MISSION: IMPOSSIBLE

OWNER'S MANUAL

SEGA®
amusements international

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.

SEGA®
amusements international

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

To maintain safety:

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

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

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

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

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

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

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

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

- **Perform work in accordance with the instructions herein stated**
  Instructions for work are explained by paying attention to the aspect of accident prevention. Failing to perform work as per the instructions can cause accidents. In the case where only those who have technical expertise should perform the work to avoid hazardous situation, the instructions herein state that the site maintenance personnel should perform such work

- **Be sure to turn off the power before working on the machine**
  To prevent an electric shock, be sure to turn off the power and unplug the power cable before carrying out any work that requires direct contact with the interior of the product. If the work is to be performed in the power-on status, the instruction manual herein always states to that effect

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

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

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

- **Specification changes (removal of equipment, conversions and additions) not designated by SEGA are not allowed**
  The parts of the product include warning labels for safety, covers for personal protection, etc. It is very hazardous to operate the product by removing parts and/or modifying the circuits. Should doors, lids and protective parts be damaged or lost, refrain from operating the product, and contact where the product was purchased from or the office herein stated.
  SEGA shall not be held responsible for any accidents or compensation for damage to a third party resulting from the specifications not designated by SEGA

- **Ensure that the product meets the requirements of appropriate electrical specifications**
  Before installing the product, check for electrical specifications. SEGA products have a nameplate on which the electrical specifications are described. Ensure that the product is compatible with the power supply voltage and frequency requirements of the location. Using any electrical specifications different from the designated specifications can cause a fire and an electric shock

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

- **When handling the monitor, be very careful (applies only to products with monitors)**
  Some of the monitor parts are subject to high tension voltage. Even after turning off the power, some portions are still subject to high tension voltage. Monitor repair and replacement should be performed only by those technical personnel who have knowledge of electricity and technical expertise

- **Be sure to adjust the monitor properly (applies only to products with monitors)**
  Do not operate the product leaving on-screen flickering or blurring as it is. Using the product with the monitor not properly adjusted may cause dizziness or a headache to an operator, a player, or customer

- **When transporting or reselling this product, be sure to attach this Manual to the product**

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

INSPECTIONS IMMEDIATELY AFTER TRANSPORTING THE PRODUCT TO THE LOCATION

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

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

INTRODUCTION

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

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

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

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

(STOP) **IMPORTANT**

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

⚠ **WARNING**   ⚠ **CAUTION**

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

Sega Amusements International Limited

SEGA®
amusements international

42 Barwell Business Park, Leatherhead Road,

Chessington,

Surrey, KT9 2NY

United Kingdom.

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

Web: http://www.segaarcade.com

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.

Electrical & Mechanical Specifications

SPECIFICATIONS

Standard Cabinet

Machine Dimensions:	1.48m (58.2in) [Width] x 1.86m (73.2in) [Depth]
Machine Height:	2.72m (107in) [Installed] - 2.02m (79.5in) [without Billboard]
Machine Weight:	223kg Approx [Installed]
Power, maximum current:	-420w-
Rating:	115-240vac
Fuse Rating:	3.15A (UK/EU) - 6.3A (USA)

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.
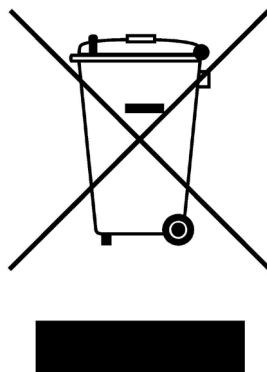
LIST OF 3rd PARTY RIGHTS

LUA

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Json.NET

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LICENCE

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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. Non-compliance 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.

BASS SHAKER LB1219

VOLUME LB1218
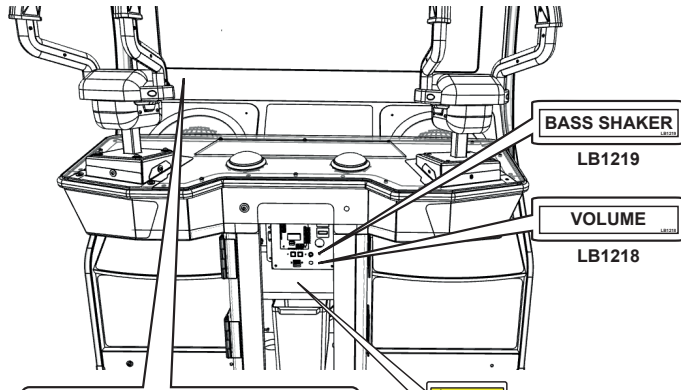
⚠ CAUTION
If you or your child have experienced a convulsive attack, loss of consciousness, etc., due to light stimulus or TV game, or fear that you may experience such symptoms, be very careful of using this machine.
If you feel sick whilst playing this game, immediately discontinue use and take a rest.

440-CS0186-01UK

⚠ CAUTION
QUALIFIED PERSONNEL ONLY
Take care when servicing within these areas

440-CS0010UK

440-WS0100UK

440-CS0010UK

⚠ CAUTION
QUALIFIED PERSONNEL ONLY
Take care when servicing within these areas

⚠ WARNING
RISK OF SHOCK
Do Not Open!
Authorised Personnel Only

440-WS0005UK
440-DS0010UK

⚠ DANGER
High voltage can cause an electric shock. Remove power before servicing.

LB1126-3150-250

3.15A

ON OFF

LB1131

⚠ WARNING
RISK OF SHOCK
Do Not Open!
Authorised Personnel Only

440-WS0005UK

PORTABLE APPLIANCE TEST RECORD

PAT TEST - LB1046

SERIAL # - 421-7988-91UK

INDOOR/WEEE - LB1212

⚠ CAUTION
QUALIFIED PERSONNEL ONLY
Take care when servicing within these areas

440-CS0010UK

⚠ CAUTION
DANGER OF EXPLOSION IF BATTERY IS INCORRECTLY REPLACED.
Replace only with the same or equivalent type recommended by the manufacturer. Dispose of used batteries according with the manufacturers guidelines.

440-CS0300UK

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 **2.18m (85.8in)** in width and **2.56m (100.7in)** 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 **2.75m (109in)** 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

2

⚠ WARNING

- To install this product, the entrance must be at least **1.2m (47.2in)** in width and **2.75m (109in)** in height with Billboard and **2.03m (79.9in)** without 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

0.15M

0.35M

0.35M

2.56m (100.7in)

0.55M

2.18m (85.8in)
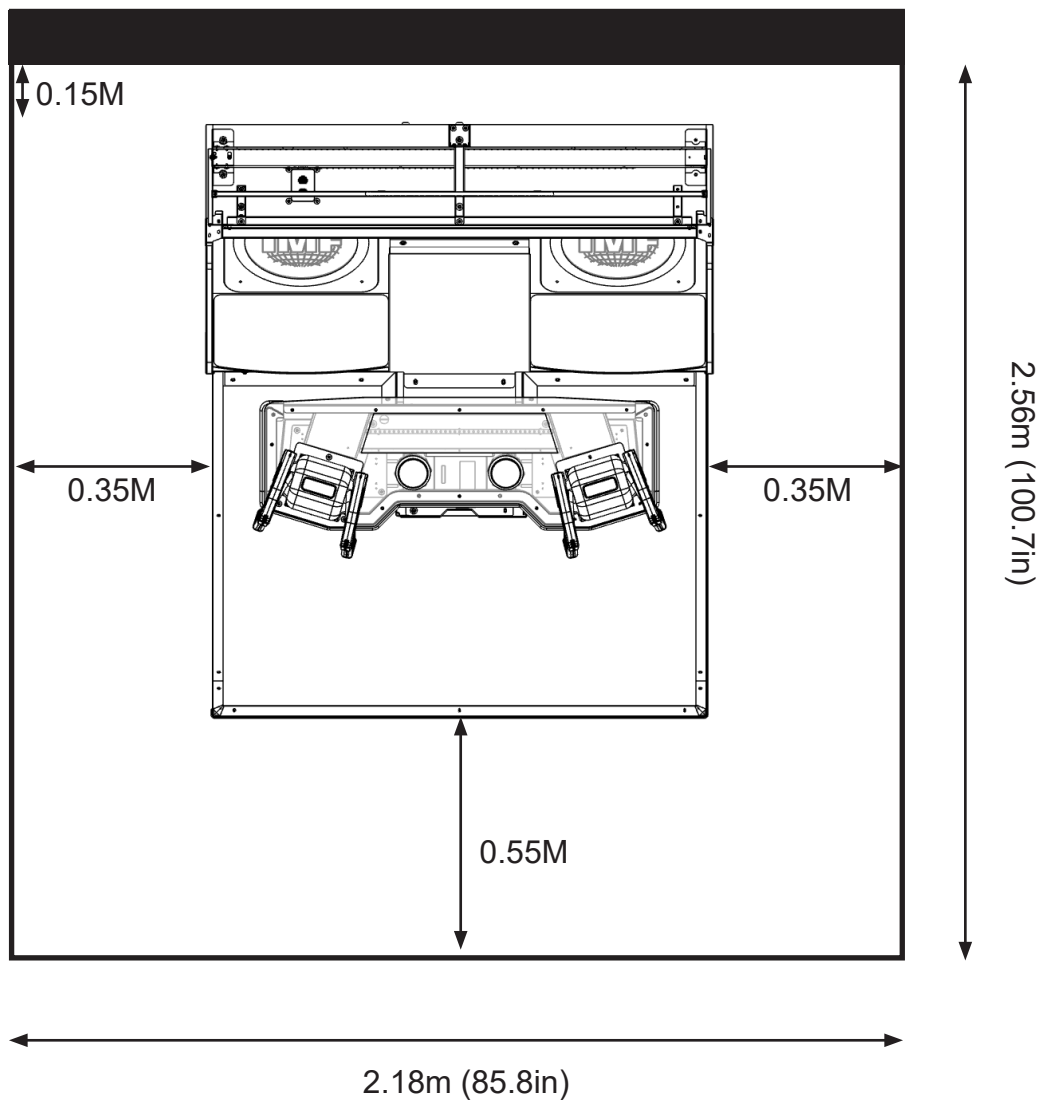
3 PRECAUTIONS REGARDING OPERATION

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, 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

⚠ 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**

- 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
- 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
- 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

4   PART DESCRIPTIONS

1	Rear Header
2	Front Panel Header and Fuse Box
3	Speakers
4	Monitor
5	Control Units
6	Coin Tower
7	Floor

5 ACCESSORIES

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

Part Name / Number	Diagram	Quantity
Owner's Manual (Part #: 420-0036-01UK)		1
Master Key (J9117)		2
Security Key (A444)		2
Power Lead UK (Pt No LM1227) EU (Pt No LM1246) US (Pt No LM1200UK)		1ea
Spare Fuse (UK/EU - 3.15A) (Fitted to ASSY AC UNIT)		1
Spare Fuse (US - 6.3A) (Fitted to ASSY AC UNIT)		1

⚠ WARNING

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

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

- When assembling, 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

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

⚠ CAUTION

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

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

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

(STOP) IMPORTANT

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

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

6-1 INSTALLING THE FLOOR

1 Unlock and remove the Door Back Lower with the supplied keys

Unlock with Key
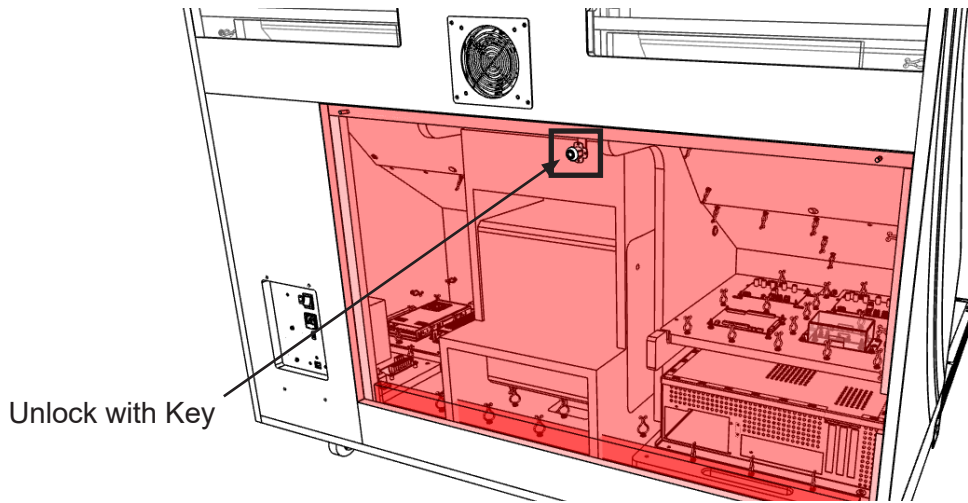
2 Slide the **Assy Floor Panel (MI-9000XUK)** into position and align with the Monitor Cab. Remove the (2) M4 fixings on the **Bracket Endcap LED Edging Lower L/R (MI-7009XUK/MI-7010XUK)** and move them into the lower installation position shown. Connect the floor harnessing on both sides and reapply the fixings to each bracket, securing the wiring within the bracket

LED Connections

Secure Bracket in lower position

Bracket Endcap LED Edging Lower
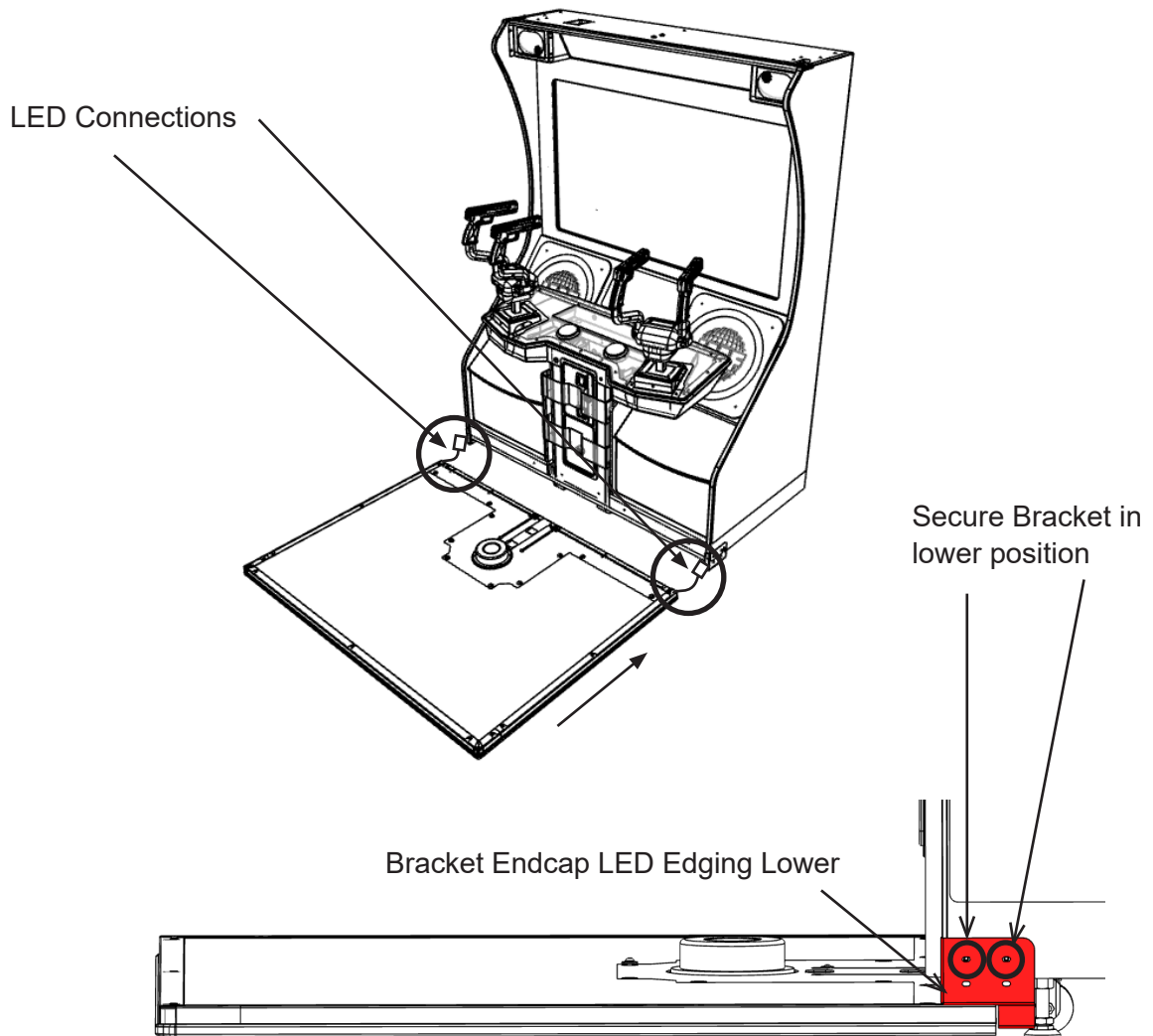
3 Remove the (2) internal fixings on either side of the Coin Tower to release it. Slide the Coin Tower roughly half way out. Lift the Coin Tower over the Bass Shaker and extend fully. Reapply the (2) previously removed fixings into the fixing points shown to secure the Coin Tower in place

Internal Fixing (one each side)
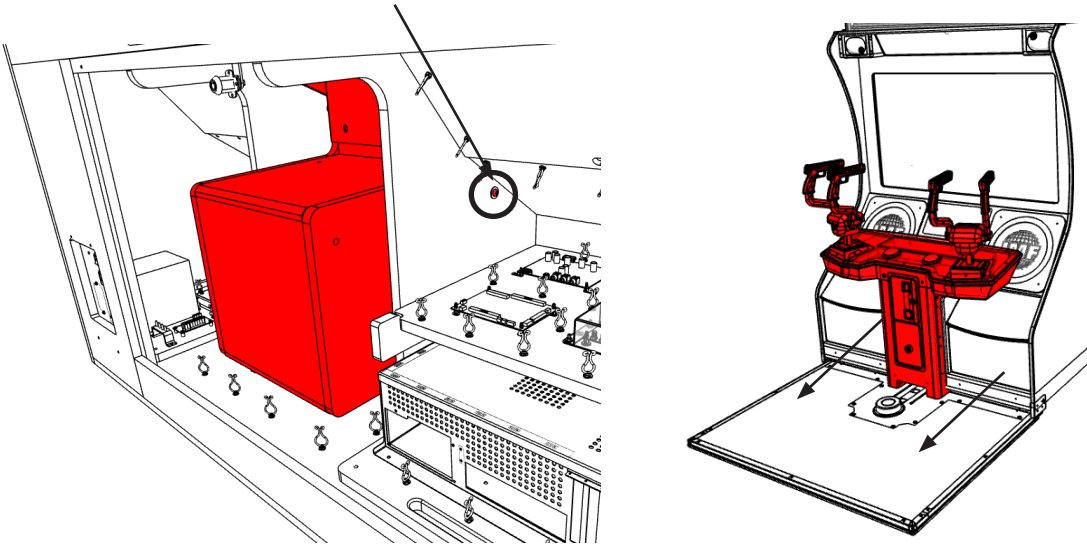
Pull Coin Tower half way and lift over Bass Shaker
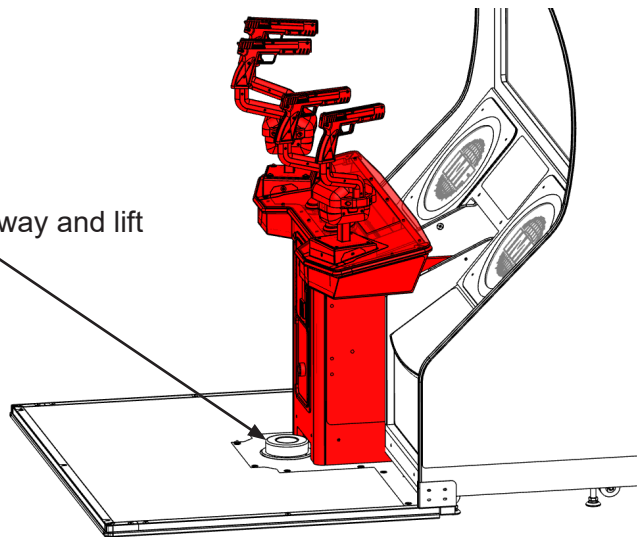
Reapply Fixing (one each side)
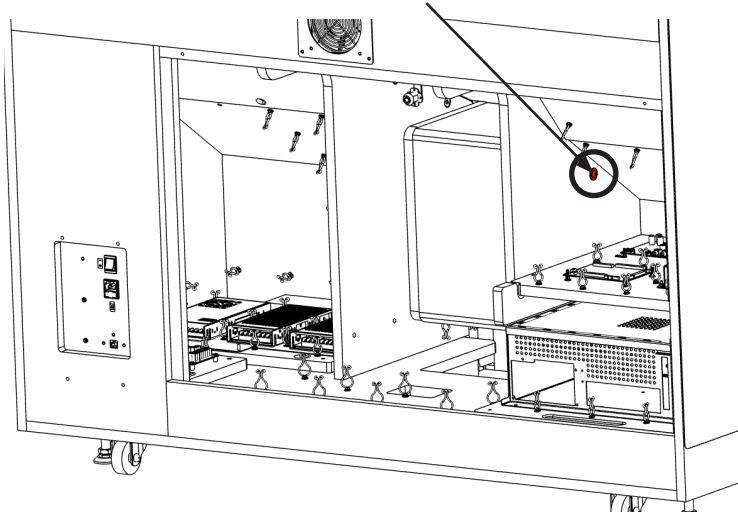
4 Feed harnessing through the hole in the **Bracket Floor Cable (MI-7011UK)** and make the harnessing connections to the Bass Shaker and Floor

Bracket Floor Cable
(MI-7011UK)

Feed harnessing
through
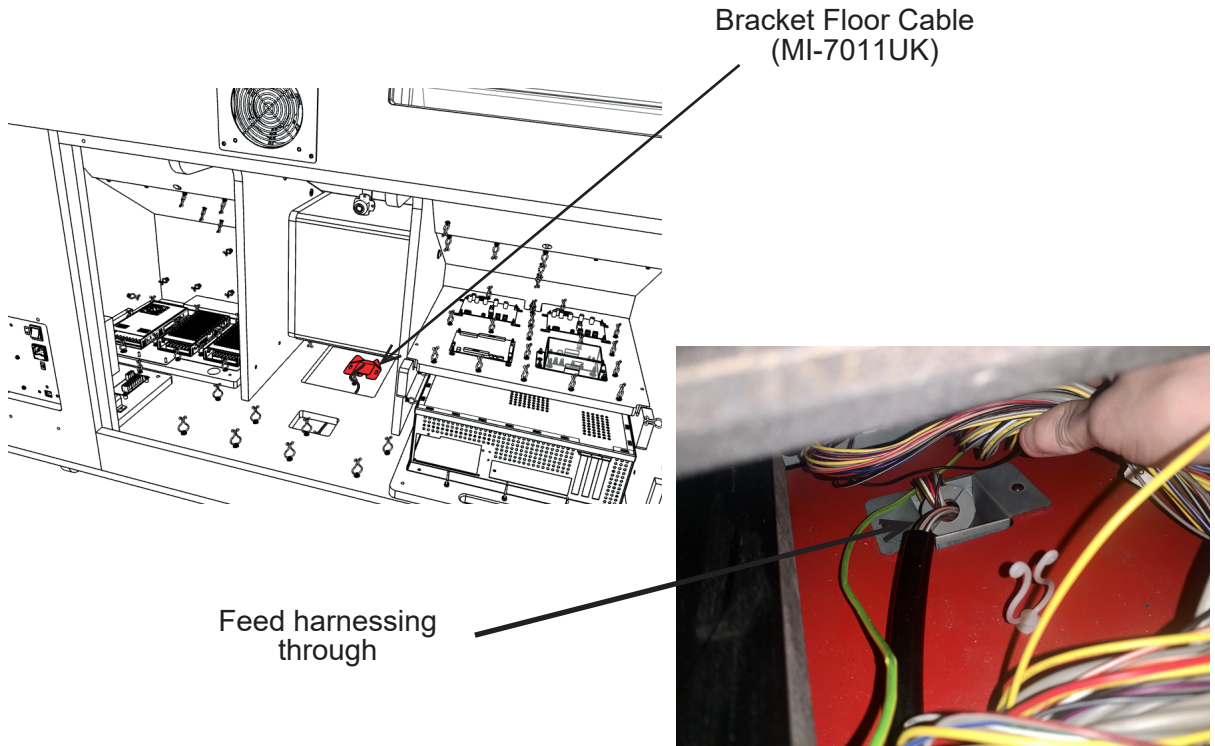
5 Connect the Harnesses from the Monitor Cab to the Coin Tower
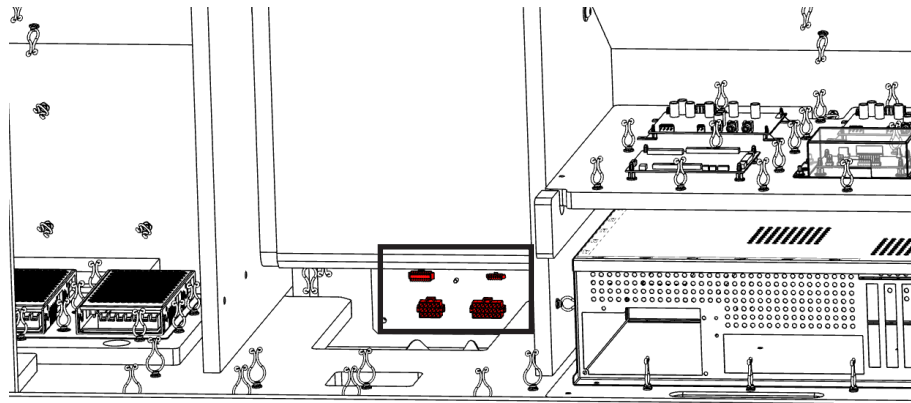
6 Secure the (8) M6X30 fixings on the **Bracket Cover Joint Ctrl Cabi (MI-7059XUK)**
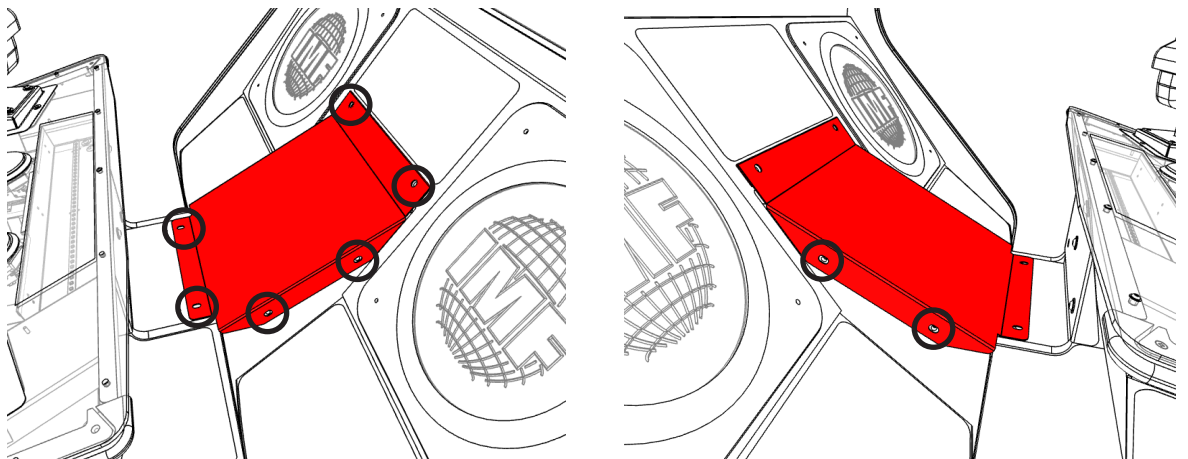
7 Secure the (8) M6 fixings on the **Bracket Floor Locating LH (HDZ-9003XUK)** and perform the same procedure on the RH side
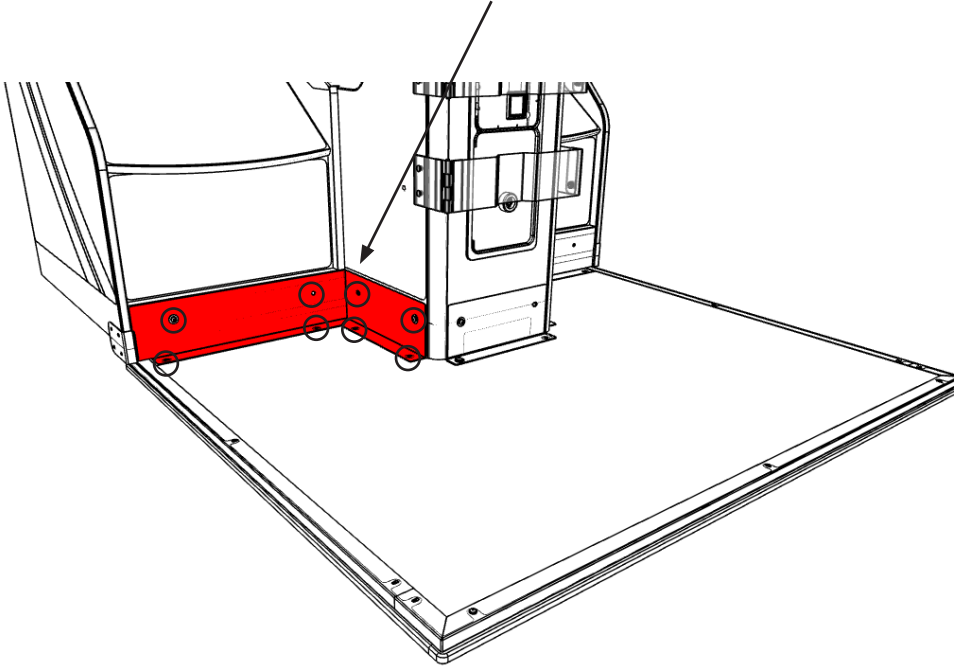
8 Secure the (4) M6 fixings on the **Bracket Floor Locating Mid (MI-9006XUK)**
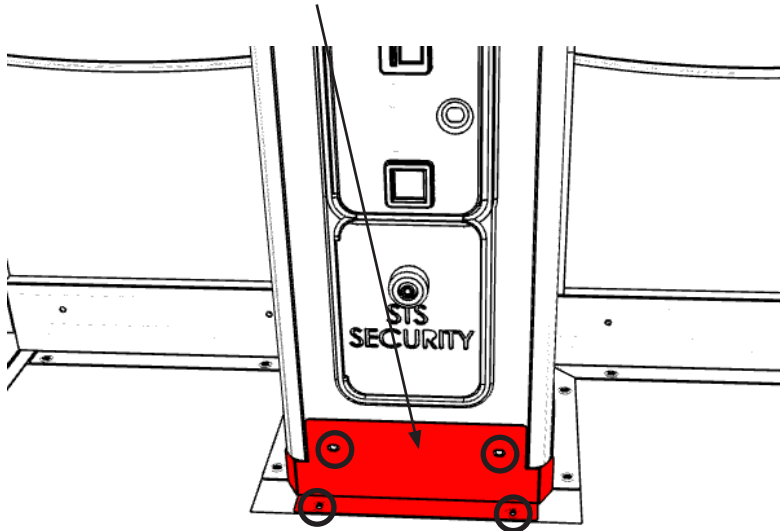
(STOP) **IMPORTANT**

- **Installing elements of the Installation Kit require the use of stepladders and/or equipment allowing the people installing the cabinet to work at height**

- **It is recommended to carry out this part of the installation with a minimum of at least 2 people**

1 Remove the (5) M6 highlighted fixings ◯ and the (2) M4 fixings ▭ on top of the Monitor Cabinet

M4 Fixings
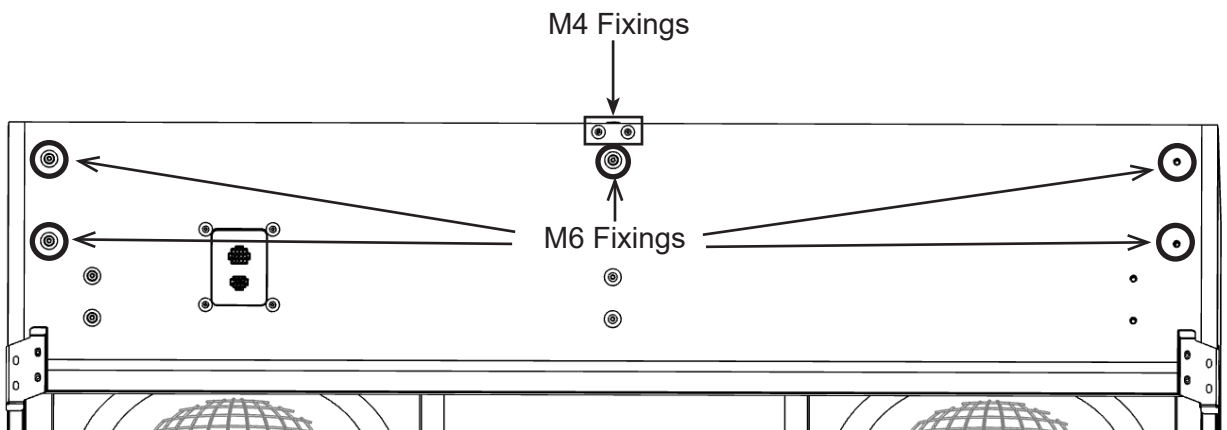
M6 Fixings

2 Insert **Assy Rear Header (MI-5720XUK)** into the position shown. Reapply fixings into same positions and connect the harnessing to the Monitor Cab and the lower LED strip

