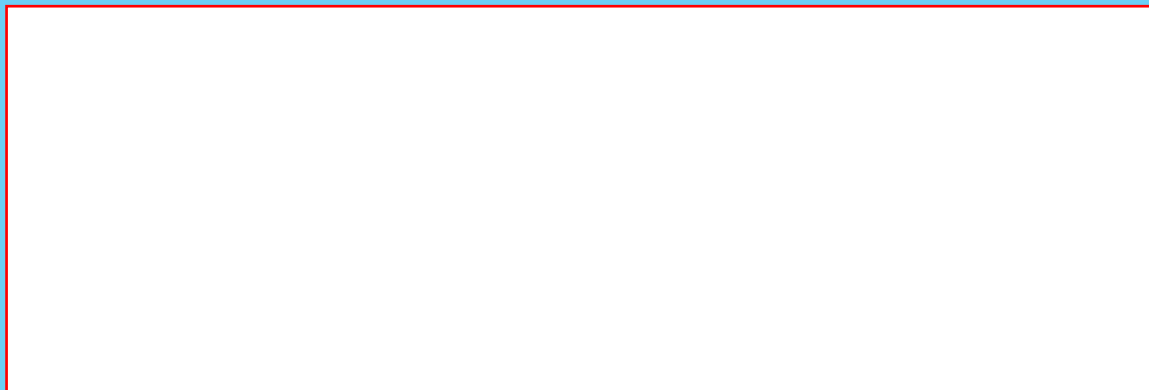


420-0014UK
1ST PRINTING

SEGA[®]



BEJEWELLED ARCADE

OWNER'S MANUAL

420-0014UK

SEGA[®]

BEJEWELLED



OWNER'S 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.



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.
(The step may be omitted for products in which a power cable with earth is used.)

- **Perform work in accordance with the instructions herein stated.**
Instructions for work are explained by paying attention to the aspect of accident prevention. Failing to perform work as per the instructions can cause accidents. In the case where only those who have technical expertise should perform the work to avoid hazardous situation, the instructions herein state that the site maintenance personnel should perform such work.
- **Be sure to turn off the power before working on the machine.**
To prevent an electric shock, be sure to turn off the power and unplug the power cable before carrying out any work that requires direct contact with the interior of the product. If the work is to be performed in the power-on status, the instruction manual herein always states to that effect.
- **Be sure to ground the earth terminal.**
(This is not required in the case where a power cable with earth is used.)
This product is equipped with the earth terminal. When installing the product, connect the earth terminal to the "accurately grounded indoor earth terminal" by using an earth wire. Unless the product is grounded appropriately, the user can be subject to an electric shock. After performing repair, etc. for the control equipment, ensure that the earth wire is firmly connected to the control equipment.
- **Ensure that the power supply used is equipped with an earth leakage breaker.**
Using a power supply which is not equipped with the earth leakage breaker can cause a fire when earth leakage occurs.
- **Be sure to use fuses which meet the specified rating.**
(Only for the machines which use fuses.)
Using fuses exceeding the specified rating can cause a fire and an electric shock.

- **Specification changes (removal of equipment, conversion and addition) 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, 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 electrical specifications are described. Ensure that the product is compatible with the power supply voltage and frequency requirements of the location. Using any electrical specifications different from the designated specifications can cause a fire and an electric shock.

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

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

- **When handling the monitor, be very careful. (Applies only to products with monitors.)**

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

- **Be sure to adjust the monitor properly. (Applies only to products with monitors.)**

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

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

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

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

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

INSPECTIONS IMMEDIATELY AFTER TRANSPORTING THE PRODUCT TO THE LOCATION

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

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

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INTRODUCTION

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

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

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

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

STOP IMPORTANT

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

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Web: <http://www.segaarcade.com>

SPECIFICATIONS

Standard 2P Cabinet (without Seats)

Machine Dimensions:	1,40m (55.1in.) [Width] x 0.71m (28.0in.) [Depth]
Machine Height:	2.2m (86.5in.) (Installed)
Machine Weight:	190kg Approx (Installed)

Standard 2P Cabinet (with Seats)

Machine Dimensions:	1,80m (70.8in.) [Width] x 0.92m (36.2in.) [Depth]
Machine Height:	2.2m (86.5in.) (Installed)
Machine Weight:	220kg Approx (Installed)

Power, maximum current:	240W at AC230v~AC240v 500W at AC100v~AC110v
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Definition of 'Site Maintenance Personnel or Other Qualified Individuals



Procedures not described in this manual or marked as 'to be carried out by site maintenance personnel or other qualified professionals' should not be carried out by personnel without the necessary skill or technology. 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 to take back products at the end of their useful life. Sega Amusements Europe Ltd accepts its responsibility to finance the cost of treatment and recovery of redundant WEEE in the United Kingdom in accordance with the specified WEEE recycling requirements.

The symbol shown below will be on all products manufactured from 13th August 2005, which indicates this product must NOT be disposed of with other normal waste. Instead, it is the user's responsibility to dispose of their waste equipment by arranging to return it to a designated UK collection point for the correct recycling of waste electrical and electronic equipment.

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

For non-UK users contact your local authority office for information on the recycling of Waste Electrical and Electronic Equipment.

Battery Recycling Statement.

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

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

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



REGISTERED IN ENGLAND REGISTERED NO. 1711515

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

1 HANDLING PRECAUTIONS

When installing or inspecting the machine, be very careful of the following points and pay attention to ensure that the player can enjoy the game safely.

Non-compliance 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.

When 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 case the power cord is damaged, ask for a replacement through where the product was purchased from or the office herein stated. **Using the cord as is damaged can cause fire, an electric shock or leakage.**

Be sure to perform grounding appropriately. Inappropriate grounding can cause an electric shock.

Be sure to use fuses meeting the specified rating. Using fuses exceeding the specified rating can cause a fire or an electric shock.

Be sure that connections such as IC BD are made properly. Insufficient insertion can cause an electric shock.

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

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

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

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

If you need to perform any work not listed in this manual, request work from the office indicated in this manual or the point of purchase, or inquires for details.

Be sure to perform periodic maintenance inspections herein stated.

STOP IMPORTANT

For the IC board circuit inspections, only the use of a logic tester is **recommended**. Using a **Multi Tester or General Purpose Tester** may result in damage to IC Circuits.

Static electricity from your body may damage some electronics 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 and 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

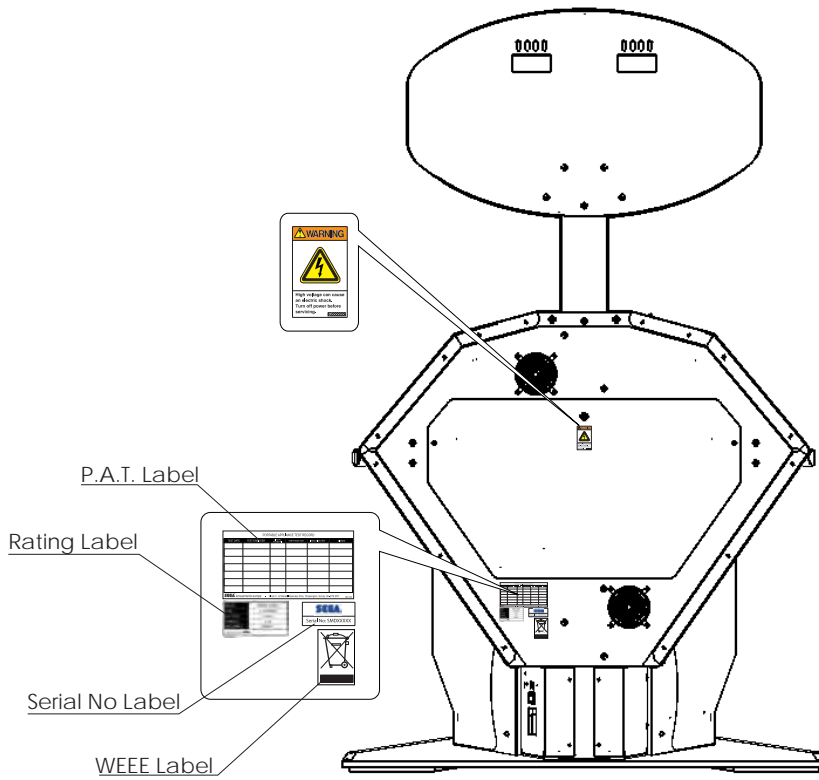
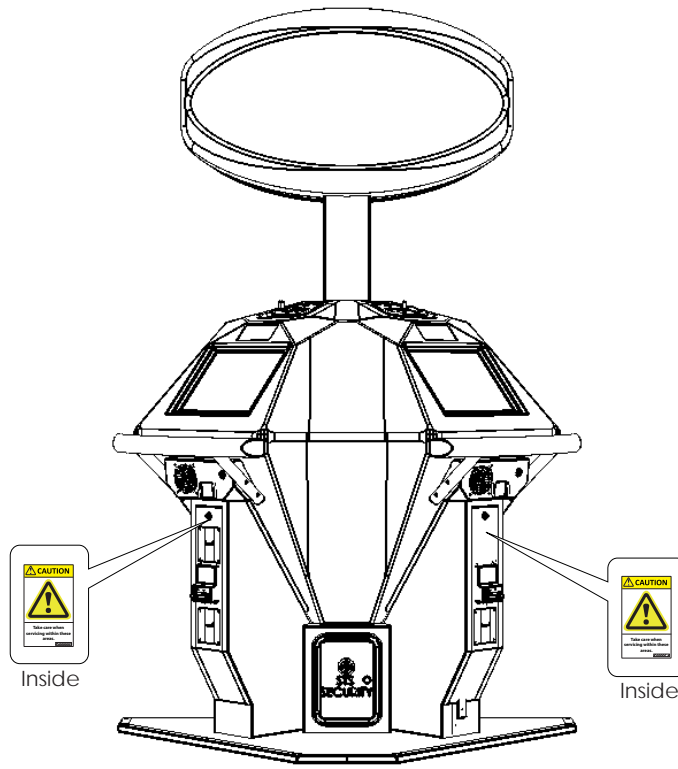
This SEGA product has warning displays on stickers, labels and/or printed instructions adhered/attached to or incorporated in the places where a potentially hazardous situation could arise. The warning displays are intended for accident prevention for customers and for avoiding hazardous situations relating 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 technical expertise.

In order to prevent accidents, caution any customer ignoring the warnings to cease and desist immediately.

VIDEO GAME-INDUCED SEIZURES (VGS) AND PHOTONSENSITIVE EPILEPSY (PSE)

This SEGA product has warning displays on stickers which outline the risk of epilepticform and photosensitive seizures. These warning displays on stickers are applied close in proximity of the device which may promote symptoms of either video game-induced seizures or epilepsy. The warning displays are supplied in several languages and form part of the Installation kit supplied with this product. It is standard practice for the English version of this label to be applied during manufacture, however it is especially important for the operator to apply the same said label in the language of the country of operation.

STICKER DISPLAY



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 a fire, electric shock, injury and/or malfunction.

Places subject to rain or water leakage, or places subject to high humidity in the proximity of an indoor swimming pool and/or shower, etc.

Places subject to direct sunlight, or places subject to high temperatures in the proximity of heating units, etc.

Places filled with inflammable gas or vicinity of highly inflammable/volatile chemicals or hazardous matter.

Dusty places.

Sloped surfaces.

Places subject to any type of violent impact.

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

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

LIMITATIONS OF USAGE

WARNING

Be sure to check the Electrical Specifications. Ensure that this product is compatible with the location's power supply, voltage, and frequency requirements. A label describing Electrical Specifications is attached to the product. **Non-compliance 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). **Non-compliance with the Electrical Specifications can cause a fire and electric shock.**

Be sure to use an independent power supply equipped with an earth leakage breaker. **Using a power supply without an earth leakage breaker can cause an outbreak of fire if a power surge occurs.**

Putting many loads on one electrical outlet can cause generation of heat and a **fire resulting from overload.**

When using an extension cord, ensure that the cord is rated at 15 A or higher (AC 100 V ~ 120 V area) and 7 A or higher (AC 220 V ~ 240 V area). **Using a cord rated lower than the specified rating can cause a fire and electric shock.**

STOP IMPORTANT

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

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

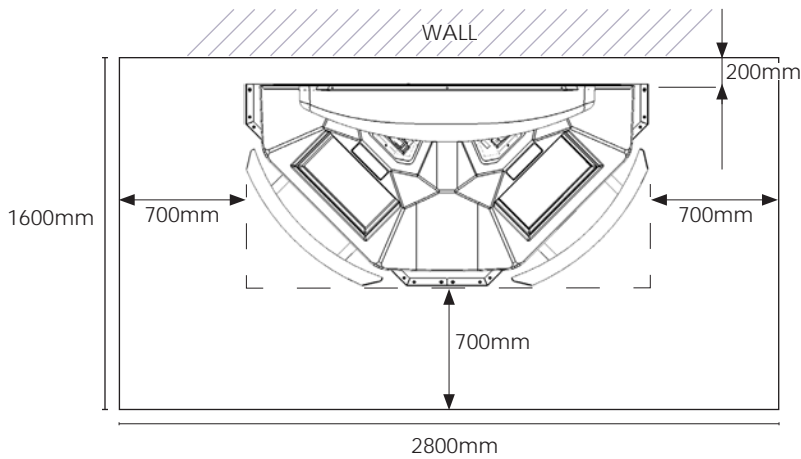
OPERATION AREA (SINGLE CABINET WITHOUT SEATS)

⚠ WARNING

For the operation of this machine, secure a minimum area of 2.80m (W) x 1.60m (D).

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

Sufficient space either side of the playing area must be allowed for players/observers to move safely around the machine.

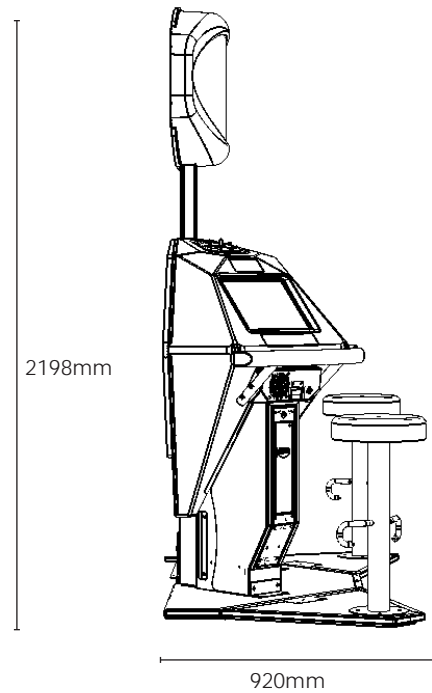
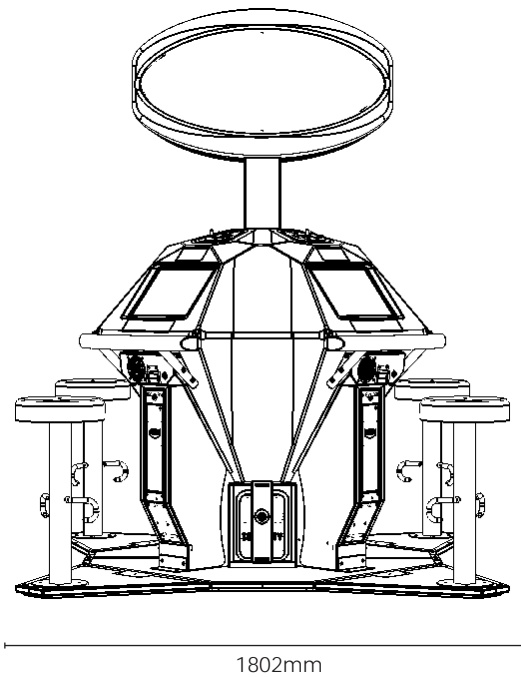
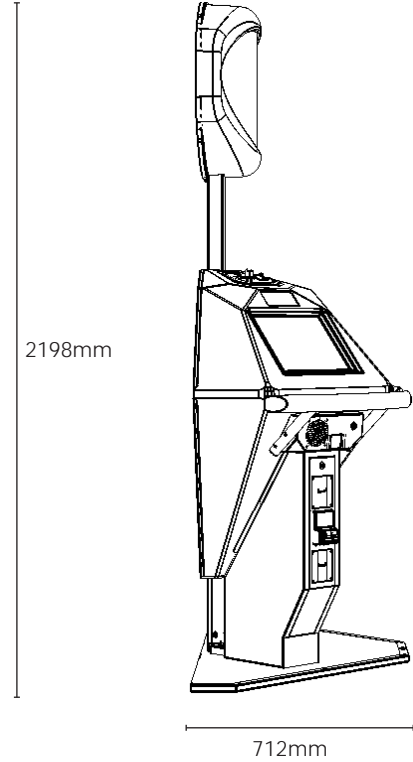
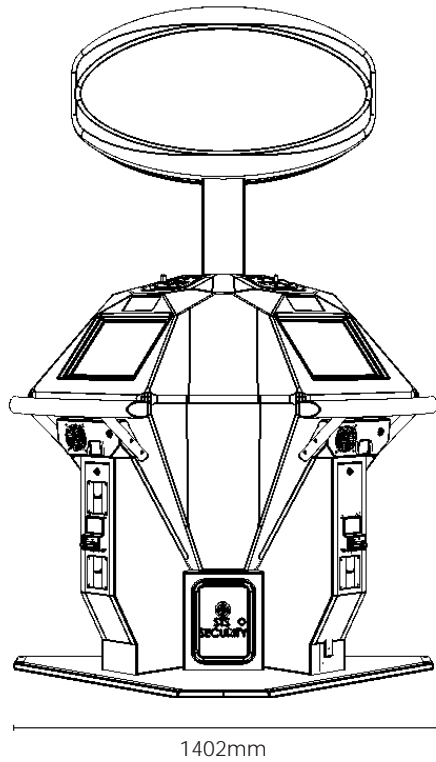


STOP IMPORTANT

To install this product, the entrance must be at least 0.73m in width and 2.3 m in height.

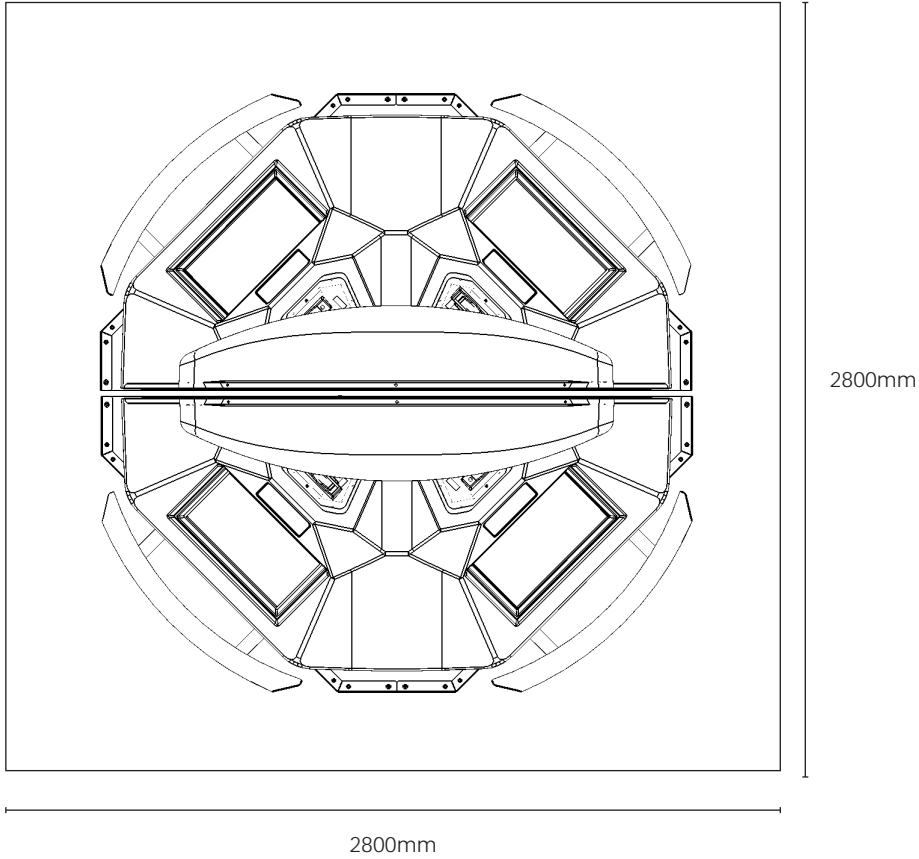
Do not attempt to move the product by pushing or pulling on the plastic parts. This may damage the product and may cause personal injury.

2 PRECAUTIONS REGARDING INSTALLATION LOCATION



STOP **IMPORTANT**

When installing 2 machines back to back to form a jewelled centerpiece please secure a minimum area of 2.80m x 2.80m.



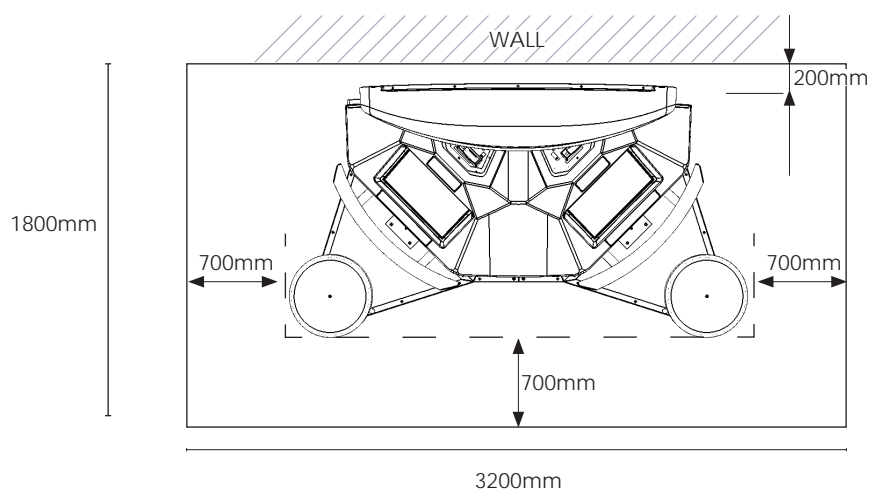
OPERATION AREA (SINGLE CABINET WITH SEATS)

WARNING

For the operation of this machine, secure a minimum area of 3.20m (W) x 1.80m (D).
Be sure to provide sufficient space specified in this manual. Do not allow objects to block the ventilation ports. It can cause generation of heat and a fire.
Sufficient space either side of the playing area must be allowed for players/observers to move safely around the machine.

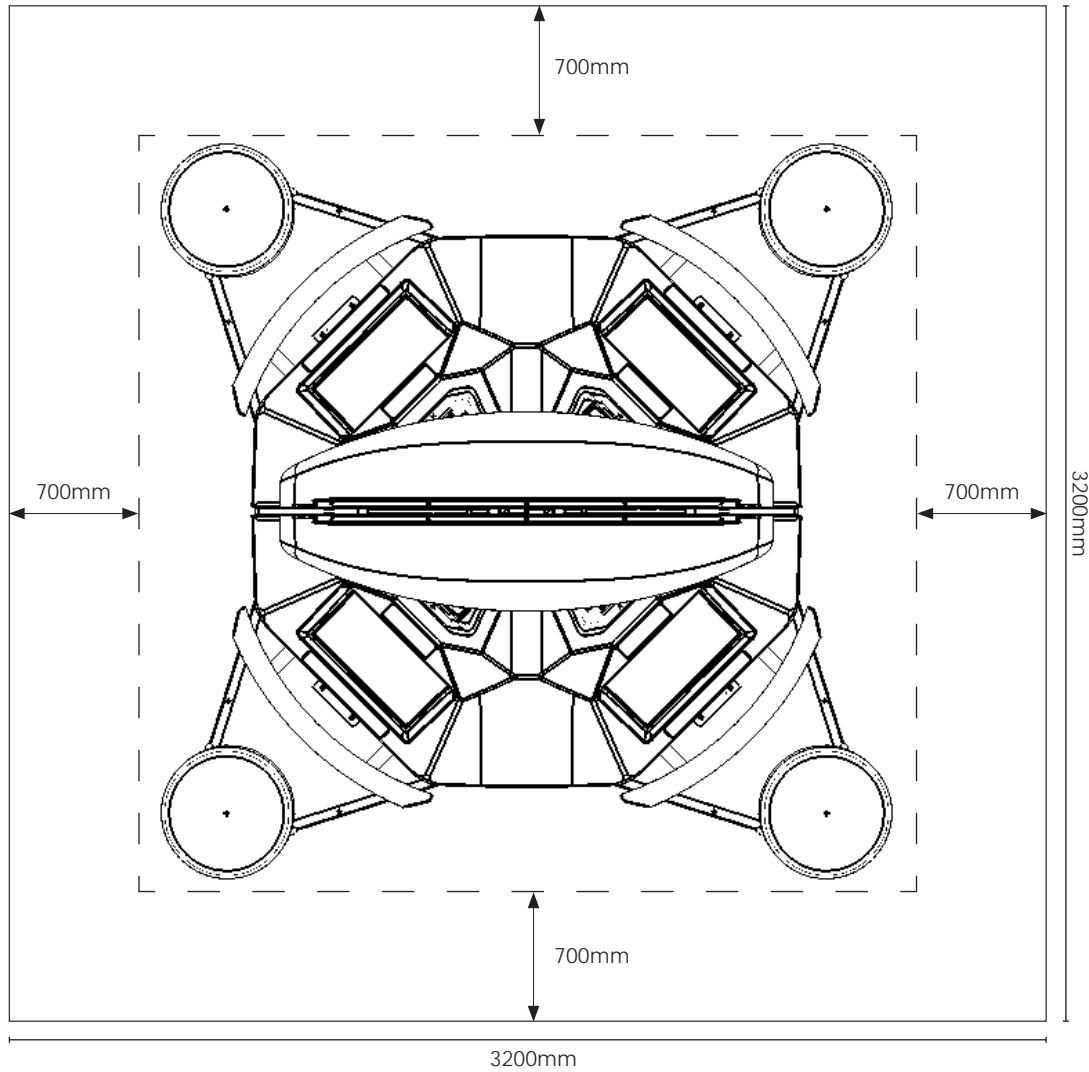
STOP IMPORTANT

To install this product, the entrance must be at least 0.73m in width and 2.3 m in height.
Always remove the seats from the cabinet before attempting to move or transport to another location either on or off the premises.
Do not attempt to move the product with the seats attached. Moving the product with the seats attached may cause an injury or damage to the cabinet.
When operating as a single cabinet, always allow 20cm at the rear of the for ventilation.



STOP **IMPORTANT**

When installing 2 machines back to back with seats to form a jewelled centerpiece, to allow prospective players, observers or pedestrian traffic to sit/walk comfortably around the cabinet, please secure a minimum area of 3.20m x 3.20m.



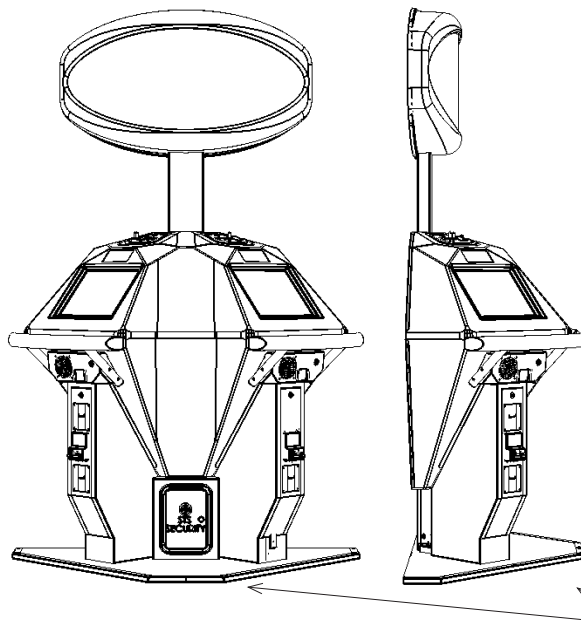
3 PRECAUTIONS REGARDING OPERATION

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

WARNING

In order to avoid accidents, check the following before starting the operation:

- To ensure maximum safety for the players and the customers, ensure that where the product is operated has sufficient lighting to allow any warnings to be read. Operation under insufficient lighting can cause bodily contact with each other, hitting accident, and/or trouble between customers.
- Be sure to perform appropriate adjustment of the display (LCD Screen). For operation of this machine, do not leave monitor's flickering or deviation as is. Failure to observe this can have a bad influence upon the players' or the customers' physical conditions.
- It is suggested to ensure a space allowing the players who may feel sick while playing the game to take a rest.
- Check that the product is located on a level surface. If the product is placed upon an uneven surface it will rock and can trap feet or fingers between gaps



Ensure that the cabinet remains level at all times. Do not operate product on an uneven surface as this may cause a trap hazard.

If the product is not stable at location it may be necessary to place wedges or pads on the underside to stable product.

- Do not put any heavy item on this product. Items, if placed on this product may fall and cause injury to the player / observer.
- 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 ladder.

⚠ WARNING

- To avoid electric shock, ensure that all covers and panels are undamaged and fitted. Do not operate with covers removed.
- To avoid electric shock, short circuit and/or parts damage, do not put the following items on or in the periphery of the product.

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 making bodily contact with each other, hitting accidents, and/or trouble between customers.
- Everyday when cleaning the screen, inspect the touch controller and make sure that there are no cracks in the surface, and that fastening screws are not loose in and around the playable area. If the game is played with cracks in the screen or fixings which become loose it can cause injuries to the player.
- If seats are fitted do not allow more than one person in any seat at any time. Do not allow adults to play the game with a child sitting in their lap.



It is recommended that hand wipes (paper towels) be provided.

