

420-0042UK  
Rev 1



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**Errors & Omissions Excepted (E&OE)**

SIMON ARCADE

OWNER'S MANUAL

420-0042UK



## SERVICE MANUAL



### IMPORTANT

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

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

## TO MAINTAIN SAFETY:


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


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


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

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

## PICTOGRAPHS AND DEFINITIONS

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

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

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

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



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



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

- **Perform work in accordance with the instructions herein stated:**

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

- **Be sure to turn off the power before working on the machine:**

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

- **Be sure to ground the earth terminal (not required in the case where a power cable with earth is used):**

This product is equipped with the earth terminal. When installing the product, connect the earth terminal to the "accurately grounded indoor earth terminal" by using an earth wire. Unless the product is grounded appropriately, the user can be subject to an electric shock. After performing repair, etc. for the control equipment, ensure that the earth wire is firmly connected to the control equipment

- **Ensure that the power supply used is equipped with an earth leakage breaker:**

Using a power supply which is not equipped with the earth leakage breaker can cause a fire when earth leakage occurs

- **Be sure to use fuses which meet the specified rating (only for the machines which use fuses):**

Using fuses that exceed the specified rating can cause a fire and an electric shock

- **Specification changes (removal of equipment, conversions and additions) not designated by SEGA are not allowed:**

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

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

- **Ensure that the product meets the requirements of appropriate electrical specifications:**

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

- **Install and operate the product in places where appropriate lighting is available, allowing warning labels to be clearly read:**

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

- **When handling the monitor(s), take considerable care (applies only to products with monitors):**

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

- **Be sure to adjust monitors properly (applies only to products with monitors):**

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

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

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

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

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

## INSPECTIONS IMMEDIATELY AFTER TRANSPORTING THE PRODUCT TO THE LOCATION

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

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

## READ BEFORE OPERATING!

### OPERATOR NOTICE OF LEGAL REQUIREMENTS

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

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

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

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

- fully comply with laws, regulations and ticket payout value limitations in the jurisdiction where you place and offer this game to the public. (Contact your legal adviser for local advice);
- ensure that the amount of ticket payout comply with local laws (in type and value); and
- use the settings and options for play to ensure the game is operated within the local laws.

Neither the manufacturer nor distributor is responsible for any failure to operate the game in accordance with the relevant laws and regulations and has no liability for any consequences of such failure.

# INTRODUCTION

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

**"SIMON ARCADE"**

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

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

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

## **IMPORTANT!**

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

## **WARNING**    **CAUTION**

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

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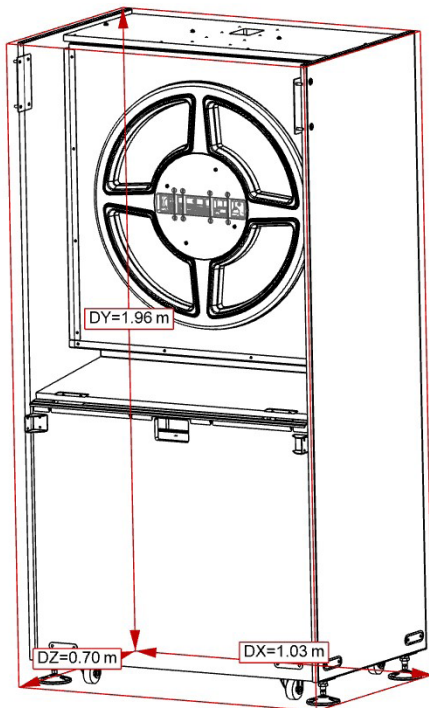
**SPECIFICATIONS**

**Standard Cabinet**

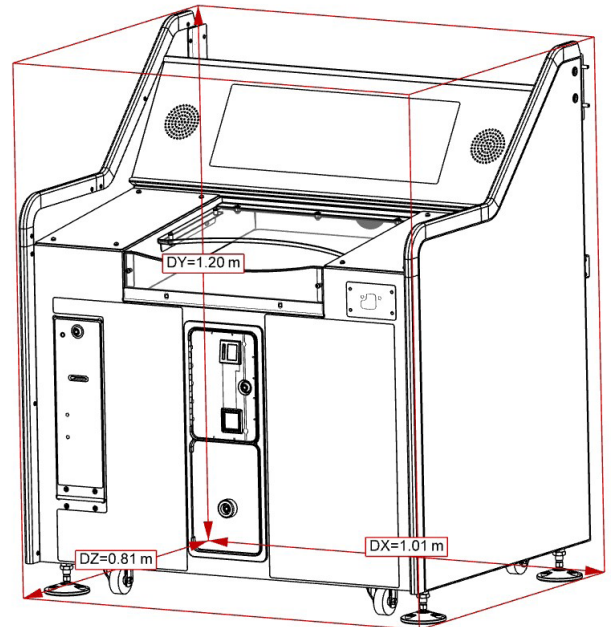
<b>Machine Dimensions:</b>	1.03m (40.6in) [Width] x 2.4m (94.5in) [Depth]
<b>Machine Height:</b>	2.82m (111in) (Installed)
<b>Machine Weight:</b>	336kg Approx (740lbs)
<b>Power, maximum current:</b>	-320w-
<b>Rating:</b>	110-240VAC @ 50/60Hz
<b>Fuse Rating:</b>	3.15A (UK/EU) 5A (US)

**INDIVIDUAL SPECIFICATIONS**

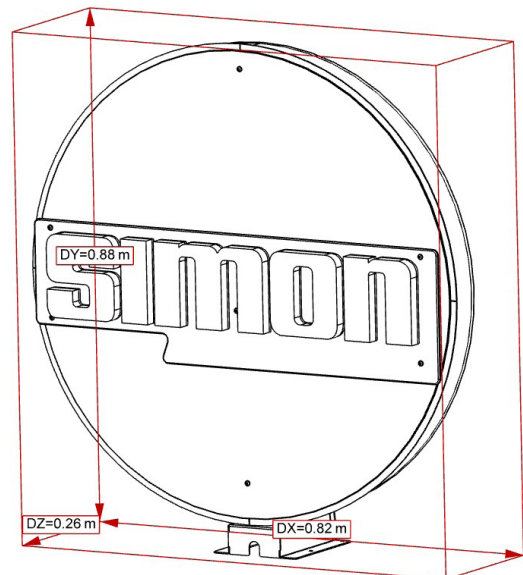
**Feature Cabinet**



**Control Cabinet**



**Billboard**





### IMPORTANT!

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

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

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

#### **Site Maintenance Personnel:**

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

#### **Activities to be carried out by Site Maintenance Personnel:**

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

#### **Other qualified professionals:**

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

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

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

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

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

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

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

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

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

## Battery Recycling Statement

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

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

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



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# 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 Board are made properly. Insufficient insertion can cause an electric shock**
- Specification changes, removal of equipment, conversion and/or addition, not designated by SEGA are not permitted
- **Failure to observe this may cause a fire or an electric shock. Noncompliance with this instruction can have a bad influence upon the physical conditions of players or onlookers, or result in injury during play**
- SEGA shall not be held responsible for damage or compensation for damage to a third party caused by specification changes not designated by SEGA
- **Do not perform any work or change parts not listed in this Manual. Doing so may lead to an accident**
- If you need to perform any work not listed in this Manual, request work from the office indicated in this Manual or the point of purchase, or inquiries for details. Be sure to perform periodic maintenance inspections herein stated

 **WARNING**

- Do not touch undesignated places. Touching places not designated can cause electric shock or short circuit
- **Whenever any fasteners (e.g. screws, nuts) have been lost, be sure to use replacement fasteners with proper dimensions as specified in this Manual. If fasteners of any other dimensions are used, it could cause damage and/or separation of parts that result in secondary accidents**
- Specification changes, removal of equipment, conversion and/or addition, not designated by SEGA are not permitted
- **Failure to observe this may cause a fire or an electric shock. Noncompliance with this instruction can have a bad influence upon the physical conditions of players and onlookers, or result in injury during play**
- SEGA shall not be held responsible for damage or compensation for damage to a third party caused by specification changes not designated by SEGA
- **Performing work or parts replacements not described in this Manual could result in accidents. If you need to perform any work not listed in this Manual, request work from the office indicated in this Manual or the point-of-purchase, or inquires for details**
- Be sure to perform periodic maintenance inspections herein stated

 **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.**

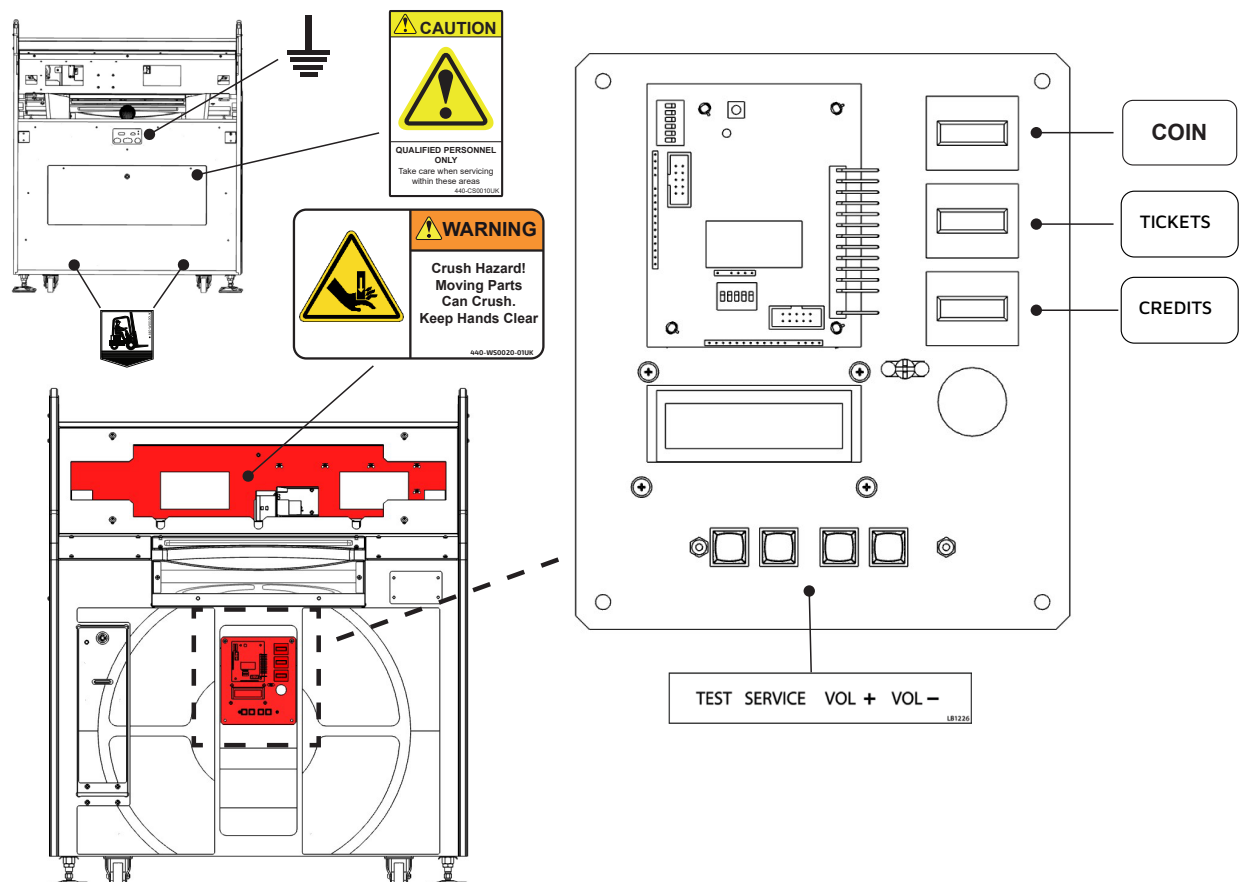
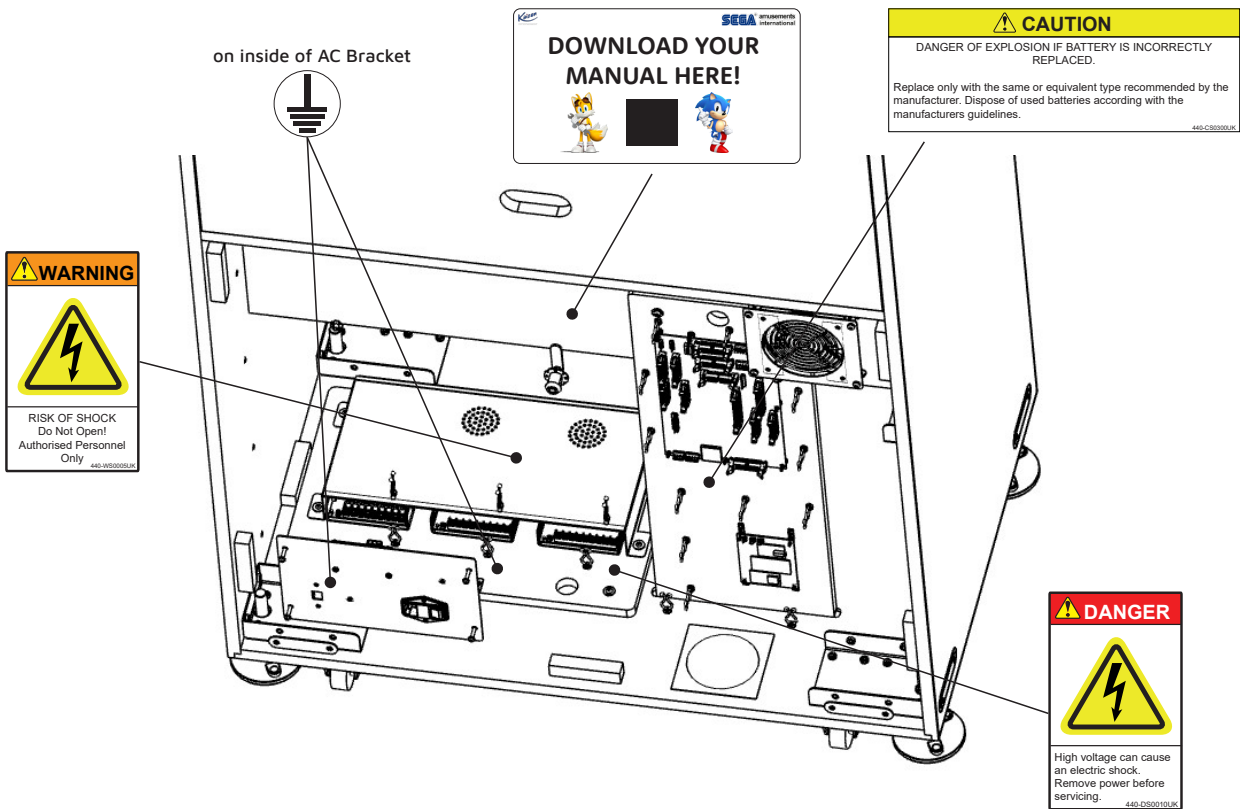
## CONCERNING WARNING DISPLAYS

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.





## 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, near water jets, etc**
- Places subject to direct sunlight or places subject to high temperatures, in the proximity of heating units, etc
- **Places filled with inflammable gas or vicinity of highly inflammable/volatile chemicals or hazardous matter**
- In dusty places or locations prone to heavy dust accumulation
- **On sloped or uneven surfaces**
- Places subject to any type of violent impact
- **Vicinity of anti-disaster facilities such as fire exits and fire extinguishers**
- Areas where the temperature exceeds the applicable temperature (ambient temperature) range of 5 to 30 degrees centigrade

### 2-1 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**

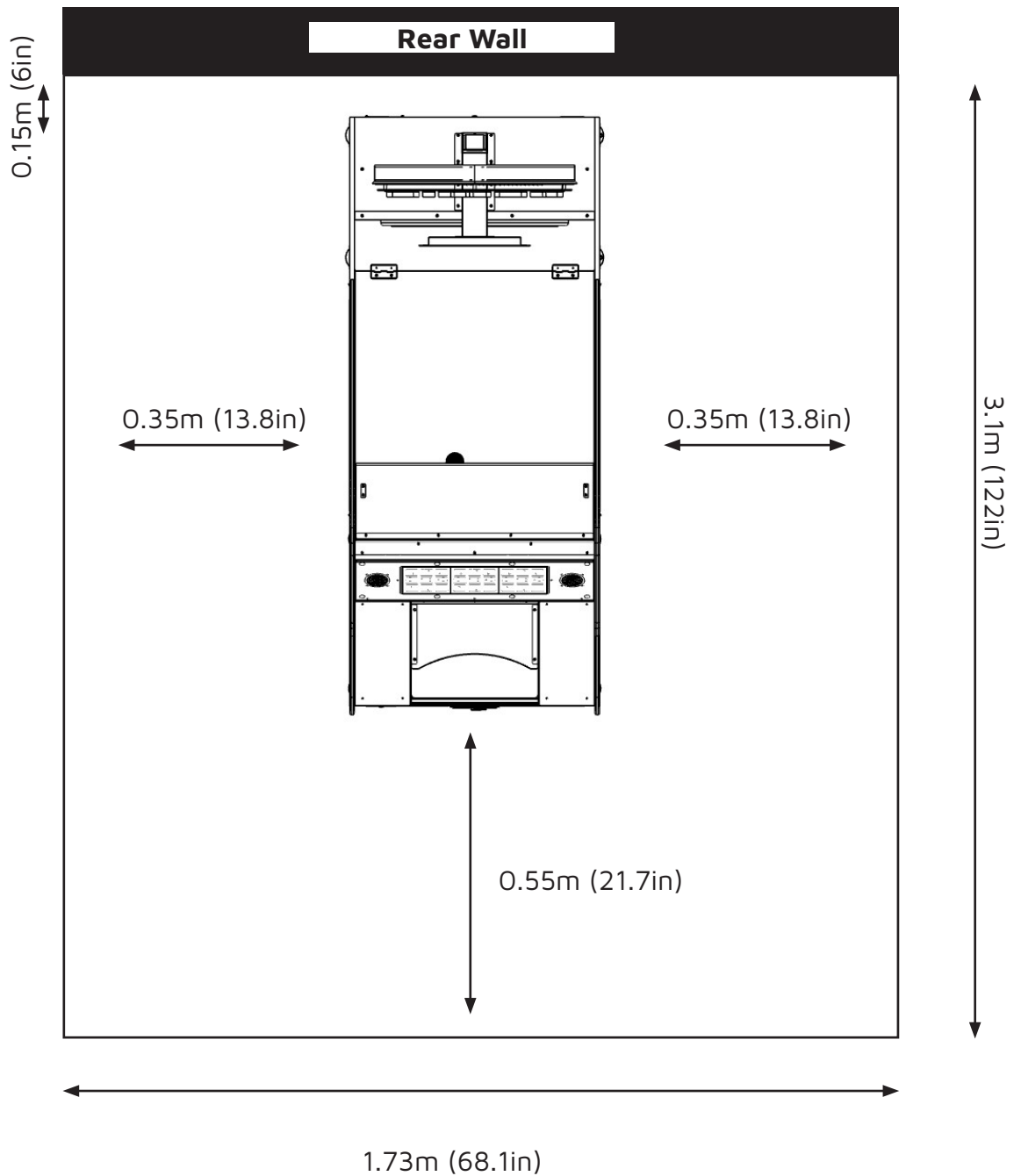
## 2-2 OPERATION AREA

### WARNING

- For safe operation, use and operate this product in an area measuring at least **1.73m (68.1in)** in width and **3.1m (122in)** 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 2.82m (111in) high. If the ceiling is too low, the heat emitted from the product may cause it to catch on fire**
- Be sure to provide the sufficient space specified in this Manual. Do not allow objects to block the ventilation ports. This can cause generation of heat and a fire
- **Put the Cabinets close together so that people cannot get through or provide enough space between them that people can go both ways without difficulty. If the Cabinets are installed carelessly, people may bump into each other or the Cabinets when passing between them or fall down. To prevent people from walking between them, place them 0.15 m (5.9 in) apart**
- If the machine does not fit through the entryway to the installation location, do not disassemble it without first consulting the instructions. Specific tools and adjustment procedures are required to assemble and disassemble the mechanical parts
- **Attempting to assemble or disassemble the machine without consulting the instructions may result in accidents during assembly/disassembly, electric shock, short circuits, and/or personal injury during operation. If the machine still does not fit through the entryway after following the procedures in this Manual, contact your retailer or the office listed in this Manual**
- If the machine is still too large to fit through the entryway after following the procedures listed in this Manual, do not tip the machine on its side. Attempting to transport the machine while it is tipped on its side may cause accidents. It may also damage or warp parts of the machine, resulting in accidents during operation

**⚠ WARNING**

- To install this product, the entrance must be at least **1.03m (40.6in)** in width and **1.96m (77.2in)** in height without the Billboard and **2.82m (111in)** with the Billboard
- If the entrance is too narrow, do not tilt the product carelessly. If all the product weight is put on the castors at one side only, there could be damage or deformation, causing serious accidents such as workers getting caught underneath



(Illustration not to scale)

### 3 PRECAUTIONS REGARDING OPERATION

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

#### 3-1 BEFORE OPERATION

##### WARNING

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

 **CAUTION**

- To avoid injury, be sure to provide sufficient space by considering the potentially crowded situation at the installation location. Insufficient installation space can cause contact, collisions, and/or trouble between customers
- **During daily cleaning, be sure to check the surface of the Control Cab 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:
  - **Is there any irregularity in the operability of the Control Cab?**
  - Are there any obstructions which prevent balls being returned to Players?
  - **Are there any obstructions on the Playfield?**
  - Is there any improper adjustment of the LED screen(s)?
- **Prepare a place where players can rest if they feel sick**

## 3-2 PAYING ATTENTION TO CUSTOMERS

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

### DURING OPERATION (PAYING ATTENTION TO CUSTOMERS)

#### WARNING

- For safety reasons, do not allow any of the following people to play the game:
  - **Those who have high blood pressure or a heart problem**
  - Those who have experienced muscle convulsion or loss of consciousness when playing video games, etc
  - **Those who have neck or spinal cord problems**
  - Those who are intoxicated or under the influence of drugs
  - **Pregnant women**
  - Those who are not in good health
  - **Those who do not follow the attendant's instructions**
  - 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**



## IMPORTANT!

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



## CAUTION

- Immediately stop such violent acts as hitting and kicking the product. Such violent acts can cause parts damage or falling down, resulting in injury due to fragments and falling down
- **Persons other than the Player should not be allowed to touch the Cabinet during play. They may brush against or collide with the Cabinet or the player, possibly resulting in accidents**
- Instruct those who feel sick during play to have a medical examination
- **Immediately stop users from leaning or sitting on the Control Cab. 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

### **WARNING**

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

 **CAUTION**

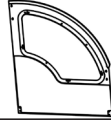
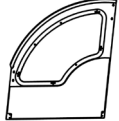
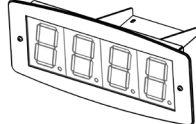


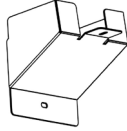
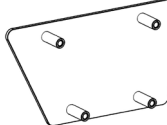
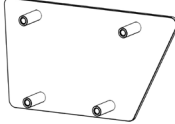

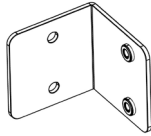
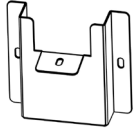


- Handle molded parts with care. Excessive weight or pressure may cause them to break and the broken pieces may cause injury
- **To perform the operation safely and accurately you must use a safe, steady footstool or stepladder. Working without this may lead to a fall and possible injury**
- When attaching or removing doors or lids, be careful that your hand or finger does not get caught in anything







 **IMPORTANT!**













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

 **IMPORTANT!**

- Before commencing installation, check you have all the required parts for installation using the tables on the following pages
- **Estimated build time is approx 1 hour for 2 people**

Designation	Part Number	Part Description	Image	QTY
**1	SA-1200UK	ASSY LH SIDE		1
**2	SA-1250UK	ASSY RH SIDE		1
**3	SA-3100UK	ASSY SUPER BONUS		1
**4	SA-5000UK	ASSY BILLBOARD		1
**5	SA-1134UK	PLATE BALL SHIELD		1
**6	SA-1506UK	COVER HARNESS FRONT		1
**10	SA-0001UK	BRKT SIDE PANEL FRONT LH		1
**11	SA-0002UK	BRKT SIDE PANEL FRONT RH		1
**12	SA-0003UK	BRKT SIDE PANEL REAR		2
**17	SA-0004UK	BRKT SIDE PANEL LOWER		2
**18	SA-0012UK	COVER HARNESS REAR		1
**20	SA-5004UK	BRKT BILLBOARD		
**21	SA-5007UK	PLATE ACCESS (Part is fitted to Part #20)		

Designation	Part Number	Part Description	Image	QTY
**13	SA-1044UK-06	AWARD 20-200 INSERT		1
**14	SA-1044UK-03	AWARD 30-100 INSERT		1
**15	SA-1044UK-04	AWARD 40-150 INSERT		1
**16	SA-1044UK-01	AWARD 20-70 INSERT		1
**19	SA-1044UK-PFF	AWARD PFF		1
**103	253-0016UK	BALL 70MM PURPLE SOFT		24

Designation	Fixing/Washer/Nut Description	Image	QTY
**201	M5X12 SKT BH PAS		4
**202	M5X12 SKT BH BLK		18
**203	M5X20 SKT BH BLK		12
**204	M5X30SKT BH PAS		5
**205	M5X30 SKT BH BLK		8
**206	M5 WSHR FORM A FLT PAS		9
**207	M5 WSHR FORM A FLT BLK		27
**208	M5 WSHR SPR PAS		5
**209	M5 WSHR SPR BLK		34
**210	M5 WSHR 16OD FLT BLK		24
**211	M4 NUT FLG SER PAS		2
**212	M5X16 SKT BH BLK		5

## 4-1 UNPACKING THE CABINETS

### TOOL LIST

3mm Hex Screwdriver



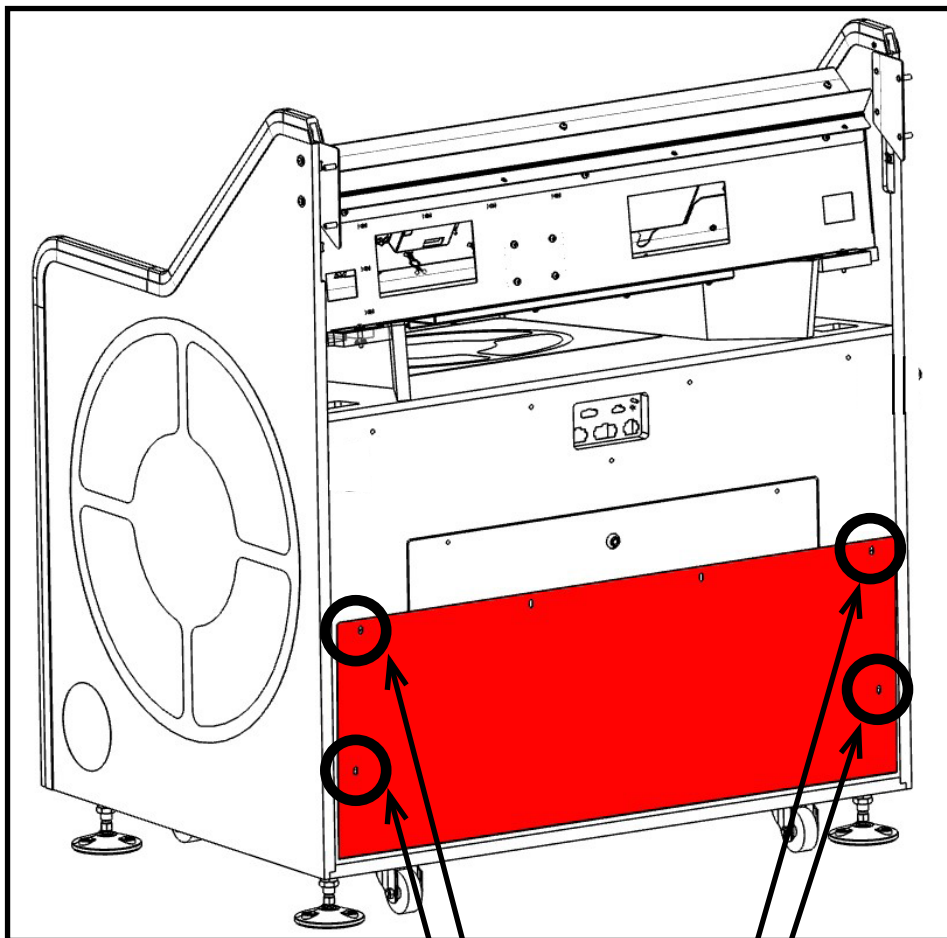
Phillips Screwdriver



**1** Remove **PART 5** from the Control Cab

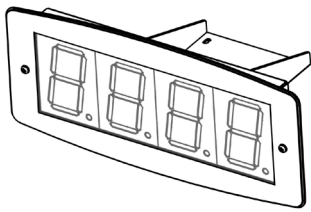
**STOP** **IMPORTANT!**

DO NOT DISCARD PART 5 - IT IS REQUIRED FOR INSTALLATION IN STEP 4-6

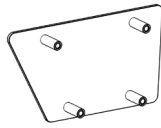


Remove 4 x M5 fixings  
to remove PART 5

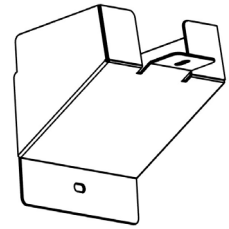
**2** Remove Control Cab Rear Door and remove **all installation parts from inside the Control Cab**



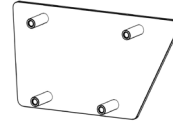
**Part 3**  
(remove 2 x self-tapping screws)



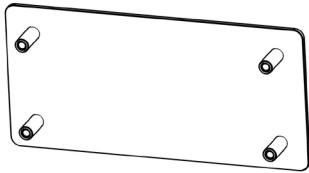
**Part 10**



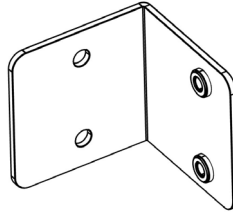
**Part 6**



**Part 11**

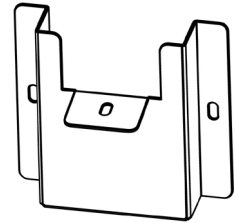


**x2**  
**Part 12**



**Part 17**

**x2**

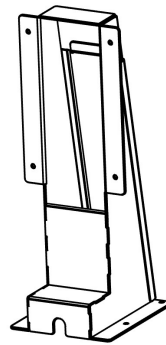


**Part 18**

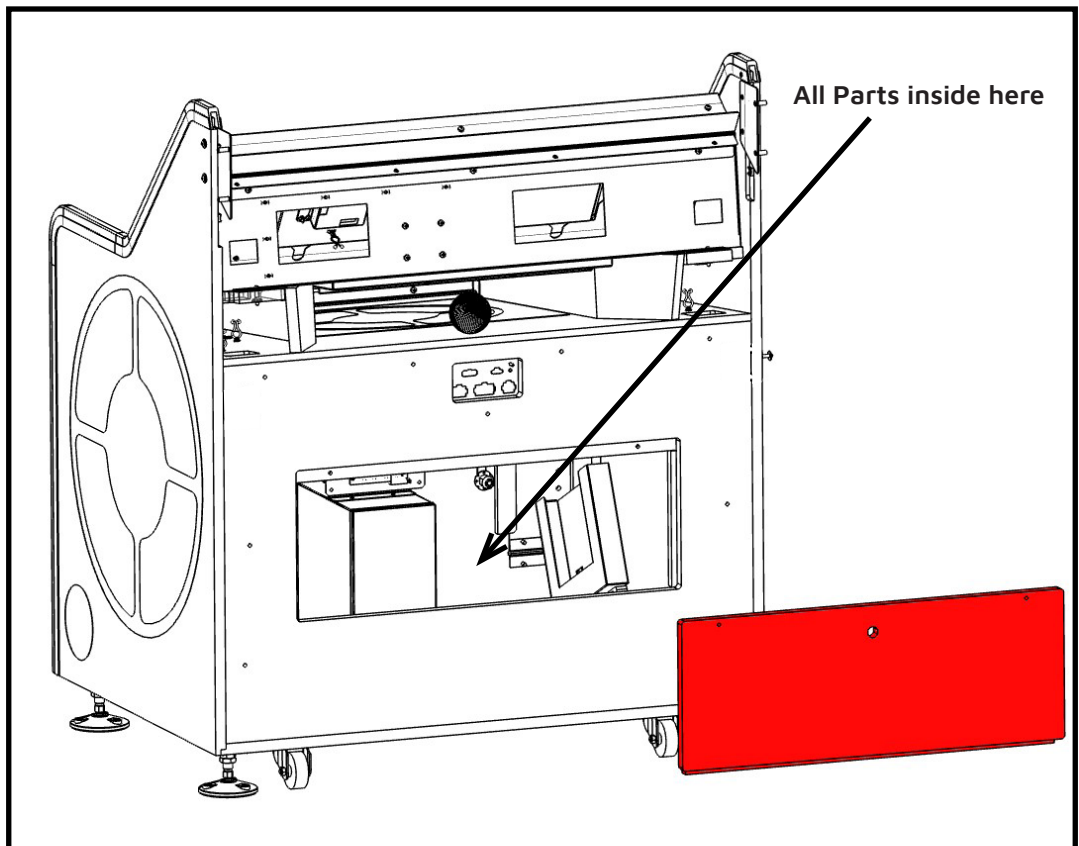


**Part 103**

**x24**

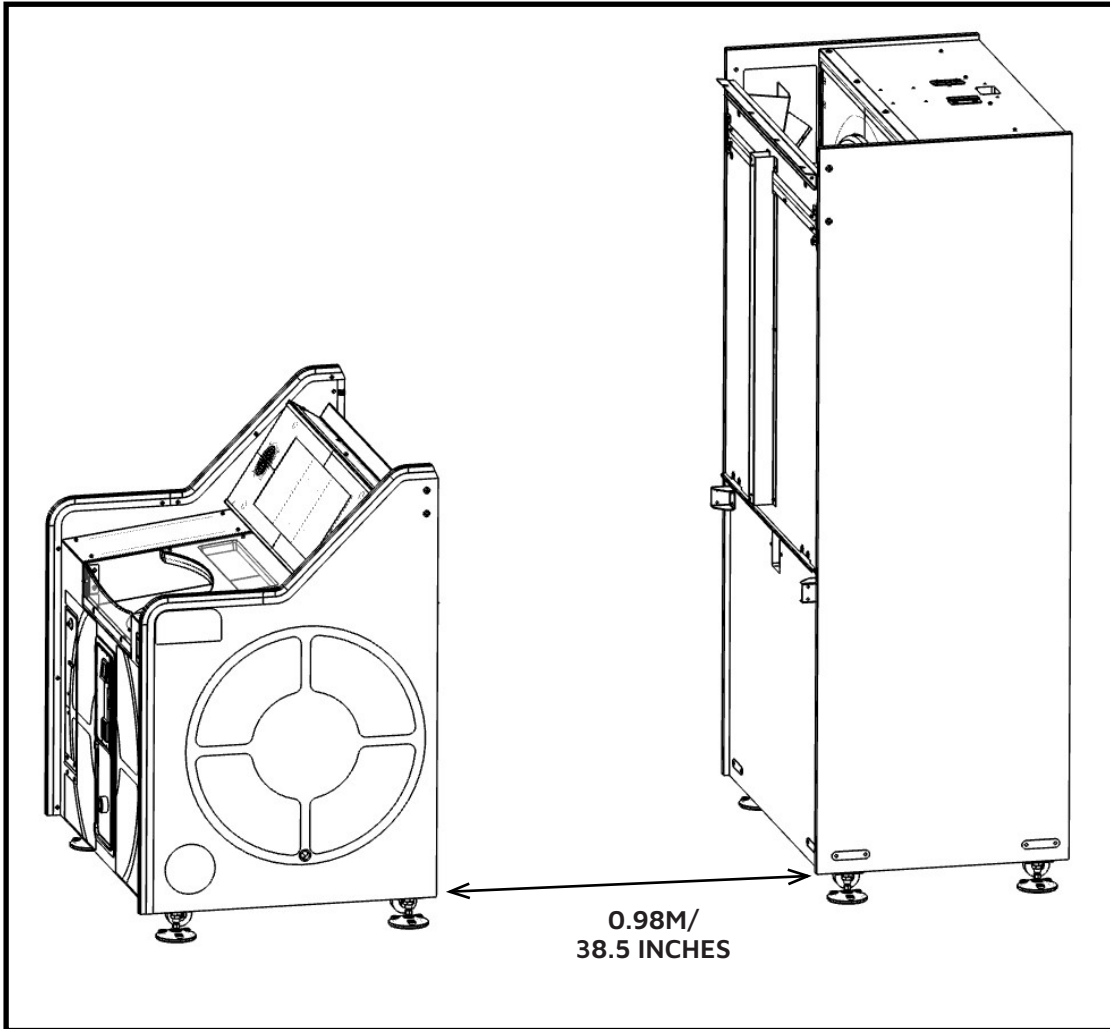


**Part 20 + 21**  
(remove 2 x self-tapping screws)

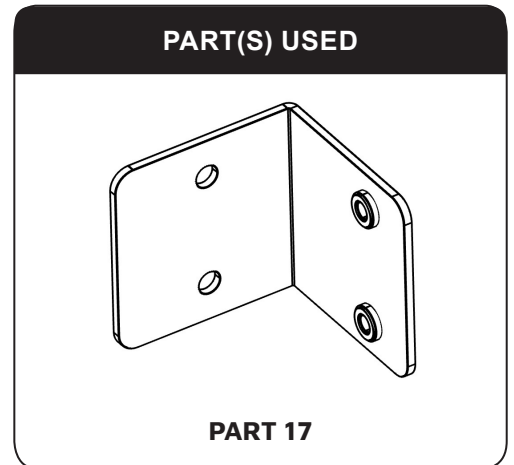


## 4-2 CONNECTING THE CABINETS

- 1 Align the Control Cab with the Feature Cab

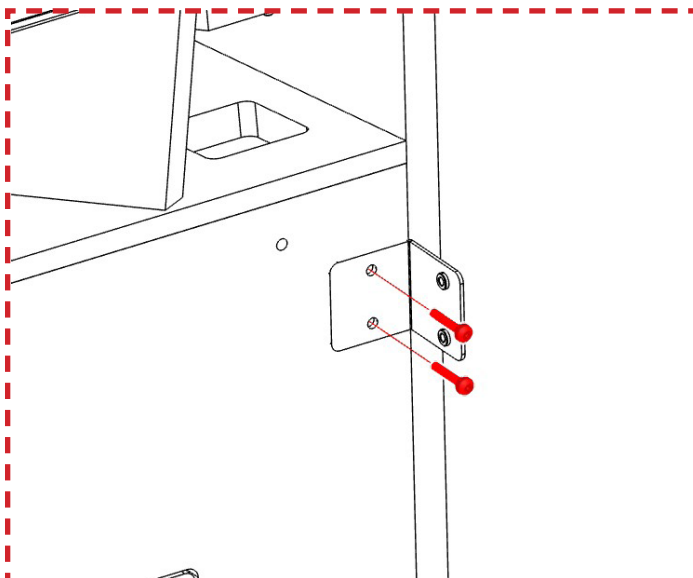
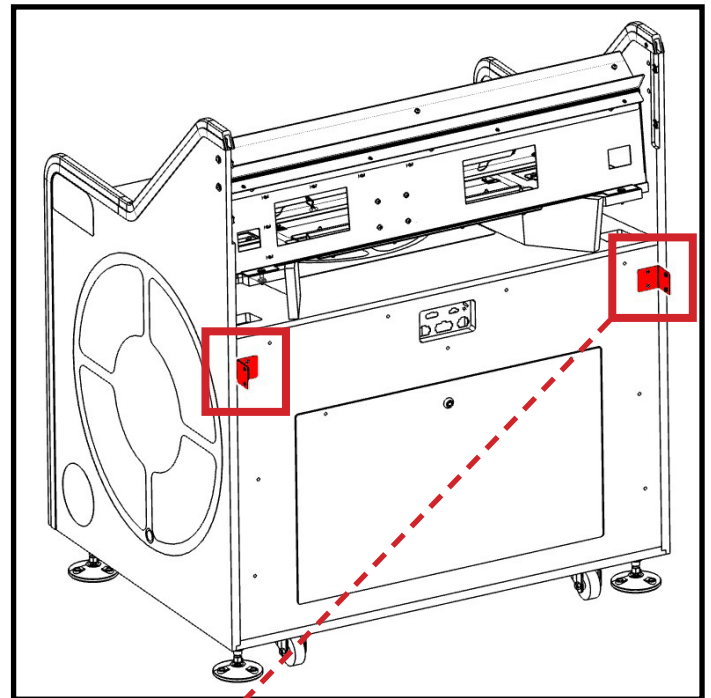


2 Apply 2 x PART 17 to the Control Cab using 4 x M5X30 + 4 x M5 FLAT WASHERS



**TAILS' TOP TIP!** 

Don't tighten these brackets fully. Leave them a bit loose to make it easier to install the Side Panels, then tighten them after





# IMPORTANT!

REMOVING THE 2 FIXINGS IN THIS STEP WILL CAUSE  
THE MID PANEL TO BECOME LOOSE.

