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# SAFETY AND WARNINGS

## BEFORE YOU BEGIN

WARNING: WHEN INSTALLING THIS GAME, A GROUNDED A.C. RECEPTACLE MUST BE USED. FAILURE TO DO SO COULD RESULT IN INJURY TO YOURSELF OR OTHERS. FAILURE TO USE A GROUNDED RECEPTACLE COULD ALSO CAUSE IMPROPER GAME OPERATION, OR DAMAGE TO THE ELECTRONICS. DO NOT DEFEAT OR REMOVE THE GROUNDING PRONG ON THE POWER CORD FOR THE SAME REASON AS GIVEN ABOVE. USING AN IMPROPERLY GROUNDED GAME COULD VOID YOUR WARRANTY. HAVE A QUALIFIED ELECTRICIAN CHECK YOUR A.C. RECEPTACLE TO BE SURE THE GROUND IS FUNCTIONING PROPERLY. DO NOT WASH YOUR GAME WITH A PRESSURE WASHER.

AVERTISSEMENT: lors de l'installation de ce jeu, la terre AC réceptacle doit être utilisé. Ne pas le faire pourrait entraîner un préjudice à vous ou à d'autres. Le non-recours à la terre réceptacle pourrait également causer une mauvaise opération de jeu, ou les dommages causés à l'électronique. NE PAS détériorer ou de retirer la broche de terre sur le cordon d'alimentation pour la même raison, comme indiqué ci-dessus. Indûment l'aide d'un jeu de la terre pourrait annuler votre garantie. Ont un électricien qualifié de vérifier votre réceptacle AC pour s'assurer que le sol fonctionne correctement. Ne lavez pas votre jeu avec une laveuse à pression.

## INSTALLATION

The game comes ready to play with just a few simple things to keep in mind.

1. Plug the game into the A.C. outlet and turn on power to the game. The switch for the game is located on a power module on the outside rear of the game.

THIS GAME IS DESIGNED TO DISSIPATE STATIC ELECTRICITY THROUGH THE GROUNDING PLANE OF THE GAME. IF THE A.C. GROUND DOES NOT WORK, THE GAME COULD DISCHARGE STATIC ELECTRICITY THROUGH THE GAME CIRCUITRY, WHICH COULD CAUSE DAMAGE.

2. Make sure the game is level after installation. It is necessary to make sure the game is level for safety concerns.
3. Check that the A.C. voltage rating on the back of the game matches the A.C. voltage of your location.

THE POWER SUPPLY IS NOT VOLTAGE ADJUSTABLE. TO OPERATE THE GAME AT VOLTAGES OTHER THAN THOSE IT WAS DESIGNED FOR. PLEASE CONTACT OUR SERVICE DEPARTMENT FOR VOLTAGE CONVERSION INFORMATION.

## WARNING

DO NOT remove any of the components on the main board (e.g. compact flash and eproms) while the game is powered on. This may cause permanent damage to the parts and the main board. Removing any main board component part while powered on will void the warranty.

Ne retirez pas l'un des composants sur la carte principale (par exemple Compact Flash et EPROMs), tandis que le jeu est sous tension. Cette mai causer des dommages permanents aux parties et la carte principale. Suppression de tout bord principal élément sous tension alors que annulera la garantie.

**NOTE: THIS GAME IS INTENDED FOR INDOOR USE ONLY.**

**ON THE BACK PANEL OF THE GAME: WARNING: SHOCK HAZARD - DO NOT OPEN. REFER SERVICING TO SERVICE PERSONNEL.**

**REMARQUE: CE JEU EST DESTINÉ POUR USAGE À L'INTÉRIEUR SEULEMENT.**

**SUR LE PANNEAU ARRIÈRE DU JEU: AVERTISSEMENT: RISQUE DE CHOC - NE PAS OUVRIR. RÉPARATION À UN PERSONNEL DE SERVICE.**

# SETUP - INTRODUCTION

## Game play:

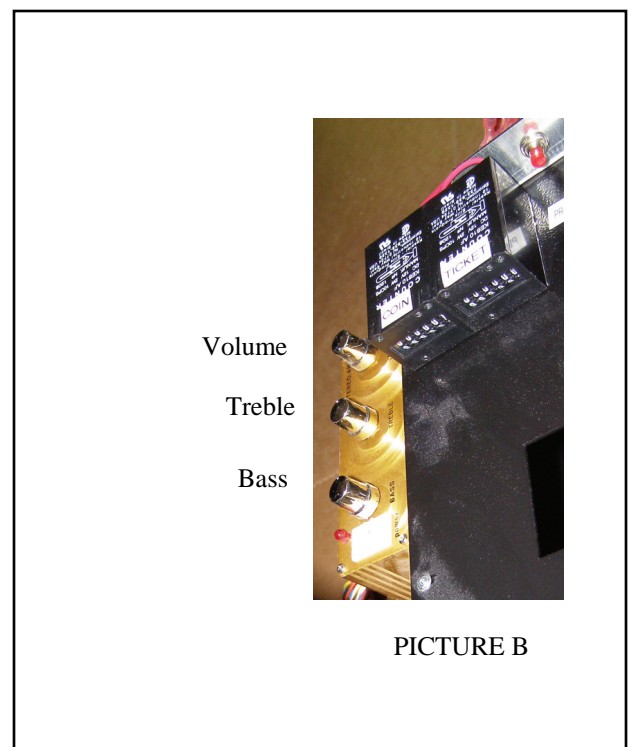
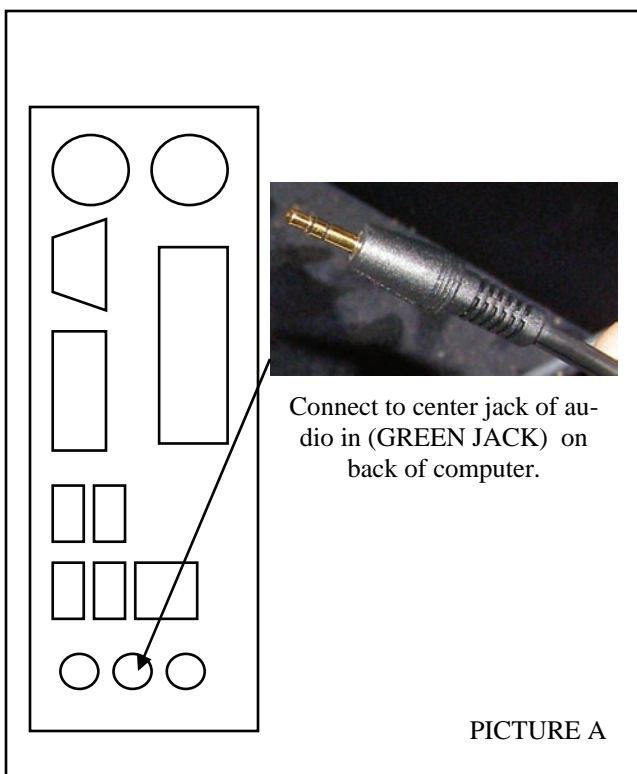
The player has five exciting games to choose from when they insert their money to play. In “Wood Chucker”, the player throws at as many wood chucks as possible to score the most points. Beware, as the Wood Chucks fight back and throw logs, axes and stones at you! In “Sweet Shop” the player tries to break as many delicious treats as possible within the specified amount of time. Mom won’t be cleaning up in “Crazy Kitchen”. Here the player attempts to break as many dishes, appliances, and utensils as possible. Watch out in “Pain Ball” as you try to knock out as many enemies as possible with your paint ball without getting hit! And finally “Counter Attack” where the enemy comes in many waves both land and air! Take out as many as possible before the timer runs out!

## Setup:

Your game can arrive in up to three sections. The front cabinet, back cabinet, and marquee. To assembly your game, located on the left side of the back half of the cabinet two female plugs. The male ends are located in the front cabinet which need to be connected. Along with these two plugs you will find a Audio 3.5mm male plug that will need to be connected to the audio jack of the computer located in the back cabinet. See picture A below and on the following page for clarification. The marquee’s power is plugged through the top of the cabinet.