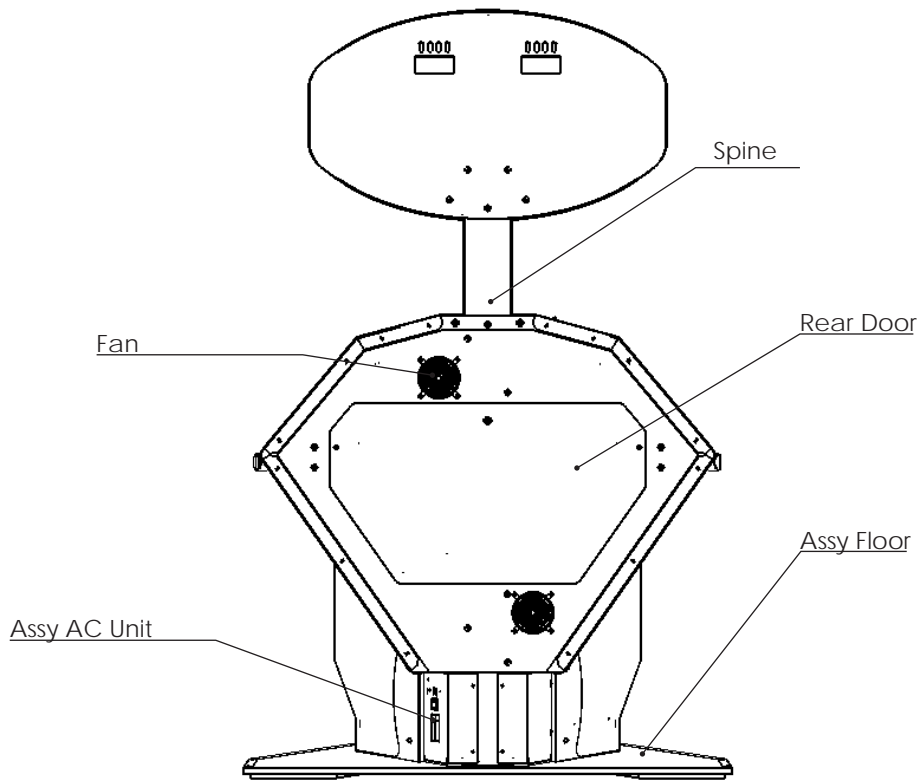
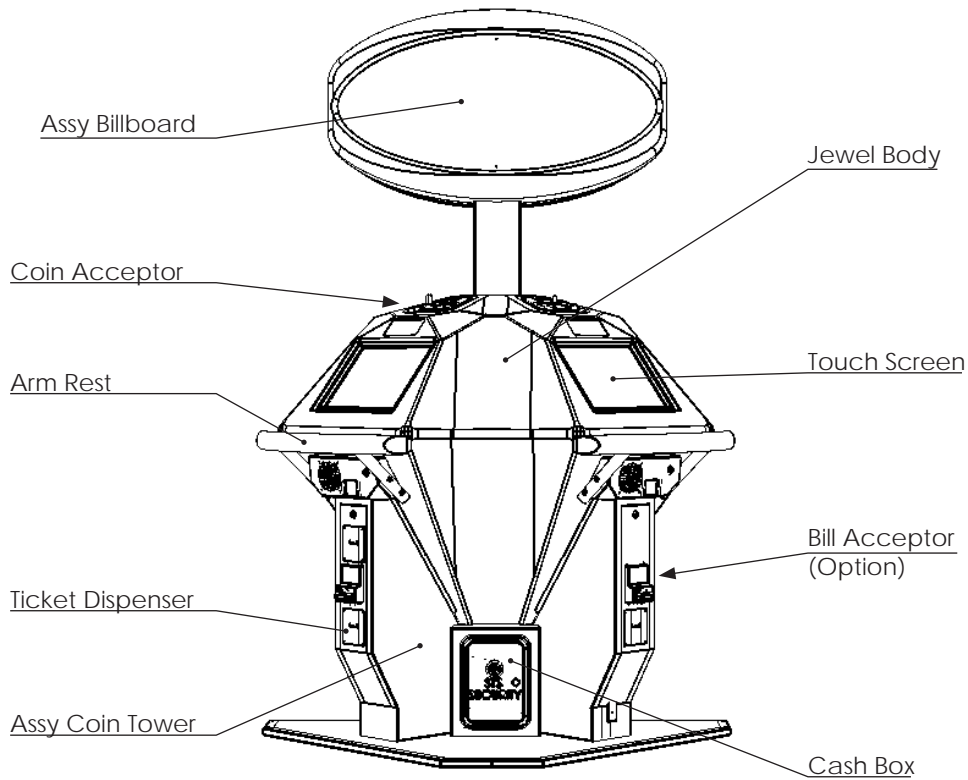
DURING OPERATION (PAYING ATTENTION TO CUSTOMERS)

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

WARNING

- For safety reasons, do not allow any of the following people to play the game.
- Those who have high blood pressure or a heart problem.
- Those who have experienced muscle convulsion or loss of consciousness when playing video games, etc.
- Those who have neck or spinal cord problems.
- Those who are intoxicated or under the influence of drugs.
- Pregnant women.
- Those who are not in good health.
- Those who do not follow the attendant's instructions.
- Those who cannot grasp the Control Unit securely because of immobility in fingers, hands or arms.
- Persons who disregard the product's warning displays.
- This product is intended for a single player only. Having two or more persons simultaneously playing this product can result to injury to the player and possible damage to the product.
- 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 on their children 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 and fingers or extraneous matter in the openings of the product or small openings** in or 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 an eye on 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.

4 PART DESCRIPTIONS



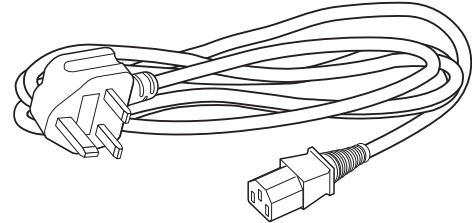
5 ACCESSORIES

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

5 ACCESSORIES

DESCRIPTION: OWNER'S MANUAL
Part No. (Qty.): 420-0014UK(1)

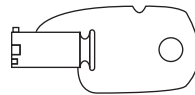
Parts not labeled with part numbers are as yet unregistered or cannot be registered. Be sure to handle all parts with care, as some parts are not available for purchase separately.



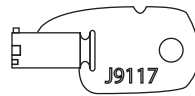
POWER CORD
 LM1227 (1) <UK>
 LM1226 (1) <EU>
 For installation. See chapter 6.



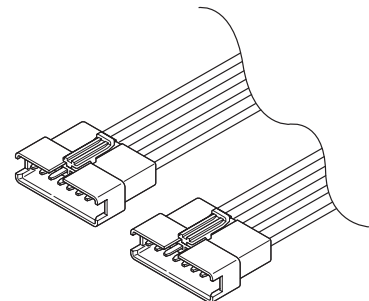
440-CS0186UK
 Sticker C Epilepsy Multi (2)



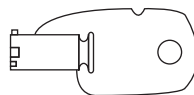
Cashbox Key (key to differ). (2)



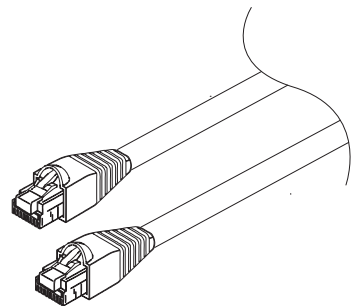
Service Key (J9117). (10)



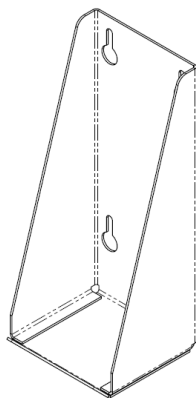
WH Billboard Link 4 Plyr
 BE-6003UK (1)
 (For syncing billboard 4plyr)



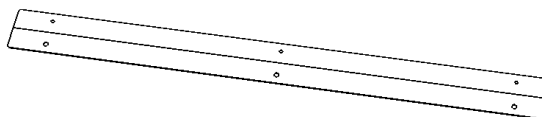
Options key. (4)



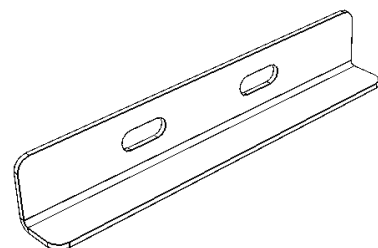
Assy LAN Cable 50cm
 600-7269-0050UK (1)
 (For connecting 4 player cabinet)



BKT Rear Stabilizer (1)
 BE-9003XUK
 (Provides stability to 2 Plyr Cabi)

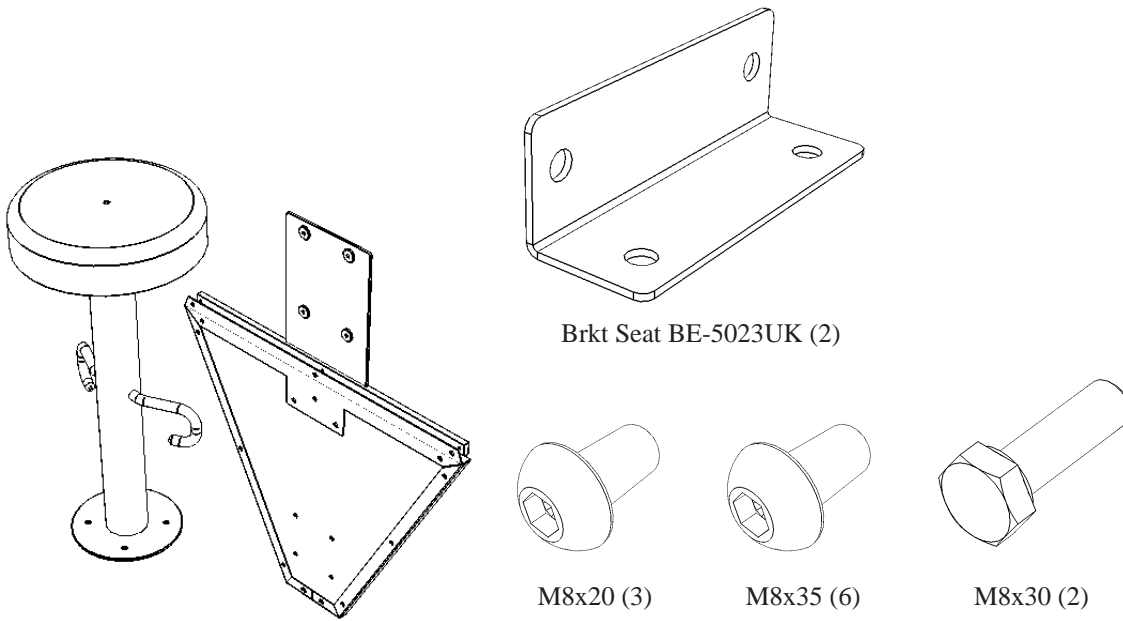


BKT Closer Gap 4Plyr (1)
 BE-9006UK
 (For joining 4 Plyr Cabi)



BKT Floor Joint 4Plyr (1)
 BE-9002UK
 (For joining 4 Plyr Cabi)

ASSY SEAT KIT (BE5000-02UK) QTY (2)



Assy Seat BE-5000-02UK (2) / Assy Seat Base BE-5000-02UK (2)
For installation refer to chapter 6 of this manual

6 ASSEMBLY AND INSTALLATION

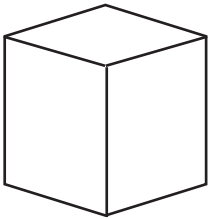
WARNING

- Perform assembly work by following the procedure herein stated. Failure to comply with the instructions can cause electric shock.
- Perform assembly 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.**
- Do not unnecessarily push the display screen.
- 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.
- 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.

⚠ WARNING

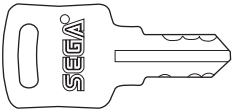
- **Only qualified maintenance personnel should perform such work as cabinet installation. Having untrained or unqualified personnel performing such tasks may result in either damage to the product or personal injury.**

Tools required for installation



Step or Ladders

- Aid in fixing Billboard and Billboard Panel.



KEY

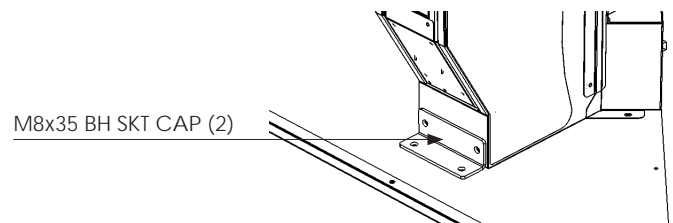
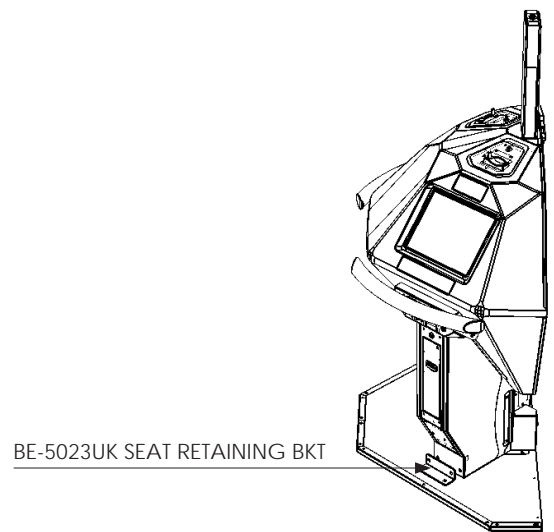
- Gain access to Redemption Tower

6-1 INSTALLING SEATS (OPTIONAL)

CAUTION

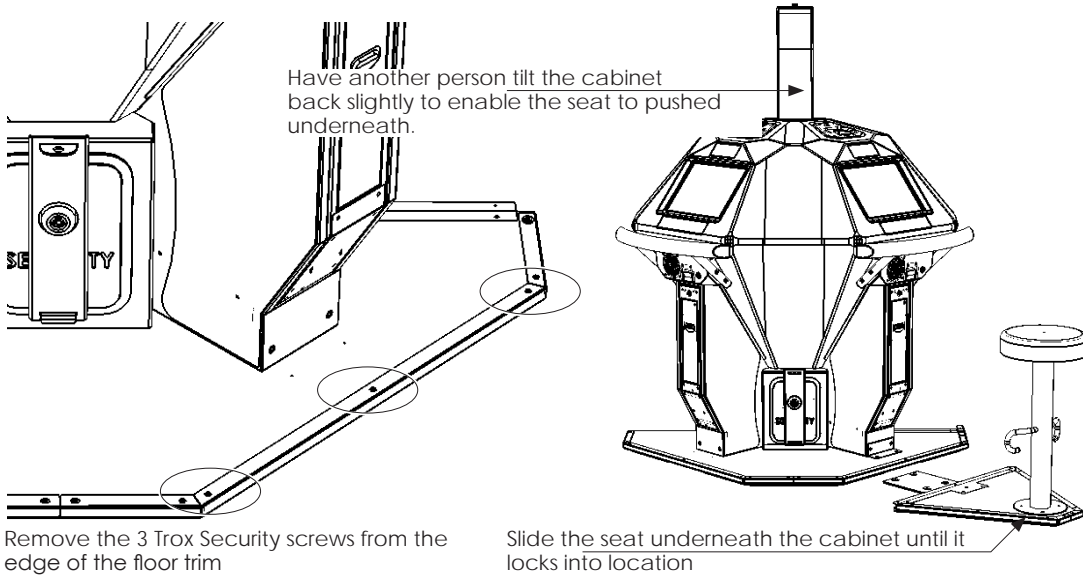
- Each Seat weighs approximately 15kg. Have at least 2 people during this operation. Working alone could result in personal injuries, etc.

- 1 Fit the SEAT RETAINING BKT to the lower section of each REDEMPTION TOWER as shown and loosely secure using 2x M8x35 BH SKT SC for each BKT.

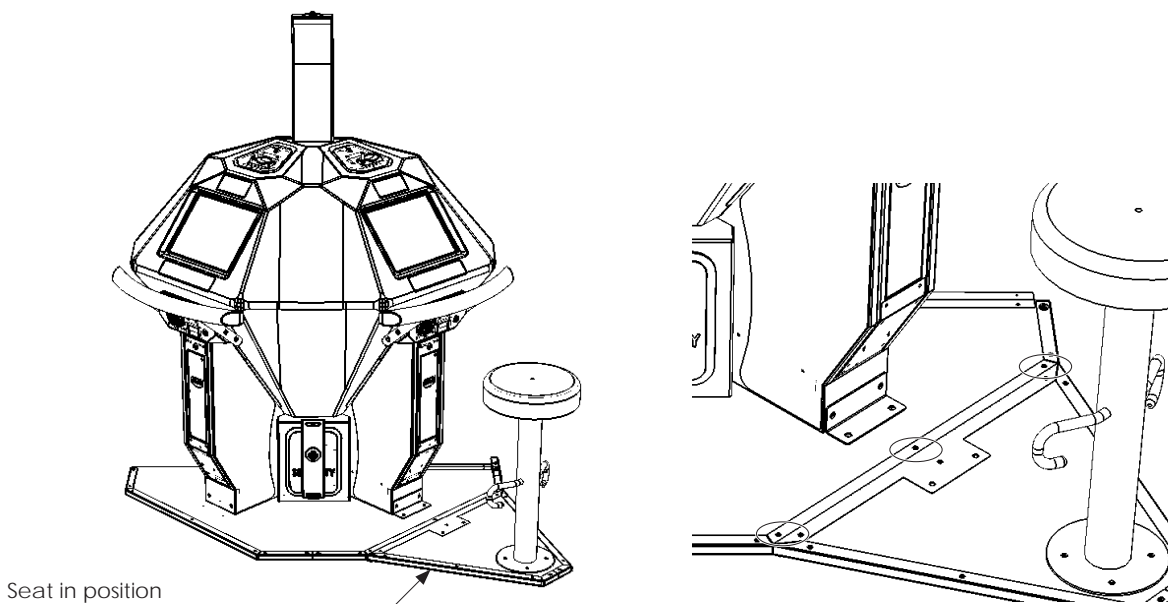


Do not tighten fixings at this point as movement within the BKT will allow for alignment of the SEAT at a later stage.

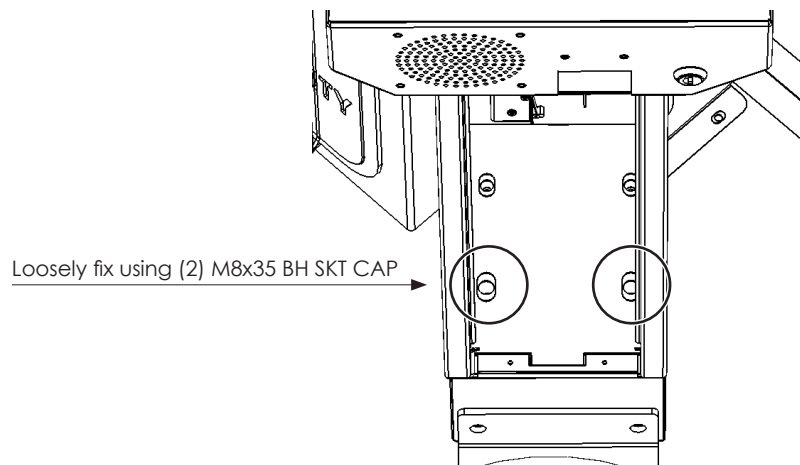
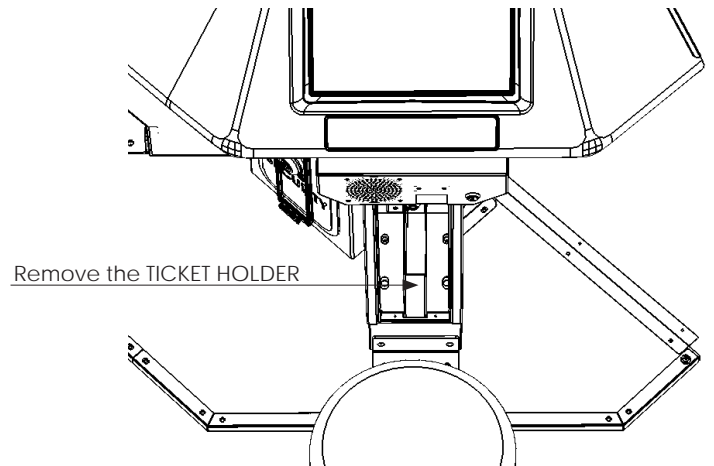
- 2** Remove the M4x20 SEC TRX (3) Screws from the loger edge of the cabinet floor trim. Offer the Seat to the cabinet. Tilt the cabinet back slightly to create a small gap to enable the seat to slide underneath. Once in position the seat will self locate.



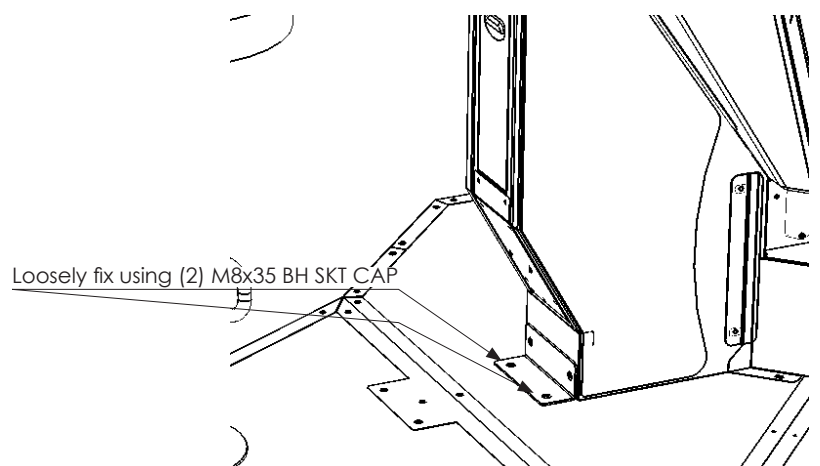
- 3** Once in position, secure the chromed trip of the ASSY SEAT over the top of the CABINET trip.



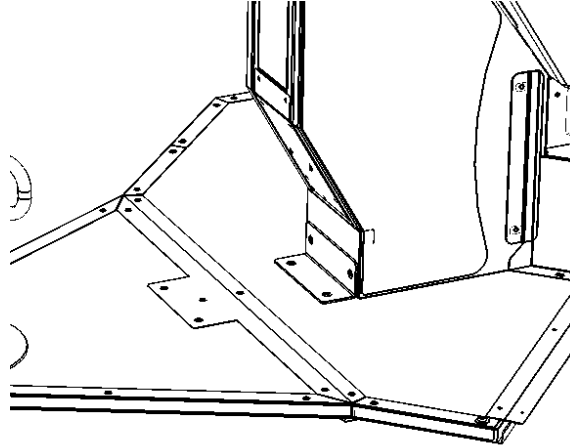
- 4** Open the SERVICE DOOR to the REDEMPTION TOWER and remove the TICKET HOLDER. Located the (2) fixing points in the centre of the floor and secure loosely using (2) M8x35 BUTTON HEAD SOCKET CAP. Do not tighten at this point.



- 5** Fit (2) M8x35 BUTTON HEAD SOCKET CAP to the remaining fixing points on the SEAT RETAINING BKT and tighten. Tighten the remaining bolts from the previous steps.



- 6** Fit (2) M8x35 BUTTON HEAD SOCKET CAP to the remaining fixing points on the SEAT RETAINING BKT and tighten. Tighten the remaining bolts from the previous steps.



6-2 INSTALLING THE BILLBOARD

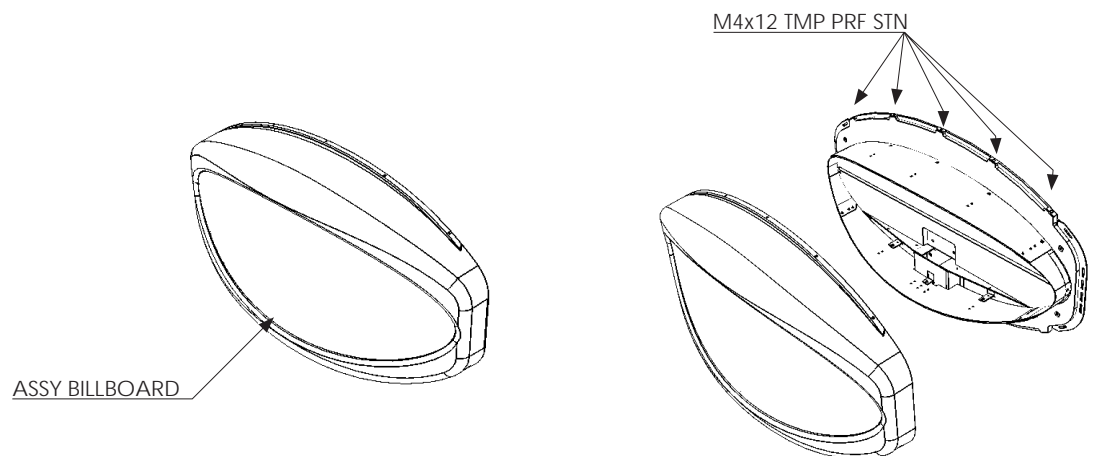
⚠ CAUTION

- Billboard weighs approximately 10 kg. Have at least 2 people during this operation. Working alone could result in personal injuries, etc.
- To perform work safely and securely, be sure to prepare a step which is in a safe and stable condition. Performing work without using a step may lead to injury of damage to components.

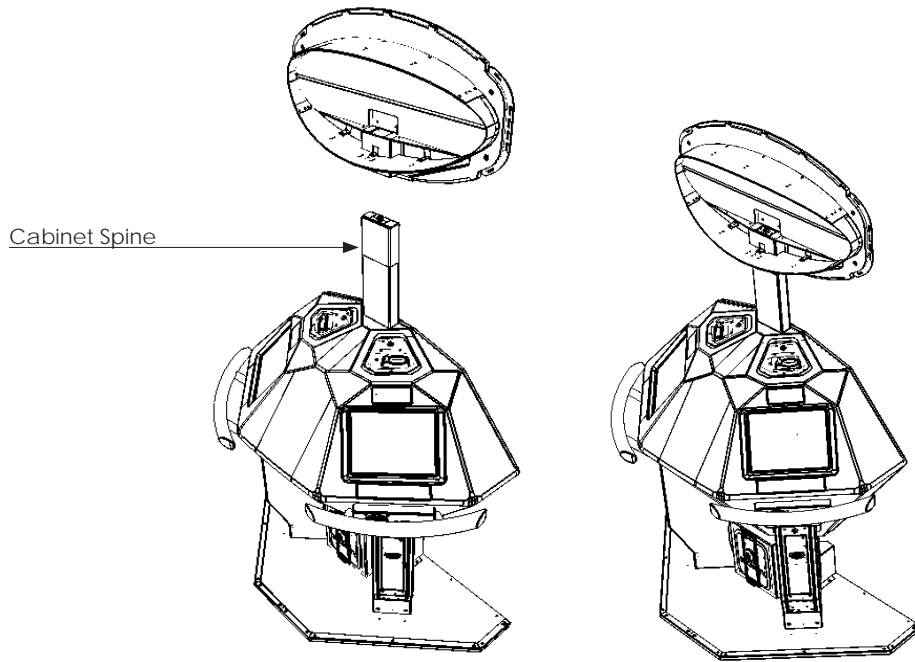
⚠ CAUTION

- 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.

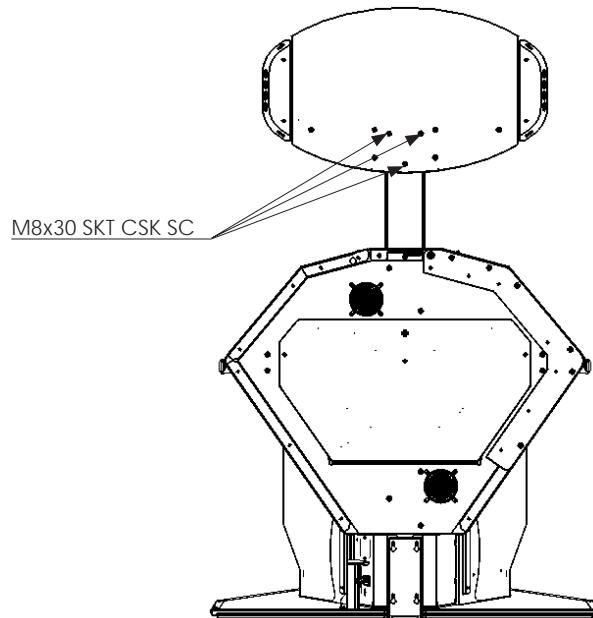
- 1 Remove the 10x M4x12 TMP PRF STN machine screws from around the ASSY BILLBOARD. There are 5 fixings positioned around the top section and a further 5 positioned around the lower section. Once all ten fixings have been removed, carefully separate the plastic moulding from the wooden base.



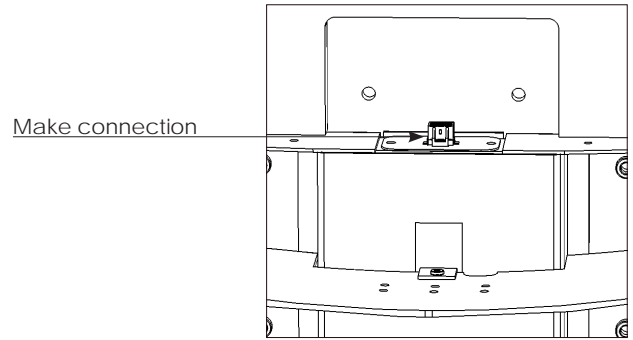
- 2** Carefully place the rear section of the Billboard over the spine of the cabinet taking care as to not trap any wires in the process..



