SEGA®

OWNER'S MANUAL

ATV SLAM
RIDE HARD & GET DIRTY

SEGA®

IMPORTANT

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

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

TO MAINTAIN SAFETY:

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

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

⚠ DANGER	Indicates that mishandling the product by disregarding this pictograph will cause severe injury or death
⚠ WARNING	Indicates that mishandling the product by disregarding this warning will cause a potentially hazardous situation which can result in death or serious injury
⚠ CAUTION	Indicates that mishandling the product by disregarding this caution will cause a slight hazardous situation which can result in personal injury and/or material damage

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

⚠	Indicates "HANDLE WITH CARE". In order to protect the human body and equipment, this display is attached to places where the instruction manual should be referred to
⏚	Indicates a "protective earth terminal." Before operating the equipment, be sure to connect it to the ground (this step may be omitted for products in which a power cable with earth is used)

- **PERFORM WORK IN ACCORDANCE WITH THE INSTRUCTIONS HEREIN STATED**
  Instructions for work are explained by paying attention to the aspect of accident prevention. Failing to perform work as per the instructions can cause accidents. In the case where only those who have technical expertise should perform the work to avoid hazardous situation, the instructions herein state that the site maintenance personnel should perform such work

- **BE SURE TO TURN OFF THE POWER BEFORE WORKING ON THE MACHINE**
  To prevent an electric shock, be sure to turn off the power and unplug the power cable before carrying out any work that requires direct contact with the interior of the product. If the work is to be performed in the power-on status, the instruction manual herein always states to that effect

- **BE SURE TO GROUND THE EARTH TERMINAL (THIS IS NOT REQUIRED IN THE CASE WHERE A POWER CABLE WITH EARTH IS USED)**
  This product is equipped with the earth terminal. When installing the product, connect the earth terminal to the "accurately grounded indoor earth terminal" by using an earth wire. Unless the product is grounded appropriately, the user can be subject to an electric shock. After performing repair, etc. for the control equipment, ensure that the earth wire is firmly connected to the control equipment

- **ENSURE THAT THE POWER SUPPLY USED IS EQUIPPED WITH AN EARTH LEAKAGE BREAKER**
  Using a power supply which is not equipped with the earth leakage breaker can cause a fire when earth leakage occurs

- **BE SURE TO USE FUSES WHICH MEET THE SPECIFIED RATING (ONLY FOR THE MACHINES WHICH USE FUSES)**
  Using fuses exceeding the specified rating can cause a fire and an electric shock

- **SPECIFICATION CHANGES (REMOVAL OF EQUIPMENT, CONVERSIONS AND ADDITIONS) NOT DESIGNATED BY SEGA ARE NOT ALLOWED**
  The parts of the product include warning labels for safety, covers for personal protection, etc. It is very hazardous to operate the product by removing parts and/or modifying the circuits. Should doors, lids and protective parts be damaged or lost, refrain from operating the product, and contact where the product was purchased from or the office herein stated.
  SEGA shall not be held responsible for any accidents or compensation for damage to a third party resulting from the specifications not designated by SEGA

- **ENSURE THAT THE PRODUCT MEETS THE REQUIREMENTS OF APPROPRIATE ELECTRICAL SPECIFICATIONS**
  Before installing the product, check for electrical specifications. SEGA products have a nameplate on which the electrical specifications are described. Ensure that the product is compatible with the power supply voltage and frequency requirements of the location. Using any electrical specifications different from the designated specifications can cause a fire and an electric shock

- **INSTALL AND OPERATE THE PRODUCT IN PLACES WHERE APPROPRIATE LIGHTING IS AVAILABLE, ALLOWING WARNING LABELS TO BE CLEARLY READ**
  To ensure safety for the customers, labels and printed instructions describing potentially hazardous situations are applied to places where accidents can be caused. Ensure that where the product is operated has sufficient lighting allowing the warnings to be read. If any label is peeled off, apply it again immediately. Please place an order with where the product was purchased from or the office herein stated

- **WHEN HANDLING THE MONITOR, BE VERY CAREFUL (APPLIES ONLY TO PRODUCTS WITH MONITORS)**
  Some of the monitor parts are subject to high tension voltage. Even after turning off the power, some portions are still subject to high tension voltage. Monitor repair and replacement should be performed only by those technical personnel who have knowledge of electricity and technical expertise

- **BE SURE TO ADJUST THE MONITOR PROPERLY (APPLIES ONLY TO PRODUCTS WITH MONITORS)**
  Do not operate the product leaving on-screen flickering or blurring as it is. Using the product with the monitor not properly adjusted may cause dizziness or a headache to an operator, a player, or customer

- **WHEN TRANSPORTING OR RESELLING THIS PRODUCT, BE SURE TO ATTACH THIS MANUAL TO THE PRODUCT**

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

INSPECTIONS IMMEDIATELY AFTER TRANSPORTING THE PRODUCT TO THE LOCATION

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

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

INTRODUCTION

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

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

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

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

(STOP) **IMPORTANT**

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

⚠ **WARNING**　　⚠ **CAUTION**

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

Sega Amusements Europe Limited.

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

European Sales:	+44 (0) 208 391 8090	Facsimile:	+44 (0) 208 391 8099
USA Sales:	+00 (1) 224 265 4287		
STS (Spares):	+44 (0) 208 391 8060	Facsimile:	+44 (0) 208 391 8096
email:	mailbox@sega.co.uk	Web:	http://www.segaarcade.com

─── SPECIFICATIONS ───

Standard Cabinet
Machine Dimensions:	1.18m (46.4in) [Width] x 2.35m (92.5in) [Depth]
Machine Height:	2.58m (101.5in) (Installed)
Machine Weight:	420kg Approx (Installed)
Power, maximum current:	-8.18A @220V - 16.3A @ 110V -
Rating:	110vac @ 50/60Hz - 1800w (consumption)

Definition of 'Site Maintenence Personnel' or Other Qualified Individuals

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(STOP) **IMPORTANT**

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

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

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

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

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

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

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

Waste of Electrical and Electronic Equipment (WEEE) Statement.

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

The symbol shown below will be placed on all products manufactured from 13th August 2005, which indicates this product must NOT be disposed of with other normal waste. Upon purchasing any EEE from SEGA Amusements International Ltd. The user accepts responsibility to dispose of their waste equipment by arranging to return it to a designated UK collection point (AATF) or an Approved Exporter (AE) for the correct recycling of waste electrical and electronic equipment.

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

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

Battery Recycling Statement.

The EC Directive on Batteries and Accumulators (2006/66/EC) aims to minimise the impact of batteries on the environment and encourage the recovery of the materials they contain. To achieve increased collection and recycling of waste batteries, the Directive places 'producer responsibility' obligations on manufacturers and importers of portable, industrial and automotive batteries.

The symbol shown below will be on all equipment fitted with batteries from 26th September 2008 and indicates they must NOT be disposed of with other normal waste. Instead, it is the user's responsibility to dispose of used batteries by arranging to return them to a designated collection point for the correct recycling.

For more information about where you can send your waste batteries for recycling contact your local authority office.

TABLE OF CONTENTS

1 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 BD are made properly. Insufficient insertion can cause an electric shock**

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

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

- **SEGA shall not be held responsible for damage or compensation for damage to a third party caused by specification changes not designated by SEGA**

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

- **If you need to perform any work not listed in this manual, request work from the office indicated in this manual or the point of purchase, or inquires for details. Be sure to perform periodic maintenance inspections herein stated**

⚠ WARNING

- **Do not touch undesignated places. Touching places not designated can cause electric shock or short circuit**

- **Whenever any fasteners (e.g. screws, nuts) have been lost, be sure to use replacement fasteners with proper dimensions as specified in this manual. If fasteners of any other dimensions are used, it could cause damage and/or separation of parts that result in secondary accidents**

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

- **Failure to observe this may cause a fire or an electric shock. Non-compliance 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**
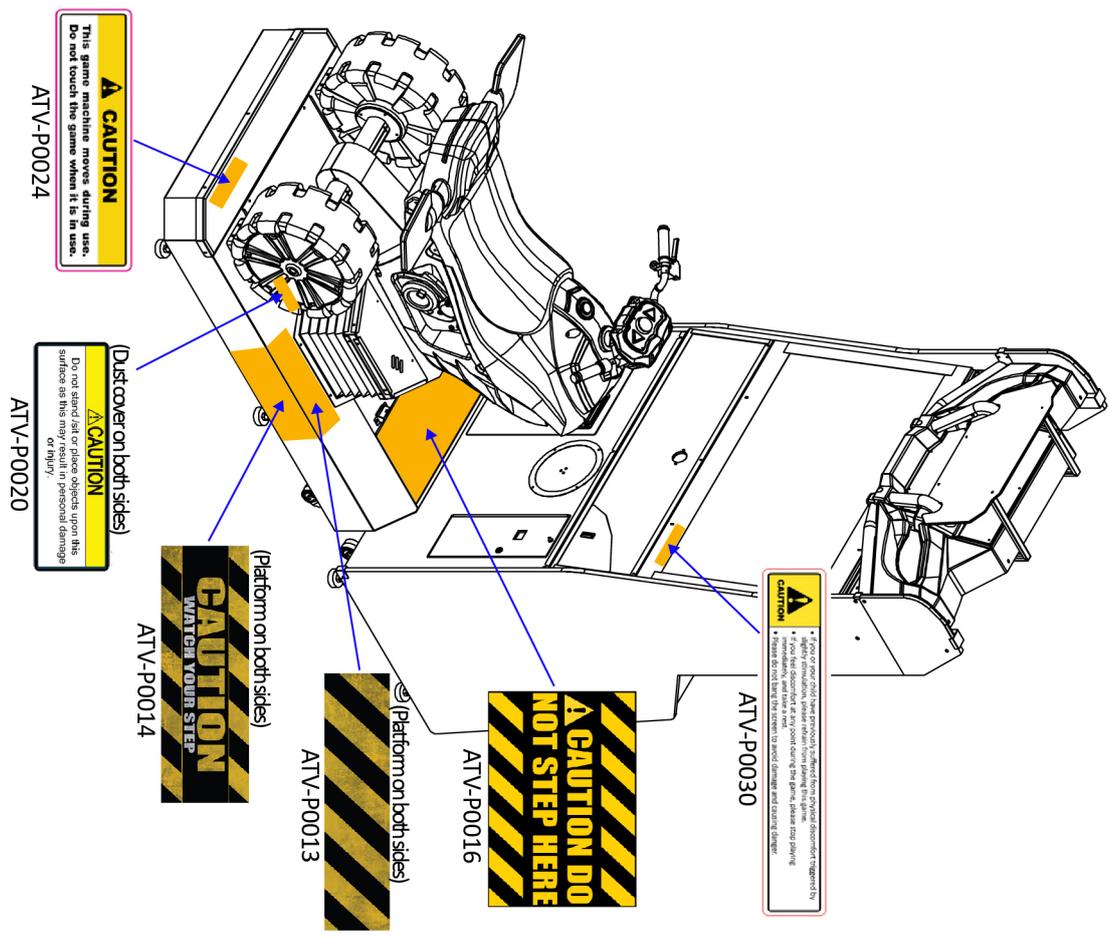
CONCERNING THE STICKER DISPLAY

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.

⚠ WARNING

Please DO NOT use extension cord for the AC power plug

ATV-P0029

⚠ CAUTION

1. This machine is for indoor use only. Do not place in direct sunlight or water, leakage or place near antennas and other electric appliances.
2. This machine is required to operate at least 30cm from the wall in a location with good ventilation.
3. This machine may discharge hot air from the back vents. Avoid putting flammable material in the back to prevent fires.

ATV-P0028

Product Name	ATV SLAM
Voltage	AC110V 60Hz
Power	180w
Weight	420kg

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ATV-P0032

10A **AC 220V**

(at Internal Transformer)

(at Internal Air Compressor)

⚠ WARNING!

DO NOT open! This enclosure contains high voltage electrical equipment which can easily cause injury. Contact an authorized service technician for assistance. If you absolutely have to open this door, first ensure that the power switch is OFF before opening the door.

(on every door gate)

ATV-P0025

⚠ DANGER!

Only a qualified service technician is allowed to open the door. The part inside contains HIGH VOLTAGE. Be sure to unplug the AC power before opening the door.

(at Internal LCD)

ATV-P0023

⚠ WARNING

HOT SURFACES DO NOT TOUCH
Allow to cool before servicing

ATV-P0026

⚠ CAUTION

This game machine moves during use. Do not touch the game when it is in use.

ATV-P0024

⚠ CAUTION

Do not stand /sit or place objects upon this surface as this may result in personal damage or injury.

(Dust cover on both sides)

ATV-P0020

CAUTION WATCH YOUR STEP

(Platform on both sides)

ATV-P0014

(Platform on both sides)

ATV-P0013

⚠ CAUTION DO NOT STEP HERE

ATV-P0016

⚠ CAUTION

• If you or your child have previously suffered from physical discomfort triggered by slightly stimulus, please refrain from playing this game.
• If you feel discomfort at any point during the game, please stop playing immediately, and take a rest.
• Please do not bang the screen to avoid damage and causing danger.

ATV-P0030

2 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

- Dusty places

- Sloped surfaces

- Places subject to any type of violent impact

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

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

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

(STOP) IMPORTANT

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

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

OPERATION AREA (SINGLE CABINET)

⚠ WARNING

- For safe operation, use and operate this product in an area measuring at least 1.88 m (74 in) in width and 3.05 m (120 in) in depth when the cabinet is installed. SEGA shall not be held responsible for damage or compensation for damage to a third party, resulting from the failure to observe this instruction

- The ceiling where this product is installed must be at least 2.6 m (102.3 in) high. If the ceiling is too low, the heat emitted from the product may cause it to catch on fire

- Be sure to provide the sufficient space specified in this manual. Do not allow objects to block the ventilation ports. This can cause generation of heat and a fire

- Put the cabinets close together so that people cannot get through or provide enough space between them that people can go both ways without difficulty. If the cabinets are installed carelessly, people may bump into each other or the cabinets when passing between them or fall down. To prevent people from walking between them, place them 0.15 m (5.9 in) apart

- If the machine does not fit through the entryway to the installation location, do not disassemble it without first consulting the instructions. Specific tools and adjustment procedures are required to assemble and disassemble the mechanical parts. Attempting to assemble or disassemble the machine without consulting the instructions may result in accidents during assembly/disassembly, electric shock, short circuits, and/or personal injury during operation. If the machine still does not fit through the entryway after following the procedures in this manual, contact your retailer or the office listed in this manual

- If the machine is still too large to fit through the entryway after following the procedures listed in this manual, do not tip the machine on its side. Attempting to transport the machine while it is tipped on its side may cause accidents. It may also damage or warp parts of the machine, resulting in accidents during operation

> ## ⚠ WARNING
>
> - To install this product, the entrance must be at least 1.2m (47.2 in) in width and 2.6m (102.3 in) in height (with Assy Billboard). If the entrance is too narrow, do not tilt the product carelessly. If all the product weight is put on the casters at one side only, there could be damage or deformation, causing serious accidents such as workers getting caught underneath

3.05m (120 in)

1.88m (74 in)
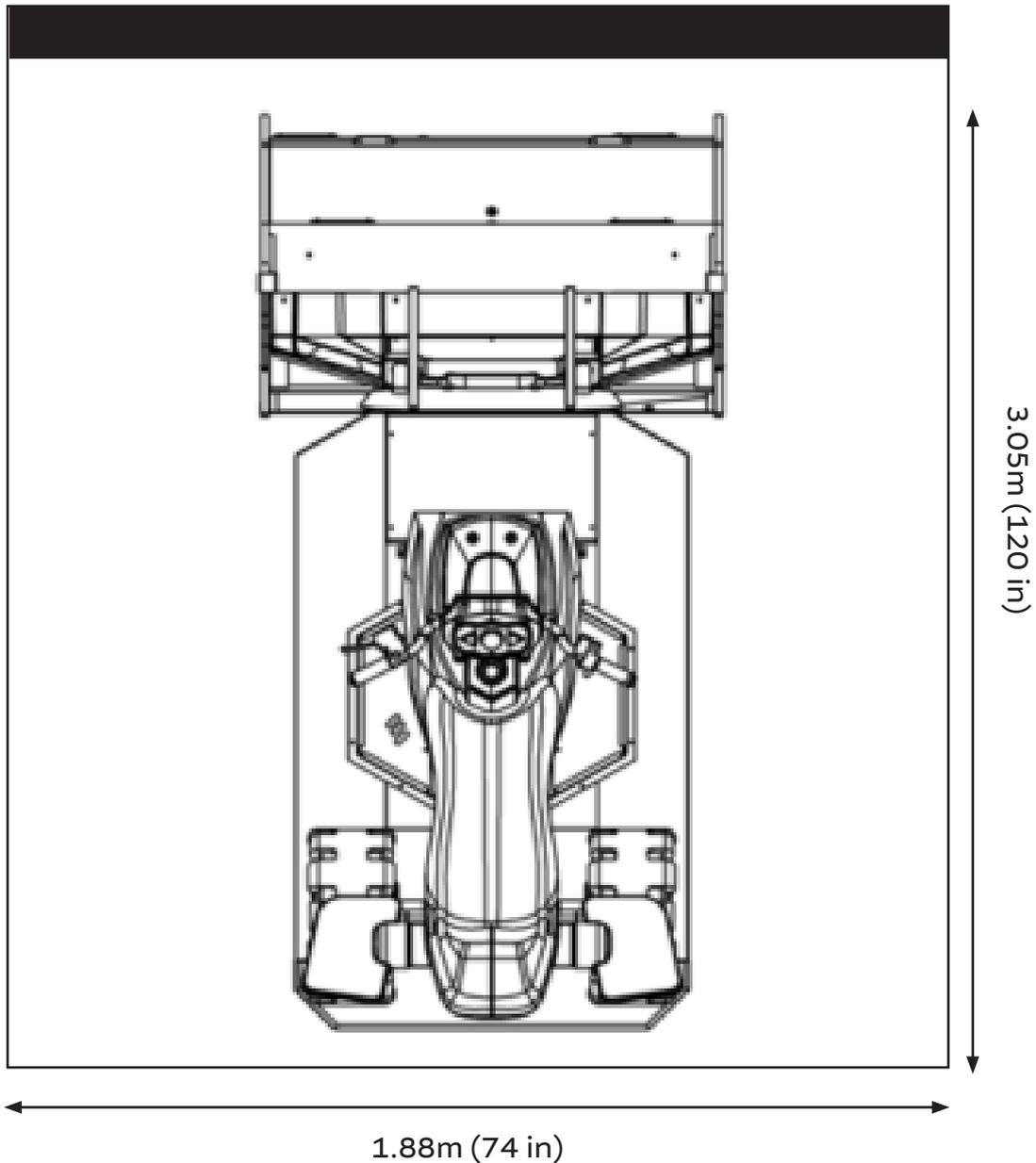
3 PRECAUTIONS REGARDING OPERATION

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

3-1 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 (LCD, Plasma, CRT or Projector). 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

- 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

- Each leg adjuster must be lowered so that the casters are raised approximately 5mm off the floor

⚠ CAUTION

- **To avoid injury, be sure to provide sufficient space by considering the potentially crowded situation at the installation location. Insufficient installation space can cause contact, collisions, and/or trouble between customers**

- **During daily cleaning, be sure to check the surface of the control unit and other parts that the player touches with his/her hands for damage, cracks, or loose screws. If a player uses the machine while it is damaged, cracked, or has a loose screw, the player may become injured**

- **Check carefully to make sure there are no gaps in the cabinet joints and that they are not loose. If there are gaps or looseness, players may get their hands or fingers caught, resulting in an injury**

- **Make sure all the doors are locked securely and they do not rattle. If the doors are not locked properly or there are gaps or rattling, players could get their fingers or hands caught**

- **Be sure to perform appropriate adjustment of the LCD. 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 control unit?**

- **Is there any improper adjustment of the LCD screen?**

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

3-2 PAYING ATTENTION TO CUSTOMERS

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

DURING OPERATION (PAYING ATTENTION TO CUSTOMERS)

⚠ **WARNING**

- **For safety reasons, do not allow any of the following people to play the game:**
- **Those who have high blood pressure or a heart problem**
- **Those who have experienced muscle convulsion or loss of consciousness when playing video games, etc**
- **Those who have neck or spinal cord problems**
- **Those who are intoxicated or under the influence of drugs**
- **Pregnant women**
- **Those who are not in good health**
- **Those who do not follow the attendant's instructions**
- **Those who cannot grasp the Control Unit securely because of immobility in fingers, hands or arms**
- **Persons who disregard the product's warning displays**
- **Even players who have never been adversely affected by light stimulus might experience dizziness or headache depending on their physical condition when playing the game**

  Small children are especially likely to experience these symptoms. Caution guardians of small children to keep watch over them during play

- **Instruct those who feel sick during play to have a medical examination**
- **To avoid injury from falls and electric shocks due to spilled drinks, instruct the player not to place heavy items or drinks on the product**
- **To avoid electric shocks and short circuits, do not allow customers to put hands, fingers or extraneous matter in the openings of the product or small openings in and around the doors**
- **To avoid falls and resulting injury, immediately stop the customer from leaning against or climbing on the product, etc**
- **To avoid electric shock and short circuit, do not allow customers to unplug the power plug without a justifiable reason**
- **Instruct the guardians of small children to keep watch over their children**

  Children cannot sense danger. Allowing small children to get near a player who is playing the game could result in the children being bumped, struck or knocked down
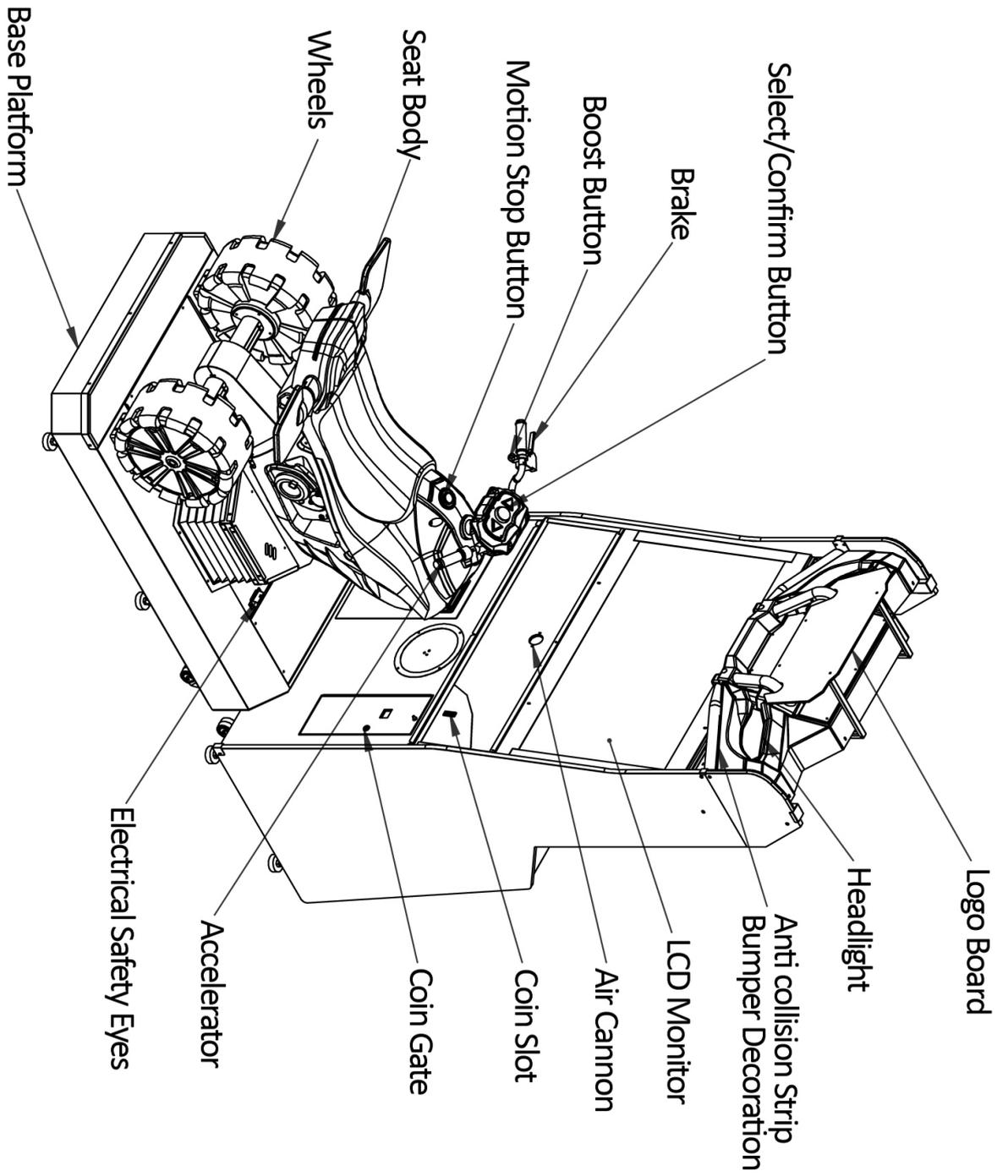
(STOP) **IMPORTANT**

- **Players directly hold the control unit with their bare hands, so it is recommended that wet towels (paper towels) be provided.**
- **Diligently clean the parts that players touch directly to ensure a pleasant game playing experience.**
- **Inspect the coin insertion slots to make sure no foreign objects have been inserted and that they have not otherwise been tampered with as this will prevent play.**

⚠ CAUTION

- **Immediately stop such violent acts as hitting and kicking the product. Such violent acts can cause parts damage or falling down, resulting in injury due to fragments and falling down.**
- **Persons other than the player should not be allowed to touch the controls during play. They may brush against or collide with the controls or the player, possibly resulting in accidents.**
- **Instruct those who feel sick during play to have a medical examination.**
- **Immediately stop users from leaning or sitting on the control panel. Such acts can lead to injury or damage to parts or the shape of the cabinet.**
- **Immediately stop users from swinging or reloading the control unit in a violent manner. Such acts may hurt the user or other people around them.**
- **Playing too close to the cabinet may cause the control unit to hit the cabinet and cause damage. Make sure that players understand to play at a safe distance from the cabinet.**
- **Make sure that players understand not to stand too close together when playing a 2 player game. Swinging the control unit could lead to a player getting hit and may cause injury.**
- **Instruct players to hold the control unit securely while playing. If the control unit is dropped, it could cause injury to the player.**
- **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.**
- **Instruct players that a single control unit is never to be held by 2 or more people during play. Otherwise there could be dangerous contact or a collision.**
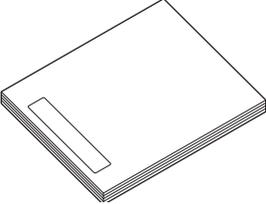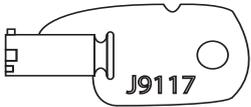
Base Platform

Wheels

Seat Body

Motion Stop Button

Boost Button

Brake

Select/Confirm Button

Headlight

Logo Board

Anti collision Strip
Bumper Decoration

LCD Monitor

Air Cannon

Coin Slot

Coin Gate

Accelerator

Electrical Safety Eyes

5 ACCESSORIES

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

PART NAME / NUMBER	DIAGRAM	QUANTITY
Owner's Manual (Part #: 420-0034-00UK)		1
Master Key		6
Security Key		2
Power Lead UK (Pt No LM1227) EU (Pt No LM1246) US (Pt No LM12XX)		1ea
Spare Fuse (Fitted to ASSY AC UNIT)		1
Epilepsy Warning Labels (multi-lingual)		1
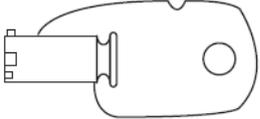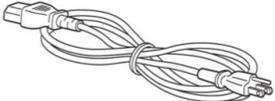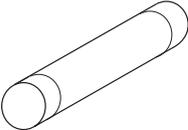
PACKING LIST

PART NAME / NUMBER	Material/Spec	QUANTITY
Rubber Strip	SPCC-1.2T	2
Logo Board Fixed Iron	SPCC-1.2T	2
HexagonTriple Combination Screw	M6*35	4
Hexagon Triple Combination Screw	M8*35	5
Hexagon Socket Head Screw	M4*12	12
Cable 10m	AMP 10M	1

6 ASSEMBLY AND INSTALLATION

⚠ WARNING

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

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

- When assembling, more than one person is required. Depending on the assembly work, there are some cases in which working by one person alone can cause personal injury or parts damage

- Ensure that connectors are properly connected. Improper connections can cause electric shock

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

- This work should be carried out by site maintenance personnel or other qualified professionals. Work performed by non-technical personnel can cause a severe accident such as electric shock. Failing to comply with this instruction can cause a severe accident such as electric shock to the player during operation. If no one with proper technological expertise is available, request service from the office indicated in this document or the point of purchase so as to ensure safety

- Provide sufficient space so that assembling can be performed. Performing work in places with narrow space or low ceiling may cause an accident and assembly work to be difficult

- To perform work safely and avoid serious accident such as the cabinet falling down, do not perform work in places where step-like grade differences, a ditch, or slope exist

- Do not leave power cords or Ground Wires exposed in areas of heavy foot traffic. Doing so may cause them to become damaged, possibly resulting in electric shock and/or short circuits. When laying wiring across the floor, always use safety covers to protect the wires. (Wiring diameter: power cable - approx. φ 8)

- Have a flashlight or another supplementary lighting unit available while working. With indoor lighting alone, the cabinet interior may be too dark. Working without proper lighting can lead to accidents. 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

- Do not unnecessarily push the projector. This could cause the unit to tip over

- This product does not use any connectors other than those connected to and used by the game board when it leaves the factory. Do not needlessly connect wires to unused connectors. This could lead to overheating, generation of smoke and burn related injuries

⚠ CAUTION

- **Handle molded parts with care. Excessive weight or pressure may cause them to break and the broken pieces may cause injury**

- **To perform the operation safely and accurately you must use a safe, steady footstool or stepladder. Working without this may lead to a fall and possible injury**

- **When attaching or removing doors or lids, be careful that your hand or finger does not get caught in anything**

(STOP) IMPORTANT

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

- **Be careful not to damage parts surfaces. In some cases, if such surfaces are damaged, the part must be replaced; it cannot be reinforced or repaired**

6-1 JOINING THE CABINETS

⚠ **WARNING**

● **The Monitor Cab is very heavy. Lifting and placement of the Monitor Cab onto the Base Cab should never be carried out by less than 4 people. Attempting to lift and place the Monitor Cab using less than 4 people could cause serious injury to both those involved with and around the installation and cause irreparable damage to the Cabinet**

1   Remove the screw and open the front cover of the base

Front Cover
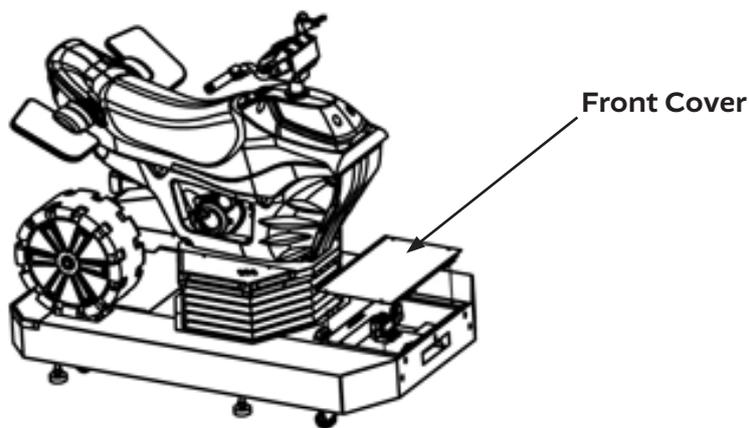
2   Remove the screw and open the Rear Door using the provided key

