to ensure that two persons do not attempt to play a game by grasping a single controller. Failure to heed this precaution may result in a collision between two players which may cause an injury.

- Explain that the attendant will stop the game if he or she judges that a situation is dangerous.

- Take care to ensure that other customers do not touch operating devices during a game. Failure to heed this precaution may result in an accident or cause trouble between customers.

- There are steps and level differences between the floor level and the running platform. Instruct players to be careful when entering or leaving the game.
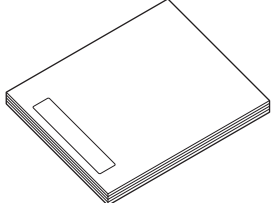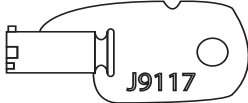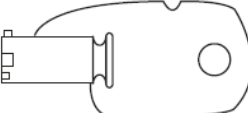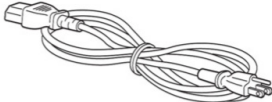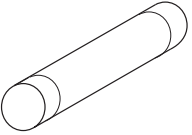
4 **PART DESCRIPTION**
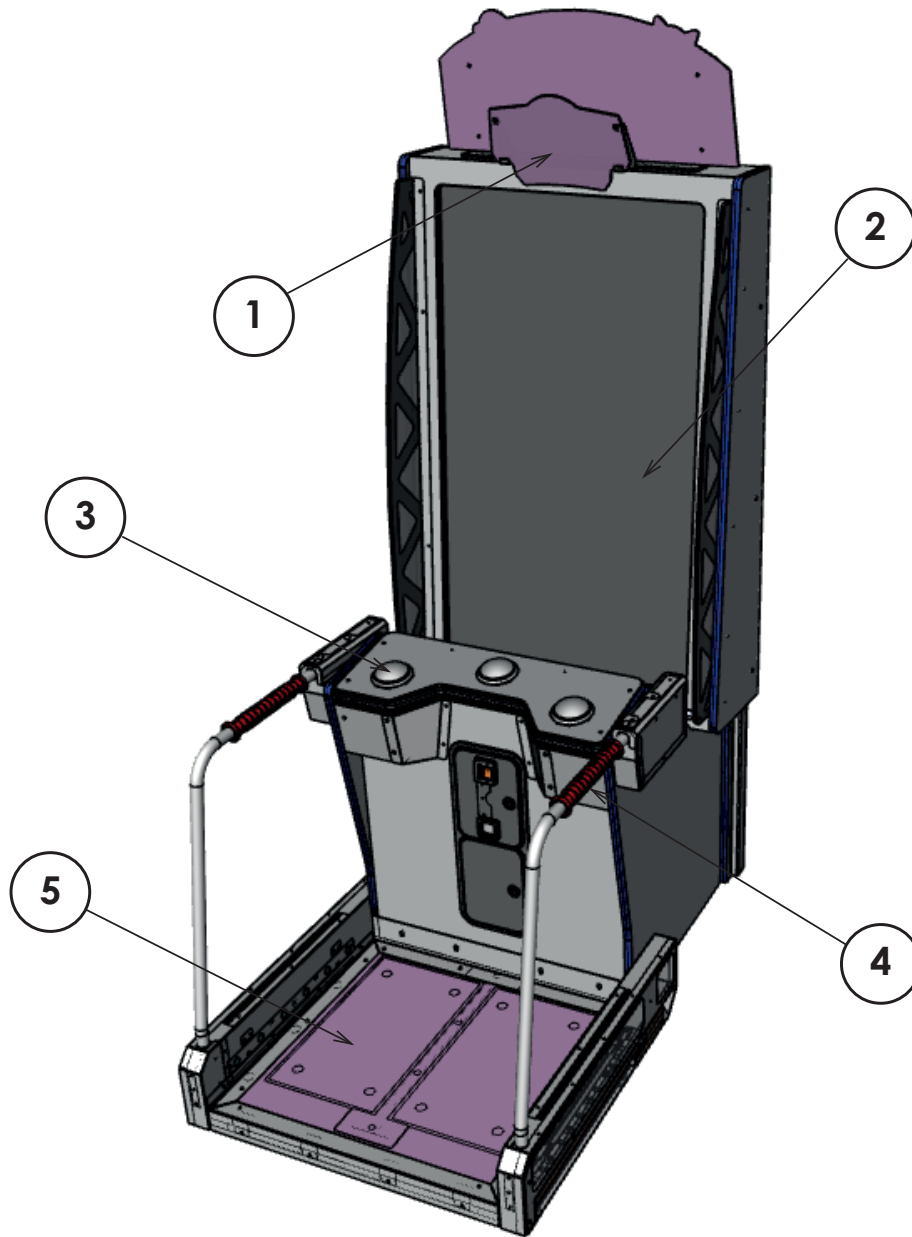
1	Billboard
2	Screen
3	Button
4	Grip Handle
5	Floor

5 ACCESSORIES

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

PART NAME/NUMBER	IMAGE	QUANTITY
Owner's Manual (Part #: 420-0038UK)		1
Master Key	J9117	1
Security Key		2
Power Lead (Location Dependant) UK (Pt No LM1227) EU (Pt No LM1246) US (Pt No LM12XX)		1
Spare Fuse (Fitted to ASSY AC UNIT)		1

6 ASSEMBLY AND INSTALLATION

> ## ⚠ WARNING
>
> - **Perform assembly work by following the procedure herein stated. Failure to comply with the instructions can cause electric shock and/or serious injury**
>
> - **Perform assembly as per this Manual. Since this is a complex machine, incorrect assembling can cause an electric shock, machine damage and/or improper functioning as per specified performance**
>
> - **When assembling, more than one person is required. Depending on the assembly work, there are some cases in which working by one person alone can cause personal injury or parts damage**
>
> - **Ensure that connectors are properly connected. Improper connections can cause electric shock**
>
> - **Be careful not to damage the wires. Damaged wires may cause electric shock or short circuit or present a risk of fire**
>
> - **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. φ 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 and 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 operation 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**

(STOP) **IMPORTANT**

- **Be very careful when handling the LED display screen. The screen can be damaged easily and cannot be repaired once damaged. Such damage can only be repaired by completely replacing the screen.**

- **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.**

6-1 INSTALLING THE FLOOR

1 Remove the (11) highlighted fixings and remove **Plate Floor Sensor Outer RH (MSJ-3023UK)**
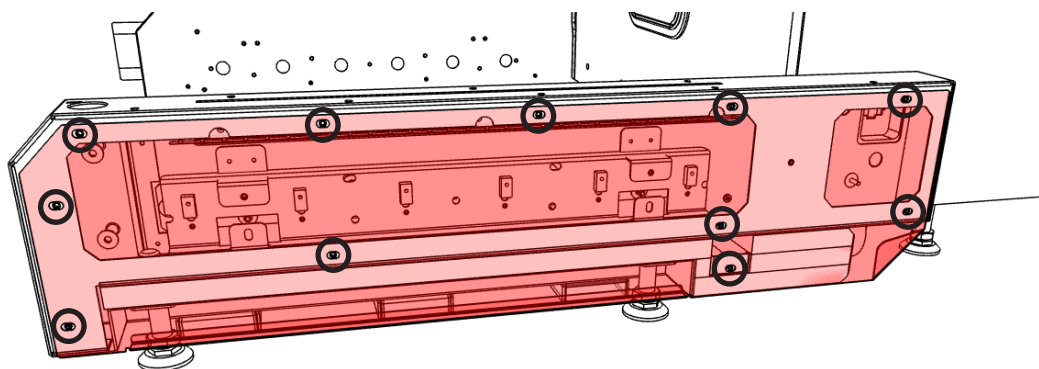
2 Perform the same procedure on the **Plate Floor Sensor Outer LH (MSJ-3022UK)**

3 Move the Assy Floor into the position shown. Take care not to trap any wiring during this movement
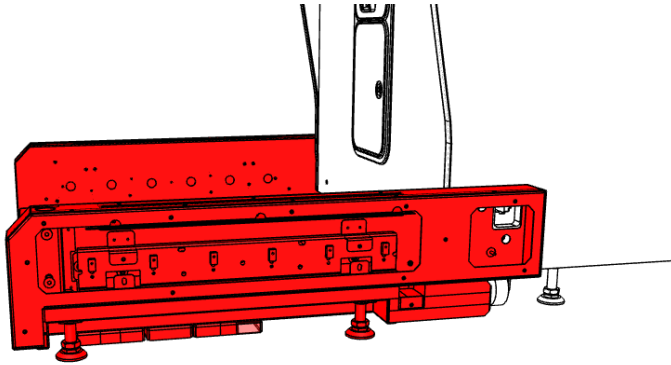
4 Secure the wiring harnessing through the vacancy in the side of the Cabinet and connect to the adjacent wire harness on the inside of the Cabinet

Wire Harness

Secure Here
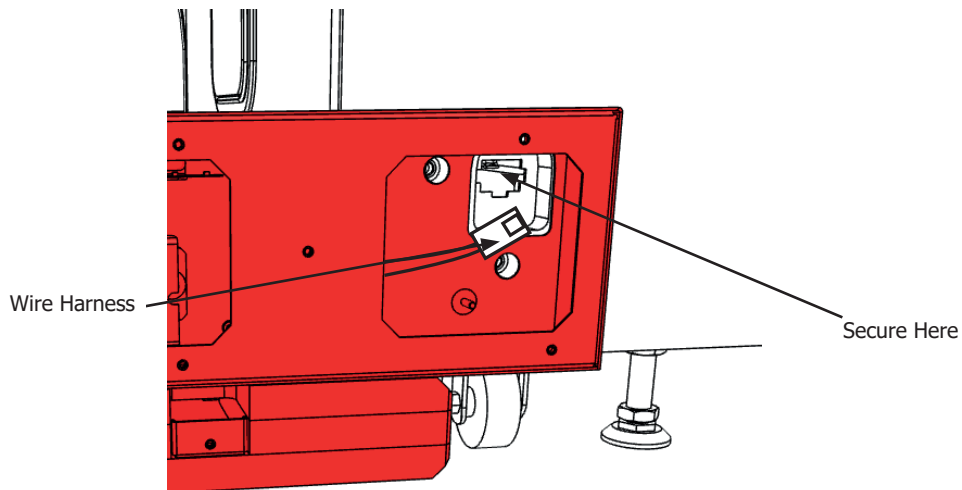
5 Secure the (2) highlighted fixings to secure the **Assy Floor Base** to the **Monitor Cabinet** (fixings will be populated within the Cabinet. They must be removed and then reapplied)
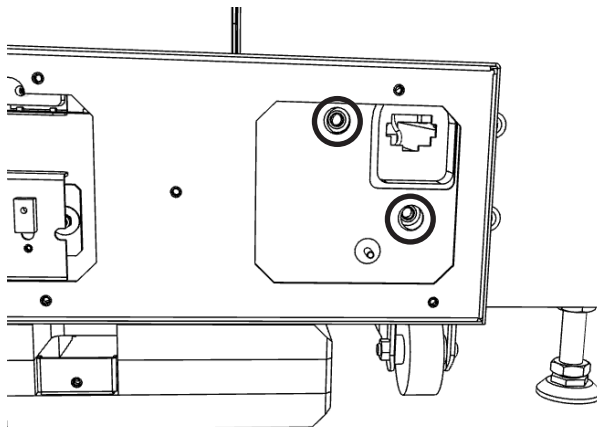
6 Complete the same procedure on the left hand side

7 Do not yet reapply the **Plate Floor Sensor Outer RH/LH** as access will be needed in Section 6-3

6-2 INSTALLING THE PIPES

1 Move the Assy Pipe RH into the position shown
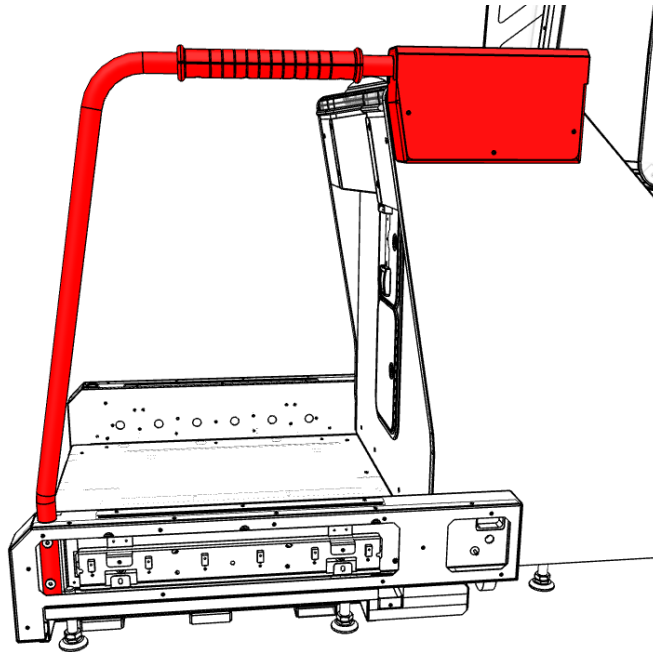
2 Secure the (2) highlighted fixings at the base of the pipe. The Paint Piercing Washer must be in contact with the pipes first. All fixings used are located inside the Cash Box
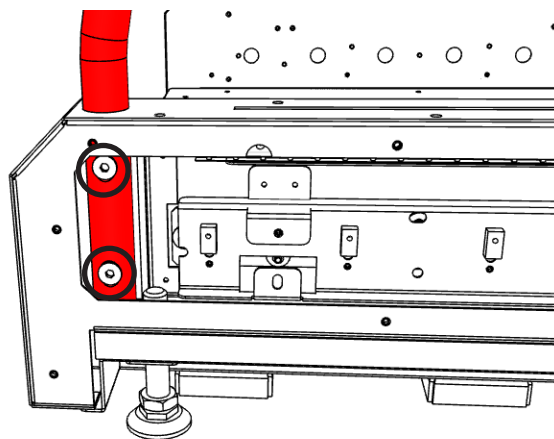
3   Remove the (5) highlighted fixings and remove **the Cover Pipe Upper R (MSJ-3043UK)** (fixings will be populated within the Cabinet. They must be removed and then reapplied)
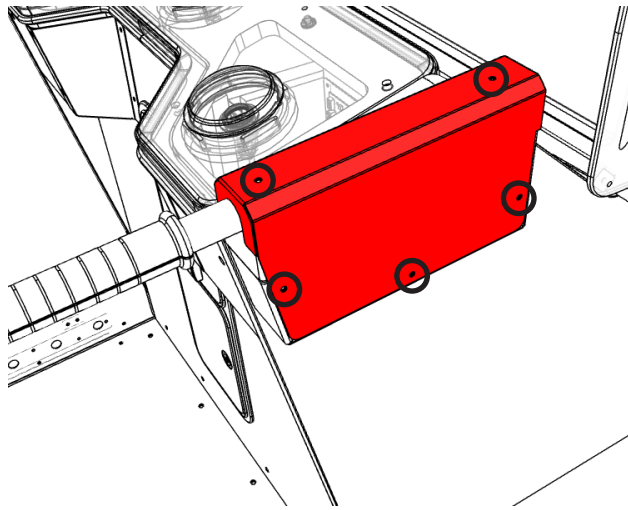
4   Apply and secure the (2) M4x25 fixings into each of the **Plate Disc Pipe Mounts (MSJ-3034UK)** (fixings will be populated within the Cabinet. They must be removed and then reapplied)

Plate Disc
Pipe Mount
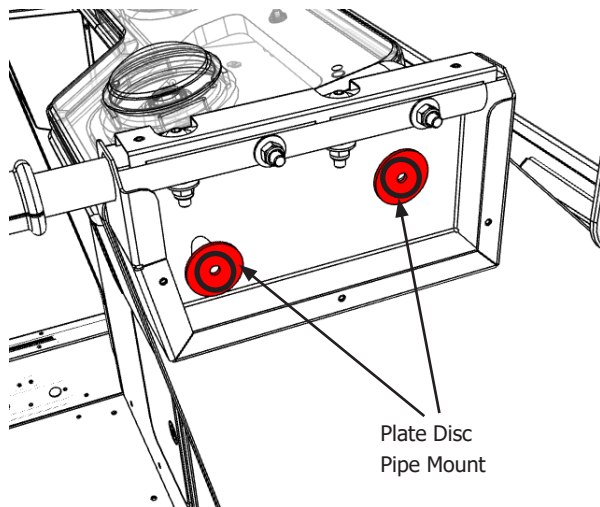
5   Complete the same procedure for the **Assy Pipe LH (MSJ-3030UK)**

6   Reapply the Cover Upper Pipe L and R

7   Reapply the Plate Floor Sensor Outer RH and LH

6-3 SECURING THE FLOOR

1 Apply the **Brkt Floor Joint Cabi (MSJ-3056UK)** and secure the (8) highlighted fixings (fixings will be populated within the Cabinet. They must be removed and then reapplied)
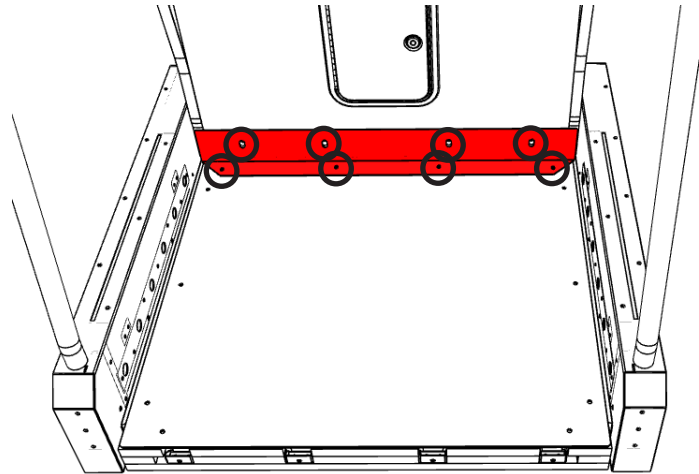
6-4 INSTALLING THE BILLBOARD AND POP PANEL

⚠ CAUTION

- **Do not perform installation of the Billboard and/or Pop Panel without the use of a stepladder**

- **Do not perform installation of the Billboard and/or Pop Panel with less than 2 people**

1 The Pop Panel will need to be installed first. Fix the **Brkt Pop Title (MSJ-0002UK)** into the position shown by securing the (2) highlighted fixings
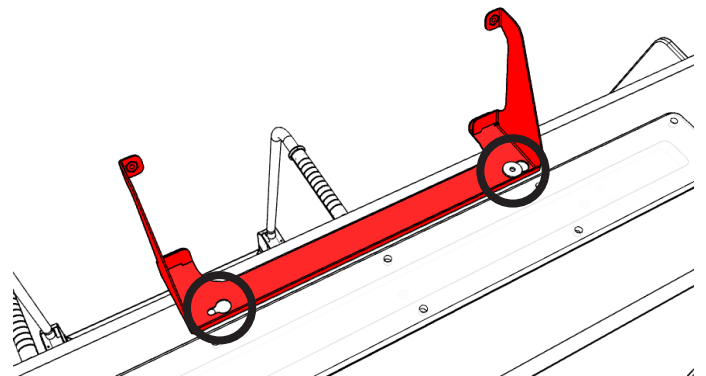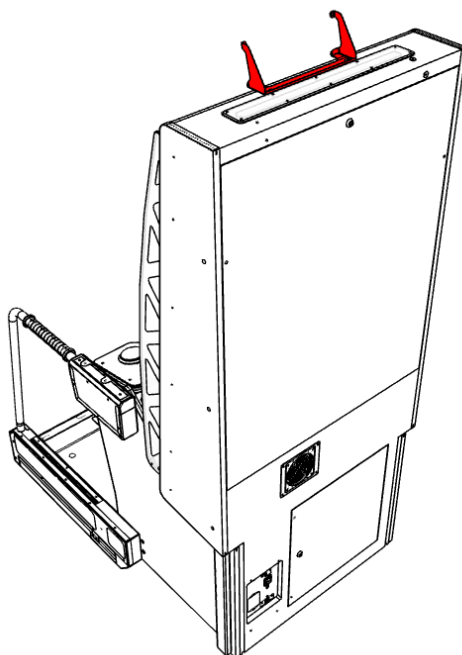
2 Place the **Billboard Pop Title (MSJ-0001UK)** into the position shown and secure with the (2) highlighted fixings (secure from the front of the Billboard)
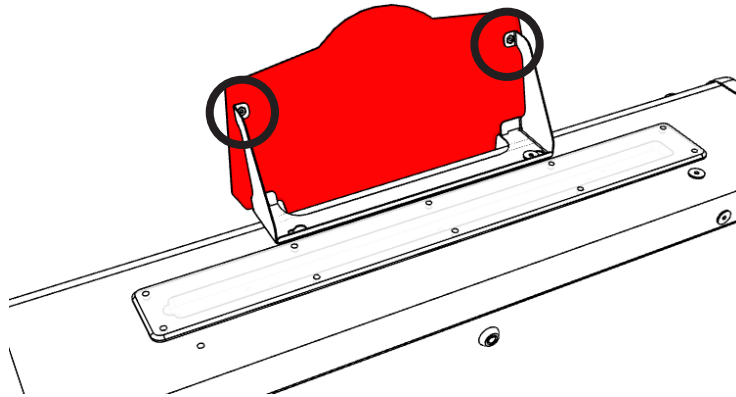
3 Place the **Brkt Billboard R (MSJ-0006UK)** and **Brkt Billboard L (MSJ-0005UK)** into the positions shown and secure using the (4) highlighted fixings
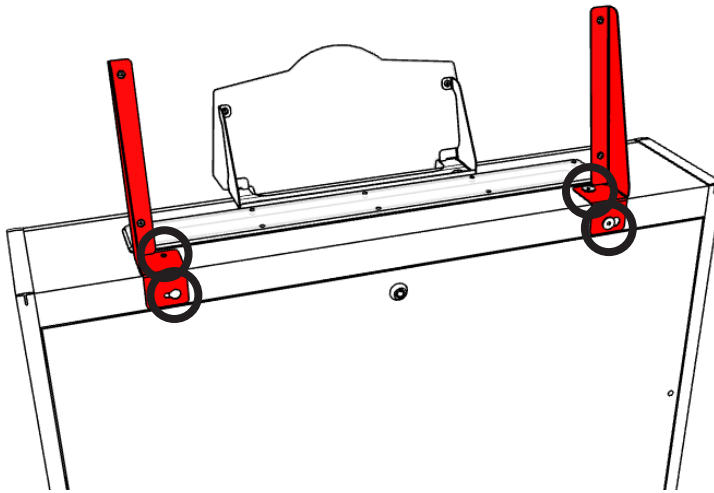
4 Place the **Billboard Pop Back (MSJ-0003UK)** into position and secure using the (4) highlighted fixings (secure from the front of the Billboard)

Game initialises

Screen LEDs illuminate

Sound from Speakers

Floor LEDs illuminate
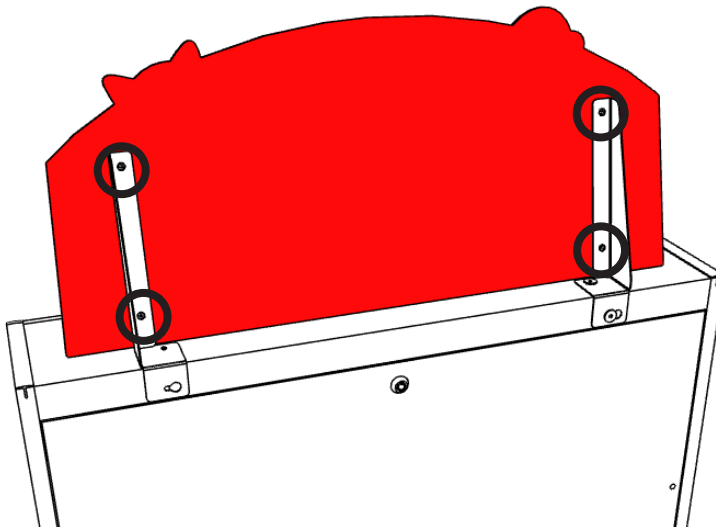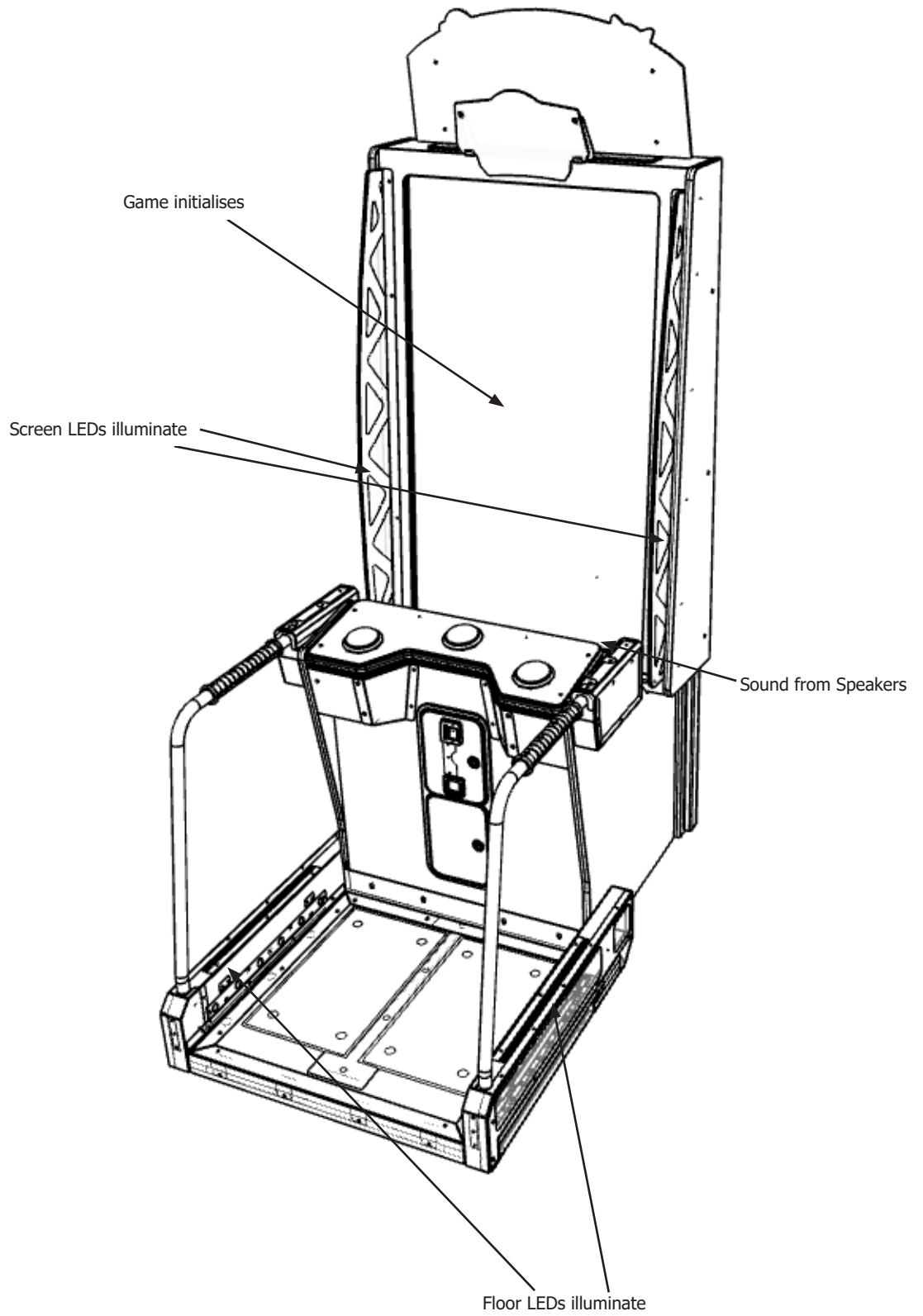
6-6 FIXATION TO INSTALLATION SITE

> ### ⚠ WARNING
>
> **Make sure that all the adjusters contact the floor. Otherwise the cabinet could move, causing an accident.**

The product comes with castors attached at 4 locations and adjusters at 8 locations.
When the installation site has been determined, have the adjusters come in direct contact with the floor. Establish a gap of about 5 mm between the floor and the casters and adjust the unit so that it will remain level.

ADJUSTER (8)

CASTOR (4)
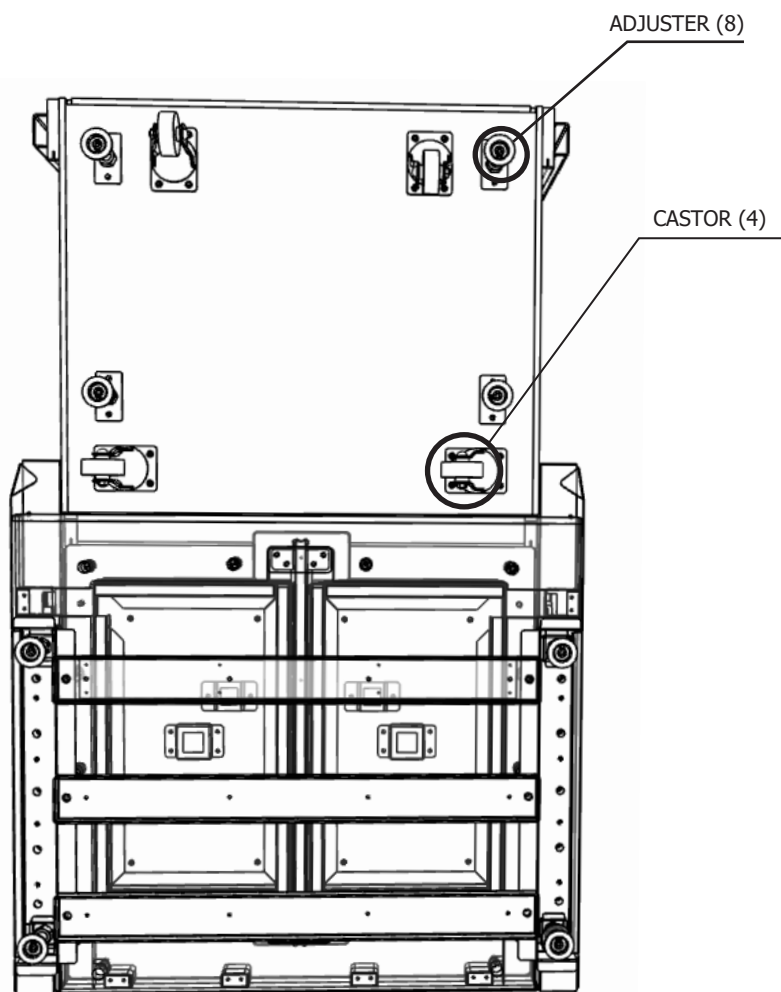
1 Move the product to the installation site. If the product is to be installed near a wall, secure enough passageway space for players to access the seat. You must also secure a 15cm space between the back wall and the back of the cabinet for ventilation.

