

BALLZANIA



User Manual

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SEGA AMUSEMENTS INTERNATIONAL

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Contents

Contents.....	2
BEFORE USING THE PRODUCT,BE SURE TO READ THE FOLLOWING:	3
INSPECTIONS IMMEDIATELY AFTER TRANSPORTING THE PRODUCT TO THE LOCATION	4
Specification	8
Operation Warning.....	9
Product introduction	9
How-To-Play	10
Installation:	11
Playfield Layout & Settings menu information.....	12
Setting options	14
Quick setup options	15
Test menu.....	9
Troubleshooting	11
Front electrical layout	12
Part list	13
Wiring layout.....	19
Spares and Service Contact Information	20




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

TO MAINTAIN SAFETY:



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

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

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

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

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

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

- PERFORM WORK IN ACCORDANCE WITH THE INSTRUCTIONS HEREIN STATED**
 Instructions for work are explained by paying attention to the aspect of accident prevention. Failing to perform work as per the instructions can cause accidents. In the case where only those who have technical expertise should perform the work to avoid hazardous situation, the instructions herein state that the site maintenance personnel should perform such work
- BE SURE TO TURN OFF THE POWER BEFORE WORKING ON THE MACHINE**
 To prevent an electric shock, be sure to turn off the power and unplug the power cable before carrying out any work that requires direct contact with the interior of the product. If the work is to be performed in the power-on status, the instruction manual herein always states to that effect
- BE SURE TO GROUND THE EARTH TERMINAL (THIS IS NOT REQUIRED IN THE CASE WHERE A POWER CABLE WITH EARTH IS USED)**
 This product is equipped with the earth terminal. When installing the product, connect the earth terminal to the "accurately grounded indoor earth terminal" by using an earth wire. Unless the product is grounded appropriately, the user can be subject to an electric shock. After performing repair, etc. for the control equipment, ensure that the earth wire is firmly connected to the control equipment
- ENSURE THAT THE POWER SUPPLY USED IS EQUIPPED WITH AN EARTH LEAKAGE BREAKER**
 Using a power supply which is not equipped with the earth leakage breaker can cause a fire when earth leakage occurs
- BE SURE TO USE FUSES WHICH MEET THE SPECIFIED RATING (ONLY FOR THE MACHINES WHICH USE FUSES)**
 Using fuses exceeding the specified rating can cause a fire and an electric shock

- **SPECIFICATION CHANGES (REMOVAL OF EQUIPMENT, CONVERSIONS AND ADDITIONS) NOT DESIGNATED BY SEGA ARE NOT ALLOWED**

The parts of the product include warning labels for safety, covers for personal protection, etc. It is very hazardous to operate the product by removing parts and/or modifying the circuits. Should doors, lids and protective parts be damaged or lost, refrain from operating the product, and contact where the product was purchased from or the office herein stated.

SEGA shall not be held responsible for any accidents or compensation for damage to a third party resulting from the specifications not designated by SEGA

- **ENSURE THAT THE PRODUCT MEETS THE REQUIREMENTS OF APPROPRIATE ELECTRICAL SPECIFICATIONS**

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

- **INSTALL AND OPERATE THE PRODUCT IN PLACES WHERE APPROPRIATE LIGHTING IS AVAILABLE, ALLOWING WARNING LABELS TO BE CLEARLY READ**

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

- **WHEN HANDLING THE MONITOR, BE VERY CAREFUL (APPLIES ONLY TO PRODUCTS WITH MONITORS)**

Some of the monitor parts are subject to high tension voltage. Even after turning off the power, some portions are still subject to high tension voltage. Monitor repair and replacement should be performed only by those technical personnel who have knowledge of electricity and technical expertise

- **BE SURE TO ADJUST THE MONITOR PROPERLY (APPLIES ONLY TO PRODUCTS WITH MONITORS)**

Do not operate the product leaving on-screen flickering or blurring as it is. Using the product with the monitor not properly adjusted may cause dizziness or a headache to an operator, a player, or customer

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

* *In the case where commercially available monitors and printers are used in this product, only the contents relating to this product are explained herein. Some commercially available equipment has functions and reactions not stated in this manual. Read this manual together with the specific instruction manual of such equipment*

* *Descriptions herein contained may be subject to improvement changes without notice*

* *The contents described herein are fully prepared with due care. However, should any question arise or errors be found, please contact SEGA*

INSPECTIONS IMMEDIATELY AFTER TRANSPORTING THE PRODUCT TO THE LOCATION

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

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

INTRODUCTION

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

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

SPECIFICATIONS

Standard Cabinet	
Machine Dimensions:	1525mm [Width] x 1195mm [Depth]
Machine Height:	2550mm (Installed)
Machine Weight:	350kg Approx (Installed)
Power, maximum current:	2.3A @220V~ – 4.6A @ 110V~
Rating:	110VAC/240~ @ 50/60Hz – 500W (Average)

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

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.