Header LED sub connections

Rear Header to Monitor Cab
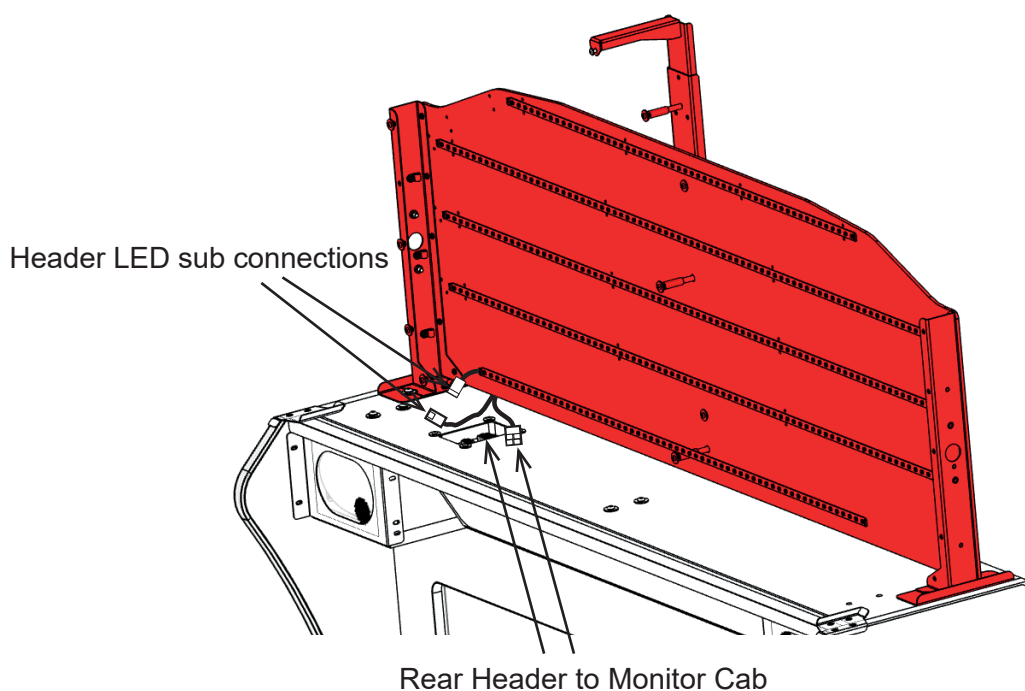
3   Insert the **Panel Rear Header Artwork (MI-5722X-AUK)** and secure using the (3) M4 highlighted fixings
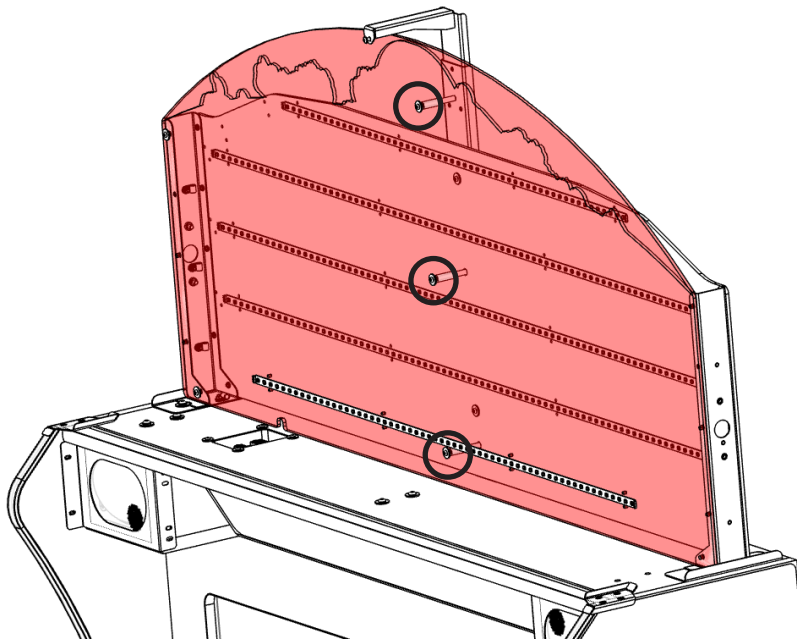
4   Insert **Strutt Sup Header Front (MI-5701XUK)** into positon on the right hand side and apply the (2) M6 highlighted fixings
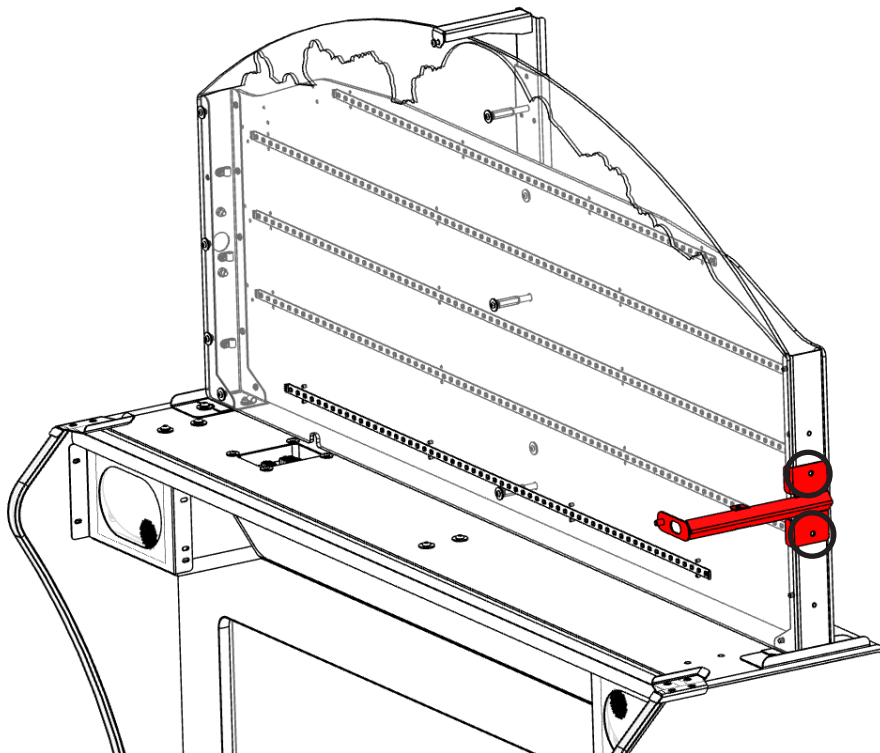
5   Perform the same procedure on the left hand side

6 Insert the **Bracket Cross Supp Header Mid (MI-5702XUK)** and secure using the (2) M4 highlighted fixings
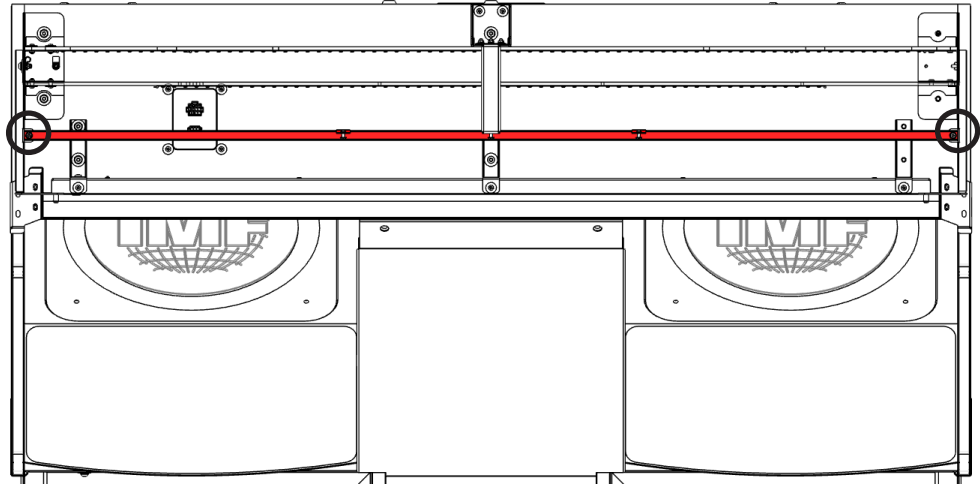
7 Insert the **Panel Header Mid Artwork (MI-5712X-AUK)** and secure using the (3) M4 highlighted fixings
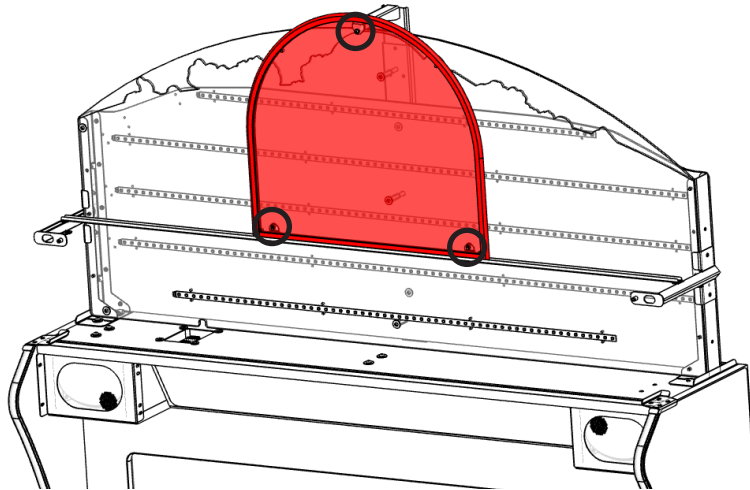
6-3 INSTALLING THE BOX FUSE

1 Insert **Assy Box Fuse MKII (MI-5735XUK)** into position shown. Remove highlighted M6 fixings from situ and reapply to secure Box Fuse
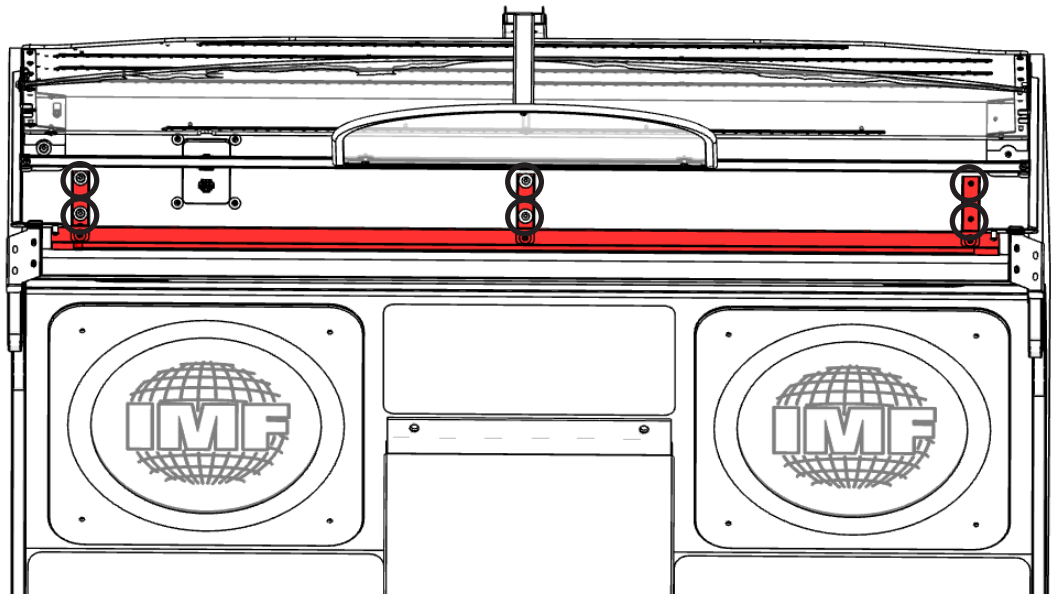
2 Connect the harnessing from the **Box Fuse** to the Monitor Cabinet. Connect the harnessing on the **Bracket Cross Supp Header Mid** to the connection on the **Rear Header**

Cross Supp Header Mid
connection

Fuse Box connection
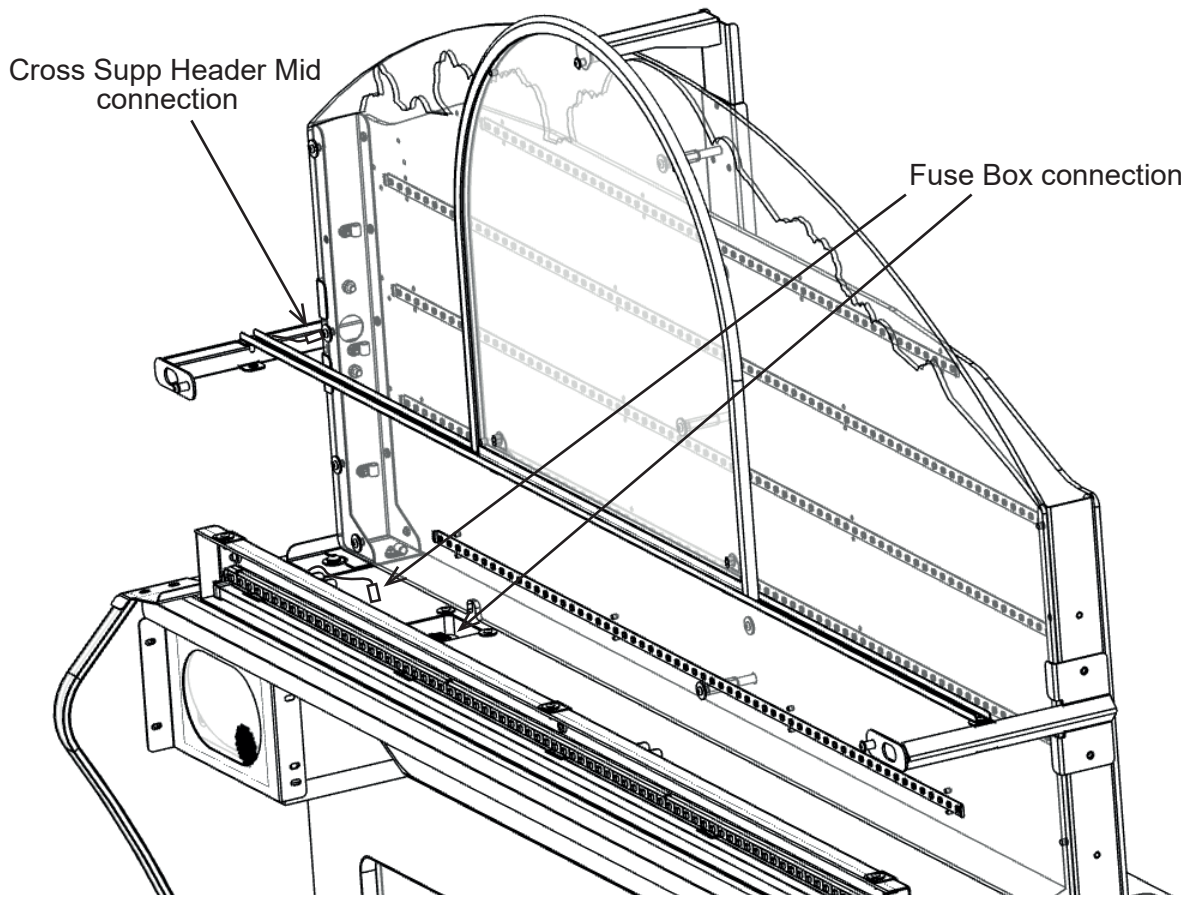
3 Insert the **Panel Header Front Artwork (MI-5711X-AUK)** and secure using the (2) M4 highlighted fixings
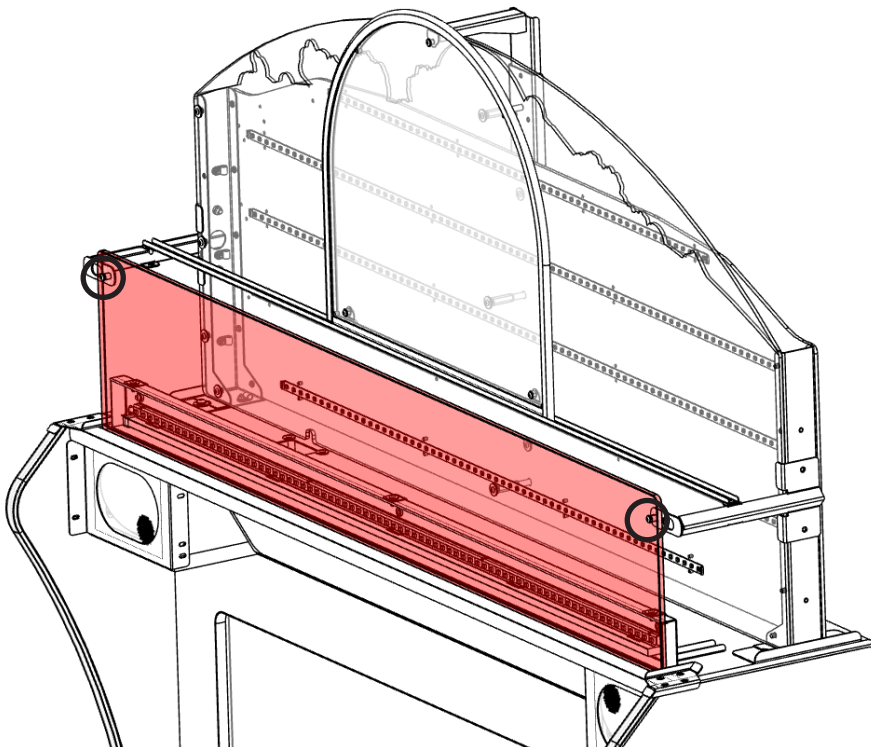
6-4 FIXATION TO INSTALLATION SITE

⚠ WARNING

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

---

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

CASTOR (5)

ADJUSTER (4)

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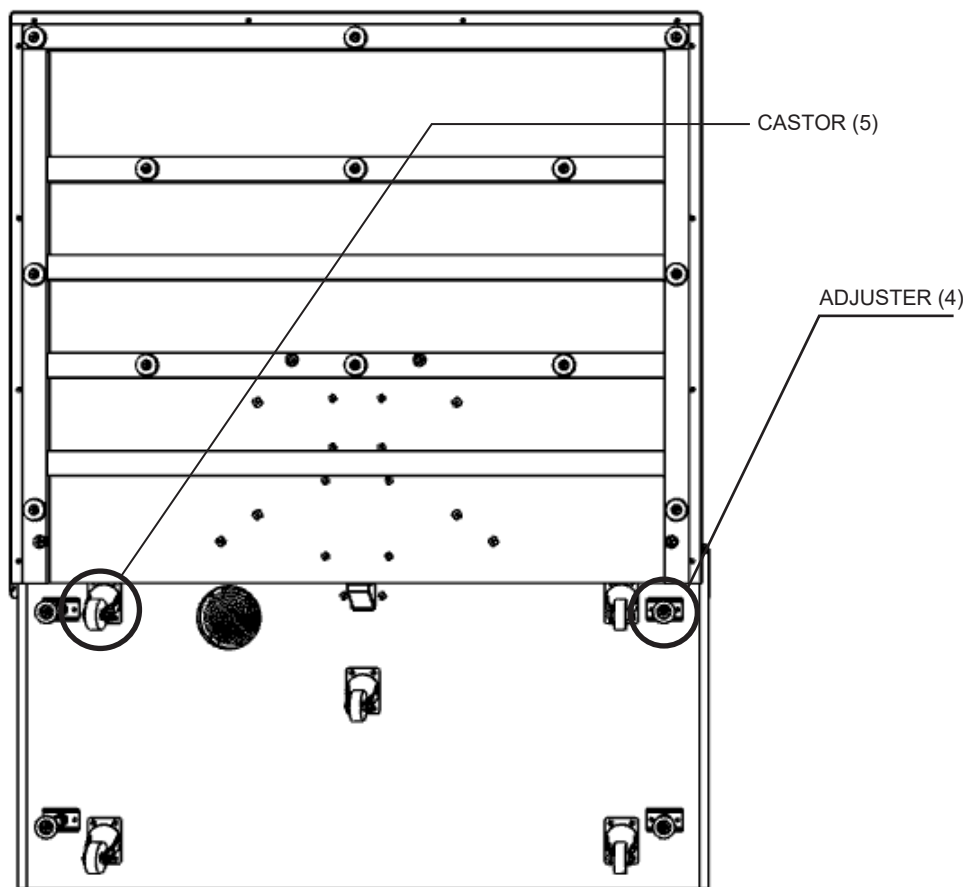
1 Move the product to the installation site. If the product is to be installed near a wall, secure enough passageway space for players to access the seat. You must also secure a 15cm space between the back wall and the back of the cabinet for ventilation

---

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

---

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

ADJUSTER

CASTOR

Tighten nut upwards

About 5 mm

ADJUSTER
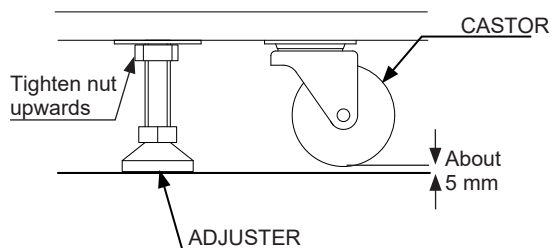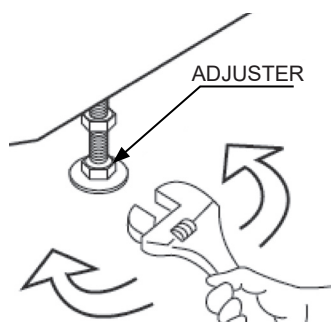
CONNECTION OF POWER AND GROUND CABLES

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

⚠ WARNING

- **Use the power supply equipped with an earth leakage breaker. Use of power supply without such a breaker could result in fire if there is a current leakage**

- **Have available a securely grounded indoor ground terminal. Without proper grounding, customers could be electrocuted and product operations might not always be stable**

- **Do not expose the power cord or ground wire. If these are exposed, customers could stumble over them, for instance, and easily damage them. Additionally, if these lines are damaged, there could be a risk of electrical shock or short circuit. Set these lines at locations where they will not interfere with customer traffic, or attach covers to them**

- **After laying out the power cord on the floor, be sure to always protect it. If the power cord is left exposed, it can easily be damaged, resulting in electrical shock**

---

1 Confirm that the main switch is at OFF

INLET

FUSE

3.15A T
250VAC

MAIN SWITCH

Main switch OFF

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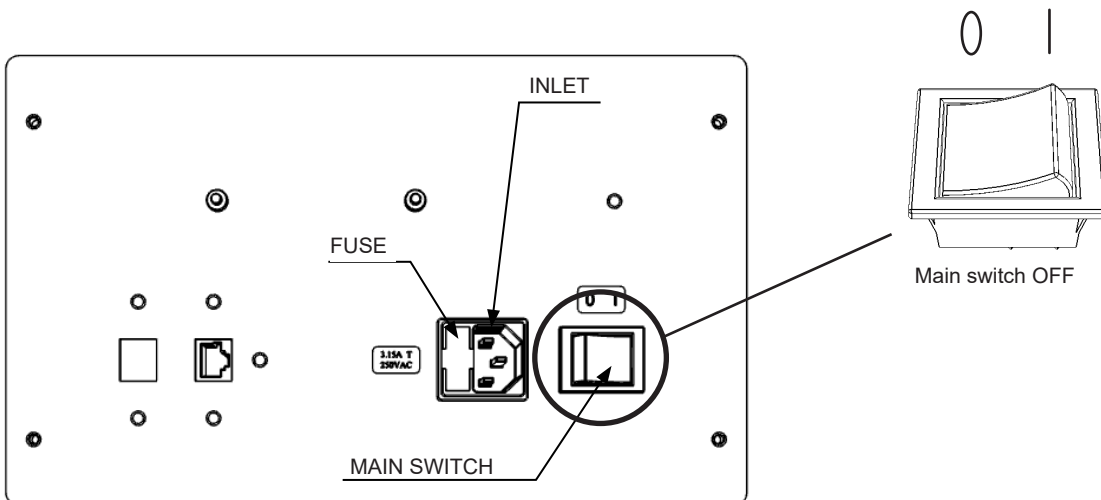
2 Fully insert the power cord connector on the side opposite the power plug into the AC unit inlet

---

3 Fully insert the power cord plug into the outlet

---

4 The power cord is laid out indoors. Protect the power cord by attaching wire cover to it.
If ground will be established with a ground wire made available separately, lay out the ground wire indoors and have it protected
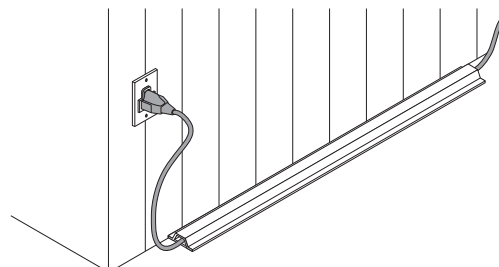
6-5 CONFIRMATION OF INSTALLATION

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

Perform the following tests in test mode:

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

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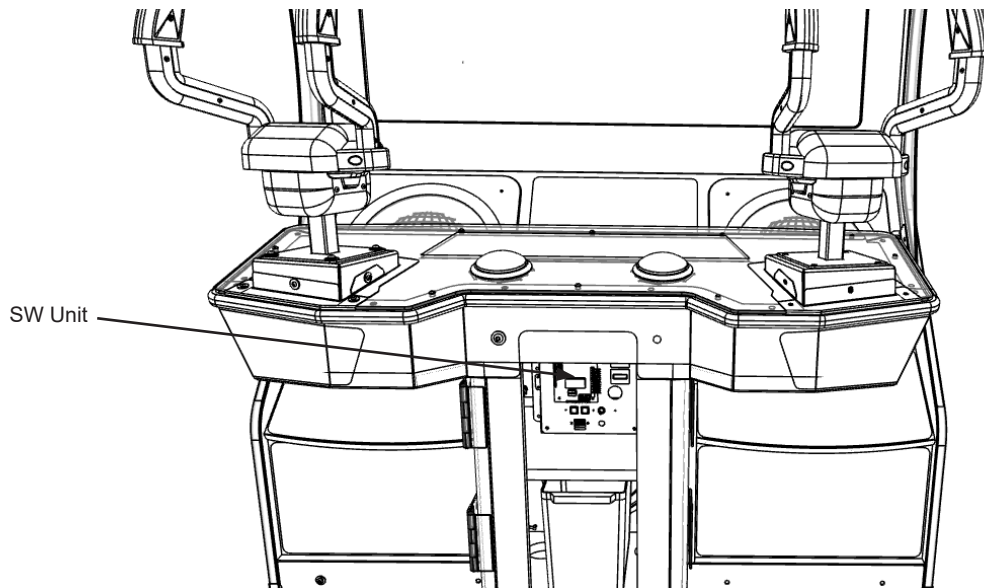
2 Enter the section "Input Test". Ensure all Controller components and Buttons are functioning correctly

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

6-6 COMPONENTS THAT CHANGE STATE UPON POWERING UP

Panels illuminate

Game powers on

Audio from speakers

Control Panel illuminates

Floor edges illuminate
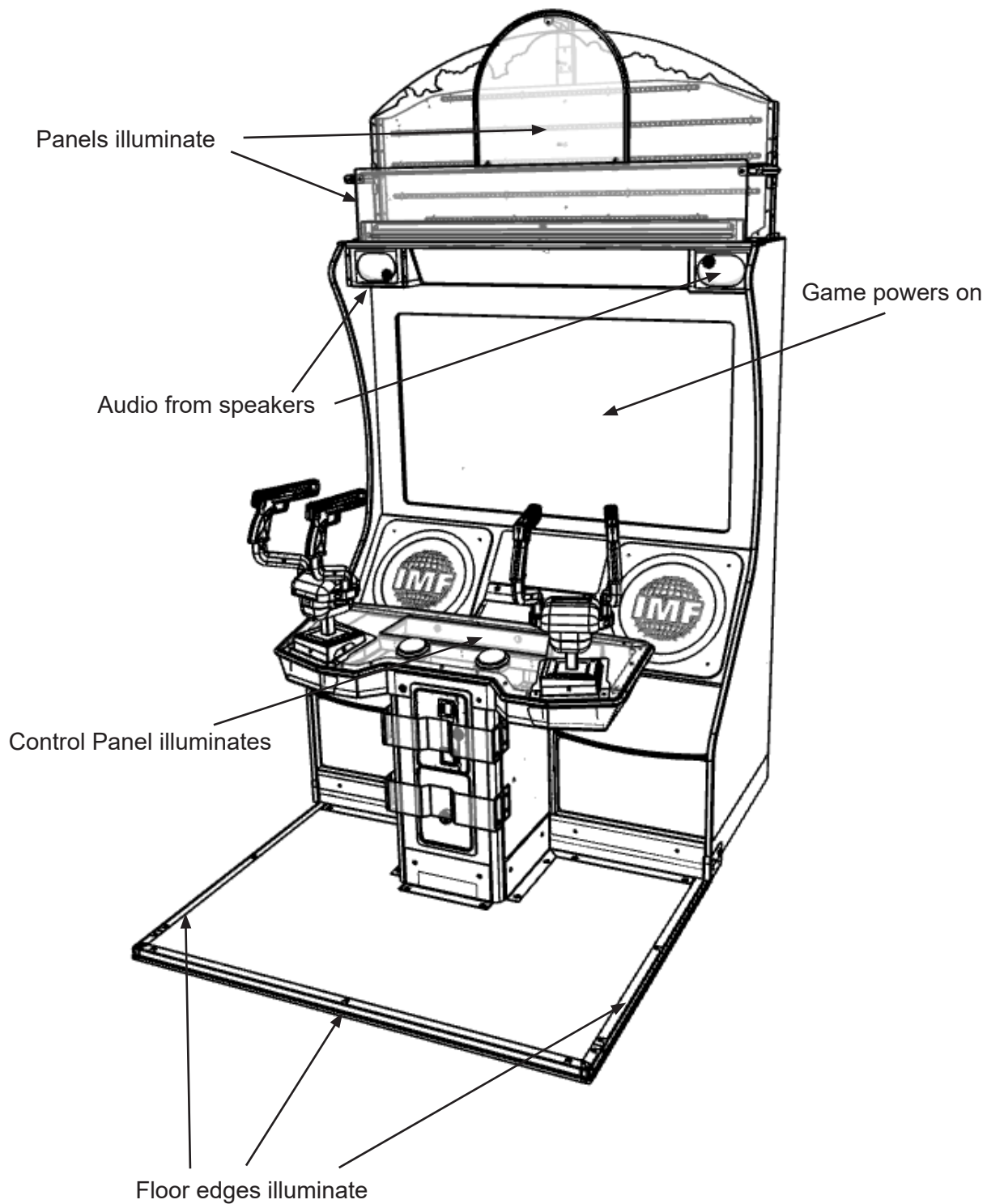
6-7 LINKING MULTIPLE CABINETS

It is important that a suitable location is secured to enable installation to be carried out safely.
Please refer the beginning of this Manual for Operational Area.

This will show the procedure for installing (2) cabinets. It is only possible for two Cabinets to be linked.

1 Place (2) Cabinets into position. Follow the guidelines in the OPERATIONAL AREA in Chapter 2-2
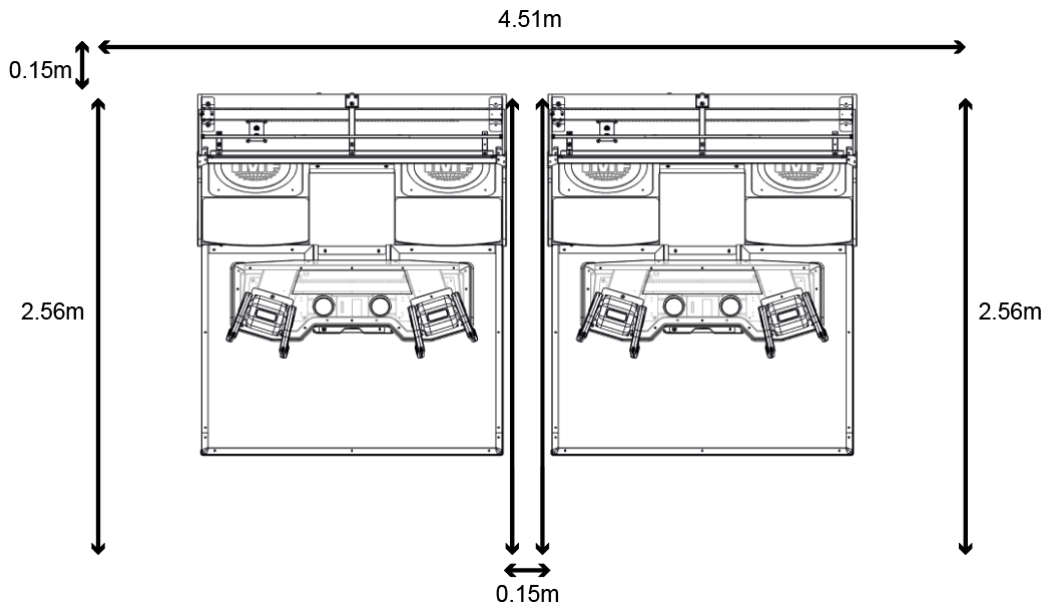
(STOP) **IMPORTANT**

Each Cabinet has it own dedicated mains power input. Only use the power leads supplied with this machine. DO NOT place more than 2 units in a single multi-socket extension cable (not supplied). Connecting more than 2 units in a single power extension cable may overload the circuit and cause possible electrical damage or even fire
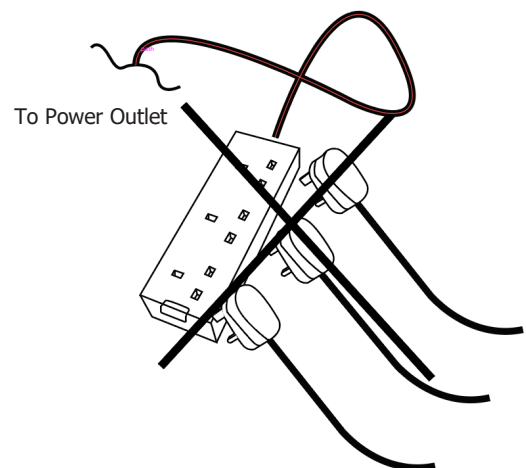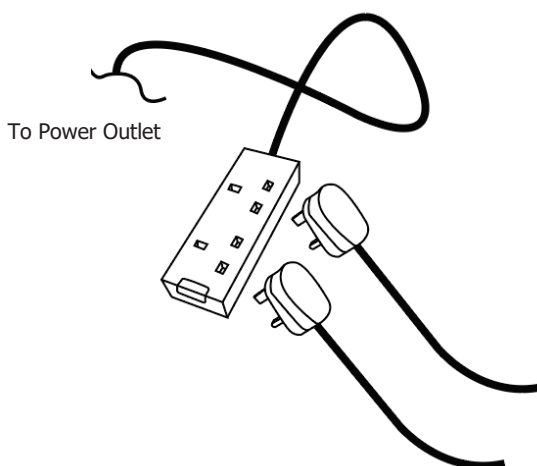
STOP) IMPORTANT

When powering the machine on for the first time, be sure NOT to have the network cables connected. Having the network cables connected when powering up for the first time will cause a network malfunction and incorrect IP addresses will be assigned

1 Apply power to the Cabinets and enter the TEST menu using the TEST SW located behind the coin door on the credit board (on both Cabinets)

2 Select NETWORK SETTINGS > LINK PLAY. Change Setting to "ON"

3 Select NETWORK SETTINGS > CABINET ID. Assign ID 1 to the first Cabinet and ID 2 to the second Cabinet and confirm changes. Cabinet will reboot.

4 Using a LAN (Ethernet) Cable (sold separately) connect each cabinet together via the LAN port situated on the AC Bracket

5 Once both Cabs have entered into Game/Attract, enter Test Mode and go to NETWORK SETTINGS. Ensure the CABINETS CONNECTED option reads "2" on both Cabinets.

