

Major League Baseball



OWNERS AND SERVICE MANUAL
INNOVATIVE CONCEPTS IN ENTERTAINMENT INC.

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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 through the inside of the game next to the main board assembly. See assembly drawings for location.

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.

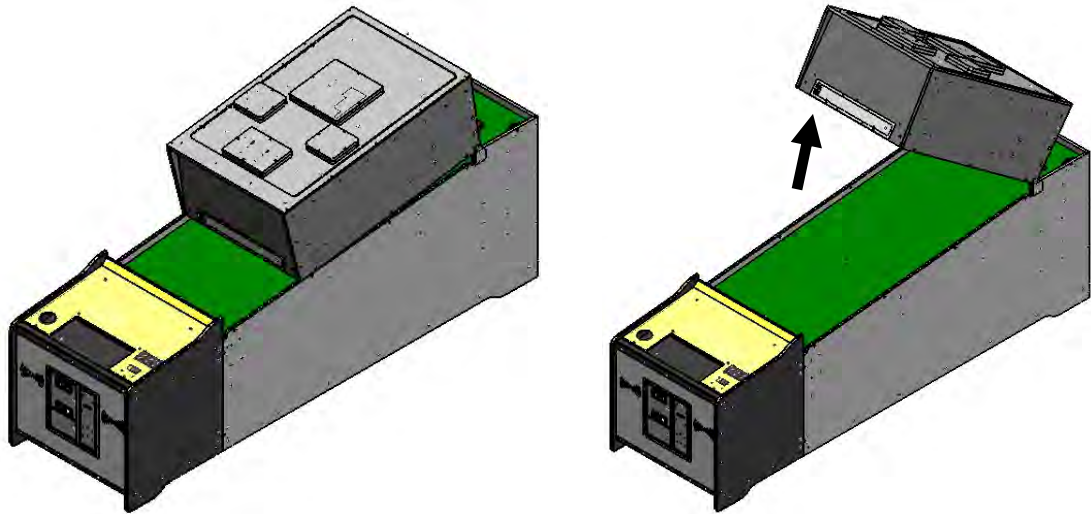
SHOCK HAZARD - DO NOT OPEN. REFER SERVICING TO SERVICE PERSONNEL.

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

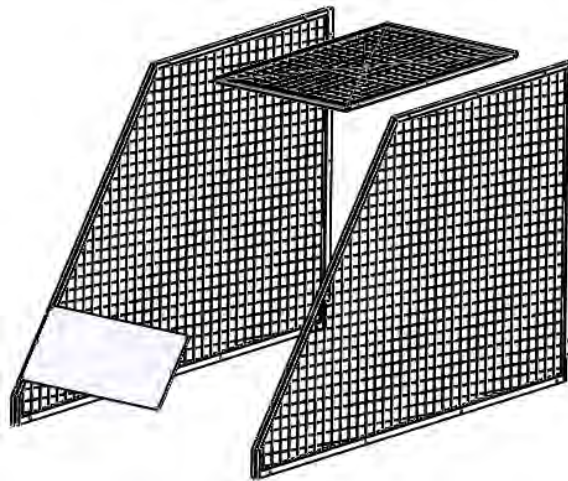
AVERTISSEMENT: RISQUE DE CHOC - NE PAS OUVRIR. RÉPARATION À UN PERSONNEL DE SERVICE.

Game Setup

Your game is shipped with the upper cabinet folded down, the control panel disconnected, and the cage disassembled. It is recommended that two people assemble this game. Begin by lifting the upper cabinet to its up right position being careful not to pinch any of the harnesses in back. You will find a latching tool located in the cash box of the control panel. Use this tool to latch and lock the upper cabinet to its up right position.



Assemble the cage on the ground. Using 1 3/4" bolts with washers and joint connectors attach the top of the cage to its sides (3 per side). Now lift the cage assembly up onto the cabinet and slide the cage forward so the wood sits into the groove of the cage assembly. Using 5/8" bolts with washers and joint connectors attach the cage to the cabinet (7 per side). Attach the ball guard using 1" bolts with washers (3 per side).



Now position the control panel to the front of the game. Connect the three harnesses on the left and AC harness and the right. Latch the cabinet together being careful not to pinch any of the wires.

Located on the top of the game are the mounting holes for a marquee if purchased.

Game Settings and Adjustments

When you apply power to your game it will display its version number, type of game, Link ID number and will perform a self error check on its functions. If a error is encountered, the game will display a dot located on the control panel where the credits are shown. Through the coin door and then pressing the furthest button on the right marked error will cycle through all the error codes detected and be displayed on the Score display located on the control panel.

Pressing this button again will exit this mode.

The version number is displayed on high score display and the type of game is displayed on the high speed display. The Link ID number is displayed on score display.