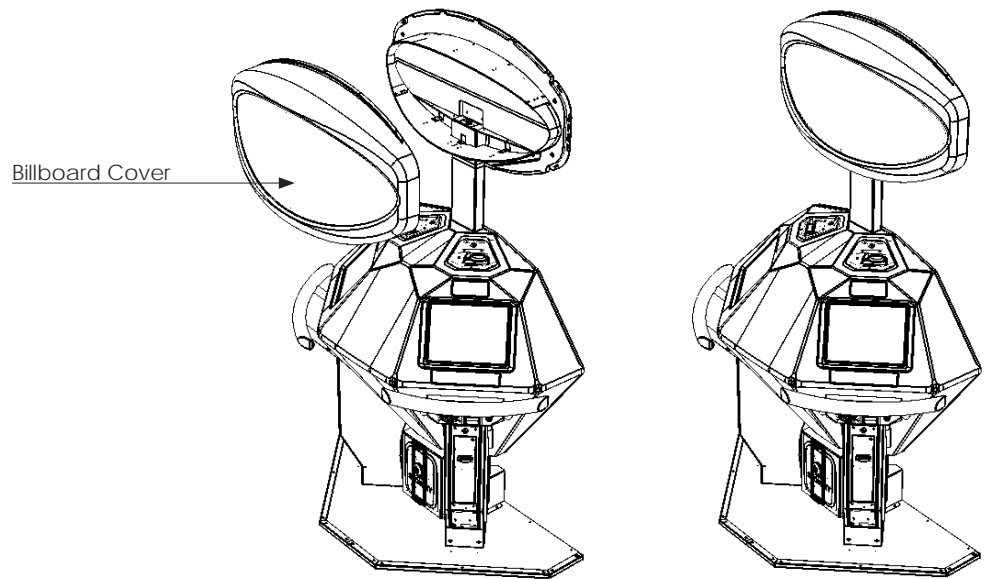
- 3** From the rear of the cabinet secure the Billboard in place by fixing the 3x M8x30 Internal Hex Socket Screws as shown.



- 4** Connect the Billboard to the top of the spine, making sure that the connection is made correctly.



- 5** Using a step or ladder, replace the Billboard cover and refit the 10x M4 security fixings along the upper and lower sections.

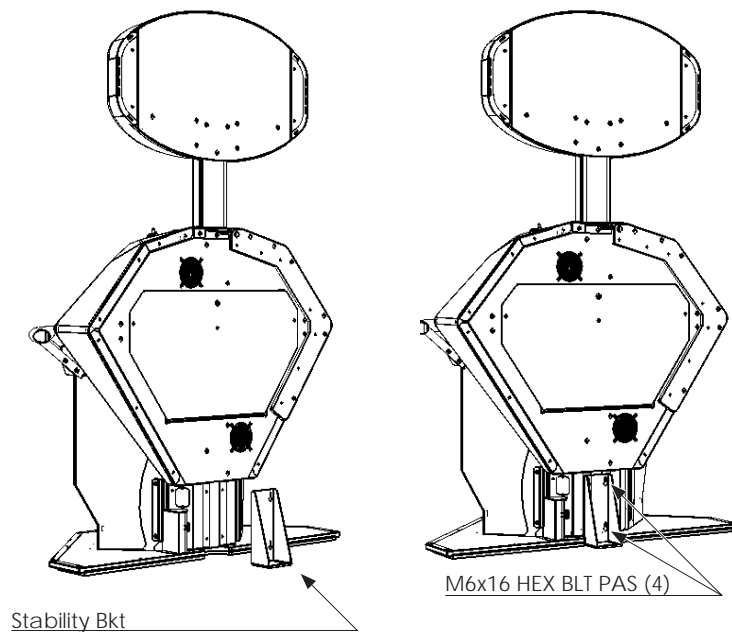


6-3 INSTALLING THE STABILITY BKT

⚠ WARNING

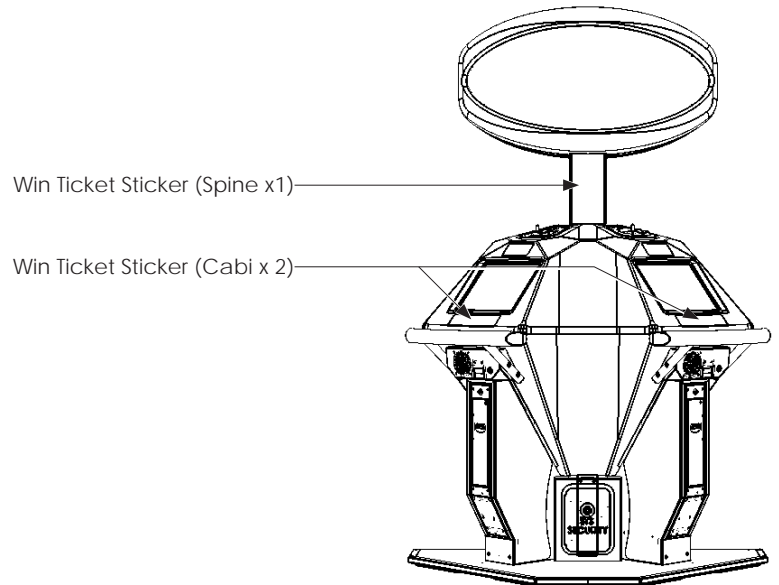
- When operatin a cabinet in 2 player mode it is important to keep the cabinet stable whilst at location. Therefore a STABILITY BKT MUST be installed to provide safe operation. If the STABILITY BKT is not installed the cabinet may become unstable and in extreem cases fall to the ground.
- It is not nescassary to install the STABILITY BKT when operating a 4 player cabinet.
- In some cases where the floor may be uneven a wedge may be applied to the underside of the base to pervent the cabinet from rocking.

- 1 Using an M6 socket wrench, fit and secure the STABILITY BKT to the rear of the cabinet in position shown using 4x M6x16 HEX BLT PAS.



- 2 Once the STABILITY BKT has been fitted, make sure that the cabinet is stable. If there is any slight movement or rocking motion then either adjust the STABILITY BKT or add a wedge to the underside of the base to level out the cabinet.

3 Apply the “WIN TICKET” stickers to the cabinet.



6-4 INSTALLING A 4 PLAYER CABINET

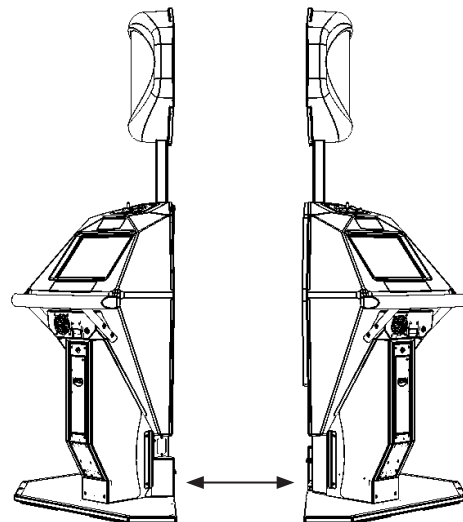
WARNING

- Only qualified maintenance personnel should perform such work as cabinet installation. Having untrained or unqualified personnel performing such tasks may result in either damage to the product or personal injury.

CAUTION

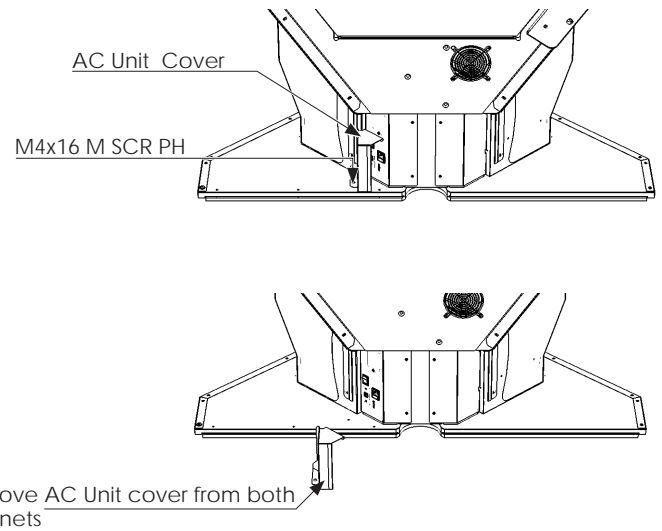
- Handle molded parts with care. Excessive weight or pressure may cause them to break and the broken pieces may cause injury.
- To perform the operation safely and accurately you must use a safe, steady footstool or stepladder. Working without this may lead to a fall and possible injury.
- **Be sure to allow sufficient space for installation. by not allowing enough space for installation may lead to possible injury or damage to the product.**
- To perform work safely and securely do not attempt to carry out this procedure single handed. Have at least one other person to help in this procedure. To carry out this procedure single handed may result in serious injury or may damage the product. Follow instructions carefully and ensure that each point has been carried out in its entirety.
- Be sure to provide space specified in this manual. Do not allow objects to block the ventilation ports.
- Be sure to allow sufficient space for players and observers to freely walk around the cabinet. Securing a safe area for operation as described in this manual will ensure safe operation for players and observers.

- 1 Following on from the previous steps, position both cabinets back to back allowing enough space to work safely around each machine.

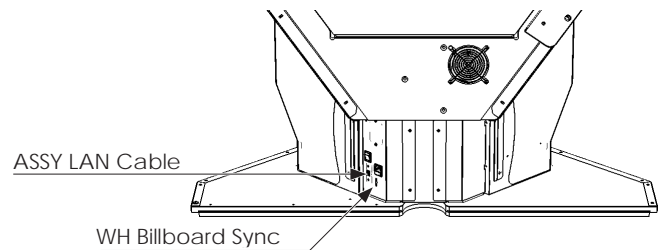


Provide enough space to work safely between the cabinets

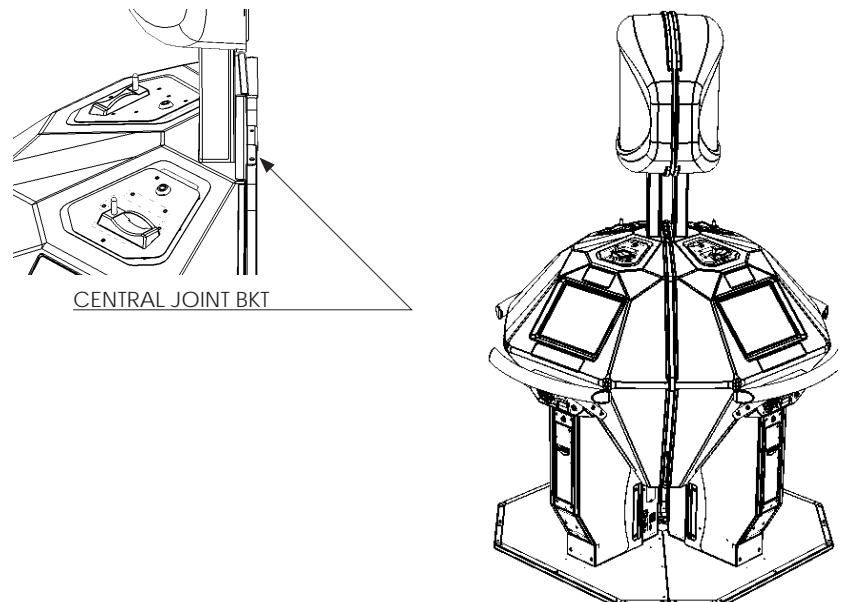
- 2** Using a Phillips No1 screwdriver remove the single screw which secures the AC unit covers to the floor from both cabinets.



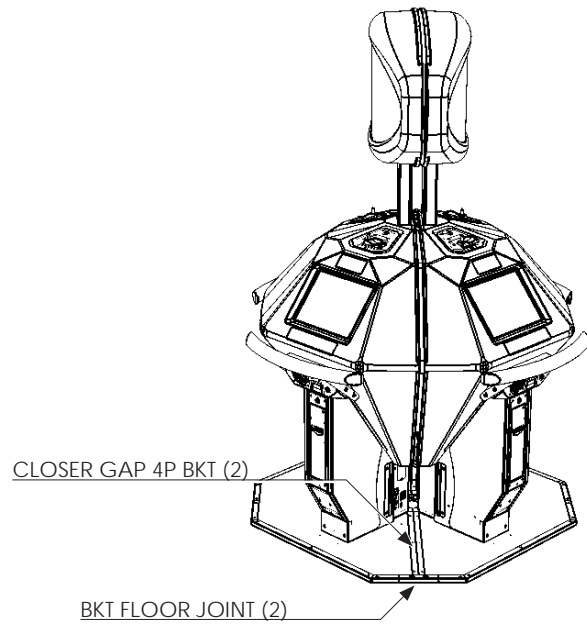
- 3** Attach the ASSY LAN Cable (supplied) and WH Billboard Sync (supplied) to the ports on the AC Unit on both cabinets.



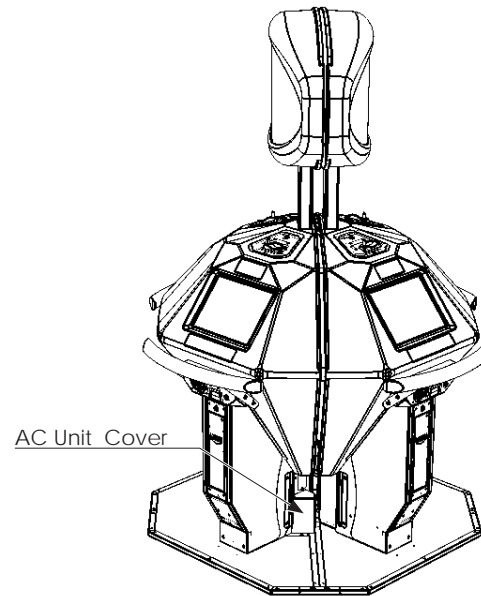
- 4** Locate and remove the M5x16 Hex BLT from the CENTRAL REAR JOINT BKTS on both cabinets. Carefully slide both cabinet together so that the floor bases are touching and the CENTRAL JOINT BKTS engage. Take care not to trap wires at this point.



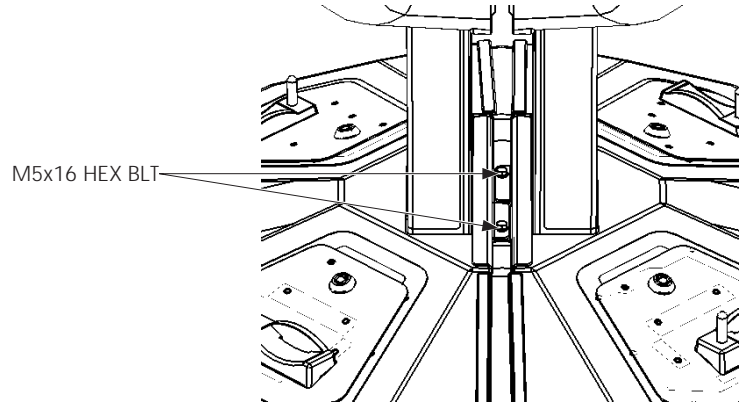
- 5** Using a Phillips No1 screwdriver and M4x10 M SCR TH CRM (16) - fit the CLOSER GAP 4P BKT (2) and the BKT FLOOR JOINT (2)



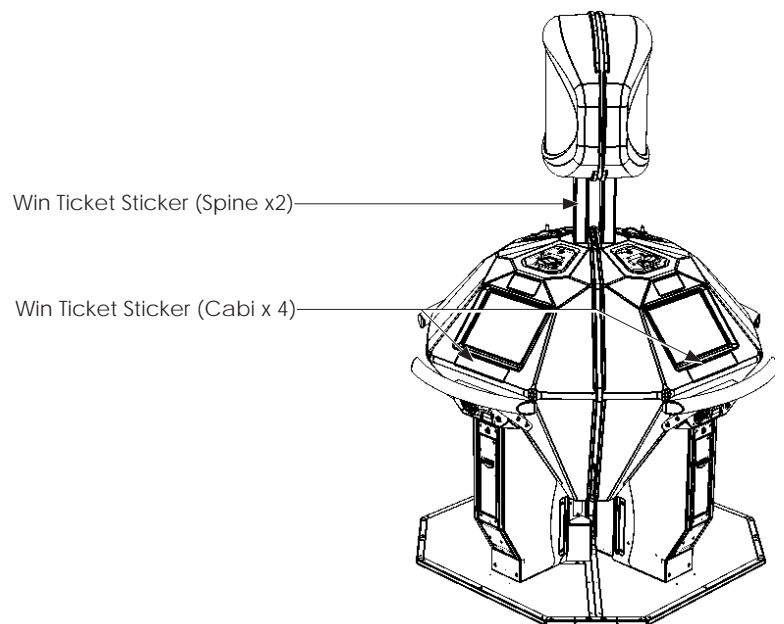
- 6** Refit the AC UNIT COVER on both cabinet.



- 7 At the central mid-section point of the cabinet, fit and secure both cabinets together using M5x16 Hex Blt (2)



- 8 Apply the “WIN TICKET” stickers to the cabinet.



- 9 Using 2 or more people, carefully position the cabinet into its desired position.

6-5 INSTALLING TICKETS

CAUTION

- Only qualified Service / Maintenance Personnel are advised to change the tickets within the Redemption Tower. Having someone who is unqualified to carry out this operation may result in malfunctioning of equipment or possible injury.

- 1 Using the Service key (J9117) supplied, unlock and open the door to the Redemption Tower.

Service Key and Lock



- 2 Locate the Ticket Holder and remove. It is possible to refill the Ticket holder without removing it from the Redemption Tower but here instructions will show it removed.

Ticket Holder



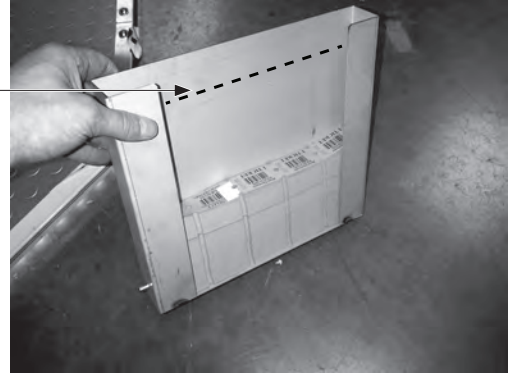
- 3 To remove the Ticket Holder it must be first tilted at the rear of the housing before lifting up and out.

Lift Ticket Holder at the rear before removal.



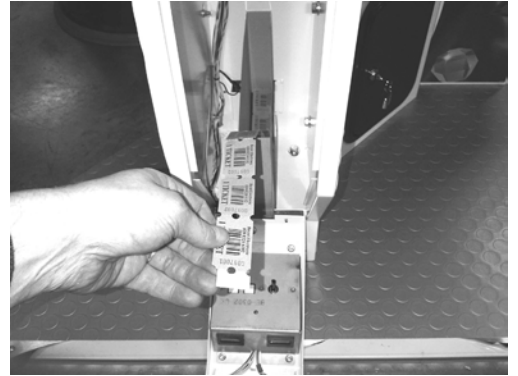
- 4 Place tickets into the Ticket Holder - Do not fill past the “HI” level a this may encourage ticket jam error.

Ticket Full level



- 5 Place the Ticket Holder back into the Redemption tower making sure that the Ticket Low Level Switch is engaged.

Ticket Switch



- 6 Release the Ticket guide tab and feed the end of the ticket string into the Ticket Dispenser.

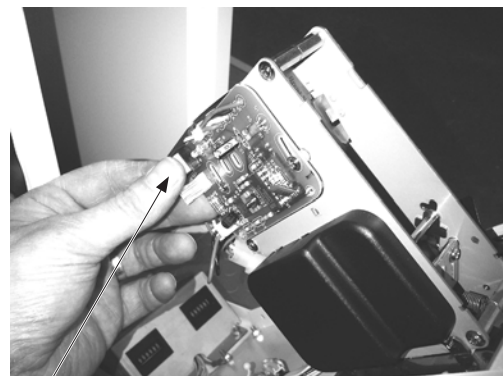
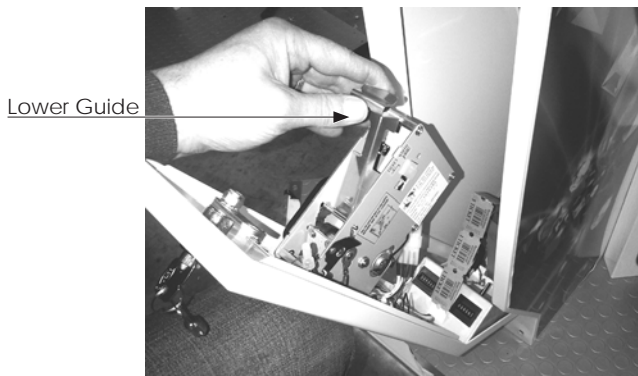
Guide Tab



- 7** When feeding the tickets into the Dispenser make sure that the Tickets pass through the Ticket Sensor. Lift the Roller Tab and continue to feed the Tickets underneath the roller and out through the Ticket access in the Ticket door. Once the ticket is visible at the otherside of the door, lower the Roller Guide.



- 8** Lower the Ticket Guide and with the machine safely powered on - press the Ticket Dispenser feed button which allow the tickets to be automatically fed through the door access point.



- 9** Tear off any excess tickets.



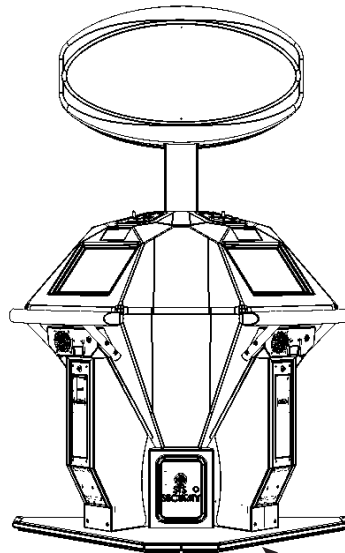
6-6 FIXATION TO SITE

WARNING

- **Make sure that all the adjusters contact the floor. Otherwise the cabinet could move, causing an accident.**
- **Provide a ventilation space at least 20cm wide behind the cabinet. There are ventilation holes on the back of the cabinet. Do not block the ventilation holes. Doing so could trap heat inside resulting in fire. It could also result in equipment damage or cause parts to become exhausted prematurely.**
- **Do not position the product on uneven surfaces or a surface which slopes. Positioning the cabinet on either an uneven or sloped surface may cause the cabinet to become unstable which may result in damage or injury.**
- **It is NOT possible to place wedges of any kind underneath a cabinet if seats are being used. Placing wedges underneath a cabinet which uses seats may provide a pinch or trap area.**

The product does not have castors or leg adjuster and relies solely on the floor base for stability.

When fixing the cabinet into location be sure that the cabinet is stable within its environment. If the floor is slightly uneven it may cause the cabinet to rock which may lead to possible injury such as finger or hand jam. In certain circumstances it may be possible to prevent slight rocking motion by placing a small wedge underneath the base.



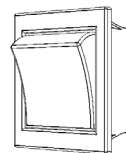
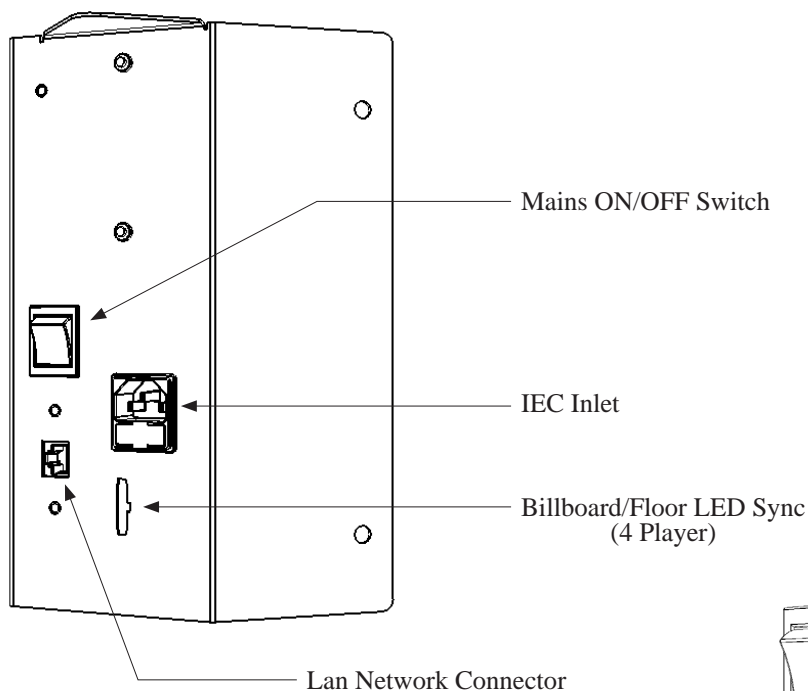
In certain circumstances it may be possible to place a small wedge underneath the base to prevent slight rocking motion.

6-7 POWER SUPPLY AND OTHER CONNECTIONS

WARNING

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

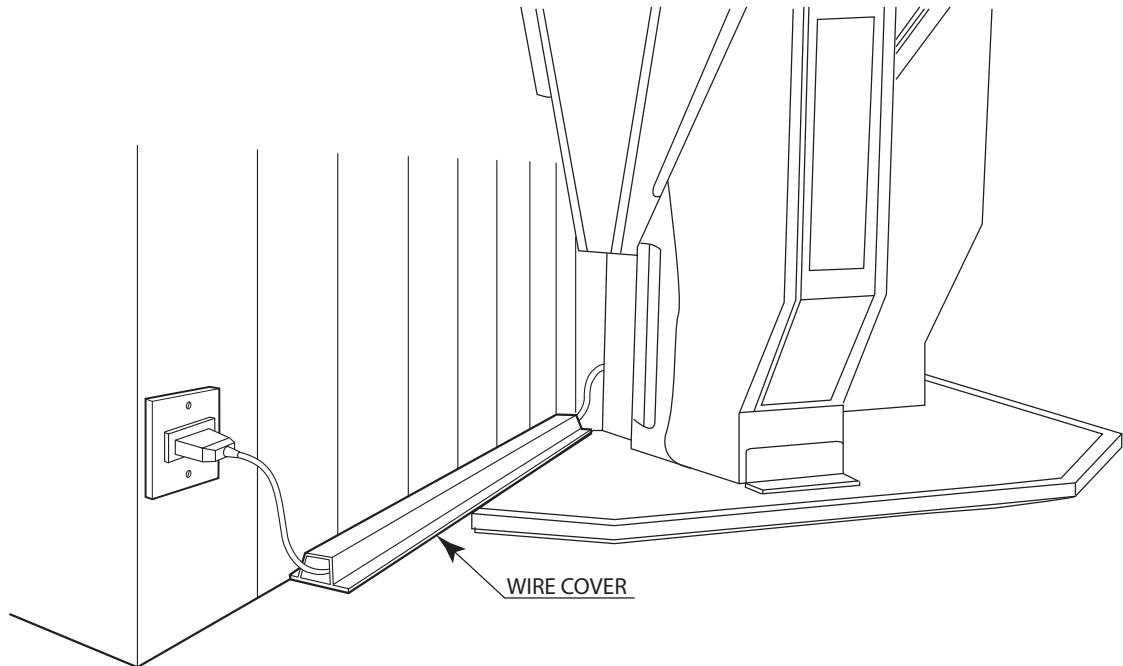
1 Confirm that the main switch is at OFF.



Mains Switch shown in OFF position

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

- 3 The power code is laid out indoors. Protect the power cord by attaching wire cover to it.



6-8 TURNING ON THE POWER

Set the main switch of the AC unit to ON and engage the power.

When you turn on the power, the billboard fluorescent lights will come on.

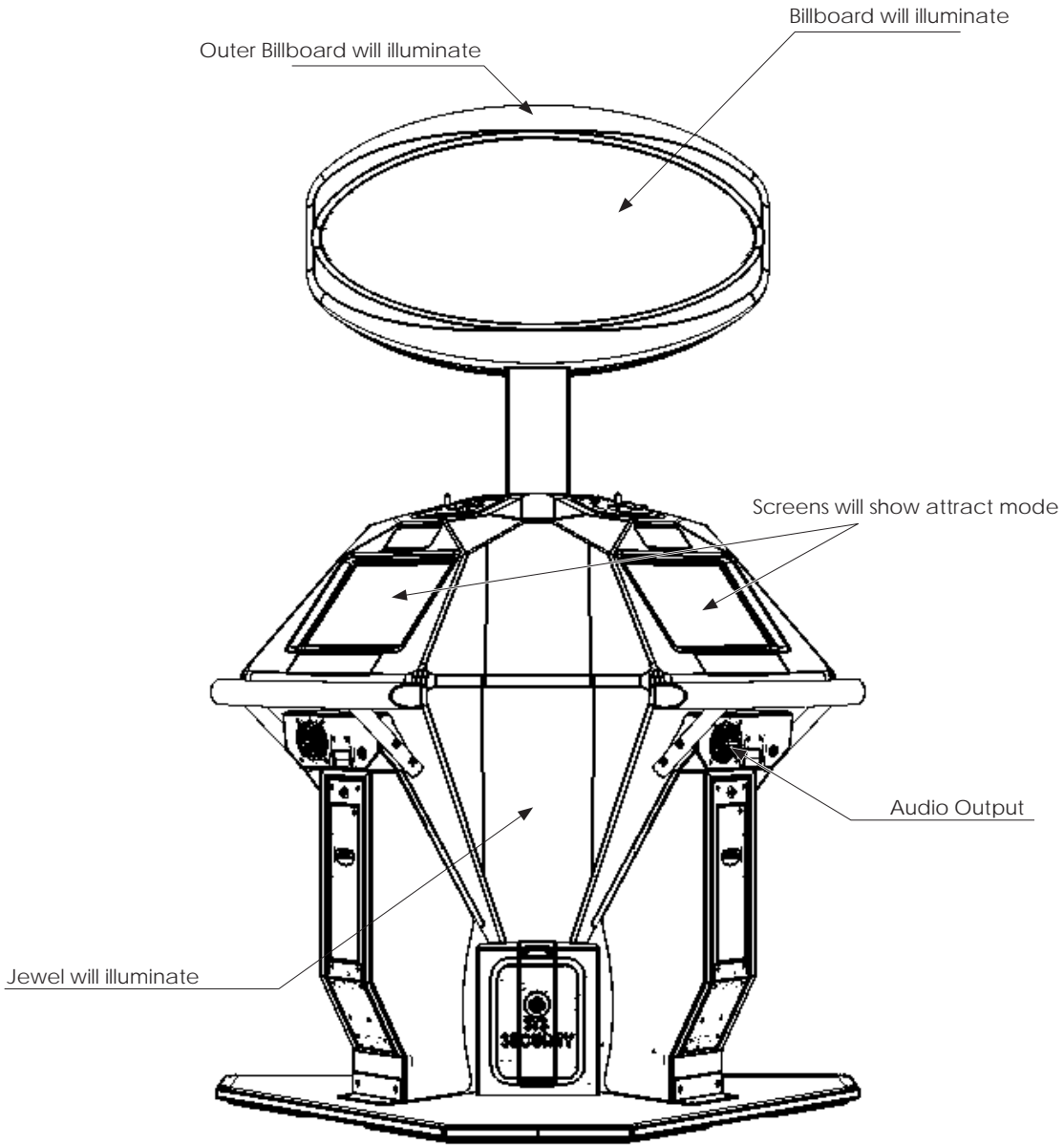
After the start up screen is displayed on the LCD screen, the Advertise (Attract) Mode will start.