ENSURE TO PERFORM THESE STEPS USING AT LEAST 2 PEOPLE AND  
SUPPORT THE MID PANEL WHEN REMOVING THE 2 FIXINGS

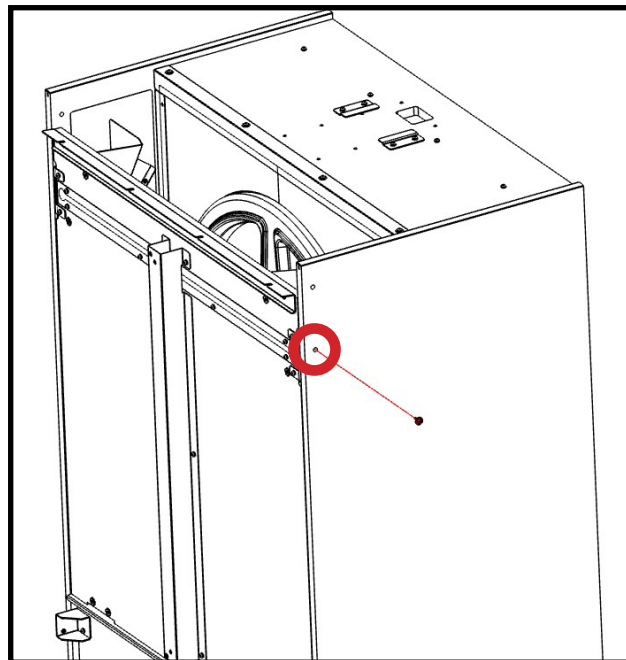
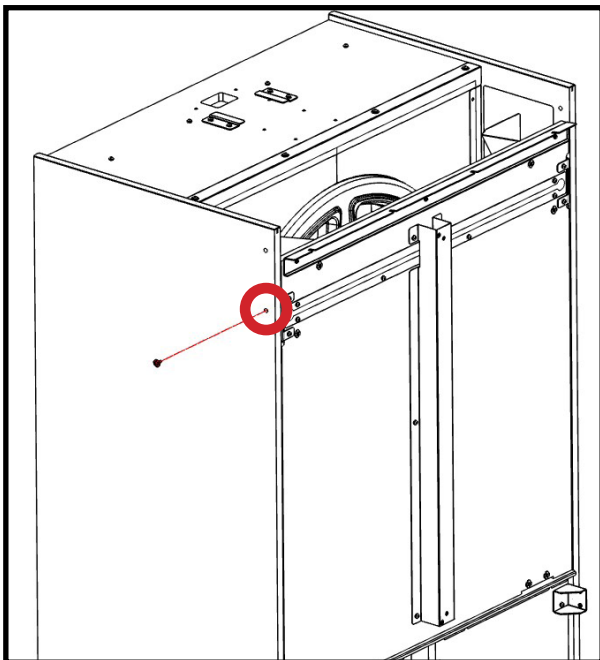
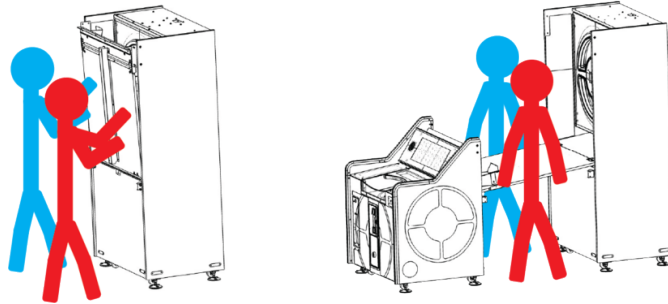
**3** Remove 2 x M5 fixings (1 each side) to release the Mid Panel

## SAFETY REQUIREMENTS

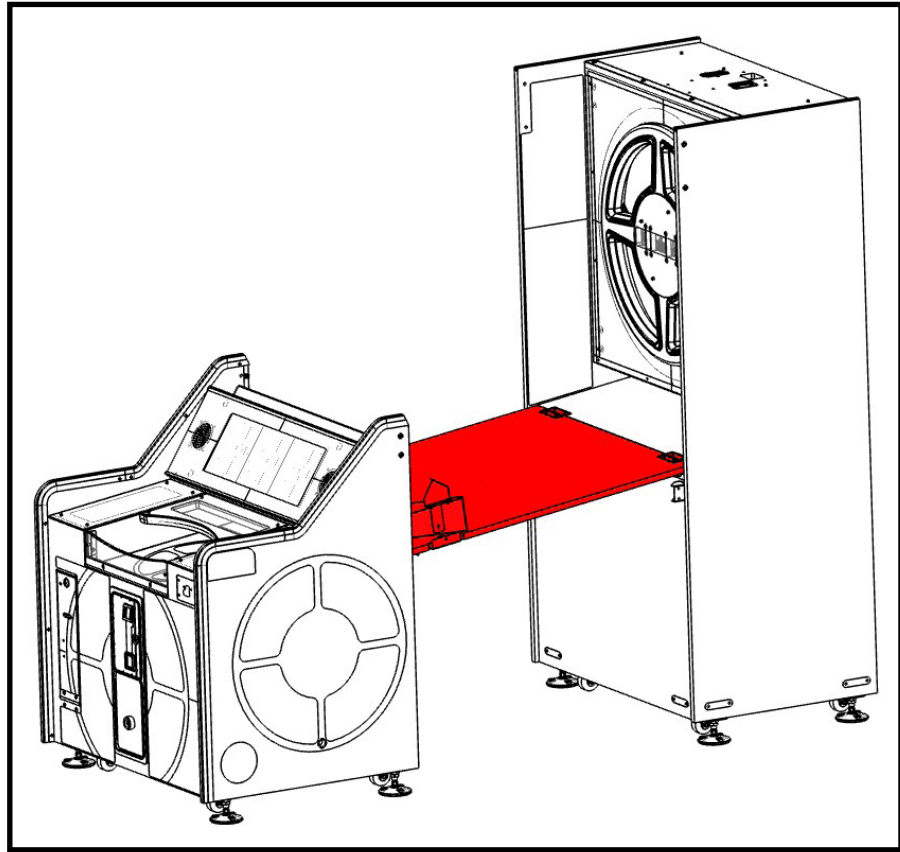


2 PEOPLE MINIMUM REQUIRED

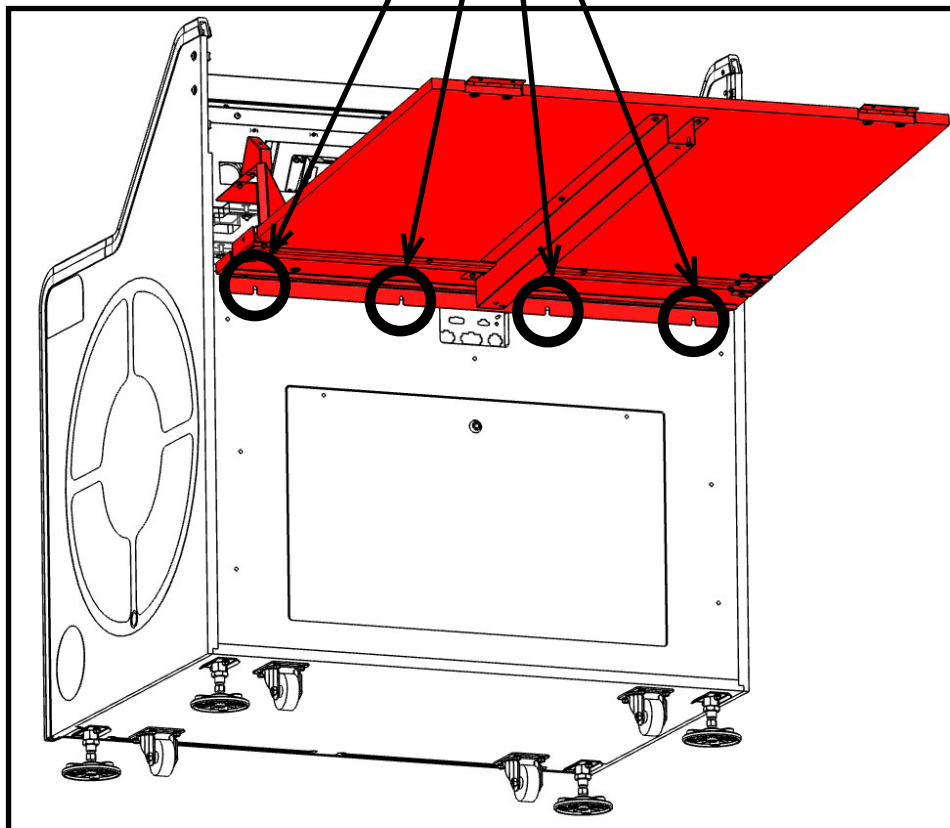
## SUPPORT PANEL WHEN REMOVING FIXINGS



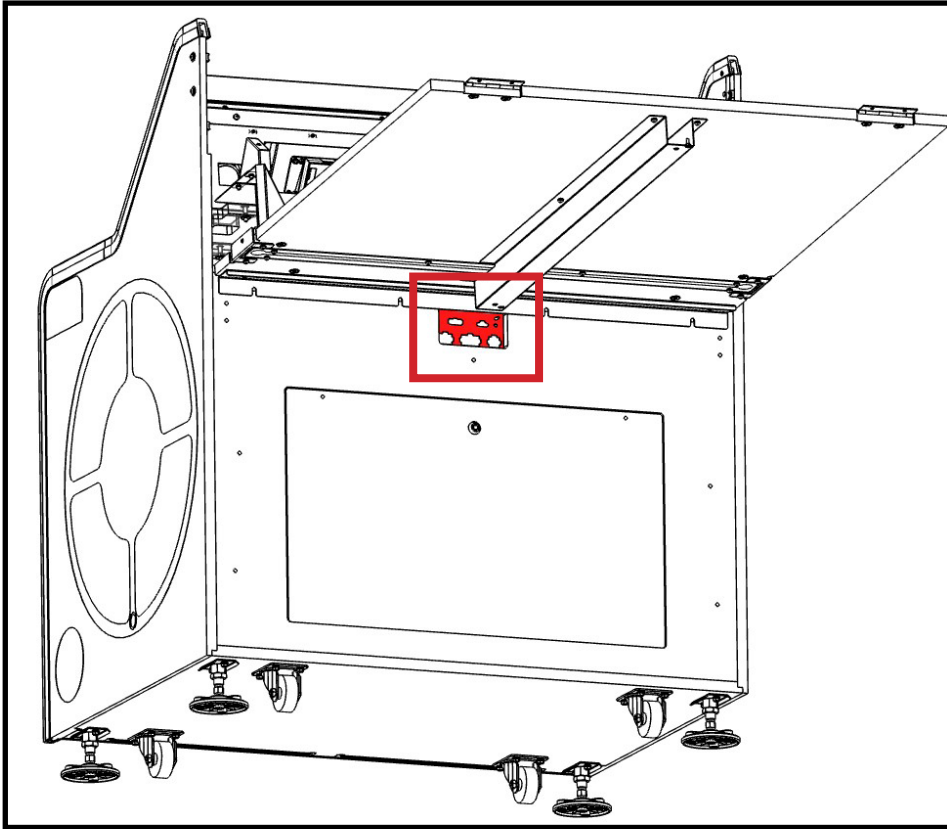
4 Lower Mid Panel and secure to Control Cab by tightening fixings (fixings will already be in place)



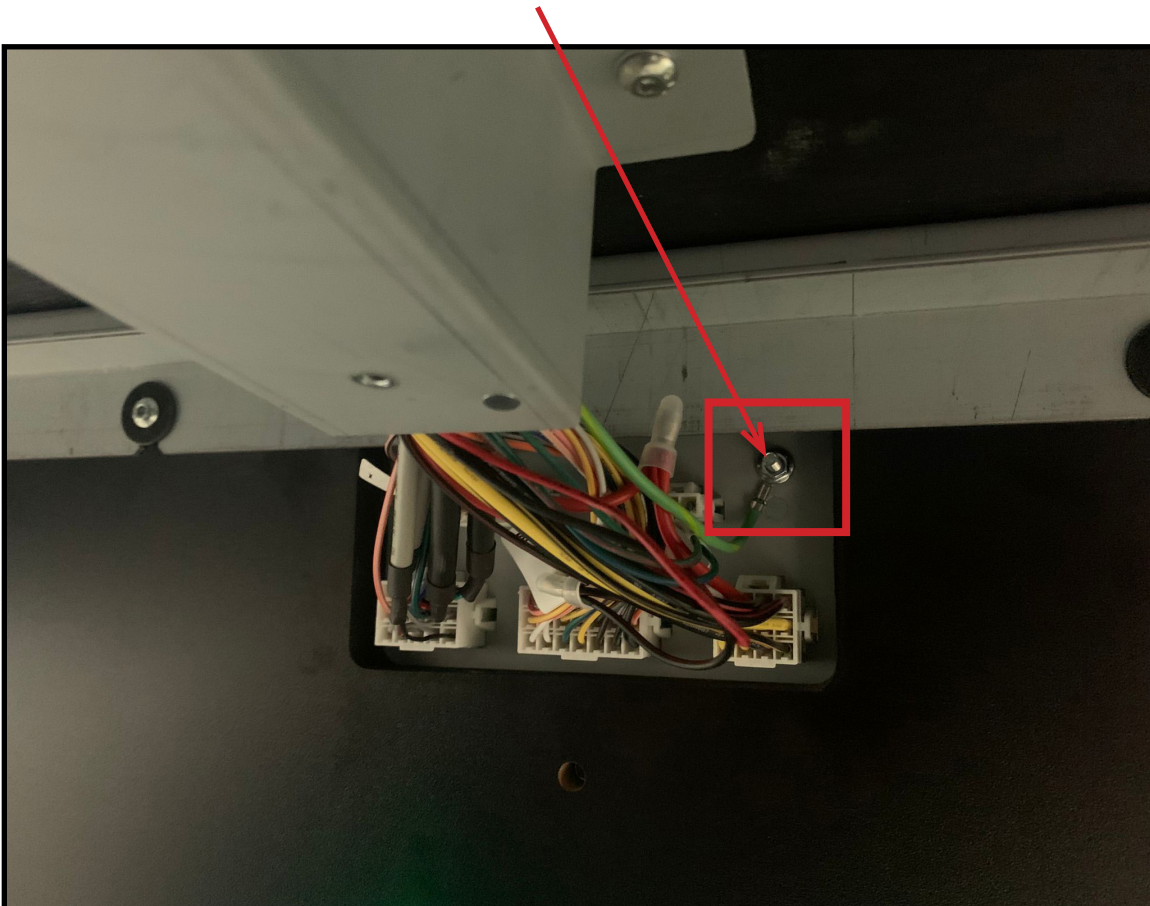
Tighten 4 x Fixings to secure



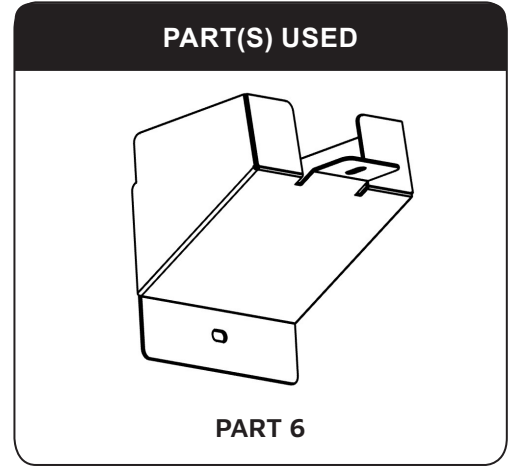
## 5 Make harness connections and connect Earth



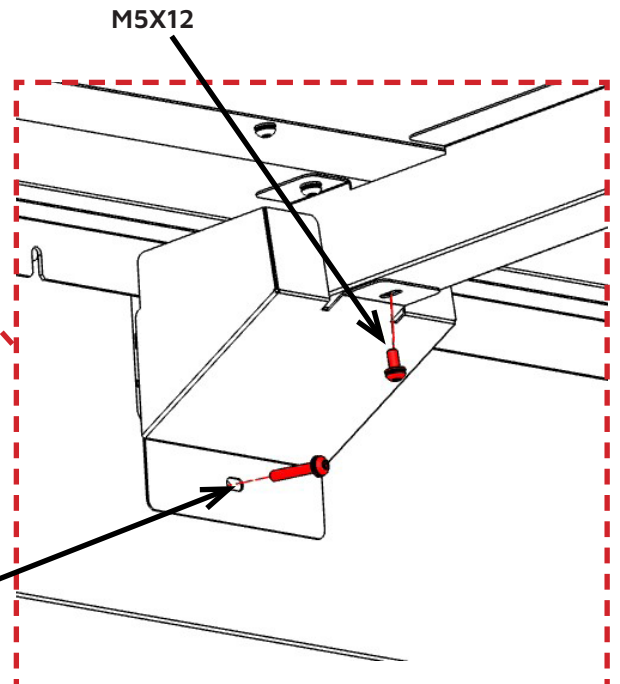
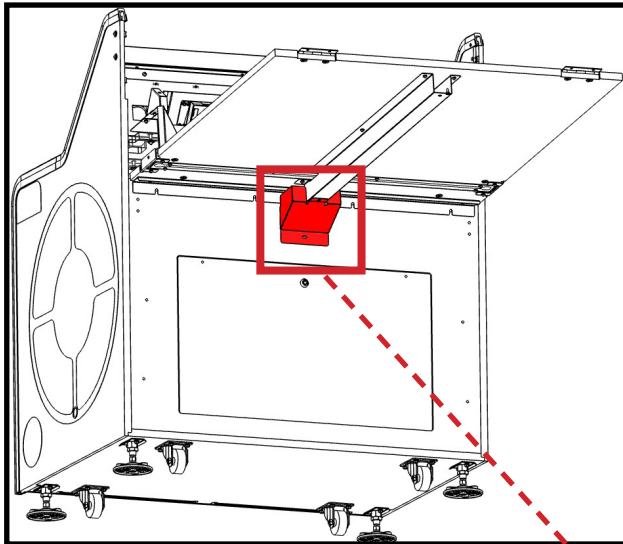
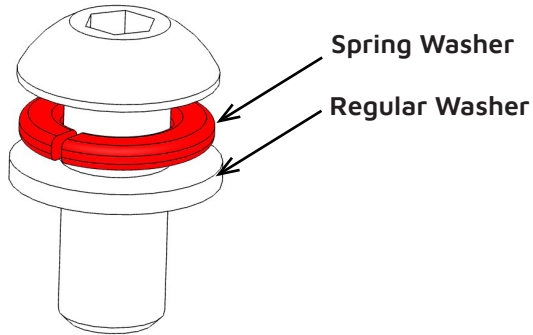
**SECURE EARTH USING NUT**  
(Remove Nut, connect Earth, reapply Nut)



6 Secure **PART 6** using **1 x M5X12** + **1 x M5X30** + **2 x M5 FLAT WASHERS** + **2 x M5 SPRING WASHERS**



Fixing example



**7** Secure **PART 18** using **3 x M5X12** + **3 x M5 FLAT WASHERS** + **3 x M5 SPRING WASHERS**

**FIXING(S) USED**



**3 x M5X12**

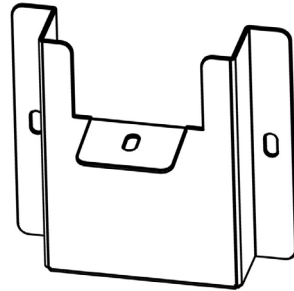


**3 x M5  
FLAT WASHER**

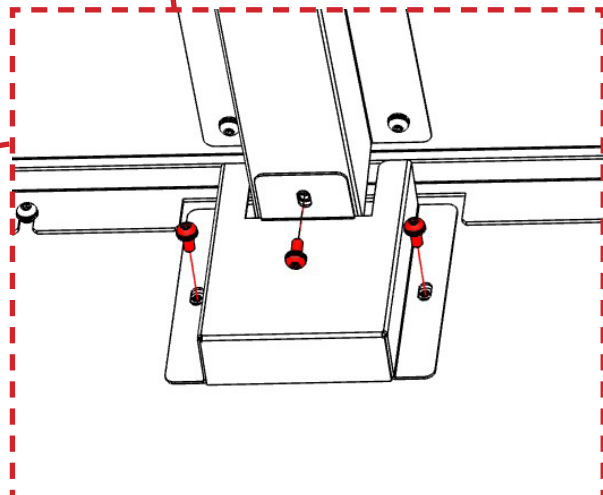
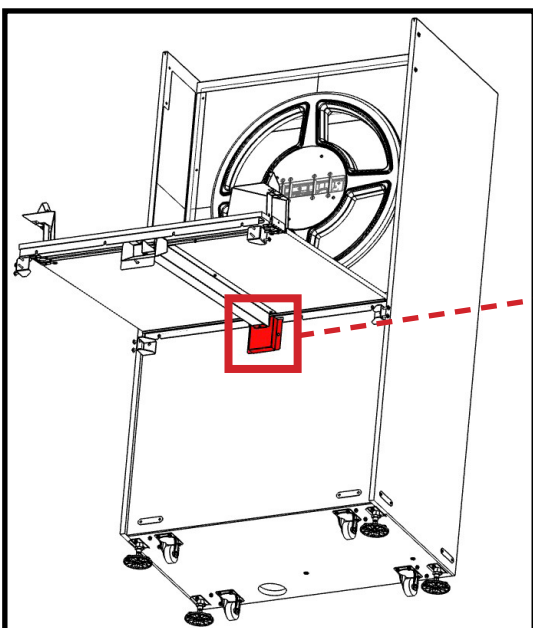
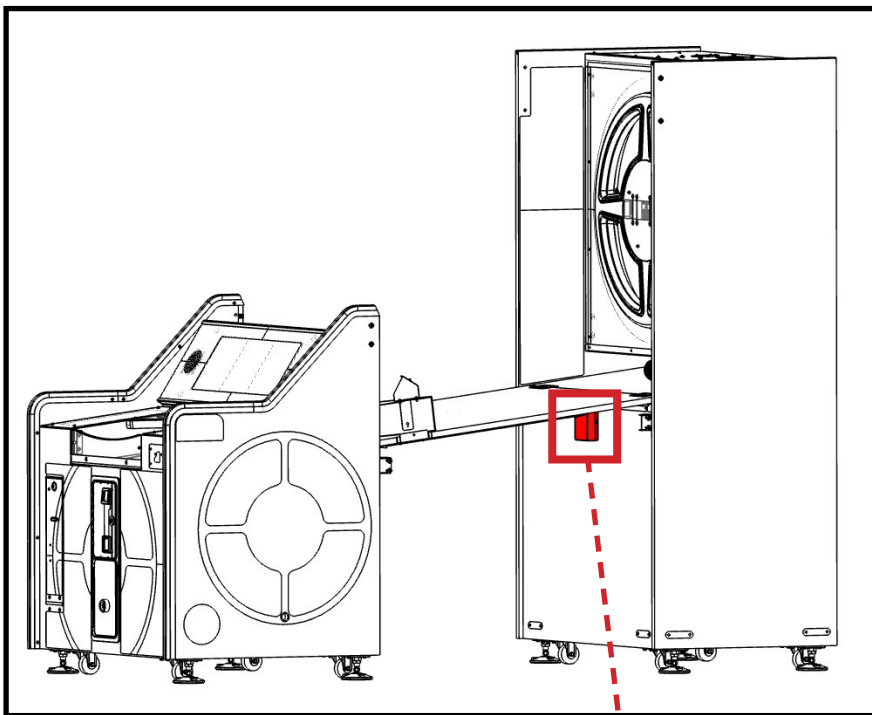


**3 x M5  
SPRING WASHER**

**PART(S) USED**



**PART 18**



## 4-3 INSTALLING THE LH SIDE PANEL

1 Secure **PART 12** using **4 x M5X12** + **4 x M5 SPRING WASHERS** + **4 x M5 16OD WASHERS**. Fit **PART 1** into position

**FIXING(S) USED**

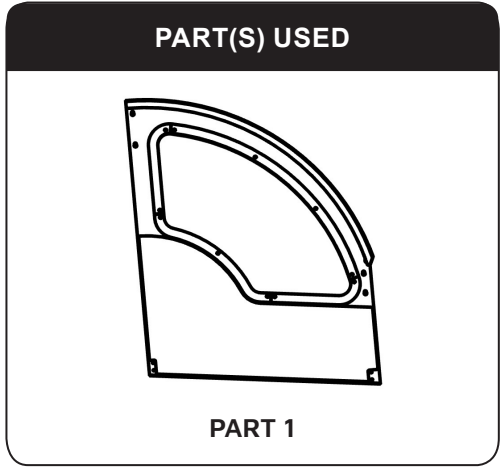


4 x M5X12

4 x M5 SPRING WASHER

4 x M5 16OD WASHER

**PART(S) USED**



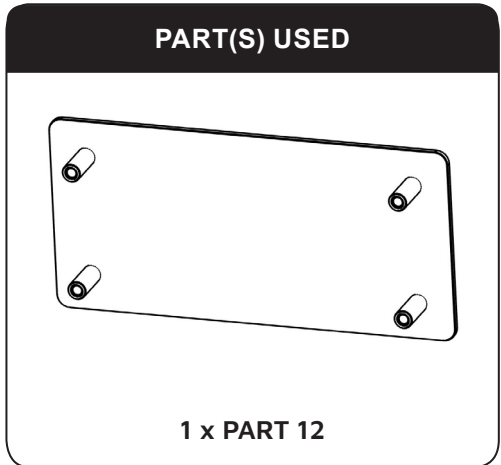
PART 1

**SAFETY REQUIREMENTS**

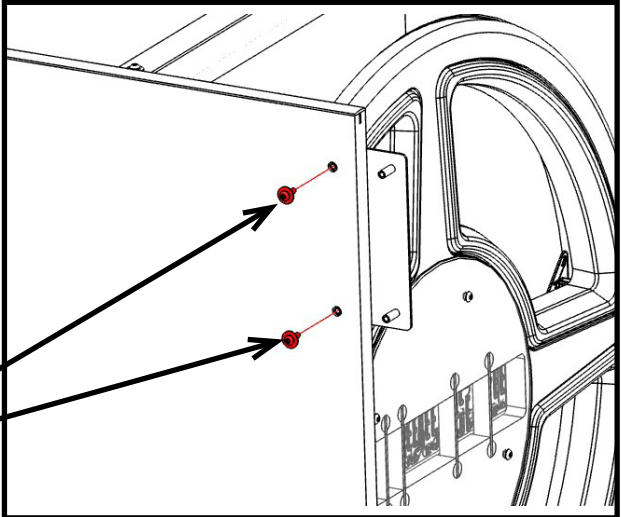
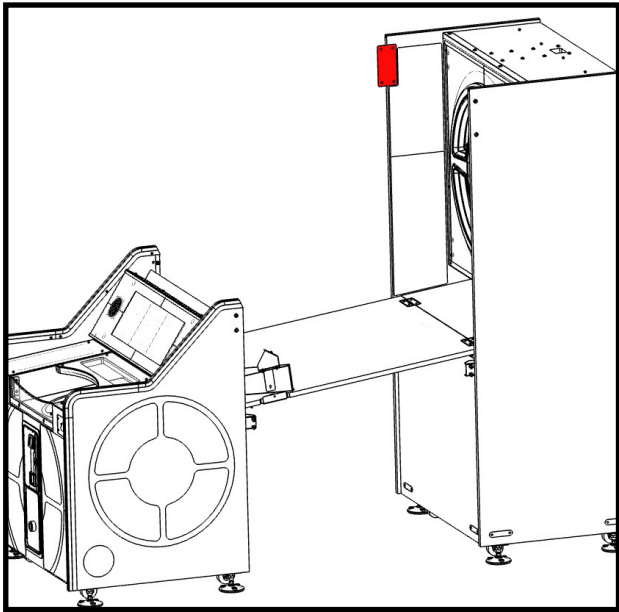


2 PEOPLE MINIMUM REQUIRED

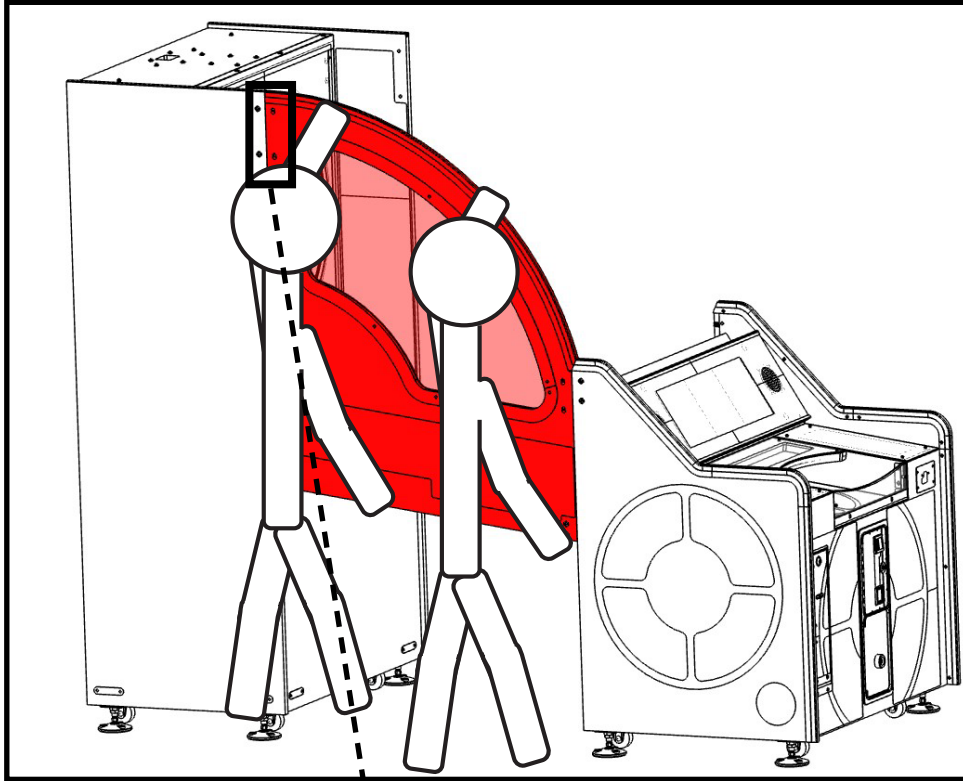
**PART(S) USED**



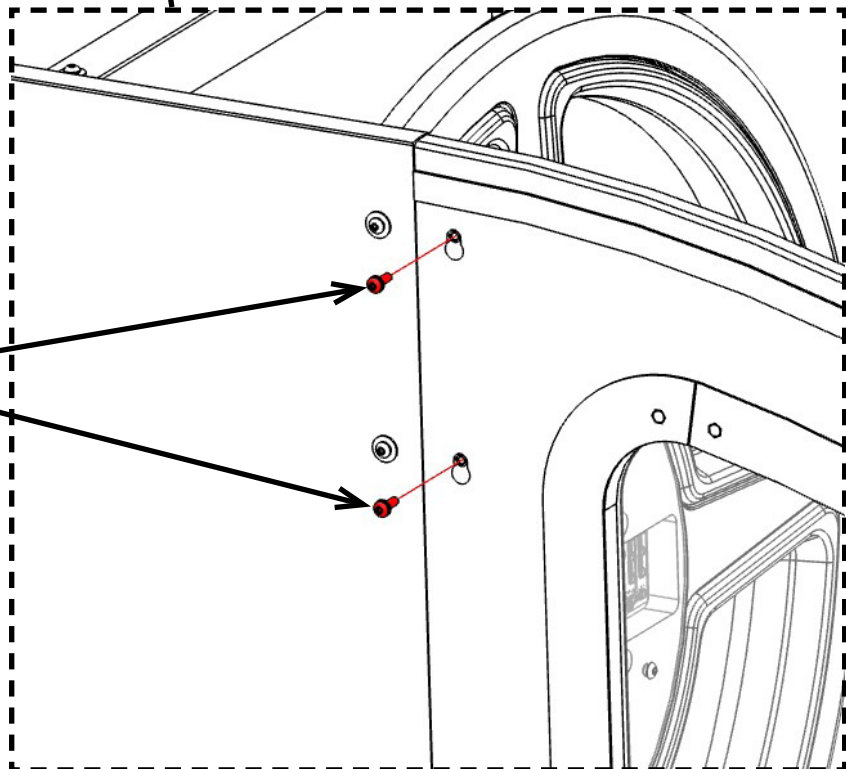
1 x PART 12



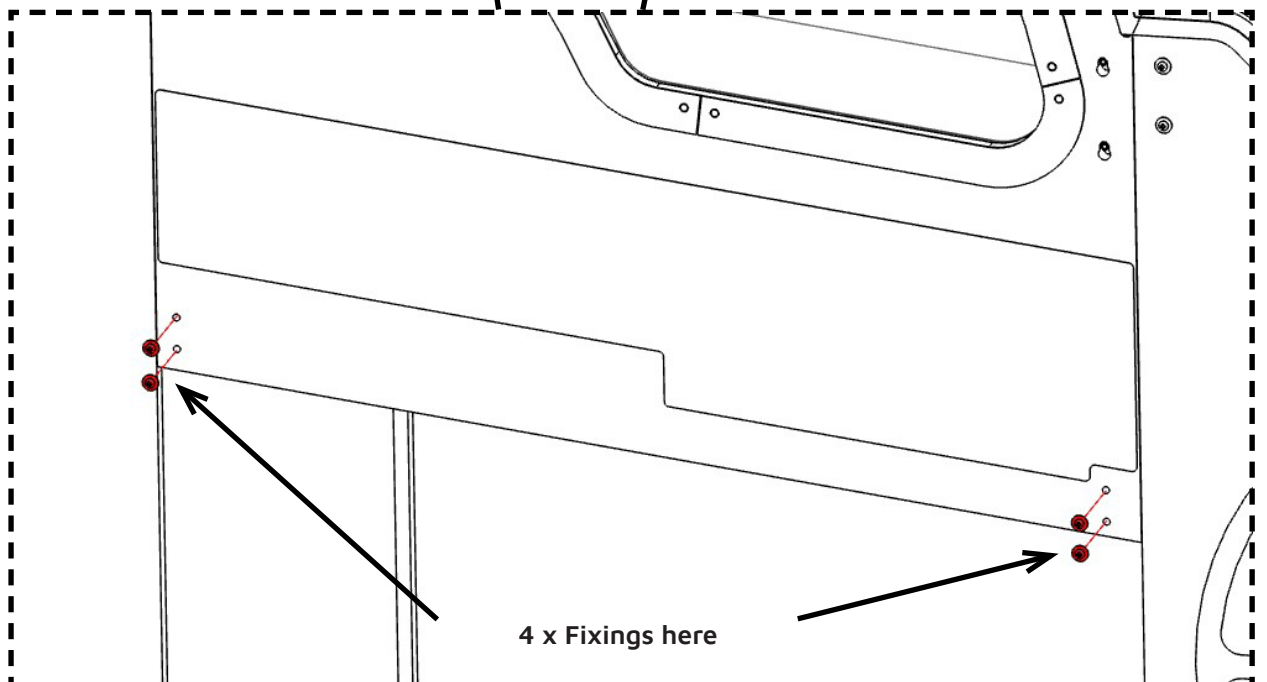
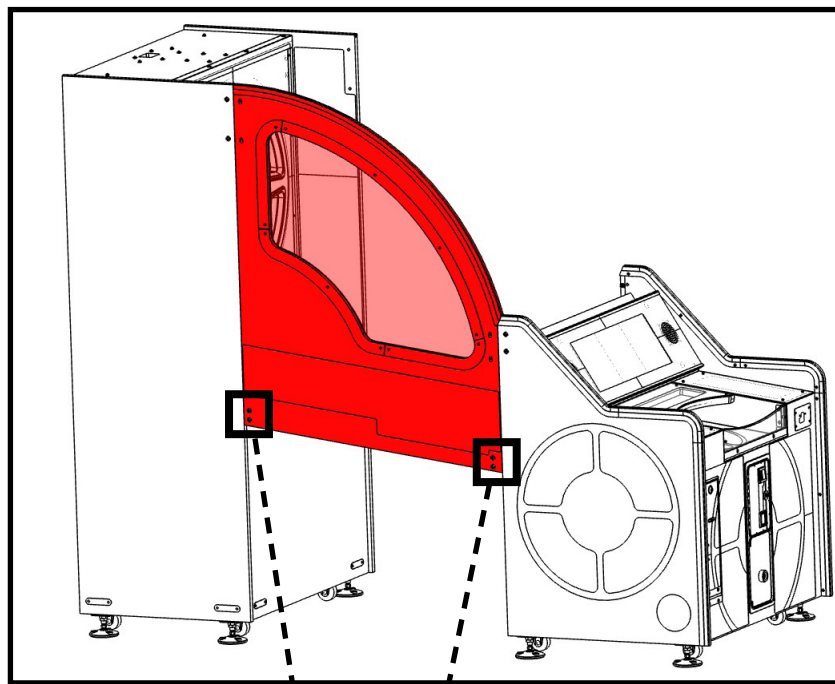
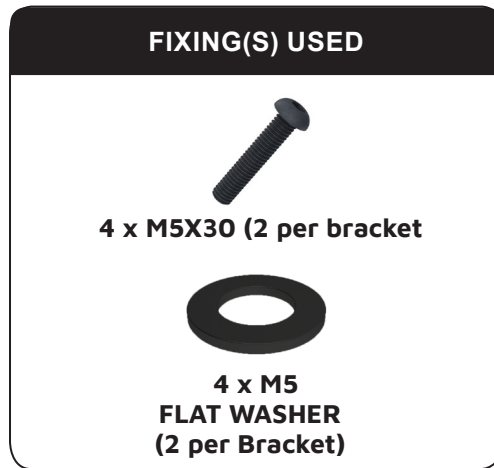
Apply 2 x Fixings + Washers  
finger tight



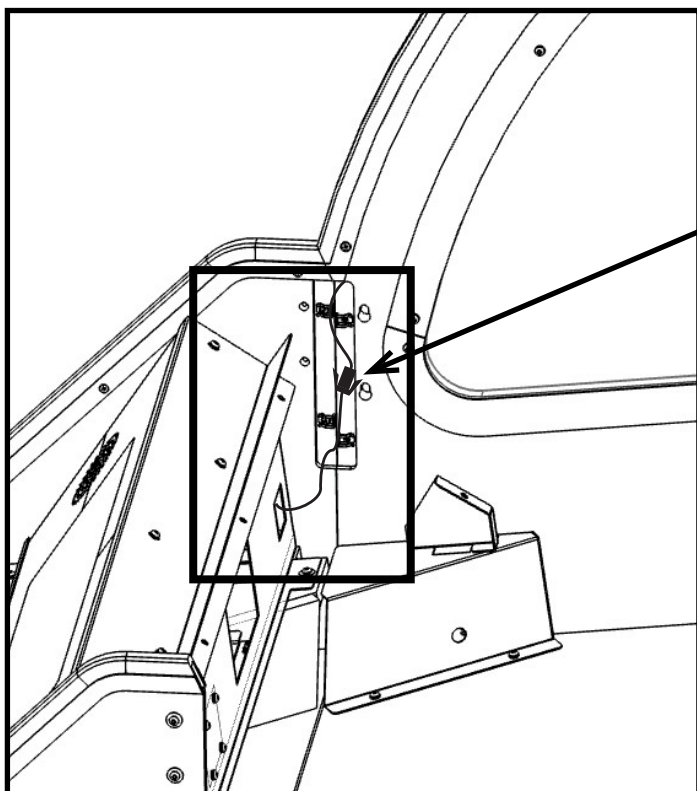
Apply remaining 2 x  
Fixings



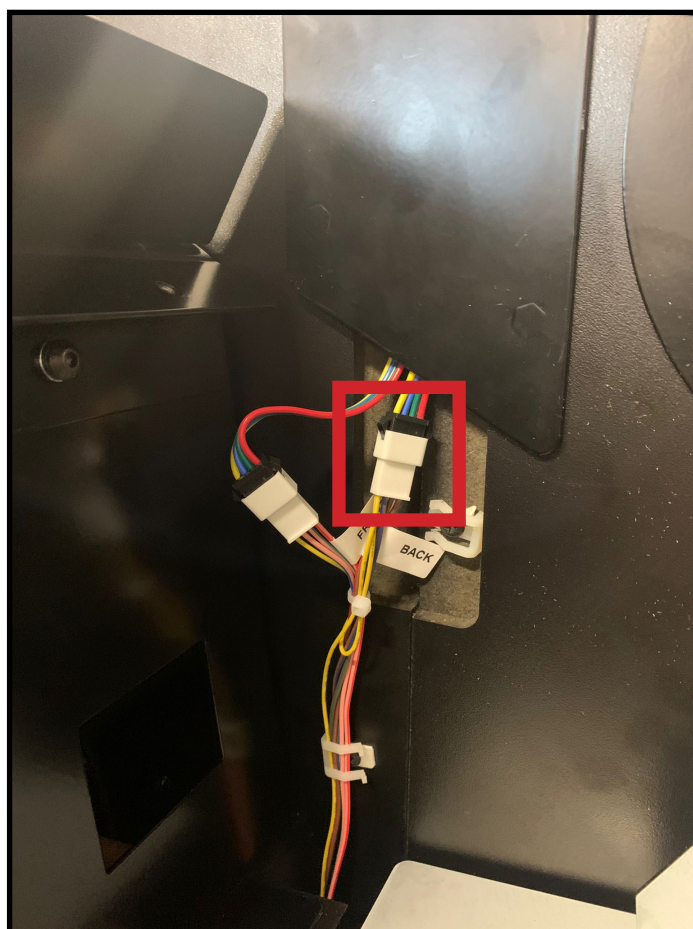
2 Use 4 x M5X30 + 4 x M5 FLAT WASHERS to secure PART 1 to PART 17



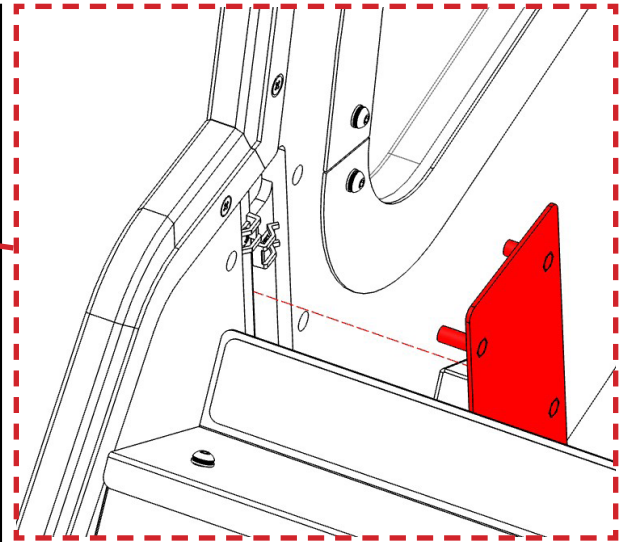
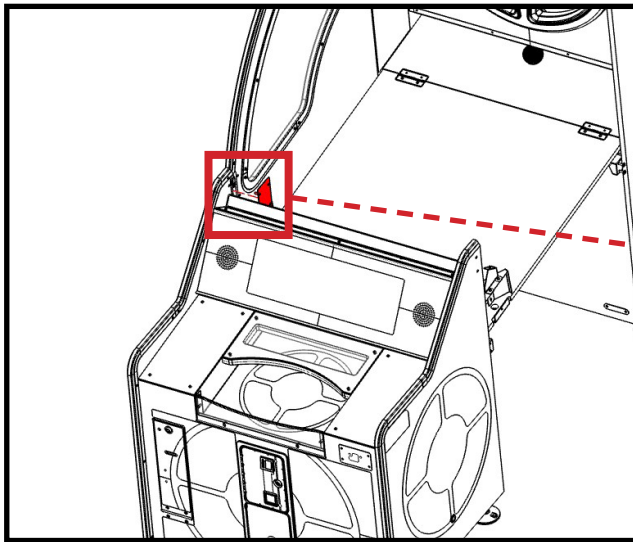
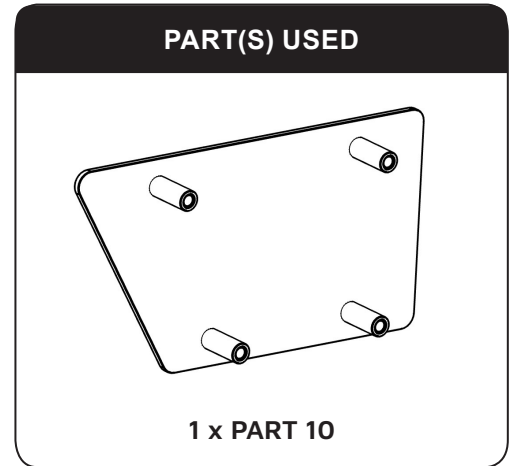
**3** Connect harness from **Part 1 to Control Cab**




Connection Point



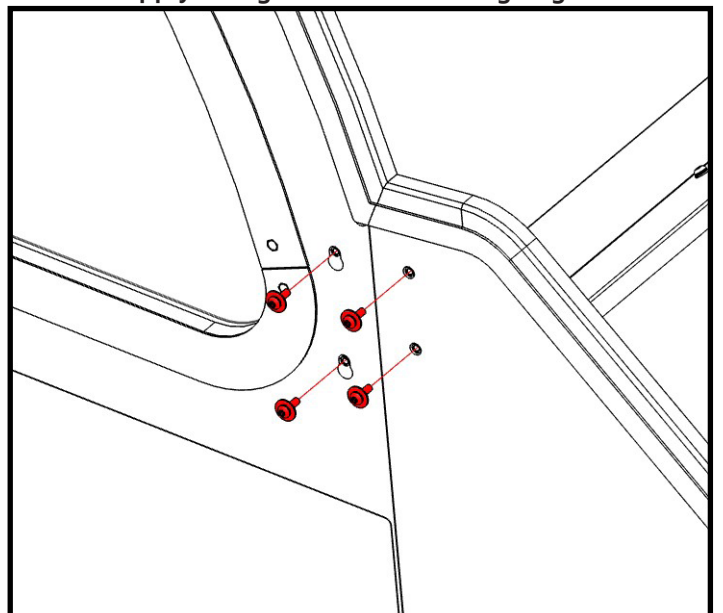
4 Secure 1 x PART 10 using 4 x M5X12 + 4 x M5 16OD WASHER + 4 x M5 SPRING WASHER



Apply fixings outside the Cab going in

**SONIC SAYS!** 

Not so fast! Don't put the Right Panel on just yet! You'll need access to the inner Cabinet to apply Part 5 into position!



