



A Game of Skill

Owner's Manual



SEGA AMUSEMENTS USA, INC.

MANUAL NO. 999-1763

GAME CODE: JT

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

To maintain the safety:

To ensure the safe usage of the product, be sure to read the following before using the product. 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 nearby the product or elsewhere convenient for referring to it when necessary.

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



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



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

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



Indicates “HANDLE WITH CARE.” In order to protect the human body an equipment, this display is attached to places where the Owner’s Manual and or Service Manual should be referred to.

- **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 serviceman should perform such work.
- **Be sure to turn off power before working on the machine.**
To prevent electric shock, be sure to turn off power before starting the work in which the worker touches 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, however, is not required in the case where a power cord 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 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.**
This product does not incorporate the 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 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 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 situation 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 the product w/monitor.)**
Some of the monitor (TV) parts are subject to high tension voltage. Even after running off 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 (projector) properly. (Applies only to the product w/monitor.)**
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 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 direction, connector connections can not be made accurately. Do not insert connectors forcibly.
- Do power cords have cuts and dents?
- Do the fuses used meet specified rating? Is the Circuit Protector in an energized status?
- Are all accessories available?
- Can all Doors and Lids be opened with the Accessory keys? Can Doors and Lids be firmly closed?

TABLE OF CONTENTS

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

TABLE OF CONTENTS

INTRODUCTION OF THE OWNER'S MANUAL

1. HANDLING PRECAUTIONS	1 - 2
2. PRECAUTIONS CONCERNING INSTALLATION LOCATION	3 - 4
3. OPERATION	5 - 6
4. ASSEMBLING AND INSTALLATION	7 - 9
5. PRECAUTIONS TO BE HEEDED WHEN MOVING THE MACHINE	10
6. NAME OF PARTS	11
7. GAME DESCRIPTION	12
8. HOW TO PLAY	13
9. GAMEBOARD CONFIG SETTINGS.....	14
10. GAME FEATURES	14
11. GAME ERRORS	15
12. TEST MODE	16
13. DESIGN RELATED PARTS	17
14. PARTS	18 - 25
15. WIRE COLOR CODE TABLE	26
16. INPUT PORT ASSIGNMENTS	27
17. OUTPUT PORT ASSIGNMENTS	27 - 28

SPECIFICATIONS

Installation Space	: 24.75 inches width X 42.25 inches deep
Height	: 62.5 inches
Width	: 24.75 inches
Length	: 34.25 inches
Weight	: 210 lbs
Power, maximum current	: 480W 4A (AC 120V 60 Hz AREA)

MONITOR : No Monitor is used on this product

INTRODUCTION OF THE OWNERS MANUAL

This Owner's Manual is intended to provide detailed descriptions together with all the necessary information covering the general operation of electronic assemblies, electromechanicals, servicing control, spare parts, etc. as regards the product,

SEGA JUNGLE TREASURES GAME OF SKILL.

This manual is intended for the owners, personnel and managers in charge of operation of the product. Operate the product after carefully reading and sufficiently understanding the instructions. If the product fails to function satisfactorily, non-technical personnel should under no circumstances touch the internal system. Please contact where the product was purchased from.

Use of this product is unlikely to cause physical injuries or damages to property. However, where special attention is required this is indicated by a thick line, the word "IMPORTANT" and its sign in this manual.



Indicates that mishandling the product by disregarding this display can cause the product's intrinsic performance not to be obtained, resulting in malfunctioning.

IMPORTANT!

SEGA AMUSEMENTS USA, INC./CUSTOMER SERVICE

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◆ PRODUCTION DATE ◆

This SEGA product was produced in the year of:

2003

This signifies that this work was disclosed in 2003.

DEFINITION OF LOCATION MAINTENANCE MAN AND SERVICEMAN



Non-technical personnel who do not have technical knowledge and expertise should refrain from performing such work that this manual requires the location's maintenance man or a serviceman to carry out, or work which is not explained in this manual. Failing to comply with this instruction can cause a severe accident such as electric shock.

Ensure that parts replacement, servicing & inspections, and troubleshooting are performed by the location's maintenance man or the serviceman. It is instructed herein that particularly hazardous work should be performed by the serviceman who has technical expertise and knowledge.

The location's maintenance man and serviceman are herein defined as follows:

"Location's Maintenance Man" :

Those who have experience in the maintenance of amusement equipment and vending machines, etc., and also participate in the servicing and control of the equipment through such routine work as equipment assembly and installation, servicing and inspections, replacement of units and consumables, etc. within the Amusement Facilities and or locations under the management of the Owner and Owner's Operators of the product.

Activities of Location's Maintenance Man :

Assembly & installation, servicing & inspections, and replacement of units & consumables as regards amusement equipment, vending machines, etc.

Serviceman :

Those who participate in the designing, manufacturing, inspections and maintenance service of the equipment at an amusement equipment manufacturer.

Those who have technical expertise equivalent to that of technical high school graduates as regards electricity, electronics and or mechanical engineering, and daily take part in the servicing & control and repair of amusement equipment.

Serviceman's Activities :

Assembly & installation and repair & adjustments of electrical, electronic and mechanical parts of amusement equipment and vending machines.

Notes:

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.



- Before performing work, be sure to turn power off. Performing the work without turning power off can cause an electric shock or short circuit. In the case work should be performed in the status of power on, this manual always states to that effect.
- To avoid electric shock or short circuit, do not plug in or unplug quickly.
- To avoid electric shock, do not plug in or unplug with a wet hand.
- Do not expose Power Cords and 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 electric shock or short circuit.
- To avoid causing a fire or electric shock, do not put things on or damage 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 electric shock.
- In case the power cord is damaged, ask for replacement through where the product was purchased from or the office herein stated. Using the cord as is damaged can cause fire, electric shock or leakage.
- Be sure to perform grounding appropriately. Inappropriate grounding can cause an electric shock.
- Be sure to use fuses meeting specified rating. Using fuses exceeding the specified rating can cause a fire or electric shock.
- Completely make connector connections for IC BD and others. 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 lookers-on, 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.
- Be sure to perform periodic maintenance inspections herein stated.



IMPORTANT!

- For the IC board circuit inspections, only the logic tester is allowed. The use of a multiple-purpose tester is not permitted, so be careful in this regard.
- 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 the ones designed and manufactured not 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.

2. PRECAUTIONS CONCERNING INSTALLATION LOCATION



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 malfunctioning.

- 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.
- The operating (ambient) temperature range is from 5°C to 30°C.

LIMITATIONS OF USAGE REQUIREMENTS



- Be sure to check the Electrical Specifications.
Ensure that this product is compatible with the location's power supply, voltage and frequency requirements.
A plate describing Electrical Specifications is attached to the product.
Non-compliance with the Electrical Specifications can cause a fire and electric shock.
- This product requires the Breaker and Earth Mechanisms as part of the location facilities. Using them in a manner not independent can cause a fire and electric shock.
- Ensure that the indoor wiring for the power supply is rated at 4 A or higher (AC single phase 100 ~ 120 V area). Non-compliance with the Electrical Specifications can cause a fire and electric shock.
- Be sure to independently use the power supply equipped with the Earth Leakage Breaker. Using a power supply without the Earth Leakage Breaker can cause an outbreak of fire when earth leakage 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 4 A or higher (AC 100 ~ 120 V area). Using a cord rated lower than the specified rating can cause a fire and electric shock.