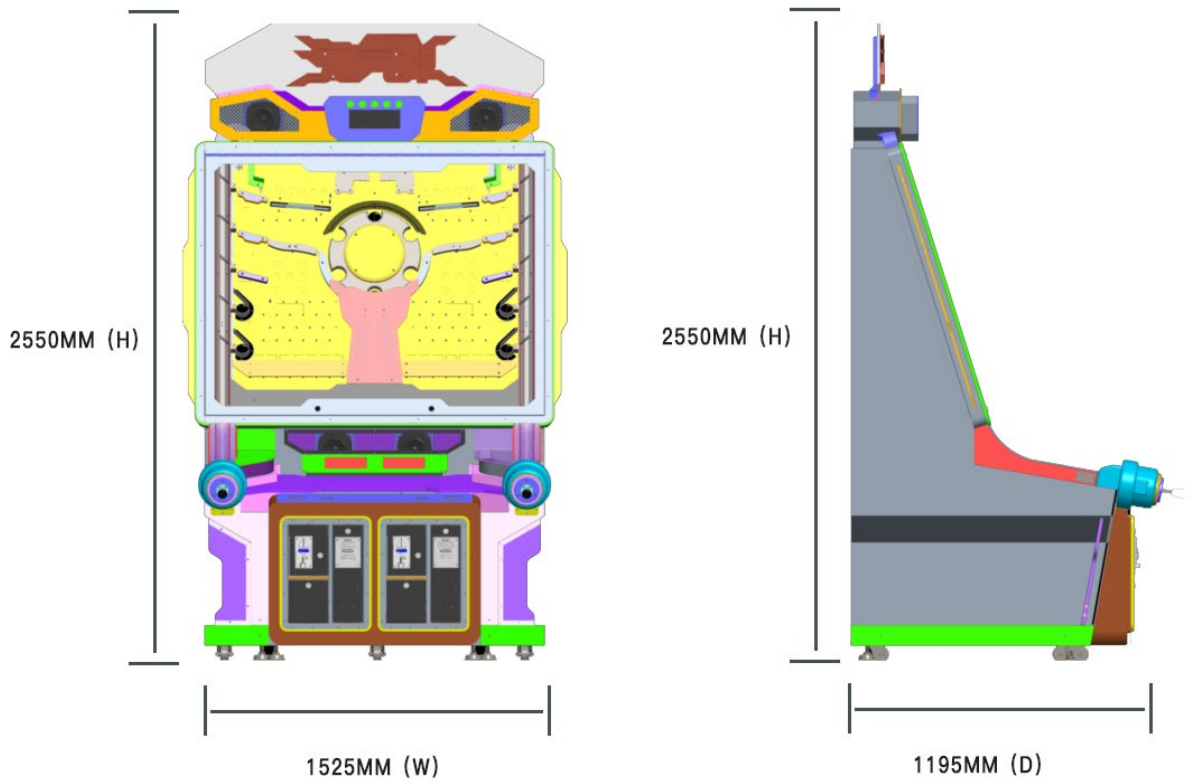


REGISTERED IN ENGLAND REGISTERED NO. 1711515

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

Specification

	Specification
Dimension	1525MM(W)*1195MM(D)*2550(H)
Net weight	350KG
Voltage	220V/110V AC±10%
Frequency	50HZ/60HZ
Power	500W
Ambient Temperature	-5°C—40°C



Picture 1

Operation Warning

- This machine is only for indoor use, not for outdoor use.
- When the machine is installed properly, the machine should be placed on the ground smoothly.
- Do not disassemble, assemble or move the machine at will.
- Before moving, turn off the power and unplug the power cord.
- The machine must be placed on a flat ground.
- Do not place the machine near high temperature or spark-prone equipment.
- Do not place sundries on the machine, and the power cord must not be pressed by heavy objects.
- Do not expose the circuit part of the machine to the outside for a long time.

Safety Precautions

- The power supply voltage must be used according to the required voltage.
- Be sure to disconnect the power supply during maintenance and repair.
- The non-professionals are not allowed to repair the machine at will.
- When unplugging the power cord, you should grasp the plug to pull it out, not the wire.
- Do not plug in or pull out the plug with wet hands, and do not stretch or twist the power cord.

Product introduction

Ballzania is an attractive, fast action arcade game where it takes skill to win multiple tickets and bonuses. Player uses a pinball type plunger to shoot balls up into holes to win tickets. Most of the plays, it will reward tickets, attracting players of all skill level, but to win big tickets and bonuses, player need more skill plays to activate Line Bonus, frenzy Party Time or hit five Bonus lamps.

Please note: Party time locks the bridge to the wheel, but game play is only available if there are active credits on the game.

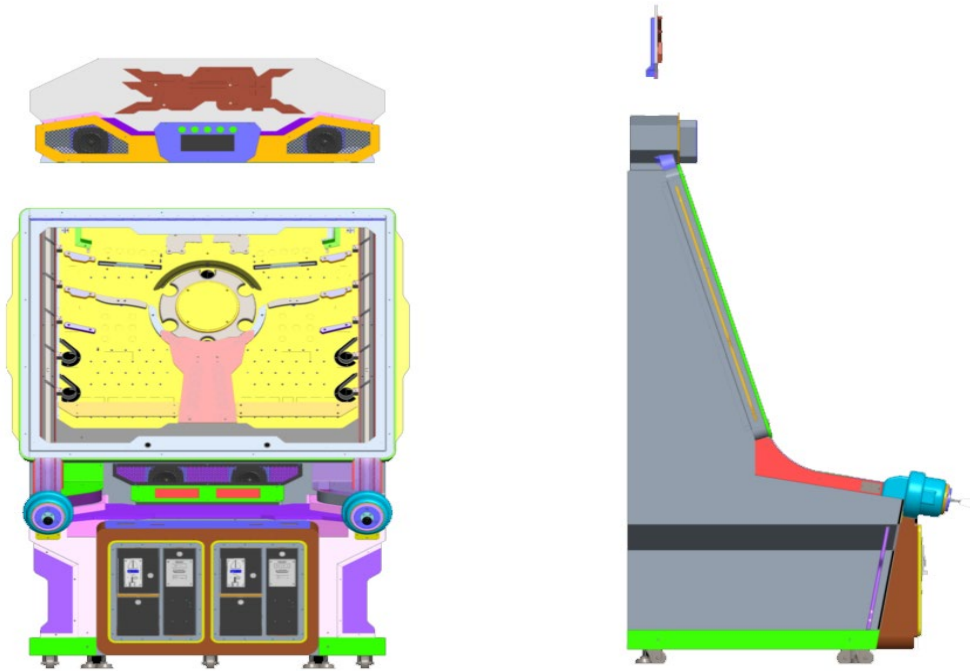
How-To-Play

1. Insert credit (s)
 2. Pull the plunger to shoot ball up into hole.
 2. Hole #1 or #2 wins you a related number of tickets.
 3. Hole #3 to light 3 lamps in straight line or more gets you corresponding bonus.
 4. Hole #4 and rotating bridge leads to spinning wheel for big tickets; Light 5 lamps of PARTY TIME to lock the bridge, or 5 lamps of BONUS to win BONUS.
- NOTE:** For 2 players, the first one to light 5th lamp of Bonus will win the BONUS making the game competitive.
5. Hole #5 to collect 5 balls for MULTI-BALL ACTION or multiple bonuses through bridge during PartyTime.



