SEGA

HOLOSSEUM

SERVICEMANUAL

SEGA ENTERPRISES, LTD.

MANUAL NO. 420-6048

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HOLOSSEUM

By:
SEGA Enterprises, Inc. (USA)
2149 Paragon Drive
San Jose, California 95131
Tel: (408) 435-0201
Fax: (408) 435-0294

SPECIFICATIONS

Height:	71 in.
Width:	49 in.
Depth:	36 in.
Net Weight:	480 lb.
Power:	300 watts
Voltage:	115 volts AC
Current:	2.6 Amps.

Note: This equipment has been tested and found to comply with the limits for a Class A digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference when the equipment is operated in a commercial environment. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instruction manual, may cause harmful interference to radio communications. Operation of this equipment in a residential area is likely to cause harmful interference in which case the user will be required to correct the interference at his/her own expense.

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THE CONTENTS OF THE PRODUCT HERIN DESCRIBED ARE SUBJECT TO CHANGE WITHOUT NOTICE

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INTRODUCTION OF THE OWNER'S MANUAL

SEGA ENTERPRISES, LTD., supported by its high electronic technology of LSIs, microprocessors, etc. and a wealth of experience, has for more than 30 years been supplying various innovative and popular game machines to the world market. This OWNER'S manual is intended to provide detailed comments together with all the necessary information covering the operation in general of electronic assemblies, electromechanical servicing control, spare parts, etc. The manual is intended for those who have knowledge of electricity and technical expertise especially in ICs, CRTs, microprocessors, etc. Carefully read so as to acquire sufficient knowledge before working on the machine. Should there be a malfunction, non-technical personnel should under no circumstances touch the interior system.

HANDLING PRECAUTIONS

When installing or inspecting, be very careful of the following points and pay attention to ensure that the player can enjoy the game safely.

- Be sure to turn the power off before working on the machine.
- To insert or pull out the plug quickly is dangerous.
- It is necessary to make sure that the power cord or the grounding wire is not exposed on the road, etc. in a manner so as to be dangerous. Make sure that grounding connections are made safely at the position where specified.
- Do not use any fuse that does not meet the specified rating.
- Make complete connections for the IC board and other connectors. Insufficient insertion is very dangerous.

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PREVENTION OF COUNTERFEITING AND CONVERSION

LABELLING

To prevent counterfeits and conversions, the following labels are put on all the SEGA products. When handling such goods, be sure to confirm the labels. They are used to prevent illegal acts such as the unauthorized copying of the products and the printed circuit boards thereof or carrying on business by manufacturing similar merchandise or by converting, selling or using such products or printed circuit boards.

The following seal is put on the machines manufactured by SEGA

ORIGINAL SEAL

COPYRIGHT NOTICE

This SEGA product has the copyright notice as follows:

© SEGA 1992

This signifies that this work was disclosed in 1992 and is the property of SEGA ENTERPRISES, LTD.

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PRECAUTIONS CONCERNING THE PLACE OF INSTALLATION

This is an indoor game machine. Absolutely do not install it outside. Even indoors, avoid installing in places mentioned below so as to ensure proper usage:

- Places subject to rain or water leakage, or condensation due to humidity.
- In the proximity of an indoor swimming pool and/or shower.
- Places subject to direct sunlight.
- Places subject to heat sources from heating units, etc., or hot air.
- Vicinity of highly flammable/volatile chemicals or hazardous matter.
- Sloped surfaces.
- Vicinity of anti-disaster facilities such us fire exits and fire extinguishers.
- Places subject to any type of violent impact.
- Dusty places.
- Residential Environment - (See F.C.C. statement below)

F.C.C. REQUIREMENTS

The Federal Communications Commission requires that all Class A equipment be verified and labeled as follows:

This equipment complies with the requirements in part 15 of FCC Rules for a Class A computing device. Operation of this equipment in a residential area may cause unacceptable interference to radio and TV reception requiring the operator to take what ever steps are necessary to correct the interference.

This label must be permanently attached in a conspicuous location and the text must be legible. If this label is removed or tampered with, such action is punishable under Section 503 of the Communications Act of 1934 (ACT), as amended.