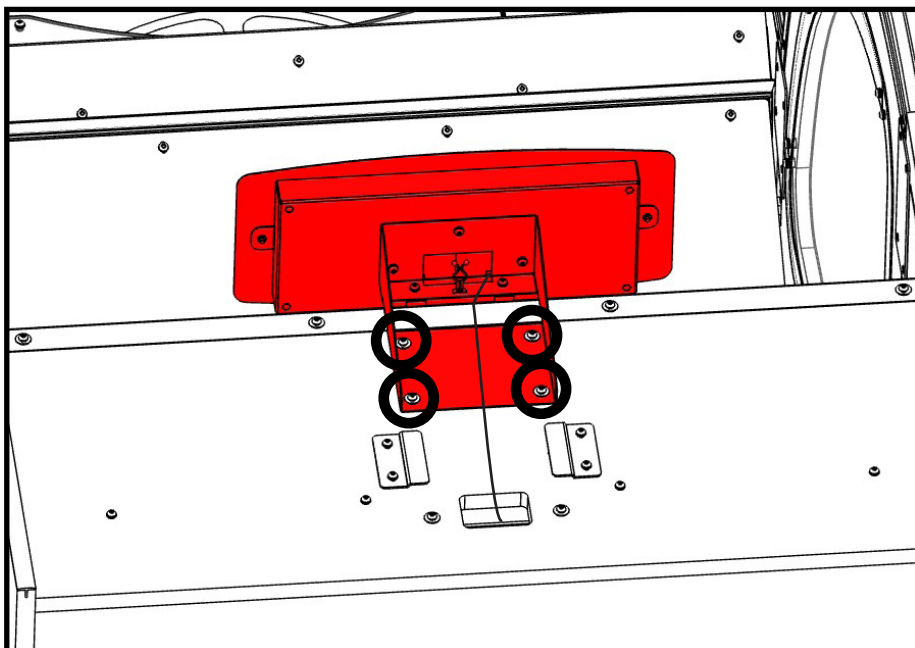
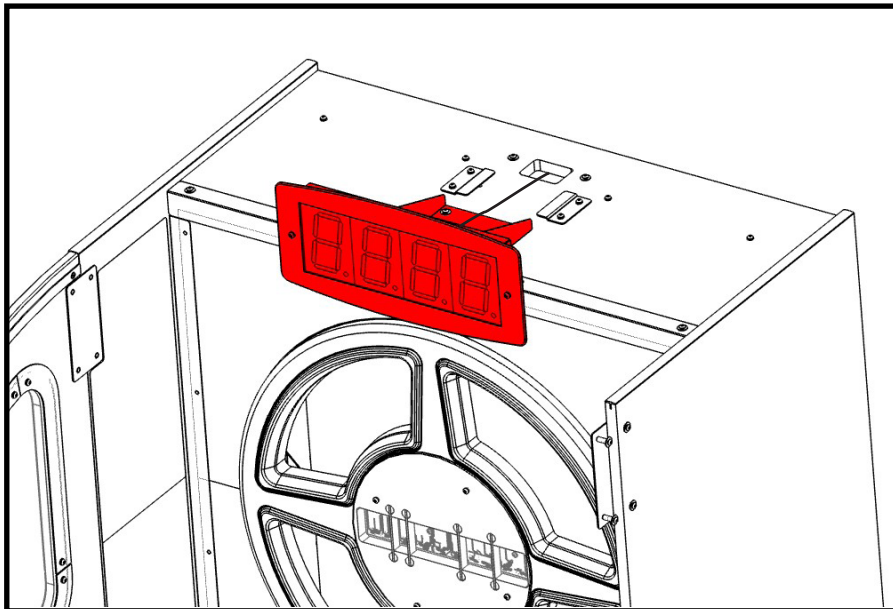
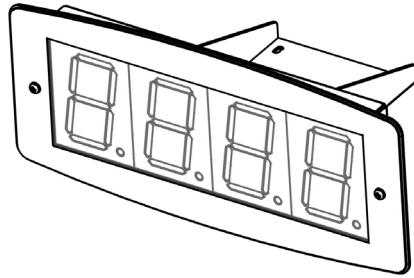
## 4-4 INSTALLING THE SUPER BONUS BOX

**1** Secure **PART 3** using **4 x M5X20** + **4 x M5 SPRING WASHERS** + **4 x M5 16OD WASHERS**

### FIXING(S) USED

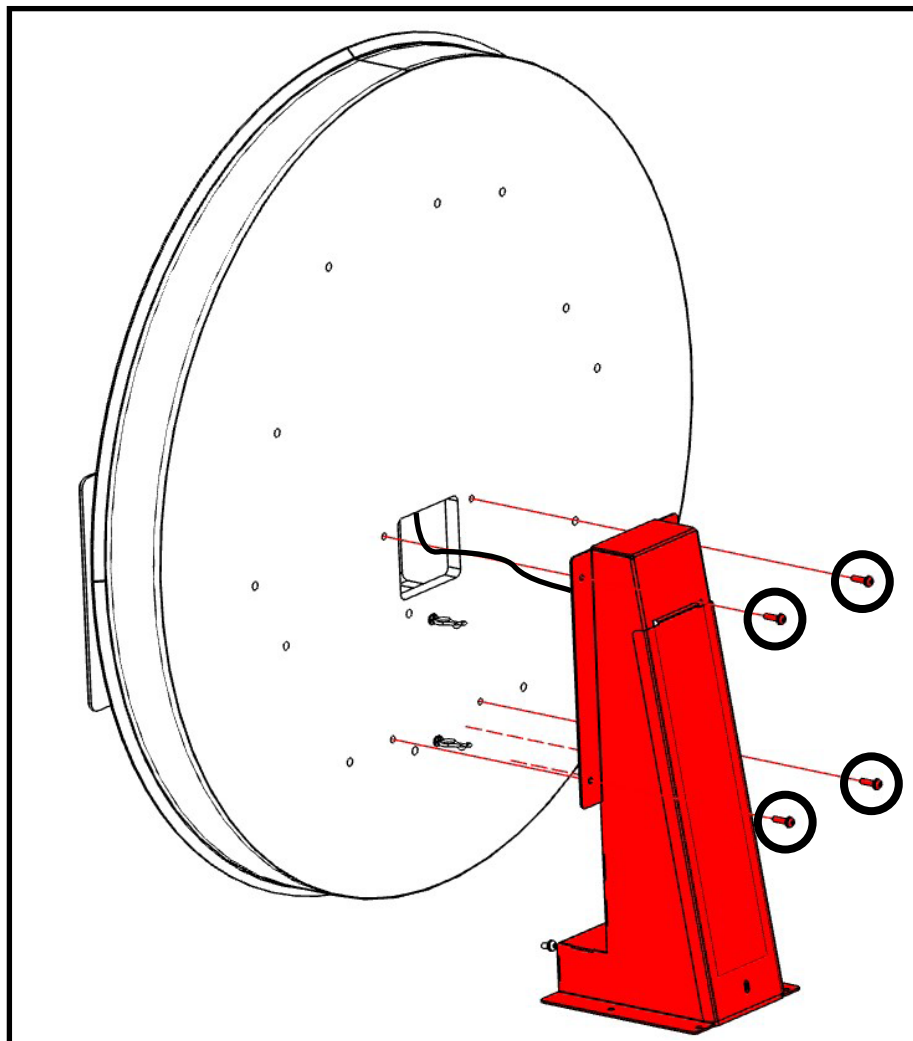


### PART(S) USED



## 4-5 INSTALLING THE BILLBOARD

- 1 Secure **PART 20** to the Billboard Panel using **4 x M5X20** + **4 x M5 SPRING WASHERS** + **4 x M5 16OD WASHERS**

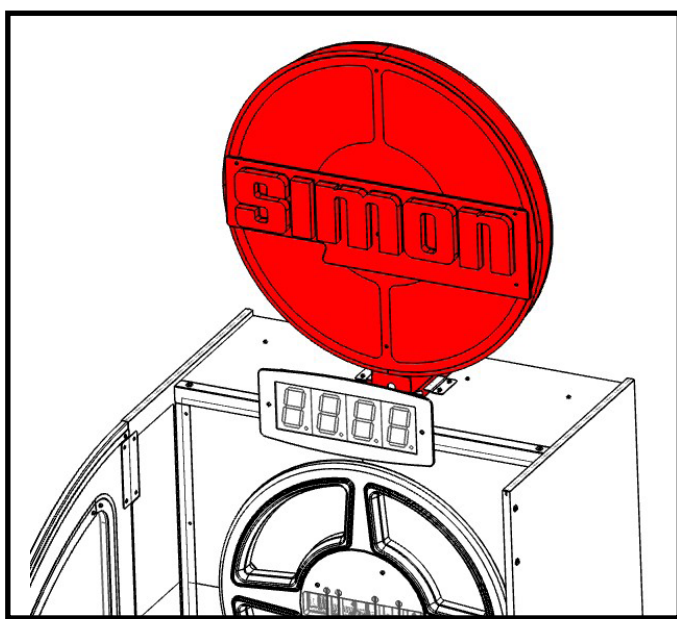
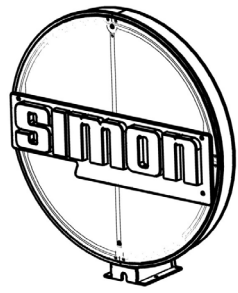


**2** Secure **PART 4** using **4 x M5X20** + **4 x M5 SPRING WASHERS** + **4 x M5 16OD WASHERS**

**FIXING(S) USED**



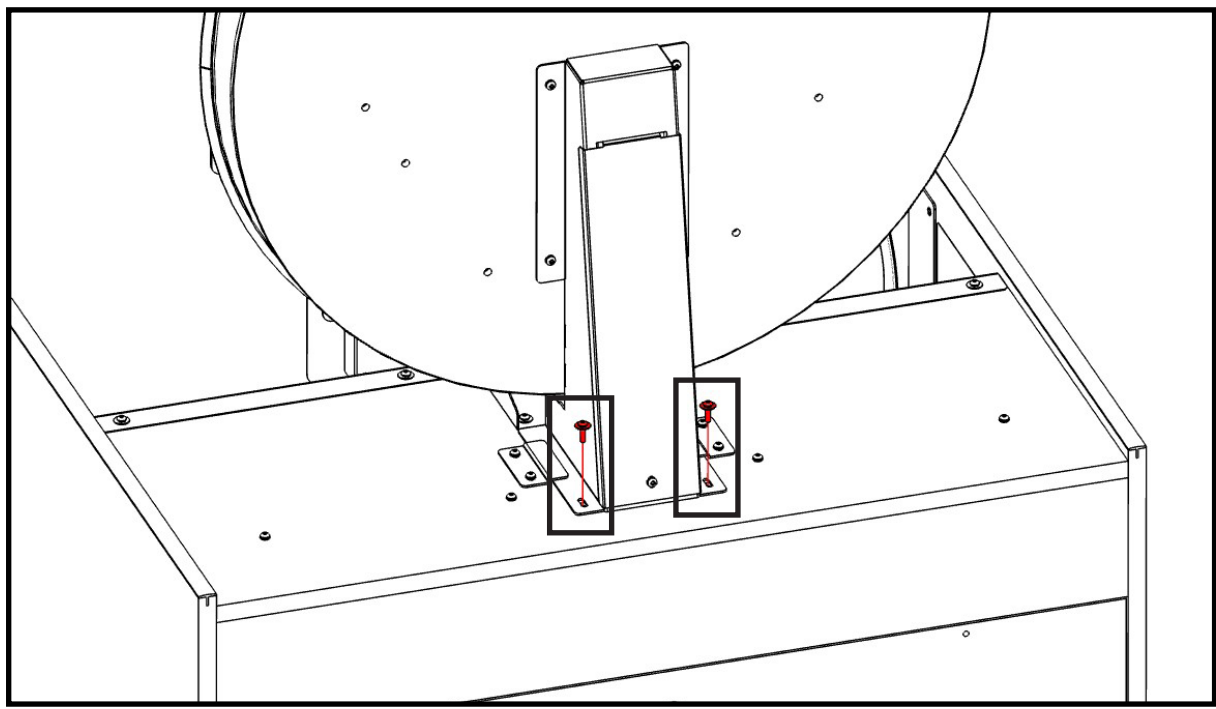
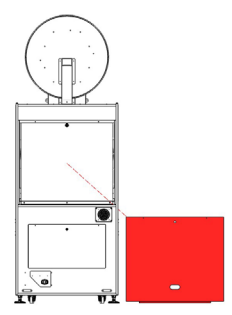
**PART(S) USED**



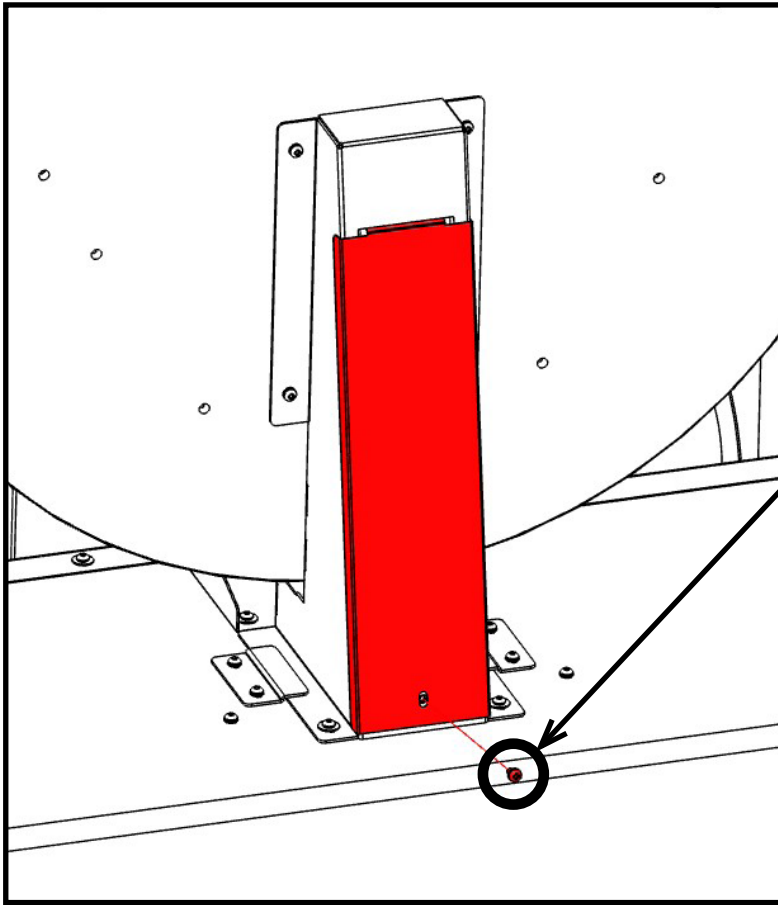
**TAILS' TOP TIP!**



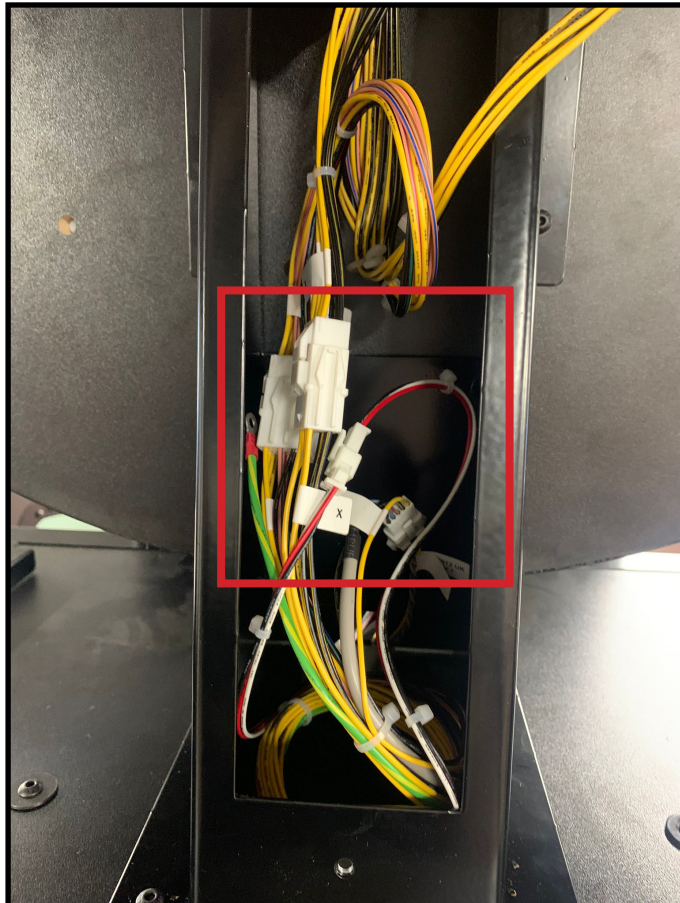
Remove the Door of the Feature Cabinet if you need additional access to the Billboard and Super Bonus Harnesses



3 Remove **PART 21** and make harness connections from **PART 3 + 4** to the **Feature Cabinet**



Remove 1 x M5X12 fixing  
to access harnesses



## 4-6 INSTALLING THE RH SIDE PANEL

**1** Secure **PART 5** using **6 x M5X12** + **6 x M5 SPRING WASHER** + **6 x M5 FLAT WASHER**

### FIXING(S) USED



6 x M5X12

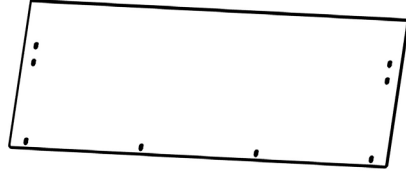


6 x M5  
FLAT WASHER

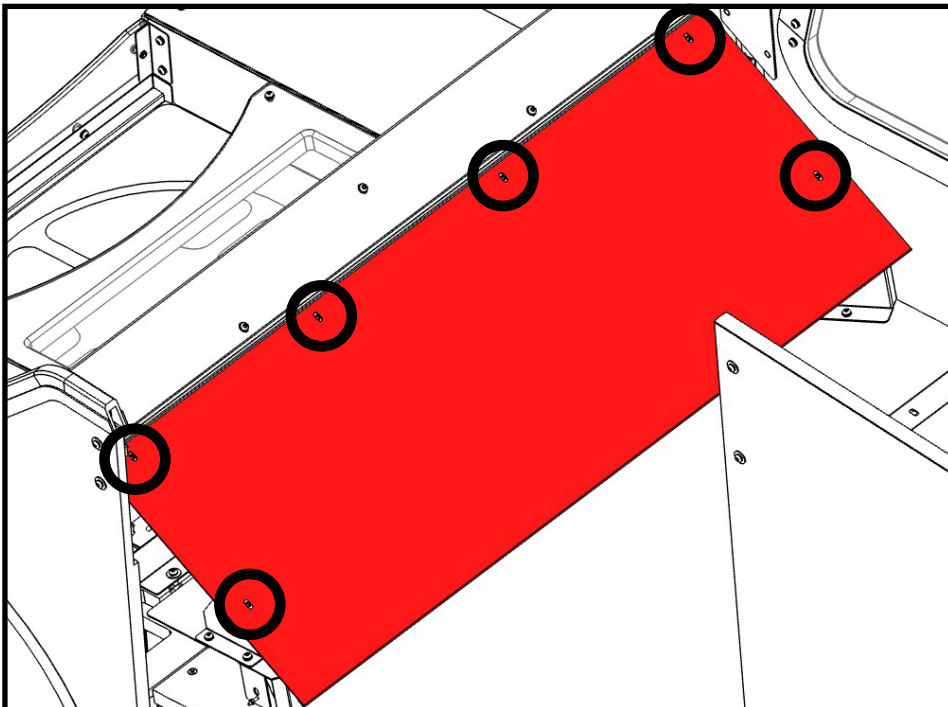
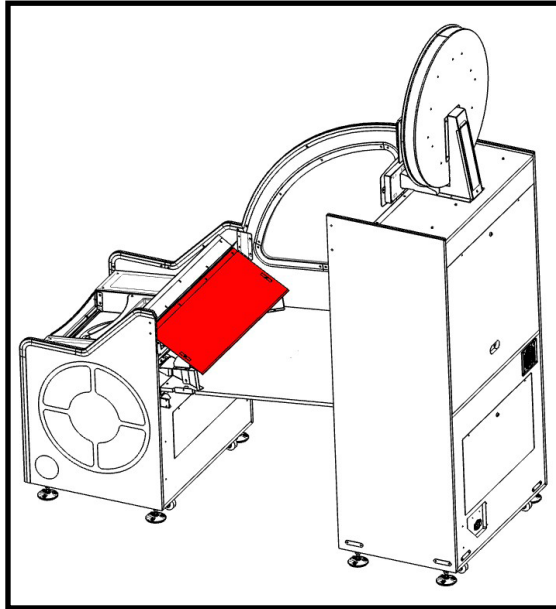


6 x M5  
SPRING WASHER

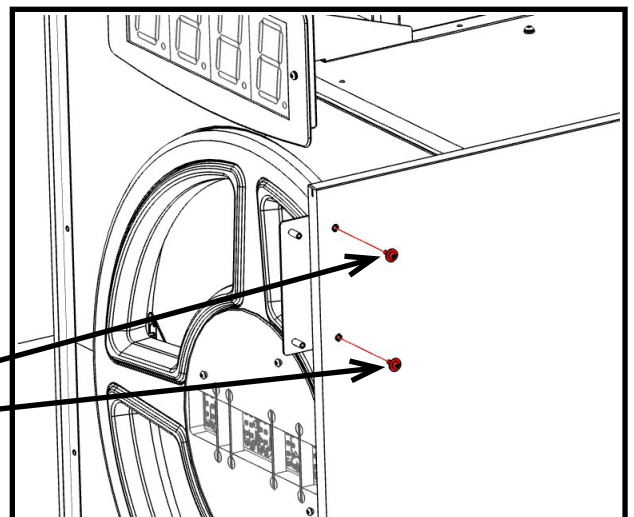
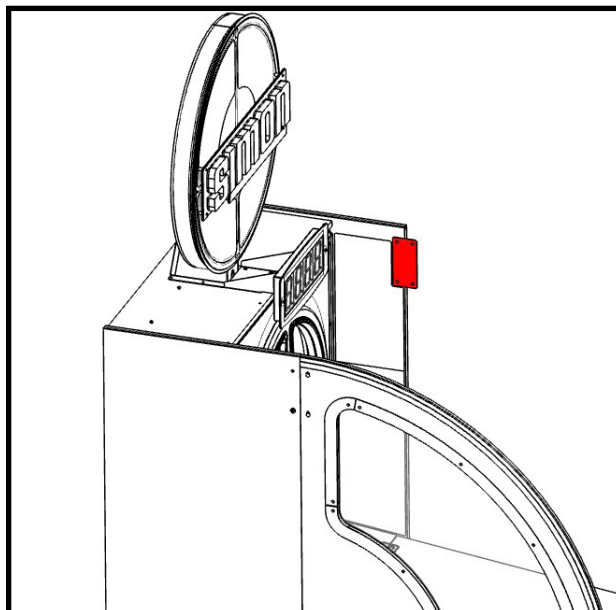
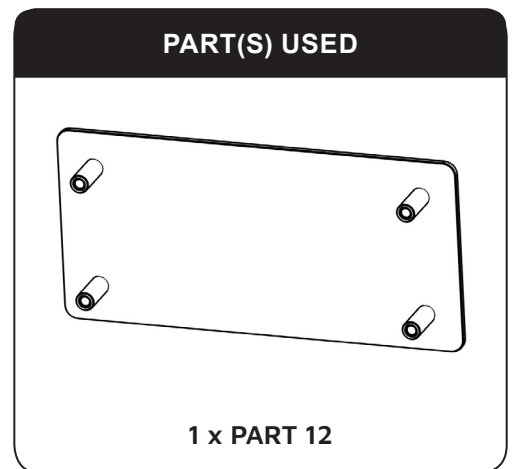
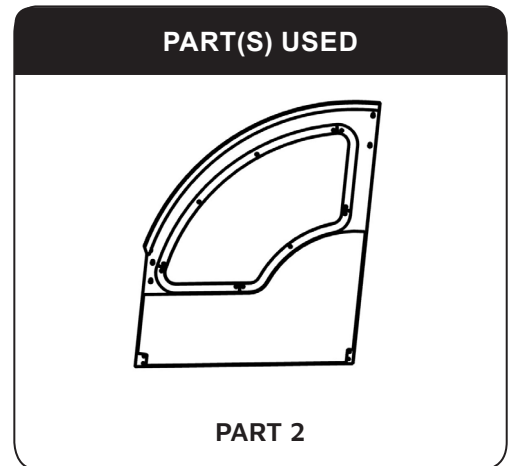
### PART(S) USED



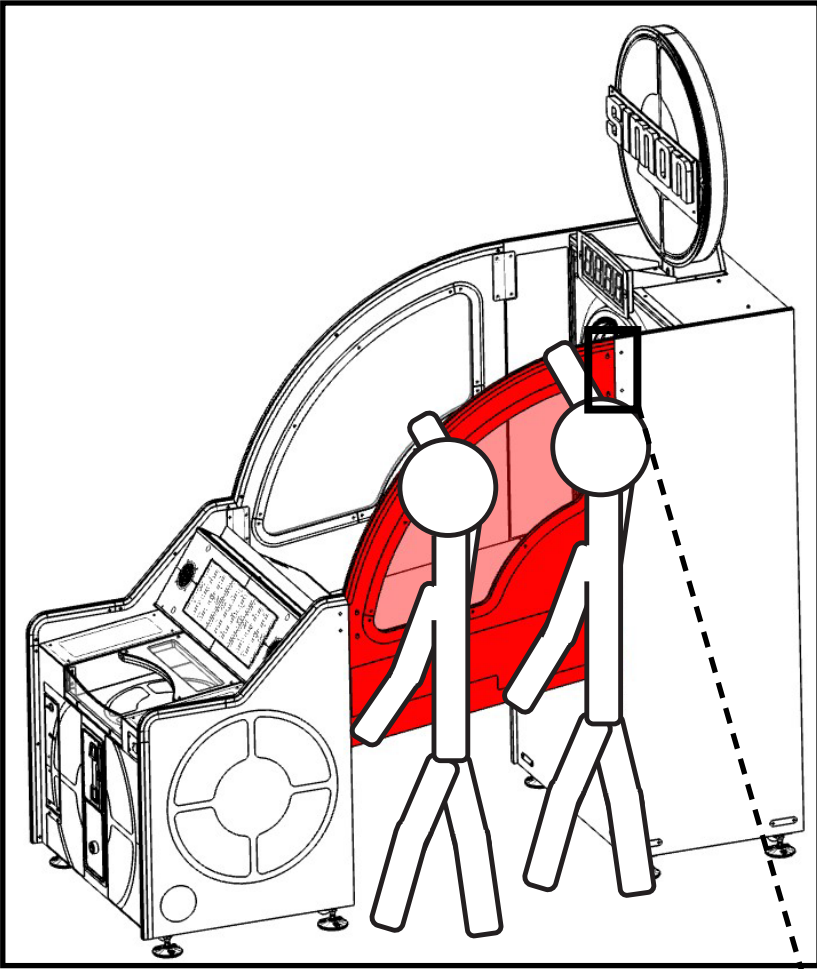
PART 5



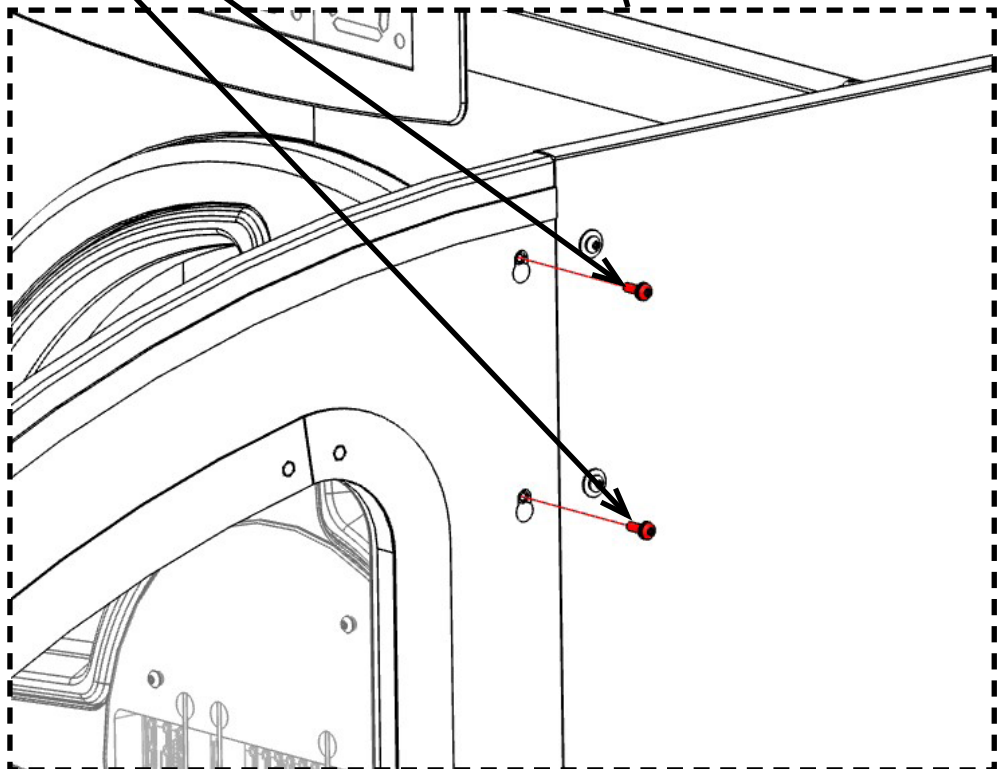
**2** Secure **PART 12** using **2 x M5X12** + **2 x M5 SPRING WASHERS** + **2 x M5 16OD WASHERS**. Fit **PART 2** into position.



Apply 2 x Fixings + Washers  
finger tight




Apply remaining 2 x  
Fixings




3 Use 4 x M5X30 + 4 x M5 FLAT WASHERS to secure PART 2 to PART 17

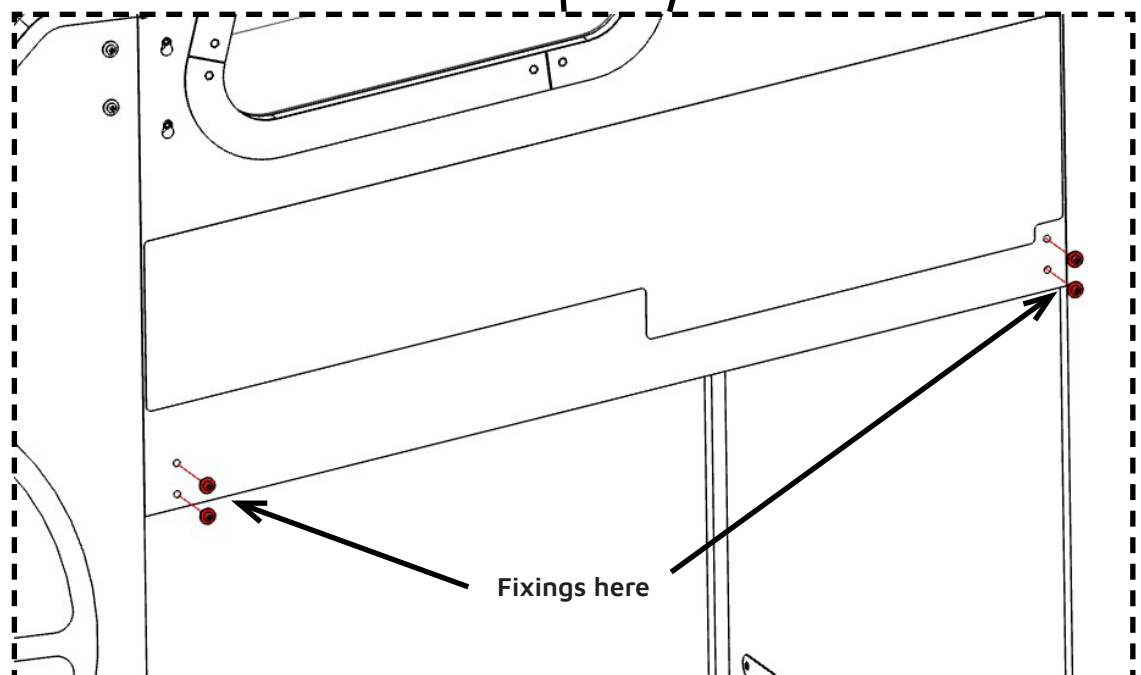
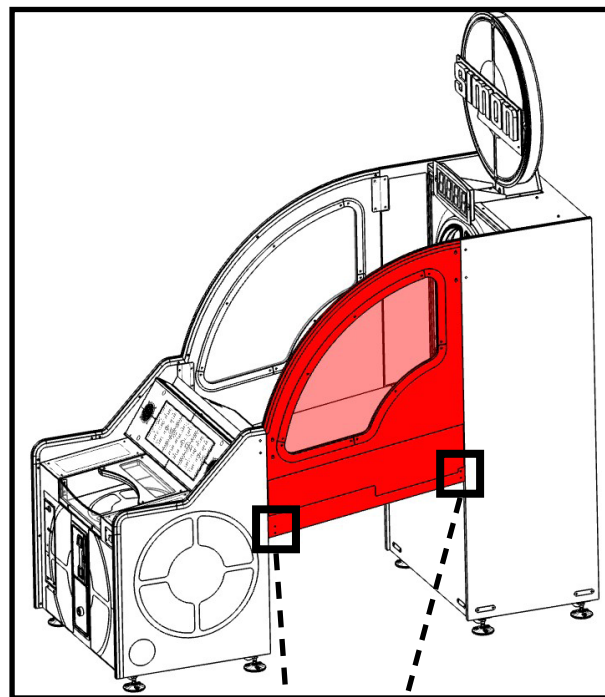
**FIXING(S) USED**



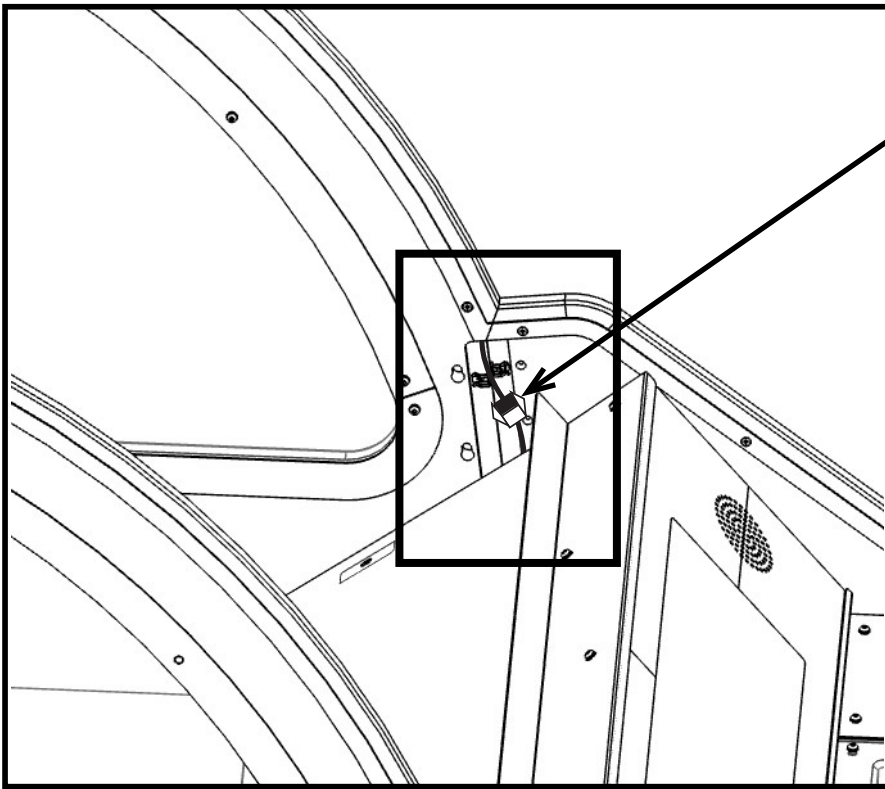
4 x M5X30 (2 per bracket)



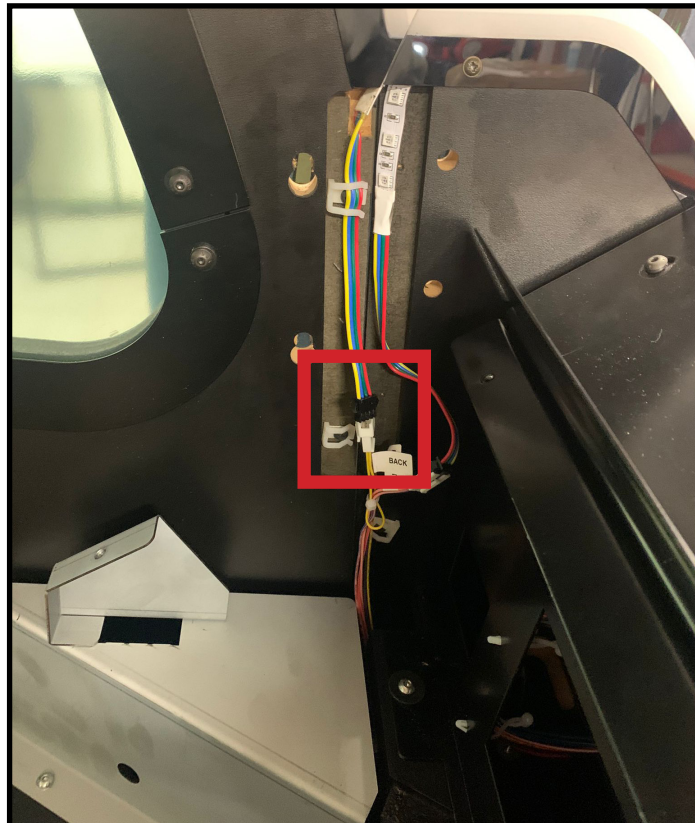
4 x M5  
FLAT WASHER  
(2 per Bracket)



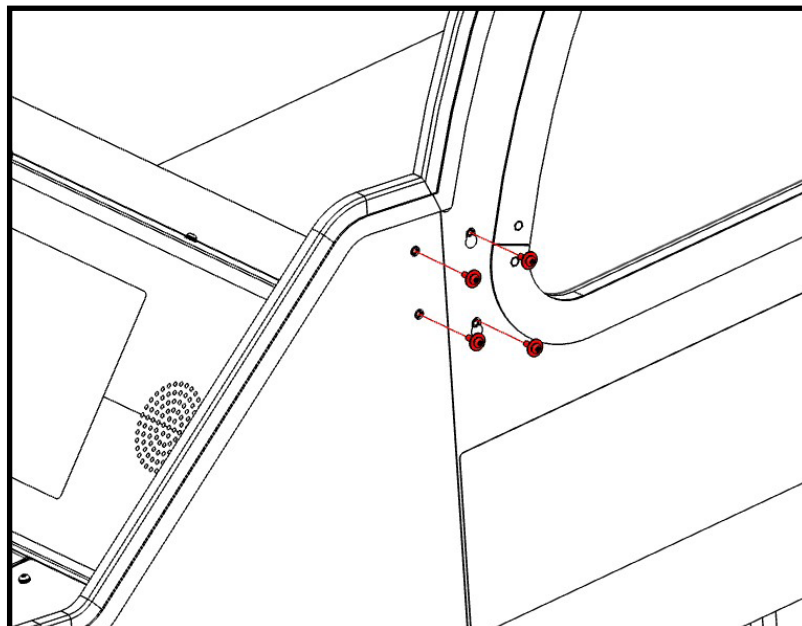
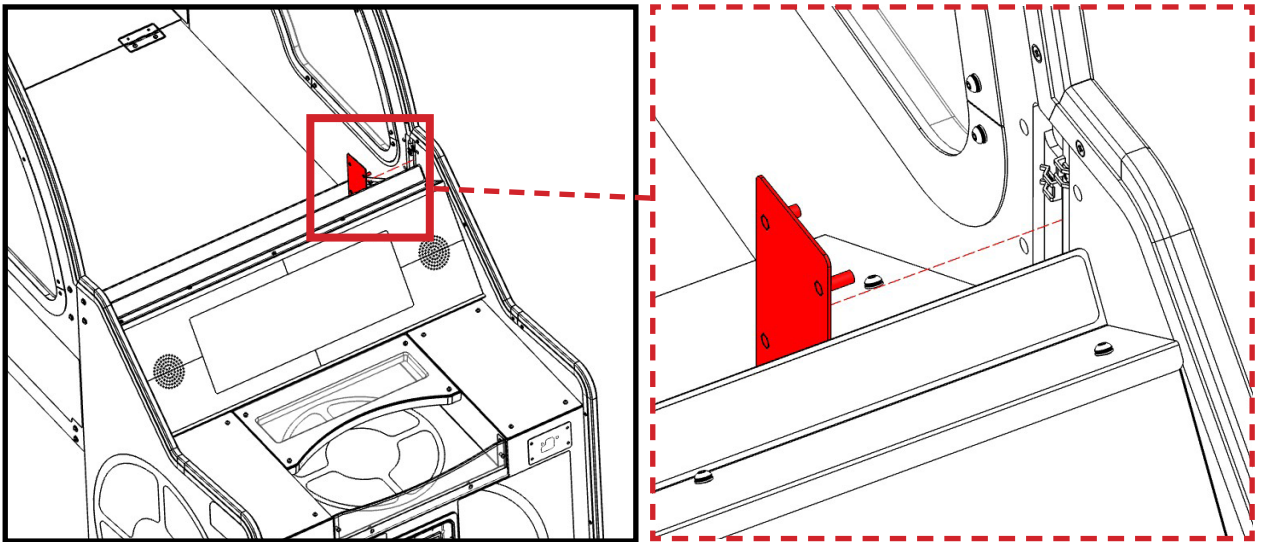
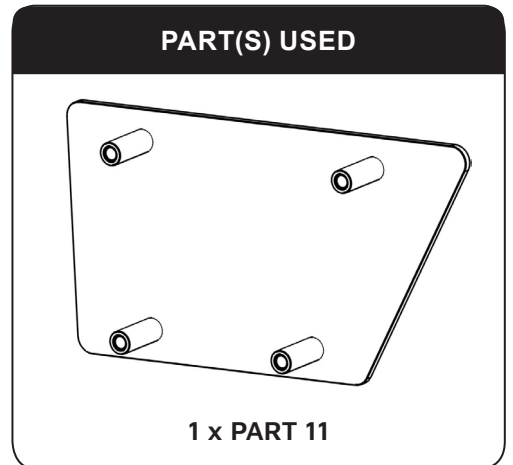
**4** Connect harness from **PART 2** to Control Cab



