

1st PRINTING
April 2021



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Errors and omissions excepted (E&OE)

MISSION IMPOSSIBLE SUPER DELUXE

OWNER'S & SERVICE MANUAL

420-0036UK



OWNER'S & SERVICE MANUAL



MISSION: IMPOSSIBLE

ARCADE

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.



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



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



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 Owner's Manual, Serviceman Manual and/or Service Manual should be referred to.

- **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 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 cord 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.** This product does not incorporate the 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. (Only for the machines which use fuses.) Using fuses exceeding the specified rating can cause a fire and an electric shock.

- **Specification changes (removal of equipment, conversion and addition) not designated by SEGA are not allowed.** The parts of the product include warning labels for safety, covers for personal protection, etc. It is very hazardous to operate the product by removing parts and/or modifying the circuits. Should doors, lids and protective parts be damaged or lost, refrain from operating the product, and contact where the product was purchased from or the office herein stated. SEGA shall not be held responsible for any accidents, compensation for damage to a third party, resulting from the specifications not designated by SEGA.
- Ensure that the product meets the requirements of appropriate electrical specifications. Before installing the product, check for electrical specifications. SEGA products have a nameplate on which electrical specifications are described. Ensure that the product is compatible with the power supply voltage and frequency requirements of the location. Using any electrical specifications different from the designated specifications can cause a fire and an electric shock.
- Install and operate the product in places where appropriate lighting is available, allowing warning labels to be clearly read. To ensure safety for the customers, labels and printed instructions describing potentially hazardous situations are applied to places where accidents can be caused. Ensure that where the product is operated has sufficient lighting allowing the warnings to be read. If any label is peeled off, apply it again immediately. Please place an order with where the product was purchased from or the office herein stated.
- When handling the monitor, be very careful. (Applies only to products with monitors.) Some of the monitor parts are subject to high tension voltage. Even after turning off the power, some portions are still subject to high tension voltage sometimes. Monitor repair and replacement should be performed only by those technical personnel who have knowledge of electricity and technical expertise.
- Be sure to adjust the monitor properly. (Applies only to products with monitors.) Do not operate the product leaving on-screen flickering or blurring as it is. Using the product with the monitor not properly adjusted may cause dizziness or a headache to an operator, a player, or the customers.
- When transporting or reselling this product, be sure to attach this manual to the product.
- *In the case where commercially available monitors and printers are used in this product, only the contents relating to this product are explained herein. Some commercially available equipment has functions and reactions not stated in this manual. Read this manual together with the specific instruction manual of such equipment.*
- *Descriptions herein contained may be subject to improvement changes without notice.*
- *The contents described herein are fully prepared with due care. However, should any question arise or errors be found, please contact SEGA.*

INSPECTIONS IMMEDIATELY AFTER TRANSPORTING THE PRODUCT TO THE LOCATION

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

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

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LICENCE

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INTRODUCTION

This manual is intended to provide detailed descriptions together with all necessary information covering the general operation of electronic assemblies, electromechanical, servicing control, spare parts, etc. for the product, "MISSION IMPOSSIBLE SDX"

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.

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.

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 **WARNING**

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

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

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

Site maintenance personnel:

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

Activities to be carried out by site maintenance personnel:

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

Other qualified professionals:

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

Activities to be carried out by other qualified professionals:

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

SPECIFICATIONS

Individual Dimensions

Single Monitor Cabinet: 1.95m (76.8in) [width] x 1.10m (43.3in) [depth]
2.77m (109.0in) [height]

Assembled Floor: 1.88m (74.0in) [width] x 2.10m (82.6in) [depth]
0.154m (6.06in) [height]

Fully Assembled Dimensions: 4m (157.5in) [width] x 2.61m (102.7in) [depth]
2.86m (112.6in.) [height]

Weights

Monitor Cabinet: 1 300kg (661.3lb.)
Monitor Cabinet: 2 300kg (661.3lb.)

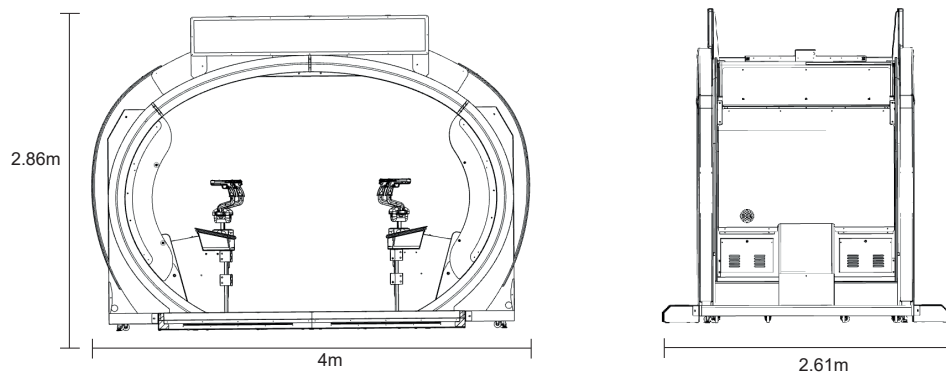
INST KIT (pallet 1) 325kg (716.5lb.)
INST KIT (pallet 2) 325kg (716.5lb.)

Total Assembled Weight: 1250kg (2755.7lb.)

Electrical Consumption

Operating Voltage: AC230V
Current: 2A [460W]

Operating Voltage: AC120V
Current: 3.83A [460W]



Waste of Electrical and Electronic Equipment (WEEE) Statement.

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

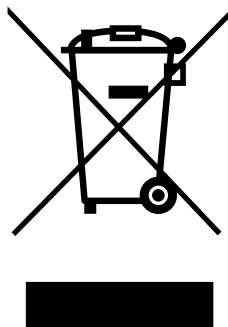
For users outside of the UK EEE should be disposed of in accordance with the local policy on the recycling of Waste Electrical and Electronic Equipment.

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

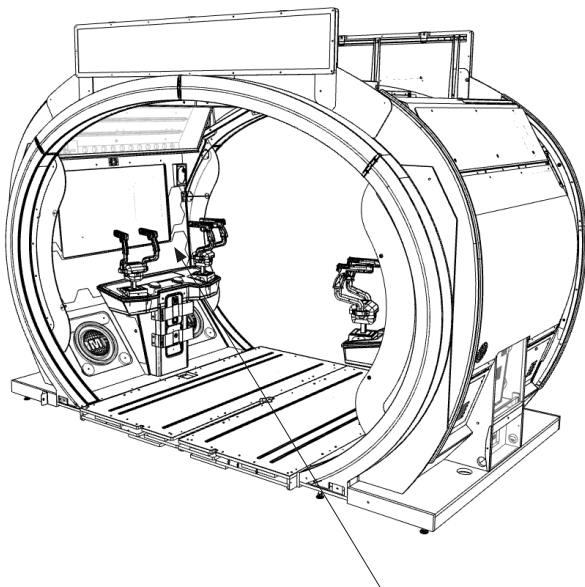
Photosensitive Epilepsy

WARNING

For about 3 percent of people with epilepsy, exposure to flashing lights at certain intensities or to certain visual patterns can trigger seizures. This condition is known as photosensitive epilepsy. Please be sure to warn players and spectators by applying the Epilepsy warning in the language suitable for point of operation.

At the time of shipment, the factory places an English version of the Epilepsy Warning label near the screen. This provides a place for either the player or spectator to read comfortably.

When shipping the product to a location where English is not the first spoken language, place the epilepsy label for the locations language near the English version.



STICKER SHEET C EPILEPSY MULTI
440-CS0186UK (1)
Multilingual caution label - epilepsy seizure
(English version fitted as standard)



440-CS0186UK
Sticker C Epilepsy Multi (1)

English version pre-applied
Additional version in the language of location.

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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 use a pressure washer to clean the product.
- 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.
- 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.

STOP IMPORTANT

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

STICKER DISPLAY

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.

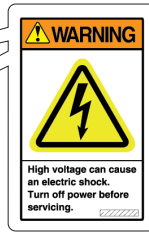
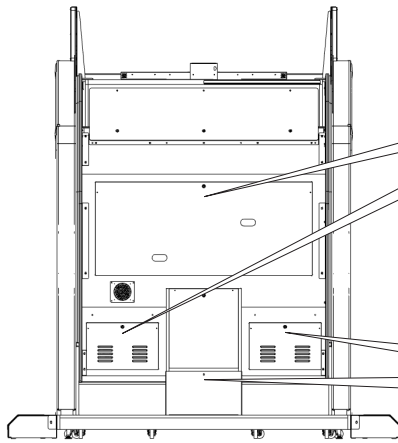
CONCERNING WARNING DISPLAYS

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 PHOTOSENSITIVE EPILEPSY (PSE)

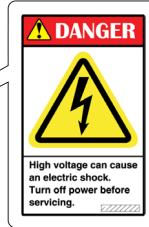
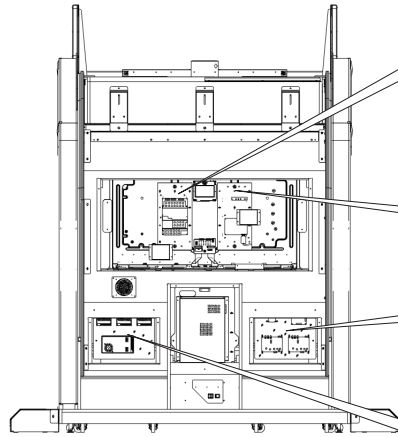
This SEGA product has warning displays on stickers which outline the risk of epilepticform and photosensitive seizures. These warning displays on stickers are applied close in proximity of the device which may promote symptoms of either video game-induced seizures or epilepsy. The warning displays are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



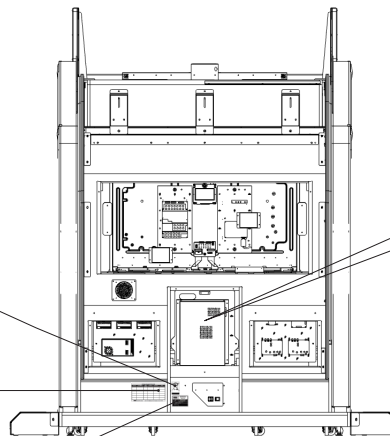
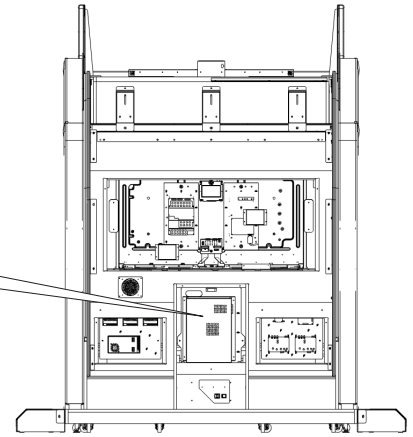
440-WS0010UK
Warning Sticker



440-CS0010UK
Caution Sticker



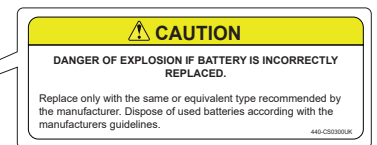
440-DS0010UK
Danger Sticker - High Voltage



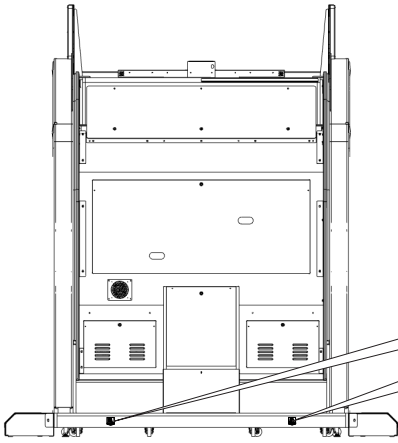
WEEE Label

P.A.T. Label

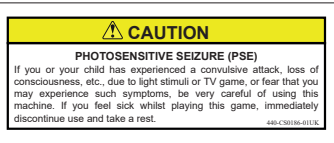
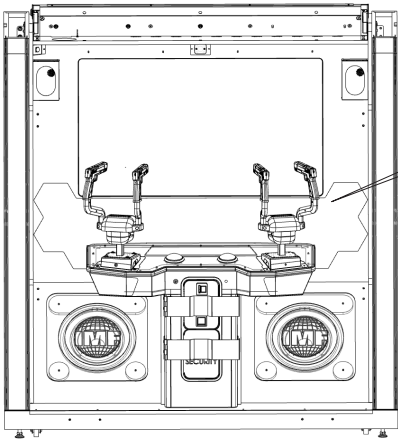
Serial No Label
Rating Label



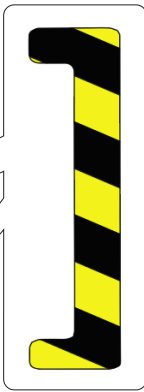
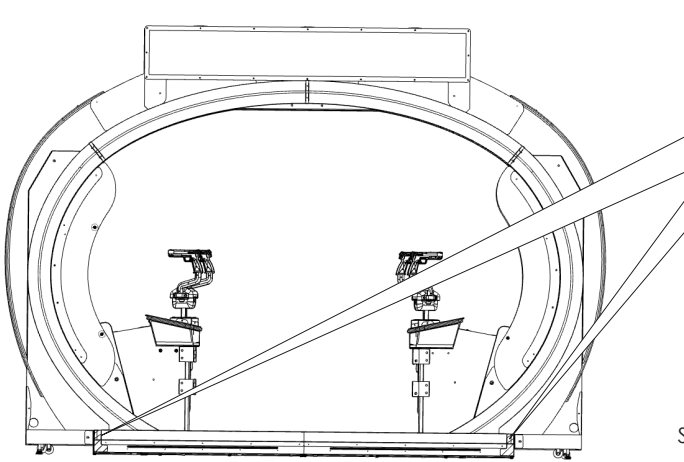
LB1101
Caution Sticker - Battery replacement



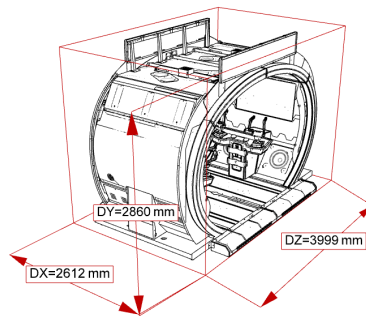
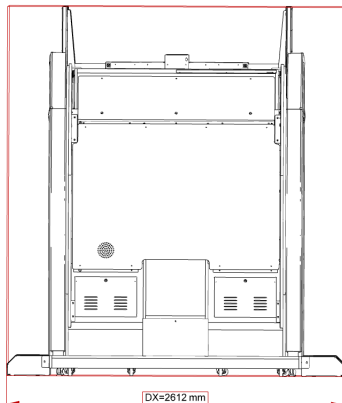
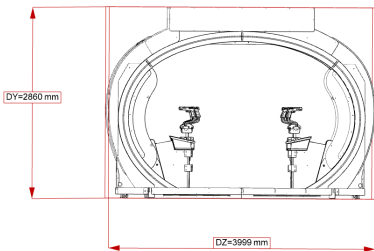
440-WS0100UK
FORK HERE



440-CS0186-01UK
Epilepsy Sticker



MI-0206XUK
STEP TRIP HAZARD



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.

2-1 LIMITATIONS OF USAGE

WARNING

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

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

Ensure that the indoor wiring for the power supply is rated at 13 A or higher (AC single phase 100 V ~ 120 V area), and 7 A or higher (AC 220 V ~ 230 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 13 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 may cause personal injury.

WARNING

- For the operation of the MISSION IMPOSSIBLE SDX, secure a minimum area of 6.4m (W) x 5m (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 0.910m in width and 2.07m 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.

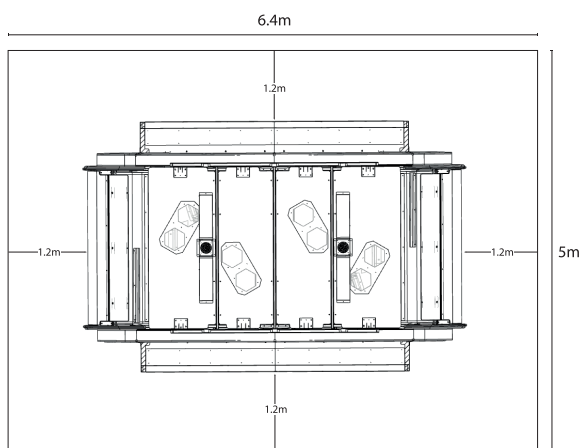
SEGA shall not be held responsible for damage or compensation for damage to a third party, resulting from the failure to observe these instructions.

For this product it is advised that a minimum of 1.2m distance is secured around the perimeter of the machine. This is to allow pedestrians to walk around the machine safely. Failing to provide such may introduce hazards such as pedestrians colliding with each other and/or other equipment.

This product has been designed as a centerpiece. Do not place this product up against a wall or in a path of emergency exits.

Do not use this product as a gateway or a path to a destination. Allowing pedestrians to walk through the cabinet in order to get to a particular destination may cause overcrowding which may lead to injury.

OPERATION AREA



Minimum distance required for safe operation of MISSION IMPOSSIBLE SDX

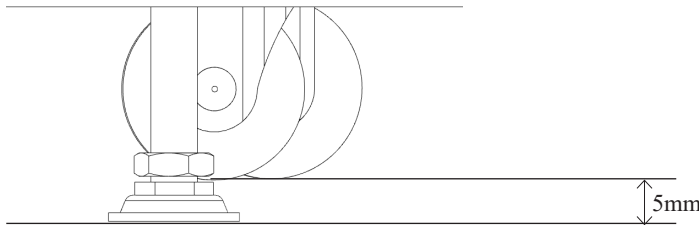
3 PRECAUTIONS REGARDING PRODUCT OPERATION

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

3-1 BEFORE OPERATION

WARNING

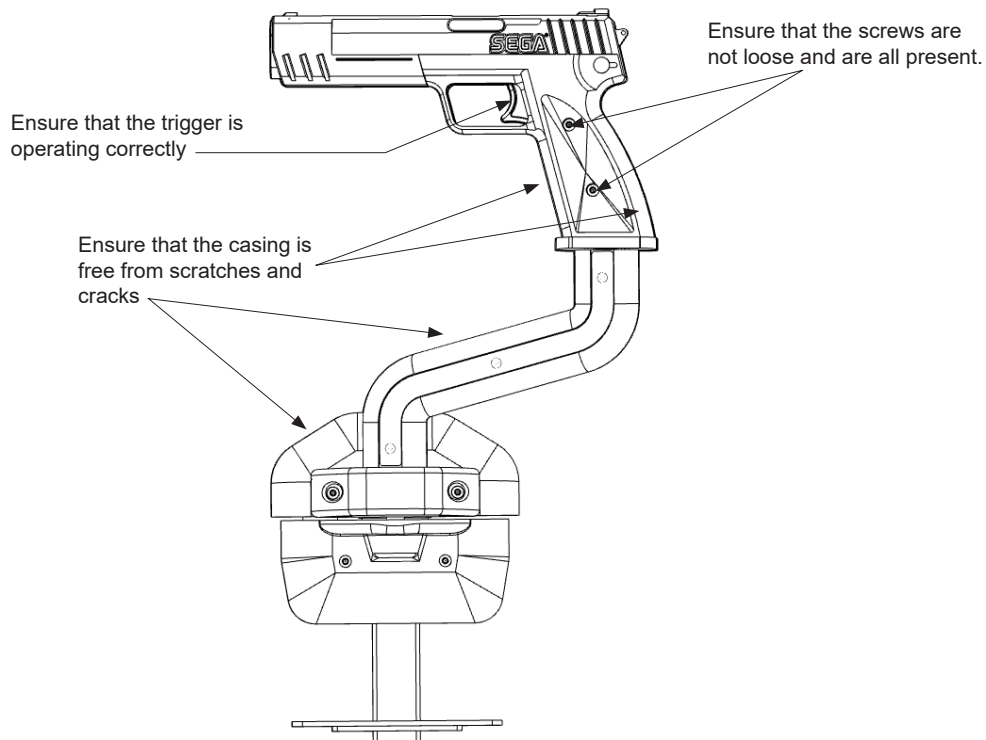
- To ensure maximum safety for the players and the customers, ensure that where the product is operated has sufficient lighting to allow any warnings to be read. Operation under insufficient lighting may result in customers bumping into each other or the product causing injury.
- Check if all the Leg 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.



- 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.
- 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.
- Prevent children from playing or running in or around or through the product. Allowing such activity may result in injury or damage to property.
- 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 up to 4 players. Having more than 4 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.

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 you allow a player to carry hand luggage or other items be sure to provide a safe place for storage. Failing to provide such facilities may result in a trip hazard or theft.
- After the end of a game, check to ensure that the player has not forgotten or dropped any belongings.
- Entering the cabinet with a wet umbrella or wet shoes is strictly forbidden. There are electrical components beneath the cabinet floor. If these become wet, this can cause component damage through short circuit and or fire hazard.

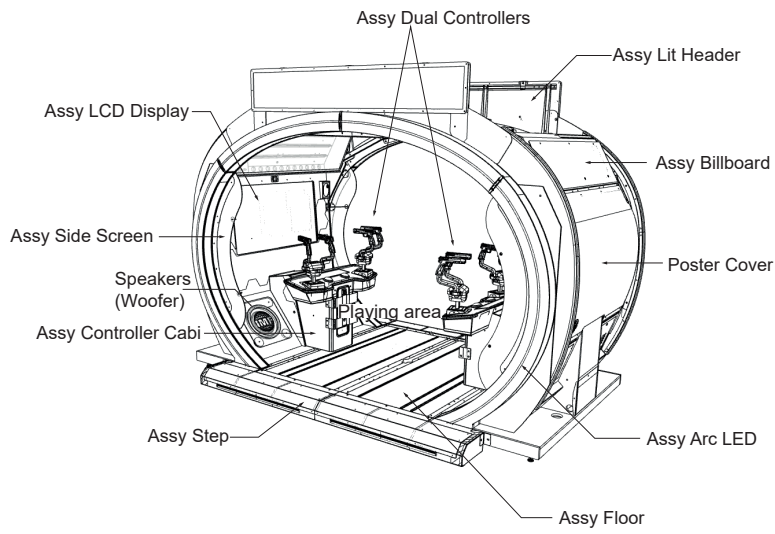
CAUTION

- 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.
- 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 playing platform. Instruct players to be careful when entering or leaving the game.

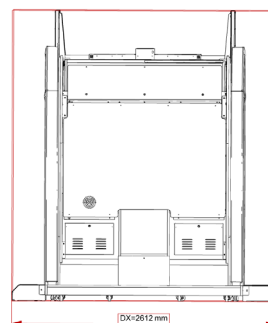
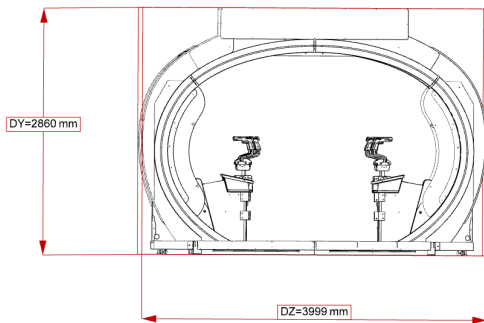
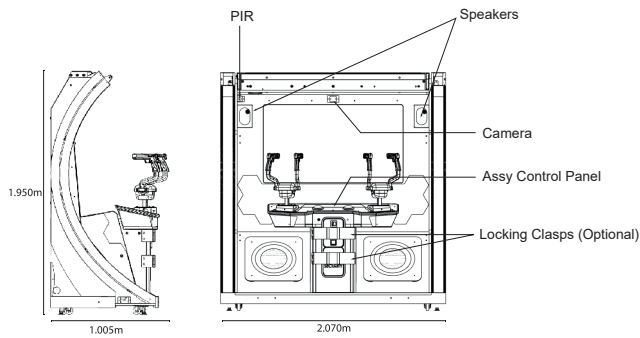
 **CAUTION**

- Do not use the cabinet as a walk-through as a means to get to another area within the same location. Do not allow pedestrians to unnecessarily walk through the cabinet whilst in use. Allowing too many people within the playing area may cause trip hazards and injury.
- Do not allow more than 6 people within the playing area at any one time. Having more than 6 people in the playing area at the same time may introduce hazards which may cause injury and/or damage to the product.
- Prevent customers/onlookers from sitting on the steps leading into and out of the product. Allowing people to sit on the steps may introduce hazards and cause injury.

4 PART DESCRIPTIONS



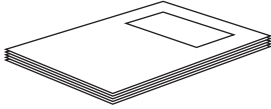
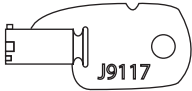
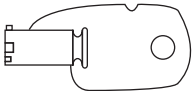
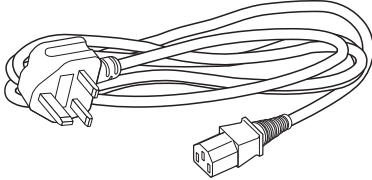
ASSY MAIN CABI



5 ACCESSORIES

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

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

Part name/Part no.	Description/Use etc.	Qty
OWNERS MANUAL 420-0025-01UK	This Manual 	1
KEY MASTER	For all service doors 	6
KEY	For Cashbox security door 	2
POWER LEAD LM1227 UK LM1246 EU	Power cord for your region 	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.
- Perform assembling as per this manual. Since this is a complex machine, incorrect assembling can cause an electric shock, machine damage and/or improper functioning as per specified performance.
- When assembling, be sure to use additional help from another person(s). Depending on the assembly work, there are some cases in which working by one person alone can cause personal injury or parts damage.
- Adhere strictly to all of the work procedures stipulated in this document. If two or more workers are working at the same time, exercise special caution. If sequences are carried out erroneously, accidents can result. There might also be cases in which the assembly cannot be completed.
- Pay special attention to the surroundings when a multiple number of workers are working at the same time. There is always the danger that a worker might be injured. In assembly and installation of this product, there are procedures in which a stepladder is used, procedures in which heavy objects are attached, and procedures involving connection of a rated power supply of 10 amperes. Carelessness in doing work could lead to grave injuries and even fatalities.
- Ensure that connectors are accurately connected. Incomplete connections can cause electric shock.
- This work should be carried out by the 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.
- Be careful not to damage the wires. Damaged wires may cause electric shock or short circuit or present a risk of fire.
- Do not leave power cable or earth lines exposed over passageways. Exposure could lead to damage, electric shock or short circuit. Wherever wiring has been laid out on a floor surface, use a wiring protection cover. [Wiring diameter: Power cable, approx. 10 mm – 14 mm]
- Persons who connect indoor power supplies must be qualified electricians. Do not allow anyone without proper qualifications to make such connections. Otherwise there could be electric shock.
- Provide power cables for connecting the indoor power supply to the product. The rating of the power cable must be at least 15 amperes. The cable must conform to this requirement and also be of sufficient length to enable the indoor power supply to be connected to the product without difficulty. Use of a cable that does not meet the requirements can result in a fire or electric shock.

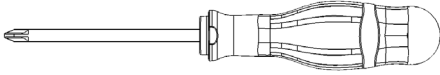
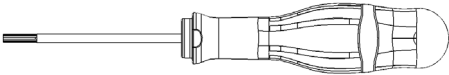
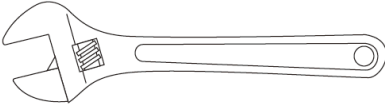
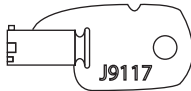
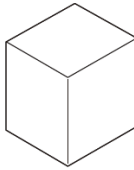
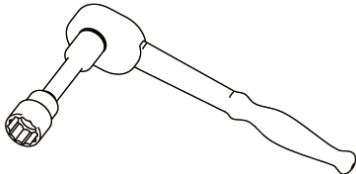

 **WARNING**

- For the sake of safety, use the main power cords provided. If a main power cord is damaged, it must be replaced by the manufacturer, a recognised distributor or a qualified engineer to avoid any hazard.
- 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.
- Make sure that all the adjusters are resting on the floor. The cabinet may move and cause an accident if the adjusters are not laid out properly.
- 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.
- Be careful when aligning, attaching or mounting parts so that your head, hands, fingers, etc., do not get caught in anything. If two or more workers are working at the same time, exercise special caution. Failure to be cautious could result in accidental bone fractures or amputation. Check the surroundings carefully before proceeding.
- When connecting wires inside the cabinet, there may be instances in which the indoor lighting does not reach that location. Have a flashlight or other auxiliary lighting equipment on hand. If wires are connected carelessly, there could be an accidental short circuit, fire, etc.
- When tightening bolts and screws, ensure that other parts are suspended properly and bolts and screws are fastened tightly. Be sure to take accident prevention measures such as having another worker support parts. If a part drops or topples over during this work, a serious accident may result.

 **CAUTION**

- Support and hold parts in place securely and fasten them with screws and/or bolts. Use two workers, one to support the part and another to fasten it in place. If a part is not supported securely, it might fall down, resulting in an accident.
- Wear appropriate work clothing so that work can be performed safely. Use gloves and safety shoes to prevent accidents or injuries.
- When installing a wire protection cover over a floor, use a material shaped so that no one passing by will stumble over it. Using a material that could be stumbled over might lead to an accidental fall.
- Be careful in handling plastic parts. Be sure not to tighten screws or nuts too tightly. If such parts are exposed to excessive loads or impact, they might become damaged, resulting in fragments or cracks that could cause accidental injury.

TOOLS NECESSARY FOR WORK

Phillips Screwdriver	
Torx T20 Security Driver	
Spanner / Adjustable spanner (24mm)	
Key Master	
Step or Stool	
Socket Wrench (13mm)	
Hex Key for 4mm, 8mm, 10mm & 13mm fixings.	

⚠ WARNING

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

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

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

Site maintenance personnel:

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

Activities to be carried out by site maintenance personnel:

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

Other qualified professionals:

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

Activities to be carried out by other qualified professionals:

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

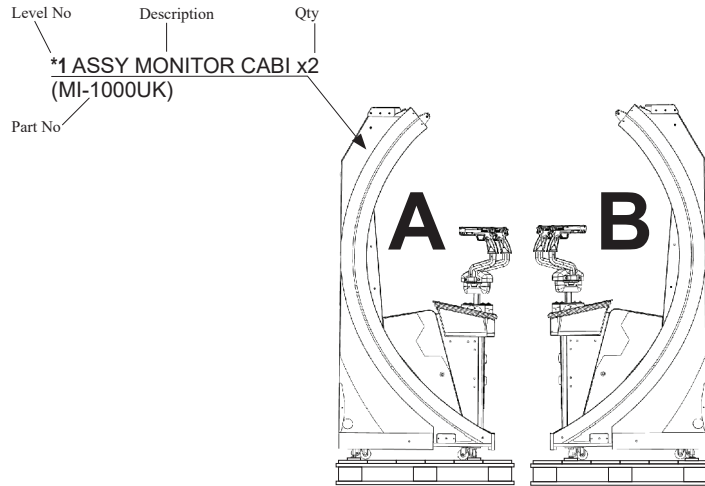
SPECIFICATIONS

Installed Dimensions & Specifications

Overall Dimensions:	4m (157.48in) [Width] x 2.612m (102.8in.) [Depth]	
Overall Height:	2.860m (112.6in.)	
Overall Weight:	TBAkg (TBAlb) Approx	
Installed Rating:	AC120-230V - 460W	50/60Hz

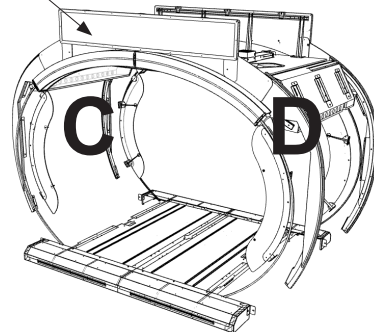
6-1 INSTALLATION KIT

Listed over the next few pages are components which are required to successfully install MISSION IMPOSSIBLE SDX. Please check all the items that are listed are present and free from damage. In the unlikely event of identifying either missing or damaged parts, please contact your point of purchase or call the SEGA Customer Service team who will deal directly with your complaint.



2x Assembly Monitor Cabinets (Palletised)

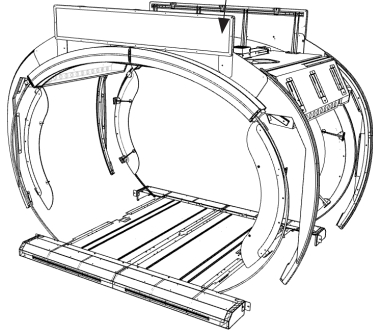
*401 ASSY INST MT TNX SDX
(MI-INST-TNX-SDX)



2x Assembly Installation Kit (Palletised)
(Please see opposing page for breakdown of the Installation Kit.)

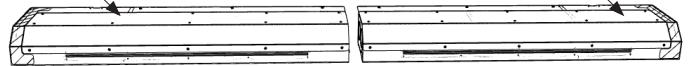
This section highlights the different components contained within the INSTALLATION KIT

***401 ASSY INST MT TNX SDX**
(MI-INST-TNX-SDX)

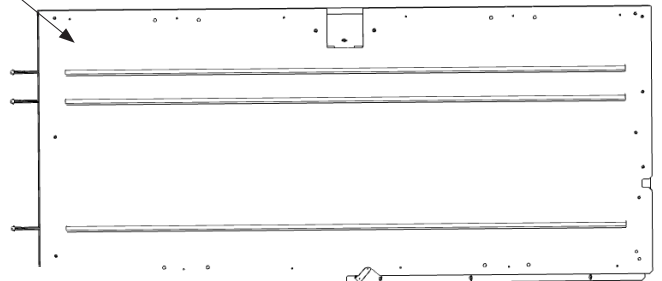


****1 ASSY STEP L TNX x2**
(MI-0200XUK)

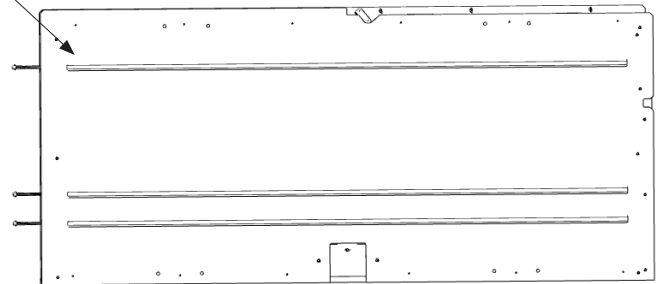
****2 ASSY STEP R TNX x2**
(MI-0250XUK)



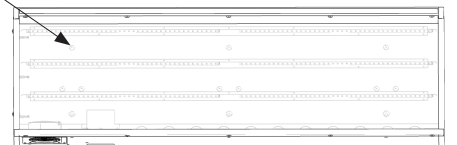
****4 ASSY FLOOR TNX L**
(MI-0400XUK)



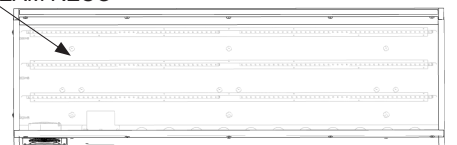
****5 ASSY FLOOR TNX R**
(MI-0430XUK)



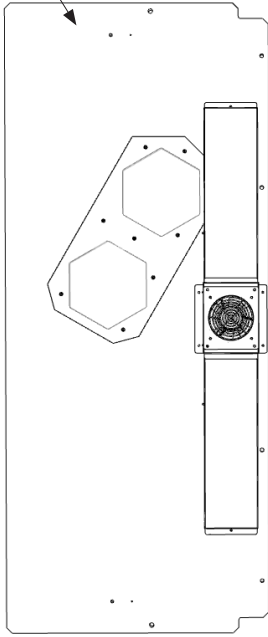
****6 ASSY BILLBOARD SDX TEAM BETA**
(MI-00500UK)



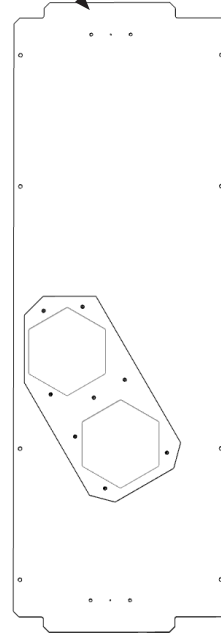
****20 ASSY BILLBOARD SDX TEAM RECO**
(MI-00550UK)



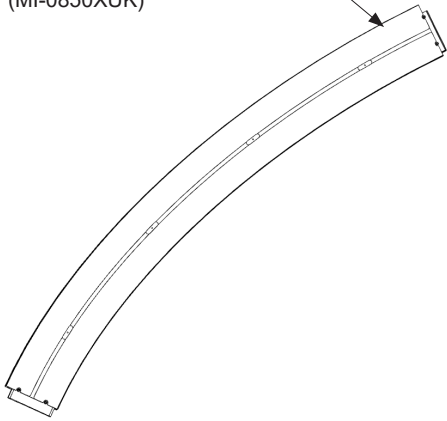
****7 ASSY ROOF TNX OUTER x2**
(MI-0800XUK)



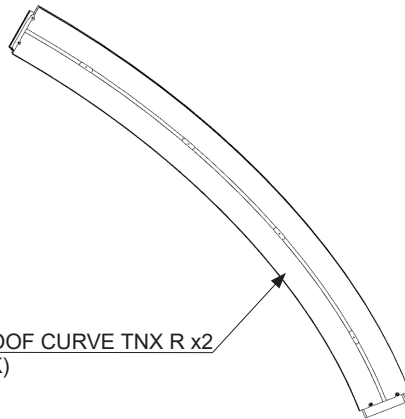
****8 ASSY ROOF TNX INNER x2**
(MI-0830XUK)



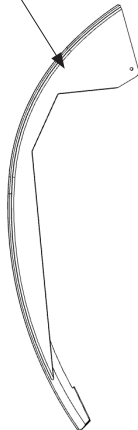
****9 ASSY ROOF CURVE TNX L x2**
(MI-0850XUK)



****10 ASSY ROOF CURVE TNX R x2**
(MI-0870XUK)



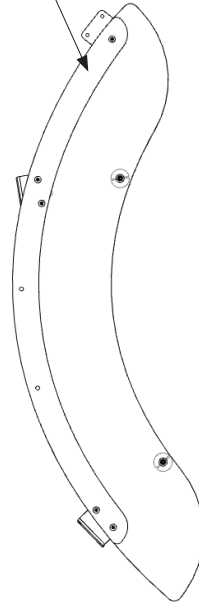
****11 ASSY LIGHT OUTER CHEEK L x2**
(MI-1400UK)



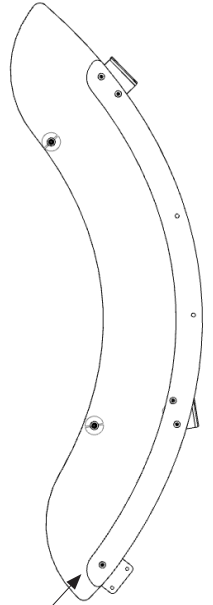
****12 ASSY LIGHT OUTER CHEEK R x2**
(MI-1450UK)



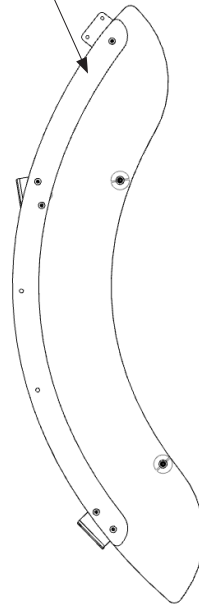
****13 ASSY SIDE SCREEN L BLUE**
(MI-1700XUK)



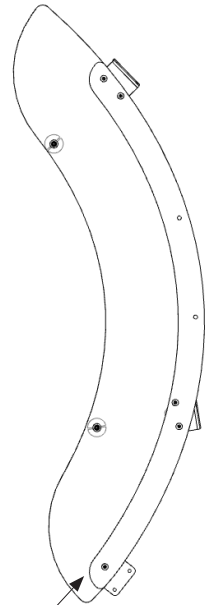
****14 ASSY SIDE SCREEN R BLUE**
(MI-1750XUK)



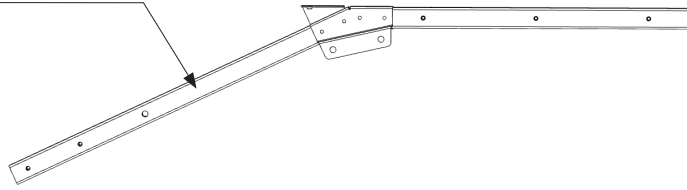
****22 ASSY SIDE SCREEN L RED**
(MI-1720XUK)



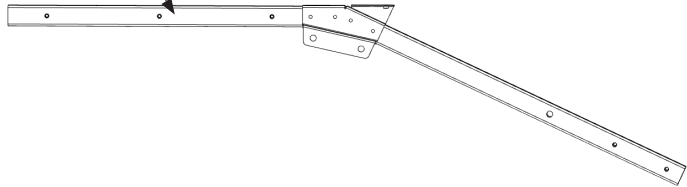
****23 ASSY SIDE SCREEN R RED**
(MI-1770XUK)



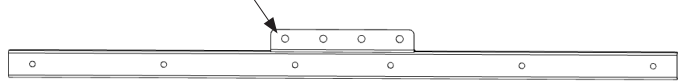
****15** ROOF SUPPORT MAIN TNX L x2
(MI-0011XUK)



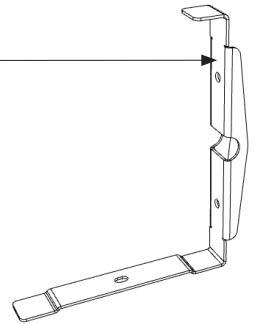
****16** ROOF SUPPORT MAIN TNX R x2
(MI-0012XUK)



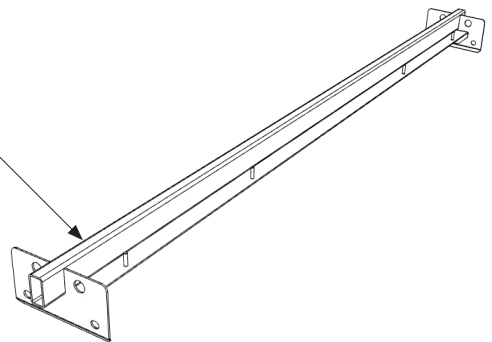
****17** BKT ROOF SUPPORT TNX CENTRE LOCK x2
(MI-0013XUK)