Operation Area



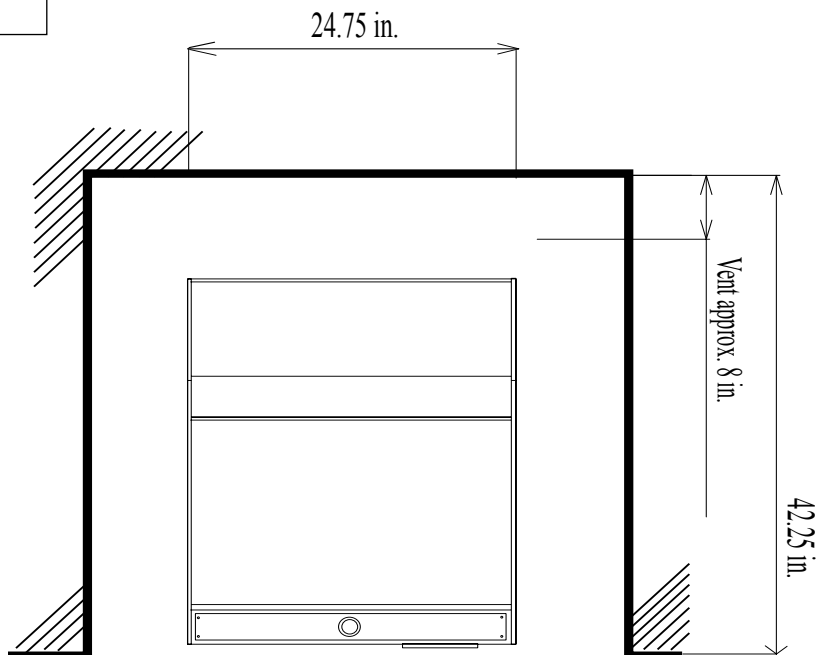
- For the operation of this machine, secure a minimum area of 24.75 in. (W) × 42.25 in. (D). In order to prevent injury resulting from the falling down accident during game play, be sure to secure the minimum area for operation.
- Be sure to provide sufficient space so as to allow this product's ventilation fan to function efficiently. To avoid machine malfunctioning and a fire, do not place any obstacles near the ventilation opening.
- SEGA shall not be held responsible for damage, compensation for damage to a third party, resulting from the failure to observe this instruction.



For transporting the machine into the location's building, the minimum necessary dimensions of the opening (of doors, etc.) are 24.75 in. (W) and 62.5 in. (H).

Electric current consumption

MAX. 4 A (AC 120 V 60 Hz)



3. OPERATION

PRECAUTIONS TO BE HEEDED BEFORE STARTING THE OPERATION

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



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

- To ensure maximum safety for the players and the customers, ensure that where the product is operated has sufficient lighting to allow any warnings to be read. Operation under insufficient lighting can cause bodily contact with each other, hitting accident, and or trouble between customers.
- It is suggested to ensure a space allowing the players who feel sick while playing the game to take a rest.
- Check if all of the adjusters are in contact with the surface. If they are not, the Cabinet may move and cause an accident.



Ensure that all of the Adjusters are in contact with the floor.



- Immediately stop such violent acts as hitting and kicking the product. Such violent acts can cause parts damage or falling down, resulting in injury due to fragments and falling down.



- Do not put any heavy item on this product. Placing any heavy item on the product can cause a falling down accident or parts damage.
- Do not climb on the product. Climbing on the product can cause falling down accidents. To check the top portion of the product, use a step.
- To avoid electric shock, check to see if door & cover parts are damaged or omitted.
- 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.

PRECAUTIONS TO BE HEDED 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.



- To avoid injury and accidents, those who fall under the following categories are not allowed to play the game.
 - Those who have experienced muscle convulsion or loss of consciousness when playing video game, etc.
 - Intoxicated persons.
 - Persons whose act runs counter to the product's warning displays.
- To avoid injury resulting from falling down and electric shock due to spilled drinks, instruct the player not to place heavy items or drinks on the product.
- To avoid electric shock and short circuit, 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 falling down and injury resulting from falling down, immediately stop the customer's leaning against or climbing on the product, etc.



WARNING: HAZARD TO EPILEPTICS.

- A very small portion of the population has a condition which may cause them to experience epileptic seizures or have momentary loss of consciousness when viewing certain kinds of flashing lights or patterns that are present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. People who have not had any previous seizures may nonetheless have an undetected epileptic condition.
- If you or anyone in your family has experienced symptoms linked to an epileptic condition (e.g., seizures or loss of awareness), immediately consult your physician before using any video games.
- We recommend that parents observe their children while they play video games. If you or your child experience the following symptoms: dizziness, altered vision, eye or muscle twitching, involuntary movements, loss of awareness, disorientation, or convulsions, **DISCONTINUE USE IMMEDIATELY** and consult your physician.

4. ASSEMBLING AND INSTALLATION

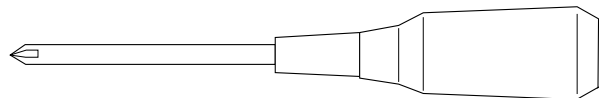


- Perform assembly work by following the procedure herein stated. Failing to comply with the instructions can cause electric shock hazard.
- Perform assembling as per this manual. Since this is a complex machine, erroneous assembling can cause an electric shock, machine damage and or not functioning as per specified performance.
- When assembling, be sure to use more than one person. 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 accurately connected. Incomplete connections can cause electric shock hazard.
- Be careful not to damage the wires. Damaged wires may cause electric shock or short circuit or present a fire risk.
- This work should be performed by the Location's Maintenance Man or Serviceman. Performing work 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.
- 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's falling down, do not perform work in places where step-like grade differences, a ditch, or slope exist.



- Handle molded parts with care. Undue weight or pressure may cause them to break and the broken pieces may cause injury.
- To perform work safely and securely, be sure to prepare a step which is in a secure and stable condition. Performing work without using the step can cause violent falling down accidents.

Tools such as a Phillips type screwdriver may be required for the assembly work.