Connection Point



5 Secure 1 x PART 11 using 4 x M5X12 + 4 x M5 16OD WASHER + 4 x M5 SPRING WASHER



Apply fixings outside the Cab going in

**6** Load the game with **12 x PART 103** (keep 12 x Part 103 in reserve as spares)



Place  
12 x Part 103  
into Playfield



Balls will stack up ready for play



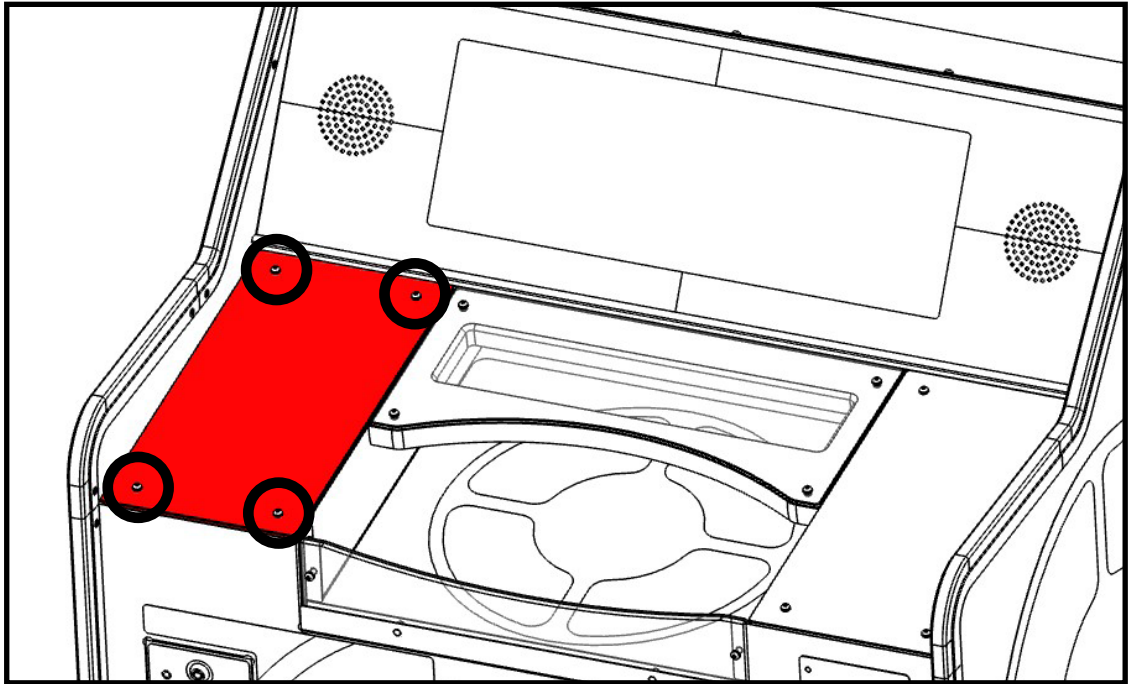
**7** Check all fixings and ensure they have been tightened fully

## **STOP** IMPORTANT!

**ONCE INSTALLATION IS COMPLETE, BE SURE TO CHECK THE LEVELING OF THE CONTROL CABINET. ADJUSTING THE CONTROL CABINET TO BE LEVEL WILL CLOSE ANY GAPS BETWEEN THE CONTROL CAB AND THE SIDE PANELS**

## 4-7 CHANGING THE AWARD CARD

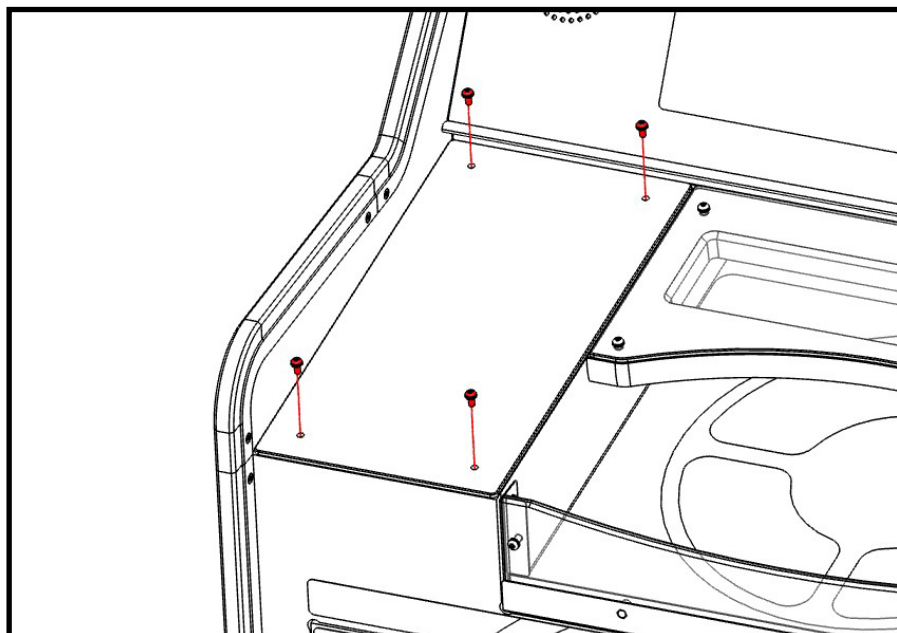
- 1 Remove 4 x M5x12 from the Award Panel



- 2 Replace with your desired Artwork and reapply fixings

### **STOP** IMPORTANT!

- AFTER CHANGING YOUR AWARD ARTWORK, THE GAME SETTINGS WILL NEED TO BE CHANGED TO ALIGN WITH YOUR NEW POINTS DISTRIBUTION
- **CONSULT "TEST AND DISPLAY DATA" FOR INFORMATION ON HOW TO CHANGE THE GAME SCORING SETTINGS**



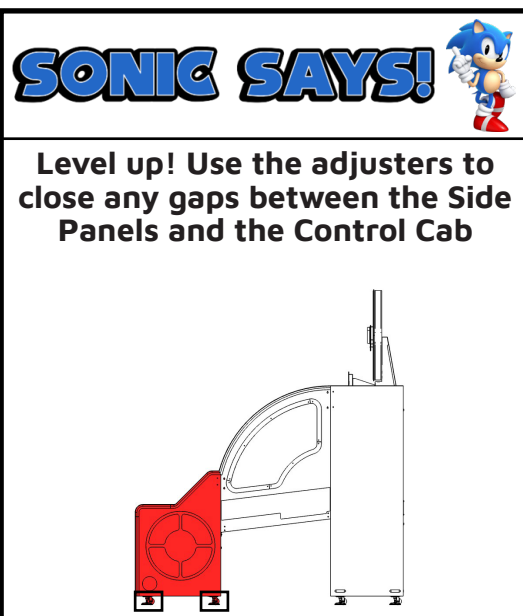
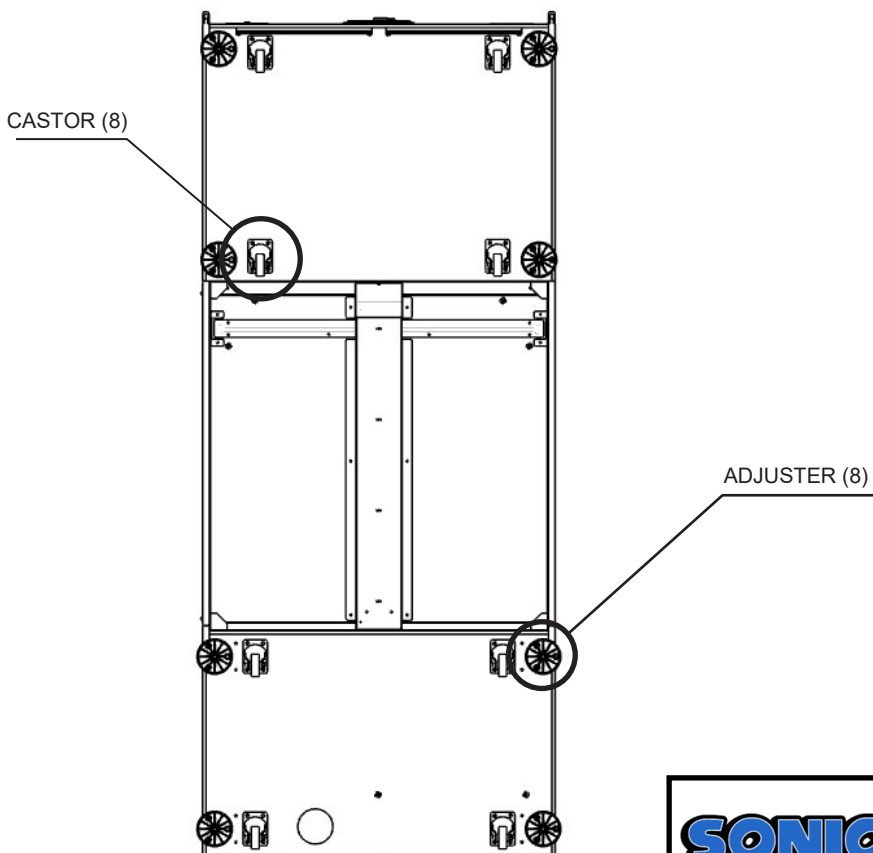
## 4-8 FIXATION TO SITE

### WARNING

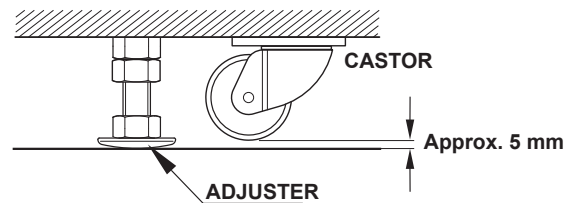
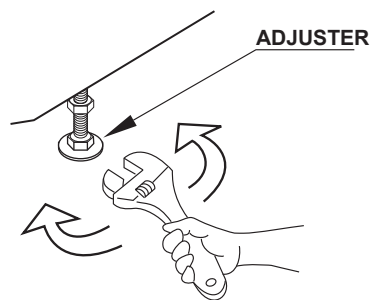
Make sure that all the adjusters contact the floor.  
Otherwise the Cabinet could move, causing an accident

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

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



- 1 Move the product to the installation site. You must also secure at least a 15cm space between the back wall and the back of the Cabinet for ventilation
- 2 Bring the adjusters into direct contact with the floor. Use a wrench to align the height of the adjusters until the Cabinet is perfectly level
- 3 After setting, turn adjuster nuts upwards to tighten them and secure adjuster heights



## CONNECTION OF POWER AND GROUND CABLES

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

### **⚠ WARNING**

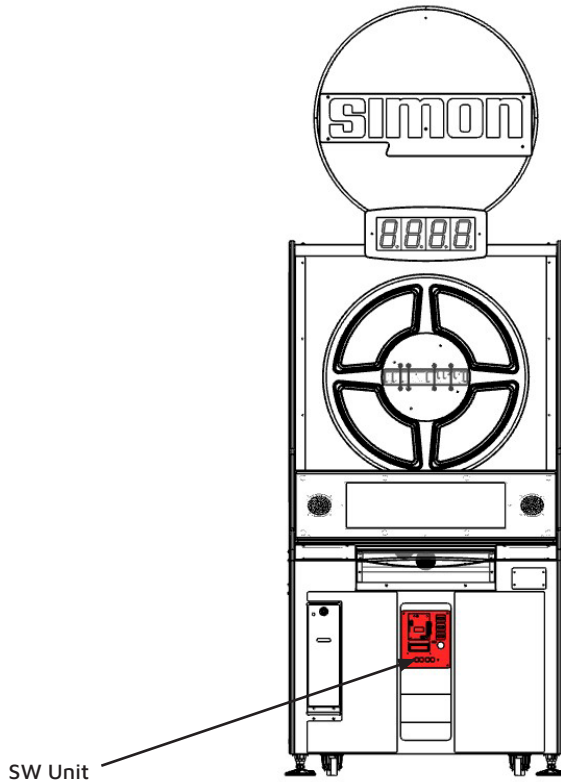
- Use the power supply equipped with an earth leakage breaker. Use of power supply without such a breaker could result in fire if there is a current leakage
- **Have available a securely grounded indoor ground terminal. Without proper grounding, customers could be electrocuted and product operations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

## 4-9 CONFIRMATION OF INSTALLATION

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

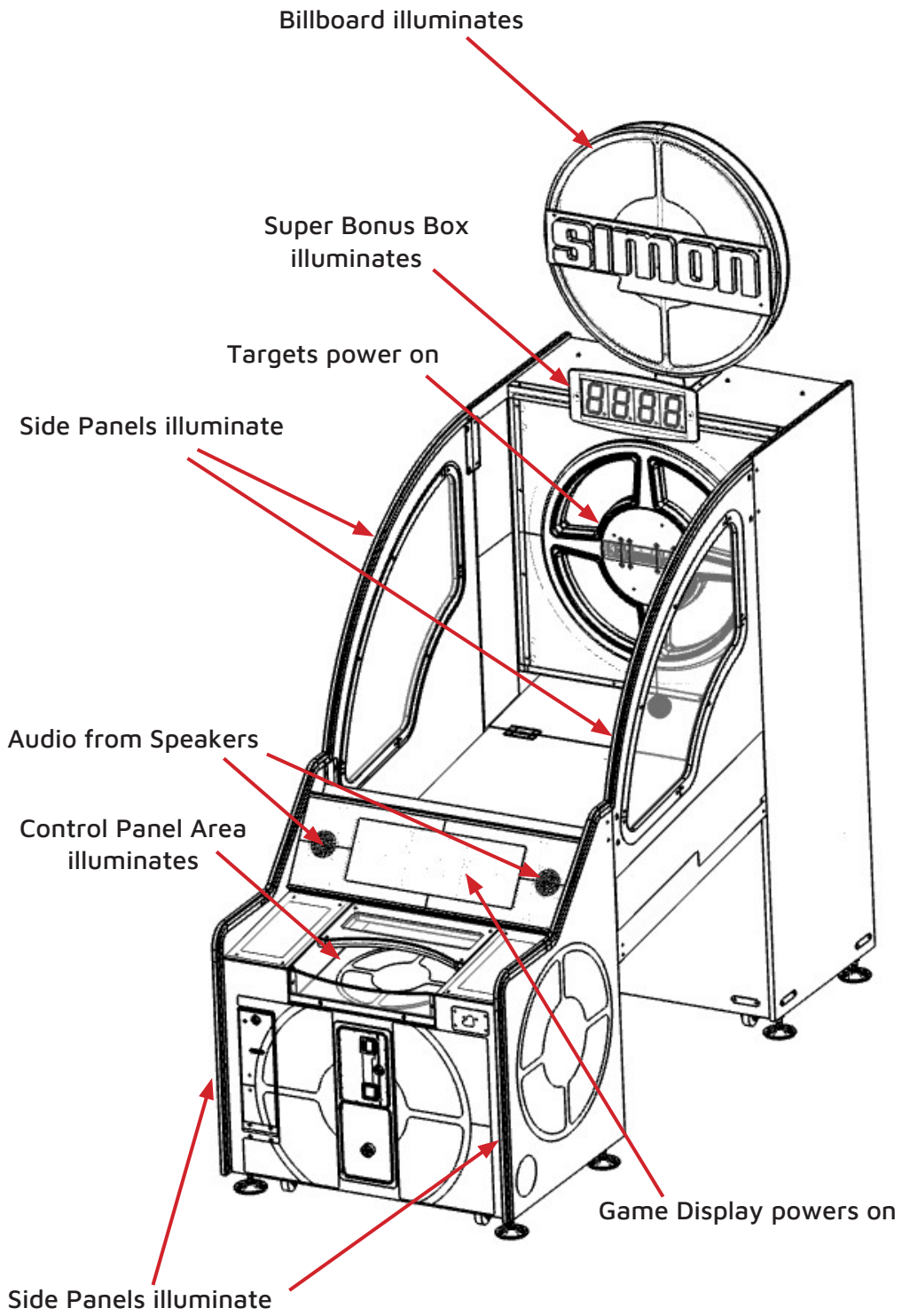
Perform the following tests in Test Mode:

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



- 2 Enter the section "Input Test". Ensure all components and Buttons are functioning correctly
- 3 Enter the section "Output Test". Ensure all LEDs and speakers are functioning correctly

**4-10 COMPONENTS THAT CHANGE STATE UPON POWERING UP**



## 4-11 REPLACING TICKETS

- 1 Unlock and open the Ticket Mech Door that needs loading or replacing

Unlock Ticket Door here



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



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

Ticket Vend Test Button



- 4 Close Ticket Mech Door and ensure lock is secure

## 5 GAME DESCRIPTION

### 5-1 GAME OUTLINE

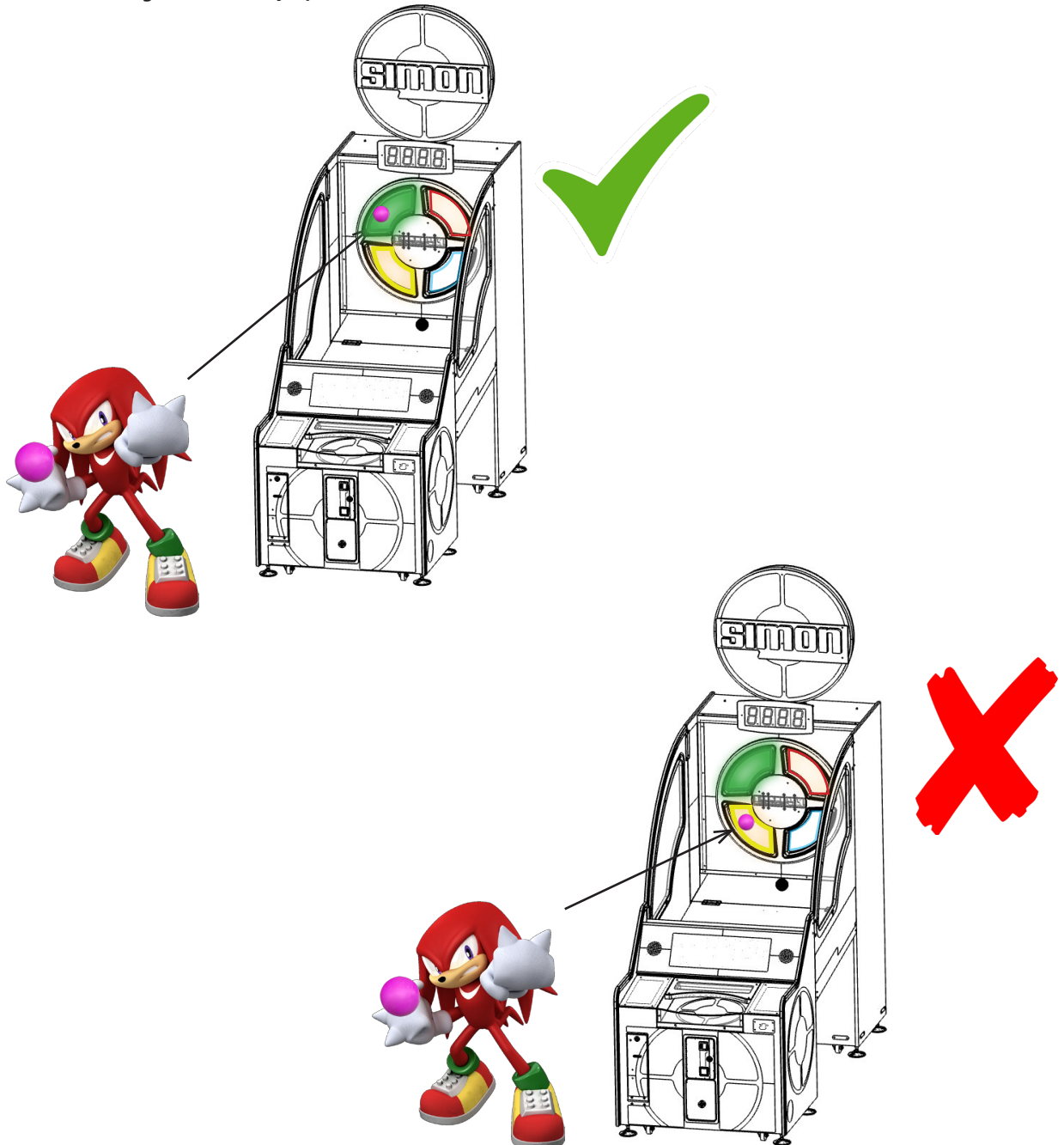
**SIMON ARCADE** is a skill-based redemption game that requires Players to throw balls through one of 4 colour target segments to score points.

The Playfield will illuminate 1 of the 4 colour target segments (Red - Blue - Yellow - Green) at any one time. Players must throw a ball through the illuminated target segment to be awarded points\*.

**Players will not earn points from throwing a ball through a target segment that is not illuminated at the time the ball passes through.**

If a Player scores enough points\* within the allotted time limit\*, they will be able to play the Bonus Game. If a Player fails to achieve the target Bonus Game score, the game will end after the time limit has expired. The Player will receive a ticket payout\* based on their score.

\*Variable setting determined by Operator in the Test Menu



## Bonus Game

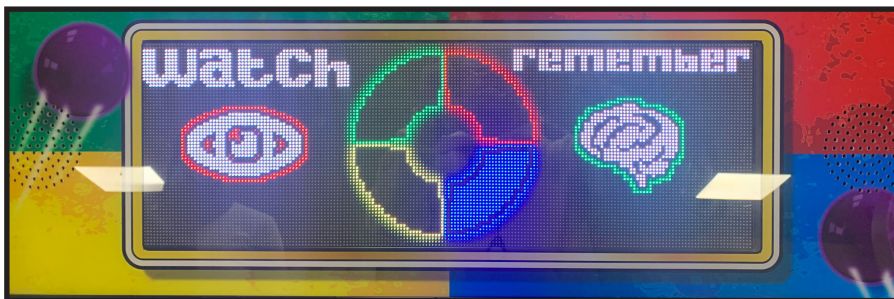
The Bonus Game will show the Player a random sequence of 4 colours to remember (e.g. Yellow - Yellow - Red - Blue).

**The Player must throw a ball through the colour target segments in the order that was shown to them within the time limit\*. If a Player throws a ball through all 4 colour target segments in the correct order within the time limit\*, they will achieve the Super Bonus reward\*. The Player has unlimited access to balls during the Super Bonus.**

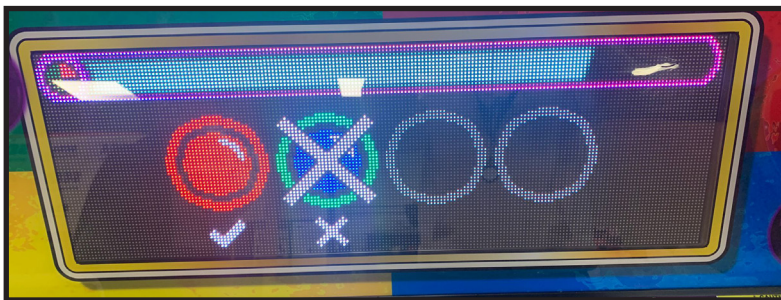
**If a Player does not throw a ball through all 4 target segments in order within the time limit\*, they will not achieve the Super Bonus.**

If a Player throws a ball through a target segment that was **not** the correct colour segment in the order shown to them (e.g. a Player throws a ball through the Yellow segment when the next colour segment in the sequence was Red), the Super Bonus will end and the Player will receive their ticket payout.

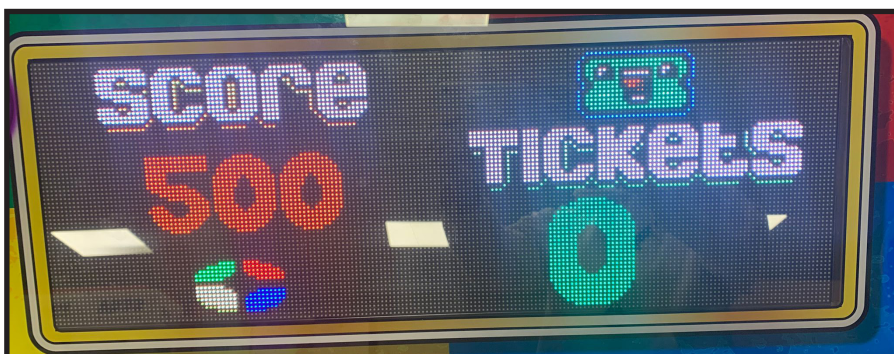
\*Variable setting determined by Operator in the Test Menu



Bonus Game Tutorial



Bonus Game Failure



End Game Screen

## 5-2 GAME SETTINGS EXPLAINED

The following table shows all Game-related variables that can be adjusted.

These settings can be changed by accessing the Test Menu using the Test Button on the Switch Unit.

These settings are a guide only. Operators are advised that adjustment may be required to optimize the games performance for their location.

GAME SETTING	SELECTION	DESCRIPTION
Coin 1 + 2	1	Sets activity of Coin Chute 1/2:0-10 (increments of 1)
Bill Validator	0	Sets activity of Bill Validator: 0-10 (increments of 1)
Set Ticket Mode	FULL	Sets Ticket Distribution Mode - Full - DB - Half
Super Bonus Type	*FIXED	Sets whether Super Bonus is a fixed value or increases incrementally after every game: Fixed - Incremental
Super Bonus Max	*500	Sets Super Bonus maximum score: 0-5000 (increments of 25)
Super Bonus Start	-	Sets Super Bonus starting score: 0- 10 - 50 - 100 - 200 - 250 - 500
Super Bonus Increment	-	Sets number of tickets Super Bonus increases by for every game played: 0.1 - 0.25 - 0.5 - 1 - 2 - 3 - 4 - 5 - 10
Mercy Tickets	*0	Set the Mercy Tickets paid out if a Player does not meet the minimum score: 0-20 (increments of 1) - 0
Award Card	-UK05	Sync Game scoring with installed Award Card: UK01 - UK03 - UK04 - UK05 - UK06
Target Points	300	Set the points value for scoring a single target: 50 - 500 (increments of 50)
Bonus Threshold	2000	Sets the required score to unlock the Bonus Game: 2000 - 5000 (increments of 100) - 3000 (Setting to OFF = Bonus Game every game)
Threshold Increase	1	Sets the level of difficulty to reach the Bonus Game Threshold (how many more targets are required to reach the Bonus Game): x1 Target - x10 Targets (increments of 1)
Threshold Decrease	5	Sets the number of non-bonus games played before the Bonus Game Target Threshold decreases: 1 - 2 - 3 - 4 - 5 - 10 - 20 - 50 - 100
Active Period	3s	Sets the active period for each target in seconds: 0.5-3.00 (increments of 0.25)
Streak Points	100	Sets the number of points awarded for each "5 in a row" streak: 10 - 250 (increments of 10)
Pattern Length	Medium	Sets difficulty of Bonus Game pattern length - Easy (4) - Medium (5) - Hard (6)
Pattern Timing	Medium	Sets difficulty of Bonus Game pattern timing (seconds): Easy (10) - Medium (8) - Hard (6) - Extreme (4)
Exit		Exit to Main Test Menu

\*Operator Preference

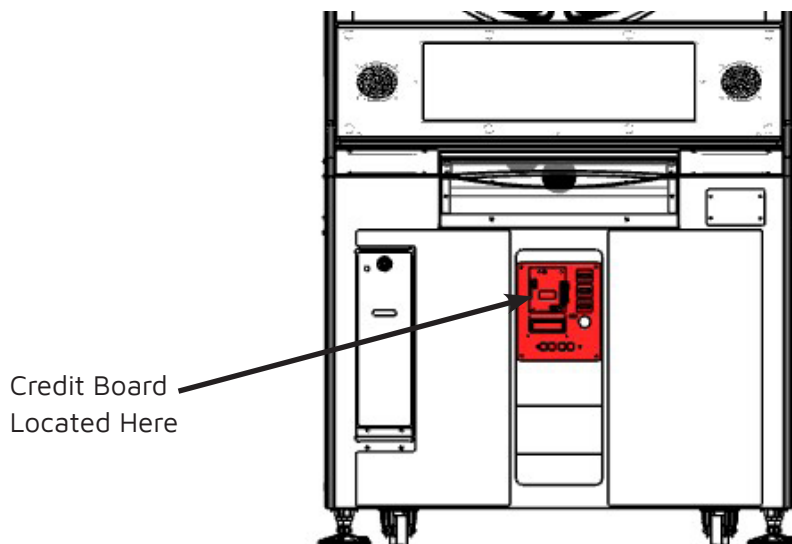
## 6 EXPLANATION OF TEST AND DATA DISPLAY

### 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



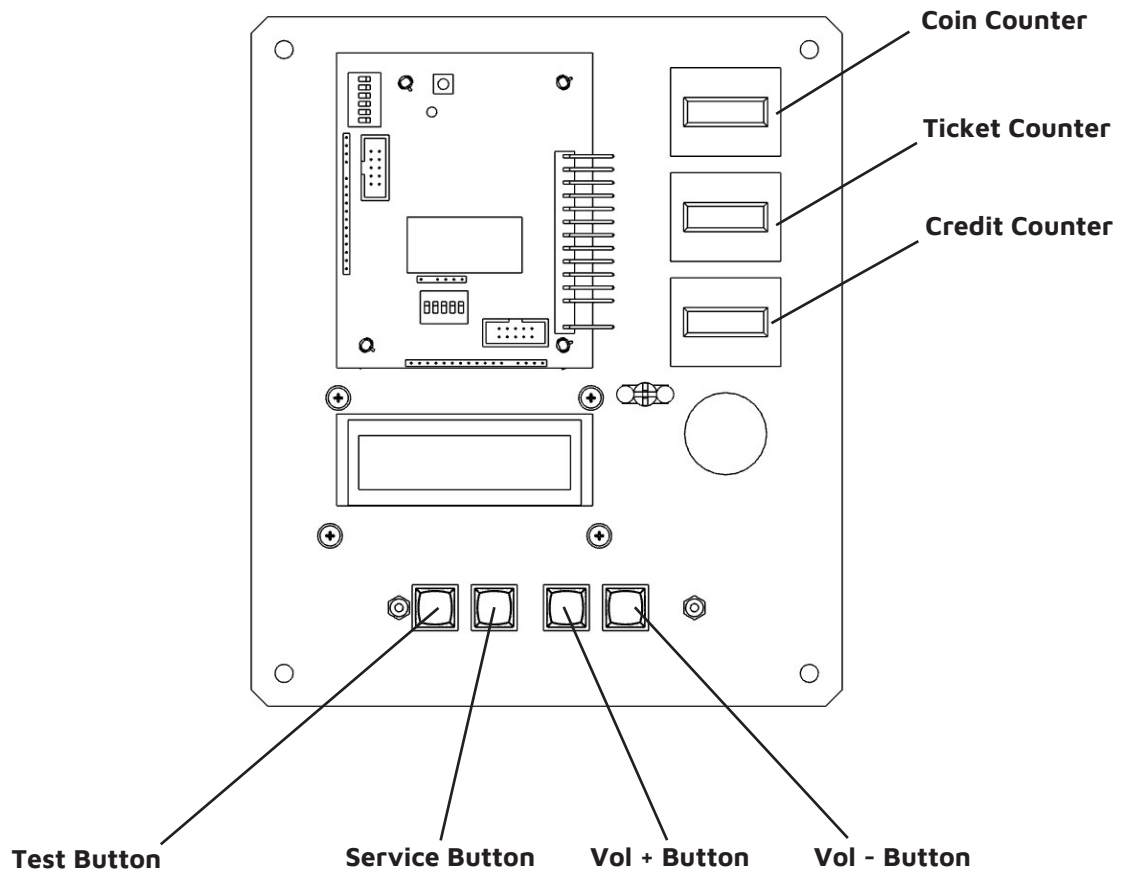
## IMPORTANT!

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

Perform tests and data checks periodically using the **TEST Button** and **SERVICE Button** in the Cabinet. Follow the instructions in this Chapter to conduct checks when the Cabinet is first installed, when money is being collected, or when the Cabinet does not operate properly.

## 6-1 SWITCH UNIT AND COIN METER

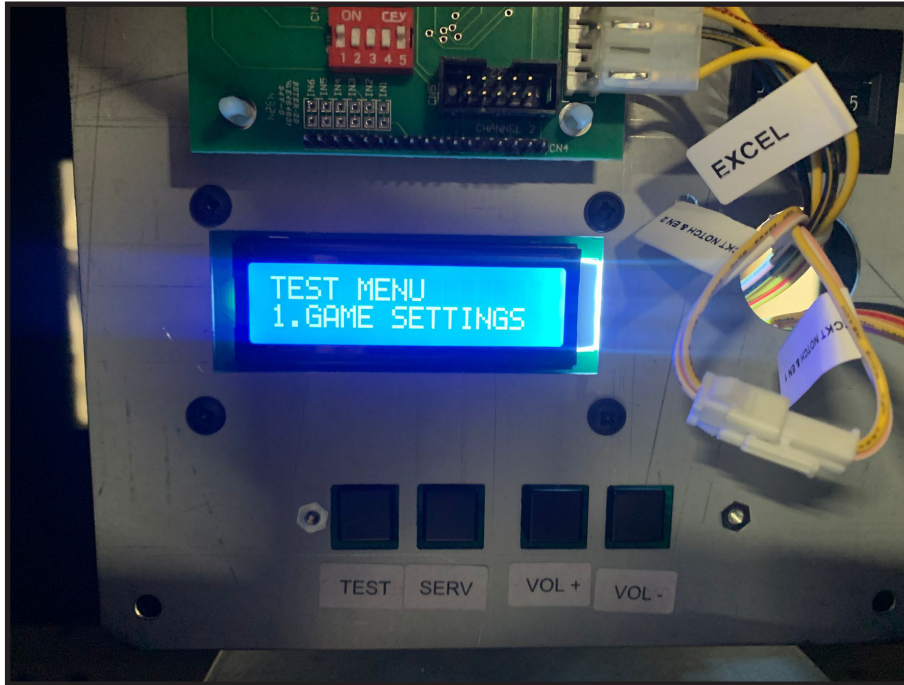
The Switch Unit and Counters are housed within the Control Cabinet. To access these controls you will need to open the Coin Door. The switches and counters can be found directly on the rear face of the Tower.



DEVICE	FUNCTION
<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 (£0.10 or \$0.10 = 1 count)
<b>CREDIT COUNTER</b>	Counts number of Credits used (Regular and Service)
<b>TICKET COUNTER</b>	Counts dispensed tickets

## 6-2 GAME TEST MODE

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



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

<b>Game Settings</b>	Adjust variables of the Game like Super Bonus score and Game Length
<b>Bookkeeping</b>	View (and reset) Cabinet statistics
<b>System Info</b>	Check Software and Bootloader version numbers
<b>Lighting</b>	Test all LED and Lighting elements
<b>Display</b>	Test and Identify all Displays
<b>Inputs</b>	Test Input operability
<b>Outputs</b>	Test Output operability
<b>CAN Bus</b>	Test CAN Bus operability
<b>Comms</b>	Test Comms operability
<b>Audio</b>	Adjust volume levels and change language
<b>Date/Time</b>	Adjust Cabinet Date and Time
<b>Exit</b>	Exit Test Menu and return to Game

## 6-3 GAME SETTINGS

Use the Service Button to cycle through items. Use the Test Button to select an item. Using the Test Button will perform the test and/or cycle through options. Select EXIT to return to the Main Test Menu. **Default values are denoted in Bold**

GAME SETTING	DESCRIPTION
<b>Coin 1 + 2</b>	Sets activity of Coin Chute 1/2:0-10 (increments of 1)
<b>Bill Validator</b>	Sets activity of Bill Validator: 0-10 (increments of 1)
<b>Set Ticket Mode</b>	Sets Ticket Distribution Mode - <b>Full</b> - DB - Half
<b>Super Bonus Type</b>	Sets whether Super Bonus is a fixed value or increases incrementally after every game: <b>Fixed</b> - Incremental
<b>Super Bonus Max</b>	Sets Super Bonus maximum score: 0-10,000 (increments of 25) - <b>500</b>
<b>Super Bonus Start</b>	Sets Super Bonus starting score: 0- 10 - 50 - 100 - 200 - 250 - 500
<b>Super Bonus Increment</b>	Sets number of tickets Super Bonus increases by for every game played: 0.1 - 0.25 - 0.5 - 1 - 2 - 3 - 4 - 5 - 10
<b>Mercy Tickets</b>	Set the Mercy Tickets paid out if a Player does not meet the minimum score: 0-20 (increments of 1) - <b>0</b>
<b>Award Card</b>	Sync Game scoring with installed Award Card: UK01 - UK02 - UK03 - <b>UK04</b> - UK05
<b>Target Points</b>	Set the points value for scoring a single target: 50 - <b>250</b> (increments of 50)
<b>Bonus Threshold</b>	Sets the required score to unlock the Bonus Game: 2000 - 5000 (increments of 100) - <b>3000</b> (Setting to OFF = Bonus Game every game)
<b>Threshold Increase</b>	Sets the level of difficulty to reach the Bonus Game Threshold (how many more targets are required to reach the Bonus Game): x1 Target - x10 Targets (increments of 1)
<b>Threshold Decrease</b>	Sets the number of non-bonus games played before the Bonus Game Target Threshold decreases: 1 - 2 - 3 - 4 - 5 - 10 - 20 - 50 - 100
<b>Active Period</b>	Sets the active period for each target in seconds: 0.5-3.00 (increments of 0.25) - <b>2</b>
<b>Streak Points</b>	Sets the number of points awarded for each "5 in a row" streak: 10 - 100 (increments of 10) - <b>100</b>
<b>Pattern Length</b>	Sets difficulty of Bonus Game pattern length - Easy (4) - Medium (5) - Hard (6)
<b>Pattern Timing</b>	Sets difficulty of Bonus Game pattern timing (seconds): Easy (10) - Medium (8) - Hard (6) - Extreme (4)
<b>Exit</b>	Exit to Main Test Menu

## 6-4 BOOKKEEPING

Use the Service Button to cycle through items. **Only the "Clear Meters/IOU/Service Credits" Tests can be performed in this mode.** Remaining items can only be viewed. Select EXIT to return to the Main Test Menu.

<b>Regular + Service Credits</b>	Number of Regular and Service Credits entered
<b>Games + Tickets</b>	Number of Games played and Tickets dispensed
<b>Average Tickets</b>	Average number of Tickets paid out per Game
<b>Average Score</b>	Average score a Player earns in a Game
<b>Streak Average</b>	Average streak a Player obtains
<b>Streak Win</b>	Highest number of Games won in a row
<b>Bonus Unlock</b>	Number of Bonus Games reached
<b>Unlink 1 Increase</b>	Average number of Bonus Games reached (1 in X Games)
<b>Bonus Wins</b>	Number of times the Super Bonus has been won
<b>Wins 1 Increase</b>	Average number of Bonus Games won
<b>Error 1 + 2 + 3 + 4</b>	Number of times Error 1/2/3/4 has occurred
<b>Mercy</b>	Number of Mercy Games played (Games where no tickets have been won)
<b>Continue</b>	Number of Continue plays
<b>Clear Meters</b>	Clear Coin, Ticket, and Game Meters
<b>Clear IOU</b>	Clear accumulated IOU Tickets
<b>Clear Service Credits</b>	Clear all currently entered Service Credits
<b>Exit</b>	Exit to Main Test Menu

## 6-5 SYSTEM INFO

Use the Service Button to cycle through items. **Items cannot be tested in this Menu.** Items can only be viewed. Select EXIT to return to the Main Test Menu. Use the Test Button to exit and return to Main Test Menu.

<b>Software Version</b>	Currently loaded Software version
<b>Bootloader Version</b>	Currently loaded Bootloader version
<b>Serial #</b>	RED2 Serial number

## 6-6 LIGHTING

Use the Service Button to cycle through items. Use the Test Button to select an item. Using the Test Button will perform the test and/or cycle through options. Select EXIT to return to the Main Test Menu.

<b>All LEDs</b>	Test all LEDs at once
<b>LED Step Direct</b>	Test all LEDs individually (RGB)
<b>LED Step MUX</b>	Test SIMON Logo lighting on Playfield
<b>LED Step AUX</b>	Test Side Panel and Playfield Quadrant Lighting (RGB)
<b>LED Step CAN</b>	<b>NOT USED</b>
<b>Exit</b>	Exit to Main Test Menu

## 6-7 DISPLAY

Use the Service Button to cycle through items. Use the Test Button to select an item. Using the Test Button will perform the test and/or cycle through options. Select EXIT to return to the Main Test Menu.

<b>All Segments</b>	Active all Displays
<b>Identify</b>	View Display types:
<b>Segment Step</b>	Steps through each digit segment (A-G)
<b>Matrix</b>	View LED Matrix Display screens and animations:
<b>Exit</b>	Exit to Main Test Menu

## 6-8 INPUT

Use the Service Button to cycle through items. Use the Test Button to select an item. Using the Test Button will perform the test and/or cycle through options. Select EXIT to return to the Main Test Menu.

<b>DIL Switch Inputs</b>	Activates DIL Switches in sequence and inputs on Switch Unit <b>(press Test and Service Buttons at the same time to exit this Test):</b>
<b>Controller Inputs</b>	Test Controller-related Inputs: Target R/B/Y/G - PIR Sensor - Ball Sensor - Ballgate Open - Ballgate Closed
<b>Opto Inputs</b>	Test Opto Sensors operability:
<b>Exit</b>	Exit to Main Test Menu

## 6-9 OUTPUT

Use the Service Button to cycle through items. Use the Test Button to select an item. Using the Test Button will perform the test and/or cycle through options. Select EXIT to return to the Main Test Menu.

<b>Ballgate</b>	Test Ballgate functionality:
<b>Ticket</b>	Test Ticket vending functionality:
<b>Meter</b>	Test Meter functionality:
<b>Inhibit</b>	Test Inhibitor functionality:
<b>Exit</b>	Exit to Main Test Menu

## 6-10 CAN BUS

Use the Service Button to cycle through items. Use the Test Button to select an item. Using the Test Button will perform the test and/or cycle through options. Select EXIT to return to the Main Test Menu.

<b>CAN Test</b>	<b>NOT USED</b>
<b>Exit</b>	Exit to Main Test Menu

## 6-11 COMMS

Use the Service Button to cycle through items. Use the Test Button to select an item. Using the Test Button will perform the test and/or cycle through options. Select EXIT to return to the Main Test Menu.

<b>RS232%<i>s</i></b>	<b>NOT USED</b>
<b>Exit</b>	Exit to Main Test Menu

## 6-12 AUDIO

Use the Service Button to cycle through items. Use the Test Button to select an item. Using the Test Button will perform the test and/or cycle through options. Select EXIT to return to the Main Test Menu.

<b>Volume</b>	Adjust Master Volume: 0%-100% - increments of 5% (minimum value is set by Minimum Volume setting)
<b>Minimum Volume</b>	Set minimum Volume level: 0%-100% - increments of 5% (value determines lowest Master and Attract volume)
<b>Attract</b>	Set Attract Volume: 0%-100% - increments of 5% (minimum value is set by Minimum Volume setting)
<b>Play Test</b>	Play Test Sound to ensure Speaker(s) are functioning correctly:
<b>Select Language</b>	Change language shown on Displays (does not change announcer voice over language): English - Spanish - French - Italian - Portuguese
<b>Version</b>	View Audio Version number
<b>Exit</b>	Exit to Main Test Menu

## 6-13 DATE & TIME

Use the Service Button to cycle through items. Use the Test Button to select an item. Using the Test Button will perform the test and/or cycle through options. Select EXIT to return to the Main Test Menu.

<b>Adjust Date</b>	Change Cabinet Date (Day): 1-31 (dependant on Month value)
<b>Month</b>	Change Month
<b>Year</b>	Change Year
<b>Hours</b>	Change Hour
<b>Minutes</b>	Change Minute
<b>Exit</b>	Exit to Main Test Menu

# 7 COIN HANDLING

## 7-1 ADJUSTING THE PRICE OF PLAY (EXCEL)

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

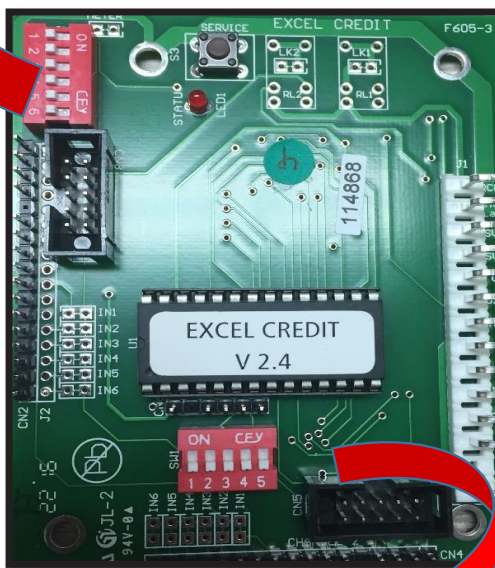
To adjust the price of play, ALL CREDIT SETTINGS are adjusted via the DIP SWITCHES on the EXCEL CREDIT BOARD.