The decorative LEDs within the jewel will illuminate and scroll through a variation of colours.

Start up sounds are output from the speakers on the left and right of the cabinet together with display of the startup screen.

Even when the power source has been cut off, credit count, ranking data, game settings and bookkeeping data are kept stored in the product. However, fractional coin counts (inserted coins that do not amount to one credit) and bonus adder counts are not kept.

COMPONENTS WHICH CHANGE STATE WHEN POWER IS APPLIED



6-9 CONFIRMATION OF ASSEMBLY

In the test mode, ascertain that the assembly has been made correctly and IC Board is satisfactory.
In the test mode, perform the following test: (refer to chapter 9).

9-4 INPUT TEST

This menu is used to test the system inputs such as steering, pedals and buttons. To implement the test, press each device that is listed and check the results on screen.

9-5 OUTPUT TEST

This menu is used to test the system outputs such as Lamps and LED.

9-7 COIN TEST

As this system utilises a Credit Board PCB, it is important that the setting remain 1 COIN 1 PLAY. Deviation from this setting when using the Credit Board PCB can result in unusual credit outputs.

9-6 NETWORK TEST

Apply and configure the network of each cabinet (only applies if 2 or more cabinets are linked).

9-14 TICKET PAYOUT SETTINGS

This test is used to change the percentage payout settings for the game, as well as enabling/disabling Mercy and Multiplayer Bonus Tickets..

6-10 APPLYING WARNING LABELS (EPILEPTIFORM SEIZURES)

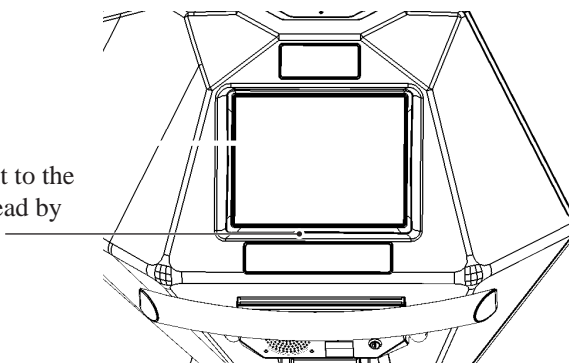
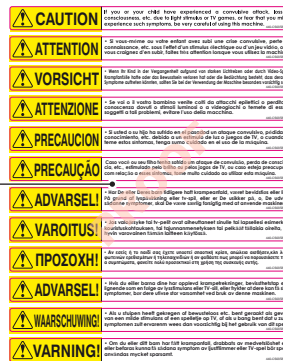
⚠ CAUTION

- The operator **MUST** apply the Epileptiform Seizure Label to this product. Failing to apply this label may result in the player/observer suffering from a photosensitive seizure. Warning the potential player/ observer of this before the start of a game may prevent such accidents.
- It is also important to apply the correct language label for each location. There are nine (9) different language labels - please apply the label which matches your location.

STOP IMPORTANT

Application of any warning labels must be placed in a location which is easy for the player/observer to read. Please follow the instructions below and apply the label in the location stated.

The Epileptiform Seizure label is supplied in 12 different languages. Please choose the label which matches your language location.



Apply the label centrally to the outer mask (do not apply it to the screen). This location is unobstructed and can be easily read by players.

7 PRECAUTIONS WHEN MOVING THE MACHINE

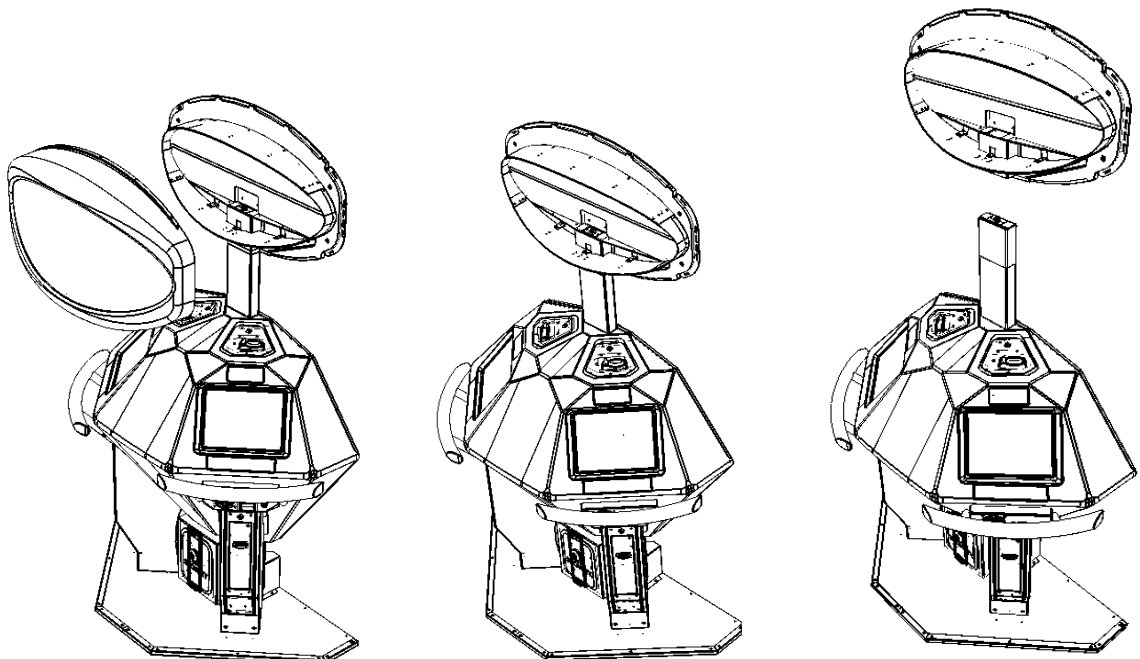
WARNING

- Always disconnect the power cable before moving the product. If it is moved with the power cable connected, the cable could be damaged, causing fire or electric shock.
- To move the unit over the floor, always use a trolley, truck or another form of lifting apparatus. Never drag the cabinet. Dragging the cabinet across an area will cause damage and/or injury.
- Always use a minimum of two people working together plus lifting apparatus to accommodate sloped areas or stairs.
- To lift up the cabinet using a trolley or manual truck, position the truck centrally at the rear of the cabinet and using the metal spine which runs through the cabinet as leverage, carefully manoeuvre the cabinet onto the truck.
- Do not push the cabinet by any part as this may cause damage or injury
- Do not pull the cabinet using the arm rests as this will may cause damage or injury.

IMPORTANT

- If moving through a door or places that may become narrow, i.e corridors or places which have low ceilings such as an elevator, you should remove the billboard.

Detailed instructions for removing the Assy Billboard can be found in Chapter 6 of this manual. Please follow these instruction in reverse order for removal.



8 GAME DESCRIPTION



8-1 GAME OVERVIEW

The smash hit PC, mobile and console puzzle game has come to the arcade in this beautifully crafted ticket redemption master piece!

For anyone new to the Bejeweled phenomenon it couldn't be any easier to pick up and play. Just swap adjacent gems with one another to create lines of 3 of the same kind. Bonuses are awarded for creating lines of 4 and 5 gems. Score as big as you can to win as many tickets as possible in the time limit.

8-2 GAME MENU

Once a credit has been inserted (Or the SERVICE BUTTON has been pressed to give a service credit) the following options will become available.

Help
Start
High Scores



8-3 HELP

Pressing the HELP button will take you to a “HOW TO PLAY” screen.



This screen details the scoring system for the game. The top section lists the type and required amount of 'Gem Matches' to win a predetermined Ticket value as well as the score required to win the Jackpot Ticket value (please see Test Menu - Ticket Payout Settings for more information). The bottom section is split into 3 boxes and explains how 'Time Gems' are earned and making Gem matches quickly will give a Speed Bonus and a Blazing Speed.

Pressing the right arrow or when the timer reaches 0 (zero) the screen will return to main in credit screen.

8-4 HIGH SCORE TABLES

Pressing the HIGH SCORES button will take you to the "High Scores" screen.



This screen shows a table of the top 10 scores achieved in order of score (highest to lowest) from all cabinets connected and includes the player's initials entered at the beginning of a game.

Pressing the left arrow or when the timer reaches 0 (zero) the screen will return to main in credit screen.

Play

Pressing the PLAY button will take the player to the Name entry screen. Unlike the HELP and HIGH SCORE options, the player will not be able to return to the previous screen.

The following screen will appear.

8 GAME DESCRIPTION



The player will be asked to enter their initials and then press the DONE button. There is a 10 second time limit to enter initials, and provided they meet the criteria, will be used in game and in the High Score table if the player scores enough points.

If the player presses DONE but does not enter 3 characters or runs out of time, their name will show as PLA.

Upon entering initials the following screen will be shown.



It is at this point the player can choose a Single Player game by pressing PRESS HERE FOR SINGLE PLAYER. If the maximum amount of players joins a Multiplayer game will begin automatically. This is dependant of the cabinet configuration. (2 Player configuration shown above).

If the timer reaches 0 (zero) and another player has not joined a Single Player game will begin.

8-5 SINGLE GAME PLAY

8 GAME DESCRIPTION



Each game starts with 1 minute on the clock

How to play

- Player enters their initials using on-screen keyboard
- Player enters multiplayer “lobby” with option to drop out to single player game
- 1:00 minute game time is awarded and game begins
- Unlimited “hints” available if you cannot see a match (Hint Button on screen)
 - Auto “hint” if you do not make a match
- Players use the touch screen to swap one gem with an adjacent one to form a chain of three or more gems of the same colour (horizontally or vertically). When this occurs the gems disappear and new gems drop from above to fill up the empty space. When falling gems automatically line-up a chain reaction known as a “cascade” is caused.
- If a player matches a “Time Gem” with a numeric time value marked on it they are awarded additional game time
 - Time gems drop from above, when matched they add either 5 or 10 seconds (as stated on the gem) to the game. If unmatched at the end of the round, a 5-second gem becomes a flame gem, while a 10-second gem becomes a star gem
- Match 4 or more gems to create “Power Gems” with special properties
 - A Flame Gem, which appears to be a gem on fire, forms when a player matches four gems in a row. When matched, it explodes all gems adjacent horizontally, vertically, or diagonally

- A Star Gem, a shining gem with a four-pointed star in the middle, forms when a player makes a “T”, “+” or “L” shape. When matched, it explodes every gem in its row and column
- A Hypercube is formed by matching five gems in a row. When swapped with another gem, it detonates every gem of that colour. If it is swapped with another Hypercube, it detonates every gem on the board.. It appears as a spinning box with mystic markings on the surface, with the various colours of gems swirling around on its surface
- Score multipliers are awarded if players consistently make a number of matches in very quick succession
- If any “Power Gems” remain on screen when the game is over their special properties are triggered in a “Last Hurrah” that can award more tickets if a “cascade” is formed.

9 EXPLANATION OF TEST AND DATA DISPLAY

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

Shown overleaf are the tests and screens to be used for different problems.

WARNING

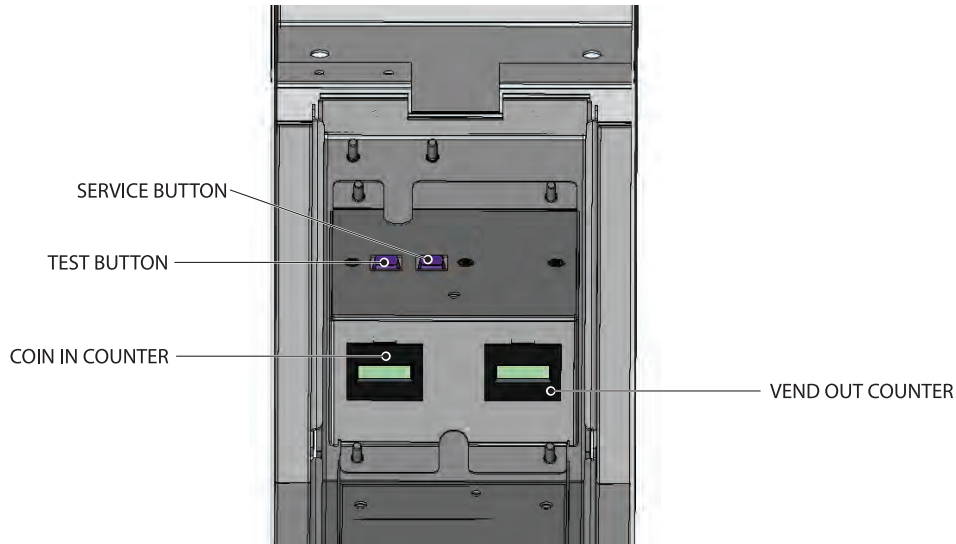
- When installing 2 of more cabinets which are networked together. The **GAME SETTINGS** which are adjusted within the first cabinet are reflected throughout all cabinets within that network.
- Never touch places other than those specified. Touching places not specified can cause electric shock and short circuit accidents.

IMPORTANT

- When changing the game configuration within the **TEST MODE**, be sure to exit all screens in the correct manner by choosing exit. **DO NOT** turn the machine **ON/OFF** to resume game. Changes **WILL NOT** take effect unless the correct method is used.
- Adjust the sound to the optimum volume, taking into consideration the environmental requirements of the installation location.

9-1 SWITCH UNIT AND COIN METER.

The SWITCH UNIT and COUNTERS are housed within the REDEMPTION TOWER. To access these controls you will need to open the TICKET door, the switches and counters can be found at the base of the outer door.



DEVICE	FUNCTION
TEST BUTTON	Press to enter TEST MODE - Also used to enter choices selected within TEST MODE
SERVICE BUTTON	Press for SERVICE CREDIT - Also used to scroll through TEST MENUs
COIN IN COUNTER	Counts inserted coins (£0.10 or \$0.10 = 1 count)
VEND OUT COUNTER	Counts Tickets or Vouchers dispensed to player.

9-2 TEST MENU

STOP IMPORTANT

The details of changes to Test Mode settings are saved when you exit from each Test Mode by selecting EXIT. Be careful because if the power is turned off before that point, changes to the settings will be lost.

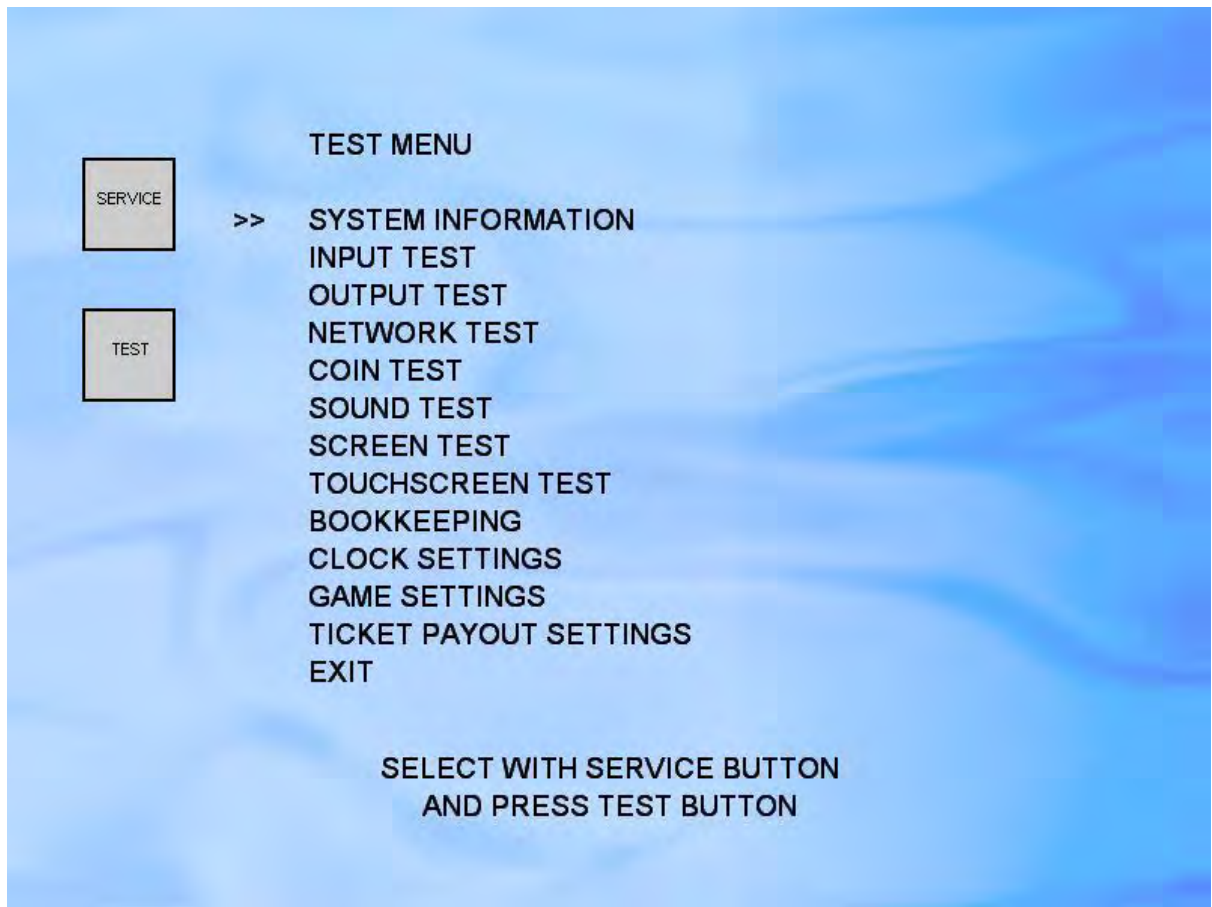
SYSTEM TEST MODE can be used to check the information or the operation of RINGWIDE, adjust Monitor color, and perform coin/credit settings.

- 1 Press the TEST Button after powering on the unit to display the following SYSTEM TEST MODE.

TEST MENU

Press the physical TEST button to open the TEST MENU.

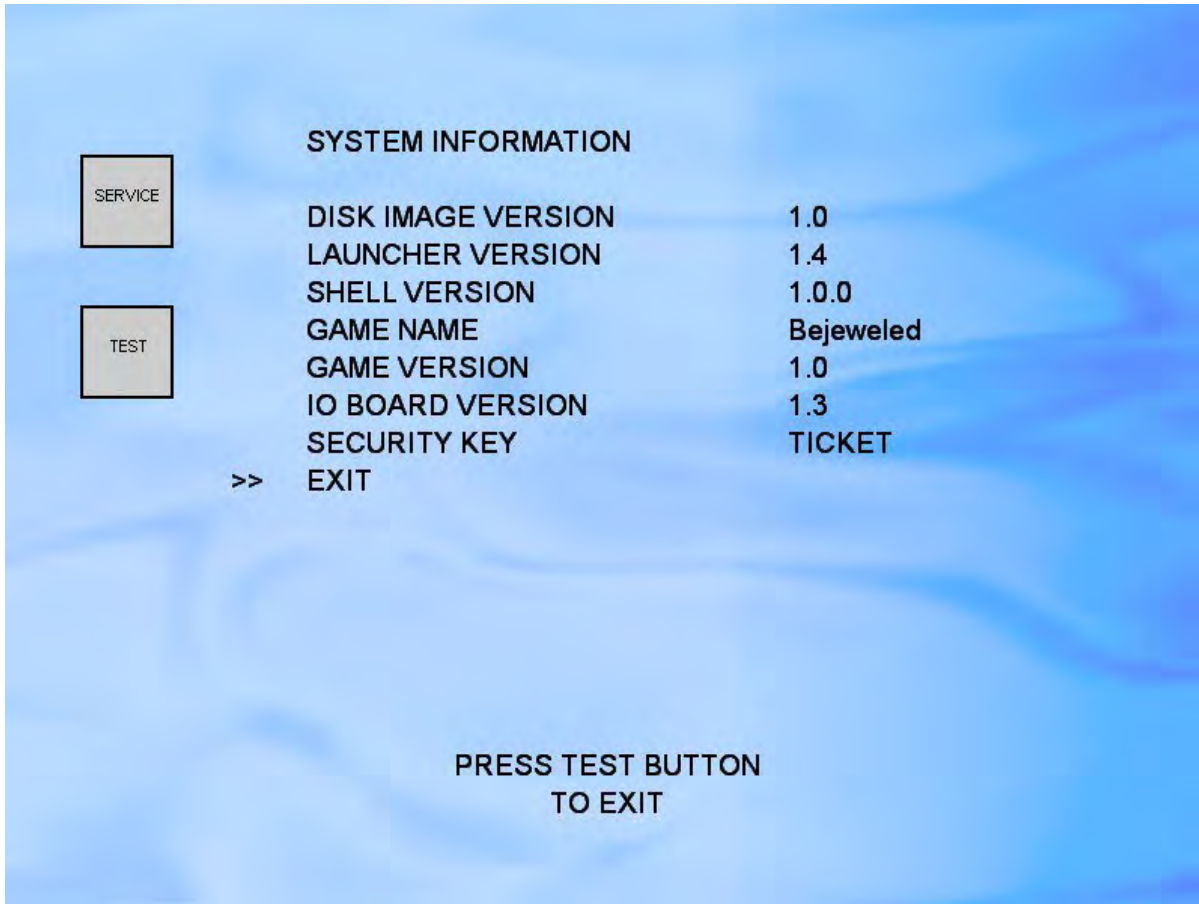
The following options are available from the Test Menu.



Use the physical or ON screen SERVICE button to move the cursor to the desired test item. Press the physical or ON screen TEST button to enter the selected item.

SYSTEM INFORMATION	General information on Software.
INPUT TEST	Test System Inputs such as the Coin entry and Ticket Notch
OUTPUT TEST	Test LED lighting and Ticket vending
NETWORK TEST	Test routine for Ethernet link and assigning Cabinet ID's
COIN TEST	Coin and Service Credit counts and enable/disable FreePlay
SOUND TEST	Test speakers and adjust in game volume levels
SCREEN TEST	Test routine for the display screen.
TOUCHSCREEN TEST	Calibrate and test Touchscreen
BOOKKEEPING	View game types played and clear bookkeeping and high scores
CLOCK SETTING	Set System date and time settings
GAME SETTINGS	Change language options for game
TICKET PAYOUT SETTINGS	Change Ticket values and percentage payout levels
EXIT	Exit the Test Menu to return to the game

9-3 SYSTEM INFORMATION



Select 'System Information' from the Test Menu to display the System Information menu.

The System Information Test lists revision numbers and names of currently installed system components.

DISK IMAGE VERSION Version number for the master hard disk image

LAUNCHER VERSION Version number of System Launcher program

SHELL VERSION Version number of Shell program

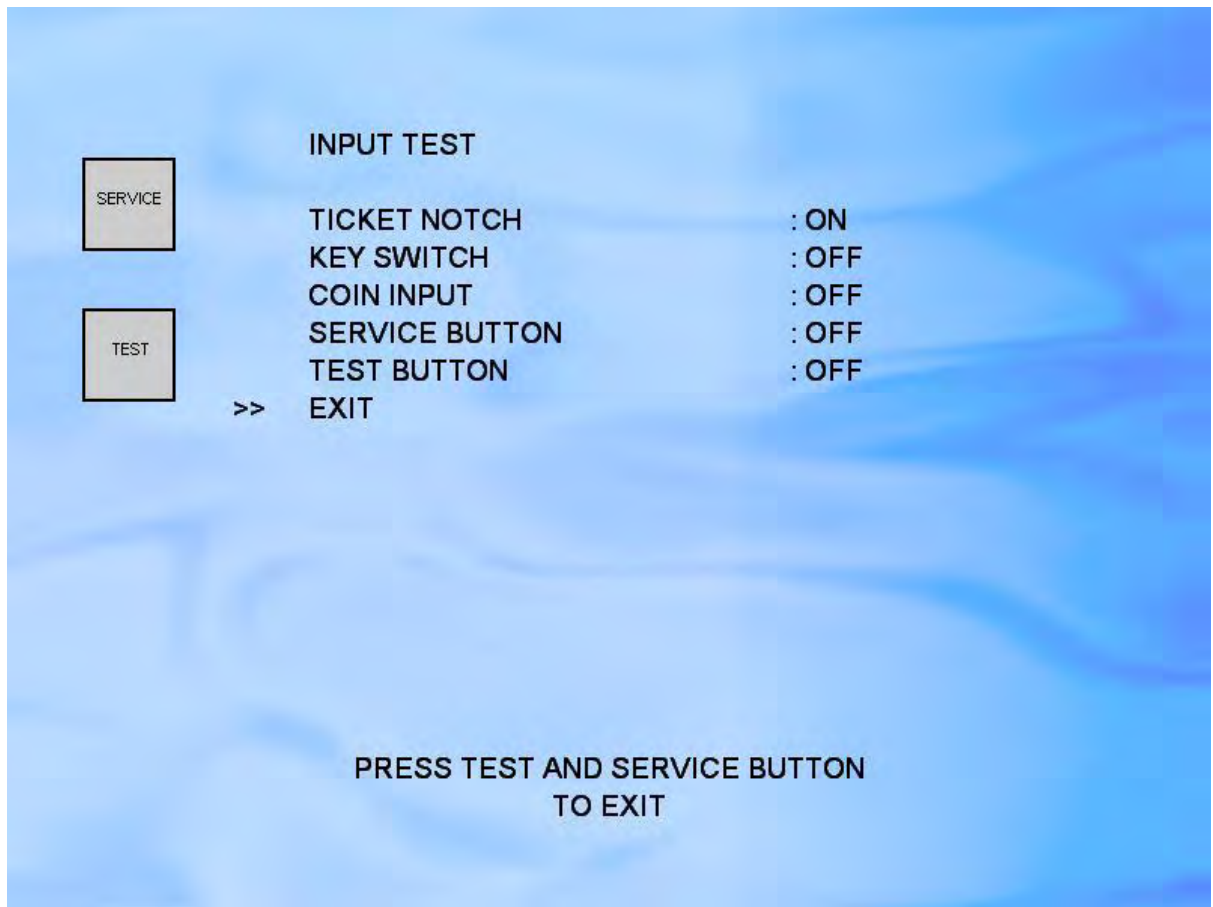
GAME NAME Name of currently installed game

GAME VERSION Version number of currently installed game

IO BOARD VERSION Version number of IO board in use

SECURITY KEY Type of security key in use

9-4 INPUT TEST



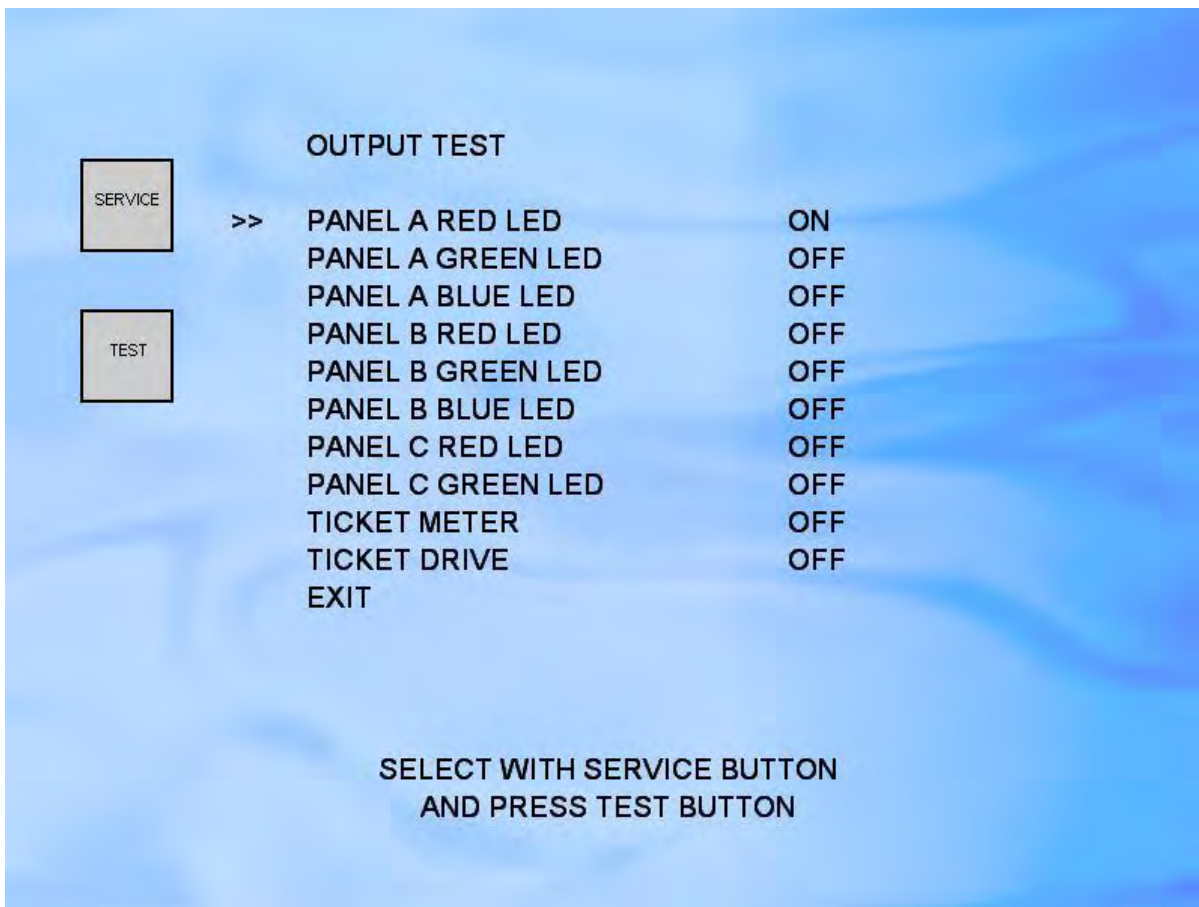
Select 'Input Test' from the Test Menu screen to display the Input Test menu.

