

Bisty



# ng Battle

**してい続ける挑戦者たちを、** 

■■きるフィールドが手招きしている。

- 1 与空を越えて繰り広げられる壮大なバトル。

主 決戦のカウントダウンが始まった。

■ き切り裂く銀色の軌跡が、頭上をかすめる。

■しることはない。五感を研ぎ澄まし、狙いを定める。

→ こと突然、虹色の流星が無数に降りそそいだ。

■のごむような輝きが、体中のエナジーを増殖させる。

まるで己の勝利を予言するかのように・・・。

■ ■ いざ戦え!もう恐れるものは何もない。



# C O N T E N T S

Introduction & Safety Notes	····2, 3 🕻
Features of Game Stand ·····	···· 4, 5 🧲
Full Colour Illumination	4
Large Elliptic Front Glass	
Performance Button	
Framework Specifications	100 P
Frame External Output Terminals	5
Identification	···· 6, 7 🔇
Front of Machine	6
Back of Machine	
Operation	··8~11 <
Opening the Front Framework	8
Operation of Handle Section	g
Operation of Ball Loan Panel	10
Upper and Lower Trays	10
Power Supply and Reset Switches	
Volume Control	11
Changing of Game Board ····	12~15 <
Removal of Game Board	19 13
Installation of Game Board	
Maintenance & Inspection ···	No. 22 CHARTON
Removal of Front Glass Framework	16
Removal of Upper Front Tray	10000
Installation of Front Glass	
Changing Light Bulbs	10.74
Removing Shooter Unit and Handle	
Emptying Payout Tank	20
Removing Payout Unit	20
Removing Payout Tank Empty Switch	21
Removing Sun Pack	22.23
Removing Power Supply Board	24
Removing Payout Control Board	24
Removing Sub Control Board	
Removing Main Control Board	
Inspection of Door Switches	
Inspection of Front Tray Full Switch	100 000
Changing Fuses ······	
Adjustment of Tank Rail	(100 A
Removal of Ball Flow Regulator	112120
Cleaning	29
Troubleshooting ·····	30~43
Error Indication and Fault Location	30
Error Codes and Fault Finding	31~37
Fault Finding	38~43
Parts List ·····	44~49 <
Front of Machine	44.45
Back of Machine	····· 46.47
Sun Pack	····· 48.49
	Vor1 2

#### Introduction

We would like to thank you for purchasing our companies products.

This manual provides installation and operation instructions to allow you to use this product safely.

Please be sure to read the contents of this manual before operating the machine.

Also please keep this manual safe, to use for reference in case of future requirements.

#### Notes on ordering replacement parts

For exchange parts, after replacement, please return the defective part to the manufacturers authorised service agent.

For replacement parts, please dispose of the defective part according to local waste disposal regulations.

When replacement procedure is not clear, please contact the manufacturers authorised service agent.

# Safety Notes



DO NOT do. These actions are prohibited.



Caution! please pay attention to the contents of the safety notes.



DO NOT touch.



Caution! There is a risk of fire.



DO NOT touch with wet hands or allow to get wet.



Caution High Temperature! There is a risk of burns.



You MUST comply with the contents of the safety instructions.



Caution! There is a risk of electric shock.



You MUST remove the power plug from the electrical outlet.



Caution Sharp Edges! There is a risk of injury.



Caution! Risk of injury due to touching.

Warning Please regard safety instructions. There is the risk of death or serious injury if they are ignored.

Please do not modify machine.

Modifications of game machines are prohibited by law.

It also may cause a risk of fire and electric shock.







If there is visible smoke or a burning smell coming from the machine, immediately remove the power plug from the electrical outlet.

After ensuring that the smoke or burning has ceased, please contact manufacturers authorised service agent.





Please ensure the supply transformer is adequately rated to supply the power requirements as indicated by the label on the main control board casing. Exceeding the rated capacity of the transformer will lead to an increased risk of fire.





Please do not remove the power plug by pulling on the cord.

It may cause damage to the conductors and insulation and lead to a risk of fire and electric shock.





Always remove by pulling the power plug.



Always ensure connections to the frame external output terminals comply with the maximum ratings (see page 5 for details).

There is a risk of fire if ratings are exceeded.





When changing fuses, always use a replacement fuse of the correct rating (see p27). If an incorrect fuse is used, the fuse may not blow under fault conditions and lead to a high risk of fire.





Warning Please regard safety instructions. There is the risk of injury if they are ignored.

To avoid risk of electric shock, always turn off power switch and remove power plug before working on machine.





To avoid risk of electric shock, please do not operate the machine with wet hands, or install in a place where it is likely to get wet.



To avoid risk of burns, please make sure the the ashtray is locked in position before use.



To avoid risk of burns, please do not touch the solenoids, motors or lamps while they are still hot.





Please ensure ground wire is correctly connected to prevent build up of static electricity in game balls.



To avoid risk of injury, please take care around sharp edges, such as edges of metal rails and nails.





To avoid risk of injury, please take care when opening or closing front glass and upper tray doors.



#### **Full Colour Illumination**

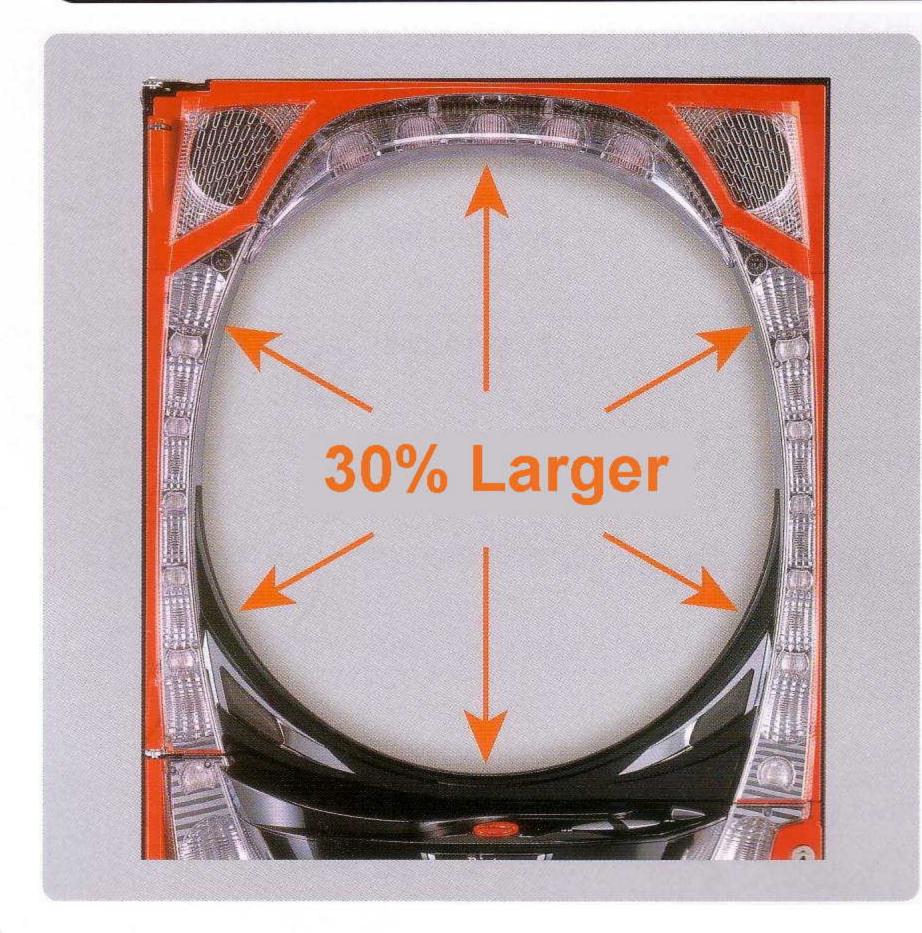


The newly adopted high brightness LED lamps give beautifully vivid full colour illumination.

With advanced microprocessor control the frame lighting effects can be seamlessly integrated into each games visual performance.

The effect is multiplied during notifications and fever rounds when the frame illumination, combined with the high quality sound, provides a truly uplifting performance.

# Large Elliptic Front Glass

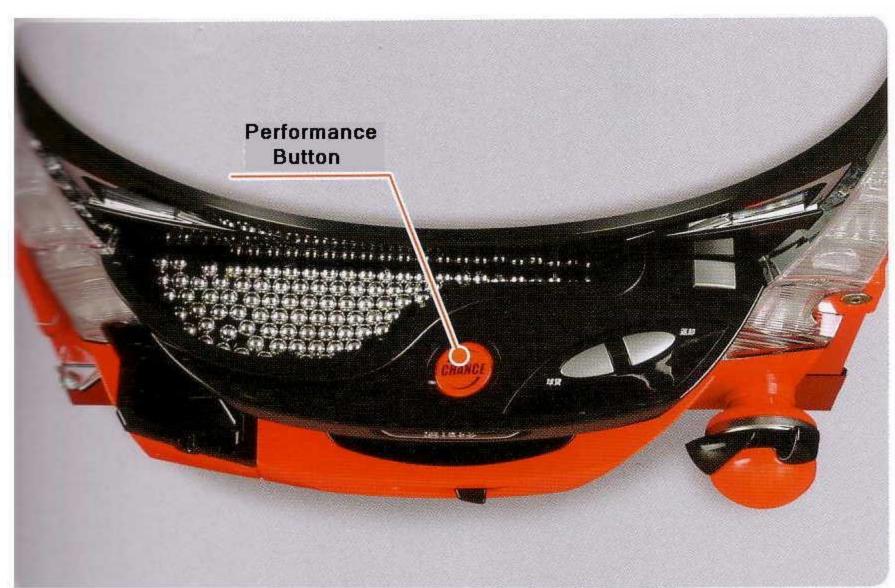


Using the latest anti-scratch technology the larger elliptic front glass will always be clear.

Twin panes of glass help cut down on noise.

The 30% larger glass area allows larger playing areas. This helps attract the eye of the player and provides more dynamic ball flow to increase the enjoyment of the game.

#### **Performance Button**



The performance button is now conveniently located in the centre of the upper front tray.

This makes it easier to operate and increases the excitement during the game.

(Operation differs for each game.)

# Framework Specifications

Framework Dimensions

Height: 808mm Width: 520mm

**Glass Dimensions** 

Height: 470mm Width: 440mm

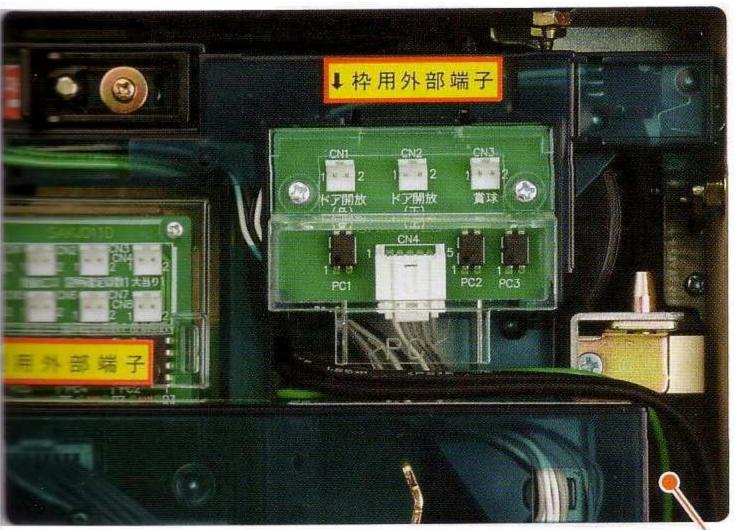
Thickness: 3mm & 4mm

Rated Voltage: AC24V+-5%

Power Consumption: Differs for each game.

(Please check label on cell CPU board.)

## Frame External Output Terminals



Output Name	Contents	Max. Rating
CN1: Door Open (OFF)	ON when front door(s) are closed (non-polarised contacts)	DC24V 0.1A
CN2: Door Open (ON)	ON when front door(s) are open (non-polarised contacts)	DC24V 0.1A
CN3: Prize Ball	1 pulse for every 10 prize balls. (non-polarised contacts)	DC24V 0.1A
Framework Side	Hall Cor	nputer Side FV Prize Ball Door Open Door Closed

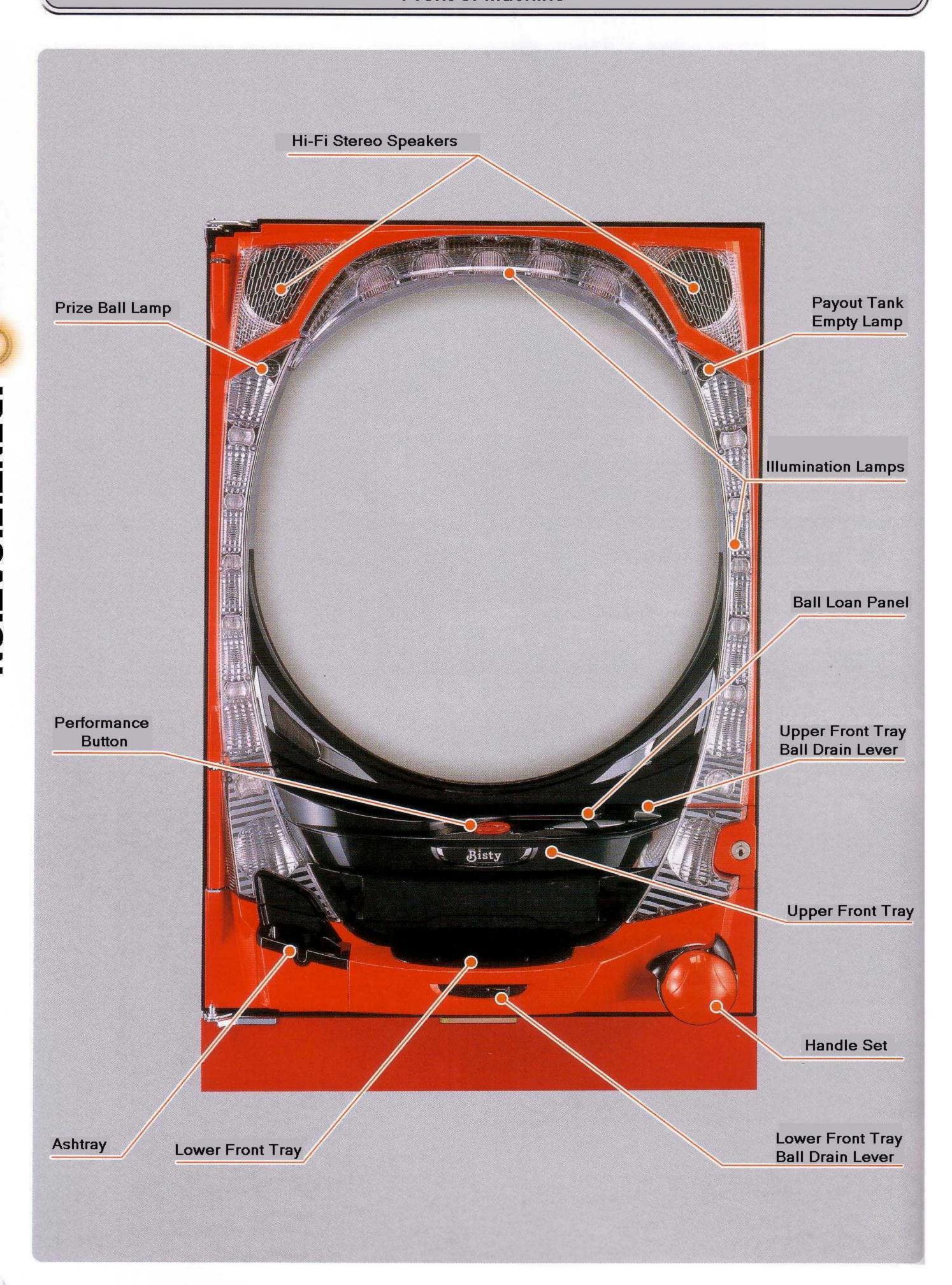
Ground Line



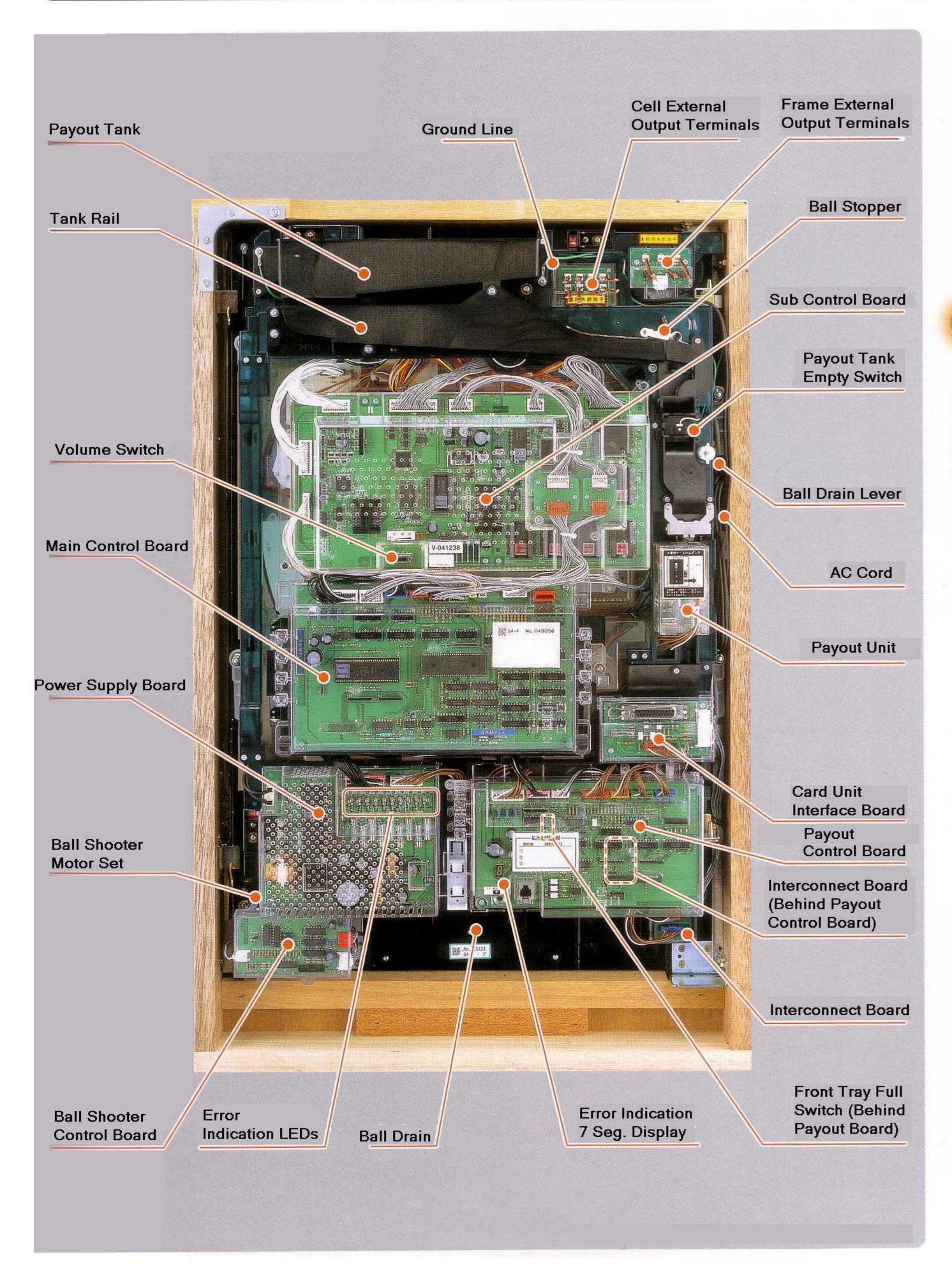
**Ground Connection** 

Please ensure that ground line is securely connected to a suitable earthing point. Please also connect the ground connection of card unit seperately. If the ground connection is missing or faulty, the game may not function correctly and there is a risk of electric shock.

# Front of Machine



# **Back of Machine**



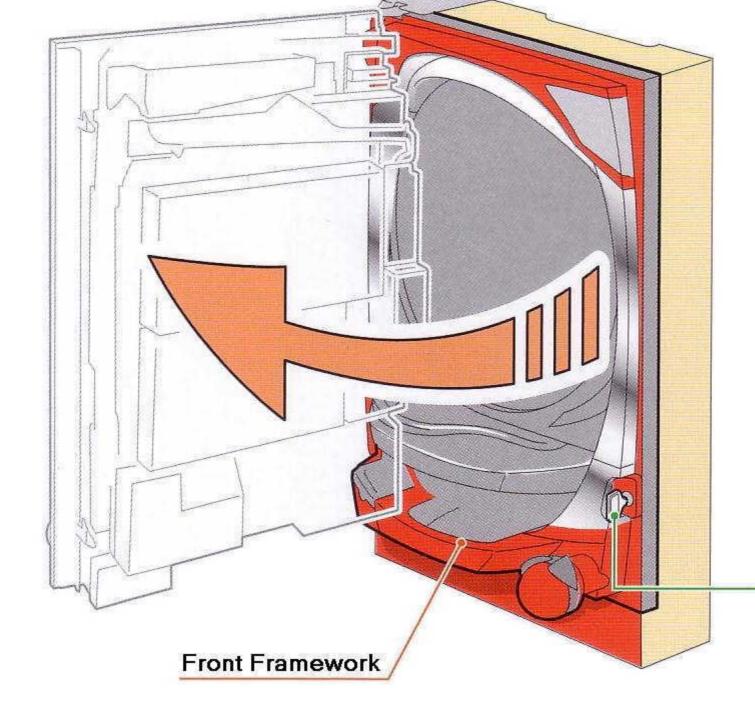
# Opening the Front Framework

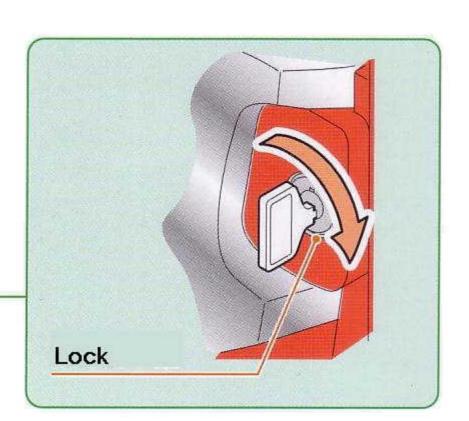


Caution: Follow instructions to avoid risk of injury

# Opening the Front Framework

When the key is turned to the very right in the lock, the front framework can be opened.

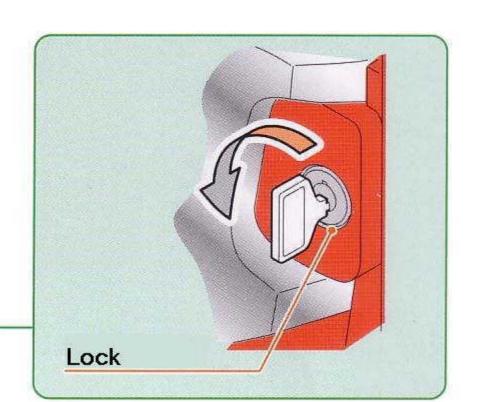


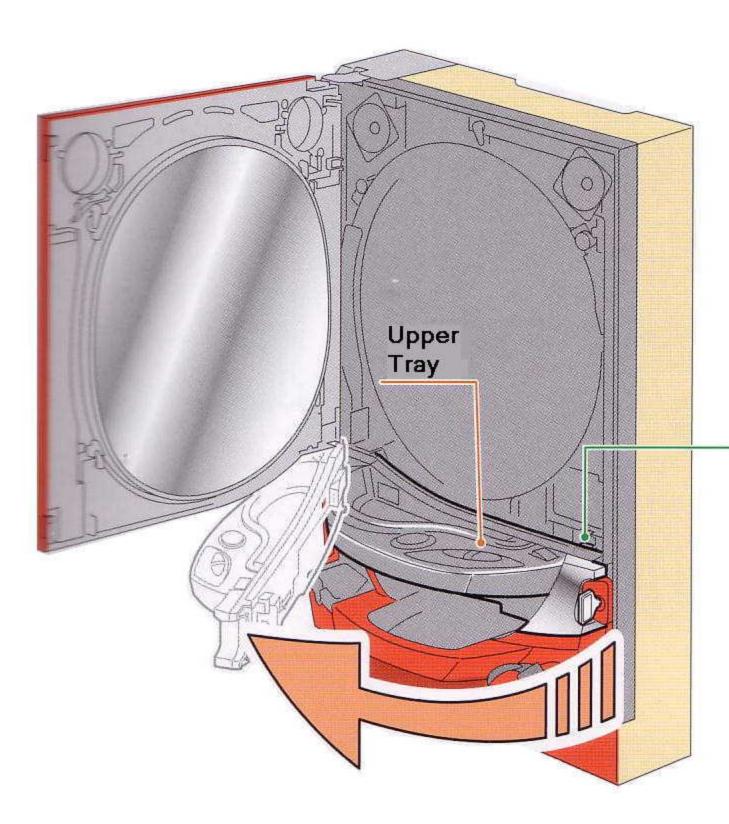


# Front Glass Framework

## Opening the Front Glass Framework

When the key is turned to the very left in the lock, the front glass framework can be opened.

