

V
VICTORY
MODEL
CR

Good luck. Good life.

SANKYO

SANKYO NEW MAGNATONE "VIC"

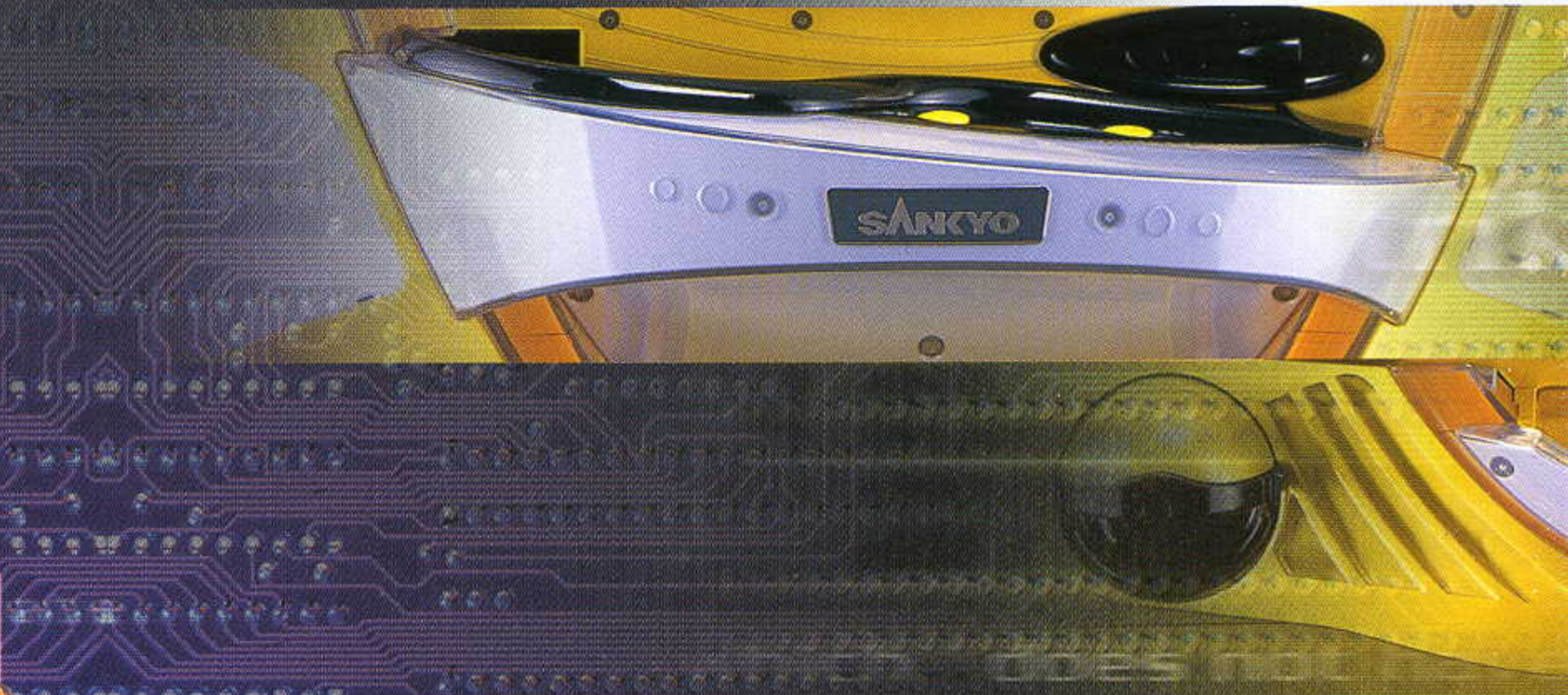
It is scramble. Is it ready? Concentrate a nerve. Suppress the beat to accelerate.

It does not escape from mind for 1 second.

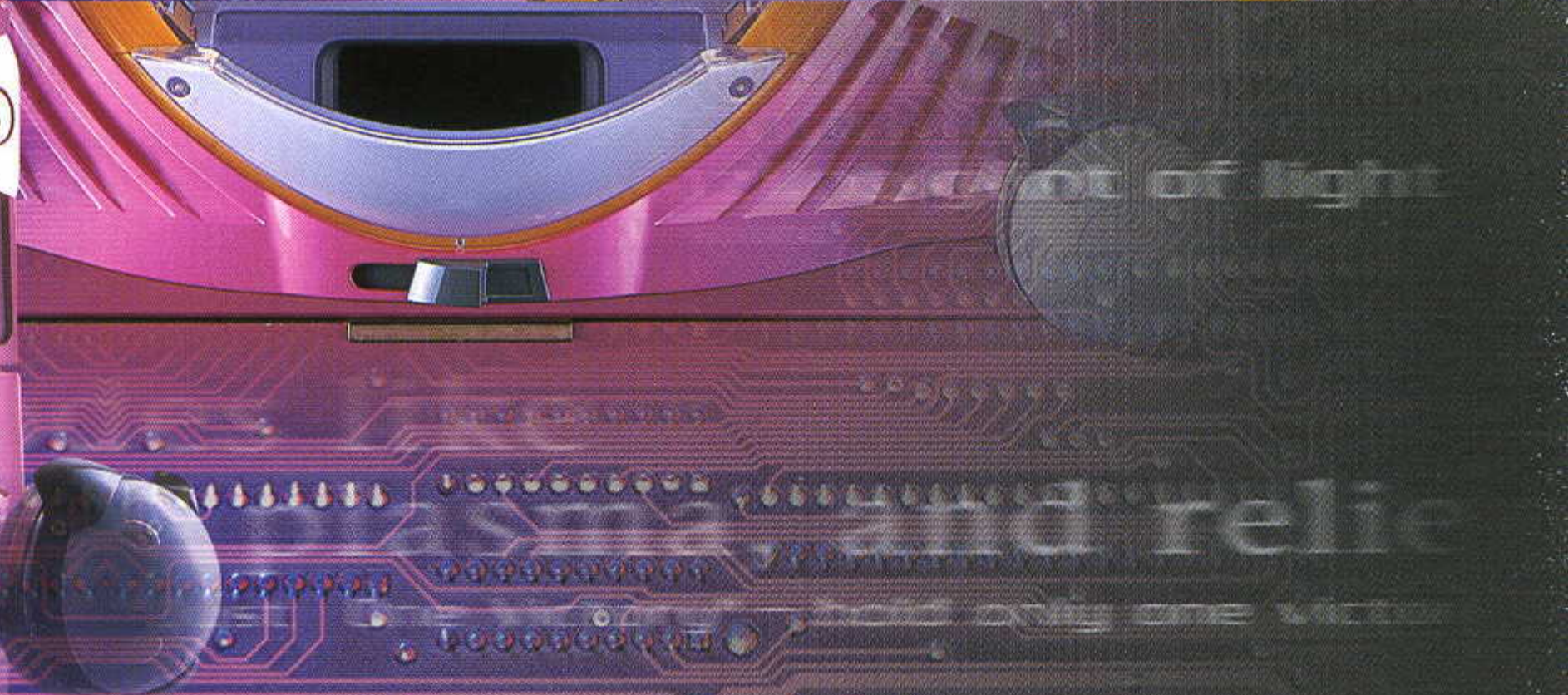
Strike! A target is immediately there. It will be wrapped in the joy which does not have a dazzling glint of light once the moment a stimulative sound explodes like plasma, and relief.

"Just One Victory" – hold only one victory.

Only you can carry out these missions.



Cosmic Pink



TORY MODEL CR11



Sun Gold

さあスクランブルだ。準備はいいか。
神経を集中しろ、加速する鼓動を抑えろ。
1秒たりとも気を抜くことはできない。打て！ターゲットはすぐそこだ。
眩い閃光が、刺激的なサウンドが、プラズマのように炸裂する瞬間。
かつてない悦楽と、安堵に包まれるだろう。
"Just One Victory"つかめ、たった一つの勝利を。
このミッションを遂行できるのは、キミだけだ。

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- Back of Machine 24・25

Safety & Security

● Safety Notes

- | | |
|---|--|
| <p> DO NOT do. These actions are prohibited.</p> <p> DO NOT touch.</p> <p> DO NOT touch with wet hands or allow to get wet.</p> <p> You MUST comply with the contents of the safety instructions.</p> <p> You MUST remove the power plug from the electrical outlet.</p> | <p> Caution! please pay attention to the contents of the safety notes.</p> <p> Caution! There is a risk of fire.</p> <p> Caution High Temperature! There is a risk of burns.</p> <p> Caution! There is a risk of electric shock.</p> <p> Caution Sharp Edges! There is a risk of injury.</p> <p> Caution! Risk of injury due to touching.</p> |
|---|--|

 WARNING! Please regard safety instructions. There is a risk of death or serious injury if they are ignored.	
<p>Please do not modify machine. Modifications of game machines are prohibited by law. It may also cause risk of fire and electric shock.</p>	  
<p>If there is visible smoke or a burning smell coming from the machine, immediately remove the power plug from the electrical outlet. After ensuring that the smoke or burning has ceased, please contact manufacturers authorised service agent.</p>	 
<p>Please ensure the supply transformer is adequately rated to supply the power requirements as indicated by the label on the main control board casing. Exceeding the rated capacity of the transformer will lead to an increased risk of fire.</p>	 
<p>Please do not remove the power plug by pulling on the cord. It may cause damage to the conductors and insulation and lead to a risk of fire and electric shock. Always remove by pulling the power plug.</p>	  
<p>Always ensure connections to the frame external output terminals comply with the maximum ratings (see p5 for details). There is a risk of fire if ratings are exceeded.</p>	 
<p>When changing fuses, always use a replacement fuse of the correct rating (see page 25 for details). If an incorrectly rated fuse is used, the fuse may not blow under fault conditions and lead to a high risk of fire.</p>	 

 WARNING! Please regard safety instructions. There is the risk of injury if they are ignored.	
<p>To avoid risk of electric shock, always turn off power switch and remove power plug before working on machine.</p>	 
<p>To avoid risk of electric shock, please do not operate the machine with wet hands, or install in a place where it is likely to get wet.</p>	
<p>To avoid risk of burns, please make sure the ashtray is locked in position before use.</p>	
<p>To avoid risk of burns, please do not touch the solenoids, motors or lamps while they are still hot.</p>	 
<p>Please ensure ground wire is correctly connected to prevent build up of static electricity in game balls.</p>	
<p>To avoid risk of injury, please take care around sharp edges, such as edges of metal rails and nails.</p>	 
<p>To avoid risk of injury, please take care when opening or closing front glass and upper tray doors.</p>	

Sound

● Super Bass Sound System

Using the latest up to date audio processing and high quality speakers to produce resounding bass and crystal clear treble, with a look that is well integrated into the overall design of the frame.



Frame Lighting Effects



● Illumination Lamps

High performance microprocessor controlled frame illumination, using beautiful, vivid, high-brightness LED lamps and powerful flashlamps, is arranged to represent a V for Victory.

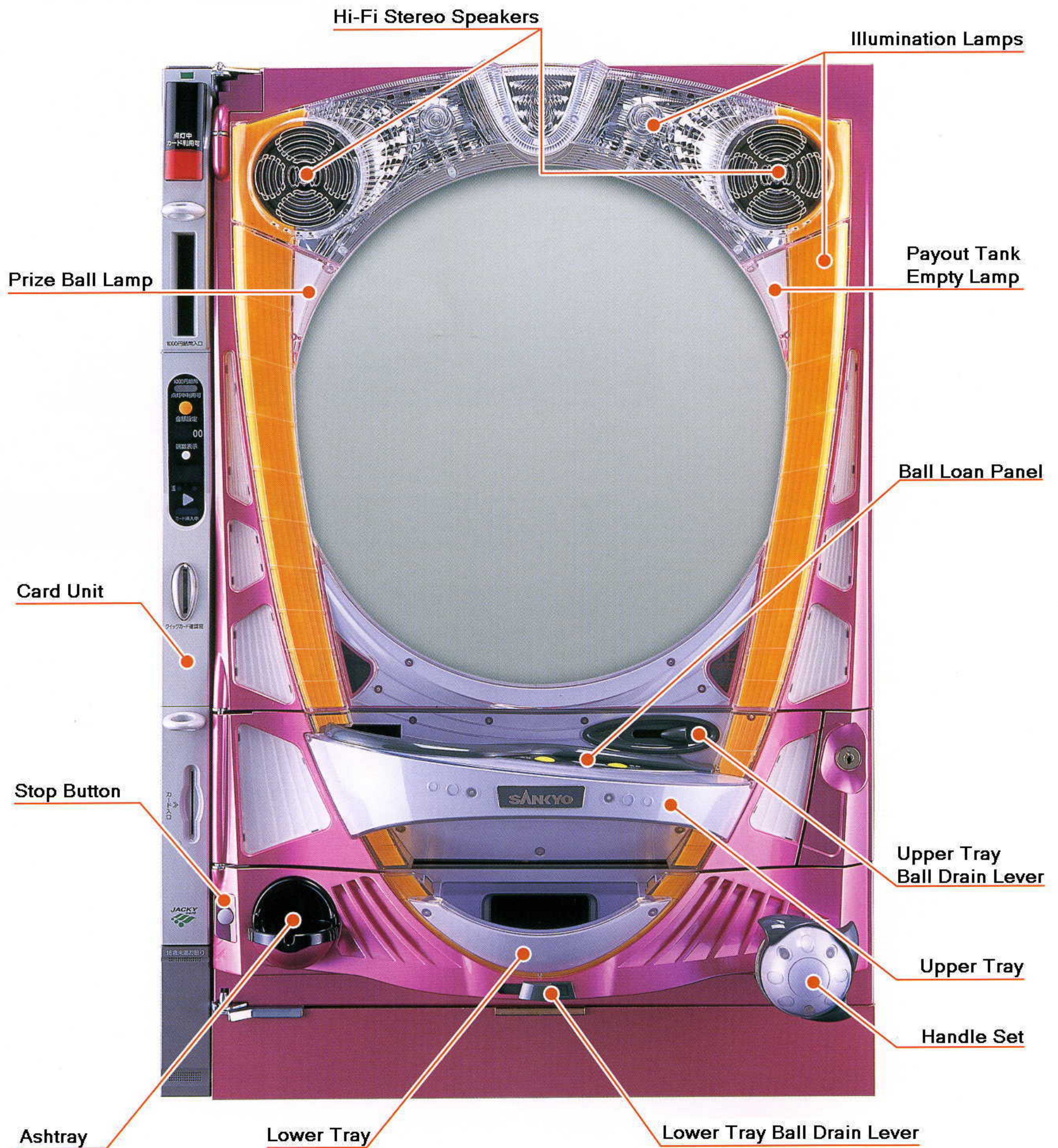
The patterns of lights coordinate with the sound effects and change according to the situations of the game play scenes.

Circular Front Glass

The double glazed front glass set is manufactured with latest technology to help maintain its clarity, and its sound reducing effects.

The glass area is expanded by 9% to give larger play surface to intensify the impact to the player.

Front of Machine



Frame Specifications

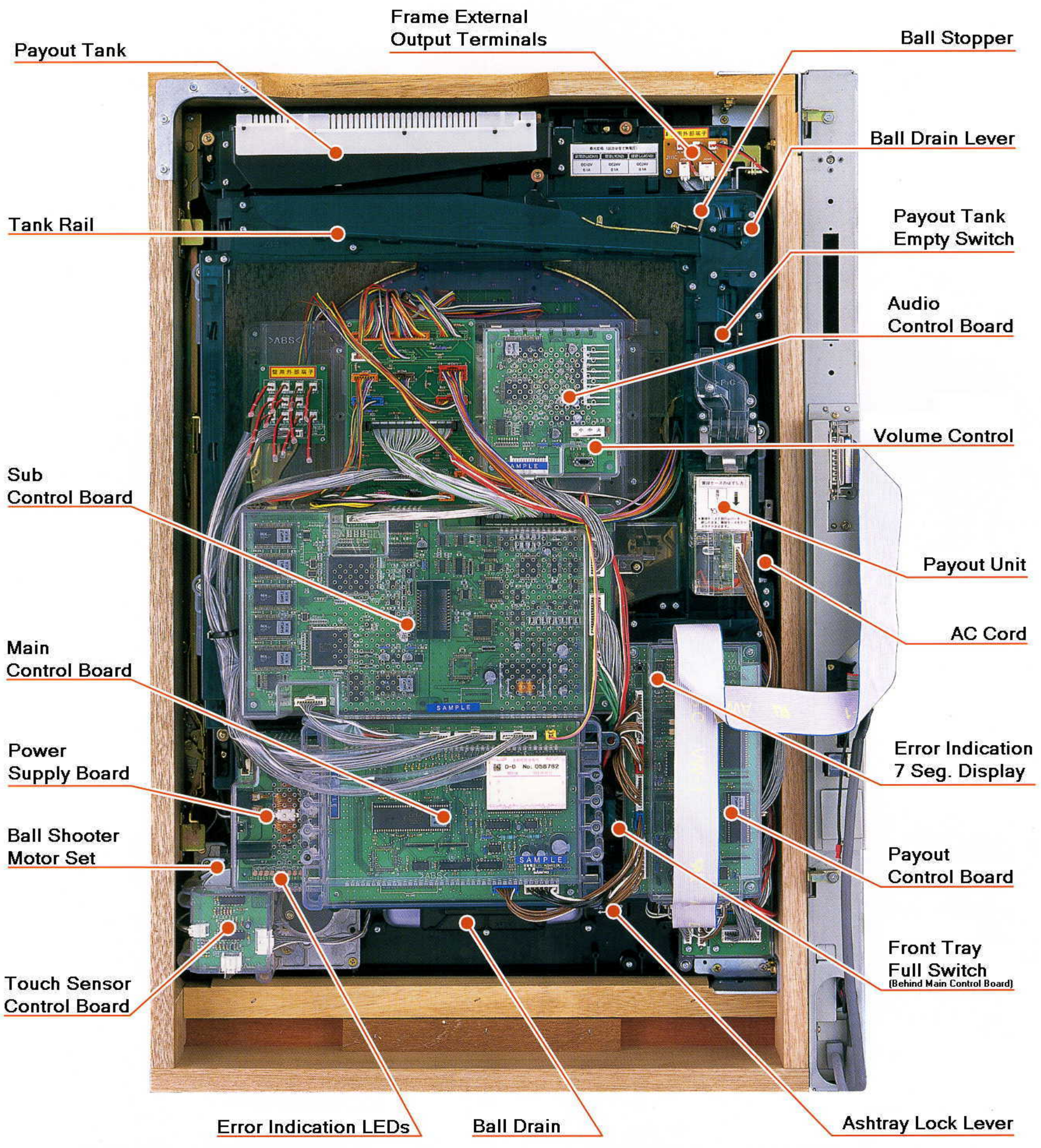
Framework Dimensions
 Height : 808mm Width : 520mm (Frame Size)
 Height : 818mm Width : 530mm (Aperture Size)

Glass Dimensions
 Height : 419.5mm Width : 404mm
 Thickness : 3mm & 4mm

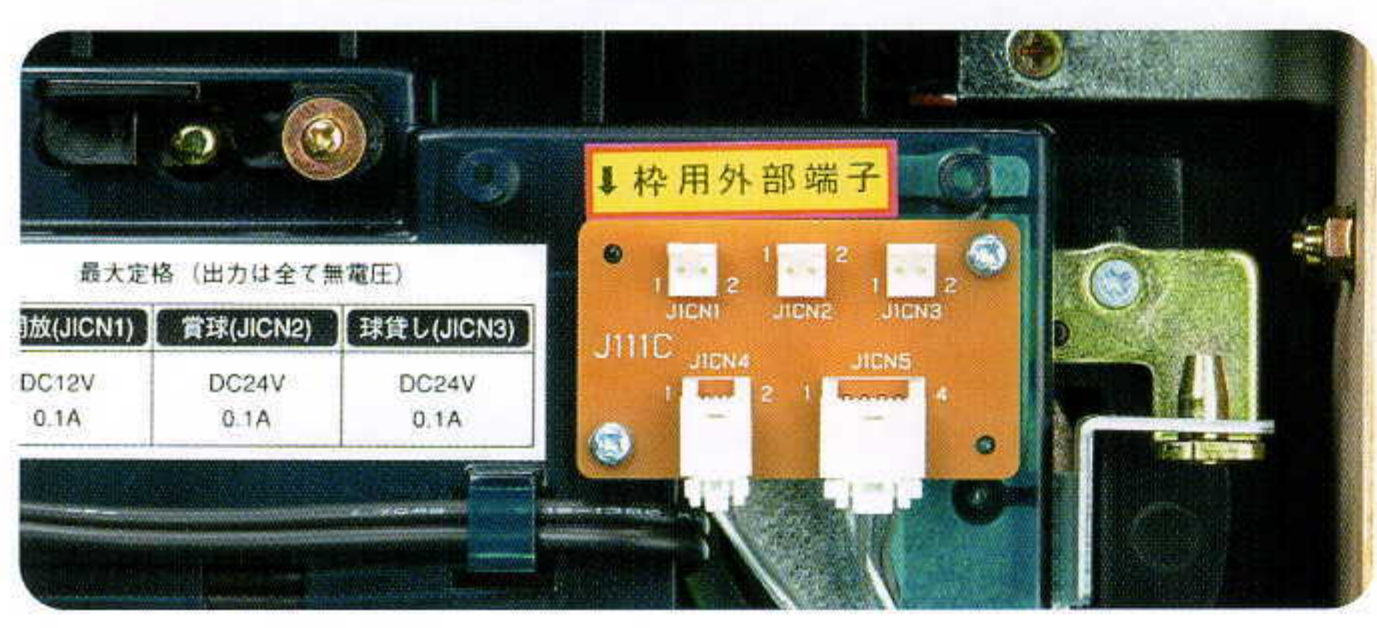
Rated Voltage : AC24V +- 5%

Power Consumption : Differs for each game
 (Please check label on main control board).