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.

ADJUSTER

Tighten nut upwards.

About 5 mm

ADJUSTER

CASTOR
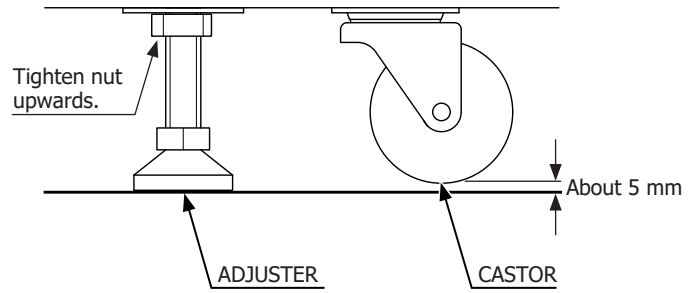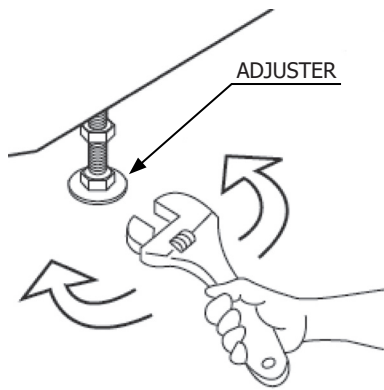
6-7 CONNECTION OF POWER AND GROUND CABLES

(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**

(STOP) 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 main switch is at OFF.

INLET   FUSE / CIRCUIT PROTECTOR

Main switch OFF

MAIN SWITCH

POWER CORD
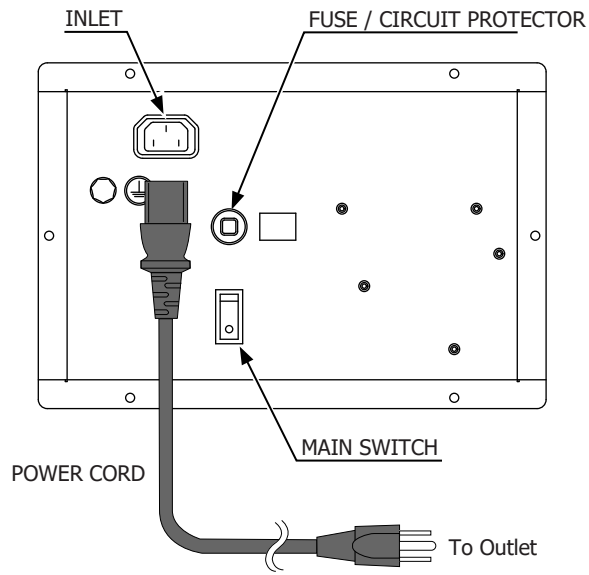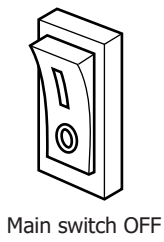
To Outlet

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.
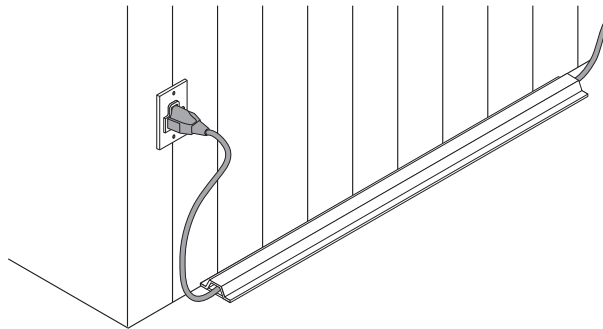
6-8 LINKING CABINETS

When operating as a 2 player set up, you must connect each cabinet together by using the supplied LAN cable. Each Cabinet is then assigned a unique ID.

---

1   Position the Cabinets within a suitable proximity to one another

---

2   Take the LAN cable and connect it to connection point of Cab 1. Connect the opposite end to the connection point of Cab 2

Cab 2
Player 2
ID 2

Cab 1
Player 1
ID 1

LAN Cable
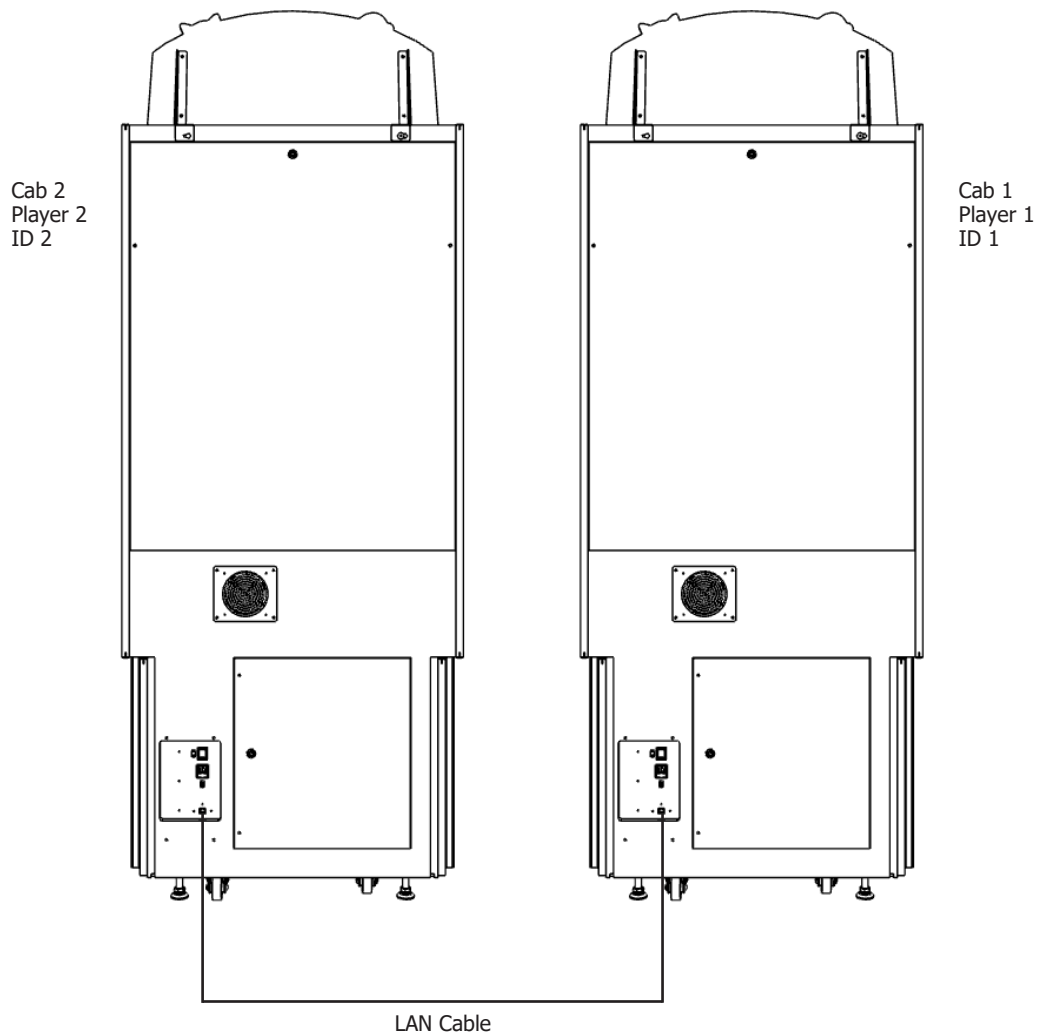
DIP Switch settings must be changed in order to apply Cab IDs correctly. Enter the Game Test Mode, select the "System Information" Option, then the following "System Configuration" option. Consult the following table for DIP Switch settings depending on the number of Cabs:

Cab 1 - Cab ID 1		
1	2	3
ON	OFF	OFF

Cab 2 - Cab ID 2		
1	2	3
OFF	ON	OFF

Cab 3 - Cab ID 3		
1	2	3
OFF	OFF	ON

Cab 4 - Cab ID 4		
1	2	3
OFF	ON	ON

All cabs must be power cycled after DIP Switch settings have been changed.

In order to set up a 3 or 4 Player Cabinet configuration, Cabinets must be connected via a network hub and additional LAN cables (sold separately). Consult the diagram below on how to set up a 4 player configuration:

Cab 4
Player 4
ID 4

Cab 3
Player 3
ID 3

Cab 2
Player 2
ID 2

Cab 1
Player 1
ID 1

Lan Cable (Supplied)

HUB
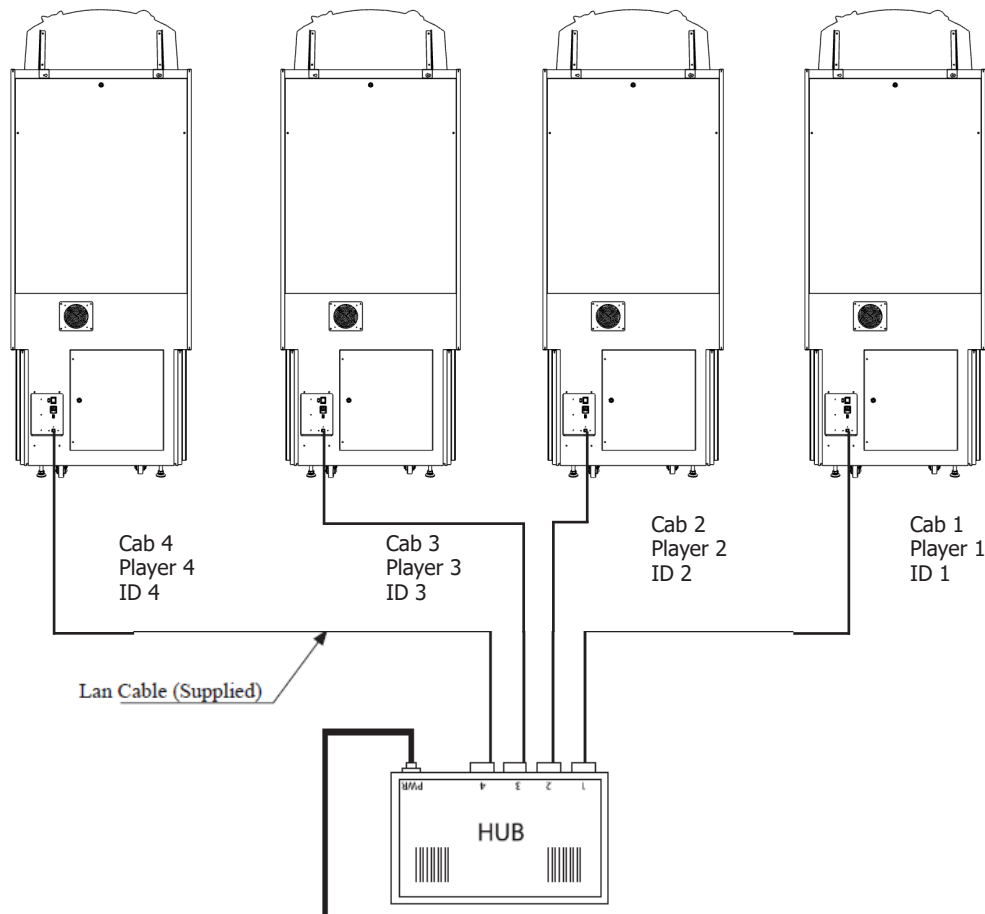
6-9 CONFIRMATION OF INSTALLATION

Use test mode to confirm that assembly is proper, connecting boards, and input/output devices are normal. See Section 9 "Test and Service Data" for more information on each individual test.

Perform the following tests in test mode:

1 Unlock and open the Coin Door to access the SW Unit. Use the Test Button to enter the Test and Service Menu

SW Unit
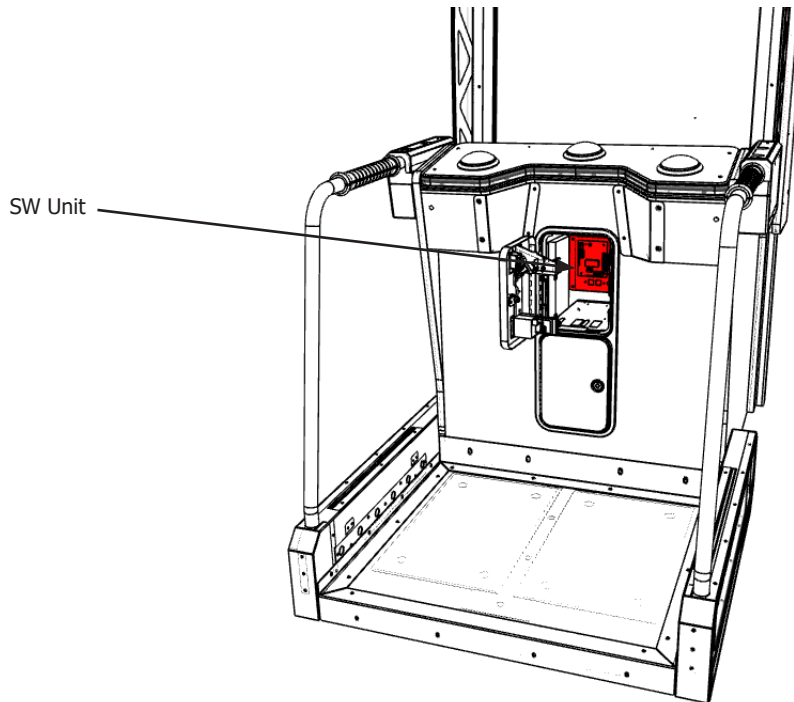
2 Enter the section "Input Test". Ensure that all Buttons and Foot Sensors are working correctly

3 Enter the section "Output Test". Ensure that all LEDs are functioning correctly

7 PRECAUTIONS WHEN MOVING THE MACHINE

⚠ WARNING

- As used in these instructions, the term "moving" refers to moving of the product within the same building, store or facility. These instructions do not cover moving between different buildings, areas, stores or facilities, since diverse factors are involved, not only packaging but also loading onto transport vehicles, and securing the product in place during transport. To transport the product to a different building or store, contact the vendor where the product was purchased or the office indicated in these instructions. Or request that moving be done for you. This product is made up of parts that are of large size and heavy weight. Unless work is entrusted to someone with expertise in packaging and transport of such parts, a serious accident might occur.

- Even when the product is to be moved within the same building, store or facility, contact the point of purchase or the office indicated in these instructions if there will be level differences or narrow or low level entrances while moving. Or request that moving be done for you. Never disassemble the product in any way not covered in these instructions. Otherwise there could be a fire, electric shock and/or short circuit.

- Always disconnect the power cable before moving the product. If it is moved with the power cable connected, the cable could be damaged, causing fire or electric shock.

- A qualified electrician is required for moving product parts within a store and for changing indoor wiring. Do not have work performed by anyone who is not qualified. Otherwise there could be electric shock.

- Have work performed by site maintenance personnel or other qualified individuals. Do not allow people without proper knowledge and technical expertise to work on the product. Otherwise there could be an electric shock or other serious accident. Also, customers could be injured while operating the product.

- Do not try to move this product while it is still assembled. Always remove the Billboard and split the cabinets before moving.

- Because it is structurally difficult for exterior lighting to enter the cabinet, have auxiliary lighting available. Working within a dark environment can lead to accidents.

- For instructions on separation and disassembly of the cabinet, refer to Chapter 6 & 7 of this manual. Failure to follow the instructions given by this manual leaves a high risk of accidents such as electric shock occurring.

- Proceed with checks and tasks as indicated in these instructions. If instructions are not followed, or if tasks and/or checks are neglected, an electric shock or other very serious accident, even fatal accident, can occur. Also, customers could be injured while operating the product.

- Be careful not to damage wiring. Before separating parts that have wiring connections, disconnect the wiring connections, unravel wire bundles and undo fastenings. Only after that, remove fasteners (screws, nuts, etc.). If wiring becomes damaged, there could be an electric shock, short circuit or fire.

⚠ WARNING

- When inserting or removing a connector, always hold it by its main part. If you hold it by anything else while doing so, the connections between wire and connector terminal fixtures could be damaged; and there could be a short circuit or fire. There could also be poor connectivity.

- Do not move unit with the adjusters in contact with the floor. Otherwise parts might be damaged or deformed and there might be accidents.

- Whenever any fasteners (e.g. screws, nuts) have been lost, always 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.

- Do not place the cabinet on inclines or uneven surfaces. This could result in the unit falling over.

- Check surroundings carefully while moving the unit. If you should get caught between the unit and a wall, for instance, there could be a serious accident.

- Have on hand a number of workers appropriate for each task that needs to be done. Make calculations by approximating that one worker can lift roughly 15 kg of weight. If an insufficient number of workers try to lift a heavy object, it could result in a worker stumbling and the object being dropped, crushing someone or something underneath. Workers could also injure their backs, etc.

- When lifting a heavy object, be sure to carefully consider the area where it will be lifted. If possible, lift the object by its handles or base. If weak fasteners or fragile parts are gripped, they could be damaged under the weight of the object, and this could result in a worker stumbling and the object being dropped, causing personal injury.

- Never disassemble the unit in ways other than those described in this manual. Doing so can cause accidents such as electric shocks, short circuits, and fires.

- Do not attempt to tilt the unit to fit it through narrow doorways. Moving the unit while it is tilted can result in an accident. It can also cause deformations and damage to parts, as well as deviations of fastening positions, which could result in accidents during operation.

(STOP) IMPORTANT

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

- The cabinet has some delicate areas which when under stress may damage. Do Not move the cabinet by holding onto the area highlighted in grey. Moving the cabinet by using these areas may cause damage or personal injury.

⚠ CAUTION

- Do not push plastic parts or any part associated with the moving mechanism. Do not lift or support the product by any plastic part. Parts can be damaged, and fragments can cause injury.

- Do not push on or hold onto the LCD to move the unit. Doing so could break the parts and lead to people getting injured.

- Do not stack parts that have been separated or disassembled indiscriminately. The surface of the parts could be damaged or deformed. Significant deformations can result in improper operation and breakdowns.

- Do not lean separated or disassembled parts against a wall or other surface indiscriminately. The parts could be deformed. Accidents could also occur should the parts fall over.

- Do not hold onto the controllers to use as a lever or leverage. Doing so may cause damage resulting in injury to the player or impaired game play.

(STOP) IMPORTANT

- If the unit is moved over floor surfaces where there is carpet, decorative panel, etc., there might be friction or soiling.

- Movement by casters can damage the floor, depending on the floor material. Have a mat or thin plate available for moving casters. If rugs, for instance, have been laid out, remove them before moving.

- Be careful not to damage delicate parts as the Controller levers etc whilst moving the product. Always push/pull the product levering from the bolted on metal parts or by the lower sections such as the base.

- Do not apply rope directly to the product's surface. Use protective material at locations where rope is applied taking care not to damage components attached to the machine.

(STOP) IMPORTANT

- The strength of this product's joints were not designed such that the product can be moved while assembled. Attempting to push on the cockpit, etc. to move the unit while assembled can result in damage, deformation, and misalignment of the joints. Abnormalities in the joints can result in improper operation or breakdown in internal mechanisms.

8-1   GAME OUTLINE

After the coins are inserted, available Credits will display at the bottom of the screen. After required coins are inserted, the text will change from "PLEASE INSERT COINS" into "PRESS START BUTTON". The start button on the Cabinet will then be flashing.

Coin system can accumulate up to 24 Credits. Credits beyond 24 will not be counted and returned to Player, but will be recorded by system internal counter.
Based on the difference of test mode settings, "INSERT COIN(S)"/"INSERT MORE COIN(S)" may change to "SWIPE CARD TO PLAY".

8-2   GAME FLOW

This will detail a full flow of the Game if all possible options are enabled.

Upon inserting a Coin, press Start to begin the Game. You will first be required to select your difficulty setting.

Easy Mode – This mode will simplify the controls for the events

Standard Mode – This will require the Player to use the standard controls and movements for each event

Character Select

The Player will then be taken to the Character Select screen. Here they can choose from a number of different characters to play as within their chosen events.

Event Select

Quickplay – The Player can choose a number of events to play (determined by the Test Menu)

Championship – The Player will be given a number* of randomly selected events to participate in (*determined by the Test Menu)

Event Instructions

Before every event, the Player will be shown a brief overview of the controls and the win conditions of the event, e.g. 100m Sprint = finish the race as fast as possible
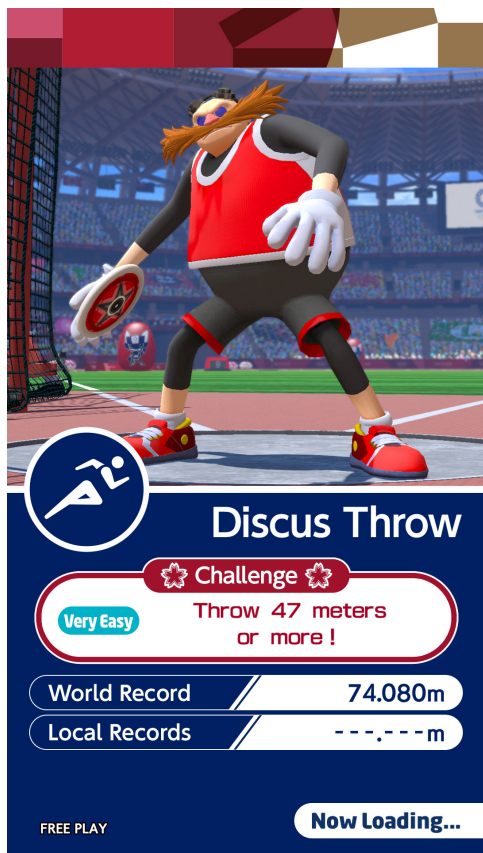
Once the Player has been told the controls and goal of the event, the event will begin.

Results

After each event, the Player will be shown their results.

Ranking and Name Entry

After all events have been completed, the Player will be shown how their score ranks on the leaderboard. If they have received a high enough score, they will be able to input their initials at the Name Entry screen.

⚠ **WARNING**

Do not touch any parts that are not specified in these directions. Touching unspecified locations may lead to electric shock or cause short circuits

---

⚠ **CAUTION**

- **Be careful that your finger or hand does not get caught when opening/closing the coin chute door**
- **Operating the TEST Button and SERVICE Button during Test Mode may be slightly uncomfortable, due to the position of the buttons in relation to the cabinet seats. Take care not to hurt your shoulder or back, or scratch yourself on any parts of the cabinet**

(STOP) **IMPORTANT**

- **When you enter the Test Mode, Fractional Coin and Bonus Adder data are erased**
- **Adjust the sound to the optimum volume, taking into consideration the environmental requirements of the installation location**
- **Removing the Coin Meter circuitry renders the game inoperable**
- **Have a flashlight on hand and operate in Test Mode very carefully. The cabinet interior is dark and narrow and you could easily make mistakes in operation**

The ALLS UX Game Board has a System Test Mode that is used to control settings pertinent to the Game Board itself. Do not perform changes in the System Test Mode. Only qualified personnel or SEGA technicians should operate settings in the System Test Mode.

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

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

9-1 SWITCH UNIT AND COIN METER

The Switch Unit and Counters are housed within the Coin Tower. To access these controls you will need to open the Coin Door. The Switches and Counters can be found directly on the rear face of the Tower.

CREDIT BOARD

COIN IN COUNTER

TEST BUTTON

VOLUME CONTROL
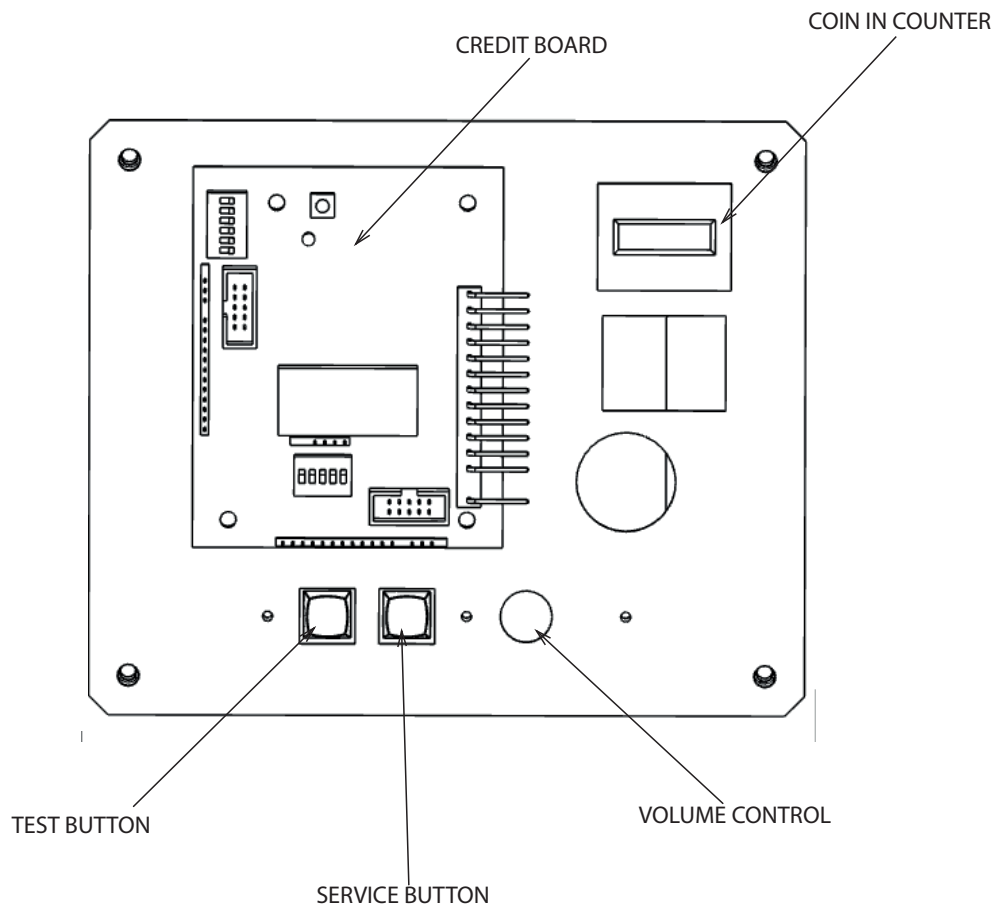
SERVICE BUTTON

DEVICE	FUNCTION
TEST BUTTON	Press to enter TEST MODE - Also used to enter choices selected within TEST MODE
SERVICE BUTTON	Press for SERVICE CREDIT - Also used to scroll through Test Menus
COIN IN COUNTER	Counts inserted coins (£0.10 or $0.10 = 1 count)
VOLUME CONTROL	Adjusts audio level

9-2 GAME TEST MODE

This is the main Test Mode menu. Here you can access a number of different sub menus to test different aspects of the Cabinet to ensure they are all working correctly.

```
                    GAME TEST MENU

                    BOOKKEEPING
                    INPUT TEST
                    OUTPUT TEST
                    GAME & COIN ASSIGNMENTS
                    GAME SYSTEM INFORMATION
                    LED BOARD INFORMATION
                    NETWORK TEST
                    BACKUP DATA CLEAR

                    SYSTEM TEST MODE


                    EXIT
```
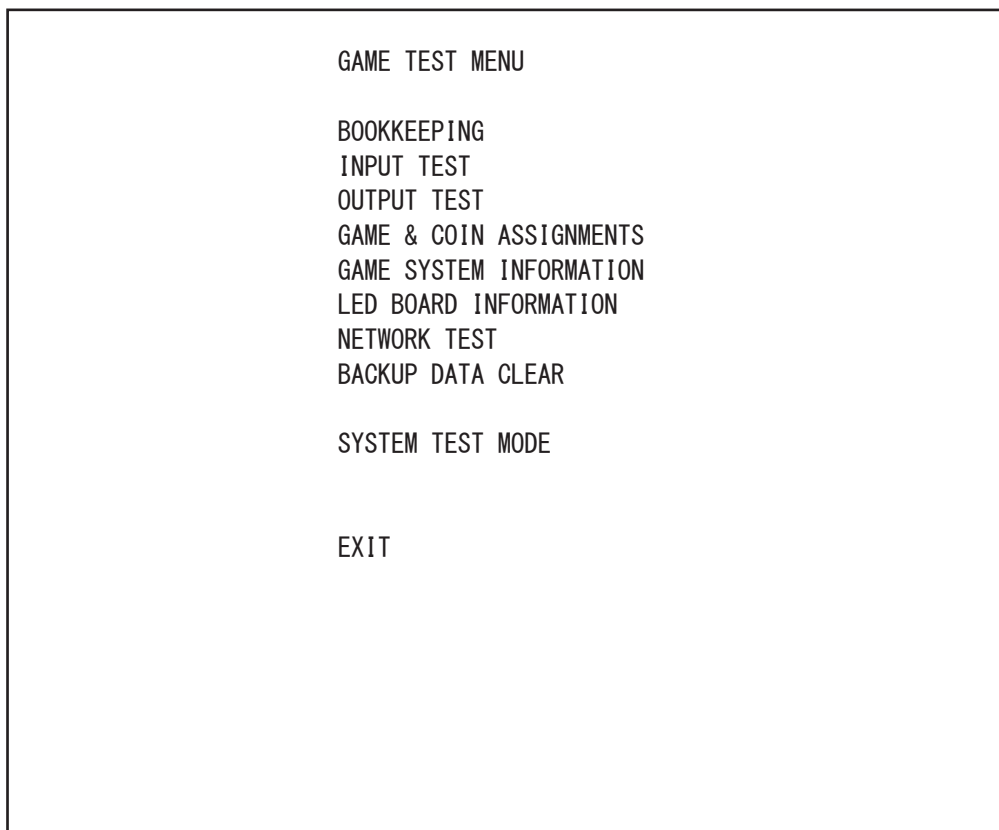
Test Mode menu

Use Service to cycle through items. Use Test to select an item and view that item's sub-menu. Select EXIT to return to Game.