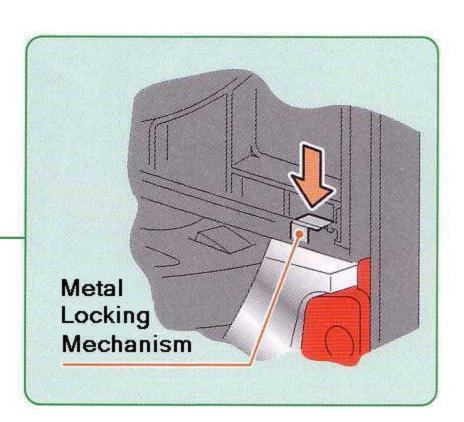




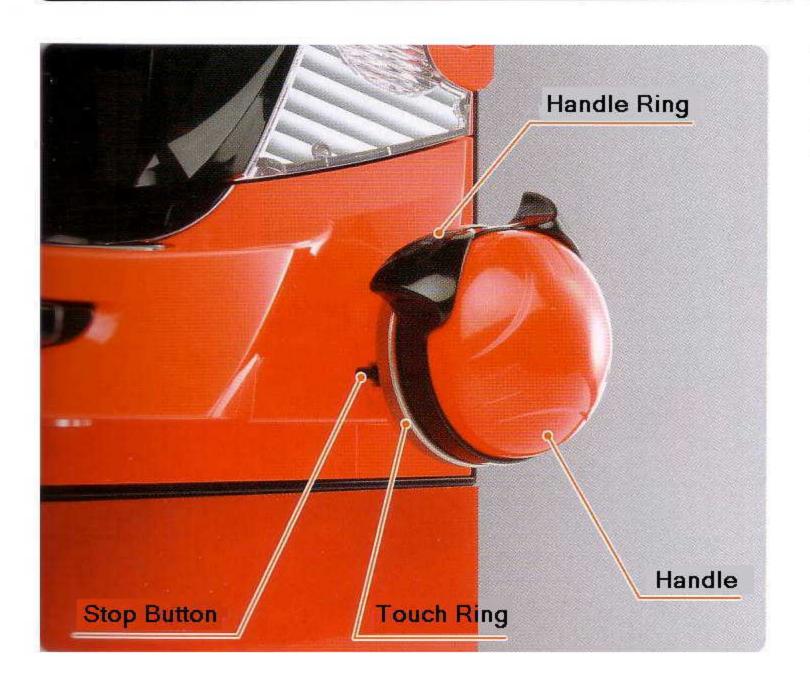
#### Opening the Upper Tray

The key is turned to the very left in the lock, and the front framework is opened. (see page 8 for details)

When the metal locking mechanism is pressed (shown by the arrow below), the upper tray is opened.



# **Operation of Handle Section**



While touching the touch ring, turn the handle ring to the right to launch balls.

To adjust the strength of the ball launch, adjust the position of the handle ring.

If the stop button is pressed while launching balls, ball launching will cease.

# Operation of Ball Loan Panel



Insert the prepaid card into the card unit.

The credit display indicates the amount remaining on the card.

When the ball loan available lamp has lit up, press the ball loan button to dispense balls into the upper tray.

When the return button is pressed the card is returned from the card unit.

# **Upper and Lower Trays**



#### Upper Tray

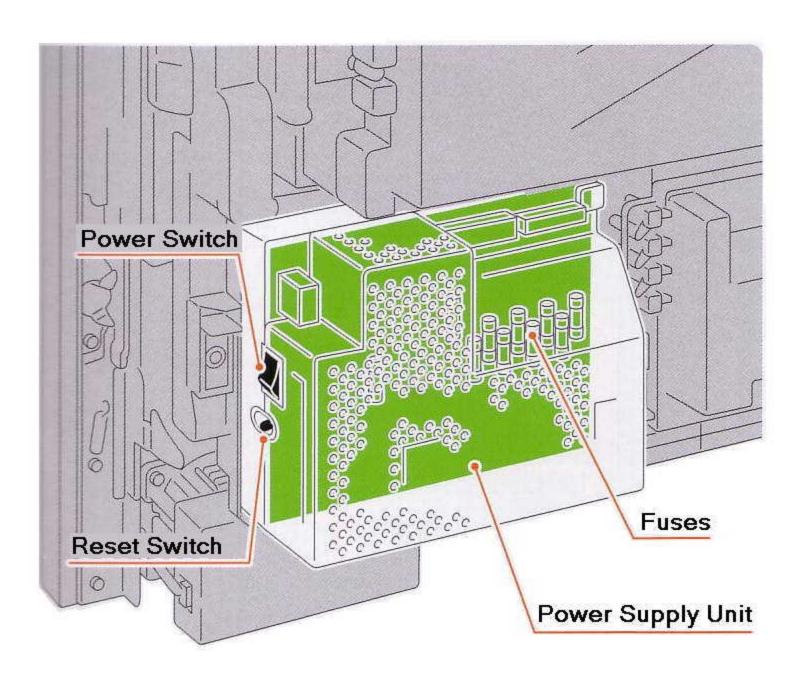
When the upper tray ball drain lever is pressed down, balls in the upper tray will drain into the lower tray.

#### Lower Tray

A ball drain hole is provided underneath the centre of the lower tray.

When the lower tray ball drain lever is moved to the left, balls will drain from the lower tray out of the ball drain hole.

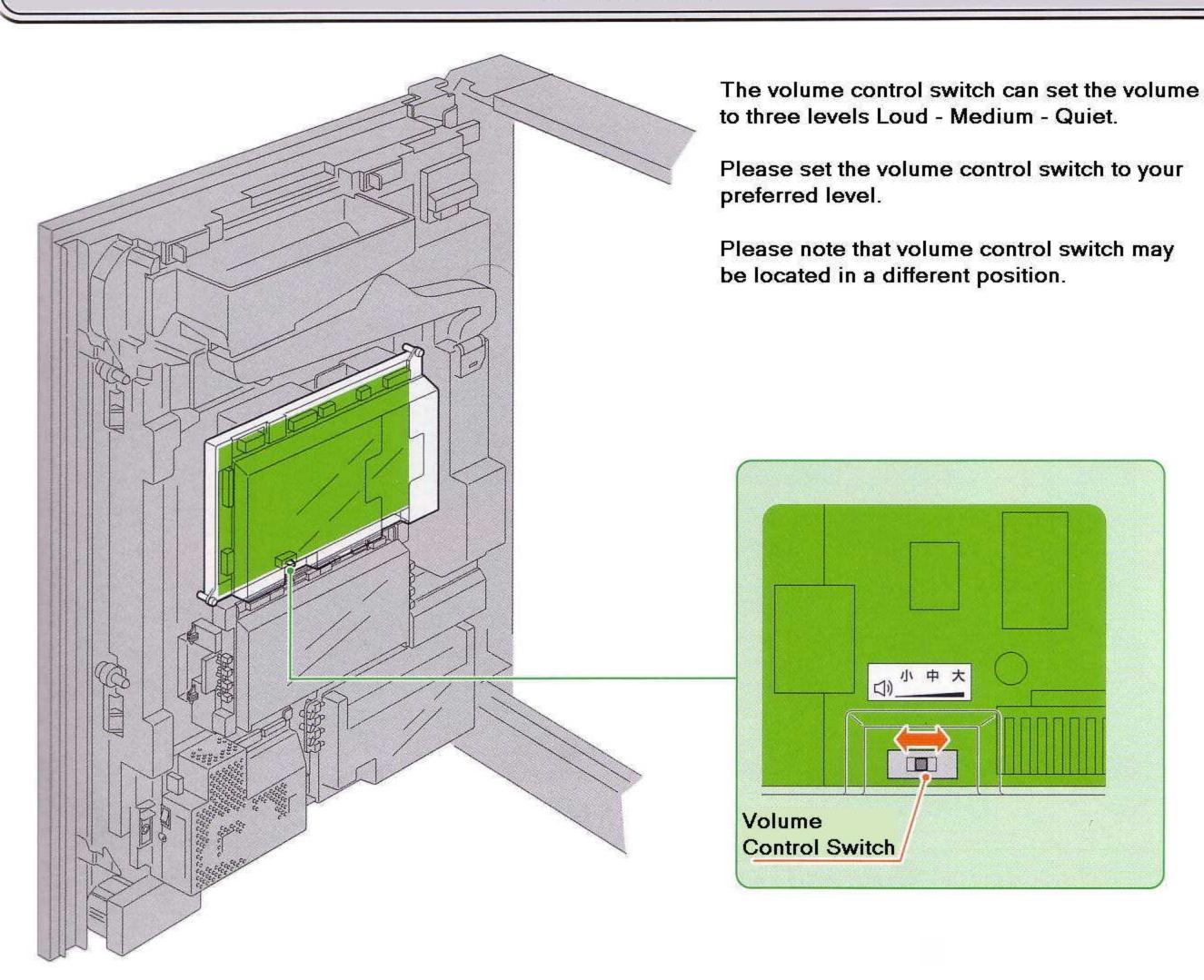
# **Power Supply and Reset Switches**



When the power switch is turned on, power is supplied to the pachinko machine.

To clear backup memory, press the reset button and turn on power switch, while continuing to push the reset button for 4-5 seconds after power is turned on.

#### **Volume Control**



#### Removal of Game Board



#### Removal of Cables



Before working on machine, always turn off at power switch and remove plug.

The front framework is opened (see page 8 for details), and any cables connected to the cell external output terminals are removed.

Remove the two pink connectors circled in the picture.

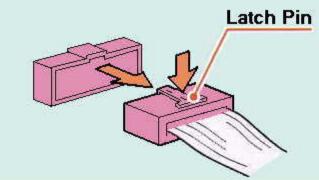
(On some machines the main control board must also be removed at this stage to enable the steps below to be carried out.)

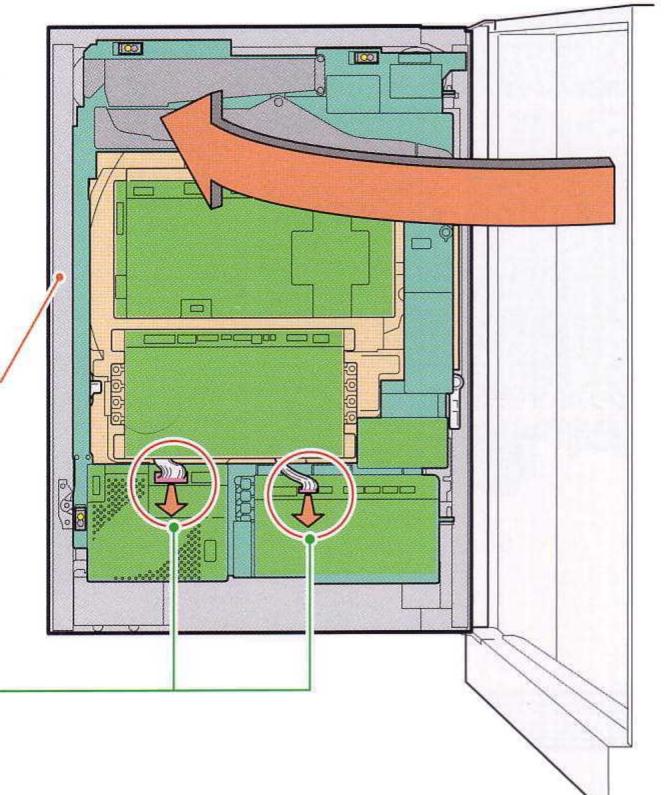
Front Framework



The connectors are of a latching type. Please hold in the latch pin whilst removing connector.

If removed with unreasonable force the cable, connector or PCB may become damaged.





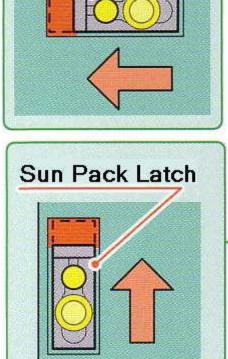


## Opening the Sun Pack

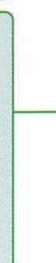
Move the three sun pack latches in the direction of the arrows.

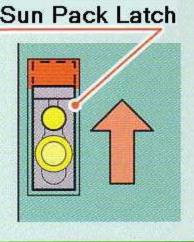
Pull the left hand side of the sun pack forward to open the sun pack

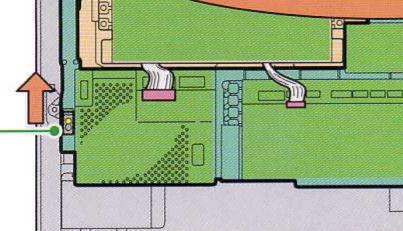
Sun Pack Latch





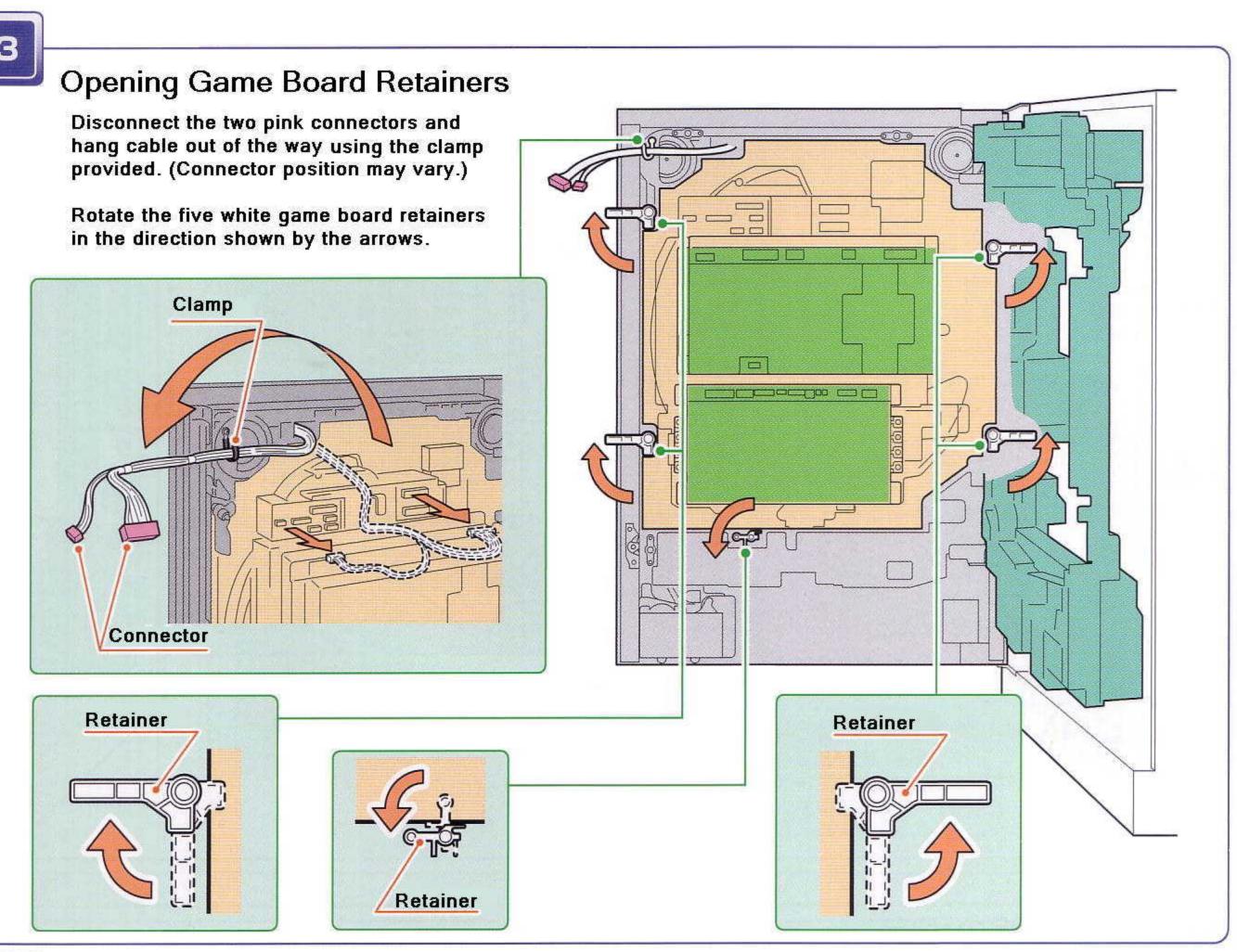


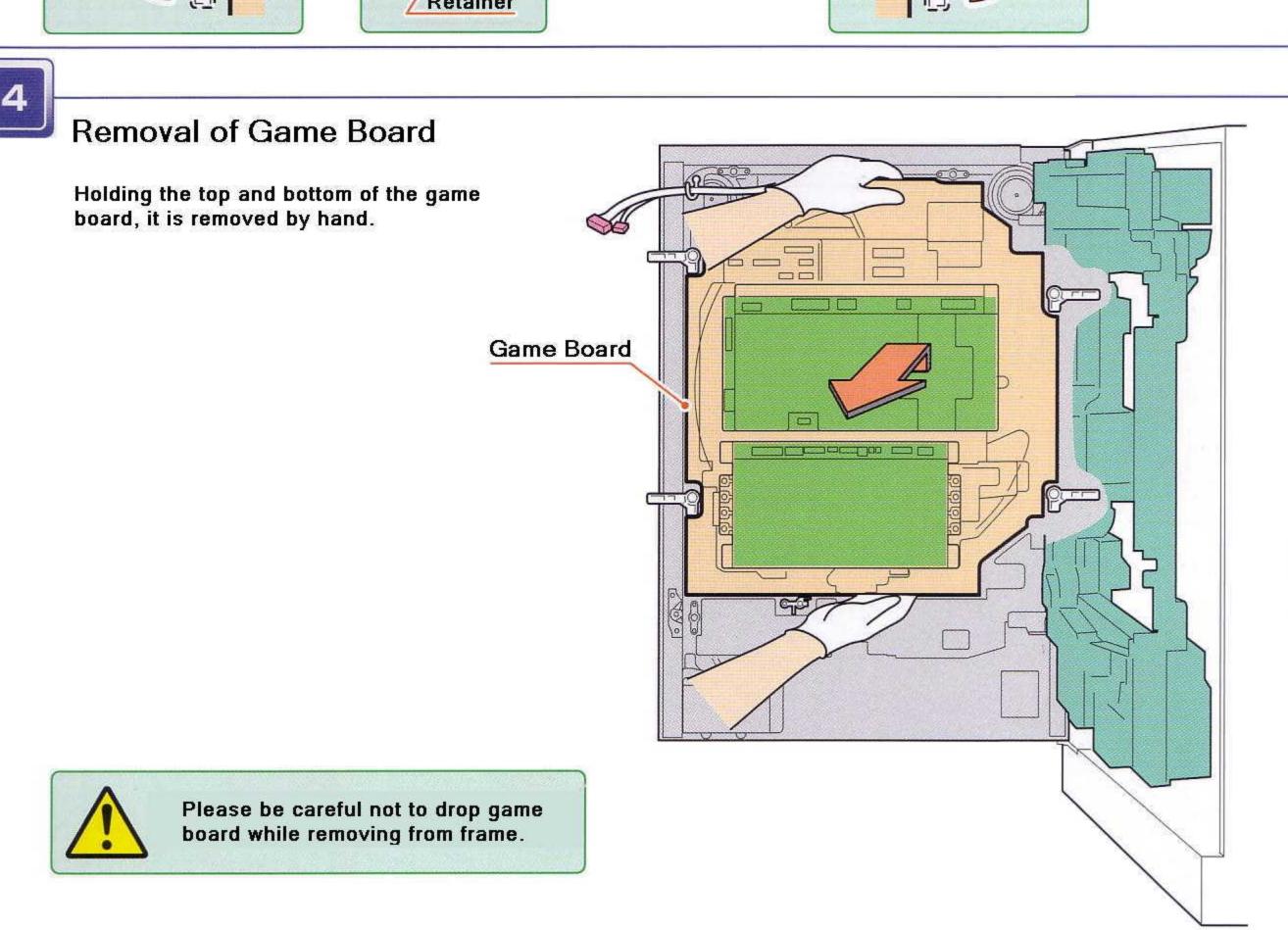




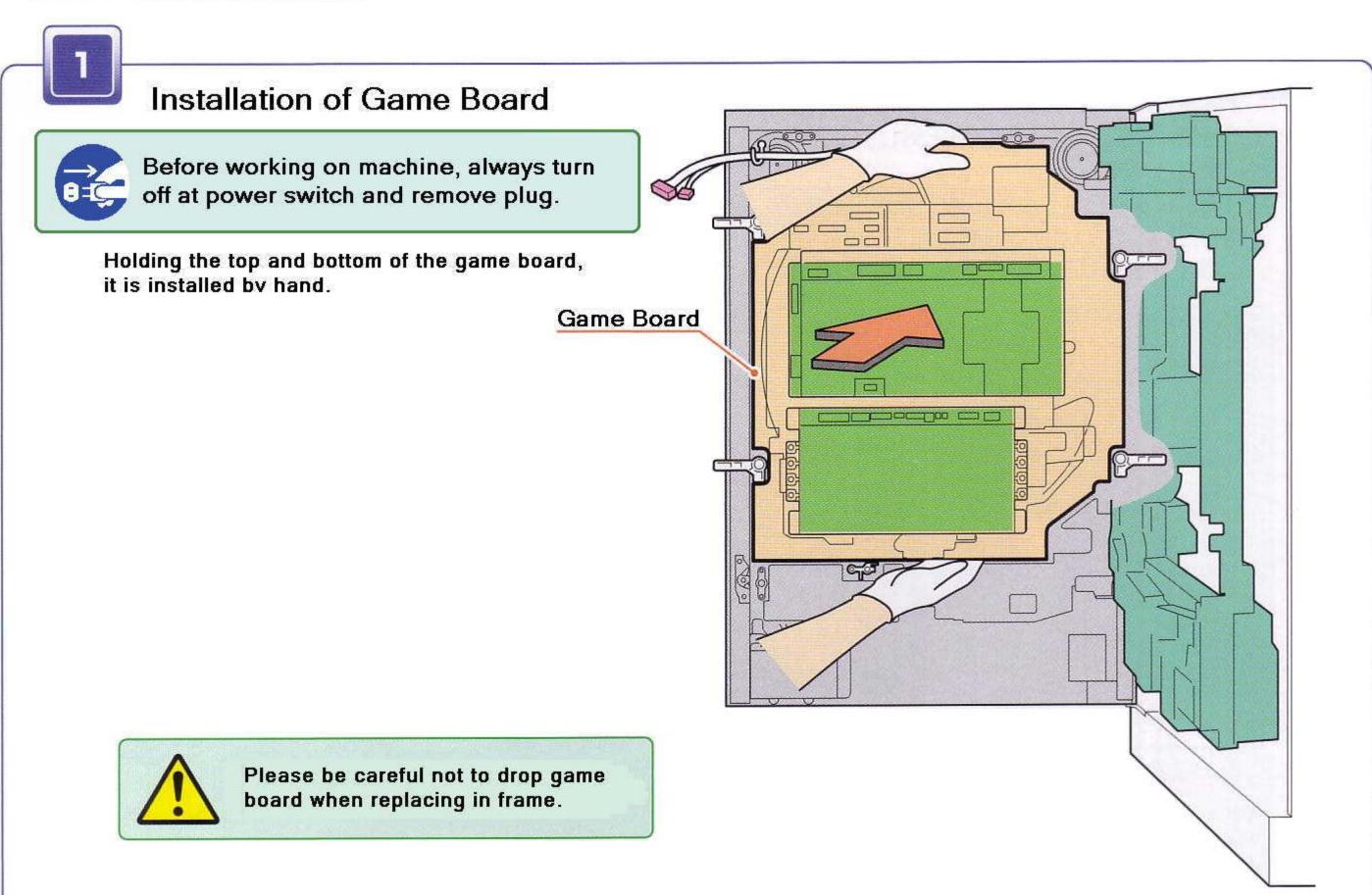


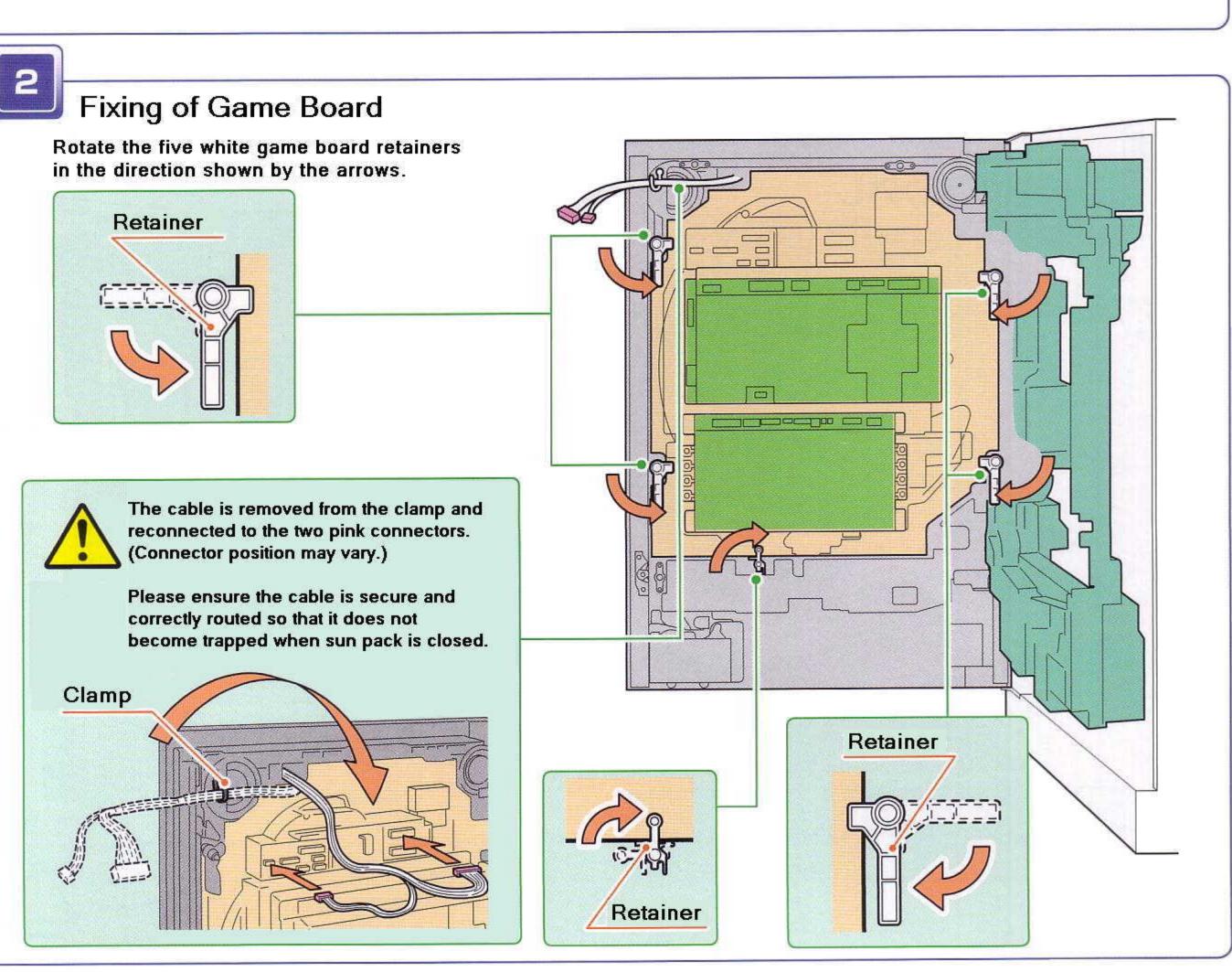
To avoid damage to cables and conectors, please ensure they are not pulled or caught when opening the sun pack.