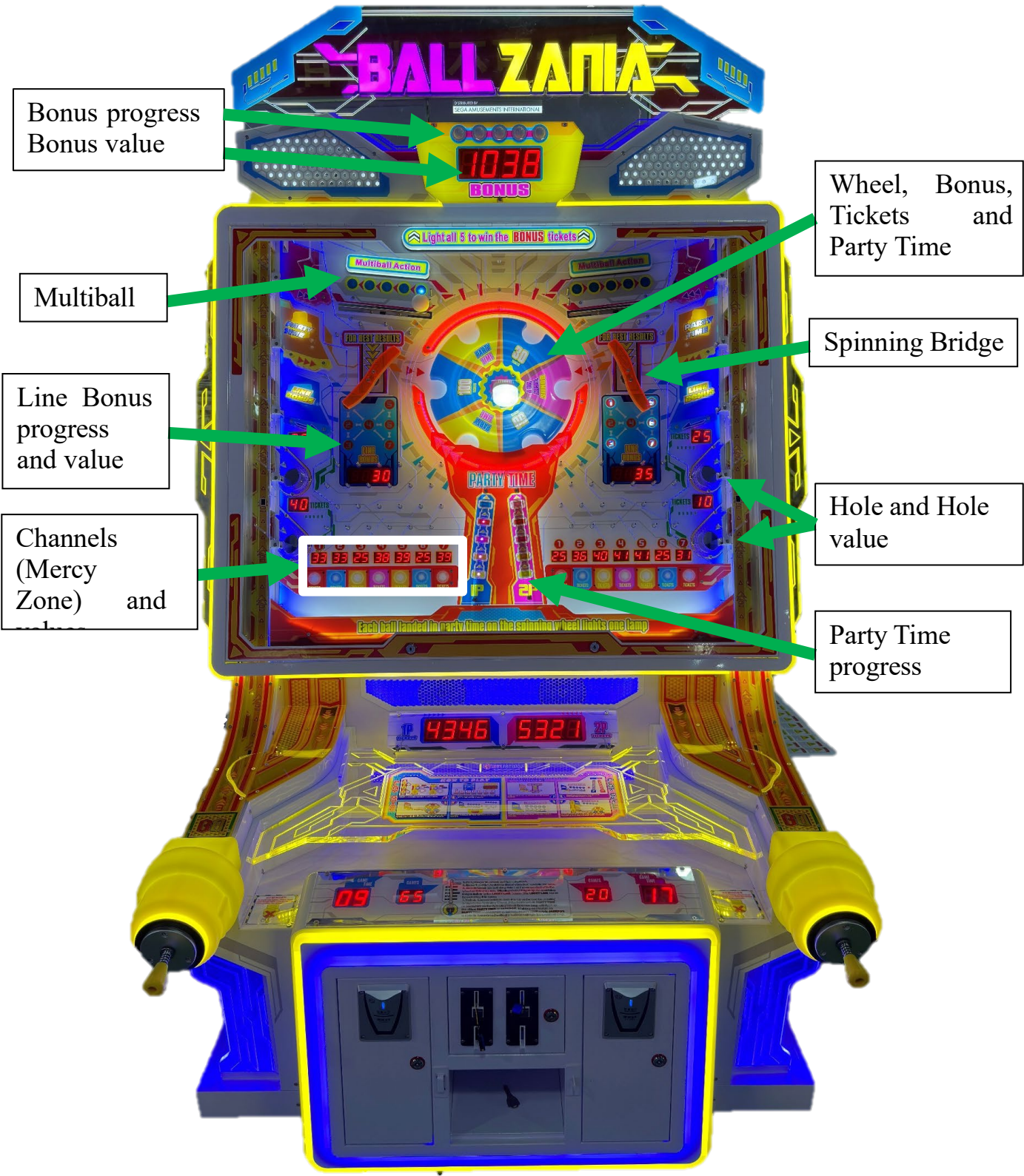
Installation:

- The equipment should be placed in the corresponding area, and the leg levelers would down to secure the game and stop it moving while being operated.
- As shown in Figure 3, install the light sign corresponding to the hole positions. Secure the screws; connect the wiring accordingly.
- 30 supplied balls should be put into the machine, 15 balls into each hopper in the rear of the cabinet (Upper door).
- Install the two plungers. Carefully connect the LED harness and hook the plunger assembly into the groove and secure with the bolt.
- Install the two side LED acrylics using the provided M4 screws.
- Power ON.



Picture3 Light Signage Assembly Diagram

Playfield Layout & Settings menu information



Bonus progress
Bonus value

Wheel, Bonus,
Tickets and
Party Time

Multiball

Spinning Bridge

Line Bonus
progress
and value

Hole and Hole
value

Channels
(Mercy
Zone) and

Party Time
progress

Press online/enquiry
to enter bookkeeping.

Online/Enquiry

Cancel

Left

Right

Press confirm to
enter settings menu,
use up and down to
navigate, and
up/down/left/right to
adjust settings
depending on the
current setting
selected.

Press download/test
to enter test mode.

