420-0043UK
Rev 2

SEGA®
amusements international

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Errors & Omissions Excepted (E&OE)

PUTT IT PAR-TEE

OWNER'S MANUAL

420-0043UK

SEGA®
amusements international

PUTT IT! PAR-TEE

SERVICE MANUAL



IMPORTANT

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

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

TO MAINTAIN SAFETY:

To ensure the safe operation of this product, be sure to read the following before usage:

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

Herein, explanations which require special attention are enclosed with dual lines. Depending on the potentially hazardous degrees, the terms of "**DANGER**", "**WARNING**", "**CAUTION**", etc. are used.

Be sure to understand the contents of the displays before reading the text.

PICTOGRAPHS AND DEFINITIONS

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

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

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

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



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



Indicates a "**protective earth terminal**." Before operating the equipment, be sure to connect it to the ground (this step may be omitted for products in which a power cable with earth is used)

- **Perform work in accordance with the instructions herein stated:**
  Instructions for work are explained by paying attention to the aspect of accident prevention. Failing to perform work as per the instructions can cause accidents. In the case where only those who have technical expertise should perform the work to avoid hazardous situation, the instructions herein state that the site maintenance personnel should perform such work
- **Be sure to turn off the power before working on the machine:**
  To prevent an electric shock, be sure to turn off the power and unplug the power cable before carrying out any work that requires direct contact with the interior of the product. If the work is to be performed in the power-on status, the instruction manual herein always states to that effect
- **Be sure to ground the earth terminal (not required in the case where a power cable with earth is used):**
  This product is equipped with the earth terminal. When installing the product, connect the earth terminal to the "accurately grounded indoor earth terminal" by using an earth wire. Unless the product is grounded appropriately, the user can be subject to an electric shock. After performing repair, etc. for the control equipment, ensure that the earth wire is firmly connected to the control equipment
- **Ensure that the power supply used is equipped with an earth leakage breaker:**
  Using a power supply which is not equipped with the earth leakage breaker can cause a fire when earth leakage occurs
- **Be sure to use fuses which meet the specified rating (only for the machines which use fuses):**
  Using fuses that exceed the specified rating can cause a fire and an electric shock

- **Specification changes (removal of equipment, conversions and additions) not designated by SEGA are not allowed:**
  The parts of the product include warning labels for safety, covers for personal protection, etc. It is very hazardous to operate the product by removing parts and/or modifying the circuits. Should doors, lids and protective parts be damaged or lost, refrain from operating the product, and contact where the product was purchased from or the office herein stated.
  SEGA shall not be held responsible for any accidents or compensation for damage to a third party resulting from the specifications not designated by SEGA
- **Ensure that the product meets the requirements of appropriate electrical specifications:**
  Before installing the product, check for electrical specifications. SEGA products have a nameplate on which the electrical specifications are described. Ensure that the product is compatible with the power supply voltage and frequency requirements of the location. Using any electrical specifications different from the designated specifications can cause a fire and an electric shock
- **Install and operate the product in places where appropriate lighting is available, allowing warning labels to be clearly read:**
  To ensure safety for the customers, labels and printed instructions describing potentially hazardous situations are applied to places where accidents can be caused. Ensure that where the product is operated has sufficient lighting allowing the warnings to be read. If any label is peeled off, apply it again immediately. Please place an order with where the product was purchased from or the office herein stated
- **When handling the monitor, take considerable care (applies only to products with monitors):**
  Some of the monitor parts are subject to high tension voltage. Even after turning off the power, some portions are still subject to high tension voltage. Monitor repair and replacement should be performed only by those technical personnel who have knowledge of electricity and technical expertise
- **Be sure to adjust the monitor properly (applies only to products with monitors):**
  Do not operate the product leaving on-screen flickering or blurring as it is. Using the product with the monitor not properly adjusted may cause dizziness or a headache to an operator, a player, or customer
- **When transporting or reselling this product, be sure to attach this Manual to the product**

* In the case where commercially available monitors and printers are used in this product, only the contents relating to this product are explained herein. Some commercially available equipment has functions and reactions not stated in this Manual. Read this Manual together with the specific instruction Manual of such equipment
* Descriptions herein contained may be subject to improvement changes without notice
* The contents described herein are fully prepared with due care. However, should any question arise or errors be found, please contact SEGA

INSPECTIONS IMMEDIATELY AFTER TRANSPORTING THE PRODUCT TO THE LOCATION

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

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

READ BEFORE OPERATING

OPERATOR NOTICE OF LEGAL REQUIREMENTS

This game is a ticket redemption game. The laws and regulations on operating ticket redemption games are different in individual states, countries and territories.

The game has settings and operator options to accommodate various levels of skill and ticket payout. Local laws, regulations and codes can impact the stake, value of ticket payout and the level of skill required to win.

Not all settings and options are suitable for every jurisdiction. In some jurisdictions, ticket redemption games are prohibited.

IT IS SOLELY YOUR RESPONSIBILITY AS THE OPERATOR OF THE GAME TO:

- Fully comply with laws, regulations and ticket payout value limitations in the jurisdiction where you place and offer this game to the public. (Contact your legal adviser for local advice);
- Ensure that the amount of ticket payout comply with local laws (in type and value);
- Use the settings and options for play to ensure the game is operated within the local laws
- Neither the manufacturer nor distributor is responsible for any failure to operate the game in accordance with the relevant laws and regulations and has no liability for any consequences of such failure.

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:
"PUTT IT PAR-TEE"

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

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

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

STOP IMPORTANT!

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

⚠ WARNING ⚠ CAUTION

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

Sega Amusements International Limited

SEGA® amusements international

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

Web: https://segaarcade.com/

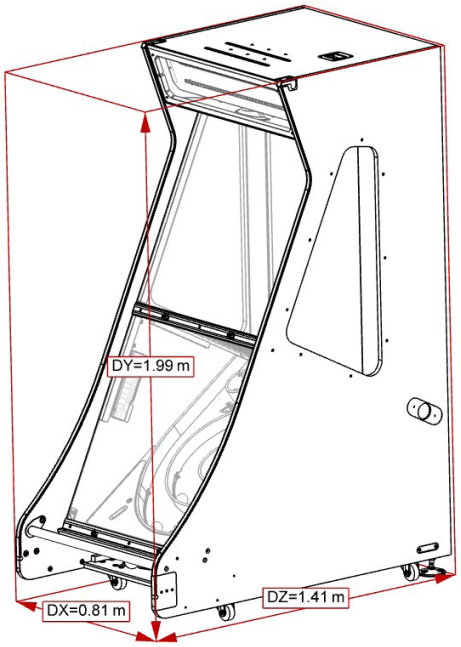
SPECIFICATIONS

Standard Cabinet

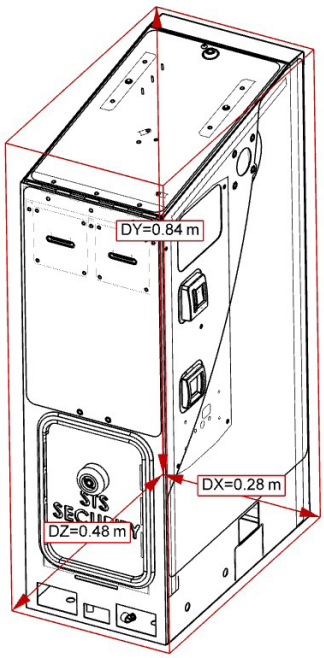
Machine Dimensions:	1.61m (63.4in) [Width] x 3.2m (126in) [Depth]
Machine Height:	2.83m (111.4in) (Installed)
Machine Weight:	580kg Approx (1278lbs)
Power, maximum current:	-675w-
Rating:	110-220VAC @ 50/60Hz
Fuse Rating:	(UK/EU) Main Cabinet = 4A (US) Main Cabinet = 8A

INDIVIDUAL SPECIFICATIONS

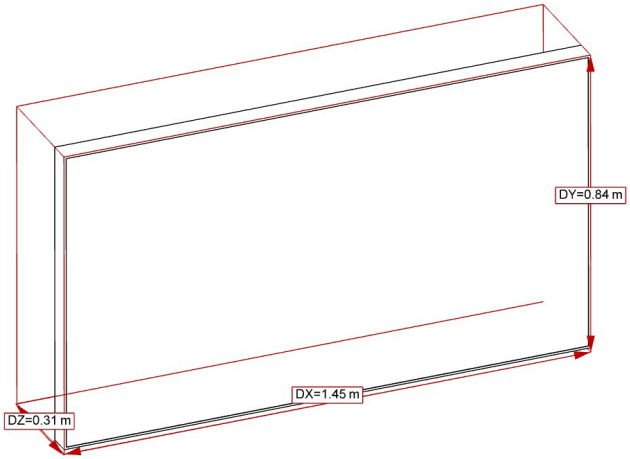
Monitor Cabinet L/R



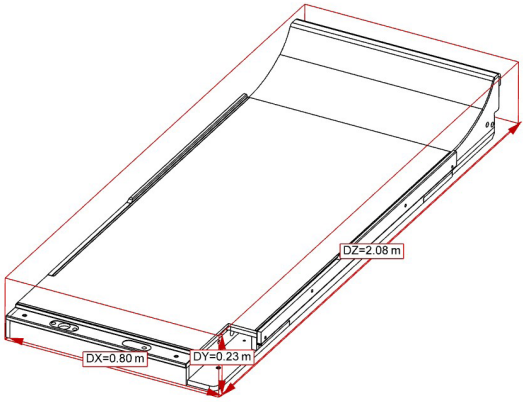
Coin Tower (CCT)



Billboard



Floor L/R



Definition of 'Site Maintenence Personnel' or Other Qualified Individuals

IMPORTANT!

Procedures not described in this Manual or marked as 'to be carried out by Site Maintenance Personnel or other qualified professionals' should not be carried out by personnel without the necessary skill or technological experience. Work carried out by unqualified persons may cause serious accidents, including electrocution

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

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

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

Activities to be carried out by Site Maintenance Personnel:
Amusement equipment/vending machine assembly, maintenance inspection and replacement of units/expendable parts.

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

Activities to be carried out by other qualified professionals:
Amusement equipment/vending machine assembly, repair/adjustment of electrical/electronic/mechanical parts.

Waste of Electrical and Electronic Equipment (WEEE) Statement

The WEEE (Waste of Electrical and Electronic Equipment) directive places an obligation on all EU based manufacturers and importers of Electrical and Electronic Equipment (EEE) to ensure waste equipment is disposed of in accordance with the directive at the end of their useful life.

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

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

For more information on Approved Authorised Treatment Facilities (AATF) within the UK please consult the government website: https://www.gov.uk/guidance/regulations-waste-electrical-and-electronic-equipment

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

SEGA amusements international

CE UK CA

DECLARATION OF CONFORMITY

Product Identification

Product	:	PUTT IT PARTEE
Model	:	**GM-0000UK**

Manufacturer

Name	:	**SEGA AMUSEMENTS INTERNATIONAL**
Address	:	42 Barwell Business Park Leatherhead Road Chessington Surrey, KT9 2NY
Country	:	UK

EMC

Name	:	**Kiwa Blackwood Compliance**
	:	Laboratory Ltd
Address		Unit 8, Woodfieldside Business Park Pontllanfraith Blackwood, Gwent
Country		UK
Standards Used	:	EN61000-3-2:2019 EN61000-3-3:2013 +A1:2019 EN55035:2015 + A11:2020 EN55035:2017 + A11:2020
Test Report Number	:	**Sega.40559-1-26 Issue 01** **Sega.40559-4-26 issue 01**

LVD

Name	:	**Kiwa Blackwood Compliance**
Address		Unit 8, Woodfieldside Business Park Pontllanfraith Blackwood, Gwent
Country		UK
Standards Used	:	IEC 60335-2-82:2017 + A1:2020 IEC 60335-1:2010+AMD1:2013 + AMD2:2016 EN 60335-1:2012 + A16:2023 EN 60335-2-82:2022
Report Number	:	**Sega 00040559-2-26 Issue 01**

RoHS

DIRECTIVE 2015/863/EU OF THE EUROPEAN PARLIAMENT AND OF THE COUNCIL on the restriction of the use of certain hazardous substances in electrical and electronic equipment

Means of conformity.
The product is in conformity with Directives 2014/30/EU, 2014/35/EU 2015/863/EU in accordance with Article 10(1) of the Directive.

Signature of representative-



Date	:	24/04/2026
Certificate Number	:	**SAECE-281**
Revision	:	REV 0
Name	:	**Nigel Allison**
Function	:	Manufacturing and R&D Director

REGISTERED IN ENGLAND REGISTERED NO. 1711515
REGISTERED OFFICE: BLOCK C, 42 BARWELL BUSINESS PARK, CHESSINGTON, SURREY KT9 2NY

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HANDLING PRECAUTIONS

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

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

⚠ WARNING

- **Before performing work, be sure to turn the power off. Performing the work without turning the power off can cause an electric shock or short circuit. In cases where work should be performed in the status of power on, this Manual always states to that effect**
- **To avoid an electric shock or short circuit, do not plug in or unplug quickly**
- **To avoid an electric shock, do not plug in or unplug with a wet hand**
- **Do not expose power cords or earth wires on the surface, (floor, passage, etc). If exposed, the power cords and earth wires are susceptible to damage. Damaged cords and wires can cause an electric shock or short circuit**
- **To avoid causing a fire or an electric shock, do not put things on or damage the power cords**
- **During or after installing the product, do not unnecessarily pull the power cord. If damaged, the power cord can cause a fire or an electric shock**
- **In the case that the power cord is damaged, ask for a replacement through where the product was purchased from or the office herein stated. Using the cord as is damaged can cause fire, an electric shock or leakage**
- **Be sure to perform grounding appropriately. Inappropriate grounding can cause an electric shock**
- **Be sure to use fuses meeting the specified rating. Using fuses exceeding the specified rating can cause a fire or an electric shock**
- **Be sure that connections such as IC Board are made properly. Insufficient insertion can cause an electric shock**
- **Specification changes, removal of equipment, conversion and/or addition, not designated by SEGA are not permitted**
- **Failure to observe this may cause a fire or an electric shock. Noncompliance with this instruction can have a bad influence upon the physical conditions of players or onlookers, or result in injury during play**
- **SEGA shall not be held responsible for damage or compensation for damage to a third party caused by specification changes not designated by SEGA**
- **Do not perform any work or change parts not listed in this Manual. Doing so may lead to an accident**
- **If you need to perform any work not listed in this Manual, request work from the office indicated in this Manual or the point of purchase, or inquiries for details. Be sure to perform periodic maintenance inspections herein stated**

⚠ WARNING

- Do not touch undesignated places. Touching places not designated can cause electric shock or short circuit
- Whenever any fasteners (e.g. screws, nuts) have been lost, be sure to use replacement fasteners with proper dimensions as specified in this Manual. If fasteners of any other dimensions are used, it could cause damage and/or separation of parts that result in secondary accidents
- Specification changes, removal of equipment, conversion and/or addition, not designated by SEGA are not permitted
- Failure to observe this may cause a fire or an electric shock. Noncompliance with this instruction can have a bad influence upon the physical conditions of players and onlookers, or result in injury during play
- SEGA shall not be held responsible for damage or compensation for damage to a third party caused by specification changes not designated by SEGA
- Performing work or parts replacements not described in this Manual could result in accidents. If you need to perform any work not listed in this Manual, request work from the office indicated in this Manual or the point-of-purchase, or 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 electronic devices on the IC board. Before handling the IC board, touch a grounded metallic surface so that the static electricity can be discharged
- Some parts are not designed or manufactured specifically for this game machine. The manufacturers may discontinue or change the specifications of such general-purpose parts. If this is the case, SEGA cannot repair or replace a failed game machine whether or not a warranty period has expired

CONCERNING THE STICKER DISPLAY

This SEGA product has stickers attached describing the product manufacture No. (Serial No.) and Electrical Specifications. It also has a Sticker describing where to contact for repair and for purchasing parts.

When inquiring about or asking for repairs, **mention the Serial No. and Name of Machine indicated on the Sticker**.

The Serial Number indicates the product register. Identical machines could have different parts depending on the date of production. Also, improvements and modifications might have been made after the publication of this Manual.

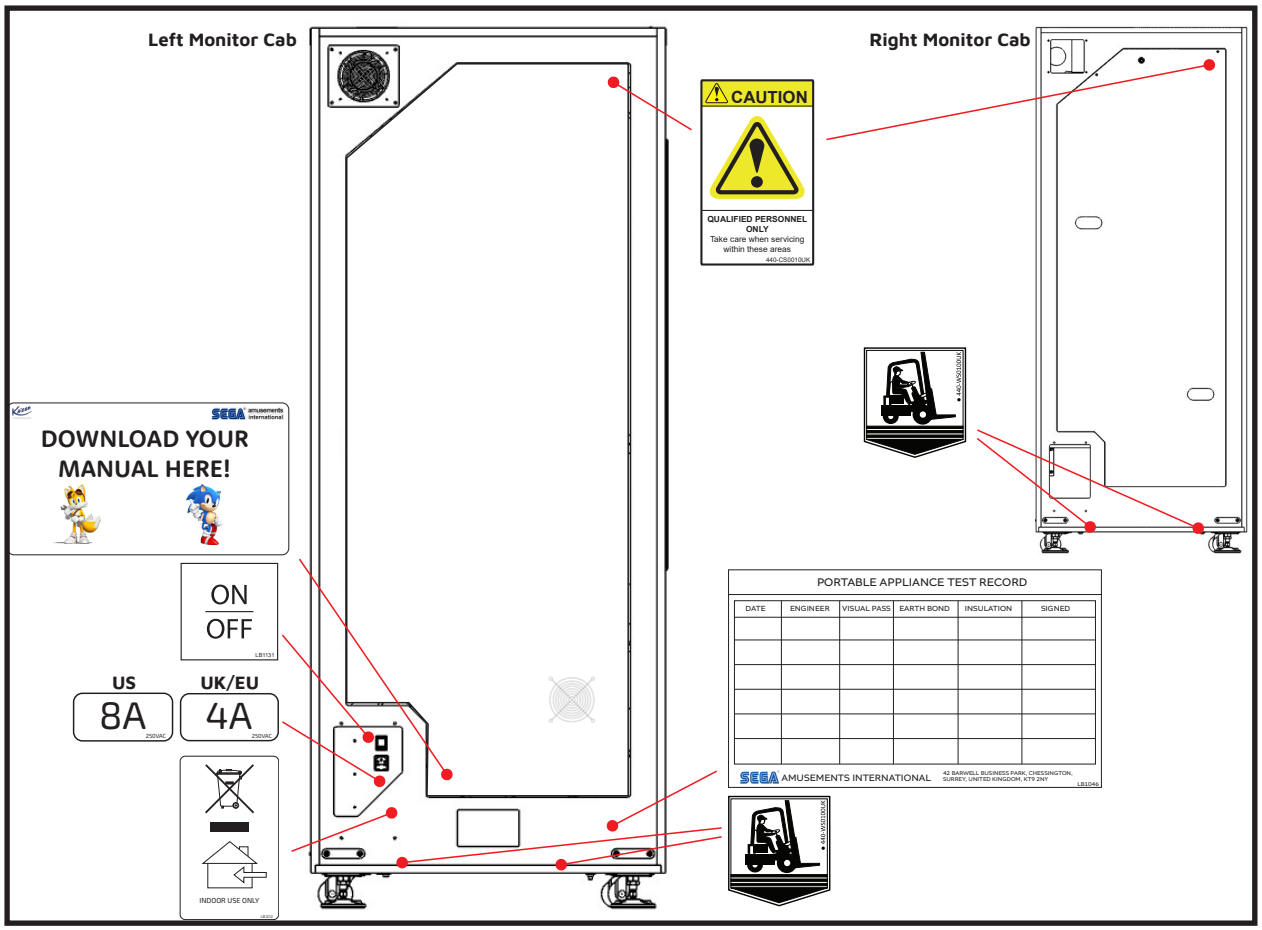
In order to ensure you order the correct parts, mention the Serial No. when contacting the applicable places.

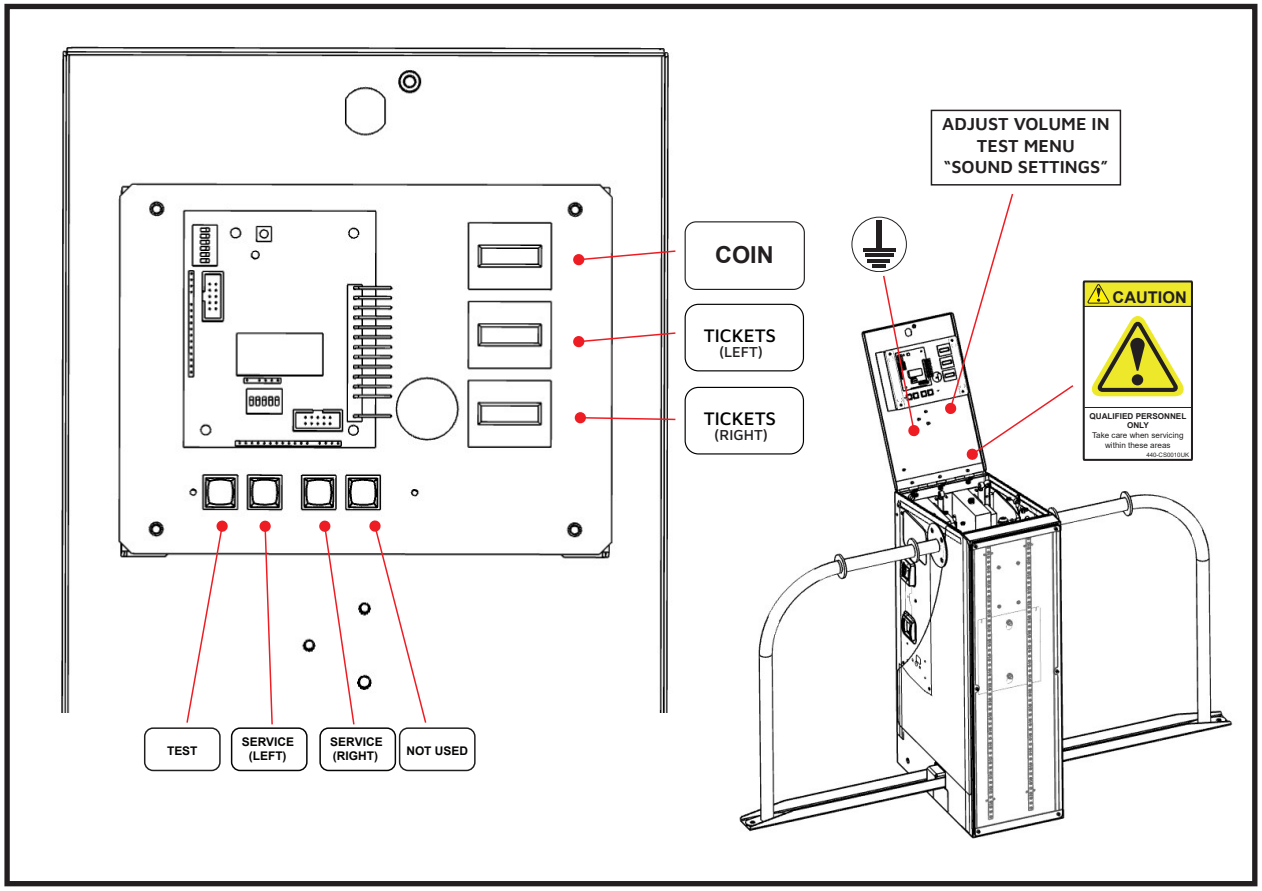
CONCERNING WARNING DISPLAYS

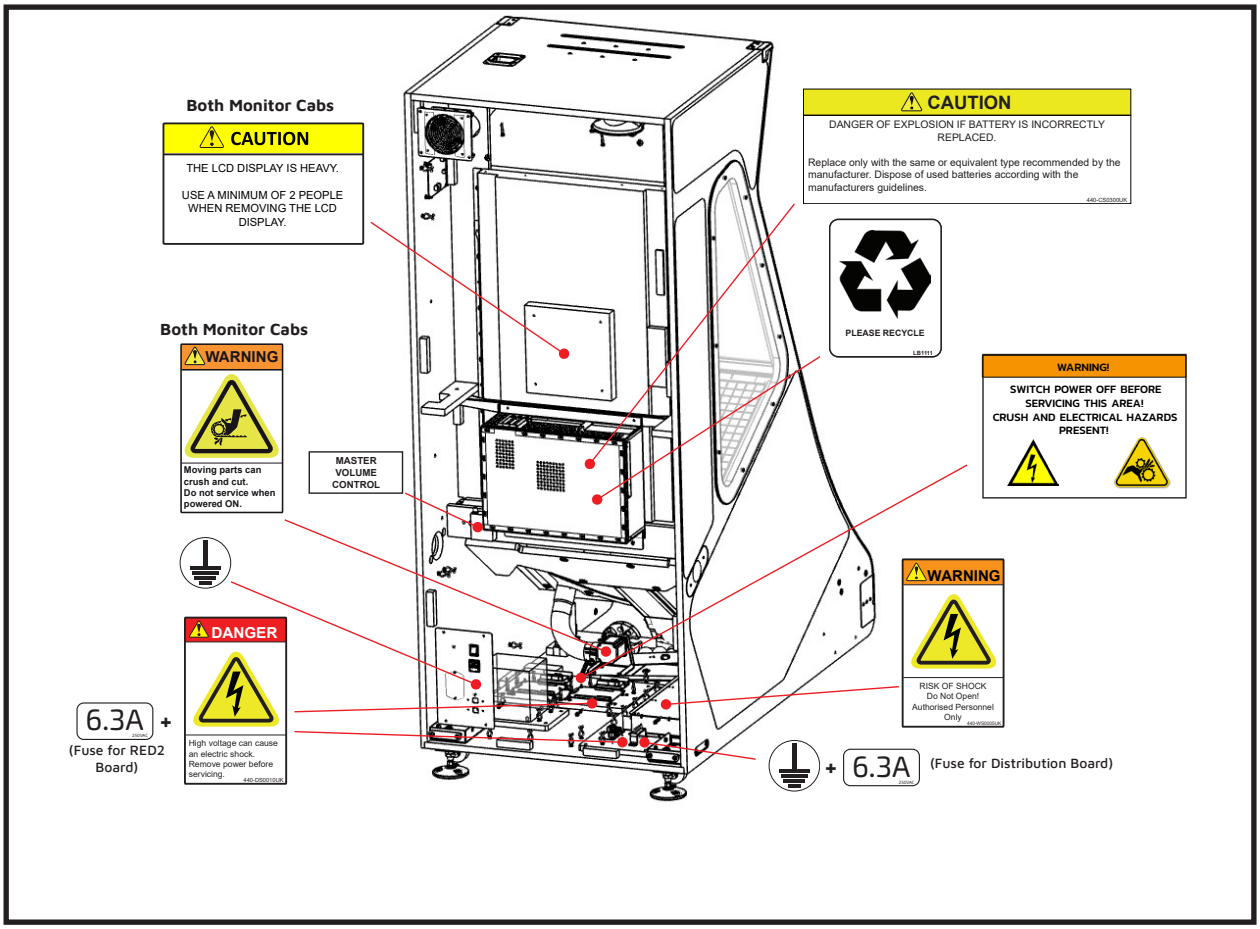
This SEGA product has warning displays on stickers, labels and/or printed instructions adhered/ attached to or incorporated in the places where a potentially hazardous situation could arise. The warning displays are intended for accident prevention for customers and for avoiding hazardous situations relating to maintenance and servicing work.

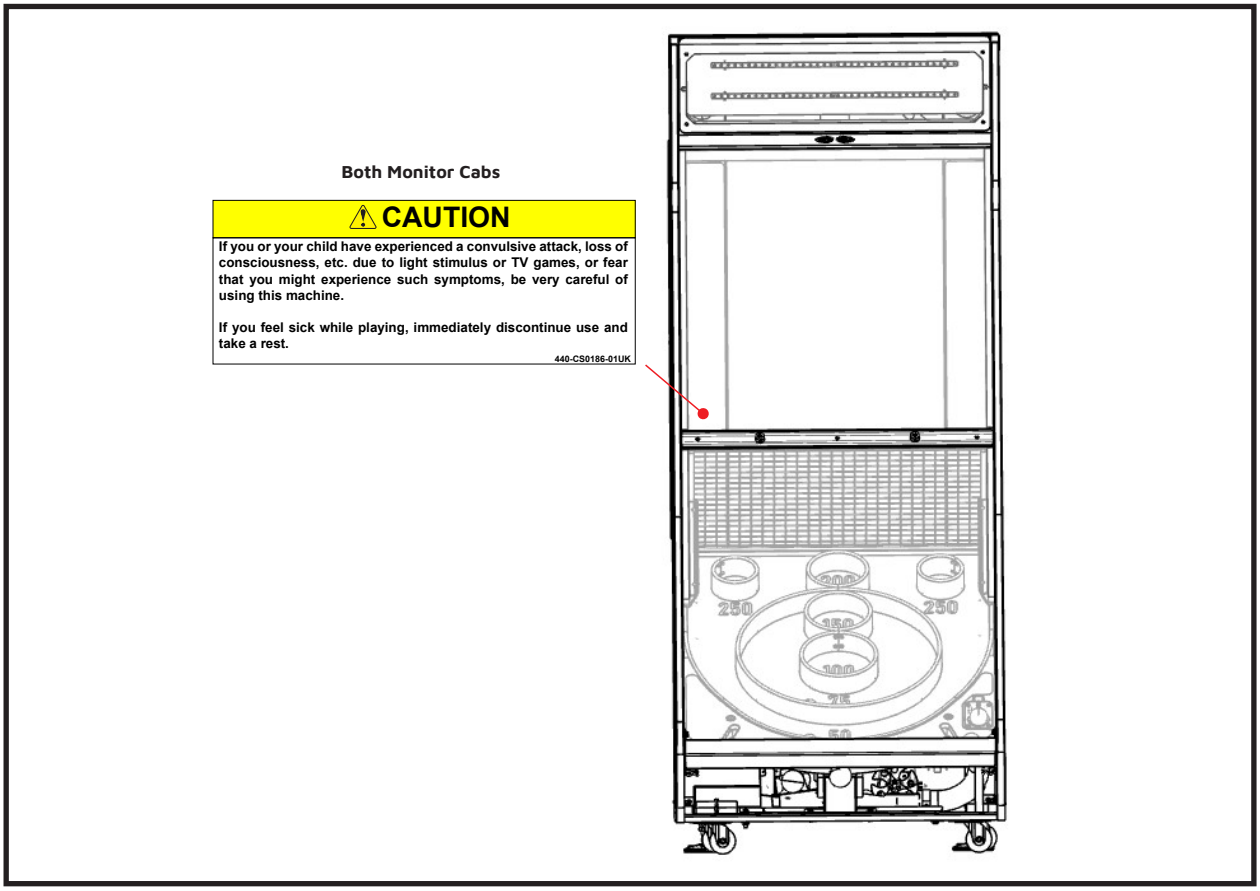
Some portions of the Cabinet contain high voltage and may cause accidents if touched. When performing maintenance, be very careful of the warning displays. It is especially important that any complex repair and replacement work not mentioned herein should be performed by those technical personnel who have knowledge of electricity and has technical expertise.

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


Left Monitor Cab
Right Monitor Cab
CAUTION
QUALIFIED PERSONNEL ONLY
Take care when servicing within these areas
440-CS5010UK
DOWNLOAD YOUR MANUAL HERE!
ON
OFF
US
UK/EU
8A
4A
250VAC
INDOOR USE ONLY
PORTABLE APPLIANCE TEST RECORD
DATE
ENGINEER
VISUAL PASS
EARTH BOND
INSULATION
SIGNED
SEGA AMUSEMENTS INTERNATIONAL
42 BARWELL BUSINESS PARK, CHESSINGTON, SURREY, UNITED KINGDOM, KT9 2NY


ADJUST VOLUME IN TEST MENU "SOUND SETTINGS"
COIN
TICKETS (LEFT)
TICKETS (RIGHT)
TEST
SERVICE (LEFT)
SERVICE (RIGHT)
NOT USED
CAUTION
QUALIFIED PERSONNEL ONLY
Take care when servicing within these areas
440-CS5010UK


Both Monitor Cabs
CAUTION
THE LCD DISPLAY IS HEAVY.
USE A MINIMUM OF 2 PEOPLE WHEN REMOVING THE LCD DISPLAY.
CAUTION
DANGER OF EXPLOSION IF BATTERY IS INCORRECTLY REPLACED.
Replace only with the same or equivalent type recommended by the manufacturer. Dispose of used batteries according with the manufacturers guidelines.
440-CS0300UK
PLEASE RECYCLE
LB1111
Both Monitor Cabs
WARNING
Moving parts can crush and cut. Do not service when powered ON.
MASTER VOLUME CONTROL
WARNING!
SWITCH POWER OFF BEFORE SERVICING THIS AREA!
CRUSH AND ELECTRICAL HAZARDS PRESENT!
WARNING
RISK OF SHOCK
Do Not Open!
Authorised Personnel Only
DANGER
High voltage can cause an electric shock. Remove power before servicing.
440-DS0010UK
6.3A
(Fuse for RED2 Board)
+
+
6.3A
(Fuse for Distribution Board)


Both Monitor Cabs
CAUTION
If you or your child have experienced a convulsive attack, loss of consciousness, etc. due to light stimulus or TV games, or fear that you might experience such symptoms, be very careful of using this machine.
If you feel sick while playing, immediately discontinue use and take a rest.
440-CS0186-01UK

PRECAUTIONS REGARDING INSTALLATION

⚠ WARNING

- This product is an indoor game machine. Do not install it outside. Even indoors, avoid installing in places mentioned below so as not to cause fire, electric shock, injury and/or malfunction:
- Places subject to rain/water leakage or places subject to high humidity, in the proximity of an indoor swimming pool and/or shower, etc.
- Places subject to direct sunlight or places subject to high temperatures, in the proximity of heating units, etc
- Places filled with inflammable gas or vicinity of highly inflammable/volatile chemicals or hazardous matter
- In dusty places or locations prone to heavy dust accumulation
- On sloped or uneven surfaces
- Places subject to any type of violent impact
- Vicinity of anti-disaster facilities such as fire exits and fire extinguishers
- Areas where the temperature exceeds the applicable temperature (ambient temperature) range of 5 to 30 degrees centigrade (41 - 86 Fahrenheit)

LIMITATIONS OF USAGE

⚠ WARNING

- Be sure to check the Electrical Specifications. Ensure that this product is compatible with the location's power supply, voltage, and frequency requirements. A plate describing Electrical Specifications is attached to the product. Noncompliance with the Electrical Specifications can cause a fire and electric shock
- This product requires a Breaker and Earth Mechanism as part of the location facilities. Using the product without these can cause a fire and electric shock
- Ensure that the indoor wiring for the power supply is rated at 15 A or higher (AC single phase 100 V ~ 120 V area), and 7 A or higher (AC 220 V ~ 240 V area). Noncompliance with the Electrical Specifications can cause a fire and electric shock
- Be sure to use an independent power supply equipped with an Earth Leakage Breaker. Using a power supply without an Earth Leakage Breaker can cause an outbreak of fire if a power surge occurs
- Putting many loads on one electrical outlet can cause generation of heat and a fire resulting from overload
- When using an extension cord, ensure that the cord is rated at 15 A or higher (AC 100 V ~ 120 V area) and 7 A or higher (AC 220 V ~ 240 V area). Using a cord rated lower than the specified rating can cause a fire and electric shock

IMPORTANT!

