OWNERS AND SERVICE MANUAL
INNOVATIVE CONCEPTS IN ENTERTAINMENT INC.

TABLE OF CONTENTS

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 récipient doit être utilisé. Ne pas le faire pourrait entraîner un préjudice à vous ou à d'autres. Le non-recours à la terre récipient 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 récipient 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.
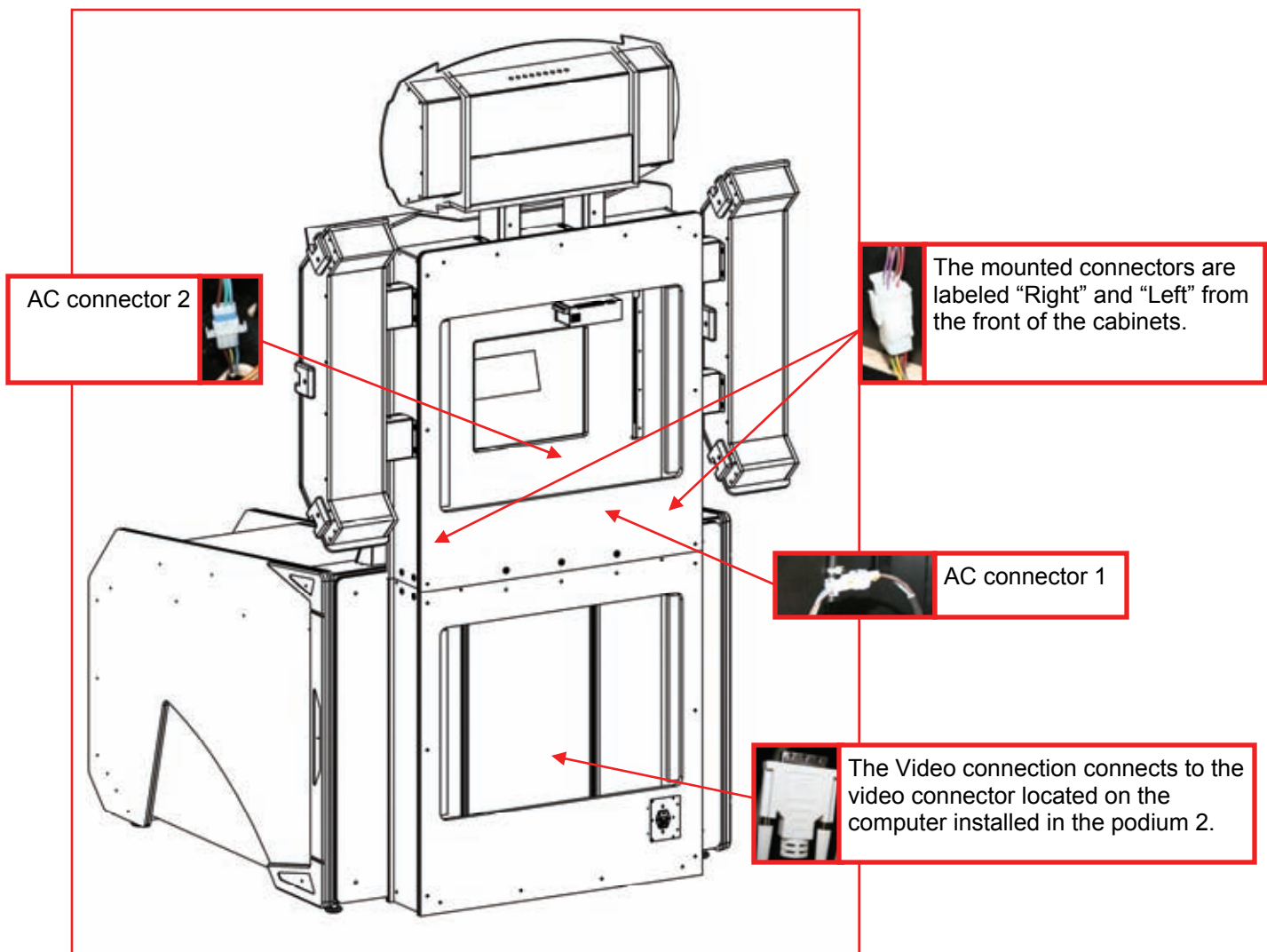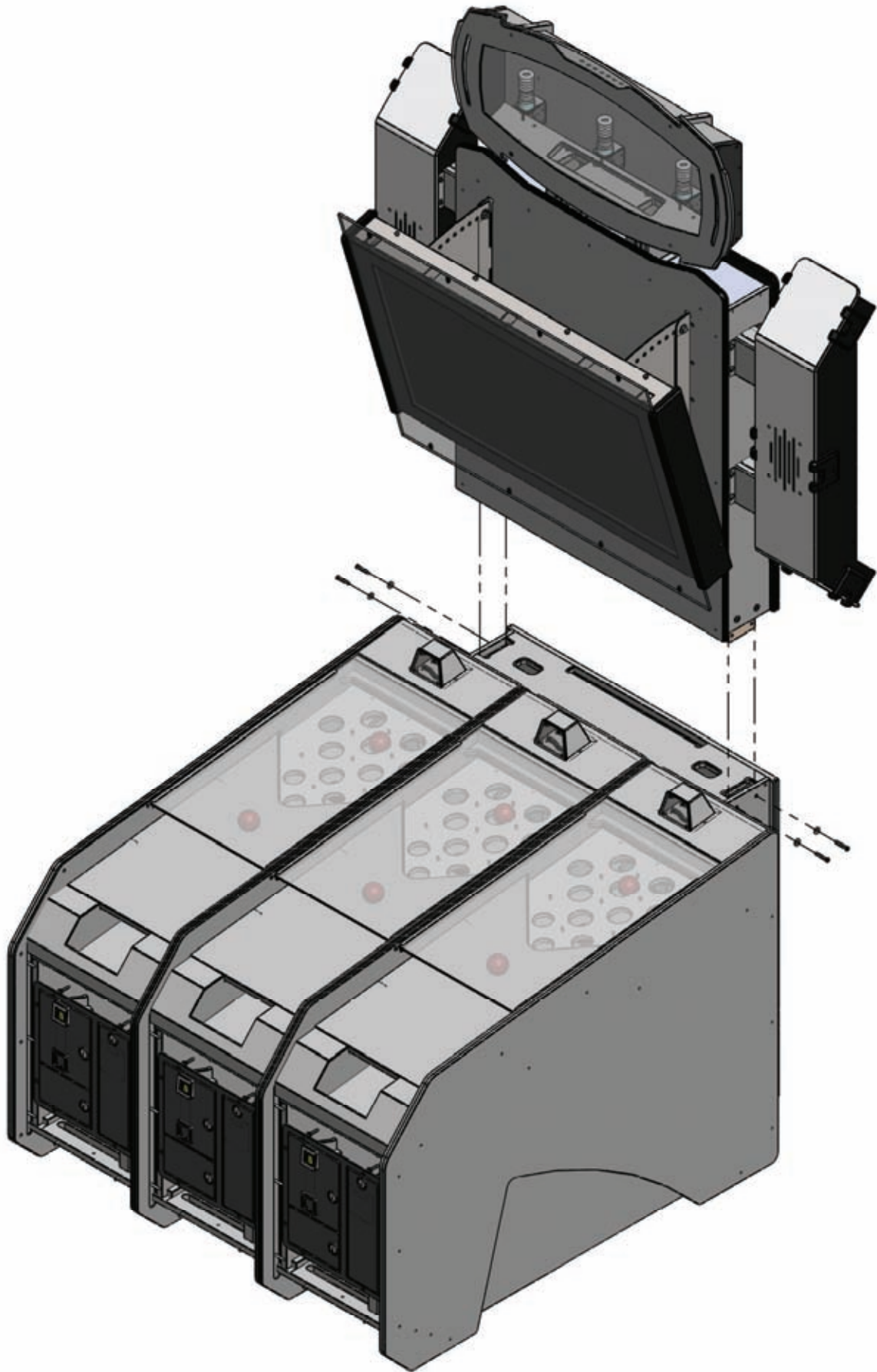
SETUP - INTRODUCTION

Game play:

Welcome to a day at the races. Players insert their coinage to join the race. Once the race starts the player rolls their ball down the lane. Landing the ball in a yellow hole the horse will trot moving one space. Lading the ball in a blue hole the horse will gallop moving two spaces. Landing the ball in a red hole and the horse will sprint moving three spaces. The player that reaches the finish line first wins the trophy!

Setup: *(Please read through the entire setup instructions before you begin)*

The game can be shipped in two or more sections. If the podiums are preassembled and attached to the base all you will need to do is to attach the monitor cabinet assembly onto the base of the podium cabinet assembly. It is recommended that at least two people lift the monitor assembly onto the podium base and attach the mounting hardware.   See "Setup - Two Section Install" on the next page for clarification. Now remove the back covers of the base and monitor cabinet so that the monitor cable, audio, and AC plugs can be connected. See Pictures below.

AC connector 2

The mounted connectors are labeled "Right" and "Left" from the front of the cabinets.

AC connector 1

The Video connection connects to the video connector located on the computer installed in the podium 2.

# SETUP - Two Section Install

SETUP - Three Section Install

If you game has been shipped in three sections, you will first need to attach the lower base to the podiums. Position the base as shown below and using the 8 1/4 - 20 bolts and 8 1/4 x 3/4 flat washers install the hardware as shown. Follow the setup directions for games shipped in two sections to attach the monitor cabinet assembly.

In addition to the wiring showed in the two section setup you will need to install the harnesses located in the lower base. These are the PS2 keyboard, serial, speakers, I/O connections, and power connections. Please see "SETUP - WIRING LOCATIONS FOR BASE" on the next page for wiring descriptions and locations.
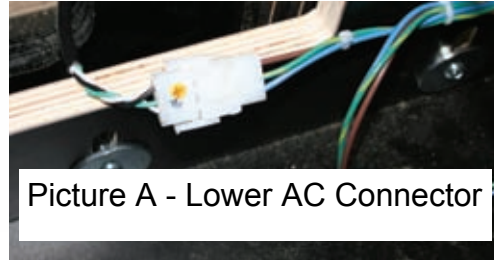
ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
3	6212	1/4 x 3/4 FLAT WASHER BLACK (USS)	8
4	6584	1/4-20 X 2.00 SBHCS (BLACK)	8