Phillips type screwdriver

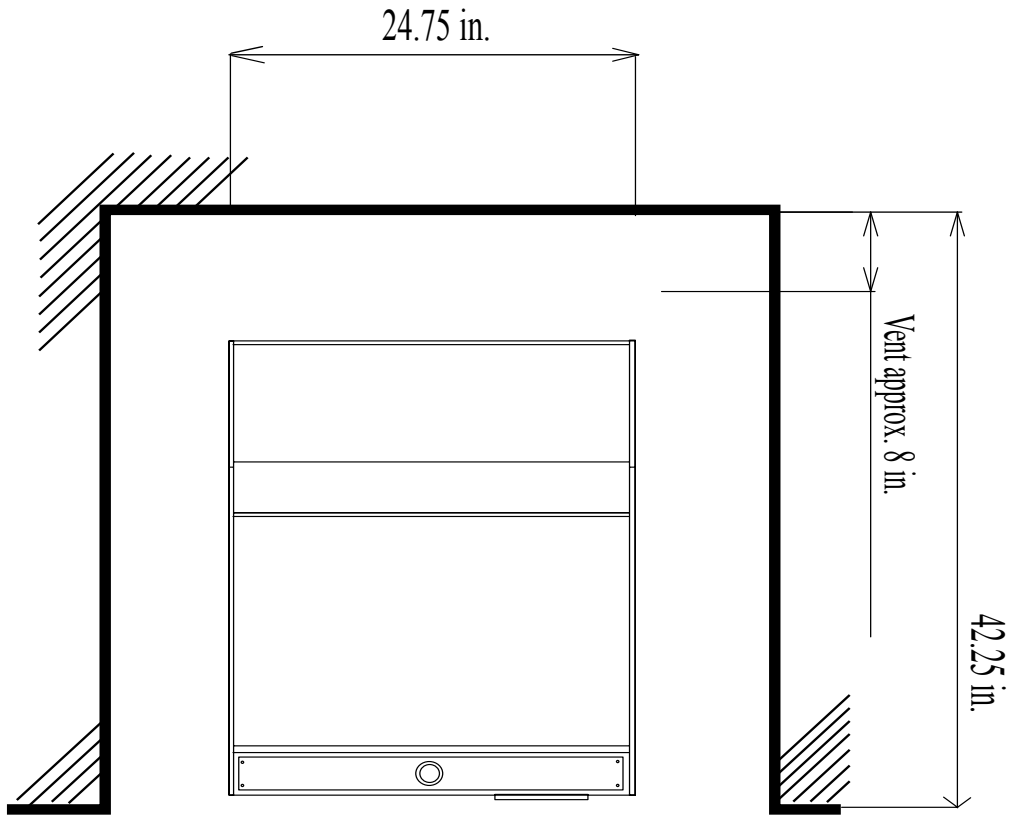


FIG. 6. 2 e
Provide ventilation space for the ventilation opening.
Allow more than 28 in. of space for customer traffic.

POWER SUPPLY, AND EARTH CONNECTION

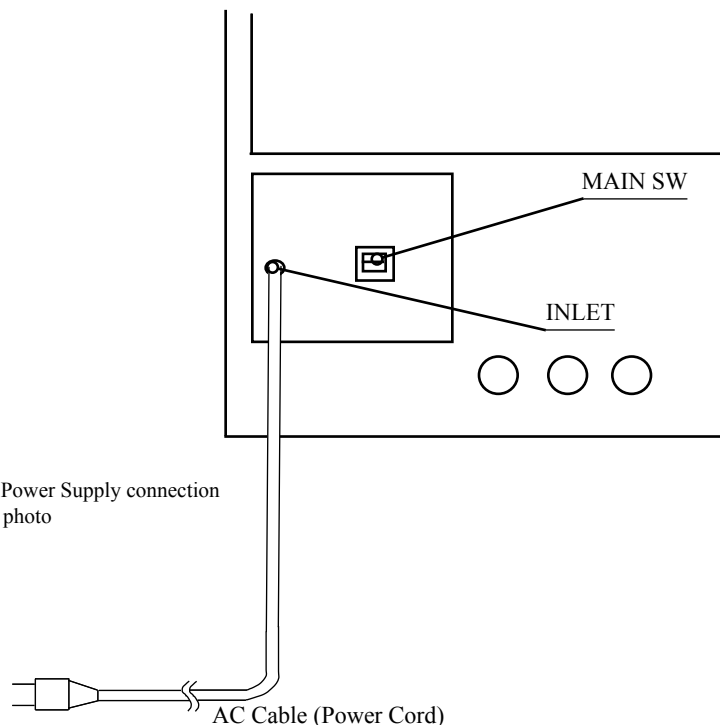


- Be sure to independently use the power supply socket outlet equipped with an Earth Leakage Breaker. Using a power supply without an Earth Leakage Breaker can cause a fire when electric leakage occurs.
- Ensure that the "accurately grounded indoor earth terminal" and the earth wire cable are available (except in the case where a power cord plug with earth is used). If the grounding work is not performed appropriately, customers can be subjected to an electric shock, and the product's functioning may not be stable.
- Ensure that the power cord and earth wire are not exposed on the surface (passage, etc.). If exposed, they can be caught and are susceptible to damage. If damaged, the cord and wire can cause electric shock and short circuit accidents. Ensure that the wiring position is not in the customer's passage way or the wiring has protective covering.
- After wiring power cord on the floor, be sure to protect the power cord. Exposed power cord is susceptible to damage and causes an electric shock accident.

The AC Unit is located inside on one side of Cabinet. The AC Unit has Main SW, Earth Terminal and the Inlet which connects the Power Cord.

- Ensure that the Main SW is OFF.

Power is off when the MAIN SWitch is in the down position. To supply power to the unit, flip the MAIN SWitch upwards.



5. PRECAUTIONS WHEN MOVING THE MACHINE



- When moving the machine, be sure to unplug the power plug. Moving the machine with the plug as is inserted can damage the power cord and cause fire and electric shock hazards.
- When moving the machine on the floor, pay careful attention so that adjusters do not tread power cords and earth wires. Damaging the power cords can cause electric shock and short circuit hazards.
- Do not push the cabinet from the left/right when attempting to move the unit. Pushing from the sides may cause the unit to tip and result in injury and damage to parts.



Do not push on any parts made of glass (e.g. Main Plex) or plastic, as these parts may break and result in bodily injury.

6. NAME OF PARTS



TABLE 1 Dimensions and Weights

	Width x Length x Height	Weight
CABINET	24.75 in x 34.25 in x 62.5 in	210 LBS

7. GAME DESCRIPTION

The following explanations apply to cases where the product is functioning satisfactorily. Should there be anything different then the following contents, some sort of faults may have occurred. Immediately look into the cause of the fault and eliminate the cause thereof to ensure satisfactory operation.

Connect the Power cord to an A/C source, turn on the power switch, then verify the following:

- A lamp is lit in the Marquee
- Sound is emitted from the speaker below the marquee
- The Prize bucket starts spinning
- The Play button Lights up
- The 7 SEG LED starts it attaction spinning display



Game Overview

This is a Bulk Vending Product. Meaning the customer inputs money/tokens and receives a product. The customer inputs his monies and then Elephant moves his head to attempt to dispense a products through the Output Chute. The game can be set to play until the customer wins a prize or on a pay per play basis.

8. HOW TO PLAY

- Play starts with the player inserting a coin/token into a slot on the front of the machine.



Insert Coin/Token

- When the coin/token is released the Elephant moves his head and “Nose” in an attempt to acquire a “Prize” for the customer. Depending of settings on the game board the Elephant may attempt until a prize is dispensed or stop after a single attempt.



Elephant attempts for Prize

- If the Elephant is successful in acquiring a prize for the customer then the prize is now dispensed through the Prize Chute on the front of the game.



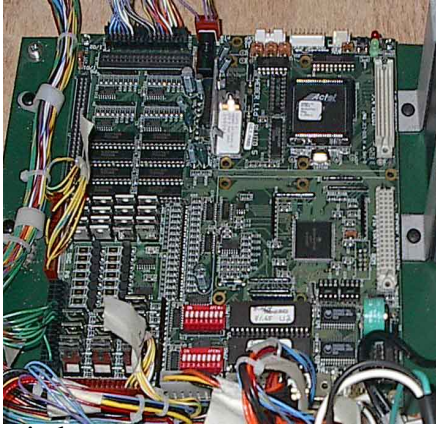
Prize is dispensed

- After Play the Elephant returns to its attract mode settings.



Returns to Attract Mode

9. Gameboard Config Settings



Dip Switches

Dip Switches

SW1

Switch 1 (Play until Prize is won)

On Enable play until prize is won
Off Disable play until prize is won

Switch 2 & 3 (Credits per Play)

Off Off 1 Credit for play amount
Off On 2 Credits for play amount
On Off 3 Credits for play amount
On On 4 Credits for play amount

* If Switch 1 is "On" then Switches 2&3 (Credits per play) are ignored.