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

OPERATION AREA

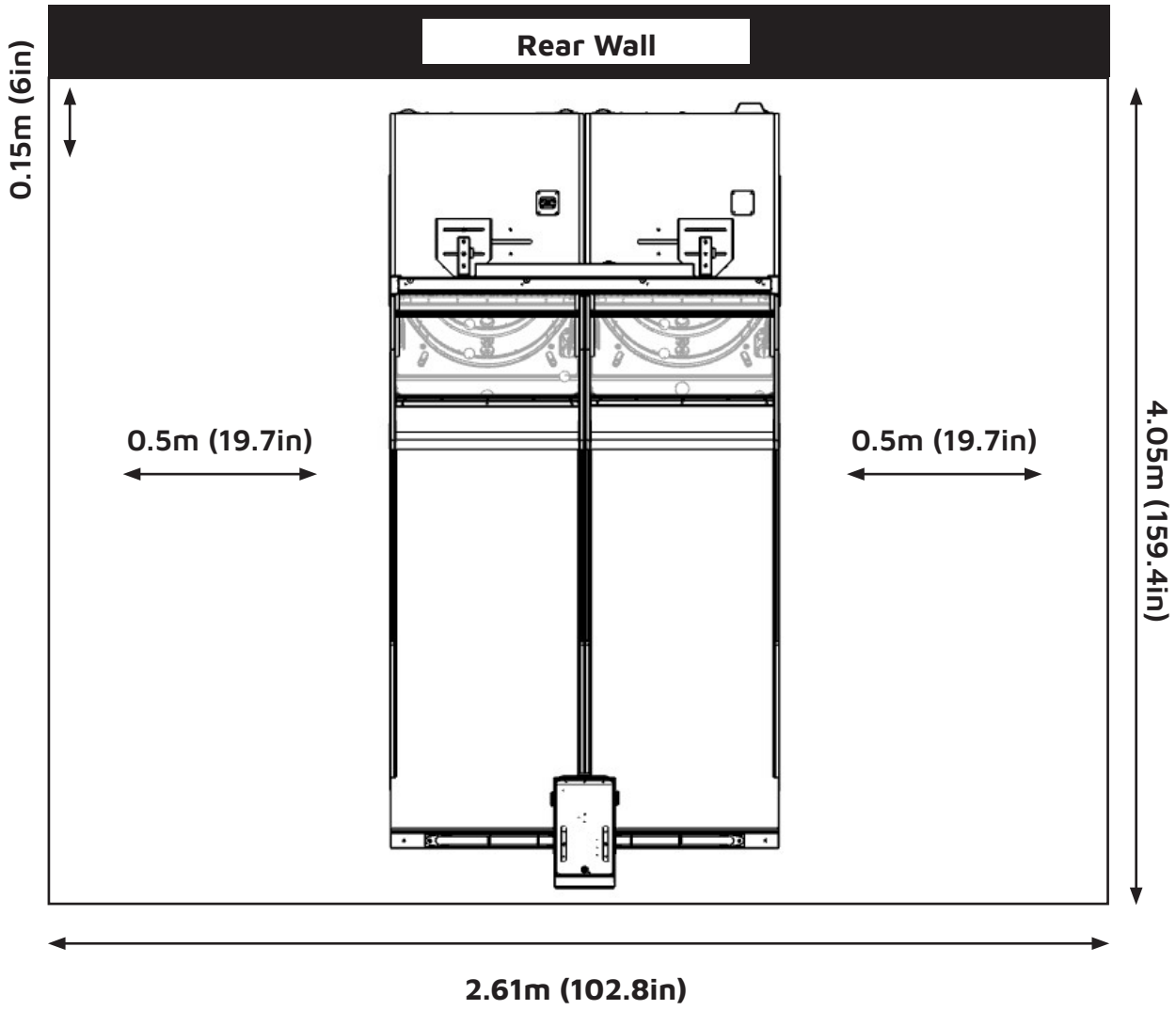
⚠ WARNING

- For safe operation, use and operate this product in an area measuring at least 2.61m (102.8in) in width and 4.05m (159.4in) in depth when the Twin Cabinet is installed. See diagrams for Operation Areas for 4 & 6 Cab set up. SEGA shall not be held responsible for damage or compensation for damage to a third party, resulting from the failure to observe this instruction
- The ceiling where this product is installed must be at least 2.83m (111.4in) high. If the ceiling is too low, the heat emitted from the product may cause it to catch on fire
- Be sure to provide the sufficient space specified in this Manual. Do not allow objects to block the ventilation ports. This can cause generation of heat and a fire
- If the machine does not fit through the entryway to the installation location, do not disassemble it without first consulting the instructions. Specific tools and adjustment procedures are required to assemble and disassemble the mechanical parts
- Attempting to assemble or disassemble the machine without consulting the instructions may result in accidents during assembly/disassembly, electric shock, short circuits, and/or personal injury during operation. If the machine still does not fit through the entryway after following the procedures in this Manual, contact your retailer or the office listed in this Manual
- If the machine is still too large to fit through the entryway after following the procedures listed in this Manual, do not tip the machine on its side. Attempting to transport the machine while it is tipped on its side may cause accidents. It may also damage or warp parts of the machine, resulting in accidents during operation

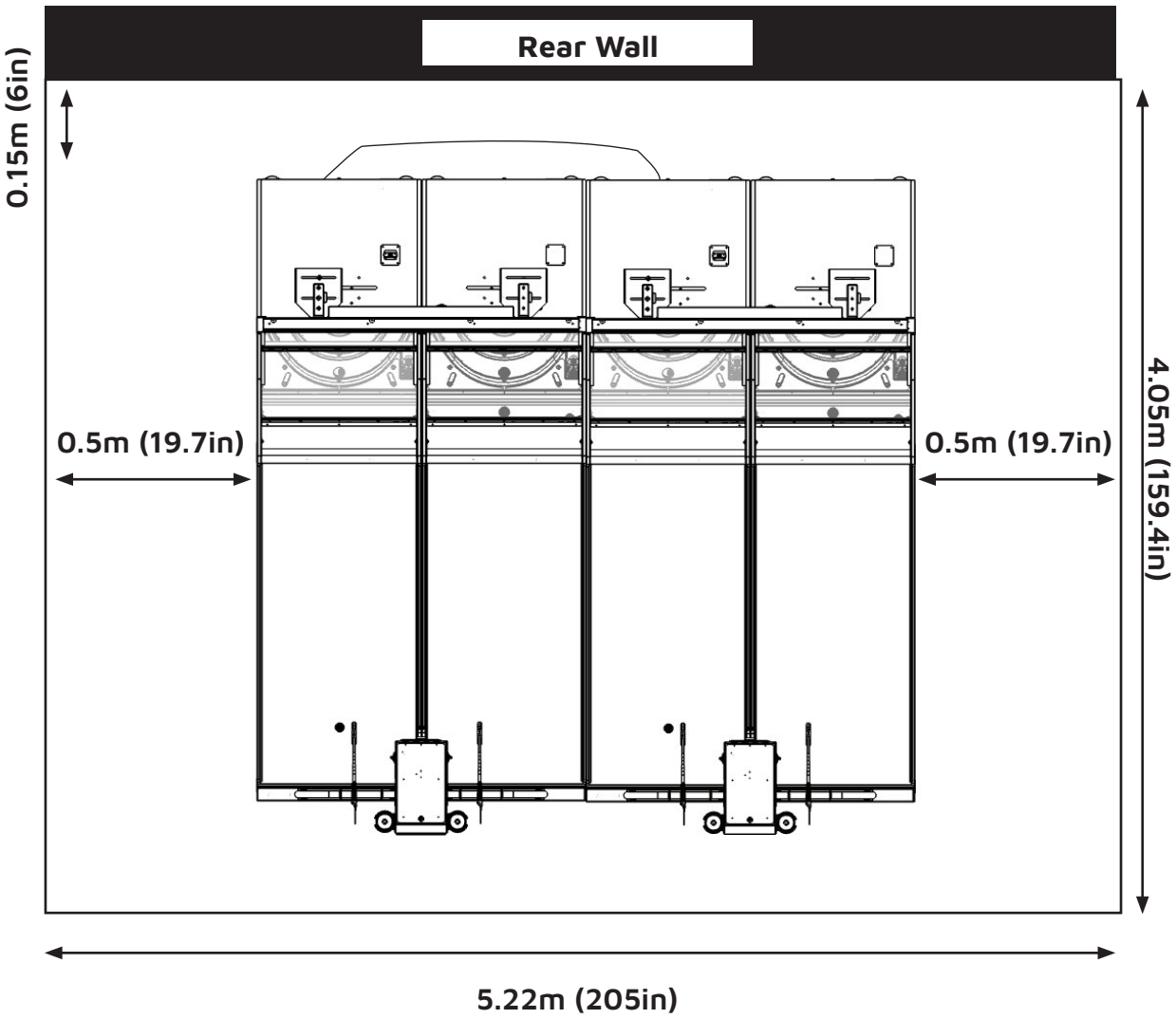
⚠ WARNING

- To install this product, the entrance must be at least 1.39m (54.7in) in width and 1.9m (74.8in) in height without Assy Billboard and 2.83m (111.4in) with Assy Billboard
- If the entrance is too narrow, do not tilt the product carelessly. If all the product weight is put on the castors at one side only, there could be damage or deformation, causing serious accidents such as workers getting caught underneath

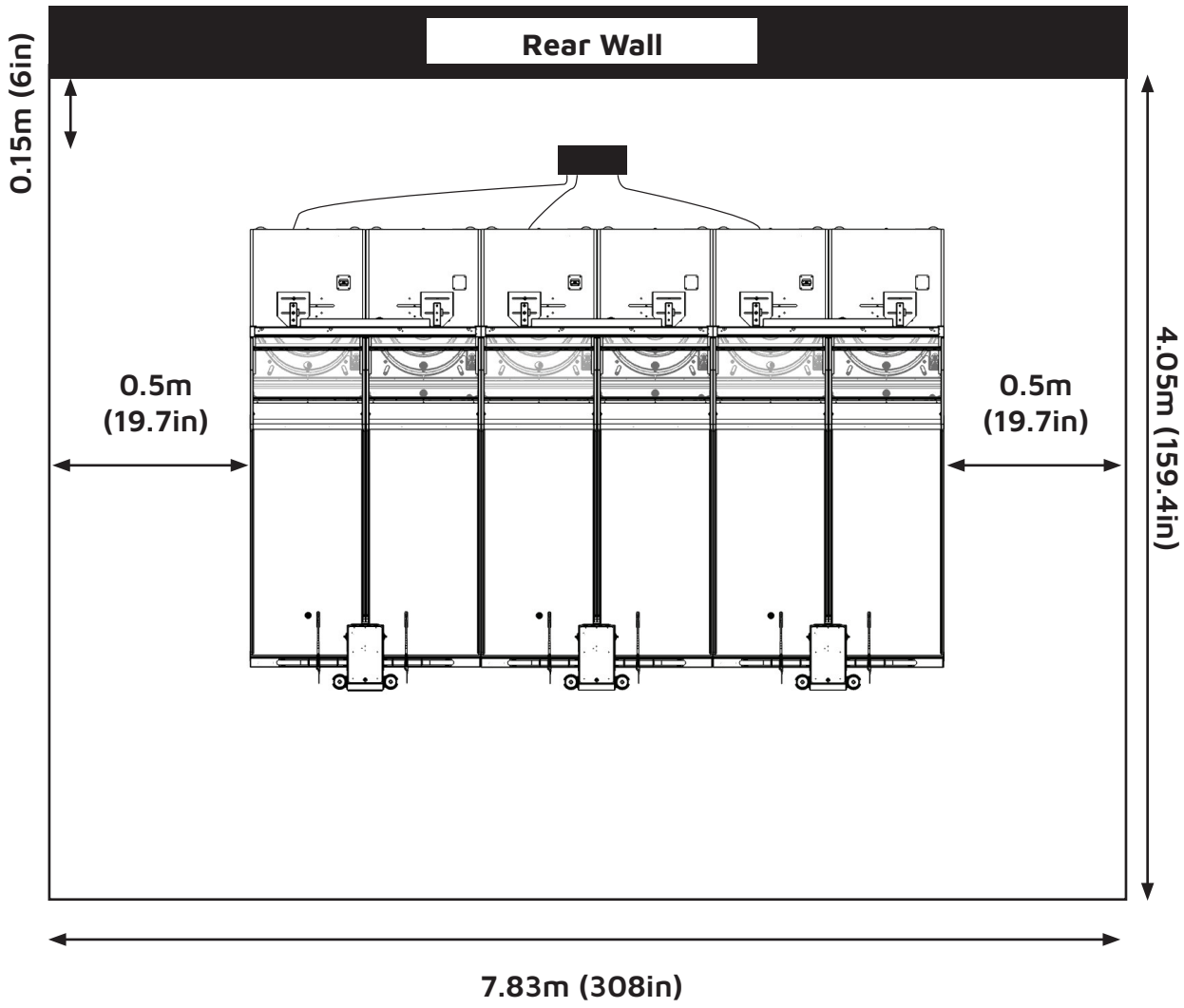
Twin Cabinet



4 Player Cabinet



6 Player Cabinet



PRECAUTIONS REGARDING OPERATION

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

BEFORE OPERATION

⚠ WARNING

- **In order to avoid accidents, check the following before starting the operation:**
- **To ensure maximum safety for the Players and the customers, ensure that where the product is operated has sufficient lighting to allow any warnings to be read. Operation under insufficient lighting can cause bodily contact with each other, hitting accident, and/or trouble between customers**
- **Be sure to perform appropriate adjustment of the display. For operation of this machine, do not leave monitors flickering or deviation as is. Failure to observe this can have a bad influence upon the players' or customers' physical conditions**
- **It is suggested to ensure a space allowing the Players who feel sick while playing the game to take a rest**
- **Check if all of the adjusters are in contact with the surface. If they are not, the Cabinet can move and cause an accident**
- **Do not put any heavy item on this product. Placing any heavy item on the product can cause a falling down accident or parts damage**
- **Do not climb on the product. Climbing on the product can cause falling down accidents. To check the top portion of the product, use a step/stepladder**
- **To avoid electric shock, check to see if door and cover parts are damaged or omitted**
- **Do not place the following items on top of or near the product or hang them from the ceiling. Doing so could result in electric shock, short circuits and/or damage to the parts:**

> Flower vases, flowerpots, cups, water tanks, cosmetics, and receptacles/containers/vessels containing chemicals and water

⚠ CAUTION

- To avoid injury, be sure to provide sufficient space by considering the potentially crowded situation at the installation location. Insufficient installation space can cause contact, collisions, and/or trouble between customers
- During daily cleaning, be sure to check the surface of the Coin Tower, Golf Clubs, and other parts that the Player touches with their hands for damage, cracks, or loose screws. If a Player uses the machine while it is damaged, cracked, or has a loose screw, the Player may become injured
- Check carefully to make sure there are no gaps in the Cabinet joints and that they are not loose. If there are gaps or looseness, players may get their hands or fingers caught, resulting in an injury
- Make sure all the doors are locked securely and they do not rattle. If the doors are not locked properly or there are gaps or rattling, players could get their fingers or hands caught
- Be sure to perform appropriate adjustment of the display. 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 customers' physical conditions
- Inspect for the following items during a trial run. If there is any type of error, use the Test Mode, etc. to resolve the problem. If you continue use with an error, it can cause an accident or irreparable parts damage:

- Is there any strangeness in the operability of the Coin Tower?
- Are there any obstructions which prevent balls being returned to Players?
- Are there any obstructions on the Playfield?
- Is there any improper adjustment of the LCD screen?
- Are the Golf Clubs securely tethered to the Control Cab?

- Prepare a place where players can rest if they feel sick

PAYING ATTENTION TO CUSTOMERS

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

DURING OPERATION (PAYING ATTENTION TO CUSTOMERS)

⚠ WARNING

- For safety reasons, do not allow any of the following people to play the game:
- Those who have high blood pressure or a heart problem
- Those who have experienced muscle convulsion or loss of consciousness when playing video games, etc
- Those who have neck or spinal cord problems
- Those who are intoxicated or under the influence of drugs
- Pregnant women
- Those who are not in good health
- Those who do not follow the attendant's instructions
- Persons who disregard the product's warning displays
- Even Players who have never been adversely affected by light stimulus might experience dizziness or headache depending on their physical condition when playing the game
- Small children are especially likely to experience these symptoms. Caution guardians of small children to keep watch over them during play
- Instruct those who feel sick during play to have a medical examination
- To avoid injury from falls and electric shocks due to spilled drinks, instruct the player not to place heavy items or drinks on the product (except in areas specifically designed to hold beverages/containers)
- To avoid electric shocks and short circuits, do not allow customers to put hands, fingers or extraneous matter in the openings of the product or small openings in and around the doors
- To avoid falls and resulting injury, immediately stop the customer from leaning against or climbing on the product, etc
- To avoid electric shock and short circuit, do not allow customers to unplug the power plug without a justifiable reason
- Instruct the guardians of small children to keep watch over their children
- Children cannot sense danger. Allowing small children to get near a Player who is playing the game could result in the children being bumped, struck or knocked down

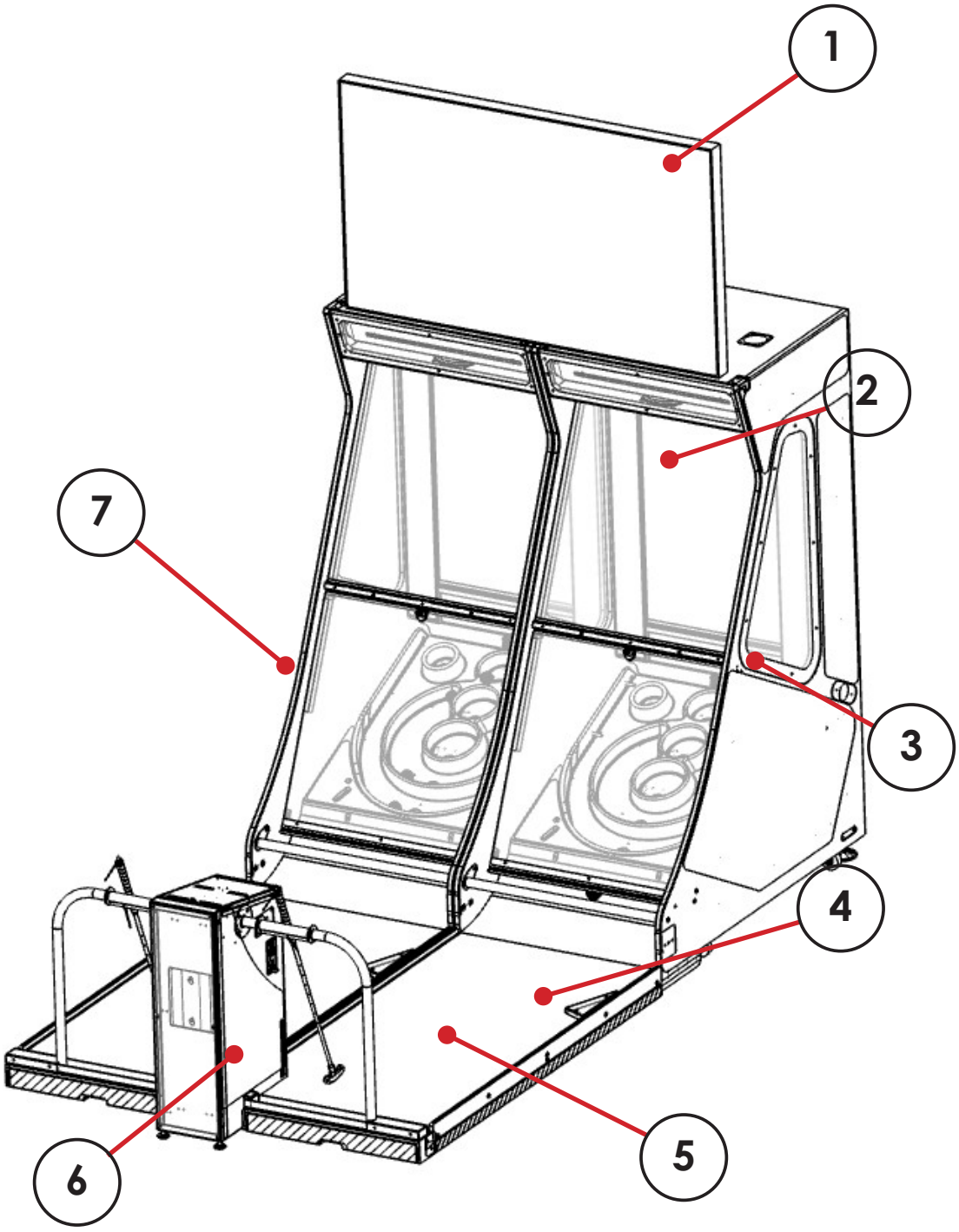
IMPORTANT!

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

⚠ CAUTION

- Immediately stop such violent acts as hitting and kicking the product. Such violent acts can cause parts damage or falling down, resulting in injury due to fragments and falling down
- Persons other than the Player should not be allowed to touch the Cabinet during play. They may brush against or collide with the Cabinet or the player, possibly resulting in accidents
- Instruct those who feel sick during play to have a medical examination
- Immediately stop users from leaning or sitting on the Coin Tower. Such acts can lead to injury or damage to parts or the shape of the Cabinet
- Make sure that players understand not to stand too close together when playing a 2-6 Player game. This could lead to a Player/Players getting hit and may cause injury
- Items such as large finger rings can cause injury to the fingers while playing. Instruct Players to remove all accessories that could cause an accident before playing

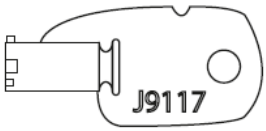
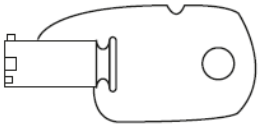
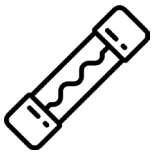
PART DESCRIPTIONS



1	BILLBOARD
2	MONITOR
3	MONITOR CABINET
4	FAIRWAY
5	HANDRAIL
6	COIN TOWER
7	PLAYFIELD

ACCESSORIES

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

Part Name / Number	Diagram	Quantity
Owner's Manual (Part #: 420-0043UK)		1
Master Key (J9117)		2 Pairs
Security Key (A444)		2 Pairs
Power Lead UK (Part # LM1227) EU (Part # LM1246) US (Part # LM1504)		1 Each
Spare Fuse (Fitted to ASSY AC UNIT)		1
Golf Balls (101-0002UK)		40
Putter (601-0019UK)		2

⚠ WARNING

- Perform assembly work by following the procedure herein stated. Failure to comply with the instructions can cause electric shock
- Perform assembling as per this Manual. Since this is a complex machine, incorrect assembling can cause an electric shock, machine damage and/or improper functioning as per specified performance
- When assembling, more than one person is required. Depending on the assembly work, there are some cases in which working by one person alone can cause personal injury or parts damage
- Ensure that connectors are properly connected. Improper connections can cause electric shock
- Be careful not to damage the wires. Damaged wires may cause electric shock or short circuit or present a risk of fire
- This work should be carried out by site maintenance personnel or other qualified professionals. Work performed by non-technical personnel can cause a severe accident such as electric shock. Failing to comply with this instruction can cause a severe accident such as electric shock to the player during operation. If no one with proper technological expertise is available, request service from the office indicated in this document or the point of purchase so as to ensure safety
- Provide sufficient space so that assembling can be performed. Performing work in places with narrow space or low ceiling may cause an accident and assembly work to be difficult
- To perform work safely and avoid serious accident such as the Cabinet falling down, do not perform work in places where step-like grade differences, a ditch, or slope exist
- Do not leave power cords or Ground Wires exposed in areas of heavy foot traffic. Doing so may cause them to become damaged, possibly resulting in electric shock and/or short circuits. When laying wiring across the floor, always use safety covers to protect the wires. (Wiring diameter: power cable - approx. ~ 8)
- Have a flashlight or another supplementary lighting unit available while working. With indoor lighting alone, the Cabinet interior may be too dark. Working without proper lighting can lead to accidents. It also hinders proper work performance
- The Cabinet has ventilation ports. Be sure not to block them. If they are blocked, heat can build up, leading to fire. This can also accelerate wearing of parts and malfunctions
- Secure ample ventilation space around the Cabinet. If heat builds up, there could be accidents associated with heat or smoke generation
- This product does not use any connectors other than those connected to and used by the game board when it leaves the factory. Do not needlessly connect wires to unused connectors. This could lead to overheating, generation of smoke and burn related injuries

⚠ CAUTION

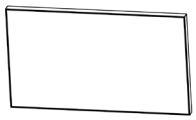
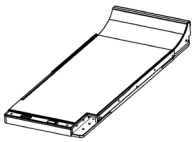
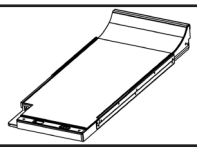
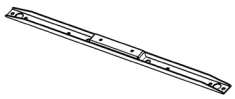
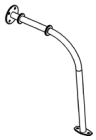
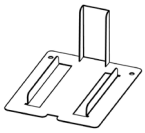
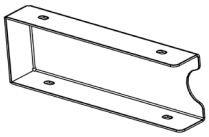
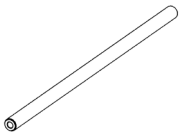
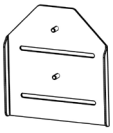
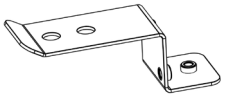
- Handle molded parts with care. Excessive weight or pressure may cause them to break and the broken pieces may cause injury
- To perform the operation safely and accurately you must use a safe, steady footstool or stepladder. Working without this may lead to a fall and possible injury
- When attaching or removing doors or lids, be careful that your hand or finger does not get caught in anything
- If used, the phrase “in situ” means that fixings/brackets/parts will be pre-populated in the locations specified in the step. In most cases these fixings will need to be removed and reapplied to secure the specified parts

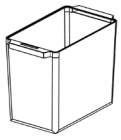
STOP IMPORTANT!

- Be very careful when handling the LED display screen. The screen can be damaged easily and cannot be repaired once damaged. Such damage can only be repaired by completely replacing the screen
- Be careful not to damage parts surfaces. In some cases, if such surfaces are damaged, the part must be replaced; it cannot be reinforced or repaired
- The Cabinet should not be moved as a singular unit. The Cabinet installation should be completed in the intended location of operation
- Note that in some images in the installation, parts of the Cabinet have been hidden/moved in order to better show the intended process/location of parts or fixings
- Each Twin Cabinet requires access to 3 outlets in order to power both Monitor Cabinets and the Billboard

STOP IMPORTANT!

Before commencing installation, check you have all the required parts for installation using the following table(s)

Designation	Part Number	Part Description	Image	QTY
**1	GM-0550UK	ASSY BILLBOARD		**1**
**2	GM-3000UK	ASSY FLOOR L		**1**
**3	GM-3500UK	ASSY FLOOR R		**1**
**4	GM-3800UK	ASSY CCT		**1**
**7	GM-0051UK	CHANNEL LOCK CCT		**1**
**8	GM-0052UK	STRUT CCT SIDE		**2**
**9	GM-0053UK	PLATE BASE CASHBOX		**1**
**11	GM-0055UK	BRKT CHANNEL CLOSING END		**2**
**12	GM-0056UK	BAR STRUT TETHER		**2**
**13	GM-0506UK	BRKT STRUT SUPPORT		**2**
**14	GM-0508UK	PLATE MTG		**2**
**15	GM-3018UK	BRKT Z CONNECT		**4**

Designation	Part Number	Part Description	Image	QTY
**101	LM1227	UK MAINS LEAD 10A WITH PLUG		**1**
**102	LM1246	EUROLEAD 10A EUROPEAN SOCKET		**1**
**103	LM1500UK	MAINS LEAD USA/IEC H80-1205-00		**1**
**107	PP1087	BOX CASH FOR MINI DOOR		**1**
**108	101-0002UK	BALL GOLF		**78**
**109	601-0019UK	CLUB PUTTER GOLF TETHERED		**2**

Designation	Fixing/Washer/Nut Description	Image	QTY
**201	M8X40 SKT BH PAS		8
**202	M8 WSHR SPR PAS		34
**203	M8 WSHR 22OD FLT PAS		34
**204	M8X25 SKT BH PAS		20
**205	M8X40 SKT BH BLK		6
**206	M8 WSHR SPR BLK		10
**207	M8 WSHR 22OD FLT BLK		10
**208	M8X16 SKT BH BLK		8
**209	M8X60 SKT BH PAS		2
**210	M5X12 SKT BH BLK		8
**211	M5 WSHR 16OD FLT BLK		8
**212	M5X16 SKT BH BLK		4
**213	M5 WSHR SPR BLK		4
**214	M8X16 SKT BH PAS		4
**215	M8 NUT FLG SER PAS		4

