SEGA®

OWNER'S MANUAL

NICKELODEON™

SpongeBob SquarePants™

Ticket Boom

GAME WARRANTY POLICY

Your new SEGA PRODUCT is covered for a period of ninety (90) days from the date of the shipment.
This certifies that all Printed Circuit boards, power supplies and monitors are to be free of defects in
workmanship or materials under normal operating conditions.
This also certifies that all Interactive Control Assemblies are to be free from defects in workmanship
and materials under normal operating conditions. No other product in this machine is hereby covered.
Sellers sole liability in the event a warranted part described above fails shall be, at its option, to replace
or repair the defective part during the warranty period. For warranty claims, contact your SEGA Distributor.
Should the seller determine, by inspection that the problem was caused by accident, misuse, neglect,
alteration, improper repair, installation or testing, the warranty offered will be null and void.
Under no circumstances is the seller responsible for any loss of profits, loss of use, or other damages.
This shall be the exclusive written Warranty of the original purchaser expressed in lieu of all other warranties
expressed or implied. Under no circumstances shall it extend beyond the period of time listed above.

PARTS WARRANTY POLICY

Sega Amusements USA, Inc. warrants all parts to be free from defective materials and workmanship for a
period of thirty (30) days from Sega Amusements USA, Inc. invoice date unless otherwise specified in
writing by Sega Amusements USA, Inc.

This limited warranty is invalid for any part that upon examination, is deemed to have been subject to
misuse, improper repair or installation, neglect or violation of specification or other instructions published
by Sega Amusements USA, Inc. There are no additional warranties described above.

The limited warranties described above shall be in lieu of any other warranty, express or implied, including
but not limited to any implied warranty of merchantability or fitness for a particular purpose.

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.

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.

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

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 Owner's Manual, Serviceman Manual and/or Service 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 cord 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 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 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 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.**
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 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 the product with a monitor.)
Some of the monitor (TV) 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/projector properly.**
(Applies only to the product with a monitor/projector.)
Do not operate the product leaving on-screen flickering or blurring as it is. Using the product with the monitor/projector 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 cords have cuts and dents?
❒ Do the fuses used meet specified ratings? 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

INTRODUCTION

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

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.

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.

Sega Amusements U.S.A., Inc.
800 Arthur Avenue, Elk Grove Village, IL 60007-5215, U.S.A.

TEL:	1-847-364-9787
TOLL FREE:	1-888-877-2669
FAX:	1-847-427-1065

SPECIFICATIONS	
Dimensions:	Unit : 36" [Width] x 88" [Depth] x 88" [Height]
Weight:	Unit : 532 lbs.
Power, maximum current:	324 W, 2.7 A (AC 120 V, 60 Hz)
Monitor:	29" CRT monitor

NOTE: The contents herein described are subject to change without notice.

⚠ WARNING

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 specialized 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.

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 the case 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 other than 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 logic tester is allowed. The use of a multiple-purpose tester is not permitted, so be careful in this regard.**

- **When cleaning the CRT surfaces, use a soft and dry cloth. Do not apply chemicals such as thinner, benzene, etc.**

- **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.

⚠ **WARNING**
SHOCK HAZARD
Do Not Open.
Refer Servicing To Service
Personnel.

⚠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.**

2-1 LIMITATIONS OF USAGE

⚠WARNING

- **Be sure to check the Electrical Specifications. Ensure that this product is compatible with the location's power supply, voltage, and frequency requirements. A plate describing Electrical Specifications is attached to the product. 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). 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). Using a cord rated lower than the specified rating can cause a fire and electric shock.**

⚠ **WARNING**

- **For safe operation, use and operate this product in an area measuring at least 84" in width and 134" in depth. The area prescribed in this manual is absolutely necessary, for if one should fall over and hit their head against something, there could be a serious accident.**

- **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.**

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

- **If the machine does not fit through the entryway to the installation location, do not disassemble it without first consulting the instructions. The machine should only be disassembled in accordance with the instructions listed in this manual; do not attempt to disassemble it in any other way. This may cause electric shock or short circuits.**

(STOP) **IMPORTANT**

To install this product, the entrance must be at least 36" width and 60" in height.

2 **PRECAUTIONS REGARDING INSTALLATION LOCATION**

3 PRECAUTIONS REGARDING PRODUCT OPERATION

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

BEFORE OPERATION

⚠WARNING

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

- **To ensure maximum safety for the players and the customers, ensure that where the product is operated has sufficient lighting to allow any warnings to be read. Operation under insufficient lighting can cause bodily contact with each other, hitting accident, and/or trouble between customers.**

- **Be sure to perform appropriate adjustment of the monitor (projector). 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 feel sick while playing the game to take a rest.**

- **Check if all of the adjusters are in contact with the surface. If they are not, the Cabinet can move and cause an accident.**

⚠WARNING

- **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 ladder.**

- **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.**

⚠CAUTION

- **During daily cleaning, be sure to check the surface of the steering wheel, gear shifter, and other parts that the player touches with his hands for damage, cracks, or loose screws. If a player uses the machine while it is damaged, cracked, or has a loose screw, the player may become injured.**

- **During daily cleaning, be sure to check the seat for any abnormality, wetness, etc. Failure to do this may result in deliberate tampering or negligence being left undetected.**

- **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.**

⚠WARNING

- **For safety reasons, do not allow any of the following people to play the game.**
  - **Those who need assistance such as the use of an apparatus when walking.**
  - **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.**
  - **Persons susceptible to motion sickness.**
  - **Persons who disregard the product's warning displays.**

- **Even players who have never been adversely affected by light stimulus might experience dizziness or headache depending on their physical condition when playing the game. Small children are especially likely to experience these symptoms. Caution guardians of small children to keep watch 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.**

⚠CAUTION

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

4 PART DESCRIPTIONS

MONITOR PANEL

29" MONITOR

SPEAKER PANEL

HAND RAIL

MONITOR BOX

UPPER CABI

UPPER PANEL

TICKET DOOR

BASE CABINET

FOOT PANEL

STOP BUTTON

COIN DOOR
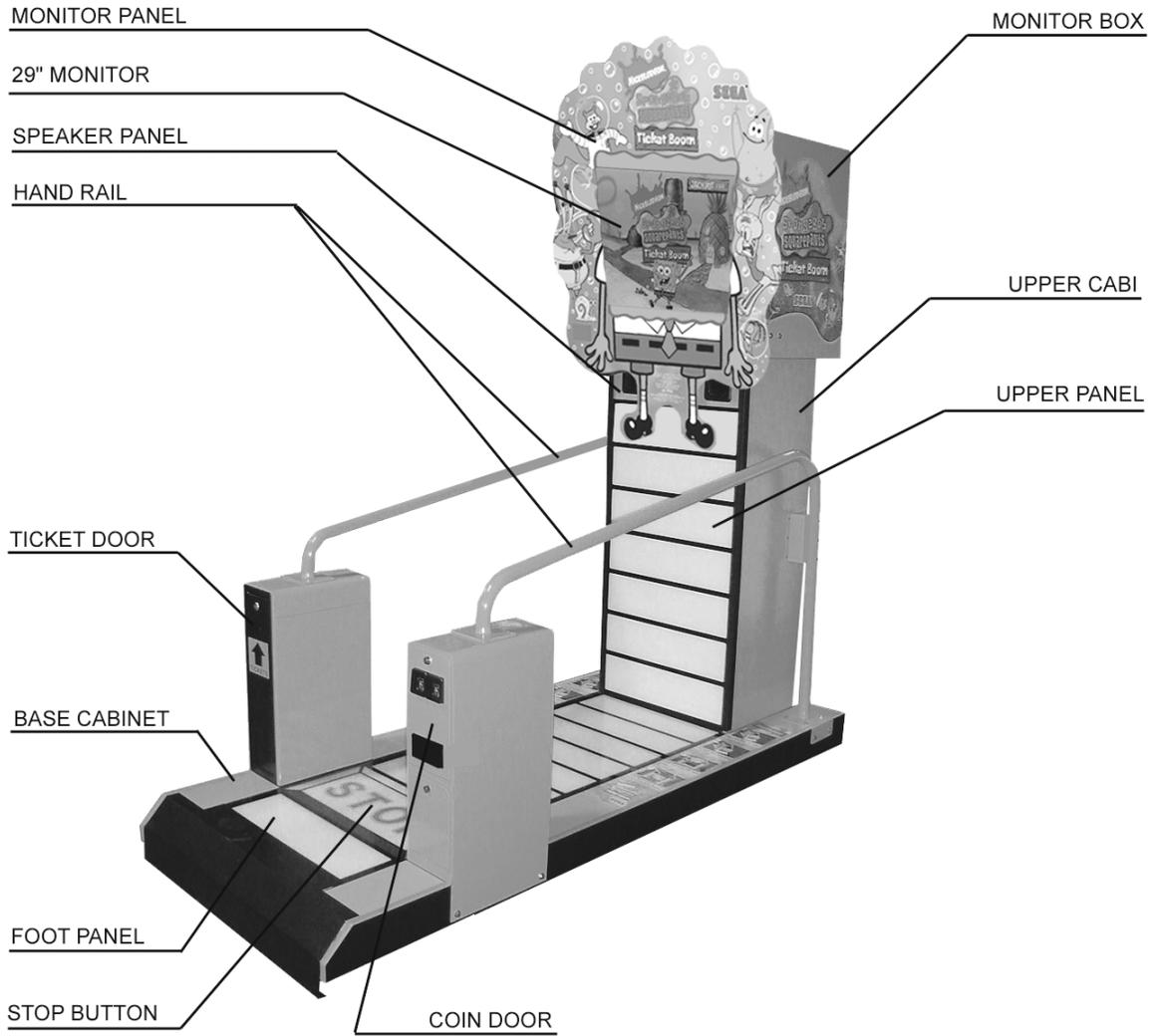
5 ACCESSORIES

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.