Switch 4 & 5 (Coin amount to play)

Off Off \$0.25 to play
Off On \$0.50 to play
On Off \$0.75 to play
On On \$1.00 to play

Switch 6 (Attract Mode Sounds)

Off Attract Sounds Off
On Attract Sound On

Switch 7 & 8

Off Off 2 nose notches
Off On 3 nose notches
On Off 4 nose notches
On On 5 nose notches

Note: If large prizes are used, Please adjust Nose Notches to reduce strain when grabbing Objects. Failure to do so may result in damage.

10. Game Features

- Power loss feature:
 - If power is lost while in game play, game will resume from where it was interrupted.
- Nose features:
 - Nose cam is manufactured with several notches for nose positioning. This allows Prizes of different sizes to be used without compromising game-play.
 - If the first notch is not seen by the sensor then the head moves back up to position and then lowers to retry grabbing prizes
 - This retries 3 times then posts an error 4 - nose open / close error indicating a problem either with the nose motor or the close optical sensor.

- Optical sensor check sequence:
 - On Power up or game resetting for next play the optical sensor status is analyzed.
 - If Optical status is not saved for each optical sensor the game will initiate the “**Optical Sensor check sequence**” which moves each motor in sequence to test sensor transitions.
 - Order in which sensors are checked:
 - 1) Head will move down and up to test head sensors
 - 2) Body will move to Elephants Left sensor and test transition.
 - 3) Nose will now close to first nose notch and then open to check open sensor
 - 4) Body will move back to home position and start attract mode until coin is inserted.

11. Game Errors

Minor Errors: Minor optical sensor errors; does not interfere with game play or operation.

<u>Minor optical sensors</u>	<u>Letter code</u>
- Nose open optical sensor	A
- Head down Optical sensor	D
- Body Right Optical Sensor	F

While in attract mode, display will show the optical sensor letter code if there was a problem.

Major Errors: Motor Errors and Imperative Sensor Errors.

- If an optical sensor is not blocked within the allowed time the game will enter Error mode. This will stop all motors and lamps and display the error number.

Imperative optical sensors

- Nose close optical sensor
- Head up optical sensor
- Body left optical sensor
- Body home optical sensor

Display will flash “E” “=” “#” (stops game to prevent motor damage if faulty)

= error encountered

1 = IMPERATIVE OPTICAL SENSOR ERROR

2 = ELEPHANT LEFT/RIGHT MOTOR ERROR

3 = HEAD UP/DOWN MOTOR ERROR

4 = NOSE OPEN/CLOSE MOTOR ERROR

7 = UP / DOWN MOTOR ERROR

9 = LEFT / RIGHT MOTOR REVERSED ERROR

- Press Test button to exit errors and reset game

12. Test Mode

While the game is playing:

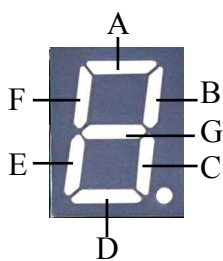
- Press test button once plays a sound but doesn't affect game play.
- Press and hold test button for 2 seconds stops game-play, clears credits and resets game.

While the game is in attract mode:

- If all sensors are operational and there are no errors
- The display attract show lights every segment in a figure eight order
- If there are sensor problems detected the display will show a letter code corresponding to the bad optical sensor
- Press Test button once to test lights, optical sensors, prize sensor, and push button.
This enters "Segment display Test mode"

Segments of the Display will light while the corresponding optical sensor is blocked.

- Pressing push button will initiate check optical sensor sequence and then return to test mode segment display, flashing all segments of bad optical sensors.
- Sements of the Display will flash if there was a problem detected with the corresponding optical sensor.

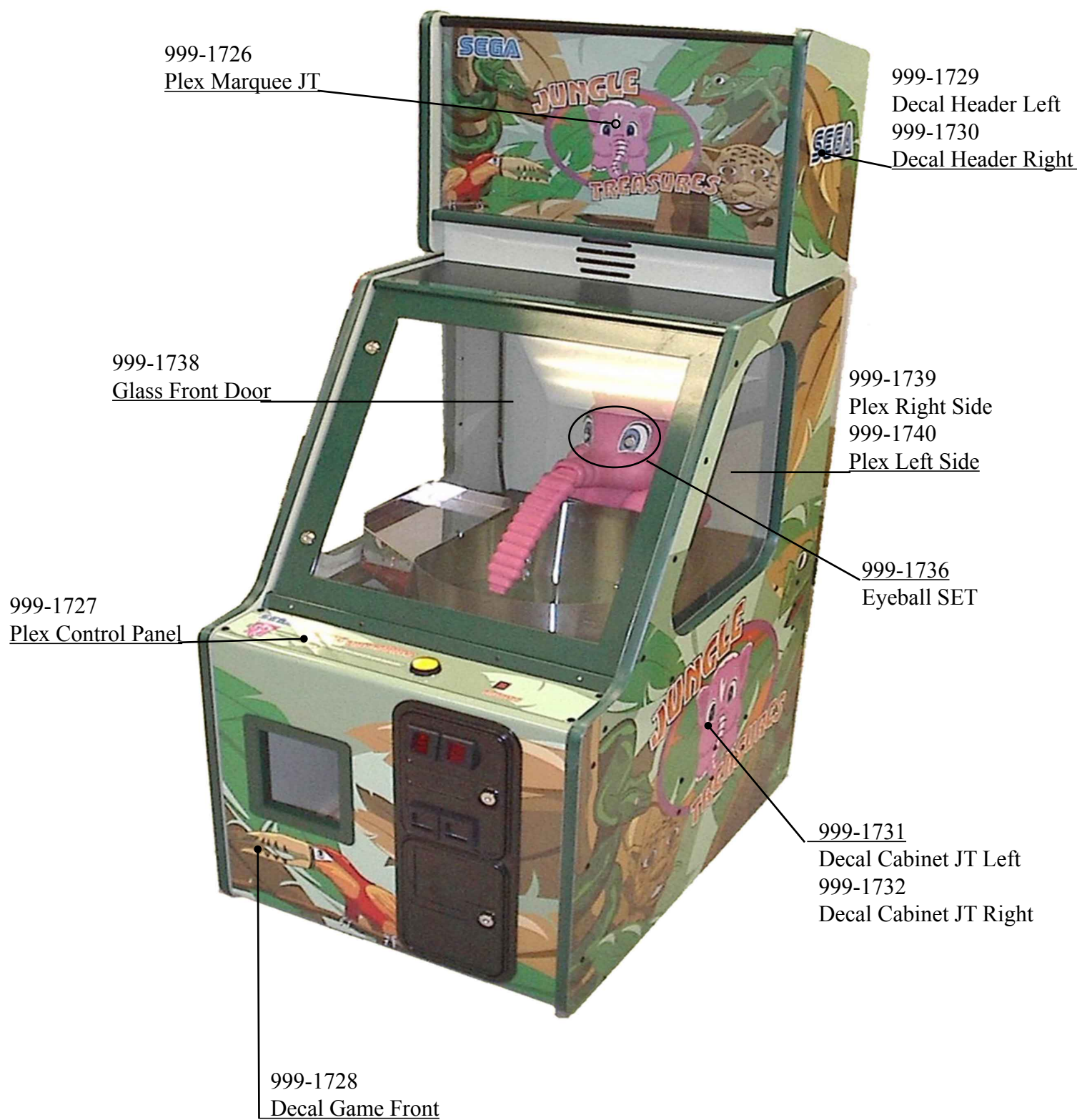


- A = Nose Open sensor
- * B = Nose Close sensor
- * C = Head Up sensor
- D = Head Down sensor
- * E = Elephant Left sensor
- F = Elephant Right sensor
- * G = Elephant Home sensor
- ALL SEGMENTS = Prize sensor with audible tone