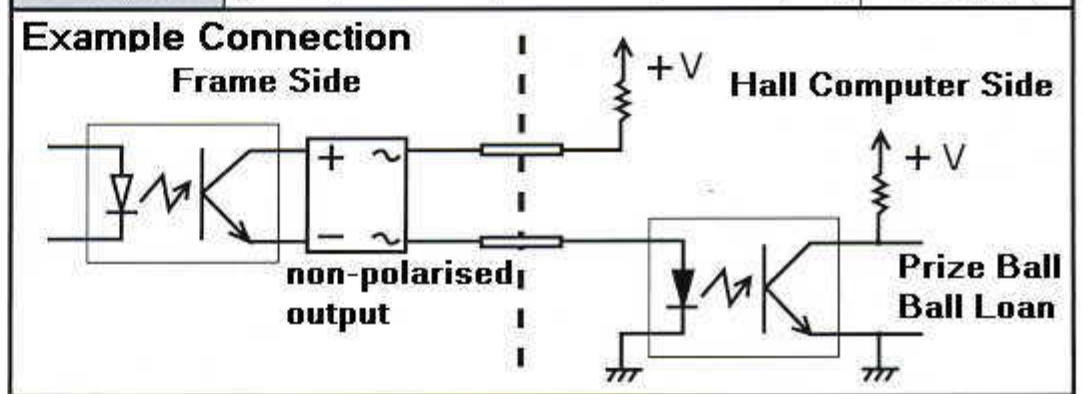
Back of Machine



Frame Ext. Output Terminals

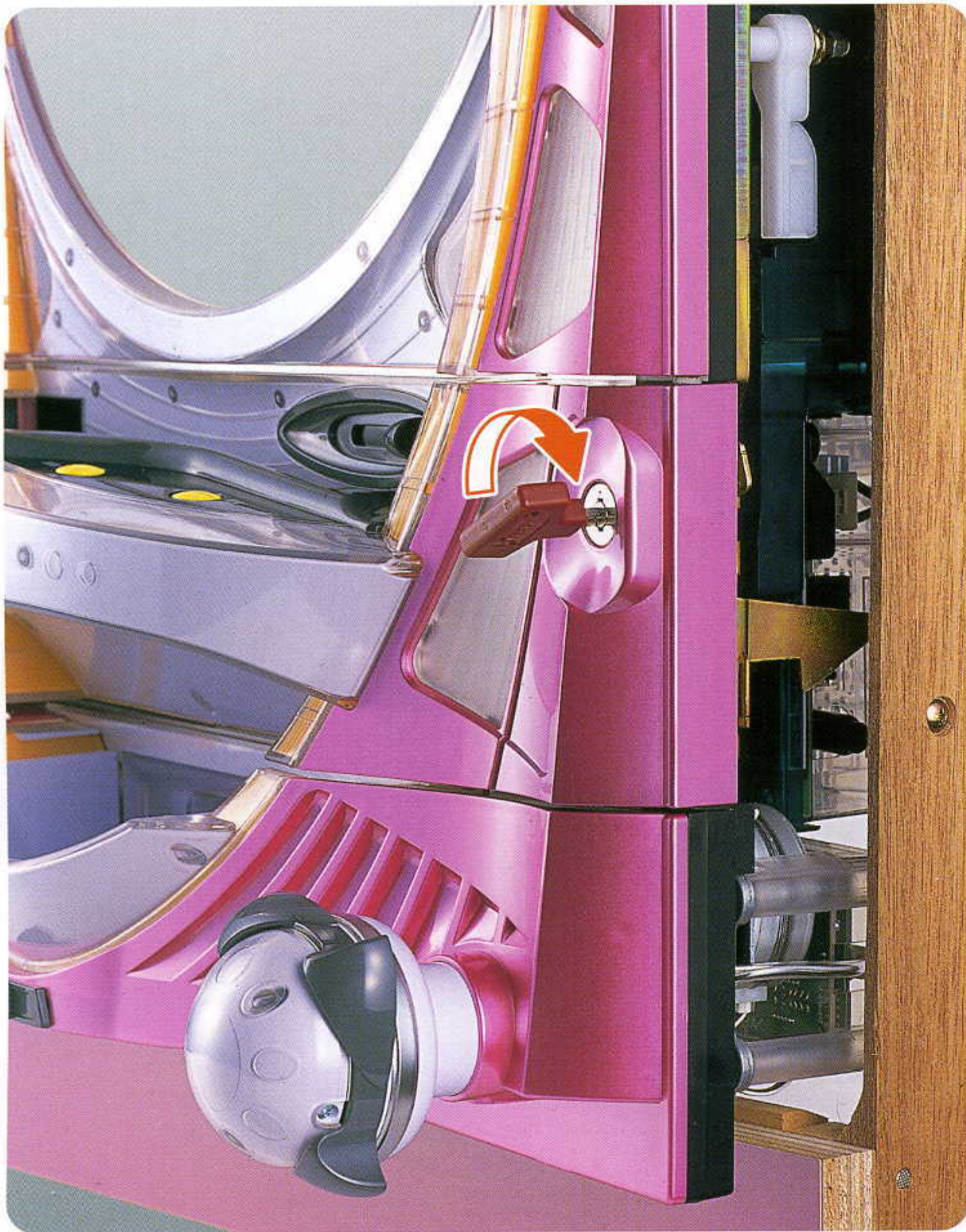


O/P Name	Contents	Max. Rating
J1CN1 Door Open	OFF when front door(s) are open	DC12V 100mA
J1CN2 Prize Ball	1 pulse / 10 prize balls (non-polarised photo-coupler output)	DC24V 100mA
J1CN3 Ball Loan	1 pulse / 25 loaned balls (100 Yen) (non-polarised photo-coupler output)	DC24V 100mA



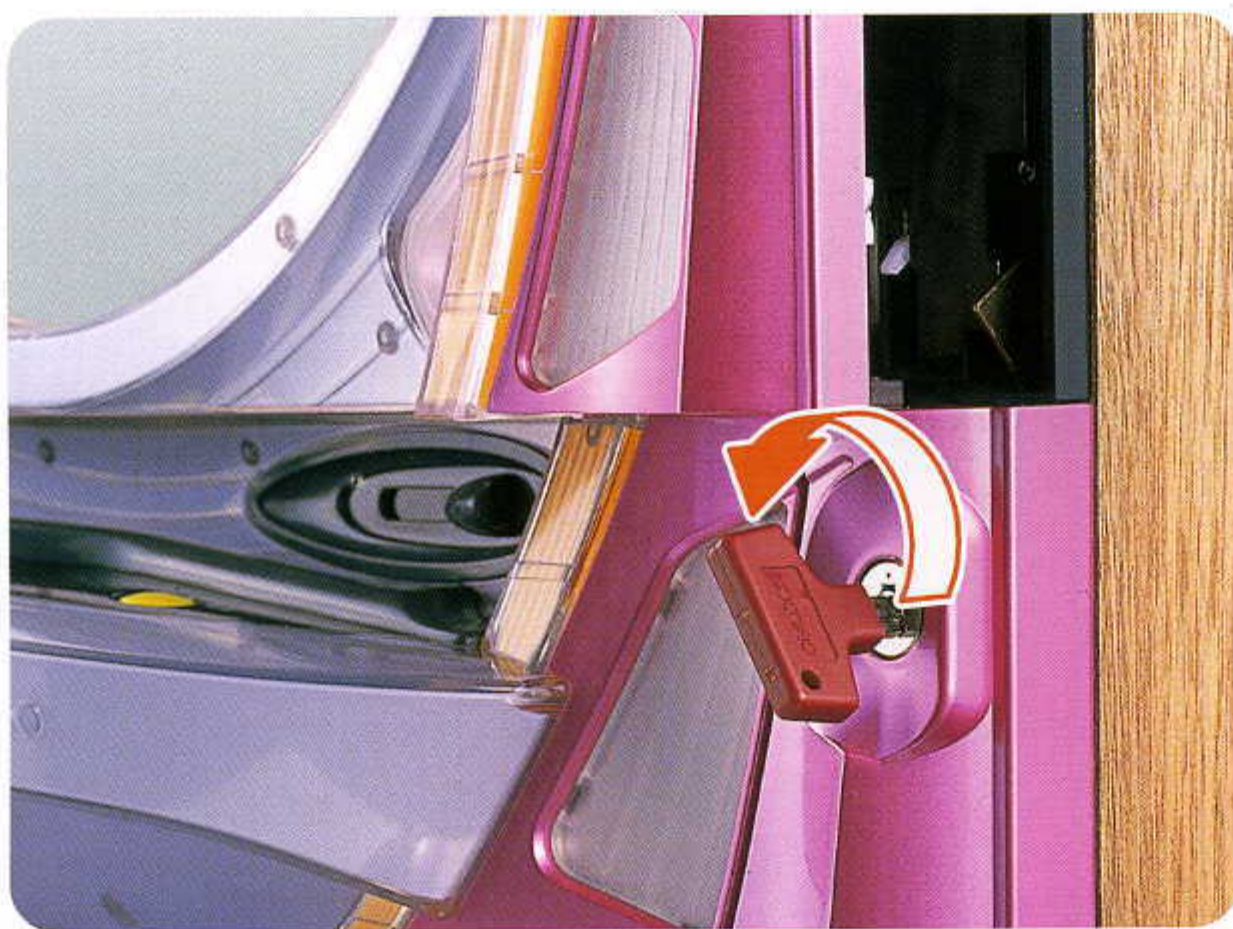
IDENTIFICATION

Opening the Front Framework



● Opening the Front Framework

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

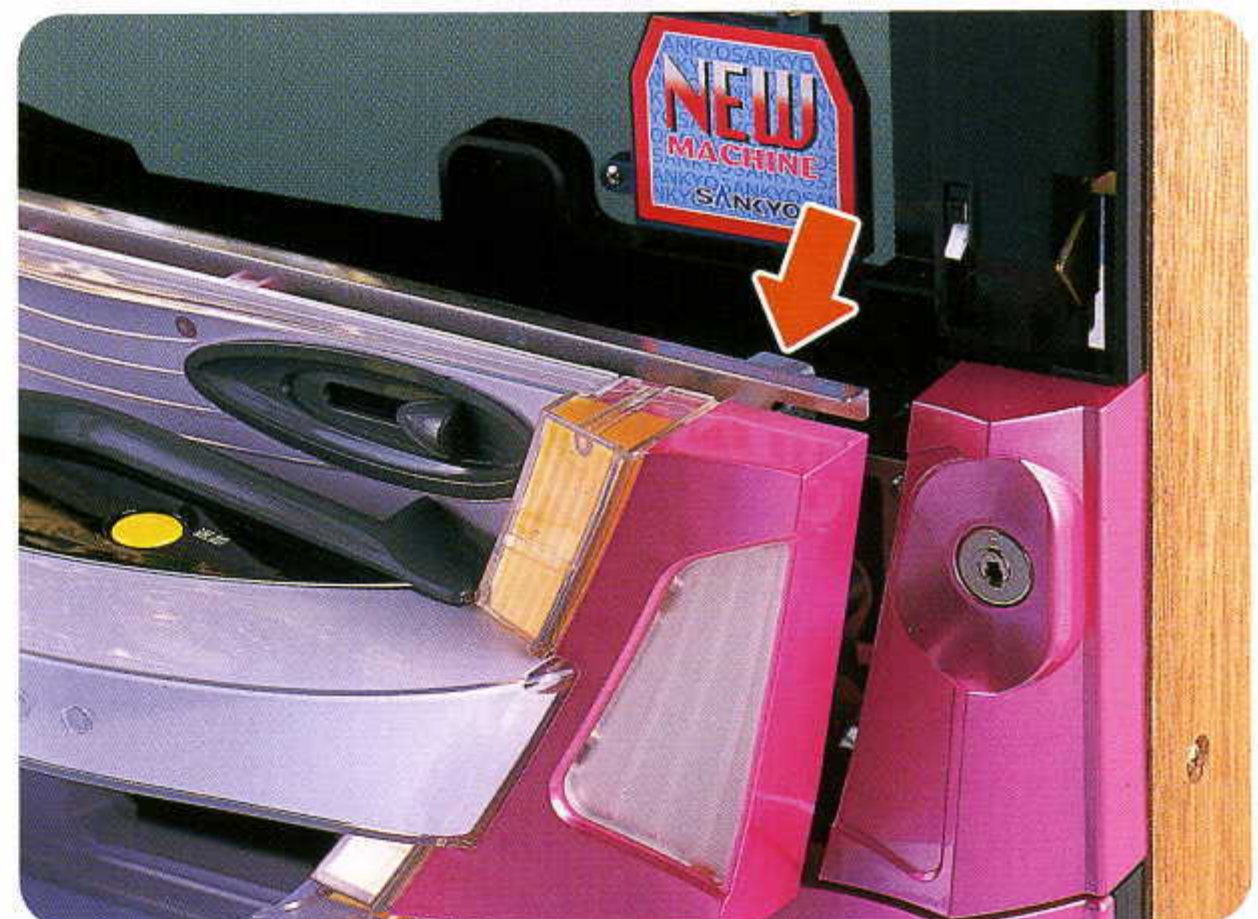


● Opening the Front Glass

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

● Opening the Upper Tray

- ① Turn the key to the very left in the lock and open the front glass.
- ② When the metal locking mechanism is pressed (shown by arrow below), the upper tray can be opened.



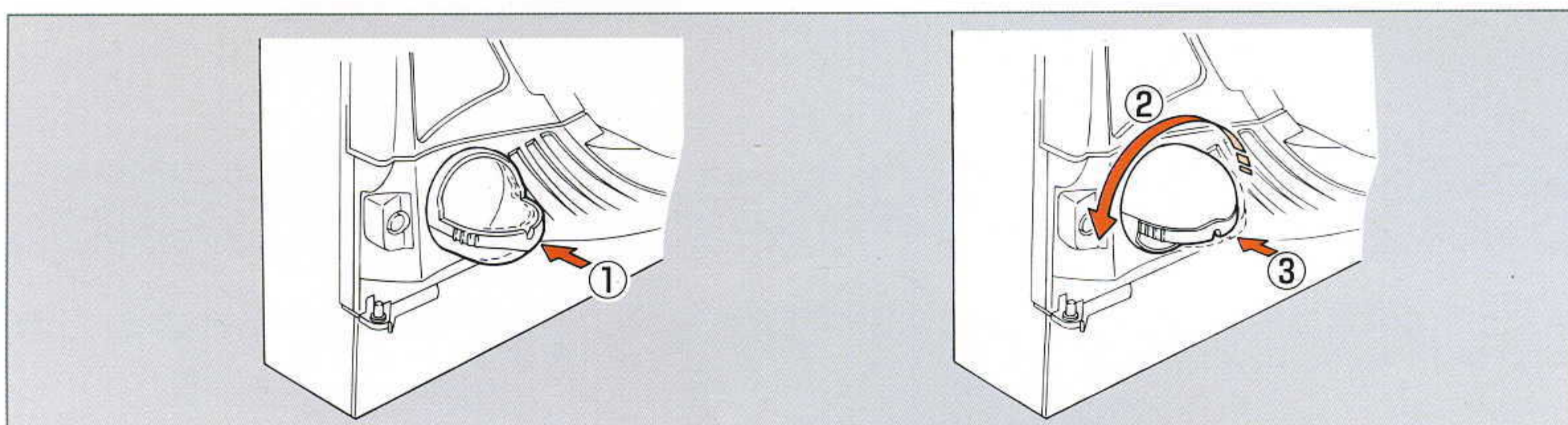
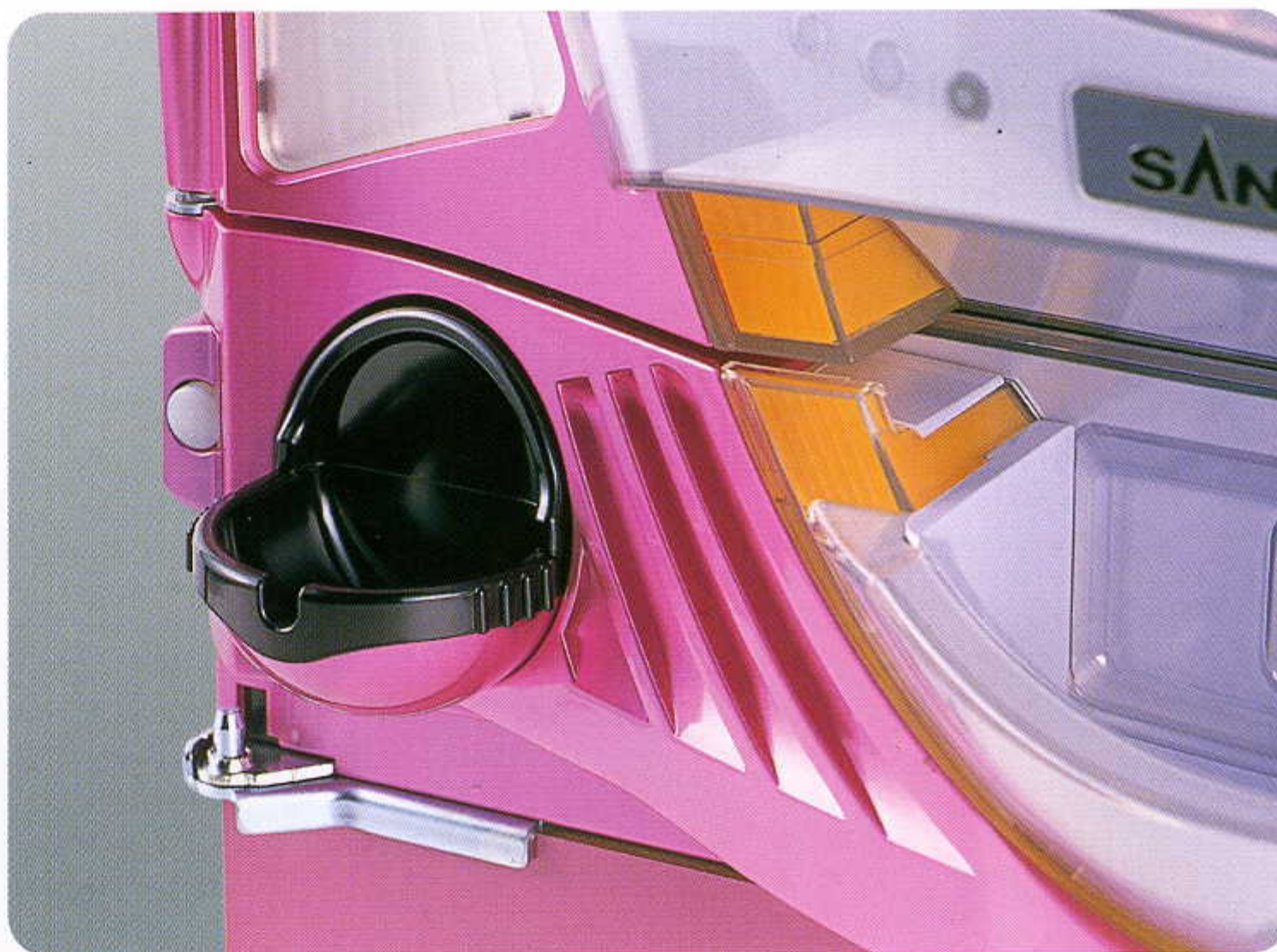
Operation of Ashtray

● Ashtray Features

With a new convenient to use ashtray mechanism, it is possible to turn with just one push.

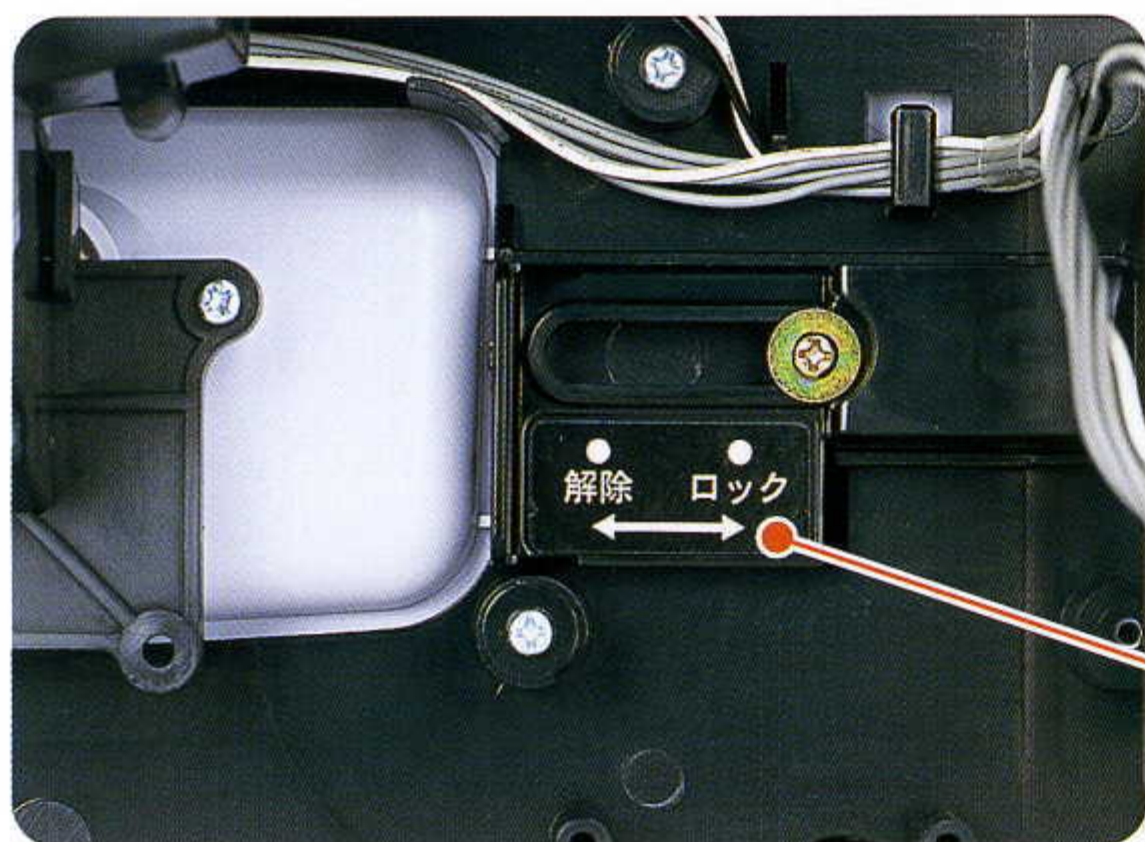
It is possible to secure the ashtray in either position with the rear locking function.

The ashtray body is smartly colour coordinated to match the frame colour.



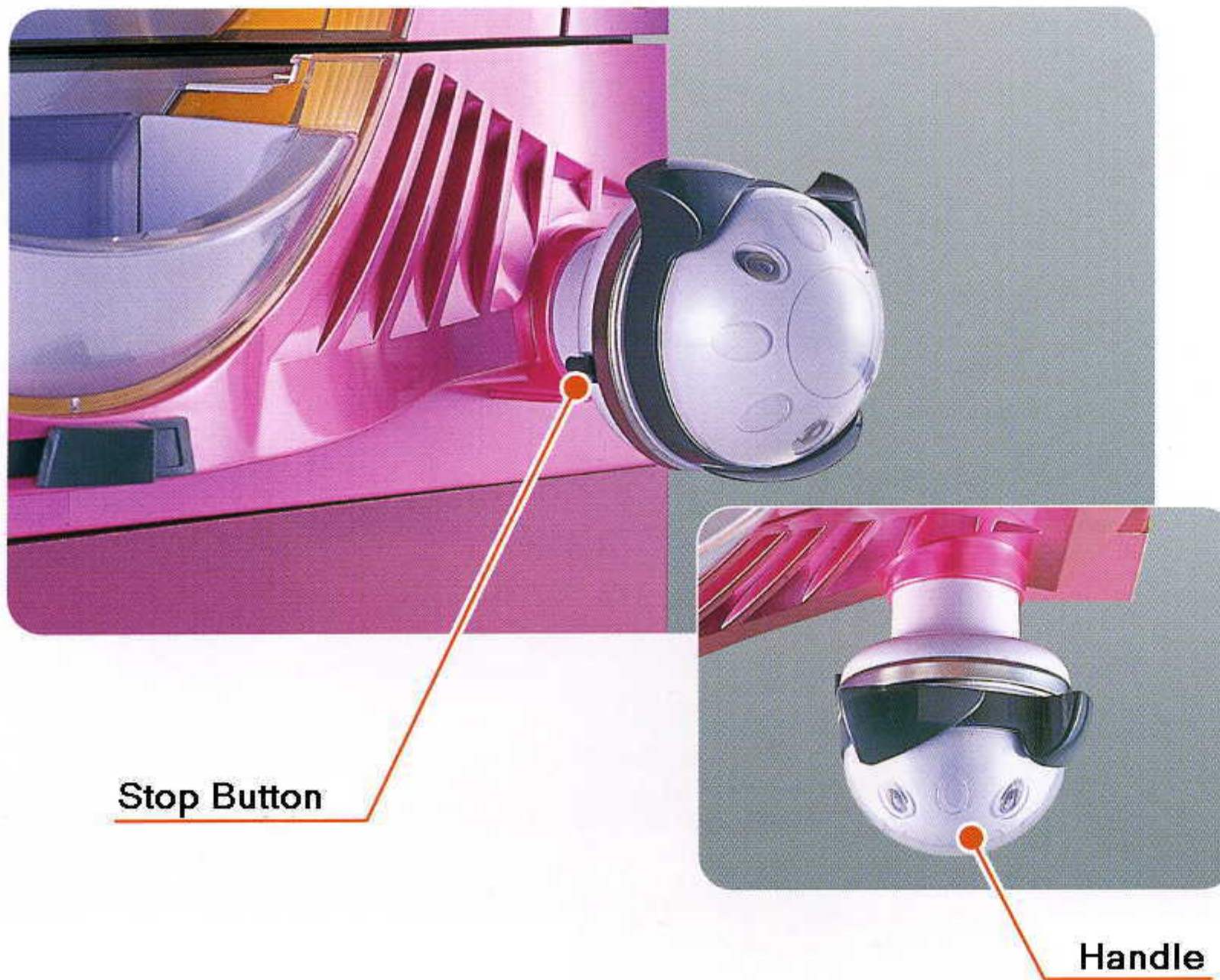
● Operation of Ashtray

- ① When the ashtray is pushed inward, the lock is released.
- ② The ashtray is now free to turn.
- ③ To lock ashtray, push inward for a second time.
- ④ The ashtray can be securely locked in position, by sliding the lock lever on the rear side of the machine.



Lock Lever

Operation of Handle Section



● Handle

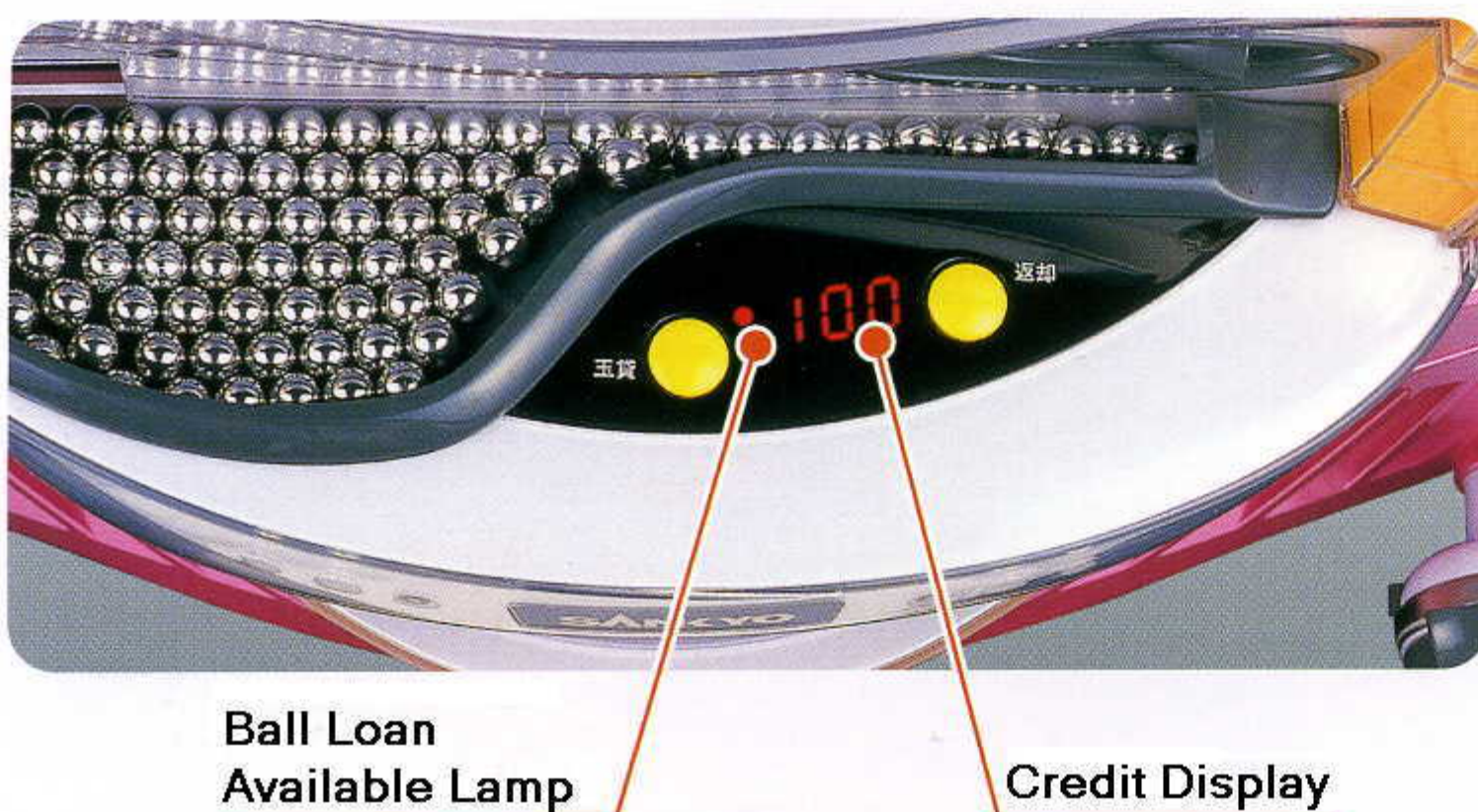
The handle grip has been ergonomically designed to reduce fatigue in the player's hand.