****18** BKT ROOF CURVE TNX COVER x6
(MI-0014-01UK)



****19** CROSSBEAM ROOF SUPPORT x3
(MI-0015UK)



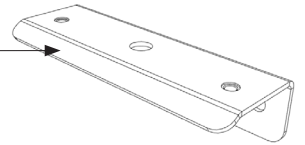
****35** PLATE JOINT FLOORS TNX CENTRE
(MI-0031XUK)



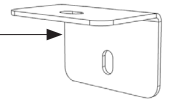
****36 PLATE JOINT FLOOR MON CABI x4**
(MI-0032UK)



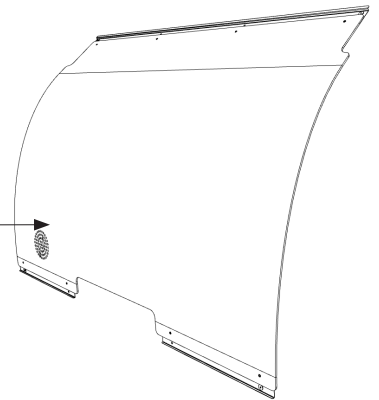
****37 BKT JOINT FLOOR MON CABI UNDER x4**
(MI-0033UK)



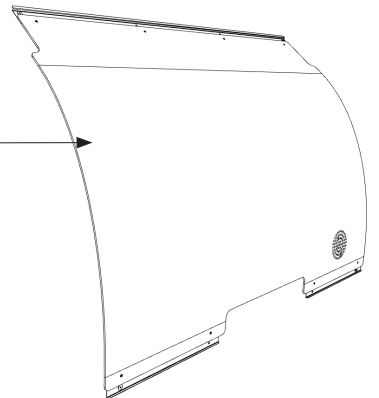
****38 BKT JOINT STEP x4**
(MI-0034UK)



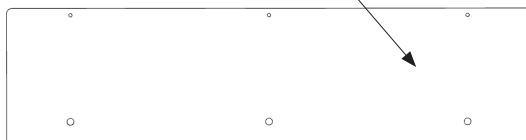
****64 ASSY POSTER COVER BACK DOOR UPPER BLUE**
(MI-1470UK)



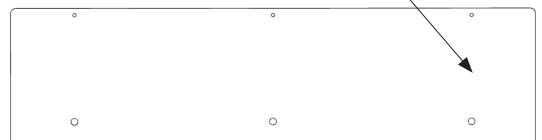
****66 ASSY POSTER COVER BACK DOOR UPPER RED**
(MI-1490UK)



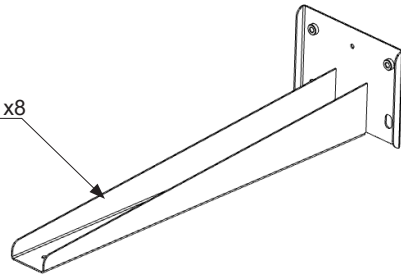
****65 POSTER EXT BACK BILLBOARD BLUE**
(MI-1481X-01UK)



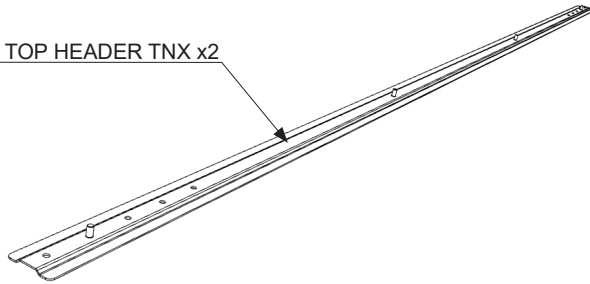
****66 POSTER EXT BACK BILLBOARD RED**
(MI-1481X-02UK)



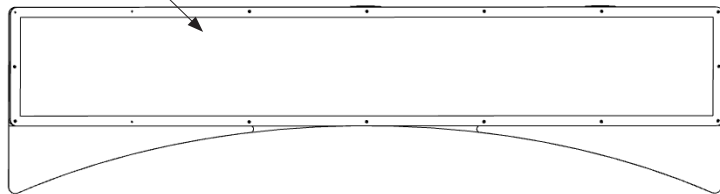
****73 BKT SUPPORT VERT TOP HEADER TNX x8**
(MI-0073X-01UK)



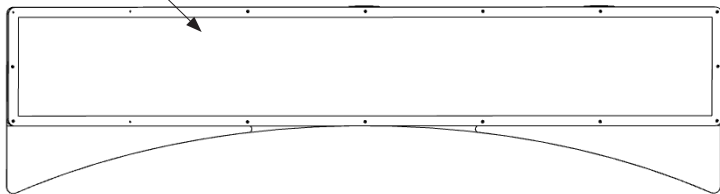
****74 BKT SUPPORT HORIZ TOP HEADER TNX x2**
(MI-0074X-01UK)



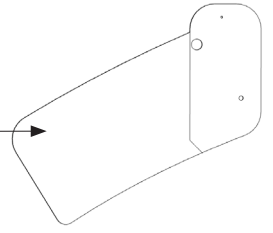
****80 ASSY LIT HEADER FRONT TNX**
(MI-0090XUK)



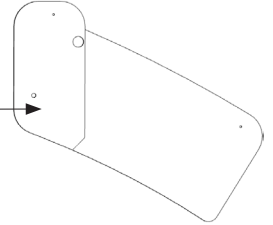
****81 ASSY LIT HEADER BACK TNX**
(MI-0100XUK)



****85** PLATE LIT HEADER TNX OUTER L x2
(MI-0095XUK)



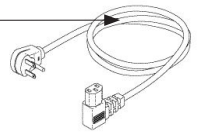
****86** PLATE LIT HEADER TNX OUTER R x2
(MI-0096XUK)



****101** UK POWER LEAD 10A
(LM1227)

****102** EU POWER LEAD 10A
(LM1246)

****101** US POWER LEAD IEC
(LM1500UK)



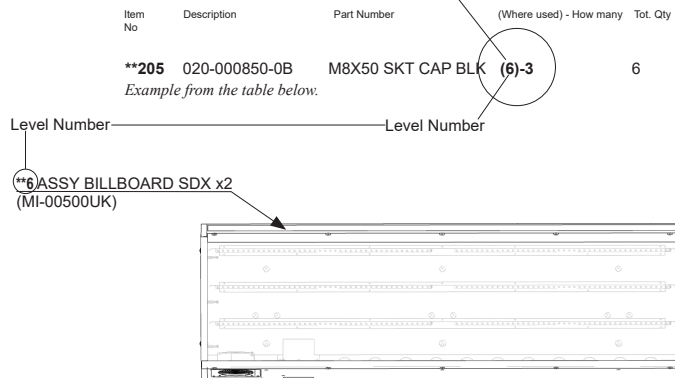
6-1-1 FIXINGS

Below is a list of fixings which are need during the Installation of MISSION IMPOSSIBLE SDX. Some fixings are already placed within their locations on specific parts. Others are placed within clear plastic bags and can be found within the Cashboxes of each MONITOR CABINET.

* Please take time to read the Explaniation on how to identify what fixings go where and how many.

Explaniation


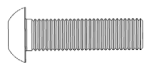









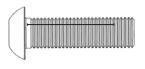









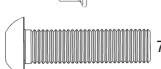







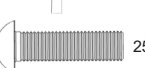













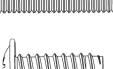




Level Numbers are shown in (Brakcets) - Quantities shown outside of brackets.



* Therefore. A quantity of 3x M8x50 SKT CAP BLK (**205) are to be fitted to the ASSY BILLBOARD SDX (Level No 6)
NOTE. Because there are a total of 2x ASSY BILLBOARD SDXs there will be a total of 6 fixings used. (3 per Billboard)

Item No	Description	Part Number	(Where used) - Qty	Tot. Qty
**201	029-B00840	M8X40 SKT BH PAS	(1)-3, (2)-3, (9)-5, (10)-5, (11)-6, (12)-6, (13)-6, (14)-6, (22)-6, (23)-6, (37)-2	88
**202	060-S00800	M8 WSHR SPR PAS	(1)-3, (2)-3, (9)-6, (10)-6, (11)-6, (12)-6, (13)-6, (14)-6, (15)-2, (16)-2, (17)-6, (19)-4, (22)-6, (23)-6, (37)-2, (73)-1 (OUTER)	128
**203	068-852216	M8 WSHR 22OD FLT PAS	(1)-3, (2)-3, (9)-6, (10)-6, (11)-6, (12)-6, (13)-6, (14)-6, (15)-2, (16)-2, (17)-6, (19)-4, (22)-6, (23)-6, (37)-2, (73)-1 (OUTER)	128
**204	020-F00830	M8X30 SKT CSK PAS	(4)-4, (5)-6	10
**205	020-000850-0B	M8X50 SKT CAP BLK	(6)-3	6
**206	029-B00850-0B	M8X50 SKT BH BLK	(6)-3	6
**207	060-S00800-0B	M8 WSHR SPR BLK	(6)-3, (38)-2	14
**208	068-852216-0B	M8 WSHR 22OD FLT BLK	(6)-3, (38)-2	14
**209	068-652016	M6 WSHR 20OD FLT PAS	(7)-4, (8)-8, (74)-4	32
**210	050-F00600	M6 NUT FLG SER PAS	(7)-4, (8)-8, (74)-4	32
**211	029-B00870-0B	M8X70 SKT BH BLK	(9)-1, (10)-1	4
**212	029-B00625-0B	M6X25 SKT BH BLK	(13)-2, (14)-2, (22)-2, (23)-2, (64)-8, (65)-3	30
**213	060-S00600-0B	M6 WSHR SPR BLK	(13)-2, (14)-2, (22)-2, (23)-2	8
**214	068-652016-0B	M6 WSHR 20OD FLT BLK	(13)-2, (14)-2, (22)-2, (23)-2, (64)-8, (65)-3	30
**215	029-B00825-0B	M8X25 SKT BH BLK	(15)-2, (16)-2, (17)-6, (19)-4, (38)-2	40
**216	029-B00440-0B	M4X40 SKT BH BLK	(18)-2	12
**217	060-F00400-0B	M4 WSHR FORM A FLT BLK	(18)-2	12
**218	029-B00425-0B	M4X25 SKT BH BLK	(18)-1, (35)-12, (36)-6	42
**219	068-441616-0B	M4 WSHR 16OD FLT BLK	(18)-1, (35)-12, (36)-6	42
**220	029-B00825	M8X25 SKT BH PAS	(73)-1 (OUTER)	4
**223	029-B00625	M6X25 SKT BH PAS	(73)-1 (OUTER), (73)-2 (INNER)	12
**224	012-P03512-F	N6X1/2" S/TAP FLG PAS	(73)-1, (85)-2, (86)-2	16
**225	012-P00416-F	N8x5/8" S/TAP FLG PAS	(80)-6	6
**226	020-F00630	M6X30 SKT CSK PAS	(85)-1, (86)-1	4

Below is a guide to identifying fixings contained within the INSTALLATION KIT

**201	029-B00840	M8X40 SKT BH PAS				40mm
**202	060-S00800	M8 WSHR SPR PAS				
**203	068-852216	M8 WSHR 22OD FLT PAS		Colour - Silver		
**204	020-F00830	M8X30 SKT CSK PAS		Colour - Silver		30mm
**205	020-000850-0B	M8X50 SKT CAP BLK		Colour - Silver		50mm
**206	029-B00850-0B	M8X50 SKT BH BLK		Colour - Silver		50mm
**207	060-S00800-0B	M8 WSHR SPR BLK		Colour - Black		
**208	068-852216-0B	M8 WSHR 22OD FLT BLK		Colour - Black		
**209	068-652016	M6 WSHR 20OD FLT PAS		Colour - Black		
**210	050-F00600	M6 NUT FLG SER PAS		Colour - Black		
**211	029-B00870-0B	M8X70 SKT BH BLK		Colour - Silver		70mm
**212	029-B00625-0B	M6X25 SKT BH BLK		Colour - Silver		25mm
**213	060-S00600-0B	M6 WSHR SPR BLK		Colour - Black		
**214	068-652016-0B	M6 WSHR 20OD FLT BLK		Colour - Black		
**215	029-B00825-0B	M8X25 SKT BH BLK		Colour - Black		25mm
**216	029-B00440-0B	M4X40 SKT BH BLK		Colour - Black		40mm
**217	060-F00400-0B	M4 WSHR FORM A FLT BLK		Colour - Black		
**218	029-B00425-0B	M4X25 SKT BH BLK		Colour - Black		25mm
**219	068-441616-0B	M4 WSHR 16OD FLT BLK		Colour - Black		
**220	029-B00825	M8X25 SKT BH PAS		Colour - Black		25mm
**223	029-B00625	M6X25 SKT BH PAS		Colour - Black		25mm
**224	012-P03512-F	N6X1/2" S/TAP FLG PAS				
**225	012-P00416-F	N8x5/8" S/TAP FLG PAS				
**226	020-F00630	M6X30 SKT CSK PAS				30mm

1-1-3 HARNESSES

Below is a list of additional harnesses which are required to successfully install the MISSION IMPOSSIBLE SDX.

Please take care when handling harnesses. Damaged harnesses can cause an electrical malfunction such as a short circuit or electrical shock.

Item No	Description	Part Number	(Where used) - Qty	Tot. Qty
**301	MI-6005UK	ASSY LED ARC 2P	(PUSH-IN)	2
**302	MI-60021UK	WH ROOF A	(attached to ASSY BILLBOARD)	2
**303	MI-60029UK	WH FLOOR LINK	(attached to ASSY FLOOR)	1
**304	600-7269-0030UK	LAN CABLE 30CM	(attached to ASSY FLOOR)	1

⚠ WARNING

Perform assembly work by following the procedure herein stated. Failure to comply with the instructions can cause electric shock.

Perform assembling as per this manual. Since this is a complex machine, incorrect assembling can cause an electric shock, machine damage and/or improper functioning as per specified performance.

When assembling, be sure to use additional help from another person(s). Depending on the assembly work, there are some cases in which working by one person alone can cause personal injury or parts damage.

Adhere strictly to all of the work procedures stipulated in this document. If two or more workers are working at the same time, exercise special caution. If sequences are carried out erroneously, accidents can result. There might also be cases in which the assembly cannot be completed.

Pay special attention to the surroundings when a multiple number of workers are working at the same time. There is always the danger that a worker might be injured. In assembly and installation of this product, there are procedures in which a stepladder is used, procedures in which heavy objects are attached, and procedures involving connection of a rated power supply of 10 amperes. Carelessness in doing work could lead to grave injuries and even fatalities.

Ensure that connectors are accurately connected. Incomplete connections can cause electric shock.

This work should be carried out by the 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.

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

Do not leave power cable or earth lines exposed over passageways. Exposure could lead to damage, electric shock or short circuit. Wherever wiring has been laid out on a floor surface, use a wiring protection cover. [Wiring diameter: Power cable, approx. 10 mm – 14 mm]

Persons who connect indoor power supplies must be qualified electricians. Do not allow anyone without proper qualifications to make such connections. Otherwise there could be electric shock.

Provide power cables for connecting the indoor power supply to the product. The rating of the power cable must be at least 15 amperes. The cable must conform to this requirement and also be of sufficient length to enable the indoor power supply to be connected to the product without difficulty. Use of a cable that does not meet the requirements can result in a fire or electric shock.

⚠ WARNING

- For the sake of safety and workability, use 3 core coaxial CE/UL approved cables for the power cables (provided).
- 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.
- Make sure that all the adjusters are resting on the floor. The cabinet may move and cause an accident if the adjusters are not laid out properly.
- 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.
- Be careful when aligning, attaching or mounting parts so that your head, hands, fingers, etc., do not get caught in anything. If two or more workers are working at the same time, exercise special caution. Failure to be cautious could result in accidental bone fractures or amputation. Check the surroundings carefully before proceeding.
- When connecting wires inside the cabinet, there may be instances in which the indoor lighting does not reach that location. Have a flashlight or other auxiliary lighting equipment on hand. If wires are connected carelessly, there could be an accidental short circuit, fire, etc.
- When tightening bolts and screws, ensure that other parts are suspended properly and bolts and screws are fastened tightly. Be sure to take accident prevention measures such as having another worker support parts. If a part drops or topples over during this work, a serious accident may result.

⚠ CAUTION

- Support and hold parts in place securely and fasten them with screws and/or bolts. Use two workers, one to support the part and another to fasten it in place. If a part is not supported securely, it might fall down, resulting in an accident.
- Wear appropriate work clothing so that work can be performed safely. Use gloves and safety shoes to prevent accidents or injuries.
- When installing a wire protection cover over a floor, use a material shaped so that no one passing by will stumble over it. Using a material that could be stumbled over might lead to an accidental fall.
- Be careful in handling plastic parts. Be sure not to tighten screws or nuts too tightly. If such parts are exposed to excessive loads or impact, they might become damaged, resulting in fragments or cracks that could cause accidental injury.

! WARNING

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

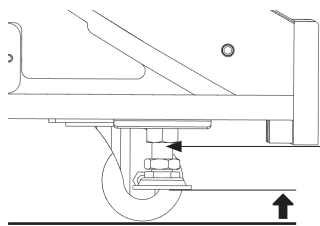


ELEMENTS OF THIS PRODUCT ARE HEAVY. A TEAM CONSISTING OF A MINIMUM OF 3 PEOPLE ARE REQUIRED TO INSTALL THIS PRODUCT.



AREAS OF INSTALLATION REQUIRE WORKING AT HEIGHT. WHEN USING LADDERS ALWAYS FOLLOW SAFETY GUIDES FOR YOUR LOCATION.

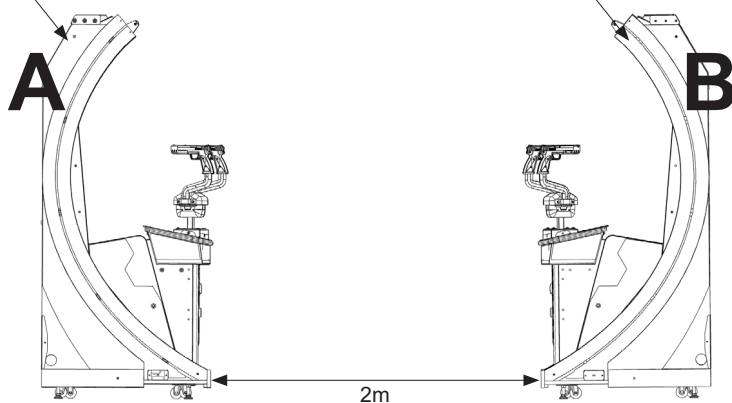
- 1 Secure an internal location for the Main Cabinet as described in Section 2 of this manual. Making sure that its position does not obscure passages or exits. Unpack ASSY MONITOR CABI A & B. Raise the LEG LEVELLERS so that the CASTERS come into contact with the floor and position the cabinets at least 2m apart as show.



Raise the LEG LEVELLERS. (4ea)

*1 ASSY MONITOR CABI (TEAM BETA) BLUE (MI-1000UK)

*1 ASSY MONITOR CABI (TEAM RECO) RED (MI-1000UK)

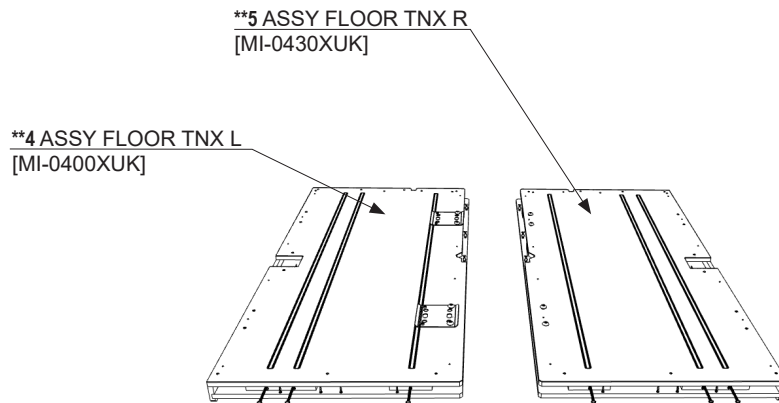


Position aparts (2mtrs min)

STOP

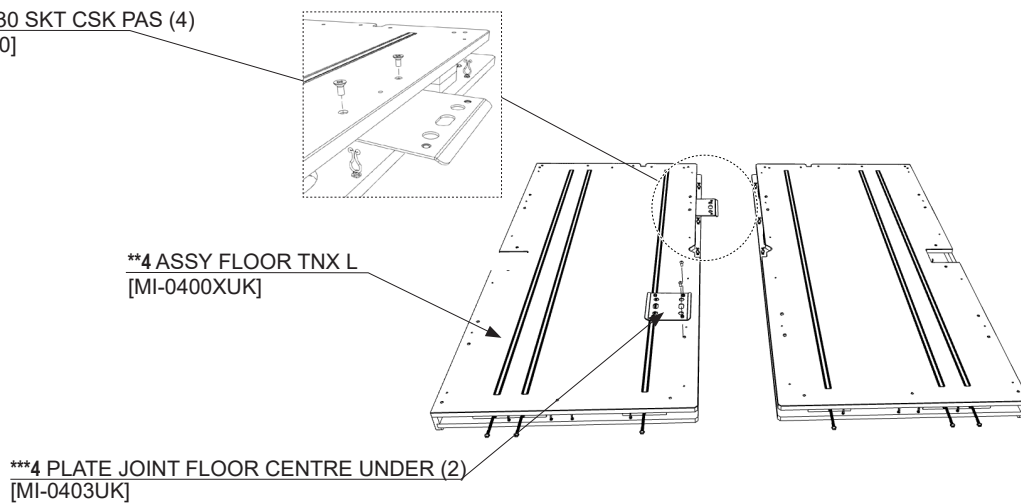
THE FLOOR ASSY IS HEAVY. USE 2 PEOPLE WHEN ASSEMBLING/
INSTALLING.

- 2** Unpack ASSY FLOOR TNX L and ASSY FLOOR TNX R taking care not to damage any harnessing. Position both FLOORS onto their CASTORS and in the position shown.

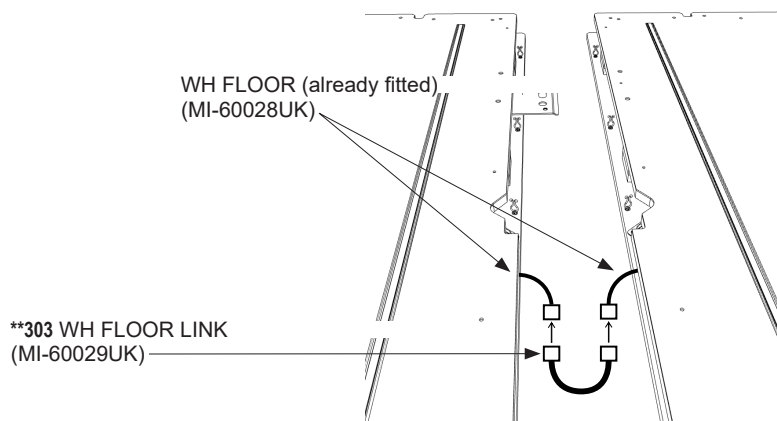


- 3** Unscrew (4) M8X30 SKT CSK PAS screws and remove the (2) PLATE JOINT FLOOR CENTRE UPPER from the face of ASSY FLOOR TNX L, flip them over and resecure them beneath the top face as shown.

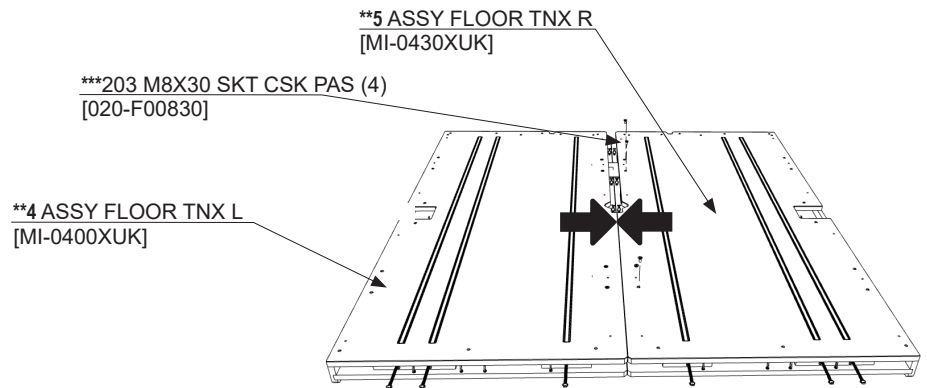
***203 M8X30 SKT CSK PAS (4)
[020-F00830]



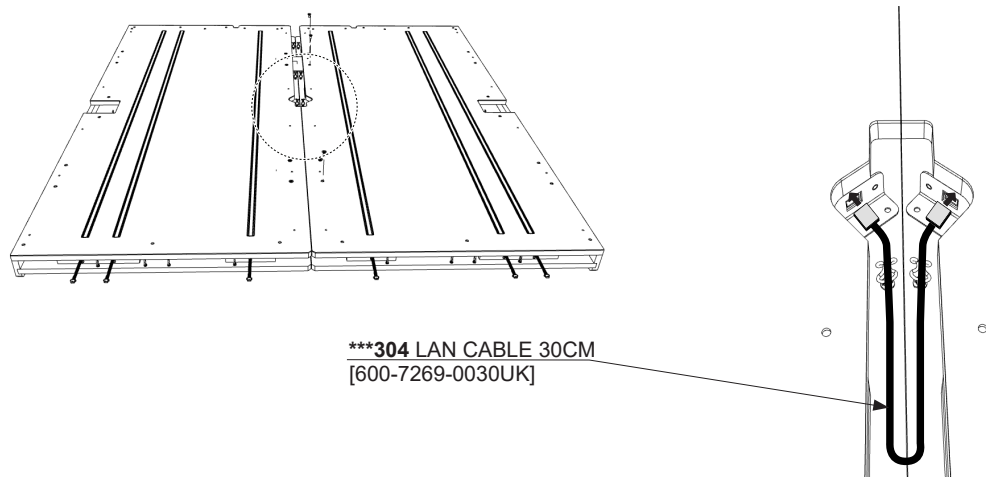
- 4** At midpoint between the two floors, make good the connection using the WH FLOOR LINK [MI-60029UK]. Tuck any excess harnessing back into the recess.



- 5** Remove the (4) M8X30 SKT CSK PAS screws from ASSY FLOOR TNX R. Gently slide both floors together taking care not to trap and harnessing between its joints. Secure in place using the (4) M8X30 SKT CSK PAS screws.

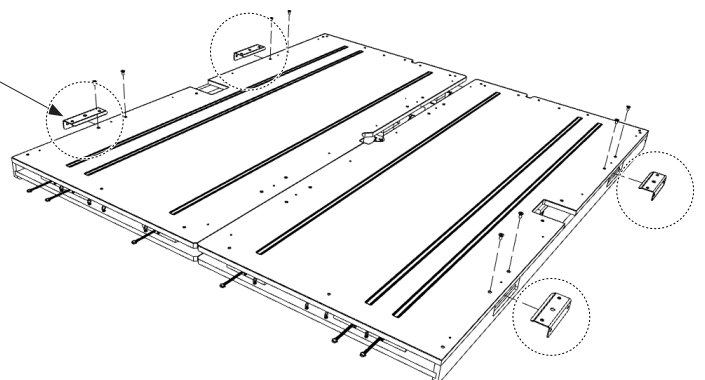


- 6** Connect and secure the LAN CABLE 30CM in the centre of the LEFT and RIGHT FLOORS.



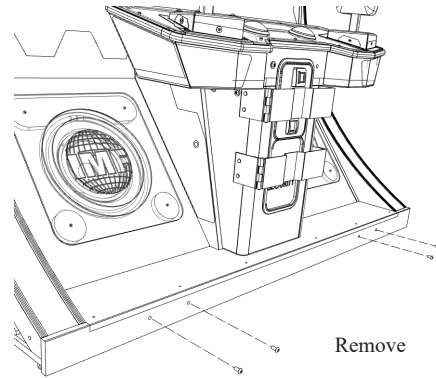
- 7** Remove the (8) fixings which secure the (4) BKT JOINT FLOOR MON CABI UNDER from the outer edges of ASSY FLOOR TNX L & ASSY FLOOR TNX R. Placing the fixings to one side, remove the (4) Brackets.

****37 BKT JOINT FLOOR MON CABI UNDER (4)**
[MI-0033UK]

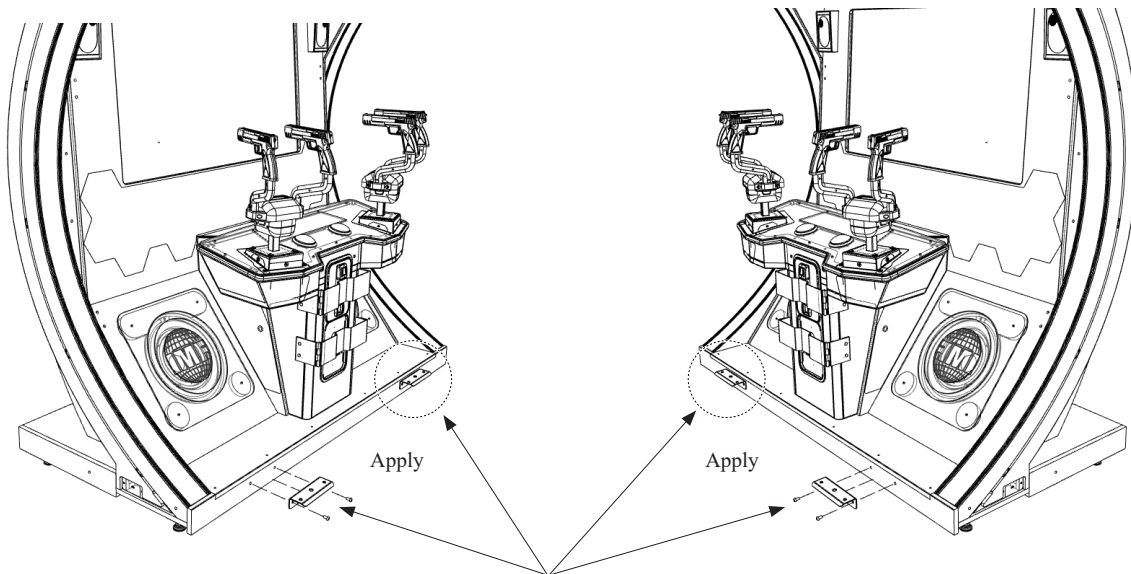


- 1** Unscrew and remove the (8) sets of M8X40 SKT BH PAS screws along with their washers from the base of both MONITOR CABIs.

**201 M8x40 SKT BH PAS (4)per Cabi
[029-B00840]
**202 M8 WSHR SPR PAS (4)per Cabi
[060-S00800]
**203 M8 WSHR 22OD FLT PAS (4)per Cabi
[068-852216-0B]



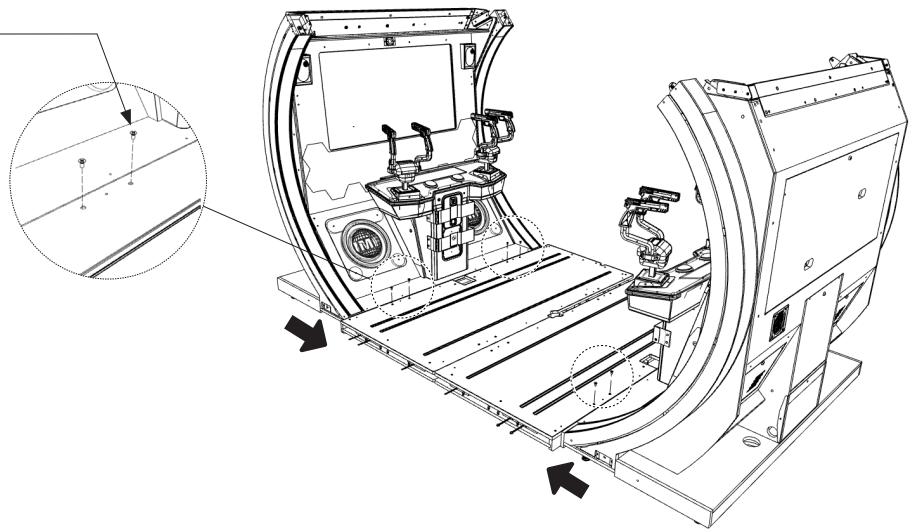
- 2** Apply the (4) BKT JOINT FLOOR MON CABI UNDER (also taken from previous step) to each MONITOR CABI as shown.



**37 BKT JOINT FLOOR MON CABI UNDER (4)
[MI-0033UK]

- 4** Carefully slide both MONITOR CABIs upto the ASSY FLOOR taking care not to trap any harnesses. Once in position secure using the (8) M8X30 SKT CSK PAS screws removed from STEP 8.

**204 M8x30 SKT CSK PAS (8)
[029-B00840]

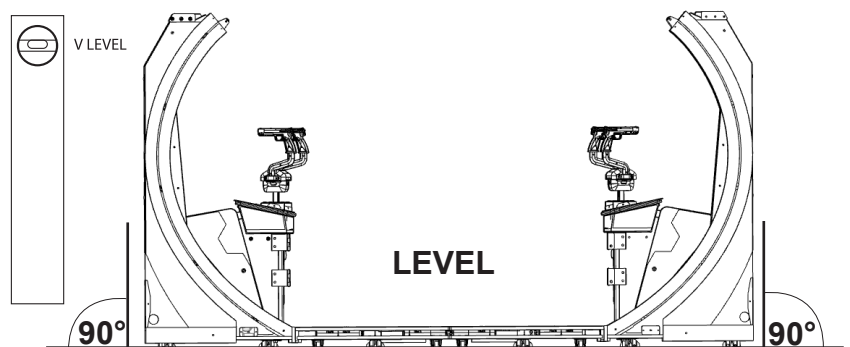
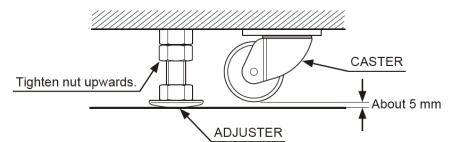
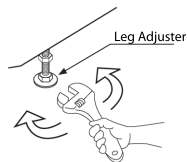


- 5** Ensure that the product is level. Failing to make the product level may impact on fixing alignment later on in the installation process.



This product must be completely level between its extrem points. Use the LEG LEVELLERS on each MONITOR CABI to make slight adjustment to obtain such. NEVER adjust the LEG LEVELLERS so that the CASTER are greater than 15mm from the floor. Raise the CASTOR approx 5mm from the floor.

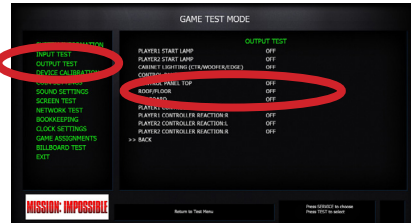
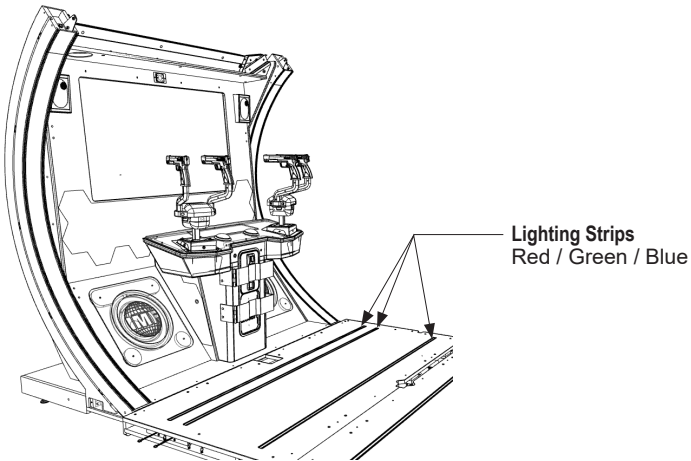
- 6** Stabilise the cabinet once in position. Lower the (4) Leg Adjusters so that the cabinet is exactly level and the Casters raised 5mm from the surface of the floor. When complete, tighten the loose nut on the Leg Adjusters to secure the Adjuster into position.



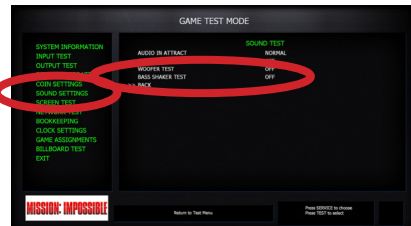
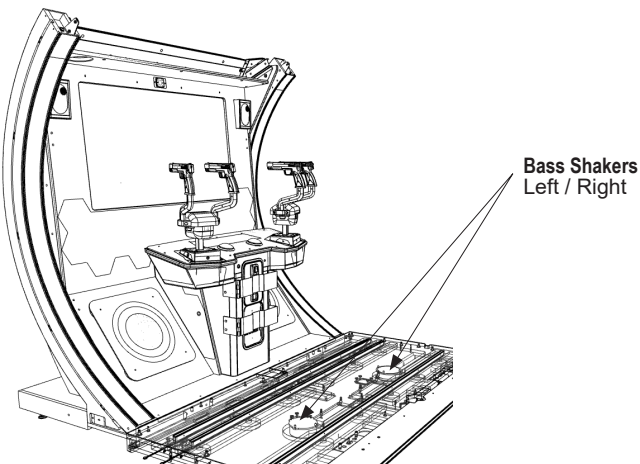
STOP

At this point in the installation it is recommended that the ASSY FLOOR be checked for any electrical abnormalities. Please temporarily apply power to the Left cabinet and proceed with the OUTPUT TEST as explained in section 9-2-3 of this manual.

- 7 Using the Left Hand Cabinet, enter TEST MODE and select OUTPUT TEST. Check the RED/GREEN/BLUE lighting within the Left hand portion of the ASSY FLOOR. Follow the instructions to cycle through the colours within the ASSY FLOOR.



- 8 Using the Left Hand Cabinet, enter TEST MODE and select SOUND TEST. Check the BASS SHAKER within the Left hand portion of the ASSY FLOOR. Follow the instructions to cycle through ON/OFF options.



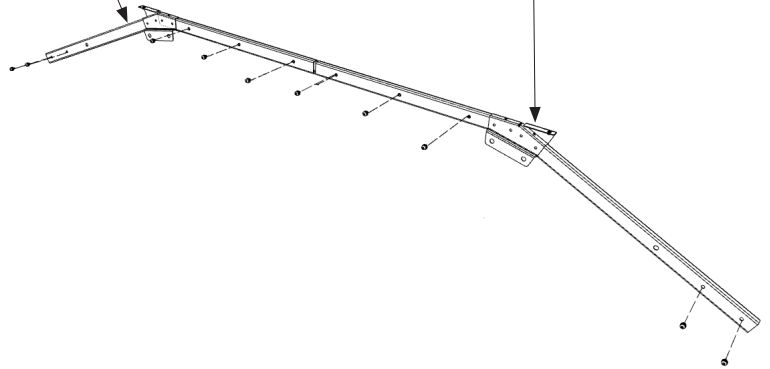
- 9 Once confirmation of operation has been established, carry out the same tests (steps 7 & 8) using the RH cabinet.

6-2-3 ROOF SUPPORTS

- 1 Remove the (5) Sets of fixings from each of the ROOF SUPPORT MAIN L and ROOF SUPPORT MAIN R. There will be a total of 20 sets of fixings.

****16 ROOF SUPPORT MAIN TNX R (2)**
[MI-0012UK]

****15 ROOF SUPPORT MAIN TNX L (2)**
[MI-0011UK]



****215 M8x25 SKT BH BLK (5 per)**
[029-B00825]

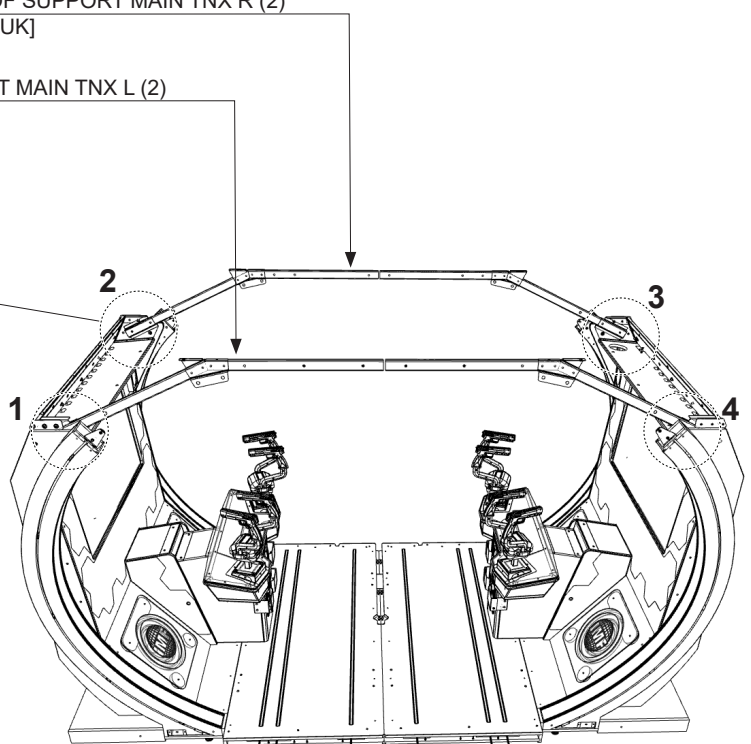
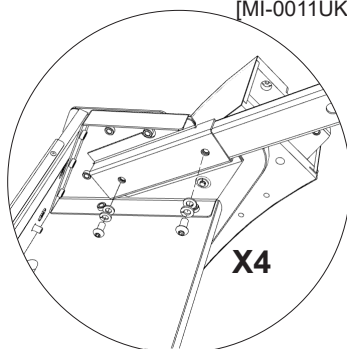
****202 M8 WSHR SPR PAS (5 per)**
[060-S00800]

****203 M8 WSHR 22OD FLT PAS (5 per)**
[068-852216-0B]

- 2 Unscrew (4) M8X40 SKT BH PAS screws along with their washers from the base of both MONITOR CABIs. Apply the (2) BKT JOINT FLOOR MON CABI UNDER (taken from previous step) to each MONITOR CABI as shown.