Rear Door
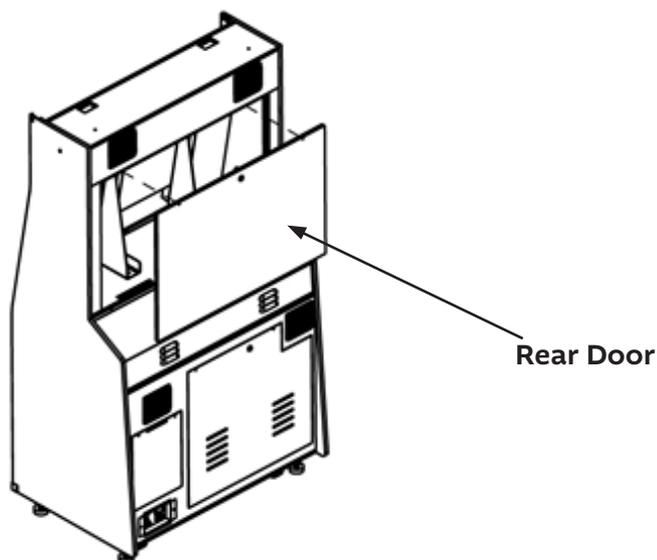
3 Connect the cables between the Seat Cabinet and Monitor Cabinet and connect the two Cabinets together with the fixings provided. Establish connections in Seat Cab base.
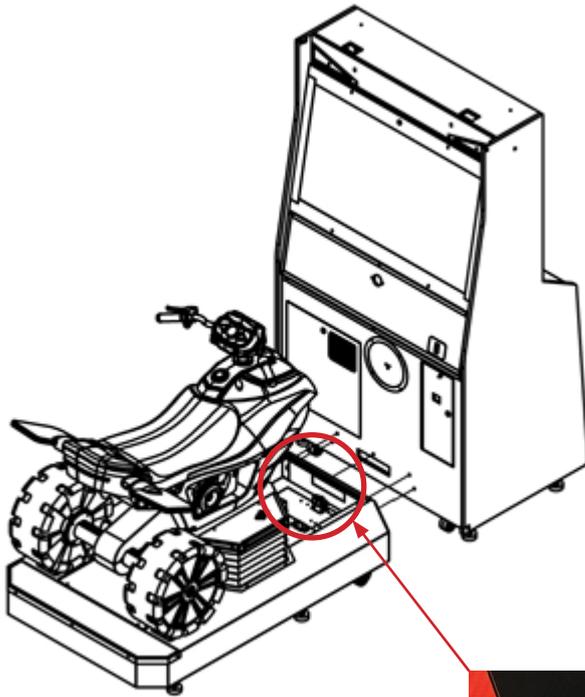
Establish All Connections
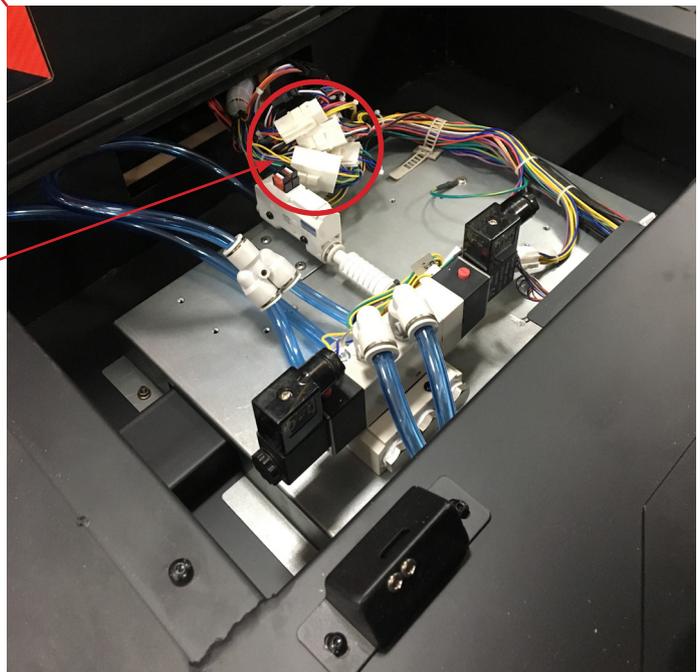
4 Apply the fixing plate of the logo board to the light box with the fixings provided. Fix the logo board to the light box assembly
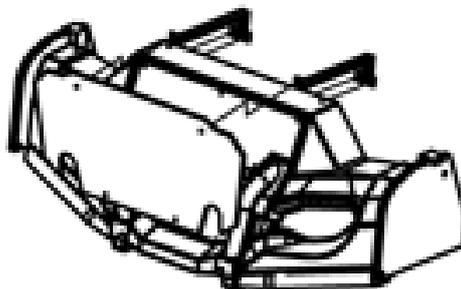
5 Fix the light box assembly to the top of the Monitor Cabinet. Connect the light box cable to LED cables on both sides of the Cabinet.Use the rubber strip to connect the board, cover the LED cable and attach the light box and Monitor Cabinet
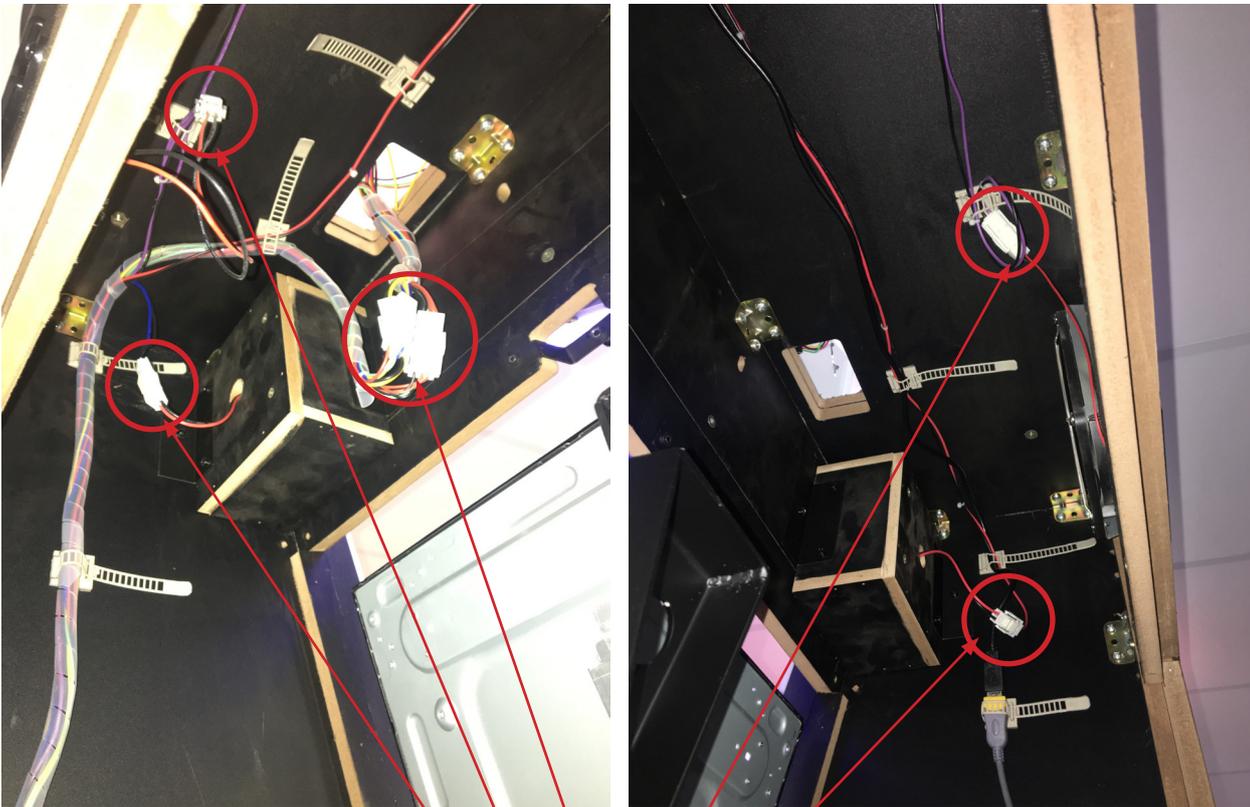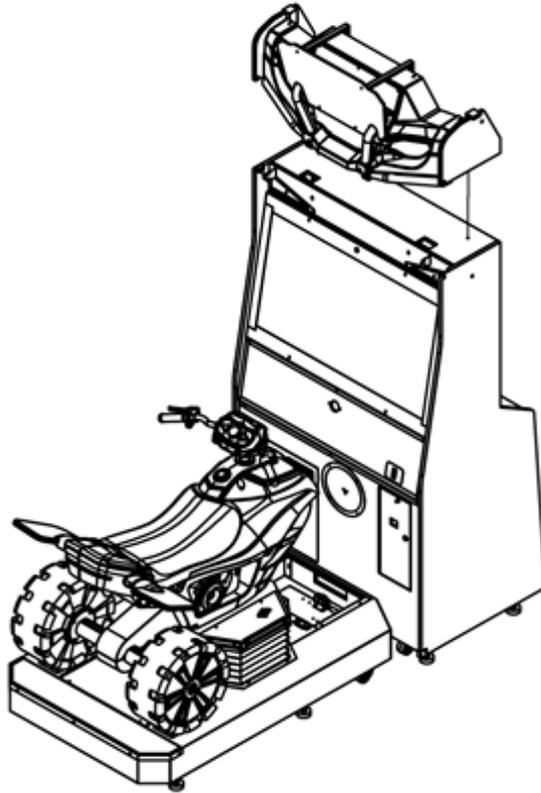
Establish All Connections

6   Reapply the Seat Cabinet front cover and Monitor Cabinet rear door
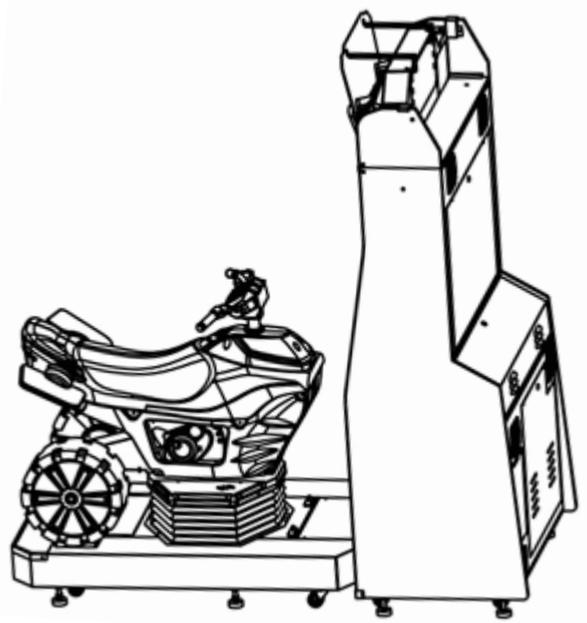
6-2 FIXATION TO INSTALLATION SITE

⚠ WARNING

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

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

ADJUSTER (9)

CASTER (11)
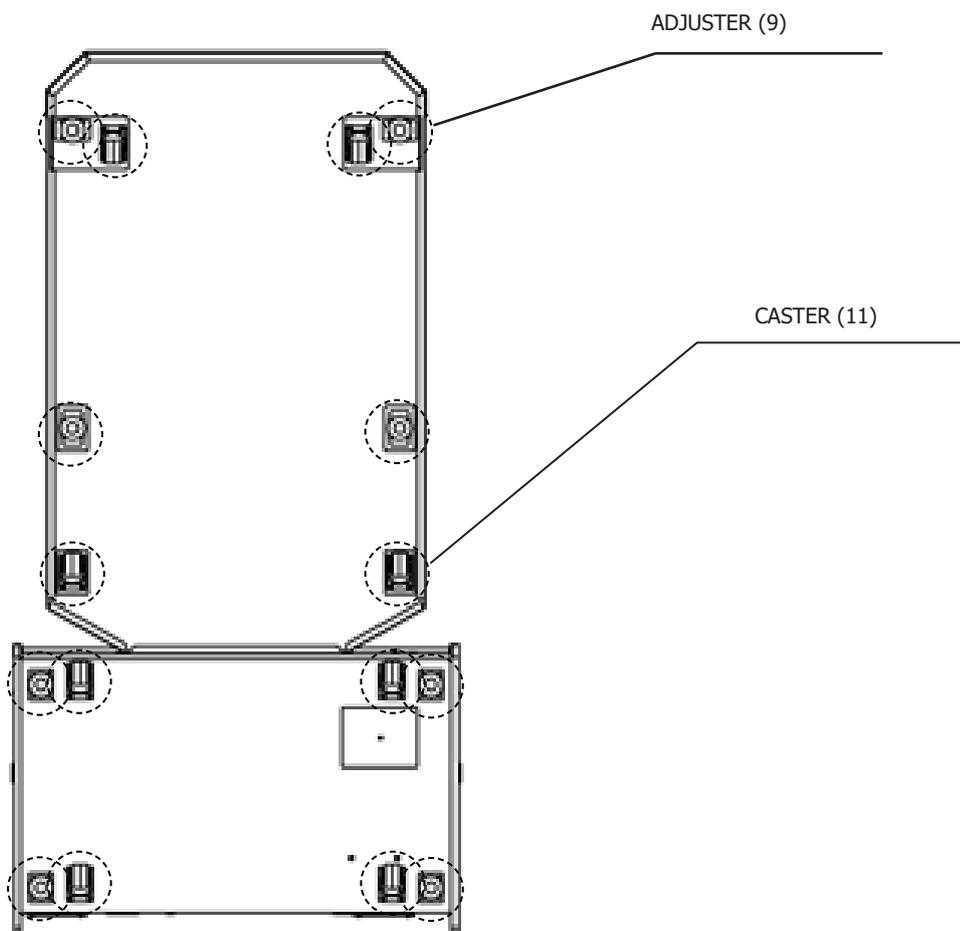
1 Move the product to the installation site. If the product is to be installed near a wall, secure enough passage-way space for players to access the seat. You must also secure a 20 cm space between the back wall and the back of the cabinet for ventilation.

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.
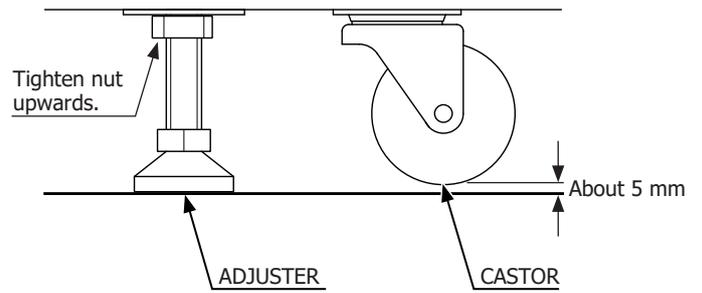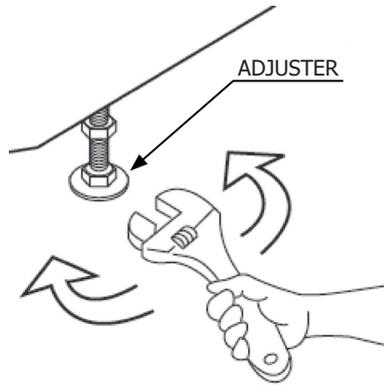
FIG. 6-13b Aligning the Adjusters

7   PRECAUTIONS WHEN MOVING

7-1 MOVING THE MACHINE

⚠ WARNING

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

- To move the unit over the floor, pull in the adjustors and have the casters contact the floor. While moving the unit, be careful that the casters do not roll over the power cord or the ground wire. If cord or wire is damaged, there could be electrical shocks and/or short circuits

- When crossing a sloped or stepped area, disconnect the Monitor Cabinet, Control Cabinet and Rear Cabinet. If you tilt them while connected together, the connection points may be damaged and personnel could be injured

- When lifting the cabinet up steps, you must hold it by the designated handles or by the bottom surface. Lifting it by any other area may lead to damage or disfiguration to that part or surrounding parts due to the weight of the cabinet and could also lead to injury of personnel

- When tilting the cabinet to move it across a sloped or stepped area, always use at least two people. Attempting such an operation alone can lead to accident or injury

- When moving the components separately, take care concerning the direction you push the Monitor and Rear Cabinet in. These elements may fall over, causing damage or an accident

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⚠ CAUTION

- When moving the components, do not push any of the plastic elements or shaped parts and do not use them to pull the components along. This may damage the parts or the surrounding parts and this could lead to accidents or injury

- After dividing the components to move them, do not use the Control Units in the Monitor Cabinet to push or pull the cabinet. This may damage or disfigure these parts and lead to malfunctions or injury

- When moving the separated components, be sure to push/pull each cabinet lengthways. Trying to move the cabinet any other way may cause the cabinet to topple over

(STOP) IMPORTANT

- When moving the cabinet, do not hold, push, or pull the Control Unit(s). This may disfigure or damage them

- If you need to move components through a narrow or low door and the only way to get the separated components through is to turn them on their side, or if a separation method other than those described in this manual is required, either make a request to the office listed in this document or the place of purchase to perform the operation or contact them regarding how to perform it. Carelessly turning the components onto their side or separating them in ways other than those depicted in this manual may lead to irreparable damage

- Do not press the monitor screen. The screen can be easily damaged and cannot be repaired if it is, meaning complete replacement will be necessary

1-1 GAME ATTRACT

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

Coin system can accumulate up to 24 Credits. Credits beyond 24 will not be counted and returned to Player, but will be recorded by system internal counter.

Based on the difference of test mode settings, "INSERT COIN(S)"/"INSERT MORE COIN(S)" may change to "SWIPE CARD TO PLAY".

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1-2 WARNING SCREEN

The game will present a warning screen before play commences, telling which Players are at risk and should not use the Cabinet if they have any of the on-screen conditions.

The Player can choose from the following Game Modes:
- **Quick Race** - Players can race alone without other human racers
- **Championship** - Players race 3 predetermined tracks in a row and must finish within the top 3 positions in order to progress to the next race
- **Multiplayer** - Players can race against other human racers

1-3 TRACK SELECT

After selecting Quick Race or after all human racers have entered a Multiplayer lobby, the Player will be directed to the Track Select screen. The difficulty and route of each Track is shown above the name of the Track. Change Tracks by turning the handle bars left and right and confirm using the accelerator.

The Player can choose from:

Hangar 9	Normal
Iceland	Normal
Cribbs Canyon	Normal
London	Hard
Docks	Hard
Area 42	Hard
Whiteout	Hard
Sandstorm	Professional
Downpour	Professional
Meteor Strike	Professional

If the Player does not select a Track before the timer reaches zero, the Track they are currently selecting will be chosen. In a Multiplayer lobby, the track with the most votes will be chosen. If votes are tied, the easiest track will be selected.

1-4 RIDER SELECT

After selecting a Track to play, the Player must choose their Rider.

The Player can choose from:

Bones
Falcon
Sarge
Charlie
Tyra

If the Player does not select a Rider before the timer reaches zero, the Rider they are currently selecting will be chosen.

1-5 UPGRADE SCREEN

After selecting a Rider, the Player can choose upgrades to apply. These will improve aspects of the Bike like Speed, Acceleration etc. Upgrades are applied at the end of every race. A Player can only retain their upgrades by continuing to race.

The Player must use the handlebars to move up and down and the accelerator or boost to make a selection. If the Player does not make a selection before the timer reaches zero, the highlighted upgrade will be chosen.

The Cab will then check if any other Cabs are linked/ready to race. If no other Cabs are ready, the Cab will launch a Single Player game.

The Player will be given a quick overview of the controls in the loading screen.
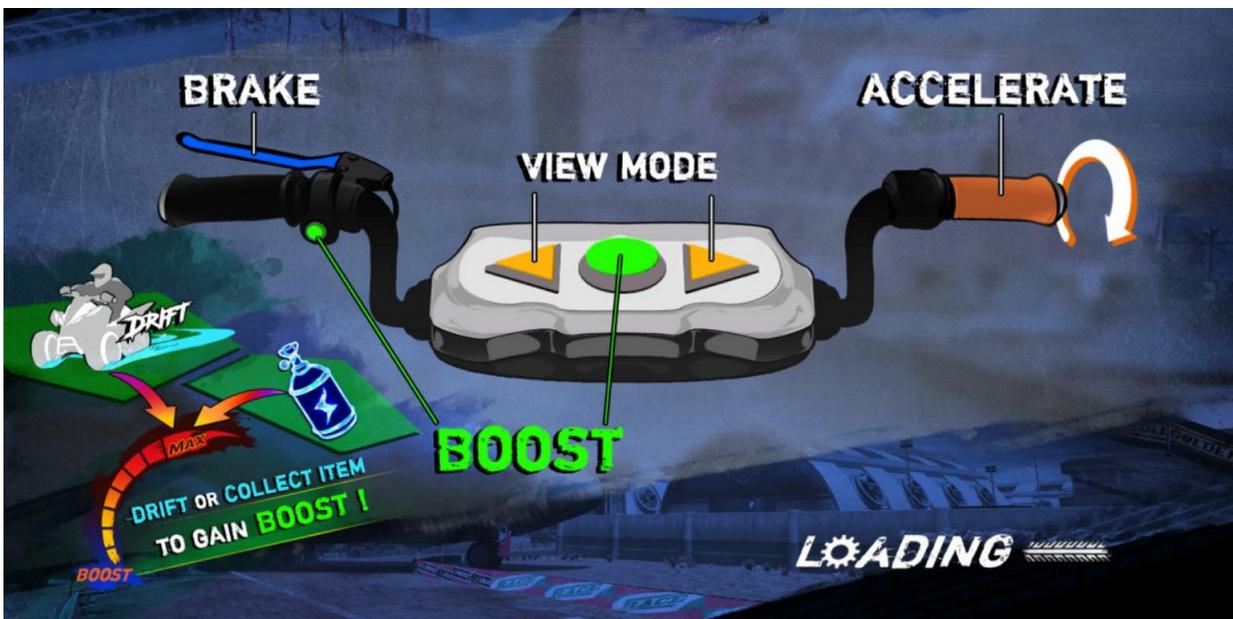
1-6 IN-RACE SCREEN

The in-race screen and Player HUD are detailed below:

Current Lap Time

Current Lap/Total Laps

Time remaining in Race

Player Position

Player Score

Best Lap Time

In Game Message (contextual)

Mini Map

Boost Gauge & Speedometer

Directional Indicator

Nearby Racer Indicator

Boost Prompt

Accelerate Prompt
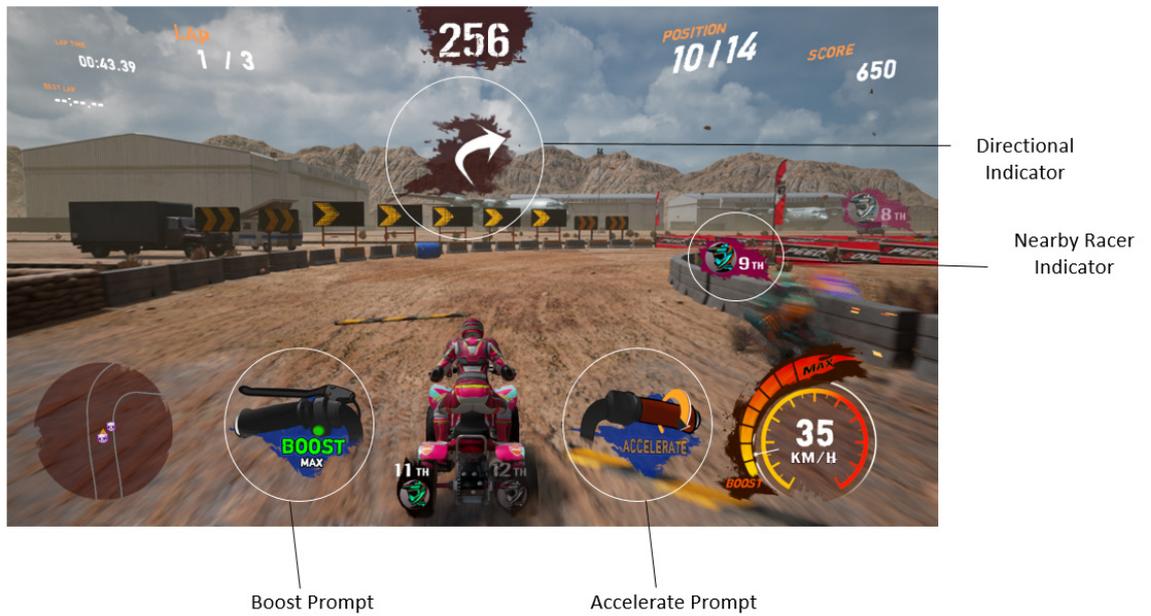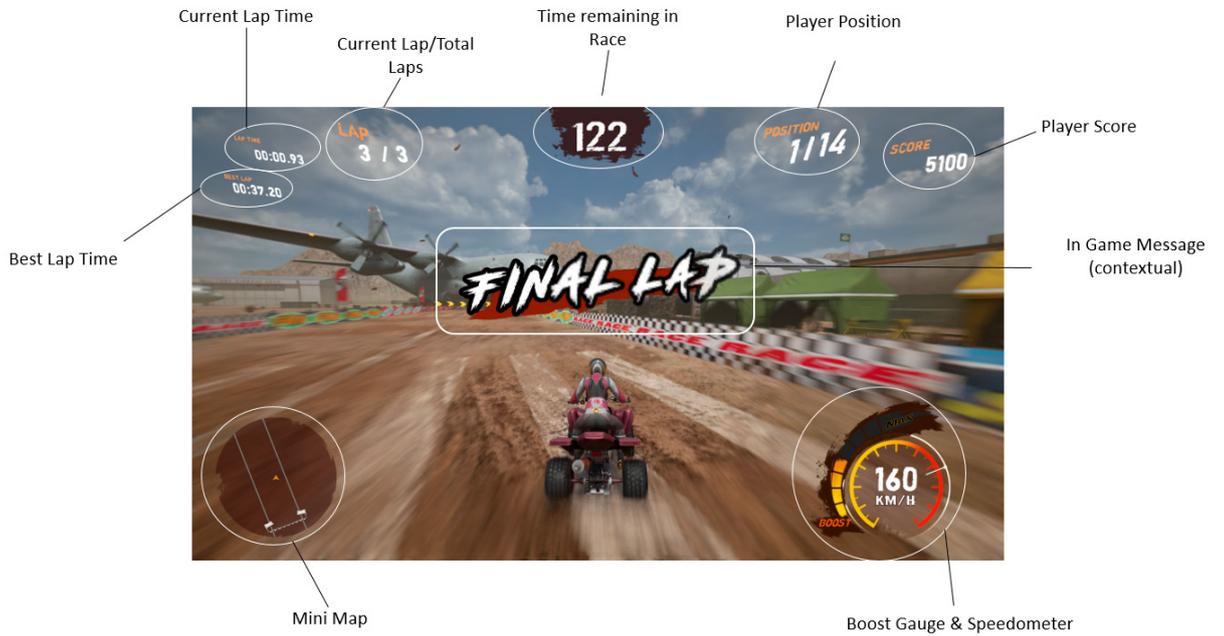
After finishing a race, the Player will be shown first, second, third, and forth place. The Player will then be able to enter a three letter name at the Name Entry screen. They will also be shown the Race Ranking.
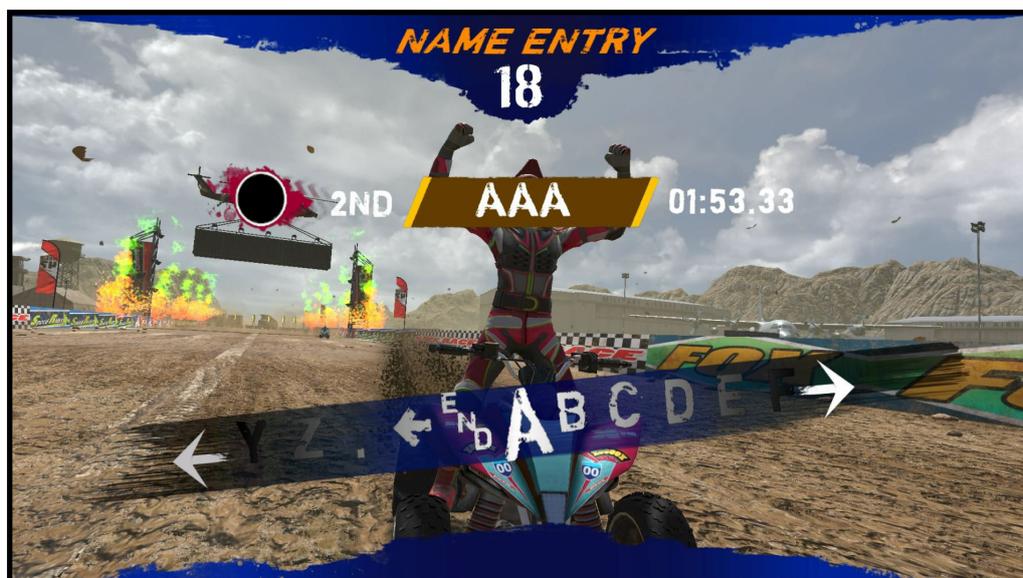
1-6 CONTINUE SCREEN

After a race is over, the Player can choose to race again by inserting another Credit. If the Player chooses to race again, they will gain access to more upgrades.

If they Player does not enter a Credit before the timer reaches zero, the game will end.

Safety Warnings
Safety warnings will be appear in the following conditions during the game:
    (1) Stop Motion Warning - when the Motion Stop button is pressed, the Motion will be stopped.

    (2) Safety Sensor Warning - when the Safety Sensor is activated, the Motion will be stopped.

(1) Stop Motion Warning

Once the Motion Stop button is pressed, motion of the cabinet will be stopped at once and the Stop Motion Warning will be activated.

The warning will show up every 2 seconds until player presses and holds the Motion Stop button for 3 seconds.

Safety Sensor Warning
If any object blocks the safety sensor or enters the caution area, motion of cabinet will be stopped at once and the Safety Sensor Warning will be activated.

When the caution area is cleared, motion of cabinet will restart in a countdown of 3 seconds.

9 EXPLANATION OF TEST AND DATA DISPLAY

⚠ **WARNING**

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

⚠ **CAUTION**

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

- Operating the TEST Button and SERVICE Button during Test Mode may be slightly uncomfortable, due to the position of the buttons in relation to the cabinet seats. Take care not to hurt your shoulder or back, or scratch yourself on any parts of the cabinet.

⊘STOP IMPORTANT

- When you enter the Test Mode, Fractional Coin and Bonus Adder data 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.

- Have a flashlight on hand and operate in Test Mode very carefully. The cabinet interior is dark and narrow and you could easily make mistakes in operation.

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

Shown below are the tests and screens to be used for different problems.
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9-1 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.

Arcade Operator		03/01/2019 12:48:14
Game Settings	Game Time	Normal
Bookkeeping Settings	Auto Throttle	Off
Credit Settings	Camera	On
Input Settings	Instant Rematch	Off
Output Settings	Difficulty	Hard
Clock Settings	Menu Time	Medium
Network Settings	Rider Select	Select
Language Settings	Track Select	Select
Reset All Settings	Upgrades	On
	Continue	On
	Championship Mode	Off
	Speed Unit	Km/h
	Show Slogan	Off
	Reset Game Settings	
	Back	

PRESS START BUTTON

CREDIT (S) 2

Ver. 0.9.17
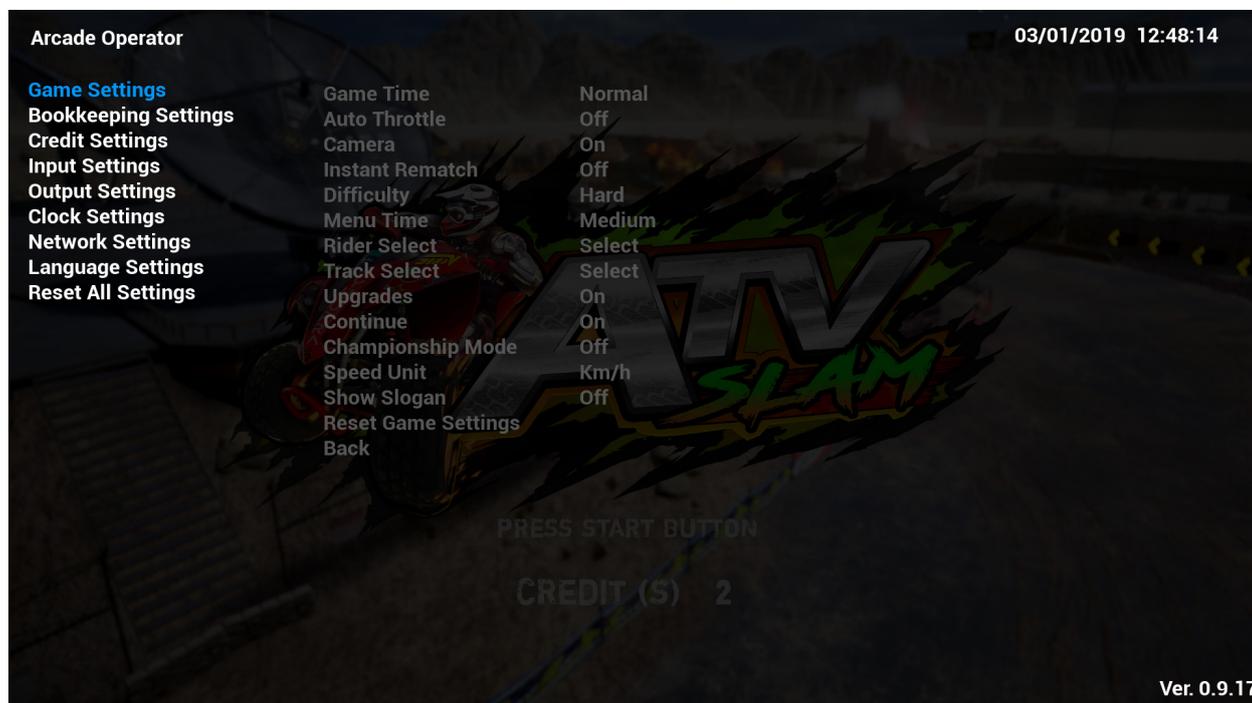
Test Mode menu

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

Game Settings	Change in-game variables like difficulty and time
Bookkeeping Settings	View Bookkeeping statistics
Credit Settings	Change credit to coin ratio settings
Input Settings	Test the functions of Input devices
Output Settings	Test the function of Output devices
Clock Settings	Change Cabinet clock
Network Settings	Adjust/Check Cabinet networking
Language Settings	Change in-game language
Reset All Settings	Revert all Settings to Factory Defaults

9-2 GAME SETTINGS

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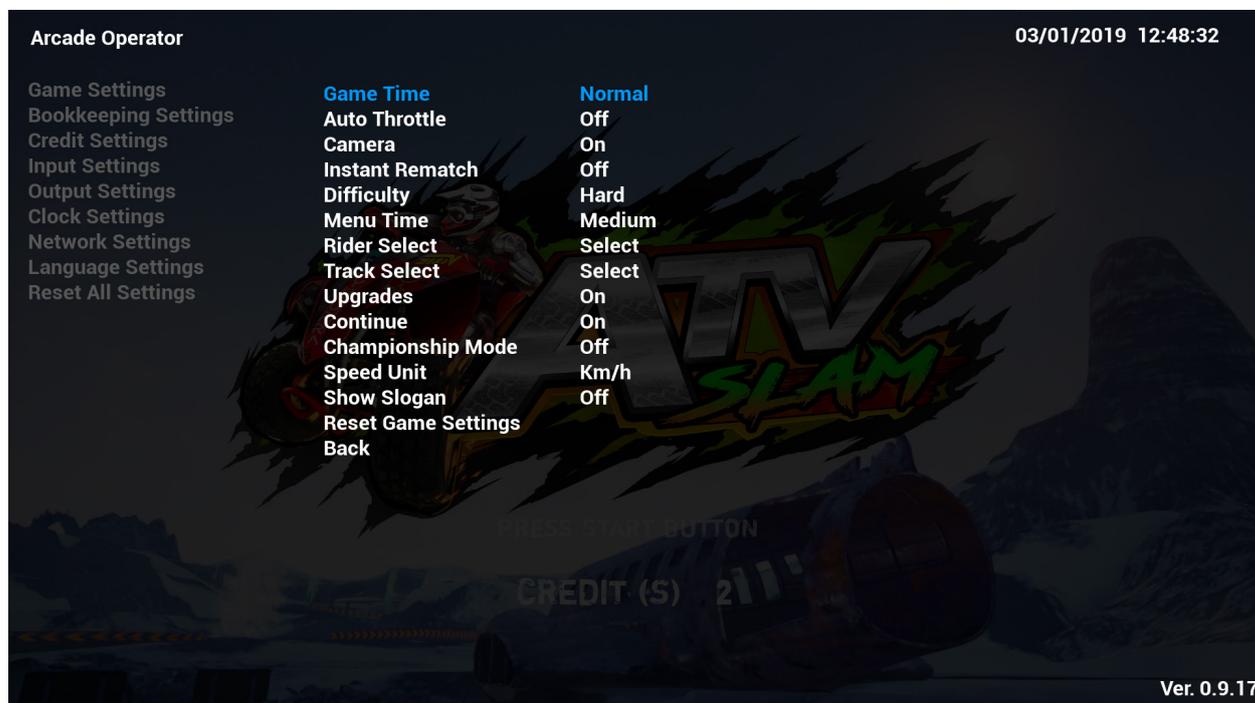
Use Service to cycle through items. Use Test to select an item and view that item's sub-menu. Select EXIT to return to Game Test Menu

Game Time	Adjust the time a Player has in a race
Auto Throttle	Adjust how the Bike is accelerated
Camera	Turn the Player Camera on/off
Instant Rematch	Choose whether Players can race again in Multiplayer
Difficulty	Adjust difficulty of AI drivers
Menu Time	Adjust timings Players have to naviagte the menus
Rider Select	Choose whether Players can select their rider
Track Select	Choose whether Players can select a track
Upgrades	Choose whether the upgrade system is active
Continue	Choose whether a Player can continue after losing a race
Championship Mode	Choose if Championship Mode is active
Speed Unit	Adjust speed units on speedometer
Show Slogan	Adjust if ATV logo is shown on title text
Reset All Game Settings	Reset all Settings to Factory Defaults
Back	Return to Main Test Menu

9-3 BOOKKEEPING

These menus display statistics for credits, gameplay, and the Cabinet overall.

Bookkeeping Menu (1/6) - Play Info

Use the Test button to proceed to Bookkeeping Menu #2

Total Time On	The total time the Cabinet has been powered on
Total Credit In	Total Credits that have been inserted
Total Credit Continues	Total Credits used for Continue
Total Service Credits	Total Service Credits inserted
Total Service Continues	Total Service Credits used for Continue
Last Reset Time	Time of the last Bookkeeping reset
Total Plays	Total amout of Games played
Single Player Plays	Total amount of Single Player plays
Multiplayer Plays	Total amount of Multiplayer plays
Multiplayer Continue	Total amount of Multiplayer Continues
Total Average Game Time	Total average time of all Games
Average SP Game Time	Total average time of a Single Player Game
Average MP Game Time	Total average time of a Multiplayer Game

Arcade Operator   03/01/2019 12:49:02

Game Settings   Play Info   Monday   : 0
Bookkeeping Settings   Daily Income   Tuesday   : 0
Credit Settings   Hourly Income   Wednesday   : 69
Input Settings   Chosen Vehicle   Thursday   : 93
Output Settings   Chosen Track   Friday   : 36
Clock Settings   Reset Record   Saturday   : 0
Network Settings   Back   Sunday   : 0
Language Settings
Reset All Settings

PRESS START BUTTON

CREDIT (S) 2

Ver. 0.9.17

Bookkeeping Menu (2/6) - Daily Income

Use the Test button to proceed to Bookkeeping Menu #3

Monday	Income taken on this day
Tuesday	Income taken on this day
Wednesday	Income taken on this day
Thursday	Income taken on this day
Friday	Income taken on this day
Saturday	Income taken on this day
Sunday	Income taken on this day

Arcade Operator			03/01/2019 12:49:06
Game Settings	**Play Info**	00:00 - 01:00	: 0
Bookkeeping Settings	**Daily Income**	01:00 - 02:00	: 0
Credit Settings	**Hourly Income**	02:00 - 03:00	: 0
Input Settings	**Chosen Vehicle**	03:00 - 04:00	: 0
Output Settings	**Chosen Track**	04:00 - 05:00	: 0
Clock Settings	**Reset Record**	05:00 - 06:00	: 0
Network Settings	**Back**	06:00 - 07:00	: 0
Language Settings		07:00 - 08:00	: 0
Reset All Settings		08:00 - 09:00	: 0
		09:00 - 10:00	: 16
		10:00 - 11:00	: 0
		11:00 - 12:00	: 5
		12:00 - 13:00	: 88
		13:00 - 14:00	: 18
		14:00 - 15:00	: 46
		15:00 - 16:00	: 25
		16:00 - 17:00	: 0
		17:00 - 18:00	: 0
		18:00 - 19:00	: 0
		19:00 - 20:00	: 0
		20:00 - 21:00	: 0
		21:00 - 22:00	: 0
		22:00 - 23:00	: 0
		23:00 - 24:00	: 0
			Ver. 0.9.17

Bookkeeping Menu (3/6) - Hourly Income

Use the Test button to return to the Bookkeeping Menu #4.