CABINET BACK REMOVED
FOR CLARITY
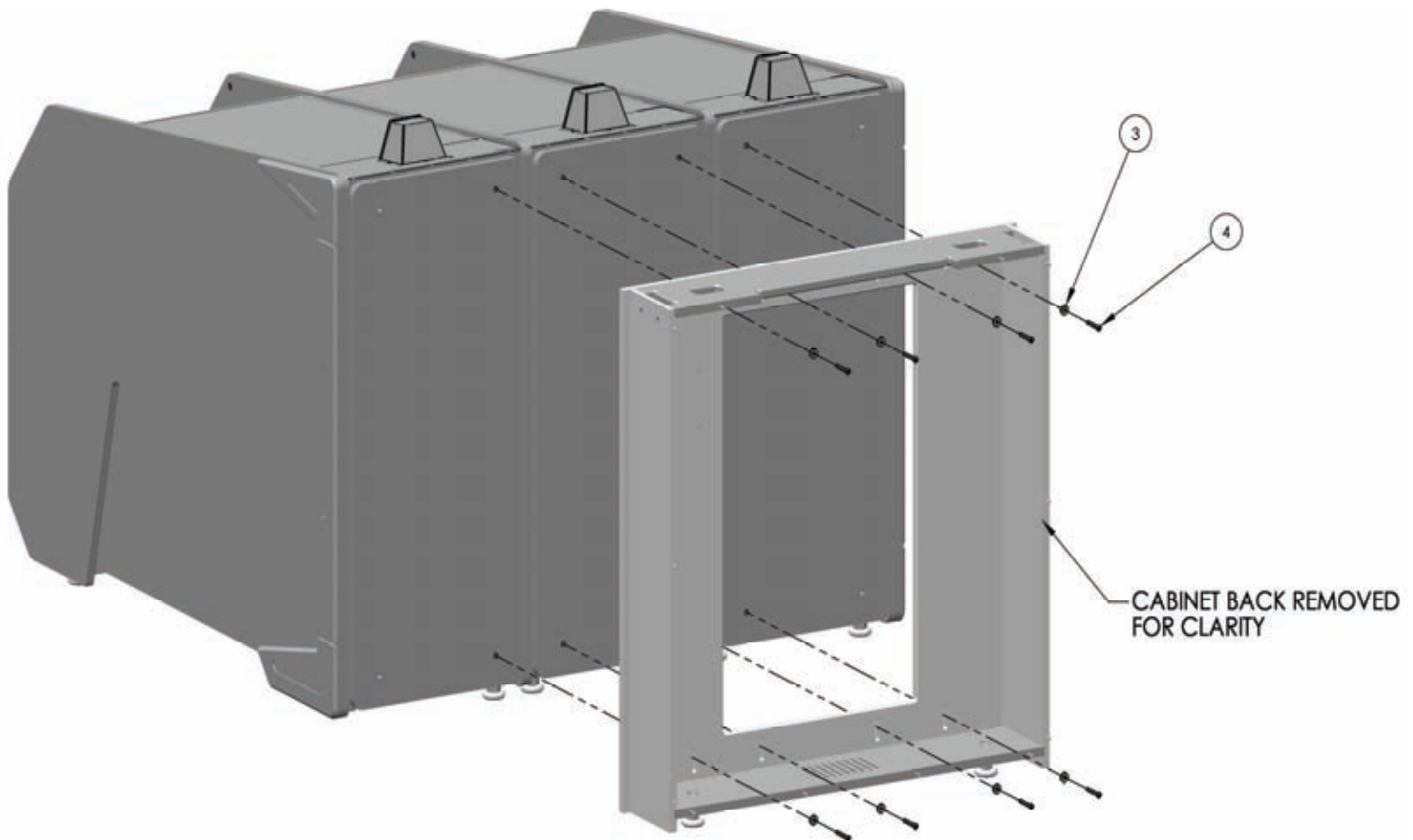
SETUP - WIRING LOCATIONS FOR BASE
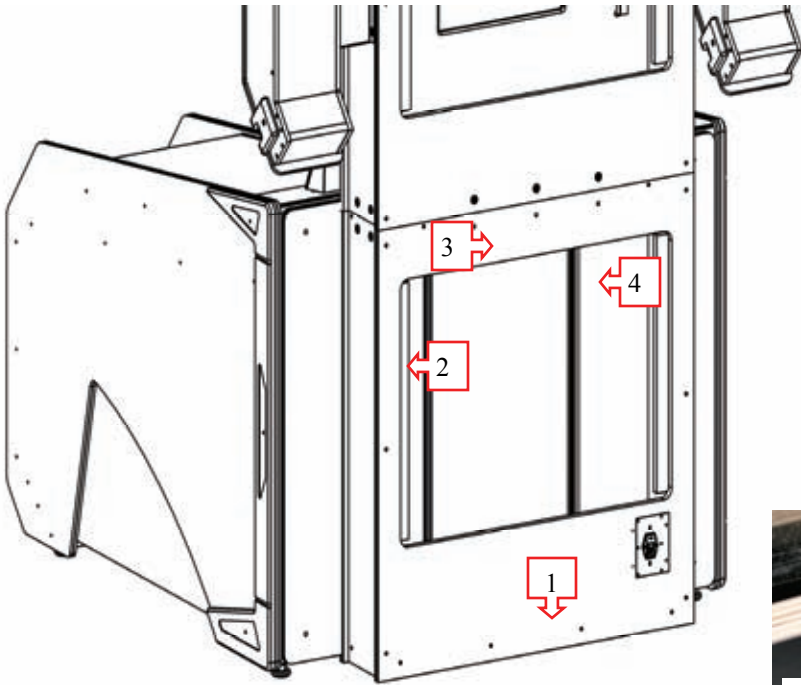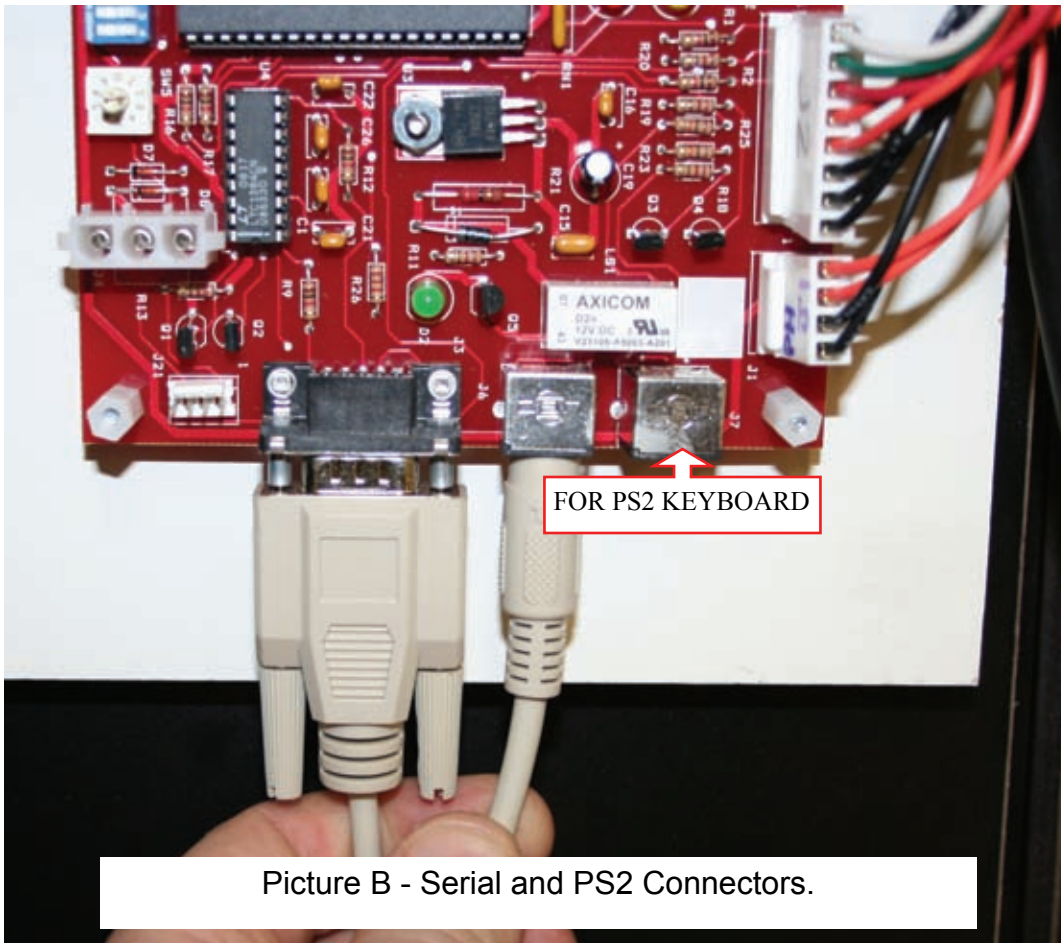
(1) Lower AC Connector
     (Picture A)
(2) PS2 and SERIAL connectors
     (Picture B)
(3) Lower Speaker Connector
     (Picture C)
(4) DC power connector & 9 pin I/O connectors
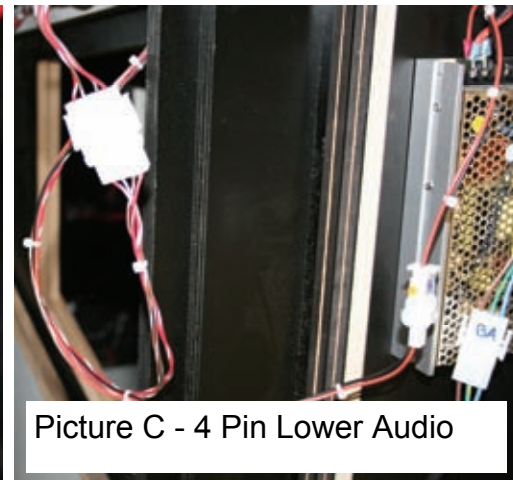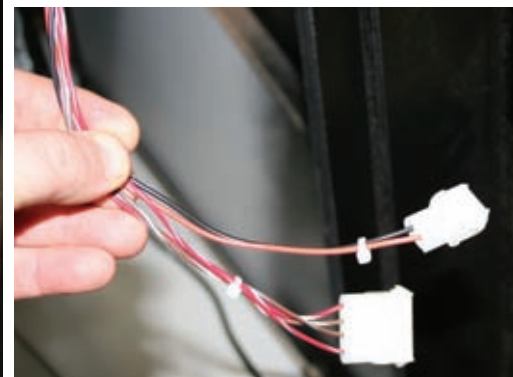   (Picture D and E)

Picture A - Lower AC Connector

Picture E - 9 Pin I/O

FOR PS2 KEYBOARD
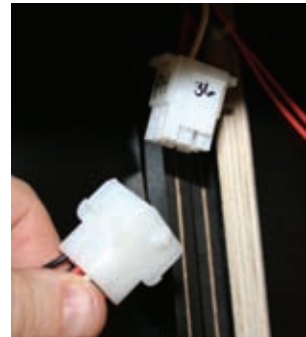
Picture C - 4 Pin Lower Audio

Picture B - Serial and PS2 Connectors.

4 Pin Lower Audio and DC Power

SETUP - Marquee and Speaker Install

Your game might be shipped with the marquee removed and or the speakers. Follow these instructions to attach either your marquee and or the speakers to your game.

DETAIL A
SCALE 1 : 5
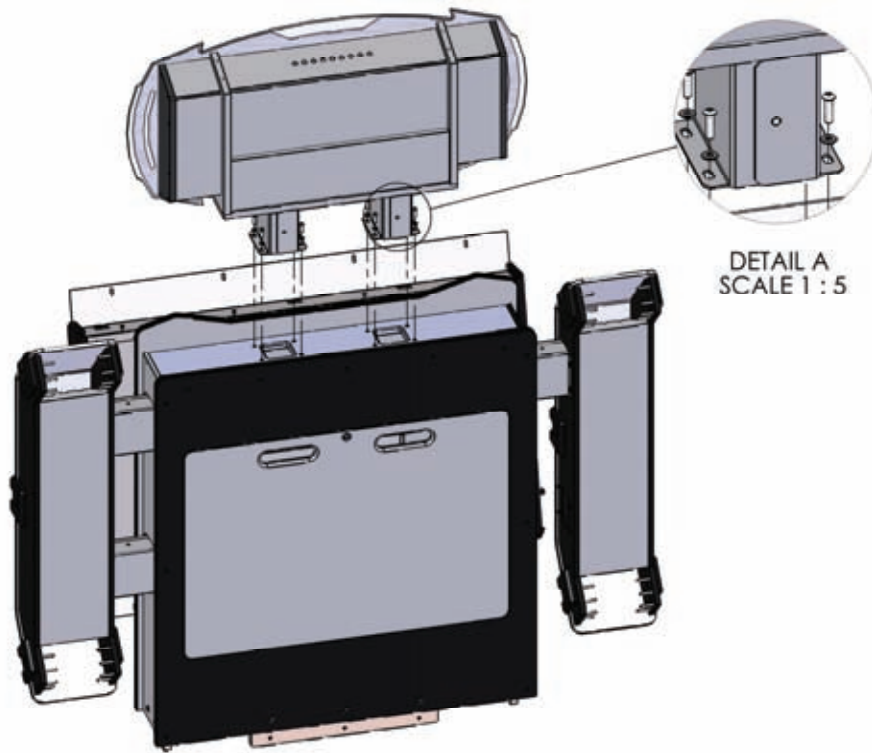
MARQUEE INSTALL

Position your marquee as shown and attach four bolts with washers for each side. Be sure to carefully insert the AC plug through the right side so that you do not pinch the harness when tightening the mounting hardware. Remove the monitor cabinet back and Connect the AC wiring. Replace the back panel.

DETAIL A
SCALE 1 : 5
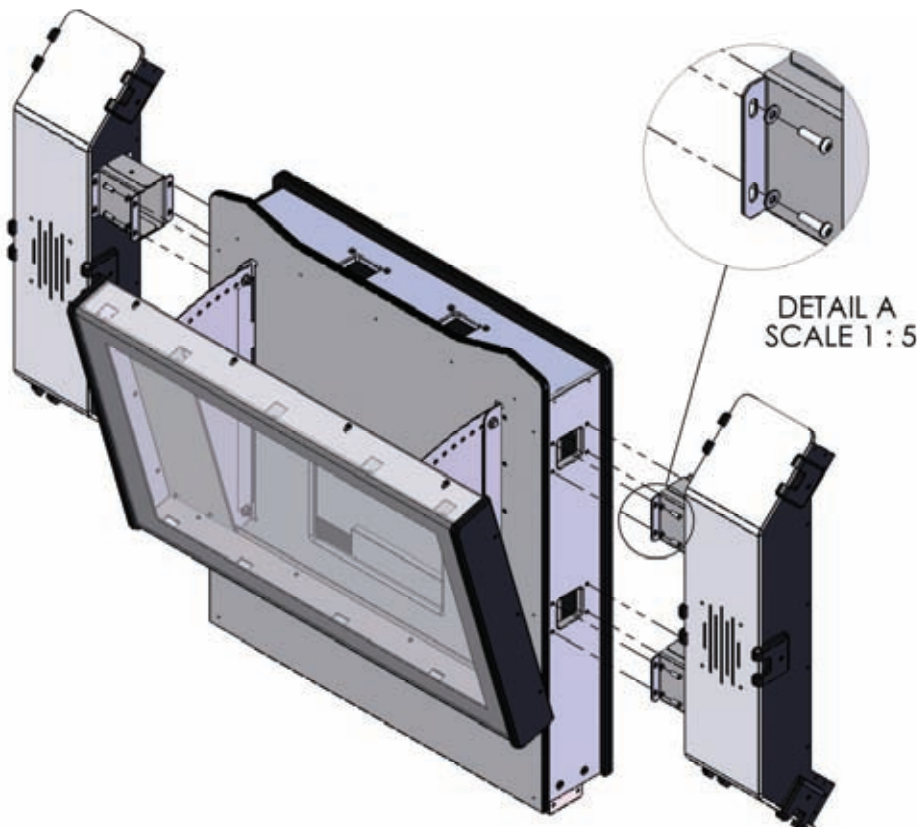
SPEAKER INSTALL

Position speaker as shown and insert the speaker wire through the lower mount and into the monitor cabinet. You will have to remove the back of the monitor cabinet to access the mounting hole. Using the provided hardware install and tighten hardware as shown. Connect the speaker harness. Repeat for the remaining speaker.

SETUP - SPLITTING OF STATION CABINETS

It might be necessary to split the three stations so that your game will fit through a standard door opening. Open the bottom cabinet door and disconnect the wiring shown in "SETUP - WIRING LOCATIONS FOR BASE" section of the manual. Remove the upper and lower mounting hardware as shown below. It will be necessary to have another person to stabilize the back section of your game while removing the hardware and put aside. Remove the mounting hardware shown in diagrams A,B,C "Splitting of the Station Cabinets". Stations one and three have wiring which must be disconnected before splitting. Facing the cabinet, station one is located on the left and station three is located on the right. Remove the glass and playfield header as shown in "SETUP - ACCESS WIRING IN PLAYFIELDS". On Station one, disconnect J1, J2 and J17. On Station Three, disconnect J2 and J17. You can now pull the cabinets apart.

CABINET BACK REMOVED FOR CLARITY
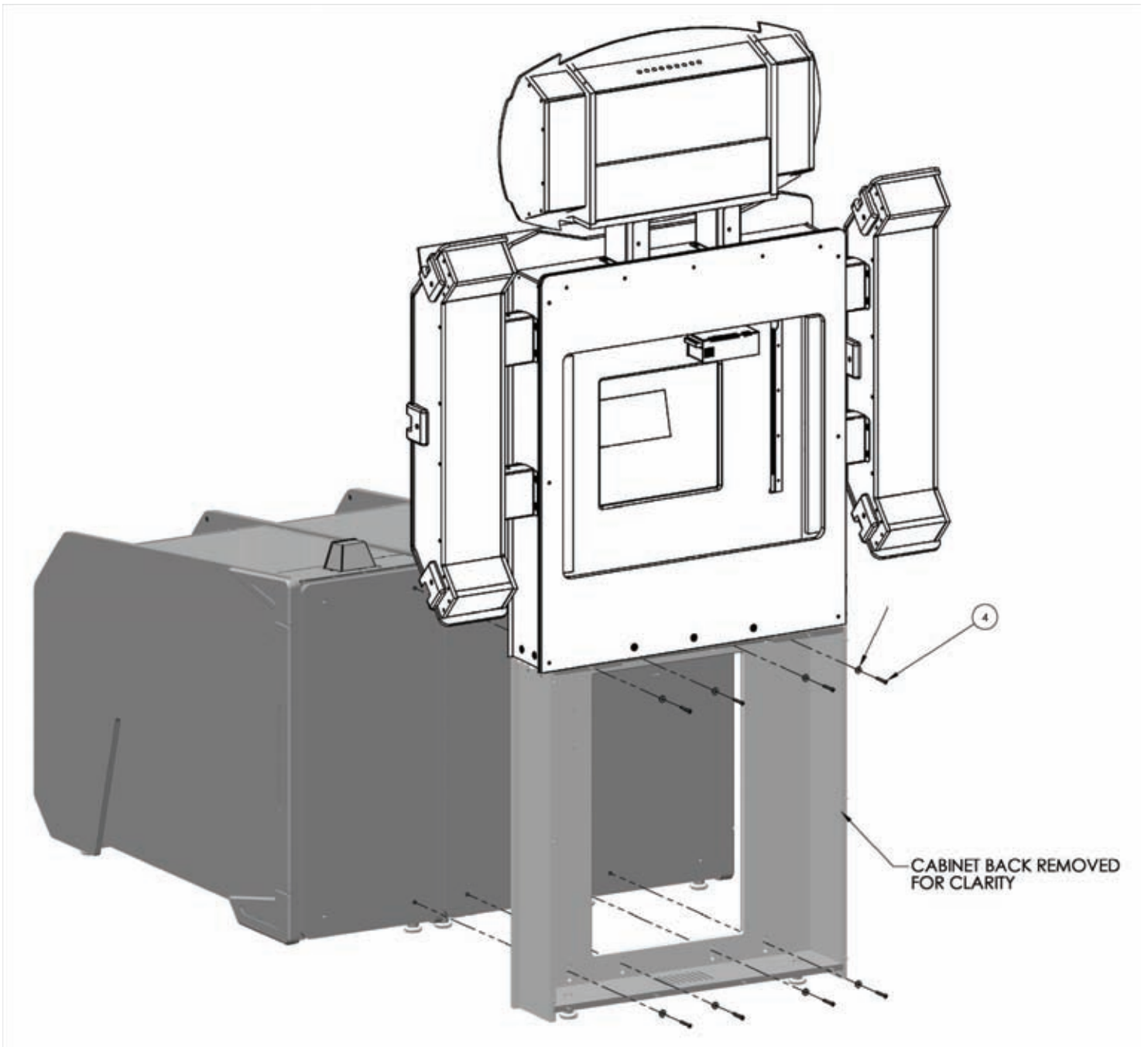
ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
4	STUD 2-875	1/4-20 x 2-7/8 STUD	2
6	6444	1/4-20 x 15/32 JOINT CONNECTOR	24

