

1<sup>st</sup> PRINTING



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Errors and Omissions Excepted (E&OE)

SHOOT IT WIN IT

OWNER'S MANUAL

420-0035-01UK



OWNERS & SERVICE MANUAL

# SHOOT IT WIN IT



## IMPORTANT

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

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

## To maintain safety:

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

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



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



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



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

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



Indicates "HANDLE WITH CARE." In order to protect the human body and equipment, this display is attached to places where the 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:

**"SHOOT IT WIN IT"**

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.



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



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

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## SPECIFICATIONS

### Standard Cabinet

Machine Dimensions:	1.69m (66.5in) [Width] x 2.22m (87.4in) [Depth]
Machine Height:	2.4m (94.4in) (Installed)
Machine Weight:	690kg Approx (Installed)
Power Consumption:	AC115/230V 50/60Hz 272W

## Definition of 'Site Maintenance Personnel' or Other Qualified Individuals



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

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

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

**Site maintenance personnel:**

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

**Activities to be carried out by site maintenance personnel:**

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

**Other qualified professionals:**

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

**Activities to be carried out by other qualified professionals:**

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

## Waste of Electrical and Electronic Equipment (WEEE) Statement.

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

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

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

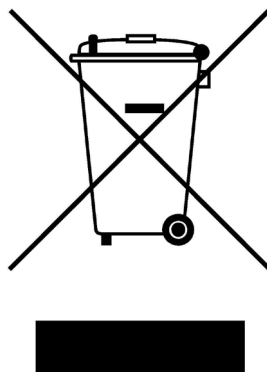
For users outside of the UK EEE should be disposed of in accordance with the local policy on the recycling of Waste Electrical and Electronic Equipment.

## Battery Recycling Statement.

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

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

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



REGISTERED IN ENGLAND REGISTERED NO. 1711515

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

# TABLE OF CONTENTS

---

INTRODUCTION	iii
<b>1 HANDLING PRECAUTIONS</b>	<b>1</b>
<b>2 PRECAUTIONS REGARDING INSTALLATION</b>	<b>7</b>
2-1 Area of Operation	8
<b>3 PRECAUTIONS REGARDING OPERATION</b>	<b>10</b>
3-1 Before Operation	10
3-2 Paying Attention to Customers	11
<b>4 PARTS DESCRIPTION</b>	<b>13</b>
<b>5 ACCESSORIES</b>	<b>14</b>
<b>6 ASSEMBLY AND INSTALLATION</b>	<b>15</b>
6-1 Removing the Transit Brackets	16
6-2 Installing the Cabinets	17
6-3 Installing the Roof and Billboard	22
6-4 Installing Corks	25
6-5 Fixation to Site	26
6-6 Connection of Power and Ground Cables	27
6-7 Confirmation of Installation	29
6-8 Setting Up the Targets	30
6-9 Prize Information	31
6-10 Components that Change State with Power	32
<b>7 PRECAUTIONS REGARDING MOVING</b>	<b>34</b>
<b>8 GAME DESCRIPTION</b>	<b>37</b>
8-1 Game Outline	37
8-2 Game Flow	37
<b>9 TEST AND SERVICE DATA</b>	<b>38</b>
9-1 SW Unit and Coin Meter	39
9-2 Game Test Mode	40
9-3 Test Functions	41
<b>10 CONTROLLER UNIT</b>	<b>44</b>
10-1 Deconstructing the Controller	44
10-2 Controller Maintenance	46
<b>11 COIN HANDLING</b>	<b>47</b>
11-1 Cleaning the Coin Selector	47
11-2 Fault Finding	50
11-3 Adjusting the Price of Play (Excel)	51
<b>12 PERIODIC INSPECTION</b>	<b>52</b>

<b>13</b>	<b>TROUBLESHOOTING</b>	<b>54</b>
	13-1 Troubleshooting (with No Error Message)	54
	13-2 Error Codes	55
<b>14</b>	<b>DESIGN RELATED PARTS</b>	<b>57</b>
<b>15</b>	<b>GAME BOARD</b>	<b>58</b>
	15-1 Game Board Handling Precautions	59
	15-2 Game Board Location and Removal	60
	15-3 Game Board Introduction	61
	15-4 Game Board Parts Detail	62
	15-5 Replacing the Button Battery	69
<b>16</b>	<b>PARTS LIST</b>	<b>70</b>
<b>17</b>	<b>COLOUR CODE</b>	<b>122</b>
<b>18</b>	<b>SCHEMATIC DIAGRAMS</b>	<b>123</b>



# 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**

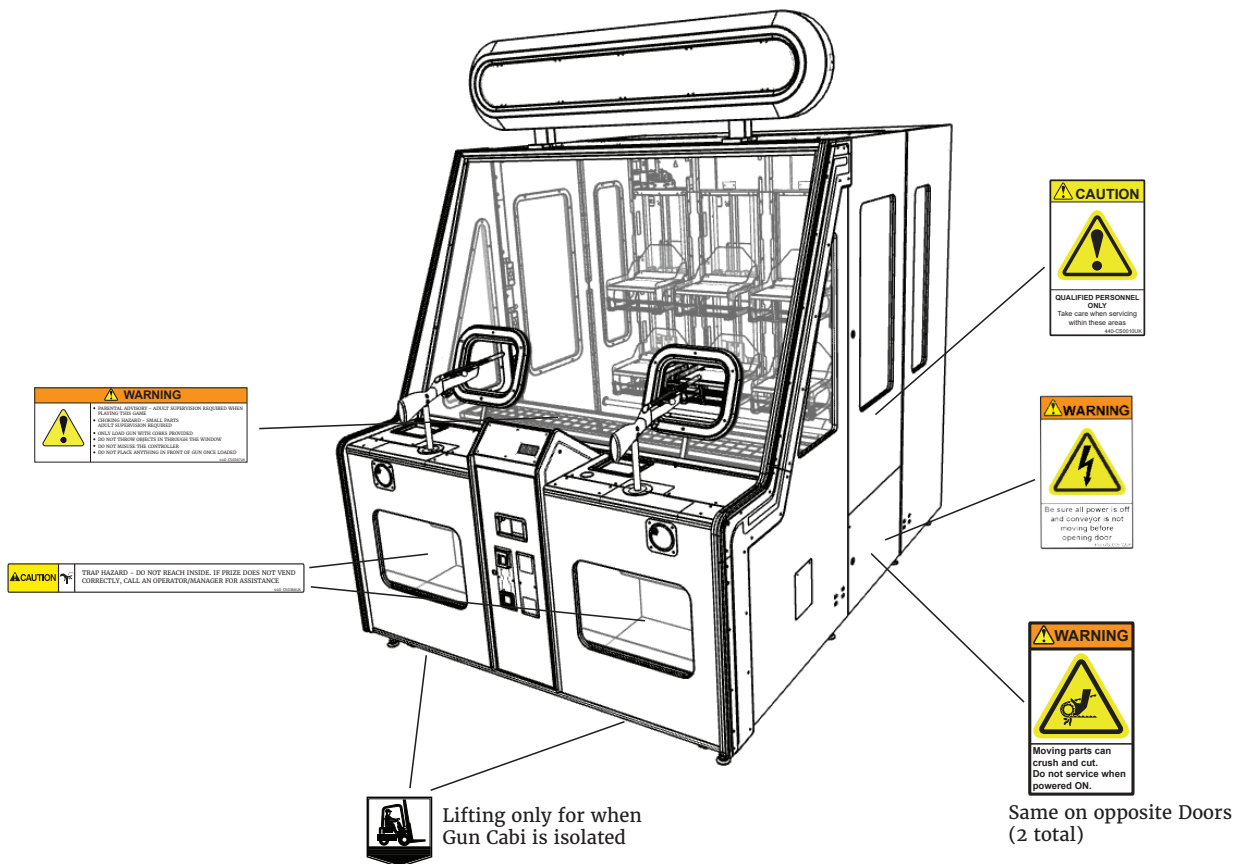
This SEGA product has stickers attached describing the product manufacture No. (Serial No.) and Electrical Specifications. It also has a Sticker describing where to contact for repair and for purchasing parts.

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.



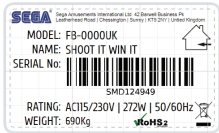
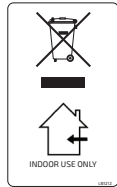
# 1 HANDLING PRECAUTIONS



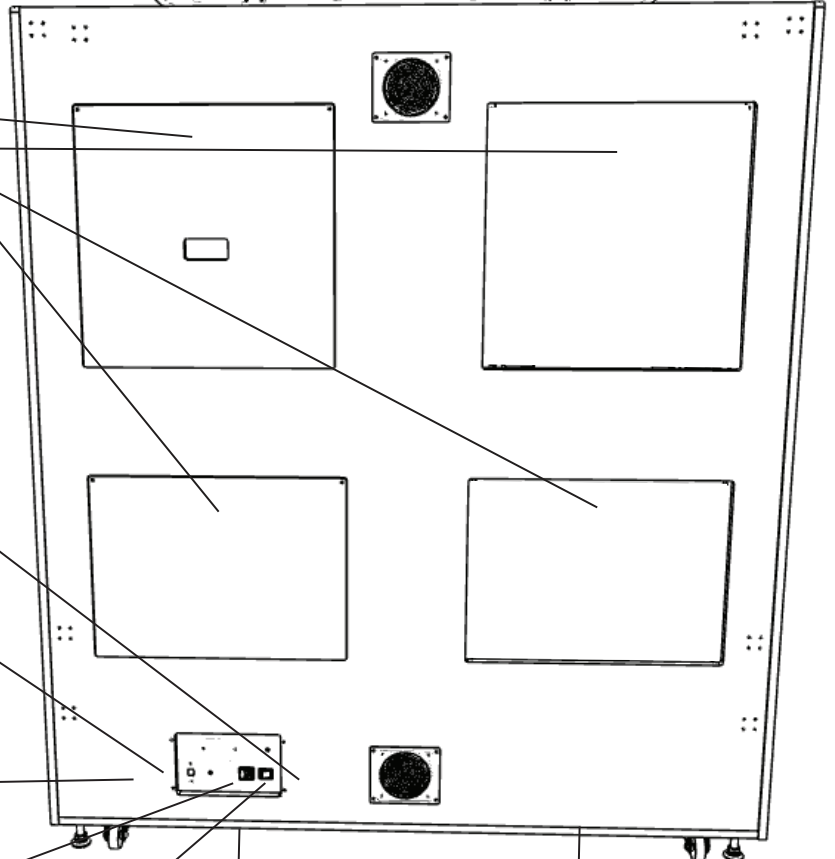
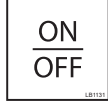
PORTABLE APPLIANCE TEST RECORD

DATE	ENGINEER	VOLTA. INSP.	EARTH BOND	INSULATION	NOTED

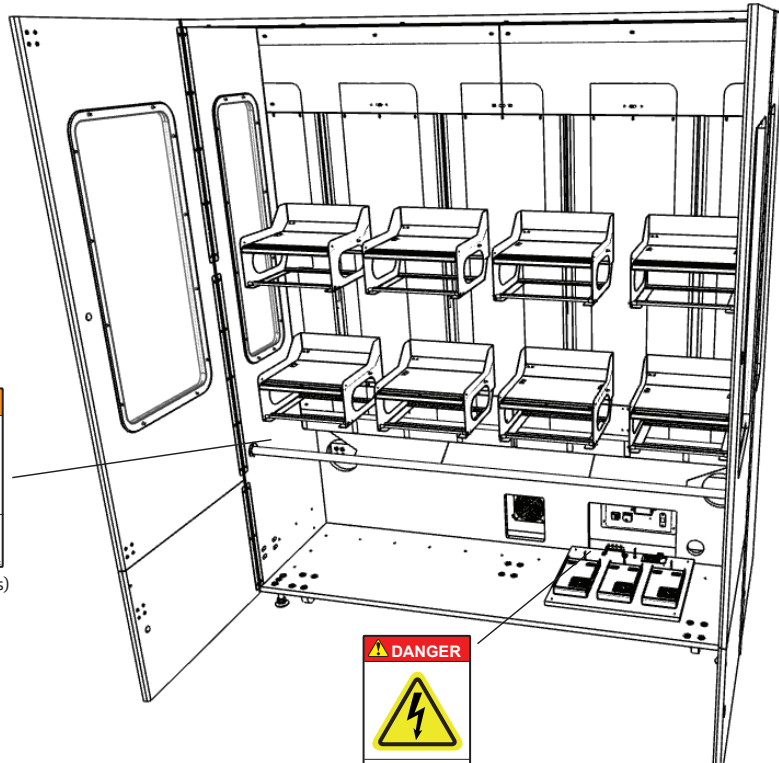
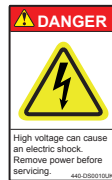
SEGA AMUSEMENTS INTERNATIONAL



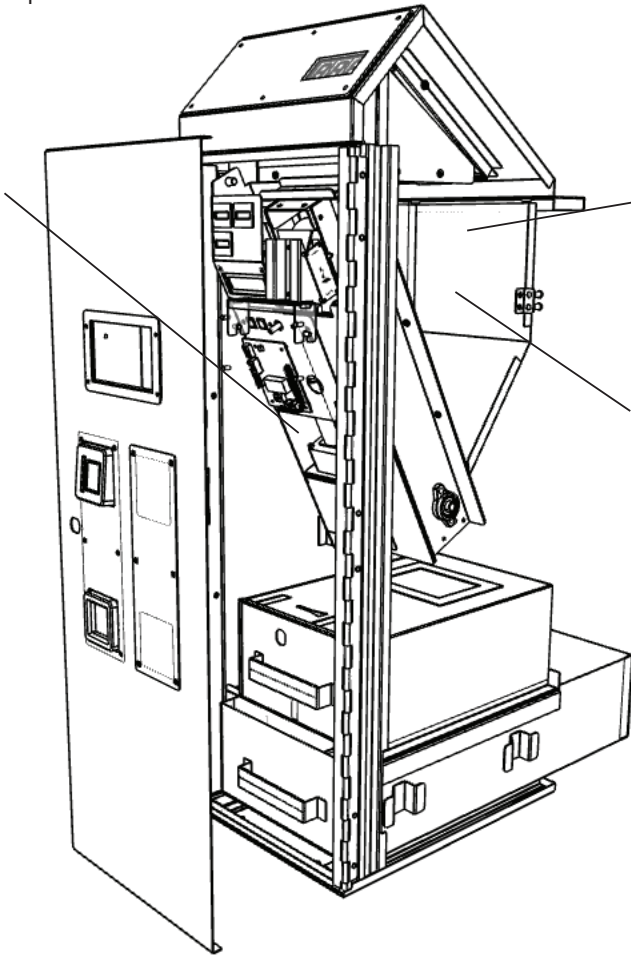
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 LB1126-3150-250



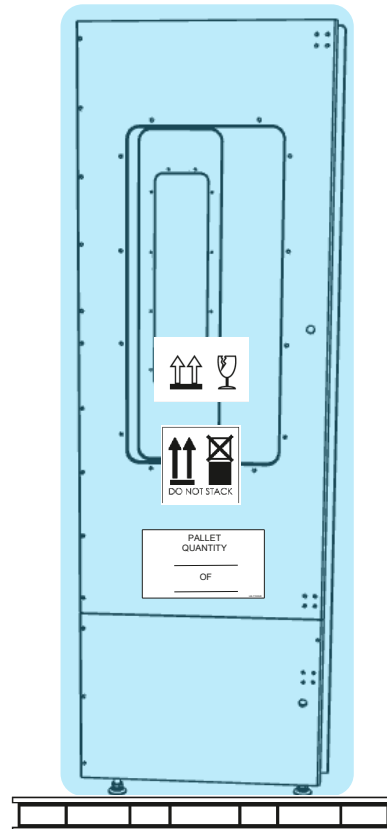
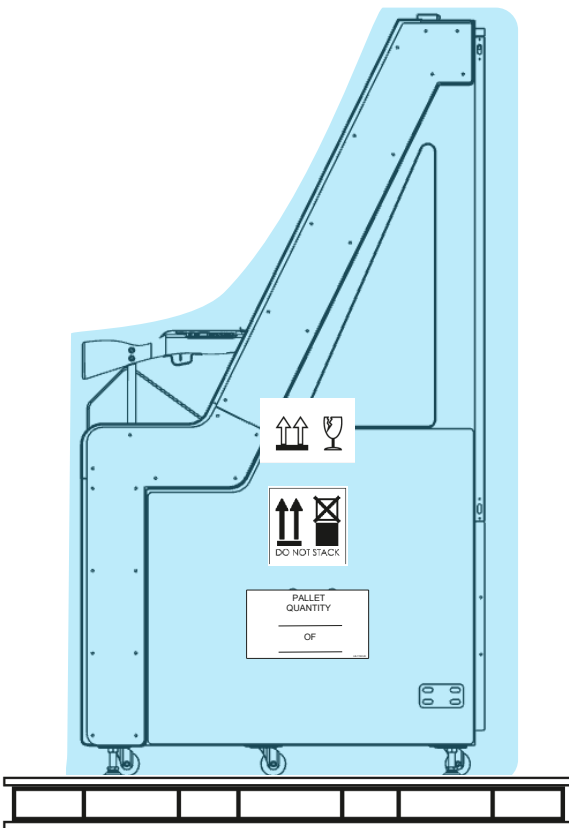
(on both sides)



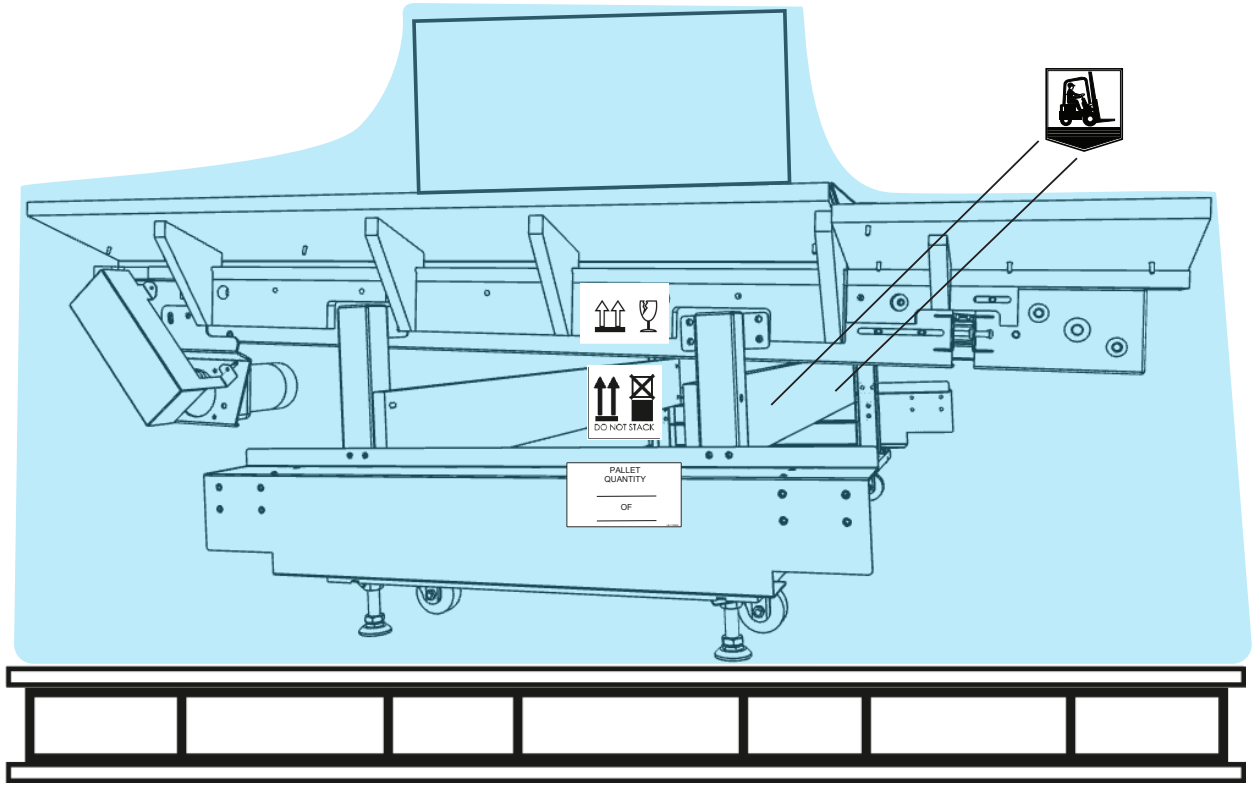
Assy Bullet Dispenser  
FB-5000UK



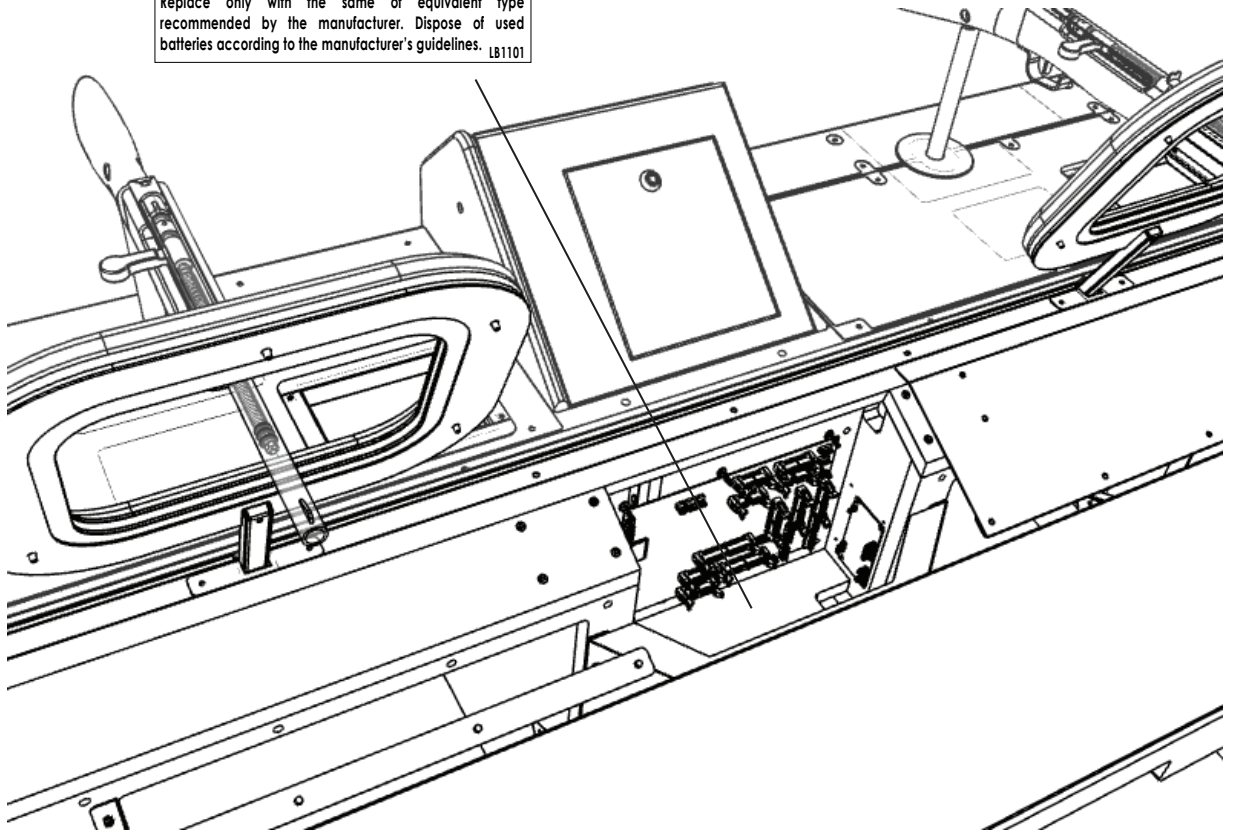
Do not fill corks above this line



1 HANDLING PRECAUTIONS



**CAUTION**  
**DANGER OF EXPLOSION IF BATTERY IS INCORRECTLY REPLACED**  
Replace only with the same of equivalent type recommended by the manufacturer. Dispose of used batteries according to the manufacturer's guidelines. LB1101



## 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.

 **IMPORTANT**

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

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

**2-1 AREA OF OPERATION (SINGLE CABINET)** **WARNING**

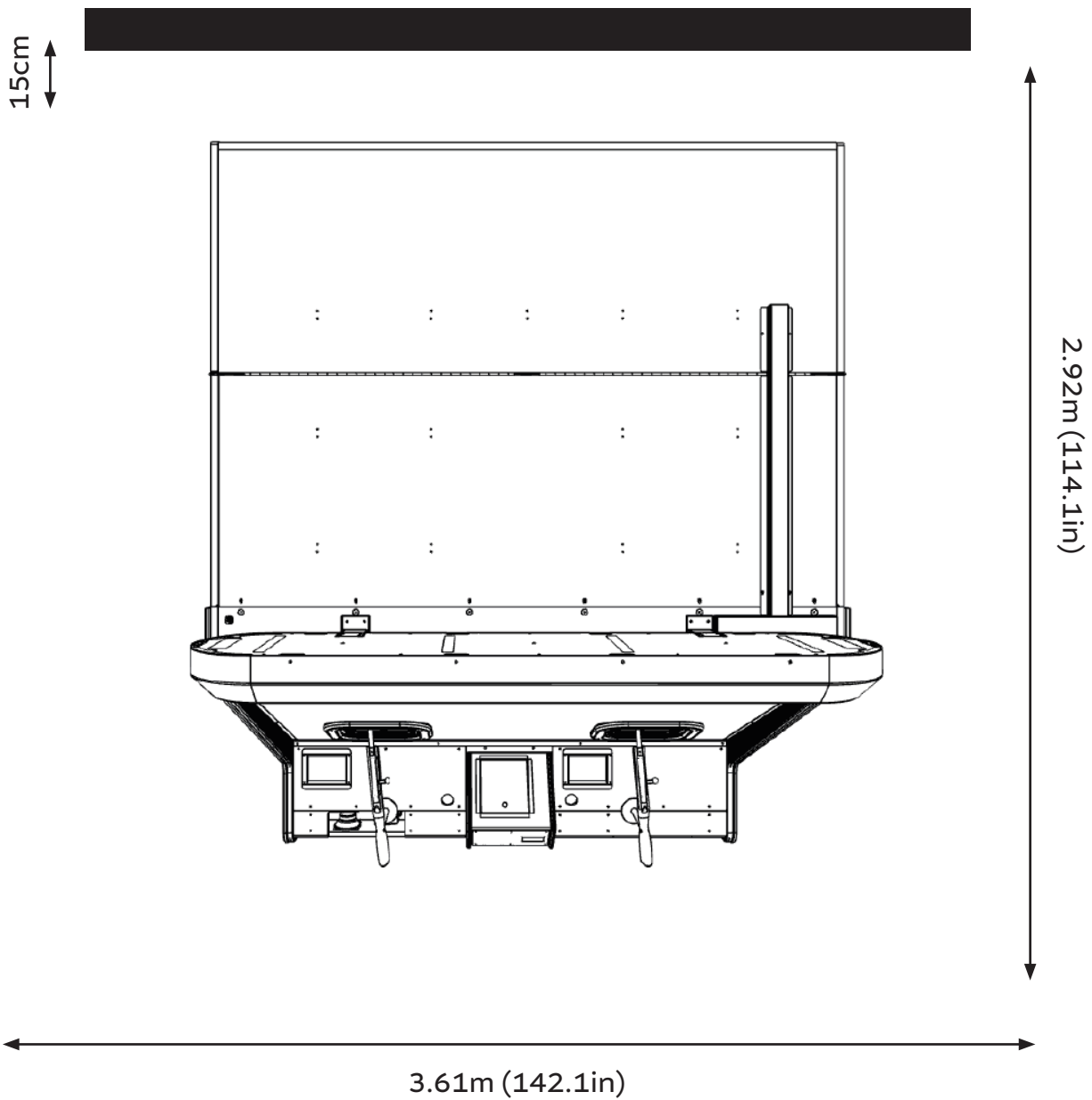
- For safe operation, use and operate this product in an area measuring at least 3.61m (142.1in) in width and 2.92m (114.1in) in depth when the cabinet is installed. SEGA shall not be held responsible for damage or compensation for damage to a third party, resulting from the failure to observe this instruction.
- The ceiling where this product is installed must be at least 2.4m (94.4in) high. If the ceiling is too low, the heat emitted from the product may cause it to catch on fire.
- Be sure to provide the sufficient space specified in this manual. Do not allow objects to block the ventilation ports. This can cause generation of heat and a fire.
- 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 0.15m (5.9in) apart.
- If the machine does not fit through the entryway to the installation location, do not disassemble it without first consulting the instructions. Specific tools and adjustment procedures are required to assemble and disassemble the mechanical parts. Attempting to assemble or disassemble the machine without consulting the instructions may result in accidents during assembly/disassembly, electric shock, short circuits, and/or personal injury during operation. If the machine still does not fit through the entryway after following the procedures in this manual, contact your retailer or the office listed in this manual.
- If the machine is still too large to fit through the entryway after following the procedures listed in this manual, do not tip the machine on its side. Attempting to transport the machine while it is tipped on its side may cause accidents. It may also damage or warp parts of the machine, resulting in accidents during operation.



**⚠ WARNING**

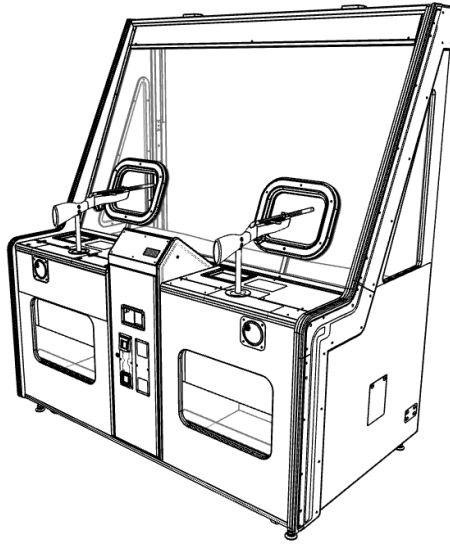
- To install this product, the entrance must be at least 1.6m (63in) in width and 1.84m (72.4in) in height (without Assy Billboard) and 2.4m (94.1 in) (with Assy Billboard). If the entrance is too narrow, do not tilt the product carelessly. If all the product weight is put on the casters at one side only, there could be damage or deformation, causing serious accidents such as workers getting caught underneath.

OPERATION AREA



ASSY DIMS (INSTALLED)

Gun Cabinet

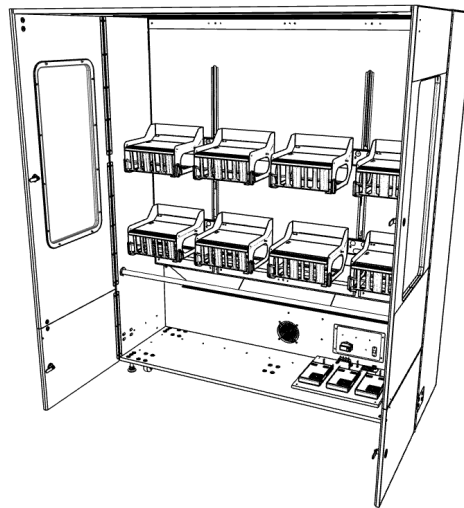


H = 1.94m

D = 1.03m

W = 1.69m

Prize Cabinet

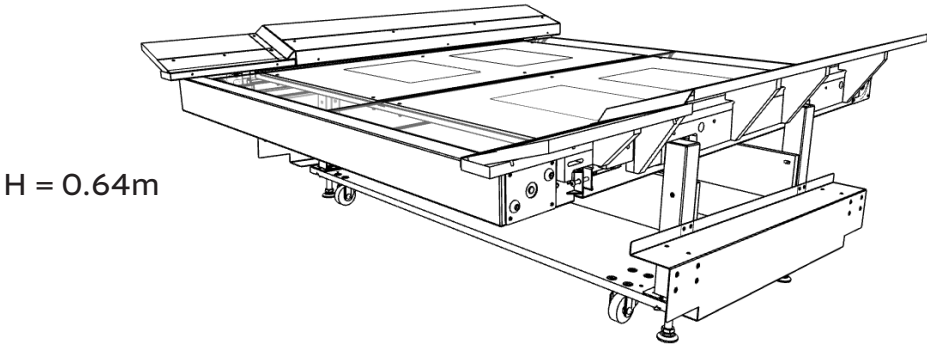


H = 1.92m

D = 1.11m

W = 1.66m

Conveyor



H = 0.64m

W = 1.61m

D = 1.55m

### **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.
- 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.
- 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.
- 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

## 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.

- This product contains small parts (corks). Small parts can be a choking hazard to children. Take care that children do not ingest any small parts

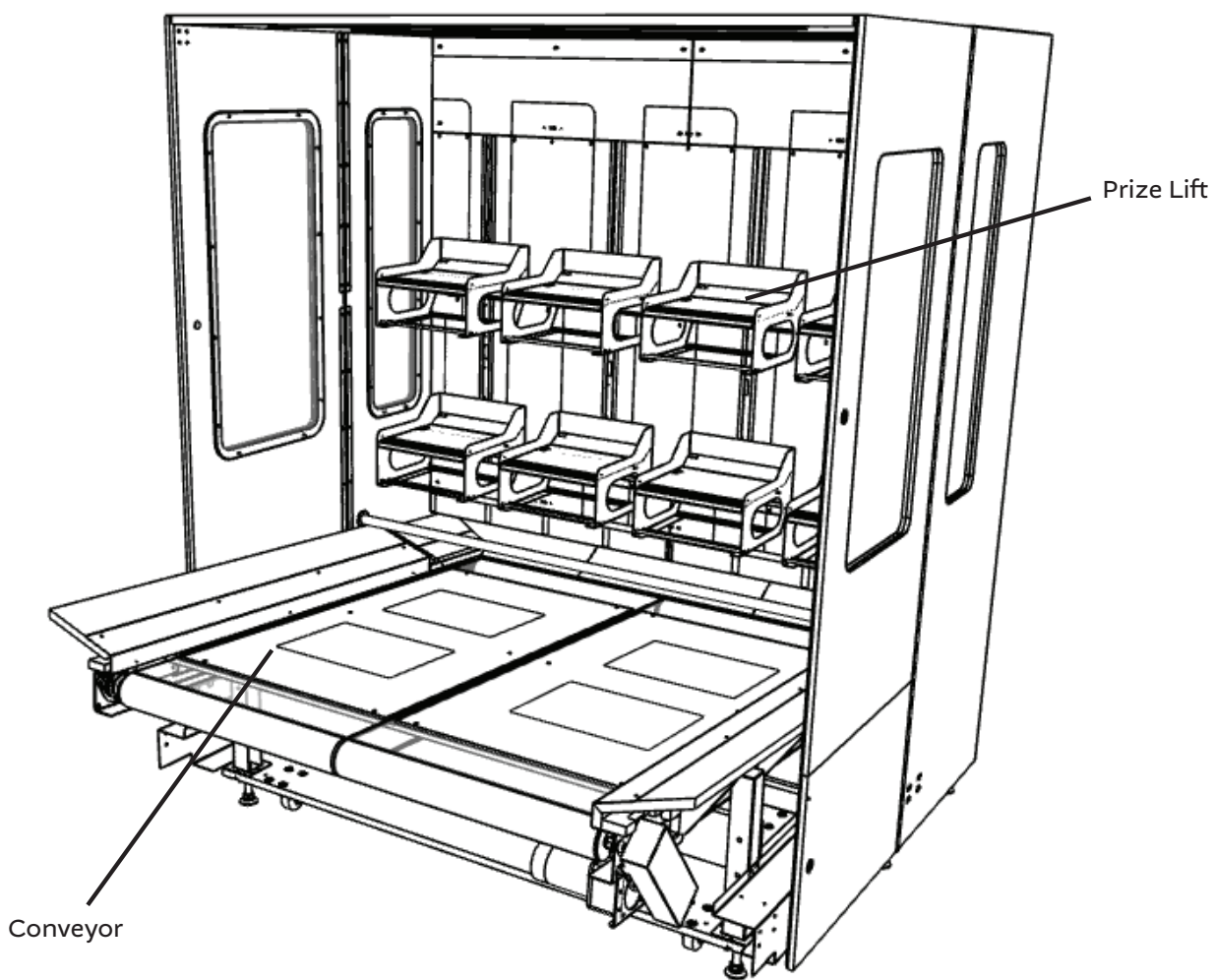
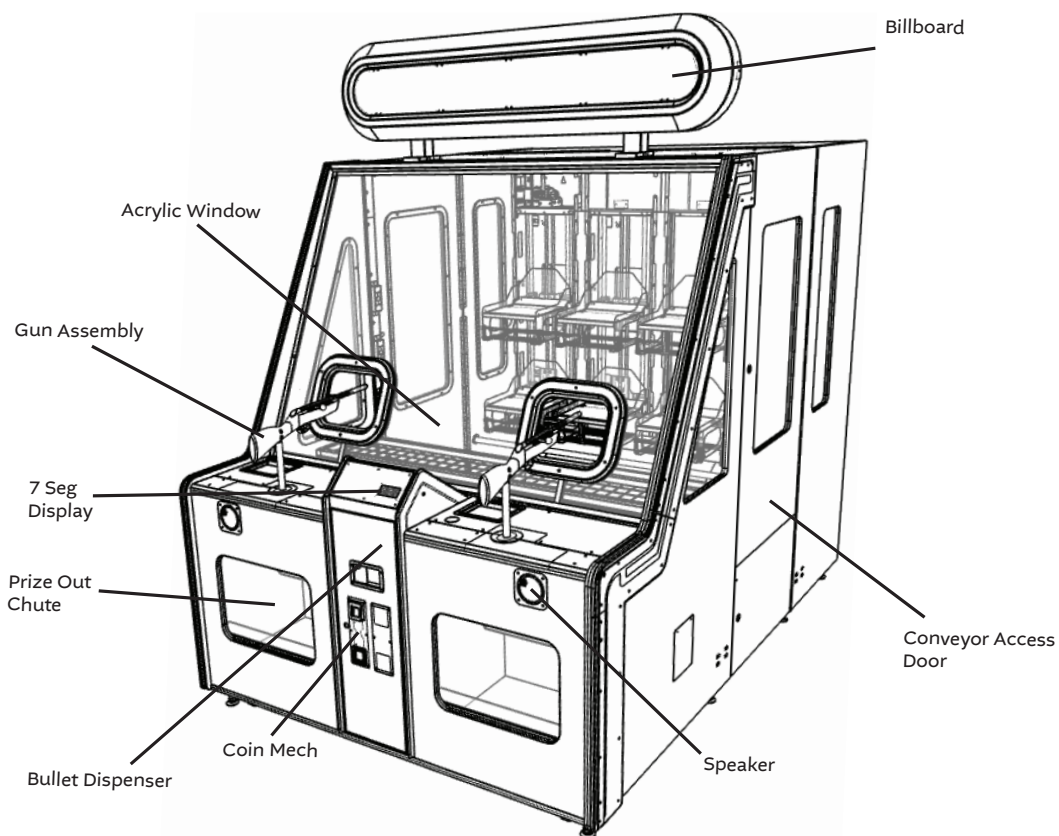
**STOP** IMPORTANT

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

 CAUTION

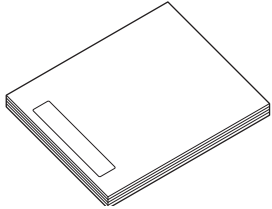
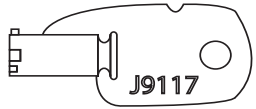
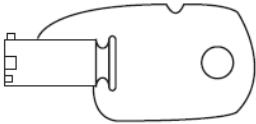
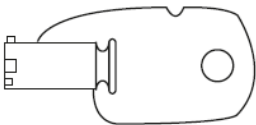
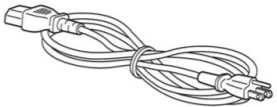
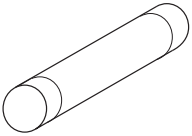
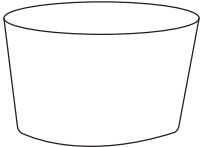
- Immediately stop such violent acts as hitting and kicking the product. Such violent acts can cause parts damage or falling down, resulting in injury due to fragments and falling down
- Persons other than the player should not be allowed to touch the controls during play. They may brush against or collide with the controls or the player, possibly resulting in accidents
- 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.
- 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



## 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 #: 420-0035-01UK)		1
J9117 Key		4
A4444 Key		8
Cash Box Key		2
Power Lead UK (Pt No LM1227) EU (Pt No LM1246) US (Pt No LM12XX)		1ea
Spare Fuse (Fitted to ASSY AC UNIT)		1
Corks		1000



## 6 ASSEMBLY AND INSTALLATION

### WARNING

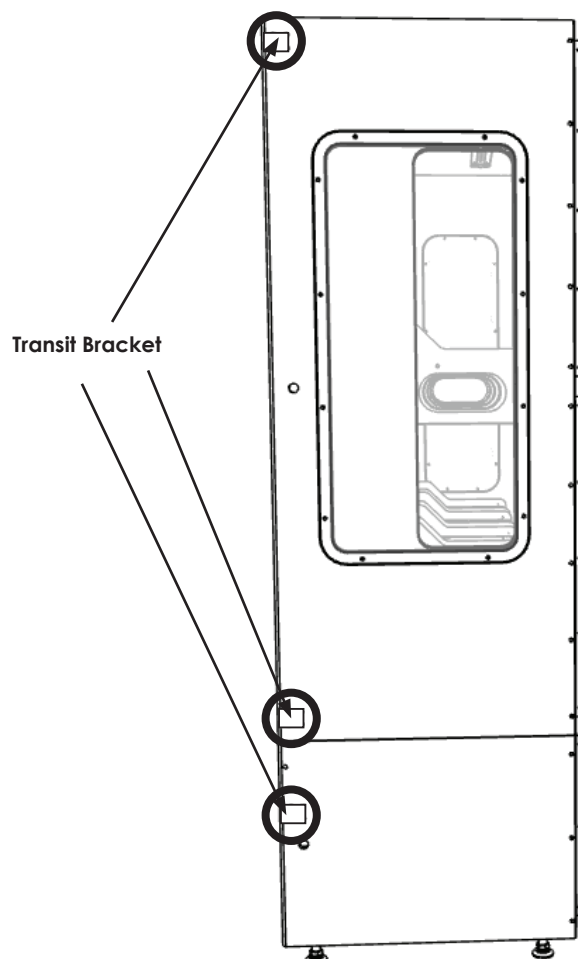
- Perform assembly work by following the procedure herein stated. Failure to comply with the instructions can cause electric shock.
- Perform assembling as per this manual. Since this is a complex machine, incorrect assembling can cause an electric shock, machine damage and/or improper functioning as per specified performance.
- When assembling, more than one person is required. Depending on the assembly work, there are some cases in which working by one person alone can cause personal injury or parts damage.
- Ensure that connectors are properly connected. Improper connections can cause electric shock.
- Be careful not to damage the wires. Damaged wires may cause electric shock or short circuit or present a risk of fire.
- This work should be carried out by site maintenance personnel or other qualified professionals. Work performed by non-technical personnel can cause a severe accident such as electric shock. Failing to comply with this instruction can cause a severe accident such as electric shock to the player during operation. If no one with proper technological expertise is available, request service from the office indicated in this document or the point of purchase so as to ensure safety.
- Provide sufficient space so that assembling can be performed. Performing work in places with narrow space or low ceiling may cause an accident and assembly work to be difficult.
- To perform work safely and avoid serious accident such as the cabinet falling down, do not perform work in places where step-like grade differences, a ditch, or slope exist.
- Do not leave power cords or Ground Wires exposed in areas of heavy foot traffic. Doing so may cause them to become damaged, possibly resulting in electric shock and/or short circuits. When laying wiring across the floor, always use safety covers to protect the wires. (Wiring diameter: power cable - approx.  $\varnothing$  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.
- Do not install the Cabinet near or around water jets. Do not attempt to clean the Cabinet internally or externally with a water jet or pressure washer

## ⚠ 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 connecting any connectors, you must carefully check the tags on the wire to find the correct connector. Even when you have the correct connector, you must pay careful attention to the direction and angle of insertion. Attempting to forcefully connect the incorrect connector or connecting a connector at the wrong angle or facing may damage the connector and could lead to overheating and burn related injuries.
- When attaching or removing doors or lids, be careful that your hand or finger does not get caught in anything.
- Do not perform installation with less than 2 people. Performing installation alone could result in serious injury and/or damage to the cabinet.
- When aligning the two Cabinet pieces in Step 6-2, ensure that both are level and the side doors sit flush/close properly.