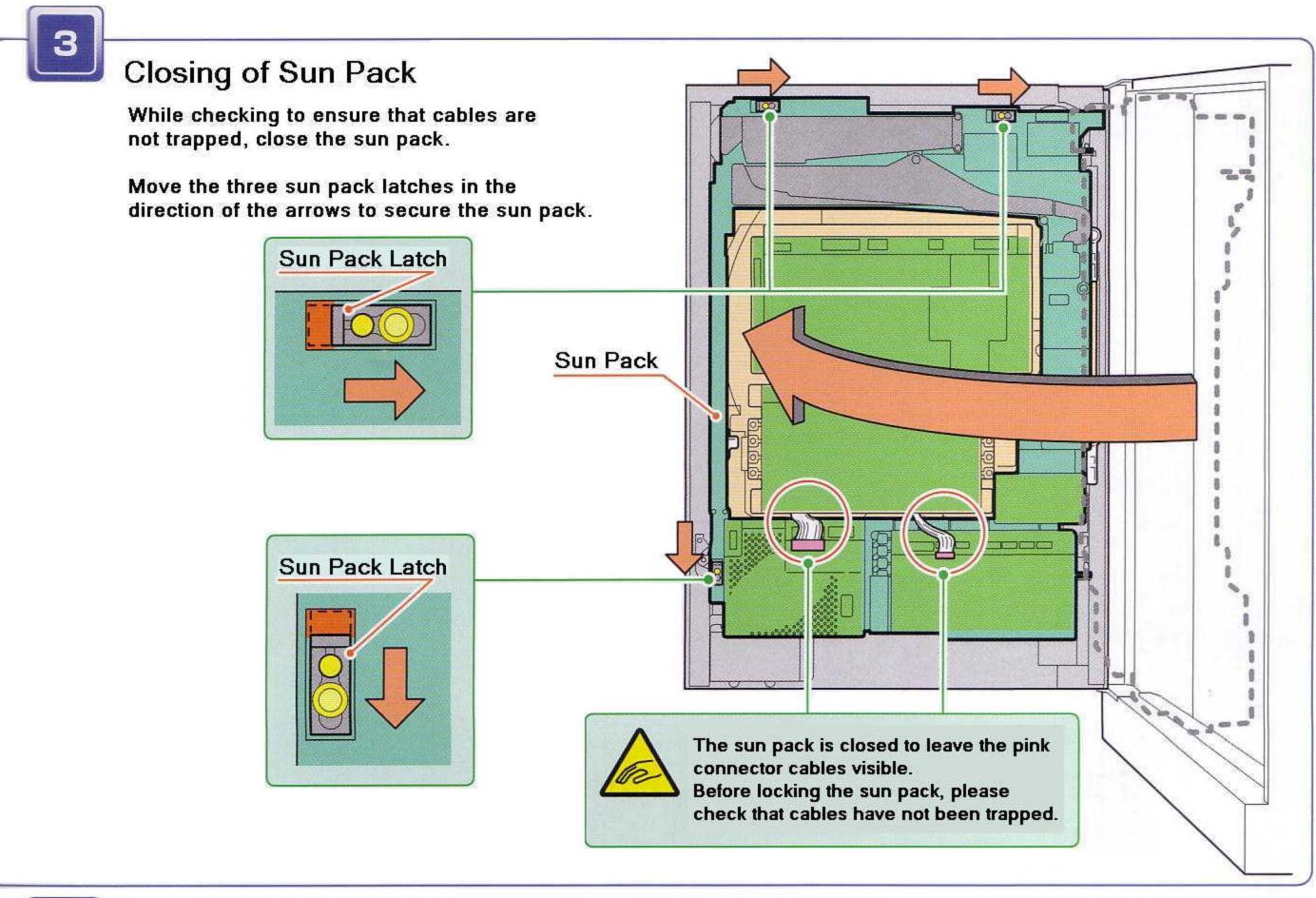


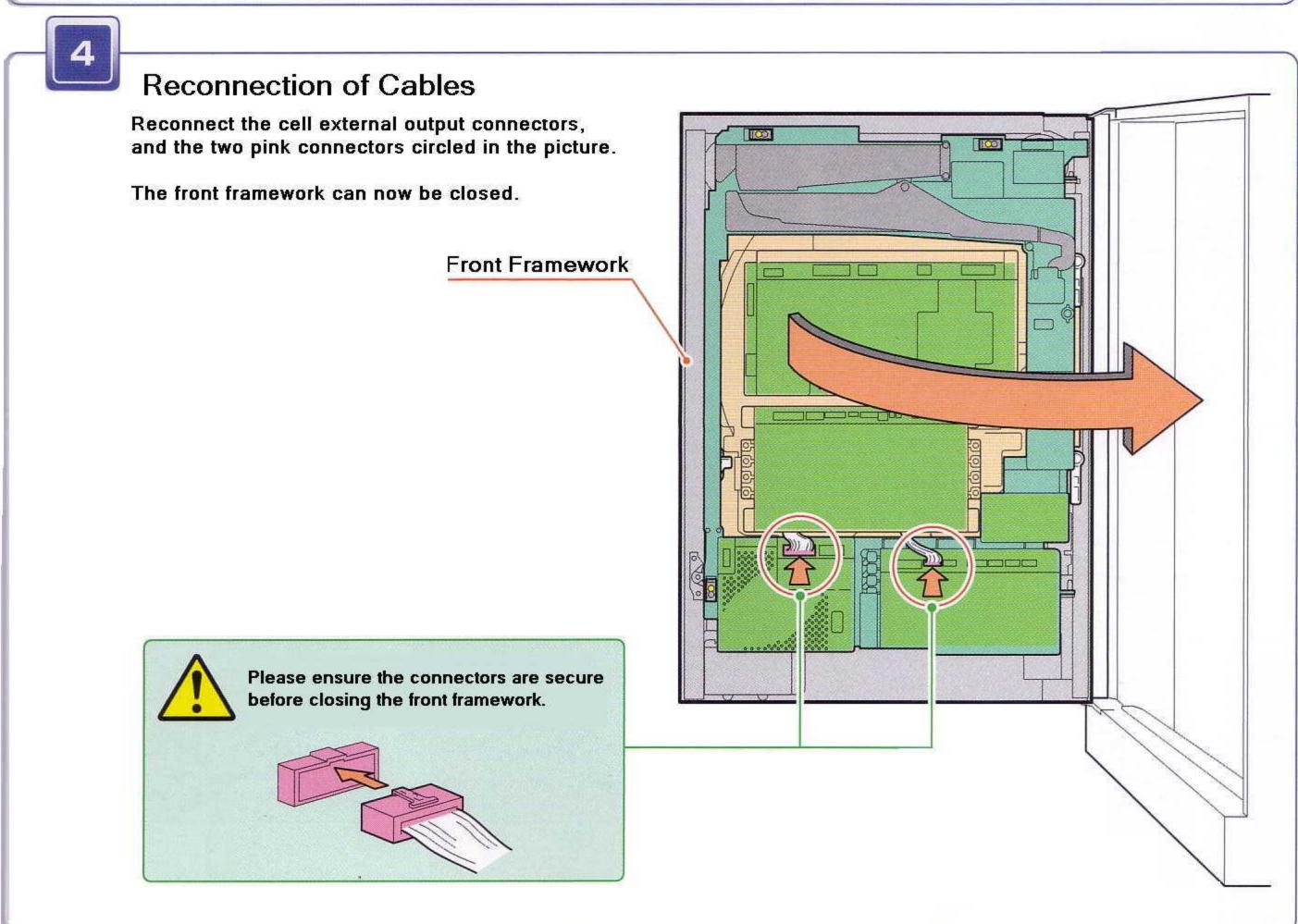


#### Installation of Game Board







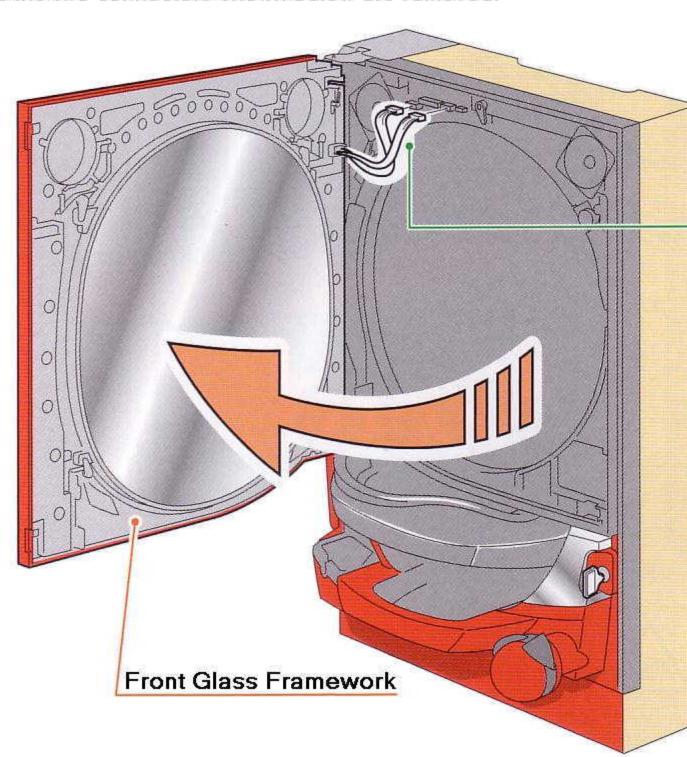


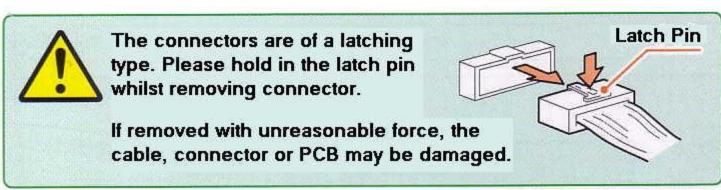
### Removal of Front Glass Framework

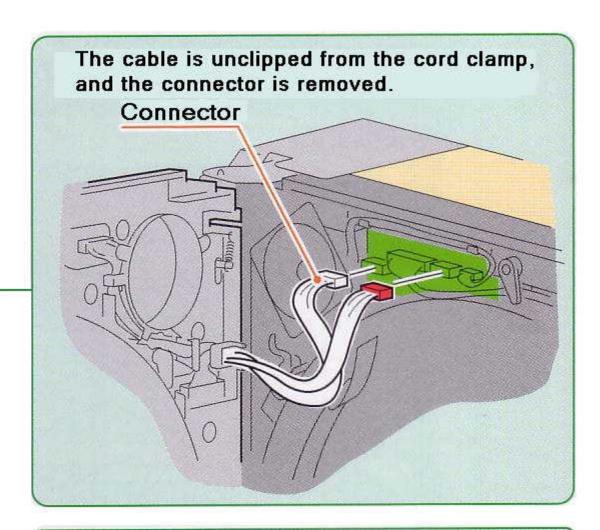


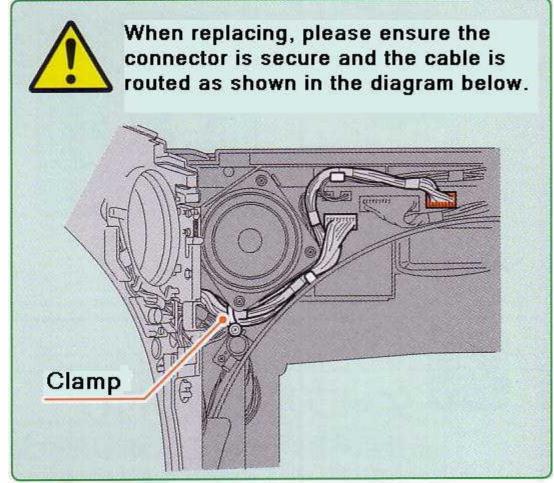
Before working on machine, always turn off at power switch and remove plug.

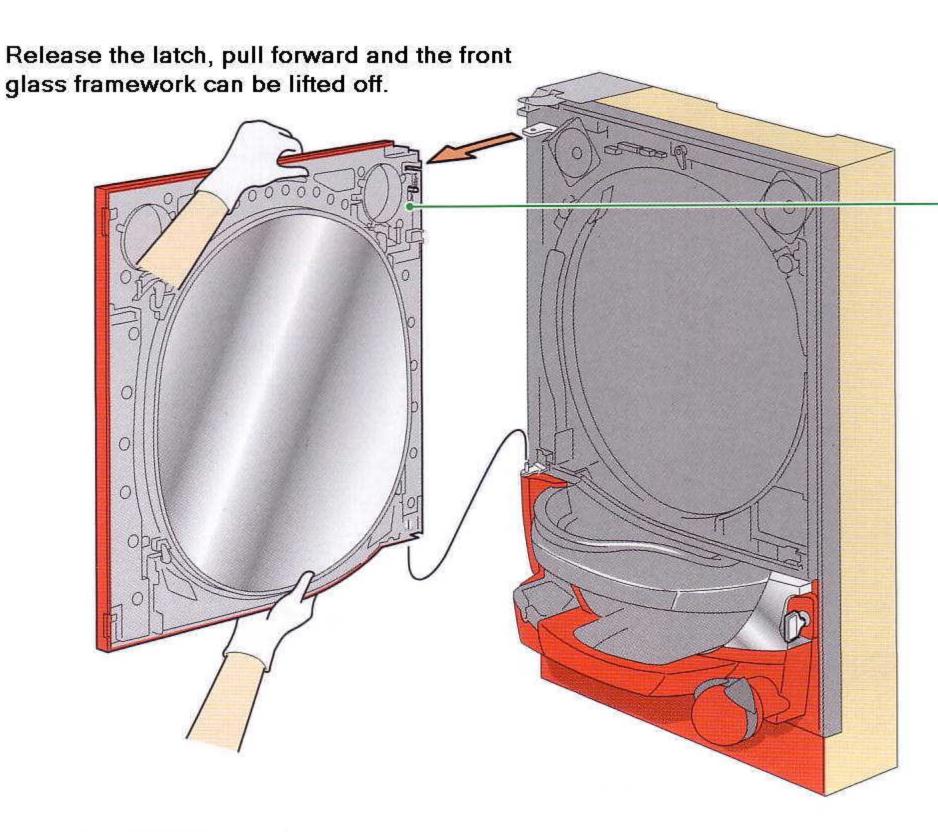
The front glass framework is opened (see page 8 for details) and the two connectors shown below are removed.

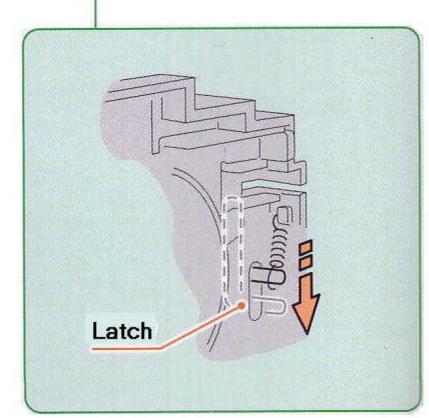












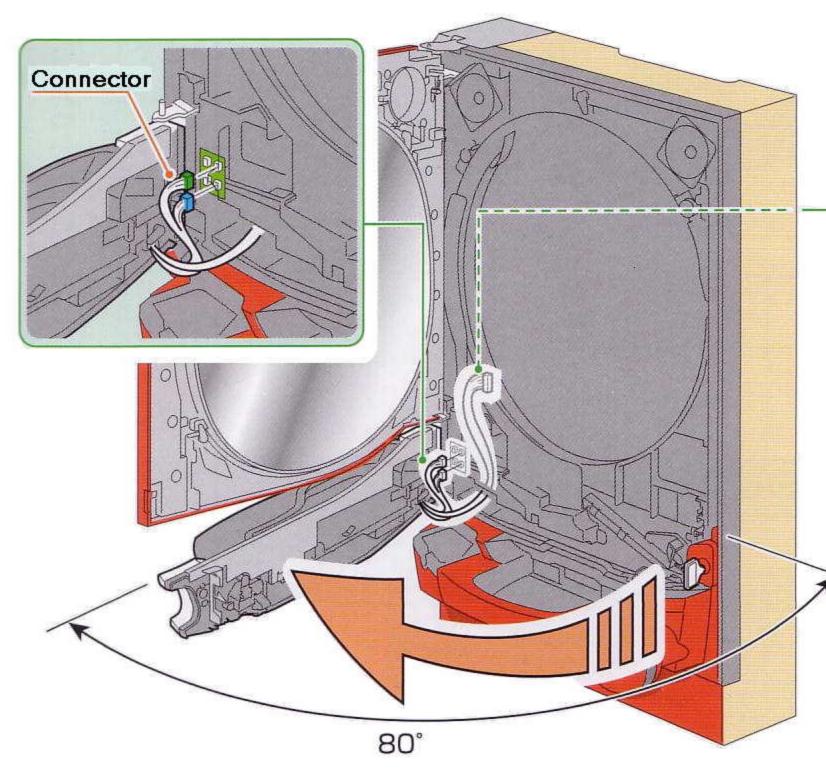
# Removal of Upper Front Tray



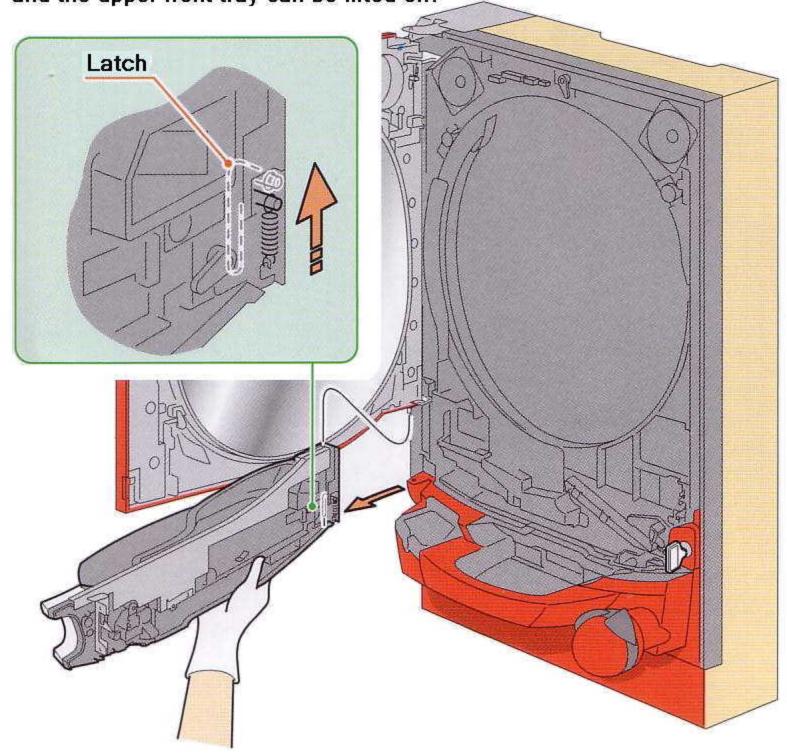
Before working on machine, always turn off at power switch and remove plug.

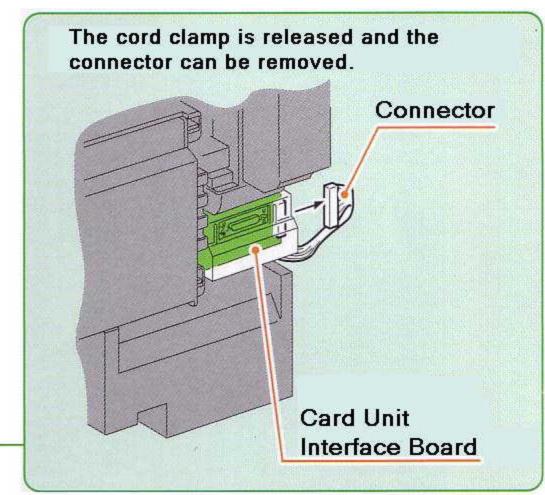
The front framework is opened (see page 8 for details) and the card unit interface board connector is removed.

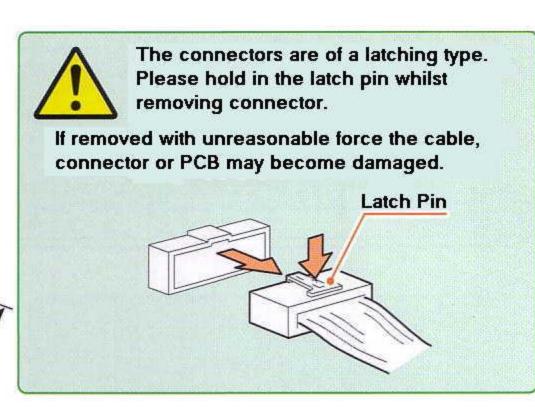
The front glass framework and the upper front tray are opened (see page 9 for details) and the two connectors are removed.

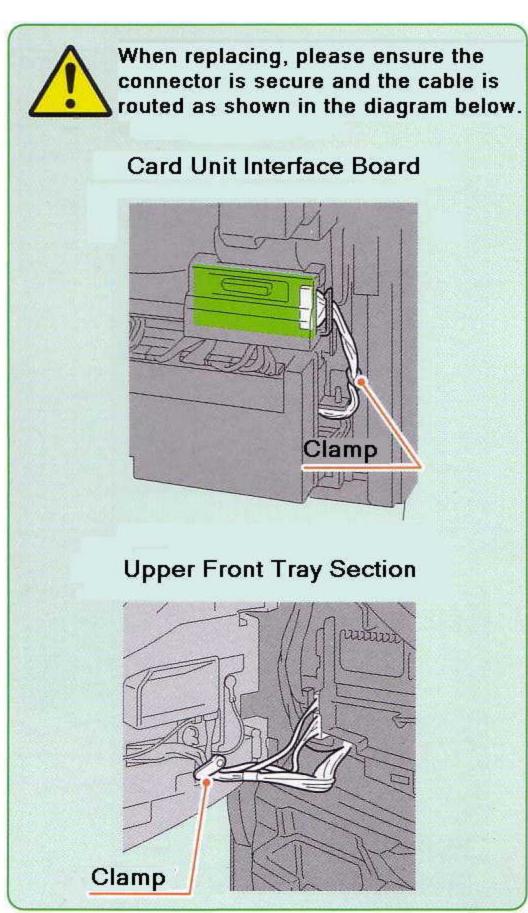


Open the upper front tray approximately 80° unlock the latch pin and the upper front tray can be lifted off.