DETAIL B
SCALE 1 : 3

DETAIL A
SCALE 1 : 3
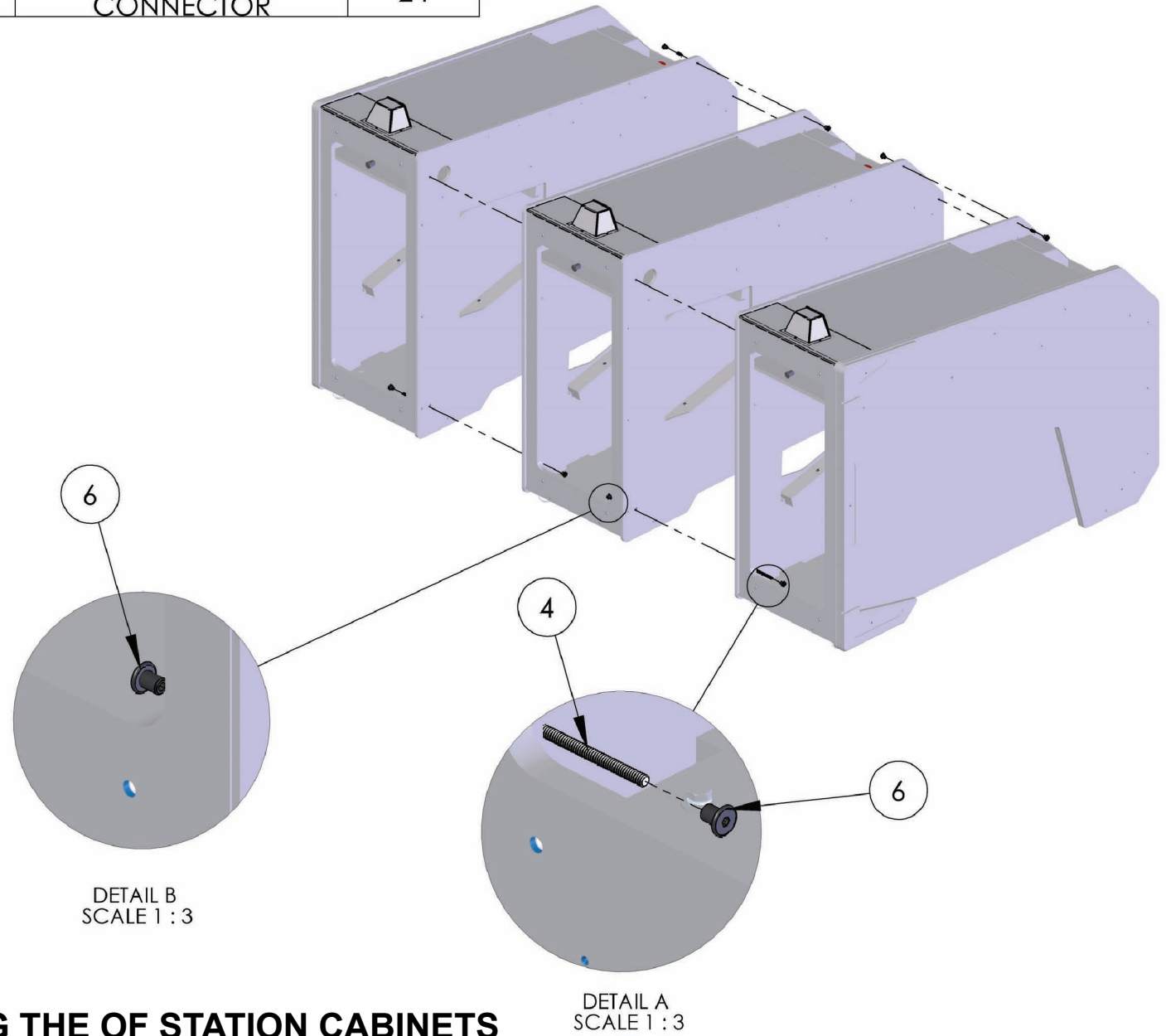
DIAGRAM A:SPLITTING THE OF STATION CABINETS

ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
5	6022	1/4-20 x 3/4 STUD	10
6	6444	1/4-20 x 15/32 JOINT CONNECTOR	24

DETAIL B
SCALE 1 : 5

DETAIL A
SCALE 1 : 5
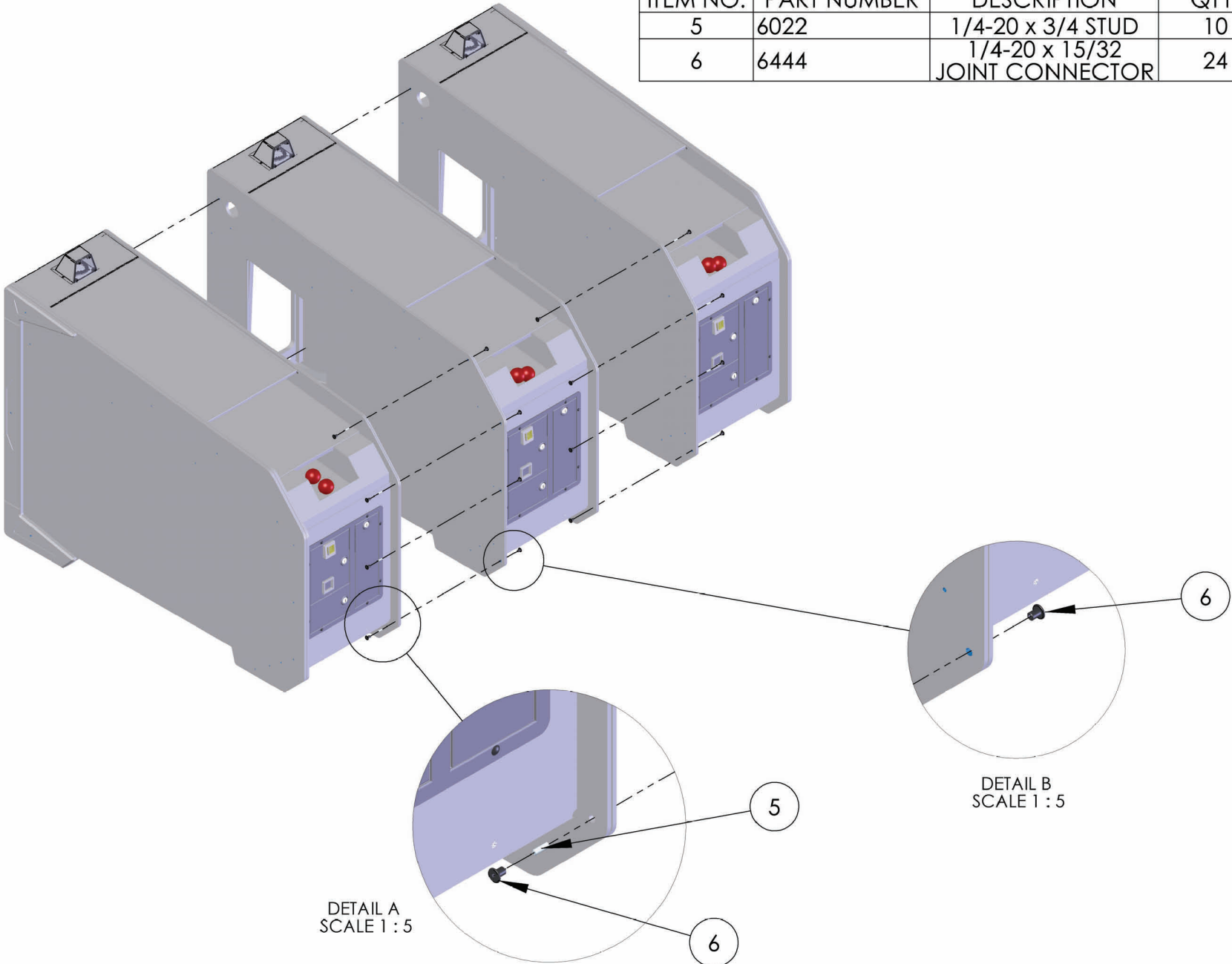
DIAGRAM B:SPLITTING THE OF STATION CABINETS

DETAIL A
SCALE 1 : 3

DETAIL B
SCALE 1 : 3
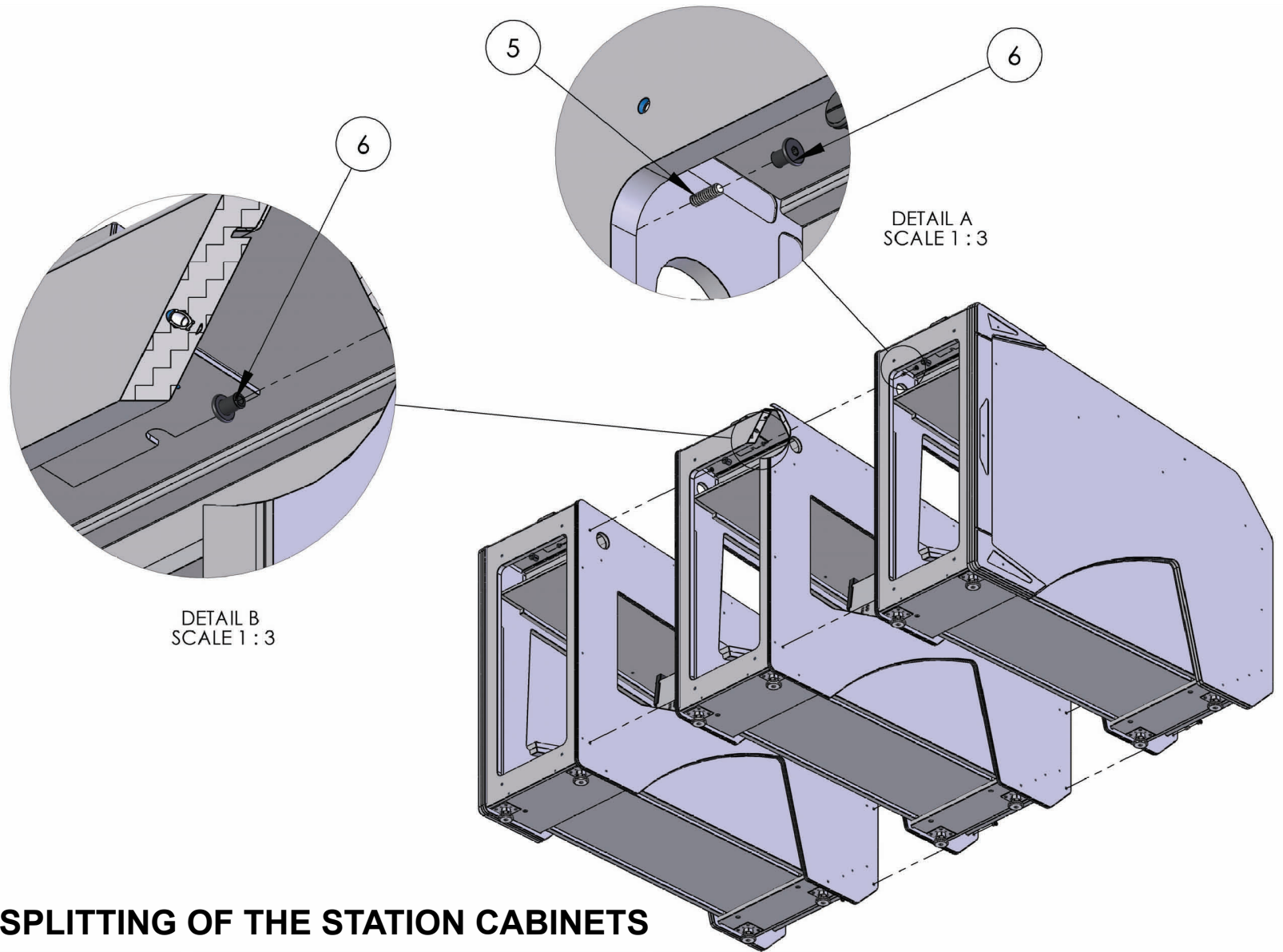
DIAGRAM C:SPLITTING OF THE STATION CABINETS

ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
5	6022	1/4-20 x 3/4 STUD	10
6	6444	1/4-20 x 15/32 JOINT CONNECTOR	24

SETUP - ACCESS WIRING IN PLAYFIELDS

At the back of each playfield are the wiring connections. The wiring connectors are labeled to match the correct wiring harness. If a playfield is replaced the station ID number must be set to the correct station number it will be used in. This is done by turning the "pot switch" to the desired station ID. Station 1 would be set to 1, 2 would be set to 2, etc...
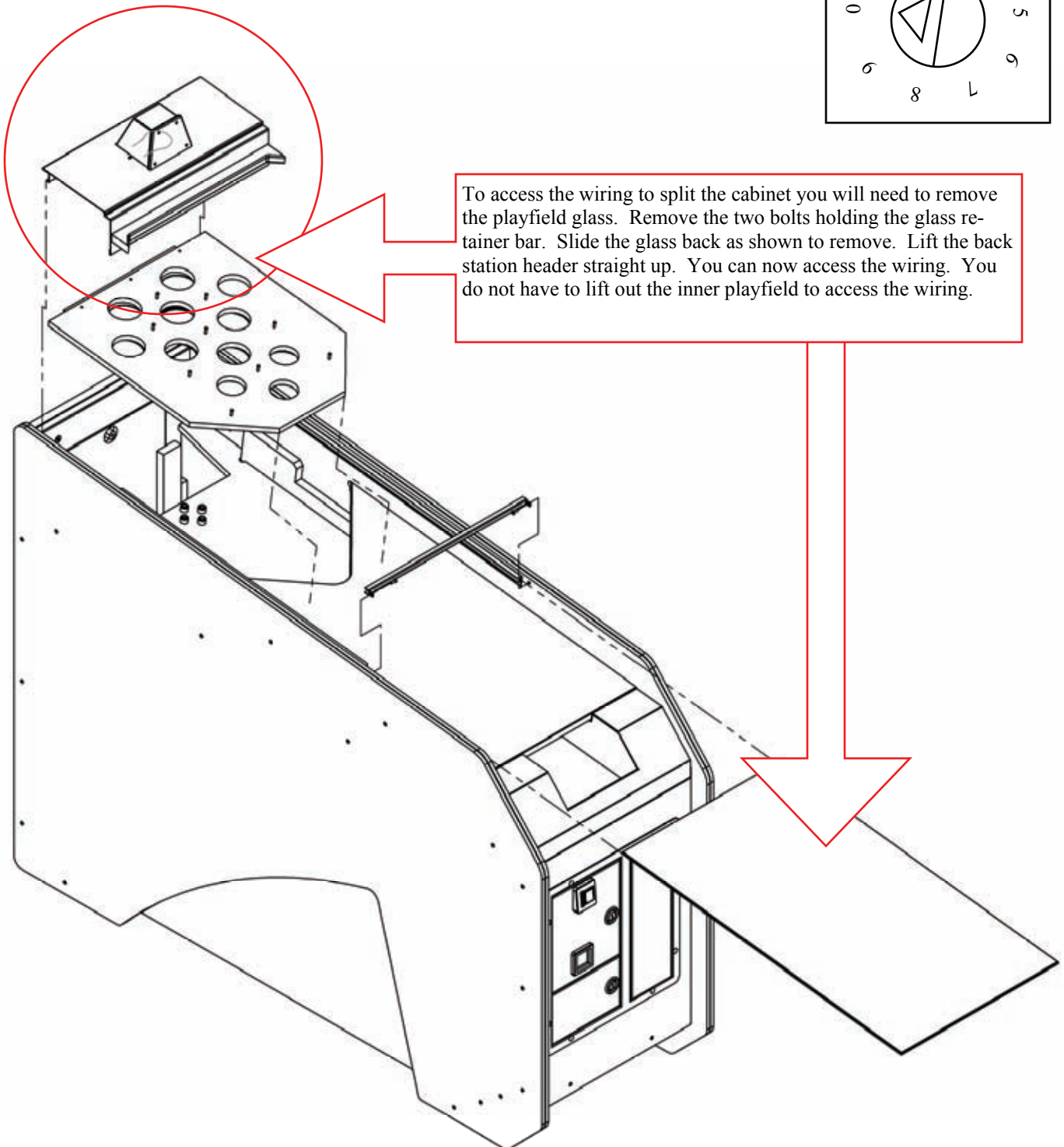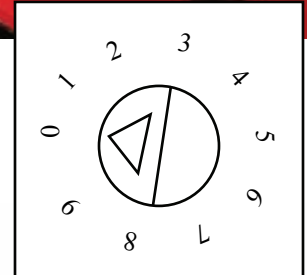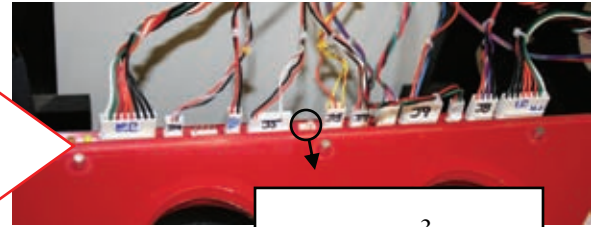
To access the wiring to split the cabinet you will need to remove the playfield glass. Remove the two bolts holding the glass retainer bar. Slide the glass back as shown to remove. Lift the back station header straight up. You can now access the wiring. You do not have to lift out the inner playfield to access the wiring.