This screen is used to test the system inputs such as the Ticket notch and Coin input. To implement the test, operate each device listed and check the results on screen. When activated and detected by the system the result on screen will be ON.

To exit from Input Test, press SERVICE and TEST buttons at the same time.

TICKET NOTCH	Ticket notch opto sensor input from ticket vend unit
KEY SWITCH	Front panel Service Key switch input
COIN INPUT	Coin pulse input
SERVICE BUTTON	Service button (both physical and on screen) input
TEST BUTTON	Test button (both physical and on screen) input

9-5 OUTPUT TEST



Select 'Output Test' from the Game Test Mode to display the Output Test Menu.

This test is used to check all configured outputs from the IO board.

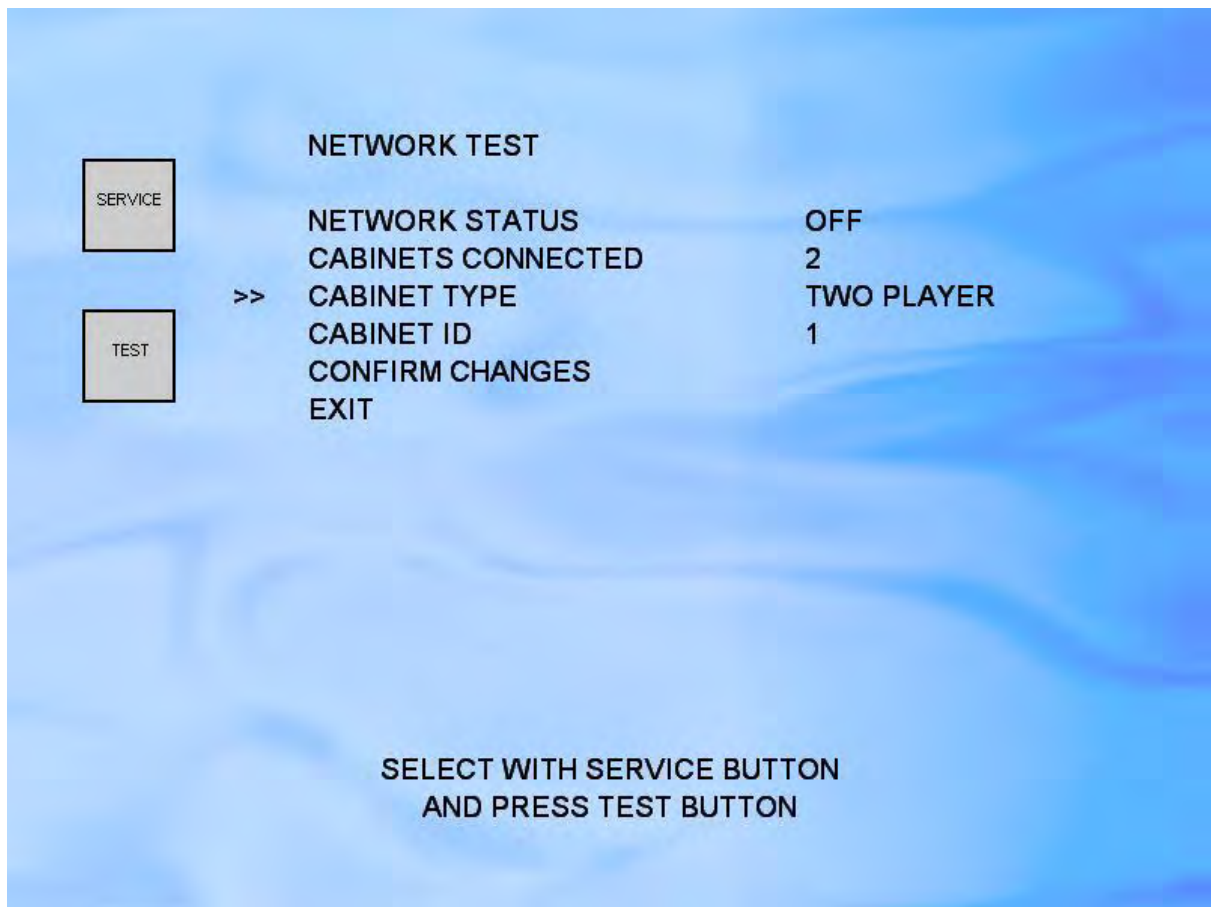
Use the SERVICE button to move the cursor to the desired test item.
Press the TEST button to test the selected item.

PANEL A RED LED	Panel A RED LED is on and Panel A is coloured RED
PANEL A GREEN LED	Panel A GREEN LED is on and Panel A is coloured GREEN
PANEL A BLUE LED	Panel A BLUE LED is on and Panel A is coloured BLUE
PANEL B RED LED	Panel B RED LED is on and Panel B is coloured RED
PANEL B GREEN LED	Panel B GREEN LED is on and Panel B is coloured GREEN
PANEL B BLUE LED	Panel B BLUE LED is on and Panel B is coloured BLUE
PANEL C RED LED	Panel C RED LED is on and Panel C is coloured RED
PANEL C GREEN LED	Panel C GREEN LED is on and Panel C is coloured GREEN

Please note that turning on more than 1 LED in a Panel will change the colour of the panel accordingly:

RED and GREEN	Panel will be YELLOW
RED and BLUE	Panel will be MAGENTA
GREEN and BLUE	Panel will be CYAN
RED, GREEN and BLUE	Panel will be WHITE
TICKET METER	Ticket meter output
TICKET DRIVE	Ticket drive output

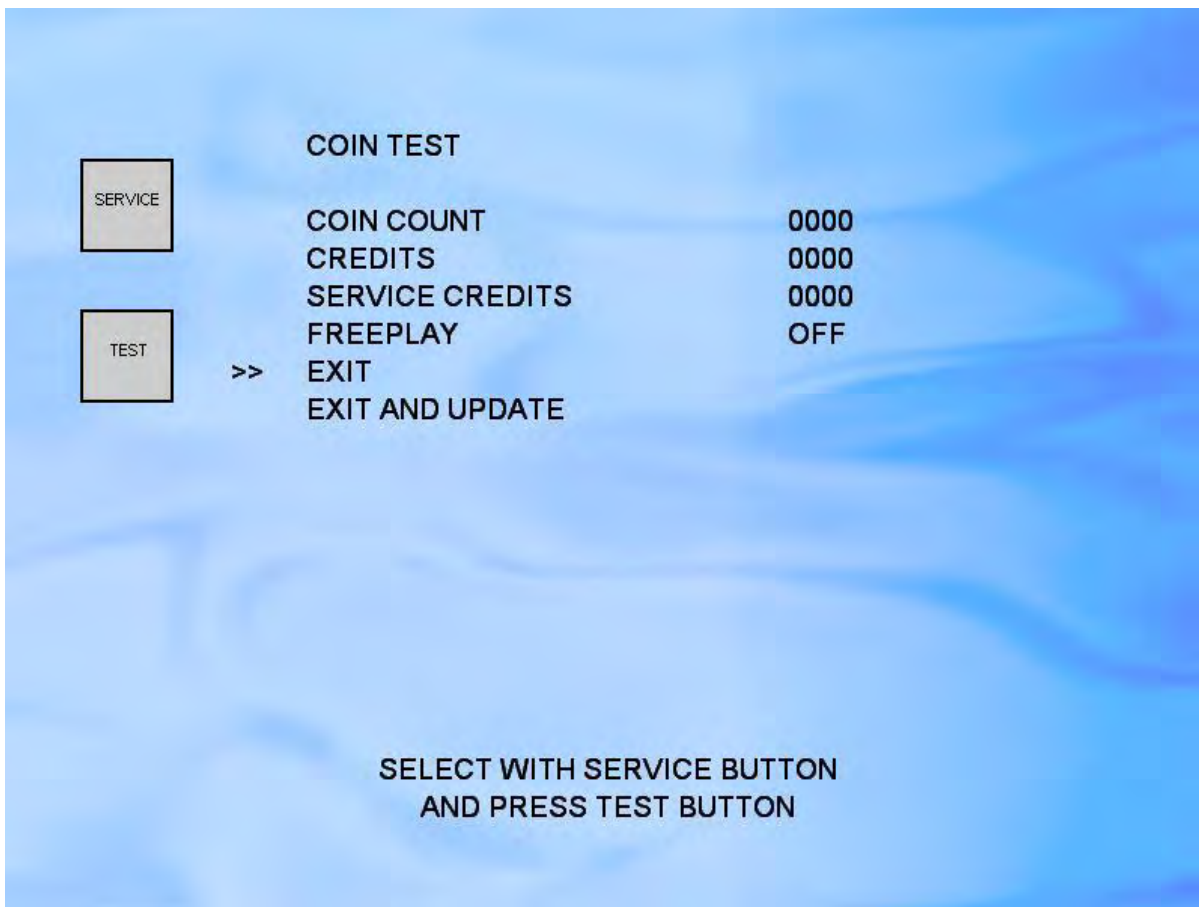
9-6 NETWORK TEST



Select 'NETWORK TEST' from the Test Menu to display Network Test menu.

NETWORK STATUS	ON if network hardware is OK, OFF if network is not on
CABINETS CONNECTED	The number of cabinets connected INCLUDING the current one
CABINET TYPE	TWO PLAYER or FOUR PLAYER
CABINET ID	1, 2, 3 OR 4. Options for Cabinet 3 and 4 only available when Cabinet Type is set to Four Player
CONFIRM CHANGES	To save any changes to Cabinet Type or Cabinet ID press Test button twice. To cancel any changes you can EXIT out at any point.

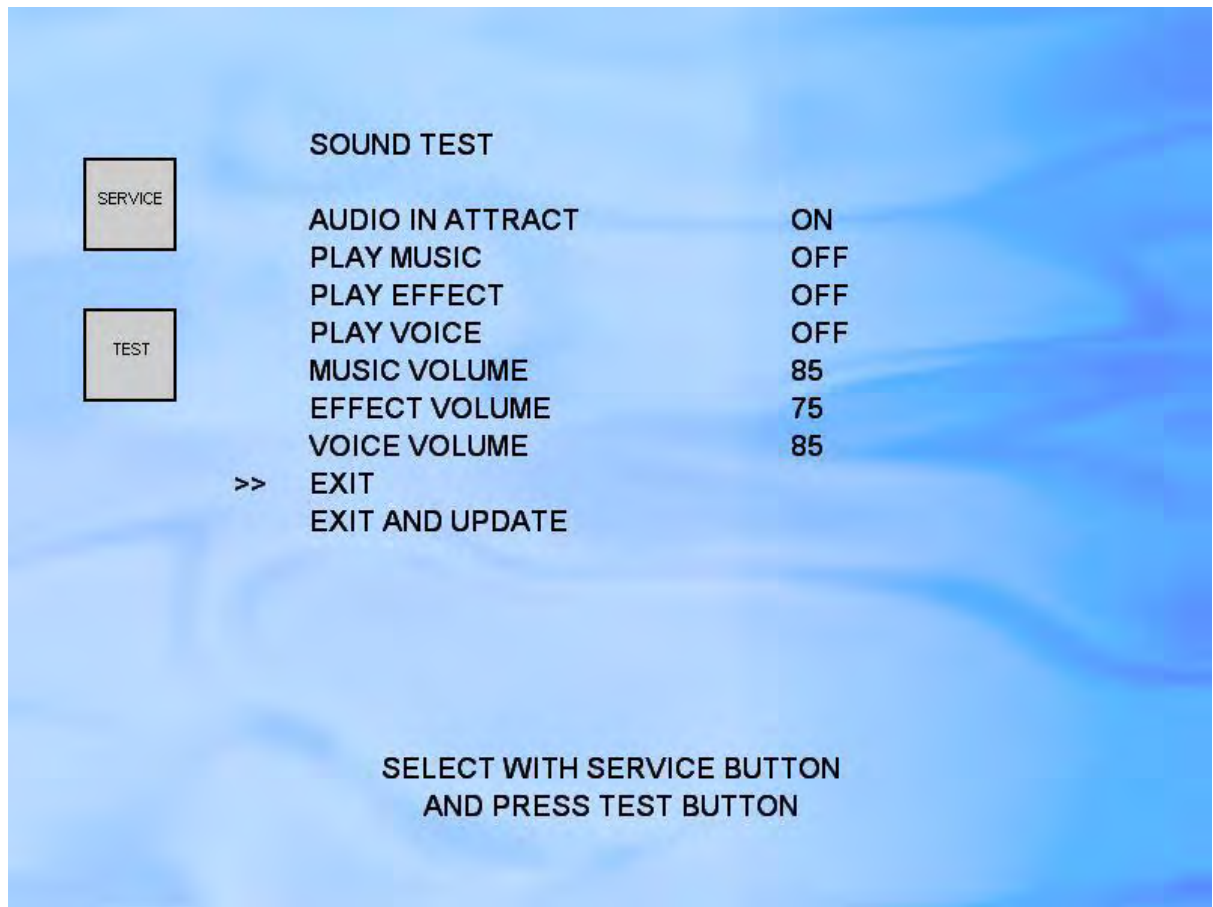
9-7 COIN TEST



Select 'COIN TEST' from the Test Menu screen to display the Coin Test screen.

COIN COUNT	Coin Count value from IO board (can not reset)
CREDITS	Total number of Coin credits added to the system
SERVICE CREDITS	Total number of Service Credits added to the system
FREEPLAY	ON – Freeplay is on, touching the screen during attract sequence will issue a credit. OFF – Credits can only be added using coins or service button.
EXIT	This will save any changes to Freeplay to this cabinet only
EXIT AND UPDATE	This option is only available from Cabinet 1. Selecting Exit and Update will broadcast Freeplay settings to all cabinets connected, but ONLY if they are in the Test Menu.

9-8 SOUND TEST

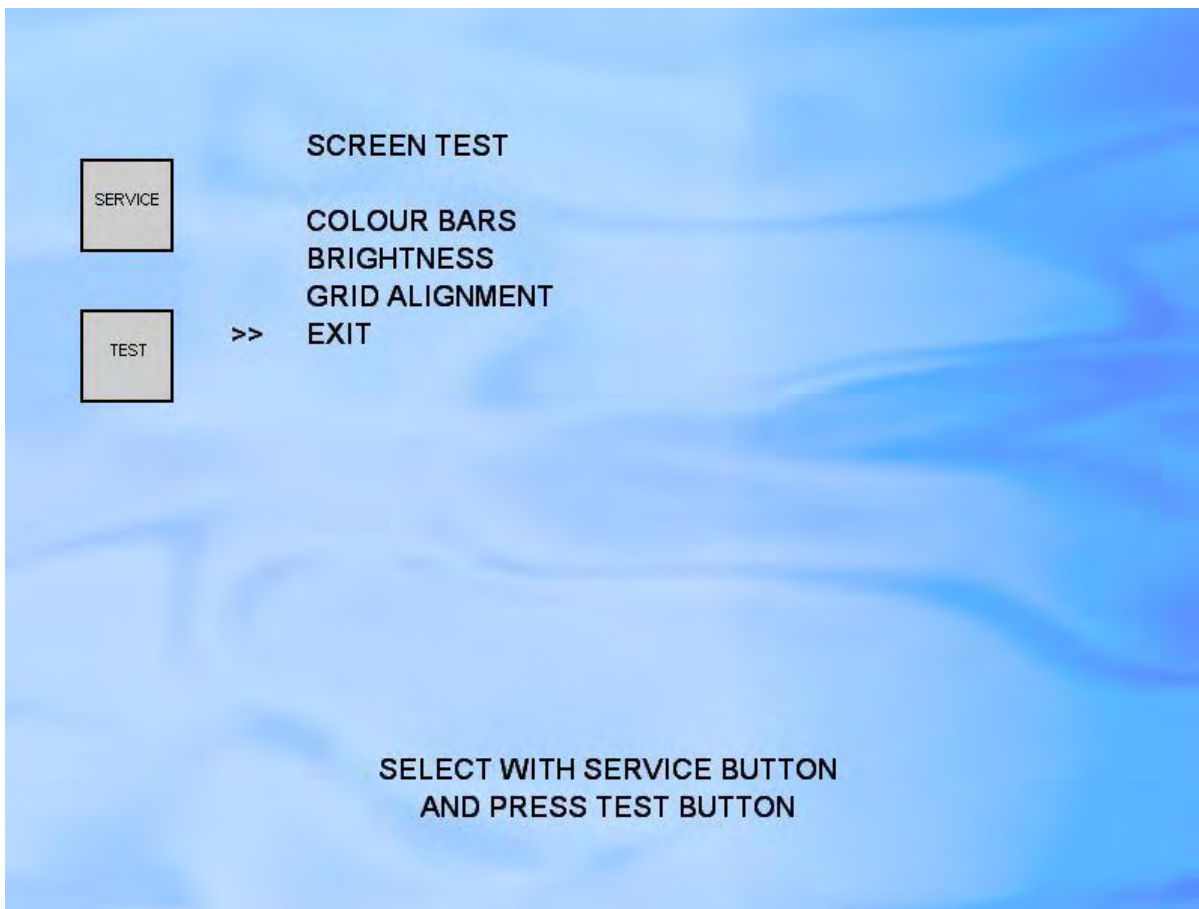


Select 'SOUND TEST' from the Test Mode to display the Sound Test screen.

This test is used to test the function of the speakers and set audio levels for the Game.

AUDIO IN ATTRACT	ON – sound will be played in Attract mode OFF – No sound in Attract mode
PLAY MUSIC	ON - Test the sound level of the music in game OFF – Turn the test music off
PLAY EFFECT	ON – Test the sound level of effects in game OFF – Turn the test music off
PLAY VOICE	ON – Test the sound level of voice in game OFF – Turn the test music off
MUSIC VOLUME	Change the volume of music in game 0-100 (increments of 5) Default value is 85
EFFECTS VOLUME	Change the volume of effects in game 0-100 (increments of 5) Default value is 75
VOICE VOLUME	Change the volume of voice in game 0-100 (increments of 5) Default value is 85
EXIT	This will save any changes to game volumes to this cabinet only
EXIT AND UPDATE	This option is only available from Cabinet 1. Selecting Exit and Update will broadcast game volume settings to all cabinets connected, but ONLY if they are in the Test Menu.

9-9 SCREEN TEST



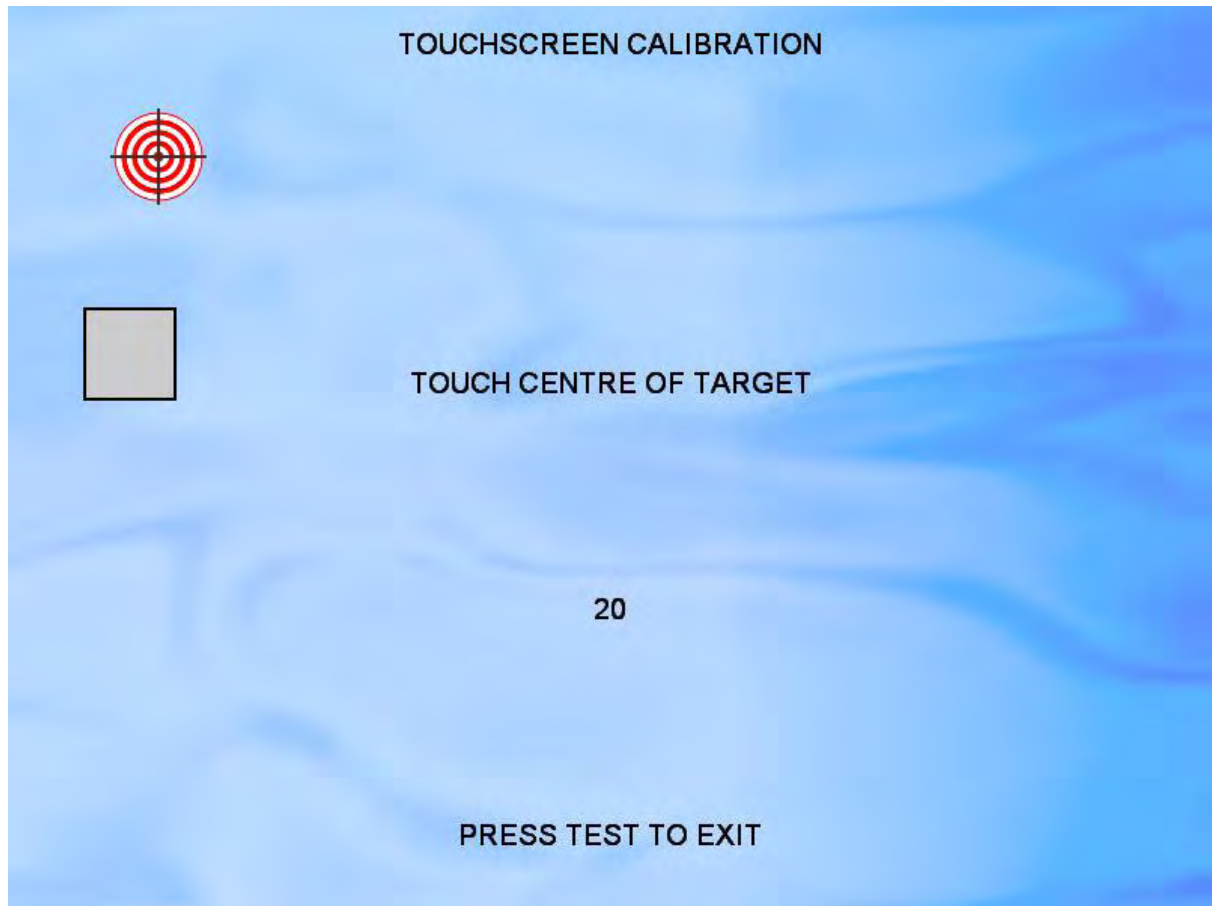
Select 'SCREEN TEST' from the Test Mode to display the Screen Test screen.

This test is used to display various test patterns for the display screen.

COLOUR BARS	Displays vertical colour bars for colour balance correction
BRIGHTNESS	Displays graduated greyscale for brightness adjustment
GRID ALIGNMENT	Displays grid for screen size and alignment

9-10 TOUCHSCREEN TEST

9 EXPLANATION OF TEST AND DATA DISPLAY



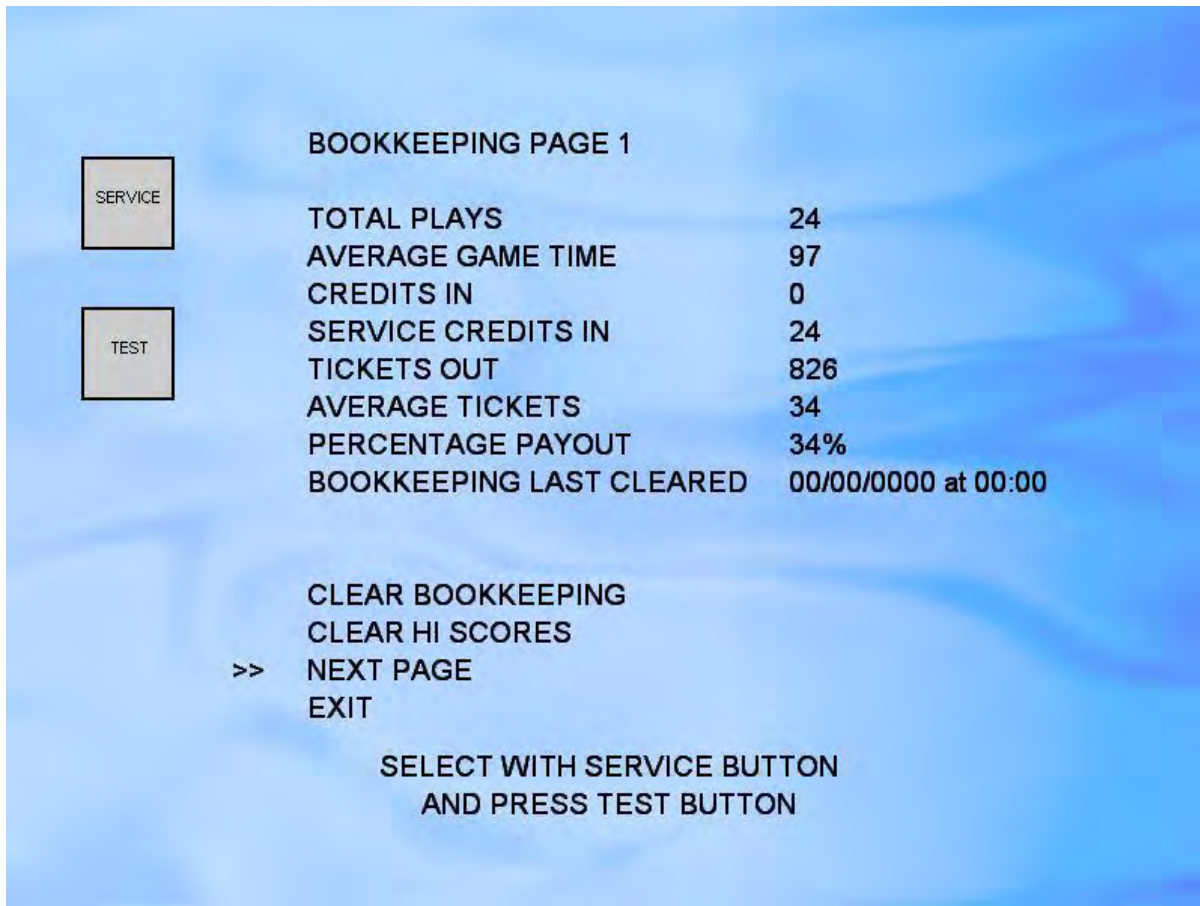
Select 'TOUCHSCREEN TEST' from the Test Mode to display the Touchscreen Test screen.

This test is used to calibrate the touchscreen to ensure reliable and accurate game play.

The calibration procedure requires you to TOUCH and then RELEASE 3 targets on the touchscreen, finally dragging the cursor around the screen to test the positioning.

Press the Test button to exit.

9-11 BOOKKEEPING TEST



Select 'BOOKKEEPING' from the Test Mode to display the Bookkeeping Test screen.

This test is used to review statistical data from the system. It consists of 4 screens of data.

BOOKKEEPING PAGE 1

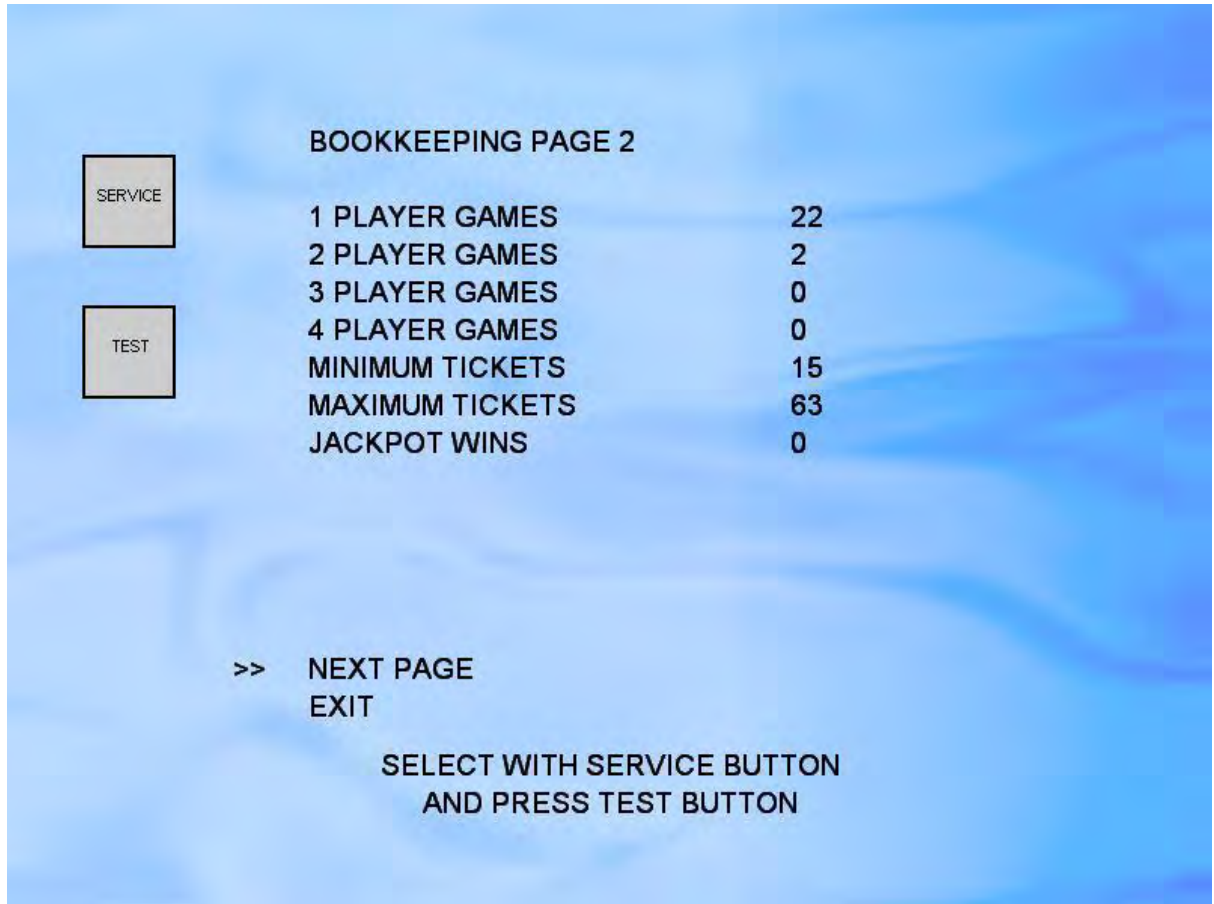
This page displays an overview of the coins and credits data.