### IMPORTANT!

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

EXCEL CREDIT BOARD SETTINGS (GBP)

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

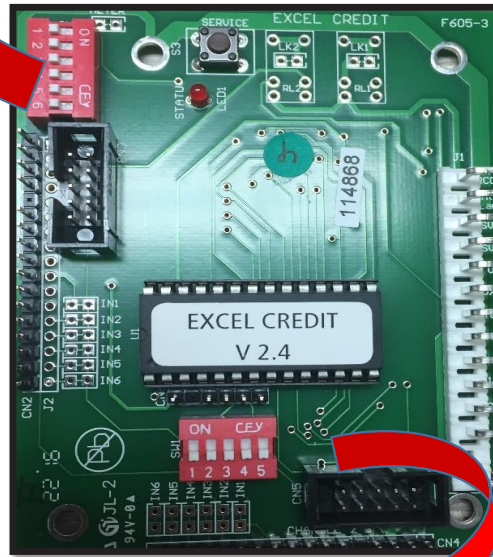


Price Per Play	SW1				
	Switch 1	Switch 2	Switch 3	Switch 4	Switch 5
10p	OFF	OFF	OFF	OFF	OFF
20p	OFF	ON	OFF	OFF	OFF
30p	OFF	OFF	ON	OFF	OFF
40p	OFF	OFF	OFF	ON	OFF
50p	OFF	ON	OFF	ON	OFF
60p	ON	OFF	ON	ON	OFF
80p	ON	ON	ON	ON	OFF
£1	ON	OFF	OFF	OFF	ON
£1.50	OFF	OFF	ON	OFF	ON
£2	OFF	ON	ON	OFF	ON
£3	OFF	OFF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

EXCEL CREDIT BOARD SETTINGS (EURO)



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



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

## 7-2 ADJUSTING THE PRICE OF PLAY (NRI)

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

### IMPORTANT!

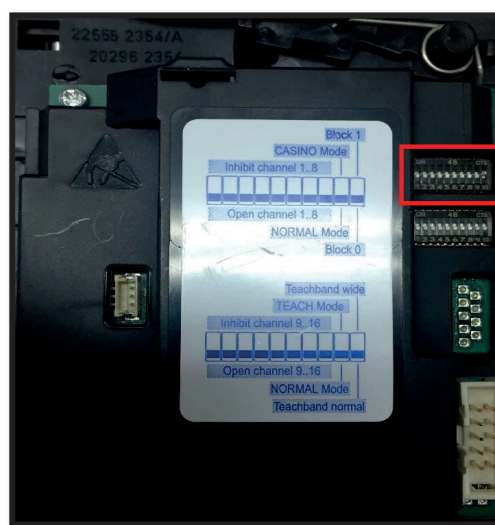
The CREDIT SETTINGS within the SYSTEM TEST MODE must be set to 1 Coin 1 Credit to allow the Coin Acceptor to function correctly.

#### NRI G13 Currency settings - GBP



TOP BANK

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

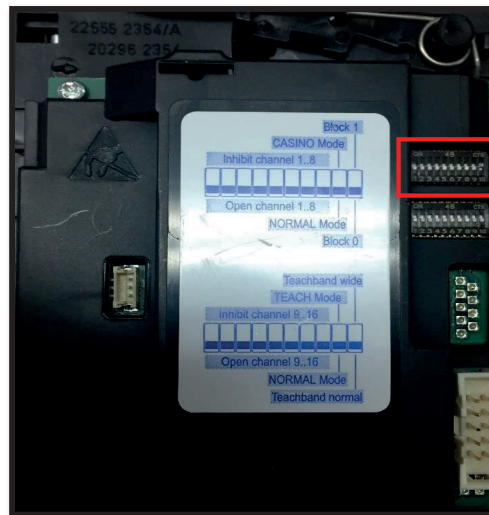


**NRI G13 Currency settings (Euro)**

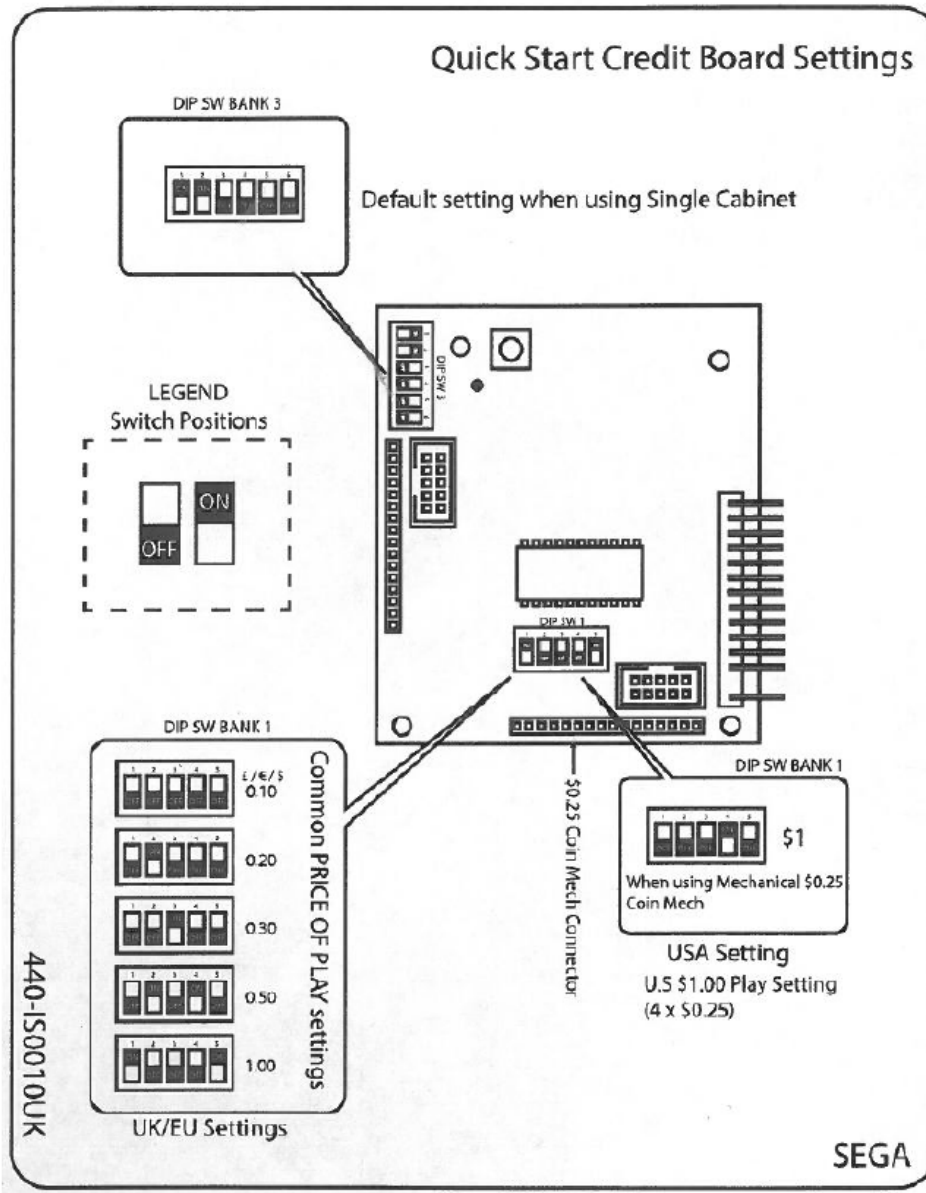


TOP BANK

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



## 7-3 PRICE OF PLAY (EXCEL) - USA



### DIP SWITCH BANK ONE (5 way SW1)

Item	Price	SW1	SW2	SW3	SW4	SW5
1	25cent	OFF	OFF	OFF	OFF	OFF
3	50cent	OFF	ON	OFF	OFF	OFF
5	75cent	OFF	OFF	ON	OFF	OFF
9	\$1.00	OFF	OFF	OFF	ON	OFF
16	\$2.00	ON	ON	ON	ON	OFF

### DIP SWITCH BANK TWO (6 way SW3)

Type	SW1	SW2	SW3	SW4	SW5	SW6
USA	OFF	OFF	OFF	OFF	OFF	OFF

## 7-4 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	
LED on rear cover YELLOW	Reject lever pressed		
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	

## 8 PERIODIC INSPECTION

The items listed below require periodic check and maintenance to retain the performance of this machine and to ensure safe business operation.

### WARNING

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

### PERIODIC INSPECTION TABLE

PERIOD	ITEM	DESCRIPTION	REFERENCE
As appropriate	Cabinet Surface	Cleaning	As Below
Daily	Cabinet	Confirm Adjusters Contact Floor	Chapter 4
	Playfield	No Ball(s) are obstructed	Chapter 4
Monthly	Cabinet	Speaker Volume	Chapter 6
	LEDs	LED Inspection	Chapter 4
	Coin Selector	Coin Path Inspection	Chapter 7
		Coin Insertion Test	Chapter 7
Every 3 Months	Coin Selector	Cleaning	Chapter 7
1 Year	Power Cables	Inspection / Cleaning	As Above
	Cabinet Interior	Cleaning	As Below

**Cleaning the Cabinet Surfaces**

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

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

**DISPLAY (LCD SCREEN Cleaning (where applicable)**

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

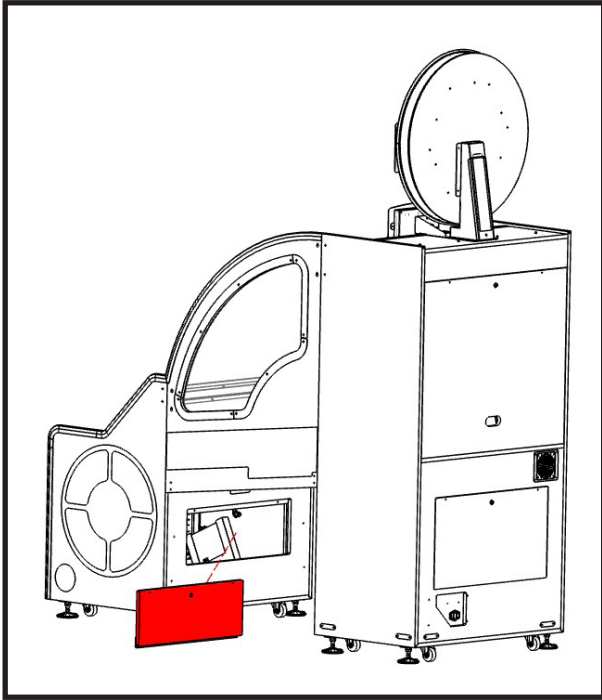
Wipe or dust the stain gently with a dry, soft cloth. If the stain remains, moisten a lint-free, soft cloth with water or a 50-50 mixture of isopropyl alcohol and water that does not contain impurities. Wring out as much of the liquid as possible and wipe the display again; do not let any liquid drip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

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

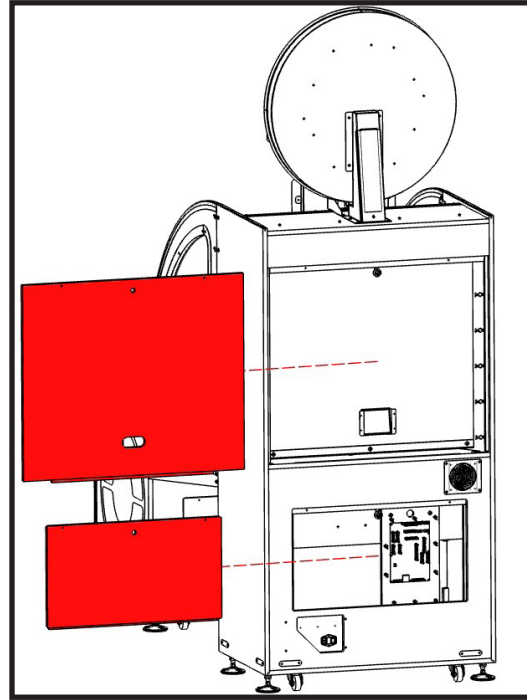


## Accessing the Internal Cabinet Parts

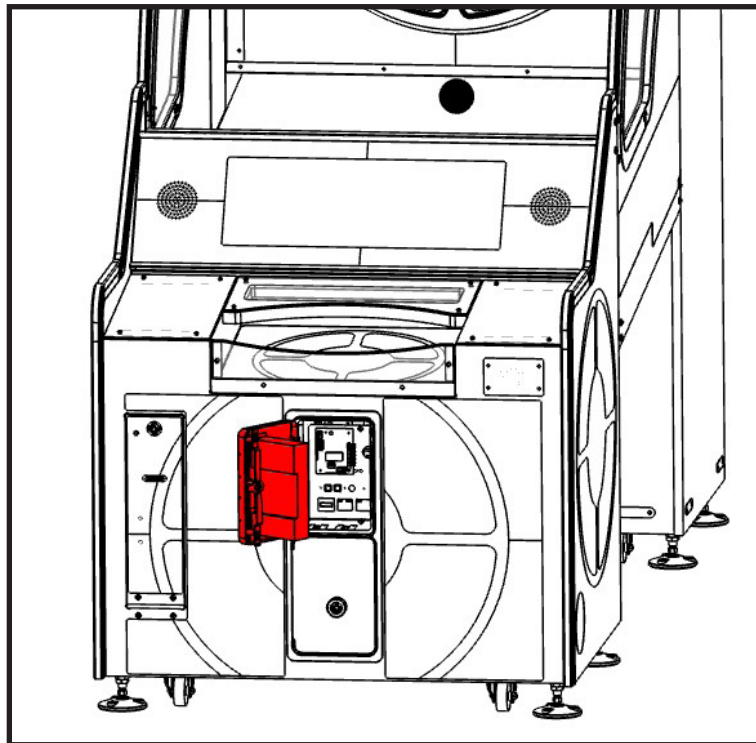
There are 4 main internal access points to the Cabinet which are as follows:



Control Cabinet Door  
(unlocked using Master Key)



Feature Cabinet Doors  
(unlocked using Master Key)



Coin Door  
(unlocked using Security Key)

## 9 TROUBLESHOOTING

### 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.

**GENERAL**

<b>PROBLEM</b>	<b>POTENTIAL CAUSE</b>	<b>COUNTERMEASURE</b>
With Main Switch ON there is no activation	Power is not supplied	Fully insert power lead into outlet
	Supply voltage is not correct	Adjust supply voltage to correct value
	Game Board is not receiving power	Check power connectors to Game Board
	Fuse has blown	Replace fuse
No Sound	Volume not properly adjusted	Adjust volume (see Chapter 6-11)
	Poor connection of connectors	Check connections of amp
	Board, amp, or speaker fault	Perform Speaker Test to check (see Chapter 6-11)
Switch and/or Volume Pot input does not work	Poor connection of connectors	Check the connection to Game Board
Tickets are not being vended	Tickets have been depleted	Replenish tickets (see Chapter 4-11)
	Obstruction to Ticket Vend	Remove obstruction
Card Reader not vending desired ticket type (physical or E-Tickets)	E-Ticket Harness has been applied incorrectly	Connect/Disconnect E-Ticket Harness

**GAME SPECIFIC**

<b>PROBLEM</b>	<b>CAUSE</b>	<b>COUNTERMEASURE</b>
Balls not being dispensed after Credit	Motor Failure	Perform Ball Gate Test in Test Menu - Outputs (see Chapter 6-8)
	No Balls in Cabinet	Replace Balls
Balls not retained after finished game	Motor Failure	Perform Ball Gate Test in Test Menu - Outputs (see Chapter 6-8)
Target(s) are not illuminating during game	Lighting Fault	Replace lighting (see Chapter 11)
	IO Board Fault	Power cycle - Contact SEGA Service Center if problem persists
Balls are not acknowledged when passing through Target(s)	Sensor Fault	Perform Controller Tests in Test Menu - Inputs (see Chapter 6-7)

**SOFTWARE ERROR CODES**

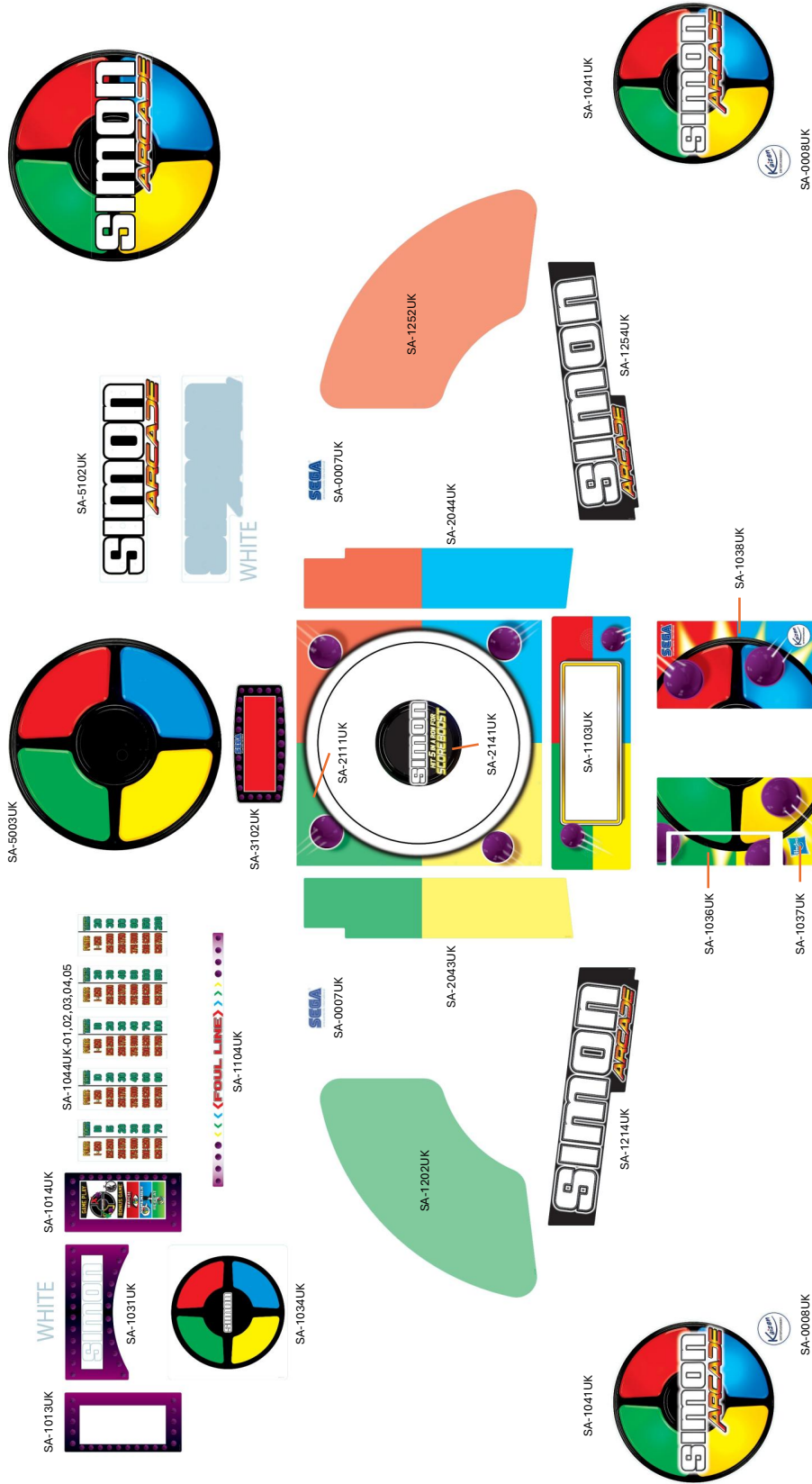
<b>ERROR CODE #</b>	<b>ERROR CODE DESCRIPTION</b>	<b>COUNTERMEASURE</b>
01	Ball Gate Open Sensor (Ball Gate is open upon power up)	Perform Ball Gate Test in Test Menu - Outputs (see Chapter 6-8)
02	Target Sensor Blocked (At least 1 Target Sensor blocked upon power up)	Perform Controller Tests in Test Menu - Inputs (see Chapter 6-7)
03	Cheat (PIR) Sensor Detected	Perform Controller Tests in Test Menu - Inputs (see Chapter 6-7)

Note:

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

# 10 DESIGN RELATED PARTS

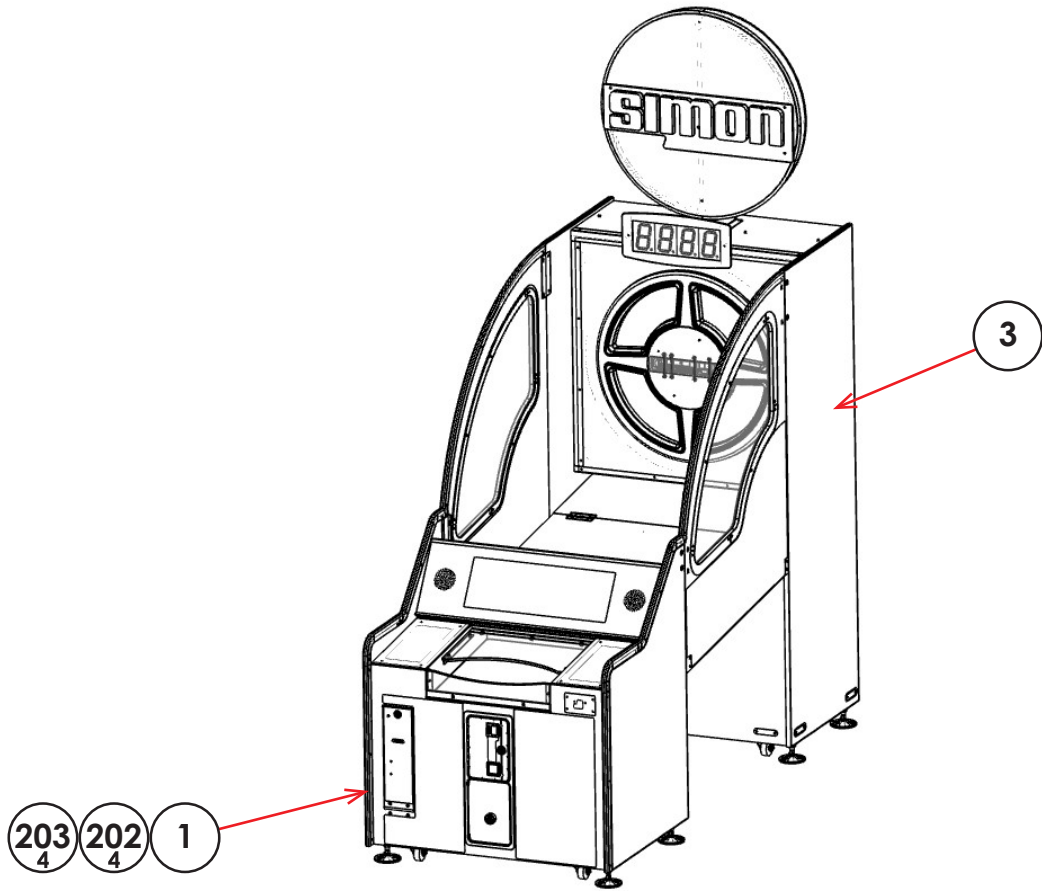
For the warning display stickers, refer to Section 1.



# 10 DESIGN RELATED PARTS

# 11 PARTS LIST

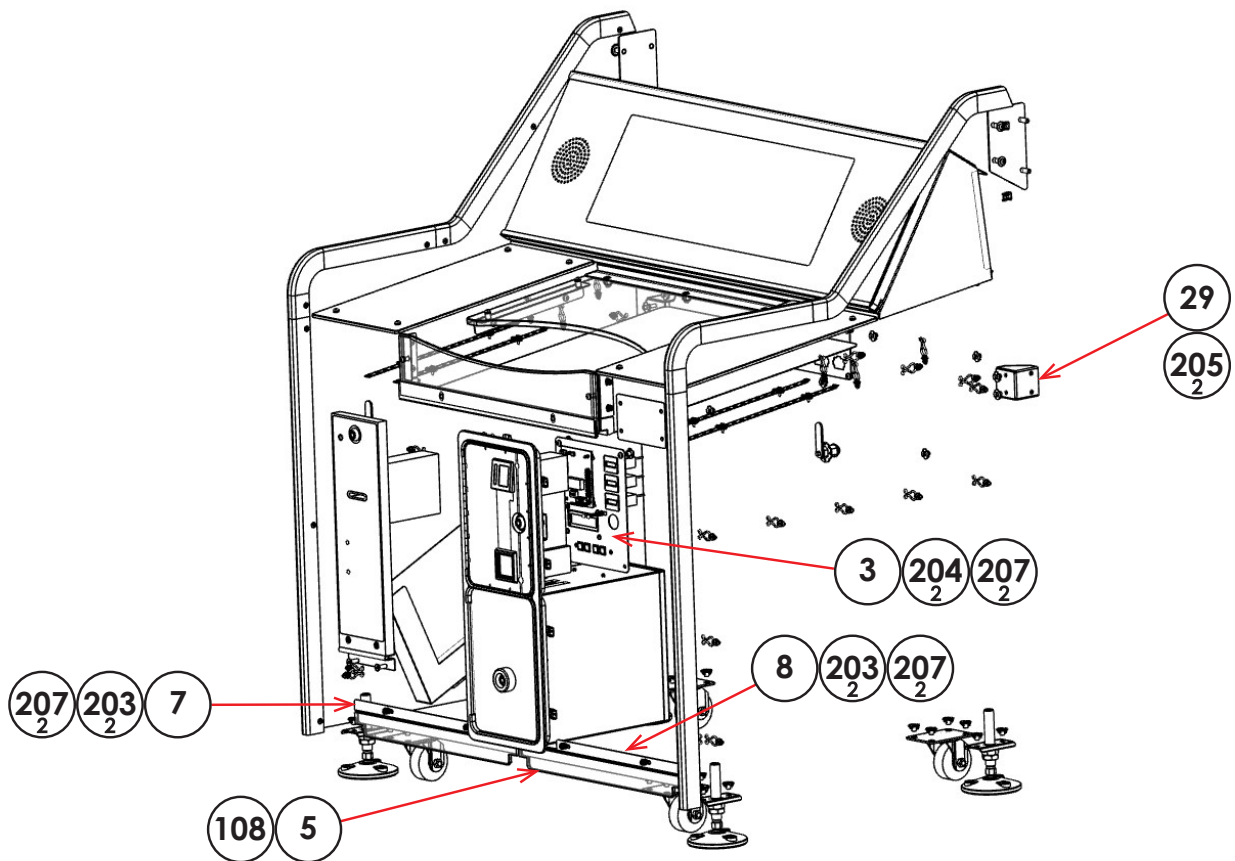
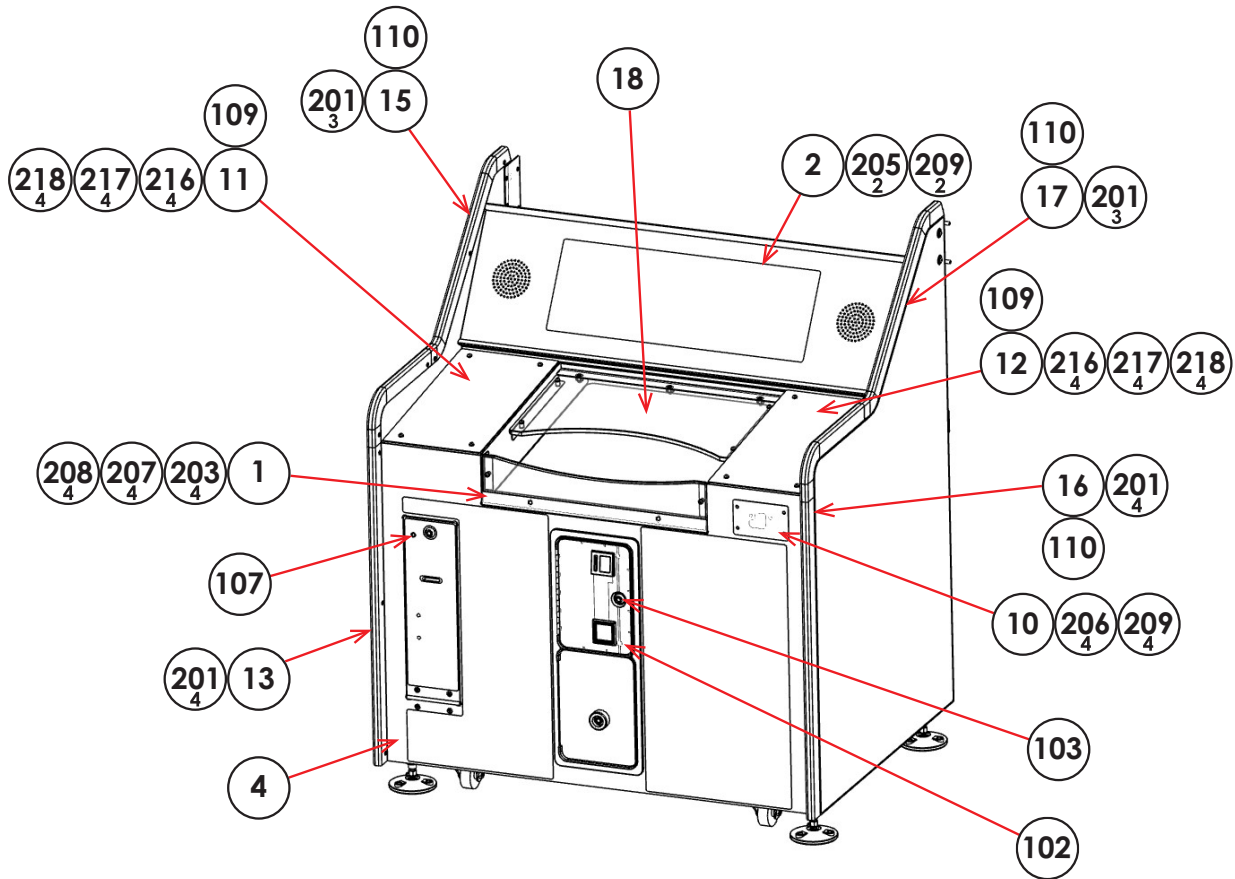
## TOP ASSY SIMON ARCADE (SA-0000UK)

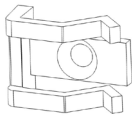


SA-0000UK		TOP ASSY SIMON ARCADE		
Level/Seq.No.	Component Part	Description	Type	Number off
*1	SA-1000UK	ASSY CONTROL CABINET	PHTM	1
*3	SA-2000UK	ASSY FEATURE CABINET	PHTM	1
*202	029-B00530	M5X30 SKT BH PAS	BOP	4
*203	068-531610	M5 WSHR 16OD FLT PAS	BOP	4
*401	SA-INST-STD	ASSY INST KIT SA STD	PHTM	1
*402	PK0468	SHRINK WRAP RD STD	BOP	2
*404	PK0581	PALLET SA	BOP	1
*405	PK0582	SLEEVE SA CONTROL CABI	BOP	1
*407	PK0589	SLEEVE SA FEATURE CABI	BOP	1
*410	PK0589-01	LID SA FEATURE CABI	BOP	1

Please note: The location of all labels can be found in Chapter 1 of the Full Manual.

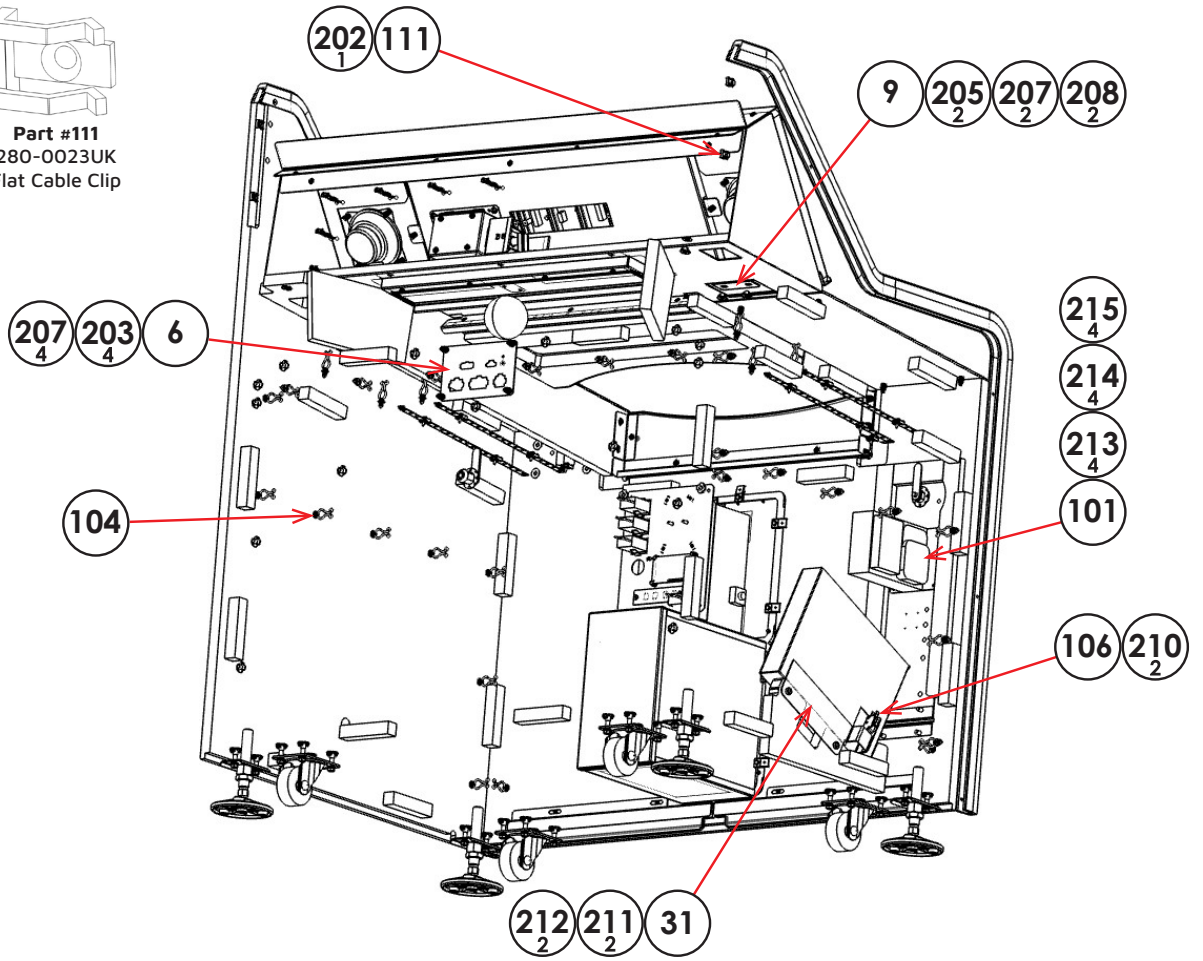
The location of all artwork can be found in Chapter 10.





Part #111  
280-0023UK  
Flat Cable Clip

**1** PARTS LIST





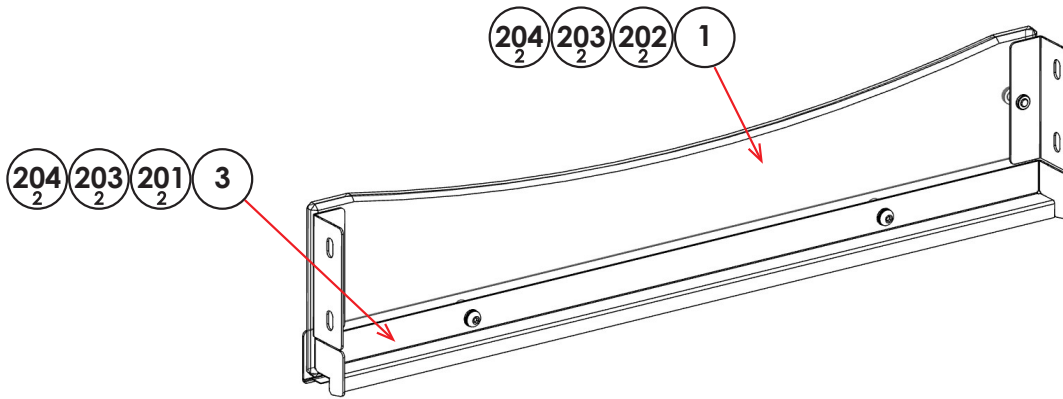
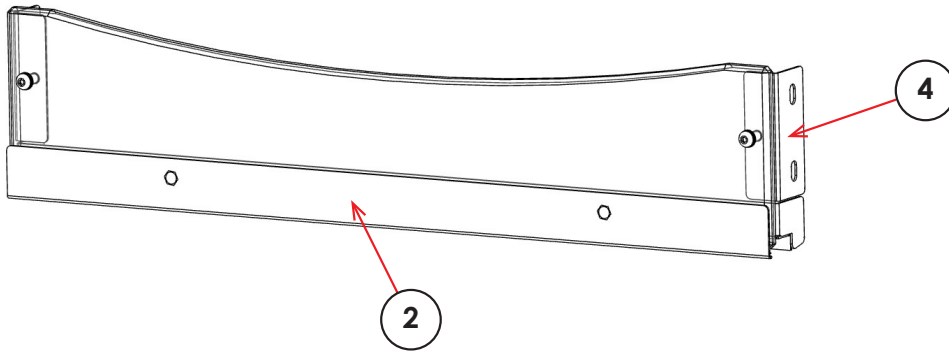
SA-1000UK		ASSY CONTROL CABINET	
Level/Seq.No.	Component Part	Description	Number off
**1	SA-1020UK	ASSY BALL TROUGH LED	1
**2	SA-1100UK	ASSY SCORE DISPLAY	1
**3	SA-1550UK	ASSY SW UNIT	1
**4	SA-1002UK	ASSY FRONT CABINET	1
**5	SA-1003UK	PANEL FRONT CABI DOWNLIGHT	2
**6	SA-1004UK	PLATE FRONT PANEL MOUNT	1
**7	SA-1007UK	BRKT FRONT CABI DOWNLIGHT LH	1
**8	SA-1008UK	BRKT FRONT CABI DOWNLIGHT RH	1
**9	SA-1011UK	BRKT SCORE ASSY LOCATING	2
**10	SA-1012UK	PLATE CARD READER BLANKING	1
**11	SA-1013UK	AWARD CARD	1
**12	SA-1014UK	INSTRUCTION PANEL	1
**13	SA-1019UK	TRIM LOWER LIGHTING LH	1
**15	SA-1018UK	TRIM UPPER LIGHTING LH	1
**16	SA-1029UK	TRIM LOWER LIGHTING RH	1
**17	SA-1028UK	TRIM UPPER LIGHTING RH	1
**18	SA-1031UK	BALL PROTECT COVER	1
**21	SA-1034UK	BALL TROUGH STICKER	1
**22	SA-1036UK	TICKET DOOR STICKER	1
**23	SA-1037UK	FRONT PANEL LH STICKER	1
**24	SA-1038UK	FRONT PANEL RH STICKER	1
**25	SA-1041UK	FRONT CAB CHEEK STICKER	2
**28	SA-1044UK-05	AWARD 50-200 INSERT	1
**30	SA-0008UK	STICKER KAIZEN LOGO	2
**31	BI-1106UK	HOLDER TICKET	1
**34	SA-0007UK	STICKER SEGA LOGO	2
**35	SA-1104UK	STICKER FOUL LINE	1



SA-1000UK		ASSY CONTROL CABINET	
Level/Seq.No.	Component Part	Description	Number off
-----	-----	-----	-----
**101	220-0001-01UK	TICKET VEND UNIT TD-963CR	1
**102	220-5736-01	DFMD W/UNIV CRADLE&CASHBOX ENC HI SEC	1
**103	220-5575UK	LOCK (J9117) KEY TO LIKE 22MM W CAM	1
**104	280-A01264-WX	ROUTER TWIST D12 SO6.4 WOOD XL	33
**106	EP1420	SW MICRO LEVER RS	1
**107	EP1421	LED 12V RED RS 541-4072	1
**108	SAI-6101-0400UK	WH ASSY LED 400MM	2
**109	SAI-6504-0300UK	WH ASSY LED 300MM	4
**110	SAI-6101-1700UK	WH ASSY LED 1700MM	2
**111	280-0023UK	FLAT CABLE CLIP 6.4MM SFCC-4-01	10
**201	012-F03509-OB	N6X3/8" S/TAP CSK BLK	14
**202	012-P03506-F	N6X1/4" S/TAP FLG PAS	10
**203	029-B00512	M5X12 SKT BH PAS	12
**204	029-B00516	M5X16 SKT BH PAS	2
**205	029-B00530	M5X30 SKT BH PAS	6
**206	050-F00500	M5 NUT FLG SER PAS	4
**207	060-F00500	M5 WSHR FORM A FLT PAS	18
**208	060-S00500	M5 WSHR SPR PAS	8
**209	068-531610	M5 WSHR 16OD FLT PAS	6
**210	029-B00316	M3X16 SKT BH PAS	2
**211	029-B00630	M6X30 SKT BH PAS	2
**212	068-652016	M6 WSHR 20OD FLT PAS	2
**213	029-B00412	M4X12 SKT BH PAS	4
**214	060-F00400	M4 WSHR FORM A FLT PAS	4
**215	060-S00400	M4 WSHR SPR PAS	4
**216	029-B00512-OB	M5X12 SKT BH BLK	12
**217	060-F00500-OB	M5 WSHR FORM A FLT BLK	12
**218	060-S00500-OB	M5 WSHR SPR BLK	12
**301	SA-60015UK	WH CONTROL CABINET	1
**302	SA-60019UK	WH UPLIGHTS LEFT	1
**303	SA-60020UK	WH UPRIGHTS RIGHT	1
**304	SA-60021UK	WH CREDIT & TICKET	1
**305	ZR-60031UK	WH TICKET VEND	1
**306	600-9100-44K	EARTH WH 1 METER	2



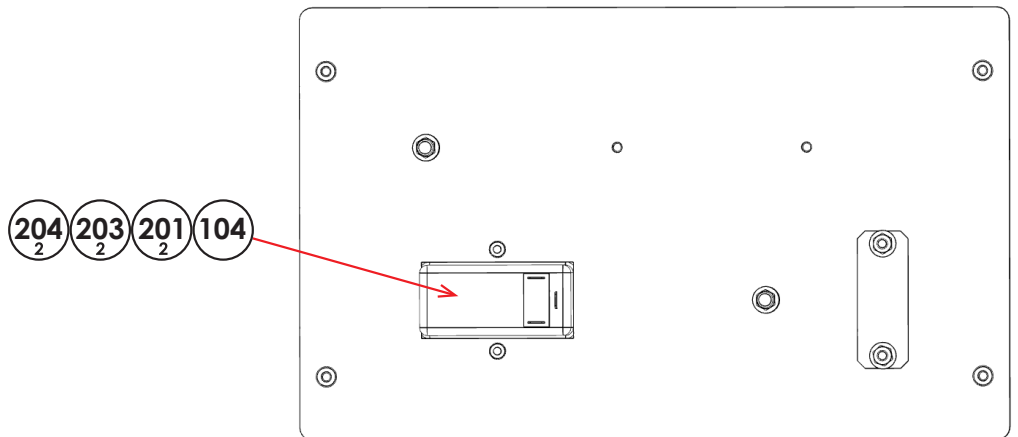
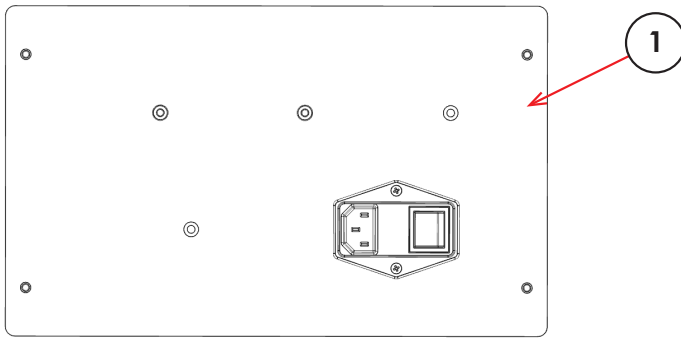
# ASSY BALL TROUGH LED (SA-1020UK)