This menu shows a histogram breaking down how many Credits were inserted within each hour.

41

Arcade Operator   03/01/2019 12:49:10

Game Settings
Bookkeeping Settings
Credit Settings
Input Settings
Output Settings
Clock Settings
Network Settings
Language Settings
Reset All Settings

Play Info   Bones   : 20
Daily Income   Falcon   : 4
Hourly Income   Sarge   : 7
Chosen Vehicle Charlie   : 2
Chosen Track   Tyra   : 2
Reset Record
Back

PRESS START BUTTON

CREDIT (S)   2

Ver. 0.9.17

Bookkeeping Menu (4/6) - Chosen Vehicle

Use the Test button to proceed to Bookkeeping Menu #5

Bones	The amount of times this rider has been selected
Falcon	The amount of times this rider has been selected
Sarge	The amount of times this rider has been selected
Charlie	The amount of times this rider has been selected
Tyra	The amount of times this rider has been selected

Arcade Operator   03/01/2019 12:49:14

Game Settings   Play Info   Cribb's Canyon : 3
Bookkeeping Settings   Daily Income   Hangar 9   : 9
Credit Settings   Hourly Income   Docks   : 4
Input Settings   Chosen Vehicle   Iceland   : 12
Output Settings   Chosen Track   London   : 6
Clock Settings   Reset Record   Sandstorm   : 2
Network Settings   Back   Area 42   : 2
Language Settings   Meteor Strike   : 5
Reset All Settings   Whiteout   : 9
                                           Downpour   : 3

PRESS START BUTTON

CREDIT (S)   2

Ver. 0.9.17

Bookkeeping Menu (5/6) - Chosen Track

Use the Test button to proceed to Bookkeeping Menu #6

Cribb's Canyon	The amount of times this track has been selected
Hangar 9	The amount of times this track has been selected
Docks	The amount of times this track has been selected
Iceland	The amount of times this track has been selected
London	The amount of times this track has been selected
Sandstorm	The amount of times this track has been selected
Area 42	The amount of times this track has been selected
Meteor Strike	The amount of times this track has been selected
Whiteout	The amount of times this track has been selected
Downpour	The amount of times this track has been selected

Arcade Operator   03/01/2019 12:49:20

Game Settings   Play Info
Bookkeeping Settings   Daily Income
Credit Settings   Hourly Income
Input Settings   Chosen Vehicle
Output Settings   Chosen Track
Clock Settings   Reset Record
Network Settings   Back
Language Settings
Reset All Settings
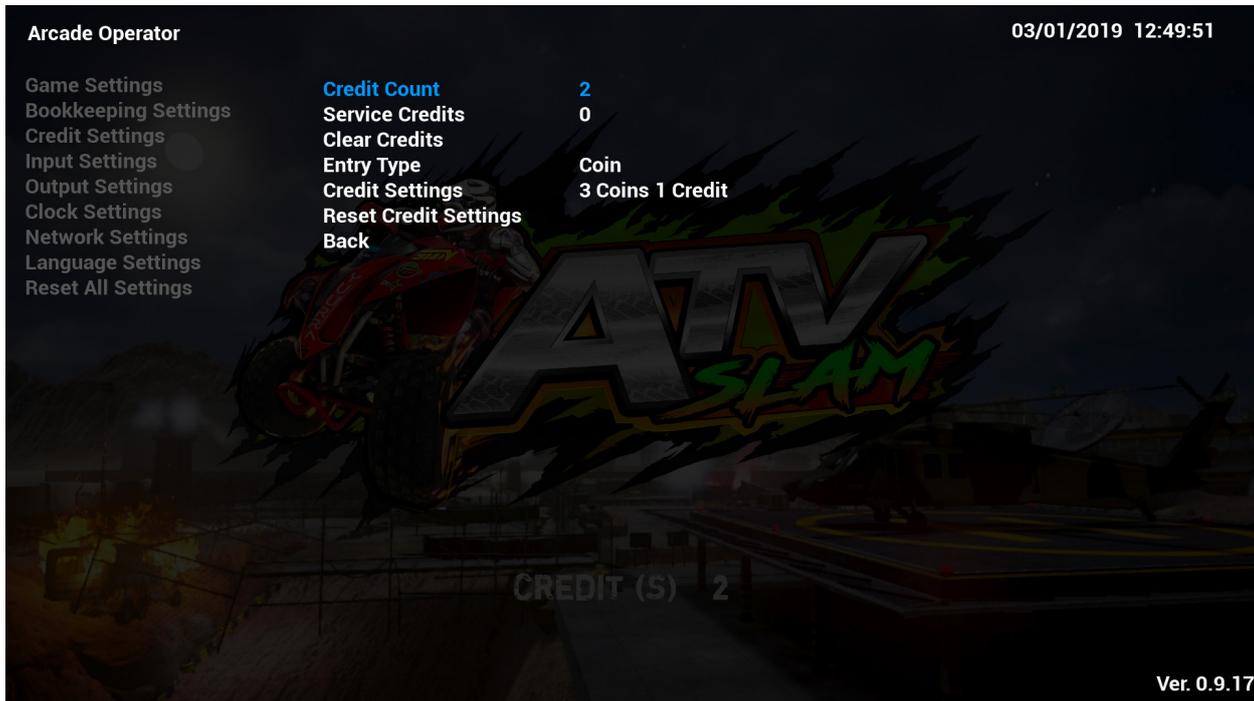
PRESS START BUTTON

CREDIT (S)   2

Ver. 0.9.17
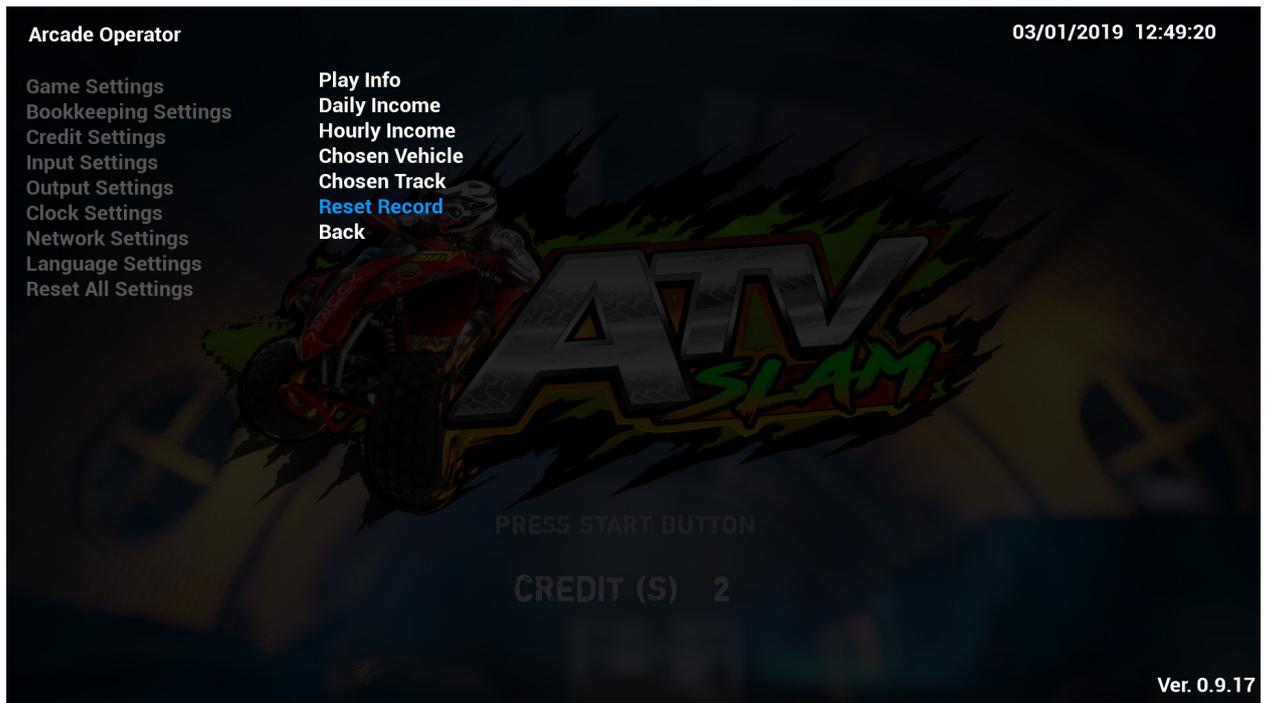
Bookkeeping Menu (6/6) - Reset Record

Use the Test button to return to the Main Test Menu.

This menu allows you to clear and reset all Bookkeeping data. This action requires confirmation.
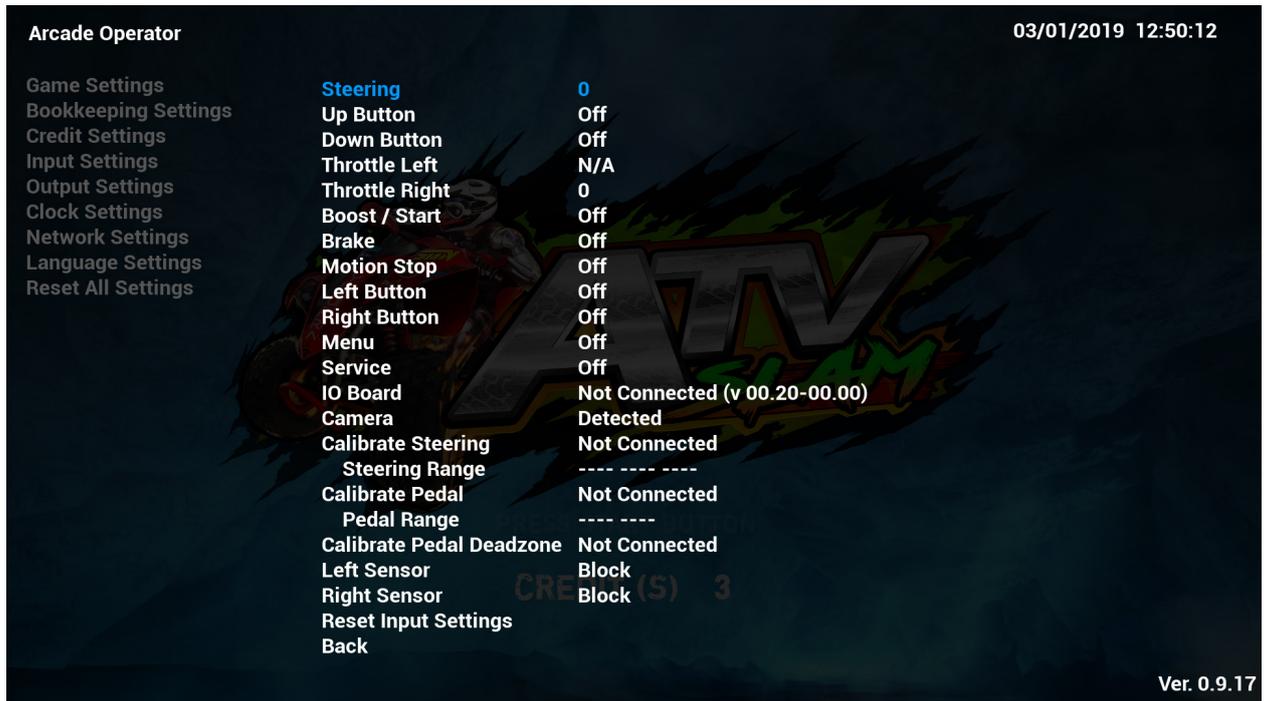
9-4 CREDIT SETTINGS

Use this menu to adjust the Credit to Coin ratio.

Credit Count	Total Standard Credit count
Service Credits	Total Service Credit count
Entry Type	Adjust Credit type
Credit Settings	Adjust Credit/Coin ratio
Reset Credit Settings	Reset Credit Settings to Factory Default

9-5 INPUT DEVICES

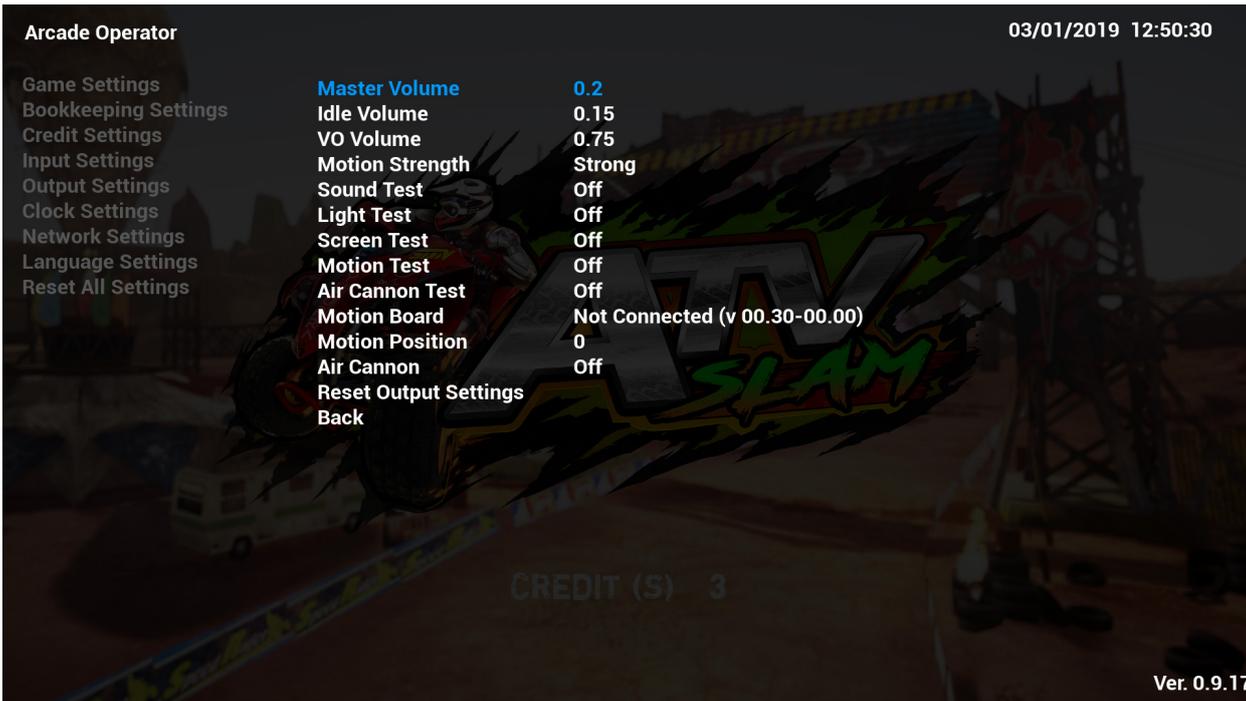Use this menu to check the operation of the Input devices.

Arcade Operator		03/01/2019 12:50:12
Game Settings	Steering	0
Bookkeeping Settings	Up Button	Off
Credit Settings	Down Button	Off
Input Settings	Throttle Left	N/A
Output Settings	Throttle Right	0
Clock Settings	Boost / Start	Off
Network Settings	Brake	Off
Language Settings	Motion Stop	Off
Reset All Settings	Left Button	Off
	Right Button	Off
	Menu	Off
	Service	Off
	IO Board	Not Connected (v 00.20-00.00)
	Camera	Detected
	Calibrate Steering	Not Connected
	Steering Range	---- ---- ----
	Calibrate Pedal	Not Connected
	Pedal Range	---- ----
	Calibrate Pedal Deadzone	Not Connected
	Left Sensor	Block
	Right Sensor	Block
	Reset Input Settings	
	Back	
		Ver. 0.9.17

Input Test Menu

To exit this menu, press the Test and Service buttons together at the same time.

Steering	Check Steering function/range
Up Button	Check Up Button function
Down Button	Check Down Button function
Throttle Left	Check Throttle Left function
Throttle Right	Check Throttle Right function
Boost/Start	Check Boost/Start Button function
Brake	Check Brake function
Motion Stop	Check Motion Stop Button function
Left Button	Check Left Button function
Right Button	Check Right Button function
Menu	Check Test Button function
Service	Check Service Button function
IO Board	Check IO Board connection
Camera	Check Camera is detected
Calibrate Steering	Calibrate Steering range
Calibrate Pedal	Calibrate Pedal range
Calibrate Pedal Deadzone	Calibrate Pedal Deadzone range

Left Sensor	Check Left Sensor function
Right Sensor	Check Right Sensor function
Reset Input Settings	Reset all Input Settings to Factory Defaults
Back	Return to Main Test Menu

9-6 OUTPUT TEST

Use this menu to check the operation of the Output devices.

Arcade Operator   03/01/2019 12:50:30

Game Settings
Bookkeeping Settings
Credit Settings
Input Settings
Output Settings
Clock Settings
Network Settings
Language Settings
Reset All Settings

Master Volume   0.2
Idle Volume   0.15
VO Volume   0.75
Motion Strength   Strong
Sound Test   Off
Light Test   Off
Screen Test   Off
Motion Test   Off
Air Cannon Test   Off
Motion Board   Not Connected (v 00.30-00.00)
Motion Position   0
Air Cannon   Off
Reset Output Settings
Back

CREDIT (S)   3

Ver. 0.9.17

Output Test Menu

Use Service to cycle through items and Test to turn a device ON or OFF.

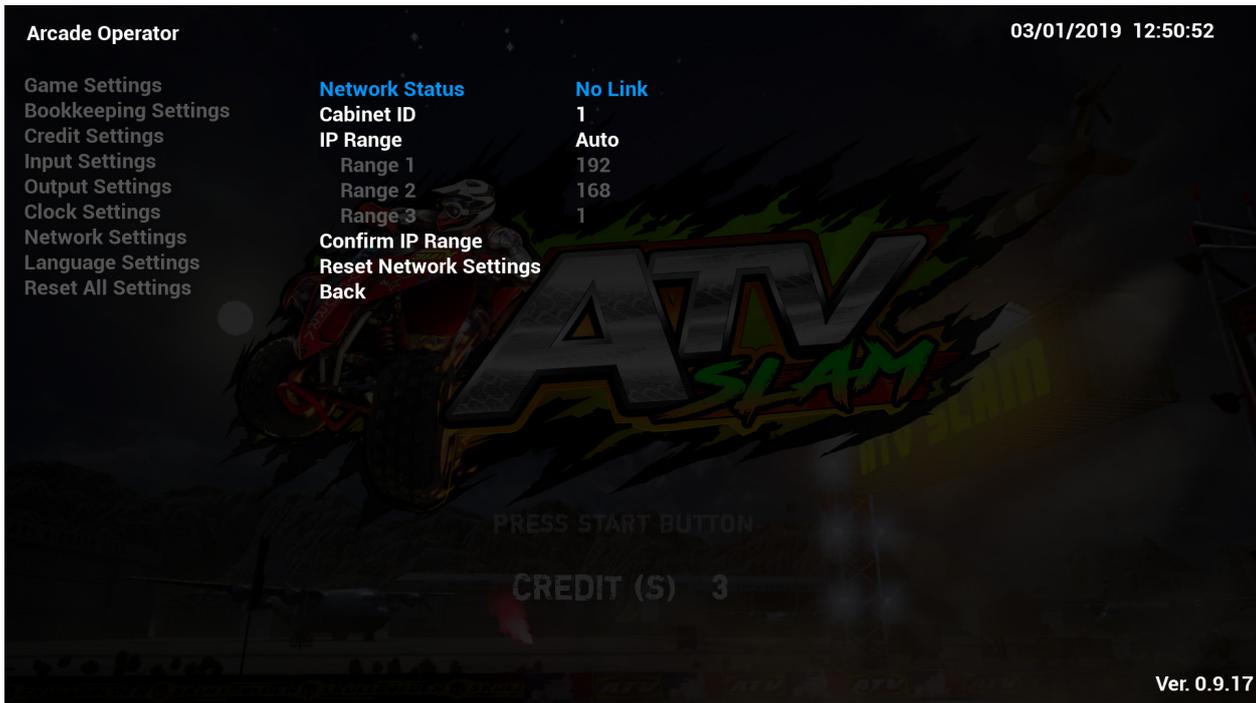| Master Volume	Set Master Volume level
Idle Volume	Set Idle Volume level
VO Volume	Set Voice Over Volume level
Motion Strength	Set Motion Strength
Sound Test	Perform Sound Test
Light Test	Perform Light Test
Screen Test	Perform Screen Test
Motion Test	Perform Motion Test
Air Cannon Test	Perform Air Cannon Test
Motion Board	Check Motion Board connection
Motion Position	Check Motion Board range
Air Cannon	Check Air Cannon connection
Reset Output Settings	Reset all Output Settings to Factory Defaults
Back	Return to Main Test Menu

9-7 CLOCK SETTINGS

Use this menu to adjust the Cabinet clock.

Arcade Operator		03/01/2019 12:50:38

```
Game Settings          Year        2019
Bookkeeping Settings   Month       1/12
Credit Settings        Day         3/31
Input Settings         Hour        12/23
Output Settings        Minute      48/59
Clock Settings         Second      0/59
Network Settings       Set
Language Settings      Back
Reset All Settings
```

PRESS START BUTTON

CREDIT (S)   3

Ver. 0.9.17

Year	Adjust this time varaible
Month	Adjust this time varaible
Day	Adjust this time varaible
Hour	Adjust this time varaible
Minute	Adjust this time varaible
Second	Adjust this time varaible
Set	Confirm clock changes
Back	Return to Main Test Menu

9-8 NETWORK SETTINGS

Use this menu to adjust network configurations.

Arcade Operator		03/01/2019 12:50:52

Game Settings	Network Status	No Link
Bookkeeping Settings	Cabinet ID	1
Credit Settings	IP Range	Auto
Input Settings	Range 1	192
Output Settings	Range 2	168
Clock Settings	Range 3	1
Network Settings	Confirm IP Range	
Language Settings	Reset Network Settings	
Reset All Settings	Back	

PRESS START BUTTON

CREDIT (S) 3

Ver. 0.9.17

Network Status	Current network status of Cabinet
Cabinet ID	Cabinet ID number
IP Range	Range of the assigned IP
Confirm IP Range	Confirm any IP Range changes
Reset Network Settings	Reset all Network Settings to Factory Default
Back	Return to Main Test Menu

9-9 LANGUAGE SETTINGS

Use this menu to adjust the game language.
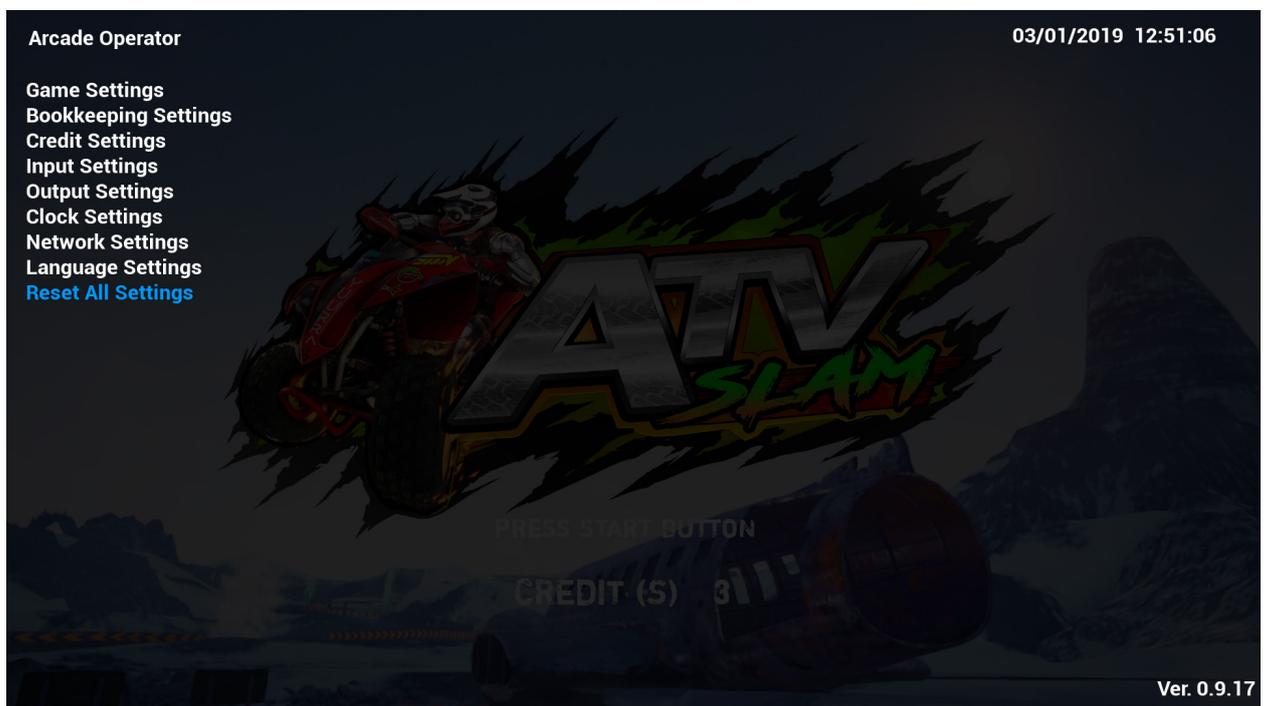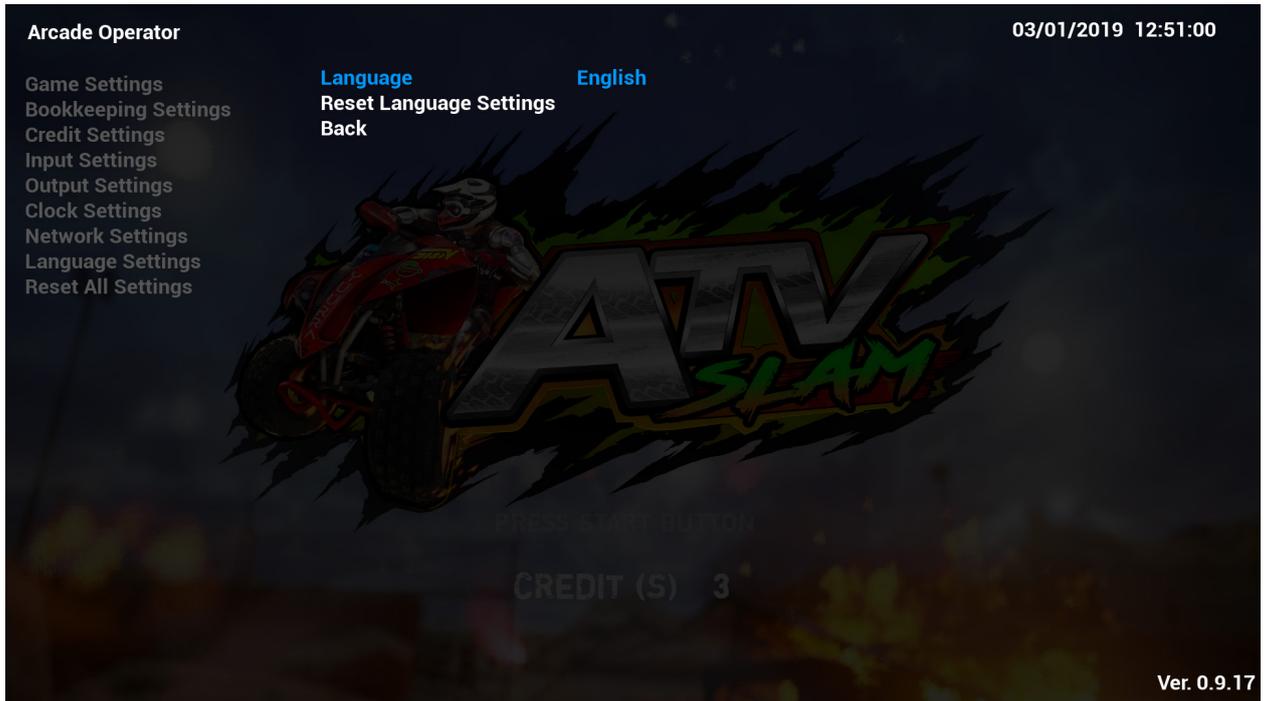
Use "Reset All Settings" to return all Settings to Factory Defaults. This will also reset Bookkeeping.

🔟 VIDEO DISPLAY

<div>

⚠ CAUTION

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

</div>

(STOP) IMPORTANT

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

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

10-1 GENERAL DESCRIPTION

This specification applies to the **47 inch Color TFT-LCD Module P550HVN02.0**. This LCD module has a TFT active matrix type liquid crystal panel **1920x1080** pixels, and diagonal size of 54.6 inch.

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

The P550HVN02.0 has been designed to apply the 10-bit 2 channel LVDS interface method. It is intended to support displays which have high brightness, wide viewing angle, high color saturation, and high color depth.

* General Information

Items	Specification	Unit
Active Screen Size	47	Inch
Display Are	1209.6(H) x 680.4(V)	mm
Outline Dimension	1235.6(H) x 706.4(V) x 25.5(D)	mm
Driver Element	a-Si TFT active matrix	
Display Colors	10 bit (8bit+FRC), 1073.7M	Color
Number of Pixels	1920x1080	Pixel
Pixel Pitch	0.21 (H) x 0.63(W)	mm
Pixel Arrangement	RGB vertical stripe	
Display Operation Mode	Normally Black	
Display Orientation	Landscape/Portrait Enable	
Surface Treatment	AG	

10-2 CLEANING THE SCREEN

> ### ⚠ CAUTION
>
> - **Since the LCD display screen is susceptible to damage, pay careful attention to its handling. When cleaning, refrain from using water or volatile chemicals**
> - **Do not climb onto the control panel. This could lead to injuries, such as bumping your head**
> - **When reaching across the control panel to clean the screen there is a risk of hurting your shoulder or arm. Use a mop with a non-feathery, soft, dry cloth mop head and wipe the surface of the screen**

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

Also, since the surfaces are susceptible to damage, refrain from rubbing them with a hard material or using a duster.
If the screen is especially dirty, call in a professional cleaner.
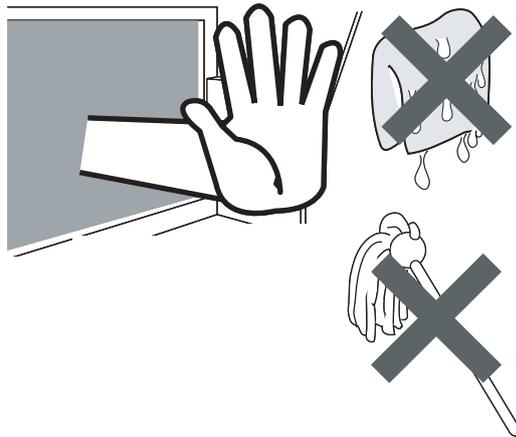
FIG. 10-1

11 CONTROLLER UNIT

⚠ WARNING

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

⚠ CAUTION

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

(STOP) IMPORTANT

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

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

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

11-1 REPLACING THE HANDLES

1 Turn Power OFF

2 Remove the Button Panel fastening fixing and remove the Button Panel
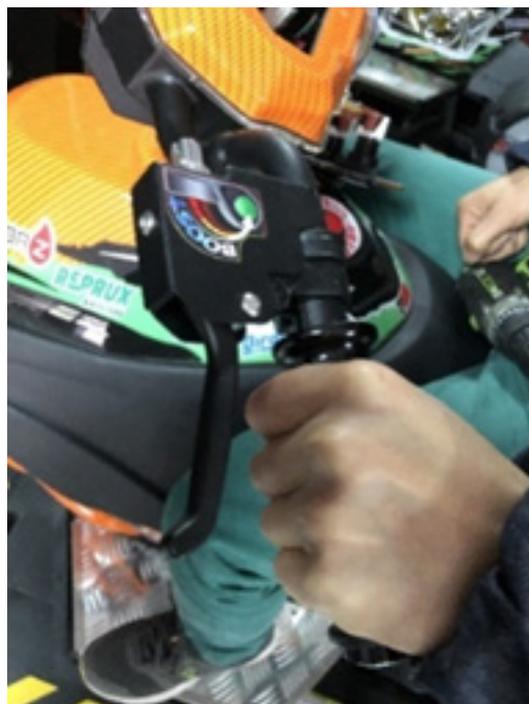

3 Unplug the Handle Cables

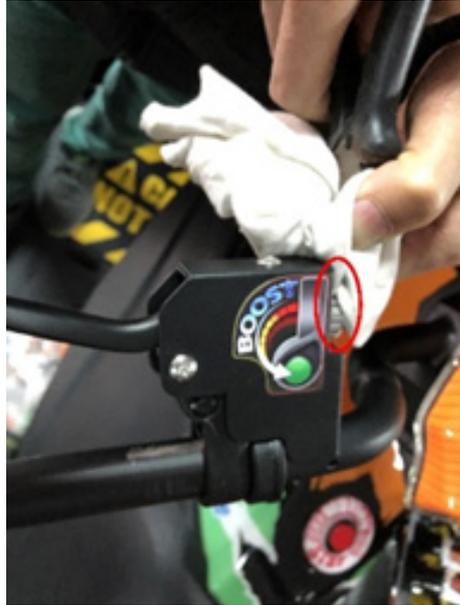**4** Replace with new Handles. Repeat steps in reverse order

11-2 REPLACING THE BRAKE

1 Turn Power OFF

2 Remove the Button Panel fastening fixing and remove the Button Panel

3 Unplug the Brake Cables

4 Remove the Upper Brake fastening fixing

5 Remove the Brake spacing metal fixing and take the spacing sheet metal

6 Remove the fastening fixing and of the Brake and remove

7   Replace with new Brake. Repeat steps in reverse order

11-3 REPLACING THE BOOST BUTTON

1   Turn Power OFF

2   Remove the button panel fastening screw and remove the button panel

3   Unplug the cables of brake button and accelerator button

4   Pull out the button cover

5   Remove the upper brake fastening screw

6   Remove the brake spacing metal fastening screw and take out the spacing sheet metal

7   Loosen the fastening screw of the brake and pull out the brake

8   Loosen the fastening screw of the BOOST button and remove the button

9   Replace with new BOOST button, repeat above steps in reverse order

12 COIN HANDLING

HANDLING THE COIN JAM

If the coin is not rejected when the REJECT button is pressed, open the coin chute door and open the selector gate. After removing the jammed coin, put a normal coin in and check to see that the selector correctly functions.
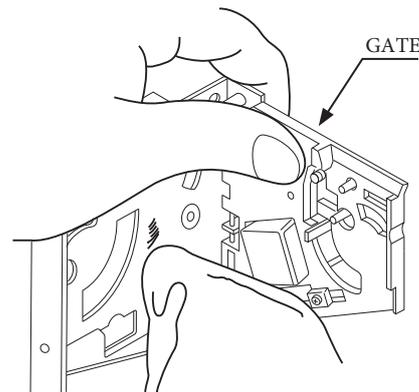
12-1 CLEANING THE COIN SELECTOR

(STOP) **IMPORTANT**

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

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

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

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

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

2 Remove the Coin Selector from the Coin Chute Door

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

GATE

12-1 FIG 1

CLEANING THE COIN SELECTOR (MECHANICAL)

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

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

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

CRADLE
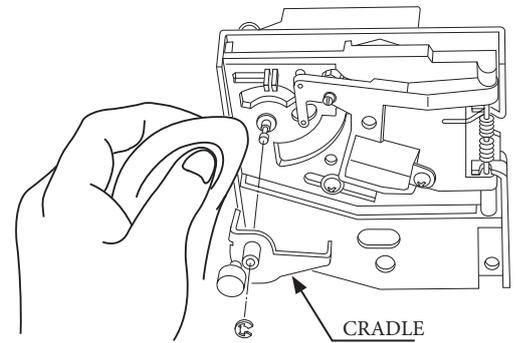
12-1 FIG 2

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

Coin Insertion Test

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

Does the Coin Meter count satisfactorily?