OWNER'S MANUAL
544-30-300 (1)
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 assembling as per this manual. Since this is a complex machine, incorrect assembling can cause an electric shock, machine damage and/or improper functioning as per specified performance.**
>
> - **When assembling, more than one person is required. Depending on the assembly work, there are some cases in which working by one person alone can cause personal injury or parts damage.**
>
> - **Ensure that connectors are properly connected. Improper connections can cause electric shock.**
>
> - **This work should be carried out by the 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.**
>
> - **Be careful not to damage the wires. Damaged wires may cause electric shock or short circuit or present a risk of fire.**
>
> - **Do not leave power cords, ground wires, or network cables exposed in areas of heavy foot traffic. Doing so may cause them to become damaged, possibly resulting in electric shock and/or short circuits. When laying wiring across the floor, always use safety covers to protect the wires.**
>
> - **The power cord for this product has a ground terminal. Make sure to use this ground terminal when plugging it in to an indoor outlet. Failure to properly ground the product could lead to electrocution. It can also lead to malfunction.**

<div style="text-align: center">

⚠CAUTION

</div>

- **When opening/closing, attaching/removing doors or lids, be careful that your hand or finger does not get caught in anything.**

- **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.**

- **Wear appropriate work clothing so that work can be performed safely. Use gloves and safety shoes to prevent accidents or injuries.**

- **When installing a wire protection cover over a floor, use a material shaped so that no one passing by will stumble over it. Using a material that could be stumbled over might lead to an accidental fall.**

- **Handle plastic parts with care. Excessive weight or pressure may cause them to break and the broken pieces may cause injury.**

When carrying out the assembling and installation, follow the following 6-item sequence.

6-1 Installation

6-2 Turning on the power (Software Installation)

6-3 Checking assembly (Setup)

Tools necessary for work
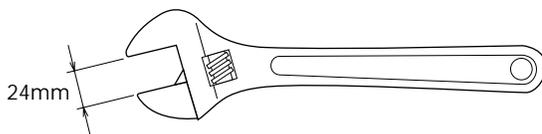
24mm

Spanner with measuring distance of 24 mm to opposite side
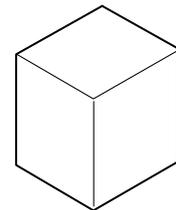
STEP
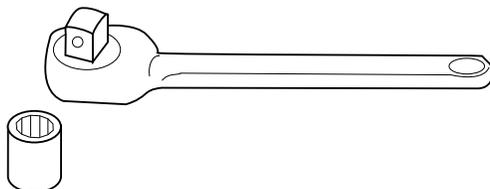
Hexagon socket wrench

6-1 INSTALLATION

1. Lift the monitor box up with two people and place it atop of upper cabinet.

2. Place the monitor box so that the two monitor box holding brackets on top of upper cabinet match with the two holes on the bottom of the monitor box. Then slide the monitor box in the direction of the monitor screen. This will lock the bottom of the monitor box into the monitor box holding brackets and fix the monitor box in place.

3. Secure the monitor box to the upper cabinet with 6 bolts.

Slide
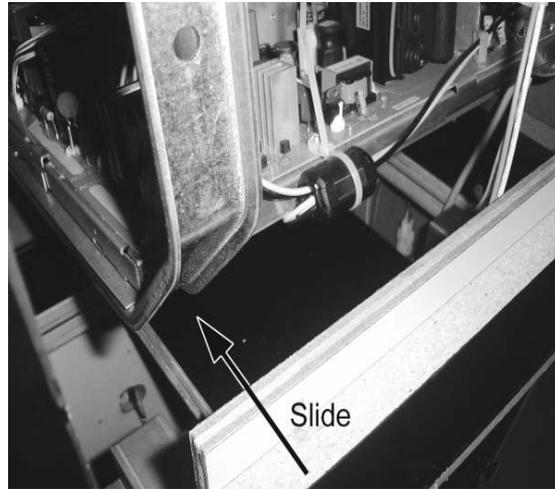
4. Connect 2 connectors from the upper cabint side to the monitor and 1 connector from the fan in the monitor box to the connector from the upper cabinet side.
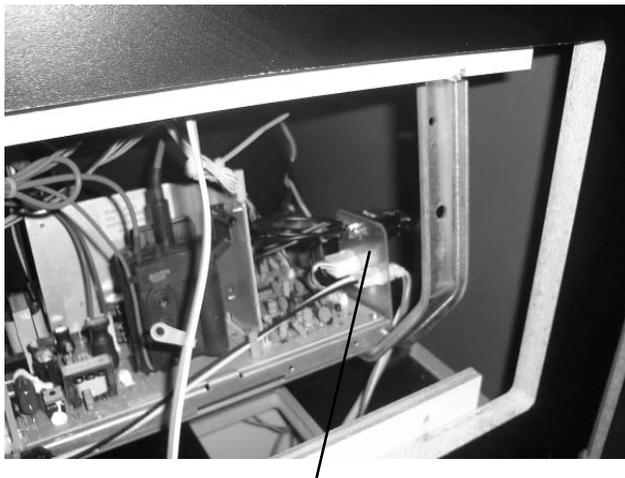
2 connectors

1 connector

.

5. Attach the monitor panerl to the monitor box with 3 screws on each left, right, and 2 screws on top.
(The brackets are pre-mounted to the monitor panel.)

6. Close the doors on the back.
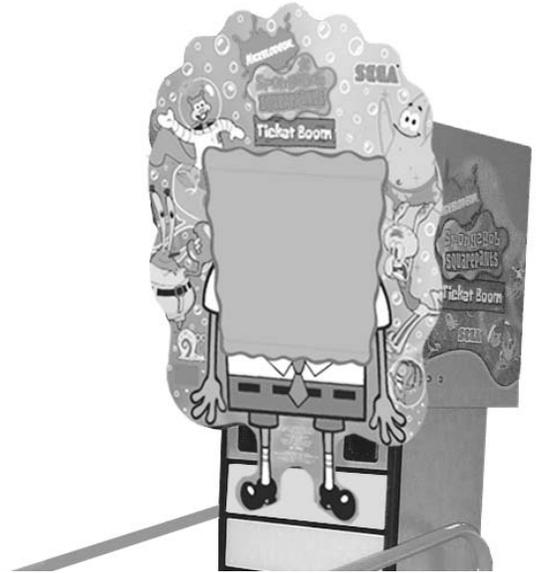
6-2 TURNING ON THE POWER

<div>

⚠WARNING

- **The following explanation assumes that the product has been assembled properly as explained above. If there is an error or if the product operates in a manner other than as indicated below, cut off the power supply immediately. Failure to do so may result in a fire or electrical shock.**

</div>

1   Turn the main power switch on to power up.

2   The monitor will display an advertize screen.

3   The foot panel and upper panel will light up.

4   The sound will be output from both left and right speakers below the monitor.

6-3 CHECKING ASSEMBLY (SETUP)

Checking Assembly

In the TEST MODE, ensure that the assembly has been made correctly and IC BD. is satisfactory (refer to Chapter 9). Refer to the LINDBERGH Service Manual for details on SYSTEM TEST MODE and "9-3 GAME TEST MODE" for details on GAME TEST MODE.

(1) INPUT TEST

Selecting INPUT TEST from the GAME TEST Mode menu screen will display a screen that allows input devices to be tested.
Press each switch to check that each is working. If the display next to the input device changes to "ON" or the values displayed change smoothly then that input device and all connections with it are working correctly.

```
                    INPUT TEST

                            COUNT   TIME
        TEST DOWN   [OFF]
        TEST UP     [OFF]
        SERVICE     [OFF]
        MAT SW 1    [OFF][0000] [000]msec
        MAT SW 2    [OFF][0000] [000]msec

        PRESS TEST UP AND DOWN BUTTON TO EXIT
```

(2) COIN TEST

Selecting COIN TEST from the GAME TEST Mode menu screen will display a screen that allows coin switches to be tested.
Activate each coin switch on the coin door to check that each is working. If the display next to the input device changes to "ON" or the values displayed change smoothly then that input device and all connections with it are working correctly.

```
                    COIN TEST

                         COUNT   TIME
        COIN 1    [OFF][0000] [000]msec
        COIN 2    [OFF][0000] [000]msec

            PRESS SERVICE BUTTON TO EXIT
```

(3) LAMP TEST

Selecting LAMP TEST from the GAME TEST Mode menu screen will display a screen that allows
LED boards to be tested.
Operate the LED boards and check that they are all working correctly.

```
                    LAMP TEST

          LAMP WHITE      [OFF]
          LAMP RED        [OFF]
          LAMP GREEN      [OFF]
          LAMP BLUE       [OFF]
         >EXIT




          SELECT WITH TEST UP/DOWN BUTTON
            AND PRESS SERVICE BUTTON TO ENTER
```

(4) TICKET DISPENSER TEST

Selecting TICKET DISPENSER TEST from the GAME TEST Mode menu screen will display a screen that allows
the ticket dispenser to be tested.
Activate the ticket dispenser and check that it is working properly for the senser and count.

```
                 TICKET DISPENSER TEST

            DISPENSER DRIVE   [OFF]
            COUNTER RESET
           >EXIT


        TICKET DISPENSER

            MOTOR                 [OFF]
            SENSOR                [ON]
            COUNT                 [0000]
            TOTAL COUNT    [00000000]
            TIME                  [999]msec




          SELECT WITH TEST UP/DOWN BUTTON
            AND PRESS SERVICE BUTTON TO ENTER
```

(5) DISPLAY TEST

In the TEST mode menu, selecting C.R.T. TEST allows the screen (on which the monitor is tested) to be displayed. Although the monitor adjustments have been made at the time of shipment from the factory, make needed by watching the test mode screen. If it is necessary, adjust the monitor by referring to Chapter 14.
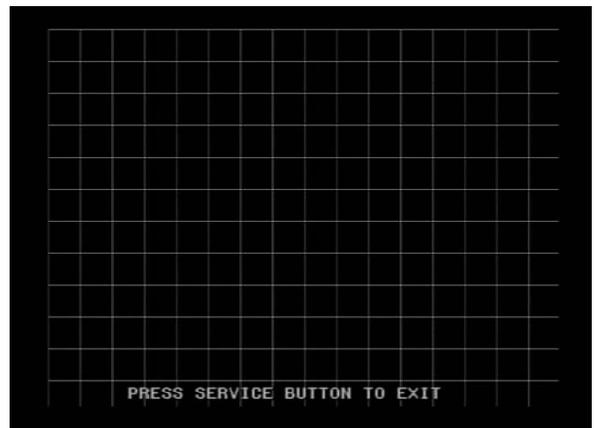
(6) SOUND TEST