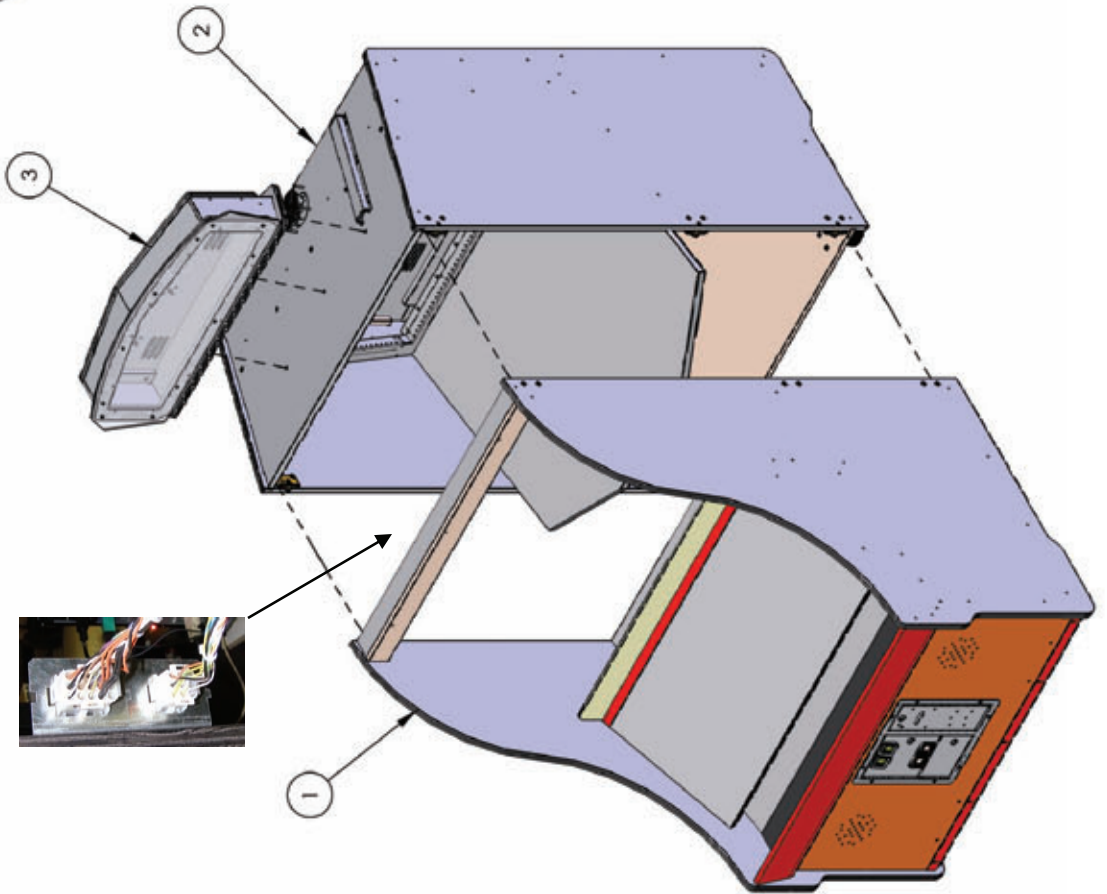
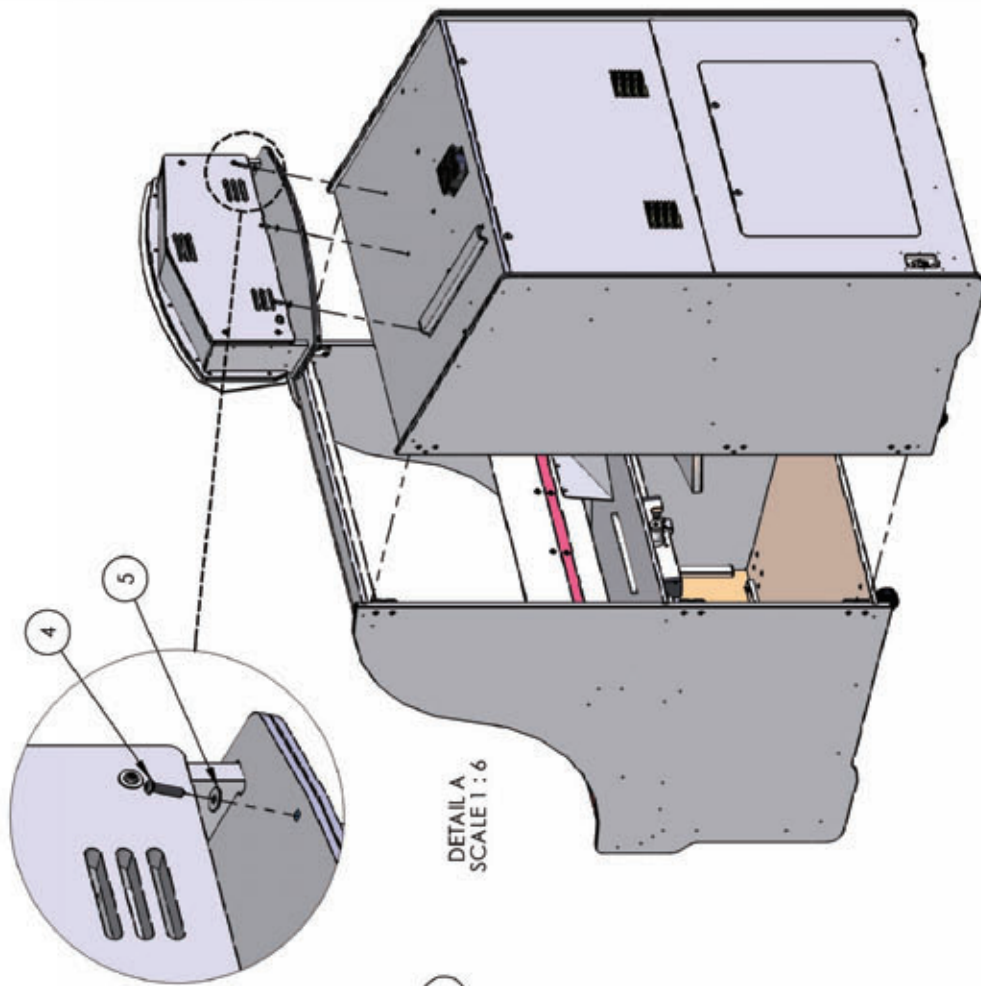
## Volume adjustment

Located inside the coin door on the left is where the volume controls are located. There are three knobs to adjust the volume. The closes knob to you is for the bass and turning this clockwise will increase the bass. The next knob is the treble control and turning this clockwise will increase the treble. The last knob adjusts the volume and turning clockwise will increase the volume. See picture B.





ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	BA3071X	PODIUM FINAL ASSY	1
2	BA3072X	BACK CAB FINAL ASSY	1
3	BA3080X	MARQUEE FINAL ASSY	1
4	6211	Socket Button Head Cap Screw 025-20x1.25	3
5	6212	1/4 x 3/4 FLAT WASHER BLACK (USS)	3



# SETUP - ASSEMBLY

## METERS LOCATION

The meters are located through the coin door. Both coin and ticket meters can be found there.

## LOADING TICKETS

If during game play the ticket dispenser runs out of tickets, the screen will display “Error Tickets” After loading tickets into the dispenser, press the ticket reset button found below the dispenser at the game floor.

## ACCESSING PROGRAMMING

The program button is located in the coin door. Press the button “PROG” at the attract screens to enter programming.

## PROGRAMMING

Press “SEL” to move the cursor down and “ENTER” to change its value. To move to the next screen, select the option page down or the option page up and press “ENTER”. When changing ticket values for each game, you must first press “ENTER” to start editing the line and press “SEL” to advance to the next setting. When finished, press “ENTER” on the option “ENTER” to exit that line.

OPTION PAGE 1	DESCRIPTION	DEFAULT	MIN	MAX
1 - Coins per credit	How many coins to start a game.	2	1	4
2 - Free Play	No coins needed to play game.	off	On	Off
3 - Time to play	Sets the amount of game time for each game	30	20	40
4 - Start Music	Turns on intro music.	On	Off	On
5 - Bonus Tickets	Allows players to win the bonus tickets	On	Off	On
6 - Mercy Tickets	Gives players tickets for just playing.	Off	1	2
7 - Fixed Tickets	Game will always give out this amount.	Off	1	50
8 - Play for Fun	Disable ticket output.	Off	On	Off
9 - Page Down	Selecting this will go to the next screen of options			

## OPTION PAGE 2

There are seven options for each game. The first column enables or disables the game. The next option sets how many hits it takes to hit a target. The next option is how many tickets you get for each hit. The next column sets how many hits before the bonus can be won. The next column sets how many tickets the player gets when they make the bonus. The next column sets how many tickets are paid out for just playing if Mercy tickets are enabled. The last column sets how many tickets are paid at the end of the game if fixed tickets are enabled.

The next option “reset coins” will clear all credits. The next option “reset tickets” will clear all tickets owed. The last option will return to the previous page.

## SENSOR TEST BUTTON

When you select this option the game will display a horizontal set of blocks numbered 1 to 48 and a vertical set of blocks numbered 1 to 24. These numbers relate to their LED number. If you were to block a section of the screen with either your hand or throw a ball, the LED that are blocked will light the corresponding block number. If a sensor board is not working, the entire row of blocks will not light when blocked. Pressing “sensor test” button again will exit test and return to game mode.

# SERVICE

## CAUTION

This game uses complex electronic components that are very sensitive to static electricity. Observe precautions below before handling these electronics. Failure to do so may void the warranty and damage electronic assemblies.

Before servicing electronics, turn off AC power to the game. Wait for capacitors to discharge.

DO NOT remove any of the components on the main board (e.g. compact flash and eproms) while the game is powered on. This may cause permanent damage to the parts and the main board.

Before touching or handling electronic assemblies, discharge static electricity on your body. To discharge this static, begin by connecting the line cord to a grounded outlet. Don't turn on the game. Next, touch the safety ground stud of the power supply chassis.

Store electronic assemblies in an anti-static area. Use anti-static bags to store or transport the game circuit boards.

Don't remove or connect electronic assemblies when cabinet power is on. Otherwise, you'll damage electronic assemblies and void the game's warranty.

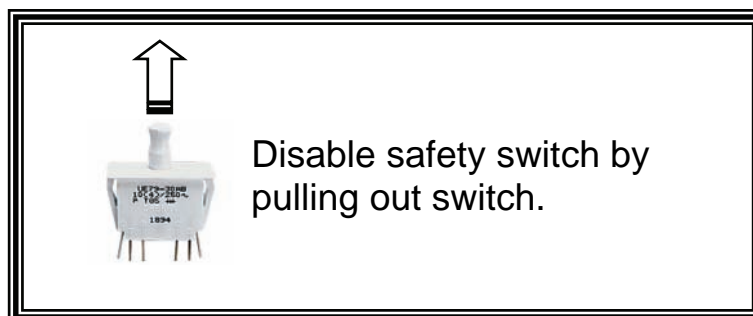
After you complete maintenance or service, replace ground wires, shields, safety covers and install and tighten ground and mounting screw.