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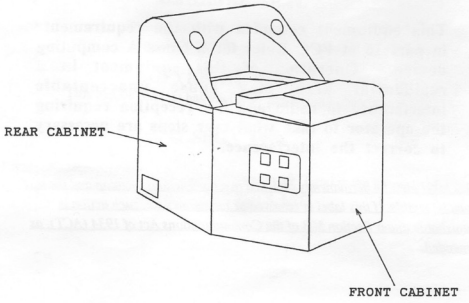
ASSEMBLY & INSTALLATION PROCEDURES

REMOVE CANOPY ASSY

- Locate the T27 Torx wrench and back door keys that are taped to the glass of the Mirror Cabinet.
- Use the key to open and remove the back door. (Unplug the Fan connector before removing the door.)
- Disconnect the 4P Speaker connector. This harness is routed vertically up through the Canopy Assembly.
- Use the T27 Torx wrench to remove the (10) T27 Torx screws which mount the Canopy Assembly to the Mirror Cabinet.
- Lift the Canopy Assembly vertically to separate from the Mirror Cabinet. (Be careful not to damage the harnesses attached to the Canopy Assembly while lifting the Assembly off the unit.).
- Set Canopy Assembly aside.

REMOVE GLASS STAGE

- From the rear of the Mirror Cabinet, remove the Glass Stage and support by lifting the glass and sliding toward yourself. Set the Glass Stage aside.



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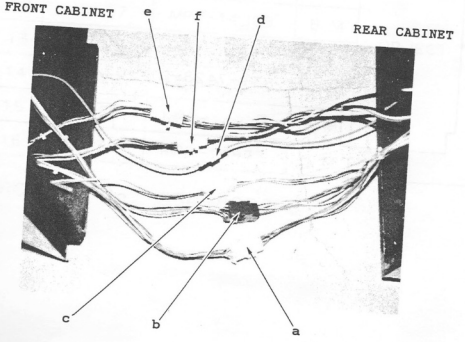
ATTACHING FRONT AND REAR CABINETS

- Connect the 9P WHITE PLUG of Wire Harness #SGB-4164-4 to the 9P WHITE CAP of Wire Harness #600-6157. See (a) in the Figure below.
- Connect the 9P BROWN PLUG of Wire Harness #SGB-4164-4 to the 9P BROWN CAP of Wire Harness #600-6157. See (b) in the Figure below.
- Connect the 3P WHITE PLUG of Wire Harness #SGB-4164-4 to the 3P WHITE CAP of Wire Harness #600-6157. See (c) in the Figure below.
- Connect the 1P WHITE PLUG of Wire Harness #SGB-4164-4 to the 1P WHITE CAP of Wire Harness #SGB-4164-2. See (d) in the Figure below.
- Connect the 4P Connector from the FRONT and the REAR of the Cabinet sections. See (e) in the Figure below.
- Connect the 6P Connector from the FRONT and the REAR of the Cabinet Sections. See (f) in the Figure below.
- Carefully slide the Front Cabinet into position to mate with the Rear Cabinet. (NOTE: assure no harnessing obstructs movement or alignment.)
- From the top of the Rear Cabinet LATCH the two left and two right CLAMPS that secure the FRONT and REAR cabinets together.
- Assure the Black Fabric obscures the Harnessing and other internal parts when viewed from the top of the Rear Cabinet.



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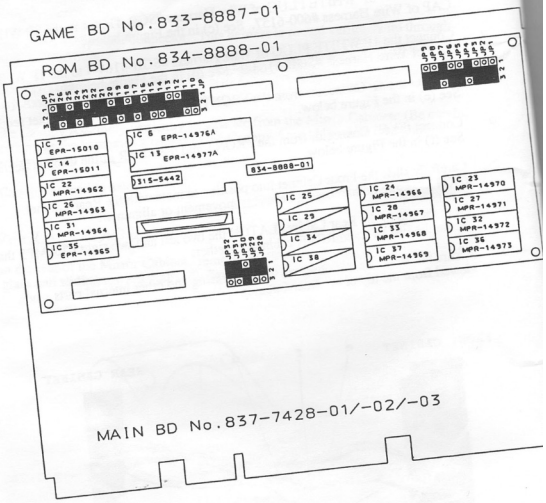
GAME BD ROM LOCATION

GAME BD No.833-8887-01

ROM BD No.834-8888-01



MAIN BD No.837-7428-01/-02/-03

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IC LOCATION		ROM NUMBER		MAIN WORK
1	IC 6	EPR-14976A	1 M	MAIN PROGRAM
2	IC 13	EPR-14977A	1 M	
3	IC 7	EPR-15010	1 M	
4	IC 14	EPR-15011	1 M	
5	IC 22	MPR-14962	8 M	SOUND
6	IC 26	MPR-14963	8 M	
7	IC 31	MPR-14964	8 M	
8	IC 35	EPR-14965	1 M	
9	IC 24	MPR-14966	8 M	OBJECT
10	IC 28	MPR-14967	8 M	
11	IC 33	MPR-14968	8 M	
12	IC 37	MPR-14969	8 M	
13	IC 23	MPR-14970	8 M	
14	IC 27	MPR-14971	8 M	
15	IC 32	MPR-14972	8 M	
16	IC 36	MPR-14973	8 M	