BOOKKEEPING	Access Bookkeeping information
INPUT TEST	Check function of Input devices
OUTPUT TEST	Check function of Output devices
GAME & COIN ASSIGNMENTS	Change Game and Credit settings
GAME SYSTEM INFORMATION	Check Game specific info (Game version #, Disk Image #)
LED BOARD INFORMATION	Check LED Board specific info
NETWORK TEST	Check Network function with linked cabs
BACKUP DATA CLEAR	Clear Bookkeeping and additional data
EXIT	Return to Game

9-3 BOOKKEEPING

This menu shows information about Credits received.

```
                            COIN1
                            COIN2
                            TOTAL COINS

                            COIN CREDITS
                            SERVICE CREDITS
                            TOTAL CREDITS
```

Bookkeeping 1/2

COIN1	Number of Coins entered for Player 1
COIN2	Numberof Coins entered for Player 2
TOTAL COINS	Total number of Coins entered
COIN CREDITS	Total number of Coin credits
SERVICE CREDITS	Total number of Service Credits
TOTAL CREDITS	Total number of Coin and Service Credits

This menu shows information like number of Games played and total time..

```
                    NUMBER OF GAMES
                        NUMBER OF FIRST PLAY
                        NUMBER OF CONTINUE
                    TOTAL PLAY CREDITS
                        FIRST PLAY CREDITS
                        CONTINUED CREDITS

                    TOTAL TIME
                    PLAY TIME
                    AVERAGE PLAY TIME
                    LONGEST PLAY TIME
                    SHORTEST PLAY TIME
```

Bookkeeping 2/2

NUMBER OF GAMES	Total number of Games played
NUMBER OF 1ST PLAY	Total number of Games started from beginning
NUMBER OF CONTINUE	Total number of Continues used
TOTAL PLAY CREDITS	Total play Credits
FIRST PLAY CREDITS	Number of Credits used for 1st plays
CONTINUE CREDITS	Number of Credits used for Continue
TOTAL TIME	Total time the Cabinet has been powered on
PLAY TIME	Total time the Cabinet has been in Game
AVERAGE PLAY TME	The average play time for Games
LONGEST PLAY TIME	The longest recorded play time for 1 Game
SHORTEST PLAY TIME	The shortest recorded play time for 1 Game

9-4 INPUT TEST

This menu is used to test all Input devices are functioning correctly.

```
                    TEST              OFF
                    SERVICE           OFF

                    LEFT BUTTON       OFF
                    CENTER BUTTON     OFF
                    RIGHT BUTTON      OFF

                                      LEFT RIGHT
                    FOOT              OFF  OFF

                    JUMP1             OFF
                    JUMP2             OFF
                    JUMP3             OFF
                    JUMP4             OFF
                    JUMP5             OFF
                    JUMP6             OFF
```

TEST	Tests function of Test Button
SERVICE	Tests function of Service Button
LEFT BUTTON	Tests function of Left (Blue) Button
CENTER BUTTON	Tests function of Center (Yellow) Button
RIGHT BUTTON	Tests function of Right (Red) Button
FOOT (LEFT/RIGHT)	Tests function of Foot Sensor
JUMP 1 - 6	Tests function of individual Jump Sensors

9-5 OUTPUT TEST

This menu is used to test all Output devices are functioning correctly.

```
MONITOR LED LEFT            OFF
MONITOR LED RIGHT           OFF

LED BUTTON LEFT             OFF
LED BUTTON CENTER           OFF
LED BUTTON RIGHT            OFF

CONTROL PANEL LED LEFT      OFF
CONTROL PANEL LED LEFT      OFF
LED FLOOR LEFT              OFF
LED FLOOR RIGHT             OFF
```

MONITOR LED LEFT	Tests lighting of left Monitor LED (Red, Green, Blue, White)
MONITOR LED RIGHT	Tests lighting of right Monitor LED (Red, Green, Blue, White)
LED BUTTON LEFT	Tests lighting of Left (Blue) Button
LED BUTTON CENTER	Tests lighting of Center (Yellow) Button
LED BUTTON RIGHT	Tests lighting of Right (Red) Button
CONTROL PANEL LED LEFT	Tests lighting of Ctrl Panel left (Red, Green, Blue, White)
CONTROL PANEL LED RIGHT	Tests lighting of Ctrl Panel right (Red, Green, Blue, White)
LED FLOOR LEFT	Tests lighting of Floor LED left (Red, Green, Blue, White)
LED FLOOR RIGHT	Tests lighting of Floor LED left (Red, Green, Blue, White)

9-6 GAME AND COIN ASSIGNMENTS

This menu is used to test Game specific settings like difficulty and the price of play.

```
                   ADVERTISE SOUND VOLUME

                   MODE SETTING
                   NUMBER OF EVENTS
                   MISSIONS DIFFICULTY LEVEL
                   BONUS GAME REQUIREMENTS

                   GAME PLAY SETTING
                   EVENT TIME
                   ASSIST SELECT
                   CHARACTER SELECT
                   EVENT SELECT
                   TUTORIAL
                   CEREMONY
                   NAME INPUT

                   PRICE OF PLAY *CREDITS
                   PRICE OF CONTINUE *CREDITS
                   AUTO START
                   SWIPE CARD TO PLAY
```

ADVERTISE SOUND VOLUME	Set Attract audio level
MODE SETTING	Set type of Game mode available
# OF EVENTS	Set # of Events in Game mode
MISSIONS DIFFICULTY LEVEL	Set difficulty level of Events in Championship Mode
BONUS GAME REQUIREMENTS	Set criteria to reach Bonus Game
GAME PLAY SETTING	Set Game to predetermined settings (based on length)
EVENT TIME	Set allotted time for each Event
ASSIST SELECT	Set whether a Player has the option of difficulty selection
CHARACTER SELECT	Set whether a Player can choose their own Character
EVENT SELECT	Set whether a Player can choose their own Event(s)
TUTORIAL	Set whether a Player is given a tutorial before an Event
CEREMONY	Set whether a ceremony occurs for Players
NAME INPUT	Set whether Players can input their name for a high score
PRICE OF PLAY *CREDITS	Set the Credit to Coin ratio for plays
PRICE OF CONTINUE *CREDITS	Set the Credit to Coin ratio for Continues
AUTO START	Set whether Events start automatically
SWIPE CARD TO PLAY	Set Credit type (Coin or Swipe Card)

10 VIDEO DISPLAY

⚠ CAUTION

The LCD display screen is adjusted prior to leaving the factory. Avoid any unnecessary adjustment

---

(STOP) IMPORTANT

- If the adjustment method in this Manual does not resolve the problem, contact the customer service number in this Manual or your supplier

- Do not stick tape, stickers, or anything else onto the screen. Any kind of adhesive may damage the surface of the screen

---

10-1 GENERAL DESCRIPTION

This specification applies to the **55 inch Color TFT-LCD Module P650HVN02.0**. This LCD module has a TFT active matrix type liquid crystal panel **1920x1080** pixels, and diagonal size of 54.6 inch.

This module supports 1920x1080 mode. Each pixel is divided into Red, Green and Blue sub-pixels or dots which are arranged in vertical stripes. Gray scale or the brightness of the sub-pixel color is determined with a 10-bit gray scale signal for each dot.

Items	Specification	Unit
Active Screen Size	55	Inch
Display Are	1209.6(H) x 680.4(V)	mm
Outline Dimension	1235.6(H) x 706.4(V) x 25.5(D)	mm
Driver Element	a-Si TFT active matrix	
Display Colors	10 bit (8bit+FRC), 1073.7M	Color
Number of Pixels	1920x1080	Pixel
Pixel Pitch	0.21 (H) x 0.63(W)	mm
Pixel Arrangement	RGB vertical stripe	
Display Operation Mode	Normally Black	
Display Orientation	Landscape/Portrait Enable	
Surface Treatment	AG	

10-2 CLEANING THE SCREEN

⚠ CAUTION

- **Since the LCD display screen is susceptible to damage, pay careful attention to its handling. When cleaning, refrain from using water or volatile chemicals**

- **Do not climb onto the control panel. This could lead to injuries, such as bumping your head**

- **When reaching across the control panel to clean the screen there is a risk of hurting your shoulder or arm. Use a mop with a non-feathery, soft, dry cloth mop head and wipe the surface of the screen**

When the screen surface becomes dirty, clean it by using a soft cloth such as gauze. When water and volatile chemicals such as benzene, thinner, etc., spill on the screen surface, it may be subject to damage. Therefore, do not use them.

Since the surfaces are susceptible to damage, refrain from rubbing them with a hard material or using a duster.

If the screen is especially dirty, call in a professional cleaner.
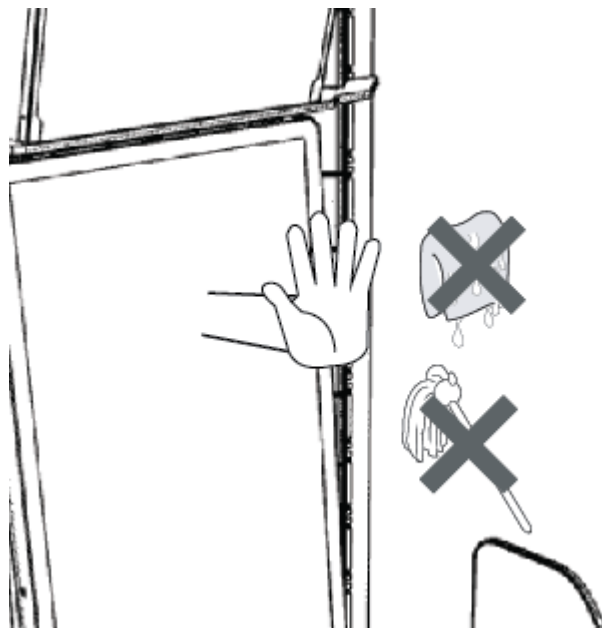
11 CONTROLLER UNIT

⚠ WARNING

- **When working with the product, be sure to turn the power off. Working with the power on may cause an electric shock or short circuit**
- **Be careful not to damage the wires. Damaged wires may cause an electric shock, short circuit or present a risk of fire**
- **Do not touch any parts that are not specified in these directions. Touching unspecified locations may lead to electric shock or cause short circuits**
- **This work should be performed by site maintenance personnel or other skilled professionals. Work performed by non-technical personnel can cause a severe accident such as an electric shock**
- **Exercise due caution in performing soldering procedures. If soldering iron is handled carelessly, there could be fires or burns**
- **Proceed very carefully when heating the thermal contraction tube. Careless operations can result in fires or burns**

⚠ CAUTION

- **When fastening plastic parts, be careful not to tighten screws and nuts excessively. Otherwise parts may be damaged, resulting in injuries from fragments, etc**
- **Be careful not to get hand or finger caught when removing or attaching the parts**
- **Disconnection and connection of connectors will be performed within the narrow cabinet space. Take due care not to scratch or otherwise injure yourself**
- **Take care when carrying the removed Control Units. Such heavy lifting carries a risk of injury to back or shoulders**

(STOP) IMPORTANT

- **After the volume has been replaced, be sure to set the volume value on the test mode calibration screen and the input test screen and check variations in the volume value**
- **After adjusting or replacing a microswitch, always check ON/OFF of the switch on the input test screen of the test mode**
- **Handle parts inside the Control Unit very carefully. Be especially careful to avoid damage, deformation or loss of these parts. If any one of these parts is lost or defective, it can result in damages and/or faulty operations**

If the operability of the Control Unit is unsatisfactory, or if settings on the test mode calibration screen are ineffective, the problem could be a defective mechanism, displacement of the position where volume or microswitch has been fastened, or malfunctioning of volume or microswitch.

Carry out the following procedure to replace Control Unit or microswitch. Also be sure to grease the mechanical components of the Control Unit once every 3 months.

11-1 REMOVING THE BUTTONS

1   Turn OFF the power to the machine

2   Remove the (4) fixings on each of the (2) **Brkt Front Closing (MSJ-1009UK)**
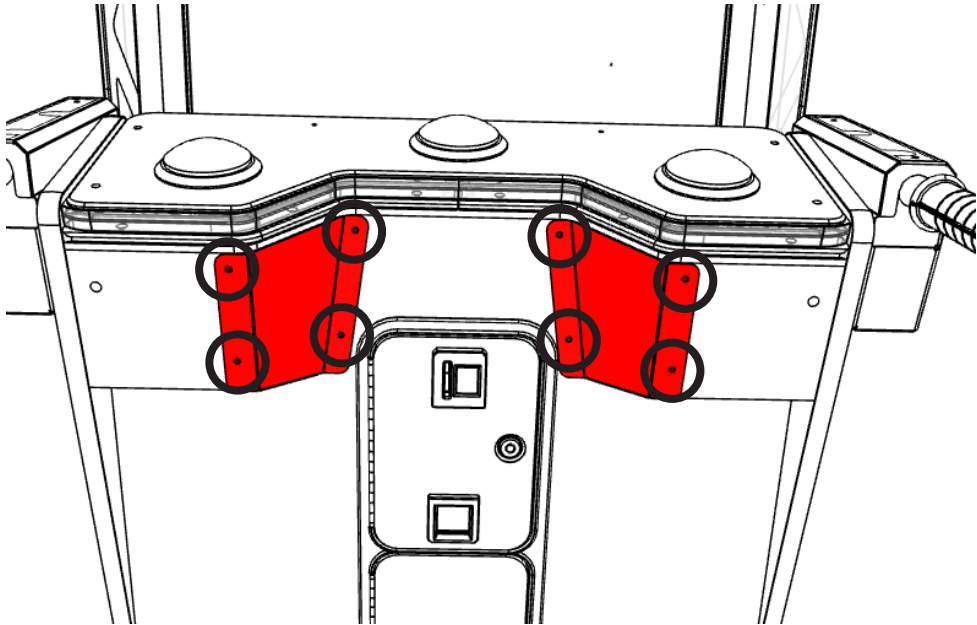
3   This will grant access to the Blue and Red Buttons. Here you can remove the connections to the Buttons
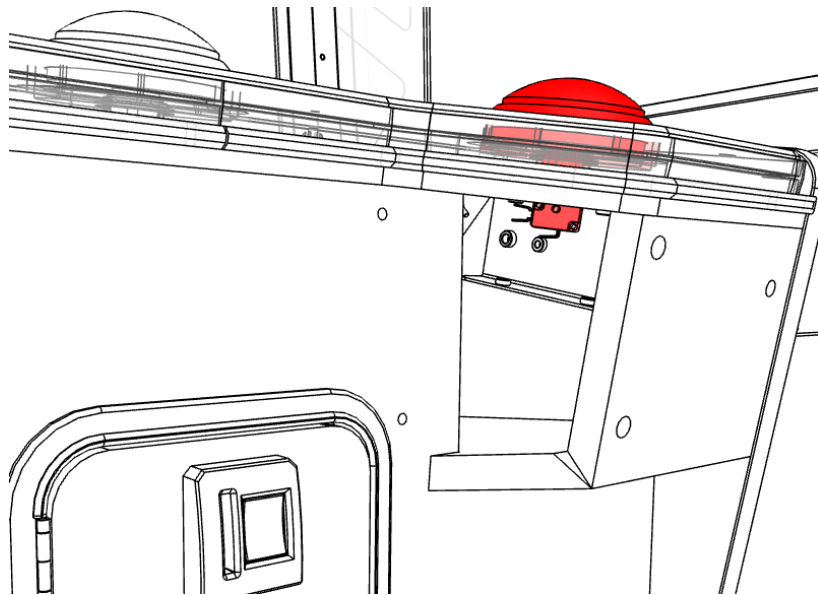
4   To access the Yellow Button, unlock and open the Coin Door
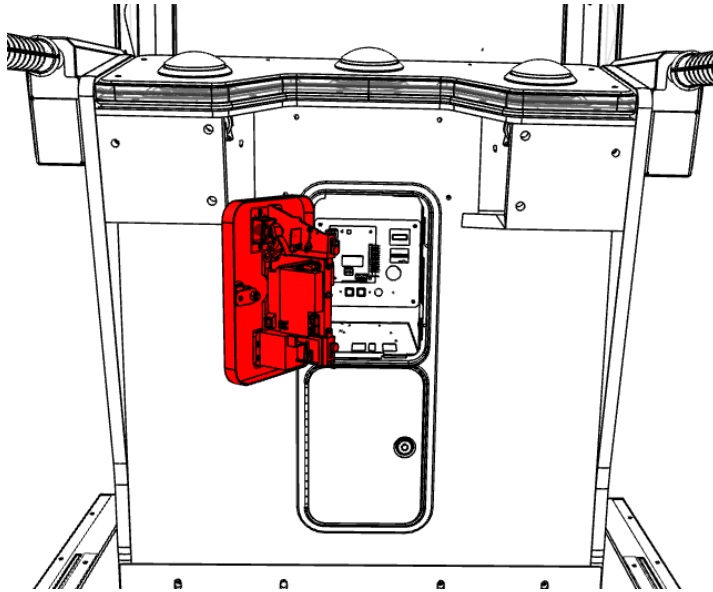
5   The Yellow Button connection will be located at the top. Remove the connection
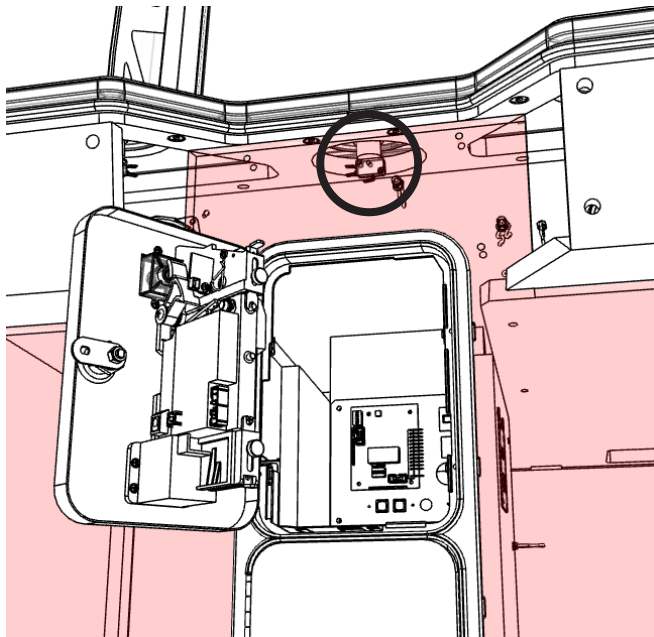
6   The Buttons can now be lifted and removed out of the Control Panel
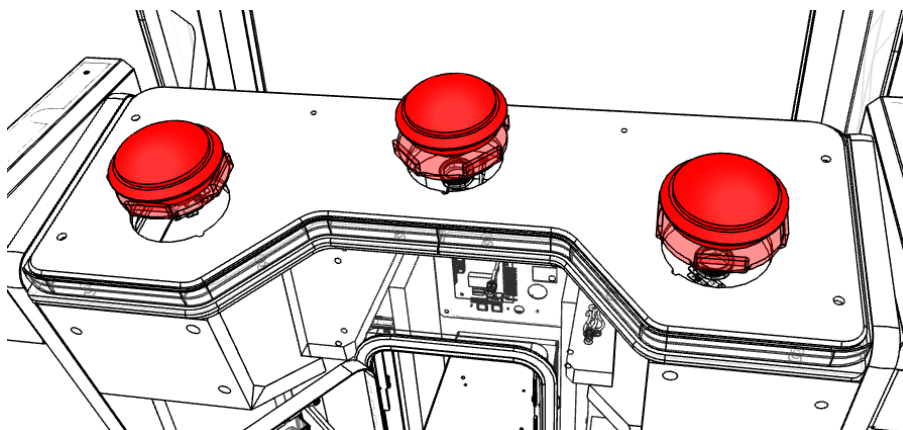
12 COIN HANDLING

Handling the Coin Jam

If the coin is not rejected when the REJECT button is pressed, open the Coin Chute Door and open the Selector Gate. After removing the jammed coin, put a normal coin in and check to see that the selector correctly functions.

12-1 CLEANING THE COIN SELECTOR

(STOP) **IMPORTANT**

- **Remove and clean smears by using a soft cloth dipped in water or diluted chemical detergent and then squeezed dry**

- **Never apply machine oil, etc. to the Coin Selector**

- **After cleaning the Coin Selector, insert a regular coin in the normal working status and ensure that the selector correctly functions**

The Coin Selector should be cleaned once every 3 months.
When cleaning, follow the procedure below:

1 Turn the power for the machine OFF. Open the Coin Chute Door

2 Remove the Coin Selector from the Coin Chute Door

3 Open the gate and dust off by using a soft brush (small soft paint brush, etc.)

GATE
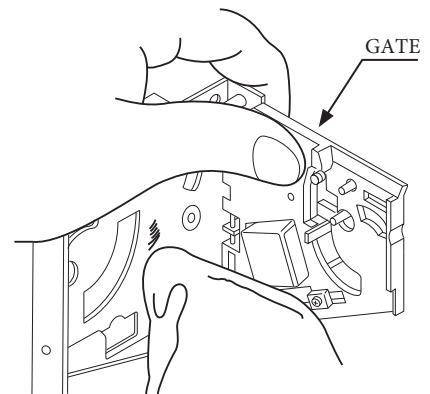
12-1 FIG 1

CLEANING THE COIN SELECTOR (MECHANICAL)

1 Remove and clean smears by using a soft cloth dipped in water or diluted chemical detergent and then squeezed dry

2 Remove the CRADLE. When removing the retaining ring (E ring) be very careful so as not to bend the rotary shaft

3 Remove stain from the rotary shaft and shaft receiving portions by wiping off with a soft cloth. etc

CRADLE
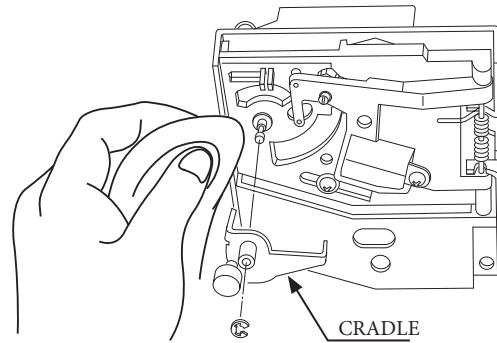
12-1 FIG 2

4 After wiping off as per previous step, further apply a dry cloth to completely dry the Coin Selector

Coin Insertion Test

Once every month, when performing the Coin SW Test, simultaneously check the following:

Does the Coin Meter count satisfactorily?

Does the coin drop into the cashbox correctly?

Is the coin rejected when inserted while keeping the REJECT Button pressed down?

Insert a coin while keeping the REJECT Button pressed down and check if it is rejected
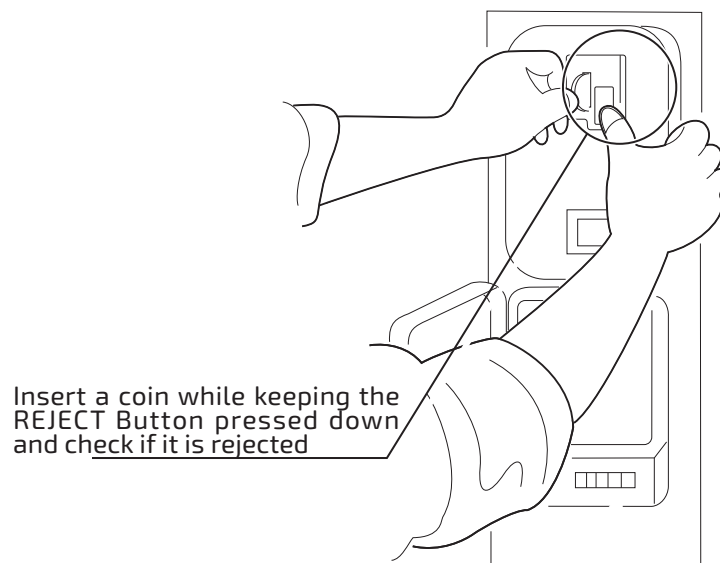
12-1 FIG 3

CLEANING THE COIN SELECTOR (SR3 / NRI)

1 Remove and clean smears by using a damp soft cloth dipped in water. DO NOT use any diluted chemical detergent or cleansing agent as this will impair the workings of the component
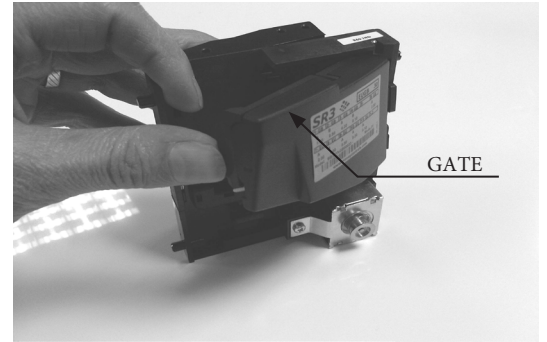
GATE

2 Open the reject gate to gain access to the rundown path
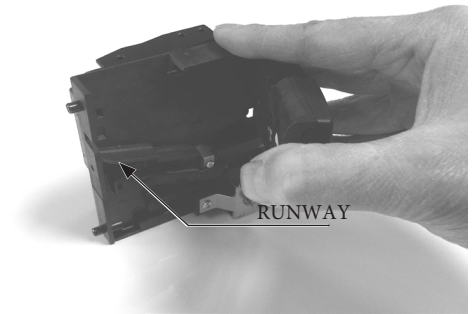
RUNWAY

3 Remove the dirt and stains from the runway by wiping off with a soft damp cloth

4 After wiping off as per previous step, further apply a dry cloth to completely dry the coin Selector

12-2 FAULT FINDING

The following information is presented for customers' guidance in rectifying a fault but does not cover all possible causes.

All acceptors with electronic faults should be returned to an approved service centre for repair.

SYMPTOM	INVESTIGATE	POSSIBLE CAUSE
Acceptor does not work (all coins reject)	Connector	Poor Contact
		Loose Wire
	Power Supply	Not switched on
		Incorrect voltage
		Inadequate current
		Rise time too slow
	Inhibit all inputs	Acceptor Inhibited
	Accept gate	Gate not free or dislocated
	Accept channel	Obstruction
	Reject gate	Not fully closed
	LED on rear cover RED	EEPROM chksm error
		SR Sensor fault
		Credit opto fault
		Credit sensor blocked
		Reject lever pressed
	LED on rear cover YELLOW	Reinstall power
Poor Acceptance	Power Supply	Voltage less than 10v (Voltage drops when coil engages)
	Accept gate	Gate jam or dislocated
	Connector	Loose
	Coin rundown	Dirty
	Bank Select	Both banks enabled
Coin stick or jam in acceptor	Accept channel	Acceptor dirty or may have some damage
	Accept gate	
	Reject gate	
A true coin type rejects	Label	Coin not programmed
No accept signal	Connector	Loose or broken wire
	Accept channel	Path dirty or obstructed

12-3 ADJUSTING THE PRICE OF PLAY (EXCEL)

(STOP) **IMPORTANT**

- **The price of play is determined by the configuration of switches located on either the EXCEL or VTS board. The type of board used is determined by product location. Switch settings for both types of board remain the same**

This product comes equipped with a Crane NRI Coin Acceptor. To adjust the price of play ALL CREDIT SETTINGS are adjusted via the EXCEL CREDIT BOARD.

IMPORTANT!
The CREDIT SETTINGS within the SYSTEM TEST MODE must be set to 1 coin 1 credit to allow the CREDIT BOARD to function correctly.

The CREDIT BD has a built in accumilator. This is controlled by 2 DIL Switches. These allow the operator to select the price of play, type of coin acceptor and region.