Does the coin drop into the cashbox correctly?

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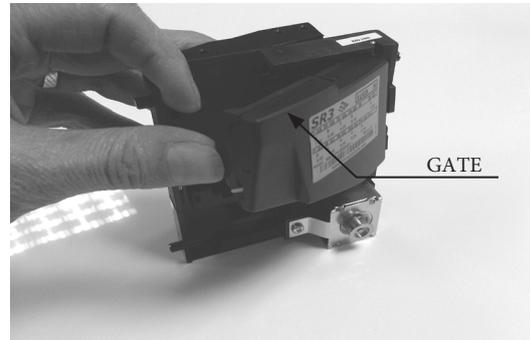
Insert a coin while keeping the REJECT Button pressed down and check if it is rejected.
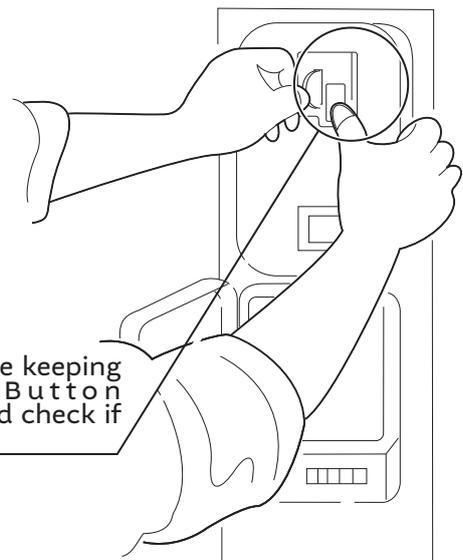
12-1 FIG 3

CLEANING THE COIN SELECTOR (SR3 / NRI)

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

GATE

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

RUNWAY

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

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

12-2 FAULT FINDING

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

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

SYMPTOM	INVESTIGATE	POSSIBLE CAUSE
Acceptor does not work (all coins reject)	Connector	Poor Contact
		Loose Wire
	Power Supply	Not switched on
		Incorrect voltage
		Inadequate current
		Rise time too slow
	Inhibit all inputs	Acceptor Inhibited
	Accept gate	Gate not free or dislocated
	Accept channel	Obstruction
	Reject gate	Not fully closed
	LED on rear cover RED	EEPROM chksm error
		SR Sensor fault
		Credit opto fault
		Credit sensor blocked
		Reject lever pressed
	LED on rear cover YELLOW	Reinstall power
Poor Acceptance	Power Supply	Voltage less than 10v (Voltage drops when coil engages)
	Accept gate	Gate jam or dislocated
	Connector	Loose
	Coin rundown	Dirty
	Bank Select	Both banks enabled
Coin stick or jam in acceptor	Accept channel	Acceptor dirty or may have some damage
	Accept gate	
	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

## 12-3 ADJUSTING THE PRICE OF PLAY (EXCEL)

STOP **IMPORTANT**

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

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

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

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

EXCEL Credit Board
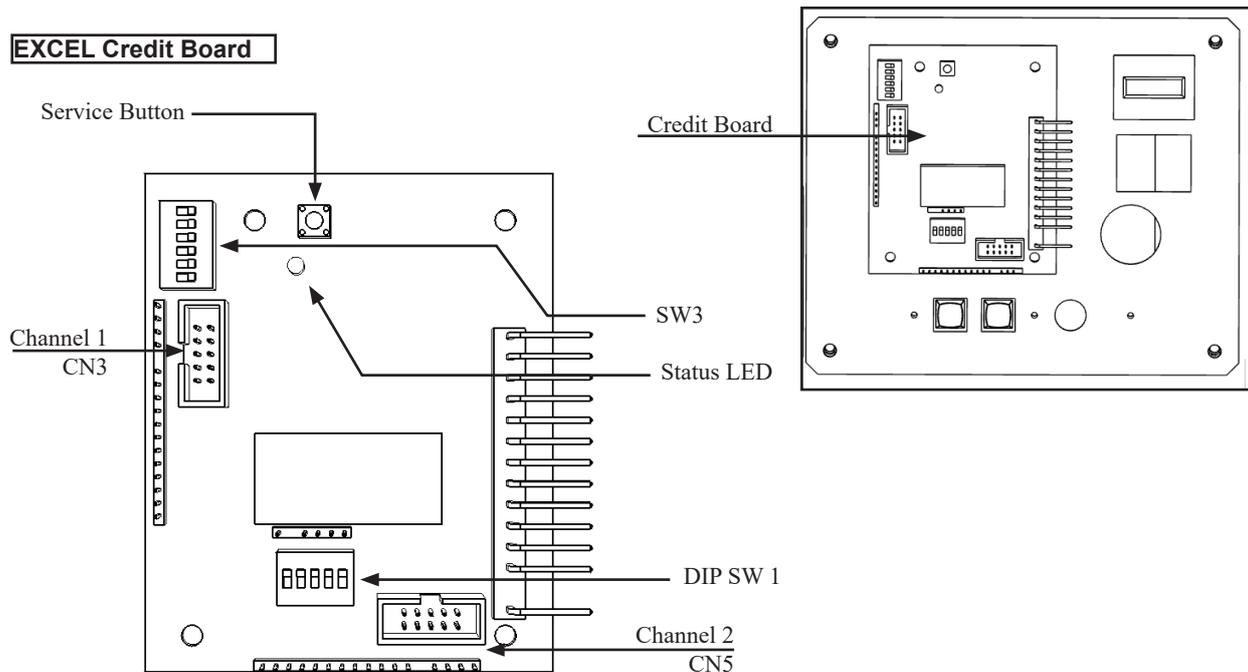
DIL SW3 (Regional Settings)
Adjust these switches to specify the type of Coin Acceptor used and currency.

Default = SW1&SW2 ON - SR3/NRI in parallel mode, Sterling.

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

12-4 ADJUSTING THE PRICE OF PLAY (VTS)

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

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

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

VTS Board
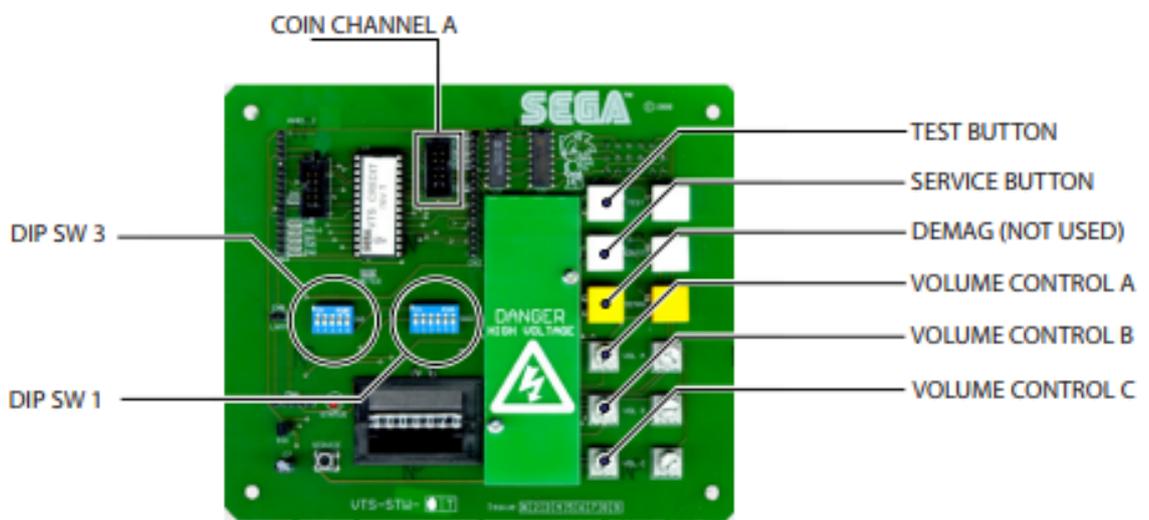
DIL SW3 (Regional Settings)
Adjust these switches to specify the type of Coin Acceptor used and currency.

Default = SW1&SW2 ON - SR3 in parallel mode, Sterling

BUTTON	FUNCTION
TEST BUTTON	Provides access to Test Menu when pressed
SERVICE BUTTON	Provides a Service Credit when pressed
STATUS LED	Flashes when functioning
CHANNEL A	To Coin Acceptor (SR3)
DIL SWITCH1 (CREDIT SETTING)	Adjusts price of play
DEMAG	Not used
VOL CONTROL A	Main Volume adjustment (Front Speakers)
VOL CONTROL B	Secondary Volume adjustment (Gun Speakers)
VOL CONTROL C	Not Used

13 LAMPS AND LIGHTING

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

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

13-1 COIN DOOR LAMP

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

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.

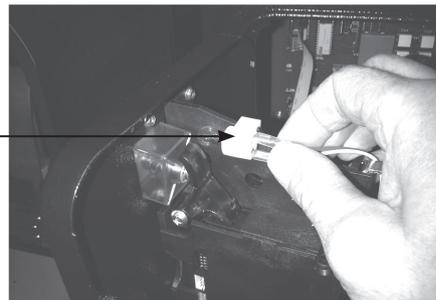Step 4. Simply push-fit a replacement bulb of the same type and follow these steps in reverse to refit.

Lamp Housing

FIG. 13-1a

Type: Wedge Bulb - 12v, 1.2w

FIG. 13-1b

13-2 START BUTTON LAMP

1   Turn off the power.
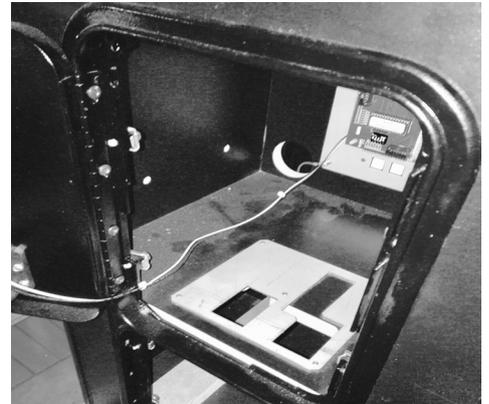
2   Unlock and open the Cabinet coin door.

FIG. 13-2a

3   Remove Lamp and Switch housing from the Button by pulling the housing away from the button. These can sometimes be a little tight upon on initial removal.

Lamp Housing

FIG. 13-2b

4   The bulb is a simple "push fit" type. Simply hold onto the bulb and pull directly out of the socket. DO NOT twist the bulb as this will cause the bulb to shatter which inturn may result in an injury

FIG. 13-2c

5   Replace the bulb for that of the same type. Place the bulb and switch housing back into the button assembly and resecure coin door
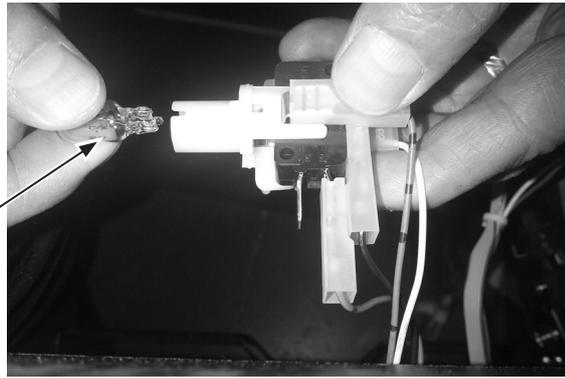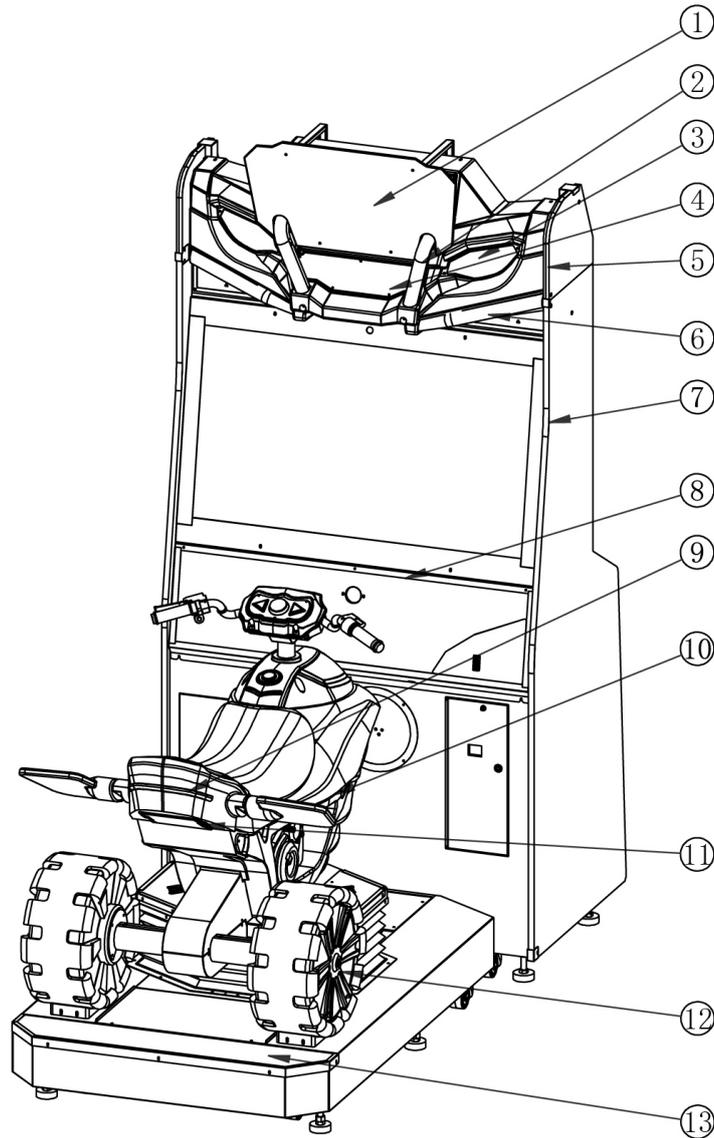
BULB WEDGE TYPE
12v 1.2W

FIG. 13-2d

REPLACING LAMPS AND LIGHTING

13-3 CABINET LED LIST

Serial No.	Item Name	Material / Specifications	Qtn.	Remarks
1	LOGO Board Light	DC12V White60 Light L=500mm	3	
2	Portrait Bumper Bar Light	DC12V RGB60 Light L=300mm	2	
3	Headlight	DC12V White60 Light L=200mm	4	
4	LOGO Light	DC12V White60 Light L=400mm	1	
5	Light Box Side Light	SK6812 Chip Strip Light L=400 Double-connector	2	
6	Landscape Bumper Bar Light	DC12V RGB60 Light L=350mm	2	
7	LCD Monitor Frame Side Light	SK6812 Chip Strip Light L=2050mm	2	
8	Air Cannon Light	DC12V RGB60 Light L=1100mm	2	
9	Tail Light	DC12V Red 60Light L=250mm	1	
10	Seat Body Engine Light	SK6812 Chip Strip Light L=300mm	2	
11	Tail Reflector Light	SK6812 Chip Strip Light L=100mm	3	
12	Wheel Light Board	RD-0407A	8	
13	Platform Back Light	SK6812 30Light L=900mm	1	

14 PERIODIC INSPECTION

The items listed below require periodic check and maintenance to retain the performance of this machine and to ensure safe business operation.
When handling the controller, the player will be in direct contact with it. In order to always allow the player to enjoy the game, be sure to clean it regularly. Also, it is advisable to provide wet tissues, etc. available for player use.

⚠ **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.

14 TABLE 01 PERIODIC INSPECTION TABLE

PERIOD	ITEM	DESCRIPTION	REFERENCE
As appropriate	Cabinet Surface	Cleaning	As Below
	Control Unit Surface		
Daily	Cabinet	Confirm Adjusters Contact Floor	
Weekly	Control Unit	Aim Test	
	LCD	Screen Cleaning	
		Screen Alignment	
Monthly	Front Cabinet	Speaker Volume	
	Controller Cabinet	Check Input Devices	
		Check Output Devices	
	Controller Unit	Check Speaker Volume	
		Speaker Inspection	
		Check Each Input Device	
		Check Each Output Device	
	LED board	LED Inspection	
	Coin Selector	Coin Path Inspection	
		Coin Insertion Test	
Every 3 Months	Coin Selector	Cleaning	
1 Year	Game BD	Cleaning	
	Power Cables	Inspection / Cleaning	
	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 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.

15 TROUBLESHOOTING

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

⚠ **WARNING**

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

- When working with the product, be sure to turn the power off. Working with the power on may cause 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.

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

- In the event that a problem cannot be resolved by employing the procedures listed in this Manual, be sure to request service from the office shown 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.

15 TABLE 01

PROBLEM	CAUSE	COUNTERMEASURES
When the Main SW is turned ON, the machine is not activated.	The power is not ON	Firmly insert the plug into the outlet
	Incorrect power source/voltage	Make sure that the power supply/ voltage are correct
	The Fuse on the AC Unit has blown due to momentary over current	After eliminating the cause of overload, replace the specified rating fuse
	The Fuse of the Connect Board has blown due to momentary over current	After eliminating the cause of overload, replace the specified rating fuse
No sound is generated from the speakers	Volume not correctly adjusted	Adjust the sound volume (see chapter 9)
	Game Bd or Amplifier malfunction	Call service dept mentioned in this manual
LCD colour incorrect	Screen not correctly adjusted	Adjust the screen (see chapter 11)
	VGA cable malfunction	Replace VGA cable
	LCD failure	Call service dept mentioned in this manual
The controller line of sight is not acceptable	Sights are not aligned due to changes in the surrounding enviroment	Re-align the sight settings (see chapter 9)
	Sight LED board malfunction	Check LED bds positioned around the screen - check that all LEDs are lit (this can be easily achieved if viewing LED through a digital device i.e camera or camera phone)
	Sensor unit malfunction	Replace sensor unit. (see chapter 10)
	LED Board / cover contaminated	Clean both LED covers and LEDs
The controller unit does not to appear to operate correctly	Microswitch failure	Check using Input Test (see chapter 9) to establish operation
	LED board malfunction	Check LED bds positioned around the screen - check that all LEDs are lit (this can be easily achieved if viewing LED through a digital device i.e camera or camera phone)
	Sensor Unit malfunction	Replace the Sensor Unit (see chapter 10)

<div style="border:1px solid;">

⚠ WARNING

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

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

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

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

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

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

</div>

<div style="border:1px solid;">

⚠ CAUTION

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

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

</div>

(STOP) IMPORTANT

<div style="border:1px solid;">

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

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

- **Do not remove the key chip from the game board before sending the board for servicing**
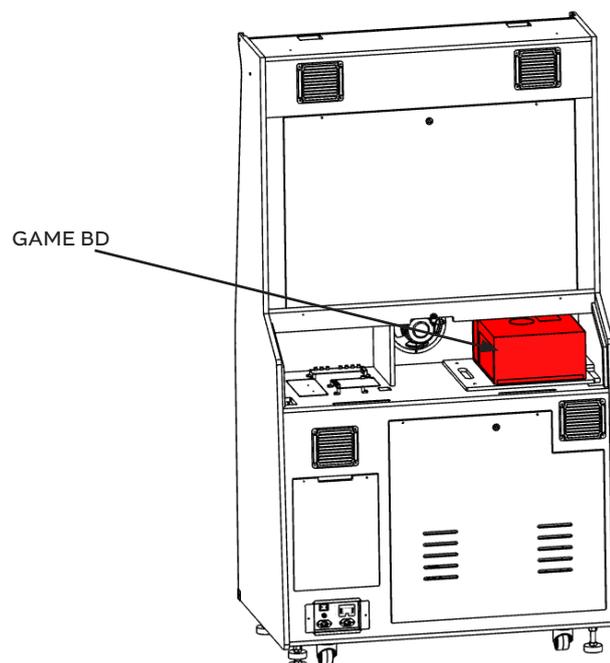
</div>

16-1 HOW TO REMOVE GAME BOARD

The game board is inside the rear door mounted in the XXX corner.
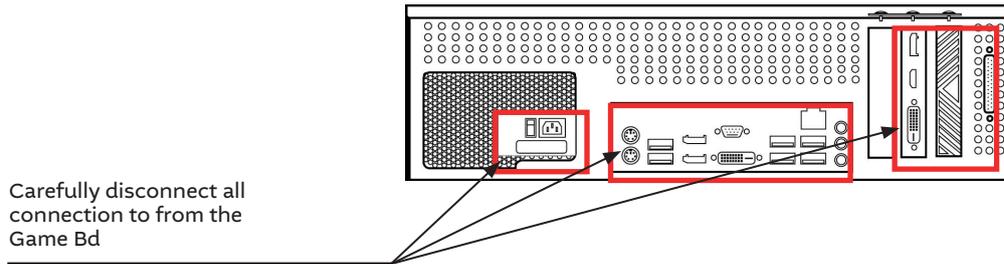
1 Turn off the power.

2 Remove the door release fixings from the door.

Door Release
Fixings
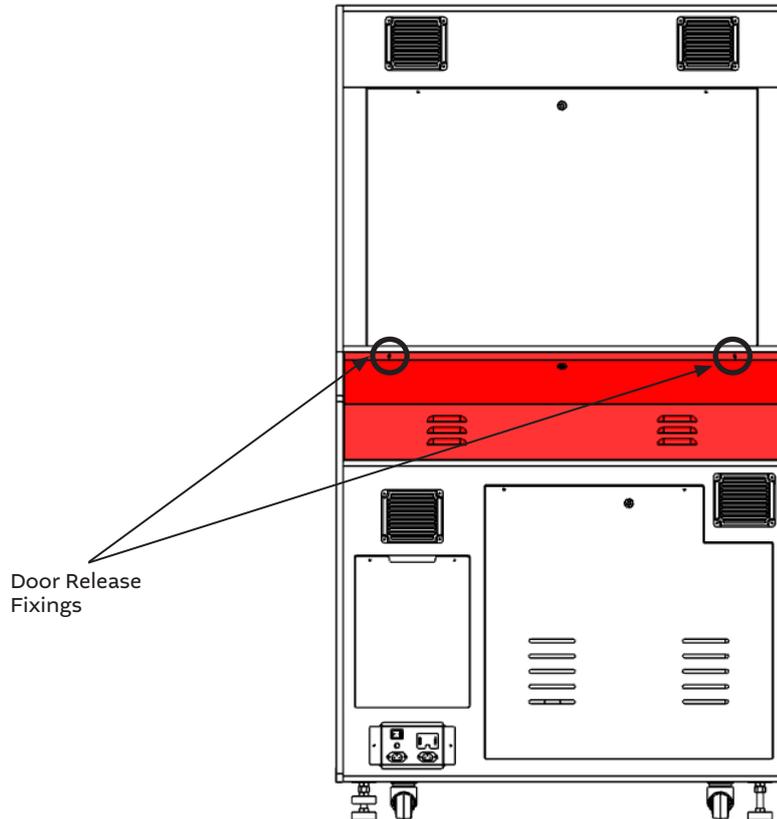
3 Unlock with the master key and remove the access door. The Game Bd is located on the right hand side.

GAME BD

4 Disconnect all of the connectors connected to the Game Boardd (Game Board PC may differ from picture).

Carefully disconnect all
connection to from the
Game Bd

5 Unscrew the (2) M4 Phillips screws which secure the Game Board in place.
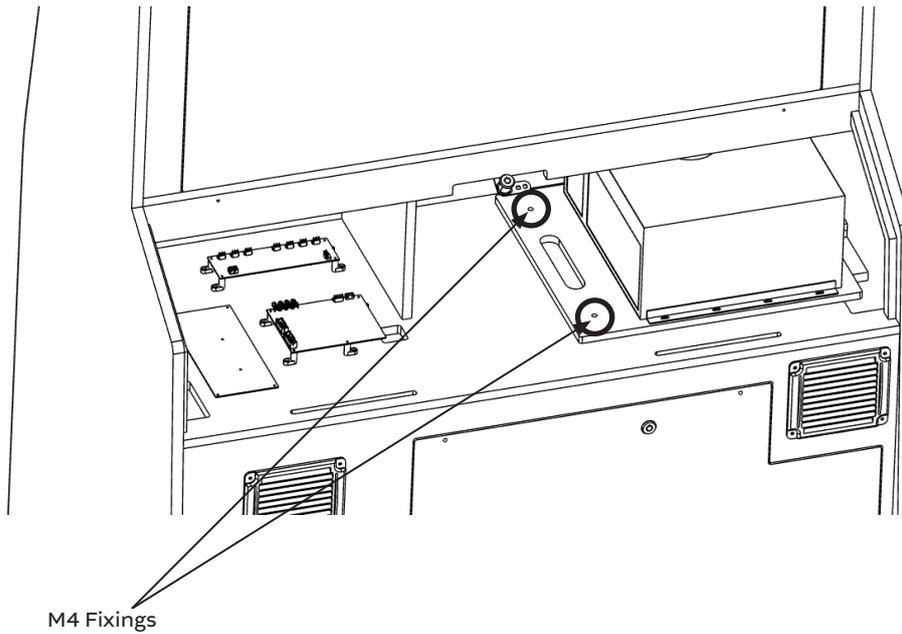
M4 Fixings

6 Lift and remove the Game board from the cabinet. The Game Bd is HEAVY so take care not to clash with other components when removing as this could cause component damage.

7 Remove the (4) fixings on each of the (2) Game Board Brackets to remove the Game Board from the Wooden Panel
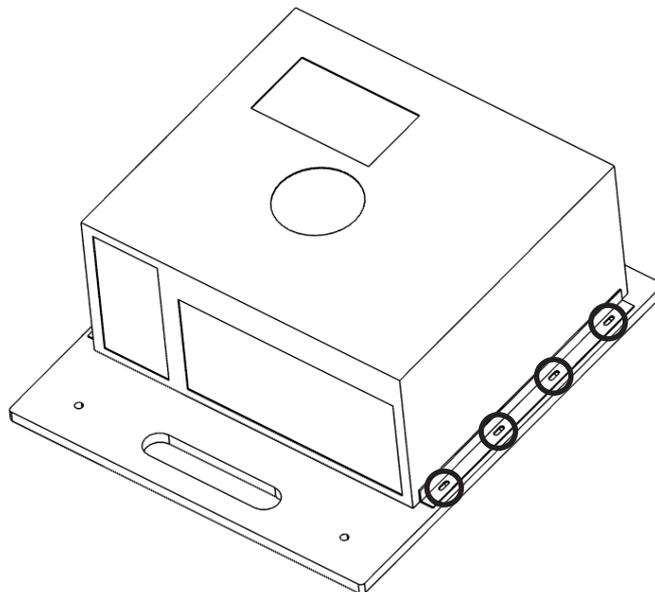
17 DESIGN RELATED PARTS

For the warning display stickers, refer to Section 1.

ATV SLAM STRUCTURE FLOW

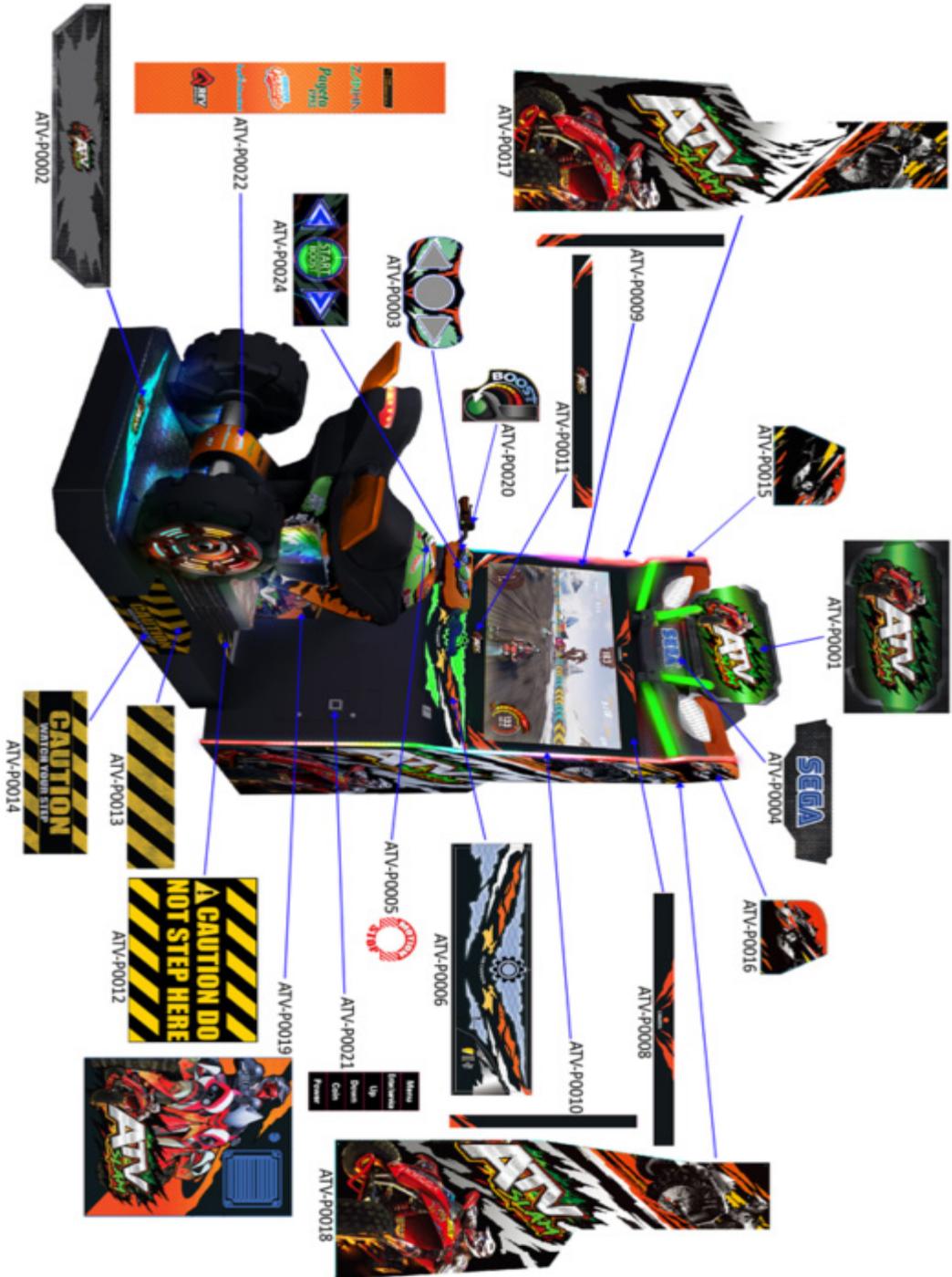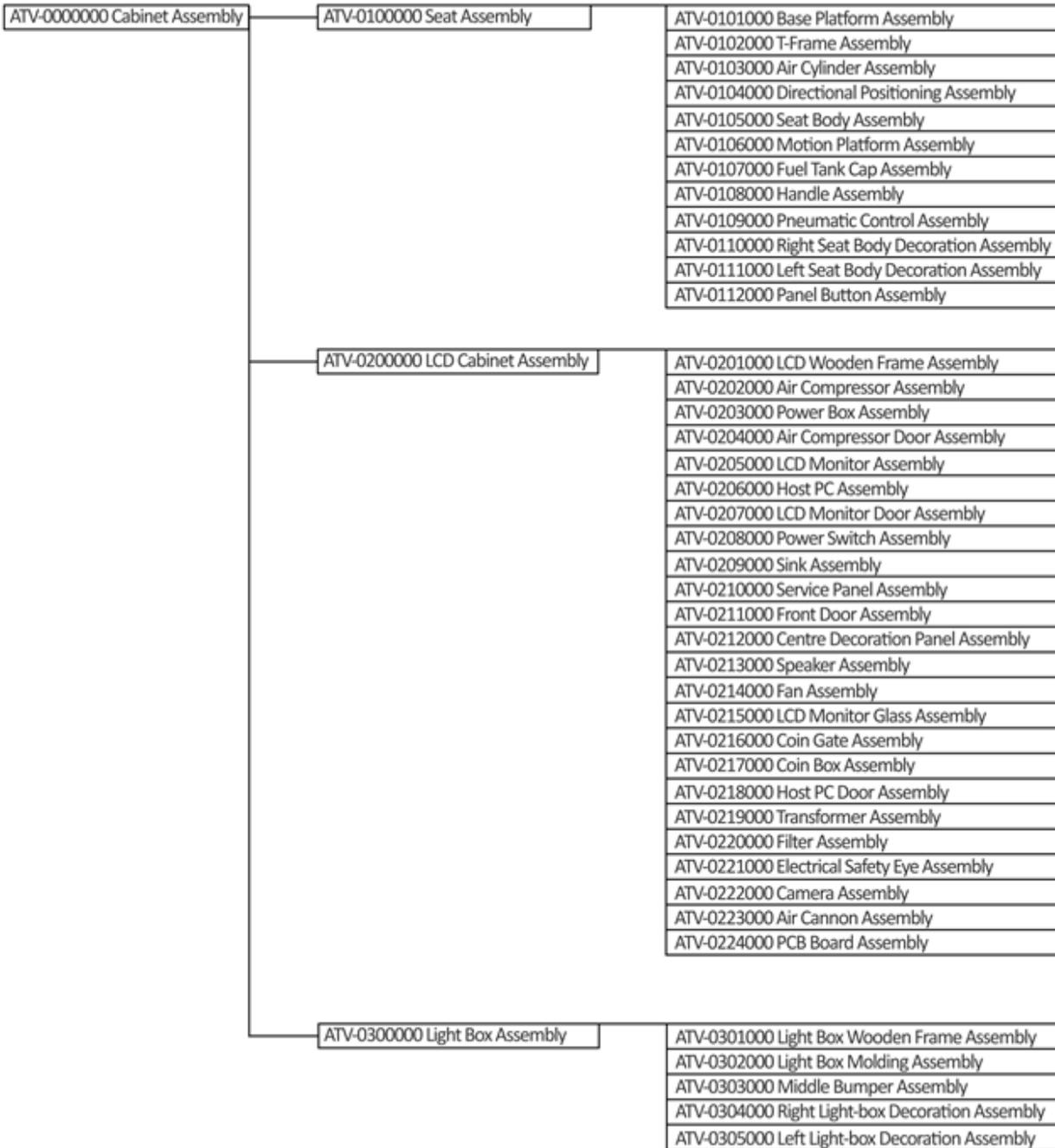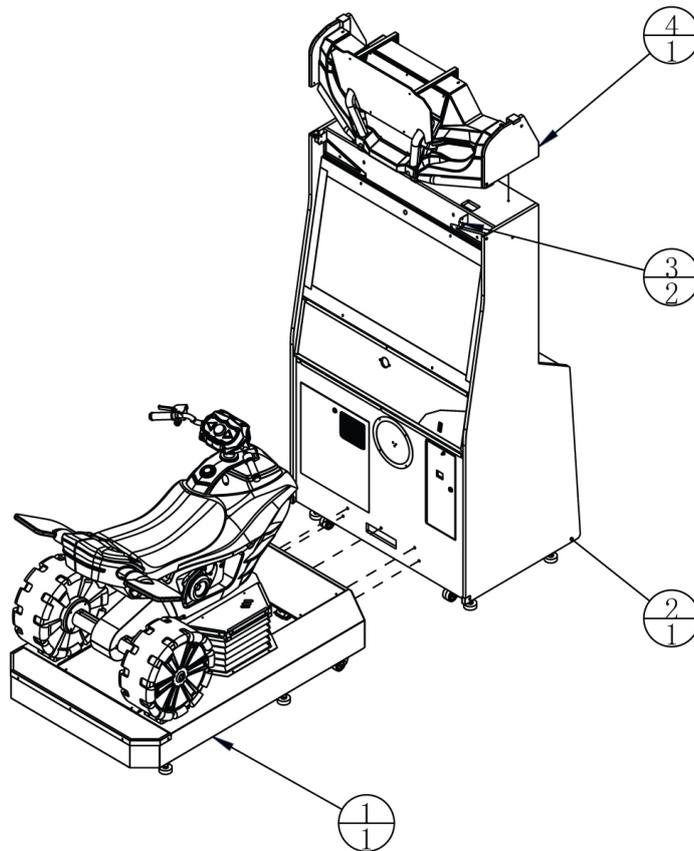| ATV-0000000 Cabinet Assembly	ATV-0100000 Seat Assembly	
		ATV-0101000 Base Platform Assembly
		ATV-0102000 T-Frame Assembly
		ATV-0103000 Air Cylinder Assembly
		ATV-0104000 Directional Positioning Assembly
		ATV-0105000 Seat Body Assembly
		ATV-0106000 Motion Platform Assembly
		ATV-0107000 Fuel Tank Cap Assembly
		ATV-0108000 Handle Assembly
		ATV-0109000 Pneumatic Control Assembly
		ATV-0110000 Right Seat Body Decoration Assembly
		ATV-0111000 Left Seat Body Decoration Assembly
		ATV-0112000 Panel Button Assembly