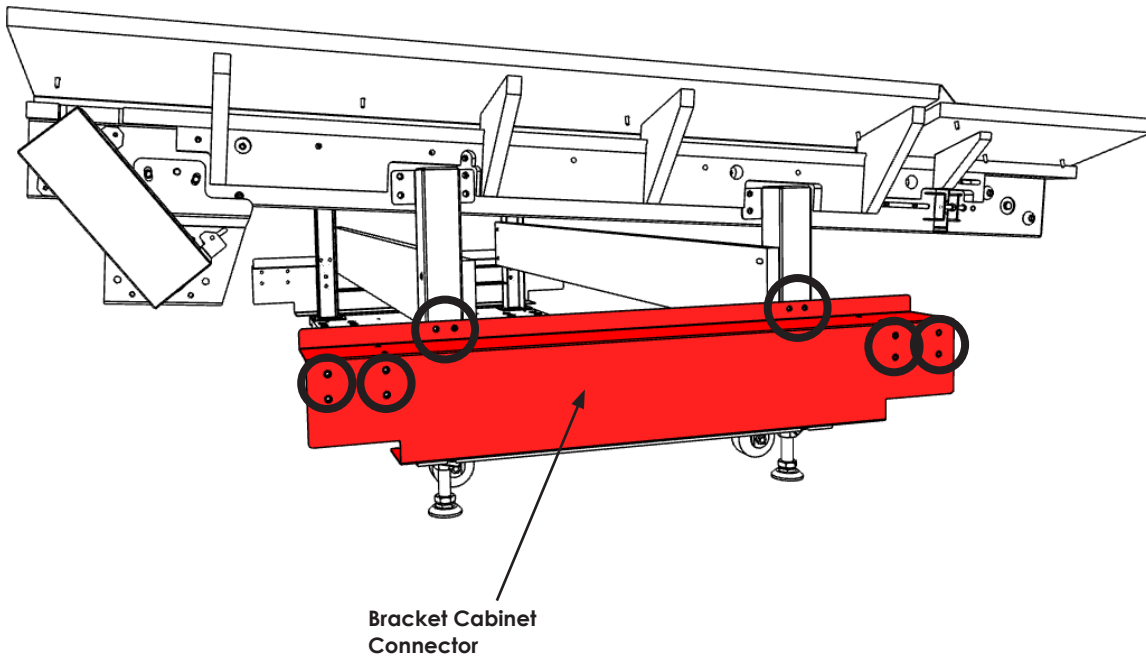
### 6-1 REMOVING THE TRANSIT BRACKETS

- 1** Remove the (6) Transit Brackets (3 on each side) by removing the (8) securing fixings on each Bracket

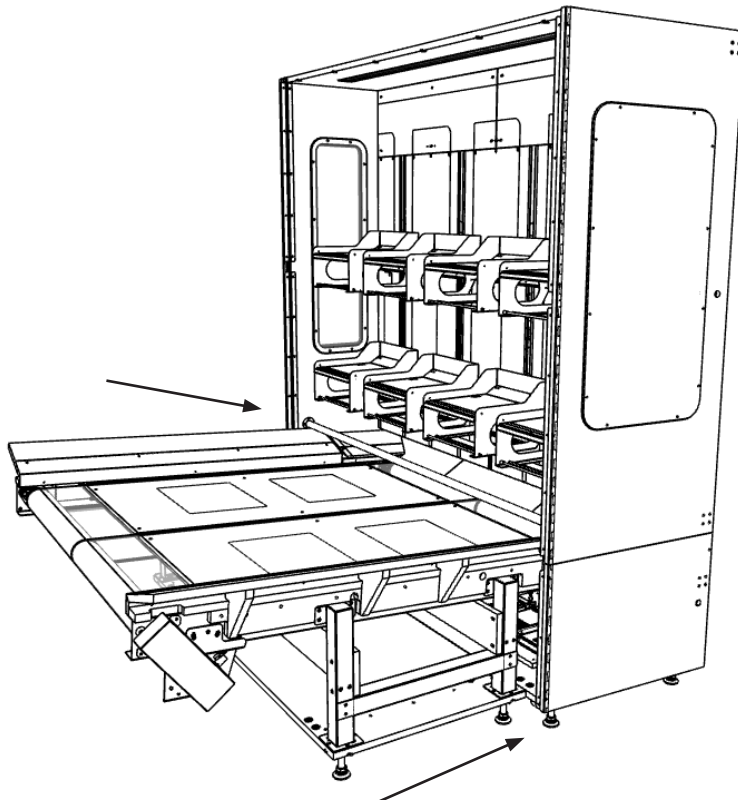


## 6-2 INSTALLING THE CABINETS

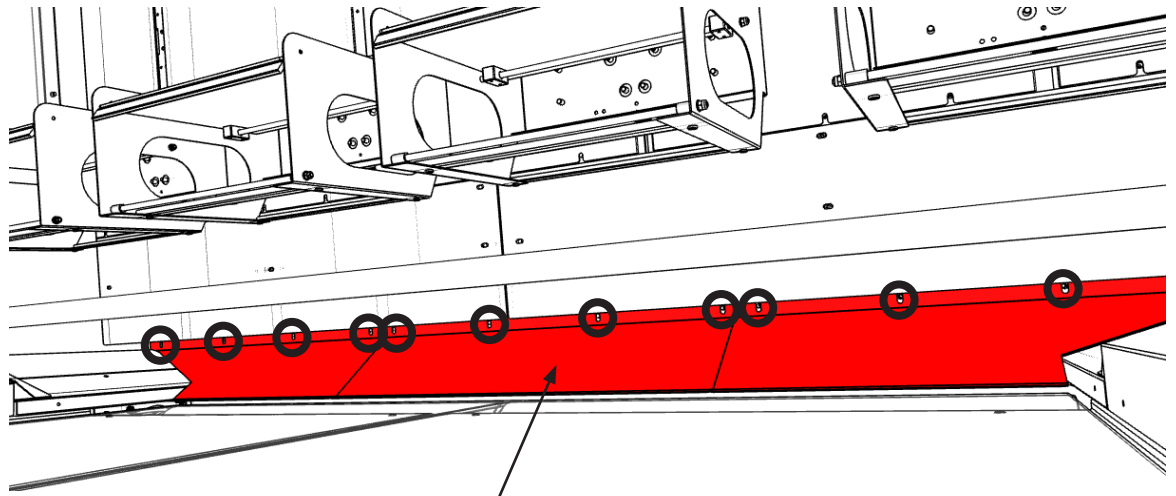
- 1 Remove the (2) **Bracket Cabinet Connectors (FB-3024UK)** (1 on each side) by removing the (12) labelled fixings (12 per bracket, 24 in total)



- 2 With the **Bracket Cabinet Connectors** removed, align and insert the Conveyor into the Prize Cab

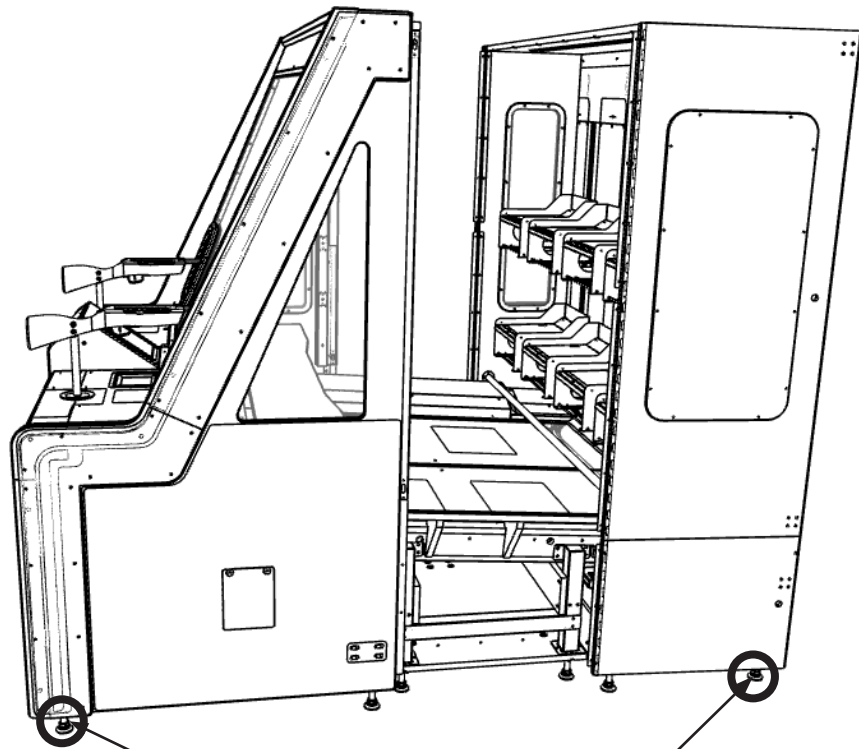


- 3** Loosen the fixings on the left, right, and central **Plate Rear Guides (FB-2007/8/9UK)** until they are just above the Conveyor to prevent any corks being lost at the back of the Conveyor

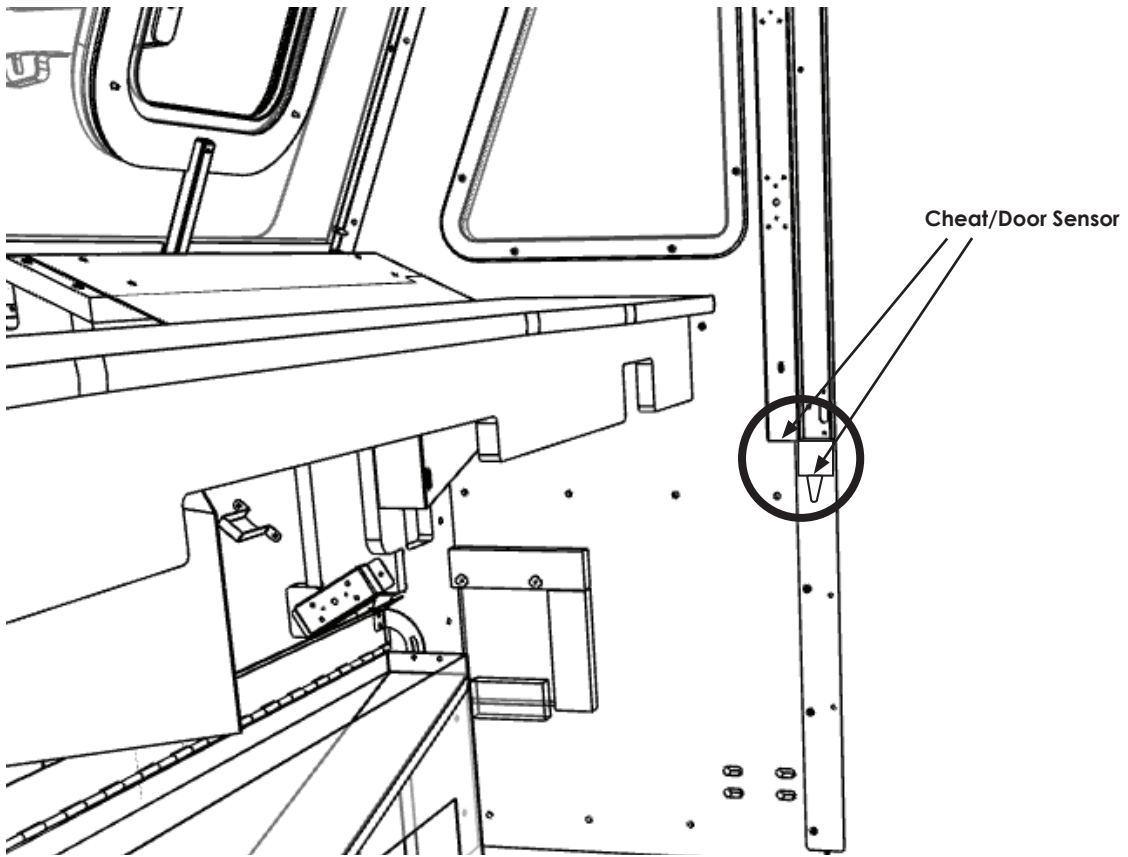


Loosen all marked fixings

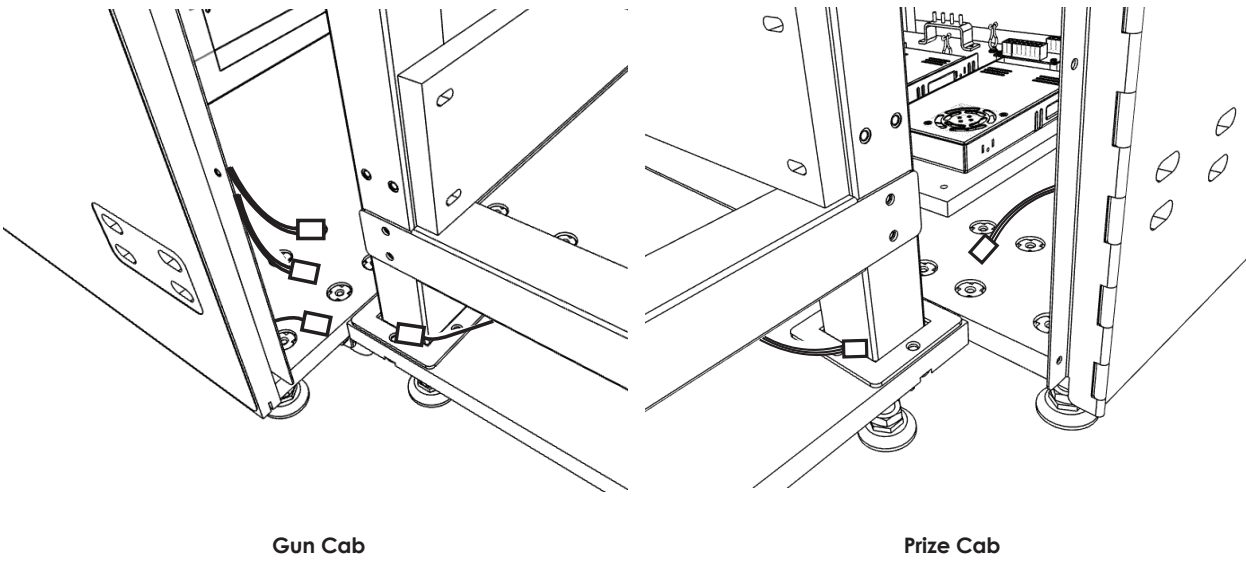
- 4** Align and insert the Gun Cab into position. Take care to not damage the wiring to the Cheat and/or Door Sensors when inserting the Gun Cabinet into position. Note: ensure both Cabs are level when installing. If the level of either Cab needs amending, use an adjustable wrench to adjust feet height



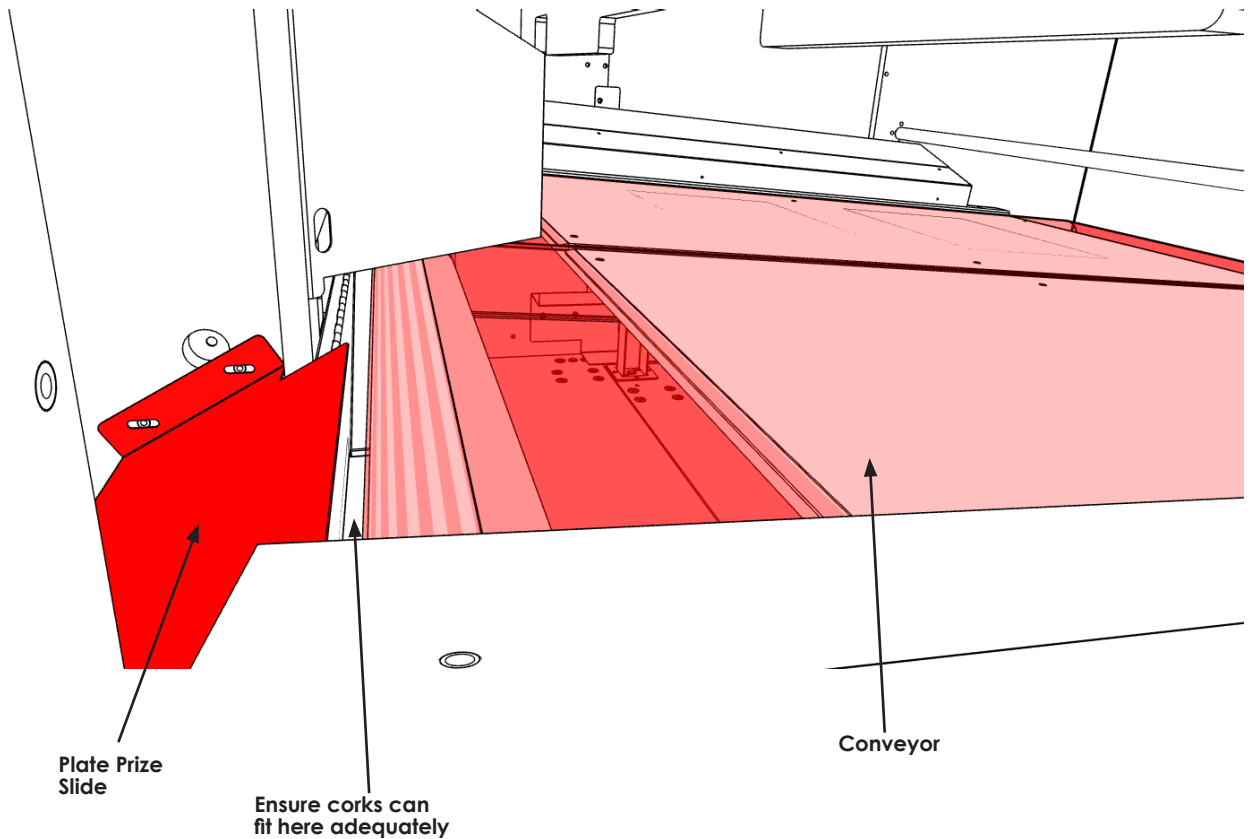
Adjust highlighted feet to level out



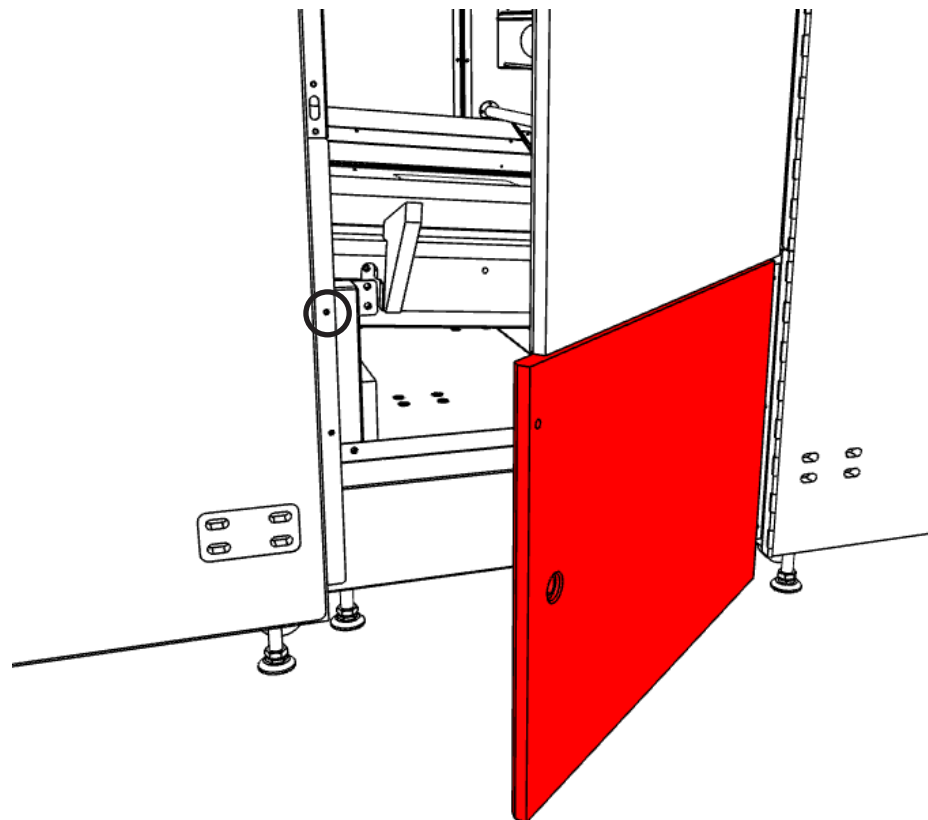
**5** Connect all harnessing from the Gun Cab to the Prize Cab



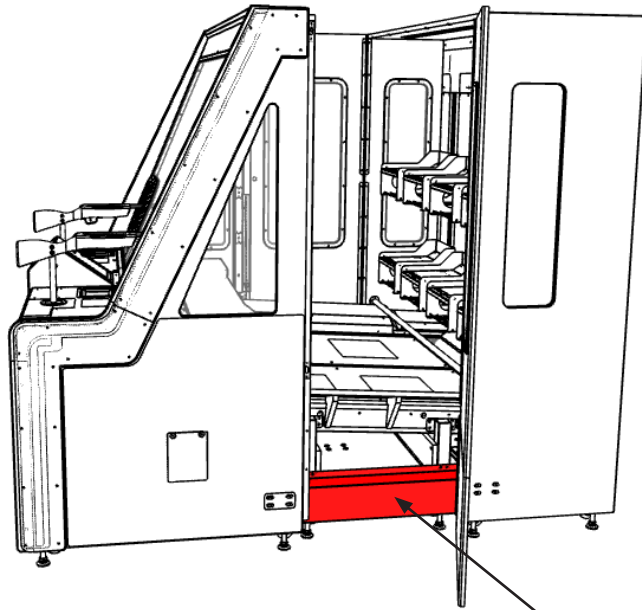
- 6 Before completing this section of installation and securing the side doors, ensure there is enough space between the Conveyor and the **Plate Prize Slides (FB-1047UK)** by testing if a cork can fit adequately between them. Failure to do so will result in corks not be returned. To adjust the space, slide the Gun Cab away from the Conveyor



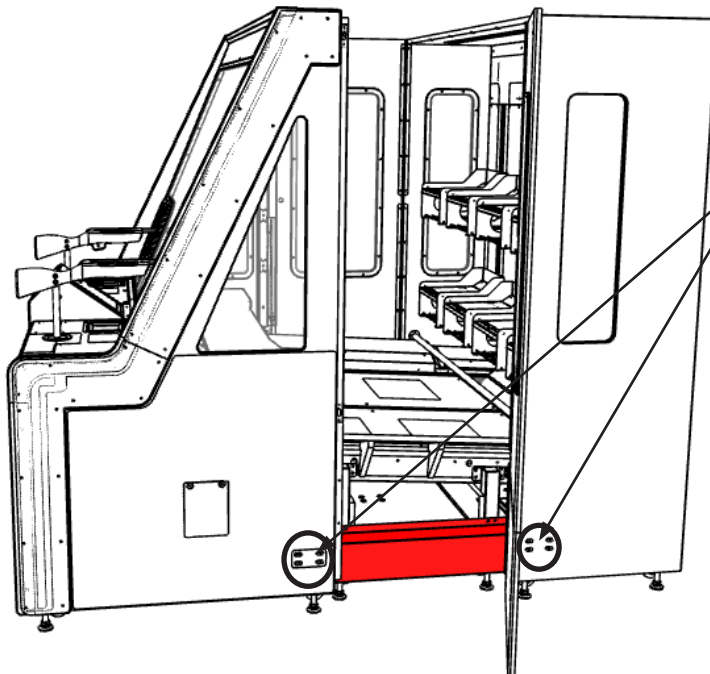
- 7 Remove the highlighted fixing on each side. Close the **Door Lower (FB-2002)** on both sides and then reapply the fixing to secure the Door Lower in place (this fixing will need to be removed if maintenance access is required)



- 8 Insert the Bracket Cabinet Connectors into position and place the fixings removed in Step 1 into the previously removed locations. Do not tighten the fixings until both Cabinets are deemed level and the doors can close/are flush to the Gun Cabinet. Once the doors are able to close flush to the Gun Cabinet, tighten the fixings to secure the Bracket in place



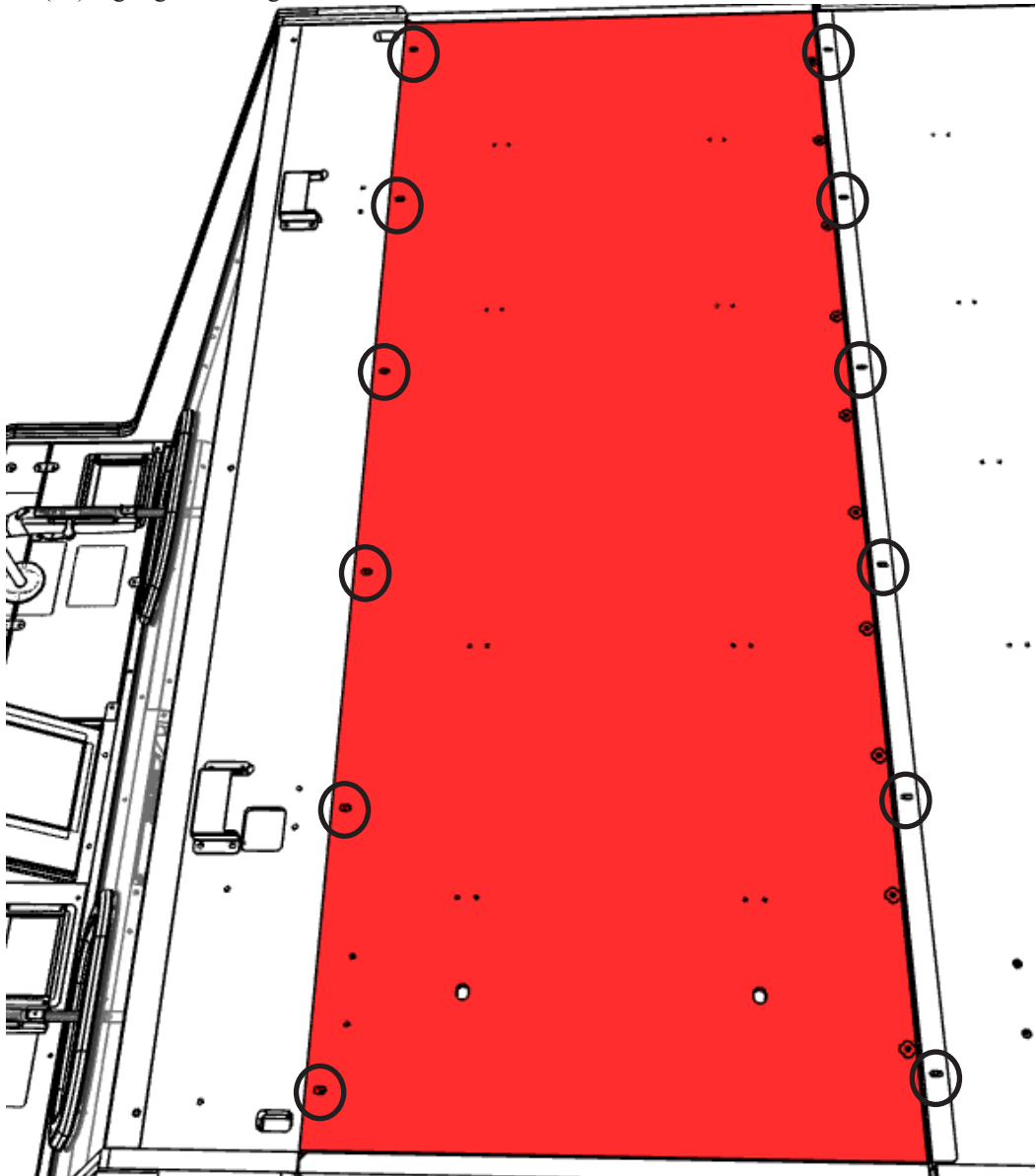
Bracket Cabinet Connector



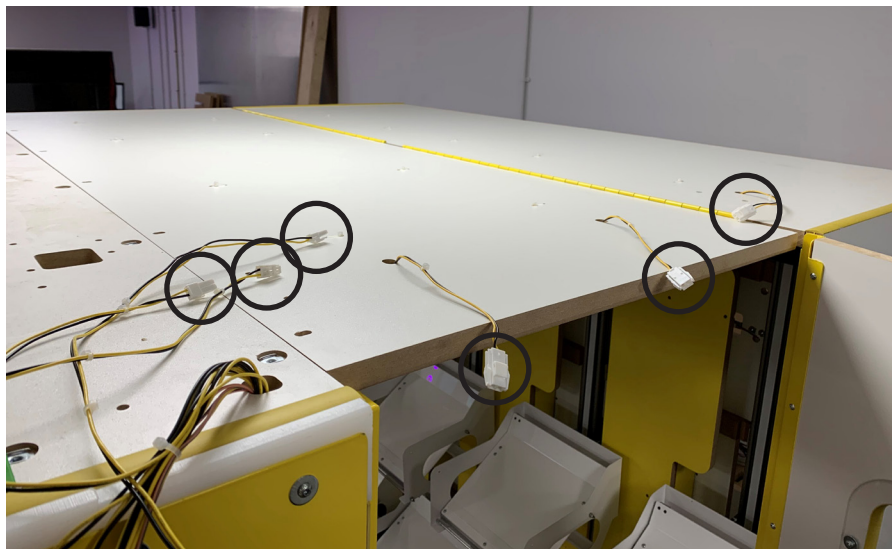
Secure fixings for Bracket here

## 6-3 INSTALLING THE ROOF AND BILLBOARD

- 1 Using 2 people and a stepladder or footstool, raise the Assy Roof (FB-4040UK) into place and secure with the (12) highlighted fixings



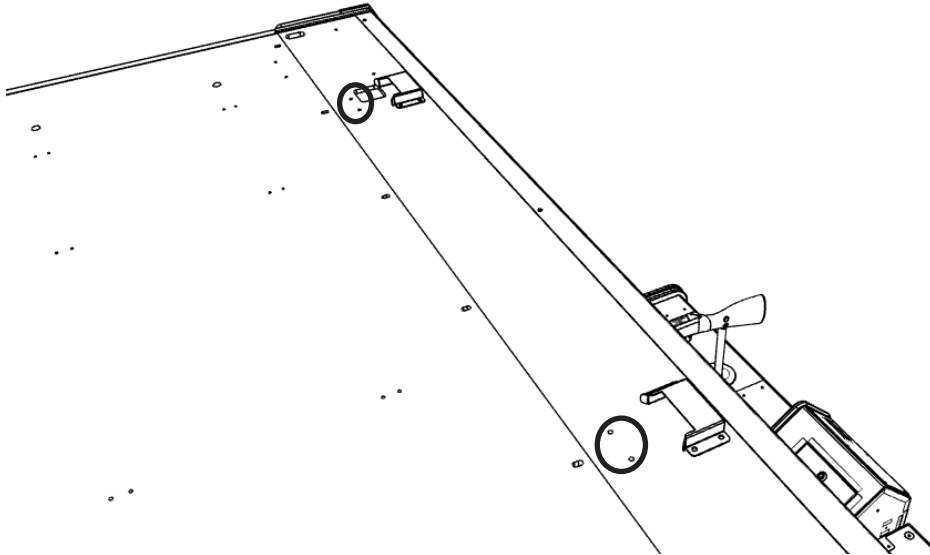
- 2 Feed the LED strip harnesses through the roof holes and attach the harnesses from the Rear Cab to the Gun Cab



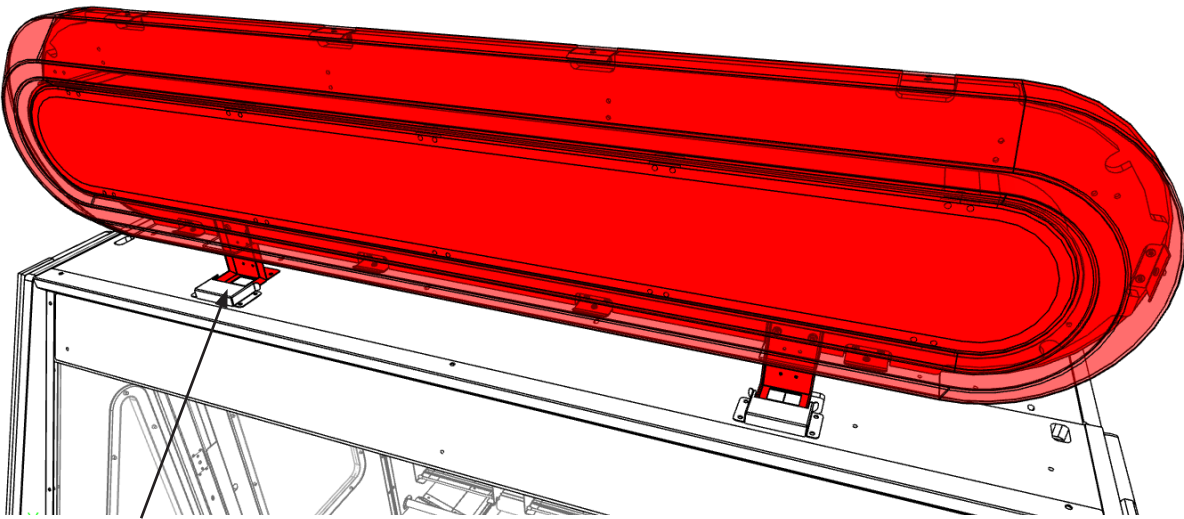
Connect Rear Cab Harnesses



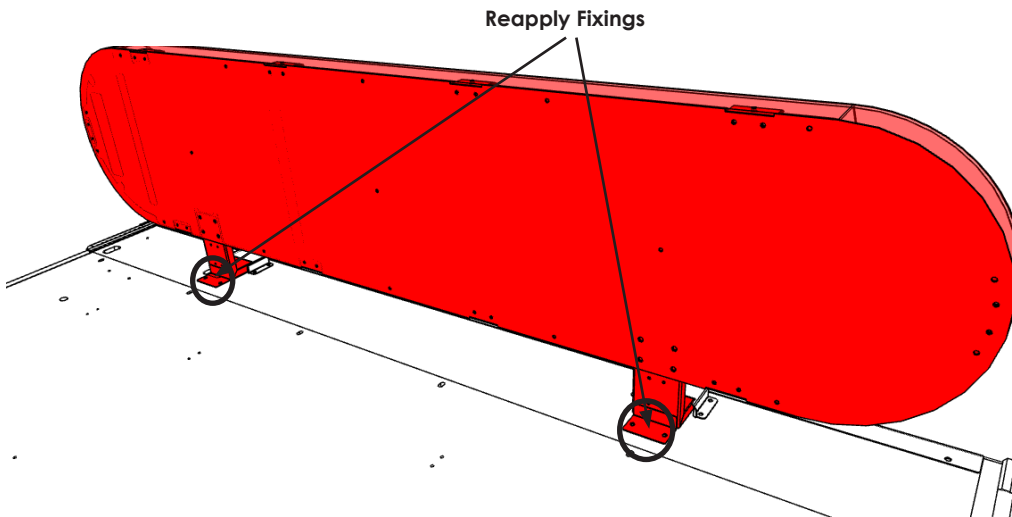
3 Remove the (2) highlighted fixings on each side.



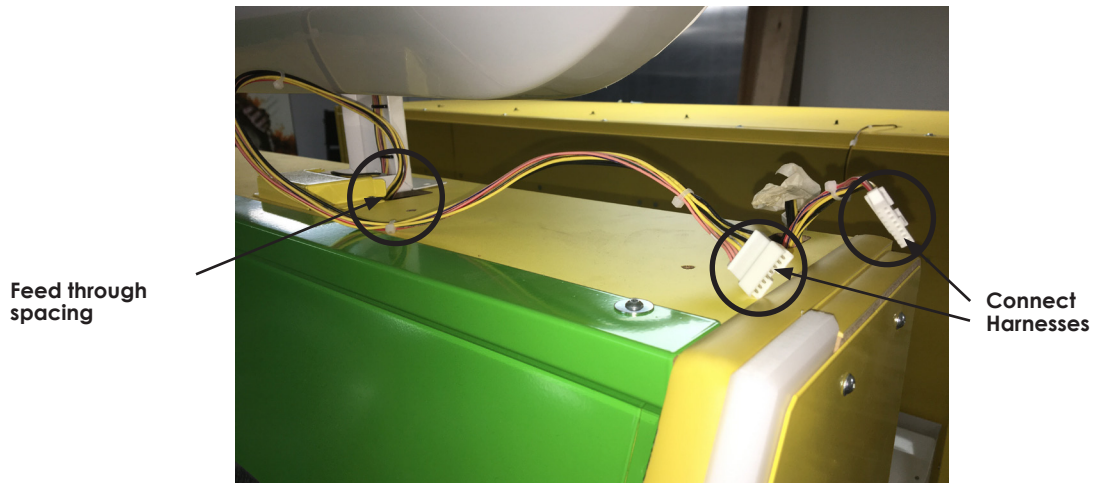
4 Raise the Assy Billboard (FB-4000UK) into position above the Cabinet. Slide forward into the two Billboard Bracket Locating (FB-1006UK). Secure using (2) previously removed fixings on each side



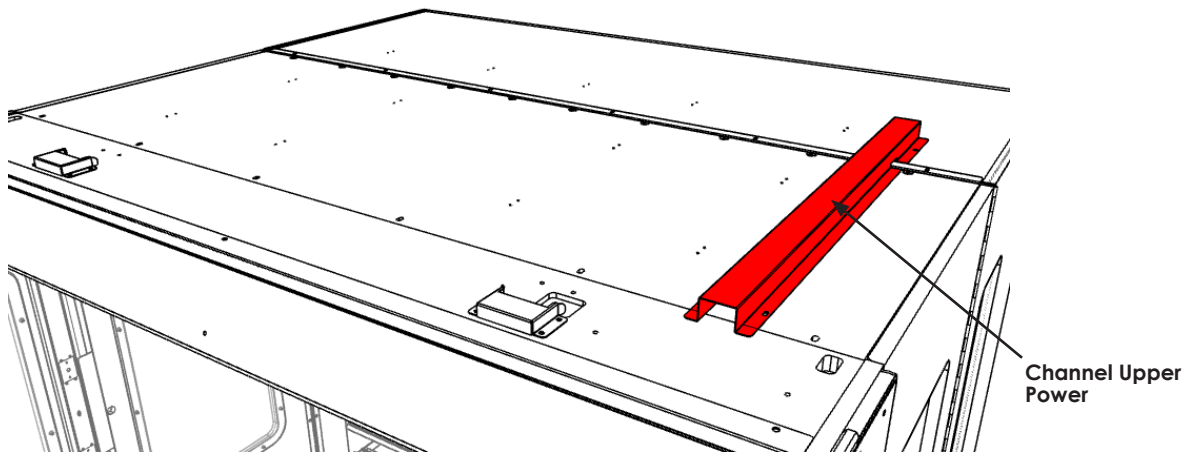
Billboard Bracket Locating



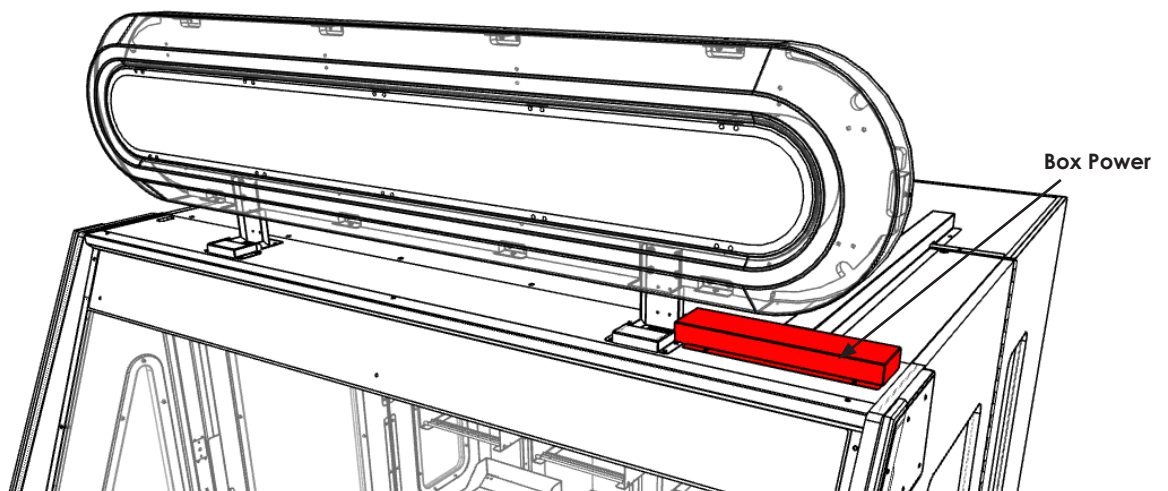
- 5** Feed the Billboard harness through the adjacent spacing. Connect the harnessing from the Gun Cab to the **Assy Billboard** (harnessing with red, yellow, and black wiring)



- 6** Place the **Channel Upper Power (FB-2013UK)** over the harnessing leading from the Prize Cab and secure using (4) M4x25 fixings



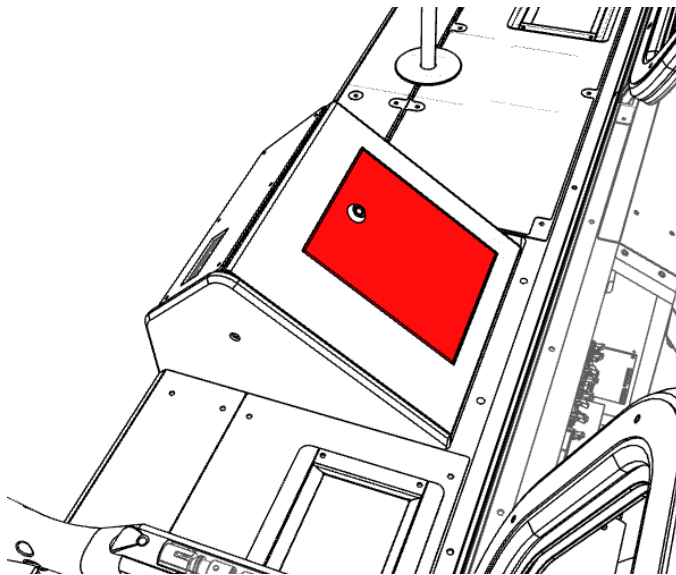
- 7** Place the **Box Power (FB-1049UK)** over the harnessing leading from the Billboard and secure using (4) M4x25 fixings.