Selecting SOUND TEST from the GAME TEST Mode menu screen will display a screen that allows the speaker output to be tested.
The speakers attached to the machine will output a test sound. Use this to check that all speakers are outputting correctly.
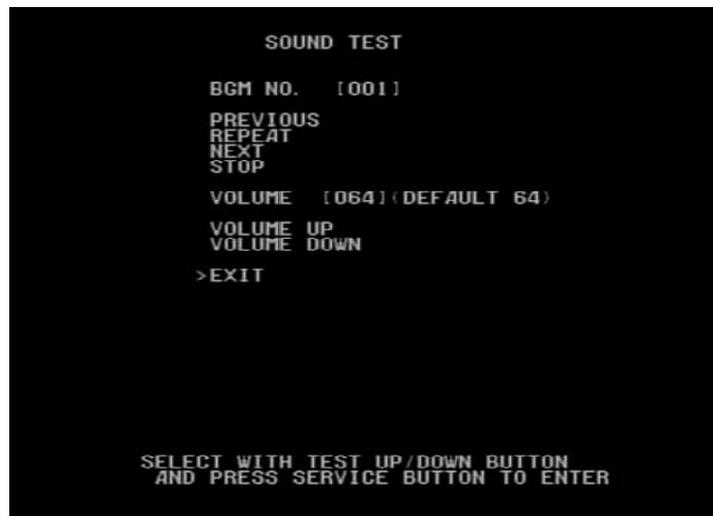
ADJUSTMENT OF SOUND VOLUME

The advertize sound level can be adjusted by pressing VOLUME UP BUTTON and VOLUME DOWN BUTTON on the switch unit located in the coin door.
The volume level will be displayed at the bottom left corner on the screen.
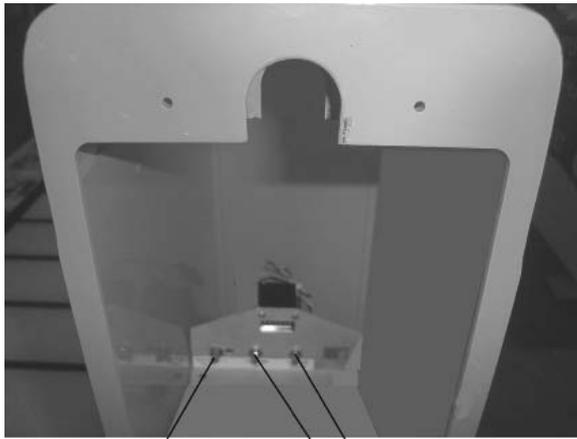
TEST/SERVICE   VOLUME UP   VOLUME DOWN

⚠️WARNING

- When moving the machine, be sure to pull out the plug from the power supply. Moving the machine with the plug still inserted can cause the power cord to be damaged, resulting in a fire and/or electric shock.

- When moving the machine on the floor, retract the adjusters, and ensure that the casters make contact with   the floor. Pay careful attention so that the casters do not run over power cords and earth wires. Damaging the power cords can cause an electric shock and/or short circuit.
- When moving the cabinet, do not push it from the side. Push it from the back.
  Pushing the cabinet from the side can have the cabinet fall down, causing personal injury,
  etc. In case the floor has slanted surfaces or step-like differences, be sure to move the machine
  by 2 or more persons.
- When detached always keep the cabinet on a level surface and make sure it does not start to lean to the
  left or right whilst working on it.

⚠️CAUTION

Do not push on any parts made of glass or plastic, as these parts may break and result in bodily injury.

STOP

When moving the cabinet do not hold or push the onitor panel. This could deform their shape or cause damage to them.

IMPORTANT

Pushing the cabinet from the side may make it fall over. Always push it from the back.

8 GAME DESCRIPTION

The following explanations apply to the product when functioning properly. If the product operates differently from the following contents, a fault may have occurred. Immediately look into and eliminate the cause of the fault to ensure proper operation.

Demo movies are displayed on the monitor in attract mode.
Audio may also be played from speakers on the upper cabinet.
However, it is possible to select whether sound is output or not in attract mode through Test Mode settings.

LED lights on the upper and foot panel flash and move in attract mode.
The color of LED lights also change.

On-screen images are output

Sound is emitted

LED lights are flashing and moving
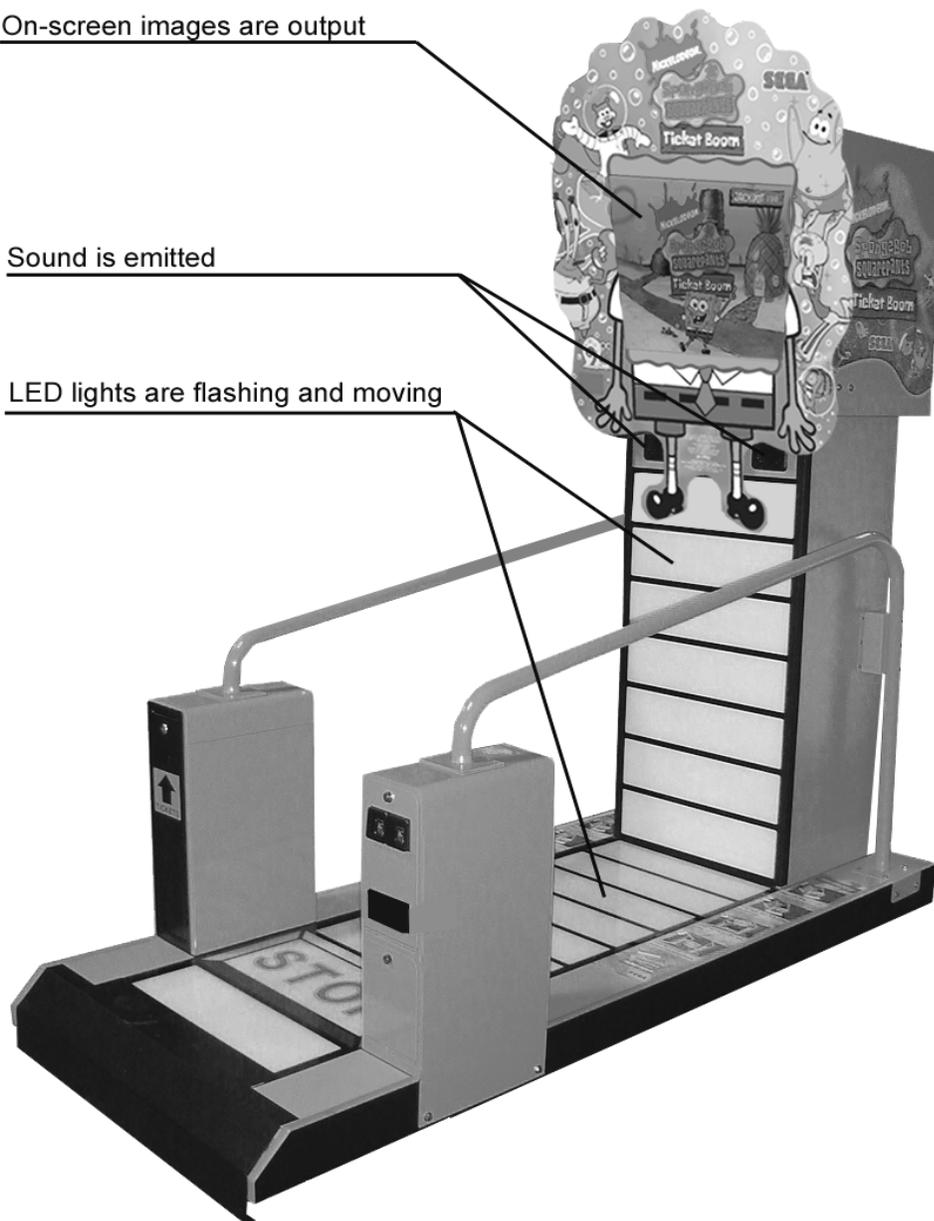
Stomp the light to Win Ticket!!

INSTRUCTION

1. Stand on the "STOP"button and insert coin(s).

.
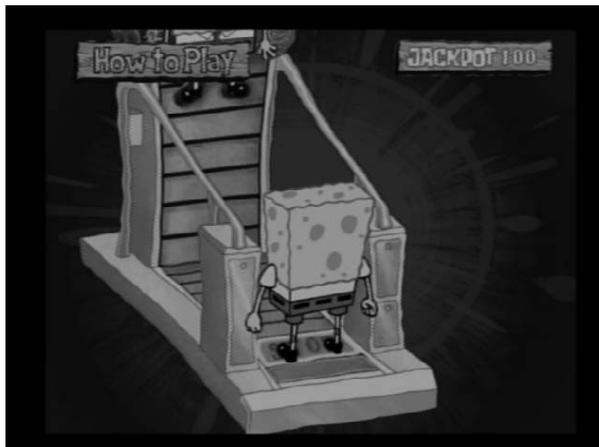
2. The light will move toward you.
   When the light reaches the "STOP"button,
   jump and stomp the light.
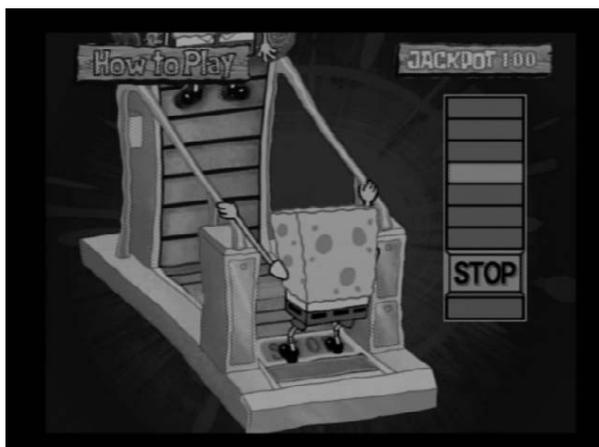
3. You will win ticket(s) when you scceed in stopping
   the light at "STOP"button.

4. Get ready for next round. The light will move faster!!

5. To get :Jackpot Challenge"you will have to win
   5 consecutive rounds.
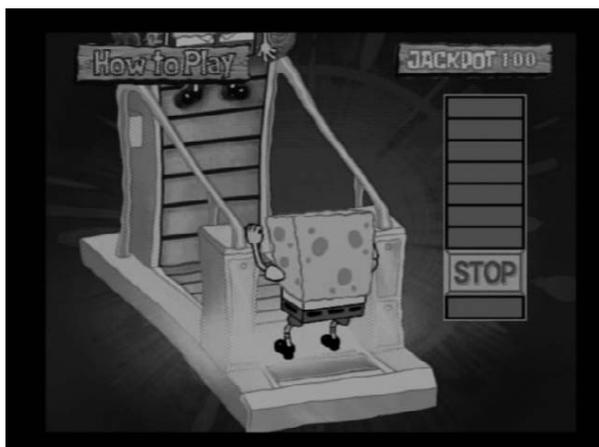
8-2 PERFORMANCE IN ATTRACT MODE

The attract mode skips to Face Demo (Sponge Bob face fills on screen and talks) when the player activates "STOP" button switch. After Face Demo, it returns to Sponge Bob Movie.