TOOL LIST

6.5mm + 3mm Hex Screwdriver



13mm Nut Spinner

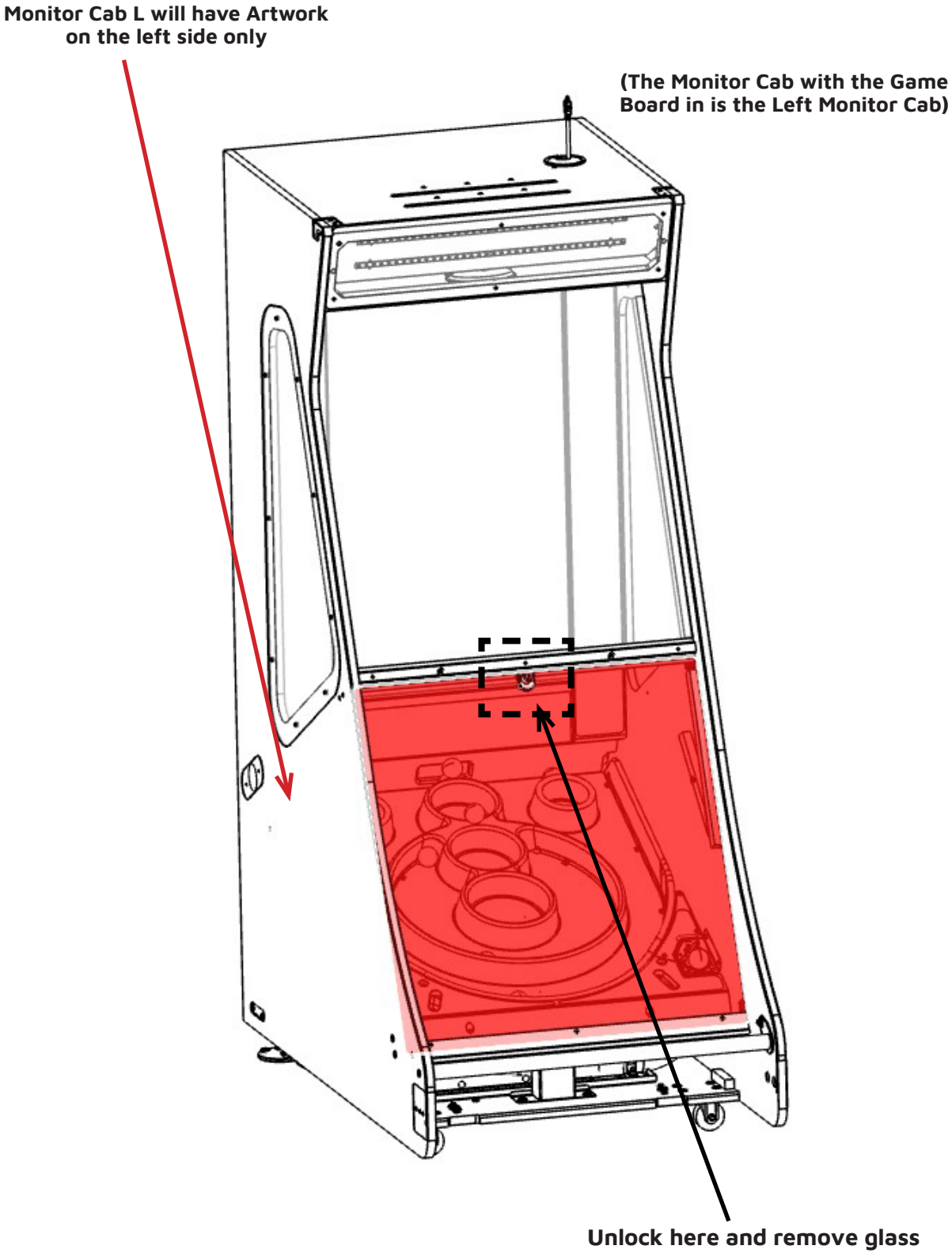


M5 Right Angle Allen Key

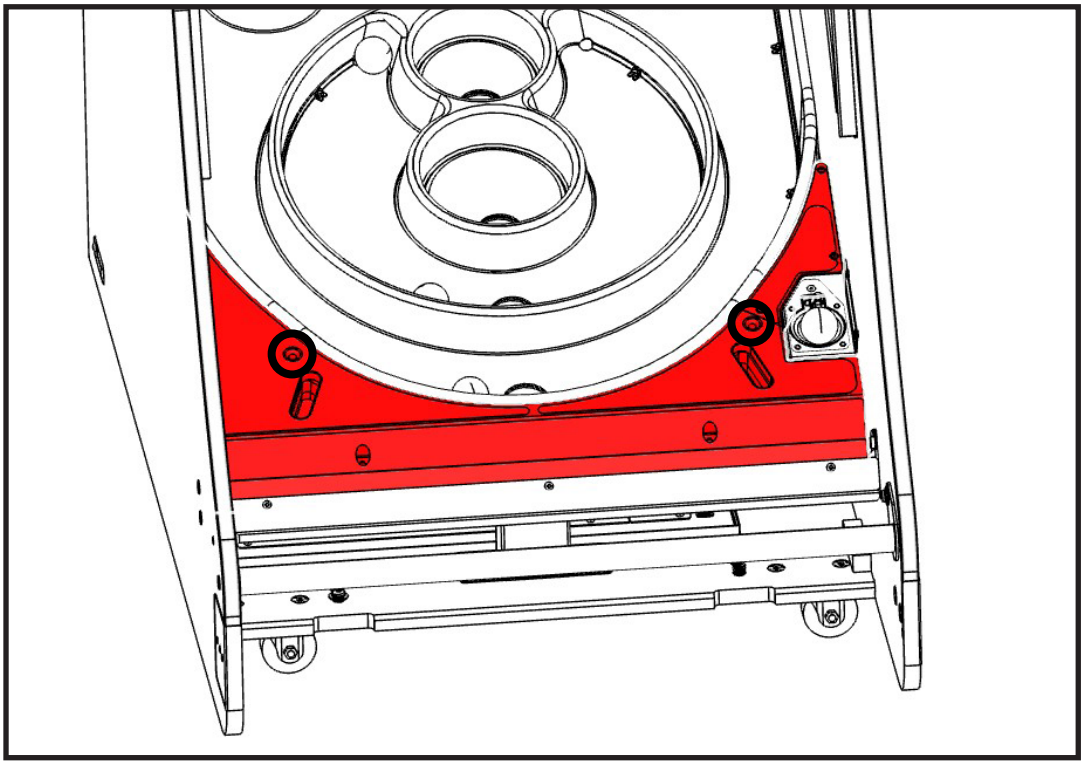


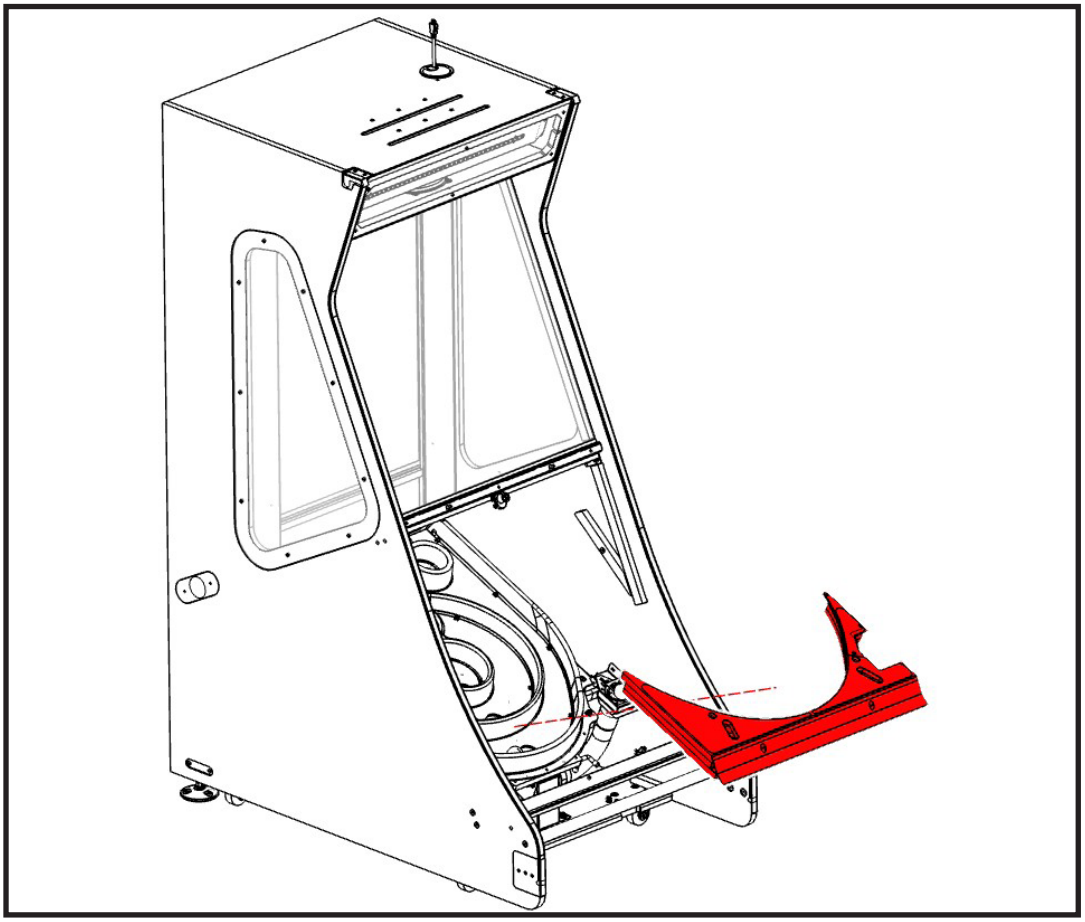
INSTALLING THE FLOORS

1 On the **Monitor Cabinet L**, remove the front glass

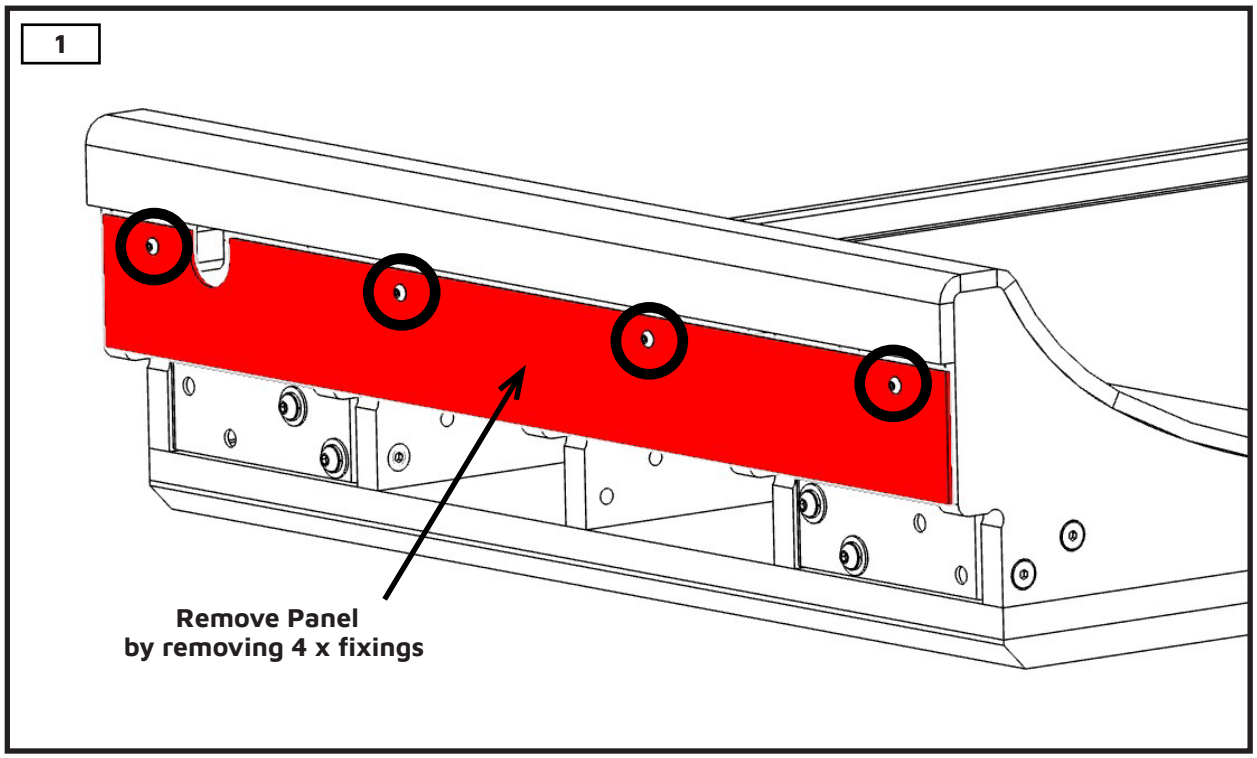


2 Remove the Playfield Front by removing the 2 front bolts

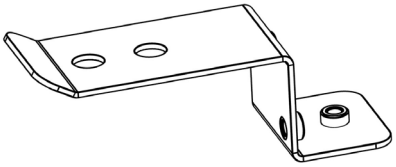




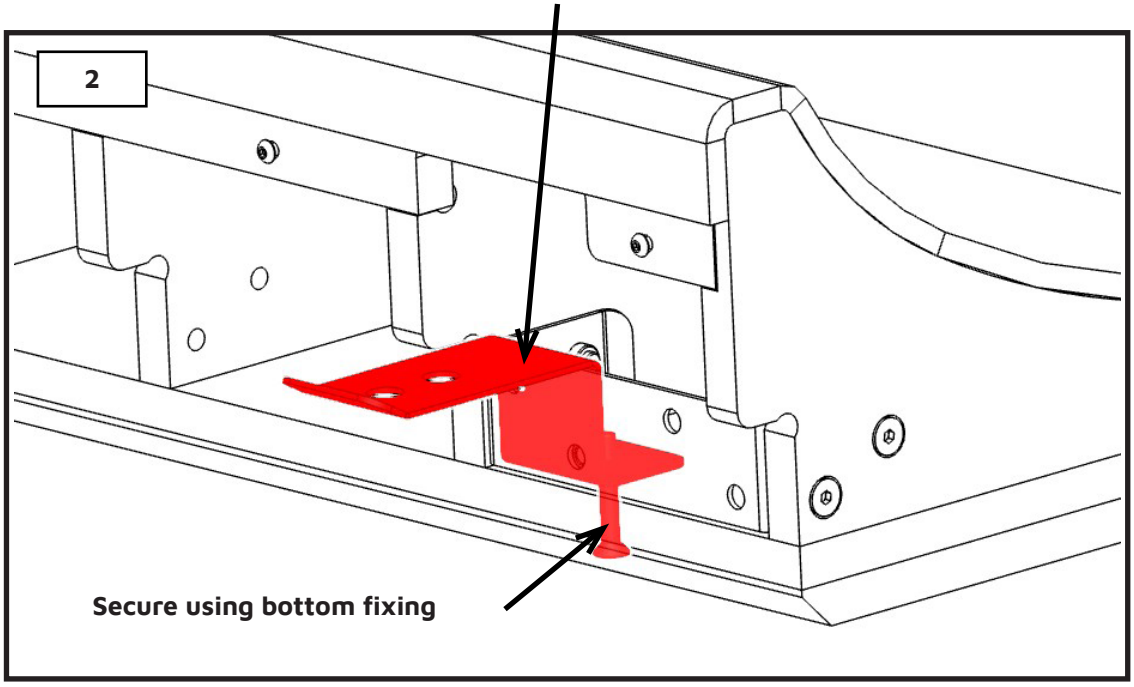
3 Install the **2 x Bracket Z Connect (Part 15)** on the Floor L



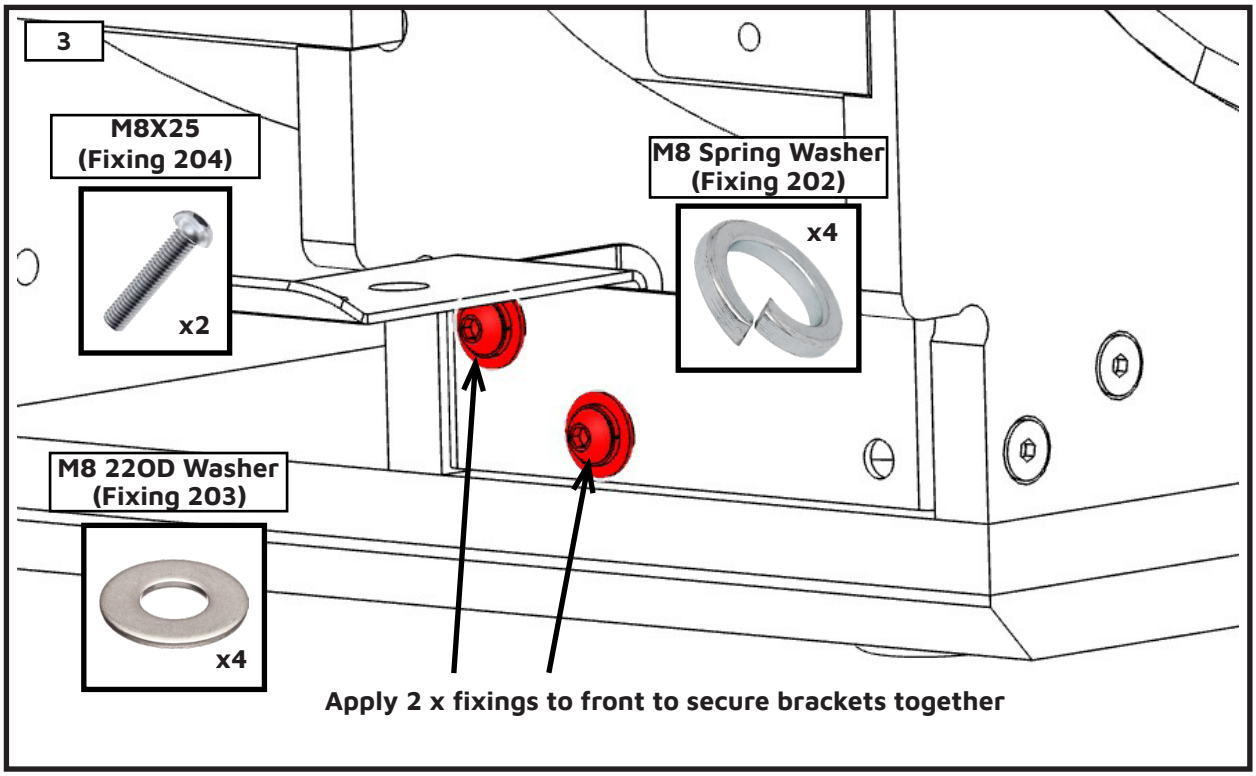
Bracket Z Connect
(Part 15)



Place Z Bracket into position



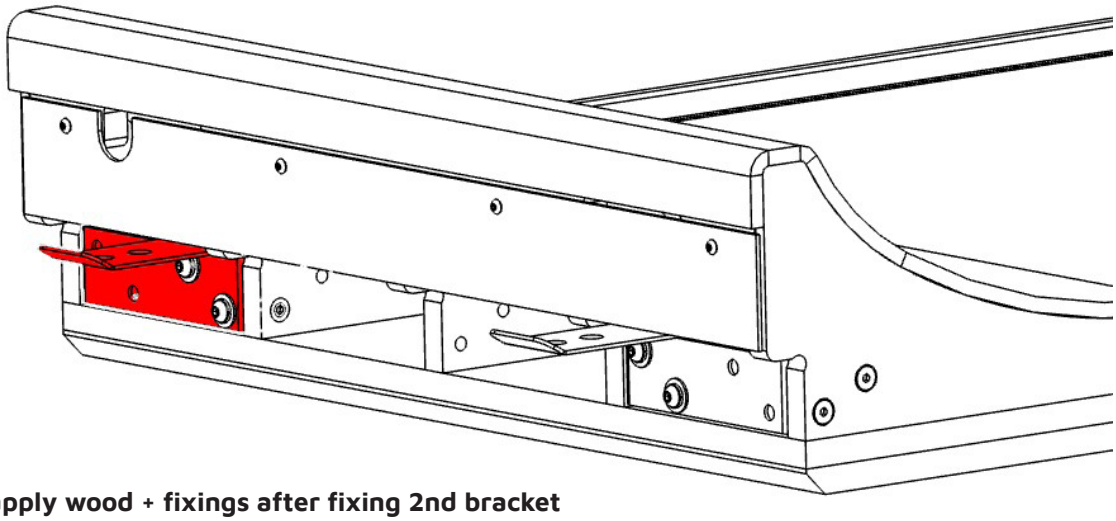
3



Apply 2 x fixings to front to secure brackets together

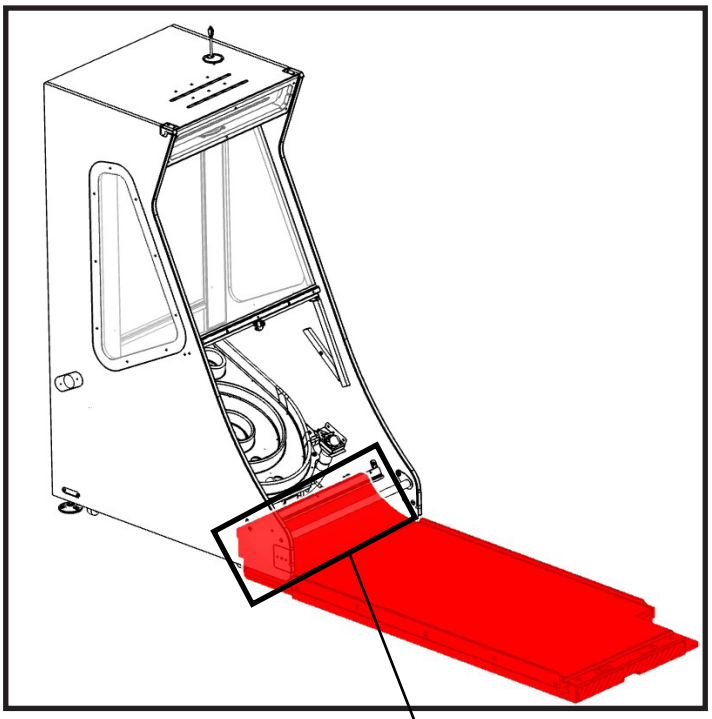
4

Repeat step for the bracket on the opposite side

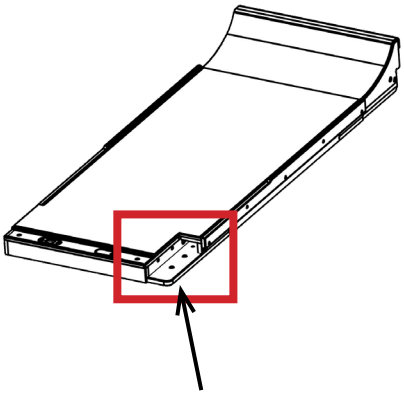


Reapply apply wood + fixings after fixing 2nd bracket

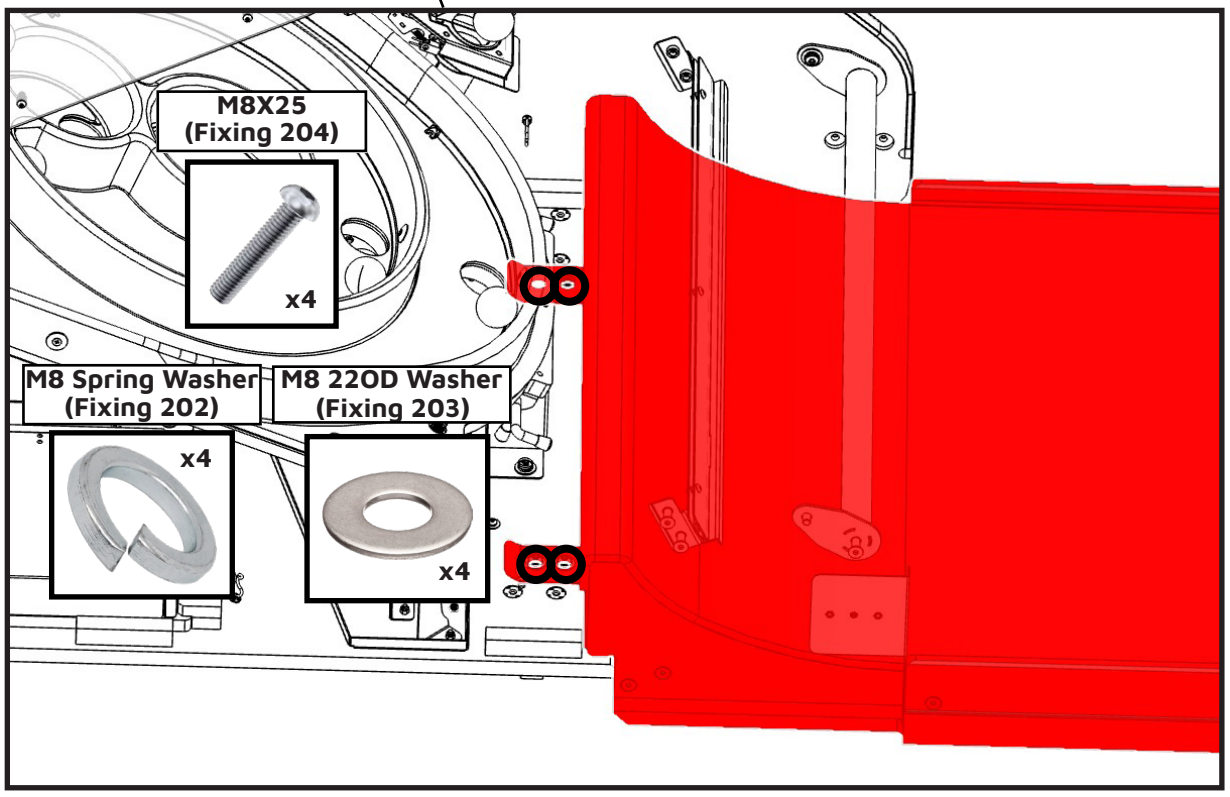
4 Insert the **Floor L (Part 2)** into position and apply fixings specified to secure



Floor L
(Part 2)



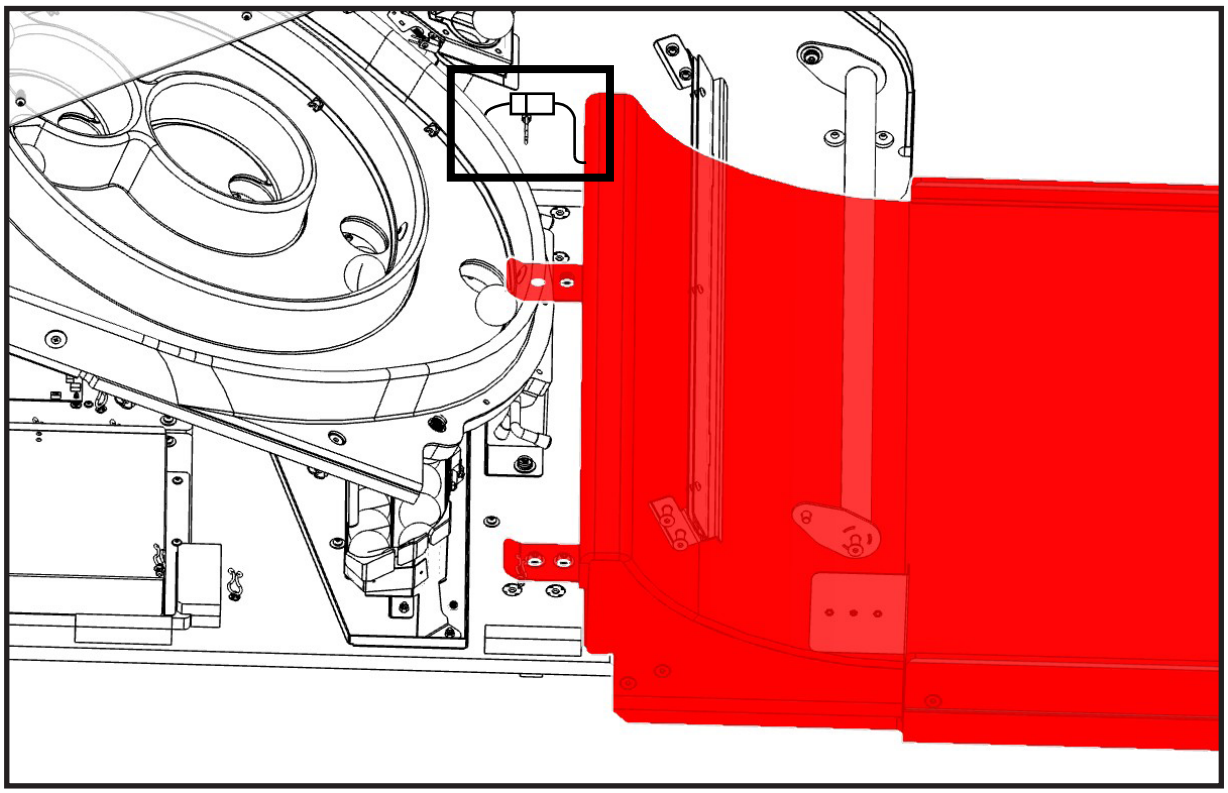
Note the side of the opening
to identify Floor L (Left)



STOP IMPORTANT!

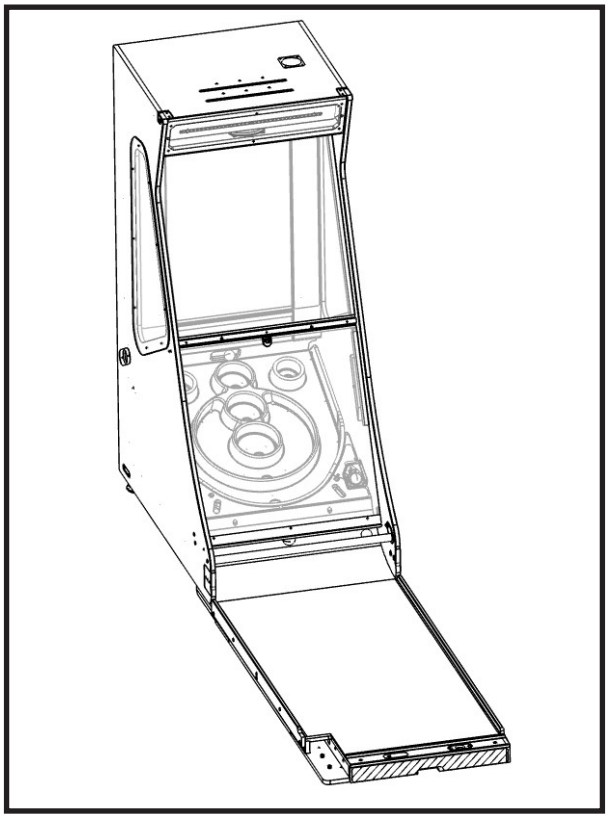
Ensure the Floor is fully inserted into the Cabinet. Failing to insert the Floor fully can result in balls becoming lost or trapped during gameplay

5 Connect harnesses from Floor L to Monitor Cab



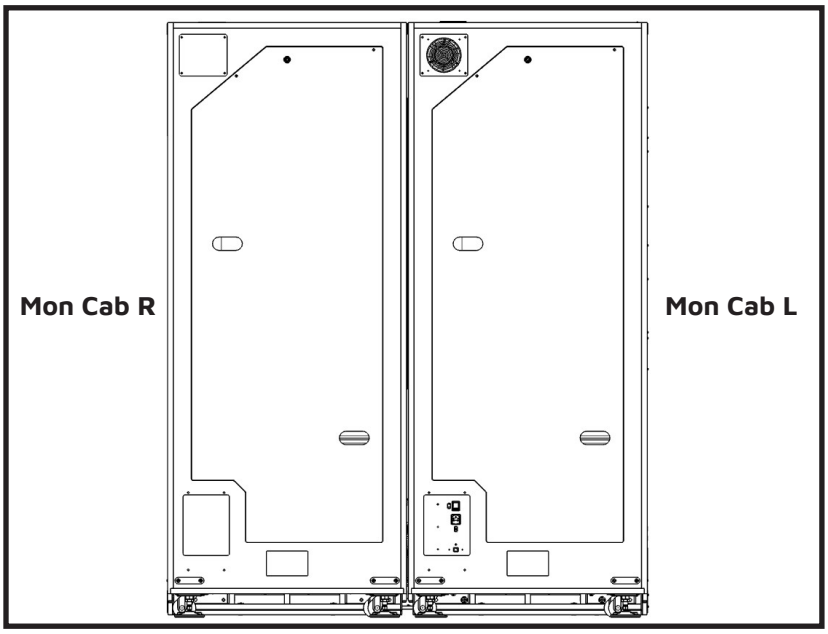
6 Reapply the Playfield Front

7 Repeat Steps 1-5 for the **Monitor Cab R and Floor R (Part 3)**

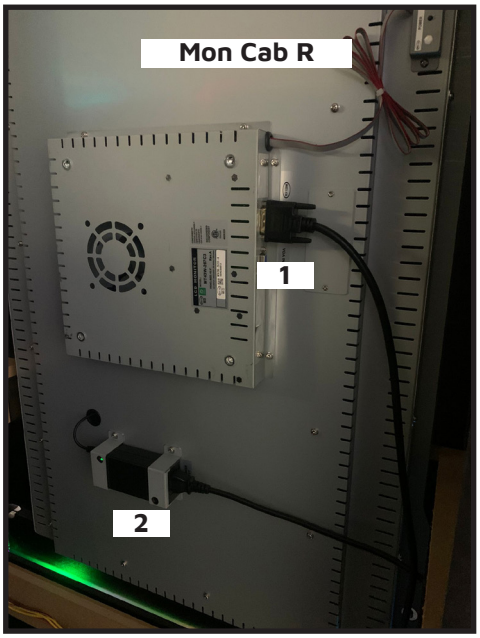


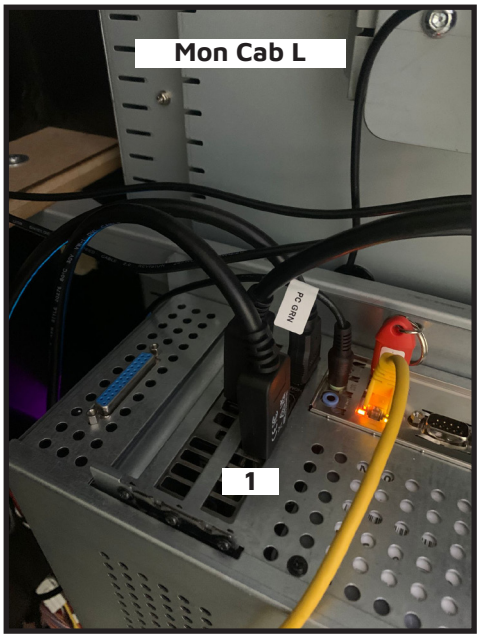
CONNECTING THE MONITOR CABINETS

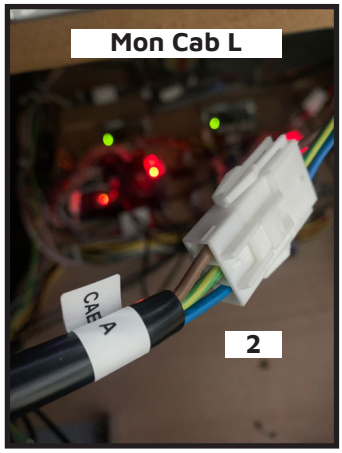
1 Align the Monitor Cabinets and remove the rear doors



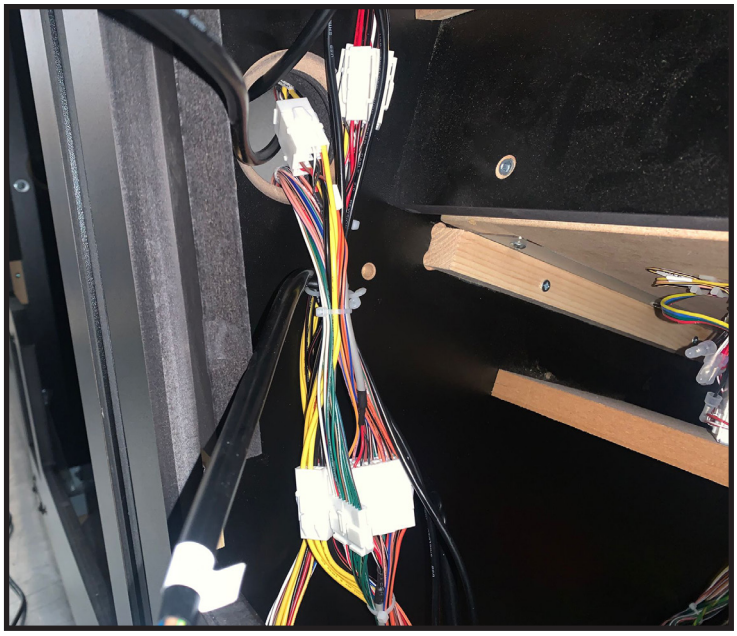
2 Feed the wires from the **Screen in the Monitor Cab R to the Game Board in the Monitor Cab L** and establish the connections



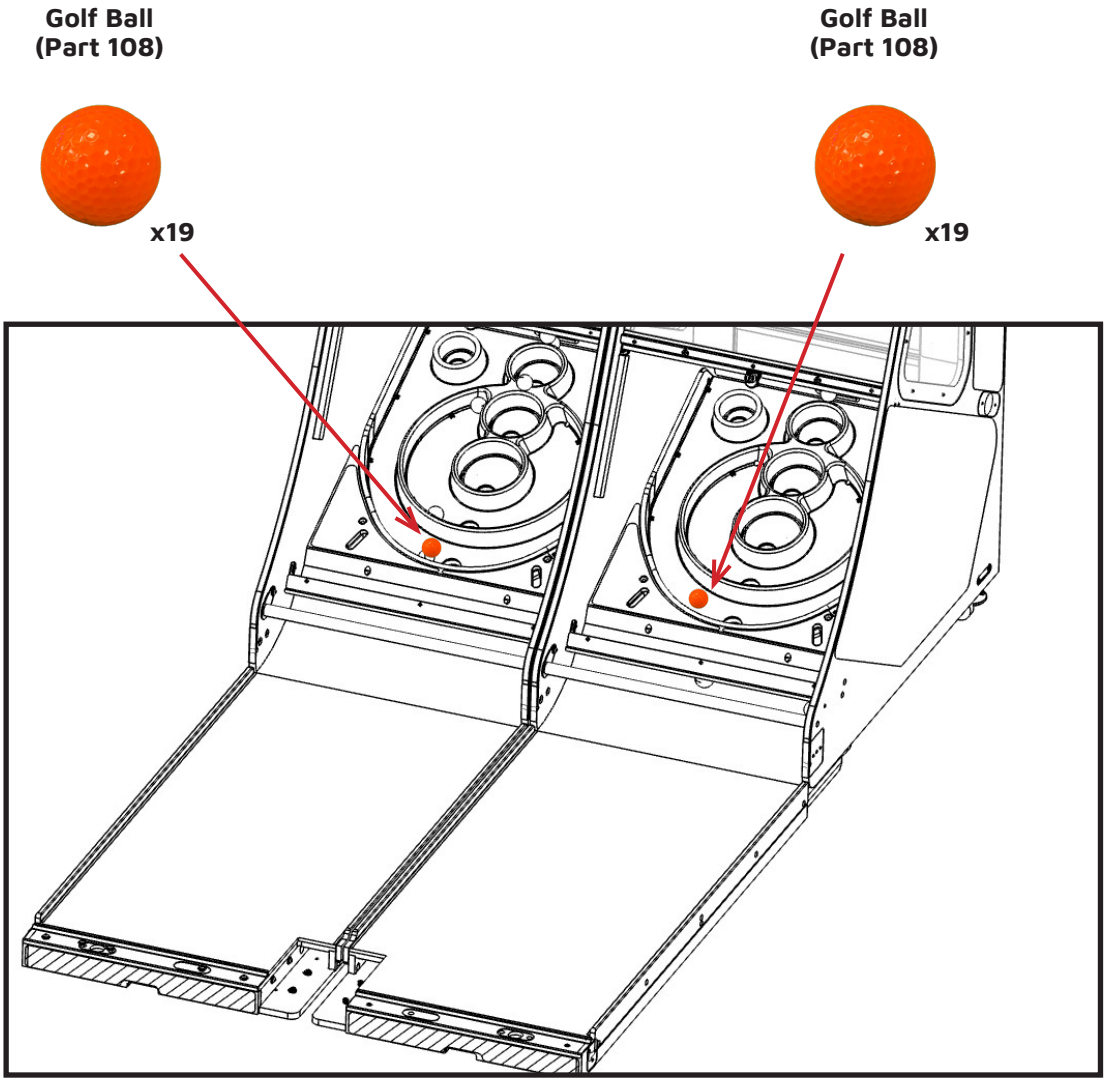




3 Establish the harness connections between both Monitor Cabinets

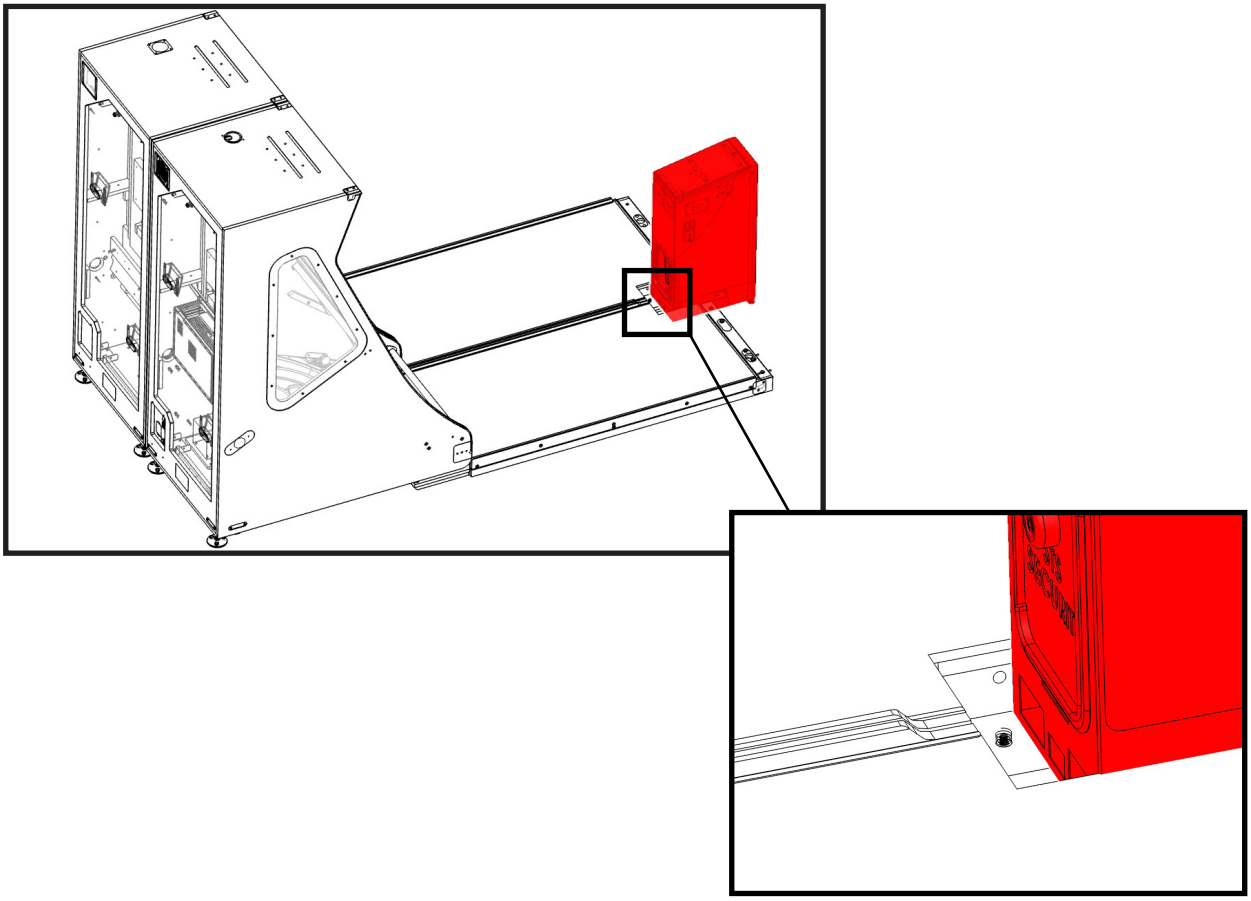


4 Feed **19 x Balls (Part 108)** into each Monitor Cabinet (56 Balls total - 9 Balls will already be in the Ball Chutes of each Monitor Cab)