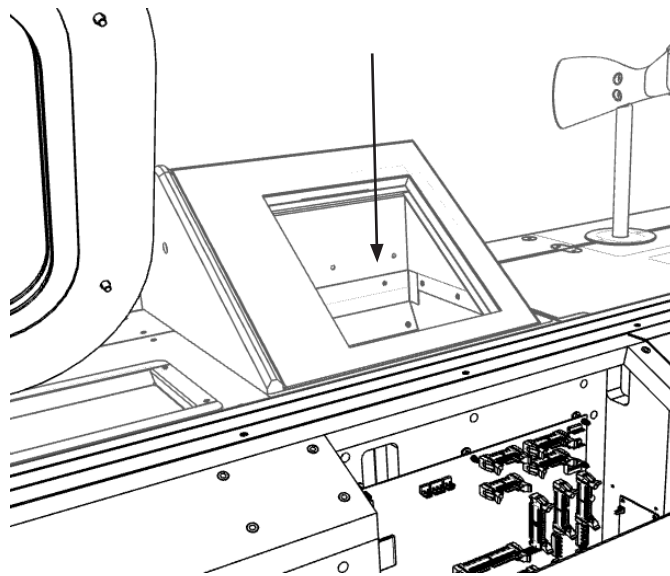
## 6-4 INSTALLING CORKS

Once the Cabinet has been set up, the cork bullets (252-0011UK) need to be loaded into the Assy Bullet Conveyor. Follow the steps below on how to load the corks:

### 1 Open the Door Bullet Loading (FB-5011UK)



### 2 Load the bag of 1000 cork bullets into the Assy Bullet Conveyor



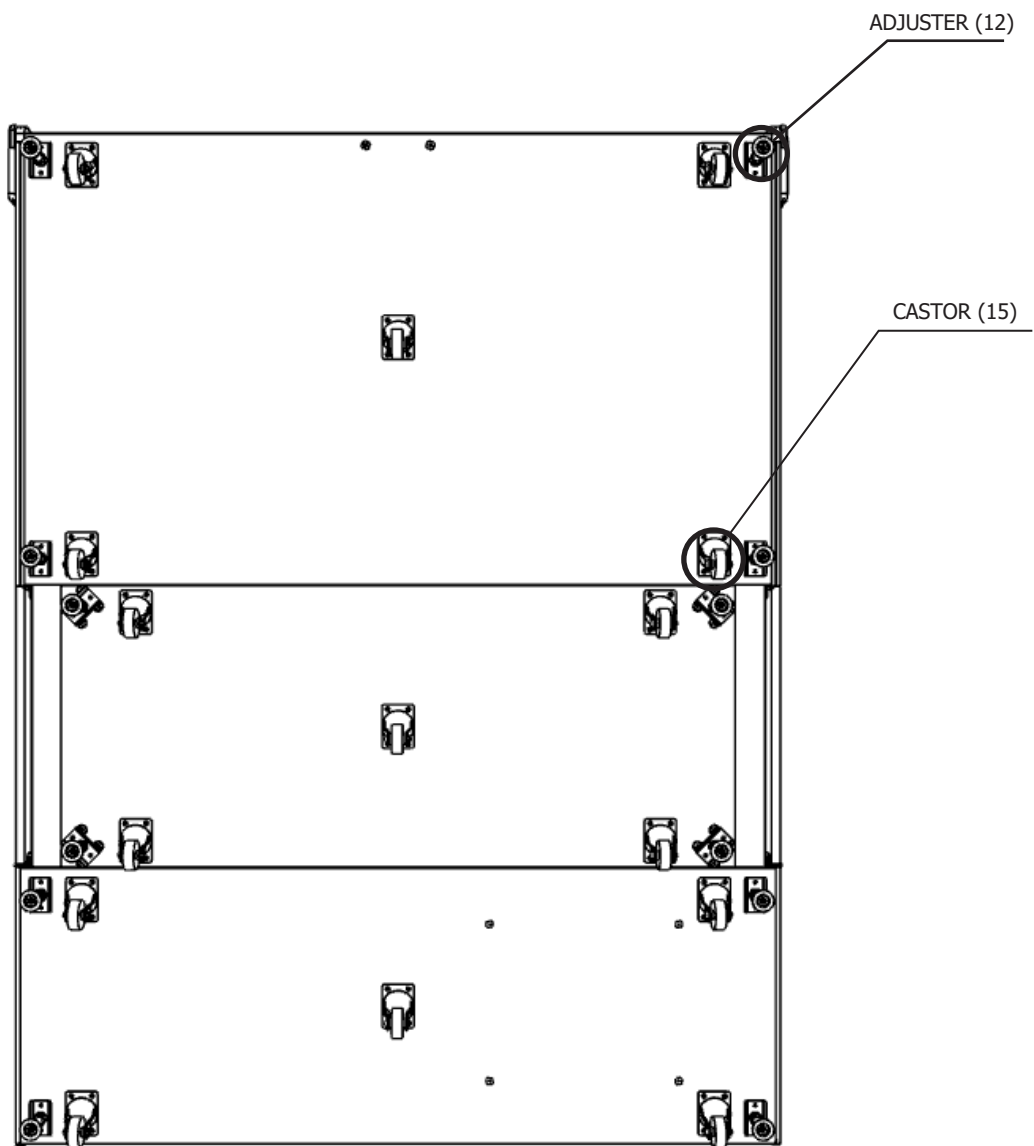
### 3 Replace the Door Bullet Loading

**6-5 FIXATION TO INSTALLATION SITE**

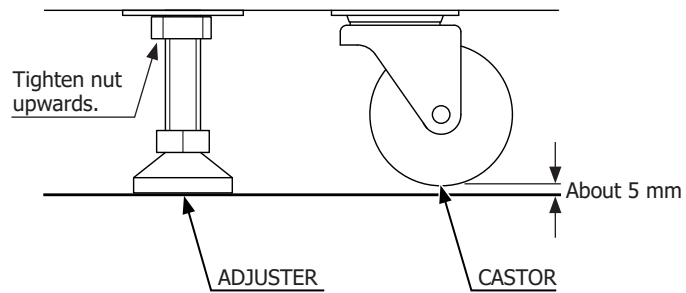
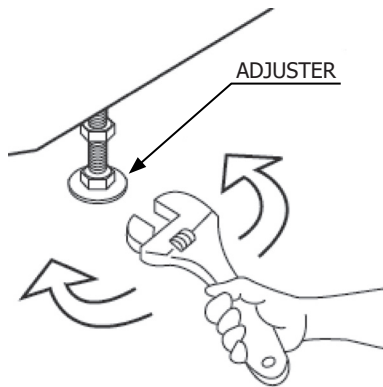
**⚠ WARNING**

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

The product comes with castors attached at 15 locations and adjusters at 12 locations. When the installation site has been determined, have the adjusters come in direct contact with the floor. Establish a gap of about 5 mm between the floor and the castors and adjust the unit so that it will remain level.



- 1** Move the product to the installation site. If the product is to be installed near a wall, secure enough passage-way space for players to access the seat. You must also secure a 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.



## 6-6 CONNECTION OF POWER AND GROUND CABLES

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

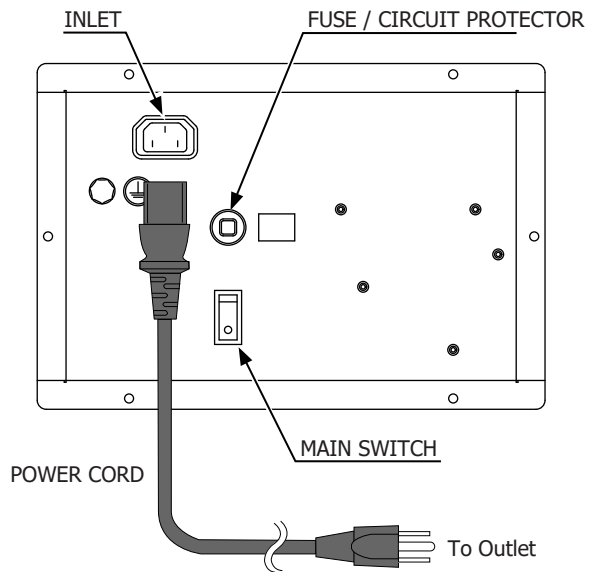
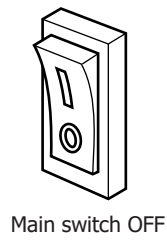
### **!** WARNING

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

### **STOP** IMPORTANT

If grounding has been established with the ground wire inside the power cord, do not perform grounding with the AC unit ground terminal. Conversely, if the AC unit ground terminal has been used for grounding, do not establish ground with the ground wire in the power cord. Otherwise there could be faulty or erroneous operations

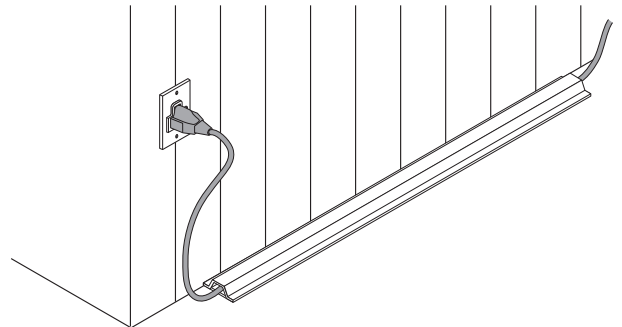
- 1 Confirm that the main switch is at OFF.



- 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.

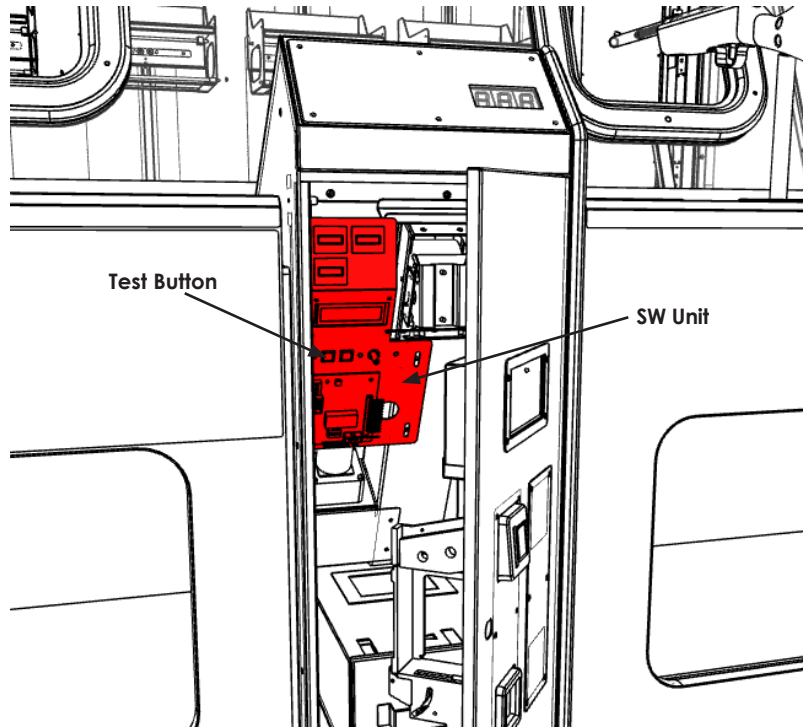


## 6-7 CONFIRMATION OF INSTALLATION

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 Open the front of the Assy Bullet Conveyor to access the Assy Switch Unit. Use the Test Button to enter Test Mode.



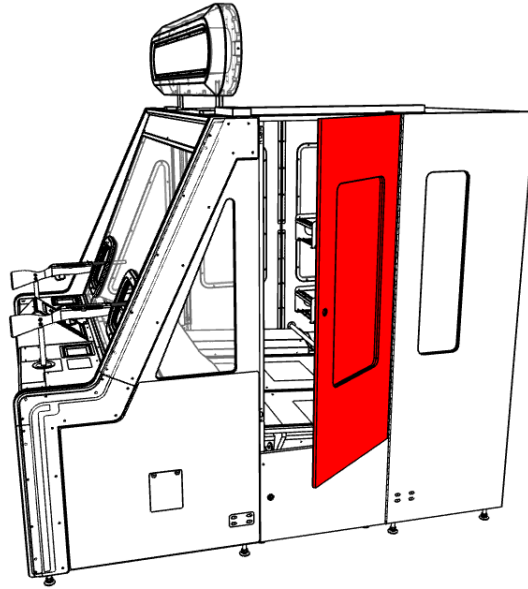
- 2 Enter the section “Game Settings”. Set all desired variables to your location’s specifications
- 3 Enter the section “Lighting”. Test the options “All LEDs” and “LED Step Direct” to ensure all LEDs function as intended
- 4 Enter the section “Display”. Test the option “Segment Step” to ensure all elements of the 7 Segment Display function as intended
- 5 Enter the section “Inputs”. Test all options within this menu to ensure all sensors, prize lifts and elements of the Switch Unit function as intended. Note: to exit this menu, press the Test and Service Buttons at the same time
- 6 Enter the section “Outputs”. Test all options within this menu to ensure all motor driven elements are functioning as intended.
- 7 Enter the section “Audio”. Test all options within this menu to ensure the speakers are functioning as intended.

Consult Section 9 for further detail on all items within the Test Menu. To resolve any errors, identify the error code displayed on the 7 Segment Display and consult Section 14 “Troubleshooting” in an effort to resolve.

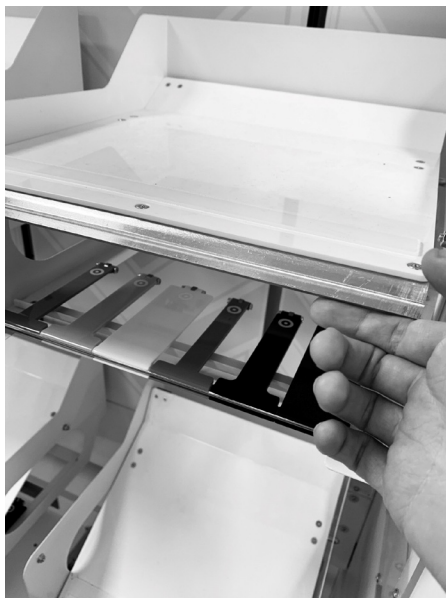
## 6-8 SETTING UP THE TARGETS

1 Confirm that the mains switch is OFF.

2 Unlock and open the Door Upper RH



3 Push all targets back so the top of the target (bulls-eye graphic) is closest to the Rear Cab. With one hand, support the prize shelf. With the other hand, raise the targets into position. Be sure the targets are placed past the shelf lip and clip into place



4 Repeat the process for all other targets. For the left most targets, gain access by opening the Door Upper LH



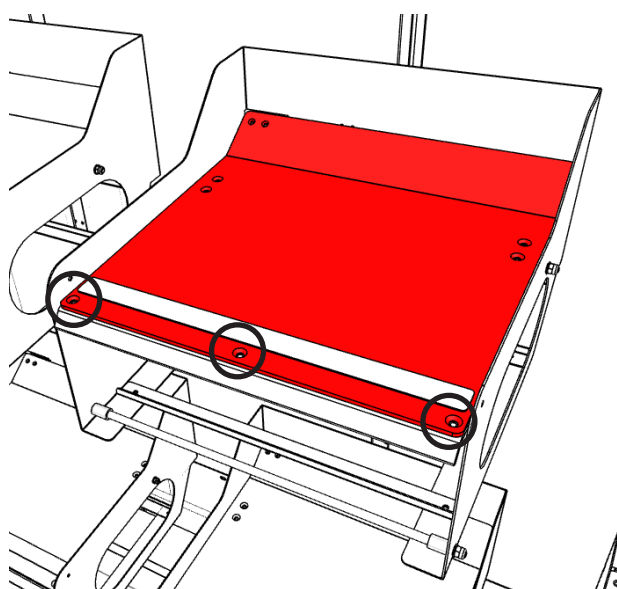
## STOP IMPORTANT

SEGA have set up the Prize Shelves with their recommended default settings based on supplying the Prize Shelves with plush toys and small prizes. Using heavier prizes will require adjustments to the Prize Shelves. Using heavier prizes on the incorrect Shelf set up will stop a Player from being able to win

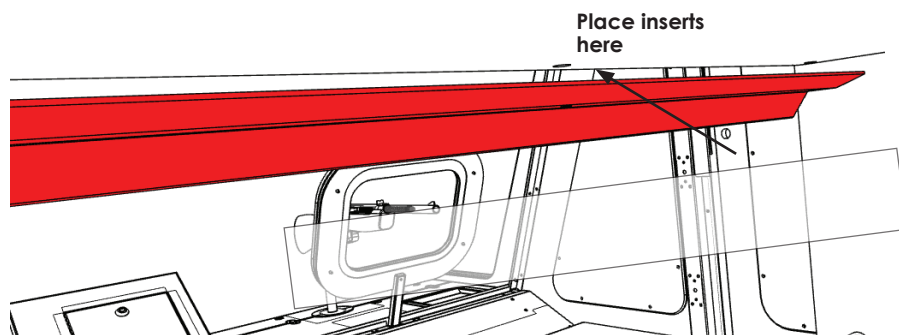
To adjust the Prize Shelf settings:

1 Confirm that the mains switch is OFF.

2 Loosen the (3) on the top of the Prize Shelf.



3 Insert the appropriate amount of inserts for the supplied prize (inserts are labelled for their intended prize weight) in between the Shelf and the **Strip Target Guide (FB-2533UK)**



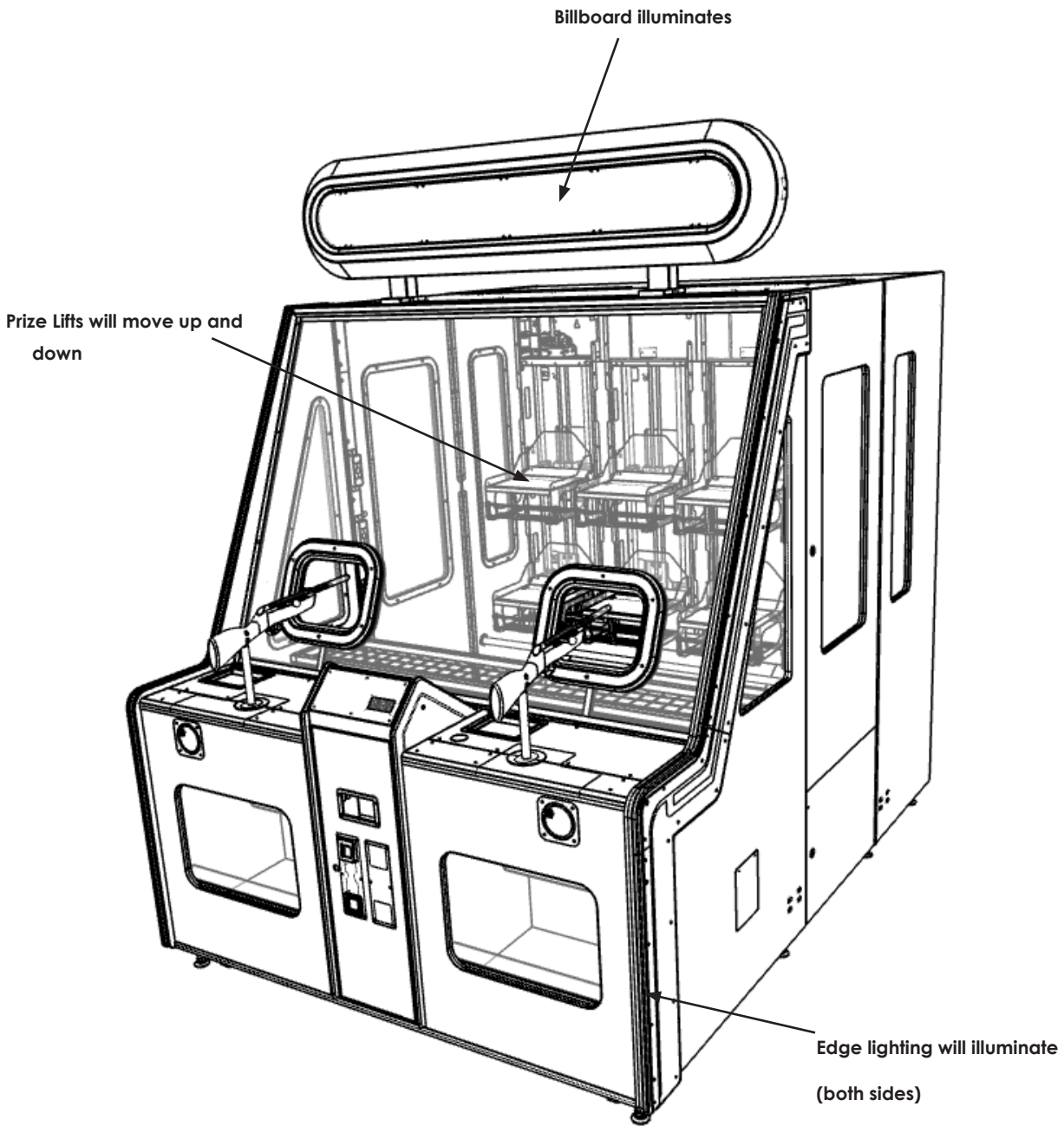
4 Resecure the (3) fixings to hold the insert in place

## 6-9 PRIZE INFORMATION

### **STOP** IMPORTANT

- You must ensure that you operate the game in accordance with the laws of the state and country in which the game is operated. SAI has no liability for any breaches of this clause, and resulting legal or regulatory action against you
- You must operate the game with the same amount of corks per credit as there are targets per shelf
- Shoot It Win It is a skill game. Ensure that you stock the machine with prizes that reflect the nature of this game. Players must hit the top of the targets for the best chance to knock it down. A skilful a player could win prizes regularly
- It is recommended to use small, low value plush and box prizes
- The minimum prize weight per shelf is 150g
- The maximum prize weight per shelf is 1000g
- Game difficulty can be adjusted by:
  - Resetting the targets only when prize shelves have dropped - this will result in a higher payout
  - To continue successful operation, make sure all shelves have prizes and the targets are reset at the start of each day
  - Removing targets completely will result in a higher payout
  - The heavier the prize, the harder it is to win. The lighter the prize, the easier it is to win

**6-10 COMPONENTS THAT CHANGE STATE UPON POWERING UP**



## **7** PRECAUTIONS WHEN MOVING

### **WARNING**

- As used in these instructions, the term “moving” refers to moving of the product within the same building, store or facility. These instructions do not cover moving between different buildings, areas, stores or facilities, since diverse factors are involved, not only packaging but also loading onto transport vehicles, and securing the product in place during transport. To transport the product to a different building or store, contact the vendor where the product was purchased or the office indicated in these instructions. Or request that moving be done for you. This product is made up of parts that are of large size and heavy weight. Unless work is entrusted to someone with expertise in packaging and transport of such parts, a serious accident might occur.
- Even when the product is to be moved within the same building, store or facility, contact the point of purchase or the office indicated in these instructions if there will be level differences or narrow or low level entrances while moving. Or request that moving be done for you. Never disassemble the product in any way not covered in these instructions. Otherwise there could be a fire, electric shock and/or short circuit.
- Always disconnect the power cable before moving the product. If it is moved with the power cable connected, the cable could be damaged, causing fire or electric shock.
- A qualified electrician is required for moving product parts within a store and for changing indoor wiring. Do not have work performed by anyone who is not qualified. Otherwise there could be electric shock.
- Have work performed by site maintenance personnel or other qualified individuals. Do not allow people without proper knowledge and technical expertise to work on the product. Otherwise there could be an electric shock or other serious accident. Also, customers could be injured while operating the product.
- Do not try to move this product while it is still assembled. Always remove the Billboard and split the cabinets before moving.
- Because it is structurally difficult for exterior lighting to enter the cabinet, have auxiliary lighting available. Working within a dark environment can lead to accidents.
- For instructions on separation and disassembly of the cabinet, refer to Chapter 6 & 7 of this manual. Failure to follow the instructions given by this manual leaves a high risk of accidents such as electric shock occurring.
- Proceed with checks and tasks as indicated in these instructions. If instructions are not followed, or if tasks and/or checks are neglected, an electric shock or other very serious accident, even fatal accident, can occur. Also, customers could be injured while operating the product.
- Be careful not to damage wiring. Before separating parts that have wiring connections, disconnect the wiring connections, unravel wire bundles and undo fastenings. Only after that, remove fasteners (screws, nuts, etc.). If wiring becomes damaged, there could be an electric shock, short circuit or fire.

 **WARNING**

- When inserting or removing a connector, always hold it by its main part. If you hold it by anything else while doing so, the connections between wire and connector terminal fixtures could be damaged; and there could be a short circuit or fire. There could also be poor connectivity.
- Do not move unit with the adjusters in contact with the floor. Otherwise parts might be damaged or deformed and there might be accidents.
- Whenever any fasteners (e.g. screws, nuts) have been lost, always use replacement fasteners with proper dimensions as specified in this manual. If fasteners of any other dimensions are used, it could cause damage and/or separation of parts that result in secondary accidents.
- Do not place the cabinet on inclines or uneven surfaces. This could result in the unit falling over.
- Check surroundings carefully while moving the unit. If you should get caught between the unit and a wall, for instance, there could be a serious accident.
- Have on hand a number of workers appropriate for each task that needs to be done. Make calculations by approximating that one worker can lift roughly 15 kg of weight. If an insufficient number of workers try to lift a heavy object, it could result in a worker stumbling and the object being dropped, crushing someone or something underneath. Workers could also injure their backs, etc.
- When lifting a heavy object, be sure to carefully consider the area where it will be lifted. If possible, lift the object by its handles or base. If weak fasteners or fragile parts are gripped, they could be damaged under the weight of the object, and this could result in a worker stumbling and the object being dropped, causing personal injury.
- Never disassemble the unit in ways other than those described in this manual. Doing so can cause accidents such as electric shocks, short circuits, and fires.
- Do not attempt to tilt the unit to fit it through narrow doorways. Moving the unit while it is tilted can result in an accident. It can also cause deformations and damage to parts, as well as deviations of fastening positions, which could result in accidents during operation.

 **CAUTION**

- When moving the components, do not push any of the plastic elements or shaped parts and do not use them to pull the components along. This may damage the parts or the surrounding parts and this could lead to accidents or injury.
- After dividing the components to move them, do not use the Control Units in the Gun Cabinet to push or pull the cabinet. This may damage or disfigure these parts and lead to malfunctions or injury.
- When moving the separated components, be sure to push/pull each cabinet lengthways. Trying to move the cabinet any other way may cause the cabinet to topple over.

## **STOP** IMPORTANT

- When moving the Gun Cabinet, do not hold, push, or pull the Control Units. This may disfigure or damage them

### **7** PRECAUTIONS WHEN MOVING THE MACHINE

---

**1** To relocate the cabinet within the same environment, raise all 12 levellers up to the maximum level. Once all levellers have been raised the cabinet may be moved over a small distance. Do Not attempt to move the cabinet over different levels or in and out of small areas or through doorways without disassembling into the 3 major components described earlier in this manual.

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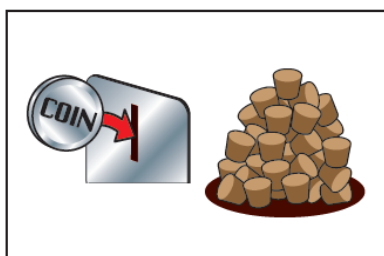
**2** Once the cabinet has been relocated, follow the installation instructions within section 6 of this manual to safely complete a reinstallation.

## 8 GAME DESCRIPTION

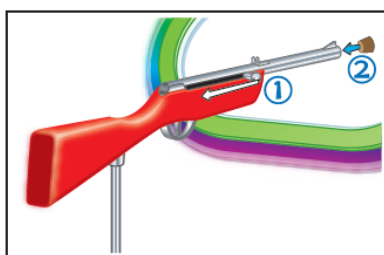
### 8-1 GAME OUTLINE

“Shoot It Win It” is a prize redemption game. Prizes are rested on the shelves that are held up by supporting targets. A Player must use their corks to shoot down these targets to win the prizes. Once a credit has been entered, the Player has a set amount of time (designated by the operator) to shoot down all the targets on a shelf to win the Prize.

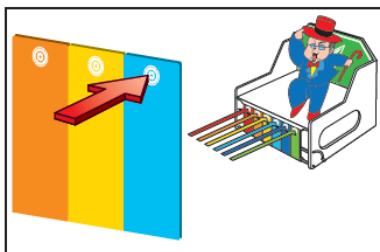
### 8-2 GAME FLOW



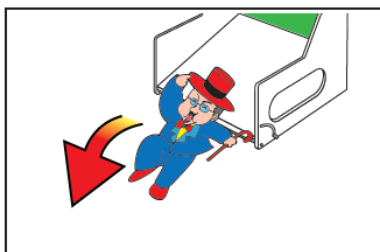
1. Insert Coin. The designated amount of corks will be dispensed.



2. Load corks one at a time into the Gun.



3. Aim to shoot down all the targets on a Prize Rack.



4. When all targets have been knocked down, the prize will fall onto the conveyor and be dispensed.



5. Claim your prize!

## 9 EXPLANATION OF TEST AND DATA DISPLAY

### WARNING

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

### CAUTION

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

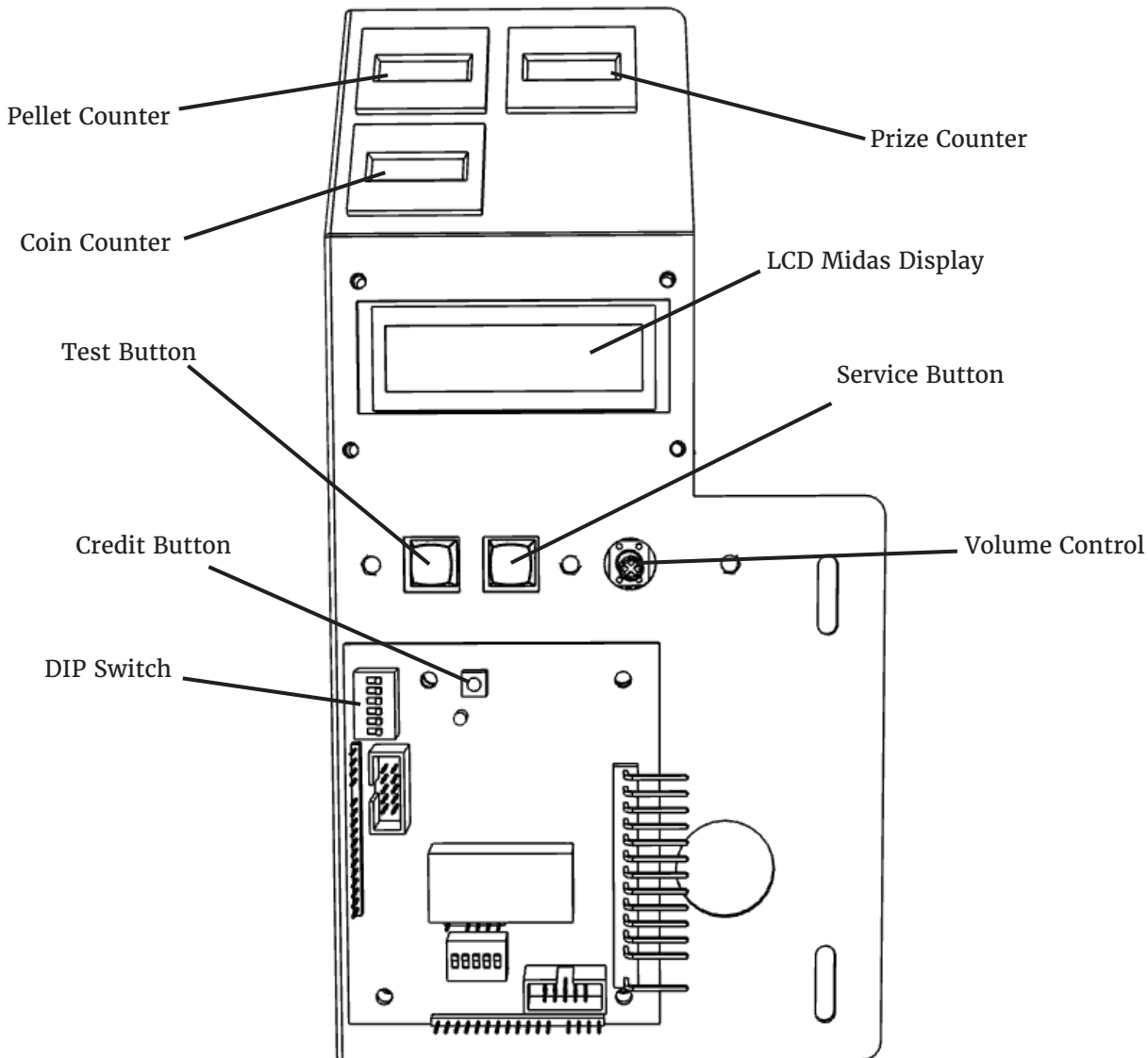
### STOP IMPORTANT

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



## 9-1 SWITCH UNIT AND COIN METER

The Switch Unit and Counters are housed within the Bullet Dispenser. To access these controls you will need to open the dispenser door.



DEVICE	FUNCTION
<b>Test Button</b>	Press to enter TEST MODE - Also used to enter choices selected within TEST MODE
<b>Service Button</b>	Press for SERVICE CREDIT - Also used to scroll through TEST MENUs
<b>Coin In Counter</b>	Counts inserted coins
<b>Volume Control</b>	Adjusts audio level
<b>Credit Button</b>	Applies 1 Standard Credit
<b>Coin/Prize/Pellet</b>	Counts number of Coins/Prizes/Pellets respectively
<b>LCD Midas Display</b>	Displays current Test Menu option/mode
<b>DIP Switch</b>	Adjusts Price of Play

## 9-2 GAME TEST MODE

- TEST Mode is entered by pressing the TEST button
- TEST Mode can be entered anytime during attract
- The cabinet will be as follows
  - ALL controlled lighting OFF
  - Internal LCD will display 'TEST MODE'
- TEST Mode is terminated by selecting the EXIT option

The operator navigates the menu options using the SERVICE button and executes options using the TEST BUTTON

- The operator can only move forward through the listed TEST functions
- The last TEST function will be displayed as EXIT. If the operator presses the SERVICE button when EXIT is displayed, the sequence will loop back to the first TEST again

The TEST functions will be displayed in sequence as follows:

1. GAME SETTINGS
2. BOOKKEEPING
3. SYSTEM INFO
4. LIGHTING
5. DISPLAY
6. INPUTS
7. OUTPUTS
8. AUX CONTEST
9. AUDIO
10. SET DATE/TIME
11. EXIT

- The TEST Mode will be displayed on LINE 1 of the 2x16 LCD screen
- The current TEST function will be displayed on LINE 2 of the LCD

## 9-3 TEST FUNCTIONS

### o GAME SETTINGS

- **Set Cost of Play - Set the Price of Play**

1.00 - 5.00 (increases in increments of 0.05), Freeplay

- **Coin 1 Setting 1 - Sets how many Credit pulses are required to start a Game for Coin Mech 1**

0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10

- **Coin 2 Setting 2 - Sets how many Credit pulses are required to start a Game for Coin Mech 2**

0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10

- **Bill Validator Setting 1 - Sets number of pulses to Credit Board (pulse is equal to Game cost)**

0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10

- **Pellets per Game - Determines number of corks vended per Credit**

6, 7, 8, 9, 10 Corks

- **Time per Pellet - Determines total game time given based on number of Corks vended**

20, 30, 40, 50, 60 seconds

- **Conveyor Drive - Sets the amount of time the Conveyor vends (this will determine how often corks are vended back during a game)**

8, 10, 12 seconds

- **Conveyor Overdrive - Set the time that the Conveyor continues to be active for after Conveyor Drive time to allow the collection of any missed corks**

0, 1, 2, 3, 4 seconds

- **Cheat Sensitivity - Sets whether Cheat Sensors are active**

On, Off

- **Shelf Alarm Time - Sets the time that Shelf Alarm will sound for**

10, 20, 30, 40, 50, 60, 120, 150, 180 seconds, Lock Up

- **Attract Audio - Sets the time of the attract audio**

1, 2, 3, 4, 5, 10, 15, 20 minutes, Off

- **Attract Conveyor Int - Sets the intervals in which the Conveyor will run in attract to return any missed corks**

15, 30, 60 minutes, Off

- **Attract Conveyor Drive - Sets the length of time the Conveyor runs in attract**

1, 2, 3 Seconds

- **Exit Settings - Return to main Test Menu**

o **BOOKKEEPING**

- **Credits in Service Count** - Counts the total amount of Credits (Standard and Service)
- **Games and Pellet Count** - Counts the amount of Games played and Pellets used
- **Prize 1 & 2 Count** - Counts the amount of times Prizes have been won from Prize Lifts 1 & 2
- **Prize 3 & 4 Count** - Counts the amount of times Prizes have been won from Prize Lifts 3 & 4
- **Prize 5 & 6 Count** - Counts the amount of times Prizes have been won from Prize Lifts 5 & 6
- **Prize 7 & 8 Count** - Counts the amount of times Prizes have been won from Prize Lifts 7 & 8
- **Clear Meters and IOU\*** - Clear Bookkeeping and IOU meters
- **Clear Service Credits** - Clear all Service Credits
- **Exit Settings** - Return to main Test Menu

o **SYSTEM INFORMATION**

- **Title and Version Numbers** - Shows Game Name and Game Version numbers
- **Boot Loader Version and Serial Number** - Shows additional hardware version
- **Exit Settings** - Exit to main Test Menu

o **LIGHTING**

- **All LEDs** - Activates all LEDs white (all RGB for all lighting)
- **LED Step Direct** - Activates all R, G, and B separately in sequence
- **LED Step MUX** - N/A
- **LED Step Cam** - N/A
- **Exit Settings**

o **DISPLAY**

- **All Segments** - Activates all segments of 7 segment display
- **Identify** - Displays 0 (units) and up (to max amount of displays)
- **Segment Step** - Cycles through each individual element of segment display
- **Exit Settings** - Exit to main Test Menu

o **INPUTS**

- **Switch Inputs** - Use to test TEST and SERVICE buttons and DIP Switches
- **Prize Lift Inputs** - Use to test Opto Limit Sensors of the Prize Lifts
- **Cheat Sensors** - Use to test function of Cheat Sensors
- **Prize Out Sensors** - Use to test function of Prize Out Sensors
- **Shelf Sensors** - Use to test function of Prize Shelf Win/Drop
- **Doors Inputs** - Use to test sensors on maintenance doors

## o OUTPUTS

- **Prize Life Output** - Test individual tracks of Prize Lifts
- **Cork Vend Test** - Test function of Cork/Pellet Vend (until a cork is detected by sensor)
- **Conveyor Output** - Test function of conveyor
- **Meter Outputs** - Test individual function of Prize, Game, Coin
- **Exit Settings** - Exit to main Test Menu

## o AUX CONTEST

- **In Ring Sensors** - N/A
- **Exit Settings** - Exit to main Test Menu

## o AUDIO

- **Audio in Attract** - Use to test function of attract audio
- **Audio Play Test** - Use to test sample sound of audio
- **Exit Settings** - Exit to main Test Menu

## o SET DATE/TIME

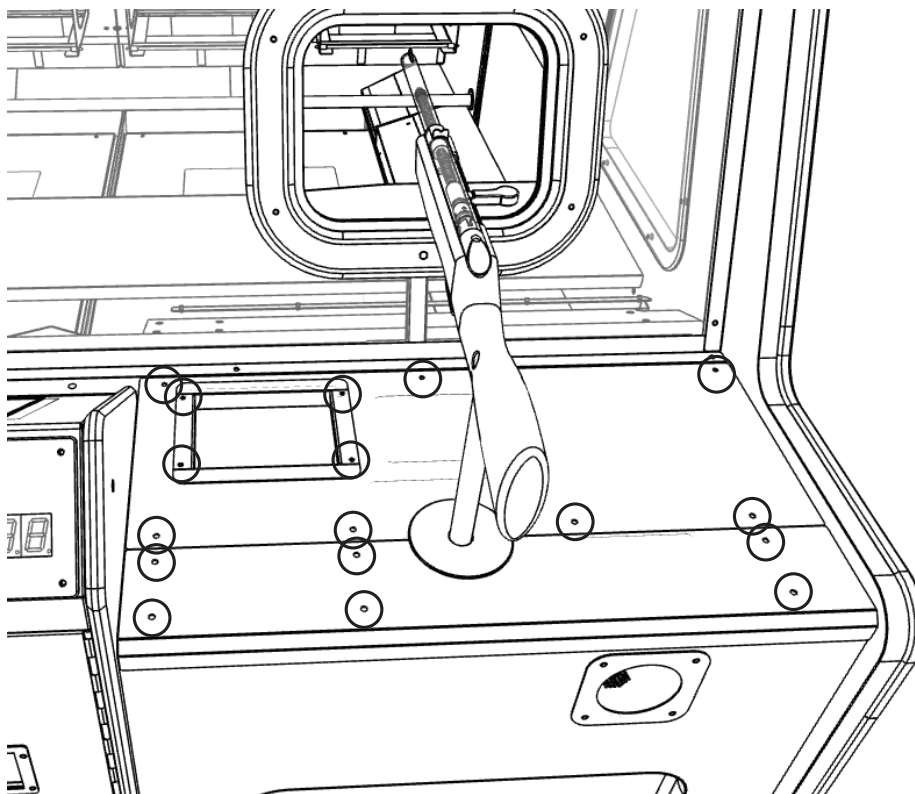
- **Adjust Date** - Adjust date (1-31 (month dependant))
- **Adjust Month** - Adjust month
- **Adjust Years** - Adjust year
- **Adjust Hours** - Adjust hour
- **Adjust Mins** - Adjust minute
- **Exit Settings** - Exit to main Test Menu

## 10 CONTROLLER UNIT

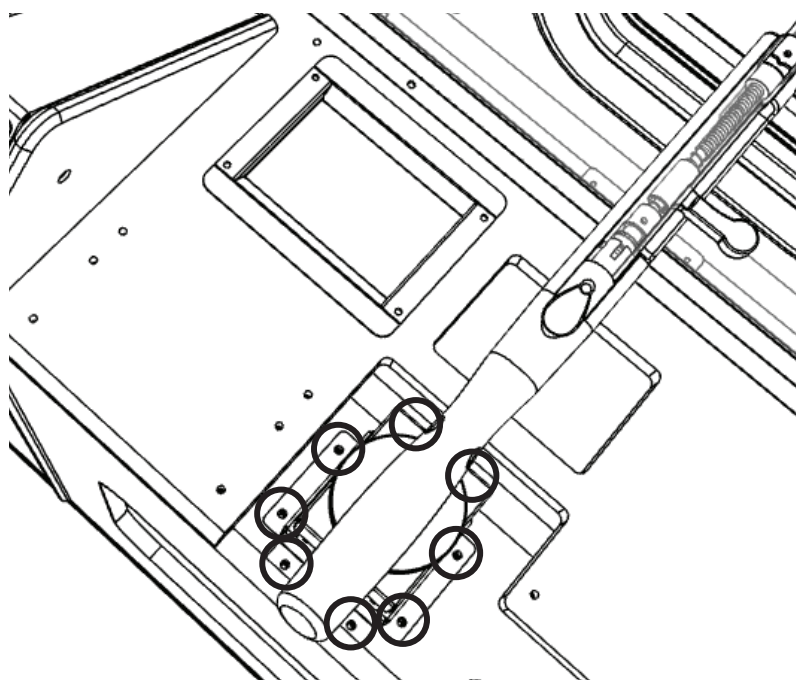
### 10-1 DECONSTRUCTING THE CONTROLLER

1 Turn Power OFF

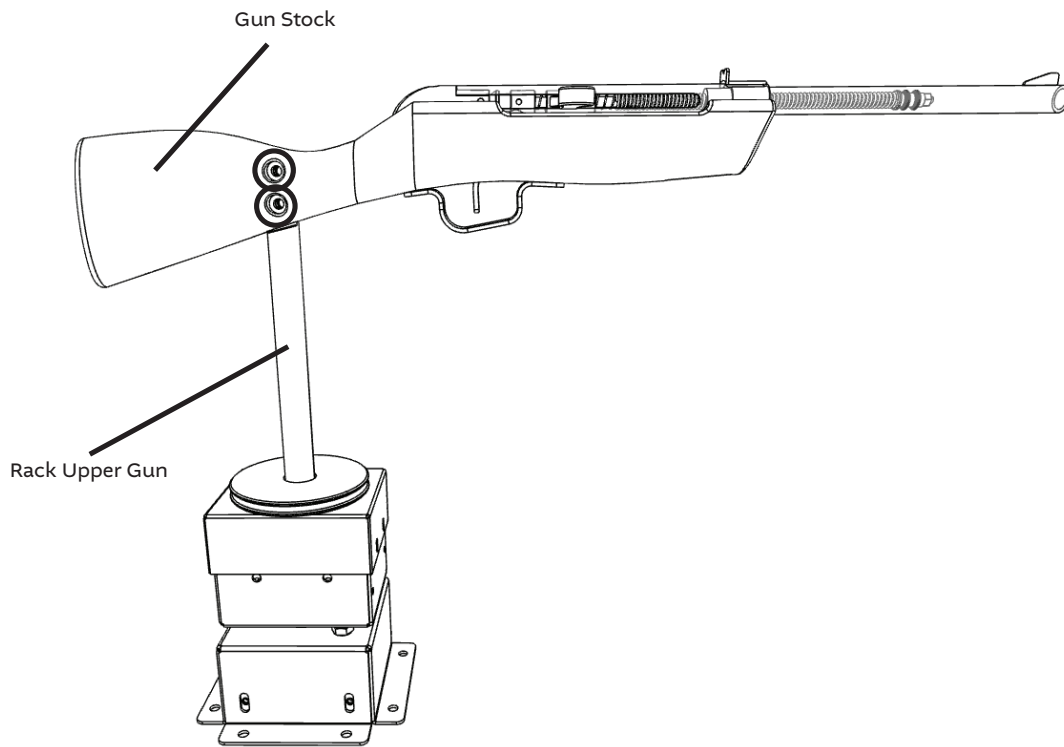
2 Remove the (17) hex screws with a hex screwdriver