ROM BD No. 834-8888-01

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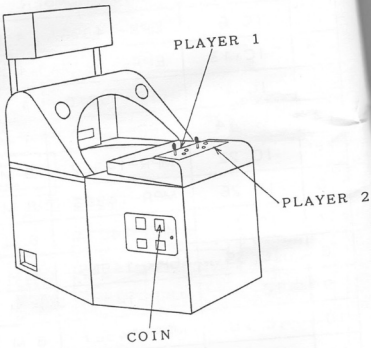
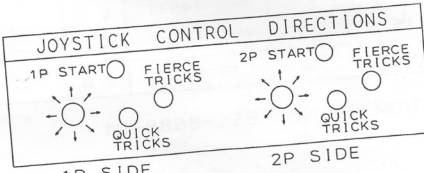
CONCERNING THE CABINET



CONTROL PANEL



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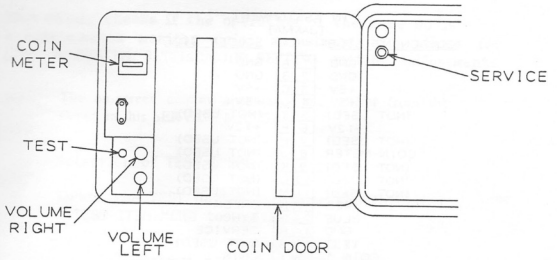
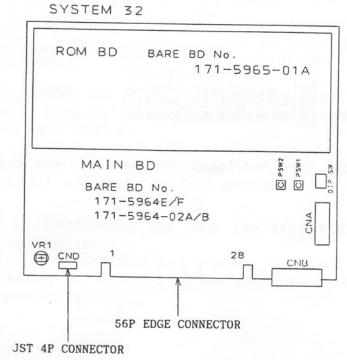
BACKSIDE AND BEHIND THE COIN DOOR



PIN ASSIGNMENT

Use the 56P EDGE CONNECTOR and JST 4P CONNECTOR which are on MAIN BD. The I/O assignment is as per the JAMMA standards.



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PIN ASSIGNMENT
(JAMMA)

COMPONENT SIDE			SOLDER SIDE
GND	1	A	GND
GND	2	B	GND
+5V	3	C	+5V
+5V	4	D	+5V
(NOT USED)	5	E	(NOT USED)
+12V	6	F	+12V
(NOT USED)	7	H	(NOT USED)
COIN METER	8	J	(NOT USED)
(NOT USED)	9	K	(NOT USED)
(NOT USED)	10	L	(NOT USED)
(NOT USED)	11	M	(NOT USED)
RED	12	N	GREEN
BLUE	13	P	SYNC
GND	14	R	SERVICE
TEST	15	S	(NOT USED)
COIN 1	16	T	COIN 2
1P START	17	U	2P START
1P UP	18	V	2P UP
1P DOWN	19	W	2P DOWN
1P LEFT	20	X	2P LEFT
1P RIGHT	21	Y	2P RIGHT
1P QUICK TRICKS	22	Z	2P QUICK TRICKS
1P FIERCE TRICKS	23	a	2P FIERCE TRICKS
(NOT USED)	24	b	(NOT USED)
(NOT USED)	25	c	(NOT USED)
(NOT USED)	26	d	(NOT USED)
GND	27	e	GND
GND	28	f	GND

56P P=3.96mm

JST 4P

1	LEFT SPEAKER (+)
2	LEFT SPEAKER (−)
3	RIGHT SPEAKER (−)
4	RIGHT SPEAKER (+)

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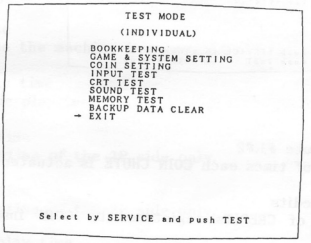
TEST MODE

This mainly checks if the operation of the game BD is accurate,makes monitor color adjustments,and allows for GAME & SYSTEM SETTING/COIN SETTING setting adjustments.

Note: The on-screen display appearance may differ from that shown in this SERVICE MANUAL.

Selection of TEST ITEMS

1)Push the TEST button to cause the following TEST ITEM MENU to appear:



2)By pushing the SERVICE button,bring the arrow mark "→" to the desired item and press the TEST button.

3)When the test has been completed,bring "→" to EXIT and push the TEST button.

Bring "→" to (INDIVIDUAL) and push the TEST button to change it to (CONTINUE).
Bringing "→" to (CONTINUE) and pushing the TEST button without pressing the SERVICE button will change the screen sequentially.