EXCEL Credit Board

Credit Board

Service Button

Channel 1
CN3

SW3

Status LED

DIP SW 1
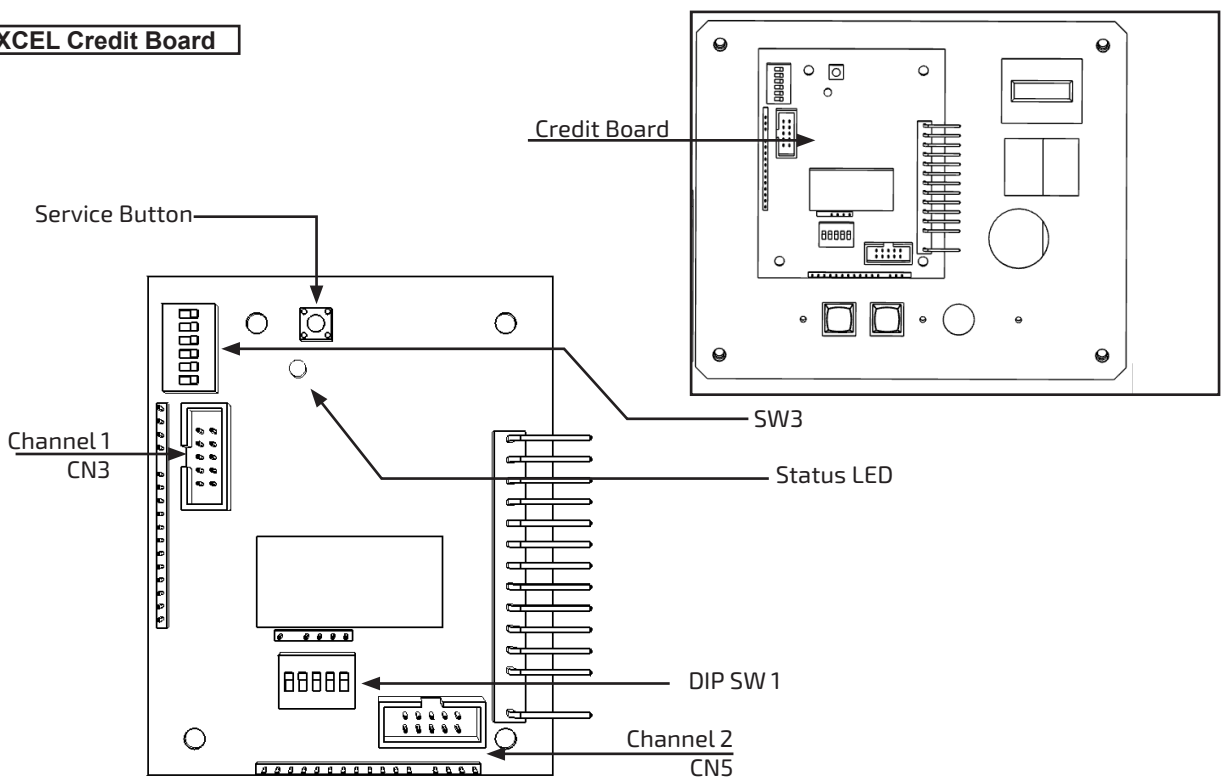
Channel 2
CN5

BUTTON	FUNCTION
SERVICE BUTTON	Provides a Service Credit when pressed
STATUS LED	Flashes when functioning
CHANNEL 1	To Coin Acceptor (SR3)
DIP SWITCH1 (CREDIT SETTING)	Adjusts price of play
VOL CONTROL	Main Volume adjustment (Front Speakers)

13 LAMPS AND LIGHTING

> ## ⚠WARNING
>
> - When working with the product, be sure to turn the power off. Working with the power on may cause an electric shock or short circuit.
>
> - Pay full attention to lamps when performing work as their high temperatures can cause burns and/or skin damage
>
> - Be sure to use lamps of the designated rating. Using lamps of undesignated rating can cause a fire or malfunctioning.
>
> - There is the danger of short circuits or smoke generation due to deterioration of insulation in lighting fixtures resulting from age deterioration. Check for anomalies such as the following: Does it smell like something is burning? Is there socket discoloration? Are any lamps being replaced frequently? Do lamps not go on properly?

> ## ⚠CAUTION
>
> The Coin Door Lamp utilises a 12v 1.2w Wedge Bulb. It is important that you replace this bulb or any other bulb of that of the same voltage and rating. Failing to observe this caution may result in PCB failure or possible fire hazard.

13-1 COIN DOOR LAMP

Step 1. Open the Coin Door and locate the Lamp Housing directly behind the Coin Insert Bezel.

Lamp Housing

Step 2. Hold the Lamp Housing firmly between your index finger and thumb and gently pull upwards. Do not try to remove the Lamp Housing while holding the bulb as the bulb may break causing injury.

Step 3. Once the Lamp Housing has been removed, carefully hold the bulb between your fingers and pull the Lamp Housing away.

Do not twist either bulb or Lamp Housing while removing the bulb as this may cause damage to both bulb and/or Housing.

Type: Wedge Bulb - 12v, 1.2w

Step 4. Simply push-fit a replacement bulb of the same type and follow these steps in reverse to refit.
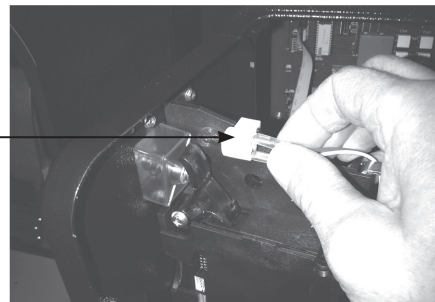
13-2 LED LAYOUT
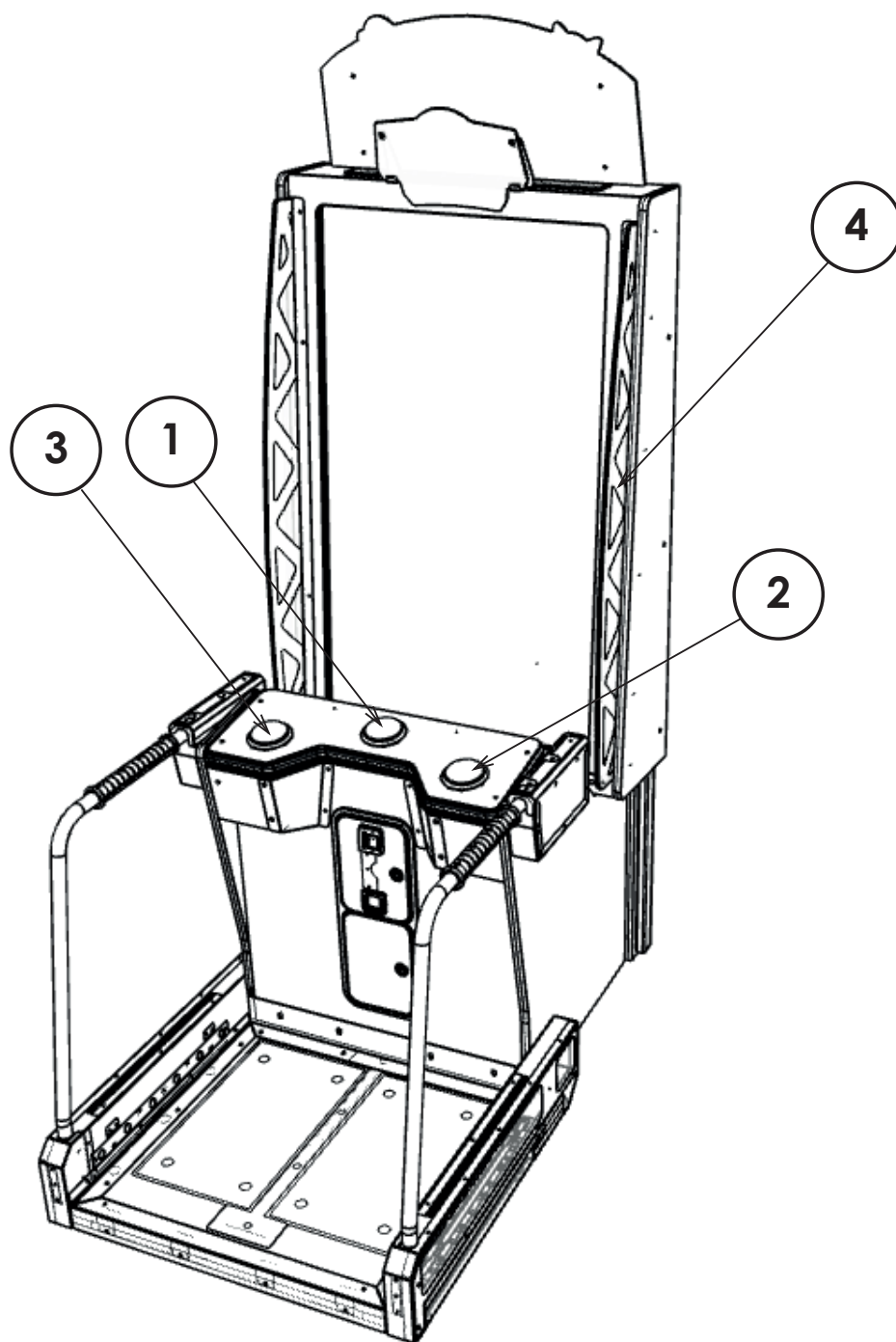
Diagram Number	Part #	Lighting	QTY
1	EP1509	LED 10MM WHITE CLUSTER 12V 161-212103-9	1
2	EP1510	LED 10MM RED CLUSTER 12V 161-212103-2	1
3	EP1511	LED 10MM BLUE CLUSTER 12V 161-212103-6	1
4	390-7185-91	LED BAR RGB 27PCS 40P W12MM 5V	2

14 PERIODIC INSPECTION

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

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

⚠ WARNING

- **Every 6 months check to see if power cords are damaged, the plug is securely inserted, dust is accumulated between the socket outlet and the power plug, etc. Dust will accumulated if using the product regularly. Continued use with the presence of accumulated dust may result in a fire and or electric shock.**

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

- **For all normal maintenance procedures, always turn off the power before beginning. Starting the procedures with the power still on can result in electric shocks or short circuits.**

- **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.**

⚠ CAUTION

- **Be careful not to get your fingers caught when opening/closing or attaching/removing doors, lids and other such parts.**

- **When working inside the cabinet, you could get caught on parts or scratch yourself on them. Check the inside of the cabinet and be aware of where the parts are before performing the work.**

Cleaning the Cabinet Surfaces

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

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

DISPLAY (LCD SCREEN Cleaning)

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

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

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

(STOP) IMPORTANT

Isopropyl Alcohol is a flammable liquid.

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

PERIODIC INSPECTION TABLE

PERIOD	ITEMS	DESCRIPTION
As appropriate	CABINET SURFACE	Cleaning
	ELECTRONIC COMPONENTS	Inspection
	JUMP SENSORS	Cleaning
	MONITOR	Cleaning
Daily	CABINET	Confirm adjusters contact floor
		Floor Joint Bkt - Loose Screws
	CASH BOX	Empty Coins
Weekly	BUTTONS	Check Input in Test
	FOOT SENSORS	Check Input/Output in Test
	JUMP SENSORS	Check Input/Output in Test
Monthly	SPEAKERS	Check volume
	BUTTONS	Check Output in Test
	LEDS	Check Output in Test
	COIN SELECTOR	Coin switch inspection
		Coin insertion test
	GAME BD Nu 1.1	Settings check
Every 3 Months	COIN SELECTOR	Cleaning
1 year	GAME BD Nu 1.1	Cleaning
	POWER PLUG	Inspection, Cleaning
	FRONT CABI INTERIOR	Inspection. Cleaning

15 TROUBLESHOOTING

15-1 TROUBLESHOOTING (WHEN NO ERROR MESSAGE IS SHOWN)

⚠ WARNING

- This work should be performed by site maintenance personnel or other skilled professionals. Work performed by non-technical personnel can cause a severe accident such as an electric shock. If there are no site maintenance personnel or other skilled professionals available, turn off the power immediately and contact the office given in this manual or from point of purchase

- When working with the product, be sure to turn the power off. Working with the power on may cause an electric shock or short circuit accident

- In order to prevent electric shock and short circuit, be sure to turn power off before performing work

- Be careful so as not to damage wirings. Damaged wiring can cause electric shock or short circuit

- After removing the cause of the issue with the Circuit Protector, reinstate the Circuit Protector. Depending on the cause of the malfunction, using the Circuit Protector as is without removing the cause can cause generation of heat and fire hazard

- In the event that a problem cannot be resolved by employing the procedures listed in this Manual, be sure to request service from the office shown in this Manual or the dealer from whom the product was originally purchased. Attempts to employ procedures other than those specified in this Manual can cause electrical shock, shorting, or fire

- In the event of a problem that is not described here, be sure to contact the office shown on this Manual or the dealer from whom the product was originally purchased. Careless attempts at repair can result in electrical shock, shorting, or fire

(STOP) IMPORTANT

- If an error message is displayed, identify the cause and without delay take the appropriate countermeasures. Leaving the error unaddressed could result in a breakdown

- If a problem occurs, first inspect the connection of any wiring connectors

- Static electricity from your body may damage some electronic devices on the IC board. Before handling any IC board, touch a grounded metallic surface so that static electricity is discharged

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

15 TABLE 01

PROBLEM	POTENTIAL CAUSE	COUNTERMEASURES
When the Main SW is turned ON, the Cabinet is not activated	The power is not ON	Firmly insert the plug into the outlet
	Incorrect power source/voltage	Make sure that the power supply/voltage are correct
	The Fuse on the AC Unit has blown due to momentary over current	After eliminating the cause of overload, replace the specified rating fuse
	The Fuse of the Connect Board has blown due to momentary over current	After eliminating the cause of overload, replace the specified rating fuse
No sound is generated from the speakers	Volume not correctly adjusted	Adjust the sound volume
	Game BD or Amplifier malfunction	Contact Service Dept mentioned in this manual
LCD colour incorrect	Screen not correctly adjusted	Adjust the screen
	VGA cable malfunction	Replace VGA cable
	LCD failure	Contact Service Dept mentioned in this manual
Coin(s) are not being accepted	Incorrect Coin type	Change to correct Coin type
	Coin Chute jam	Clear Coin Chute blockage
	Credit Setting set to "Swipe Card"	Amend settings in Game Assignments (see Chapter 9)
Control Units (Buttons, Foot Sensors) are not working	Wiring fault	Contact Service Dept mentioned in this manual
Game will not initialise	Incorrect/No Key Chip inserted	Insert correct Key Chip
	Incorrect Game installed	

⚠ WARNING

- When working with the product, be sure to turn the power off. Working with the power on may cause an electric shock or short circuit.

- Be careful not to damage the wires. Damaged wires may cause electric shock, short circuit or present a fire risk.

- Do not expose the game board, etc. without good reason. Failure to observe this can cause electric shock hazard or malfunctioning.

- Do not use this product with connectors other than those that were connected and used with the game board at the time of shipping. Do not carelessly connect wires to connectors that were not used at the time of shipping as this may cause overheating, smoke, or fire damage.

- When returning the game board after making repairs or replacements, make sure that there are no errors in the connection of connectors. Erroneous connections can lead to electrical shock, short circuits or fires.

- When connecting a connector, check the direction carefully. Connectors must be connected in only one direction. If indiscriminate loads are applied in making connections, the connector or its terminal fixtures could be damaged, resulting in electrical shock, short circuits, or fires.

⚠ CAUTION

- In this product, setting changes are made during the test mode. The game board need not be operated. Use the game board, etc. as is with the same setting made at the time of shipment so as not to cause electric shock and malfunctioning.

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

(STOP) IMPORTANT

- When a game board is to be replaced, put the old game board with anomaly into a special box for replacing the game board. If a special box is not available or if it has been damaged, arrange to have the Game Board packed in suitable packaging.

- For replacement or repair, pack the game board and send it without disassembling it. Order for servicing may not be accepted if any part of the game board has been removed. If any part is removed, a service fee will be charged even if the warranty period has not yet expired.

- Do not remove the key chip from the game board before sending the board for servicing.

16-1 HOW TO REMOVE GAME BOARD

The game board is located behind the **Door Back Lower (MSJ-1002-BUK)** in the bottom right hand corner.

1 Turn off the power

2 Remove the (2) highlighted door release fixings from the **Door Back Lower**
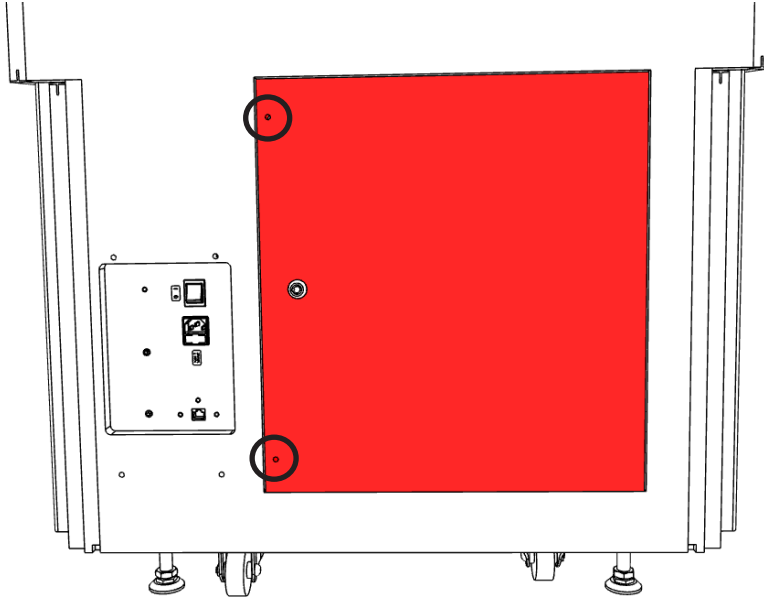
3 Unlock with the master key and remove the door. The ALLS UX Game Bd is located on the right hand side
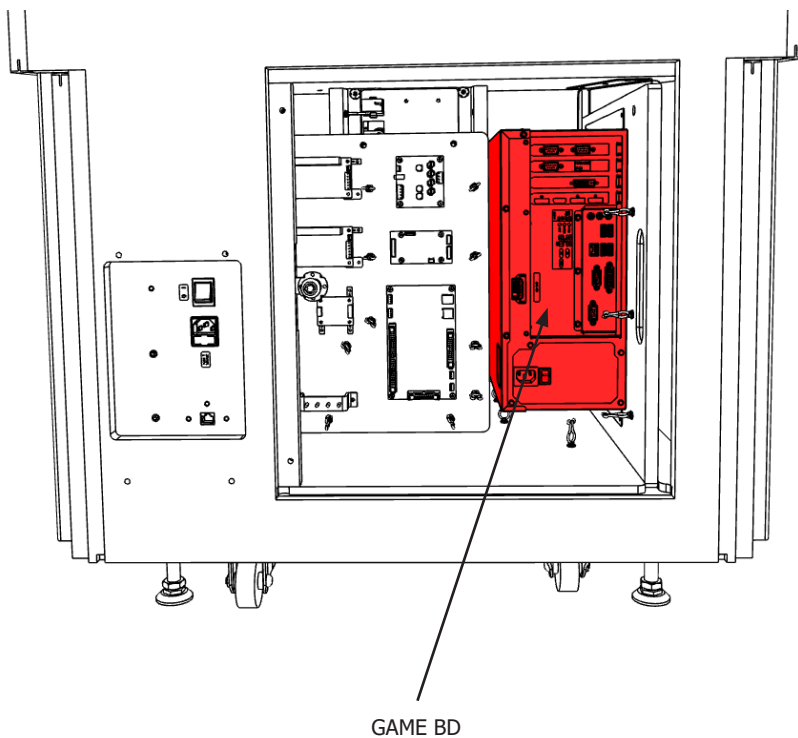
GAME BD

4   Disconnect all of the connectors connected to the Game Bd

5   Unscrew the (2) screws on each of the (2) **Bracket GameBD Mount (MSJ-4002UK)** which secure the Game Board in place
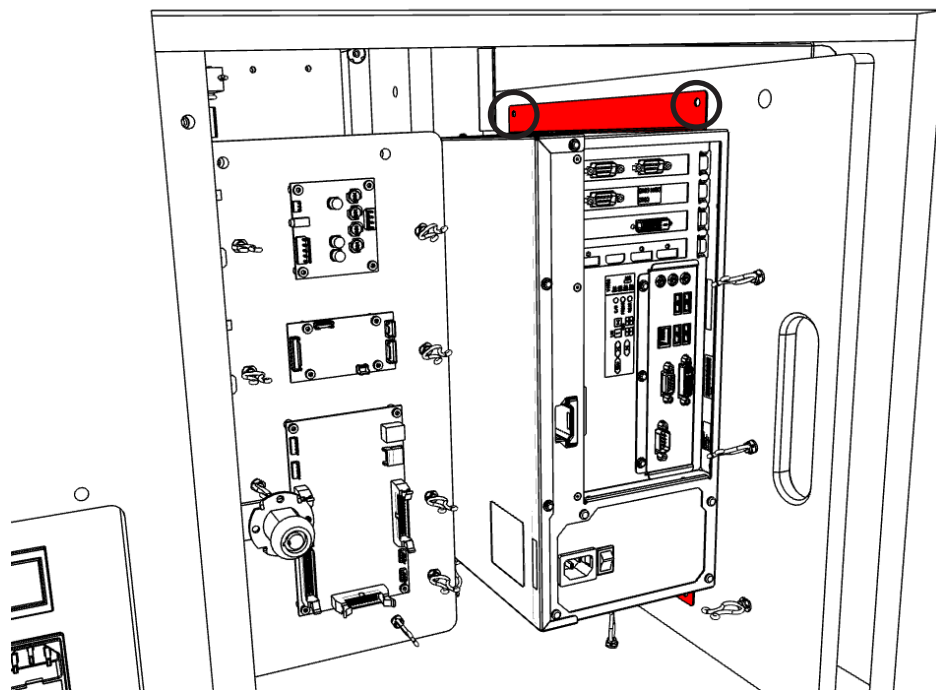
6   Lift and remove the Game board from the cabinet. The Game Bd is HEAVY so take care not to clash with other components when removing as this could cause component damage.

STOP IMPORTANT

- **With the key chip inserted into it, this board serves as a special-purpose game board for the product**

Intake vent
(Do not block or cover.)

Part number

Exhaust vent
(Do not block or cover.)

Board serial number

Part number

Exhaust vent
(Do not block or cover.)

Exhaust vent
(Do not block or cover.)

Shield case

Intake vent
(Do not block or cover.)

Intake vent
(Do not block or cover.)
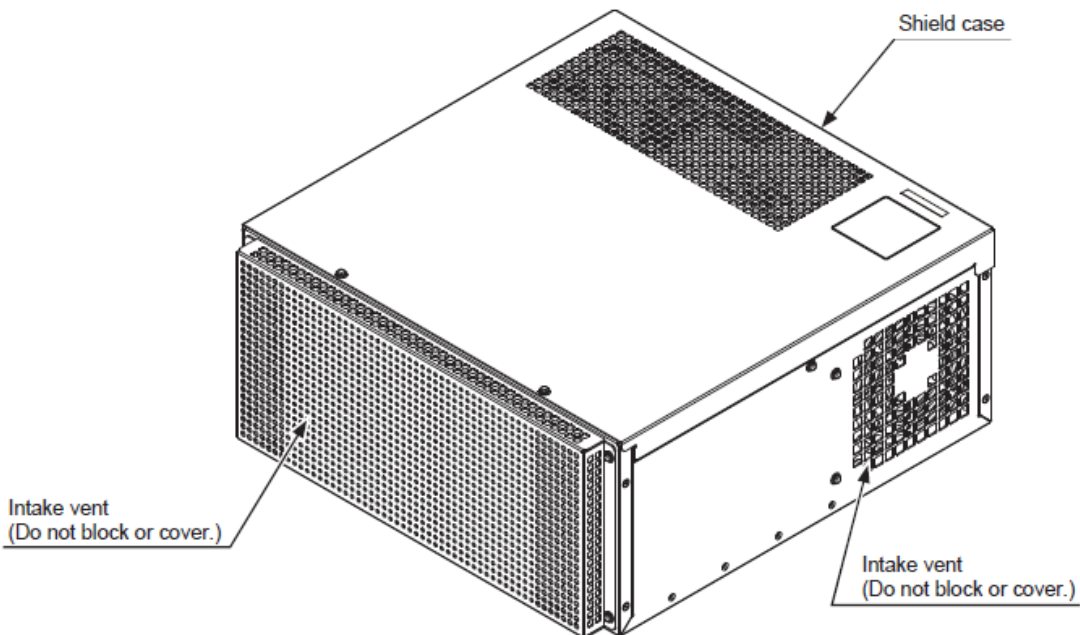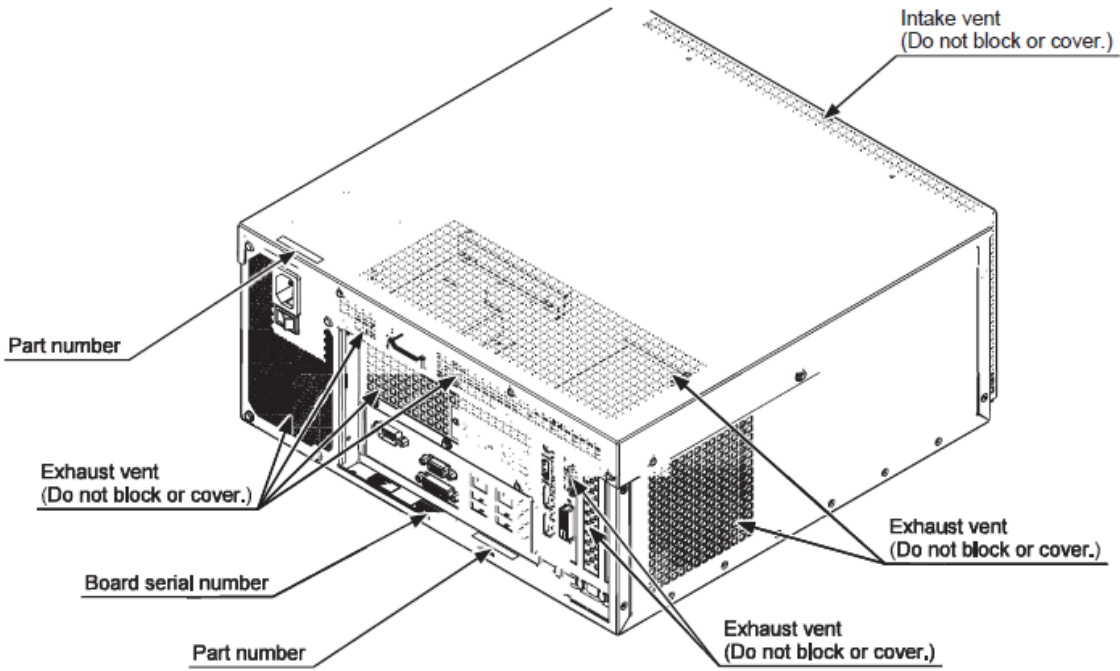
⚠ WARNING

- If an error is displayed, have the site maintenance personnel or other qualified individuals resolve it. If someone with specialised or technical knowledge attempts to rectify the problem, electric shock, short circuits or fire may occur

- If there are no site maintenance personnel or qualified individuals available, turn off the power and contact the office listed in this manual or point-of-purchase

- If a problem not described in this manual or other related manuals occurs, or the resolution to a problem described in this manual is not effective, do not make further attempts to resolve the problem yourself. Immediately turn off the power and contact the office listed in this manual or the point-of-purchase

(STOP) IMPORTANT

- Static electricity from your body may damage some electronic devices on the ALLS UX. Before handling, touch a grounded metallic surface so that the static electricity can be discharged

- Do not repeatedly turn the power on/off in a short period of time. Doing so may result in a breakdown or parts damage

- If an error number or message occurs that is not listed below, cease using the product immediately and contact the office listed in this manual or the point-of-purchase

- The error display may be different depending on the game program

0001	Display	Error 0001 Keychip Not Found
	Cause	There is no key chip, or the key chip is not connected correctly.
	Measures	Check that the key chip is connected correctly.

0002	Display	Error 0002 Keychip Not Available
	Cause	The key chip is not supported.
	Measures	Check the key chip and installation media (such as the DVD) combination.

0004	Display	Error 0004 Game Program Not Acceptable
	Cause	The key chip is not supported.
	Measures	Check that the key chip from a different system is not inserted.

0008	Display	Error 0008 Keychip Access Failed
	Cause	The key chip could not be accessed.
	Measures	Turn the power off and reinsert the key chip, and then restart the ALLS UX.

0010	Display	Error 0010 Unexpected Game Program Failure
	Cause	The game program crashed due to an unexpected error.
	Measures	Turn the power off and restart the ALLS UX.

0021	Display	Error 0021 Main board Malfunctioning
	Cause	The main board does not recognize itself.
	Measures	Turn the power off and restart the ALLS UX.

0022	Display	Error 0022 Game Program Not Found on Storage Device
	Cause	There is no game program on the storage device.
	Measures	Use the installation media (such as the DVD) to reinstall the game program.

0028 0029 0032	Display	Error 0028 (0029, 0032) Main board Malfunctioning
	Cause	Failed to access the main board.
	Measures	Turn the power off and restart the ALLS UX.

0041	Display	Error 0041 Game Program Not Found on Install Media
	Cause	There is no game program on the installation media.
	Measures	Check that the game program, place on the installation media (such as the DVD), and the key chip correspond to each other.

0042	Display	Error 0042 Game Program Not Found on Install Media
	Cause	Some part of the game program is missing.
	Measures	Check how the game program was installed.

0049 0052	Display	Error 0049 (0052) Install Media Access Failed
	Cause	Failed to access the installation media.
	Measures	Check that the installation media (such as the DVD) is not scratched, damaged or dirty. Check that the DVD drive is connected correctly.

0055	Display	Error 0055 Game Program Verify Error
	Cause	The installed game program is not working correctly.
	Measures	Use the installation media (such as the DVD) to reinstall the game program.

0064	Display	Error 0064 Game Program Not Found on Server
	Cause	No game program on the LAN install server.
	Measures	Check that the game program, place on the LAN install server, and the key chip correspond to each other.

0066	Display	Error 0066 Game Program Verify Error
	Cause	The installed game program is not working correctly.
	Measures	Use the installation media (such as the DVD) to reinstall the game program.

0081	Display	Error 0081 Invalid Storage Format
	Cause	The main storage (SSD) format is wrong.
	Measures	Contact the office listed in this manual or the point-of-purchase for this product.

0082	Display	Error 0082 Game Program Access Failed
	Cause	The main storage (SSD) cannot be recognized.
	Measures	Use the installation media (such as the DVD) to reinstall the game program.

0083	Display	Error 0083 Storage Device Not Acceptable
	Cause	The main storage (SSD) does not have enough space.
	Measures	Execute "UNINSTALL" via "STORAGE INFORMATION" in System test mode, and reinstall the game program using installation media (DVD, etc.).