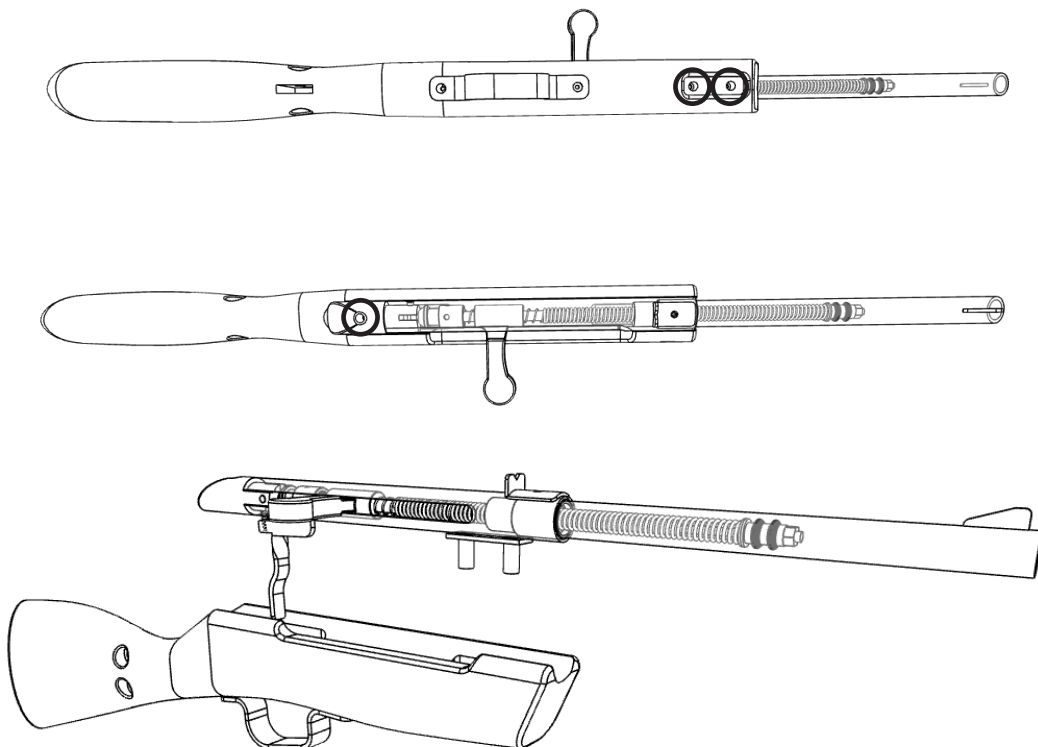
3 Remove the (8) highlighted M6 fixings. You can now remove the Gun Assembly from the Gun Cabi



- 
- 4** Remove the (2) M6 fixings connecting the Gun Stock to the Rack Upper Gun. You can now remove the Assy Gun from the Rack Upper Gun



- 
- 5** To disconnect the Assy Gun Barrel from the Gun Stock, remove the (3) highlighted M4 fixings . The Gun Barrel can then be separated from the Gun Stock

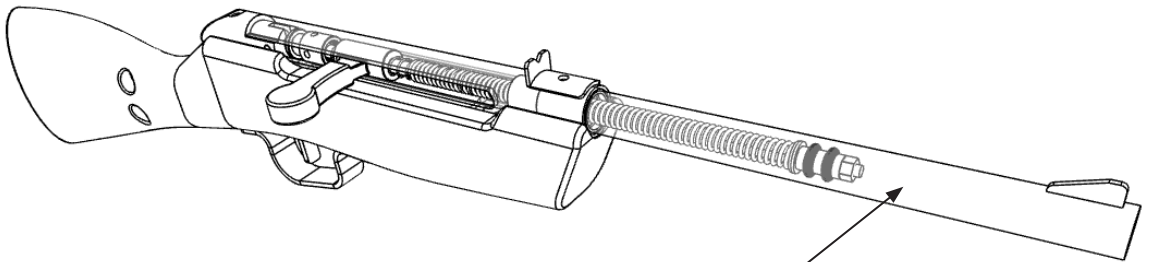


## 10-2 CONTROLLER MAINTENANCE

Each controller should be checked for maintenance every 3 months (see Chapter 12)

### CAUTION

- Do not fill the Controller with an excess amount of grease. Grease can pollute player's hands, clothes, and prizes



Apply No.2 grease to the inside of  
the Gun Barrel



# 11 COIN HANDLING

## Handling the Coin Jam

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

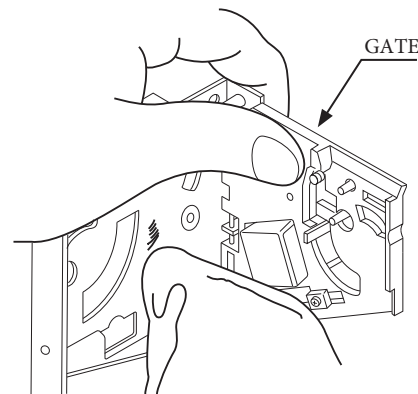
### 11-1 CLEANING THE COIN SELECTOR

#### **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.)



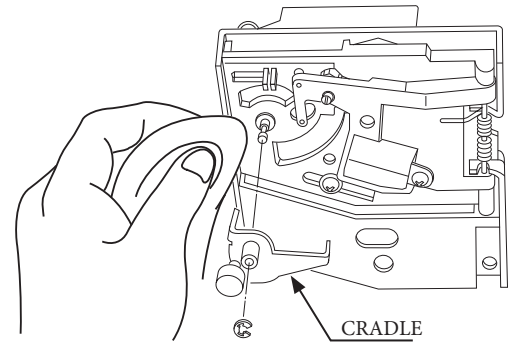
**CLEANING THE COIN SELECTOR (MECHANICAL).**

**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.

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



Coin Insertion Test

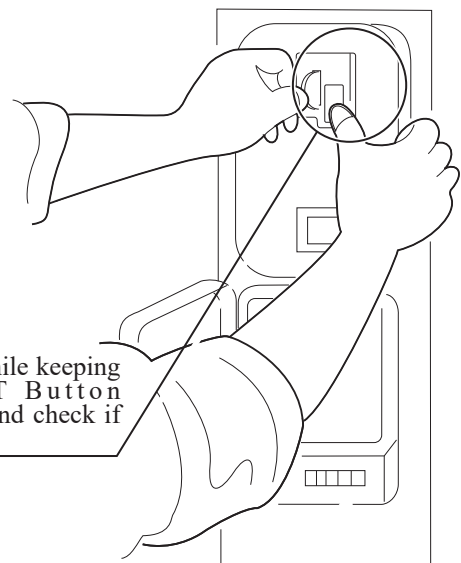
Once every month, when performing the Coin SW Test, simultaneously check the following:

Does the Coin Meter count satisfactorily?

Does the coin drop into the cashbox correctly?

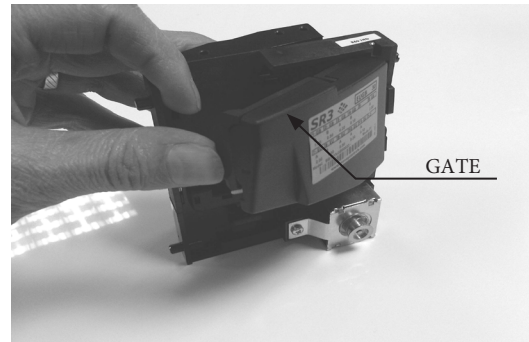
Is the coin rejected when inserted while keeping the REJECT Button pressed down?

Insert a coin while keeping the REJECT Button pressed down and check if it is rejected.

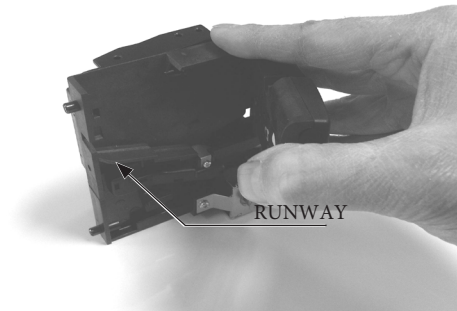


## CLEANING THE COIN SELECTOR (SR3 / NRI)

- 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.

## 11-2 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	
	Reject gate	
A true coin type rejects	Label	Coin not programmed
No accept signal	Connector	Loose or broken wire
	Accept channel	Path dirty or obstructed

## 11-3 ADJUSTING THE PRICE OF PLAY (EXCEL)

### STOP IMPORTANT

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

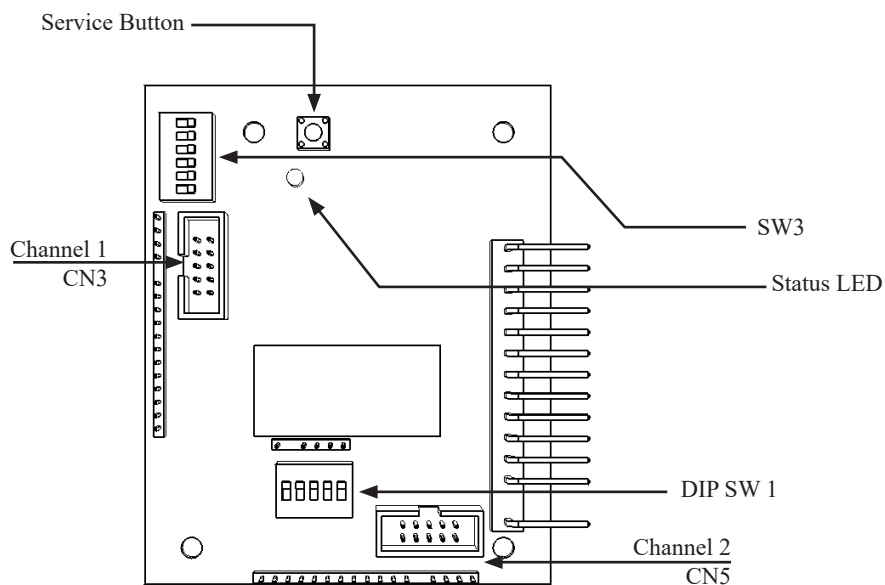
To adjust the price of play ALL CREDIT SETTINGS are adjusted via the EXCEL CREDIT BOARD.

#### 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 accumulator. This is controlled by 2 DIL Switches. These allow the operator to select the price of play, type of coin acceptor and region.

#### EXCEL Credit Board



#### DIL SW3 (Regional Settings)

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

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

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

## 12 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.**

12 TABLE 01 PERIODIC INSPECTION TABLE

PERIOD	ITEM	DESCRIPTION	REFERENCE
As appropriate	Cabinet Surface	Cleaning	As Below
	Control Unit Surface		
Daily	Cabinet	Confirm Adjusters Contact Floor	
Weekly	Control Unit	Aim Test	
Monthly	Front Cabinet	Speaker Volume	
	Gun Cabinet	Check Speaker Volume	
		Speaker Inspection	
		Check Each Input Device	
		Check Each Output Device	
	Controller Unit	Greasing	Chapter 10-2
	Coin Selector	Coin Path Inspection	
Coin Insertion Test			
	Cash Box/Bullet Conveyor	Remove any cork debris	
Every 3 Months	Coin Selector	Cleaning	
Yearly	Power Cables	Inspection / Cleaning	
	Cabinet Interior	Cleaning	

### Cleaning the Cabinet Surfaces

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

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

Do not use a water jet or pressure washer to clean the interior or exterior of the Cabinet.

## 13 TROUBLESHOOTING

### 13-1 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.

#### 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. If a problem cannot be resolved by following a solution in this table, request a service engineer to inspect the Cabinet.

PROBLEM	POTENTIAL CAUSE	COUNTERMEASURES
When the Main SW is turned ON, the machine is not activated.	The power is not ON	Firmly insert the plug into the outlet
	Incorrect power source/voltage	Make sure that the power supply/voltage are correct
	The Fuse on the AC Unit has blown due to momentary over current	After eliminating the cause of overload, replace the specified rating fuse
	The Fuse of the Distribution Board has blown due to momentary over current	After eliminating the cause of overload, replace the specified rating fuse
No sound is generated from the speakers	Volume not correctly adjusted	Adjust the sound volume on the SW Unit
Prize Conveyor is not moving during game	Faulty or misaligned Prize Shelf Magnet Switch	Check Conveyor and Shelf operation in Test. Check wiring connections. Replace faulty switch
	Conveyor Motor Fuse has blown due to momentary over current	After eliminating the cause of overload, replace the specified rating fuse
Corks are failing to be vended to Players	Cork Hopper is empty	Refill Corks (see Chapter 6-4)
	Cork Vend Belt is jammed	Clear obstruction
Gun is not firing correctly	Trigger jammed	Clear obstruction (See Chapter 10)
	Gun Barrel has too much friction	Apply grease to Controller (See Chapter 10-2)
Cheat Alarm is sounding but not tripped	Cheat Sensor malfunction	Check for obstruction of Cheat Sensor
Prize Lifts not moving	Doors open/Door Switch not engaged	Ensure Doors are fully closed
Prize Lifts moving irregularly	Lift or Motor obstruction	Clear obstruction
Prizes getting stuck during payout	Ensure the prize Diversion Guard is positioned so that no prizes can get jammed between it and the conveyor belt. See the Assembly & Installation guide (Chapter 6)	After adjusting the Diversion Guide ensure the prize cannot get jammed by placing the prize on the conveyor belt and running the conveyor from the Test Menu – Outputs - Section 9

## 13-2 ERROR CODES

ERROR CODE	CAUSE	ACTION
E04	No Pellet vended for 20+ seconds	Turn power off. Refill corks. Restore power.
E05	Cheat sensor active for 2+ seconds or multiple times in quick succession	Check Cheat Sensor beam has not been tripped/broken. Power cycle Cabinet to clear error code
E06	One/Both Door Uppers open/ switches not in contact	Check both doors are closed. Check Door Switch is functioning correctly
E08	Prize Shelf knocked down in Attract	Reset targets on affected shelf. Power cycle Cabinet to clear error code

Upon triggering one or both of the Door Switches:

- ERROR 6 will be displayed, lighting will flash RED. No alarm will sound
- If E06 occurs during Attract Mode, the Prize Lifts will park, and the conveyor will not run
- If E06 occurs during Game, the Prize Lifts will park, the conveyor will finish running if prize has been won but will not run after this. Play will terminate and upon closing the doors and the cabinet will be in Attract
- If E06 occurs on powering up, if the Door Upper(s) are open, the error will initiate and Prize Lifts will not run until doors are closed

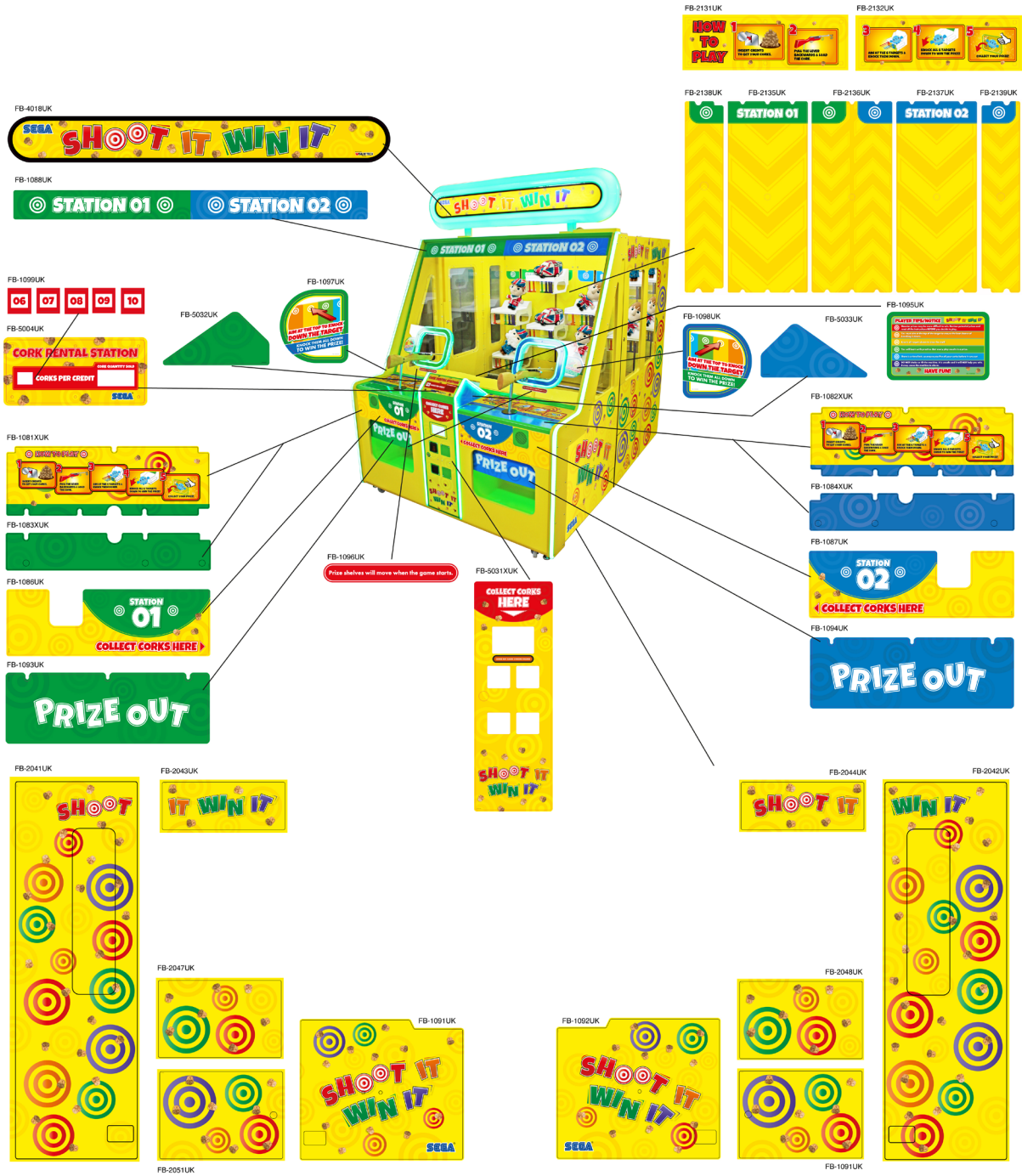
Potential failures

All testable in the Test Menu as first fault finding exercise.

- Photo-Electronic Switches (Opto limit switches) - Will cause Prize Lifts to overrun constantly and grind at top or bottom. Lifts will still turn around but if issue persists optos may need replacing
- Cherry Door Switches - ERROR 6 will be displayed
- Shelf Reed Switches - Will cause any Prize win not to be counted and conveyor will not run.
- Motor Driver Board - Will cause individual motor not to run. Check power to board, LED should be lit. Check other connectors are connected
- RED2 - Software may not load and requires reboot
- Infrared Cheat Sensor,- Will either cause constant ERROR 5 or no trip when sensor covered
- Infrared Prize Out Sensor - Conveyor may not run for enough time to fully convey prize
- Infrared Pellet Out Sensor - ERROR 4 will occur and pellets will continue to pay out until ERROR 4 occurs

# 14 DESIGN RELATED PARTS

For the warning display stickers, refer to Section 1.



## 15 GAME BOARD

### WARNING

- When working with the product, be sure to turn the power off. Working with the power on may cause an electric shock or short circuit.
- Be careful not to damage the wires. Damaged wires may cause an electric shock, short circuit or present a risk of fire.
- Do not 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.

### 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 electrical damage or malfunction.

### STOP IMPORTANT

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.

## 15-1 GAME BOARD - HANDLING PRECAUTIONS

### WARNING

- To prevent electric shock or IC Board malfunctioning, be sure to turn off the power for the cabinet when installing or removing the IC Board.
- Extraneous matter such as dust on the IC Board can cause the IC Board to generate heat and result in a fire due to short circuit, etc. Ensure the IC Board surfaces are always kept clean.
- Always follow the usage conditions from SEGA as well as the usage conditions for the cabinet you are using for RED 2. Failure to do so may cause an overheating and fire.

**STOP**

### IMPORTANT

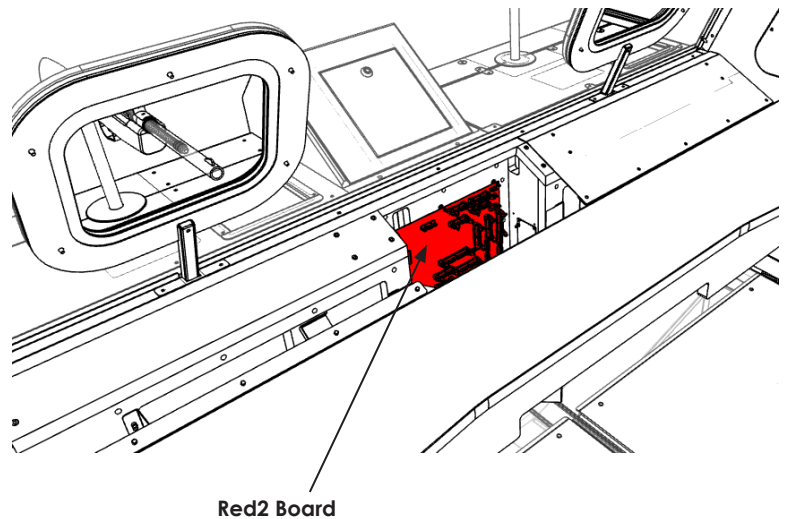
- Be sure to connect the IC Board and connectors completely. Insufficient insertion can damage IC Board, etc.
- For the IC Board circuit inspection, only the use of Logic Tester is permitted. The use of ordinary testers is not permitted as these can damage the IC Board.
- Do not subject the IC Board to static electricity when installing the IC Board in the cabinet or when connecting wire harness connectors to the IC Board.
- When soldering buttons, etc. to the wire harnesses, be sure to remove the wire harnesses from the IC Board so as not to subject the IC Board to heat.
- Some parts are the ones designed and manufactured not specifically for this product. The manufacturers may discontinue, or change the specifications of, such general-purpose parts. If this is the case, SEGA cannot repair or replace a failed product whether or not a warranty period has expired.

## 15-2 GAME BOARD - LOCATION & REMOVAL

### **⚠ WARNING**

- When returning the game board after making repairs or replacements, make sure that there are no errors in the connection of connectors. Erroneous connections can lead to electrical shock, short circuits or fires.
- When connecting a connector, check the direction carefully. Connectors must be connected in only one direction. If indiscriminate loads are applied in making connections, the connector or its terminal fixtures could be damaged, resulting in electrical shock, short circuits or fires.

The machine is fitted with Red2 Game Board Unit and several other Ancillary Boards. Only qualified Personnel should attempt to Service these Units and before gaining access to the machine, they should be isolated from the mains supply.



## 15-3 GAME BOARD - INTRODUCTION

The RED-2 board is an arcade game controller capable of driving two simple cabinets at once. It contains a powerful ARM processor running at 100MHz and many peripherals, including:

- SD card for game software and data logging
- Audio amplifier for sound effects
- On-board EEPROM (4k x 8bits) for game logging
- 256 x LED array output (Multiplexed as 32 c.c. sinks x 8 rows)
- 16 x 2 Line LCD display interface with controlled backlight
- 2 x 7-segment 'Credit' LED display driver
- 4 x 7-segment 'Credit' LED display driver
- 4 x 6-wire stepper motor drives
- 4 x high current (1 Amp) switch outputs
- 32 x general purpose 500mA digital outputs (e.g. LED strip drives)
- 24 x general purpose digital inputs
- 8 x buffered analogue inputs, with 5V outputs for pots
- 1 x 100baseT Ethernet port
- 1 x 500Mbit/s CAN port
- 1 x USB Port
- 2 x Dedicated Motor Drives
- 1 x RS232 port
- Controlled by a 100MHz 32-bit processor with an ARM M3 core
- JTAG port, bootstrap programming port.

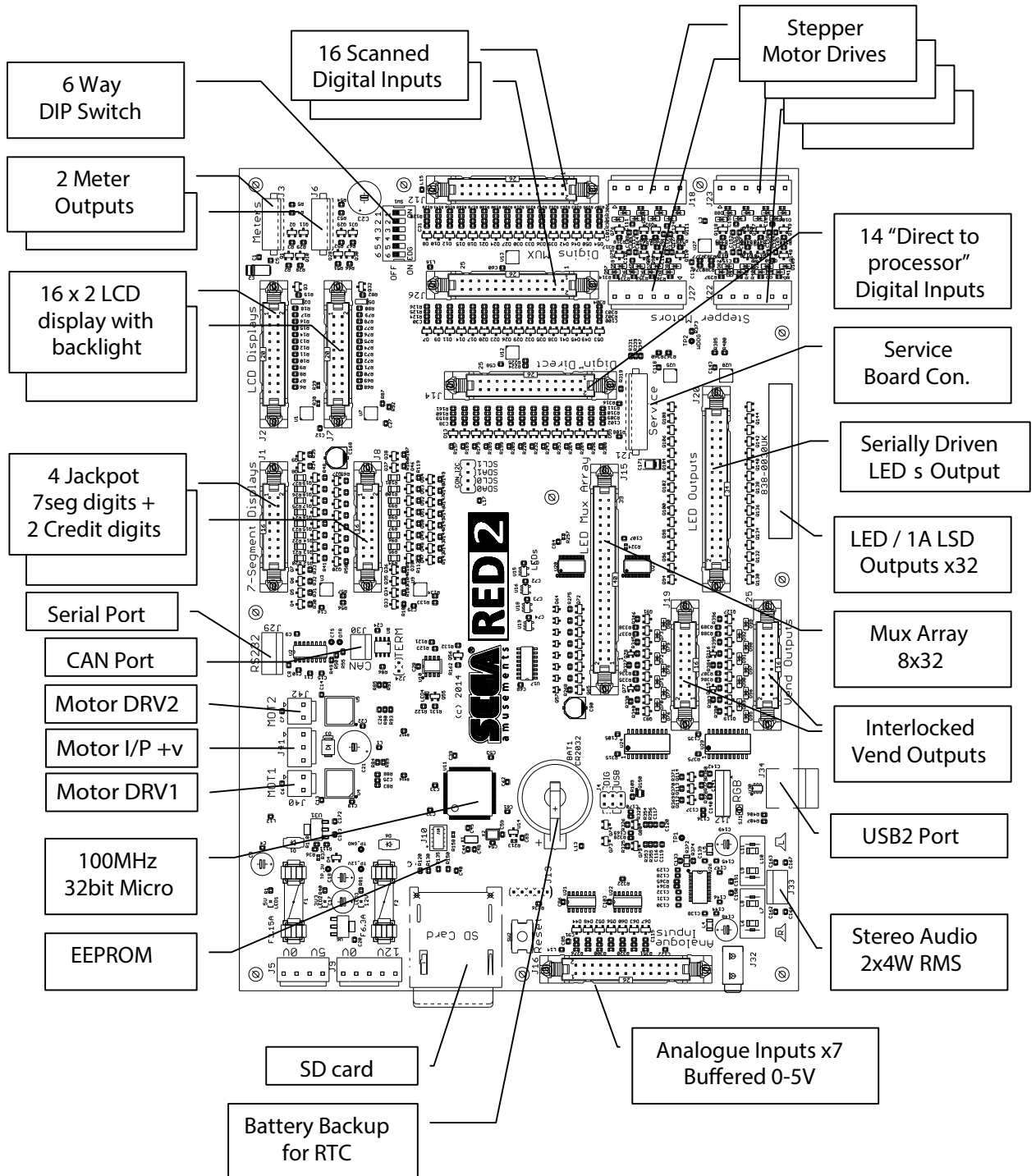
To achieve the high channel count of inputs and outputs of the RED-2 board, most peripherals to the microcontroller are implemented via I/O expanders driven over I2C busses.

Critical inputs and outputs (credit, vend, opto. sensors etc.) have dedicated connections directly to the processor.

# 15-4 GAME BOARD - PARTS DETAIL

## LAYOUT

### 15 GAME BOARD

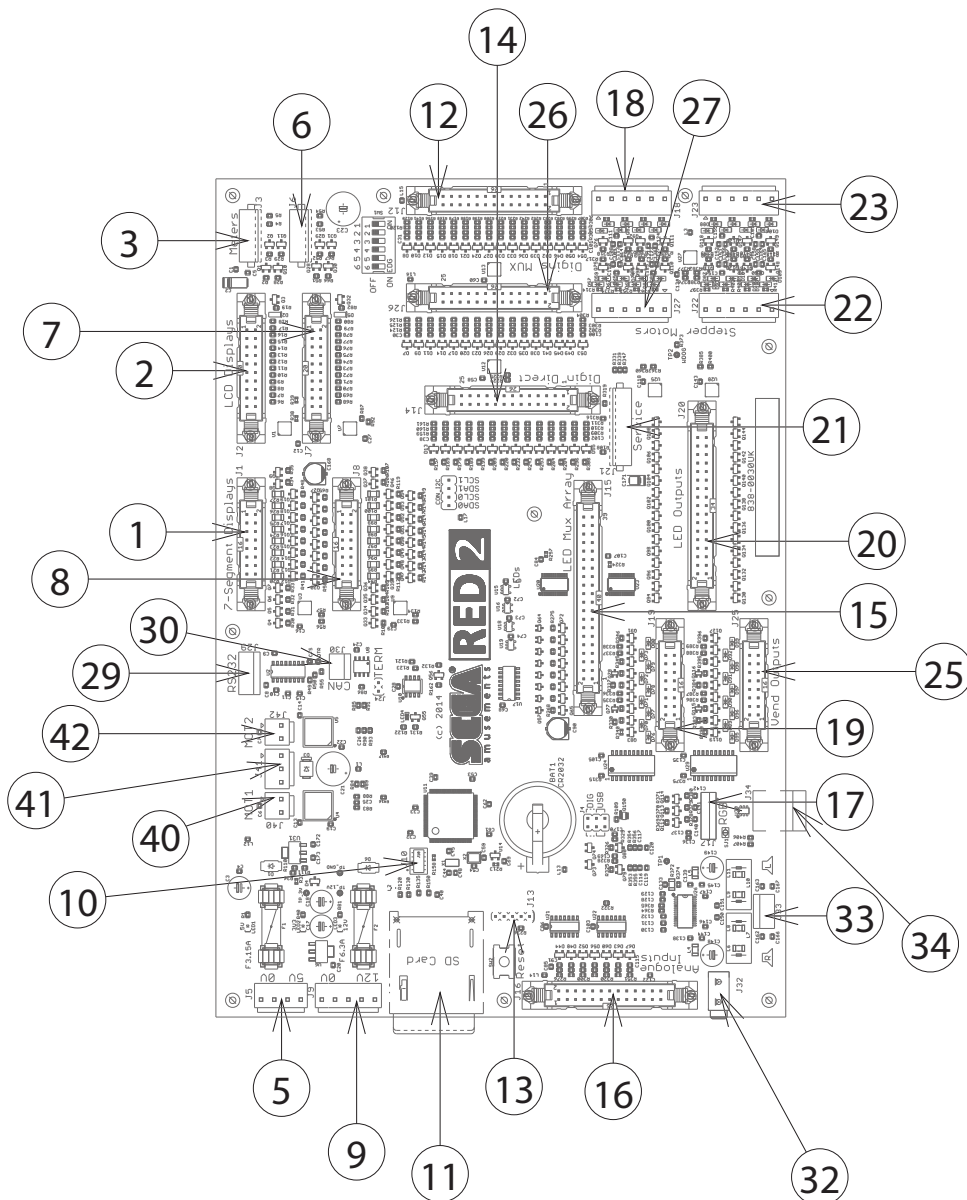


The machine is fitted with Game Board Unit (RED2) and several other Ancillary Boards which are fitted inside the rear of the Cabinet. Each machine contains the its own CPU.. Only qualified Personnel should attempt to Service these Units and before gaining access to the machine, it should be isolated from the mains supply



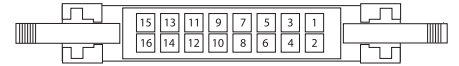
## ⚠ WARNING

- When connecting the connector, check the orientation and type carefully and connect securely. The connector must be connected in the proper direction and type. If it is connected in the wrong direction or indiscriminately at an incline, or connected wrong connector, so that a load is applied, the connector or its terminal pins could break, causing a short circuit or fire.
- Do not connect components to any connector that are not designated by SEGA. Connecting unspecified components could cause an accident such as an electric shock or fire.



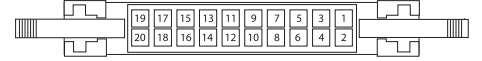
① 7 - Segment LED Display

LOCATION	TYPE
J1	16W JST RA TYPE



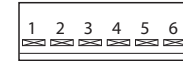
② LCD Display

LOCATION	TYPE
J2	20W JST RA TYPE



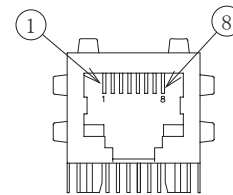
③ Counters / Meters

LOCATION	TYPE
J3	6W JST NH



④ Ethernet

LOCATION	TYPE
J4	RJ45



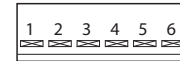
⑤ Power

LOCATION	TYPE
J5	4W JST VH



⑥ Counters / Meters

LOCATION	TYPE
J6	6W JST NH



⑦ LCD Display

LOCATION	TYPE
J7	20W JST RA TYPE



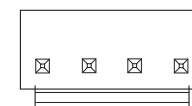
⑧ 7 - Segment LED Display

LOCATION	TYPE
J8	16W JST RA TYPE



⑨ Power

LOCATION	TYPE
J9	5W JST VH

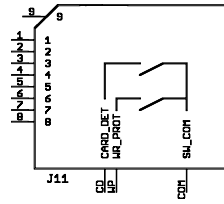


⑩ NOT USED

LOCATION	TYPE
J10	N/A

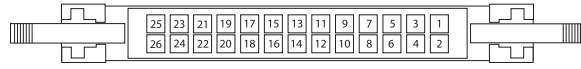
11 SD CARD READER FAT16

LOCATION	TYPE
J11	4W JST VH



12 DIGITAL INPUTS MUX0-15

LOCATION	TYPE
J12	26W JST RA TYPE

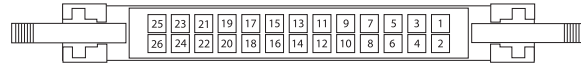


13 BOOT LOADER - DEV PURPOSES ONLY

LOCATION	TYPE
J13	5W SIL HDR

14 DIRECT DIGITAL INPUTS

LOCATION	TYPE
J14	26W JST RA TYPE



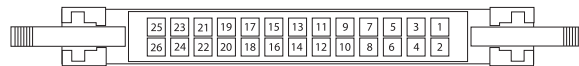
15 LED MUX ARRAY

LOCATION	TYPE
J15	40W JST RA TYPE



16 ANALOGUE INPUTS

LOCATION	TYPE
J16	26W JST RA TYPE



17 RGB

LOCATION	TYPE
J17	6W JST PH K S



18 MOTOR PORT C

LOCATION	TYPE
J18	6W JST VH - VNR-6N



19 7 - Segment LED Display

LOCATION	TYPE
J19	16W JST RA TYPE



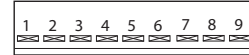
20 Cabint and Switch LED Drives

LOCATION	TYPE
J20	34W JST RA TYPE



21 SERVICE

LOCATION	TYPE
J21	9W JST NH



22 MOTOR PORT A

LOCATION	TYPE
J22	6W JST VH - VNR-6N



23 MOTOR PORT B

LOCATION	TYPE
J23	6W JST VH - VNR-6N



25 VEND OUTPUTS

LOCATION	TYPE
J25	16W JST RA TYPE



26 DIGITAL INPUTS MUX16-31

LOCATION	TYPE
J26	26W JST RA TYPE



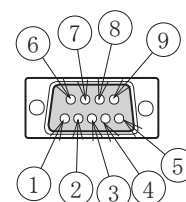
27 MOTOR PORT D

LOCATION	TYPE
J27	6W JST VH - VNR-6N



28 COMMS RS232

LOCATION	TYPE
J28	9W D Type Female



**29** COMMS RS232

LOCATION	TYPE
J29	5W JST NH



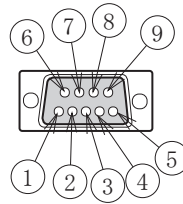
**30** CAN PORT

LOCATION	TYPE
J30	3W JST NH



**31** CAN PORT

LOCATION	TYPE
J31	9W D Type Female



**32** AUDIO BRIDGE

LOCATION	TYPE
J32	3W JST NH



**33** AUDIO

LOCATION	TYPE
J33	4W JST NH

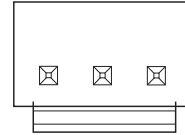


**34** DIP SWITCH

LOCATION	TYPE
J34	USB2 PORT

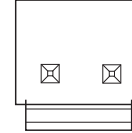
**40 MOTOR 1**

LOCATION	TYPE
J40	3W JST VH



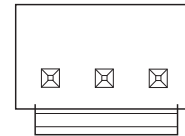
**41 MOTOR SUPPLY I/P**

LOCATION	TYPE
J41	2W JST VH



**42 MOTOR 2**

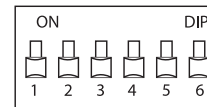
LOCATION	TYPE
J42	3W JST VH



PLEASE REFER TO THE SCHEMATIC DIAGRAMS FOR DETAILED PINOUTS OF EACH CONNECTOR.

**44 DIP SWITCH**

LOCATION	TYPE
SW1	6W DIP SW



Usage differs depending on game software. Set accordingly to the instructions given in this service manual under the section of TEST and DISPLAY DATA - DIP SWITCH SETTINGS

The factory settings when a game board (RedOne) is purchased as a stand alone unit

No. 1	No. 2	No.3	No. 4	No. 5	No. 6
OFF	OFF	OFF	OFF	OFF	OFF

## 15-5 REPLACING THE BUTTON BATTERY

### WARNING

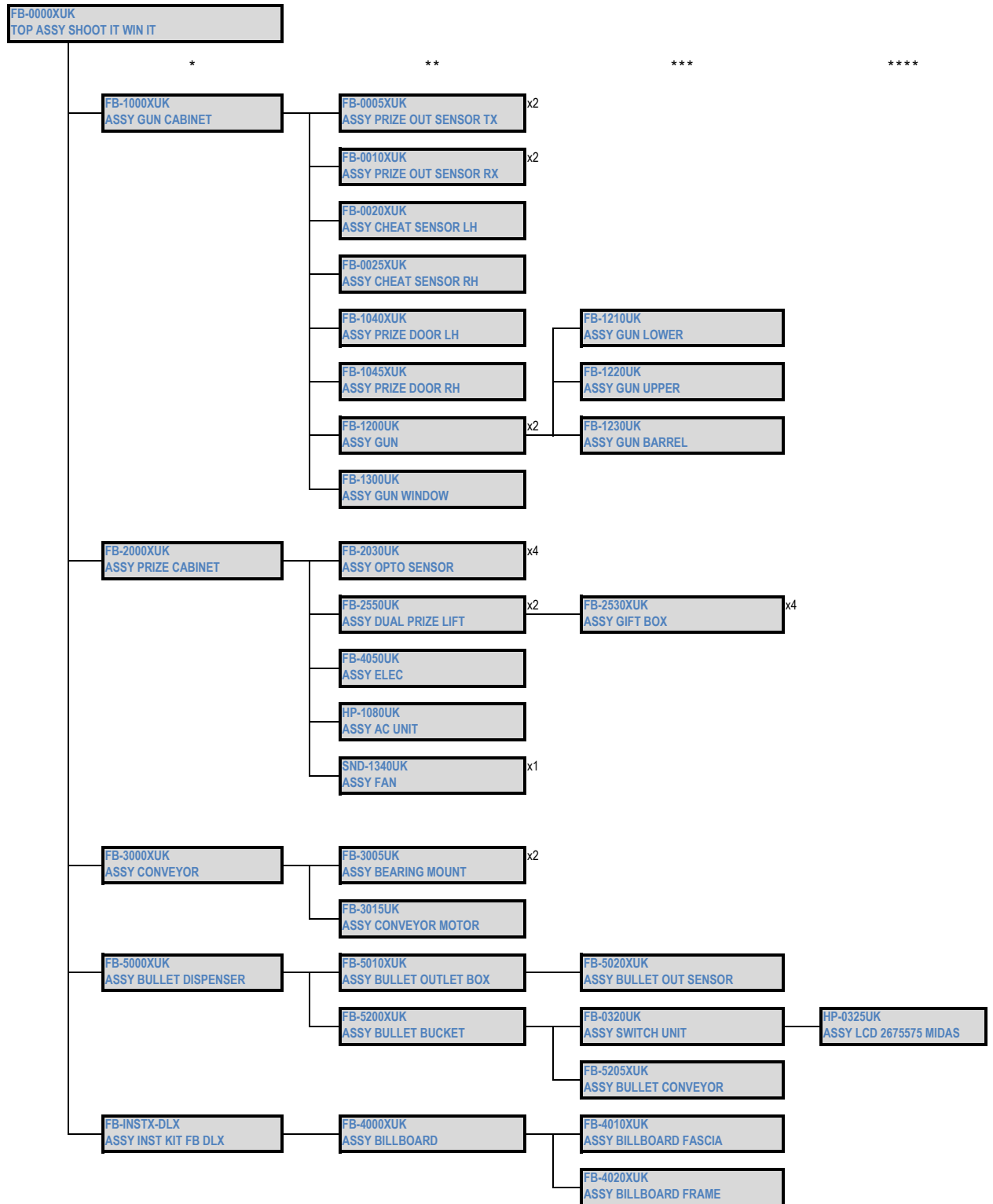
- Make sure you do not damage the printed board and wires. Such damage can lead to electric shock, short circuit and fire hazard.
- To prevent overheating, explosion, or fire:
- Do not recharge, disassemble, heat, incinerate, or short the battery.
- Do not allow the battery to come into direct contact with metallic objects or other batteries.
- To preserve the battery, wrap it in tape or other insulating material.
- Follow local regulations when disposing of the battery. Improper disposal can damage the environment.
- Even the site maintenance personnel or other qualified professionals must not perform replacement operations for parts not described in this manual. In the event that such work is required either contact the office listed in this manual or first confirm the procedure with the place or office of purchase. Failure to do so may lead to electric shock or short circuit.
- Do not turn on the power with current carrying parts exposed. Doing so could result in electric shock or short circuit.

### IMPORTANT

- The batteries in Red2 can be used for approximately 4 years of standard usage. If the battery appears to require replacement sooner than 4 years it is more likely that an error has occurred with some other part of the board. Rather than exchanging the battery requesting repair of the board itself may be more appropriate.
- 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.
- To avoid risk of malfunction and damage:
  - - Make sure the positive and negative ends are aligned correctly.
  - - Use only batteries approved for use with this unit.