SETUP

METERS AND TICKET DISPENSER LOCATION

Each station has its own ticket dispenser, ticket meter and coin meter. Each is located through the front of each station.

ACCESSING PROGRAMMING

To program the game, you will need to open the lower back cabinet door. You will find small a pcb with two rotation switches at location SW4 and SW5. There is also a single bank of four dipswitch at location SW3.

PROGRAM SWITCHES LOCATION

Located on SW4 and SW5 is a knob that can be rotated or dialed to the desire option number. There is a small arrow (not the screw driver slot) that determines which number it is at.
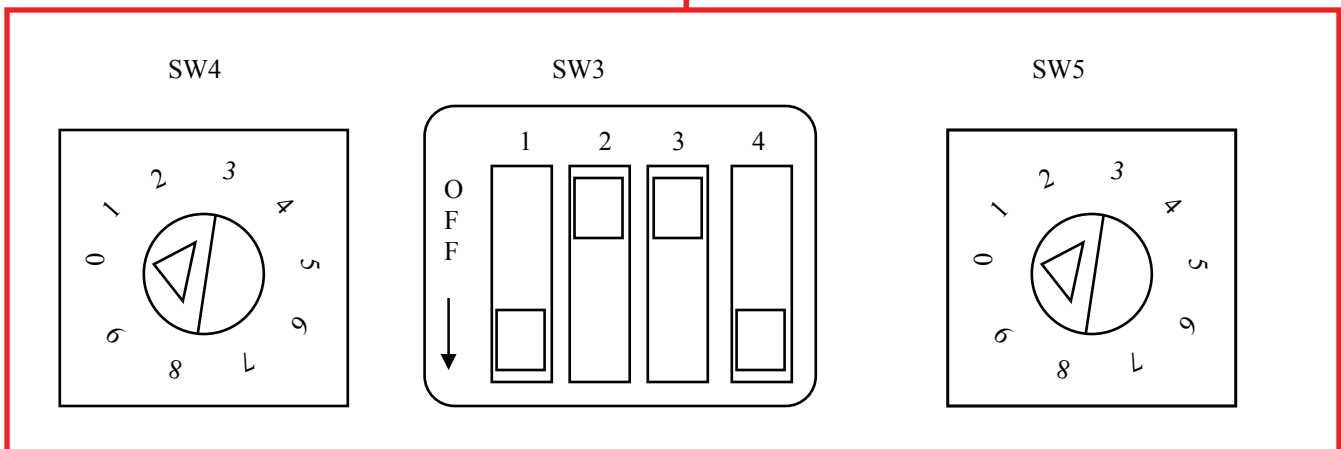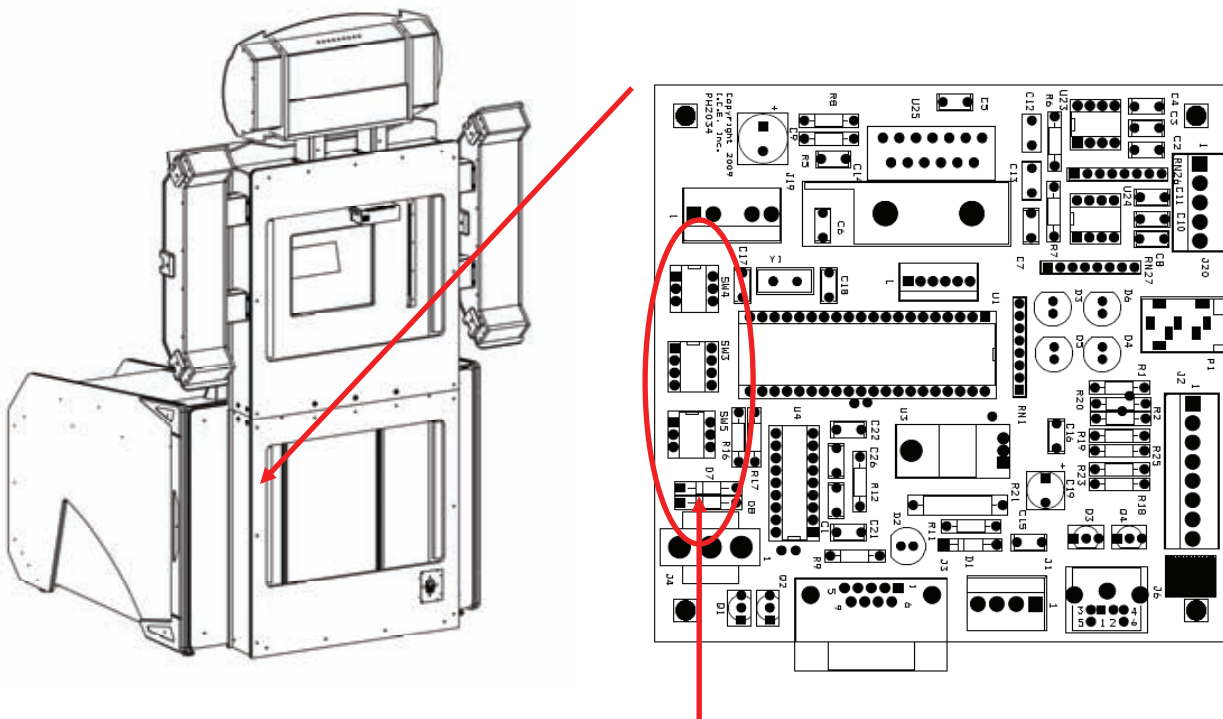
PROGRAMMING SHEET

OPTION 1 (SW4) Cost Game. : This rotary switch determines how many pulses it takes before a game can start. Fox example, setting this switch on 1 and you are accepting quarters it will require one quarter to play. A setting of 4 would require either 4 quarters or $1 dollar to play (If a bill acceptor is installed).

0 = Free Play
1 = 1 pulses to start
2 = 2 pulses to start
3 = 3 pulses to start
4 = 4 pulses to start
5 = 5 pulses to start
6 = 6 pulses to start
7 = 7 pulses to start
8 = 8 pulses to start
9 = 9 pulses to start

Option 2 (SW5) Tickets per Station : This rotary switch determines how many tickets to payout to the winners. Dipswitch 4 determines which table to use for how many tickets to payout. For example, a setting of 8 and dipswitch 4 is off would pay out a total of 20 tickets but if dipswitch 4 was on it would pay out 80 total tickets. Tickets can be either divided among players depending on their results of the race or only given to the first place winner. This is configured by dipswitch 1. See dipswitch settings and Note 1 below.

TABLE 1 (Dipswitch 4 off)	TABLE 2 (Dipswitch 4 on)
0 = No Tickets	0=25 Tickets
1 = 3 Ticket	1=30 Tickets
2 = 5 Tickets	2=35 Tickets
3 = 8 Tickets	3=40 Tickets
4 = 10 Tickets	4=45 Tickets
5 = 12 Tickets	5=50 Tickets
6 = 15 Tickets	6=60 Tickets
7 = 18 Tickets	7=70 Tickets
8 = 20 Tickets	8=80 Tickets
9 = 23 Tickets	9=90 Tickets

Dip Switch Settings

1 = All or Distributed (see note 1)
2 = JFP Tickets for 4th and 5th place when distributed or 2nd-5th when set for all (see next page)
3 = JFP Tickets for 4th and 5th place when distributed or 2nd-5th when set for all (see next page)
4 = What table to use. On = Table 2 Off = Table 1.

Note 1:
Distribution: If this option is off, the tickets will be distributed by 60% to the first place winner, 30% for the second place winner, 10 % for the third place winner, and JFP tickets for the fourth and fifth. For example if you turn this option off and are paying out a total of 10 tickets, it would pay 6 tickets to the winner, 3 tickets to the second place winner and 1 ticket to the third place winner. If there are more players, none would be paid to them unless you have JFP set.
All: If this option is on, the tickets would all pay to the first place winner and none would be paid to the remaining players unless you have JFP set.

PROGRAMMING SHEET

You can also give tickets away for 4th and 5th place when the game has been set to distribute its tickets or you can pay out a set number of tickets for 2nd through 5th when the game is set to pay-out all tickets to 1st place winner. See below for settings.
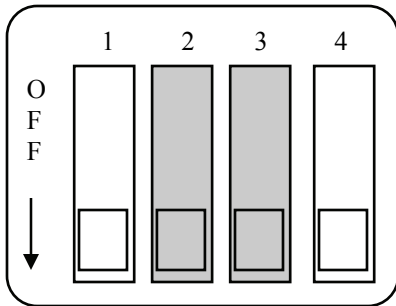
Disabled
Game will pay out tickets per game settings.
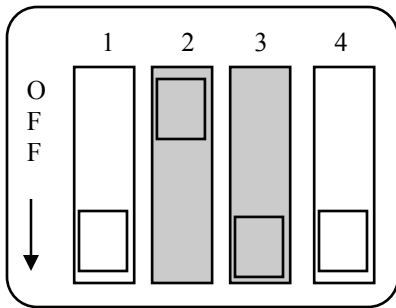
Pay out 1 tickets just for playing.
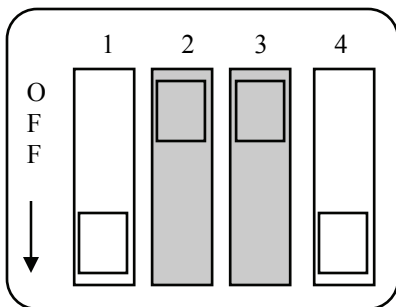
Pay out 5 tickets just for playing.
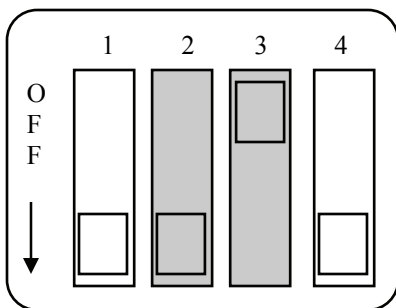
Pay out 2 ticket just for playing.

PAYOUT SHEET

The chart below shows the recommended amount of tickets that should be paid out to achieve your desired payout percentage.

 For example if you wish to have a 30% payout and are charging .25 cent per play you will need to set Dip switch 4 to off, turn rotary switch 5 to position 3. If you wish to distribute the tickets among the winners, you will also need to set dipswitch 1 to the off position. Regardless of what dipswitch 1 is set to the total number of tickets that are paid out will be 8 or equal 8.

Game Cost	20% Payout	25%Payout	30% Payout	35% Payout	40% Payout
.25¢	5 Tickets	6 Tickets	8 Tickets	9 Tickets	10 Tickets
.50¢	10 Tickets	12 Tickets	15 Tickets	18 Tickets	20 Tickets
.75¢	15 Tickets	18 Tickets	23 Tickets	27 Tickets	30 Tickets
$1.00	20 Tickets	24 Tickets	30 Tickets	36 Tickets	40 Tickets
$1.50	30 Tickets	36 Tickets	45 Tickets	54 Tickets	60 Tickets
$2.00	40 Tickets	48 Tickets	60 Tickets	72 Tickets	80 Tickets

SETUP

Volume Control

To access the volume control, open the coin door of station 2 (Center station). Located slightly above on the left is a small amplifier. A volume knob is located toward the lower section of the amplifier. See picture below.
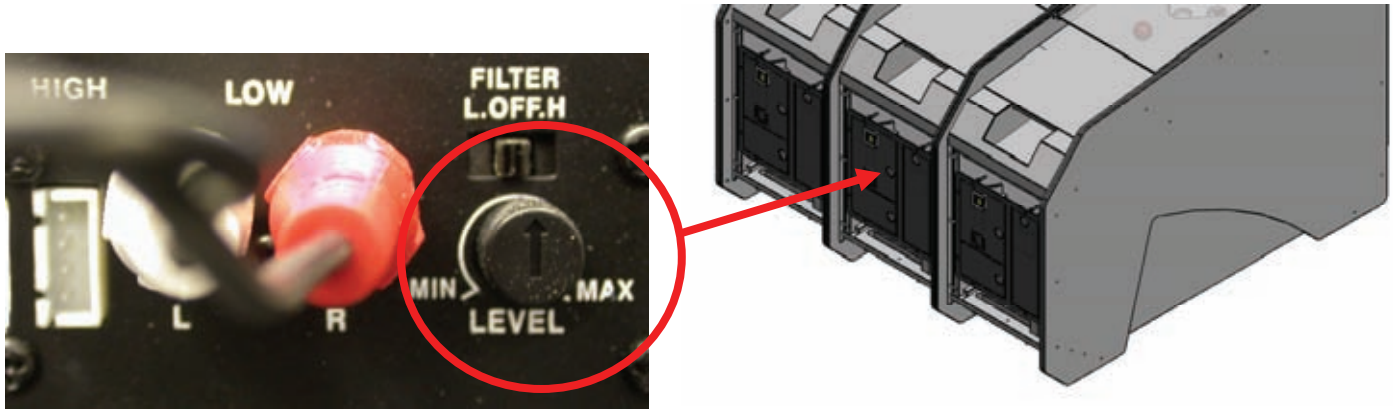
PS2 Keyboard

Located below the I/O board is the control switch to enable the keyboard. A LED indicator will be on when the keyboard is enabled. While the keyboard is enabled, the LED indicator will be on. For proper operation of your game, this switch needs to be in the off position. The LED indicator will be off also. You do not need to enable the keyboard unless directed by ICE Service department.