ATV-0200000 LCD Cabinet Assembly

ATV-0201000 LCD Wooden Frame Assembly
ATV-0202000 Air Compressor Assembly
ATV-0203000 Power Box Assembly
ATV-0204000 Air Compressor Door Assembly
ATV-0205000 LCD Monitor Assembly
ATV-0206000 Host PC Assembly
ATV-0207000 LCD Monitor Door Assembly
ATV-0208000 Power Switch Assembly
ATV-0209000 Sink Assembly
ATV-0210000 Service Panel Assembly
ATV-0211000 Front Door Assembly
ATV-0212000 Centre Decoration Panel Assembly
ATV-0213000 Speaker Assembly
ATV-0214000 Fan Assembly
ATV-0215000 LCD Monitor Glass Assembly
ATV-0216000 Coin Gate Assembly
ATV-0217000 Coin Box Assembly
ATV-0218000 Host PC Door Assembly
ATV-0219000 Transformer Assembly
ATV-0220000 Filter Assembly
ATV-0221000 Electrical Safety Eye Assembly
ATV-0222000 Camera Assembly
ATV-0223000 Air Cannon Assembly
ATV-0224000 PCB Board Assembly

ATV-0300000 Light Box Assembly

ATV-0301000 Light Box Wooden Frame Assembly
ATV-0302000 Light Box Molding Assembly
ATV-0303000 Middle Bumper Assembly
ATV-0304000 Right Light-box Decoration Assembly
ATV-0305000 Left Light-box Decoration Assembly

4		Light-box Assembly		1	
3		Rubber Strip	SPCC-1.2T	2	
2		LCD Cabinet Assembly		1	
1		Seat Assembly		1	
Serial No.	Image No.	Item Name	Material / Specifications	Qtn.	Remarks
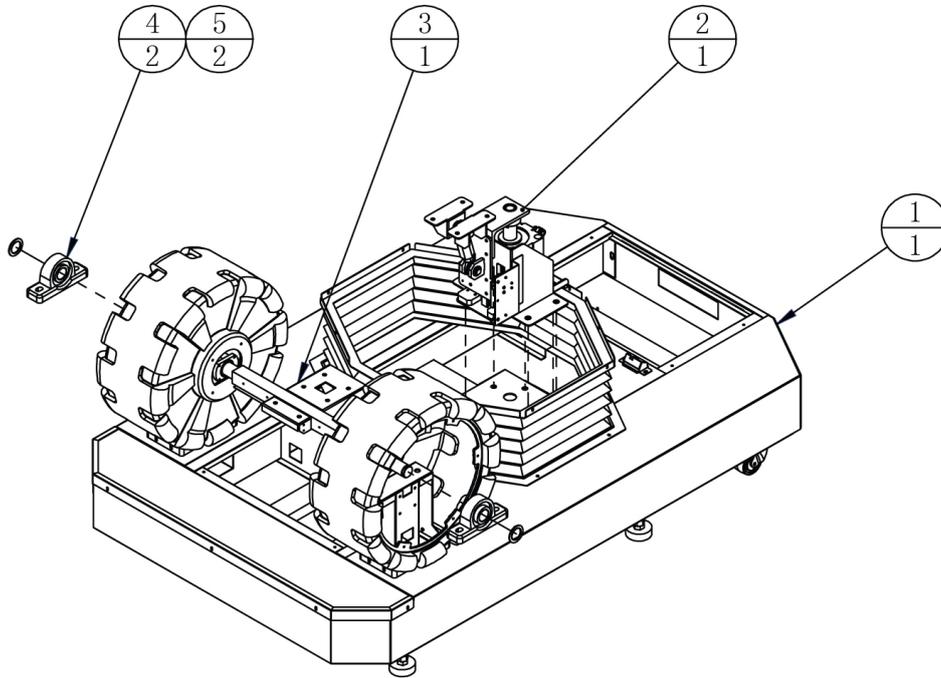
5	ATV−0100A09	Flange Baffle	SECC-2.0T	2	
4		Vertical Seat Ball Bearings	UCP206	2	
3	ATV−0102000	T-Frame Assembly		1	
2	ATV−0103000	Air Cylinder Assembly		1	
1	ATV−0101000	Base Platform Assembly		1	
Serial No.	Image No.	Item Name	Material / Specifications	Qtn.	Remarks
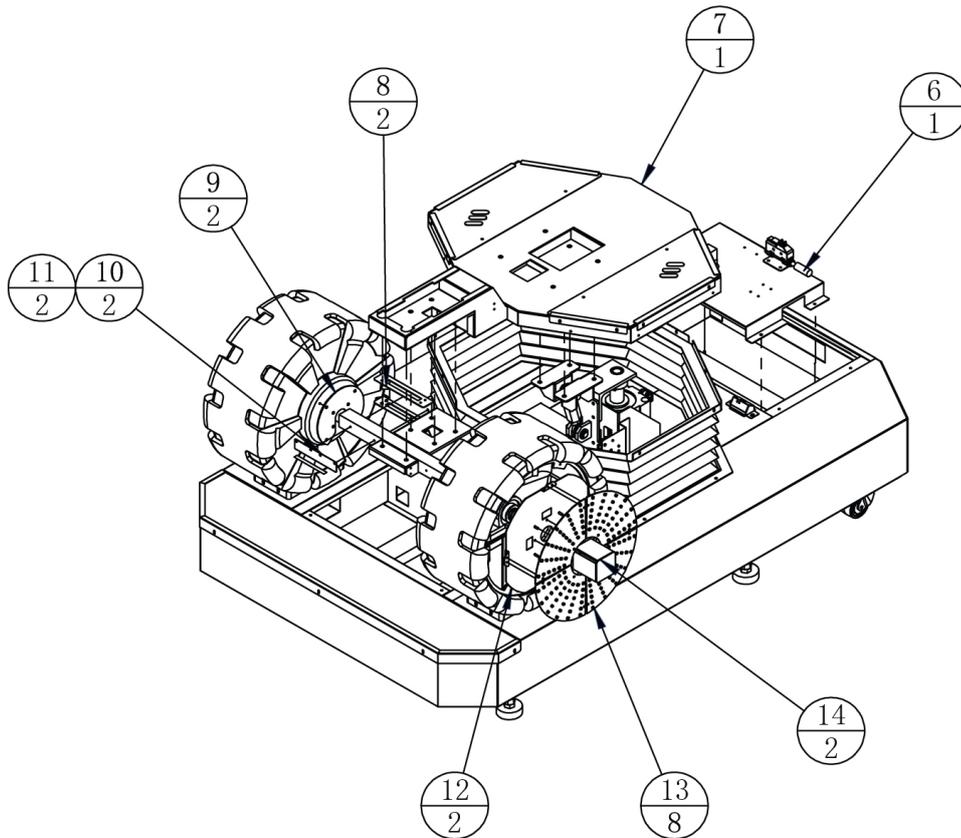
Serial No.	Image No.	Item Name	Material / Specifications	Qtn.	Remarks
14	ATV−0100A11	Wheel Mount	SPCC-1.2T	2	
13		Wheel LED Light Board	2812 Light Board 5V	8	
12	ATV−0100A07	Wheel Light Fixing Plate	SECC-1.5T	2	
11		5050 Soft Strip Light	SK6812 Chip Strip Light L=100mm	2	
10	ATV−0100A10	Shaft Light Fixing Plate	SECC-1.2T	2	
9	ATV−0100A08	Wheel Spacing Plate	SPCC-2.0T	2	
8	ATV−0100A05	Round Tube Fixing Plate	SPCC-1.2T	2	
7	ATV−0106000	Motion Platform Assembly		1	
6	ATV−0109000	Pneumatic Control Assembly		1	
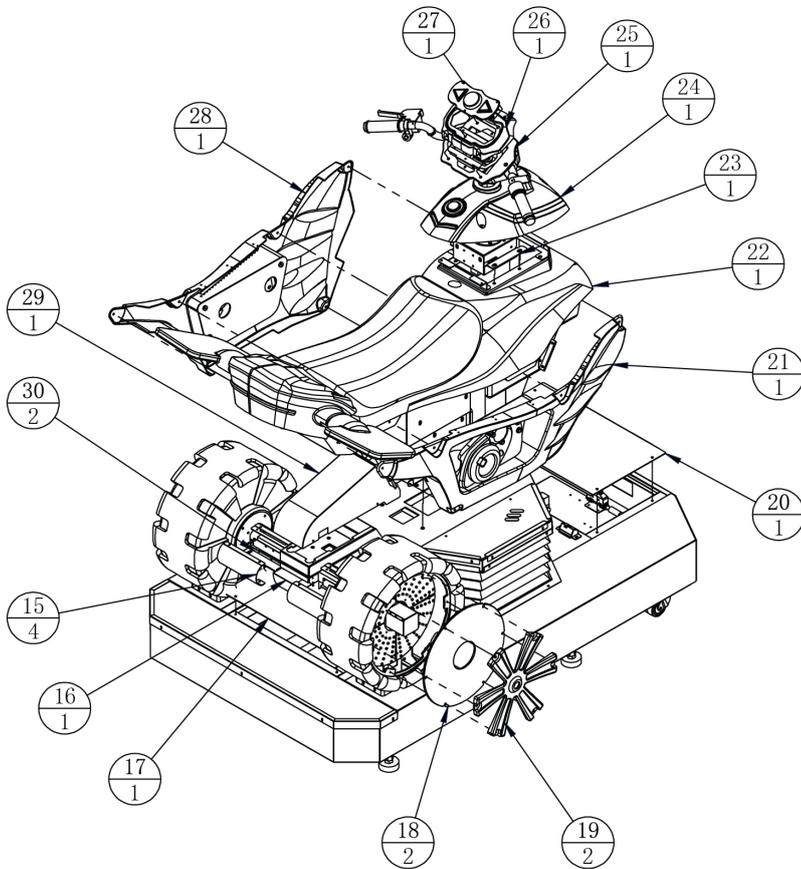
Serial No.	Image No.	Item Name	Material / Specifications	Qtn.	Remarks
30	ATV-0100D02	Rotary Shaft	Fog White PMMA-3.0T 2	2	
29	ATV-0100A02	Rotary Shaft Cover 2	SPCC-1.2T	1	
28	ATV-0111000	Left Decoration Assembly		1	
27	ATV-0112000	Panel Button Assembly		1	
26	ATV-0100C01	Handle Upper Cover	ABS	1	Blister Molding
25	ATV-0108000	Handle Assembly		1	
24	ATV-0107000	Fuel Tank Cap Assembly		1	
23	ATV-0104000	Directional Positioning Assembly		1	
22	ATV-0105000	Seat Body Assembly		1	
21	ATV-0110000	Right Decoraton Assembly		1	
20	ATV-0100A04	Base Front Cover		1	
19	ATV-0100C02	Wheel Decoraive Cover	ABS	2	Blister Molding
18	ATV-0100D01	Wheel Light Transmissive Plate	PMMA-5.0T	2	
17	ATV-0100A03	Base Back Cover	Drawing SUS430-1.5T	1	
16	ATV-0100A01	Rotary Shaft Cover 1	SPCC-1.2T	1	
15	ATV-0100A06	Round Decorative Cover	SPCC-1.2T	4	
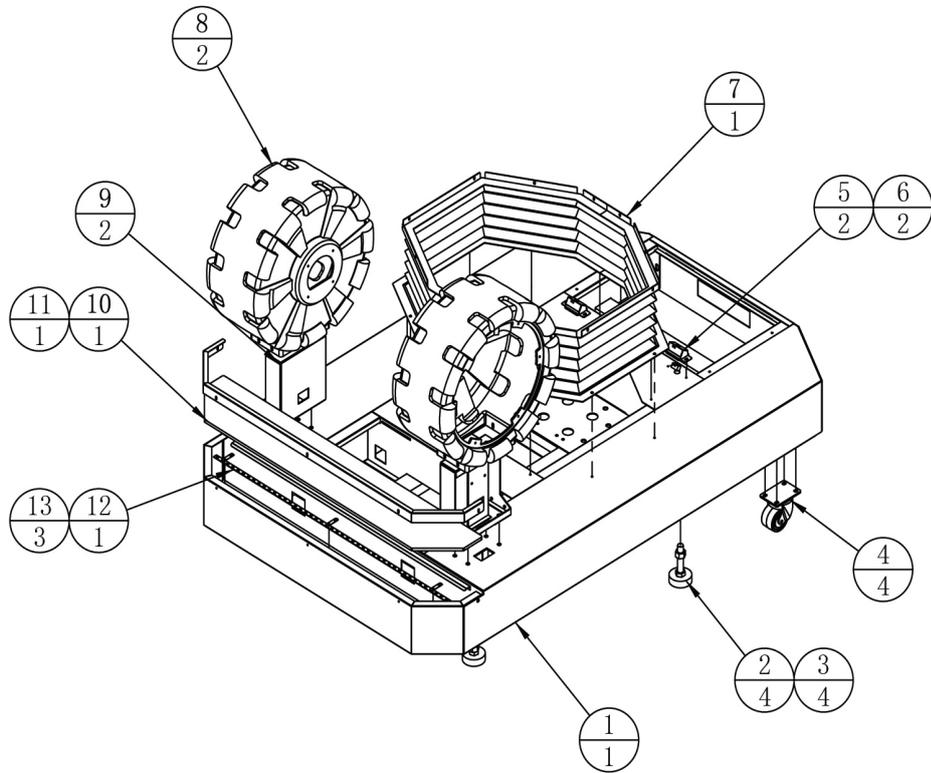
13	ATV−0101D02	Light Fixing Piece	PVC-0.5T	3	
12		5050 Soft Strip Light	SK6812 Chip Strip Light L=900mm	1	
11	ATV−0101A02	Back Decoration Fixing Plate	SPCC-1.2T	1	
10	ATV−0101D01	Back Decoration	PMMA-8.0T	1	
9	ATV−0101A03	Support Base		2	
8	ATV−0101C01	Wheel Molding	Black LDPE 2	2	Rotational molding
7	ATV−0100E01	Dust Cover		1	
6		Separate Electrical Safety Eye	KB893-AA12LF	2	
5	ATV−0101A04	Electrical Safety Eye Board	SPCC-1.0T	2	
4		Movable Casters	2.5 inch Low Center of Gravity	4	
3		Hex Nuts	M16 (Plating)	4	
2		Foot Screw (Rubber Bottom)	M16 *100 (Plating)	4	
1	ATV−0101A01	Base		1	
Serial No.	Image No.	Item Name	Material / Specifications	Qtn.	Remarks
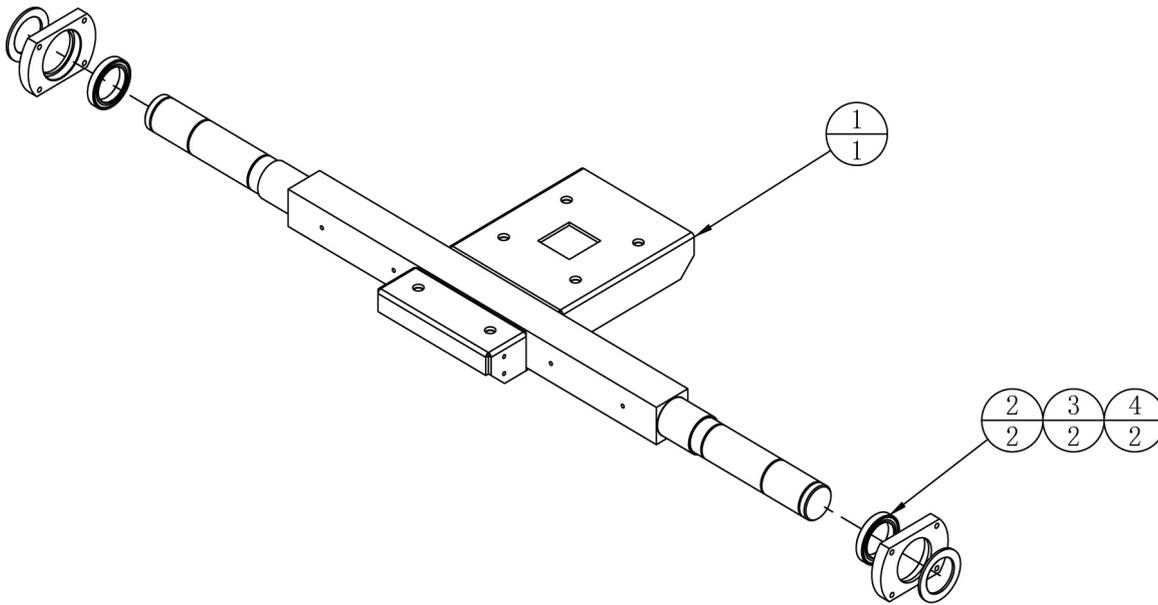
Serial No.	Image No.	Item Name	Material / Specifications	Qtn.	Remarks
4	ATV−0100A09	Flange Baffle	SECC-2.0T	2	
3	ATV−0102A02	Bearing Flange	Q235	2	
2		Deep Groove Ball Bearing with dust cover	61806-2Z	2	
1	ATV−0102A01	T-Frame		1	
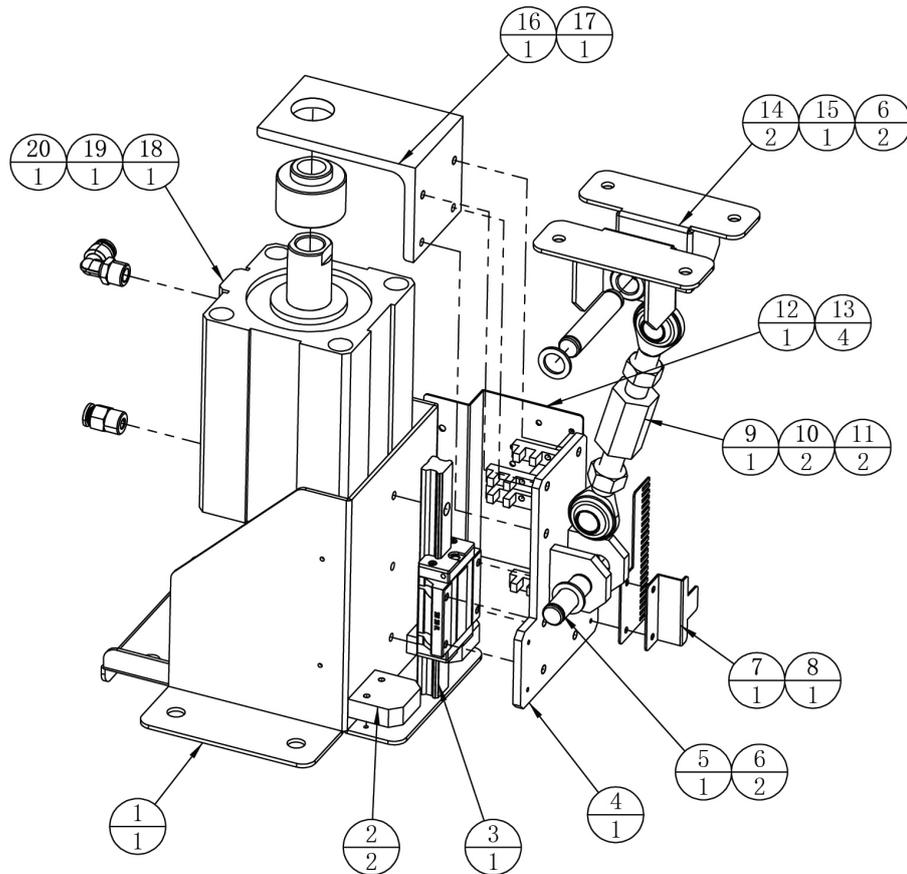
Serial No.	Image No.	Item Name	Material / Specifications	Qtn.	Remarks
20		Straight Threaded Joint	APC10-03	1	
19		Curved Joint	APL10-03	1	
18		Thin Air Cylinder	ACQ100*100	1	
17	ATV−0103A02	Air Cylinder Cover	Q235	1	Machined Parts
16	ATV−0103A01	Air Cylinder Drive Plate	Hot Rolled Unequal Angle Steel 12.5/8	1	
15	ATV−0103A11	Support Shaft	Q235	1	Machined Parts
14	ATV−0103A12	Support Flange		2	
13		Transmissive Electrical Safety Eye	KI1303-AALF	4	
12	ATV−0103A08	Electrical Safety Eye Fixing Plate	SPCC-1.2T	1	
11		Self-lubricating Rod End Joint Bearing	SABJK16S	2	
10		Hex Nuts	M16 (Plating)	2	
9	ATV−0103A04	Transmission Rod	Hexagonal Steel	1	Machined Parts
8	ATV−0103A09	Position Sensor Board	SPCC-1.2T	1	
7	ATV−0103A07	Positioning Plate	SPCC-1.2T	1	
6	ATV−0103A10	Motion Platform Retaining Ring	SECC-2.0T	4	
5	ATV−0103A05	Transmission Support Rod	Q235	1	
4	ATV−0103A03	Slide Rail Fixing Plate	Q235	1	
3		Rolling Linear Guide	GGB20AA1P11*190	1	
2	ATV−0103C01	Buffer Pad	PU (Polyurethane)	2	
1	ATV−0103A06	Air Cylinder Fixing Frame		1	
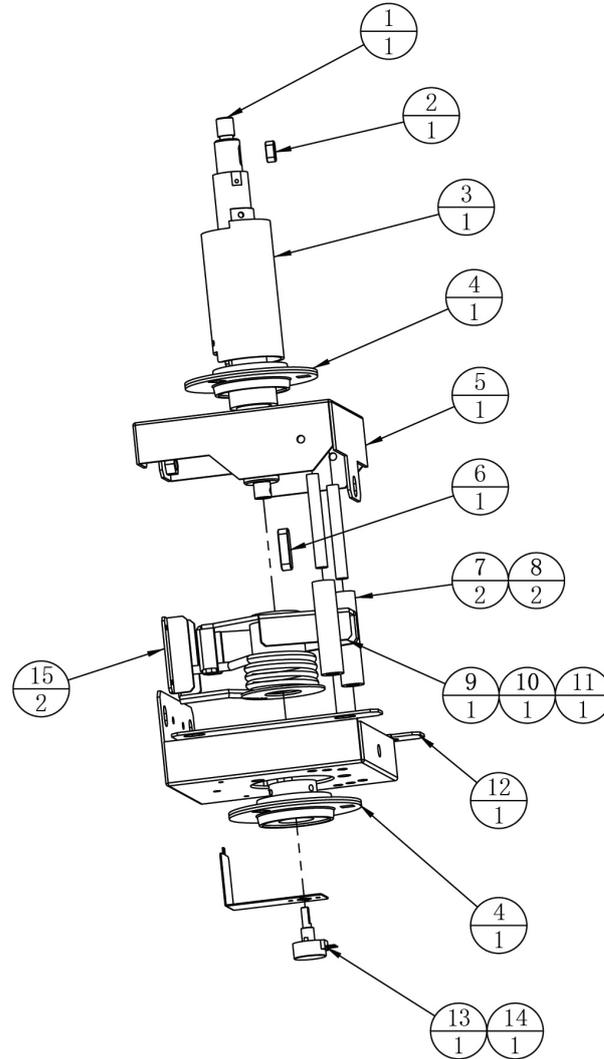
15	ATV−0104A09	Torsion Spring Cover	SECC-2.0T	2	
14	ATV−0104A05	Potentiometer Fixing Plate	SECC-0.8T	1	
13		Rotary Potentiometer	B-5KΩ 270°	1	
12	ATV−0104A03	Direction Axis Lower Plate	SECC-2.0T	1	
11	ATV−0104A02	Gasket	SPCC-1.5T	1	
10	ATV−0104A08	Torsion Spring	Spring Steel	1	
9	ATV−0104A07	Steering Block		1	
8	ATV−0104A10	Spacing Pole	Q235	2	Machined Parts
7	ATV−0104C01	Direction Spacing Block	PU (Polyurethane)	2	
6		Button	8*30 GBT1096-2003	1	
5	ATV−0104A04	Direction Axis Upper Plate	SECC-2.0T	1	
4		Drawn Spherical Plain Ball Bearing	UBPF205	2	
3	ATV−0104A06	Wire Spool		1	
2		Button	6*15 GBT1096-2003	1	
1	ATV−0104A01	Direction Axis	Q235	1	
Serial No.	Image No.	Item Name	Material / Specifications	Qtn.	Remarks
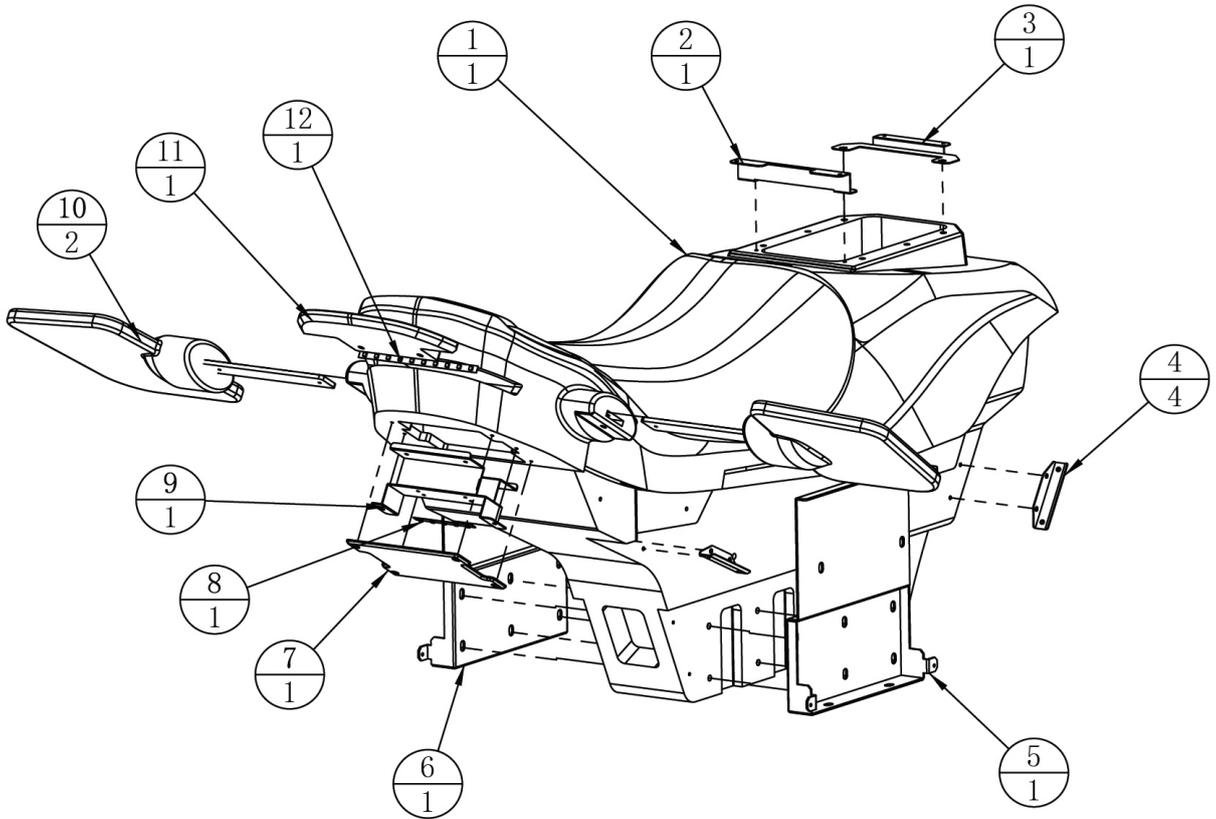
12		5050 Soft Strip Light	DC12V Red 60lights L=250mm	1	
11	ATV−0105D01	Tail Light Guide Board	White PMMA-15.0T	1	
10	ATV−0105C02	Fender		2	
9	ATV−0105A06	Fender Fixed Iron	SPCC-1.5T	1	
8		5050 Soft Strip Light	SK6812 Chip Strip Light L=100mm	1	
7	ATV−0105D02	Body Rear Cover	Fog White PMMA-5.0T	1	
6	ATV−0105A04	Left Body Bracket	SPCC-2.5T	1	Symmetrical with ATV-0105A03
5	ATV−0105A03	Right Body Bracket	SPCC-2.5T	1	
4	ATV−0105A01	Seat Body Decoration Fixing Plate	SPCC-1.2T	4	
3	ATV−0105A05	Fuel Tank Cap Fixing Plate	SPCC-1.2T	1	
2	ATV−0105A02	Body Cover Back Panel	SPCC-1.2T	1	
1	ATV−0105C01	Seat Body Molding	Black LDPE	1	Rotational Molding
Serial No.	Image No.	Item Name	Material / Specifications	Qtn.	Remarks
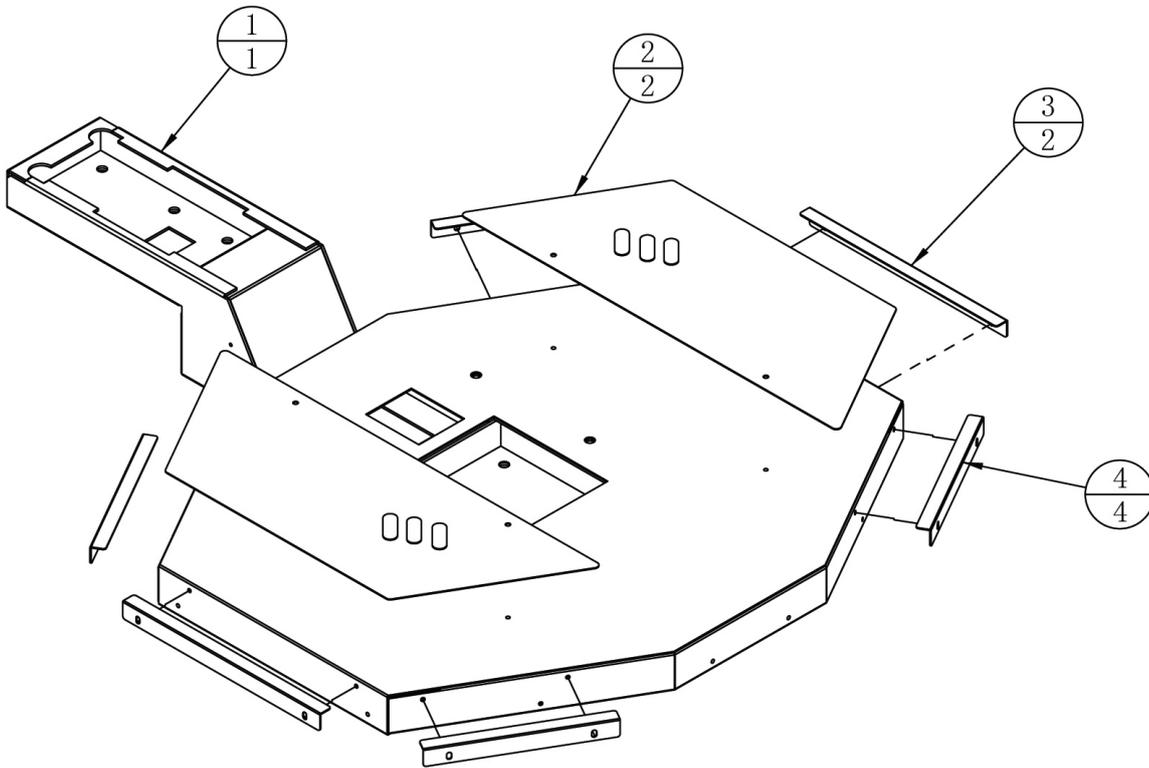
4	ATV-0106A03	Anti-slip Press Plate 1	Drawing SUS430-1.2T	4	
3	ATV-0106A04	Anti-slip Press Plate 2	Drawing SUS430-1.2T	2	
2	ATV-0106A02	Anti-slip Plate	Non-slip Aluminum Plate	2	
1	ATV-0106A01	Motion Platform		1	
Serial No.	Image No.	Item Name	Material / Specifications	Qtn.	Remarks
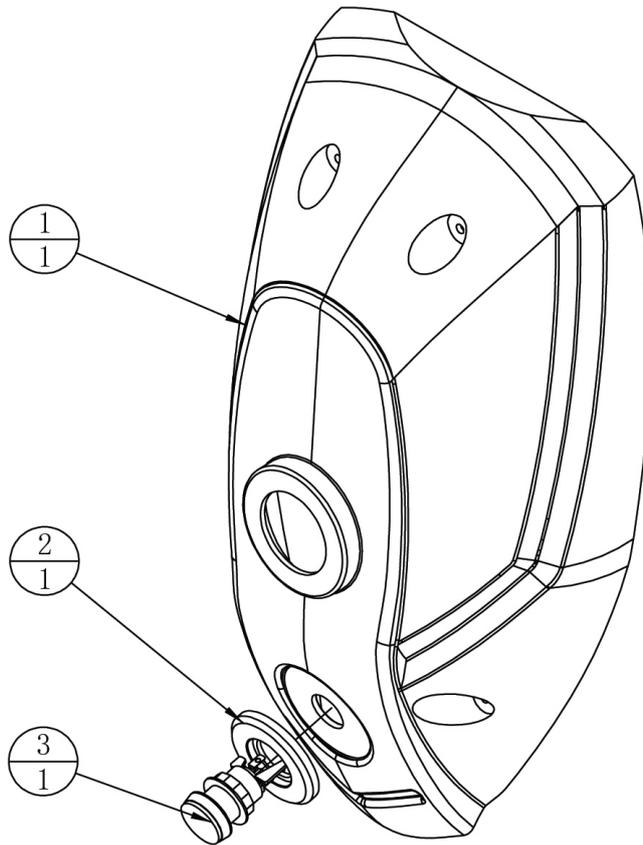
Serial No.	Image No.	Item Name	Material / Specifications	Qtn.	Remarks
3		Round Illuminated Button (with light holder)	BLC-TN-BK-A-CR	1	
2	ATV-0107D01	[STOP] Button Pad	PMMA-8.0T	1	
1	ATV-0107C01	Fuel Tank Cap	ABS	1	Blister Molding
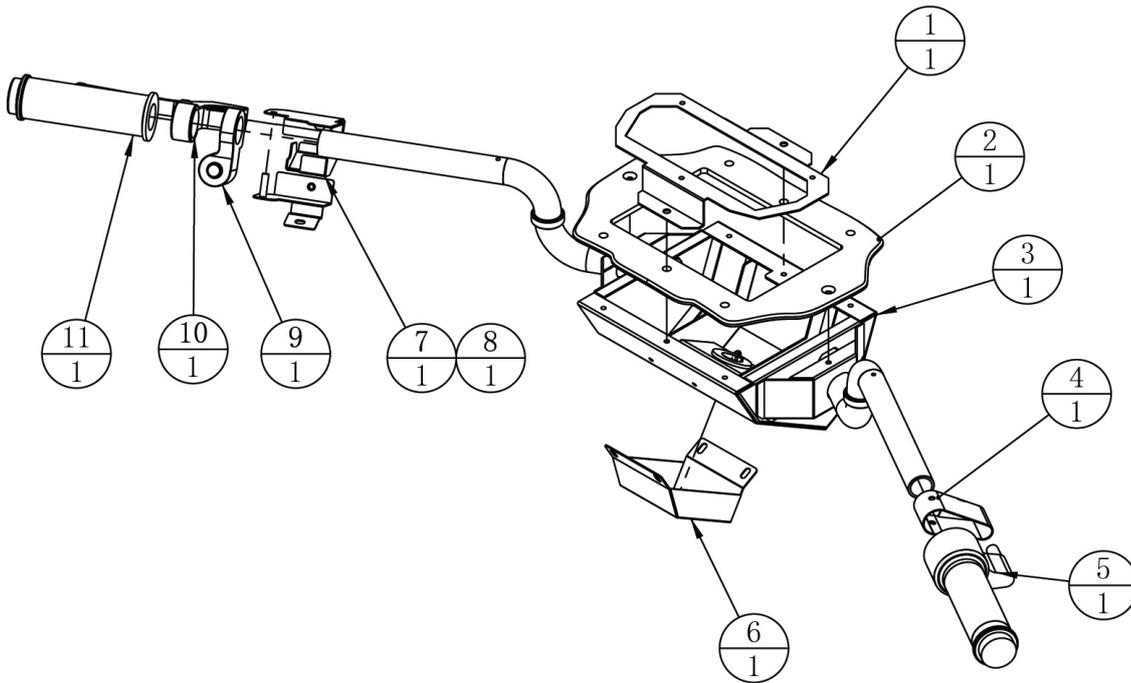
11		Handle Cover	RMUV-1	1	
10		Left BRAKE	106PDD.BS106.A	1	
9		BOOST Button	DK-16	1	
8	ATV-0108A06	Brake Spacing Plate	SPCC-1.0T	1	
7	ATV-0108A03	Brake Cable Cover		1	
6	ATV-0108A02	Handle Lower End Cover	SPCC-1.0T	1	
5		Throttle Handle	RMUV-1	1	
4	ATV-0108A04	Throttle Cable Cover		1	
3	ATV-0108A01	Handle Core		1	
2	ATV-0108D01	Handle Box Pad	PMMA-5.0T	1	
1	ATV-0108A05	Button Support Plate	SPCC-1.2T	1	
Serial No.	Image No.	Item Name	Material / Specifications	Qtn.	Remarks
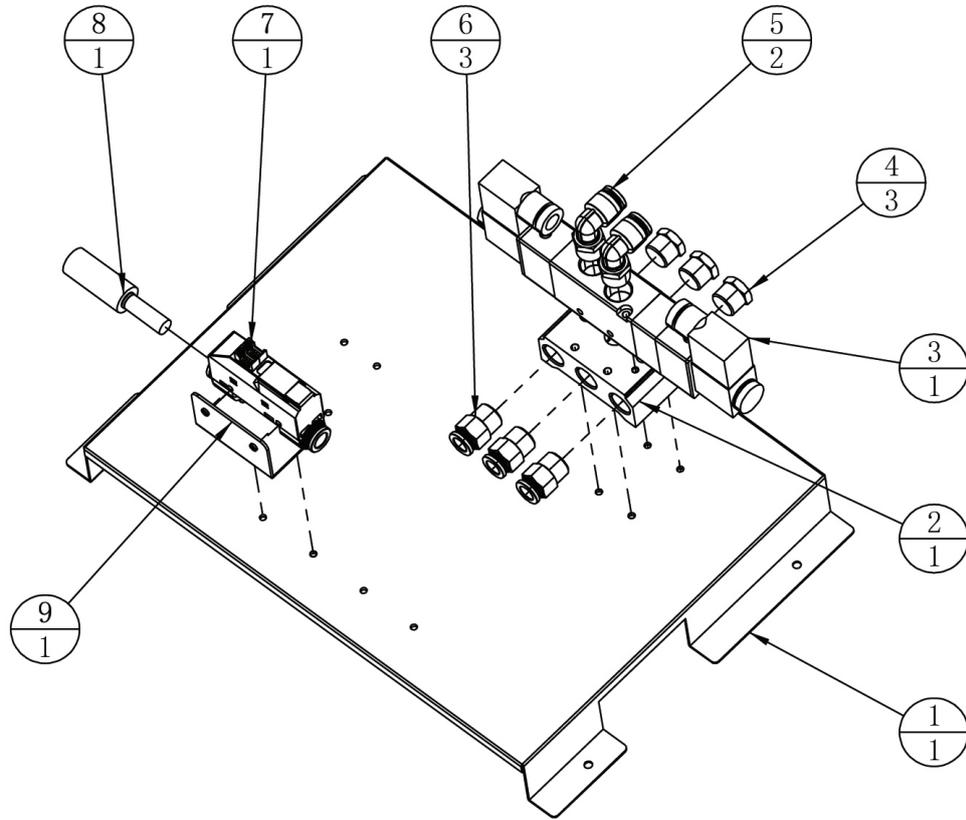
9	ATV−0109A02	Throttle Fixing Plate	SECC-1.5T	1	
8		Silencer	KM-J10	1	
7		Throttle Valve	IBFL-J10	1	
6		Straight Threaded Joint	APC10-03	3	
5		Curved Joint	APL10-03	2	
4		Hexagon Plug	BZ03	3	
3		Three-position Five-way Solenoid Valve	4V330C10F	1	
2		Mounting Base	300M-1F	1	
1	ATV−0109A01	Pneumatic Control Fixing Plate	SECC-1.2T	1	
Serial No.	Image No.	Item Name	Material / Specifications	Qtn.	Remarks
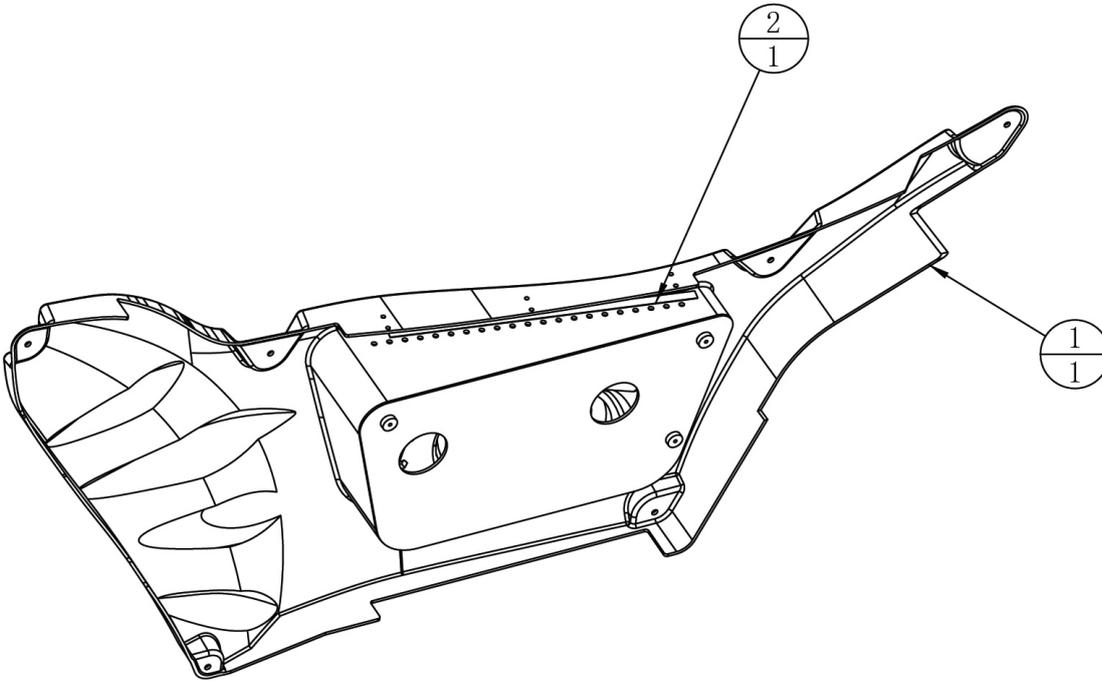
Serial No.	Image No.	Item Name	Material / Specifications	Qtn.	Remarks
2		5050 Soft Strip Light	SK6812 Chip Strip Light L=300mm	1	
1		Right Seat Body Decorative Cover	ABS	1	Blister Molding