Download/Test

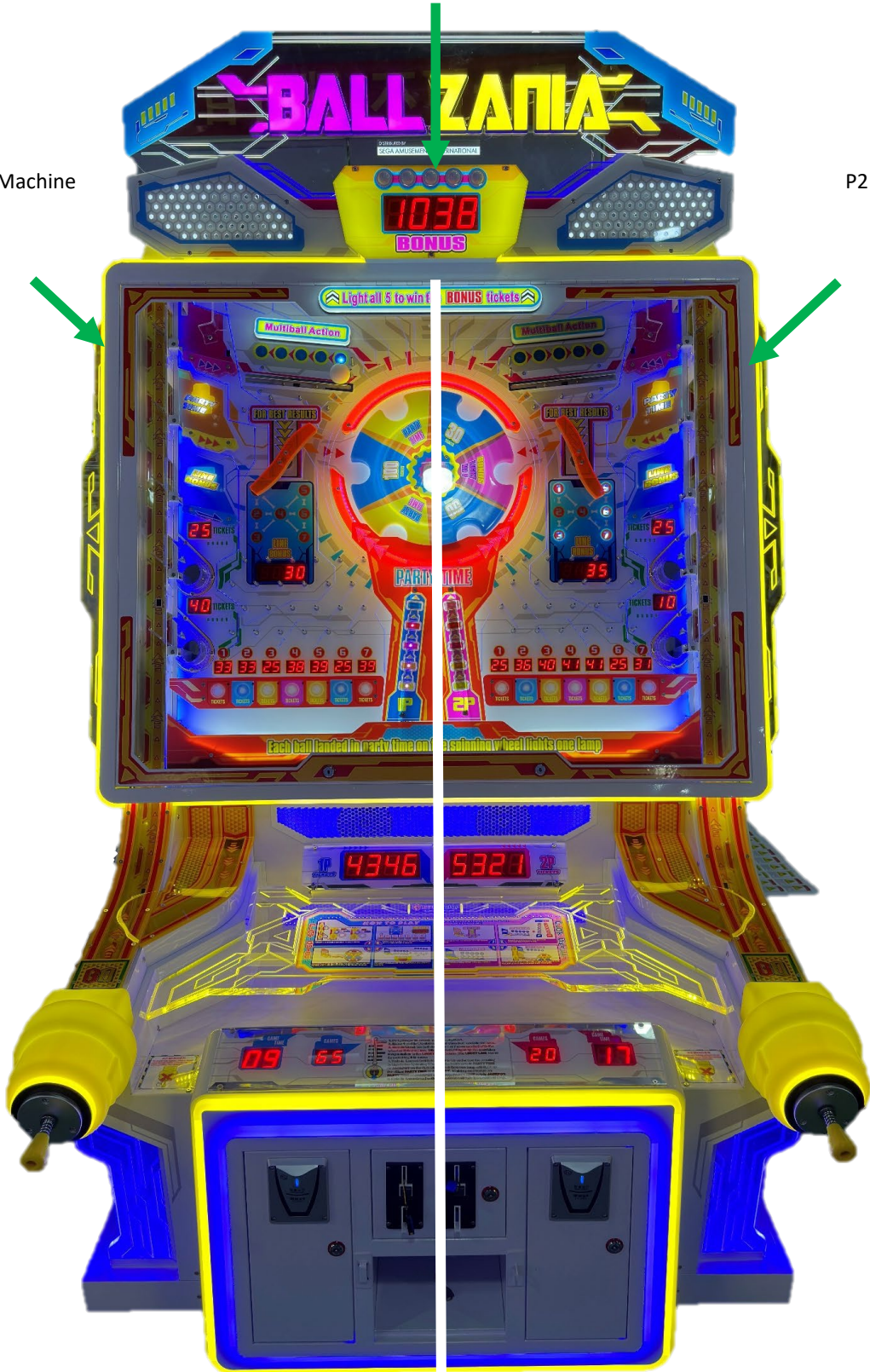
Confirm

It is important to note that the left unit (Machine #1) is the master unit, and changing the settings will not be reflected on both sides. Therefore, you should change the settings on both sides and ensure they match to avoid any confusion. The only exception should be the channel values, as they should be in reverse order on Machine #2

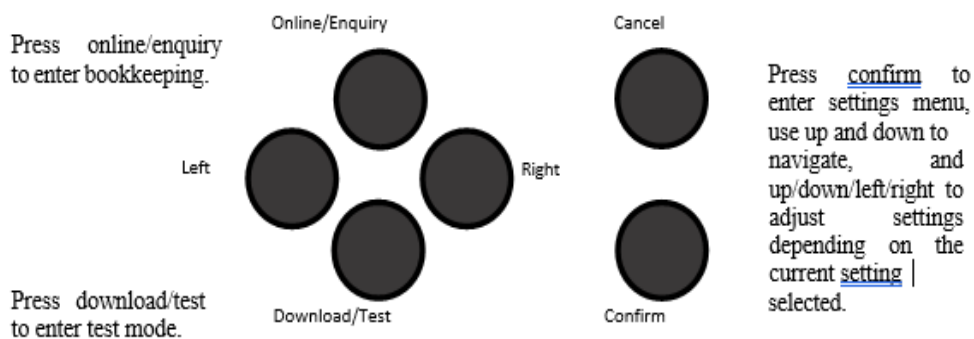
Shared bonus

P1 side Machine #1

P2 side Machine #2



Setting options



Setting	Explanation
0. Password Change	Changes the password, the default password is 00000000, Do not attempt to change.
1. Gametime	Sets the amount of time the player has per ball.
2. Ball/game	Sets both the number of balls the player gets per game, and how many credits are needed per game.
3. Ticket/coin	Sets the number of expected tickets per coin. Asia setting only, do not use.
4. Machine #	The machine number associated with the machine, this will be 1 or 2 based on which half of the machines settings you are in.
5. JP Value	Sets the minimum and maximum bonus value.
6. Line bonus	Line bonus, can be changed for each number of lines achieved, 1, 2, 3 and 5.
7. Volume	Contains the volume settings.
8. Coin/ticket clr	Allows you to clear the current coin and ticket values on the associated side of the machine.
9. Clear account	Will clear the bookkeeping on the associated side of the machine.
10. Default set	Allows you to reset the settings to default.
11. Hole ticket	Sets the upper- and lower-hole values.
12. Wheel ticket	The ticket value from the lowest value on the wheel. This should remain at 30 unless the centre wheel is swapped out.
13. Party time	The amount of time party time is active for. This stops the spinning bridge in place for the duration.
14. Party light ticket	The minimum and maximum value of landing in the party time slot on the wheel.
15. Channel ticket	Sets the associated channel value, these values are correct for the left side of the machine (Machine #1) and for the right side (Machine #2) the values should be inputted in reverse order. E.G: (1: 60 and 7: 20)
16. Coin ball increase	N/A
17. Jp light ticket	The number of tickets awarded when the ball lands in the bonus slot on the wheel.
18. Channel ticket level	Changes channel ticket variance.
19. Credit per ticket	N/A
20. Ticket credit 0	N/A Clears remaining capsule tickets
21. Bridge	The spinning speed and delay between spins of the bridge on the associated machine. This should not need to be changed.
22. Jp Lt ctrl num	Changes the speed of the bridge motor if you consecutively hit the jackpot. (China only)

Quick setup options

Please note that these settings are only a guide, and you may need to adjust them depending on the skill level of the players.