The stylish design of the clear handle cover, allows the internal structure of the handle to be seen.

● Operation of Handle

- ① While touching the touch ring, turn the handle ring to the right to launch balls.
To adjust the strength of the ball launch, adjust the position of the handle ring.
- ② If the stop button is pressed while launching balls, ball launching will cease.

Operation of Ball Loan Panel



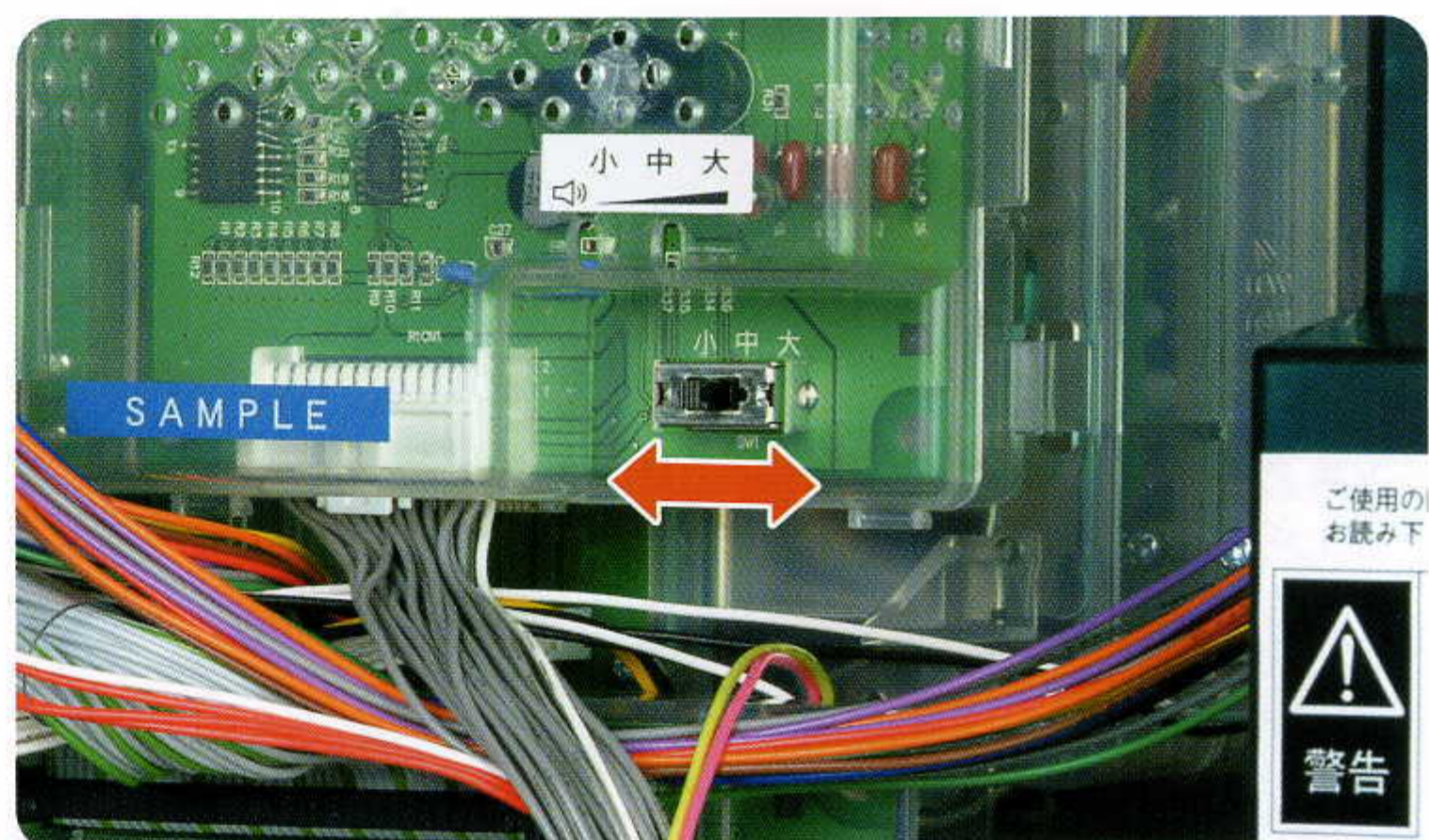
● Operation of Ball Loan Panel

- ① Insert the prepaid card into the card unit.
- ② The credit display indicates the amount remaining on the card.
- ③ When the ball loan available lamp has lit up, press the ball loan button to dispense balls into the upper tray.
- ④ When the return button is pressed the card is returned from the card unit.

Volume Control

● Volume Control

- ① The volume control switch can set the volume to three levels, Loud - Medium - Quiet.
- ② Please set the volume control switch to your desired volume level.

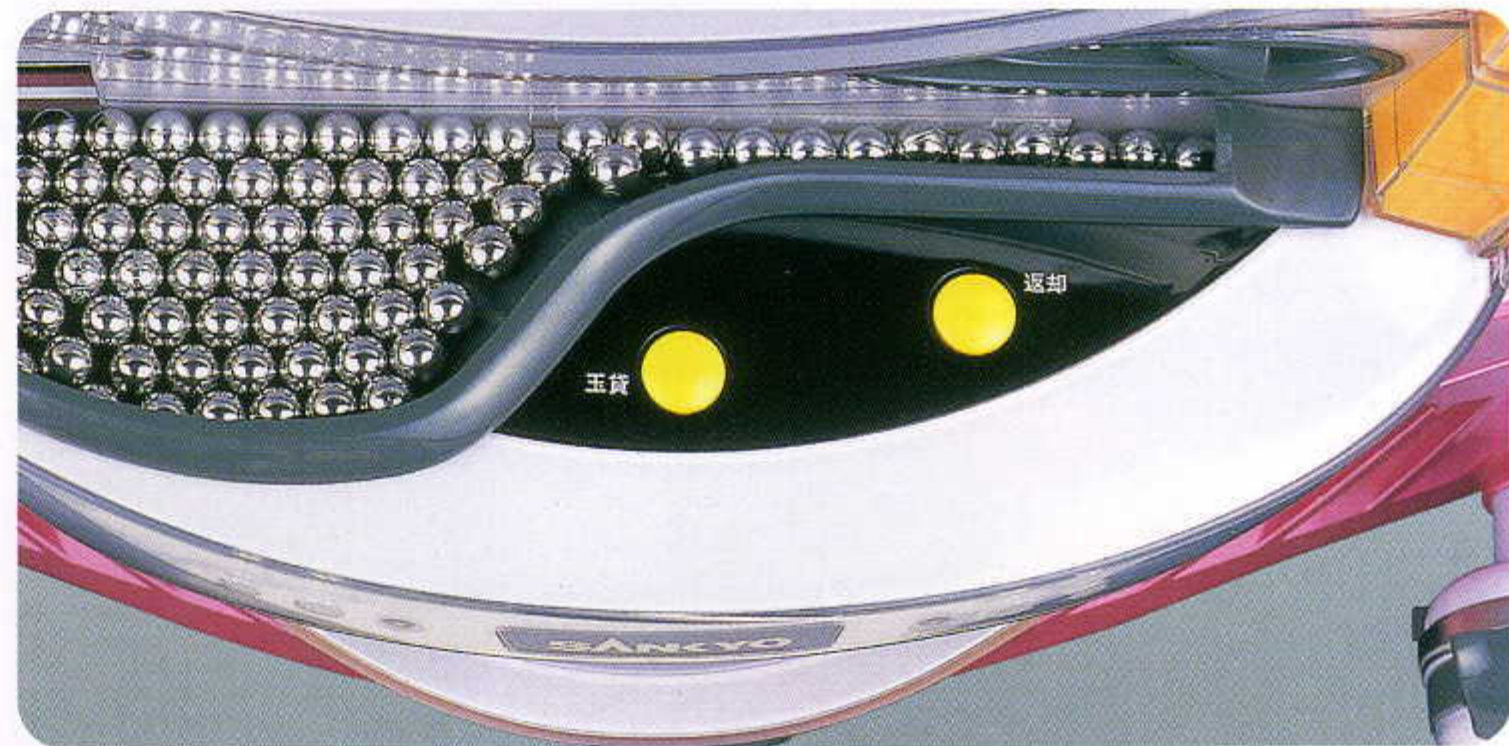


Upper and Lower Trays

● Upper Tray

The futuristic skeleton design makes it easy to see the operation panel.

When the upper tray ball drain lever is moved to the left, balls in the upper tray will drain into the lower tray.

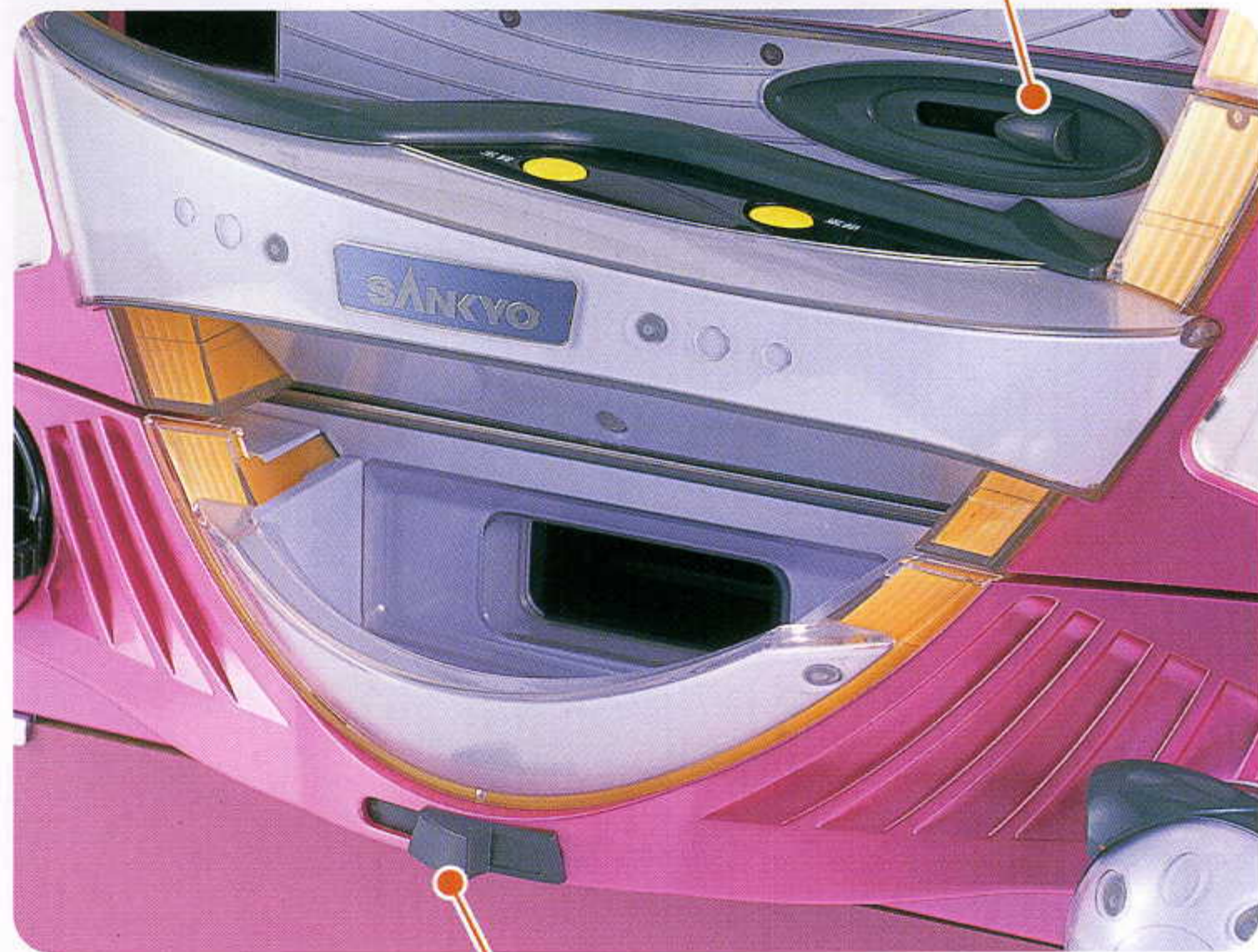


Upper Tray Ball Drain Lever

● Lower Tray

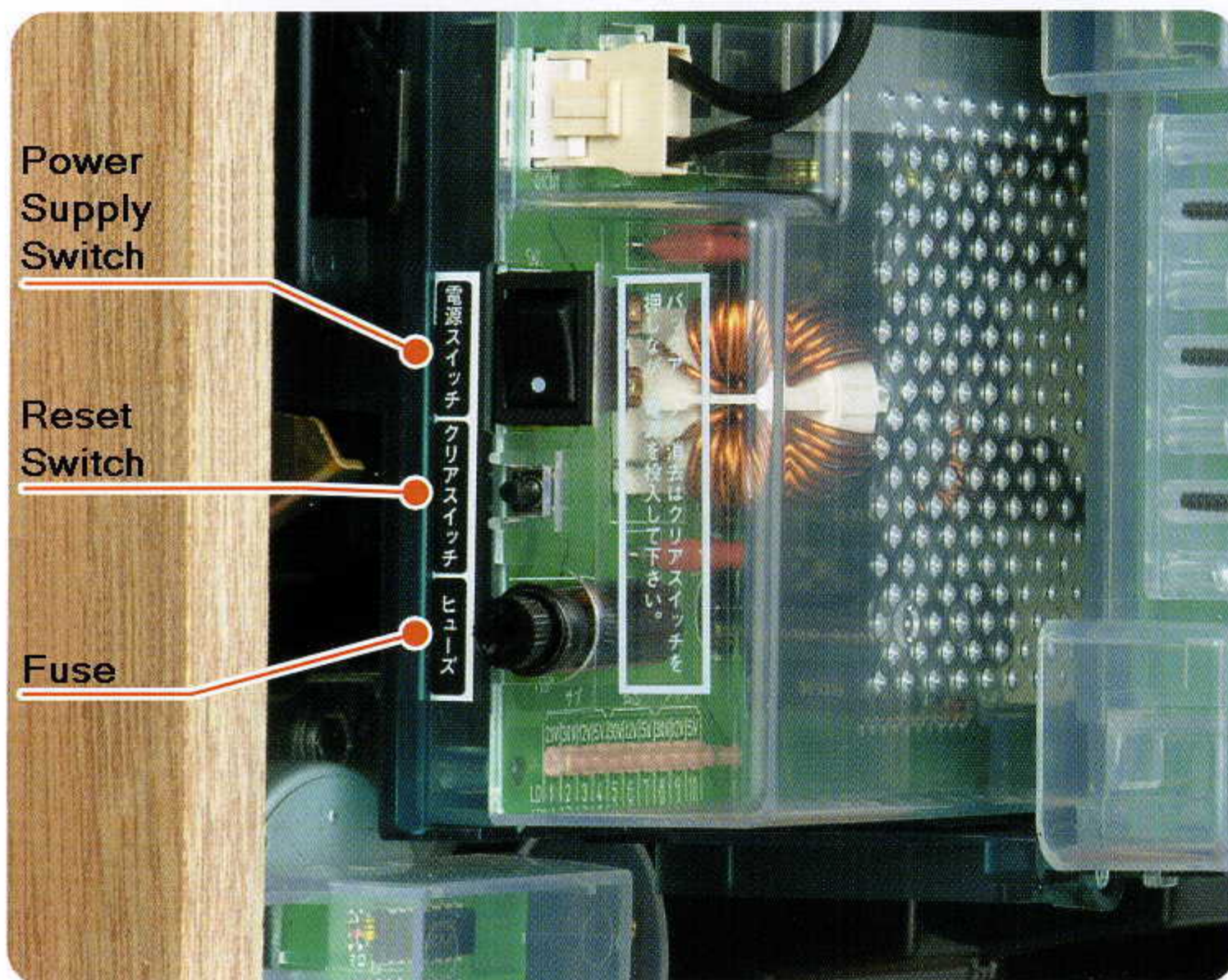
With a large capacity and a refined design, the lower tray is provided with a central ball drain hole for easy removal of balls.

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



Lower Tray Ball Drain Lever

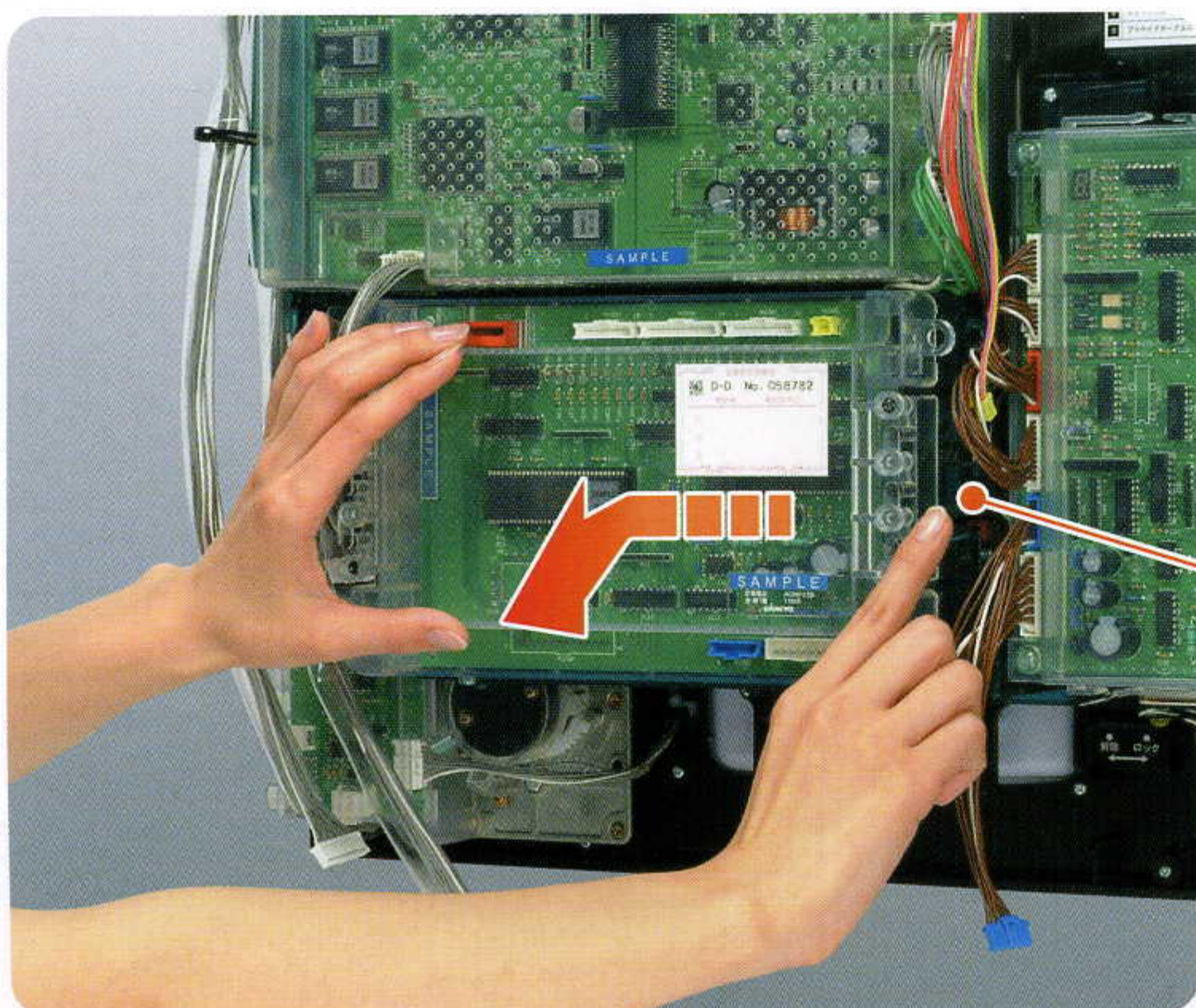
Power Supply and Reset Switches



● Power Supply & Reset Switches

- ① When the power switch is turned on, power is supplied to the pachinko machine.
- ② To clear backup memory, press the reset button and turn on the power switch, while continuing to press the reset button for 4-5 seconds after power is turned on.

Removing Main Control Board



① Removing Cables.

Remove all cables connected to the main control board.

② Removing Main Control Board.

While pushing the lock lever, slide the main control board to the left, then pull forward to remove.

Lock Lever

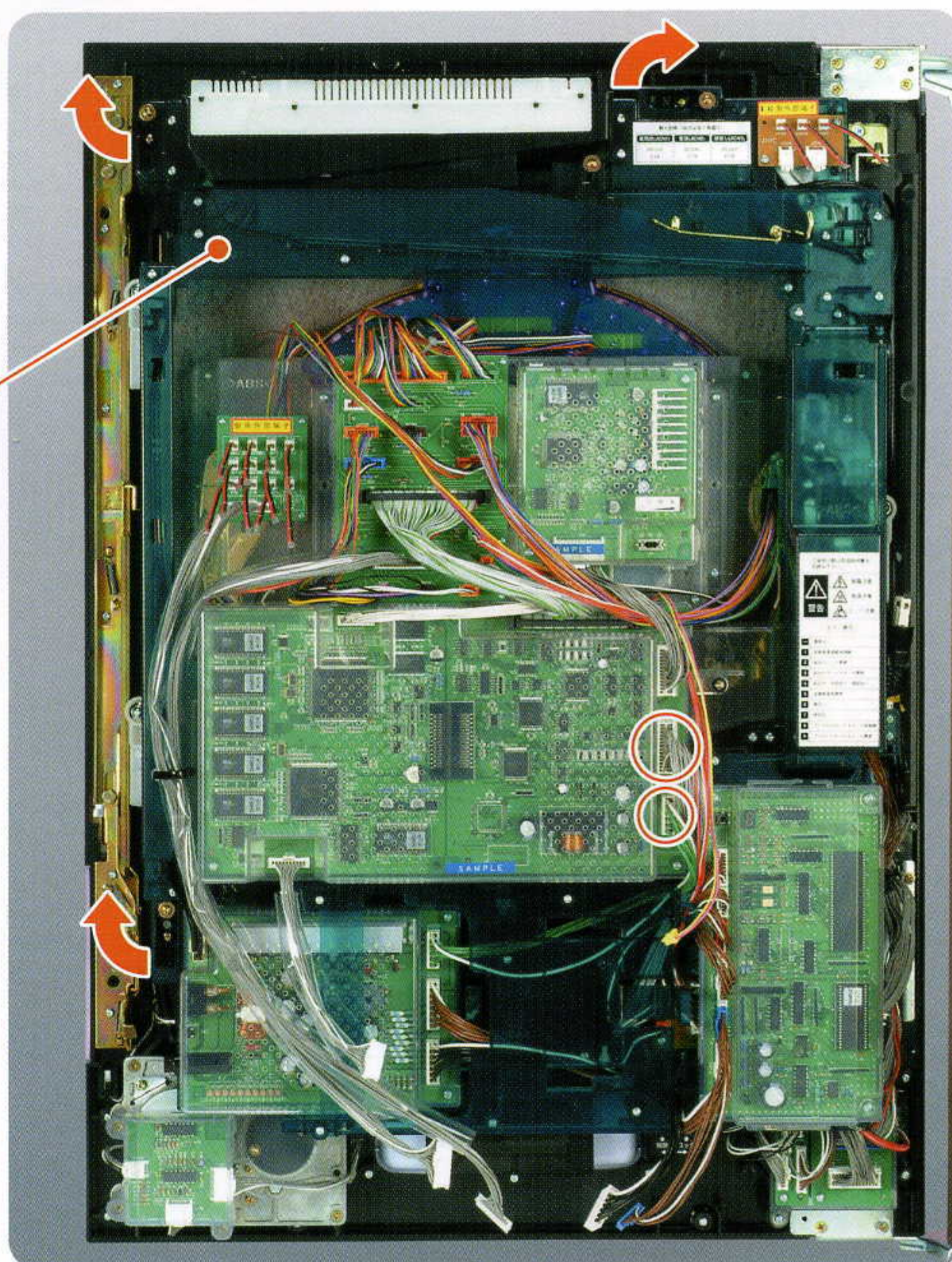
Removing Game Board

① Cables and Sun Pack Latches.