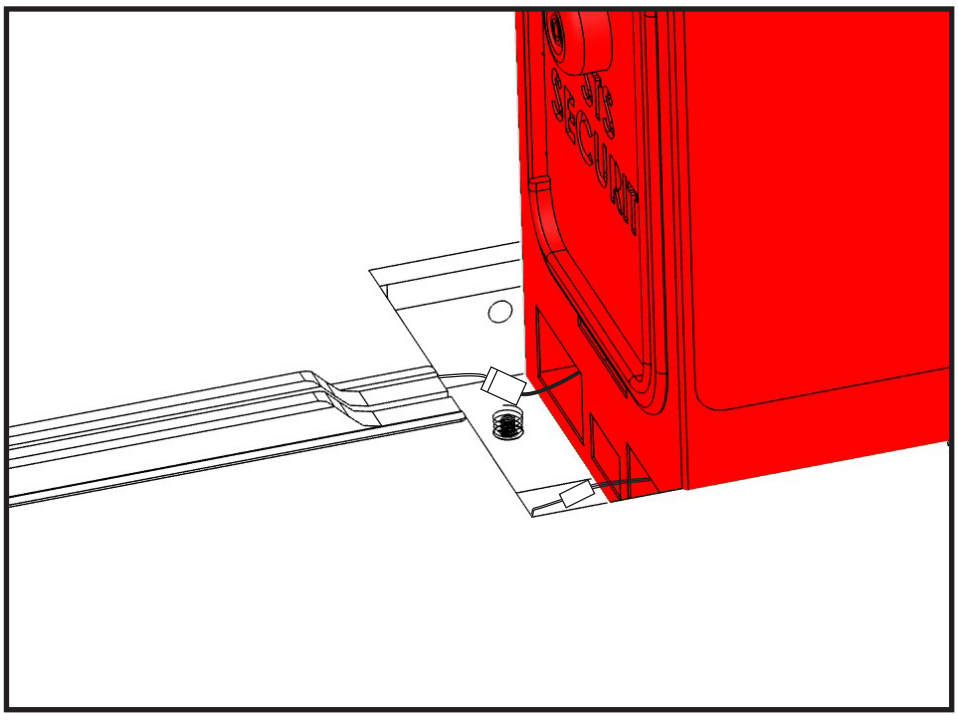


INSTALLING THE COIN TOWER

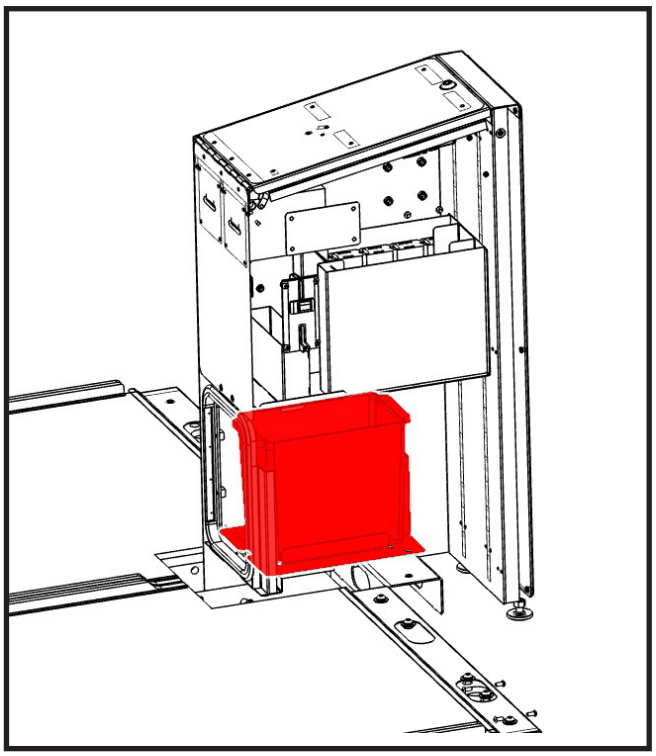
1 Place the **Coin Tower (Part 4)** into position, leaving a small gap between the Floors and the front of Coin Tower (take care to not trap the harnesses from the Coin Tower or from either of the Floors)



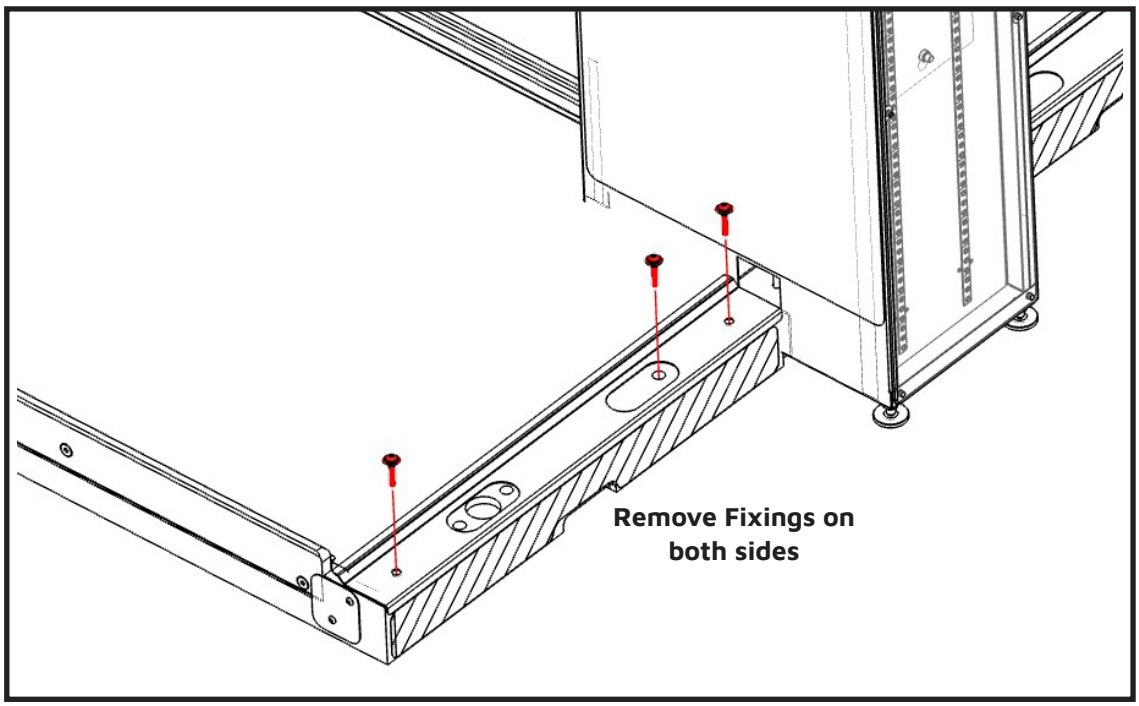
2 Connect the harnesses from each of the Floors to the Coin Tower



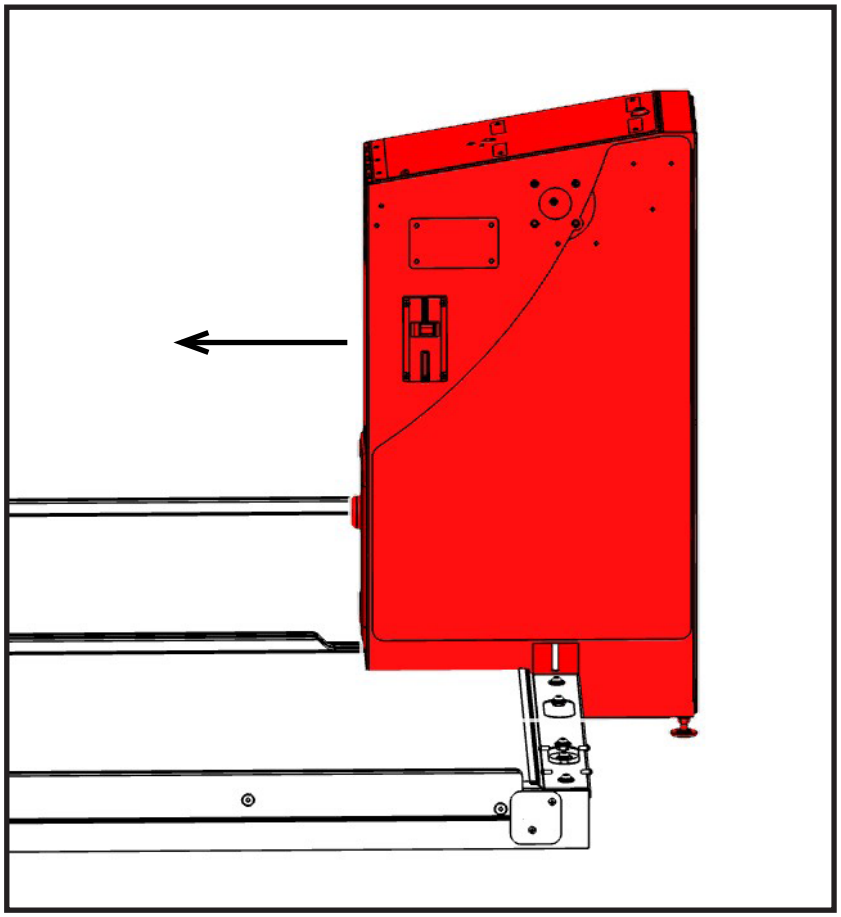
3 Remove the Cashbox and **Cashbox Plate (Part 9)** from inside the Coin Tower



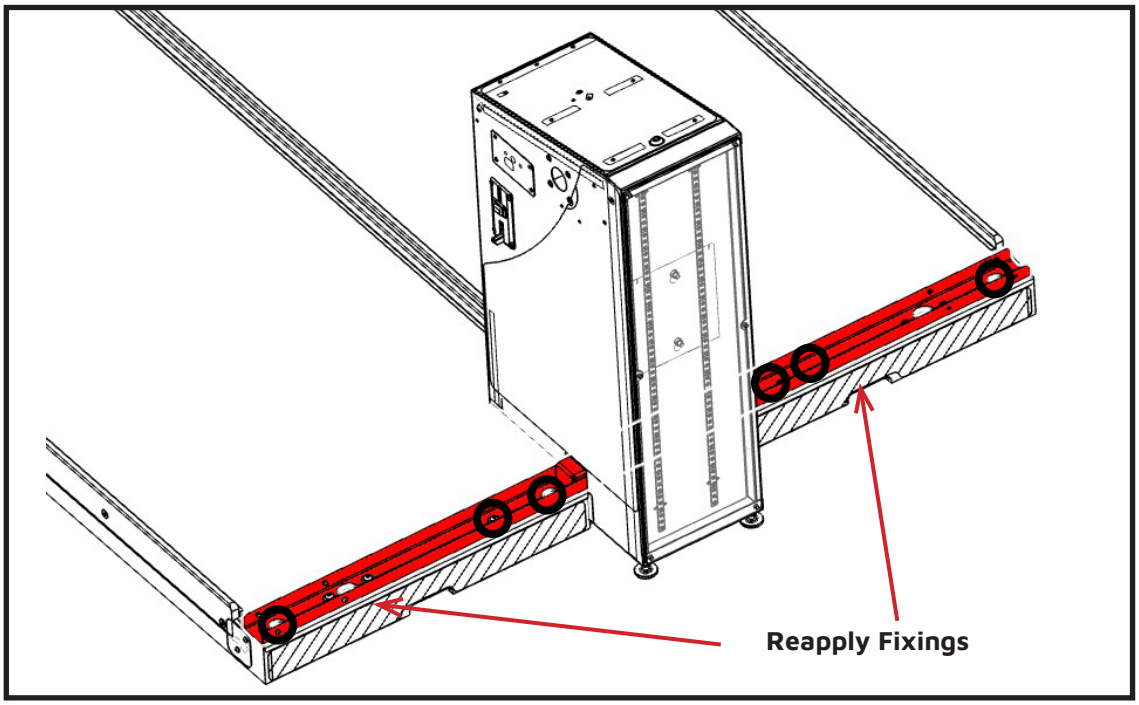
4 Remove the fixings from each end of the Floor Brackets



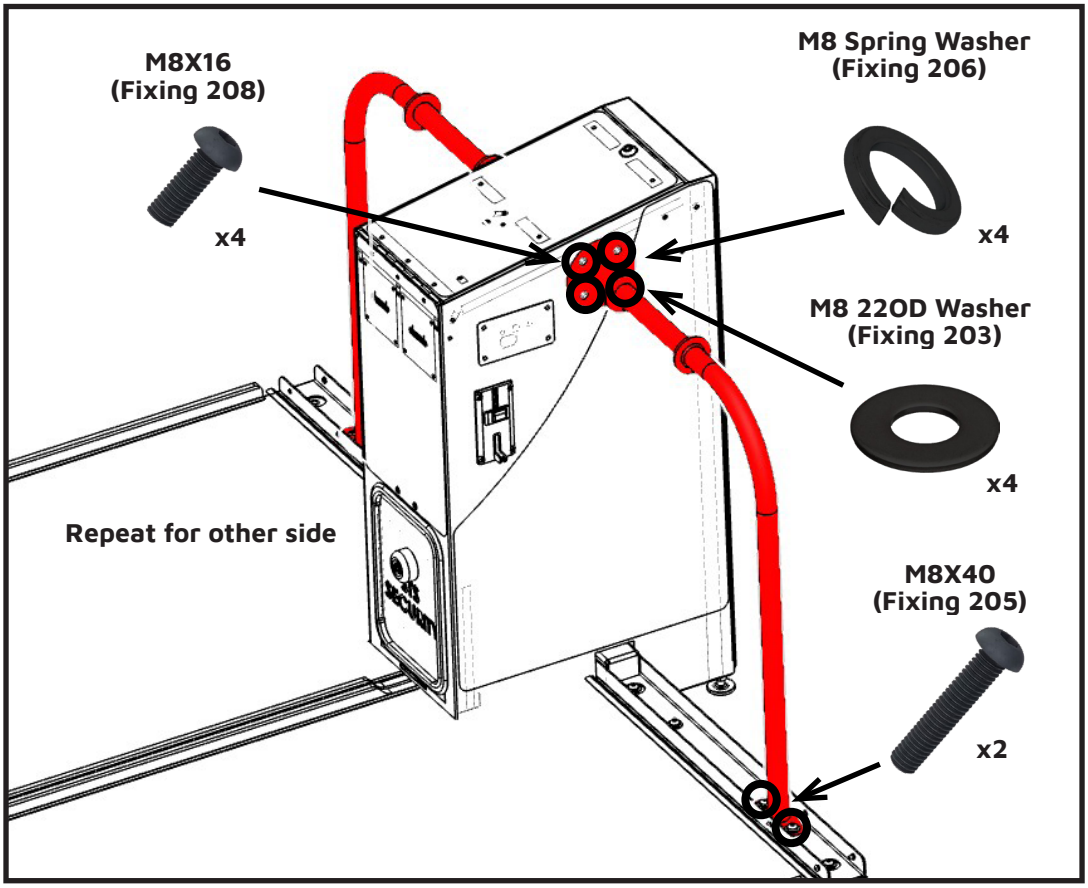
5 Install Cashbox Plate and Cashbox and push the Coin Tower forward into position against the Floors



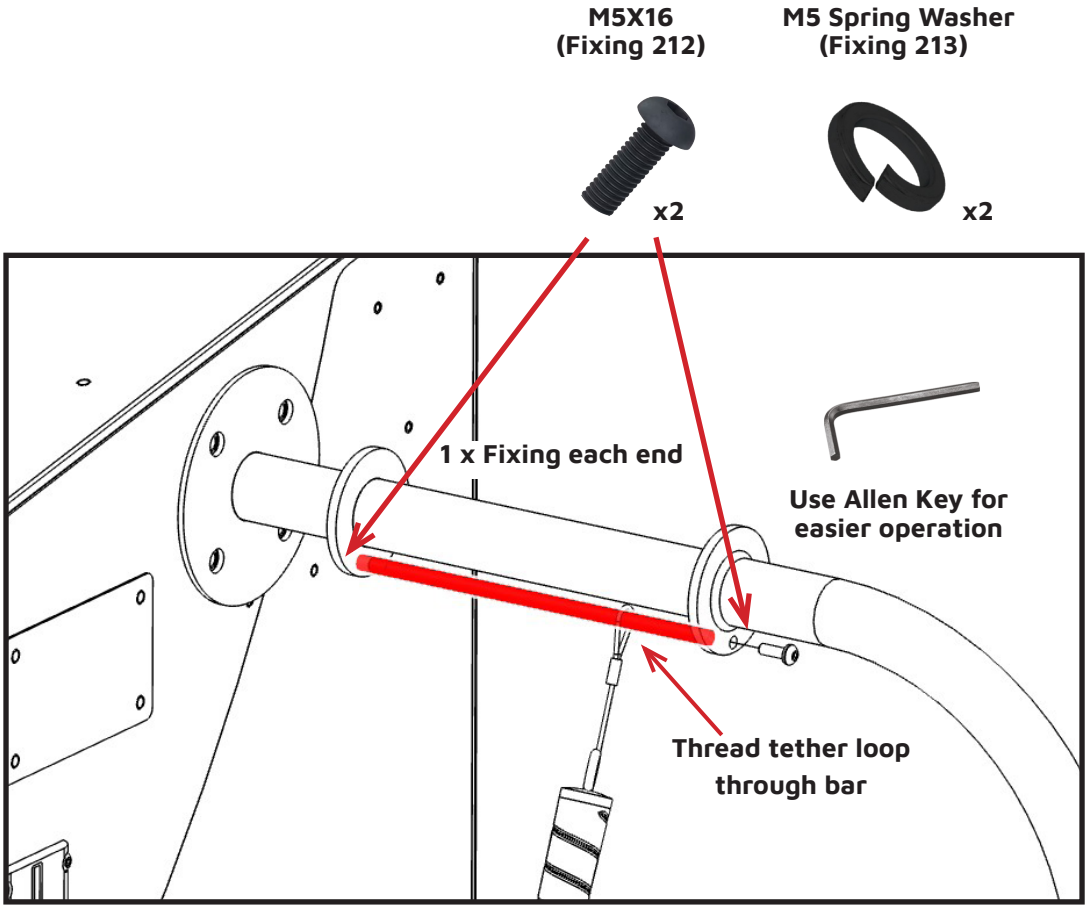
6 Insert **Part 7** into position and reapply the fixings removed in Step 4



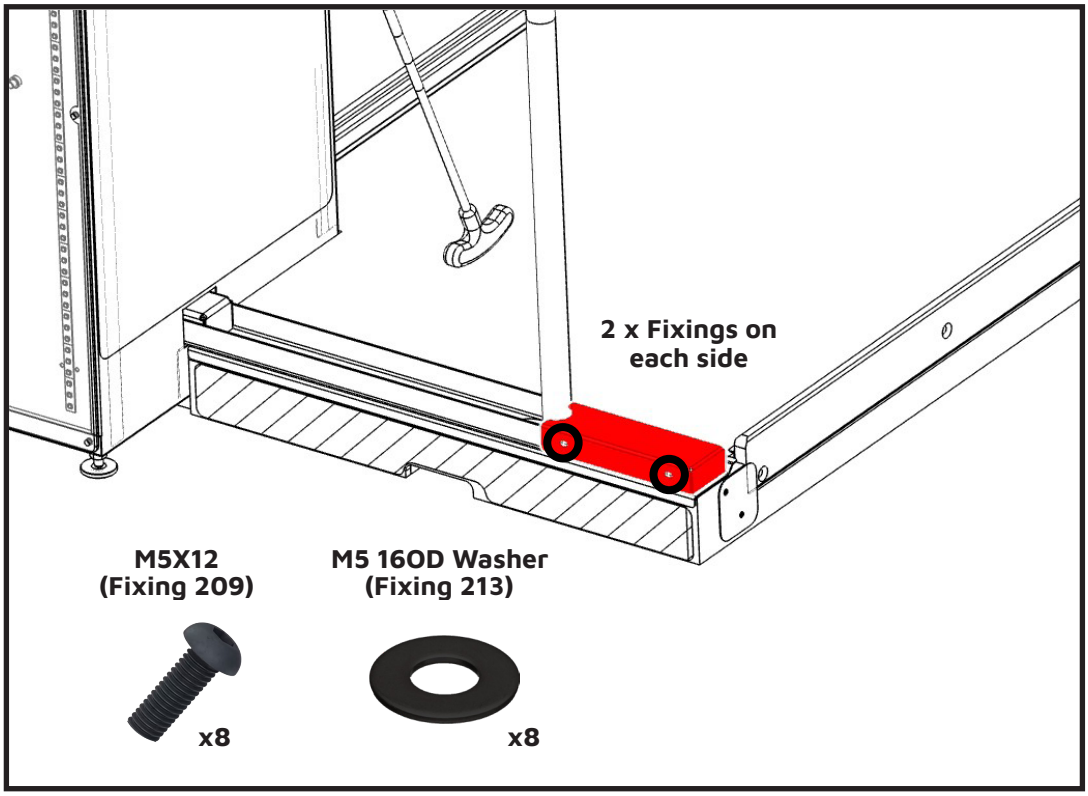
7 Install **Part 8** on the side of the Coin Tower using fixings specified



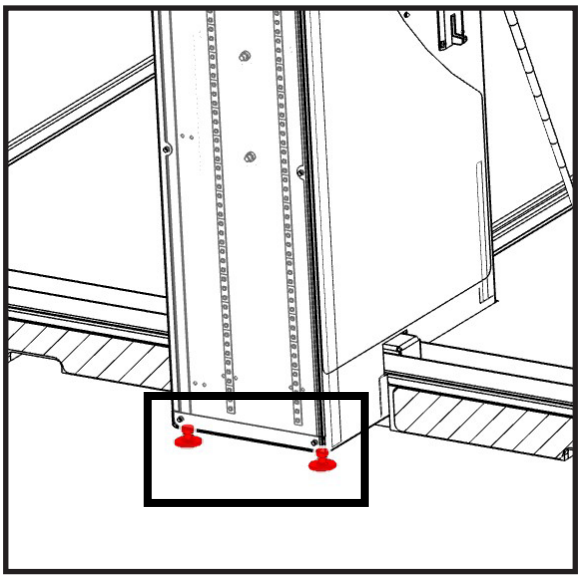
8 Combine the **Golf Clubs (Part 109)** with **Part 12**. Install **Part 12 on Part 8 (one each side)** using fixings specified

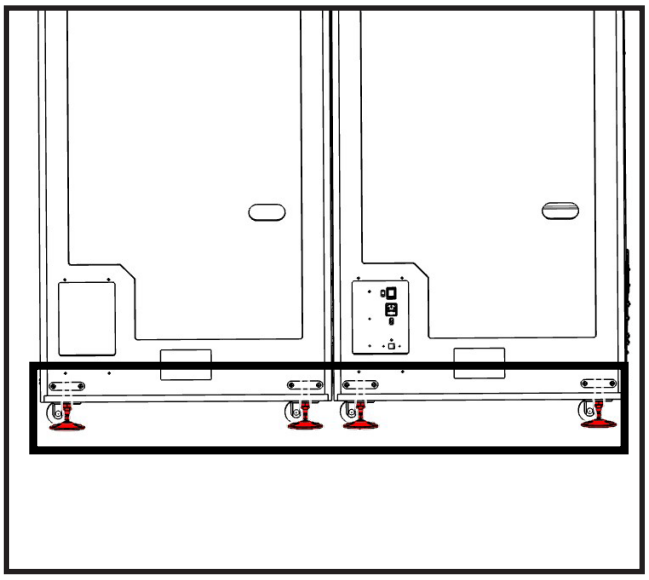


9 Install **Part 11 (Bracket Closing End)** at the end of the Floor on both sides using fixings specified



10 Lower feet on Coin Tower and Monitor Cabs and ensure all Cabinet elements are level



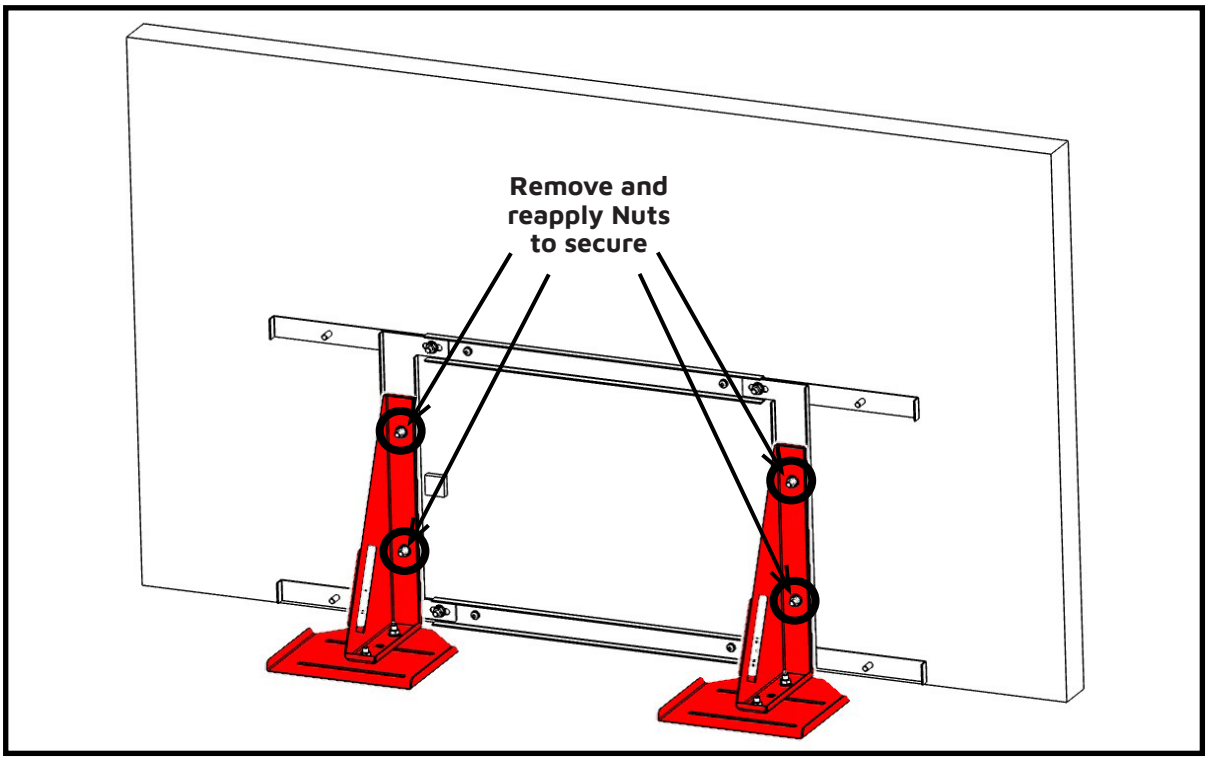


IMPORTANT!

Before moving onto the next step, check that the Coin Tower is flush with the Floors and close any gaps that may exist before proceeding

INSTALLING THE BILLBOARD

1 Place **Part 13 into position on the Billboard (Part 1)**

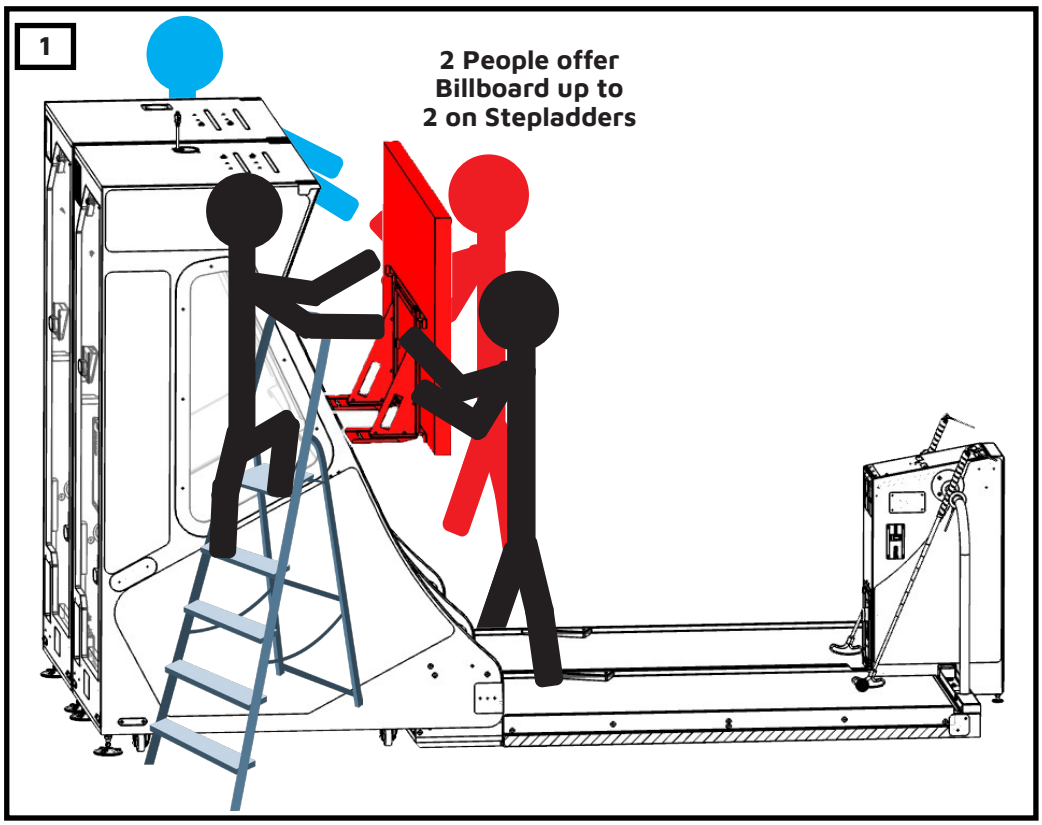


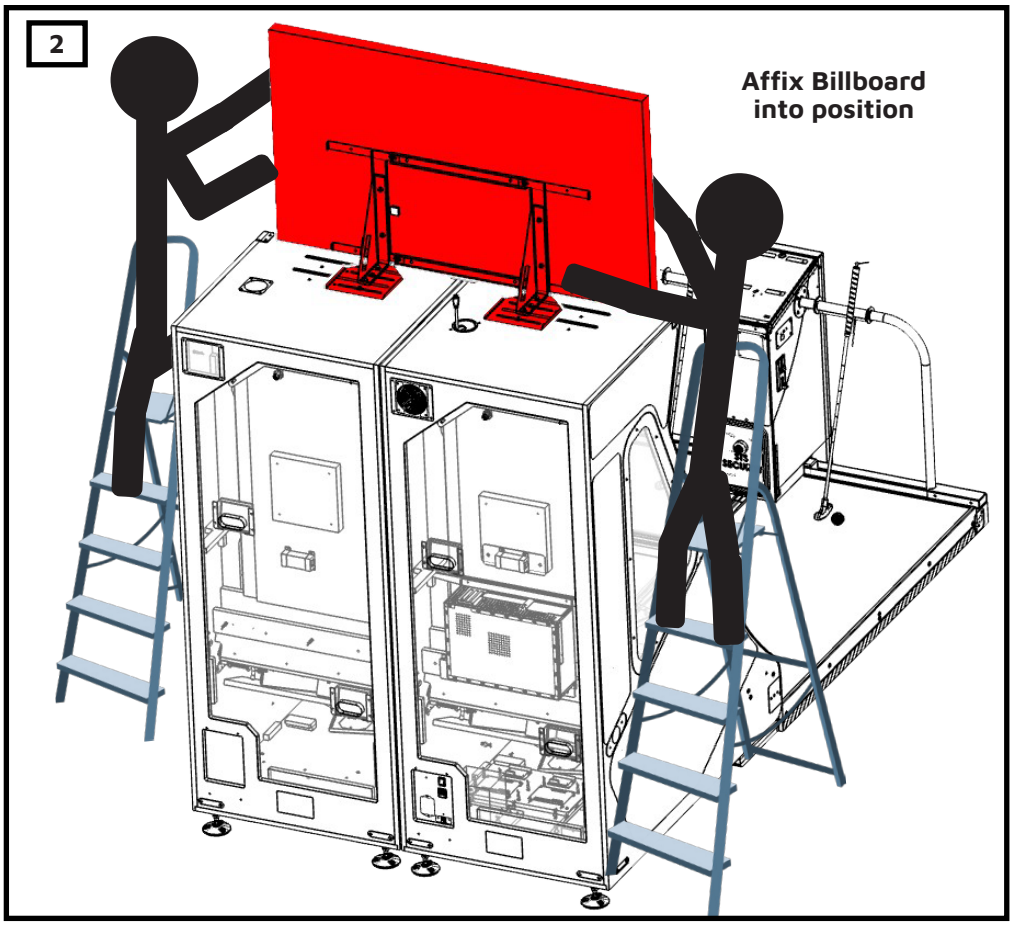
2 Lift the Billboard on to the top of the Monitor Cabinets. Secure the base bracket using fixings specified

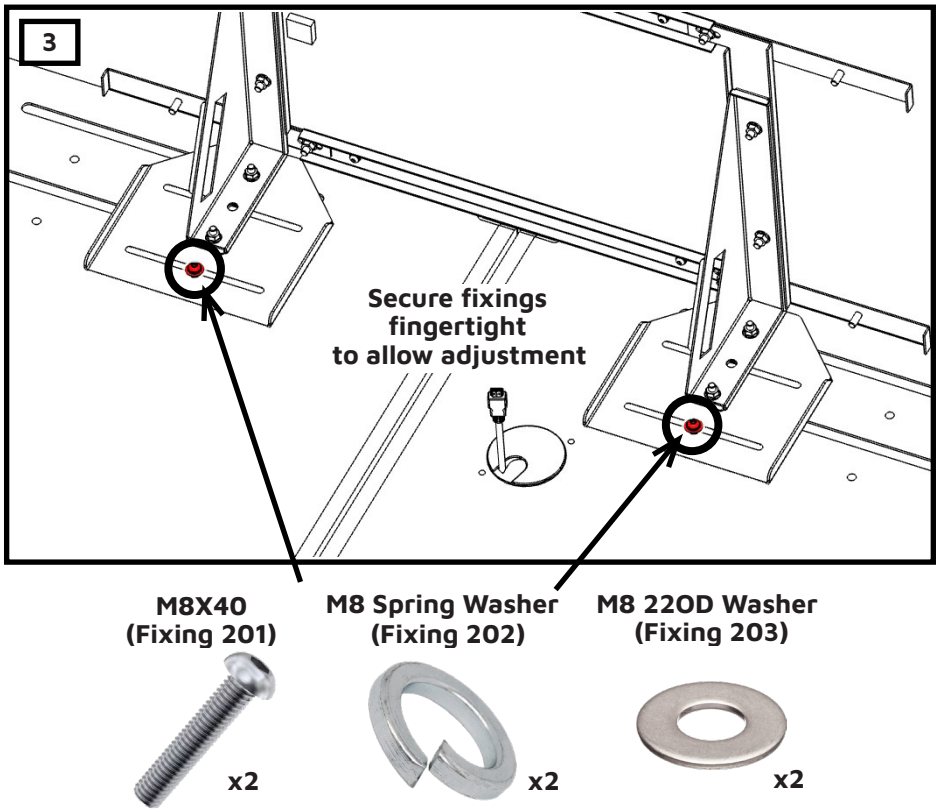
IMPORTANT!