TOTAL PLAYS	The total numbers of games played
AVERAGE GAME TIME	The average game time for all games
CREDITS IN	The total number of coin credits entered
SERVICE CREDITS IN	The total number of service credits entered
TICKETS OUT	The total number of tickets dispensed
AVERAGE TICKETS	The average number of tickets dispensed
PERCENTAGE PAYOUT	Current percentage payout
BOOKKEEPING LAST CLEARED	The date and time the Bookkeeping was last deleted

Use the SERVICE button to navigate, and the TEST button to action changes to the following options.

CLEAR BOOKKEEPING	Selecting this will delete ALL Bookkeeping data. WARNING – ONCE DELETED THIS INFORMATION CAN NOT BE RESTORED
CLEAR HI SCORES	Selecting this will delete ALL Hi Score data. WARNING – ONCE DELETED THIS INFORMATION CAN NOT BE RESTORED
NEXT PAGE	This will take you to Page 2 of Bookkeeping
EXIT	Return to the main Test Menu screen.

BOOKKEEPING PAGE 2



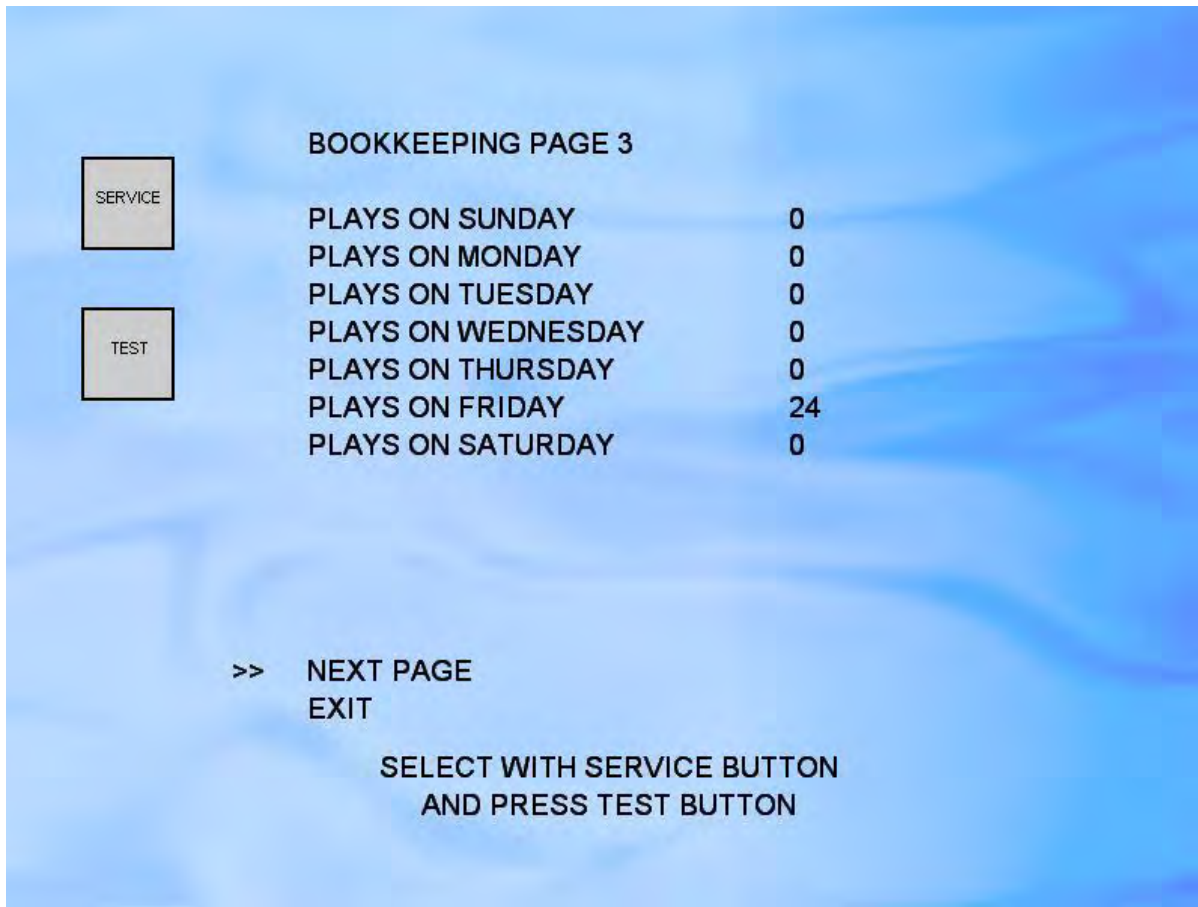
This page displays a breakdown of the games based on if it was a single player or multiplayer game, and ticket and jackpot details.

1 PLAYER GAMES	Displays the number of 1 player games based on TOTAL PLAYS
2 PLAYER GAMES	Displays the number of 2 player games based on TOTAL PLAYS
3 PLAYER GAMES	Displays the number of 3 player games based on TOTAL PLAYS
4 PLAYER GAMES	Displays the number of 4 player games based on TOTAL PLAYS
MINIMUM TICKETS	Minimum tickets won in any game type on this cabinet
MAXIMUM TICKETS	Maximum tickets won in any game type on this cabinet excluding Jackpot ticket value
JACKPOT WIN	Number of times Jackpot has been won on this cabinet

Use the SERVICE button to navigate, and the TEST button to action changes to the following options.

NEXT PAGE	This will take you to Page 3 of Bookkeeping
EXIT	Return to the main Test Menu screen.

BOOKKEEPING PAGE 3



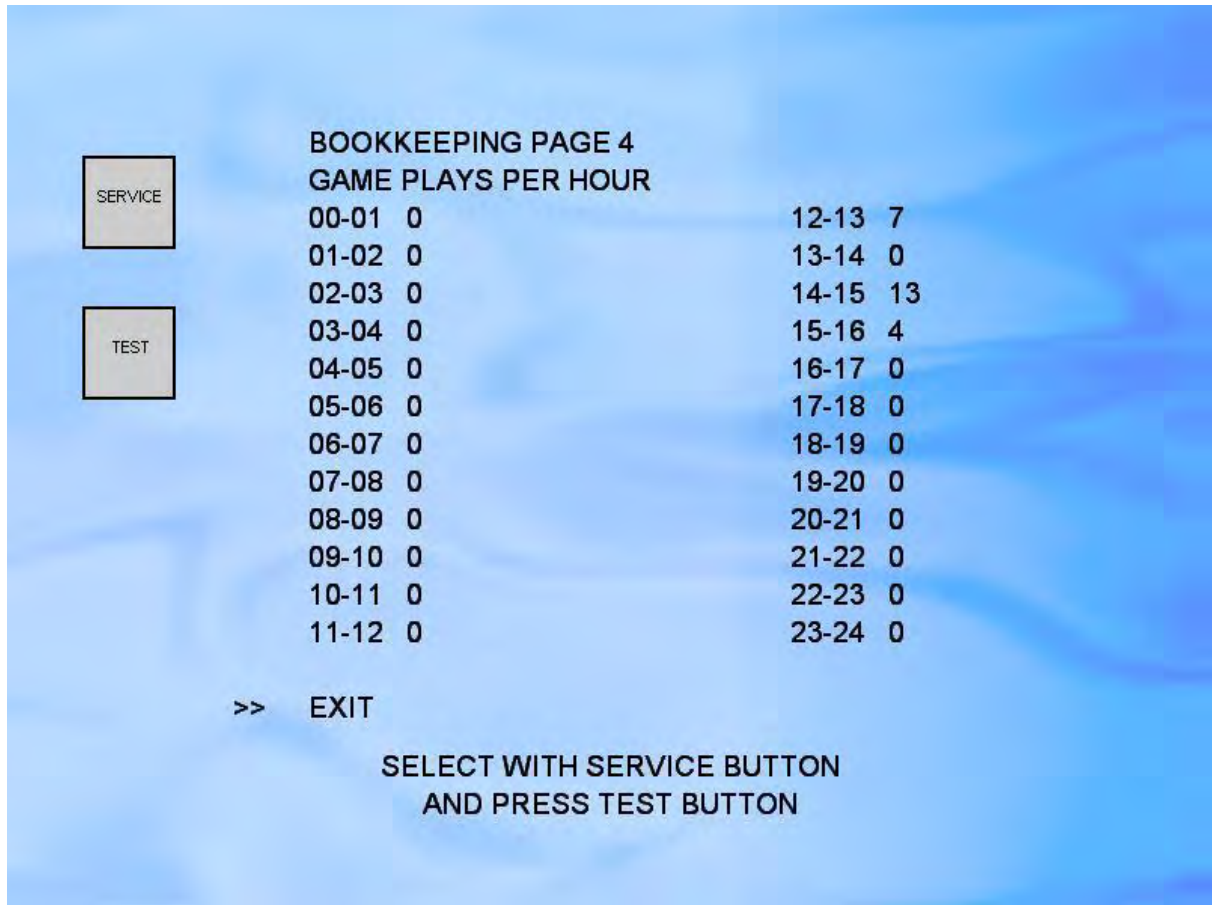
This page displays breakdown of the games on individual days. This is a cumulative total from the last point in time that the Bookkeeping was cleared.

PLAY ON SUNDAY	Total games played on a Sunday
PLAY ON MONDAY	Total games played on a Monday
PLAY ON TUESDAY	Total games played on a Tuesday
PLAY ON WEDNESDAY	Total games played on a Thursday
PLAY ON THURSDAY	Total games played on a Sunday
PLAY ON FRIDAY	Total games played on a Friday
PLAY ON SATURDAY	Total games played on a Saturday

Use the SERVICE button to navigate, and the TEST button to action changes to the following options.

NEXT PAGE	This will take you to Page 4 of Bookkeeping
EXIT	Return to the main Test Menu screen.

BOOKKEEPING PAGE 4



This page displays a breakdown of the games into hourly periods. This is a cumulative total from the last point in time that the Bookkeeping was cleared.

Each hour is logged separately in 24 hour format therefore

1-01 logs games between 12am and 1am

1-02 logs games between 1am and 2am.

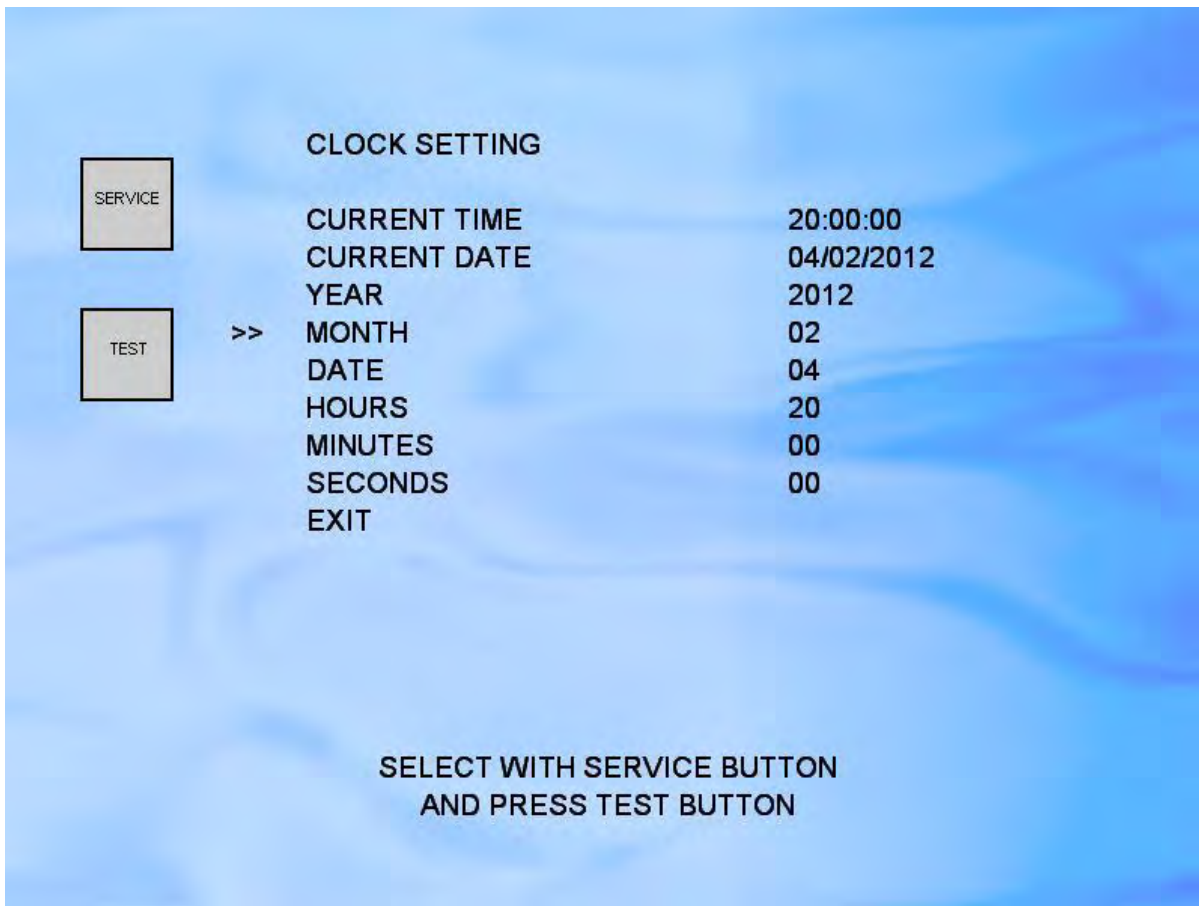
and so on

23-24 logs games between 11pm and 12am.

Use the SERVICE button to navigate, and the TEST button to action changes to the following options.

EXIT Return to the main Test Menu screen.

9-12 CLOCK SETTINGS



Select 'CLOCK SETTING' from the Test Menu screen to enter the Clock Setting screen.

This screen is used to set the time and date of the system.

CURRENT TIME Shows the current time. Displayed in 24 hour clock format HH:MM:SS
CURRENT DATE Shows the current date. Displayed in the following format DD/MM/YYYY

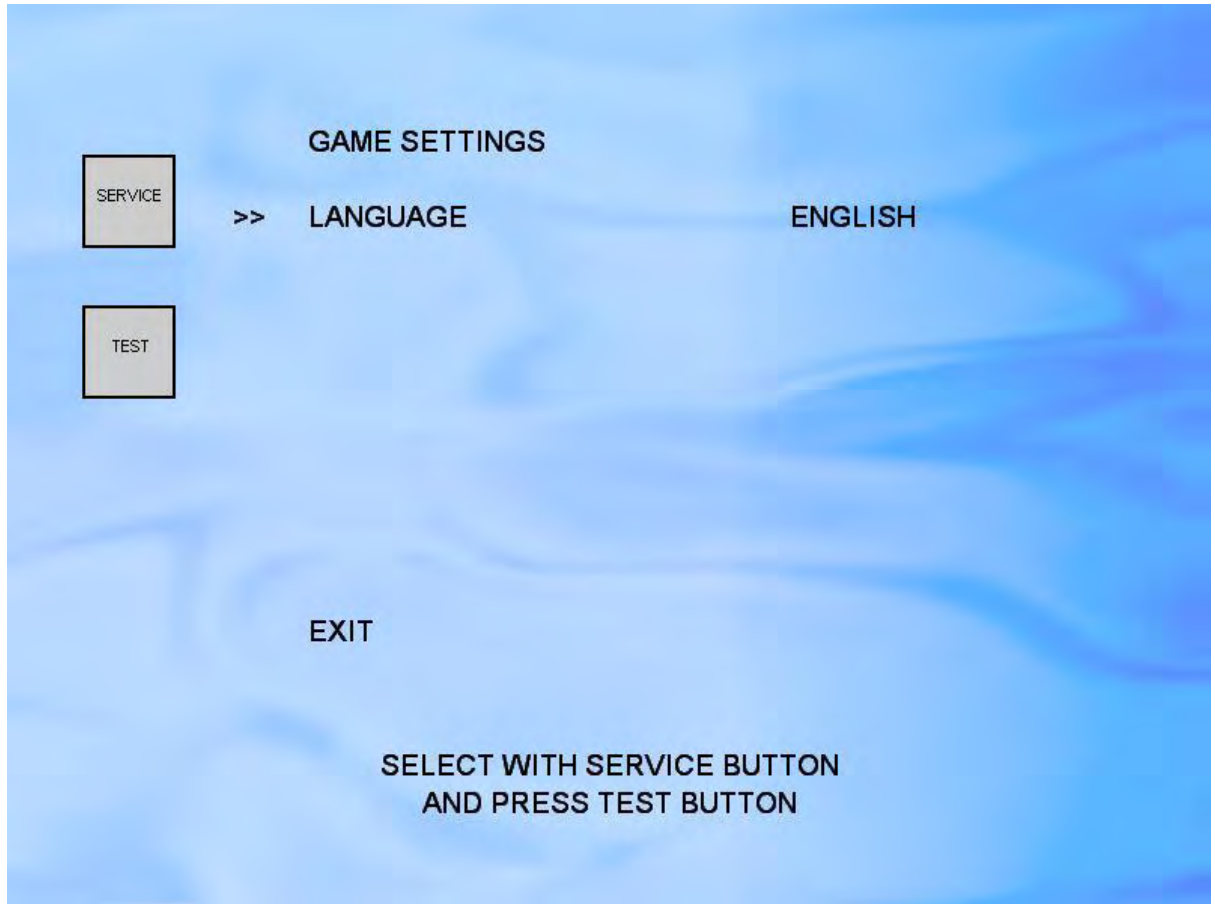
Use the SERVICE button to move the cursor to the desired item.
 Press the TEST button to test the selected item.

Use the service button to move the cursor to the item that needs to be changed and use the Test Button when that item is highlighted to change it to the desired setting. Changes made will automatically update CURRENT TIME and/or CURRENT DATE.

EXIT Press the Test button to return to the System Test Mode screen.

9-13 GAME SETTINGS

9 EXPLANATION OF TEST AND DATA DISPLAY



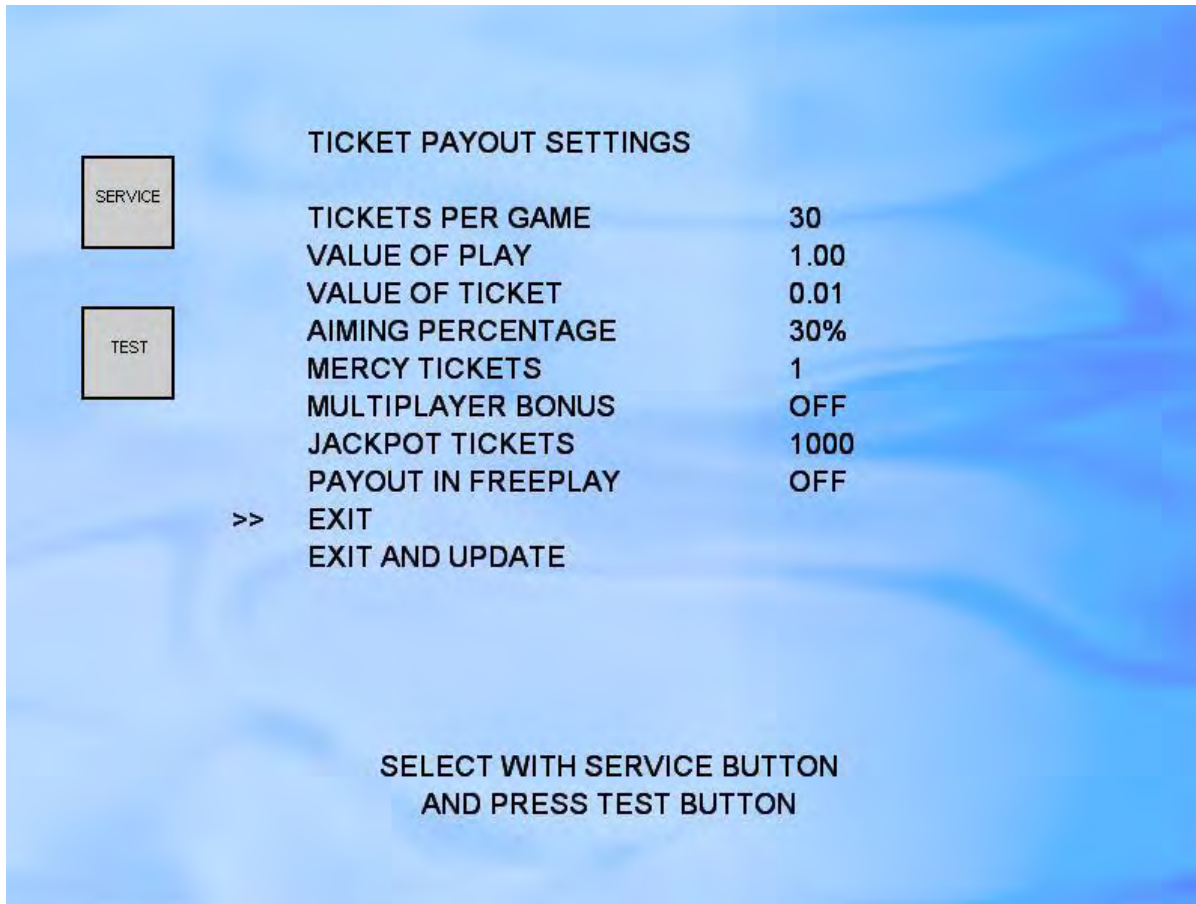
Select 'GAME SETTINGS' from the Test Menu screen to enter the Game Settings screen.

This test is used to change the language of the in game text. NOTE TEST MENU text only displays in ENGLISH.

The following option is available from the Game Settings screen

LANGUAGE	Options available English, French, German, Spanish, Russian and Turkish
-----------------	--

9-14 TICKET PAYOUT SETTINGS



Select 'TICKET PAYOUT SETTINGS' from the Test Menu screen to enter the Ticket Payout Settings screen.

This test is used to change the percentage payout settings for the game, as well as enabling/disabling Mercy and Multiplayer Bonus Tickets.

TICKETS PER GAME	This value will automatically change based on the settings assigned below
The following options are available from the Game Settings screen	
VALUE OF PLAY	Price of Play to calculate percentage payout. 0.20, 0.25, 0.50, 1.00, 2.00
VALUE OF TICKET	NOTE Credit board settings will also need to be configured Set the financial value of 1 ticket 0.01, 0.02, 0.03, 0.04, 0.05, 0.06, 0.07, 0.08, 0.09, 0.10, 0.001, 0.002, 0.005
AIMING PERCENTAGE	Set the desired percentage payout 20%, 25%, 30%, 35%, 40%, 45%, 50%, 55%, 60%, 65%, 70%, 75%, 80%
MERCY TICKETS	Pay out Mercy tickets if NO tickets are won in a game. 0 (zero) is OFF 0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10
MULTIPLAYER BONUS	Turn ON/OFF multiplayer bonus, the value is based on percentage payout and the size of the multiplayer game.
JACKPOT TICKETS	Assign the value of the Jackpot prize. Jackpot payout is dependent on the percentage payout. 100, 200, 300, 400, 500, 600, 700, 800, 900, 1000
PAYOUT IN FREEPLAY	Turn ON/OFF the option to pay tickets out in Freeplay. Default setting is OFF
EXIT	Exit Ticket Payout Settings saving the changes you have made.
EXIT AND UPDATE	This option is only available from Cabinet 1. Selecting Exit and Update will broadcast Ticket Payout Settings to all cabinets connected, but ONLY if they are in the Test Menu.

10 PERIODIC INSPECTION

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

When handling the controller, the player will be in direct contact with it. In order to always allow the player to enjoy the game, be sure to clean it regularly. Also, it is advisable to provide wet tissue, etc. available for player use.

WARNING

- **Every 6 months check to see if power cords are damaged, the plug is securely inserted, dust is 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 and 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 odors from burning.**

10 TABLE 01 PERIODIC INSPECTION TABLE

ITEMS	DESCRIPTION	PERIOD
CABINET	Confirm that cabinet is stable within it's enviroment. (No rocking motion)	Daily
	Operation of illuminated segments of the jewel.	Weekly
	Clean arm rests	Daily
	Chech arm rests for damage	Weekly
SCREEN (LCD DISPLAY)	Clean	Daily
	Picture quality (size, colour, brightness)	Weekly
	Touch calibration	Weekly
COIN ACCEPTOR	Acceptance of coins	Weekly
	Coin reject and return	Weekly
SEATS	Cleaning	Monthly
	Check for damages	Monthly or when moving
TICKET DISPENSER / VOUCHER PRINTER	Operation	Monthly
	Ticket Level	Daily/Weekly
	Cleaning	Every 3 months
GAME BOARD	Confirm settings	Monthly
POWER CABLES	Inspection, Cleaning	6 months
INTERIOR	Cleaning	Yearly
CABINET SURFACES	Cleaning	As appropriate

Cleaning the Cabinet Surfaces

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

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

DISPLAY (LCD SCREEN Cleaning)

When the Display LCD Screen surfaces are dirty, smudges or 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, benzene, etc. the same applies to ethyl alcohol, or abrasives, bleaching agent and chemical dustcloths.

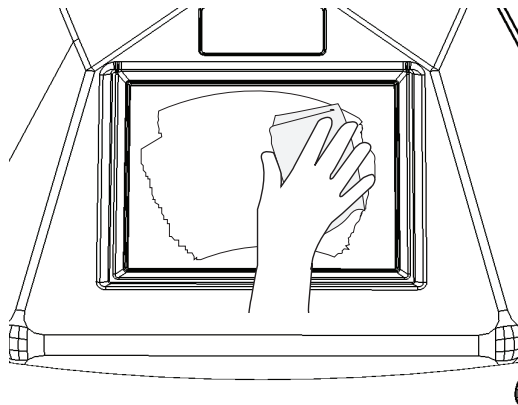
Wipe or dust the stain gently with a dry, soft cloth. If the stain remains, moisten a lint-free, soft cloth with water or a 50-50 mixture of isopropyl alcohol and water that does not contain impurities. Wring out as much of the liquid as possible and wipe the display again; do not let any liquid drip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

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

STOP IMPORTANT

Isopropyl Alcohol is a flammable liquid.

Do not use this cleaner near an exposed flame or clean the screen when it is powered on..



11 TROUBLESHOOTING

11-1 TROUBLESHOOTING (WHEN NO ERROR MESSAGE IS SHOWN)

WARNING

- 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 on 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.

If a problem occurs, first check to make sure that the wiring connectors are properly connected.