TROUBLE SHOOTING

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 screws.

Ball Gate Assembly

ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	PH3093	MOTOR MOUNT	1
2	PH3080	BALL GATE RAIL LEFT	1
3	PH1027	BALL GATE	1
4	PH3081	BALL GATE RAIL LEFT	1
5	BC1020	BRACKET (WAGON STOP)	2
6	6061	8-32 CAB INSERT (J-50111)	4
7	6240	#8 USS WASHER (BLACK)	8
8	6238	BHCS, #8-32 x 1" LG. (BLACK OXIDE)	8
9	PC60624	#8 x 2 PARTICAL BOARD SCREW(4000)	4
10	CL2011	SOLENOID (GUARDIAN 4HD-C-12D)	1
11	CL2011-B	SOLENOID PLUNGER	1
12	6122	COTTER PIN 3/32 x 3/4	1

Monitor Removal
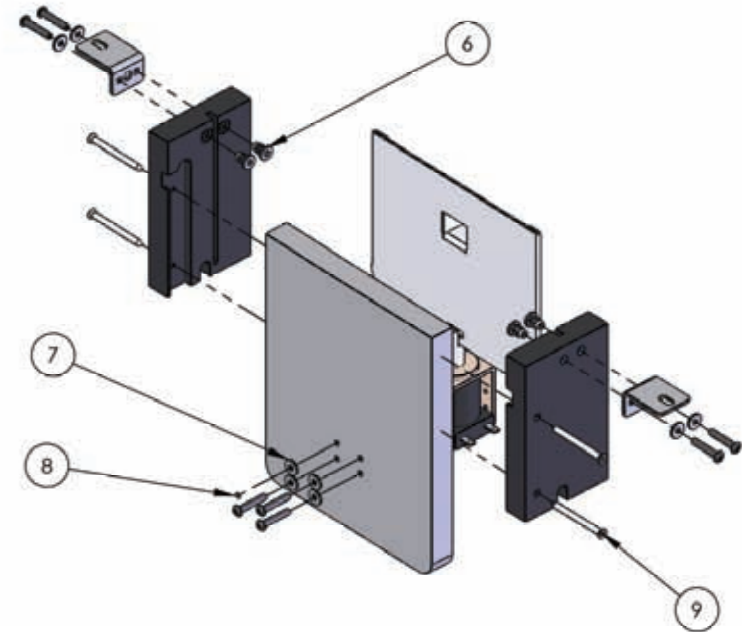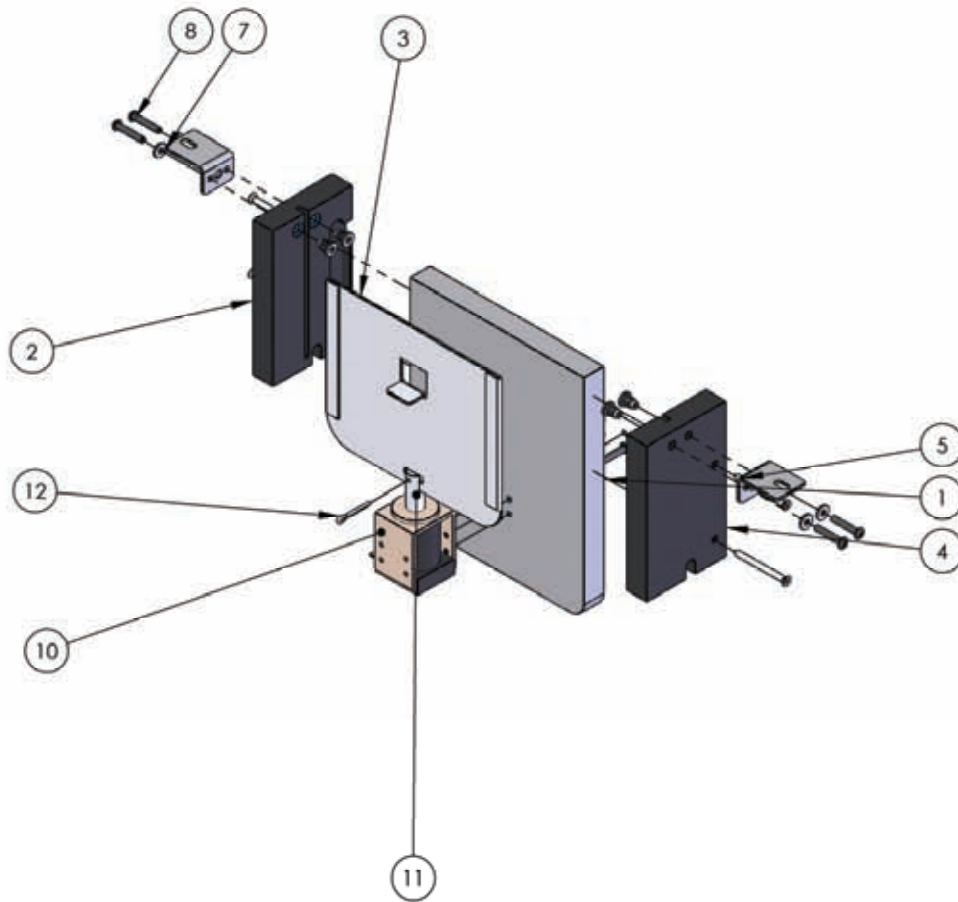
DETAIL A
SCALE 1 : 5

DETAIL B
SCALE 1 : 5

21
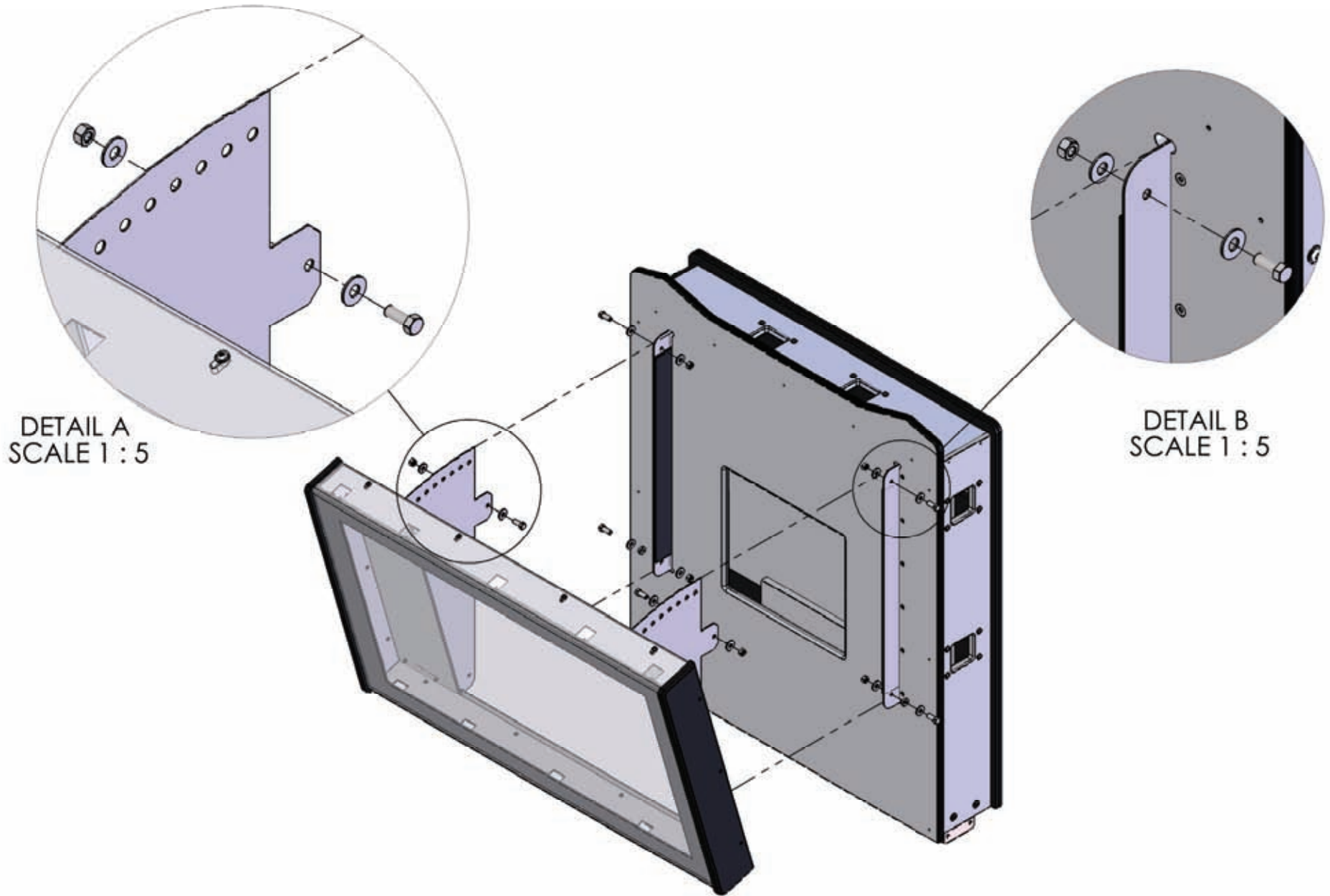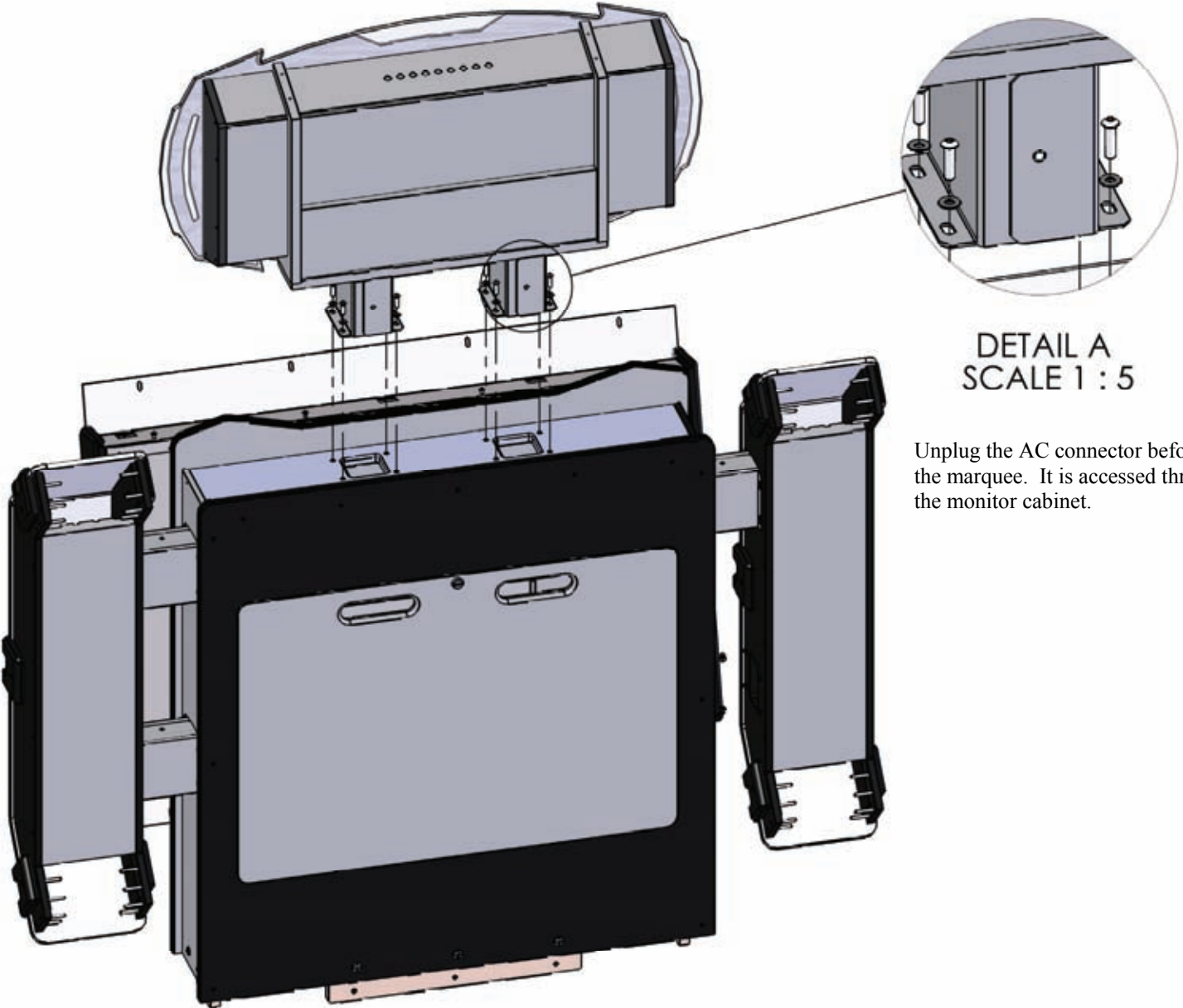
Marquee Removal

DETAIL A
SCALE 1 : 5

Unplug the AC connector before disassembling the marquee. It is accessed through the back of the monitor cabinet.

Speaker Removal

DETAIL A
SCALE 1 : 5
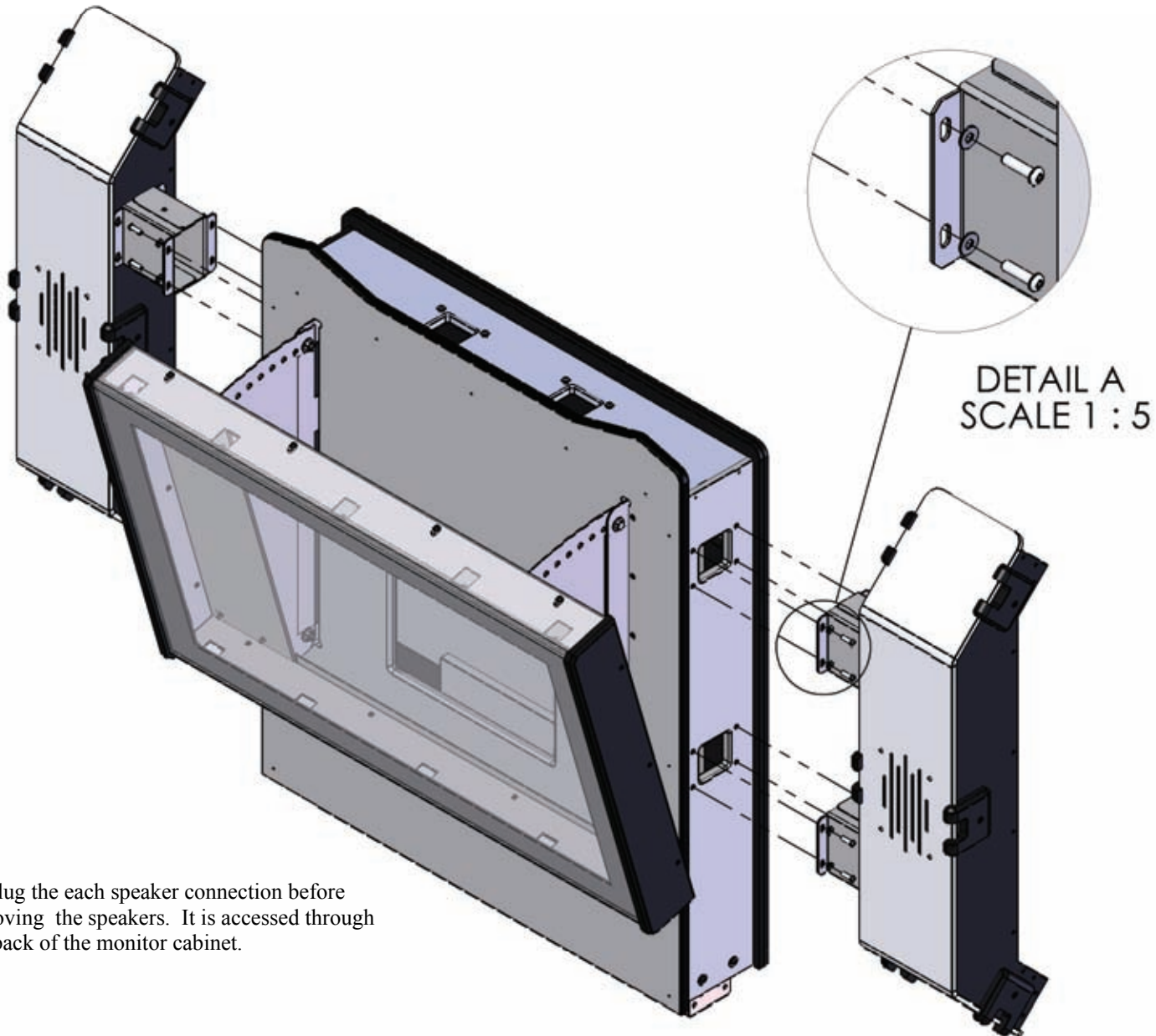
Unplug the each speaker connection before removing the speakers. It is accessed through the back of the monitor cabinet.