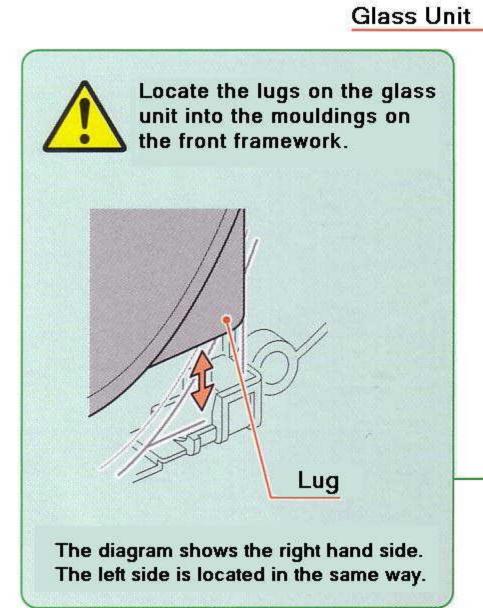


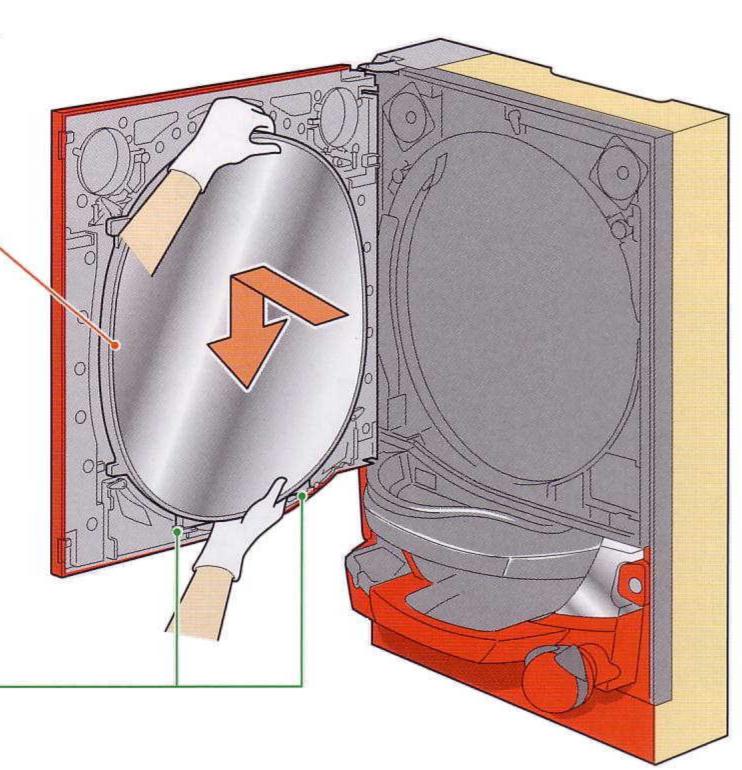




## Installation of Front Glass

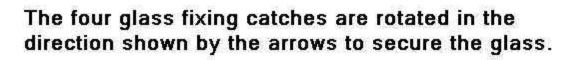
The front glass framework is opened (see page 8 for details) and the glass unit is positioned by hand.





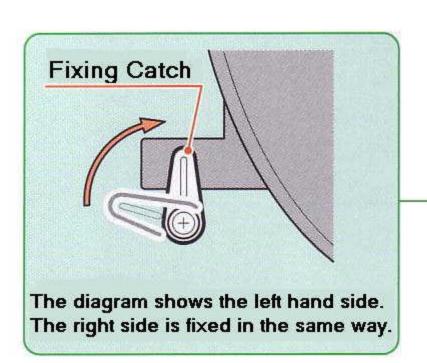


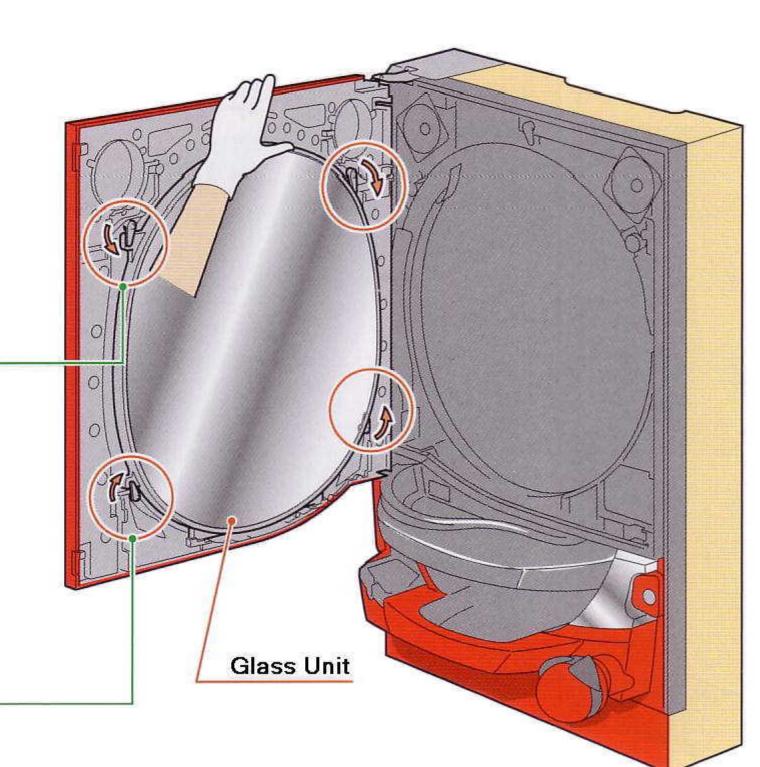
To ensure glass is not damaged, please take care while installing.





The right side is fixed in the same way.





# **Changing Light Bulbs**



Before working on machine, always turn off at power switch and remove plug.



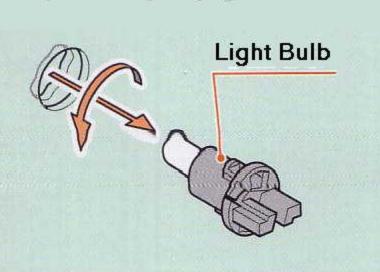
Lamps may become hot in use, always allow time to cool before handling.

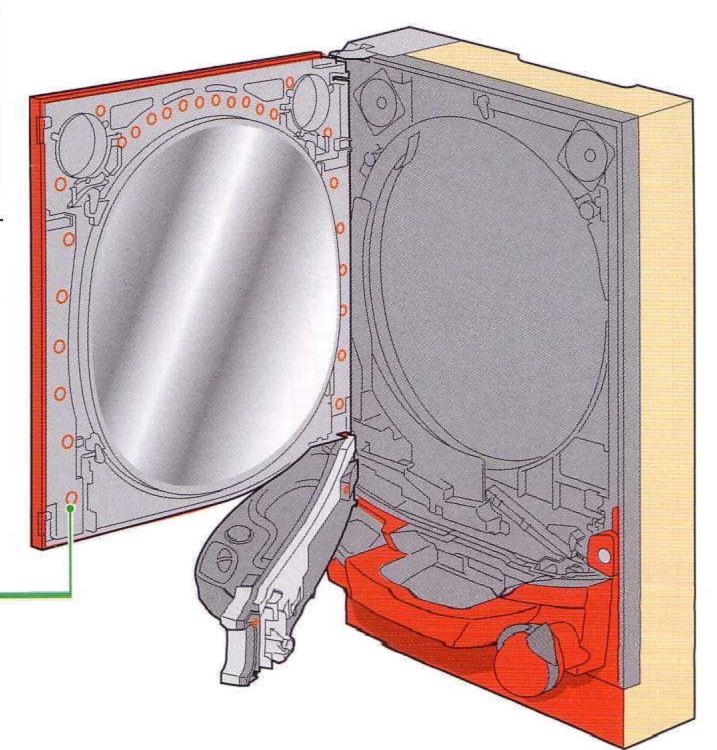
The front glass framework and upper front tray are opened. (see pages 8 and 9 for details).

Remove the lamps by rotating in the direction of the arrow.

The position of the lamps is indicated by the red circles in the diagram to the right.

Replacment lamp part numbers are shown in the parts list (see page 45 for details).





# Removing Shooter Unit and Handle





Before working on machine, always turn off at power switch and remove plug.



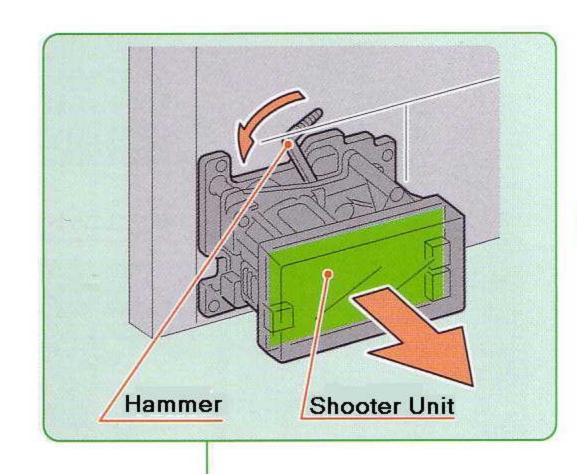
Mechanism may become hot in use, always allow time to cool before handling.

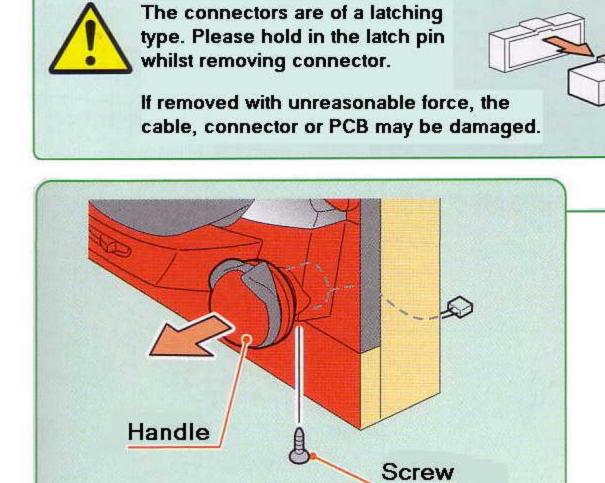
Remove the two connectors and four screws.

Move the launch hammer in the direction of the arrow and remove the shooter unit.

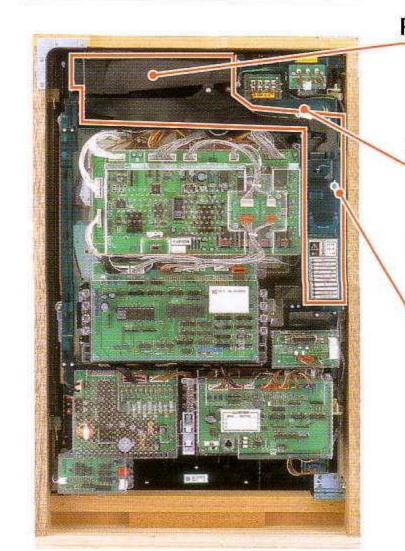
Remove the screw and pull out the handle

Latch Pin





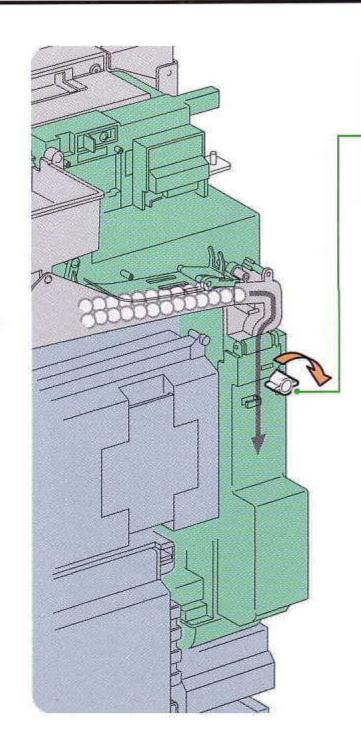
## **Emptying Payout Tank**

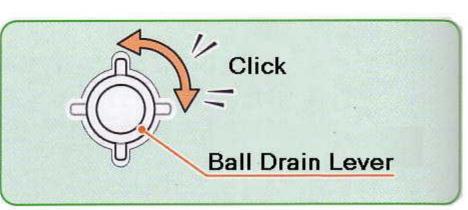


**Payout Tank** 

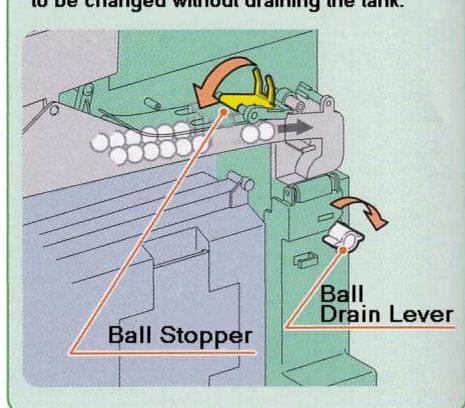
**Ball Stopper** 

Ball Drain Lever





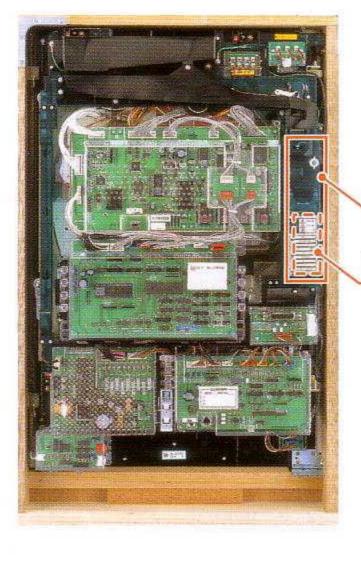
When ball stopper is turned in the direction of the arrow, ball supply is cut off. This allows the payout unit or tank empty switch to be changed without draining the tank.



Please turn ball drain lever to the right to drain balls from the payout tank.

Once balls have finished draining, rotate the ball drain lever to the left until a 'click' sound is heard.

# **Removing Payout Unit**



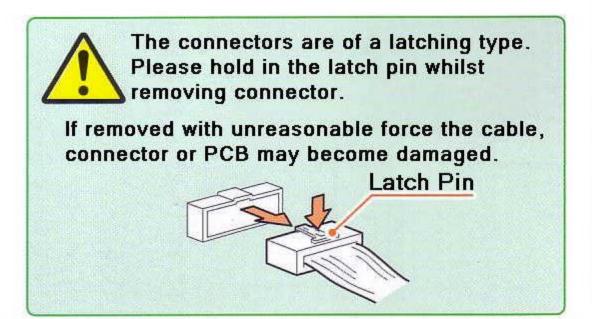
Case Cover

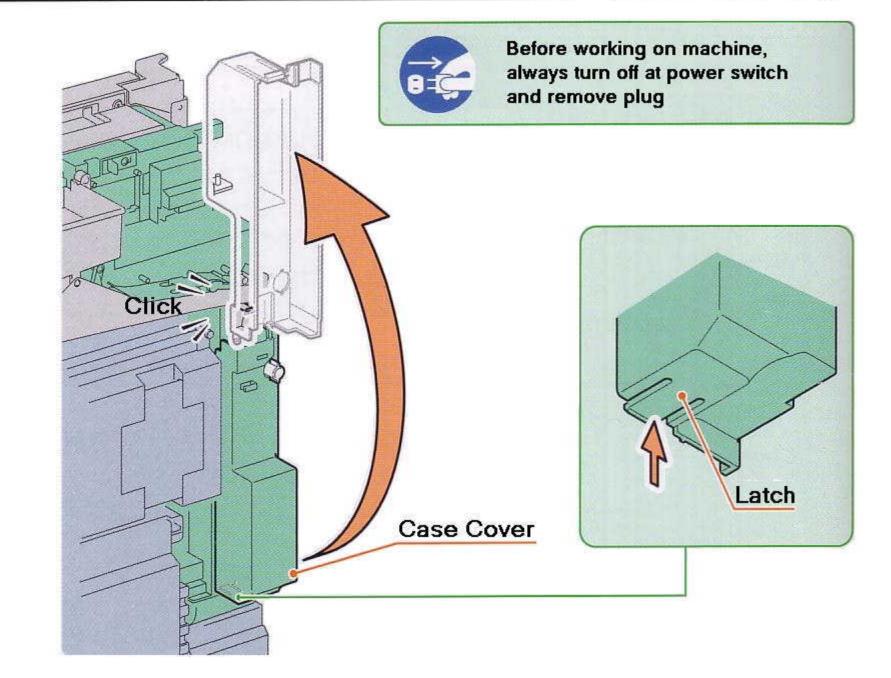
**Payout Unit** 

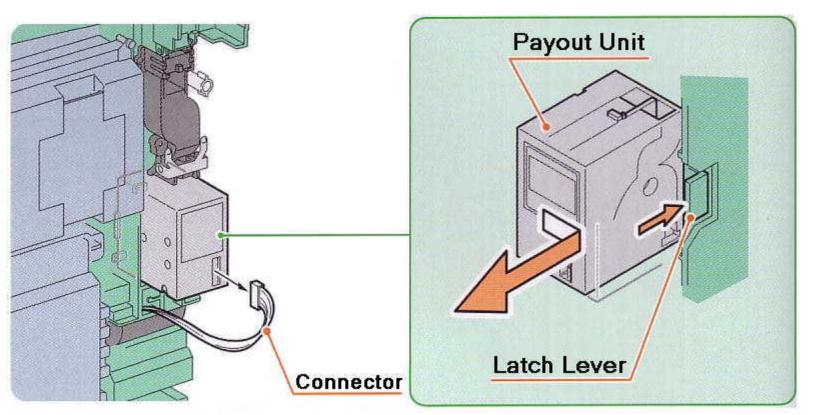
While pushing the latch, the case cover can be swung upward until it latches in the up position.

The payout unit connector can now be removed.

While pressing the latch lever the payout unit can be slid to the right and removed.







Latch

# Removing Payout Tank Empty Switch



Payout Tank Empty Switch



Before working on machine, always turn off at power switch and remove plug.

Use the ball stopper to cut off ball supply from payout tank.

Open the case cover and latch it in a raised position.

Rotate the ball drain lever to the right to empty remaining balls in the payout unit and payout tank empty switch area.

When the ball stopper is turned in the direction of the arrow, ball supply is cut off.

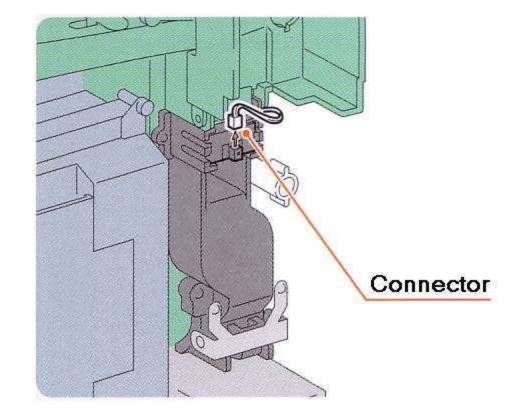
This allows the payout tank empty switch to be changed without draining the payout tank.

Ball Stopper

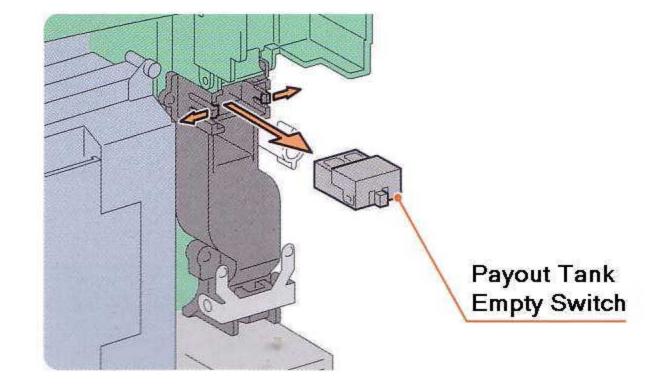
Ball Drain Lever

Case Cover

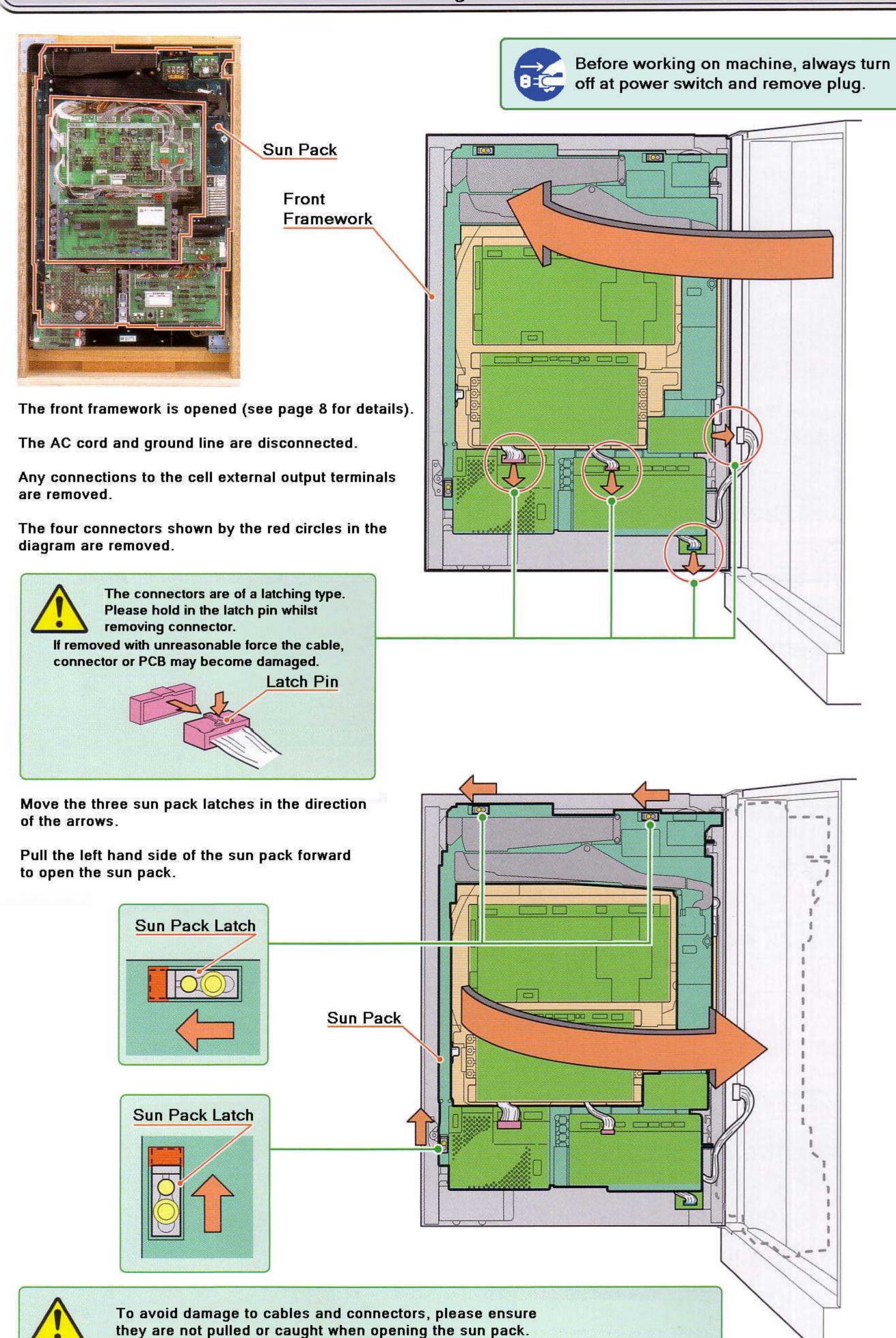
Remove the connector from the payout tank empty switch.