## AC Service switch

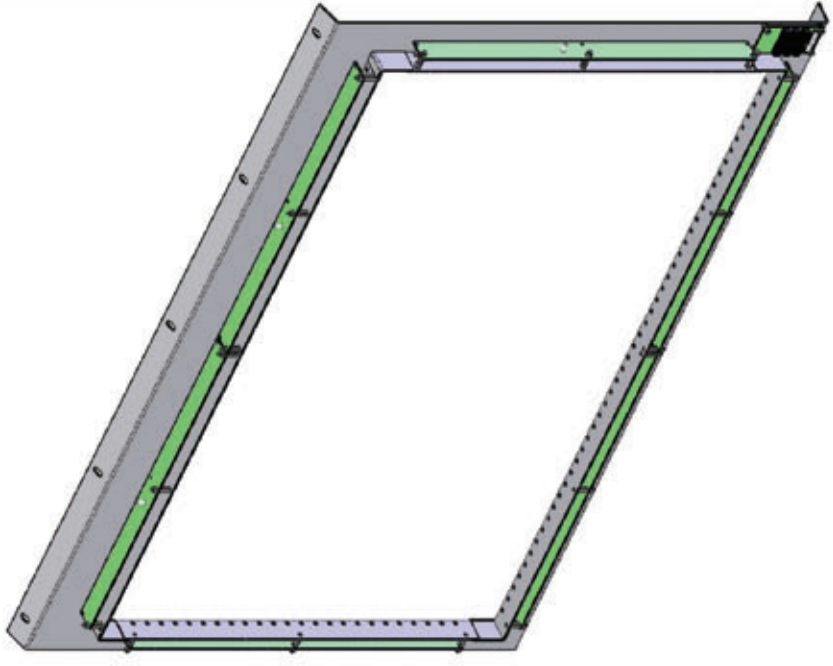
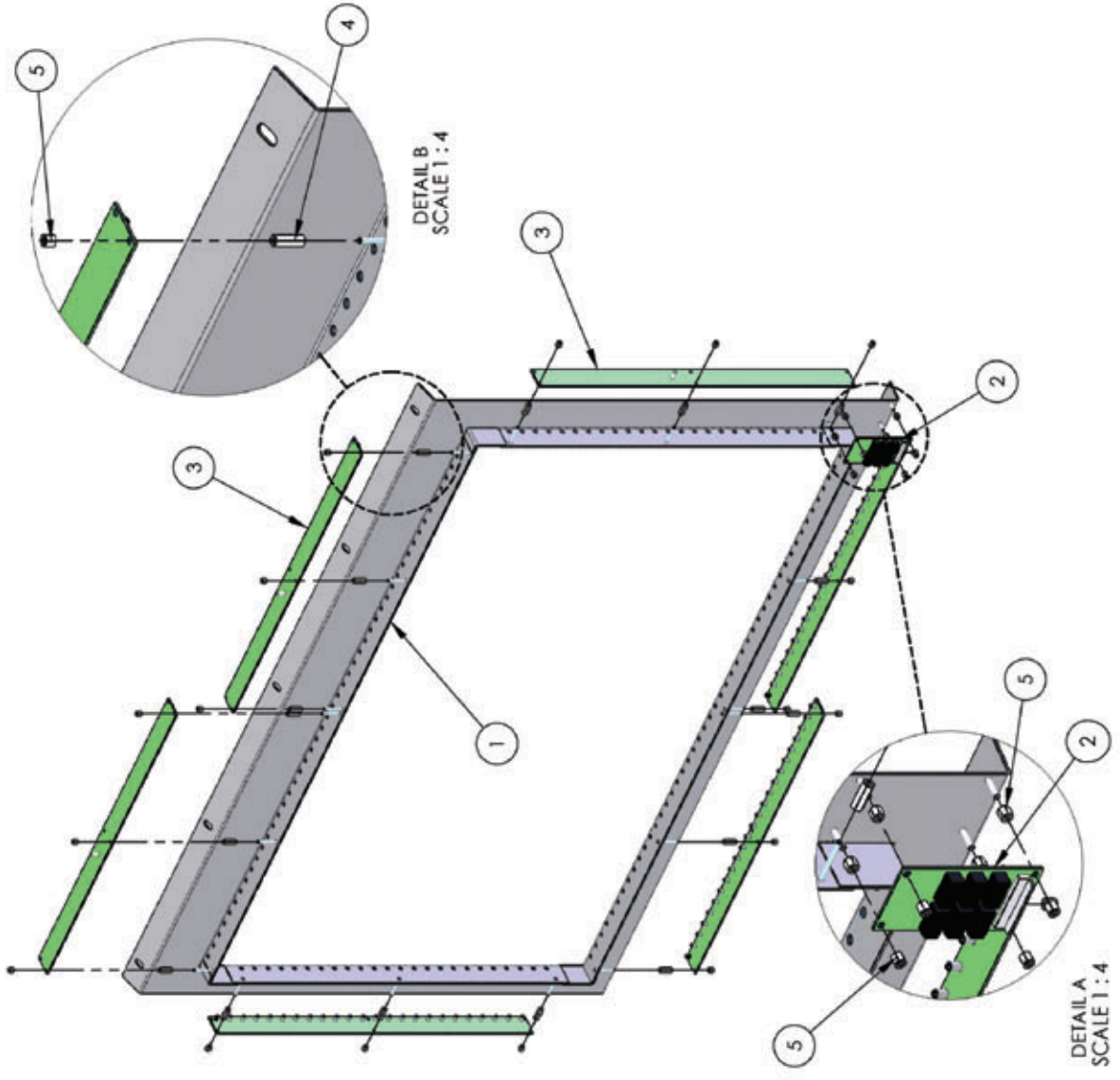
This game using a AC cutoff switch located in the back. When servicing the game if you remove the back cabinet panels with the power on, the deck pusher will stop. This is normal. If service is required with AC applied, pull the AC switch out which will allow power to the deck pushers. There one for each cabinet side.

**\*\*\* WARNING \*\*\* This ac cut off switch is for your safety as serious injury could result if disabled.**

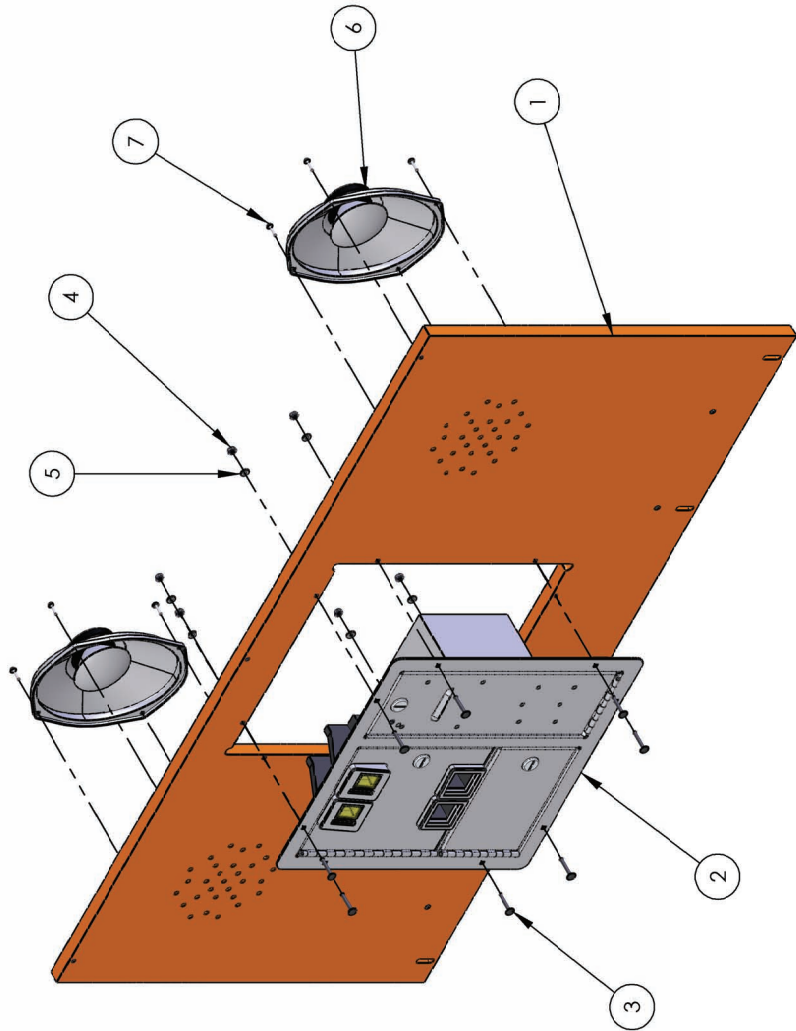
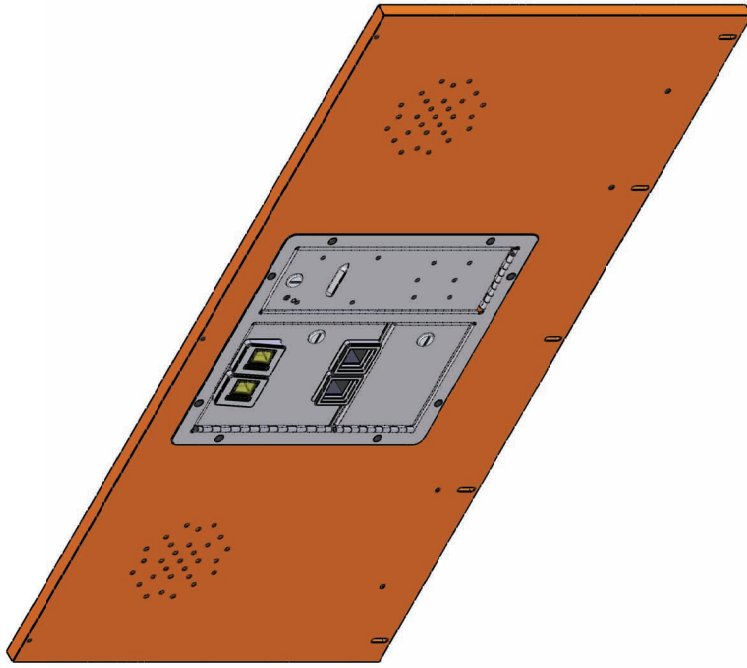
**\*\*\* ATTENTION \*\*\* Cette ac couper commutateur est pour votre sécurité aussi grave peut en résulter des blessures si handicapés.**



ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	BA1002	MONITOR FRAME WELDMENT	1
2	SENSOR BOARD 08051358	HLTQ_SENSOR_QD_V1.0.PCB	1
3	SENSOR BOARD 08051360	HLTQ_SENSOR_JS_V1.0.PCB	6
4	6247	6-32 x 3/4 HH SPACER 14HTSP009	18
5	PC60643	6-32 x 1/4 HH SPACER 14HTSP007	26