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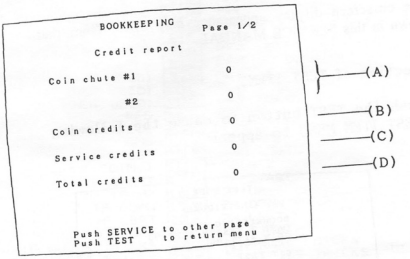
BOOKKEEPING

This test mode allows each of the CREDIT / TIME / GAME data to be ascertained.



(A) Coin chute #1,#2
Number of times each COIN CHUTE is actuated.

(B) Coin credits
Number of CREDITs registered by COIN insertion only.

(C) Service credits
The SERVICE button usage frequency.

(D) Total credits
Total number of CREDITs.

Note: Normally,the Coin chute #2 display is to be disregarded.

Pressing the SERVICE button causes the screen to proceed to the next page.

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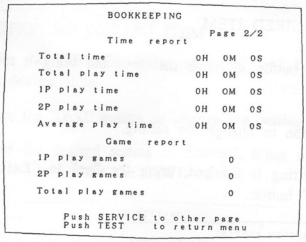
Pressing the SERVICE button causes the following screen to appear:



(A) Total time
Total time the machine is energized.

(B) Total play time
Total game playtime.

(C) 1P play time
Game playtime of the 1P side only.

(D) 2P play time
Game playtime of the 2P side only.

(E) Average play time
Average game playtime.

(F) 1P play games
Game play frequency of the 1P side only.

(G) 2P play games
Game play frequency of the 2P side only.

(H) Total play games
Total number of games.

Push the TEST button to the MENU return on to the screen.

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GAME & SYSTEM SETTING

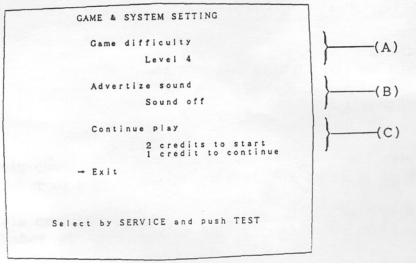
This allows the game difficulty, etc., to be set.

SELECTION OF DESIRED ITEM

1) Press the SERVICE button to move the "→" and bring it to the desired item.

2) Press the TEST button to change the setting.

3) After the desired setting is finished, bring the "→" to "Exit" and press the TEST button.



(A) Game difficulty
Sets the game's overall difficulty(EASY Level 1 HARD Level 8;set to Level 4 in the standard setting).

(B) Advertize sound
Determines whether ADVERTISE SOUND is to be emitted or not(set to OFF in the standard setting).

(C) Continue play
Sets No continue play, or in the case of Continue, the number of credits required to start and the number of credits to continue (2 credits to start,1 credit to continue is set in the standard setting)
Note: In the case of No continue play, one credit is required to start.

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COIN SETTING

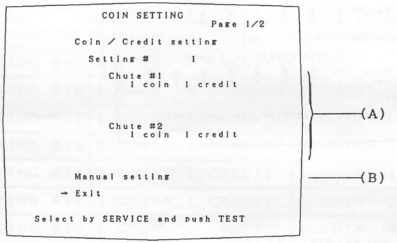
In this mode, the COIN / CREDIT setting, etc. can be changed.

SELECTION OF DESIRED ITEM

1) Press the SERVICE button to move "→" and bring it to the desired item.

2) Press the TEST button to change the setting.

3) After the desired setting is finished, bring the "→" to "Exit" and press the TEST button.



(A) Coin /Credit setting

Sets the CREDIT increase increment per coin insertion. There are 26 settings from #1 to #26, expressed in OO CREDIT as against OO COINS inserted. #26 refer to FREE PLAY (SETTING #1 in the standard setting). For datails,refer to TABLE 1,2.

(B) Manual setting

The CREDIT's incremental increase settings as against a coin insertion are shown in further details than in (A)... for details, refer to TABLE 3. Also, note that when this MANUAL SETTING is performed, the COIN / CREDIT setting becomes ineffective.

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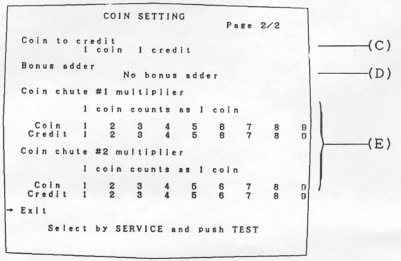
Bring the arrow cursor to "Manual setting" and press the TEST button to cause the following to be displayed on the screen.



(C) Coin to credit

Sets the number of coins comprising one credit (in the case of Continue play, the number of coins required to start is as shown in the "Continue play" in the "GAME & SYSTEM SETTING."