Note: *=Imperative optical sensor

- Pressing test button again enters Nose Motor Test - Display will read "1"
Nose motor will then move from closed to open until test button, or either volume button is pressed
- Press Volume Up or Volume Down buttons to initiate manual nose motor movement test
Press Volume Up button to open nose.
Press Volume Down button to close nose.
Note: Optical sensor segments will light when optical sensor is blocked.
- Pressing Test button again enters Head Up / Down Motor Test - Display will read "2"
Head motor will then move from Up to Down until test button or either Volume button is pressed.
- Press Volume up or Volume Down buttons to initiate manual head motor movement test
Press Volume up botton or Volume down button to move head up and down.
Note: Optical sensor segments will light shen optical sensor is blocked.
- Pressing test again enters the Body Left / Right Motor Test - Display will read "3"
Body Motor will then move left to right and home until test button or either volume button is pressed
- Press Volume up or Volume down buttons to initiate manual body motor movement test
Press Volume up button to move body to its left.
Press Volume down button to move body to its right.
Note: optical sensor segments will light when optical sensor is blocked

13. DESIGN RELATED PARTS



14. PARTS (Header)



Item #	Part #	Description
1	999-1733	Marquee Sash
2	Local Purchase	Fluorescent Fixture 18 in 15 W Coolwhite
3	999-1751	Speaker
4	999-1749	Prize Ramp

PARTS (Midheight of Game)



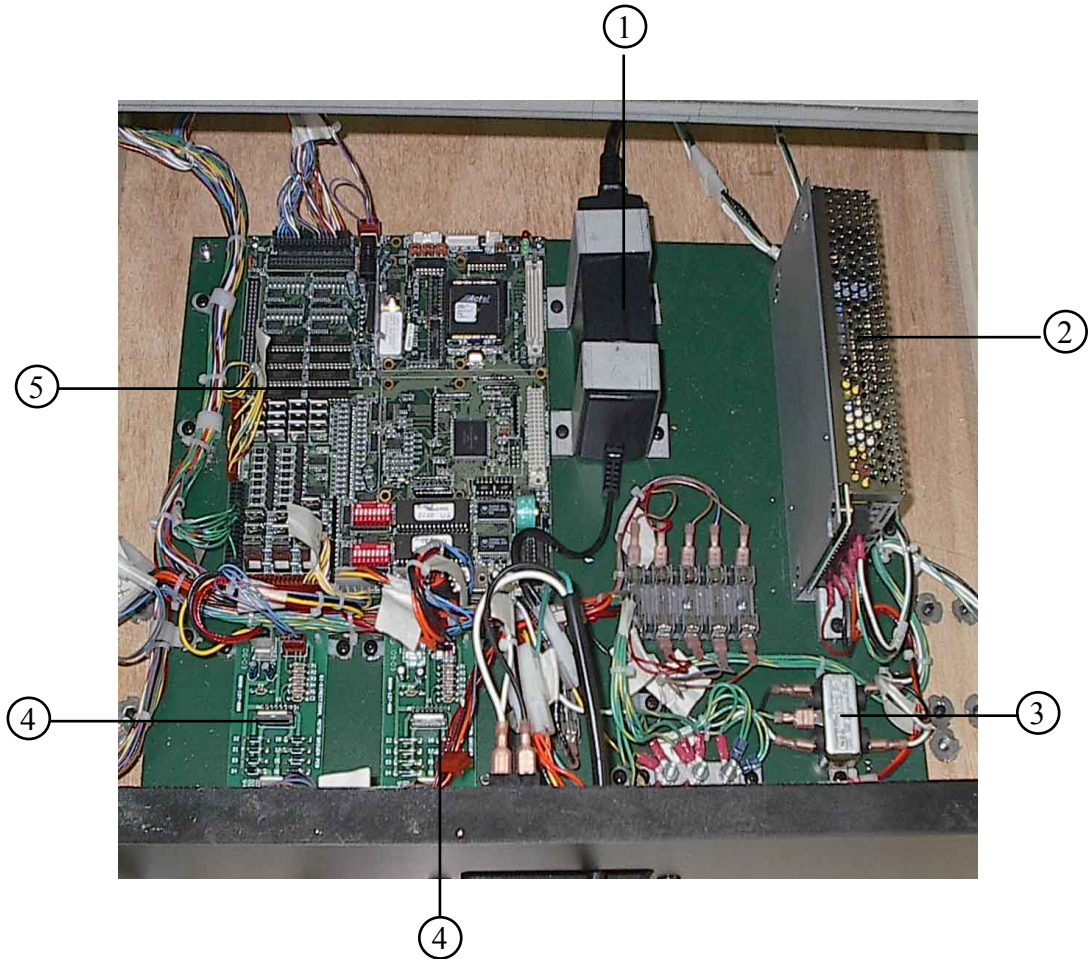
Item #	Part #	Description
1	999-1734	Top Sash
5	999-1741	Main Door Hinge
6	999-1742	Main Door Frame
7	999-1735	Bottom Sash Cab
8	999-1743	Rear Door
9	999-1745	Key & Lock Rear Door
10	999-1744	Main Door Key & Lock X2
11	999-1746	Prize Chute Top

PARTS (Lower Game)



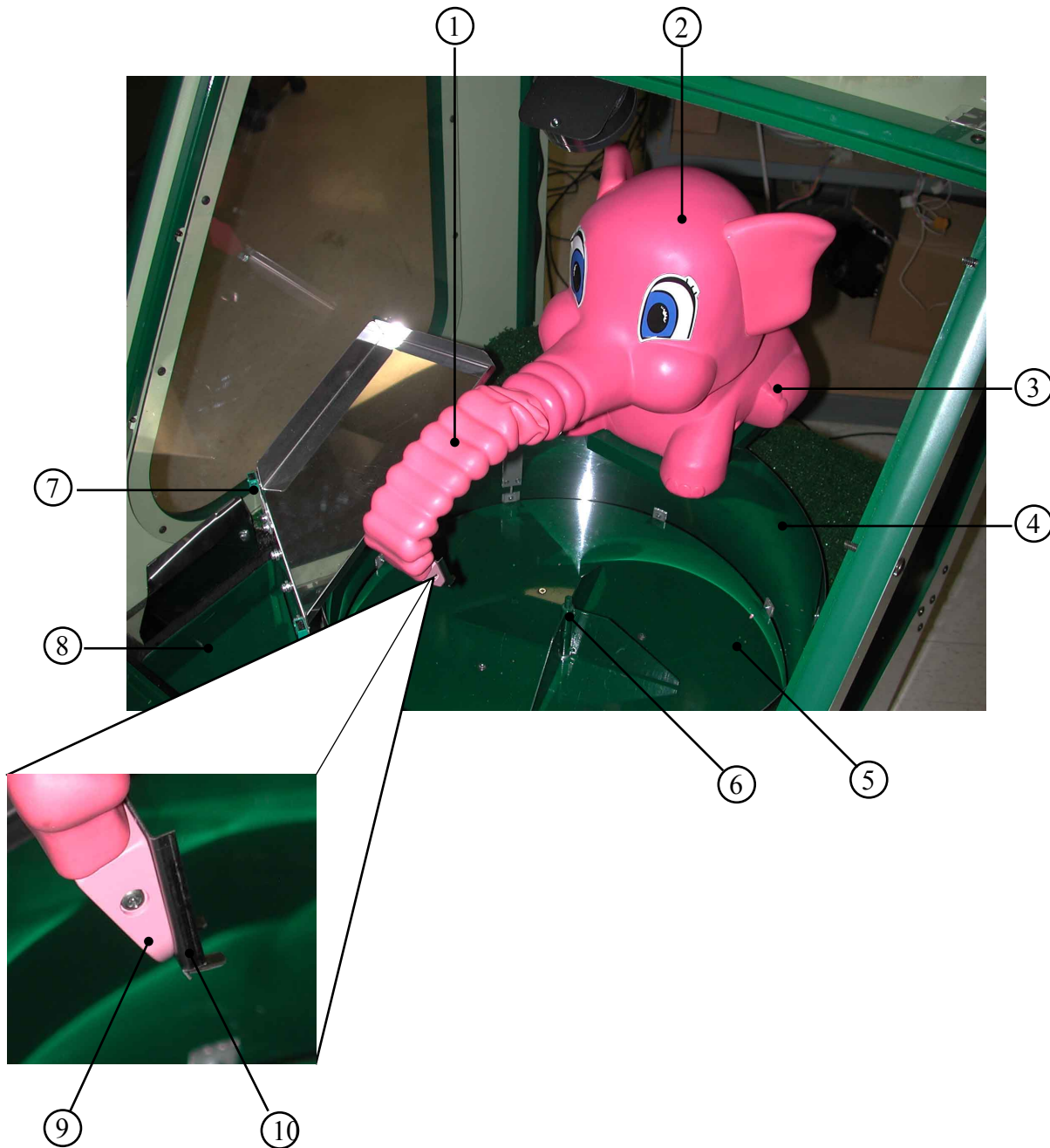
Item #	Part #	Description
1	999-1752	7 Segment LED
2	999-1753	Leg Adjuster
3	999-1754	Swivel Casters
4	999-1755	SW Playbutton (Flashing)
5	999-1747	Prize Chute Frame
6	999-1748	Prize Chute Lower
7	999-1737	Plex Prize Chute Door