11 TABLE 01

PROBLEM	CAUSE	COUNTERMEASURES
When the main SW is turned ON, the machine is not activated.	The power is not ON.	Firmly insert the plug into the outlet.
	Incorrect power source/voltage.	Make sure that the power supply/voltage are correct.
	The Fuse on the AC Unit has blown due to momentary over current.	After eliminating the cause of overload, replace the specified rating fuse.
	The fuse of the distribution board has blown due to momentary over current.	After eliminating the cause of overload, replace the specified rating fuse.
Cabinet colours incorrectly sequenced	Connector connection fault.	Check connections to the LED strips.
	LED strip fault	Replace LED strip.
Sound is not emitted.	Sound volume adjustment is not correct	Adjust the Switch Unit's sound adjustment volume.
	Faulty connections for various connectors	Check the connections for the game board, amp, speakers and Volume connectors
	Malfunctioning BD, amp and speaker	Perform Sound Test.
Sounds are emitted and the lamps are lit, but the screen is black.	Faulty connections for the visual signal connector or the monitor power connector	Check the connections for the monitor and game board connectors.
	Faulty LCD Display	Check video output to Display using another screen or opposing cabinet.
Colors on the monitor screen are strange.	Faulty connection for the visual signal connector.	Check the visual signal connector connection and make sure it is secured properly.
	Screen adjustment is not appropriate.	Make adjustment appropriately.
The on-screen image sways and/or shrinks.	The power source and voltage are no correct.	Make sure that the power supply and voltage are correct.
Does not accept input from any switch or volume.	Faulty connector connections.	Check the connection for the I/O Board and Cabinet connector.
		Check the power for the I/O Board.
Does not accept input in from the Reset Button unit.	Faulty connector or connections.	Check the connections between the I/O Board, the Cabinet and the Reset Button Unit
	Faulty Microswitch	Replace Microswitch
Failure of the network play.	Network play is wrongly set.	Reset correctly.
	Communication cables are disconnected. Communication cables are wrongly connected.	Reconnect the cables.
	Damage of communication cables.	Replace the cables. Contact the company from whom the unit was purchased.
Touch Screen not responding	Clean the screen.	Refer to chapter 10/
	Faulty connections..	Check USB connections at PC and Display screen
	Faulty USB cable	Change USB cable A/B Type

Replacing Fuses

WARNING

- In case fuse replacements other than those stated in this manual are necessary, contact where you purchased the product from for inquiries regarding this matter.
- In order to prevent an electric shock, be sure to turn power off and unplug from the socket outlet before performing work by touching the internal parts of the product.
- Be careful so as not to damage wirings. Damaged wiring can cause electric shock and short circuit accidents.
- **Be sure to use fuses meeting specified rating. Using fuses exceeding the specified rating can cause fire and electric shock accidents.**
- After eliminating the cause of the blowing of fuse, replace the fuse. Depending on the cause of fuse blowing, continued use with the fuse as is blown can **cause generation of heat and fire hazard.**

Fuses are located on the following:

BE-1400UK	Assy AC Unit	(1) 3.15A Time Delay 20mm
838-14551-02UK	AC Distribution PCB	(2) 6.3A Time Delay 20mm

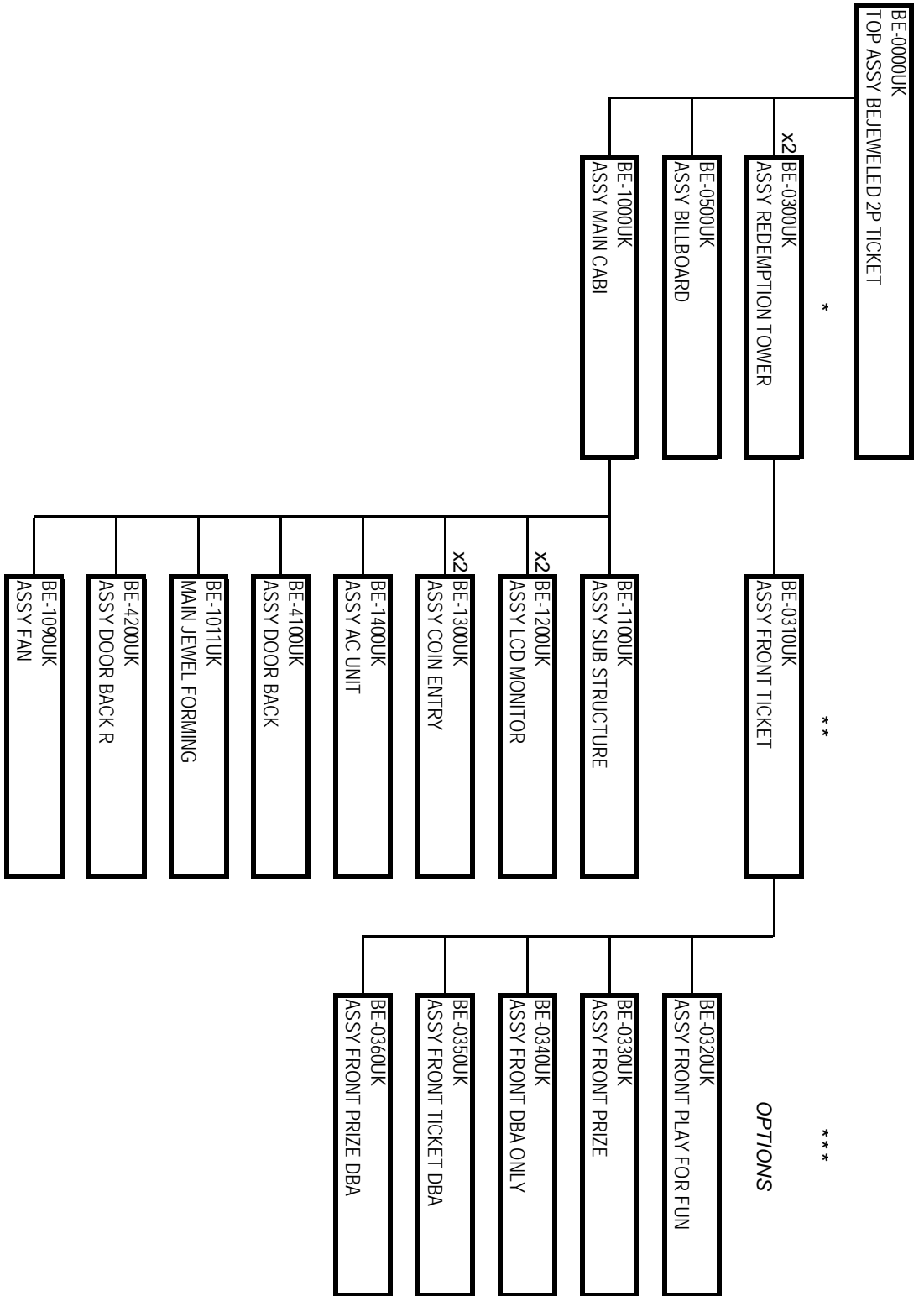
12 DESIGN-RELATED PARTS

For the warning display stickers, refer to Section 1.



13 PARTS LIST

ASSY TOP BEJEWELED 2P STRUCTURE



① ASSY TOP BEJEWELLED 2P TICKET (BE-0000UK)

(D-1/2)

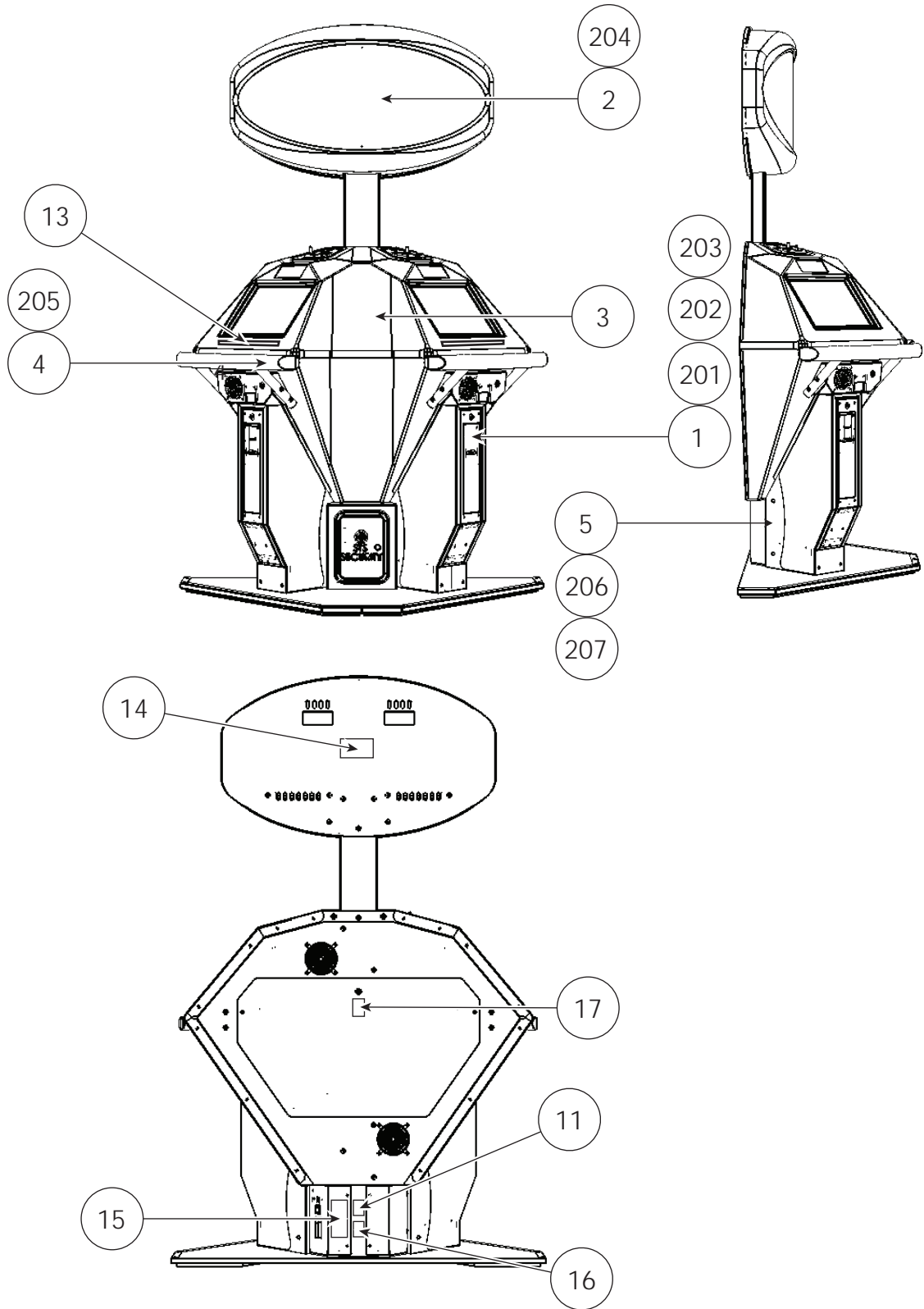
ITEM NO	PART NO	DESCRIPTION	QTY
*1	BE-0300UK	ASSY REDEMPTION TOWER	2
*2	BE-0500UK	ASSY BILLBOARD	1
*3	BE-1000UK	ASSY MAIN CABI	1
*4	BE-0005UK	ARMREST	2
*5	BE-0006UK	PLATE BLANK TOWER	2
*11	421-7988-91UK	STICKER SERIAL NUMBER UK	1
*12	421-7020UK	STICKER CAUTION FORK	2
*13	440-CS0186UK	STICKER C EPILEPSY MULTI	1
*14	440-WS0011UK	WARNING LABEL HI-VOLT/HEAT	2
*15	LB1046	LABEL TESTED FOR ELEC. SAFETY	1
*16	LB1130	LABEL WEEE WHEELIE BIN	1
*201	030-000825	M8X25 BLT PAS	20
*202	060-S00800	M8 WSHR SPR PAS	20
*203	068-852216	M8 WSHR 22OD FLT PAS	20
*204	020-F00830-0Z	M8X30 SKT CSK OZ	3
*205	020-F00850	M8X50 SKT CSK PAS	8
*206	050-F00500	M5 NUT FLG SER PAS	4
*207	068-552016	M5 WSHR 20OD FLT PAS	4
*301	600-7269-0050UK	ASSY LAN CABLE 50CM	1
*401	OS1019	SELF SEAL BAG 9X12.3/4	1
*410	LM1227	UK MAINS LEAD 10A WITH PLUG	1
*411	LM1246	EUROLEAD 10A EUROPEAN SOCKET	1
*412		MANUAL	1
*413	SAECE-xxx	DECLARATION OF CONFORMITY	1
*414	PK0477	PALLET BE 2P	1
*415	PK0478	SHRINK WRAP BE 2P	1

① ASSY TOP BEJEWeled 2P TICKET (BE-0000UK)

(D-2/2)

13

PARTS LIST



② ASSY REDEMPTION TOWER (BE-0300UK)

(D-1/2)

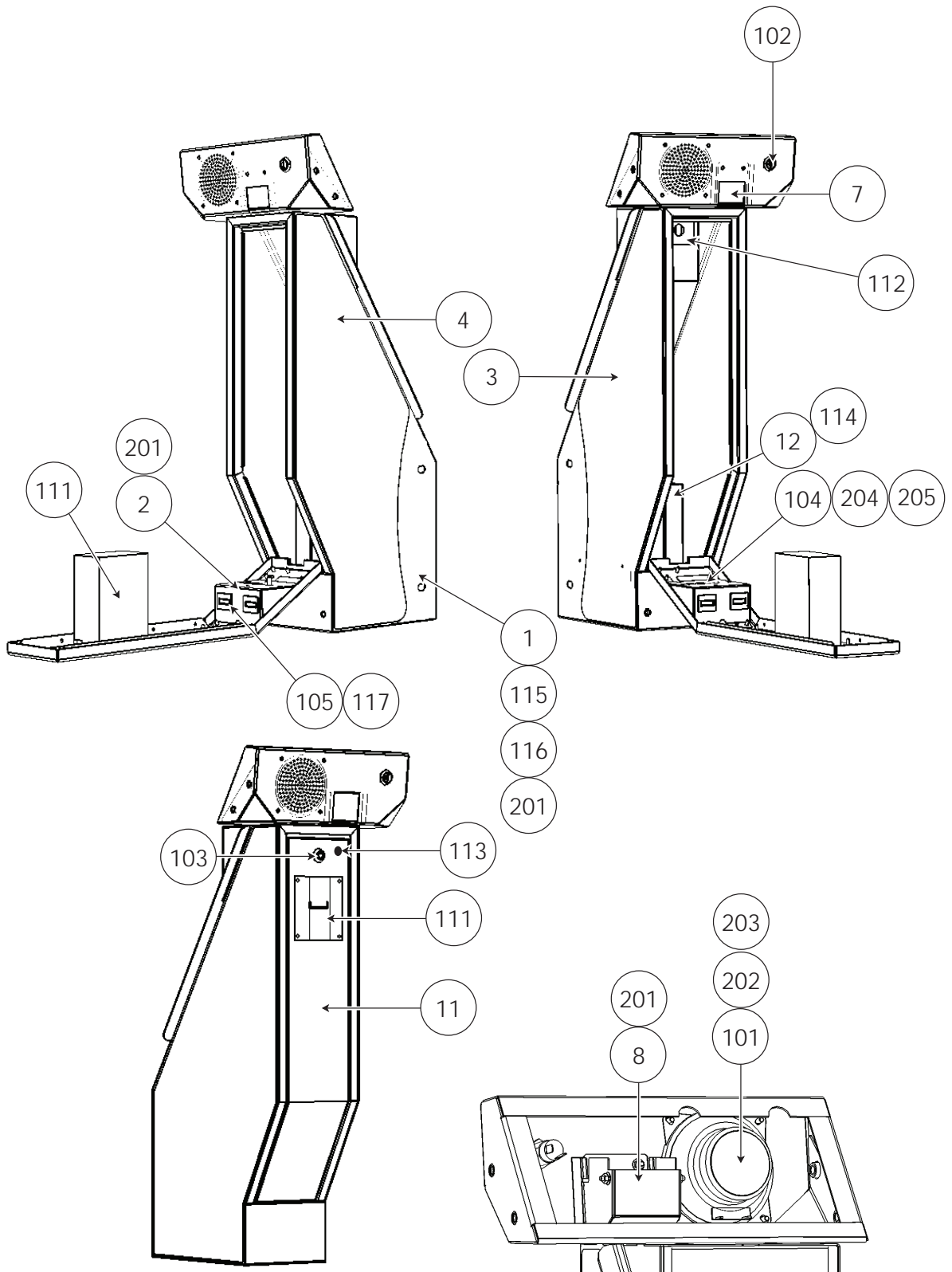
ITEM	PART NO	DESCRIPTION	QTY
**1	BE-0301UK	BOX ENCLOSURE REDEMPTION	1
**2	BE-0302UK	BRKT METER SW VOL BD	1
**3	BE-0303UK	DECAL BOX SIDE L	1
***1	BE-0303-AUK	DECAL BOX SIDE L BLANK	1
**5	BE-0304UK	DECAL BOX SIDE R	1
***1	BE-0304-AUK	DECAL BOX SIDE R BLANK	1
**7	BE-0305UK	FLAP REJECT	1
**8	BE-0306UK	FLAP REJECT RETAINER	1
**11	BE-0311UK	PLATE DOOR TICKET DISP	1
**12	BE-0312UK	BOX TICKET RETAINER	1
**101	130-010-04020	SPKR 4OHM 20W FR 10 HM 4898	1
**102	EP1422	SW KEY DIFFER 5015014	1
**103	220-5575UK	LOCK (J9117) KEY TO LIKE 22MM W CAM	1
**104	838-14548-01AUK	SW & VOL CTL BD	1
**105	220-5643UK	12V COIN METER	2
**111	220-0001-01UK	TICKET VEND UNIT TD	1
**112	838-0015UK	TICKET VEND DRIVER PCB	1
**113	EP1421	LED 12V RED RS 541 4072	1
**114	EP1820	SW MICRO LEVER RS 706 4281	1
**115	OS1198	P CLIP 11MM	6
**116	280-A00748-PM	ROUTER TWIST D7 SO4.8 PANEL M	8
**117	OS1098	CRIMP BELL END SMALL	2
**201	050-F00400	M4 NUT FLG SER PAS	22
**202	050-U00400	M4 NUT NYLOK PAS	4
**203	060-F00400	M4 WSHR FORM A FLT PAS	4
**204	000-P00308	M3X8 MSCR PAN PAS	3
**205	068-330808-PN	M3 WSHR 8OD FLT NYLON	3
**206	050-U00300	M3 NUT NYLOK PAS	2
**207	000-P00316	M3X16 MSCR PAN PAS	2
**301	BE-60007UK	WH TICKET BOX	1
**302	BE-60015UK	WH SPKR & KSW	1

② ASSY REDEMPTION TOWER (BE-0300UK)

(D-2/2)

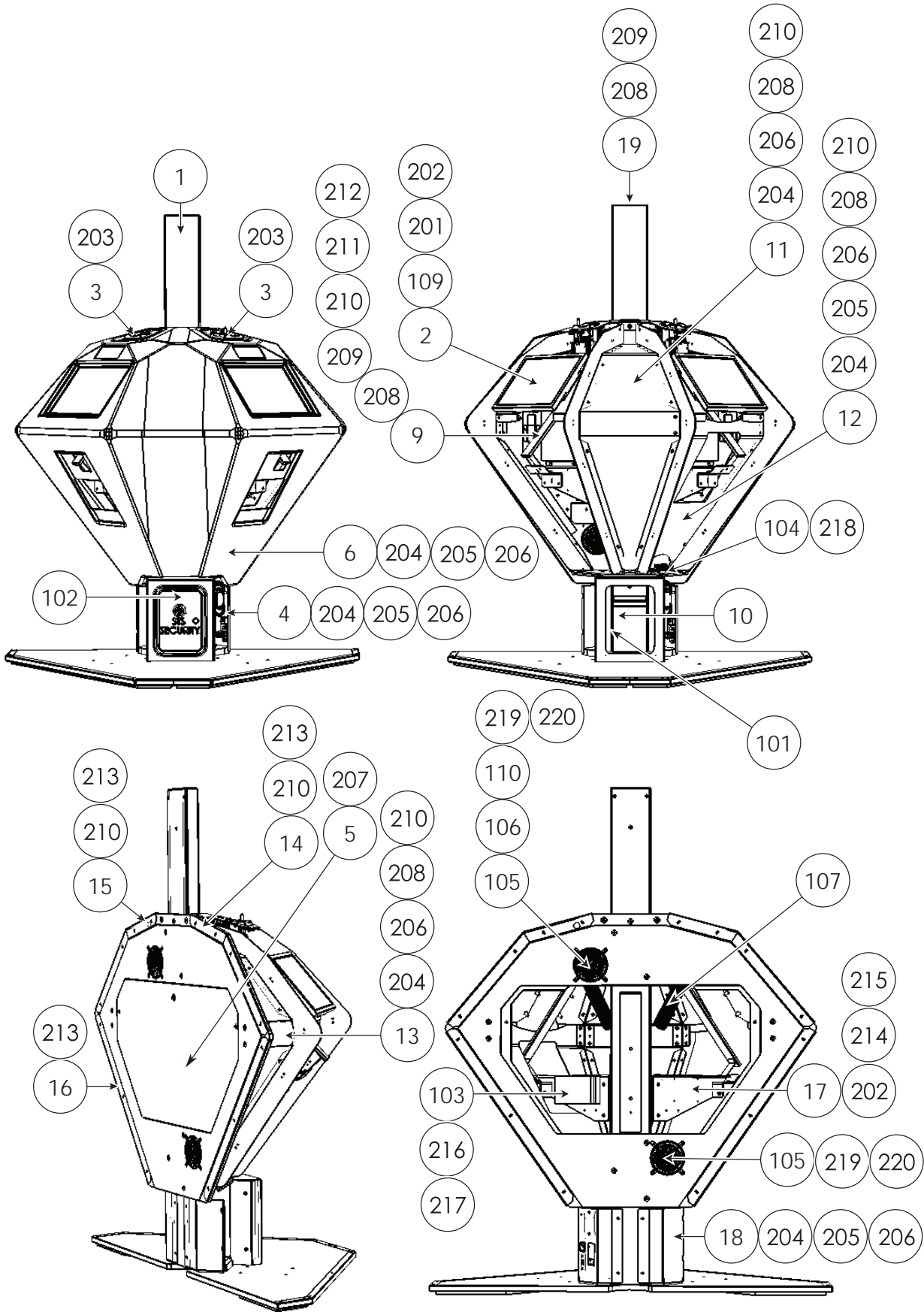
13

PARTS LIST



③ ASSY MAIN CABINET (BE-1000UK)

(D-1/3)



③ ASSY MIN CABINET (BE-1000UK)

(D-2/3)

13

PARTS LIST

ITEM NO	PART NO	DESCRIPTION	QTY
**1	BE-1100UK	ASSY SUB STRUCTURE	1
**2	BE-1200UK	ASSY LCD MONITOR	2
**3	BE-1300UK	ASSY COIN ENTRY	2
**4	BE-1400UK	ASSY AC UNIT	1
**5	BE-4100UK	ASSY DOOR BACK	1
**6	BE-1011UK	MAIN JEWEL FORMING	1
**9	BE-1001UK	CHUTE REJECT/CASHBOX	2
**10	BE-1002UK	CASH BOX	1
**11	BE-1003UK	PANEL SUB LIGHT CENTRE	1
**12	BE-1004UK	PANEL SUB LIGHT MON	2
**13	BE-1005UK	PANEL SUB LIGHT OUTER	2
**14	BE-1007UK	SASH FORMING CLOSER TOP L	1
**15	BE-1008UK	SASH FORMING CLOSER TOP R	1
**16	BE-1009UK	SASH FORMING CLOSER BTM	2
**17	BE-1010UK	STRUT TOWER SUPP	2
**18	BE-1013UK	PLATE COVER REAR BTM	1
**19	BE-0506UK	BRKT ELEC CONN	1
**101	220-5725-03W	FRAME SINGLE MINI WHITE	1
**102	220-5727-01W	DOOR CASH H.S. STS WHITE	1
**103	400-125-0512	PSU 5/12V DC 125W MW RD-125A	1
**104	838-14551-02UK	AC DISTRIBUTION BD	1
**105	FN1012	MESH GUARD METAL 120mm FAN	3
**106	OS1195	RIVET SNAP MOSS SR1811	4
**107	253-0002UK	FLEXI HOSE 38ID BLACK	2
**108	601-10645-1MUK	HOSE CLIP SIZE NO. 1M	2
**109	400-60-012-01B	PSU 12V 60W BRICK SZO 150-0046	2
**110	260-0024-01UK	FAN AC AXIAL DP200A-2123XBT.GN	1
**111		CABLE TIE NYLON 200MM	6
**201	050-U00800	M8 NUT NYLOK PAS	8
**202	068-852216	M8 WSHR 22OD FLT PAS	12
**203	008-0S0412	M4X12 TMP PRF STN	2
**204	020-000616	M6X16 SKT CAP PAS	22
**205	060-S00600	M6 WSHR SPR PAS	10
**206	060-F00600	M6 WSHR FORM A FLT PAS	22
**207	020-F00640-0Z	M6X40 SKT CSK OZ	2
**208	000-P00408	M4X8 MSCR PAN PAS	26
**209	060-S00400	M4 WSHR SPR PAS	6
**210	068-441616	M4 WSHR 16OD FLT PAS	46
**211	050-F00500	M5 NUT FLG SER PAS	2
**212	068-552016	M5 WSHR 20OD FLT PAS	2
**213	000-P00416	M4X16 MSCR PAN PAS	12
**214	030-000816	M8X16 BLT PAS	4
**215	060-S00800	M8 WSHR SPR PAS	4
**216	000-P00308	M3X8 MSCR PAN PAS	4
**217	068-330808-PN	M3 WSHR 8OD FLT NYLON	8
**218	000-P00320	M3X20 MSCR PAN PAS	4
**219	030-000425	M4X25 BLT PAS	8
**220	050-U00400	M4 NUT NYLOK PAS	8

③ ASSY MIN CABINET (BE-1000UK)

(D-3/3)

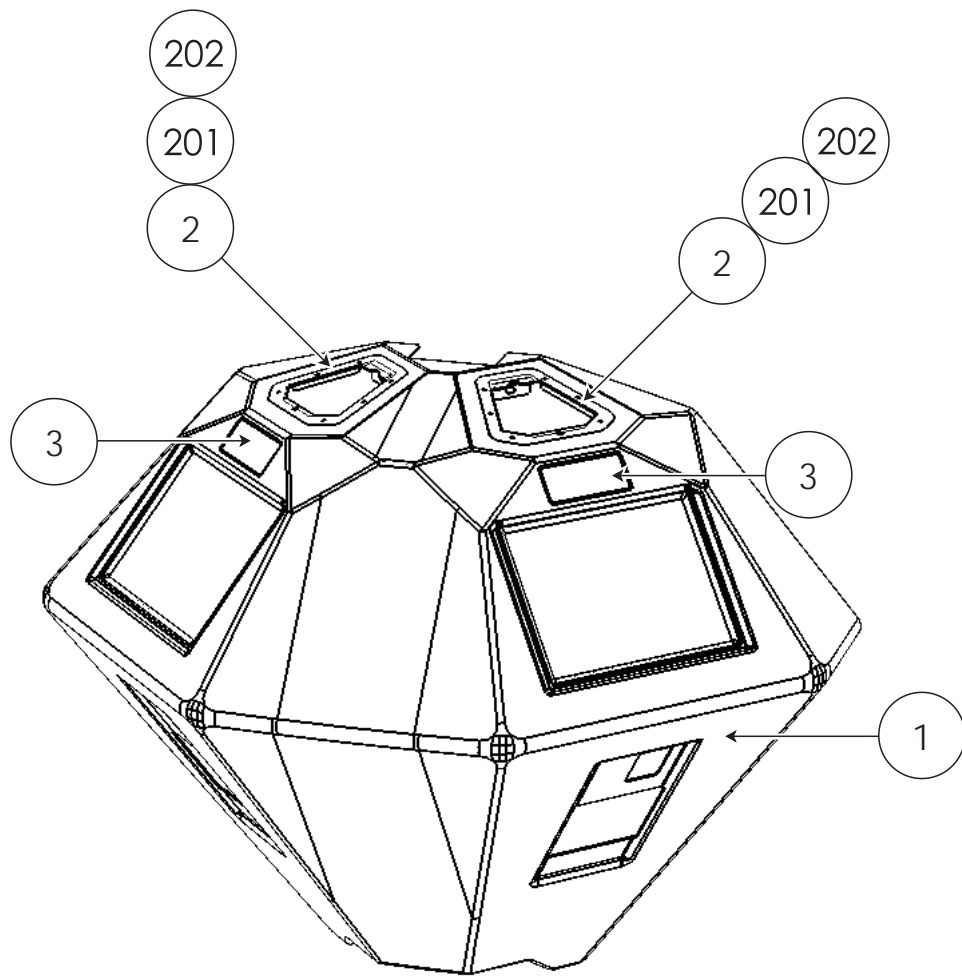
ITEM NO	PART NO	DESCRIPTION	QTY
**301	BE-60002UK	WH AC DISTRIBUTION	1
**302	BE-60003UK	WH AC BB STRUT	1
**303	BE-60012UK	WH SPKR B EXTN	1
**304	BE-60013UK	WH I/O EXTN	2
**305	BE-60014UK	WH DC POWER A	1
**306	BE-60017UK	WH AC LCD PSU	2
**307	BE-60018UK	WH PSU AC	1
**308	BE-60019UK	WH LED DISTRIBUTION	1
**309	BE-60020UK	WH LED ZIFF	15
**310	BE-60021UK	WH LED SPLITTER	5
**311	BE-60022UK	WH LED EXTN	5
**312	600-7141-100UK	CABLE JVS TYPE A-B 100CM	2
**313	600-7919-200UK	CA RGB D-SUB TO DVI 200CM	2
**314	390-2012-RGB	LED FLX STRIP RGB 5MTR	2

④ ASSY MAIN JEWEL FORMING (BE-1011UK)

(D-1/1)

13

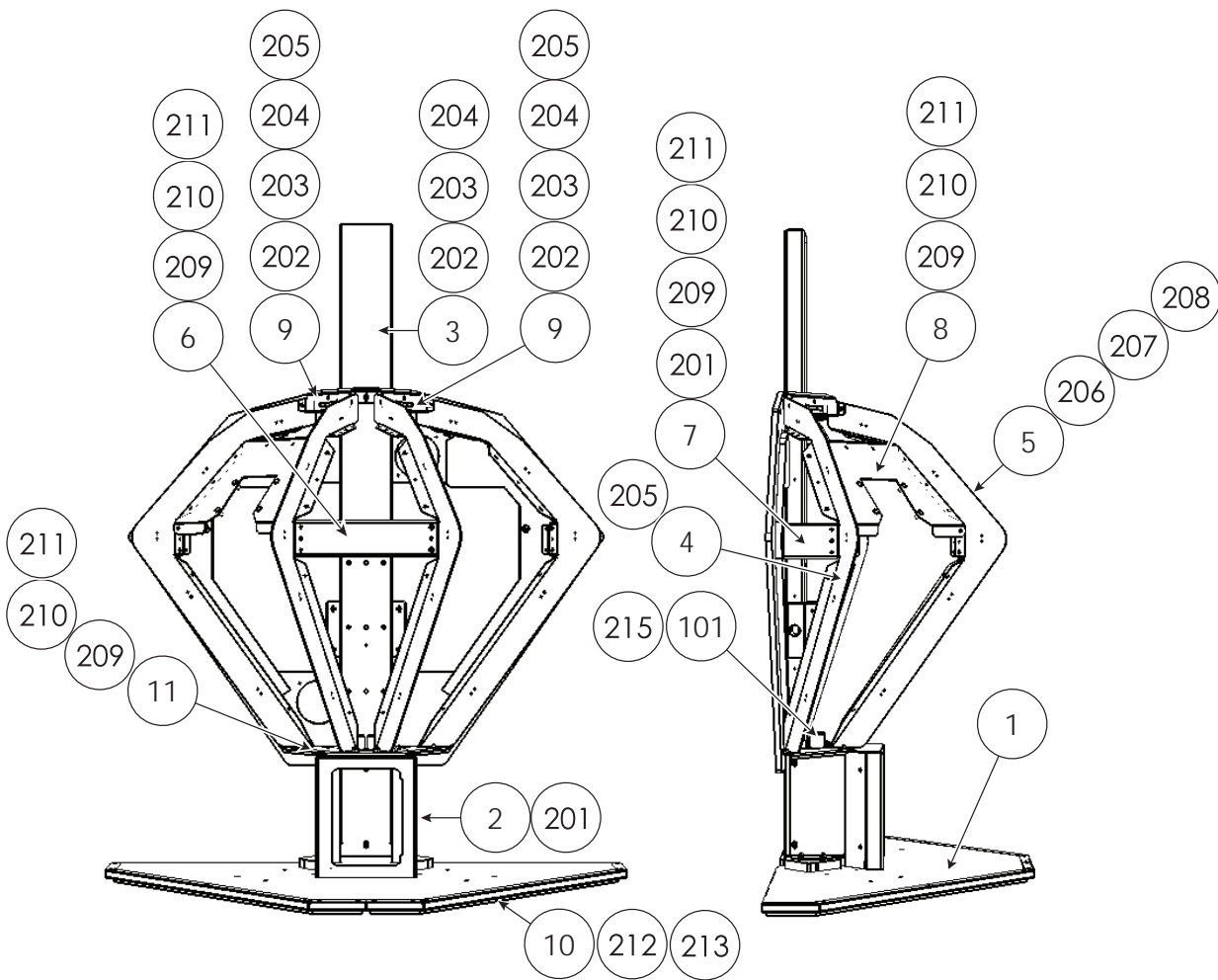
PARTS LIST



ITEM NO	PART NO	DESCRIPTION	QTY
**1	BE-1011-AUK	MAIN JEWEL FORMING BLANK	1
**2	BE-1011-BUK	PLATE COIN ENTRY SURROUND	2
**3	BE-1011-CUK	LOGO SEGA AMUSEMENTS	2
**201	050-F00400	M4 NUT FLG SER PAS	12
**202	068-441616	M4 WSHR 16OD FLT PAS	12