****16 ROOF SUPPORT MAIN TNX R (2)**
[MI-0012UK]

****15 ROOF SUPPORT MAIN TNX L (2)**
[MI-0011UK]



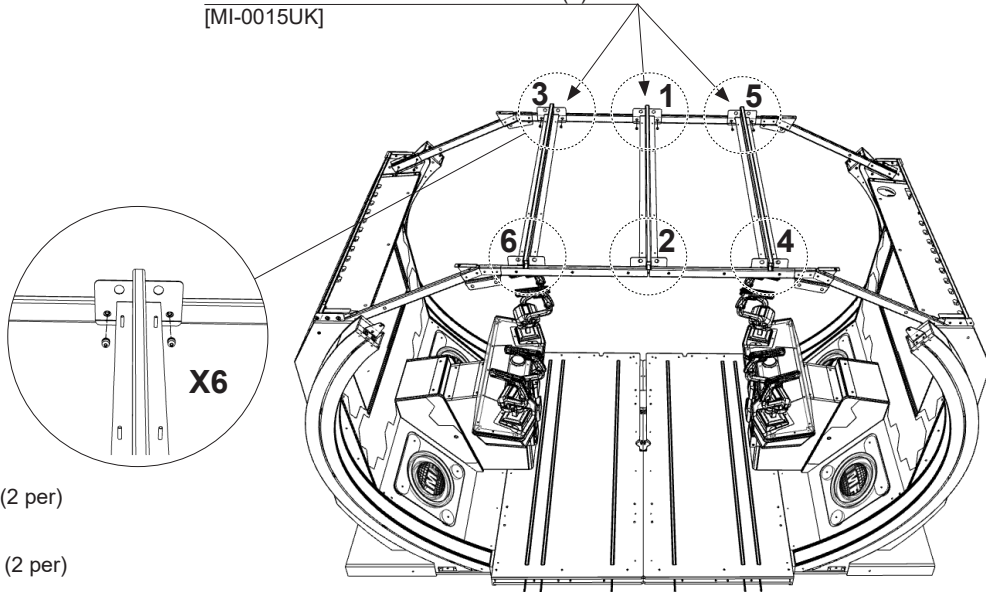
****215 M8x25 SKT BH BLK (2 per)**
[029-B00825]

****202 M8 WSHR SPR PAS (2 per)**
[060-S00800]

****203 M8 WSHR 22OD FLT PAS (2 per)**
[068-852216-0B]

- 3** Unscrew (4) M8X40 SKT BH PAS screws along with their washers from the base of both MONITOR CABIs. Apply the (2) BKT JOINT FLOOR MON CABI UNDER (taken from previous step) to each MONITOR CABI as shown.

****19 CROSSBEAM ROOF SUPPORT (3)**
[MI-0015UK]



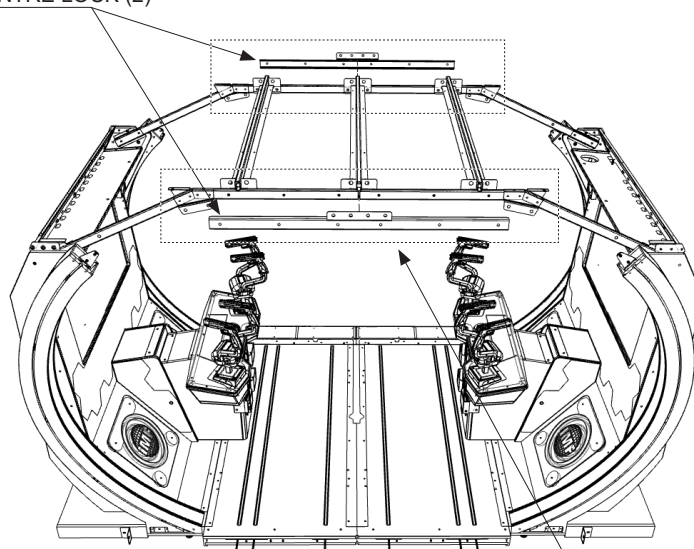
****215 M8x25 SKT BH BLK (2 per)**
[029-B00825]

****202 M8 WSHR SPR PAS (2 per)**
[060-S00800]

****203 M8 WSHR 22OD FLT PAS (2 per)**
[068-852216-0B]

- 4** Unscrew (4) M8X40 SKT BH PAS screws along with their washers from the base of both MONITOR CABIs. Apply the (2) BKT JOINT FLOOR MON CABI UNDER (taken from previous step) to each MONITOR CABI as shown.

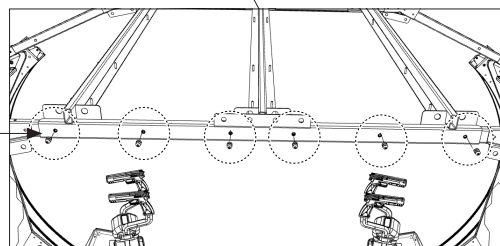
****17 BKT ROOF SUPPORT TNX CENTRE LOCK (2)**
[MI-0013XUK]



****215 M8x25 SKT BH BLK (6 per)**
[029-B00825]

****202 M8 WSHR SPR PAS (6 per)**
[060-S00800]

****203 M8 WSHR 22OD FLT PAS (6 per)**
[068-852216-0B]



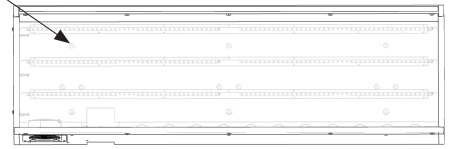
Both Sides

STOP

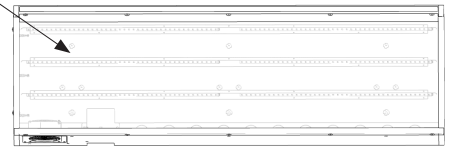
THE ASSY BILLBOARD IS HEAVY! DO NOT WORK ALONE. A MINIMUM OF 3 PEOPLE IS RECOMMENDED TO PERFORM THIS OPERATION.

- 1** Carefully unpack both ASSY BILLBOARDS and remove the (3) sets of fixings loosley fitted to the rear and underside of both ASSY BILLBOARDS

****6 ASSY BILLBOARD SDX TEAM BETA**
[MI-00500UK]



****20 ASSY BILLBOARD SDX TEAM RECO**
[MI-00550UK]

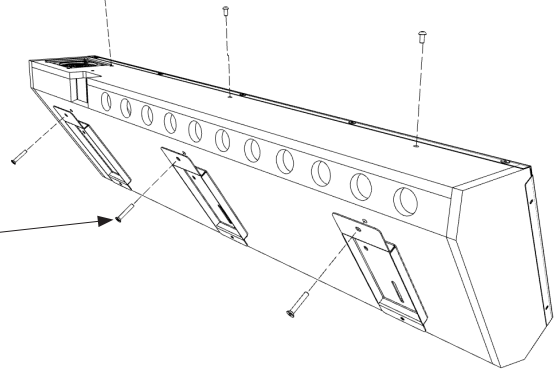


****206 M8X50 SKT BH BLK (3)**
[029-000850-0B]

****207 M8 WSHR SPR BLK (3)**
[060-S00800-0B]

****208 M8 WSHR 22OD FLT BLK (3)**
[068-852216-0B]

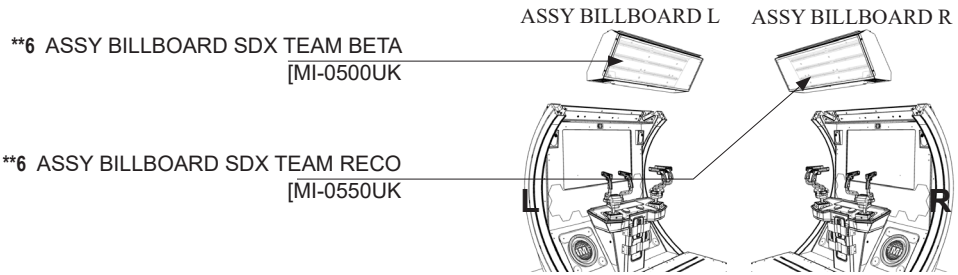
****205 M8X50 SKT CAP BLK (3)**
[020-000850-0B]



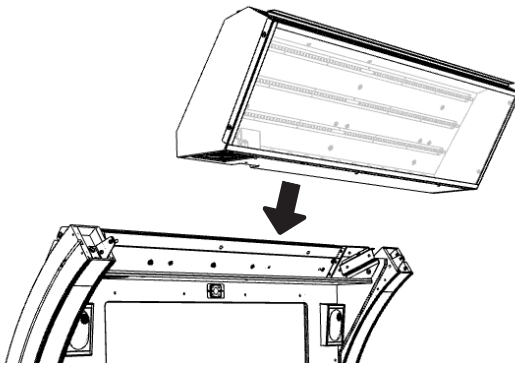
- 2** Using a minimum of two people and ladders. Carefully lift the ASSY BILLBOARD onto the ASSY CABL. Make the connection at the rear of the ASSY BILLBOARD before placing into position.

NOTE:

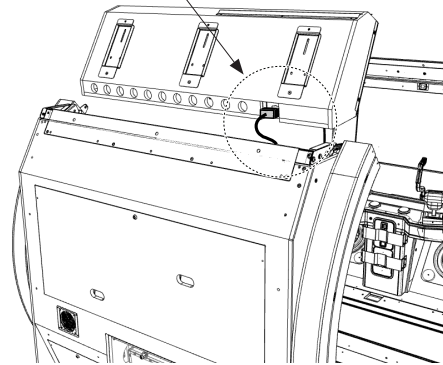
The artwork within the ASSY BILLBOARDS are different. Please see locations below:-



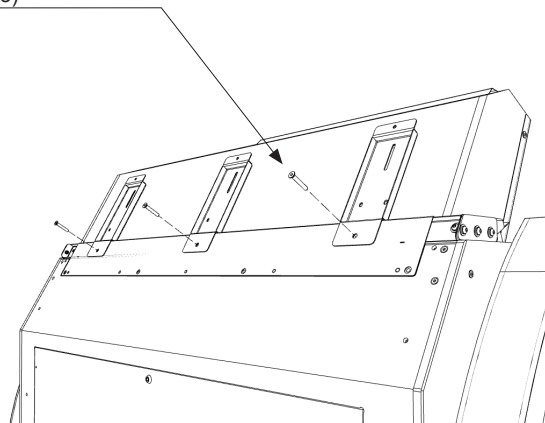
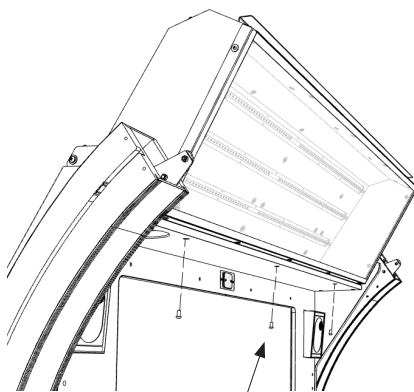
Lower ASSY BILLBOARD into position



Make connection



****205 M8X50 SKT CAP BLK (3)**
[020-000850-0B]



Secure into position

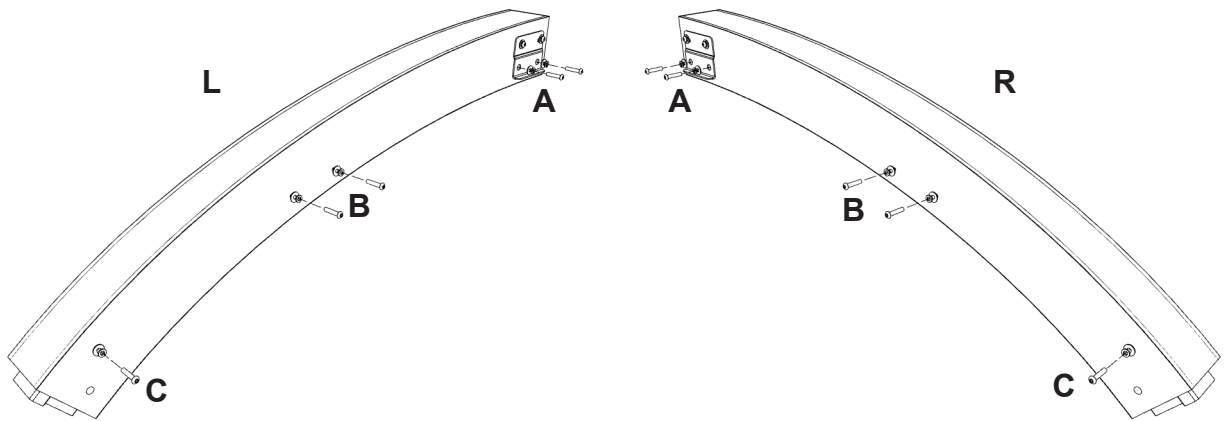
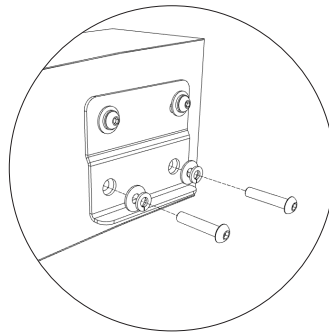
****206 M8X50 SKT BH BLK (3)**
[029-000850-0B]

****207 M8 WSHR SPR BLK (3)**
[060-S00800-0B]

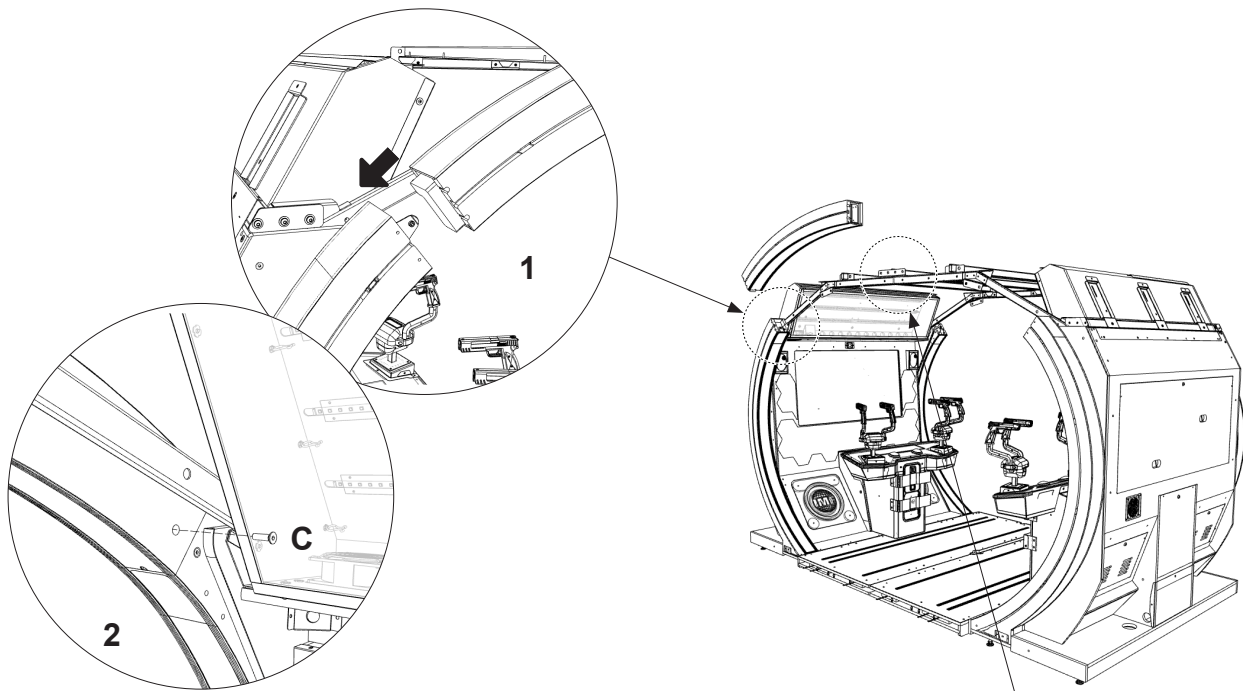
****208 M8 WSHR 22OD FLT BLK (3)**
[068-852216-0B]

- 3** Repeat STEPS 1 and 2 to fit the ASSY BILLBOARD R

- 1** Carefully unpack (2) ASSY ROOF CURVE TNX L and (2) ASSY ROOF CURVE TNX R. Locate the 5 sets of fixings (taking note of their allocations) and remove.

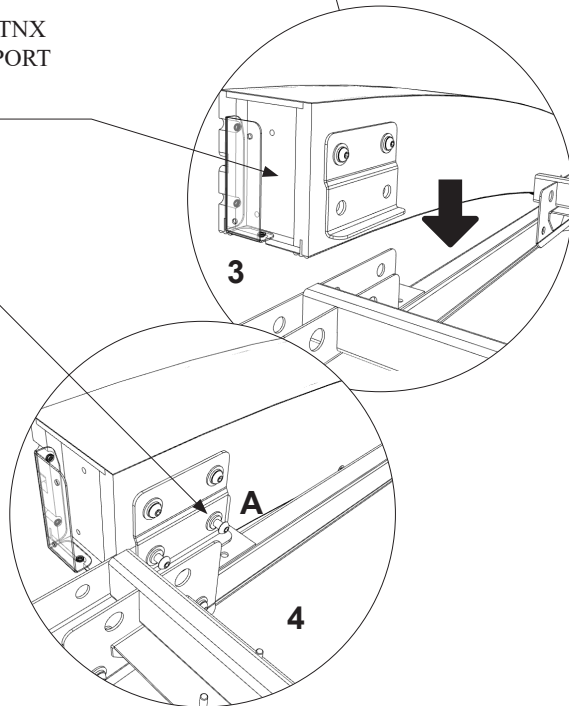


2 Using a minimum of (2) people, carefully locate the first of the ROOF CURVE TNX L between the MAIN CABI L and the BKT ROOF SUPPORT CENTRE and loosely secure into position.

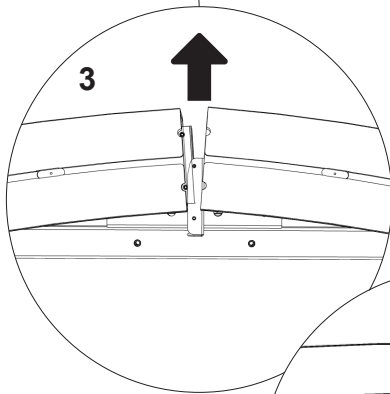
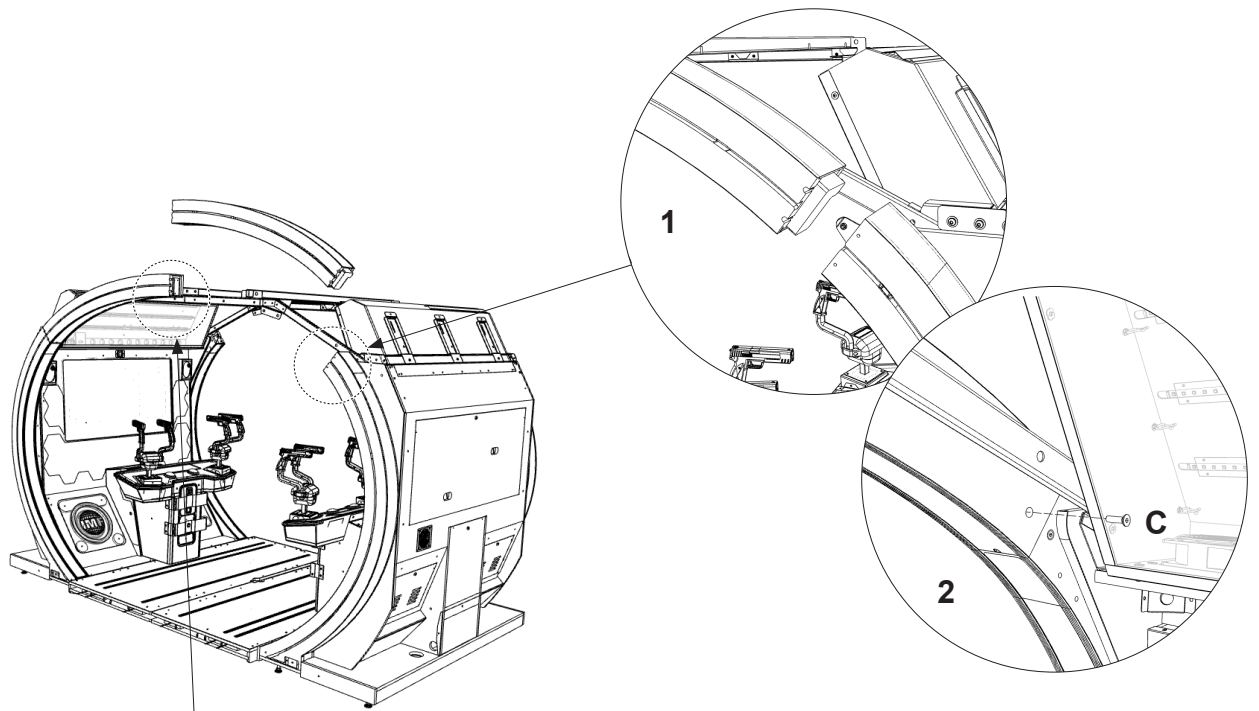


Carefully lower the ROOF CURVE TNX L on and over the BKT ROOF SUPPORT CENTRE LOCK.

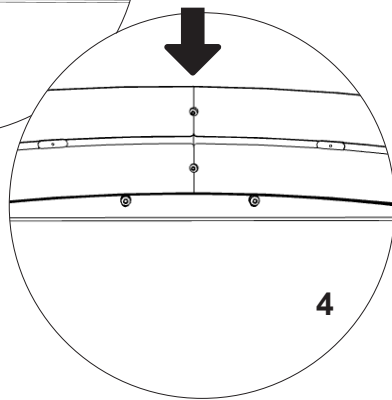
Loosely fit the two M8X50 SKT BH BLK fixings removed from STEP1 into location shown.



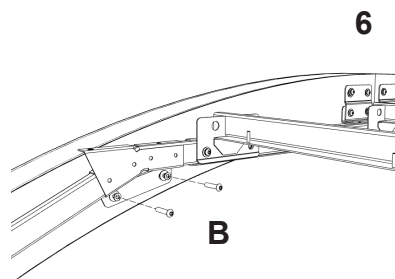
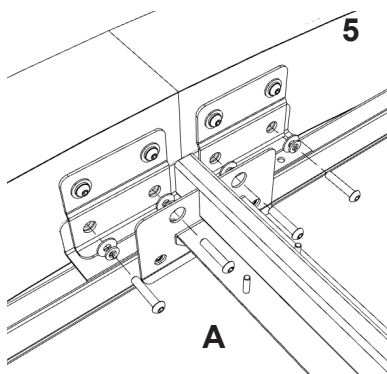
3 Using a minimum of (2) people, carefully locate the first of the ROOF CURVE TNX R between the MAIN CABI R and the BKT ROOF SUPPORT CENTRE and loosely secure into position.



Raise slightly both ROOF CURVE L and ROOF CURVE R before lowering into position.

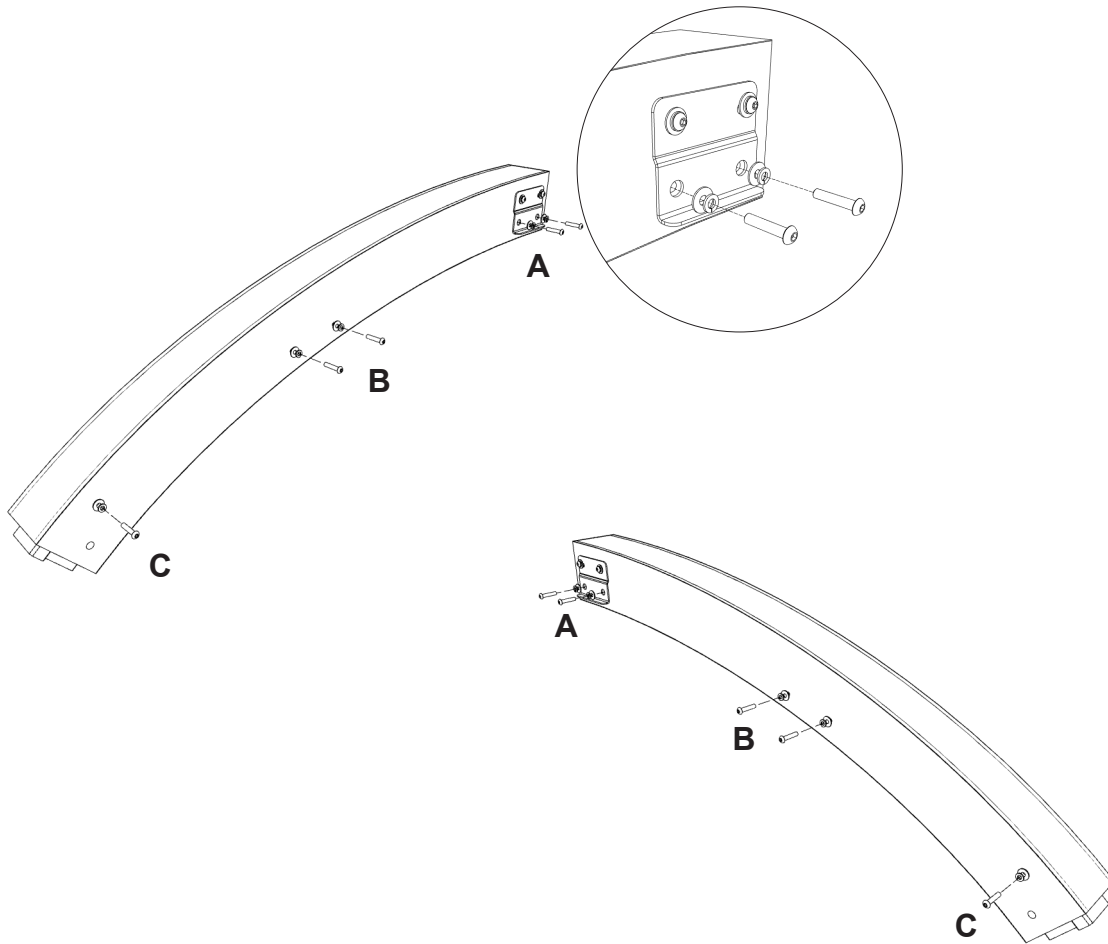


Carefully lower the ROOF CURVE TNX L on and over the BKT ROOF SUPPORT CENTRE LOCK.

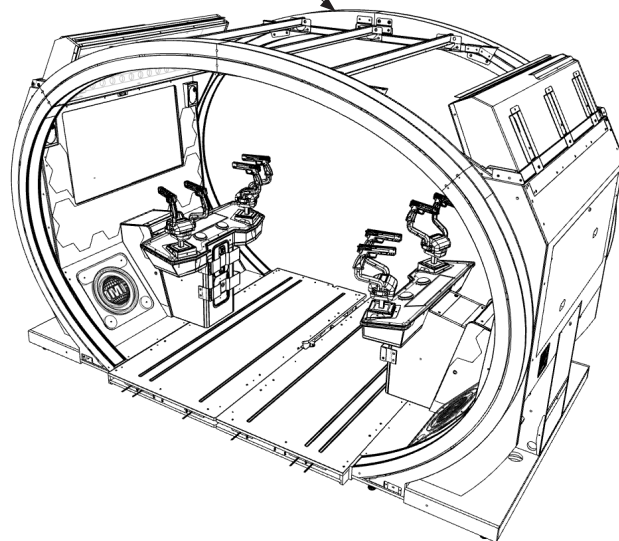


Secure into position and tighten fixings left loose in the previous step.

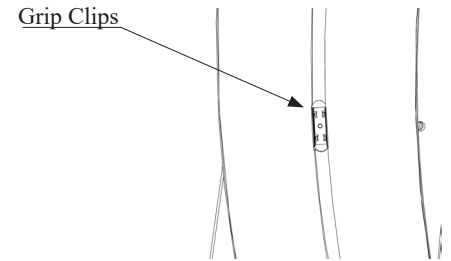
4 Follow and repeat STEPS 1, 2 and 3 in this section to attach and secure the ROOF CURVE TNX L and R on the opposite side of the cabinets.



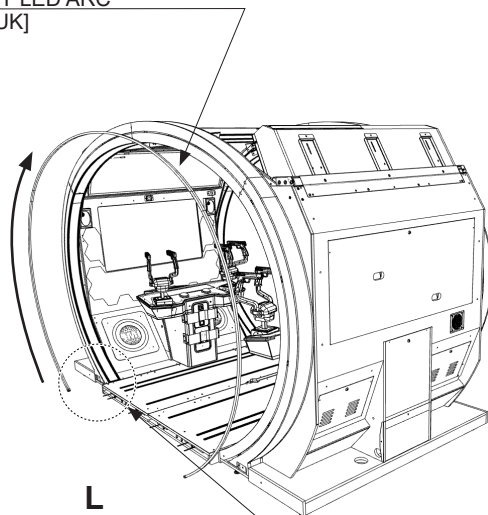
Follow previous steps to fit and attach the opposing side.



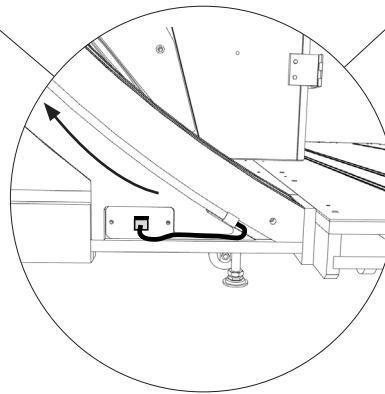
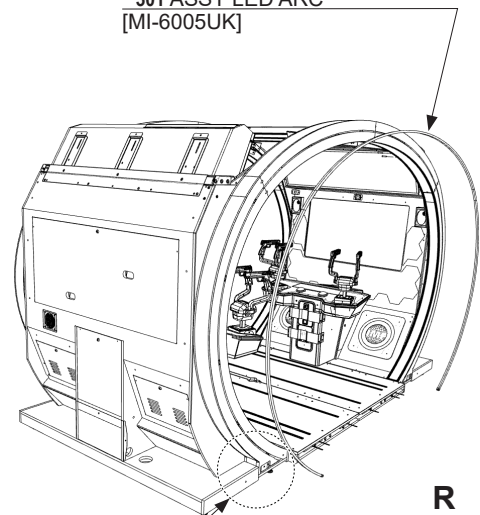
- 1 Carefully uncoil the ASSY LED ARC [MI-6005UK]. Locate and push firmly into place along the outer face of the ROOF CURVES L and R whilst paying particular attention to the 18 clips positioned within the recess.



**301 ASSY LED ARC
[MI-6005UK]



**301 ASSY LED ARC
[MI-6005UK]



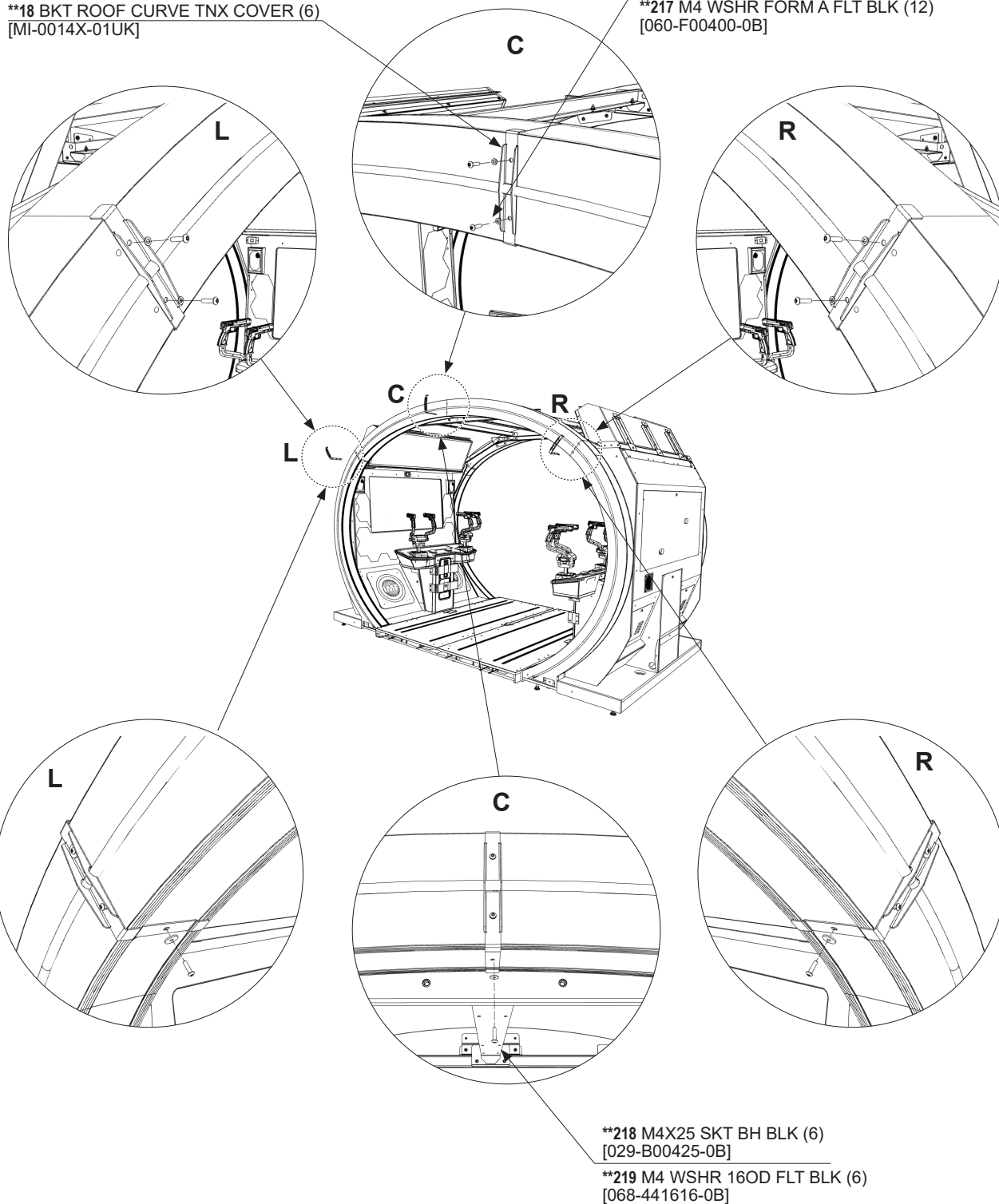
Make the connection and feed the LED ARC in a clockwise direction around the outer face of the ROOF CURVES.

2 Secure the ASSY LED ARC into place by fitting the (3) BKT ROOF CURVE TNX COVERS. Repeat the STEPS in this process to apply and secure the ASSY LED ARC to the opposite side of the cabinet.

****18 BKT ROOF CURVE TNX COVER (6)**
[MI-0014X-01UK]

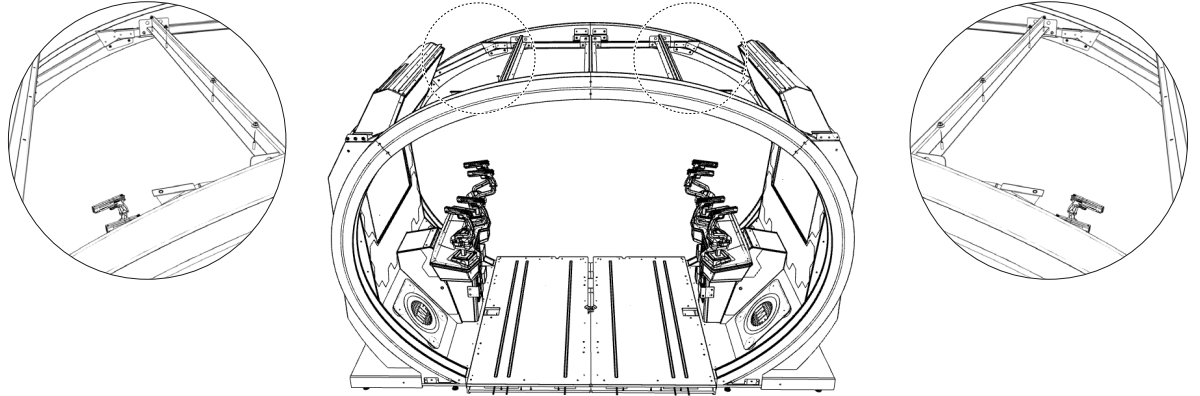
****216 M4X40 SKT BH BLK (12)**
[029-B00440-0B]

****217 M4 WSHR FORM A FLT BLK (12)**
[060-F00400-0B]



Repeat process on both sides of the cabinet,

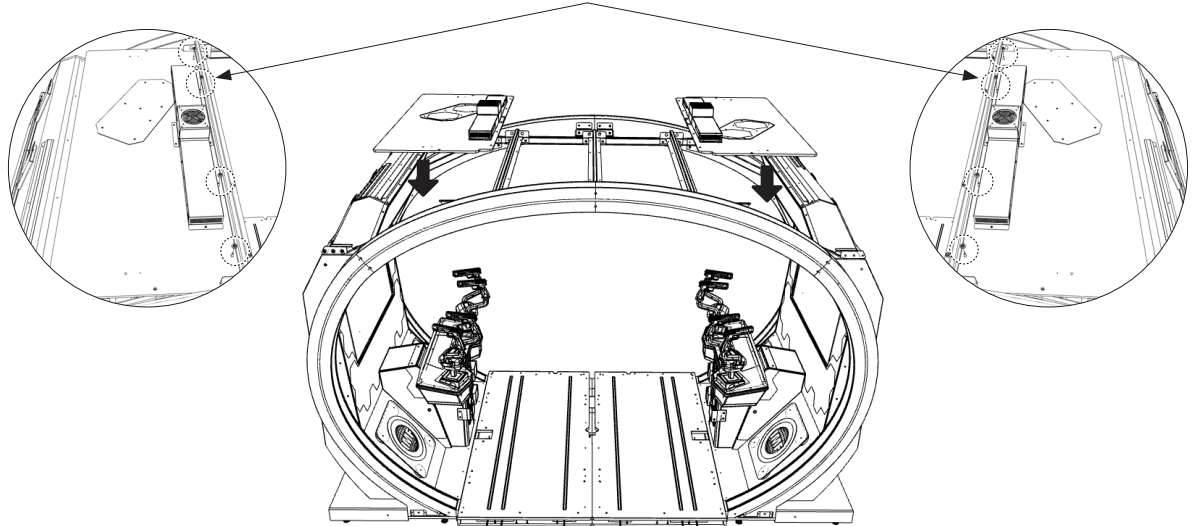
- 1** Remove the (8) sets of fixings from the studs located with the ROOF SUPPORTS.



- 2** Lower the (2) ASSY ROOF TNX OUTER into positions shown and secure using the fixings removed from STEP 1.