6 Exit Test Mode and return to Game/Attract

AC Bracket

LAN (Ethernet) Port

LAN (Ethernet) Cable

Connect cabs using LAN ports on AC Brackets

LAN Cable
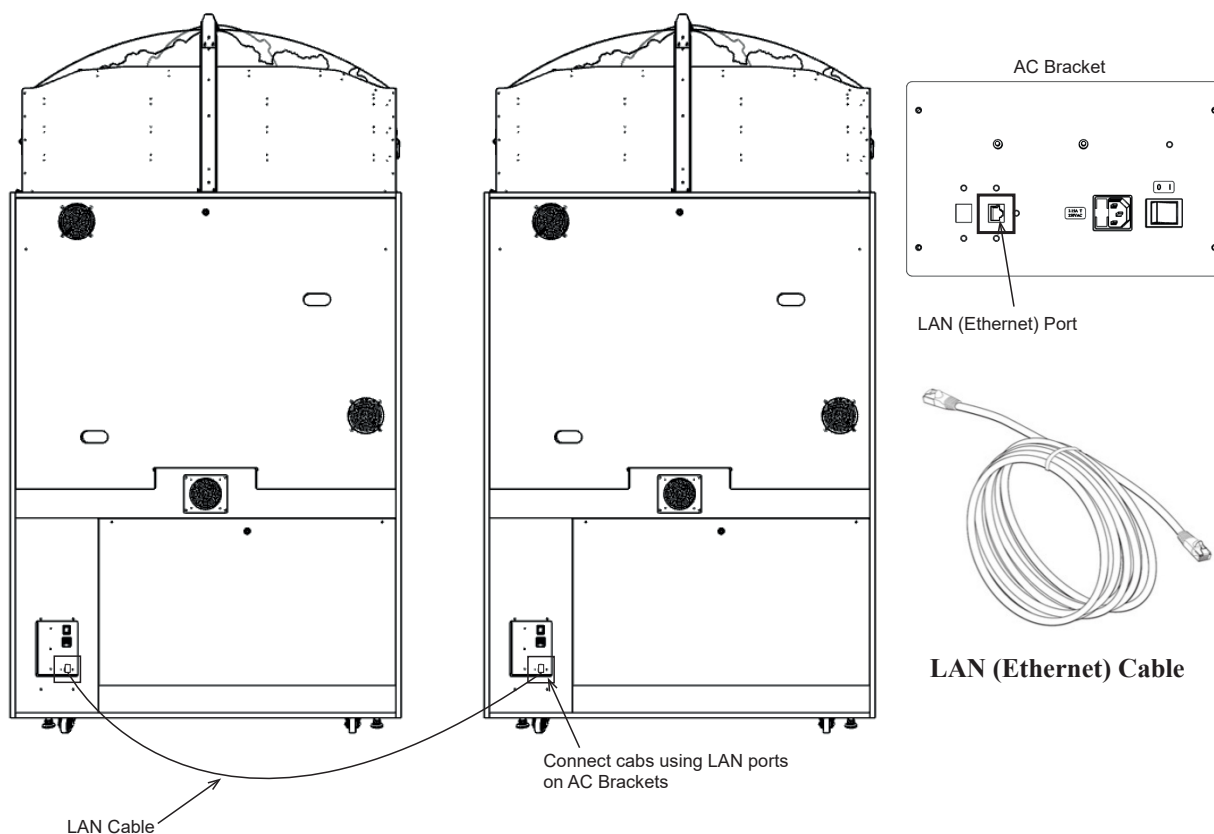
7 PRECAUTIONS WHEN MOVING

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 castors contact the floor. Remove the Assy Floor from the Monitor Cab before moving the Cabinet. Refer to Section 6-1 on how to install/remove the Assy Floor

- While moving the unit, be careful that the castors 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 individual pieces of the Cabinet (Monitor Cab, Assy Box Header, Assy Fuse Box, and Assy Floor). 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 each Cabinet section in. These elements may fall over, causing damage or an accident

⚠ 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

- 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 Units. This may disfigure or damage them

- If you need to move components through an awkward space and/or 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
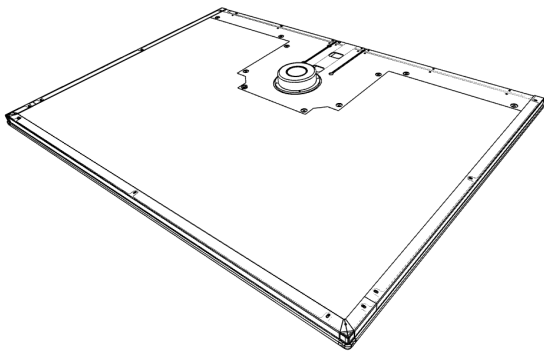
Assy Floor Panel
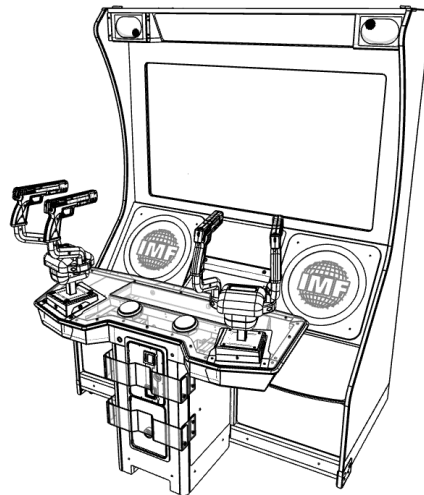
Assy Monitor Cab
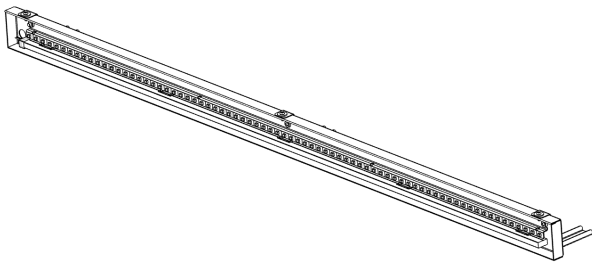
Assy Fuse Box
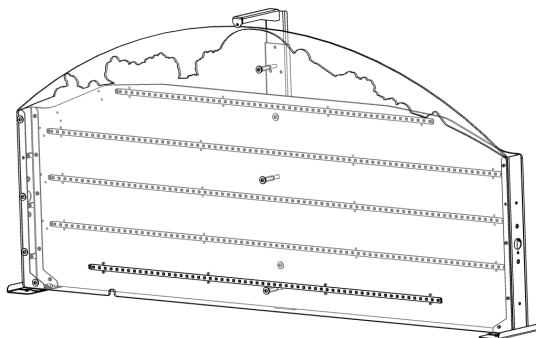
Assy Box Header

8 GAME DESCRIPTION

8-1 GAME OUTLINE

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

Coin system can accumulate up to 24 Credits. Credits beyond 24 will not be counted and returned to Player. When the 24 Credit limit is reached, it will be recorded in the Test Menu under Coin Settings > Coin Count. It will also be recorded physically on the Credit Board.

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

8-2 GAME FLOW

The game features multiple missions. The game will allow the player to pick from 2 missions when they have just entered the game. After completing 1 of the 2 levels , the locked mission will open.

When entering a Credit and pressing Start, Players will enter a lobby screen. At this point, other Players on the opposing team will have a limited amount of time to be able to join the mission*. If no Players join within this time limit, they will not be able to join until those Players have completed the mission.

*Only applies to Cabinets with linked play enabled

Players will then have to select their mission, each one consisting of three levels.

Players will be given a short debrief of the chosen mission. During this time, they will also be shown that they are competing against a rival team of Agents. Their goal is to be the first team to complete the mission.

During the missions, Players will have to defeat enemies on the way to their goal. They will also have to complete various Quick-Time Events (QTEs) along the way.

Some of these QTEs require the player(s) to press their button as fast as possible to fill up the ring to complete the action. Others require the player(s) to press their button at the same time as the moving button icon lines up with the button icon in the centre of the screen.

At the end of each level within a mission, Players will be given a report of their progress and how they compare with the rival Agent team or each other (if no Player team was present). They will be given an overall mission report after all levels are complete.
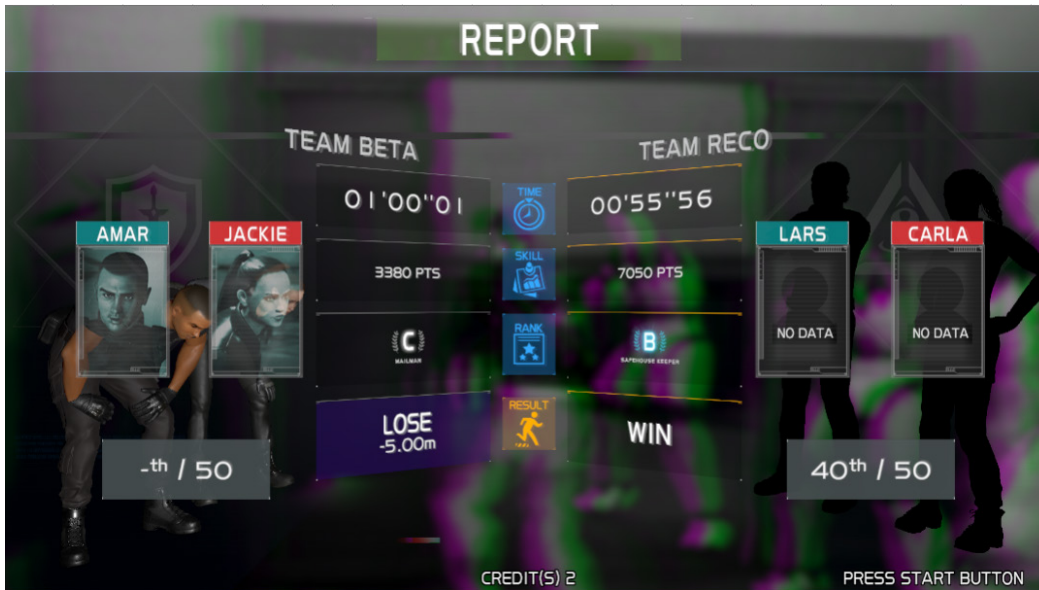
After a mission has been completed, Players can choose to play another mission.

9 TEST AND SERVICE DATA

⚠ **WARNING**

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

⚠ **CAUTION**

- **Be careful that your finger or hand does not get caught when opening/closing the coin chute door**
- **Operating the TEST Button and SERVICE Button during Test Mode may be slightly awkward due to their position. Take care when operating the Credit Board, or any other positions within the internal Cabinet**
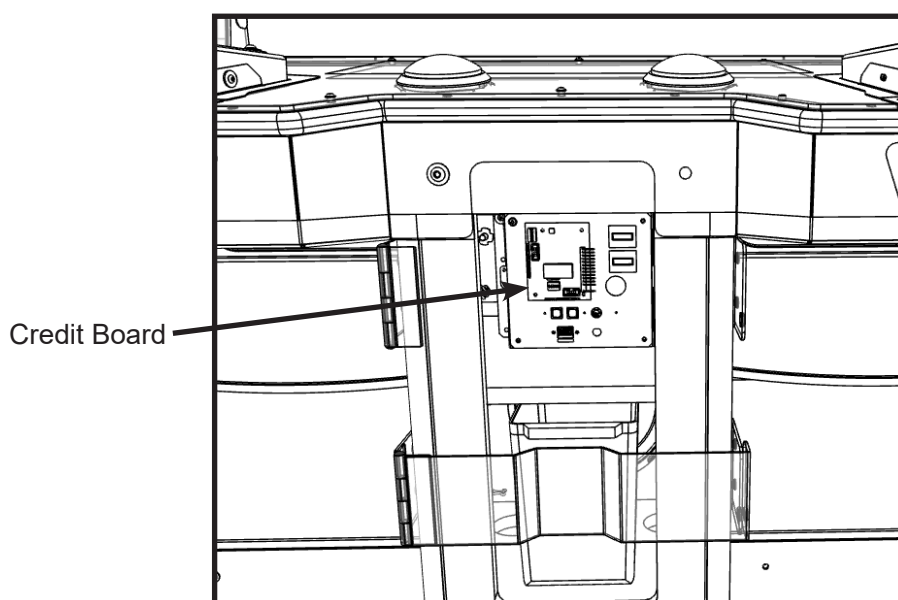
Credit Board

Credit Board Location

(STOP) **IMPORTANT**

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

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

9-1 SWITCH UNIT AND COIN METER

The Switch Unit and Counter are housed within the Coin Tower. To access these controls you will need to open the Coin Door. The switches and counters can be found directly on the rear face of the Tower.
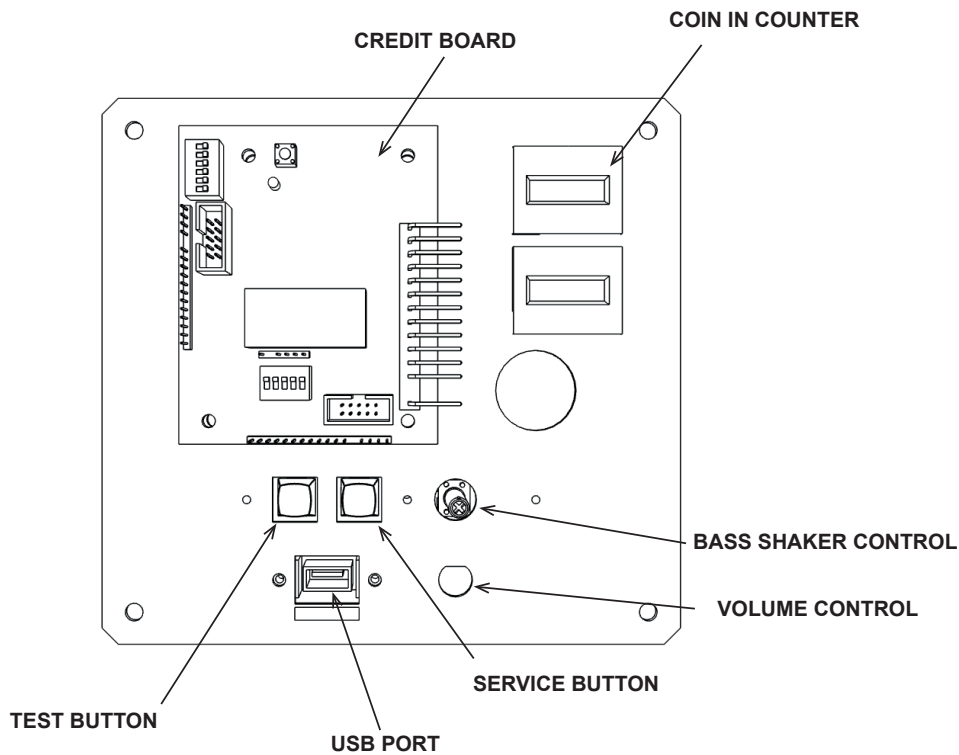
DEVICE	FUNCTION
TEST BUTTON	Press to enter TEST MODE - Also used to enter choices selected within TEST MODE
SERVICE BUTTON	Press for SERVICE CREDIT - Also used to cycle through TEST MENU options
COIN IN COUNTER	Counts inserted coins (£0.10 or $0.10 = 1 count)
VOLUME CONTROL	Adjusts audio level
BASS SHAKER CONTROL	Adjusts level of Bass Shaker
USB PORT	USB Port for any firmware/software updates

9-2 GAME TEST MODE

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

```
                            GAME TEST MODE

SYSTEM INFORMATION                        SYSTEM INFORMATION
INPUT TEST                GAME NAME:                     MissionImpossible
OUTPUT TEST               GAME VERSION:                  201123
DEVICE CALIBRATION        DISK IMAGE VERSION:            1.1E
COIN SETTINGS             LAUNCHER VERSION:              0.1.0
SOUND SETTINGS            SHELL VERSION:                 201130
SCREEN TEST               IO BOARD FIRMWARE VERSION:     OK, v5.0
NETWORK TEST              SECURITY KEY                   MI EU/US STD
BOOKKEEPING               MACHINE ID                     F0X0-P0L0-E0C0-C0T0
CLOCK SETTINGS         >> RESET TO FACTORY DEFAULTS
GAME ASSIGNMENTS          CLEAR ERROR LOG
BILLBOARD TEST            LAST ERROR                     NO ERROR
EXIT                      LAST ERROR DESCRIPTION
                          BACK

MISSION: IMPOSSIBLE       Resets to Factory Defaults, clearing ALL DATA!    Press SERVICE to choose
                                                                            Press TEST to select
```

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.

System Information	Displays software and hardware version numbers
Input Test	Test all input devices like Buttons and Triggers
Output Test	Test all output devices like Speakers and LEDs
Device Calibration	Use this menu to calibrate any Control Units
Coin Settings	Tracks all Credit entries and change Coin to Credit ratio
Sound Settings	Test audio devices like speakers and woofers
Screen Test	Test all screen varaibles (brightness, contrast, alignment)
Network Test	Test Networking between Cabinets
Bookkeeping	See all Cabinet statistics
Clock Settings	Adjust Cabinet internal clock
Game Assignments	Adjust Game settings (Difficulty, Kid Mode, Subtitles etc)
Billboard Test	Test Billboard operation

9-3 SYSTEM INFORMATION

This menu displays information about the Cabinet specs and hardware.
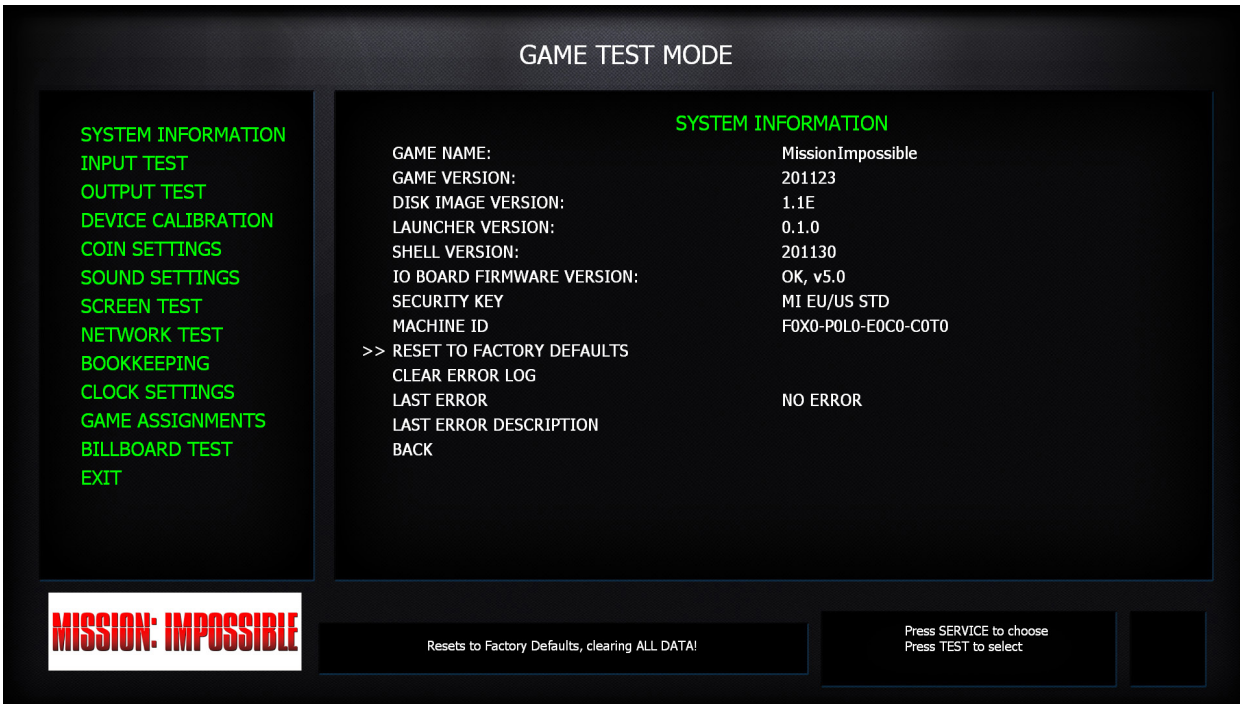
Use the Service button to cycle through the options and the Test button to select an option.

Game Name	Name of installed game software
Game Version	Game software version number
Disk Image Version	Disk Image version of Game Board
Launcher Version	Software Launcher version number
Shell Version	Game Shell version number
IO Board Firmware version	Version number for IO Firmware
Security Key	Displays whether Security Key is detected/correct, missing, or invalid
Machine ID	ID Number for Cabinet
Reset to Factory Defaults	Restore all settings to defaults set at factory prior to shipping (requires confirmation)
Clear Error Log	Wipe error log (requires confirmation)
Last Error	Date of last error and brief description
Last Error Description	Description of error and potential resolution
Back	Return to Main Test Menu

9-4 INPUT TEST

This menu tests the input function of controllers and coin. Note: Press the Test and Service Button together at the same time to exit this menu.

GAME TEST MODE

SYSTEM INFORMATION		INPUTS
INPUT TEST	PLAYER1 CONTROLLER X	5BC
OUTPUT TEST	PLAYER1 CONTROLLER Y	6CD
DEVICE CALIBRATION	PLAYER1 CONTROLLER TRIGGER L	OFF
COIN SETTINGS	PLAYER1 CONTROLLER TRIGGER R	OFF
SOUND SETTINGS	PLAYER1 START BUTTON	OFF
SCREEN TEST	PLAYER2 CONTROLLER X	721
NETWORK TEST	PLAYER2 CONTROLLER Y	4D6
BOOKKEEPING	PLAYER2 CONTROLLER TRIGGER L	OFF
CLOCK SETTINGS	PLAYER2 CONTROLLER TRIGGER R	OFF
GAME ASSIGNMENTS	PLAYER2 START BUTTON	OFF
BILLBOARD TEST	PIR SENSOR	OFF
EXIT	COIN INPUT	OFF
	TEST BUTTON	OFF
	SERVICE BUTTON	OFF

MISSION: IMPOSSIBLE

Tests operation of all inputs

Press TEST and SERVICE together to EXIT

Player 1 Controller X	Shows co-ordinates of P1 Controller X Axis
Player 1 Controller Y	Shows co-ordinates of P1 Controller Y Axis
Player 1 Controller Trigger L	ON = P1 Controller Trigger L Pressed - OFF = Not Pressed
Player 1 Controller Trigger R	ON = P1 Controller Trigger R Pressed - OFF = Not Pressed
Player 1 Start Button	ON = P1 Start Button Pressed - OFF = Not Pressed
Player 2 Controller X	Shows co-ordinates of P2 Controller X Axis
Player 2 Controller Y	Shows co-ordinates of P2 Controller Y Axis
Player 2 Controller Trigger L	ON = P2 Controller Trigger L Pressed - OFF = Not Pressed
Player 2 Controller Trigger R	ON = P2 Controller Trigger R Pressed - OFF = Not Pressed
Player 2 Start Button	ON = P2 Start Button Pressed - OFF = Not Pressed
PIR Sensor	ON = PIR Sensor active - OFF = PIR Sensor off
Coin Input	ON = Coin inserted into Coin Chute - OFF = No Coin inserted
Test Button	ON = Test Button Pressed - OFF = Not Pressed
Service Button	ON = Service Button Pressed - OFF = Not Pressed

9-5 OUTPUT TEST

This menu tests the output function of lighting, controllers, and speakers.

GAME TEST MODE

OUTPUT TEST

SYSTEM INFORMATION
INPUT TEST
OUTPUT TEST
DEVICE CALIBRATION
COIN SETTINGS
SOUND SETTINGS
SCREEN TEST
NETWORK TEST
BOOKKEEPING
CLOCK SETTINGS
GAME ASSIGNMENTS
BILLBOARD TEST
EXIT

PLAYER1 START LAMP	OFF
PLAYER2 START LAMP	OFF
CABINET LIGHTING (CTR/WOOFER/EDGE)	OFF
CONTROL PANEL	OFF
CONTROL PANEL TOP	OFF
ROOF/FLOOR	OFF
BILLBOARD	OFF
PLAYER1 CONTROLLER REACTION:L	OFF
PLAYER1 CONTROLLER REACTION:R	OFF
PLAYER2 CONTROLLER REACTION:L	OFF
PLAYER2 CONTROLLER REACTION:R	OFF
>> BACK	

MISSION: IMPOSSIBLE

Return to Test Menu

Press SERVICE to choose
Press TEST to select

Player 1 Start Lamp	ON = P1 Start Lamp illuminated - OFF = P1 Start Lamp off
Player 2 Start Lamp	ON = P2 Start Lamp illuminated - OFF = P2 Start Lamp off
Cabinet Lighting (CTR/Woofer/Edge)	Test event and game lighting (ATTRACT - GAME - EVENT - OFF)
Control Panel	Test Control Panel lighting - (RED-GREEN-BLUE-OFF)
Control Panel Top	Test Control Panel top lighting (above Start Buttons) - (ON - OFF)
Roof/Floor	Test Floor lighting (RED-GREEN-BLUE-OFF)
Billboard	Test Billboard lighting (RED-GREEN-BLUE-OFF)
P1 Controller Reaction L	ON = P1 L Solenoid activates - OFF = P1 L Solenoid deactivates
P1 Controller Reaction R	ON = P1 R Solenoid activates - OFF = P1 R Solenoid deactivates
P2 Controller Reaction L	ON = P2 L Solenoid activates - OFF = P2 L Solenoid deactivates
P2 Controller Reaction R	ON = P2 R Solenoid activates - OFF = P2 R Solenoid deactivates
Back	Return to Main Test Menu

9-6 CALIBRATION TEST

This menu allows you to calibrate the control units.
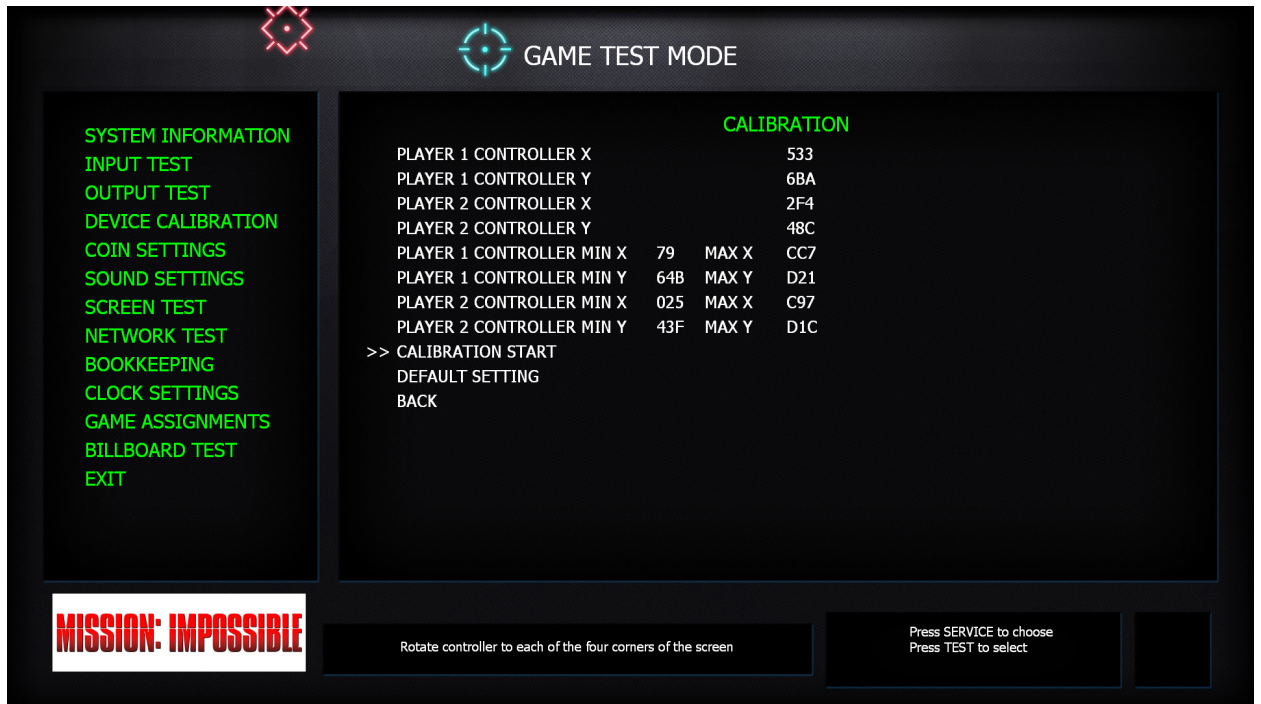
Player 1 Controller X	Positional value of P1 X axis
Player 1 Controller Y	Positional value of P1 Y axis
Player 2 Controller X	Positional value of P2 X axis
Player 2 Controller Y	Positional value of P2 Y axis
P1 Controller Min X Max X	Minimum and maximum values P1 X values can be
P1 Controller Min Y Max Y	Minimum and maximum values P1 Y values can be
P2 Controller Min X Max X	Minimum and maximum values P2 X values can be
P2 Controller Min Y Max Y	Minimum and maximum values P2 Y values can be
Calibration Start	Initiate Calibration sequence (follow on-screen instructions to recalibrate Controllers)
Default Setting	Revert both P1 and P2 Controller Axis values to default values
Back	Return to Main Test Menu

9-7 COIN TEST

This menu allows you to see the total amount of credits and set the coin to credit ratio.

GAME TEST MODE

SYSTEM INFORMATION
INPUT TEST
OUTPUT TEST
DEVICE CALIBRATION
COIN SETTINGS
SOUND SETTINGS
SCREEN TEST
NETWORK TEST
BOOKKEEPING
CLOCK SETTINGS
GAME ASSIGNMENTS
BILLBOARD TEST
EXIT

COIN SETTINGS

COIN COUNT	0000
CREDITS	0001
SERVICE CREDITS	0000
GAME COST	1 CREDIT
CONTINUE COST	1 CREDIT
CREDIT SETTING	SETTING #1
	1 COIN 1 CREDIT

>> BACK

MISSION: IMPOSSIBLE

Return to Test Menu

Press SERVICE to choose
Press TEST to select

Coin Count	Amount of Coins the Cab has received
Credits	Amount of standard Credits the Cab has received
Service Credits	Amount of Service Credits the Cab has received
Game Cost	Set Cost of Game from Attract
Continue Cost	Set Cost of Continue Game
Credit Setting	Set Coin to Credit ratio
Setting 1	1 Coin - 1 Credit
Setting 2	2 Coins - 1 Credit
Setting 3	3 Coins - 1 Credit
Setting 4	4 Coins - 1 Credit
Setting 5	5 Coins - 1 Credit
Setting 6	1 Coin - 2 Credits
Setting 7	1 Coin - 3 Credits
Setting 8	1 Coin - 4 Credits
Setting 9	1 Coin - 5 Credits
Setting 10	Freeplay

9-8 SOUND TEST

This menu allows you to test the speaker, woofer, and bass shaker. You can also set the volume level for the attract mode.

```
                              GAME TEST MODE


    SYSTEM INFORMATION                       SOUND TEST
    INPUT TEST               AUDIO IN ATTRACT         NORMAL
    OUTPUT TEST              SPEAKER TEST             OFF
    DEVICE CALIBRATION       WOOFER TEST              OFF
    COIN SETTINGS            BASS SHAKER TEST         OFF
    SOUND SETTINGS        >> BACK
    SCREEN TEST
    NETWORK TEST
    BOOKKEEPING
    CLOCK SETTINGS
    GAME ASSIGNMENTS
    BILLBOARD TEST
    EXIT


    MISSION: IMPOSSIBLE
                            Return to Test Menu        Press SERVICE to choose
                                                       Press TEST to select
```

Audio in Attract	Set volume of Attract video (FULL - 3/4 - 1/2 - 1/4 - OFF)
Speaker Test	Test Speaker function/noise level (ON = Speaker plays audio clip - OFF = No audio)
Woofer Test	ON = Woofer activates - OFF = Woofer deactivates
Bass Shaker Test	ON = Bass Shaker activates - OFF = Bass Shaker deactivates
Back	Return to Main Test Menu

9-9 SCREEN TEST

This menu allows you to adjust the screen variables like brightness and colour.
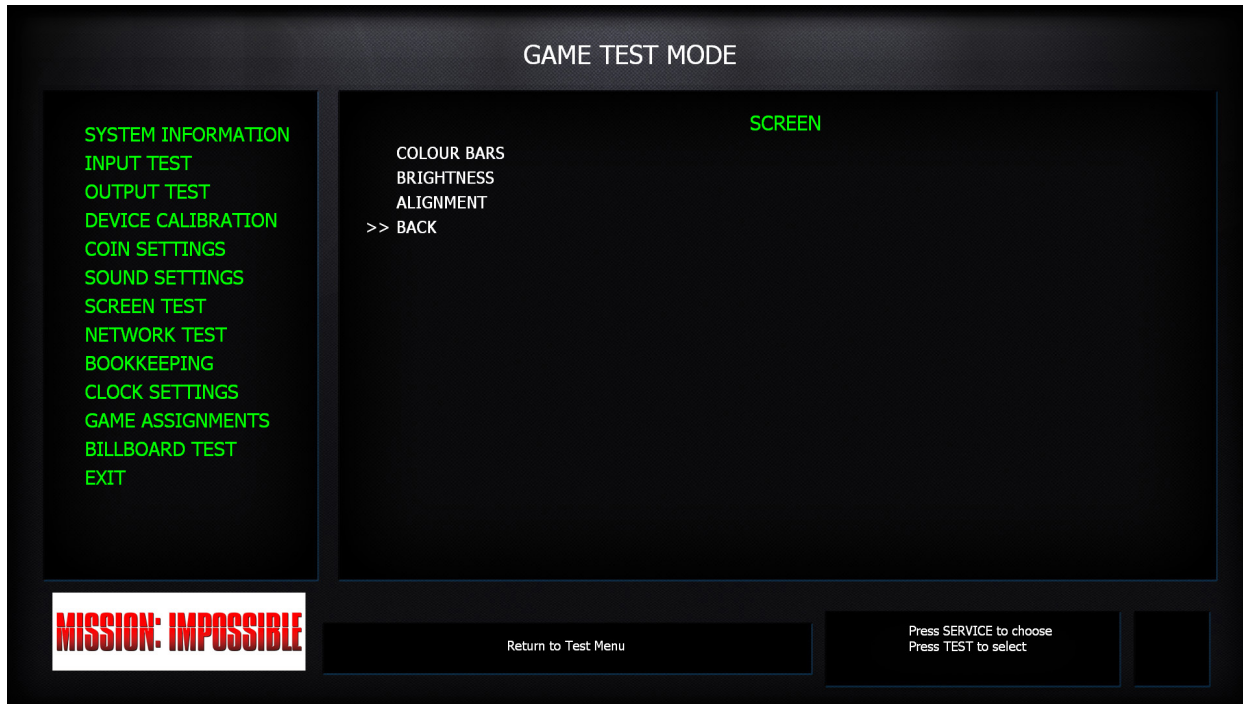
Colour Bars:
Selecting this will display the following screen:
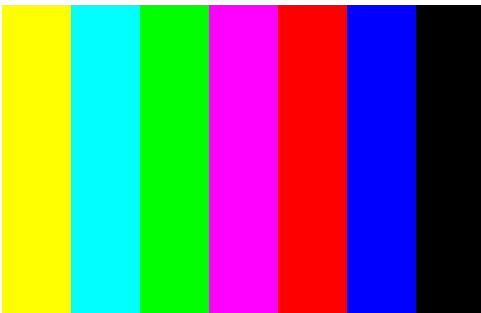
Brightness:
Selecting this will display the following screen:
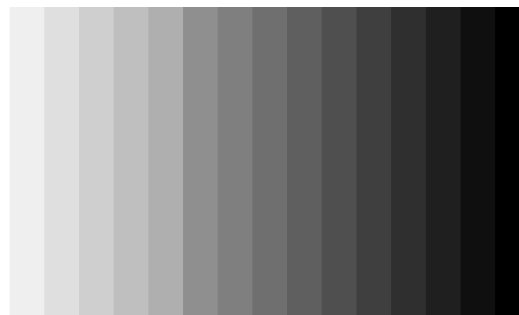
Grid Alignment:
Selecting this will display the following screen:
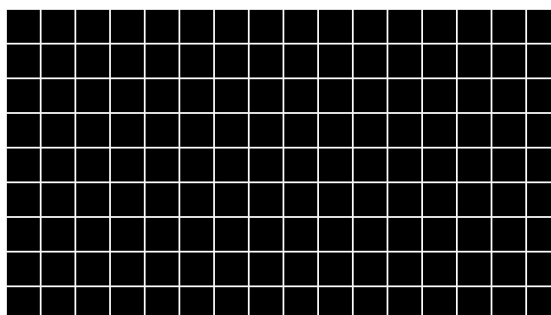
9-10 NETWORK TEST

These menus allows you to test Cabinet networking

GAME TEST MODE

SYSTEM INFORMATION
INPUT TEST
OUTPUT TEST
DEVICE CALIBRATION
COIN SETTINGS
SOUND SETTINGS
SCREEN TEST
NETWORK TEST
BOOKKEEPING
CLOCK SETTINGS
GAME ASSIGNMENTS
BILLBOARD TEST
EXIT

NETWORK TEST

NETWORK STATUS	OK - SERVER
CABINETS CONNECTED	UNKNOWN
LINK PLAY	OFF
THIS CABINET ID	1
CONFIRM CHANGES	
>> BACK (DISCARD CHANGES)	

MISSION: IMPOSSIBLE

Return to Test Menu

Press SERVICE to choose
Press TEST to select

Network Status	Shows if Cab is successfully linked
Cabinets Connected	Shows the number of Cabinets connected
Link Play	Shows if Link Play is enabled (connected Cabs can still be isolated for Single Play)
This Cab ID	Displays Cab ID number
Confirm Changes	Confirm changes and return to Main Test Menu
Back (Discard Changes)	Discard any changes and return to Main Test Menu

9-11 BOOKKEEPING

These menus allows you to see Cabinet metrics and statistics.