0084	Display	Error 0084 Storage Device Malfunctioning
	Cause	The main storage (SSD) may be broken.
	Measures	Turn the power off and restart the ALLS UX.

0085	Display	Error 0085 Invalid Storage Format
	Cause	The main storage (SSD) format is wrong.
	Measures	Contact the office listed in this manual or the point-of-purchase for this product.

0088	Display	Error 0088 System Program Verify Error
	Cause	The installed system program is not working correctly.
	Measures	Use the installation media (such as the DVD) to reinstall the game program.

0091	Display	Error 0091 Too High CPU Temperature
	Cause	The CPU temperature is high.
	Measures	Clean the ALLS UX and around the ALLS UX installation point. Also, check whether the air flow outlets on the ALLS UX are blocked.

0901	Display	Error 0901 Wrong Platform
	Cause	The game program is not supported by the ALLS UX.
	Measures	Check the game program manual. Check whether the combination of the game program and the ALLS UX is correct.

0902	Display	Error 0902 Wrong System Program
	Cause	It was started up with an unsupported system program. The ALLS UX system program must be updated.
	Measures	Check how the game program was installed.

0904	Display	Error 0904 Wrong Platform
	Cause	The installed system program is not working correctly.
	Measures	Use the installation media (such as the DVD) to reinstall the game program.

0905	Display	Error 0905 Graphic Function Not Found
	Cause	The game program does not support the graphics function.
	Measures	Contact the office listed in this manual or the point-of-purchase for this product.

0906	Display	Error 0906 Sound Function Not found
	Cause	The ALLS UX sound function cannot be recognized.
	Measures	Contact the office listed in this manual or the point-of-purchase for this product.

0907	Display	Error 0907 Not Enough System Memory
	Cause	The game program does not have enough memory.
	Measures	Contact the office listed in this manual or the point-of-purchase for this product.

0909	Display	Error 0909 Not Enough Storage Device
	Cause	The game program does not have enough storage.
	Measures	Contact the office listed in this manual or the point-of-purchase for this product.

0912	Display	Error 0912 Unexpected Game Program Failure
	Cause	The graphics board was unable to continue rendering.
	Measures	Turn the power off and restart the ALLS UX.

0915	Display	Error 0915 Wrong Storage Device
	Cause	Sub storage is not connected.
	Measures	Contact the office listed in this manual or the point-of-purchase for this product.

0916	Display	Error 0916 Wrong Storage Device
	Cause	Unnecessary Sub storage (HDD) is connected.
	Measures	Contact the office listed in this manual or the point-of-purchase for this product.

0917	Display	Error 0917 USB Flash Drive Remain Error
	Cause	The installation USB flash drive (USB installation media) remains connected.
	Measures	Take off the USB flash drive.

0918	Display	Error 0918 Not Enough System Memory Module
	Cause	The number of memory modules required for the game program is insufficient.
	Measures	Contact the office listed in this manual or the point-of-purchase for this product.

0919	Display	Error 0919 DVD Drive Remain Error
	Cause	The installation DVD drive (DVD installation media) remains connected.
	Measures	Take off the DVD drive.

0920	Display	Error 0920 Wrong Coin Assignments
	Cause	The game program does not support the current coin assignments.
	Measures	Check the coin assignments in system test mode.

0949	Display	Error 0949 Keychip Not Found
	Cause	There is no key chip or there is a defect with its connection.
	Measures	Check that the key chip is connected correctly.

6401	Display	Error 6401 I/O board is not connected to main board
	Cause	(1) The I/O board is not connected. (2) Unreliable connection between the ALLS UX and the I/O board.
	Measures	(1) Connect the I/O board to the ALLS UX Check that the power cable is connected to the I/O board. (2) Reconnect or replace the USB cable that connects the I/O board to the ALLS UX.

6402	Display	Error 6402 I/O board does not fulfill the game spec
	Cause	The correct I/O board is not connected.
	Measures	Use a I/O board that provides the proper input/output for the game program.

8001	Display	Error 8001 Network address error (DHCP)
	Cause	The network connection settings could not be initialized.
	Measures	Check the network connection and follow the startup procedures to restart the ALLS UX.

8002	Display	Error 8002 Network setting error (SYSTEM)
	Cause	The SYSTEM TEST MODE NETWORK SETTING is incorrect.
	Measures	Check the network setting.

8003	Display	Error 8003 Network address error (Dup.IP)
	Cause	The network connection settings could not be initialized.
	Measures	Check the network connection and follow the startup procedures to restart the ALLS UX.

8004	Display	Error 8004 Network setting error (Dup.IP)
	Cause	The SYSTEM TEST MODE NETWORK SETTING is incorrect.
	Measures	Check the network setting.

8005	Display	Error 8005 Network type error (WAN)
	Cause	The line type of the connected ALL.Net router is incorrect.
	Measures	Check the line type of the connected ALL.Net router.

8006	Display	Error 8006 Network timeout error (DHCP)
	Cause	The network connection settings could not be initialized.
	Measures	Check the network connection and follow the startup procedures to restart the ALLS UX.

8007	Display	Error 8007 Network timeout error (DNS-WAN)
	Cause	A connection could not be established with ALL.Net.
	Measures	Check the ALLS UX network connection, the in-store network connection and the connection between the ALL.Net router and the network cable, and then follow the startup procedures to restart the ALLS UX. If the error persists, check the maintenance information.

8008	Display	Error 8008 Network timeout error (DNS-LAN)
	Cause	A connection could not be established with the ALL.Net router.
	Measures	Check the ALLS UX network connection and the in-store network ALL.Net connection and then follow the startup procedures to restart the system.

8009	Display	Error 8009 Network Game Disabled
	Cause	The GAME TEST MODE ALL.Net connection is set to OFF.
	Measures	Check the ALL.Net connection setting in "Game test mode".

8103	Display	Error 8103 ALL.Net System error (TIMEOUT)
	Cause	A connection could not be established with ALL.Net.
	Measures	Check the ALLS UX network connection, the in-store network connection and the connection between the ALL.Net router and the network cable, and then follow the startup procedures to restart the ALLS UX. If the error persists, check the maintenance information.

8106	Display	Error 8106 ALL.Net System Caution
	Cause	A connection could not be established with ALL.Net.
	Measures	Check the ALLS UX network connection, the in-store network connection and the connection between the ALL.Net router and the network cable, and then follow the startup procedures to restart the ALLS UX. If the error persists, check the maintenance information.

8111	Display	Error 8111 ALL.Net System error (REG)
	Cause	ALL.Net registration could not be confirmed.
	Measures	Check to make sure ALL.Net registration (the agreement) has been successfully completed.

8113	Display	Error 8113 ALL.Net System error (MODE)
	Cause	The ALL.Net settings could not be confirmed.
	Measures	Contact the office listed in this manual or the point-of-purchase for this product.

8114	Display	Error 8114 ALL.Net System error (RTC)
	Cause	A connection could not be established with ALL.Net.
	Measures	Check the ALLS UX network connection, the in-store network connection and the connection between the ALL.Net router and the network cable, and then follow the startup procedures to restart the ALLS UX. If the error persists, check the maintenance information.

8201	Display	Error 8201 ALL.Net System error (TIMEOUT)
	Cause	A connection could not be established with ALL.Net.
	Measures	Check the ALLS UX network connection, the in-store network connection and the connection between the ALL.Net router and the network cable, and then follow the startup procedures to restart the ALLS UX. If the error persists, check the maintenance information.

8202	Display	Error 8202 ALL.Net System error (REG)
	Cause	ALL.Net registration could not be confirmed.
	Measures	Check to make sure ALL.Net registration (the agreement) has been successfully completed.

8301	Display	Error 8301 Network error (GAME-LAN)
	Cause	The connection with the devices that make up this game could not be confirmed.
	Measures	Check the network connection and follow the startup procedures to restart the ALLS UX.

8302	Display	Error 8302 Maintenance time (GAME)
	Cause	Currently the server is undergoing maintenance.
	Measures	Wait until server maintenance is complete.

8303	Display	Error 8303 Network error (GAME)
	Cause	A connection could not be established with ALL.Net.
	Measures	Check the ALLS UX network connection, the in-store network connection and the connection between the ALL.Net router and the network cable, and then follow the startup procedures to restart the ALLS UX. If the error persists, check the maintenance information.

8304	Display	Error 8304 Network failed (GAME)
	Cause	Unrecoverable network failure occurred.
	Measures	Check the ALLS UX network connection, the in-store network connection and the connection between the ALL.Net router and the network cable, and then follow the startup procedures to restart the ALLS UX If the error persists, check the maintenance information.

16-4 SYSTEM TEST MODE

(STOP) **IMPORTANT**

- **Various settings start saving by selecting EXIT on each test screen and pressing the TEST button. Saving is complete when it displays previous screen automatically. Note that the settings will be lost if the power is turned off before saving is complete**

- **The Test screen display may change depending on the OS version**

- **The System Test Mode controls various functions on the ALLS UX Game Board. Only qualified technicians or SEGA personnel should make changes or adjust settings in the System Test Mode**

SYSTEM INFORMATION	Displays information on the keychip, board version and the error log
STORAGE INFORMATION	Displays information on the installed Game
USB I/O BD TEST	Displays information about the currently connected I/O Board
MONITOR TEST	Check the output of the Monitor
COIN ASSIGNMENTS	Change the Coin to Credit Ratio and Game Cost (note: this should be done from the regular Game Test Mode)
CLOCK SETTINGS	Set the date and time (any changes overwritten by ALL.NET games)
NETWORK SETTINGS	Check and test network settings between other Cabinets
SYSTEM CONFIGURATION	Displays information specific to installed Game
THIRD PARTY LICENSE	Check Third Party License information
EXIT	Return to the Game Test Menu

SYSTEM INFORMATION

This section shows information about the ALLS UX Board.

KEYCHIP	KEYCHIP ID	Serial number of the key chip
	GAME ID	Game ID of the key chip
	MODEL TYPE	Model type
	REGION	Region setting of the key chip
MAIN BOARD	MAIN ID	Serial number of the game board
	OS VERSION	Version of the system program (OS)
	MEMORY SIZE	Onboard memory size
	CPU TEMP.	Temperature of the CPU in Celsius
STORAGE DEVICE	MAIN STORAGE SIZE	Capacity of the main storage
	SUB STORAGE SIZE	Since there is no sub storage, it is displayed as N/A.
GRAPHIC DEVICE	DEVICE ID	Graphic device's ID
	BIOS VERSION	Graphic device's software version

Page 1

ERROR LOG	History list of the error occurred. Displays the most recent 10 errors that have occurred in the past. It may not also be displayed depending on the error.

Page 2

STORAGE INFORMATION

🛑 **IMPORTANT**

- **Do not inadvertently execute "Uninstall". Using this command will require the game program to be reinstalled**

This section shows information about the stored game program.

Application Title	Name of installed game program
FILE LIST	Displays the file name for the installed game image. A single page displays up to 10 files. If the files cannot be displayed on a single page, it is possible to switch to and view other pages by selecting NEXT and PREVIOUS.
NEXT	Advances to the next page.
PREVIOUS	Returns to the previous page.
FORMAT SUB STORAGE	Items displayed in gray cannot be selected.
UNINSTALL	The game program currently installed can be erased. Performing this action erases all game programs. It is not possible to select and erase specific files. Select the item and press the TEST button, YES and NO displays to the right of the item. Press the SERVICE button to move the underline for selecting items. Move the underline to YES and press the TEST button to erase the files. If TEST MODE ends, an error is displayed. (See Chapter 4.) When NO is selected, the screen returns to the STORAGE INFORMATION screen without erasing files.

USB I/O BOARD TEST

This section shows information about the connected I/O Board(s)

INPUT TEST	Advances to the USB I/O board INPUT TEST screen.
NODE	The currently displayed USB I/O board number and the total number of connected USB I/O board. When there are multiple USB I/O boards, press the TEST button while selecting a board to switch between the USB I/O boards.
NAME	Name of the connected USB I/O board, etc
CONFIG	DIP switch setting value on the USB I/O board
SWITCH	Number of players and number of 1P switches
COIN	Number of coin slots
ANALOG	Number of analog channels
ROTARY	Number of rotary encoders
PWM OUT	Number of PWM output channels
UNIQUE COMMAND	Unique command set on the board
DRIVER OUT	Number of standard output drivers

For the I/O Board Input Test, consult the ALLS UX Game Board Manual

MONITOR TEST

This section checks the output of the monitor.

```
                    MONITOR TEST 1/2
         1                                32




              PRESS TEST BUTTON TO NEXT
```
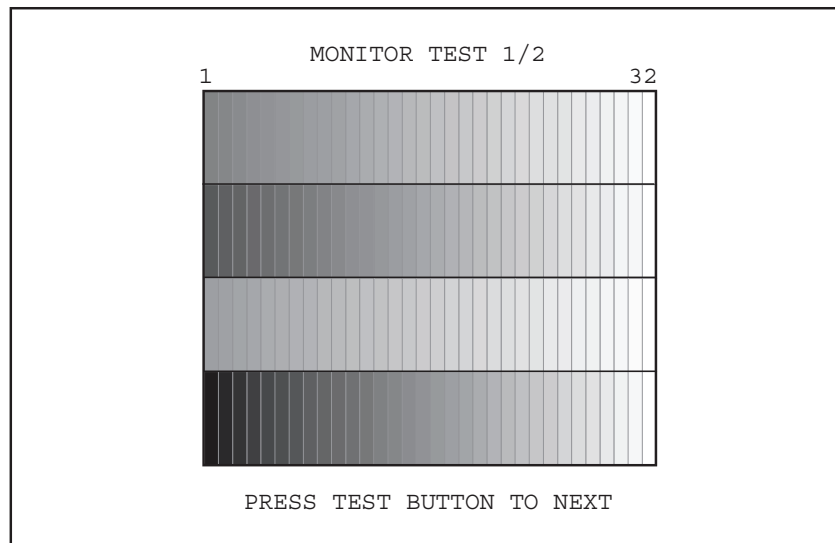
MONITOR TEST 1/2 screen

Controls

- Displays a gradation of red, green, blue and white from the top in that order.
  "1" is the darkest, and moving towards "32" incrementally becomes lighter. Ensure that each color displays correctly.
- Press the TEST button to move to the MONITOR TEST 2/2 screen.

```
                    MONITOR TEST 2/2






              PRESS TEST BUTTON TO EXIT
```
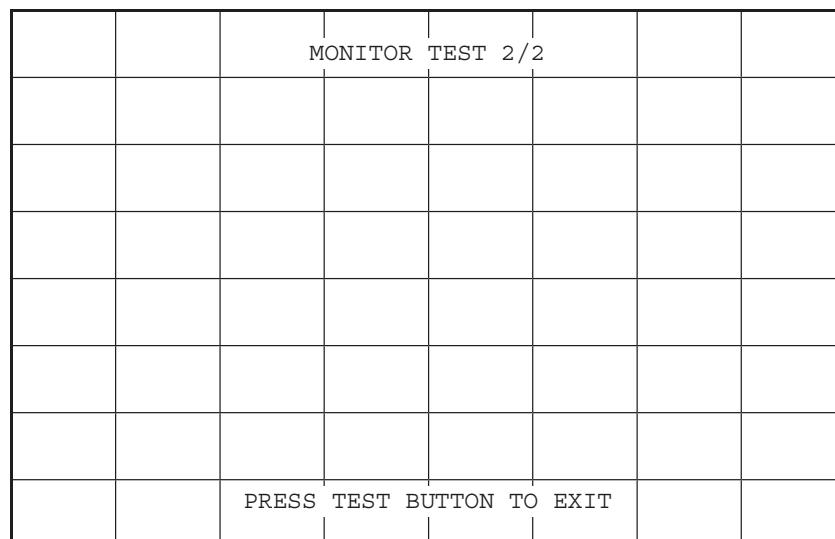
MONITOR TEST 2/2 screen

Controls

- It displays 8 x 8 cells on the entire screen. Confirm that no cells are missing and that they are all being displayed evenly.
- Press the TEST button to return to the SYSTEM TEST MODE screen.

STOP **IMPORTANT**

● **Do not inadvertently change the Coin to Credit ratio in the System Test Mode. Use the Game and Coin Assignments in the Game Test Mode**

This section can amend coin to credit ratio (changes on installed game)

COIN CHUTE TYPE	Specify according to the cabinet coin chute specifications.	
	COMMON	This is for cabinets that use a coin chute shared by multiple players. Coins inserted by each player are handled as shared credit. Up to 2 coin chutes (#1, #2) can be used, and it is possible to set a coin chute multiplier for #1 and #2 separately.
	INDIVIDUAL	This is for cabinets set up for each coin chute for multiple players. Coins inserted by each player are handled as credit for each individual player. The setting for the coin chute multiplier is common to each coin chute.
SERVICE TYPE	Sets the operation for when pressing the SERVICE button, when there are multiple SERVICE buttons.	
	COMMON	All players receive service credit no matter which SERVICE button is pressed.
	INDIVIDUAL	The player that corresponds to the SERVICE button being pressed only receives credit.
COIN/CREDIT SETTING	Sets the amount of credit associated with inserted coins. "X COIN(S) COUNT AS Y CREDIT(S)" indicates that when X coins are inserted, Y credits are received. Setting to FREE PLAY allows you to play the game without credits. When COIN CHUTE TYPE is set to COMMON, the coin chute #2 setting is limited to a certain extent more than the coin chute #1 setting.	
DETAIL SETTING	Advances to a screen for more detailed settings than COIN/CREDIT SETTING to set the amount of credit associated with inserted coins. When using DETAIL SETTINGS, settings for the COIN/CREDIT SETTING are disabled.	
GAME COST SETTING	Advances to a screen where settings can be specified such as for the required quantity of credits to begin a game. The range for setting values, the screen display and other similar items are different depending on the game program. Refer to the manual for each game for details.	
EMONEY SETTING	Proceeds to screen where e-money (hereinafter "EMONEY") settlement amount can be set. *Note : This setting is not used.*	

For the Coin to Credit table and more detail on the Coin Assignments, consult the ALLS UX Game Board Manual

CLOCK SETTING

This section changes the internal clock.

CLOCK	Displays the current date and time. Select the item and press the TEST button to change the date and time.

To set the time, use the SERVICE button to move through the Year - Month - Day - Hours - Minutes - Seconds - SET - CANCEL options. Use TEST to increase the value of the selected item. Use SET to confirm the newly selected time.

NETWORK SETTING

This section changes the linking between Cabinets.

MAIN NETWORK	Performs a network setting.
NETWORK TEST	Performs a network test.

For more detail on the Network Tests, consult the ALLS UX Game Board Manual.

SYSTEM CONFIGURATION

This section displays game specific information and will vary on the installed game.

LANINSTALL	Set whether Server or Client to start the game program.

THIRD PARTY LICENSE

This section displays game specific third party license information. This screen will have varying options depending on the installed game.

For further information on the ALLS UX Game Board, visit www.segaarcade.com/manuals

17 DESIGN RELATED PARTS

For the warning display stickers, refer to Section 1.

MARIO & SONIC AT THE TOKYO 2020 OLYMPIC GAMES
SUMMERY

MSJ-1015UK
MSJ-1017UK
MSJ-1022UK
MSJ-3015UK
MSJ-3025UK
MSJ-3052UK
MSJ-2109UK
MSJ-0001UK
MSJ-0003UK REV1
MSJ-1016UK
MSJ-1021UK
MSJ-1018UK

ON YOUR MARK
STEP ON THE FOOTPRINTS
This area is for one person.