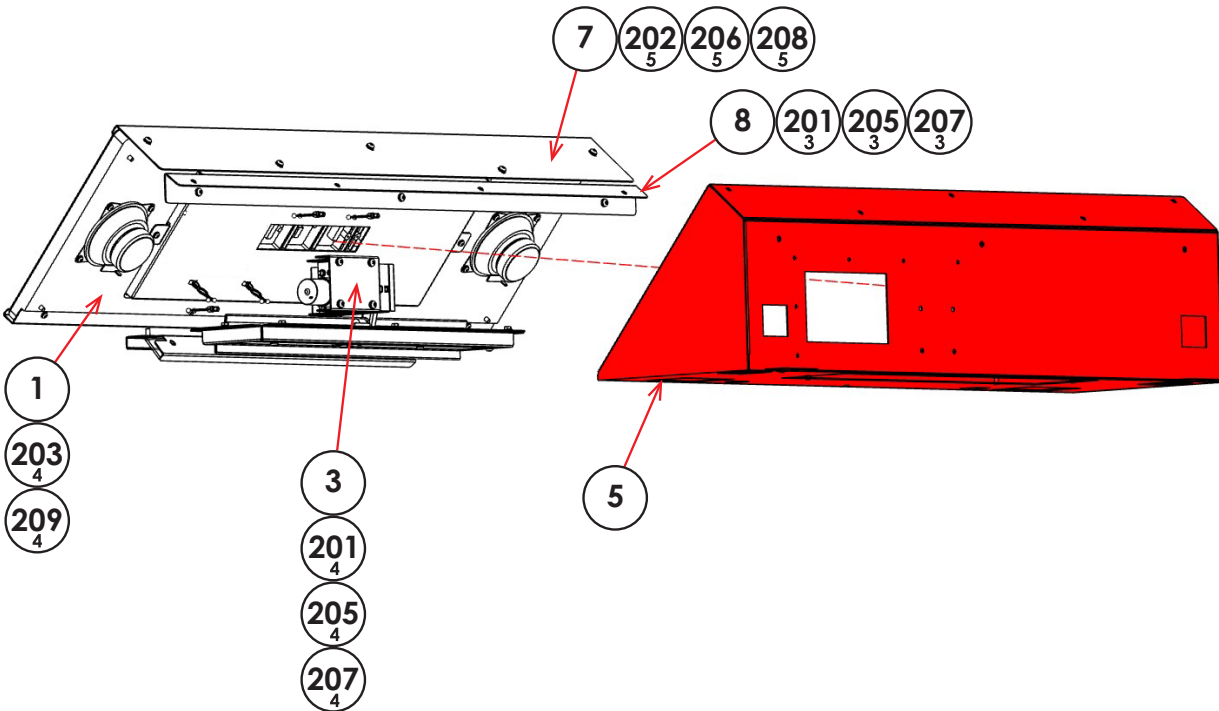
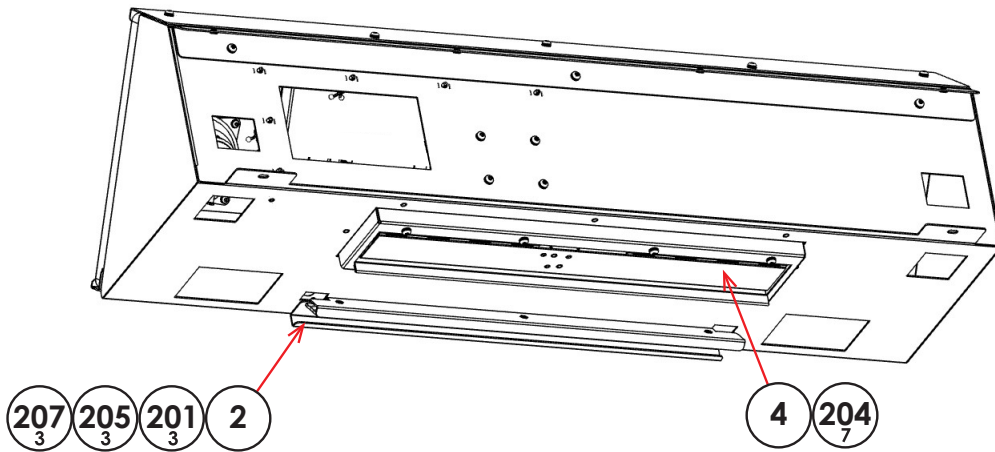
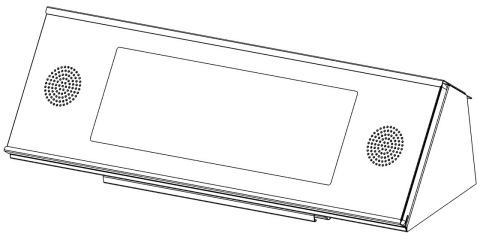
SA-1020UK		ASSY BALL TROUGH LED	
Level/Seq.No.	Component Part	Description	Number off
***1	SA-1021UK	PANEL BALL TROUGH LED	1
***2	SA-1022UK	BRKT BALL TROUGH LED FRONT	1
***3	SA-1023UK	BRKT BALL TROUGH LED REAR	1
***4	SA-1024UK	BRKT BALL TROUGH LED SIDE	2
***101	SAI-6101-0500UK	WH ASSY LED 500MM	1
***201	029-B00512-0B	M5X12 SKT BH BLK	2
***202	029-B00516-0B	M5X16 SKT BH BLK	2
***203	060-F00500-0B	M5 WSHR FORM A FLT BLK	4
***204	060-S00500-0B	M5 WSHR SPR BLK	4



# ASSY AC UNIT (SA-1080UK)



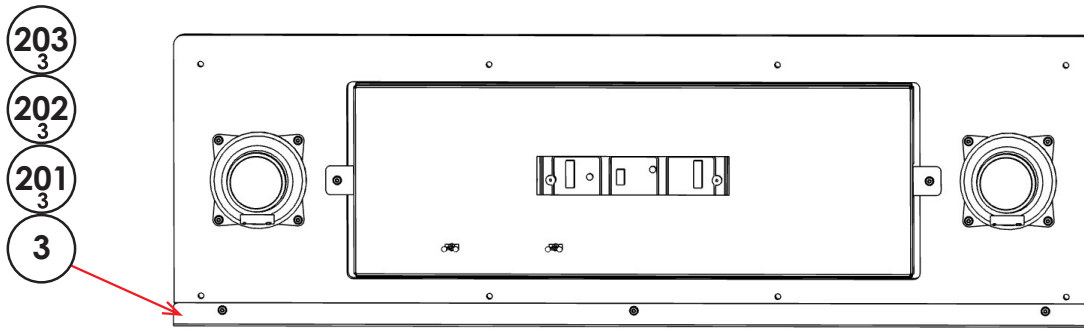
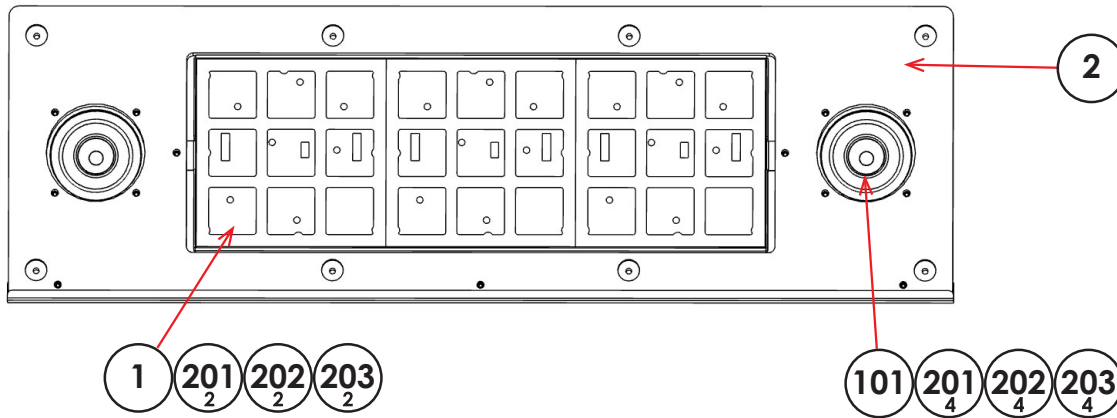
SA-1080UK		ASSY AC UNIT	
Level/Seq.No.	Component Part	Description	Number off
***1	HP-1081UK	PLATE AC	1
***104	EP1389	FILTER IEC FUSED SW IPO642H2 DELTRON	1
***105	310-5029-D508	HEAT SHRINK SLEEVING 50.8DIA	<b>8</b>
***106	EP1515	CLIP FERRITE	1
***201	029-B00412	M4X12 SKT BH PAS	<b>2</b>
***202	050-F00400	M4 NUT FLG SER PAS	<b>2</b>
***203	060-F00400	M4 WSHR FORM A FLT PAS	<b>2</b>
***204	060-S00400	M4 WSHR SPR PAS	<b>2</b>
***301	SAI-60008UK	WH AC IN IEC FILTER UNIT	1





SA-1100UK		ASSY SCORE DISPLAY	
Level/Seq.No.	Component Part	Description	Number off
-----	-----	-----	-----
***1	SA-1105UK	ASSY SPEAKER PANEL	1
***2	SA-1110UK	ASSY BALL COLLECT LED	1
***3	SA-1120UK	ASSY BALL RELEASE MOTOR	1
***4	SA-1130UK	ASSY BALL RELEASE GATE	1
***5	SA-1101UK	SUPPORT SCORE DISPLAY	1
***6	SA-1103UK	SPEAKER COVER	1
***7	SA-1107UK	BRKT SPKR COVER UPPER	1
***8	SA-1136UK	BRKT BALL SHIELD	1
***101	280-A01013-PM	ROUTER TWIST D10 SO12.7 PAN M	6
***103	EP1515	CLIP FERRITE	2
***201	029-B00512	M5X12 SKT BH PAS	10
***202	029-B00512-0B	M5X12 SKT BH BLK	5
***203	029-B00520	M5X20 SKT BH PAS	4
***204	050-F00500	M5 NUT FLG SER PAS	7
***205	060-F00500	M5 WSHR FORM A FLT PAS	10
***206	060-F00500-0B	M5 WSHR FORM A FLT BLK	5
***207	060-S00500	M5 WSHR SPR PAS	10
***208	060-S00500-0B	M5 WSHR SPR BLK	5
***209	068-531610	M5 WSHR 16OD FLT PAS	4
***301	SA-60016UK	WH SCORE DISPLAY	1

 **ASSY SPEAKER PANEL (SA-1105UK)**

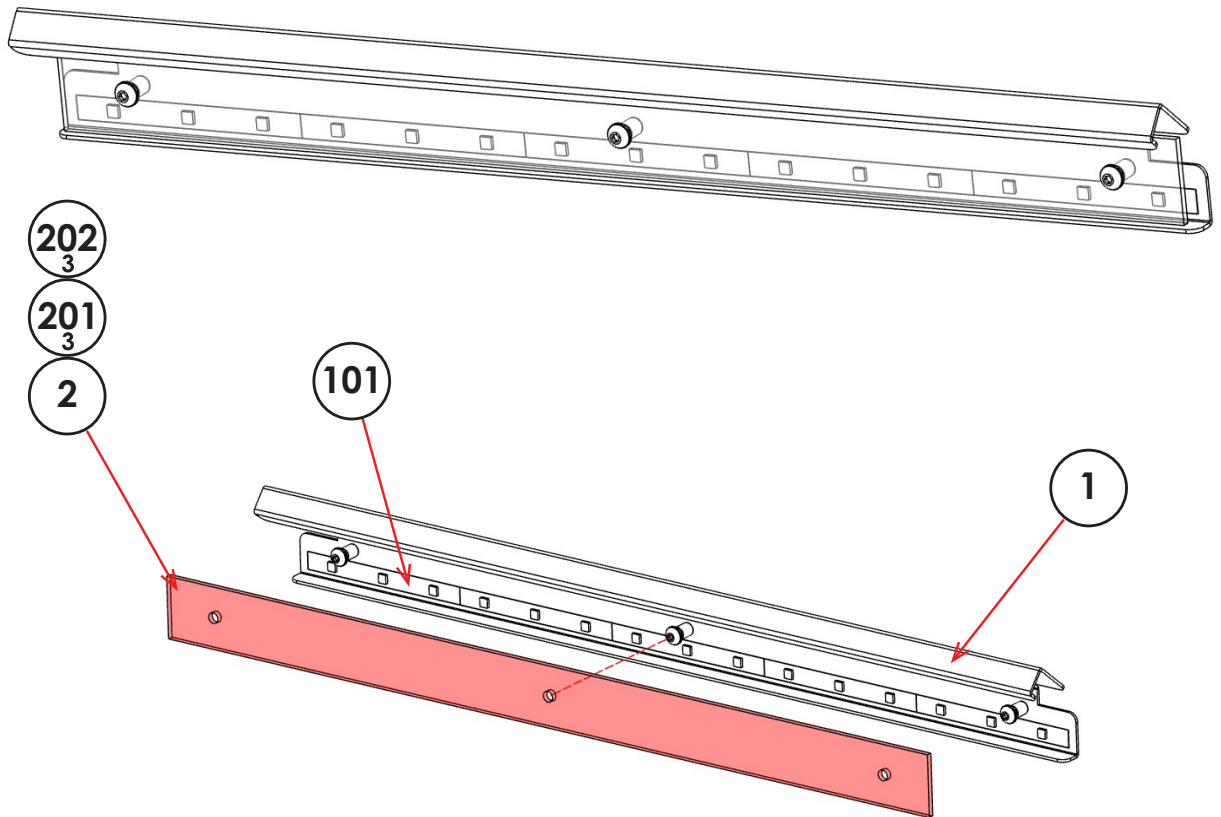


SA-1105UK		ASSY SPEAKER PANEL	
Level/Seq.No.	Component Part	Description	Number off
****1	SA-1115UK	ASSY LED MATRIX	1
****2	SA-1102UK	PANEL SPEAKER	1
****3	SA-1106UK	BRKT SPKR COVER LOWER	1
****101	130-010-04020	SPKR 4OHM 20W FR-10HM 4898	2
****201	029-B00410	M4X10 SKT BH PAS	13
****202	060-F00400	M4 WSHR FORM A FLT PAS	13
****203	060-S00400	M4 WSHR SPR PAS	13
****301	MI-60017UK	WH SPEAKERS A	2



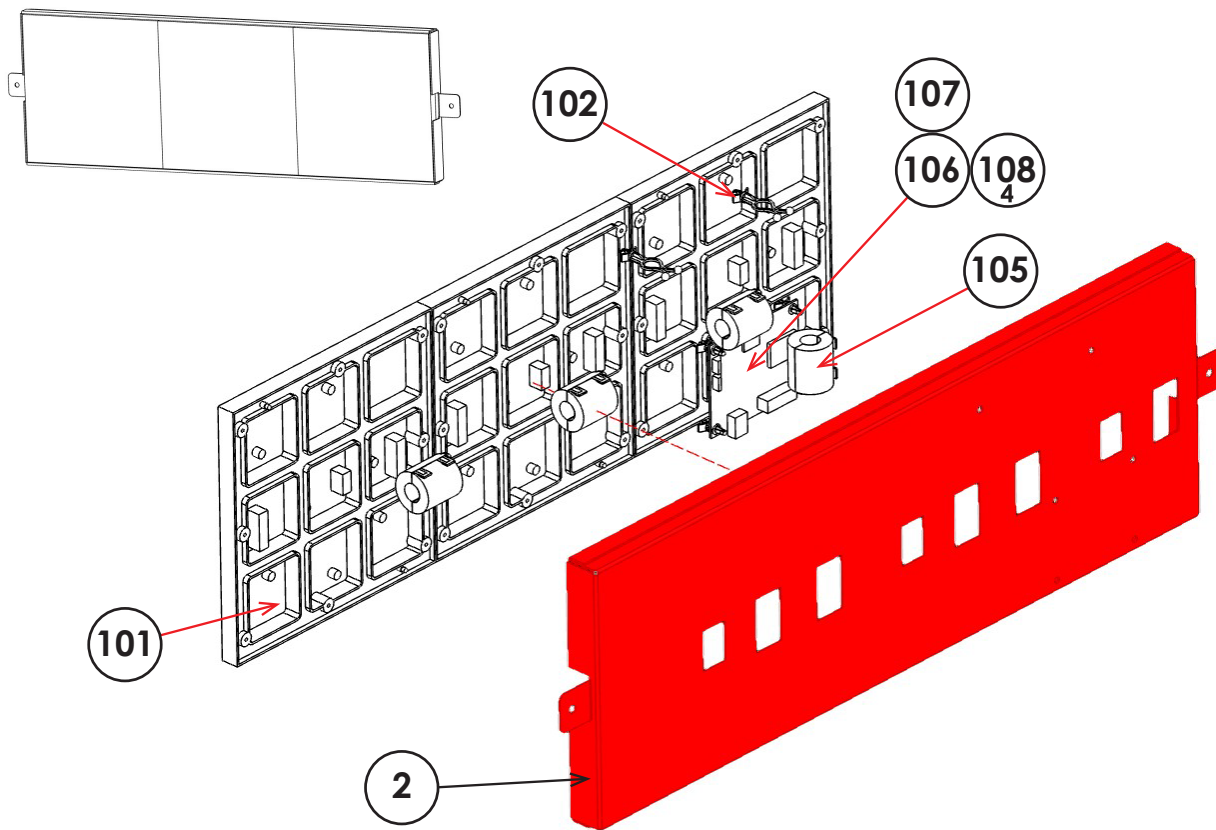
# ASSY BALL COLLECT LED (SA-1110UK)

## PARTS LIST



SA-1110UK		ASSY BALL COLLECT LED	
Level/Seq.No.	Component Part	Description	Number off
*****1	SA-1111UK	BRKT BALL COLLECT LED	1
*****2	SA-1112UK	COVER BALL COLLECT LED	1
****101	SAI-6101-0500UK	WH ASSY LED 500MM	1
****201	029-B00512	M5X12 SKT BH PAS	3
****202	060-F00500	M5 WSHR FORM A FLT PAS	3

 **ASSY LED MATRIX (SA-1115UK)**



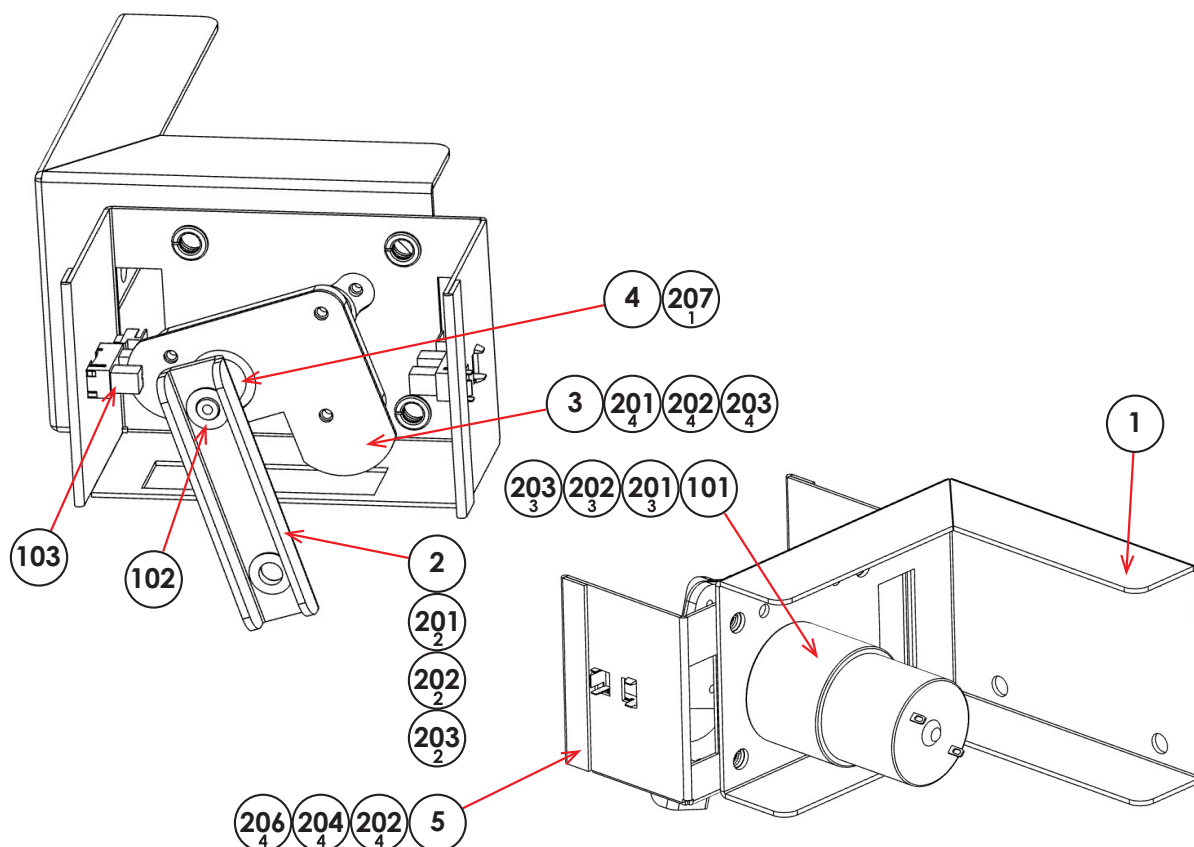
**11** PARTS LIST

SA-1115UK		ASSY LED MATRIX	
Level/Seq.No.	Component Part	Description	Number off
*****2	SA-1116UK	MOUNT LED MATRIX	1
*****101	390-2805-6464P3	LED MATRIX RGB P3 221 6464	3
*****102	280-A01013-PM	ROUTER TWIST D10 SO12.7 PAN M	2
*****103	SAI-6009-0350UK	WH RIBBON CABLE 0350 16P INSULATED	1
*****104	SAI-6009-0100UK	WH RIBBON CABLE 0100 16P INSULATED	2
*****105	EP1515	CLIP FERRITE	4
*****106	838-0067UK	PCBA LED MATRIX DRIVER ELMTRI SD	1
*****107	EP1518	MICRO SD CARD 16GB	1
*****108	280-L00706-PM	STANDOFF 6.4L 4MM LCBS-5-4-01	4
*****301	SA-60017UK	WH MATRIX DISPLAYS	1



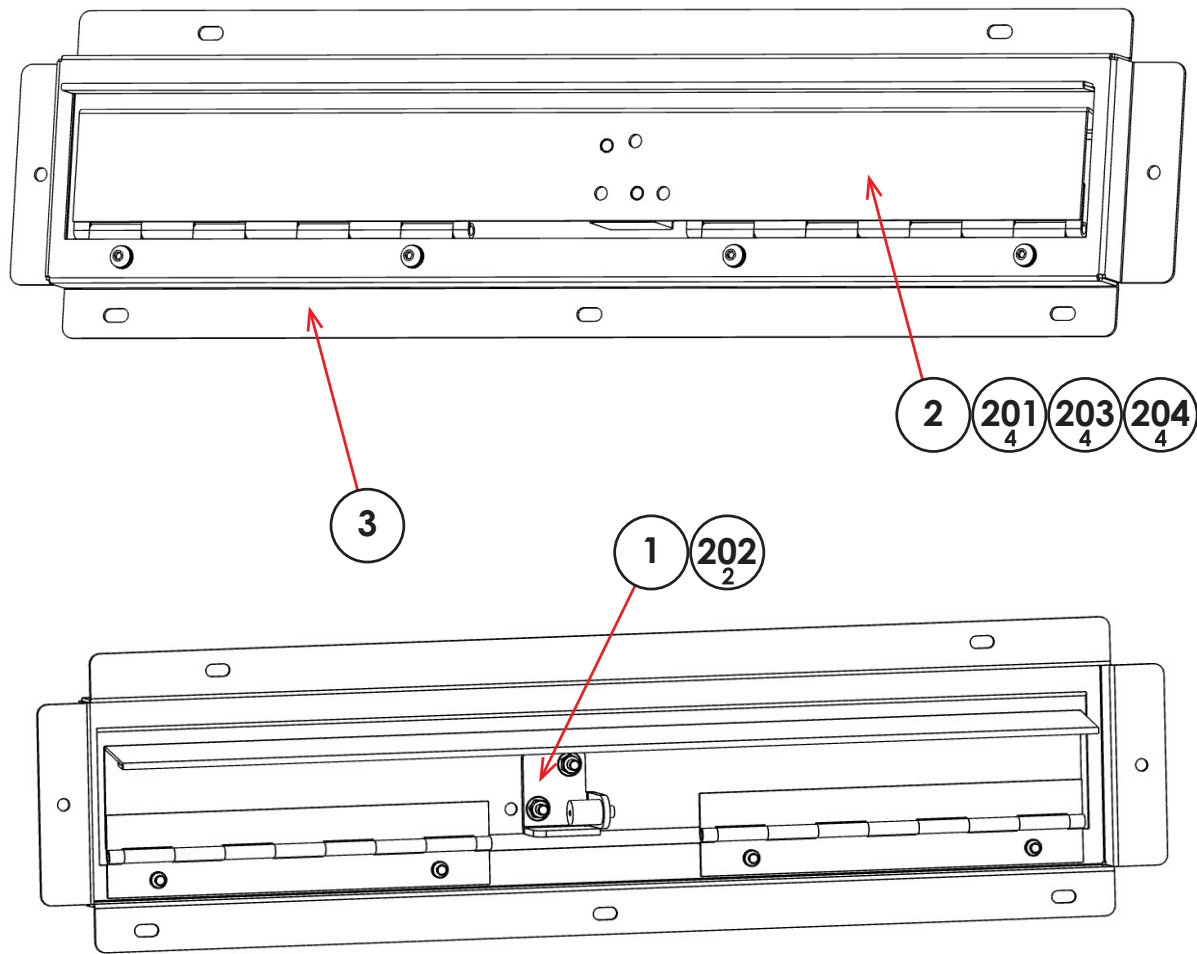
## ASSY BALL RELEASE MOTOR (SA-1120UK)

### 1 PARTS LIST



SA-1120UK		ASSY BALL RELEASE MOTOR	
Level/Seq.No.	Component Part	Description	Number off
****1	SA-1121UK	MOUNT BALL RELEASE MOTOR	1
****2	SA-1124UK	LINK GATE ACTUATOR	1
****3	SA-1126UK	PLATE OPTO ACTUATOR	1
****4	SA-1127UK	CAM OPTO SENSOR	1
****5	SA-1128UK	MOUNT OPTO SENSOR	1
****101	350-NLTG-012-007UK	MOTOR NINGBO TG-38126000-810K	1
****102	100-0002UK	BEARING FLANGED IGUS GFM-0607-029	2
****103	EP1434	OPTIC SENSOR GAMESMAN A151	2
****104	OS1247	ALUMINIUM STICKY CLIP ASK-3	2
****105	601-0460	CABLE TIE NYLON 100MM	2
****201	029-BT00306	M3X6 SKT BH THLOCK PAS	9
****202	029-BT00512	M5X12 SKT BH THLOCK PAS	4
****203	060-FO0300	M3 WSHR FORM A FLT PAS	9
****204	060-FO0500	M5 WSHR FORM A FLT PAS	4
****205	060-S00300	M3 WSHR SPR PAS	9
****206	060-S00500	M5 WSHR SPR PAS	4
****207	028-AT00405-P	M4X5 GSCR SKT CUP P THLOCK	1
****301	SA-60018UK	WH GATE CONTROL	1
****302	SA-60024UK	WH BALL RELEASE MOTOR	1

 **ASSY BALL RELEASE GATE (SA-1130UK)**

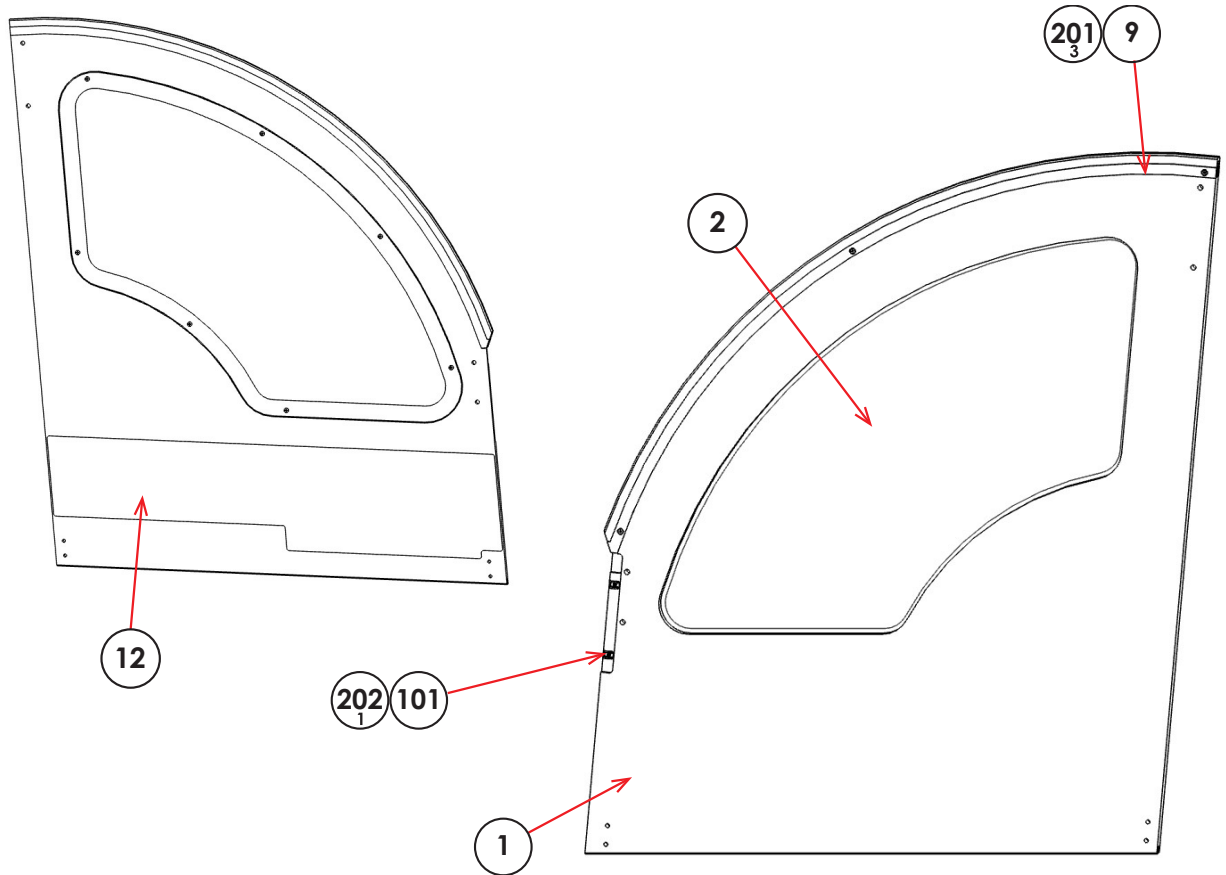


SA-1130UK		ASSY BALL RELEASE GATE	
Level/Seq.No.	Component Part	Description	Number off
****1	SA-1131UK	SUPPORT BALL RELEASE GATE	1
****2	SA-1132UK	GATE BALL RELEASE	1
****3	SA-1133UK	MOUNT BALL RELEASE GATE	1
****201	029-B00512	M5X12 SKT BH PAS	4
****202	050-F00500	M5 NUT FLG SER PAS	2
****203	060-F00500	M5 WSHR FORM A FLT PAS	4
****204	060-S00500	M5 WSHR SPR PAS	4



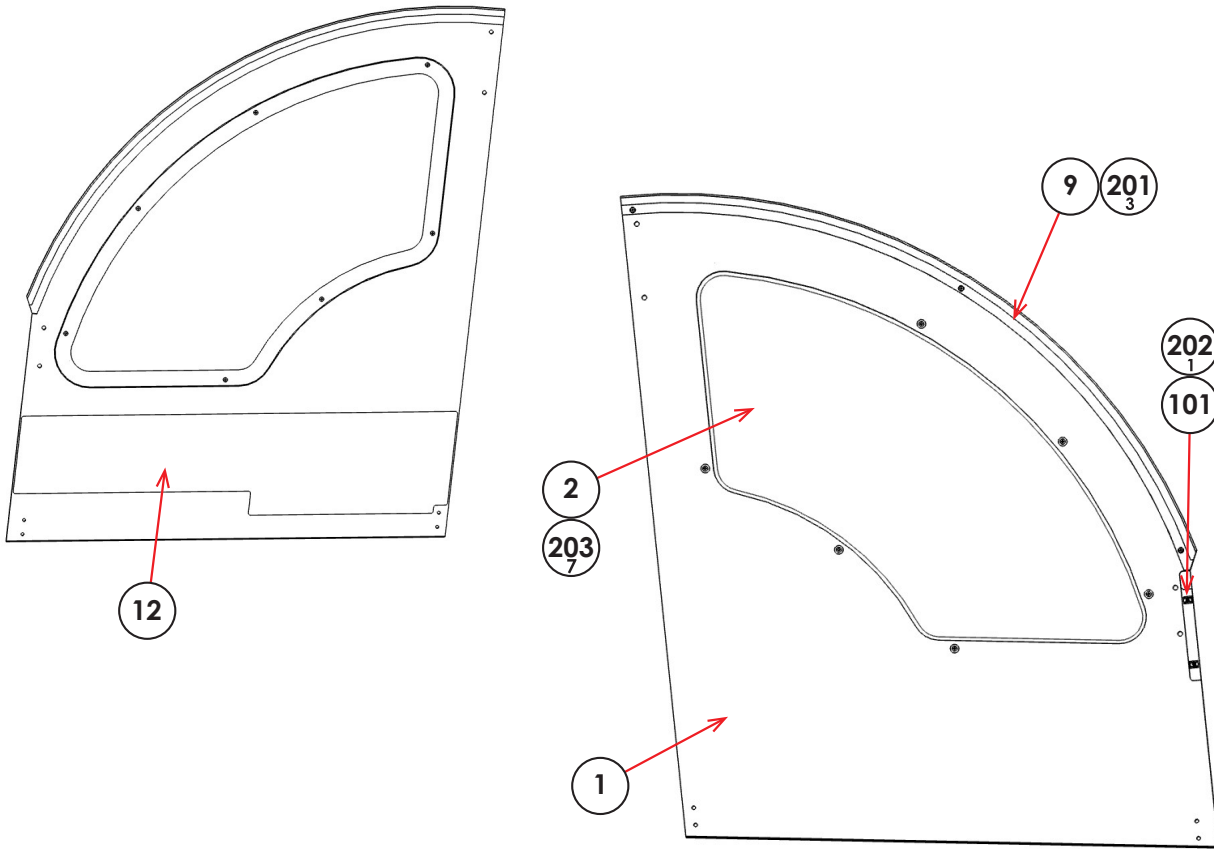
# ASSY LH SIDE (SA-1200UK)

## 1 PARTS LIST



SA-1200UK		ASSY LH SIDE	
Level/Seq.No.	Component Part	Description	Number off
***1	SA-1201UK	CHEEK MID LH	1
***2	SA-1202UK	PANEL SIDE LH	1
***9	SA-1211UK	TRIM ARCH LIGHTING LH	1
***12	SA-1214UK	STICKER SIDE PANEL LH	1
***101	280-0023UK	FLAT CABLE CLIP 6.4MM SFCC-4-01	2
***102	SAI-6101-1400UK	WH LED ASSY 1400MM	1
***201	012-F03509-0B	N6X3/8" S/TAP CSK BLK	3
***202	012-P03506-F	N6X1/4" S/TAP FLG PAS	2
***203	029-B00512-0B	M5X12 SKT BH BLK	7

 **ASSY RH SIDE (SA-1250UK)**

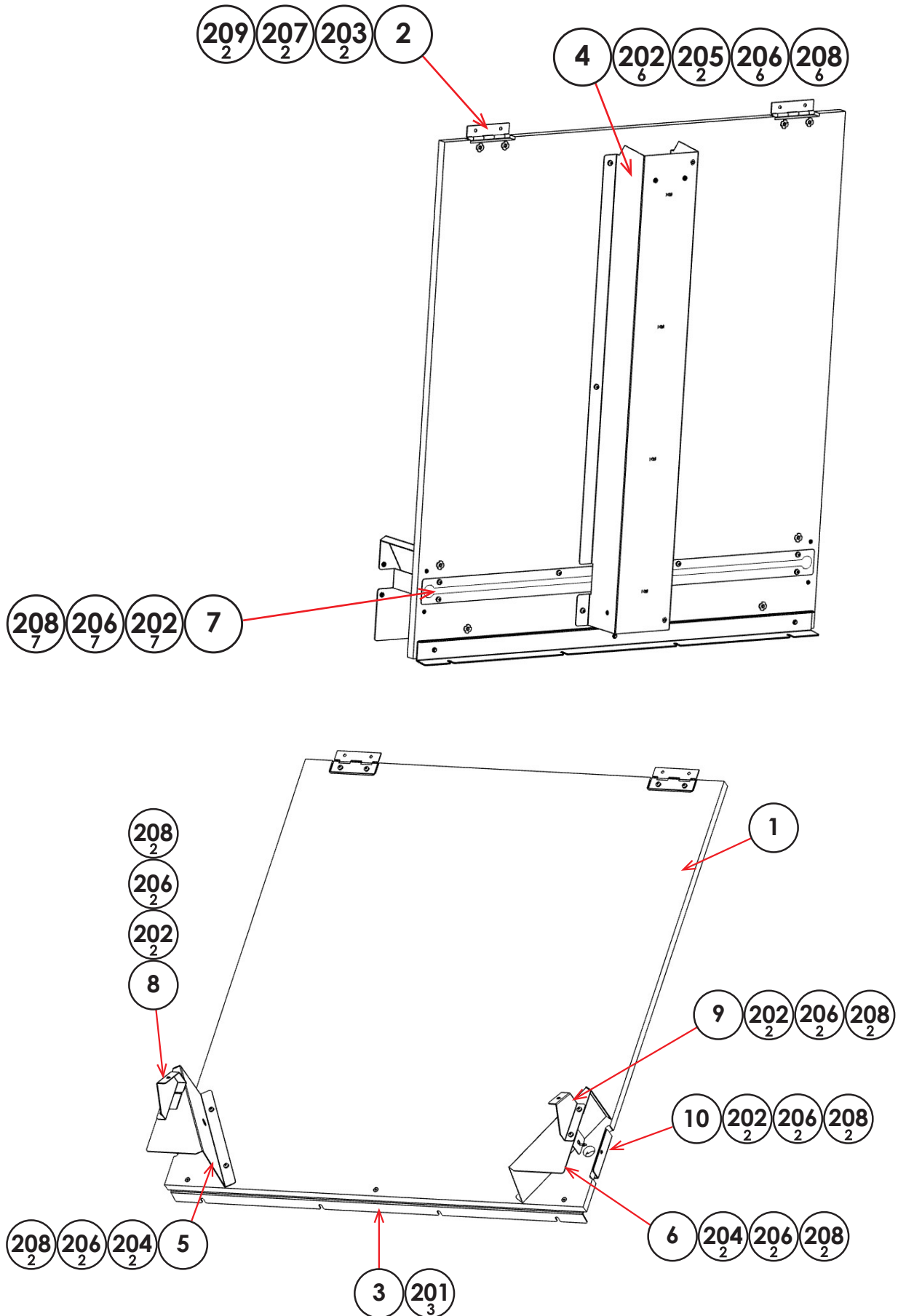


**11** PARTS LIST

SA-1250UK		ASSY RH SIDE	
Level/Seq.No.	Component Part	Description	Number off
***1	SA-1251UK	CHEEK MID RH	1
***2	SA-1252UK	PANEL SIDE RH	1
***9	SA-1261UK	TRIM ARCH LIGHTING RH	1
***12	SA-1254UK	STICKER SIDE PANEL RH	1
***101	280-0023UK	FLAT CABLE CLIP 6.4MM SFCC-4-01	2
***102	SAI-6101-1400UK	WH LED ASSY 1400MM	1
***201	012-F03509-0B	N6X3/8" S/TAP CSK BLK	3
***202	012-P03506-F	N6X1/4" S/TAP FLG PAS	2
***203	029-B00512-0B	M5X12 SKT BH BLK	7



**I** PARTS LIST

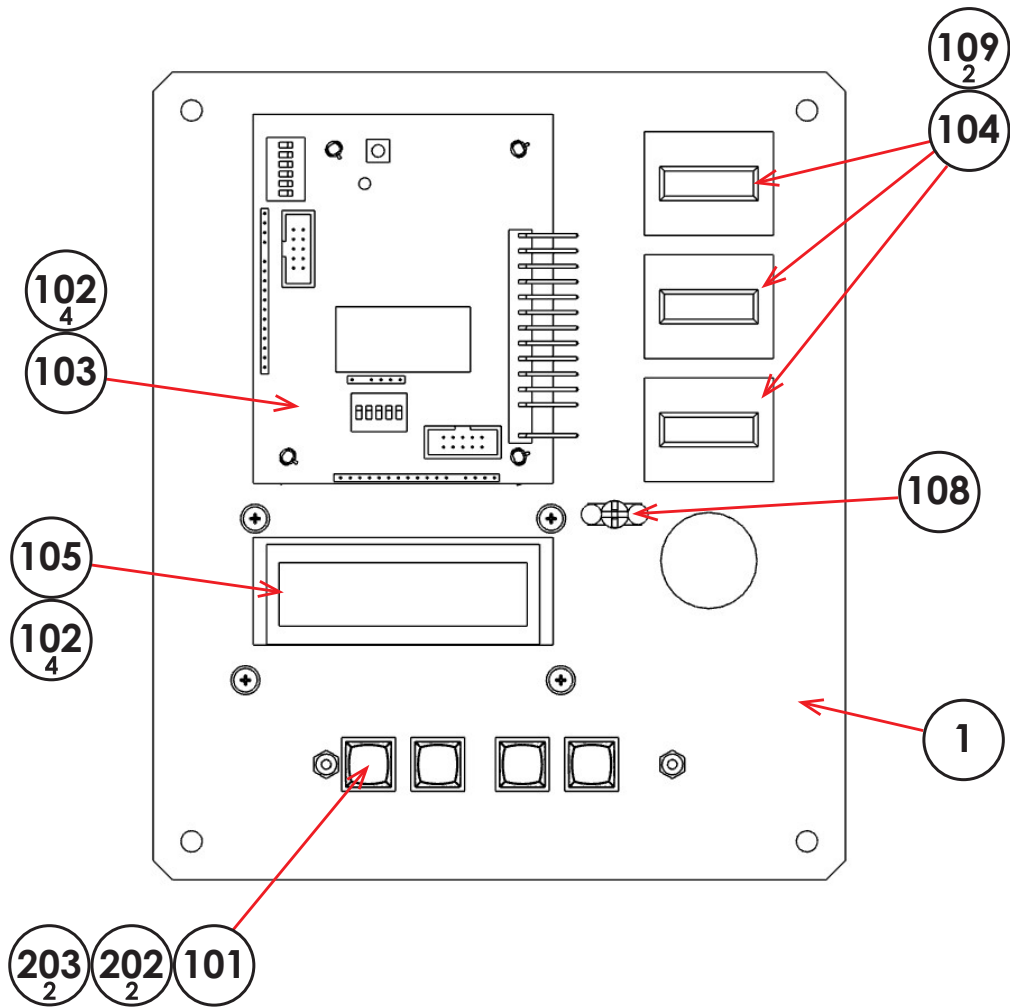


SA-1500UK		ASSY MID PANEL	
Level/Seq.No.	Component Part	Description	Number off
-----	-----	-----	-----
**1	SA-1501UK	PANEL MID	1
**2	SA-1502UK	HINGE MID PANEL	2
**3	SA-1503UK	BRKT MID PANEL FIXING	1
**4	SA-1504UK	CHANNEL HARNESS	1
**5	SA-1507UK	BRKT BALL GUIDE LH	1
**6	SA-1508UK	BRKT BALL GUIDE RH	1
**7	SA-1509UK	PLATE HARNESS COVER	1
**8	SA-1511UK	BRKT BALL PROTECT LH	1
**9	SA-1512UK	BRKT BALL PROTECT RH	1
**10	SA-0006UK	BRKT MID PANEL TRANSIT	2
**102	370-5173-01	PHOTO SENSOR OMT-15DJST-YL	1
**201	000-F00525	M5X25 MSCR CSK PAS	3
**202	029-B00512	M5X12 SKT BH PAS	21
**203	029-B00520-0B	M5X20 SKT BH BLK	4
**204	029-B00525	M5X25 SKT BH PAS	4
**205	050-F00400	M4 NUT FLG SER PAS	2
**206	060-F00500	M5 WSHR FORM A FLT PAS	25
**207	060-F00500-0B	M5 WSHR FORM A FLT BLK	4
**208	060-S00500	M5 WSHR SPR PAS	25
**209	060-S00500-0B	M5 WSHR SPR BLK	4
**210	050-U00300	M3 NYLOC NUT	2
**301	SA-60013UK	WH MID PANEL BRIDGE	1
**302	SA-60014UK	WH BALL SENSORS	1
**303	600-9100-44K	WH EARTH 100CM M4M4	3