GAME TEST MODE

SYSTEM INFORMATION
INPUT TEST
OUTPUT TEST
DEVICE CALIBRATION
COIN SETTINGS
SOUND SETTINGS
SCREEN TEST
NETWORK TEST
BOOKKEEPING
CLOCK SETTINGS
GAME ASSIGNMENTS
BILLBOARD TEST
EXIT

BOOKKEEPING PAGE 1/4 SUMMARY

COIN CREDITS	11
SERVICE CREDITS	0
TOTAL CREDITS	11
BOOKKEEPING LAST CLEARED	11/05/2021 - 10:54
HISCORE DATA LAST CLEARED	06/05/2021 - 11:47
CLEAR BOOKKEEPING	
CLEAR HISCORE DATA	
>> NEXT PAGE	
BACK TO MENU	

MISSION: IMPOSSIBLE

Next Page

Press SERVICE to choose
Press TEST to select

Coin Credits	Amount of Coin Credits the Cab has received
Service Credits	Amount of Service Credits the Cab has received
Total Credits	Total amount of Credits the Cab has received
Bookkeeping Last Cleared	Date/Time stamp of the last time bookkeeping was cleared
Hiscore Data Last Cleared	Date/Time stamp of the last time Hiscore Data was cleared
Clear Bookkeeping	Clear all Bookkeeping statistics (requires confirmation)
Clear Hiscore Data	Clear all Hiscore Data (requires confirmation)
Next Page	Proceed to Bookkeeping Page 2
Back to Menu	Return to Main Test Menu

This menu shows the different types of games played and the min, max, and mean of Game time.

GAME TEST MODE

SYSTEM INFORMATION
INPUT TEST
OUTPUT TEST
DEVICE CALIBRATION
COIN SETTINGS
SOUND SETTINGS
SCREEN TEST
NETWORK TEST
BOOKKEEPING
CLOCK SETTINGS
GAME ASSIGNMENTS
BILLBOARD TEST
EXIT

BOOKKEEPING PAGE 2/4 PLAYS

NUMBER OF GAMES	9
NUMBER OF SINGLEPLAY	7
FIRST PLAY	5
CONTINUE PLAY	4
TOTAL TIME	10D 01H 55M 14S
PLAY TIME	00D 00H 27M 25S
AVERAGE GAME TIME	00H 03M 00S
AVERAGE PLAY TIME	00H 03M 02S
LONGEST PLAY TIME	00H 06M 01S
SHORTEST PLAY TIME	00H 02M 20S
>> NEXT PAGE	
BACK TO MENU	

MISSION: IMPOSSIBLE

Next Page

Press SERVICE to choose
Press TEST to select

Number of Games	Amount of Coin Credits the Cab has received
Number of Singleplay	Amount of Service Credits the Cab has received
First Play	Total number of games started from Attract
Continue Play	Total number of Continues used
Total Time	Total time the Cabinet has been on
Play Time	Total time the Cabient has been in game
Average Game Time	The average time for a game (including lobby and menus)
Average Play Time	The average time for a play (in-game time)
Longest Play Time	The longest time for a single game
Shortest Play Time	The shortest time for a single game
Next Page	Proceed to Bookkeeping Page 3
Back to Menu	Return to Main Test Menu

This menus shows the historgam, which is a breakdown of the amount of time Games have ended, measured in 30 second increments.
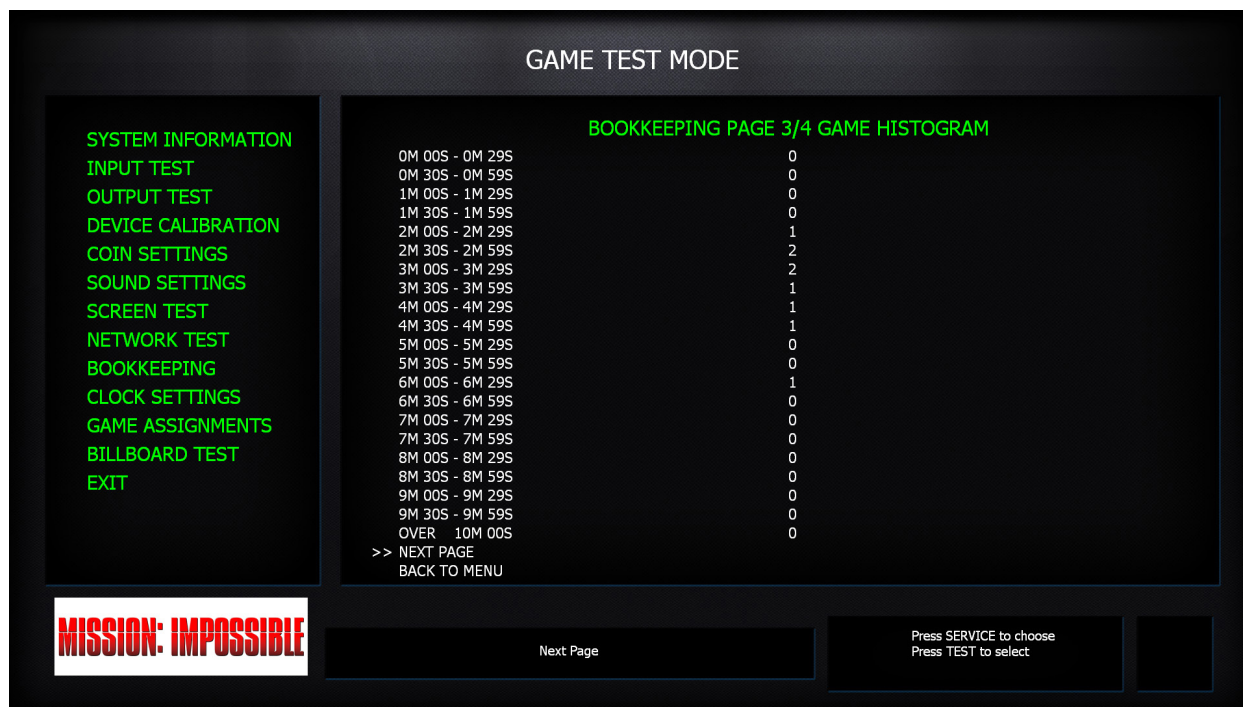
This menu shows the total continue ratios, amount of continues, and continues used on each mission.

Total Continue Ratio	Total Continue Ratio for all games
Total Clear Ratio	Total Clear Ratio (completing game from start to finish)
Next Page	Return to Bookkeeping Page 1
Back to Menu	Return to Main Test Menu

9-12 CLOCK TEST

This menu allows you to set the internal Cabinet clock.

GAME TEST MODE

SYSTEM INFORMATION
INPUT TEST
OUTPUT TEST
DEVICE CALIBRATION
COIN SETTINGS
SOUND SETTINGS
SCREEN TEST
NETWORK TEST
BOOKKEEPING
CLOCK SETTINGS
GAME ASSIGNMENTS
BILLBOARD TEST
EXIT

CLOCK SETTING
CURRENT TIME   14:31:50
CURRENT DATE   21/05/2021
YEAR   2021
MONTH   5
DATE   21
HOUR   14
MINUTE   31
SECOND   50
>> BACK

MISSION: IMPOSSIBLE

Return to Test Menu

Press SERVICE to choose
Press TEST to select

Current Time	Displays current time (24 Hour)
Current Date	Displays current Day/Month/Year
Year	Adjust Year
Month	Adjust Month
Date	Adjust Day
Hour	Adjust Hour (24 Hour)
Minute	Adjust Minute
Second	Adjust Second
Back	Return to Main Test Menu

9-13 GAME ASSIGNMENTS

This menu allows you to adjust gameplay variables like language and difficulty.

GAME TEST MODE

SYSTEM INFORMATION
INPUT TEST
OUTPUT TEST
DEVICE CALIBRATION
COIN SETTINGS
SOUND SETTINGS
SCREEN TEST
NETWORK TEST
BOOKKEEPING
CLOCK SETTINGS
GAME ASSIGNMENTS
BILLBOARD TEST
EXIT

GAME SETTINGS

>> LANGUAGE	ENGLISH
GAME DIFFICULTY	NORMAL
REVIVAL	ON
PLAYER1 CONTROLLER REACTION	ON
PLAYER2 CONTROLLER REACTION	ON
CONTINUE COUNTDOWN	20
LOBBY COUNTDOWN	20
DAMAGE EFFECTS	RED
ENEMY BOOST	OFF
MIN GAME PLAY	150S
KIDS MODE	ON
SELECT MISSION	ON
SUBTITLE	ON
SWIPE CARD TO PLAY	OFF
BACK TO MENU	

MISSION: IMPOSSIBLE

Language for In-Game instructions

Press SERVICE to choose
Press TEST to select

Language	Change language of on-screen instructions (English - French - Spanish - Portuguese - Italian - Turkish)
Game Difficulty	Set difficulty of game (health of enemies)
Revival	Determines if both players can reach Game Over at the same time (multiplayer only) ON = One of two players will survive - OFF = Both players will Game Over
P1 Controller Reaction	Sets whether solenoids are active on P1 Controller
P2 Controller Reaction	Sets whether solenoids are active on P2 Controller
Continue Countdown	Sets amount of time players have before Continue expires
Lobby Countdown	Sets amount of time players have before Lobby expires
Damage Effects	Sets colour of damage effects (Red - Black - Liquid - OFF)
Enemy Boost	Sets whether enemies do more damage
Min Gameplay	Sets minimum "safe" time players have when entering a Credit from Attract (not active on Continue plays)
Kids Mode	ON = Weapon Colour is Blue - OFF = Weapon Colour is Black
Select Mission	Sets whether Player can select which stage they play
Subtitle	Sets whether subtitles are displayed on-screen (English only)
Swipe Card to Play	Sets whether Game accepts Coin or Swipe Card
Back to Menu	Return to Main Test Menu

9-14 BILLBOARD TEST

This menu allows you to evaluate the billboard connection

GAME TEST MODE

SYSTEM INFORMATION
INPUT TEST
OUTPUT TEST
DEVICE CALIBRATION
COIN SETTINGS
SOUND SETTINGS
SCREEN TEST
NETWORK TEST
BOOKKEEPING
CLOCK SETTINGS
GAME ASSIGNMENTS
BILLBOARD TEST
EXIT

BILLBOARD

CONNECTION   FAIL
MODE   -
>> BACK

MISSION: IMPOSSIBLE

Return to Test Menu

Press SERVICE to choose
Press TEST to select
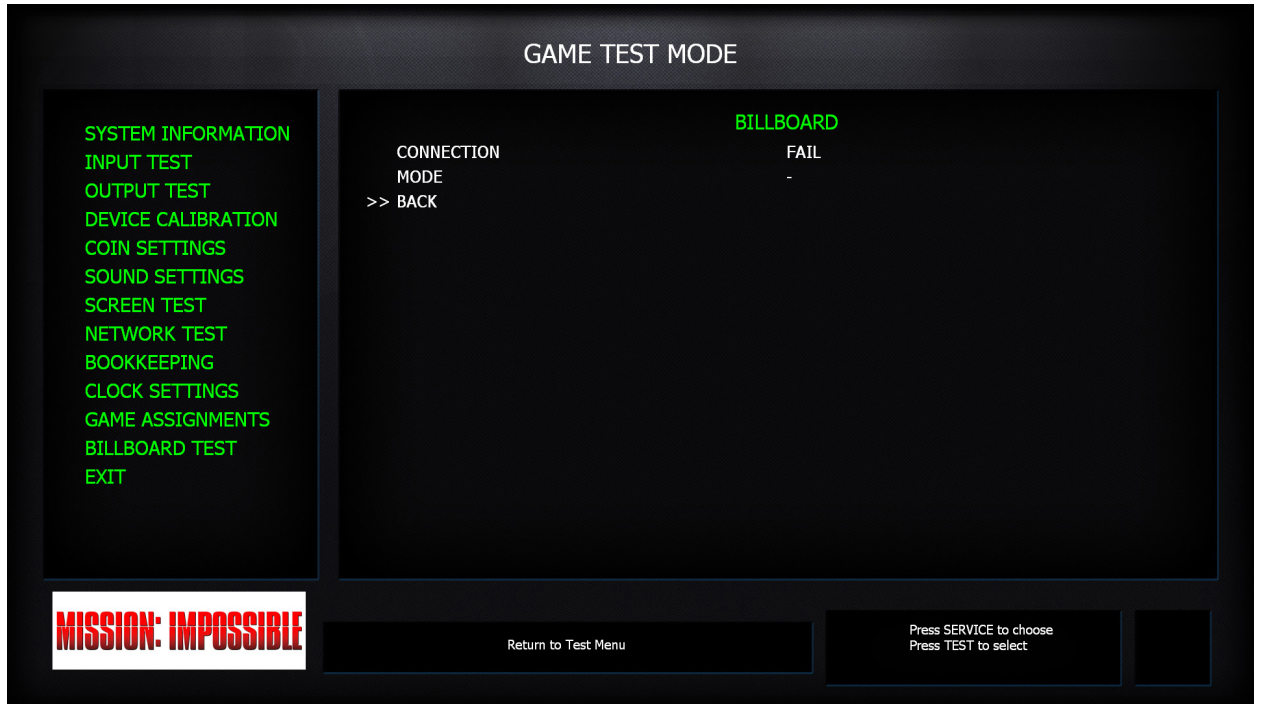
Connection	CONNECTED - Billboard is connected to Monitor Cab/Game Board - FAIL - Billboard connection error
Mode	N/A
Back	Return to Main Test Menu

10 VIDEO DISPLAY

⚠ CAUTION

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

Avoid any unnecessary adjustment

(STOP) IMPORTANT

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

10-1 GENERAL DESCRIPTION

This specification applies to the **Colour LED 55" MT55W-867A2.**
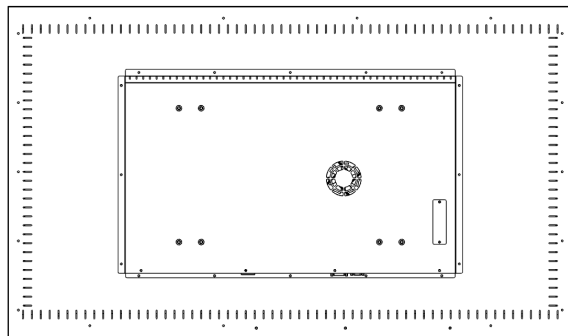
Item	Resolution	H Freq.(kHz)	V Freq.(Hz)	Note
1	640x480@60	31.469	59.940	VGA
2	800x600@56	35.156	56.250	SVGA
3	800x600@60	37.879	60.317	SVGA
4	1024x768@60	48.363	60.004	XGA
5	1280x720@60	44.770	59.860	720p-60
6	1280x768@60	47.600	60.030	WXGA
7	1360x768@60	47.539	59.573	LCD
8	1920x1080@60	67.158	59.96	Full HD

Model		MT55W-86723-A
ModelSelectionGuide		VGA+DVI+HDCP
LCD Panel	Screen Size	54.6
	Pixel Pitch(mm)	0.63*0.63
	Backlight	LED
	Response	8ms
	Aspect Ratio	16:9
Viewing Angle	Horizontal	178°
	Vertical	178°
Video	Input Mode	Full HD
	Horizontal	31~67KHz
	Vertical	59~60Hz
Display	Resolution	1920*1080
	Contrast Ratio	3500:1 Typ
	Brightness	Min 280 cd/m2
		Typ 350 cd/m2
	Horizontal Size	1209.6mm
	Vertical Size	680.4mm
	Colors	16.7M
	Bandwidth	74.25MHz Typ.
Power	Consumption	105W Typ± 20%
	Management	VESA-DPMS
		105W Typ± 20%
		PowerDown
		Mode</=3Watts
	Input	AC Power(Input 100-240VAC)
Operations	Function Key	5Key
	OSD Adjustment	Contrast,Brightness,Phase,Clock,H-position,V-position,....Exit
Input Signal		Analog:0.7vpp75Ohm&DVI-D Digital interface(TMDS)
SignalCable		Standard DVI cable/15-pin D-sub
PC Interface		D-SUB15P/DVI
EMI/Safety		
Operating Temperature		0°C~50°C
Humidity		10~85%
Outer Dimension(L*W*H)mm		1317.6x791.4x94.2
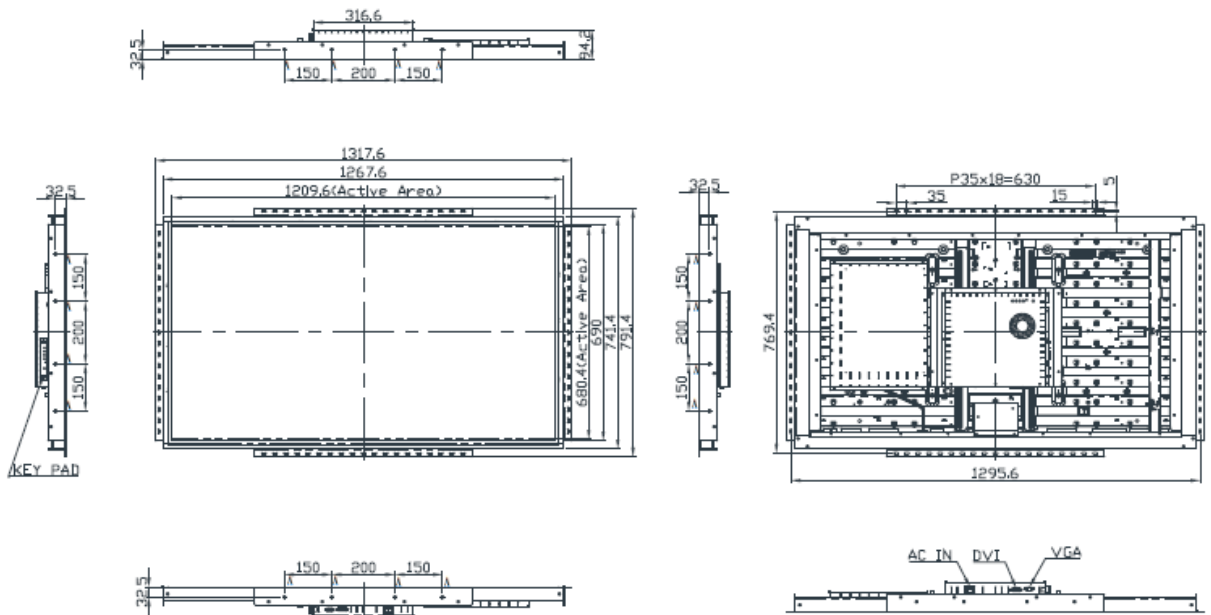
10-2 CLEANING THE SCREEN

> ### ⚠ 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.
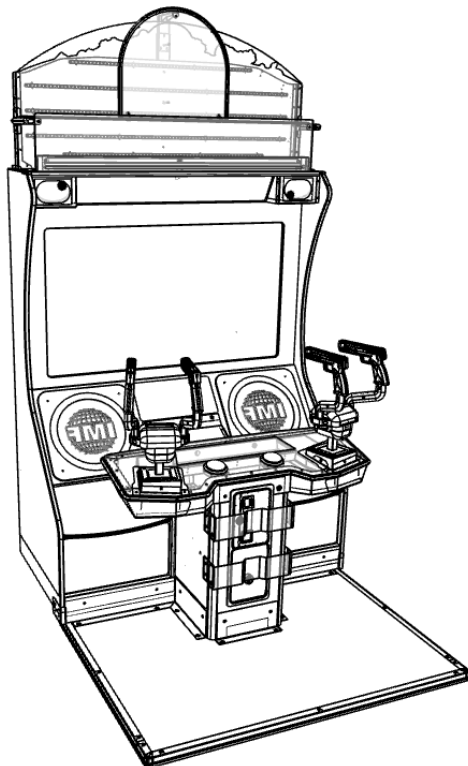
STOP **IMPORTANT**

- **If the adjustment method in this Manual does not resolve the problem contact the customer service number in this Manual or your supplier**
- **Do not stick tape, stickers or anything else onto the screen. Any kind of adhesive may damage the surface of the screen**
- **The screen has been finely adjusted prior leaving the factory. Do not unnecessarily adjust the screen**

OSD (On Screen Display)

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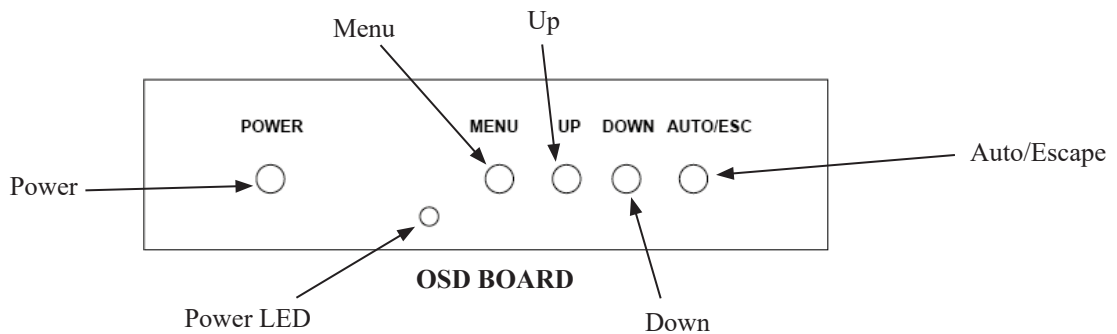
Operation and Buttons

Item	Description
Power	Turns Monitor On and Off
Power LED	Confirms Power to Monitor (Green = On - Red = OFF/Standby - No Light = No power to Monitor)
Menu	Open OSD Main Menu - Select Option when in OSD Menu
Up	Cycle option up when in OSD Menu
Down	Cycle option down when in OSD Menu
Auto/Esc	Return to previous OSD Menu - Close OSD Menu from Main Menu

OSD Main Menu - Adjustments

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

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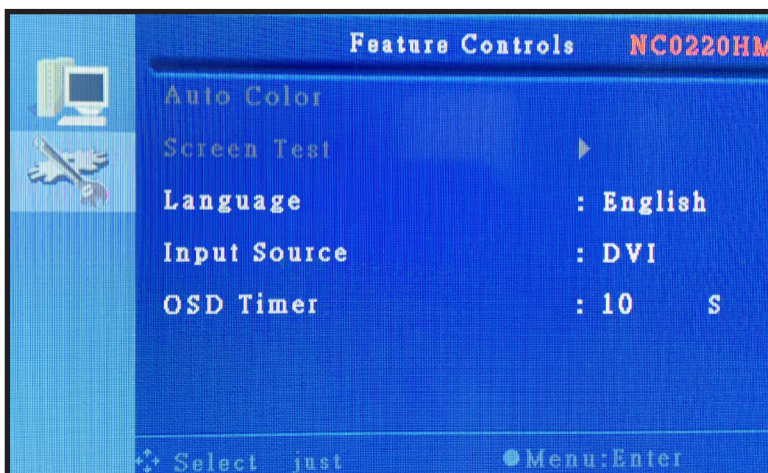
The OSD Feature Control Main Menu is used for changing mechanical elements like the Input Channel and Timer.

Item	Description
Contrast	Adjusts the contrast level between different colours
Brightness	Adjusts overall brightness of picture
Sharpness	Adjusts edge to image contrast
Color Temperature	Adjust color temperature range
User RGB	Manually set levels of Red-Green-Blue display
Impact Alignment	N/A
Reset	Revert settings to Factory Default
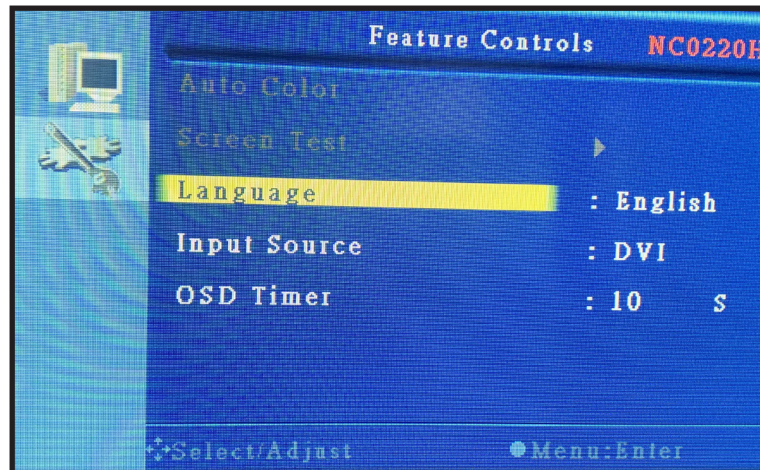
Item	Description
Auto Color	N/A
Screen Test	N/A
Language	Changes language of OSD instructions
Input Source	Changes source of Monitor input (DVI/HDMI/VGA)
OSD Timer	Changes time OSD Menu displays before closing (in seconds)

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

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

(STOP) IMPORTANT

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

11-1 REPLACING THE TRIGGER SWITCH

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

2 Using a Torx Tamper proof key or driver, remove the (8) fixings from around the Right Hand outer face of the controller

Torx Tamper Proof (8)
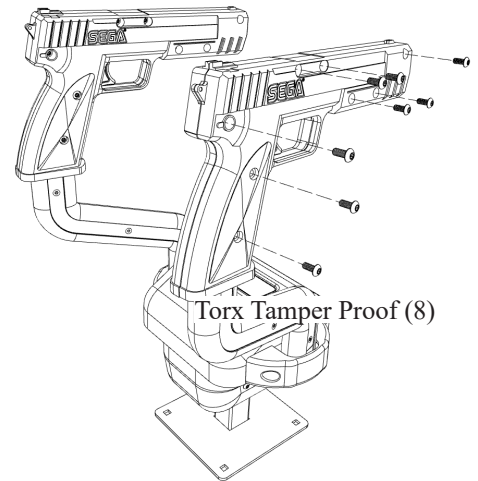
3 Locate the Trigger Switch and carefully remove the (2) self tapping screws which retain the switch

Self Tap Screws (2)

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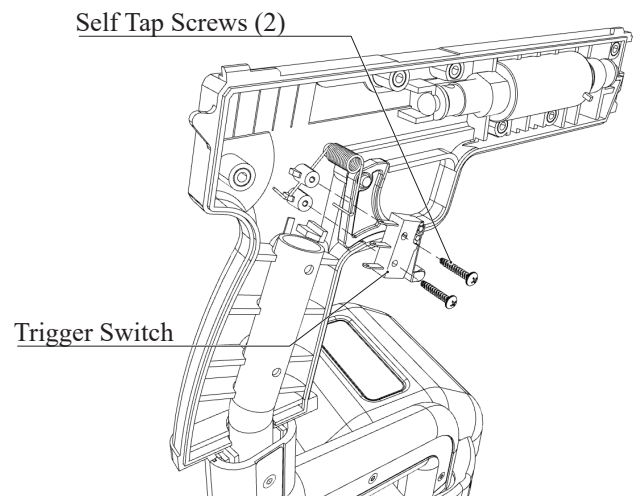
4 Using a sharp knife or blade, carefully remove the protective sleeve from around the solder joint. Unsolder the ORG and BLK wires, taking note of their positionings

Protective sleeves

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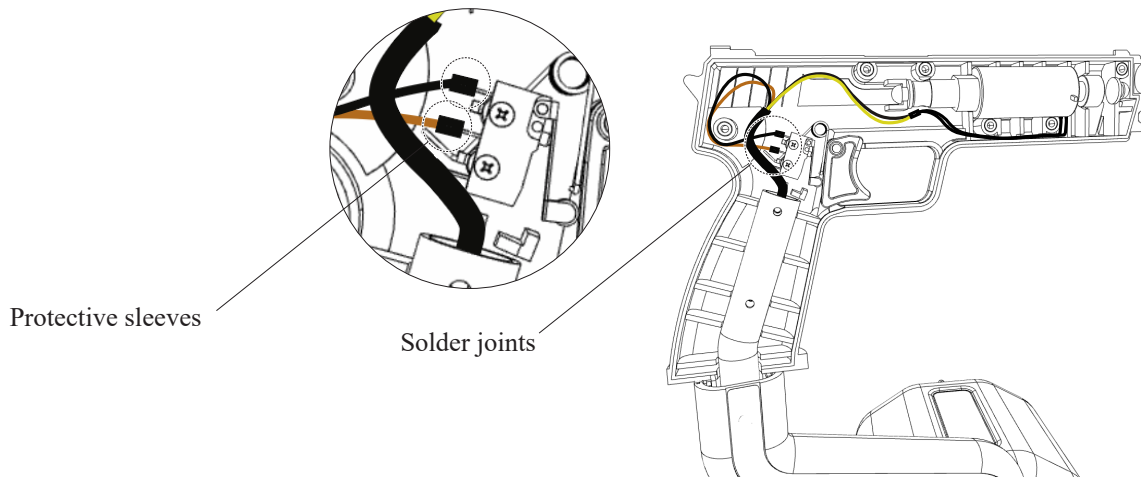
5 Replace the switch and re solder the wires onto the new switch in their correct locations. Ensure that the protective sleeves are also replaced

1 - BLK

4 - ORG

2 - Not Used
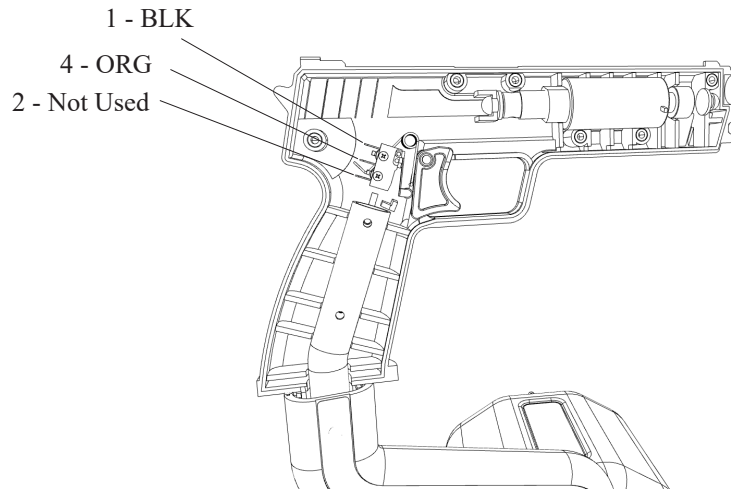
6 Reassemble the Controller unit following these instructions in reverse order. Check operation using the OUTPUT TEST MODE in section 9 of this Manual

11-2 REPLACING THE CONTROLLER I/O

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

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

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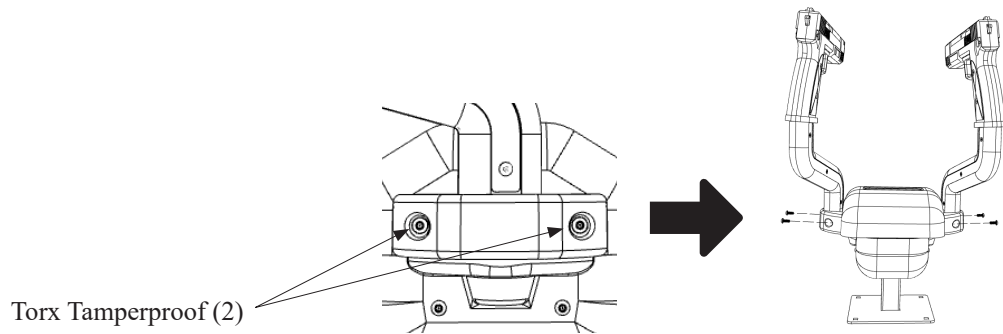
Torx Tamperproof (2)

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

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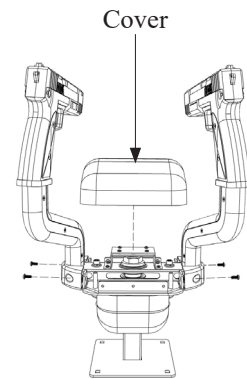
4 Disconnect the connectors from around the GUN I/O PCB. Remove the (4) Pozi screws and carefully remove the GUN I/O PCB
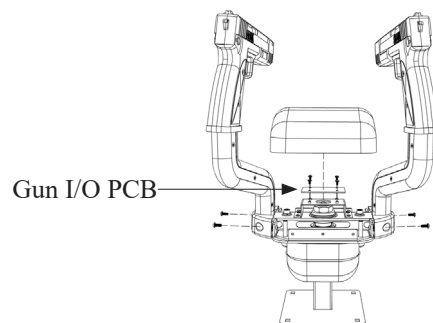
Gun I/O PCB

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

11-3 REPLACING THE UP/DOWN SENSORS

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

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

Torx Tamperproof (2)

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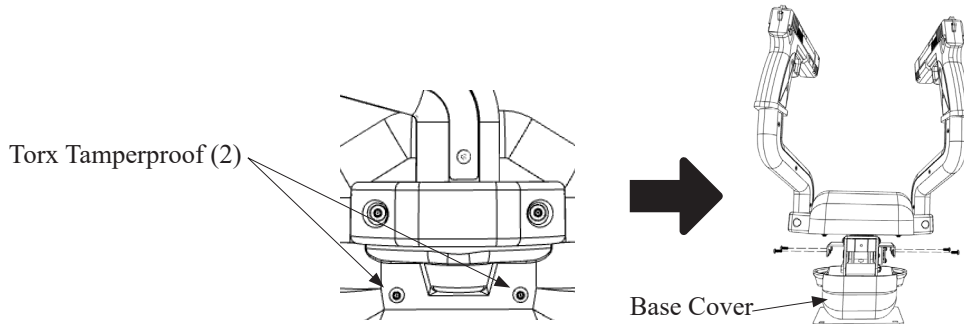
3 Remove the (2) machine screws which retain the cover bracket. This will enable you to gain access to the VERT Controller PCB

Machine Screws (2)

VERT Controller PCB

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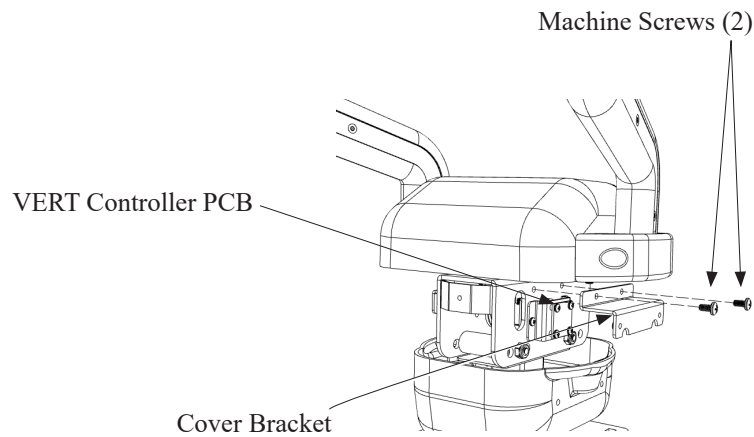
4 Remove the (2) machine screws which secure the VERT controller PCB bracket. Then remove the (4) machine screws which secure the PCB to the bracket. Carefully remove the PCB

VERT Controller BKT

Machine Screws (2)
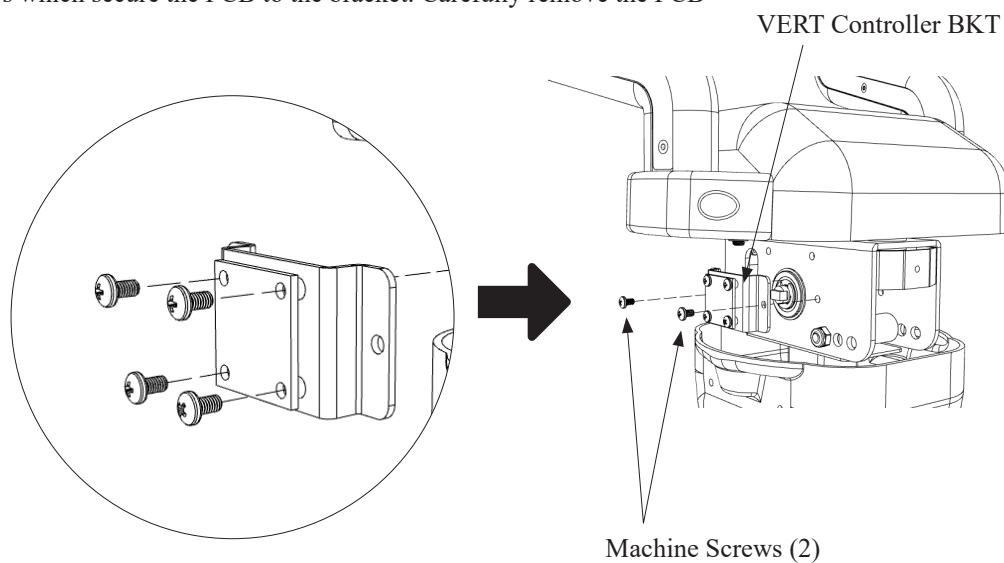
5 Replace the VERT control PCB and reassemble following these instructions in reverse order

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
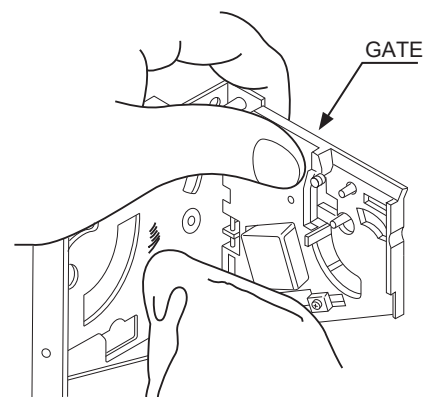
CLEANING THE COIN SELECTOR (MECHANICAL)

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

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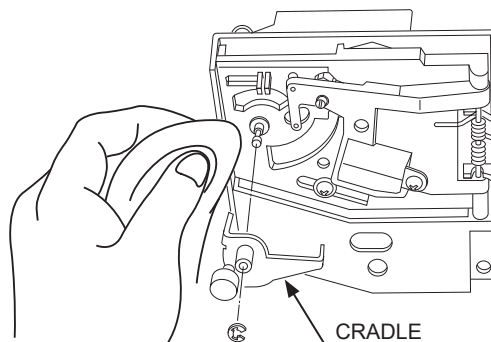
Coin Insertion Test

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.
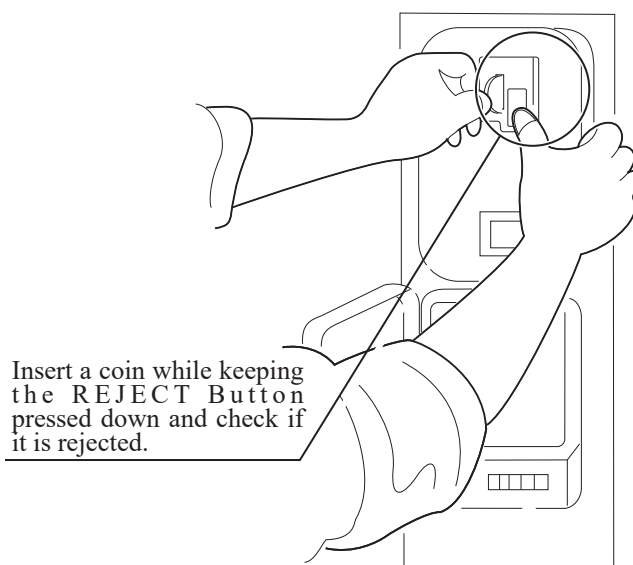
CLEANING THE COIN SELECTOR (SR3 / NRI)

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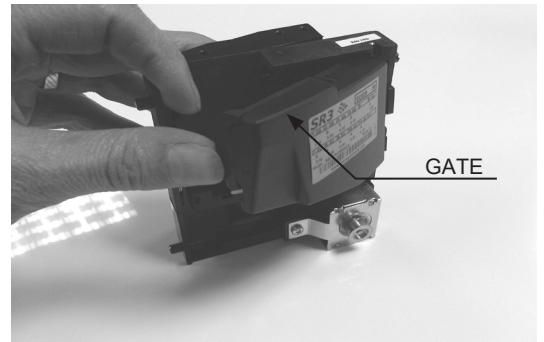
2   Open the reject gate to gain access to the rundown path.