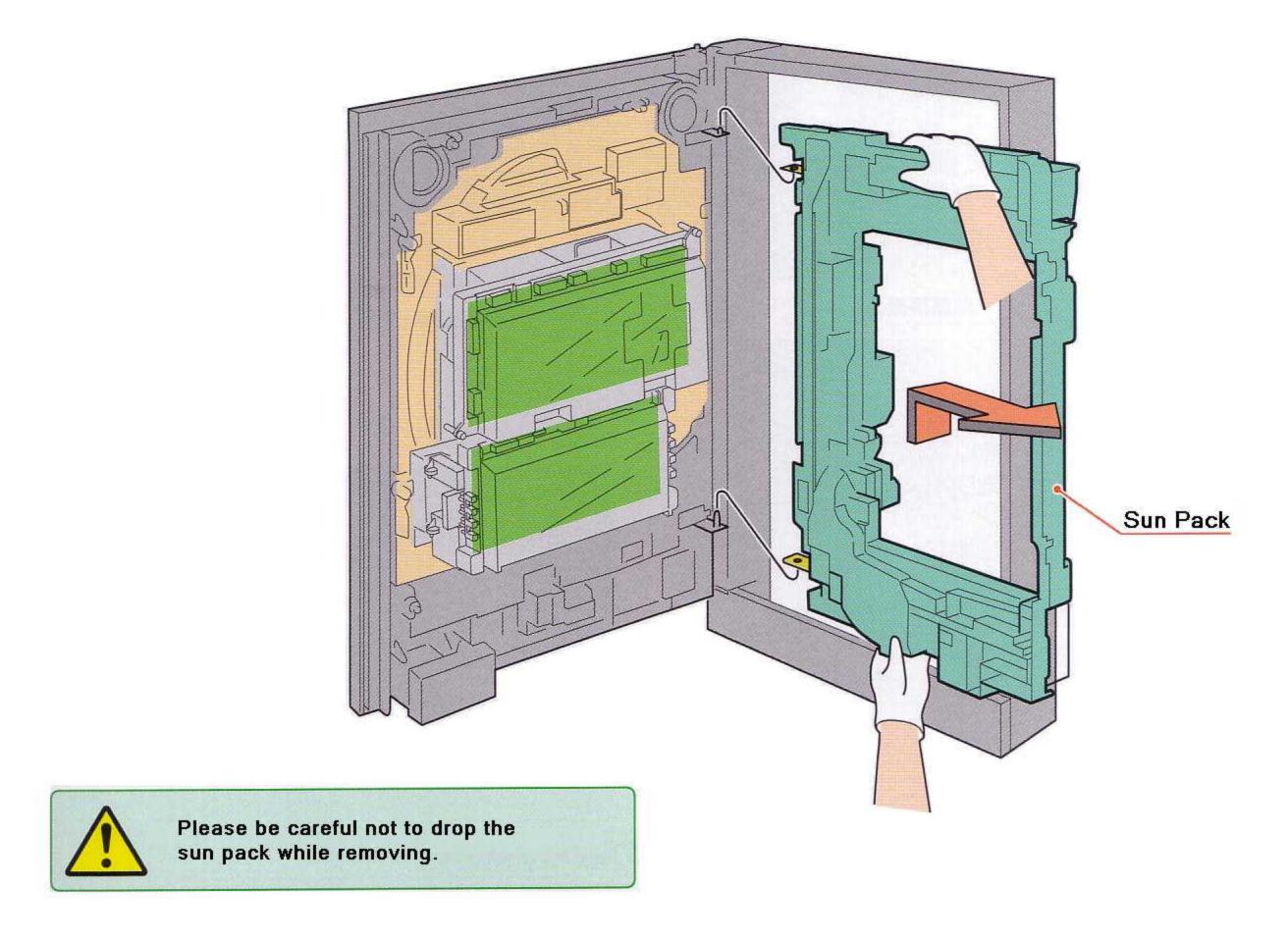
Release the clips on the left and right and remove the payout tank empty switch by pulling forward.



# Removing Sun Pack

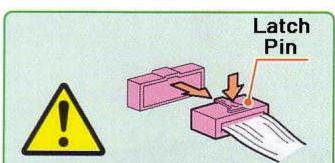


Open the sun pack and lift off the hinge pins.



# **Removing Power Supply Board**

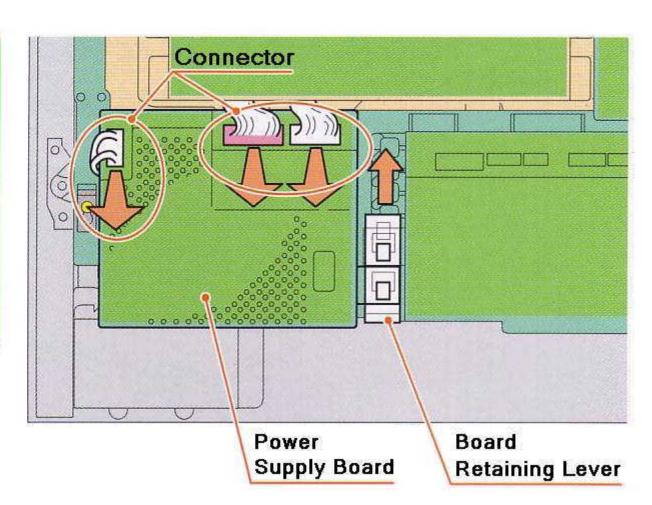




The connectors are of a latching type. Please hold in the latch pin whilst removing connector.

If removed with unreasonable force the cable, connector or PCB may become damaged.

**Power Supply Board** 



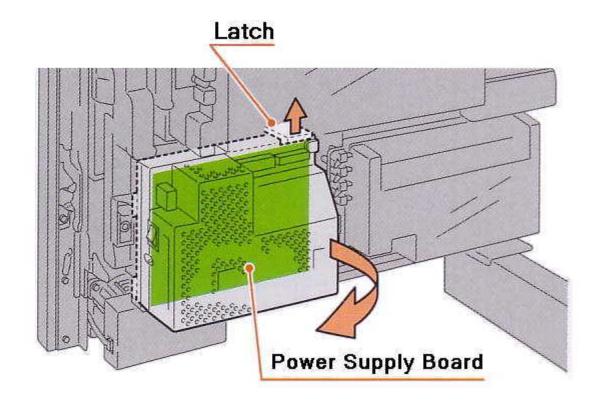
The front framework is opened (see page 8 for details), and all connectors are removed from the power supply board.

The board retaining lever is moved in the direction of the arrow.

Lift the latch and pull the right hand side of the power supply board out to remove it.

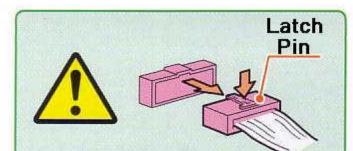


Before working on machine, always turn off at power switch and remove plug.



# **Removing Payout Control Board**

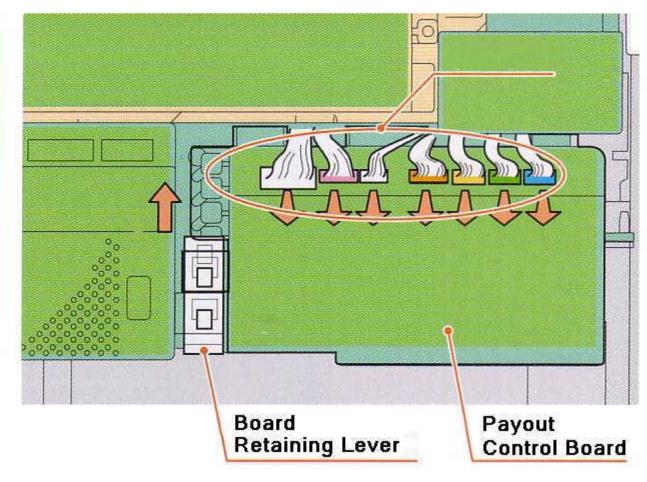




The connectors are of a latching type. Please hold in the latch pin whilst removing connector.

If removed with unreasonable force the cable, connector or PCB may become damaged.

Payout Control Board



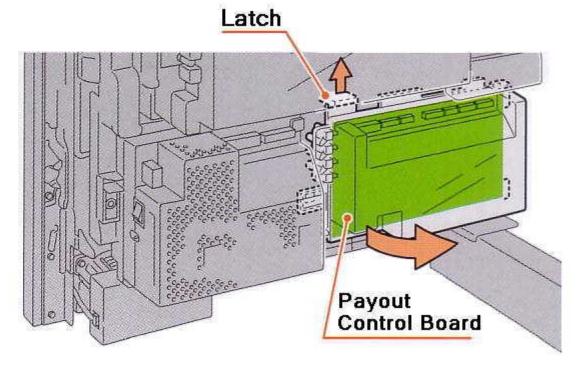
The front framework is opened (see page 8 for details), and all connectors are removed from the payout control board.

The board retaining lever is moved in the direction of the arrow.

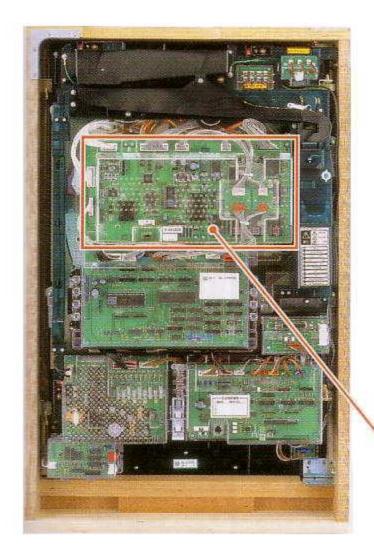
Lift the latch and pull out the left hand side of the payout control board to remove it.

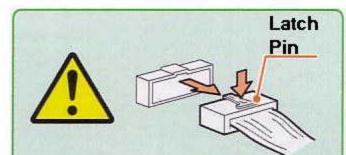


Before working on machine, always turn off at power switch and remove plug.



#### Removing Sub Control Board

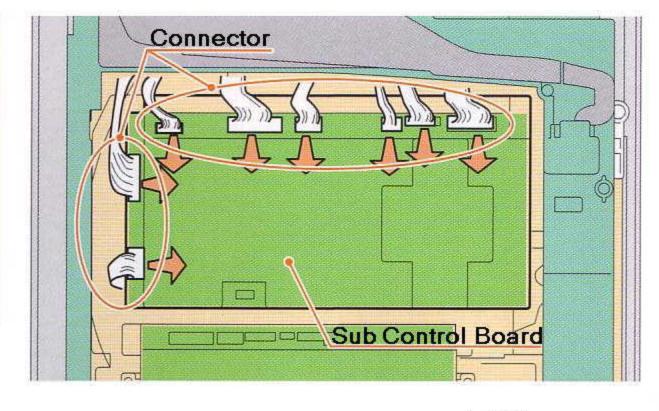




The connectors are of a latching type. Please hold in the latch pin whilst removing connector.

If removed with unreasonable force the cable, connector or PCB may become damaged.





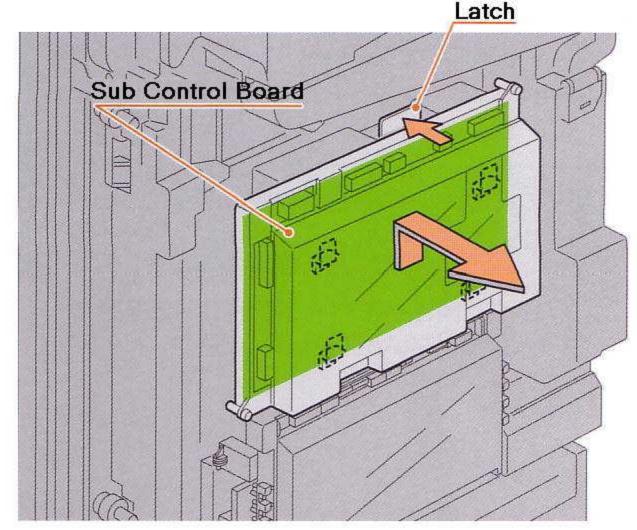
The front framework is opened (see page 8 for details), and all connectors are removed from the sub control board.

The latch lever is pressed and the sub control board is removed by sliding up and pulling away.

Note that on some machines the position of the sub control board and it's removal method may vary.

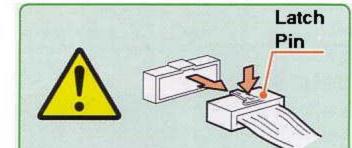


Before working on machine, always turn off at power switch and remove plug.



#### **Removing Main Control Board**

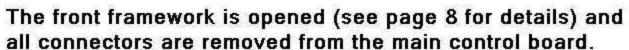




The connectors are of a latching type. Please hold in the latch pin whilst removing connector.

If removed with unreasonable force the cable, connector or PCB may become damaged.



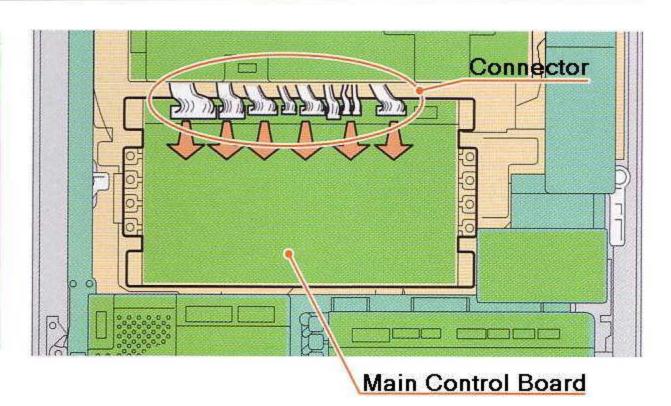


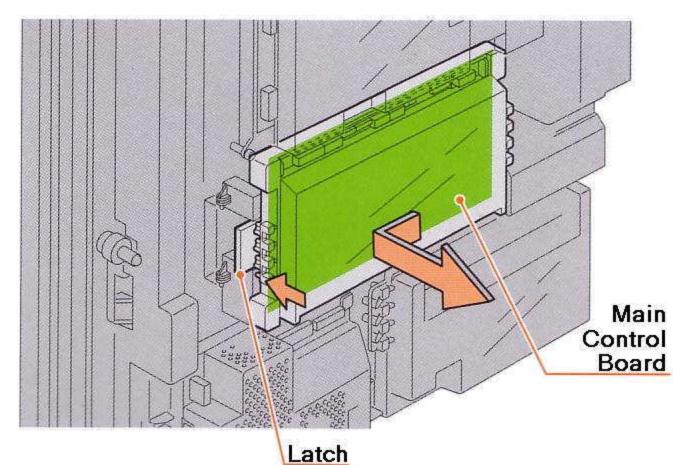
The latch lever is pressed and the main control board is removed by sliding to the left and pulling away.

Note that on some machines the position of the main control board and it's removal method may vary.

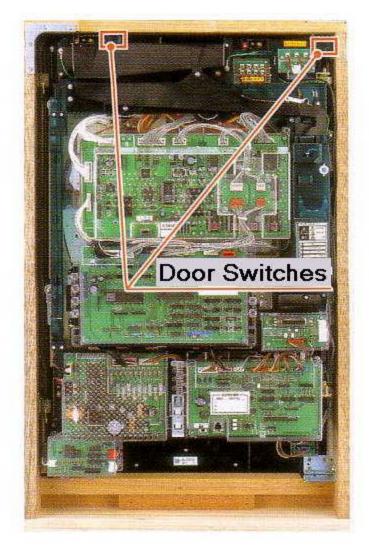


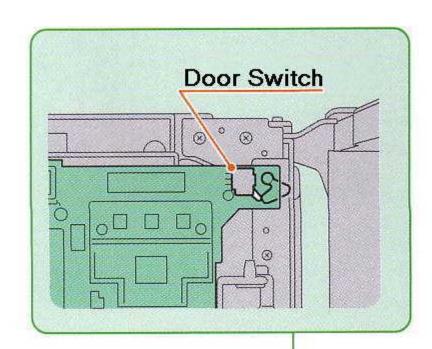
Before working on machine, always turn off at power switch and remove plug.

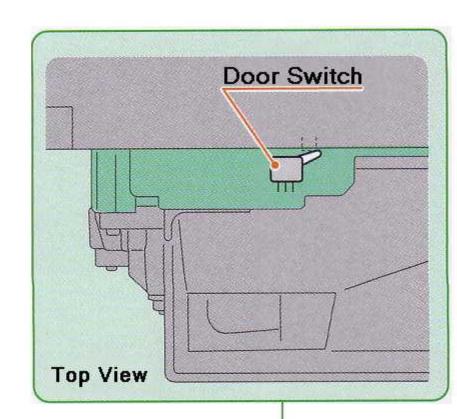




# Inspection of Door Switches



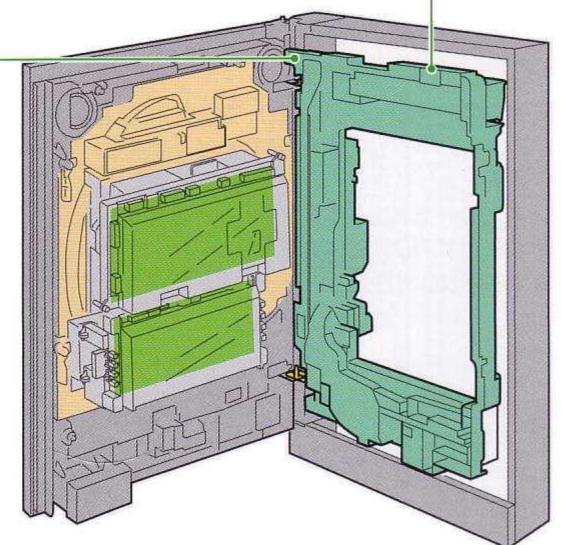






Before working on machine, always turn off at power switch and remove plug.

The sun pack is opened (see page 22 for details), the door switches can now be inspected.



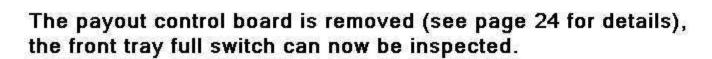
# Inspection of Front Tray Full Switch

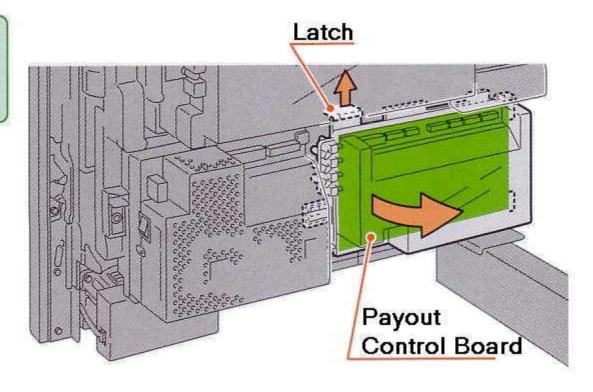


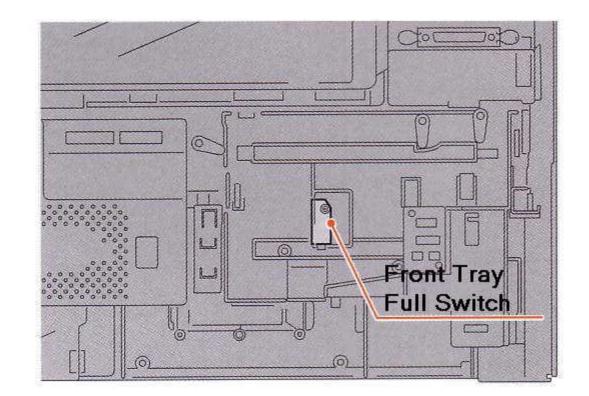


Before working on machine, always turn off at power switch and remove plug.

Front Tray Full Switch







# **Changing Fuses**





Before working on machine, always turn off at power switch and remove plug.

#### Changing fuse on card unit interface board.

Remove the card unit interface connector, and carefully unclip the latches and remove the cover.

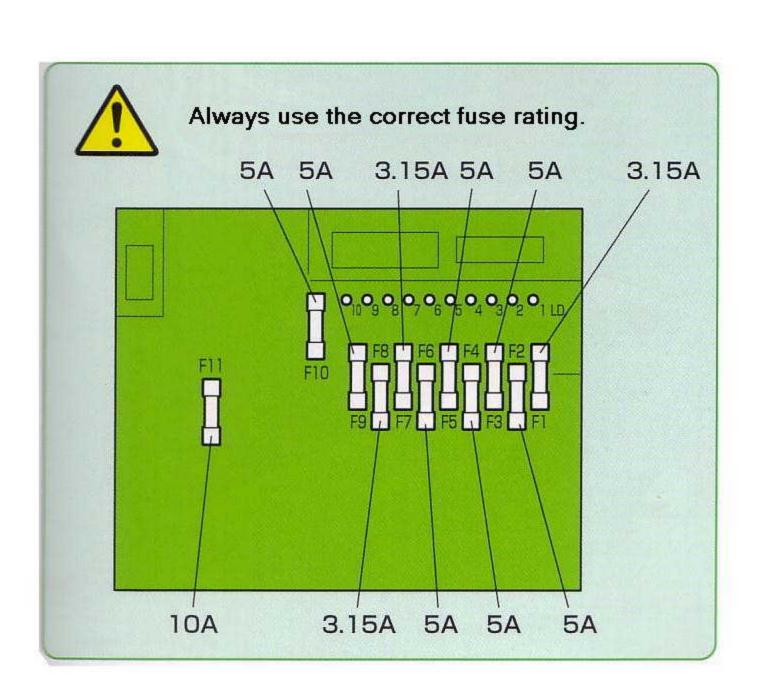
Test the fuse and replace if neccesary with a 1A fuse.

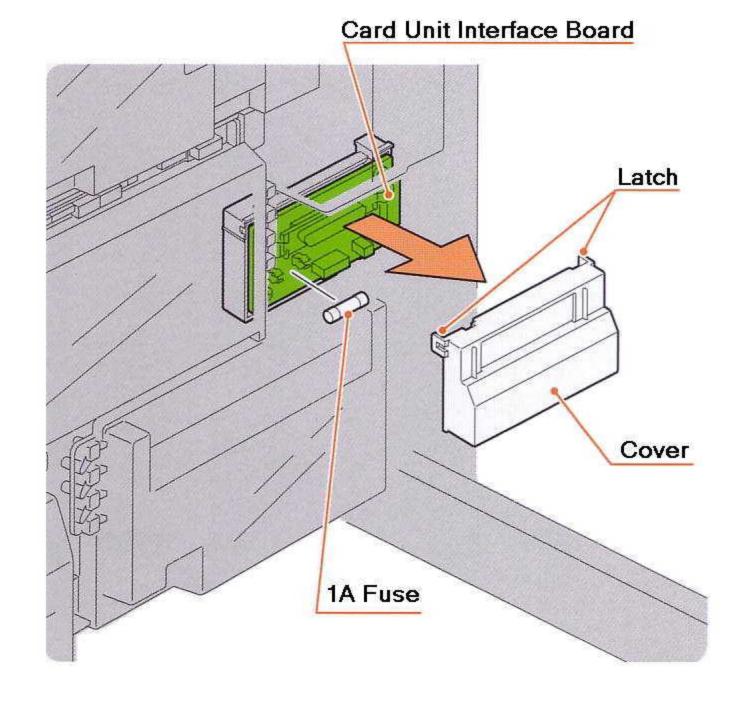
#### Changing fuses on power supply board.

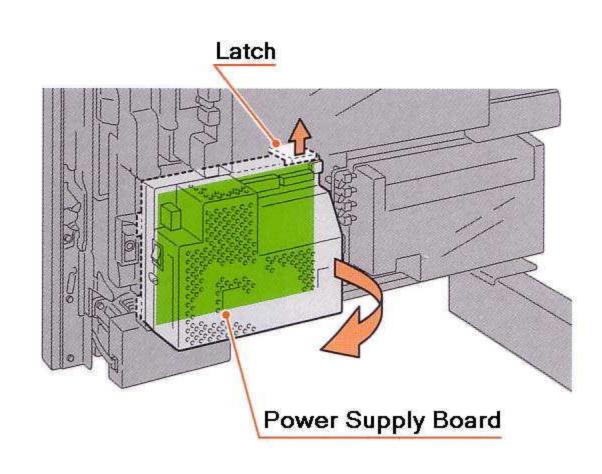
The power supply board is removed (see page 24 for details).

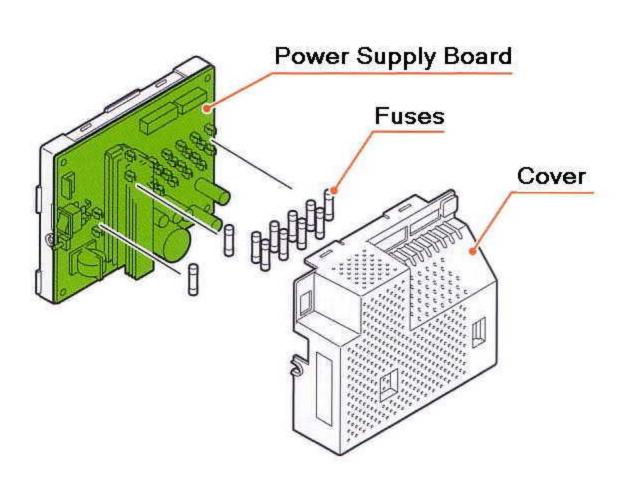
The power supply board cover is removed.

Test the fuse and replace if neccesary with the a new fuse of the appropriate value.