LIFTING THE BILLBOARD INTO POSITION REQUIRES 4 PERSONS AND 2 STEPLADDERS TO COMPLETE SAFELY. DO NOT ATTEMPT TO LIFT THE BILLBOARD ONTO THE TOP OF THE MONITOR CABS WITHOUT THESE MEASURES

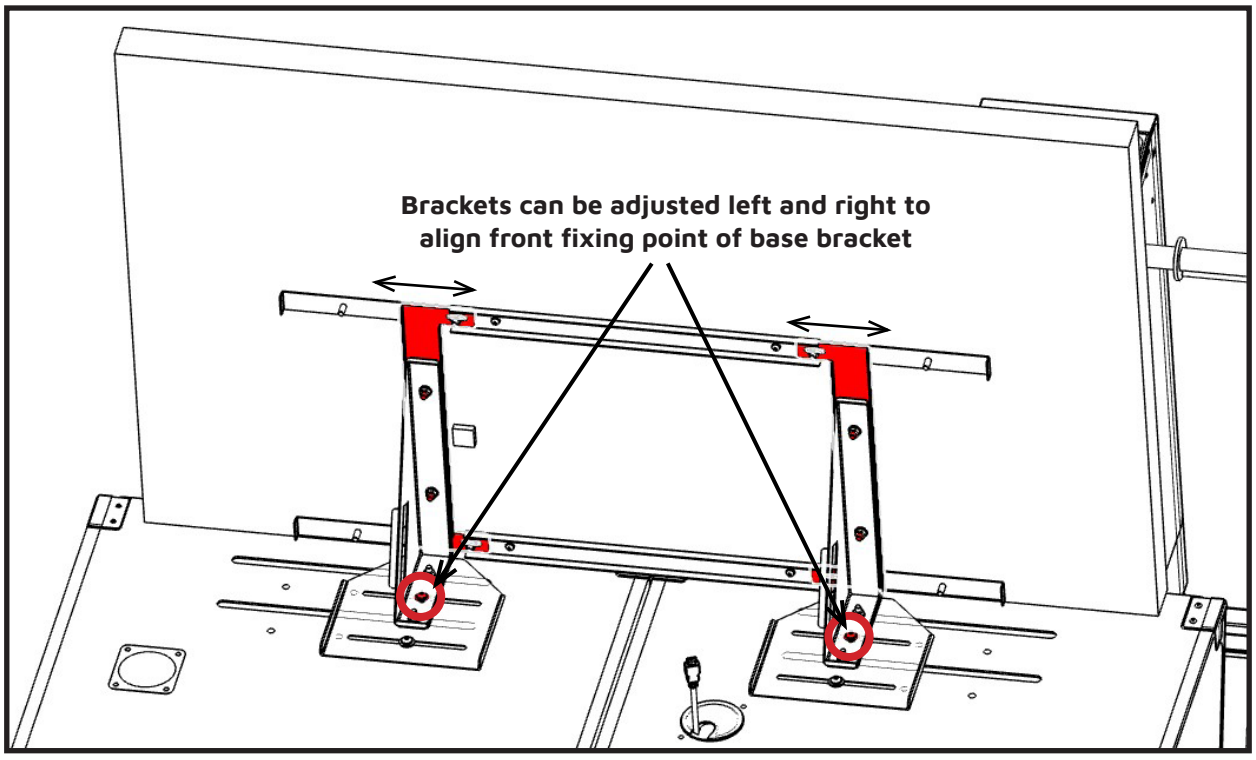



1
2 People offer
Billboard up to
2 on Stepladders

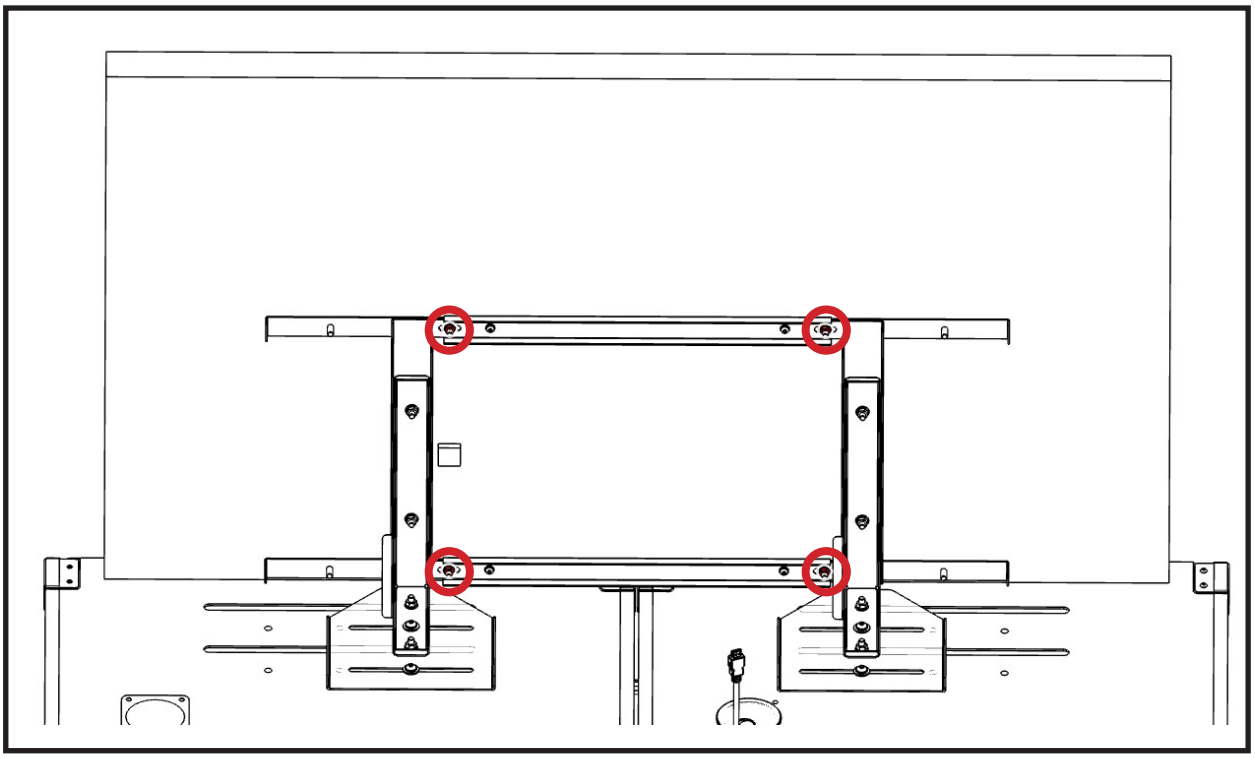

2
Affix Billboard
into position



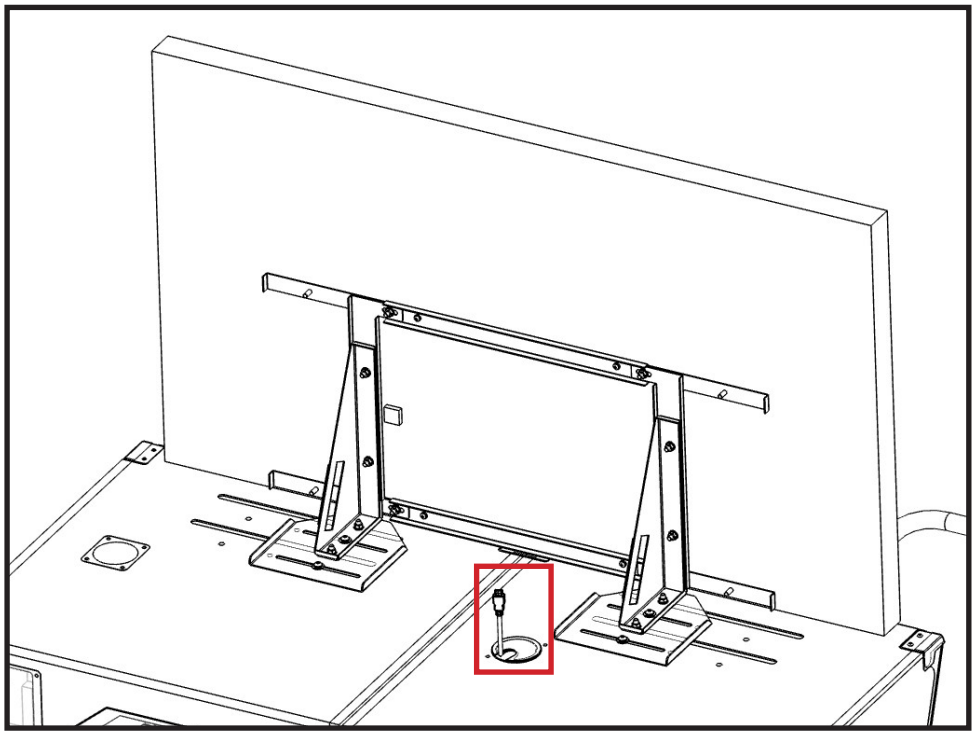
3 Adjust the positon of the Mounting Brackets to align the front fixing points and secure (fixings are the same as in Step 2)



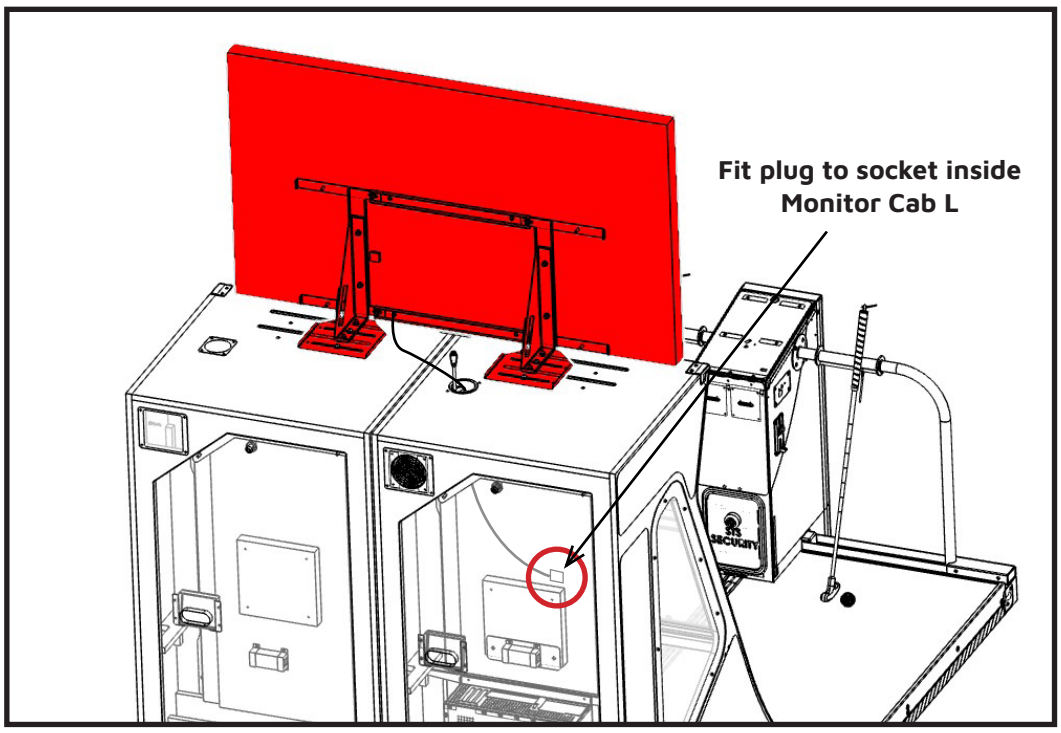
4 When Billboard has been secured, tighten the 4 x Nuts on the Mounting Brackets to secure them into position



5 Feed the HDMI Cable from the Monitor Cab L through the top of the Cab and connect to the Billboard (HDMI Input 1)



6 Connect the AC Cable from the Billboard to the power supply inside the Monitor Cab L



CABINET INSTALLATION COMPLETE

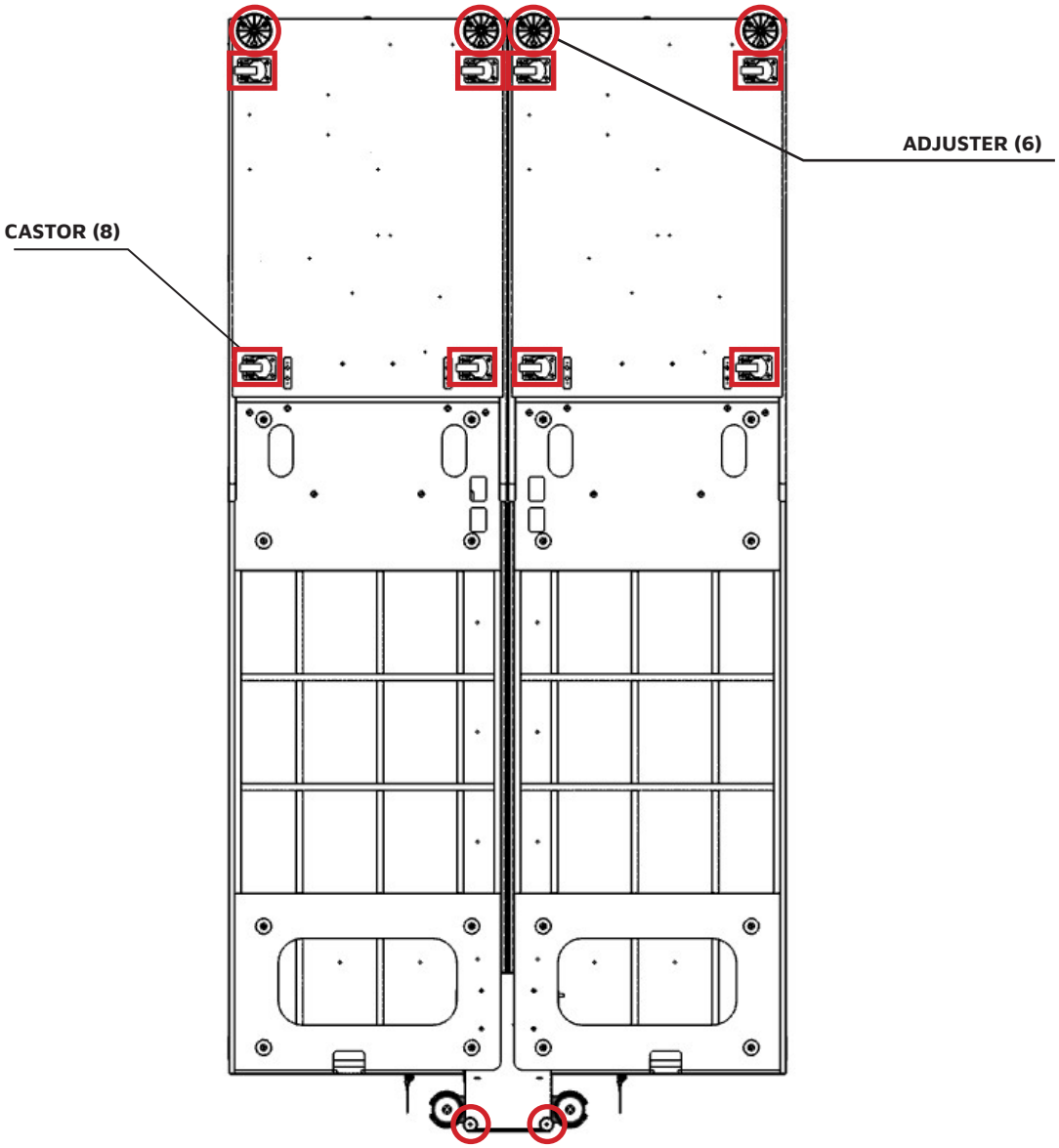
FIXATION TO SITE

⚠ WARNING

- **Make sure that all the adjusters contact the floor. Otherwise the Cabinet could move, causing an accident**
- **Pay special attention to lower the feet on the Coin Tower. Failure to lower the Coin Tower feet will result in the Coin Tower becoming unstable which could result in injury to Players/Spectators and/or damage to the Cabinet**

The product comes with castors attached at 8 locations and adjusters at 6 locations.

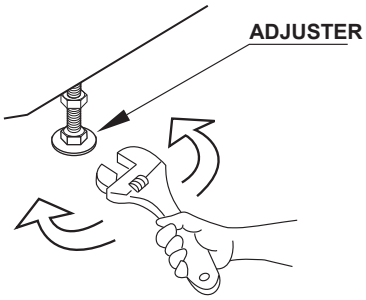
When the installation site has been determined, have the adjusters come in direct contact with the floor. Establish a gap of about 5 mm between the floor and the castors and adjust the unit so that it will remain level.

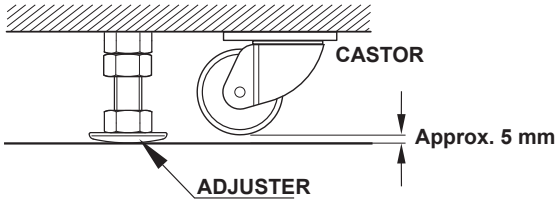


1 Move the product to the installation site. You must also secure at least a 15cm space between the back wall and the back of the Cabinet for ventilation

2 Bring the adjusters into direct contact with the floor. Use a wrench to align the height of the adjusters until the Cabinet is perfectly level

3 After setting, turn adjuster nuts upwards to tighten them and secure adjuster heights





CONNECTION OF POWER AND GROUND CABLES

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

⚠ WARNING

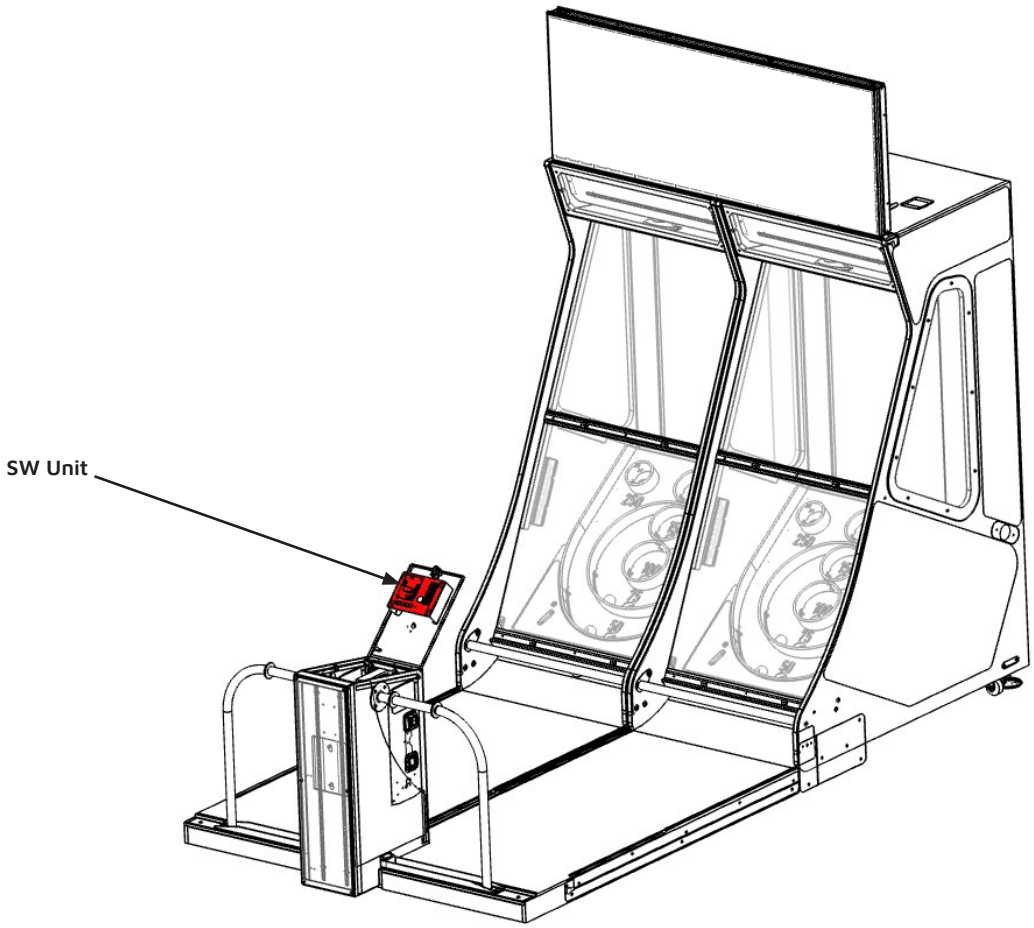
- **Use the power supply equipped with an earth leakage breaker. Use of power supply without such a breaker could result in fire if there is a current leakage**
- **Have available a securely grounded indoor ground terminal. Without proper grounding, customers could be electrocuted and product operations might not always be stable**
- **Do not expose the power cord or ground wire. If these are exposed, customers could stumble over them, for instance, and easily damage them. Additionally, if these lines are damaged, there could be a risk of electrical shock or short circuit. Set these lines at locations where they will not interfere with customer traffic, or attach covers to them**
- **After laying out the power cord on the floor, be sure to always protect it. If the power cord is left exposed, it can easily be damaged, resulting in electrical shock**
- **When using the product's AC unit ground terminal, use ground wire with a circular terminal as shown in the illustration, and establish ground securely. Avoid indiscriminate grounding operations such as use of wire with only its sheath peeled off**

CONFIRMATION OF INSTALLATION

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

Perform the following tests in Test Mode:

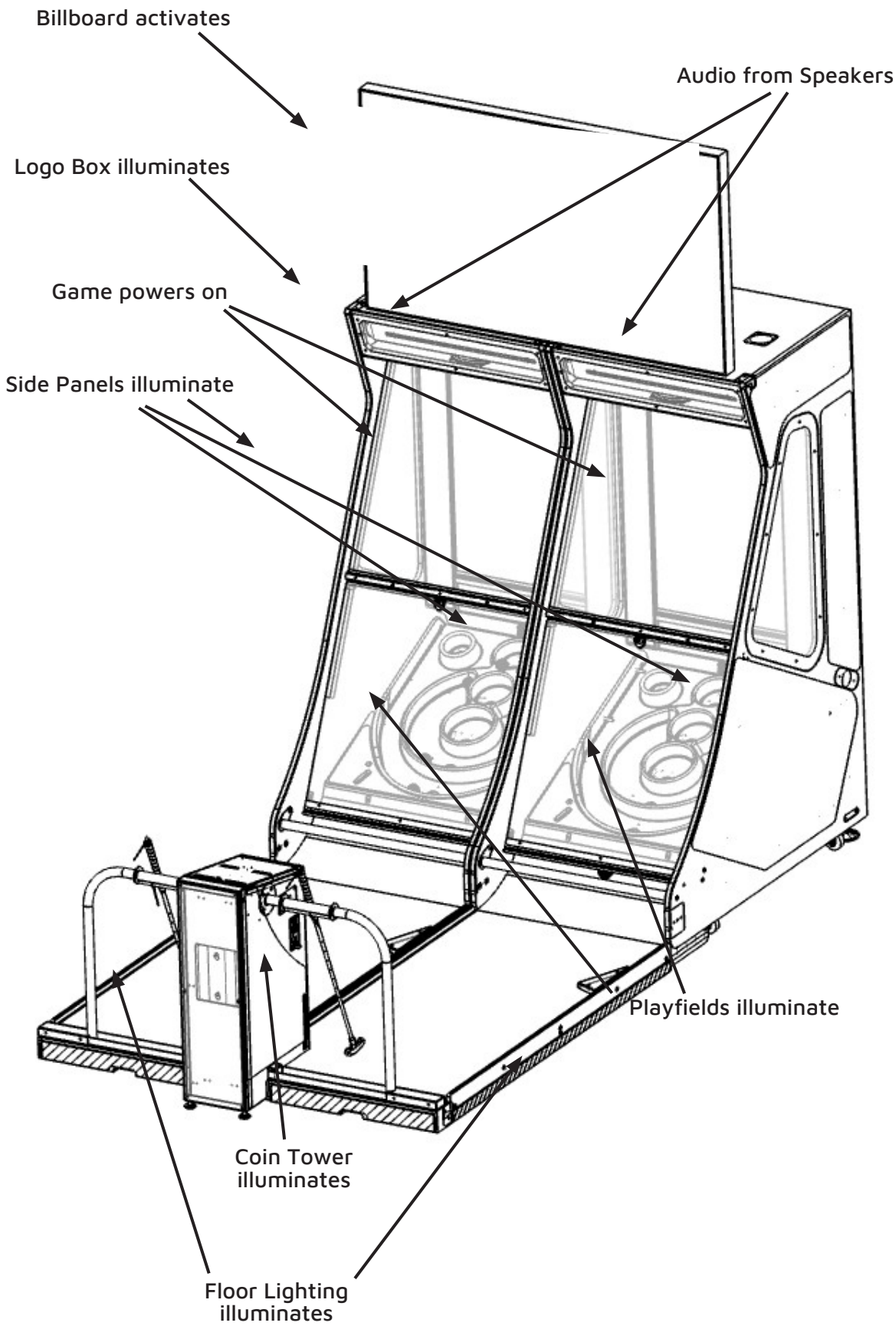
1 Unlock and open the CCT Lid to access the SW Unit. Use the Test Button to enter the Test and Service Menu



2 Enter the section "Input Test". Ensure all components and Buttons are functioning correctly

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

COMPONENTS THAT CHANGE STATE UPON POWERING UP



LINKING CABINETS

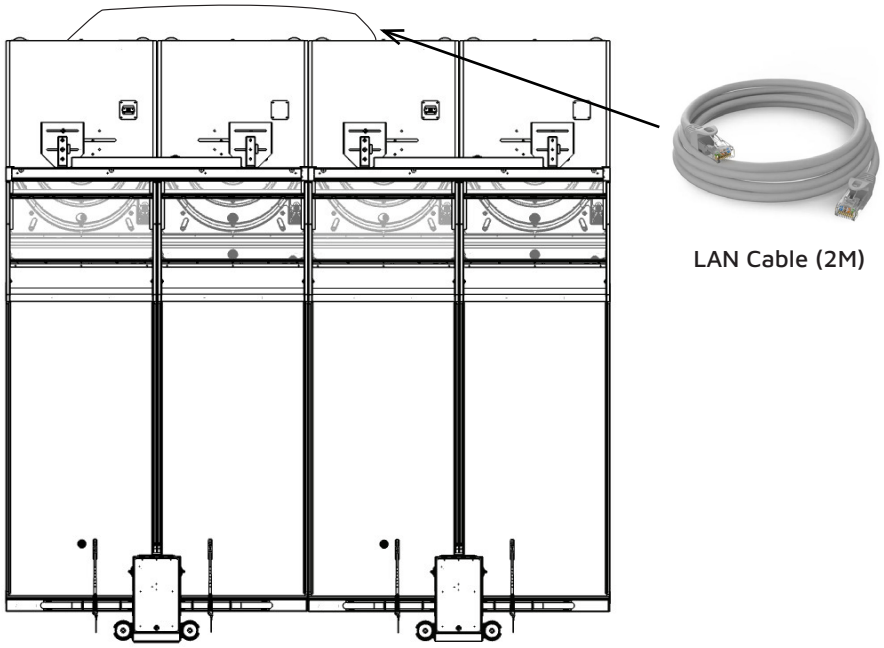
It is important that a suitable location is secured to enable installation to be carried out safely.

Cabinets can be linked and arranged in 2, 4, or 6 Player arrangement.

When linking mulitple Cabs, each Cabinet will need to have its Cab ID changed in ascending numerical order (1,2,3,4, etc.) via the Network Test in the Test Menu.

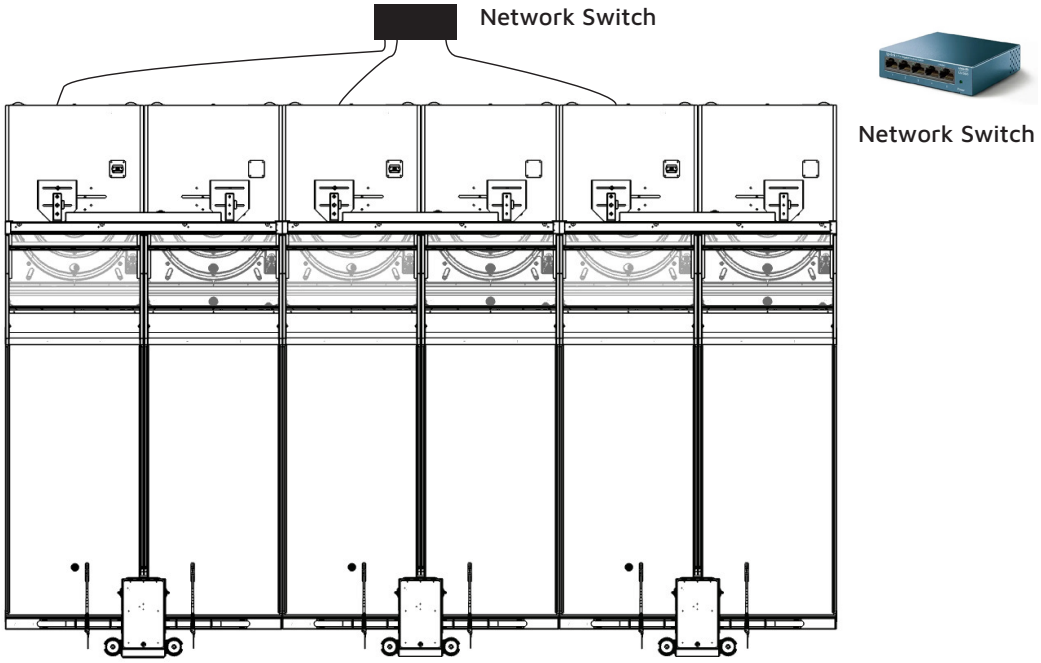
4 Player

The 2 Monitor Cab (Left) are linked via a single 2 metre LAN cable.



6 Player

The 3 Monitor Cab (Left) are linked via 3 x 2 metre LAN cables connected to a Network Switch.



REPLACING TICKETS

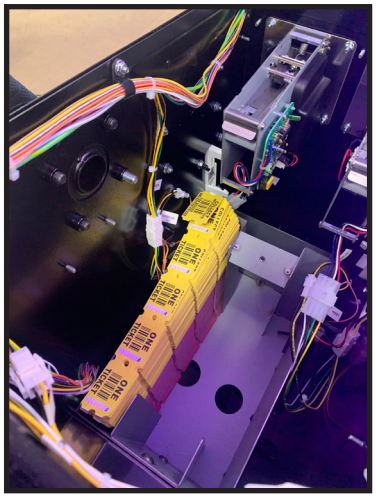
1 Unlock and open the Coin Tower Lid

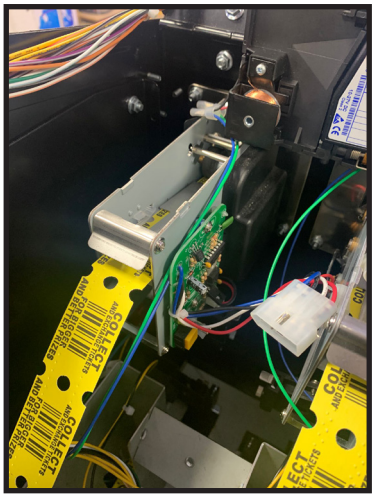
Unlock Ticket Door here





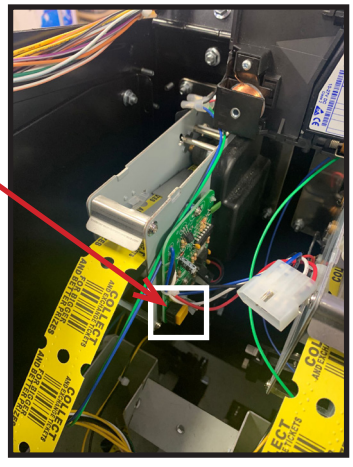
2 Load tickets into the Ticket Holder. Feed ticket strand into the dispensing track and insert fully





3 Ensure tickets are vended correclty by pressing the Test Button on the Ticket Mech (tear off and remove excess tickets that are vended after testing)

Ticket Vend Test Button





4 Close Coin Tower Lid and ensure lock is secure

GAME DESCRIPTION

GAME OUTLINE

'Putt It Par-Tee' is a skill-based, mechanical redemption game featuring a skee-golf points-based experience. The Game can be configured in a 2, 4, or 6 Player arrangement, with Players able to be linked to play and compete against each other.

Players interact with the Game using a physical golf club and golf balls. At the start of a Game, Players will be given 1-3 balls* from inside of the Cabinet. They must then hit their balls into one of the seven skee holes to score points.

Upon hitting a ball into a hole, a new ball will then be released for the Player to play again until the time limit* is up (remaining time is indicated by the timer in the bottom right corner of the screen during a game).

At the end of a Game, a Player's total score is rewarded with a ticket payout*. If a Player achieves the target Super Bonus score*, an additional ticket payout* will be given.

*settings/value defined in Test Menu by Operator





Attract Screens

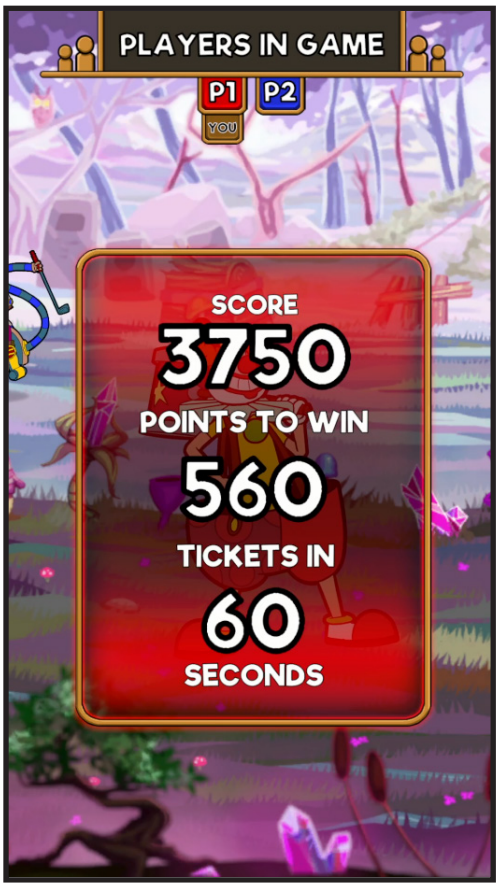
GAME FLOW & FEATURES

- The Game supports 1-6 Players (1-3 pairs of Cabinets) and can be linked for multiplayer games
- Upon entering a Credit, the Game enters the 'lobby', where the Game will wait 5 seconds to allow more Players to join
- The timer is briefly paused as more Credits for other Players are taken
- If a Credit is entered during a Game, it will launch a new 'lobby'
- Upon Game start a countdown begins, and a ball is released from the right hand side of the playfield lane
- Players use their golf club to hit the ball into the playfield
- There are up to three balls allowed in play at once per Player*
- A ball will be released back to the Player once the game has registered a score

*settings/value defined in Test Menu by Operator



Pregame Lobby



Player inserts Credit while game is in progress



Billboard Lobby Countdown

- There are 7 holes on the playfield corresponding to 6 points values:

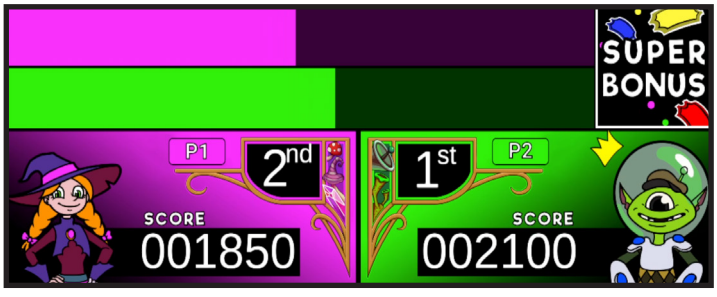
- The bottom hole is the lowest score (Cyan) worth 100 points
- The second hole from bottom (Blue) is worth 150 points
- The hole third from bottom (Green) is worth 250 points
- The hole fourth from bottom (Yellow) is worth 300 points
- The hole in the top middle (Red) is worth 350 points
- The holes on the top left/right both (Magenta) are worth 500 points



Playfield + Points Value



In-game screen



Billboard in-game showing all active Player positions, total scores, and Super Bonus progress

- The last ten seconds of the game are the 'final shot'
- In the lead-up to the 'final shot', balls stop being vended to the Player
- A final ball is vended to the Player and before the last ten seconds are up, the Player must then hit this final ball (including any remaining balls in play) into the playfield
- Only the final ball is worth double points



Final Shot in-game screen



Billboard Final Shot in-game

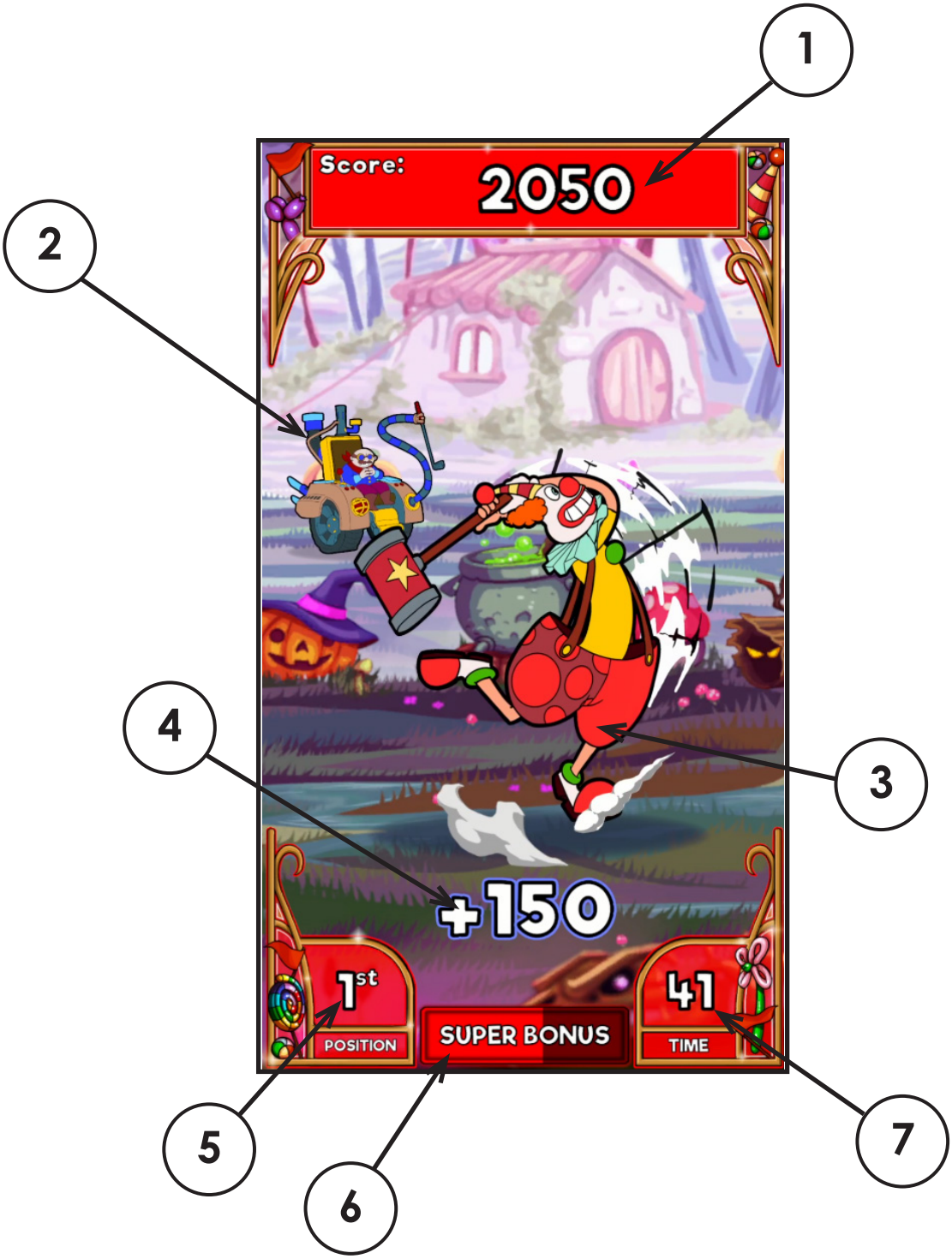
- Upon finishing the game, the Player's tickets, points value, and position (if in a multiplayer game) are displayed
- If a Player enters a Credit, a new game will load. If no Credit is entered, the Game will return to the Attract mode



End game results screen

UI Breakdown:

1 - Total Points
2 - Other Players (if present)
3 - Player Character
4 - Score Indicator
5 - Position (Multiplayer games only)
6 - Super Bonus progress
7 - Remaining Time



EXPLANATION OF TEST AND DATA DISPLAY

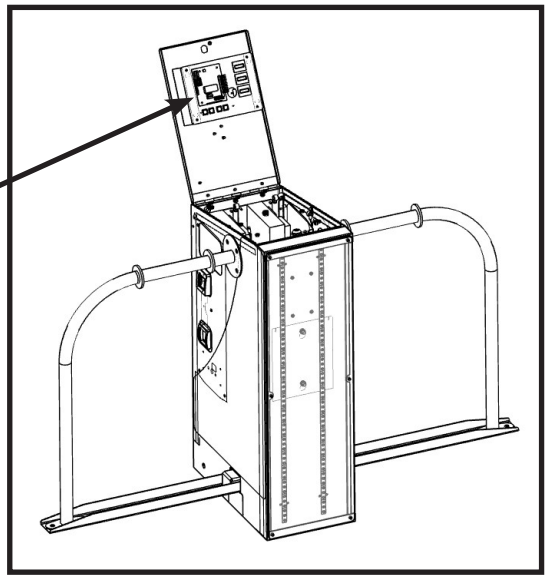
⚠ WARNING

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

⚠ CAUTION

Be careful that your finger or hand does not get caught when opening/closing the coin chute door

Credit Board
Located Here



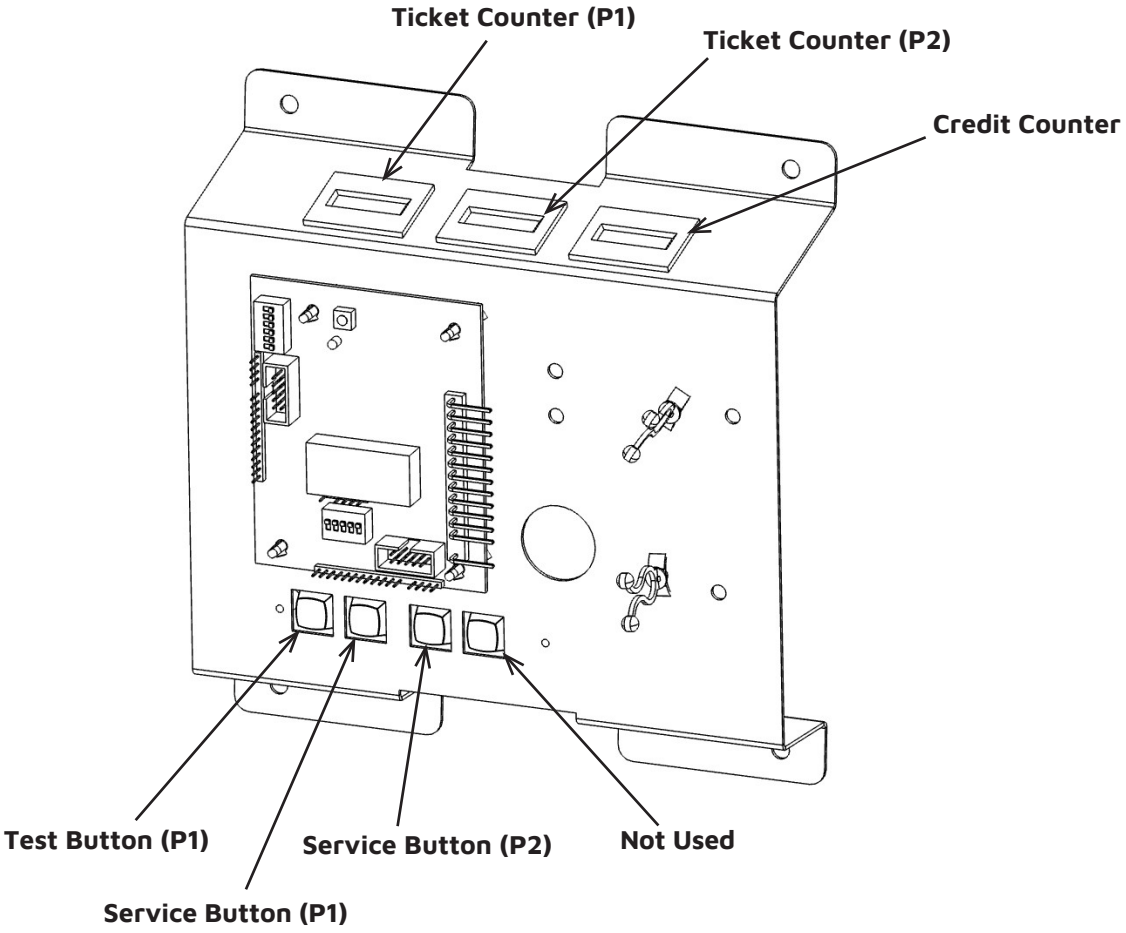
STOP IMPORTANT!