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

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

(STOP) **IMPORTANT**

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

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

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

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

EXCEL Credit Board

Credit Board

Service Button

SW3

Status LED

Channel 1
CN3

DIP SW 1
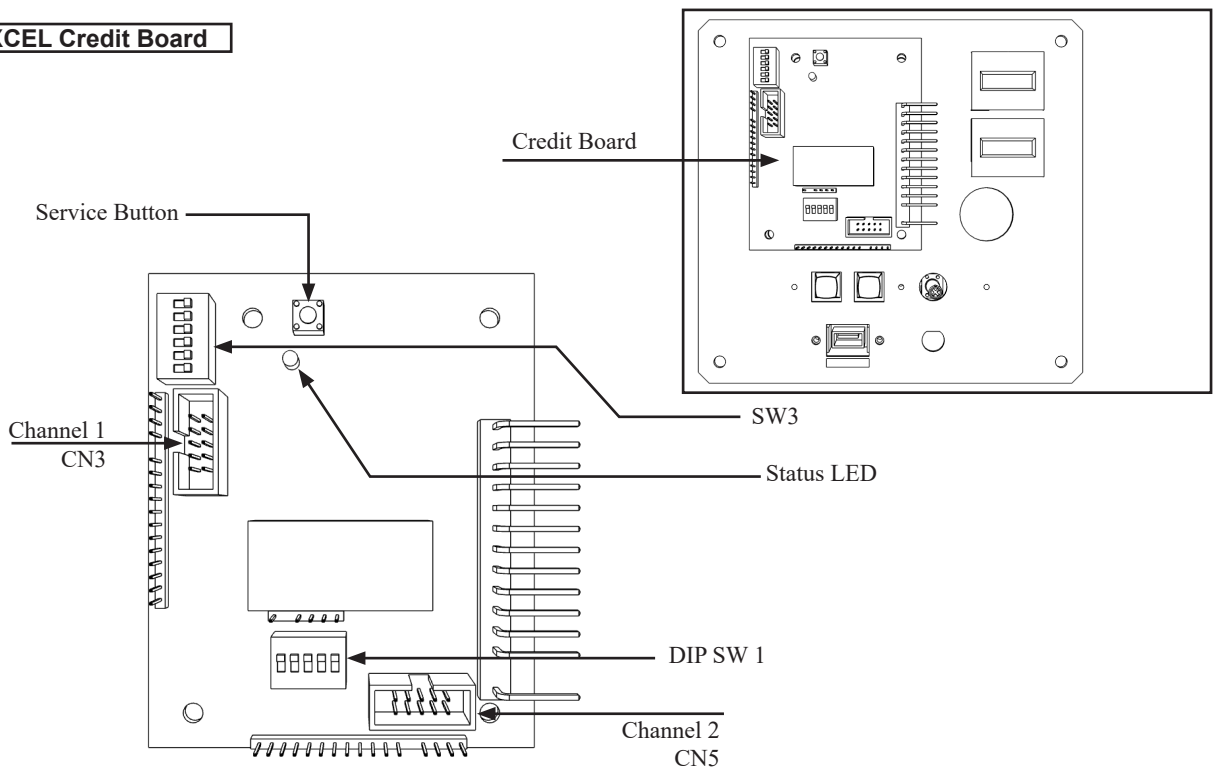
Channel 2
CN5

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.

SERVICE BUTTON	Provides a SERVICE CREDIT when pressed
Status LED	Flashes when functioning.
CHANNEL 1	To Coin Acceptor (SR3 TYPE.)
DIL SW1 (credit settings)	Adjust to required price of pay.
VOL CONTROL	MAIN VOLUME ADJUSTMENT (FRONT SPEAKERS)

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

Please Note

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

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

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

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

Price of Play Settings (UK/EU)

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

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

*Default values are in **BOLD***

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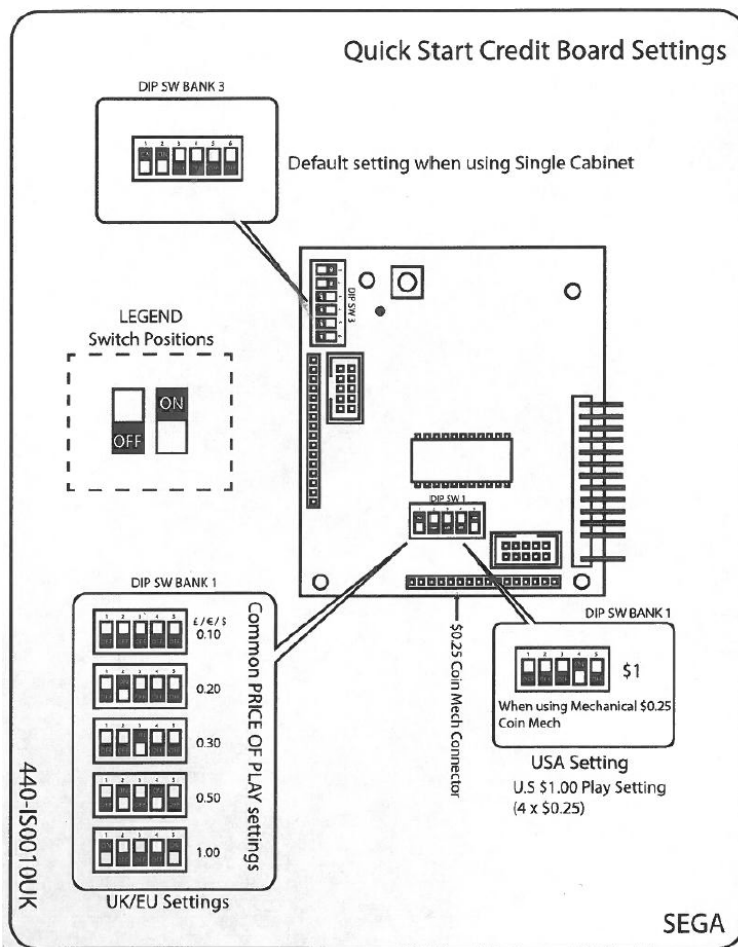
DIL SWITCH BANK ONE (5 way SW1)						
Item	Price	SW1	SW2	SW3	SW4	SW5
1	25cent	OFF	OFF	OFF	OFF	OFF
3	50cent	OFF	ON	OFF	OFF	OFF
5	75cent	OFF	OFF	ON	OFF	OFF
9	$1.00	OFF	OFF	OFF	ON	OFF
16	$2.00	ON	ON	ON	ON	OFF
DIL SWITCH BANK TWO (6 way SW3)						
Type	SW1	SW2	SW3	SW4	SW5	SW6
USA	OFF	OFF	OFF	OFF	OFF	OFF

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.

Lamp Housing

Step 2. Hold the Lamp Housing firmly between your index finger and thumb and gently pull upwards. Do not try to remove the Lamp Housing 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.

Type: Wedge Bulb - 12v, 1.2w

Step 4. Simply push-fit a replacement bulb of the same type and follow these steps in reverse to refit.
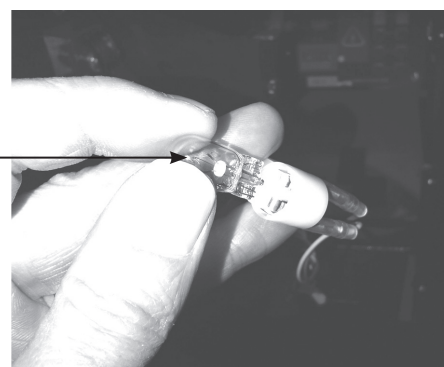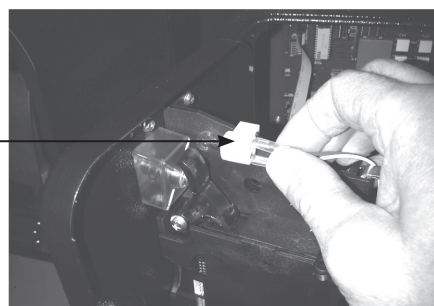
13-2 CABINET LED LIST

Related Assembly	Lighting Part Assy # + Description	QTY
MI-5720XUK **Assy Box Rear Header**	MI-6504UK ASSY BILLBOARD SHORT	1
	MI-6503UK ASSY BILLBOARD LONG	3
MI-5735XUK **Assy Box Fuse MKII**	MI-6501UK ASSY FUSE SPARK LED	1
	MI-6502UK ASSY FUSE LED	1
MI-7000XUK **Assy Monitor Cab**	MI-6509UK ASSY CABINET EDGE	1
	MI-6510UK ASSY RGB LED WOOFER	2
MI-7900XUK **Assy Ctrl Box DX**	SAI-6101-1850UK ASSY LED RGB	1
	EP1510/EP1511 LED 10MM RED/BLUE CLUSTER 12V 161-212103-2	1 each
	MI-6507UK ASSY CP DOWNLIGHT WHT	2
	MI-6004UK ASSY UPLIGHT	1
MI-9000XUK **Assy Floor Panel**	MI-6508UK ASSY FLOOR EDGE	1

13-3 LED DIAGRAMS

13-3-1 Assy Rear Header (MI-5720XUK)

MI-6504UK

MI-6503UK
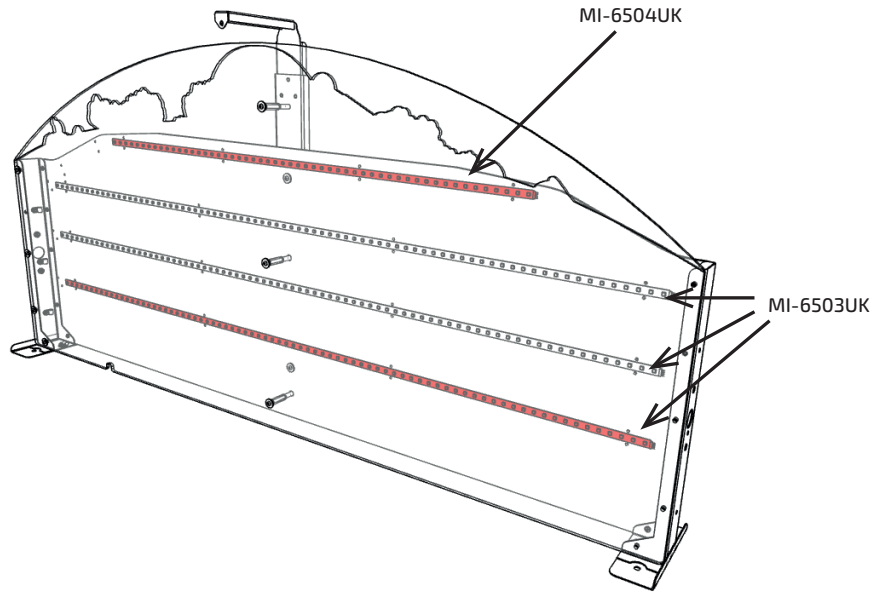
13-3-2 Assy Box Fuse MKII (MI-5735XUK)

MI-6501UK

MI-6502UK
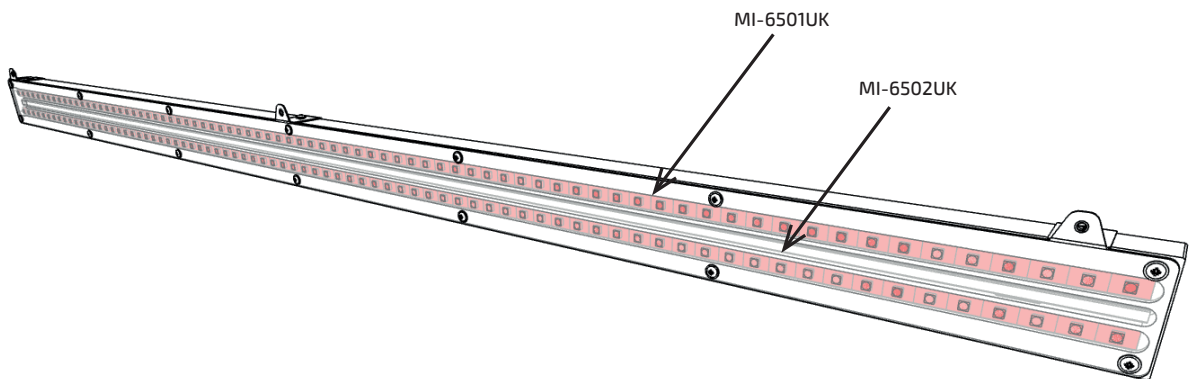
13-3-3 Assy Monitor Cab (MI-7000XUK)

MI-6509UK

MI-6510UK
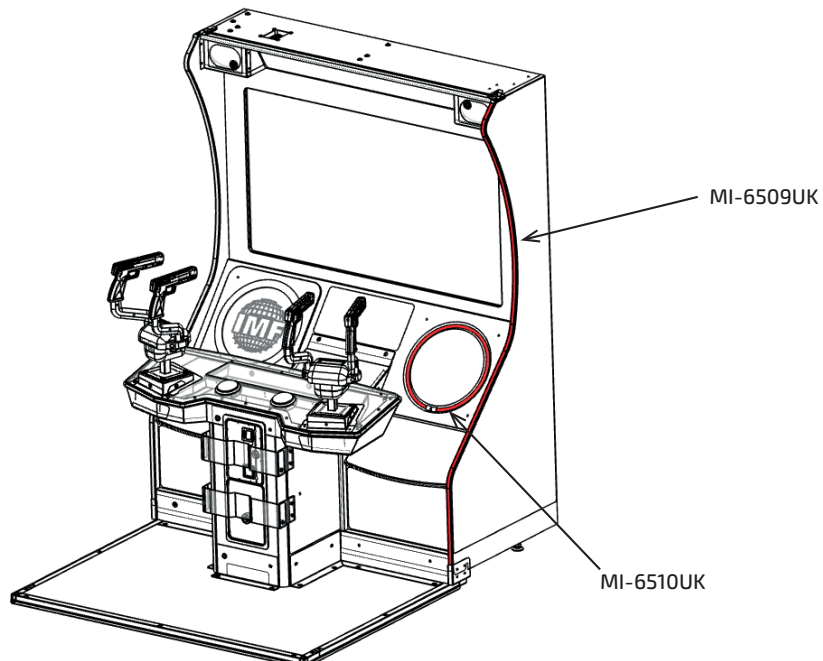
13-3-4 Assy Control Panel (MI-7900XUK)

MI-6004UK

EP1511

EP1510

SAI-6101-1850UK
(surrounds Ctrl Box)

MI-6507UK

13-3-5 Assy Floor

MI-6508UK
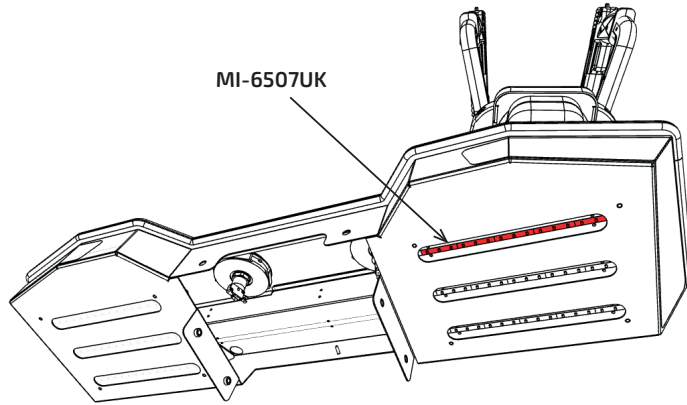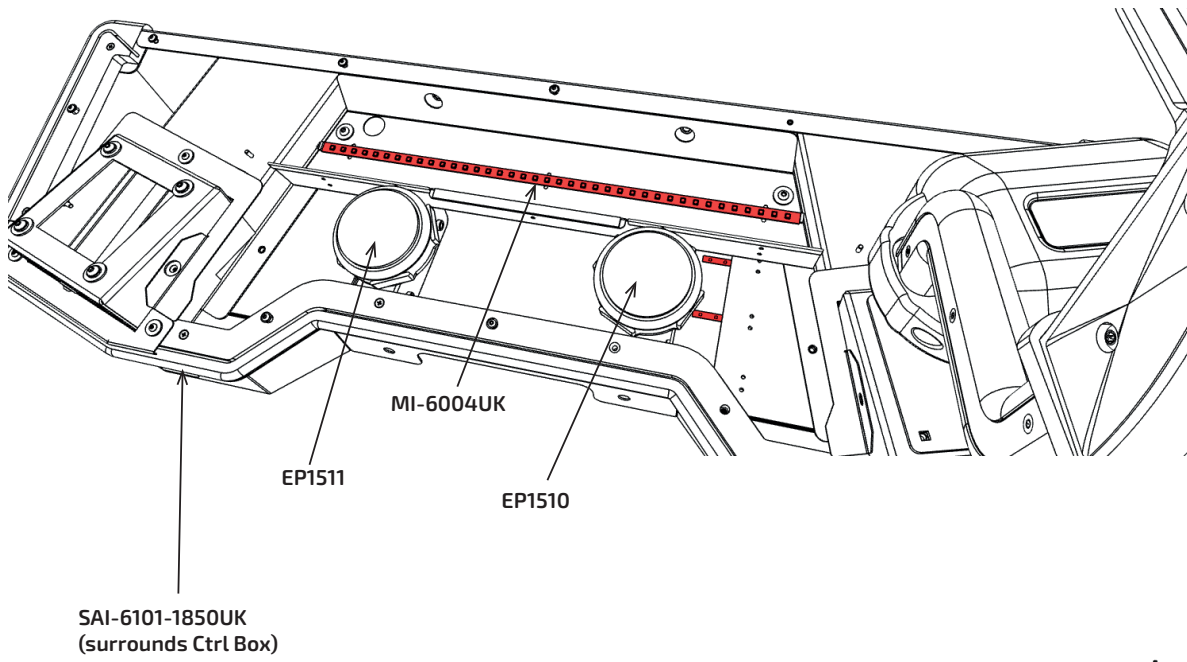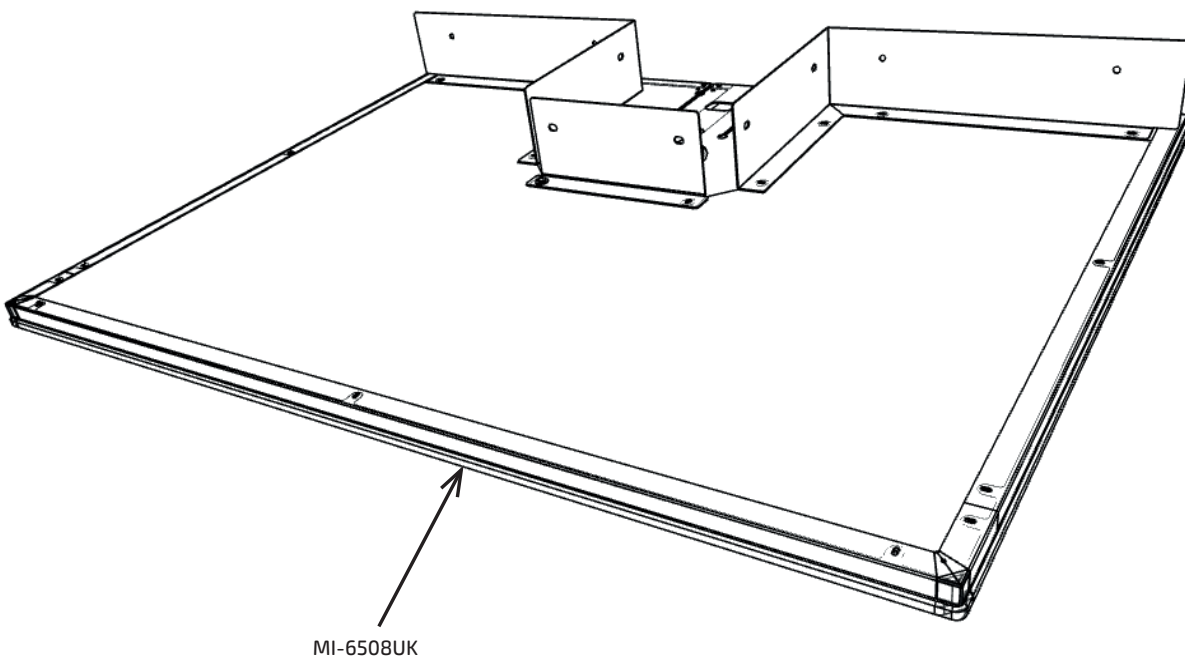
13-4 LIGHTING REMOVAL PROCEDURES

13-4-1 Woofer

The following procedure describes the replacement of the LED within the WOOFER HOUSING.

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

2   Secure a space which allow for safe working conditions.

3   Remove the (4) M4X16 SKT CAP BH BLK screws from the corners of the COVER LIGHTING

M4X16 SKT CAP BH BLK
[029-B00416-0B]
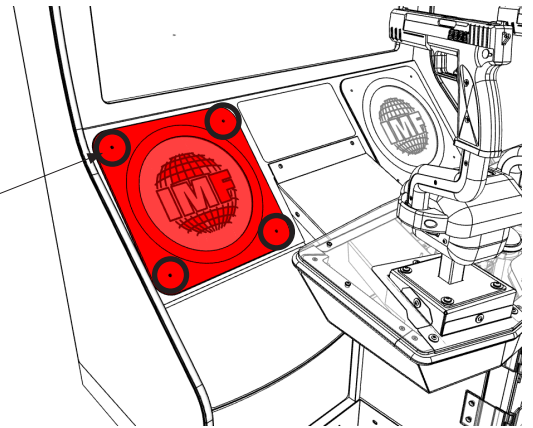
4   Remove the COVER LIGHTING

COVER LIGHTING BLUE
[MI-7035X-01UK]

5 Open the Door Back Lower positioned behind the WOOFER speaker. Locate the harness to the ASSY LED WOOFER and disconnect.
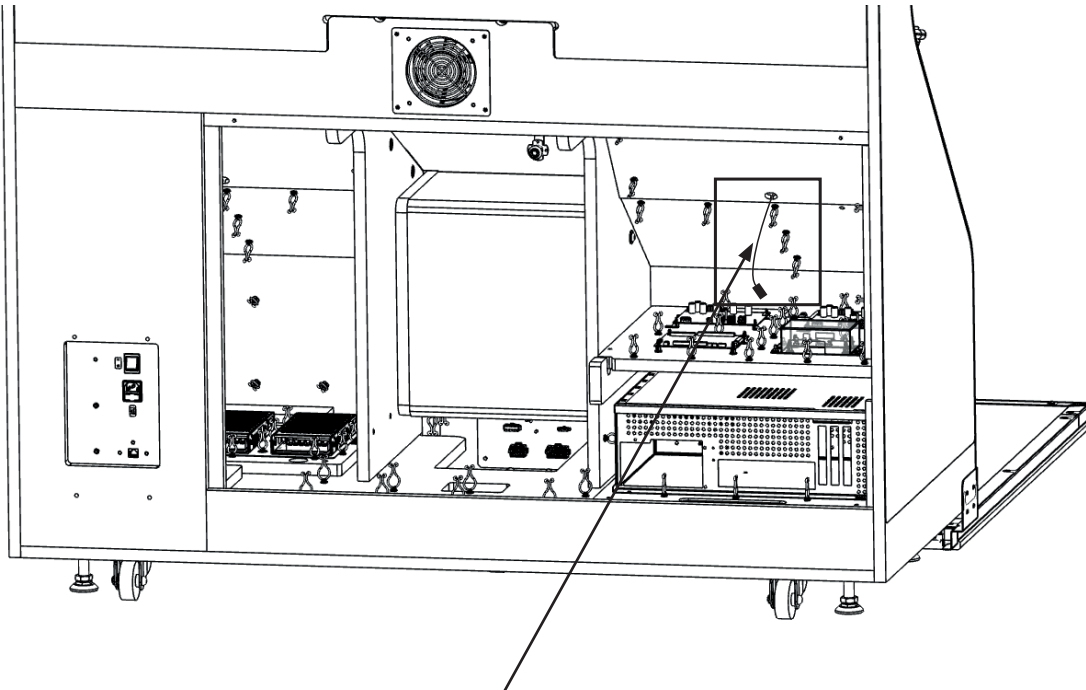
Disconnect Harness that comes through access hole

6 Carefully pull the connector through the access point.
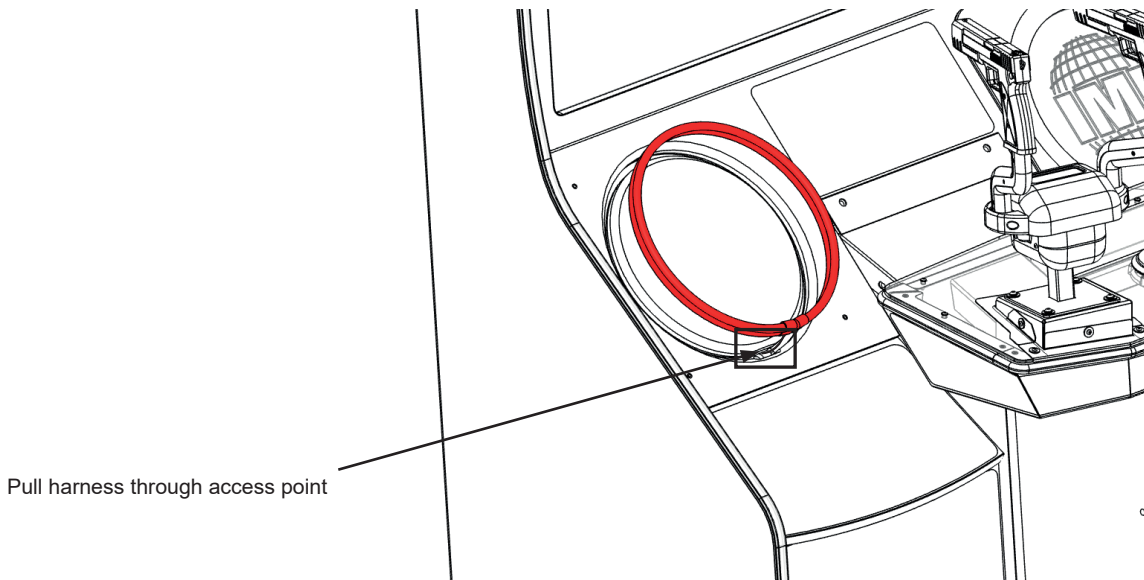
Pull harness through access point

7 Replace the ASSY LED WOOFER and reassemble following these steps in reverse order.

13-4-2 Control Panel

The following procedure describes the replacement of the LED which edges the CONTROL PANEL.

---

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

---

2   Secure a space which allow for safe working conditions.

---

3   Remove the (6) fixings from around the base of each controller as shown below. Remove the BKT SUR-OUND GUN BASE L, BKT SUROUND GUN BASE R and (2) BKT SUROUND GUN BASE BACK.

PLAYER 1   *PLAYER 2*

M4X16 SKT CAP BH BLK
[029-B00416-0B]
(REAR)

BKT SUROUND GUN BASE BACK
[MI-1911UK]

M4X40 SKT CAP BH BLK
[029-B00440-0B]

BKT SUROUND GUN BASE L
[MI-1909UK]

M4X16 SKT CAP BH BLK
[029-00416-0B]

BKT SUROUND GUN BASE R
[MI-1910UK]

---

4   Remove the (5) M4X40 SKT CAP BH FLK fixings from the lower section of the CONTROL PANEL COVER and (5) M4X16 SKT CAP BH BLK fixings from the upper section.

M4X16 SKT CAP BH BLK (5)
[029-B00416-0B]

M4X40 SKT CAP BH BLK (5)
[029-B00440-0B]

5 Open the COIN DOOR and disconnect the BUTTON HARNESS. Carefully remove the CONTROL PANEL COVER.

CONTROL PANEL COVER

Open Coin Door

6 Locate the LED FLEX RGB within a groove running along the outer edge of the CONTROL PANEL. Disconnect the WH RGB LONG. Carefully remove the LED FLEX RGB.

WH RGB LONG
[SAI-60001UK]

LED FLEX RGB (1.85MTR)
[390-2012-RGB-1M]
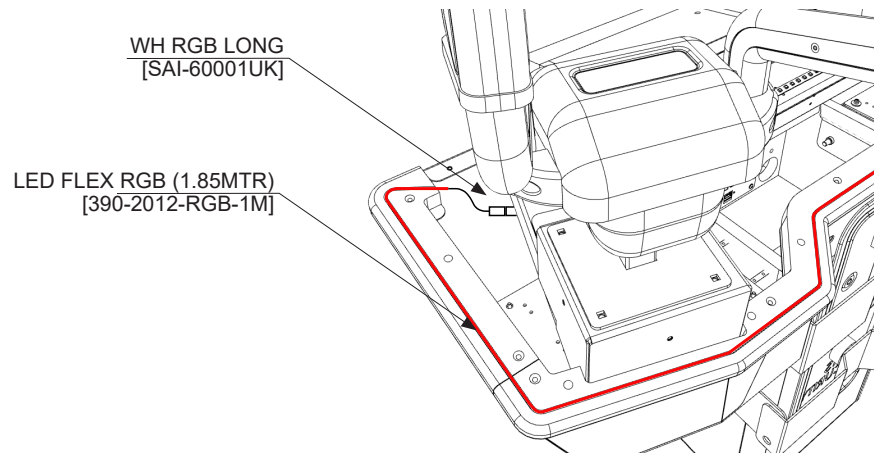
7 Replace the LED FLEX RGB [390-2012-RGB-1M] at a length of 1.85M. Reconnect the ASSY LED CLIP and assemble following these instructions in reverse order.

13-4-3 Uplight

The following procedure describes the replacement of the ASSY UPLIGHT [MI-6004UK].

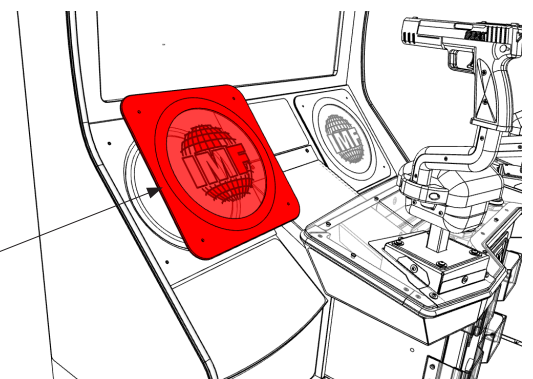The following procedure describes the replacement of the LED which edges the CONTROL PANEL.

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

2   Secure a space which allow for safe working conditions.

3   Remove the (6) fixings from around the base of each controller as shown below. Remove the BKT SUR-OUND GUN BASE L, BKT SUROUND GUN BASE R and (2) BKT SUROUND GUN BASE BACK.

PLAYER 1   *PLAYER 2*

M4X16 SKT CAP BH BLK
[029-B00416-0B]
(REAR)

BKT SUROUND GUN BASE BACK
[MI-1911UK]

M4X40 SKT CAP BH BLK
[029-B00440-0B]

BKT SUROUND GUN BASE L
[MI-1909UK]

M4X16 SKT CAP BH BLK
[029-00416-0B]

BKT SUROUND GUN BASE R
[MI-1910UK]

4   Remove the (5) M4X40 SKT CAP BH FLK fixings from the lower section of the CONTROL PANEL COVER and (5) M4X16 SKT CAP BH BLK fixings from the upper section.