2		5050 Soft Strip Light	SK6812 Chip Strip Light L=300mm	1	
1	ATV-0111C01	Left Seat Body Decorative Cover	ABS	1	
Serial No.	Image No.	Item Name	Material / Specifications	Qtn.	Remarks
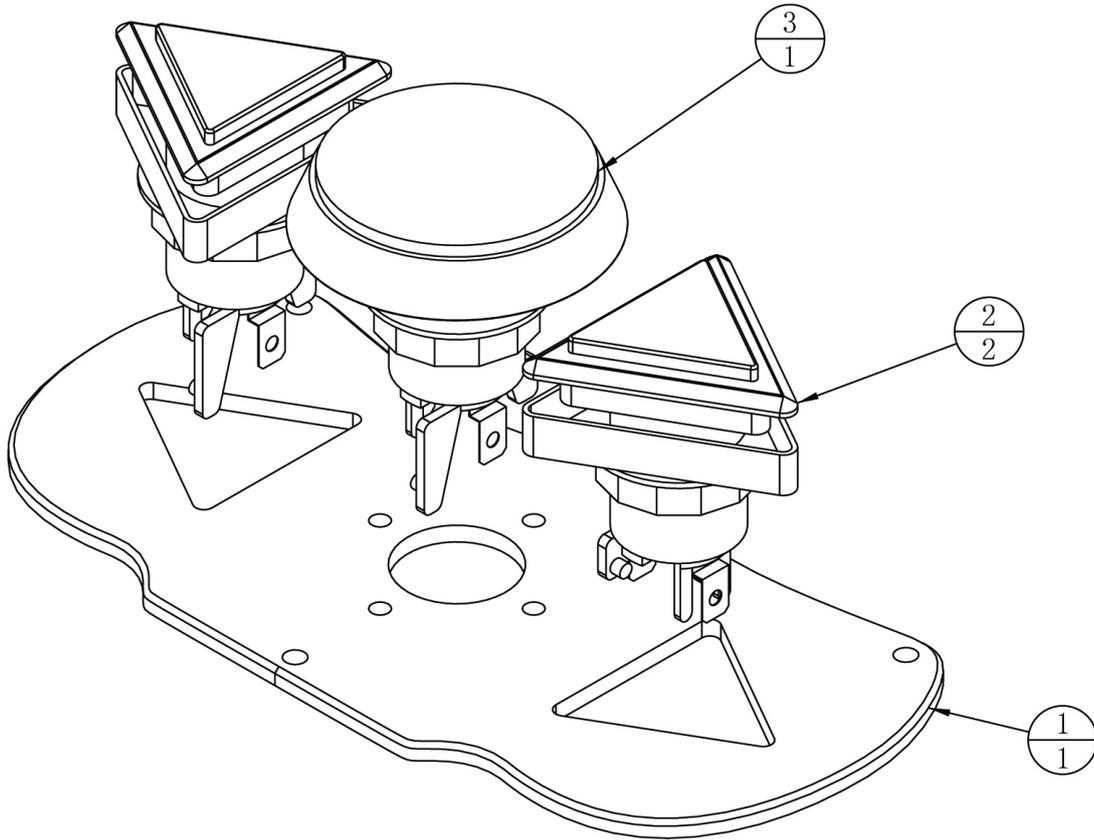
Serial No.	Image No.	Item Name	Material / Specifications	Qtn.	Remarks
3		Round Illuminated Button (with light holder)	Jyueeang Φ60 White BLC-DPBK-D-CW	1	
2		Triangle Illuminated Button (with light holder)	Jyueeang BLC-TN-BK-G-CW White	2	
1	ATV−0112D01	Main Panel	PMMA-5.0T	1	
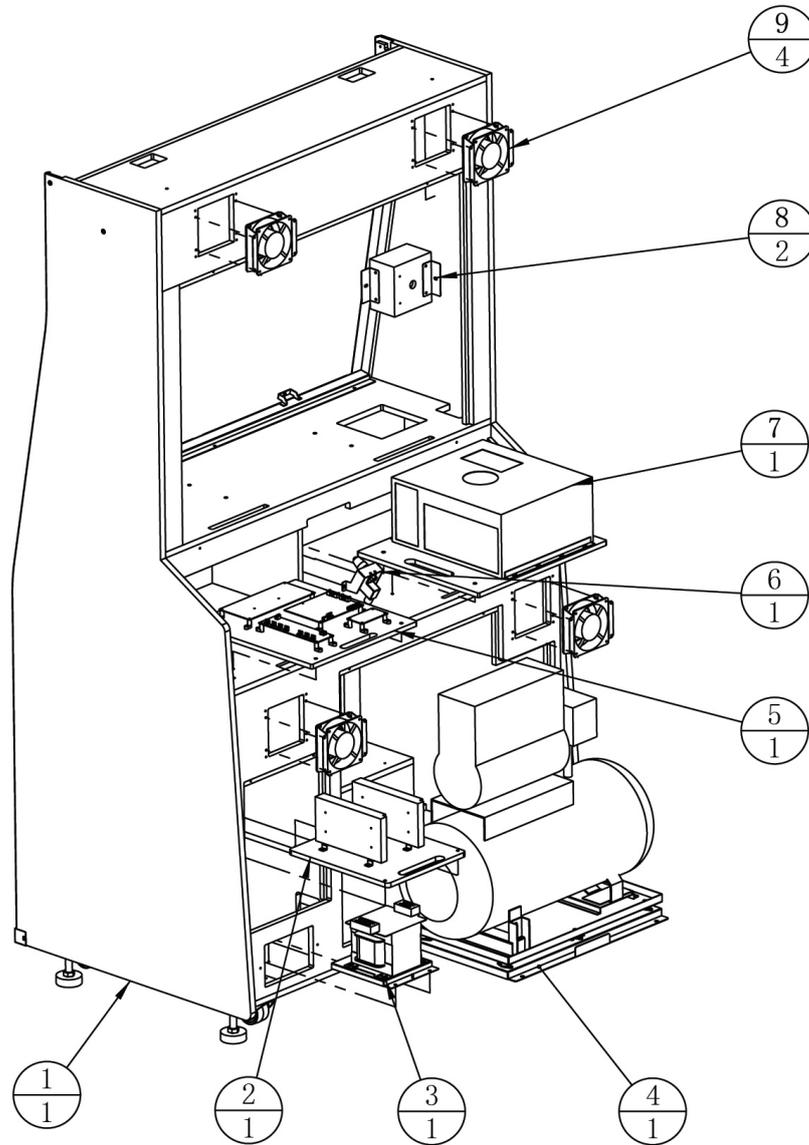
Serial No.	Image No.	Item Name	Material / Specifications	Qtn.	Remarks
9	ATV-0214000	Fan Assembly		4	
8	ATV-0213000	Speaker Assembly		2	
7	ATV-0206000	Host PC Assembly		1	
6	ATV-0223000	Air Cannon Assembly		1	
5	ATV-0224000	PCB Board Assembly		1	
4	ATV-0202000	Air Compressor Assembly		1	
3	ATV-0219000	Transformer Assembly		1	
2	ATV-0203000	Power Box Assembly		1	
1	ATV-0201000	LCD Wooden Frame Assembly		1	
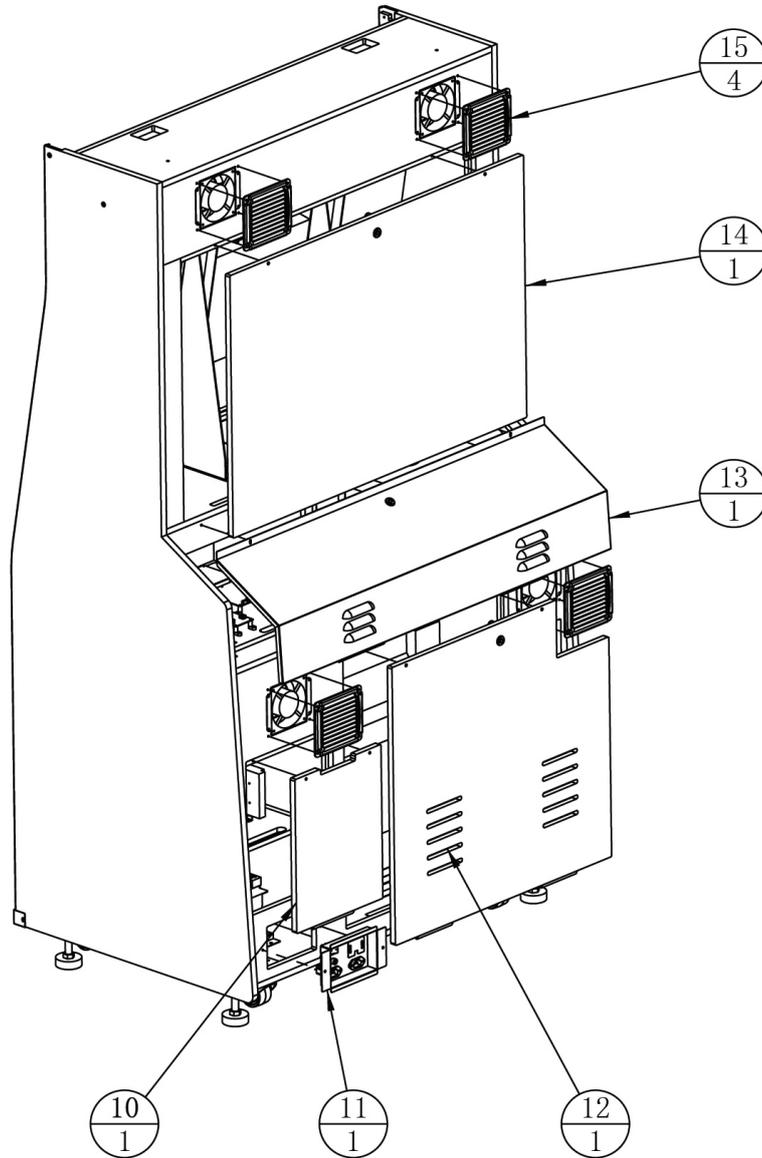
Serial No.	Image No.	Item Name	Material / Specifications	Qtn.	Remarks
15		Plastic Ventilation Net	253-5460	4	
14	ATV−0207000	LCD Door Assembly		1	
13	ATV−0218000	Host PC Door Assembly		1	
12	ATV−0204000	Air Compressor Door Assembly		1	
11	ATV−0208000	Power Switch Assembly		1	
10	ATV−0200B01	Power Door	MDF-15.0T	1	
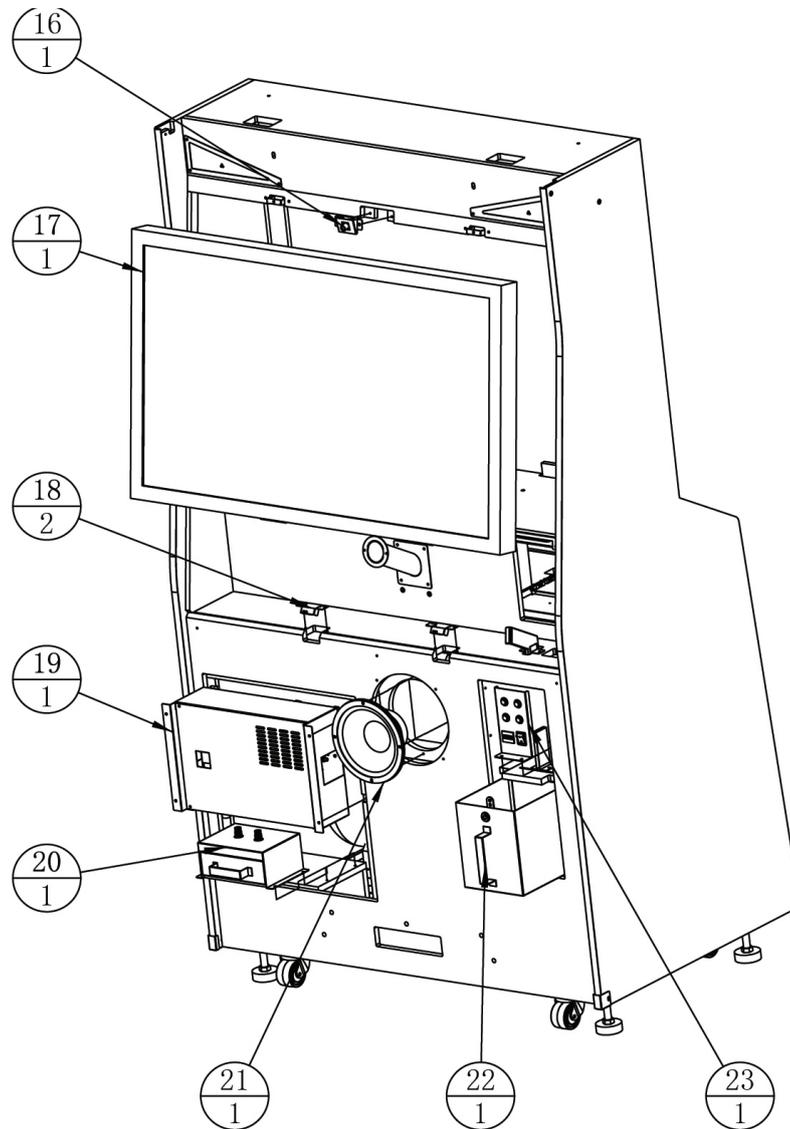
23	ATV–0210000	Service Panel Assembly		1	
22	ATV–0217000	Coin Box Assembly		1	
21		Bass Speaker	8inches 8Ω/120W	1	
20	ATV–0209000	Sink Assembly		1	
19	ATV–0220000	Filter Assembly		1	
18	ATV–0221000	Safety Eye Assembly		2	
17	ATV–0205000	LCD Monitor Assembly		1	
16	ATV–0222000	Camera Assembly		1	
Serial No.	Image No.	Item Name	Material / Specifications	Qtn.	Remarks
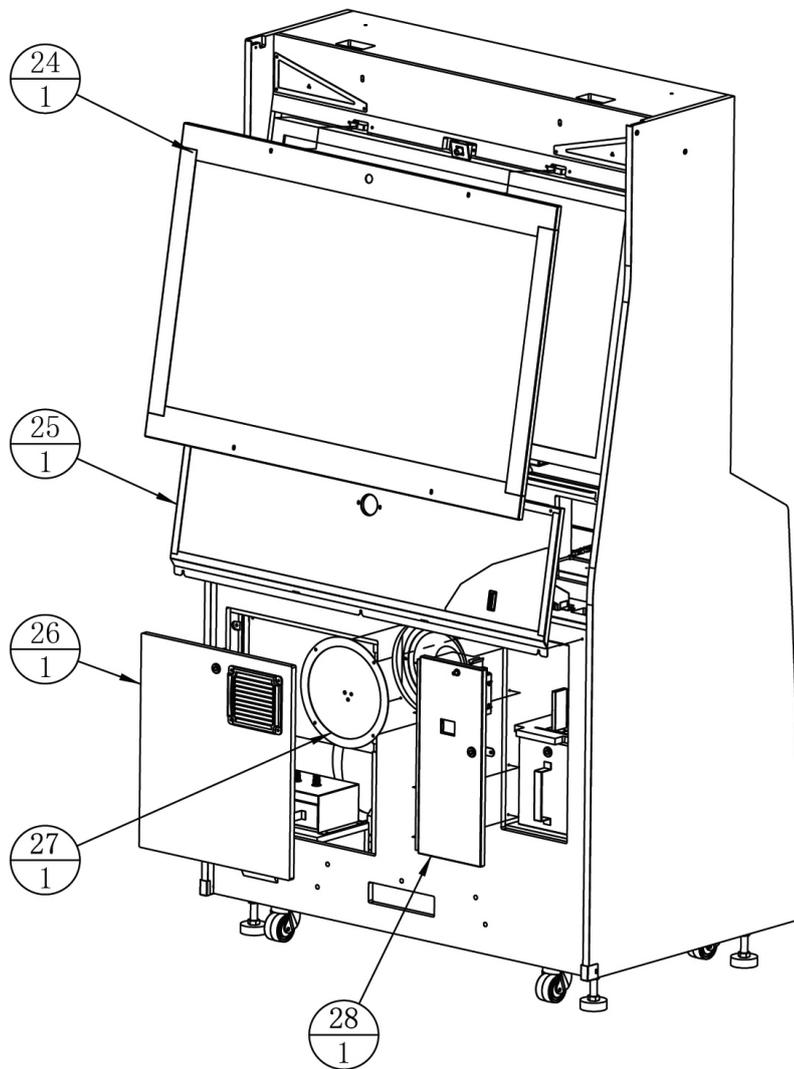
Serial No.	Image No.	Item Name	Material / Specifications	Qtn.	Remarks
28	ATV−0216000	Coin Gate Assembly		1	
27	ATV−0200A01	Bass Speaker Net		1	
26	ATV−0211000	Front Door Assembly		1	
25	ATV−0212000	Panel Decoration Assembly		1	
24	ATV−0215000	LCD Monitor Glass Assembly		1	
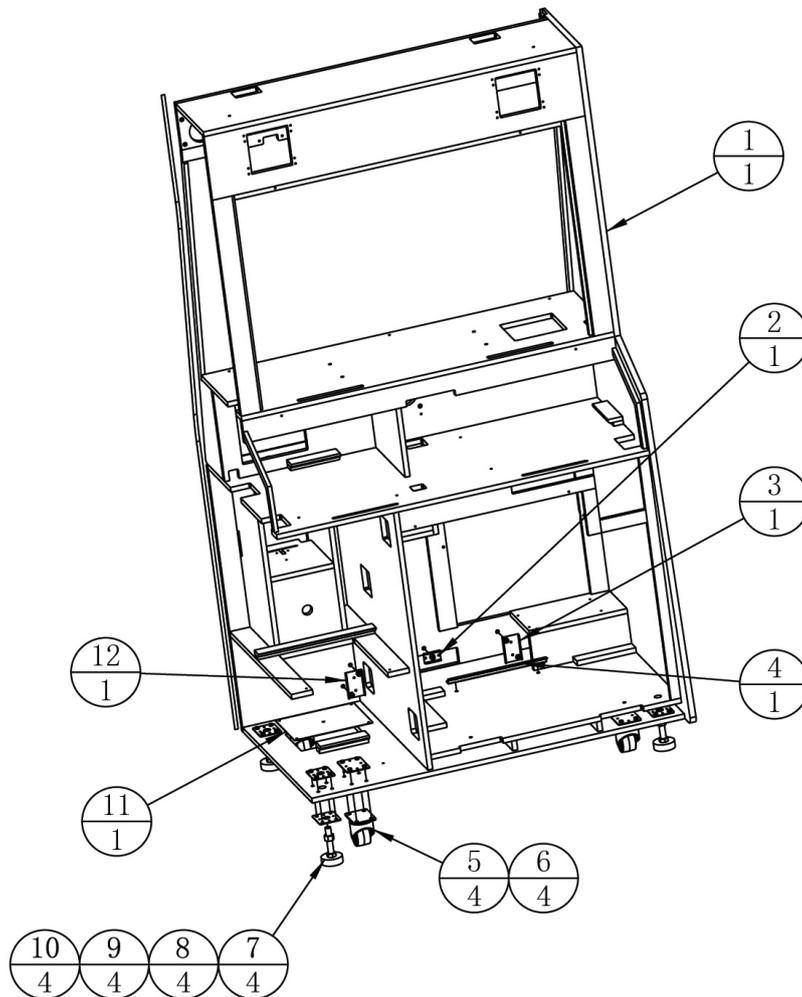
12	ATV−0201A03	Silencer	SPCC-1.5T	1	Symmetrical with ATV-0201A02
11	ATV−0201A01	Throttle Valve	Stencil-1.2T	1	
10	ATV−0201A05	Straight Threaded Joint	SPCC-2.0T	4	
9	ATV−0201A07	Throttle Fixing Plate	SPCC-2.0T	4	
8		Silencer	M16 (Plating)	4	
7		Throttle Valve	M16*100 (Plating)	4	
6	ATV−0201A06	Straight Threaded Joint	SPCC-2.0T	4	
5		Curved Joint	2.5inches Low center of Gravity	4	
4	ATV−0201A08	Hexagon Plug	SECC-1.5T	1	
3	ATV−0201A02	Three-position Five-way Solenoid Valve	SECC-1.5T	1	
2	ATV−0201A04	Mounting Base	SECC-1.5T	1	
1	ATV−0201B01	Pneumatic Control Fixing Plate	Splint MDF	1	
Serial No.	Image No.	Item Name	Material / Specifications	Qtn.	Remarks
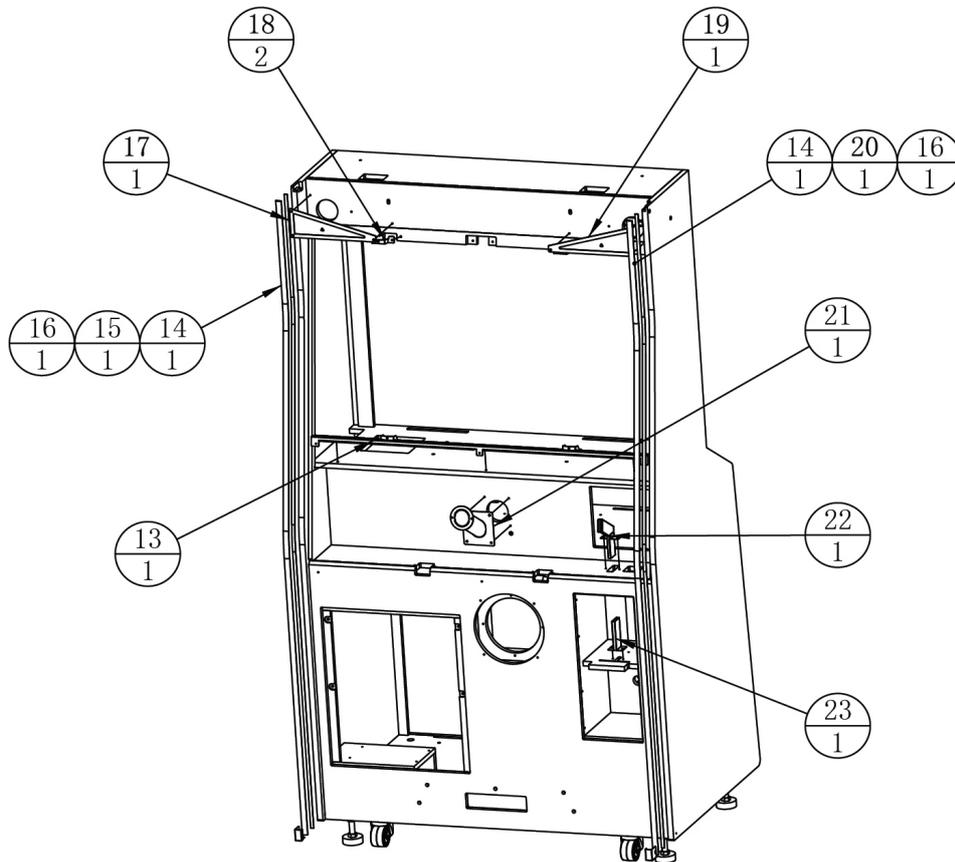
Serial No	Image No	Item Name	Material / Specifications	Qtn	Remark
23	ATV-0201A16	Coin Collection Path		1	
22	ATV-0201A17	Coin Guide Path		1	
21	ATV-0201A15	Air Tube		1	
20	ATV-0201A12	Light Strip Lower Right Panel	SPCC-1.2T	1	Symmetrical with ATV-0201A11
19	ATV-0201A13	Right Speaker Net		1	
18	ATV-0201A10	Fixing Plate on Glass Frame	SPCC-1.5T	2	
17	ATV-0201A14	Left Speaker Net		1	
16		5050 Soft Strip Light	SK6812 Chip Strip Light L=2050mm	2	
15	ATV-0201A11	Light Strip Lower Left Panel	SPCC-1.2T	1	
14		Aluminum Light Trough		2	L=2050mm
13	ATV-0201A09	Fixing Plate under Glass Frame		1	
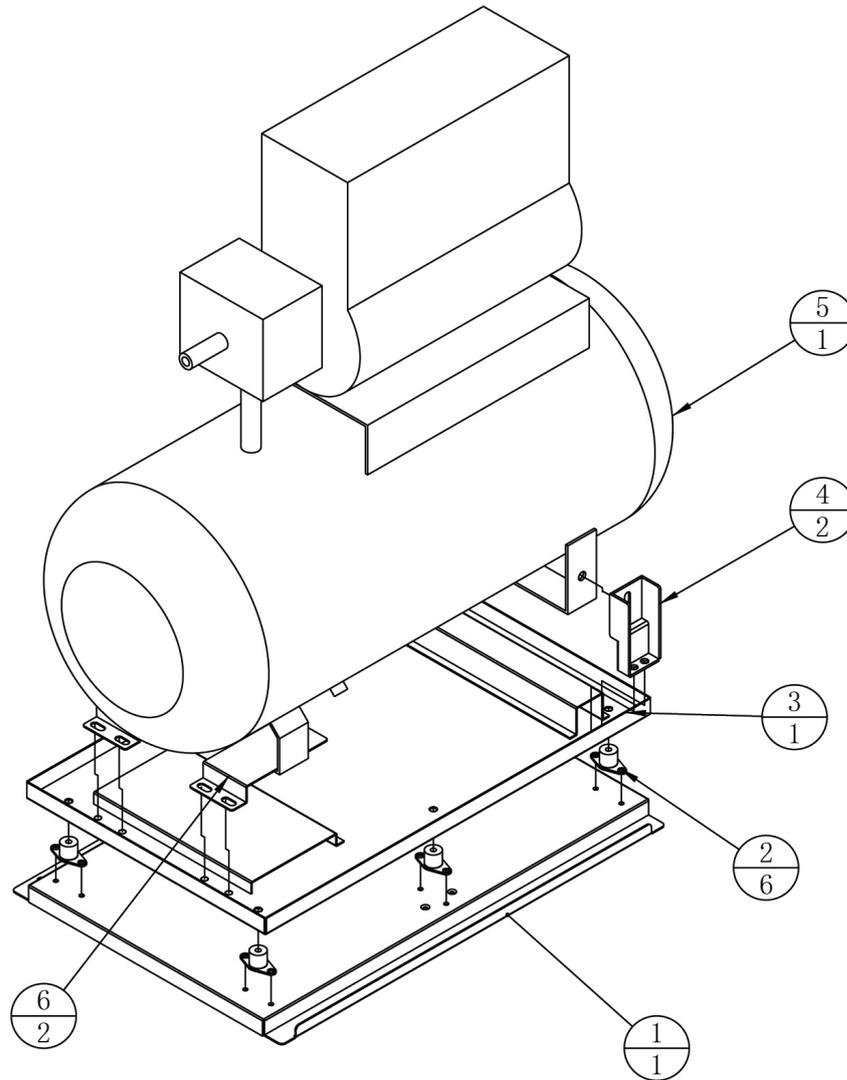
Serial No.	Image No.	Item Name	Material / Specifications	Qtn.	Remarks
6	ATV−0202A03	Air Compressor Pressure Iron	SPCC-1.5T	2	
5		Air Compressor	S10(AC220V)	1	
4	ATV−0202A04	Air Compressor Fixed Iron	SPCC-2.5T	2	
3	ATV−0202A02	Air Compressor Support Base		1	
2		Rugby-shaped Anti-vibration Foot		6	
1	ATV−0202A01	Air Compressor Shockproof Base		1	
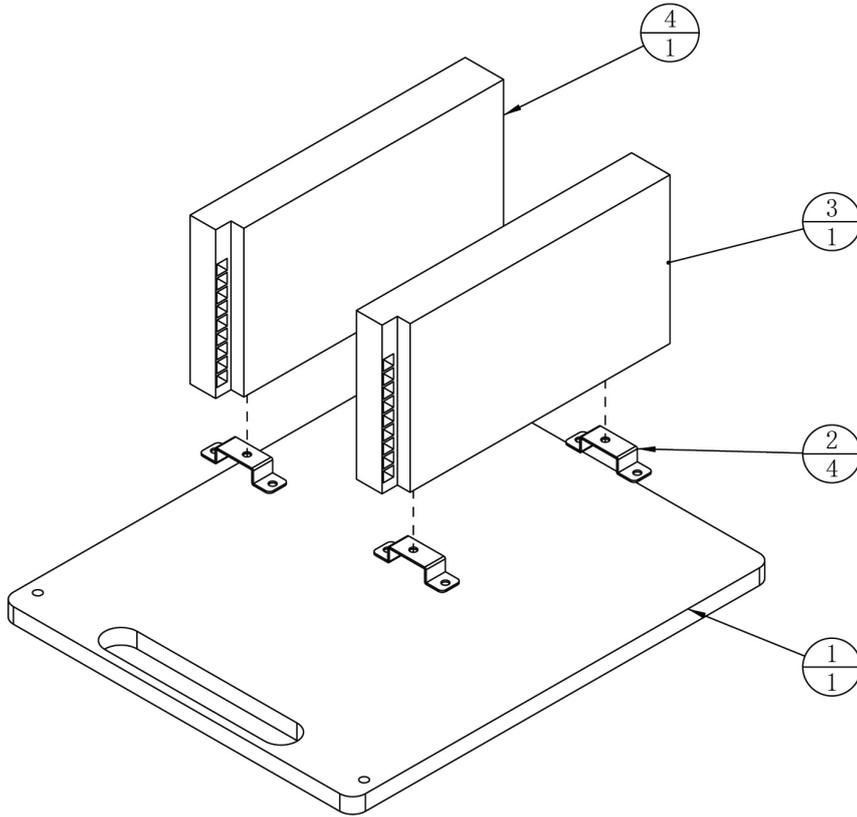
4		Power Box	LRS-350-24	1	
3		Power Box	LRS-350-12	1	
2	ATV−0203A01	Power Box Fixing Plate	SECC-1.2T	4	
1	ATV−0203B01	Power Box Board	MDF-12.0T	1	
Serial No.	Image No.	Item Name	Material / Specifications	Qtn.	Remarks
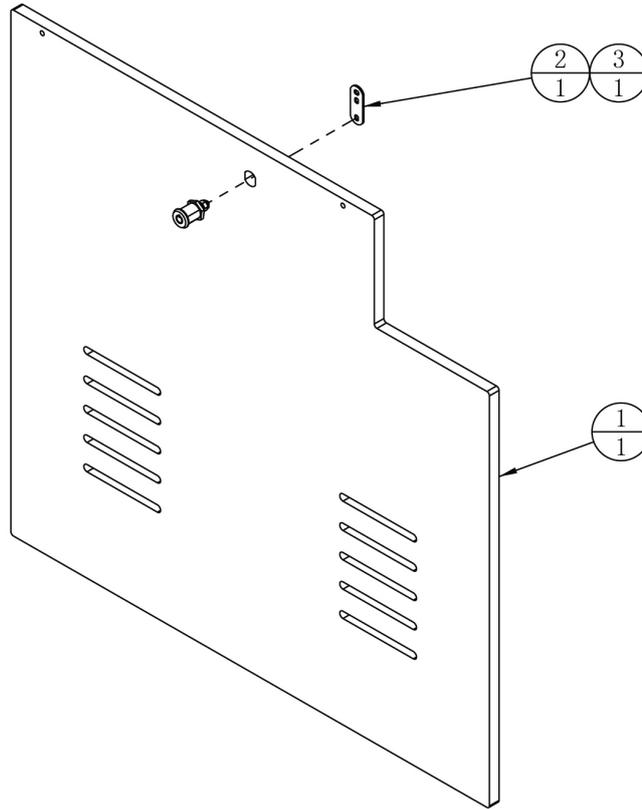
3		Same Key Lock	5555 Lock-K	1	
2		Straight Flat Lock Piece - Long	5cm (no. 004)	1	
1	ATV−0204B01	Air Compressor Door	MDF-15.0T	1	
Serial No.	Image No.	Item Name	Material / Specifications	Qtn.	Remarks
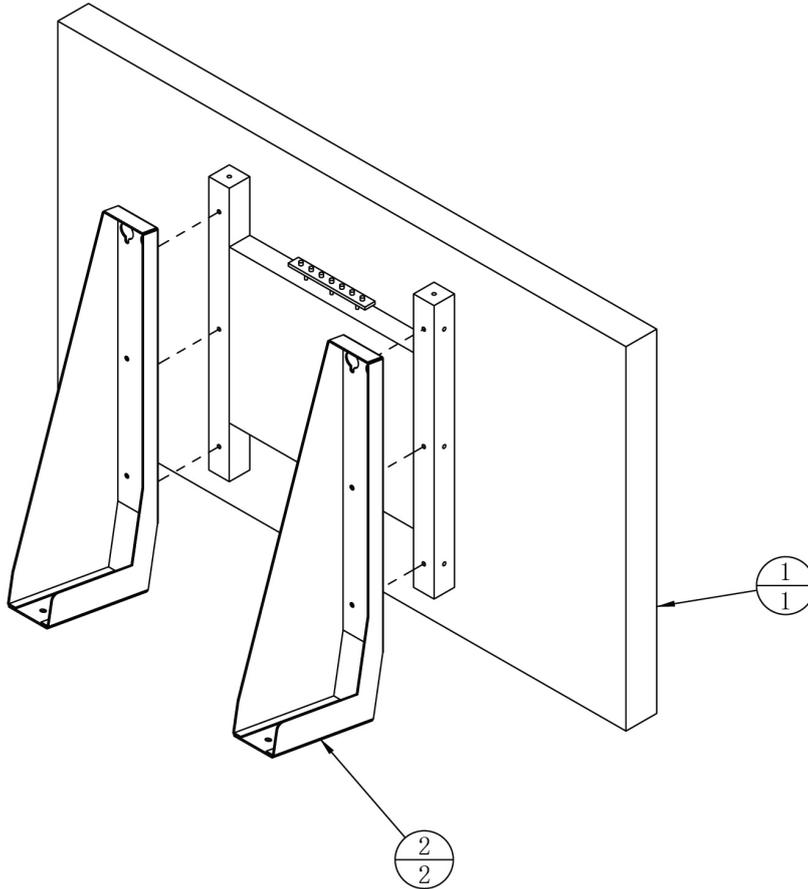
2	ATV−0205A01	LCD Monitor Fixing Plate	SPCC-2.5T	2	
1		47inches LCD Monitor with frame		1	
Serial No.	Image No.	Item Name	Material / Specifications	Qtn.	Remarks
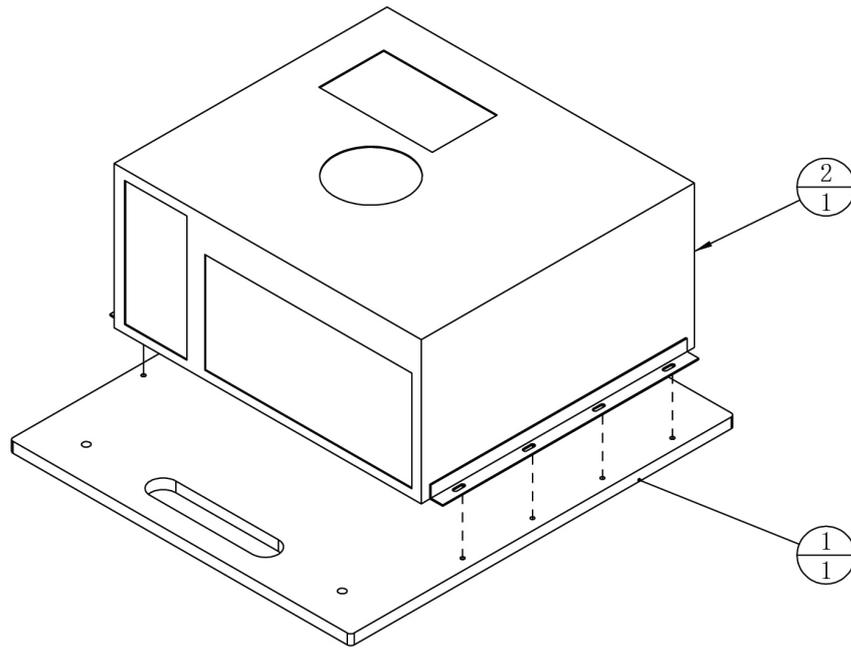
2		Host PC	IPC-WL002-3470	1	
1	ATV−0206B01	Host PC Fixing Plate	MDF-15.0T	1	
Serial No.	Image No.	Item Name	Material / Specifications	Qtn.	Remarks
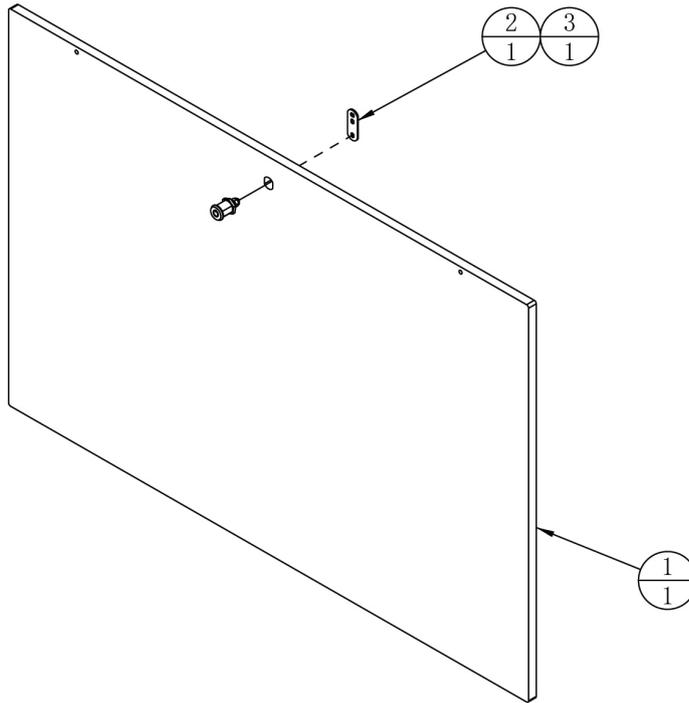
3		Same Key Lock	5555 Lock-K	1	
2		Straight Flat Lock Piece - Long	5cm (no. 004)	1	
1	ATV-0207B01	LCD Monitor Door	MDF-15.0T	1	
Serial No.	Image No.	Item Name	Material / Specifications	Qtn.	Remarks
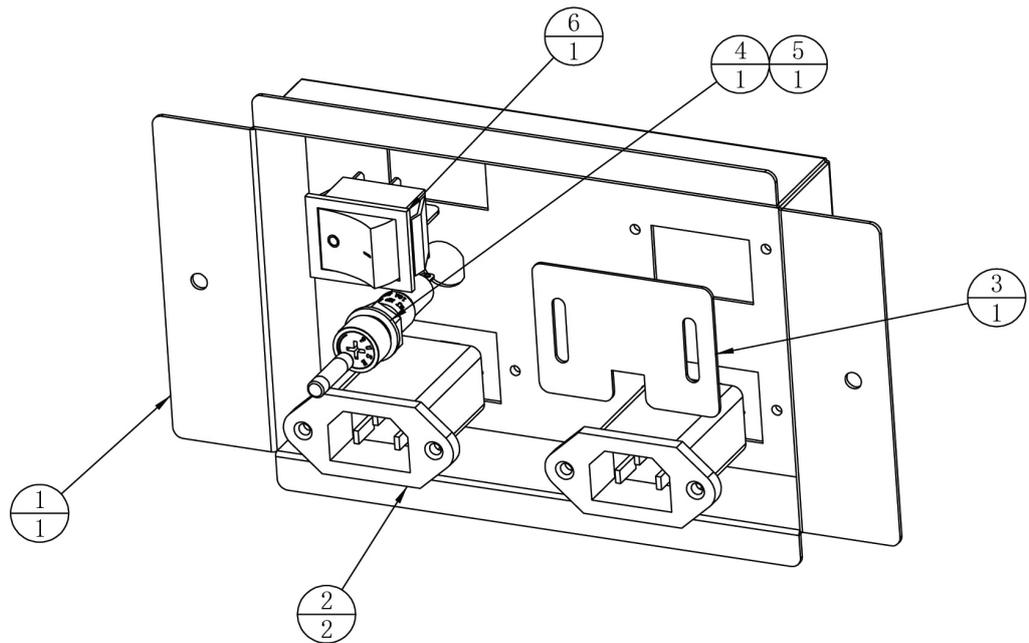
6		Boat-shape Switch	4P KCD7-2211N	1	
5		Fuse Tube	F10A/6*30 250V	1	
4		Fuse Cartridge	Crosshead MF527A	1	
3	ATV−0208A02	Cable Cover	SPCC-1.0T	1	
2		Filter	YB11A2-15A-Q	2	
1	ATV−0208A01	AC Power Box	SPCC-1.2T	1	
Serial No.	Image No.	Item Name	Material / Specifications	Qtn.	Remarks
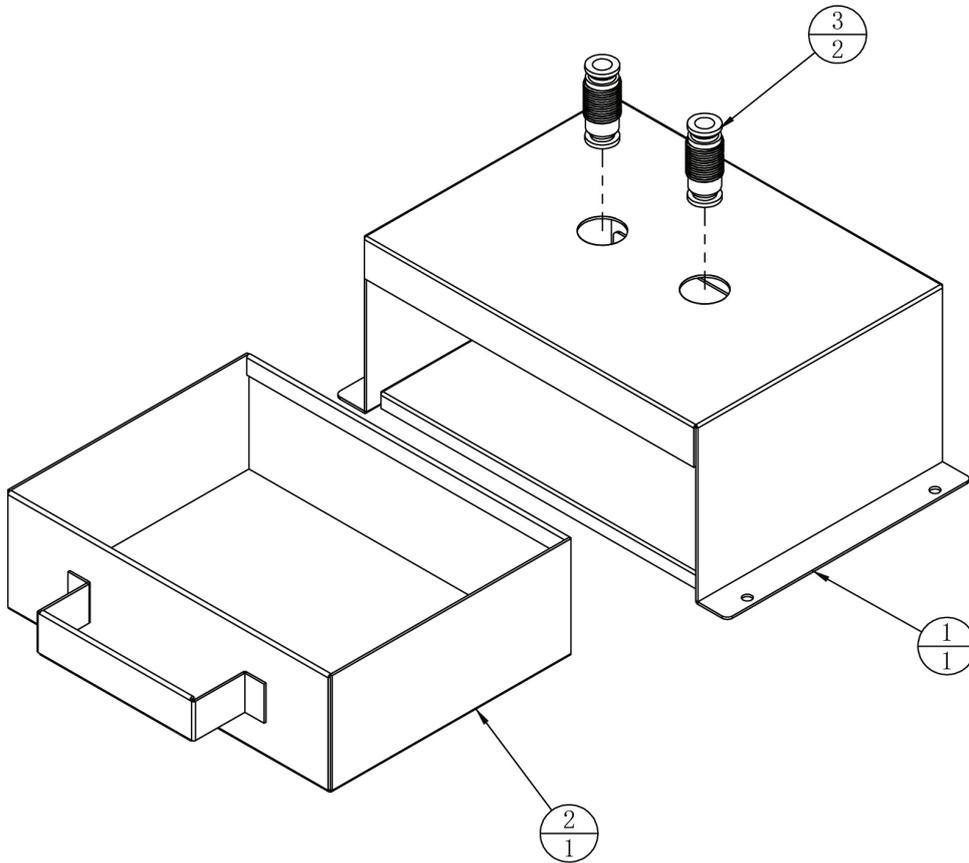
3		Baffle Joint	APM10	2	
2	ATV−0209A02	Sink		1	
1	ATV−0209A01	Sink Fixing Plate		1	
Serial No.	Image No.	Item Name	Material / Specifications	Qtn.	Remarks
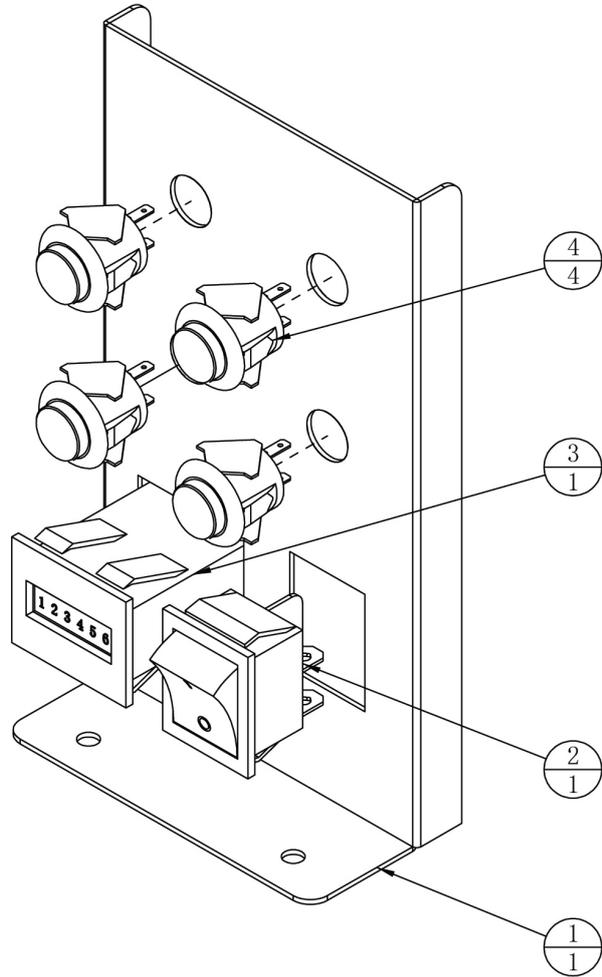
4		Circle Button	G-111-CR	4	
3		Counter	DC 5V	1	
2		Boat-shape Switch	4P KCD7-2211N	1	
1	ATV−0210A01	Control Panel	SPCC-1.2T	1	
Serial No.	Image No.	Item Name	Material / Specifications	Qtn.	Remarks
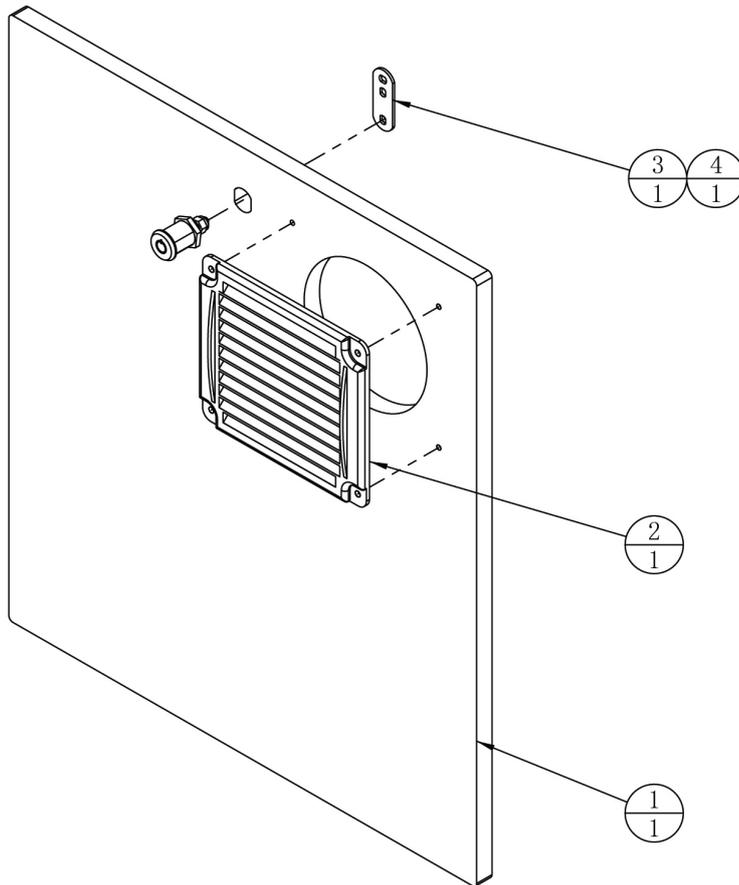
Serial No.	Image No.	Item Name	Material / Specifications	Qtn.	Remarks
4		Same Key Lock	5555 Lock-K	1	
3		Straight Flat Lock Piece - Long	5cm (No. 004)	1	
2		Plastic Ventilation Net	253-5460	1	
1	ATV-0211B01	Water-release Front Door	MDF-15.0T	1	
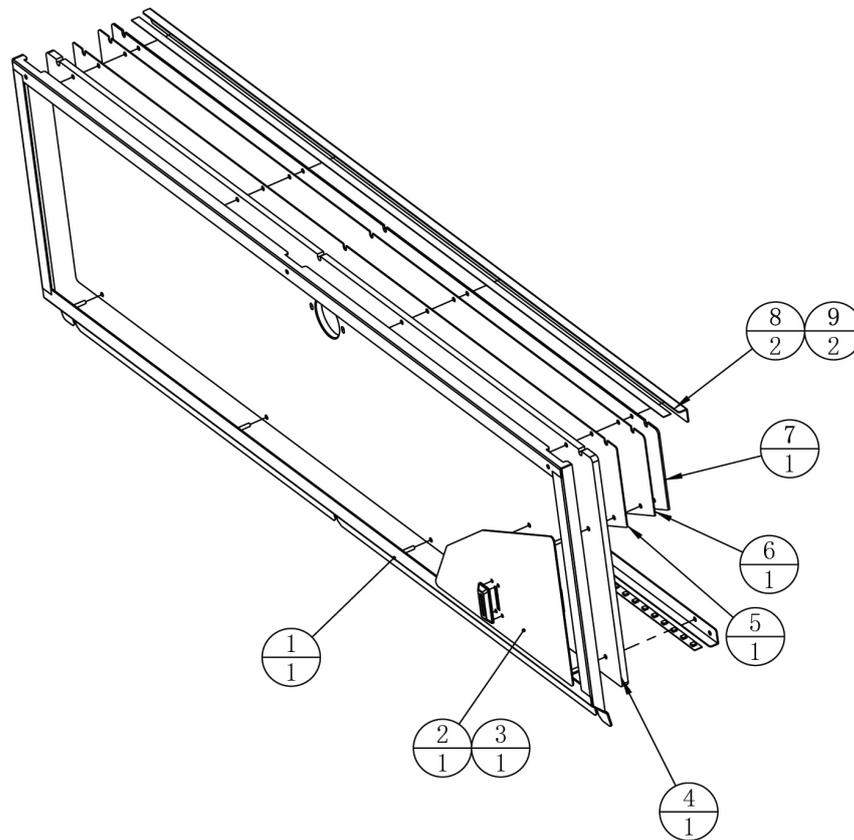
9		5050 Soft Strip Light	DC12V RGB60 Red L=1100mm	2	
8	ATV−0212A03	Centre Panel Light Fixing Plate	SPCC-1.2T	2	
7	ATV−0212D03	Centre Panel Reflector	Mirror surface PMMA-2.0T	1	
6	ATV−0212D02	Centre Panel Printing Board	PVC-1.0T	1	
5	ATV−0212A02	Centre Panel Net	Stencil-1.2T	1	
4	ATV−0212D01	Centre Panel Board	PMMA-8.0T	1	
3		Coin Gate	Rectangle-shape	1	
2	ATV−0212A05	Coin Gate Fixing Plate	SPCC-1.2T	1	
1	ATV−0212A01	Centre Panel Cover		1	
Serial No.	Image No.	Item Name	Material / Specifications	Qtn.	Remarks
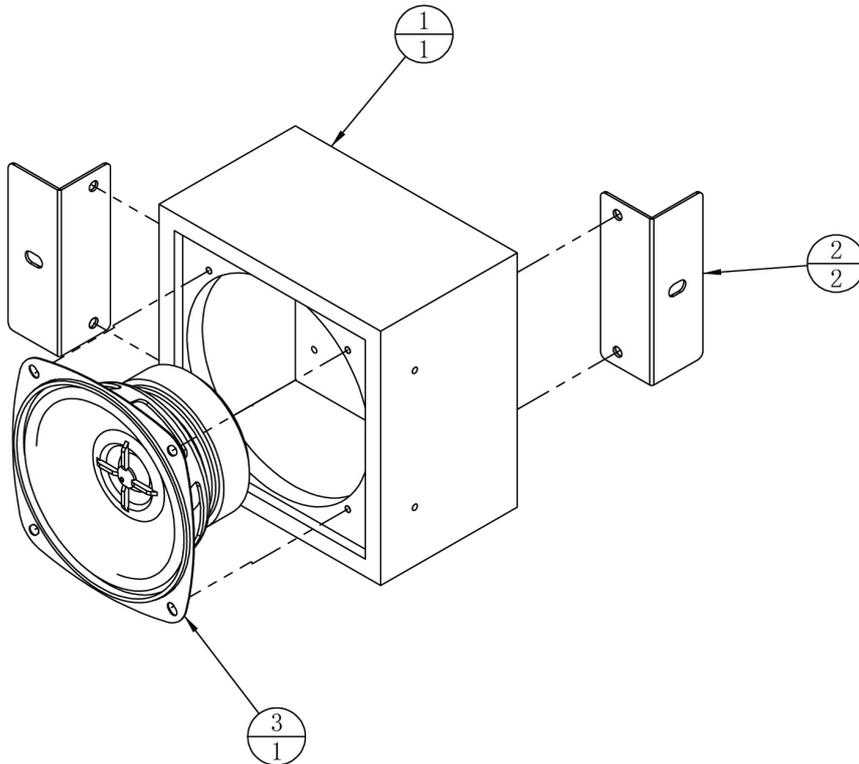
Serial No.	Image No.	Item Name	Material / Specifications	Qtn.	Remarks
3		4inches Speaker	4inches 4Ω 20W (JK-SPK-93H)	1	
2	ATV−0213A01	Speaker Holder	SPCC-1.2T	2	
1	ATV−0213B01	High-pitch Speaker Box	MDF-9.0T	1	
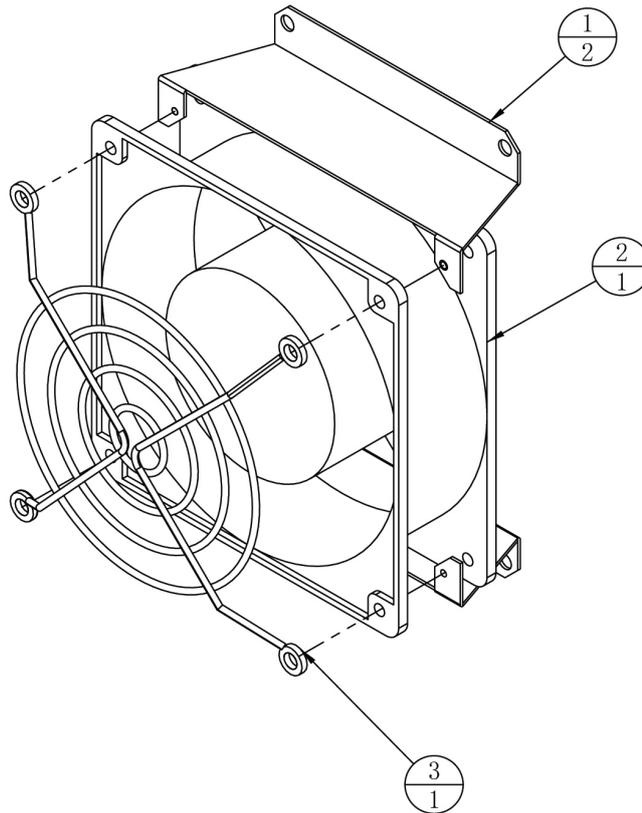
Serial No.	Image No.	Item Name	Material / Specifications	Qtn.	Remarks
3		Fan Net	120*120	1	
2		DC fan	GD 12038H24B-A01	1	
1	ATV−0214A01	Fan Holder	SECC T-1.0	2	
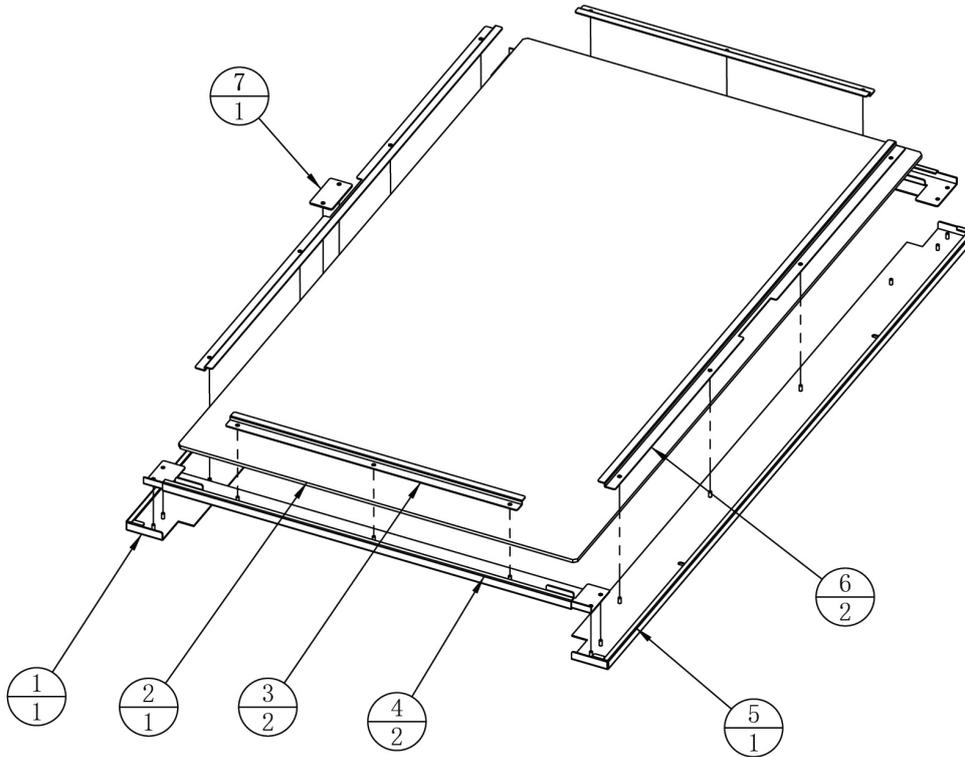
Serial No.	Image No.	Item Name	Material / Specifications	Qtn.	Remarks
7	ATV−0215D01	Camera Cover	PMMA-2.0T	1	
6	ATV−0215A03	Glass Bead 1	SPCC-1.2T	2	
5	ATV−0215A05	Glass Frame 3	SPCC-1.5T	1	
4	ATV−0215A02	Glass Frame 2		2	
3	ATV−0215A04	Glass Bead 2	SPCC-1.2T	2	
2	ATV−0215C01	LCD Monitor Glass	Glass-5.0T	1	
1	ATV−0215A01	Glass Frame 1	SPCC-1.5T	1	