8-3 FUNCTION OF LED LIGHTS

Color of STOP button will light up Blue during Advertized screen excluding HOW TO PLAY and Video screen in advertized mode.
STOP button will be activated during advertized mode before start the game play and after game was finished. Cabinet will out put STOMP sound during of above time. Color of LED Light on STOP button will change from Blue to White. You can change STOMP sound ON OFF at ADV STOPM SOUND, GAME ASSIGNMENTS in GAME TEST MODE. STOP BUTTON.
When game is started, All LED lights bars (17 pcs) are OFF when game has been started. Then STOP button will be Blue, Screen shows Under arrow with flashing. Sponge Bob says GO! Then Green light flows down. STOPM the STOP button then one of LED bar will be Green.
(After Stage is done, LED bar do not change the color to white.)

8-4. FLOW OF ATTRACT MODE

Normally, attract mode displays from below #1 through #10 then repeat it.

When the player activates "STOP" button during attract mode, screen skips to #8, then it goes back to the normal loop from #4 after #8, Face Demo finishes.

1. SEGA LOGO

2. N.O. LOGO

3. COPY RIGHT

4. OP. MOVIE

5. GAME LOGO

6. AAMA RATING

7. CHARACTERS INST.

8. FACE DEMO
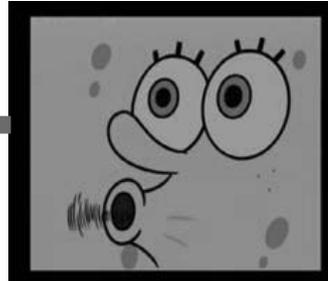
9. HOW TO PLAY

10.JACKPOT INSTRUCTION

EXPLAIN JACKPOT

HOW TO PLAY (Short version)

UNDER ALLOW

Maximum 5 stages to play.

All 5 stages succeed.

JACKPOT CHALLENGE MESSAGE

LAMP STOP!!!

BOB'S FACE

Reaction (failure)

LAMP STOP!!!

Reaction (Success!!!)

TICKET PAYOUT

GAME OVER

JACKPOT WIN!!!!!!!

9 TEST MODE

Perform periodic tests and data checks using the TEST/SERVICE button inside the coin door. 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 below are the tests and screens to be used for different problems.

EXPLANATION OF TEST MODE

ITEMS	DESCRIPTION	
INSTALLATION OF MACHINE	1. Check to ensure each is the standard setting at shipment. 2. Check each Input equipment in the INPUT TEST mode. 3. Check each Output equipment in the OUTPUT TEST mode.	
PERIODIC SERVICING	Periodically perform the following: 1. Ascertain each setting. 2. To test each Input equipment in the INPUT TEST mode. 3. To test each Output equipment in the OUTPUT TEST mode.	
CONTROL SYSTEM	1. To check each Input equipment in the INPUT TEST mode. 2. Adjust or replace each Input equipment 3. Check the mechanical functions	
MONITOR	In the Monitor Adjustment mode, check to see if Monitor (Projector) adjustments are appropriate.	
DATA CHECK	Check such data as game play time and histogram to adjust the difficulty level, etc.	

9-1 SWITCH UNIT AND COIN METER

⚠WARNING

Never touch places other than those specified. Touching places not specified can cause electric shock and short circuit accidents.

⚠CAUTION

Be careful that a finger or hand does not get caught when opening/closing the coin chute door.

(STOP) IMPORTANT

- **When you enter the Test Mode, fractional coin and bonus adder data is erased.**
- **Adjust the sound to the optimum volume, taking into consideration the environmental requirements of the installation location.**

SWITCH UNIT

Open the coin door, and the switch unit shown will appear.
The functioning of each SW is as follows:

TEST/SERVICE   VOLUME UP   VOLUME DOWN
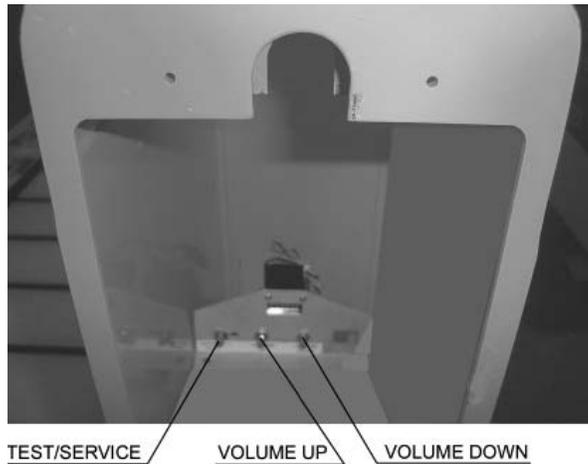
SERVICE/TEST BUTTON: To press this button gives credits without resistering the coin meter. Hold down this button to go into the TEST mode and press it in the TEST mode to select.

VOLUME UP: Hold down this button in the attract mode to increase the sound volume. Press this button in the TEST mode to move cursor up.

VOLUME DOWN: Hold down this button in the attract mode to decrease the sound volume. Press this button in the TEST mode to move cursor up.

COIN METER

Open the Coin Door by using the key to have the Coin Counter appear.
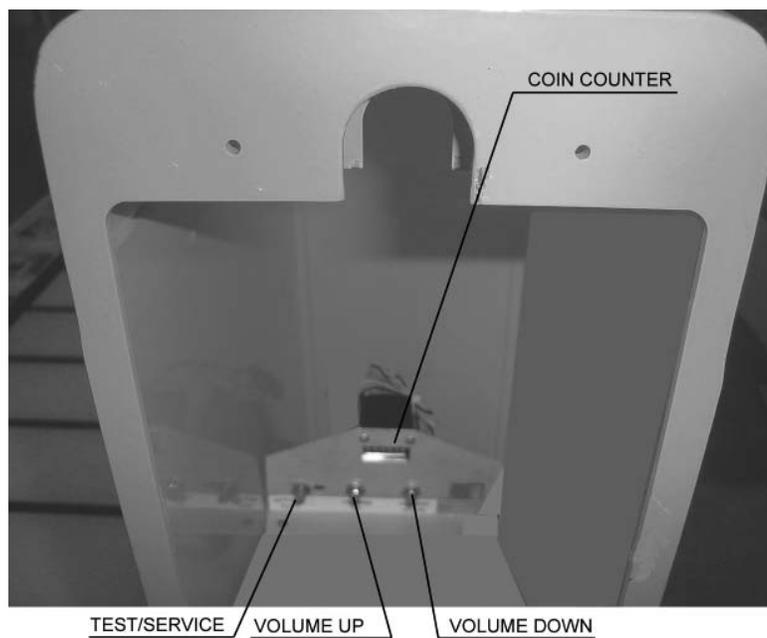
9-2 GAME TEST MODE

(STOP) IMPORTANT

- **When changing the game configuration, changes will not take effect until the Game Test Mode properly after configuration changes. Be sure to exit the Game Test Mode properly after configuration changes.**

- **Do not configure the game in ways not described in this text. It is possible that the game will not function properly.**

9-2-1 GAME TEST MODE Menu


```
          GAME TEST MENU

          ATTENDANT PAY RESET
          INPUT TEST
          COIN TEST
          LAMP TEST
          TICKET DISPENSER TEST
          DISPLAY TEST
          SOUND TEST
          GAME ASSIGNMENTS
          BOOKKEEPING
          BACKUP DATA CLEAR
          VERSION INFORMATION
        >EXIT




      SELECT WITH TEST UP/DOWN BUTTON
      AND PRESS SERVICE BUTTON TO ENTER
                (C)SEGA
```

1. Use the VOLUME UP/DOWN Button to move the cursor to the desired test item.

2. Press the SERVICE/TEST Button to enter the selected item.

3. Move the cursor to EXIT and press the SERVICE/TEST Button to return to the game mode.

9-2-2 ATTENDANT PAY RESET

This mode appears in the GAME TEST MENU only when ATTENDANT PAY setting is active and the Jackpot occured during operation.
Other than that case, it is in grayout and can not be selected.
(Please refer to the following section for more detail on the ATTENDANT PAY.)
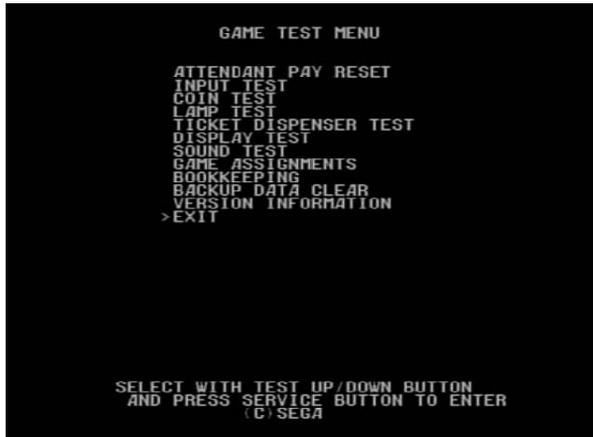
(Active)   Not active(grayout)

To reset the ATTENDANT PAY is recognized as the Jackpot has been paid.