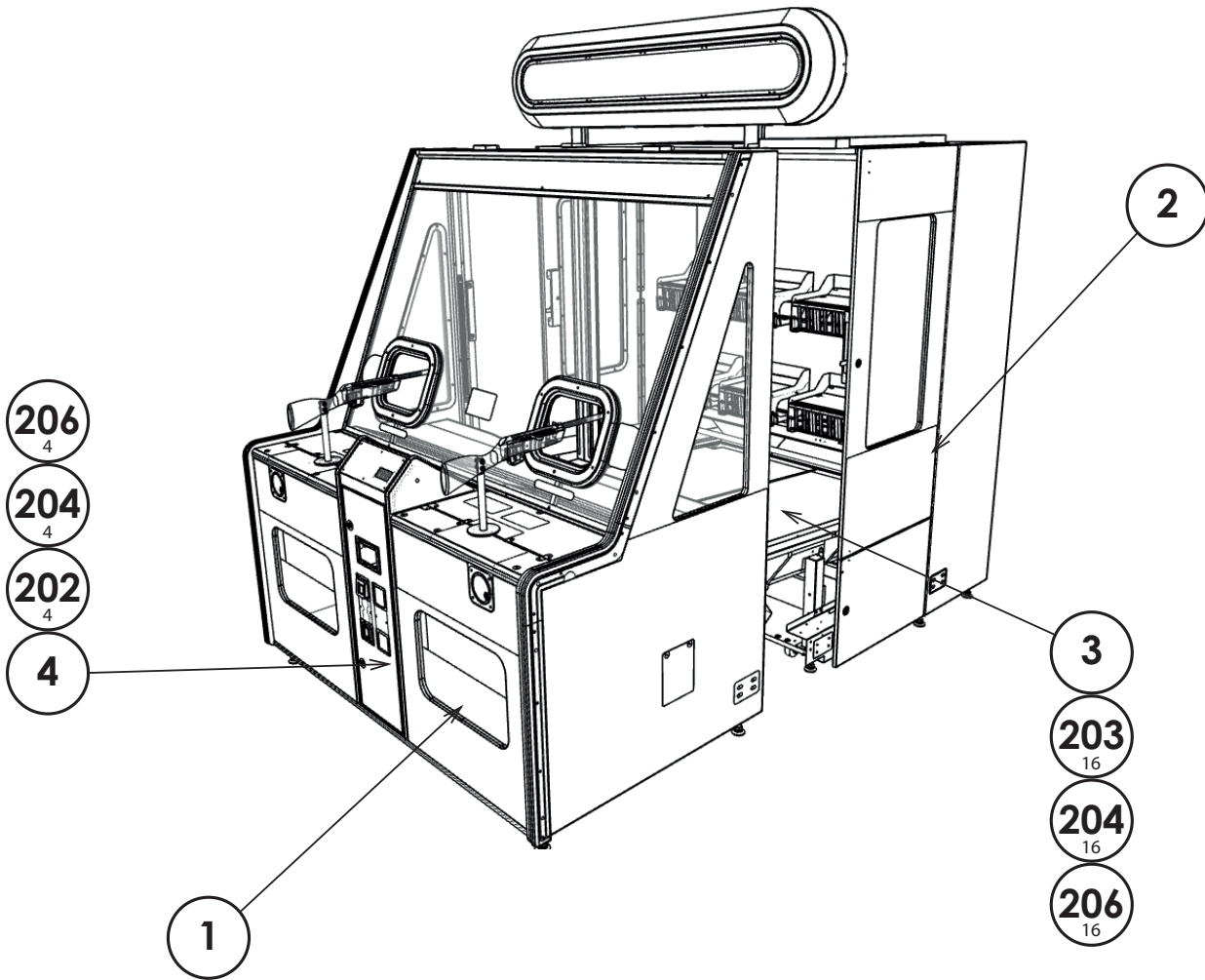
# 16 PARTS LIST

## SHOOT IT WIN IT STRUCTURE FLOW





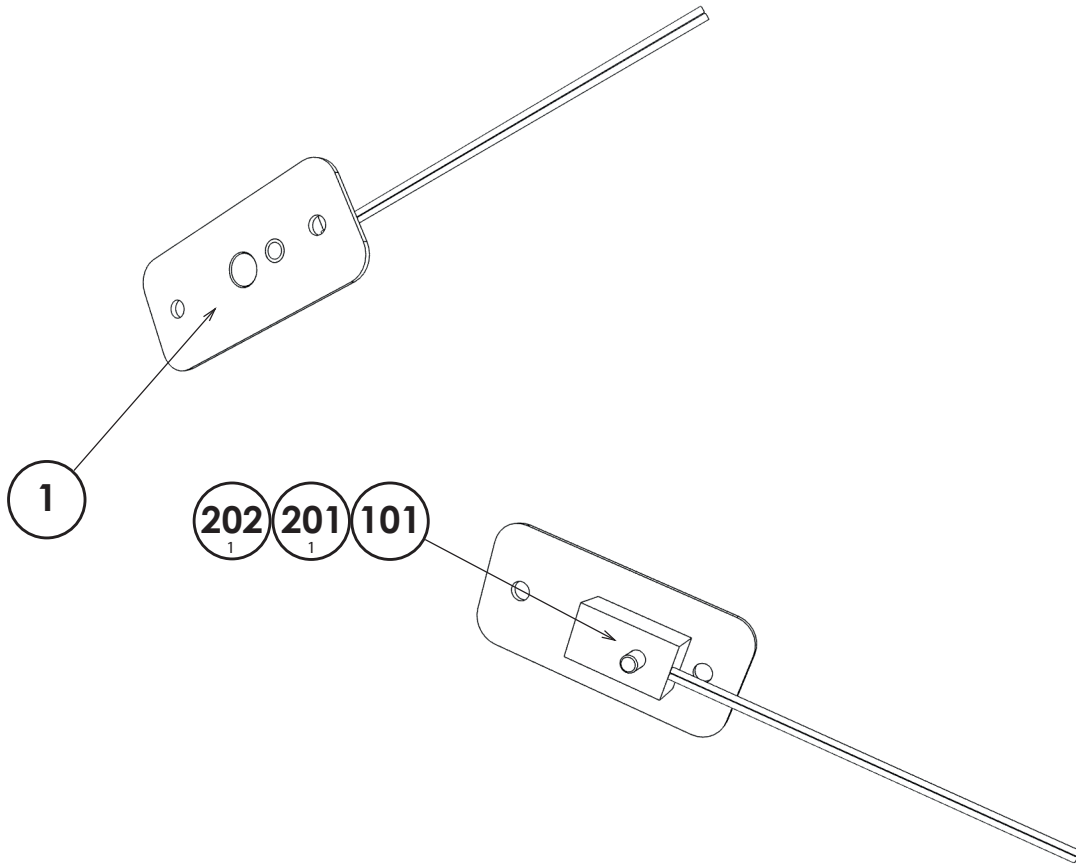
① TOP ASSY SHOOT IT WIN IT (FB-0000XUK)



ITEM NO	PART NO	DESCRIPTION	QTY
*1	FB-1000XUK	ASSY GUN CABINET	1
*2	FB-2000XUK	ASSY PRIZE CABINET	1
*3	FB-3000UK	ASSY CONVEYOR	1
*4	FB-5000XUK	ASSY BULLET DISPENSER	1
*5	FB-0004XUK	BRKT TRANSIT	6
*201	029-B00416	M4X16 SKT BH PAS	24
*202	029-B00625	M6X25 SKT BH PAS	4
*203	029-B00640	M6X40 SKT BH PAS	16
*204	060-S00600	M6 WSHR SPR PAS	20
*205	068-441616	M4 WSHR 160D FLT PAS	24
*206	068-652016	M6 WSHR 200D FLT PAS	20
*401	FB-INST-DLX	ASSY INST KIT FB DLX	1
*402	SAECE-xxx	DECLARATION OF CONFORMITY	1
*403	PK0468	SHRINK WRAP RD STD	2
*404	PK0538	PALLET FB PRIZE CAB	1
*407	PK0539	PALLET FB GUN CAB	1
*408	PK0540	PALLET FB CONVEYOR	1
*409	PK0484	SHRINK WRAP DV DX	1

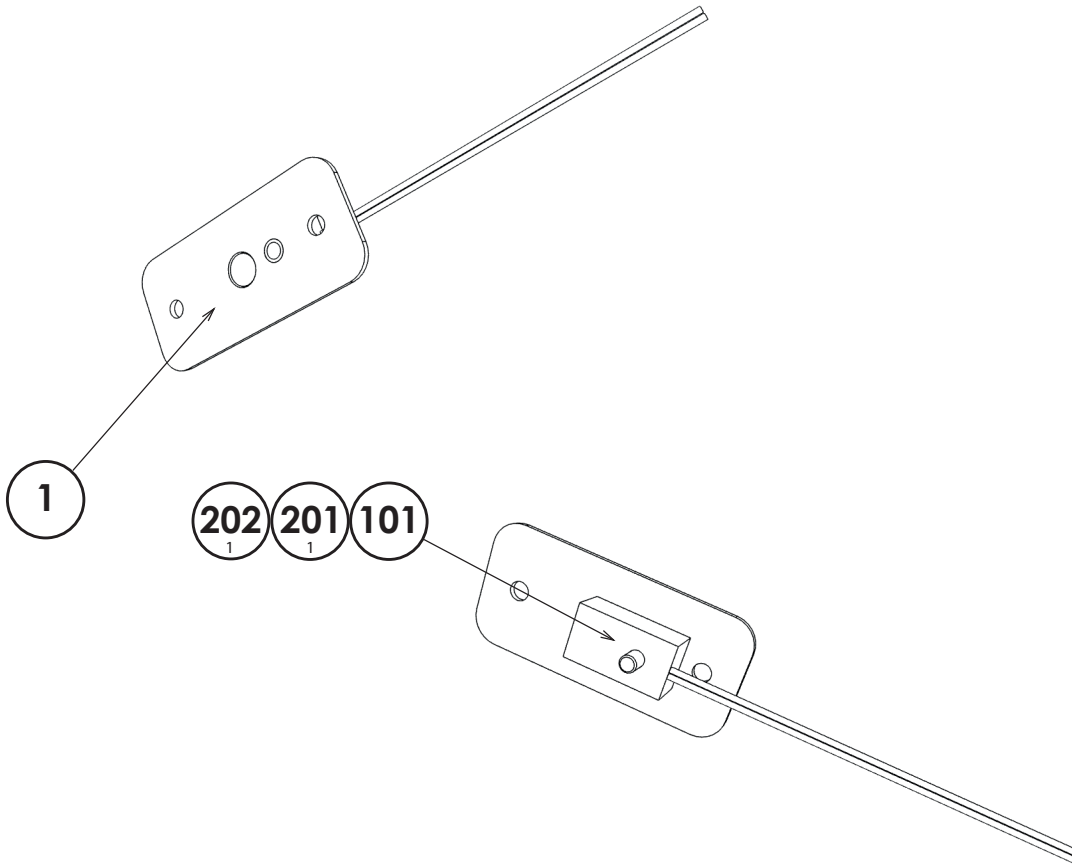
② ASSY PRIZE OUT SENSOR TX (FB-0005XUK)

16 PARTS LIST



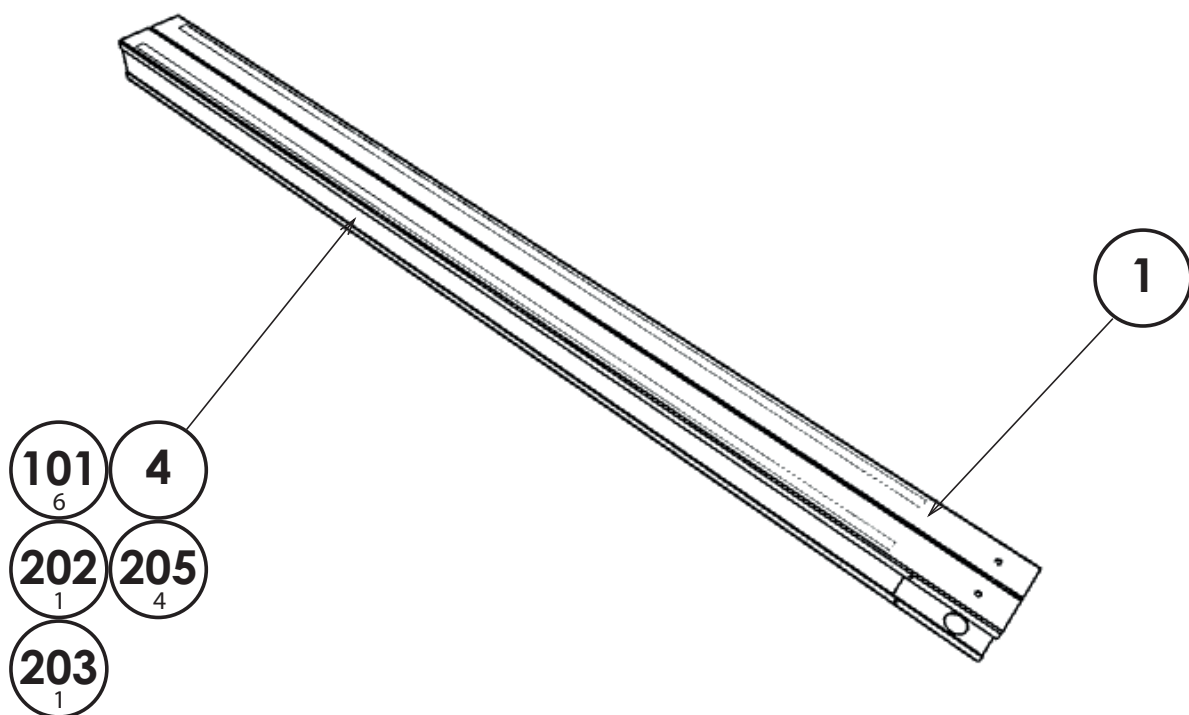
ITEM NO	PART NO	DESCRIPTION	QTY
***1	FB-0023UK	MOUNT SENSOR	1
***101	370-5173-01	PHOTO SENSOR OMT-15DJST-YL	1
***201	068-330808-PN	M3 WSHR 80D FLT NYLON	1
***202	050-F00300	M3 NUT FLG SER PAS	1

③ ASSY PRIZE OUT SENSOR RX (FB-0010XUK)



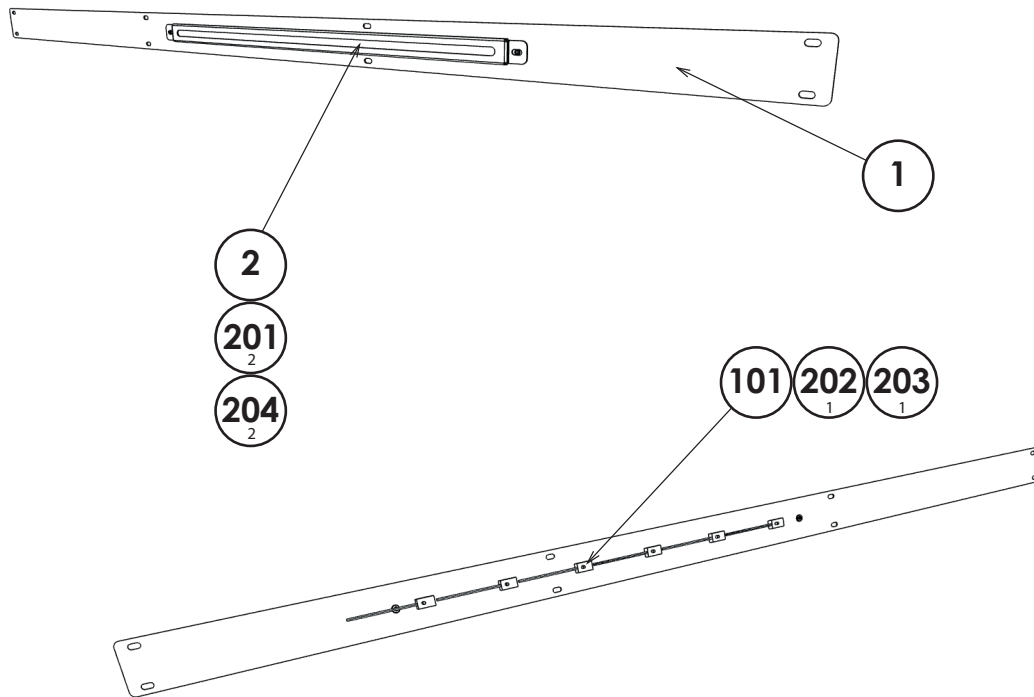
ITEM NO	PART NO	DESCRIPTION	QTY
***1	FB-0023UK	MOUNT SENSOR	1
***101	370-5173-01	PHOTO SENSOR EMIT AND REC PAIR	1
***201	068-330808-PN	M3 WSHR 80D FLT NYLON	1
***202	050-F00300	M3 NUT FLG SER PAS	1

④ ASSY CHEAT SENSOR MID (FB-0015XUK)



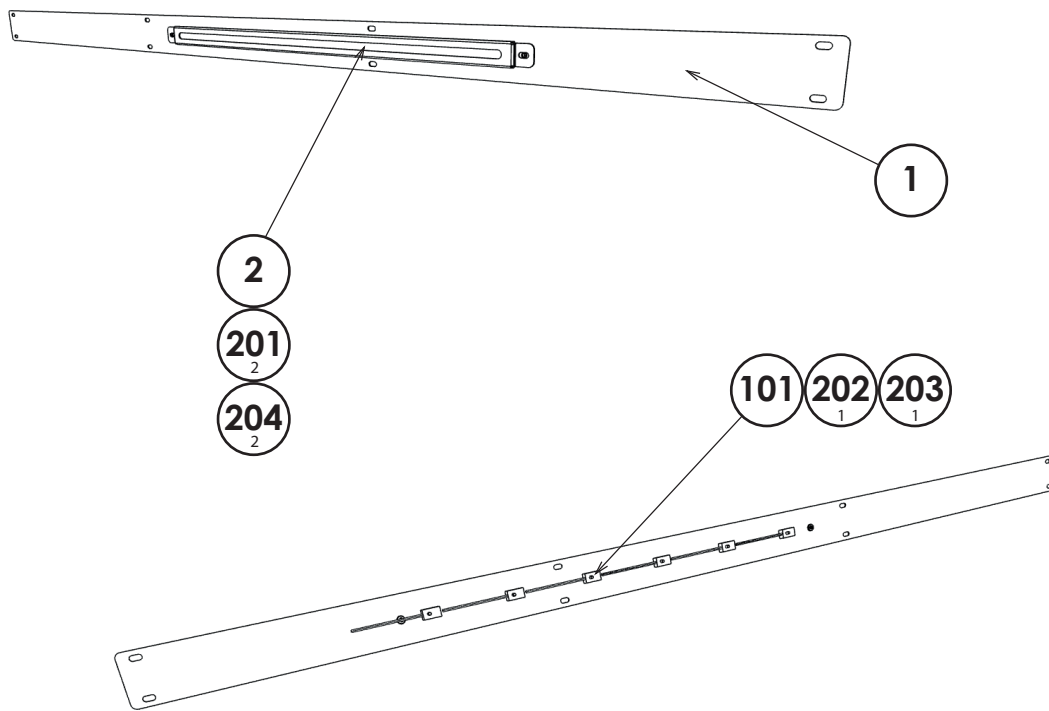
ITEM NO	PART NO	DESCRIPTION	QTY
***1	FB-0016XUK	MOUNT MID CHEAT SENSOR	1
***2	FB-0019XUK	SUPPORT MID CHEAT SENSOR	1
***3	FB-0033XUK	MID CHEAT SENSOR STICKER	1
***4	FB-0034XUK	PLATE MID CHEAT SENSOR FILTER	2
***101	370-5173-01	PHOTO SENSOR OMT-15DJST-YL	6
***201	029-B00412	M4X12 SKT BH PAS	2
***202	050-F00300	M3 NUT FLG SER PAS	12
***203	068-330808-PN	M3 WSHR 80D FLT NYLON	12
***204	068-441616	M4 WSHR 160D FLT PAS	2
***205	012-P03512-F	N6X1/2" S/TAP FLG PAS	4
***301	FB-60056UK	WH CHEAT SENSOR LINK LEFT	1
***302	FB-60057UK	WH CHEAT SENSOR LINK RIGHT	1

5 ASSY CHEAT SENSOR LH (FB-0020XUK)



ITEM NO	PART NO	DESCRIPTION	QTY
***1	FB-0024XUK	MOUNT CHEAT SENSOR	1
***2	FB-0026XUK	PLATE CHEAT SENSOR	2
***101	370-5173-01	PHOTO SENSOR OMT-15DJST-YL	1
***201	029-B00412	M4X12 SKT BH PAS	4
***202	050-F00300	M3 NUT FLG SER PAS	2
***203	068-330808-PN	M3 WSHR 80D FLT NYLON	2
***204	068-441616	M4 WSHR 160D FLT PAS	4

## ⑥ ASSY CHEAT SENSOR RH (FB-0025XUK)



ITEM NO	PART NO	DESCRIPTION	QTY
***1	FB-0024XUK	MOUNT CHEAT SENSOR	1
***2	FB-0026XUK	PLATE CHEAT SENSOR	2
***101	370-5173-01	PHOTO SENSOR OMT-15DJST-YL	1
***201	029-B00412	M4X12 SKT BH PAS	4
***202	050-F00300	M3 NUT FLG SER PAS	2
***203	068-330808-PN	M3 WSHR 80D FLT NYLON	2
***204	068-441616	M4 WSHR 160D FLT PAS	4











7 ASSY GUN CABINET (FB-1000XUK)

(D-5/6)

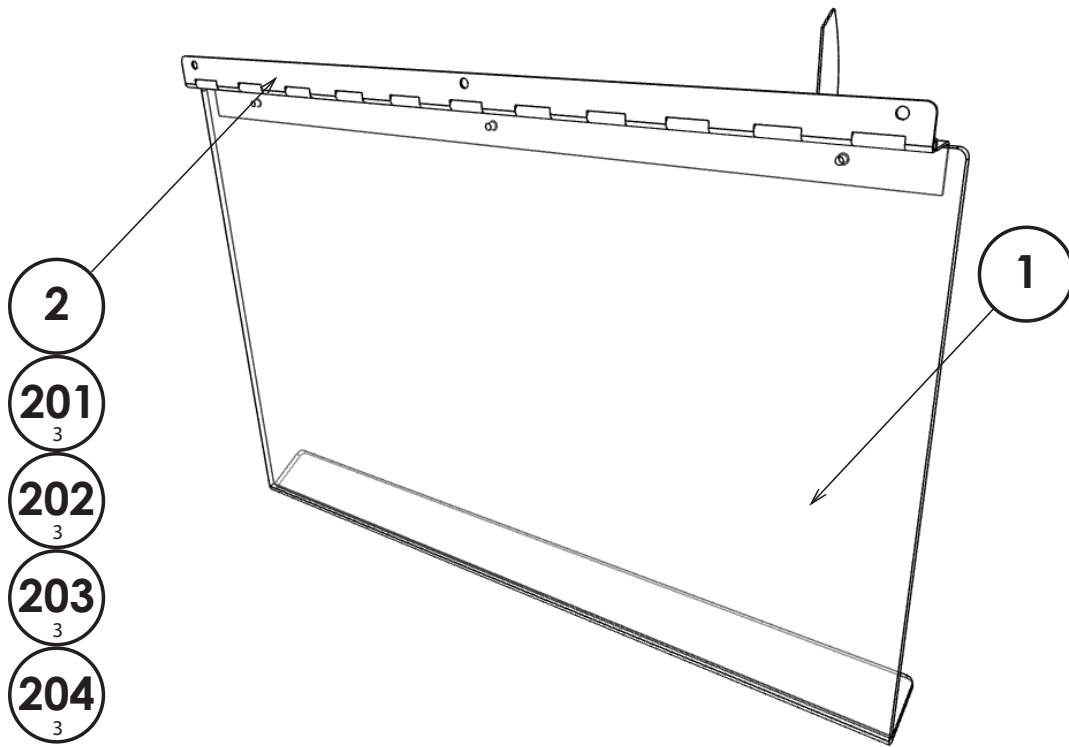
ITEM NO	PART NO	DESCRIPTION	QTY
**1	FB-0005XUK	ASSY PRIZE OUT TX	2
**2	FB-0010XUK	ASSY PRIZE OUT RX	2
**3	FB-0020XUK	ASSY CHEAT SENSOR LH	1
**4	FB-0025XUK	ASSY CHEAT SENSOR RH	1
**5	FB-1040XUK	ASSY PRIZE DOOR LH	1
**6	FB-1045XUK	ASSY PRIZE DOOR RH	1
**7	FB-1200UK	ASSY GUN	2
**8	FB-1300UK	ASSY GUN WINDOW	1
**9	FB-0015XUK	ASSY CHEAT SENSOR MID	1
**11	FB-0011UK	SUPPORT MAIN WINDOW SIDE INNER	2
**12	FB-0012UK	SUPPORT MAIN WINDOW SIDE OUTER	2
**13	FB-0013UK	SUPPORT MAIN WINDOW UPPER OUTER	1
**14	FB-0014UK	SUPPORT MAIN WINDOW LOWER OUTER	1
**15	FB-1002XUK	ASSY FRONT CABINET	1
**16	FB-1004UK	GRILLE SPEAKER	2
**17	FB-1006UK	BRKT BILLBOARD LOCATING	2
**18	FB-1009UK	COVER PRIZE OUT LED	2
**19	FB-1011XUK	COVER SIDE SHADING UPPER LH	1
**21	FB-1013XUK	PLATE CTRL PANEL REAR	2
**22	FB-1014XUK	PLATE CTRL PANEL FRONT RH	1
**23	FB-1015XUK	PLATE CTRL PANEL FRONT LH	1
**24	FB-1016XUK	COVER SIDE SHADING LOWER LH	1
**25	FB-1017XUK	BRKT CENTRAL GUIDE	1
**26	FB-1018UK	BRKT GUIDE LH	1
**27	FB-1019UK	BRKT GUIDE RH	1
**28	FB-1021UK	SUPPORT MAIN WINDOW LOWER INNER A	1
**29	FB-1022UK	PLATE CURTAIN SECURING	2
**30	FB-1023UK	SUPPORT MAIN WINDOW LOWER INNER B	2
**31	FB-1032UK	COVER GUIDE HOLE	2
**32	FB-1033UK	PLATE CURTAIN RETAINING	2
**33	FB-1036XUK	COVER SIDE SHADING UPPER RH	1
**34	FB-1037XUK	COVER SIDE SHADING LOWER RH	1
**39	FB-1038UK	PLATE FRONT FRAME LOWER	2
**40	FB-1039UK	CURTAIN PRIZE OUT	8
**41	FB-1042UK	STOP PRIZE DOOR	4
**42	FB-1044UK	COVER FRONT PCB	1
**43	FB-1046UK	PLATE PRIZE SLIDE LH	1
**44	FB-1047UK	PLATE PRIZE SLIDE RH	1
**45	FB-1057UK	WINDOW FRONT CAB LH	1
**46	FB-1058UK	WINDOW FRONT CAB RH	1
**47	FB-1053XUK	PANEL BULLET UNIT LIGHTING LOWER LH	1
**48	FB-1054XUK	PANEL BULLET UNIT LIGHTING LOWER RH	1
**49	FB-1061XUK	PANEL BULLET UNIT LIGHTING UPPER LH	1
**50	FB-1063XUK	STRIP CHEEK UPPER MID LIGHTING LH	1
**51	FB-1064XUK	STRIP CHEEK LOWER MID LIGHTING LH	1
**52	FB-1066XUK	STRIP CHEEK LOWER LIGHTING LH	1
**53	FB-1067XUK	PANEL BULLET UNIT LIGHTING UPPER RH	1
**54	FB-1069XUK	STRIP CHEEK UPPER MID LIGHTING RH	1
**55	FB-1071XUK	STRIP CHEEK LOWER MID LIGHTING RH	1
**56	FB-1072XUK	STRIP CHEEK LOWER LIGHTING RH	1

## 7 ASSY GUN CABINET (FB-1000XUK)

(D-6/6)

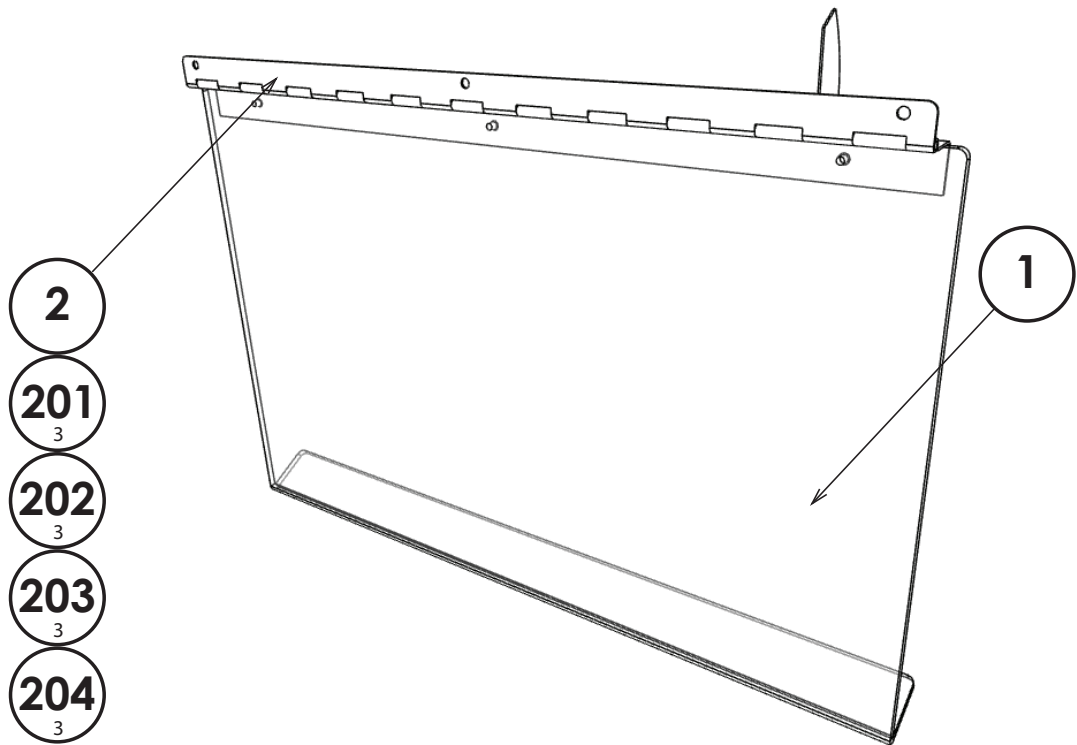
ITEM NO	PART NO	DESCRIPTION	QTY
**58	FB-0031UK	BRKT LOCK RECEIVER	2
**59	FB-0032UK	PLATE DOOR SWITCH	4
**75	FB-0027XUK	SHUTTER CORK	
**76	FB-1602UK	ARM CLOSURE LH	
**77	FB-1603UK	ARM CLOSURE RH	
**101	838-0030UK	PCBA RED TWO	1
**104	130-010-04020	SPKR 40HM 20W FR10 HM 4898	2
**105	390-2012-RGB-1M	LED FLX RGB IPIXEL S605050RGB	9.6MT
**106	EP1506	CHERRY SPDT BUTTON RS709-4124	4
**107	843-0003-FB-UK	ASSY SOFTWARE FB	1
**108	280-L00640-WX	STANDOFF 6MM WOOD XL	13
**109	EP1393	FERRITE TDK ZCAT3035	1
**110	390-2012-RGB-1M	LED FLX RGB IPIXEL S605050RGB	1.2MT
**111	390-2012-RGB-1M	LED FLX RGB IPIXEL S605050RGB	3.2MT
**201	000-F00410	M4x10 MSCR CSK PAS	8
**202	000-F00420	M4x20 MSCR CSK PAS	12
**203	012-P03512-F	N6X1/2" S/TAP FLG PAS	20
**204	029-B00412	M4X12 SKT BH PAS	93
**205	029-B00416	M4X16 SKT BH PAS	33
**206	029-B00425	M4X25 SKT BH PAS	71
**207	029-B00625	M6X25 SKT BH PAS	16
**209	050-U00400	M4 NYLOC NUT	27
**210	060-F00400	M4 WSHR FORM A FLT PAS	167
**211	060-S00600	M6 WSHR SPR PAS	16
**212	068-441616	M4 WSHR 160D FLT PAS	81
**213	068-652016	M6 WSHR 200D FLT PAS	16
**306	FB-60013UK	WH J40 MOTOR 1	1
**322	FB-60039UK	WH J20 RGB LIGHTING	1
**323	FB-60041UK	WH RGB PRIZE & PELLET	1
**325	FB-60045UK	WH J1 7 SEGMENT DISPLAY	1
**326	FB-60047UK	WH J33 AUDIO OUT	1
**327	FB-60048UK	WH SPEAKER LEFT & RIGHT	1
**330	FB-60051UK	WH DOOR SWITCHES LINK	2
**331	FB-60055UK	WH CHEAT SENSOR	1
**336	FB-60060UK	WH DIRECT IO	1
**341	BE-6001UK	WH LED CLIP	6
**342	FB-60069UK	WH VTS, COIN HANDLING, METERS A	1
**343	FB-60071UK	WH PRIZE & PELLET IR E & R	1
**344	FB-60077UK	WH RED2, WOOFLY AND MOTOR SUPPLY	1
**345	FB-60078UK	WH MOTOR DRIVER IO	1
**347	FB-60040UK	WH BILLBOARD & CEILING LIGHTING	1
**349	FB-60090UK	WH RGB CHEEKS AND WINDOWS	1
**351	FB-60097UK	WH CHEAT SENSOR CENTRE LINK	1

8 ASSY PRIZE DOOR LH (FB-1040XUK)



ITEM NO	PART NO	DESCRIPTION	QTY
***1	FB-1041XUK	PRIZE COLLECT DOOR	1
***2	FB-1048UK	HINGE PRIZE COLLECT DOOR	1
***201	029-B00412	M4X12 SKT BH PAS	3
***202	050-U00400	M4 NYLOC NUT	3
***203	060-F00400	M4 WSHR FORM A FLT PAS	3
***204	068-441616	M4 WSHR 160D FLT PAS	3

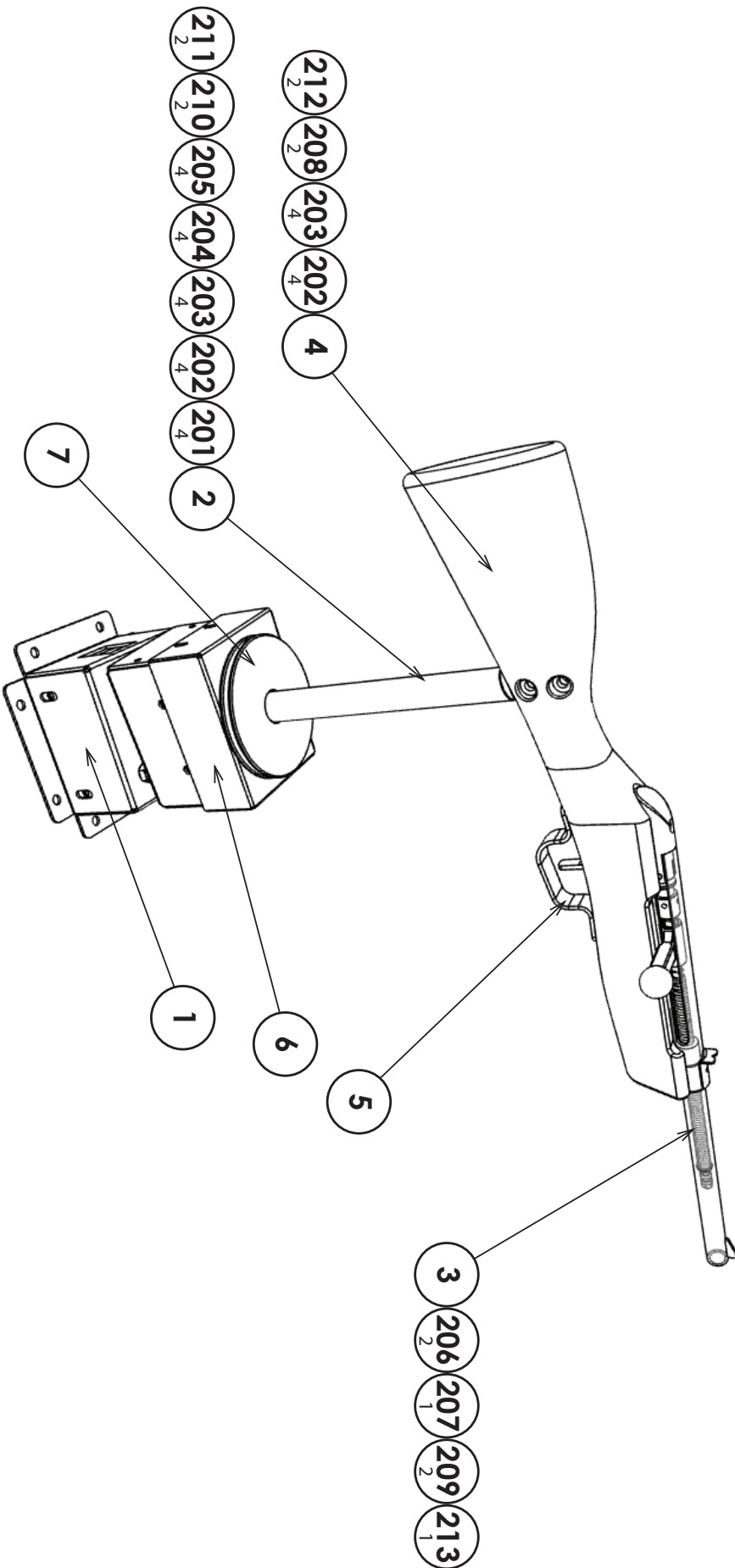
⑨ ASSY PRIZE DOOR RH (FB-1045XUK)



ITEM NO	PART NO	DESCRIPTION	QTY
***1	FB-104X1UK	PRIZE COLLECT DOOR	1
***2	FB-1048UK	HINGE PRIZE COLLECT DOOR	1
***201	029-B00412	M4X12 SKT BH PAS	3
***202	050-U00400	M4 NYLOC NUT	3
***203	060-F00400	M4 WSHR FORM A FLT PAS	3
***204	068-441616	M4 WSHR 160D FLT PAS	3

⑩ ASSY GUN (FB-1200UK)

(D-1/2)



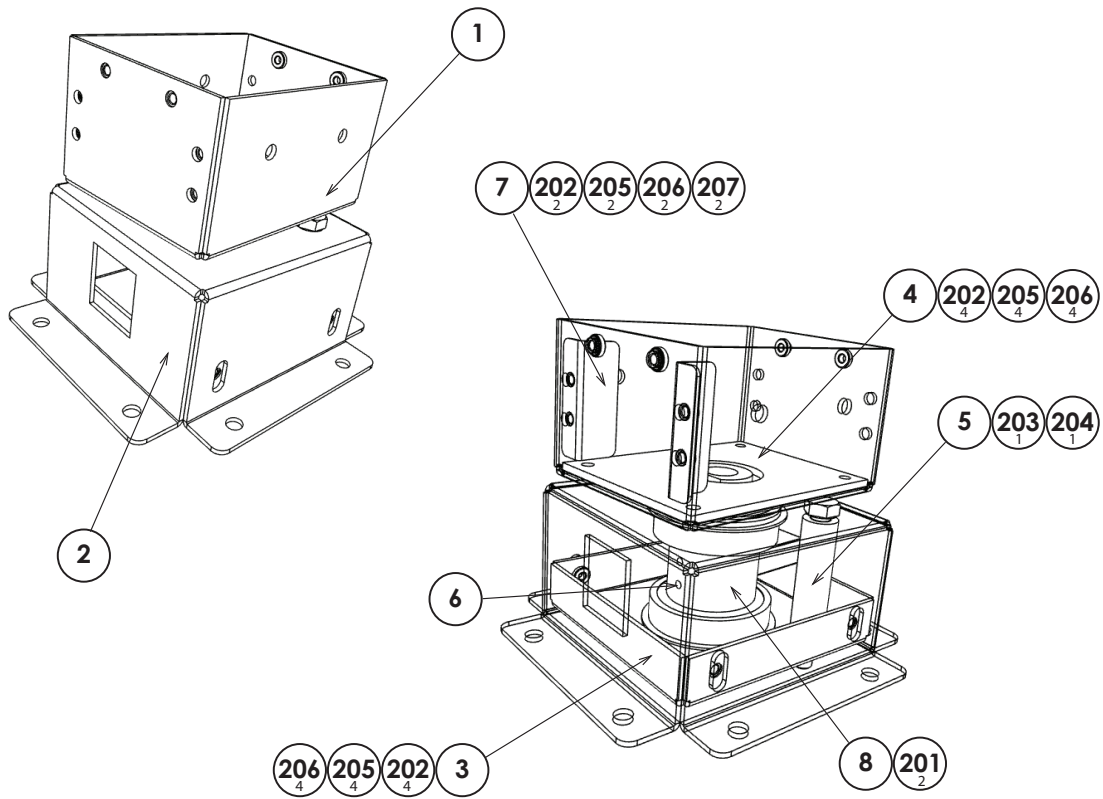
⑩ ASSY GUN (FB-1200UK)

(D-2/2)

ITEM NO	PART NO	DESCRIPTION	QTY
***1	FB-1210UK	ASSY GUN LOWER	1
***2	FB-1220UK	ASSY GUN UPPER	1
***3	FB-1230UK	ASSY GUN BARREL	1
***4	FB-1242UK	STOCK GUN	1
***5	FB-1243UK	GUARD TRIGGER	1
***6	FB-1221UK	COVER GUN BASE UPPER	1
***7	FB-1226UK	DISC SLIDING	2
***201	029-B00616	M6X16 SKT BH PAS	4
***202	050-U00600	M6 NYLOC NUT	6
***203	060-F00600	M6 WSHR FORM A FLT PAS	6
***204	060-S00600	M6 WSHR SPR PAS	4
***205	029-B00412	M4X12 SKT BH PAS	4
***206	029-B00416	M4X16 SKT BH PAS	2
***207	029-B00440	M4X40 SKT BH PAS	4
***208	029-B00620	M6X20 SKT BH PAS	2
***209	060-F00400	M4 WSHR FORM A FLT PAS	2
***210	060-S00400	M4 WSHR SPR PAS	4
***211	068-441616	M4 WSHR 160D FLT PAS	4
***212	012-P03512-F	N6X1/2" S/TAP FLG PAS	2
***213	051-S00400	M4 NUT SQUARE PAS	1



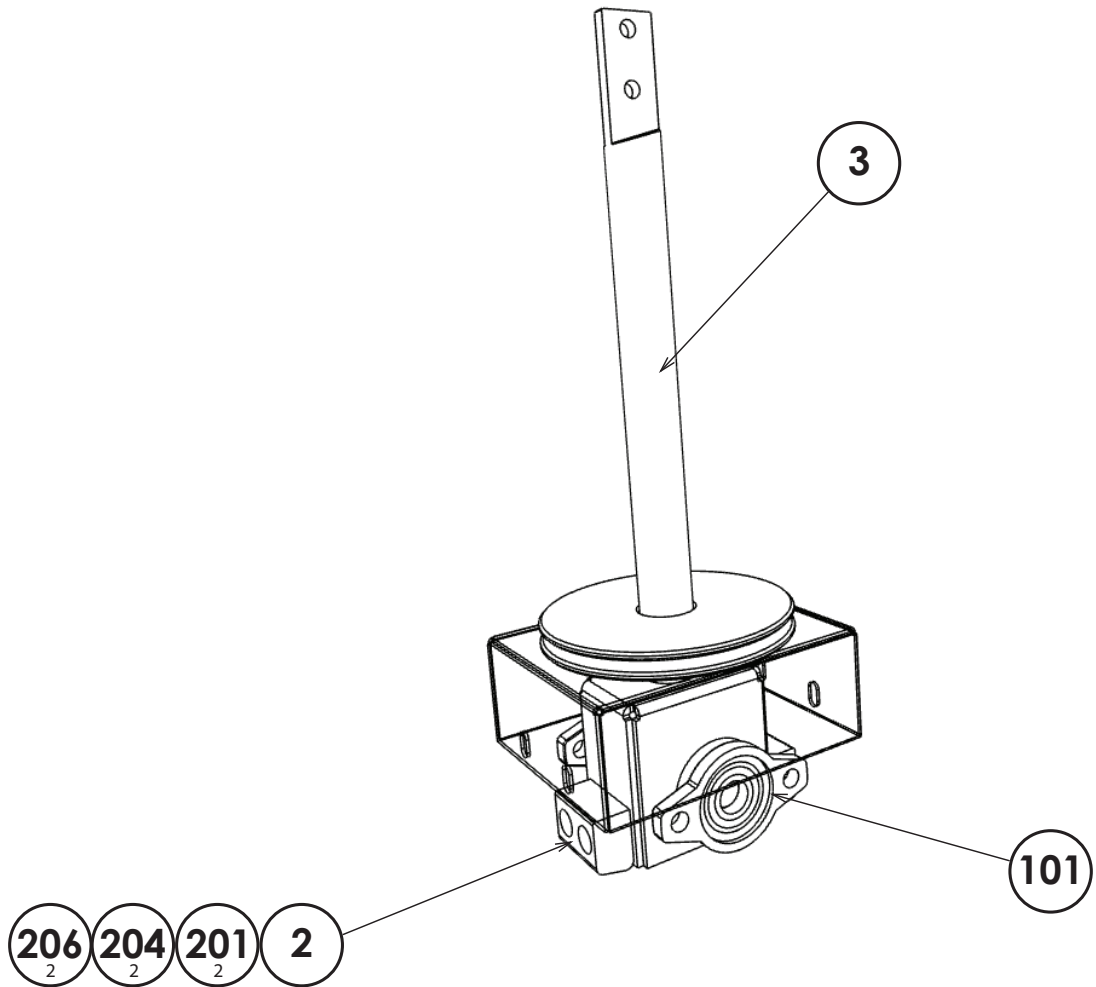
# 11 ASSY GUN LOWER (FB-1210UK)