**209 M6 WSHR 200D FLT PAS
[068-652016]

**210 M6 NUT FLG SER PAS
[050-F00600]

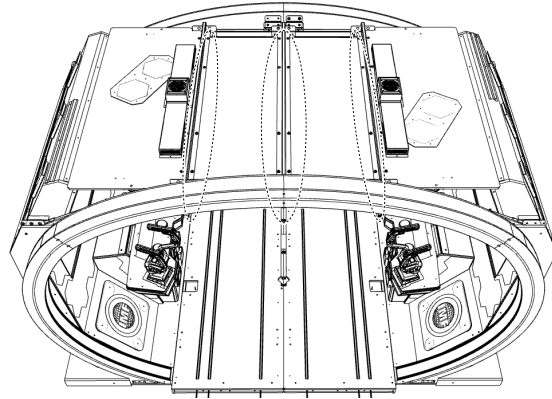
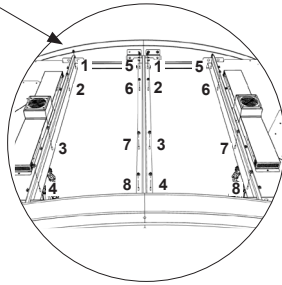


**209 M6 WSHR 200D FLT PAS
[068-652016]

1 Remove the 2 sets of 8 fixings from the ROOF SUPPORTS as shown below.

**209 M6 WSHR 200D FLT PAS (16)
[068-652016]

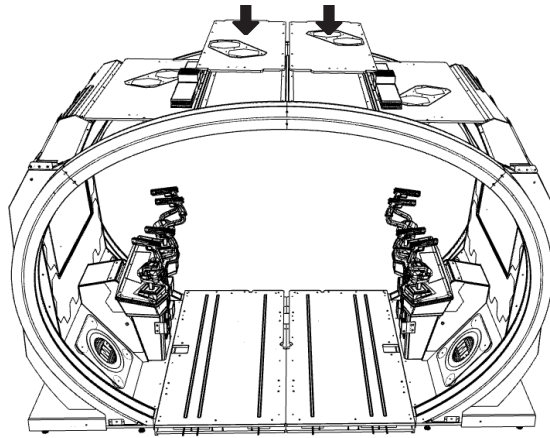
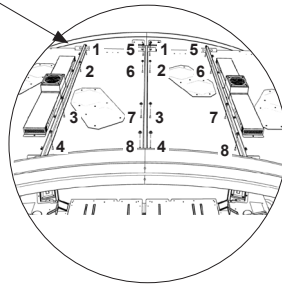
**210 M6 NUT FLG SER PAS (16)
[050-F00600]



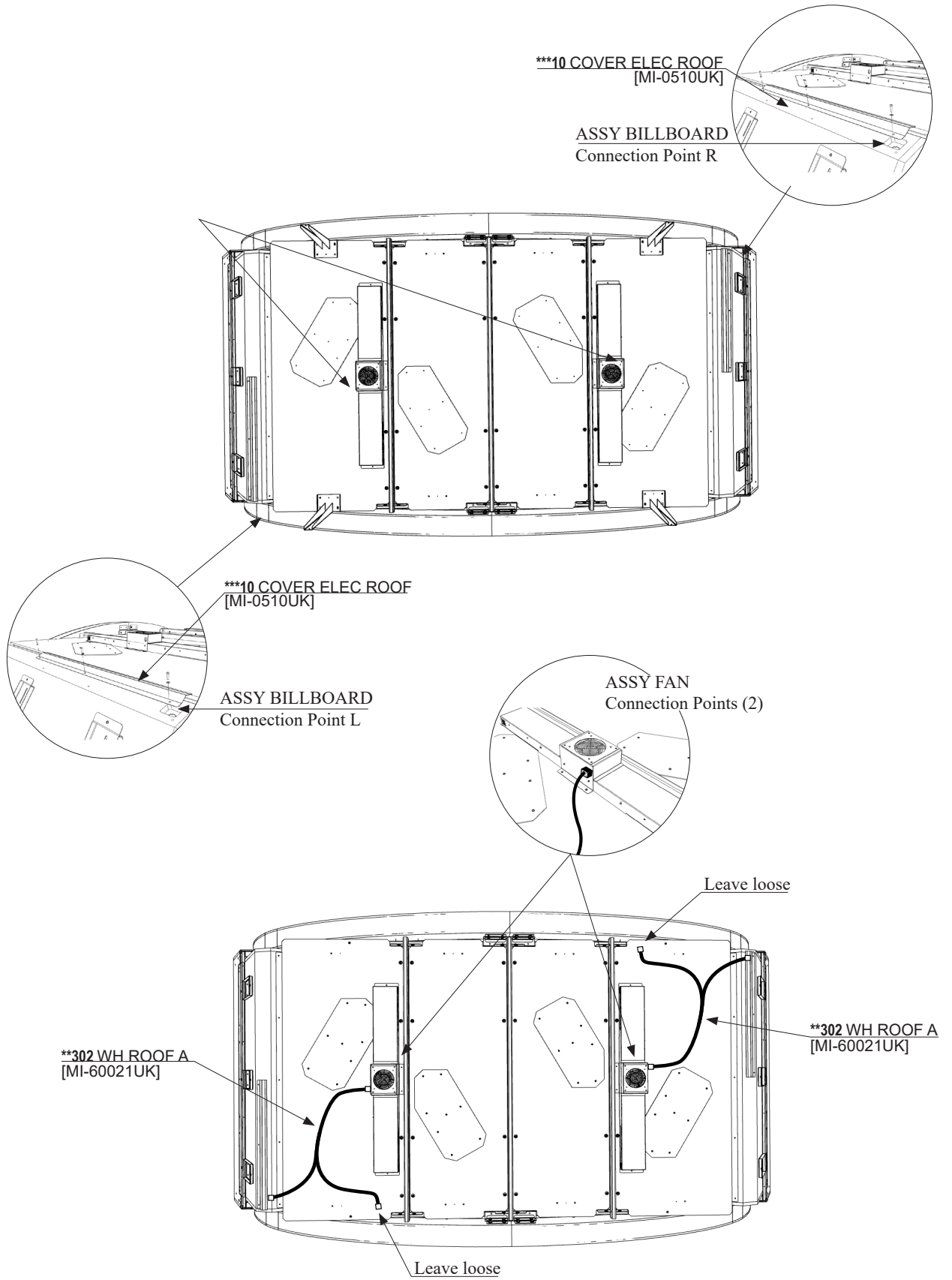
2 Carefully lower both ASSY ROOF TNX INNER into location as shown below. Secure into place using the (16) fixings removed in STEP 3.

**209 M6 WSHR 200D FLT PAS (16)
[068-652016]

**210 M6 NUT FLG SER PAS (16)
[050-F00600]

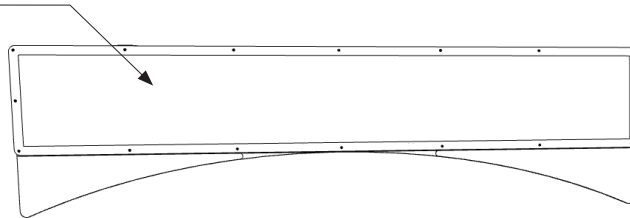


- 3 Remove the (3) M4X25 SKT BH BLK fixings from the COVER ELEC ROOF located on the top edge of each ASSY BILLBOARD to reveal the CONNECTION POINT for the WH ROOF A [MI-60021UK]. Connect (2) WH ROOF A to both ASSY FAN and ASSY BILLBOARD, leaving the 3rd connector loose as it will be connected later on in this document.

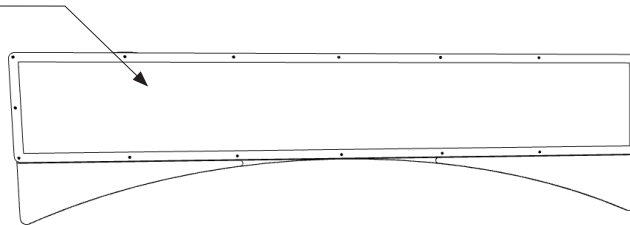


1 Carefully unpack both ASSY LIT HEADERS. Be aware that there is a difference in the artwork between the two HEADERS. Please position the HEADERS as shown in the following steps. Parts needed are as follows:-

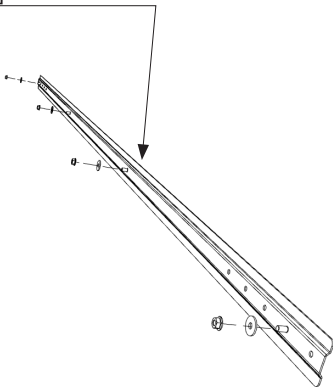
****80 ASSY LIT HEADER FRONT TNX**
(MI-0090XUK)



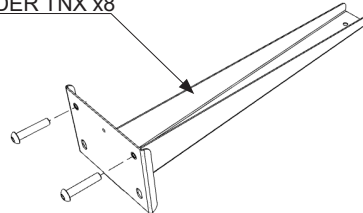
****81 ASSY LIT HEADER BACK TNX**
(MI-0100XUK)



****74 BRKT SUPP HORIZ TOP HEADER (2)**
[MI-0074XUK]

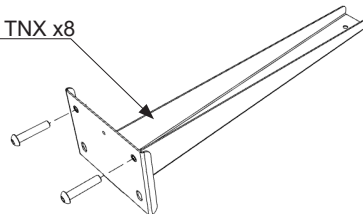


****73 BKT SUPPORT VERT TOP HEADER TNX x8**
(MI-0073X-01UK)



2 Remove the fixings from the base of the (8) BKT SUPPORT VERT HEADER TNX.

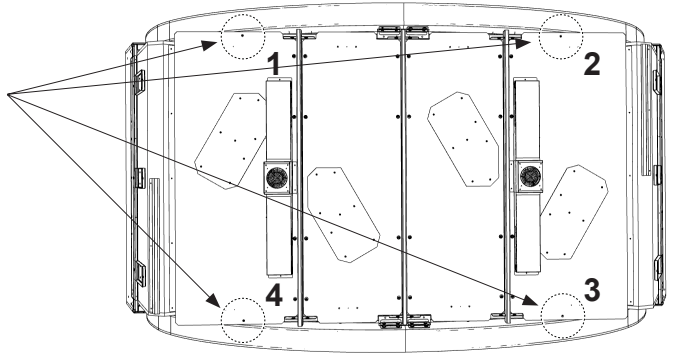
****73 BKT SUPPORT VERT TOP HEADER TNX x8**
(MI-0073X-01UK)



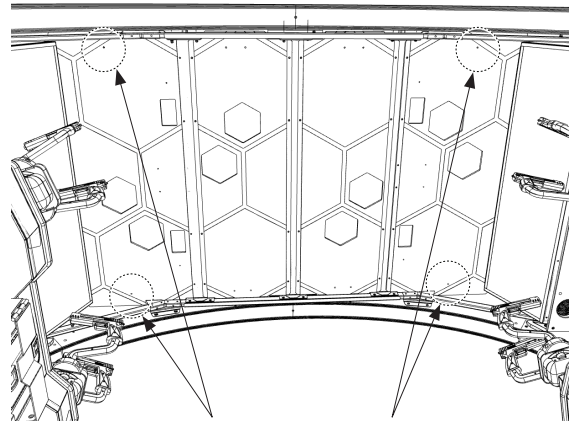
****223 M6X25 SKT BH PAS (4)**
[029-B00625]

3 Locate and remove the M8X25 fixings and associated washers from the outer sections of both ROOF TNX OUTERS. (4)

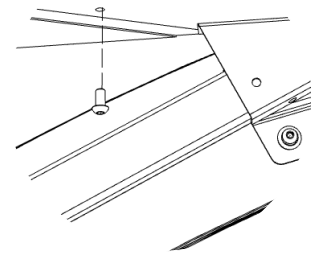
- **215 M8x25 SKT BH BLK (4)
[029-B00825]
- **202 M8 WSHR SPR PAS (4)
[060-S00800]
- **203 M8 WSHR 22OD FLT PAS (4)
[068-852216-0B]



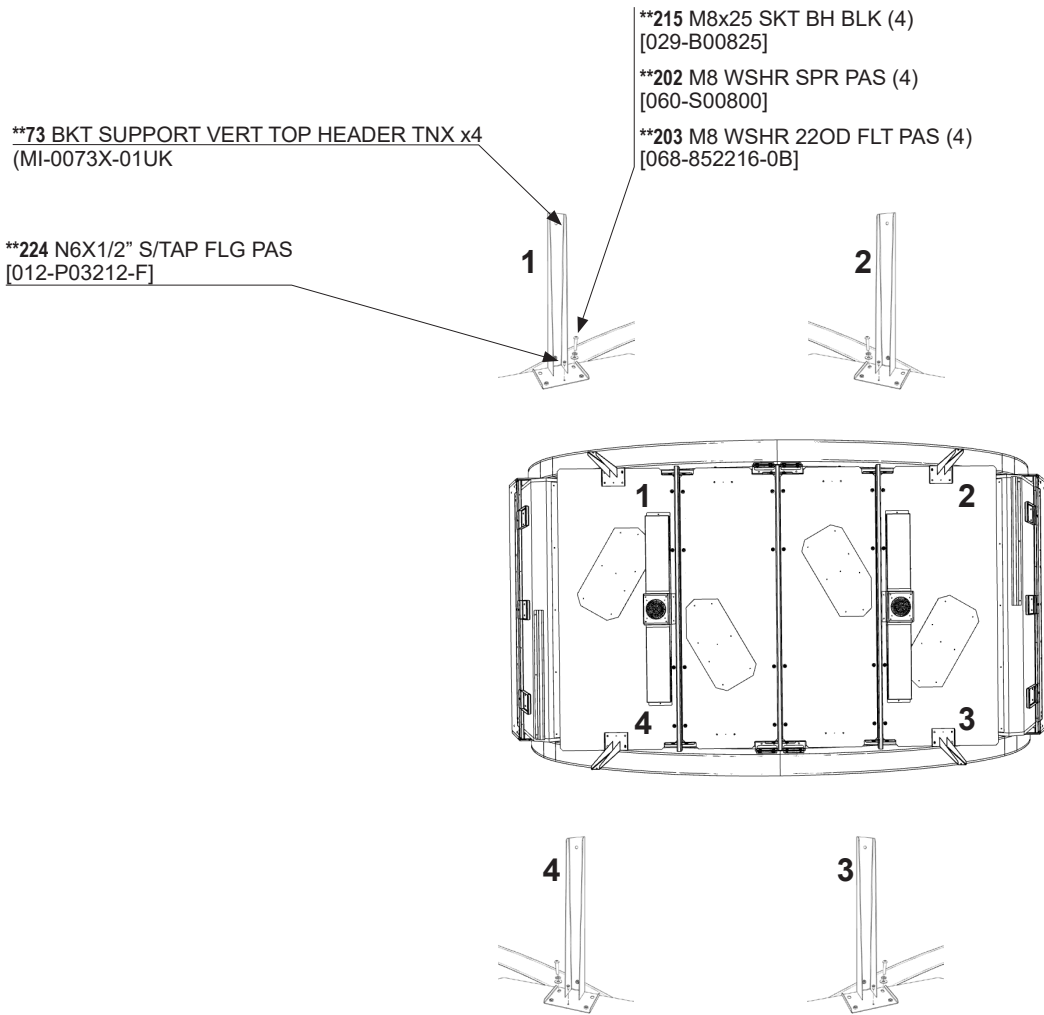
4 Locate and remove the M6 fixings from the underside of the ROOF TNX OUTERS shown below. (4)



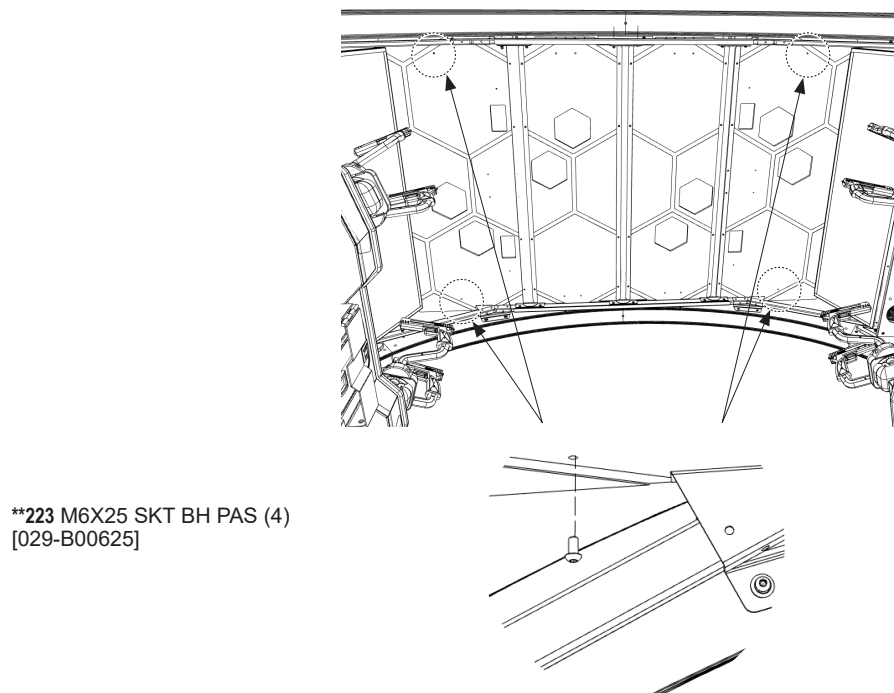
- **223 M6X25 SKT BH PAS (4)
[029-B00625]



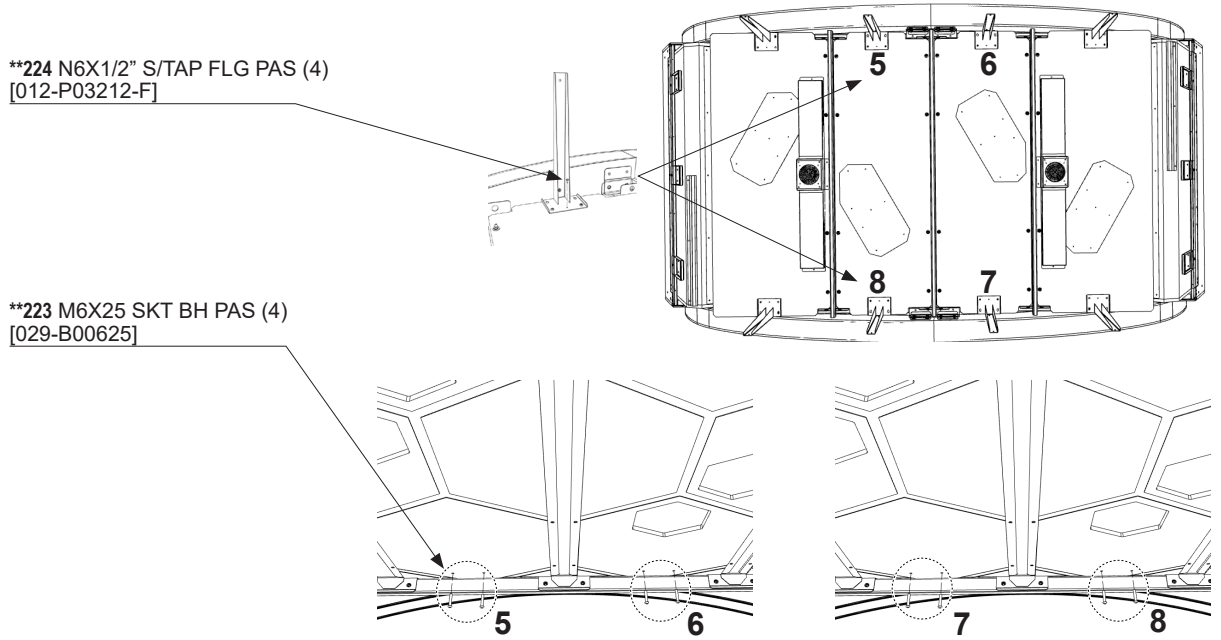
5 Fit and secure 4 of the BKT SUPPORT VERT TOP HEADER TNX to the 4 locations shown on the top side of the ROOF TNX OUTERS. (1) M8X25 SKT BH BLK and supporting washers and (1) N6X1/2" S/TAP FLG PAS screw.



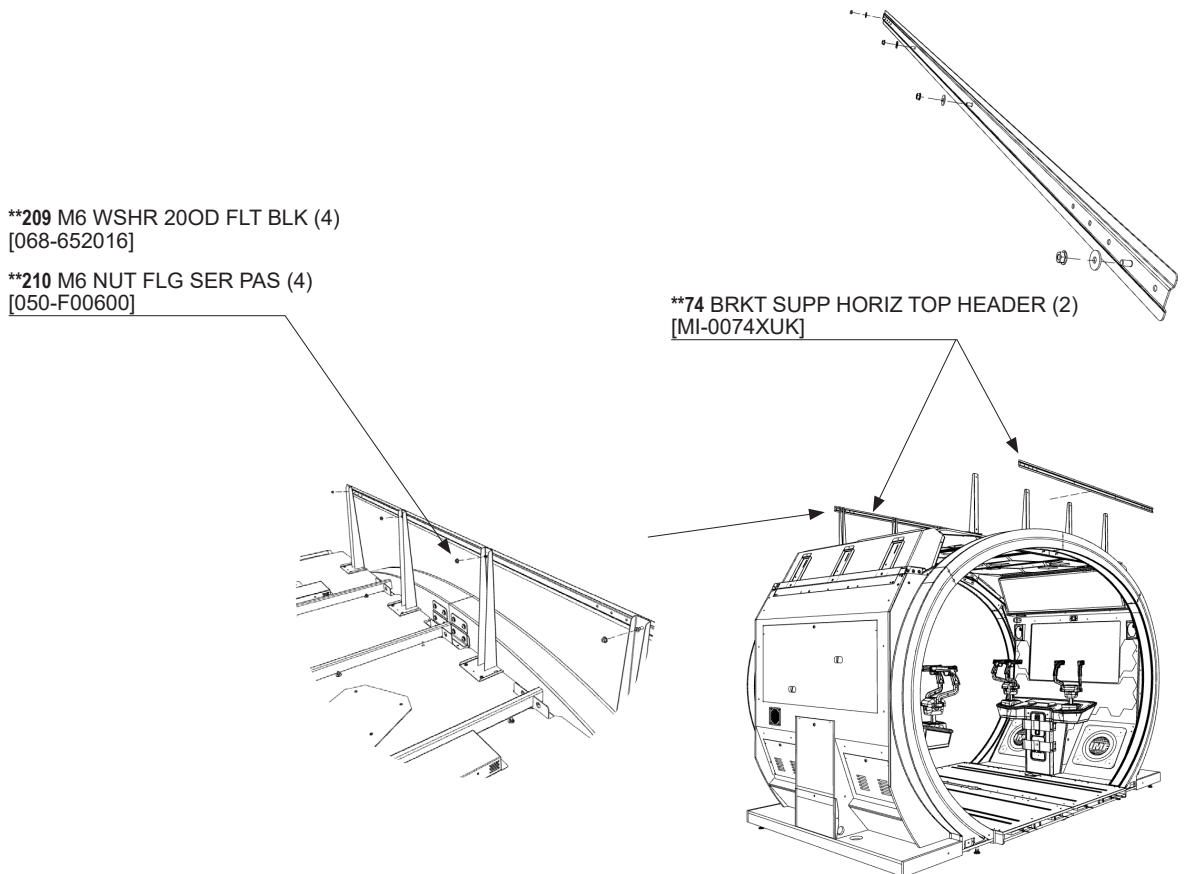
6 Fit and secure 4 of the BKT SUPPORT VERT TOP HEADER TNX to the 4 locations shown on the underside of the ROOF TNX OUTERS. (1) M6X25 SKT BH PAS each.



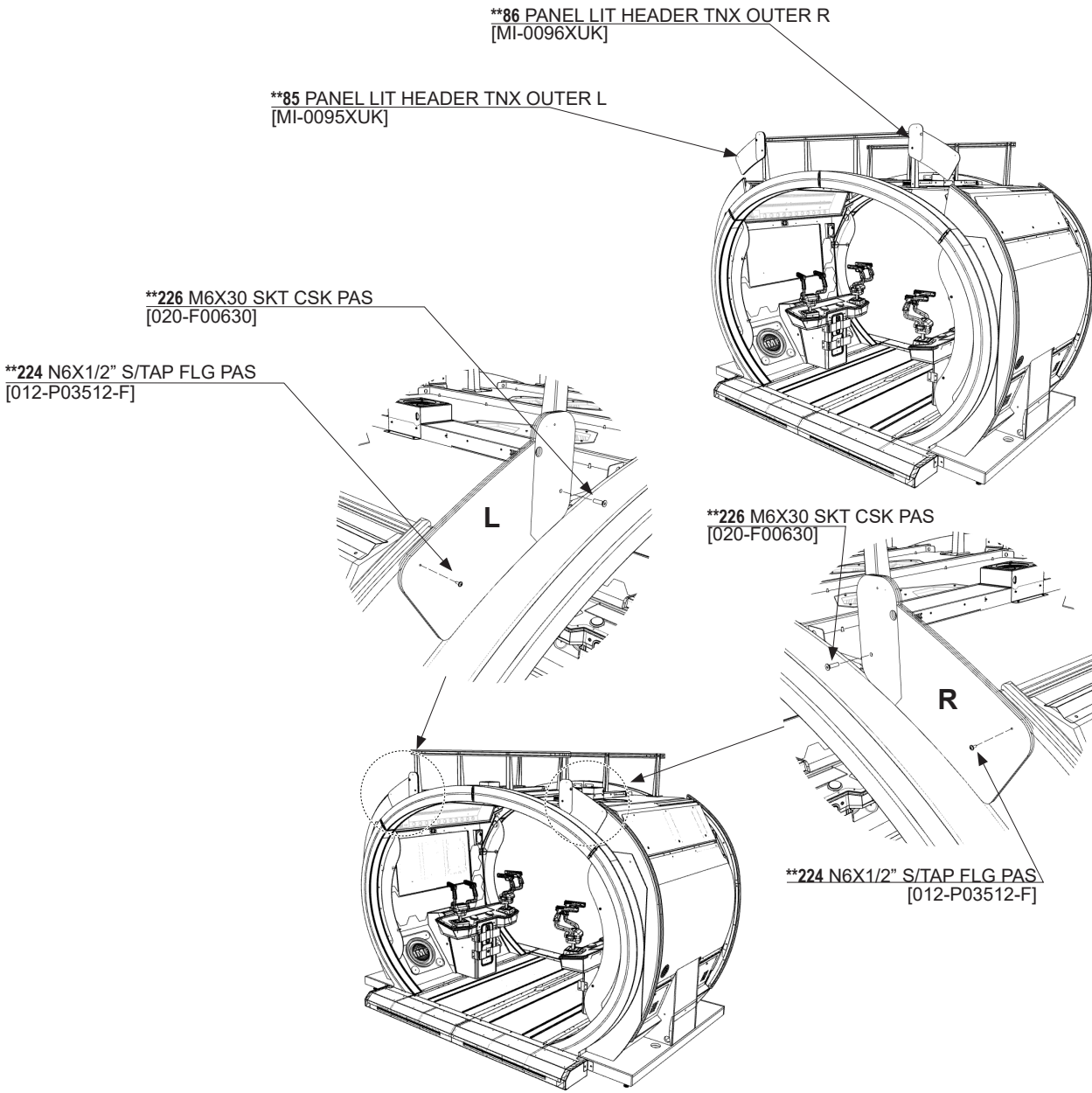
7 Position the remaining (4) BKT SUPPORT VERT TOP HEADER TNX to the outer edges of the ROOF TNX INNER as shown. Secure in place using (1)ea N6X1/2" S/TAP FLG PAS screw on the top side and (2) ea M6X25 SKT BH PAS on the underside.



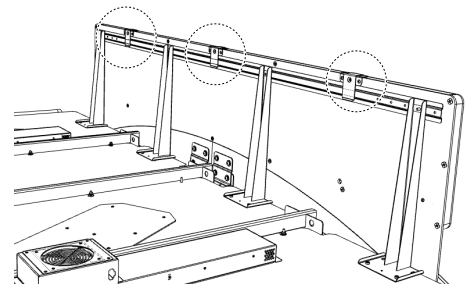
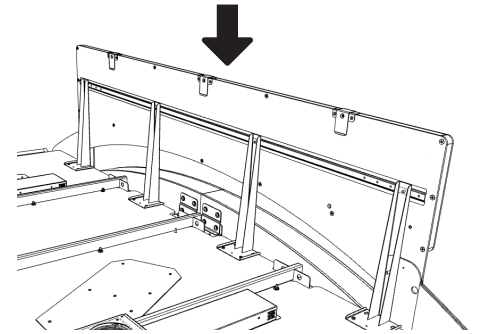
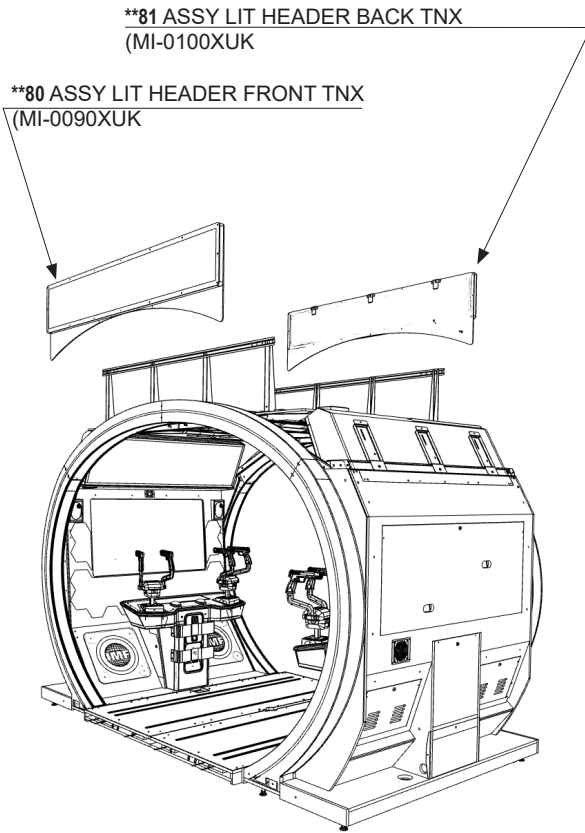
8 Locate and remove the (4) M6 NUTS and WASHERS from both the BRKT SUPP HORIZ TOP HEADERS. (4ea). Offer the BRKT SUPP HORIZ TOP HEADER into position and secure by relocating the fixings.



1 Apply both PANEL LIT HEADER TNX OUTER L and PANEL LIT HEADER TNX OUTER R between the top edge of the ASSY CABI and the outer BKT SUPPORT VERT TOP HEADER TNX.

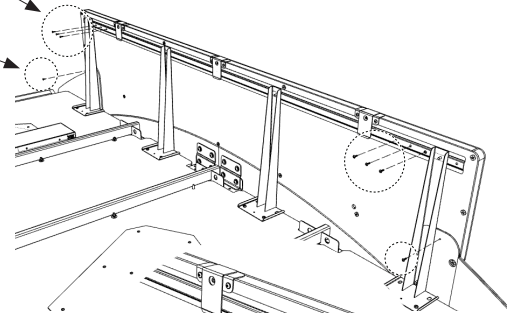


2 Lower ASSY LIT HEADER FRONT TNX centrally so that all 3 clamps latch onto the BRKT SUPP HORIZ TOP HEADER



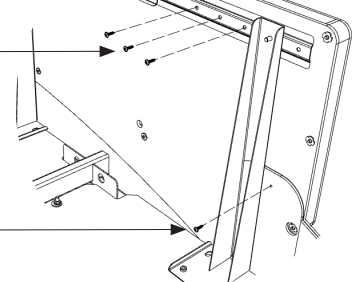
****225 N8x5/8" S/TAP FLG PAS (3)**
[012-P00416-F]

****224 N6X1/2" S/TAP FLG PAS**
[012-P03512-F]



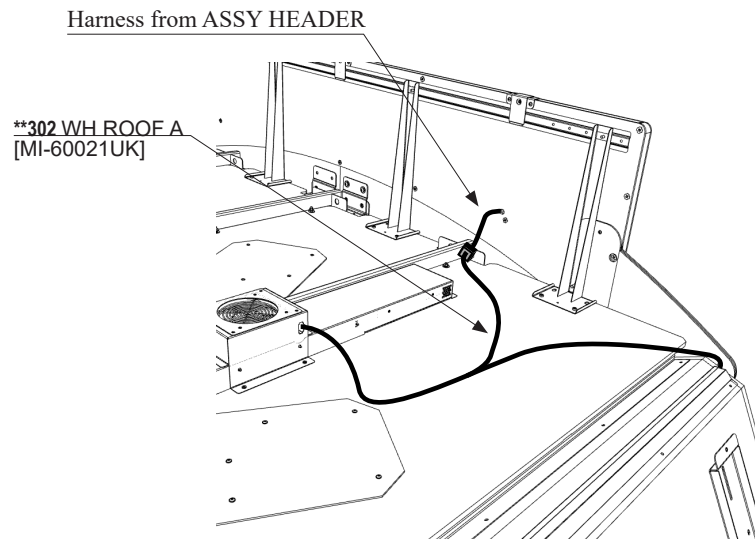
****225 N8x5/8" S/TAP FLG PAS (3)**
[012-P00416-F]

****224 N6X1/2" S/TAP FLG PAS (1)**
[012-P03512-F]



3

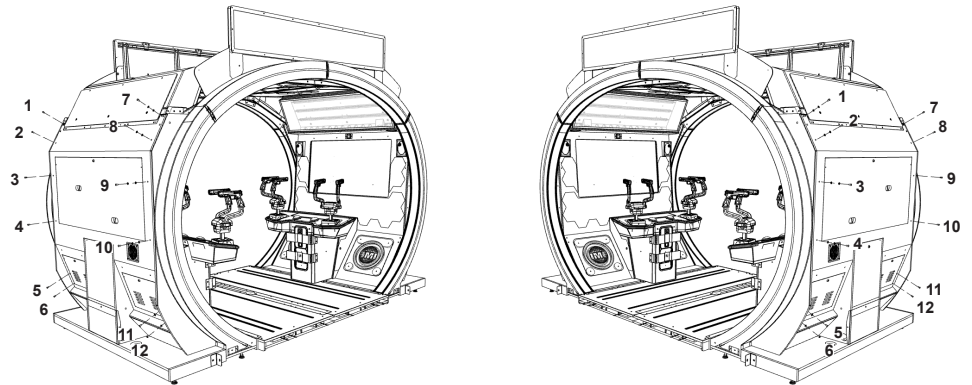
Connect the ASSY LIT HEADER into the WH ROOF A [MI-60021UK] fitted in Section 2-4-8 Step 3.



Repeat STEPS 1 through to 3 to apply ASSY LIT HEADER TNX BACK

6-2-11 ASSY LIGHT OUTER CHEEK

- 1 Locate and remove the 12 sets of M8X40 SKT BH PAS SCREWS loosely fitted to the rear of both ASSY MAIN CABI.



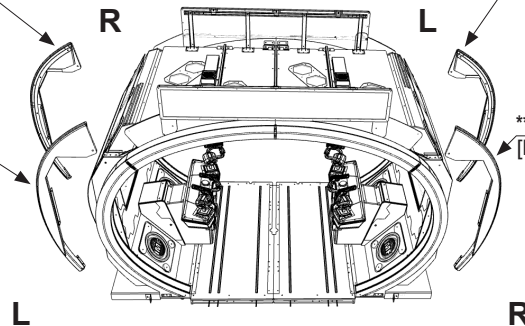
- 2 Offer the ASSY LIGHT OUTER CHEEK up to the ASSY MAIN CABI taking note of placement.

**12 ASSY LIGHT OUTER CHEEK R
[MI-1450UK]

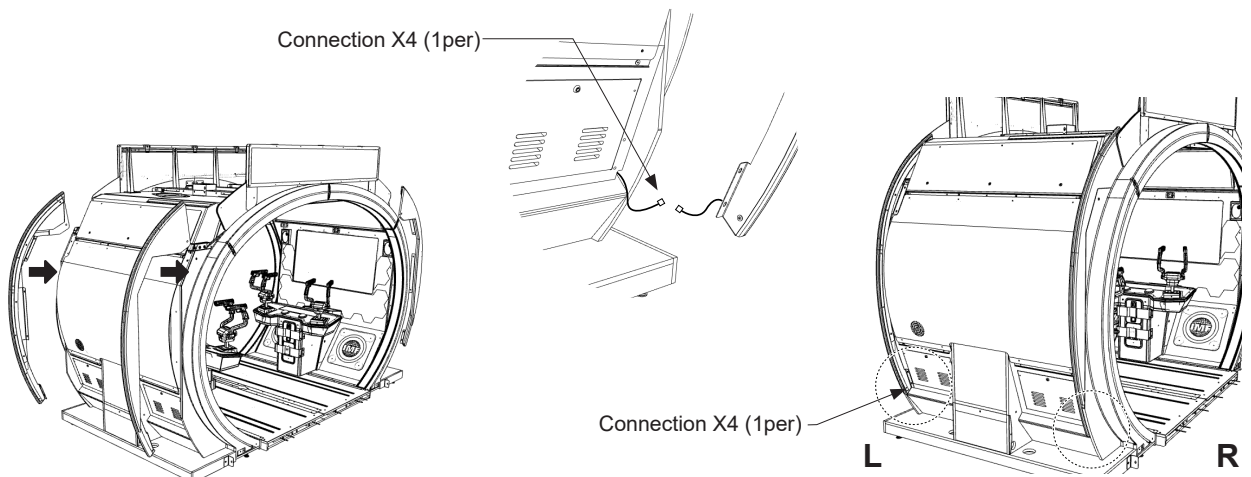
**11 ASSY LIGHT OUTER CHEEK L
[MI-1400UK]

**11 ASSY LIGHT OUTER CHEEK L
[MI-1400UK]

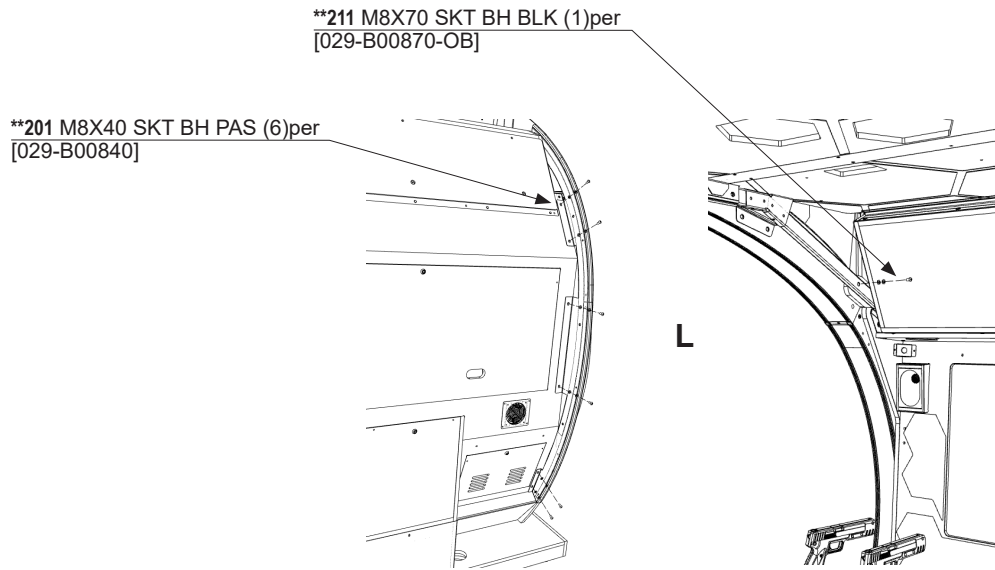
**12 ASSY LIGHT OUTER CHEEK R
[MI-1450UK]



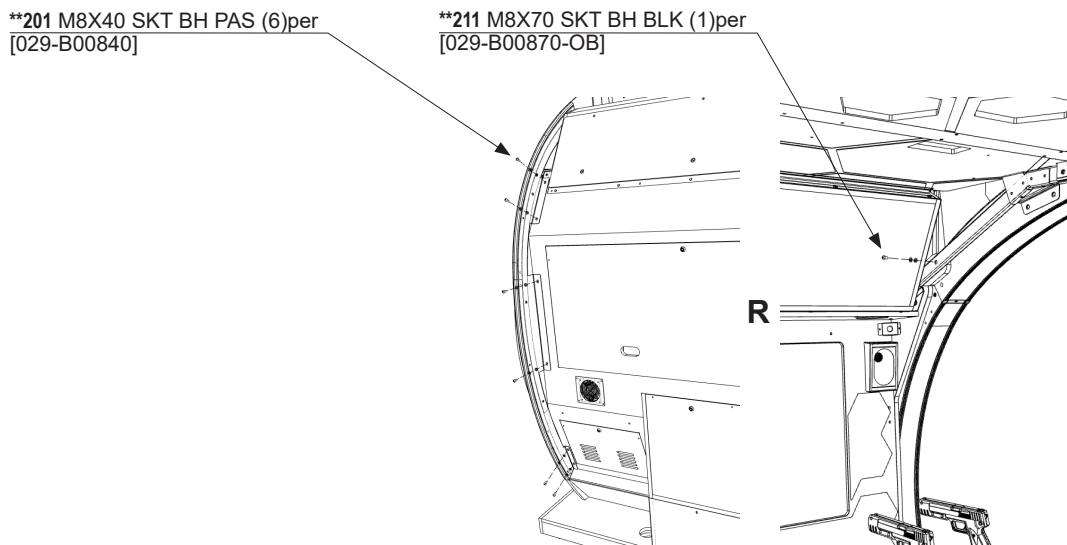
- 3 Make the connection and carefully place the ASSY LIGHT OUTER CHEEK into position.



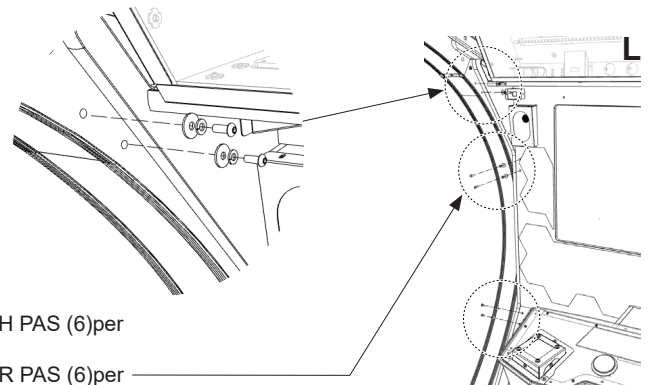
- 4** Secure the ASSY LIGHT OUTER CHEEK to the ASSY MAIN CABI using the (6) M8X40 SKT BH PAS SCREWS removed from STEP 1 in this section and an additional (1) M8X70 SKT BH BLK.



- 5** Repeat STEPS 1 through to 4 in this section to apply the remaining (3) ASSY LIGHT OUTER CHEEKS.



- 1** Locate and remove the 6 fixings loosely fitted along the inside L and R edges of each cabinet.