Station Cabinet Assembly

Playfield assembly.
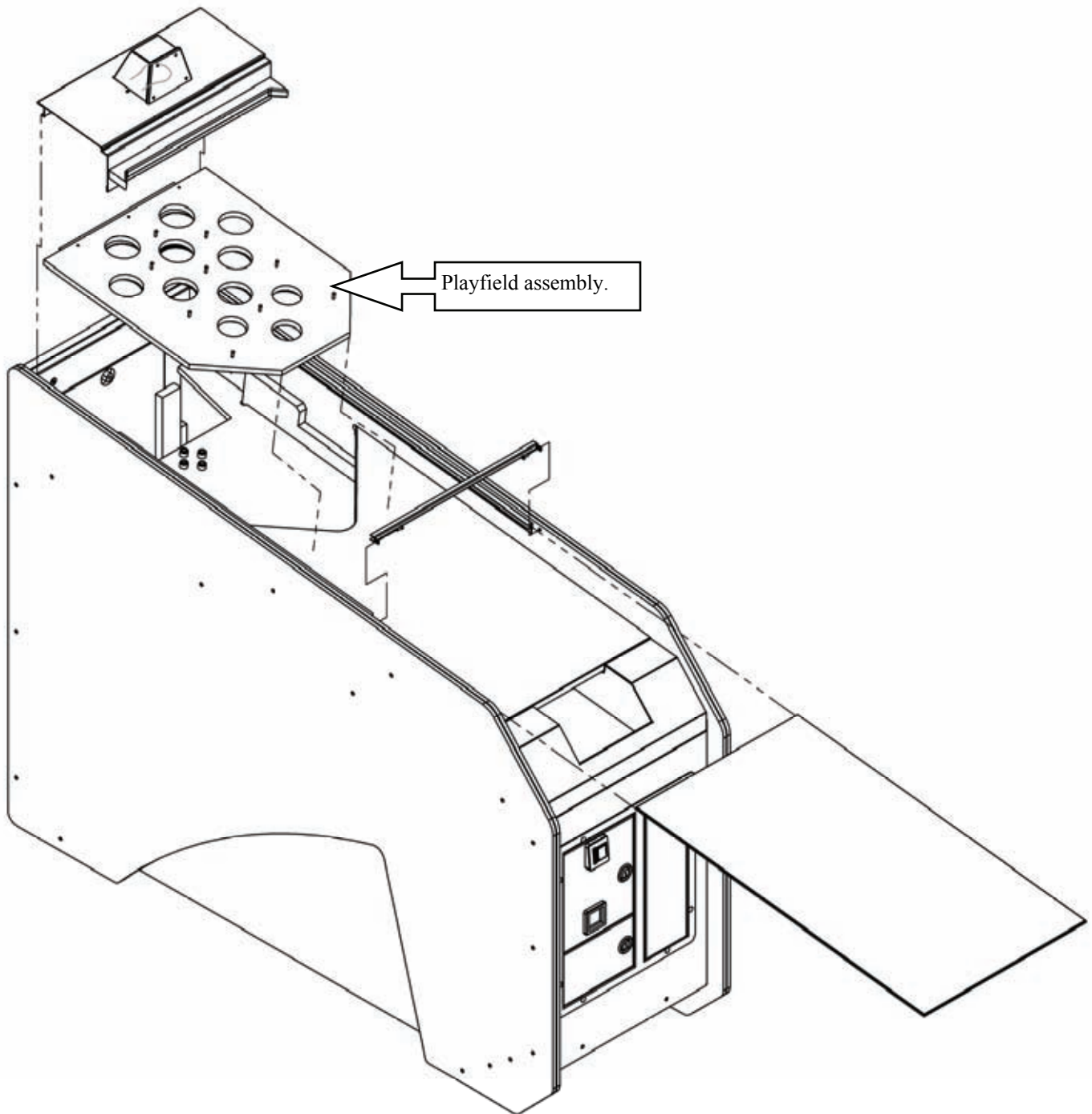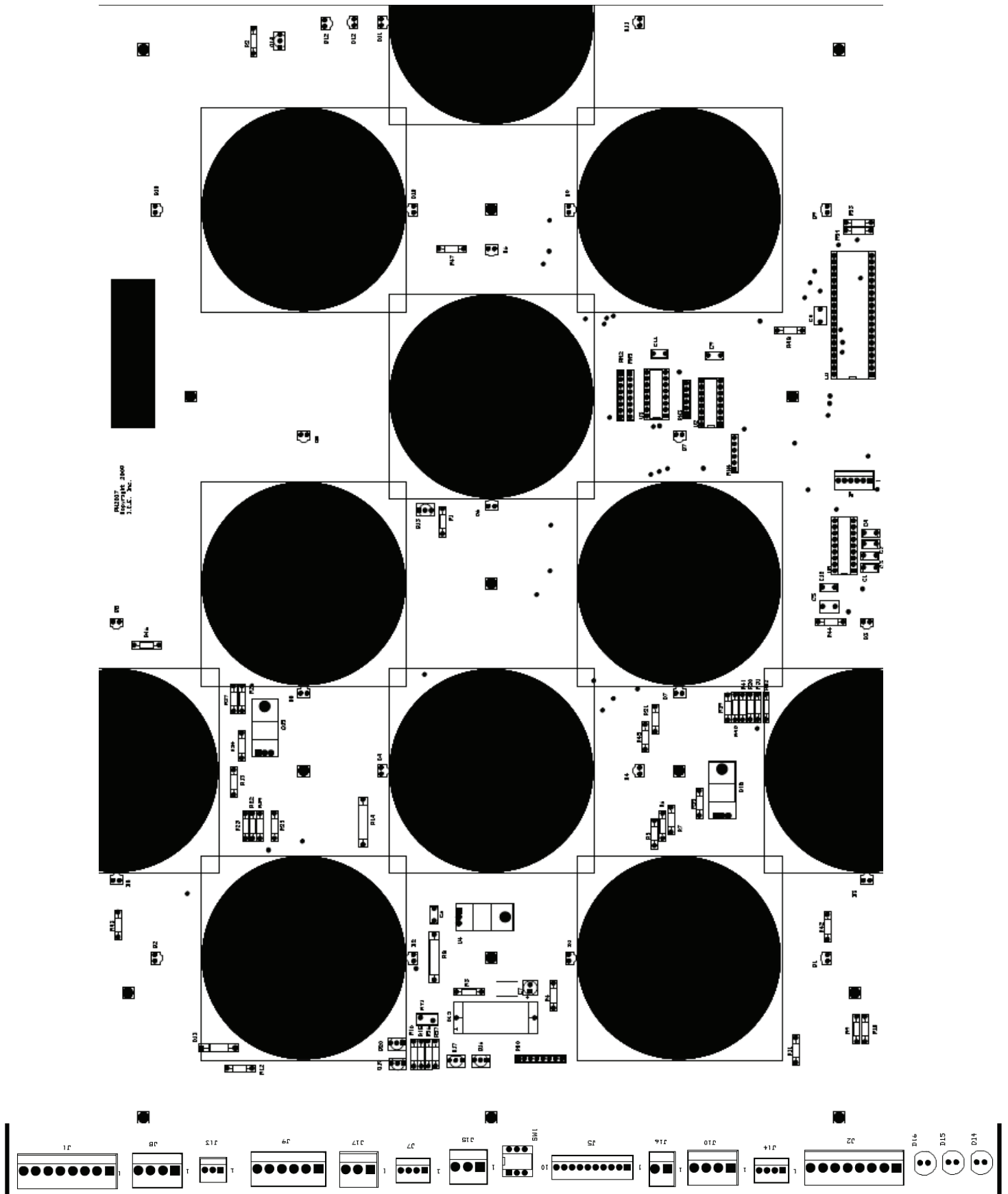
Spare Parts

EV2009	Audio Amp
8975PHX	Assembly Blue Meteor Light
CL2011	Solenoid
E00211	Low ticket switch
HH5005	Ticket Dispenser (Entropy)
PH1027	Ball gate
PH2032X	RGB LED Pcb
PH2037X	Ball Sensor PCBA
PH2037B	Call Sensor PCBB
PH7003	Playfield
PH7031	Decal Tickets
RR1024	Double ticket bin
MON47EST	47" LCD Monitor
PH2000	Computer
PH2034X	PCBA Main I/O
PH2034B	PCBB Main I/O
E00038	Fuse 4 amp
E00382	Bulb CF 27W
PH7035	Front decal
PH7040	Decal Podium number 1
PH7041	Decal Podium number 2
PH7042	Decal Podium number 3
PH7050	Decal Podium side left
PH7051	Decal Podium side right
PH9001	Service Manual
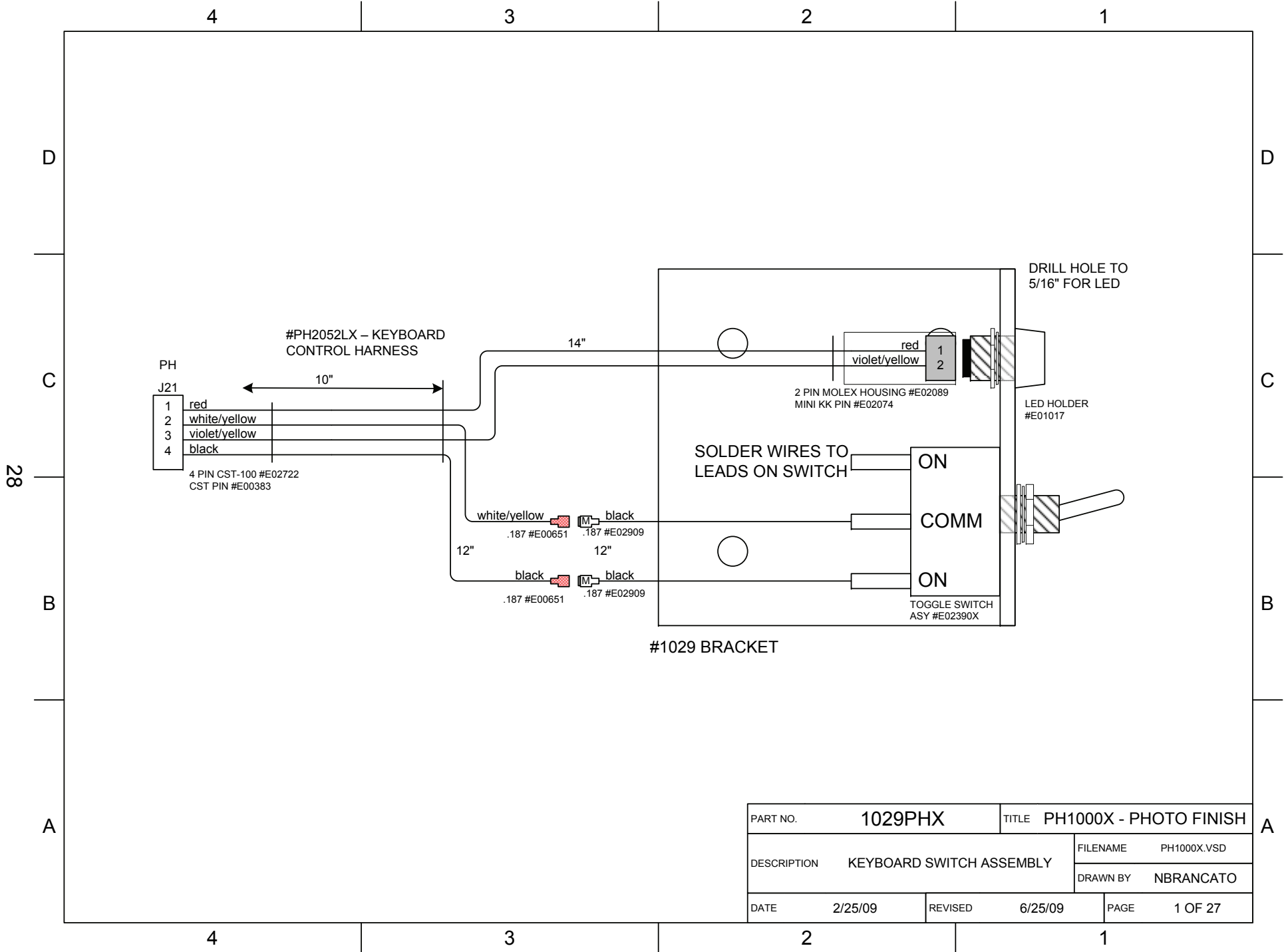
4   3   2   1

D

28

C

DRILL HOLE TO
5/16" FOR LED

#PH2052LX – KEYBOARD
CONTROL HARNESS

14"

red
violet/yellow

1
2

PH

J21

10"