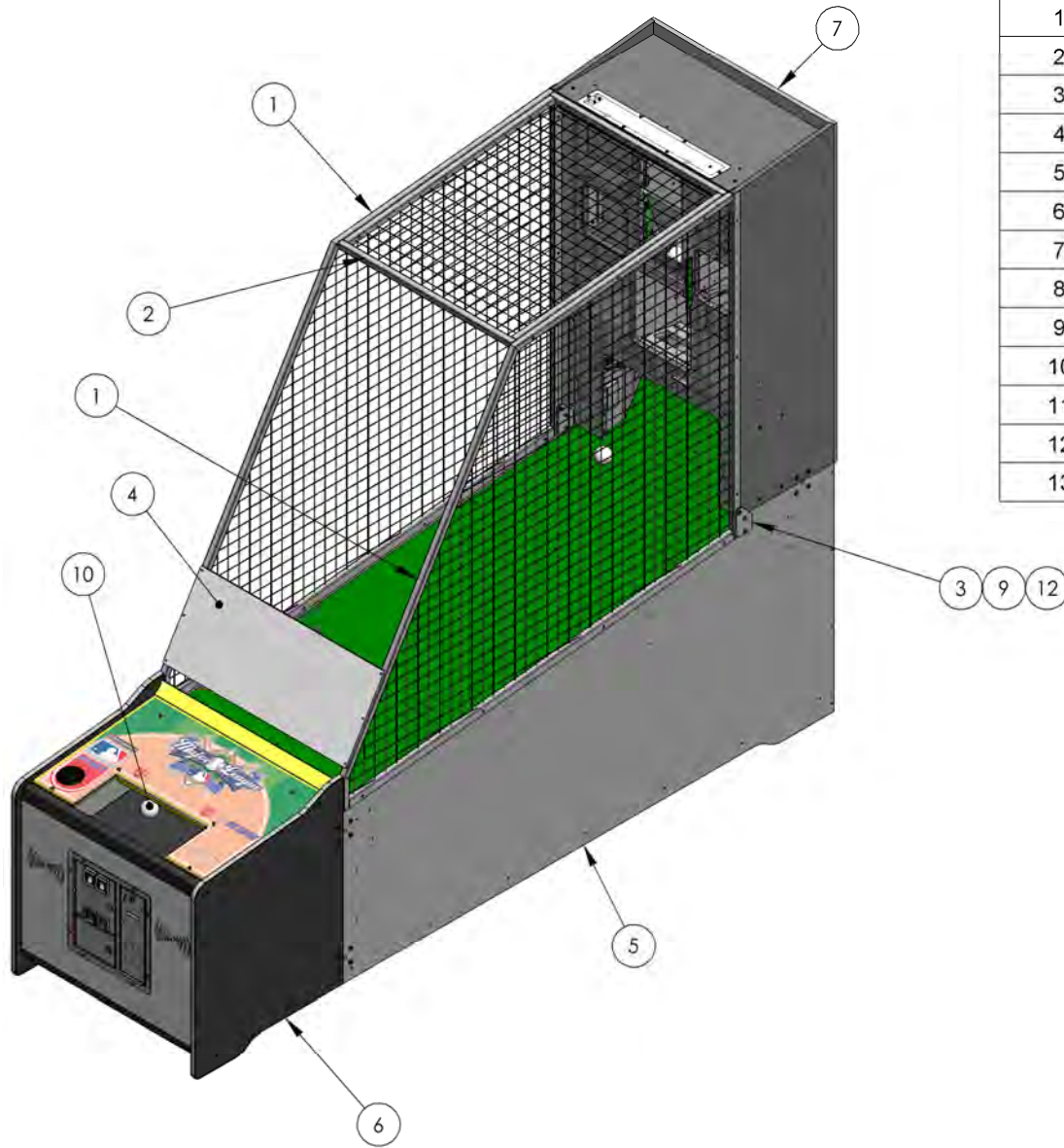
Through the coin door the first button on the left is your program button and pressing this the game will enter program mode. The next button is the select button that will cycle through the different options. The option number is displayed on the credit display located on the control panel. The value of the option is displayed on the score display also located on the control panel.

Program Options

Option 0	Volume	3	0	7
Option 1	Coin 1	2	0	10
Option 2	Coin 2	1	0	10
Option 3	DBV	4	0	10
Option 4	Discount	0	0	10
Option 5	JFP	3	0	10
Option 6	Points per ticket	50	10	200
Option 7	Ticket Cap	0	0	25
Option 8	Attract Type	3	0	3
Option 9	Attract Time	3	0	90
Option 10	Factory Defaults	0	0	1