Part #6  
Keyway Gun Column

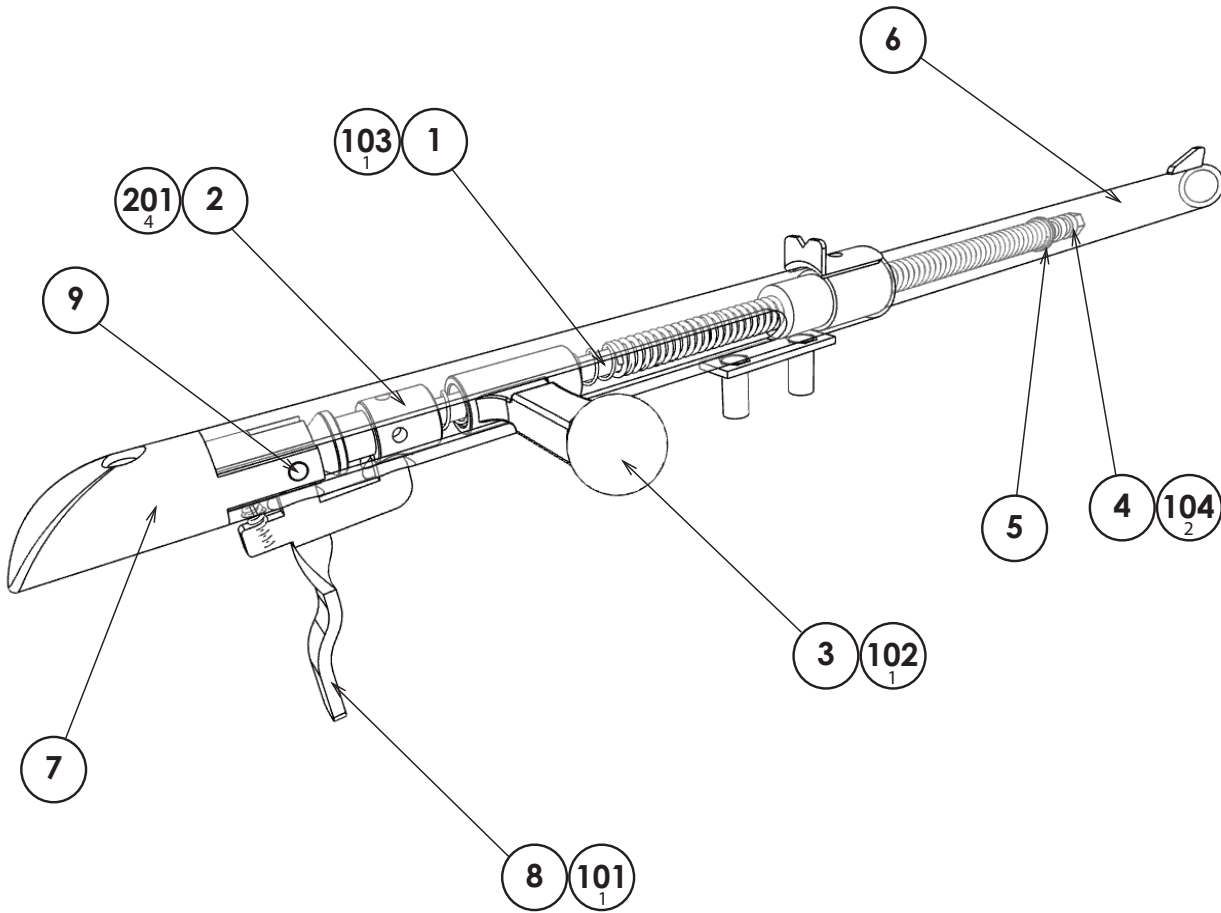
ITEM NO	PART NO	DESCRIPTION	QTY
****1	FB-1211UK	BRKT MIDDLE SUPPORT	1
****2	FB-1212UK	BASE GUN MOUNTING UPPER	1
****3	FB-1213UK	BRKT GUN MOUNTING LOWER	1
****4	FB-1214UK	PAD DAMPING	1
****5	FB-1216UK	STOPPER GUN	2
****6	FB-1217UK	KEYWAY GUN COLUMN	1
****7	FB-1218UK	BRKT GUN MOUNT STOP	2
****8	FB-1219UK	BOSS GUN LIMIT	1
****101	100-0013UK	BEARING DP GROOVE 25MM BORE 6205DDU-NR	2
**201	028-00404	M4X4 GSCR SHT CUP	2
**202	029-B00412	M4X12 SKT BH PAS	12
**203	030-000875-S	M8X75 BLT W/S PAS	2
**204	050-F00800	M8 NUT FLG SER PAS	2
**205	060-S00400	M4 WSHR SPR PAS	12
**206	068-441616	M4 WSHR 160D FLT PAS	12
****207	060-F00400	M4 WSHR FORM A FLT PAS	2

12 ASSY GUN UPPER (FB-1220UK)



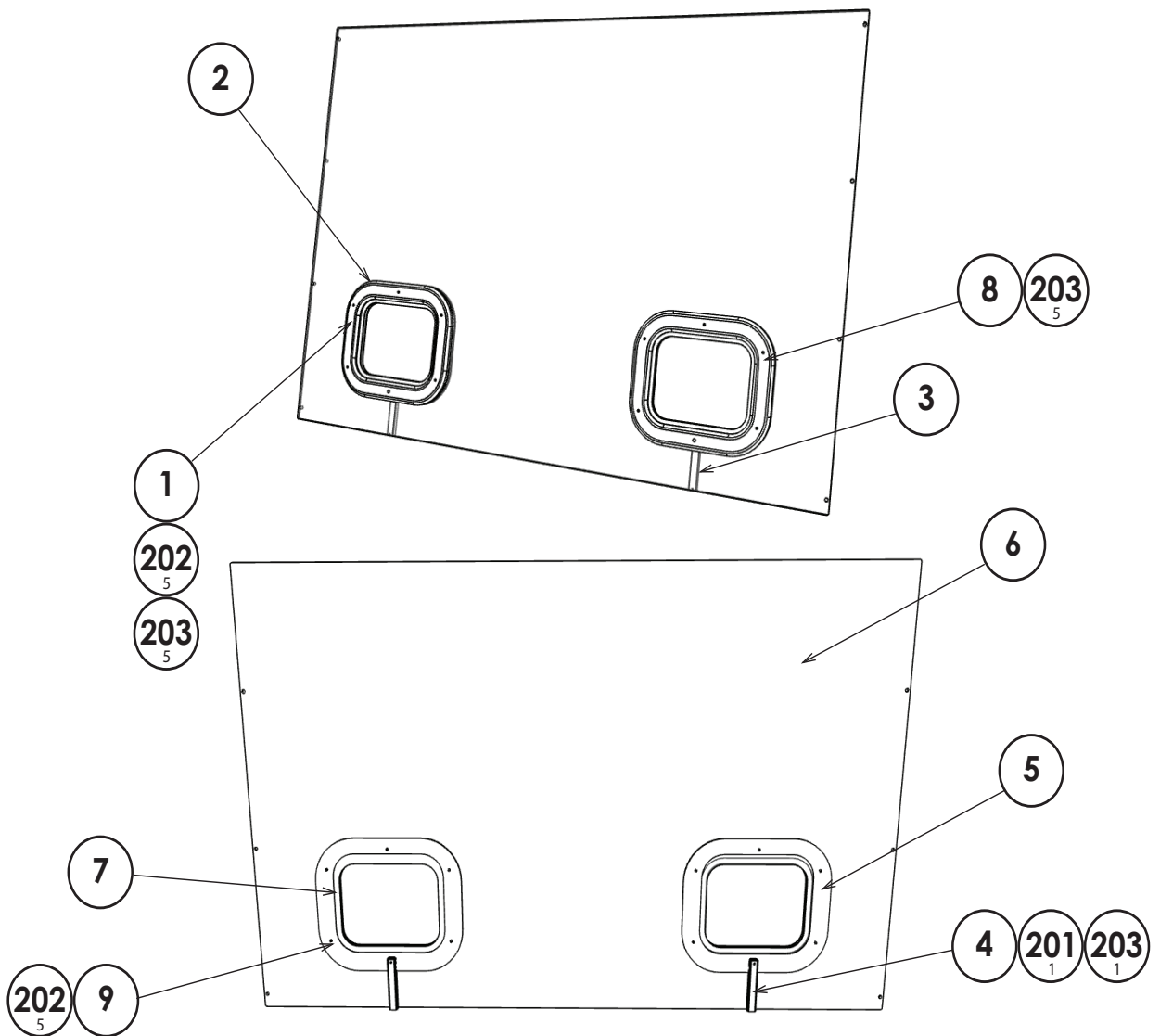
ITEM NO	PART NO	DESCRIPTION	QTY
****2	FB-1223UK	BLOCK GUN LOCATING	2
****3	FB-1224UK	RACK UPPER GUN	1
****101	100-0007UK	BEARING FLANGED 12MM BORE SB-KFL001	2
****201	029-B00416	M4X16 SKT BH PAS	4
****204	060-F00400	M4 WSHR FORM A FLT PAS	4
****206	060-S00400	M4 WSHR SPR PAS	4

### 13 ASSY GUN BARREL (FB-1230UK)



ITEM NO	PART NO	DESCRIPTION	QTY
****1	FB-1231UK	ROD LONG PUSH	1
****2	FB-1232UK	STOP PUSH ROD END	1
****3	FB-1233UK	ROD SPRING PULL	1
****4	FB-1234UK	PISTON GUN	1
****5	FB-1236UK	SHIM GUN BARREL	1
****6	FB-1237UK	BARREL AIR GUN	1
****7	FB-1238UK	PLUG BARREL END	1
****8	FB-1239UK	PLATE TRIGGER	1
****9	FB-1241UK	ROD TRIGGER PIVOT	1
****101	125-0007UK	SPRING COMP FB TRIGGER	1
****102	125-0008UK	SPRING COMP FB ROD RETURN	1
****103	125-0009UK	SPRING COMP FB MAIN BARREL	1
****104	073-060300-CR	O RING 6.00ID 3.00 WIDE	2
****201	028-00404	M4X4 GSCR SKT CUP	4

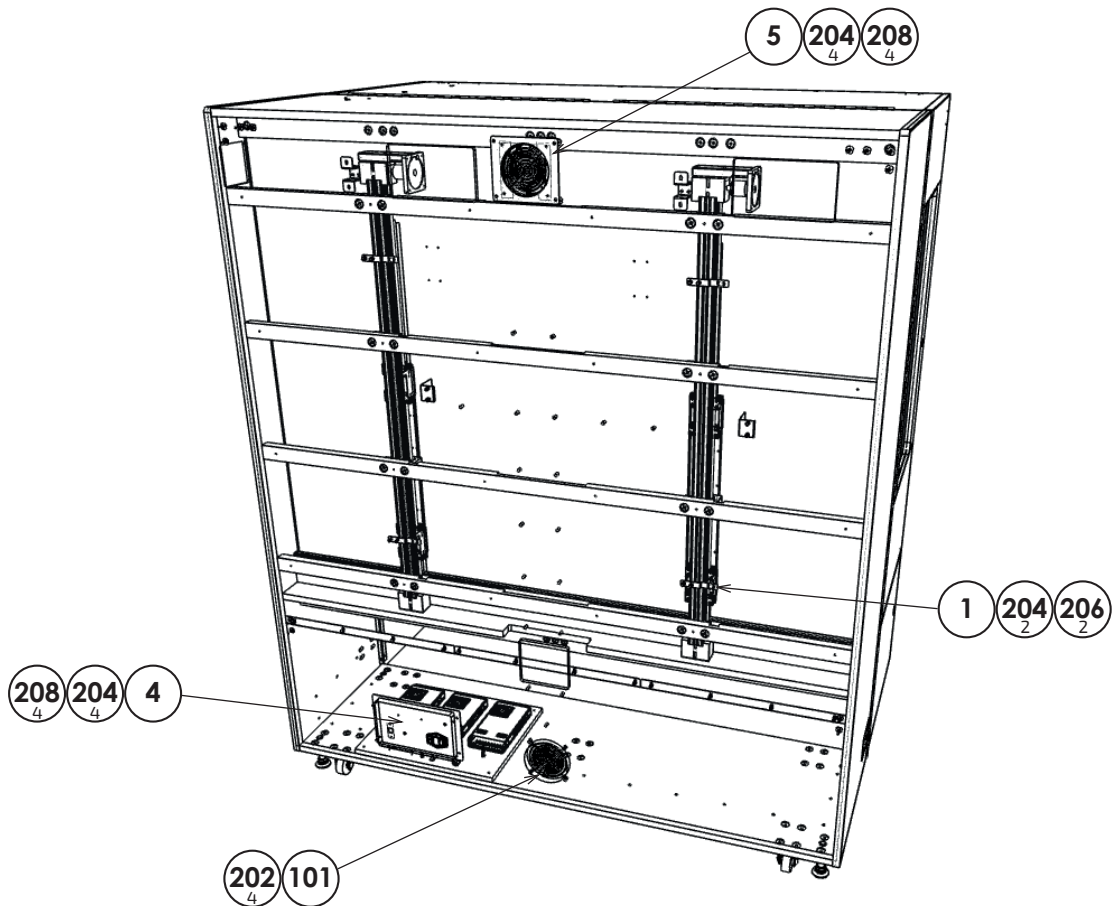
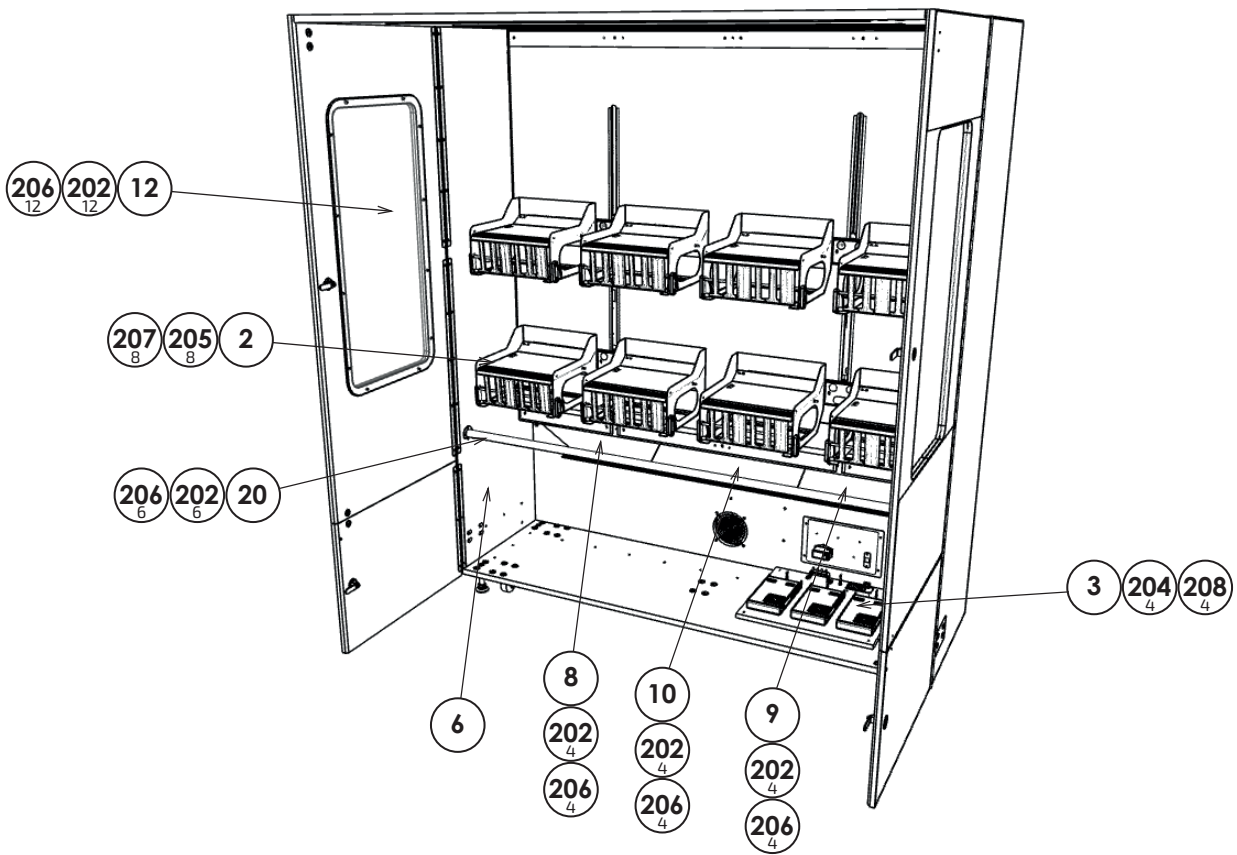
14 ASSY GUN WINDOW (FB-1300UK)



ITEM NO	PART NO	DESCRIPTION	QTY
***1	FB-1301UK-01	PLATE GUN WINDOW OUTER LH	1
***2	FB-1302UK	PANEL LIGHT GUIDE	2
***3	FB-1303UK	BASE GUN TRUNKING	2
***4	FB-1304UK	COVER GUN TRUNKING	2
***5	FB-1306UK-01	PLATE GUN WINDOW INNER LH	1
***6	FB-1307UK	WINDOW GUN	1
***7	FB-1308UK	BUFFER GUN APERTURE	4
***8	FB-1301UK-02	PLATE GUN WINDOW OUTER RH	1
***9	FB-1306UK-02	PLATE GUN WINDOW INNER RH	1
***101	390-2012-RGB-1M	LED FLEXI STRIP RGB 12V 1000MM	0.95
***201	029-B00412	M4X25 SKT BH PAS	1
***202	050-U00400	M4 NYLOC NUT	10
***203	060-F00400	M4 WSHR FORM A FLT PAS	11
***302	BE-6001UK	WH LED CLIP	1

15 ASSY PRIZE CABINET (FB-2000XUK)

(D-1/2)

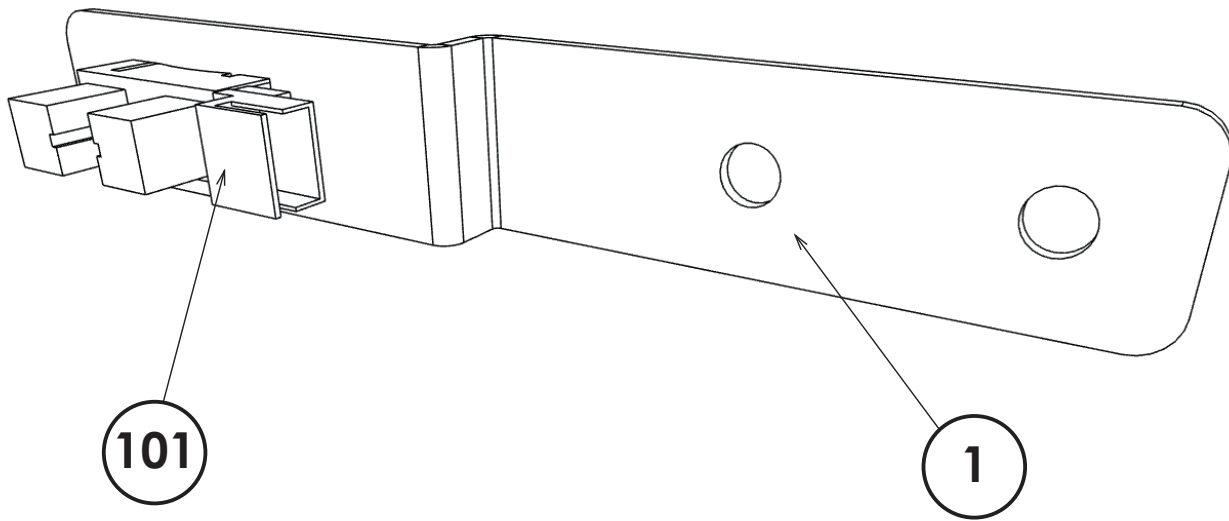


15 ASSY PRIZE CABINET (FB-2000XUK)

(D-2/2)

ITEM NO	PART NO	DESCRIPTION	QTY
**1	FB-2030UK	ASSY OPTO SENSOR	4
**2	FB-2550UK	ASSY DUAL PRIZE LIFT	2
**3	FB-4050UK	ASSY ELEC	1
**4	HP-1080UK	ASSY AC UNIT	1
**5	SND-1340UK	ASSY FAN	1
**6	FB-2002XUK	ASSY REAR CABINET	1
**8	FB-2007UK	PLATE REAR LH GUIDE	1
**9	FB-2008UK	PLATE REAR RH GUIDE	1
**10	FB-2009UK	PLATE REAR CENTRAL GUIDE	1
**12	FB-2014UK	WINDOW REAR CAB DOOR	2
**20	FB-2035UK	TUBE ANTI SPRINGBACK	1
**30	FB-2553UK	PRIZE BACKDROP CURTAIN	1
**31	FB-2041UK	REAR LH CHEEK STICKER	1
**32	FB-2042UK	REAR RH CHEEK STICKER	1
**33	FB-2043UK	LH DOOR UPPER STCKER	1
**34	FB-2044UK	RH DOOR UPPER STICKER	1
**35	FB-2047UK	LH DOOR LOWER STCKER	1
**36	FB-2048UK	RH DOOR LOWER STICKER	1
**37	FB-2051UK	LH LOWER DOOR STICKER	1
**38	FB-2052UK	RH LOWER DOOR STICKER	1
**101	FN1012	FAN GUARD METAL 120MM (FG-12)	1
**201	012-P03512-F	N6X1/2" S/TAP FLG PAS	24
**202	029-B00412	M4X12 SKT BH PAS	46
**204	029-B00425	M4X25 SKT BH PAS	20
**205	029-B00625	M6X25 SKT BH PAS	16
**206	060-F00400	M4 WSHR FORM A FLT PAS	50
**207	060-F00600	M6 WSHR FORM A FLT PAS	16
**208	068-441616	M4 WSHR 160D FLT PAS	12
**304	FB-60042UK	WH 12V FANS LINK	1
**306	FB-6007UK	ASSY RIGID WHITE BILLBOARD	3
**307	FB-60026UK	WH REED SWITCHES LINK 1-4	1
**309	FB-60028UK	WH LIFT LIMIT SENSORS 1 & 2	1
**312	FB-60081UK	WH MOTOR DRIVER LINK	1
**313	FB-60082UK	WH STEPPER MOTOR DRIVER BOARD	2
**315	FB-60079UK	WH CEILING LIGHTING LINK	1
**316	FB-60086UK	WH EARTH BACK CAB	1

16 ASSY OPTO SENSOR (FB-2030UK)

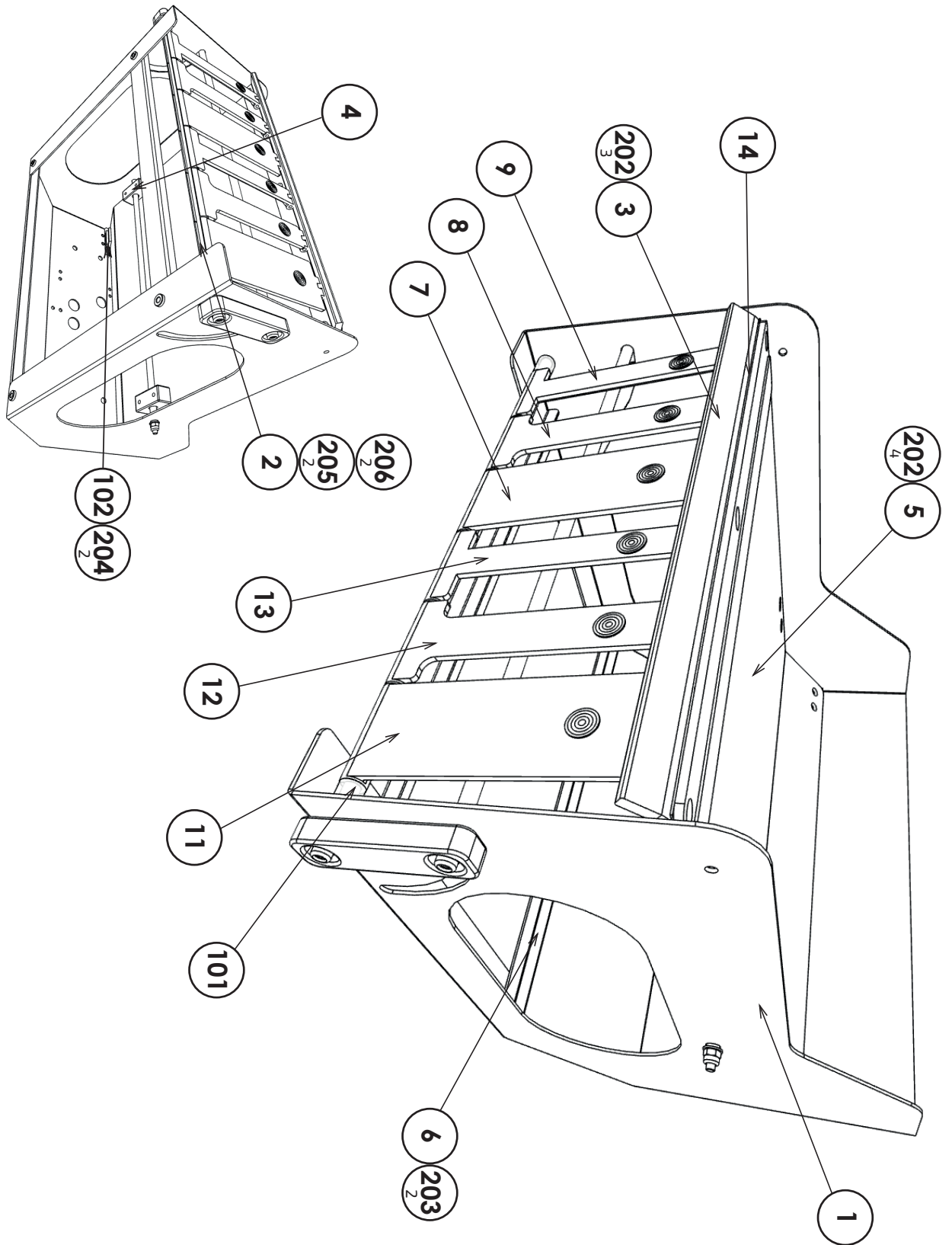


ITEM NO	PART NO	DESCRIPTION	QTY
***1	FB-2031UK	BRKT OPTO SENSOR	1
***101	EP1434	OPTIC SENSOR GAMESMAN A151	1

17 ASSY GIFT BOX (FB-2530XUK)

(D-1/2)

9 PARTS LIST





17 ASSY GIFT BOX (FB-2530XUK)

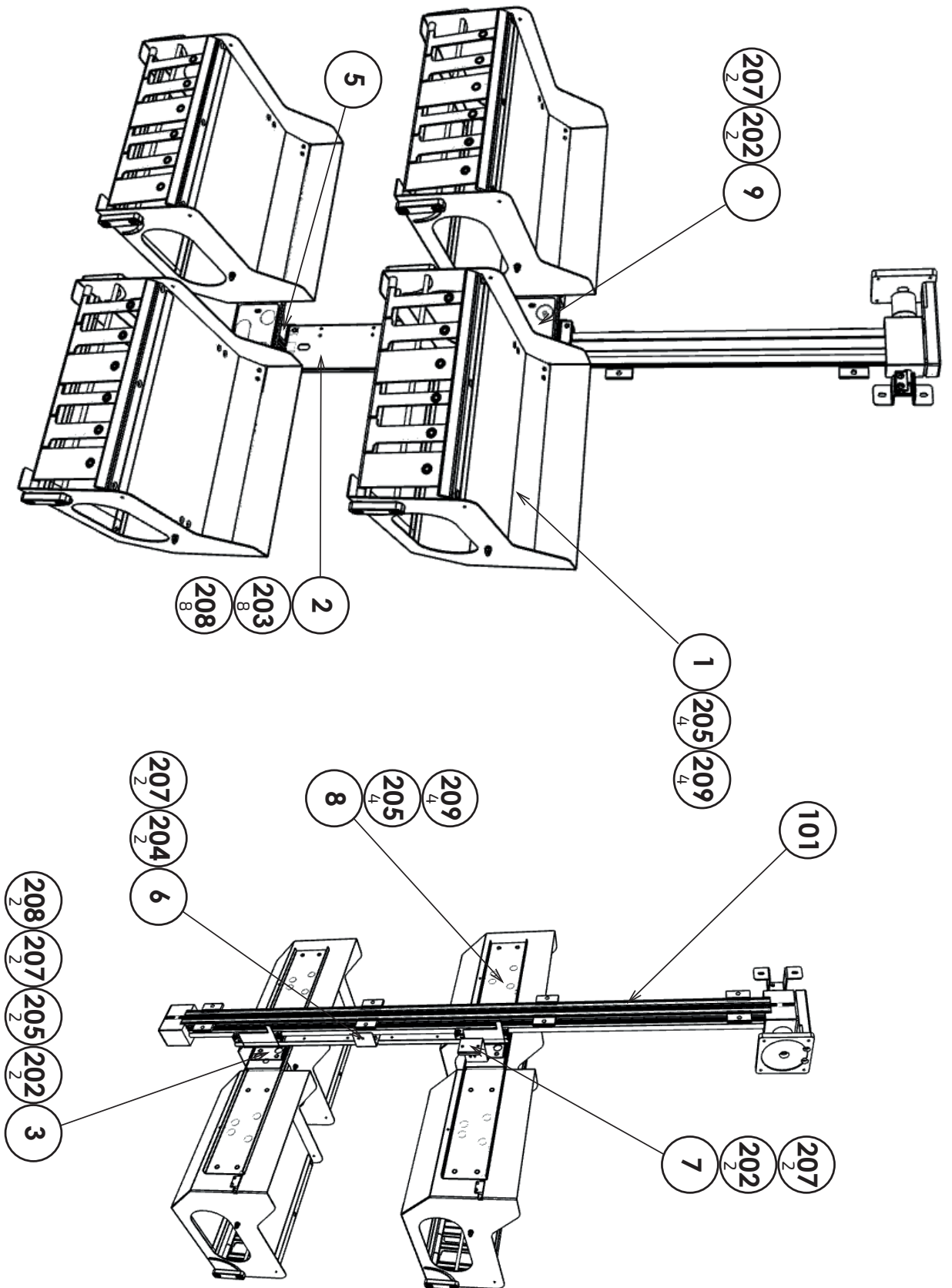
(D-2/2)

ITEM NO	PART NO	DESCRIPTION	QTY
****1	FB-2531XUK	FRAME PRIZE DISPLAY	1
****2	FB-2532UK	ROD BLOCK TARGET	2
****3	FB-2533UK	STRIP TARGET GUIDE	1
****4	FB-2534UK	BLOCK PIVOT	2
****5	FB-2535UK	SLIDE GIFT	1
****6	FB-2539UK	STRIP CONNECTING	2
****7	FB-2441UK-03	TARGET A YEL MLD	1
****8	FB-2442UK-03	TARGET B ORG MLD	1
****9	FB-2443UK-03	TARGET C RED MLD	1
****10	FB-2449UK	STICKER TARGET	6
****11	FB-2441UK-04	TARGET A PUR MLD	1
****12	FB-2442UK-04	TARGET B BLU MLD	1
****13	FB-2443UK-04	TARGET C GRN MLD	1
****14	FB-2537UK	PACKER TARGET GUIDE 0.75	1
****101	280-0018UK	TUBING FLEX 6.4ID 9.6OD 15LG	2
****102	EP1408	MAGNET CHERRY AS201801	1
****103	601-0460	CABLE TIE NYLON 100MM	3
****104	100-0014UK	BEARING MINI 3MM BORE MR93-ZZ	6
****201	000-F00316	M3X16 MSCR CSK PAS	2
****202	000-F00412	M4X12 MSCR CSK PAS	7
****203	029-B00412	M4X12 SKT BH PAS	4
****204	050-U00300	M3 NYLOC NUT	4
****205	050-U00400	M4 NYLOC NUT	4
****206	060-F00400	M4 WSHR FORM A FLT PAS	8
****301	FB-6001UK	ASSY REED SWITCH	1
*****1	FB-60031UK	WH REED SWITCH LINK	1
*****2	EP1406	STOP SWITCH CHERRY MP201801	1

18 ASSY DUAL PRIZE LIFT (FB-2550UK)

(D-1/2)

16 PARTS LIST



**18** ASSY DUAL PRIZE LIFT (FB-2550UK)

(D-2/2)

ITEM NO	PART NO	DESCRIPTION	QTY
***1	FB-2530XUK	ASSY GIFT BOX	4
***2	FB-2521UK	PLATE CARRIAGE	1
***3	FB-2522XUK	MOUNT GIFT BOX LH	2
***4	FB-2523XUK	MOUNT GIFT BOX RH	2
***5	FB-2524XUK	BRKT OPTO BREAK	2
***6	FB-2526UK	BRKT CABLE BEAR CARRIAGE	1
***7	FB-2527UK	BRKT CABLE BEAR CABINET	1
***8	FB-2551UK	PLATE DUAL PRIZE DISPLAY	2
***9	FB-2552UK	PLATE COVER	2
***101	350-0015UK	BELT DRIVE IGUS ZLW-1040-02-S-SEGA-03	1
***102	350-024-127S-UK	MOTOR STEPPER 85mm BIPOLAR-PKP299D45A	1
***103	350-024-05D-UK	DRIVER STEPPER BIPOLAR-CVD245B-K	1
***104	601-0008-040UK	IGUS E-CHAIN SERIES 045.16.018.0	1
***105	601-0008-040BUK	IGUS E-CHAIN BRKT 0450.16.12PZ	1
***106	601-0460	CABLE TIE NYLON 100MM	4
***201	029-B00312	M3X12 SKT BH PAS	4
***202	029-B00412	M4X12 SKT BH PAS	10
***203	029-B00625	M6X25 SKT BH PAS	8
***204	050-U00400	M4 NYLOC NUT	2
***205	050-U00600	M6 NYLOC NUT	32
***206	060-F00300	M3 WSHR FORM A FLT PAS	4
***207	060-F00400	M4 WSHR FORM A FLT PAS	12
***208	060-F00600	M6 WSHR FORM A FLT PAS	16
***209	068-652016	M6 WSHR 200D FLT PAS	24
***302	FB-60085UK	WH REED SWITCH CABLE BEAR	1







# 19 ASSY CONVEYOR (FB-3000UK)

(D-4/5)

ITEM NO	PART NO	DESCRIPTION	QTY
**1	FB-3005UK	ASSY BEARING MOUNT	2
**2	FB-3015UK	ASSY CONVEYOR MOTOR	1
**3	FB-3001UK	CONVEYOR RAIL LH	1
**4	FB-3002UK	CONVEYOR RAIL RH	1
**5	FB-3003UK	UPRIGHT CONVEYOR FRONT	2
**6	FB-3004UK	UPRIGHT CONVEYOR REAR	2
**7	FB-3006XUK	STRETCHER IDLER ROLLER	1
**8	FB-3007UK	SUPPORT CONVEYOR	1
**9	FB-3008UK	BED CONVEYOR	2
**10	FB-3011UK	PLATE CONVEYOR LOCATING	4
**11	FB-3012UK	BASE CONVEYOR UNIT	1
**12	FB-3014UK	COVER PULLEY BELT	1
**13	FB-3018XUK	ROLLER IDLER	1
**14	FB-3019XUK	ROLLER DRIVE	1
**15	FB-3021UK	RAIL IDLER ROLLER GUIDE	2
**16	FB-3022UK	STRETCHER SUPPORT	2
**17	FB-3023UK	BELT CONVEYOR	1
**18	FB-3024UK	BRKT CABINET CONNECTOR	2
**19	FB-3031UK	SUPPORT PRIZE GUIDE FRONT LH	1
**20	FB-3032UK	SUPPORT PRIZE GUIDE FRONT RH	1
**21	FB-3037UK	SUPPORT PRIZE GUIDE REAR LH	1
**22	FB-3038UK	SUPPORT PRIZE GUIDE REAR RH	1
**23	FB-3041UK	BRKT PRIZE GUIDE FRONT	2
**24	FB-3042UK	BRKT PRIZE GUIDE REAR LH	1
**25	FB-3043UK	BRKT PRIZE GUIDE AUX LH	1
**26	FB-3044UK	BRKT PRIZE GUIDE AUX RH	1
**27	FB-3046UK	BRKT PRIZE GUIDE REAR RH	1
**28	FB-3026UK	PANEL CONVEYOR SUPPORT	2
**29	FB-3027UK	BRKT IDLER ROLLER LH	1
**30	FB-3028UK	BRKT IDLER ROLLER RH	1
**32	FB-3033XUK	BRKT DRIVE ROLLER LH	1
**33	FB-3034XUK	BRKT DRIVE ROLLER RH	1
**34	FB-3036XUK	BRKT SUPPORT	4
**35	FB-3039XUK	PLATE GUIDE	2
**36	FB-3047XUK	CHANNEL CONVEYOR BED	1
**101	100-0005UK	BEARING FLANGED 12MM BORE SB UCFL201	2
**102	350-0011UK	TIMING PULLEY 17L100 12MM SHAFT	1
**103	350-0008UK	TIMING BELT 187L100	1
**201	012-P03512-FB	N6x1/2" S/TAP FLG BLK	10
**202	029-B00412	M4X12 SKT BH PAS	11
**203	029-B00612	M6X12 SKT BH PAS	24
**204	029-B00625	M6X25 SKT BH PAS	44
**205	029-B00670	M6X70 SKT BH PAS	2
**206	029-B00816	M8X16 SKT BH PAS	19
**207	050-F00400	M4 NUT FLG SER PAS	16
**208	050-F00600	M6 NUT FLG SER PAS	14
**209	050-U00600	M6 NYLOC NUT	4
**210	060-F00600	M6 WSHR FORM A FLT PAS	28

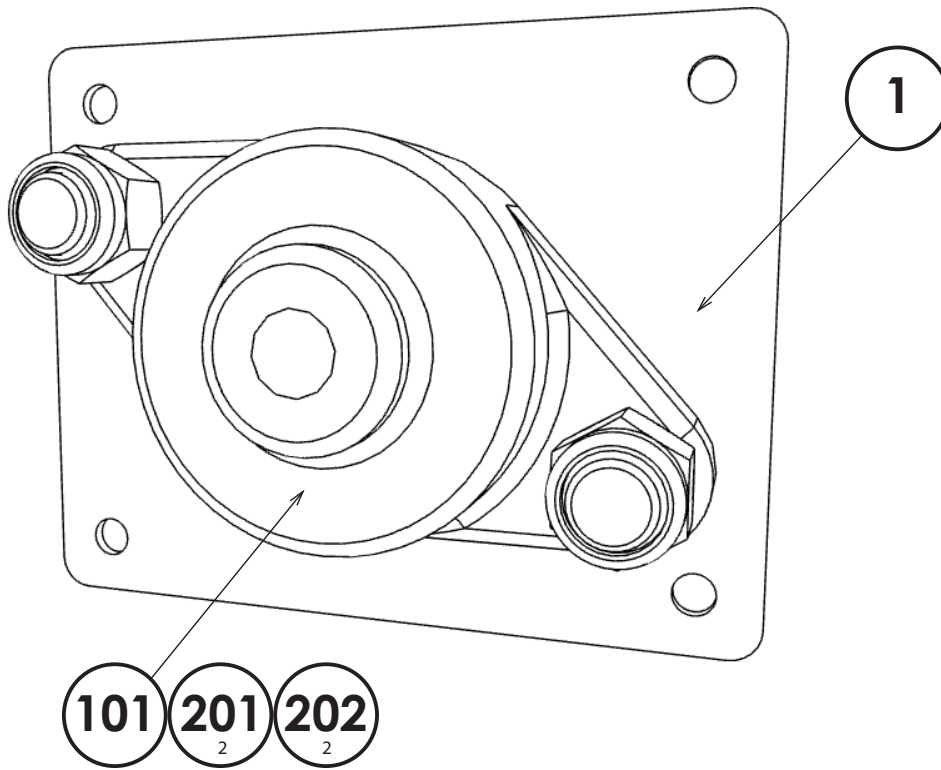
19 ASSY CONVEYOR (FB-3000UK)

(D-5/5)

ITEM NO	PART NO	DESCRIPTION	QTY
**211	060-F00800	M8 WSHR FORM A FLT PAS	16
**212	060-S00400	M4 WSHR SPR PAS	11
**213	060-S00600	M6 WSHR SPR PAS	48
**214	060-S00800	M8 WSHR SPR PAS	19
**215	068-441616	M4 WSHR 160D FLT PAS	27
**216	068-652016	M6 WSHR 200D FLT PAS	64
**217	068-852216	M8 WSHR 220D FLT PAS	3
**218	029-B01230	M12x30 SKT BH PAS	4
**219	050-U01200	M12 NYLOC NUT	4