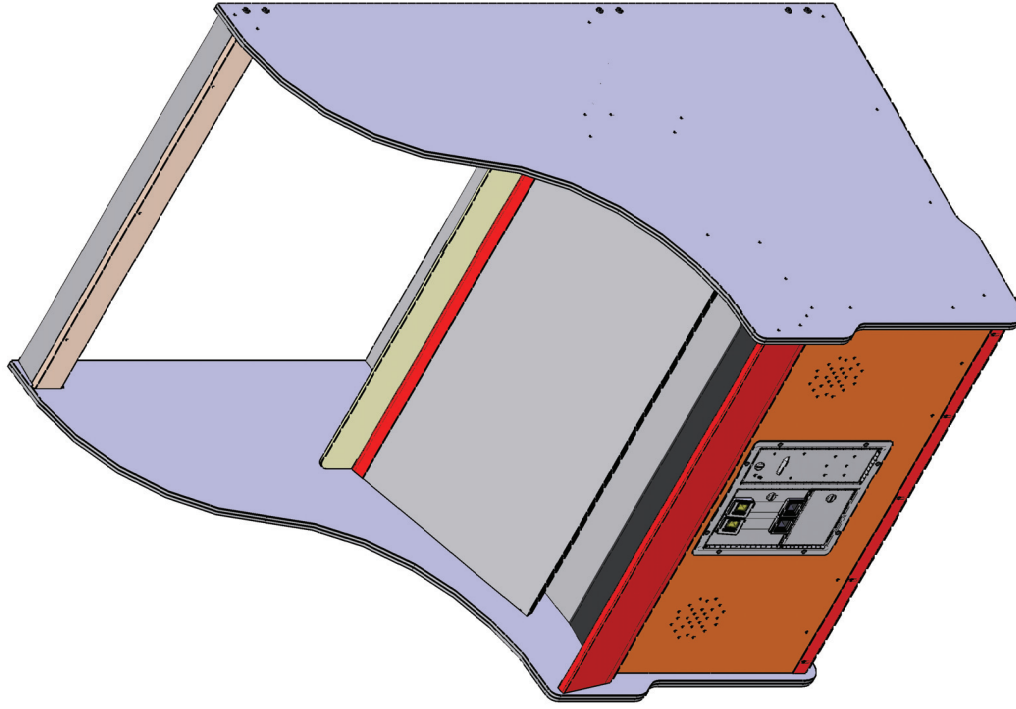


ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	BA3055CX	PODIUM FRONT ASSY	1
2	WA5001	COIN DOOR (TRIPLE) DUAL MECH W/ TICKET	1
3	6077	CARRIAGE BOLT 10-24 x 1 1/4" (BLACK)	8
4	6004a	8-32 KEP NUT	8
5	6240	#8 USS WASHER (BLACK)	8
6	AR2007	6 X 9 SPEAKER	2
7	655	#8 x 3/4 SQ. DRIVE (BLACK)	8

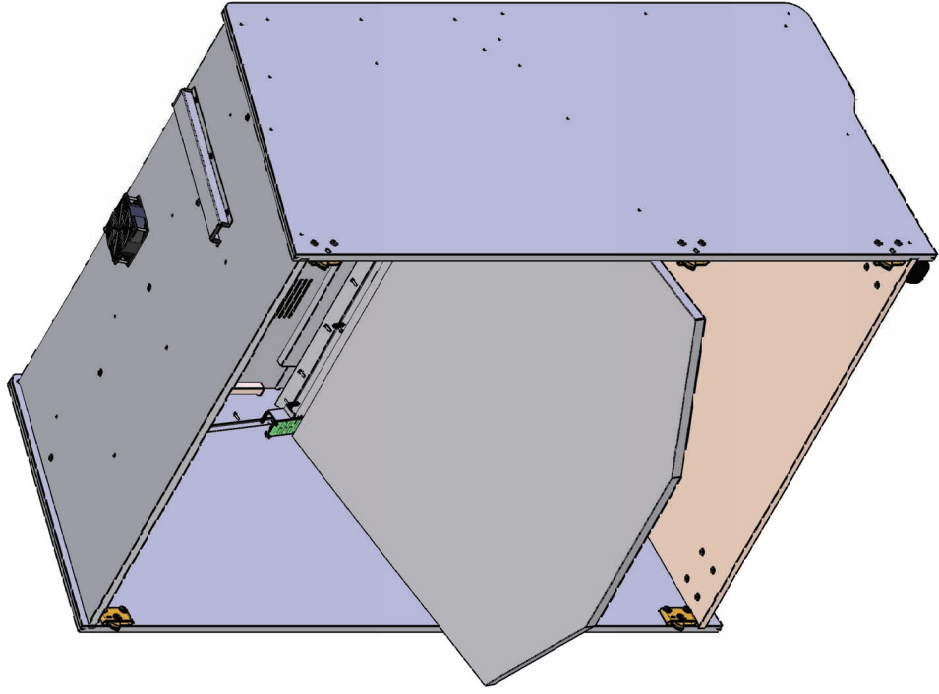




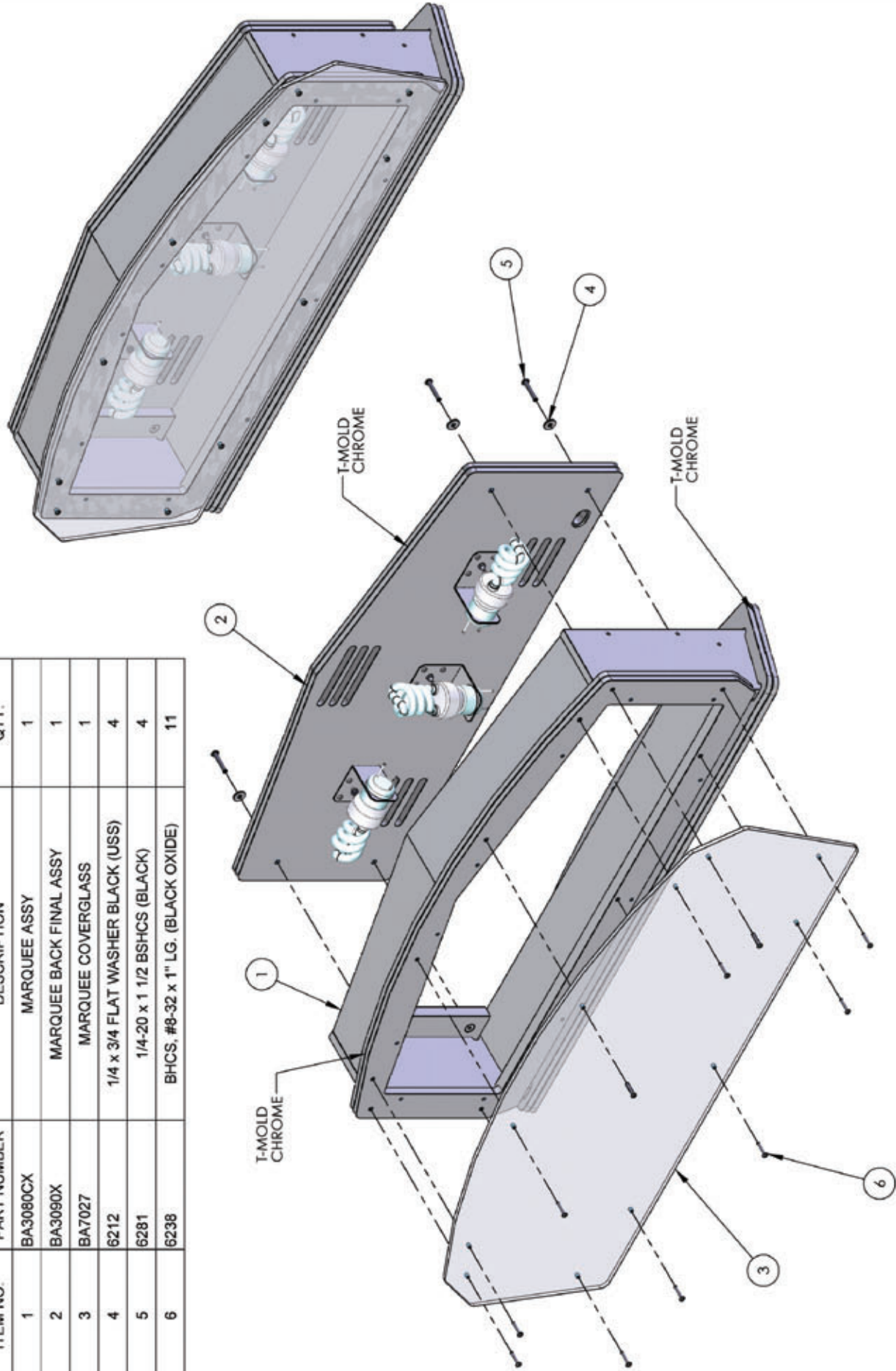
ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	BA1010	REBOUND GUARD BRKT	1
2	BA1011	PODIUM KICK PLATE	1
3	BA1012	PODIUM BALL STOP BRKT	1
4	BA1014	BALL DIVERTER LEFT	1
5	BA1015	BALL DIVERTER RIGHT	1
6	BA3001	REBOUND GUARD	1
7	BA3055X	PODIUM FRONT FINAL ASSY	1
8	BA3071CX	PODIUM ASSY	1
9	ML3078X	BALL GATE ASSY	1
10	BA4005	PODIUM RAMP BLACK RUNWAY	1
11	6104	RECEPTACLE (R2-0002-02)	6
12	6212	1/4 x 3/4 FLAT WASHER BLACK (USS)	30
13	6048	1/4-20 x 1" LG. BSHCS (ZINC)	10
14	655	#8 x 3/4 SQ. DRIVE (BLACK)	17
15	6444	1/4-20 x 15/32 JOINT CONNECTOR	12
16	6281	1/4-20 x 1 1/2 BSHCS (BLACK)	12
17	6049	1/4-20 x 1" LG. (ZINC)	2
18	PC60609	1/4-20 x 1-1/2" LG. (ZINC)	1
19	PC60614	025-20 KEP NUT	5
20	6296	10-24 x 2-1/4" LG. CARR. BOLT (BLACK)	3
21	6020	#10 FLAT WASHER USS (#12 SAE)	3
22	6040	10-24 KEP NUT	3



ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	BA1002X	MONITOR FRAME ASSY	1
2	BA1009X	MARQUEE HARNESS COVER ASSY	1
3	BA3027	MONITOR COVERGLASS	1
4	BA3052CX	MAIN CAB UPPER BACK	1
5	BA3072CX	MAIN CAB ASSY	1
6	BA3074X	MAIN CAB LOWER DOOR ASSY	1
7	BA3077	MAIN CAB RAMP	1
8	BA4001X	MAIN CAB RAMP PAD ASSY	1
9	MS2364X	FAN ASSEMBLY	1
10	E02027G	FAN FINGER GUARD	2
11	MON47EST	MONITOR 47 INTELLIGENT PANEL	1
12	6103(LATCH R2-0055-02)	ROTO LOCK BUTT-JOINT PANEL FASTENER	6
13	SX2007X	ASY (POWER MODULE)	1
14	655	#8 x 3/4 SQ. DRIVE (BLACK)	37
15	6326	6-32 X 3.0" LG. RHMS	4
16	6002A	6-32 NYLOCK NUT	4
17	6212	1/4 x 3/4 FLAT WASHER BLACK (USS)	26
18	PC60622	SBHCS 025-20x1	10
19	6281	1/4-20 x 1 1/2 BSHCS (BLACK)	12
20	6444	1/4-20 x 15/32 JOINT CONNECTOR	12
21	6220	1/4-20 x 1-3/4 BSHCS (BLACK)	4