1. Move cursor by pressing VOLUME UP/DOWN buttons.

2. Move cursor to YES then select with SERVICE/TEST button.

3. Screen displays DONE when reset is completed.

9-2-3 INPUT TEST

Select INPUT TEST to display the following screen and check the status of input devices.
This test should be used periodically to check that each input device is functioning correctly.

```
                    INPUT TEST

                              COUNT   TIME
        TEST DOWN    [OFF]
        TEST UP      [OFF]
        SERVICE      [OFF]
        MAT SW 1     [OFF][0000]  [000]msec
        MAT SW 2     [OFF][0000]  [000]msec












        PRESS TEST UP AND DOWN BUTTON TO EXIT
```

1. Controls are working properly if the OFF display changes to ON when operating the corresponding input device.

2. Press the VOLEME UP and DOWN Buttons simultaneously to return to the Game Test Menu Screen.

TEST DOWN: The volume down button

TEST UP: The volume up button

SERVICE: The service/test button

MAT SW 1, 2:   The sensor underneath the "STOP" button on the foot panel

COUNT: Reactive frequency of the sensor

TIME: Reactive time of the sensor

9-2-4 COIN TEST

Select COIN TEST to display the following screen and check the status of the coin switch. This test should be used periodically to check that the coin switch is functioning correctly.
Use the VOLUME UP/DOWN buttons to move the cursor to the desired test item. Press the SERVICE/TEST Button to enter the selected item's test.

```
                        COIN TEST


                              COUNT   TIME
        COIN 1        [OFF][0000] [000]msec
        COIN 2        [OFF][0000] [000]msec












        PRESS SERVICE BUTTON TO EXIT
```

1. Function is working properly if the OFF display changes to ON when coin switch is activated.

2. Press the SERVICE/TEST Button to return to the Game Test Menu Screen.

COUNT: Reactive frequency of the sensor

TIME: Reactive time of the sensor

9-2-5 LAMP TEST

Select LAMP TEST to display the following screen and check the status of LED lamps. This test should be used periodically to check that the lamps are functioning correctly.
Use the VOLUME UP/DOWN Buttons to move the cursor to the desired test item. Press the SERVICE/TEST Button to enter the selected item's test.

```
                    LAMP TEST

          LAMP WHITE      [OFF]
          LAMP RED        [OFF]
          LAMP GREEN      [OFF]
          LAMP BLUE       [OFF]
         >EXIT







         SELECT WITH TEST UP/DOWN BUTTON
          AND PRESS SERVICE BUTTON TO ENTER
```

LAMP WHITE: All LED lights on each LED board (17 pcs) light in white

LAMP RED: All LED lights on each LED board (17 pcs) light in red

LAMP GREEN: All LED lights on each LED board (17 pcs) light in green

LAMP BLUE: All LED lights on each LED board (17 pcs) light in blue

Move the cursor to EXIT and press the SERVICE/TEST Button to return to the Game Test Mode screen.

9-2-6 TICKET DISPENSER TEST

Select TICKET DISPENSER TEST to display the following screen and check the status of ticket dispenser. This test should be used periodically to check that the ticket dispenser is functioning correctly.
Use the VOLUME UP/DOWN Buttons to move the cursor to the desired test item. Press the SERVICE/TEST Button to enter the selected item's test.

```
                    TICKET DISPENSER TEST

              DISPENSER DRIVE   [OFF]
              COUNTER RESET
             >EXIT


         TICKET DISPENSER

              MOTOR                [OFF]
              SENSOR               [ON]
              COUNT                [0000]
              TOTAL COUNT    [00000000]
              TIME                 [999]msec




              SELECT WITH TEST UP/DOWN BUTTON
               AND PRESS SERVICE BUTTON TO ENTER
```

DISPENSER DRIVE: Tickets are dispensed when it's ON.

COUNTER RESET: Resets the ticket count.

TICKET DISPENSER

MOTOR: Displays ON when the motor is activated.

SENSOR: Displays the number of tickets paid out.

TIME: Displays the sensor reactive time.

Move the cursor to EXIT and press the SERVICE/TEST Button to return to the Game Test Mode screen.

9-2-7 DISPLAY TEST

Select DISPLAY TEST to display the following screen and check the status of the display. This test should be used periodically to check that the lamps are functioning correctly.
Use the VOLUME UP/DOWN Buttons to move the cursor to the desired test item. Press the SERVICE/TEST Button to enter the selected item's test.

COLOR BAR: The color bar is displayed.

CROSSHATCH: The crossing hatch is displayed

WHITE: The entire screen is displayed in white.

BLACK: The entire screen is displayed in black.

RED: The entire screen is displayed in red.

GREEN: The entire screen is displayed in green.

BLUE: The entire screen is displayed in blue.

GRAY BAR: The entire screen is displayed in gray bar.

Move the cursor to EXIT and press the SERVICE/TEST Button
 to return to the Game Test Mode screen.

9-2-8 SOUND TEST

Select SOUND TEST to display the following screen and check the status of sound output.
Use the VOLUME UP/DOWN Buttons to move the cursor to the desired test item. Press the SERVICE/TEST
Button to enter the selected item's test.

```
                    SOUND TEST

          BGM NO.   [001]

          PREVIOUS
          REPEAT
          NEXT
          STOP

          VOLUME  [064](DEFAULT 64)

          VOLUME UP
          VOLUME DOWN

         >EXIT




          SELECT WITH TEST UP/DOWN BUTTON
           AND PRESS SERVICE BUTTON TO ENTER
```
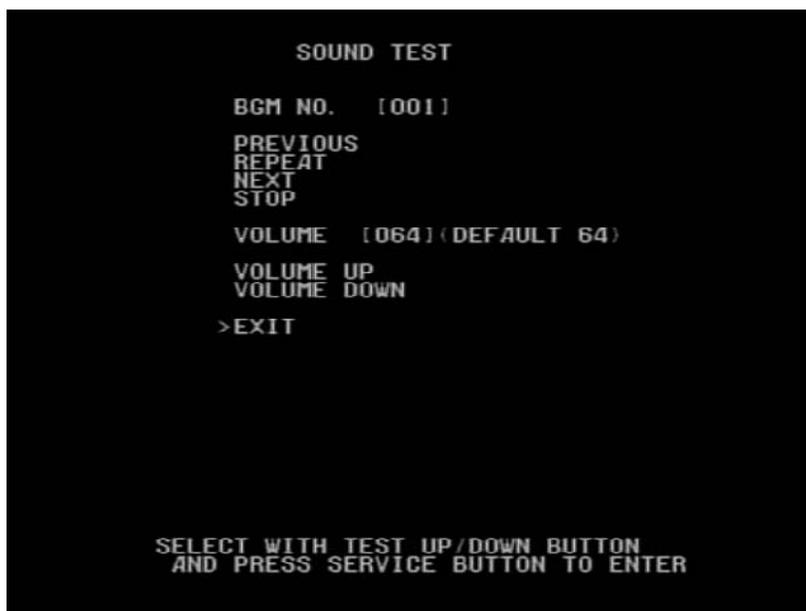
PREVIOUS: Automatically select the BGM previously set and output it.

REPEAT: Output selected BGM. (Use when it needs to be repeated.)

NEXT: Automatically select nexy BGM No. and output it.

STOP: Stop the sound output.

VOLUME UP: Increase volume.

VOLUME DOWN: Decrease volume.

BGM NO: Display current BGM NO. selected.

VOLUME: Display current volume value selected. (0 to 127)
 *Note that this volume value is effective only in this SOUND TEST mode.
   To change the volume value in the game or attract mode, please refer to the Chapter 9-1, "switch unit".

Move the cursor to EXIT and press the SERVICE/TEST Button to return to the Game Test Mode screen.

(STOP) IMPORTANT

- **When changing the game configuration, changes will not take effect until they are saved properly after configuration changes.** ***Be sure to press SAVE after configuration changes.***

- **Current credit information will be cleared when the following settings are changed.**

  * COINS PER CREDIT

  * CREDIT DISCOUNTING

- **Status of game, and ticket payout data will be cleared when the following settings are changed.**

  * JACKPOT MAXIMUM

  * JACKPOT INITIAL

  * JACKPOT ATTENDANT PAY

  * JACKPOT INCREMENT

  * AVERAGE TICKETS (PAYOUT TABLE)

  * MERCY TICKETS

  * TICKETS MULTIPLIER

Select GAME ASSIGNMENTS to display the current game settings and make changes.
Use the SERVICE Button to move the cursor to the desired test item. Press the TEST Button to enter the selected item's test

```
                GAME ASSIGNMENTS

    COINS PER CREDIT  [ 2][2COINS/1CREDIT]
    CREDIT DISCOUNTING[ 1][0]
    DIFFICULTY        [ 2][NORMAL]
    JACKPOT
       MAXIMUM        [ 7][999]
       INITIAL        [ 1][100]
       ATTENDANT PAY  [ 1][OFF]
       INCREMENT      [ 1][1]
    AVERAGE TICKETS   [ 7][16]
       PAYOUT TABLE      [2.3.4.5.12]
    MERCY TICKETS     [ 2][1]
    ADVERTISE SOUND   [ON]
    ADV STOMP SOUND   [ON]
    FREE PLAY         [OFF]

    SAVE
   >EXIT




        SELECT WITH TEST UP/DOWN BUTTON
         AND PRESS SERVICE BUTTON TO ENTER
```

COINS PER CREDIT:

Default: 2 coins 1 credit

Setting #	Credit rate
1	1COIN/1CREDIT
2	2COINS/1CREDIT
3	3COINS/1CREDIT
4	4COINS/1CREDIT
5	5COINS/1CREDIT
6	6COINS/1CREDIT
7	7COINS/1CREDIT
8	8COINS/1CREDIT
9	9COINS/1CREDIT
10	1COIN/2CREDITS
11	1COIN/3CREDITS
12	1COIN/4CREDITS
13	1COIN/5CREDITS
14	1COIN/6CREDITS
15	1COIN/7CREDITS
16	1COIN/8CREDITS
17	1COIN/9CREDITS

CREDIT DISCOUNTING:

Set Bonus Credit in this mode. Default: 1

Setting #	Display	Contents
1	0	No bonus credit
2	1	1 coin / 1 credit
3	2	2 coins / 1 credit
4	3	3 coins / 1 credit
5	4	4 coins / 1 credit
6	5	5 coins / 1 credit
7	6	6 coins / 1 credit
8	7	7 coins / 1 credit
9	8	8 coins / 1 credit
10	9	9 coins / 1 credit

DIFFICULTY :

Set difficulty level in this mode. LAMP SPEED can be changed.

Default: 2 (NORMAL)

Setting #	Difficulty Level
1	EASY
2	NORMAL
3	HARD
4	VERY HARD

JACKPOT MAXIMUM:

Set the maximum number of JAPCKPOT payout. Default: 7 (999 tickets)

Setting #	Max. of JP
1	399
2	499
3	599
4	699
5	799
6	899
7	999

JACKPOT INITIAL:

Set initial ticket number of JACKPOT. Default: 1 (100 tickets)

Setting #	JP START
1	100
2	150
3	200
4	250
5	300

JACKPOT ATTENDANT PAY:

Set attendant pay setting. If this setting is ON, Attendant will pay Jackpot WIN tickets instead of paying out from machine. Screen will display the message "PLEASE CALL ATTENDANT". Default: 1 (OFF)

Setting #	Contents
1	OFF
2	ON

JACKPOT INCREMENT:

Set JACKPOT increment number in this mode. Default: 1 (1)

Setting #	INCMNT#
1	1
2	0

AVERAGE TICKETS (PAYOUT TABLE):

Set the average payout number of tickets that you want.