(D) Bonus adder

This sets how many COINS should be inserted to obtain one SERVICE COIN.

(E) Coin chute multiplier

This sets how many tokens one COIN represents.

Note: Normally, the Coin chute #2 setting in the TEST MODE is not used.

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TABLE 1:COIN/CREDIT SETTING

NAME OF SETTING	COIN CHUTE 1	COIN CHUTE 2
SETTING #1	1 COIN 1 CREDIT	1 COIN 1 CREDIT
SETTING #2	1 COIN 1 CREDIT	1 COIN 2 CREDITS
SETTING #3	1 COIN 1 CREDIT	1 COIN 3 CREDITS
SETTING #4	1 COIN 1 CREDIT	1 COIN 4 CREDITS
SETTING #5	1 COIN 1 CREDIT	1 COIN 5 CREDITS
SETTING #6	1 COIN 2 CREDITS	1 COIN 2 CREDITS
SETTING #7	1 COIN 2 CREDITS	1 COIN 5 CREDITS
SETTING #8	1 COIN 3 CREDITS	1 COIN 3 CREDITS
SETTING #9	1 COIN 4 CREDITS	1 COIN 4 CREDITS
SETTING #10	1 COIN 5 CREDITS	1 COIN 5 CREDITS
SETTING #11	1 COIN 6 CREDITS	1 COIN 6 CREDITS
SETTING #12	2 COINS 1 CREDIT	2 COINS 1 CREDIT
SETTING #13	2 COINS 1 CREDIT	1 COIN 1 CREDIT
SETTING #14	2 COINS 1 CREDIT	1 COIN 2 CREDITS
SETTING #15	1 COIN 1 CREDIT 2 COINS 3 CREDITS	1 COIN 1 CREDIT 2 COINS 3 CREDITS
SETTING #16	1 COIN 1 CREDIT 2 COINS 3 CREDITS	1 COIN 3 CREDITS
SETTING #17	3 COINS 1 CREDIT	3 COINS 1 CREDIT
SETTING #18	4 COINS 1 CREDIT	4 COINS 1 CREDIT
SETTING #19	1 COIN 1 CREDIT 2 COINS 2 CREDITS 3 COINS 3 CREDITS 4 COINS 5 CREDITS	1 COIN 1 CREDIT 2 COINS 2 CREDITS 3 COINS 3 CREDITS 4 COINS 5 CREDITS
SETTING #20	1 COIN 1 CREDIT 2 COINS 2 CREDITS 3 COINS 3 CREDITS 4 COINS 5 CREDITS	1 COIN 5 CREDITS

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TABLE 2:COIN/CREDIT SETTING

NAME OF SETTING	COIN CHUTE 1	COIN CHUTE 2
SETTING #21	3 COINS 1 CREDIT 5 COINS 2 CREDITS	1 COIN 2 CREDITS
SETTING #22	2 COINS 1 CREDIT 4 COINS 2 CREDITS 5 COINS 3 CREDITS	2 COINS 1 CREDIT 4 COINS 2 CREDITS 5 COINS 3 CREDITS
SETTING #23	2 COINS 1 CREDIT 4 COINS 2 CREDITS 5 COINS 3 CREDITS	1 COIN 3 CREDITS
SETTING #24	1 COIN 1 CREDIT 2 COINS 2 CREDITS 3 COINS 3 CREDITS 4 COINS 4 CREDITS 5 COINS 6 CREDITS	1 COIN 1 CREDIT 2 COINS 2 CREDITS 3 COINS 3 CREDITS 4 COINS 4 CREDITS 5 COINS 6 CREDITS
SETTING #25	1 COIN 1 CREDIT 2 COINS 2 CREDITS 3 COINS 3 CREDITS 4 COINS 4 CREDITS 5 COINS 6 CREDITS	1 COIN 6 CREDITS
SETTING #26	FREE PLAY	FREE PLAY

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TABLE 3:MANUAL SETTING

COIN TO CREDIT	1 COIN 1 CREDIT
	2 COINS 1 CREDIT
	3 COINS 1 CREDIT
	4 COINS 1 CREDIT
	5 COINS 1 CREDIT
	6 COINS 1 CREDIT
	7 COINS 1 CREDIT
	8 COINS 1 CREDIT
	9 COINS 1 CREDIT

BONUS ADDER	NO BONUS ADDER
	2 COINS GIVE 1 EXTRA COIN
	3 COINS GIVE 1 EXTRA COIN
	4 COINS GIVE 1 EXTRA COIN
	5 COINS GIVE 1 EXTRA COIN
	6 COINS GIVE 1 EXTRA COIN
	7 COINS GIVE 1 EXTRA COIN
	8 COINS GIVE 1 EXTRA COIN
	9 COINS GIVE 1 EXTRA COIN