- **When you enter the Test Mode, Fractional Coin data is erased**
- **Adjust the sound to the optimum volume, taking into consideration the environmental requirements of the installation location**
- **Removing the Coin Meter circuitry renders the game inoperable**

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.

SWITCH UNIT AND COIN METER

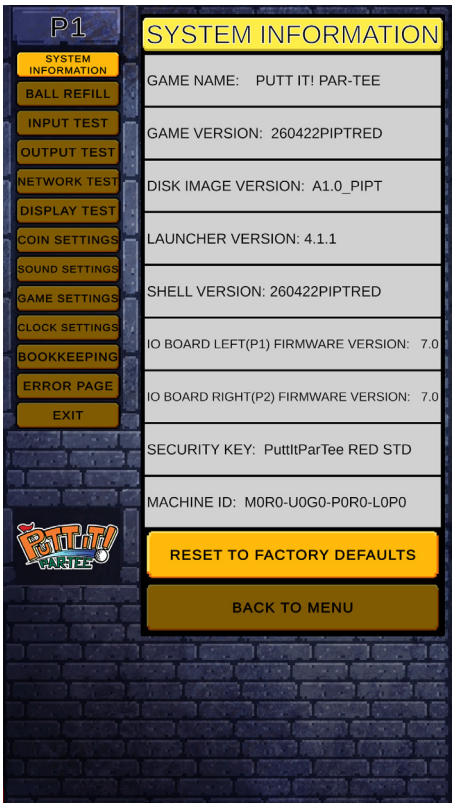
The Swith Unit and Counters are housed within the Coin Tower. To access these controls you will need to open the Coin Tower Lid. The switches and counters can be found directly on the rear face of the Lid.



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)
TICKET COUNTER	Counts total number of dispensed tickets
CREDIT COUNTER	Counts total number of Credits (regular and service)

GAME TEST MODE

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

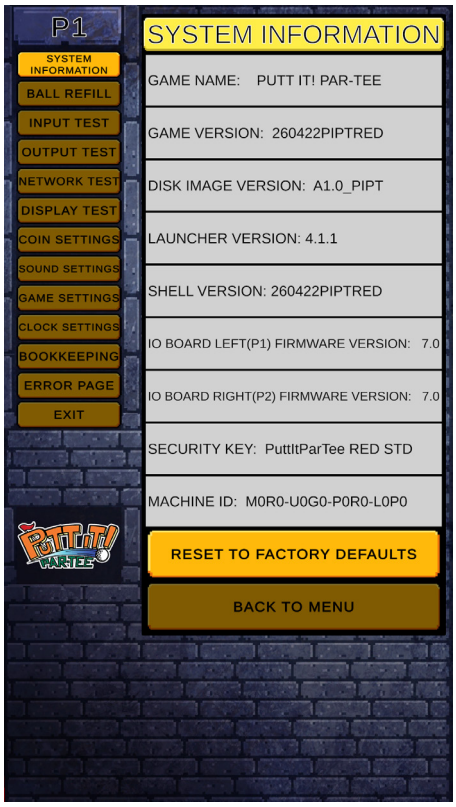


Use Service to cycle through items. Use the Test Button to select an item and view that item's sub-menu. Select EXIT to return to Game.

System Information	Displays software and hardware version numbers
Input Test	Test all input devices like Buttons and Gates
Output Test	Test all output devices like Ticket Mechs and LEDs
Network Test	Check Cab ID and test Cab linking connections
Display Test	Adjust screen elements and test Billboard screens
Coin Settings	Change Credit type and Coin to Credit ratio
Sound Settings	Adjust volume level and test speakers
Game Settings	Adjust Game specific parameters like ticket payout and difficulty
Clock Settings	Adjust internal Cabinet clock
Bookkeeping	See Cabinet Bookkeeping statistics
Error Page	Check error codes and error log
Exit	Exit Test Mode and return to Game

SYSTEM INFORMATION

System Information displays the software version numbers.

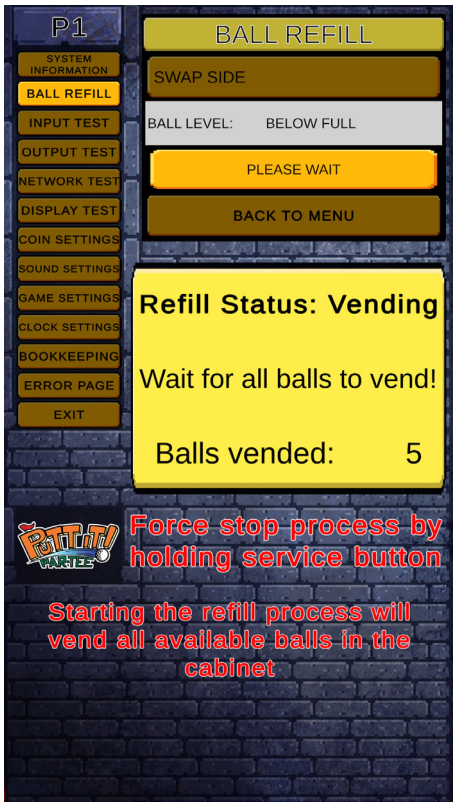


Use Service to cycle through items. Use the Test Button to select an item and view that item's sub-menu.

Game Name	Name of installed game software
Game Version	Game software version number
Disk Image Version	Disk Image version of Game Board
Launcher Version	Software Launcher version number
Shell Version	Game Shell version number
IO Board Left/Right (P1-P6) Firmware	Version number for IO Firmware(s)
Security Key	Displays whether Security Key is detected/correct, missing, or invalid
Machine ID	ID Number for Cabinet
Reset To Factory Defaults	Restore all settings to defaults set at factory prior to shipping (requires confirmation)

BALL REFILL

This menu allows for a full ball refill procedure.



Use Service to cycle through items. Use the Test Button to select an item and view that item's sub-menu.

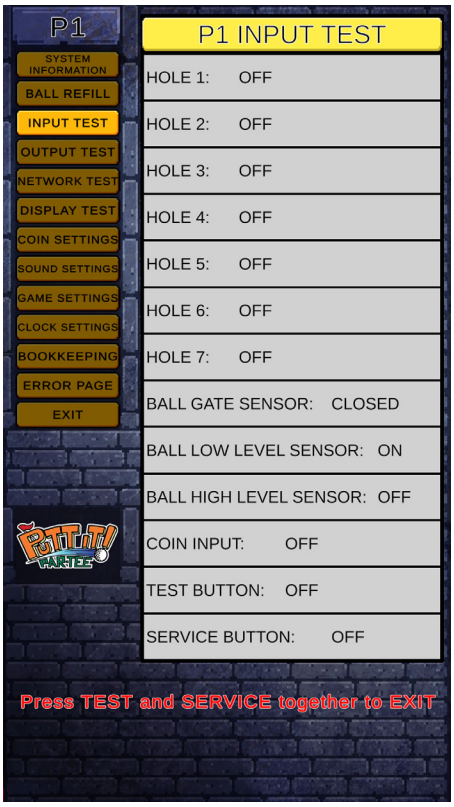
To stop the refill process, press and hold the Service Button.

Swap Sides	Switch to control Test Menu of Right/Left Cabinet
Ball Level	Shows current ball level
Start Refill	Begin refill procedure (will vend all balls currently in the Cabinet)
Back to Menu	Return to main test menu

INPUT TEST

This menu details the functionality of things like playfield score zones, coin and ticket devices, and Test & Service Buttons.

To exit this menu, press the Test and Service Button simultaneously.

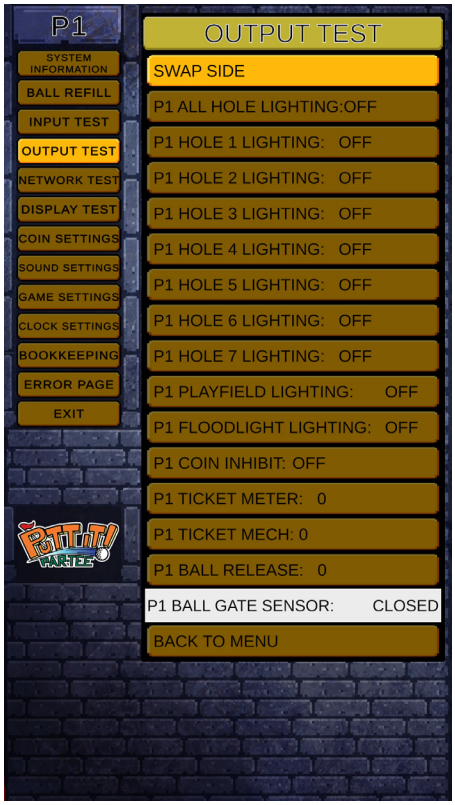


Use Service to cycle through items. Use the Test Button to select an item and view that item's sub-menu.

Hole 1	ON = Ball Sensor for Hole is active / OFF = Ball Sensor inactive
Hole 2	ON = Ball Sensor for Hole is active / OFF = Ball Sensor inactive
Hole 3	ON = Ball Sensor for Hole is active / OFF = Ball Sensor inactive
Hole 4	ON = Ball Sensor for Hole is active / OFF = Ball Sensor inactive
Hole 5	ON = Ball Sensor for Hole is active / OFF = Ball Sensor inactive
Hole 6	ON = Ball Sensor for Hole is active / OFF = Ball Sensor inactive
Hole 7	ON = Ball Sensor for Hole is active / OFF = Ball Sensor inactive
Ball Gate Sensor	Open / Closed
Ball Low/High Level Sensor	ON = Sensor Active - check Ball level / OFF = Ball Sensor inactive
Coin Input	ON = Detects Coin passing through slot / OFF = Inactive
Test Button	ON = Test Button pressed / OFF = Test Button inactive
Service Button	ON = Service Button pressed / OFF = Service Button inactive
Back To Menu	Return to main test menu

OUTPUT TEST

This menu details the functionality of Playfield Hole lighting, Ticket Mechs, and the Ball Release/ Gates.



Use Service to cycle through items. Use the Test Button to select an item and view that item's sub-menu.

Swap Side	Switch to control Test Menu of Right/Left Cabinet
All Hole Lighting	Switches lighting for both Player positions: ON / OFF
P1/2 All Hole Lighting	Switches all lighting for P1/2: ON / OFF
P1/2 Hole 1-7 Lighting	Switches individual hole lighting for specific Player: ON / OFF
P1/2 RGB	Test Cabinet lighting (WHITE-RED-GREEN-BLUE-OFF)
P1/2 Playfield Lighting	Test Playfield lighting (WHITE-RED-GREEN-BLUE-OFF)
P1/2 FloodLight Lighting	Test Flood lighting (WHITE-RED-GREEN-BLUE-OFF)
P1/2 Coin Inhibit	Test Coin Insert to see if Coins are acknowledged: ON / OFF
P1/2 Ticket Meter	Test Ticket Meter to see if Tickets are properly counted (Number increases incrementally by 1)
P1/2 Ticket Mech	Test Ticket Meter to see if Tickets are properly vended (dispenses 1 Ticket for every test)
P1/2 Ball Release	Test Ball Release to see if Balls are properly vended (dispenses 1 Ball for every test)
P1/2 Ball Gate Sensor	Tests to see if Ball Sensor acknowledges obstruction/clearance: OPEN / CLOSED
Back To Menu	Return to main test menu

NETWORK TEST

This menu details the networking status of the Cabinets.



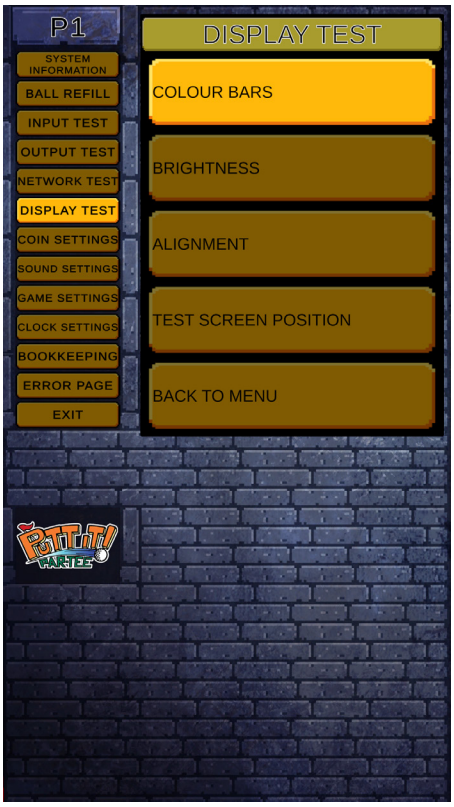
Use Service to cycle through items. Use the Test Button to select an item and view that item's sub-menu.

Network Status	Shows current Network Status
Cabinet Connected	Shows number of Cabs connected: (1-2-3)
Link Play	Shows if Link Play is enabled: ON / OFF
Cabinet ID*	Shows ID number of Cab in its sequence (1-2-3) (Default Cab ID will be 1 - this can be changed manually in this option setting)
Save And Back To Menu	Save settings and return to main test menu
Discard Changes And Back To Menu	Do not save settings and return to main test menu

*Note: A Cabinet will revert to Cabinet ID 1 if a Factory Reset is performed.

DISPLAY TEST (1/2)

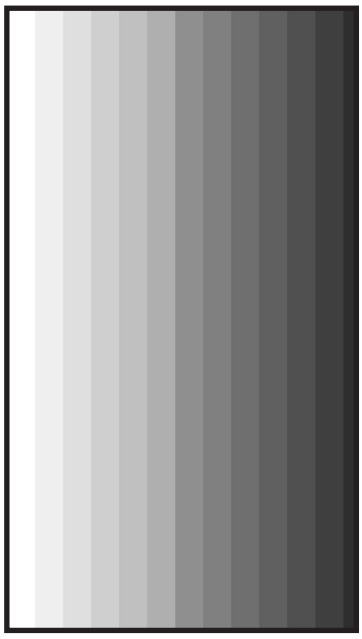
This menu allows the adjustment of screen variables.



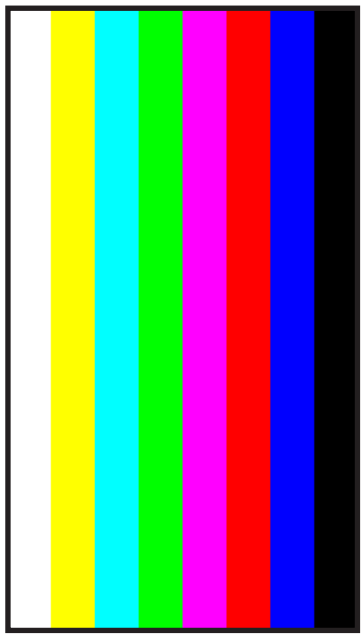
Use Service to cycle through items. Use the Test Button to select an item and view that item's sub-menu. Select EXIT to return to Game.

Color Bars	Display colour settings
Brightness	Grey scale lighting
Alignment	Grid display
Screen Position	Display screens (Left-Right)
Back To Menu	Return to main test menu

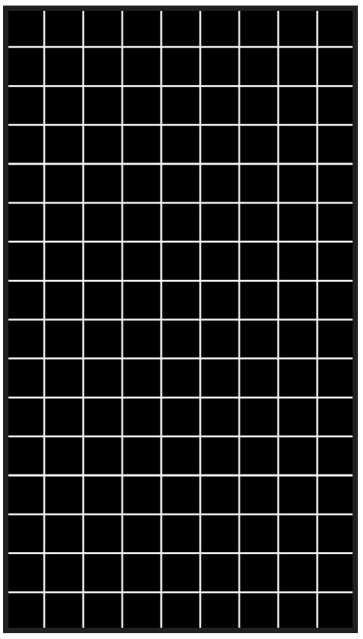
DISPLAY TEST (2/2)



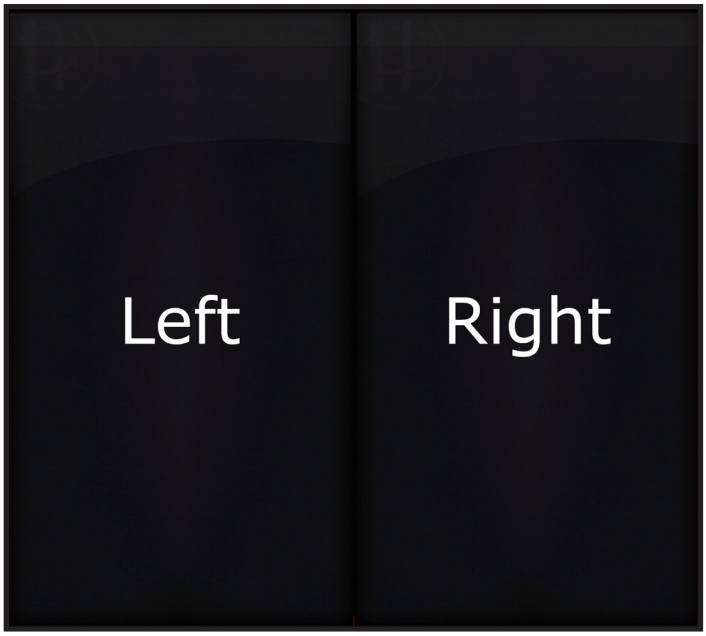
Greyscale



Colour Bars



Alignment



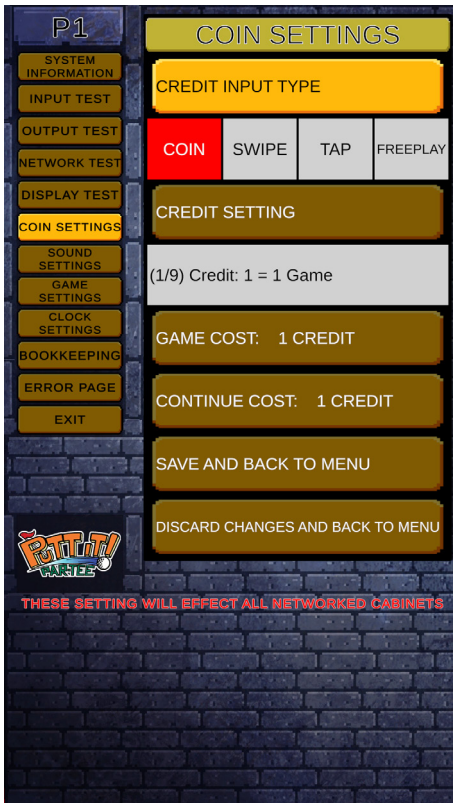
Screen Positions



Billboard

COIN SETTINGS

This menu details the number of regular and service credits the Cabinet has received, and allows the amendment of the coin to credit ratio.

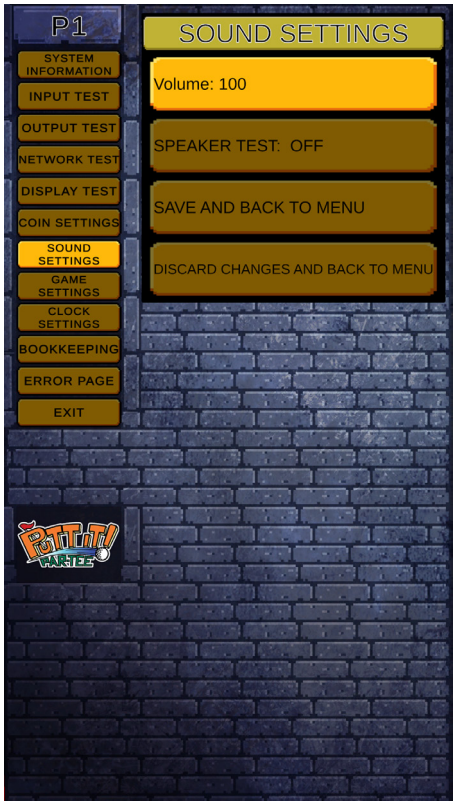


Use Service to cycle through items. Use the Test Button to select an item and view that item's sub-menu.

Credit Input type	(Coin-Swipe-Tap-FREEPLAY)
Credits Settings	(1/9) Credits: 1 = 1 Game
Game Cost	1 Credit - 2/3/4/5 Credits
Continue Cost	1 Credit - 2/3/4/5 Credits (Continue Cost cannot be set to a higher value than Game Cost)
Save And Back To Menu	Save settings and return to main test menu
Discard Changes And Back To Menu	Do not save settings made in test menu

SOUND SETTINGS

This menu allows the testing of audio devices and changing of the attract volume level.

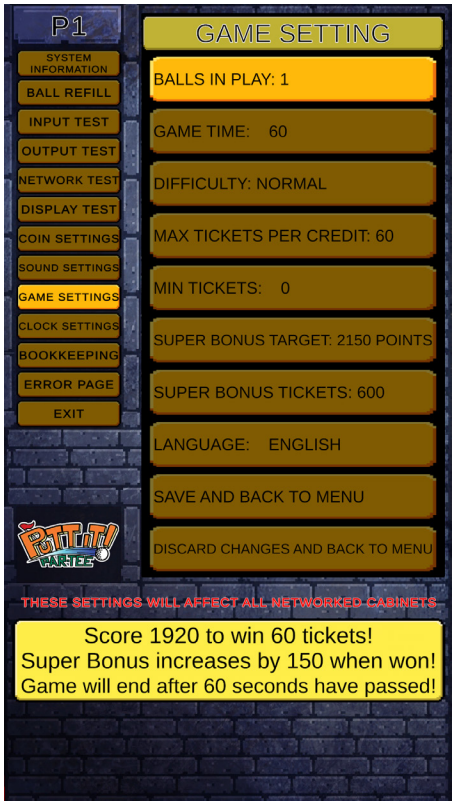


Use Service to cycle through items. Use the Test Button to select an item and view that item's sub-menu.

Volume	Set Master Volume: (100-0)
Speaker Test	Play audio tone through Speakers: (Left-Right-OFF)
Save And Back To Menu	Save settings and return to main test menu
Discard Changes And Back To Menu	Do not save settings made in test menu

GAME SETTINGS

This menu will allow you to change variables that affect the gameplay like the Super Bonus target score and the number of balls given to Players.



Use Service to cycle through items. Use the Test Button to select an item and view that item's sub-menu.

Balls in Play	Sets number of balls active at any one time: **1** - 2 - 3
Game Time	Set time duration of games: **60**-90-120
Difficulty	Multiplies Game Time x SB Target: Easy-Show Mode-**Normal**-Hard-Very Hard
Max Tickets Per Credit	Set a cap on Tickets that are awarded per game: 5-250 **(60)**
Min Tickets	Set minimum number of Tickets that are awarded per game: 0-10 **(0)** (increases in increments of 1)
Super Bonus Target	Number of points required for Super Bonus: **2250** (value is affected by Game Time and Difficulty)
Increase Super Bonus After Win	Number of points Super Bonus is increased by after achieveing in a consecutive game: **100**-150-250
Super Bonus Tickets*	Number of Tickets awarded by achieving the Super Bonus: 5-2000 **(500)**
Language	Set Language of in-game text (does not change announcer language): **English**-French-Portuguese-Spanish-Italian
Save And Back To Menu	Save settings and return to main test menu
Discard Changes And Back To Menu	Disregard changes and return to main test menu

***Option cannot be changed independently - value will change based up selected difficulty**

CLOCK SETTINGS

This menu allows you to set the internal Cabinet clock.

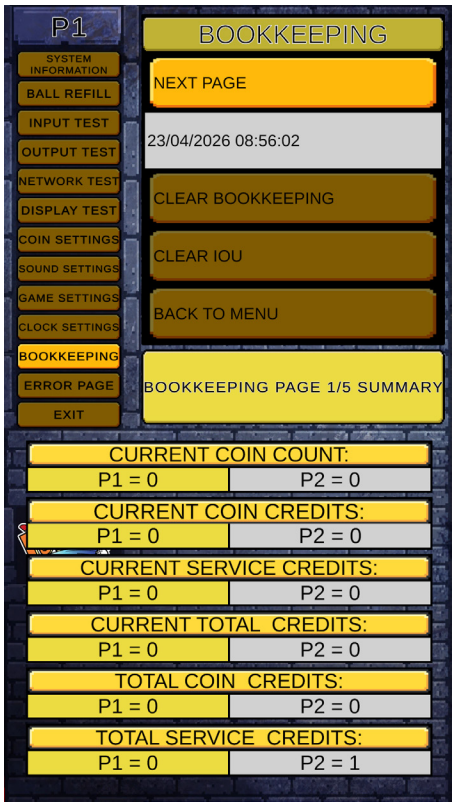


Use Service to cycle through items. Use the Test Button to select an item and view that item's sub-menu.

Current Time	Time test menu has been set to
Current Date	Date test menu has been set to
Year	Set year
Month	Set month
Date	Set date
Hour	Set hour
Minute	Set minute
Second	Set second
Set Time	Confirm settings
Back To Menu	Return to main test menu

BOOKKEEPING (1/5)

The Bookkeeping Menus detail all the statistics of the Cabinet. There are 5 menus showing a breakdown of different areas.

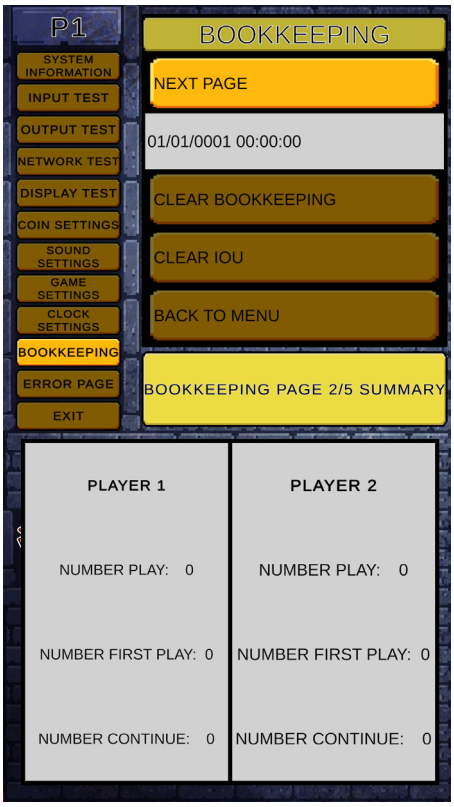


Use Service to cycle through items. Use the Test Button to select an item and view that item's sub-menu.

Next Page	Navigate pages
Time-Date-Year	Time and date set in the test menu
Clear Bookkeeping	Confirm clearing bookkeeping data
Clear IOU	Confirm clearing IOU tickets
Back To Menu	Return to main test menu
Coin Count	P1-P6 count
Coin Credits	P1-P6 count
Service Counts	P1-P6 count
Total Credits	P1-P6 count

BOOKKEEPING (2/5)

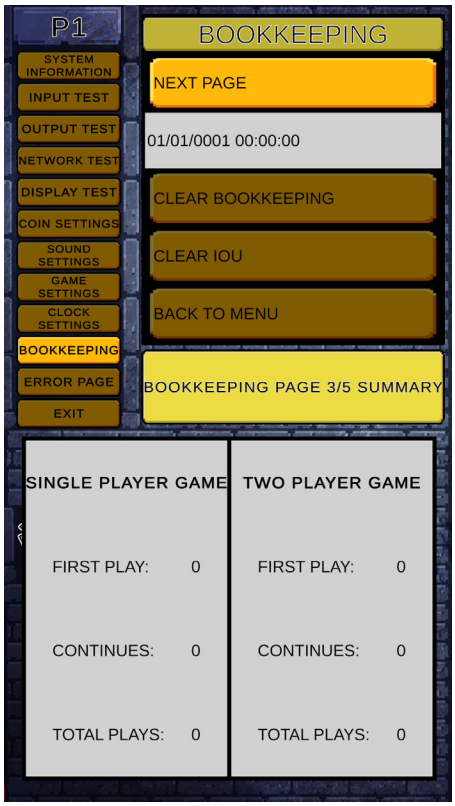
This Bookkeeping Menu details numbers of plays per each individual player.



Use Service to cycle through items. Use the Test Button to select an item and view that item's sub-menu.

BOOKKEEPING (3/5)

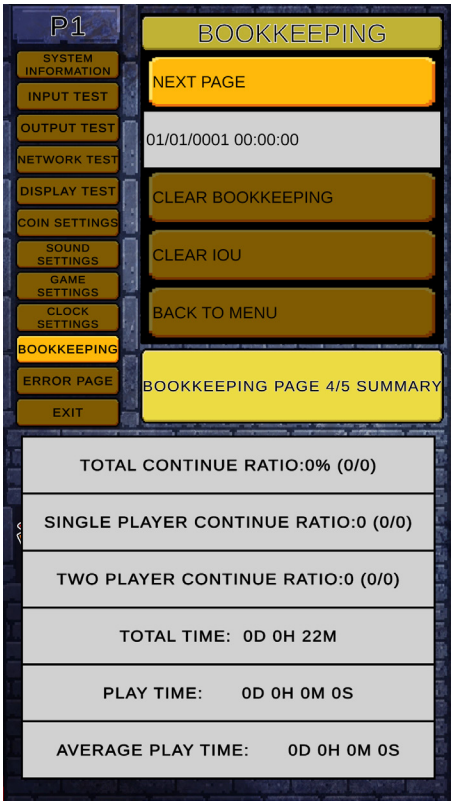
This Bookkeeping Menu details single plays and continue plays on each player combination.



Use Service to cycle through items. Use the Test Button to select an item and view that item's sub-menu.

BOOKKEEPING (4/5)

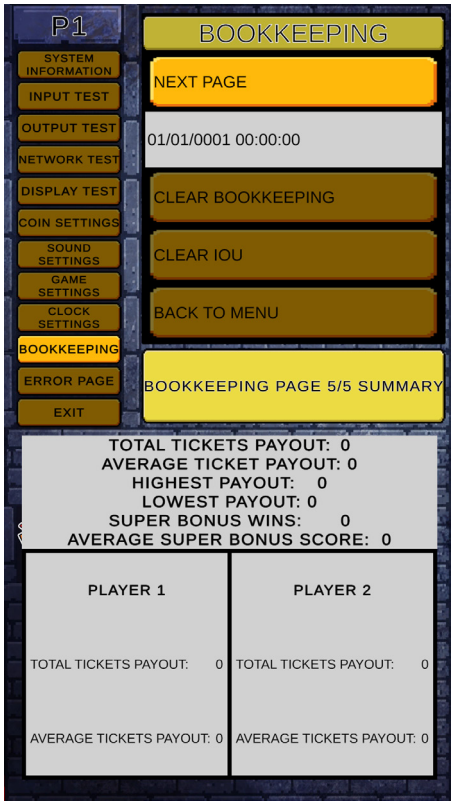
This Bookkeeping Menu details each player continue ratio.



Use Service to cycle through items. Use the Test Button to select an item and view that item's sub-menu.

BOOKKEEPING (5/5)

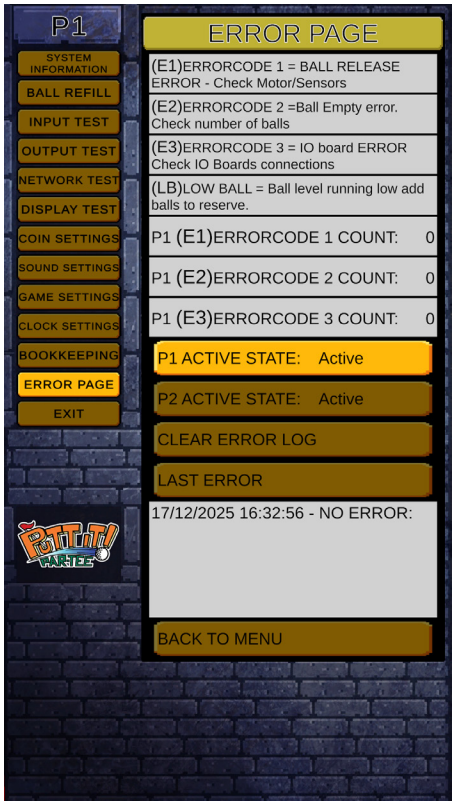
This Bookkeeping Menu details statistics about ticket payouts.