Refer to the following table. Default: 6 (Try to be 16 tickets payout per game. 2 coins per game)

Setting #	Target of average ticket payout per game	Payout table				
		1st	2nd	3rd	4th	5th
1	6	1	1	1	1	4
2	7	1	1	1	2	6
3	8	1	1	2	2	6
4	9	1	1	2	3	8
5	12	1	2	3	4	10
6	14	1	2	4	5	12
7	16	2	3	4	5	12
8	18	2	3	5	6	14
9	21	2	4	6	7	16
10	24	2	5	7	8	18
11	27	3	5	8	9	20
12	28	3	6	8	9	20
13	32	4	6	9	11	24
14	36	4	8	10	12	26

- Please note that this game is skill redemption game and payout will be lower than the theoretical figure set up.　Please check payout ratio every day or week then re-adjust the difficulty level if necessary.

MERCY TICKETS:

Set Mercy ticket number. Default: 2 (1 ticket)

Setting #	TIKCET #
1	0
2	1

TICKET MULTIPLIER:

Set a ticket value. Use this setting when operator use 2 points ticket for this game.

(Example: Screen displays 4 tickets won and it will pay out 2 tickets.)

Default: 1 (1 ticket)

Setting #	VALUE OF 1 TICKET
1	1
2	2

ADVERTISE SOUND:

Set advertize sound to ON or OFFF. Default: ON

ON：Advertized sound will be output.

OFF: No Advertized sound.

ADV STOMP SOUND：

Set STOMP sound in the advertize mode to ON or OFF

Default: ON

ON：Output STOMP sound in Advertize mode.

OFF: No STOMP sound in Advertize mode

FREE PLAY:

Set ticket payout for Free play in this mode. (When free play mode, game will receive credit and automatic game start when player STOMP the STOP button.)

Default: OFF

OFF: Regular game (No free play)

ON TICKET OUT: Free play with ticket payout

ON GAME ONLY: Free play without ticket payout

SAVE:

Save all update settings in this mode.

Press SERVICE/TEST button then if the screen displays OK, all the changes made have been successfully saved.

Select BOOKKEEPING to display the following screens of operating status data.

```
                    BOOKKEEPING(1/2)

                            POWERON  BACKUP
        NUMBER OF GAMES       [     0][       0]
        TOTAL COINS          [     0][       0]
        COIN CREDITS         [     0][       0]
        SERVICE CREDITS      [     0][       0]
        TOTAL CREDITS        [     0][       0]
        PAID OUT TICKETS     [     0][       0]
        AVE.PAID OUT TICKETS [     0][       0]


             CHALLENGE STOP  TIME   TICKETS    %
        1ST[    0][    0][    0][       0][   0]
        2ND[    0][    0][    0][       0][   0]
        3RD[    0][    0][    0][       0][   0]
        4TH[    0][    0][    0][       0][   0]
        5TH[    0][    0][    0][       0][   0]
        JP [    0][    0][    0][       0][   0]
        MERCY TICKETS        [           0]



        PRESS UP/DOWN BUTTON TO PREV/NEXT PAGE
            PRESS SERVICE BUTTON TO EXIT
```

The display items for the screen (PAGE1/2) are as follows.

NUMBER OF GAMES:	The total number of game played
TOTAL COINS:	The total number of coins inserted
COIN CREDITS:	The total number of credits added by coins
SERVICE CREDITS:	The total number of credits added by SERVICE button
TOTAL CREDITS:	The total number of credits
PAID OUT TICKETS	The total number of tickets paid out
AVE.PAID OUT TICKETS:	Average number of tickets paid out per game
POWER ON:	Current since last turned on
BACKUP:	Lifetime history
1ST:	The result of 1st stage
2ND:	The result of 2nd stage
3RD:	The result of 3rdstage
4TH:	The result of 4th stage
5TH:	The result of 5th stage
JP:	The result of JACKPOT CHALLENGE
MERCY TICKETS:	The number of mercy tickets paid out
CHALLENGE:	The number of plays of this stage
STOP:	The number of success of this stage (Successed by players)
TIME:	The number of success of this stage
TICKET:	The number of tickets paid out for this stage

Press the SERVICE/TEST Button to display the next screen (PAGE 2/2).

```
                   BOOKKEEPING(2/2)

                              POWERON  BACKUP
     JACKPOT PAID OUT TICKETS[      0][      0]
     NUMBER OF JACKPOT        [      0][      0]
                            STAGE WON      TICKETS
          LAST GAME       1 [ : : : : : ][      0]
                          2 [ : : : : : ][      0]
                          3 [ : : : : : ][      0]
                          4 [ : : : : : ][      0]
                          5 [ : : : : : ][      0]
                          6 [ : : : : : ][      0]
                          7 [ : : : : : ][      0]
                          8 [ : : : : : ][      0]
                          9 [ : : : : : ][      0]
                         10[ : : : : : ][      0]

          LAST JACKPOT                [      0]

          LAST ATTENDANT PAY          [      0]



          PRESS UP/DOWN BUTTON TO PREV/NEXT PAGE
               PRESS SERVICE BUTTON TO EXIT
```
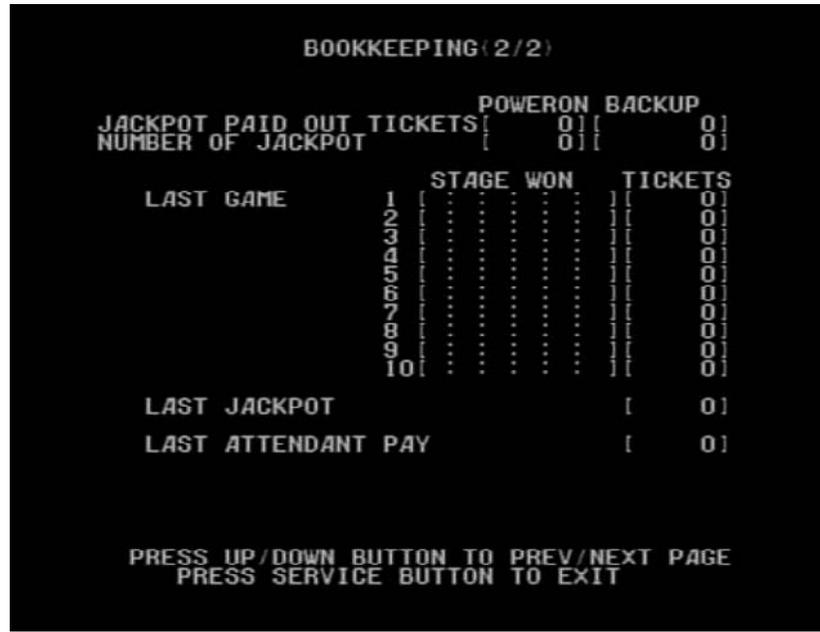
JACKPOT PAID OUT TICKETS:	The number of tickets paid out by Jackpot
NUMBER OF JACKPOT:	The number of Jackpot occured
POWER ON:	Current since last turned on
BACKUP:	Lifetime history
LAST GAME:	The result of last 10 times play
STAGE WON:	The number of stages cleared
TICKETS:	The number of tickets paid out in each play
LAST JACKPOT:	The number of tickets paid out for the last Jackpot
LAST ATTENDANT PAY :	The number of tickets paid by LAST ATTENDANT PAY

9-3-11 BACKUP DATA CLEAR

Select BACKUP DATA CLEAR to display the following screen.

BACKUP DATA CLEAR

BOOKKEEPING DATA CLEAR
ALL DATA CLEAR
>EXIT

SELECT WITH TEST UP/DOWN BUTTON
AND PRESS SERVICE BUTTON TO ENTER
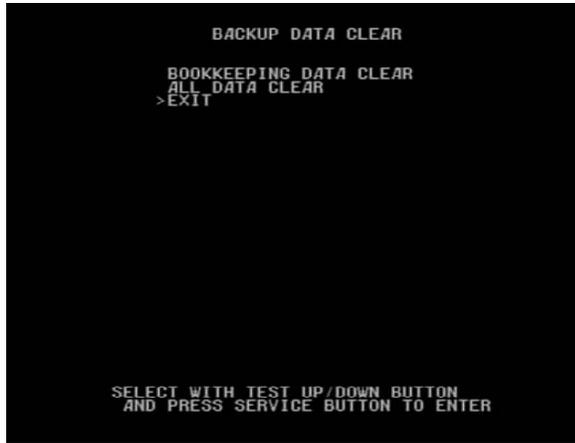
BOOK KEEPING DATA CLEAR: clears all data in BOOKKEEPING, credit data, ticket data, and Jackpot data. Clearing data does not affect other game settings.

ALL DATA CLEAR: clears all data in BOOKKEEPING, ranking data and credit data. *Also clearing data affects other game settings and all game settings return to default settings.*

  *It is usually not recommended to carry out this ALL DATA CLEAR.

Use the VOLUME UP/DOWN Buttons to move the cursor to the desired item. Press the SERVICE/TEST Button to enter the selected item.

The following screens allow you to clear backup data. Use the cursor to select YES or NO.

BOOKKEEPING DATA CLEAR

YES(CLEAR)
>NO(CANCEL)

SELECT WITH TEST UP/DOWN BUTTON
AND PRESS SERVICE BUTTON TO ENTER

ALL DATA CLEAR

YES(CLEAR)
>NO(CANCEL)

SELECT WITH TEST UP/DOWN BUTTON
AND PRESS SERVICE BUTTON TO ENTER
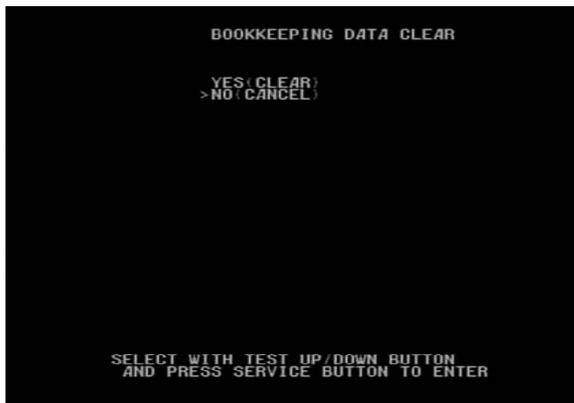
● YES: Clear the data
● NO: Go back to the BACKUP DATA CLEAR menu screen without clearing data.