# ASSY SW UNIT (SA-1550UK)

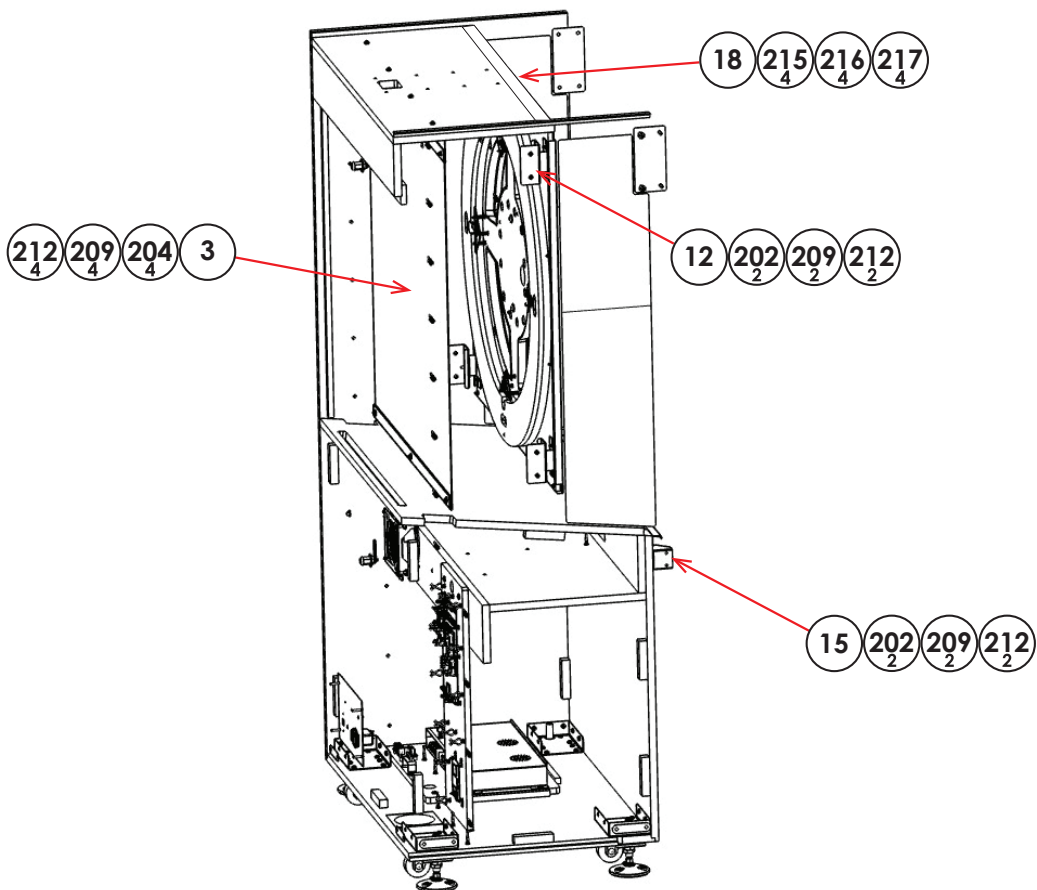
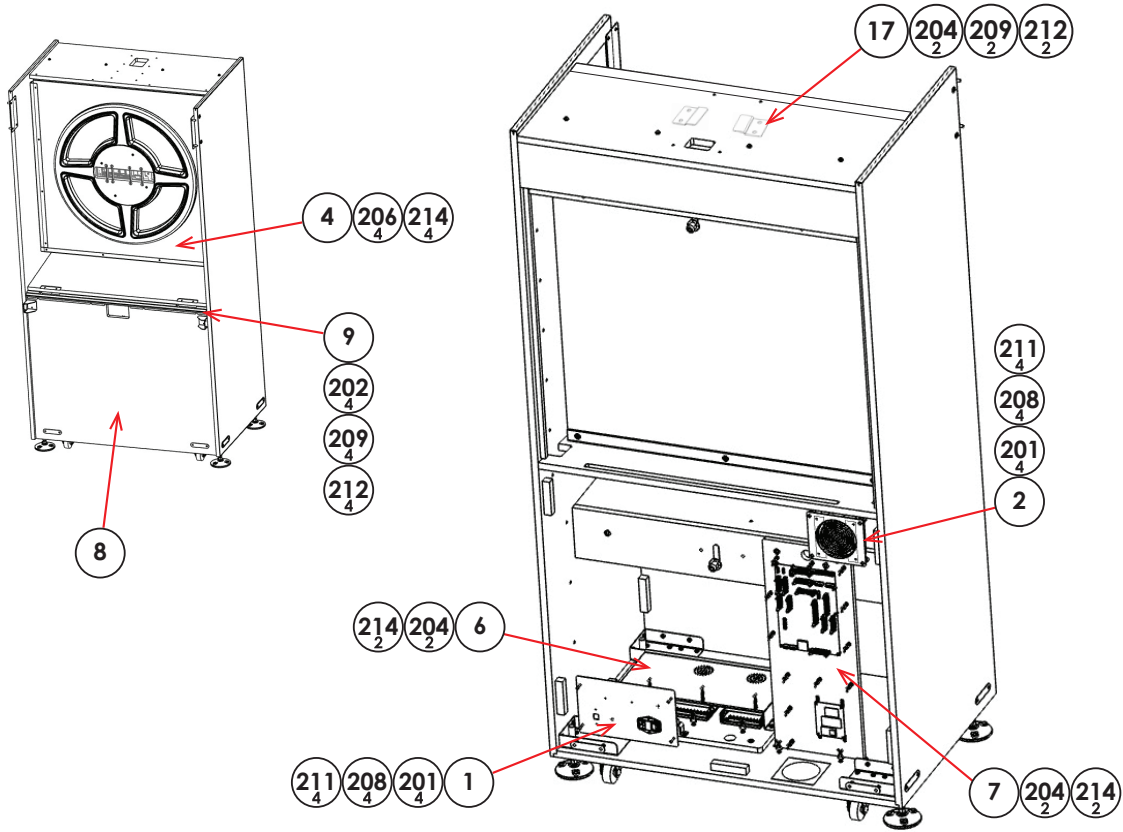
## 1 PARTS LIST



SA-1550UK		ASSY SW UNIT	
Level/Seq.No.	Component Part	Description	Number off
***1	SA-1551UK	SW BRKT TRIPLE METER	1
***101	838-0058UK	DIGITAL SW VOL BOARD	1
***102	280-L00706-PM	STANDOFF 6.4L 4MM LCBS-5-4-01	8
***103	EP1380-01	BOARD EXCEL CREDIT	1
***104	220-5643UK	COIN METER SMALL 12V	3
***105	EP1531	LCD 2x16 W/HEADER iPIXEL 1602C2	1
***108	280-A01013-PM	ROUTER TWIST D10 SO12.7 PAN M	1
***109	OS1098	CRIMP BELL END SMALL	6
***110	OS1247	ALUMINIUM STICKY CLIP ASK-3	1
***111	601-0460	CABLE TIE NYLON 100MM	2
***202	029-B00308	M3X8 SKT BH PAS	2
***203	068-330808-PN	M3 WSHR 80D FLT NYLON	2
***301	SA-60022UK	WH SWITCH UNIT	1

1 ASSY FEATURE CABINET (SA-2000UK)

(1/2)

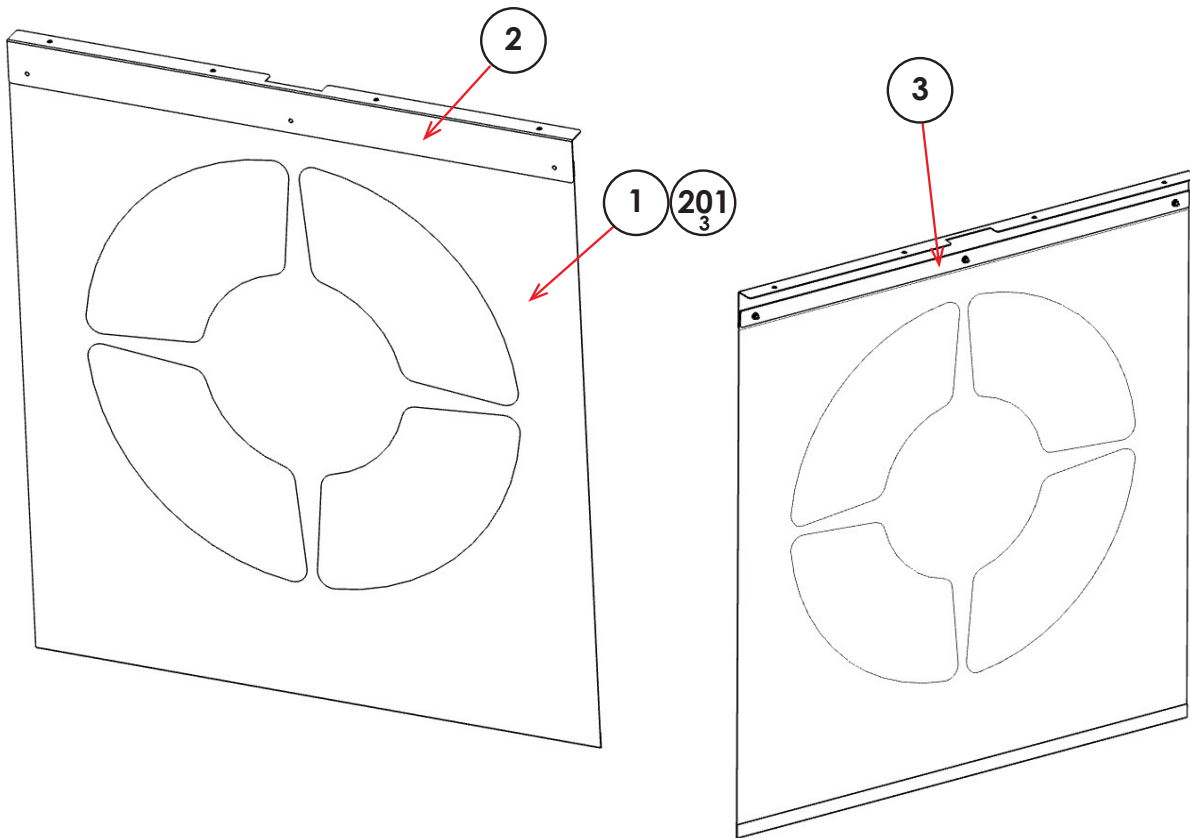




SA-2000UK		ASSY FEATURE CABINET	
Level/Seq.No.	Component Part	Description	Number off
-----	-----	-----	-----
**1	SA-1080UK	ASSY AC UNIT	1
**2	SND-1340UK	ASSY FAN	1
**3	SA-2020UK	ASSY TARGET BACKING	1
**4	SA-2100UK	ASSY PLAYFIELD	1
**6	SA-4100UK	ASSY PSU ELEC	1
**7	SA-4200UK	ASSY RED2 ELEC	1
**8	SA-2002UK	ASSY REAR CABINET	1
**9	SA-2003UK	BRKT MID PANEL SUPPORT	1
**12	SA-2008UK	BRKT PLAYFIELD SUPPORT	4
**15	SA-0004UK	BRKT SIDE PANEL LOWER	2
**17	SA-1011UK	BRKT SCORE ASSY LOCATING	2
**18	SA-2114UK	TRIM PLAYFIELD UPPER	1
**19	SA-2001UK	MOUNT PSU MW RS-15-5	1
**20	SA-2043UK	STICKER REAR CAB INNER CHEEK LH	1
**21	SA-2044UK	STICKER REAR CAB INNER CHEEK RH	1
**25	SA-1500UK	ASSY MID PANEL	1
**101	280-A01264-WX	ROUTER TWIST D12 SO6.4 WOOD XL	23
**102	400-015-005-03	PSU 5VDC 15W RSP-015-05	1
**201	029-B00425-0B	M4X25 SBT BH BLK	4
**202	029-B00516	M5X16 SKT BH PAS	16
**204	029-B00530	M5X30 SKT BH PAS	14
**206	050-F00500	M5 NUT FLG SER PAS	4
**208	060-F00400-0B	M4 WSHR FORM A FLT BLK	4
**209	060-F00500	M5 WSHR FORM A FLT PAS	24
**211	060-S00400-0B	M4 WSHR SPR BLK	8
**212	060-S00500	M5 WSHR SPR PAS	24
**214	068-531610	M5 WSHR 16OD FLT PAS	10
**215	029-B00520-0B	M5X20 SKT BH BLK	4
**216	060-S00500-0B	M5 WSHR SPR BLK	8
**217	068-531610-0B	M5 WSHR 16OD FLT BLK	4
**218	012-P03512-F	N6X1/2" S/TAP FLG PAS	2
**219	029-B00306	M3X6 SKT BH PAS	2
**220	060-F00300	M3 WSHR FORM A FLT PAS	2
**221	060-S00300	M3 WSHR SPR PAS	2
**222	029-B00530-0B	M5X30 SKT BH BLK	8
**301	SA-60005UK	WH IO DISTRIBUTION	1
**302	SA-60006UK	WH FEATURE CAB	1
**303	SA-60026UK	WH CHEAT SENSOR EXTENDER	1



# ASSY TARGET BACKING (SA-2020UK)

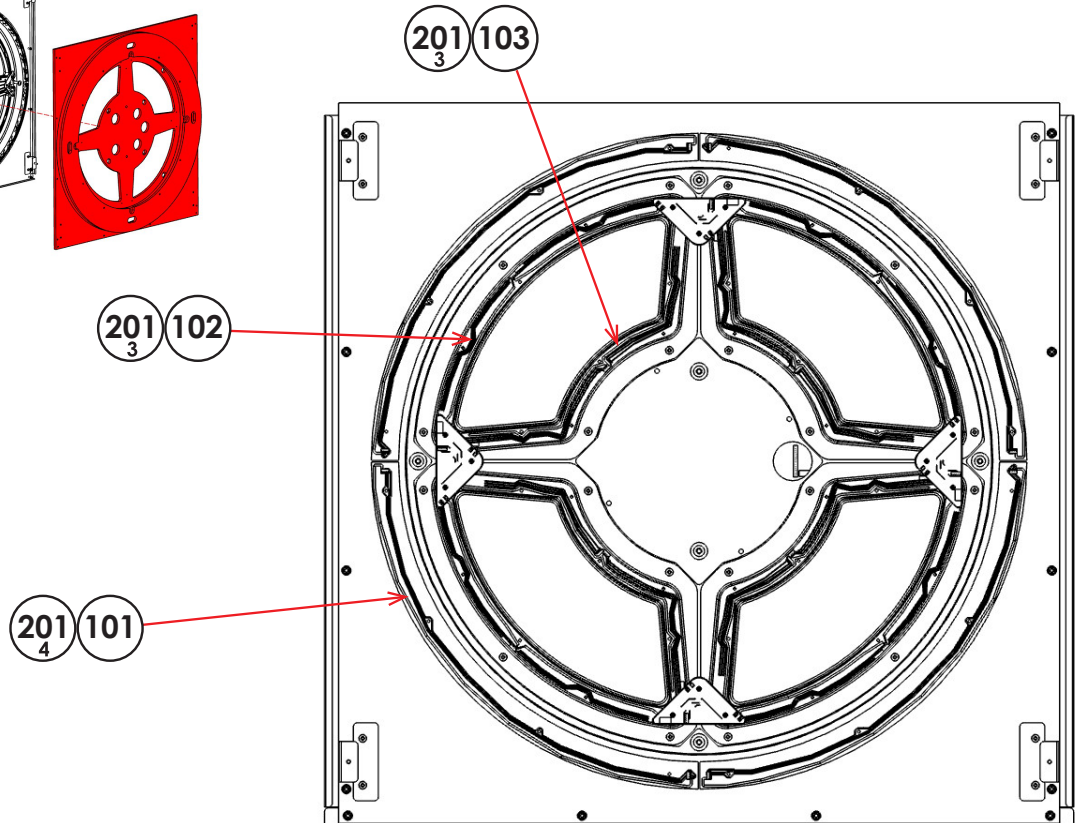
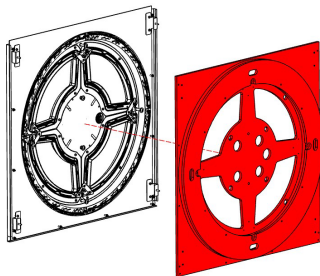
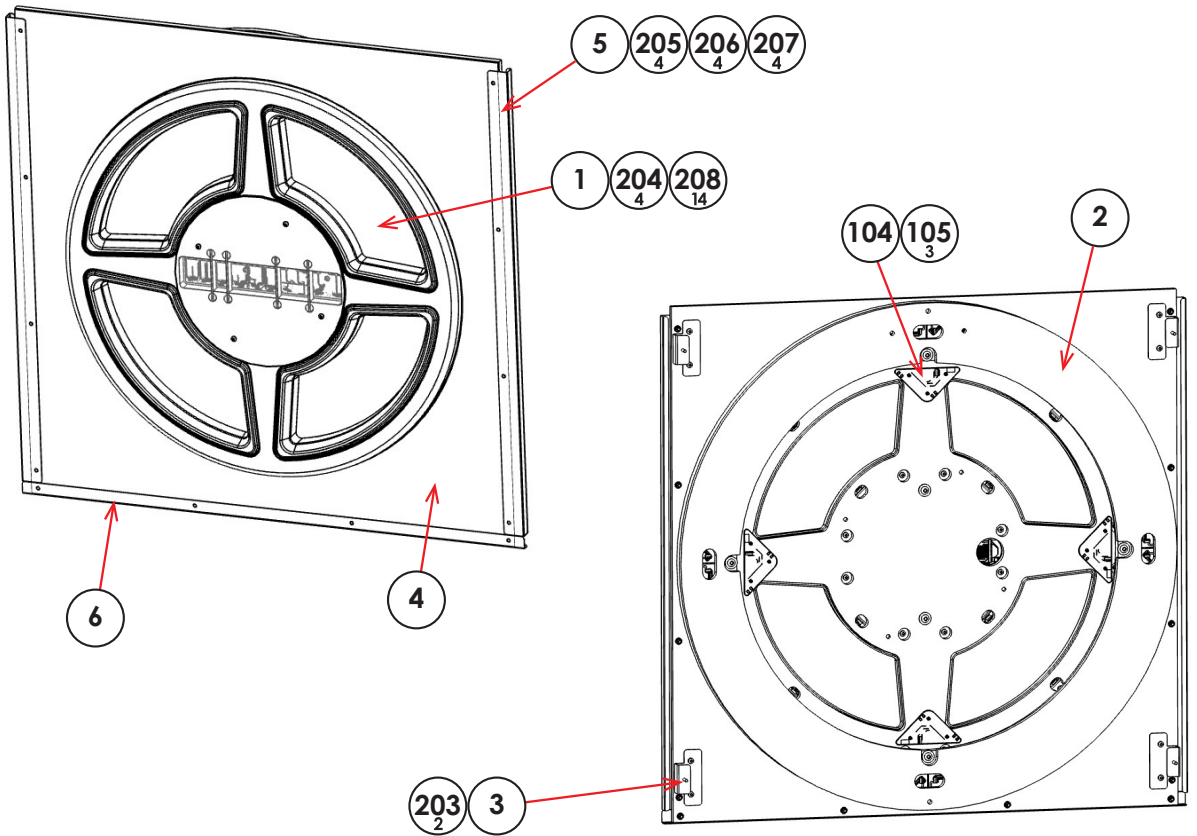


## 1 PARTS LIST

SA-2020UK		ASSY TARGET BACKING	
Level/Seq.No.	Component Part	Description	Number off
***1	SA-2021UK	DAMPER TARGET	1
***2	SA-2022UK	BRKT TARGET DAMPER	1
***3	SA-2024UK	PLATE DAMPER RETAIN	1
***201	050-F00500	M5 NUT FLG SER PAS	3



1 PARTS LIST

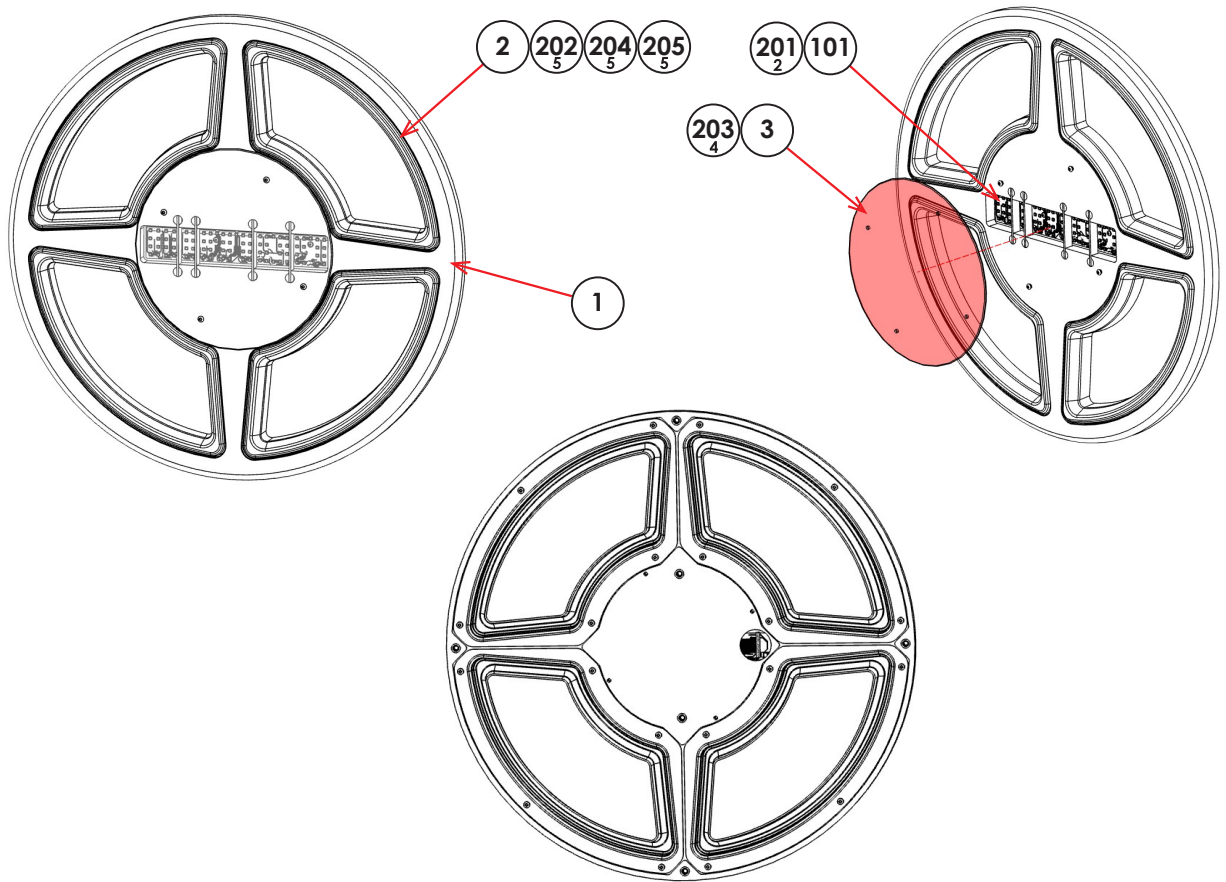


<b>SA-2100UK</b>		<b>ASSY PLAYFIELD</b>	
<b>Level/Seq.No.</b>	<b>Component Part</b>	<b>Description</b>	<b>Number off</b>
***1	<b>SA-2130UK</b>	<b>ASSY FRONT QUADRANTS</b>	<b>1</b>
***2	SA-2102UK	BASE PLAYFIELD	1
***3	SA-2103UK	BRKT PLAYFIELD MOUNT	<b>4</b>
***4	<b>SA-2111UK</b>	<b>PLAYFIELD SURROUND</b>	<b>1</b>
***5	SA-2112UK	TRIM PLAYFIELD SIDE	<b>2</b>
***6	SA-2113UK	TRIM PLAYFIELD LOWER	1
***7	SA-2104UK	COVER IR SENSOR	<b>8</b>
***8	SA-2105UK	CLIP COVER IR LOCK	<b>8</b>
***9	SA-2106UK	CLIP IR HARNESS	<b>4</b>
***101	838-0068UK	PCBA SA QUAD RGB LED	<b>4</b>
***102	838-0070UK	PCBA SA TARGET LED A	<b>4</b>
***103	838-0071UK	PCBA SA TARGET LED B	<b>4</b>
***104	838-0072UK	PCBA DUAL IR SENSOR	<b>4</b>
***105	280-0029UK	PCB SUPPORT 22L WOOD BHL-14-01	<b>12</b>
***201	012-P03506-F	N6X1/4" S/TAP FLG PAS	<b>40</b>
***203	029-B00516	M5X16 SKT BH PAS	<b>8</b>
***204	029-B00850	M8X50 SKT BH PAS	<b>4</b>
***205	050-F00500	M5 NUT FLG SER PAS	<b>12</b>
***206	068-531610	M5 WSHR 16OD FLT PAS	<b>12</b>
***208	068-852216	M8 WSHR 22OD FLT PAS	<b>14</b>
***209	029-B00825	M8X25 SKT BH PAS	<b>2</b>
***301	SA-60007UK	WH TARGET ZONE 1	1
***302	SA-60008UK	WH TARGET ZONE 2	<b>2</b>



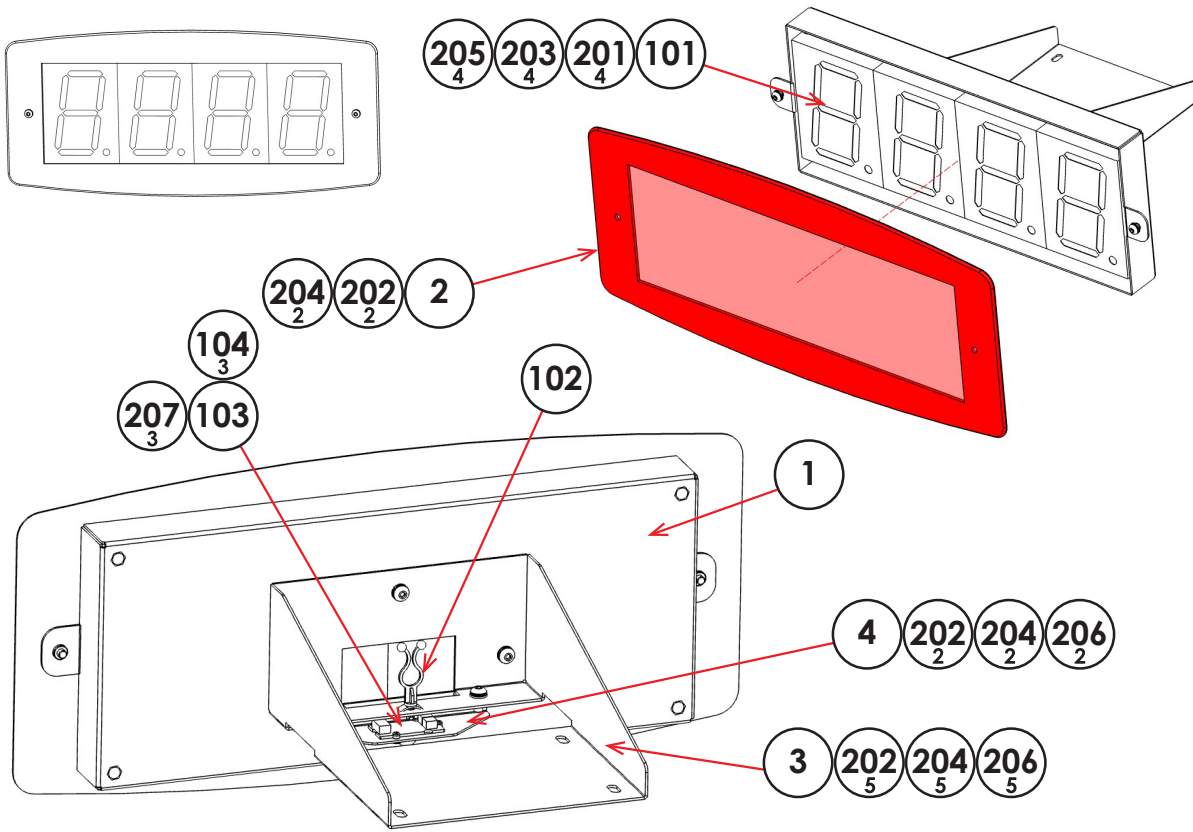
## ASSY FRONT QUADRANTS (SA-2130UK)

### PARTS LIST



SA-2130UK		ASSY FRONT QUADRANTS	
Level/Seq.No.	Component Part	Description	Number off
****1	SA-2132UK	BASE QUADRANTS	1
****2	SA-2133UK	VF QUADRANT	4
****3	SA-2141UK	COVER CENTRE	1
****101	838-0069UK	PCBA SA TEXT LED	1
****201	012-P03506-F	N6X1/4" S/TAP FLG PAS	2
****202	029-B00516	M5X16 SKT BH PAS	20
****203	029-B00512-OB	M5X12 SKT BH BLK	4
****204	060-F00500	M5 WSHR FORM A FLT PAS	20
****205	060-S00500	M5 WSHR SPR PAS	20

 **ASSY SUPER BONUS BOX (SA-3100UK)**



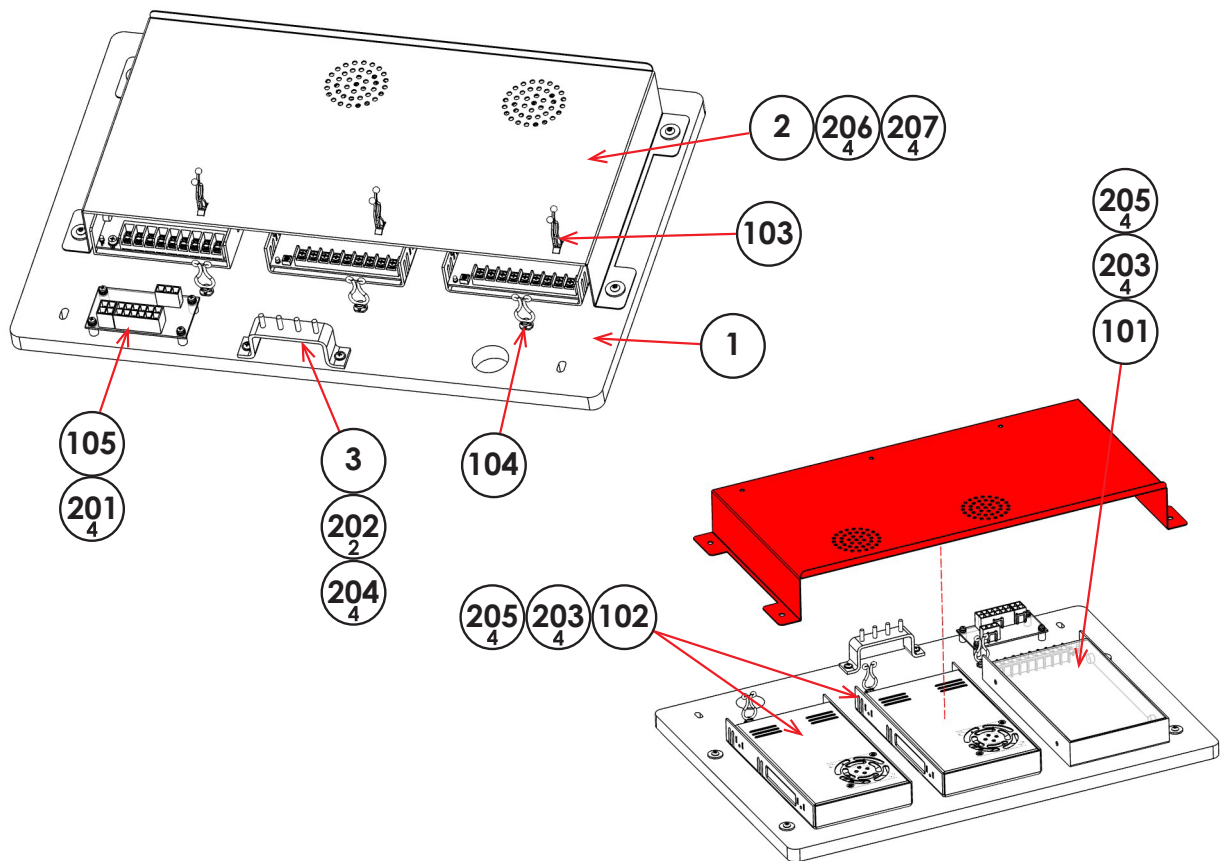
**11** PARTS LIST

SA-3100UK		ASSY SUPER BONUS BOX	
Level/Seq.No.	Component Part	Description	Number off
***1	SA-3101UK	BOX LED DISPLAY MTG	1
***2	<b>SA-3102UK</b>	<b>PANEL SUPER BONUS</b>	<b>1</b>
***3	SA-3104UK	SUPPORT SUPER BONUS BOX	1
***4	SA-3108UK	SUPPORT PIR SENSOR	1
****101	838-0040UK	PCBA 4 DIGIT JACKPOT LED	1
****102	280-A01013-PM	ROUTER TWIST D10 SO12.7 PAN M	1
****103	EP1502UK	PIR SENSOR MODULE	1
****104	280-0005UK	HOLDER EDGE PCB SCREW MNT 6MM	3
****201	029-B00412	M4X12 SKT BH PAS	4
****202	029-B00512-0B	M5X12 SKT BH BLK	9
****203	060-F00400	M4 WSHR FORM A FLT PAS	4
****204	060-F00500-0B	M5 WSHR FORM A FLT BLK	9
****205	060-S00400	M4 WSHR SPR PAS	4
****206	060-S00500-0B	M5 WSHR SPR BLK	7
****208	012-P03506-F	N6X1/4"S/TAP FLG PAS	3
****301	SA-60012UK	WH BONUS 7 SEG	1
****302	SA-60027UK	WH CHEAT SENSOR	1



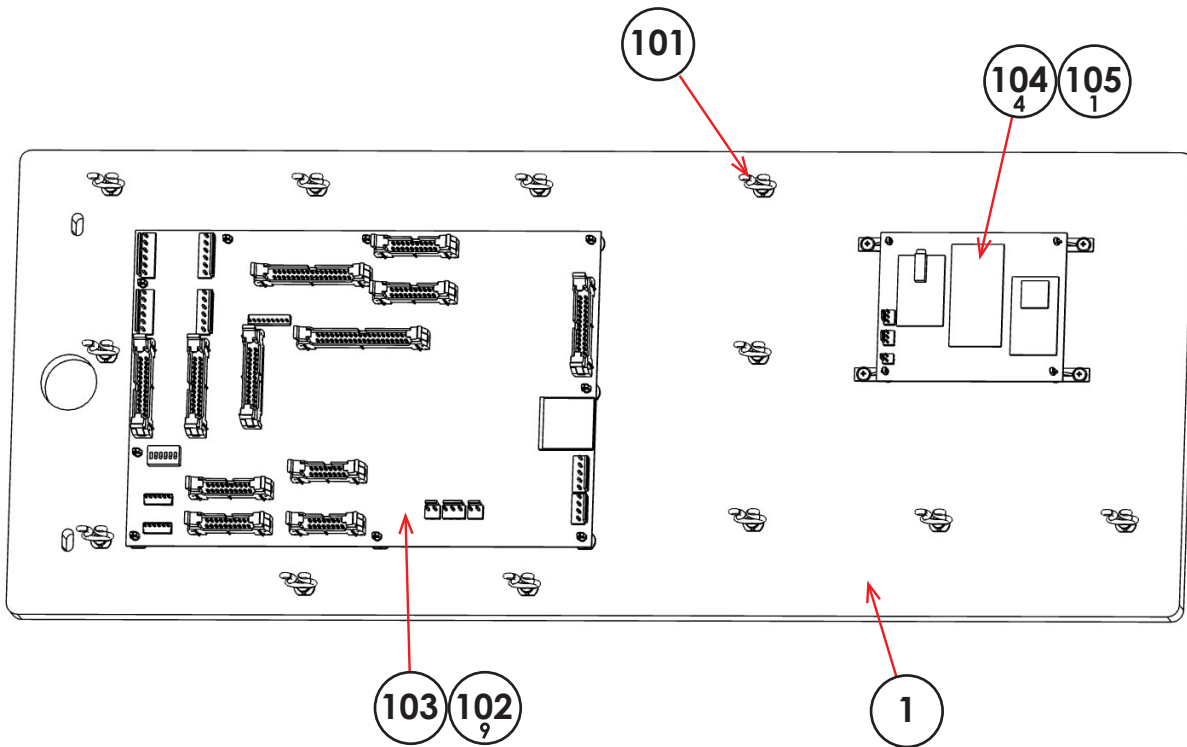
## ASSY PSU ELEC (SA-4100UK)

### 1 PARTS LIST



SA-4100UK		ASSY PSU ELEC	
Level/Seq.No.	Component Part	Description	Number off
***1	SA-4101UK	BOARD PSU	1
***2	SA-4102UK	COVER EMC PSU BOARD	1
***3	CFB-4003-01UK	EARTH TERMINAL PLATE	1
***101	400-200-005-02	PSU 5VDC 200W RSP-200-05	1
***102	400-320-012-01	PSU 12VDC 320W RSP-320-12	2
***103	280-A01013-PM	ROUTER TWIST D10S012.7 PAN M	3
***104	280-A01264-WX	ROUTER TWIST D12 SO6.4 WOOD XL	3
***105	838-14551-02UK	DISTRIBUTION BD	1
***106	EP1401	FERRITE RING	2
***108	SAI-0011UK	BLANKING CAP VLP-04V	1
***201	012-P00325	N4X1" S/TAP PAN PAS	4
***202	012-P03512-F	N6X1/2" S/TAP FLG PAS	2
***203	029-B00416	M4X16 SKT BH PAS	12
***204	050-F00400	M4 NUT FLG SER PAS	4
***205	068-441616	M4 WSHR 16OD FLT PAS	12
***206	029-B00516	M5X16 SKT BH PAS	4
***207	068-531610	M5 WSHR 16OD FLT PAS	4
***301	SA-60001UK	WH AC DISTRIBUTION	1
***302	SA-60002UK	WH DC DISTRIBUTION	1
***303	SA-60028UK	WH 5V AUDIO POWER	1
***304	600-9040-44K	WIRE HARN EARTH 400MM M4/M4 K	1

 ASSY RED2 ELEC (SA-4200UK)

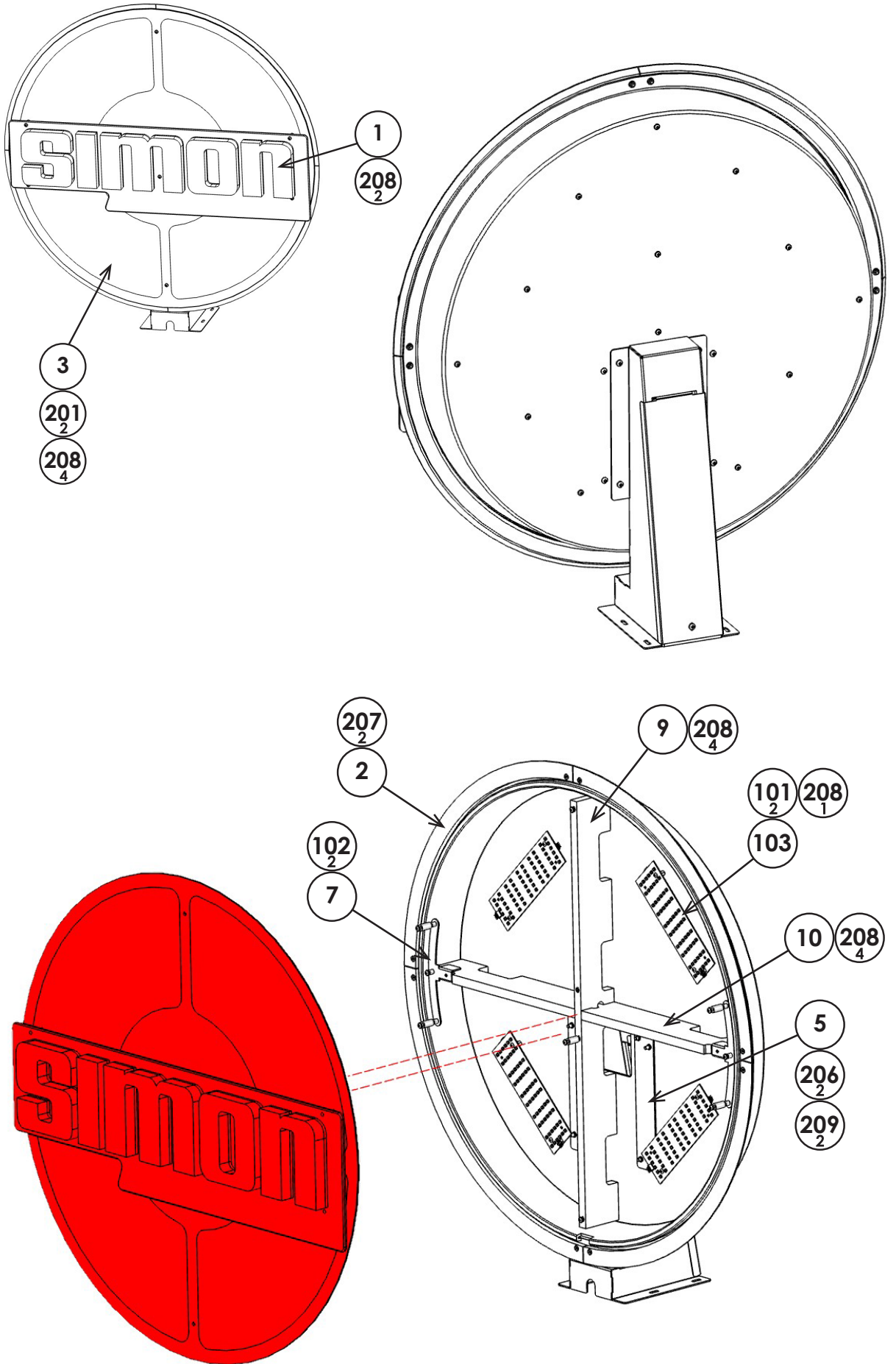


**11** PARTS LIST

SA-4200UK		ASSY RED2 ELEC	
Level/Seq.No.	Component Part	Description	Number off
***1	SA-4201UK	BOARD ELEC	1
***101	280-A01264-WX	ROUTER TWIST D12 SO6.4 WOOD XL	<b>12</b>
***102	280-L00640-WX	STANDOFF 6MM WOOD XL	<b>9</b>
***103	838-0030UK	PCBA RED TWO	1
***104	838-0062UK	AUDIO BOARD HG2105	1
***105	OS1011	PCB FEET RICHCO LCBS-L-5-01	<b>4</b>
***106	EP1401	RING FERRITE	1
***107	EP1518	MICRO SD CARD 16GB	1
***108	EP1435	SD CARD 2GB	1
***201	012-PO3506-F	N6X1/4" S/TAP FLG PAS	<b>4</b>
***301	SA-60003UK	WH DC ELEC BOARD	1
***302	SA-60004UK	WH RED2	1
***303	SA-60025UK	WH RED2 CHEAT SENSOR	1