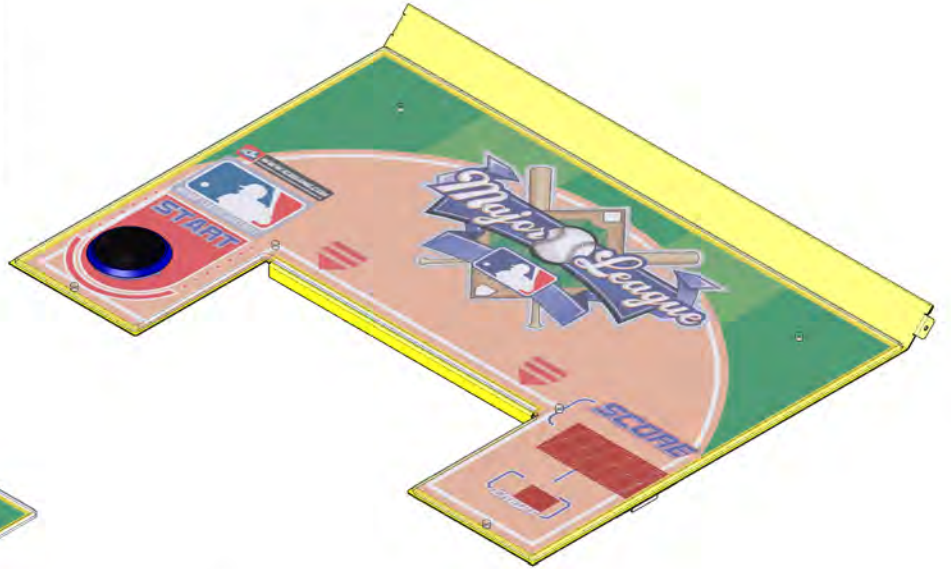
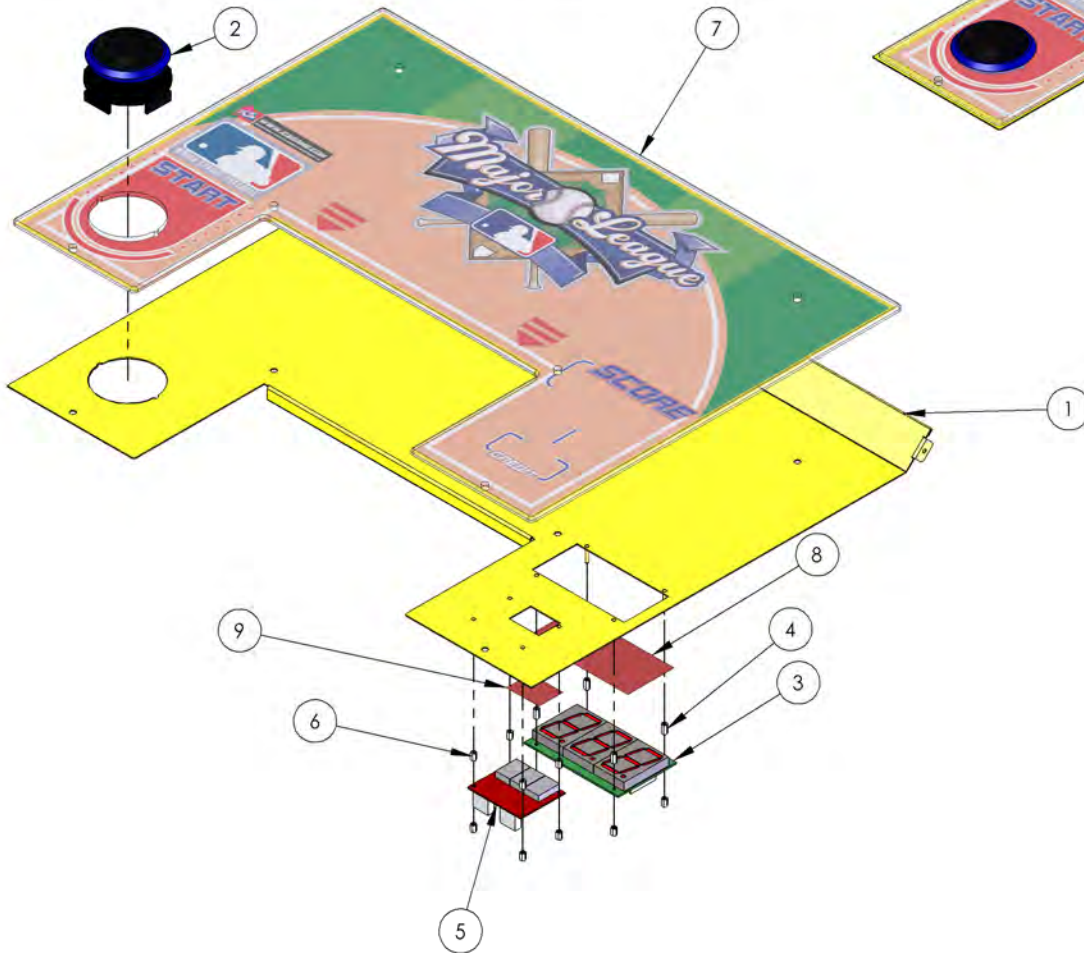
Error Codes