The front framework is opened (see page 6 for details), and the two circled connectors are removed.

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

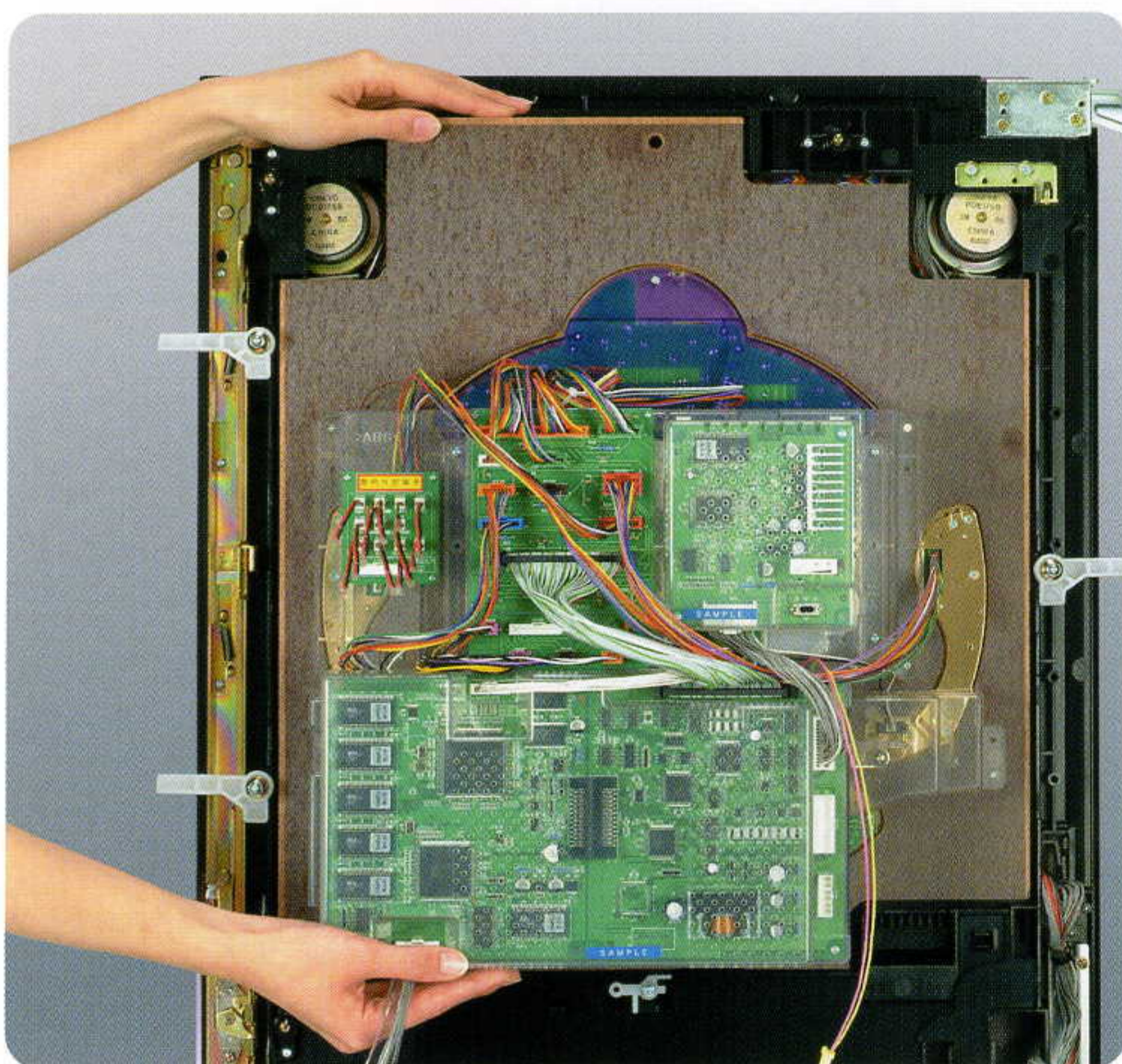
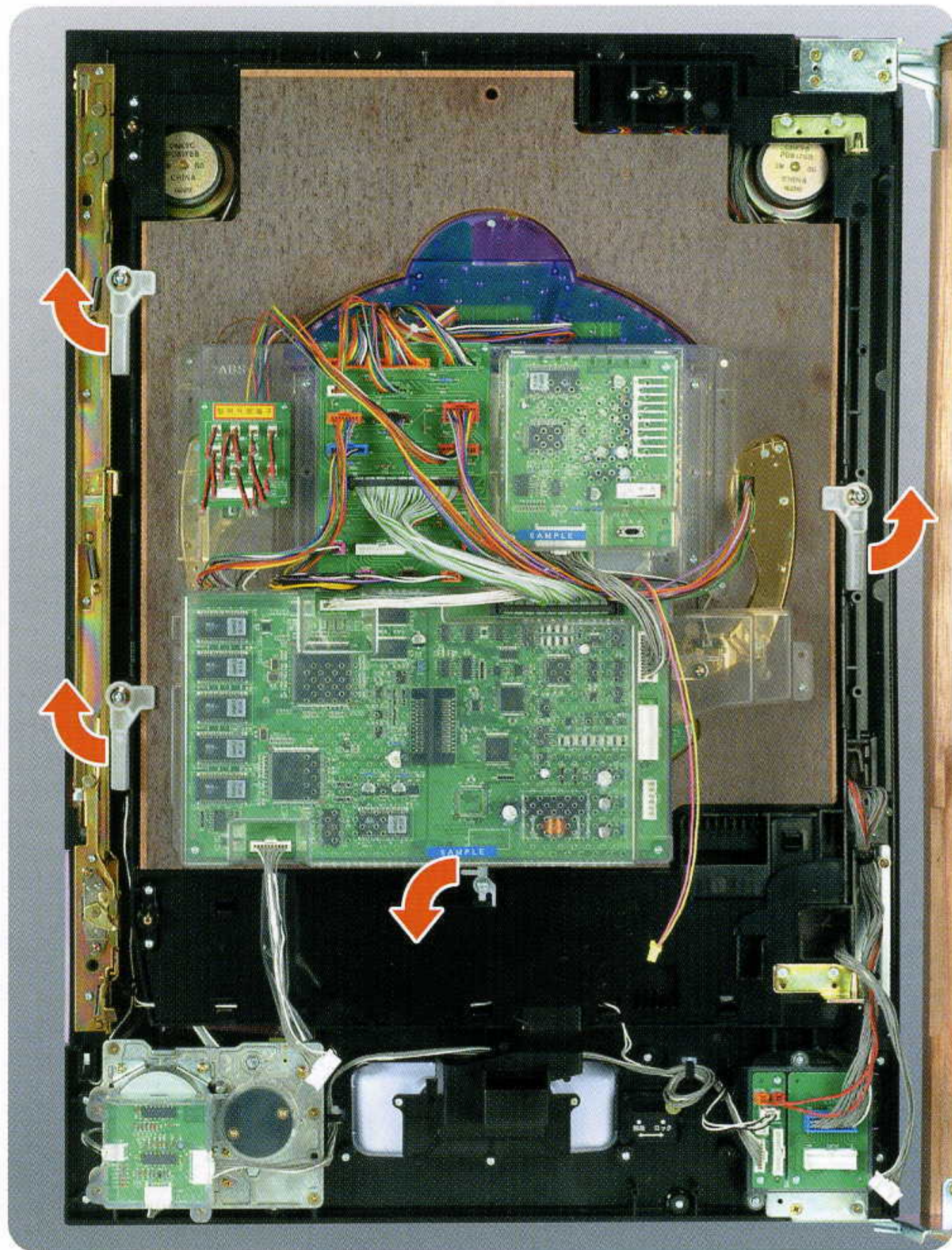
Sun Pack



Removing Game Board

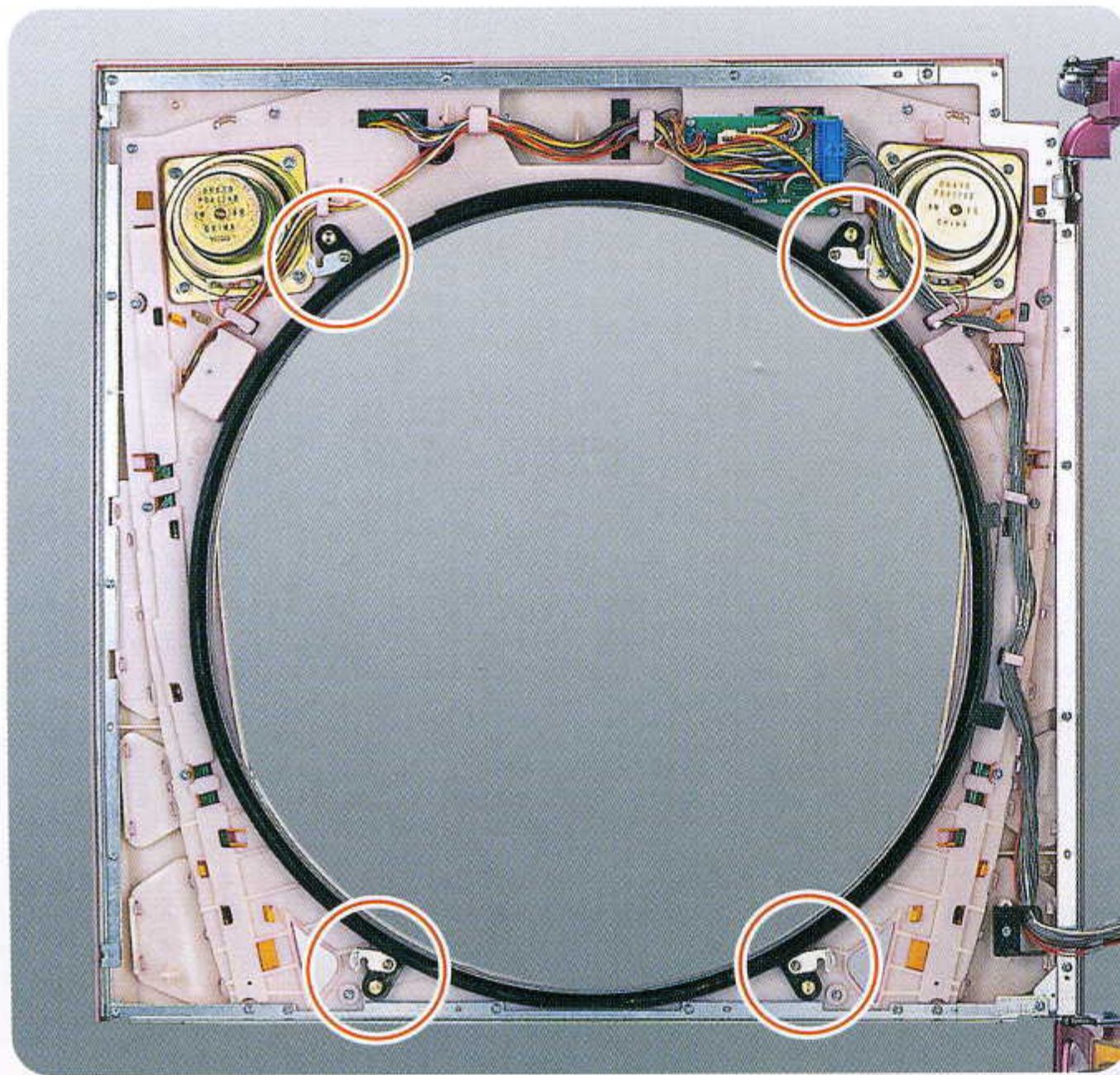
② Opening Sun Pack & Game Board Latches

- Pull the left hand side of the sun pack forward to open the sun pack.
- Rotate the four white game board retainers in the direction shown by the arrows.

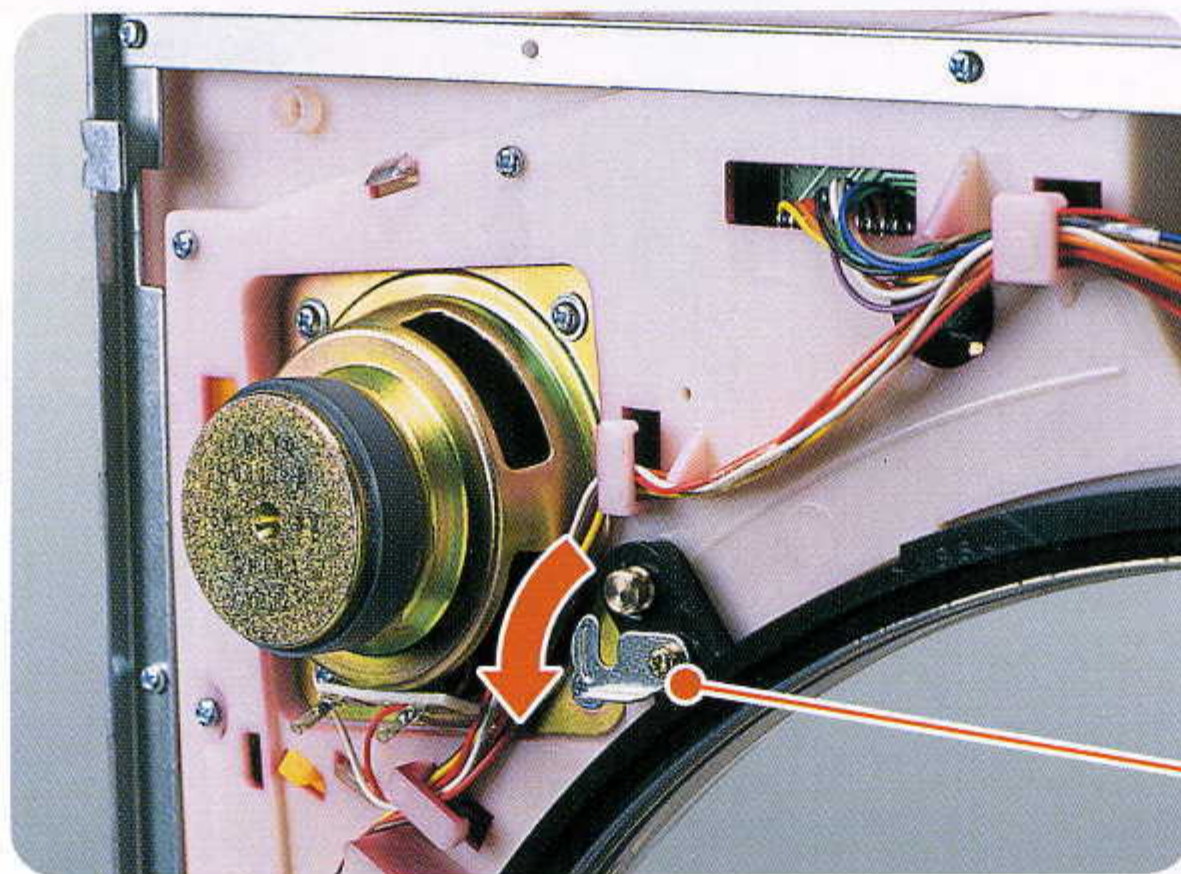


③ Holding the top and bottom of the game board, it is removed by hand.

Removing Glass Set



- ① The front glass door is opened (see page 6 for details), and the four glass retaining catches are rotated in the direction shown by the arrows.
- ② Holding the top and bottom of the glass set, it is removed by hand.



Glass Retaining Catch

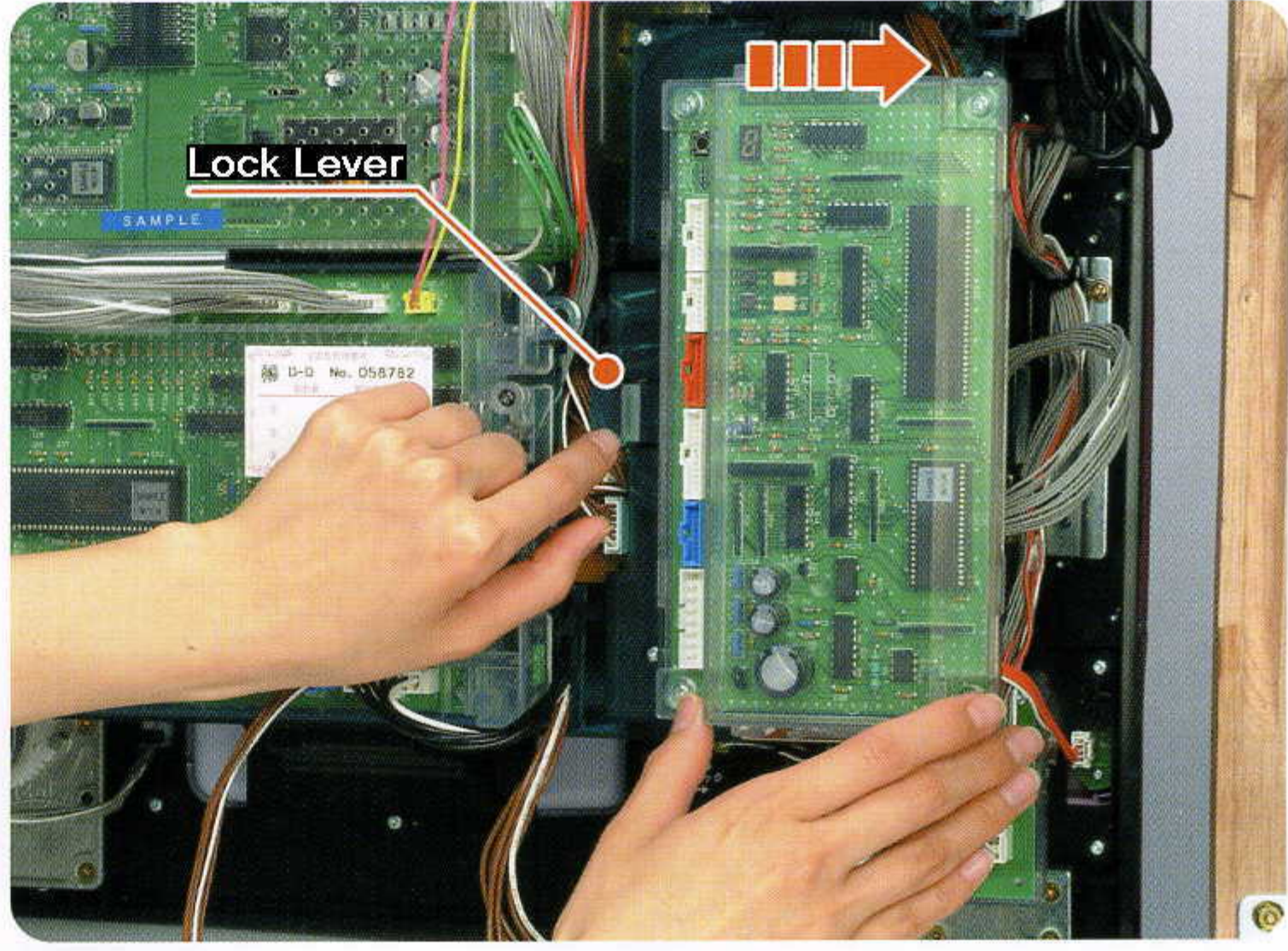
Removing Power Supply Board

- ① The main control board is removed (see page 10 for details).
- ② Remove all cables connected to the power supply board.
- ③ While pushing the lock lever, slide the power supply board to the right, then pull forward to remove.



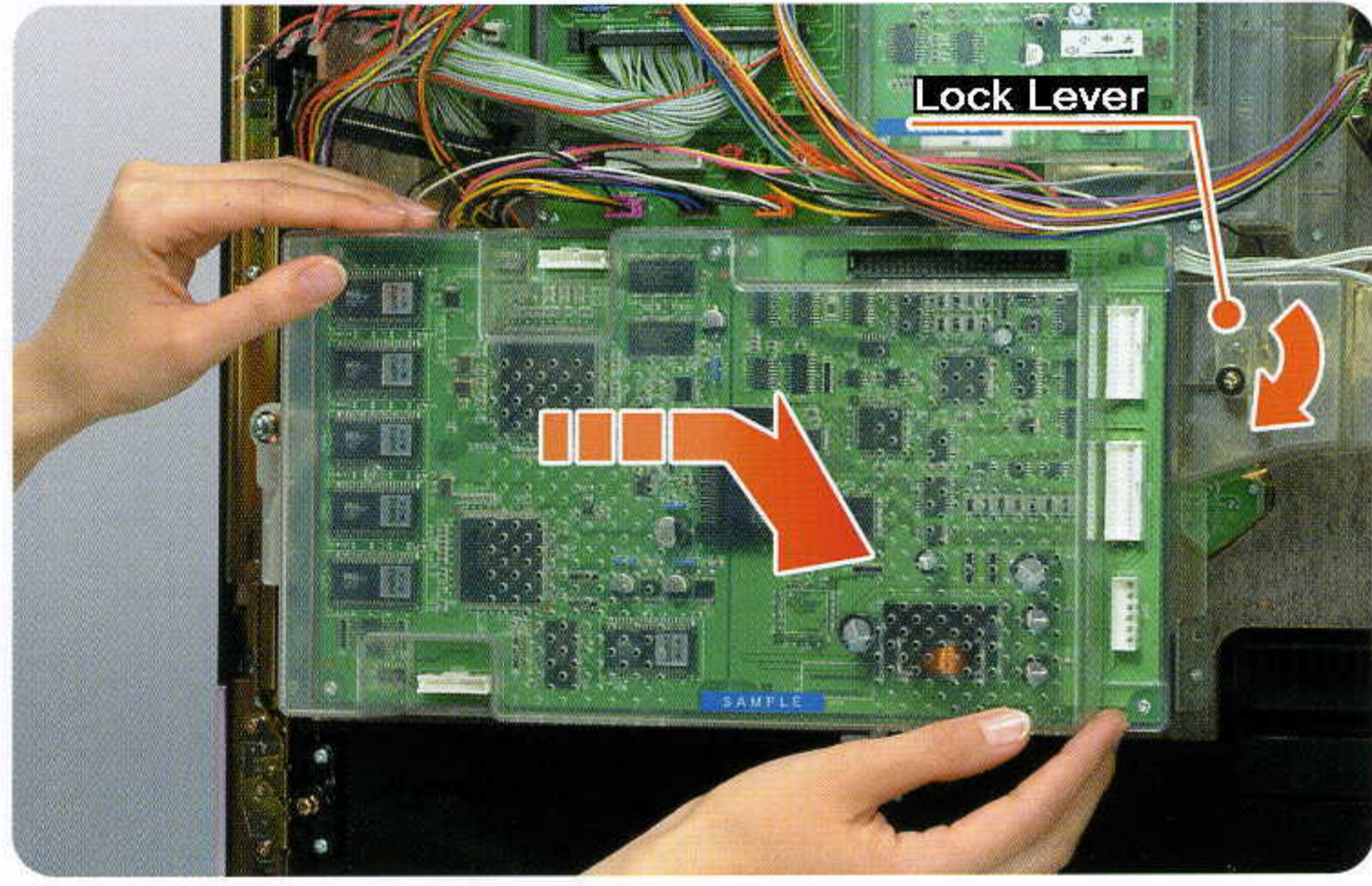
Removing Payout Control Board

- ① Remove all cables connected to the payout control board.
- ② While pushing the lock lever, slide the payout control board to the right to remove.

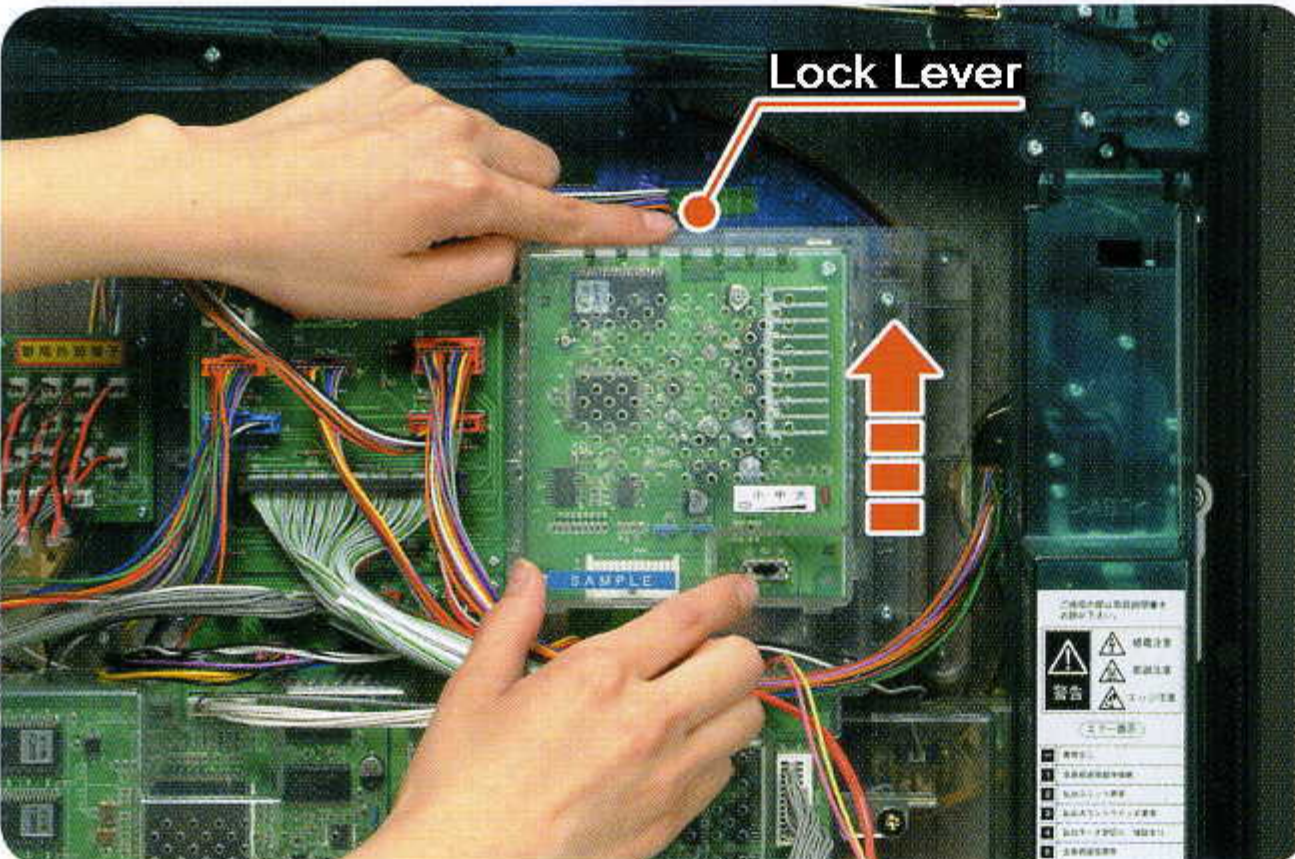


Removing Sub Control Board

- ① Remove all cables connected to the sub control board, then open the sun pack.
 - ② Rotate the locking lever as shown by the arrow to release the sub control board.
 - ③ Slide the sub control board to the right, then pull forward to remove.
- ※ Note that on some machines the position of the sub control board may vary.