£/\$/€ 1 per Play
£/\$/€ 0.005 Ticket

Average Tickets:
70

Setting	Value	Explanation
0. Password Change		Changes the password, the default password is 00000000, Do not attempt to change.
1. Gametime	30	Sets the amount of time the player has per ball.
2. Ball/game	3 Balls per game. 1 Coin per game	Sets both the number of balls the player gets per game, and how many credits are needed per game.
3. Ticket/coin	25	Sets the number of expected tickets per coin. Redundant setting do not use.
4. Machine #	1 or 2	The machine number associated with the machine, this will be 1 or 2 based on which half of the machines settings you are in.
5. JP Value	Min: 500 / Max: 1000	Sets the minimum and maximum bonus value.
6. Line bonus	1 Line: 25 2 Line: 45 3 Line: 55 5 Line: 90	Line bonus, can be changed for each number of lines achieved, 1, 2, 3 and 5.
7. Volume	8.12.8	Contains the volume settings.
8. Coin/ticket <u>clr</u>		Allows you to clear the current coin and ticket values on the associated side of the machine.
9. Clear account		Will clear the bookkeeping on the associated side of the machine.
10. Default set		Allows you to reset the settings to default.
11. Hole ticket	Hole 1: 30 / Hole 2: 16	Sets the upper- and lower-hole values.
12. Wheel ticket	P1 Left side: 30 / 50 / 100 P2 Right side: 100 / 50 / 30	Set the 3 values to match the wheel from lowest to highest. Note: the left and right-side settings are opposite of each other.
13. Party time	15 seconds	The amount of time party time is active for. This stops the spinning bridge in place for the duration.
14. Party light ticket	min:15 / max:15	The minimum and maximum value of landing in the party time slot on the wheel.
15. Channel ticket	Ch 1: 10 Ch 2: 14 Ch 3: 10 Ch 4: 10 Ch 5: 14 Ch 6: 20 Ch 7: 30	Sets the associated channel value, these values are correct for the left side of the machine (Machine #1) and for the right side (Machine #2) the values should be inputted in reverse order. E.G: (1: 30 and 7: 10)
16. Coin ball increase	Off	N/A
17. <u>jp</u> light ticket	15	The number of tickets awarded when the ball lands in the bonus slot on the wheel.
18. Channel ticket level	High	Changes channel ticket variance.
19. Credit per ticket	1	N/A
20. Ticket credit 0	Off	N/A Clears remaining capsule tickets
21. Bridge	Speed:12 Delay:100	The spinning speed and delay between spins of the bridge on the associated machine. This should not need to be changed.
22. <u>jp</u> Lt <u>ctrl</u> <u>num</u>	30	Changes the speed of the bridge motor if you consecutively hit the jackpot. (China only)

£/\$/€ 2 per Play
£/\$/€ 0.005 Ticket

Average Tickets:
140

Setting	Value	Explanation
0. Password Change		Changes the password, the default password is 00000000, Do not attempt to change.
1. Gametime	30	Sets the amount of time the player has per ball.
2. Ball/game	3 Balls per game. 2 Coin per game	Sets both the number of balls the player gets per game, and how many credits are needed per game.
3. Ticket/coin	25	Sets the number of expected tickets per coin. Redundant setting do not use.
4. Machine #	1 or 2	The machine number associated with the machine, this will be 1 or 2 based on which half of the machines settings you are in.
5. JP Value	Min: 1000 / Max: 1500	Sets the minimum and maximum bonus value.
6. Line bonus	1 Line: 45 2 Line: 90 3 Line: 100 5 Line: 200	Line bonus, can be changed for each number of lines achieved, 1, 2, 3 and 5.
7. Volume	8.12.8	Contains the volume settings.
8. Coin/ticket <u>clr</u>		Allows you to clear the current coin and ticket values on the associated side of the machine.
9. Clear account		Will clear the bookkeeping on the associated side of the machine.
10. Default set		Allows you to reset the settings to default.
11. Hole ticket	Hole 1: 50 / Hole 2: 30	Sets the upper- and lower-hole values.
12. Wheel ticket	30	The ticket value from the lowest value on the wheel. This should remain at 30 unless the centre wheel is swapped out.
13. Party time	15 seconds	The amount of time party time is active for. This stops the spinning bridge in place for the duration.
14. Party light ticket	min:30 / max:30	The minimum and maximum value of landing in the party time slot on the wheel.
15. Channel ticket	Ch 1: 20 Ch 2: 28 Ch 3: 20 Ch 4: 20 Ch 5: 28 Ch 6: 40 Ch 7: 50	Sets the associated channel value, these values are correct for the left side of the machine (Machine #1) and for the right side (Machine #2) the values should be inputted in reverse order. E.G: (1: 60 and 7: 20)
16. Coin ball increase	Off	N/A
17. <u>JP</u> light ticket	30	The number of tickets awarded when the ball lands in the bonus slot on the wheel.
18. Channel ticket level	High	Changes channel ticket variance.
19. Credit per ticket	1	N/A
20. Ticket credit 0	Off	N/A Clears remaining capsule tickets
21. Bridge	Speed:12 Delay:100	The spinning speed and delay between spins of the bridge on the associated machine. This should not need to be changed.
22. <u>JP</u> <u>Lt</u> <u>ctrl</u> <u>num</u>	30	Changes the speed of the bridge motor if you consecutively hit the jackpot. (China only)