M4X16 SKT CAP BH BLK (5)
[029-B00416-0B]

M4X40 SKT CAP BH BLK (5)
[029-B00440-0B]

5 Open the COIN DOOR and disconnect the BUTTON HARNESS. Carefully remove the CONTROL PANEL COVER.

CONTROL PANEL COVER

Open Coin Door

6 Locate the ASSY UPLIGHT [MI-6004UK]

ASSY UPLIGHT
[MI-6004UK]
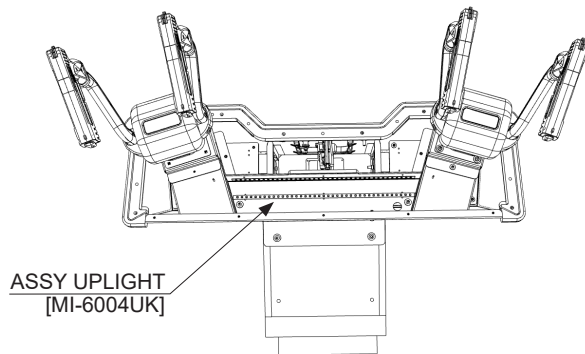
7 Disconnect the ASSY UPLIGHT, remove the Cable Ties which secure the ASSY UPLIGHT into position. Remove the ASSY UPLIGHT.

Remove Cable Tie

Disconnect
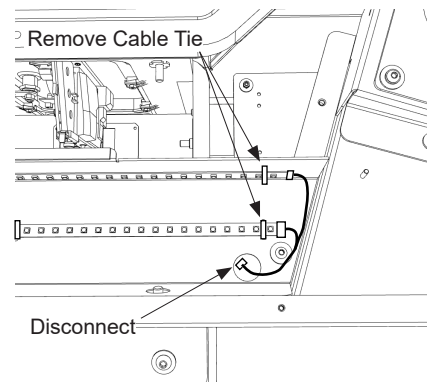
8 Replace the ASSY UPLIGHT [MI-6004UK] and reassemble in revers order.

13-4-4 Downlight

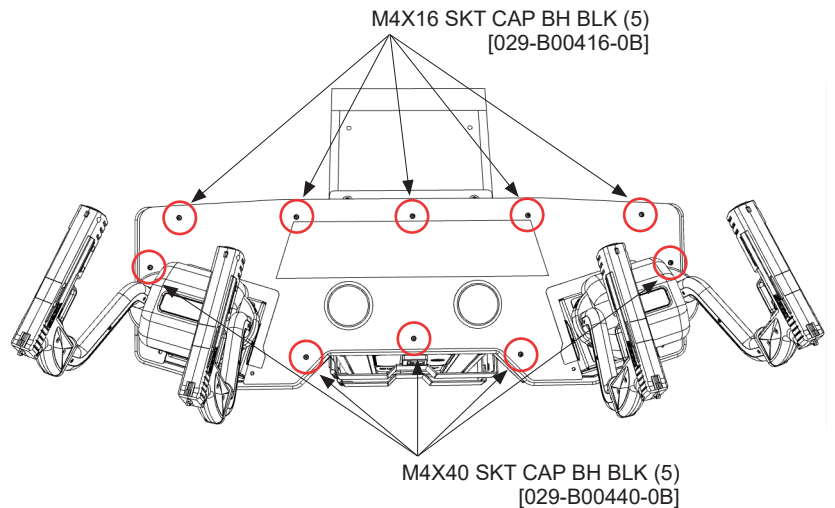The following procedure describes the replacement of the ASSY DOWNLIGHT [MI-6003UK].

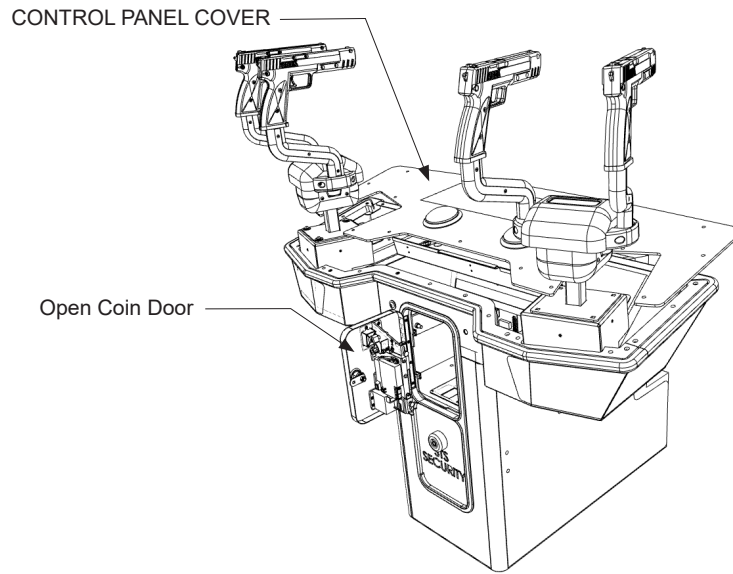The following procedure describes the replacement of the LED which edges the CONTROL PANEL.

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

2 Secure a space which allow for safe working conditions.

3 Remove the (6) fixings from around the base of each controller as shown below. Remove the BKT SUR-OUND GUN BASE L, BKT SUROUND GUN BASE R and (2) BKT SUROUND GUN BASE BACK.

PLAYER 1   *PLAYER 2*

M4X16 SKT CAP BH BLK
[029-B00416-0B]
(REAR)

BKT SUROUND GUN BASE BACK
[MI-1911UK]

M4X40 SKT CAP BH BLK
[029-B00440-0B]

M4X16 SKT CAP BH BLK
[029-00416-0B]

BKT SUROUND GUN BASE L
[MI-1909UK]

BKT SUROUND GUN BASE R
[MI-1910UK]

4 Remove the (5) M4X40 SKT CAP BH FLK fixings from the lower section of the CONTROL PANEL COVER and (5) M4X16 SKT CAP BH BLK fixings from the upper section.

M4X16 SKT CAP BH BLK (5)
[029-B00416-0B]

M4X40 SKT CAP BH BLK (5)
[029-B00440-0B]

5 Open the COIN DOOR and disconnect the BUTTON HARNESS. Carefully remove the CONTROL PANEL COVER.

CONTROL PANEL COVER

Open Coin Door

6 Remove the (4) M4 NUT NYLOCK [050-U00400] which secure the LED MOUNT DOWNLIGHT

LED MOUNT DOWNLIGHT
[MI-1907UK]

M4 NUT NYLOK PAS
[050-U00400]

1   2
3   4
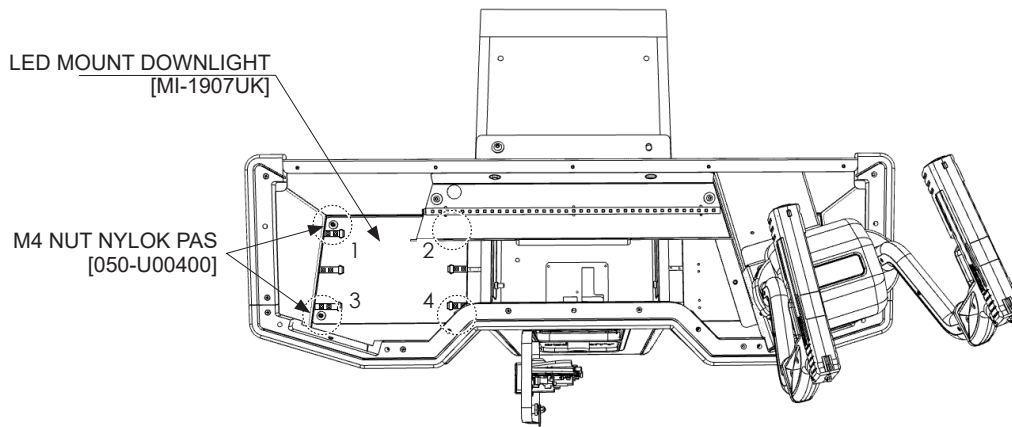
Left hand controller has been removed for illustration purposes

7 Carefully cut the Cable ties which secure the ASSY LED to the LED MOUNT. Remove the ASSY LED and replace. Reassemble in reverse order

LED MOUNT DOWNLIGHT
[MI-1907UK]

ASSY CP DOWNLIGHT WHT
[MI-6507UK]

Cable Tie
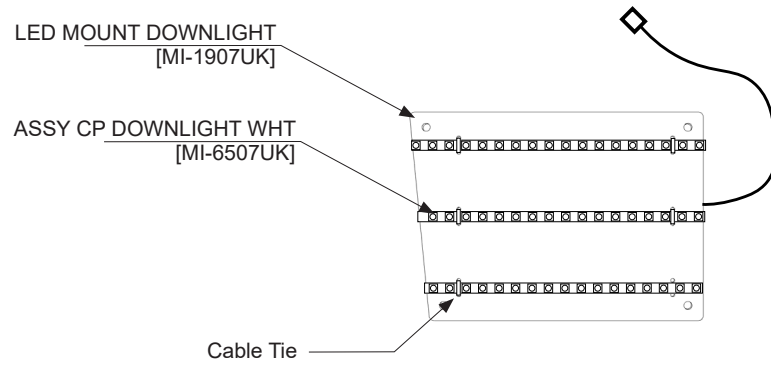
14 PERIODIC INSPECTION

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**

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	Section 6-3
Weekly	Control Unit	Aim Test	Section 9-6
	LCD	Screen Cleaning	Section 10
		Screen Alignment	Section 9-9
Monthly	Front Cabinet	Speaker Volume	Section 9-8
	Controller Cabinet	Check Input Devices	Section 9-4
		Check Output Devices	Section 9-5
	Controller Unit	Check Each Input Device	Section 9-4
		Check Each Output Device	Section 9-5
	LEDs	LED Inspection	Section 13
	Coin Selector	Coin Path Inspection	Section 12-1
		Coin Insertion Test	Section 12-1
Every 3 Months	Coin Selector	Cleaning	Section 12-1
1 Year	Game BD	Cleaning	Section 16
	Power Cables	Inspection / Cleaning	Section 6-3
	Cabinet Interior	Cleaning	Section 14

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.

DISPLAY (LCD SCREEN Cleaning)

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

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

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

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.

TABLE 01

PROBLEM	CAUSE	COUNTERMEASURE
With main switch ON there is no activation	Power is not supplied	Insert power lead all the way into outlet
	Supply voltage is not correct	Make sure that supply voltage is correct
	Circuit protector activated	Reset circuit protector/replace fuse
There is sound and lighting but no video signal	Video signal connector or monitor power connector is not properly connected	Check/Replace VGA/DVI Cable
No sound	Volume not properly adjusted	Adjust volume on SW Unit (Chapter 9-1)
		Adjust attract volume in Test Menu (Chapter 9-8)
	Amp Board (838-0043UK), amp or speaker fault	Run speaker test in Test Menu (Chapter 9-8)
Incorrect colour on monitor/ no picture or sound	Poor connection of video cable	Confirm connection of video/DVI cable
	Monitor fault	Contact point of purchase
Screen saturation and brightness not correct	Screen not properly adjusted	Adjust screen settings in Test Menu (Chapter 9-9)
Switch and volume pot input does not work	Poor connection of connectors	Check connection to I/O Bd in Test Menu (Chapter 9-2)
		Check the connection to Game Bd in Test Menu (Chapter 9-2)
Start button input does not work	Switch fault	Replace switch
Start button does not light	Lamp failure	Replace lamp (Chapter 13-4-2)
Stays on SEGA logo and does not go to advertise screen (error)	Invalid Security Key	Contact point of purchase
	CPU error	
The Controller line of sight is incorrect	Sights are not aligned due to changes in the surrounding environment	Realign the sight settings using Calibration Test (see Chapter 9-6)
Floor does not vibrate correctly (Bass Shaker error)	Poor connection	Turn the power off and check the connections to the floor
		Test Bass Shaker operation (Chapter 9-5)
Floor does not illuminate correctly	Poor connection	Turn the power off and check the connections to the floor
		Test floor lighting in Test Menu (Chapter 9-5)
	Bad voltage	Check voltage supply

PROBLEM	CAUSE	COUNTERMEASURE
Coins are not accepted/do not start game	Coin Chute is dirty	Clean Coin Chute (Chapter 12-1)
		Check Coin Chute operation in Test Menu (Chapter 9-4)
	Low voltage	Check voltage supply
	Credit type is set to Card Swipe	Adjust Credit Setting (Chapter 9-13)
Multiple Cabinets are not linking correctly	Link Play is not enabled	Turn on Link Play (Chapter 9-10)
	Cabinets have been linked incorrectly	Reperform linking procedure (Chapter 6-7)

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

16 GAME BOARD

⚠ WARNING

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

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

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

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

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

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

⚠ CAUTION

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

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

(STOP) IMPORTANT

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

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

- **Do not remove the Key Chip from the Game Board before sending the board for servicing**

16-1 HOW TO REMOVE GAME BOARD

The Game Board is located behind the Door Back Lower Centre (MI-1002-DUK).

1   Turn off the power

2   Locate Door Back Lower. Remove the (2) door release fixings, unlock with the Master Key and remove the door
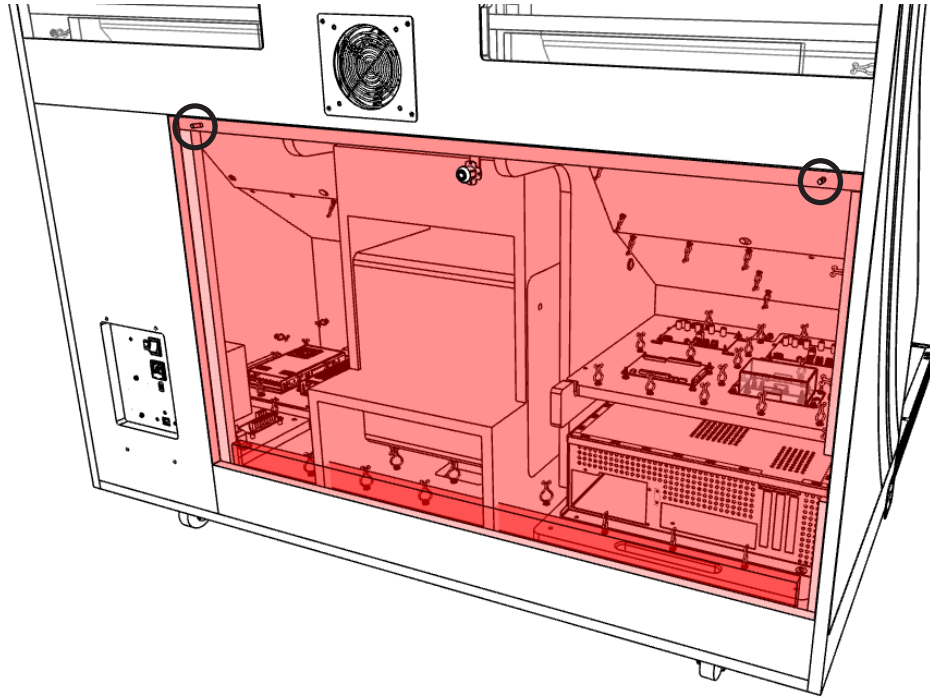
3   The Game Board is located inside in the bottom right corner
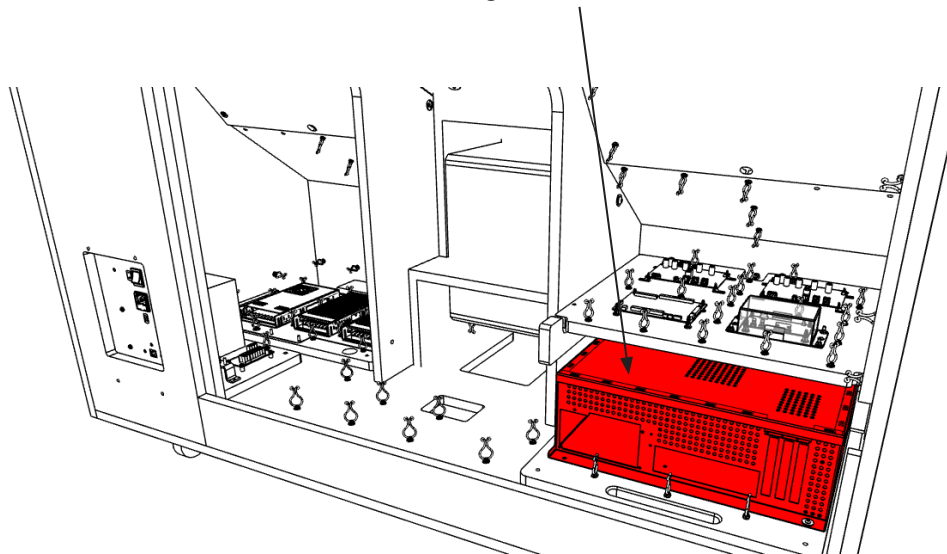
4   Disconnect all of the connectors connected to the Game Board (do not remove the Key Chip)

Key Chip
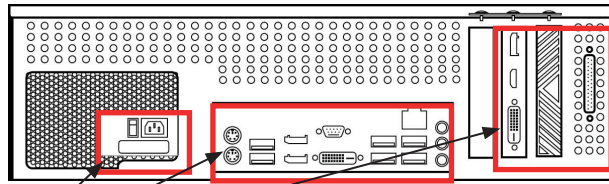
Carefully disconnect any and all
connections to/from the Game Bd

5   Unscrew the (4) M4 Phillips screws which secure the Game Board in place (2 on each side)
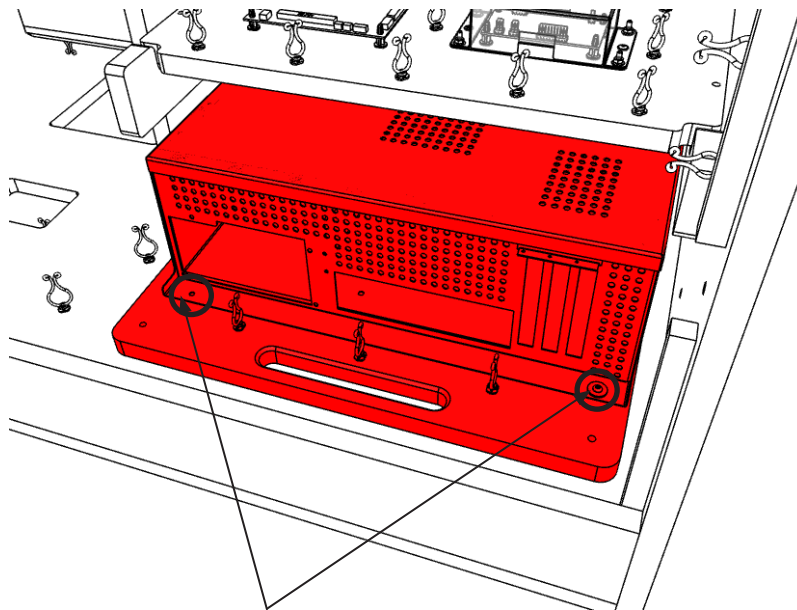
M4 FIXINGS

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

17 DESIGN RELATED PARTS

For the warning display stickers, refer to Section 1.

18 PARTS LIST

MISSION IMPOSSIBLE DLX STRUCTURE FLOW

```
MI-00002XUK
TOP ASSY MISSION IMPOSSIBLE DX

          *                              **                        ***                    ****

        MI-7000XUK                     MI-7080XUK
        ASSY MONITOR CABINET           ASSY AC UNIT

                                       MI-7200X-01UK
        MI-9000XUK                     ASSY 55 LED MAK861A3 DISPLAY
        ASSY FLOOR PANEL
                                       MI-4500XUK
                                       ASSY ELEC BD UPPER

                                       MI-4600XUK
                                       ASSY ELEC BD LOWER

                                       MI-4700XUK
                                       ASSY GAMEBOARD DX

                                       MI-7500XUK                    MI-7900XUK              x2  MI-2000UK
                                       ASSY CTRL CABINET             ASSY CTRL BOX DX            ASSY CONTROLLER

                                       SND-1340UK                    MI-1550UK
                                       ASSY FAN                      ASSY SW UNIT

                                       MI-7500XUK
                                       ASSY CTRL CABINET

        MI-INST-X-DX                   MI-5720XUK
        ASSY INST MI DX                ASSY BOX REAR HEADER

                                       MI-5735XUK
                                       ASSY BOX FUSE MKII
```

(1) **TOP ASSY MISSION IMPOSSIBLE DX (MI-00002XUK)**
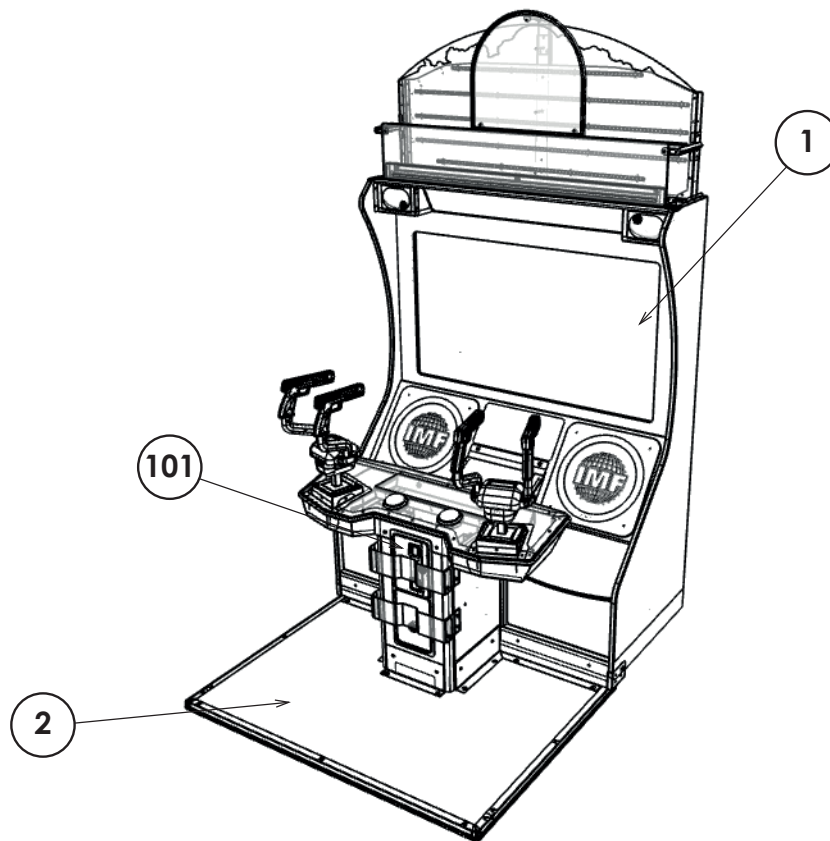
ITEM NO	PART NO	DESCRIPTION	QTY
*1	MI-7000XUK	ASSY MONITOR CABINET	1
*2	MI-9000XUK	ASSY FLOOR PANEL	1
*4	440-PL3000UK	LABEL SUITE MI DLX	
*20	421-7988-91UK	STICKER SERIAL NUMBER UK	1
*101	220-5736-01	DFMD W/UNIV CRADLE&CASHBOX ENC HI SEC	1
*103	OS1247	ALUMINIUM STICKY CLIP ASK-3 475-198	3
*401	MI-INST-X-DX	ASSY INST MI DX	1
*402	SAECE-xxx	DECLARATION OF CONFORMITY	1
*403	PK0468	SHRINK WRAP RD STD	1
*404	PK0507	PALLET LMA TH	1
*405	420-0036-01UK	MANUAL MI DX	1

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

② ASSY SW UNIT (MI-1550UK)
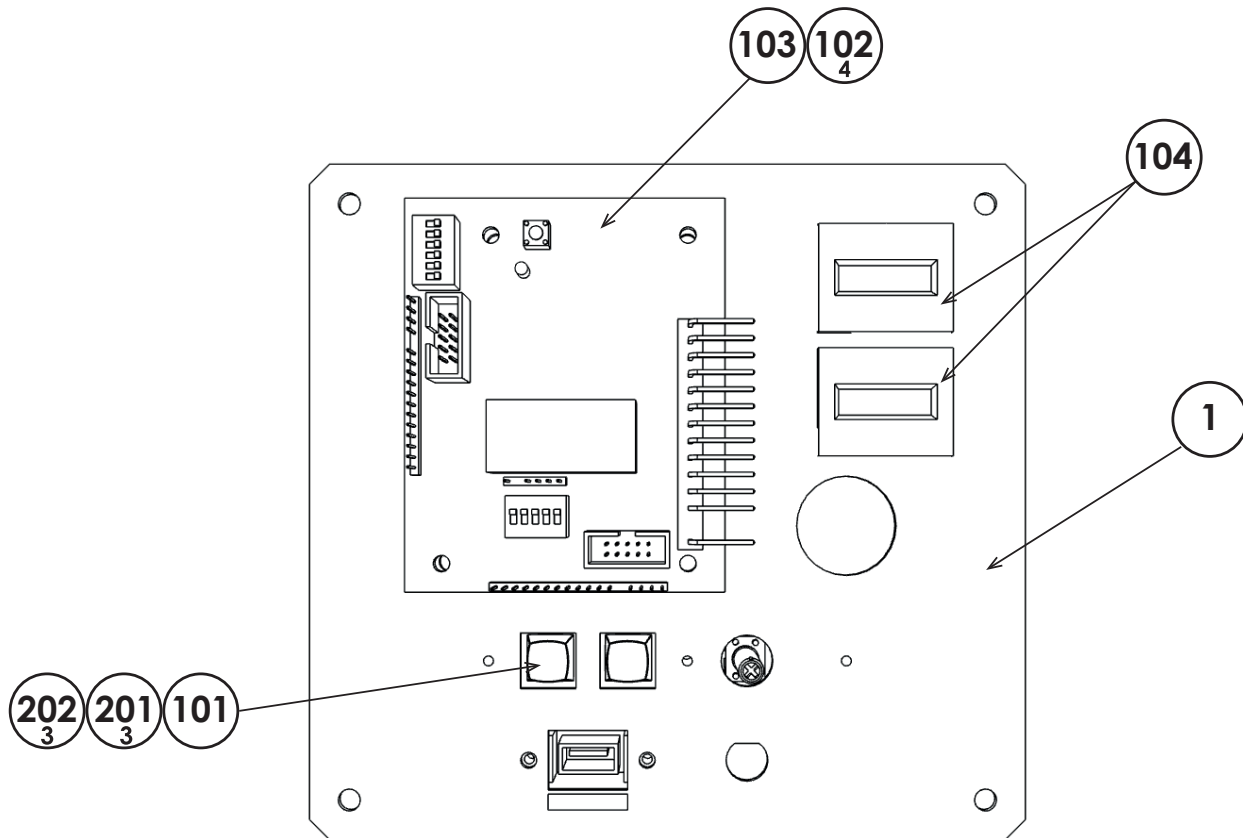
ITEM NO	PART NO	DESCRIPTION	QTY
****1	MI-1551UK	BRKT SW USB DUAL METER+AMP	1
****101	838-14548-01UK	SW & VOL CTL BD	1
****102	280-L00706-PM	STANDOFF 6.4MM HOLE PM	4
****103	EP1380-01	CREDIT BOARD EXCEL	1
****104	220-5643UK	COIN METER SMALL 12V	2
****105	OS1247	ALUMINIUM STICKY CLIP ASK-3	1
****107	OS1098	CRIMP BELL END SMALL	4
****108	601-0460	CABLE TIE NYLON 100MM	2
****201	000-P00308	M3X8 MSCR PAN PAS	3
****202	068-330808-PN	M3 WSHR 8OD FLT NYLON	3
****301	MI-60014UK	WH COIN HANDLING	1
****302	600-7015-200PUK	USB EXTENSION A-A PANEL MOUNT	1

③ ASSY ELEC BD UPPER (MI-45000XUK)
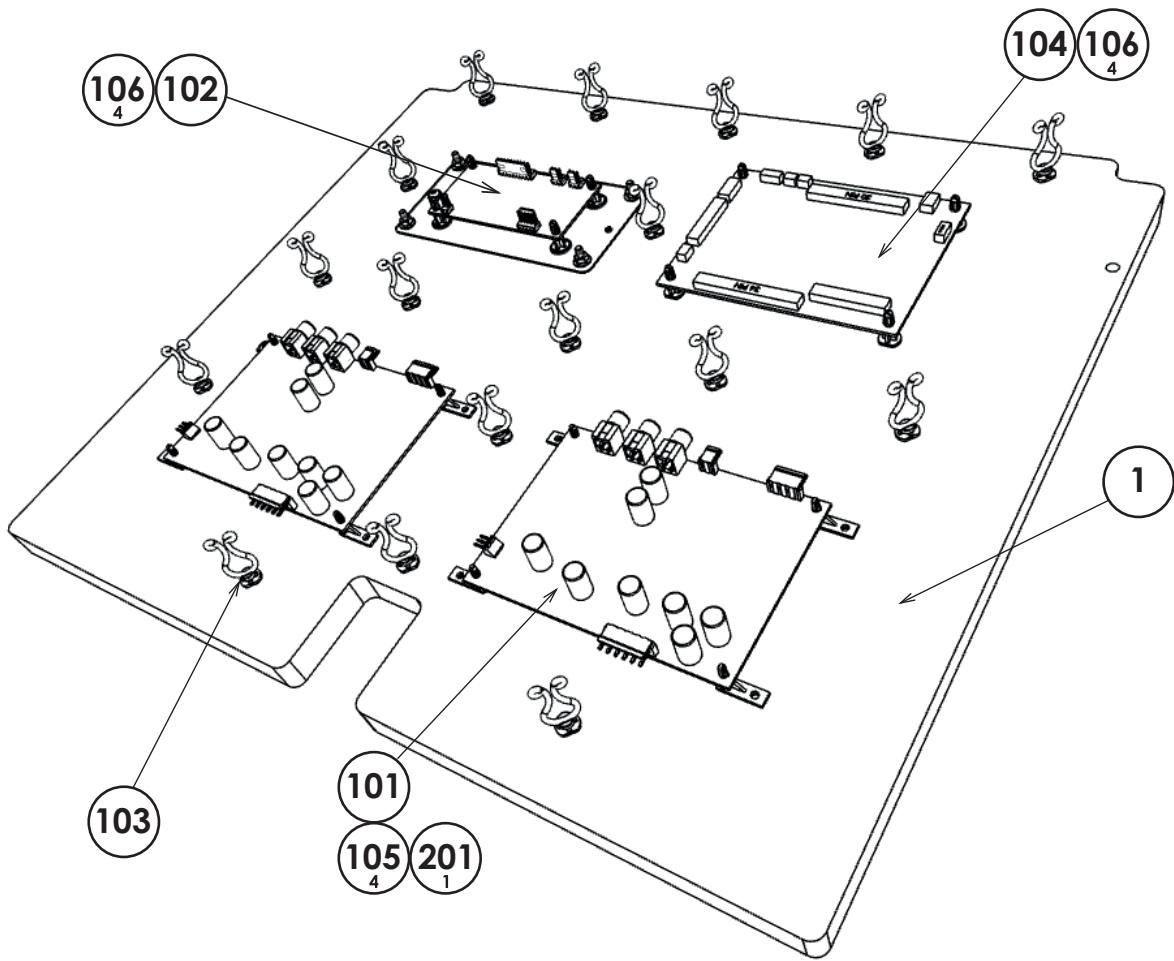
ITEM NO	PART NO	DESCRIPTION	QTY
***1	MI-4501XUK	BOARD UPPER ELEC	1
***101	838-0043UK	PCBA AMP 3CH	2
***102	838-0053UK	LED DRIVER ATMEGA328 WOOFLY3	1
***103	280-A012640-WX	ROUTER TWIST D12 SO6.4 WOOD X	17
***104	838-0042UK	IO2	1
***105	OS1011	PCB FEET RICHCO LCBS-L-5-01	8
***106	280-L00640-WX	STANDOFF 6MM 4 HOLE WOOD XL BHL-8-01	4
***201	012-P03512-F	N6X1/2" S/TAP FLG PAS	10
***301	MI-65007UK	WH I/O	1
***302	MI-65010UK	WH AUDIO ASSY ELEC	1
***303	600-7142-200UK	ASSY USB CABLE	1

④ ASSY ELEC BD LOWER (MI-4600XUK)
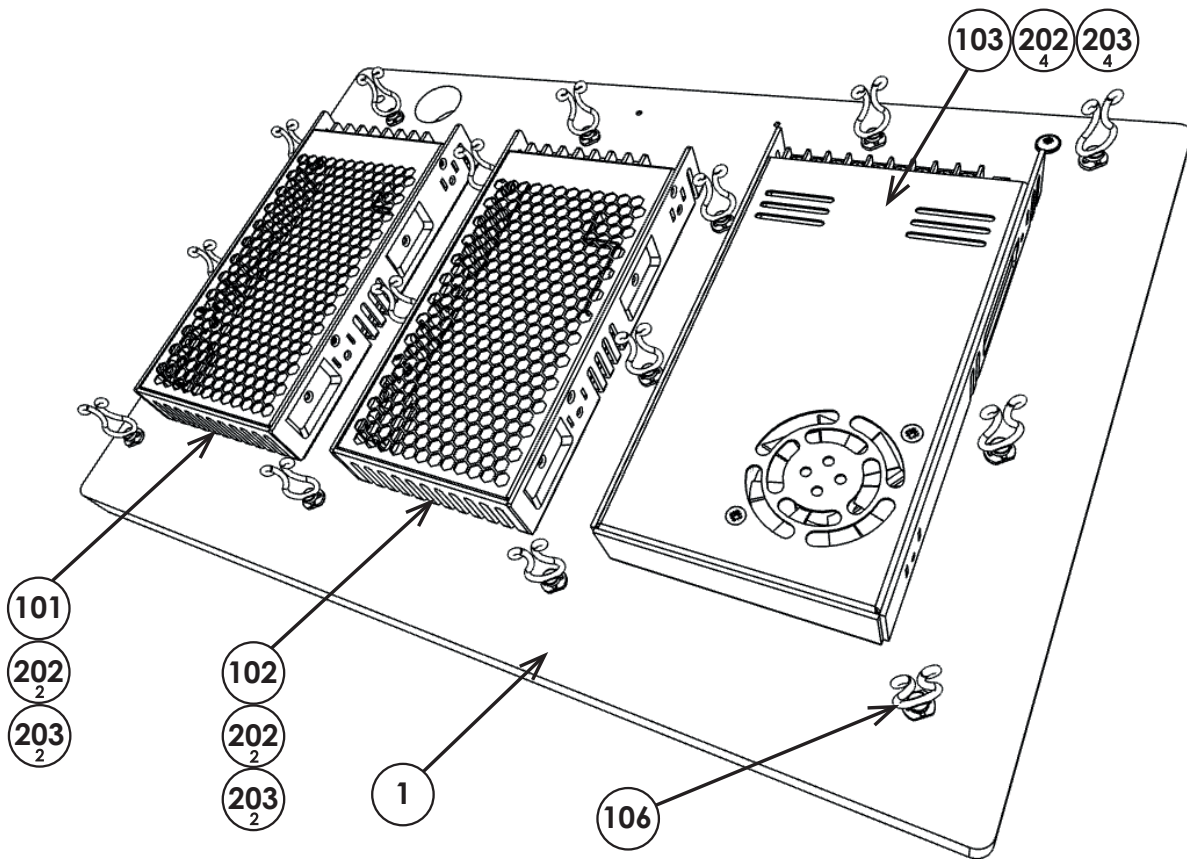
ITEM NO	PART NO	DESCRIPTION	QTY
***1	MI-4601XUK	BOARD LOWER ELEC	1
***101	400-150-05-04	PSU 5V 150W MW RSP-150-5	1
***102	400-150-024-03	PSU 24V 150W MW RSP-150-24	1
***103	400-320-012-01	PSU 12V 320W MW RSP-320-12	1
***106	280-A012640-WX	ROUTER TWIST D12 SO6.4 WOOD X	15
***202	029-B00416	M4X16 SKT BH PAS	8
***203	060-F00400	M4 WSHR FORM A FLT PAS	8
***301	MI-65001UK	WH AC DISTRIBUTION	1
***302	MI-65002UK	WH DC DISTRIBUTION	1