To select YES displays the confirmation message.

BOOKKEEPING DATA CLEAR

YES(CLEAR)
NO(CANCEL)

ARE YOU SURE ?
YES
>NO

SELECT WITH TEST UP/DOWN BUTTON
AND PRESS SERVICE BUTTON TO ENTER

ALL DATA CLEAR

YES(CLEAR)
NO(CANCEL)

ARE YOU SURE ?
YES
>NO

SELECT WITH TEST UP/DOWN BUTTON
AND PRESS SERVICE BUTTON TO ENTER

● YES: Clear the data then the screen displays "COMPLETED".
● NO: Go back to the BACKUP DATA CLEAR menu screen without clearing data.

🔟 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

- **Once a year, 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.**

Cleaning the Cabinet Surfaces

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

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

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.**

PROBLEMS	CAUSE	COUNTERMEASURES
With Main SW ON, no activation.	Power is not supplied.	Securely insert the power plug into the plug socket.
	Power supply/voltage is not correct.	Make sure that power supply/voltage is correct.
	The circuit braker on the power supply functioned due to momentary overcurrent.	After eliminatin the cause of overload, have the circuit braker restored.
The color on the monitor screen is incorrect.	Image adjustment is not appropriate.	Adjust appropriately
No sound is emitted.	Sound volume adjustment is not appropriate.	Adjust sound volume
	Board and Amplifier malfunctioning	Perform the sound test and confirm .

11-2 ERROR CODE

This product displays the following messages when it detects an error.

1. SYSTEM ERROR

By pressing the SERVICE/TEST button, the following action is performed for each error code followed by returning to the attract mode.

Error 001
DISPLAY	BACKUP SUM
CAUSE	Backup error
ACTION	Backup data is cleared. Game setting is not changed.

Error 002
DISPLAY	EPROM READ
CAUSE	EP-ROM reading error
ACTION	All game setting is returning to default setting.

Error 003
DISPLAY	EPROM SUM
CAUSE	EP-ROM data error
ACTION	All game setting is returning to default setting.

Error 004
DISPLAY	EPROM WRITE
CAUSE	EP-ROM writing error
ACTION	All game setting is returning to default setting.

2. ERROR IN GAME PLAY

Press the SERVICE/TEST button after corrective action is taken, and the game returns to previous screen.

DISPLAY	COIN HOLD
CAUSE	Coin is jammed
COUNTERMEASURES	Check coin mech, coin switch, and harnesses to coin switch.

DISPLAY	TICKET JAM
CAUSE	Ticket is jammed
COUNTERMEASURES	Remove jammed ticket from the ticket dispenser.

DISPLAY	TICKET EMPTY
CAUSE	No ticket in ticket bin
COUNTERMEASURES	Refill the tickets.

12 GAME BOARD

⚠WARNING

- **In order to prevent electric shock and short circuit hazards, be sure to turn power off before performing work.**

- **Be careful not to damage the wires. Damaged wires may cause electric shock or short circuit or present a fire risk.**

- **When replacing or repairing the game board and then returning it to the cabinet, be sure to reconnect all the connectors correctly. Improper connection may cause electric shock, short circuit or fire.**

- **When connecting the connector, check the orientation carefully and connect securely. The connector must be connected in the proper direction. If it is connected in the wrong direction or indiscriminately at an incline so that a load is applied, the connector or its terminal pins could break, causing a short circuit or fire.**

- **No connectors other than those connected on the game board when first delivered can be used by this product. Do not connect any other wires to any of the unused connections. This may lead to the generation of heat, smoke or burn outs.**

⚠CAUTION

In this product, setting changes are made during the test mode. The game board need not be operated. Use the game board, etc. as is with the same setting made at the time of shipment so as not to cause electric shock and malfunctioning.

12-1 REMOVING THE GAME BOARD

1 Turn off the power.

2 Remove 4 screws on the upper cabint back door.
Then open the door.
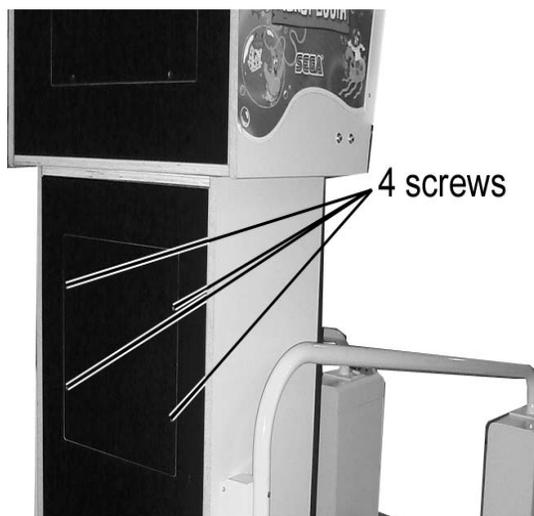
4 screws

3 Remove all connectors connecting to the game board.
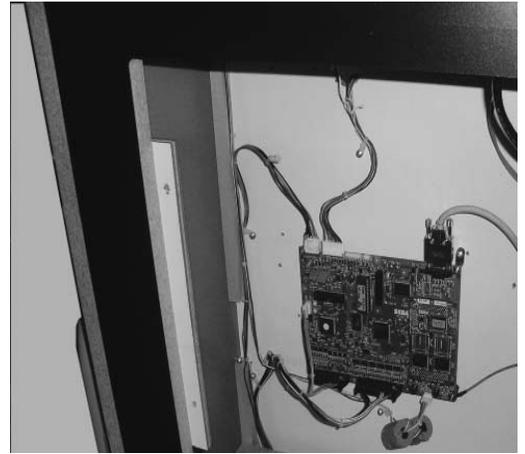
4 Remove 4 screws and remove the game board.

13 DESIGN-RELATED PARTS

For the warning display stickers, refer to Chapter 1.

MARQUEE SPONGE BOB TICKET BOOM

544-30-100

UPPER PNL

SBR-1207

FOOT PANEL

SBR-1111

SIDE DECAL R

544-30-201
(OPPOSITE)
SIDE DECAL L
544-30-200
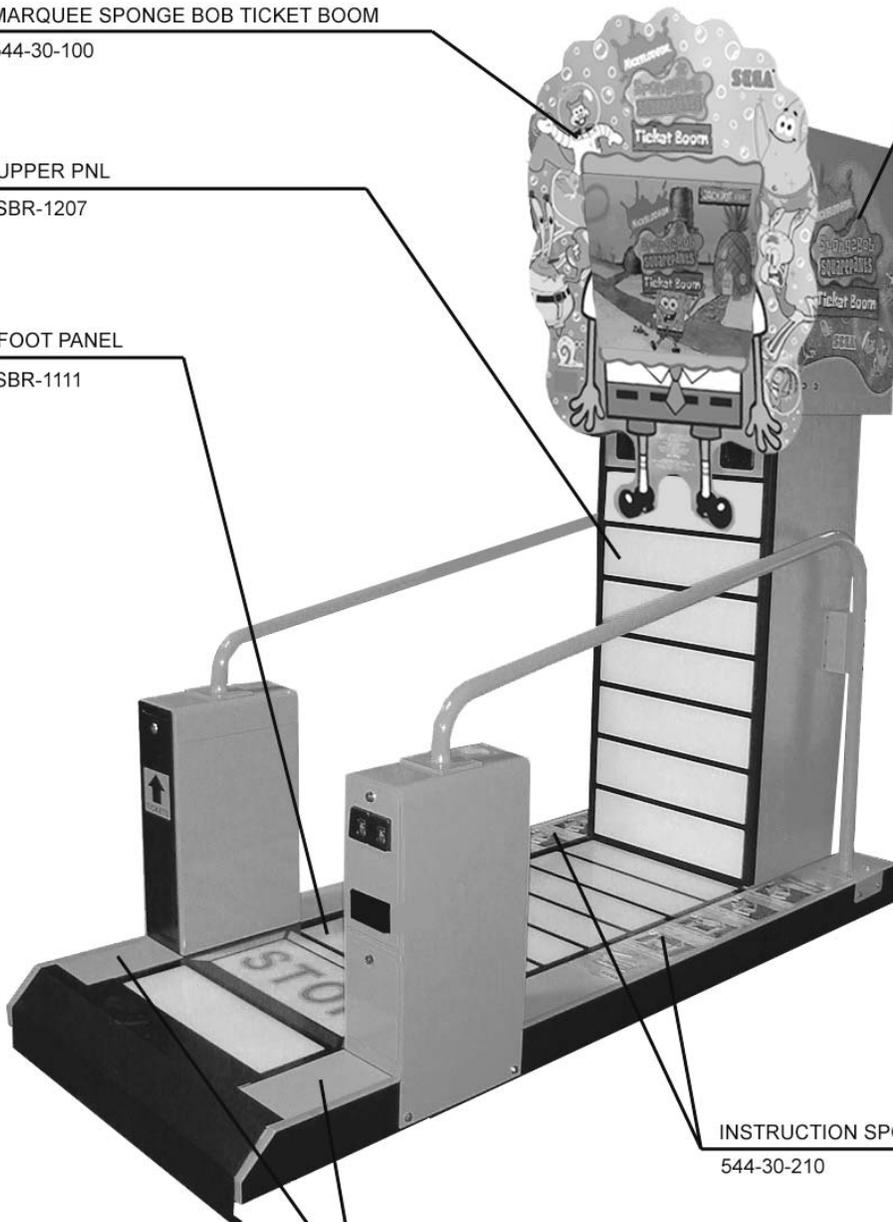
INSTRUCTION SPONGE BOB TICKET BOOM