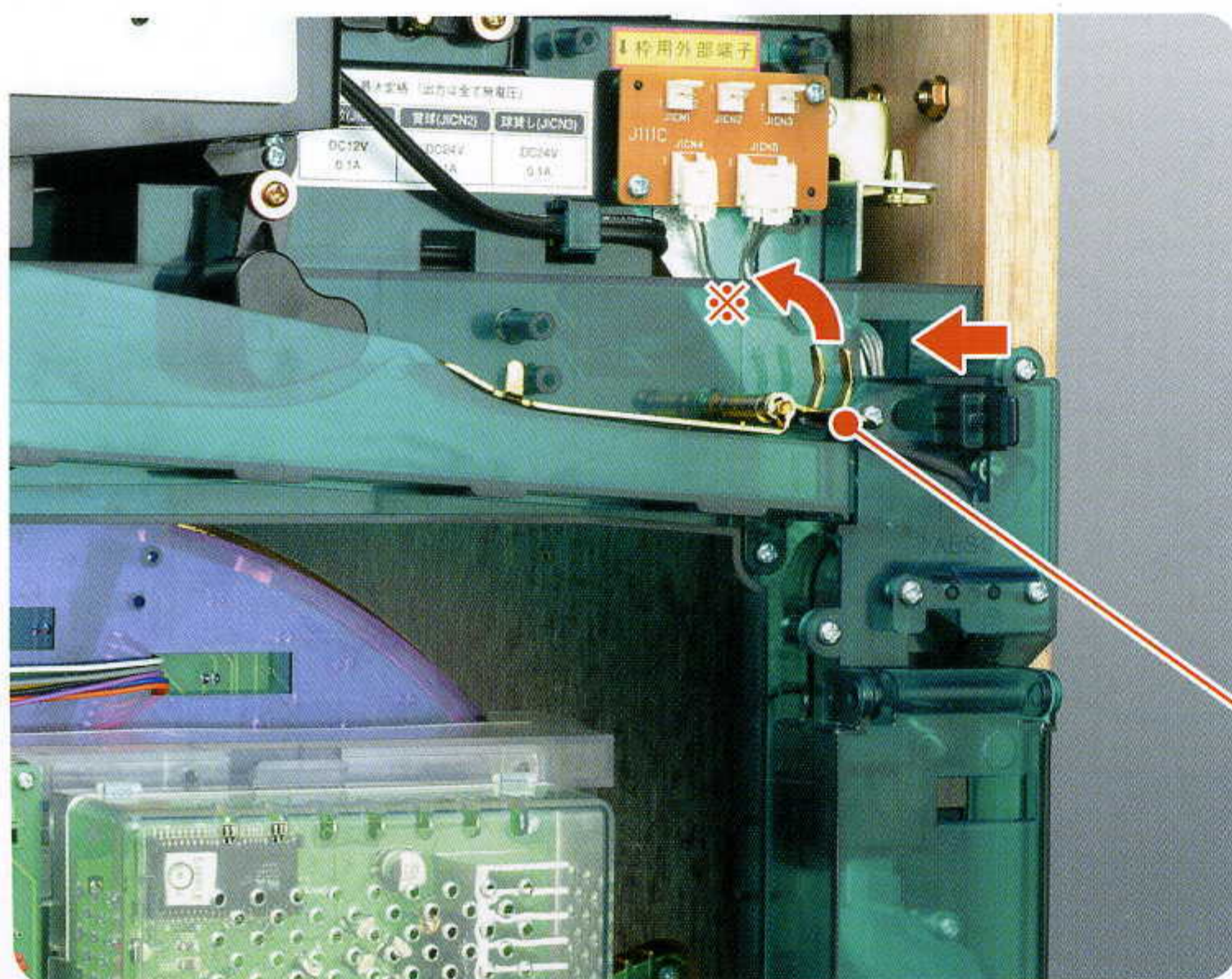


Removing Audio Control Board



- ① Remove the cable connected to the audio control board.
 - ② While pushing the lock lever, slide the audio control board up to remove.
- ※ Note that on some machines the position of the audio control board may vary.

Emptying Payout Tank

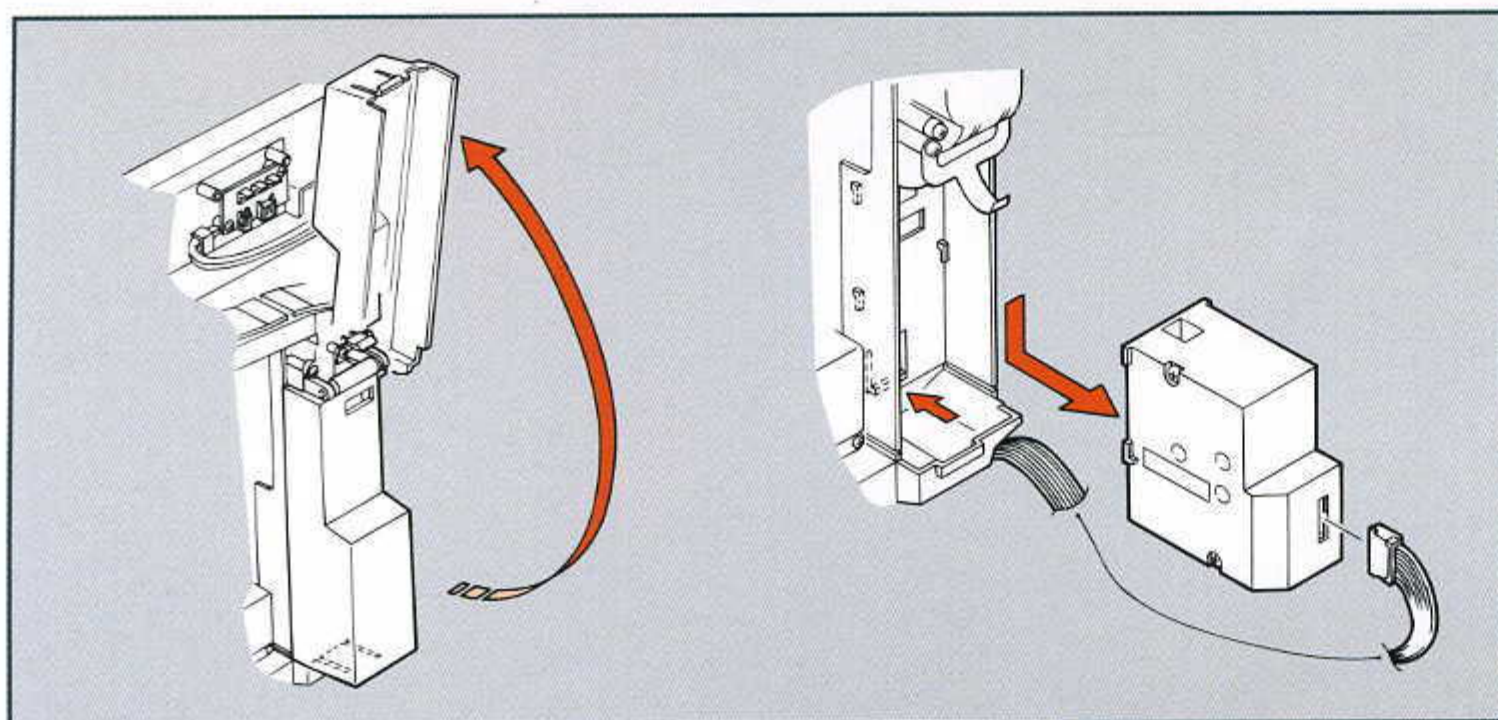


- Please slide the ball drain lever to the left to drain balls from the payout tank.
- Once balls have finished draining, slide the ball drain lever to the right until a 'click' sound is heard.

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

Ball Stopper

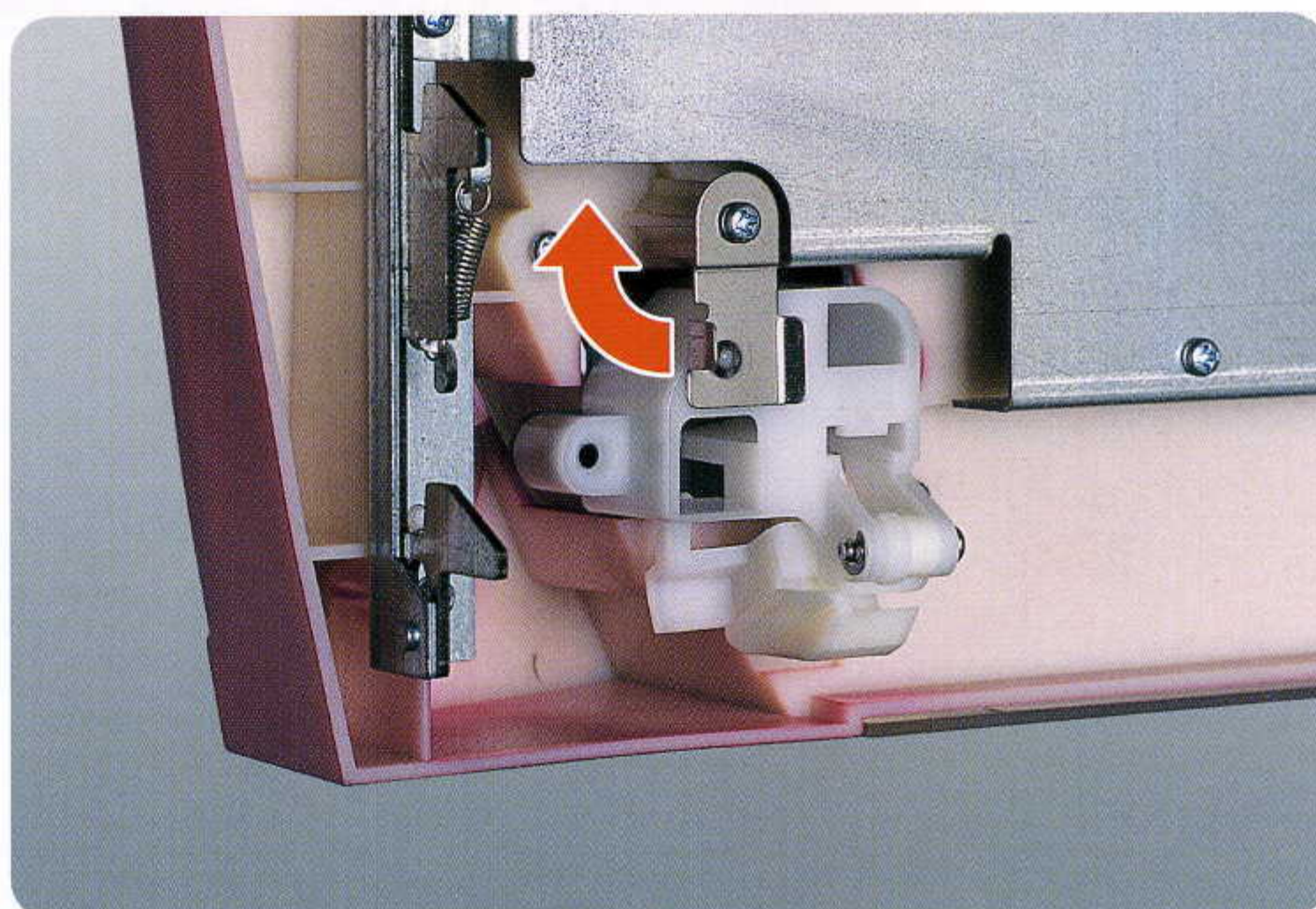
Removing Payout Unit



- ① Open the case cover, and remove the cable connected to the payout unit.
- ② While pushing the lock lever, slide the payout unit down to remove.

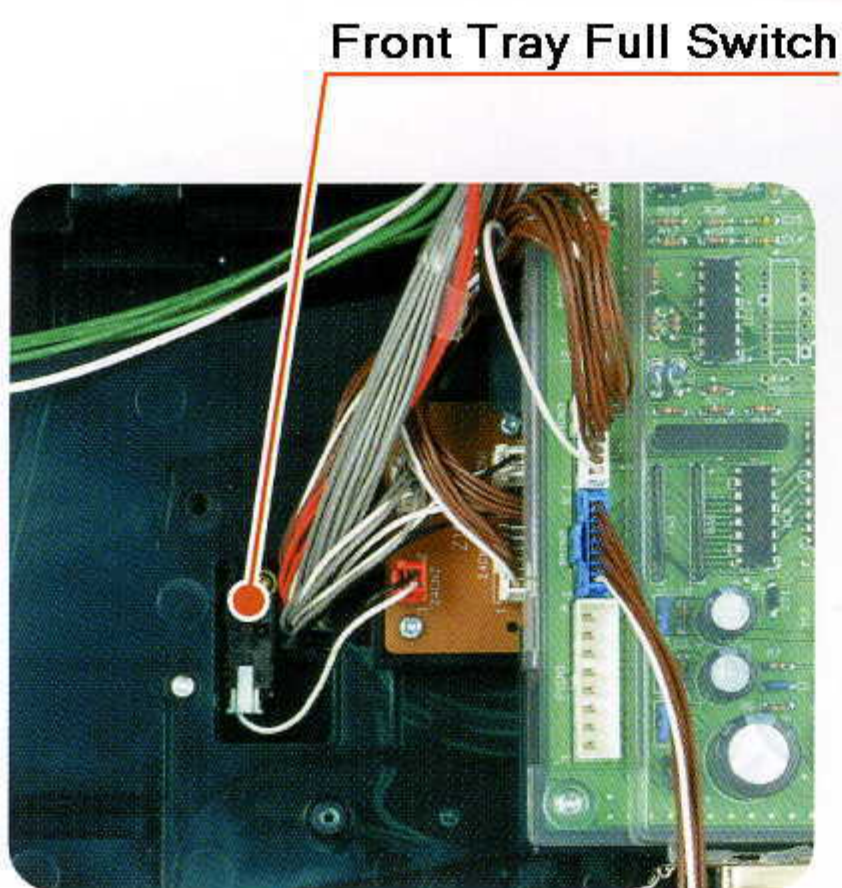
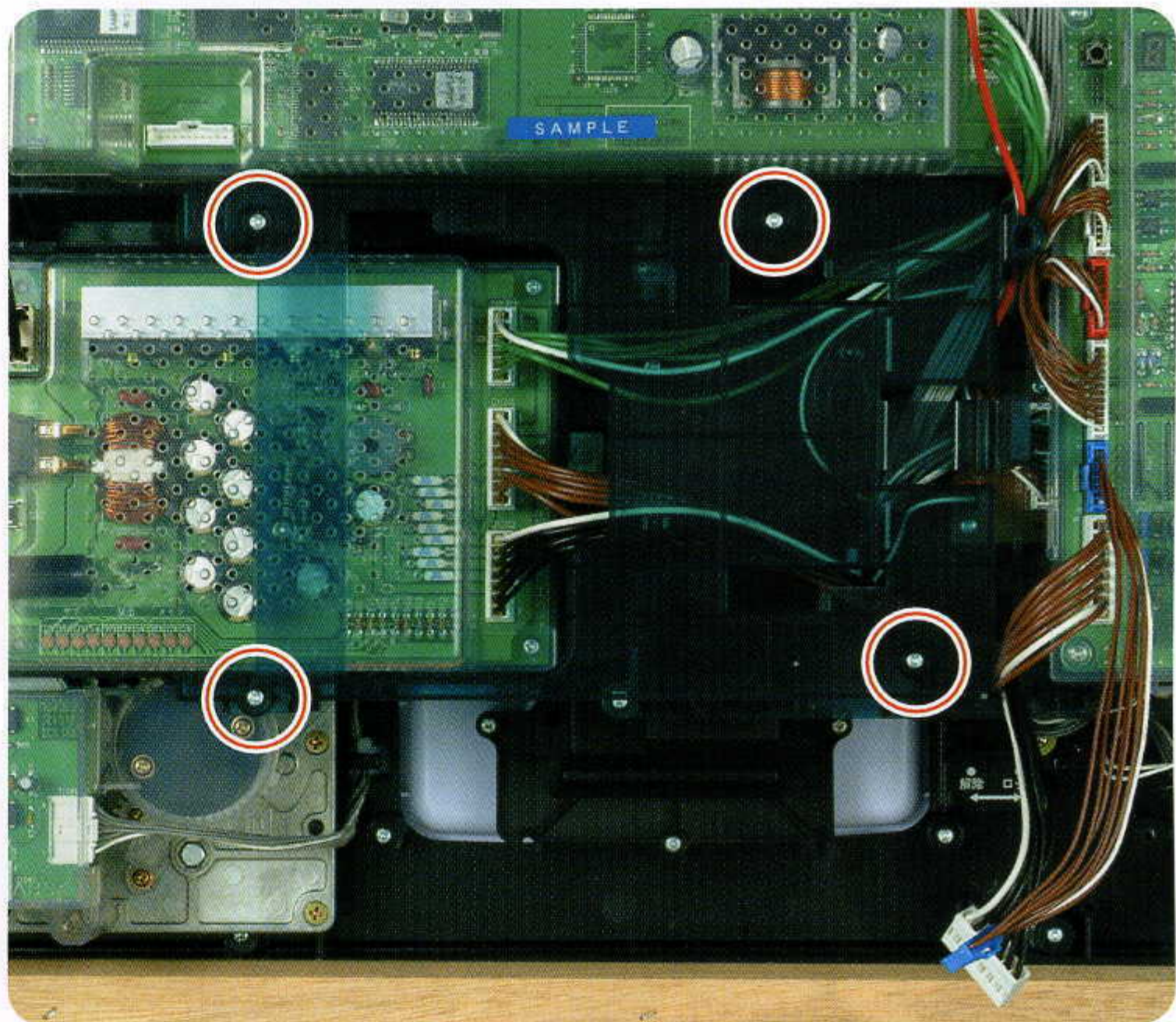
Removing Ball Flow Regulator

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

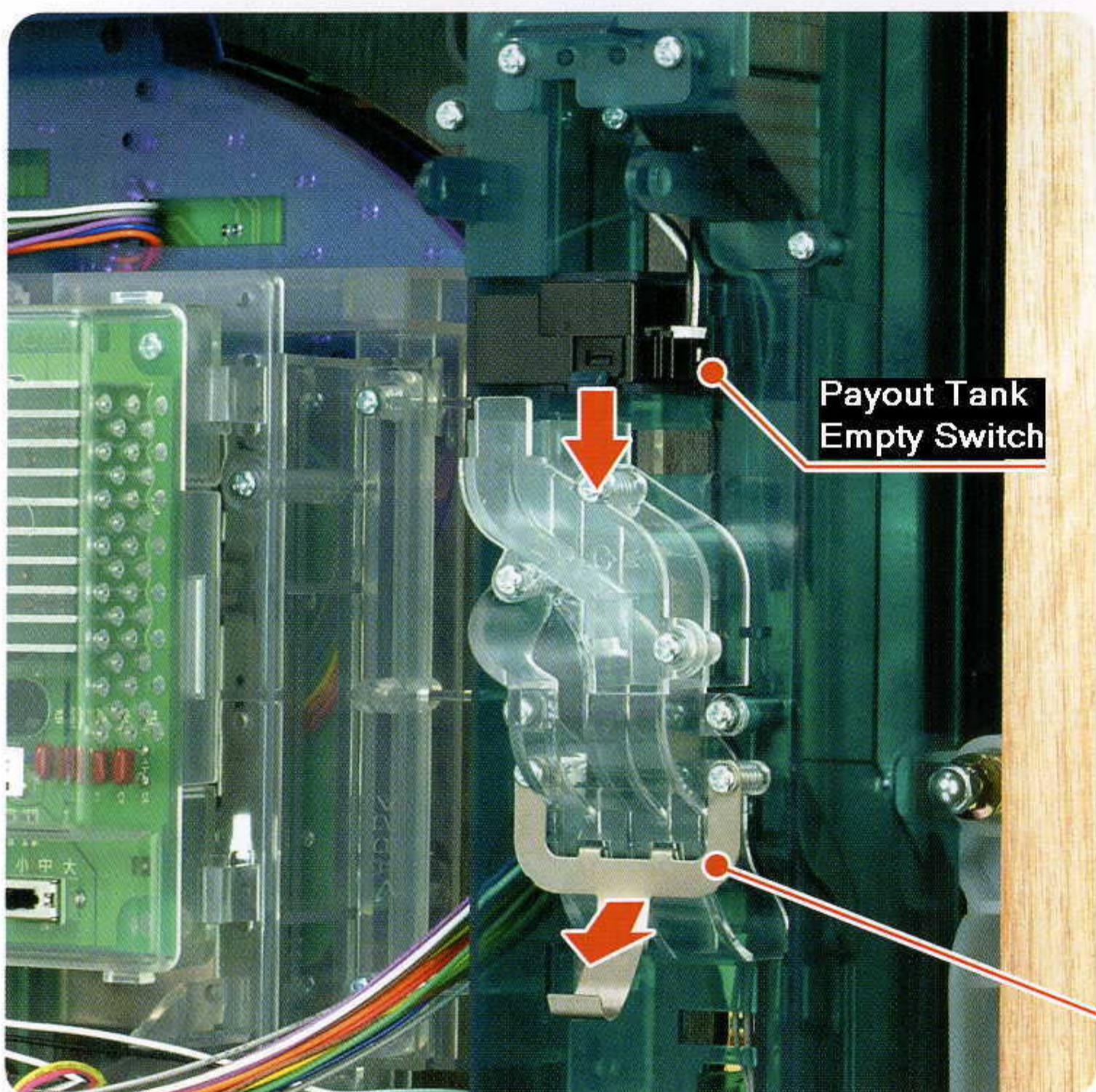


Inspecting Front Tray Full Switch

- ① The main control board is removed.
- ② Remove the four screws and the main control board mounting base for access to the front tray full switch.