13		Straight Flat Lock Piece - Long	5cm (No. 004)	1	
12		Same Key Lock	5555 Lock-K	1	
11	ATV–0216A08	Coin Withdrawal Rod Cover	Q235	1	Machined Parts
10	ATV–0216A10	Coin Withdrawal Spring	60Mn	1	
9	ATV–0216A09	Coin Withdrawal Rod	Q235	1	Machined Parts
8	ATV–0216A07	Coin Withdrawal Gate		1	
7	ATV–0216A06	Coin Withdrawal Press Plate	SPCC-1.2T	1	
6		Electronic Vertical Coin Acceptor	LK800A+	1	
5	ATV–0216A01	Coin Acceptor Frame	SECC-1.5T	1	
4	ATV–0216A02	Coin Acceptor Frame Fixing Plate	SECC-1.5T	1	
3	ATV–0216A05	Coin Withdrawal		1	
2	ATV–0216A03	Coin Gate Hinge	SPCC-1.2T	1	
1	ATV–0216A04	Coin Gate	SPCC-1.5T	1	
Serial No.	Image No.	Item Name	Material / Specifications	Qtn.	Remarks
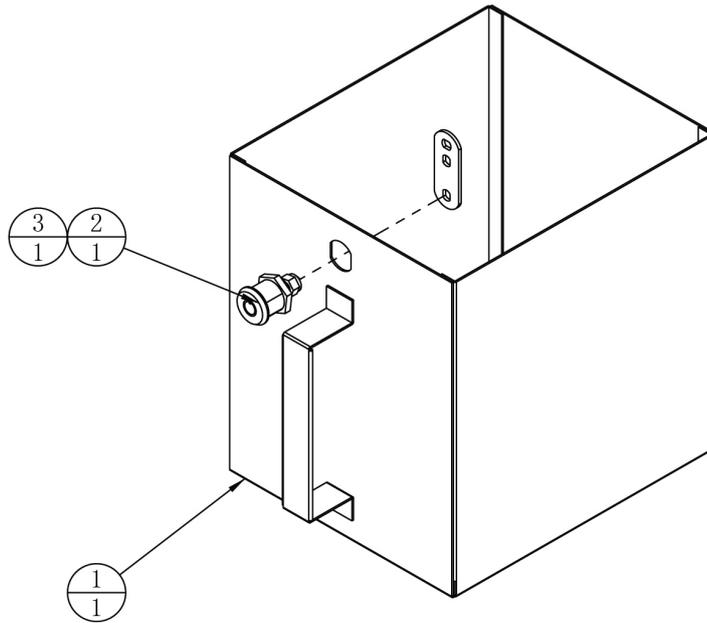
3		Straight Flat Lock Piece - Long	5cm (No. 004)	1	
2		Miscellaneous Lock (with key)	M7-S	1	
1		Coin Box		1	
Serial No.	Image No.	Item Name	Material / Specifications	Qtn.	Remarks
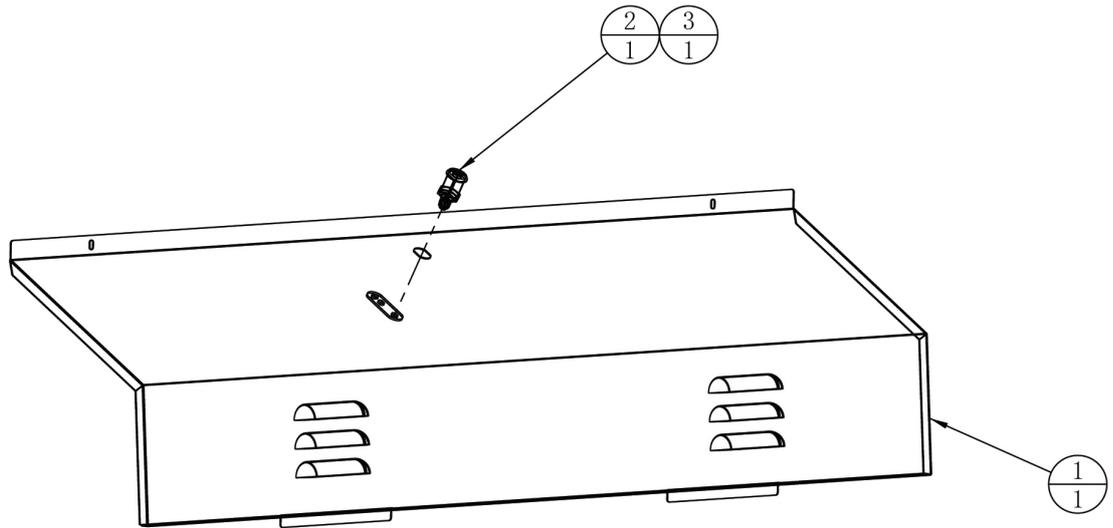
3		Straight Flat Lock Piece - Long	5cm (No. 004)	1	
2		Same Key Lock	5555 Lock-K	1	
1	ATV−0218A01	Host PC Door	SPCC-1.2T	1	
Serial No.	Image No.	Item Name	Material / Specifications	Qtn.	Remarks
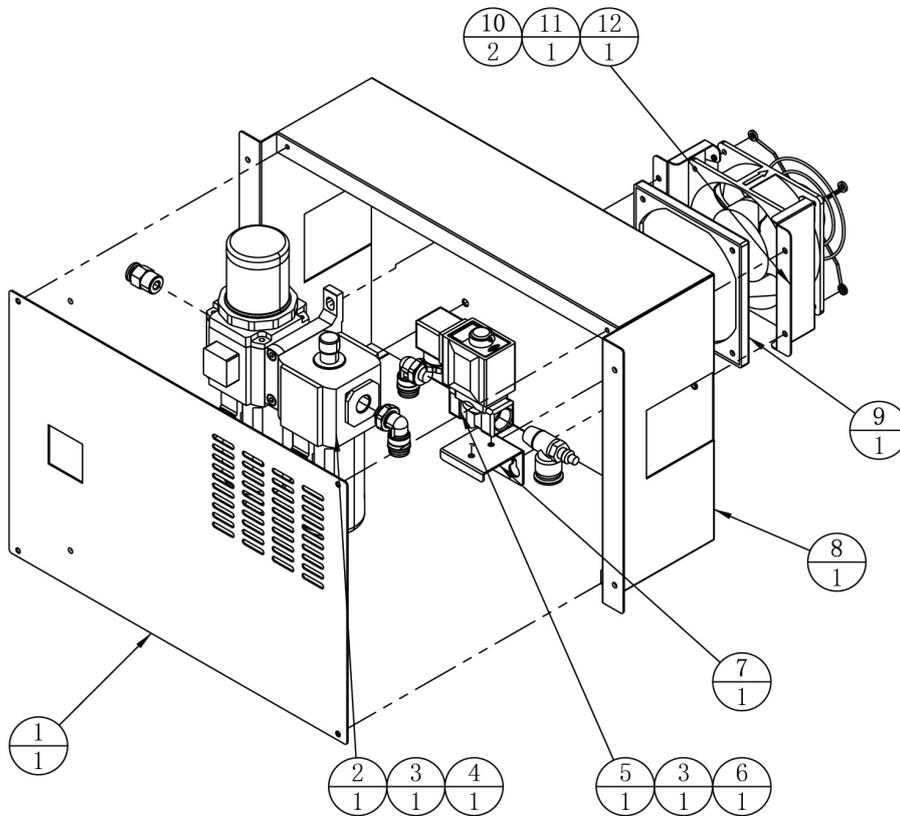
12		Fan Net	120*120	1	
11		DC fan	GD 12038H24B-A01	1	
10	ATV−0220A04	Fan Fixing Plate	SPCC-1.2T	2	
9		Dust-proof Net		1	
8	ATV−0220A01	Filter Holder Fixing Plate	SPCC-1.2T	1	
7	ATV−0220A02	Two-way Valve Fixing Plate	SPCC-1.5T	1	
6		Pipe Type One-way Throttle Valve	ASL10-04B	1	
5		Fluid Control Valve (two two)	2KW050-15-F	1	
4		Straight Threaded Joint A	APC10-04	1	
3		L-threaded Two-way	APL10-04	2	
2		Gas Source Processing Component	GFC40015AF1	1	
1	ATV−0220A03	Filter Cover	SPCC-1.2T	1	
Serial No.	Image No.	Item Name	Material / Specifications	Qtn.	Remarks
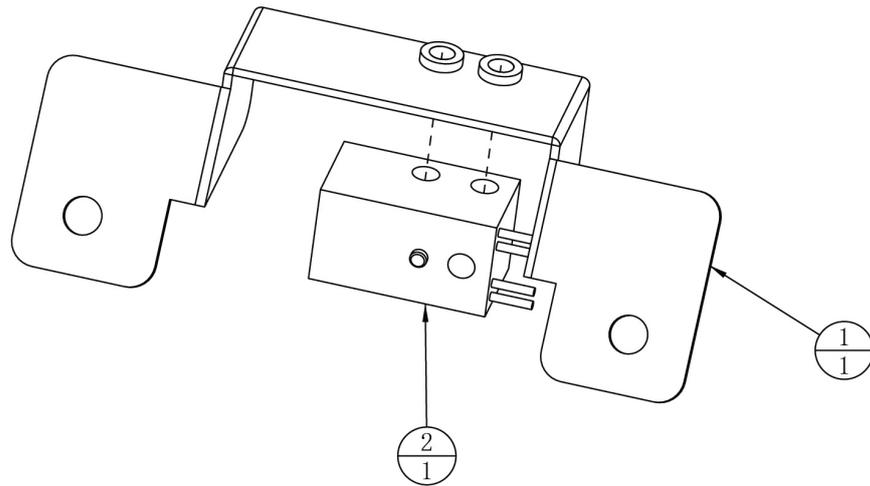
Serial No.	Image No.	Item Name	Material / Specifications	Qtn.	Remarks
2		Separate Electrical Safety Eyes	KB893-AA22LF	1	
1	ATV−0221A01	Electrical Safety Eye Board	SPCC-1.0T	1	
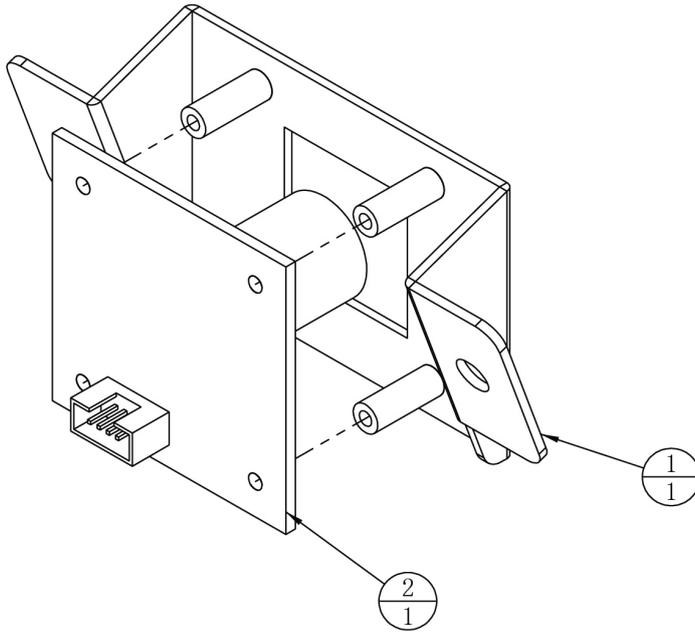
2		Camera	ELP-USB30W02M-L36	1	
1	ATV-0222A01	Camera Fixing Plate	SPCC-1.2T	1	
Serial No.	Image No.	Item Name	Material / Specifications	Qtn.	Remarks
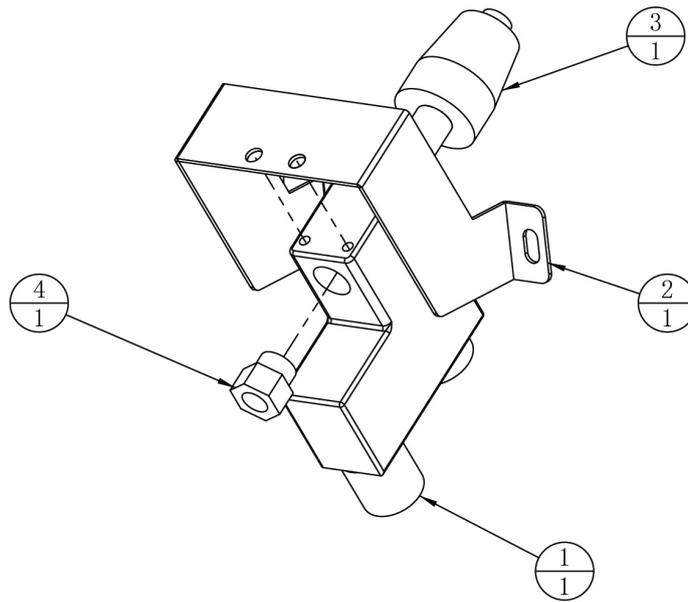
Serial No.	Image No.	Item Name	Material / Specifications	Qtn.	Remarks
4		Straight Threaded Joint	APC10-02	1	
3		Nozzle	AA707	1	
2	ATV−0223A01	Air Valve Fixing Plate	SPCC-1.2T	1	
1		2-position 2-position Fluid Control Valve	2V025-08	1	
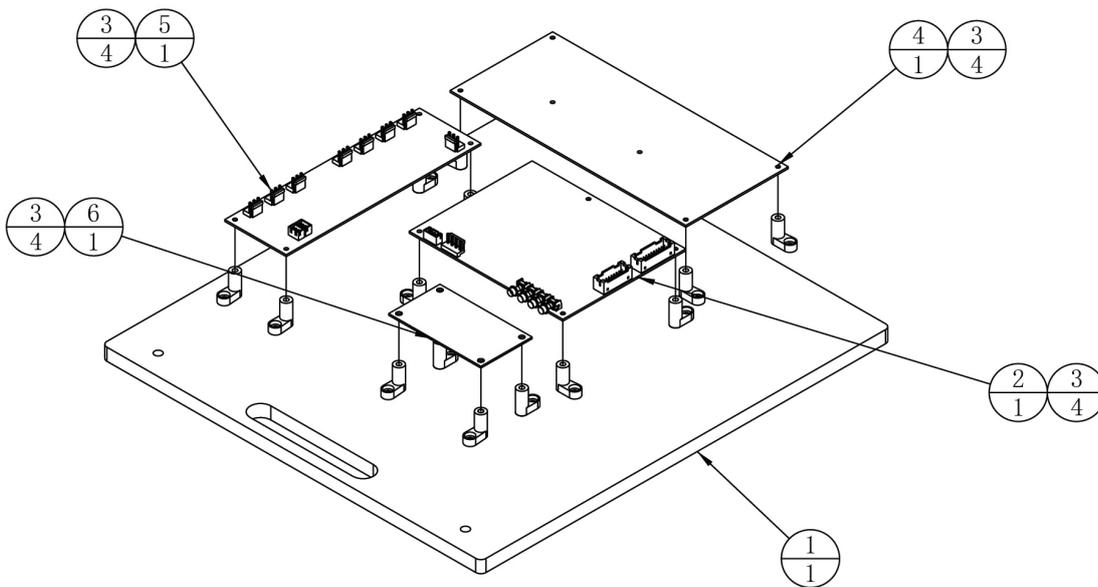
6			B2-085X	1	
5		Air Compressor Control Board	B0-093X	1	
4		Amplifier(Sound) Board	B2-098A	1	
3		L-shaped Foot	M3mm	16	
2		I/O Board	B0-072B	1	
1	ATV−0224B01	PCB Fixing Plate	MDF-12.0T	1	
Serial No.	Image No.	Item Name	Material / Specifications	Qtn.	Remarks
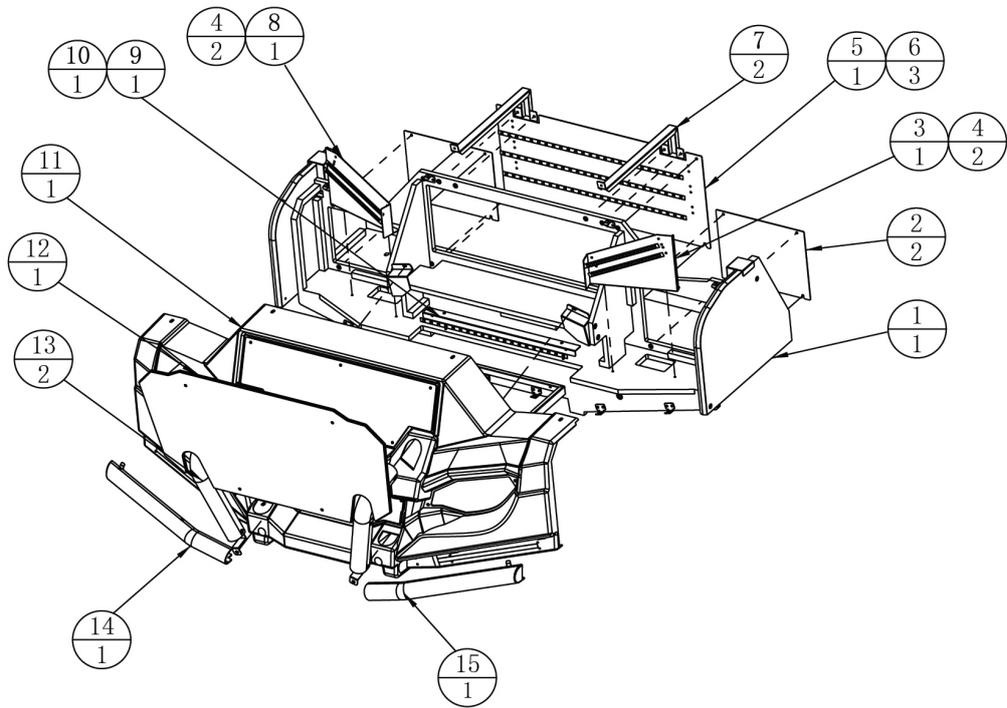
Serial No.	Image No.	Item Name	Material / Specifications	Qtn.	Remarks
15	ATV−0304000	Right Light-box Decoration Assembly		1	
14	ATV−0305000	Left Light-box Decoration Assembly		1	
13	ATV−0303000	Middle Bumper Assembly		2	
12	ATV−0300D01	Logo Board	PMMA-5.0T	1	
11	ATV−0302000	Light Box Molding Assembly		1	
10		5050 Soft Strip Light	DC12V White60 Light L=400m	1	
9	ATV−0300A06	Logo Light Fixing Plate	SPCC-1.2T	1	
8	ATV−0300A04	Left Light Fixing Plate	SPCC-1.2T	1	Symmetrical with ATV-0300A03
7	ATV−0300A02	Logo Board Fixing Iron	SPCC-1.2T	2	
6		5050 Soft Strip Light	DC12V White60 Light L=500m	3	
5	ATV−0300A01	Logo Light Fixing Plate	SPCC-1.2T	1	
4		5050 Soft Strip Light	DC12V White60 Light L=200m	4	
3	ATV−0300A03	Right Light Fixing Plate	SPCC-1.2T	1	
2	ATV−0300A05	Light Box Back Cover	SPCC-1.2T	2	
1	ATV−0301000	Light Box Wooden Frame Assembly		1	
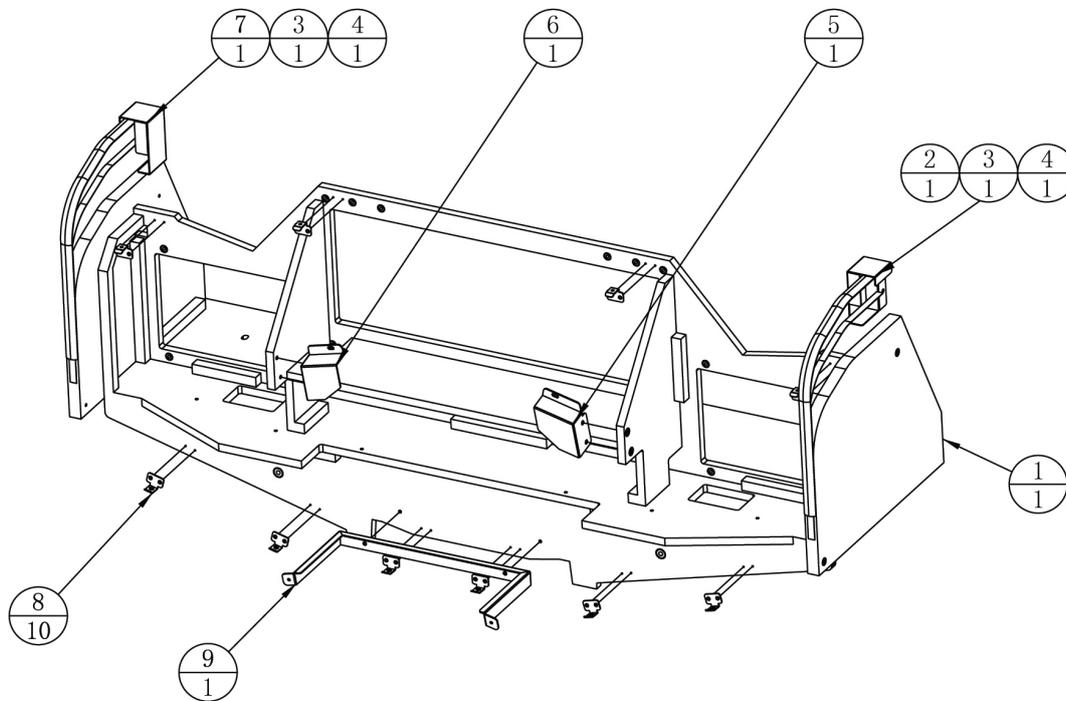
9	ATV−0301A04	Supporting Reinforcement Plate	SPCC-1.5T	1	
8	ATV−0301A03	Light Box Cover Fixing Plate	SECC-1.2T	10	
7	ATV−0301A06	Left Cable Cover	SPCC-1.2T	1	Symmetrical with ATV-0301A05
6	ATV−0301A02	Left Bumper Strip Fixing Plate	SPCC-1.5T	1	Symmetrical with 0301A01
5	ATV−0301A01	Right Bumper Strip Fixing Plate	SPCC-1.5T	1	
4		5050 Soft Strip Light	SK6812 Chip Strip Light L=400 Double connector	2	
3		Aluminum Light Trough		2	L=400mm
2	ATV−0301A05	Right Cable Cover	SPCC-1.2T	1	
1	ATV−0301B01	Light Box Wooden Box	MDF	1	
Serial No.	Image No.	Item Name	Material / Specifications	Qtn.	Remarks
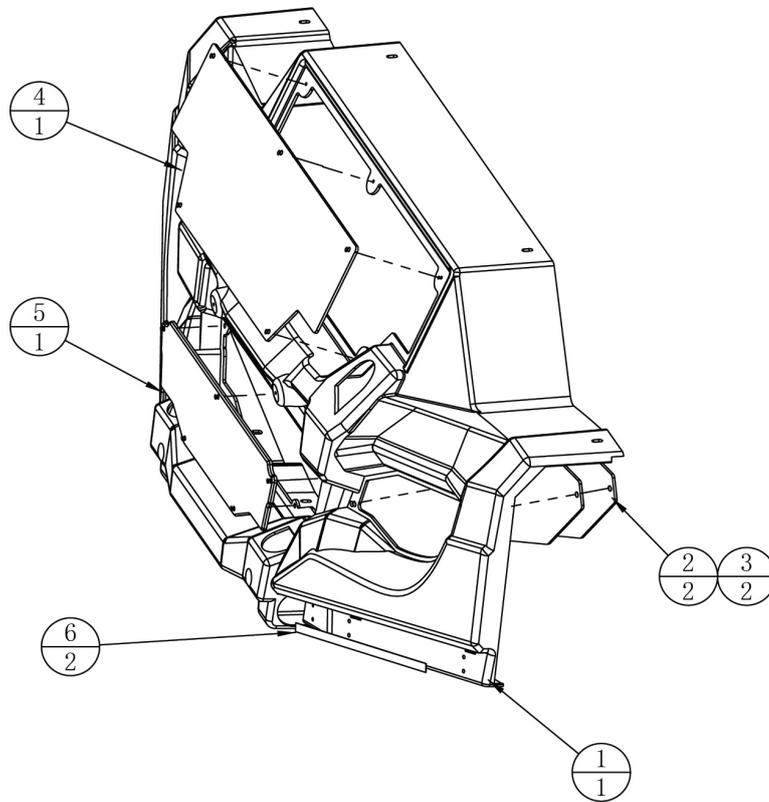
6		5050 Soft Strip Light	DC12V RGB60 Light L=350mm	2	
5	ATV−0302D04	Company LOGO Board	PMMA-5.0T	1	
4	ATV−0302D01	Light Box LED Cover	PMMA-3.0T	1	
3	ATV−0302D03	Headlight Cover	PMMA-3.0T	2	
2	ATV−0302D02	Headlight Light-leading Board	Stripe Board-3.0T	2	
1	ATV−0302C01	Light Box Molding	ABS	1	Blister Molding
Serial No.	Image No.	Item Name	Material / Specifications	Qtn.	Remarks
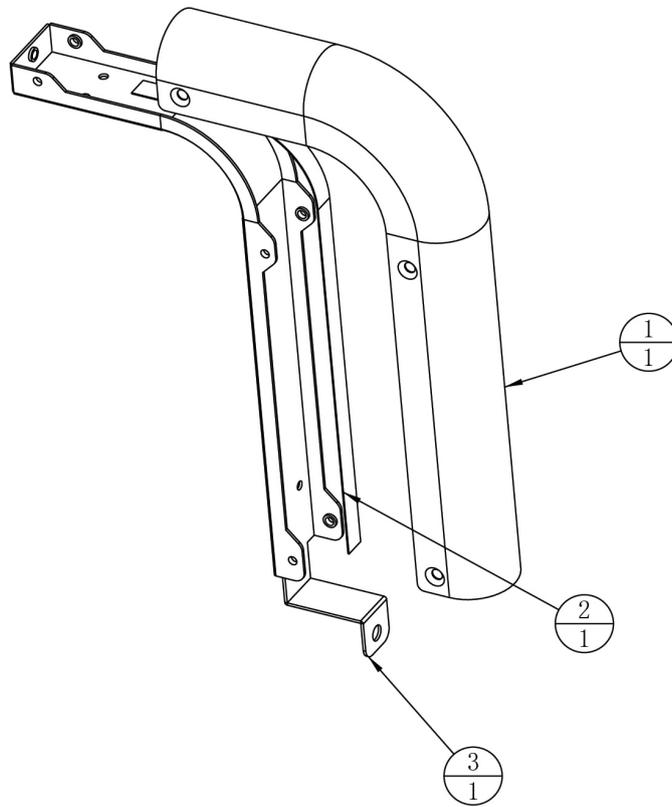
3	ATV–0303A01	Bumper Light Fixing plate	SPCC-1.2T	1	
2		5050 Soft Strip Light	DC12V RGB60 Light L=300mm	1	
1	ATV–0303C01	Light Box Decoration Rod	White Impact Resistant Acrylic	1	
Serial No.	Image No.	Item Name	Material / Specifications	Qtn.	Remarks