(5) ASSY GAME BOARD DX (MI-4700XUK)
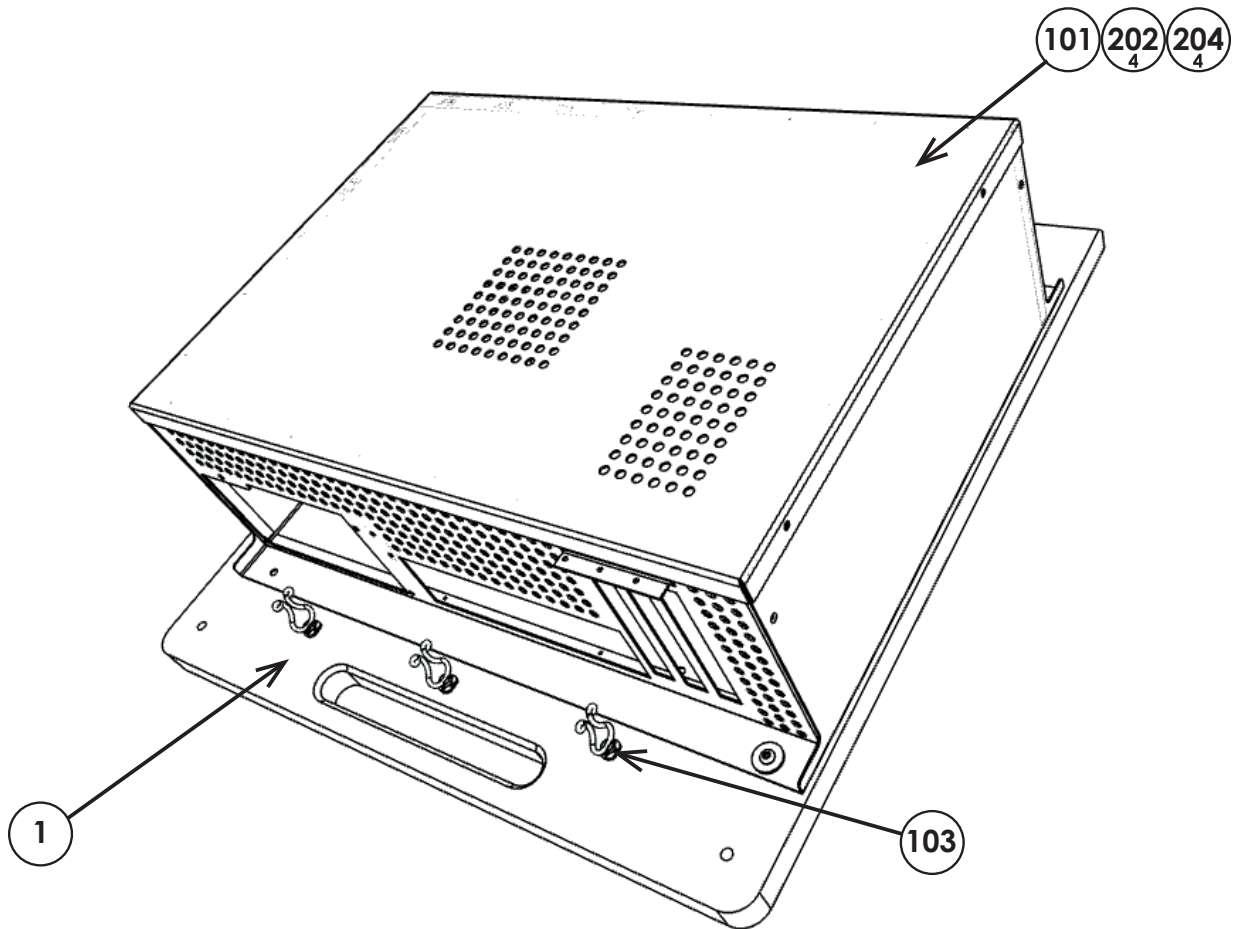
ITEM NO	PART NO	DESCRIPTION	QTY
***1	MI-4701XUK	BASE GAMEBOARD	1
***5	LB1111	STICKER PLEASE RECYCLE	1
***101	610-0014-01UK	ASSY PC MI	1
***102	EP3002-03PU	DK MI PUR	1
***103	280-A012640-WX	ROUTER TWIST D12 SO6.4 WOOD X	3
***104	LB1101	STICKER WARNING BATTERY	1
***202	029-B00416	M4X16 SKT BH PAS	4
***204	068-441616	M4 WSHR 16OD FLT PAS	4
***301	MI-65009UK	WH AUDIO GAMEBOARD	1

⑥ ASSY BOX REAR HEADER DX (MI-5720XUK)
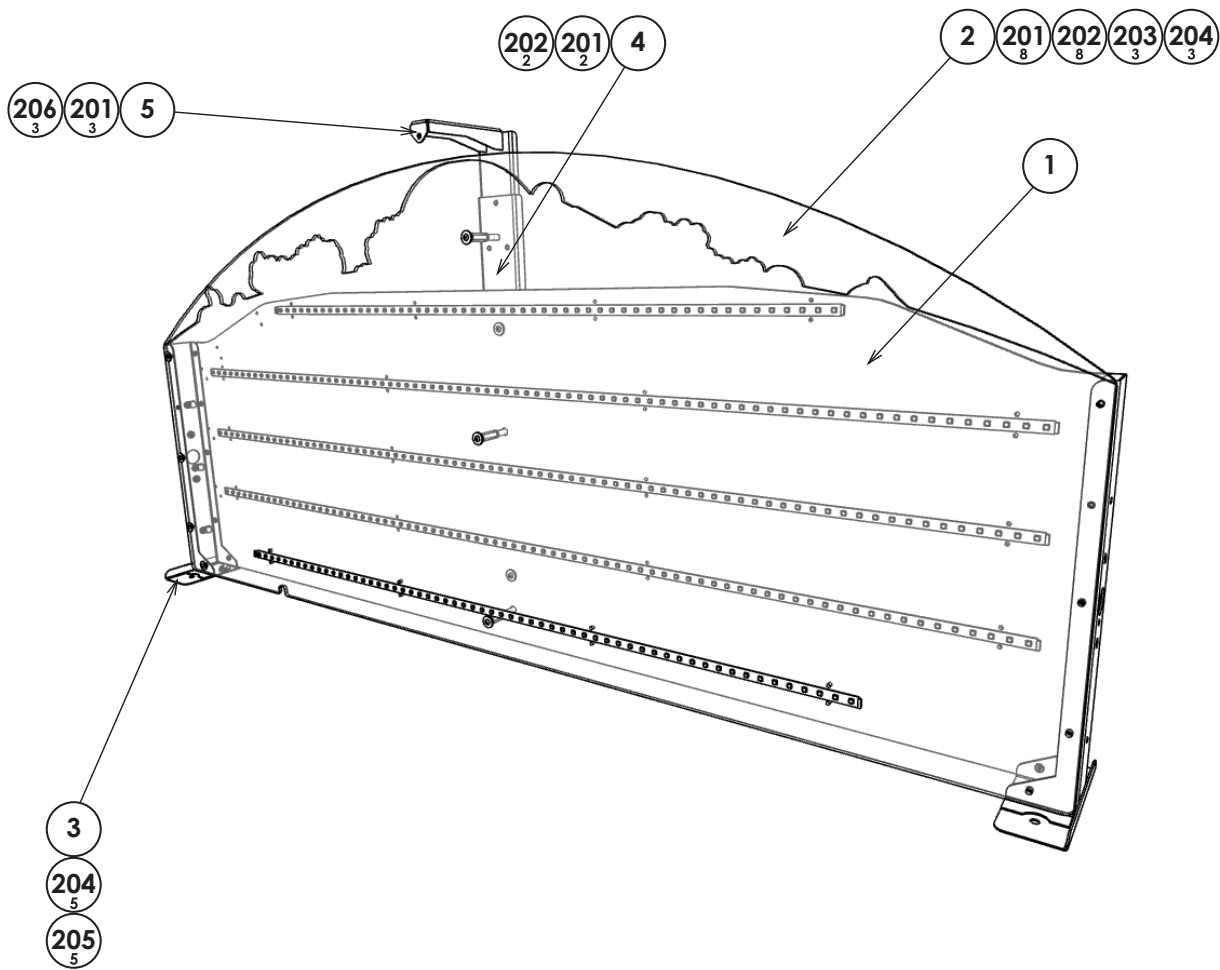
ITEM NO	PART NO	DESCRIPTION	QTY
***1	MI-5721XUK	PNL HEADER BACKBOARD	1
***2	MI-5722XUK	PNL HEADER REAR	1
***3	MI-5723XUK	BRKT MTG SIDE	2
***4	MI-5724XUK	BRKT BACK REAR HEADER	1
***5	MI-5725XUK	BRKT SUPP HEADER MID	1
***101	280-L01030-OS	STANDOFF 10OD 5.21D 30L RRSN-52100-30	3
***102	OS1249	P CLIP 6.5MM	4
***103	601-0460	CABLE TIE 100MM	21
***201	029-B00412	M4X12 SKT BH PAS	13
***202	068-441616	M4 WSHR 16OD FLT PAS	10
***203	029-B00450-0B	M4X50 SKT BH BLK	3
***204	068-441616-0B	M4 WSHR 16OD FLT BLK	13
***205	029-B00412-0B	M4X12 SKT BH BLK	10
***206	050-F00400	M4 NUT FLG SER PAS	7
***301	MI-6503UK	ASSY BB LONG	3
***302	MI-6504UK	ASSY BB SHORT	1
***303	MI-65016UK	WH BILLBOARD BACK	1

(7) **ASSY FUSE BOX MK II (MI-5735XUK)**
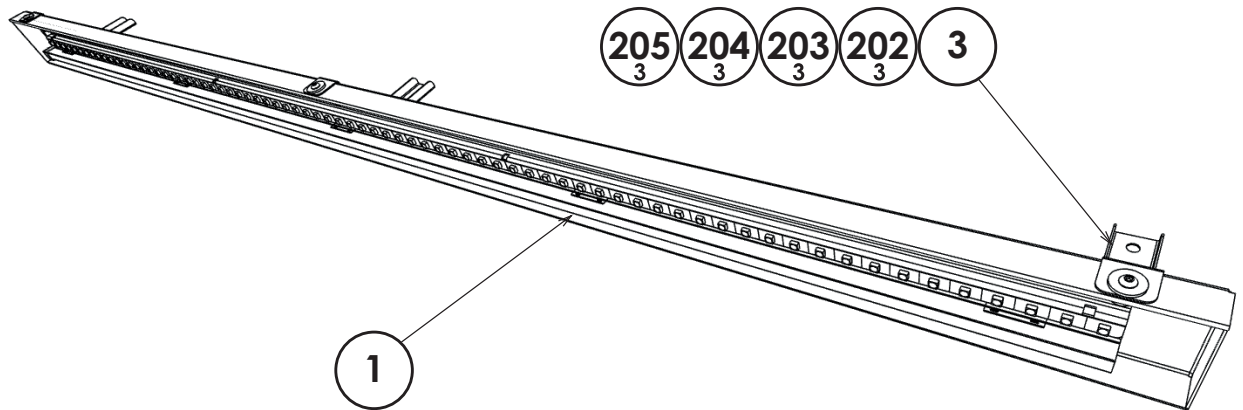
ITEM NO	PART NO	DESCRIPTION	QTY
***1	MI-5736XUK	BOX LIGHT MTG MKII	1
***3	MI-5738XUK	BRKT MTG BOX FUSE MKII	3
***101	601-0460	CABLE TIE 100MM	4
***201	000-F00306	M3X6 MSCR CSK PAS	3
***202	029-B00412	M4X12 SKT BH PAS	3
***203	068-441616	M4 WSHR 16OD FLT PAS	3
***204	029-B00612	M6X12 SKT BH PAS	3
***205	068-652216	M6 WSHR 22OD FLT PAS	3
***301	MI-6501UK	ASSY FUSE SPARK LED	1
***302	MI-6502UK	ASSY FUSE LED	1

Part 15
Brkt Floor Cable
MI-7011XUK
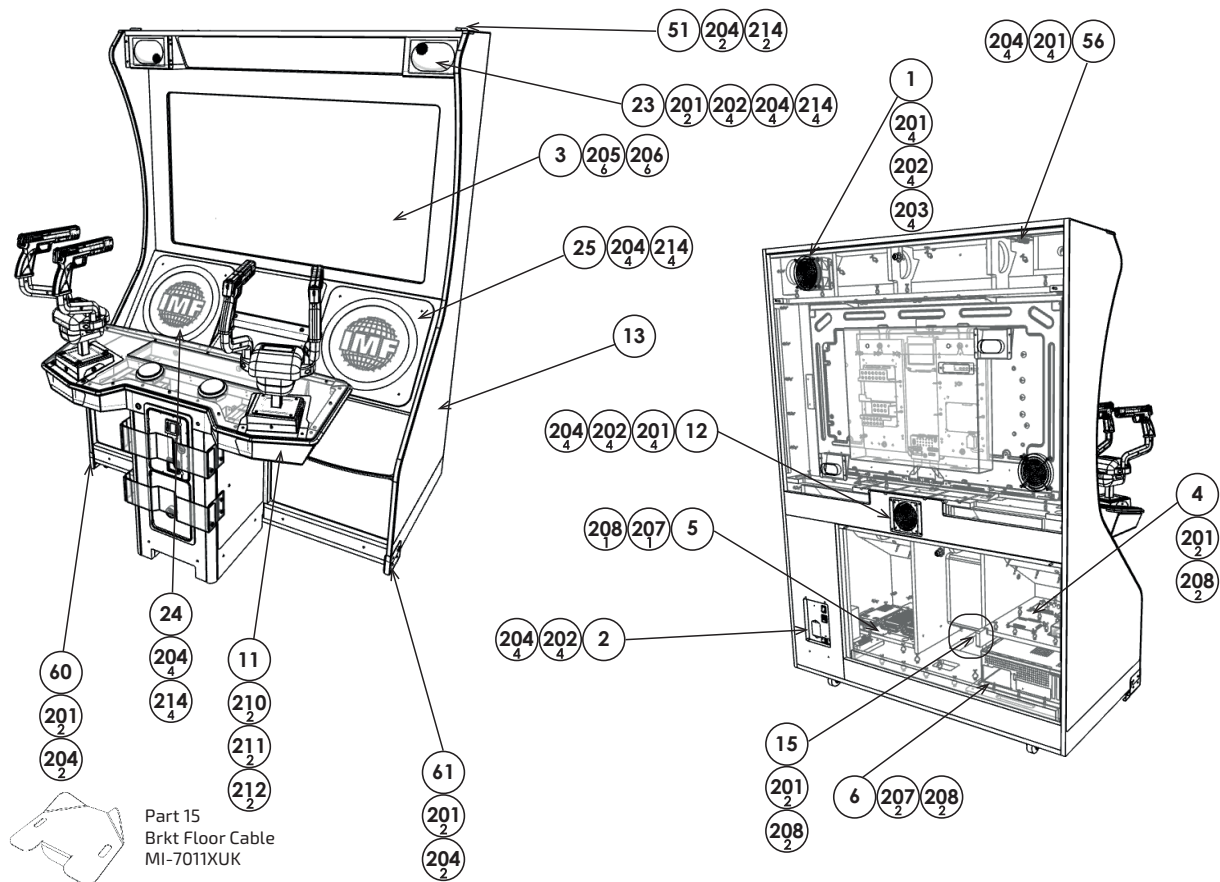
ITEM NO	PART NO	DESCRIPTION	QTY
**1	HDZ-1010XUK	ASSY MONITOR FAN	1
**2	MI-7080XUK	ASSY AC UNIT	1
**3	MI-7200X-01UK	ASSY 55 LED MAK861A3 DISPLAY	1
**4	MI-4500XUK	ASSY ELEC BD UPPER	1
**5	MI-4600XUK	ASSY ELEC BD LOWER	1
**6	MI-4700XUK	ASSY GAMEBOARD DX	1
**11	MI-7500XUK	ASSY CTRL CABINET	1
**12	SND-1340UK	ASSY FAN	1
**13	MI-7002XUK	ASSY MON CABI	1
**15	MI-7011XUK	BRKT FLOOR CABLE	1
**23	MI-7023XUK	PLATE SPEAKER COVER	2
**24	MI-7035X-01UK	COVER LIGHTING BLUE	1
**25	MI-7035X-02UK	COVER LIGHTING RED	1
**51	MI-7003XUK	BRKT ENDCAP LED EDGING UPPER	2
**56	MI-7008XUK	PLATE PNL MTG HEADER	1
**60	MI-7009XUK	BRKT ENDCAP LED EDGING LOWER L	1
**61	MI-7010XUK	BRKT ENDCAP LED EDGING LOWER R	1
**101	130-04030-E	SPKR ELIP 4OHM 30W VIS DX4X6P	1
**102	280-A012640-WX	ROUTER TWIST D12 SO6.4 WOOD XL	72
**103	FN1012	FAN GUARD METAL 120MM (FG-12)	3
**104	280-A020640-WX	ROUTER TWIST D20 SO6.4 WOOD XL	8

18

PARTS LIST

⑧ ASSY MONITOR CAB (MI-7000XUK) (D-2/2)

ITEM NO	PART NO	DESCRIPTION	QTY
**201	029-B00425-0B	M4X25 SKT BH BLK	32
**202	060-S00400-0B	M4 WSHR SPR BLK	16
**203	060-F00400	M4 WSHR FORM A FLT PAS	4
**204	068-441616-0B	M4 WSHR 16OD FLT BLK	26
**205	029-B00625	M6X25 SKT BH PAS	6
**206	068-652216	M6 WSHR 22OD FLT PAS	8
**207	029-B00440	M4X40 SKT BH PAS	3
**208	068-441616	M4 WSHR 16OD FLT PAS	7
**209	029-B00640	M6X40 SKT BH PAS	2
**210	029-B00850	M8X50 SKT BH PAS	2
**211	060-S00800	M8 WSHR SPR PAS	2
**212	068-852216	M8 WSHR 22OD FLT PAS	2
**213	012-P03512-FB	N6X1/2" S/TAP FLG BLK	8
**214	029-B00412-0B	M4X12 SKT BH BLK	16
**216	029-B00440-0B	M4X40 SKT BH BLK	4
**301	MI-6001UK	ASSY LED WOOFER	2
**302	MI-65003UK	WH DC DIST EXTN	1
**303	MI-65004UK	WH AC DISPLAY EXTN	1
**304	MI-65005UK	WH SPEAKER EXTN	1
**305	MI-65006UK	WH WOOFER SLED	1
**306	MI-65008UK	WH ELEC BD TO CTRL	1
**307	MI-65015UK	WH BILLBOARD EXTN	1
**308	MI-60017UK	WH SPEAKERS A	2
**309	BE-6001UK	WH LED CLIP	2
**310	600-7269-0200UK	ASSY LAN CABLE 0200CM	1
**311	600-7011-0200UK	CA DVI TO DVI-D 200CM	1
**312	600-9170-44K	WH EARTH 170CM M4M4	2
**313	390-2012-RGB-1M	LED FLX RGB IPIXEL S605050RGB	4.2

(9) **ASSY AC UNIT (MI-7080XUK)**
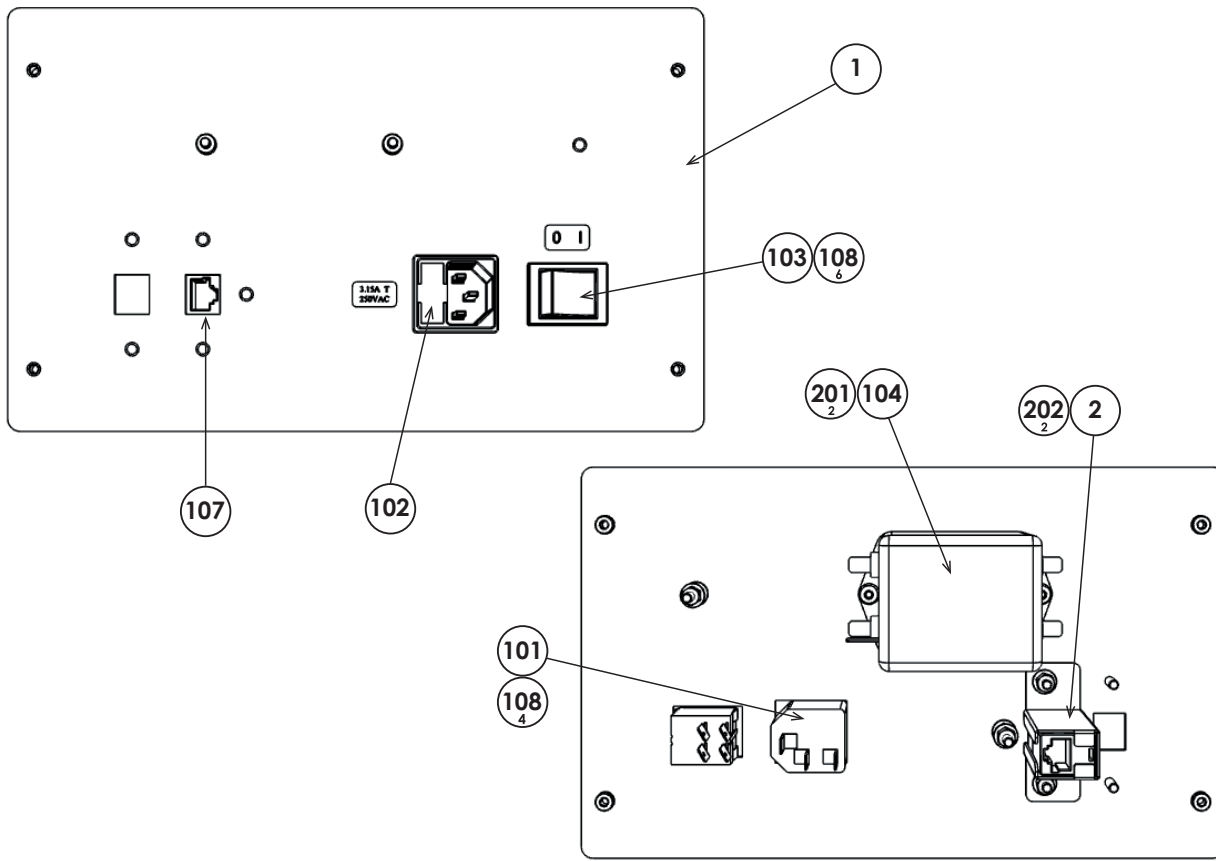
ITEM NO	PART NO	DESCRIPTION	QTY
***1	DA-1081UK	PLATE AC	1
***2	TFF-0402UK	CONN COVER	1
***101	EP1302	EUROSOCKET FUSED 10A 250VAC	1
***102	514-5078-3150	FUSE 3.15 X 20 CERAMIC SB 3150mA	2
***103	SW1109	SWITCH ROCKER 250V AC	1
***104	EP1419	FILTER SCHAFFNER 2030-16-06	1
***107	EP1391	COUPLER INLINE LAN RJ45	1
***108	310-5029-D508	HEAT SHRINK SLEEVING 50.8DIA	10
***201	029-B00408	M4X8 SKT BH PAS	2
***202	050-F00400	M4 NUT FLG SER PAS	4
***203	060-S00400	M4 WSHR SPR PAS	2
***301	MI-60001UK	WH AC IN	1

⑩ ASSY 55 LED MAK861A3 DISPLAY (MI-7200X-01UK)
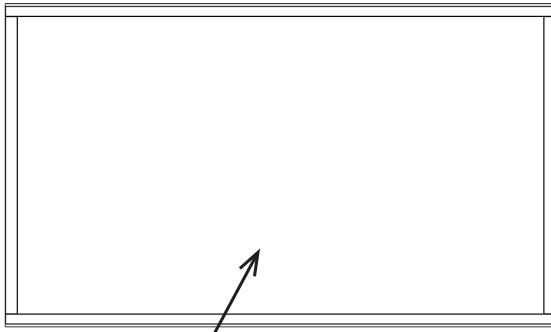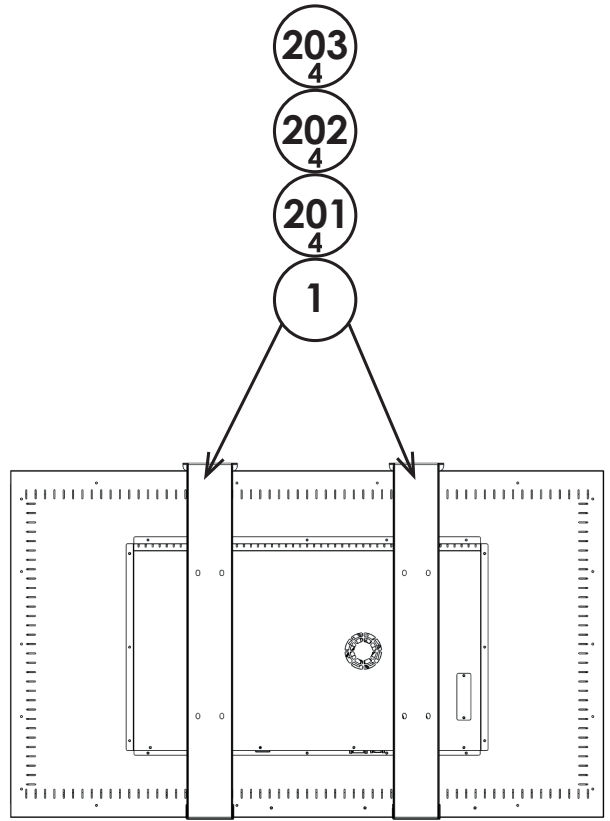
ITEM NO	PART NO	DESCRIPTION	QTY
***1	MI-7201X-01UK	BRKT SUPP MON	2
***101	200-6055-01-MV	55" CASED BLUE	1
***201	029-B00612	M6X12 SKT BH PAS	8
***202	068-652016	M6 WSHR 20OD FLT PAS	8
***203	060-S00600	M6 WSHR SPR PAS	8
***301	MI-65020UK	WH DISPLAY M/V	1

⑪ ASSY CTRL CABINET (MI-7500XUK)
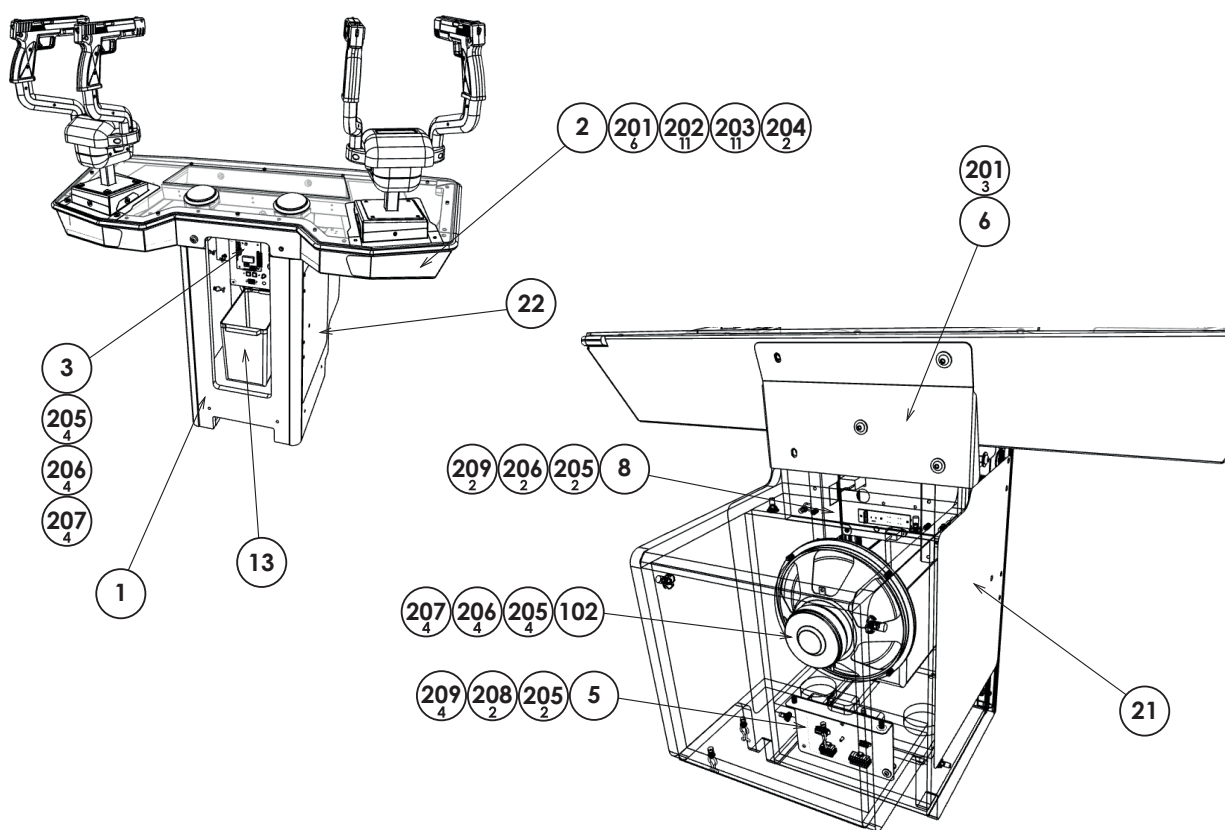
ITEM NO	PART NO	DESCRIPTION	QTY
***1	MI-7502XUK	ASSY CABI MID DX	1
***2	MI-7900XUK	ASSY CTRL BOX DX	1
***3	MI-1550UK	ASSY SW UNIT	1
***5	MI-7504XUK	BRKT PNL MTG FLOOR	1
***6	MI-7505XUK	BRKT SECURE CTRL PNL DX	1
***8	MI-7506XUK	BRKT MTG SW UNIT	2
***13	PP1087	BOX CASH FOR MINI DOOR	1
***21	MI-7521XUK	STICKER CABI MID CHEEK L	1
***22	MI-7522XUK	STICKER CABI MID CHEEK R	1
***102	130-08090-W	WOOFER 8 OHM 90W W250-8	1
***103	280-A01264-WX	ROUTER TWIST D12 SO6.4 WOOD X	12
***201	029-B00840-0B	M8X40 SKT BH BLK	9
***202	060-S00800-0B	M8 WSHR SPR BLK	11
***203	068-852216-0B	M8 WSHR 22OD FLT BLK	11
***204	029-B00825-0B	M8X25 SKT BH BLK	9
***205	029-B00412	M4X12 SKT BH PAS	14
***206	060-S00400	M4 WSHR SPR PAS	12
***207	060-F00400	M4 WSHR FORM A FLT PAS	8
***208	029-B00425	M4X25 SKT BH PAS	2
***209	068-441616	M4 WSHR 16OD FLT PAS	8
***301	MI-65013UK	WH WOOFER	1
***302	600-9060-44K	WIRE HARN EARTH 600MM M4/M4 K	1

⑫ ASSY CTRL BOX (MI-7900XUK)　　　　　　　　　　(D-1/2)
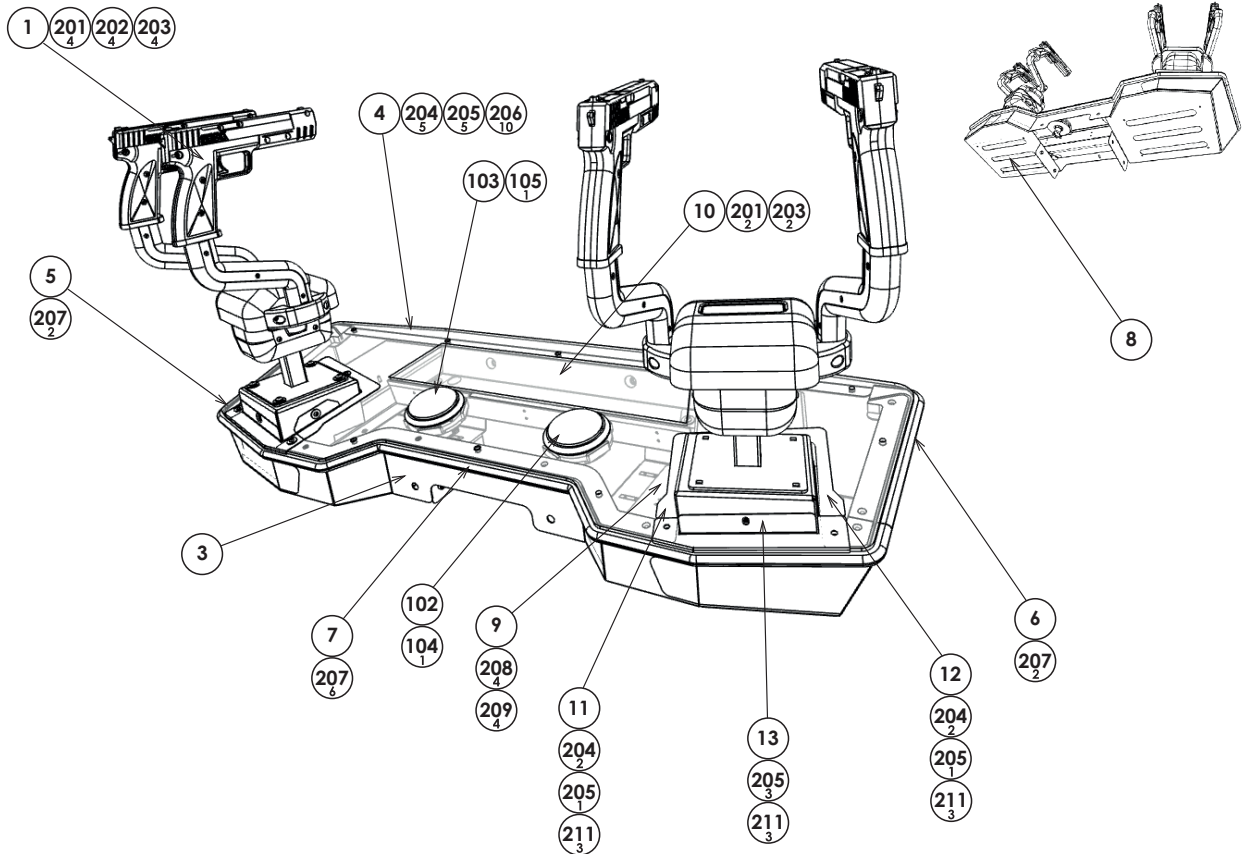
ITEM NO	PART NO	DESCRIPTION	QTY
****1	MI-2000UK	ASSY CONTROLLER	2
****3	MI-7901XUK	CTRL PNL UNDER DX	1
****4	MI-7902XUK	CTRL PNL CTRL COVER DX	1
****5	MI-7903XUK	TRIM LIGHT CTRL PNL L DX	1
****6	MI-7904XUK	TRIM LIGHT CTRL PNL R DX	1
****7	MI-7905XUK	TRIM LIGHT CTRL PNL CENTRE DX	1
****8	MI-1906UK	COVER DOWNLIGHT	2
****9	MI-1907UK	LED MOUNT DOWNLIGHT	2
****10	MI-1908-01UK	LIGHTBOX UPLIGHT REDUCED	1
****11	MI-1909UK	BRKT SURROUND GUN BASE L	1
****12	MI-1910UK	BRKT SURROUND GUN BASE R	1
****13	MI-1911UK	BRKT SURROUND GUN BASE BACK	2
****101	390-2012-RGB-1M	LED FLX RGB IPIXEL S605050RGB	1.85
****102	509-6003-RUK	BTN LRG RND RED 75-4002-10187	1
****103	509-6003-BUK	BTN LRG RND BLU 75-4002-12187	1
****104	EP1510	LED 10MM RED CLUSTER 12V 161-212103-2	1
****105	EP1511	LED 10MM BLUE CLUSTER 12V 161-212103-6	1
****106	OS1230	FOAM STRIP 2MM X 10MM	0.19
****107	601-0460-0W	CABLE TIE 100MM WHITE	15

⑫ ASSY CTRL BOX (MI-7900XUK)   (D-2/2)