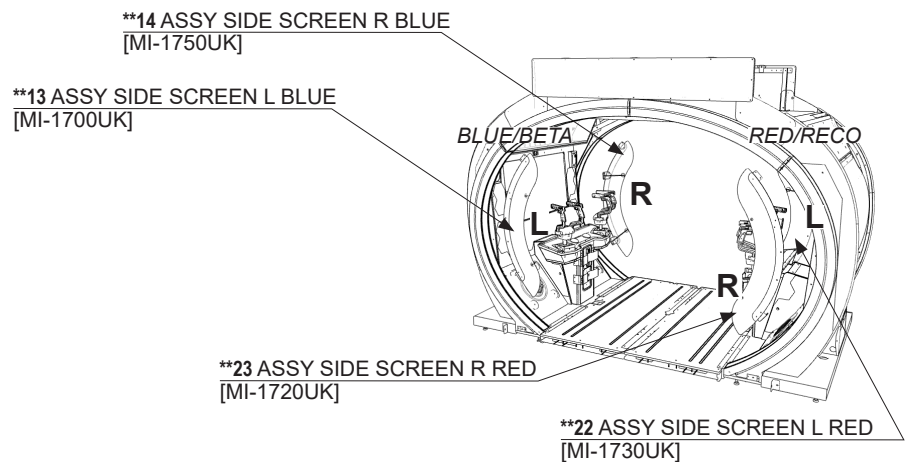


**201 M8X40 SKT BH PAS (6)per
[029-B00840]

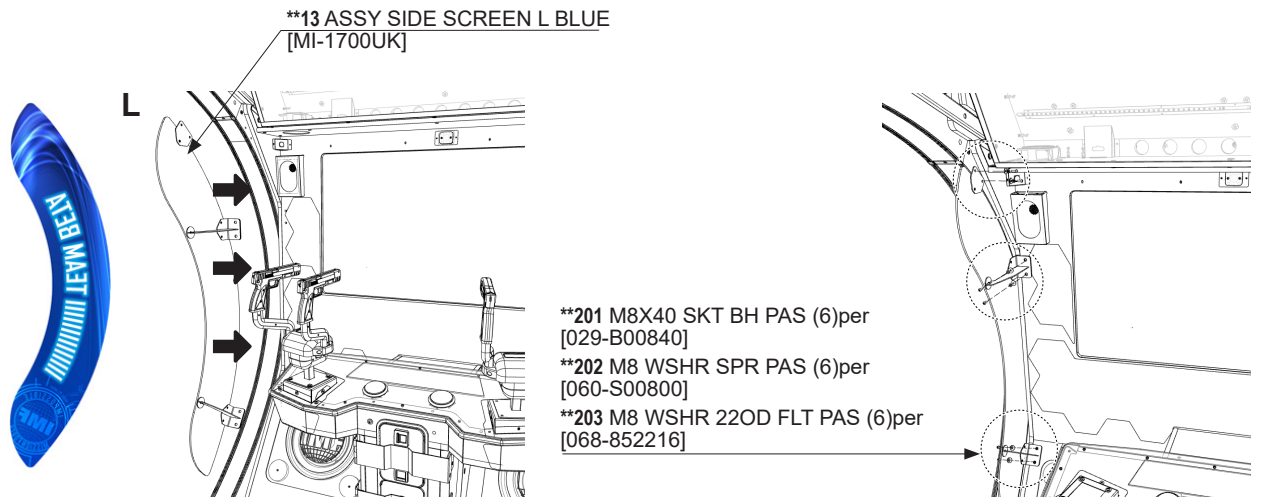
**202 M8 WSHR SPR PAS (6)per
[060-S00800]

**203 M8 WSHR 22OD FLT PAS (6)per
[068-852216]

- 2** Align the ASSY SIDE SCREEN into position. Take note of locations for each ASSY SIDE SCREEN.



- 3** Align and fix into position using the (6) M8X40 SKT BH PAS and associated washers removed from STEP 1.

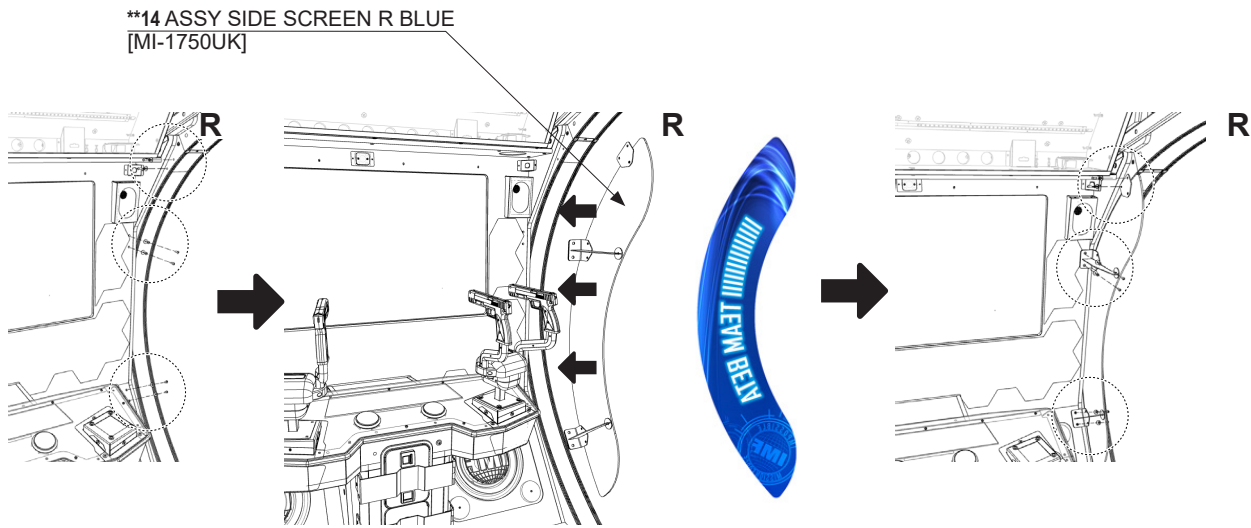


**201 M8X40 SKT BH PAS (6)per
[029-B00840]

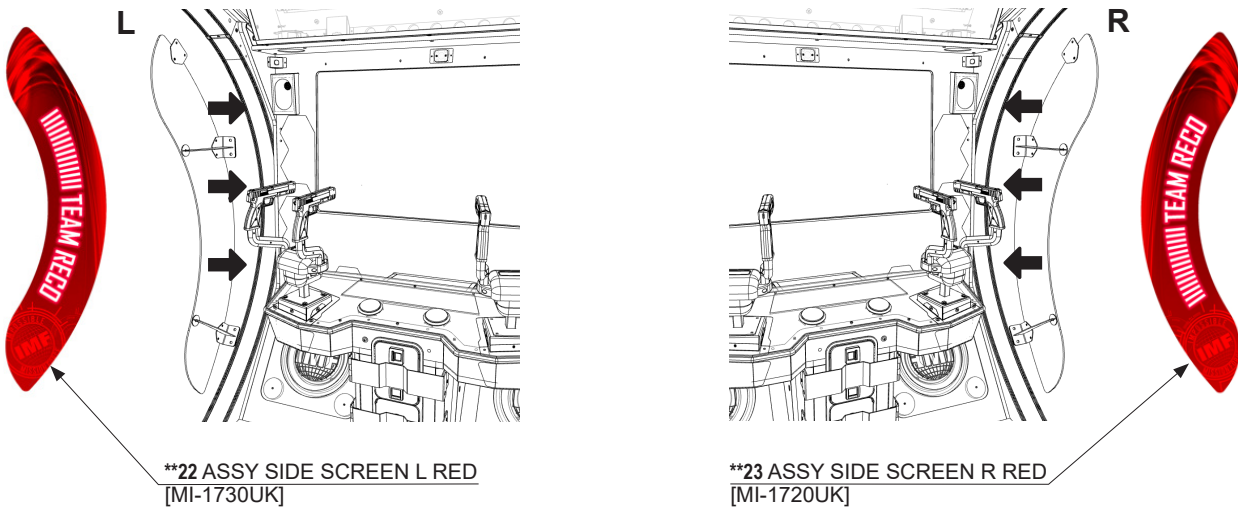
**202 M8 WSHR SPR PAS (6)per
[060-S00800]

**203 M8 WSHR 22OD FLT PAS (6)per
[068-852216]

4 Repeat STEPS 1 through to 3 in this section to fit the ASSY SIDE SCREEN RIGHT (TEAM BETA - BLUE)



5 Repeat STEPS 1 through to 4 in this section to fit the ASSY SIDE SCREEN LEFT and RIGHT (TEAM RECO - RED)

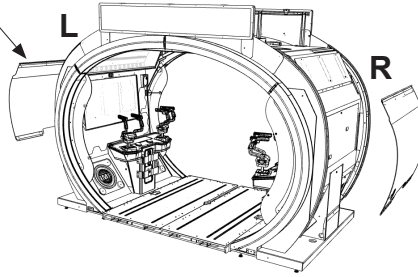
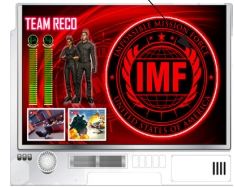


- 1 Establish the locations of both ASSY POSTER COVER BACK DOOR UPPER BLUE and ASSY POSTER COVER BACK DOOR UPPER RED.

**64 ASSY POSTER COVER BACK DOOR UPR BLUE [MI-1470UK]

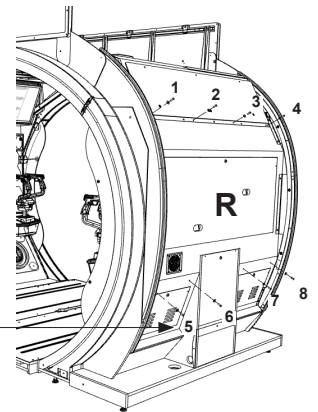


**66 ASSY POSTER COVER BACK DOOR UPR RED [MI-1490UK]



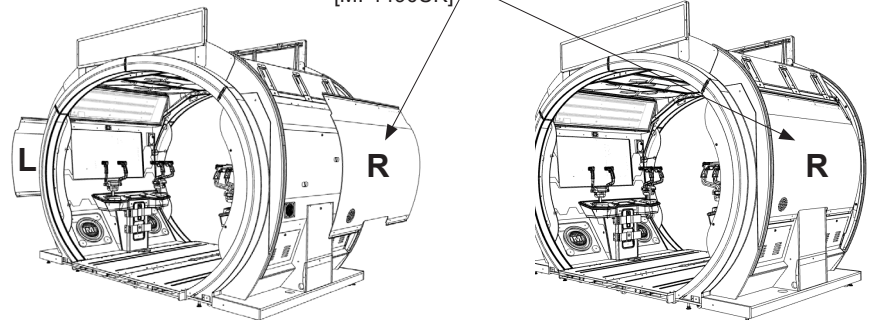
- 2 Locate and remove the 8 M6X25 SKT BH BLK screws and their associated washers from the rear of both ASSY MAIN CABIs.

- **212 M6X25 SKT BH BLK (8)per [029-B00625-0B]
- **213 M8 WSHR SPR BLK (8)per [060-S00800-0B]
- **214 M8 WSHR 22OD FLT BLK (8)per [068-652016-0B]

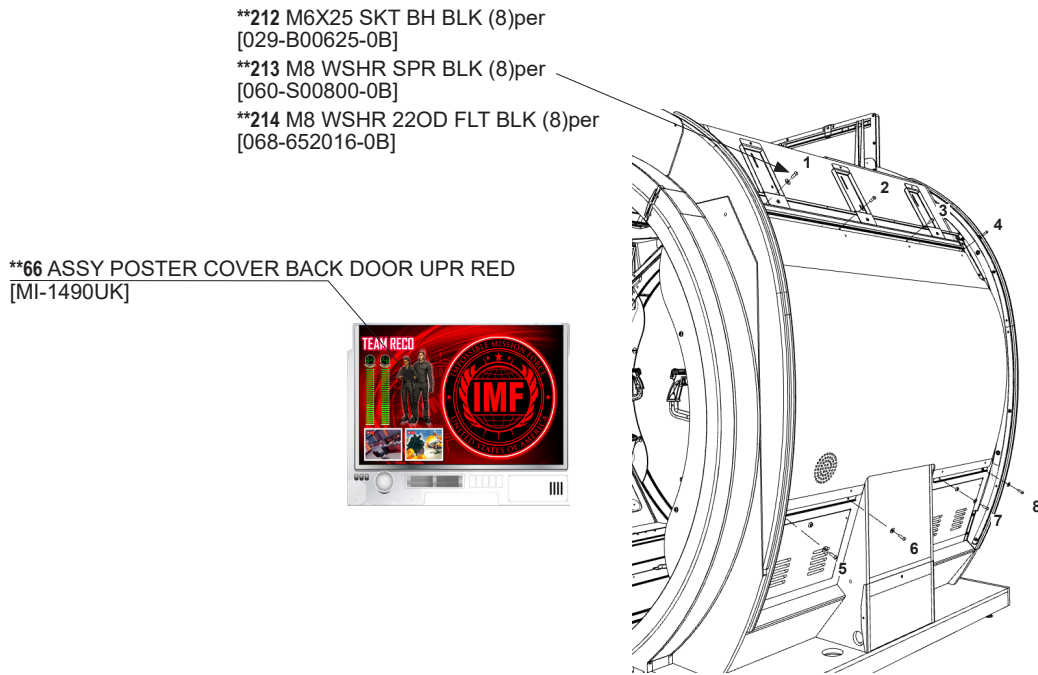


- 3 Offer the ASSY POSTER COVER BACK DOOR UPR RED up into position so that the brackets align with the holes within the ASSY MAIN CABI

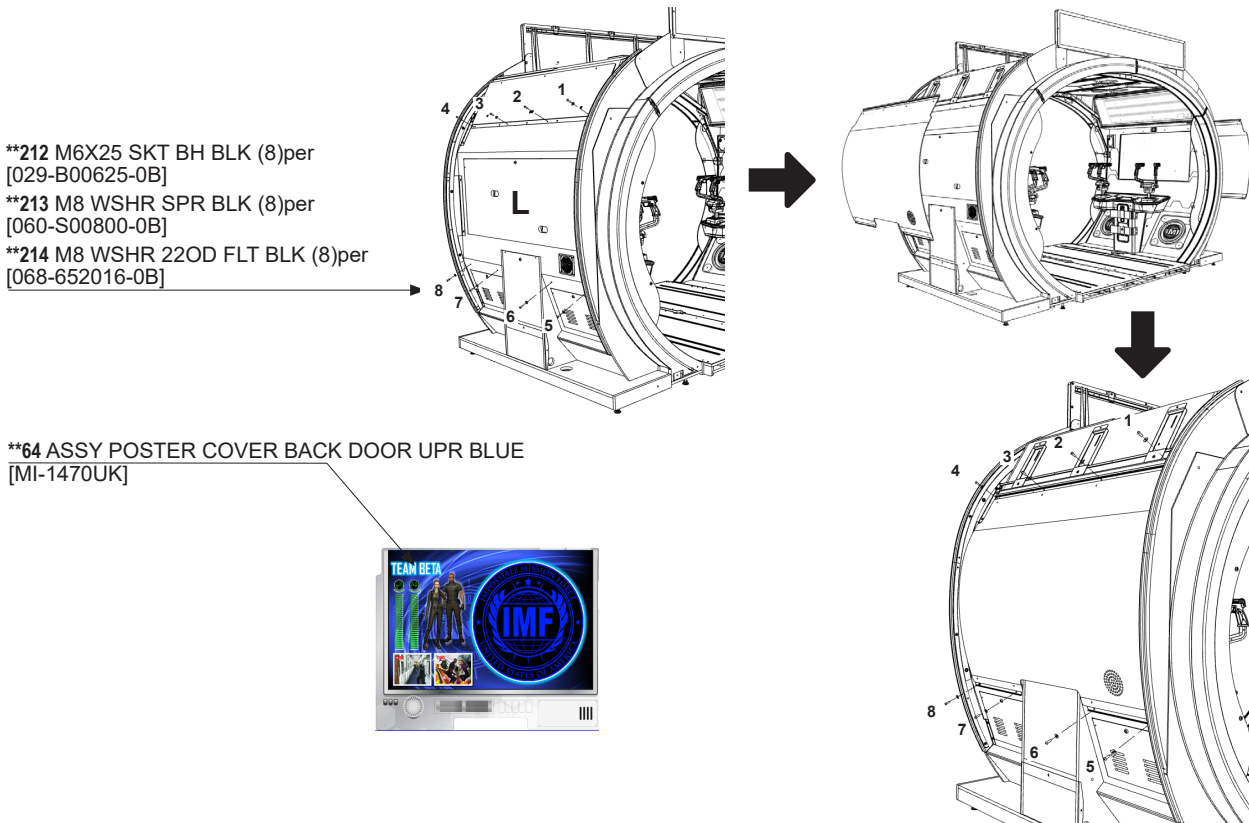
**66 ASSY POSTER COVER BACK DOOR UPR RED [MI-1490UK]



4 Secure the ASSY POSTER COVER BACK DOOR UPPER RED into the location shown using the M6X25 SKT BH BLK screws and associated washers removed from STEP 2.



5 Repeat Steps 1 through to 5 in this section for instruction of fitting the ASSY POSTER COVER BACK DOOR UPPER BLUE

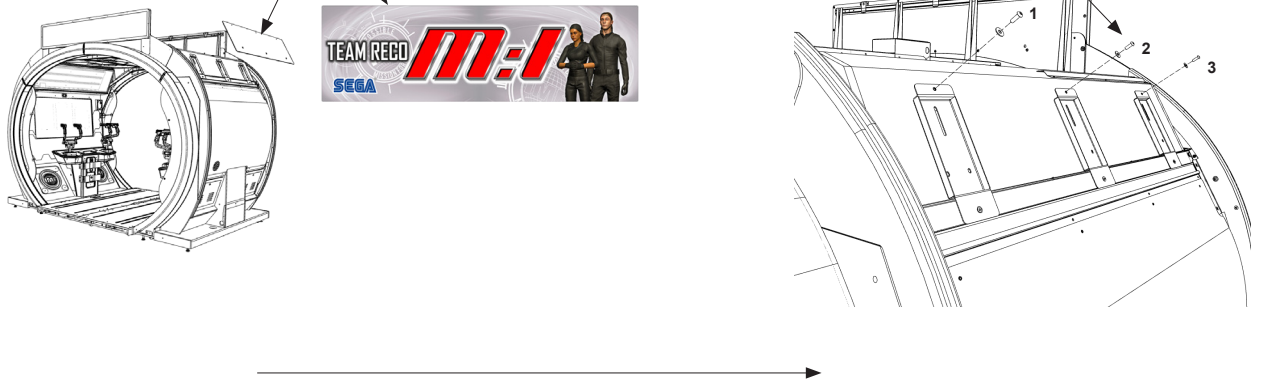


- 1** Locate and remove the (3) M6X25 SKT BH BLK screws fitted loosely to the rear of the ASSY BILLBOARD.

**67 POSTER EXT BACK BILLBOARD RED (RECO)
[MI-1481X-02UK]

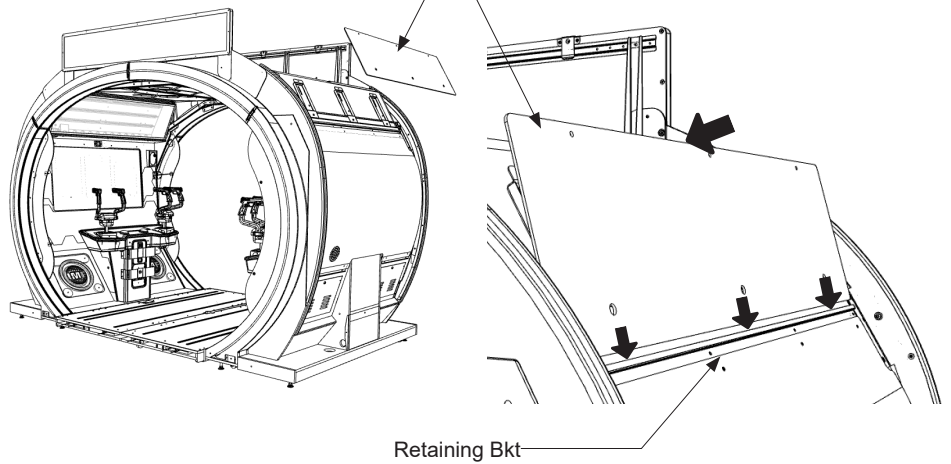
**212 M6X25 SKT BH BLK (3)per
[029-B00625-0B]

**214 M8 WSHR 22OD FLT BLK (3)per
[068-652016-0B]



- 2** Offer the POSTER EXT BACK BILLBOARD RED (RECO) up to the rear of the ASSY BILLBOARD and locate the bottom edge into the retaining bracket.

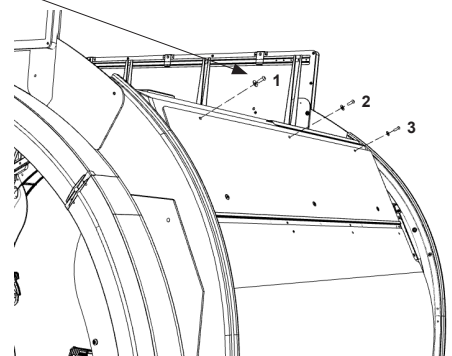
**67 POSTER EXT BACK BILLBOARD RED (RECO)
[MI-1481X-02UK]



- 3** Once located into the Retaining Bkt, Push back and secure along the top using the (3) M6X25 SKT BH BLK and associated washers removed from STEP 1 of this section.

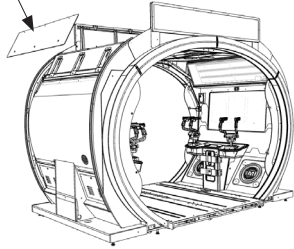
**212 M6X25 SKT BH BLK (3)per
[029-B00625-0B]

**214 M8 WSHR 22OD FLT BLK (3)per
[068-652016-0B]

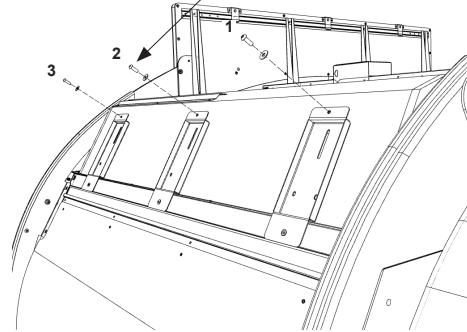


1 Locate and remove the (3) M6X25 SKT BH BLK screws fitted loosly to the rear of the ASSY BILLBOARD.

**67 POSTER EXT BACK BILLBOARD BLUE (BETA)
[MI-1481X-01UK]

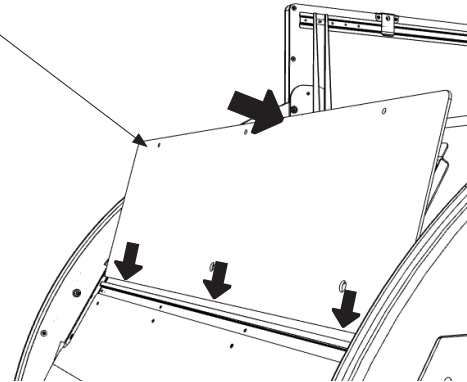
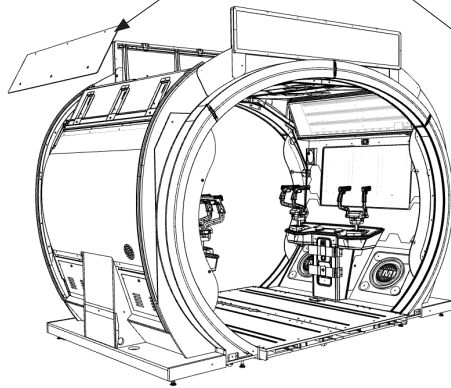


**212 M6X25 SKT BH BLK (3)per
[029-B00625-0B]
**214 M8 WSHR 22OD FLT BLK (3)per
[068-652016-0B]



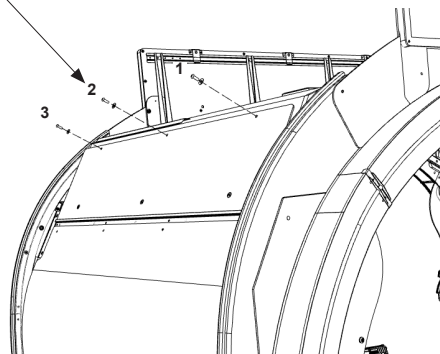
2 Offer the POSTER EXT BACK BILLBOARD RED (RECO) up to the rear of the ASSY BILLBOARD and locate the bottom edge into the retaining bracket.

**65 POSTER EXT BACK BILLBOARD BLUE (BETA)
[MI-1481X-01UK]

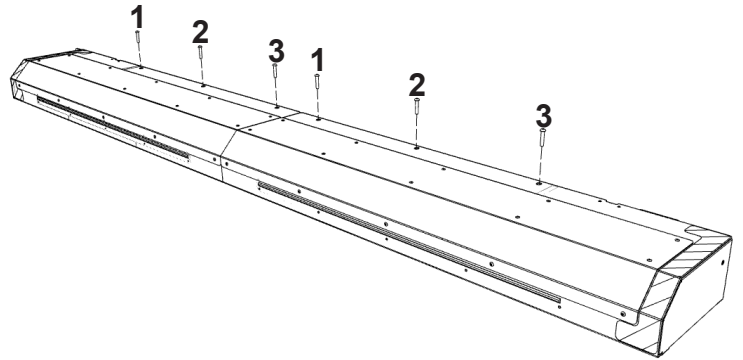


3 Once located into the Retaining Bkt, Push back and secure along the top using the (3) M6X25 SKT BH BLK and associated washers removed from STEP 1 of this section.

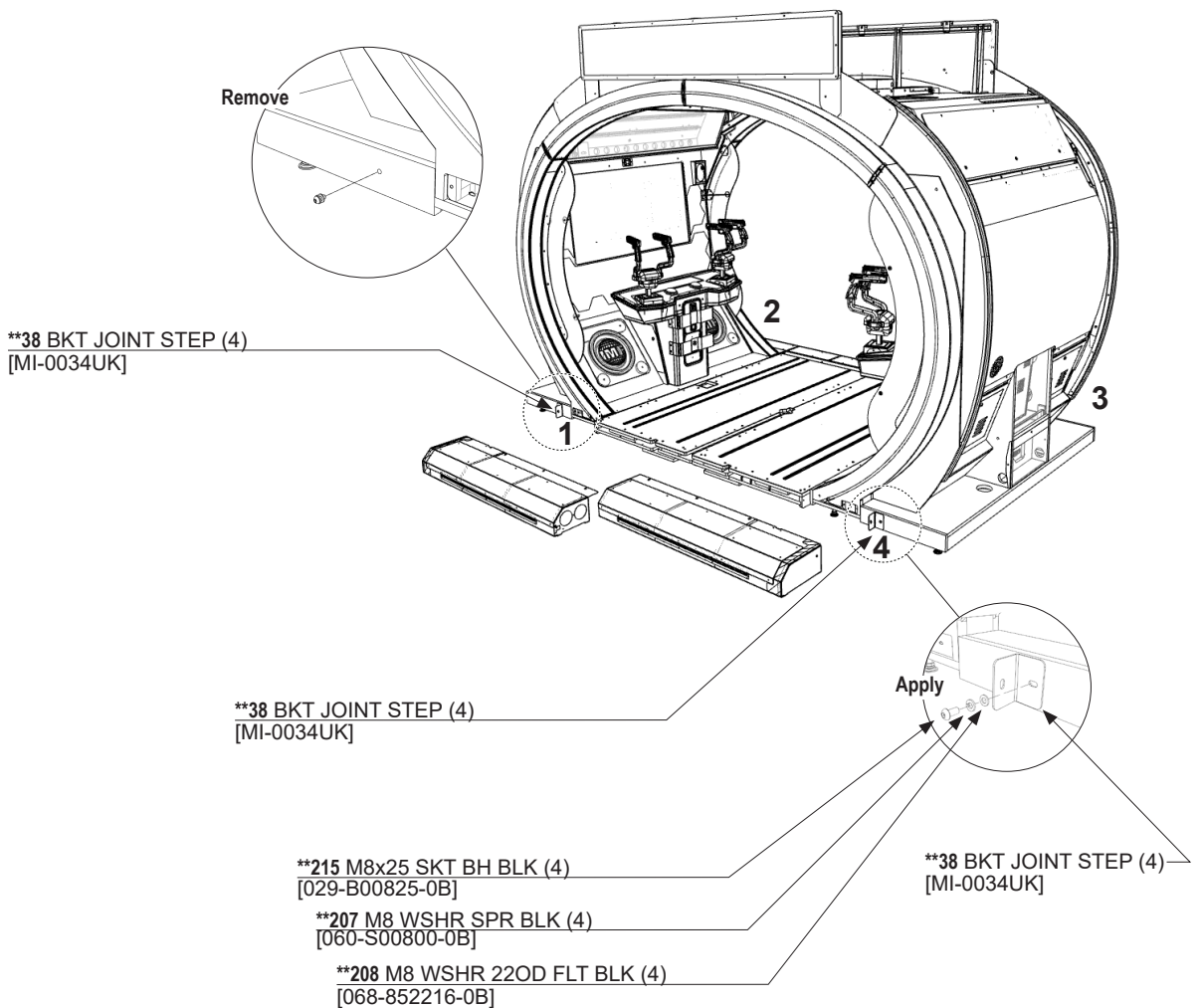
**212 M6X25 SKT BH BLK (3)per
[029-B00625-0B]
**214 M6 WSHR 22OD FLT BLK (3)per
[068-652016-0B]



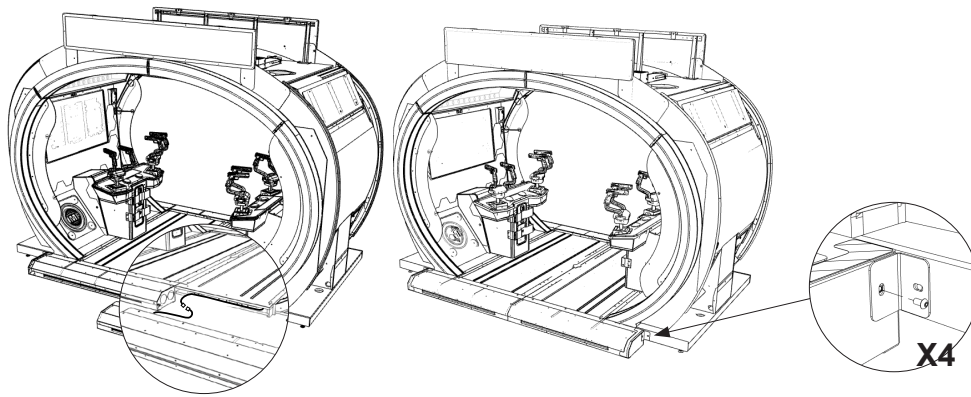
- 1 Remove the (3) M8X40 SKT BH BLK screws which are loosely fitted on the upper face of each ASSY STEP



- 2 Remove the (4) M8X25 SKT BH BLK screws with accompanying washers positioned on both the L and R sides of both ASSY MONITOR CABI. Using these fixings, apply a total of (4) BKT JOINT STEP (1 in each location).

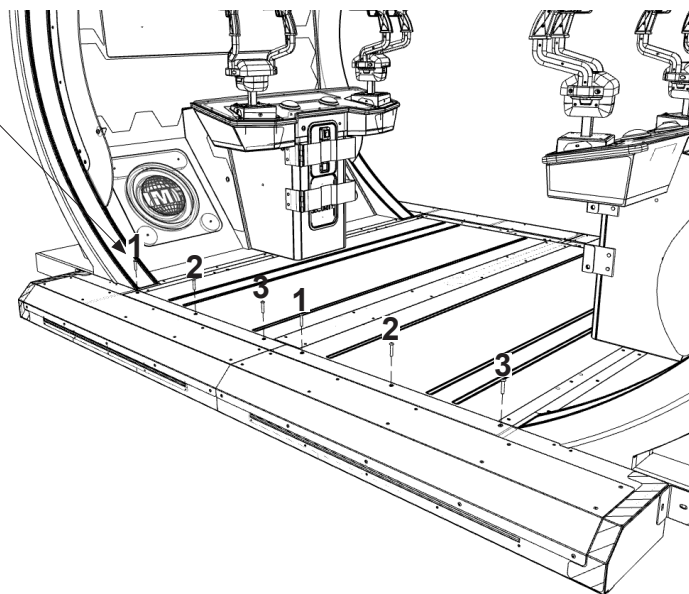


- 3** Offer ASSY STEP L and ASSY STEP R to the ASSY FLOOR. Make the single connection between each ASSY STEP and ASSY FLOOR. Taking care not to trap and harnessing, slide the ASSY STEP up to the ASSY FLOOR and secure. Repeat until all four (4) ASSY STEPS have been fitted and secured.



- 4** Secure the ASSY STEP L into position using the (3) M8X40 SKT BH PAS. Repeat with ASSY STEP R.

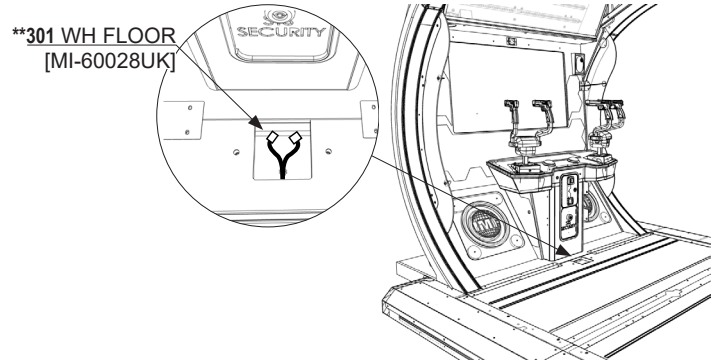
**201 M8X40 SKT BH PAS (3) per
[029-B00840]



- 5** Repeat STEPS 1 to 4 and apply the ASSY STEP L and ASSY STEP R to the opposite side of the cabinet.

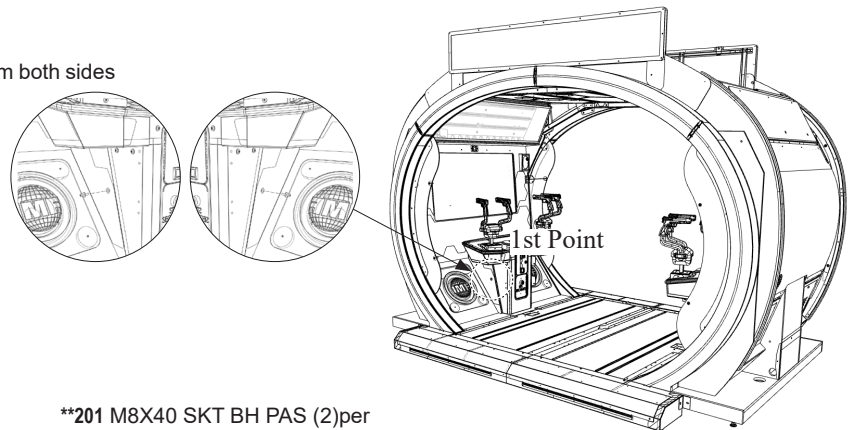
6-2-17 ASSY CONTROL TOWER

- 1 Ensure that the WH FLOOR [MI-60028UK] and its connectors are positioned below the surface level of the floor.



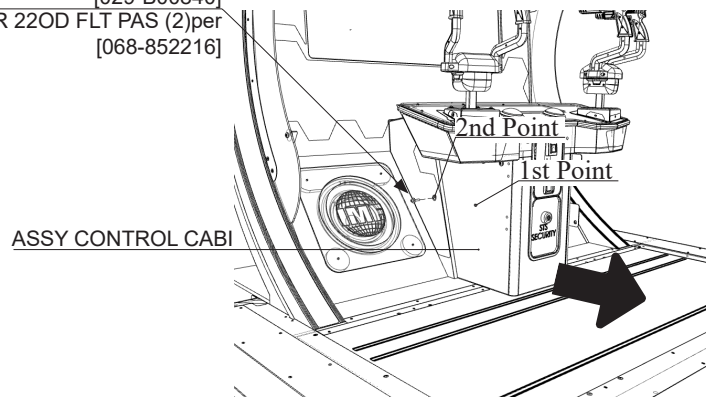
- 2 Remove the M8X40 SKT BH PAS screw and WSHR from each side of the ASSY CONTROL CABI. Once removed, gently pull out the ASSY CONTROL CABI until the second fixing point aligns. Refit the M8X40 SKT BH PAS screw and WSHR on both sides.

Remove from both sides



**201 M8X40 SKT BH PAS (2)per
[029-B00840]

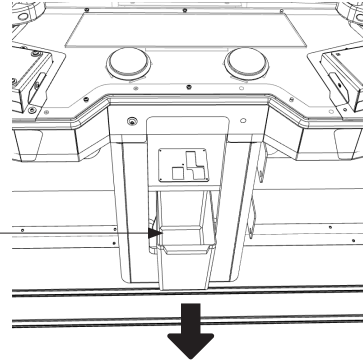
**203 M8 WSHR 22OD FLT PAS (2)per
[068-852216]



- 3** Open the SECURITY/CASHBOX DOOR and remove the CASHBOX. Locate the (3) fixings which secure the CASHBOX FLOOR and remove.

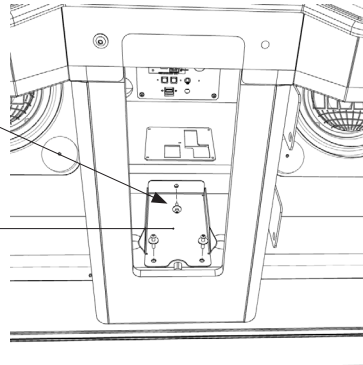
Remove the CASHBOX

CASHBOX



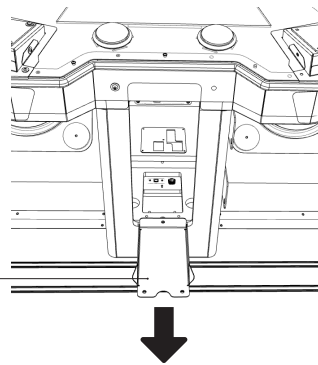
Remove (3) fixings

CASHBOX FLOOR

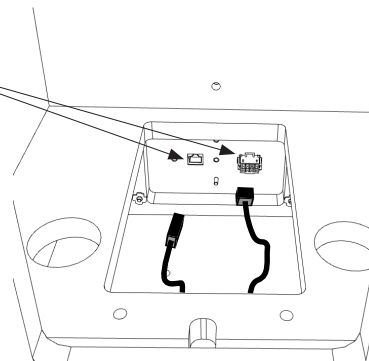


- 4** Remove the CASHBOX FLOOR to reveal the connection points for the ASSY FLOOR. Connect the (2) connectors from the ASSY FLOOR to their corresponding connections within the ASSY CONTROL TOWER

CASHBOX FLOOR



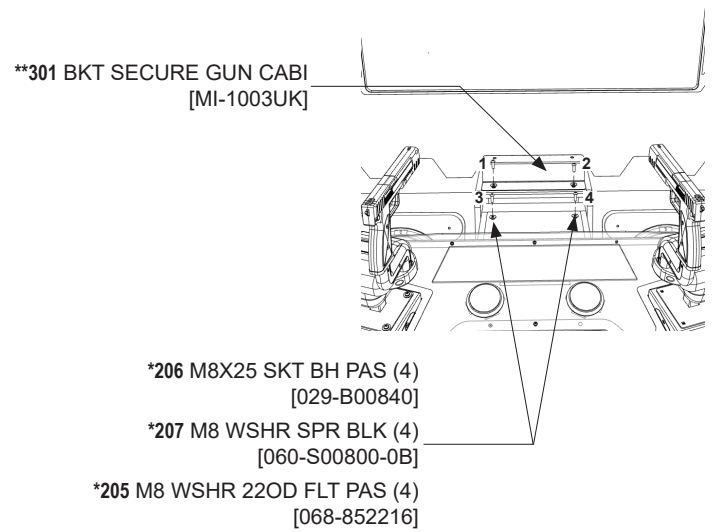
Assy Floor Connection Points



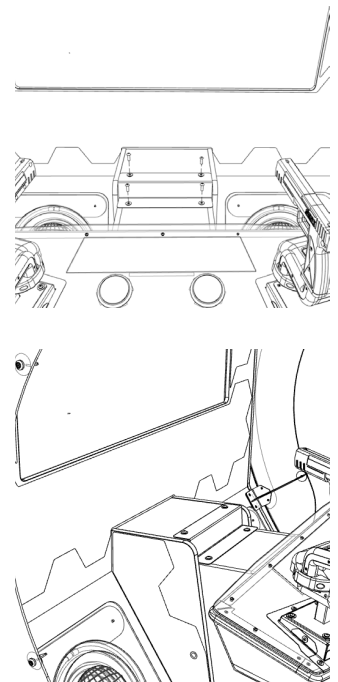
5 Replace the CASHBOX FLOOR and secure it back into position. Replace the CASHBOX and SECURITY DOOR/CASHBOX DOOR.

6 Replace the CASHBOX FLOOR and secure it back into position. Replace the CASHBOX and SECURITY DOOR/CASHBOX DOOR.

7 Remove the (2) M8X40 SKT BH PAS from the top of the CONTROL TOWER which hold the BKT SECURE GUN CABI in place. (No1 & No2). Remove the lower (2) M8X25 SKT BH PAS (No3 & No4)



8 Lower the BKT SECURE GUN CABI to the lower level and secure back into place using the M8 fixings removed from the previous step.

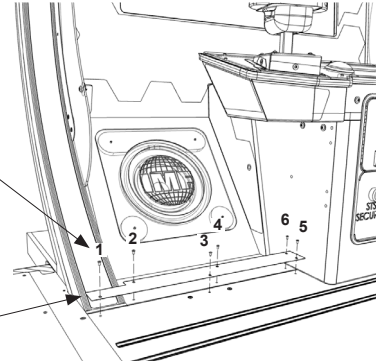


- 1** Remove the (6) M4X25 SKT BH BLK and accompanying washers from the edges of the ASSY FLOOR and ASSY CABI. Place the PLATE JOINT FLOOR MON CABI into position as shown and secure by returning the fixings to their location.

**218 M4X25 SKT BH BLK (6)per.....
[029-00425-0B]

**219 WSHR 160D FLT BLK (6)per.....
[068-441616-0B]

**36 PLATE JOINT FLOOR MON CABI (4)
[MI-0032UK]



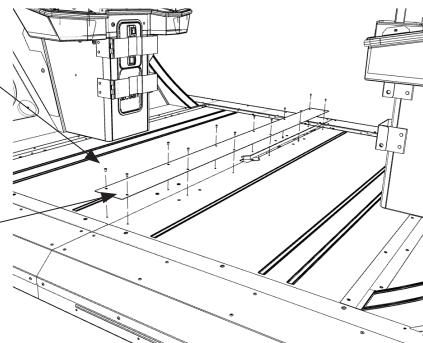
- 2** Repeat STEP 1 to fix the remaining (3) PLATE JOINT FLOOR MON CABI to the RHS and opposite L&R sides.

- 3** Remove the (12) M4X25 SKT BH BLK along with accompanying washers from the center of the ASSY FLOOR where both LEFT and RIGHT FLOORS meet. Place the PLATE JOINT FLOOR TNX CENTRE over the joint of the two floors and secure into position by replacing the (12) fixings.