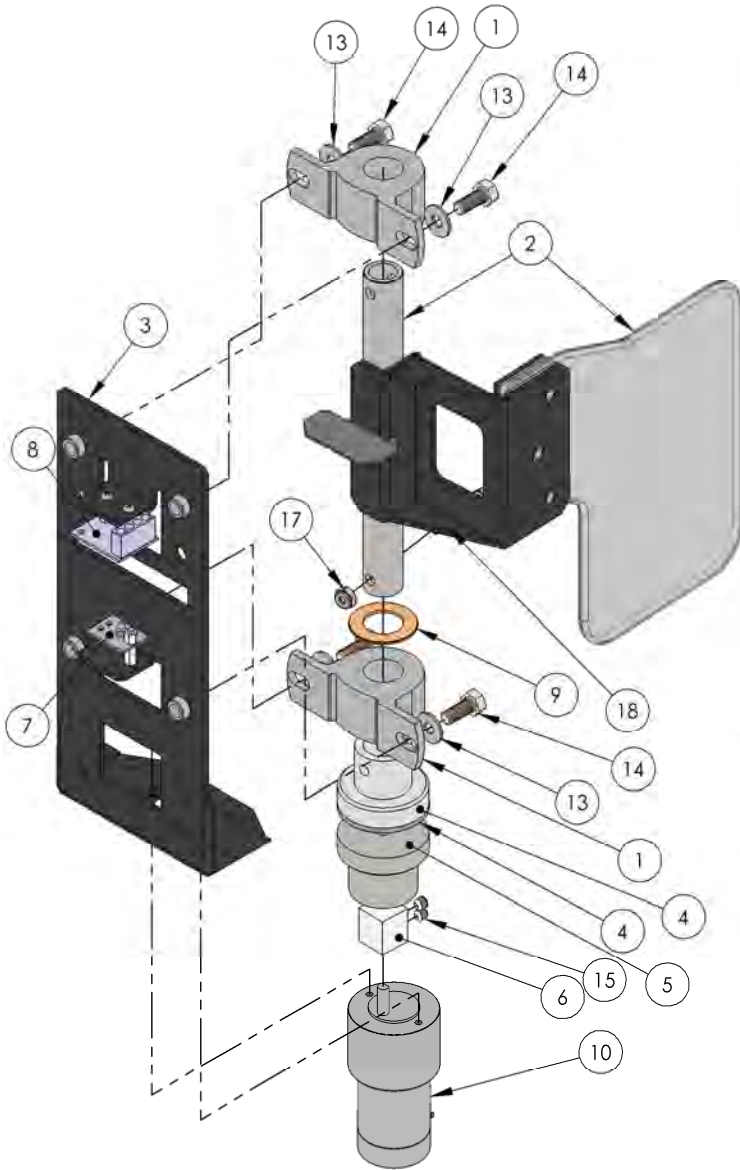
Error 1	Ticket Error.
Error 2	Compact Flash Error.
Error 3	Motor Right Error: <i>Motor is extended and sensor is checked, then retracted and sensor checked again.</i>
Error 4	Motor Left Error : <i>Motor is extended and sensor is checked, then retracted and sensor checked again.</i>
Error 5	Ball Gate Sensor: <i>Ball gate operated but the bottom switch was not seen.</i>
Error 6	Coin 1 stuck down.
Error 7	Coin 2 stuck down.
Error 8	DBV stuck down.
Error 9	Window left error (<i>power on self test only</i>).
Error 10	Window right error (<i>power on self test only</i>).
Error 11	Front sensor error (<i>power on self test only</i>).
Error 12	Back sensor error (<i>power on self test only</i>).
Error 13	Start button error.
Error 14	Program button error.
Error 15	Select button error.
Error 16	Up button error.
Error 17	Pennant error.
Error 18	Window left blocked.
Error 19	Window right blocked.
Error 20	Front sensor blocked.
Error 21	Back sensor blocked.
Error 22	Ball Gate Sensor: <i>Ball gate operated but the top switch was not seen.</i>



ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	ML1012	SIDE CAGE WELDMENT	2
2	ML1016X	TOP CAGE	1
3	ML1038	UPPER CABINET HINGE PLATE	4
4	ML3045	REBOUND GUARD	1
5	ML3050X	BASE ASSEMBLY	1
6	ML3074X	PODIUM FINAL ASSEMBLY	1
7	ML3075X	UPPER CABINET FINAL ASSY	1
8	6257	HJNUT 0.25-20	4
9	PC60609	1/4-20 x 1-1/2" LG. (ZINC)	4
10	ML3024	BALL (BLUE) SOFT	2
11	6438	5/16-18 NYLOCK NUT BLK	2
12	6548	5/16-18 x 3/8 x 1 SHOULDER BOLT (SS)	2
13	ML3058X	UPPER CABINET DOOR FINAL ASSY	1

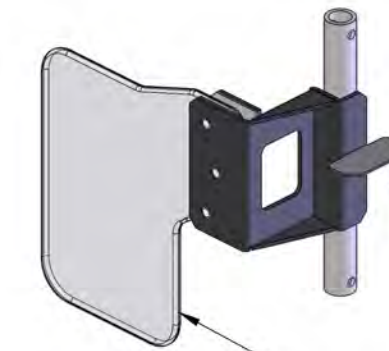
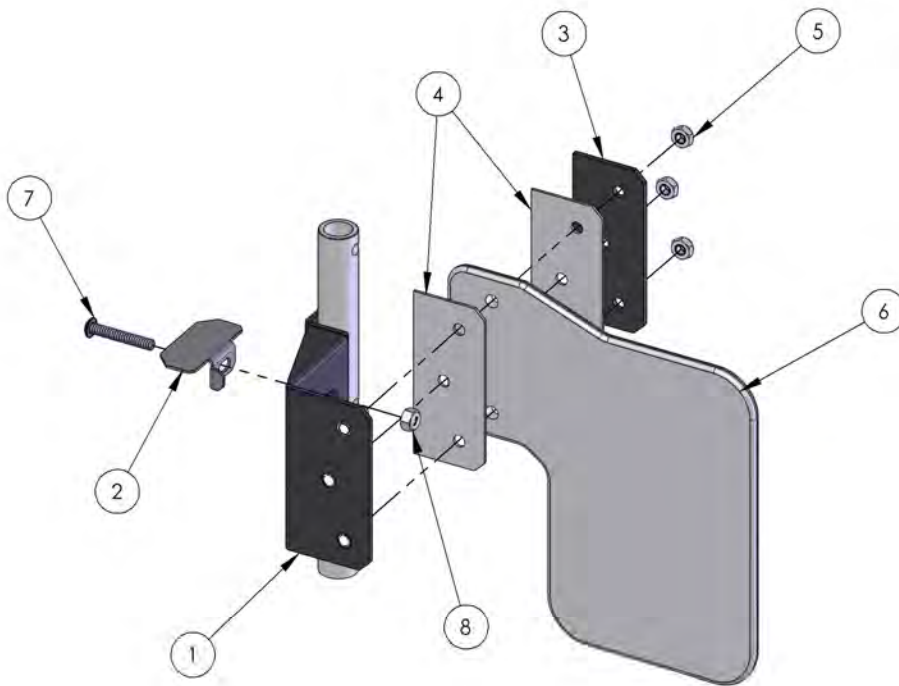
ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	ML1013	PODIUM COVERPLATE	1
2	MZ2005	LARGE ROUND BUTTON WITH LIGHT ASY	1
3	ML2032X	PCBA (DISPLAY, RED LED DIGITS)	1
4	644	6-32 x 1/2 HH SPACER 14HTSP008	4
5	CB2232X	PCBA (DISPLAY)	1
6	PC60642	6-32 x 3/8 HH SPACER 14HTSP007	12
7	ML7012	DECAL - CONTROL PANEL	1
8	ML3001	CONTROL PANEL DISPLAY FILTER SCORE	1
9	ML3002	CONTROL PANEL DISPLAY FILTER CREDIT	1