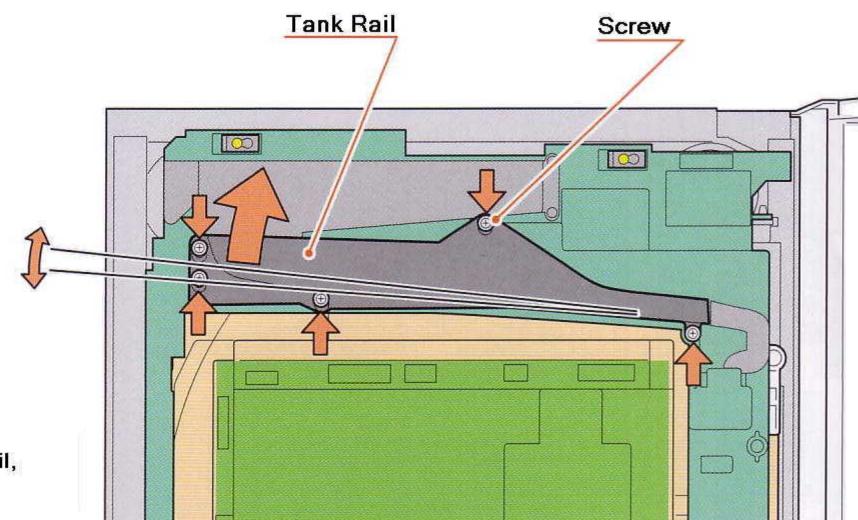




# **Adjustment of Tank Rail**

#### Tank Rail



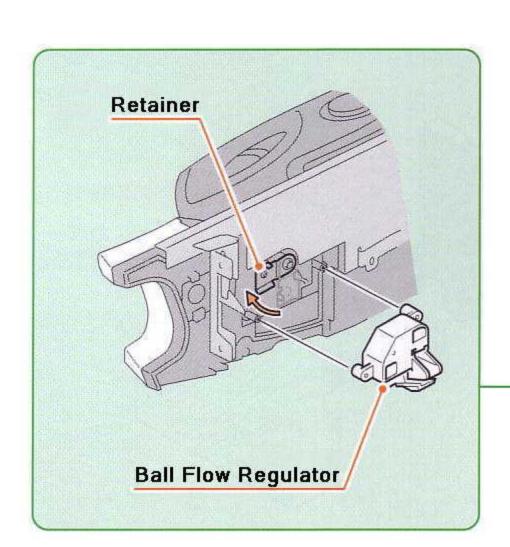


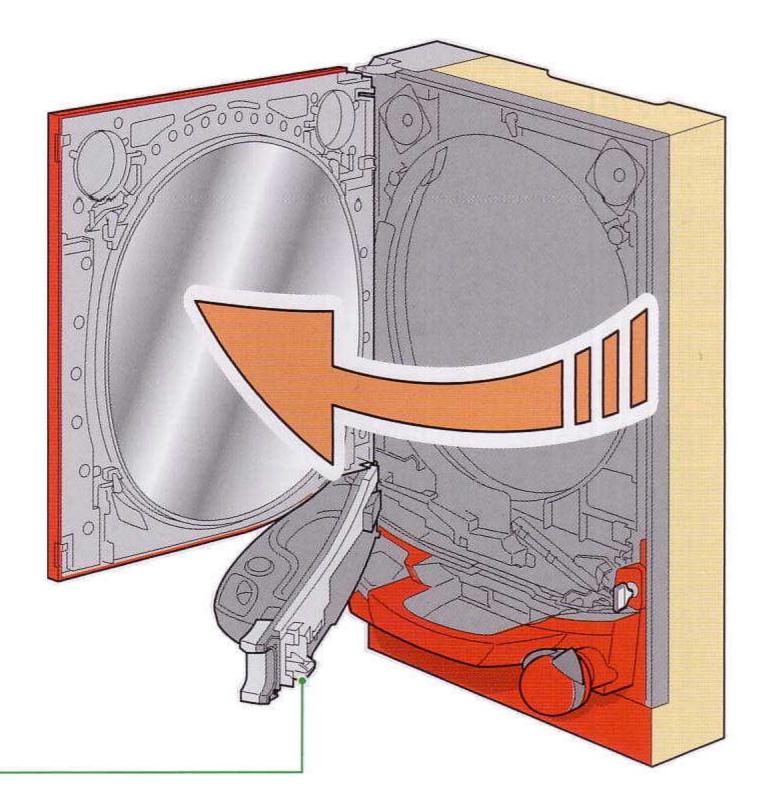
When balls do not flow freely along the tank rail, loosen the five screws and adjust the angle of the tank rail.

# Removal of Ball Flow Regulator

The upper front tray is opened (see page 9 for details).

When the ball flow regulator retainer is turned in the direction of the arrow, the ball flow regulator can be removed.

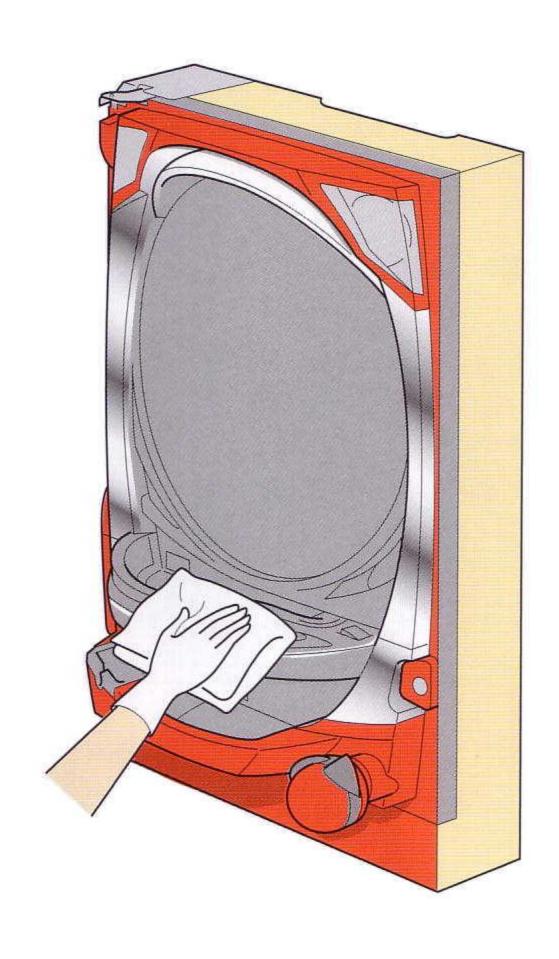




# Cleaning

To ensure plastic protection, please clean with a soft cloth and a neutral detergent.

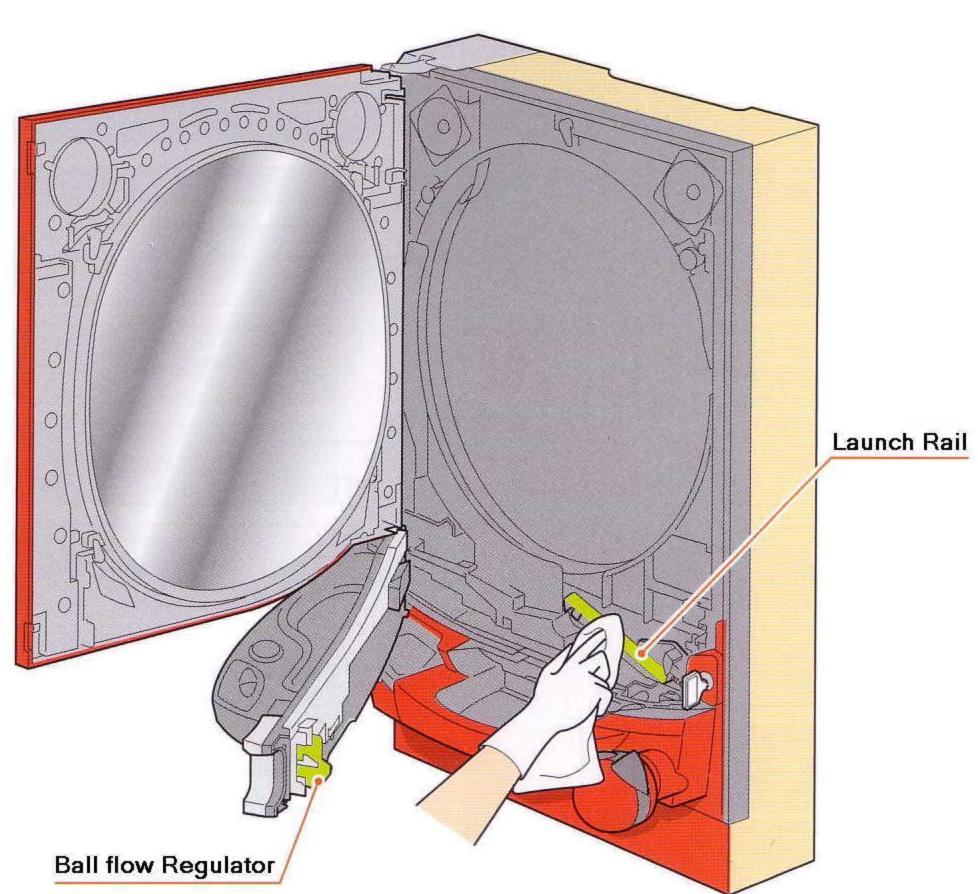
Harsh cleaners may damage the finish of the plastic.



# Inspection of launch rail

Open the upper front tray (see page 9 for details).

The launch rail and ball flow regulator can now be cleaned.



#### **Error Indication and Fault Location**

# Before working, please pay attention to the notices below.



To avoid risk of electric shock. Before removing cover, always turn off at power switch, and remove plug 🗸



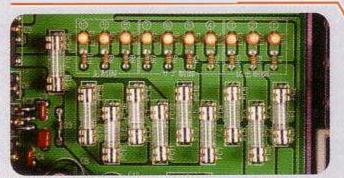
To avoid risk of injury. Please pay attention to sharp metal edges while working.



To avoid risk of burns. Allow hot solenoids, motors and lamps to cool before handling.

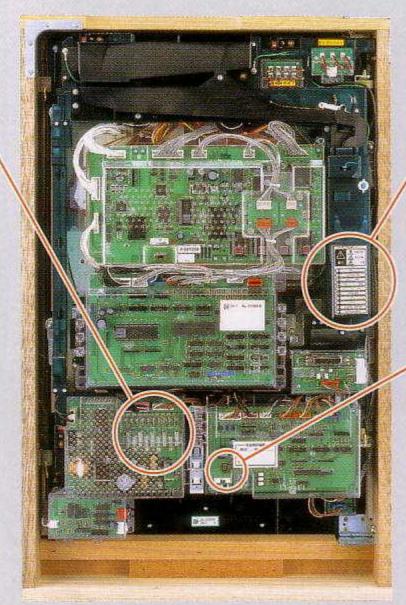
#### Fault Location

**Error Indicator Location** 



Open the front framework and check if any error indicator LEDs are not lit. (In normal operation they are all lit.) If LED has gone out, change the fuse associated with it. (Ref Page 27)

LED No.	Fuse No	Fault Location
LD1 LD2 LD3	F1 F2 F3	There is the possibility of a fault on the payout control or card unit interface boards.
LD4 LD5 LD6 LD7	F4 F5 F6 F7	There is the possibility of a fault on the sub control board.
LD8 LD9 LD10	F8 F9 F10	There is the possibility of a fault on the main control board.



**Error Codes Label** 



**Error Indicator Location** 



Open the front framework and check if a number is shown on the error indicator display. (In normal operation — is shown)



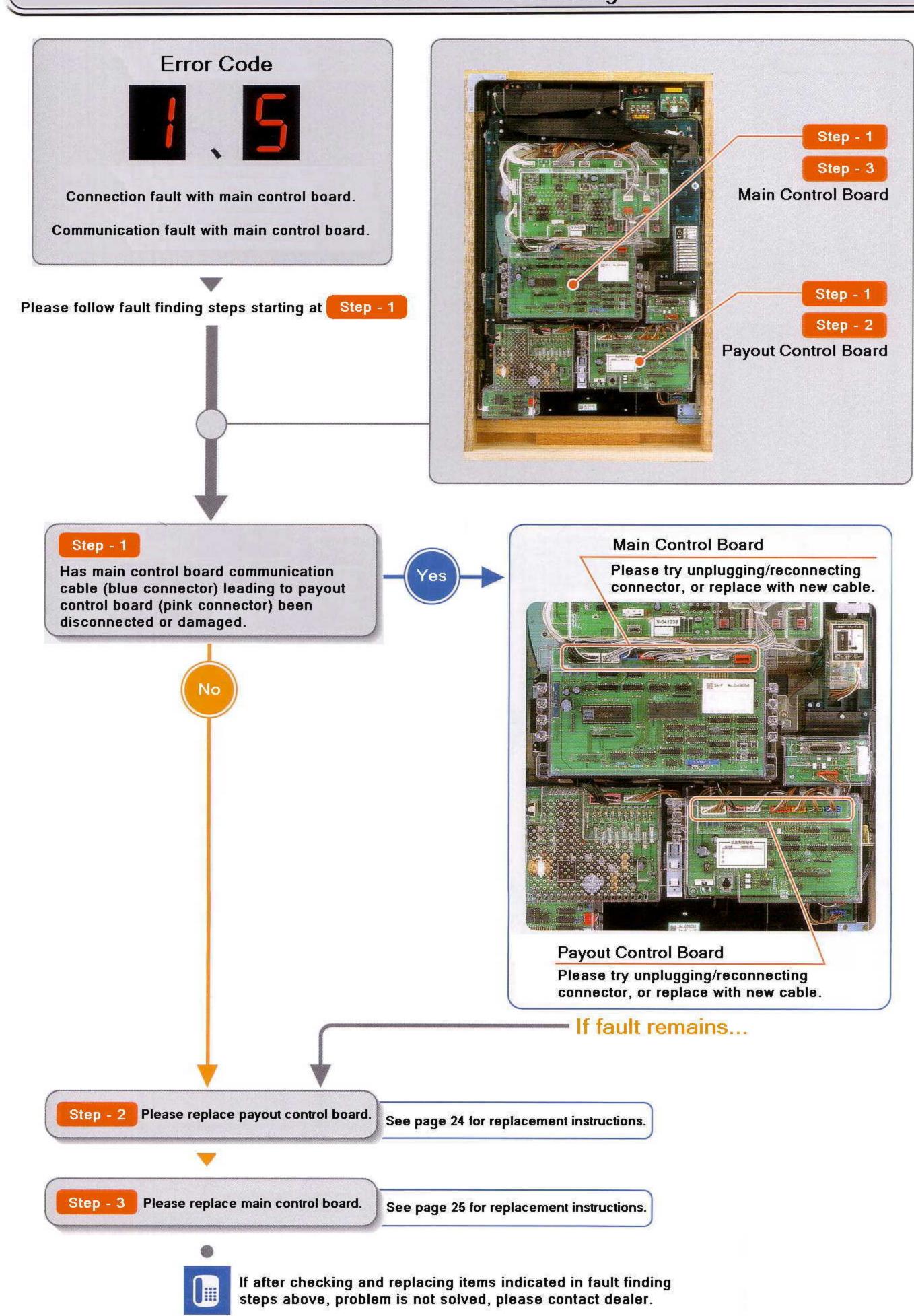


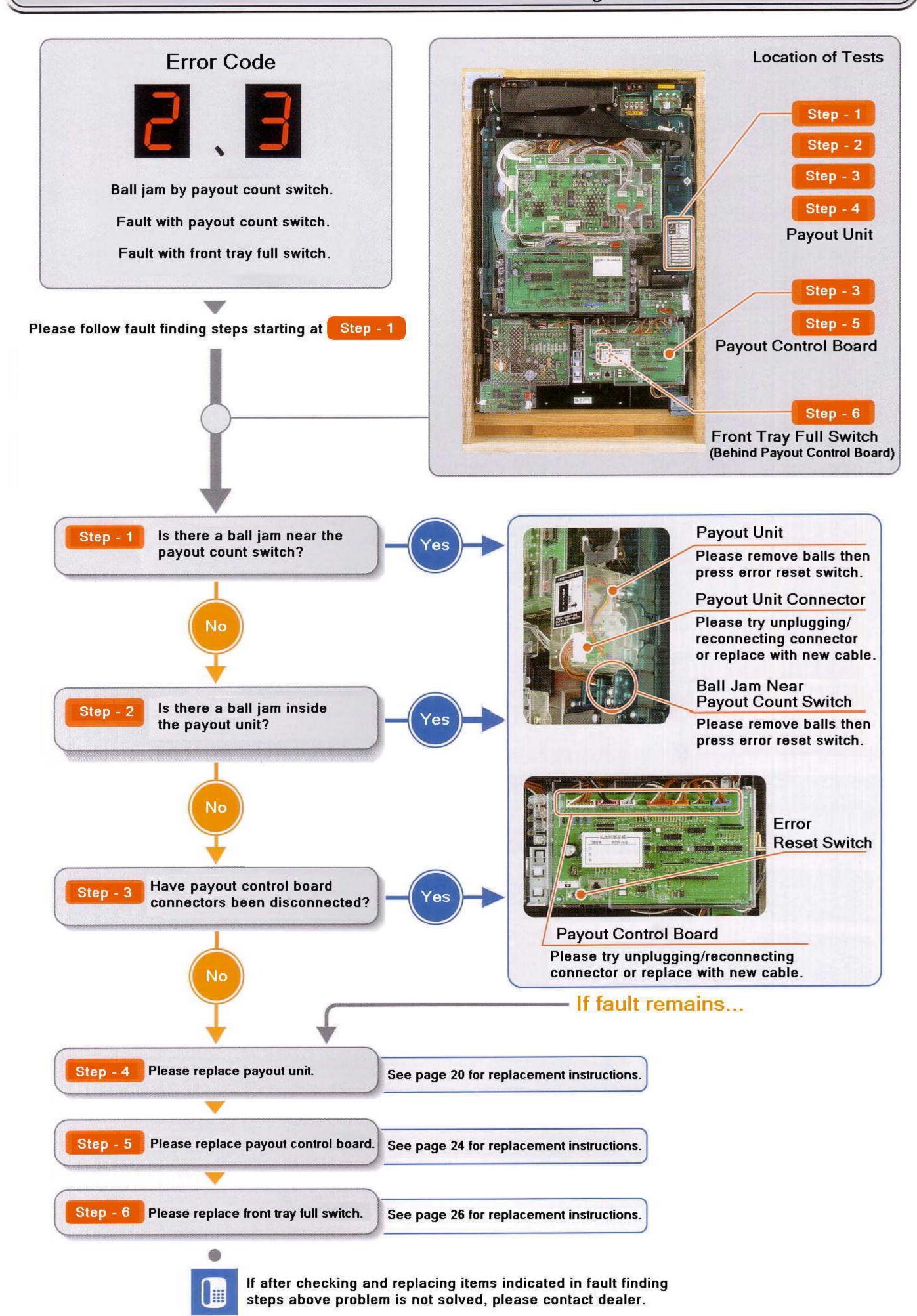
#### Check and replace according to error number shown

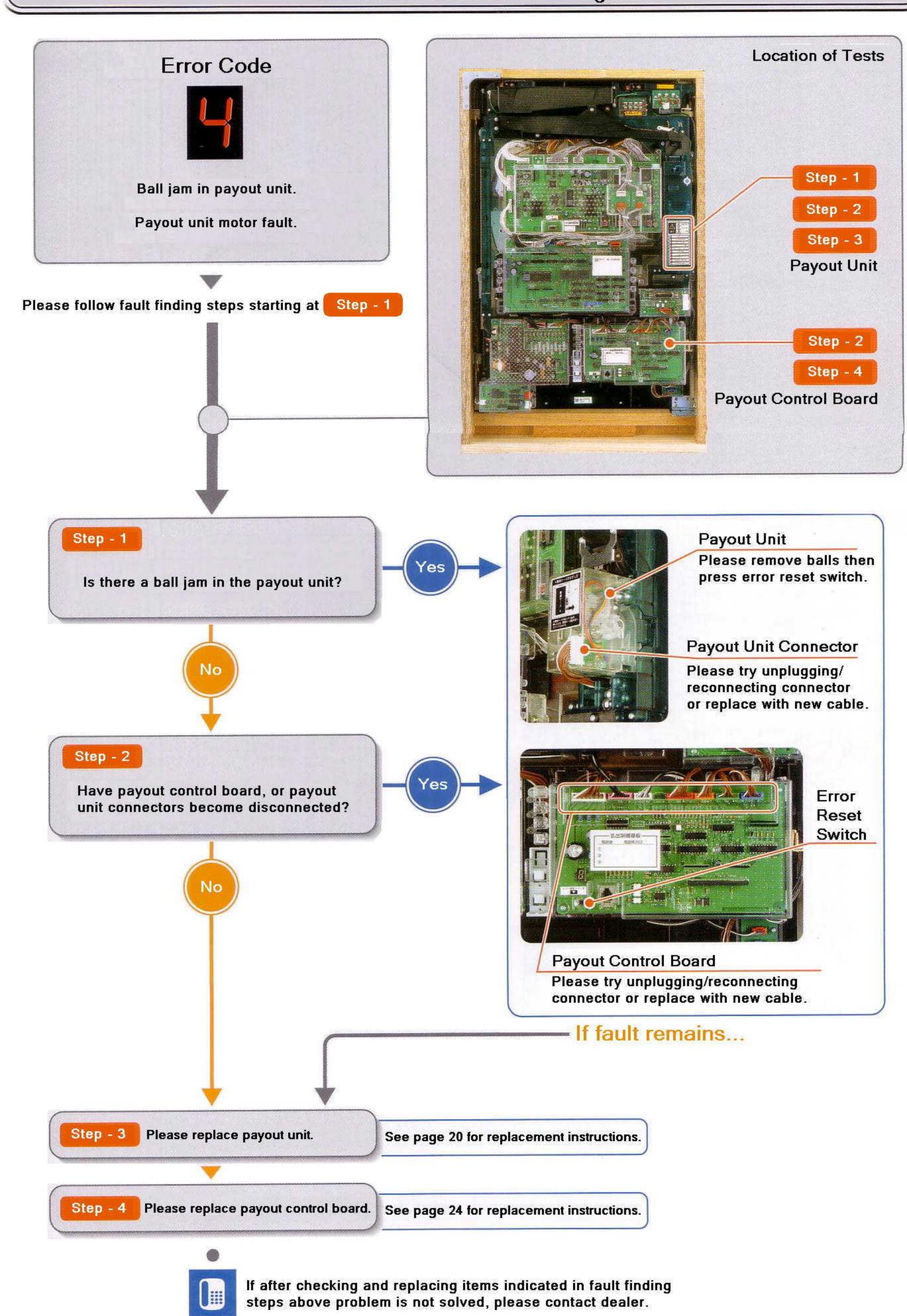
Error Number		Page Ref.
or <b>5</b>	<b>&gt;&gt;</b>	Page 31
	<b>&gt;&gt;</b>	Page <b>32</b>
	<b>&gt;&gt;</b>	Page 33
	<b>&gt;&gt;</b>	Page <b>34</b>
	<b>&gt;&gt;</b>	Page <b>35</b>
	<b>&gt;&gt;</b>	Page <b>36</b>
8	<b>&gt;&gt;</b>	Page 37

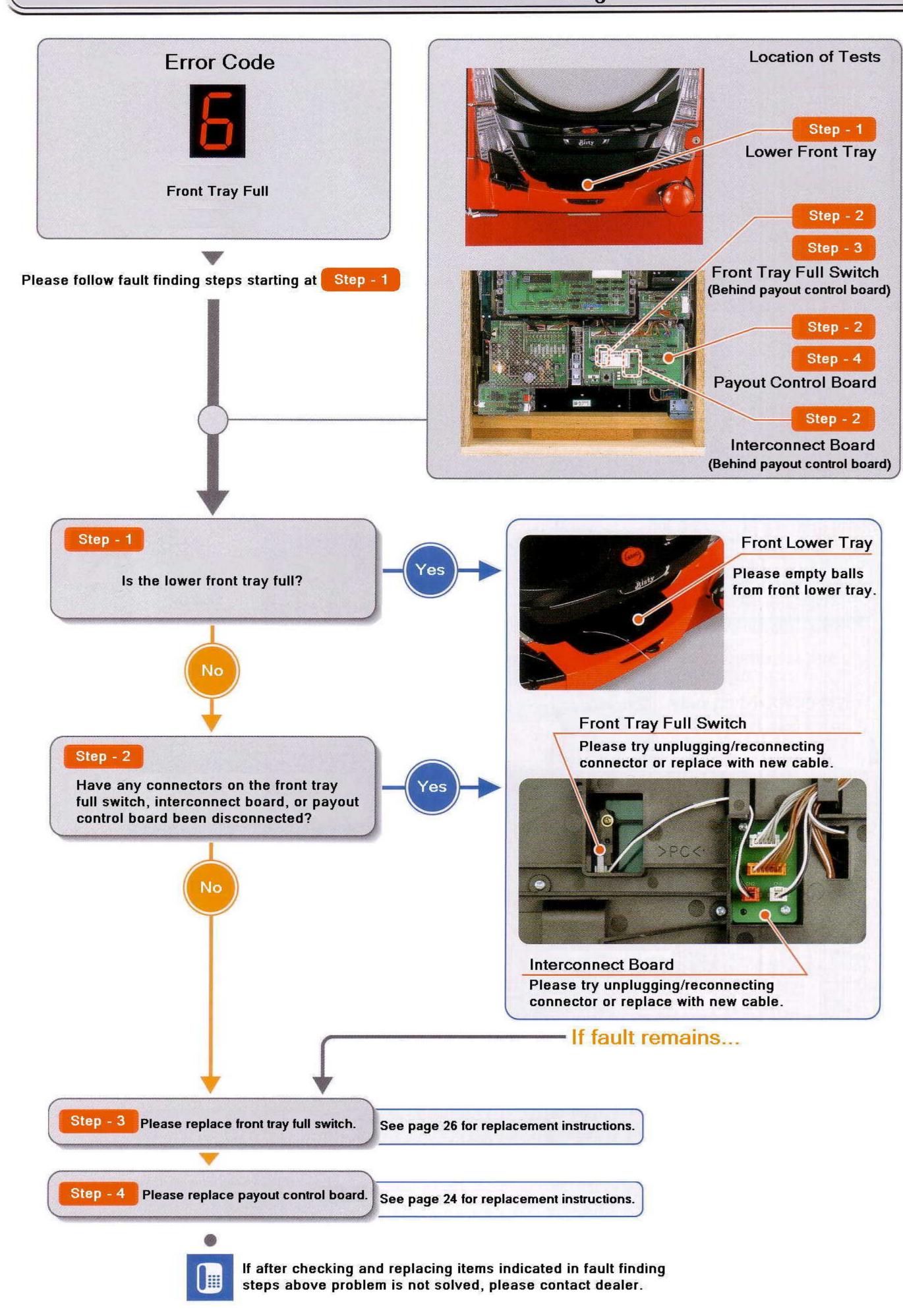
# Check and replace according to fault symptoms shown