RIGHT SIDE

18 PARTS LIST

MARIO AND SONIC TOKYO 2020 STRUCTURE FLOW

MARIO & SONIC AT TOKYO OLYMPICS BOM STRUCTURE

```
MSJ-0000UK
TOP ASSY MARIO & SONIC AT TOKYO OLYMPICS

                        *                        **                        ***                        ****

        MSJ-1000UK                    MSJ-1080UK
        ASSY MAIN CABI                ASSY AC UNIT

                                      MSJ-0320UK
                                      ASSY SW UNIT

                                      MSJ-2100UK
                                      ASSY CTRL PANEL

                                      MSJ-4000UK
                                      ASSY GAMEBOARD

                                      MSJ-4100UK
                                      ASSY ELEC

                                      MSJ-4500UK              UK ONLY
                                      ASSY LED MONITOR ELEC

                                      SND-1340UK
                                      ASSY FAN

        MSJ-INST-STD                  MSJ-3000UK              MSJ-3010UK
        ASSY INST KIT MSJ STD         ASSY FLOOR & BASE       ASSY LH PIPE BASE

                                      MSJ-3030UK              MSJ-3020UK
                                      ASSY LH PIPE            ASSY RH PIPE BASE

                                      MSJ-3040UK              MSJ-3050UK              MSJ-3060UK
                                      ASSY RH PIPE            ASSY FLOOR              ASSY LH FOOT SENSOR

                                                                                      MSJ-3070UK
                                                                                      ASSY RH FOOT SENSOR
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(1) TOP ASSY MSJ (MSJ-0000UK)

ITEM NO	PART #	DESCRIPTION	QTY
*1	MSJ-1000UK	ASSY MAIN CABI	1
*20	421-7988-91UK	STICKER SERIAL NUMBER UK	1
*21	440-WS0010UK	WARN LABEL - HI VOLTAGE	2
*24	LB1046	LABEL TESTED FOR ELEC. SAFETY	1
*25	LB1130	LABEL WEEE WHEELIE BIN	1
*26	440-CS0186-01UK	STICKER C EPILEPSY 40	1
*27	440-CS0010UK	LABEL CAUTION GENERIC	4
*28	440-DS0010UK	LABEL DANGER HI VOLT GEN	2
*29	LB1101	LABEL WARNING BATTERY	1
*101	220-5736-01	DFMD W/UNIV CRADLE&CASHBOX ENC HI SEC	1
*103	OS1247	ALUMINIUM STICKY CLIP ASK-3 475-198	3
*401	MSJ-INST-STD	ASSY INST KIT MSJ STD	1
*402	SAECE-XXX	DECLARATION OF CONFORMITY XXXX	1
*406	PK0542	PALLET MSJ STD	1
*407	PK0468	SHRINK WRAP RD STD	1
*410	420-0038UK	MANUAL MARIO & SONIC TOKYO 2020	1

Please note: The location of all labels can be found in Chapter 1 of this manual.

(2) ASSY SW UNIT (MSJ-0320UK)
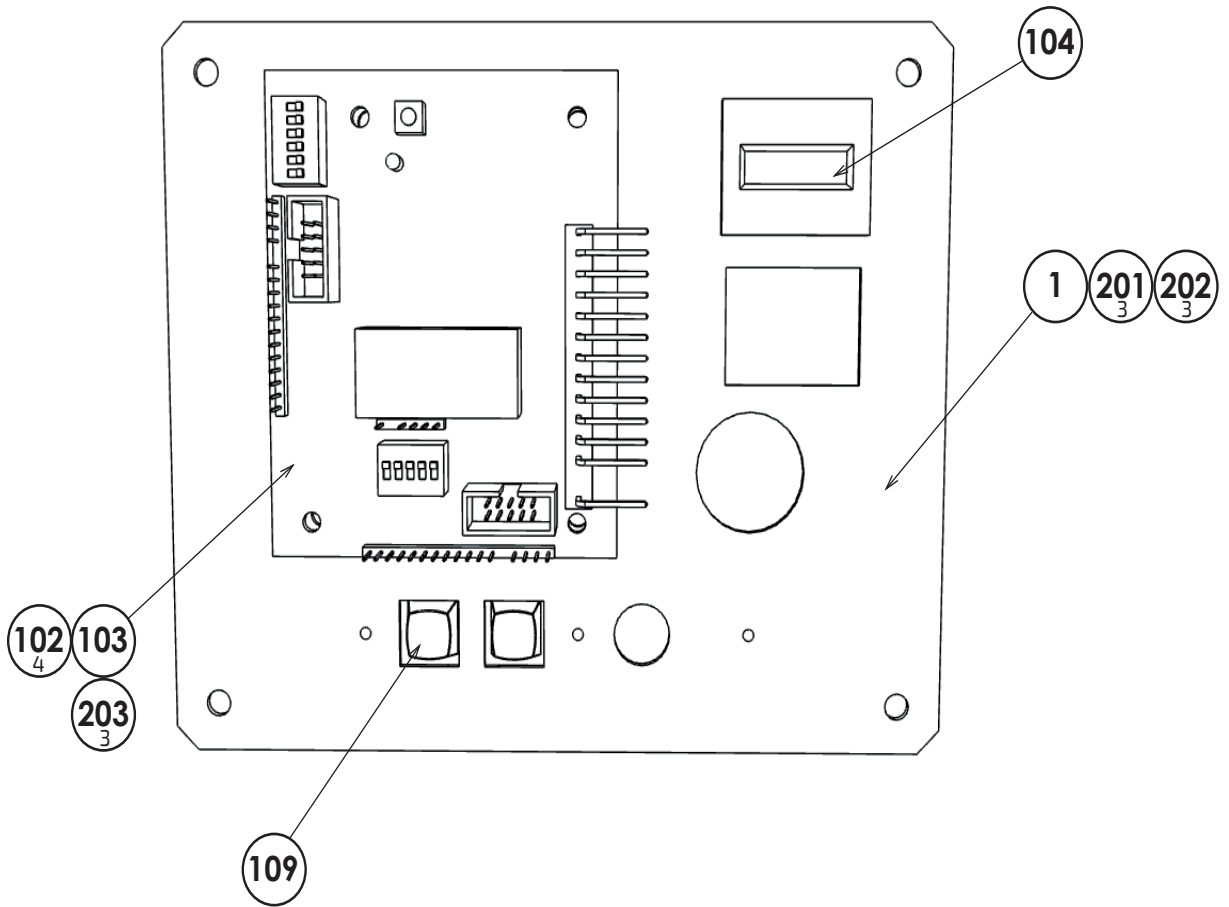
ITEM NO	PART #	DESCRIPTION	QTY
***1	SSR-0321UK	SW BRKT DOUBLE METER	1
***102	280-L00706-PM	STANDOFF 6.4L 4MM LCBS-5-4-01	4
***103	EP1380-01	CREDIT BOARD EXCEL	1
***104	220-5643UK	COIN METER SMALL 12V	1
***105	OS1247	ALUMINIUM STICKY CLIP ASK-3 475-198	1
***106	421-12043-01	STICKER SW PLATE CE	1
***107	OS1098	CRIMP BELL END SMALL 534-907	4
***108	601-0460	CABLE TIE 100MM	2
***109	838-14548-01AUK	SW & VOL CTL BD	1
***201	029-B00308	M3X8 SKT BH PAS	3
***202	060-S00300	M3 WSHR SPR PAS	3
***203	060-F00300	M3 WSHR FORM A FLT PAS	3
***301	MSJ-60009UK	WH COIN HANDLING	1
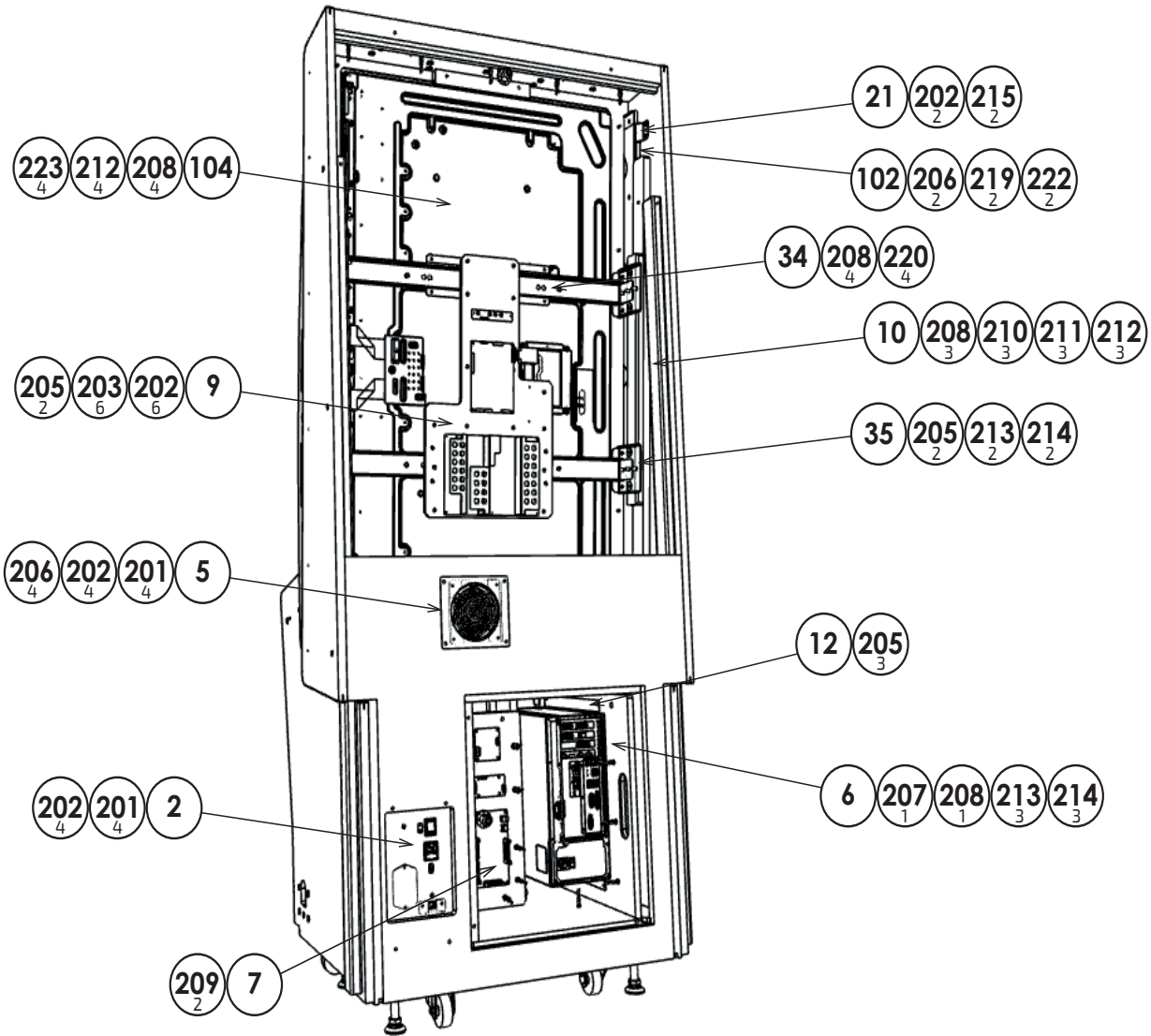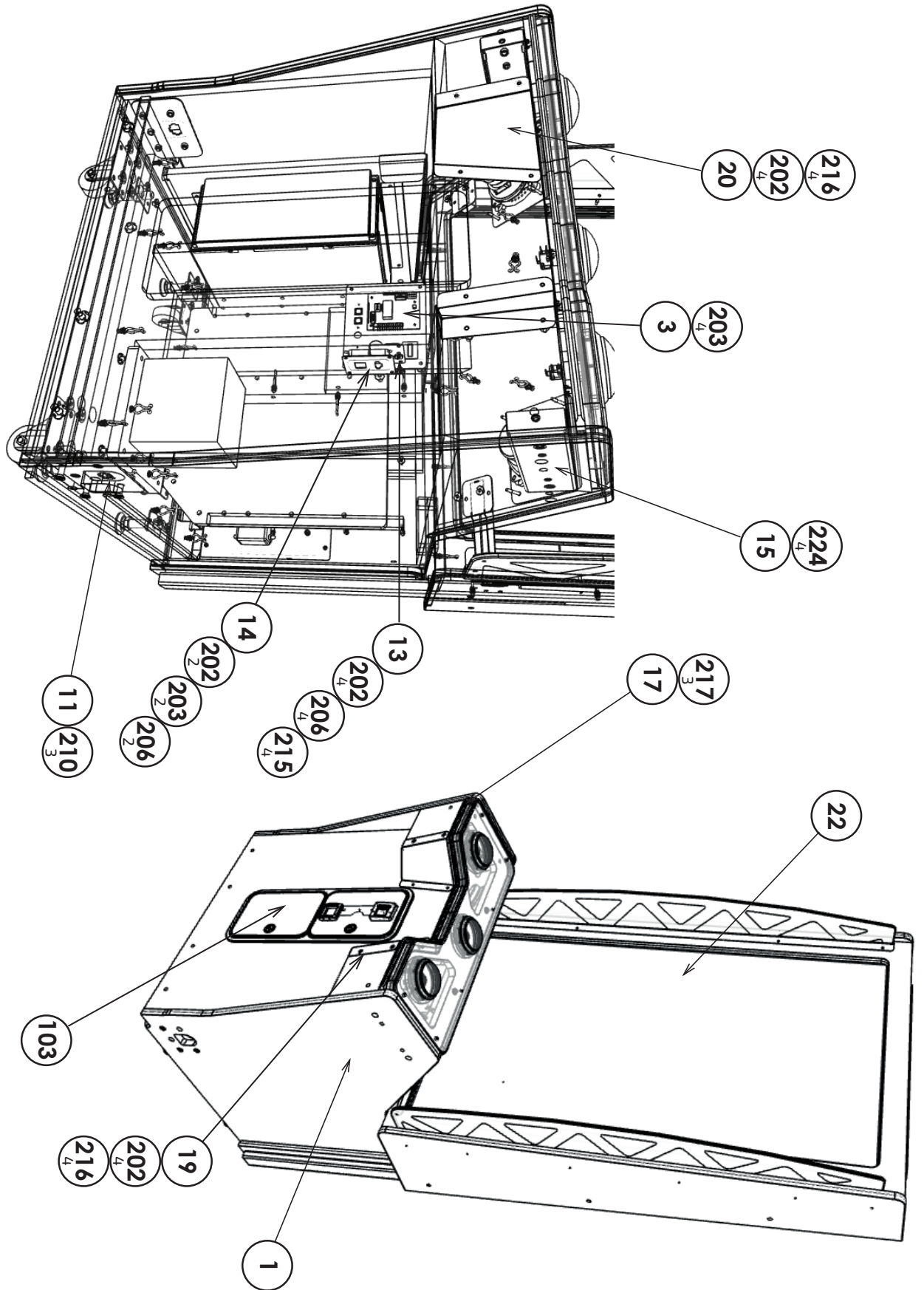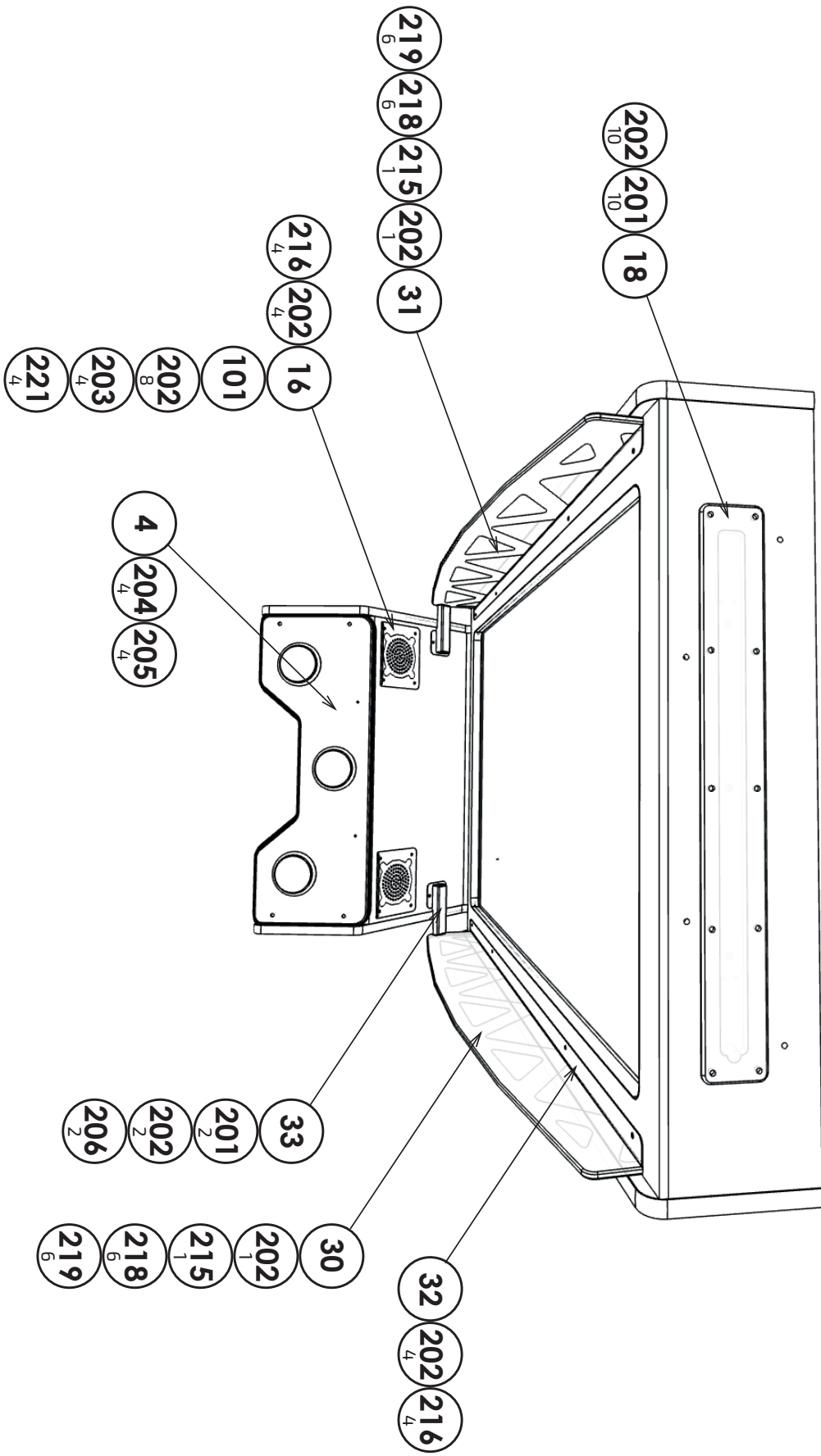
ITEM NO	PART #	DESCRIPTION	QTY
**1	MSJ-1002UK	ASSY MAIN CABI	1
**2	MSJ-1080UK	ASSY AC UNIT	1
**3	MSJ-0320UK	ASSY SW UNIT	1
**4	MSJ-2100UK	ASSY CTRL PANEL	1
**5	SND-1340UK	ASSY FAN	1
**6	MSJ-4000UK	ASSY GAME BOARD	1
**7	MSJ-4100UK	ASSY ELEC	1
**9	MSJ-4500UK	ASSY LED MONITOR ELEC	1
**10	MSJ-1003UK	STRUT TOP CABI SUPPORT	2
**11	MSJ-1004UK	PLATE SECURE FLOOR LWR	2
**12	MSJ-1005UK	BRKT GAMEBOARD	1
**13	MSR-1019UK	PLATE DBA POWER	1
**14	MSR-1020UK	PLATE DBA POWER COVER	1
**15	MSJ-1006UK	PLATE SECURE PIPE UPPER	2
**16	MSJ-1032UK	PLATE SPEAKER	2
**17	MSJ-1007UK	LIGHTPLATE CTRL PANEL	2
**18	MSJ-1008UK	COVER BILLBOARD LED	1
**19	MSJ-1009UK	BRKT FRONT CLOSING L	1
**20	MSJ-1010UK	BRKT FRONT CLOSING R	1
**21	MSJ-1011UK	BRKT MOUNT LED BAR	4
**22	TRF-1209UK	GLASS LED 55 SCREEN PROTECT	1
**30	MSJ-1021UK	PLATE SIDE LED L	1
**31	MSJ-1022UK	PLATE SIDE LED R	1
**32	MSJ-1023UK	BRKT SUPP PLATE SIDE LED	2
**33	MSJ-1024UK	BRKT SUPP PLATE SIDE LED BTM	2
**34	MSJ-1223UK	BRKT MON SUPP CROSS BEAM	2
**35	MSJ-1224UK	BRKT MOUNT CROSS BEAM	4
**101	130-010-04020	SPKR 4OHM 20W FR 10 HM 4898	2
**102	390-7185-91	LED BAR RGB 27PCS 40P W12MM 5V	2
**103	PP1087	BOX CASH FOR MINI DOOR	1
**104	200-6055-03-AUO	55" LED AUO P550HVN02.2	1
**201	029-B00425	M4X25 SKT BH PAS	22
**202	068-441616	M4 WSHR 160D FLT PAS	80
**203	029-B00420	M4X20 SKT BH PAS	18
**204	029-B00650	M6X50 SKT BH PAS	4
**205	068-652016	M6 WSHR 20OD FLT PAS	17
**206	060-S00400	M4 WSHR SPR PAS	18
**207	029-B00830	M8X30 SKT BH PAS	1
**208	068-852216	M8 WSHR 22OD FLT PAS	19
**209	029-B00640	M6X40 SKT BH PAS	2
**210	020-F00830	M8X30 SKT CSK PAS	12
**211	029-B00860	M8X60 SKT BH PAS	6
**212	060-S00800	M8 WSHR SPR PAS	10
**213	029-B00630	M6X30 SKT BH PAS	11
**214	060-S00600	M6 WSHR SPR PAS	11
**215	029-B00412	M4X12 SKT BH PAS	14
**216	050-F00400	M4 NUT FLG SER PAS	24
**217	020-F00416	M4X16 SKT CSK PAS	6
**218	029-B00440	M4X40 SKT BH PAS	12
**219	060-F00400	M4 WSHR FORM A FLT PAS	16
**220	050-U00800	M8 NUT NYLOK PAS	8

ITEM NO	PART #	DESCRIPTION	QTY
**301	MSJ-60007UK	WH MONITOR PWR	1
**302	MSJ-60008UK	WH COIN HANDLING LINK	1
**303	MSJ-60010UK	WH PLAYER BUTTONS	1
**304	MSJ-60011UK	WH SPEAKERS	1
**305	MSJ-60012UK	WH FAN AND BILLBOARD	1
**306	MSJ-60013UK	WH CONTROL PANEL LIGHTING	1
**307	MSJ-60014UK	WH FLOOR LINK	1
**308	MSJ-60017UK	WH LED BAR	1
**309	MSJ-60018UK	WH LED BAR LINK	1
**310	MSJ-60019UK	WH RS232 TO ELEC	1
**311	BE-6001UK	WH LED CLIP	4
**312	HDZ-65023UK	WH LED ASSEMBLY	1
**313	HDZ-60050UK	WH SPEAKERS	2
**314	600-7011-0300UK	CA DVI TO DVI 300CM	1
**315	600-7269-0150UK	LAN CABLE 150CM PALB 1/5BL	1

④ ASSY AC UNIT (MSJ-1080UK)
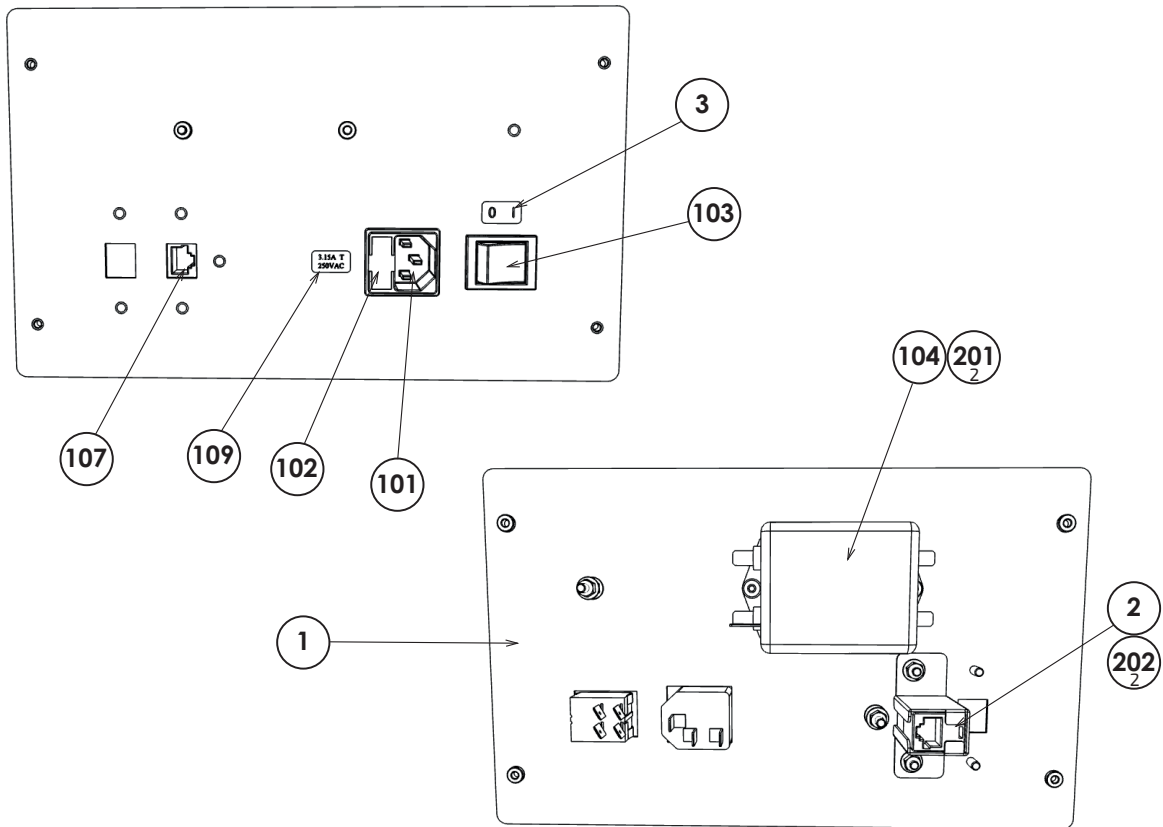
ITEM NO	PART #	DESCRIPTION	QTY