**218 M4X25 SKT BH BLK (6)per.....
[029-00425-0B]

**219 WSHR 160D FLT BLK (6)per.....
[068-441616-0B]

**35 PLATE JOINT FLOOR TNX CENTRE
[MI-0031XUK]

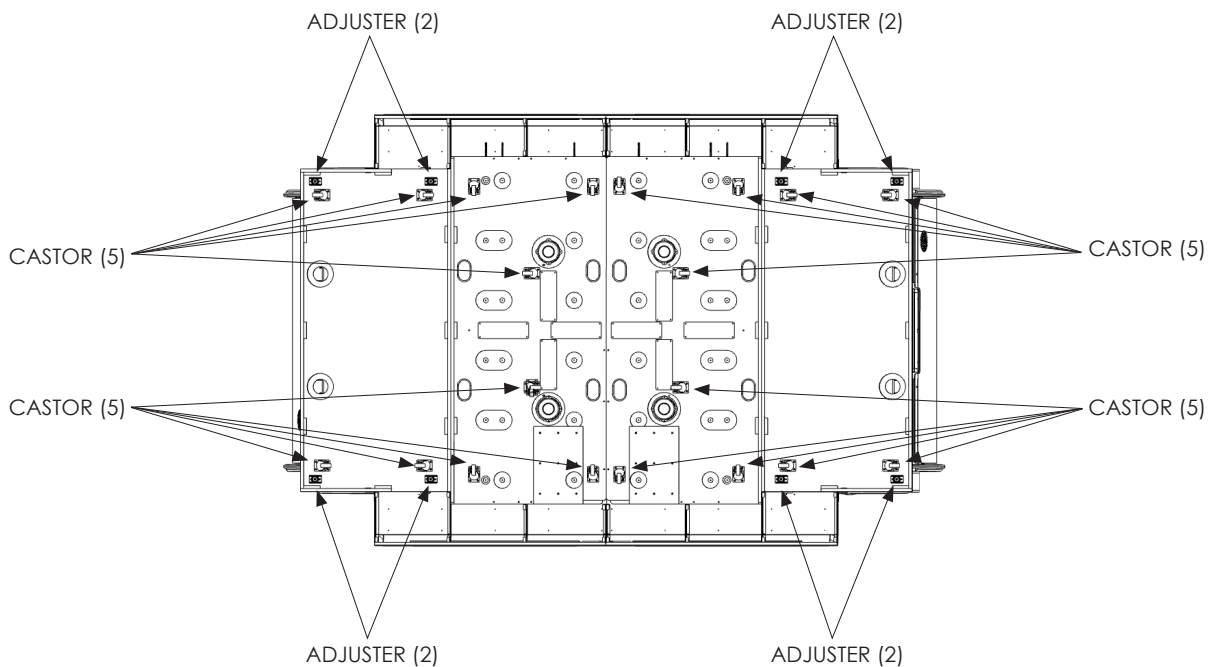


6-3 INSPECT FIXATION TO SITE

! WARNING

- Make sure that all the adjusters contact the floor. Otherwise the cabinet could move, causing an accident.
- Provide a location as described within this manual. Do not block the ventilation holes. Doing so could trap heat inside resulting in fire. It could also result in equipment damage or cause parts to become exhausted prematurely.
- Do not position the product on uneven surfaces or a surface which slopes. Positioning the cabinet on either an uneven or sloped surface may cause the cabinet to become unstable which may result in damage or injury.

The product comes with castors attached to 20 locations and adjusters attached to 8 locations. When the installation site has been determined, have the adjusters come in direct contact with the floor. Establish a gap of approximately 5mm between the floor and the castor and adjust the unit so that it will remain level.



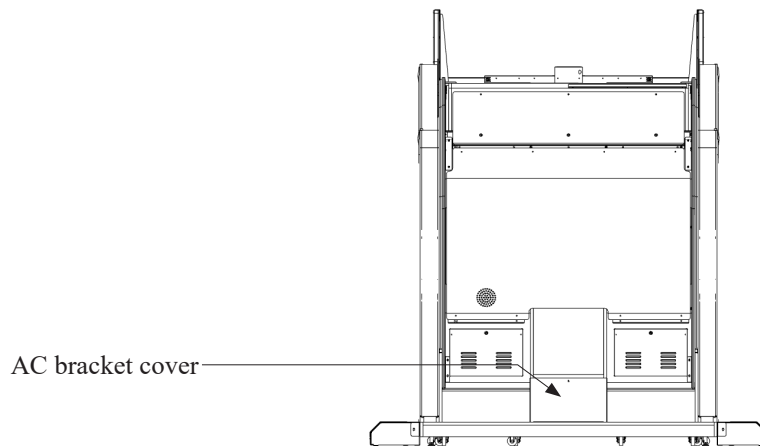
- 1** Once the leg levellers are down and in position the cabinet can not be moved. Trying to move the cabinet when the levellers are down may cause damage to the product or cause personal injury. Minor adjustments to position can be made if the levellers are raised and the casters come into contact with the smooth surface. Do not attempt to move the cabinet over long distances with ASSY ROOF attached.
- 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. Not having the adjusters level will cause the cabinet to rock which may cause damage or personal injury.
- 3** Follow directions and guidance from section 2 of this manual regarding locating product.

6-6 POWER SUPPLY AND OTHER CONNECTIONS

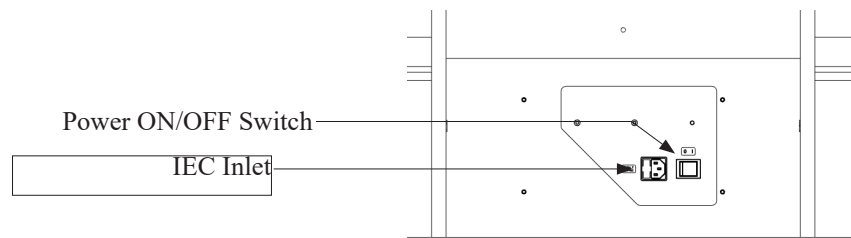
WARNING

- Use the power supply equipped with an earth leakage breaker. Use of power supply without such a breaker could result in fire if there is a current leakage.
- This product **MUST** be earthed. Without proper grounding, customers could be electrocuted and product operations might not always be stable.
- Do not expose the power cords. If these are exposed, customers could stumble over them, for instance, and easily damage them. Additionally, if these cords are damaged, there could be a risk of electrical shock or short circuit. Set these cords 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 or fire hazard.

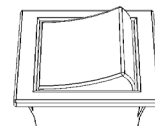
- 1** The power inlet can be located along with the power switch directly behind the AC bracket cover. Unscrew the single fixing located top center of the cover and remove.



- 2** The Power Switch and IEC inlet are located directly behind the AC BKT cover. Ensure that the Power ON/OFF switch is switched OFF before applying the power cord.



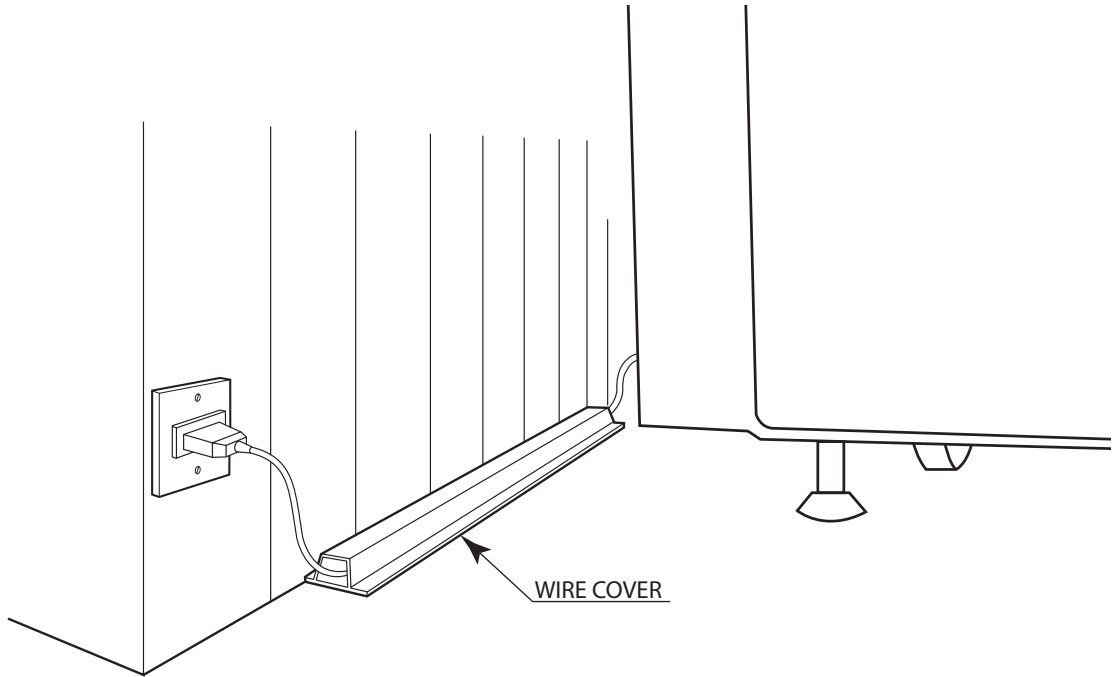
0 = OFF
I = ON



Mains Switch shown in
OFF position

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

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



6-7 TURNING ON THE POWER

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

When you turn on the power, the billboard LED's will come on.

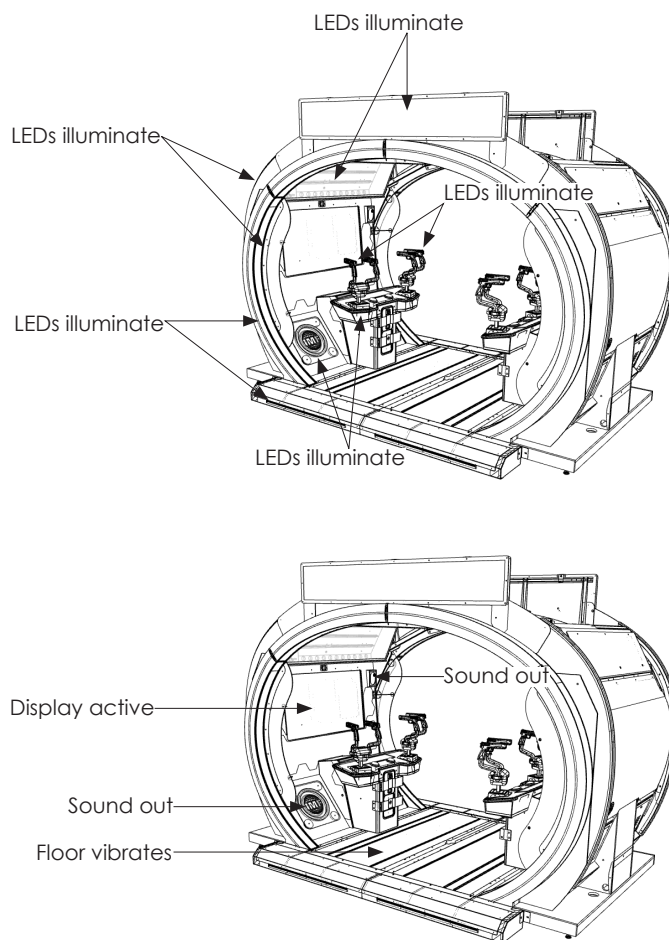
After the start up screen is displayed on the LCD screen, the Advertise (Attract) Mode will start.

The left and right hand decorative LEDs will illuminate and scroll through a variation of colours

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

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

COMPONENTS WHICH CHANGE STATE WHEN POWER IS APPLIED



6-8 CONFIRMATION OF ASSEMBLY

Use the TEST MODE to check whether or not the product has been correctly assembled and whether or not everything operates normally.

 **CAUTION**

- **The seat moves during the initialization of the cabinet. Please wait and stand aside of the cabinet during this time. Do not touch the seat while it is initializing.**

- 1 Turn ON the power switch.
- 2 The Coin Lamp and the floor will illuminate.
- 3 The software will load and a logo will appear on screen,
- 4 The attract mode will begin showing the MISSION IMPOSSIBLE attract sequence.
- 5 Audio can be heard from both left and right speakers and woofers.
- 6 Press the TEST button to enter the GAME TEST MENU screen. (See Chapter 9)
- 7 **MONITOR TEST screen**
Select "MONITOR TEST" in SYSTEM TEST MODE to bring up the MONITOR TEST screen. The monitor is shipped from the factory pre-adjusted but you may use the MONITOR TEST screen to determine whether it need to be re-adjusted. If adjustment is needed, refer to the section of this manual under the section MONITOR LCD.
- 8 Exit MONITOR TEST and select INPUT TEST
- 9 **INPUT TEST screen**
Select "INPUT TEST" in the GAME TEST MODE to bring up the INPUT TEST screen, allowing you to test the input devices to verify operation.
- 10 Press TEST and SERVICE together to exit and return to the GAME TEST MENU. Select OUTPUT TEST.
- 11 **OUTPUT TEST screen**
Select "OUTPUT TEST" in the GAME TEST MENU to bring up the OUTPUT TEST screen, allowing you to test devices such as lamps and LED's

6-9 APPLYING WARNING LABELS (EPILEPTIFORM SEIZURES)

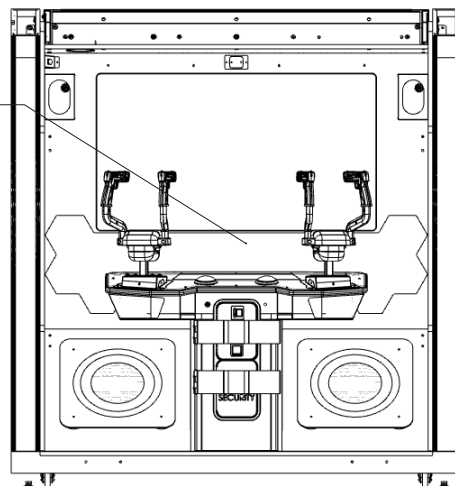
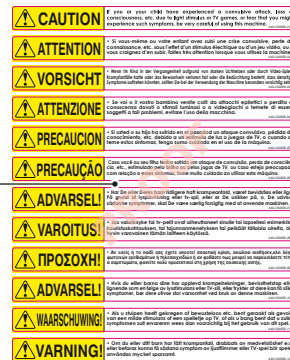
⚠ CAUTION

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

STOP IMPORTANT

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

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



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 ROOF structure and split the cabinets from the ASSY FLOOR 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 or structural damage.
- 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.

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 or controllers 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.

IMPORTANT

- If the individual units are 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.

IMPORTANT

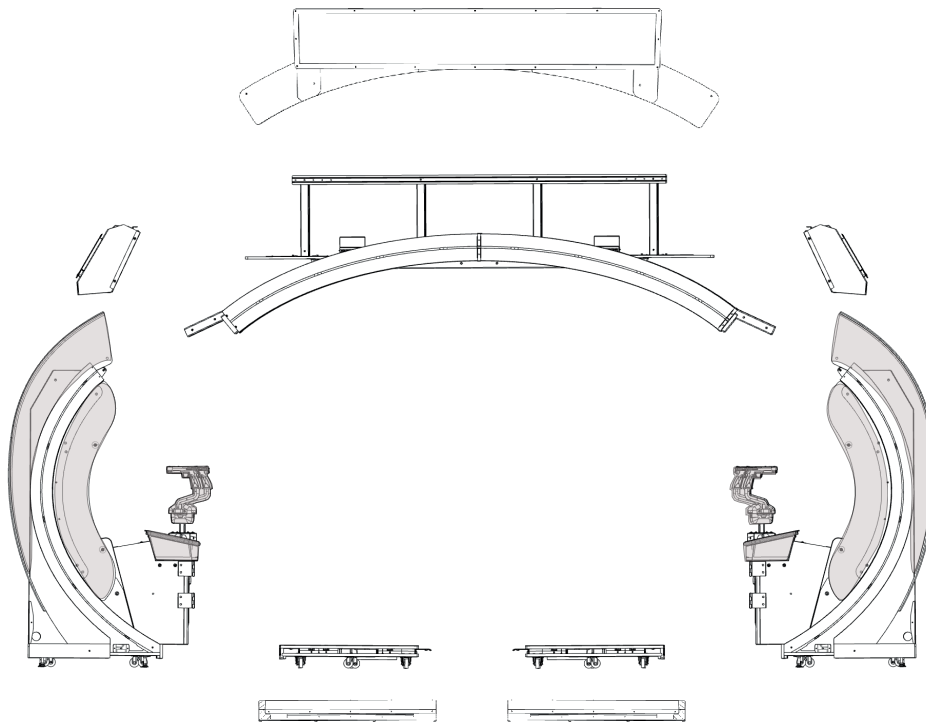
- The strength of this product's joints were not designed such that the product can be moved while assembled. Attempting to push on the cabinet(s), etc. to move the unit while assembled can result in damage, deformation, and misalignment of the joints. Abnormalities in the joints can result in improper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

STOP IMPORTANT

- Do not attempt to move this product in its assembled state. To move this product safely it must be disassembled into several separate assemblies. Trying to move this product in its fully assembled state may cause structural and electrical damage.

STOP IMPORTANT

- 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.



8 GAME DESCRIPTION

8-1 GAME SUMMARY

MISSION IMPOSSIBLE ARCADE is the latest rail-shooting game from one of the strongest IPs in film. One of the new features is to compete with the opposing cabinet with progress and speed. Players will “race” against unknown groups to complete each mission. Therefore a maximum of 4 payers can play a single game at any one time.

Another new feature is “The Agent Data System” which tracks and records the progress and speed made by players who finish a mission. This data is then used as a benchmark to rival new players. Therefore players virtually compete against other players.

The game contains 3 missions. Each mission has 3 stages. Player must interact successfully with not only the controllers but also panel button to complete each mission.

Experience the thrill of being a member of the IMF, Impossible MissionForce.

Your mission, should you choose to accept it.

8-2 BASIC CONTROL

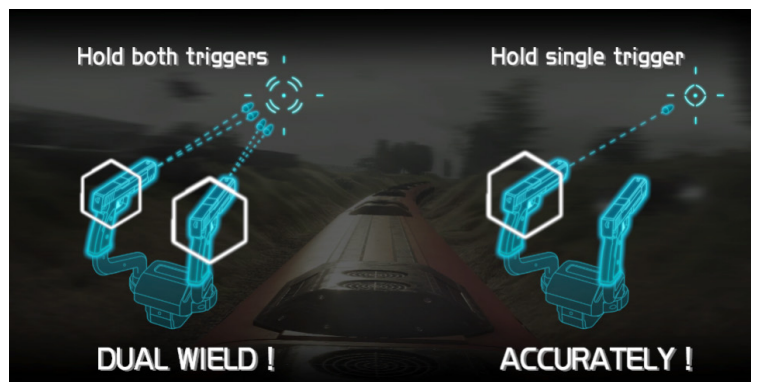
Use the Controller Unit to aim at targets and pull the trigger to shoot. Moving the Controller Unit will automatically move the target sights on the screen.

The BLUE target represents the 1 player side (Left) and the RED target represents the 2 player side (Right).

Pull the trigger to shoot on the screen. You have unlimited ammunition.

Each player has 2 controllers. Holding both triggers at the same time will introduce rapid fire whereby holding a single trigger will provide a more accurate style of shooting.

Players can choose which shooting style to use at anytime.



The players will encounter various enemies throughout the game. Enemies that are actively attacking the player will be marked with a yellow square.



Use the controller to aim at enemies. You must shoot at the enemy before the enemy shoots at you.



Points are awarded when enemies are destroyed. The enemy will attack if the player does not destroy it in time. Each time a player is shot by the enemy, the player's life gauge will decrease. If the player's life is depleted, the game is over (with the option to continue).



8-3 LOBBY

When the machine is in credit and the start button is pressed, the following screen is displayed, indicating the game play available.

Linked Play

A player will automatically enter “the lobby” once the start button is pressed. If the timer expires and no other player from the opposing cabinet has entered the lobby, the game will automatically enter a Single Cabinet Play Mode. Players can skip the waiting in the lobby by pressing the Start button.

If one cabinet has already started a game, it can not be joined by players from the opposing cabinet.



8-4 HOW TO PLAY

Joining the game.

If a player is to join a game during another player's game, the player can insert a coin(s) and press the "START" button. If enough credits are reached, the "START" button on the opposite side of the cabinet will flash and the player can press it to join the game.

Mission Select

When the game has started, players can choose a mission. "Special Mission" is unlocked after players complete one mission. Each mission has 3 stages. If a player(s) complete all 9 stages the game is finished.



Game Continue

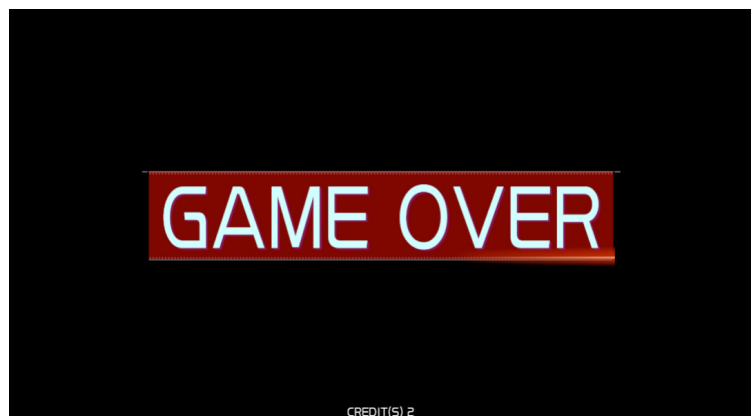
When the player's life gauge is depleted, "Continue Game" screen will appear. Insert enough coins and press the "START" button to continue. If enough credits are available, press "START" and join the game.



Game Over

If the player's life gauge is depleted and the game does not continue when the countdown reaches "0", the game is over.

Once all 9 missions have been completed the game will be over.



Name Entry

When the game is completed and the player ranks in the top 50, the player can input their name to display in the game rankings.

8-5 GAME SCREEN

Reading the Game Screen

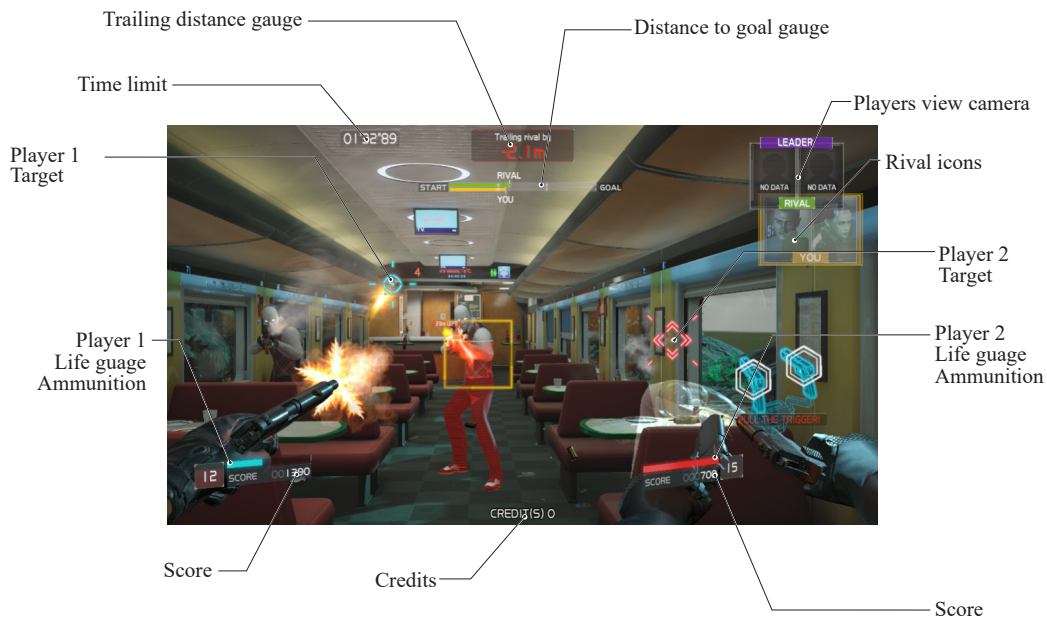
Player 1 and Player 2 life gauges, score, the number of rounds loaded in the magazine will all be displayed on the left side of the screen for Player 1 and the right hand side for player 2.

Available credits and subtitles will be displayed at the bottom of the screen.

A time limit, trailing distance against the rival and the distance gauge to the goal will be displayed at the top section of the screen.

On the top corners of the screen the player can view camera image, icons and rivals.

In a dual game of 4 players the rival team becomes the opponent players.



8-6 GAME RULES

Time Out

Every mission has a time limit. The mission fails when the time limit reaches zero. Time bonuses are added when a player passes through a checkpoint.

Life System

Once a the game begins, the life gauge for the player(s) will be displayed at the bottom corner of the left (player 1) and right (player 2) sides of the screen. Use the control unit to aim and fire at the oncoming enemies. Being hit by the enemy attacks will reduce your life. It is game over when your life gauge becomes fully depleted.

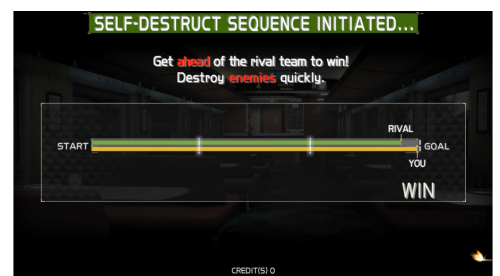
Time limit



Life gauge

Win/Lose

The rival team appears for all stages. If the player keeps ahead and finishes before the rival team, the players will be gain greater results. It will also effect the final ending patterns.



8-7 ACTION SEQUENCE CONTROLS

As the player progresses through the game they will encounter a series of mini games called “Action Sequence Controls”

Tapping Action.

Some sequences will require the player to interact using the Start Button. Some sequences will require the player to rapidly tap the button complete a circle. The faster you tap the button the more chance the player has in completing the circle.



Special Action

Some stages will require the player to carry out a “Special Action”. Players will be required to interact with the Start Button to initiate a special action. In this example, players are required to press the Start Button to stop a moving hexagon within the red hexagon frame.



If a player fails in these actions, it can sometimes result in increased difficulties for the agents in completing their goal.

9 EXPLANATION OF TEST AND DATA DISPLAY

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

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

STOP IMPORTANT

- The details of changes to test mode settings are saved when you exit from TEST MODE by selecting EXIT from the system test mode menu. Be careful because if the power is turned off before that point, changes to the settings will be lost.
- Use with the specified settings. If settings other than those specified are used, inappropriate operations or malfunction may occur.

In the SYSTEM TEST MODE, the main activities include checking Nu 1.1 information and actions and the setting of coin/credit.

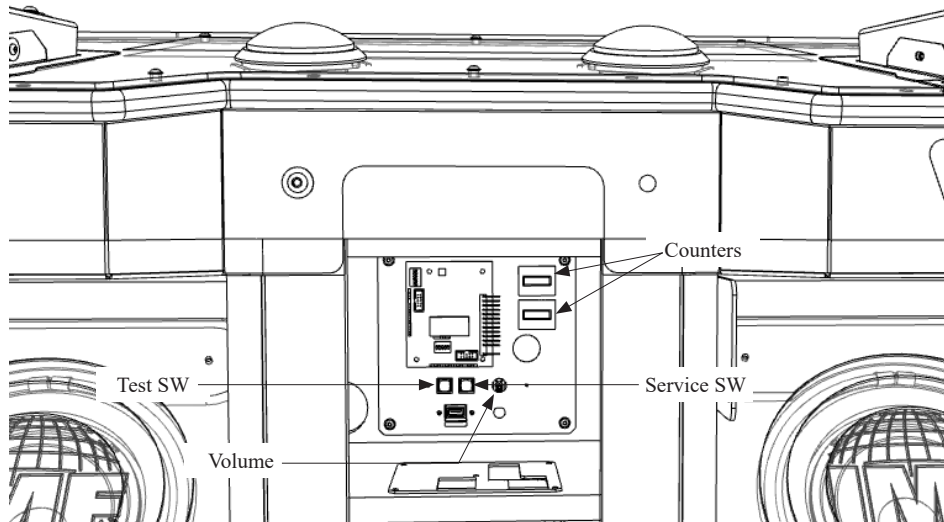
For details, see the GAME BD section of this manual.

STOP IMPORTANT

- Adjust the sound to the optimum volume, taking into consideration the environmental requirements of the installation location.

9-1 SWITCH UNIT AND COIN METER.

The SWITCH UNIT and COUNTERS are housed within the COINTOWER. To access these controls you will need to open the COIN door, the switches and counters can be found directly on the rear panel.



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

STOP IMPORTANT

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

GAME TEST MODE can be used to check the information or the operation of the Game Board, adjust and perform coin/credit settings. e.t.c.

- 1 Press the TEST Button after powering on the unit to display the following GAME TEST MODE MENU

9-2-1 SYSTEM INFORMATION

Use the SERVICE button to move the cursor to the desired item.

Press the TEST button to confirm.



GAME NAME	MissionImpossible
GAME VERSION	1.0
DISK IMAGE VERSION	nn
LAUNCHER VERSION	nn
SHELL VERSION	nn
IO BOARD FIRMWARE VERSION	nn
SECURITY KEY	nn
MACHINE ID	xxxx-xxxx-xxxx-xxxx
RESET TO FACTORY DEFAULTS	
CLEAR ERROR LOG	
LAST ERROR	00/00/00 00:00 nn
LAST ERROR DESCRIPTION	xxx
BACK	

The SYSTEM INFORMATION screen will feed back information regarding the SOFTWARE/FIRMWARE and SECURITY.

GAME NAME	Name of installed game
GAME VERSION	Version number of installed game
DISK IMAGE VERSION	Version number for Master Disk Image
LAUNCHER VERSION	Version number for System Launcher
SHELL VERSION	Version number for Shell
I/O BOARD FIRMWARE VERSION	Displays I/O Board Firmware Version
SECURITY KEY	Displays Security Key data
MACHINE ID	Displays Unique Machine ID
RESET TO FACTORY DEFAULTS	If "Test" is pressed when this item is selected then all settings are returned to factory defaults and cabinet will restart (requires confirmation)
LAST ERROR Displays	"Last recorded error" with time and date stamp. Use "Test" button to cycle through last ten errors
LAST ERROR DESCRIPTION	Explains "Last Error" in detail with troubleshooting advice
BACK	Return to System Test Menu

9-2-2 SYSTEM INFORMATION

From the GAME TEST MENU screen -

Using the SERVICE BUTTON to select INPUT TEST MODE and press the TEST BUTTON to enter
The INPUT TEST allows you to check each device separately. Please check regularly.



Use the SERVICE button to move the cursor to the desired item.

Press the TEST button to confirm.

PLAYER1 CONTROLLER X	nn	
PLAYER1 CONTROLLER Y	nn	
PLAYER1 CONTROLLER TRIGGER L	OFF	ON
PLAYER1 CONTROLLER TRIGGER R	OFF	ON
PLAYER1 START BUTTON	OFF	ON
PLAYER2 CONTROLLER X	nn	
PLAYER2 CONTROLLER Y	nn	
PLAYER2 CONTROLLER TRIGGER L	OFF	ON
PLAYER2 CONTROLLER TRIGGER R	OFF	ON
PLAYER2 START BUTTON	OFF	ON
PIR SENSOR	OFF	ON
COIN INPUT	OFF	ON
TEST BUTTON	OFF	ON
SERVICE BUTTON	OFF	ON

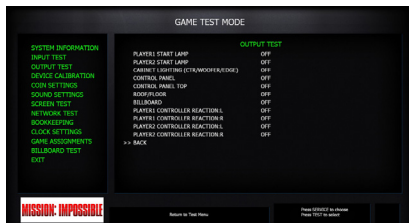
PLAYER1 CONTROLLER X	Move the player 1 controller up, down, left and right and the data (x and y of the controller) varies based on movement.
PLAYER1 CONTROLLER Y	(Same as X)
PLAYER1 CONTROLLER TRIGGER L	Pull the player 1 controller's left trigger, the item will display "ON", release the trigger, the item will display "OFF".
PLAYER1 CONTROLLER TRIGGER R	Pull the player 1 controller's right trigger, the item will display "ON", release the trigger, the item will display "OFF".
PLAYER1 START BUTTON	Press the player 1 START button - the item will show "ON"
PLAYER2 CONTROLLER X	Move the player 2 controller up, down, left and right and the data (x and y of the controller) varies based on movement.
PLAYER2 CONTROLLER Y	(Same as X)
PLAYER2 CONTROLLER TRIGGER L	Pull the player 2 controller's left trigger, the item will display "ON", release the trigger, the item will display "OFF".
PLAYER2 CONTROLLER TRIGGER R	Pull the player 2 controller's right trigger, the item will display "ON", release the trigger, the item will display "OFF".
PLAYER2 START BUTTON	Press the player 2 START button - the item will show "ON"
PIR SENSOR	(only for the special cabinets) Passive infrared sensor inside the cabinet detective, the item will show "ON"
COIN INPUT	Shows "ON" when a cab receives a coin or credit
TEST BUTTON	Press the TEST button - the item will show "ON"
SERVICE BUTTON	Press the SERVICE button - the item will show "ON"

Press the TEST and SERVICE button simultaneously to return to the GAME TEST MODE screen.

9-2-3 OUTPUT TEST

From the GAME TEST MENU screen -

Using the SERVICE BUTTON to select OUTPUT TEST MODE and press the TEST BUTTON to enter
The OUTPUT TEST allows you to check each device separately. Please check regularly.



PLAYER1 START LAMP	OFF	ON		
PLAYER2 START LAMP	OFF	ON		
CABINET LIGHTING (CTR/WOOFER/EDGE)	OFF	ATTRACT	GAME	EVENT
CONTROL PANEL	OFF	R	G	B
CONTROL PANEL TOP	OFF	ON		
ROOF/FLOOR	OFF	R	G	B
BILLBOARD	OFF	R	G	B
PLAYER1 CONTROLLER REACTION : L	OFF	ON		
PLAYER1 CONTROLLER REACTION : R	OFF	ON		
PLAYER2 CONTROLLER REACTION : L	OFF	ON		
PLAYER2 CONTROLLER REACTION : R	OFF	ON		
BACK				

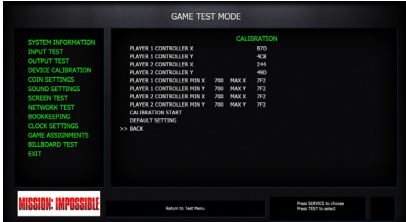
Use the SERVICE button to move the cursor to the desired item. Press the TEST button to confirm.

PLAYER1 START LAMP	Toggle OFF/ON to illuminate player 1 start lamp.
PLAYER2 START LAMP	Toggle OFF/ON to illuminate player 2 start lamp.
CABINET LIGHTING (CTR/WOOFER/EDGE)	Toggle OFF and change the lighting pattern of the cabinet lighting
CONTROL PANEL	Toggle OFF and change the lighting pattern of the outline of the control panel
CONTROL PANEL TOP	Toggle OFF/ON to illuminate the control panel top
ROOF/FLOOR	Toggle OFF and change the colour of the lighting
BILLBOARD	Toggle OFF and change the colour of the lighting
PLAYER1 CONTROLLER REACTION:L	Toggle OFF/ON to engage player 1 controller's left controller feedback.
PLAYER1 CONTROLLER REACTION : R	Toggle OFF/ON to engage player 1 controller's right controller feedback.
PLAYER2 CONTROLLER REACTION : L	Toggle OFF/ON to engage player 2 controller's left controller feedback.
PLAYER2 CONTROLLER REACTION : R	Toggle OFF/ON to engage player 2 controller's right controller feedback.
BACK	Returns to GAME TEST MENU

9-2-4 CALIBRATION

From the GAME TEST MENU screen -

Using the SERVICE BUTTON to select CALIBRATION and press the TEST BUTTON to enter
The CALIBRATION TEST allows you to check and adjust the controller alignment on screen.



PLAYER1 CONTROLLER X	00
PLAYER1 CONTROLLER Y	00
PLAYER2 CONTROLLER X	00
PLAYER2 CONTROLLER Y	00
PLAYER1 CONTROLLER MIN X MAX X	00
PLAYER1 CONTROLLER MIN Y MAX Y	00
PLAYER2 CONTROLLER MIN X MAX X	00
PLAYER2 CONTROLLER MIN Y MAX Y	00
CALIBRATION START	
DEFAULT SETTING	
BACK	

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

During CALIBRATION rotate the CONTROLLERS to all 4 corners of the screen.

1	SET "CALIBRATION START" and press test button
2	The target changes from the sight to the cross line.
3	Slowly move the control unit you wish to adjust to each of the device limitation. Do not rotate controllers strongly too much.
	The values will set automatically during rotating controllers in a few time.
4	Press the TEST Button and the calibration settings will be altered to reflect all changes made before returning to the GAME TEST Mode screen. The cross line changes to the sight.

9-2-5 COIN SETTINGS

From the GAME TEST MENU screen -

Using the SERVICE BUTTON to select COIN SETTINGS and press the TEST BUTTON to enter
This test allows you to configure coins / game specifics.



COIN COUNT	0000									
CREDITS	0000									
SERVICE CREDITS	0000									
GAME COST	1 CREDITS	2 CREDITS	3 CREDITS	4 CREDITS	5 CREDITS					
CONTINUE COST	1 CREDITS	2 CREDITS	3 CREDITS	4 CREDITS	5 CREDITS					
CREDIT SETTING	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10
	1 COIN 1 CREDIT	2 COIN 1 CREDIT	3 COIN 1 CREDIT	4 COIN 1 CREDIT	5 COIN 1 CREDIT	1 COIN 2 CREDITS	1 COIN 3 CREDITS	1 COIN 4 CREDITS	1 COIN 5 CREDITS	FREEPLAY
BACK										

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

COIN COUNT	Coin count value from IO board (cannot be reset)
CREDITS	Total number of credits added to system
SERVICE CREDITS	Total number of Service credits added to system
GAME COST	Start to play cost
CONTINUE COST	Continue cost(Must be less than game cost)
CREDIT SETTING	The following coin settings are available:
SETTING #1	1 COIN 1 CREDIT
SETTING #2	2 COINS 1 CREDIT
SETTING #3	3 COINS 1 CREDIT
SETTING #4	4 COINS 1 CREDIT
SETTING #5	5 COINS 1 CREDIT
SETTING #6	1 COIN 2 CREDITS
SETTING #7	1 COIN 3 CREDITS
SETTING #8	1 COIN 4 CREDITS
SETTING #9	1 COIN 5 CREDITS
SETTING #10	FREEPLAY

9-2-6 SOUND TEST

From the GAME TEST MENU screen -

Using the SERVICE BUTTON to select SOUND TEST and press the TEST BUTTON to enter
The SOUND TEST allows you to check audio output from speakers and shakers.



AUDIO IN ATTRACT	NORMAL	3/4	1/2	1/4	OFF
SPEAKER TEST	OFF	LEFT	RIGHT		
WOOFER TEST	OFF	ON			
BASS SHAKER TEST	OFF	ON			
BACK					

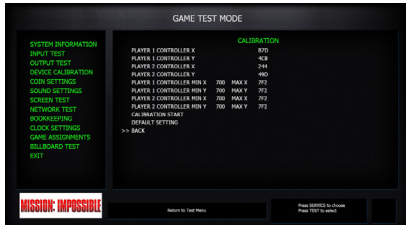
Use the SERVICE button to move the cursor to the desired item. Press the TEST button to confirm.

AUDIO IN ATTRACT	Determines sound level during attract NORMAL, 3/4, 1/2, 1/4, OFF
SPEAKER TEST	Toggle OFF/ON to test left and right speaker audio
WOOFER TEST	Toggle OFF/ON to test woofer speaker audio
BASS SHAKER TEST	Toggle OFF/ON to test bass shaker speaker audio

9-2-7 SCREEN TEST

From the GAME TEST MENU screen -

Using the SERVICE BUTTON to select SCREEN TEST and press the TEST BUTTON to enter
The SCREEN TEST allows you to check visual output.

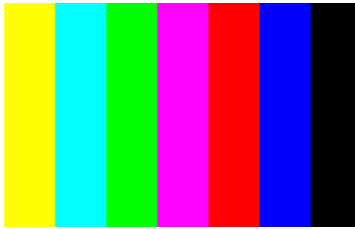


COLOUR BARS
BRIGHTNESS
ALIGNMENT
BACK

Use the SERVICE button to move the cursor to the desired item.

Press the TEST button to confirm.

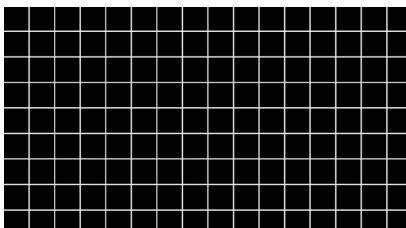
Colour Bars: Selecting this will display the following screen:



Brightness: Selecting this will display the following screen:



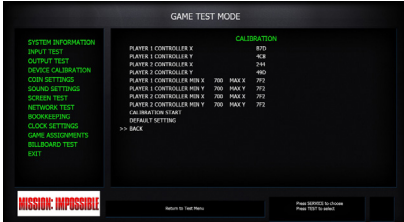
Grid Alignment: Selecting this will display the following screen:



9-2-8 NETWORK TEST

From the GAME TEST MENU screen -

Using the SERVICE BUTTON to select NETWORK TEST and press the TEST BUTTON to enter
The NETWORK TEST allows you to set and check the communication link between cabinets.



NETWORK STATUS	OK - SERVER	OK - CLIENT	FAILED
CABINETS CONNECTED	1	2	UNKNOWN
LINK PLAY	OFF	ON	
THIS CABINET ID	1	2	
CONFIRM CHANGES			
EXIT			

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

IMPORTANT NOTES for Linking

In any cabinet configuration one cabinet must be set to ID=1, this is the Server that will control the network operation.

When making changes to “Cabinet ID” the cabinet should not be networked to any other cabinets.