2 PIN MOLEX HOUSING #E02089
MINI KK PIN #E02074

LED HOLDER
#E01017

1   red
2   white/yellow
3   violet/yellow
4   black

4 PIN CST-100 #E02722
CST PIN #E00383

SOLDER WIRES TO
LEADS ON SWITCH

ON

white/yellow   black
.187 #E00651   .187 #E02909

COMM

12"   12"

black   black
.187 #E00651   .187 #E02909

ON

TOGGLE SWITCH
ASY #E02390X

#1029 BRACKET

B

A

29

D

C

TO:
PH2051HX

FULL LENGTH
15"

blue   blue

black   black & red & yellow

red

yellow

PH
1
2

2 PIN PLUG #E02103
SOLID PIN #E08260

METEOR LIGHT #8975

CUT OFF 4 PIN CONNECTOR AND
REPLACE WITH 2 PIN M & L PLUG

B

A
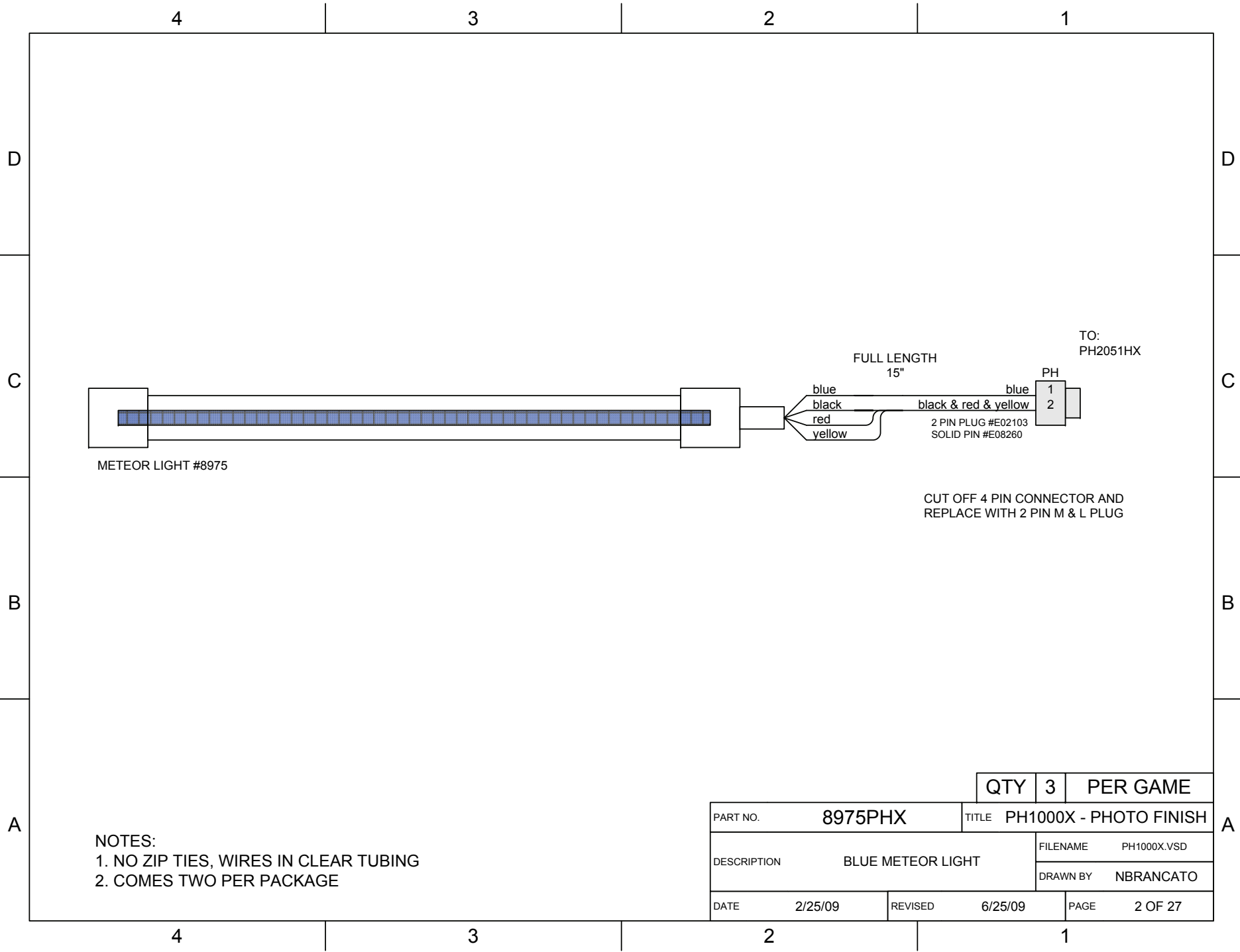
NOTES:
1. NO ZIP TIES, WIRES IN CLEAR TUBING
2. COMES TWO PER PACKAGE

QTY	3	PER GAME

PART NO.	8975PHX	TITLE	PH1000X - PHOTO FINISH
DESCRIPTION	BLUE METEOR LIGHT	FILENAME	PH1000X.VSD
		DRAWN BY	NBRANCATO
DATE	2/25/09	REVISED 6/25/09	PAGE 2 OF 27

D

TO:
POWER SUPPLY
#RB2010

MONITOR
POWER SUPPLY

C
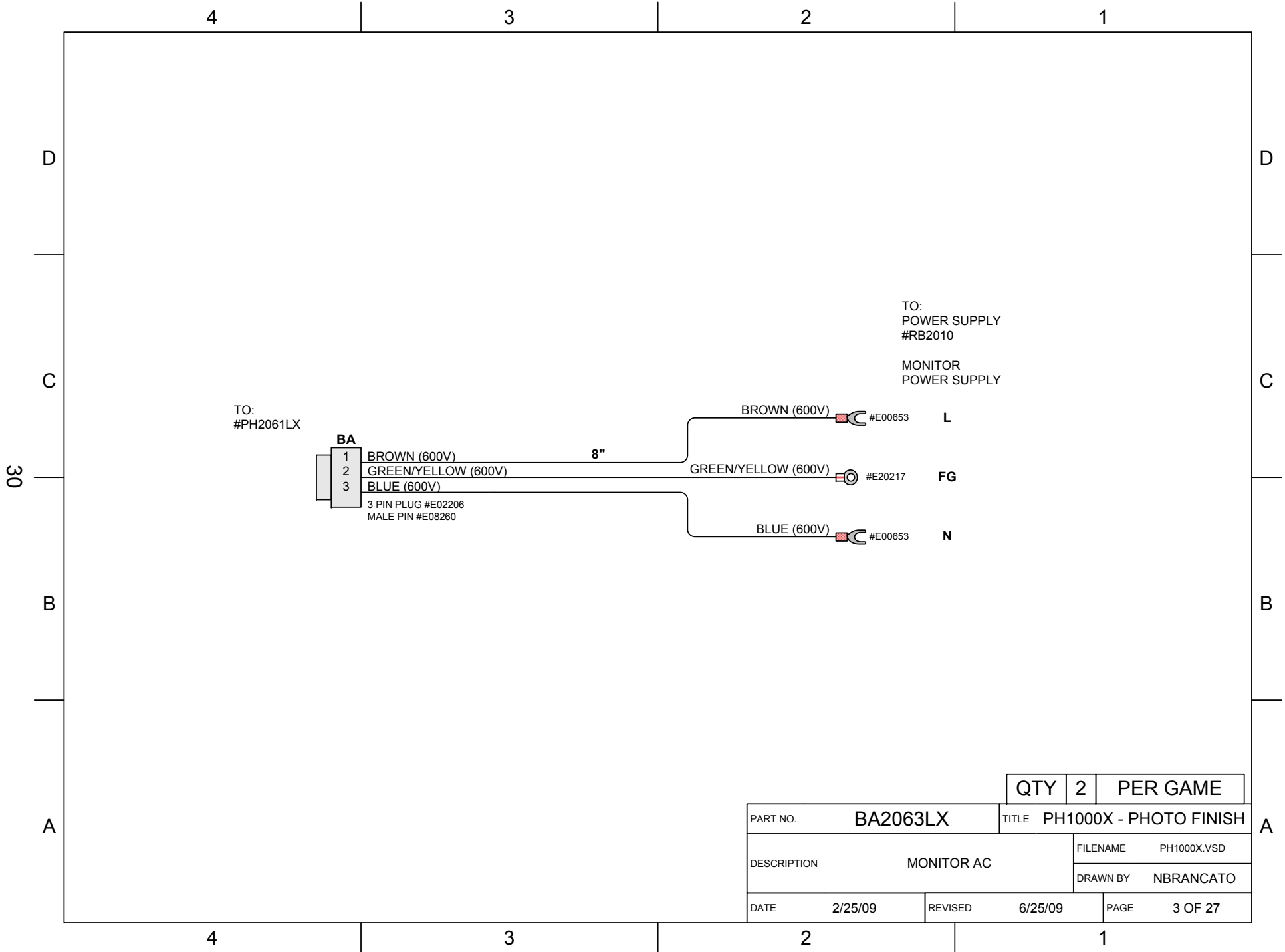
TO:
#PH2061LX

BA

1	BROWN (600V)
2	GREEN/YELLOW (600V)
3	BLUE (600V)

3 PIN PLUG #E02206
MALE PIN #E08260

8"

BROWN (600V) ☒ #E00653 **L**

GREEN/YELLOW (600V) #E20217 **FG**

BLUE (600V) ☒ #E00653 **N**

30

B

QTY	2	PER GAME

PART NO.	BA2063LX	TITLE	PH1000X - PHOTO FINISH

DESCRIPTION	MONITOR AC	FILENAME	PH1000X.VSD
		DRAWN BY	NBRANCATO

DATE	2/25/09	REVISED	6/25/09	PAGE	3 OF 27

A

COIN LIGHT

2"

12" orange/black .110 #E00650
12" black/orange .110 #E00650

BF

1
2
3
4
5
6
7
8 black 6"
9 KEY E02991
COIN -   10 black
COIN +   11 white/brown 6"
12V   12 orange/black
13
14 black 2"
GROUND   14
COIN PULSE 15 black 2"   #2558
12V   16 red 2"   #2558
COIN LIGHT 17 black/orange
12V   18 orange 6"
19

.250 #E00654

black .250 FLAG #E00648

white/red .250 FLAG #E00648

.250 #E00654

BLACK
RED [0000000000]

12v COUNTER #PC20224

.250 #E00654

#8211 T-SPLICE orange

.110 #E00650

CST HOUSING #E02713
CONTACT PIN #E00383

DECAL# 7079 (THIS SIDE UP)
ON "WINDOW" SIDE OF CONNECTOR

31

NOTES:
1. OPTIONAL FOR 340 CASHFLOW GAMES

QTY	3	PER GAME	
PART NO.	BF340X	TITLE	PH1000X - PHOTO FINISH
DESCRIPTION	CASH FLOW 340 ADAPTER	FILENAME	PH1000X.VSD
		DRAWN BY	NBRANCATO
DATE 2/25/09	REVISED 6/25/09	PAGE	4 OF 27

D

Cut wires on LED strip to 18"
add zip tie for strain relief

TO:
#PH2037X

PH

J16

+12VDC
Station Lite

| 1 | red |
| 2 | black |

18"

W   E00413 LED FLX ST WHT 18
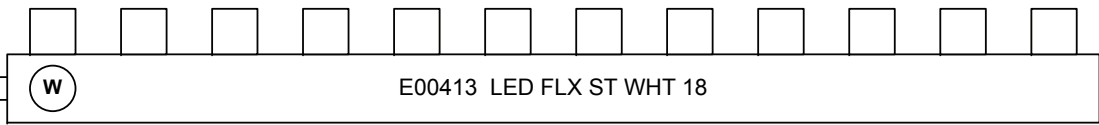
2 PIN AMP HOUSING #E02240
CONTACT PIN #E02201

DECAL #FR7033 (x1)

SETTING A7 ON PIN
MACHINE

C

32

B

QTY	3	PER GAME

PART NO.	E00413PHX	TITLE	PH1000X - PHOTO FINISH
DESCRIPTION	WHITE LED FLEX STRIP	FILENAME	E00413PHX.VSD
		DRAWN BY	NBRANCATO
DATE	2/25/09	REVISED	6/25/09	PAGE	5 OF 27

A

D

33

TO:
#PH2085MX

LED POWER
HARNESS #PE2063LX

PH

| 1 | red |
| 2 | black |

8"

2 PIN PLUG #E02103
SOLID PIN #E02100S

E00414 LED TAPE ST BLU

STRIP IS 20 CUT LENGTHS LONG

BLUE DOT
(x1) #7901

C

B

NOTES:
1. GOES TO FLOOR

A

QTY	4	PER GAME

PART NO.	E00414PHX	TITLE	PH1000X - PHOTO FINISH

DESCRIPTION	60 BLUE LED TAPE STRIP	FILENAME	E00413PHX.VSD
		DRAWN BY	NBRANCATO

DATE	2/25/09	REVISED	6/25/09	PAGE	6 OF 27

D

TO:
#PH2085MX

LED POWER
HARNESS #PE2063LX

PH

| 1 |
| 2 |

red   8"
black

2 PIN PLUG #E02103
SOLID PIN #E02100S

E00459 LED TAPE ST GRN

C

STRIP IS 20 CUT LENGTHS LONG

GREEN DOT
(x1) #7903

34

B

QTY	4	PER GAME

PART NO.	E00459PHX	TITLE	PH1000X - PHOTO FINISH		
DESCRIPTION		60 GREEN LED TAPE STRIP		FILENAME	E00413PHX.VSD
				DRAWN BY	NBRANCATO
DATE	2/25/09	REVISED	6/25/09	PAGE	7 OF 27

D

C

35

B

SOLDER WIRES TO
LEADS ON SWITCH

ON

.187 #E02909 [M]⊐ black   2 ½"   COMM

NO
SHRINK
TUBE

.187 #E02909 [M]⊐ black   2 ½"   ON

TOGGLE SWITCH
#E02390

A
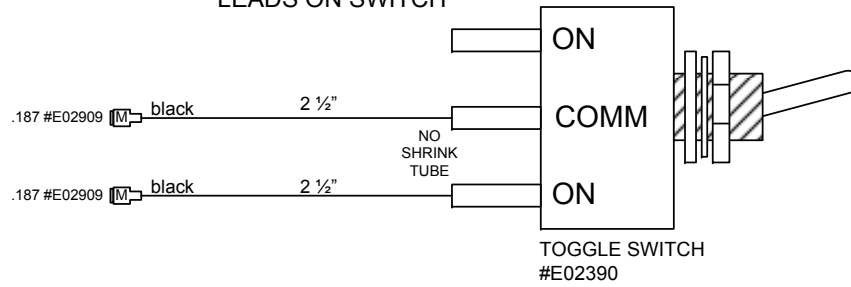
NOTES:
1. PART OF 1029PHX

PART NO.	E02390X		TITLE	PH1000X - PHOTO FINISH
DESCRIPTION	TOGGLE SWITCH ASSEMBLY		FILENAME	E00413PHX.VSD
			DRAWN BY	NBRANCATO
DATE	2/25/09	REVISED 6/25/09	PAGE	8 OF 27

DECAL #7086
6 AMP
250V

#PH2007X-POWER MODULE ASY

DECAL #7077

#E02295 – FUSE 6 AMP 250V (MDA - 6)
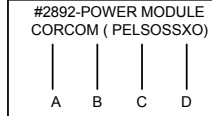
TIME DELAY FUSE

#2892-POWER MODULE
CORCOM (PELSOSSXO)

A   B   C   D

BLUE

.187 #E00651

#SX2055X-POWER MODULE HARNESS

.187 #E00651

6 AMP FUSE

#E20217

BROWN

10"

BROWN x 2
GREEN/YELLOW x 2
BLUE x 2

1
2
3

TO:
PH2061X

3 PIN CAP #E02288
FEMALE #E02013

GREEN/YELLOW x 2

#E00638
.187

15"

TO:
PH2062X

BROWN x 2
GREEN/YELLOW x 2
BLUE x 2

1
2
3

3 PIN CAP #E02288
FEMALE #E02013

GREEN/YELLOW   3"

6"

ALL WIRE IS 600V
#8872   BROWN
#2844   GREEN
#8871   BLUE

TO:
PH2063X

BROWN
GREEN/YELLOW
BLUE

1
2
3

3 PIN CAP #E02288
FEMALE #E08259

36

IN A 220V GAME:
REMOVE 6 AMP FUSE AND
REPLACE WITH 3 AMP MDA FUSE
#E02315

PART NO.	PH2007X		TITLE	PH1000X - PHOTO FINISH
DESCRIPTION	6 AMP POWER MOD ASSEMBLY WITH SX2055X HARNESS		FILENAME	E00413PHX.VSD
			DRAWN BY	NBRANCATO
DATE	2/25/09	REVISED 6/25/09	PAGE	9 OF 27