ITEM NO	PART NO	DESCRIPTION	QTY
****201	029-B00616-0B	M6X16 SKT BH BLK	6
****202	060-S00600-0B	M6 WSHR SPR BLK	4
****203	068-652016-0B	M6 WSHR 20OD FLT BLK	6
****204	029-B00430-0B	M4X30 SKT BH BLK	9
****205	029-B00416-0B	M4X16 SKT BH BLK	13
****206	060-F00400-0B	M4 WSHR FORM A FLT BLK	10
****207	000-F00420	M4X20 MSCR CSK PAS	10
****208	029-B00416	M4X16 SKT BH PAS	8
****209	050-U00400	M4 NUT NYLOK PAS	8
****210	050-F00400	M4 NUT FLG SER PAS	3
****211	068-441616-0B	M4 WSHR 16OD FLT BLK	12
****301	MI-65011UK	WH CONTROLLERS	1
****302	MI-65012UK	WH CONTROL PNL	1
****303	BE-6001UK	ASSY LED CLIP	1
****304	MI-6003UK	ASSY DOWNLIGHT	2
****305	MI-6004UK	ASSY UPLIGHT	1
****306	600-9040-44K	WIRE HARN EARTH 400MM M4/M4 K	3

(13) ASSY FLOOR PANEL (MI-9000XUK)
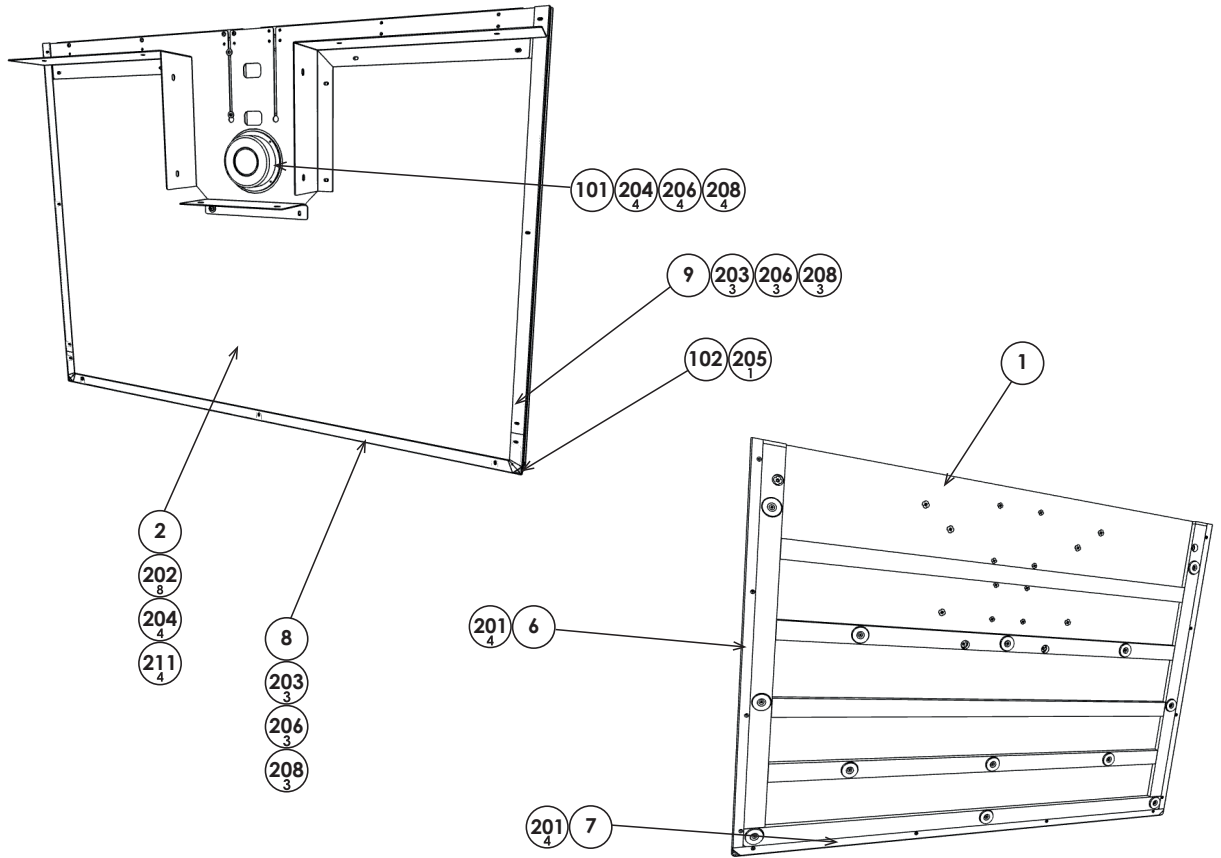
ITEM NO	PART NO	DESCRIPTION	QTY
**1	MI-9001XUK	PANEL FLOOR BASE	1
**2	MI-9002XUK	FLOOR COVER	1
**6	MI-9007XUK	STRIP FLOOR PANEL SIDE	2
**7	HDZ-9008UK	STRIP FLOOR PANEL FRONT	1
**8	MI-9009XUK	SASH FLOOR PANEL FRONT	1
**9	MI-9011XUK	SASH FLOOR PANEL SIDE	2
**101	130-04050-BSX	BASS SHAKER 4OHM 50W BSX 130WP	1
**102	601-0012-02UK	CORNER CAP MEDIUM AS-C30	2
**103	OS1249	P CLIP 6.5MM	2
**201	000-F00420	M4X20 MSCR CSK PAS	12
**202	012-P00412-FB	N8x1/2" S/TAP FLG BLK	8
**203	029-B00412	M4X12 SKT BH PAS	11
**204	029-B00425	M4X25 SKT BH PAS	8
**205	000-F00520	M5X20 MSCR CSK PAS	2
**206	060-F00400	M4 WSHR FORM A FLT PAS	13
**208	060-S00400	M4 WSHR SPR PAS	13
**211	068-441616	M4 WSHR 16OD FLT PAS	10
**301	MI- 65014UK	WH FLOOR	1
**302	BE-6001UK	WH LED CLIP	1
**303	390-2012-RGB-1M	LED FLX RGB IPIXEL S605050RGB	3.38m
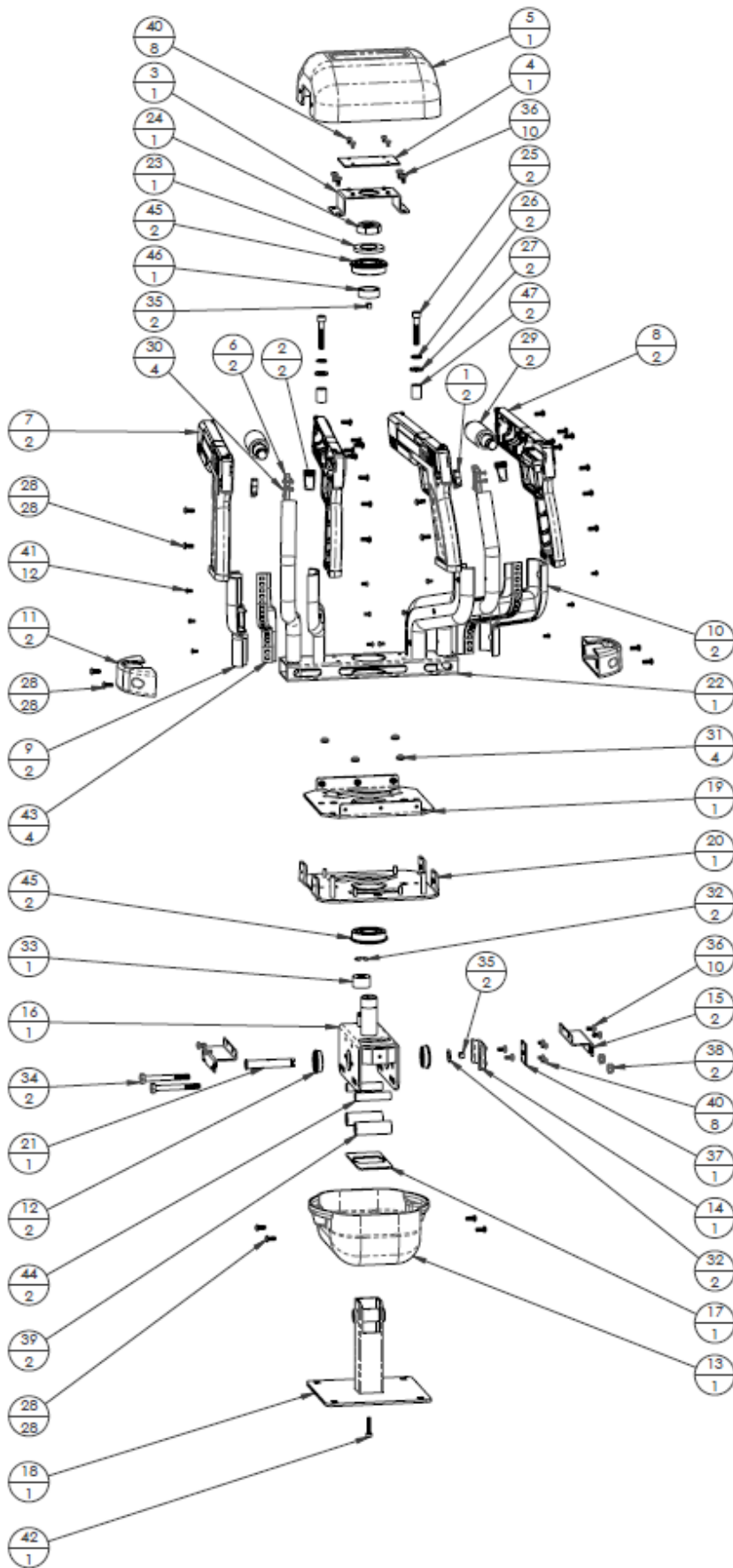
ITEM NO	PART NO	DESCRIPTION	QTY
***1	10110102	DB SWITCH ASSY WITH ROLLER ACT	2
***2	20201801	TRIGGER SPRING	2
***3	20210600	BRACKET PCBA MOUNTING TOP	1
***4	20210800	PCBA MAGNET SENSOR I/O	1
***5	20210801	COVER UPPER SWIVEL ASSY	1
***6	20210900	TRIGGER	2
***7	20211000	PISTOL HALF LEFT MI	2
***8	20211200	PISTOL HALF RIGHT MI	2
***9	20211201	COVER GUN SUPPORT TUBE LEFT	2
***10	20211400	COVER GUN SUPPORT TUBE, RIGHT	2
***11	20211401	DECORATIVE TRIM, CROSSBAR COVER	2
***12	20211500	BEARING SMALL 10MM SHAFT	2
***13	20211501	LOWER DECORATIVE COVER	1
***14	20212800	BRACKET PCBA MOUNTING SIDE	1
***15	20212900	LOWER COVER HOLD BRKT	2
***16	20213000	HOUSING WITH PIVOT & STOP PINS	1
***17	20213101	PINCH WASHER, 3.50 X 1.75	1
***18	20213200	MAIN POST WELDMENT SWIVEL MECH	1
***19	20213300	TRAVEL PLATE, 35 DEG EACH DIRECTION SWIVEL MECH	1
***20	20213400	BEARING PLATE WITH TRAVEL OPENING SWIVEL MECH	1
***21	20213500	PIVOT PIN 3/8" OD	1
***22	20213602	SUB, MAIN CROSSBAR WITH ARMS	1
***23	20213900	WASHER M20	1
***24	20214000	NUT NYLOCK M20 THIN	1
***25	20214100	SHCS M6X30MM BO	2
***26	20214200	LOCKWASHER M6 SPLIT BO	2
***27	20214300	WASHER M6 ZINC	2
***28	20214400	SCREW M4X0.7 10MM LENGTH SECURITY TORX BLACK OX-IDE	28
***29	20214500	TUBULAR SOLENOID	2
***30	20214600	SCREW M2.2 THREAD FORMING 12MM LENGTH	4
***31	20215000	NUT, NYLOCK, M4X0.7 BO	4
***32	20215103	M8X1MM E-RING	2
***33	20215200	BUMPER 12.7 L, 22MM OD 9.5 ID	1
***34	20215300	HH BOLT PARTIAL THREAD M6X 60MM L	2
***35	20215400	BIPOLAR MAGNET AND PIVOT PIN	2
***36	20215500	SCREW, M4X0.7 8MM LENGTH PHILLIPS PAN HEAD	10
***37	20215600	PCBA MAGNET SENSOR VERTICAL	1
***38	20215700	NUT, NYLOCK M6X1.0 ZINC	2
***39	20215800	BUMPER 44.7MM x 16MM O.D. x 10MM I.D.	2
***40	20219000	SCREW M3X0.5 5MM LENGTH PHILLIPS PAN HEAD	8
***41	20219201	SCREW M3X0.5 6MM LENGTH SECURITY TORX,BLACK OX-IDE	12
***42	20219301	SCREW M4X0.7 20MM LENGTH HEX SCREW BLACK OXIDE	1
***43	20221001	LED STRIP BACK	4
***44	20222600	BUMPER SPACER	2
***45	20236000	BEARING LARGE 20MM SHAFT	2
***46	20250000	MI GUN POLE SPACER #1	1
***47	20250100	MI GUN POLE SPACER #2	2
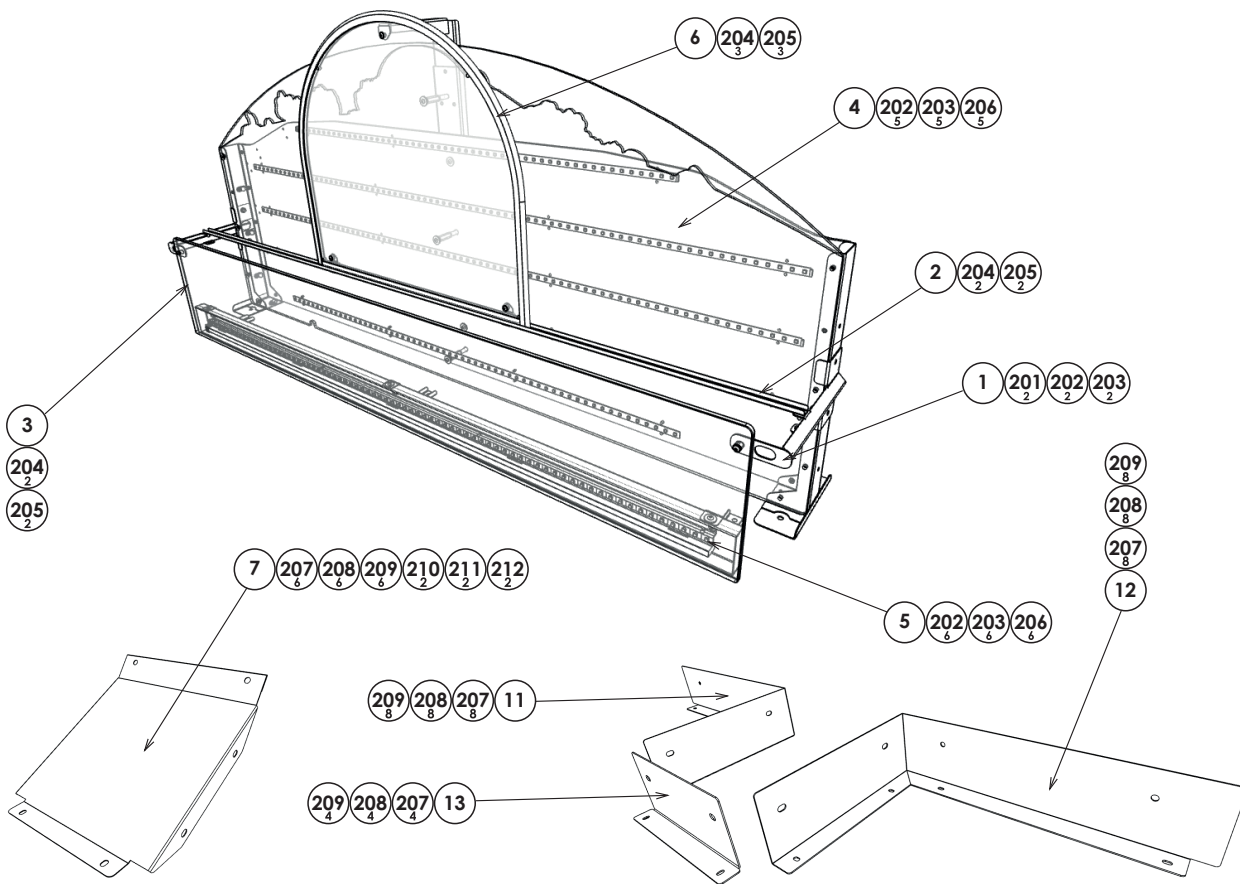
ITEM NO	PART NO	DESCRIPTION	QTY
**1	MI-5701XUK	STRUT SUPP HEADER FRONT	2
**2	MI-5702XUK	BRKT CROSS SUPP HEADER MID	1
**3	MI-5711XUK	PNL HEADER FRONT	1
**4	MI-5720XUK	ASSY BOX REAR HEADER	1
**5	MI-5735XUK	ASSY BOX FUSE MKII	1
**6	MI-5712XUK	PNL HEADER MID	1
**7	MI-7059XUK	BRKT COVER JOINT CTRL CABI	1
**11	HDZ-9003XUK	BRKT FLOOR LOCATING LH	1
**12	HDZ-9004XUK	BRKT FLOOR LOCATING RH	1
**13	MI-9006XUK	BRKT FLOOR LOCATING MID	1
**101	LM1227	UK MAINS LEAD 10A WITH PLUG	1
**102	LM1246	EUROLEAD 10A EUROPEAN SOCKET	1
**103	LMI1500UK	MAINS LEAD USA/IEC H80-1205-00	1
**104	601-0460	CABLE TIE NYLON 100MM	6
**105	601-0460-0W	CABLE TIE 100MM WHITE	5
**106	OS1256	EDGING C PROFILE SILICONE TRANS TRIM	1.8

ITEM NO	PART NO	DESCRIPTION	QTY
**201	029-B00616	M6X16 SKT BH PAS	4
**202	060-S00600	M6 WSHR SPR PAS	15
**203	068-652016	M6 WSHR 20OD FLT PAS	15
**204	029-B00412	M4X12 SKT BH PAS	7
**205	060-F00400	M4 WSHR FORM A FLT PAS	7
**206	029-B00630	M6X30 SKT BH PAS	11
**207	029-B00630-0B	M6X30 SKT BH BLK	26
**208	060-S00600-0B	M6 WSHR SPR BLK	26
**209	068-652016-0B	M6 WSHR 20OD FLT BLK	26
**210	029-B00830-0B	M8X40 SKT BH BLK	2
**211	060-S00800-0B	M8 WSHR SPR BLK	2
**212	068-852216-0B	M8 WSHR 22OD FLT BLK	2
**301	MI-6506UK	ASSY CLEAR LOGO	1
**302	MI-65021UK	WH BILLBOARD FRONT	1
**401	OS1019	SELF SEAL BAG 9X12.3/4	1
**402	OS1255	SELF SEAL BAG 15"X12"	2
**403	PK0549	BOX BILLBOARD MI DX (FEFCO 0201)	1

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).

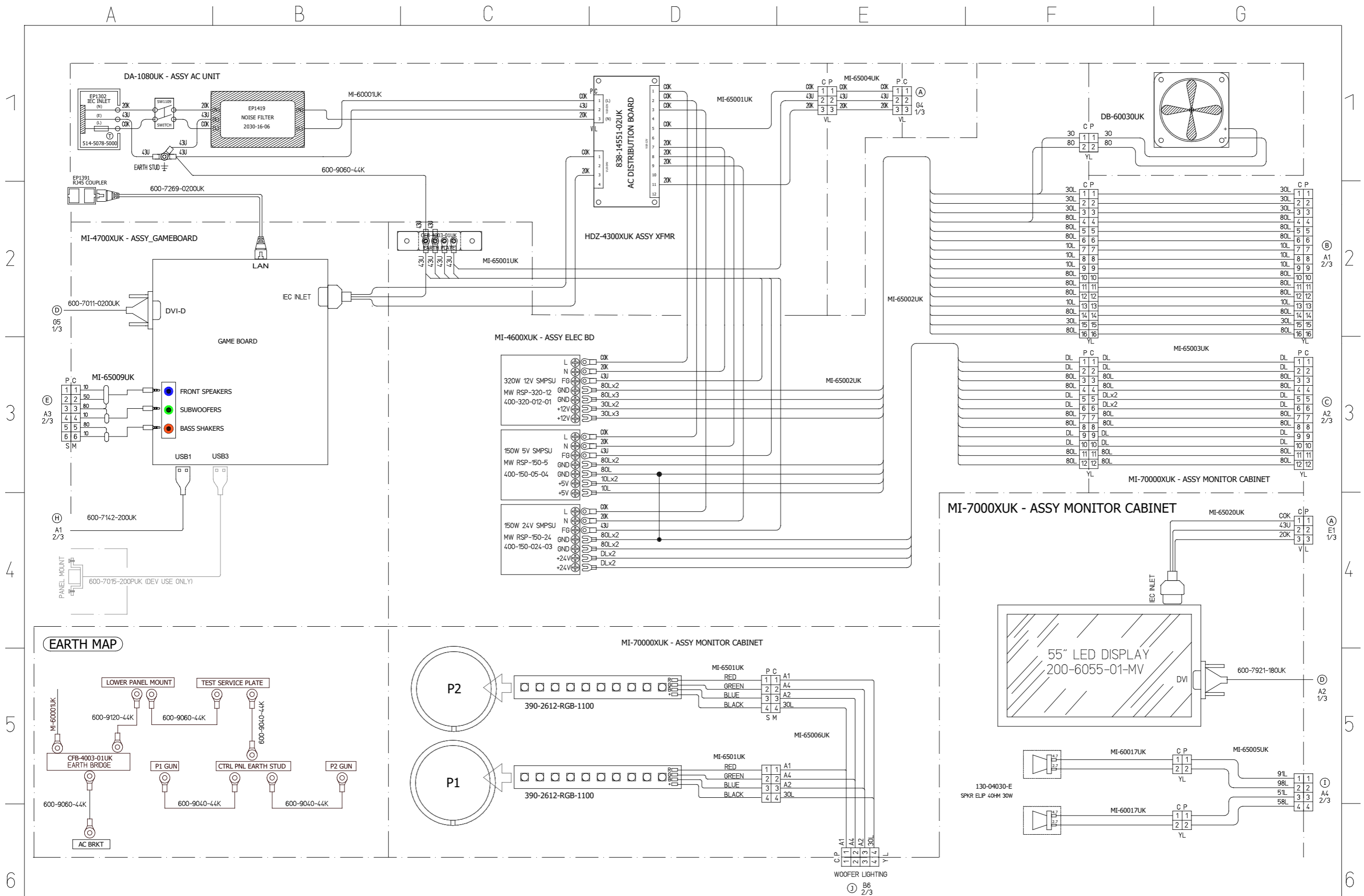Note 1: If the right-hand side numeral is not 0, that particular wire has a spiral color code. The left-hand side character shows the base color and the right-hand side one, the spiral color.
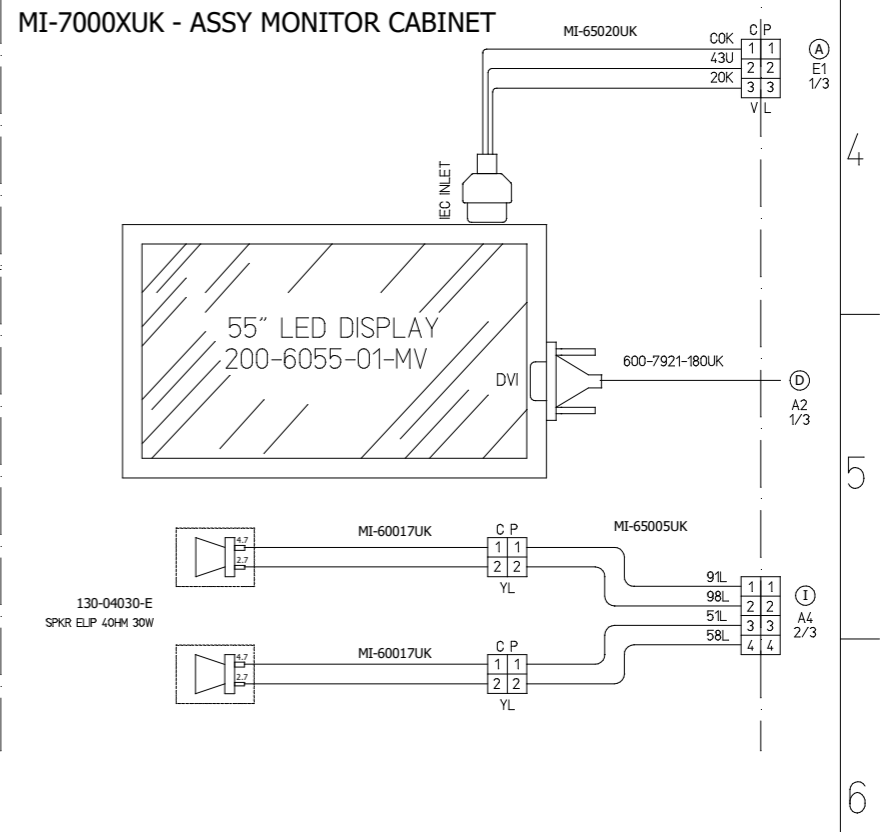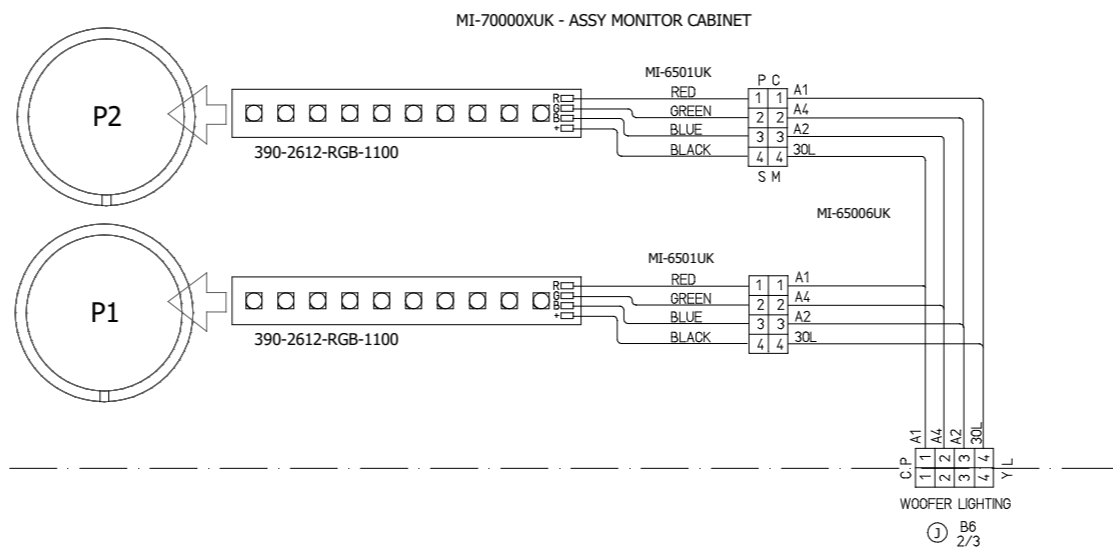
<Example> 51………WHITE/RED

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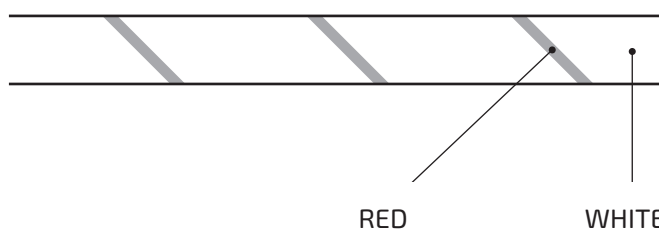
Note 2: The character following the wire color code indicates the size of the wire.

U :	AWG16
K :	AWG18
L :	AWG20
None :	AWG22
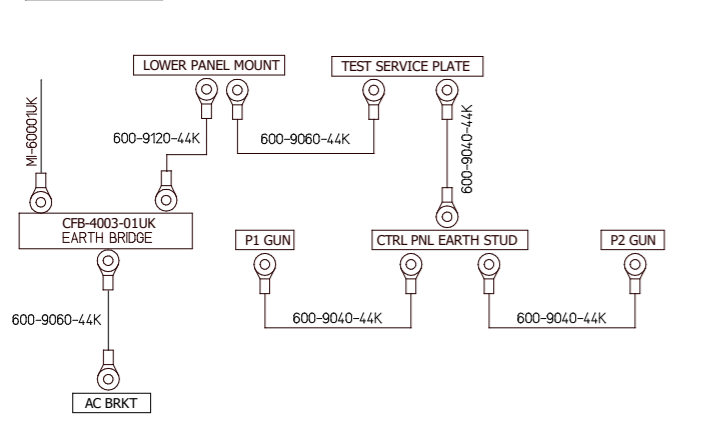
8	BLACK	E	LIGHT GREEN	43	EARTH WIRE
7	ORANGE	D	PURPLE	?	AWG18 UL1672
5	WHITE	C	BROWN	?	AWG20 UL1672
4	GREEN	B	SKY BLUE	U	AWG16 UL1015
3	YELLOW	A	PINK	K	AWG18 UL1015
2	BLUE	9	GRAY	L	AWG20 UL1007
1	RED			?	AWG22 UL1007
				T	AWG24 UL1007

PART NUMBER	DATE	DRAWN	CHECKED
MI-00002XUK	24/09/2021	CW	

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MISSION IMPOSSIBLE ARCADE DX

PAGE	SIZE
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MI-4501XUK - ASSY ELEC

MI-65007UK

MI-70000XUK - ASSY MONITOR CABINET

MI-65008UK

To Control Cabi AUDIO & C/HAND

WOOFER LED

MI-65007UK

USB A

iO2
838-0042UK

P1 SOLENOID L   H 0
P1 SOLENOID R   H 1
P2 SOLENOID L   H 2
P2 SOLENOID R   H 3
                 H 4

To CONTROLLERS

MI-65010UK

838-0043UK
PCBA AMP 3CH

AUDIO L
AUDIO R
WOOFER

L/R & WOOFER AMP

MI-65008UK   MI-7500XUK - ASSY CTRL CABI

838-0053UK LED DRIVER WOOFLY3

CTRL PANEL LIGHTING & WOOFER

838-0043UK
PCBA AMP 3CH

AUDIO L
AUDIO R
WOOFER

BASS SHAKER AMP

MI-65008UK

CTRL LIGHTING

MI-65007UK

MI-9000XUK - ASSY FLOOR

FLOOR LIGHTING / SHAKER
CABINET TEDDIE LIGHT

SLED NOT USED

BILLBOARD LIGHTING

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

43	EARTH WIRE	
?	AWG18 UL1672	
?	AWG20 UL1672	
U	AWG16 UL1015	
K	AWG18 UL1015	
	AWG20 UL1007	
	AWG22 UL1007	
T	AWG24 UL1007	

MI-00002XUK   24/09/2021   CW

PART NUMBER   DATE   DRAWN   CHECKED

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MISSION IMPOSSIBLE ARCADE DX

DESCRIPTION

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ALTERATION

PLAYER 1 CONTROLLER
MI-2000UK ASSY CONTROLLER
PLAYER 2 CONTROLLER
MI-2000UK ASSY CONTROLLER
MI-7500XUK - ASSY CTRL CABINET

MI-65011UK
MI-65024UK

RECOIL SOLENOID R
CN1
HORIZ ROTARY ENCODER
CN7
RIGHT GUN LEDS
RIGHT GUN HANDLE LED

12V
SR-
TRR
GND

RIGHT TRIGGER

CN8
DATA
GND

CN3
GND
TRR
TRL
DAT
5V
SR-
SL-
12V
n/c
VER
HOR
GND
5V

VERT SENSOR
VIN
VIN
VER
GND
GND

VERT ROTARY ENCODER
GND
OUT
VIN

LEFT GUN LEDS
LEFT GUN HANDLE LED

RECOIL SOLENOID L
CN4
12V
SL-
TRL
GND

LEFT TRIGGER

CN5
5V
DATA
GND

CN6
5V
DATA
GND

EP1380-01
EXCEL CREDIT BOARD

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

220-5643UK
COIN METER

220-5643UK
GAME METER

838-14548-01AUK
SWITCH & VOL CONT BD

TEST
SERVICE
GND
VOL1
VOL2
VOL3

BASE SHAKER 5K POT

RE
WH
SH

MI-7900XUK ASY CTRL BOX DX

MI-60014UK

MI-65012UK

CTRL PANEL EDGE LIGHTING
BE-6001UK
390-2012-RGB-1M LED FLX STRIP RGB 1850MM

NOT USED

NOT USED

MI-65013UK

130-08090-W
WOOFER 10" 8 OHM 80W
W 250 S

MI-60013UK (ASSY MI-6004UK)

CNTRL PNL UPLIGHT
390-2112-050WUK LED STRIP RIGID WHITE 500MM

CTRL PNL DOWNLIGHT LEFT
MI-65025UK
(ASSY MI-6003UK)

CTRL PNL DOWNLIGHT RIGHT
(ASSY MI-6003UK)

MI-9000XUK - ASSY FLOOR

FLOOR LIGHTING STRIP #1   MI-6508UK
390-2012-190RGB LED FLX STRIP RGB 1900MM

130-04050-BSX
FLOOR BASS SHAKER 4 OHM 50W

MI-65014UK

MI-65015UK

IMF LOGO
MI-6506UK (MI-65023UK)
390-2012-730RGB LED FLX STRIP RGB 730MM

MI-65016UK

DB-60030UK (**MI-6504UK)
DB-60030UK (*MI-6503UK)
DB-60030UK (*MI-6503UK)
DB-60030UK (*MI-6503UK)
DB-60030UK (*MI-6503UK)

*390-2112-130WUK LED STRIP RIGID WHITE 1300mm
**390-2112-089WUK LED STRIP RIGID WHITE 895mm

PLAYER 1 START BUTTON

PLAYER 2 START BUTTON

MI-7000XUK - ASSY MONITOR CABINET

MI-6509UK CABINET T EDGE LIGHTING   SAI-60001UK
R/H CHEEK EDGE LIGHT
390-2012-190RGB LED FLX STRIP RGB 2150MM

MI-6509UK CABINET T EDGE LIGHTING   SAI-60001UK
L/H CHEEK EDGE LIGHT
390-2012-190RGB LED FLX STRIP RGB 2150MM

NAME ACRYLIC BACKLIGHT
MI-65022UK(MI-65005UK)

MI-65021UK
MI-65017UK

SPARK
MI-6501UK
390-2305-10-1M SLED

FUSE
MI-6502UK
390-2705-05-AD NEON

SERIAL RGB NEON LED STRIP
390-2605-06-AD

MI-INST-X-DX - ASSY INST MI DX

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

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MI-00002XUK   24/09/2021   CW

MISSION IMPOSSIBLE ARCADE DLX

PART NUMBER   DATE   DRAWN   CHECKED   DESCRIPTION

PAGE 3/3   SIZE A2

ALTERATION

SPARES AND SERVICE CONTACT INFORMATION

SEGA®

amusements international

- SEGA TOTAL SOLUTIONS -

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

Parts: +44 (0) 2083918060
stssales@segaarcade.com

- TECHNICAL SUPPORT -

+44 (0) 2083918060
technical@segaarcade.com

- PLAY IT AMUSEMENTS -

870 Lively Blvd
Wood Dale,
IL,
602191
United States of America

Parts/Customer Service: +00 (1) 224 265 4287
Technical Support: +00 (1) 224 265 4283
PIA: support@playitamusements.com

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