COIN CHUTE #1 MULTIPLIER	1 COIN COUNTS AS 1 COIN
	1 COIN COUNTS AS 2 COINS
	1 COIN COUNTS AS 3 COINS
	1 COIN COUNTS AS 4 COINS
	1 COIN COUNTS AS 5 COINS
	1 COIN COUNTS AS 6 COINS
	1 COIN COUNTS AS 7 COINS
	1 COIN COUNTS AS 8 COINS
	1 COIN COUNTS AS 9 COINS

COIN CHUTE #2 MULTIPLIER	1 COIN COUNTS AS 1 COIN
	1 COIN COUNTS AS 2 COINS
	1 COIN COUNTS AS 3 COINS
	1 COIN COUNTS AS 4 COINS
	1 COIN COUNTS AS 5 COINS
	1 COIN COUNTS AS 6 COINS
	1 COIN COUNTS AS 7 COINS
	1 COIN COUNTS AS 8 COINS
	1 COIN COUNTS AS 9 COINS

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EXAMPLES FOR THE CALCULATION OF CREDITS SET IN THE "MANUAL" SETTING

Example 1

COIN TO CREDIT..... 4 COINS 1 CREDIT
BONUS ADDER..... 2 COINS GIVE 1 EXTRA COIN
COIN CHUTE MULTIPLIER
..... 1 COIN COUNTS AS 2 COINS

In the above setting, when 7 coins are inserted in the COIN CHUTE #1, the number of credits will be as follows:

1) As per the COIN CHUTE MULTIPLIER setting, since 1 coin inserted counts as 2 coins, 7 coins inserted will be equivalent to 14 coins.

2) According to the BONUS ADDER setting, every 2 coins earn one service coin, therefore, the equivalent of 14 coins will have 7 service coins added, resulting in the equivalent of 21 coins.

3) According to the COIN TO CREDIT setting, 4 coins make 1 credit, therefore, the equivalent of 21 coins makes 5 and a quarter credits.

NOTE: Even when a fractional number of credits are contained, the credit will be displayed in an integral number only.

Depending on the CABINET, COIN CHUTE #2 may also be used and in this case, the number of credits will be calculated as per Example 2.

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Example 2

COIN TO CREDIT ..... 6 COINS 1 CREDIT
BONUS ADDER ..... 3 COINS GIVE 1 EXTRA COIN
COIN CHUTE #1 MULTIPLIER
..... 1 COIN COUNTS AS 4 COINS
COIN CHUTE # 2 MULTIPLIER
..... 1 COIN COUNTS AS 5 COINS

In the above settings, when 3 coins are inserted into COIN CHUTE #1 and 5 coins into COIN CHUTE #2, the number of CREDITs will be as follows:

1) According to COIN CHUTE #1 MULTIPLIER setting, one coin inserted counts as 4 coins, therefore, 3 coins are equivalent to 12 coins.

2) According to the COIN CHUTE #2 MULTIPLIER setting, one coin inserted counts as 5 coins, therefore, 5 coins inserted into COIN CHUTE #2 will be equivalent to 25 coins.

3) The total number of coins in COIN CHUTE #1 and #2 will be equivalent to 49 coins.

4) According to BONUS ADDER setting, every 3 coins will earn one service coin, therefore, the equivalent of 37 coins with 12 service coins added will be equivalent to 49 coins.

5) According to the COIN TO CREDIT setting, 6 coins make 1 CREDIT, therefore, the equivalent of 49 coins equals 8 and one sixth CREDITs.

NOTE: Even when a fractional number of credits are contained, the credit will be displayed in an integral number only.

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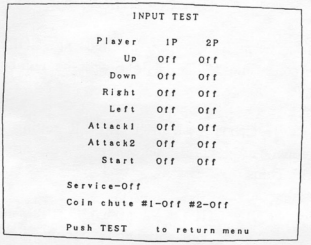
INPUT TEST

This test displays the state of each switch. If the switch goes ON when activated it is satisfactory.



Note: Normally,the Coin chute #2 display is to be disregarded.

Attack1....QUICK TRICKS
Attack2....FIERCE TRICKS

Push the TEST button to have the MENU return on to the screen.

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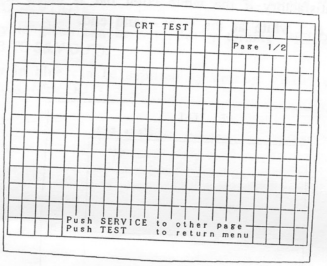
CRT TEST

I. MONITOR SIZE ADJUSTMENT SCREEN

This page allows the monitor size to be checked.