TO:
8975PHX

J14

Bill	1	
+12VDC	2	orange/white
Gnd	3	black/white
	4	

102"   orange/white

black/white

1
2

4 PIN CST-100 #E02722
CST PIN #E00383

2 PIN CAP #E02181
FEMALE PIN #E02102

88"

SPIRAL WRAP – ¼"
#E08069 @ 6 ½"

COIN SWITCHES

white/red x 2

J5

Gnd	1	black
+12VDC	2	orange
OP_E	3	
OP_F	4	
	5	
Inhibit	6	
OP_A	7	
OP_B	8	white/red
OP_C	9	
OP_D	10	

102"
106"

black x 2

.250 FLAG
#E00648

10" white/red

10" black x 2

.250 FLAG
#E00648

20"

COIN LIGHTS

orange   .110 #E00650

black x 2   .110 #E00650

8" orange   .110 #E00650

black   .110 #E00650

102"

10 PIN CST-100 #E02851
CST PIN #E00383

ALL TO:
PH2034X

yellow/brown x 2   #E02558   red

COIN

0000000000

12V COUNTER
#PC20224

J15

Coin Counter	1	yellow/brown
+12VDC	2	orange
Ticket Counter	3	yellow/red

92"

black

orange   #E02815

TICKET

red

0000000000

12V COUNTER
#PC20224

3 PIN AMP HOUSING #E02945
CONTACT PIN #E02201

32"

yellow/red x 2   black

#E02558

J7

+12VDC	1	orange
inhibit	2	tan/black
card swipe	3	white/brown
Gnd	4	black

81"

.250
#E00653T

white/brown   coin in/swipe signal

black   ground

yellow/red   ticket counter

yellow/brown   coin counter

orange   +12V DC

tan/black   inhibit (EMBED)

4 PIN CST-100 #E02722
CST PIN #E00383

#E08492
Splice cap

J9

Sol +	1	ORANGE
Sol -	2	BLUE/BLACK
	3	
	4	
	5	
	6	

70"

ORANGE   .187 #E00651

TO:
SOLENOID
#CL2011

BLUE/BLACK   .187 #E00651

6 PIN AMP HOUSING #E02944
CONTACT PIN #E02201

J8

+12 VDC	1	ORANGE
Ticket Run	2	violet/white
Ticket Sense	3	violet/blue
Gnd	4	BLACK

SPIRAL WRAP – ¼"
#E08069 @ 4 ½"

11 ½"

PH

violet/blue

BLACK + black

violet/white

ORANGE+orange

129"

1	T Sense
2	P GND
3	T Run
4	+ 12 VDC

4 PIN AMP HOUSING #E02429
CONTACT PIN #E02201

4 PIN MLX CAP #E02158
FEMALE PIN #E02176
PIN 2,4 #E08177

12"

DO NOT OVERHEAT THIS
RUBBER GROMMET
IT WILL BREAK DOWN

LOOK FOR
BLACK DOT

TO:
LOW TICKET SWITCH

.187 #E00651   black   **19 ¼"**

.187 #E00651   violet/green   **21 ½"**

orange

violet/green

1
2

2 PIN MOLEX HOUSING #E02089
MINI KK PIN #E02074

QTY	3	PER GAME

PART NO.	PH2051HX	TITLE	PH1000X - PHOTO FINISH

DESCRIPTION		PODIUM

	FILENAME	E00413PHX.VSD
	DRAWN BY	NBRANCATO

DATE	2/25/09	REVISED	6/25/09	PAGE	10 OF 27

INSERT RED FLASHING LED #E08212 INTO RUBBER SPACER FROM
LED HOLDER #E01017, THEN INSERT THESE PIECES WITH LONG
LEAD TO PIN 1 (orange wire).

FOLD WIRES OVER OPPOSITE SIDES OF CONNECTOR AND COVER
WITH 3/8" CLEAR SHRINK TUBE #E00241 @ 1"

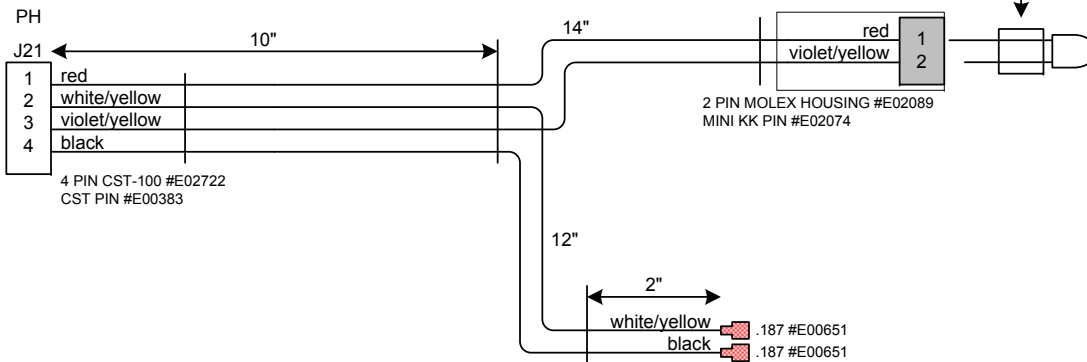ADD ZIP TIE AT END OF SHRINK TUBE TO PREVENT SLIPPING

INSERT **RED LED #E20429 (NON-FLASHING)** INTO RUBBER SPACER
FROM LED HOLDER #E01017, THEN INSERT THESE PIECES WITH
LONG LEAD TO PIN 1 (red wire).

FOLD WIRES OVER OPPOSITE SIDES OF CONNECTOR AND COVER
WITH 3/8" CLEAR SHRINK TUBE #E00241 @ 1"

ADD ZIP TIE AT END OF SHRINK TUBE TO PREVENT SLIPPING

ATTACH LED HOLDER TO HARNESS WITH ZIP TIE

DO NOT OVERHEAT THIS
RUBBER GROMMET
IT WILL BREAK DOWN

TO:
PH2034X

PH

J21

10"

14"

red	
violet/yellow	1
	2

2 PIN MOLEX HOUSING #E02089
MINI KK PIN #E02074

1	red
2	white/yellow
3	violet/yellow
4	black

4 PIN CST-100 #E02722
CST PIN #E00383

12"

2"

white/yellow   .187 #E00651
black   .187 #E00651

TO:
E02390X

38

NOTES:
1. GOES TO CRITICAL
2. USED IN 1029PHX

PART NO.	PH2052LX	TITLE	PH1000X - PHOTO FINISH
DESCRIPTION	KEYBOARD CONTROL	FILENAME	E00413PHX.VSD
		DRAWN BY	NBRANCATO
DATE	2/25/09	REVISED	6/25/09	PAGE	11 OF 27

D

39

TO:
#PH2080LX

TO:
I/O PCB
#PH2034X

C

ORANGE DECAL
#PH7070 (x2)

PH

J2

1	WHITE	**28"**	WHITE	1	Receive
2	GREEN		GREEN	2	Transmit
3	RED		RED	3	Sync
4	ORANGE		ORANGE	4	+12VDC
5	ORANGE		ORANGE	5	+12VDC
6	BLACK		BLACK	6	Gnd
7	BLACK		BLACK	7	Gnd
8	BLACK		BLACK	8	Gnd
9					

9 PIN CAP #E02551
FEMALE PIN #E02102
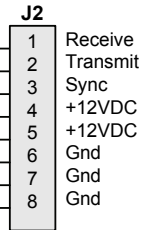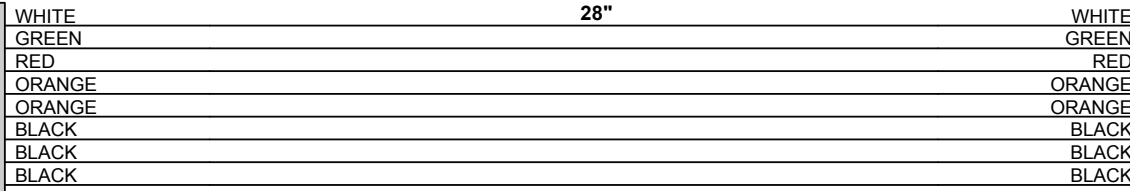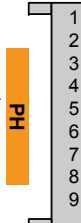
8 PIN AMP HOUSING #E02405
CONTACT PIN #E02201

B

PART NO.	PH2086LX	TITLE	PH1000X - PHOTO FINISH
DESCRIPTION	STATION COMMUNICATION	FILENAME	E00413PHX.VSD
		DRAWN BY	NBRANCATO
DATE	2/25/09	REVISED	6/25/09	PAGE	27 OF 27

A

PH1000X – PHOTO FINISH SYSTEM SCHEMATIC
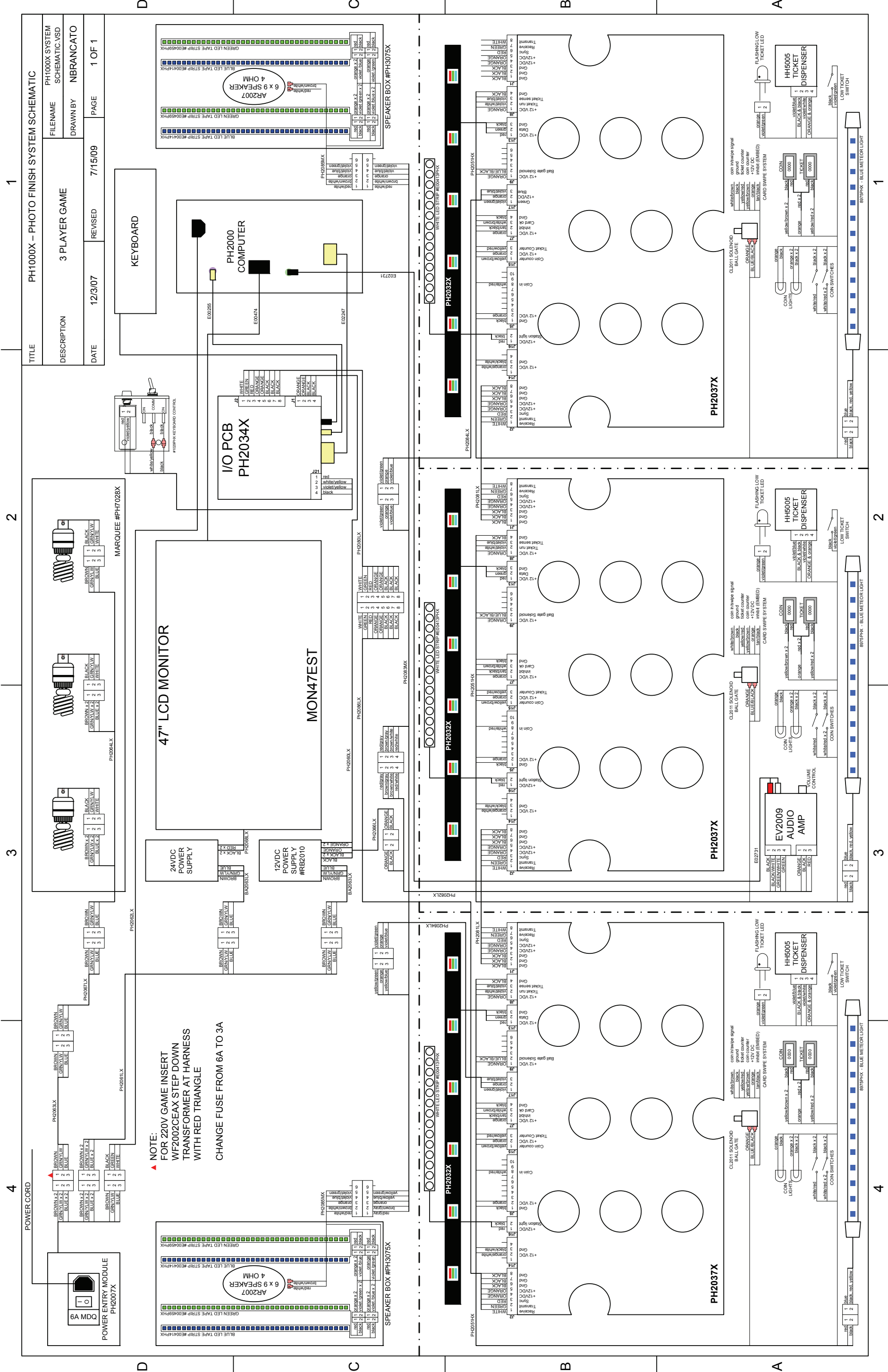
TITLE	PH1000X – PHOTO FINISH SYSTEM SCHEMATIC	FILENAME	PH1000X SYSTEM SCHEMATIC.VSD
DESCRIPTION	3 PLAYER GAME	DRAWN BY	NBRANCATO
DATE	12/3/07	REVISED	7/15/09	PAGE	1 OF 1

Major Components

- KEYBOARD
- PH2000 COMPUTER
- I/O PCB PH2034X
- 47" LCD MONITOR — MON47EST
- MARQUEE #PH7028X
- SPEAKER BOX #PH3075X — AR2007 6 × 9 SPEAKER 4 OHM
- GREEN LED TAPE STRIP #E0046PHK
- BLUE LED TAPE STRIP #E0014PHK
- WHITE LED STRIP #E0A13PHK
- 24VDC POWER SUPPLY
- 12VDC POWER SUPPLY #RB2010
- POWER ENTRY MODULE PH2007X
- 6A MDQ
- POWER CORD
- PH2037X
- PH2032X
- EV2009 AUDIO AMP
- VOLUME CONTROL
- CL2011 SOLENOID BALL GATE
- HH5005 TICKET DISPENSER
- FLASHING LOW TICKET LED
- LOW TICKET SWITCH
- CARD SWIPE SYSTEM
- COIN LIGHTS
- COIN SWITCHES
- BLUE METEOR LIGHT — 8875PHX
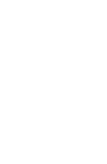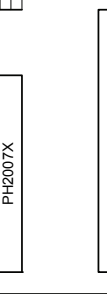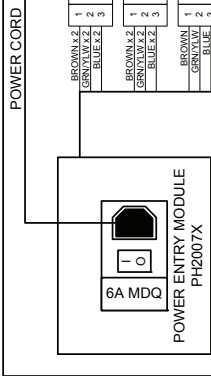
Notes

▲ NOTE:
FOR 220V GAME INSERT
WF2002CEAX STEP DOWN
TRANSFORMER AT HARNESS
WITH RED TRIANGLE

CHANGE FUSE FROM 6A TO 3A

Signal labels (PH2037X / card swipe system)

- coin in/wipe signal
- ground
- ticket counter
- coin counter
- +12 VDC
- inhibit (EMBED)
- Ball gate Solenoid
- Ticket run
- Ticket sense
- Coin counter
- Com in
- Button light
- Transmit
- Receive
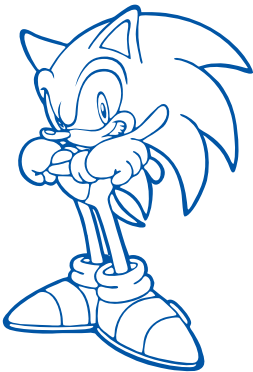- Sync
- Data
- Gnd
- +12 VDC

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