Use Service to cycle through items. Use the Test Button to select an item and view that item's sub-menu.

ERROR PAGE

This Bookkeeping Menu details error codes and contains the error log.



Use Service to cycle through items. Use the Test Button to select an item and view that item's sub-menu.

(E1) ERRORCODE 1 = Ball Release Error	Check Motor/Sensor
(E2) ERRORCODE 2 = Ball Empty Error	Check ball level and add if necessary
(E3) ERRORCODE 3 = IO Error	Check IO Board connections and perform power cycle
P1/2(E1) ERRORCODE 1 Count	Details how many times “Error 1” has occured on current Player
P1/2(E2) ERRORCODE 2 Count	Details how many times “Error 2” has occured on current Player
P1/2(E3) ERRORCODE 3 Count	Details how many times “Error 3” has occured on current Player
P1 Active State	Manually deactivate Player 1: True / False
P2 Active State	Manually deactivate Player 2: True / False
Clear Error Log	Confirm clearing of error logs
Last Error	Description of last error recorded
Back To Menu	Return to main test menu

VIDEO DISPLAY

⚠ CAUTION

The LCD display screen is adjusted prior to leaving the factory.

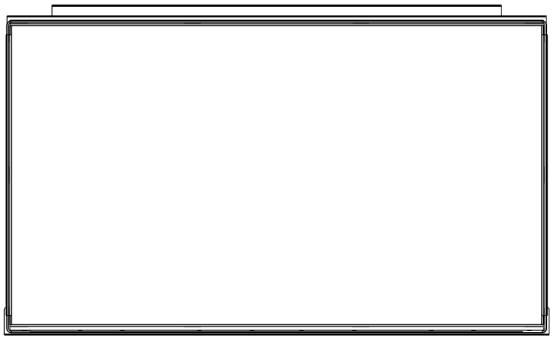
Avoid any unnecessary adjustment

STOP IMPORTANT!

- **If the adjustment method in this Manual does not resolve the problem, contact the customer service number in this Manual or your supplier**
- **Do not stick tape, stickers or anything else onto the screen. Any kind of adhesive may damage the surface of the screen**

GENERAL DESCRIPTION

This specification applies to the **Colour LED 43" MT43W-267C3**
(SAI Part # - 200-6043-01-MV)





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 Coin Tower or Playfields. This could lead to injuries or damage to the Cabinet**
- **When reaching across the Playfields to clean the screen there is a risk of hurting your shoulder or arm. Use a mop with a non-feathery, soft, dry cloth mop head and wipe the surface of the screen**

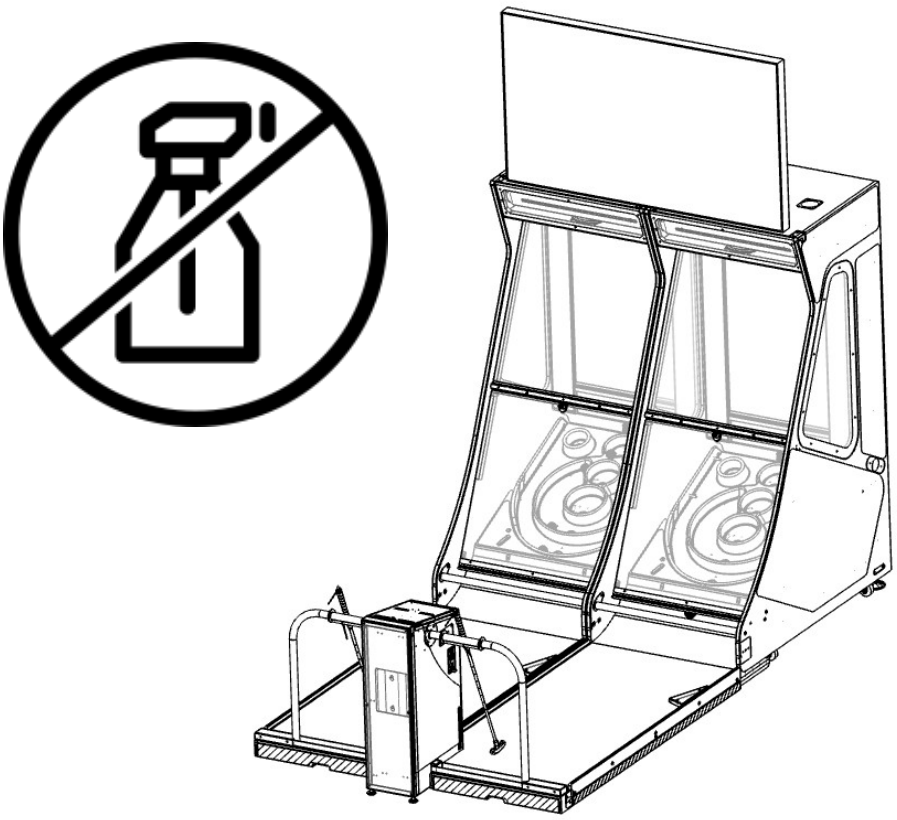
DISPLAY (LCD SCREEN Cleaning)

When the Display LCD Screen surfaces are dirty, smudged, or greasey, gently wipe the display with a dry, lint-free, soft cloth. If you see a scratch-like mark on your display, it may be a stain which has been transfered from food like matter when the screen was depressed from the outside.

To avoid damaging surface finish, do not use such solvents as thinner, benzine, etc. the same applies to ethyl alcohol, or abrasives, bleaching agent, and chemical dustcloths.

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

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



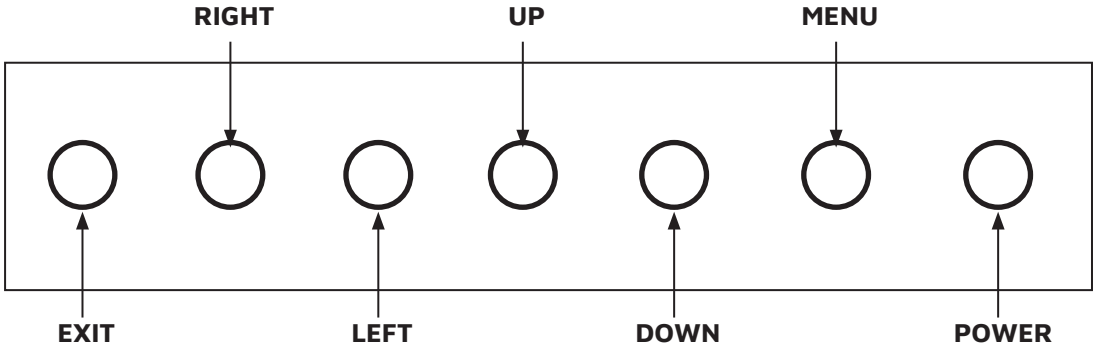
ON SCREEN ADJUSTMENT METHOD (OSD)

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)

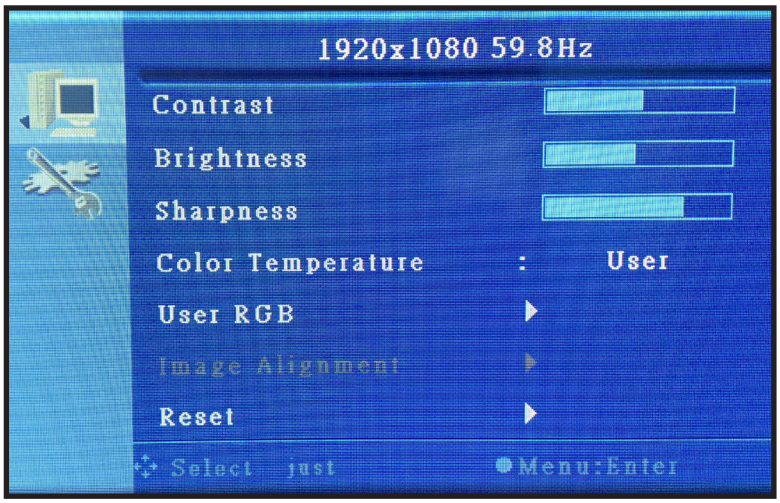
The OSD offers the user various possibilities of customizing the appearance of the TFT display. By using the OSD Board, brightness, contrast, input selection, OSD appearance and much more can be adjusted easily.



Operation and Buttons

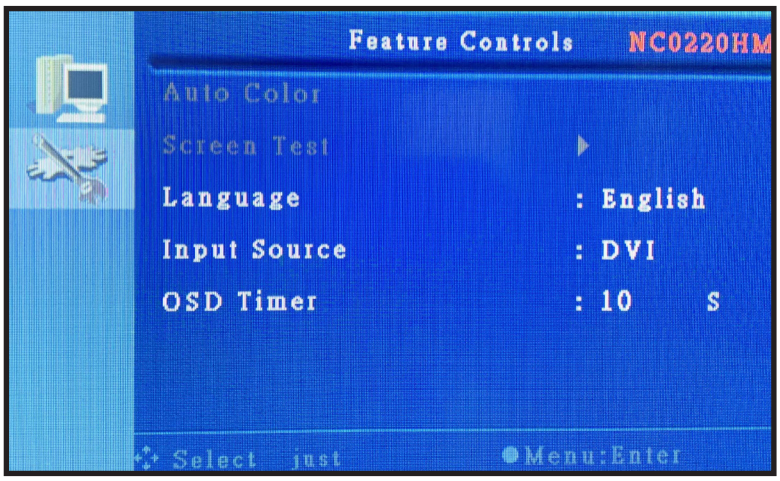
ITEM	DESCRIPTION
Power	Turns Monitor On and Off
Right	Cycle option to the right
Left	Cycle option to the left
Menu	Open OSD Main Menu - Select option when in OSD Menu
Up	Cycle option up when in OSD Menu
Down	Cycle option down when in OSD Menu
Exit	Close OSD Main Menu - Cycle back to previous option Menu

OSD Main Menu - Adjustments



The OSD Adjustment Main Menu is used for adjusting picture elements like Contrast and Brightness.

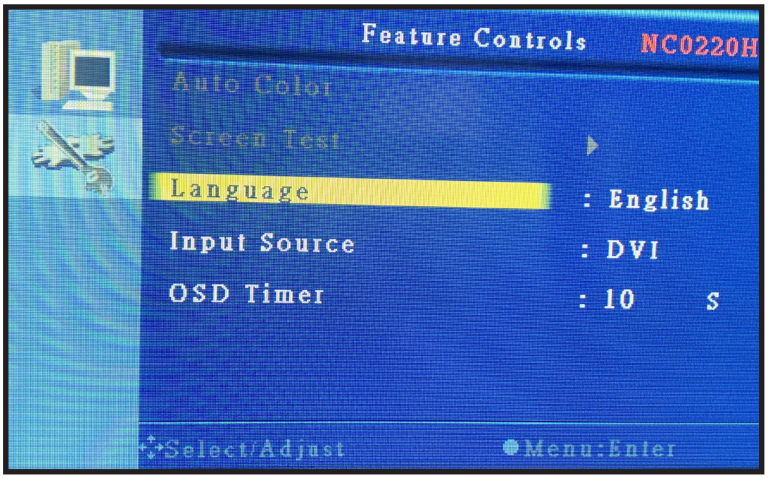
OSD Main Menu - Feature Controls



The OSD Feature Control Main Menu is used for changing mechanical elements like the Input Channel and Timer.



ITEM	DESCRIPTION
Contrast	Adjusts the contrast level between different colours
Brightness	Adjusts overall brightness of picture
Sharpness	Adjusts edge to image contrast
Color Temperature	Adjust color temperature range
User RGB	Manually set levels of Red-Green-Blue display
Impact Alignment	N/A
Reset	Revert settings to Factory Default



Item	Description
Auto Color	N/A
Screen Test	N/A
Language	Changes language of OSD instructions
Input Source	Changes source of Monitor input (DVI/HDMI/VGA)
OSD Timer	Changes time OSD Menu displays before closing (in seconds)

MONITOR TROUBLESHOOTING

Possible Fault States

Distorted Image with Noise/Flicker



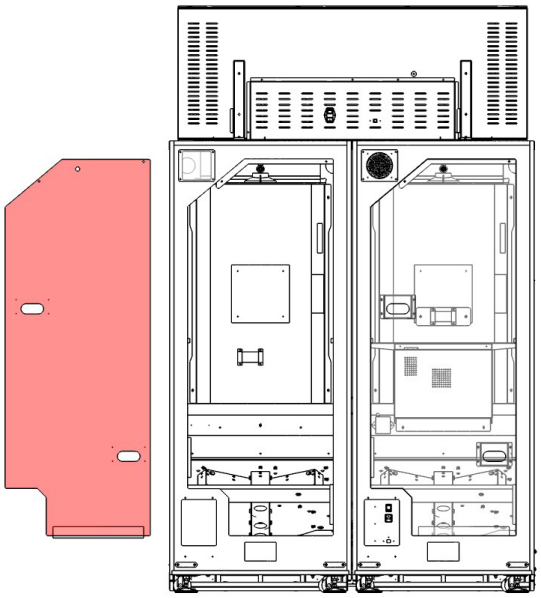
Blank screen with Backlight ON



IMPORTANT!

Before attemping this procedure, ensure power to the Cabinet is switched OFF

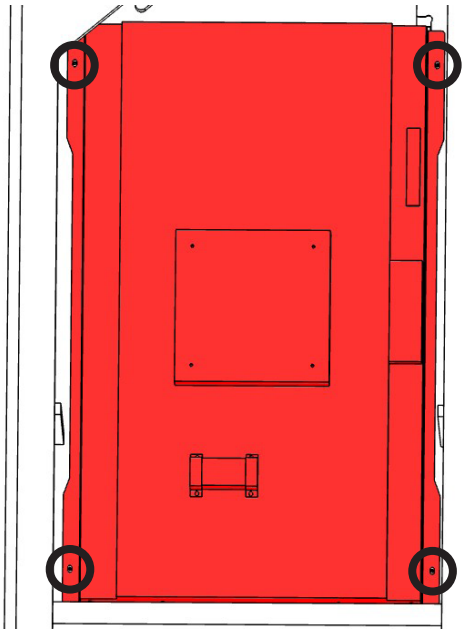
1 Remove the Upper Rear Doors of the Monitor Cabinet



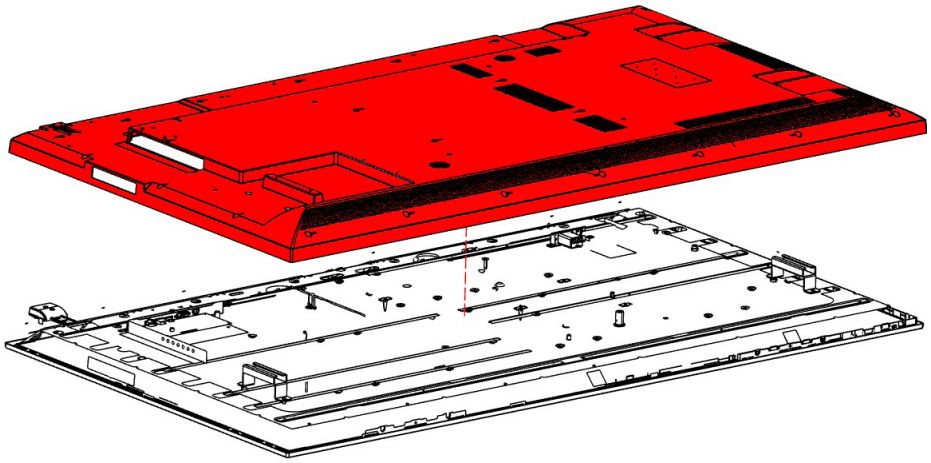
⚠ CAUTION

The Monitor is HEAVY. Use at least 2 people when removing the Monitor

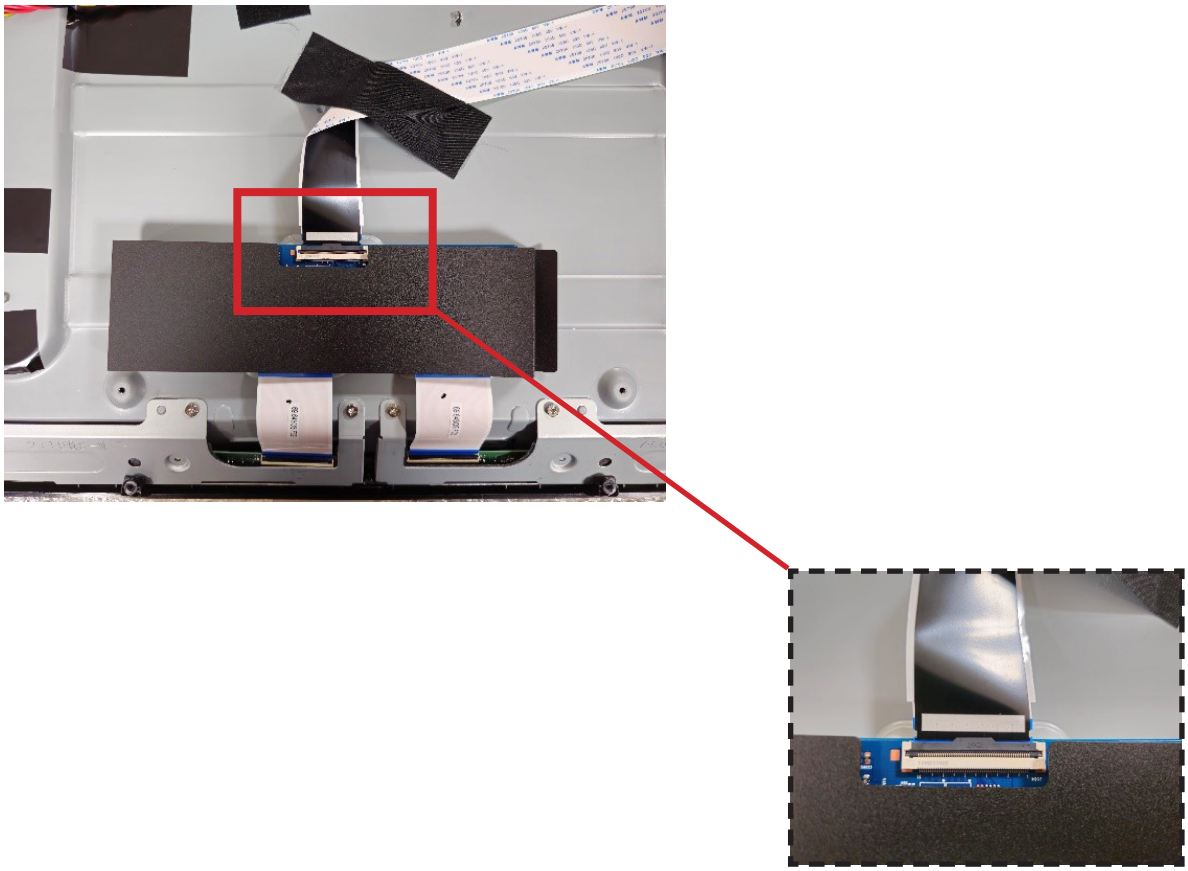
2 Remove the fixings securing the Monitor and remove the Monitor



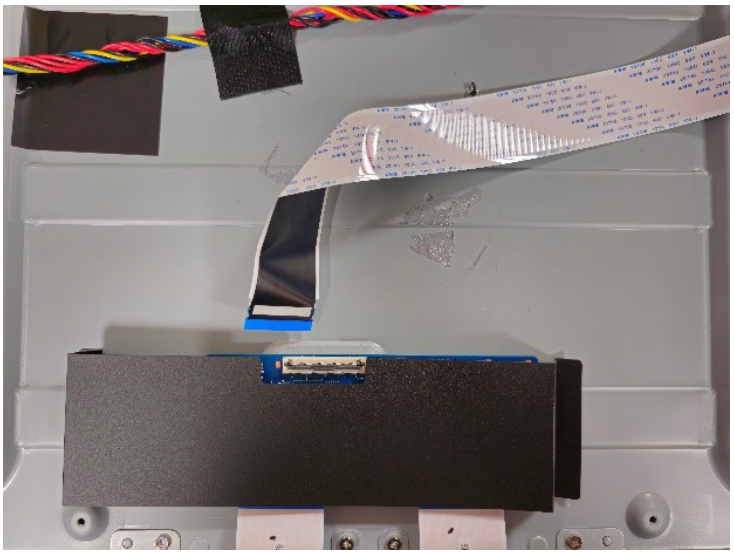
3 Remove the fixings securing the Monitor Rear Cover and remove Cover



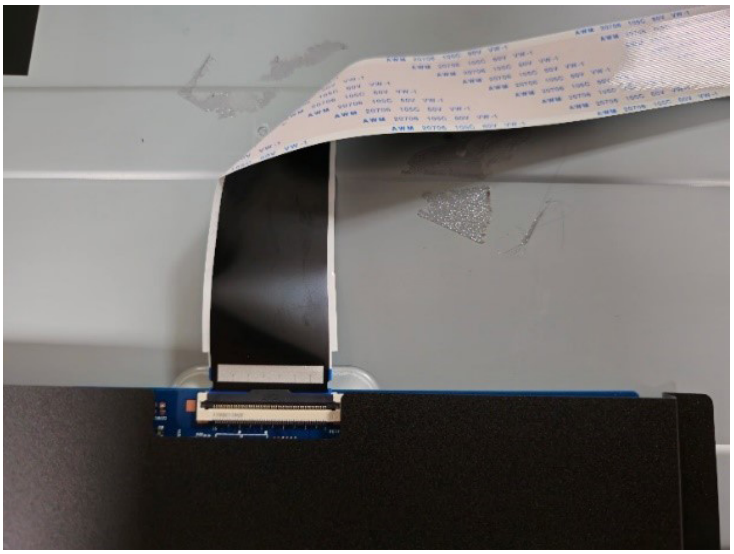
4 Remove the Input Ribbon Cable



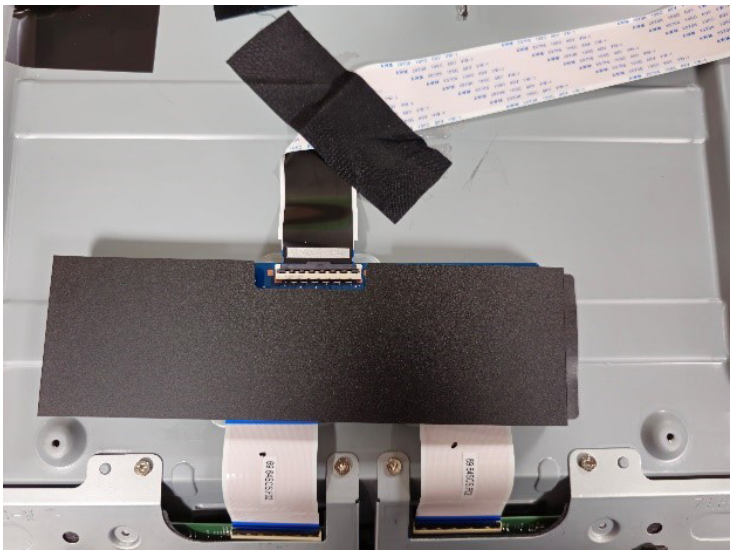
5 Remove Sticky Tape holding Ribbon Cable in position



6 Reapply Ribbon Cable (ensure Ribbon Cable is secure and redressed)



7 Reapply tape in a secure fashion



COIN HANDLING

ADJUSTING THE PRICE OF PLAY (EXCEL)

This product comes ready to receive a Crane NRI Coin Acceptor. Depending on location, the Coin Acceptor will be fitted prior to shipping.

To adjust the price of play, ALL CREDIT SETTINGS are adjusted via the DIP SWITCHES on 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.

EXCEL CREDIT BOARD SETTINGS (GBP)

	SW3				
Switch 1	Switch 2	Switch 3	Switch 4	Switch 5	Switch 6
ON	ON	OFF	OFF	OFF	OFF



Price Per Play	SW1				
	Switch 1	Switch 2	Switch 3	Switch 4	Switch 5
10p	OFF	OFF	OFF	OFF	OFF
20p	OFF	ON	OFF	OFF	OFF
30p	OFF	OFF	ON	OFF	OFF
40p	OFF	OFF	OFF	ON	OFF
50p	OFF	ON	OFF	ON	OFF
60p	ON	OFF	ON	ON	OFF
80p	ON	ON	ON	ON	OFF
£1	ON	OFF	OFF	OFF	ON
£1.50	OFF	OFF	ON	OFF	ON
£2	OFF	ON	ON	OFF	ON
£3	OFF	OFF	OFF	ON	ON
£5	OFF	ON	OFF	ON	ON

EXCEL CREDIT BOARD SETTINGS (EURO)

SW3					
Switch 1	Switch 2	Switch 3	Switch 4	Switch 5	Switch 6
OFF	OFF	ON	OFF	OFF	OFF



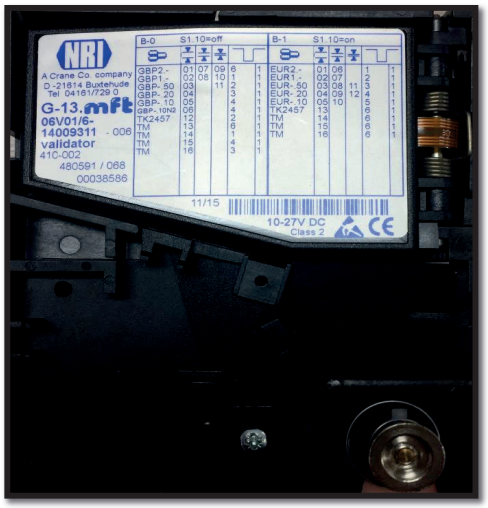
Price Per Play	SW1				
	Switch 1	Switch 2	Switch 3	Switch 4	Switch 5
10c	OFF	OFF	OFF	OFF	OFF
20c	OFF	ON	OFF	OFF	OFF
30c	OFF	OFF	ON	OFF	OFF
40c	OFF	OFF	OFF	ON	OFF
50c	OFF	ON	OFF	ON	OFF
60c	ON	OFF	ON	ON	OFF
80c	ON	ON	ON	ON	OFF
€1.00	ON	OFF	OFF	OFF	ON
€1.50	OFF	OFF	ON	OFF	ON
€2.00	OFF	ON	ON	OFF	ON
€3.00	OFF	OFF	OFF	ON	ON
€5.00	OFF	ON	OFF	ON	ON

ADJUSTING THE PRICE OF PLAY (NRI)

To adjust the price of play, ALL CREDIT SETTINGS are adjusted via the DIP SWITCHES on the side of the Coin Acceptor Unit.

IMPORTANT!
The CREDIT SETTINGS within the SYSTEM TEST MODE must be set to 1 Coin 1 Credit to allow the Coin Acceptor to function correctly.

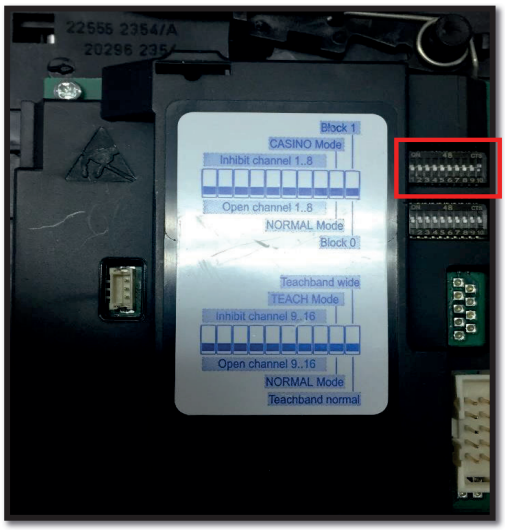
NRI G13 Currency settings - GBP



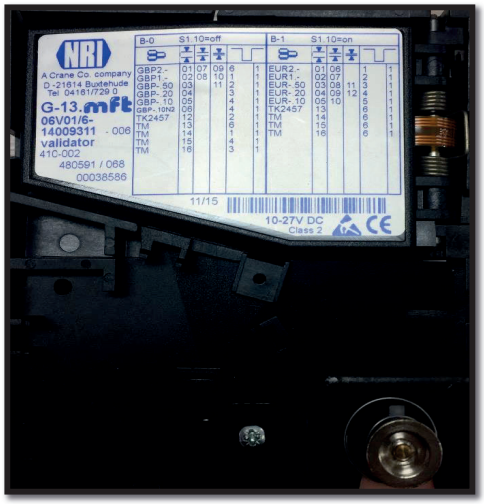
£

TOP BANK

1	2	3	4	5	6	7	8	9	10
OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF

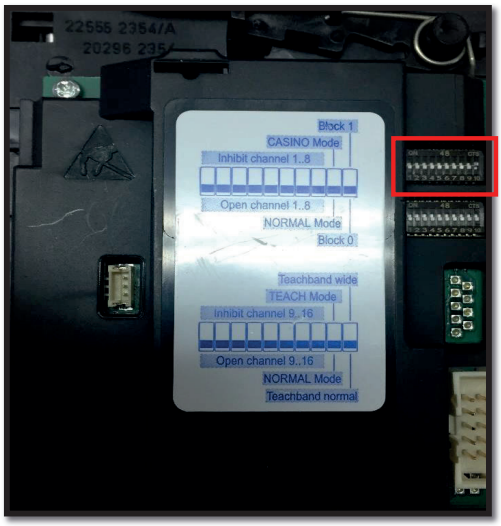


NRI G13 Currency settings (Euro)

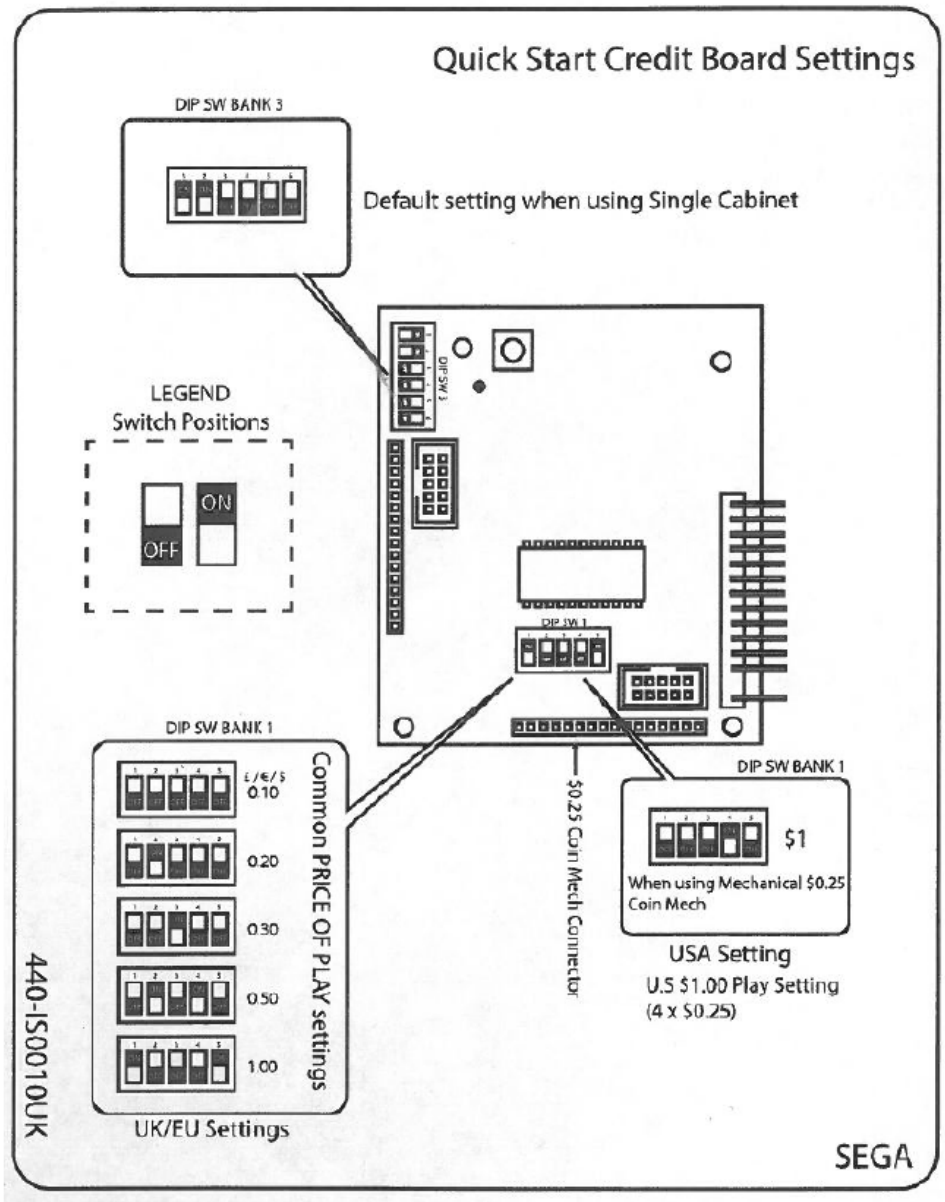


TOP BANK

1	2	3	4	5	6	7	8	9	10
OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF	ON



PRICE OF PLAY QUICK START - USA



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

Fault Finding

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

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

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

LAMPS AND LIGHTING

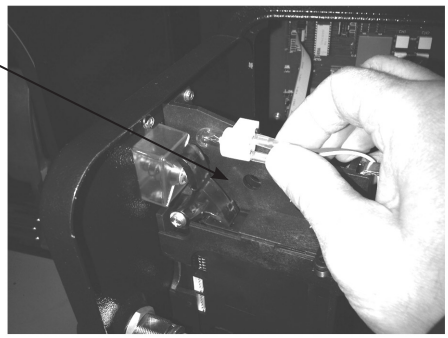
⚠ WARNING

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

⚠ CAUTION

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

COIN DOOR LAMP



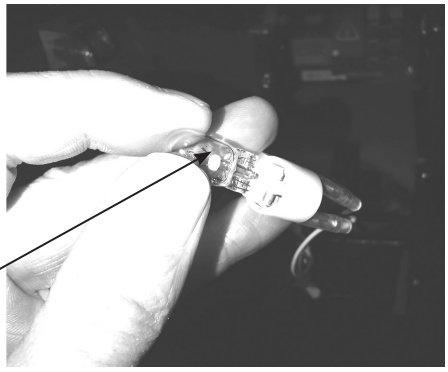
Step 1 - Open the Coin Door and locate the Lamp Housing directly behind the Coin Insert Bezel

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

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

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

Step 4 - Simply push-fit a replacement bulb of the same type and follow these steps in reverse to refit



CABINET LED LIST

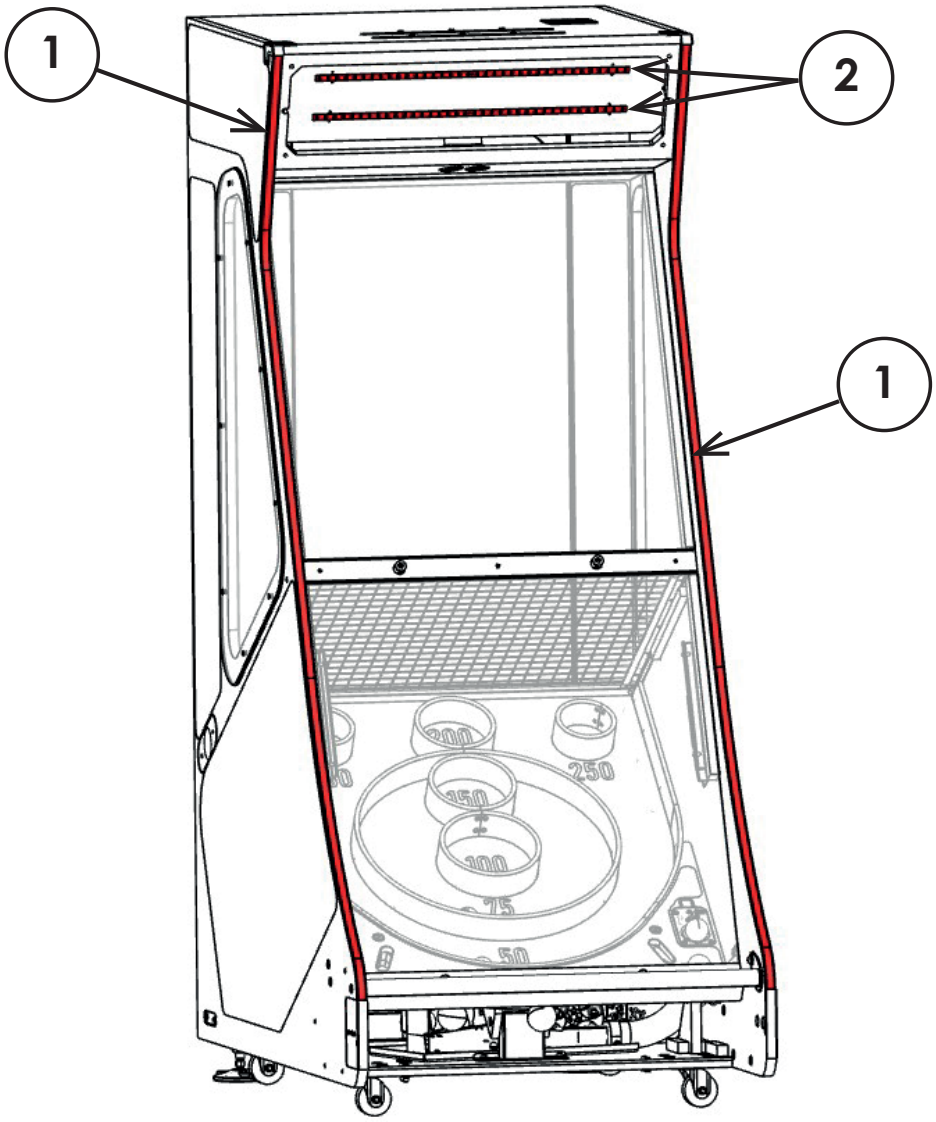
Related Assembly	Lighting Part # + Description	QTY
GM-1000UK/2000UK MONITOR CAB L/R	**SAI-6101-2200UK** RGB FLX 10MM	1 each
	SAI-6504-0750UK WHITE FLX 10MM	1 each
GM-1300XUK PLAYFIELD	**838-0077-164UK#** PCBA LED PCB HOLE 3	1 per playfield
	838-0077-140UK PCBA LED PCB HOLE 4	1 per playfield
	838-0077-126UK PCBA LED PCB HOLE 5	1 per playfield
	838-0077-088UK PCBA LED PCB HOLE 6 & 7	2 per playfield
GM-3000UK/3500UK FLOOR L/R	**SAI-6101-1350UK** RGB FLX 10MM	1 each
	SAI-6101-1500UK RGB FLX 10MM	1 each
GM-3800UK Coin Tower (CCT)	**SAI-6503-0800UK** WHITE RIG 10MM	2