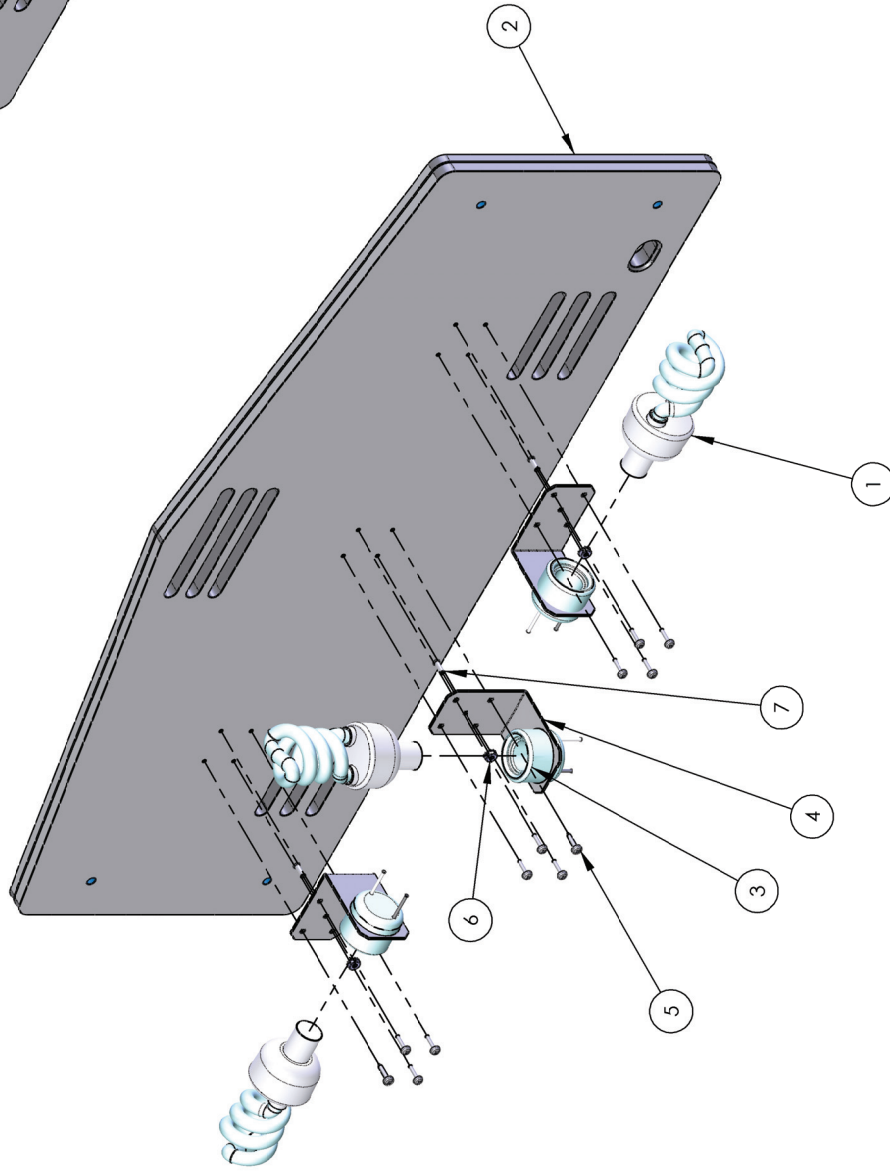
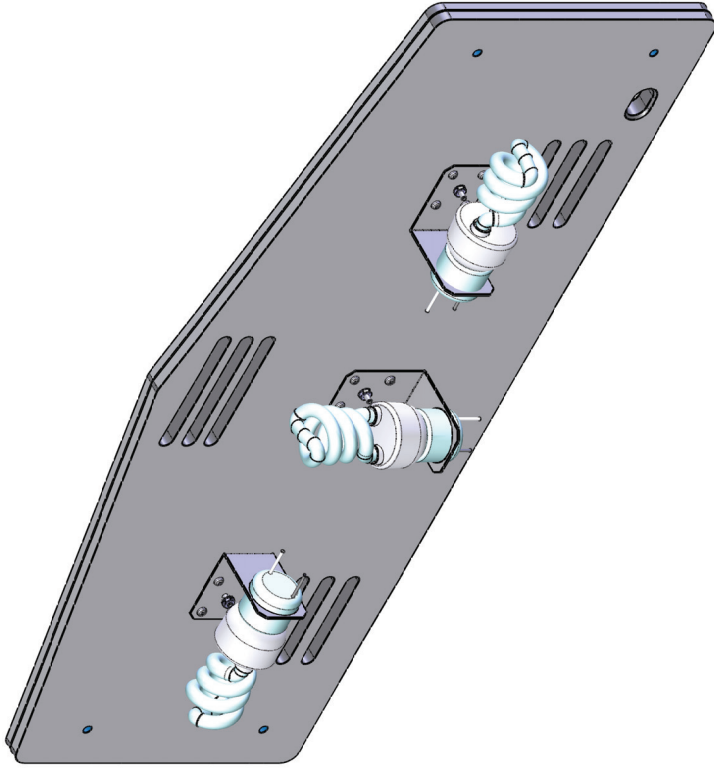
ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	BA3080CX	MARQUEE ASSY	1
2	BA3090X	MARQUEE BACK FINAL ASSY	1
3	BA7027	MARQUEE COVERGLASS	1
4	6212	1/4 x 3/4 FLAT WASHER BLACK (USS)	4
5	6281	1/4-20 x 1 1/2 BSHCS (BLACK)	4
6	6238	BHCS, #8-32 x 1" LG. (BLACK OXIDE)	11



NOTES:

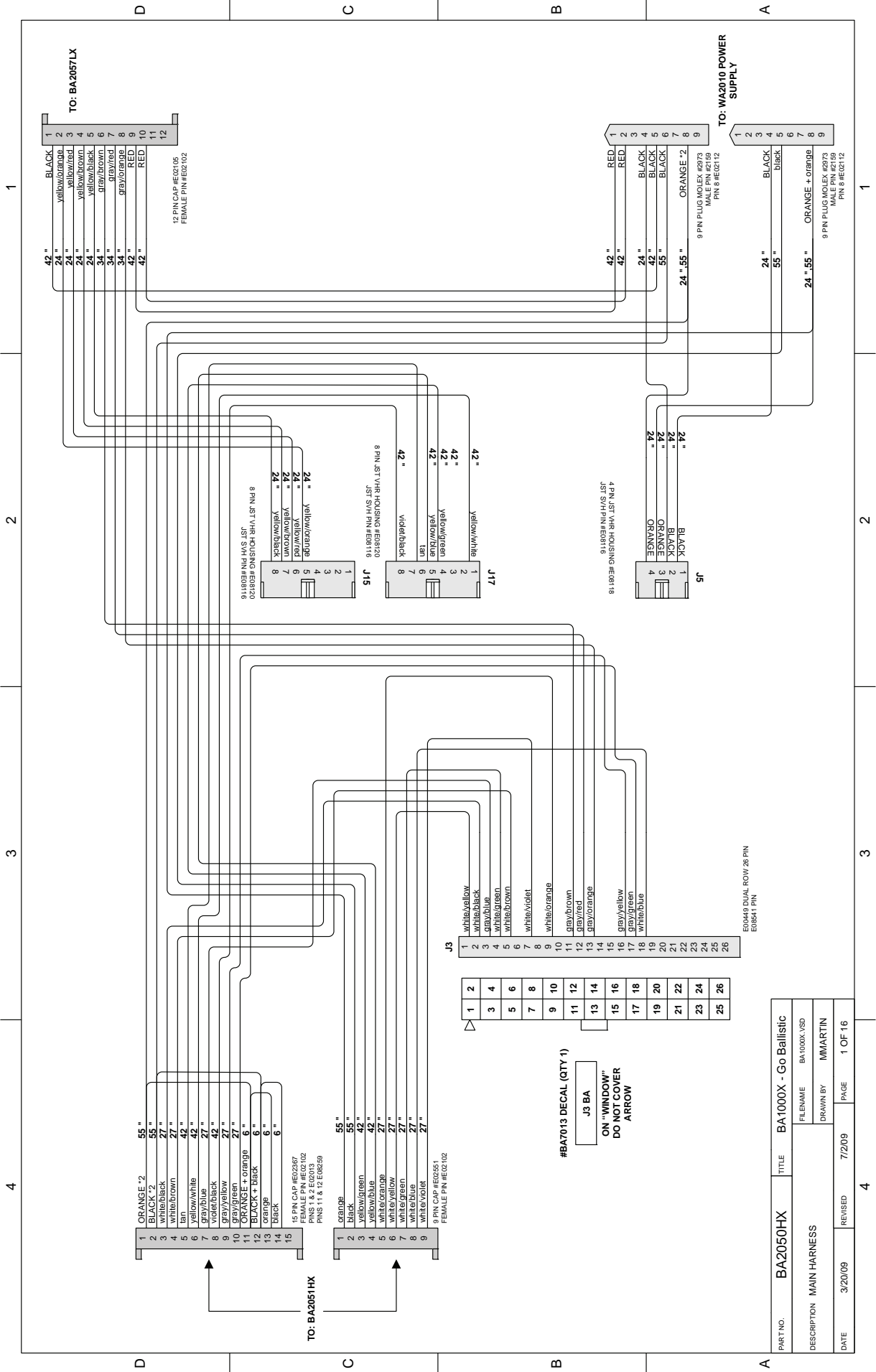
1. DEBURR ALL SHARP EDGES AND BREAK ALL SHARP CORNERS.

ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	E00382	BULB CF 27W (PHILIPS #EL/MDT27W)	3
2	BA3090	MARQUEE BACK	1
3	SH2130X	ASY (2D BULB SOCKET)	3
4	TG1021	LIGHT BRACKET	3
5	655	#8 x 3/4 SQ. DRIVE (BLACK)	12
6	6004a	8-32 KEP NUT	3
7	6278	8/32 x 1/2 PEM STUD FH 832-8	3



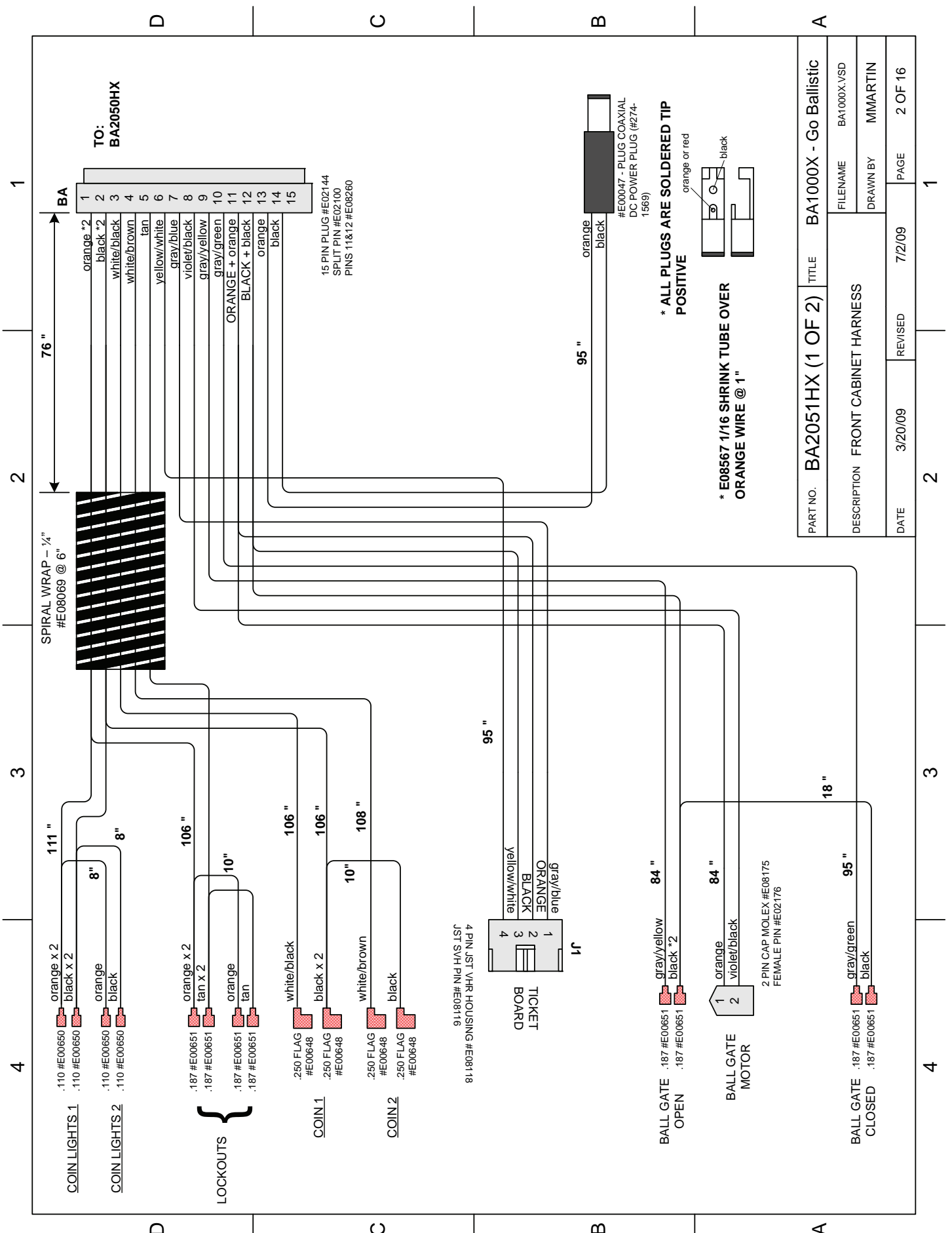
NOTES:

1. DEBURR ALL SHARP EDGES AND BREAK ALL SHARP CORNERS.



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DESCRIPTION	MAIN HARNESS		
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		PAGE	1 OF 16
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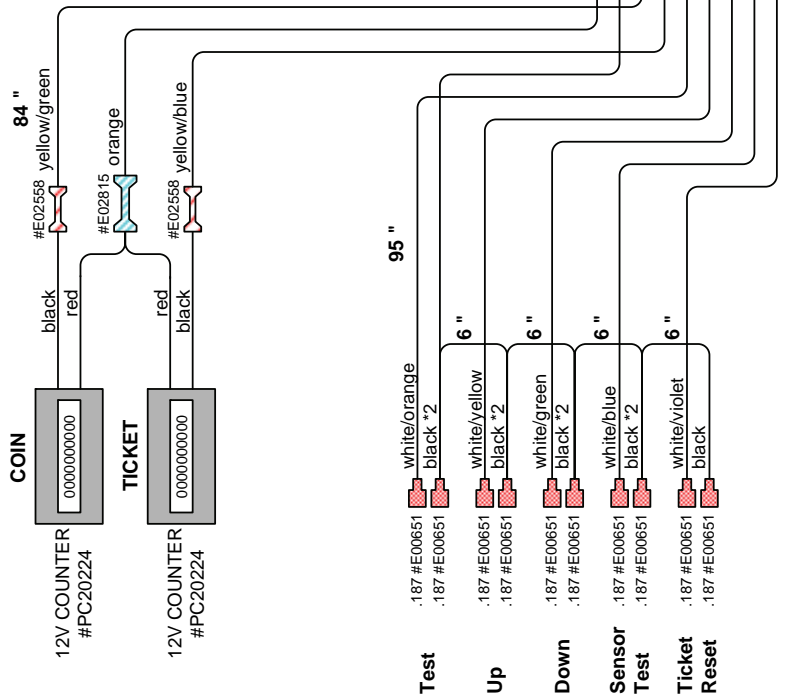




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DESCRIPTION	FRONT CABINET HARNESS		
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PAGE	2 OF 16		

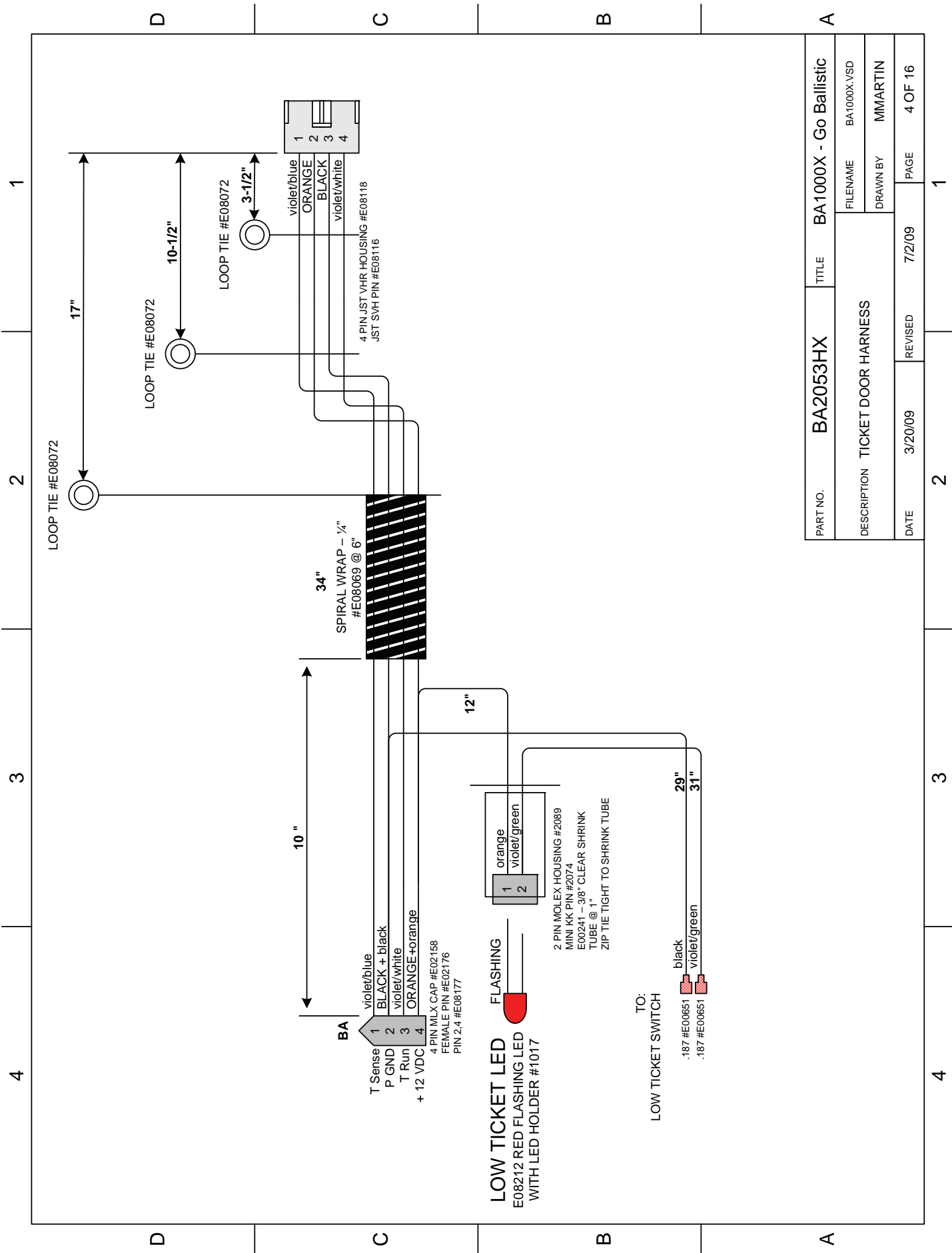
4 3 2 1

D C B A



PART NO. BA2051HX (2 OF 2)	TITLE BA1000X - Go Ballistic
DESCRIPTION FRONT CABINET HARNESS	FILENAME BA1000X.YSD
DATE 3/20/09	DRAWN BY MMARTIN
REVISED 7/2/09	PAGE 3 OF 16

4 3 2 1



PART NO.	BA2053HX	TITLE	BA1000X - Go Ballistic
DESCRIPTION	TICKET DOOR HARNESS		FILENAME BA1000X.VSD
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		PAGE	4 OF 16

4 3 2 1

D D

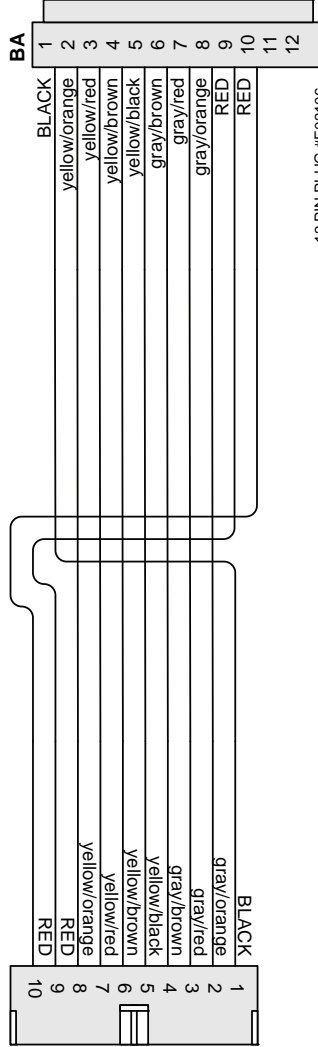
C C

B B

A A

10 "