PARTS (Electronics)



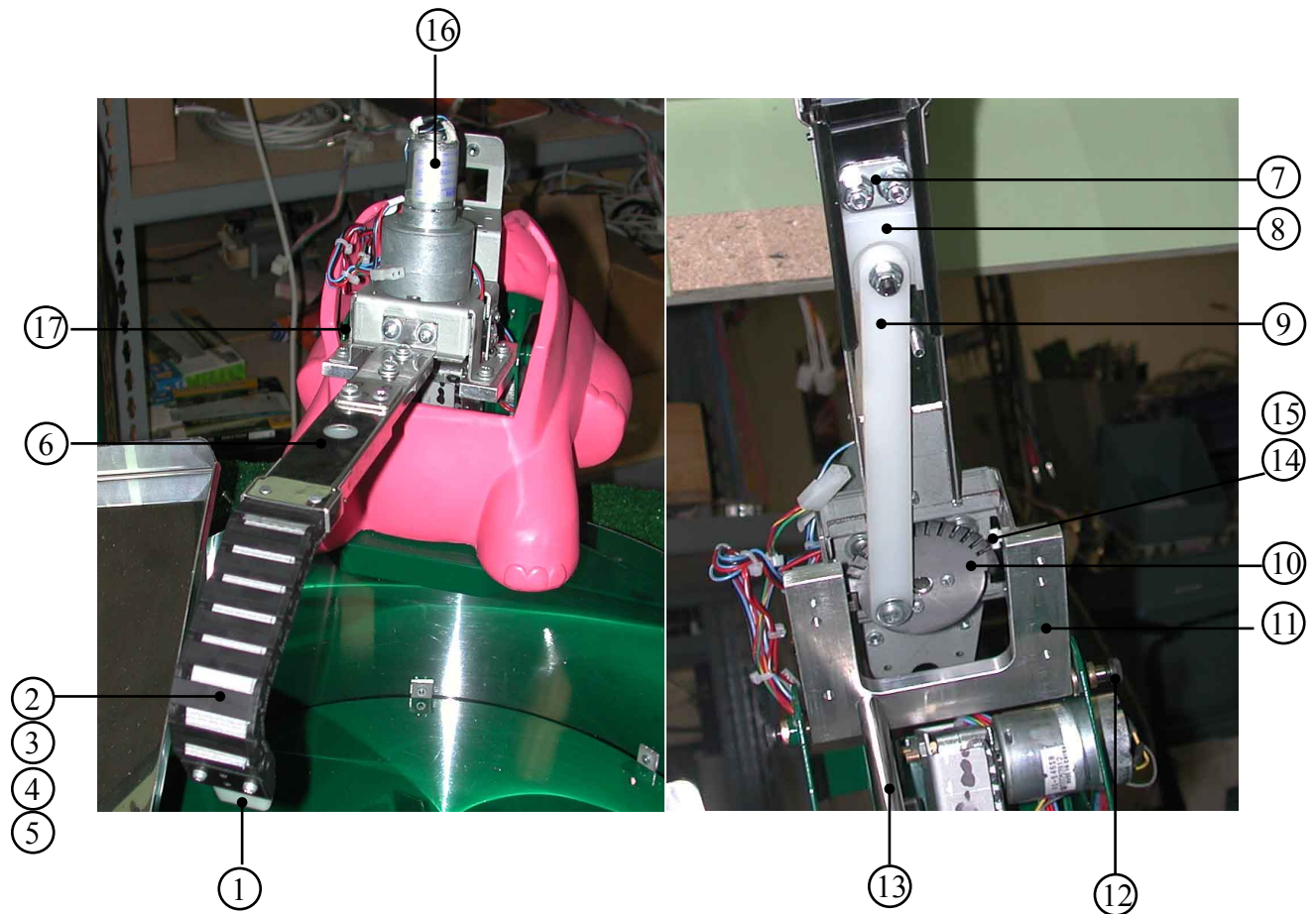
Item #	Part #	Description
1	998-0185	Transformer
2	998-0186	Power Supply
3	998-0187	Line Filter
4	998-0189	Motor Boards
5	998-0188	Main Game Board