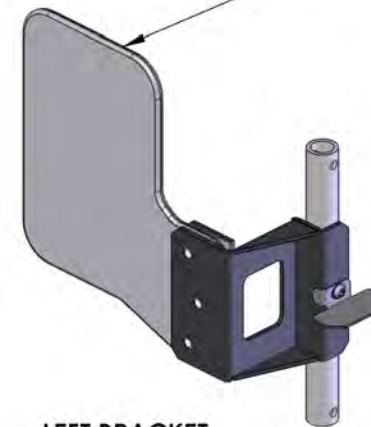


ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	FB1061		2
2	ML1050X	TARGET BRKT ASSY	1
3	FB1022	TARGET MOTOR BRACKET	1
4	FB1023X	ASSEMBLY-MAGNETIC HOUSING	1
5	FB1024	MAGNETIC HOUSING BOTTOM	1
6	FB1025	TARGET MOTOR COUPLER	1
7	FP2009X	PCBA (OPT. SENSOR ZERO COUNT)	1
8	RB2009X OPTO BOARD	OPTO BOARD	1
9	6670	7/8 BRONZE THRUST WASHER	1
10	FB2008X	ASY (TARGET MOTOR)	1
11	644	6-32 x 1/2 HH SPACER 14HTSP008	3
12	675	6-32 x 1 PRHMS	3
13	6075	1/4 x 3/4 FLAT WASHER ZINC (USS)	4
14	6389	5/16-18 x 3/4 HHMB GR 8 W/ LOCTITE	4
15	6668	SET SCREW 1/4-28 X .25	2
16	6476	#10-32 x .375" BHSC	2
17	6503	1/4-20 NYLOCK NUT (LOW PROFILE)	1
18	PC60609	1/4-20 x 1-1/2" LG. (ZINC)	1
19	PC60643	6-32 x 1/4 HH SPACER 14HTSP007	3

ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	ML1050	TARGET BRKT WELDMENT	1
2	FB1028	SENSOR BRACKET	1
3	FB1036	TARGET MOUNT SUPPORT PLATE	1
4	FB4008	TARGET GASKET	2
5	6503	1/4-20 NYLOCK NUT (LOW PROFILE)	3
6	ML3036	TARGET	1
7	6281	1/4-20 x 1 1/2 BSHCS (BLACK)	1
8	PC60604	NYLOCK NUT, 1/4-20	1