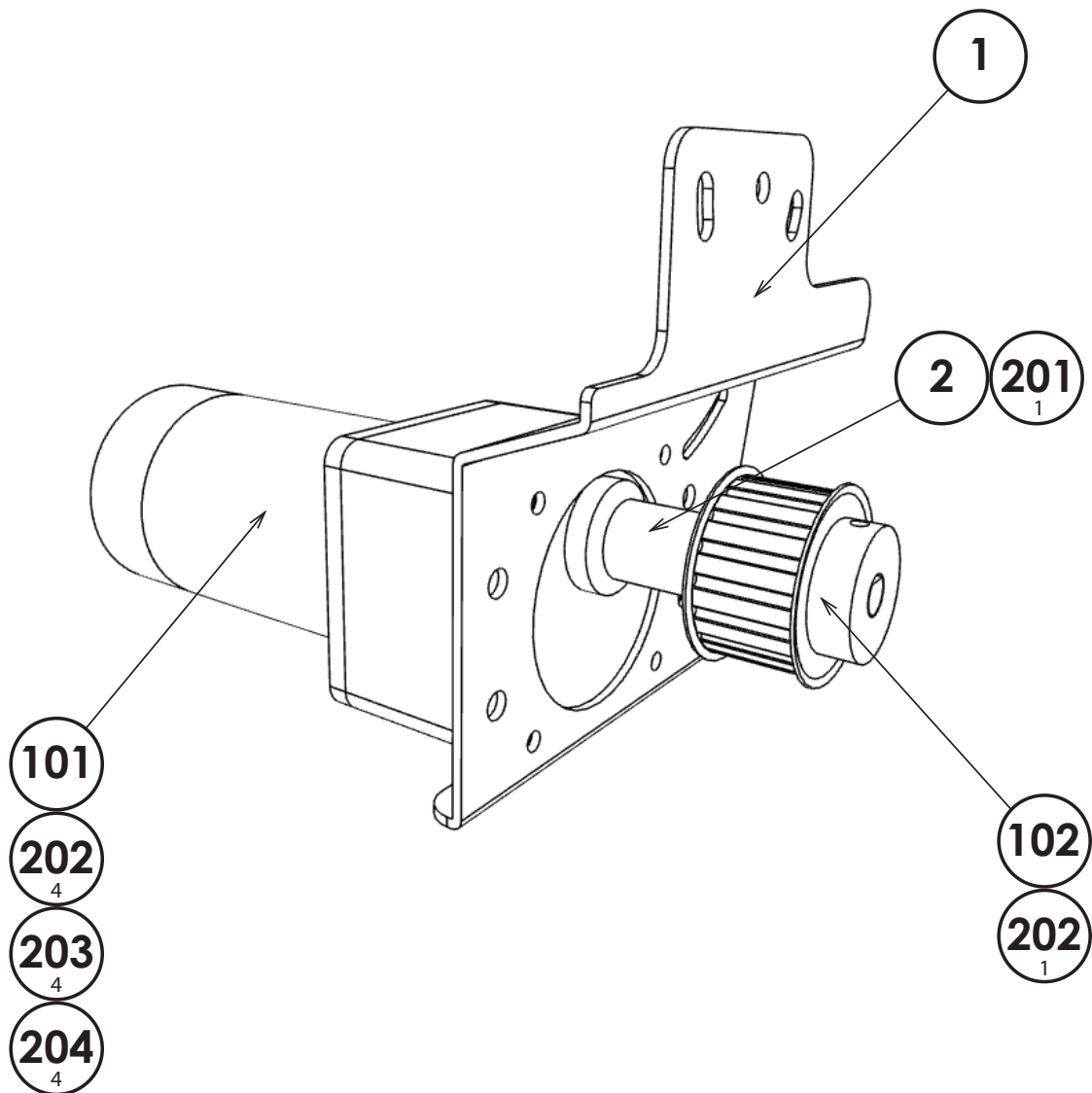
20 ASSY BEARING MOUNT (FB-3005UK)



ITEM NO	PART NO	DESCRIPTION	QTY
***1	FB-3009UK	PLATE IDLER BEARING	1
***101	100-0005UK	BEARING FLANGED 12MM BORE SB UCFL201	1
***201	029-B01230	M12x30 SKT BH PAS	2
***202	050-U01200	M12 NYLOC NUT	2

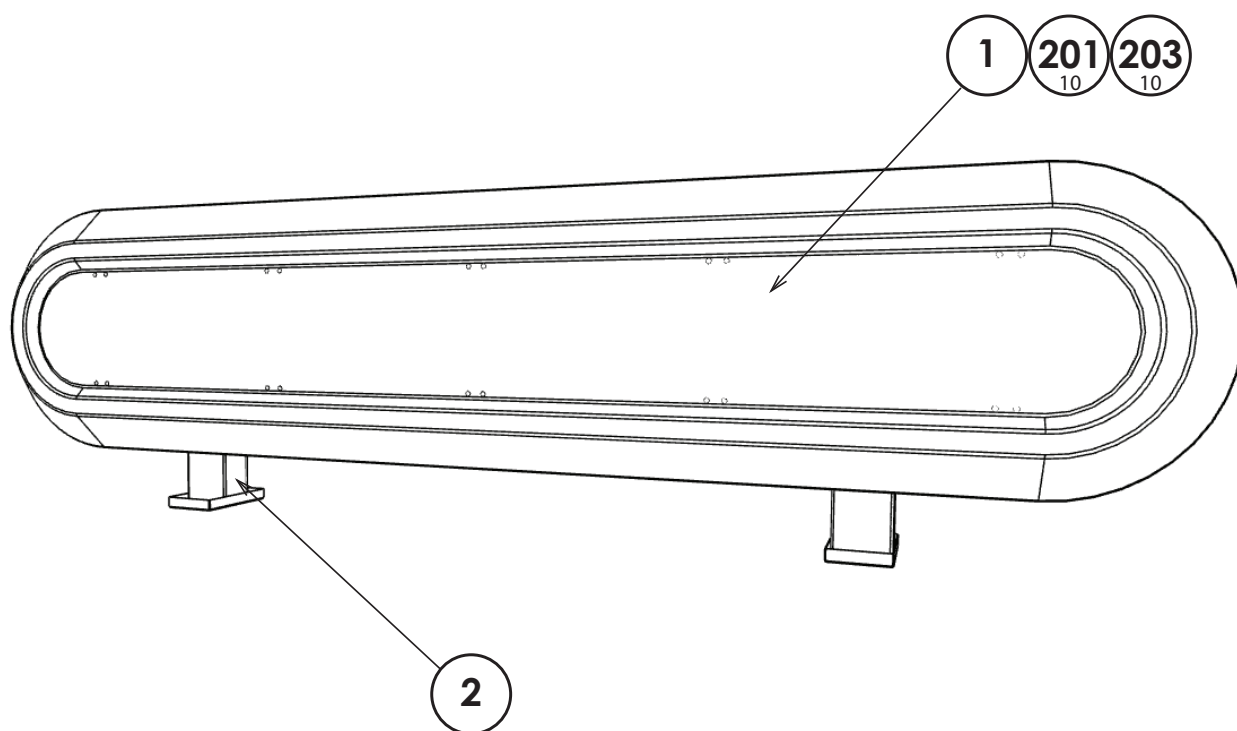
21 ASSY CONVEYOR MOTOR (FB-3015UK)

16 PARTS LIST



ITEM NO	PART NO	DESCRIPTION	QTY
***1	FB-3016UK	BRKT MOTOR MOUNT	1
***2	FB-3017UK	TIMING PULLEY MOTOR ADAPTOR	1
***101	350-024-043UK	MOTOR DC BRUSHED Z5D120-24GN/5GN60K	1
***102	350-0007UK	TIMING PULLEY 17L100	1
***201	029-B00412	M4X12 SKT BH PAS	1
***202	029-B00616	M6X16 SKT BH PAS	5
***203	060-500600	M6 WSHR SPR PAS	4
***204	068-652016	M6 WSHR 200D FLT PAS	4
***301	FB-60030UK	WH MOTOR HARNESS	1

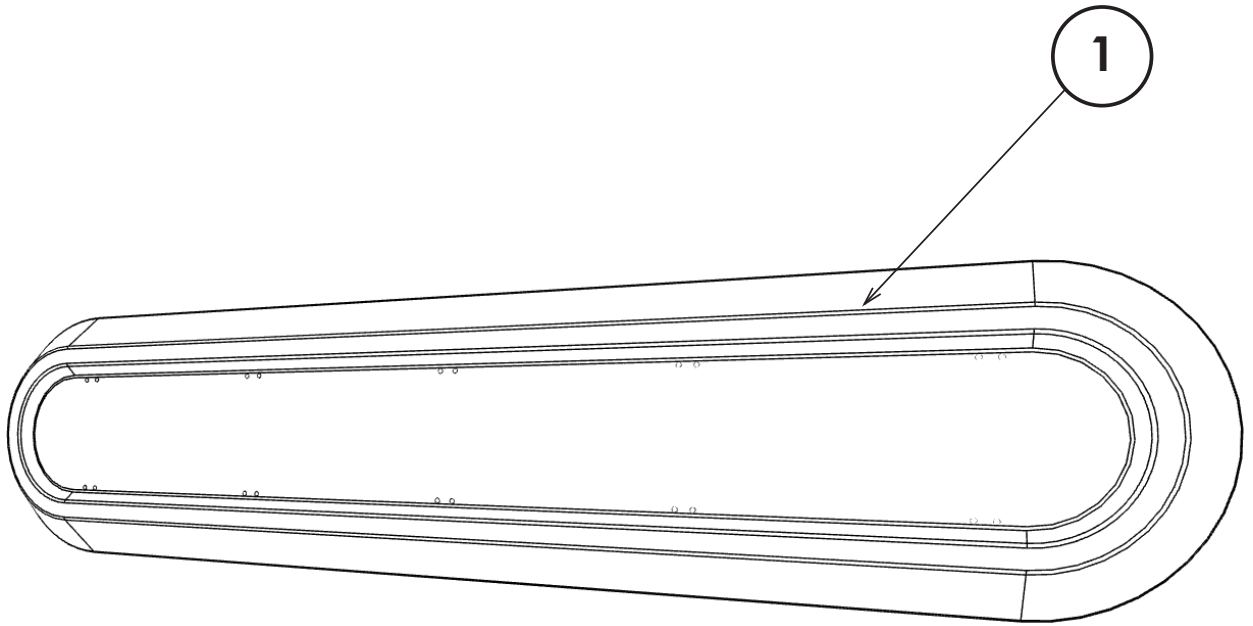
22 ASSY BILLBOARD (FB-4000XUK)



ITEM NO	PART NO	DESCRIPTION	QTY
***1	FB-4010XUK	ASSY BILLBOARD FASCIA	1
***2	FB-4020XUK	ASSY BILLBOARD FRAME	1
***201	029-B00412	M4X12 SKT BH PAS	10
***202	068-441616	M4 WSHR 16OD FLT PAS	10

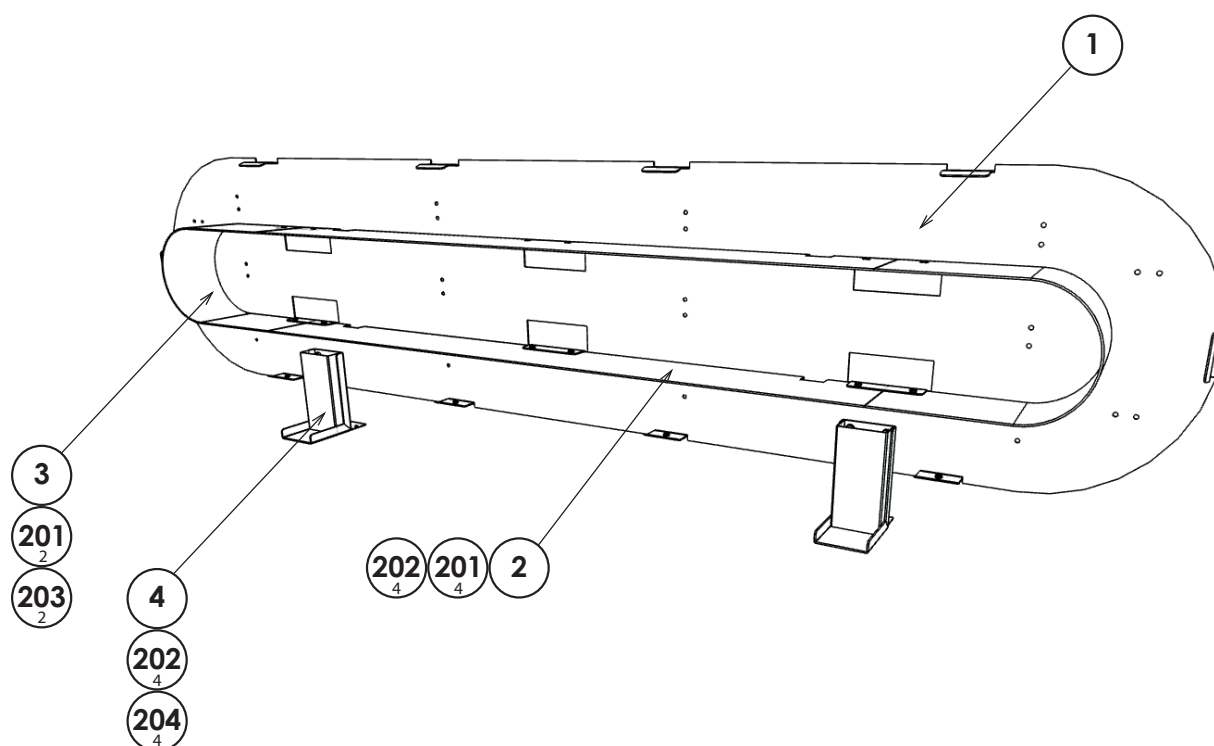
23 ASSY BILLBOARD FASCIA (FB-4010XUK)

16 PARTS LIST



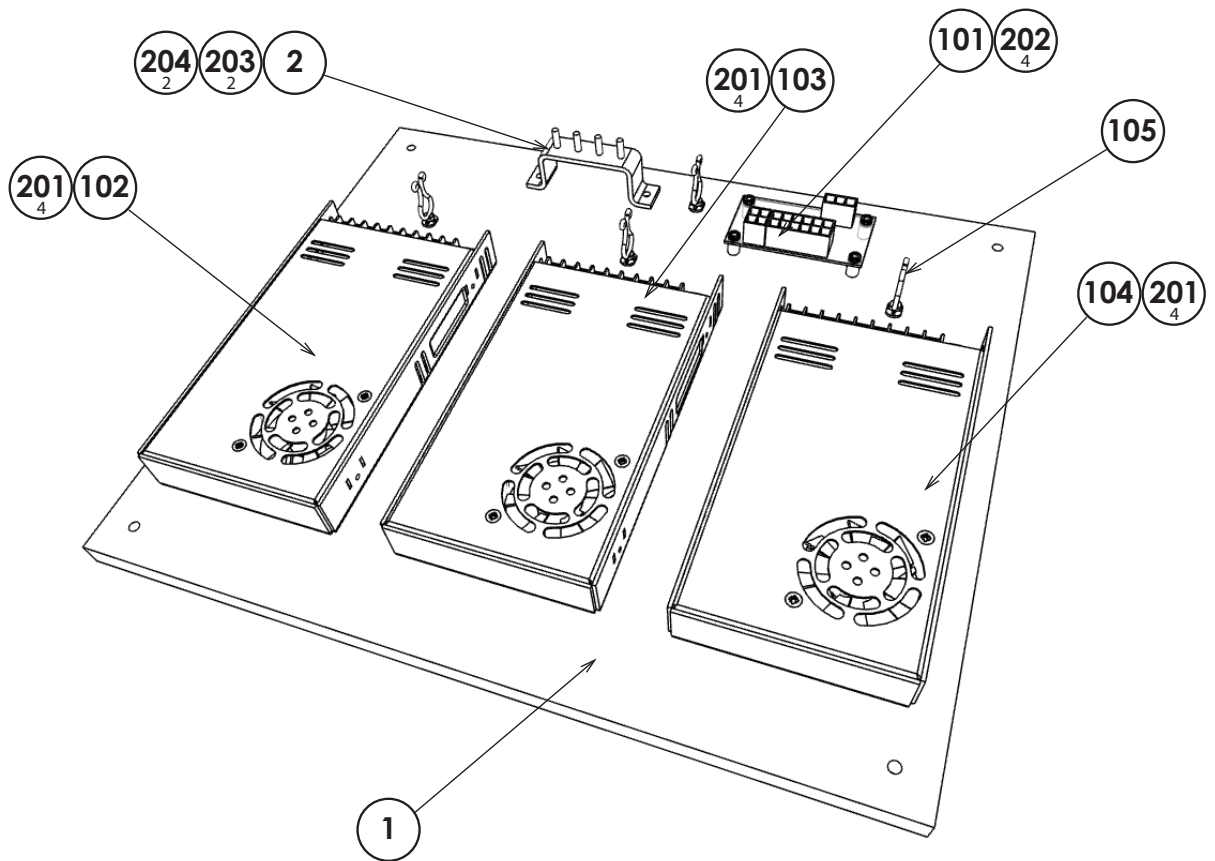
ITEM NO	PART NO	DESCRIPTION	QTY
****1	FB-4011UK	COVER BB FRONT	1
****2	FB-4018UK	BILLBOARD NAMESTYLE STICKER	1

## 24 ASSY BILLBOARD FRAME (FB-4020XUK)



ITEM NO	PART NO	DESCRIPTION	QTY
****1	FB-4021XUK	PLATE BB OUTER BACK	1
****2	FB-4013XUK	DIVIDER BB HORIZONTAL	2
****3	FB-4017XUK	DIVIDER BB VERTICAL	2
****4	FB-4001UK	MOUNT BILLBOARD	2
****101	601-0460	CABLE TIE NYLON 100MM	16
****102	390-2012-RGB-1M	LED FLEXI STRIP RGB 12V 1000MM	2.75
****103	310-2540-0100UK	HEAT SHRINK WHITE 25.4D	1
****201	029-B00412	M4X12 SKT BH PAS	12
****202	029-B00612	M6X12 SKT BH PAS	8
****203	060-F00400	M4 WSHR FORM A FLT PAS	12
****204	068-652016	M6 WSHR 200D FLT PAS	8
****301	BE-6001UK	WH LED CLIP	1
****302	FB-60053UK	WH BILLBOARD LIGHTING	1
****303	FB-6007UK	ASSY RIGID WHITE	1
****304	390-2112-130WUK	STRIP RIGID WHITE LED 1300MM	1
****305	BE-60028UK	WH RIGID LED	1

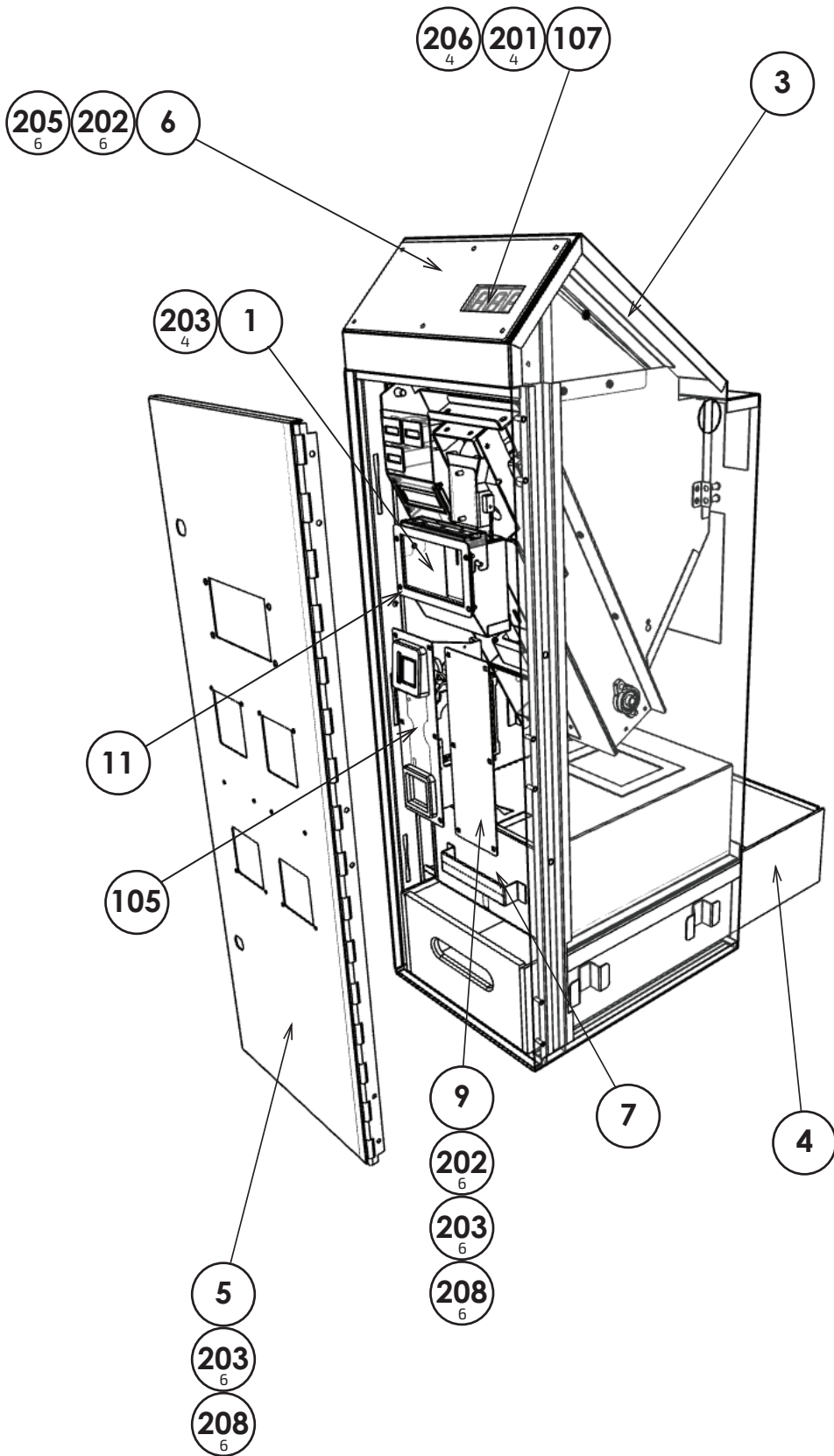
25 ASSY ELEC (FB-4050UK)



ITEM NO	PART NO	DESCRIPTION	QTY
***1	FB-4051UK	BOARD ELEC	1
***2	CFB-4003-01UK	EARTH TERMINAL PLATE	1
***101	838-14551-02UK	AC DISTRIBUTION BOARD	1
***102	400-320-024-03	PSU 24VDC 320W RSP-320-24	1
***103	400-320-012-01	PSU 12VDC 320W RSP-320-12	1
***104	400-200-005-02	PSU 5VDC 200W RSP-200-05	1
***105	280-A012640-WX	ROUTER TWIST D12 S06.4 WOOD XL	4
***201	000-F00416	M4X16 MSCR CSK PAS	12
***202	012-P00325	N4X1" S/TAP PAN PAS	4
***203	012-P03512-F	N6X1/2" S/TAP FLG PAS	2
***204	050-F00400	M4 FLG NUT SER PAS	2
***301	FB-60002UK	WH AC DISTRIBUTION	1
***305	FB-60075UK	WH DC DISTRIBUTION FRONT	1
***306	FB-60076UK	WH DC DISTRIBUTION BACK	1

26 ASSY BULLET DISPENSER (FB-5000XUK)

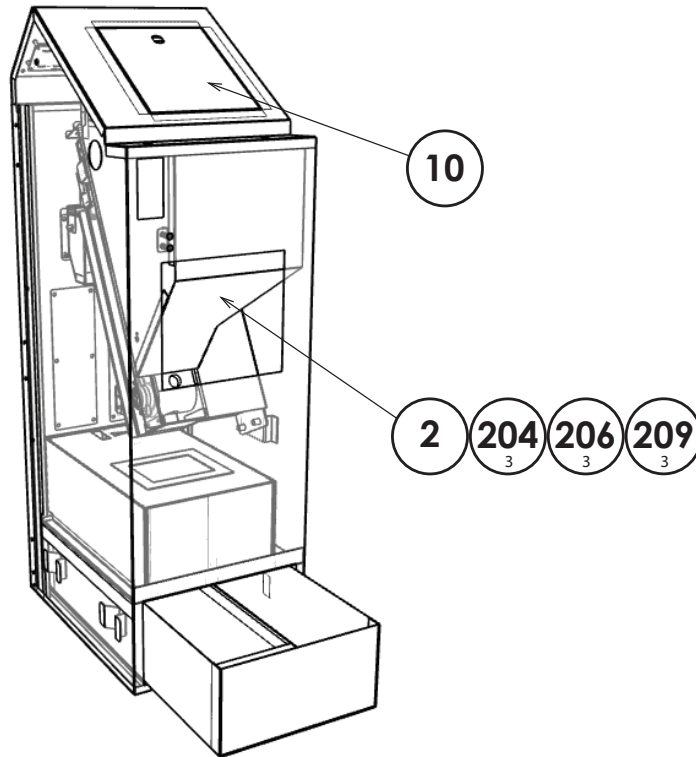
(D-1/2)



26 ASSY BULLET DISPENSER (FB-5000XUK)

(D-2/2)

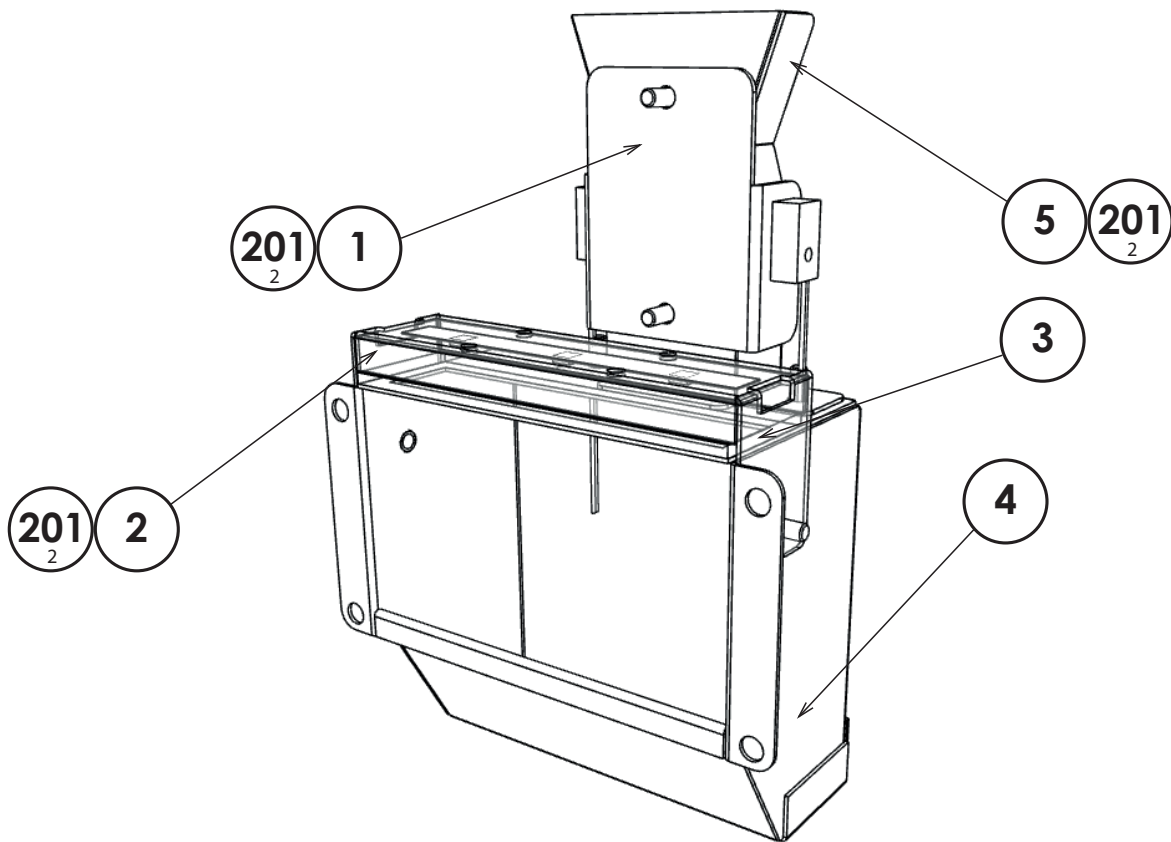
16 PARTS LIST



ITEM NO	PART NO	DESCRIPTION	QTY
**1	FB-5010XUK	ASSY BULLET OUTLET BOX	1
**2	FB-5200UK	ASSY BULLET BUCKET	1
**3	FB-5001UK	FRAME BULLET DISPENSING UNIT	1
**4	FB-5002XUK	DRAWER BULLET	1
**5	FB-5003XUK	DOOR BULLET DISPENSING UNIT	1
**6	FB-5004UK	BULLET UNIT PANEL	1
**7	FB-5006UK	CASHBOX LARGE	1
**9	FB-5009UK	PLATE COIN MECH BLANKING	1
**10	FB-5011UK	DOOR BILLET LOADING	1
**11	FB-5017UK	BEZEL BULLET OUT	1
**12	FB-5031XUK	STICKER BULLET UNIT DOOR	1
**13	FB-5032UK	STICKER BULLET UNIT TOP LH	1
**14	FB-5033UK	STICKER BULLET UNIT TOP RH	1
**103	220-5574UK	LOCK KEYED DIFFERENT 7087-10	1
**104	220-5575UK	LOCK (J9117) KEY TO LIKE 22MM W CAM	1
**105	220-5610-01	COIN MECH SR3	1
**106	220-5786-R	A0710 IL FRONT PLATE ROHS COMPLIANT	1
**107	838-0047UK	3 DIGIT 7 SEG DISPLAY 1.0"	1
**201	029-B00308	M3X8 SKT BH PAS	4
**202	029-B00412	M4X12 SKT BH PAS	12
**203	050-F00400	M4 NUT FLG SER PAS	16
**204	050-U00800	M8 NYLOC NUT	3
**205	060-F00400	M4 WSHR FORM A FLT PAS	6
**206	060-S00800	M8 WSHR SPR PAS	3
**207	068-330808-PN	M3 WSHR 80D FLT NYLON	4
**208	068-441616	M4 WSHR 160D FLT PAS	12
**209	068-852216	M8 WSHR 220D FLT PAS	3
**302	FB-60046UK	WH 7 SEGMENT DISPLAY LINK	1
**304	FB-60088UK	WH EARTH FRONT CAB	1

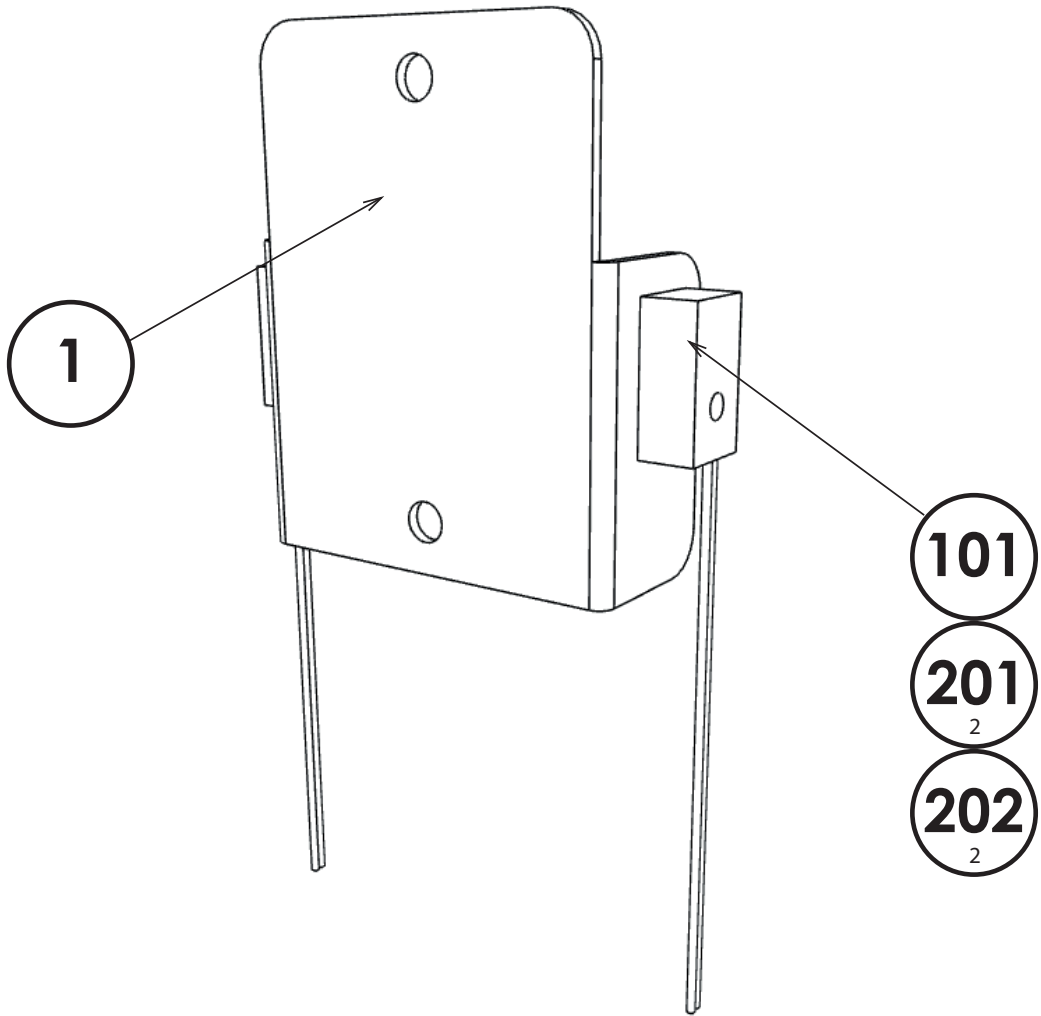


27 ASSY BULLET OUTLET BOX (FB-5010XUK)



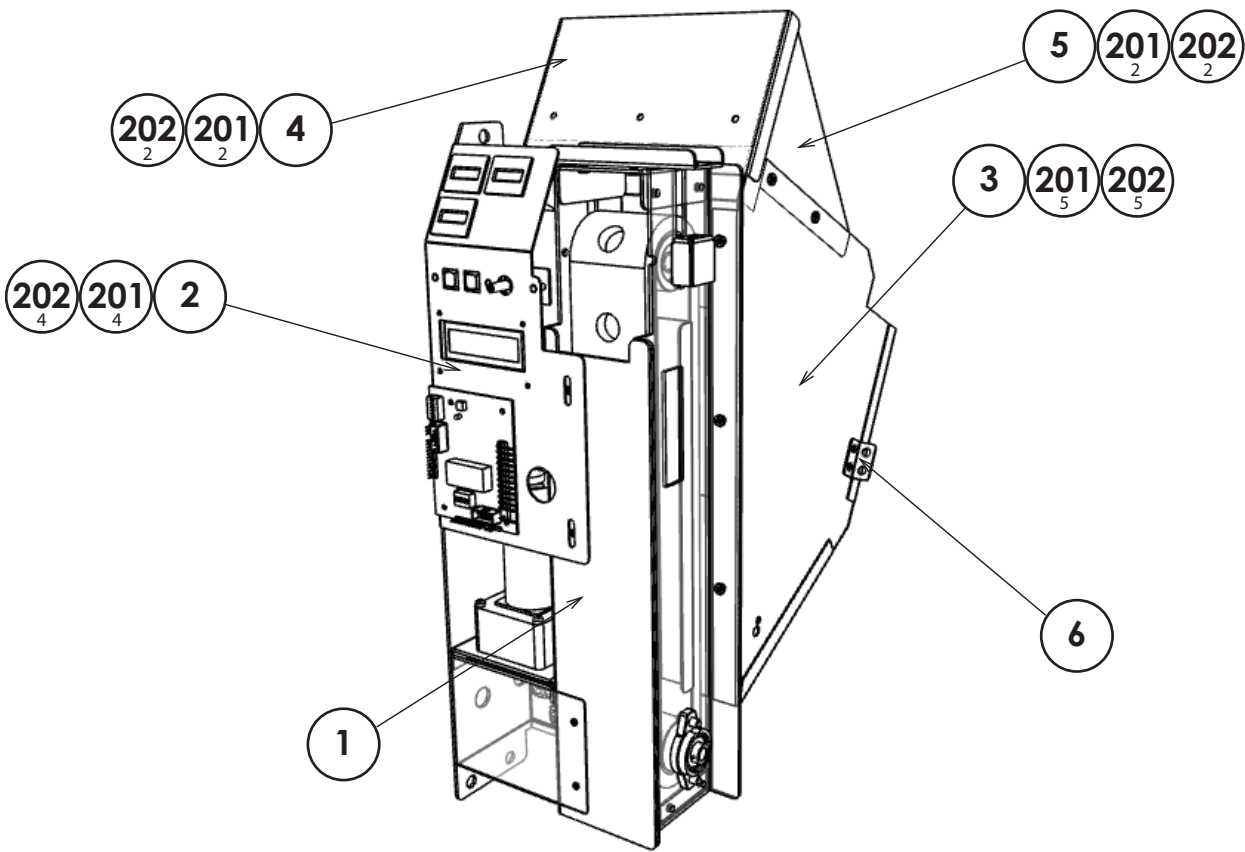
ITEM NO	PART NO	DESCRIPTION	QTY
***1	FB-5020XUK	ASSY BULLET OUT SENSOR	1
***2	FB-5012UK	MOUNT BULLET OUT LED	1
***3	FB-5013UK	COVER BULLET OUT LED	1
***4	FB-5014UK	BASE BULLET OUTLET	1
***5	FB-5016UK	CHUTE BULLET OUTLET	1
***101	390-2012-RGB-1M	LED FLEXI STRIP RGB 12V 1000MM	0.1
***102	601-0460	CABLE TIE NYLON 100MM	2
***201	050-F00400	M4 NUT FLG SER PAS	6
***301	BE-6001UK	WH LED CLIP	1

28 ASSY BULLET OUT SENSOR (FB-5020XUK)



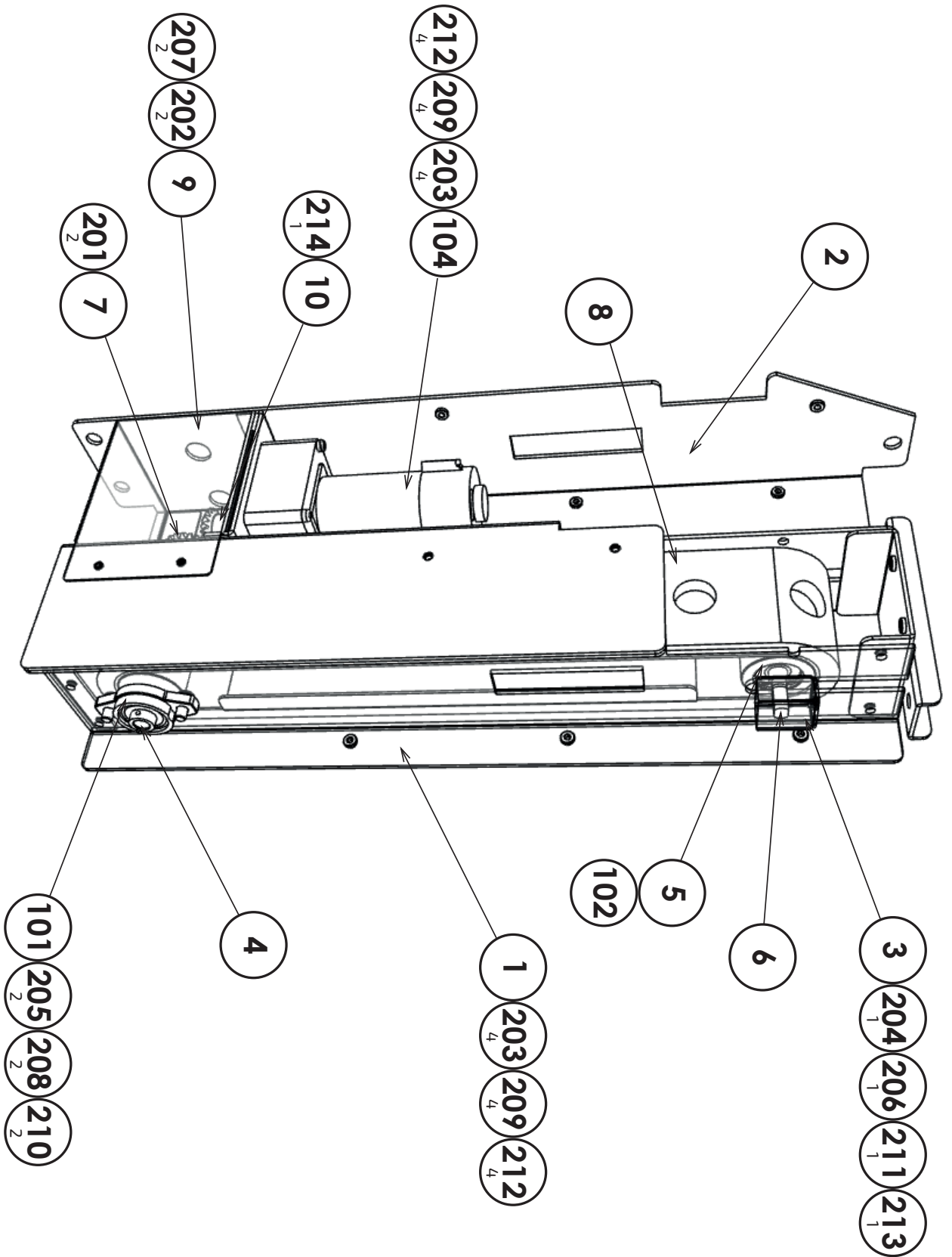
ITEM NO	PART NO	DESCRIPTION	QTY
****1	FB-5021UK	BRKT BULLET SENSOR OUT	1
****101	370-5173-01	PHOTO SENSOR OMT-15DJST-YL	1
****201	029-B00312	M3X12 SKT BH PAS	2
****202	068-330808-PN	M3 WSHR 80D FLT NYLON	2

29 ASSY BULLET BUCKET (FB-5200XUK)



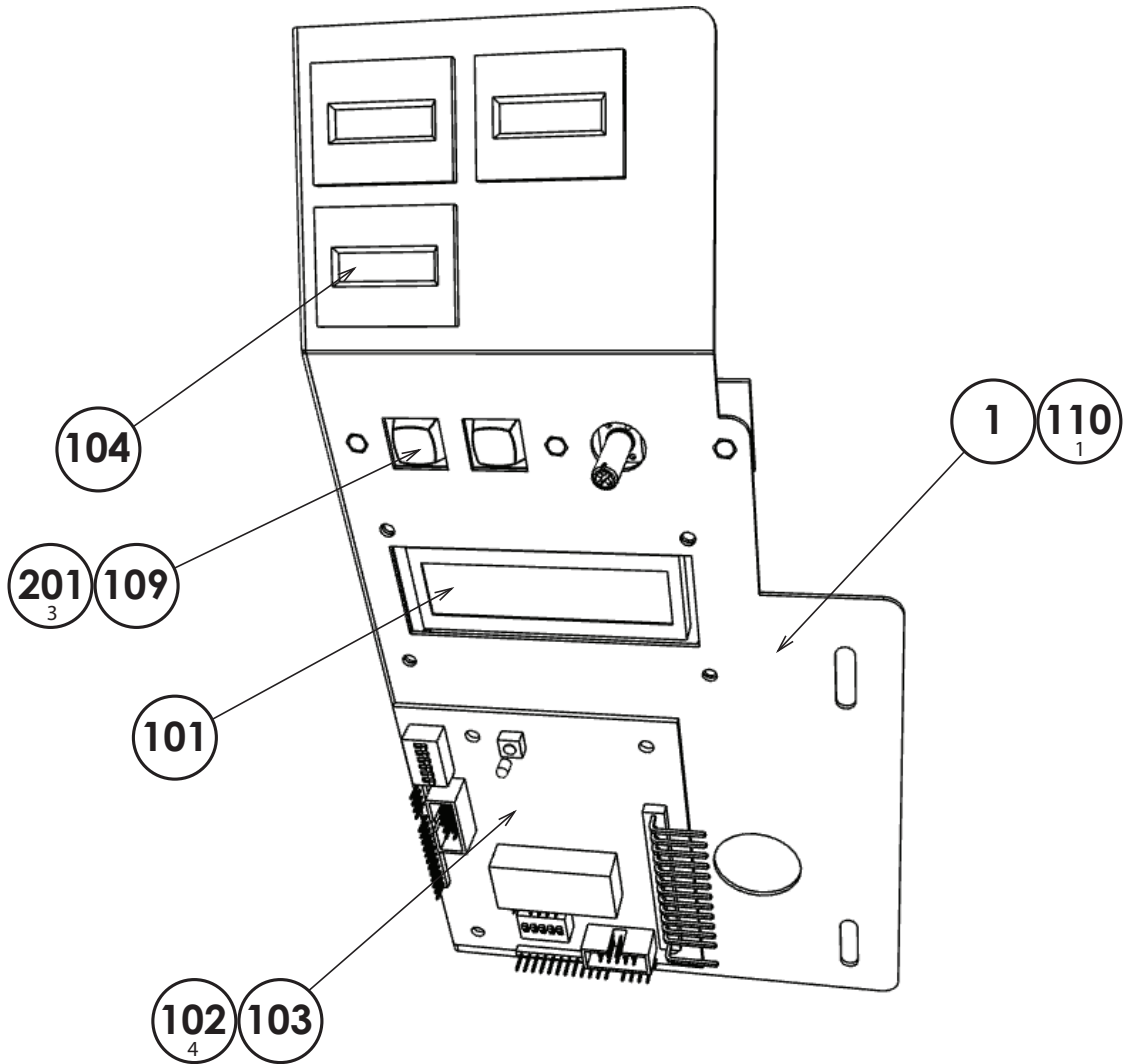
ITEM NO	PART NO	DESCRIPTION	QTY
***1	FB-5205UK	ASSY BULLET CONVEYOR	1
***2	FB-0320UK	ASSY SWITCH UNIT	1
***3	FB-5203UK	BUCKET BULLET	1
***4	FB-5212UK	BAFFLE BULLET BUCKET REAR	1
***5	FB-5213UK	BAFFLE BULLET BUCKET SIDE	2
***6	FB-5219UK	BRKT BULLET BUCKET STRAIN	1
***101	125-0006-01UK	SPRING EXT ROD RETURN 34.9MM	1
***201	029-B00412	M4X12 SKT BH PAS	17
***202	068-441616	M4 WSHR 160D FLT PAS	17
***301	600-9010-44K	WH EARTH 100mm M4M4	1