10 PIN JST VHR HOUSING #E008122  
JST SVH PIN #E008116



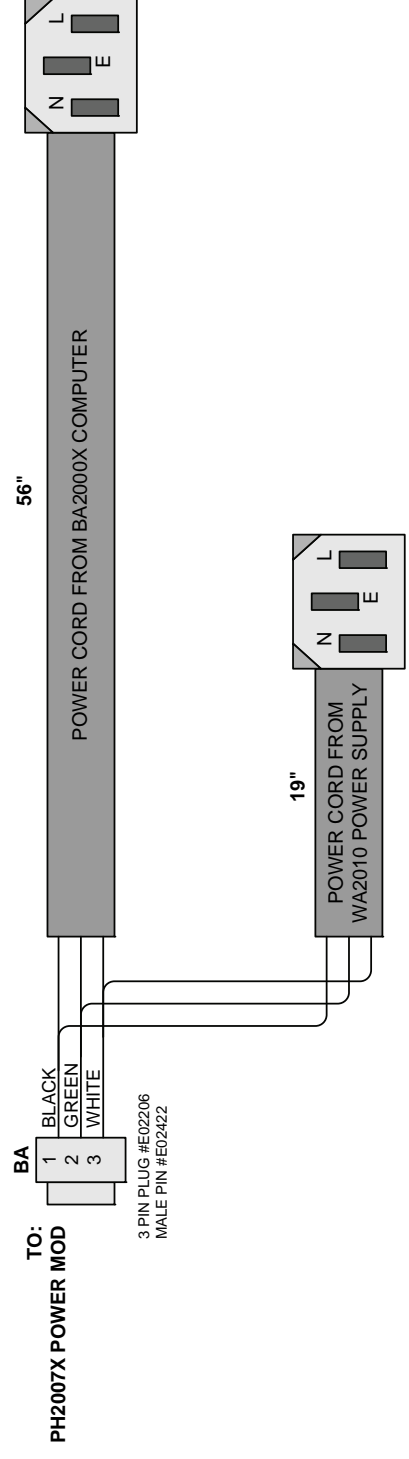
12 PIN PLUG #E02106  
SPLIT PIN #E02100

PART NO.	BA2057LX	TITLE	BA1000X - Go Ballistic
DESCRIPTION	SENSOR ARRAY INTERCONNECT HARNESS		FILENAME BA1000X.VSD
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			PAGE 5 OF 16

4 3 2 1

1 2 3 4

D C B A



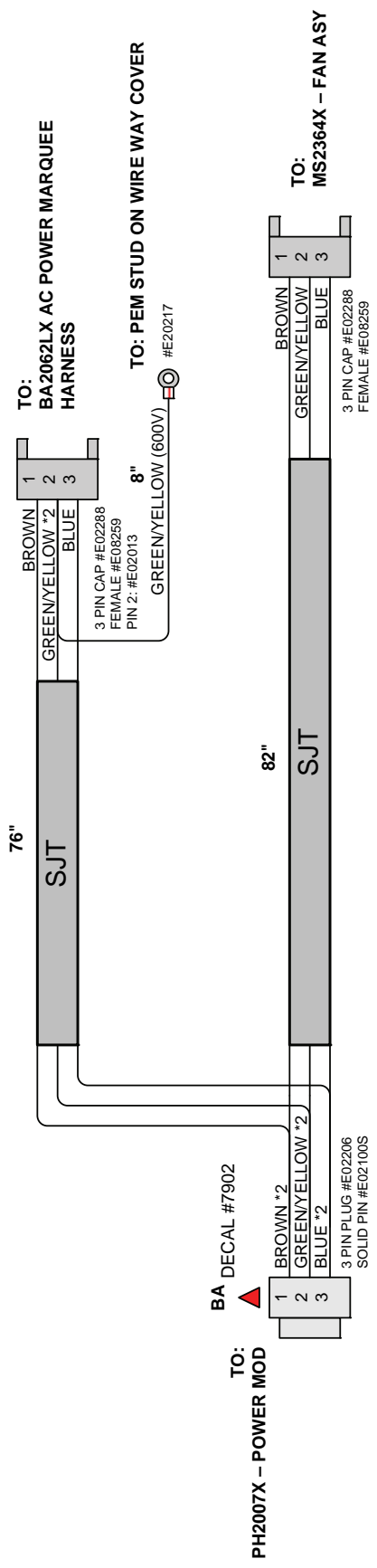
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DESCRIPTION	AC COMPUTER/POWER SUPPLY HARNESS		FILENAME BA1000X.VSD
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			PAGE 6 OF 16

1 2 3 4



4 3 2 1

D C B A



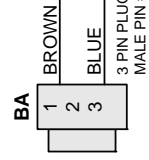
PART NO.	BA2061LX	TITLE	BA1000X - Go Ballistic
DESCRIPTION	AC POWER SPLITTER HARNESS		FILENAME BA1000X.VSD
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			PAGE 7 OF 16

4 3 2 1

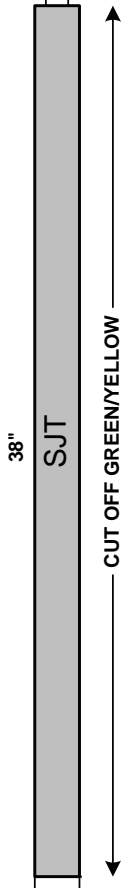
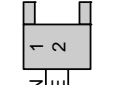
4 3 2 1

D C B A

TO:  
BA2061LX AC POWER SPLITTER  
HARNES



TO:  
FIRST OF 3 PW2130X SOCKET ASY



PART NO.	BA2062LX	TITLE	BA1000X - Go Ballistic
DESCRIPTION	AC POWER MARQUEE HARNES		FILENAME BA1000X.VSD
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			PAGE 8 OF 16

4 3 2 1

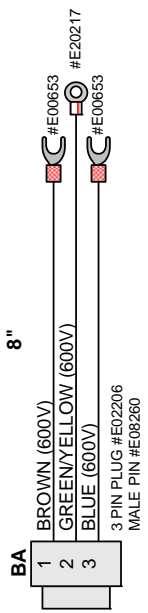
1 2 3 4

D D

C C

B B

A A

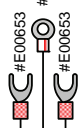


TO:  
PH2007X - POWER MOD

1  
2  
3

8"

BROWN (600V)  
GREEN/YELLOW (600V)  
BLUE (600V)  
3 PIN PLUG #E02206  
MALE PIN #E08260



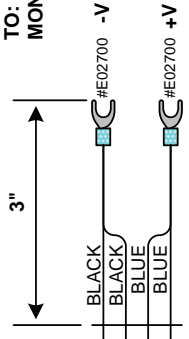
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			BA1000X.VSD
DATE	3/20/09	REVISED	7/2/09
			DRAWN BY
			MMARTIN
			PAGE
			9 OF 16

1 2 3 4

1 2 3 4

D C B A

TO: MONITOR POWER SUPPLY



TWIST @ 72"

BA	1	BLACK
	2	BLACK
	3	BLUE
	4	BLUE

TO: MONITOR

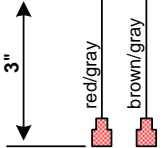
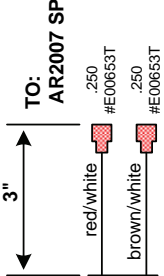
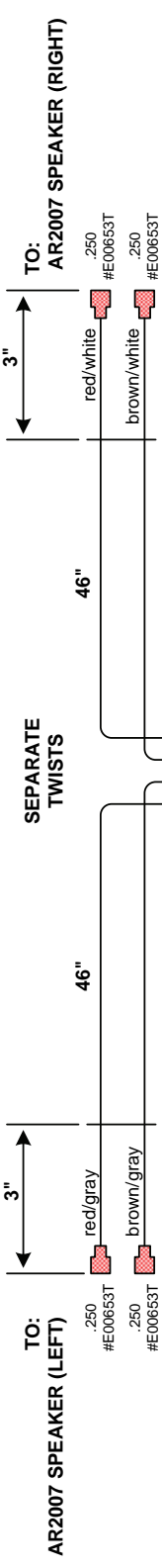
4 PIN AMP HOUSING #E02429  
CONTACT PIN #E02201

PART NO.	BA2068LX	TITLE	BA1000X - Go Ballistic
DESCRIPTION	MONITOR POWER SUPPLY		
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FILENAME	BA1000X.VSD		
DRAWN BY	MMARTIN		
PAGE	10 OF 16		

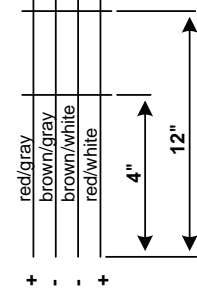
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STRIP 1" AND TIN



PART NO.	BA2084LX	TITLE	BA1000X - Go Ballistic	
DESCRIPTION	SPEAKER HARNESS		FILENAME	BA1000X.VSD
DATE	3/20/09	REVISED	DRAWN BY	MMARTIN
			PAGE	11 OF 16

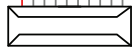
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BA DECAL #BA7014 (x1)



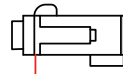
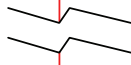
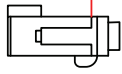
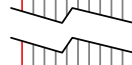
E00461 - RIBBON  
CABLE 10 COND



E00462 - 10P  
RIBBON CABLE IDC  
E00476 - 10P STRAIN RELIEF

E00462 - 10P  
RIBBON CABLE IDC  
E00476 - 10P STRAIN RELIEF

8"