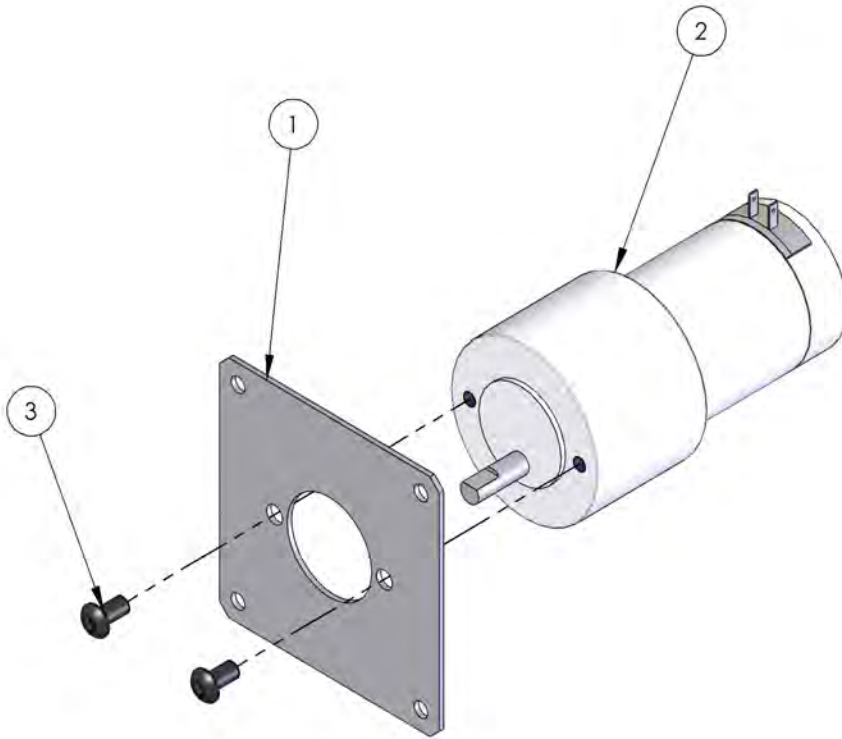
RIGHT BRACKET

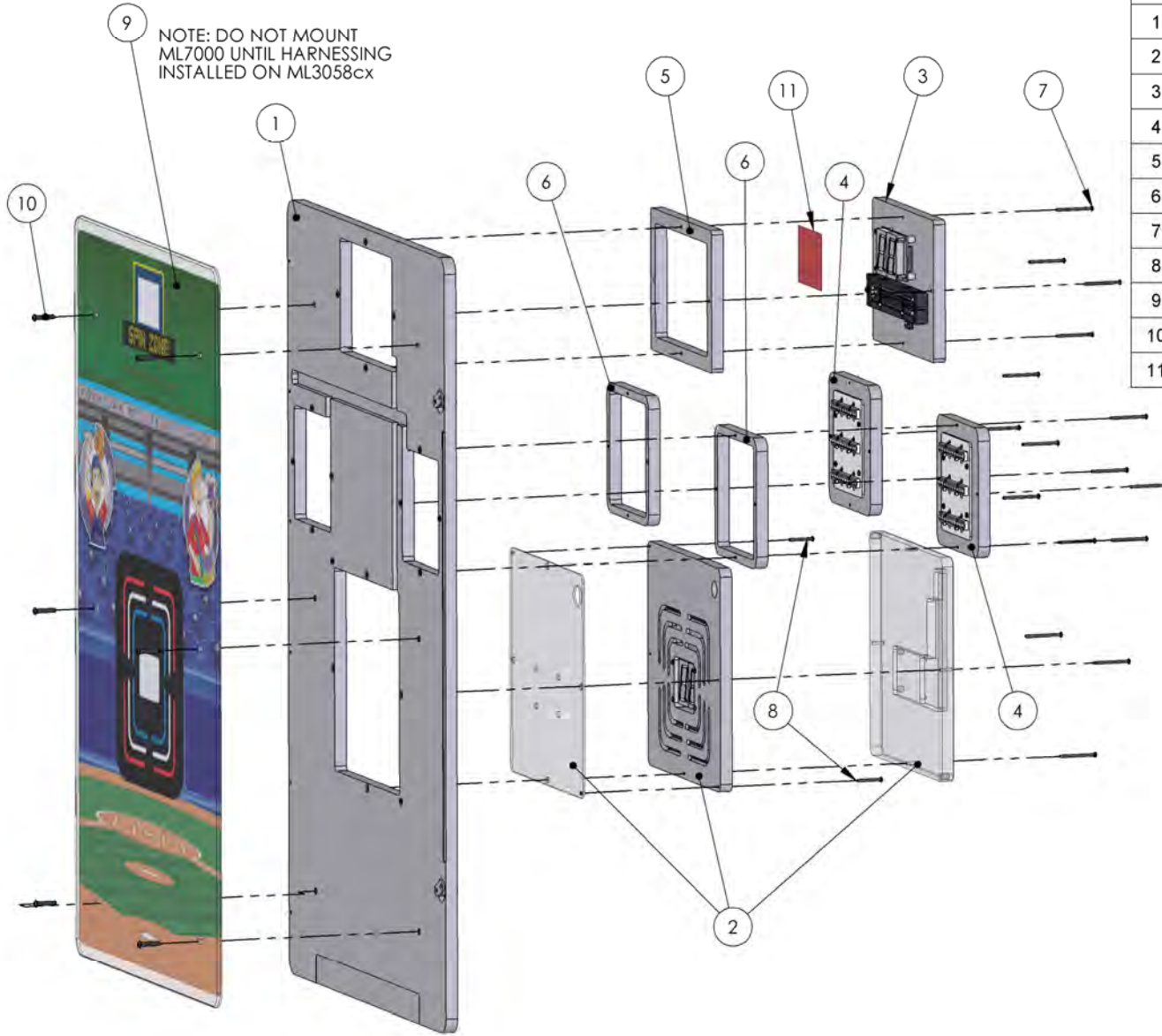


LEFT BRACKET