PARTS



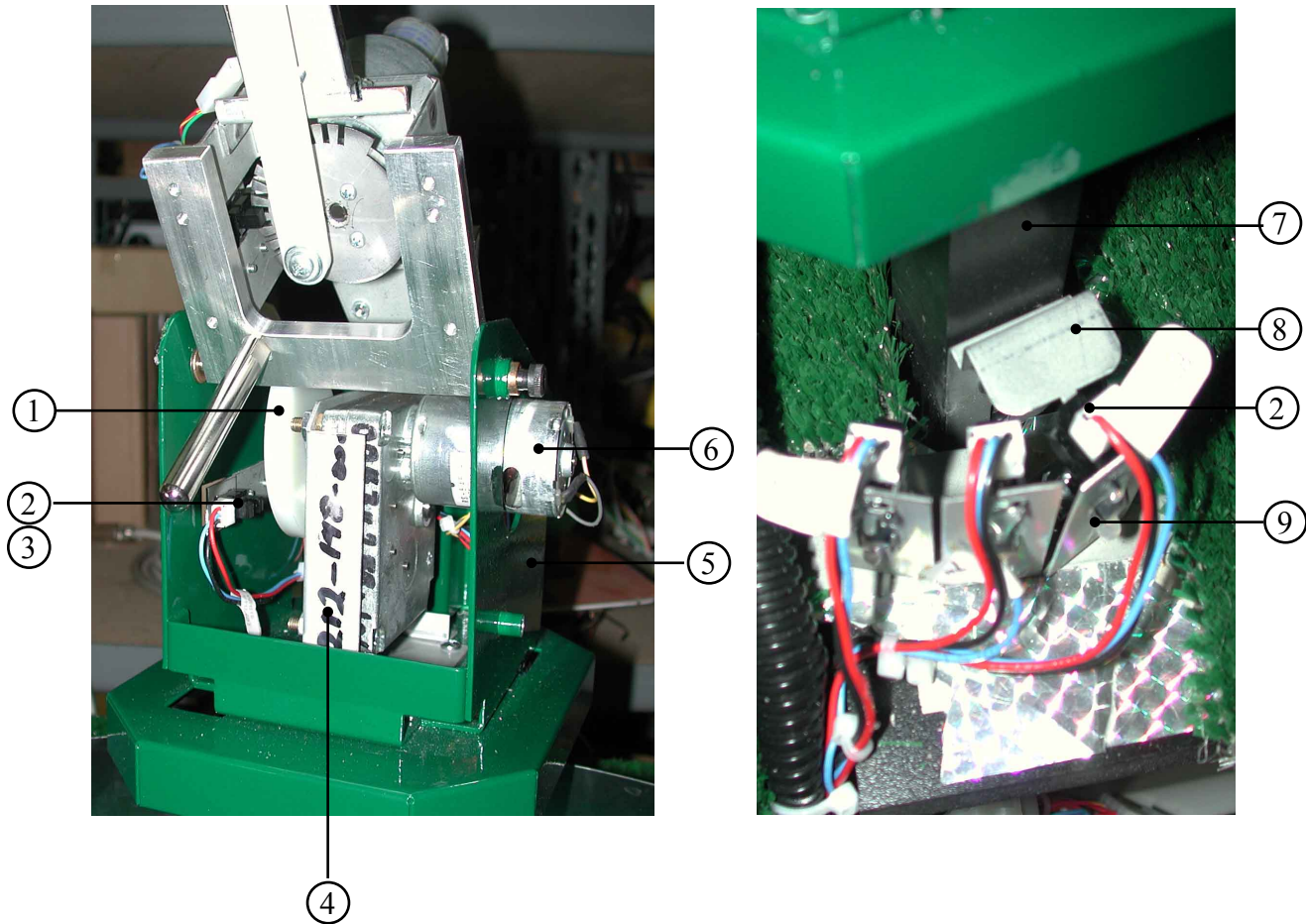
Item #	Part #	Description	Notes
1	999-1758	Elephant Trunk	
2	999-1756	Elephant Head	
3	999-1757	Elephant Torso	
4	999-1750	Prize Bucket Side	
5	999-1830	Prize Bucket Bottom	
6	999-1831	Prize Bucket Mixer/Diverter	
7	999-1832	Prize Sensors	
8	999-1833	Prize Chute Center	
9	999-1834	Nose Tip	
10	999-1835	Nose Tip Claw	

PARTS



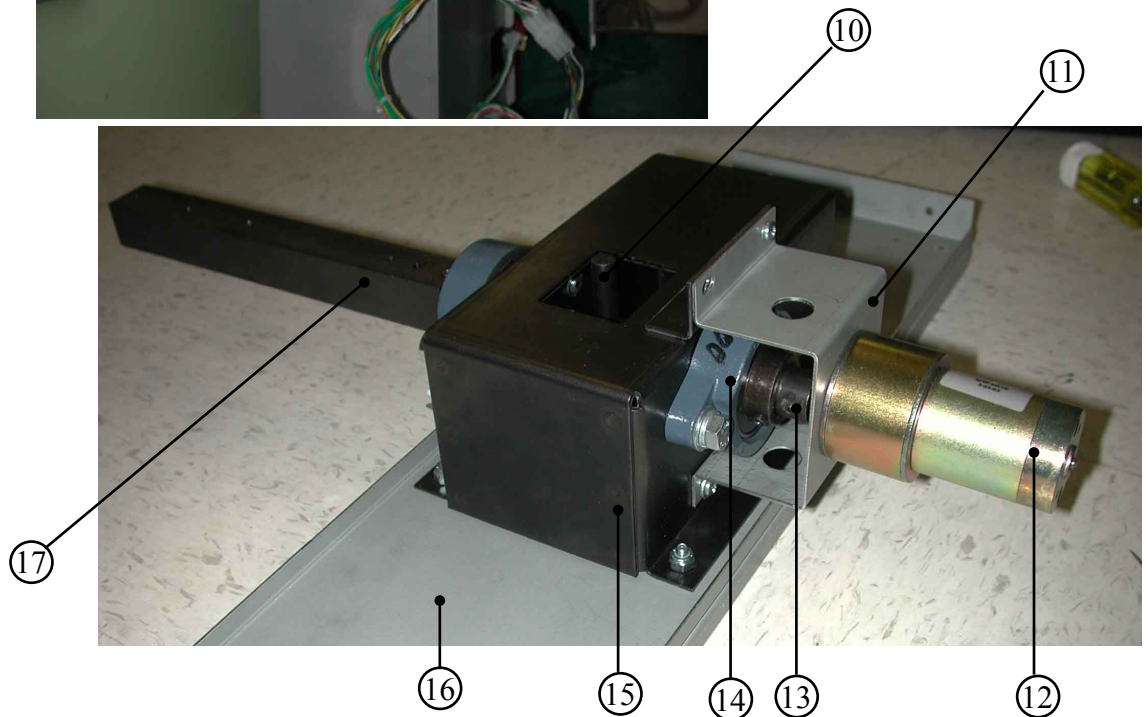
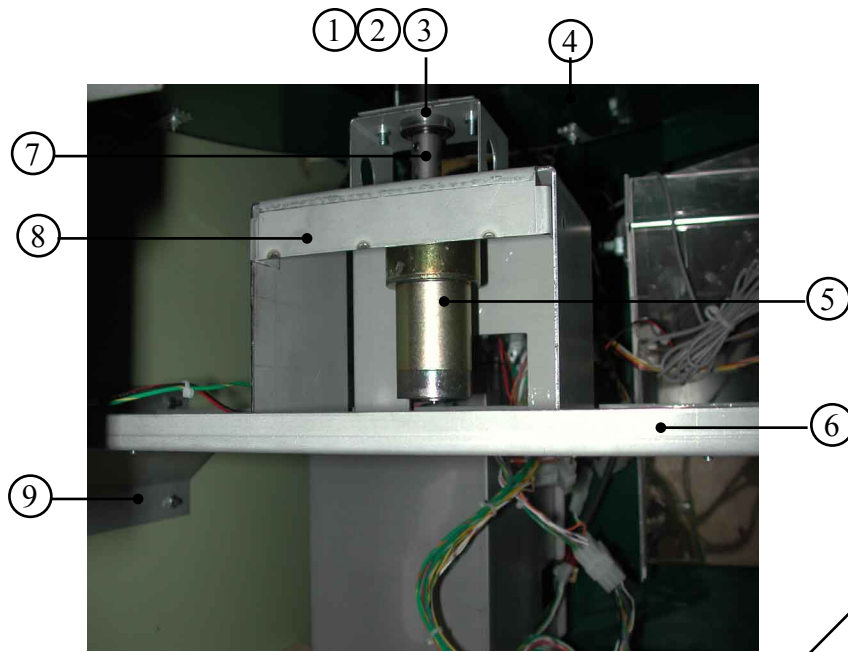
Item #	Part #	Description	Notes
1	999-1814	Trunk Tip Mount	
2	999-1815	Trunk Channel	
3	999-1816	Trunk Band Metal	
4	999-1817	Trunk Band Plastic	
5	999-1818	Trunk Band Plastic Ribbed	
6	999-1819	Trunk Frame	
7	999-1820	Trunk Band Bracket	
8	999-1821	Trunk Band Mount/Slide	
9	999-1822	Trunk Band Arm	
10	999-1823	Encoder Wheel 1/2 Trunk	
11	999-1824	Trunk/Head Base Bracket	
12	999-1825	Shoulder Screw Allen Head 1/8	
13	999-1826	Head Cam Arm	
14	999-1827	Opto Coupler	1 on each side
15	999-1828	Opto Coupler Bracket Trunk	1 for each Coupler
16	999-1761	Trunk Motor	
17	999-1829	Trunk Motor Bracket	