16 PARTS LIST



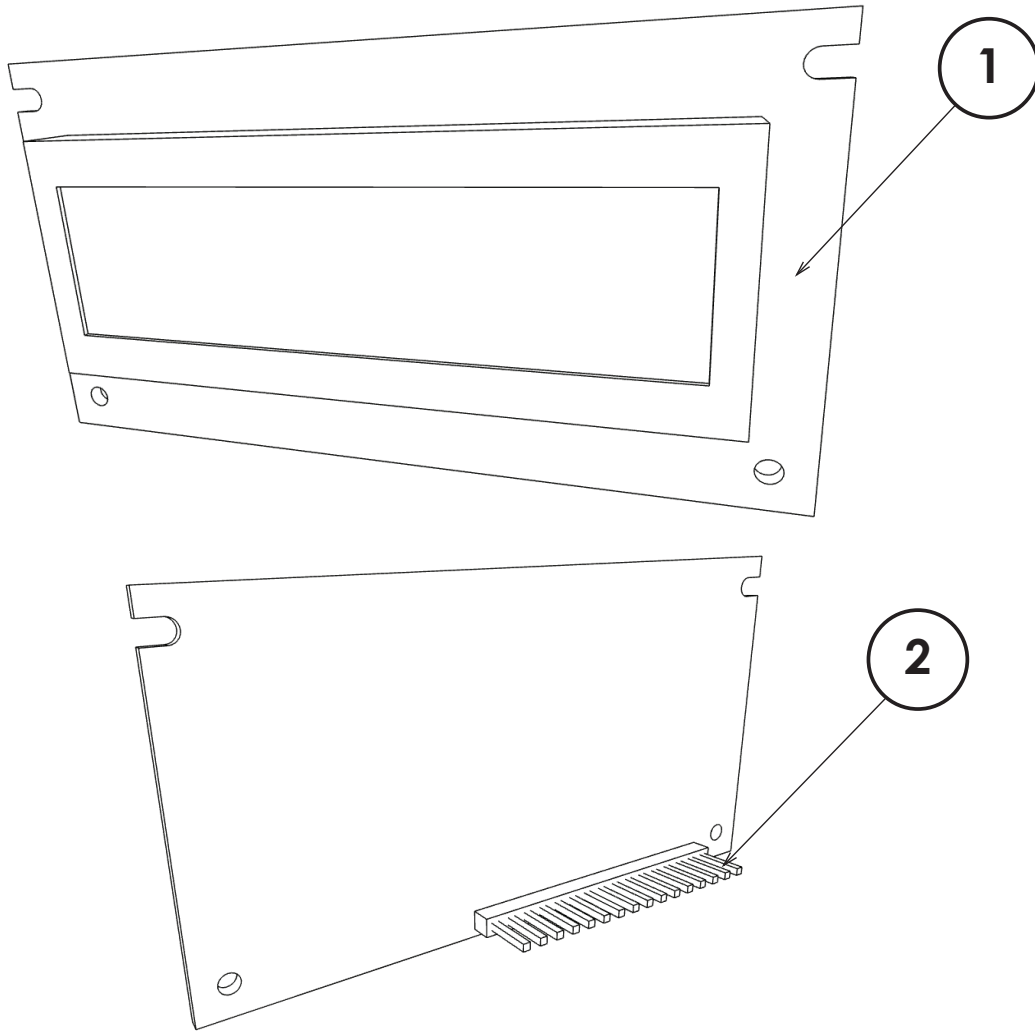
ITEM NO	PART NO	DESCRIPTION	QTY
****1	FB-5201UK	BRKT BULLET CONVEYOR SIDE	1
****2	FB-5202UK	BRKT BULLET CONVEYOR MAIN	1
****3	FB-5204UK	BRKT BELT ADJUST	2
****4	FB-5206UK	ROLLER CARTRIDGE BELT DRIVE	1
****5	FB-5207UK	ROLLER CARTRIDGE BELT IDLER	1
****6	FB-5208UK	SHAFT IDLER ROLLER	1
****7	FB-5209UK	GEAR BULLET BELT BEVEL	2
****8	FB-5211XUK	BELT BULLET CONVEYOR	1
****9	FB-5222UK	COVER BULLET BELT GEAR	1
****10	FB-5214UK	BULLET CONVEYOR MOTOR ADAPTOR	1
****101	100-0004UK	BEARING FLANGED 10MM BORE KFL000	2
****102	100-0006UK	BEARING DP GROOVE 10MM BORE SKF-6000-2Z	2
****103	065-CI2600	INTERNAL CIRCLIP 26MM	2
****104	350-024-208UK	MOTOR CROUZET 12V X0229760	1
****201	028-00404	M4X4 GSCR SHT CUP	4
****202	029-B00308	M3X8 SKT BH PAS	2
****203	029-B00412	M4X12 SKT BH PAS	8
****204	030-000875	M8X75 HEX BLT PAS	2
****205	050-U00600	M6 NYLOC NUT	4
****206	050-U00800	M8 NYLOC NUT	2
****207	060-F00300	M3 WSHR FORM A FLT PAS	2
****208	060-F00600	M6 WSHR FORM A FLT PAS	4
****209	060-S00400	M4 WSHR SPR PAS	8
****210	060-S00600	M6 WSHR SPR PAS	4
****211	060-S00800	M8 WSHR SPR PAS	2
****212	068-441616	M4 WSHR 160D FLT PAS	8
****213	068-852216	M8 WSHR 220D FLT PAS	2
****214	029-B00616	M6X16 SKT BH PAS	1
****302	FB-60072UK	WH CORK MOTOR LINK	1

31 ASSY SW UNIT (FB-0320UK)



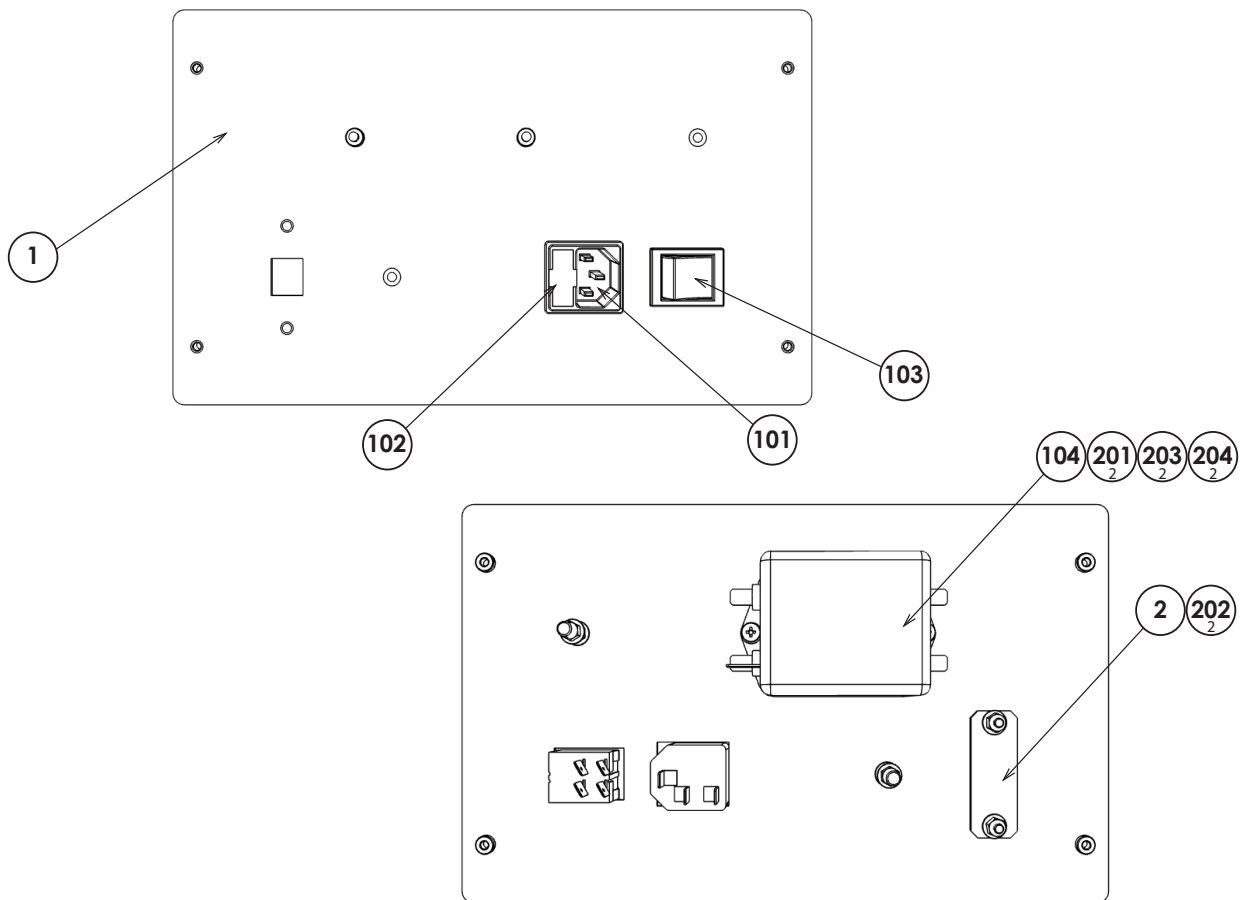
ITEM NO	PART NO	DESCRIPTION	QTY
****1	FB-0321UK	BRKT SW VOL BD	1
****101	HP-0325UK	ASSY LCD 2675575 MIDAS	1
****102	280-L00706-PM	STANDOFF 6.4MM HOLE PM	4
****103	EP1380-01	CREDIT BOARD EXCEL	1
****104	220-5643UK	COIN METER SMALL 12V	3
****105	OS1247	ALUMINIUM STICKY CLIP ASK-3	1
****107	OS1098	CRIMP BELL END SMALL	6
****108	601-0460	CABLE TIE NYLON 100MM	2
****109	838-14548-01UK	SW & VOL CTL BD	1
****110	280-0005UK	HOLDER EDGE PCB SCREW MNT 6MM	4
****201	000-P00308-W	M3X8 MSCR PAN W/FS PAS	3
****202	012-P03506-F	N6X1/4" S/TAP FLG PAS	4
****301	FB-60070UK	WH VTS, COIN HANDLING, METERS B	1

32 ASSY LCD MIDAS (HP-0325UK)



ITEM NO	PART NO	DESCRIPTION	QTY
****1	EP1494	LCD 2x16 2675575 MIDAS	1
****2	EP1499	HEADER 36WAY 2.54MM 1022263	1

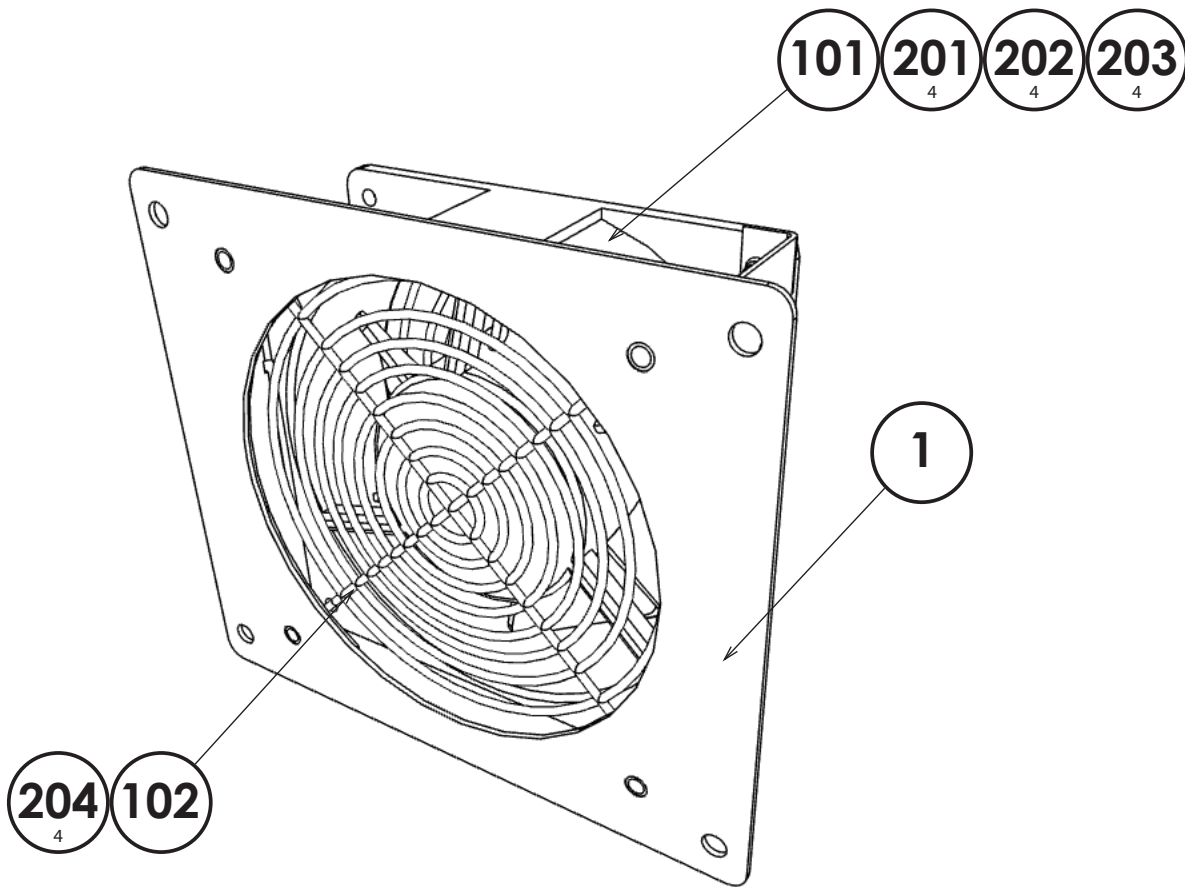
### 33 ASSY AC UNIT (HP-1080UK)



ITEM NO	PART NO	DESCRIPTION	QTY
***1	DV-1081UK	PLATE AC	1
***2	ST-0403UK	PLATE AC CAP	1
***3	LB1096	STICKER PROTECTIVE EARTH	1
***101	EP1302	EUROSOCKET FUSED 10A 250VAC	1
***102	514-5078-3150	FUSE 5X20 CERAMIC SB 3150mA	2
***103	SW1109	SWITCH ROCKER 250V AC	1
***104	EP1419	FILTER SCHAFFNER 2030-16-06	1
***105	310-5029-D508	HEAT SHRINK SLEEVING 50.8DIA	4
***106	LB1126-3150-250	FUSE LABEL 3.15A 250V	1
***107	LB1131	LABEL ON/OFF	1
***201	029-B00412	M4X12 SKT BH PAS	2
***202	050-F00400	M4 NUT FLG SER PAS	4
***203	060-F00400	M4 WSHR FORM A FLT PAS	2
***204	060-S00400	M4 WSHR SPR PAS	2
***301	HDZ-60001UK	WH AC IN	1
***302	EP1393	FERRITE TDK ZCAT3035-1330	1

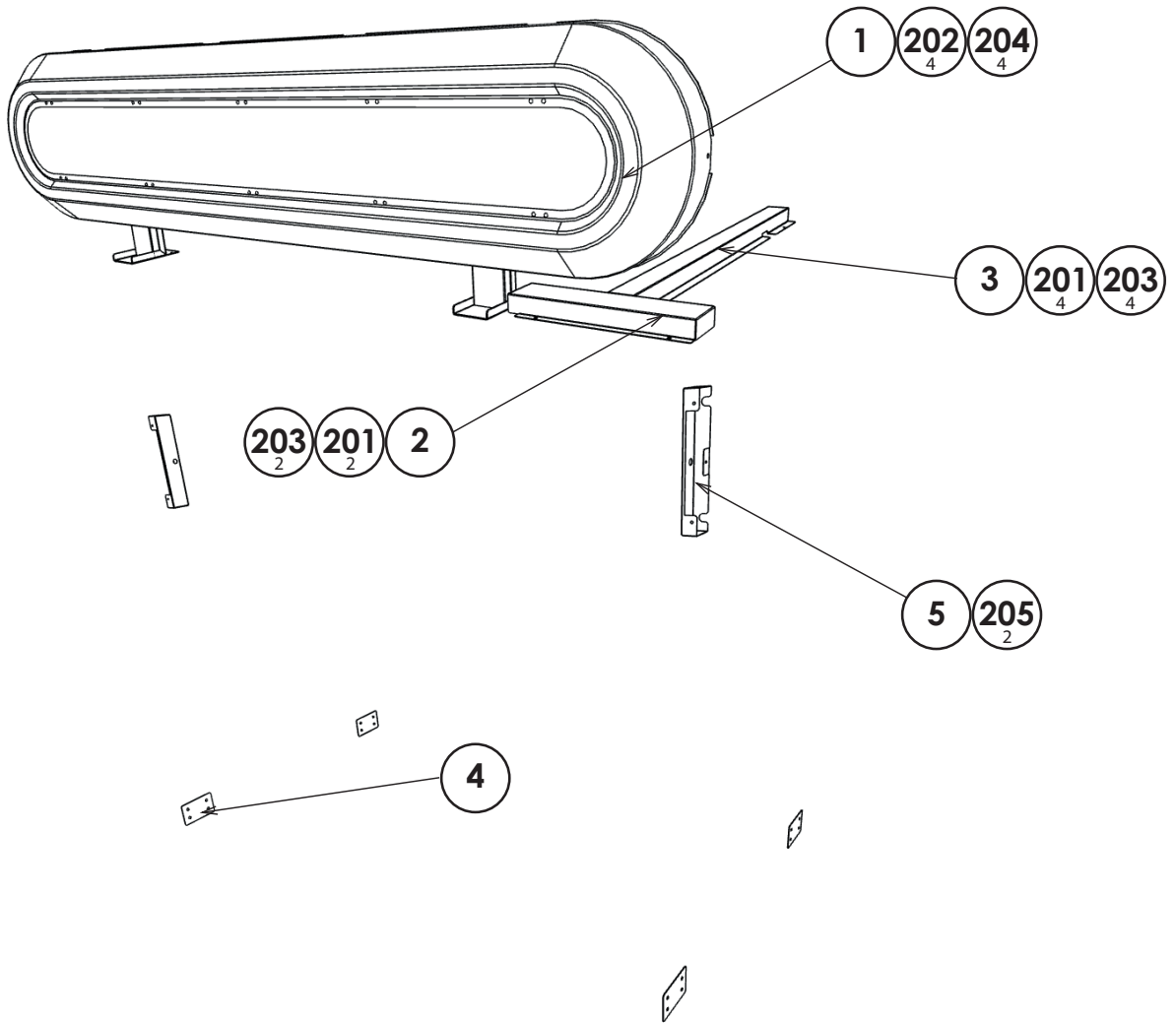


34 ASSY FAN (SND-1340UK)



ITEM NO	PART NO	DESCRIPTION	QTY
***1	SND-1341UK	BRKT FAN MTG	1
***101	260-0012-01UK	FAN DC 12V AXIAL	1
***102	FN1012	FAN GUARD METAL 120MM (FG-12)	2
***201	020-B00316-0B	M3X16 SKT BH BLK	4
***202	060-S00300-0B	M3 WSHR SPR BLK	4
***203	060-F00300-0B	M3 WSHR FORM A FLT BLK	4
***204	050-U00400	M4 NUT NYLOK PAS	4
***302	FB-60052UK	WH LED WHITE & FAN	1

35 ASSY INST KIT FB DLX (FB-INSTX-DLX)



ITEM NO	PART NO	DESCRIPTION	QTY
**1	FB-4000XUK	ASSY BILLBOARD	1
**2	FB-1049UK	BOX POWER	1
**3	FB-2013UK	CHANNEL UPPER POWER	1
**4	FB-0001UK	PLATE FRAME CONNECTING	4
**5	FB-0002UK	COVER DOOR CAM	2
**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	252-0011UK	CORK PELLETT 14DIAx11DIAx12LG	1000
**201	029-B00416	M4X16 SKT BH PAS	12
**202	029-B00425	M4X25 SKT BH PAS	10
**203	060-F00400	M4 WSHR FORM A FLT PAS	6
**204	068-441616	M4 WSHR 160D FLT PAS	10
**205	012-P03512-F	N6X1/2" S/TAP FLG PAS	4
**401	OS1019	SELF SEAL BAG 9X12.3/4	1
**402	OS1255	SELF SEAL BAG 15"X12"	2

## 17 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

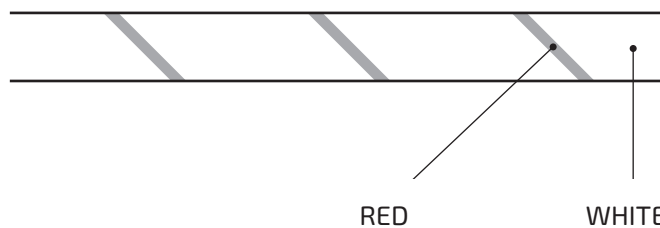
Wires other than those of any of the above 5 single colors will be displayed by 2 alphanumeric characters.

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.

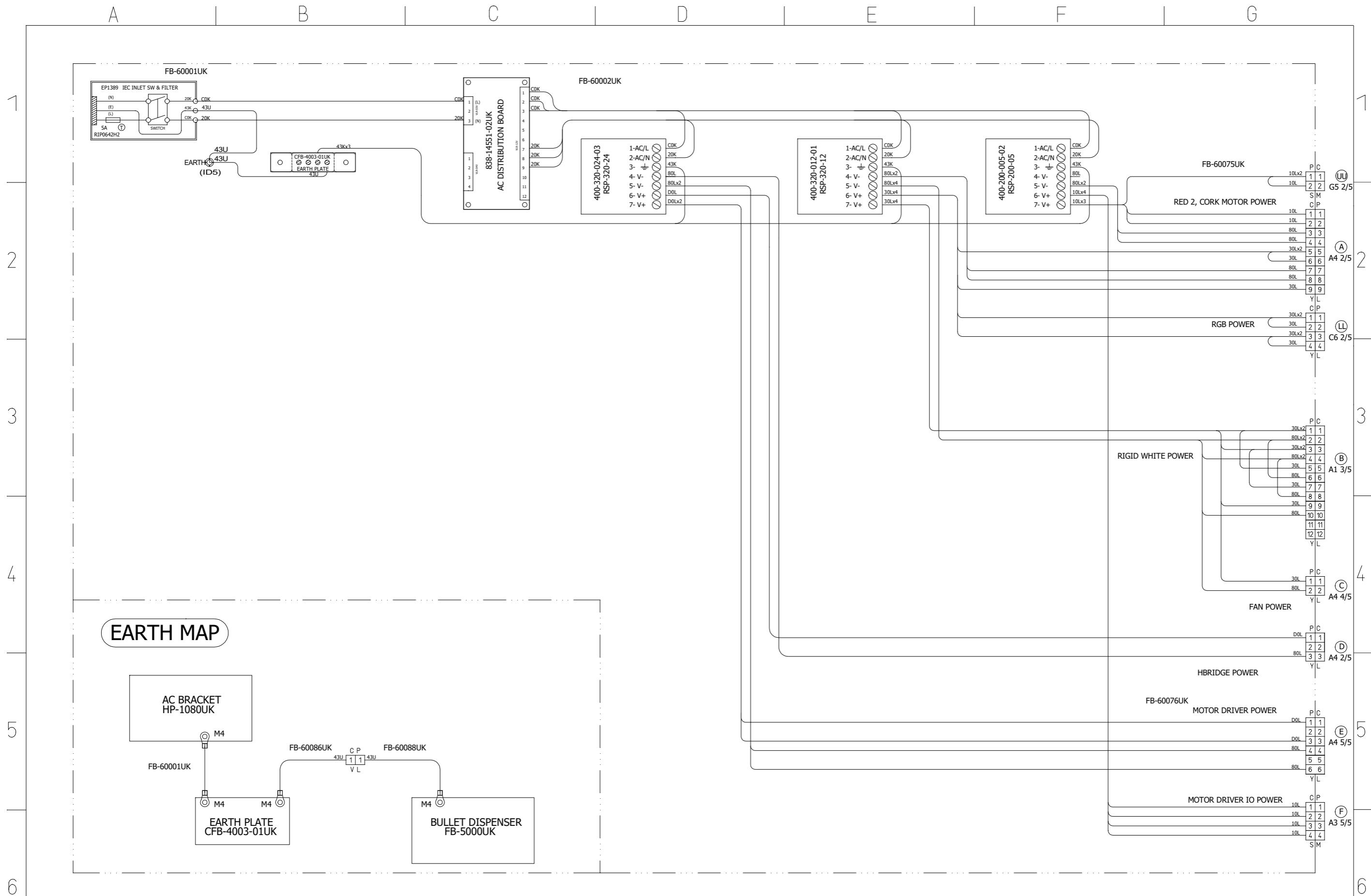
<Example> 51.....WHITE/RED



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

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

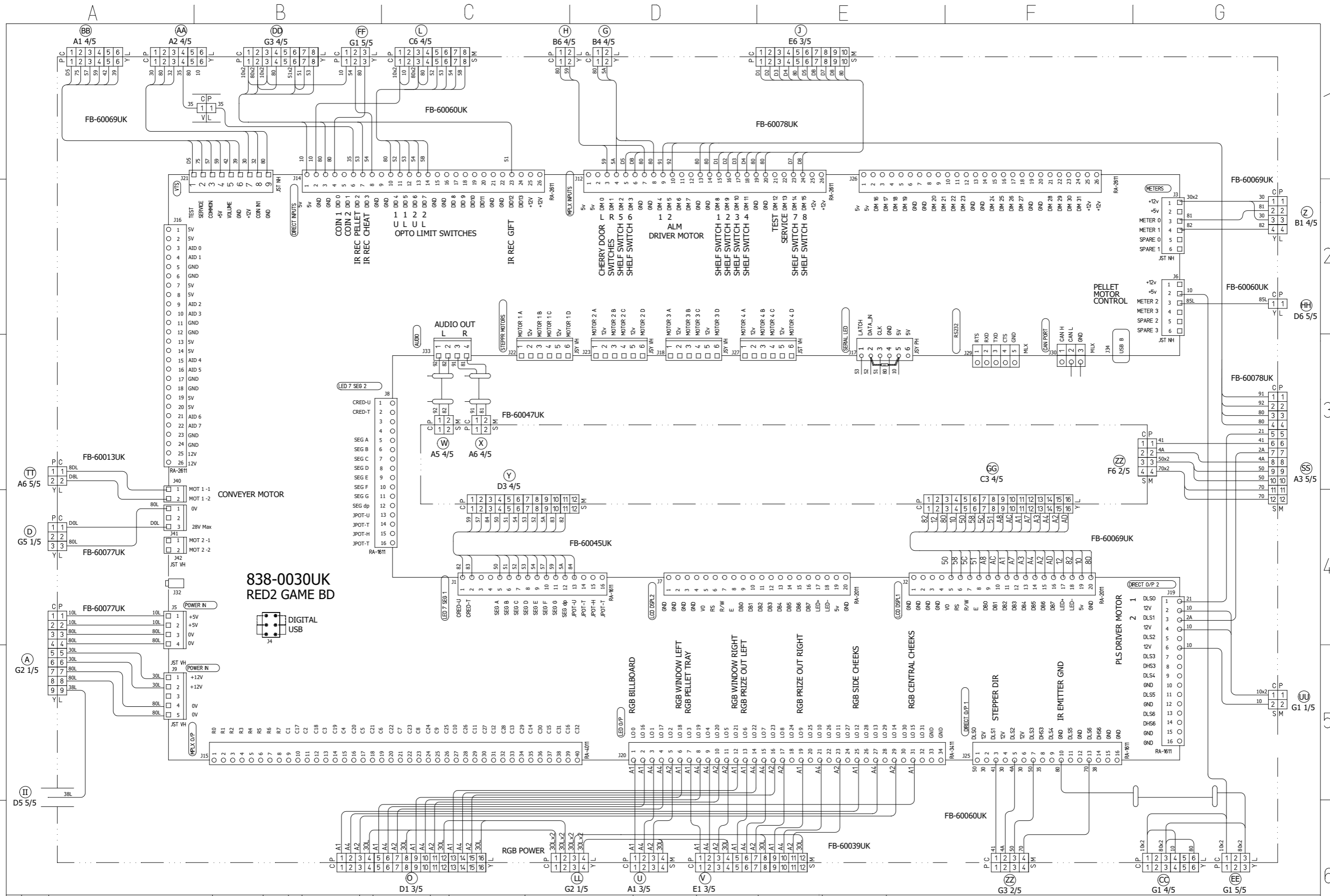
# 18 SCHEMATIC DIAGRAMS



ALTERATION		E4 4/5		PART NUMBER	DATE	DRAWN	CHECKED	DESCRIPTION	PAGE	SIZE
NO.	DESCRIPTION	BY	DATE							
8	BLACK	E	LIGHT GREEN	43	EARTH WIRE					
7	ORANGE	E	LIGHT GREEN	?	AWG18 UL1672					
5	WHITE	D	PURPLE	?	AWG20 UL1672					
4	GREEN	C	BROWN	U	AWG16 UL1015					
3	YELLOW	B	SKY BLUE	K	AWG18 UL1015					
2	BLUE	A	PINK	L	AWG20 UL1007					
1	RED	9	GRAY	T	AWG22 UL1007					

FB-0000	05/12/2018	TB	00	SEGA AMUSEMENTS INTERNATIONAL LTD	THIS DRAWING WILL IN NO WAY BE COPIED TO BE RETURNED ON DEMAND.
				SHOOT IT WIN IT	
					PAGE 1/5
					SIZE A2

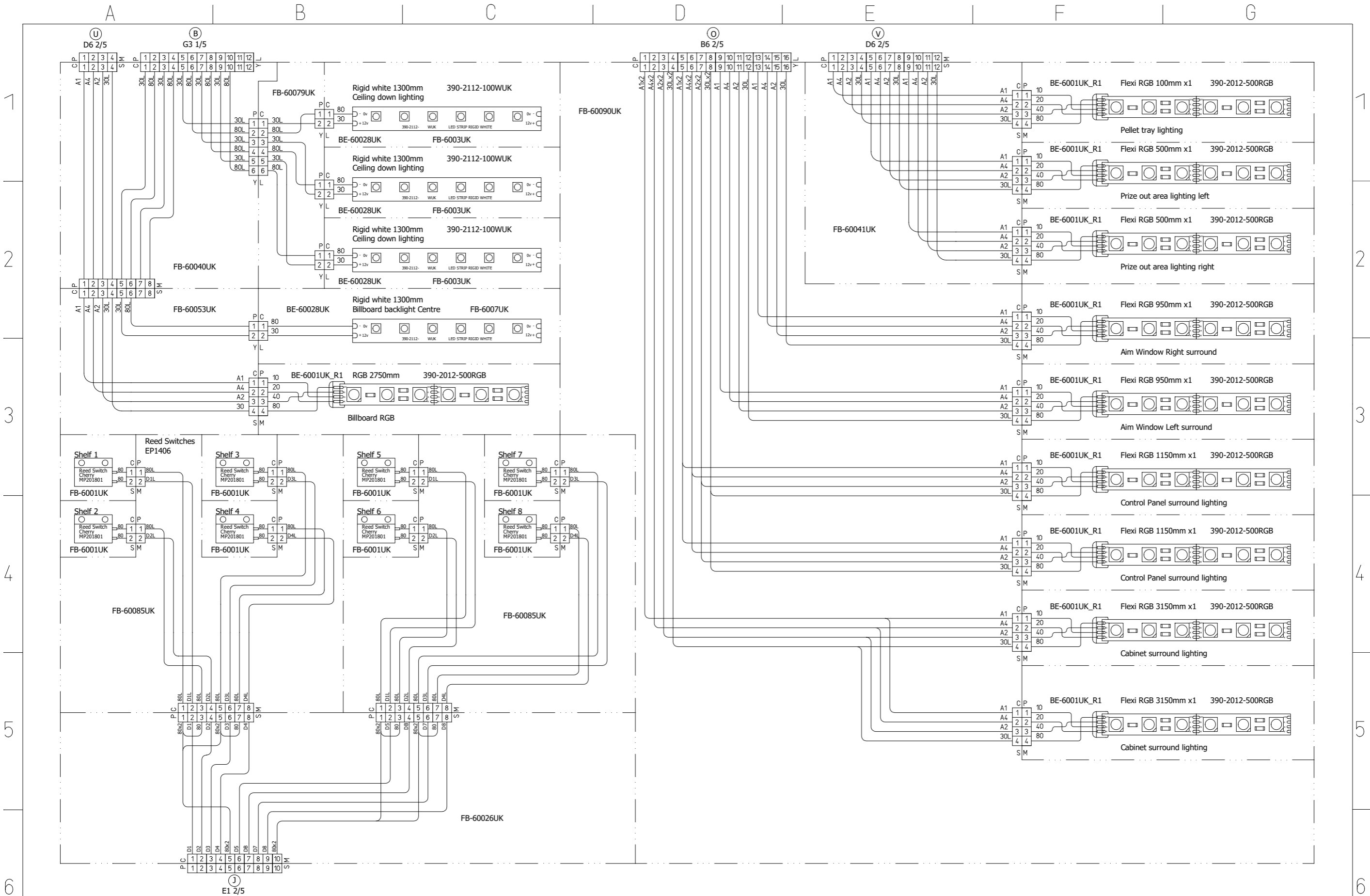


8	BLACK	43	EARTH WIRE
7	ORANGE	?	AWG18 UL1672
6	WHITE	?	AWG20 UL1672
5	WHITE	?	AWG16 UL1015
4	GREEN	?	AWG18 UL1015
3	YELLOW	B	AWG20 UL1007
2	BLUE	A	AWG22 UL1007
1	RED	9	AWG24 UL1007
		43	EARTH WIRE
		?	AWG18 UL1672
		?	AWG20 UL1672
		?	AWG16 UL1015
		?	AWG18 UL1015
		B	AWG20 UL1007
		A	AWG22 UL1007
		9	AWG24 UL1007

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PART NUMBER	DATE	DRAWN	CHECKED

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DESCRIPTION	

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2/5	A2



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	8		T	AWG22 UL1007
					AWG24 UL1007

FB-0000	05/12/2018	TB	00
PART NUMBER	DATE	DRAWN	CHECKED

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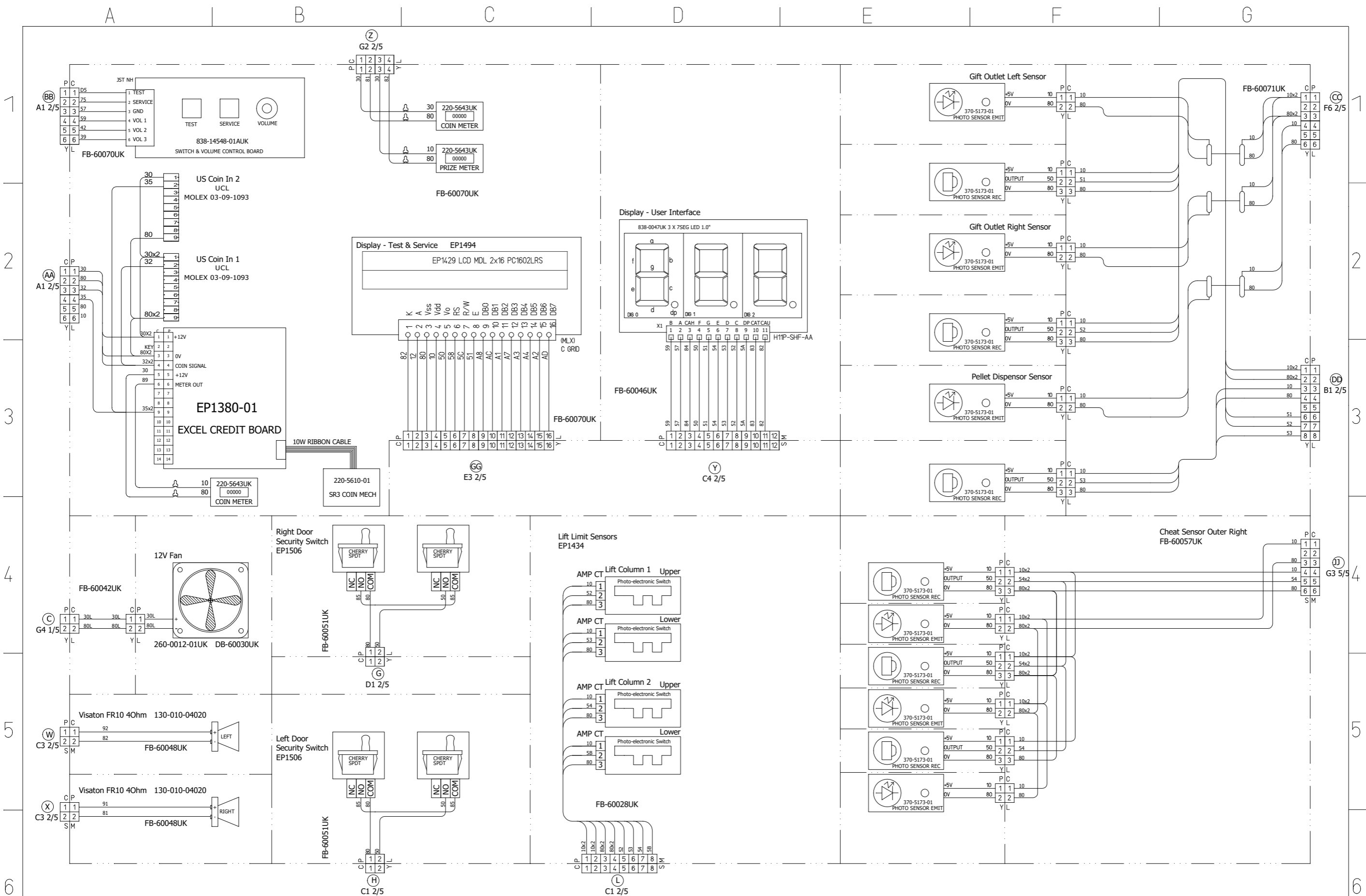
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DESCRIPTION

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SIZE A2

ALTERATION

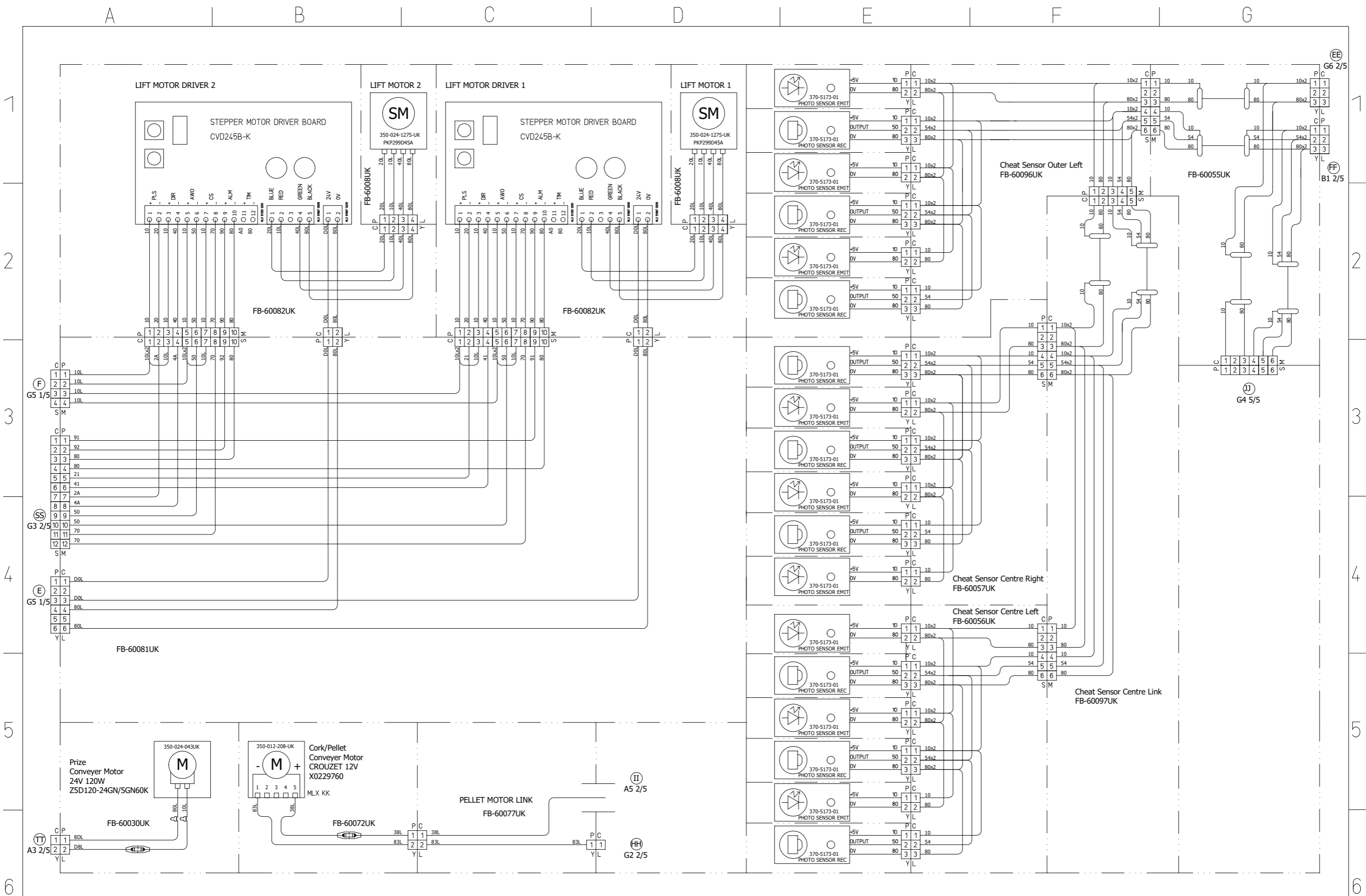


8	BLACK	E	LIGHT GREEN	43	EARTH WIRE
7	ORANGE	D	PURPLE	?	AWG18 UL1672
6	WHITE	C	BROWN	?	AWG20 UL1672
5	GREEN	B	SKY BLUE	U	AWG16 UL1015
4	YELLOW	A	PINK	K	AWG18 UL1015
3	BLUE	9	GRAY	L	AWG20 UL1007
2	RED			T	AWG22 UL1007
1					AWG24 UL1007

FB-0000	05/12/2018	TB	00
PART NUMBER	DATE	DRAWN	CHECKED

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SHOOT IT WIN IT		PAGE	SIZE
		4/5	A2
DESCRIPTION			

A B C D E F G



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

FB-0000	27/03/2019	TB	00
PART NUMBER	DATE	DRAWN	CHECKED

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SHOOT IT WIN IT		PAGE	SIZE
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DESCRIPTION			



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Option 2 for Technical, Warranty, and Repairs



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## -PLAY IT AMUSEMENTS-

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Wood Dale  
Illinois  
60191  
United States of America

Main/General: 847-364-9787  
Part Sales: 224-265-4287  
Technical Support: 224-265-4283