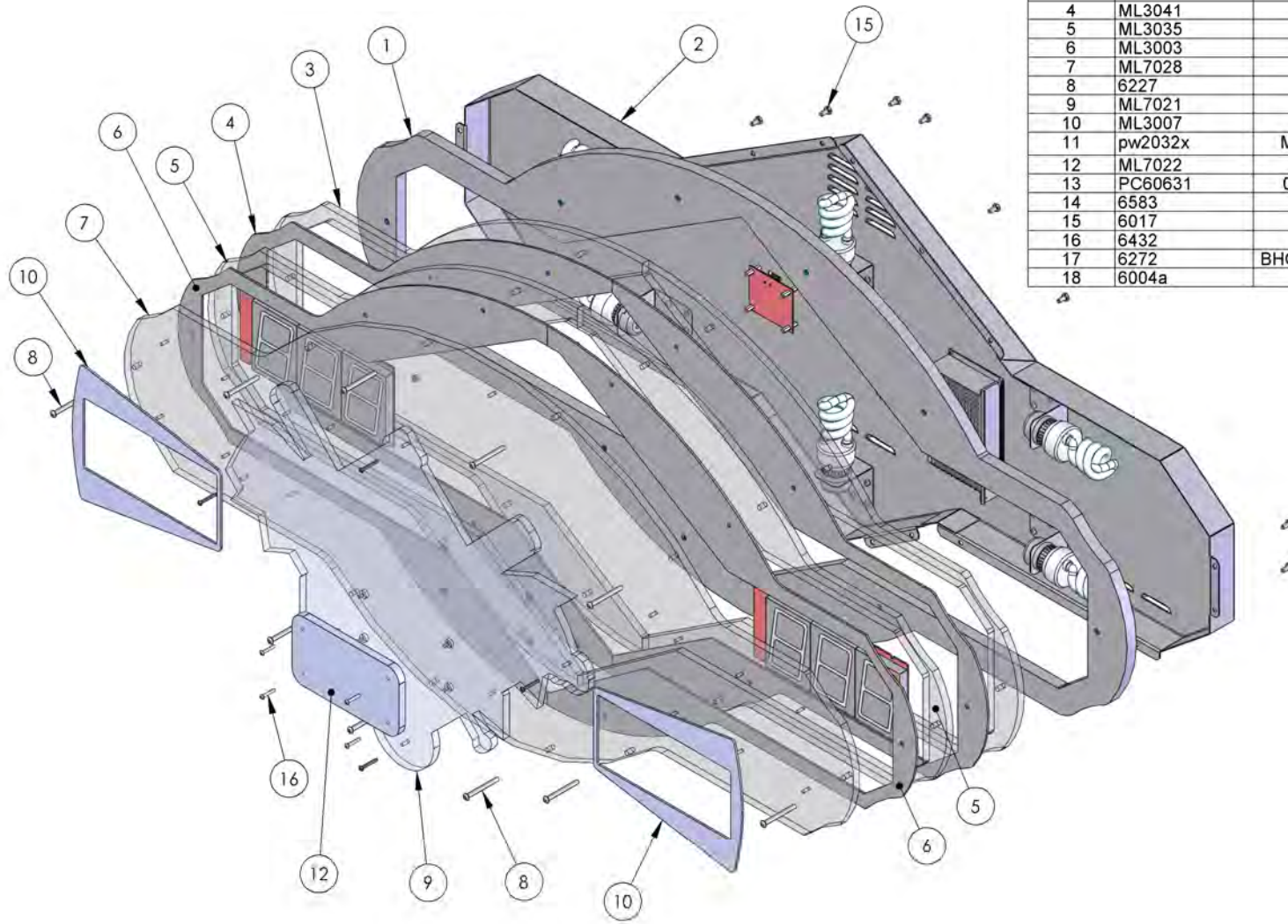
THE DIFFERENCE BETWEEN THE LEFT BRACKET & RIGHT BRACKET IS THE TARGET & SENSOR BRACKET ARE ROTATED 180°

ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	ML1033	MOTOR MOUNT PLATE	1
2	FB2008X	ASY (TARGET MOTOR)	1
3	6476	#10-32 x .375" BHSC	2

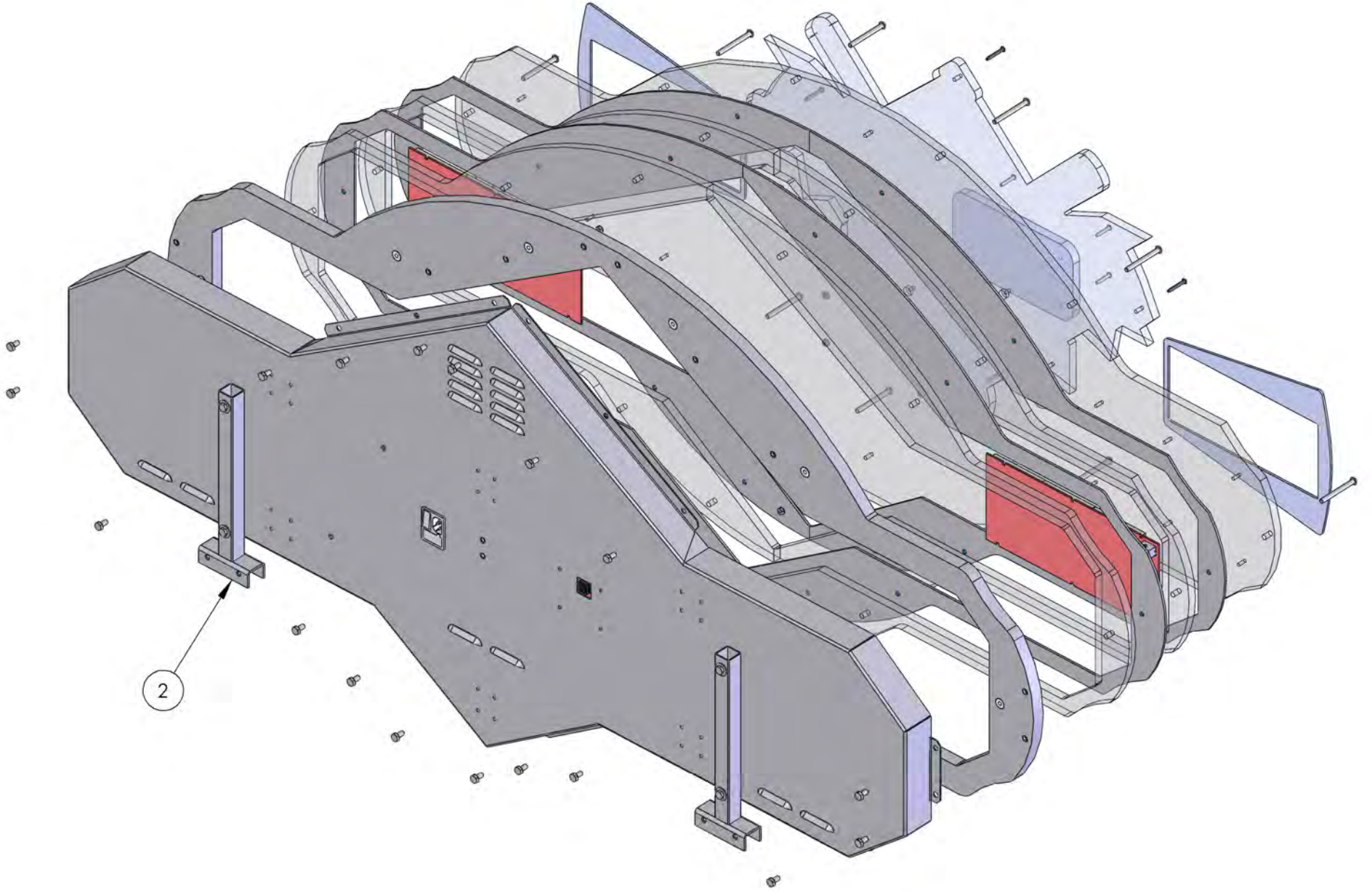




ITEM NO.	PART #	DESCRIPTION	QTY.
1	ML3058CX	UPPER CABINET BACK DOOR ASSY	1
2	ML3163X	LOWER TARGET BACKLIGHT ASY	1
3	ML3047X	UPPER TARGET BACKLIGHT ASY	1
4	ML3019X	SIDE TARGET BACKLIGHT ASY	2
5	ML3048	BACK DOOR SMALL RING	1
6	ML3020	BACK DOOR MEDIUM RING	2
7	6703	#8-32 x 2-1/4" LG PPHMS (18-8SS)	16
8	6331	#8-32 x 1-1/2" LG PPHMS	2
9	ML7000	PCB DISPLAY GUARD	1
10	6211	1/4-20 x 1-1/4" LG. BSHCS	6
11	ML3000	PLAYFIELD DISPLAY FILTER	1



ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	ML3097	MARQUEE FRAME	1
2	FB1063X	ASSEMBLY-BACK PANEL	1
3	ML3034	MARQUEE LAYER 1	1
4	ML3041	MARQUEE LAYER 1 MIRROR	1
5	ML3035	MARQUEE LAYER 2	1
6	ML3003	MARQUEE LAYER 2 MIRROR	1
7	ML7028	MARQUEE FRONT	1
8	6227	1/4-20 x 2 1/2 BSHCS	10
9	ML7021	MARQUEE CREST	1
10	ML3007	DISPLAY FRAME	2
11	pw2032x	MARQUEE PC BOARD ASSEMBLY	2
12	ML7022	MARQUEE LOGO	1
13	PC60631	025-20 CABINET INSERT (J50115)	10
14	6583	1/4-20 BRASS INSERT	18
15	6017	1/4-20 x 1/2 HHMB	18
16	6432	8-32 x 1" LG. BSHCS (ZINC)	4
17	6272	BHCS #8-32 x 1.25" LG. (BLACK OXIDE)	4
18	6004a	8-32 KEP NUT	8



Parts List

Electronics

DA2001X	Power supply
DN2007X	Power mod 6 MDQ
E2034X	Brain Board (requires I/O board)
E02295	Fuse 6 amp 250V Slow Blow (MDA-6)
ML2034X	Main I/O
1029WSX	Assembly reset button
AR2007	Speaker
BB2022X	Assembly flood lamp socket
CB2232X	PCBA display
E00211	Low ticket switch
E00377	R30 Bulb CF flood
FB2008X	Target motor assembly
ML2032X	PCB display
MZ2005	Button 4" round white
8312	PL-L 40W fluores bulb
8978MLX	Red LED strip
8992FBX	Clear LED strip
BW2017	Bulb plastic cup
BW2018	Bulb plastic support
CS8449X	Ballast
DA2133MLX	Small display, RT
E00446MLX	LED strip, white
E00447MLX	LED strip white
E00448MLX	LED strip blue
RB2009X	Opto sense point zero
DA2133X	Small display
E00416MLX	Red LED strip
FB2035WX	White LED display
ML2032YX	Yellow LED display
ML2039RX	Opto Receiver
ML2039RSX	Opto Receiver short
ML2039TX	Opto transmitter
ML2039TSX	Opto transmitter short
NB2032YX	Yellow display
SR2035	Opto encoder board
PP250X	Assembly socket
CG2027	Power cord 9', 10"

Mechanical

3030	Screw cap black
3042	Screw cap green
ML1012-p802	Cage side
ML1016-p802	Cage top
ML3045	Rebound guard
HD1052	Caster 3"
MA1019	Transformer MTG plate
201	T-molding 25/32" chrome
5014	Lock 7/8" cam
WA5001	Triple coin door with dual mechs
ML3036	Target
ML1006-p802	Hinge for back door
ML3053X	Playfield assembly
3052	Hole plug black
6001b	Allen wrench 3/16"
6105	Latch tool
ML3024	Ball blue soft
ML9001	Service manual

Decals

7031	Decal "For indoor use only"
7032	Decal "Caution fuse replace"
7033	Decal "Warning power/disconnect"
7069	Decal "Earth ground label"
7074	Decal "Warning:shock hazard"
ML7008	Decal "Button"
ML7012	Decal "control panel"
ML7004	Decal "playfield"
ML7016	Decal "Strike Zone"
ML 7017	Decal "Speed"
ML 7018	Decal "MPH"
ML7000	Decal (back door)
ML7001	Decal (back door bracket left)
ML7002	Decal (back door bracket right)
ML7003	Decal (back door strip)
ML7014	Decal (Target catcher)
ML7015	Decal (Target peanut vendor)
ML7023	Decal (Target umpire)
ML7024	Decal (Target batter)



Contacts at SEGA

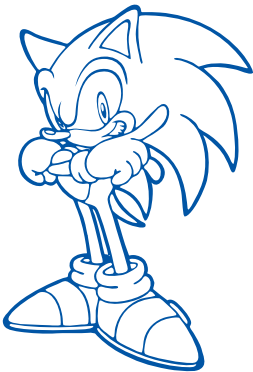


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