Fault symptoms		Page Ref.
No Power	<b>&gt;&gt;</b>	Page <b>38</b>
Balls are not launched	<b>&gt;&gt;</b>	Page <b>39</b>
No prize ball pay-out	••	Page 40
No ball loan pay-out	<b>&gt;&gt;</b>	Page <b>41</b>
No prize ball signal output	<b>&gt;&gt;</b>	Page <b>42</b>
No door-open signal output	<b>&gt;&gt;</b>	Page <b>43</b>

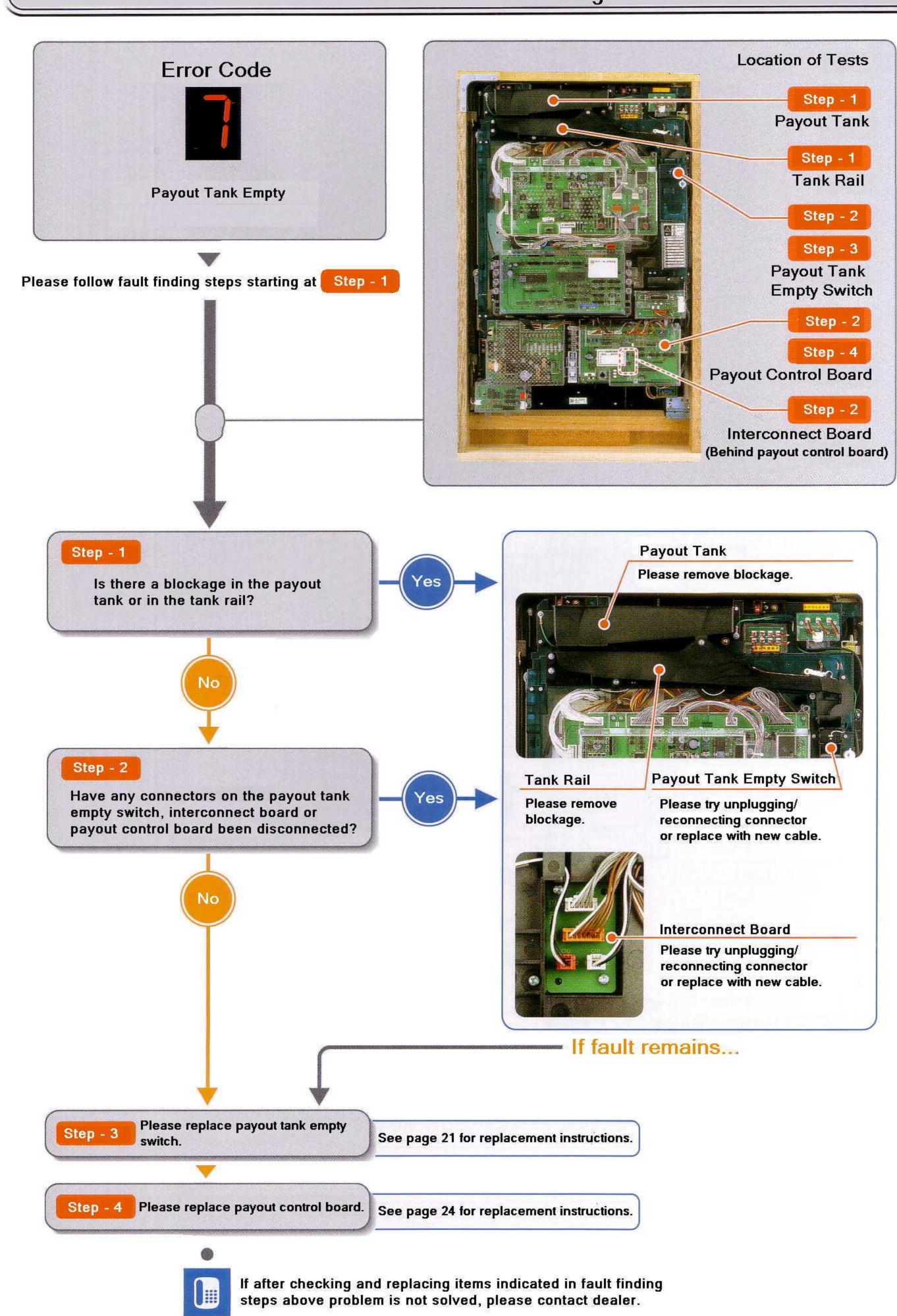




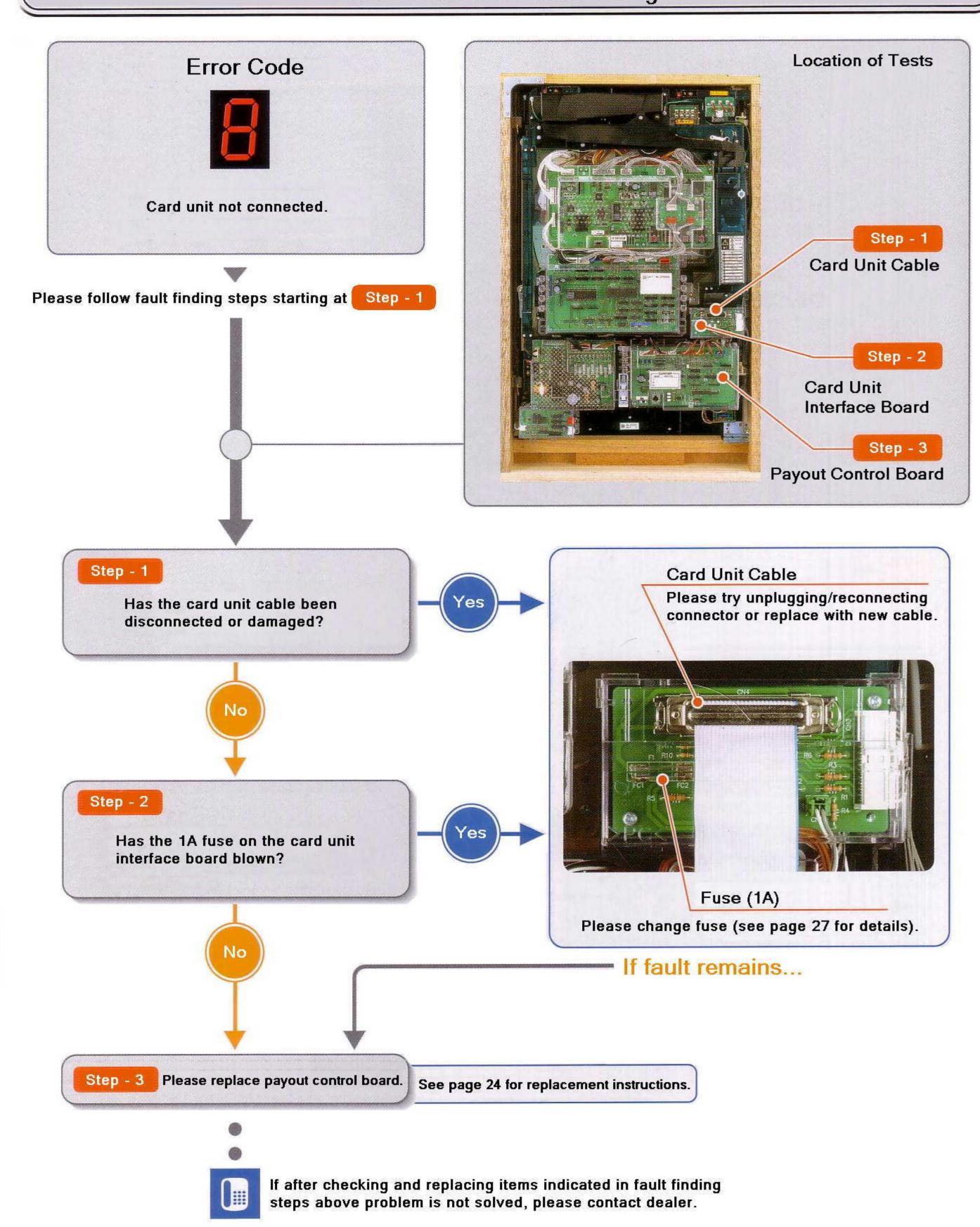




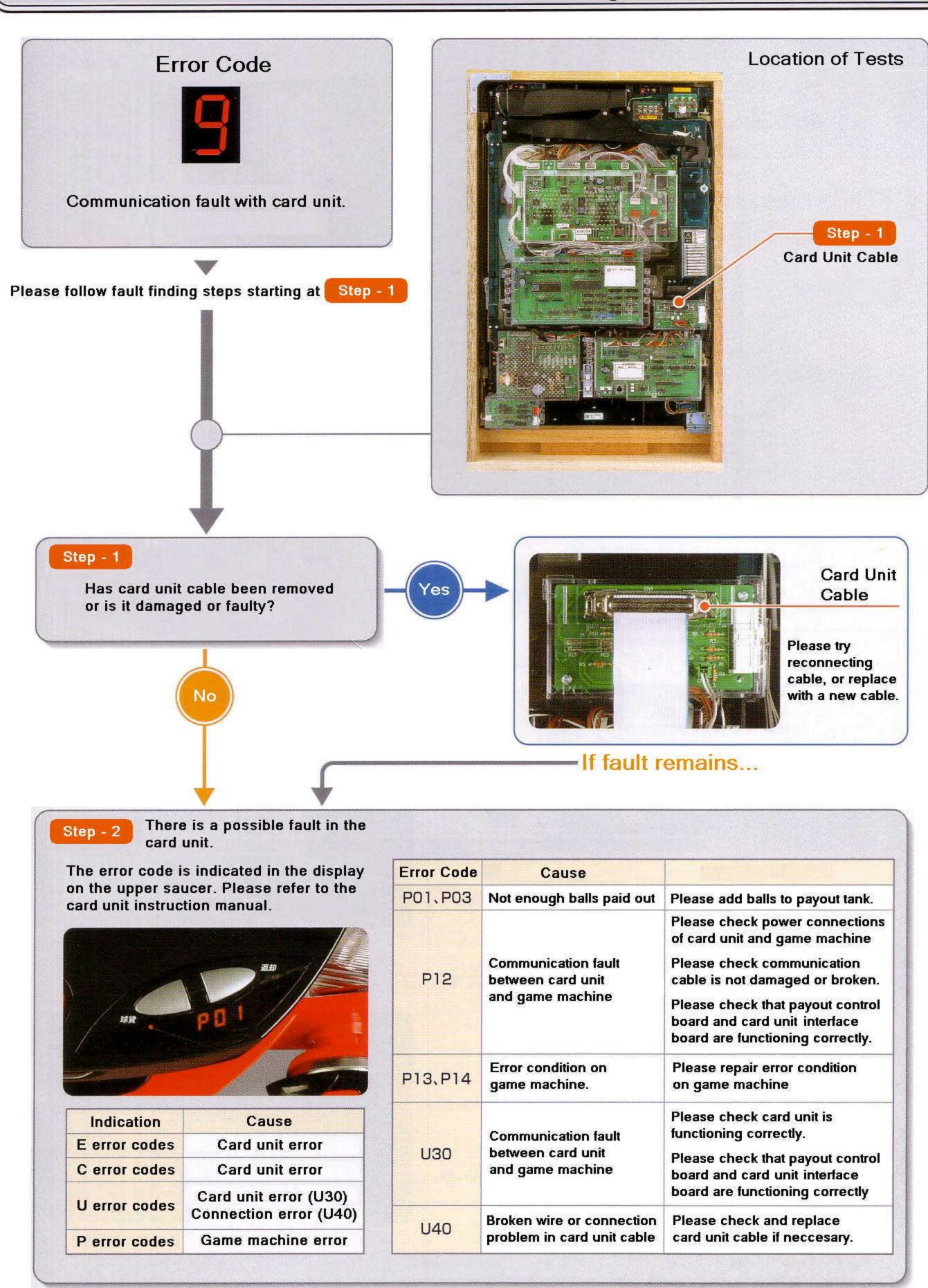
### **Error Codes and Fault Finding**



## **Error Codes and Fault Finding**

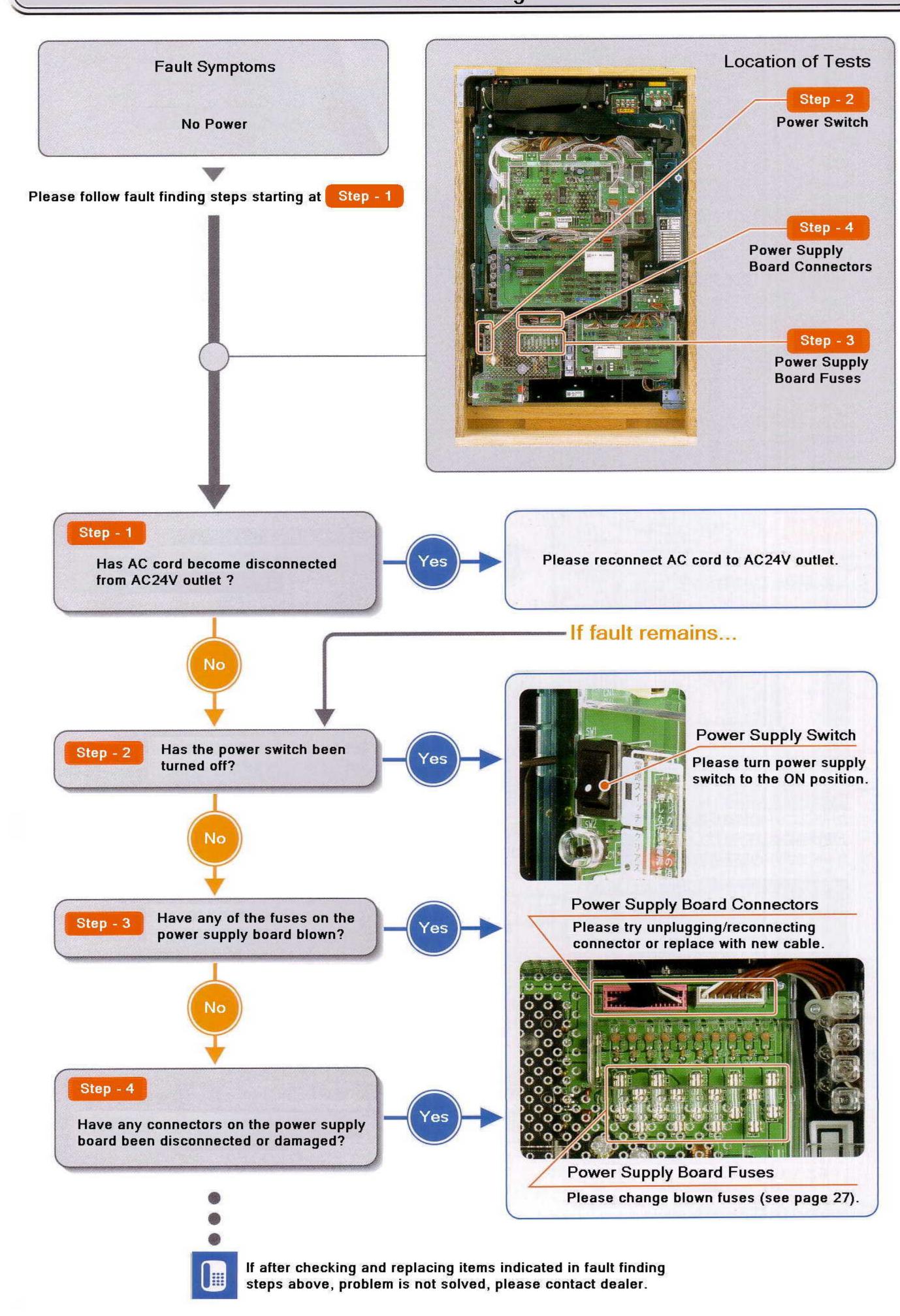


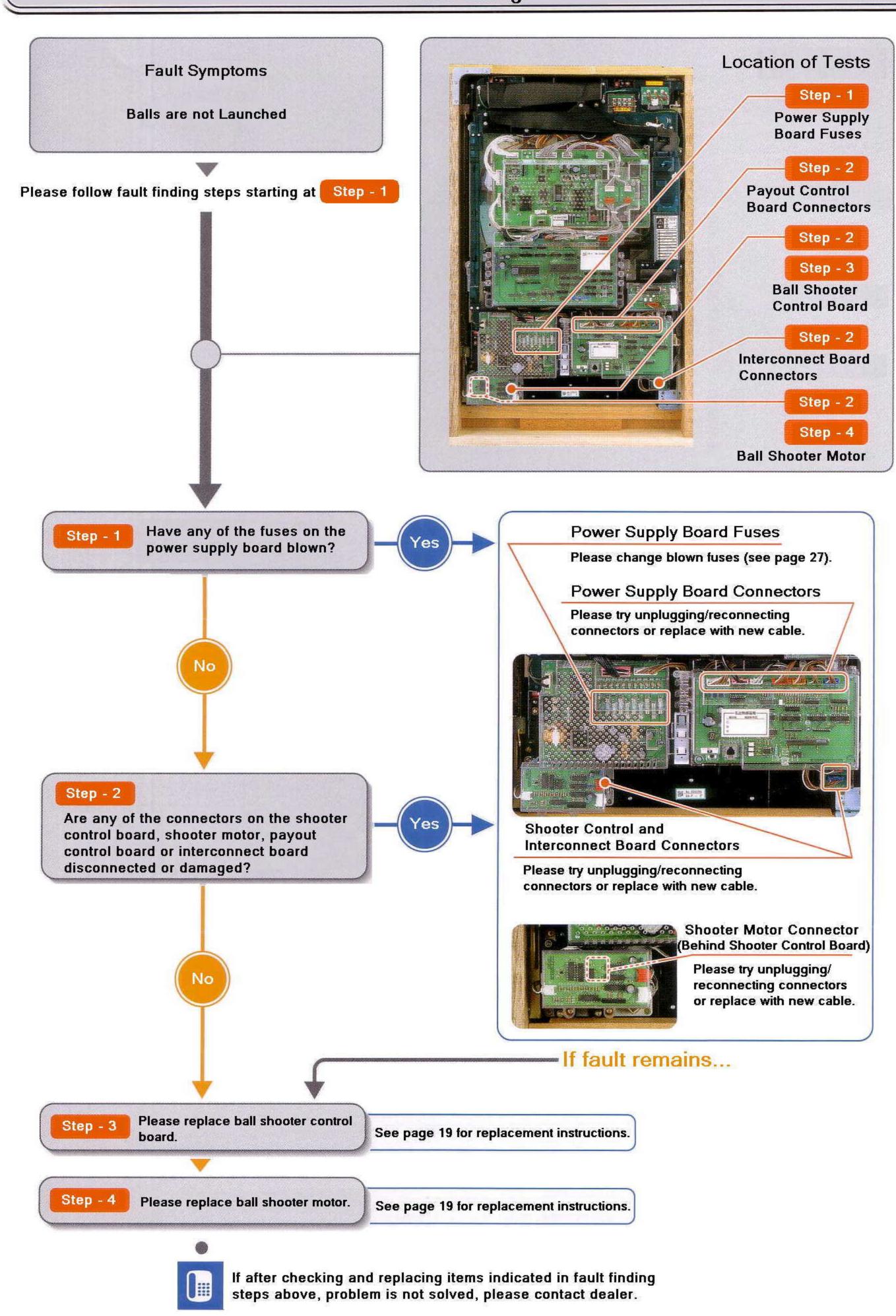
### **Error Codes and Fault Finding**

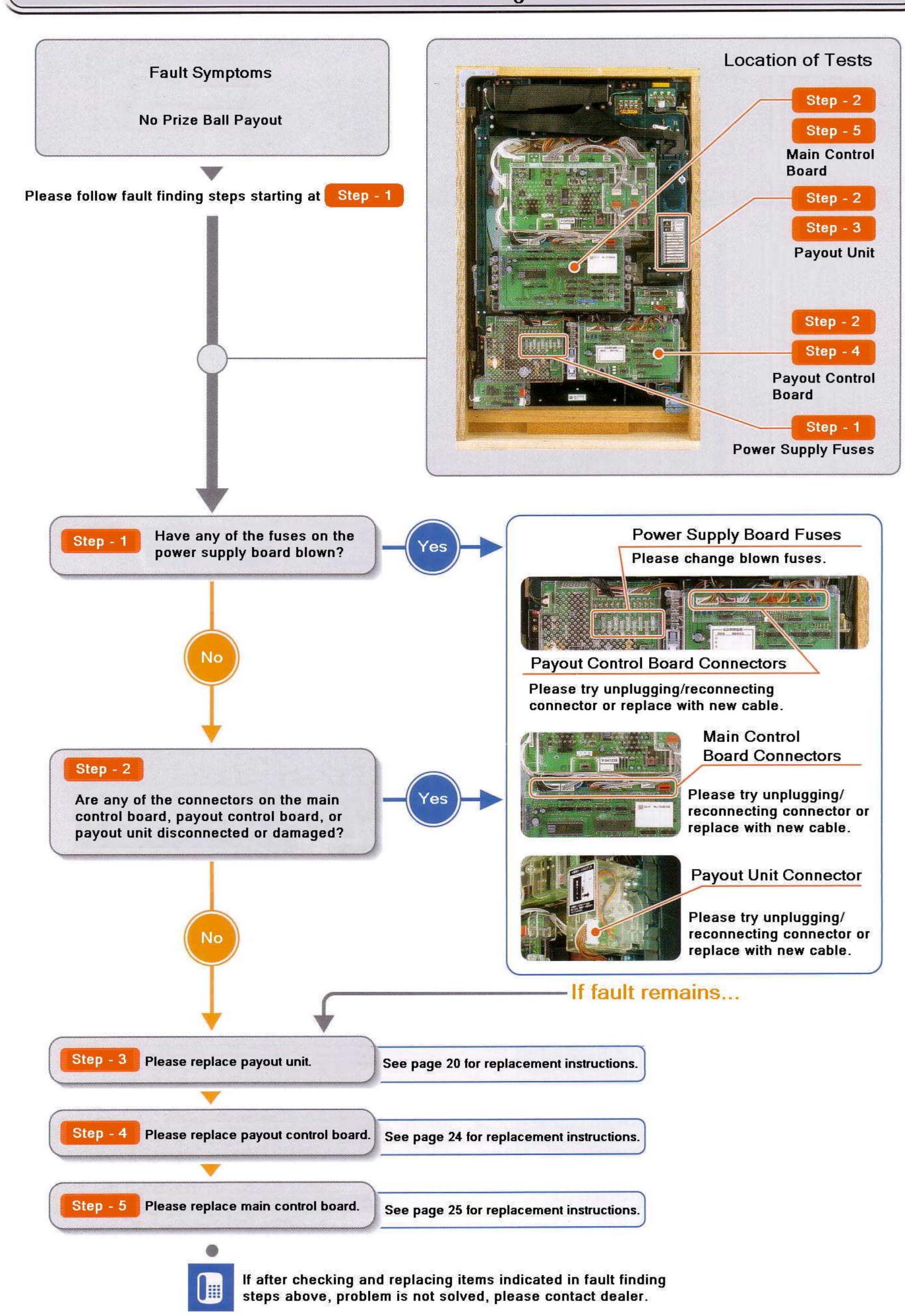


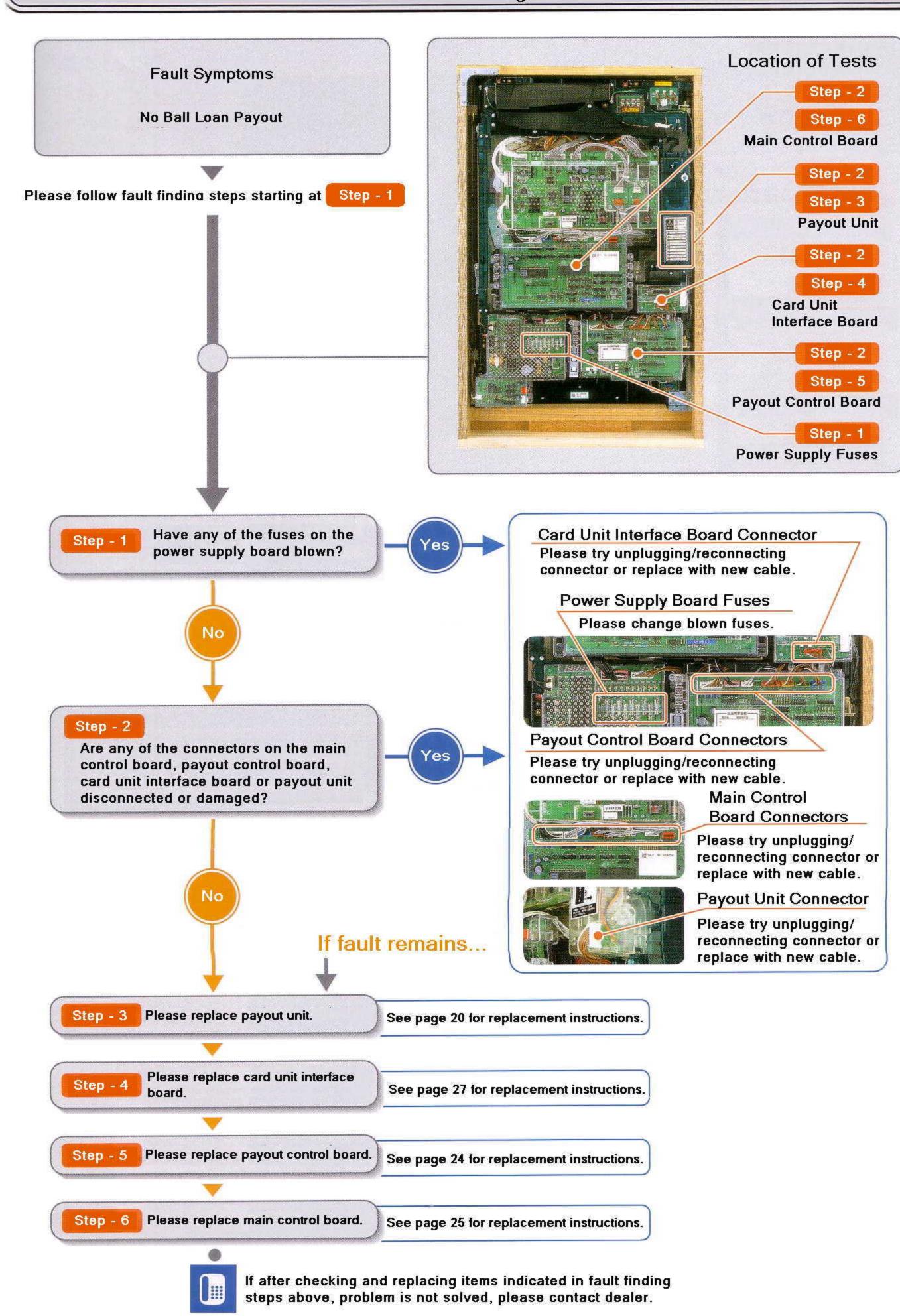


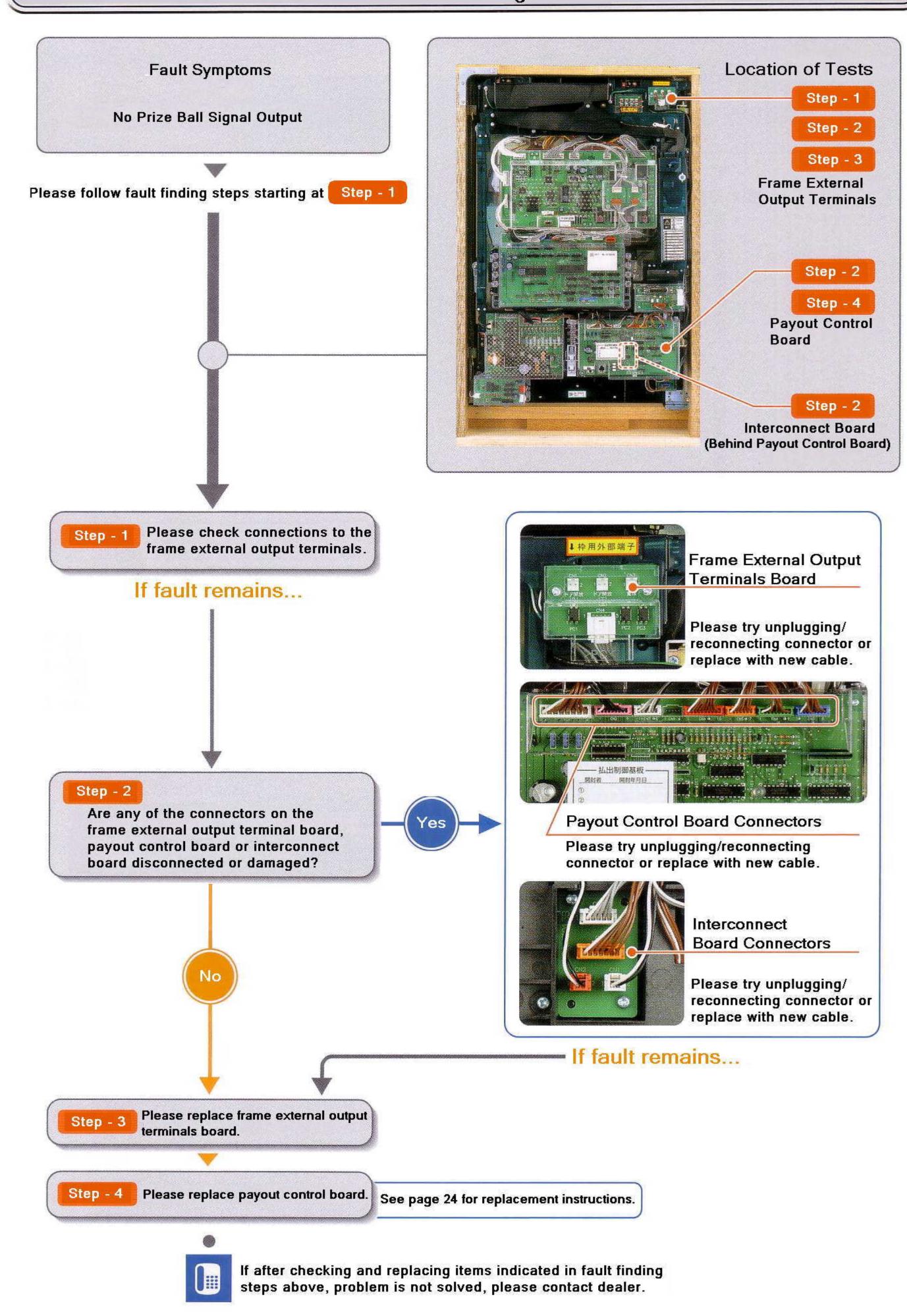
If after checking and replacing items indicated in fault finding steps above problem is not solved, please contact dealer.

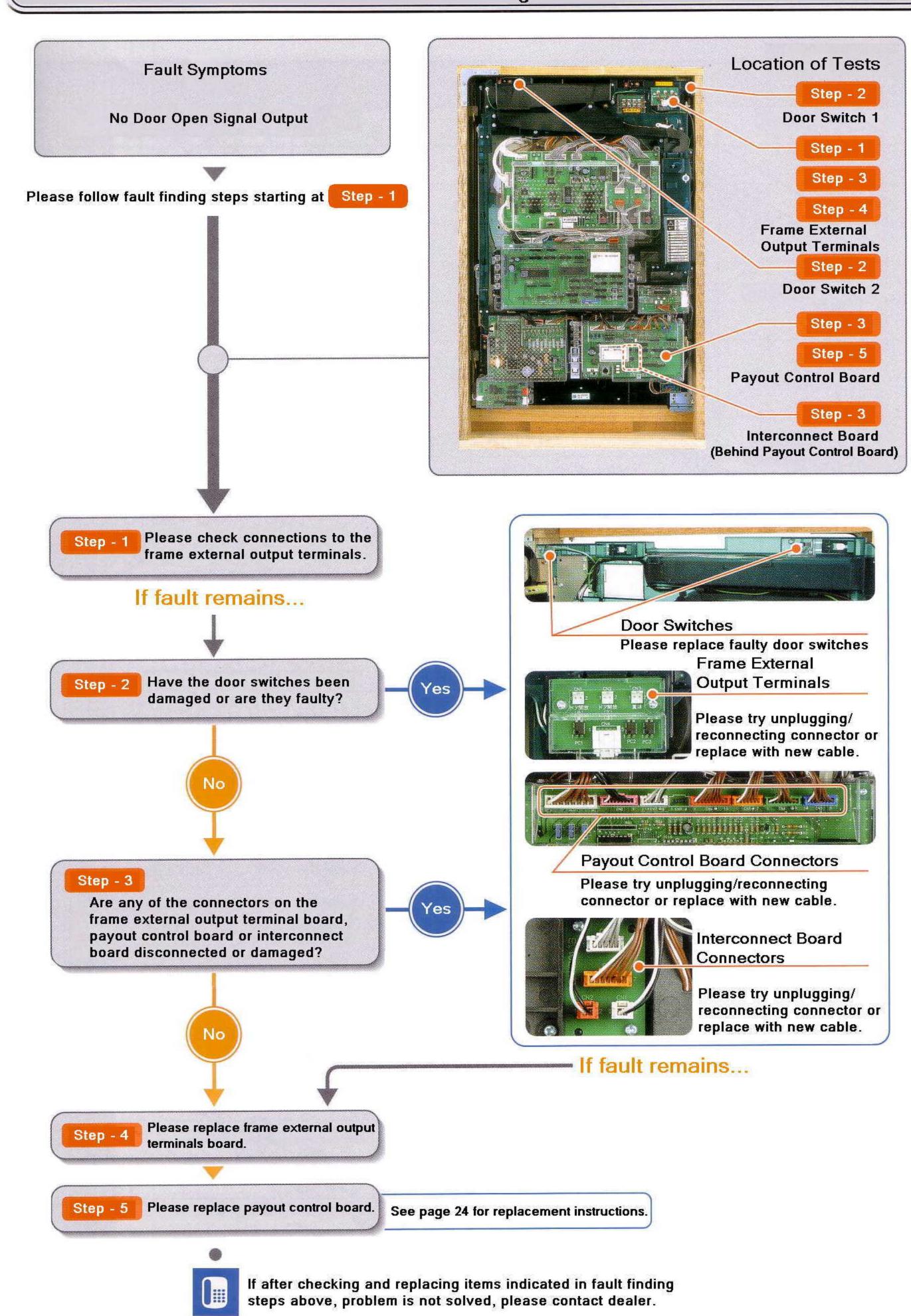




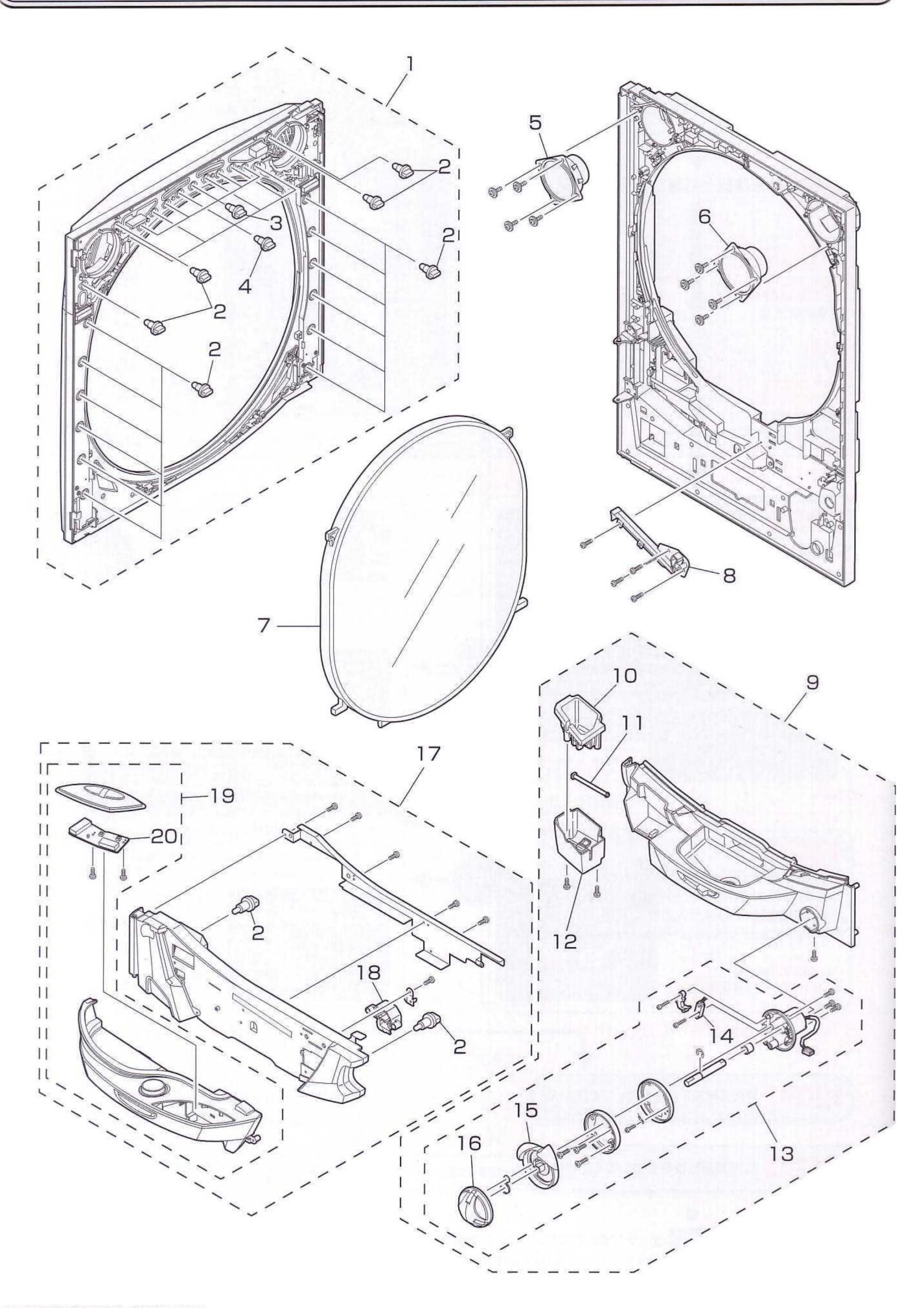






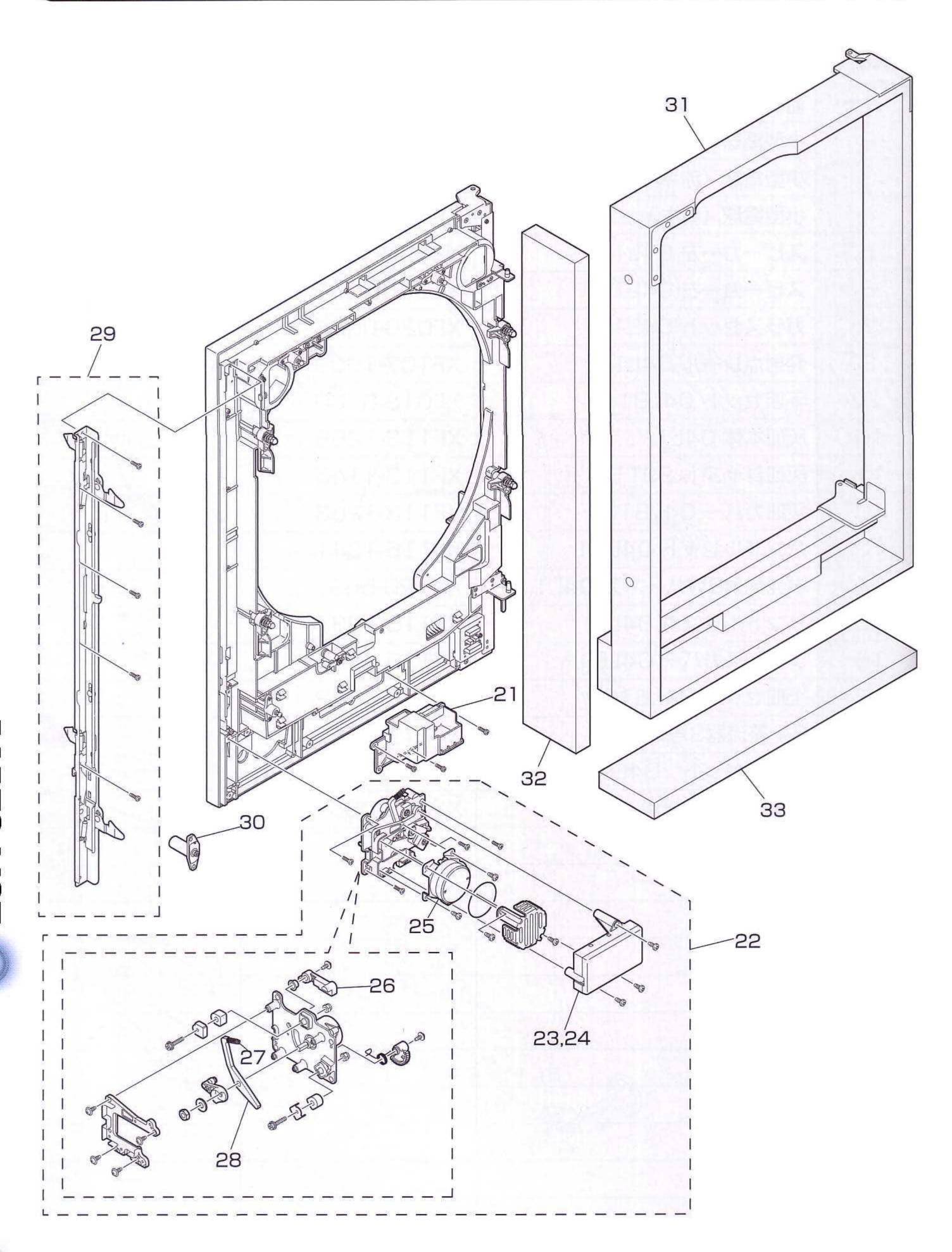


### Front of Machine



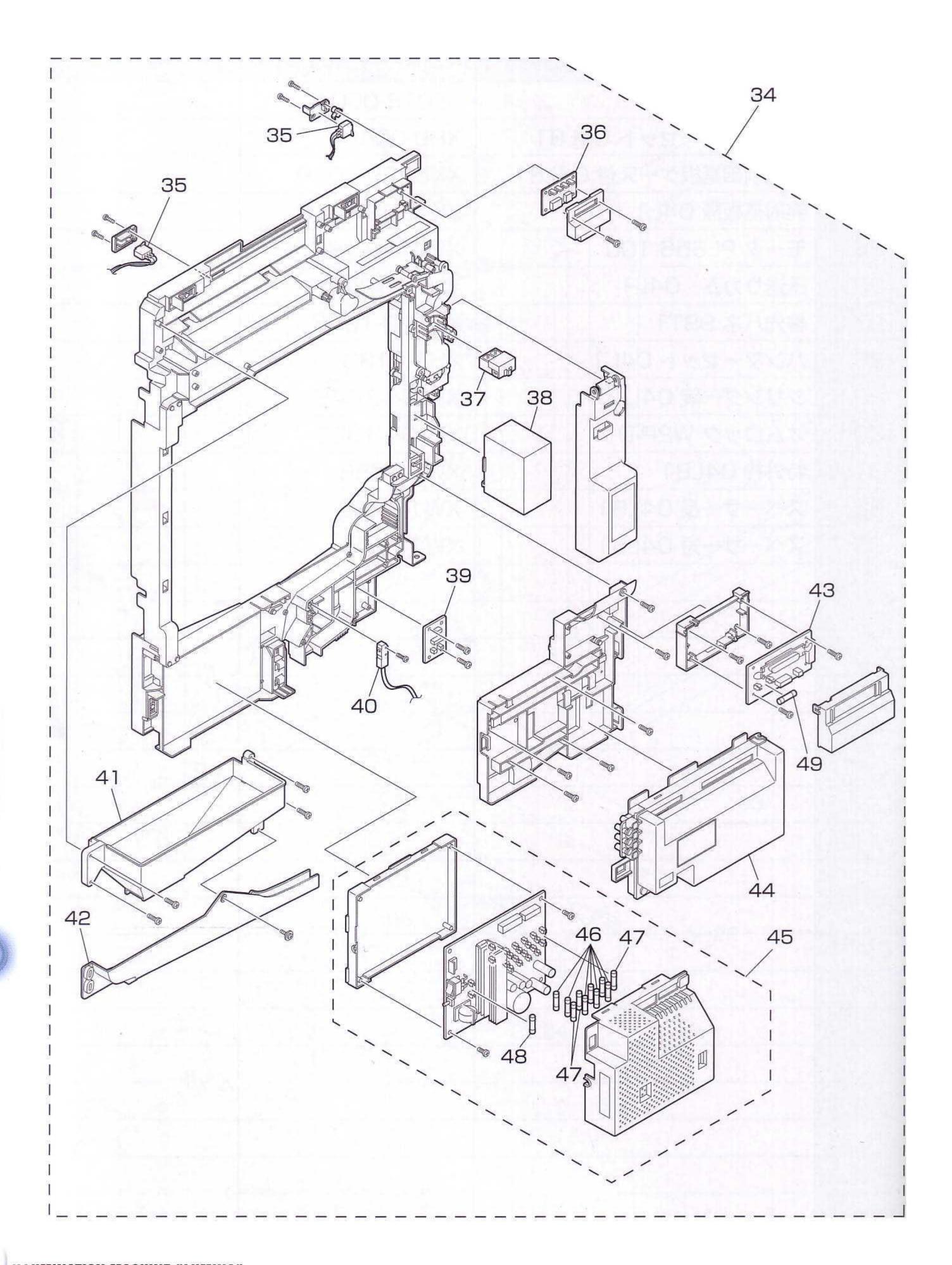
No.	Description	Part No.	Notes
1	Front Door Assembly	XF121-1269	
2	Light Bulb (Clear)	XE43024-0040	
3	Light Bulb (Red Cap)	XE43024-0020	
4	Light Bulb (Blue Cap)	XE43024-0030	
5	Left Speaker	X2060-1016	
6	Right Speaker	X2060-1017	
7	Glass Set	XF020-0004	
8	Launch Rail	XF107-1099	
9	Lower Tray Assembly	XF013-0030	
10	Ashtray (Inner)	XF113-1256	
11	Ashtray Hinge Pin	XF113-1145	