Once Changes are made “CONFIRM CHANGES” must be selected to commit the change and restart the cabinet.

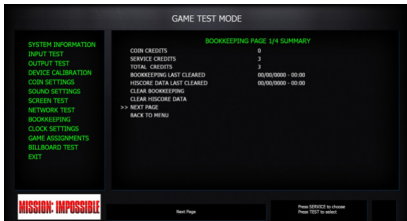
NETWORK STATUS	
	OK - SERVER (when cabinet is connected as #1)
	OK - CLIENT (when cabinet is connected as #2)
	FAILED (an error has occurred in network hardware)
CABINETS CONNECTED:	
	The total number of cabinets connected or UNKNOWN
	UNKNOWN (Network connection not yet established)
	1 (1 cabinet connected i.e. this one)
	2 (2 cabinets connected i.e. TWIN cabinet)
LINK PLAY:	
	Operatin type of this product. If the game should be linked, Please set ON.
	ON (linked play is switched ON)
	OFF (linked play is switched OFF)
THIS CABINET ID	
	ID of cabinet from 1 or 2. If this value is changed, the user must use CONFIRM CHANGES and the cabinet will restart.
	1 (Cabinet #1, Server, Beta)
	2 (Cabinet #2, Client, Reco)
CONFIRM CHANGES	
	The user will be prompted to press TEST again to confirm. If the user presses TEST again, the action is confirmed and the Cab will reset. If the user presses SERVICE the action is aborted and settings discarded.

9-2-9 BOOKKEEPING

BOOKKEEPING PAGE 1/4 SUMMARY

From the GAME TEST MENU screen -

Using the SERVICE BUTTON to select BOOKKEEPING and press the TEST BUTTON to enter
The BOOKKEEPING TEST allows you to evaluate the game performance.

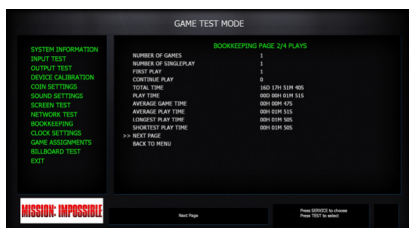


COIN CREDITS	nn
SERVICE CREDITS	nnn
TOTAL CREDITS	nnn
BOOKKEEPING LAST CLEARED	00/00/0000 - 00:00
CLEAR BOOKKEEPING	
NEXT PAGE	
BACK TO MENU	

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

COIN CREDITS	Number of credits awarded from inserting coins.
SERVICE CREDITS	Number of credits awarded with the SERVICE Button
TOTAL CREDITS	Total of COIN CREDITS and SERVICE CREDITS
BOOKKEEPING LAST CLEARED	Last time bookkeeping data was cleared
CLEAR BOOKKEEPING	Clears all bookkeeping data. Action requires confirmation.

BOOKKEEPING PAGE 2/4 PLAYS



NUMBER OF GAMES	0
NUMBER OF SINGLEPLAY	0
FIRST PLAY	0
CONTINUE PLAY	0
TOTAL TIME	00D 00H 00M 00S
PLAY TIME	00D 00H 00M 00S
AVERAGE GAME TIME	00H 00M 00S
AVERAGE PLAY TIME	00H 00M 00S
LONGSET PLAY TIME	00H 00M 00S
SHORTEST PLAY TIME	00H 00M 00S
NEXT PAGE	
BACK TO MENU	

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

NUMBER OF GAMES	Total number of plays on the 1P side and on the 2P side
NUMBER OF SINGLEPLAY	Total number of single plays on the 1P side and on the 2P side (without another player joining play)
FIRST PLAY	Total number of first time plays by Player 1 or Player 2
CONTINUE PLAY	Total number of continues on the 1P side and on the 2P side
TOTAL TIME	Total time the cabinet has been on
PLAY TIME	Total play time
AVERAGE GAME TIME	Average control time for a single game
AVERAGE PLAY TIME	Average play time for a single game
LONGSET PLAY TIME	Longest play time for a single game
SHORTEST PLAY TIME	Shortest play time for a single game

BOOKKEEPING PAGE 3/4 GAME HISTOGRAM



0M 00S - 0M 29S	0
0M 30S - 0M 59S	0
1M 00S - 1M 29S	0
1M 30S - 1M 59S	0
2M 00S - 2M 29S	0
2M 30S - 2M 59S	0
3M 00S - 3M 29S	0
3M 30S - 3M 59S	0
4M 00S - 4M 29S	0
4M 30S - 4M 59S	0
5M 00S - 5M 29S	0
5M 30S - 5M 59S	0
6M 00S - 6M 29S	0
6M 30S - 6M 59S	0
7M 00S - 7M 29S	0
7M 30S - 7M 59S	0
8M 00S - 8M 29S	0
8M 30S - 8M 59S	0
9M 00S - 9M 29S	0
9M 30S - 9M 59S	0
OVER 10M 00S	0
NEXT PAGE	
BACK TO MENU	

GAME HISTOGRAM

Play time will be recorded into different lines by 30 second intervals.
All play time over 10 minutes are written into the line OVER 10M 00S.

BOOKKEEPING PAGE 4/4 CONTINUE DATA



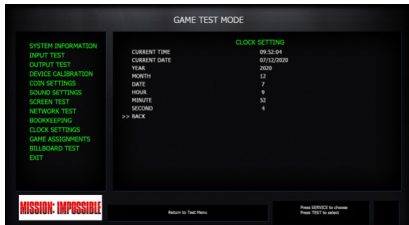
TOTAL CONTINUE RATIO	nn% (a/b)
TOTAL CLEAR RATIO	nn% (a/b)
NEXT PAGE	
BACK TO MENU	

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

9-2-10 CLOCK SETTINGS

From the GAME TEST MENU screen -

Using the SERVICE BUTTON to select CLOCK SETTING and press the TEST BUTTON to enter
The CLOCK SETTING allows you to set the current time/date for your location.



CURRENT TIME	00:00:00
CURRENT DATE	00/00/0000
YEAR	0
MONTH	0
DATE	0
HOUR	0
MINUTE	0
SECOND	0
BACK	

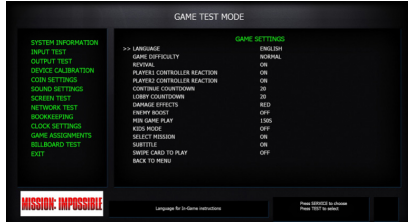
Use the SERVICE button to move the cursor to the desired item. Press the TEST button to confirm.

CURRENT TIME	Shows the current time, displayed in 24 hour clock format
CURRENT DATE	Shows the Current Date, displayed in the following format DD/MM/YYYY
YEAR	Variable from 2016 to 2070
MONTH	Variable from 01 to 12
DATE	Variable from 1 to 28, 29, 30 or 31 (dependant on MONTH & YEAR)
HOUR	Variable from 0 to 23
MINUTE	Variable from 0 to 59
SECOND	Variable from 0 to 59

3-2-11 GAME ASSIGNMENTS

From the GAME TEST MENU screen -

Using the SERVICE BUTTON to select GAME ASSIGNMENTS and press the TEST BUTTON to enter. The GAME ASSIGNMENTS allows you to change and set various criterias and visuals to enhance gameplay.



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

LANGUAGE	ENGLISH	SPANISH	PORTUGUESE	ITALIAN	TURKISA	FRENCH
GAME DIFFICULTY	NORMAL	HARD	VERY HARD	VERY EASY	EASY	
REVIVAL	ON	OFF				
PLAYER1 CONTROLLER REACTION	ON	OFF				
PLAYER2 CONTROLLER REACTION	ON	OFF				
CONTINUE COUNTDOWN	20	30	10			
LOBBY COUNTDOWN	20	30	10			
DAMAGED EFFECTS	RED	BLACK	LIQUID			
ENEMY BOOST	OFF	HARD	VERY HARD	VERY EASY	EASY	
MIN GAME PLAY	150s	180s	OFF	60s	90s	120s
KIDS MODE	OFF	ON				
SELECT MISSION	ON	OFF				
SUBTITLE	ON	OFF				
SWIPE CARD TO PLAY	OFF	ON				
BACK TO MENU						

NOTICE

When cabinets are linked, only MASTER(ID:1) can control the setting of game assignments. Client cabinet side(ID2) follows the master cabinet setting, The client side can only set LANGUAGE, CONTROLLER REACTION and SWIPE CARD setting.

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

LANGUAGE	Cycles language of in-game tutorials and instructions
GAME DIFFICULTY	Determines game difficulty: VERY EASY, EASY, NORMAL*, HARD, VERY HARD
REVIVAL	Determines whether an attack that deals damage to both players causes game over for both players:
	ON* – Only one of two players will receive game over
	OFF – Both players receive game over
PLAYER1 CONTROLLER REACTION	Determines whether controller has shooting reaction:
	ON* - solenoid in controller provides reaction
	OFF – solenoid
PLAYER2 CONTROLLER REACTION	Determines whether controller has shooting reaction:
	ON* - solenoid in controller provides reaction
	OFF – solenoid
CONTINUE COUNTDOWN	Determines length of cONtinue timer (in seconds): 10, 20*, 30
LOBBY□COUNTDOWN	Determines length of lobby timer (in seconds): 10, 20*, 30
DAMAGED EFFECTS	Damage effect colour: RED*, BLACK, LIQUID
ENEMY BOOST	Determines the amount of damage players do to enemies:
	OFF* – Normal damage
	HARD – Medium damage boost
	VERY HARD– Max damage boost
	EASY - Less damage than normal
	VERY EASY - Minimum damage
MIN GAME PLAY	Determines time length (in secONds) where players cannot be killed after entering credit:60, 90, 120, 150*, 180, OFF
KIDS MODE	Determines whether player weapon is shown on screen:
	OFF* – displays weapon on screen during game
	ON – displays cabinet controller on screen during game
SELECT MISSION	Determines whether players can select which stage to play:
	ON* - players can choose stages themselves
	OFF – players cannot select stages between missions
SUBTITLE	Determines if subtitle of voice lines is shown
	ON* - Display subtitles
	OFF – Hide subtitles
SWIPE CARD TO PLAY	Determines credit type display:
	OFF* – displays “INSERT COIN” during attract

ON - displays “SWIPE CARD TO PLAY” during attract

ALL GAME ASSIGNMENTS will be carried out on Cabinet #1. Only the CONTROLLER REACTION is available on CABINET #2.

10 CONTROLLER UNIT(S), SWITCHES AND BUTTONS

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.
- Exercise due caution in performing soldering work. If soldering iron is handled carelessly, there could be fires or burns.

CAUTION

- When fastening plastic parts, be careful not to tighten screws or nuts excessively. If these are tightened to excess, parts could be damaged, resulting in injuries from fragments, etc.
- After the unit has been disassembled and reassembled again, check carefully to be sure that there are no gaps or rattling at the junctions and that the trigger can be operated smoothly. If there are gaps or rattling, or if operation is not satisfactory, the players could get fingers or hands caught, resulting in injury.
- Be sure to inspect control unit surfaces for cracks and damage. Players could be injured if they play when the unit is cracked or damaged.
- Assemble so that there is no gap between the L and R covers. If there is a gap or rattling, the players could get fingers or hands caught, resulting in injury.

IMPORTANT

- There is a possibility that the electronic components on the IC Board may be prone to damage by static electricity. Please make sure to discharge any build up of static electricity from your body prior commencing any work.
- Power OFF machine before commencing any work.

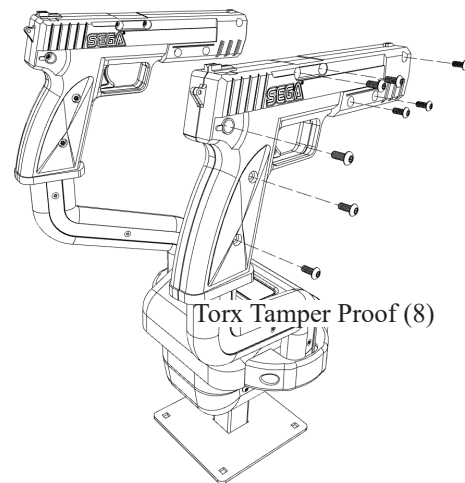
STOP

IMPORTANT

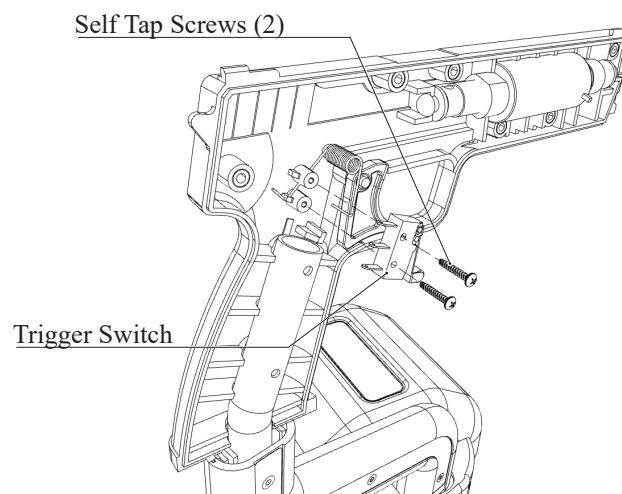
Some fixings are small. be careful not to lose any fixings. In particular the smaller fixings around the controller covers.

10-1 REPLACING THE TRIGGER SWITCH

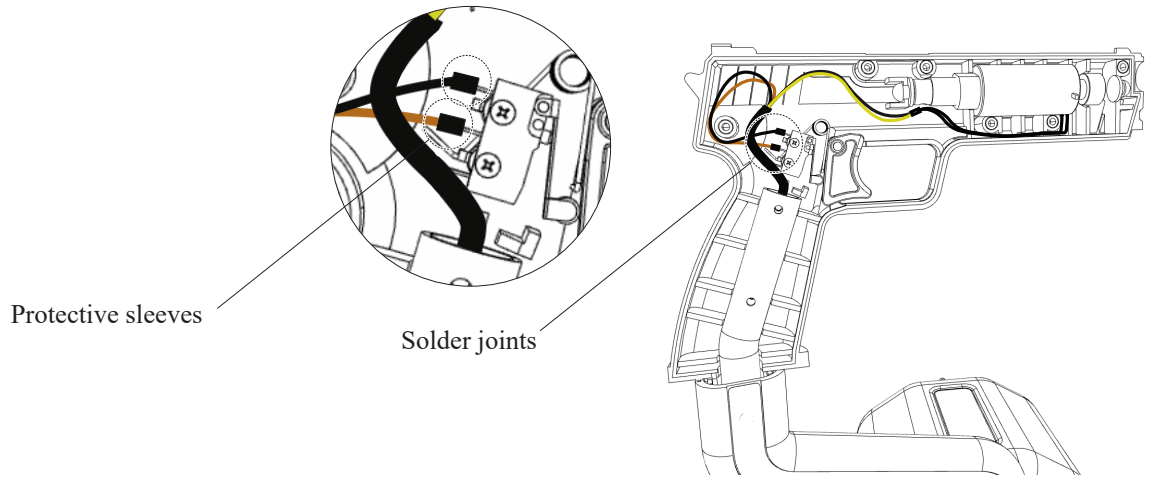
- 1 Turn OFF the power to the machine and remove the Power cable.
- 2 Using a Torx Tamper proof key or driver, remove the (8) fixings from around the Right Hand outer face of the controller.



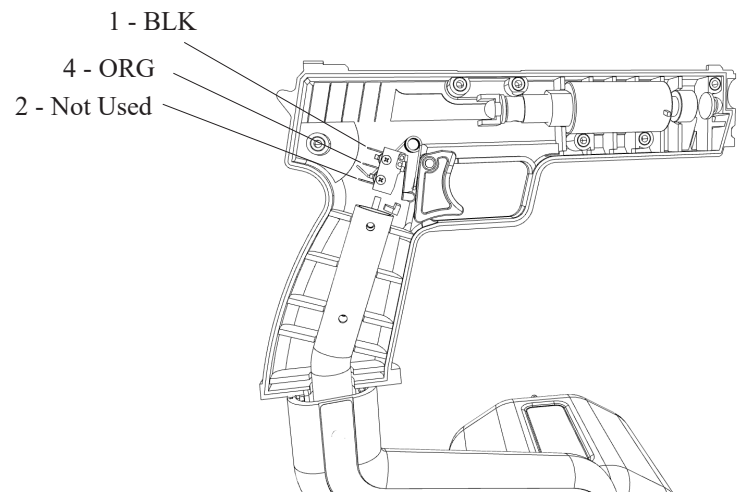
- 3 Locate the Trigger Switch and carefully remove the (2) self tapping screws which retain the switch.



- 4** Using a sharp knife or blade, carefully remove the protective sleeve from around the solder joint. Unsolder the ORG and BLK wires, taking note of their positionings.



- 5** Replace the switch and re solder the wires onto the new switch in their correct locations. Ensure that the protective sleeves are also replaced.



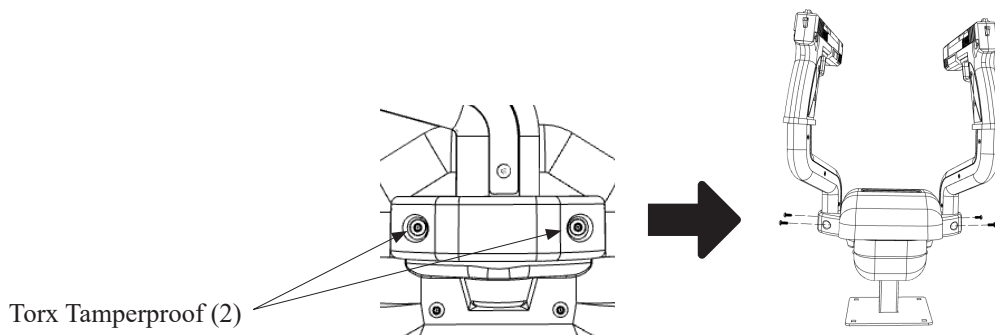
- 6** Reassemble the Controller unit following these instructions in reverse order. Check operation using the OUTPUT TEST MODE in section 9 of this manual.

10-2 REPLACING THE CONTROLLER I/O

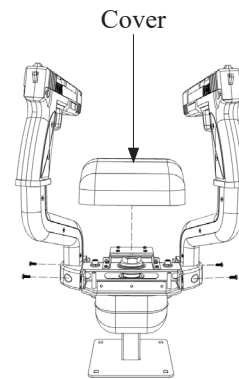
In instances whereby either or both controllers malfunction a possible cause is the GUN I/O PCB mounted beneath the center controller cover. On the rare occasions where the GUN I/O PCB fails, please follow these instructions for removal.

1 Turn OFF the power to the machine and remove the Power cable.

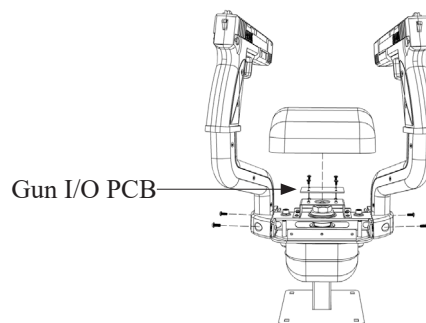
2 Remove the (4) Torx tamperproof fixings from both sides of the controller.



3 Remove the (4) Torx tamperproof fixings from both sides of the controller to remove the center cover.



4 Disconnect the connectors from around the GUN I/O PCB. Remove the (4) Pozi screws and carefully remove the GUN I/O PCB.

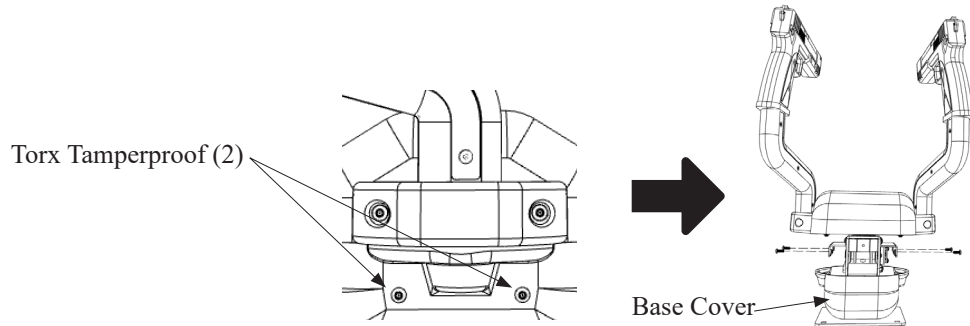


5 Replace the GUN I/O PCB and reassemble in reverse order.

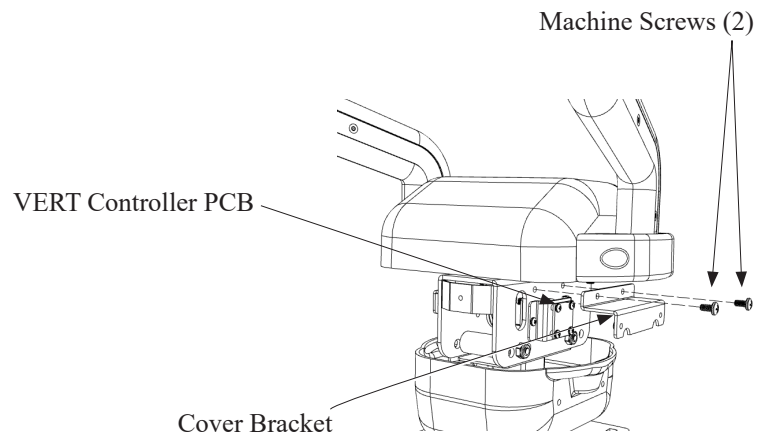
10-3 REPLACING THE UP/DOWN SENSORS

1 Turn OFF the power to the machine and remove the Power cable.

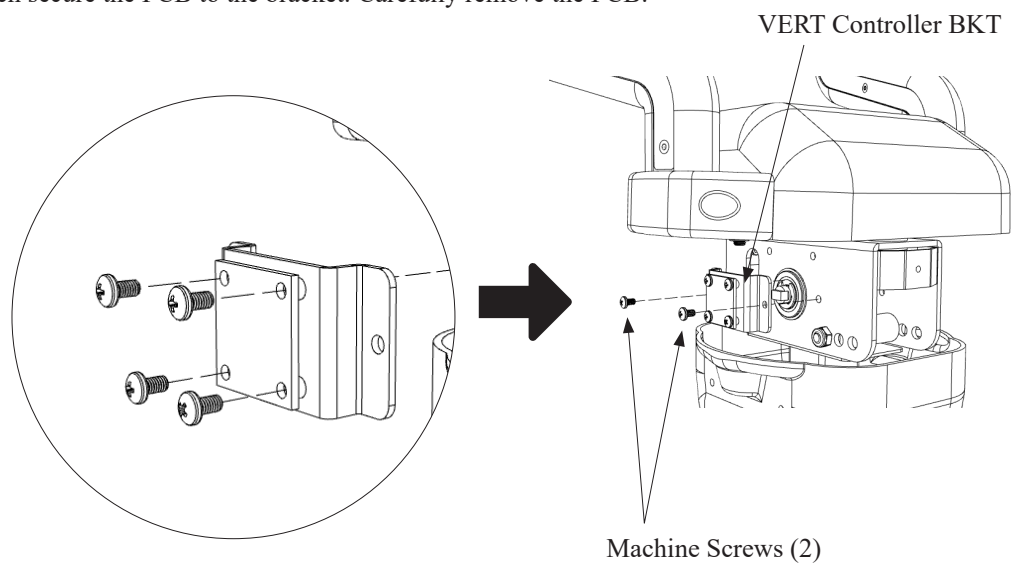
2 Remove the (4) Torx tamperproof fixings from both sides of the controller and lower the base cover.



3 Remove the (2) machine screws which retain the cover bracket. This will enable you to gain access to the VERT Controller PCB



4 Remove the (2) machine screws which secure the VERT controller PCB bracket. Then remove the (4) machine screws which secure the PCB to the bracket. Carefully remove the PCB.



5 Replace the VERT control PCB and reassemble following these instructions in reverse order.

11 VIDEO DISPLAY

CAUTION

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

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.

11-1 GENERAL DESCRIPTION

This specification applies to the 54.6 inch Color TFT-LCD Module P550HVN02.0. This LCD module has a TFT

active matrix type liquid crystal panel 1,920x1,080 pixels, and diagonal size of 54.6 inch. This module supports

1,920x1080 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.

The P550HVN02.0 has been designed to apply the 10-bit 2 channel LVDS interface method. It is intended to

support displays where high brightness, wide viewing angle, high color saturation, and high color depth.

* General Information

Items	Specification	Unit	Note
Active Screen Size	54.6	Inch	
Display Area	1209.6(H) x 680.4(V)	mm	
Outline Dimension	1235.6(H) x 706.4(V) x 25.5(D)	mm	1
Driver Element	a-Si TFT active matrix		
Display Colors	10 bit (8bit+FRC), 1073.7M	Colors	
Number of Pixels	1,920x1080	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		Haze = 11%

11-2 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 or falling down.
- When reaching across the control panel to clean the screen there is a risk of hurting your shoulder or arm. Use a step ladder to reach higher places.

When the screen surface becomes dirty with dust, etc., 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.

For stronger stains, moisten a soft lint free cloth with detergent heavily diluted in water. Wring out the cloth thoroughly before cleaning the screen.

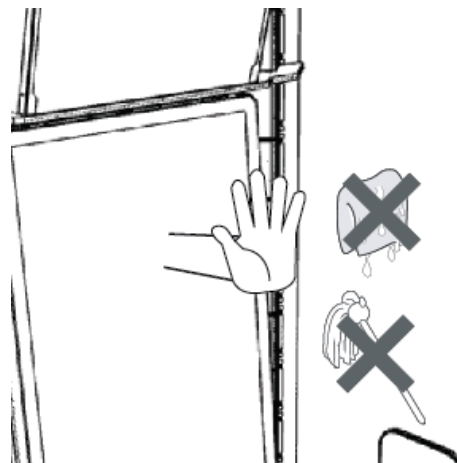


FIG. 11-1

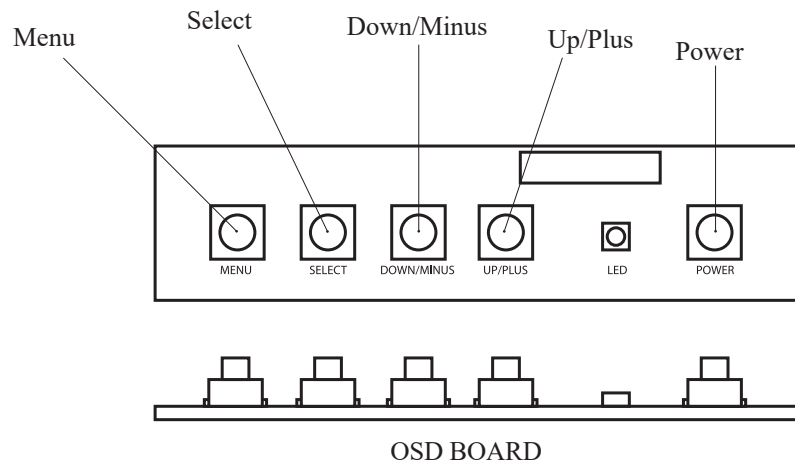
11-3 ON SCREEN ADJUSTMENT METHOD (OSD)

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.
- The screen has been finely adjusted prior leaving the factory. Do not unnecessarily adjust the screen.

OSD (On Screen Display)

The OSD offers the user various possibilities of customizing the appearance of the TFT display. By using the OSD Board, brightness, contrast, input selection, OSD appearance and much more can be adjusted easily.



Operation and Buttons

Item	Description
Menu	Enter OSD main menu Leave sub menu Leave OSD main menu
Select	Navigate down in menu
Down/Minus	Navigate left in main menu Decrease value
Up/Plus	Navigate right in main menu Increase value
Power	Turn power on/off
2 colour LED	Red/Green

Hot Keys

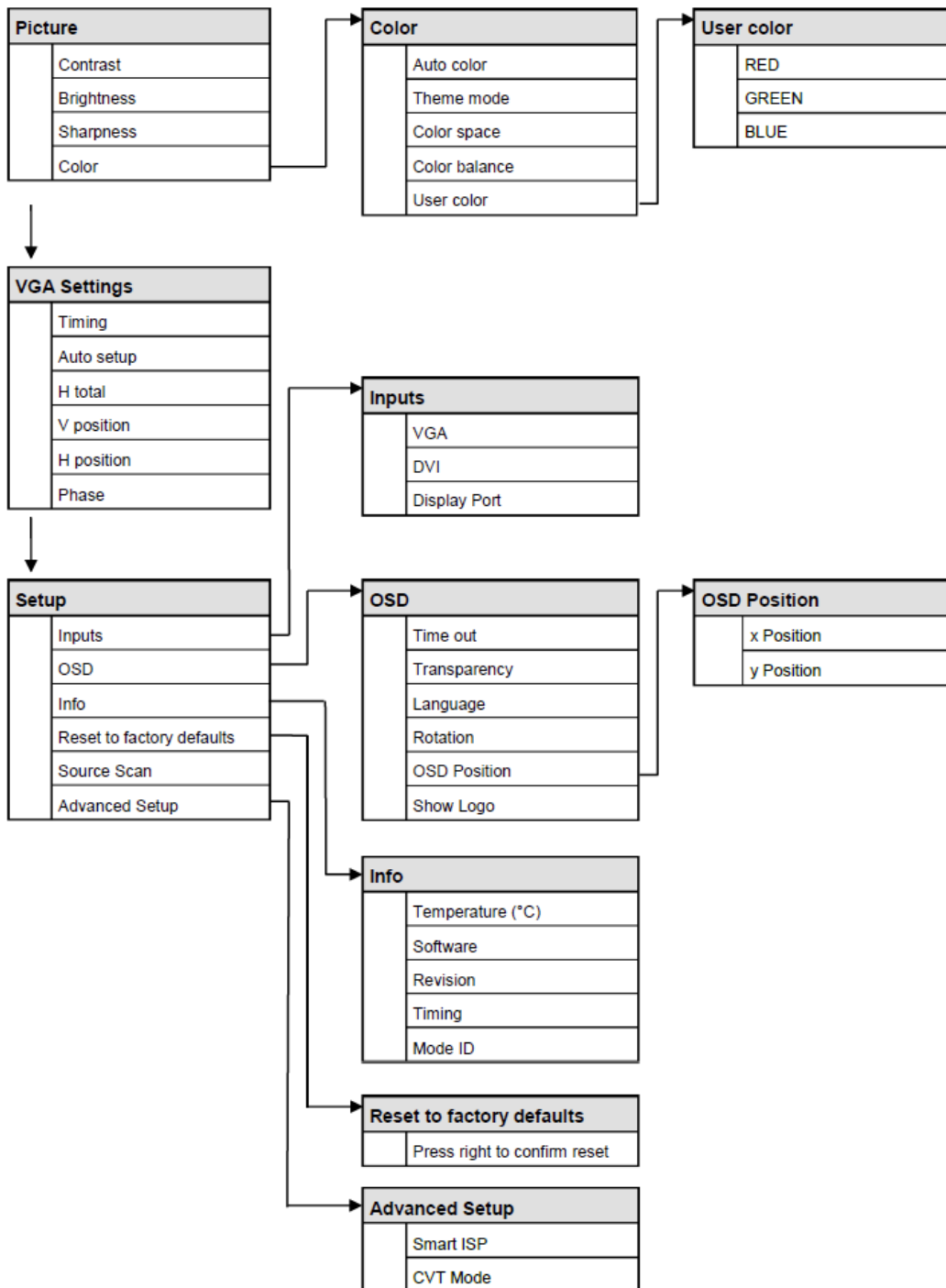
The OSD offers hot key functions. To access these functions the user must not open the OSD via the Main Menu. The hotkey functions offer direct access to each equivalent function.

Button	Direct access
Up/Plus	Source select, switch to next input
Down/Minus	Brightness
Select	Auto adjust

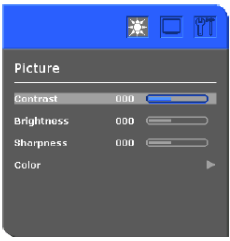
OSD Status LED

Condition	Description
Amber flashing	Standby (Searching Input)
Green flashing	Searching display mode (Source)
Green ON	OK (Displaying signal)
Red ON	Power off

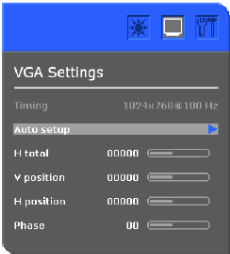
OSD Structure




Picture Menu

	Picture	Contrast
		Brightness
		Sharpness
		Color

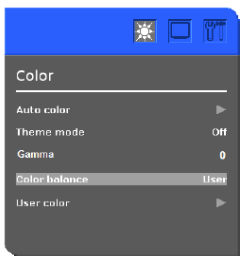
VGA Settings Menu

	VGA Settings	Timing
		Auto setup
		H total
		V position
		H position
		Phase

Setup Menu

	Setup	Inputs
		OSD
		Info
		Reset to factory defaults
		Source scan
		Advanced Setup

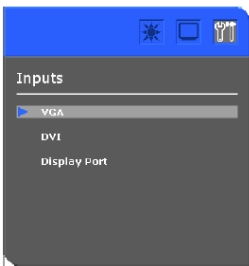
Colour Menu

	Color	Auto color
		Theme mode
		Gamma
		Color balance
		User color


User Colour Menu

	User color	RED
		GREEN
		BLUE

Input Menu

	Inputs	VGA
		DVI
		DisplayPort


OSD Menu

	OSD	Time out
		Transparency
		Language
		Rotation
		OSD Position
		Show logo

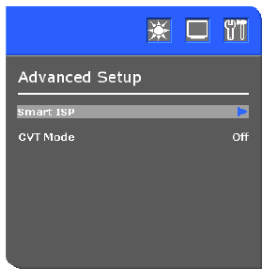
OSD Position Menu

	OSD Position	x Position
		y Position

Info Menu

	Info	Temperature (°C)
		Software
		Revision
		Timing
		Mode ID

Advance Setup Menu

	Advanced Setup	Smart ISP
		CVT Mode

12 COIN HANDLING

This product is supplied with either an electronic coin validator (particular to Europe) or a mechanical coin acceptor (particular to USA and Asia). Identify which coin acceptor is being used and consult the relevant information within this section of the manual.

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 ACCEPTOR MECHANICAL

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.)

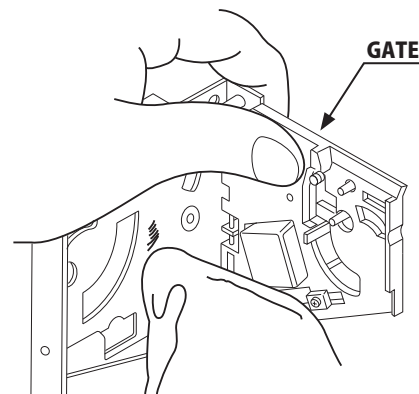


FIG. 12-1a

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.

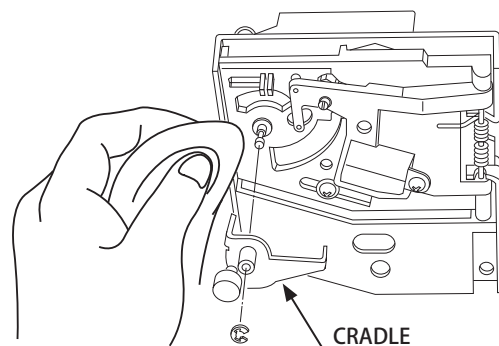


FIG. 12-1b

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?

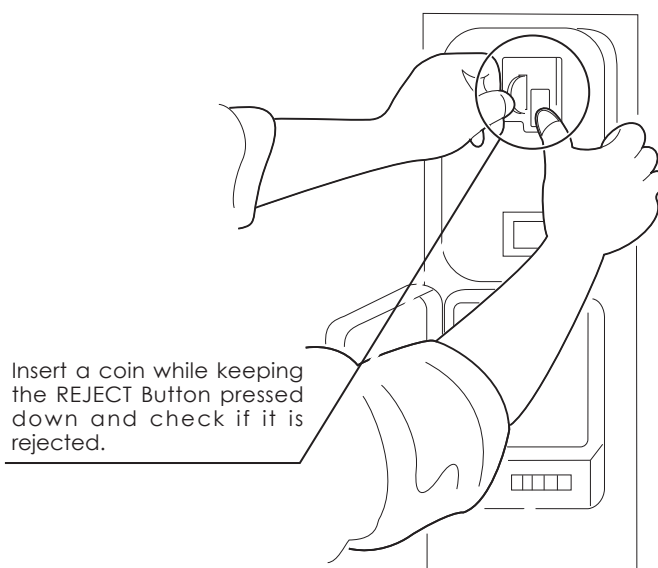


FIG. 12-1c

CLEANING THE COIN SELECTOR (SR3/

- 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.

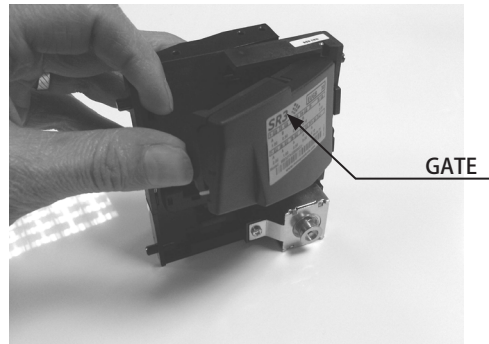


FIG. 12-1d

- 2 Open the reject gate to gain access to the rundown path.

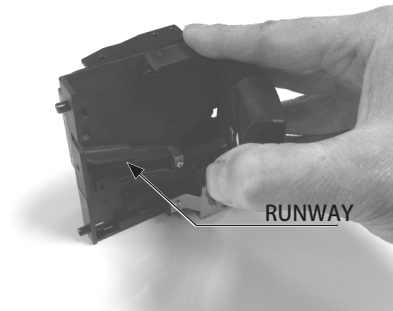


FIG. 12-1e

- 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.



FIG. 12-1f

Pictures for illustration purposes only..
Model shown is SR3 Coin validator. Visual differences
between models but process remain the same.

12-2 FAULT FINDING

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.

12

COIN HANDLING

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

Table 1 12-2

12-3 SWITCH PLATE - SINGLE CABI (EXCEL)

STOP IMPORTANT

SEGA amusement products are fitted with either an EXCEL CREDIT PCB or a VTS (Volume, Test, Service) PCB. Both these components operate coin handling in the same way. Only one of these components are fitted.

The price of play is determined by the configuration of switches located on either an EXCEL board 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 Money Controls SR3 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 Excel Credit Bd 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

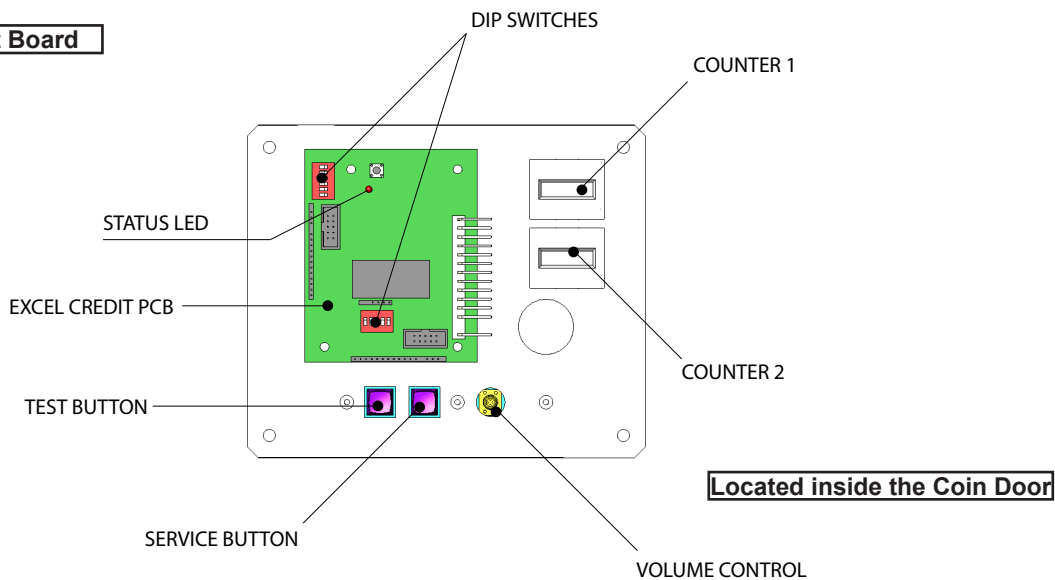


FIG. 12-3a

DIL SW3 (Regional Settings)

Adjust these switches to specify the type of Coin Acceptor used and currency.

Default = SW1&SW2 ON - NRI in parallel mode, Sterling.

TEST BUTTON

Provides access to the TEST MENU when pressed.

SERVICE BUTTON

Provides a SERVICE CREDIT when pressed

Status LED

Flashes when functioning.

CHANNEL 1

To Coin Acceptor (SR3 TYPE.)

DIL SW1 (credit settings)

Adjust to required price of pay.