CABINET LED LOCATIONS

GM-1000UK/2000UK - MONITOR CAB L/R

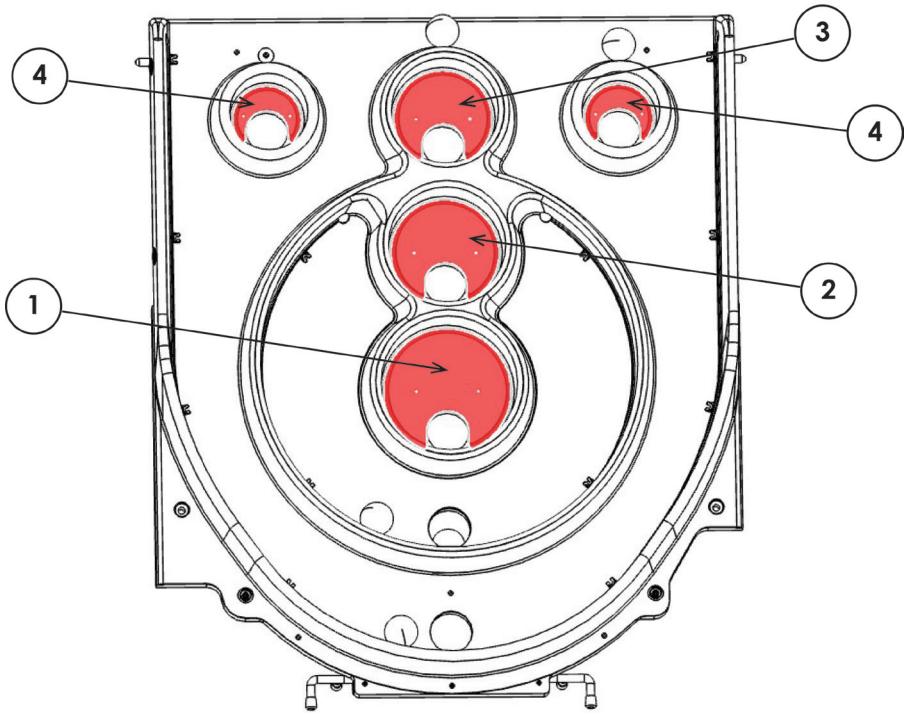
1 - SAI-6101-2200UK - RGB FLX 10MM

2 - SAI-6504-0750UK - WHITE FLX 10MM



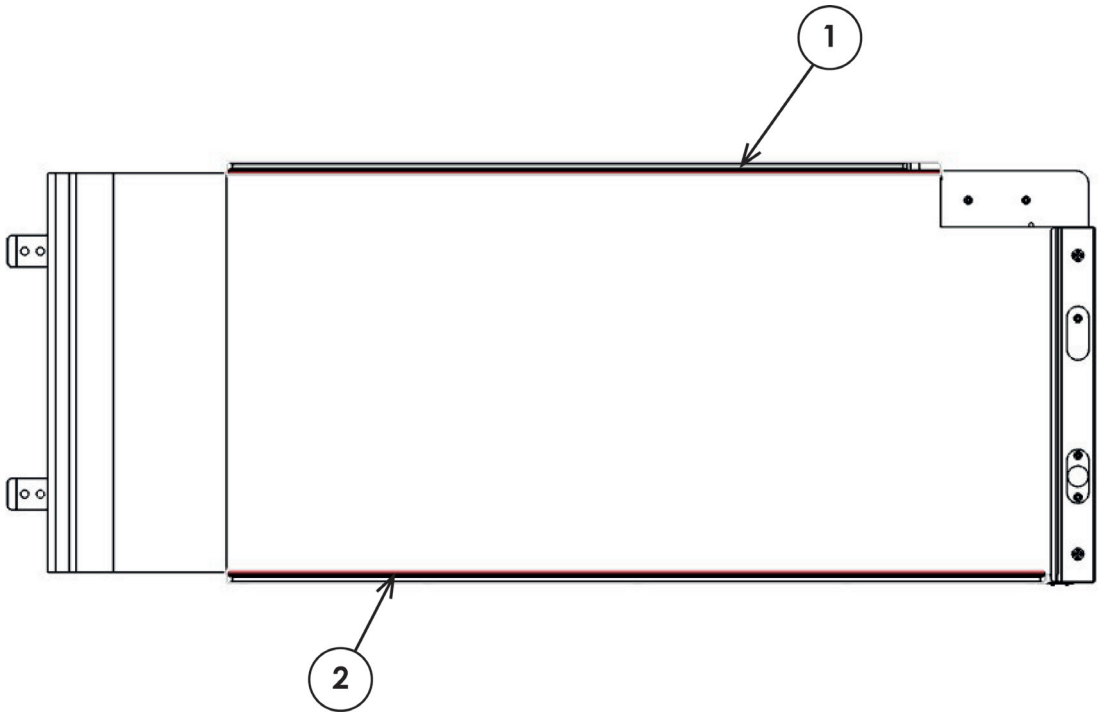
GM-1300XUK - PLAYFIELD

1 - 838-0077-164UK - PCBA LED PCB HOLE 3
2 - 838-0077-140UK - PCBA LED PCB HOLE 4
3 - 838-0077-126UK - PCBA LED PCB HOLE 5
4 - 838-0077-088UK - PCBA LED PCB HOLE 6 & 7



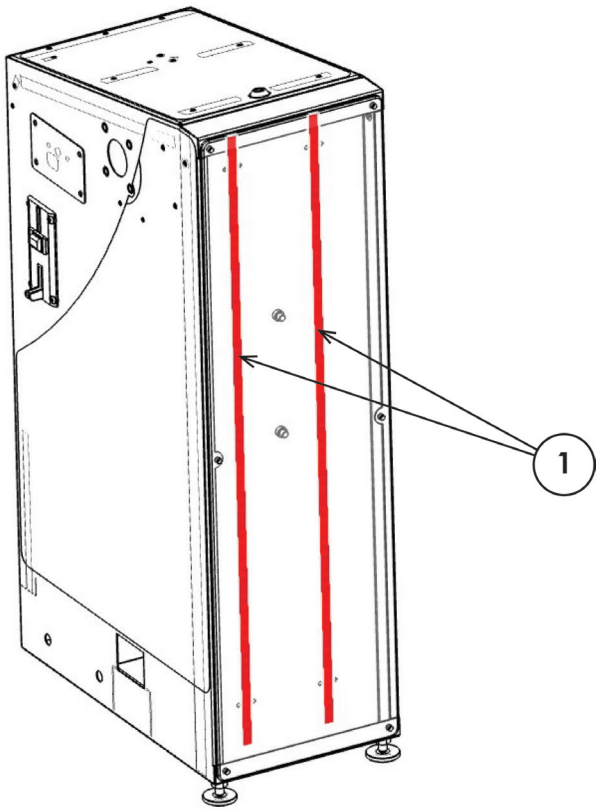
GM-3000UK/3500UK - FLOOR L/R

1 - SAI-6101-1350UK - RGB FLX 10MM
2 - SAI-6101-1500UK - RGB FLX 10MM



GM-3800UK - COIN TOWER (CCT)

1 - SAI-6503-0800UK - WHITE RIG 10MM



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 golf clubs, the Player(s) will be in direct contact with them. In order to always allow the player to enjoy the game, be sure to clean them regularly.

⚠ WARNING

- **Every 6 months check to see if power cords are damaged, the plug is securely inserted, no dust has accumulated between the socket outlet and the power plug, etc. Using the product with accumulated dust in the interior may cause fire or electric shock**
- **Never use a water jet, etc. to clean the inside or outside of the Cabinet. If wetness occurs for any reason, do not use the product until it has completely dried**
- **Once a year, request the office shown on this Manual or the dealer from whom the product was originally purchased to perform the internal cleaning. Using the product with accumulated dust in the interior may cause fire or other accidents**
- **Note that you are liable for the cost of cleaning the interior parts**
- **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 odours from burning**

PERIODIC INSPECTION TABLE

PERIOD	ITEM	DESCRIPTION
As appropriate	Cabinet Surface	Cleaning
	Golf Clubs	
Daily	Cabinet	Confirm Adjusters contact floor
	Playfield	No Ball(s) are obstructed
		Playfield free from marks, smudges, debris
	Golf Club Tether	Ensure Tether is secured appropriately
2 Weeks	Playfield	Cleaning
Monthly	Cabinet	Speaker volume
	LEDs	LED inspection
	Coin Selector	Coin path inspection (Coin is unobstructed and drops into Cash Box)
		Coin insertion test (Coin is accepted by Cabinet and adds Credit to Game)
Every 6 Months	Game BD	Cleaning
	Power Cables	Inspection / Cleaning
1 Year	Cabinet Interior	Cleaning

Cleaning the Cabinet Surfaces

When the Cabinet surfaces are badly soiled, remove stains with a soft cloth dipped in water or diluted (with water) chemical detergent and squeezed dry.

To avoid damaging the surface finish, do not use solvents such 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, smudged, or greasey, gently wipe the display with a dry, lint-free, soft cloth. If you see a scratch-like mark on your display, it may be a stain which has been transfered from food like matter when the screen was depressed from the outside.

To avoid damaging surface finish, do not use such solvents as thinner, benzine, etc. the same applies to ethyl alcohol, or abrasives, bleaching agent, and chemical dustcloths.

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

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





Golf Clubs (Part # - 601-0019UK)

The Golf Clubs should remain tethered in position at all times to ensure Players have a safe and enjoyable experience.

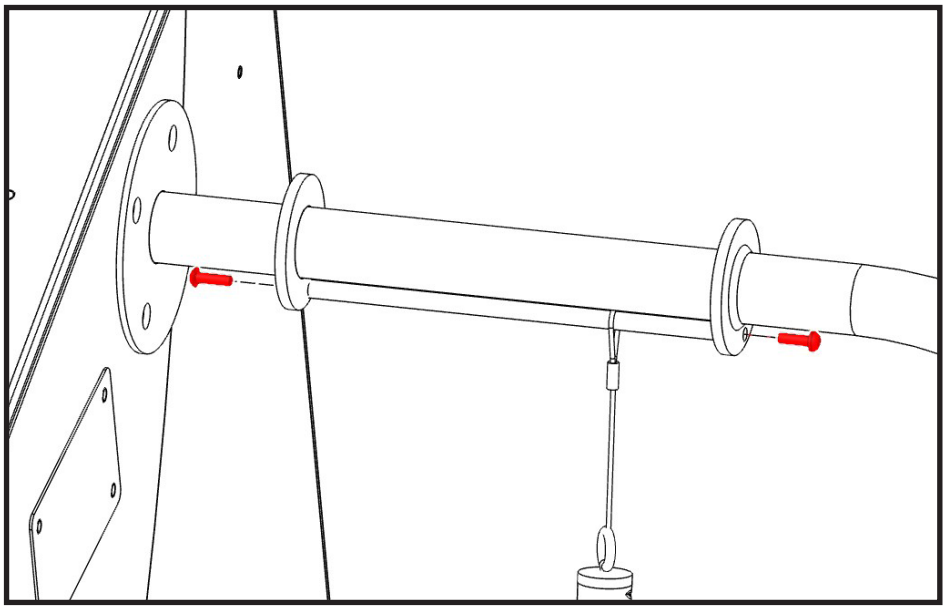
The Golf Clubs should only be removed from its tether point to perform maintenance or to replace with another Golf Club if necessary.

Do not allow the game to be played with Golf Clubs that are not tethered to the Coin Tower. Doing so could result in Player injury, damage to the Cabinet, or theft of the Golf Clubs.

Check the Golf Clubs daily to ensure they have no scratches, marks, or defects, and that all Golf Clubs are securely tethered to the Cabinet.

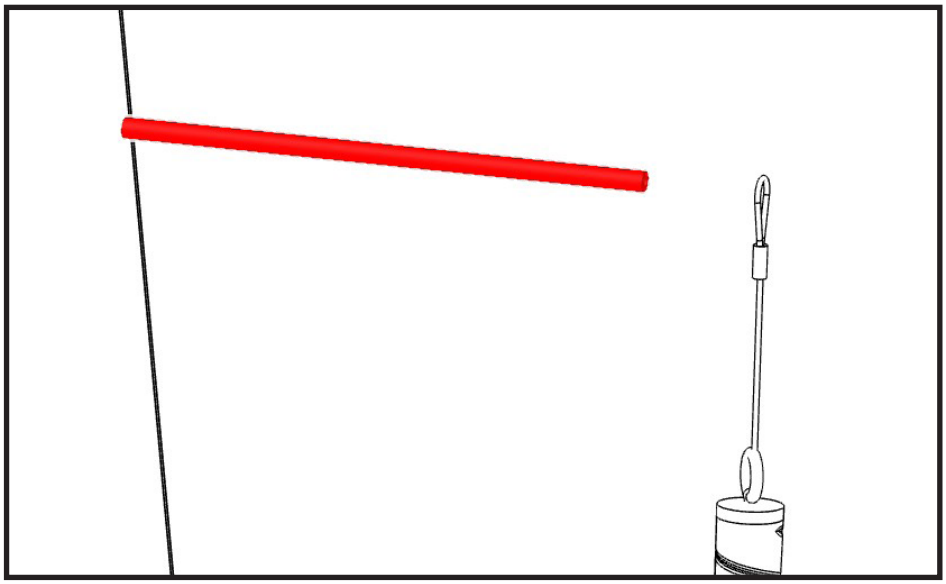
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1 Remove the **2 x M5 fixings** securing the tether bar



---

2 Remove the tether bar and slide the loop out to release the Golf Club



TROUBLESHOOTING

TROUBLESHOOTING (WHEN NO ERROR MESSAGE IS SHOWN)

⚠ WARNING

- This work should be performed by site maintenance personnel or other skilled professionals. Work performed by non-technical personnel can cause a severe accident such as an electric shock. If there are no site maintenance personnel or other skilled professionals available, turn off the power immediately and contact the office given in this Manual or from point of purchase
- When working with the product, be sure to turn the power off. Working with the power on may cause and electric shock or short circuit accident
- In order to prevent electric shock and short circuit, be sure to turn power off before performing work
- Be careful so as not to damage wirings. Damaged wiring can cause electric shock or short circuit
- In the event that a problem cannot be resolved by employing the procedures listed in this Manual, be sure to request service from the office shown in this Manual or the dealer from whom the product was originally purchased. Attempts to employ procedures other than those specified in this Manual can cause electrical shock, shorting, or fire
- In the event of a problem that is not described here, be sure to contact the office shown on this Manual or the dealer from whom the product was originally purchased. Careless attempts at repair can result in electrical shock, shorting, or fire

STOP IMPORTANT!

- If an error message is displayed, identify the cause and without delay take the appropriate countermeasures. Leaving the error unaddresses could result in a breakdown
- If a problem occurs, first inspect the connection of any wiring connectors
- Static electricity from your body may damage some electronic devices on the IC board. Before handling any IC board, touch a grounded metallic surface so that static electricity is discharged

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

GENERAL

PROBLEM	POTENTIAL CAUSE	COUNTERMEASURE
With Main Switch ON there is no activation	Power is not supplied	Fully insert power lead into outlet
	Supply voltage is not correct	Adjust supply voltage to correct value
	Game Board is not receiving power	Check power connectors to Game Board
	Fuse has blown	Replace fuse
No Sound	Volume not properly adjusted	Adjust volume
	Poor connection of connectors	Check connections/volume of amp
	Board, amp, or speaker fault	Run Speaker test to check
Monitor is not displaying picture	Poor connection to Monitor	Check connection to Monitor
Monitor has Backlight but no picture	Poor Monitor Ribbon Cable to T-Con Board connection	Check Ribbon Cable connection to Monitor
Monitor has flickering picture/noise distortion	Poor Monitor Ribbon Cable to T-Con Board connection	Check Ribbon Cable connection to Monitor
Switch and/or Volume Pot input does not work	Poor connection of connectors	Check the connection to Game Board
	Amp connection fault/amp volume is set to 0	Check amp connections/volume level
Tickets are not being vended	Tickets have been depleted	Replenish tickets
	Obstruction to Ticket Vend	Remove obstruction

GAME SPECIFIC

PROBLEM	CAUSE	COUNTERMEASURE
Balls jammed in Ball Return/ Chute	Obstruction in Ball Chute	Remove obstruction
	Balls have been overfilled	Check Ball level and remove if necessary
Ball Vend Arm has stopped working	Ball Vend Arm is stuck/ obstructed	Clear obstruction
Billboard Display is out of sequence	Cab IDs are set incorrectly	Enter Test Mode on all Cabs and check/amend IDs so they are in sequential order
Billboard Display is showing incorrect aspect ratio	Incorrect Game Board connections	Power off - check Game Board cables - power on
Cabs are not networking together for multiplayer	Link Play is not set to ON for all Cabs	Turn Link Play ON for all Cabs
	Cab IDs are set incorrectly	Enter Test Mode on all Cabs and check/amend IDs so they are in sequential order
Screen orientation incorrect	Screen allocation/priority error	Power cycle affected Cabinet

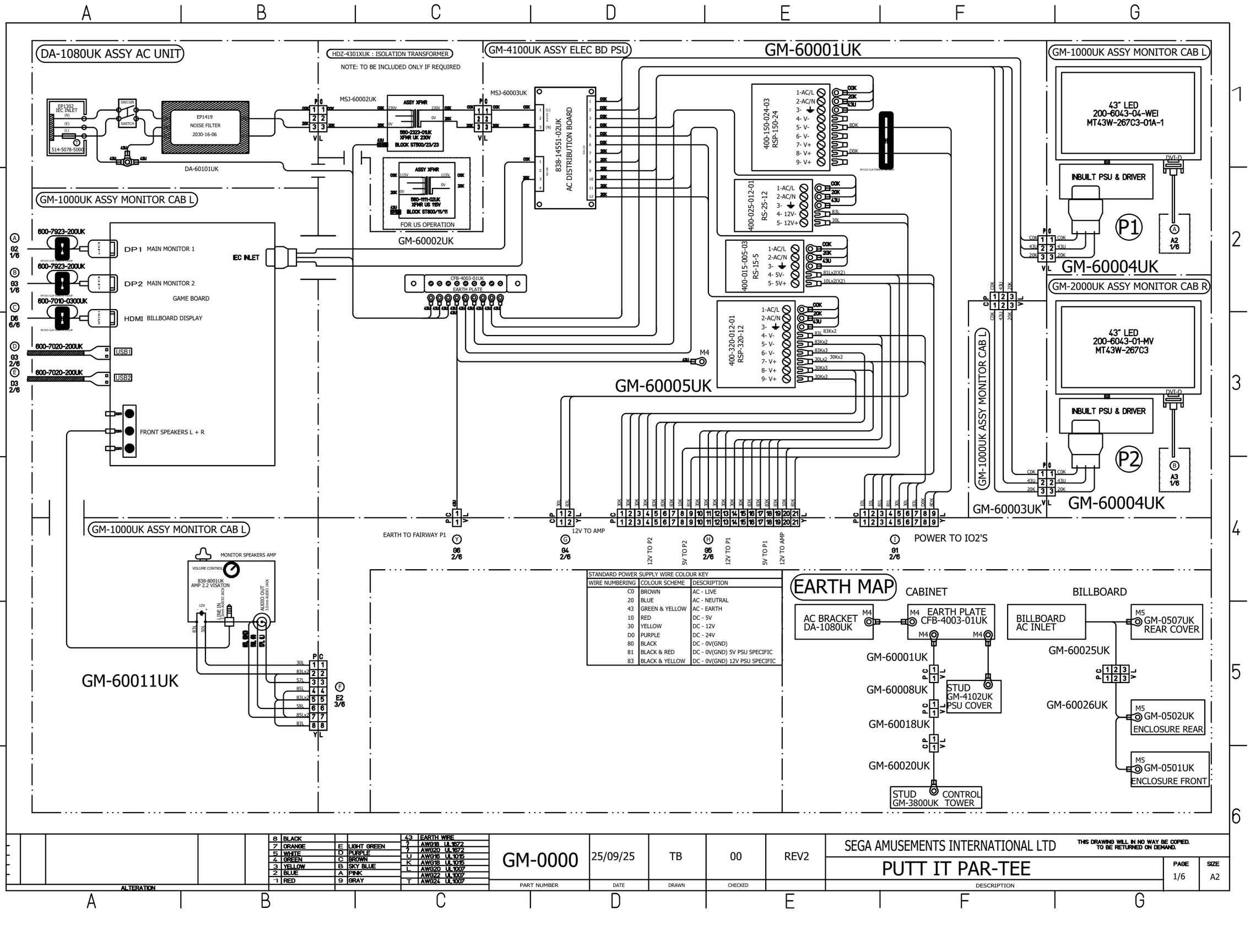
SOFTWARE ERROR CODES

ERROR CODE #	ERROR CODE DESCRIPTION	COUNTERMEASURE
Error Code 01*	Ball Release Error	Check Ball Vend Arm and Sensor
Error Code 02	Ball Empty Error	Refill Balls (max 28 per Cabinet)
Error Code 03	IO Board Error	Check IO Board connections and perform power cycle

***Error code will need to be cleared by going into Test Menu and confirming error has been resolved**

Note:
The table(s) above shows a list of possible failures and a brief solution. If problems persist further or there are aditional issues which may not be listed here. Please contact you point of sale or the SEGA Service Department on the contact numbers shown at the end of this Manual.

SCHEMATIC DIAGRAMS



GM-4000UK ASSY ELEC BD LOWER

BALL RELEASE MOTOR P2

350-OM-024-06D-UK
STEPPER MOTOR DRIVER BOARD
CVD228BR-K

P2

PLS DIR AWD CS ALM TM BLUE RED GREEN BLACK 24V 0V

BALL RELEASE MOTOR P1

350-OM-024-06D-UK
STEPPER MOTOR DRIVER BOARD
CVD228BR-K

P1

PLS DIR AWD CS ALM TM BLUE RED GREEN BLACK 24V 0V

GM-60006UK

P2 i02 838-0042UK

DIP SWITCH SETTINGS
RIGHT CAB

USB A 600-7020-200UK (E) A3 1/6

P1 i02 838-0042UK

DIP SWITCH SETTINGS
LEFT CAB

USB A 600-7020-200UK (D) A3 1/6

GM-60007UK

GM-60007UK

GM-60008UK

GM-1000UK ASSY MONITOR CAB L

12V TO AMP (G) D4 1/6

12V TO P2

5V TO P2 (H) D4 1/6

12V TO P1

5V TO P1

(J) C4 3/6 OUTPUTS TO P2

(K) C5 3/6 INPUTS TO P2

(L) C3 3/6 POWER TO P2

(M) A1 5/6 IO TO CONTROL CABINET

(N) A3 5/6 POWER & RGB TO CONTROL CABINET

(O) G2 3/6 IO TO P1 UPPER

P1 PLAYFIELD INPUTS (P) G4 3/6 P1 PLAYFIELD OUTPUTS

(Q) G5 3/6 IO TO P1 BALL RELEASE

(R) D6 4/6 (Z) A2 5/6 (Y) C4 1/6

8	BLACK	E	LIGHT GREEN
7	ORANGE	D	PURPLE
5	WHITE	C	BROWN
4	GREEN	B	SKY BLUE
3	YELLOW	A	PINK
2	BLUE	9	GRAY
1	RED		

43	EARTH WIRE
?	AWG18 UL1672
?	AWG20 UL1672
U	AWG18 UL1015
K	AWG18 UL1015
L	AWG20 UL1007
_	AWG22 UL1007
T	AWG24 UL1007

ALTERATION	PART NUMBER	DATE	DRAWN	CHECKED	
	GM-0000	25/09/25	TB	00	REV2

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PUTT IT PAR-TEE

DESCRIPTION

PAGE 2/6

SIZE A2

GM-2000UK ASSY MONITOR CAB R

P2

GM-60013UK

GM-2000UK ASSY MONITOR CAB R

P2

GM-60012UK

BILLBOARD

MONITOR P2

DVI-D

AC

MONITOR P1

DVI-D

AC

SPEAKER FRONT

SPEAKER REAR

PLAYFIELD RGB

BALL SENSORS

BALL RELEASE

PLAYFIELD RGB

BALL SENSORS

BALL RELEASE

IO BOARDS

AC

POWER SUPPLIES

GM-60009UK

P1

GM-1000UK ASSY MONITOR CAB L

GM-1000UK ASSY MONITOR CAB L

P1

GM-60010UK

PLAYFIELD SENSORS

PLAYFIELD HOLE LIGHTING

BALL RELEASE

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

GM-0000	25/09/25	TB	00	REV2
PART NUMBER	DATE	DRAWN	CHECKED	

SEGA AMUSEMENTS INTERNATIONAL LTD

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PUTT IT PAR-TEE

DESCRIPTION

PAGE	SIZE
3/6	A2

ALTERATION

GM-1100UK ASSY BALL RETURN

BALL RELEASE SENSOR

BALL RELEASE ASSEMBLY

STEPPER MOTOR

GM-1000UK ASSY MONITOR CAB L
GM-2000UK ASSY MONITOR CAB R
ABOVE MONITOR AREA

EDGE LED R
EDGE LED L
FAN
BACK LED1
BACK LED2
SPEAKER L

GM-1400UK ASSY PLAYFIELD LOWER

FRONT BALL DROP VIEW

GM-1300UK ASSY PLAYFIELD

FRONT PLAYFIELD VIEW

H1 CONNECT

MAGENTA RED MAGENTA

YELLOW

GREEN

BLUE

CYAN

GM-1300UK ASSY PLAYFIELD

GM-6001UK : ASSY HOLE 1
SAI-6112-2100UK : HOLE 1
SAI-60007UK
RED
GREEN
BLUE
12V
390-2012 RGB
CYAN

PLAYFIELD - HOLE 5
838-0077-126UK
RED

PLAYFIELD - HOLE 7
838-0077-088UK
MAGENTA

PLAYFIELD - HOLE 6
838-0077-088UK
MAGENTA

GM-6002UK : ASSY HOLE 2
SAI-6112-1400UK : HOLE 2
SAI-60007UK
BLUE

PLAYFIELD - HOLE 4
838-0077-140UK
YELLOW

PLAYFIELD - HOLE 3
838-0077-164UK
GREEN

GM-1400UK ASSY PLAYFIELD LOWER

R6 R4 R3 R2 R1 E6 R5 E5 R7 E7 E4 E3 E2 E1
370-5173-01
PHOTO SENSOR REC
PHOTO SENSOR EMIT
+5V
OUTPUT
0V

GM-1000UK ASSY MONITOR CAB L
GM-2000UK ASSY MONITOR CAB R
SAI-60001UK
SAI-6101-2200UK : MON CAB EDGE L
SAI-6101-2200UK : MON CAB EDGE R
RED
GREEN
BLUE
12V
390-2012 RGB
FLEX RGB CAB EDGE FROM TOP

SAI-60005UK
SAI-6503-0600UK : TOP ART WHITE 2
RIGID WHITE TOP ART BACKLIGHT

SAI-6503-0600UK : TOP ART WHITE 1
RIGID WHITE TOP ART BACKLIGHT

SAI-6503-0600UK : TOP DOWN FLOOD
RIGID WHITE FLOOD BY SPEAKER

SND-1340UK : ASSY FAN
DB-60030UK
260-0012-01UK

MI-60017UK
SPEAKER P2 (RIGHT)
330-0400-E
SPKR ELIP 40HM 30W VIS DX4x6P

GM-60017UK

SAI-60013UK
EP1525
PHOTO SENSOR EMIT

SAI-60014UK
EP1525
PHOTO SENSOR REC

GM-60024UK

GM-60015UK

HIGH LIMIT SENSOR
SM
350-OM-024-268S-UK
PKP268D28A2
MDF97-5S-3.5C

GM-60014UK

GM-1100UK ASSY BALL RETURN

GM-60016UK

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

GM-0000	02/12/2024	TB	00	REV1
PART NUMBER	DATE	DRAWN	CHECKED	ALTERATION

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DESCRIPTION

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SIZE A2

GM-3000UK ASSY FLOOR L & GM-3500UK ASSY FLOOR R

GM-3800UK ASSY CCT

PANEL MOUNT MONITOR CAB OUT

PANEL MOUNT CONTROL CAB OUT

PANEL MOUNT CONTROL CAB IN

GM-60018UK

GM-60020UK

GM-60021UK

GM-60019UK

GM-60019UK

MI-1551UK : COIN & VTS

+12V
KEY
0V
COIN SIGNAL 1
+12V
METER OUT
COIN SIGNAL 2

EP1380-01
EXCEL CREDIT BOARD

220-5643UK 00000 COIN METER

220-5643UK 00000 TICKET METER PLAYER1

220-5643UK 00000 TICKET METER PLAYER2

UCL

UNIVERSAL CARD LINK PINOUT	
1.	+12V
2.	PLAYER 1/ COIN 1
3.	TICKET NOTCH 2
4.	COIN METER 1
5.	TICKET ENABLE 2
6.	TICKET NOTCH 1
7.	COIN INHIBIT
8.	TICKET ENABLE 1
9.	GROUND

PLAYER1 MOLEX 03-09-1093

PLAYER2 MOLEX 03-09-1093

TEST
SERVICE
GND
VOL +
VOL -
COM
NH 6P CN1

TEST
SERVICE LEFT
SERVICE RIGHT

838-0058UK
SW & VOL BD

SAI-60001UK SAI-6111-1350UK : FAIRWAY SIDE
RED
GREEN
BLUE
12V
390-2012 R9B

SAI-60001UK SAI-6111-1500UK : FAIRWAY SIDE
RED
GREEN
BLUE
12V
390-2012 R9B

SAI-60001UK SAI-6111-1350UK : FAIRWAY SIDE
RED
GREEN
BLUE
12V
390-2012 R9B

SAI-60001UK SAI-6111-1500UK : FAIRWAY SIDE
RED
GREEN
BLUE
12V
390-2012 R9B

ZR-1000UK : TICKET VEND UNIT

NOTCH
GND
ENABLE
12V

220-0001-01UK
TICKET VEND
UNIT TD-963CR

P1 TICKET DISPENSER

ZR-1000UK : TICKET VEND UNIT

NOTCH
GND
ENABLE
12V

220-0001-01UK
TICKET VEND
UNIT TD-963CR

P2 TICKET DISPENSER

SAI-60005UK SAI-6503-0800UK : BACK ART LED
GND
12V

SAI-60005UK SAI-6503-0800UK : BACK ART LED
GND
12V

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

GM-0000	25/09/25	TB	00	REV2
PART NUMBER	DATE	DRAWN	CHECKED	

ALTERATION

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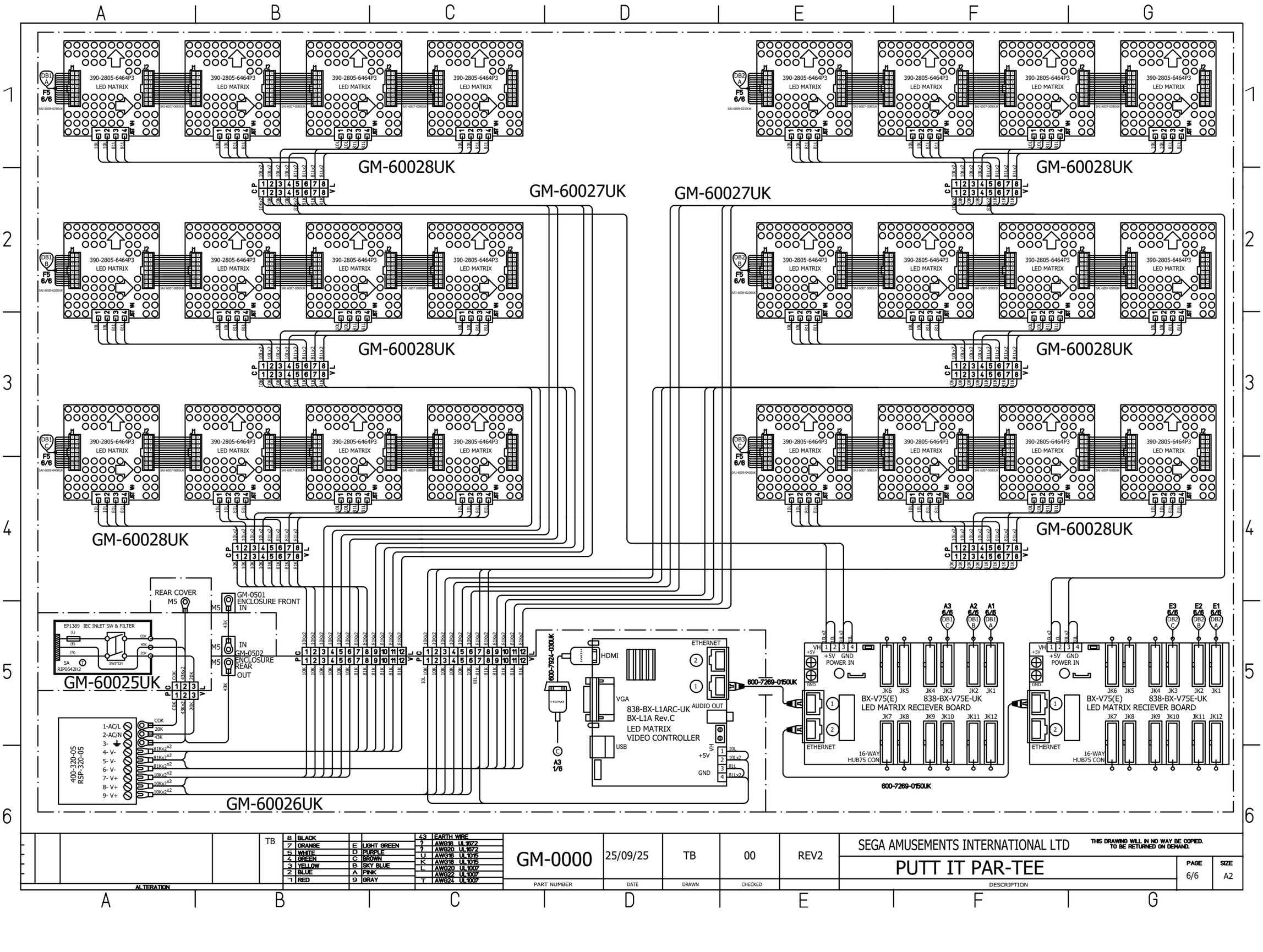
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DESCRIPTION

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SIZE A2



			TB	8 BLACK			43 EARTH WIRE	GM-0000	25/09/25	TB	00	REV2	SEGA AMUSEMENTS INTERNATIONAL LTD	THIS DRAWING WILL IN NO WAY BE COPIED. TO BE RETURNED ON DEMAND.	
				7 ORANGE	E LIGHT GREEN		2 AWG20 UL1672						PUTT IT PAR-TEE	PAGE 6/6	SIZE A2
				5 WHITE	D PURPLE		U AWG16 UL1015								
				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	PART NUMBER	DATE	DRAWN	CHECKED		DESCRIPTION		
ALTERATION															

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