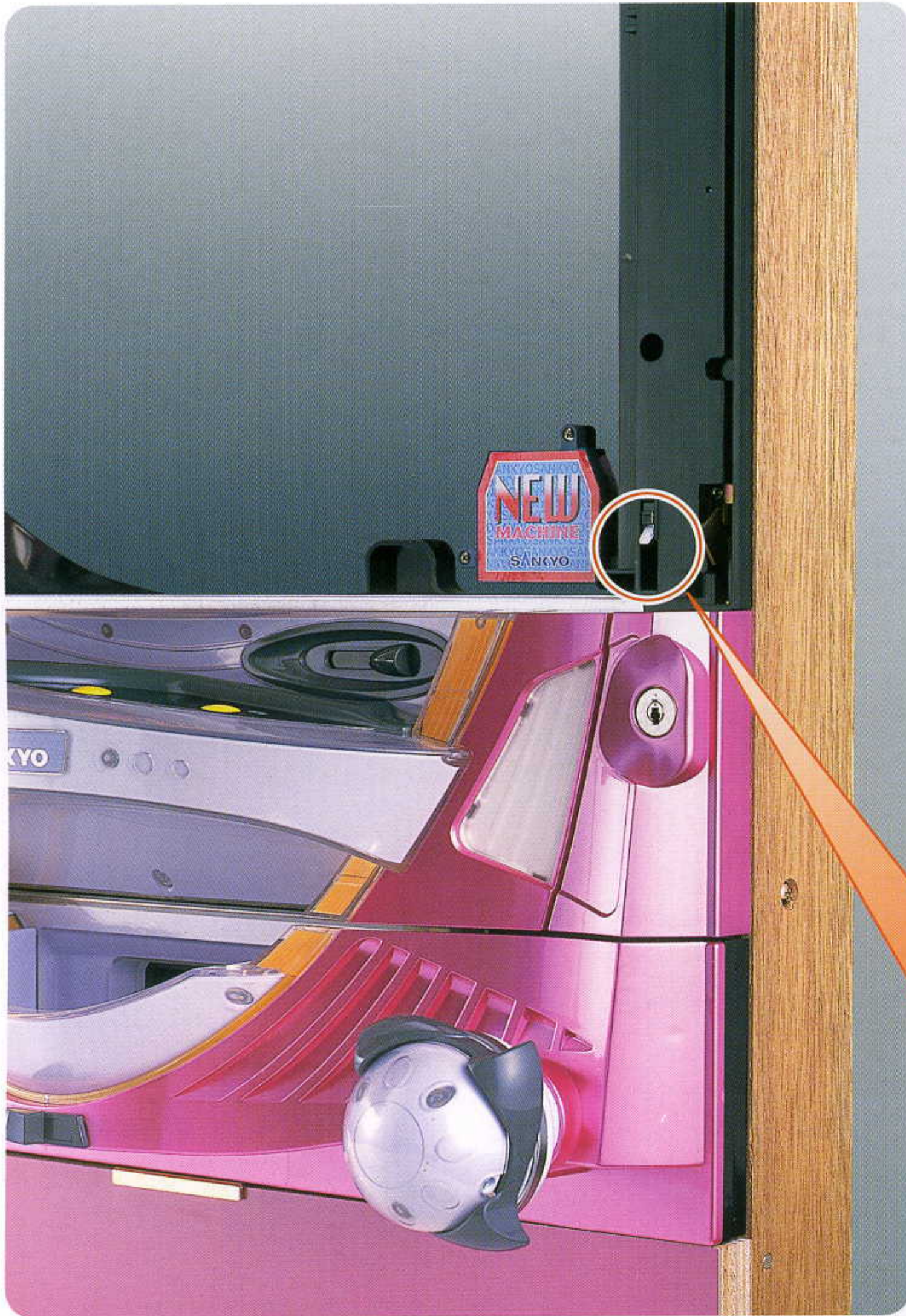
Removing Payout Tank Empty Switch



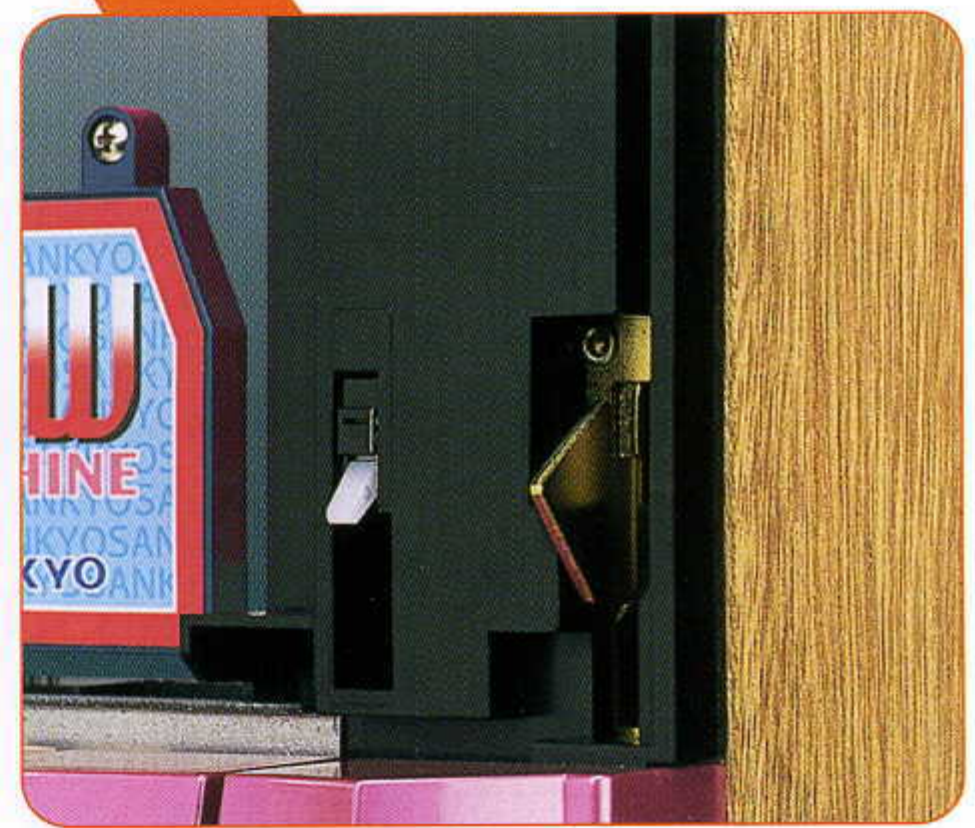
- ① Open the case cover, and rotate the ball stopper to cut off ball supply from the payout tank (see page 14 for details).
- ② Remove payout unit, and pull on the metal payout unit ball stopper to drain balls from the payout tank empty switch area.
- ③ Remove the cable connected to the payout tank empty switch.
- ④ While pushing the retaining latch down, remove the payout tank empty switch by pulling it forward.

Payout Unit Ball Stopper

Inspecting Door Switches

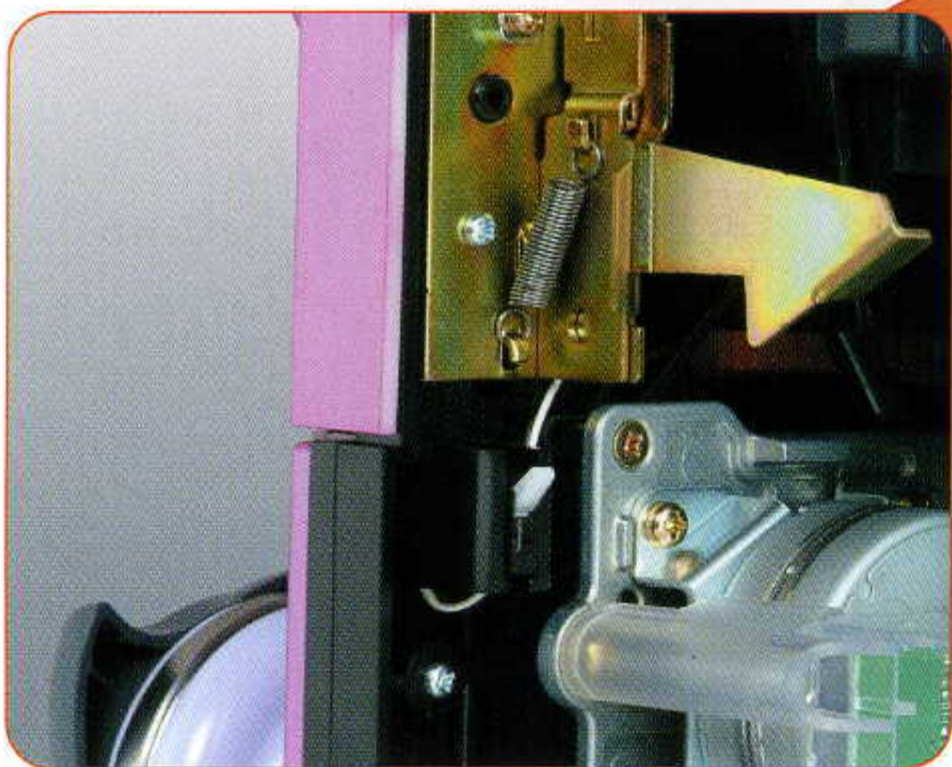
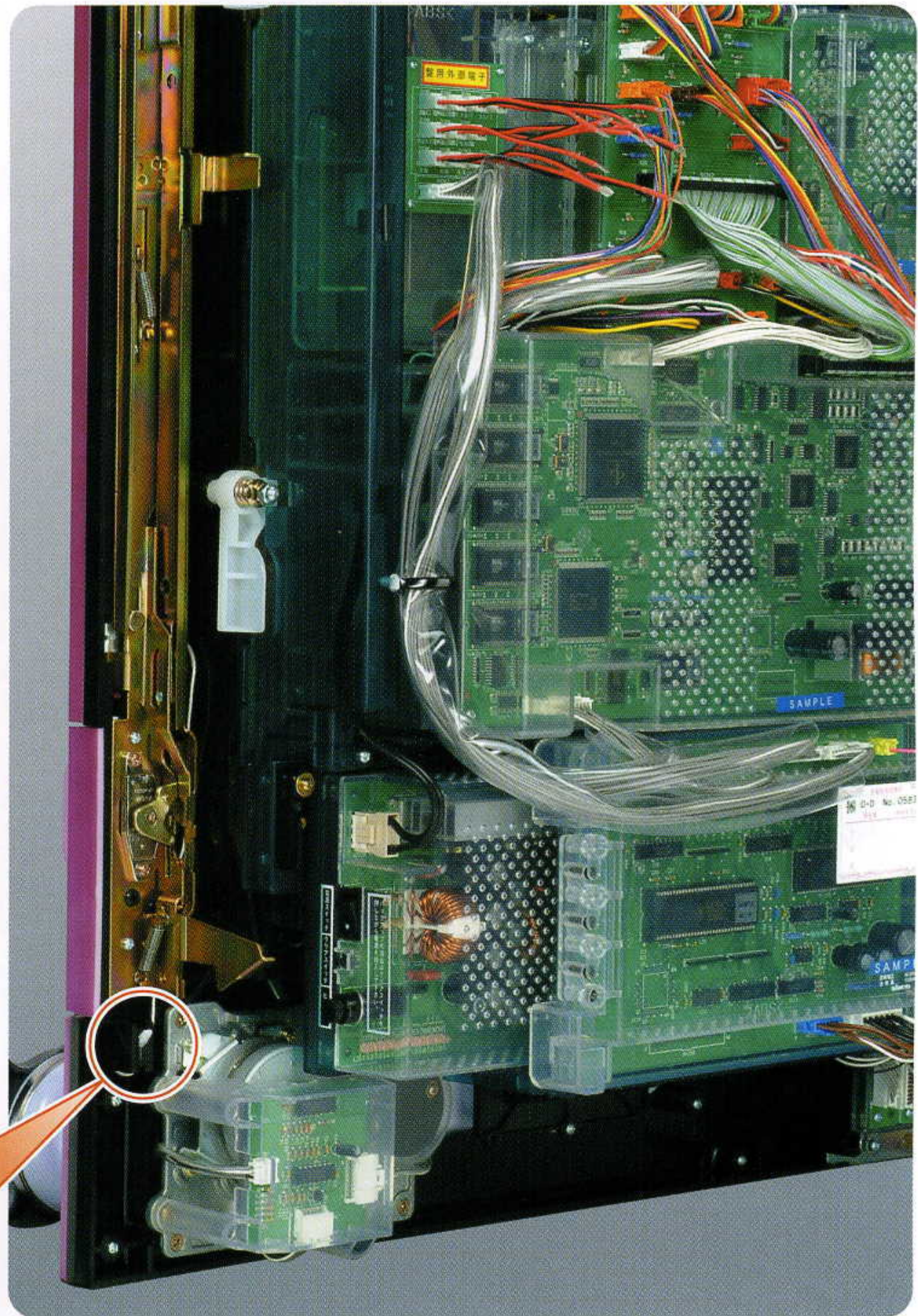


Please check there is no damage to the door switch (shown by the arrow).



Inspecting Door Switches

Please check there is no damage to the door switch.

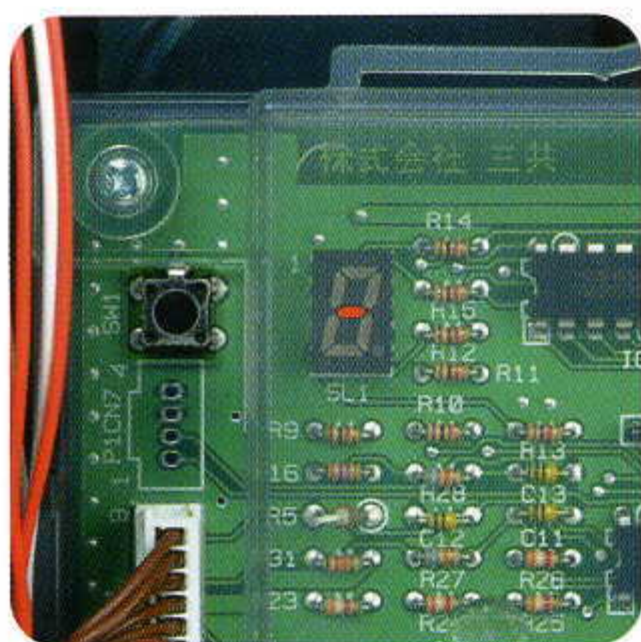
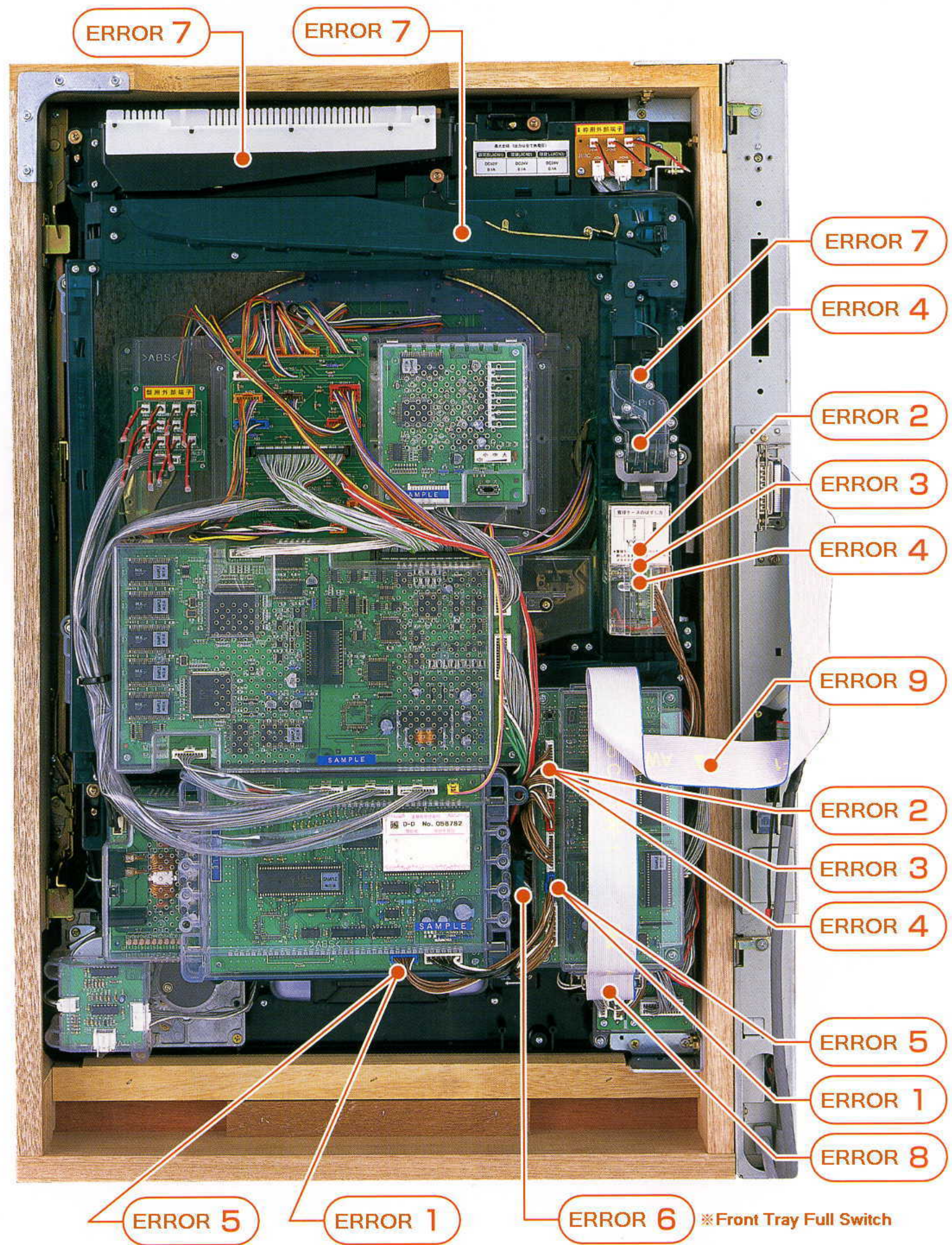


Cleaning

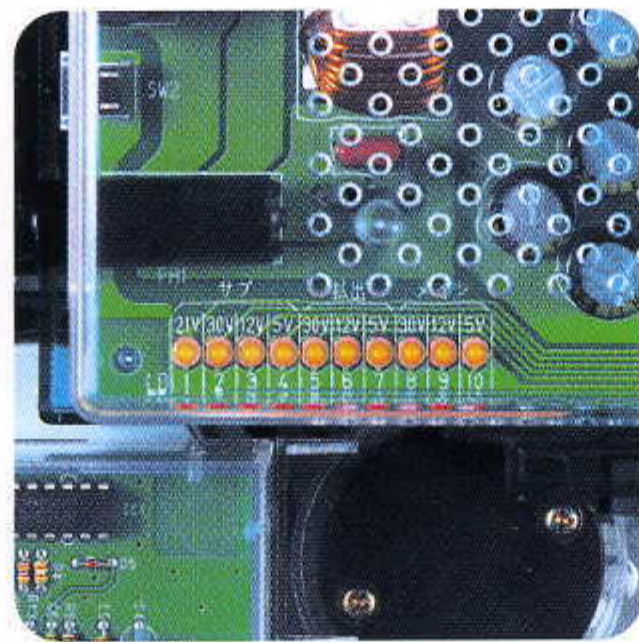
To ensure plastic protection, please clean with a soft cloth and a neutral detergent.

Harsh cleaners may damage the finish of the plastic.

Error Indication and Fault Location



Error indicator
(In normal operation - is shown)



Error indicator
(In normal operation all are lit)

Error Code	Description	Notes
1	Main Control Board Connection Error	Please read safety warnings on page 2
2	Payout Unit Problem	
3	Payout Count Switch Problem	⚠ WARNING Sharp edges
4	Payout Motor Fault or Ball Jam	
5	Main Control Board Comms Error	⚠ WARNING Electric Shock Hazard
6	Front Tray Full	
7	Payout Tank Empty	
8	Prepaid Card Unit Not Connected	⚠ WARNING High Temperature
9	Prepaid Card Unit Comms Error	

Error Codes and Fault Finding

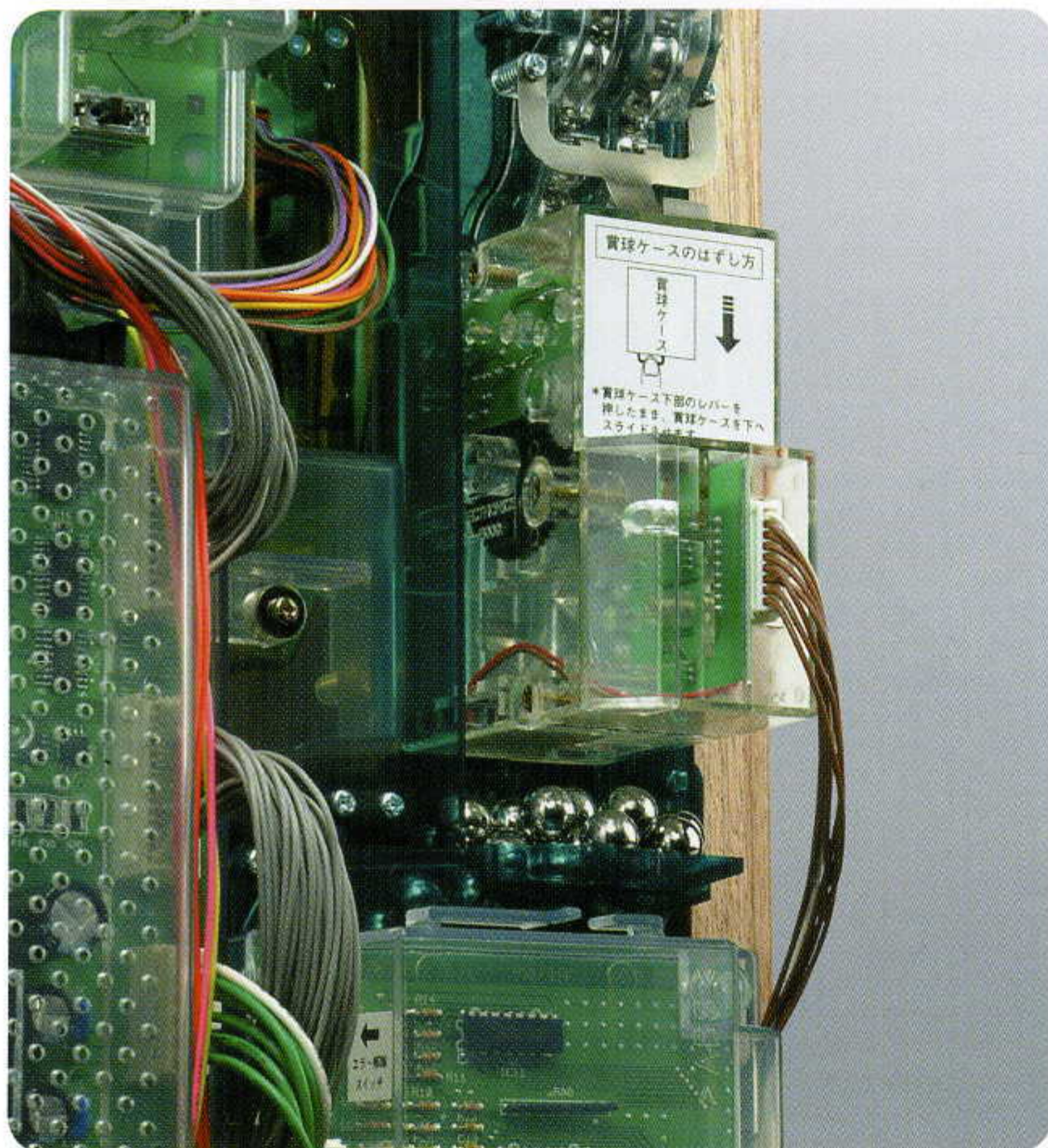
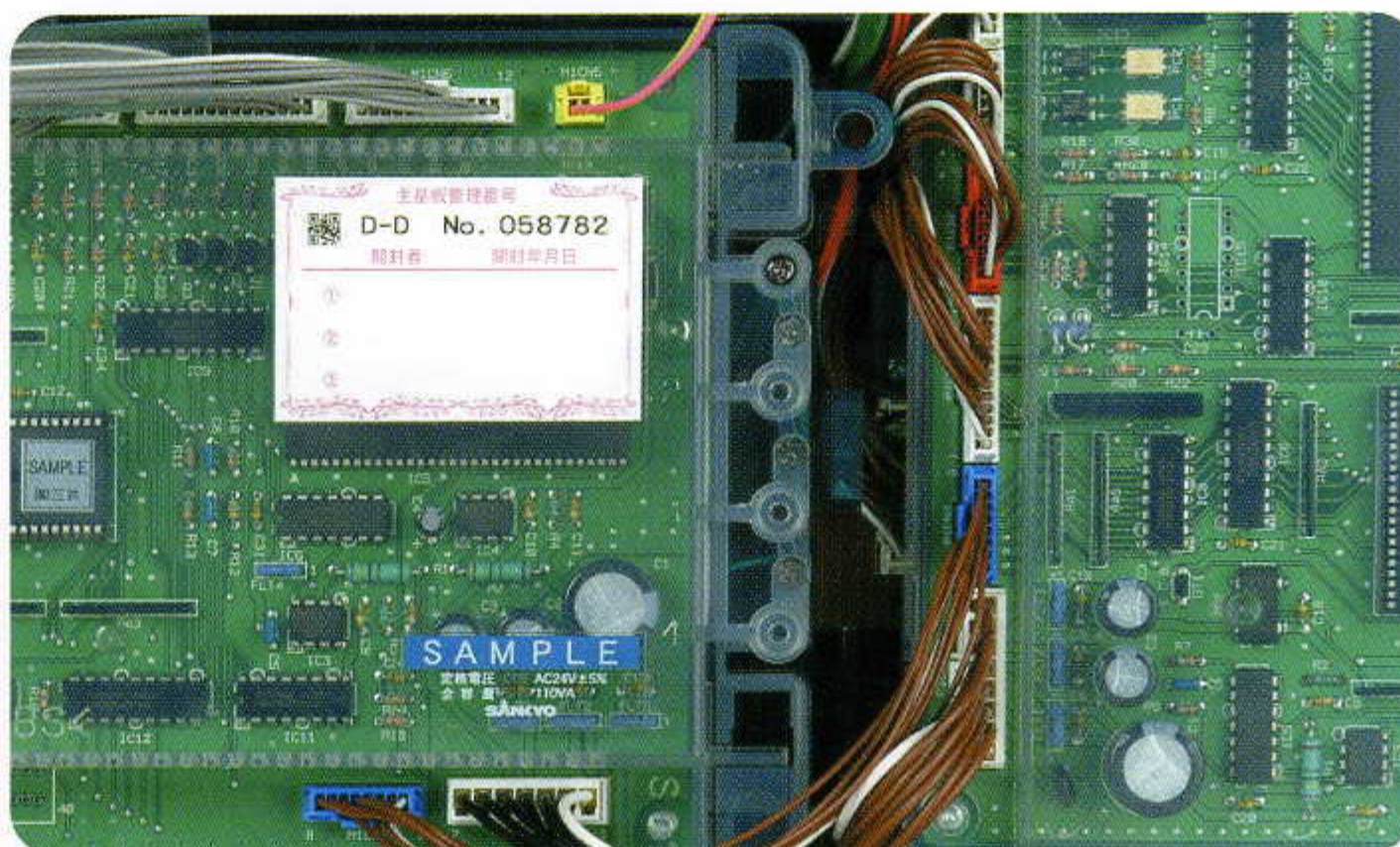
8、9 is shown

Cause

Connection fault with main control board.
Communication fault with main control board.