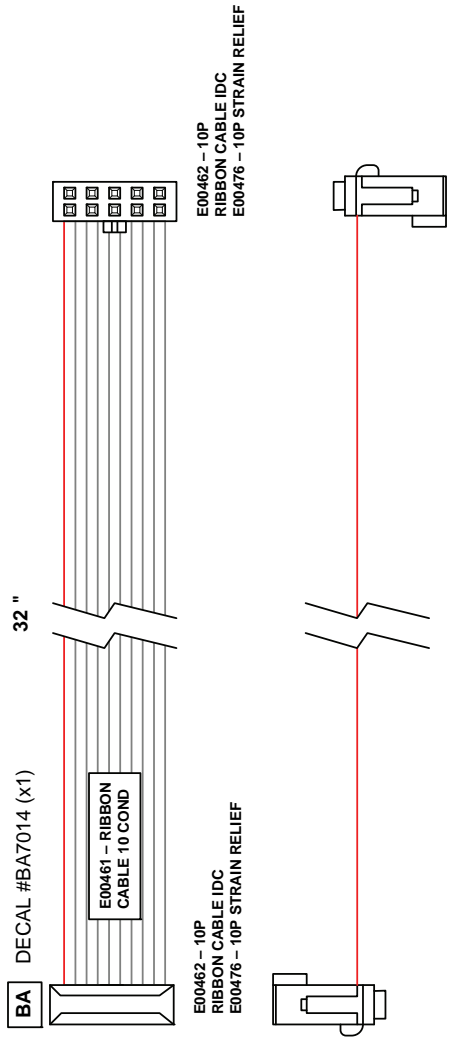


PART NO.	BA2089LX	TITLE	BA1000X - Go Ballistic
DESCRIPTION	8" RIBBON CABLE		FILENAME BA1000X.VSD
DATE	3/20/09	REVISED	7/2/09
			DRAWN BY MMARTIN
			PAGE 12 OF 16

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PART NO. BA2090LX		TITLE BA1000X - Go Ballistic		QTY 2 PER GAME	
DESCRIPTION 32" RIBBON CABLE		FILENAME BA1000X.VSD			
DATE 3/20/09		REVISED 7/2/09	PAGE 13 OF 16		
DRAWN BY MMARTIN					

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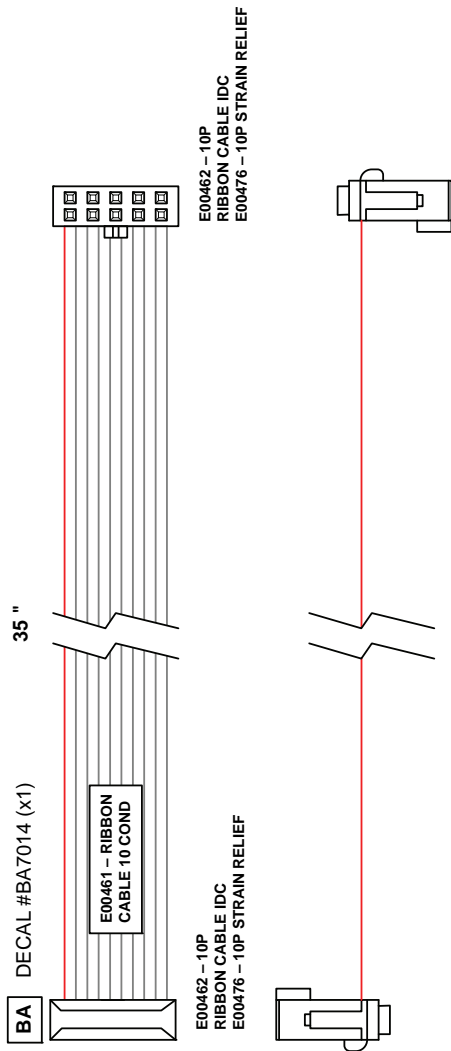
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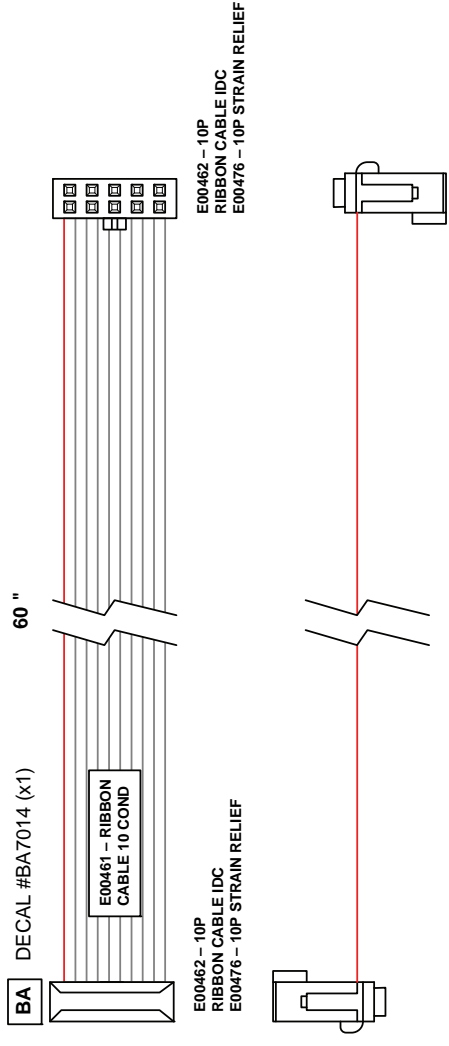
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PART NO.	BA2091LX	TITLE	BA1000X - Go Ballistic	
DESCRIPTION	35" RIBBON CABLE		FILENAME	BA1000X.VSD
DATE	3/20/09	REVISED	DRAWN BY	MMARTIN
			PAGE	14 OF 16

1 2 3 4

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PART NO.	BA2092LX	TITLE	BA1000X - Go Ballistic
DESCRIPTION	60" RIBBON CABLE	FILENAME	BA1000X.VSD
DATE	3/20/09	DRAWN BY	MMARTIN
		REVISED	7/2/09
		PAGE	15 OF 16

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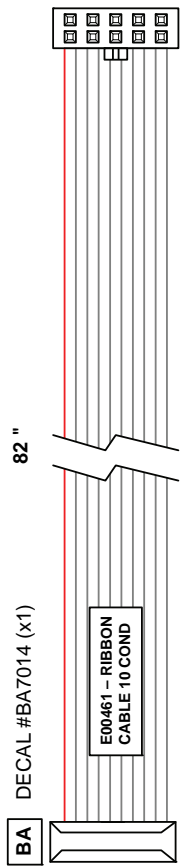
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E00462 - 10P  
RIBBON CABLE IDC  
E00476 - 10P STRAIN RELIEF

E00462 - 10P  
RIBBON CABLE IDC  
E00476 - 10P STRAIN RELIEF

PART NO.	BA2093LX	TITLE	BA1000X - Go Ballistic
DESCRIPTION	82" RIBBON CABLE		FILENAME BA1000X.VSD
DATE	3/20/09	REVISED	DRAWN BY MMARTIN
			PAGE 16 OF 16

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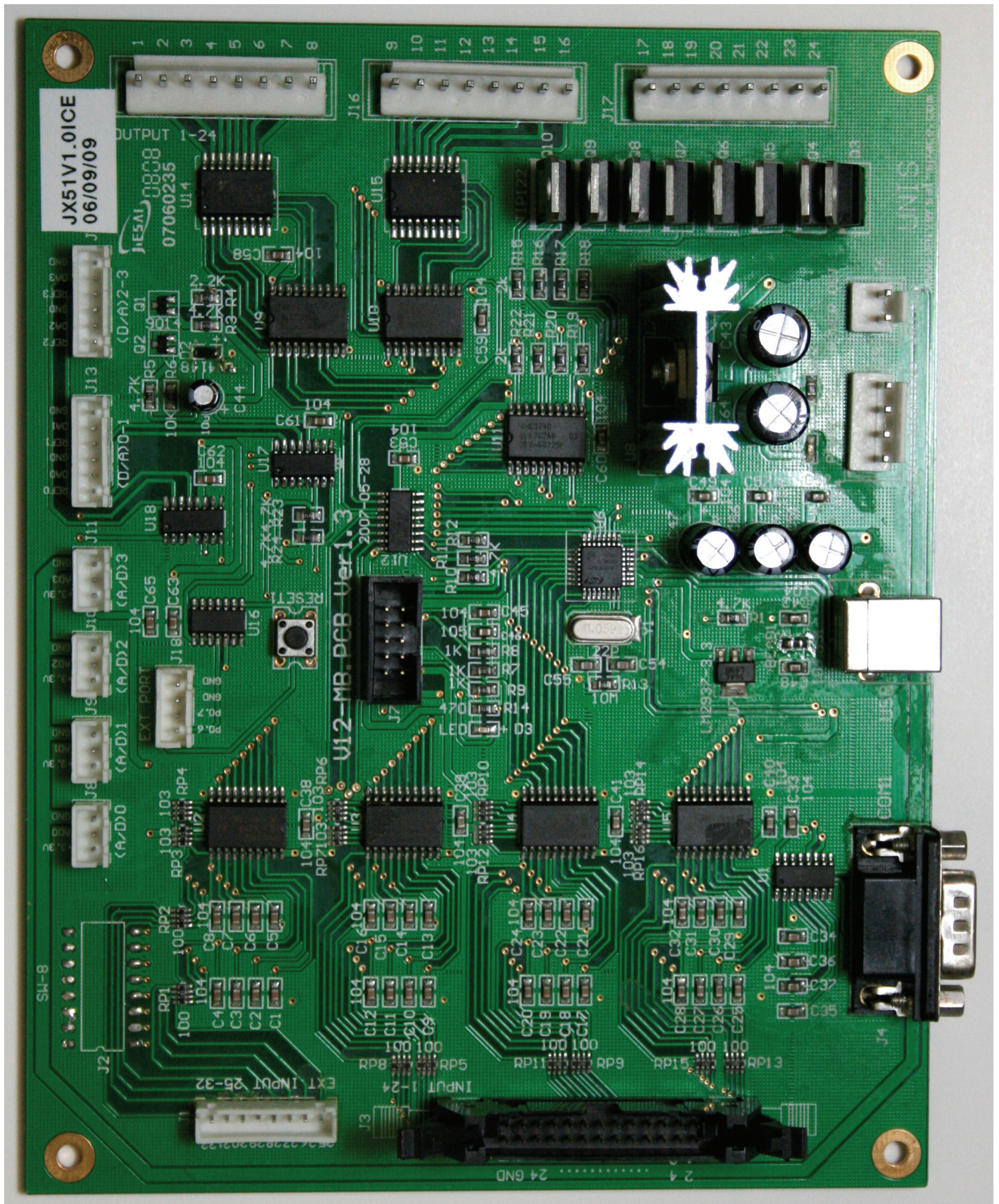
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# I/O BOARD LAYOUT







## Contacts at SEGA

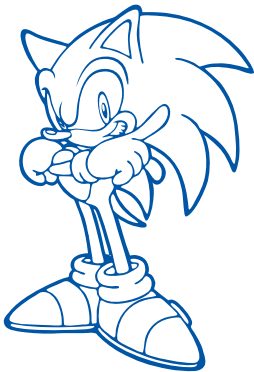


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