***1	DA-1081UK	PLATE AC	1
***2	TFF-0402UK	CONN COVER	1
***3	LB1096	STICKER PROTECTIVE EARTH	1
***4	LB1131	LABEL ON / OFF	1
***101	EP1302	EUROSOCKET FUSED 10A 250VAC	1
***102	514-5078-3150	FUSE 3.15 X 20 CERAMIC SB 3150mA	2
***103	SW1109	SWITCH ROCKER 250V AC	1
***104	EP1419	FILTER SCHAFFNER 2030-16-06	1
***107	EP1391	COUPLER INLINE LAN RJ45	1
***108	310-5029-D508	HEAT SHRINK SLEEVING 50.8DIA	10
***109	LB1126-3150-250	FUSE LABEL 3.15A 250V	1
***201	029-B00408	M4X8 SKT BH PAS	2
***202	050-F00400	M4 NUT FLG SER PAS	4
***203	060-S00400	M4 WSHR SPR PAS	2
***301	MSR-60001UK	WH AC IN	1

(5) ASSY CONTROL PANEL (MSJ-2100UK)
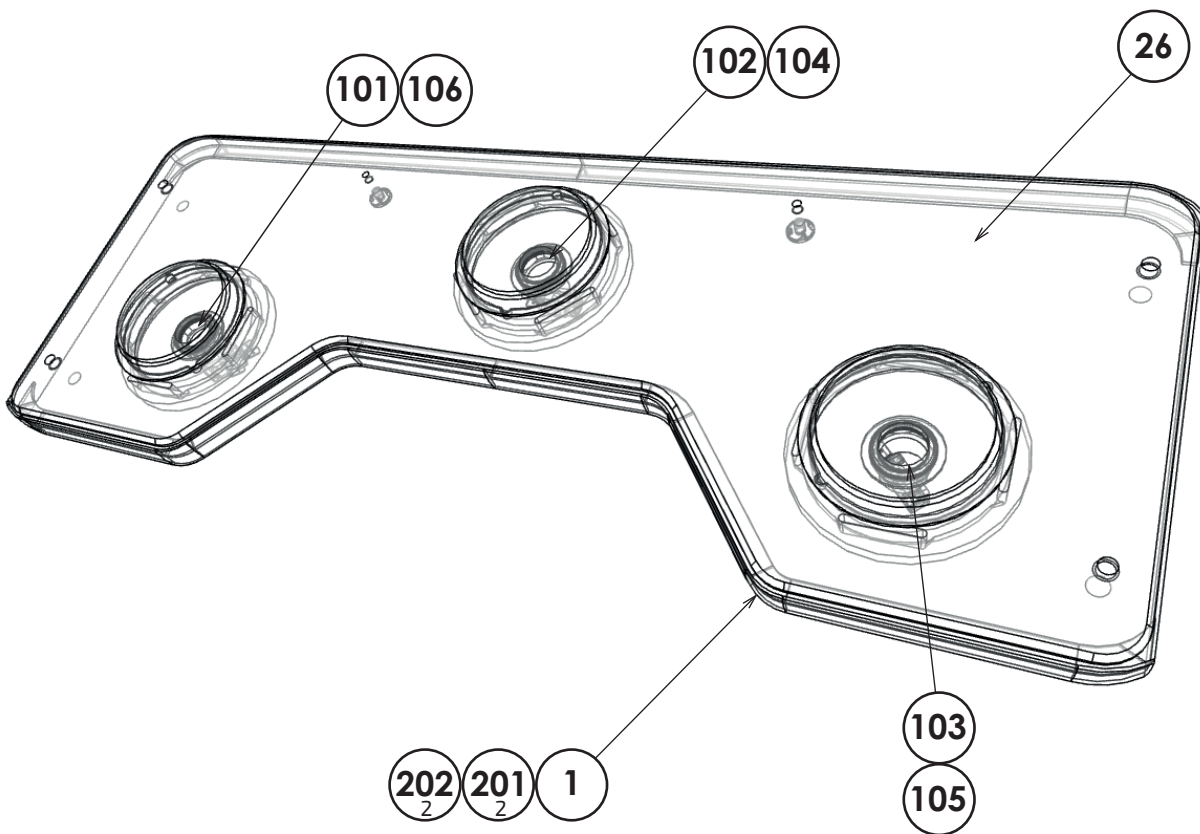
ITEM NO	PART #	DESCRIPTION	QTY
***1	MSJ-2101UK	BOARD CTRL PANEL	1
***26	MSJ-2109UK	COVER CTRL PANEL	1
***101	509-6003-BUK	BTN LRG RND BLU 75-4002-12187	1
***102	509-6003-YUK	BTN LRG RND YEL 75-4002-15187	1
***103	509-6003-RUK	BTN LRG RND RED 75-4002-10187	1
***104	EP1509	LED 10MM WHITE CLUSTER 12V 161-212103-9	1
***105	EP1510	LED 10MM RED CLUSTER 12V 161-212103-2	1
***106	EP1511	LED 10MM BLUE CLUSTER 12V 161-212103-6	1
***201	029-B00425	M4X25 SKT BH PAS	2
***202	060-F00400	M4 WSHR FORM A FLT PAS	2

(6) ASSY FLOOR & BASE (MSJ-3000UK)
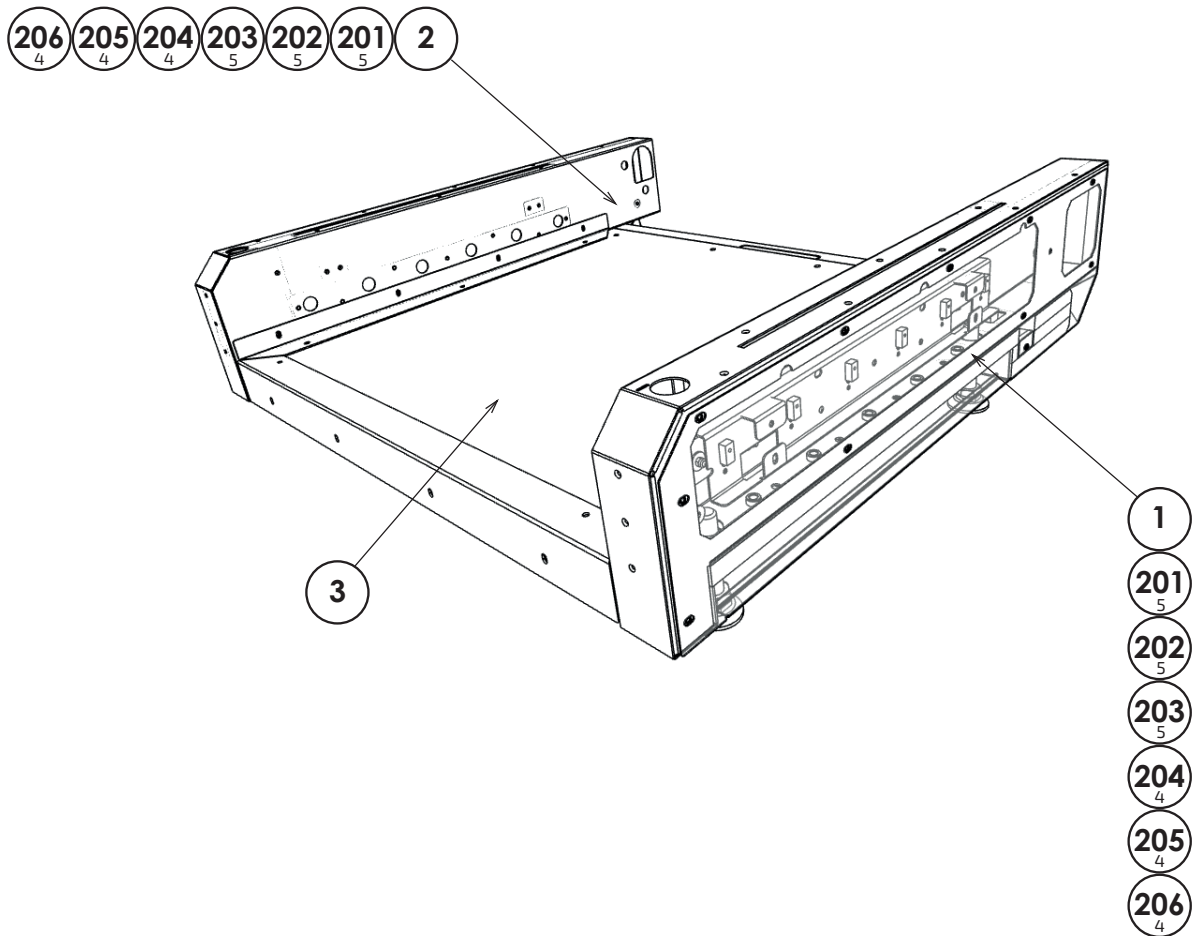
ITEM NO	PART #	DESCRIPTION	QTY
***1	MSJ-3010UK	ASSY LH PIPE BASE	1
***2	MSJ-3020UK	ASSY RH PIPE BASE	1
***3	MSJ-3050UK	ASSY FLOOR	1
***201	029-B00840	M8X40 SKT BH PAS	10
***202	060-S00800	M8 WSHR SPR PAS	10
***203	068-852216	M8 WSHR 22OD FLT PAS	10
***204	029-B00412	M4X12 SKT BH PAS	8
***205	060-S00400	M4 WSHR SPR PAS	8
***206	068-441616	M4 WSHR 16OD FLT PAS	8

(7) ASSY LH PIPE BASE (MSJ-3010UK)
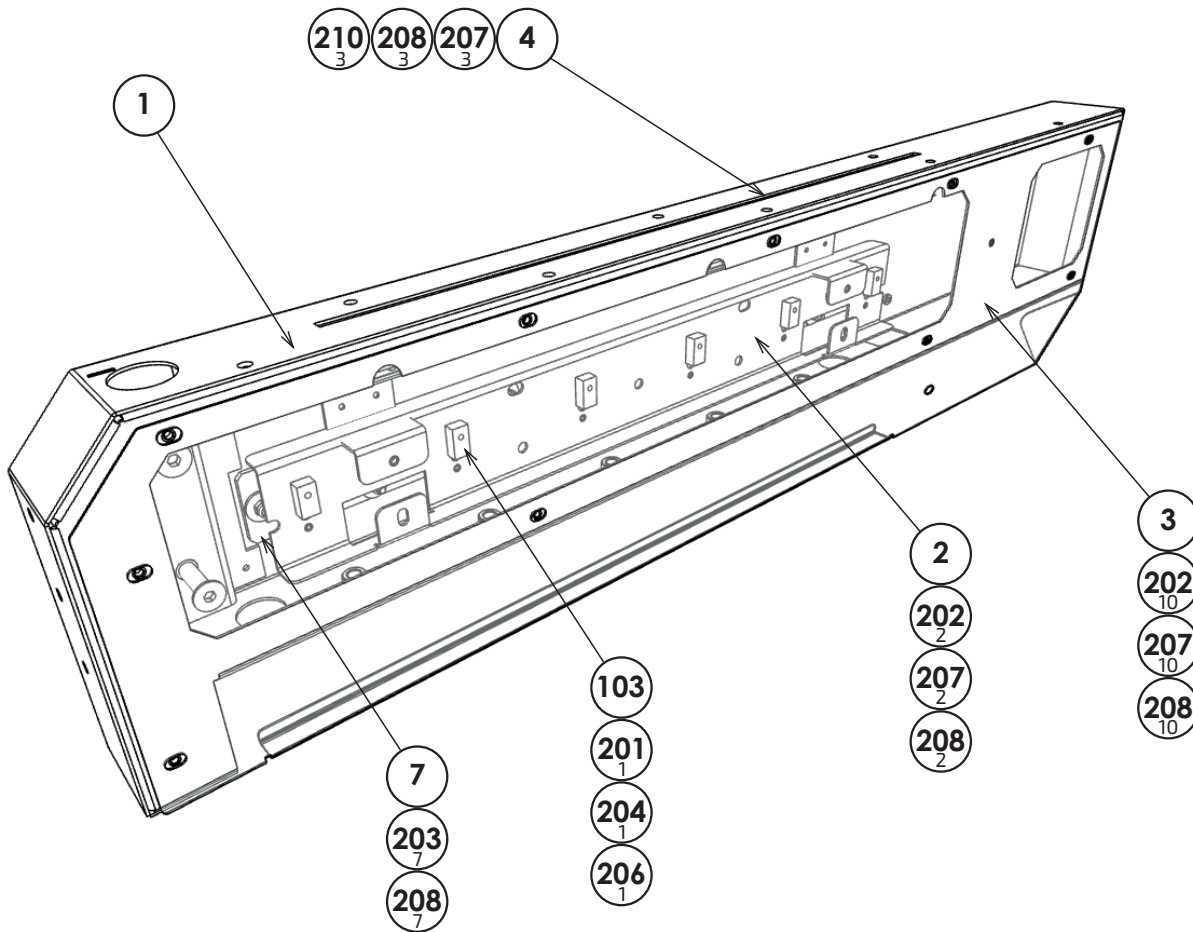
ITEM NO	PART #	DESCRIPTION	QTY
****1	MSJ-3011UK	FRAME LH PIPE BASE	1
****2	MSJ-3012UK	BRKT FOOT SENSOR	1
****3	MSJ-3013UK	PLATE FLOOR SENSOR OUTER LH	1
****4	MSJ-3014UK	LIGHT GUIDE UPPER	1
****7	MSJ-3019UK	COVER FLOOR SENSOR INNER	1
****10	MSJ-3015UK	STICKER PIPE BASE L	1
****101	601-0460	CABLE TIE 100MM	4
****103	370-5173-01	PHOTO SENSOR OMT-15DJST-YL	3
****201	029-B00312	M3X12 SKT BH PAS	6
****202	029-B00412	M4X12 SKT BH PAS	12
****203	050-U00400	M4 NUT NYLOK PAS	7
****204	060-F00300	M3 WSHR FORM A FLT PAS	6
****206	060-S00300	M3 WSHR SPR PAS	6
****207	060-S00400	M4 WSHR SPR PAS	15
****208	068-441616	M4 WSHR 16OD FLT PAS	22
****210	029-B00416	M4X16 SKT BH PAS	3
****301	MSJ-60015UK	WH FLOOR LEFT	1

⑧ ASSY RH PIPE BASE (MSJ-3020UK)
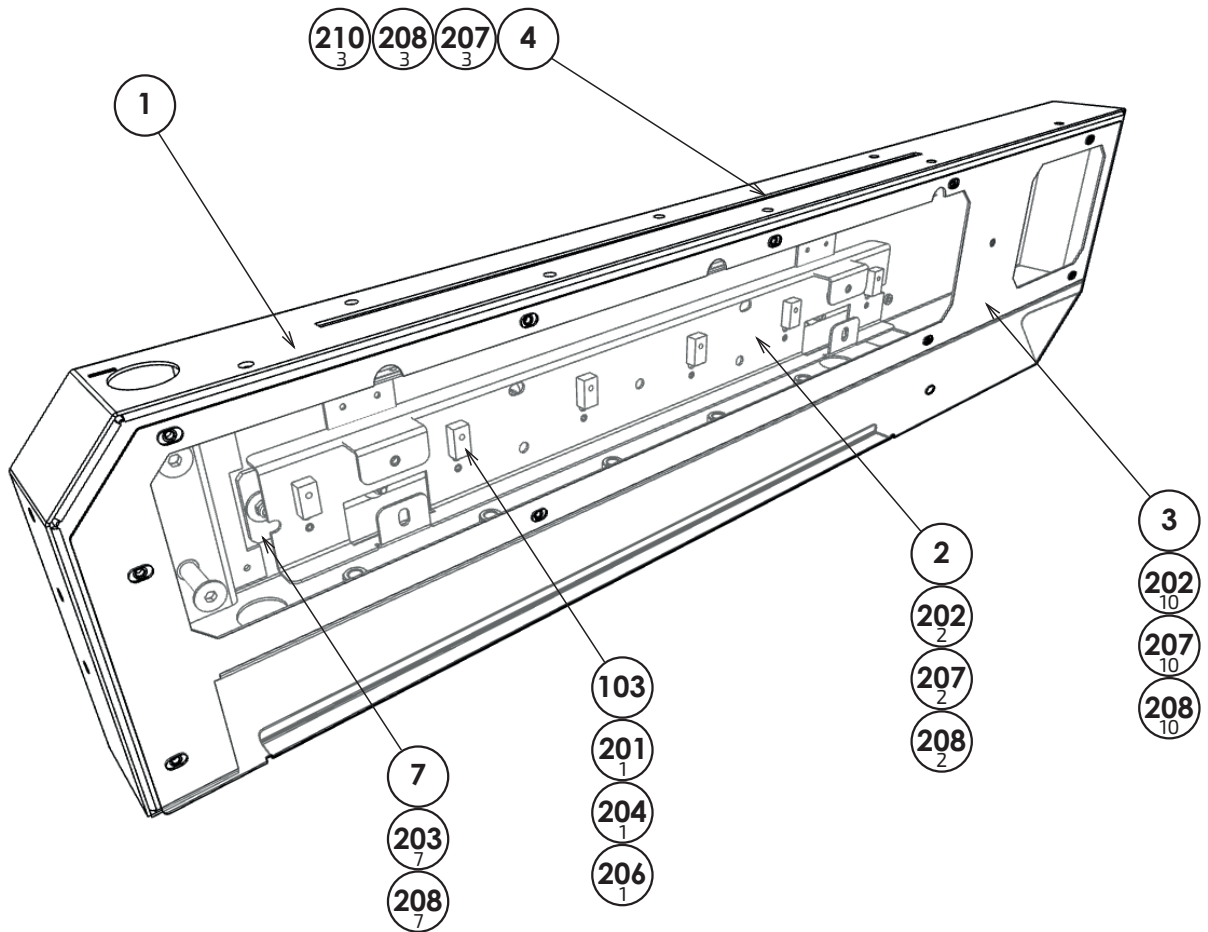
ITEM NO	PART #	DESCRIPTION	QTY
****1	MSJ-3011UK	FRAME RH PIPE BASE	1
****2	MSJ-3012UK	BRKT FOOT SENSOR	1
****3	MSJ-3013UK	PLATE FLOOR SENSOR OUTER RH	1
****4	MSJ-3014UK	LIGHT GUIDE UPPER	1
****7	MSJ-3019UK	COVER FLOOR SENSOR INNER	1
****10	MSJ-3015UK	STICKER PIPE BASE R	1
****101	601-0460	CABLE TIE 100MM	4
****103	370-5173-01	PHOTO SENSOR OMT-15DJST-YL	3
****201	029-B00312	M3X12 SKT BH PAS	6
****202	029-B00412	M4X12 SKT BH PAS	12
****203	050-U00400	M4 NUT NYLOK PAS	7
****204	060-F00300	M3 WSHR FORM A FLT PAS	6
****206	060-S00300	M3 WSHR SPR PAS	6
****207	060-S00400	M4 WSHR SPR PAS	15
****208	068-441616	M4 WSHR 16OD FLT PAS	22
****210	029-B00416	M4X16 SKT BH PAS	3
****301	MSJ-60016UK	WH FLOOR RIGHT	1

(9) ASSY LH PIPE (MSJ-3030UK)
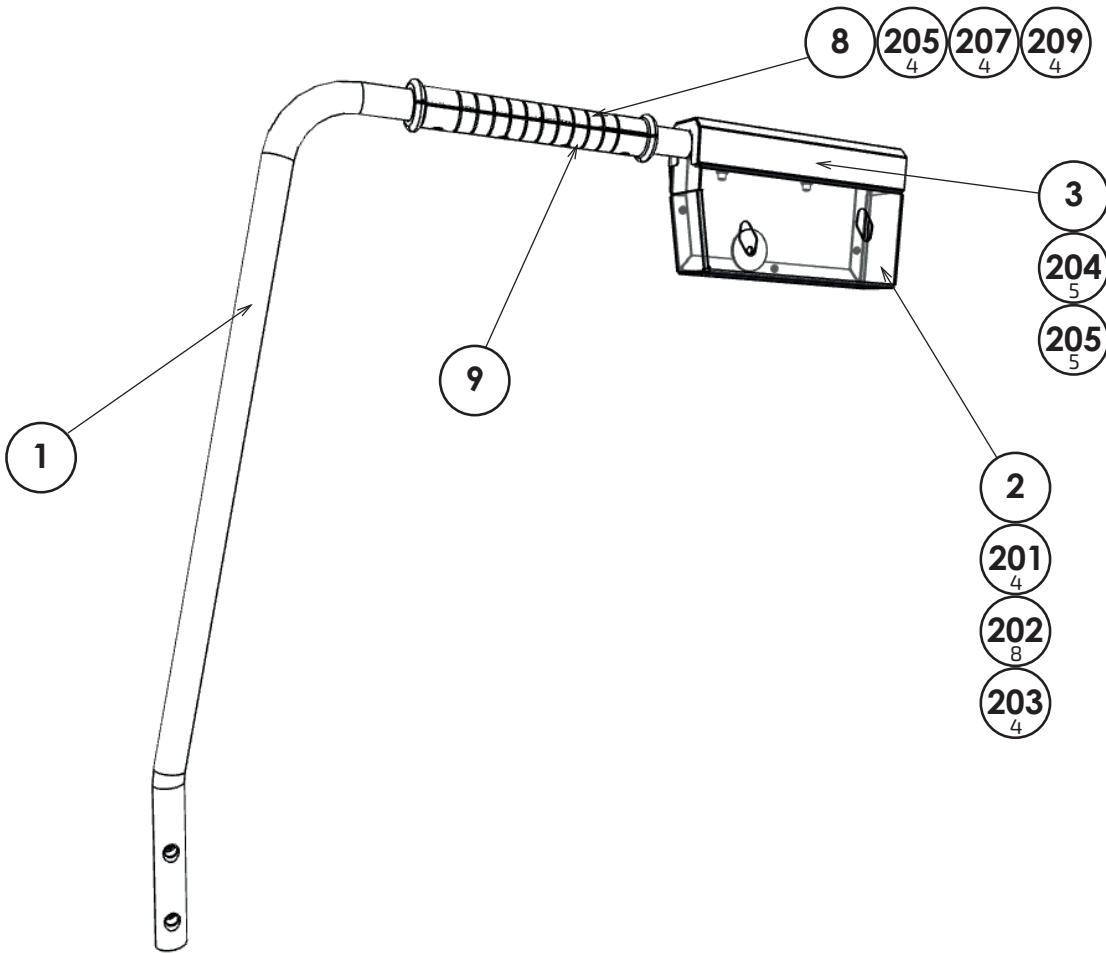
ITEM NO	PART #	DESCRIPTION	QTY
***1	MSJ-3031UK	PIPE	1
***2	MSJ-3032UK	BRKT MOUNT PIPE UPPER L	1
***3	MSJ-3033UK	COVER PIPE UPPER L	1
***8	MSR-3102	SIDE GRIP UPPER	1
***9	MSR-3103	SIDE GRIP LOWER	1
***201	029-B00850	M8X50 SKT BH PAS	4
***202	068-852216	M8 WSHR 22OD FLT PAS	8
***203	050-U00800	M8 NUT NYLOK PAS	4
***204	029-B00412	M4X12 SKT BH PAS	5
***205	060-F00400	M4 WSHR FORM A FLT PAS	9
***207	060-S00400	M4 WSHR SPR PAS	4
***209	029-B00425	M4X25 SKT BH PAS	4
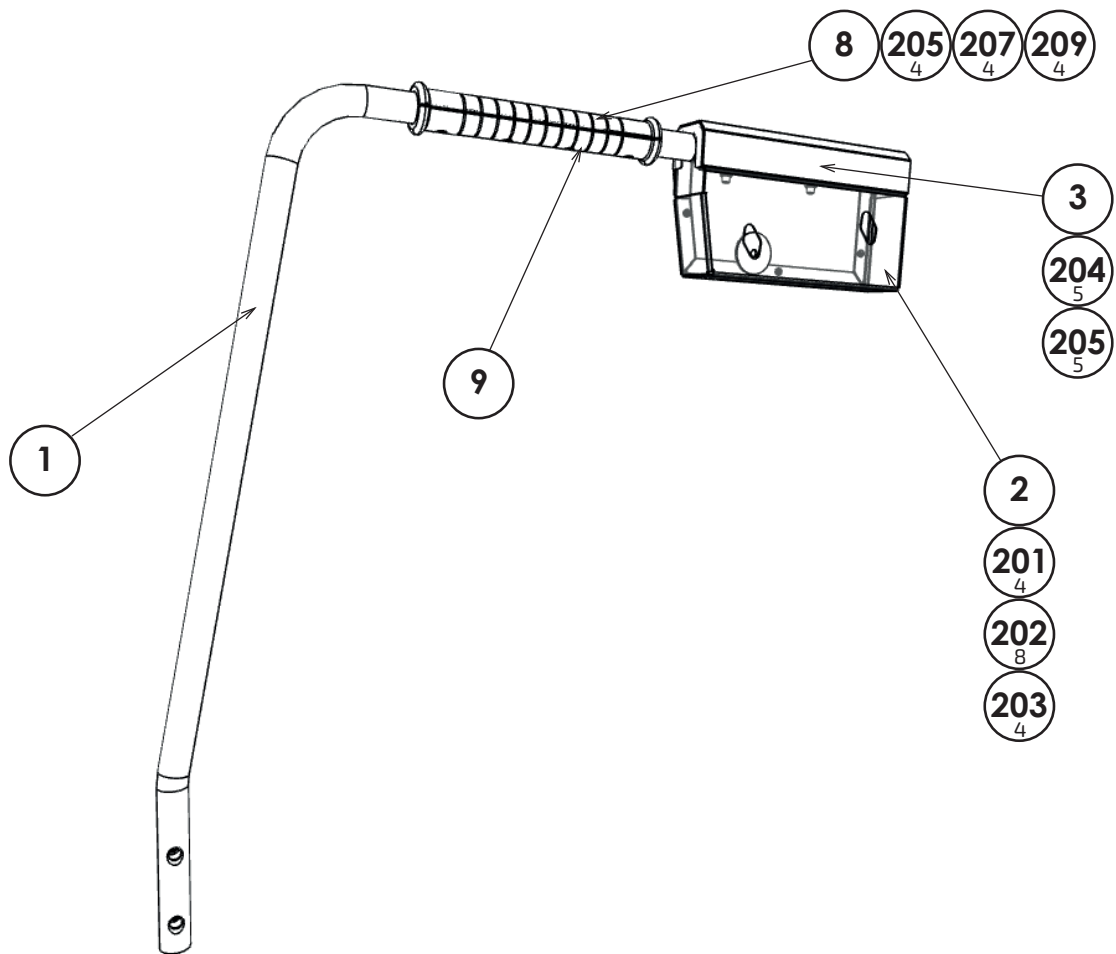
ITEM NO	PART #	DESCRIPTION	QTY
***1	MSJ-3031UK	PIPE	1
***2	MSJ-3032UK	BRKT MOUNT PIPE UPPER R	1
***3	MSJ-3033UK	COVER PIPE UPPER R	1
***8	MSR-3102	SIDE GRIP UPPER	1
***9	MSR-3103	SIDE GRIP LOWER	1
***201	029-B00850	M8X50 SKT BH PAS	4
***202	068-852216	M8 WSHR 22OD FLT PAS	8
***203	050-U00800	M8 NUT NYLOK PAS	4
***204	029-B00412	M4X12 SKT BH PAS	5
***205	060-F00400	M4 WSHR FORM A FLT PAS	9
***207	060-S00400	M4 WSHR SPR PAS	4
***209	029-B00425	M4X25 SKT BH PAS	4

(11) ASSY FLOOR (MSJ-3050UK)
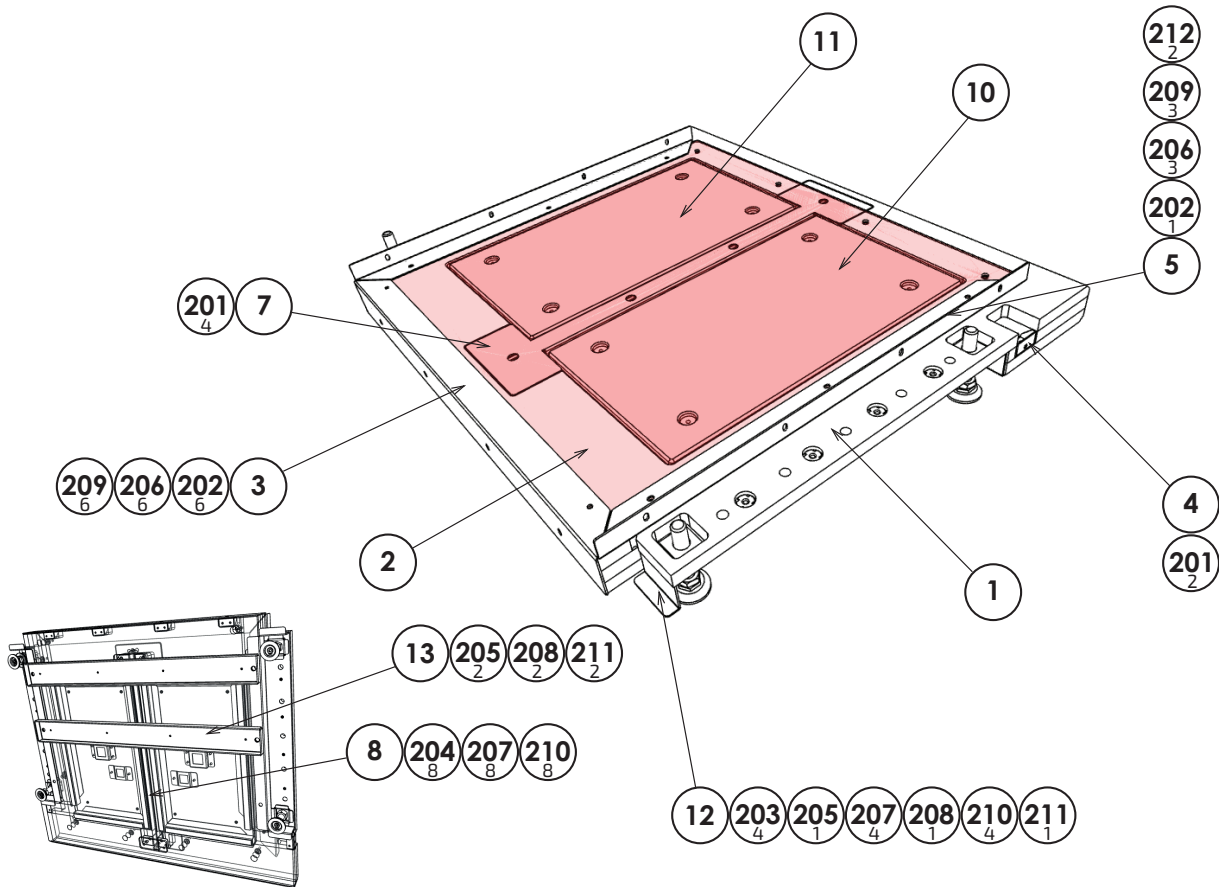
ITEM NO	PART #	DESCRIPTION	QTY
***1	MSJ-3051UK	BASE FLOOR	1
***2	MSJ-3052UK	PANEL FLOOR	1
***3	MSJ-3053UK	BRKT FLOOR FRONT	1
***4	MSR-3054UK	BRKT FLOOR	6
***5	MSJ-3055UK	BRKT FLOOR SIDE	2
***7	MSR-3057UK	SUPPORT UPPER FLOOR CENTRAL	1
***8	MSJ-3058UK	SUPPORT LOWER FLOOR CENTRAL	1
***10	MSJ-3060UK	ASSY LH FOOT SENSOR	1
***11	MSJ-3070UK	ASSY RH FOOT SENSOR	1
***12	MSJ-3081UK	BRKT FLOOR BASE SUPPORT	2
***13	MSR-3082UK	BRACE FLOOR	2
***101	601-5699UK-01	LEG ADJ M16X100 1L/NUT	4
***201	012-P03512-F	N6X1/2" S/TAP FLG PAS	16
***202	029-B00412	M4X12 SKT BH PAS	8
***203	029-B00616	M6X16 SKT BH PAS	8
***204	029-B00625	M6X25 SKT BH PAS	8
***205	029-B00860	M8X60 SKT BH PAS	6
***206	060-S00400	M4 WSHR SPR PAS	12
***207	060-S00600	M6 WSHR SPR PAS	16
***208	060-S00800	M8 WSHR SPR PAS	6
***209	068-441616	M4 WSHR 16OD FLT PAS	12
***210	068-652016	M6 WSHR 20OD FLT PAS	16
***211	068-852216	M8 WSHR 22OD FLT PAS	6
***212	029-B00425	M4X25 SKT BH PAS	4

(12) ASSY LH FOOT SENSOR (MSJ-3060UK)
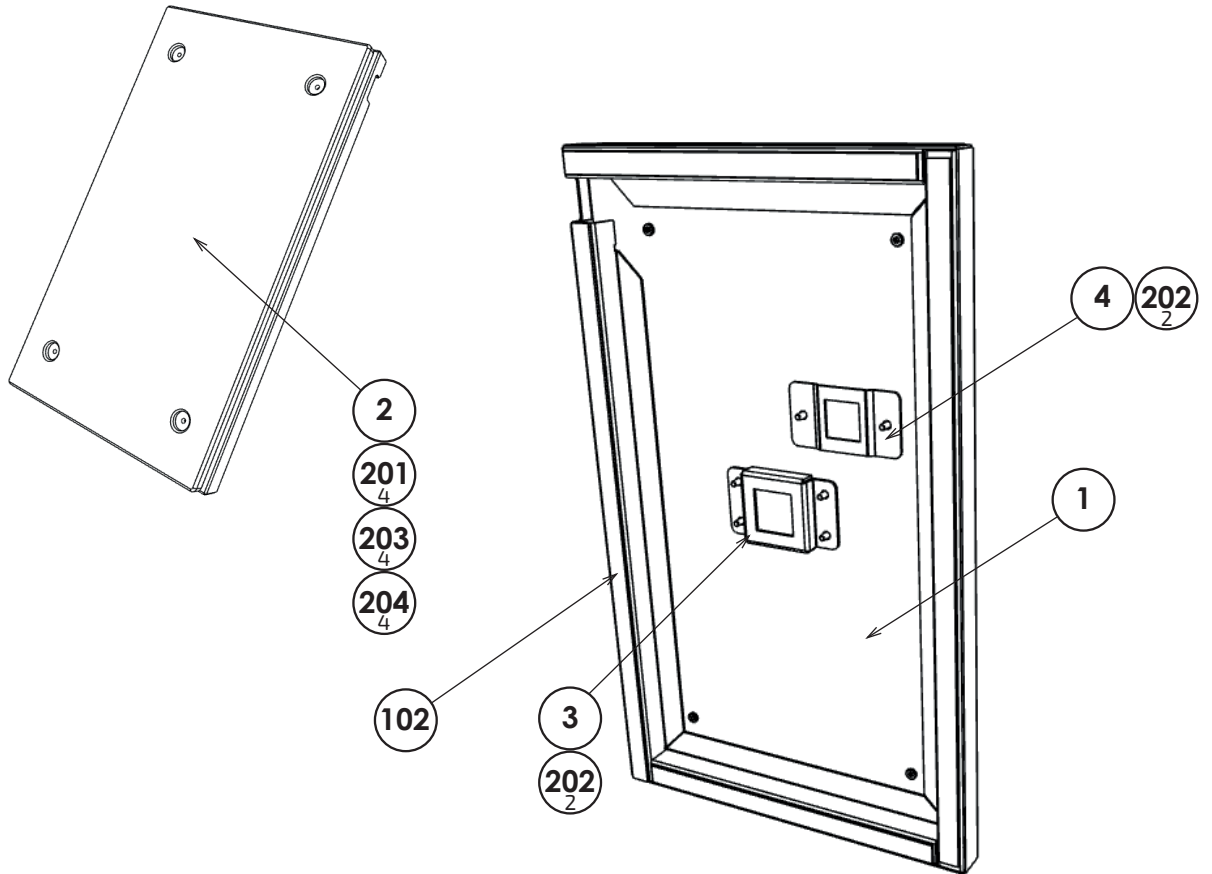
ITEM NO	PART #	DESCRIPTION	QTY
*****1	MSJ-3061UK	MOUNT LH FOOT SENSOR	1
*****2	MSJ-3062UK	PAD FOOT SENSOR UPPER	1
*****3	MSR-3063UK	BRKT SENSOR AUX	1
*****4	MSR-3064UK	BRKT SHOCK SENSOR	1
*****101	601-13134	SHOCK SENSOR GID-SG11 PR	1
*****102	OS1246	FOAM TAPE 2MMX18MM	1.44
*****201	029-B00416	M4X16 SKT BH PAS	4
*****202	050-U00400	M4 NUT NYLOK PAS	6
*****203	060-S00400	M4 WSHR SPR PAS	4
*****204	068-441616	M4 WSHR 16OD FLT PAS	4
*****303	MSR-60036UK	WH SHOCK SENSOR	1

(13) ASSY RH FOOT SENSOR (MSJ-3070UK)
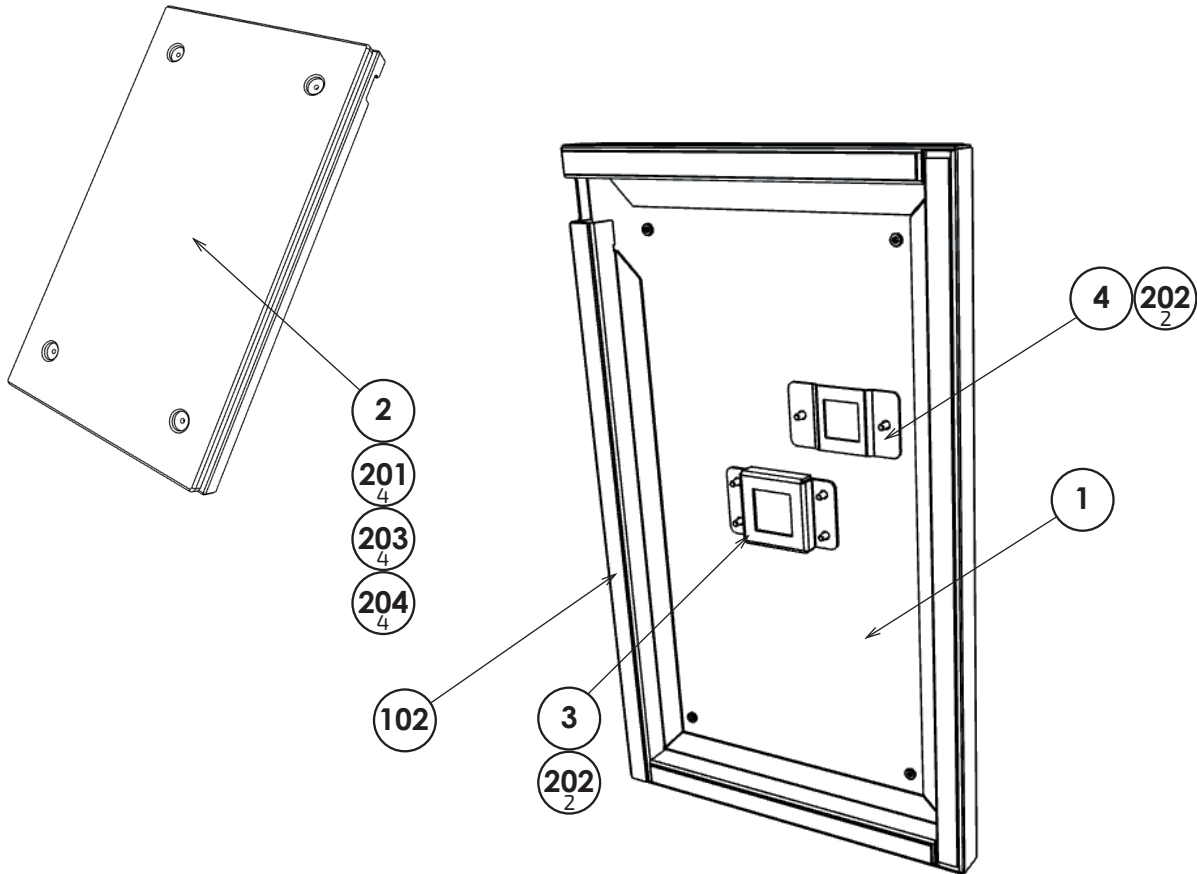
ITEM NO	PART #	DESCRIPTION	QTY
*****1	MSJ-3061UK	MOUNT RH FOOT SENSOR	1
*****2	MSJ-3062UK	PAD FOOT SENSOR UPPER	1
*****3	MSR-3063UK	BRKT SENSOR AUX	1
*****4	MSR-3064UK	BRKT SHOCK SENSOR	1
*****101	601-13134	SHOCK SENSOR GID-SG11 PR	1
*****102	OS1246	FOAM TAPE 2MMX18MM	1.44
*****201	029-B00416	M4X16 SKT BH PAS	4
*****202	050-U00400	M4 NUT NYLOK PAS	6
*****203	060-S00400	M4 WSHR SPR PAS	4
*****204	068-441616	M4 WSHR 16OD FLT PAS	4
*****303	MSR-60036UK	WH SHOCK SENSOR	1
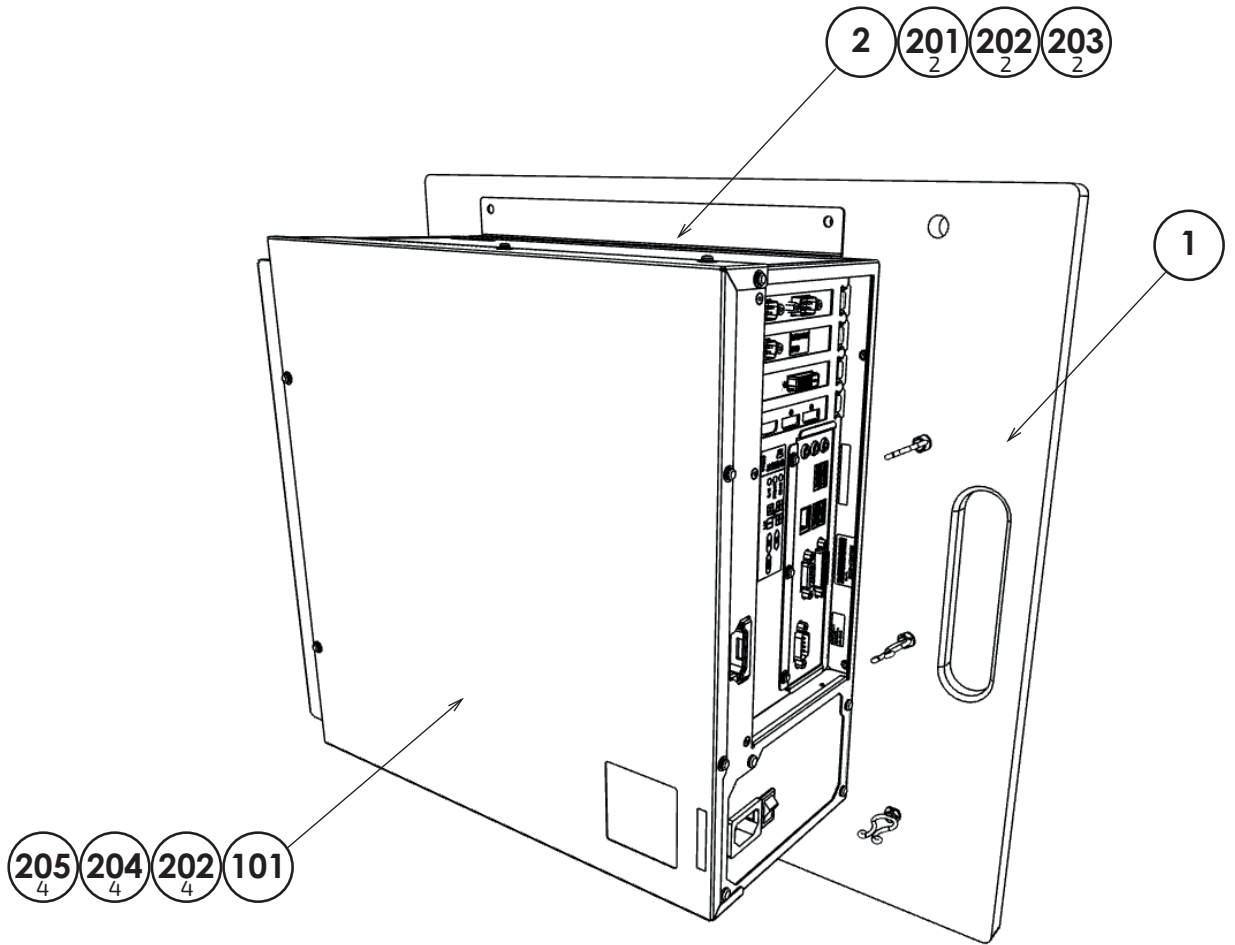
ITEM NO	PART #	DESCRIPTION	QTY