12	Ashtray Cover	XF113-1263	
13	Handle Assembly	XF115-1341	
14	Single Shot Switch Assembly	X2120-5697	
15	Handle Ring	XF115-1337	
16	Handle Front Cover	XF115-1344	
17	Upper Tray/Door Assembly	XF012-0062	
18	Ball Flow Regulator	XF117-1015	
19	Upper Tray Assembly	XF017-0051	
20	Card Unit Display Board	X2116-0851	
7.7			

### **Back of Machine**



No.	Description	Part No.	Notes
21	Ball Gutter Assembly	XF016-0004	
22	Shooter Motor Assembly	XH0-0046	
23	Ball Shooter Control Board	XK3999-1019	20.
24	Shooter Control Board Cover	XK1999-1319	
25	Motor PLS56-100	X2070-1186	
26	Ball Feed Cam	XH1-1123	
27	Ball Hammer Spring	X9060-1017	
28	Ball Hammer Assembly	XH1-1133	
29	Frame Locking Mechanism	XF004-1048	
30	Omron Lock W2P-D	XF104-1030	
31	External Framework	XW0-0056	
32	Long Spacer	XW1-1139	
33	Short Spacer	XW1-1141	

# Sun Pack



No.	Description	Part No.	Notes
34	Sun Pack Assembly	XS0-0390	
35	Door Open Switch and Wiring	X2120-5725	
36	SAKJ012B Output Terminal PCB	X2116-0847	
37	Tank Empty Switch W2FB-02	XE36022-0170	
38	Payout Unit	XS1-1542	
39	SAKZ013B Interconnect PCB	X2116-0846	
40	Tray Full Switch and Wiring	X2120-5729	
41	Payout Tank	XS1-1513	
42	Tank Rail	XS1-1514	
43	SAKV011A CR Interface PCB	X2116-0843	
44	Payout Control Board	XK0999-0021	
45	Power Supply Board	XK0999-0022	
46	Fuse T5A	XE39082-0160	
47	Fuse T3.15A	XE39082-0150	
48	Fuse T10A	XE39082-0090	
49	Fuse T1A	XE39082-0130	
1.00			

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