£/\$/€ 1 per Play
£/\$/€ 0.01 Ticket

Average Tickets:
35

Setting	Value	Explanation
0. Password Change		Changes the password, the default password is 00000000, Do not attempt to change.
1. Gametime	30	Sets the amount of time the player has per ball.
2. Ball/game	3 Balls per game. 1 Coin per game	Sets both the number of balls the player gets per game, and how many credits are needed per game.
3. Ticket/coin	25	Sets the number of expected tickets per coin. Redundant setting do not use.
4. Machine #	1 or 2	The machine number associated with the machine, this will be 1 or 2 based on which half of the machines settings you are in.
5. JP Value	Min: 500 / Max: 500	Sets the minimum and maximum bonus value.
6. Link bonus	1 Line: 15 2 Line: 25 3 Line: 30 5 Line: 50	Line bonus, can be changed for each number of lines achieved, 1, 2, 3 and 5.
7. Volume	8.12.8	Contains the volume settings.
8. Coin/ticket <u>clr</u>		Allows you to clear the current coin and ticket values on the associated side of the machine.
9. Clear account		Will clear the bookkeeping on the associated side of the machine.
10. Default set		Allows you to reset the settings to default.
11. Hole ticket	Hole 1: 15 / Hole 2: 8	Sets the upper- and lower-hole values.
12. Wheel ticket	30	The ticket value from the lowest value on the wheel. This should remain at 30 unless the centre wheel is swapped out.
13. Party time	15 seconds	The amount of time party time is active for. This stops the spinning bridge in place for the duration.
14. Party light ticket	min:15 / max:15	The minimum and maximum value of landing in the party time slot on the wheel.
15. Channel ticket	Ch 1: 5 Ch 2: 7 Ch 3: 5 Ch 4: 5 Ch 5: 7 Ch 6: 10 Ch 7: 15	Sets the associated channel value, these values are correct for the left side of the machine (Machine #1) and for the right side (Machine #2) the values should be inputted in reverse order. E.G: (1: 15 and 7: 5)
16. Coin ball increase	Off	N/A
17. <u>JP</u> light ticket	15	The number of tickets awarded when the ball lands in the bonus slot on the wheel.
18. Channel ticket level	High	Changes channel ticket variance.
19. Credit per ticket	1	N/A
20. Ticket credit 0	Off	N/A Clears remaining capsule tickets
21. Bridge	Speed:12 Delay:100	The spinning speed and delay between spins of the bridge on the associated machine. This should not need to be changed.
22. <u>JP</u> Lt <u>ctrl</u> <u>num</u>	30	Changes the speed of the bridge motor if you consecutively hit the jackpot. (China only)

£/\$/€ 2 per Play
£/\$/€ 0.01 Ticket

Average Tickets:
70

Setting	Value	Explanation
0. Password Change		Changes the password, the default password is 00000000, Do not attempt to change.
1. Gametime	30	Sets the amount of time the player has per ball.
2. Ball/game	3 Balls per game. 2 Coin per game	Sets both the number of balls the player gets per game, and how many credits are needed per game.
3. Ticket/coin	25	Sets the number of expected tickets per coin. Redundant setting do not use.
4. Machine #	1 or 2	The machine number associated with the machine, this will be 1 or 2 based on which half of the machines settings you are in.
5. JP Value	Min: 500 / Max: 1000	Sets the minimum and maximum bonus value.
6. Line bonus	1 Line: 25 2 Line: 45 3 Line: 55 5 Line: 90	Line bonus, can be changed for each number of lines achieved, 1, 2, 3 and 5.
7. Volume	8.12.8	Contains the volume settings.
8. Coin/ticket <u>clr</u>		Allows you to clear the current coin and ticket values on the associated side of the machine.
9. Clear account		Will clear the bookkeeping on the associated side of the machine.
10. Default set		Allows you to reset the settings to default.
11. Hole ticket	Hole 1: 30 / Hole 2: 16	Sets the upper- and lower-hole values.
12. Wheel ticket	P1 Left side: 30 / 50 / 100 P2 Right side: 100 / 50 / 30	Set the 3 values to match the wheel from lowest to highest. Note: the left and right-side settings are opposite of each other.
13. Party time	15 seconds	The amount of time party time is active for. This stops the spinning bridge in place for the duration.
14. Party light ticket	min:30 / max:30	The minimum and maximum value of landing in the party time slot on the wheel.
15. Channel ticket	Ch 1: 10 Ch 2: 14 Ch 3: 10 Ch 4: 10 Ch 5: 14 Ch 6: 20 Ch 7: 30	Sets the associated channel value, these values are correct for the left side of the machine (Machine #1) and for the right side (Machine #2) the values should be inputted in reverse order. E.G: (1: 30 and 7: 10)
16. Coin ball increase	Off	N/A
17. <u>JP</u> light ticket	30	The number of tickets awarded when the ball lands in the bonus slot on the wheel.
18. Channel ticket level	High	Changes channel ticket variance.
19. Credit per ticket	1	N/A
20. Ticket credit 0	Off	N/A Clears remaining capsule tickets
21. Bridge	Speed:12 Delay:100	The spinning speed and delay between spins of the bridge on the associated machine. This should not need to be changed.
22. <u>JP</u> Lt <u>ctrl</u> num	30	Changes the speed of the bridge motor if you consecutively hit the jackpot. (China only)