***1	MSJ-4001UK	BOARD GAMEBOARD MOUNT	1
***2	MSJ-4002UK	BRKT GAMEBD MOUNT	2
***101	849-1003	ASSY CASE ALLS HX2	1
***102	610-0937-018BE	KEY CHIP ALLS X MSJ	1
***103	280-A01264-WX	ROUTER TWIST D12 BHKL-450-4-01	3
***201	029-B00416	M4X16 SKT BH PAS	4
***202	060-S00400	M4 WSHR SPR PAS	8
***203	068-441616	M4 WSHR 160D FLT PAS	4
***204	029-B00408	M4X8 SKT BH PAS	4
***205	060-F00400	M4 WSHR FORM A FLT PAS	4
***301	600-7011-0200UK	DA DVI TO DVI 200CM	1
***302	600-7055-0180UK	3.5MM JACK TO JACK	1
***303	600-7142-200UK	USB A TO MINI B	1

103 - DIP Switch 1 = ON
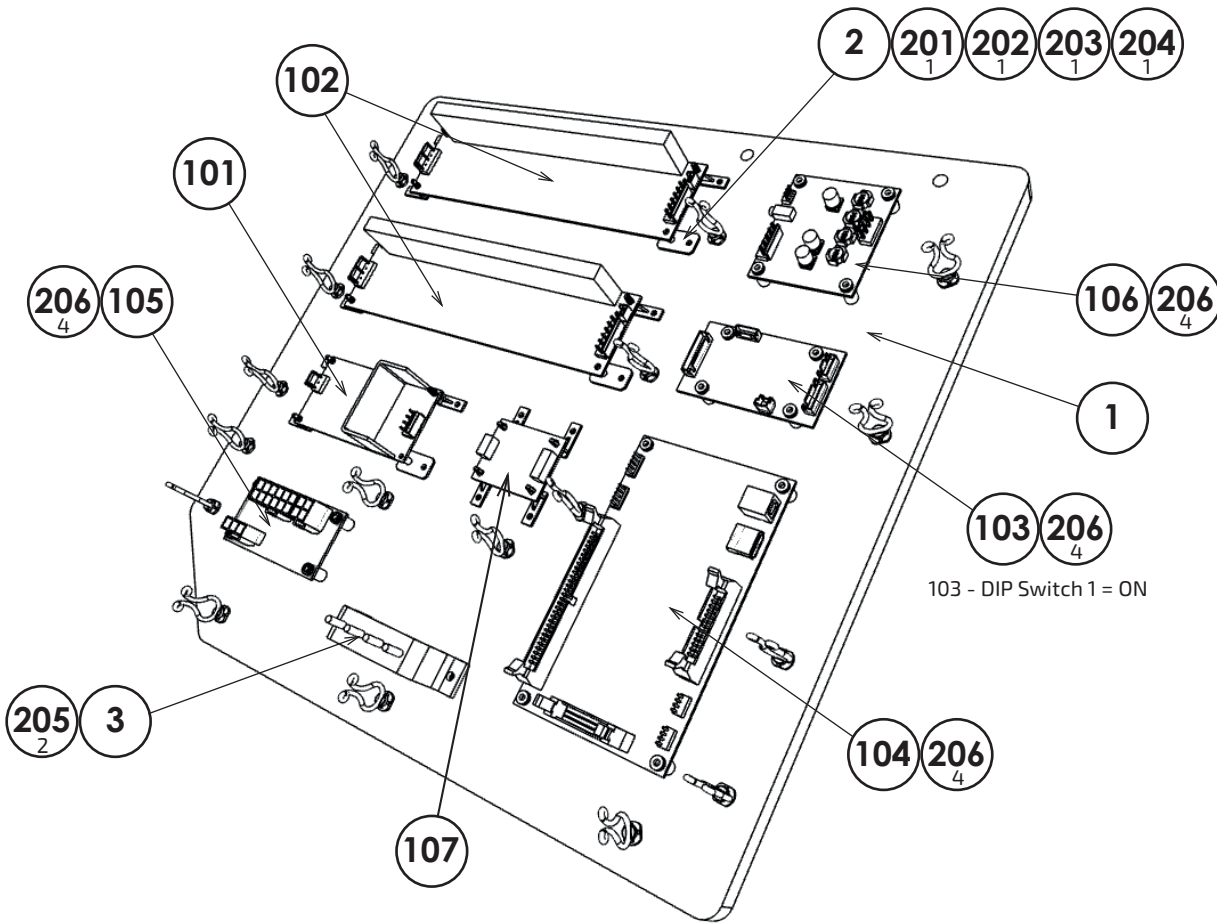
ITEM NO	PART #	DESCRIPTION	QTY
***1	MSJ-4101UK	BOARD ELEC	1
***2	DSD-4002UK	PLATE PSU POST	3
***3	CFB-4003-01UK	EARTH TERMINAL PLATE	1
***101	400-065-005	PSU 5VDC 65W MW EPS-65-5	1
***102	400-075-012-01	PSU 12VDC 75W MW LPS 75-12	2
***103	837-15093-04	IC BD I/O 7CH CONT RS232 5V	1
***104	837-15257-01	I/O CONTROL BD 4 FOR USB	1
***105	838-14551-02UK	DISTRIBUTION BOARD	1
***106	839-1383	CLASS D 10W STEREO AMP MAXIM	1
***107	838-15372	SHOCK SENSOR EXT BD	1
***110	280-A01264-WX	ROUTER TWIST D12 BHKL-450-4-01	17
***111	OS1011	PCB FEET RICHCO LCBS-L-5-01	13
***201	029-B00310	M3X10 SKT BH PAS	3
***202	012-P00312	N4X1/2" S/TAP PAN PAS	15
***203	060-S00300	M3 WSHR SPR PAS	3
***204	060-F00300	M3 WSHR FORM A FLT PAS	3
***205	012-P00412-FB	N8x1/2" S/TAP FLG BLK	2
***206	012-P00325	N4X1" S/TAP PAN PAS	16

ITEM NO	PART #	DESCRIPTION	QTY
***301	MSJ-60003UK	WH AC DISTRIBUTION IN	1
***302	MSJ-60004UK	WH AC DISTRIBUTION	1
***303	MSJ-60005UK	WH AC DIST TO GAMEBOARD	1
***304	MSJ-60006UK	WH I/O	1
***305	600-7055-0180UK	3.5MM JACK TO JACK	1
***306	MSJ-60020UK	WH EARTH LINK	1
***307	600-7142-200UK	USB JVS TYPE A-B FEUSB2HAB 2M	1

(16) ASSY LED MONITOR ELEC (MSJ-4500UK)
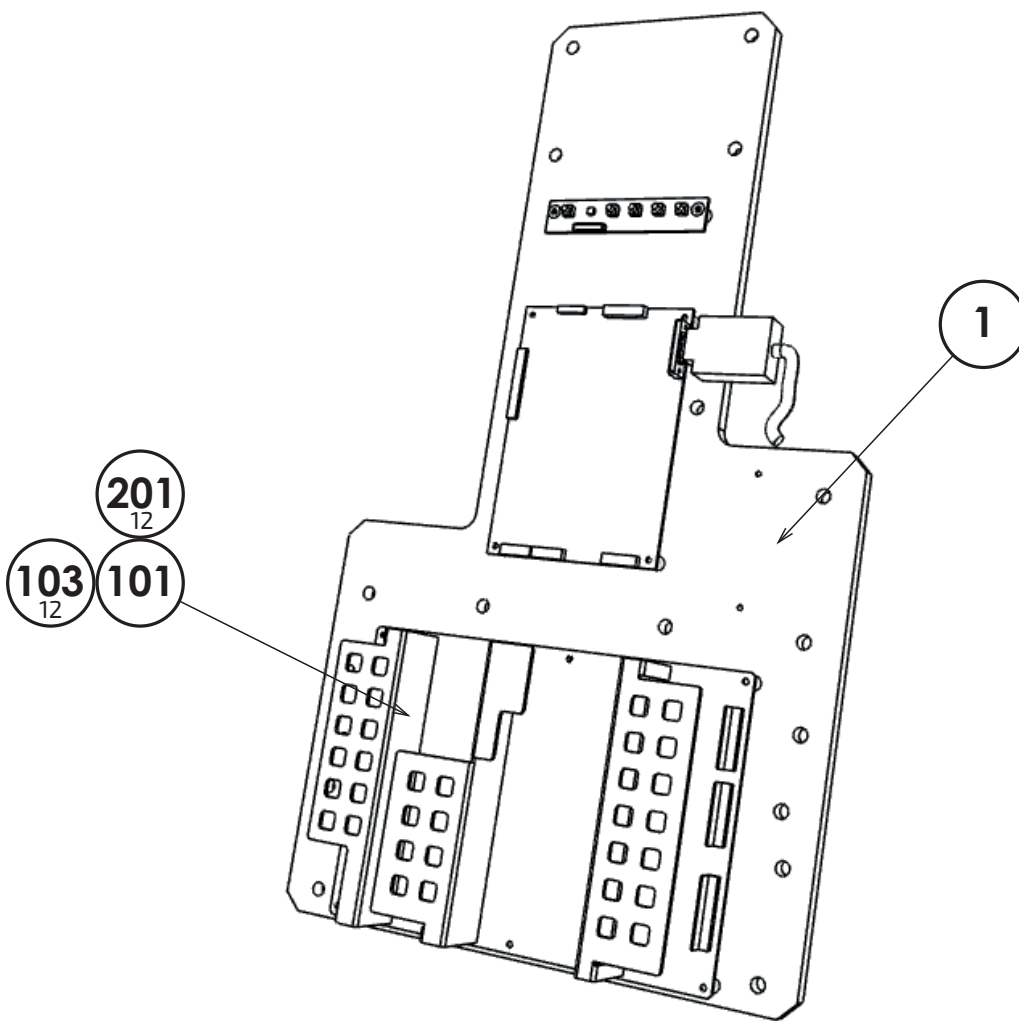
ITEM NO	PART #	DESCRIPTION	QTY
***1	MSJ-4501UK	PANEL LED MONITOR ELEC	1
***2	440-DS0010UK	LABEL DANGER HI VOLT GEN	1
***101	400-283-51224	PSU 55" LED DPS-283APA-ESS5	1
***102	280-A01264-WX	ROUTER TWIST D12 BHKL-450-4-01	12
***103	280-L00811-OS	STANDOFF 7.94OD 3.56ID 11.11L	12
***201	012-P00320	N4X3/4" S/TAP PAN PAS	12
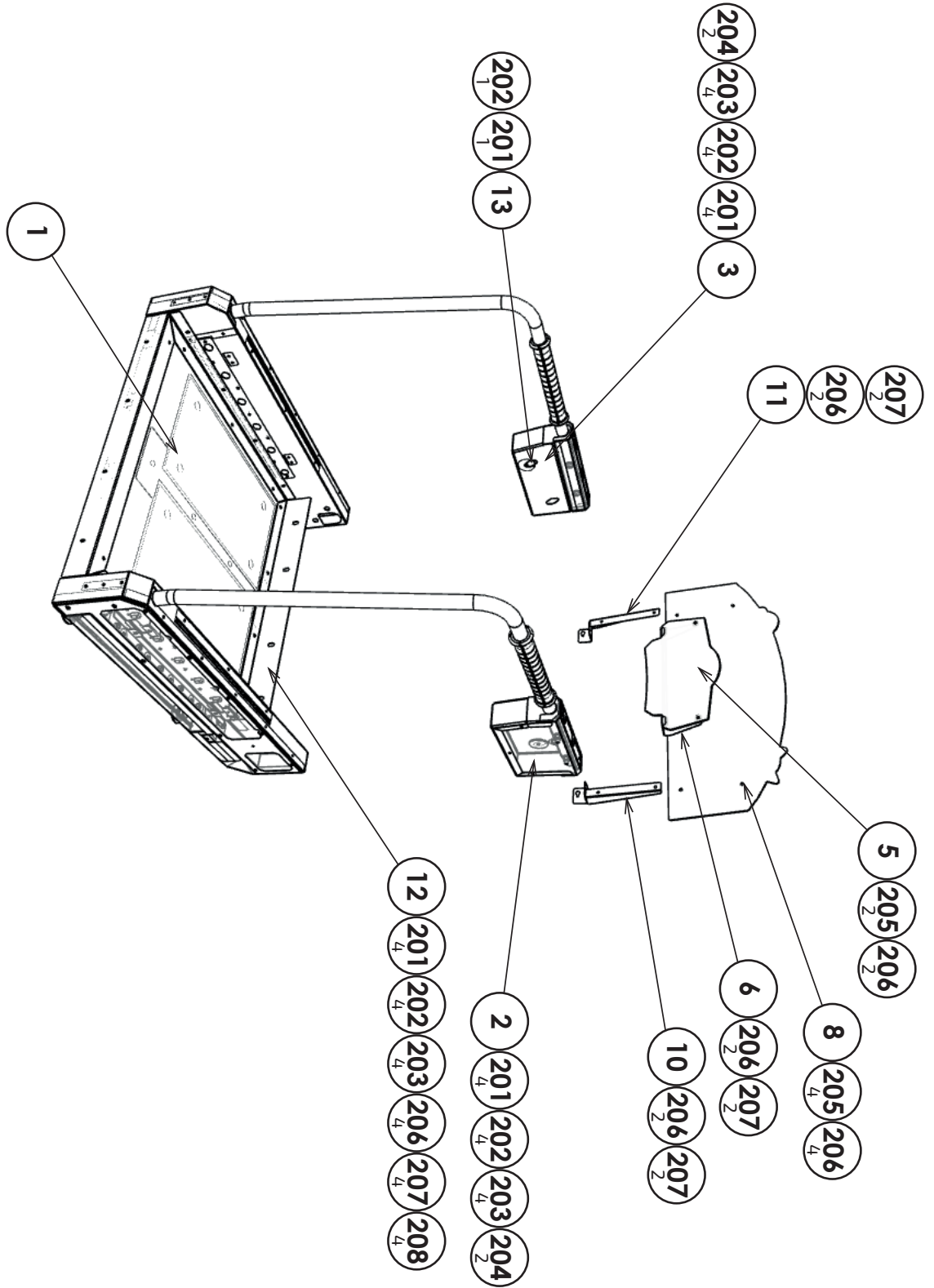
ITEM NO	PART #	DESCRIPTION	QTY
**1	MSJ-3000UK	ASSY FLOOR & BASE	1
**2	MSJ-3030UK	ASSY LH PIPE	1
**3	MSJ-3040UK	ASSY RH PIPE	1
**5	MSJ-0001UK	BILLBOARD POP TITLE	1
**6	MSJ-0002UK	BRKT POP TITLE	1
**8	MSJ-0003UK	BILLBOARD POP BACK	1
**10	MSJ-0005UK	BRKT BILLBOARD L	1
**11	MSJ-0006UK	BRKT BILLBOARD R	1
**12	MSJ-3056UK	BRKT FLOOR JOINT CABI	1
**13	MSJ-3034UK	PLATE DISC PIPE MOUNT	4
**101	LM1227	UK MAINS LEAD 10A WITH PLUG	1
**102	LM1246	EUROLEAD 10A EUROPEAN SOCKET	1
**103	600-7269-0500UK	CA LAN CAT5 500CM	1
**104	LM1500UK	MAINS LEAD USA/IEC H80-1205-00	1
**201	029-B00840	M8X40 SKT BH PAS	16
**202	060-S00800	M8 WSHR SPR PAS	16
**203	068-852216	M8 WSHR 22OD FLT PAS	12
**204	050-F00400	M4 NUT FLG SER PAS	4
**205	029-B00408	M4X8 SKT BH PAS	6
**206	068-441616	M4 WSHR 16OD FLT PAS	16
**207	029-B00425	M4X25 SKT BH PAS	10
**208	060-S00400	M4 WSHR SPR PAS	4
**404	OS1019	SELF SEAL BAG 9X12.3/4	1
**405	SAECE-XXX	DECLARATION OF CONFORMITY XXXX	1

18 PARTS LIST

(18) ASSY XFMR BOARD (MSJ-4300UK) - US CABINET ONLY
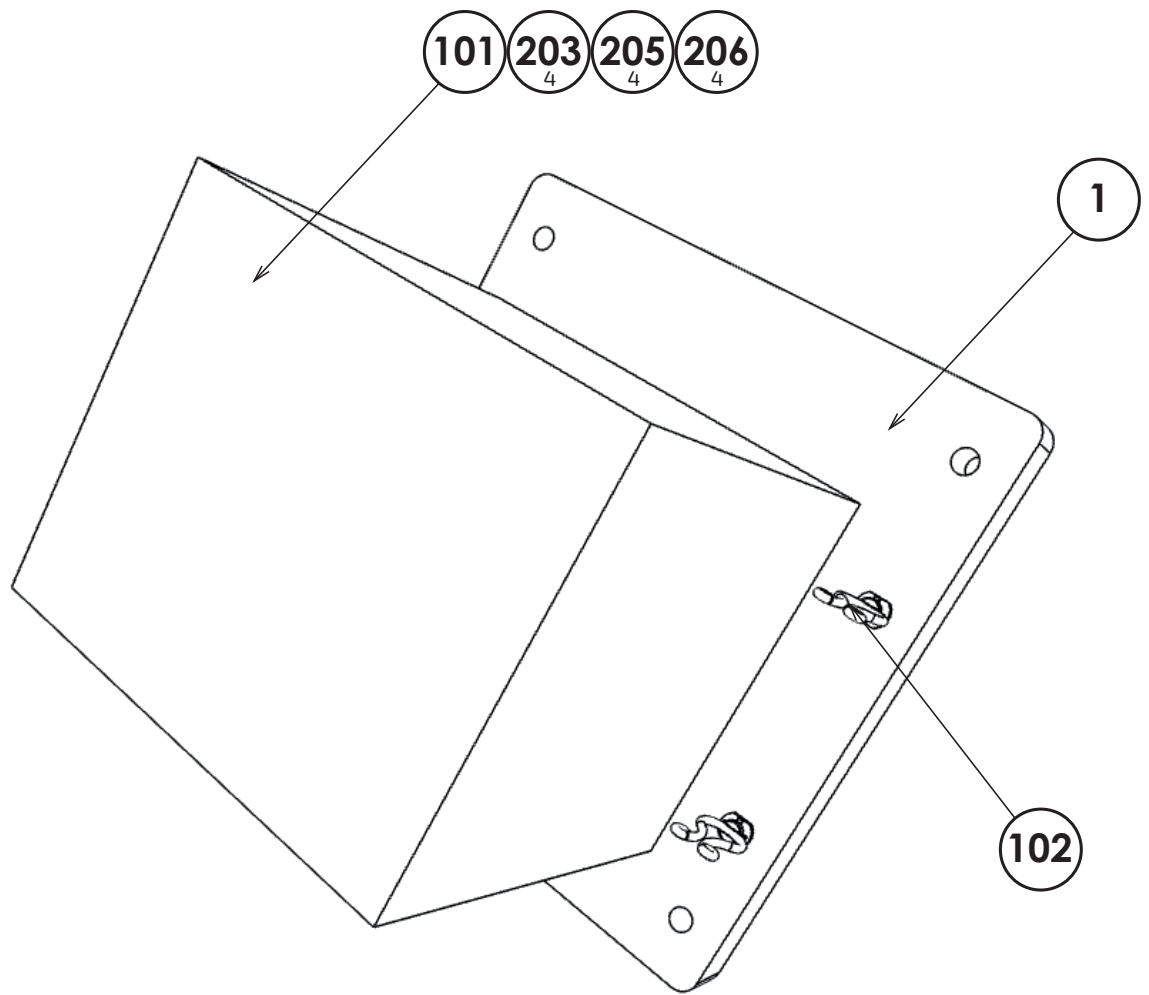
ITEM NO	PART #	DESCRIPTION	QTY
***1	MSJ-4301UK	BOARD XFMR	1
***101	560-1111-01UK	XFMR US BLOCK 630VA	1
***103	280-A01264-WX	ROUTER TWIST D12 BHKL-450-4-01	3
***203	029-B00616	M6X16 SKT BH PAS	4
***205	060-S00600	M6 WSHR SPR PAS	4
***206	068-652016	M6 WSHR 20OD FLT PAS	4
***302	MSJ-60002UK	WH TRANSFORMER	1

PART REPLACES MSJ-4500UK

🔢 WIRE COLOR CODE TABLE

<div align="center">

⚠ WARNING

</div>

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

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

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

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

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

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

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

<div align="center">

<Example> 51………WHITE/RED

</div>
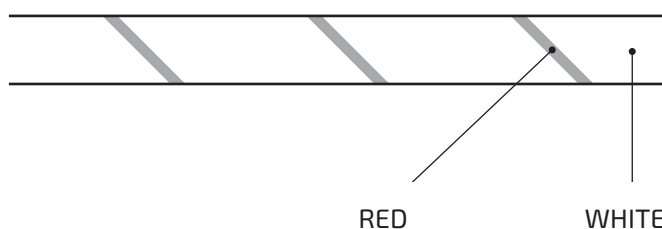
Note 2: The character following the wire color code indicates the size of the wire.

U :	AWG16
K :	AWG18
L :	AWG20
None :	AWG22
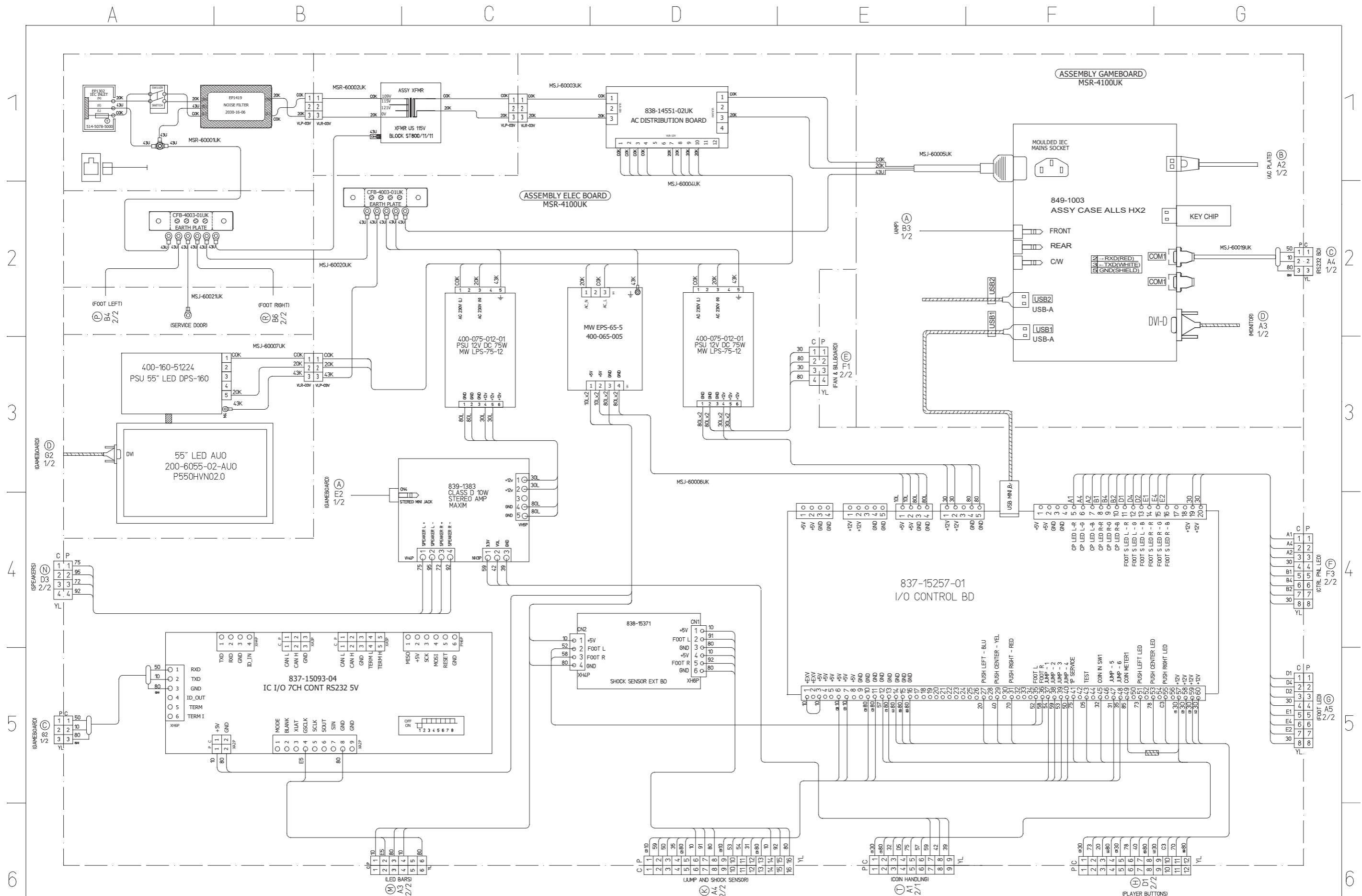
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PAGE 1

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COIN HANDLING

MSJ-60008UK   MSJ-60009UK

KEY +12V
0V
COIN SIGNAL
+12V
METER OUT

EP1380-01
EXCEL CREDIT BOARD

10W RIBBON CABLE

220-5643UK
00000
COIN METER

220-5610-01
SR3 COIN MECH

TEST
SERVICE
GND
VOL 1
VOL 2
VOL 3

TEST   SERVICE   VOLUME

838-14548-01AUK
SWITCH & VOLUME CONTROL BOARD

MSJ-60010UK

BLUE BUTTON
YELLOW BUTTON
RED BUTTON

MSJ-60012UK   DB-60030UK
260-0012-01UK 12V FAN

HDZ-65023UK
GND
12V
390-2012-XXX-WUK LED RIGID STRIP WHITE

MSJ-60011UK
ASSY SPEAKER (FRONT RIGHT)
130-04030-E
4X6 VISATON
WHITE
BLACK
HDZ-60050UK

ASSY SPEAKER (FRONT LEFT)
130-04030-E
4X6 VISATON
WHITE
BLACK
HDZ-60050UK

MSJ-60013UK
RED
GREEN
BLUE
12V
390-2012 RGB
SM4R   BE-6001UK

RED
GREEN
BLUE
12V
390-2012 RGB
SM4R   BE-6001UK

+5V
DATA
GND
LED BAR RGB 27PCS
390-7185-91

+5V
DATA
GND
LED BAR RGB 27PCS
390-7185-91

MSJ-60017UK   MSJ-60018UK

CABINET ASSEMBLY

(EARTH STUD)

RED
GREEN
BLUE
12V
390-2012 RGB
SM4R   BE-6001UK

MSJ-60014UK

MSJ-60015UK

FLOOR ASSEMBLY

GND
OUT
VCC
SHOCK SENSOR
MSR-60036UK

GND
OUT
VCC
SHOCK SENSOR
MSR-60036UK

LEFT
FOOT SENSOR TRANSMIT
FOOT SENSOR RECEIVE JUMP
FOOT SENSOR TRANSMIT
FOOT SENSOR RECEIVE JUMP 3
FOOT SENSOR TRANSMIT
FOOT SENSOR RECEIVE JUMP 5

RIGHT
FOOT SENSOR RECEIVE JUMP 1
FOOT SENSOR TRANSMIT
FOOT SENSOR RECEIVE JUMP 4
FOOT SENSOR TRANSMIT
FOOT SENSOR RECEIVE JUMP 6
FOOT SENSOR TRANSMIT

RED
GREEN
BLUE
12V
390-2012 RGB
SM4R   BE-6001UK

MSJ-60016UK

(EARTH STUD)

8	BLACK	E	LIGHT GREEN	43	EARTH WIRE
7	ORANGE	D	PURPLE	?	AWG18 UL1672
5	WHITE	C	BROWN	?	AWG20 UL1672
4	GREEN	B	SKY BLUE	U	AWG16 UL1015
3	YELLOW	A	PINK	K	AWG18 UL1015
2	BLUE	9	GRAY	L	AWG20 UL1007
1	RED			?	AWG22 UL1007
				T	AWG24 UL1007

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PART NUMBER   DATE   DRAWN   CHECKED   DESCRIPTION

PAGE 2   SIZE A2

ALTERATION

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