Checks

- ① Please check the connections of the main control board communication cable (blue connectors).
- ② Please replace the payout control board.
- ③ Please replace the main control board.



8、8 is shown

Cause

Ball jam near payout count switch.
Fault with payout count switch.
Fault with front tray full switch.

Checks

- ① Please check for ball jams in the payout unit or near the payout count switch.
- ② Please check the connections of the payout unit cable.
- ③ Please replace the payout unit.
- ④ Please replace the payout control board.
- ⑤ Please replace the front tray full switch.

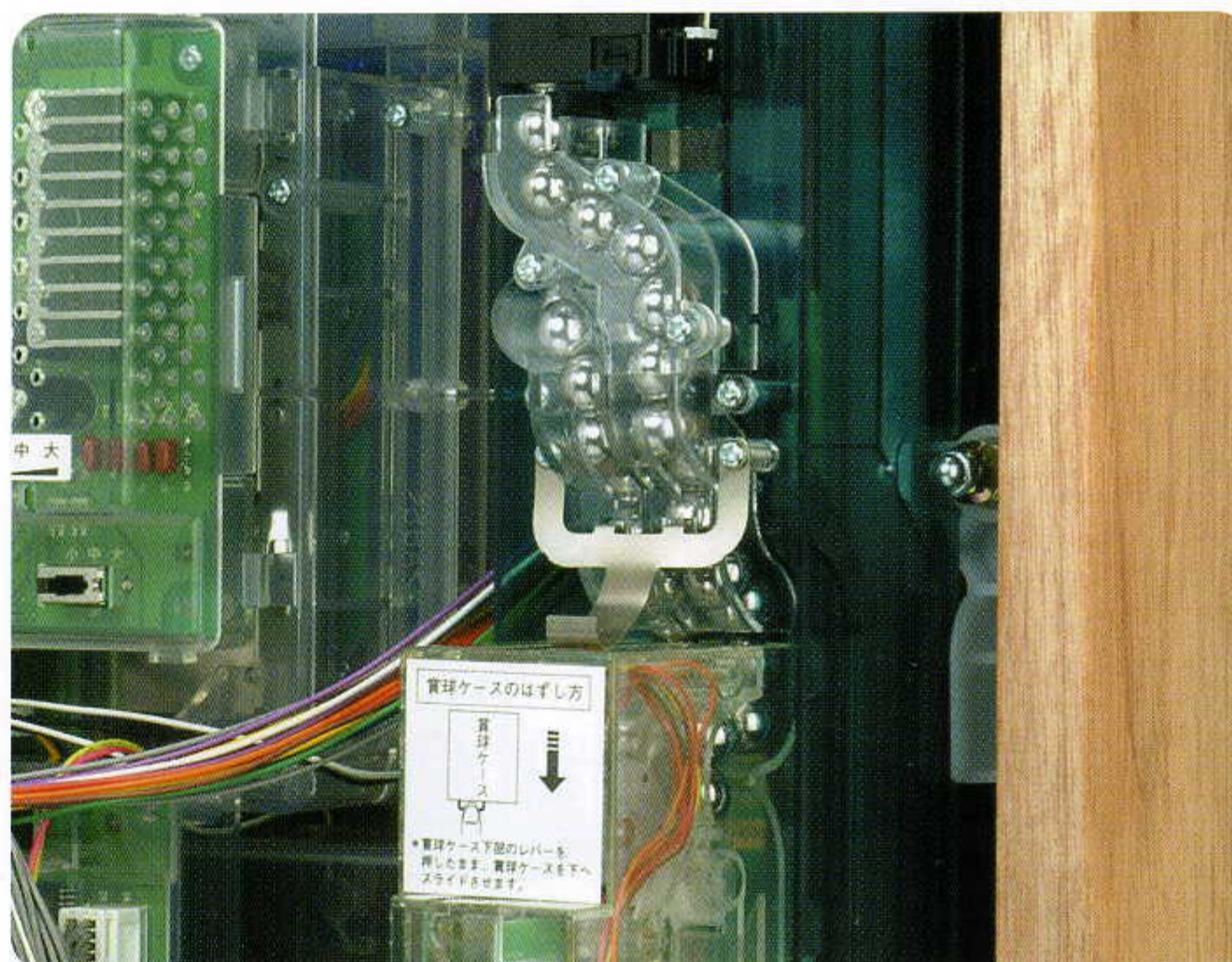
8 is shown

Cause

Payout unit motor fault.
Ball jam inside payout unit.

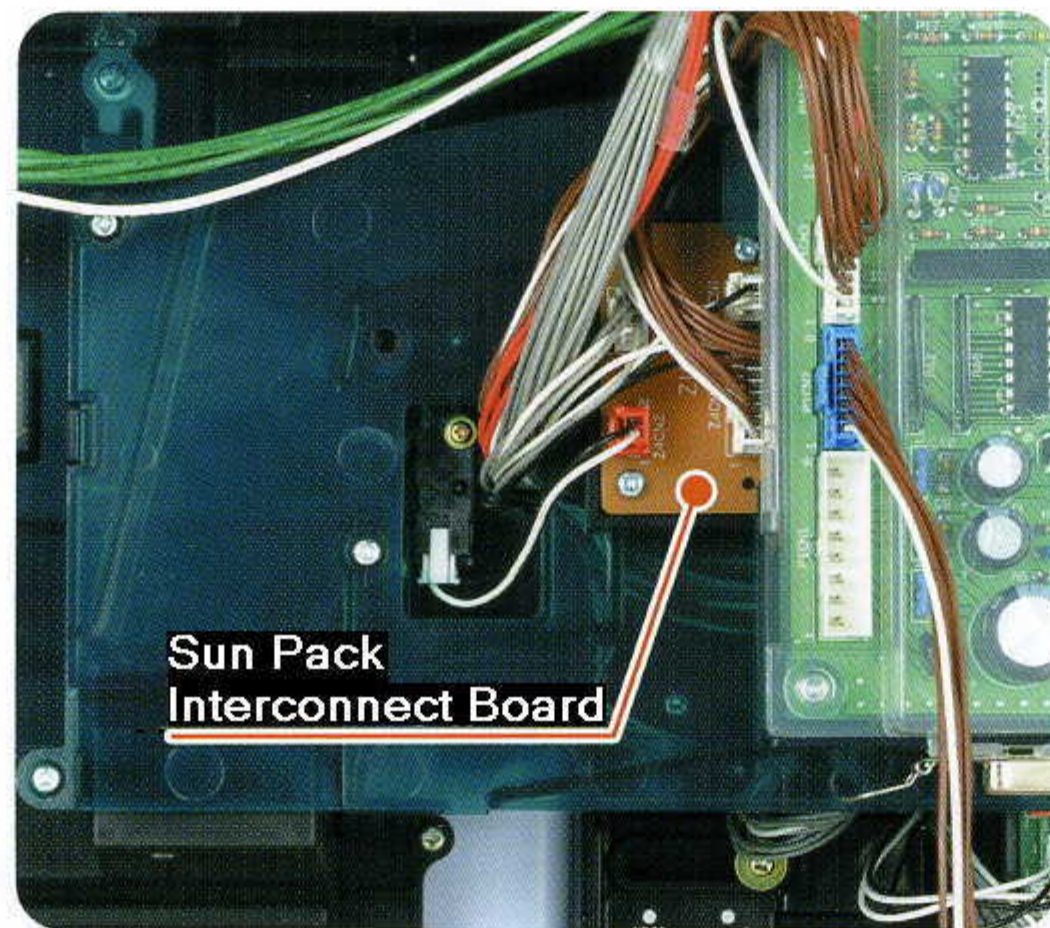
Checks

- ① Please check the connections of the cables to the payout control board and payout unit.
- ② Please check for ball jams in the payout unit.
- ③ Please replace the payout unit.
- ④ Please replace the payout control board.



TROUBLESHOOTING

Error Codes and Fault Finding



8 is shown

Cause

Front tray full.

Checks

- ① Please check that the front tray is not full.
- ② Please check the connections of the cables to the front tray full switch and sun pack interconnect board.
- ③ Please replace the front tray full switch.
- ④ Please replace the payout control board.

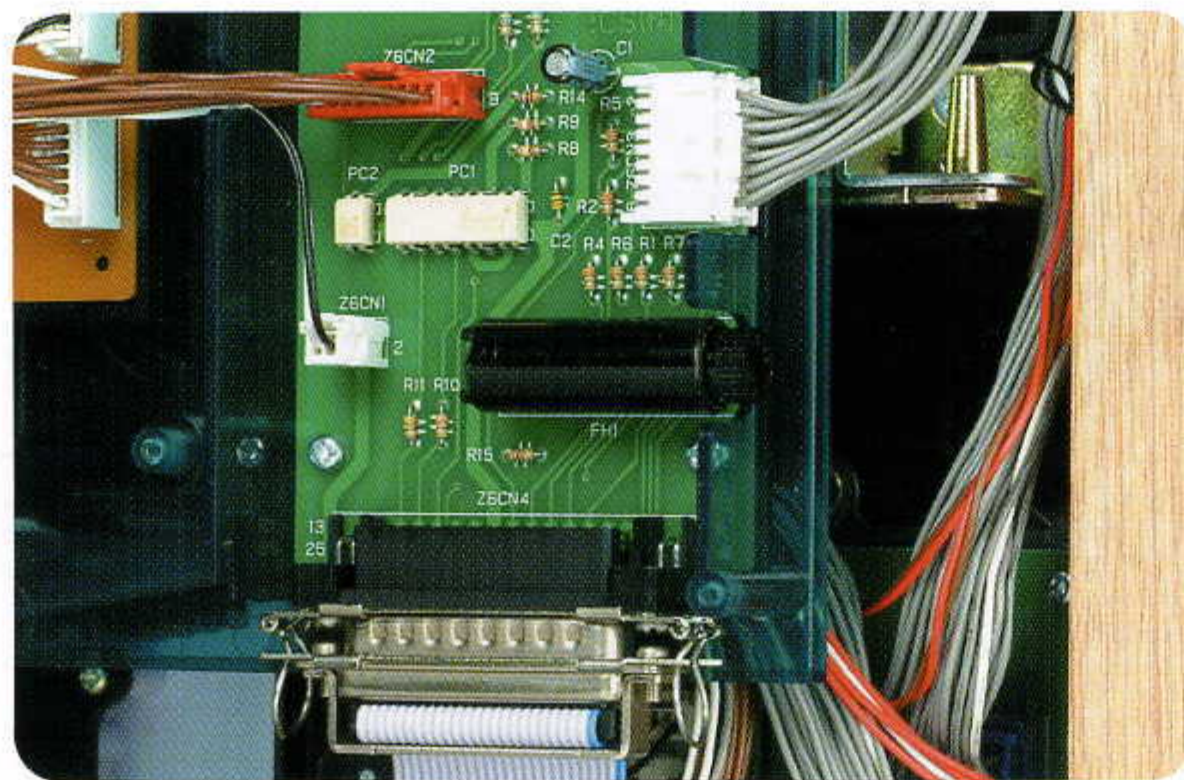
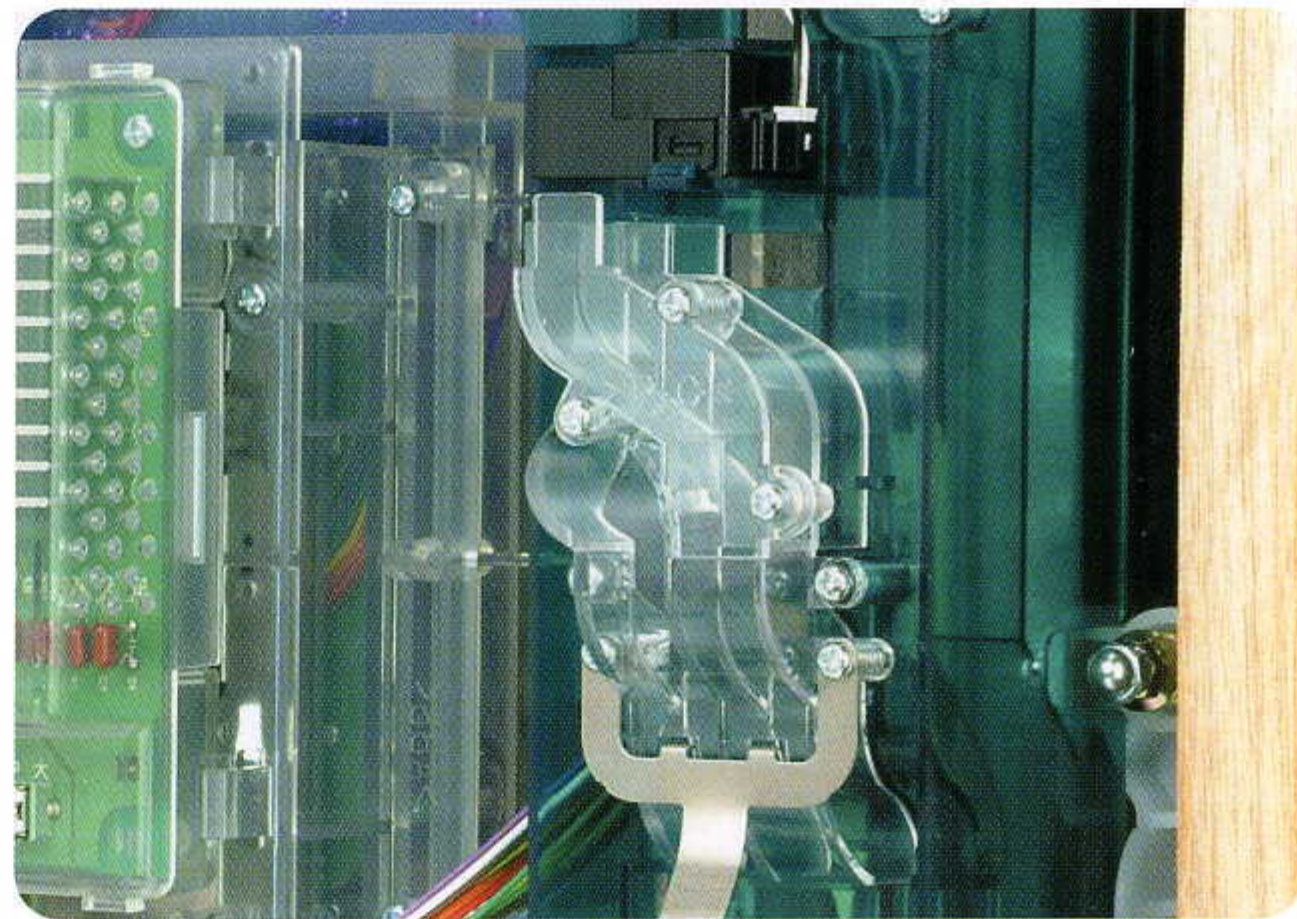
8 is shown

Cause

Payout tank empty.

Checks

- ① Please check for ball jams in the payout tank and tank rail.
- ② Please check the connections of the cables to the payout tank empty switch and sun pack interconnect board.
- ③ Please replace the payout tank empty switch.
- ④ Please replace the payout control board.



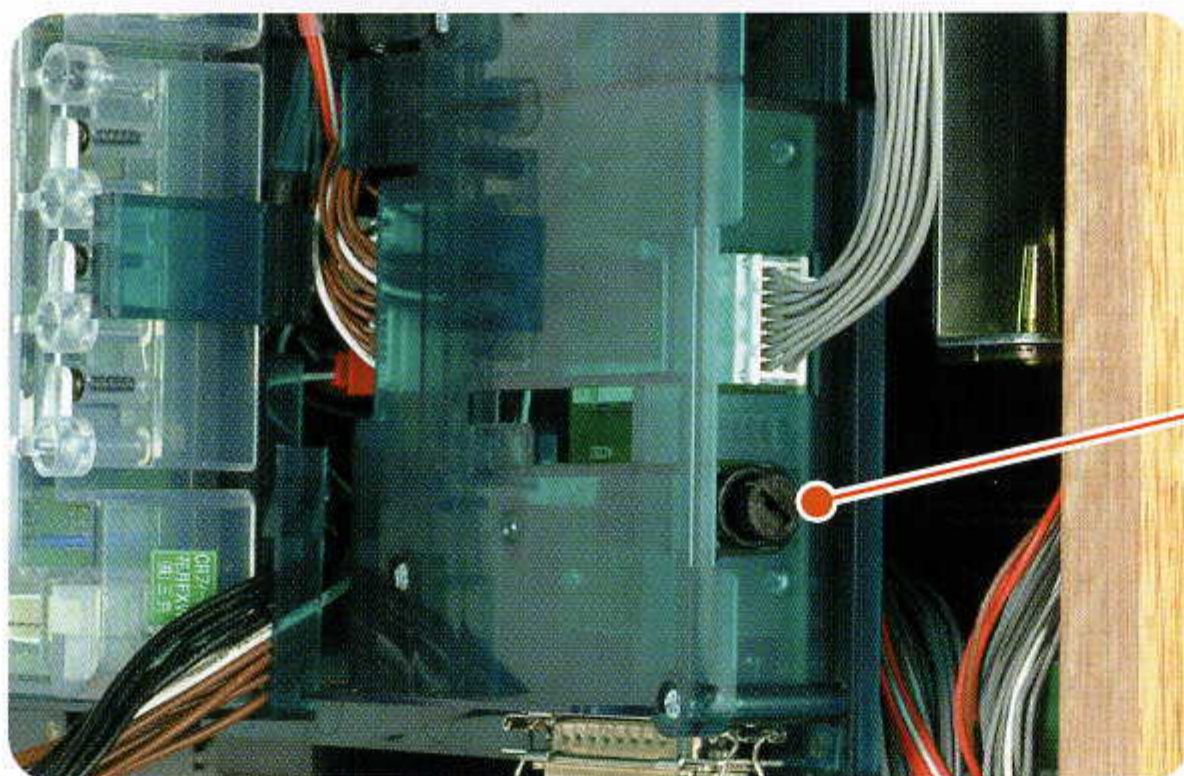
8 is shown

Cause

Card unit not connected.

Checks

- ① Please check the connections of the card unit cable.
- ② Please check that the fuse on the card unit interface board has not blown.
- ③ Please replace the payout control board.



Error Codes and Fault Finding

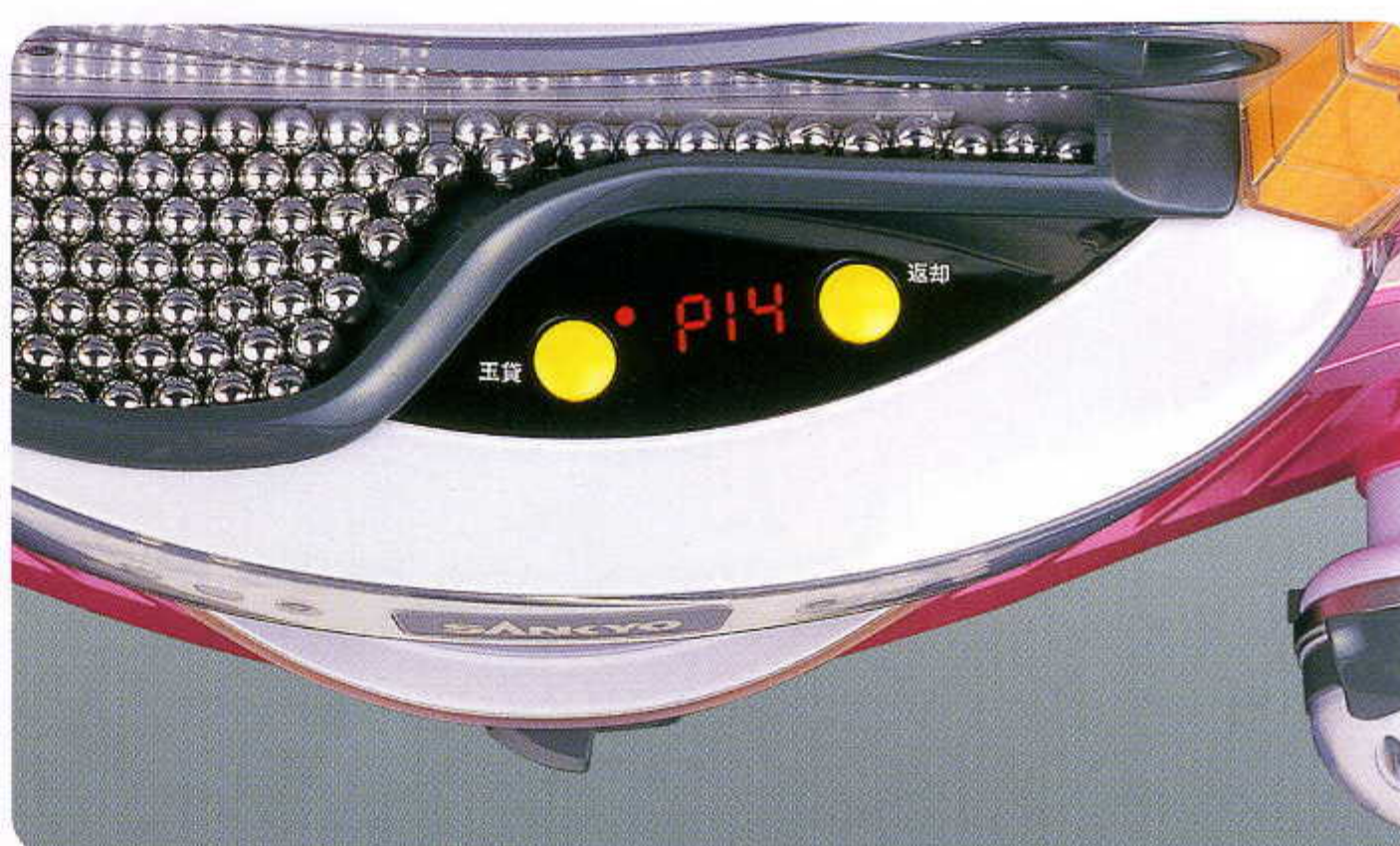
8 is shown

Cause

Card unit communication error.

Checks

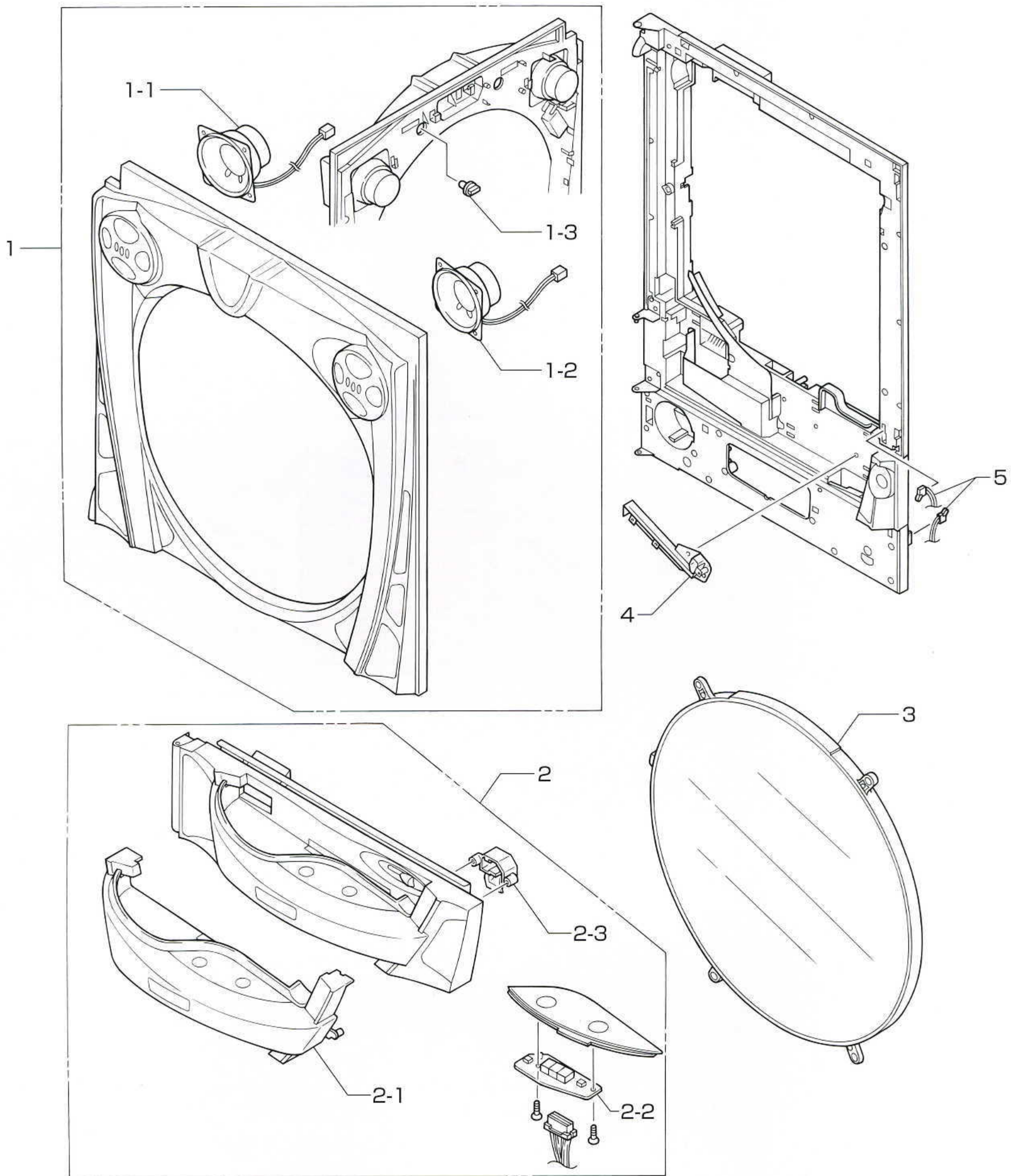
- ① Please check the connections of the card unit cable.
- ② There is the possibility of a fault in the card unit. The card unit error code is indicated in the credit display on the upper tray. Please refer to the card unit instruction manual.