Test menu

Test no.		Function	Instruction
Test 00		Multi-ball Action light	Display the current number of Multi-ball Action light; Up and down keys to modify the quantity;
Test 01		Lane light	Display the channel light number and status; Up and down keys to switch the channel number; Confirm key to modify the current number light status;
Test 02		Auto-Run test	Display the current automatic coin operation status Press the up and down keys to start or stop the automatic test;
Test 03		Signal input	Display the current input number and the current input status; Up and down keys to switch the input number; 01, Ticket machine sensor; 02, Inserting coin; 03, Ball shooting sensor 02; 04, Sensor of Ball holding board of Multi-ball Action ; 05, Sensor of Multi-ball Action; 06, Switch No. 02; 07, Switch No. 01; 08-14, Switch of slot 01-07; 15, Ball-out sensor; 16, Sensor of spinning wheel reset; 17, Sensor for counting grids on spinning wheel; 18, The upper switch on the spinning wheel; 19, The nether switch on the spinning wheel ; 20, Plunger shooting sensor; 21, Bridge reset sensor; 22, Bridge counting grid sensor; 23, Shooting ball sensor 01;
Test 04		output signal	Display the current output number and the current output status; Press the up and down keys to switch the output number; confirm key to control the output; 01, Ticket machine motor; 02, The Spinning Wheel motor is reversed; 03, The Bridge motor is reversed; 04, Multiball Action Light 05, The Spinning Wheel motor rotates forward; 06, The Bridge rotates forward; 07, Spinning Wheel Light 08, Spotlight on the top; 09, Electromagnet of Multi-ball holding board; 10, Ball-outl motor; 11, Coin meter; 12, Ticket Meter;

Test 05		Sound	Display the current sound effect volume and sound number; Up and down keys to switch the sound number; Confirm key to switch sound effect volume and background volume;
Test 06		Ticket out	Display the number of tickets to be drawn; Press the up key to increase the ticket value; Press the down button to modify the value of each increase of the ticket is 1, 5, 10, 100;
Test 07		Ball out	Display the ball-out state and the signal of the ball-out switch; Press the up button to release balls;
Test 08		Party Time light	Display the number of Party Time lights; Press the up and down keys to modify the number of Party Time lights;
Test 09		JP light	Display the number of JP lamps; Press the up and down keys to modify the number of JP lamps;
Test 10		Spinning wheel	Display the status of sensor of the spinning wheel and the info of grids;

Error code

Error code	Problem	Trouble shooting
E020	Ball detection failure	1. Check whether the ball-out motor operates or not during the single test; if not, check the following: *. Whether the wiring between the main board and the motor is normal; *. Whether the motor is normal; 2. Detect whether the ball-out sensor is normal, if not, replace the sensor.
E021	Spinning Wheel detection failure	1. Check whether the Spinning Wheel motor operates; if not, check the following: *. Whether the driver board is normal; *. Whether the connection between the motherboard and the driver is normal; 2. Whether sensor of the Spinning Wheel reset or the counting grids is normal; if not, replace the sensor.
E025	Ball launching sensor failure	*. Detect whether the ball-out exit is blocked by ball; *. Detect whether the sensor is abnormal; *. Check whether the connection between the main board and the sensor is normal;
E027	Bridge detection failure	1. Check whether the Bridge motor operates; if not, check as follows: *. Whether the motor driver board is normal; *. Whether the connection between the motherboard and the driver is normal; 2. Detect whether the Bridge reset sensor and the counting grid sensor are normal, if not, the sensor needs to be replaced
E066	Solenoid Multi-ball Action is detected abnormal.	1. Open the rear door and pull the tail of the solenoid by hand to see if it moves smoothly. If it does not, loosen the anti slip nut at the tail till the solenoid moves smoothly. 2. Check whether the sensor of the solenoid is normal. If not, replace the sensor.
E082	Extension communication faulty	1. Check whether the connection between the extension and the host is normal; 2. Check whether the main extension number is set normally; 3. Check whether the main extension board is normal;

Troubleshooting

Coin not responding.

- (1) Check whether the coin acceptor has power
- (2) Check wiring between coin acceptor and host (credit board)
- (3) Contact Sega support for further advice or check segaarcade.com for tips

Button not responding.

- (1) Check whether the IO board is powered on
- (2) Check whether the serial port line is plugged in correctly and whether the wiring is OK.
- (3) Check whether the button/switch affected has good connection
- (4) Check if there is a logic or supply voltage across the switch
- (5) Contact Sega support for further advice or check segaarcade.com for tips

No sound

- (1) Check whether the power amplifier has power
- (2) Check whether the audio plug of the host is connected securely.
- (3) The above two points have been eliminated but the problem remains, please replace the motherboard, or contact Sega

No display

- (1) Check whether the LCD is in good condition and the wiring is securely connected.
- (2) If it is eliminated but the problem persists, please replace the motherboard.

Centre wheel not turning.

- (1) The centre wheel is controlled by the P1 left side main board. Ensure that the left side "Machine ID is set to #1
- (2) Swap the two main boards over and set the ID's the #1 & #2 respectively and power on and test again.
- (3) Check if the LED is ON on the motor drive board which denotes the main board has sent the ON signal to the drive board
- (4) Check the motor is receiving power (12vdc)