2	ATV−0304A01	Lower Bumper Fixing Plate	SPCC-1.0T	1	
1	ATV−0304C01	Right Light Box Decorative Rod	White Impact Resistant Acrylic	1	Blister Molding
Serial No.	Image No.	Item Name	Material / Specifications	Qtn.	Remarks

�41 **LEFT LIGHT BOX DECOR ASSEMBLY**　　　　　　　　　　(D-1/1)
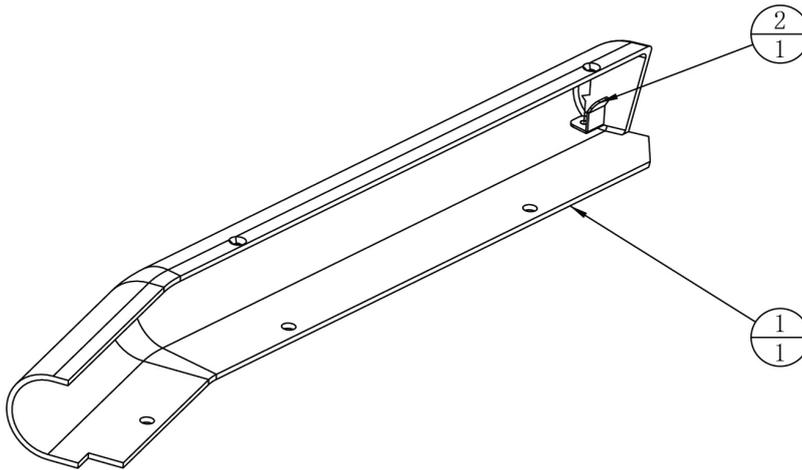
Serial No.	Image No.	Item Name	Material / Specifications	Qtn.	Remarks
2	ATV−0304A01	Lower Bumper Fixing Plate	SPCC-1.0T	1	
1	ATV−0305C01	Left Light Box Decorative Rod	White Impact Resistant Acrylic	1	Symmetrical with 0304C01

19 WIRE COLOR CODE TABLE

⚠ **WARNING**

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

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

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

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

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

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

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

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

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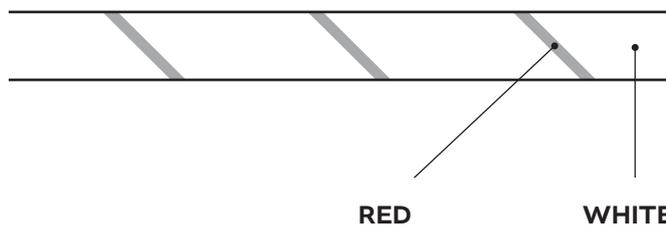
Note 2: The character following the wire color code indicates the size of the wire.

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

Monitor Base Assy(1/2)

Compressor S10 (AC220V)

AC CABLE

Power Outlet

ATV-L0002

Magnecraft Solid State Relay KS1380D40M-L

ATV-L0018

AMP BOARD 1/2 (B2-098A)

		GND
		GND
		+24V
		+24V

ATV-L0051

Elec. Valve 2KW050-15F

ATV-L0021

I/O Board 1/2 (B0-072B)

USB-B(Mini) TO PC

		GND
		GND
		+12V
		+12V

ATV-L0092
ATV-L0051

FAN
120*120/GD 12038H24B-A01

ATV-L0013

ATV-L0020

ATV-L0016

LRS-350-12 REG2
+12V COM COM EARTH
50/60Hz +12V 29A

ATV-L0010

MOTION BOARD 1/2 (B0-093X)

USB-B TO PC

		GND
		GND
		+12V
		+12V

ATV-L0091

FAN
120*120/GD 12038H24B-A01

ATV-L0013

ATV-L0017

ATV-L0015

ATV-L0014

Power Supply Assy

LED DRIVE 1/2 (B2-085X)

		GND
		CANL
		CANH
		CANL

FAN
120*120/GD 12038H24B-A01

ATV-L0013

ATV-L0012

ATV-L0011

LRS-350-24 REG1
+24V +24V COM EARTH
50/60Hz +24V 14.6A

Service Plate Assy

COIN COUNTER

ATV-L0043

ATV-L0042

MENU SW
UP SW
DOWN SW
ENTER SW

SMR-05V

SW

ATV-L0007
ATV-L0005

ATV-L0006

TransFomer HL133-12-110/220
AC110V
IN OUT
0V 0V

ATV-L0008
ATV-L0009

USB-A(mother) USB-A(male)

CAMERA (ELP-USB30W02M-L36)

Monitor Assy

INRET 3P
AC L
AC N
EARTH

47Inch Monitor

Video

DVI

YB11A2-15A-Q
NOISE
LINE LOAD

ATV-L0001

1.0sq Cabtire cord with 3P plug

AC Box Assy

FUSE 10A

ATV-L0094

Video

YB11A2-15A-Q
NOISE
LINE LOAD

ATV-L0003
ATV-L0004

1.0sq Cabtire cord with 3P plug

FAN
120*120/GD 12038H24B-A01

ATV-L0013

Monitor FAN

USB-A TO CAMERA

PC(1/2)

ATV-L0093

INRET 3P
AC L
AC N
EARTH

AC CABLE

USB-A
TO MOTION BOARD
USB-A
TO I/O Board

ATV-L0101

ATV-L0101

ATV-L0102

FAN
120*120/GD 12038H24B-A01

ATV-L0013

1/4

CHINESE	ENGLISH	ENGLISH ABBREVITED	CHINESE	ENGLISH	ENGLISH ABBREVITED	CHINESE	ENGLISH	ENGLISH ABBREVITED
黑	BLACK	BK	粉红	PINK	PK	白紫	WHITE PURPLE	WT/PL
棕	BROWN	BN	浅蓝	LIGHT BLUE	LT BU	白灰	WHITE GRAY	WT/GY
红	RED	RD	浅绿	LIGHT GREEN	LT GN	白粉红	WHITE PINK	WT/PK
橙	ORANGE	OG	白黑	WHITE BLACK	WT/BK	白浅蓝	WHITE LIGHT BLUE	WT/LT BU
黄	YELLOW	YL	白棕	WHITE BROWN	WT/BN	白浅绿	WHITE LIGHT GREEN	WT/LT GN
绿	GREEN	GN	白红	WHITE RED	WT/RD	绿黄	GREEN YELLOW	GN/YL
蓝	BLUE	BU	白橙	WHITE ORANGE	WT/OG	This diagram shows:		
紫	PURPLE	PL	白黄	WHITE YELLOW	WT/YL	WIDE LINE: GN/YL AWG16 OTHER COLOR AWG18 AWGXX AWGXX		
灰	GRAY	GY	白绿	WHITE GREEN	WT/GN	NARROW LINE: ALL COLOR AWG22 AWGXX AWGXX		
白	WHITE	WT	白蓝	WHITE BLUE	WT/BU	The wiring diagram for reference only, change without prior notice		

Schematic wiring diagram (page 2/4). Major blocks and labels:

- 5050 Strip Light DC12V RGB 60 L=1100mm — Front Panel Base Assy
- SENSOR (L) (KB893-AA22LF), SENSOR (R) (KB893-AA22LF) — Area Sensor Assy
- MOTION BOARD 1/2 (B0-093X)
- I/O Board 2/2 (B0-072B)
- Selector Coin LK800A+ — Coin Door Assy
- Elec. Valve 2V025-08-F — Air Cannon
- PCB Assy
- Monitor Base Assy (2/2)
- PC (2/2)
- AMP BOARD 2/2 (B2-098A)
- FRONT (L) 4Inch/4Ω/25W, FRONT (R) 4Inch/4Ω/25W, WOOFER 8Inch/8Ω/120W — Speak Assy

Cable references: ATV-L0061, ATV-L0069, ATV-L0041, ATV-L0044, ATV-L0073, ATV-L0076, ATV-L0045, ATV-L0066, ATV-L0079, ATV-L0083, ATV-L0087, ATV-L0031, ATV-L0033, ATV-L0034, ATV-L0035, ATV-L0036, ATV-L0105

CHINESE	ENGLISH	ENGLISH ABBREVITED	CHINESE	ENGLISH	ENGLISH ABBREVITED	CHINESE	ENGLISH	ENGLISH ABBREVITED
黑	BLACK	BK	粉红	PINK	PK	白紫	WHITE PURPLE	WT/PL
棕	BROWN	BN	浅蓝	LIGHT BLUE	LT BU	白灰	WHITE GRAY	WT/GY
红	RED	RD	浅绿	LIGHT GREEN	LT GN	白粉红	WHITE PINK	WT/PK
橙	ORANGE	OG	白黑	WHITE BLACK	WT/BK	白浅蓝	WHITE LIGHT BLUE	WT/LT BU
黄	YELLOW	YL	白棕	WHITE BROWN	WT/BN	白浅绿	WHITE LIGHT GREEN	WT/LT GN
绿	GREEN	GN	白红	WHITE RED	WT/RD	绿黄	GREEN YELLOW	GN/YL
蓝	BLUE	BU	白橙	WHITE ORANGE	WT/OG	This diagram shows:		
紫	PURPLE	PL	白黄	WHITE YELLOW	WT/YL	WIDE LINE: GN/YL AWG16 OTHER COLOR AWG18 AWGXX		
灰	GRAY	GY	白绿	WHITE GREEN	WT/GN	NARROW LINE: ALL COLOR AWG22 AWGXX AWGXX		
白	WHITE	WT	白蓝	WHITE BLUE	WT/BU	The wiring diagram for reference only, change without prior notice		

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CHINESE	ENGLISH	ENGLISH ABBREVITED	CHINESE	ENGLISH	ENGLISH ABBREVITED	CHINESE	ENGLISH	ENGLISH ABBREVITED
黑	BLACK	BK	粉红	PINK	PK	白紫	WHITE PURPLE	WT/PL
棕	BROWN	BN	浅蓝	LIGHT BLUE	LT BU	白灰	WHITE GRAY	WT/GY
红	RED	RD	浅绿	LIGHT GREEN	LT GN	白粉红	WHITE PINK	WT/PK
橙	ORANGE	OG	白黑	WHITE BLACK	WT/BK	白浅蓝	WHITE LIGHT BLUE	WT/LT BU
黄	YELLOW	YL	白棕	WHITE BROWN	WT/BN	白浅绿	WHITE LIGHT GREEN	WT/LT GN
绿	GREEN	GN	白红	WHITE RED	WT/RD	绿黄	GREEN YELLOW	GN/YL
蓝	BLUE	BU	白橙	WHITE ORANGE	WT/OG	This diagram shows:		
紫	PURPLE	PL	白黄	WHITE YELLOW	WT/YL	WIDE LINE: GN/YL AWG16 OTHER COLOR AWG18 AWGXX AWGXX		
灰	GRAY	GY	白绿	WHITE GREEN	WT/GN	NARROW LINE: ALL COLOR AWG22 AWGXX AWGXX		
白	WHITE	WT	白蓝	WHITE BLUE	WT/BU	The wiring diagram for reference only, change without prior notice.		

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Anti-collision Light(L)

(UP)

(DOWN)

5050 Strip Light
DC12V RGB 60 L=300mm

5050 Strip Light
DC12V RGB 60 L=350mm

Anti-collision Light(R)

(UP)

(DOWN)

5050 Strip Light
DC12V RGB 60 L=300mm

5050 Strip Light
DC12V RGB 60 L=350mm

YLP-04V
2/4 B1

J26

ATV-L0065

C27

C28

C29

C30

SMR-04V SMP-04V

Eye Light(R)

5050 Strip Light
DC12V RD 60 L=200mm

5050 Strip Light
DC12V RD 60 L=200mm

Eye Light(L)

5050 Strip Light
DC12V RD 60 L=200mm

5050 Strip Light
DC12V RD 60 L=200mm

LOGO Light

5050 Strip Light
DC12V RD 60 L=400mm

TOP Light

5050 Strip Light
DC12V WT 60 L=500mm

5050 Strip Light
DC12V WT 60 L=500mm

5050 Strip Light
DC12V WT 60 L=500mm

K14
K15
K16
K17
K20
K21
K22
K23

ATV-L0019

K10

YLP-04V
1/4 B3

SMP-02V SMR-02V

LED DRIVE 2/2
(B2-085X)

VIHR-3N CN4
+5V
LED R
GND

VIHR-3N CN6
+5V
LED L
GND

ATV-L0085

ATV-L0086

J58

J59

J60

SMP-06V SMR-06V

SMR-03V SMP-03V

5050 Strip Light
SK6812 L=400mm

5050 Strip Light
SK6812 L=2050mm

Sidel Light(R)

5050 Strip Light
SK6812 L=400mm

5050 Strip Light
SK6812 L=2050mm

Sidel Light(L)

Light Box Assy

CHINESE	ENGLISH	ENGLISH ABBREVITED	CHINESE	ENGLISH	ENGLISH ABBREVITED	CHINESE	ENGLISH	ENGLISH ABBREVITED
黑	BLACK	BK	粉红	PINK	PK	白紫	WHITE PURPLE	WT/PL
棕	BROWN	BN	浅蓝	LIGHT BLUE	LT BU	白灰	WHITE GRAY	WT/GY
红	RED	RD	浅绿	LIGHT GREEN	LT GN	白粉红	WHITE PINK	WT/PK
橙	ORANGE	OG	白黑	WHITE BLACK	WT/BK	白浅蓝	WHITE LIGHT BLUE	WT/LT BU
黄	YELLOW	YL	白棕	WHITE BROWN	WT/BN	白浅绿	WHITE LIGHT GREEN	WT/LT GN
绿	GREEN	GN	白红	WHITE RED	WT/RD	绿黄	GREEN YELLOW	GN/YL
蓝	BLUE	BU	白橙	WHITE ORANGE	WT/OG	This diagram shows:		
紫	PURPLE	PL	白黄	WHITE YELLOW	WT/YL	WIDE LINE: GN/YL AWG16 OTHER COLOR AWG18 AWGXX AWGXX		
灰	GRAY	GY	白绿	WHITE GREEN	WT/GN	NARROW LINE: ALL COLOR AWG22 AWGXX AWGXX		
白	WHITE	WT	白蓝	WHITE BLUE	WT/BU	The wiring diagram for reference only, change without prior notice		

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SPARES AND SERVICE CONTACT INFORMATION

- SEGA TOTAL SOLUTIONS -

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

Parts/Customer Service : +44 (0) 208 391 8060
Technical Support : +44 (0) 208 391 8072

- PLAY IT AMUSEMENTS -

870 Lively Blvd
Wood Dale,
IL,
60191
United States of America

Parts/Customer Service : +00 (1) 224 265 4287
Technical Support : +00 (1) 224 265 4283