PARTS LIST



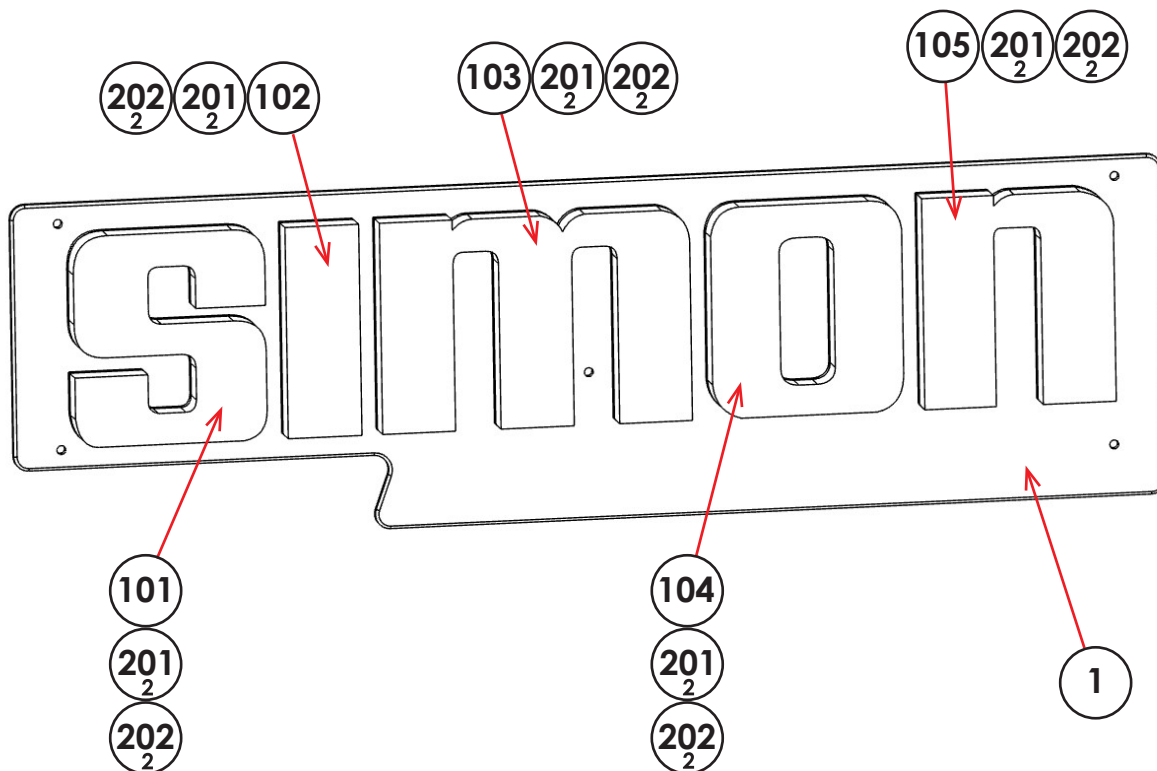


SA-5000-01UK		ASSY BILLBOARD VAC	
Level/Seq.No.	Component Part	Description	Number off
***1	SA-5100-01UK	ASSY NAMESTYLE VAC	1
***2	SA-5002UK	STRIP BILLBOARD HALO	4
***3	SA-5003-01UK	PANEL BILLBOARD VAC	1
***5	SA-5006UK	PLATE M5 NUT	2
***7	SA-5008UK	PLATE ARTWORK MOUNT	2
***8	SA-5009UK	BASE BILLBOARD VF	1
***9	SA-5011UK	SUPPORT ARTWORK A	1
***10	SA-5012UK	SUPPORT ARTWORK B	1
***101	280-0004UK	M4 SPACER HEX 7AFX 15L PAS	8
***102	280-0022UK	SPACER 10D 5.2ID 20L NYLON	5
***103	838-0052UK	PCBA LED RGB MATRIX M20050CB3LZ	4
***104	SAI-6101-2500UK	WH LED ASSY 2500MM	1
***105	SAI-6504-0450UK	WH LED ASSY 450MM	1
***106	OS1247	ALUMINIUM STICKY CLIP ASK-3	5
***107	601-0460	CABLE TIE NYLON 100MM	3
***201	000-F00420	M4X20 MSCR CSK PAS	8
***202	029-B00408-0B	M4X8 SKT BH BLK	16
***203	029-B00412-0B	M4X12 SKT BH BLK	13
***204	029-B00440-0B	M4X40 SKT BH BLK	5
***206	029-B00516-0B	M5X16 SKT BH BLK	5
***207	050-F00400	M4 NUT FLG SER PAS	8
***208	060-F00400-0B	M4 WSHR FORM A FLT BLK	24
***209	060-F00500-0B	FLT WSHR BLK M5	5
***301	SA-60011UK	WH BILLBOARD SEGMENTS	1
***302	SA-60023UK	WH BILLBOARD SIMON LINK	1

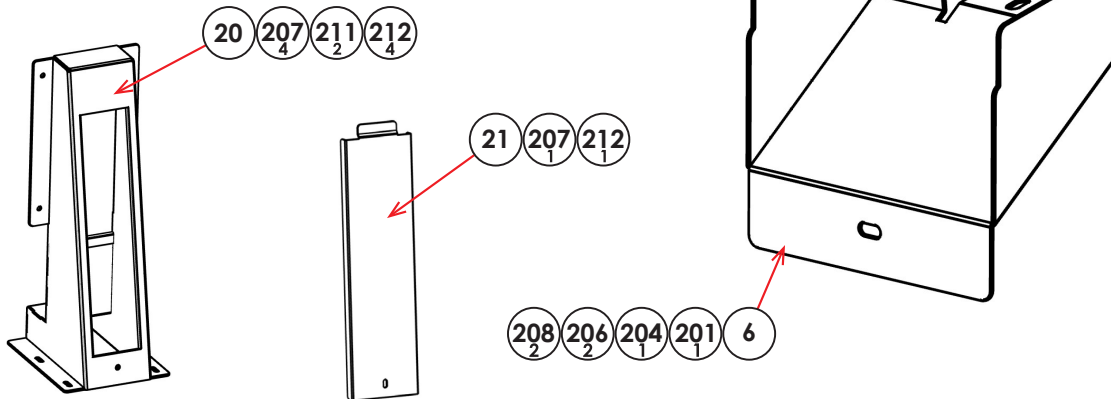
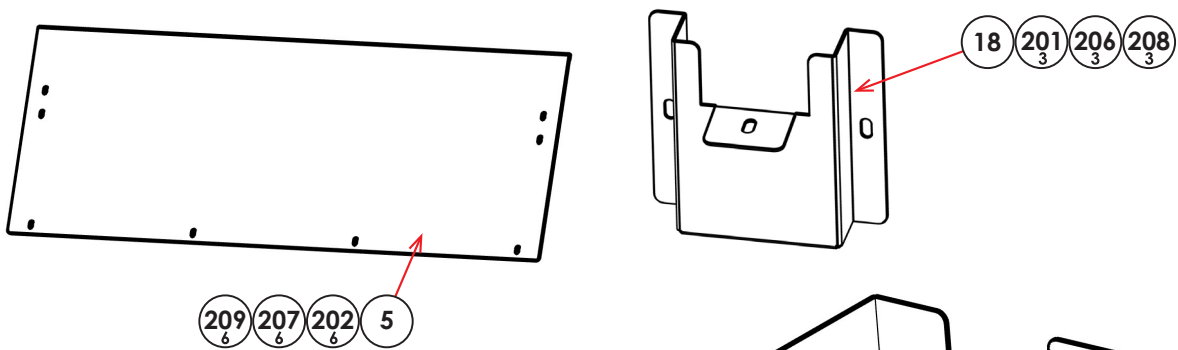
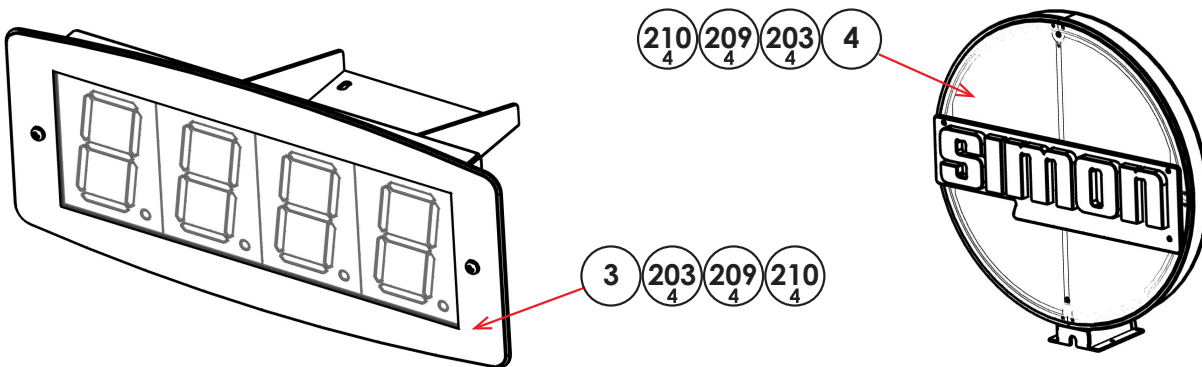
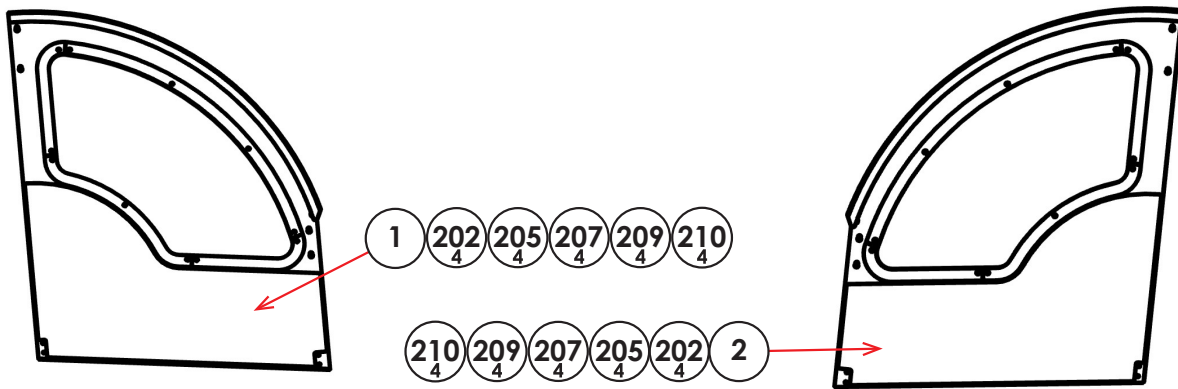


# ASSY NAMESTYLE VAC (SA-5100-01UK)

## 1 PARTS LIST

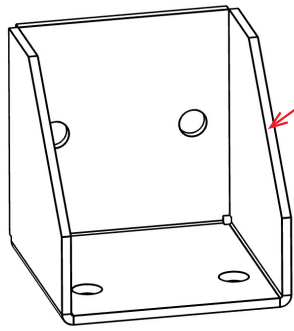


SA-5100-01UK	ASSY NAMESTYLE VAC		
Level/Seq.No.	Component Part	Description	Number off
****1	SA-5102-01UK	PANEL NAMESTYLE VAC	1
****101	SA-5101UK-S	ILLUMINATED LETTER S	1
****102	SA-5101UK-I	ILLUMINATED LETTER I	1
****103	SA-5101UK-M	ILLUMINATED LETTER M	1
****104	SA-5101UK-O	ILLUMINATED LETTER O	1
****105	SA-5101UK-N	ILLUMINATED LETTER N	1
****201	029-B00412	M4X12 SKT BH PAS	10
****202	060-F00400	M4 WSHR FORM A FLT PAS	10
****301	SA-60010UK	WH BILLBOARD SIMON	1



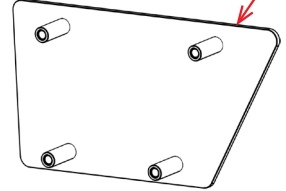
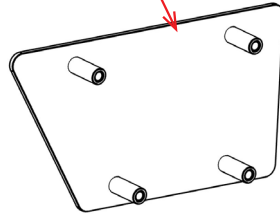


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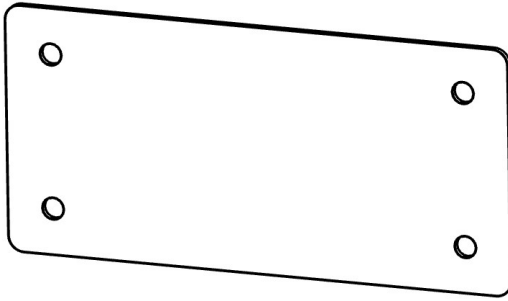


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210<sub>2</sub> 209<sub>2</sub> 202<sub>2</sub> 10



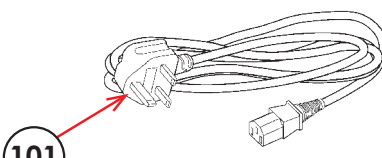
210<sub>2</sub>  
209<sub>2</sub>  
202<sub>2</sub>  
11



12 209<sub>2</sub> 210<sub>2</sub>

POINTS	TICKS
1-250	10
251-500	20
501-750	30
751-1000	40
1001-1250	60
1251-1500	80

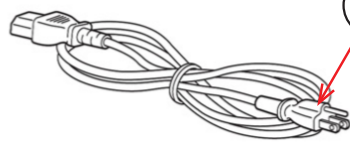
13



101

14

POINTS	TICKS
1-250	10
251-500	20
501-750	30
751-1000	40
1001-1250	70
1251-1500	100



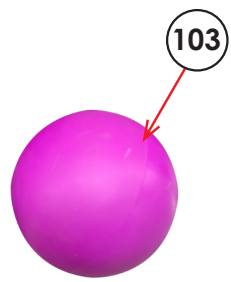
102

POINTS	TICKS
1-250	20
251-500	30
501-750	40
751-1000	60
1001-1250	100
1251-1500	150

15

16

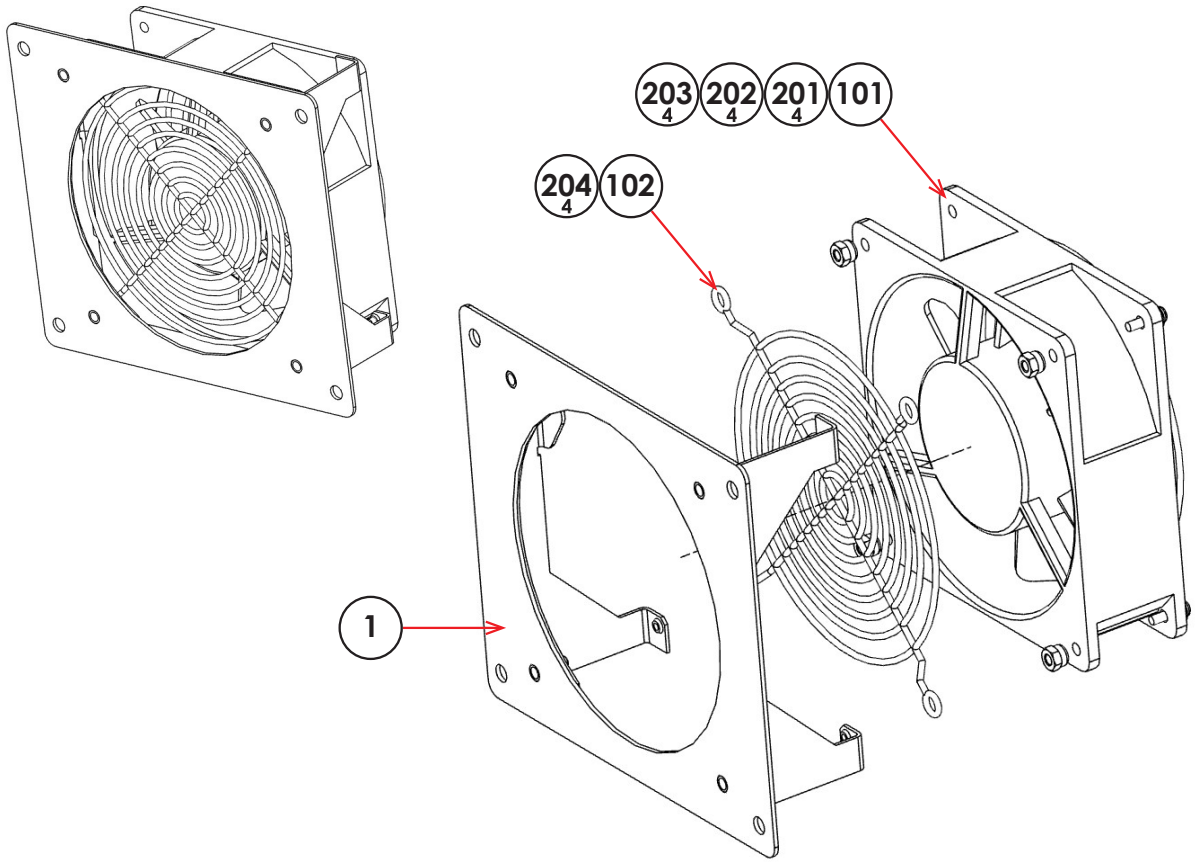
POINTS	TICKS
1-250	10
251-500	15
501-750	20
751-1000	30
1001-1250	50
1251-1500	70



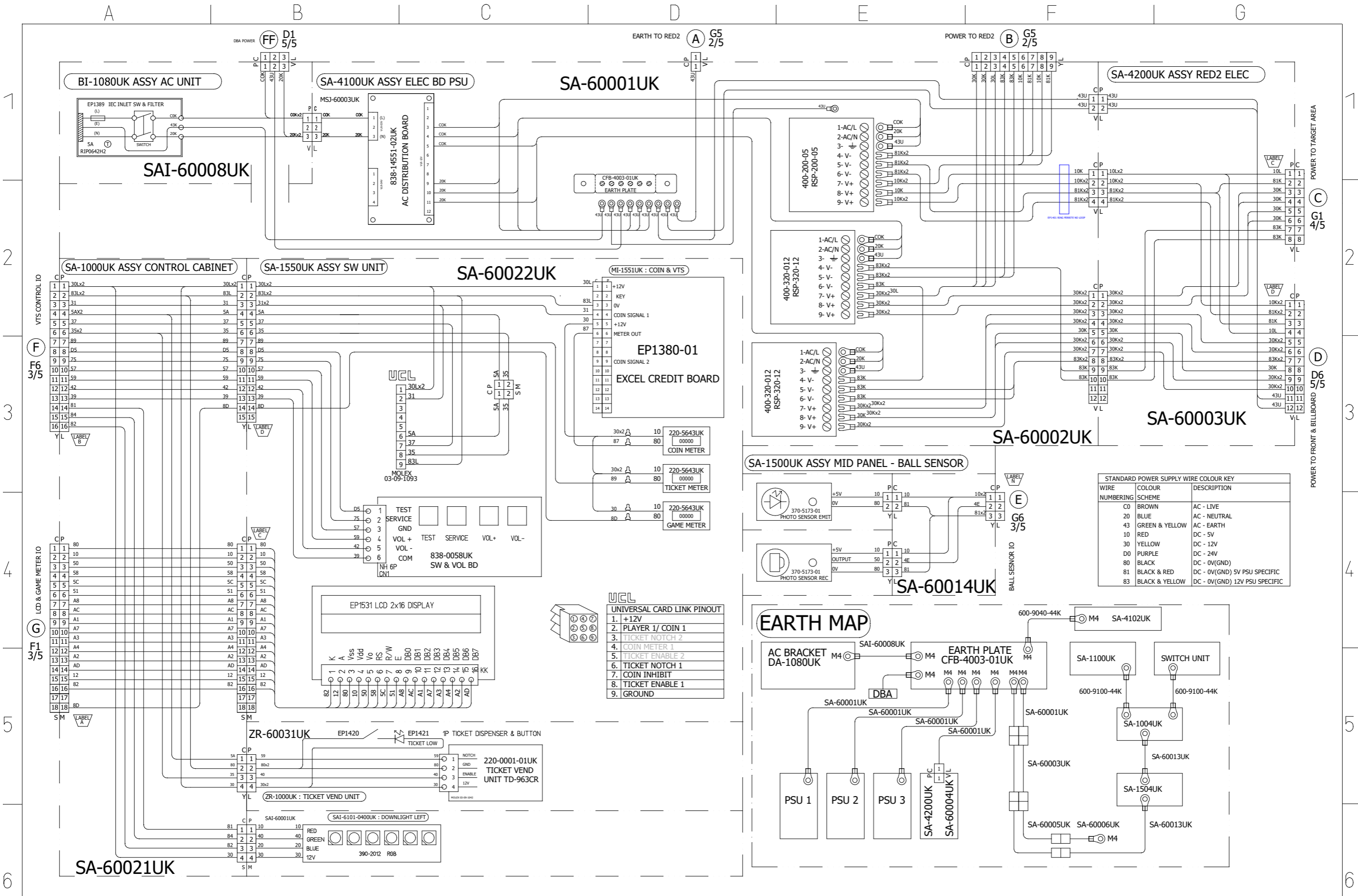
103

<b>SA-INST-STD</b>		<b>ASSY INST KIT SA STD</b>	
<b>Level/Seq.No.</b>	<b>Component Part</b>	<b>Description</b>	<b>Number off</b>
-----	-----	-----	-----
<b>**1</b>	<b>SA-1200UK</b>	<b>ASSY LH SIDE</b>	<b>1</b>
<b>**2</b>	<b>SA-1250UK</b>	<b>ASSY RH SIDE</b>	<b>1</b>
<b>**3</b>	<b>SA-3100UK</b>	<b>ASSY SUPER BONUS</b>	<b>1</b>
<b>**4</b>	<b>SA-5000-01UK</b>	<b>ASSY BILLBOARD VAC</b>	<b>1</b>
**5	SA-1134UK	PLATE BALL SHIELD	1
**6	SA-1506UK	COVER HARNESS FRONT	1
**10	SA-0001UK	BRKT SIDE PANEL FRONT LH	1
**11	SA-0002UK	BRKT SIDE PANEL FRONT RH	1
**12	SA-0003UK	BRKT SIDE PANEL REAR	<b>2</b>
<b>**13</b>	<b>SA-1044UK-02</b>	<b>AWARD 30-80 INSERT</b>	<b>1</b>
<b>**14</b>	<b>SA-1044UK-03</b>	<b>AWARD 30-100 INSERT</b>	<b>1</b>
<b>**15</b>	<b>SA-1044UK-04</b>	<b>AWARD 40-150 INSERT</b>	<b>1</b>
<b>**16</b>	<b>SA-1044UK-01</b>	<b>AWARD 20-70 INSERT</b>	<b>1</b>
**17	SA-0004UK	BRKT SIDE PANEL LOWER	<b>2</b>
**18	SA-0012UK	COVER HARNESS REAR	1
<b>**19</b>	<b>SA-1044UK-PFF</b>	<b>AWARD PFF</b>	<b>1</b>
**20	SA-5004UK	BRKT BILLBOARD	1
**21	SA-5007UK	PLATE ACCESS	1
**101	LM1227	UK MAINS LEAD 10A WITH PLUG	1
**102	LM1246	EUROLEAD 10A EUROPEAN SOCKET	1
**103	253-0016UK	BALL 70MM PURPLE SOFT	<b>24</b>
**104	253-0017UK	PLUG ROUND PLASTIC 25MM	<b>2</b>
**105	OS1258	PROTECTOR U-SHAPED FOAM CORNER	<b>2</b>
**201	029-B00512	M5X12 SKT BH PAS	<b>4</b>
**202	029-B00512-0B	M5X12 SKT BH BLK	<b>18</b>
**203	029-B00520-0B	M5X20 SKT BH BLK	<b>12</b>
**204	029-B00530	M5X30SKT BH PAS	<b>5</b>
**205	029-B00530-0B	M5X30 SKT BH BLK	<b>8</b>
**206	060-F00500	M5 WSHR FORM A FLT PAS	<b>9</b>
**207	060-F00500-0B	M5 WSHR FORM A FLT BLK	<b>27</b>
**208	060-S00500	M5 WSHR SPR PAS	<b>5</b>
**209	060-S00500-0B	M5 WSHR SPR BLK	<b>34</b>
**210	068-531610-0B	M5 WSHR 16OD FLT BLK	<b>24</b>
**211	050-F00400	M4 NUT FLG SER PAS	<b>2</b>
**212	029-B00516-0B	M5X16 SKT BH BLK	<b>5</b>
**402	420-0042UK	MANUAL SIMON ARCADE	1

**① ASSY FAN (SND-1340UK)**



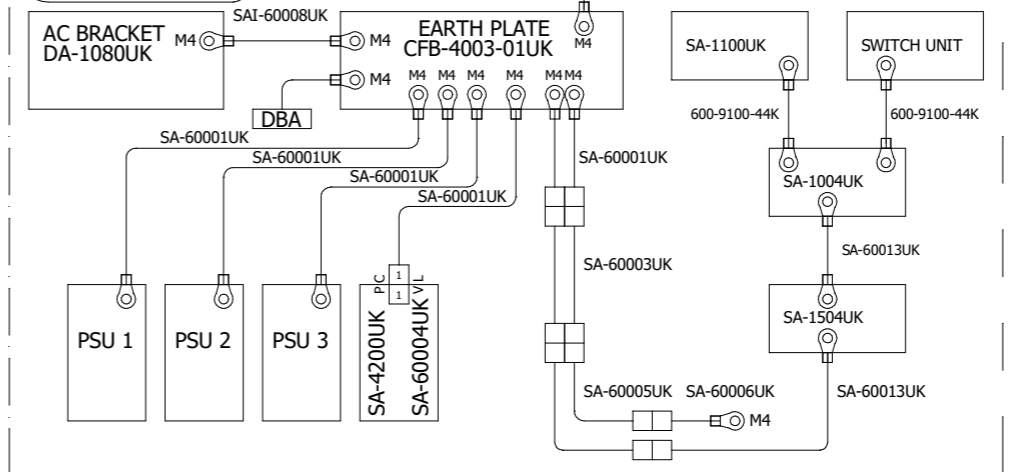
SND-1340UK		ASSY FAN	
Level/Seq.No.	Component Part	Description	Number off
***1	SND-1341UK	BRKT FAN MTG	1
***101	260-0012-01UK	FAN DC 12V AXIAL	1
***102	FN1012	FAN GUARD METAL 120MM (FG-12)	2
***201	O20-B00316-0B	M3X16 SKT BH BLK	4
***202	O60-S00300-0B	M3 WSHR SPR BLK	4
***203	O60-F00300-0B	M3 WSHR FORM A FLT BLK	4
***204	O50-U00400	M4 NUT NYLOK PAS	4
***205	O50-F00300	M3 NUT FLG SER PAS	1
***206	OS1098	CRIMP BELL END SMALL 534-907	1
***301	DB-60030UK	WH LED WHT	1



STANDARD POWER SUPPLY WIRE COLOUR KEY

WIRE NUMBERING	COLOUR SCHEME	DESCRIPTION
C0	BROWN	AC - LIVE
20	BLUE	AC - NEUTRAL
43	GREEN & YELLOW	AC - EARTH
10	RED	DC - 5V
30	YELLOW	DC - 12V
D0	PURPLE	DC - 24V
80	BLACK	DC - 0V(GND)
81	BLACK & RED	DC - 0V(GND) 5V PSU SPECIFIC
83	BLACK & YELLOW	DC - 0V(GND) 12V PSU SPECIFIC

**EARTH MAP**



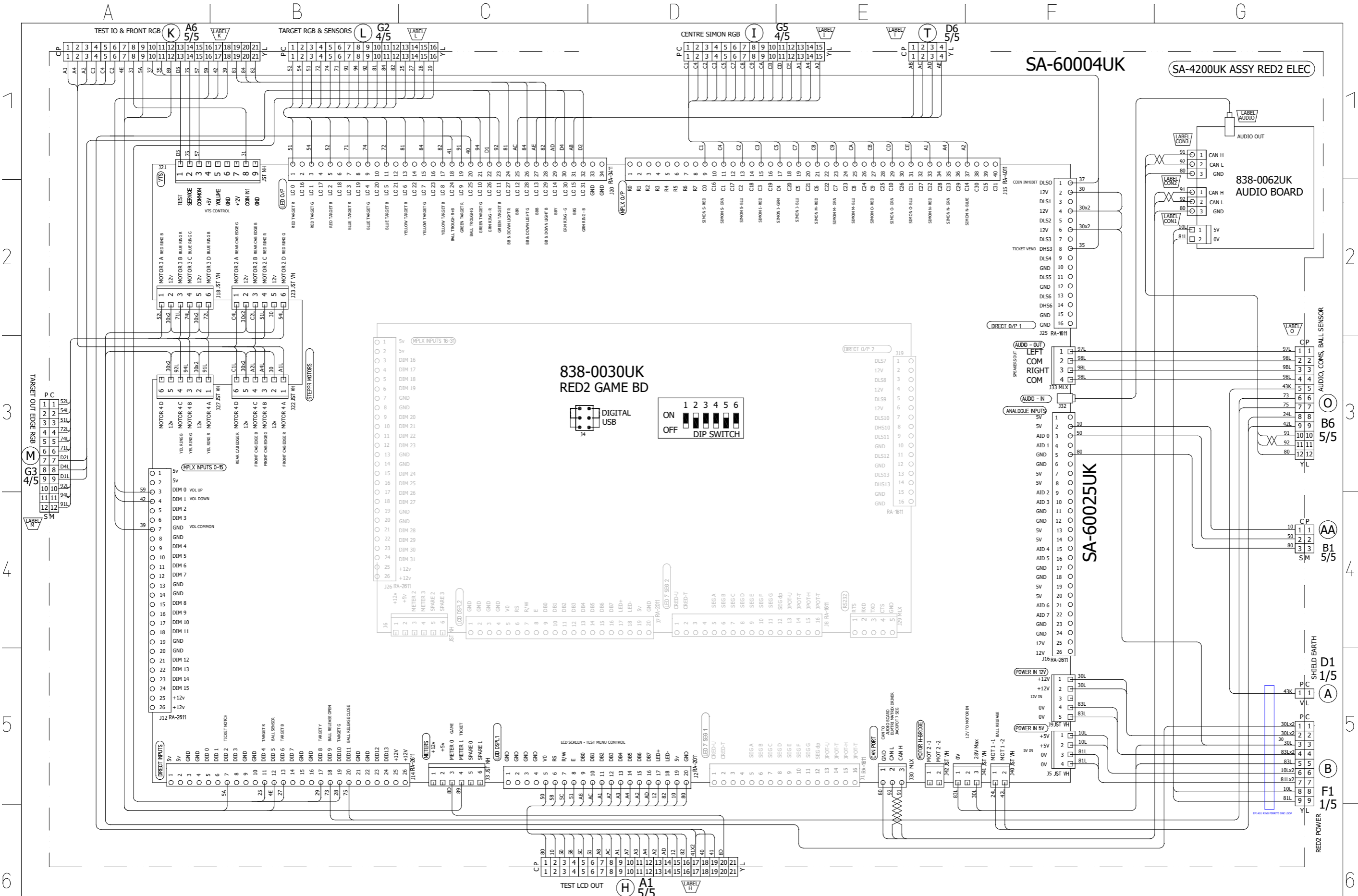
UCL UNIVERSAL CARD LINK PINOUT

- +12V
- PLAYER 1/ COIN 1
- TICKET NOTCH 2
- COIN METER 1
- TICKET ENABLE 2
- TICKET NOTCH 1
- COIN INHIBIT
- TICKET ENABLE 1
- GROUND

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	BLACK	T	AWG22 UL1007
					AWG24 UL1007

ALTERATION	PART NUMBER	DATE	DRAWN	CHECKED
	SA-0000	11/12/24	TB	

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SA - SIMON ARCADE		PAGE	SIZE
		1/5	A2



8	BLACK	EE	LIGHT GREEN	43	EARTH WIRE
7	ORANGE	FF	PURPLE	7	AWG18 UL1672
5	WHITE	00	PURPLE	7	AWG20 UL1672
4	GREEN	00	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
					AWG24 UL1007

SA-0000 11/12/24 TB

PART NUMBER DATE DRAWN CHECKED

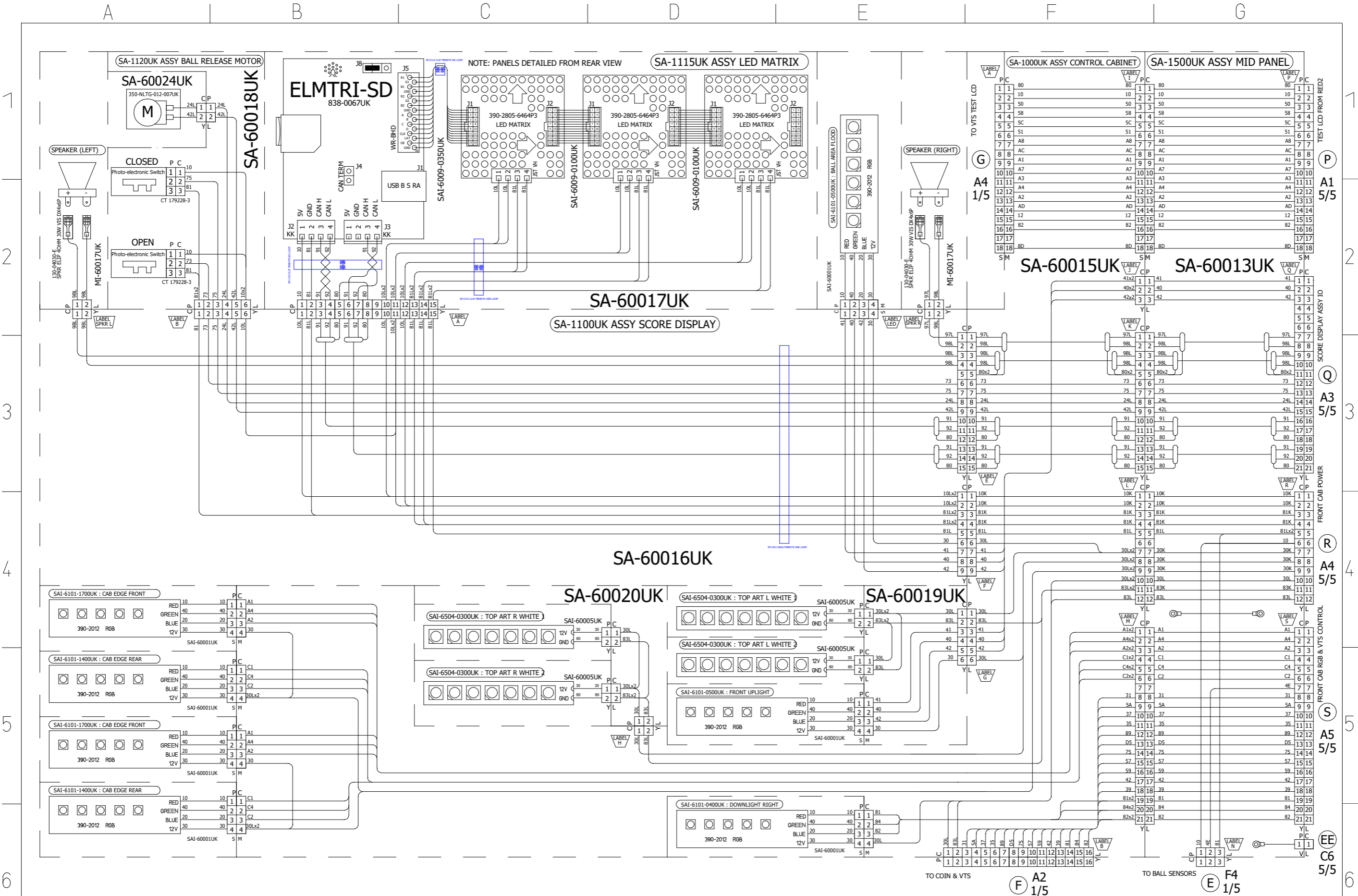
SEGA AMUSEMENTS INTERNATIONAL LTD

SA - SIMON ARCADE

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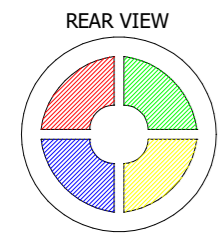
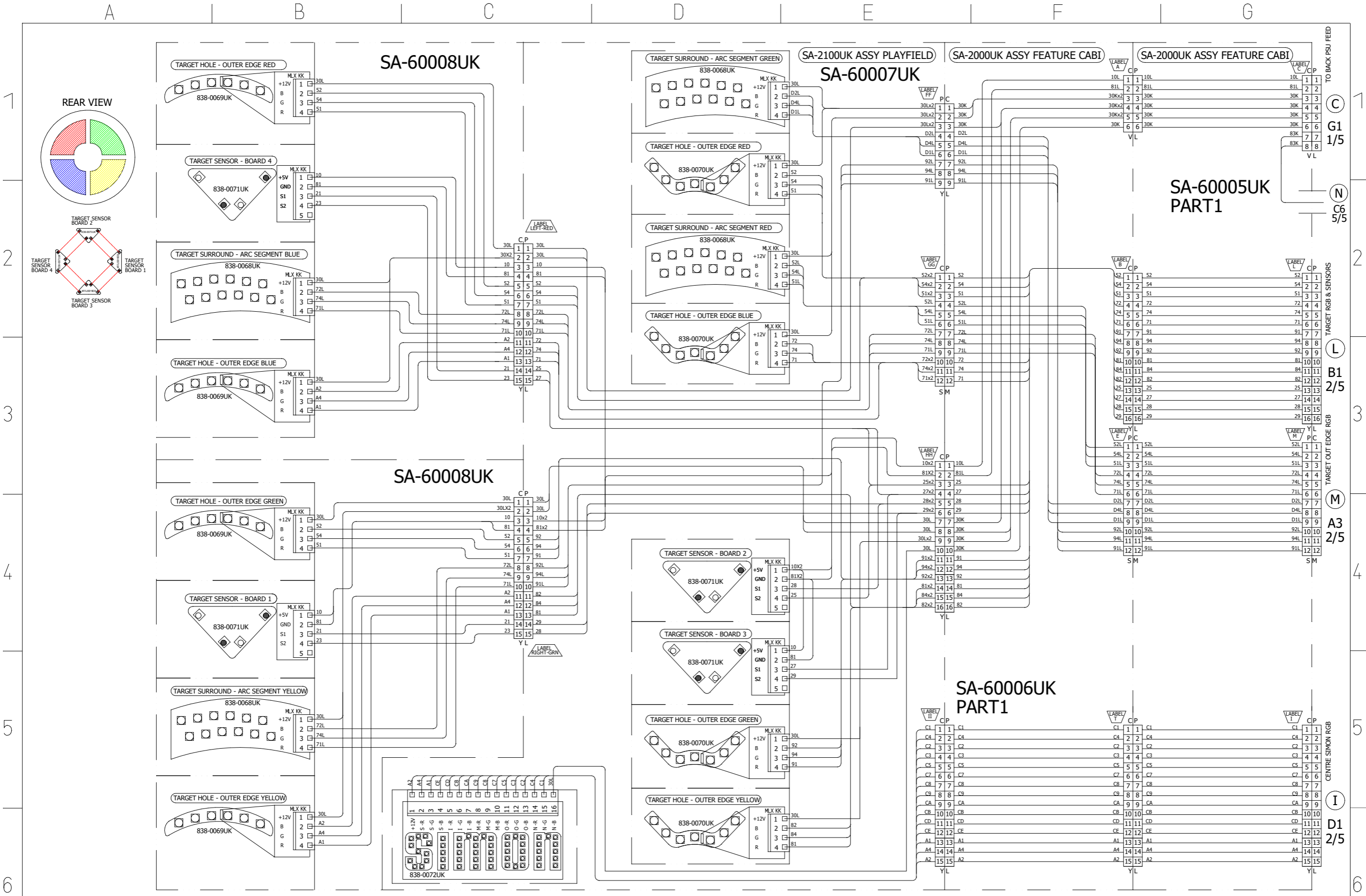
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8	BLACK	E	LIGHT GREEN	43	EARTH WIRE
7	ORANGE	D	PURPLE	2	AWG18 UL1672
5	WHITE	C	BROWN	?	AWG20 UL1672
4	GREEN	B	SKY BLUE	U	AWG16 UL1015
3	YELLOW	A	PINK	K	AWG18 UL1015
2	BLUE	9	GRAY	L	AWG20 UL1007
1	RED			T	AWG22 UL1007
					AWG24 UL1007

SA-0000	11/12/24	TB		
PART NUMBER	DATE	DRAWN	CHECKED	

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SA - SIMON ARCADE		PAGE	SIZE
DESCRIPTION		3/5	A2



1  
2  
3  
4  
5  
6

C1  
G1 1/5  
N C6 5/5  
L B1 2/5  
M A3 2/5  
I D1 2/5

8	BLACK	E	LIGHT GREEN	43	EARTH WIRE
7	ORANGE	F	PURPLE	?	AWG18 UL1672
5	WHITE	G	BROWN	?	AWG20 UL1672
4	GREEN	H	SKY BLUE	U	AWG16 UL1015
3	YELLOW	I	PINK	K	AWG18 UL1015
2	BLUE	J	GRAY	L	AWG20 UL1007
1	RED	K		M	AWG22 UL1307
		L		N	AWG24 UL1007

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SA - SIMON ARCADE		PAGE 4/5	SIZE A2
DESCRIPTION			

A B C D E F G



## 12 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

12

WIRE COLOUR CODE TABLE

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

<b>A</b>	<b>PINK</b>
<b>B</b>	<b>SKY BLUE</b>
<b>C</b>	<b>BROWN</b>
<b>D</b>	<b>PURPLE</b>
<b>E</b>	<b>LIGHT GREEN</b>

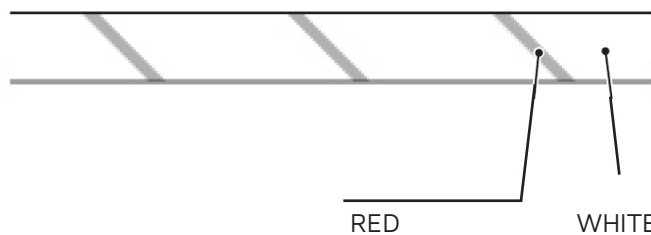
Wires other than those of any of the above 5 single colors will be displayed by 2 alphanumeric characters:

<b>1</b>	<b>RED</b>
<b>2</b>	<b>BLUE</b>
<b>3</b>	<b>YELLOW</b>
<b>4</b>	<b>GREEN</b>
<b>5</b>	<b>WHITE</b>
<b>7</b>	<b>ORANGE</b>
<b>8</b>	<b>BLACK</b>
<b>9</b>	<b>GRAY</b>

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.

<b>U :</b>	<b>AWG16</b>
<b>K :</b>	<b>AWG18</b>
<b>L :</b>	<b>AWG20</b>
<b>None :</b>	<b>AWG22</b>

## SPARES AND SERVICE CONTACT INFORMATION



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stssales@segaarcade.com

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