⑤ ASSY SUB STRUCTURE (BE-1100UK)

(D-1/2)



ITEM NO PART NO

***1	BE-1101UK	BASE FLOOR	1
***2	BE-1102UK	ENCLOSURE CASHBOX	1
***3	BE-1103UK	SPINE MAIN	1
***4	BE-1104UK	BACK FRAME WOOD	1
***5	BE-1105UK	BRACE VERT	4
***6	BE-1106UK	BRACE HORIZ	1
***7	BE-1107UK	BRACE HORIZ SHORT	2
***8	BE-1108UK	BRACE MONITOR	2
***9	BE-1109UK	RECEPTICLE COIN ENTRY	1
***10	BE-1110UK	SASH FLOOR CENTRE	2
***11	BE-1115UK	SUPPORT CASHBOX TOP	1
***101	?	FLEXI-HOSE MOULDED COLLAR	2

⑤ ASSY SUB STRUCTURE (BE-1100UK)

(D-2/2)

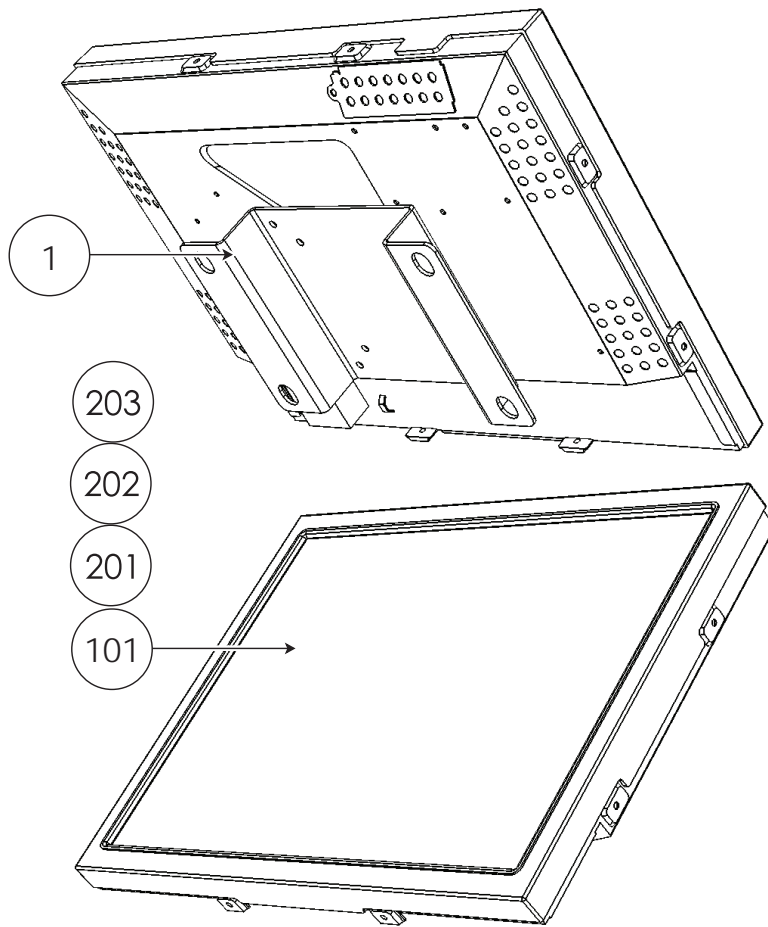
13

PARTS LIST

ITEM NO	PART NO	DESCRIPTION	QTY
***201	020-F00860-0Z	M8X60 SKT CSK OZ	10
***202	030-000816	M8X16 BLT PAS	7
***203	060-S00800	M8 WSHR SPR PAS	7
***204	068-852216	M8 WSHR 22OD FLT PAS	7
***205	020-F00830-0Z	M8X30 SKT CSK OZ	8
***206	050-F00500	M5 NUT FLG SER PAS	8
***207	030-F00516	M5X16 BLT FLG SER PAS	4
***208	068-552016	M5 WSHR 20OD FLT PAS	4
***209	020-000616-0Z	M6X16 SKT CAP OZ	18
***210	060-S00600	M6 WSHR SPR PAS	18
***211	060-F00600	M6 WSHR FORM A FLT PAS	18
***212	000-F00412	M4X12 MSCR CSK PAS	14
***213	060-F00800	M8 WSHR FORM A FLT PAS	4
***214			8
***215	050-F00400	M4 NUT FLG SER PAS	4

⑥ ASSY LCD MONITOR (BE-1200UK)

(D-1/1)



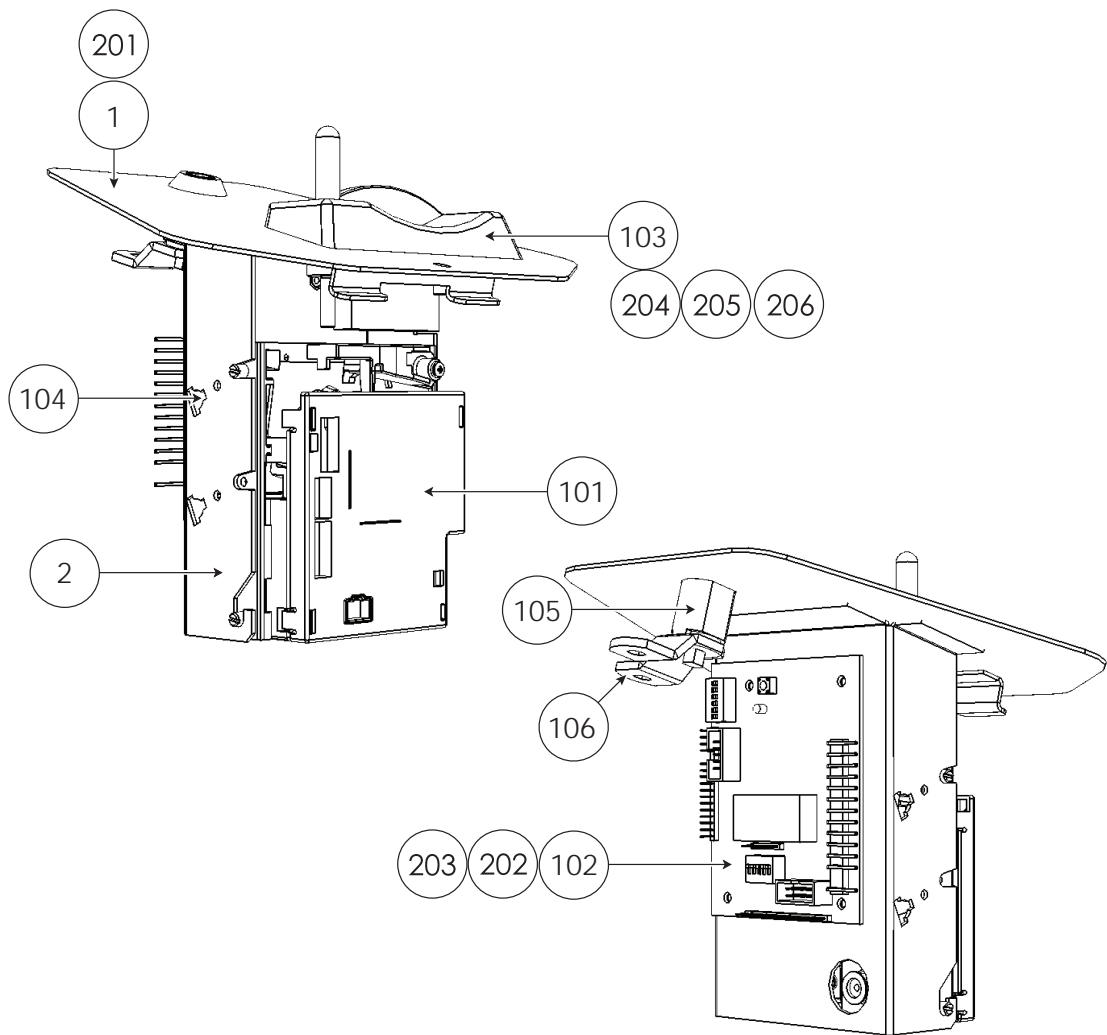
ITEM NO	PART NO	DESCRIPTION	QTY
***1	BE-1201UK	BRKT MON MOUNT	1
***2		SHIM	
***101	200-6015-01TUK	LCD 15" TOUCH	1
***201	000-P00408	M4X8 MSCR PAN PAS	4
***202	060-S00400	M4 WSHR SPR PAS	4
***203	060-F00400	M4 WSHR FORM A FLT PAS	4

⑦ ASSY COIN ENTRY (BE-1300UK)

(D-1/1)

13

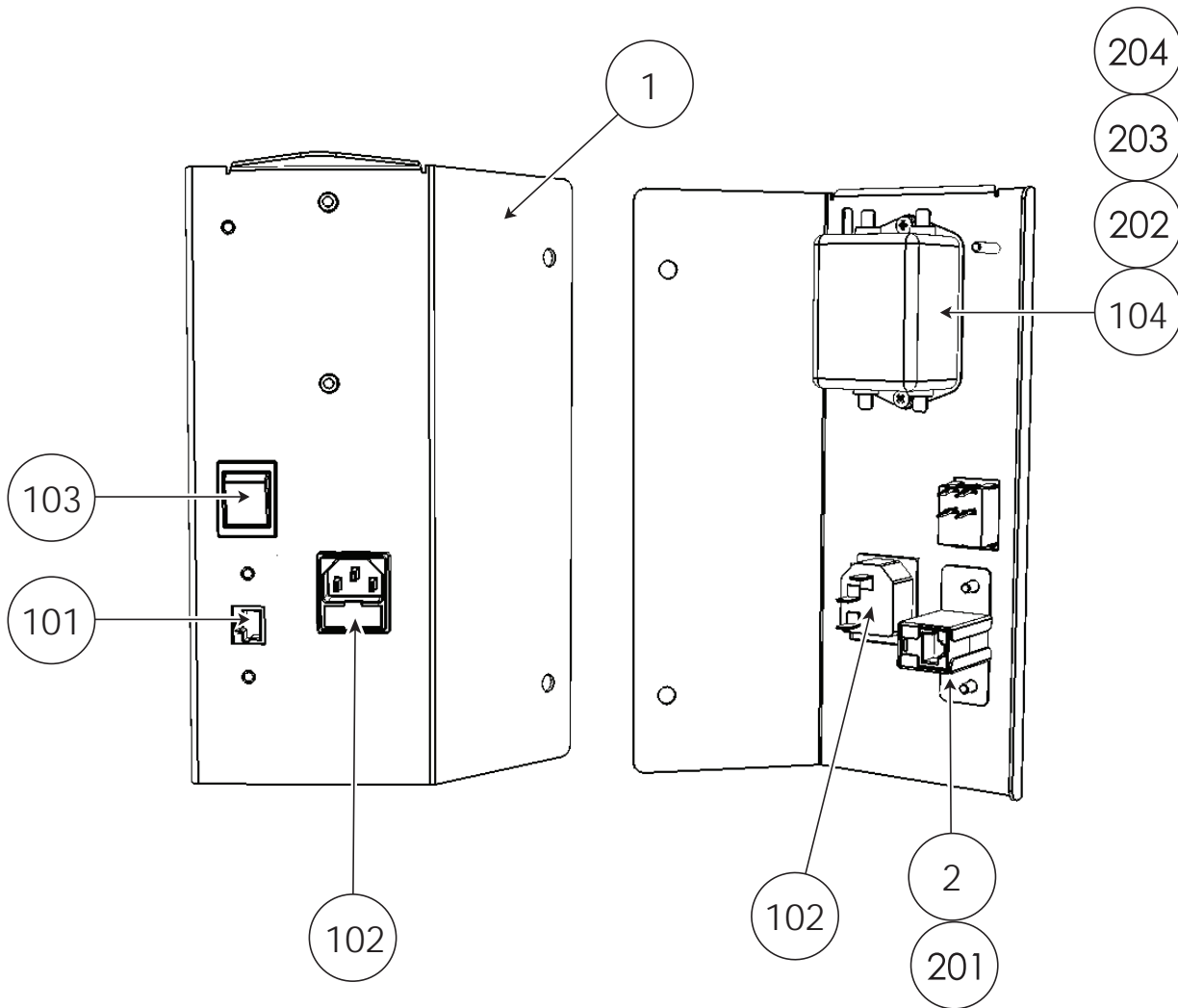
PARTS LIST



ITEM NO	PART NO	DESCRIPTION	QTY
***1	BE-1301UK	PLATE COIN ENTRY	1
***2	BE-1302UK	CRADLE MECH	1
***101	220-5610-01	COIN MECH SR3	1
***102	EP1380-01	EXCEL CREDIT BOARD	1
***103	220-0002UK	BEZEL TOP C ENTRY 3MM 107-0040	1
***104	220-5086-CUK	MECH CLIP	2
***105	220-5575UK	LOCK (J9117) KEY TO LIKE 22MM W CAM	1
***106	ORP-2372UK	CAM CRKD 9 L34 BATON 690-ZB34	1
***201	050-F00400	M4 NUT FLG SER PAS	4
***202	000-P00308	M3X8 MSCR PAN PAS	4
***203	068-330808-PN	M3 WSHR 8OD FLT NYLON	4
***204	000-P00408	M4X8 MSCR PAN PAS	4
***205	060-S00400	M4 WSHR SPR PAS	4
***206	060-F00400	M4 WSHR FORM A FLT PAS	4
***301	BE-60006UK	WH COIN HANDLING	1

⑧ ASSY AC UNIT (BE-1400UK)

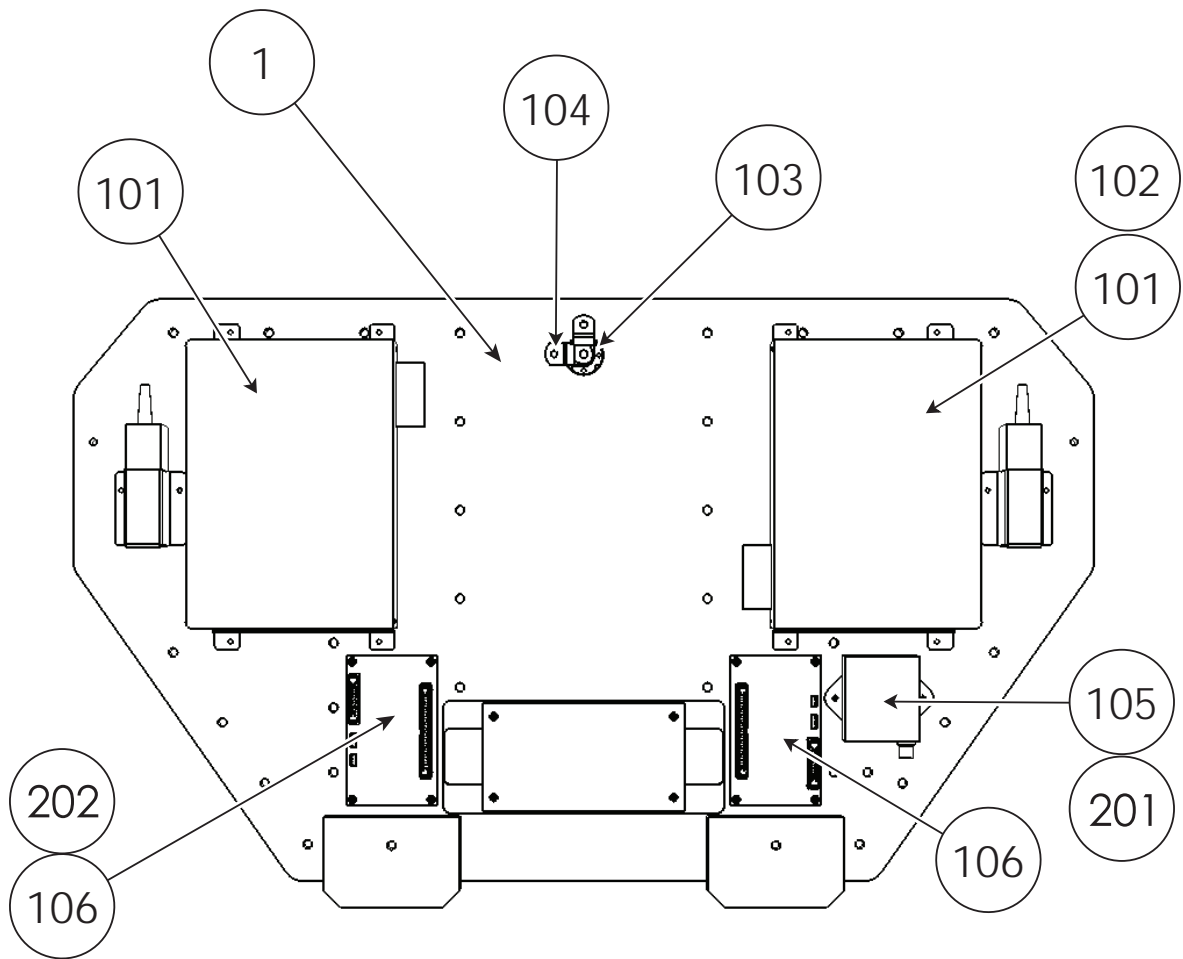
(D-1/1)



ITEM NO	PART NO	DESCRIPTION	QTY
***1	BE-1401UK	PLATE AC MOUNT	1
***2	TFF-0402UK	CONN COVER	1
***101	EP1391	COUPLER INLINE LAN RJ45	1
***102	EP1423	IEC INLET/OUTLET 211-1017	1
***103	SW1109	SW ROCKER	1
***104	EP1419	FILTER SCHAFFNER 2030-16-06	1
***201	050-F00400	M4 NUT FLG SER PAS	4
***202	000-P00408	M4X8 MSCR PAN PAS	2
***203	060-S00400	M4 WSHR SPR PAS	2
***204	060-F00400	M4 WSHR FORM A FLT PAS	2
***301	BE-60001UK	WH AC IN	1

⑨ ASSY BACK DOOR (BE-4100UK)

(D-1/1)



ITEM NO	PART NO	DESCRIPTION	QTY
***1	BE-4101UK	DOOR BACK	1
***101	610-0008-01UK	ASSY PC FUJITSU D3003-S	2
***102	EP2005-00PI	DK BESTD EU PINK	2
***103	220-5575UK	LOCK (J9117) KEY TO LIKE 22MM W CAM	1
***104	ORP-2372UK	CAM CRKD 9 L34 BATON 690-ZB34	1
***105	838-8001UK	AUDIO AMP2.2 VISATON 7100	1
***106	838-0005UK	I/O BD SAE	2
***107	280-A01264-WX	ROUTER TWIST D12 SO6.4 WOOD X	22
***108	280-A02064-WX	ROUTER TWIST D20 SO6.4 WOOD X	10
***201	012-F03512	N6X1/2" S/TAP CSK PAS	2
***202	012-P00325	N4X1" S/TAP PAN PAS	8
***301	BE-60004UK	WH I/O PLAYER 2	1
***302	BE-60005UK	WH I/O PLAYER 1	1
***303	BE-60008UK	WH DC POWER B	1
***304	BE-60009UK	WH AUDIO A	1
***305	BE-60010UK	WH AUDIO B	1
***307	BE-60011UK	WH SPKR A	1
***308	BE-60016UK	WH AC MAIN ASSY	1
***309	600-7141-100UK	CABLE JVS TYPE A-B 100CM	2

14 WIRE COLOUR CODE TABLE

WARNING

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

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

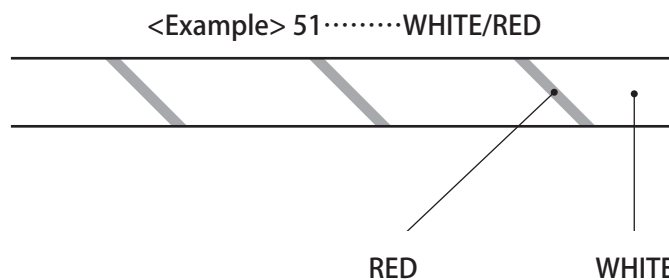
A	PINK
B	SKY BLUE
C	BROWN
D	PURPLE
E	LIGHT GREEN

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

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

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

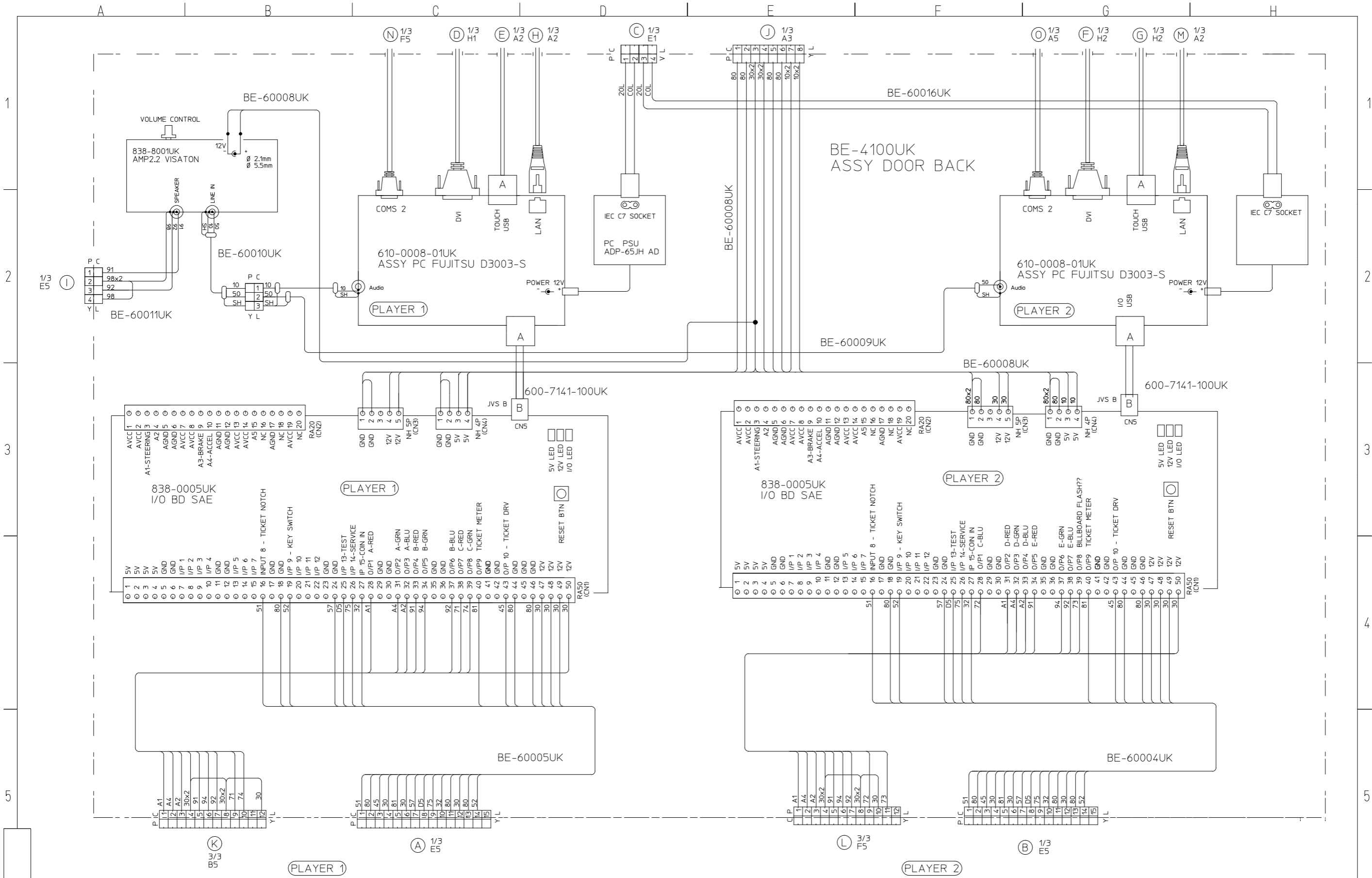
Note 1: If the right-hand side numeral is not 0, that particular wire has a spiral color code. The left-hand side character shows the base color and the right-hand side one, the spiral color.



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

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

(D-2/3)



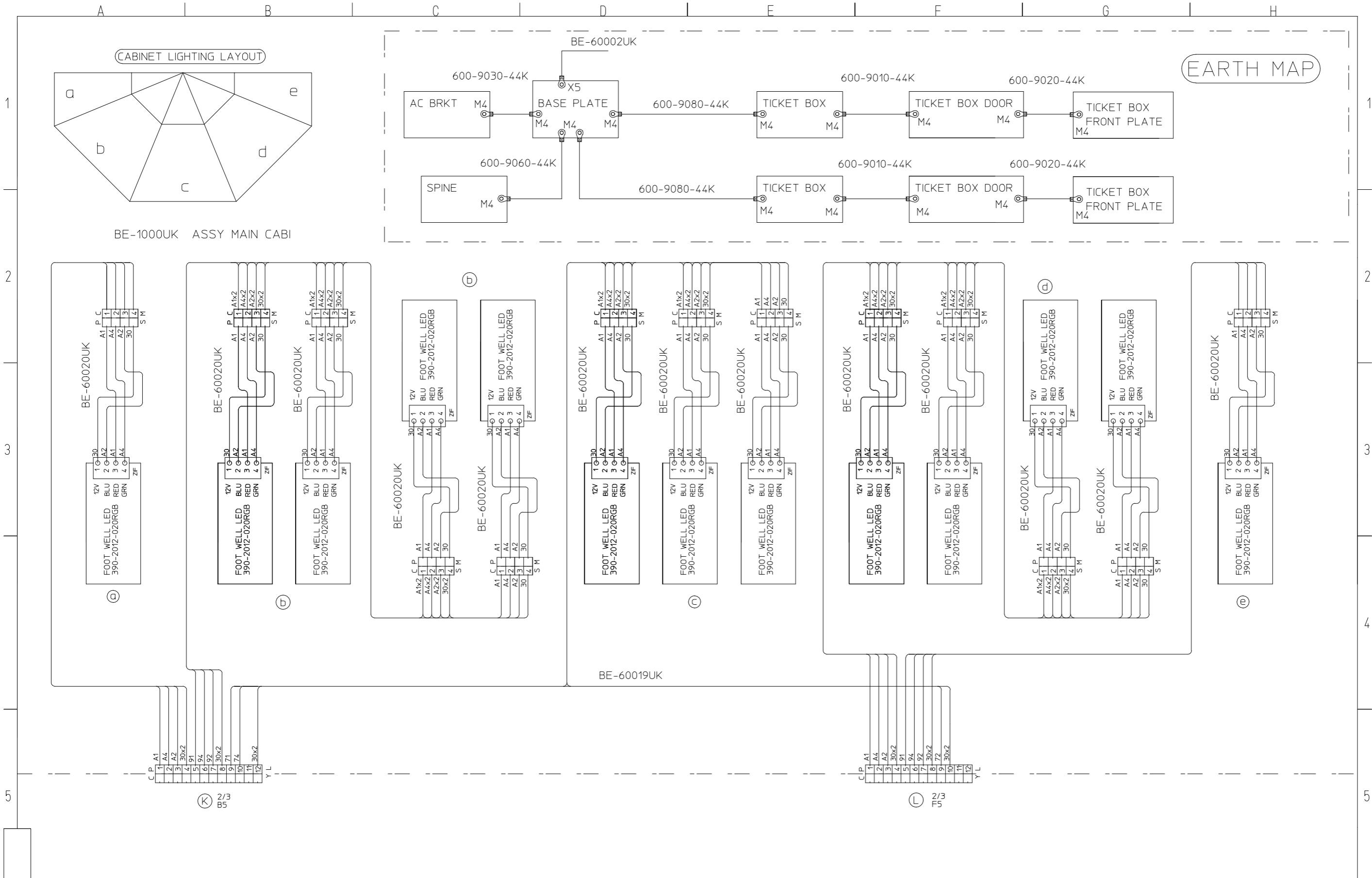
1 RED	8 BLACK	E LIGHT GREEN
2 BLUE	9 GREY	
3 YELLOW	A PINK	
4 GREEN	B SKY BLUE	U AWG 16 UL1015
5 WHITE	C BROWN	K AWG 18 UL1015
7 ORANGE	D PURPLE	L AWG 20 UL1007
		AWG 22 UL1007

DRAWN	CHKD	TOP LEVEL
CW		
06/02/12		

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BEJEWEL 2P

THIS DRAWING WILL IN NO WAY BE COPIED, TO BE RETURNED ON DEMAND.
ORIGINAL SIZE A3
BE 2/3
PART NO.

(D-3/3)



1 RED	8 BLACK	E LIGHT GREEN
2 BLUE	9 GREY	
3 YELLOW	A PINK	
4 GREEN	B SKY BLUE	U AWG 16 UL1015
5 WHITE	C BROWN	K AWG 18 UL1015
7 ORANGE	D PURPLE	L AWG 20 UL1007
		AWG 22 UL1007

ALTERNATIONS	COLOUR CODE	WIRE TYPE	DRAWN	CHKD	TOP LEVEL
			CW		
			06/02/12		

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BEJEWELD 2P

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