PARTS



Item #	Part #	Description	Notes
1	999-1841	Head Cam	
2	999-1827	Opto Coupler	2 on bracket
3	999-1847	Opto Coupler Bracket Head	
4	999-1842	Head Motor Bracket	
5	999-1843	Elephant Main Frame	
6	999-1759	Head Motor	Up/Down Motion
7	999-1844	Elephant Main Post	
8	999-1845	Interrupter Opto Bracket	
9	999-1846	Opto Coupler Bracket Body	3 of them

PARTS



Item #	Part #	Description	Notes
1	999-1848	Bearing Bracket	Visible U Shaped Bracket
2	999-1855	Bearing	
3	999-1854	Bearing Holder	Flat Plate on Top
4	999-1836	Bucket Shaft and Plate	
5	999-1762	Bucket Motor	
6	999-1837	Bucket Support Brace	
7	999-1838	Shaft Coupler	
8	999-1839	Bucket Motor Bracket	
9	999-1840	Brace Mount	1 on each side
10	999-1851	Elephant Center Shaft	
11	999-1849	Elephant Motor Bracket	
12	999-1762	Elephant Motor	Side to Side Motion
13	999-1850	Elephant Motor Coupler	
14	999-1856	Heavy Bearing	
15	999-1852	Elephant Shaft Frame	
16	999-1853	Elephant Frame Brace	
17	999-1844	Elephant Main Post	

15. WIRE COLOR CODE TABLE

THE WIRE COLOR CODE is as follow:

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

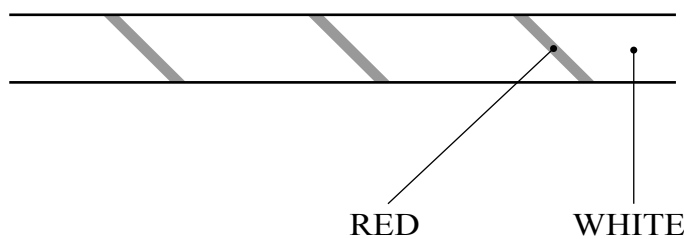
Wires other than those of any of the above 5 single colors will be displayed by 2 alphanumeric characters.

- 0 NO TRACE
- 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 alphanumeric is not 0, that particular wire has a spiral color code. The left-hand side character shows the base color and the right-hand side one, the spiral color.

<Example> 51 WHITE / RED



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

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

16. INPUT PORT ASSIGNMENTS

P9 - 34 pos. Ultrex connector

<u>Color Code</u>	<u>Pin</u>	<u>Bit Access</u>	<u>Description</u>
90	A10	BIT 6	Push Button Switch
D0	B10	BIT 7	Test Button Switch
95	A11	BIT 8	Volume Up Switch
93	B11	BIT 9	Volume Down Switch
98	A12	BIT 10	Coin Switch
D1	B12	BIT 11	Nose Open Sensor
D2	A13	BIT 12	Nose Close Sensor
71	B13	BIT 13	Elephant Left Sensor
72	A14	BIT 14	Elephant Home Sensor
78	B14	BIT 15	Elephant Right Sensor
51	A15	BIT 16	Head Up Sensor
52	B15	BIT 17	Head Down Sensor
58	A16	BIT 18	Bucket Turn Sensor
53	B16	BIT 19	Prize Sensor
5D	B17	BIT 20	Meter Current Sensing

17. OUTPUT PORT ASSIGNMENTS

P9(I/O) - 34 pos. Ultrex connector

<u>Color Code</u>	<u>Pin</u>	<u>Bit Access</u>	<u>Description</u>
20	A1	OUTPORT 6 BIT 0	Left Motor
28	B1	OUTPORT 6 BIT 1	Right Motor
21	A2	OUTPORT 6 BIT 2	Up Motor
23	B2	OUTPORT 6 BIT 3	Down Motor
24	A3	OUTPORT 6 BIT 4	Open Motor
2D	B3	OUTPORT 6 BIT 5	Close Motor
DC	A4	OUTPORT 6 BIT 6	Ears Motor
29	A5	OUTPORT 6 BIT 8	Disable Motors
5D	B5	OUTPORT 6 BIT 9	Prize Meter
59	A6	OUTPORT 6 BIT 10	Coin Meter
97	B6	OUTPORT 6 BIT 11	Coin Lock

P4(Multiplexed Lamp Sinks) - 18 pos. KK-100 connector

<u>Color Code</u>	<u>Pin</u>	<u>Bit Access</u>	<u>Description</u>
5C	1	LC0	Button Lamp Sink
3D	2	LC1	Bin 1 Lamp Sink
37	3	LC2	Bin 2 Lamp Sink
39	4	LC3	Eye 1 Lamp Sink
35	5	LC4	Eye 2 Lamp Sink
	6	LC5	Button Lamp Sink Backup
	7	LC6	Bin 1 Lamp Sink Backup
	8	LC7	Bin 2 lamp Sink Backup
	9	LC8	Eye 1 Lamp Sink Backup
	10	LC9	Eye 2 Lamp Sink Backup

P6(Multiplexed Lamp Source) - 16 pos. KK-100 connector

<u>Color Code</u>	<u>Pin</u>	<u>Bit Access</u>	<u>Description</u>
3C	1	BIT 1	Button lamp Source
31	2	BIT 2	Bin 1 Lamp Source
34	3	BIT 3	Bin 2 Lamp Source
32	4	BIT 4	Eye 1 Lamp Source
38	5	BIT 5	Eye 2 Lamp Source
	6	BIT 6	Button Lamp Source Backup
	7	BIT 7	Bin 1 Lamp Source Backup
	8	BIT 8	Bin 2 Lamp Source Backup
	9	BIT 9	Eye 1 Lamp Source Backup
	10	BIT 10	Eye 2 Lamp Source Backup

P10(Loudspeakers) - 5 pos. KK-100 connector

<u>Color Code</u>	<u>Pin</u>	<u>Name</u>	<u>Description</u>
D0	1	LS1+	Channel 1 Jumper
D0	3	MIX	Channel 2 mixed input
D5	4	LS2+	Channel 2
D3	5	LS2-	Channel 2

P5(Multiplexed L.E.D.'s) - 32 pos. Ultrex connector

<u>Color Code</u>	<u>Pin</u>	<u>Bit Access</u>	<u>Description</u>
40	A1	DIGIT 0	Common Cathode
41	A9	SEG 0	Segment 0
42	B9	SEG 1	Segment 1
47	A10	SEG 2	Segment 2
4C	B10	SEG 3	Segment 3
48	A11	SEG 4	Segment 4
4D	B11	SEG 5	Segment 5
45	A12	SEG 6	Segment 6

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