VOL CONTROL

MAIN VOLUME ADJUSTMENT (FRONT SPEAKERS)

12-4 COIN REGION & PRICE OF PLAY SETTINGS

Country	Setting	Switch 3 Setting						Credit Board Mode Settings Switch 3											
		SW1	SW2	SW3	SW4	SW5	SW6	Coin Validator Programming											
		COIN1	COIN2	COIN3	COIN4	COIN5	COIN6	COIN7	COIN8	COIN9	COIN10	COIN11	COIN12	C120/SR3 Only					
UK	Coin Controls C220 Parallel	OFF	OFF	OFF	OFF		£1	50p new	20p	10p	-	50p old	-	-					
UK	Coin Controls C220 Binary	ON	OFF	OFF	OFF		£1	50p new	20p	10p	-	50p old	-	£2					
UK	Coin Controls C220 Binary	OFF	ON	OFF	OFF		£1	50p new	20p	10p	-	£2	-	50p old					
UK	Coin Controls C220 Binary	ON	ON	OFF	OFF		£1	50p new	20p	10p	-	£2	-	50p old					
UK	Coin Controls SR3 Parallel	ON	ON	OFF	OFF		£1	50p new	20p	10p	-	£2	-	50p old					
UK	Coin Controls SR3 Parallel	OFF	OFF	ON	OFF		£2	£1	50p new	20p	10p	-	-	50p old					
Euro	Coin Controls SR3 Parallel	OFF	OFF	ON	OFF		£2	£1	50p new	20p	10p	-	-	50p old					
UK	Mars MEMS 111 Parallel	ON	OFF	ON	OFF		£1	£2	20p	10p	50p new	50p old							
UK	NRI Parallel	OFF	ON	ON	OFF		10p	20p	50p	£1	£2	-							
Belgium	Parallel	ON	ON	ON	OFF		-	50BfT	20BfT	5BfT									
Holland	Parallel	OFF	ON	ON	OFF		-	50BfT	20BfT	5BfT									
Austria	SR3 Parallel	ON	OFF	OFF	ON		20Sch	5NLG	2.5NLG	1NLG									
Austria	SR3 Parallel	ON	OFF	OFF	ON		10Sch	5NLG	2.5NLG	1NLG									
Spain	Coin Controls C220 Binary	OFF	ON	OFF	ON		500Pta	200Pta	100Pta	50Pta	25Pta	200Pt old	50Pta old	25Pta old					
Spain	SR3/NRI Parallel	ON	ON	OFF	ON		500Pta	200Pta	100Pta	50Pta	25Pta	200Pt old	50Pta old	25Pta old					
Spain	Coin Controls C220 Parallel	OFF	OFF	ON	ON		100Pta	50Pta new	-	25Pta new	-	50Pta old	-	25Pta old					
Portugal Euro	Parallel	ON	OFF	ON	ON		200Es	100Es	50Es	-	-	-	-	-					
	TBA				OFF		TBA												
							TBA												
	Channels					ON	OFF	Direct Mode											
						ON	OFF	2 channel Mode											

Table 1 12-5

Note: These switch settings are under constant review and may change due to world currency updates.

Set SW 1 according to the option settings found in the relevant Price of Play Settings Table on the following pages.

Set SW 3 on the VTS /Excel board as shown in the table above corresponding to the country required.

Please Note
The credit board automatically sets the validator for parallel and binary operation through an output on pin 8 of the 17 way pinstrip. For the feature to work it is necessary for the validator interconnecting cable to include at wire at this position

PRICE OF PLAY SETTINGS

	PRICE OF PLAY	BONUS	DIL SWITCH 1				
			1	2	3	4	5
1	0.10	-	OFF	OFF	OFF	OFF	OFF
2	0.10	0.50 = 6 credits	ON	OFF	OFF	OFF	OFF
3	0.20	-	OFF	ON	OFF	OFF	OFF
4	0.20	0.50 = 3 credits	ON	ON	OFF	OFF	OFF
5	0.30	-	OFF	OFF	ON	OFF	OFF
6	0.30	1.00 = 4 credits	ON	OFF	ON	OFF	OFF
7	0.30	0.50 = 2 credits	OFF	ON	ON	OFF	OFF
8	0.30	1.00 = 3 credits	ON	ON	ON	OFF	OFF
9	0.40	-	OFF	OFF	OFF	ON	OFF
10	0.40	1.00 = 3 credits	ON	OFF	OFF	ON	OFF
11	0.50	-	OFF	ON	OFF	ON	OFF
12	0.50	1.00 = 3 credits	ON	ON	OFF	ON	OFF
13	0.50	2.00 = 5 credits	OFF	OFF	ON	ON	OFF
14	0.60	-	ON	OFF	ON	ON	OFF
15	0.60	1.00 = 2 credits	OFF	ON	ON	ON	OFF
16	0.80	-	ON	ON	ON	ON	OFF
17	0.80	1.50 = 2 credits	OFF	OFF	OFF	OFF	ON
18	1.00	-	ON	OFF	OFF	OFF	ON
19	1.00	2.00 = 3 credits	OFF	ON	OFF	OFF	ON
20	1.00	4.00 = 5 credits	ON	ON	OFF	OFF	ON
21	1.50	-	OFF	OFF	ON	OFF	ON
22	1.50	2.00 = 2 credits	ON	OFF	ON	OFF	ON
23	2.00	-	OFF	ON	ON	OFF	ON
24	2.00	5.00 = 3 credits	ON	ON	ON	OFF	ON
25	3.00	-	OFF	OFF	OFF	ON	ON
26	3.00	5.00 = 2 credits	ON	OFF	OFF	ON	ON
27	5.00	-	OFF	ON	OFF	ON	ON
28	5.00	10.00 = 3 credits	ON	ON	OFF	ON	ON
29	7.50	-	OFF	OFF	ON	ON	ON
30	7.55	10.00 = 2 credits	ON	OFF	ON	ON	ON
31	10.00	-	OFF	ON	ON	ON	ON
32		FREE PLAY	ON	ON	ON	ON	ON

Table 2 12-5

The price of play is controlled by DIL switches 1 to 5 of a bank of 8, located on the EXCEL CREDIT BD.

Default values are in **BOLD**

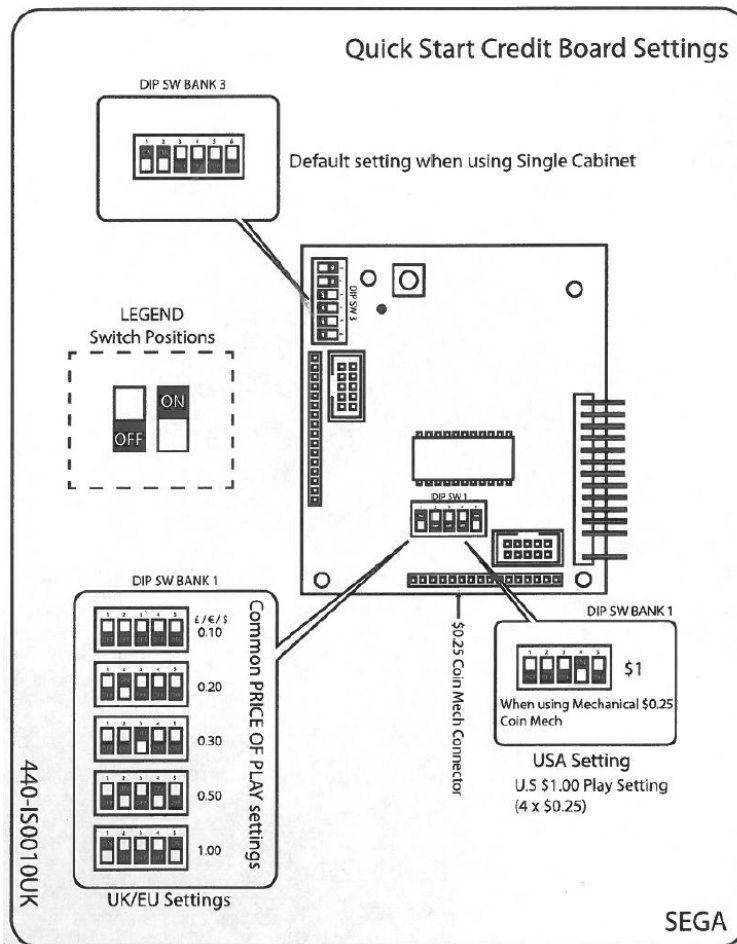


FIG. 12-4

DIL SWITCH BANK ONE (5 way SW1)						
Item	Price	SW1	SW2	SW3	SW4	SW5
1	25cent	OFF	OFF	OFF	OFF	OFF
3	50cent	OFF	ON	OFF	OFF	OFF
5	75cent	OFF	OFF	ON	OFF	OFF
9	\$1.00	OFF	OFF	OFF	ON	OFF
16	\$2.00	ON	ON	ON	ON	OFF
DIL SWITCH BANK TWO (6 way SW3)						
Type	SW1	SW2	SW3	SW4	SW5	SW6
USA	OFF	OFF	OFF	OFF	OFF	OFF

Table 1 12-6

13 LIGHTS 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.
- You may get burned by a hot fluorescent lamp or other lamps. Pay full attention to the lamps when performing the work.
- 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?

IMPORTANT

- Work should be carried out by a qualified maintenance person(s) or technician. Failing to use qualified personnel may result in injury or electric shock.
- Turn off the power and remove the mains connector from the machine before attempting any work..
- Take care not to damage any wiring. Damaged wires can cause and electric shock or fire hazard.

CAUTION

- Whilst working on the ASSY FLOOR take care not to make any sudden movements and be aware of your surroundings. Failing to do so may result in accidents and/or injury.

13-1 LED LIGHTING - FLOOR

The following procedure describes the replacement of the Left side Floor Lighting Please follow the same procedure when replacing the Right side.

It is recommended that this work be carried out by 2 people.

- 1 Remove the power from the machine and disconnect the mains input connector from the wall socket.
- 2 Remove the power from the machine and disconnect the mains input connector from the wall socket.

WARNING

- Work should be carried out by a qualified maintenance person(s) or technician. Failing to use qualified personnel may result in injury or electric shock.
- Turn off the power and remove the mains connector from the machine before attempting any work..
- Take care not to damage any wiring. Damaged wires can cause and electric shock or fire hazard.

CAUTION

- Whilst working on the ASSY FLOOR take care not to make any sudden movements and be aware of your surroundings. Failing to do so may result in accidents and/or injury.

13-3 LED LIGHTING - OUTER CURVE

13-4 LED LIGHTING - INNER CURVE

13-5 LED LIGHTING - CONTROL PANEL

13

LAMPS AND LIGHTING

13-7 LED LIGHTING - WOOFER

13-9 PASSIVE INFA RED (PIR)

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 greasy, gently wipe the display with a dry, lint-free, soft cloth. If you see a scratch-like mark on your display, it might be a stain which has been transferred from food like matter when the screen was depressed from the outside. To avoid damaging surface finish, do not use such solvents as thinner, 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
	FLOOR SURFACE	Cleaning
	MONITOR	Cleaning
Daily	CABINET	Confirm adjusters contact floor
		STEPS - Loose screws
	CONTROLLERS	Cleaning / Loose Screws
	CASH BOX	Empty Coins
Weekly	CONTROLLER ALIGNMENT	Check Input/Output in Test
	CONTROLLER FEEDBACK	Check Input/Output in Test
	PLAYER BUTTONS	Check Input/Output in Test
	ROOF	Cleaning
	PLAYING AREA	Cleaning
Monthly	SPEAKERS	Check volume
	RUMBLE PACKS (FLOOR)	Check Output in Test
	LEDS	Check Output in Test
	COIN SELECTOR	Coin switch inspection
		Coin insertion test
	GAME PC	Settings check
EXTERNAL STRUCTURE	Check for loose fixings	
Every 3 Months	COIN SELECTOR	Cleaning
1 year	GAME PC	Cleaning
	POWER PLUG	Inspection, Cleaning
	INSIDE CABINET	Inspection. Cleaning

15 TROUBLESHOOTING

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

WARNING

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

Replacing Fuses

WARNING

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

 **WARNING**

- This work must be performed by a site maintenance personnel or other skilled or qualified professional. Work performed by non-technical personnel can cause a severe accident such as an electric shock or personal injury. If there are no site maintenance personnel or other skilled professionals available, turn the power off immediately and contact your local distributor or approved service center. You can also contact SEGA using the numbers listed in the front of this manual.
- 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 wires. Damaged wires may cause electric shock or short circuit or present a risk of fire.
- When the power has been engaged or TEST mode has been terminated, initialisation takes place automatically. Carefully check that no tools or items have been left behind or left inside the product.
- If problems other than those covered in this manual arise, or no improvements can be noted after measures given in this manual have been taken, do not take measures indiscriminately. Cut off power immediately and contact the SEGA offices shown in this manual or the distributor from whom the product was purchased. Indiscriminate countermeasures could lead to unforeseen accidents. They could also result in permanent damages. Also, if the power is not removed while there is an abnormality, a fire, electric shock or other serious accident may occur.

 **IMPORTANT**

- If an error message is displayed, identify the cause right away and 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 electronics devices on the IC board. Before handling the IC board, touch a grounded metallic surface so that the static electricity can be discharged.

PROBLEM	CAUSE	COUNTERMEASURE
With main switch ON there is no activation	Power is not supplied	Insert power lead all the way into outlet
	Supply voltage is not correct	Make sure that supply voltage is correct
	Circuit protector activated	Reset circuit protector/replace fuse
There is sound and lighting but no video signal	Video signal connector or monitor power connector is not properly connected	Check connections of the monitor and Nu 1.1 connector
No sound	Volume not properly adjusted	Adjust volume
	Poor connection of connectors	Check connections of Nu1.1 and amp
	Board, amp or speaker fault	Run speaker test to check.
Incorrect colour on monitor	Poor connection of video cable	Confirm connection of video/DVI cable.
	Monitor fault	Contact point of purchase
Screen saturation and brightness not correct	Screen not properly adjusted	Adjust screen settings
Switch and volume pot input does not work	Poor connection of connectors	Check connection to I/O bd
		Check the connection to Nu1.1
Start button input does not work	Switch fault	Replace switch
Lever button does not light	Lamp failure	Replace lamp
Stays on SEGA logo and does not go to advertise screen (error)	Poor condition of cabinet	Refer to list of errors
	CPU error	Contact point of purchase
Controller does not work properly	Improper controller adjustment	Configure using TEST mode
	Poor attachment of harness	Check harnessing to Controllers
Floor does not work correctly	Check connections within harnessing.	Turn the power on/off and make sure the initialization operation completes successfully
	Rumble pack failure	Replace rumble pack

16 PC GAME BOARD

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 expose the game board, etc. without a 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.

IMPORTANT

For replacement or repair, pack the game board and send it without disassembling it. Order for servicing might 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 HANDLING PRECAUTIONS

WARNING

To prevent electric shock or IC Board malfunctioning, be sure to turn off the Power for the cabinet when installing or removing any IC Boards.

Extraneous matter such as dust on IC Boards can cause the IC Boards to generate heat and result in a fire due to short circuit, etc. Ensure that all IC Board surfaces are always kept clean.

Always follow the usage conditions from SEGA as well as the usage conditions for the cabinet you are using. Failure to do so may cause an overheating and fire.

IMPORTANT

- Be sure to connect the PC Game Board and connectors completely. Insufficient insertion can damage PC Game Board, etc.
- For the PC Game Board circuit inspection, only the use of Logic Tester is permitted. The use of ordinary testers is not permitted as these can damage the IC Board.
- Do not subject any IC Board to static electricity when installing any IC Board into the cabinet or when connecting wire harness connectors to the IC Board.
- When soldering buttons, etc. to the wire harnesses, be sure to remove the wire harnesses from the IC Board so as not to subject the IC Board to heat.
- Some parts are the ones designed and manufactured not specifically for this product. 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 product whether or not a warranty period has expired.

IMPORTANT

- It is important that the PC Game Bd is cleaned free from dust regularly. If dust accumulates within the PC Game bd, the Game bd may malfunction.
- If any components are removed during cleaning be sure to reconnect them in the same manner as they were removed. Ill fitted components may malfunction, become faulty or may possibly cause a fire hazard.
- If you are unsure about refitting components then please contact the point of sale to arrange for a return or replacement PC Game Bd.

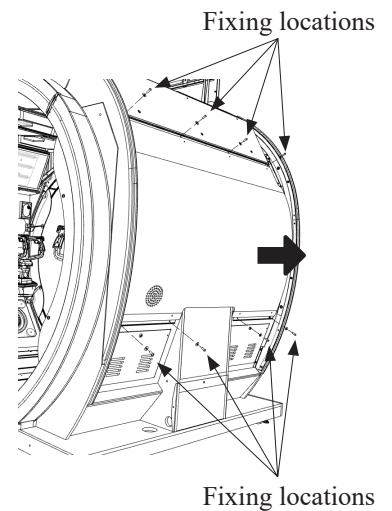
16-2 PC GAME BOARD - LOCATION & REMOVAL

WARNING

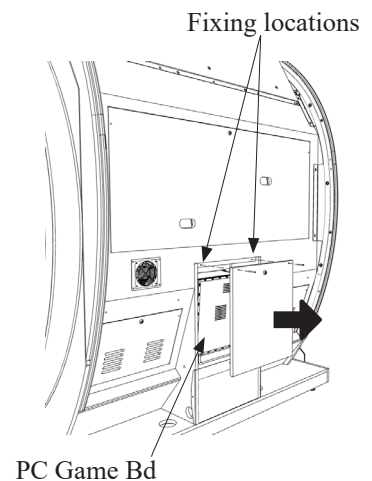
- When returning the game board after making repairs or replacements, make sure that there are no errors in the connection of connectors. Erroneous connections can lead to electrical shock, short circuits or fires.
- When connecting a connector, check the direction carefully. Connectors must be connected 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.

The PC Game Bd is fitted at the rear of the cabinet and accessed through the Centre Service Door

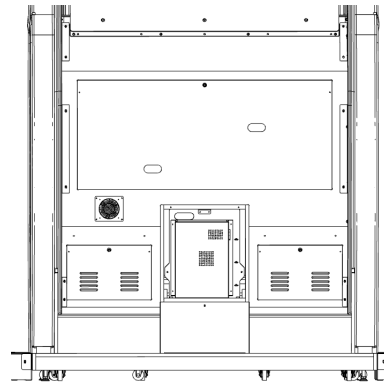
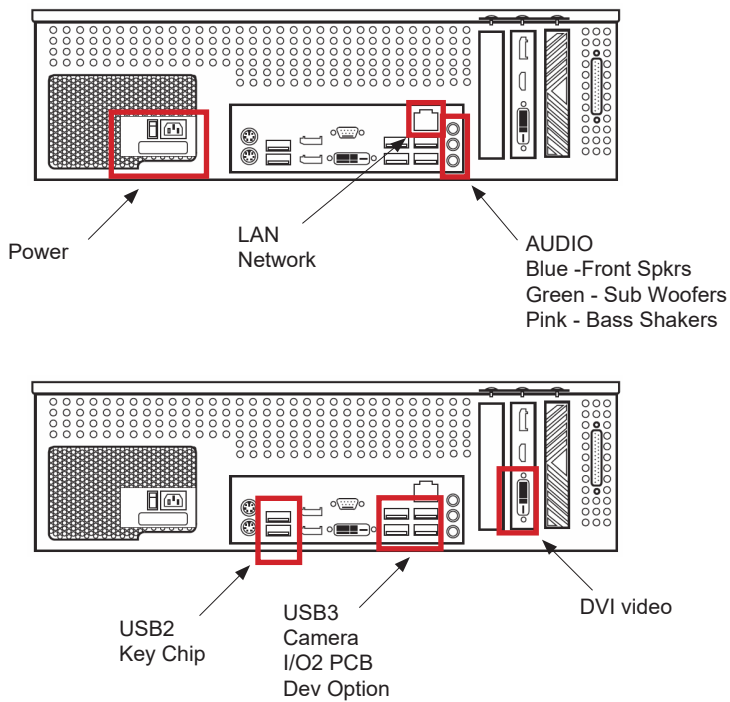
- 1** Remove the power from the machine and disconnect the Power lead.
- 2** Remove the (8) fixings from around the ASSY REAR POSTER and carefully remove placing it to one side.



- 3** Remove the (2) security fixings from the upper corners of the Centre Service Door. Using the Service Key, unlock the Centre Service Door and remove to reveal the PC Game Bd.



4 Prepare to carefully disconnect all the connections to the PC Game Bd.



16

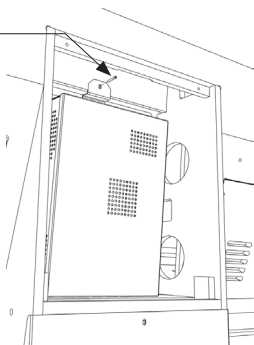
GAME BOARD

5 Carefully disconnect all connectors attached to the PC Game Bd. The DVI video cable can be disconnected by loosening the thumb screws either side of the connector. A small flat bladed screwdriver may be used if these seem too tight.

6 Remove the (3) M6X40 SKT BH PAS fixings which secure the ASSY GAME BD to the cabinet.

M6X40 SKT BH PAS
[029-B00640]

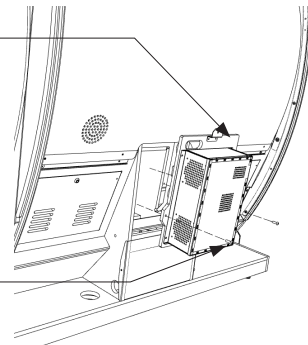
M6 WSHR 200D FLT PAS
[068-652016]



Assy Game Bd

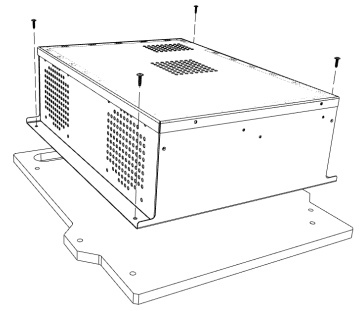
M6X40 SKT BH PAS (2)
[029-B00640]

M6 WSHR 200D FLT PAS (2)
[068-652016]



7 Carefully remove the ASSY Game Board taking care not to damage any wires or connectors.

-
- 8 Remove the (4) fixings M4x12 SKT BH PAS located at each corner of the PC Game Board. Carefully lift away the Game Bd.



-
- 9 Reassemble and fit the ASSY Game Bd back into position by following Steps 2 to 8 in this process in reverse order.

17 DESIGN-RELATED PARTS

This section covers all the design related artwork. For the warning display stickers, refer to Section 1.



ITEM	PART NUMBER	DESCRIPTION	QTY	NOTES
1	MI-0091X-01UK	PANEL FRONT LIT HEADER FRONT TNX	1	
2	MI-0093XUK	STICKER LIT HEADER TNX LWR L	2	
3	MI-0094XUK	STICKER LIT HEADER TNX LWR R	2	
4	MI-0095XUK	PANEL LIT HEADER TNX OUTER L	2	
5	MI-0096XUK	PANEL LIT HEADER TNX OUTER R	2	
6	MI-0502-01UK	PANEL HEADER TEAM BETA	1	
7	MI-1051-01UK	COVER WOOFER BLUE	2	
8	MI-1055-01UK	STICKER MON MASK L BLUE	1	
9	MI-1056-01UK	STICKER MON MASK R BLUE	1	
10	MI-1057-01UK	STICKER MON MASK CENTER BLUE	1	
11	MI-1473-01UK	POSTER COVER BACK DOOR UPPER BLUE	1	
12	MI-1481X-01UK	POSTER EXT BACK BILLBOARD RED	1	
13	MI-1902-01UK	CTRL PANEL CTRL COVER BLUE	1	
14	MI-1915-01UK	STICKER CTRL BOX L BLUE	1	
15	MI-1916-01UK	STICKER CTRL BOX R BLUE	1	
16	MI-1701-01UK	SIDE SCREEN L BLUE	1	
17	MI-1751-02UK	SIDE SCREEN R RED	1	



ITEM	PART NUMBER	DESCRIPTION	QTY	NOTES
A	MI-0091X-02UK	PANEL FRONT LIT HEADER BACK TNX	1	
B	MI-0502-02UK	PANEL HEADER TEAM RECO	1	
C	MI-1051-02UK	COVER WOOFER RED	2	
D	MI-1052-02UK	STICKER STRIP INNER CURVE RED	2	
E	MI-1055-02UK	STICKER MON MASK L RED	1	
F	MI-1056-02UK	STICKER MON MASK R RED	1	
G	MI-1057-02UK	STICKER MON MASK CENTRE RED	1	
H	MI-1473-02UK	POSTER COVER BACK DOOR UPPER RED	1	
I	MI-1481X-01UK	POSTER EXT BACK BILLBOARD BLUE	1	
J	MI-1902-02UK	CTRL PANEL CTRL COVER RED	1	
K	MI-1915-02UK	STICKER CTRL BOX L RED	1	
L	MI-1916-02UK	STICKER CTRL BOX R RED	1	
M	MI-1701-02UK	SIDE SCREEN L RED	1	
N	MI-1751-01UK	SIDE SCREEN R BLUE	1	

18 PARTS & SERVICE CONTACT INFORMATION

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19 WIRE COLOUR CODE TABLE

WARNING

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

19

WIRE COLOUR CODE TABLE

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

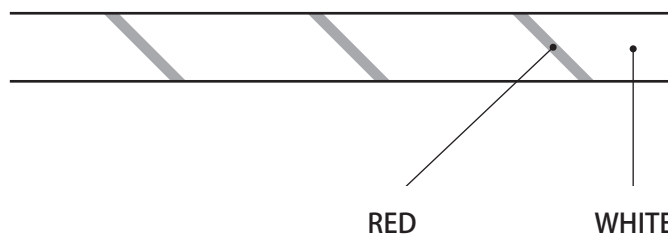
Wires other than those of any of the above 5 single colors will be displayed by 2 alphanumeric characters.

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).

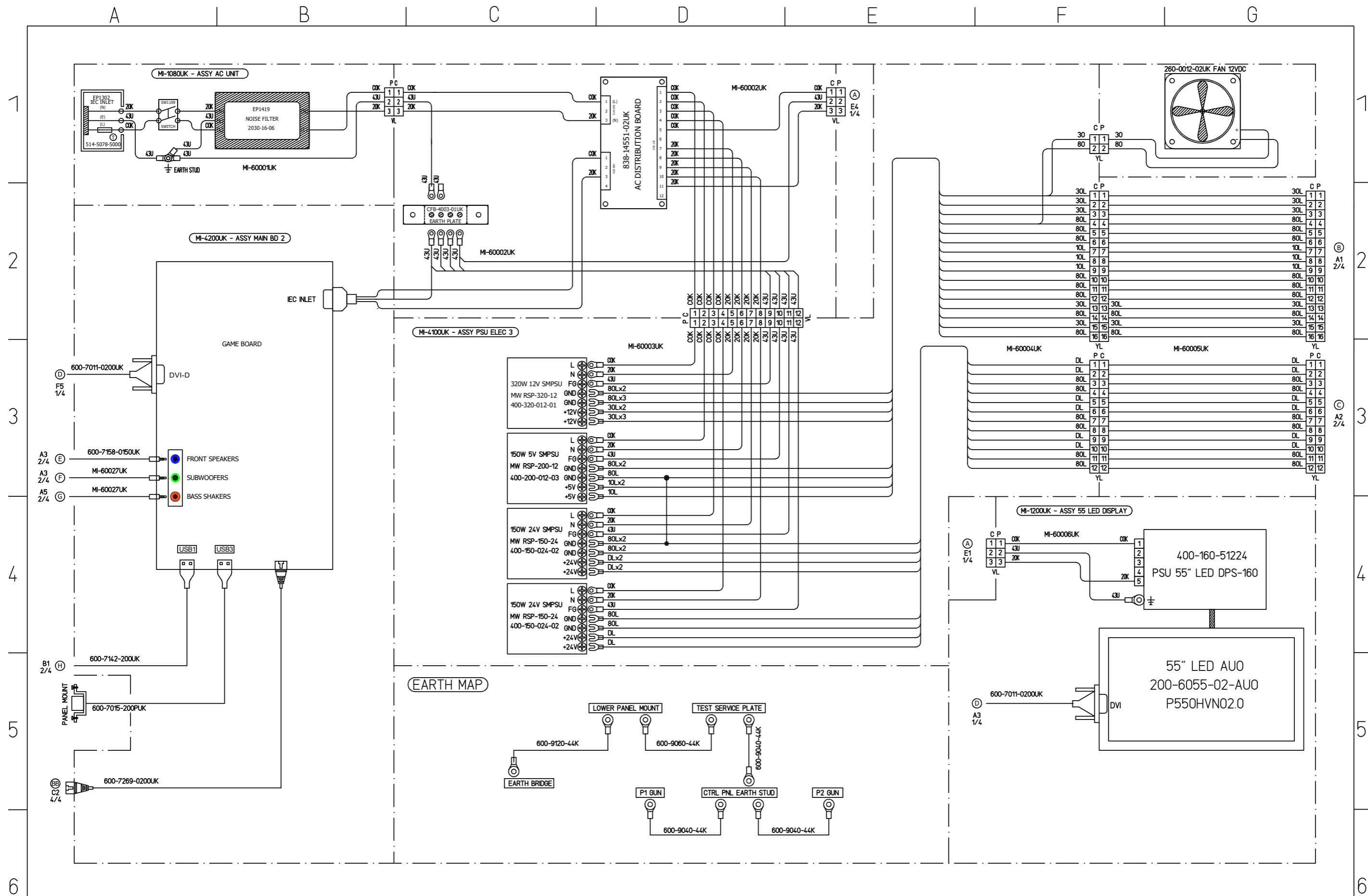
Note 1: If the right-hand side numeral is not 0, that particular wire has a spiral color code. The left-hand side character shows the base color and the right-hand side one, the spiral color.

<Example> 51.....WHITE/RED



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

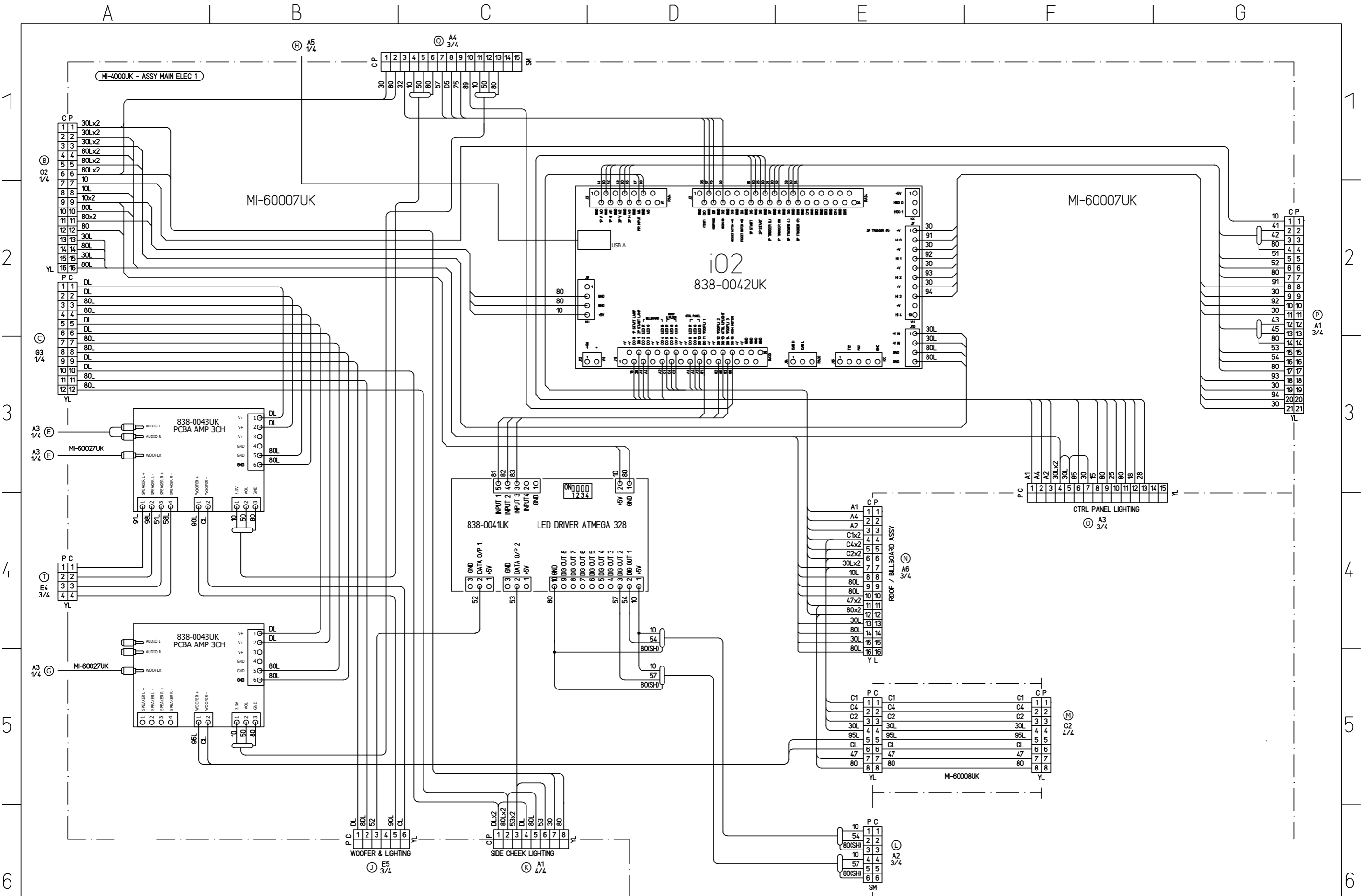
U :	AWG16
K :	AWG18
L :	AWG20
None :	AWG22



8	BLACK	43	EARTH WIRE
7	ORANGE	?	AWG18 UL1672
5	WHITE	D	AWG20 UL1672
4	GREEN	C	AWG18 UL1015
3	YELLOW	B	AWG18 UL1015
2	BLUE	A	AWG20 UL1007
1	RED	9	AWG22 UL1007
		T	AWG24 UL1007

MI-0003XUK	01/02/21	RA/CW	
PART NUMBER	DATE	DRAWN	CHECKED

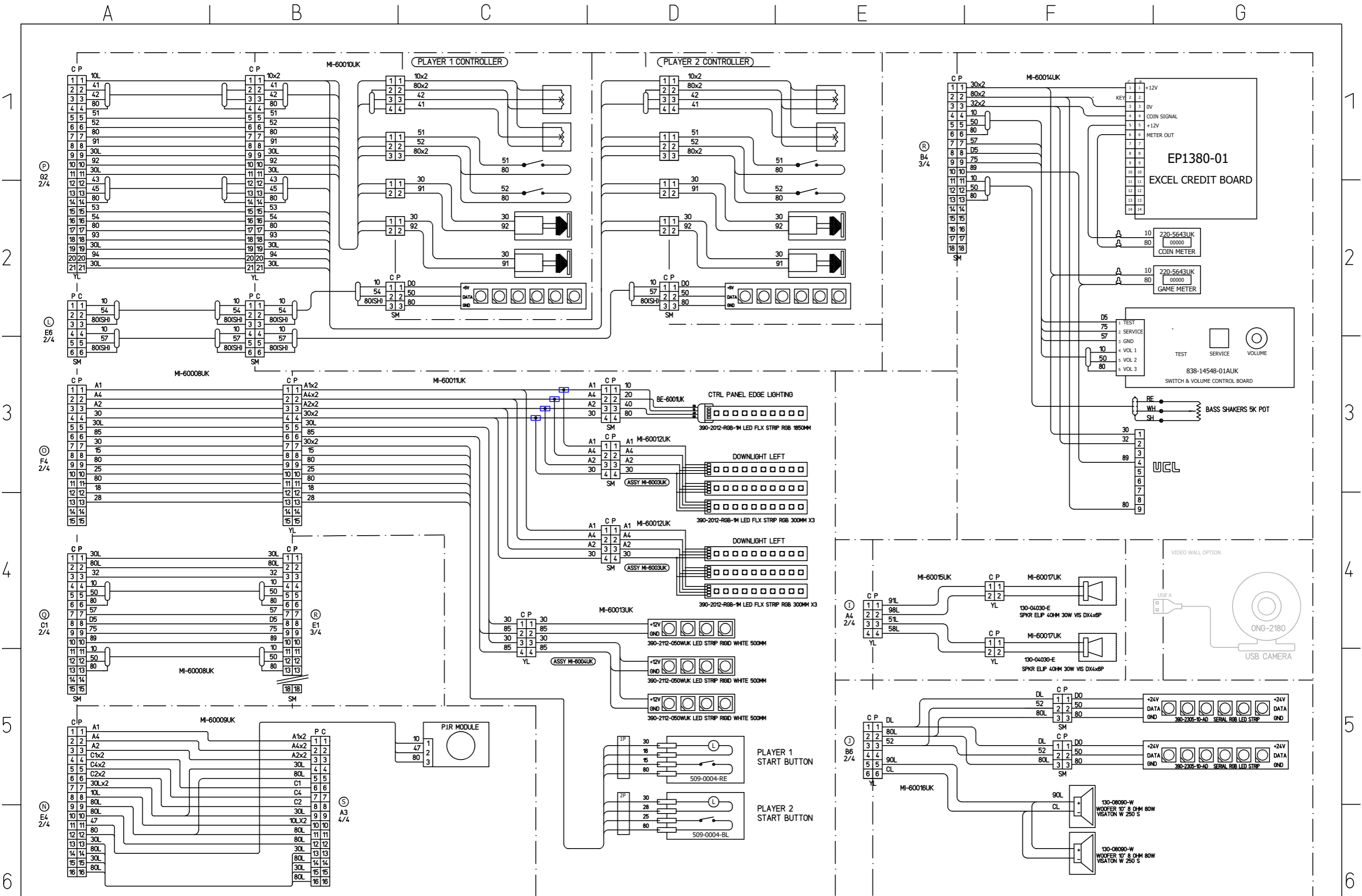
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DESCRIPTION			



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

MI-0003XUK	01/02/21	RA/CW			
PART NUMBER	DATE	DRAWN	CHECKED		

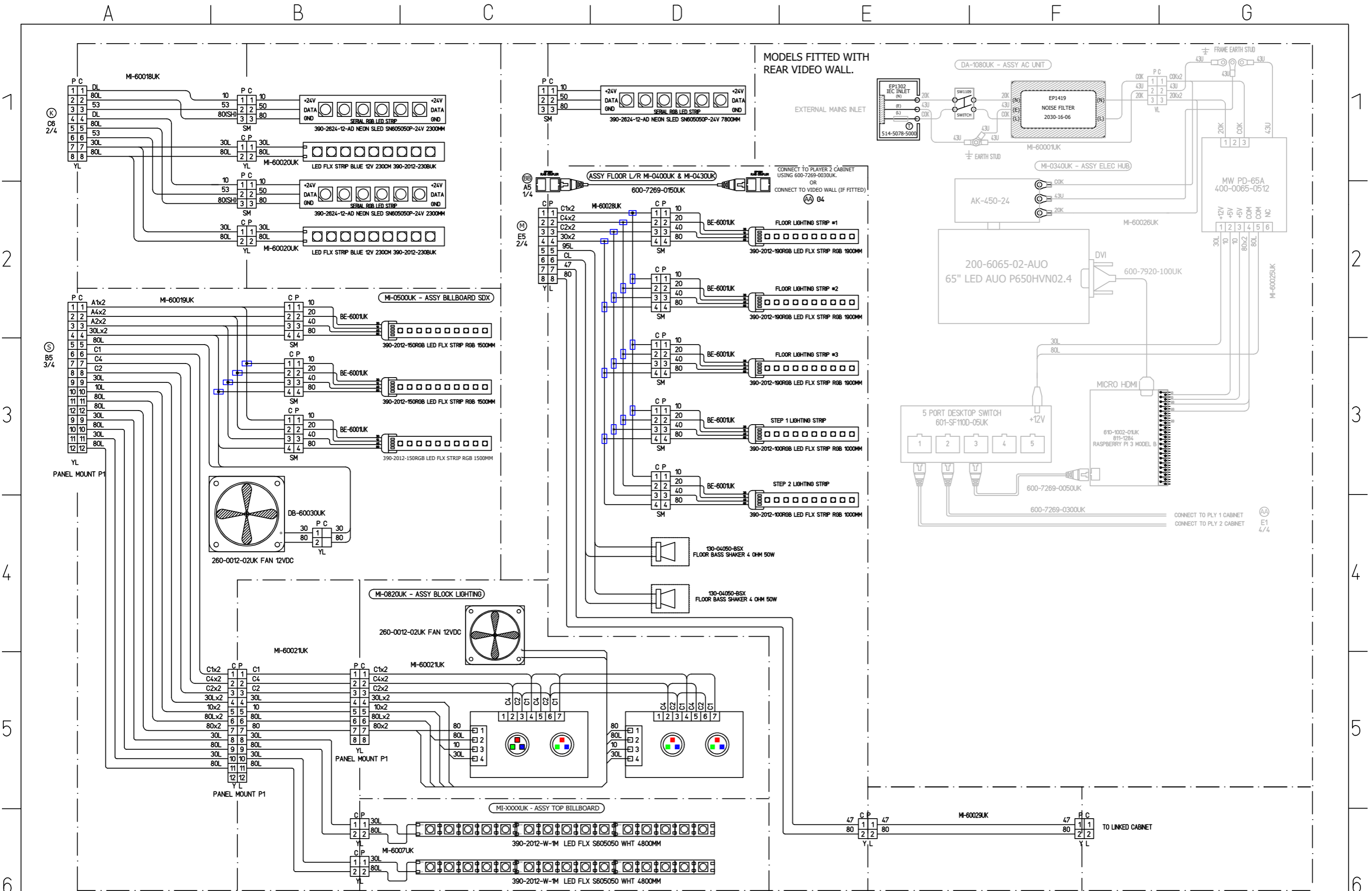
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		2/4	A2
DESCRIPTION			



8	BLACK		43	EARTH WIRE
7	ORANGE	E	AWG18 UL1672	
5	WHITE	D	AWG20 UL1672	
4	GREEN	C	AWG18 UL1015	
3	YELLOW	B	AWG18 UL1015	
2	BLUE	A	AWG20 UL1007	
1	RED	9	AWG22 UL1007	

MI-0003XUK	01/02/21	RA/CW		
PART NUMBER	DATE	DRAWN	CHECKED	

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MISSION IMPOSSIBLE ARCADE		PAGE	SIZE
		3/4	A2
ALTERATION	DESCRIPTION		



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

MI-0003XUK	01/02/21	RA/CW
PART NUMBER	DATE	DRAWN
		CHECKED

SEGA AMUSEMENTS INTERNATIONAL LTD	THIS DRAWING WILL IN NO WAY BE COPIED, TO BE RETURNED ON DEMAND.
MISSION IMPOSSIBLE ARCADE	
DESCRIPTION	

PAGE	SIZE
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