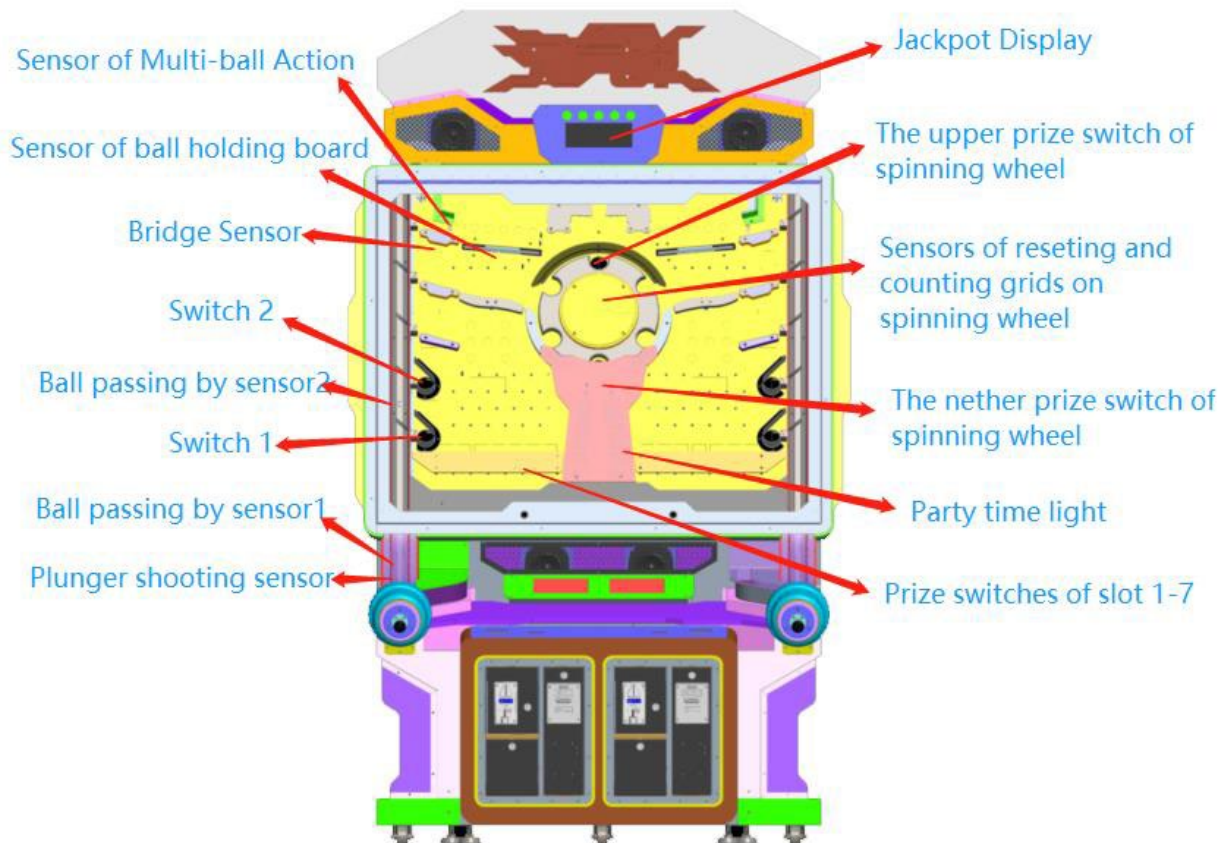
Bridge Motor is turning back and forth.

- (1) Check the opto sensor is working. It has a 5vdc supply.
- (2) Check the signal is activating when blocked. (3vdc active low)





Bridge motor is turning in reverse.

- (1) Ensure that the left main board is set as machine ID #1 and the right side main board is set to Machine ID# 2

Front electrical layout



Part list

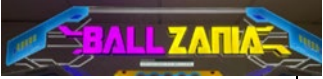

Part Name	Part number	Part image	Specification
10R motor	HY-YQD-MT12V10R		12V 10R To drive central spinning wheel
14R motor	HY-YQD-MT12V14R		12V 14R To drive PartyTime bridge
28R motor	HY-YQD-MT12V28R		12V 28R To drive ball hopper spinning
Ball hopper drive board	HY-YQD-BHDB001		Control the motor of the ball hopper
Menu button board	HY-YQD-MBB001		For menu button
ball	HY-YQD-WB001		Diameter 42.5

Long spring	HY-YQD-PLS001		Plunger long string
Short spring	HY-YQD-PSS001		Plunger short string
U force rubber ring	HY-YQD-UFRR001		Plunger rubber ring
Diffuse light-reflecting sensor	HY-YQD-DLRS001		To detect movements of balls
Brass bushings	HY-YQD-PRBB001		for plunger rod
Solenoid	HY-YQD-MBASOL001		for multi ball action
Photoelectric sensors	HY-YQD-PHSEN001		Sensor for detecting balls releasing and shooting.

Microswitch with wheel	HY-YQD-MICWH001		Microswitches on slots 1-7
Long pin microswitch	HY-YQD-LPMIC001		For hole #1, hole #2 and 2 holes in the spinning wheel
Rotational molding plastic cover	HY-YQD-PRMPC001		For plunger
Plunger rod	HY-YQD-PR001		For plunger
4-way motor driver board	HY-YQD-4WMTDB001		7.5CM*11CM To control motor and solenoid
Double groove sensor board	HY-YQD-DGSB001		To control motor
Single groove sensor board	HY-YQD-SGSB001		To detect movements of solenoid

Single way solenoid small board	HY-YQD-SWSOLB001		To control movements of solenoid
Main board	HY-YQD-MB001		12CM*16.8CM
1 inch nixie tube display	HY-YQD-NTD1		1inch, 2digits, 3.5cm*7cm
1.5 inch nixie tube display	HY-YQD-NTD15		1.5", 2digits, 4.5CM*8CM
7-slot nixie tube display	HY-YQD-NTD7S		0.8*7
7-grid Line Bonus board	HY-YQD-LBB7G		Line bonus, 7 lamps, 12CM*12CM
Party Time light board	HY-YQD-PTLB001		5 lamps, 2CM*19CM
Amplifier board	HY-YQD-AB001		Sound controlling

JP nixie tube display	HY-YQD-NTDJP001		2.3inch, 4digits, RS485 communication jackpot display, 7CM*21.3CM
Ticket nixie tube display	HY-YQD-NTDTK001		1.8inch, 4digits, RS485communication, ticket quantity display, 5.7CM*18.01CM
Line bonus nixie tube display	HY-YQD-NTDLB001		1inch, 4digits, RS485 communication, line bonus display, 3.43CM*13.3cm
Power supply 250-24-5	HY-YQD-PS250-24-5		WM-250-24-5 Input: 100~120V AC, 4.5A 200~240V AC, 2.5A Output: +24, 10A +5V, 5A
Power supply 350C-12	HY-YQD-PS350C12		WM-LRS350C-12 Input: 100~120V ~ /6.8A 200~240V ~ /3.4A Output: +12V, 29A
Power supply 200C-12	HY-YQD-PS200C12		WM-LRS200C-12 Input: 100~120V AC, 4.5A. 200~240V AC, 2.5A Output: +24V, 10A. +5V, 5A
Key	HY-YQD-KEY001		

<p>Top header acrylic (with game name BALLZANIA)</p>	<p>HY-YQD-THAC001</p>		<p>with game name BALLZANIA and light</p>
<p>Main door glass</p>	<p>HY-YQD-PFDG001</p>		<p>playfield front door glass</p>

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