Make adjustments in a manner so that the checkered portions for checking do not go beyond the screen.

Pressing the TEST button causes the screen to proceed to the next page.

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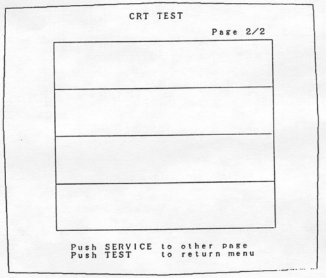
ll. RGB COLOR ADJUSTMENT SCREEN

This page allows for checking the monitor color check.

Each of the R (red), G (green) and B (blue) colors is most dark at the left - hand end and becomes brighter in 31 gradations towards the right - hand end. The monitor brightness is satisfactory if the white color bar is black at the left - hand end and white at the right - hand end.



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Color adjustments can be performed via IC BD (RGB TO S&V OUT) 838-8118 inside the REAR CABINET.

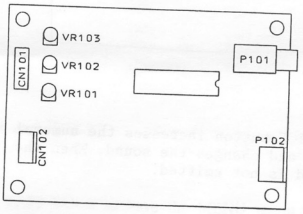
Detach the FRONT CABINET and REAR CABINET, and by watching the monitor, make adjustments in a manner so that the checkered portions for checking do not go beyond the screen.

The display in red can be adjusted by turning VR103 of the IC BD (RGB TO S&V OUT).

The display in green can be adjusted by turning VR102 of the IC BD (RGB TO S&V OUT).

The display in blue can be adjusted by turning VR101 of the IC BD (RGB TO S&V OUT).

838-8118 IC BD RGB TO S&V OUT



Push the TEST button to have the MENU return on to the screen.

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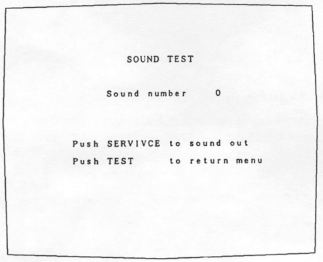
SOUND TEST

This allows sound used in the game to be tested.



Pressing the SERVICE button increases the numeral in increments of one and changes the sound. When the numeral is 0, sound is not emitted.

Push the TEST button to have the MENU return on to the screen.

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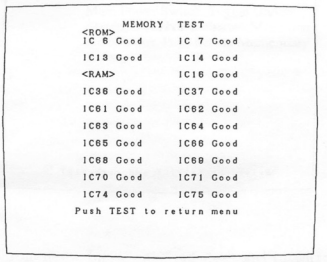
MEMORY TEST

Check the PCB's MEMORY ICs.
When the IC is in good operating condition,"Good" will be indicated.
If there exists any malfunctioning of the IC's, "Bad" will be indicated.



Push the TEST button to have the MENU return on to the screen.

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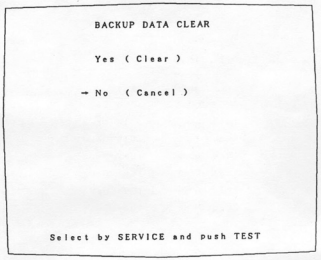
BACKUP DATA CLEAR

Clears the contents of BOOKKEEPING.



When clearing, bring "→" to "Yes" and when not clearing, to "No", by using the SERVICE button, and then push the TEST button.
Finishing the BACKUP DATA CLEAR causes "Completed" to be displayed with the MENU mode returning on to the screen.

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HOLOSSEUM PARTS LIST

130-001	Speaker, 5-1/4" Round	2
131-001	Grill, Speaker 5-1/4"	2
HTT-001	Assy, Black Light	1
HTT-002	Cover, Black Light Assy.	1
220-002	Assy, Coin Door (Dual Entry)	1
HTT-004	Assy, Cash Box w/Lid	1
HTT-005	Plate, Bill Acceptor	1
509-001	Main Power Switch, Toggle On/Off	1
509-5028	Service Switch, Pushbutton Momentary	1
509-002	Test Switch, Push Button Momemtary	1
220-001	Volume Control, 5K	2
TQ-20026	Assy, Control Panel (with Controls)	1
601-6902	Joystick Knob, Red	1
601-6902-01	Joystick Knob, Blue	1
200-002	TV Monitor, Trinitron 19"	1
HTT-007	Optics, Spherical Mirror	1
260-001	Fan - 105 CFM	2
400-001	Power Supply, 5V 11A, 12V 2A	1
514-001	Fuse, 4 Amp (Slo Blow)	1
601-001	RFI Line Filter, 5 Amp	1
833-8887-01	Assy, Logic IC Board	1
839-8118	Assy, RGB IC Board	1
839-0476-01	Assy, Filter Board	1
839-0035-02	Assy, Power Amplifier DC12V 10W	1
600-001	Power Cord, 10 ft.	1
HTT-009	Monitor Retainer	1
HTT-010	Brackets, Monitor	2
HTT-011	Front Glass Retainer	1
HTT-014	Side Trim (Left/Right)	2
HTT-008	Glass, Stage Floor (w/Silkscreen)	1
HTT-033	Block Set, Stage	1
421-8169	Sticker, "Holosseum"	1
421-8170-01	Sticker, Button Instruction	1
421-8205	Sticker, Black	1
421-8213	Sticker, Side A	1
421-8214	Sticker, Side B	1
421-8215	Sticker, Side C	1
421-8216	Sticker, Side D	1
421-8217	Sticker, Side E	1
421-8218	Sticker, Side F	1
422-0420-01	Sticker, Play Instructions	1
HTT-026	Sticker, Sega Logo (Large)	1
420-6048	Service Manual	1