544-30-210

YELLOW DECAL FRONT SPONGE BOB TICKET BOOM

544-30-212

14 PARTS LIST

29" MONITOR 29E31S-B
998-0162

LH TUBE
544-50-115

SLIM TICKET DOOR W/FRAME
99-30-209

TICKET DISPENSER
99-70-050

SPEAKER 4 OHM 15W
99-60-602

RH TUBE
544-50-114

COIN BOX
544-50-112

DUAL FRONT PLATE ASSEMBLY (W/COIN MECHS)
99-30-208

TICKET BOX
544-50-111

KICK PLATE
544-50-109

COOLING FAN 110V
99-60-900

BD ATOM SER MEMO
837-14806

BD ATOM 2 SER
837-14800

POWER SUPPLY
99-60-105
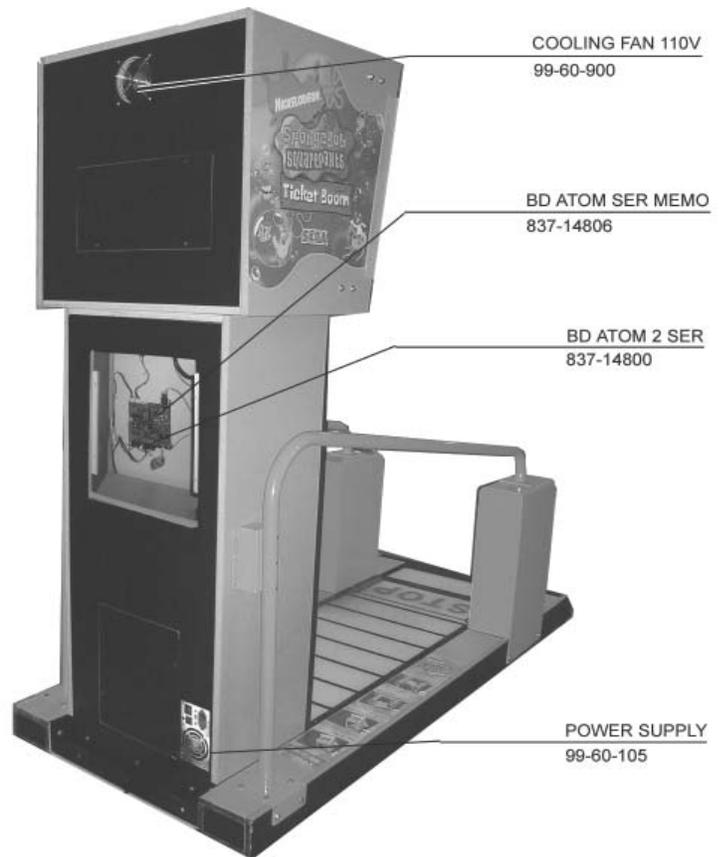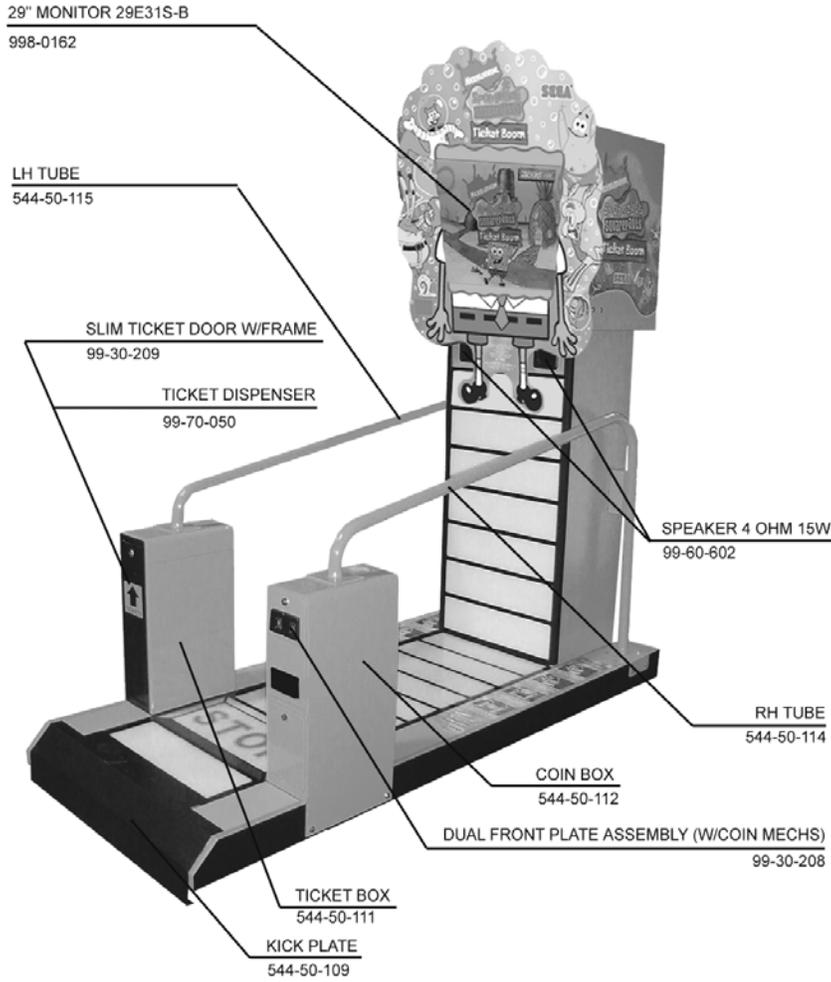
15 WIRE COLOR CODE TABLE

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

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.

<Example> 51………WHITE/RED

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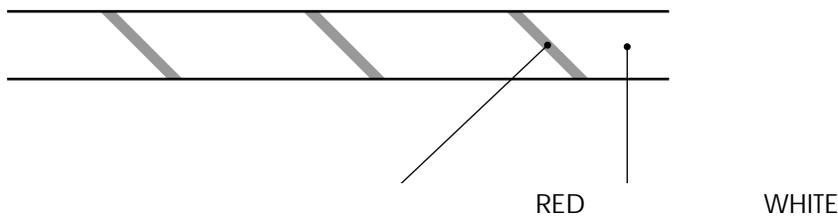
Note 2:   The character following the wire color code indicates the size of the wire.

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

POWER
SUPPLY
99-60-105

BS 200PW

POWER SW

AC120V
60Hz

EARTH(BASE)
FASTON()

EARTH(CRT)
ROUND TERMINAL 4p

99-60-718
29INCH
MONITOR

D-SUB
15P

99-60-718
AC120V FAN

EARTH(FAN)
ROUND TERMINAL 4p

+5V
+5V
+5V
GND
GND
GND
-5V
+12V
-12V

EARTH(BASE)
EARTH(BASE)
EARTH(BASE)
ROUND TERMINAL 4p × 4
EARTH(BASE)

SBR-60011USA
SBR-60002
SBR-60001USA

837-14800
838-14763
BD ATOM2
SPONGE
171-9477A

EARTH(PCB)
ROUND TERMINAL 4p

+12V
+12V
+6V
GND
GND
VH 5P
CN15

SBR-60004

SBR-60007

SBR-60008

+5V
CLOCK
LATCH
DATA-R
DATA-G
DATA-B
ENABLE-R
ENABLE-G
ENABLE-B
GND
NH10P
CN5

L+
L-
R+
R-
NH 4P
CN9

TIKET SENSOR
GND
VENDOR MOTOR
+12V
+5V
NH 5P
CN2

CN12

CN14

+12V
+12V
+12V
+12V
+12V
+5V
+5V
+5V
+5V
+5V
COIN1
COIN2
SERVICE SW
TEST UP
TEST DOWN
MAT SW1
MAT SW2
NOT USE
NOT USE
NOT USE
NOT USE
NOT USE
NOT USE
NOT USE
NOT USE
NOT USE
NOT USE
NOT USE
NOT USE
NOT USE
GND
GND
GND
GND
GND
FA32P

+12V
+12V
+12V
+12V
+12V
COIN LAMP1
COIN LAMP2
NOT USE
COIN METER1
TIKET METER
NOT USE
NOT USE
NOT USE
NOT USE
NOT USE
NOT USE
NOT USE
NOT USE
NOT USE
NOT USE
GND
GND
GND
GND
FA32P

EARTH(TO SPEAKER)
EARTH(TO COIN-TOWER)

SEGA AMUSEMENT USA

Sponge Bob Ticket Boom

1/2

BLACK
ORANGE
WHITE
GREEN
YELLOW
BLUE
RED
LIGHT GREEN
PURPLE
BROWN
SKY BLUE
PINK
GRAY
EARTH WIRE

SEGA AMUSEMENT USA

Sponge Bob Ticket Boom

2/2

SBR-60009

SBR-60010

45BR-60004

45BR-60005

45BR-60006

838-14763 NO1

838-14763 NO2

838-14763 NO3

838-14763 NO4

838-14763 NO17

CN1 NH14P
CN2 NH15P
CN3 VH 5P

LED VCC
LED VCC
+5V
CLOCK
LATCH
DATA-R
DATA-G
DATA-B
ENABLE-R
ENABLE-G
ENABLE-B
GND
GND
GND
GND

+5V
CLOCK
LATCH
DATA-R
DATA-G
DATA-B
ENABLE-R
ENABLE-G
ENABLE-B
GND

SPEAKER 40HM

SBR-60007USA

544-60-002

EARTH(SPEAKER)

L+
L-
R+
R-

①③FASTON(#205 t=0.5)
②④FASTON(#110 t=0.5)

EARTH

544-60-001

SBR-60001USA

SBR-60011USA

SBR-60012USA

W1
W2

509-6200
MAT SW1(LP120 L=300mm)

509-6200
MAT SW2(LP120 L=300mm)

TIKET METER
GND
VENDOR MOTOR
+12V
COIN LAMP
COIN METER
+5V
+12V
COIN1
SERVICE SW
TEST UP
TEST DOWN
MAT SW1
MAT SW2
GND
GND
GND
+5V
GND

99-70-053
TICKET BIN W/ SENSOR

99-70-054
LED 5V

99-70-050
Ticket Dispenser DL-1275

MICRO SW
COM
NO
NC

NOTCH
GND
ENABLE
+12V

COIN METER
99-70-160
6VDC-7DIGIT METER

GE1
GE2
GE1

A5

SBR-60013USA

SERVICE SW
TEST UP
TEST DOWN
GND

MICRO SW
COM
NO
NC

MICRO SW
COM
NO
NC

COIN SW

COINDOOR UNIT

EARTH(COIN DOOR)

+12V

WIRE COLOR TABLE:
9	BLACK
7	ORANGE
5	WHITE
4	GREEN
3	YELLOW
2	BLUE
1	RED
E	LIGHT GREEN
D	PURPLE
C	BROWN
B	SKY BLUE
A	PINK
0	GRAY
43	EARTH WIRE

SEGA®

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