Indication	Cause
E error codes	Card unit error
C error codes	Card unit error
U error codes	Card unit error (U30) Connection error (U40)
P error codes	Game machine error

Fault Finding

Fault	Checks
No Power	<ol style="list-style-type: none"> ① Please check the connection of the AC cord to the AC24V outlet. ② Please check the fuses on the power supply board have not blown. ③ Please check that the power supply board error indication LEDs LD1,LD2,LD3 & LD4 are all lit. ※ If any one has gone out, please try replacing the sub control board and power supply board. ④ Please check that the power supply board error indication LEDs LD8,LD9 & LD10 are all lit. ※ If any one has gone out, please try replacing the main control board and power supply board. ⑤ Please replace the sub control board. ⑥ Please replace the main control board.
No ball payout	<ol style="list-style-type: none"> ① Please check the connections of the main control board communication cable. ② Please check the game board instruction manual for correct usage guidance. ③ Please check that the power supply board error indication LEDs LD8,LD9 & LD10 are all lit. ※ If any one has gone out, please try replacing the main control board and power supply board. ④ Please check that the power supply board error indication LEDs LD5,LD6 & LD7 are all lit. ※ If any one has gone out, please try replacing the payout control board and power supply board. ⑤ Please replace the payout control board. ⑥ Please replace the main control board.
No prize ball or ball loan signal is output	<ol style="list-style-type: none"> ① Please remove then replace connections to the frame external output terminals. ② Please check connections of the frame external output terminal board cables. ③ Please replace the payout control board.
No door open signal output	<ol style="list-style-type: none"> ① Please remove then replace connections to the frame external output terminals. ② Please check connections of the frame external output terminal board cables. ③ Please check the door open switch.
Balls are not launched	<ol style="list-style-type: none"> ① Please check the connections to the ball shooter motor set and the touch sensor control board. ② Please check that the power supply board error indication LEDs LD5,LD6 & LD7 are all lit. ※ If any one has gone out, please try replacing the payout control board, the touch sensor control board and the power supply board. ③ Please replace the ball shooter motor set. ④ Please replace the payout control board.



Cosmic Pink Parts List

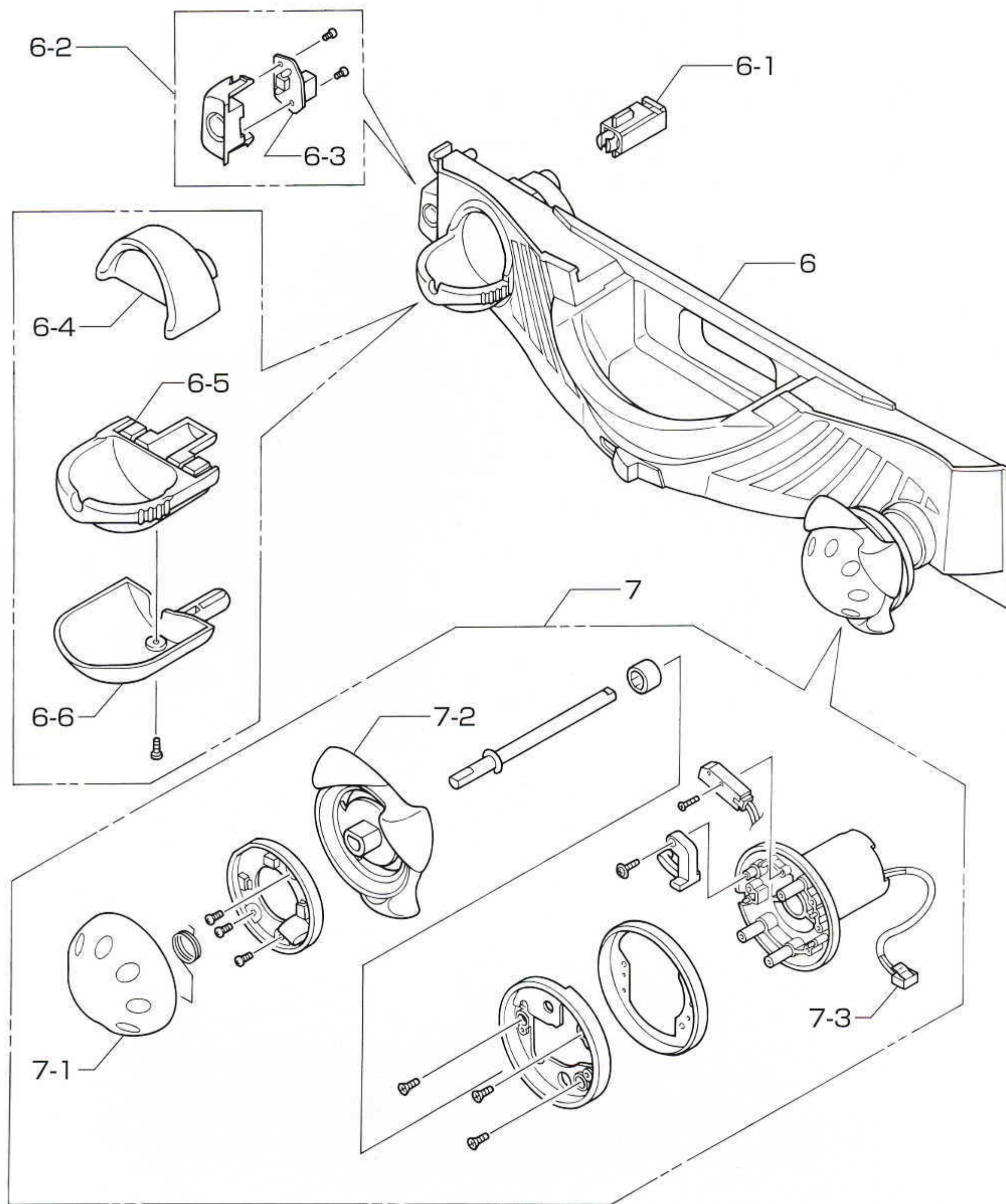
No.	Description	Part No.	Notes
1	Front Door Assembly	XF121-0059	
1-1	Left Speaker	X2060-1014	
1-2	Right Speaker	X2060-1015	
1-3	Wedge Lamp/Socket Assembly	XE43003-0030	
2	Upper Tray/Door Assembly	XF012-0050	
2-1	Upper Tray Assembly	XF017-0041	
2-2	Z105C Card Unit Display PCB	X2116-0405	
2-3	Ball Flow Regulator	XF117-1015	
3	Glass Set	XF120-1013	
4	Launch Rail	XM1-1213	
5	Door Open Switch and Wiring	X2120-4663	

Sun Gold Parts List

No.	Description	Part No.	Notes
1	Front Door Assembly	XF121-0060	
2	Upper Tray/Door Assembly	XF012-0051	
2-1	Upper Tray Assembly	XF017-0042	

Galaxy Purple Parts List

No.	Description	Part No.	Notes
1	Front Door Assembly	XF121-1208	
2	Upper Tray/Door Assembly	XF012-0055	



PARTS LIST

Cosmic Pink Parts List

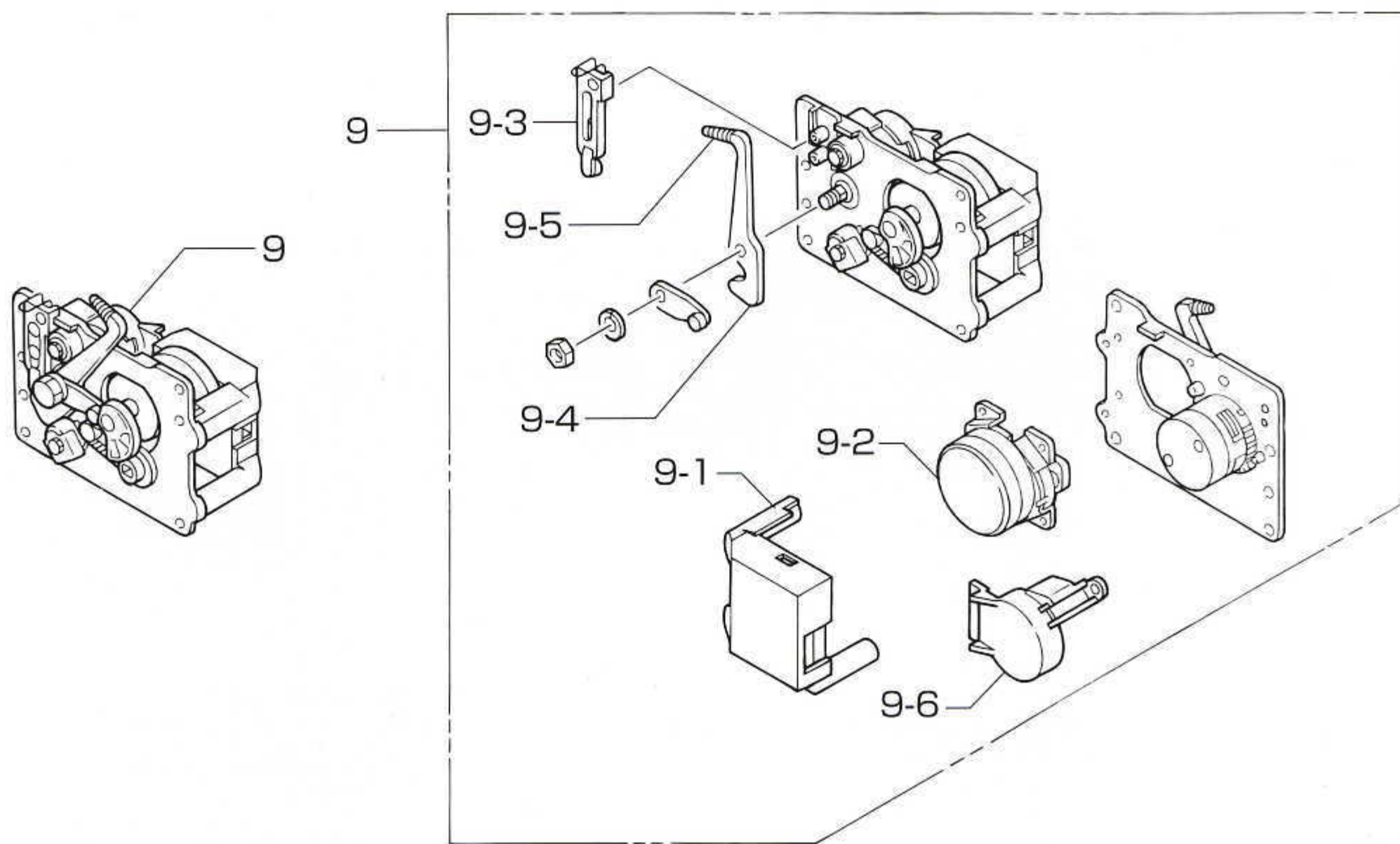
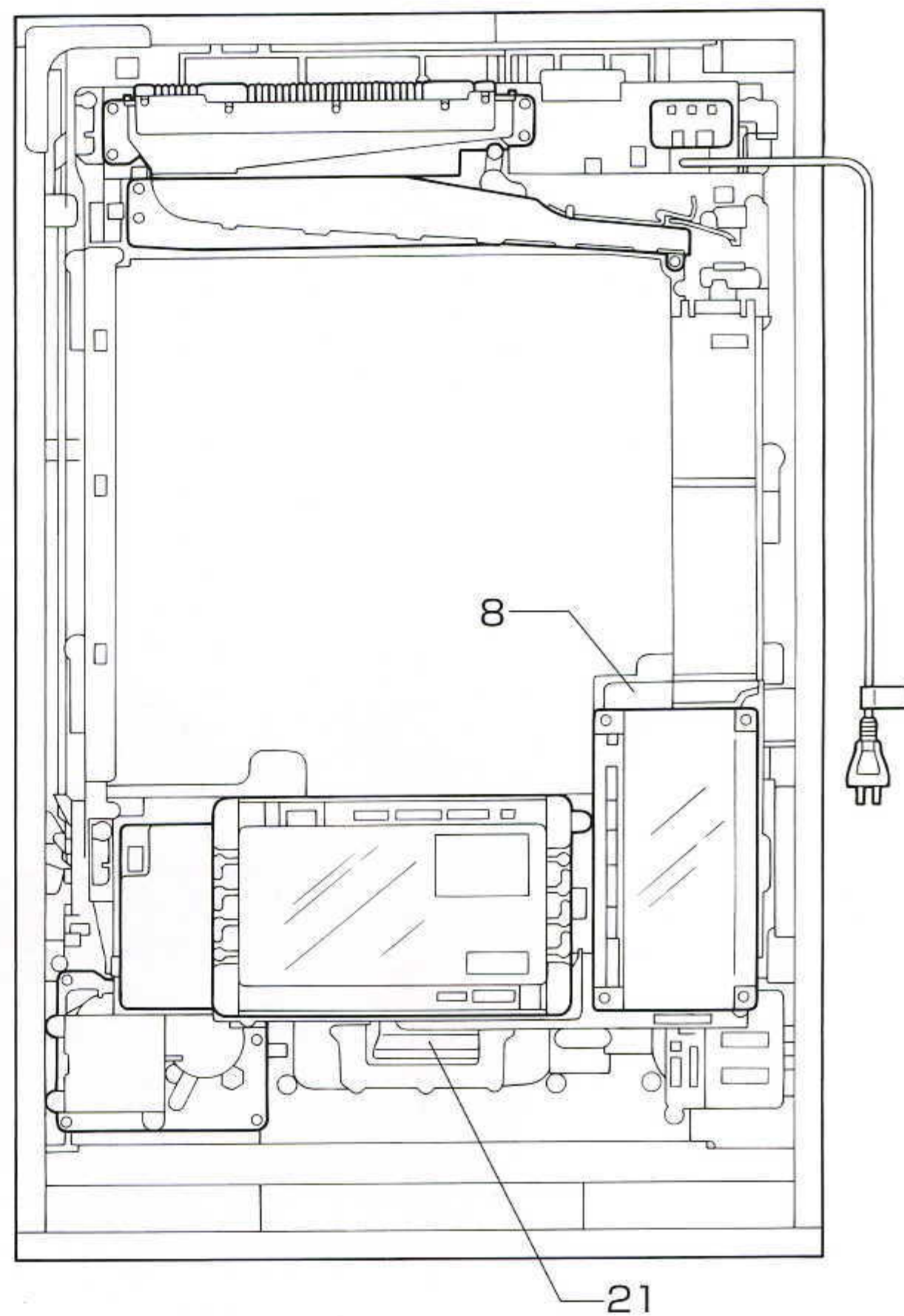
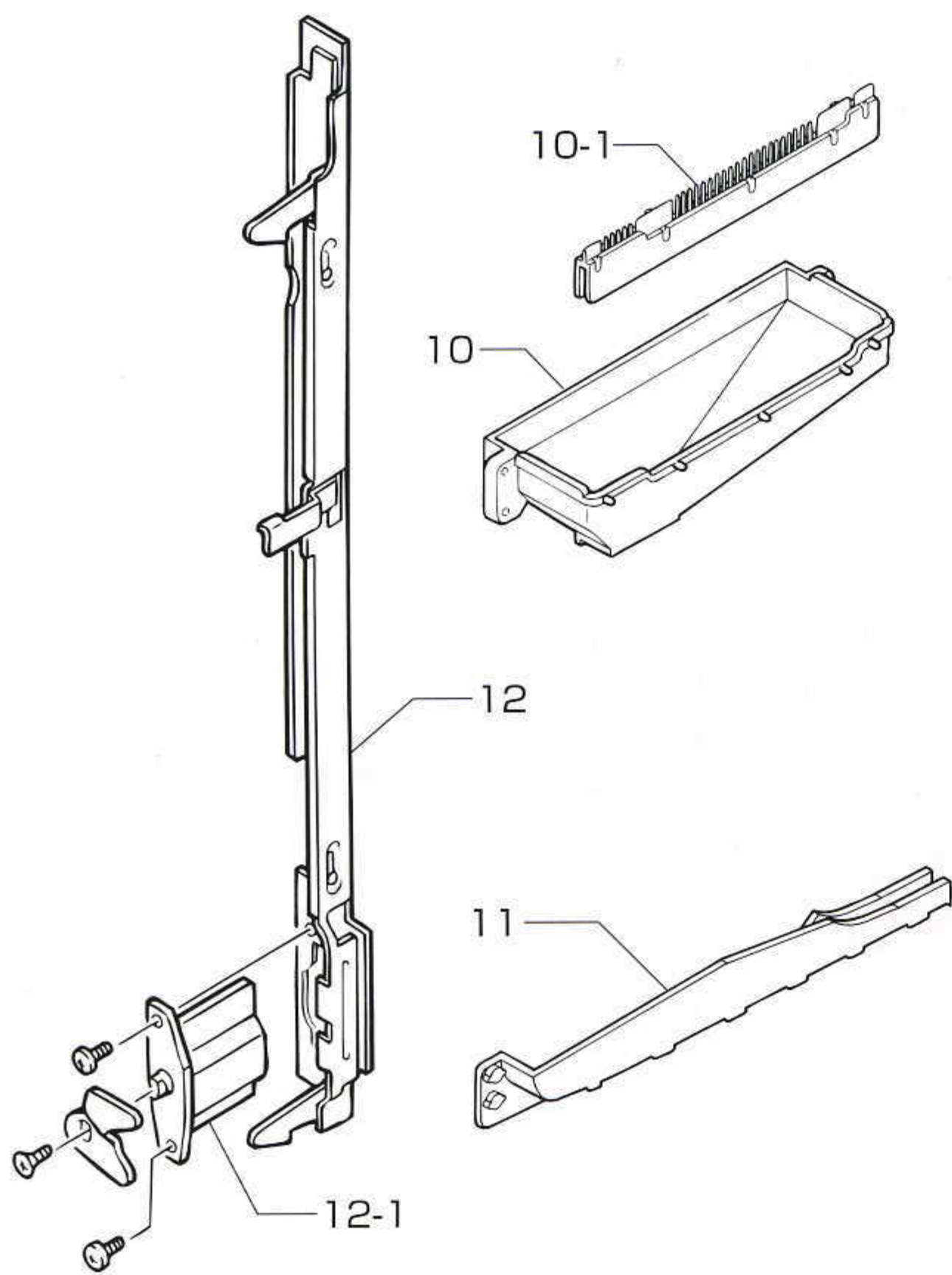
No.	Description	Part No.	Notes
6	Lower Tray Assembly	XF013-0027	
6-1	Ashtray Latch Assembly	XF113-1190	
6-2	Stop Button Assembly	XF113-1221	
6-3	Z107A Stop Button PCB	X2116-0404	
6-4	Ashtray Top Section	XF113-1192	
6-5	Ashtray Middle Section	XF113-1193	
6-6	Ashtray Lower Cover	XF113-1194	
7	Handle Assembly	XF115-1327	
7-1	Handle Front Lens	XF115-1313	
7-2	Handle Ring	XF115-1328	
7-3	Handle Switch/Wiring Assy	X2120-4651	

Sun Gold Parts List

No.	Description	Part No.	Notes
6	Lower Tray Assembly	XF013-0028	
6-2	Stop Button Assembly	XF113-1223	
6-6	Ashtray Lower Cover	XF113-1216	
7	Handle Assembly	XF115-1329	
7-2	Handle Ring	XF115-1330	

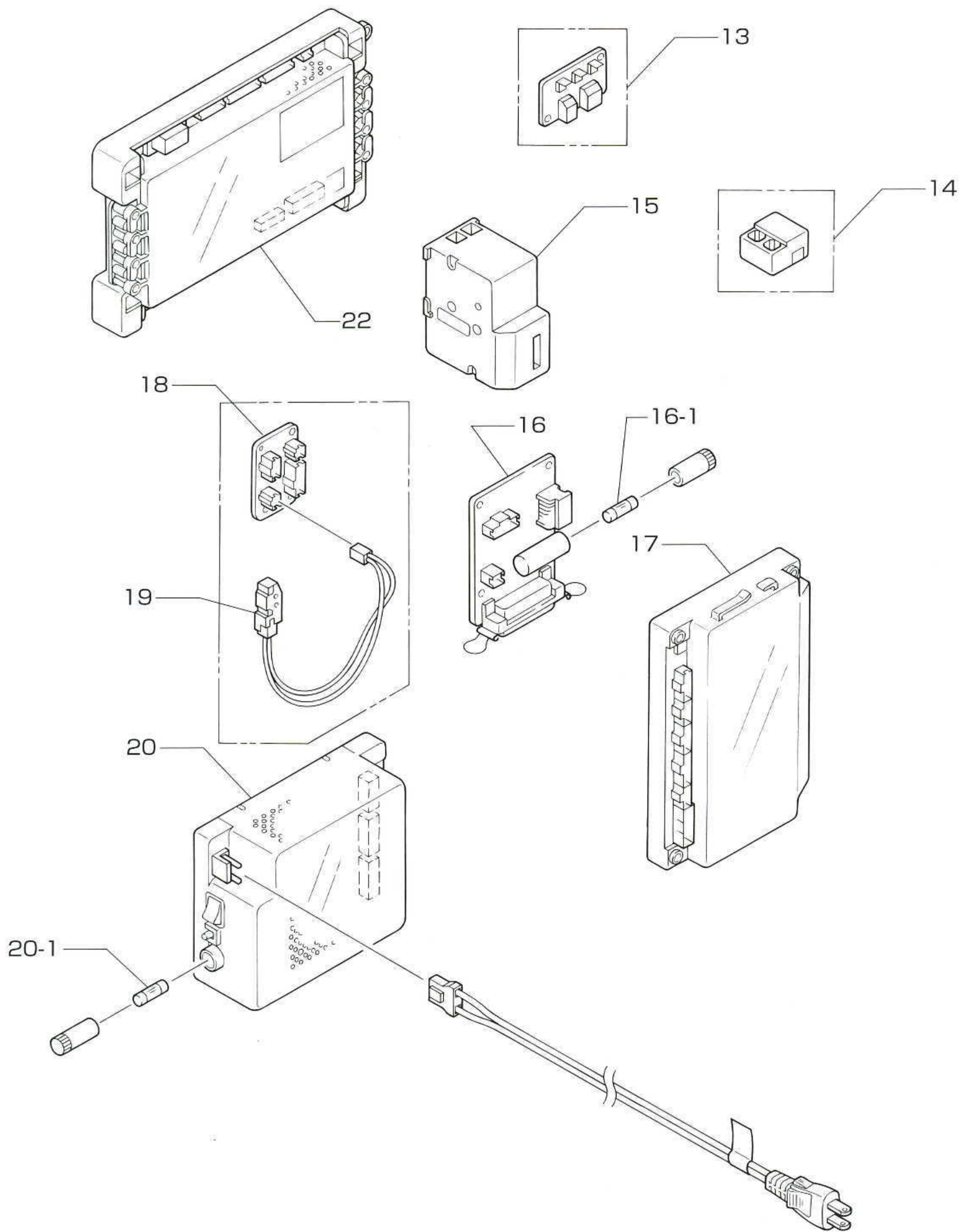
Galaxy Purple Parts List

No.	Description	Part No.	Notes
6	Lower Tray Assembly	XF013-1015	
6-2	Stop Button Assembly	XF113-1232	
6-6	Ashtray Lower Cover	XF113-1236	



No.	Description	Part No.	Notes
8	Sun Pack	XS0-0383	
9	Shooter Motor Assembly	XH0-0043	
9-1	Touch Sensor PCB Assembly	X2010-1903	
9-2	Shooter Motor	XH1-1119	
9-3	Slide Plate Assembly	XH1-0157	
9-4	Ball Hammer Assembly	XH1-0160	
9-5	Ball Hammer Spring	X9060-1017	

No.	Description	Part No.	Notes
9-6	Ball Shooter Cover	X1999-1242	
10	Payout Tank	XS1-1490	
10-1	Overflow Prevention Strip	XS1-1471	
11	Tank Rail	XS1-1481	
12	Locking Mechanism	XF004-1042	
12-1	Omron Lock W2P-A	XF104-1008	



No.	Description	Part No.	Notes
13	J111C Output Terminal PCB	X2116-0428	
14	Tank Empty Switch W2FB-02	XE36022-0170	
15	Payout Unit	XS1-0147	
16	Z106C CR Interface PCB	X2116-0425	
16-1	Fuse T1A	XE39082-0130	For CR Unit
17	Payout Control Board	XK0999-0010	
18	Z104C Interconnect PCB	X2116-0424	

No.	Description	Part No.	Notes
19	Tray Full Switch and Wiring	X2120-4676	
20	Power Supply Board	XK0999-0009	
20-1	Fuse T10A	XE39082-0090	Main Fuse
21	Ball Gutter Assembly	XF016-0002	
22	Main Control Board	No. differs depending upon game.	

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