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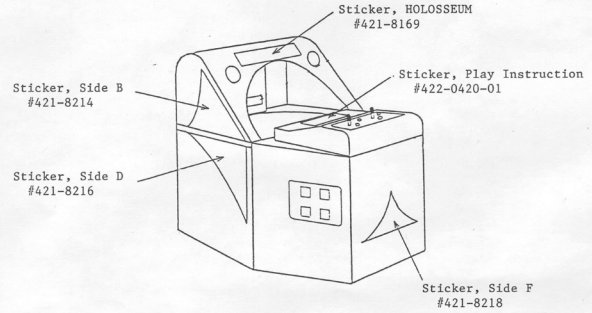
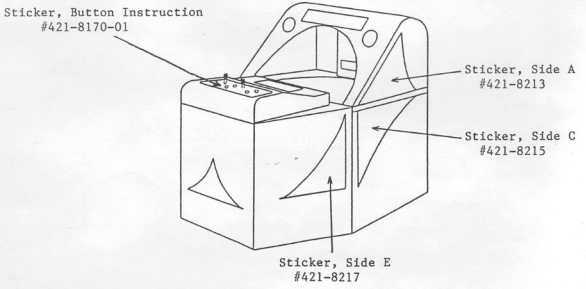
LOCATION OF STICKERS





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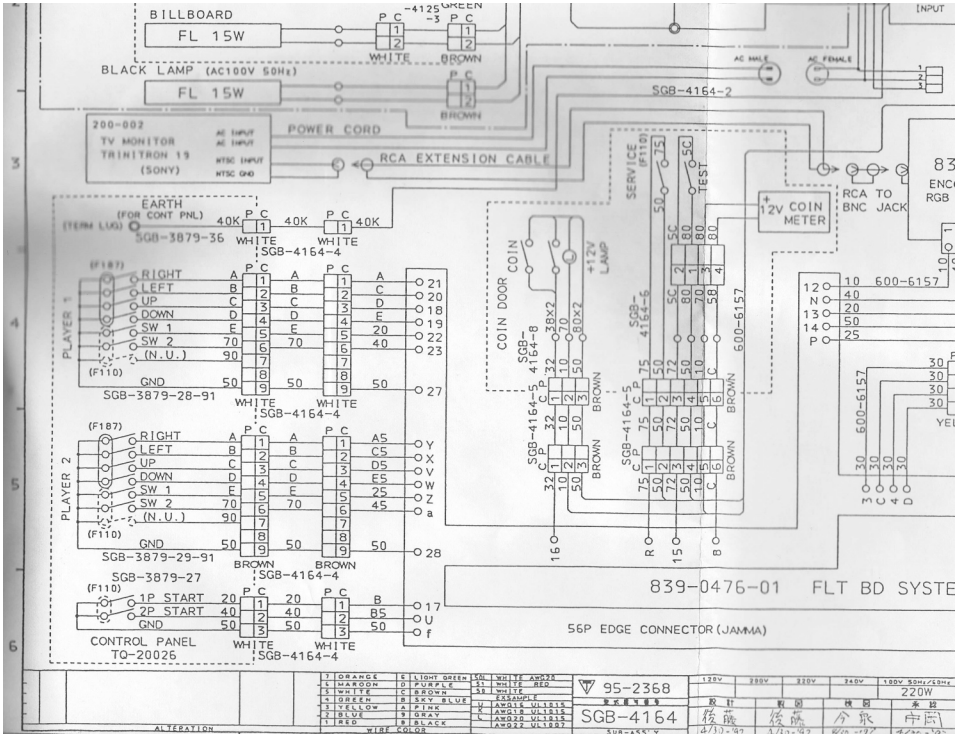
CCF08282014_00033.jpg



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